

System Failure Storyboard (Version 2)

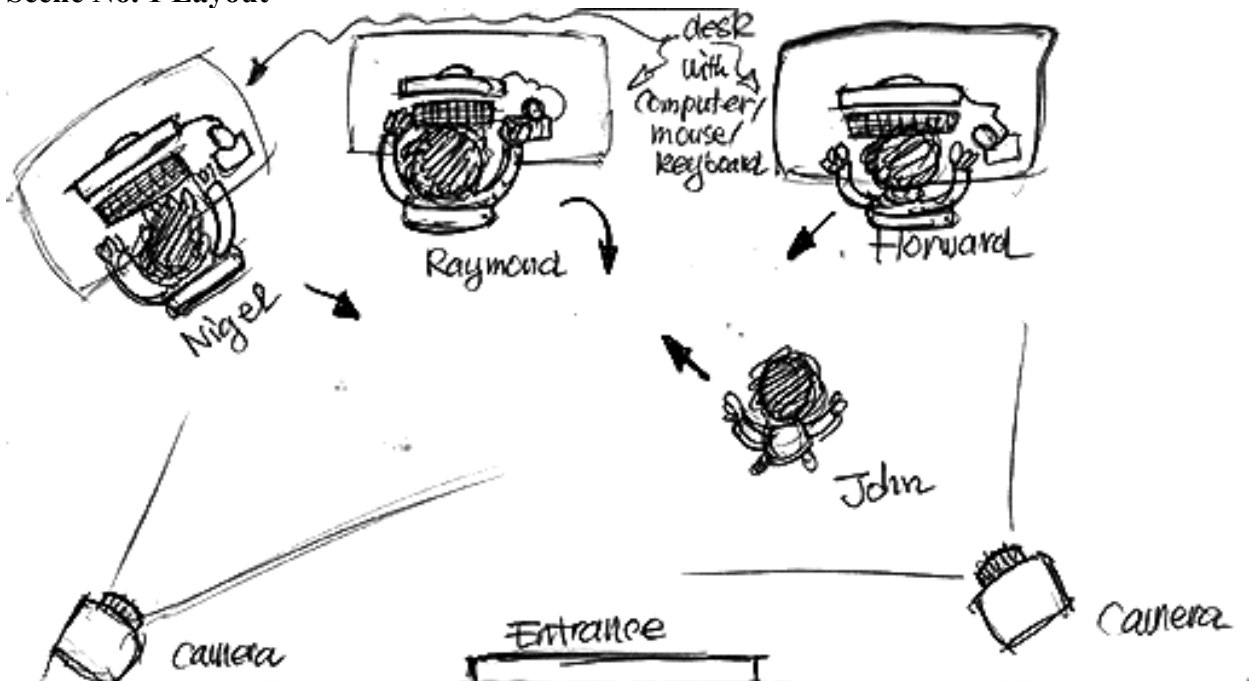
Script author unknown
Storyboard by Edward Locke
March 30, 2018

Design of the Characters


The Characters



Scene No. 1 Layout



Panel No. 1

| Scene No: 1 | Shot No: 1 | Shot Type: Full | Duration: 3 second | Camera Angle: Eye level | Camera Movement: Dolly |
|--|------------|-----------------|--------------------|-------------------------|------------------------|
|  | | | | | |
| Script: Int. control room – night | | | Dialog: N/A | | |
| Action: N/A | | | Other Notes: N/A | | |

Panel No. 2

| Scene No: 1 | Shot No: 2 | Shot Type: Close-up | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: Dolly |
|--|------------|---------------------|--|-------------------------|------------------------|
|  | | | | | |
| Script: Raymond's self-introduction in silence by turning his head towards the viewers | | | Dialog: Raymond: "Hi, I am Raymond and I work in this Control Room." | | |
| Action: Motion of mouth and right hand. | | | Other Notes: N/A | | |

Panel No. 3

| Scene No: 1 | Shot No: 3 | Shot Type: Extreme close-up | Duration: 3 seconds | Camera Angle: High angle | Camera Movement: Dolly and panning |
|--|------------|--------------------------------|--|-----------------------------|---------------------------------------|
|  | | | | | |
| Script: Rows of warning lights flare up. | | | Dialog: Raymond: "What's going on?" | | |
| Action: Facial expression of surprise. | | | Other Notes: N/A | | |


Panel No. 4

| Scene No: 1 | Shot No: 4 | Shot Type: Close-up | Duration: 6 seconds | Camera Angle: Eye level | Camera Movement: Panning |
|--|------------|------------------------|--|----------------------------|-----------------------------|
|  | | | | | |
| Script: Raymond stares flabbergasted at the computer screen as rows of warning lights flare up. | | | Dialog: Raymond: "Hang on, what the hell is going on here?" | | |
| Action: Facial expression of surprise, hands up and close to the left and right sides of the head | | | Other Notes: N/A | | |


Panel No. 5

| Scene No: 1 | Shot No: 5 | Shot Type: Close-up | Duration: 3 seconds | Camera Angle: High angle | Camera Movement: Panning |
|--|------------|------------------------|--------------------------------|--------------------------|-----------------------------|
|  | | | | | |
| Script: Howard: "What?" | | | Dialog: Howard: "What?" | | |
| Action: Howard's astonished facial expression. | | | Other Notes: N/A | | |

Panel No. 6

| Scene No: 1 | Shot No: 6 | Shot Type: Medium close-up | Duration: 4 seconds | Camera Angle: Eye level | Camera Movement: Dolly and panning |
|--|------------|-------------------------------|--|----------------------------|---------------------------------------|
|  | | | | | |
| Script: Raymond explains the situation to Howard. | | | Dialog: Raymond: "The security perimeter is going down across the board." | | |
| Action: Raymond points fingers at the wall where the system is installed. | | | Other Notes: N/A | | |


Panel No. 7

| Scene No: 1 | Shot No: 7 | Shot Type: Medium close-up | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: Panning |
|--|------------|-------------------------------|--|----------------------------|-----------------------------|
|  | | | | | |
| Script: Howard asks John to look for Nigel to fix the problem. | | | Dialog: Howard (to John, annoyed): "Go find Nigel." | | |
| Action: Howard points his fingers. | | | Other Notes: N/A | | |


Panel No. 8

| Scene No: 1 | Shot No: 8 | Shot Type: Medium close-up | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: N/A |
|--|------------|-------------------------------|--|----------------------------|-------------------------|
|  | | | | | |
| Script: Raymond explains the problem. | | | Dialog: Raymond: "OK, the power is going down." | | |
| Action: Motion of mouth and facial expression | | | Other Notes: N/A | | |


Panel No. 9

| Scene No: 1 | Shot No: 9 | Shot Type: Full | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: Dolly and panning |
|---|------------|-----------------|-------------------------|-------------------------|------------------------------------|
|  | | | | | |
| Script: John stops short of the door as the whole control room suddenly shuts off. | | | Dialog: N/A | | |
| Action: John runs in panic. | | | Other Notes: N/A | | |

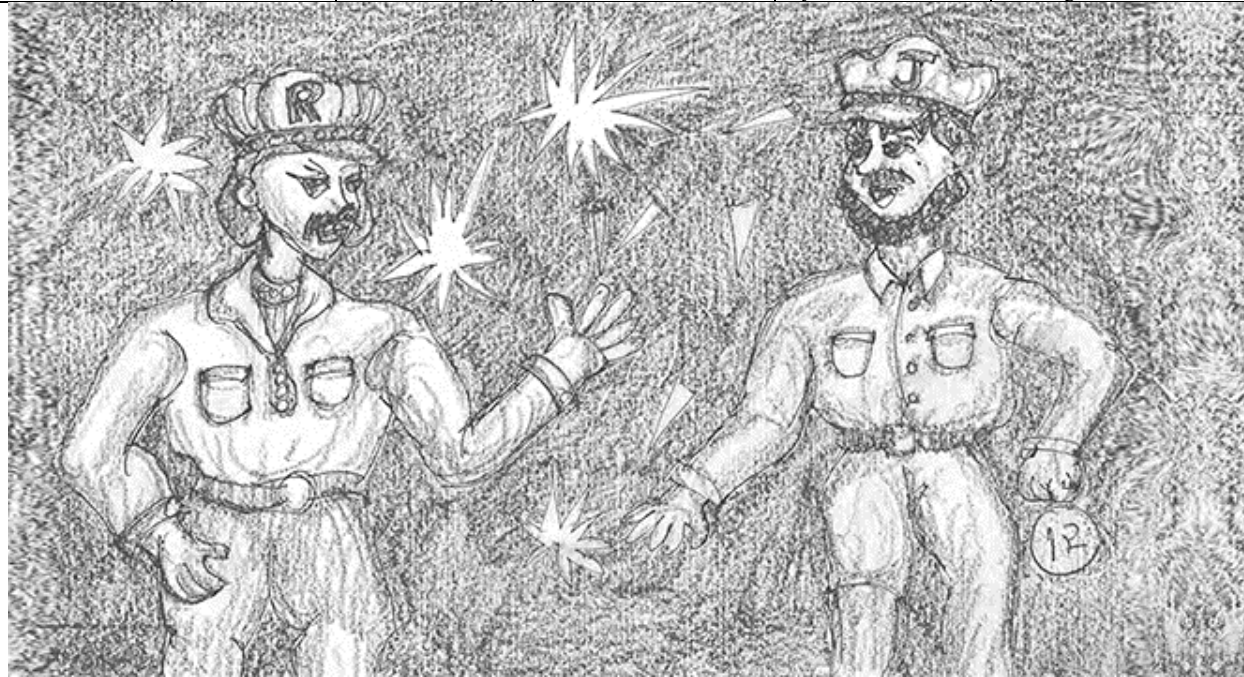
Panel No. 10

| Scene No: 1 | Shot No: 10 | Shot Type: Full | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: Dolly and panning |
|--|-------------|-----------------|-------------------------|-------------------------|------------------------------------|
|  | | | | | |
| Script: They all freeze in their tracks, realizing the seriousness. | | | Dialog: N/A | | |
| Action: The characters are "freezing" in their place. | | | Other Notes: N/A | | |

Panel No. 11

| Scene No: 1 | Shot No: 11 | Shot Type: Medium Close-up | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: Dolly |
|--|-------------|-------------------------------|---|----------------------------|---------------------------|
|  | | | | | |
| Script: Howard explains to Raymond what to do. | | | Dialog: Howard (to Raymond): "Well, get it back up! Use Nigel's terminal." | | |
| Action: Howard quickly rolls his chair to Nigel's screen | | | Other Notes: N/A | | |

Panel No. 12

| Scene No: 1 | Shot No: 12 | Shot Type: Medium close-up | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: Panning |
|--|-------------|-------------------------------|--|----------------------------|-----------------------------|
|  | | | | | |
| Script: Raymond asks why the problem is not over yet. | | | Dialog: Raymond: "Why's this one still on?" | | |
| Action: Raymond screams. | | | Other Notes: N/A | | |

Panel No. 13

| Scene No: 1 | Shot No: 13 | Shot Type: Medium close-up | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: Panning |
|--|-------------|-------------------------------|--|-------------------------|--------------------------|
|  | | | | | |
| Script: John talks to Raymond. | | | Dialog: John: "Tell me the containment field isn't down." | | |
| Action: John steps forward, alarmed. | | | Other Notes: N/A | | |

Panel No. 14

| Scene No: 1 | Shot No: 14 | Shot Type: Medium close-up | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: Panning |
|--|-------------|-------------------------------|---|-------------------------|--------------------------|
|  | | | | | |
| Script: Raymond gives a negative answer. | | | Dialog: Raymond (checks): "No, it's still on." | | |
| Action: Raymond shakes his hand in denial. | | | Other Notes: N/A | | |

Panel No. 15

| | | | | | |
|--|--------------------|-------------------------------|---|--------------------------------|------------------------------------|
| Scene No: 1 | Shot No: 15 | Shot Type: Close-up | Duration: 3 seconds | Camera Angle: Eye level | Camera Movement: Panning |
| | | | | | |
| Script: Howard asks angrily why Nigel turned the perimeter off. | | | Dialog: Howard: "Why the hell would he turn the perimeter off?!" | | |
| Action: Facial expressions of anger and surprise | | | Other Notes: N/A | | |

THE END