

Project: Mission for Earth

Date: 09/30/15

Sequence: 1

Scene: 1

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Artist: Annissa D. Beynon

UPM: James Thompson



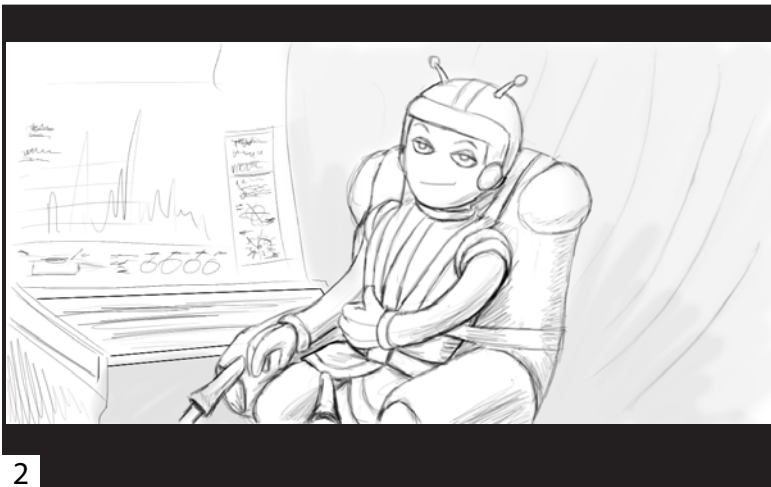
Shot #(s): 1 Time: \_\_\_\_\_

Camera/Description: ECU/INT. A screen with the space station captain reporting the situation, speaking in their own unique language and sound.

Dialogue: N/A

S/FX: Alien voice (not defined)

Music: \_\_\_\_\_



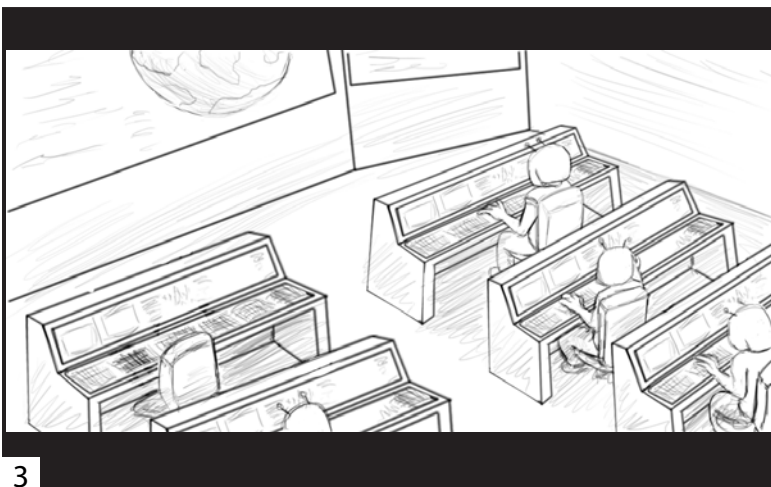
Shot #(s): 2 Time: \_\_\_\_\_

Camera/Description: CloseU/ AmericanS/ INT. Main character, sitting in a seat of a space ship and he is giving the thumbs up.

Dialogue: N/A

S/FX: N/A

Music: \_\_\_\_\_



Shot #(s): 3 Time: \_\_\_\_\_

Camera/Description: DutchA/HighA/ The typical "NASA" scene with all the guys at their computers.

Dialogue: N/A

S/FX: Mumbling of characters/typing

Music: \_\_\_\_\_

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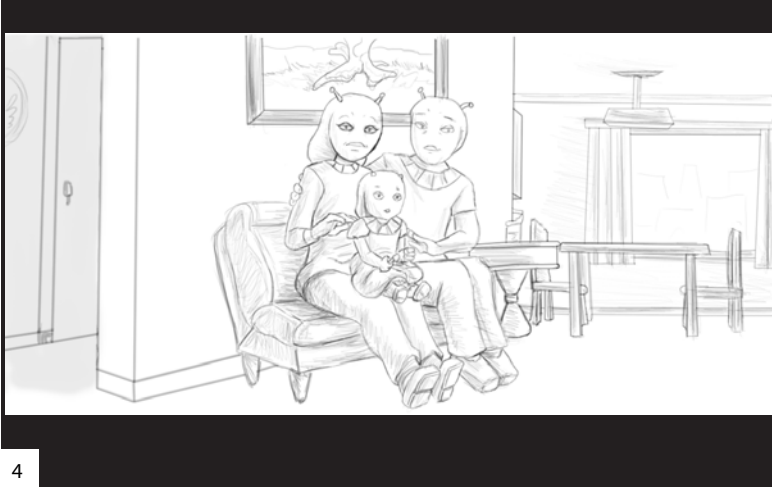
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UPM: James Thompson



Shot #(s): 4 Time: \_\_\_\_\_

Camera/Description: StraightO/TwoS/INT. An alien family huddled together on a sofa, staring into a holographic projection (rather than a tv set).

Dialogue: N/A

S/FX: Reporter talking in alien speech via tv.

Music: \_\_\_\_\_



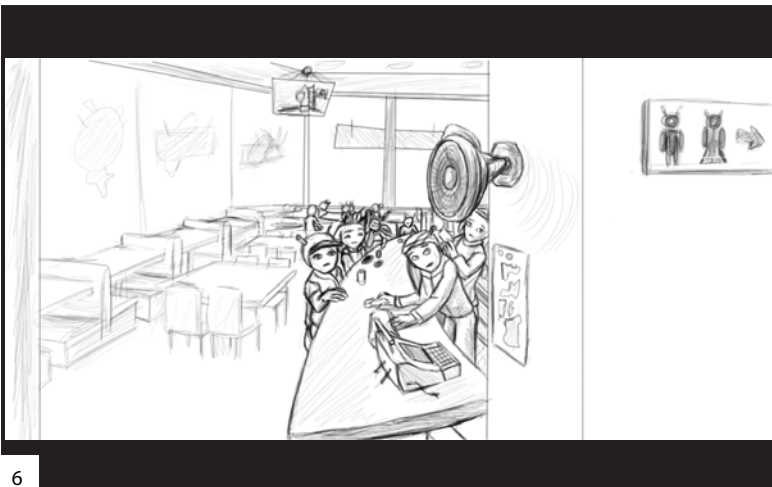
Shot #(s): 5 Time: \_\_\_\_\_

Camera/Description: Full/INT. The holographic projection they're staring at.

Dialogue: N/A

S/FX: Reporter talking in alien speech via tv.

Music: \_\_\_\_\_



Shot #(s): 6 Time: \_\_\_\_\_

Camera/Description: HighA/INT. A speaker in a restaurant/bar of alien folk listening.

Dialogue: N/A

S/FX: Reporter talking in alien speech.

Music: \_\_\_\_\_

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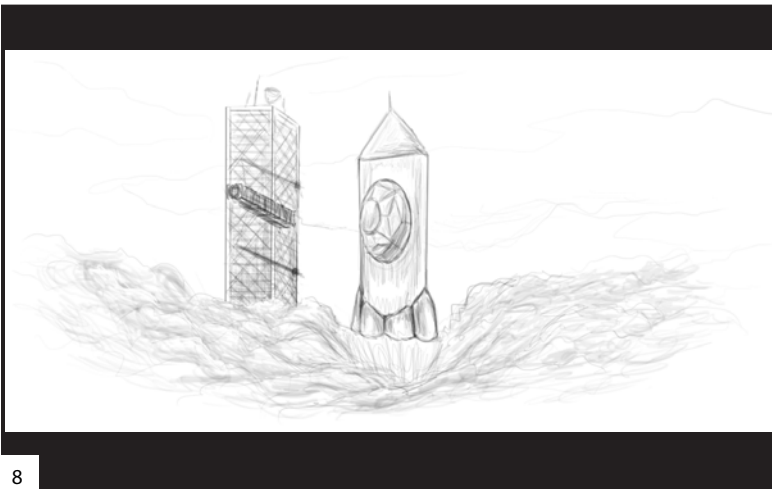
Shot #(s): 7 Time: \_\_\_\_\_

Camera/Description: WideS/ EXT. Alien folk sitting at an outdoor café and walking along the sidewalks, watching a screen on the Wall building. S/FX: reporter talking in their alien speech via the projection on the building/ ambient crowd noise.

Dialogue: N/A

S/FX: Reporter talking in alien speech via tv.

Music: \_\_\_\_\_



8

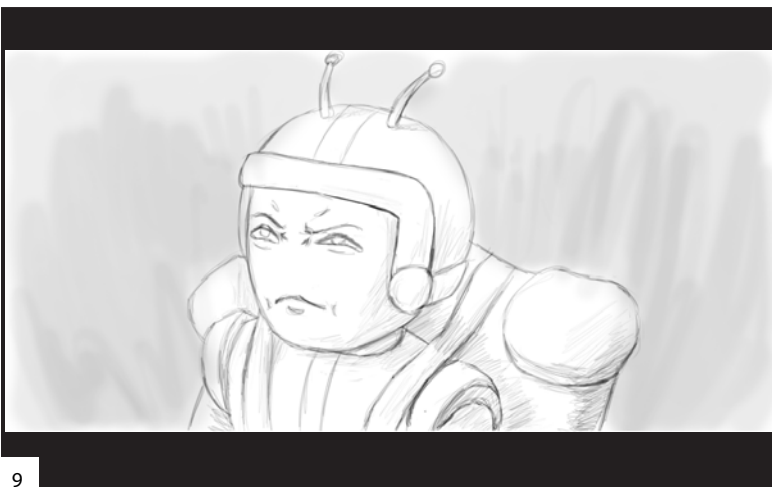
Shot #(s): 8 Time: \_\_\_\_\_

Camera/Description: WideS/ EXT. The rocket is taking off.

Dialogue: N/A

S/FX: Rocket blasting off.

Music: \_\_\_\_\_



9

Shot #(s): 9 Time: \_\_\_\_\_

Camera/Description: 3/4/CloseU/ INT. The alien in his seat, braced and feeling the force.

Dialogue: N/A

S/FX: Grunting from stress/ rocket's burning.

Music: \_\_\_\_\_

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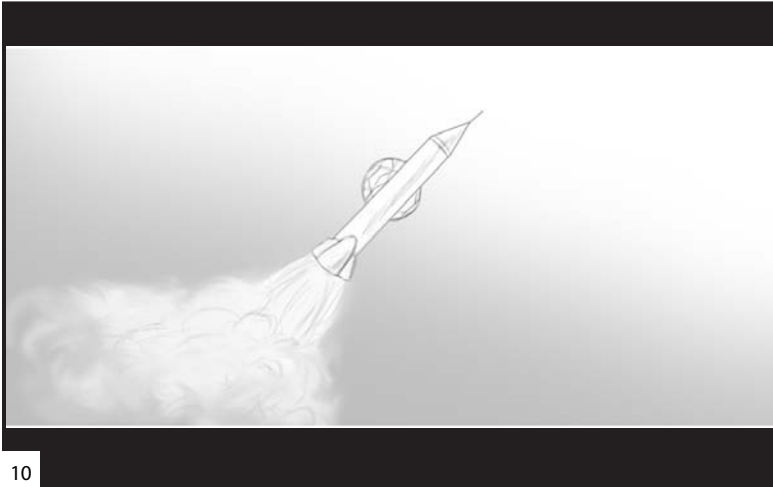
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UPM: James Thompson



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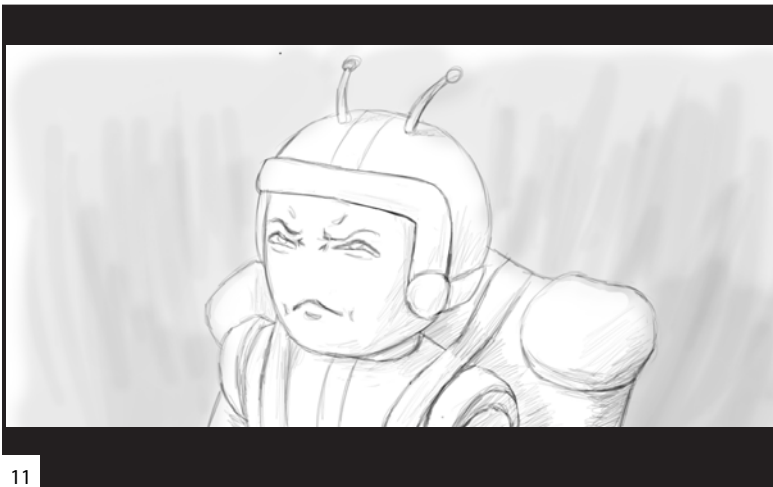
Shot #(s): 10 Time: \_\_\_\_\_

Camera/Description: Wide/Profile (shake)  
/EXT. The rocket is shooting through the  
atmosphere. Slow motion from one edge of  
the screen to the next from camera distance  
almost keeping the rocket centered. Real time  
motion.

Dialogue: N/A

S/FX: Rocket's burning through the sky.

Music: \_\_\_\_\_



11

Shot #(s): 11 Time: \_\_\_\_\_

Camera/Description: 3/4/CloseU/ INT. The  
alien guy's face (same as previous cam). His  
expression is even more extreme than before.

Dialogue: N/A

S/FX: Grunting from the stress/ rocket's burning

Music: \_\_\_\_\_



12

Shot #(s): 12 Time: \_\_\_\_\_

Camera/Description: HighA/ INT. Back to  
the typical NASA scene. Different angle. Catching  
the expressions of the characters, face on. They  
look eager.

Dialogue: N/A

S/FX: Mumbling of characters.

Music: \_\_\_\_\_

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13

Shot #(s): 13 Time: \_\_\_\_\_

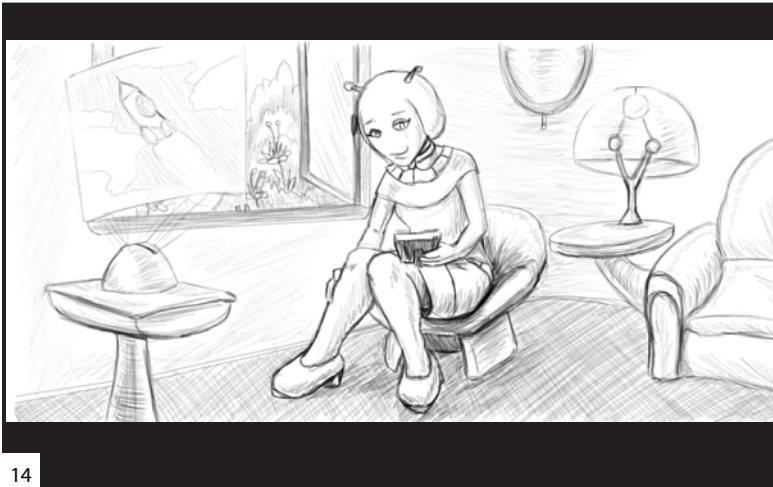
Camera/Description: LowA/ EXT. A

different angle of the climbing rocket.

Dialogue: N/A

S/FX: Rocket's burning through the sky.

Music: \_\_\_\_\_



14

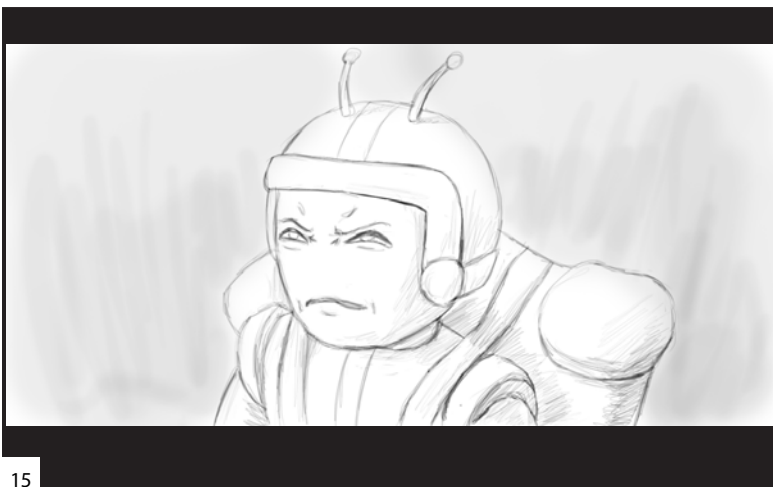
Shot #(s): 14 Time: \_\_\_\_\_

Camera/Description: Single/ INT. A close up of the hero character's wife, holding a framed family portrait in her hand. She is smiling softly, a tear streaming down.

Dialogue: N/A

S/FX: Reporter's voice via tv (low volume).

Music: \_\_\_\_\_



15

Shot #(s): 15 Time: \_\_\_\_\_

Camera/Description: 3/4/CloseU/ INT. Alien guy in his seat, expression quite extreme.

Dialogue: N/A

S/FX: Mumbling of characters.

Music: \_\_\_\_\_

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16

Shot #(s): 16 Time: \_\_\_\_\_

Camera/Description: Wide/Profile (shake)  
/EXT. The rocket is shooting past the  
atmosphere. Slow motion from one edge of  
the screen to the next from camera distance  
almost keeping the rocket centered. Real time  
motion.

Dialogue: N/A

S/FX: Rocket's burning through the sky.

Music: \_\_\_\_\_



17

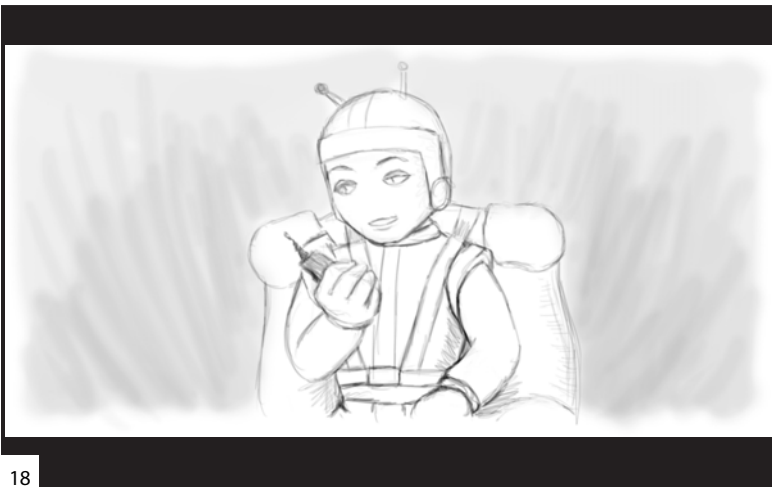
Shot #(s): 17 Time: \_\_\_\_\_

Camera/Description: 3/4/CloseU/ INT. He  
takes a deep breath and exhales.

Dialogue: N/A

S/FX: Sigh/computers running.

Music: \_\_\_\_\_



18

Shot #(s): 18 Time: \_\_\_\_\_

Camera/Description: Profile/ INT. He picks  
up a radio device and speaks into it.

Dialogue: N/A

S/FX: Soft clicks of handling device/alien voice.

Music: \_\_\_\_\_



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19

Shot #(s): 19 Time: \_\_\_\_\_

Camera/Description: HighA/ INT. The alien's space station base folk cheer and jump for joy (same camera).

Dialogue: N/A

S/FX: Shouts of multiple subjects (cheerful).

Music: \_\_\_\_\_



20

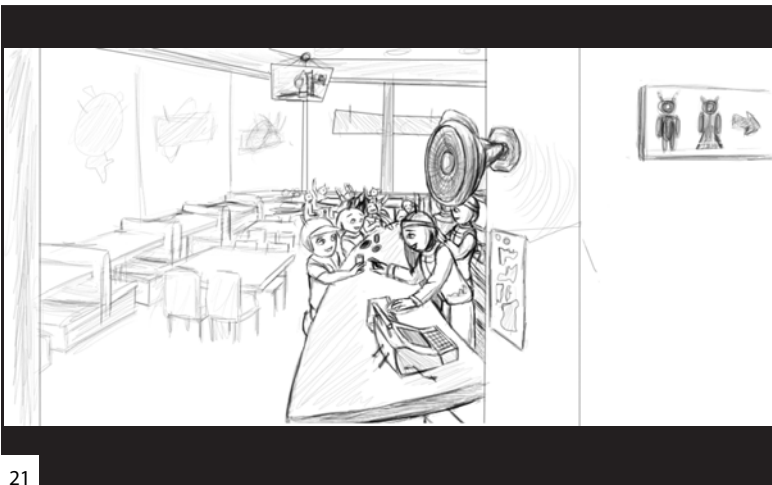
Shot #(s): 20 Time: \_\_\_\_\_

Camera/Description: StraightO/TwoS (closer in)/ INT. The family staring at the holographic projection start cheering (same camera angle).

Dialogue: N/A

S/FX: Sigh/computers running.

Music: \_\_\_\_\_



21

Shot #(s): 21 Time: \_\_\_\_\_

Camera/Description: HighA/ INT. The people in the bar start cheering (same camera).

Dialogue: N/A

S/FX: Reporter talking via the speaker/ cheers.

Music: \_\_\_\_\_

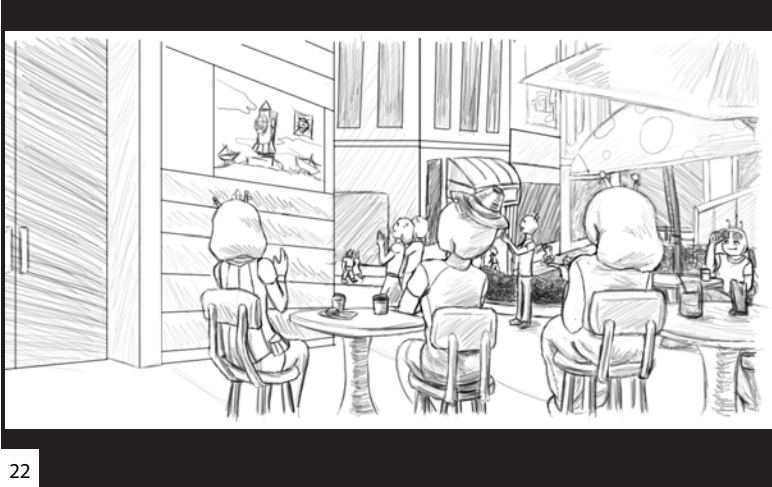
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22

Shot #(s): 22 Time: \_\_\_\_\_

Camera/Description: WideS/ EXT. The alien folk from the street and café start cheering (same camera).

Dialogue: N/A

S/FX: Reporter talking/cheers.

Music: \_\_\_\_\_



23

Shot #(s): 23 Time: \_\_\_\_\_

Camera/Description: Single/ INT. The character's wife turns her head around to look out of the window with a toothy smile. She's still holding the picture and her arm is rested.

Dialogue: N/A

S/FX: Reporters voice over the tv (low volume).

Music: \_\_\_\_\_



24

Shot #(s): 24 Time: \_\_\_\_\_

Camera/Description: HighA/WideA/ EXT. Scene in space. An off angle from the upper side of the rocket. The ship ejects from the rocket.

Dialogue: N/A

S/FX: Unlatching from the rocket.

Music: \_\_\_\_\_



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25

Shot #(s): 25 Time: \_\_\_\_\_

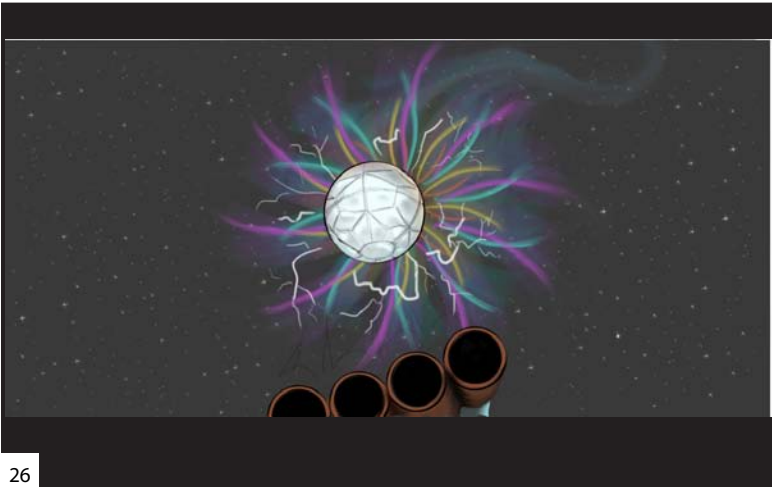
Camera/Description: HighA/Full/ INT.

From inside the pilot's seat, the alien guy folds his arms to brace.

Dialogue: N/A

S/FX: Random computer functions.

Music: \_\_\_\_\_



26

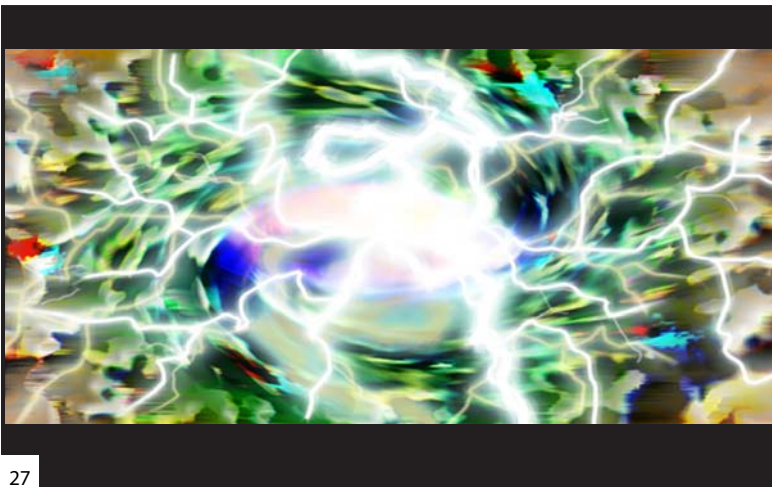
Shot #(s): 26 Time: \_\_\_\_\_

Camera/Description: Wide/ EXT. The rocket slowly drops off screen as the ship is slowly approaching a wormhole, drifting away from the camera.

Dialogue: N/A

S/FX: Lightning (soft).

Music: \_\_\_\_\_



27

Shot #(s): 27 Time: \_\_\_\_\_

Camera/Description: Wide/Zoom/ The ship slowly moving into a wormhole speeding up. It goes faster and faster, and zooms until a great burst of white light.

Dialogue: N/A

S/FX: Suction/swoop increasing speed.

Music: \_\_\_\_\_

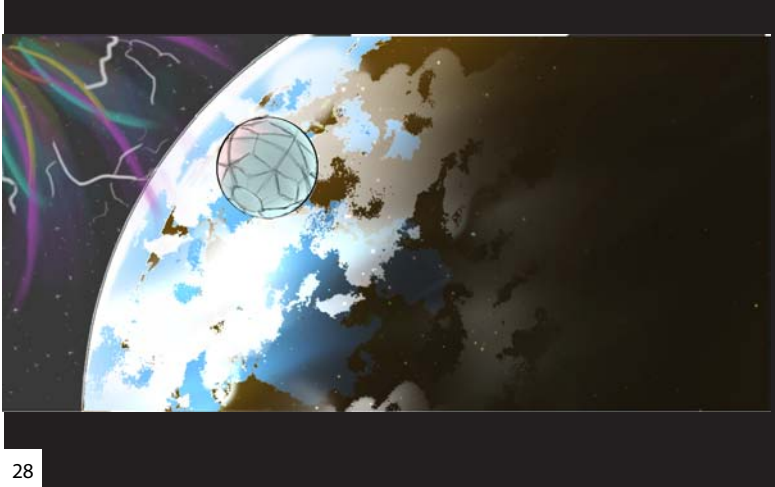
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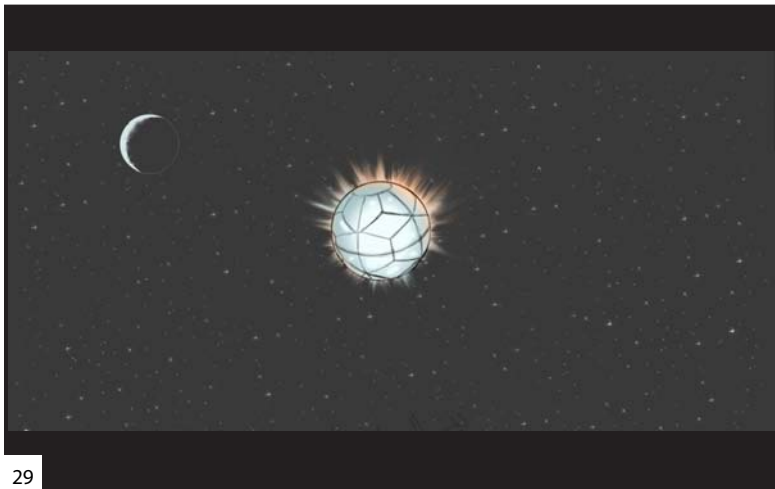
Shot #(s): 28 Time: \_\_\_\_\_

Camera/Description: Wide (keeping the ship centered)/ EXT. The stars and a big blue planet are in sight. Close up on the planet. The ship is slowly drifting toward it.

Dialogue: N/A

S/FX: Lightning (soft).

Music: \_\_\_\_\_



29

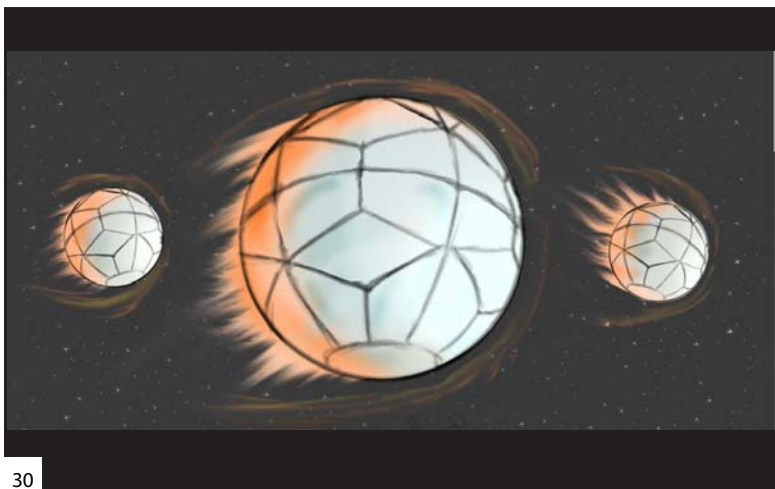
Shot #(s): 29 Time: \_\_\_\_\_

Camera/Description: WideS/ EXT. The ship is approaching toward the camera. It speeds more the closer it gets.

Dialogue: N/A

S/FX: Soft Burning sound.

Music: \_\_\_\_\_



30

Shot #(s): 30 Time: \_\_\_\_\_

Camera/Description: Wide/pan/ 30: EXT. The ship whizzes past the camera from left to right. The camera slightly follows the object from left to right.

Dialogue: N/A

S/FX: Swoosh of the ship whizzing past.

Music: \_\_\_\_\_

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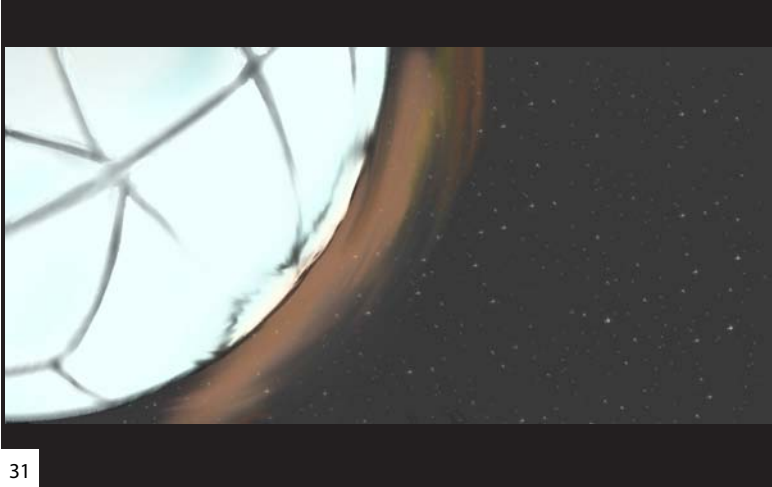
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31

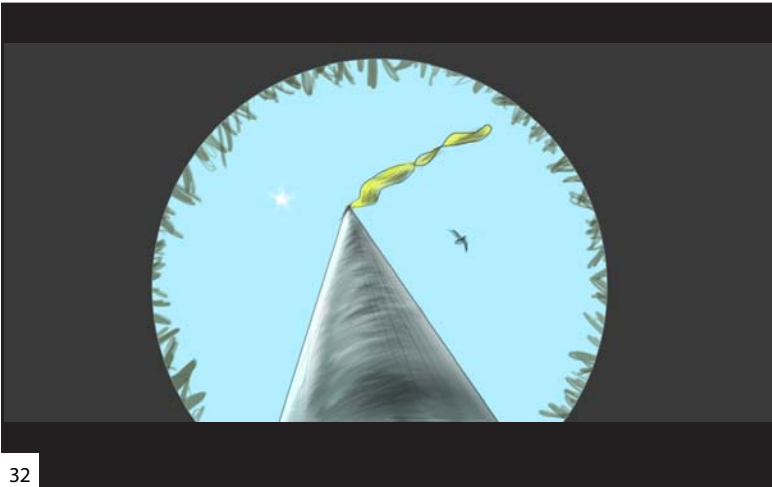
Shot #(s): 31 Time: \_\_\_\_\_

Camera/Description: EXU (heavy shake)/  
EXT. The camera follows from the side of the  
ship, as it begins to burn. It burns hotter and  
turns redder all over and then a burst of flame  
wraps around it. Much camera shake.

Dialogue: N/A

S/FX: Burning object crashing toward planet.

Music: \_\_\_\_\_



32

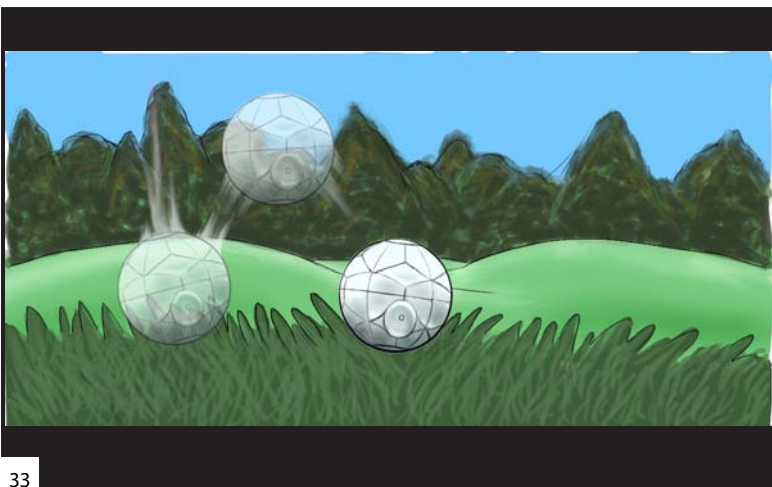
Shot #(s): 32 Time: \_\_\_\_\_

Camera/Description: LowA/ EXT. From a  
golf park inside a golf hole with the flag still  
inside, looking up toward the sky, a sparkle in the  
sky is seen.

Dialogue: N/A

S/FX: Chirping birds.

Music: \_\_\_\_\_



33

Shot #(s): 33 Time: \_\_\_\_\_

Camera/Description: Full/CloseU/ EXT. Level  
with the grass, a golf ball sized object lands in  
the grass. One bounce.

Dialogue: N/A

S/FX: Hard plop/chirping birds.

Music: \_\_\_\_\_

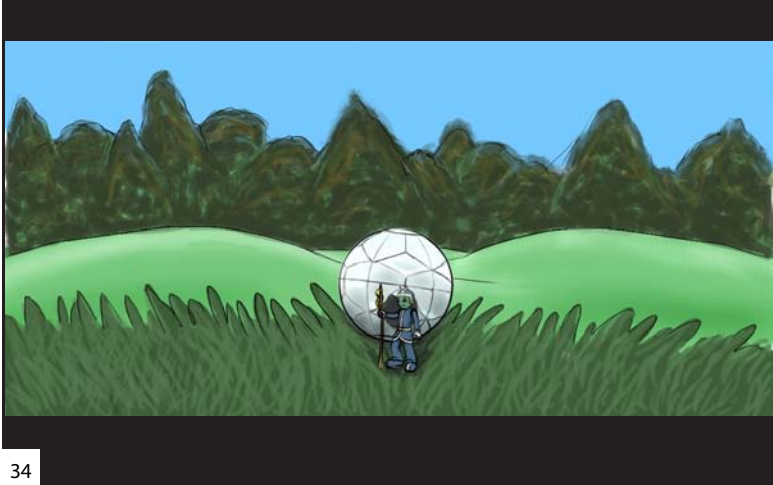
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34

Shot #(s): 34 Time: \_\_\_\_\_

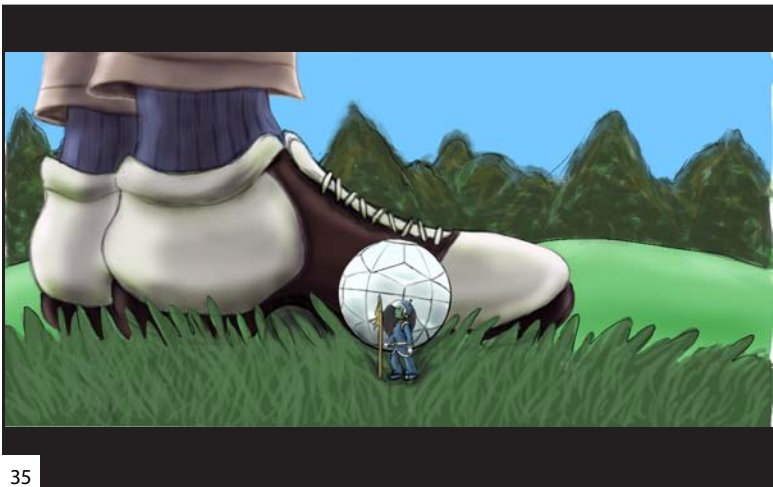
Camera/Description: Full/CloseU/ EXT.

The bug sized alien opens the door and hops out with a flag in his right hand. He strikes a proud pose.

Dialogue: N/A

S/FX: Pressure release for door/ soft wind/birds.

Music: \_\_\_\_\_



35

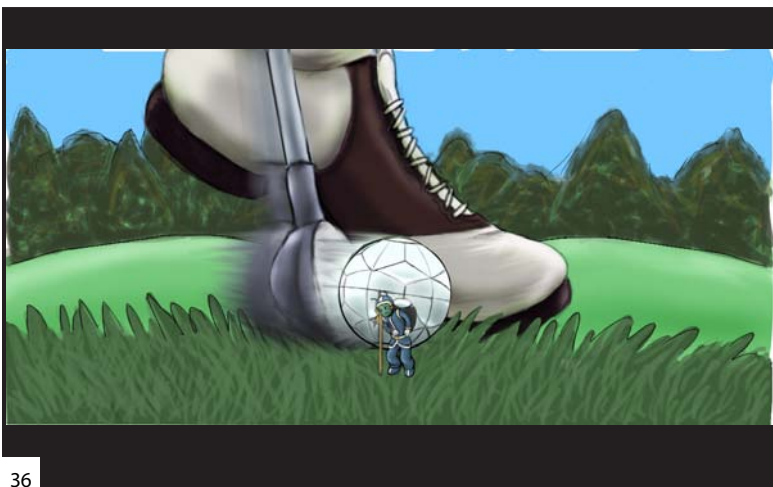
Shot #(s): 35 Time: \_\_\_\_\_

Camera/Description: Full/CloseU/ EXT. Golf shoes of a man approaching land right beside the alien guy before stopping as the alien guy is standing there, staring upward, arms down and mouth open.

Dialogue: N/A

S/FX: Footsteps in grass/ soft wind/ chirping.

Music: \_\_\_\_\_



36

Shot #(s): 36 Time: \_\_\_\_\_

Camera/Description: Full/CloseU/ EXT. The man swings and the impact is seen as the club strikes the ship. The alien guy ducks.

Dialogue: N/A

S/FX: Whack/ soft wind/chirping birds.

Music: \_\_\_\_\_



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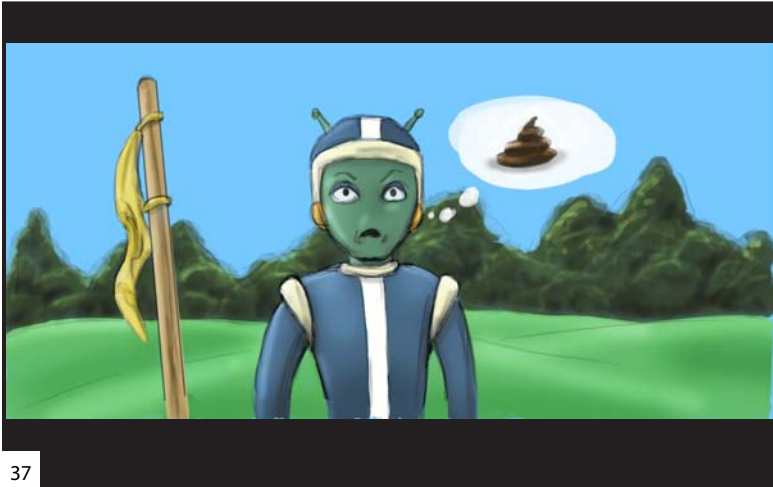
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UPM: James Thompson



37

Shot #(s): 37 Time: \_\_\_\_\_

Camera/Description: MediumS/ EXT. The alien guy looking shocked and distressed with a poo in a thought bubble by his head.

Dialogue: N/A

S/FX: Soft wind/ chirping birds.

Music: \_\_\_\_\_

Shot #(s): \_\_\_\_\_ Time: \_\_\_\_\_

Camera/Description: \_\_\_\_\_

Dialogue: \_\_\_\_\_

S/FX: \_\_\_\_\_

Music: \_\_\_\_\_

Shot #(s): \_\_\_\_\_ Time: \_\_\_\_\_

Camera/Description: \_\_\_\_\_

Dialogue: \_\_\_\_\_

S/FX: \_\_\_\_\_

Music: \_\_\_\_\_