



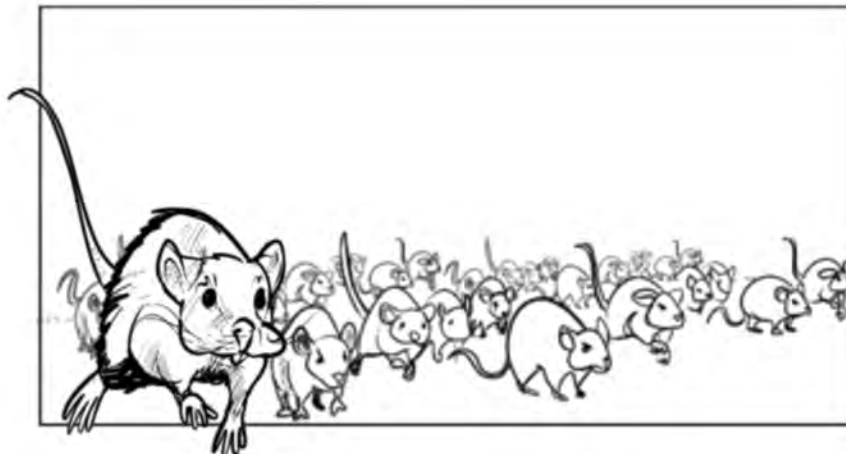
SC. 46 - SHOT 1 -- COMP

Master bonfire WS with lens at floor / rat height.



SC. 46 - SHOT 1

Two passes lock-off:
-- Actors



SC. 46 - SHOT 1

-- Rats scattering past lens --
Greenscreen (or Location
element?)

Note: VFX muzzle flash,
interactive lighting.

SC. 46 - SHOT 2

Single on Ish tending bonfire.



SC. 46 - SHOT 3

Single on Emma, shooting rats.
Note: VFX muzzle flash, interactive



SC. 46 - SHOT 4 -- COMP

Rat explodes from gunfire, as
others scatter.



Sc. 46 - SHOT 4

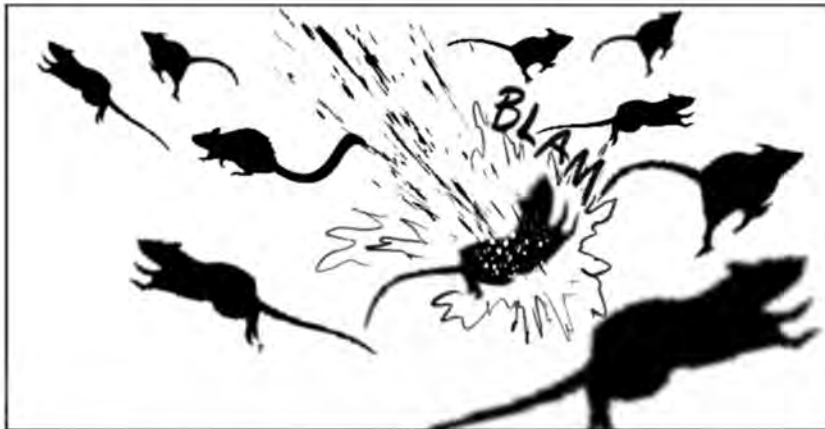


Two passes + CG:
-- Actors b.g. plate

SC. 46 - SHOT 4



-- Rats scatter
+
-- CG Rat explodes/lighting.



SC. 46 - SHOT 5 -- POV

Two passes + CG:
-- Plate of pavement.
+
-- Rats scatter, seen from above
-- Greenscreen (or Location
element?)

SC. 47 - SHOT 6

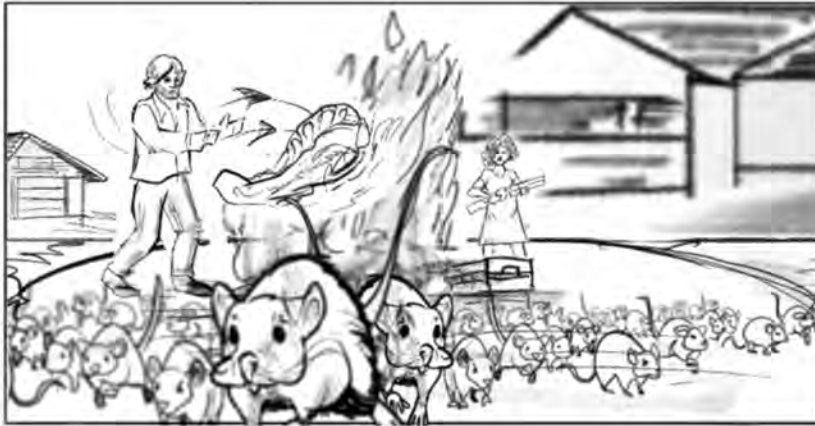


Follow Ish carrying Cow to Bonfire, as Emma shoots.

Note: VFX muzzle flash, interactive lighting.

Note: Possibly add some CG rats in the dark.... or not.

SC. 47 - SHOT 7



Master Ish adds Cow Carcass to Bonfire, as Emma shoots.



SC. 47 - SHOT 7

-- Actors

SC. 47 - SHOT 7



-- Rats scattering --
Greenscreen (or Location
element?)

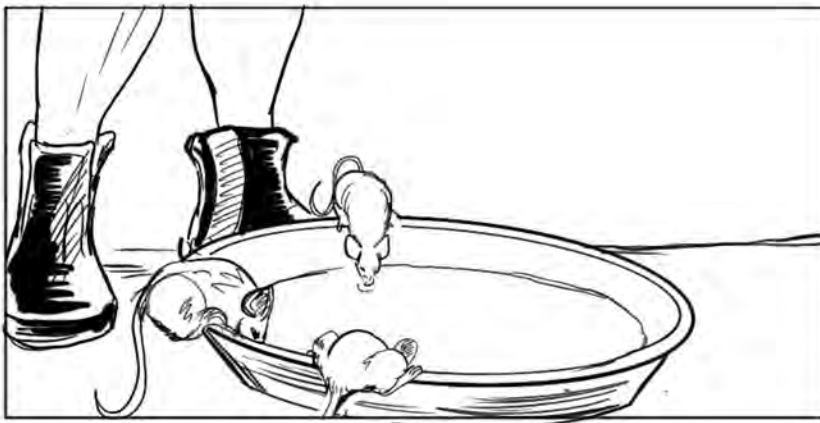
Note: VFX muzzle flash and
interactive lighting.

SC. 48 - SHOT 1



LWA (Low Wide Angle) Emma
working her way down the steps,
baking soda sprinkled along exterior
of the back deck stairs. (Kitchen
glowing b.g.)

CG rats on lower step crawls up
between. She douses with powder,
and it C.G. scurries down between
the boards.



SC. 48 - SHOT 2

(Not drawn: Emma puts bowls
with ammonia and cotton on the
back rail -- no rats in frame.)

Emma puts bowls with ammonia
and cotton on the back rail -- no
rats in frame.)



SC. 48 - SHOT 1

Camera on front deck, looking through glass as Emma seals lower sliding door -- Rats in "window box" in camera + Rat wipes foreground.

+

-- Foreground rat wipes --
Greenscreen element, or CG



SC. 48 - SHOT 2

ECU Rats seen through the glass --
Camera inside.

-- In-camera, rats in window box.



SC. 48 - SHOT 3

Emma Profile facing Rats
against the Glass
-- In-camera, rats in window
box.



SC. 48 - SHOT 4

CU Emma hearing music/bells.
Rats climb screen.

-- In-camera (I hope rats will
climb the screen.)



SC. 49 - SHOT 5

Emma joins Ish, both looking in
direction of music/bells.

-- Rats in window box, climbing
screens + Possible foreground rats,
same as above element.

+

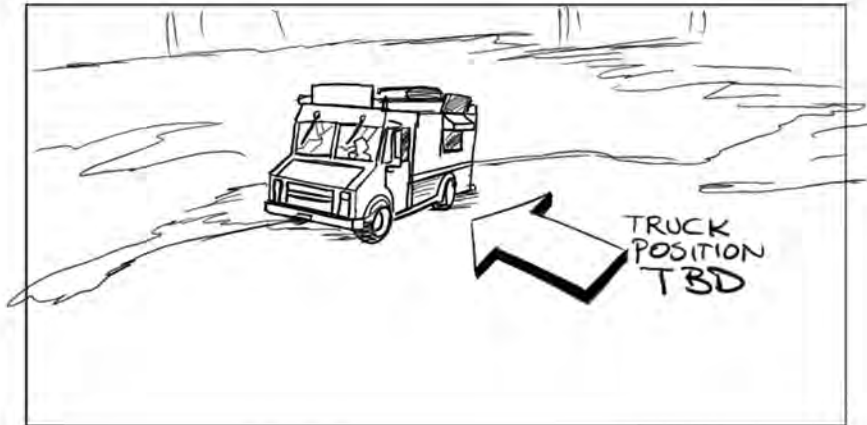
-- Foreground rat wipes --
Greenscreen element, or CG.



SC. 49 SHOT 6

MS 2-Shot of Emma and Ish,
listening, seen through glass.

SC. 48 - SHOT 7



POV Wide shot of the Ice Cream truck (Position of truck TBD).

-- Possibly some small CG rats in the shadows for starters.

SC. 49 - SHOT 8



ECU Profiles Ish and Emma listening.



SC. 49 SHOT 9

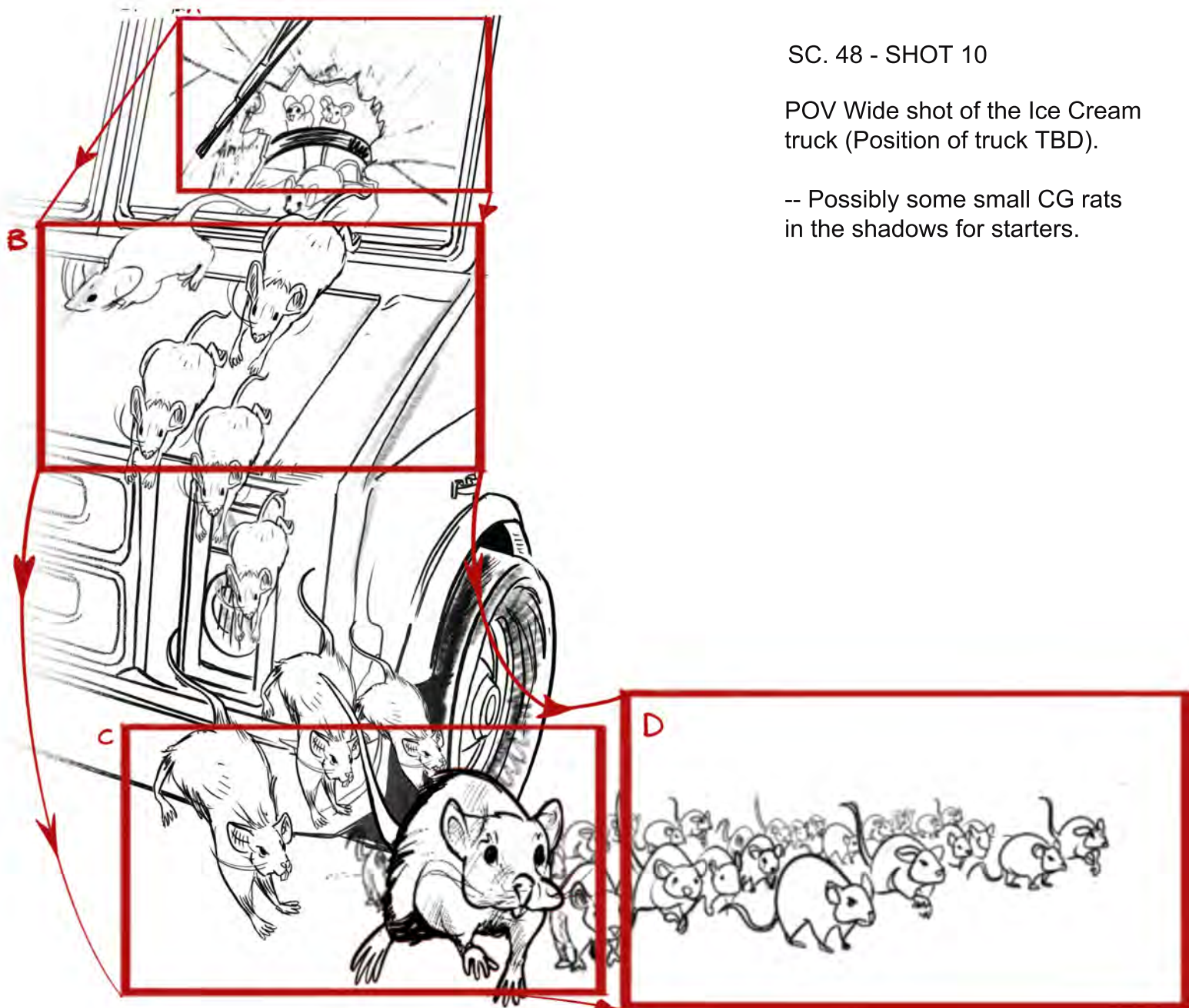
MS Ice Cream Truck - Rats begin to Emerge. Also on ROOF.

-- All CG rats.

SC. 48 - SHOT 10

POV Wide shot of the Ice Cream truck (Position of truck TBD).

-- Possibly some small CG rats in the shadows for starters.

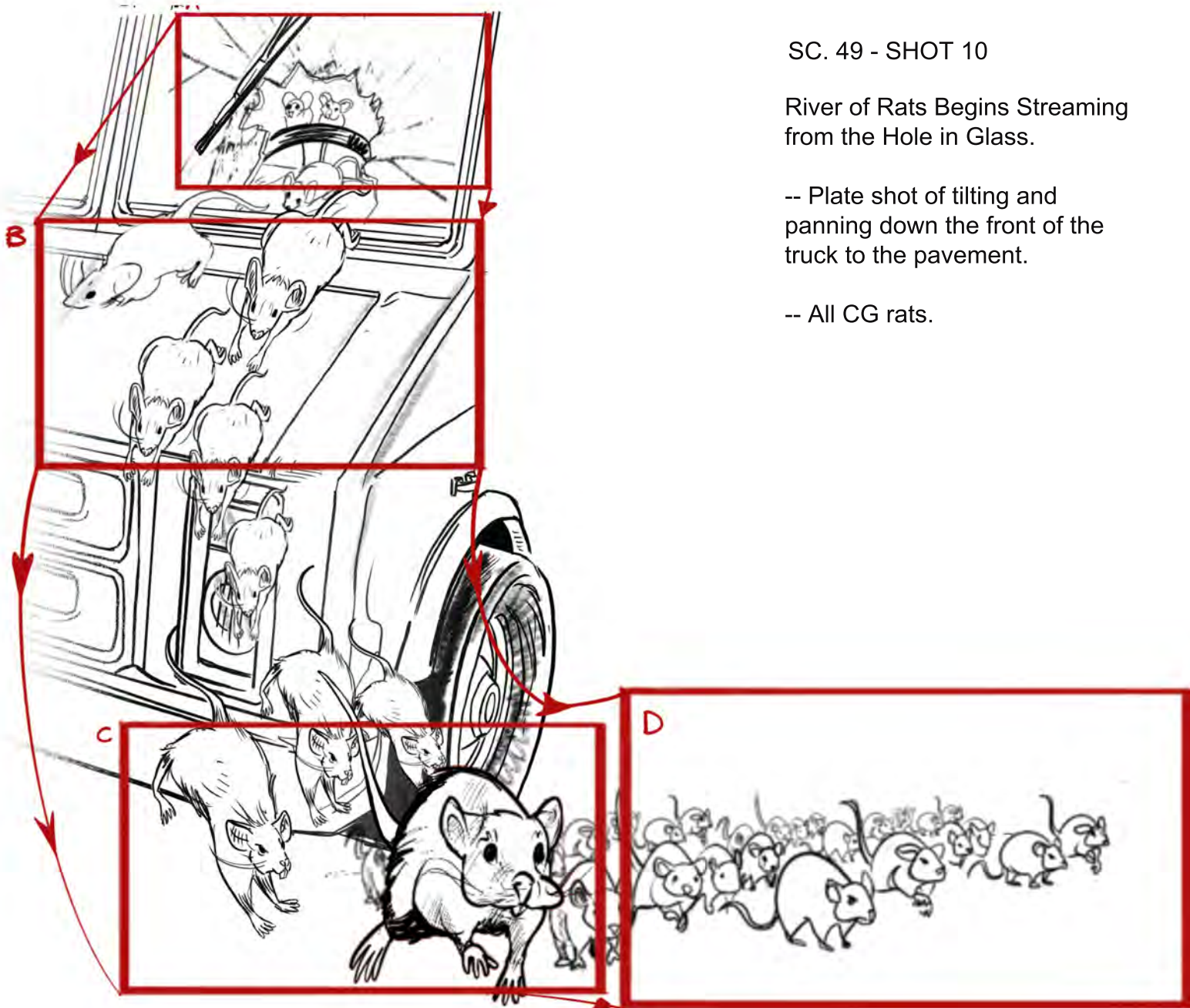


SC. 49 - SHOT 10

River of Rats Begins Streaming
from the Hole in Glass.

-- Plate shot of tilting and
panning down the front of the
truck to the pavement.

-- All CG rats.



SC. 49 - SHOT 11

ECU Ish horrified + ECU Emma
horrified (B-camera)

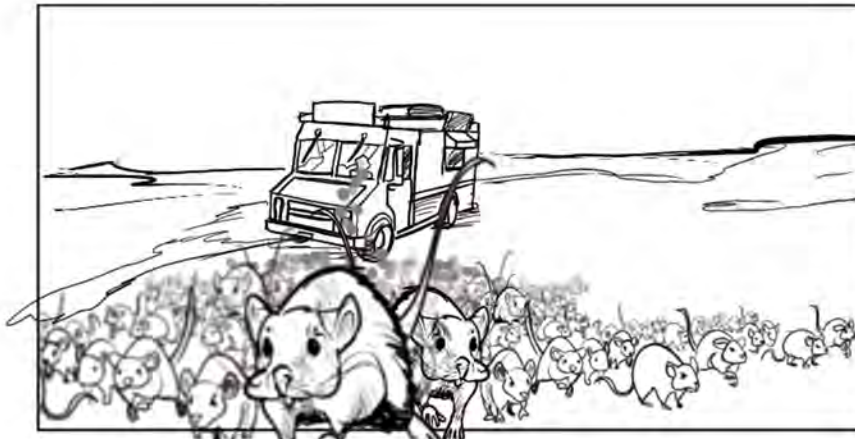


SC. 49 - SHOT 12

The River of Rats Streams
under the Camera.

-- Camera height to best show
river flowing under the lens
(slightly higher than drawn?)

-- All CG rats.

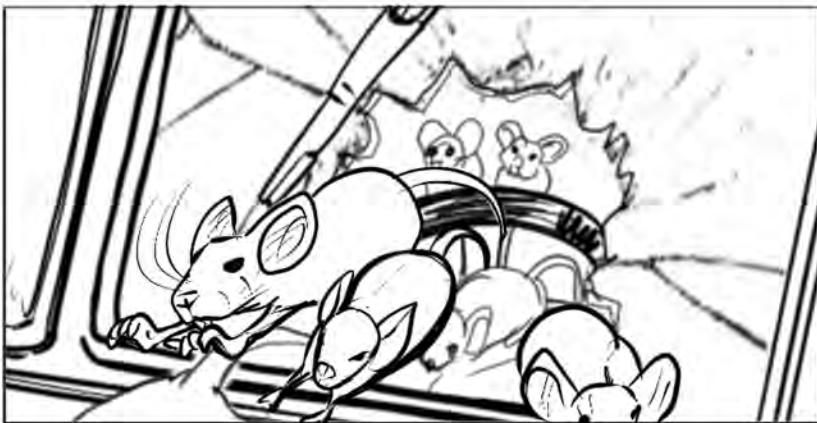


SC. 49 SHOT 13

Details of Rats on the Truck --
Various.

-- Various Plate Shots designed to
show rats emerging.

-- All CG rats (unless you prefer to
do a black studio shoot with live rats
on the truck?)

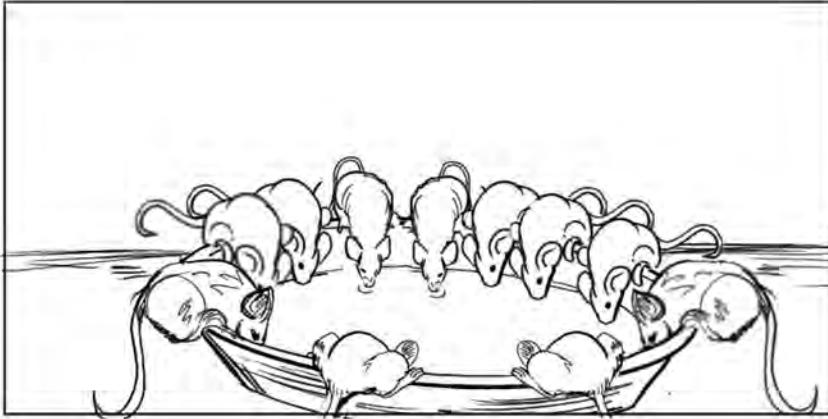


SC. 50 - SHOT 1

Many, many rats now drinking from birdbath on back deck.

-- Studio shot (unless you prefer location).

-- Live rats.



SC. 50 - SHOT 2

EMMA SQUISHES RAT IN DOOR

-- PROPOSED OMIT.



SC. 50 SHOT 3

EMMA SQUISHES RAT IN DOOR

-- PROPOSED OMIT.

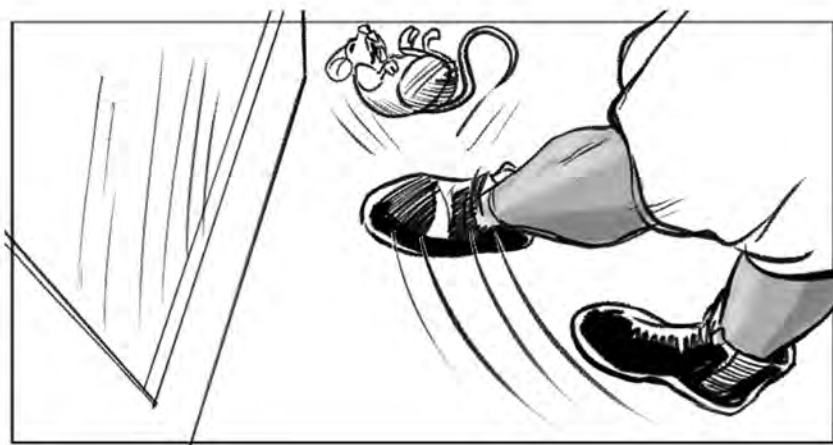




SC. 50 - SHOT 4

EMMA SQUISHES RAT IN
DOOR

-- PROPOSED OMIT.



SC. 50 - SHOT 5

EMMA SQUISHES RAT IN
DOOR

-- PROPOSED OMIT.



SC. 50 SHOT 6

Emma Seals Kitchen Windows Over
the Sink

-- Rats in Window Box.

-- Live rats in window box.

SC. 50 - SHOT 7



High angle of Ish sealing back door. Rats on ground.

Note: If window box doesn't work with this door (I predict), then either location enclosure (best) or CG rats (hard with window reflections of the actor.)

SC. 50 - SHOT 8



Details of rats through Kitchen Window (in window box).

SC. 51 SHOT 1



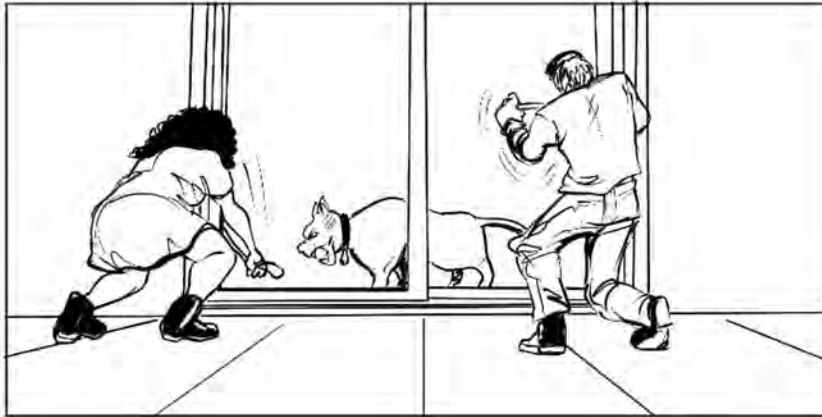
Master Rec Room Patio Door

- Lucky outside being attacked, as Ish and Emma Rip Open Door Seal.

-- Live rats in window box, and patio door screen.

(Climbing screen? I hope.)

SC. 51 - SHOT 2



POV of Lucky being attacked, as seen through patio doors, as Ish approaches.

Two-passes lock-off:

-- Actors approach glass, and rip off weather stripping -- seen in reflections also.

-- Pass for Lucky outside "chasing his tail" being attacked.

SC. 51 - SHOT 3



B-Camera alt angle.

--With window box rats.

SC. 51 SHOT 4



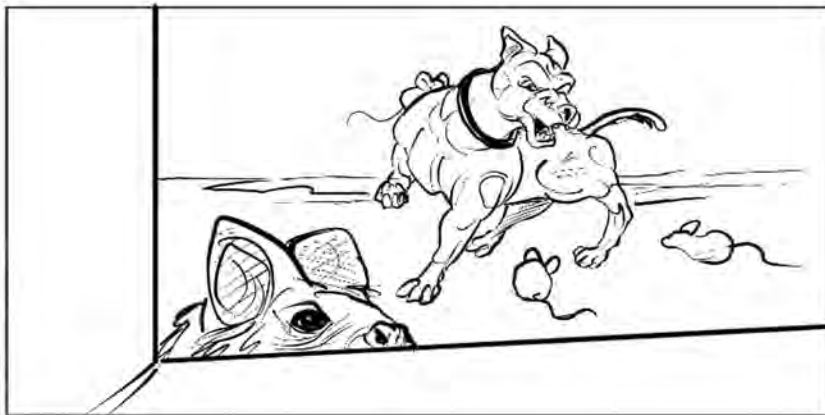
Single Emma Ripping the Weather Stripping Off.

SC. 51 - SHOT 3



Single Ish, now opening the sliding door.

SC. 51 - SHOT 5



B-Camera alt angle.
--With window box rats.

SC. 51 SHOT 6



Resume Master -- Ish Hurries to
Slide Open the Patio Door to Save
Lucky.

-- Live rats in the window box, and
on the screen.



SC. 51 - SHOT 7

Ish Grabs Lucky with Rats Attacking.

-- Some rubber rats velcro'd to Lucky.

+

-- CG rats still attacking.

Note: Hand-Held, camera in movement, chaos needed -- tracking.

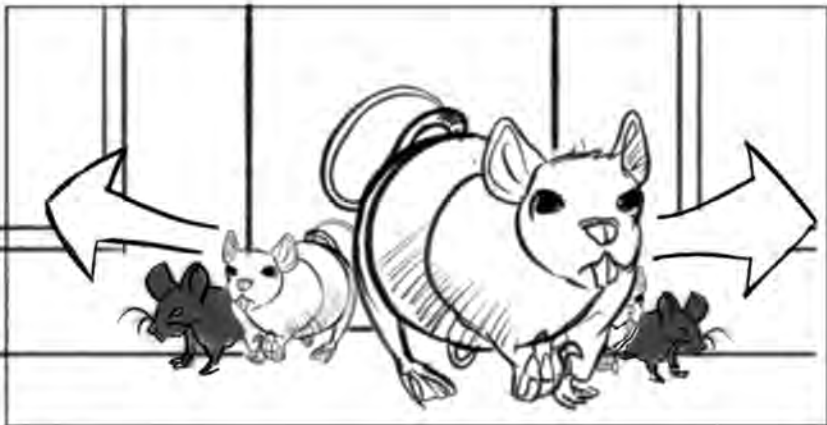


SC. 51 - SHOT 8

Ish Frantically Pulling Rats Off of Lucky.

-- Need visual chaos to "sell" the rubber rats.

-- CG rat flailing as it flies off.



SC. 51 SHOT 9

CU Rats Stream in the Open Door at their Feet.

-- Live rats in-camera.

SC. 51 - SHOT 10

Single Emma takes up a broom (or other weapon) to Fend Off Rats



SC. 51 - SHOT 11 - COMP -- Master

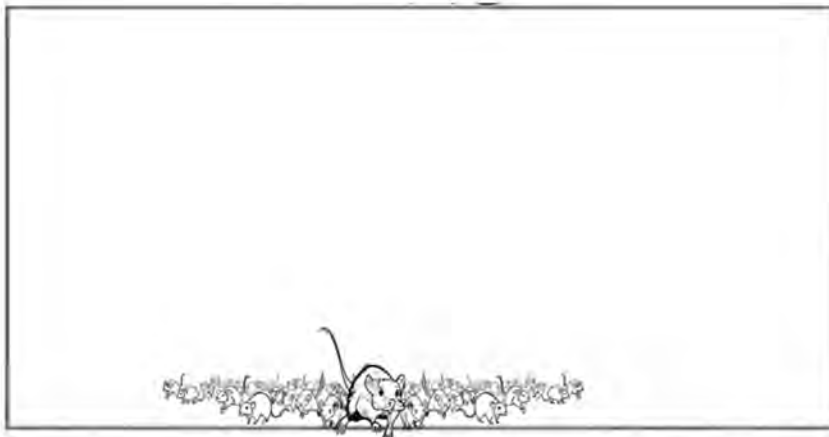
Rats Streaming in Open Door,
as Emma Fends Off and Ish
Gets Rats off of Lucky.

Two-passes lock-off:



SC. 51 SHOT 11 -

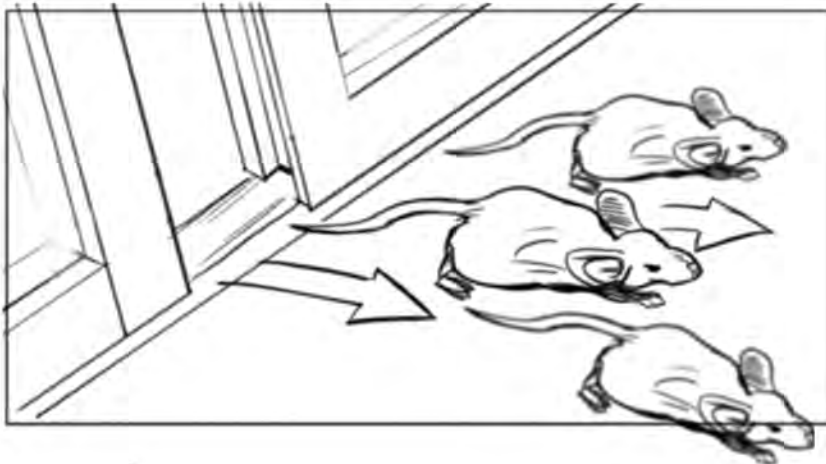
-- Live rats running in door, straight
past lens.





SC. 51 - SHOT 11

-- Actors and Lucky pass.



SC. 51 - SHOT 12

Detail of Rats Infiltrating Rec Room.



SC. 51 SHOT 13

B-camera Details of Rats Streaming into the Rec Room.



SC. 51 - SHOT 14

Ish Hands Off Lucky to Emma.

-- No rats left on Lucky by now.
Wounds visible.



SC. 51 - SHOT 15

Ish Takes Up His Weapon of
Choice.

-- Must be handy, near by.



SC. 51 SHOT 16

Master Emma Runs With Lucky,
While Ish Begins to Kill Rats.

Two-passes lock-off:

-- Actors and Live Rats.

+

-- Keep rolling for more options on
Live Rats running through different
parts of the frame.