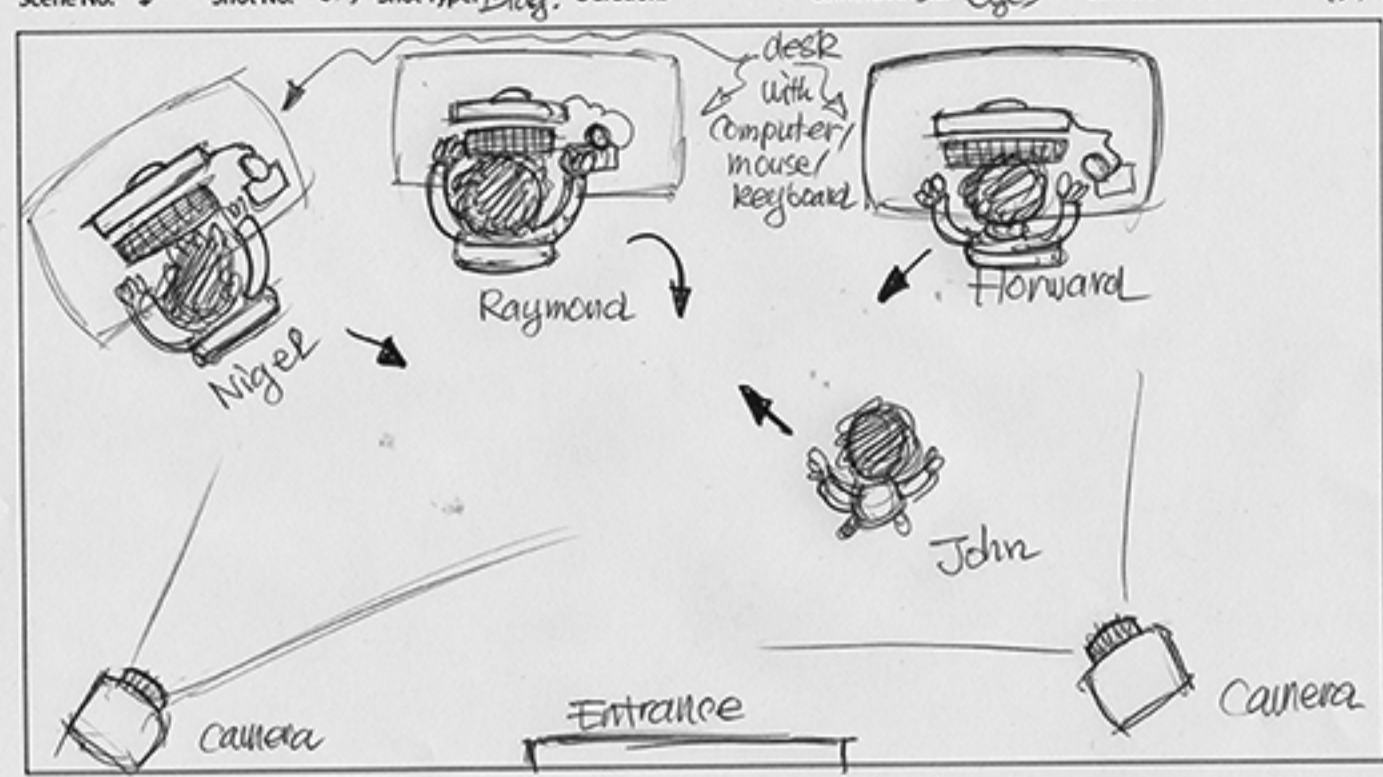
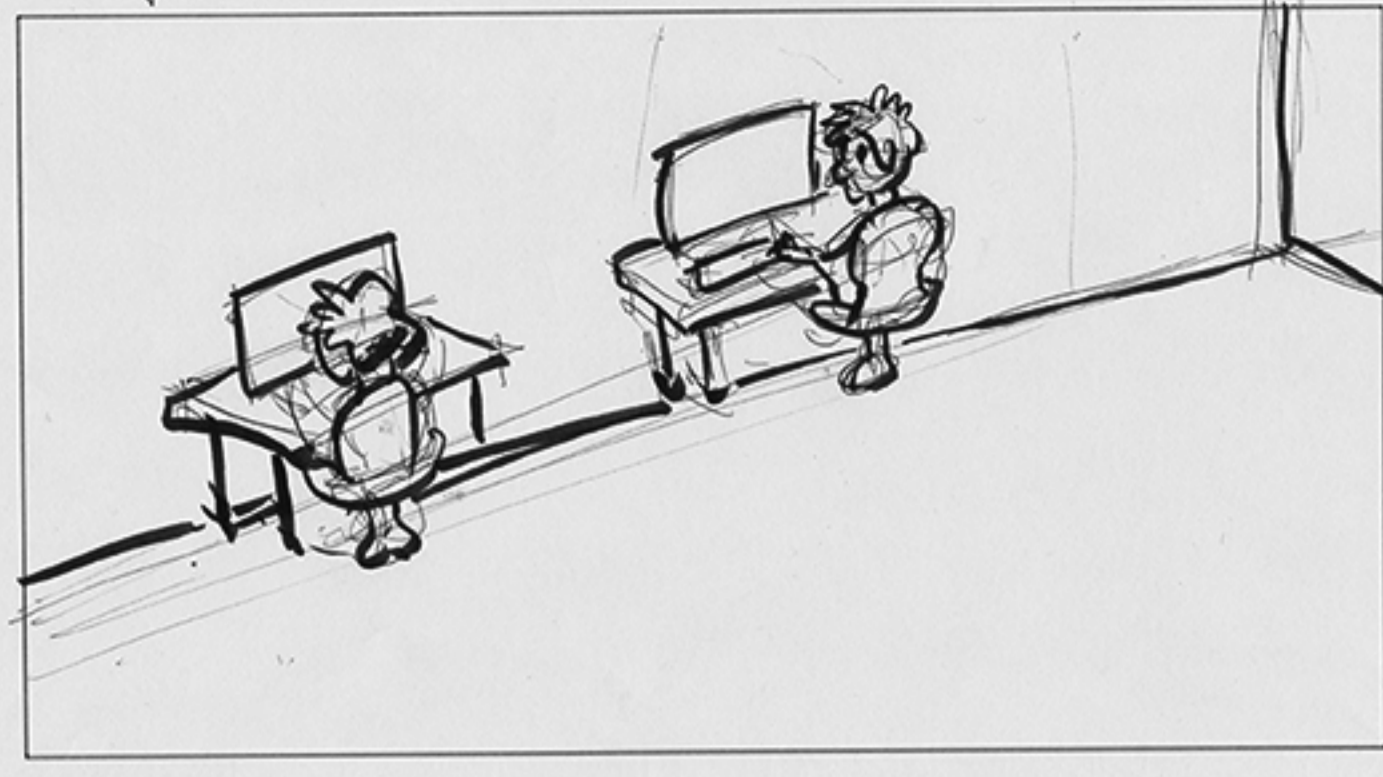


Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 1A Shot Type: Dialog Duration: Camera Angle: Birds eyes Camera Movement: N/A



Dialog: N/A
Action: N/A
Other Notes: N/A

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 1B Shot Type: Full Duration: Camera Angle: eye level Camera Movement: dolly



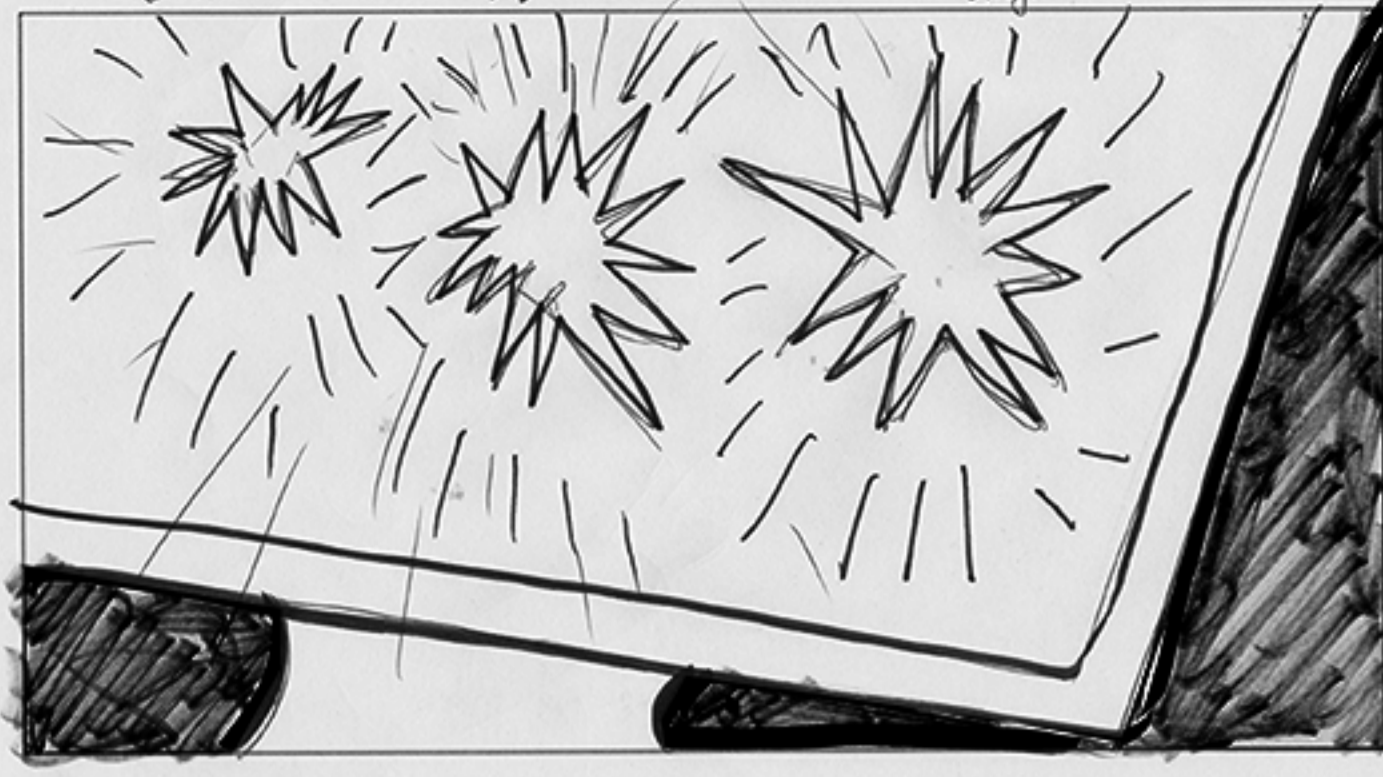
Dialog:
Action:
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 2 Shot Type: close up Duration: Camera Angle: eye level Camera Movement:



Dialog:
Action: Self introduction in silence by turning his head toward the viewer
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 3 Shot Type: close up Duration: Camera Angle: high angle Camera Movement:



Dialog:
Action: Rows of warning lights flare up
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 4 Shot Type: close up Duration: Camera Angle: eye level Camera Movement:



Dialog: Hang on, what the hell is going on here
Action: stares at computer screen, flabbergasted
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 5 Shot Type: close up Duration: Camera Angle: high angle Camera Movement:



Dialog: What?
Action: Astonished facial expression
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 6 Shot Type: Medium Duration: Camera Angle: eye level Camera Movement:



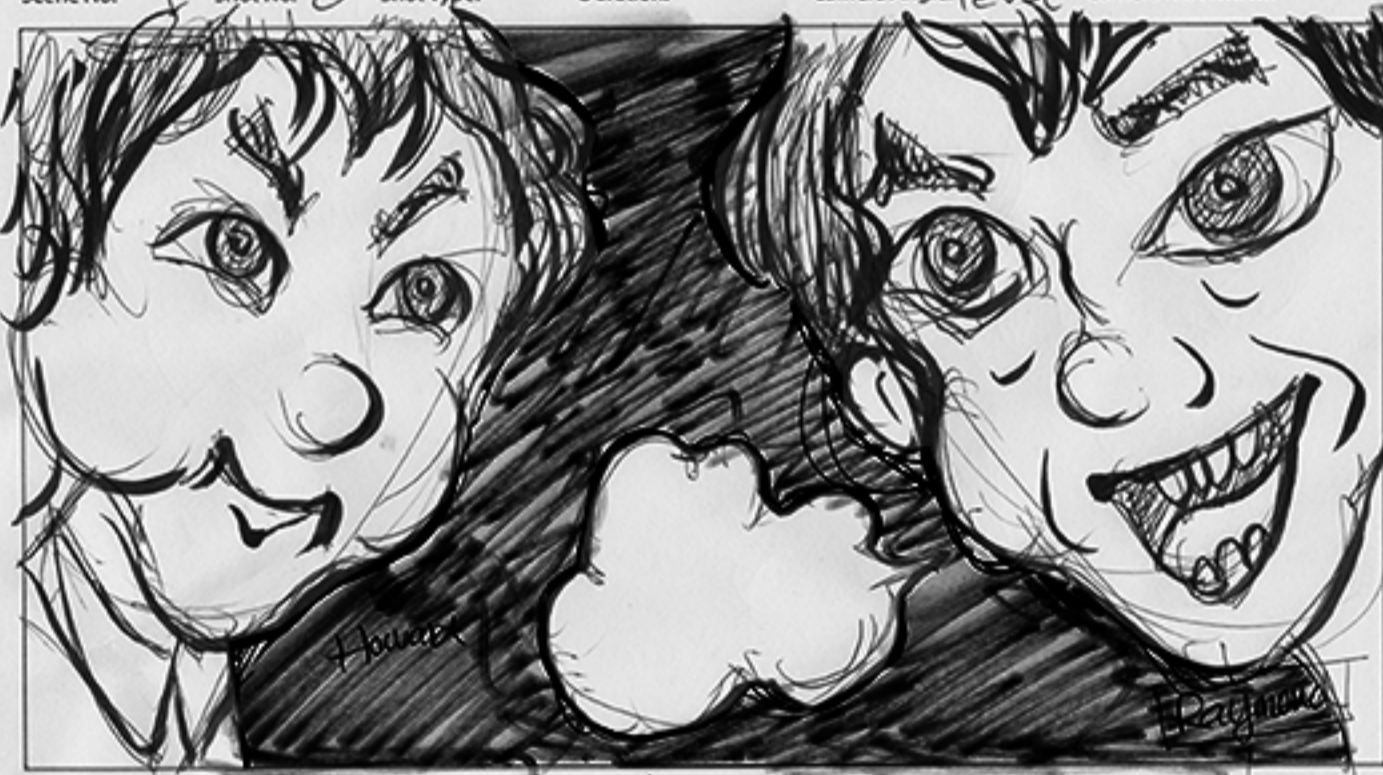
Dialog: The security perimeter is going down across the board
Action: pointing finger to explain the situation
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 7 Shot Type: Medium Duration: Camera Angle: eye level Camera Movement:



Dialog: Go find Nigel
Action: pointing find, looking for Nigel.
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 8 Shot Type: Medium Duration: Camera Angle: eye level Camera Movement:



Dialog: Ok, the power is going down.
Action: speaking to Howard
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 9 Shot Type: Full Duration: Camera Angle: eye level Camera Movement:



Dialog:
Action: John stops short of the door
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 10 Shot Type: Full Duration: Camera Angle: eye level Camera Movement: dolly



Dialog:
Action: They all freeze in their tracks
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 11 Shot Type: close up Duration: Camera Angle: eye level Camera Movement: dolly



Dialog: Well, get it back up! Use Nigel's terminal
Action: Rolling his chair to Nigel's screen
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 12 Shot Type: close up Duration: Camera Angle: Camera Movement:



Dialog: Why this one still on?
Action: Raymond's perplex expression, hands on the face
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 13 Shot Type: close up Duration: Camera Angle: Camera Movement:



Dialog: No, it is still on
Action: shaking palm (a denial)
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 14 Shot Type: Medium Duration: Camera Angle: Camera Movement:



Dialog: Tell me the containment field isn't down
Action:
Other Notes:

Project Name: Picking Artist: Edward Locke
Scene No. 1 Shot No. 15 Shot Type: close up Duration: Camera Angle: Camera Movement:



Dialog: Why the hell would he turn the perimeter off?
Action: facial expression showing surprise
Other Notes: