



Shot no:1

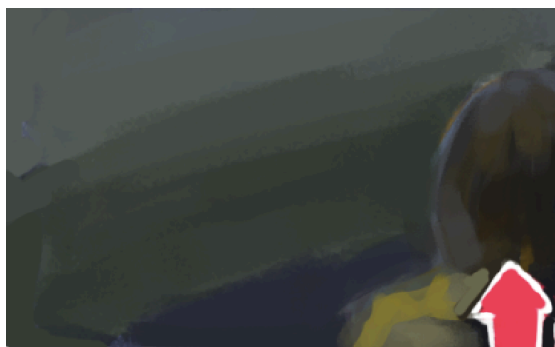
Onscreen Action: Camera stays static. Shooting the tree branches as foreground and the moon as background.

Shot Type: establishing shot that indicate the setting of the story, and also set the moon as a diegetic light source.

Shot Length:3 seconds

Production Design: The colour tone is bluish and cold.

Music/FX: diegetic/ambient sounds of the garden, e.g. sounds of cricket



Shot no:2

Onscreen Action: Cut to the shot outside the hedge. Camera stays static. Casey emerges at the front of the frame after 4 seconds, camera focus shift to shallow focus (on Casey). Casey vanishes from camera frame (crouching down)after 2 seconds.

Shot Type: over-shoulder middle shot

Shot Length: 7 second

Production Design: white low key light to outline the character movements, imitating the natural moonlight. Colour tone of the scene is bluish and cold. Casey is wearing a yellow jacket, which is visually alarming.

Music/FX: volume of the ambient sound lowers. After 1 seconds, rustling sounds of footsteps begin (last for 2 seconds),the volume of sound magnifies gradually. Rustling halts as Casey emerges in the frame.



Shot no:3

Onscreen Action: cut to the inside of the hedge. camera stays static. Casey's head emerge behind the hedge, she stands up slowly, turning her head stealthily around, and quickly jumped over the hedge.

Shot Type: long shot

Shot Length:5 seconds

Production Design: white low key light to outline the character movements, imitating the natural moonlight,

Music/FX: the diegetic sound of Casey's movements, combining with the ambient sounds



Shot no:4

Onscreen Action: cut to the back to Casey. camera pulls upwards and moves forward as the character stands up (middle shot at the beginning to close up at the end ), following the level of Casey's shoulder. Stays static as Casey stands completely on her feet. Casey immediately pulls the rucksack over her shoulder.

Shot Type: medium shot at the back to close up shot above her shoulder

Shot Length: 5 seconds

Production Design: low and soft key light illuminating the character from above and from the front. dark and greyish background demonstrating contrast with Casey's jacket in colour tone.

Music/FX: diegetic sound of Casey's movements. Slow-tempo music(creating a suspenseful atmosphere),begin right after Casey stood up on her feet, the music intensifies very slowly.



Shot no:5

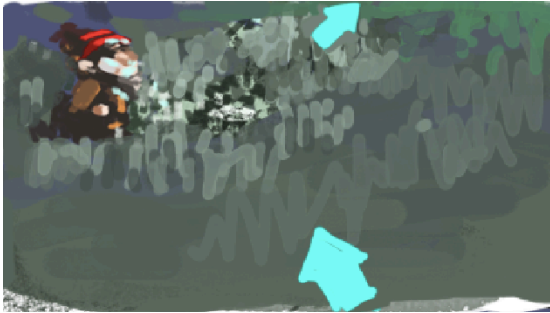
Onscreen Action: Cut to the close-up shot in front of Casey. The camera is static. Casey pulls the rucksack close to her face(so the audience can see), pulls out a bolt cutter, holds it in her hands .She turns her head (so the audience can see her full face for 1 second). She is chewing gun, and she is rapidly glancing around in a suspicious manner.

Shot Type: close up shot on at the front of Casey.

Shot Length: 5 seconds

Production Design: hard side-lighting illuminating parts of Casey's face, leaving the rest in dark shadow.

Music/FX: diegetic sound of Casey's movements, and the sound of her chewing gun. Music intensifies to medium volume and tempo



Shot no:6

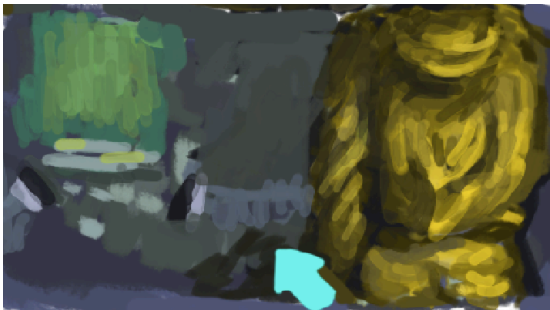
Onscreen Action: Cut to the eye-level point of view of Casey. The Camera pulls quickly around at different directions, emphasising the gnomes in the garden(3 seconds), stop at the garden shed, and moves forward for 1 second, impersonating the POV of character while starting to walk.

Shot Type: POV shot and eye level shot of Casey

Shot Length: 5

Production Design: handheld camera, demonstrating the point of view of Casey. The colour of the garden shed is green, with high key light illuminated from above. There are also lights set on the lawn with colours of green, blue and red, outlines all the gnomes standing by the paving stone.

Music/FX: music adding a deeper and harder melody,



Shot no:7

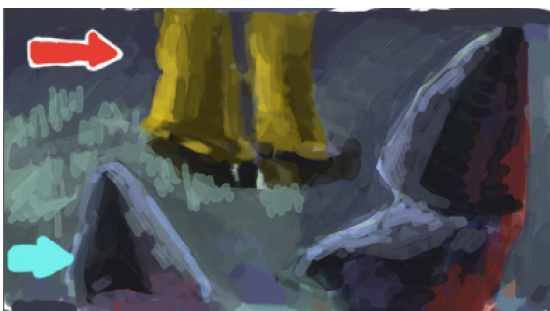
Onscreen Action: Cut to the back of Casey. the camera tracks the back of Casey (at a low angle to increase tension). Casey constantly turns her body and peaks around. She also makes attempt to keeps her movement soft and gentle.

Shot Type: tracking shot

Shot Length: 6 seconds

Production Design: high key light illuminating from the back of Casey, outlining the character from the background. The rest of background stays greyish and dark, leaving the back of Casey, the lights by the road, and the shed door in vivid colour

Music/FX: diegetic sound of Casey's footstep , music continues (with low volume)



Shot no:8

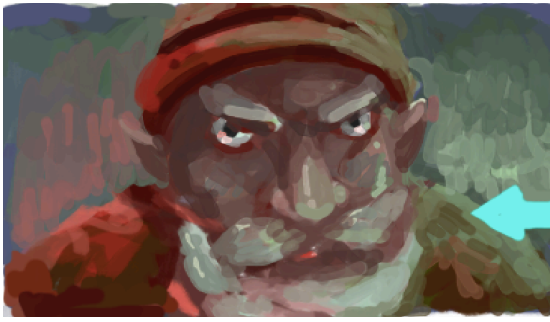
Onscreen Action: cut to the low angle close-up shot of Casey's feet. camera moves steadily from left to right. Demonstrating Casey's feet creeping furtively. The camera reaches the gnome in 3 seconds.

Shot Type: low angle shot, panning from left to right

Shot Length: 6 seconds

Production Design: the back of the gnome are blackish and dark. With high bluish key light illuminating at the front and soft red key light at the back.

Music/FX: music suddenly switch to a different melody, less deep, but more harder and sharper. emphasising a sense of creepiness. Suddenly turns sharper when the back of the gnomes emerge in the shot.



Shot no: 9

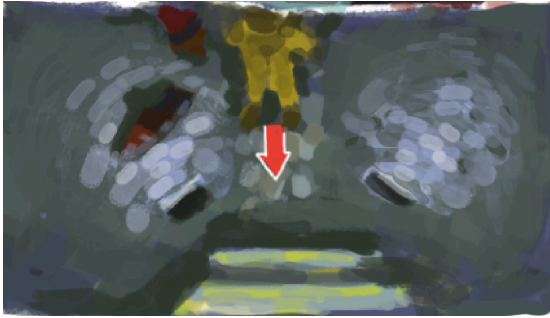
Onscreen Action: Cut to the close-up of the gnomes' sinister faces. camera moves steadily from right to left (with the same speed as the previous shot). Demonstrating the faces of gnome one by one. Casey's shadow casts on the gnome's faces as she passes by quickly. Camera stops at the eye-patched gnome, suddenly. Casey's foot kicks it over.

Shot Type: close-up shot of the gnome, panning from right to left

Shot Length: 5

Production Design: red and green high key lights at the back (having diegetic light sources which were the red and green lights set on the lawn).

Music/FX: a sudden harsh, intense sound effect at the beginning of the shot. Deep and harsh music follows, the music halts at a sudden when Casey kicks over the eye-patched gnome at the very end.



Shot no:10

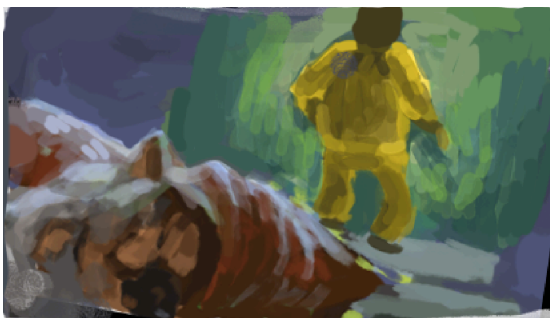
Onscreen Action: cut to the high-angle long shot. The eye-patched gnome falls on the lawn, Casey is alerted by the noise, she looks around anxiously for a 2 second, and cautiously approaches the shed, the shot ends with her standing right before the door.

Shot Type: high-angle shot

Shot Length: 6 seconds

Production Design: the eye-patched gnome lands right before the bluish light.

Music/FX: no music, only the ambient sound and the sound of Casey's movement



Shot no:11

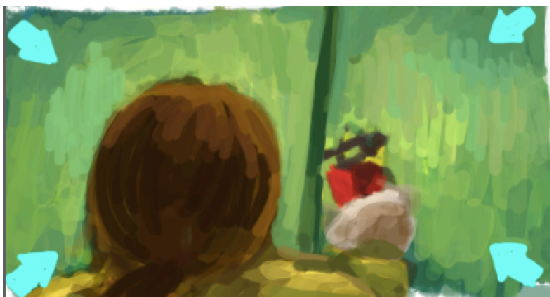
Onscreen Action: Cut to the canted-angle two shot. The camera stays static. Starting with background in focus for 4 second. Casey is investigating the padlock, then she turns around, spits out her chewing gun. Then the focus pulls to the foreground (on the eye-patched gnome), Casey's gun is covering the eye of the gnome. At the back, Casey is using the bolt cutter to snap the padlock.

Shot Type: canted angle two-shot with racking focus

Shot Length: 7 seconds

Production Design: high blue key light illuminating at the back of the gnome, its face is dark and blurry

Music/FX: the sound of Casey investigating the padlock. Accompanied with sharp and small tempo music.



Shot no:12

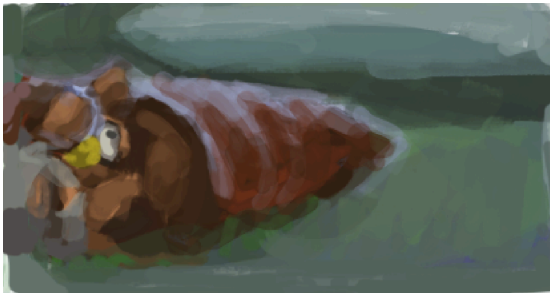
Onscreen Action: cut to the close-up shot of Casey. Casey hastily uses the bolt cutter to break the padlock. She opens the door slightly, meanwhile taking a flashlight from her pocket and grips it between her teeth. (6 seconds) She kicks the door wide open and burst into the shed. (2 seconds) The camera tracks forward, stops at the entrance of the shed. Casey runs inside, turns her head around, the flashlight roams around the shed and landed on the wall in the middle of the front.

Shot Type: close-up shot at the back of Casey. tracking shot

Shot Length: 10 seconds

Production Design: handheld Camera, slightly canted angle, shooting from above Casey's head.

Music/FX: harsh and loud noise from the door and the padlock, building more tension. Disharmonious music continues.



Shot no:13

Onscreen Action: cut to the close up shot at the front of the eye-patched gnome. Camera stays static. After 3 seconds the gnome shudders, then after 1 second, its hand stiffly reaches its eye, pulling the gun off itself. His eye is staring at Casey's direction.

Shot Type: close-up shot, low angle shot

Shot Length: 8 seconds

Production Design: hard blue key light illuminating at the back

Music/FX: The sound of Casey's movement continues at a lower volume, which serves a smooth transition from the previous shot. Harsh and sharp sound effect replaces music with melody.



Shot no:14

Onscreen Action: cut to the close-up at the back of the gnome. the camera stays static. The gnome rolls over on its back, (3 seconds) and its upper body slowly sits up.

Shot Type: close up shot at the back of the gnome

Shot Length: 5 seconds

Production Design: strong blue light illuminating at the front (high key light). Creating contrast of light and shade on the lawn and the gnome.

Music/FX: the sound effect continues. The diegetic sound of the gnome's movement is shuddered and crippled, which sounds disturbing.



Shot no:15

Onscreen Action: cut to the extreme close-up shot of the gnome. the camera is static. The gnome's head slowly emerges from the bottom of the frame, its eye staring right into the camera.

Shot Type: extreme close-up shot and low angle shot of the eye-patched gnome.

Shot Length: 5 seconds

Production Design: blue light illuminating the gnome's face from below

Music/FX: sound effect grows extremely intensely and sharp, volume also rises. Indicating the approach of the climax of the story



Shot no:16

Onscreen Action: Cut to the middle shot at the back of Casey inside the shed. Casey is pulling objects from the wall at a quick pace in the shed. The Camera slowly pulls back after 2 seconds.

Shot Type: middle shot at Casey's back

Shot Length: 5 seconds

Production Design: handheld camera, slightly shaking. The darkness of the shed and the glaring flashlight create distinct contrast.

Music/FX: the sound of Casey's movement, almost covered by the intense music





Shot no:17

Onscreen Action: cut to the low angle shot with eye-patched gnome in foreground and other gnomes in the background. The Camera stays static, with foreground in focus. After 3 second, The eye-patched gnome stiffly turns around, facing other gnomes. The camera focus shift to the background, the other gnomes begin shaking.

Shot Type: low- angle shot

Shot Length: 8 seconds

Production Design: blue light illuminating at the front, red light illuminating at the back, creating tension and suspense.

Music/FX: the tense music halts as the eye-patched gnome turns around. The shaking sound of the gnomes are amplified at a high volume, which are crippled and horrifying.