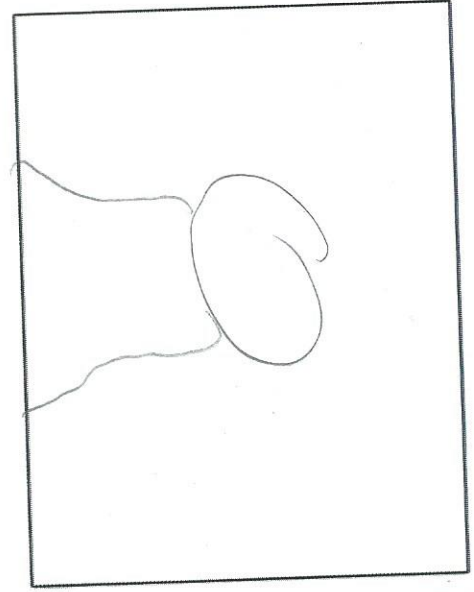


Shot: LS

Action: N/A

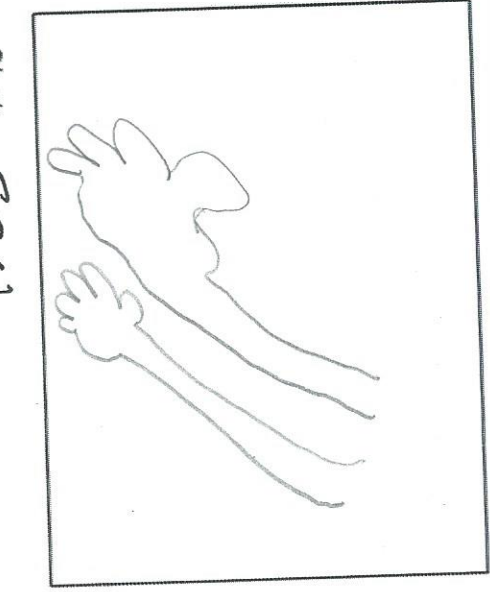
Sound/Time: \_\_\_\_\_



Shot: CU

Action: N/A

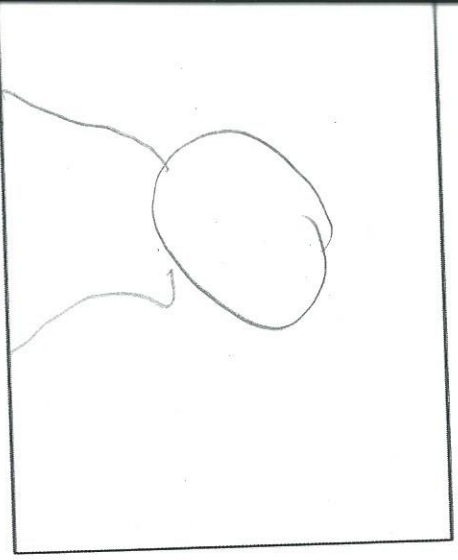
Sound/Time: \_\_\_\_\_



Shot: ECCU

Action: N/A

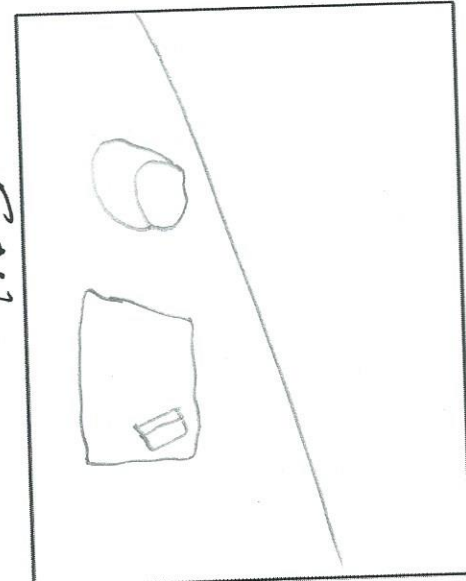
Sound/Time: \_\_\_\_\_



Shot: MS

Action: N/A

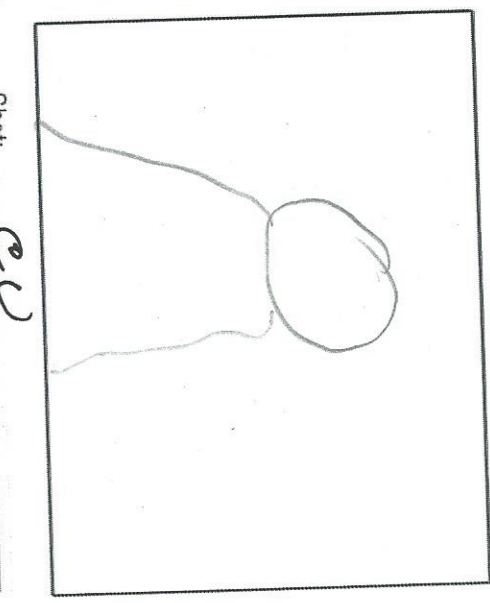
Sound/Time: \_\_\_\_\_



Shot: ECCU

Action: N/A

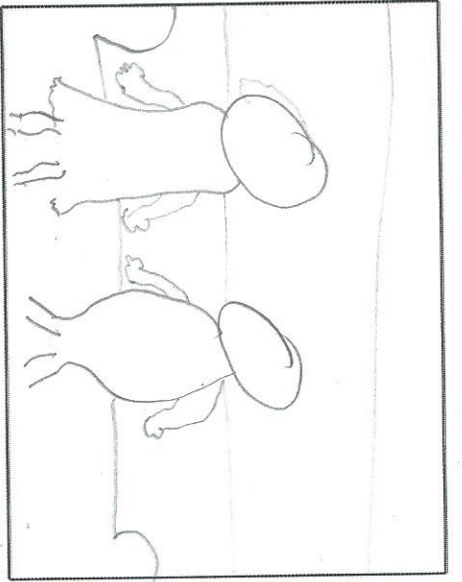
Sound/Time: \_\_\_\_\_



Shot: CU

Action: N/A

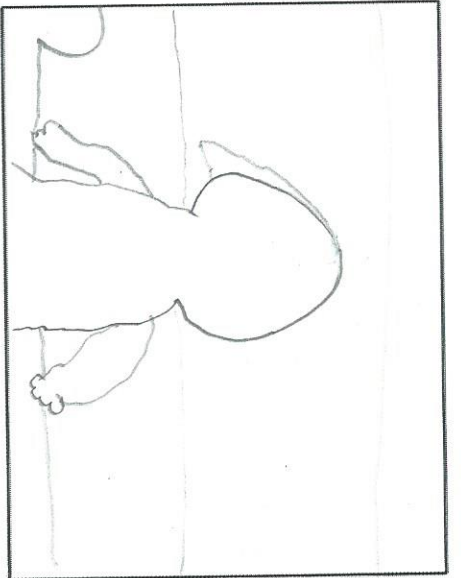
Sound/Time: \_\_\_\_\_



Shot: TWO SHOT

Action: N/A

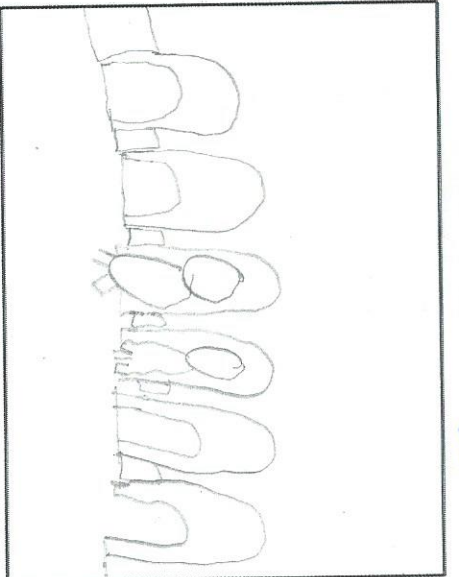
Sound/Time: \_\_\_\_\_



Shot: CU

Action: N/A

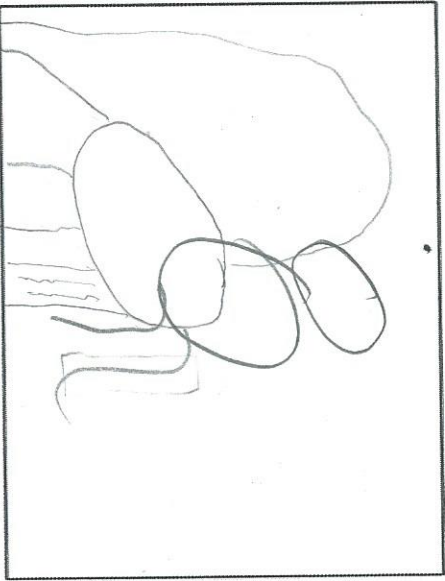
Sound/Time: \_\_\_\_\_



Shot: LS

Action: N/A

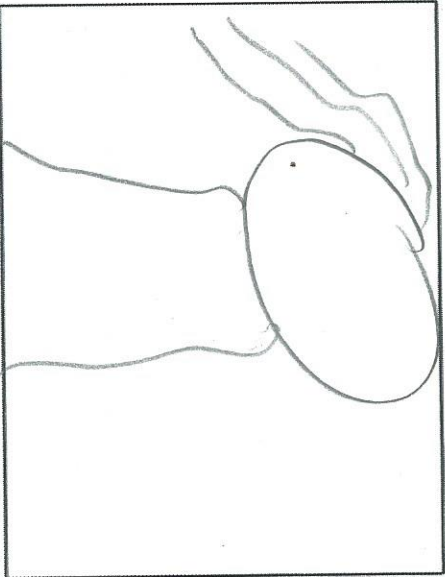
Sound/Time: \_\_\_\_\_



Shot: WS

Action: N/A

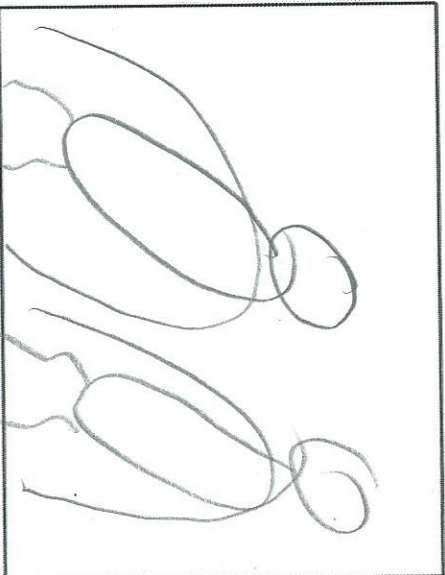
Sound/Time: \_\_\_\_\_



Shot: ECU

Action: N/A

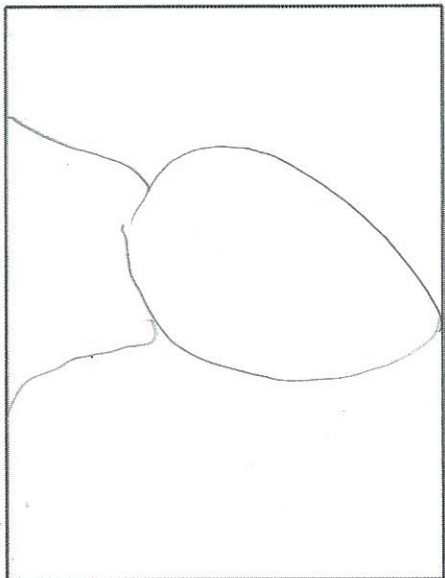
Sound/Time: \_\_\_\_\_



Shot: TWO SHOT

Action: N/A

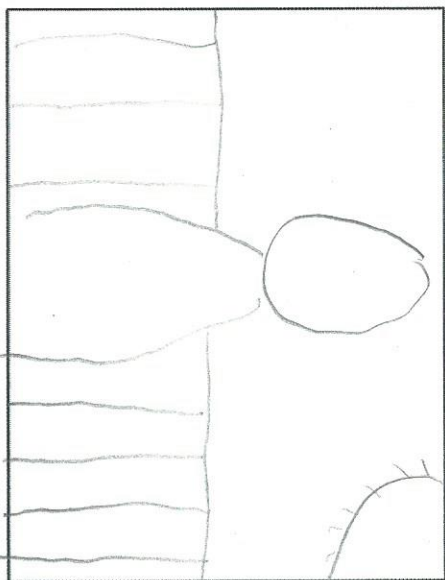
Sound/Time: \_\_\_\_\_



Shot: ECU

Action: N/A

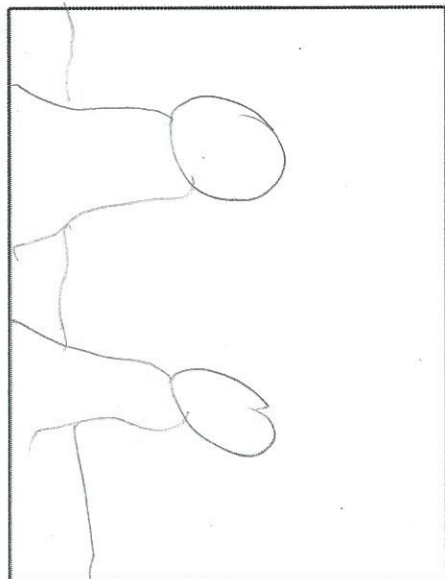
Sound/Time: \_\_\_\_\_



Shot: MS

Action: N/A

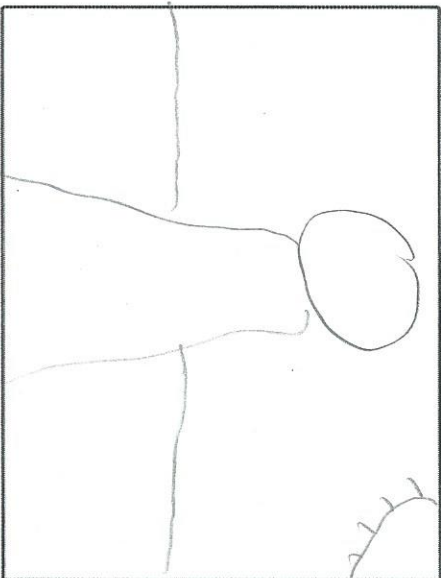
Sound/Time: \_\_\_\_\_



Shot: Two-Shot

Action: PANNING

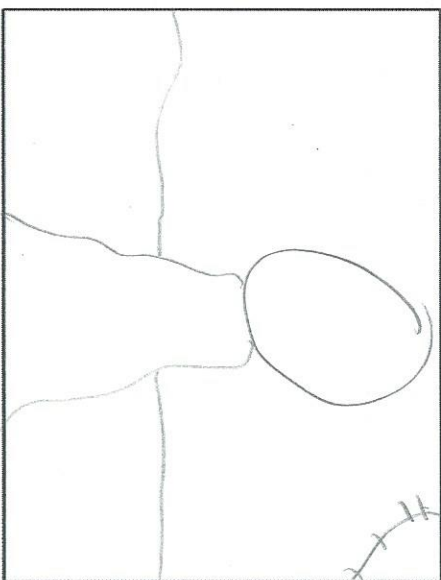
Sound/Time: \_\_\_\_\_



Shot: MS

Action: N/A

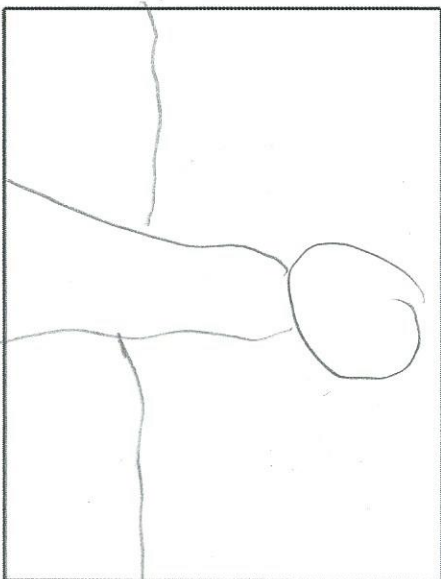
Sound/Time: \_\_\_\_\_



Shot: CU

Action: N/A

Sound/Time: \_\_\_\_\_

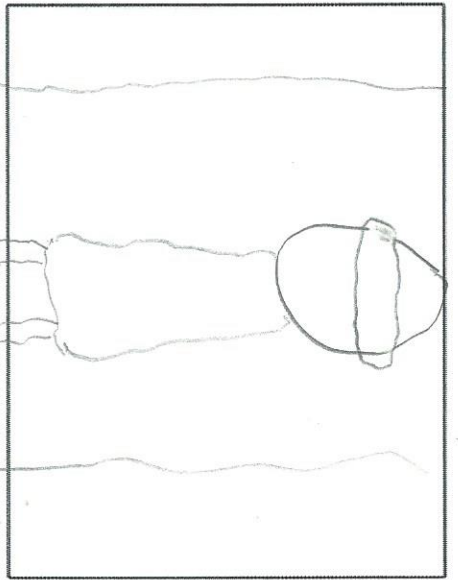


Shot: MS

Action: N/A

Sound/Time: \_\_\_\_\_

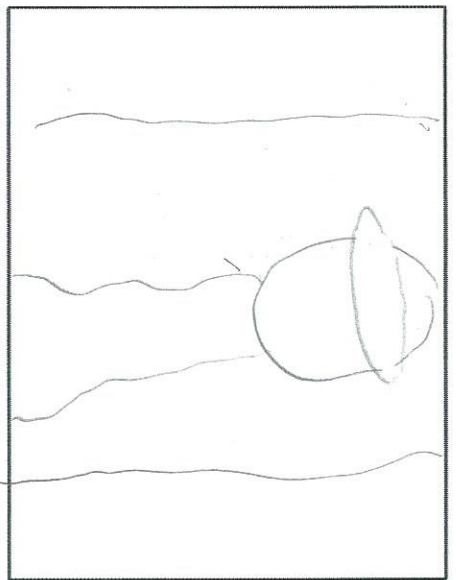




Shot: LS

Action: N/A

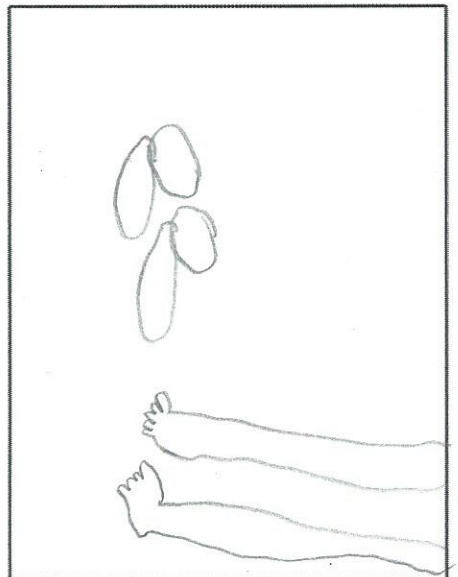
Sound/Time: \_\_\_\_\_



Shot: MS

Action: N/A

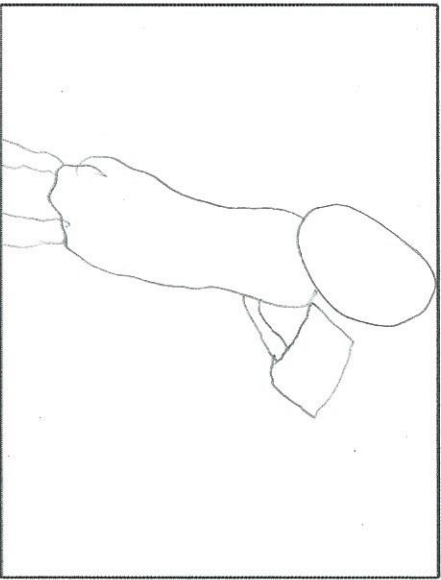
Sound/Time: \_\_\_\_\_



Shot: CU

Action: NA

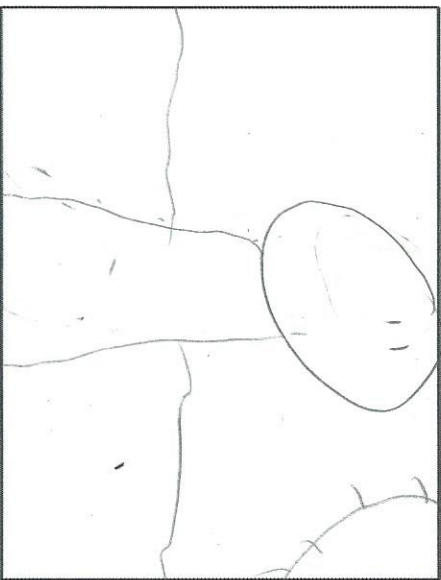
Sound/Time: \_\_\_\_\_



Shot: MS

Action: N/A

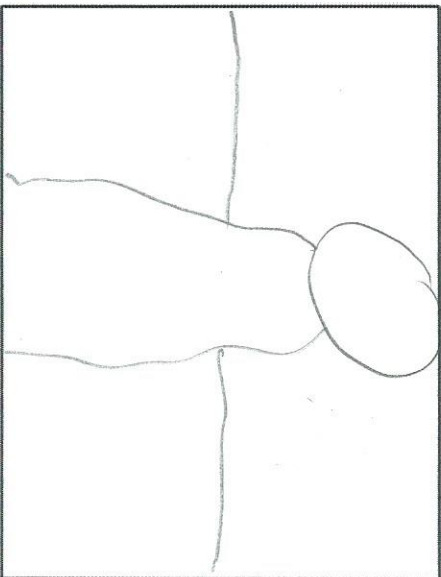
Sound/Time: \_\_\_\_\_



Shot: CU

Action: N/A

Sound/Time: \_\_\_\_\_



Shot: MS

Action: N/A

Sound/Time: \_\_\_\_\_