

## Shot List

• Ulster Museum: Main Exhibition Room [Present Scenes]

	<b>P</b>	<b>F</b>
1. <b>ECU to C/U</b> [Arc] (Zoom Out) (Dutch ang.) {Fade In}	<input type="checkbox"/>	<input type="checkbox"/>
- Caroline's eye begins to tear we slowly see more of her face. As the camera zooms out Caroline lies seemingly devastated and comotose of the world around her making no response. Tears continue to run down.		
10. <b>C/U to MS</b> [Arc] [Tilt] (Zoom Out) (Dutch ang.) {Fade In}	<input type="checkbox"/>	<input type="checkbox"/>
- Caroline lies in the fetal position like before. We see her position more and more of the location can be seen. The camera moves to a side position of Caroline revealing she is carrying a baby with a similar blanket to Carol's baby. Extreme high key lighting used from right to show FB.		
17. <b>MS – LMS</b> [Arc] [Rev. Track & Tilt] (Dutch ang.) (Long tk.) {Fade Out}	<input type="checkbox"/>	<input type="checkbox"/>
- Caroline remains comotose as the room is filled with ghostly figures seeming to be from 1940s as well. As the camera tracks back, a pram an identical pram is revealed like from the FBs. The pram remains empty as the camera zooms in on it leading to us fading back into the next FB.		
66. <b>ELS to ECU</b> [Tilt] [Track] {Fade Out}	<input type="checkbox"/>	<input type="checkbox"/>
- The entire room can be seen, slowly we track towards Caroline as she holds her "baby". Slowly tracking in above Caroline's fetal position to the "baby" she carries now revealed to be just a doll.		
70. <b>MCU to C/U</b> [Dw. Track] (Dutch ang.) (Zoom In) {Slow Motion}	<input type="checkbox"/>	<input type="checkbox"/>
- <b>Return from Shot 66.</b> Return to revelation of Caroline w/ doll. Tracking downwards slowly re-hides the baby but showcases a crumpled photo which is zoomed.		
71. <b>C/U</b> (Zoom In) {Slow Motion} {Freeze Frame}	<input type="checkbox"/>	<input type="checkbox"/>
- <b>Continue of Shot 70.</b> To finish the zoom revealing the crumpled photograph showcasing a picture of a mother in a mental asylum who looks very similar to herself/Carol. <b>To be seamlessly edited from previous shot.</b>		
72. <b>MLS</b> (Dutch ang.)	<input type="checkbox"/>	<input type="checkbox"/>
- A mysterious woman enters the room looking at Caroline with no sign of disturbance. She seems unknown and begins to walk towards her.		
73. <b>MCU</b> [Track]	<input type="checkbox"/>	<input type="checkbox"/>
- The mysterious woman's footsteps can be seen walking through the main exhibition room seemingly towards Caroline slowly with ease.		
74. <b>ECU</b> [Track]	<input type="checkbox"/>	<input type="checkbox"/>
- The unknown woman's ID badge is seen as the mysterious woman continues to walk, this reveals the mysterious woman to be a nurse.		
75. <b>LS to MS</b> [Handheld] (Extr. Dutch ang's.) (Unsteady POV) {Blur}	<input type="checkbox"/>	<input type="checkbox"/>
- Caroline observes very unstably as the mysterious woman approaches her. <b>Camera blurred to give effect of distortion from reality.</b>		
76. <b>MS</b> (High ang.) (Over-the-shoulder)	<input type="checkbox"/>	<input type="checkbox"/>
- The mysterious woman makes her way to Caroline. The woman begins to talk. Her voice is the same as the narrator, Caroline finally begins to react to her presence.		
77. <b>MS</b> [Handheld] (Low. ang) (POV)	<input type="checkbox"/>	<input type="checkbox"/>
- Caroline watches the mysterious person approach. The woman can now be seen to be a mental institute nurse (due to attire and personality). The Nurse continues to talk to Caroline.		
78. <b>C/U</b> (Dutch ang.) (POV)	<input type="checkbox"/>	<input type="checkbox"/>
- The nurse taps Caroline's shoulder before saying "it's time to go"		

	<b>P</b>	<b>F</b>
79. <b>LS to MCU [Handheld] (Dutch ang.) (POV)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- The Nurse lifts Caroline from the floor and begins to escort her out of the building. She observes her location quite rapidly before being calmed by the sight of her doll as she looks down at her hands holding it, her version of reality is extremely vague. <b>Formalism showcased throughout shot.</b>		
80. <b>C/U to LS {Fade Out}</b>	<input type="checkbox"/>	<input type="checkbox"/>
- The Nurse escorts Caroline out of the museum, they characters become more and more vague as they become more distanced from the camera. <b>3-point lighting used, Screen fades to black.</b>		
• <u><i>Ulster Museum: Main Exhibition Room [Flashback Scenes]</i></u>		
22. <b>MLS (Dutch ang.)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- Carol enters the main exhibition room and observes the room, slowly moving forward with the pram.		
23. <b>C/U (Dutch ang.)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- Carol pushes the pram slightly into the exhibition room, she stops the pram and takes her hands off it.		
24. <b>MCU (Dutch ang.) (Rev. POV)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- Carol begins walking towards one of the exhibitions herself while leaving the pram by itself, she checks it once before observing the exhibition work.		
25. <b>MS [Handheld] (Dutch ang.) (Low ang.) (POV)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- Child's POV, A mysterious figure enters the room and begins to make his way towards the pram. A child's arms can be seen reaching towards the baby inside.		
26. <b>MCU [Handheld] (Rev. POV)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- The child closely looks at the baby and smiles in an evil manner as he reaches over to grab the child. The camera is lifted by the child and brought closer towards him to represent the baby is being taken.		
28. <b>MCU [Handheld] (Rev. POV)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- <b>Return from Shot 26.</b> The child continues to take the baby from Carol's pram. He fully holds the baby now looking mischievous and slightly evil. He begins to walk away.		
27. <b>LS</b>	<input type="checkbox"/>	<input type="checkbox"/>
- Caroline is seen continuing to observe the work not aware her child is being abducted by the child.		
29. <b>MS (Panning)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- The child continues hastily walking away with the baby in hands. Walking through to the next door. He walks out		
30. <b>C/U [Track] (High Ang.) (Dutch ang.) {Slow Motion}</b>	<input type="checkbox"/>	<input type="checkbox"/>
- The empty pram can be seen as it is slowly tracks out to showcase the realisation that Carol's baby has been abducted.		
31. <b>MLS to MCU [Arc]</b>	<input type="checkbox"/>	<input type="checkbox"/>
- As we look behind Carol as she looks at the exhibitions. The camera tracks in a circular motions around Carol to face her front now focusing on her in the foreground and the pram in the background.		
32. <b>C/U [Dolly Zoom]</b>	<input type="checkbox"/>	<input type="checkbox"/>
- Carol finished turning around and becomes shocked out of her mind to see her baby is missing from her pram she begins to panic .		
33. <b>C/U to LS (Low Ang.) (Dutch ang.)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- Carol's back of the leg section of her dress can be seen as she runs towards her pram, Carol's upper body section cant be seen to hide Carol's true emotional response from the audience to emphasis the pain that the audience would feel as Carol panics.		
34. <b>C/U (High Ang.) (Dutch ang.)</b>	<input type="checkbox"/>	<input type="checkbox"/>
- Carol frantically checks through the Pram hoping that miraculously she		



	<b>P</b>	<b>F</b>
35. <b>C/U</b> (Dutch ang.)		
- Carol's desperation and anxiety can be seen in her face when she becomes to get extremely petrified in her face as her new-born child is missing she begins to breathe heavily.	<input type="checkbox"/>	<input type="checkbox"/>
36. <b>ECU</b> (High Ang.) (Dutch ang.) {Sped-Up}		
- One of Carol's eyes can be seen dilating as a result of the loss of her baby.	<input type="checkbox"/>	<input type="checkbox"/>
37. <b>C/U to MLS</b> (Track In to Out) (POV) {Slow Motion to Rapid Pace}		
- Carol can be seen slowly hyperventilating as the tension increases so does the pace. Carol remains still while breathing until she reaches breaking point and lets out a giant scream followed by her running out of the room.	<input type="checkbox"/>	<input type="checkbox"/>
• <u>Ulster Museum: Main Entrance</u>		
2. <b>C/U to MLS</b> [Track] (Est. Shot)		
- High key lighting occurs as Caroline is tracked into a FB, revealing a very similar version of Caroline entering the museum around the 1940s. Carol walks down the olden-styled museum with a vintage, red pram w/ baby.	<input type="checkbox"/>	<input type="checkbox"/>
• <u>Ulster Museum: Main (Ground Level) Corridor</u>		
3. <b>C/U</b> [Rev. Track] (Rev. POV)		
- Carol continues to walk down the museum corridor in her 1940s through a Reverse POV shot while tracking backwards simultaneously.	<input type="checkbox"/>	<input type="checkbox"/>
4. <b>MCU</b> [Pan] [Track] (POV)		
- Carol walks through the corridor looking at the artefacts alongside, she makes a turn along the corridor while keeping an eye on her pram.	<input type="checkbox"/>	<input type="checkbox"/>
5. <b>MLS</b> [Rev. Track] (POV)		
- From the "baby's" perspective. Carol is seen pushing the pram forward while observing the artefacts she makes notice of the "baby".	<input type="checkbox"/>	<input type="checkbox"/>
6. <b>MS</b> [Handheld] (POV)		
- Carol's "baby" can be seen in the pram lying on the pink blanket.	<input type="checkbox"/>	<input type="checkbox"/>
7. <b>MCU</b> [Track]		
- The pram's wheel's alongside Carol's legs move forward alongside the olden-styled floor as Carol pushes the vintage pram.	<input type="checkbox"/>	<input type="checkbox"/>
8. <b>LS</b> [Pan] {Fade Out}		
- Carol pushes the pram past the end of the corridor to the next room that's offscreen. <b>Screen fades to white.</b>	<input type="checkbox"/>	<input type="checkbox"/>
9. <b>ELS to MCU</b> (Dutch angle) {Grad. Edit}		
- A young child begins to walk up the corridor the visuals become increasing evil as the child approaches the camera.	<input type="checkbox"/>	<input type="checkbox"/>
• <u>Ulster Museum: Lower Elevator Corridor [Entering]</u>		
11. <b>MCU</b> [Track] {Transition}		
- Carol's footsteps along with slight pram wheels can be seen which later transition with a mysterious child's footsteps in the opposite direction.	<input type="checkbox"/>	<input type="checkbox"/>
12. <b>MLS</b> [Track] (Dutch ang.)		
- Carol walks seemingly diagonally down the corridor observing while pushing her pram.	<input type="checkbox"/>	<input type="checkbox"/>
13. <b>MS</b> [Pan] [Track] (POV)		
- Carol's POV, she turns the pram through the corner of the corridor leading	<input type="checkbox"/>	<input type="checkbox"/>

	<b>P</b>	<b>F</b>
14. <b>LS</b> (High ang.) - As the mother w/ pram goes off screen a child creeps out of the corner and begins to walk down the corridor sneakily.	<input type="checkbox"/>	<input type="checkbox"/>
15. <b>MCU</b> [Track] (Over-the-shoulder) - Carol pushes the pram w/ baby towards the elevator which begins to open as they approach it.	<input type="checkbox"/>	<input type="checkbox"/>
16. <b>MLS to C/U</b> {Fade Out} - Carol walks towards the camera/elevator while child follows quietly behind her unknowingly. As the mother & pram go offscreen the child goes extremely close to the elevator doors and smiles creepily as they close.	<input type="checkbox"/>	<input type="checkbox"/>
• <u>Ulster Museum: Upper Elevator Corridor [Leaving]</u>		
18. <b>C/U to MLS</b> - Carol exits the elevator w/ the pram as the doors open, she arrives in the exhibition room.	<input type="checkbox"/>	<input type="checkbox"/>
19. <b>LS</b> [Pan] (Dutch ang.) - Carol exits the elevator on the top floor and makes her way to the exhibition room with the baby in the pram.	<input type="checkbox"/>	<input type="checkbox"/>
20. <b>MCU</b> [Track] (Low ang.) (POV) - Carol looks down at her hands pushing the pram as they move forward into the next room.	<input type="checkbox"/>	<input type="checkbox"/>
21. <b>MLS</b> [Rev. Track] (Dutch ang.) - Carol pushes the pram into the next door, checking her baby as she enters the main exhibition room.	<input type="checkbox"/>	<input type="checkbox"/>
• <u>Ulster Museum: Undefined Location I</u>		
38. <b>LS</b> {Rapid Editing} - Carol runs through an area of the museum looking for her child. As she reaches the previous location she shouts "Molly".	<input type="checkbox"/>	<input type="checkbox"/>
• <u>Ulster Museum: Undefined Location II</u>		
39. <b>LS</b> (Dutch ang.) {Rapid Editing} - Carol runs through another area of the museum getting more desperate for her child. As she reaches a previous location she again shouts "Molly".	<input type="checkbox"/>	<input type="checkbox"/>
• <u>Ulster Museum: Undefined Location III</u>		
40. <b>LS</b> (Dutch ang.) {Rapid Editing} - Carol runs through yet another area of the museum still desperately looking for her child. She becomes more and more desperate in her expression as she shouts "Molly" with more desperation in her tone.	<input type="checkbox"/>	<input type="checkbox"/>
• <u>Ulster Museum: Undefined Location IV</u>		
41. <b>LS</b> (Dutch ang.) {Rapid Editing} - Carol continues to frantically run through a new area of the museum her desperation is getting breaking point she now screams "Molly".	<input type="checkbox"/>	<input type="checkbox"/>
• <u>Ulster Museum: Undefined Location V</u>		
42. <b>LS</b> (POV) (Zoom Out) {Gradual Decrease in Pace} {Transition} - Carol now has a formalistic POV while <b>Shots 38 - 41</b> all transit on top of	<input type="checkbox"/>	<input type="checkbox"/>





59. **MCU** [Arc] [Tilt] (Dutch ang.)

- Carol emotionally broken over her "baby's" death and remains speechless and slowly turns away from the balcony before slowly falling down on the floor with her back against the balcony ledge.

60. **MLS** [Handheld] [Pan] [Tilt] (Long take) (Dutch ang.)

- **Continue of Shot 59.** Carol slowly turns her head around around seeming extremely traumatised. She looks at the child whose figure is vaguely captured on the side of the frame. As she looks upwards towards him she says "You... you just made me kill my baby..." in a delayed, emotionless form.

62. **MLS** [Handheld] [Pan] [Tilt] (Long take)

- **Continue of Shot 59 & 60.** Carol stand up from the balcony and walks off-screen while becoming more in a comatose state similar to Caroline.

61. **MCU** (Dutch ang.)

- The child now seemingly shocked and confused takes a pause before replies "You can have it back, I don't want it anymore" and begins to run away off-screen.

63. **LS** [Pan] (Dutch ang.)

- Carol walks over towards the stairway walking slowly as if she's lost all hope. **Camera pans from left to right as she progress to the stairway.**

64. **LS** (Bird's eye view) (Long take) {Fade Out}

- Carol walks slowly down the endless stairs in order to be re-united with the remains of her dead "baby". **To be seamlessly edited from Shot 63.**

65. **C/U** (Rev. POV) [Handheld] (Long take)

- Caroline continues to walks down the stairs sombrely. She seems gloomy and depressed. The camera follows her head while she walks down the stairs showcasing her emotions.

- *Ulster Museum: Outer Entrance*

57. **MS** (Worm's eye view)

- Carol throws her arm out of the the balcony (**towards the camera**) to indicate reaching out for her falling baby. A crash can be heard followed by a face on Carol of pure despair and unbelief of the incident.

67. **MS** (Worm's eye view) (Dutch ang.)

- Carol walks in with fear down to the scene of her "baby's" death. Spectators (who are similarly dressed to the ghostly figures) observe the "fatality" in a circle.

68. **C/U to ÉCU** [Tilt] (Dutch ang.)

- A slight pause as we look at "child" which reveals that Carol's "baby" is actually a doll. Carol believes the baby has miraculously "survived" and picks it up towards her sounding thankful for it being "alive".

69. **MS** [Dolly Zoom] {Fade Out}

- Carol is shown mentally disturbed lifting and cuddling the doll as if nothing has happened. She talks to herself throughout.

**P****F**