Sequence	Scene #	Shot #	Framing	Angle	Movement	Perspective	Transition	Shot Description	Action	Location
Reality sequence	1	1	Close up	Low angle	Static	Objective	Fade in	Introduction/ Protagonist character introduction	Protagonist sleeping	Living room desk
		2	Wide shot	Eye Level	Static	Objective	Cut		Protagonist sleeping	Living room desk
Sequence 2		3	Extreme close up	High angle	Static	Objective	Cut	Complication	Phone ringing	Kitchen
		4	Wide shot	Eye level	Static	Objective	Cut		Protagonist sitting at his desk tired getting himself together, so he can look for the phone and answer it.	Living room desk
		5	Wide shot	High angle	Static	Objective	Cut		Phone continues to ringing on table	Kitchen
		6	Close up	Eye Level	Static	Objective	Cut		Protagonist answering the phone	Kitchen
		7	2-Shot close up	Eye Level	Static	Objective	Cut	Revealing/ Antagonist character introduction	Antagonist creeps up behind protagonist	Kitchen
		8	Close up - medium close up	Eye Level	Dollying in	Subjective	Fast Cut	Rising action	Antagonist follows behind protagonist, with a knife	Kitchen
		9	Close up	Eye level	Truck left	Objective	Cut		Protagonist looks back over his shoulder	Kitchen
		10	Wide shot	Eye level	Static	Objective	Cut		Protagonist opening fridge.	Kitchen
		11	Medium shot	Eye level	Pan left	Objective	Fade out		Protagonist lying down on couch.	Living room couch
		12	Over the shoulder shot	Low level	Static	POV	Cut		Antagonist in the living room standing over the stalking his prey	Kitchen
		13	Wide shot	Eye level	Static	Objective Shallow depth of field	Fade out	Anticipated conflict	Antagonist lurking in the kitchen, waiting for the right moment, sizing up his prey(protagonist).	Kitchen
		14	Medium shot	High angle	Static	Subjective	Cut		Protagonist is startled and frighten by the huge shadow on the wall.	Living room couch
		15	Medium close up	Low angle	Static	Subjective	Cut		Protagonist looks up at antagonist shadow, with a knife in hand	Living room couch
		16	Extreme close up	Low angle	Static - Zoom in	Subjective	Cross Cut	Anagnorisis	Antagonist in the living room standing over protagonist, Camera zooms in as knife inches in closer and closer to the screen.	Living room couch
		17	Medium close up	High angle	Static	Subjective	Cut	Conflict	Protagonist is begging for his life	Living room couch
		18	Extreme close up	High angle	Zoom in	Subjective	Fade out	Climax	Protagonist Screaming for dear life as knife continues to inch closer towards him.	Living room couch
	2	1	Extreme close up	Low angle	Static	Objective	Fade in	Falling action	Protagonist wakes up nervous and worried, in a slight shock	Living room desk
eality equence		2	Medium shot	High angle	Static	Objective	Cut	Resolution	Protagonist is tired and back at his desk trying catching himself, as the phone rings for real	Living room desk
eality/ ream equence		3	2-Shot close up	Eye level	Static	Objective	Fade out	Catastrophe	Protagonist answering the phone, while an outline of the antagonist creeps up behind him in the	