

## **Shot List**

### ***Claire's House: Hallway***

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5. MS – Claire walks in through front door and closes it.
6. MCU – Claire's puts her handbag on the table before walking onwards through the hallway.
14. LS – Shot taken behind open door. Claire runs from Kitchen to Hallway and closes the door.
15. MCU – Claire stops for a second and looks around before walking back to the kitchen.
16. LS to MCU [Zooming] [Continuation of Shot 14] – As Claire walks back into the kitchen, the camera zooms in from outside as Claire walks back into the kitchen.

### ***Claire's House: Kitchen***

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7. MLS - Claire enters kitchen and walks towards kettle and teacup sitting on kitchen worktop.
8. ECU – Claire's finger switching the kettle's power button.
9. C/U – Claire's face is seen looking around attentively. The noise of floor cracking (from footstep) in background causes Claire to go from relaxed to tense and nervous.
10. ECU – Claire pours the boiling water into the cup.
11. MCU – Wind is heard from hallway. Claire becomes startled and turns around hastily.
12. MS – Claire becomes startled and runs out the kitchen towards hallway.
17. MLS [Dutch]– Claire walks back into the kitchen and picks up her tea and brings it to the kitchen table and sits down. Camera positioned to allow kitchen table to be foreground while worktop to be part of the background.
18. MS [Dutch] – Claire is seen picking up her tea and bringing it towards her mouth.
19. ECU – Claire drinks some of the tea.
20. MS [Dutch] [Continuation of Shot 17] – Claire puts the teacup from her mouth back down onto the saucer on the dining table.
21. MCU – Claire yawns before laying her head on the table and closing her eyes. Screen begins to fade out closed mimic Claire's eyes falling. Shot gradually increased brightness to showcase end of flashback.

### ***Claire's House: Bathroom***

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13. MCU [POV] – Camera taken from inside bathroom looking out through the gap of the bathroom door showing a small amount of the hallway/kitchen. Room is mostly in darkness as we see Claire walk past it quickly from right to left.
57. MCU [POV] [Panning] [Tilting] [Tracking] [Continuation of Scene 19] – Unknown person watches Claire run out towards door before the Kidnapper starts to run into the kitchen and puts squirts clear, liquid substance into

Claire's teacup. He runs back into the bathroom and closes the door before the screen fades out to black before fading back into white.

### ***Abandoned Building: Establishing Shots***

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1. WS to MS [ES] [Tracking] [Panning] [Zooming to MLS] – Abandoned Building entirely seen at an angle. Tracking, panning and zooming towards the window.
2. MS to C/U [ES] [Tracking] [Panning] [Zooming to C/U] [Continuation of Shot 1] – Continuing seamlessly from the window, zooming inwards at a different pace to pitch black.

### ***Abandoned Building: Living Room***

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3. MLS [Conventional to Dutch] [Tracking] [Panning] [Zooming to C/U] – Fading from black to the Living Room. Camera tracks from window to Claire who's lying unconscious at the corner of the room. Moving from conventional to a dutch angle to her eyes lids beginning to open. Opening unfocused becoming slightly more focused.
4. C/U [Dutch] – Claire looks deep in thought while in fear as she begins to think of how this could have happened. Eyes begin to slowly open as she enters into high-key lighting to showcase flashback.
22. LS [Dutch] – Claire continues to lie on the ground as she regains more control of her body. Her eyes now fully open up as she lifts her body with her arms while still sitting down. She looks forward before rapidly changing to the left side of the room.
23. LS [Panning] [POV] – The camera is placed low from the corner of the room while looking high, rotating around 180° from left to right. Slowly with a slight shaking effect to distress the audience. Mimics Claire looking around the room.
24. MLS [Tilting] – Claire has a look of petrified on her face she begins to stand up fully along with the camera.
25. MS [Dutch] – Claire stands up fully and begins to walk off-screen watching the ground closely.
26. MLS [Tracking] – Claire's view point as she moves towards the door. She looks at the surroundings of the room as she steadily walks through the door.

### ***Abandoned Building: Hallway***

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27. MLS [POV] [Tracking, Panning, Tilting] [Long Take] [Handheld] – Claire walks through the hallway of the destroyed, abandoned building. As she is walking slowly forward her head turns to the left side to see the ruins of the building
28. C/U – Claire's head looks from the side to the front as she continues searching the hallway.
29. Claire looks to the right to see skeleton in concrete room followed by Claire shaking and turning away rapidly.
30. Claire begins to run off far more quickly through the corridor.
31. Claire continues forward looking down at the bricks and debris lying on the ground and as she walks through them until she reaches the next room.

32. Claire makes her way through into the next room grabbing onto the doorframe as she walks through.

### ***Abandoned Building: Exit Room***

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33. MS - Camera behind Claire as she walks into the room. She looks to her left and right before noticing the door.
34. MCU (Claire)/LS (Kidnapper) [Over-the-shoulder] [Arc] – Opens with side shot of Claire. The Kidnapper jumps out from under a broken window with Claire shocked she nervously steps backwards.
35. C/U – Claire screams and becomes startled with a strong look of fear.
36. C/U – The Kidnapper joins in the screaming violently while lifting his cleaver.
37. MLS – Claire starts to run towards the exit she lowers herself and her hand to begin to reach out towards the ground. Window and door should be seen.
38. ECU – Shows Claire's arm and hand reaching down to the ground to pick up some debris while continuing to run.
39. LS – Claire and the Kidnapper meet each other at the doorway.
40. MS [Continuation of Shot 41] – Claire (in slow motion) throws the debris into the Butcher's eyes. As the Butcher reacts to the debris, Claire begins to run past him.

### ***Abandoned Building: Grounds***

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41. MLS - Claire runs past the Kidnapper while he holds his eyes with his hand.
42. MS [Tracking] - Shot opens with Claire running for her life as she pants while having a look of complete fear.
43. MS [Tracking] - Kidnapper runs in same direction through grounds with Knife in hand.
44. MS [Tracking] – Claire continues to run through the grounds, gaining speed.
45. MS [Tracking] – Kidnapper seen again to run, while the pace increases.
46. MS [Tracking] – Claire continues to run, speed increasing.
47. MS [Tracking] – Kidnapper gains speed as the camera tracks to his running.
48. MS [Tracking] – Claire once again continues to run, while taking a lead from the Kidnapper. Speed increases once more.
49. MS [Tracking] – Kidnapper reaching a high speed yet not as fast as Claire's as he runs through the Grounds.
50. MS [Tracking] – Claire reaches her maximum speed through the chase scene.
51. MS [Tracking] [Composition] - Shot 42 & 43, slowed down exceptionally to showcase the amount of running between the two characters. Claire's shot is reversed in direction (flopped).
52. WS to MCU [POV] – Claire's viewpoint, seeing her check the grounds and running towards an old well to hide behind.
53. LS – Kidnapper stops running towards well and checks the surroundings of the grounds followed by looking around and inside the well.
54. LS – Kidnapper looks around slowly through the grounds coming closer to the old well.
55. C/U [Low Angle] - Claire has her hands over her mouth and her eyes opened widely as she tries to not let the Kidnapper notice her location as she sits behind the well.

56. C/U - The Kidnapper stops for a few seconds before bright light gradually takes over the screen to showcase his flashback is beginning.
58. MLS - Kidnapper returns to reality before slowly walking onwards off-screen.
59. ECU to WS [POV] – Claire waits a few seconds before slowly standing up to check the surroundings.
60. LS to EWS [Panning] – The grounds can be seen with the abandoned building in the background. Claire runs from the well further away past the abandoned building.

### ***Abandoned Building: Pathway/Main Gate***

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61. WS [Panning] - Claire runs in the opposite direction, through the gravel path to the right of the abandoned building.
62. LS [Panning] - Claire continues running through the middle of the pathway.
63. LS to WS [Panning] – Claire runs past the abandoned house through the pathway to a large metal gateway.
64. WS [High Angle] [Panning] Claire is seen reaching the main gate, she quickly checks to open it, but it is locked, so she urgently slips through the side of the gate in order to escape.

### ***Main Road***

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65. LS [Dutch] [Gradually getting dark in weather] - Claire runs and stands on the middle of the empty road, looking in both directions for a driver to save her.
67. MLS [Tracking] – As Car stops, Claire runs towards the car's left side window and pleads with the Driver to help her escape, she enters the car through back, left passenger door.
73. ECU to EWS of back of Car – Car drives off in pitch black fading out completely in the distance.

### ***Driver's Car***

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66. LS [POV] – POV from the inside of the front car window as it drives towards Claire it shows Claire trying to stop the car. The car brakes.
68. Claire enters car and looks behind around for her Kidnapper before sitting back on her seat properly and beginning to feel relief.
69. ECU of rear-view mirror - Driver cannot be seen as he adjusts the rear-view mirror to see Claire on her seat looking relieved.
70. C/U – Claire speaks her dialogue while thinking about the past events.
71. C/U [Over the shoulder shot] – Driver says final dialogue while turning his body towards Claire.
72. C/U [Continuation of Shot 67] – Claire starts to look slightly puzzled and worried.