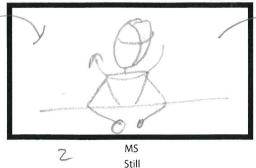
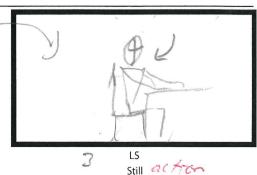


Still Shot of clock Pause for 5 seconds Ahmed: "Oh no. I'm late for..." Editing note: Use audio from second clip and overlay it over this clip

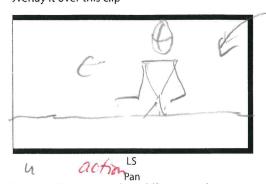


Name:

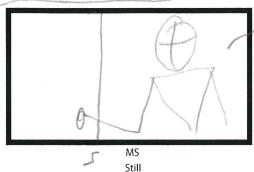
Ahmed: "Oh no. I'm late for my appointment" [Turns head, Turns sidways in chair, Push hands off desk, Stands up] Note Foot closest to the camera is the leading foot - Edit note: Out point when Ahmed's bum is off chair 20 cm



Cut on action - Same shot different angle [...Pushes hands off table, Stands up and runs]] Edit note: In point - cut when Ahmed's bum is off the chair 20 cm

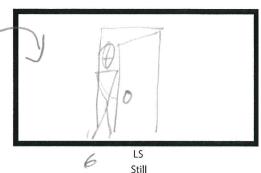


Lut on action - same shot, different angleStands up and runs] Edit note: In point is the second step in motion

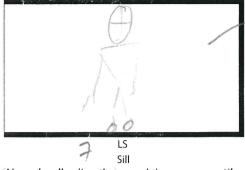


[Ahmed enters the video frame and opens the door with his right hand, walks through the door, turns right]

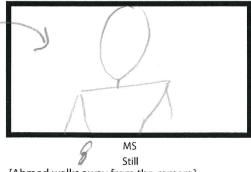
Editing note - In point: empty frame, Out point: door is open 30 cm



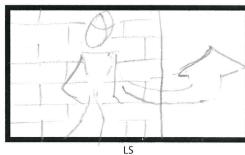
Cut on action [Ahmed opens the door and turns right] Editing note - In point: door is open 30 cm, Out point: Ahmed is out of the video frame] Also note: When door is open 30cm, be aware of where you hand, shoulders and feet are



Ahmed walks directly toward the camera until /ery close to the camera] Editing note - fade to black at the end of the shot when Ahmed is very close to the camera

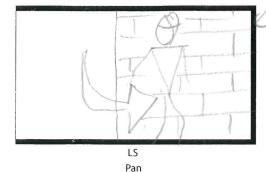


[Ahmed walks away from the camera] Editing note - at the beginning of the shot, fade the Shooting note: make sure that the camera is at a shot FROM black - It should have the illusion that the right angle to Ahmed and that he passes in character passes through the camera - Use your good front of the camera judgement if the fades work or use straight cuts Out point: at the corner

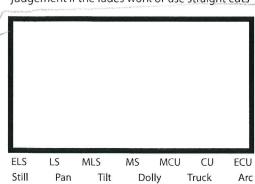


[Ahmed walks around a corner]

Pan



Ahmed walks around the corner] shooting note: the is taken from the other side of the corner n point: at the corner



[Ahmed arrives at the destination] YOUR CHOICE OF HOW TO END THIS