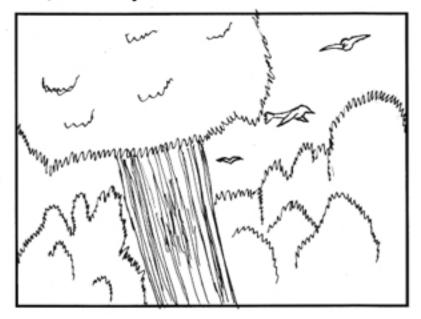
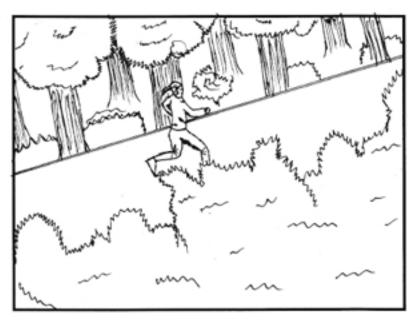
Project: A Day in the Park



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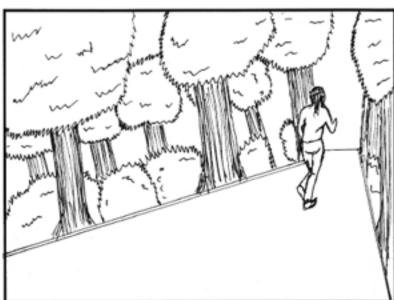
Scene: 1 Panel: 1

A low angle view of the trees in the park giving the scene at setting and a feel.



Scene: 1 Panel: 2

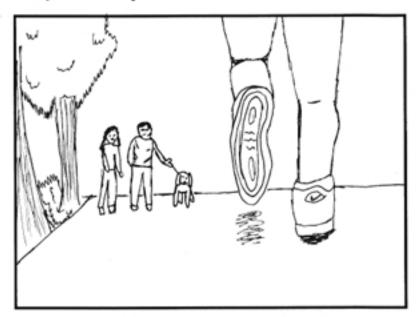
Bird's eye view tracking Stephanie running through the park's jogging/walking lane.



Scene: 1 Panel: 3

Wide shot from behind. Using the rule of thirds Stephanie is on the right side of the shot.

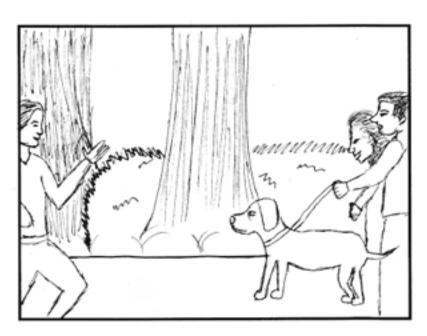
Project: A Day in the Park



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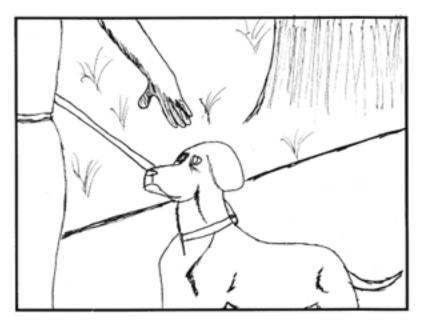
Scene: 1 Panel: 4

Low angle view close up shot of Stephanie's feet stepping on the ground from behind while the dog walkers walk on the opposite direction of Stephanie.



Scene: 1 Panel: 5

Eye level shot of Stephanie and the dog walkers meet approaching each other.



Scene: 1 Panel: 6

High angle view of the dog. Stephanie stops to pets the dog

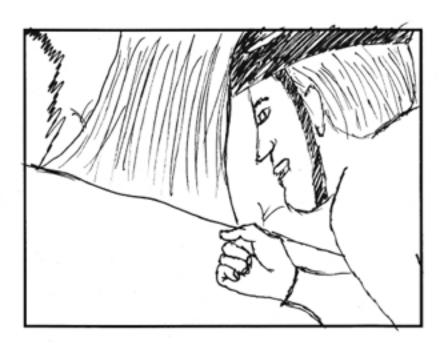
Project: A Day in the Park



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Scene: 1 Panel: 7

Eye level shot of Stephanie and the dog walkers walking away.



Scene: 1 Panel: 8

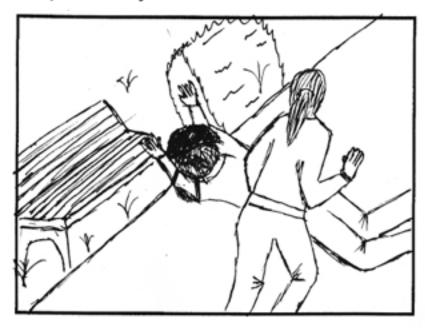
Over the shoulder shot of Marcus going full speed in his rollerblades.



Scene: 1 Panel: 9

An over the shoulder shot, of Stephanie and Marcus speeding towards her. She tries to stop herself in order to let Marcus by, but it is too late and he is coming too fast.

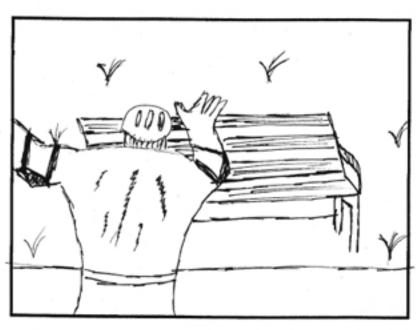
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Scene: 1 Panel: 10

Bird's eye view Stephanie and Marcus colliding



Scene: 1 Panel: 11

Over the shoulder shot of Marcus stumbling over towards the bench



Scene: 1 Panel: 12

Close up Marcus' terrified face

Project: A Day in the Park Page: 5 Scene: 1 Panel: 13 Low angle view of Marcus on the floor. Scene: Panel: Scene: Panel: