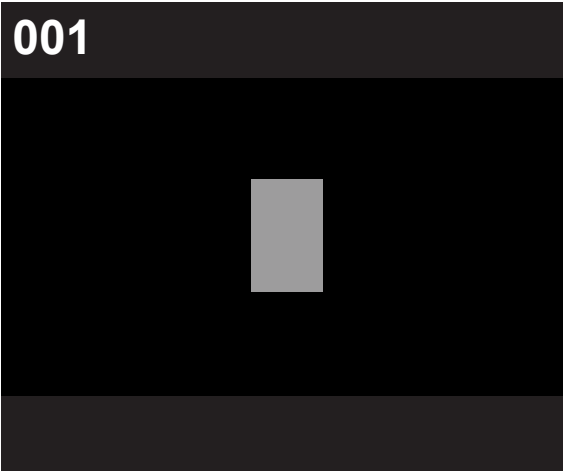


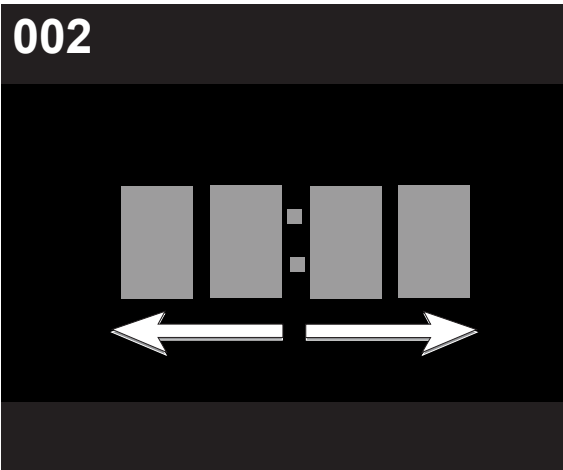
001



Shot description: - 11:22 Ident Appears

From black the 11:22 ident appears as a small textured slate grey block, it is travelling very slowly towards the camera. Heavy sound design of stone/slate scraping against each other as the slate starts to move from the centre of the screen with one piece of slate sliding to the left and another to the right side to gradually form the numbers of the 11:22 ENTERTAINMENT ident.

002

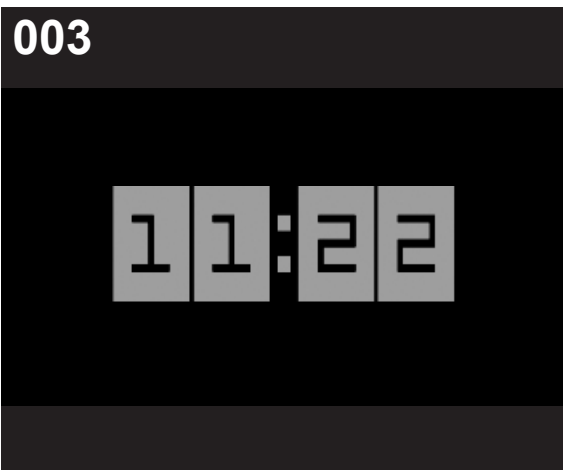


Shot description: - 11:22 Ident Slide out

The slates start to separate into three blocks, a chizzelling sound starts and the numbers 1, 1, 2 start to appear. One digit per slate slab. A bright cloudy light starts to burst through the numbers as they are chizzelled. They are very slowly getting closer to the screen all the time.

A cold wind atmos sound effect starts to gradually mix in.

003

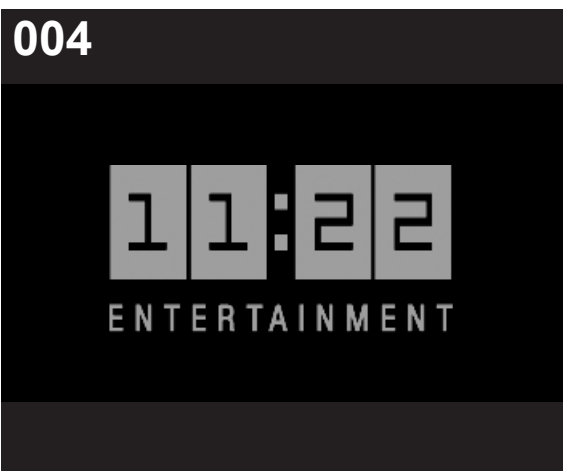


Shot description: - 11:22 Ident complete formation

The final digit '2' appears on the fourth slab which slides out over the top of the previous digit '2'. All the slate slabs settle and lock into position with heavy sound design. The word 'ENTERTAINMENT' appears as white rugged text underneath the numbered slate slabs.

Light is also bursting through various letters at any one time. They hold for a beat and we can clearly see '11:22 ENTERTAINMENT' ident in all of its glory. A cold wind atmos sound effect can be heard once all the moving and scratching noise of slate has settled.

004



Shot description: - 11:22 Ident start of fly through

The ident picks up a small amount of pace as it glides closer towards the camera lens. The scale and detail of the rugged chizzelled ident increase dramatically.

A swooping sound effect gets louder as the shot gets nearer to the ident. The atmosphere sound on the other side of the ident gets louder.

HAWK

Scene: 1

005



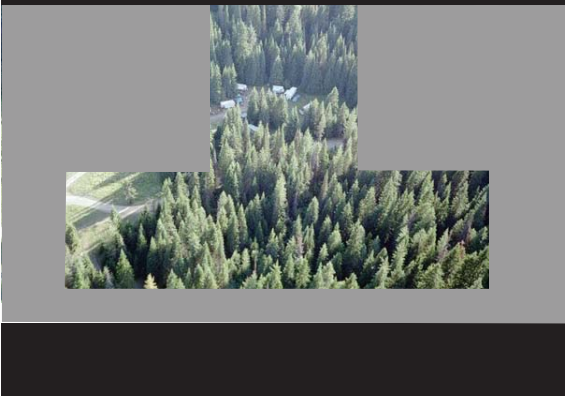
Shot description: - 11:22 Digit '1' approach

WS: Ariel Helicopter shot

Its seems to veer of slightly to the left and continues to head towards the lower base of the inner number '1' digit..

We can see clouds through the other side of the chizzelled.

006



Shot description: - Digit '1' fly through

The camera continues to travel through the lower base of the inner digit '1'.

We hear a sound effect of it as the shot travels through the number. The must be a 3D passage through the tunnel base of the chizzelled digit '1'.

The Atmos gets heavier as it travels through the base of the digit '1'.

007



Shot description: - Opening overhead ariel shot

WS: Ariel Helicopter shot

The camera has flown though the ident. It is floating high in the sky. The camera is directly parallel to the earth. The shot travels though the mist and clouds. They start to clear and we can see a glimpse of land below.

Music starts of a single female soprano singing a series of long high notes. (Katherine Jenkins)

Weather type: Slightly cloudy day, no rain

008



Shot description: - Overhead shot closer to the earth

WS: Ariel Helicopter shot

The camera continues to drift down towards the ground (Still about a 1,000 high). The fields veer off from shot At a 45' angle.

Shot ref: Overhead city shot in the film 'Se7en'.

HAWK

Scene: 1

009



Shot description: Start of title sequence

WS: Ariel Helicopter shot

Camera continues to travel over the earth. Titles appear '11:22 Entertainment presents'. It is a chiselled textured slate grey. The text hovers and flies with the camera remaining parallel to the ground. Each letter forms a shadow that travels with the text across the tree tops and the land. The titles slowly fade away before the next one appears.

Effects idea: A hint of feathers stuck in some of the letters, they flutter in the wind as the titles fly over the land.

010



Shot description: Title sequence continued

WS: Ariel Helicopter shot

The camera continues flying across the land. The same thing happens with each credit.

A Matthew Jones Production

An M J McMahon Film

011



Shot description:

WS: Ariel Helicopter shot

Out of nowhere a (CGI) brown hawk thunders past the frame. As if it were 10cm below the lens. The camera judders with the speed of the bird.

Heavy sound design of speed resonate. This should make the audience jump out of their seats.

012



Shot description:

WS: Ariel Helicopter shot

The bird leaves the frame, in its wake it leaves the main title 'Hawk'. The camera continues forward, the slate text forms shadows that glide across the land just like the previous titles. The main title fades away.

HAWK

Scene: 1

013



Shot description: Main credits appear after main title

WS: Ariel Helicopter shot

The camera continues to travel across the land. The final credits appear in time one after the other, in the same style as the previous titles. The camera has drifted slightly closer to the ground. We can make out the ground in good detail.

Starring Stefan - (Young Rowan)

Julian Lewis Jones - (Adult Rowan)

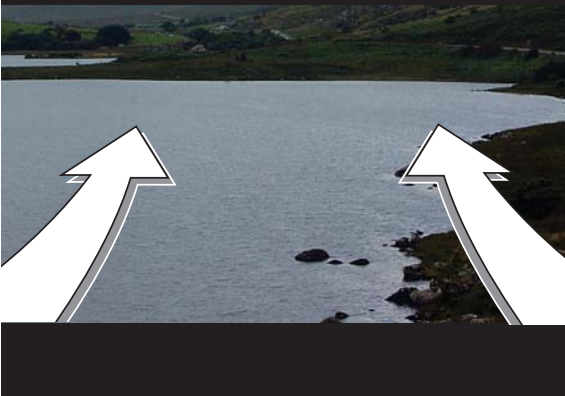
Lead Actor 3 - (Gawain)

Joanna Maw - (Ruth)

Mark Williams - (Jack)

Barry Cockers - (Antlered God)

014



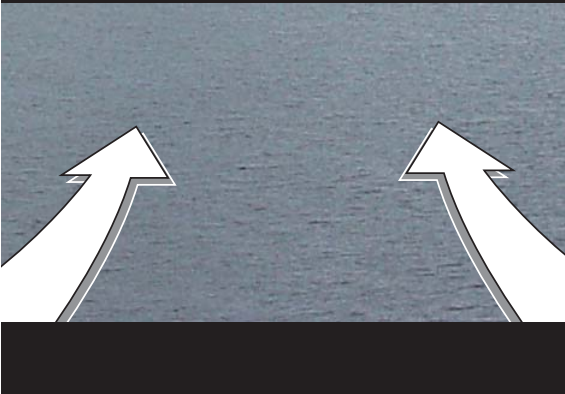
Shot description: - End of title sequence

WS: Ariel Helicopter shot

This is still the same opening ariel shot. The female soprano voice continues to sing.

The camera has drifted quite close to the land. It slowly tilts up to reveal the edge of a mountain lake. A mirror image of the mountain reflects in the lake. A red dusk sky is beyond the mountain.

015



Shot description: - Ariel shot over the lake

WS: Ariel Helicopter shot

The camera continues at its low angle then arrives at the edge of the lake and picks up more pace and flies hard and fast across the top of the surface of the lake. The speed can be seen by how fast the surface water whips at the bottom of the frame.

Shot Ref: 'The Shining' helicopter flying over the lake.

016



Shot description: - Ariel shot flies past lake

WS: Ariel Helicopter shot

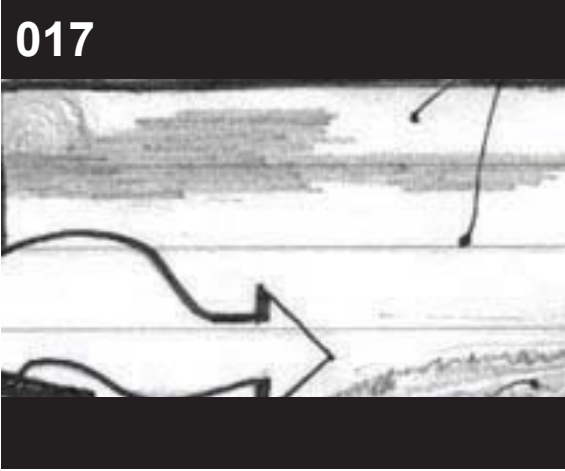
The shot continues over to the other side of the lake and then starts to lift away from the surface water. The shot heads up towards the rugged land and flies over some near by forest tree tops.

The dusk filled sky is in the background. CGI clouds are scattered in the sky.

HAWK

Scene: 1

017



Shot description: - Ariel shot turns in the dusk sky

WS: Ariel Helicopter shot

The camera shot heads towards the dusk filled sky gradually slowing the speed down and getting higher at the same time. Then the shot starts to turn away from the red sky and descends down towards a small boy running in a clearing.

018



Shot description: - Ariel shot flies towards Rowan

WS: Ariel Helicopter shot

The shot continues from the same opening shot we started with getting closer to the young boy (As if a Hawk is soaring above him). The shot travels from a clear view from the front to behind the young Rowan. keeping a fair distance all the time. It hangs quite loosely for a while in the air while it moves around him.

The ariel shot (moving right) should hopefully form a loose long shot of rowan as in storyboard (audio: should be low level rowan murmuring - a little laugh - as he chases something in the field, maybe as a innocent quality to suggest at this point he might not be aware of any possible dangers around him). As the camera swoops towards rowan, he should be framed at the bottom third of the screen (as he runs from left to right) - so the area with the ribs and Gawain are not revealed - the shot eventually locks to Rowan - quite loose long shot (positioned left of frame). (the world below was a rotting corpse - could be placed on the back end of this shot).

NB: Gawain not needed for the Helicopter shot.