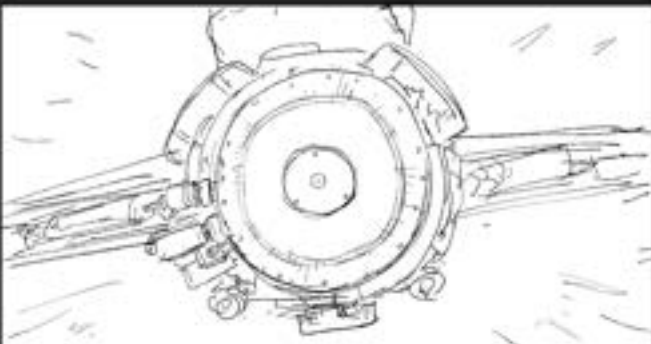
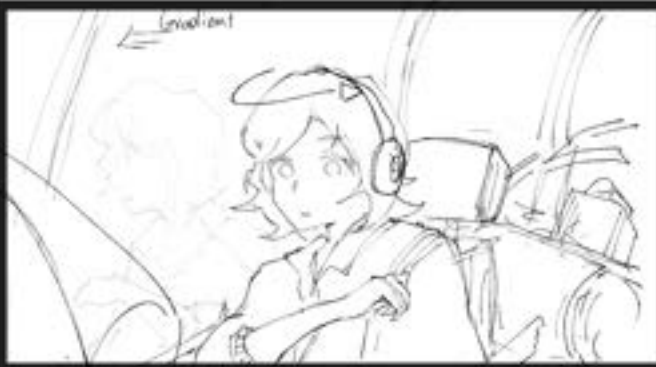
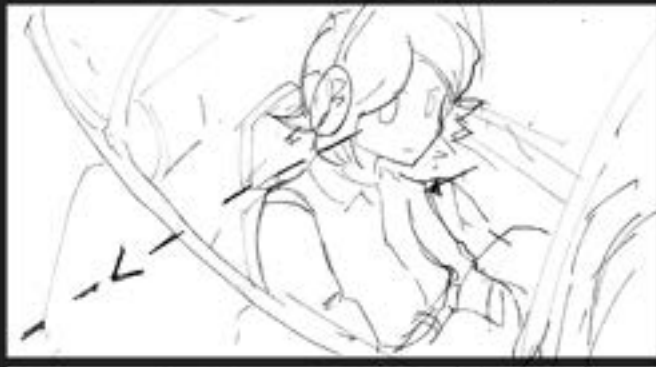
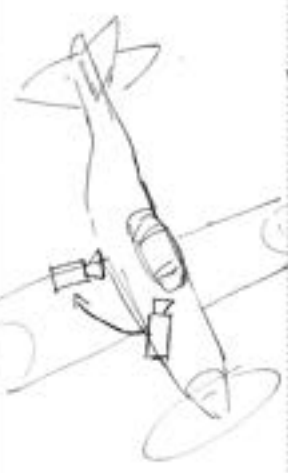
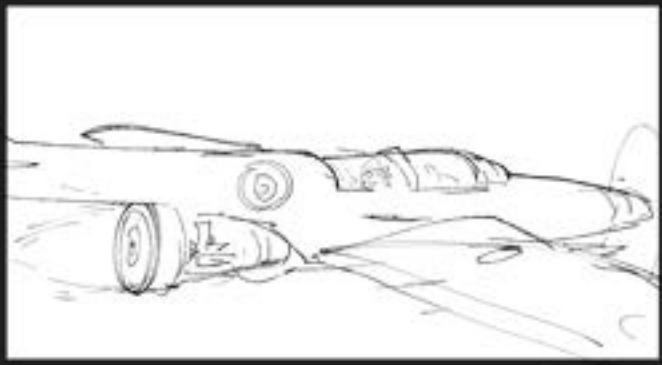
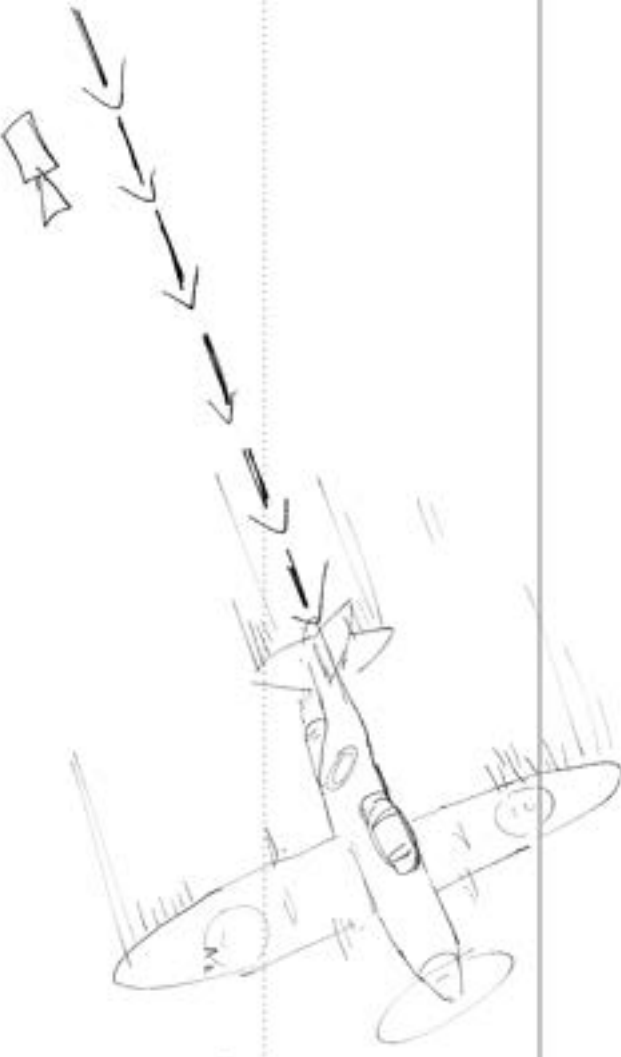
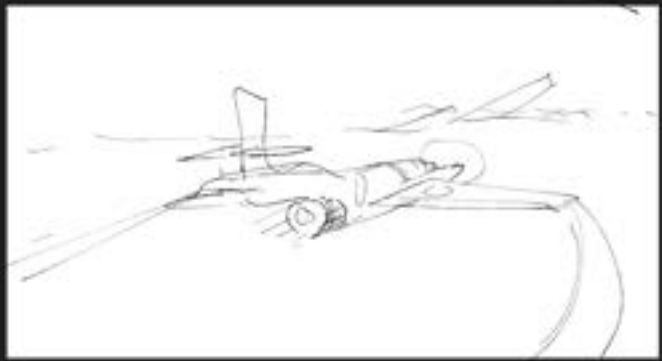
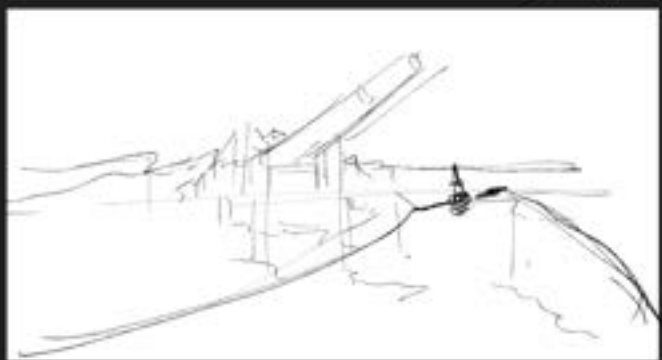
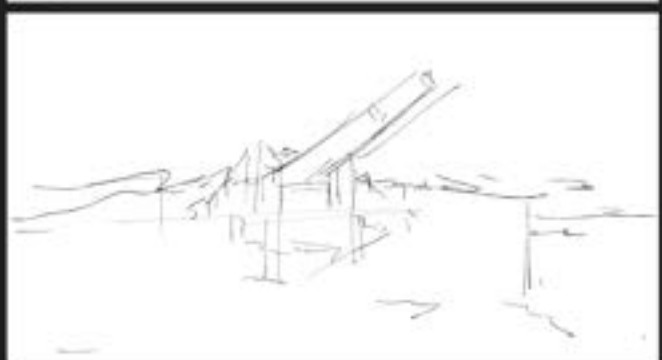
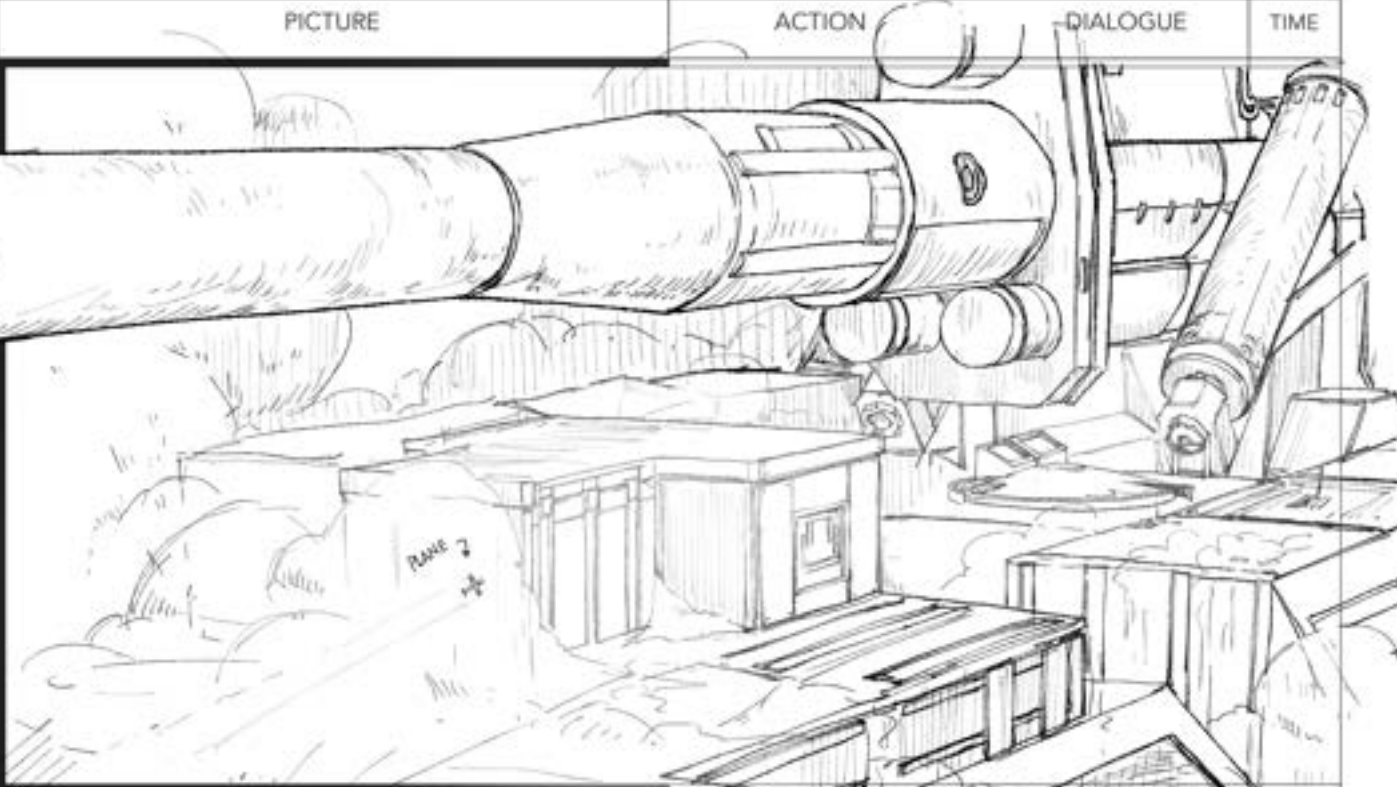


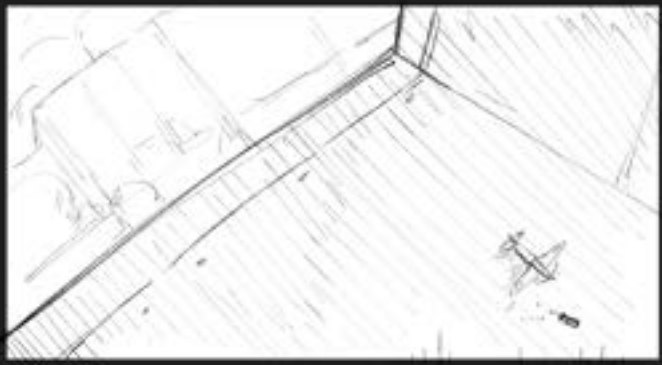
CUTS	PICTURE	ACTION	DIALOGUE	TIME
		<i>• Turbo Motor •</i> <i>• Turbo Motor •</i> <i>• Wind •</i> <i>• engine in place</i> <i>HALL THRUSTER (HET)</i>		
		<i>Reflection</i> <i>Gradient</i>	<i>< Look ahead. We are very close now ></i> <i>* old man voice *</i>	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
		Head turn Hands down Reflection does the same,	<Cut remember the last time I said people drove here...>	
			* OLD MAN SPEAKING *	
		see something eyeball rolling (maybe)	<All I remember was that horizon pure white shores, ...> and	
		lay on glass	Ahh... There she is...	
			The time machine of ... >	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
				
				
				
				
			stay still for seconds Music on Elegant. is rush on this transition.	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
				
		point is to show contrast. Big and small.	< someone saying hello >	
		This is a MAZ-7410 Multi-Purpose Truck. And that man is standing with his gas mask. (And actually gas mask make with a gas mask.)	Greetings.	
		Chit chat. blah blah blah		

CUTS	PICTURE	ACTION	DIALOGUE	TIME
		* Car door shut noise *		
			<Cloth noise> <Engine start noise>	
		suck	<noise of sucking>	
		put the mask back on	<sucking noise taking>	
			It's a long way trip till our town	
		Gear change	<u>Heroine talk</u> (for the first time) <giggles> ^{yeah} said yourself? ^{??}	

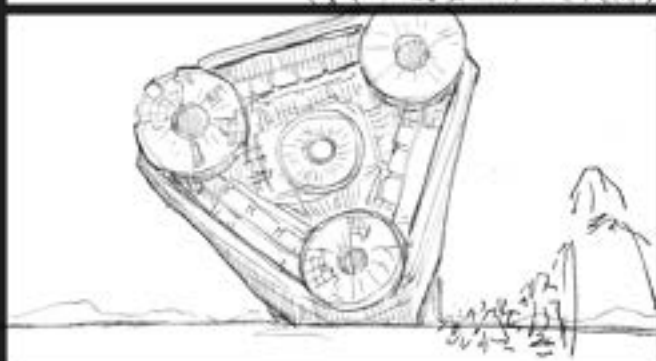
CUTS	PICTURE	ACTION	DIALOGUE	TIME
		Empty Airport	Vom Vom Vom	

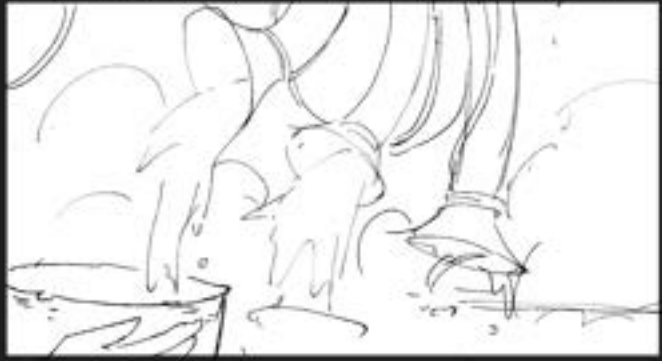
CUTS	PICTURE	ACTION	DIALOGUE	TIME
		<u>Radiation</u> Plant Extinction Stonetime ↓	Hill started seed plant extinction. black black black I can't write you ↓	
		OR MT. FUJI  <u>Global disaster</u> Yellowstone Volcano eruption.	At the volcano island tornado, typhoon, etc. everything started up ↓	
		<u>War</u> Air Force One Attacked by other nations Shaving crisis without drawing soldiers and war scenes.		
		English Airbase Catastrophe OR, B-2 flying fort (but bigger) <u>Megastructure</u>		

Frame aspect ratio = 1:1.85

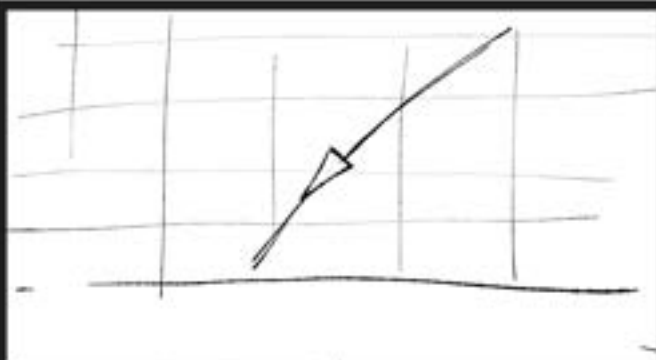
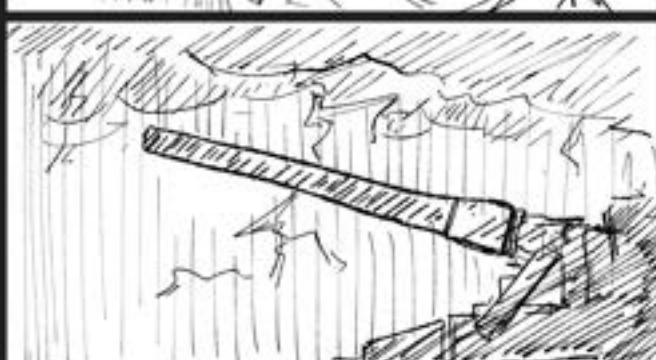
The "vegetative" task was supposed to be
on grasshops or other organisms for using the plant
for us and it was supposed to be typical human roles

post-gen War machine,
classically bigger war machine
scripted by world wide great power
USA, CCP, U.K. Japan, etc.

CUTS	PICTURE	ACTION	DIALOGUE	TIME
	    	Actually. Atmosphere is invisible, BUT. It's animation spaceship wreck built by UN. stayed because WW3. With dramatic SE. Something like, 'BAM'. live on outlines Background light/blur. crowd	And when nobody's fighting the war, when we finally <u>look upon the sky</u> It's already too late Atmosphere escaping from the earth. Human finally realized that <u>This may be our end.</u>	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
		steam goes out & little slope distortion with the pan = PAN = ↓		
		High heat steam cools down and transfers to water. ↓		
		People collecting water		
		Head turn & speak	< Stop the car! >	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
		blur the back slightly entering the face strong - warm light from right		
		Street Art <u>new</u> <u>art</u>		
		Street Art (Pending)		
		look up. and	another ??	
		↑ = Match cut = ↓ blinking red light, Flash back to the night scene. 1st attempt failed. Countdown falling Target moving.	another ?? *echo* <lost control> <lost control!> <this message> *Alarm noise* *Heart beat to zero*	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
		Mission Control UI *beep beep* *system noise* graph	*Alarm noise*	
		slow-motion background-blur		
		Camera shake *angle noise* *Alarm*	<Altitude> <Altitude> <Altitude> ... = panic Alarm <He tell my daughter>	
		Crash -> thunder overload way to slow death.	*thunder* *heart beat 0 beep-beep*	
		blink & flash ↓ engi's house light's out	*echo of lightning*	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
		light's on Ground control guy	* MAN TALKING < sign >	
		slowly raise her head (drunk) man walk and talk	< You really should stop sleeping on your desk > etc.	
		slowly turn	< Here, your beer. >	
		Got shy, quickly covers the designs. pen rolling. paper moving	< ... Ahh, one these the old design of our time machine? >	
			< Ha Ha Ha ... > something like that	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
		Turn around. go away. slowly	< I met that girl. She's all grown up now. Just like her mother >	
		evgi for	< Maybe you should pay her a visit, you know. Show her around >	
		raise up. says in small voice	< No > = * low, but stiff *	
		He's changing cloth Had moment stop for one second. and continue.	< It's been almost 20 years > < It's not your fault ... >	
		shirts go off	< You and that girl is the only hope >	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
		cloth off motion stop in awkward silence	< I know you want to try again > < Time travel. > < Stop blaming yourself > < At least try to talk to her. > < How hard could it be — >	
				
				
			SHUT UP !	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
			< I modified that cannon, I started the plan >	
		Fast camera shift.	< I killed my best friend using that time machine >	
		A flash of memories. * red light. *	< I couldn't save her > < I messed everything up >	
		= Match cut = <u>lip sync.</u>	< I killed <u>her mother</u> !!	
		slow, dynamic, <u>climax.</u>	< I can't... I can't kill her too... >	

CUTS	PICTURE	ACTION	DIALOGUE	TIME
		slowly hug her	<Then save yourself> <Forget about the world>	
			<Talk to her, apologize> <I'm sure she will listen.>	
			<How is that sandy like... oh??>	
		she fell asleep	<Alas...>	
	Magnificent Back screen Transition.			