

Sheet1

Scene	Scene Name	Shot	Shot Type	Description	Dialogue	Duration	Char	Anim	Env/Props
1	SnowBandits_B	1A	ELS, helicopter shot	Swirls of snow obscure the rocky formations of a mountain ridge. A bleak and barren landscape moves under us. In the distance a four faint figures zigzag through the snow.		7		14	
		1B	WIDE high-angle, camera swoops down into the action	Three ragged men attack SINTEL, who brandishes a spiked spear. Two men are already dead.	Sintel/Men: Grunts, pants, gasps, battlecries.	4		12	
		1C	MCU	"S2" attacks, Sintel knocks his weapon down and swings her bladed staff, killing him.		2.5		5	
		1D	Profile Wide	Sintel and "Jack" charge each other and their weapons clash ricochet.		1.5		3	
		1E	MS, low-angle	Sintel stumbles back, uses her staff for support, looks to her left.		1.5		1.5	
		1F	OTS	Sintel looks to see "S1" approaching.		1		2	
		1G	CU	Sintel's reaction. She leans forward out of frame.		1		1.5	
		1H	Profile Wide	Sintel uses her weapon to vault into the air and kick the oncoming "S1".		1		2	
		1I	WS	"S1" falls to the snow and Sintel lands, axing his body. SLAM.		1		2	
		1J	OTS	"Jack" approaches over her shoulder, weapon raised high. She turns--		1		2	
		1K	MCU	Sintel turns, reaction.		0.5		0.5	

Sheet1

1L	CU	Sintel barely blocks his weapon, redirects it.	1	2
1M	Wide profile, med-high angle.	He uses the momentum to spin around. Sintel tries to recover her footing.	1.5	3
1N	CU	Sintel's leg gets SLASHED by Jack's blade.	0.5	1
1O	CU	Sintel winces in pain. ARGH!	0.5	0.5
1P	Medium 2-shot	Jack moves in and Sintel deflects his blows.	1	2
1Q	MCU	His third blow catches her on the shoulder, and Sintel falls out of frame.	1	2
1R	Low-angle MS, pan/tilt right	Sintel falls into the snow, tries to crawl away. Pan/tilt right to Jack, stepping forward. He lifts his weapon.	1.5	1.5
1S	CU	Sintel lunges up.	1	1
1T	Reverse CU	Her weapon connects with his. FLASH TO WHITE.	1	2
1U	Wide Profile	SLOW-MOTION – Snowflakes fall and swirl in slow-motion as Sintel knocks away his weapon and the two of them fall together.	2	2
1V	Low-angle MCU	Sintel falls on him, spearing him in the gut. She holds herself up with the staff of the weapon, and slumps out of frame.	1	1
1W	WIDE high-angle, camera swoops down into the action	Sintel rolls onto the snow. She struggles back onto her feet, begins to limp away.	2	2
1X	MCU	She takes a few staggering steps.... and collapses in the snow.	3	3
<b>SCENE 1 TOTAL:</b>			<b>39</b>	<b>68.5</b>

Sheet1

2	Shaman_A	2A	¾ CU. Dolly pivot. SİNTEL sips from a copper dish. She blinks, looking around, and we tilt up the column of steam to pick up on the Shaman, walking slowly around Sintel, examining her weapon.	SHAMAN: What brings you this close to the edge of the world?	8	12
		2B	MW, moving? Sintel's eyes follow the Shaman as he crosses the hut and sits down in the FG. She lowers her gaze, staring numbly into the broth.		4	7
		2C	Static CU POV A beautiful oily layer swirls on the surface of the broth. Steam rises up towards the camera.		4	0
		2D	Low-angle MCU Sintel speaks, lost in thought.	SİNTEL: I am searching for someone I love.	4	4
		2E	MCU The Shaman's eyes sparkle.	SHAMAN: A member of kin, perhaps? A lover?	3	3
		2F	CU, just below her eyeline. Sintel looks up, a dark look in her eyes.	SİNTEL: A Dragon.	2	2
		BLACK				
<b>SCENE 2 TOTAL:</b>					<b>25</b>	<b>28</b>