

attach SMPTE countdown up to  
but not including the "2"

Title Card  
- Shoot at head of roll.  
hold for approx 1 second

flash frame to white

then shoot black

Shoot back in completely  
black room with  
CP16 door open  
periodically flashing a flashlight  
towards camera.  
- have variety of colour filters  
on flashlight  
More black than white

30 seconds.

black cloth fills  
frame - it is hanging  
in woods.

aka Dog S. M.

Use CP-16 - open - quickly  
door for flashes

after flashing at one point,  
put subject into frame

Sleeping Man  
against black  
(cloth)

insert c.v. sleeping  
(optional)

Same as but  
then a  
flash and  
pull cloth off

subject in forest

eC later

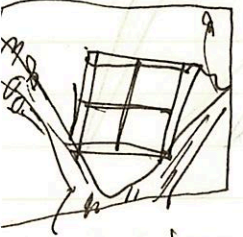
# DEREN scene



enters  
Runs  
Stops + picks flower



Runs into frame  
Stops at tree  
looks around both ways  
exits



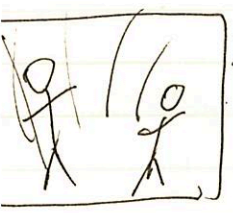
Window frame  
lodged into tree branches  
he comes up behind it + looks  
through



CU of above

Cut in POV -> shot at top of page.

turns away + exits



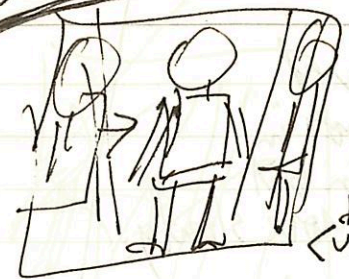
Forest scene - long shot  
Superimpose same image with  
him moving around frantically  
in frame

also try shot w/ blocking parts of the frame during shot -  
- Moving + in Moving flags.

Shoot  
3 times  
once w/  
flower picking  
close ups +  
coverage.

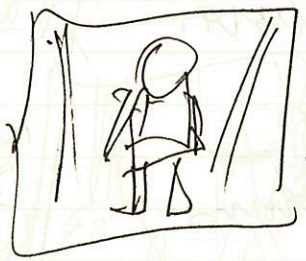
# Brathage scene

## Scene D w/Bolex - so it stops fast.



Closer shot in woods  
Superimpose 3 times  
He walks in + stands in same  
spot.

← under-expose but 1-1/2 stops



Dissolve to shot (same)  
but properly exposed  
(crank shut at end)

If luck I can just continue from last shot  
He is distressed but single unit again  
He falls to his knees + tears at his own eye



Variety of shots of him  
wandering around as if blind.  
- Scratch neg - out w/ eyes.

interesting scratched eyes with  
Xleg of forest (B+W)

interesting w/ positive

Pixelated forest floor ala "Mothlight"  
or even photographs w/ leaves  
- get bucket of them.

key

Fire - restored eyes.

to end shot.

put leaves up to eyes  
scratched eyes round.