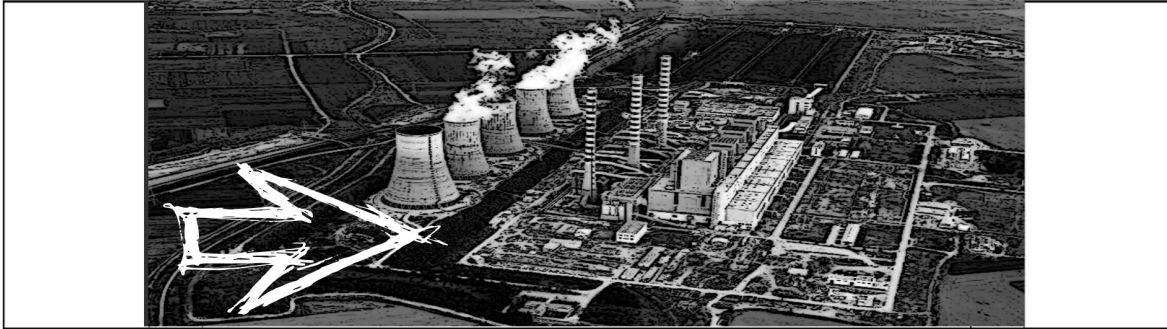
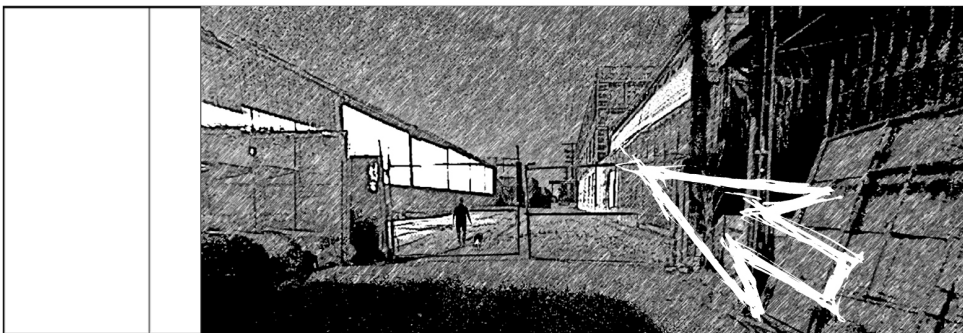


Nº:  
**1A**



**WIDE DRONE ESTABLISHING TERRORIST COMPOUND**

Nº:  
**2A**



**AERIAL DRONE SHOT TOWARDS WINDOW OF COMPOUND --  
WARNING LIGHTS FLASH AND A GUARD RUNS WITH SECURITY DOG**

\*Note: There are 2 ways to do 2A and 2B... I either want to push through a window from a drone shot outside into the office to reveal silver downloading info... or do a wide from right to left and use the building wipe as a transition where we dolly along continuing the move from right to left revealing Silver in the office... we can talk over options of what will look best/ what's possible...

Nº:  
**2B**



**WIDE PUSH IN BEHIND SILVER DOWNLOADING INFO IN WAREHOUSE OFFICE**

Nº:  
**2C**



**XCU LAPTOP DOWNLOADING INFO SAYING "DOWNLOAD COMPLETE."  
SILVER SHUTS THE COMPUTER AND GRABS IT.**

Nº:  
2D



CU HERO SHOT ACE TURNS FROM DESK AND COCKS GUN...  
SHIT'S ABOUT TO GET REAL

Nº:  
2E  
2F



\*PROB CAN BE ONE  
CAMERA MOVE

M STEADYCAM BACK AS ACE RUNS OUT OF OFFICE --  
PUSH INTO CU OF HIS REACTION AND FOLLOW AS HE TURNS AND RUNS THE OTHER WAY

Nº:  
2G



M WIDE STEADYCAM -- PULL BACK WITH ACE ACE HE SEES GUARDS AND  
PAN WITH HIM AS HE LEAVES FRAME

Nº:  
2H



CU GUARDS OPEN FIRE -- STEADYCAM BACK WITH THEM AS THEY ADVANCE

Nº:  
**2i**



**M WIDE STEADYCAM -- PULL BACK WITH ACE ACE RUNNING ALONG WAREHOUSE WINDOW --  
TRACKING BACK WITH ITEMS IN FOREGROUND, OFFICERS ARE SHOOTING AT HIM AS HE RUNS**

Nº:  
**2j**



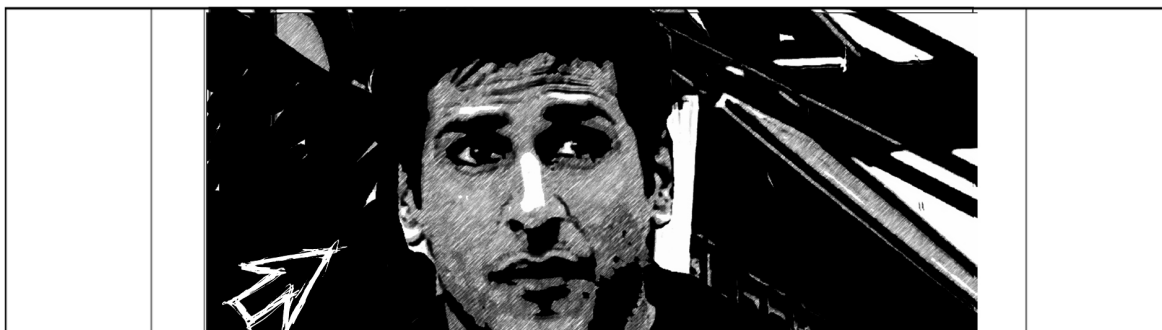
**CU STEADYCAM -- TRACK BACK WITH ACE ACE RUNNING ALONG WAREHOUSE WINDOW --  
TRACK ALONG ITEMS IN FOREGROUND, OFFICERS ARE SHOOTING AT HIM AS HE RUNS. SHIT BLOWS UP.**

Nº:  
**2k**



**M WIDE STEADYCAM - PUSH IN BEHIND ACE AS HE RUNS OUT THE DOOR TO STAIRS --  
BULLETS EXPLODING BEHIND HIM**

Nº:  
**2l**



**CU LOW ANGLE RXN SHOT AS ACE EXITS STAIRS AND SEES GUARDS COMING UP --  
MINI PUSH IN FOR EMPHASIS**

Nº:  
**2M**



**M HIGH ANGLE GUARDS COMING UP -- PUSH IN FOR EMPHASIS**

Nº:  
**2N**



**WIDE TILT UP ACE SPRINTING UP THE STAIRS TO ROOF CHASED BY GUARDS. HE FIRES UP --**

Nº:  
**20**



**CU TO WIDE --TILT DOWN AND PAN LEFT AS GUARD AT TOP OF ROOF  
FALLS AND ACE ARRIVES AND RUNS DOWN LENGTH OF ROOF**

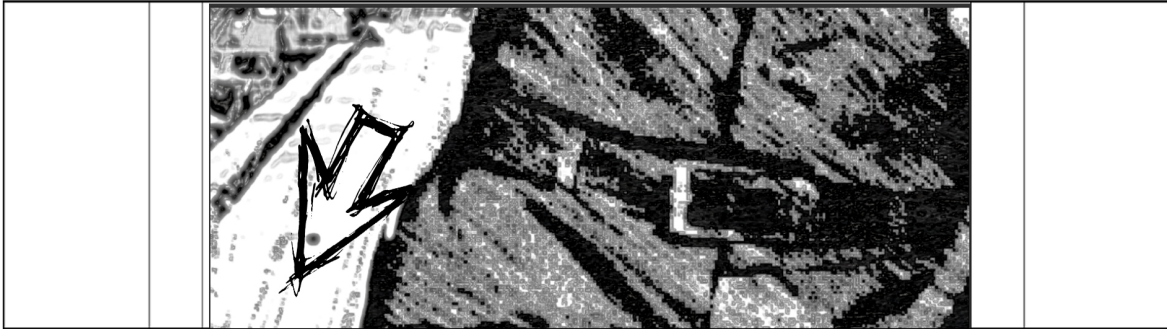
Nº:  
**2P**



**\*THIS COULD BE A  
COMBO WHIP TILT DOWN  
TO 2Q TO LOOK AT BELT**

**CU STEADYCAM BACK WITH ACE RUNNING AS HE LOOKS DOWN AT HIS BELT**

Nº:  
**2Q**



**CU STEADYCAM BACK WITH ACE BELT AS HE ADJUSTS IT WHILE HE'S RUNNING**

Nº:  
**2R**



**MCU PROFILE GUARD SHOOTING UP FROM GROUND AT ACE ON ROOF**

Nº:  
**2S**



**WIDE LOW ANGLE STEADYCAM TRACK BEHIND CU GUARDS IN FOREGROUND  
SHOOTING AT ACE AS HE RUNS ALONG ROOF**

Nº:  
**2T**



**M STEADYCAM PULL BACK WITH ACE BEING SHOT AT AS HE RUNS --  
SEE GUARDS ARRIVING ON ROOF BEHIND HIM**

Nº:  
2U



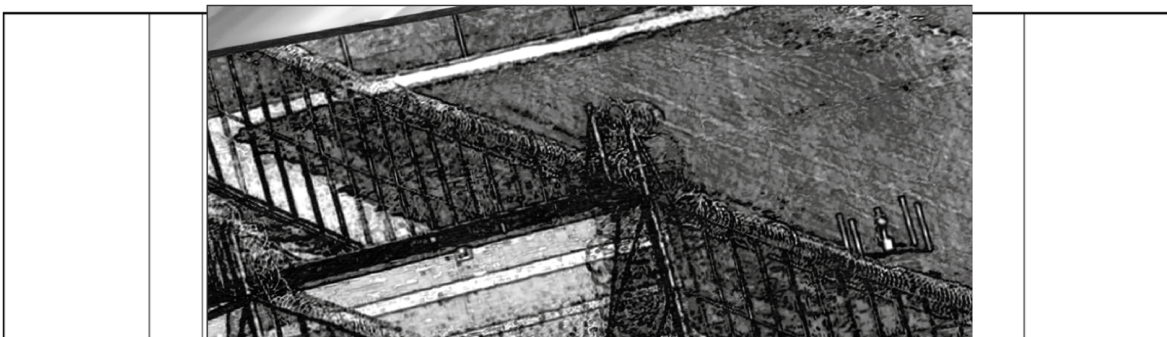
CU HIGH ANGLE GUARD SHOOTING UP FROM GROUND

Nº:  
2V



XTREME LOW ANGLE WIDE ACE GET TO EDGE OF THE ROOF AND STOP --

Nº:  
2W



XTREME HIGH ANGLE ACE ROOF POV FENCE JUMP

Nº:  
2X



XCU LOW ANGLE ACE'S RXN TO SEEING THE FENCE

Nº:  
2Y



W-MCU GUARD POV "BODYCAM FEEL" AS THEY RUN TOWARD ACE AT TOP OF THE ROOF. HE LOOKS BACKWARD. GUARDS ARE CLOSING IN...

Nº:  
2Z  
2AA



2Z -- WIDE ACE JUMPS OFF THE ROOF OVER THE CAMERA AS GUARDS GET TO EDGE AND LOOK AFTER HIM  
2AA -- MCU GUARDS CRINGE - RXN AS THE LOOK OVER AT ACE AT BOTTOM

Nº:  
3A



XCU ACE'S BELT HOOKING ON THE FENCE

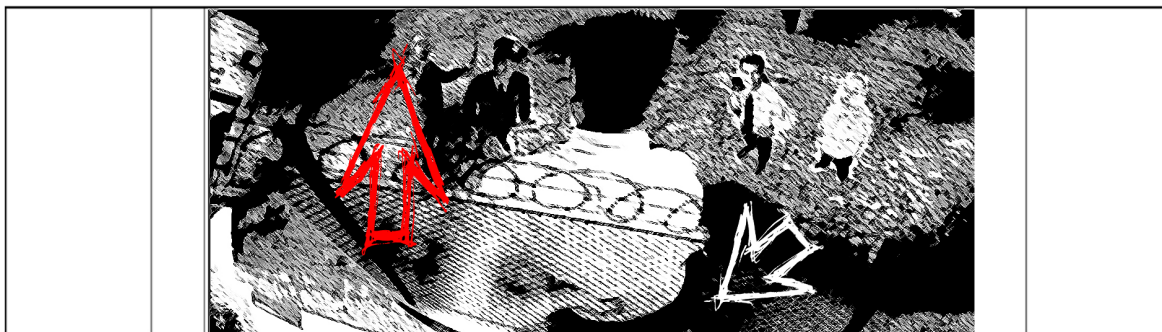
Nº:  
3B  
3B PART 1



JIB SHOT -- M PULL BACK WITH GUARDS RUNNING TOWARD FENCE AND BOOM UP INTO EXTREME HIGH ANGLE OVER FENCE AS THEY GET TO THE BOTTOM OF THE FENCE WHERE ACE IS STUCK

Nº:  
**3B**

**3B PART 2**



**JIB SHOT -- M PULL BACK WITH GUARDS RUNNING TOWARD FENCE AND BOOM UP INTO EXTREME HIGH ANGLE OVER FENCE AS THEY GET TO THE BOTTOM OF THE FENCE WHERE ACE IS STUCK**

Nº:  
**3C**



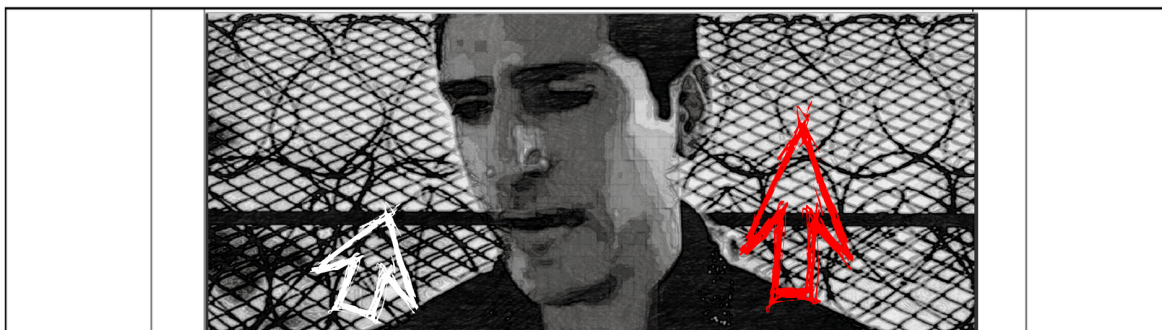
**XTREME LOW ANGLE M WIDE PUSH IN A BIT -- ACE STRUGGLING ON FENCE**

Nº:  
**3D**



**CU EXTREME HIGH ANGLE TILT UP PULLING BACK FROM BIG GUARD CRACKING KNUCKLES**

Nº:  
**3E**



**CU LOW ANGLE PUSH IN ON ACE LOOKING DOWN AT GUARD AND SIGHING**



Nº:  
**10A**



**CU BELT PULL BACK AS ACE RUNS FROM HELICOPTER  
(IDEALLY ZOOM OUT/ OR TILT UP... OR JUST CUT)**

Nº:  
**10B**



**MCU PULL BACK ACE RUNNING IN DESERT AS HELICOPTER SHOOTS AT HIM --  
DESERT BLOWS UP**

Nº:  
**10C**



**DRONE SHOT HELICOPTER POV OF ACE RUNNING IN THE DESERT**

Nº:  
**10D**



**WIDE -- CU PUSH IN OF ACE RUN TOWARD CAMERA AS  
HELICOPTER SHOOTS BEHIND HIM**

Nº:

**15A**



**LOW ANGLE -- HELICOPTER TURN TOWARD ACE IN SKY  
(AKA SHOOT A LOW ANGLE CLOUD SHOT)**

Nº:

**15B**



**WIDE LOW ANGLE ACE TURN AROUND WITH BAZOOKA  
TO FACE HELICOPTER FACING HIM IN BG**

Nº:

**15Ci**



**LOW ANGLE MCU FEATURING BELT AS HE PICKS UP  
BAZOOKA. TILT UP TO FACE AS HE GETS READY TO FIRE**

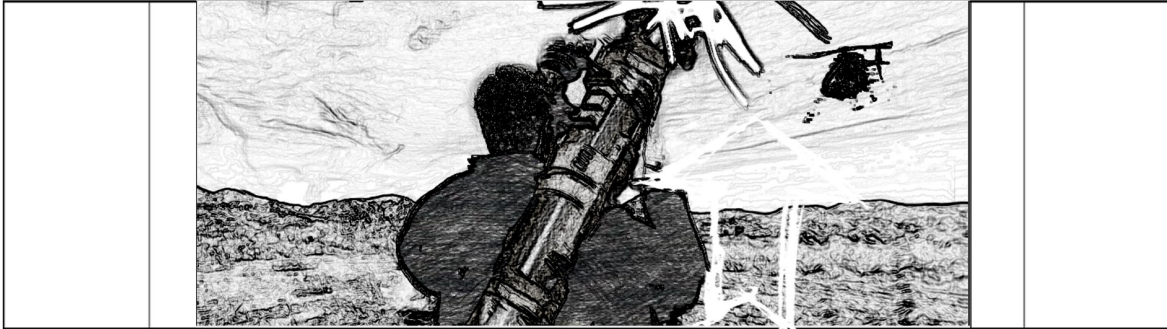
Nº:

**15Cii**



**LOW ANGLE MCU TILT UP TO FACE AS ACE FIRES  
BAZOOKA**

Nº:  
**15D**



**M BEHIND ACE TILT UP AS HE FIRES AT HELICOPTER**

Nº:  
**15E**



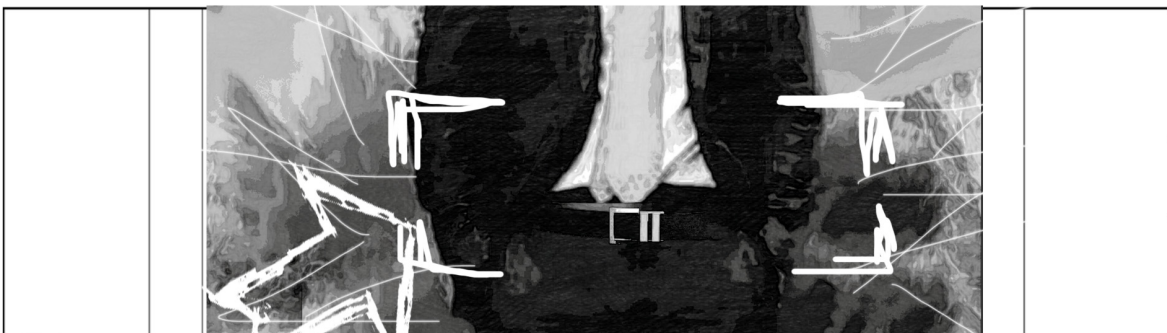
**HIGH ANGLE CU OF HELICOPTER BEING HIT (SO BASICALLY SHOOT THE SKY)**

Nº:  
**15F**



**WIDE CLASSIC EXPLOSION SLOW MO SHOT OF ACE TURNING FROM FIRING  
AND WALKING IN SLOW MO TOWARDS CAMERA AS HELICOPTER EXPLODES BEHIND HIM**

Nº:  
**15G**



**CU ACE STOPS AS SMOKE OCCLUDES HIM --  
LEAVING THE BELT SURROUNDED BY FLAME/ DUST**

**\*\*\*ACE WALKS TOWARD FRAME AND STOPS AS EXPLOSION SURROUNDS HIM**

Nº:  
**7A**



**WIDE 2 GUYS TORTURING GUY IN JUNKYARD --  
PULL BACK TO REVEAL ACE IN FOREGROUND**

Nº:  
**7B**



**CU HERO SHOT ACE PULLS OUT GUN TO STOP THEM --  
LOOKS DOWN**

Nº:  
**7C**



**CU PANTS FALL IN FOREGROUND -- TRACK BEHIND ACE TO REVEAL  
GUYS IN BG AS PANTS FALL**

Nº:  
**7D**



**MCU RXN OF BAD GUYS SEEING HIS PANTS FALL**

Nº:  
**7E**



**CU PRISONER'S RXN TO SEEING ACE'S PANTS FALL DOWN**

Nº:  
**7F**



**WIDE TRACK BEHIND PRISONER'S CHAIR TO REVEAL ACE STRUGGLING TO PULL UP HIS PANTS**

Nº:



Nº:



N°:  
6A  
6B



**6A MCU 2 GUARDS LOADING CRATE INTO VAN -- LOOK UP TO SEE ACE**  
**6B WIDE TRACK WITH ACE HIDING BEHIND CRATES AS HE STEPS IN TO STOP THEM**

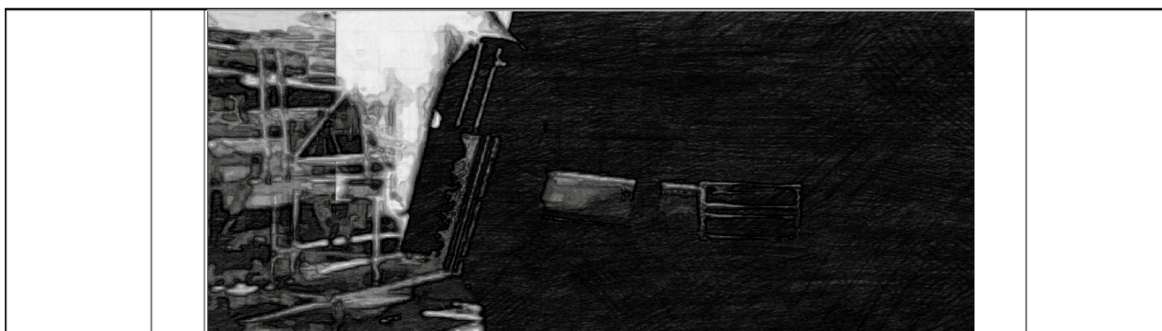
N°:  
6C



**LOW ANGLE WIDE - M ACE MAKES HIS ENTRANCE AND GOES TO GRAB HIS GUN**

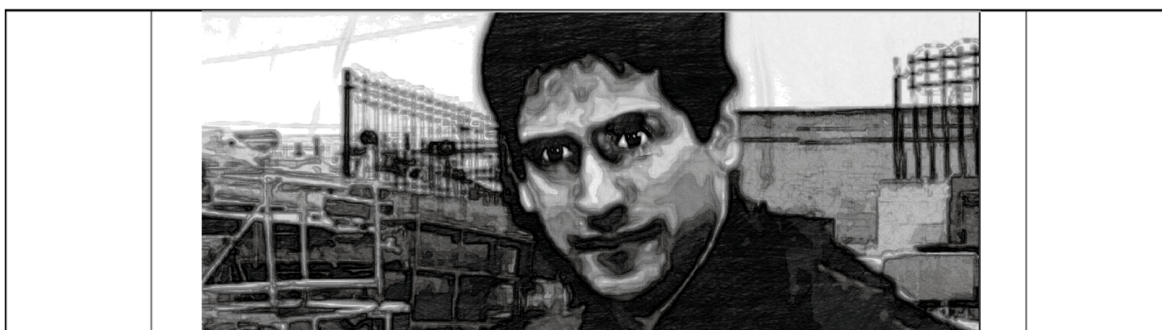
\*NOTE MIGHT BE GOOD TO HAVE HIM FLY BACK OUT OF THIS SETUP AS HE'S SHOT?

N°:  
6Di



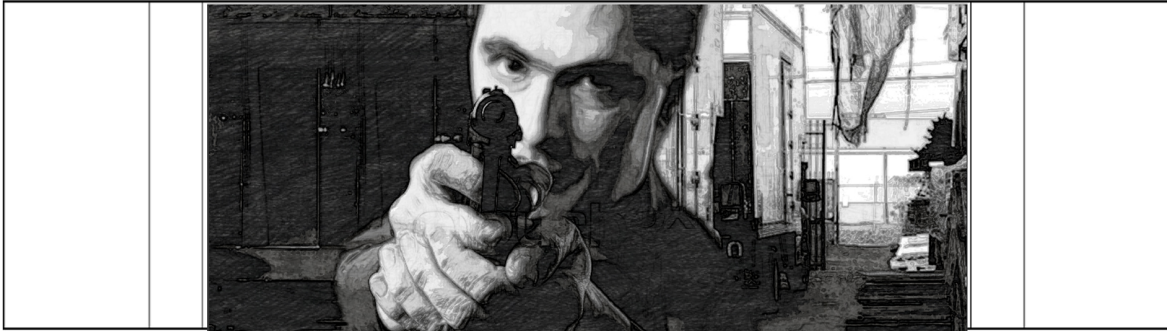
**HIGH ANGLE CU ACE TRIES TO GRAB HIS GUN -- IT'S STUCK. TILT UP --**

N°:  
6Dii



**-- TO SEE THE LOW ANGLE CU OF HIS REACTION TO IT BEING STUCK. HE LOOKS AT THE BADDIES**

Nº:  
**6E**



**CU GUARD POINT BLANK RAISES GUN -- RACK TO GUN BARREL IN FOCUS IN FOREGROUND**

Nº:  
**6F**



**WIDE -- AS MUCH PROFILE AS POSSIBLE IN THIS LOCATION -- ACE TAKES A BULLET TO THE CHEST AND FLIES BACKWARD**

Nº:



Nº:

