



**Shot Number: 1**

**Duration: 3 seconds**

**Shot Transition: Cut to**

**Sound: Water dripping  
Metal clinking**

**Shot Description:  
Over the shoulder shot**



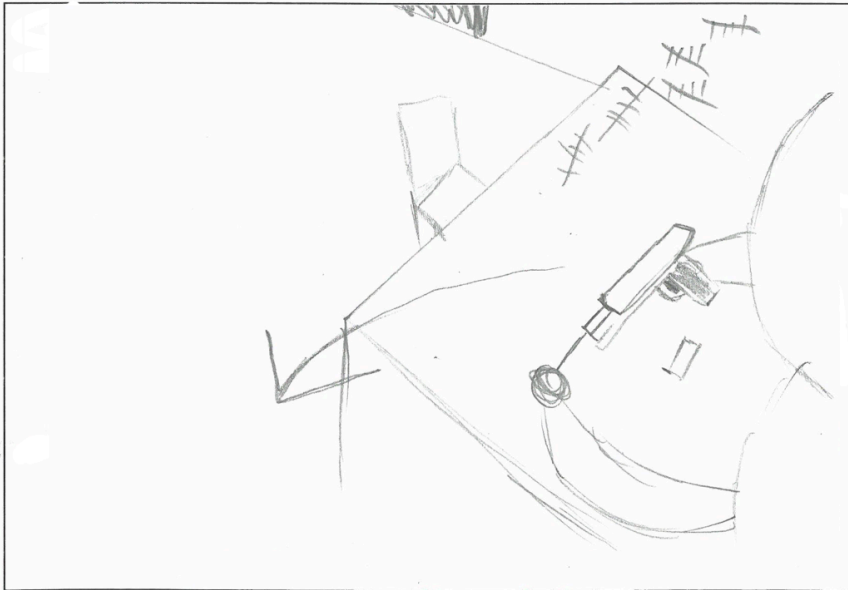
**Shot Number: 2**

**Duration: 2 seconds**

**Shot Transition:  
Cut to**

**Sound: Metal clinking  
Soft footsteps**

**Shot Description:  
Extreme close up**



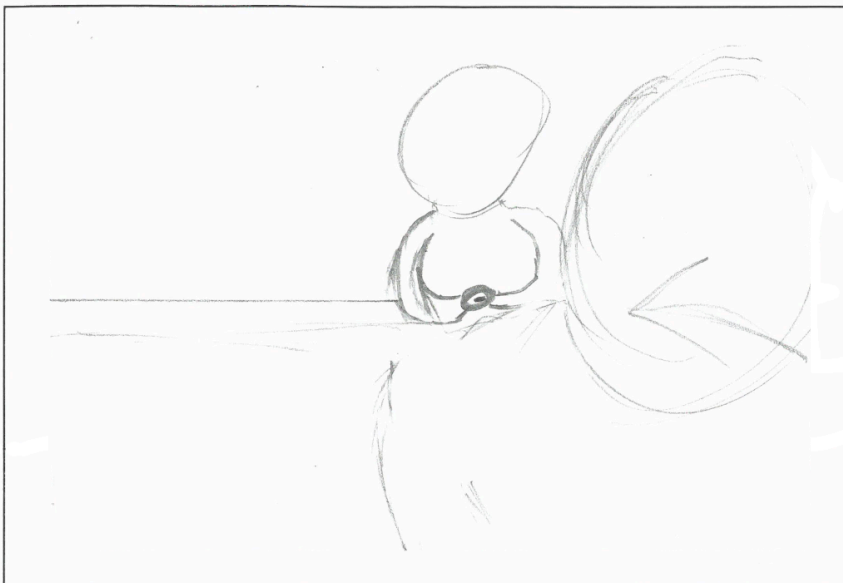
**Shot Number:** 3

**Duration:** 3 seconds

**Shot Transition:**  
Jump cut

**Sound:**  
Metal clinking  
Shaky breathing  
Dialogue  
Footsteps

**Shot Description:**  
Start of panning over the  
shoulder shot



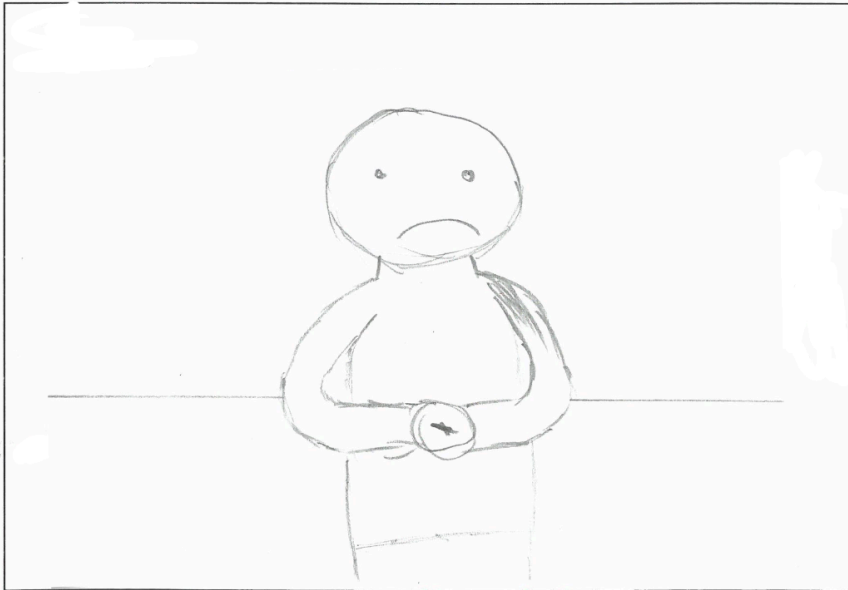
**Shot Number:** 4

**Duration:** 3 seconds

**Shot Transition:**  
Jump cut

**Sound:**  
Dialogue  
Crying

**Shot Description:**  
End of panning over the  
shoulder shot



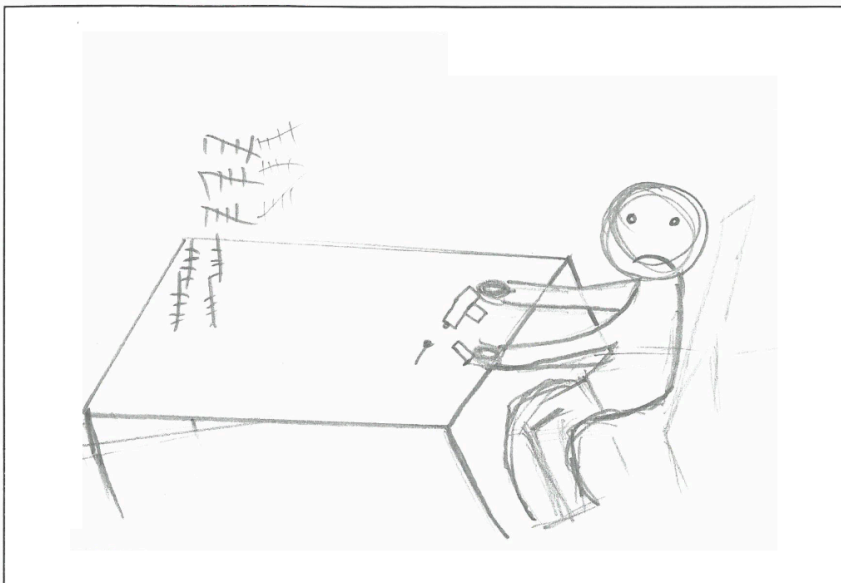
**Shot Number:** 5

**Duration:** 2 seconds

**Shot Transition:**  
Smash cut

**Sound:**  
Dialogue

**Shot Description:**  
Low angle POV contra zoom



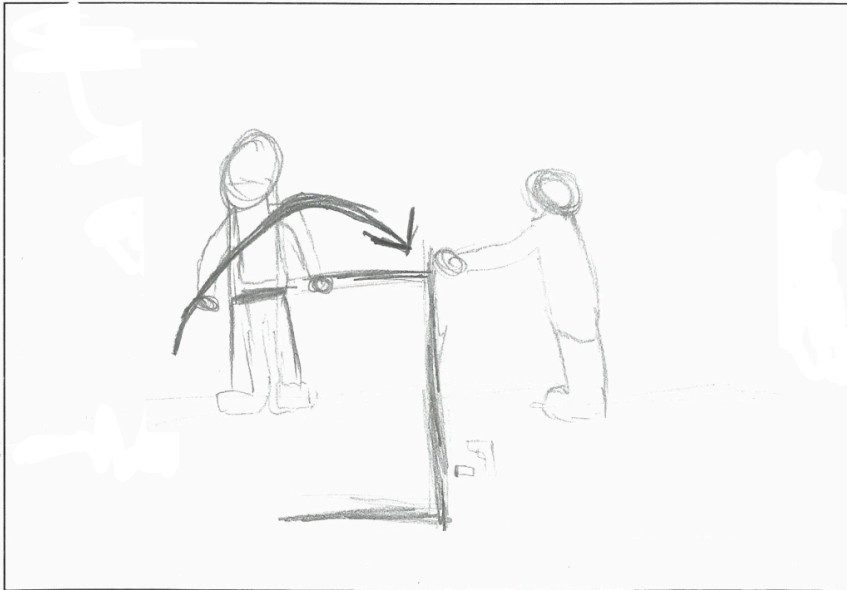
**Shot Number:** 6

**Duration:** 2 seconds

**Shot Transition:**  
Cut to

**Sound:**  
Dialogue

**Shot Description:**  
High angle POV shot



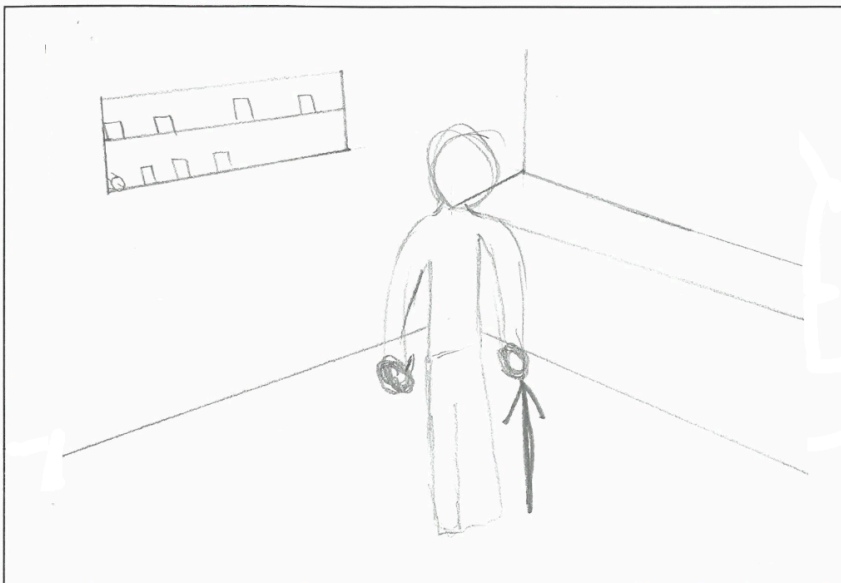
**Shot Number:** 7

**Duration:** 2 seconds

**Shot Transition:**  
Smash cut

**Sound:**  
Table falling  
Pistol hitting floor

**Shot Description:**  
Medium shot



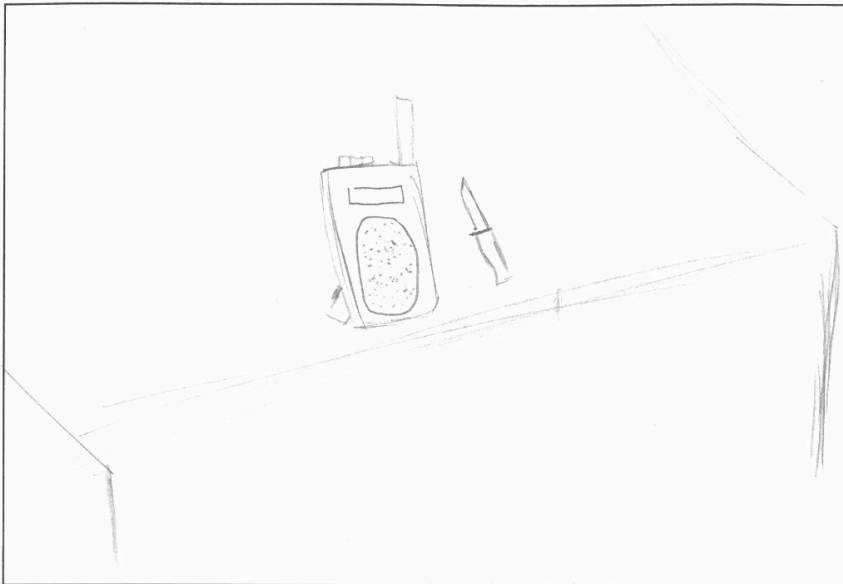
**Shot Number:** 8

**Duration:** 3 seconds

**Shot Transition:**  
Cut to

**Sound:**  
Footsteps  
Quiet heartbeat  
Crying

**Shot Description:**  
High angle medium shot



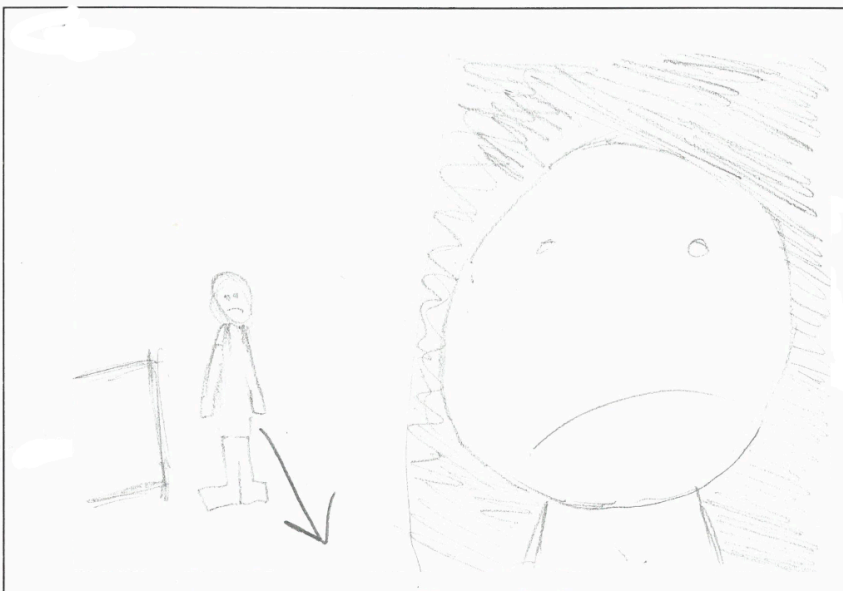
**Shot Number:** 9

**Duration:** 1 second

**Shot Transition:**  
Smash cut

**Sound:**  
Items hitting counter  
Back pannel falling onto counter

**Shot Description:**  
Close up



**Shot Number:** 10

**Duration:** 7 seconds

**Shot Transition:**  
Cut to

**Sound:**  
Heartbeat increasing

**Shot Description:**  
Start of split dioptre shot



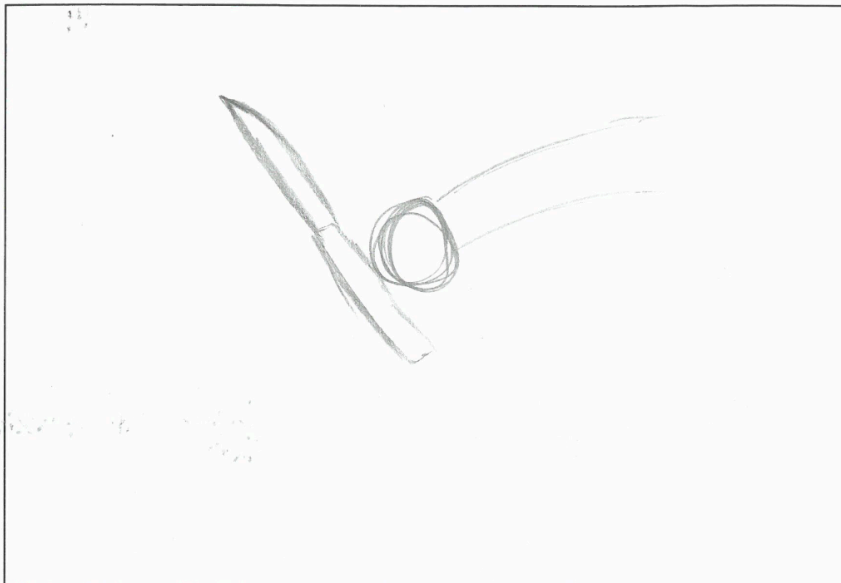
**Shot Number:** 11

**Duration:** 7 seconds

**Shot Transition:**  
Cut to

**Sound:**  
Heartbeat increasing

**Shot Description:**  
End of split dioptre shot



**Shot Number:** 12

**Duration:** 1 second

**Shot Transition:**  
Smash cut

**Sound:**  
Heartbeat increasing

**Shot Description:**  
Extreme close ups



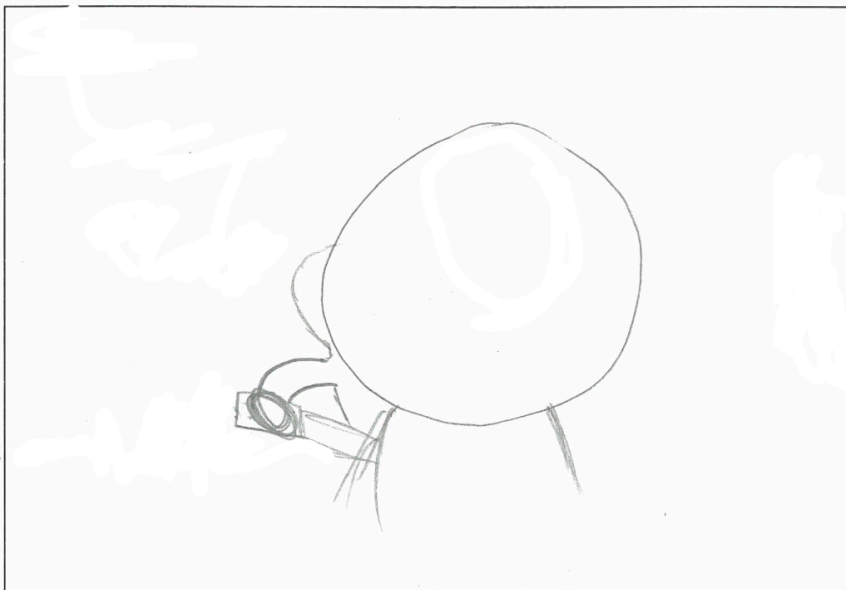
**Shot Number:** 13

**Duration:** 2 seconds

**Shot Transition:**  
Smash cut

**Sound:**  
Heartbeat increasing

**Shot Description:**  
Start of close up tracking shot



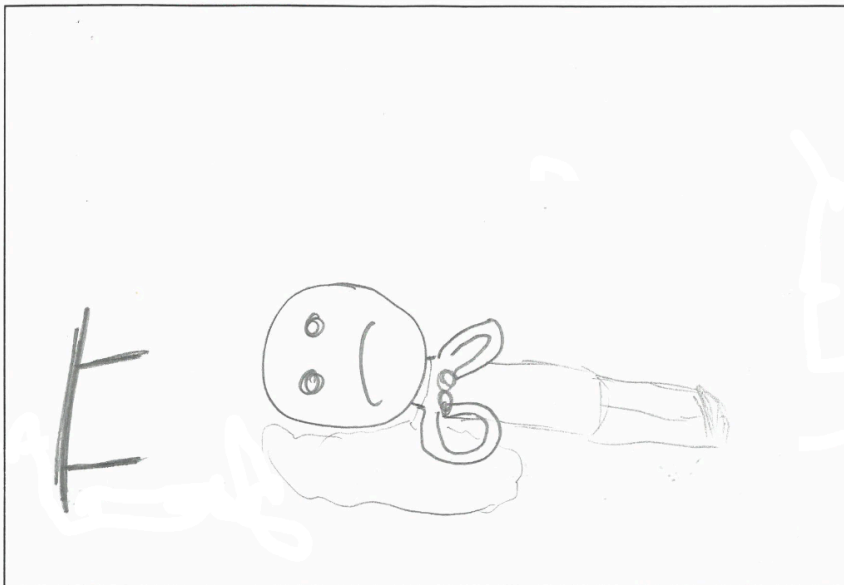
**Shot Number:** 14

**Duration:** 2 seconds

**Shot Transition:**  
Smash cut

**Sound:**  
Heartbeat crescendo  
Knife stabbing  
Groaning

**Shot Description:**  
End of close up tracking shot



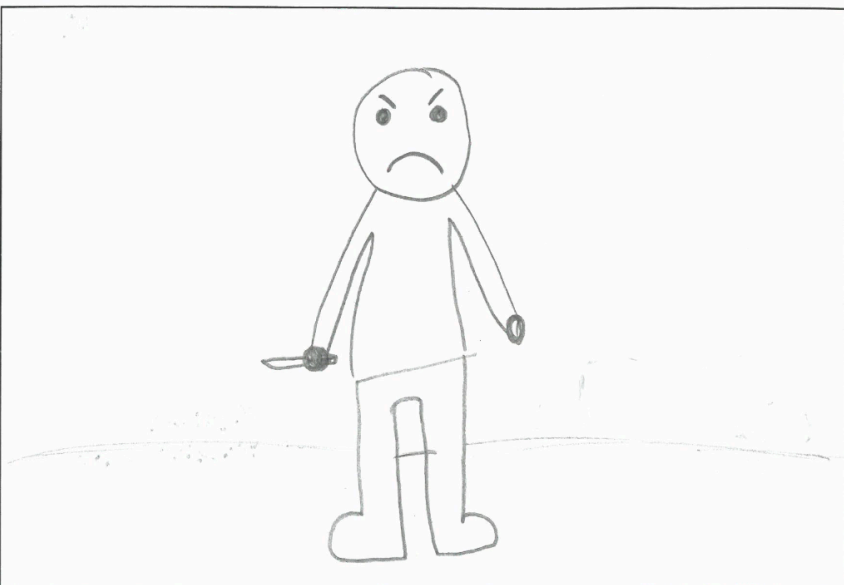
**Shot Number:** 15

**Duration:** 2 seconds

**Shot Transition:**  
Cut to

**Sound:**  
Groaning  
Body hitting floor

**Shot Description:**  
High angle medium POV shot



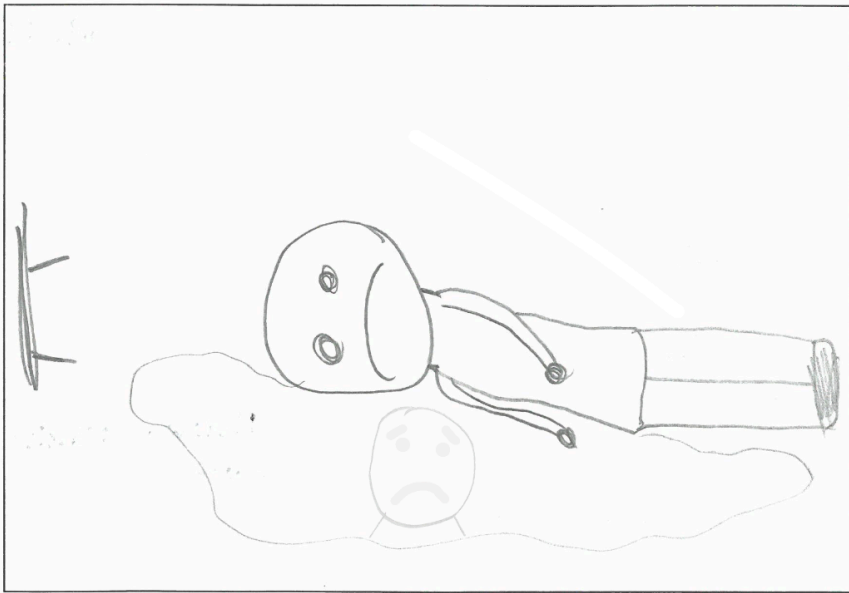
**Shot Number:** 16

**Duration:** 2 seconds

**Shot Transition:**  
Cut to

**Sound:**  
Heavy breathing  
Blood dripping

**Shot Description:**  
Low angle medium POV shot



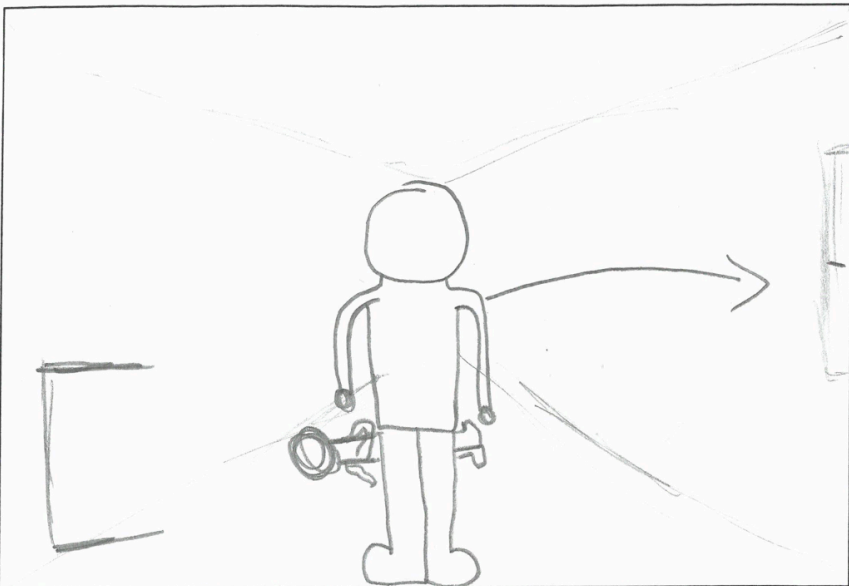
**Shot Number:** 17

**Duration:** 2 seconds

**Shot Transition:**  
Cut to

**Sound:**  
Heavy breathing  
Blood dripping

**Shot Description:**  
High angle medium POV shot



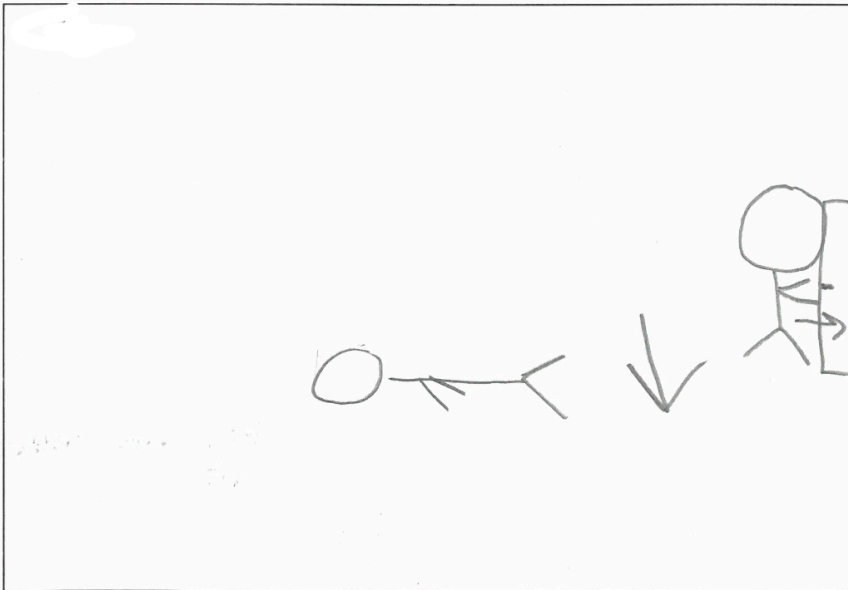
**Shot Number:** 18

**Duration:** 7 seconds

**Shot Transition:**  
Cut to

**Sound:**  
Door opening  
Heavy footsteps

**Shot Description:**  
Start of medium tracking shot



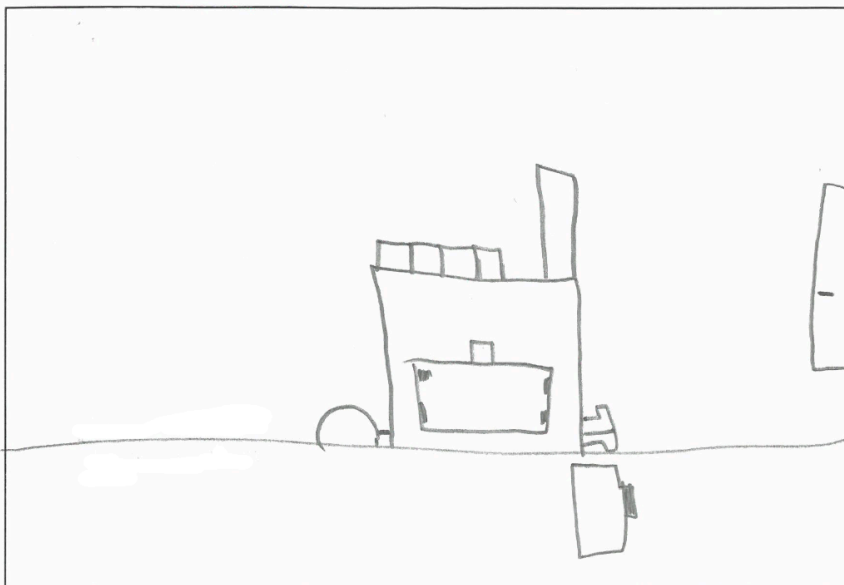
**Shot Number:** 19

**Duration:** 7 seconds

**Shot Transition:**  
Cut to

**Sound:** Door slamming  
Heavy footsteps

**Shot Description:**  
Medium tracking shot



**Shot Number:** 20

**Duration:** 7 seconds

**Shot Transition:**  
Cut to

**Sound:**  
Scream

**Shot Description:**  
End of medium tracking shot