

①A TRACKING W/ REED - BACK AND FORTH 'EEL' MOTION

OTS
'GO-PRO'
STYLE



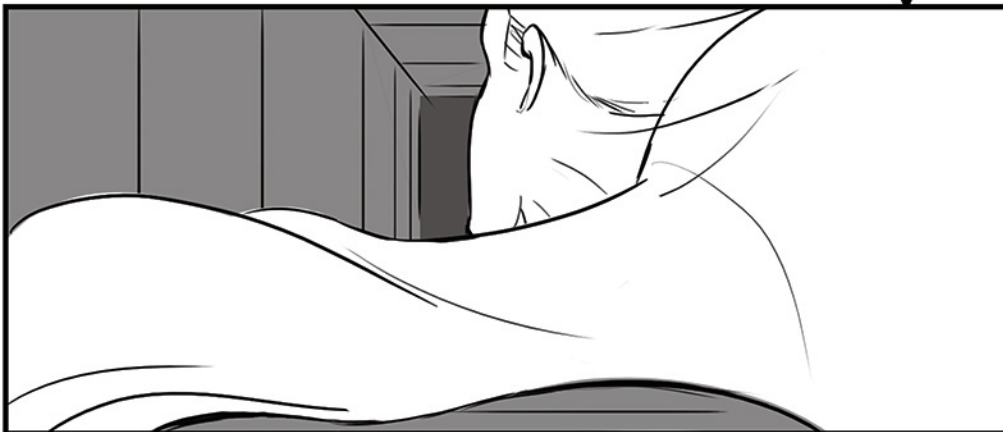
(CONT'D)

①B



(CONT'D)

①C



②A OTS

REED STRETCHING



②B

NECK + HEAD STRETCH AROUND CORNER

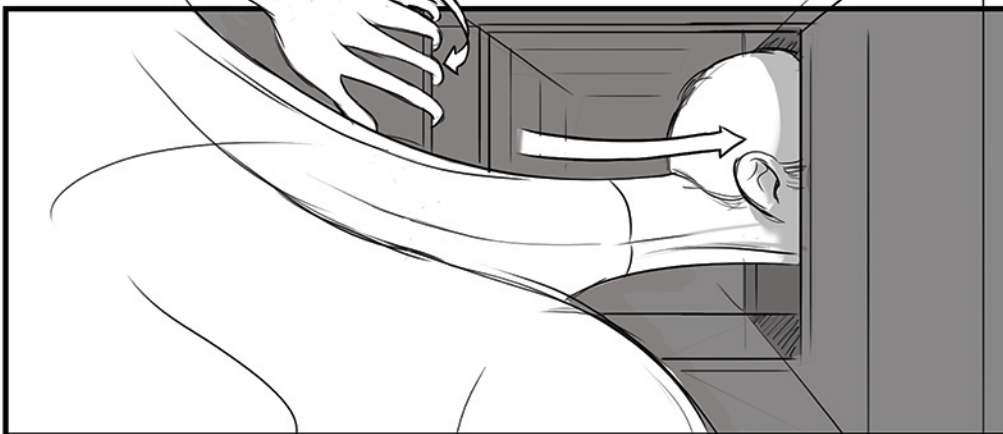


- FACE COULD
DISTORT MORE
TO SHOW STRAIN?



②C

HAND PULLS HIM AROUND CORNER



③A REED STRETCHES AROUND CORNER



(CONT'D)

③B STRETCHES TOWARDS CAM

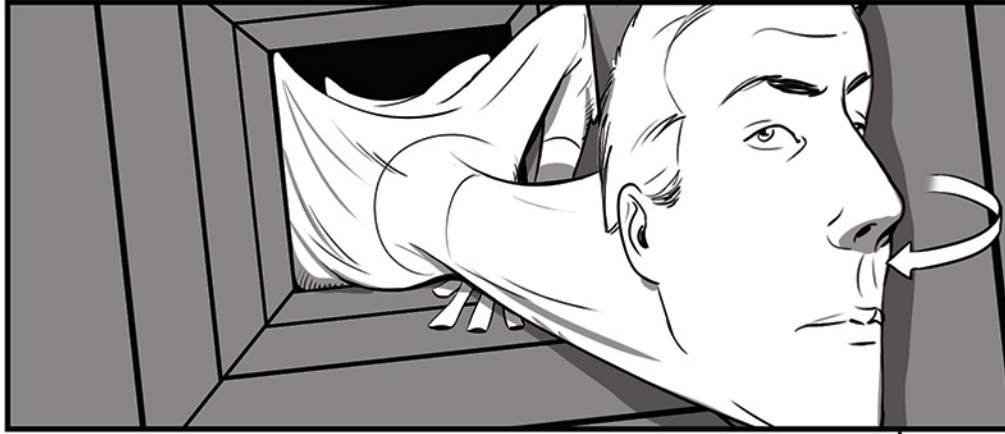


(CONT'D)

③C PAST CAM



④A REED STRETCHING THRU VENT



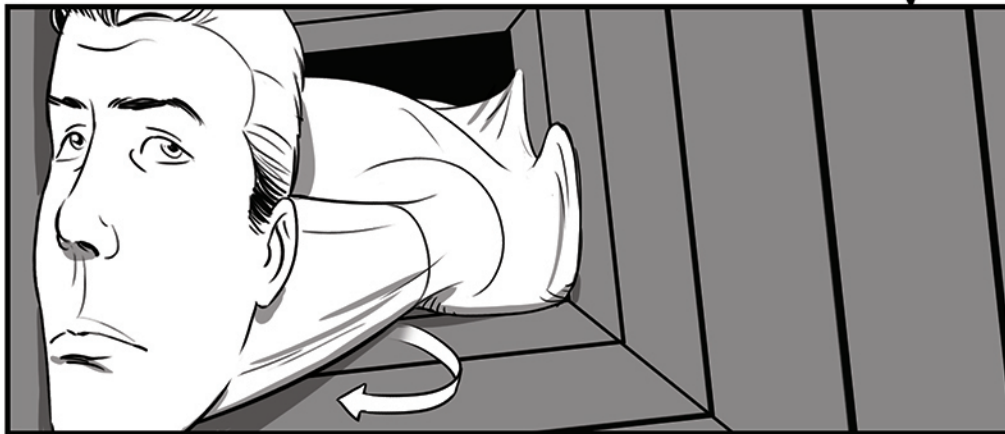
(CONT'D)

④B HIS HEAD TURNS...

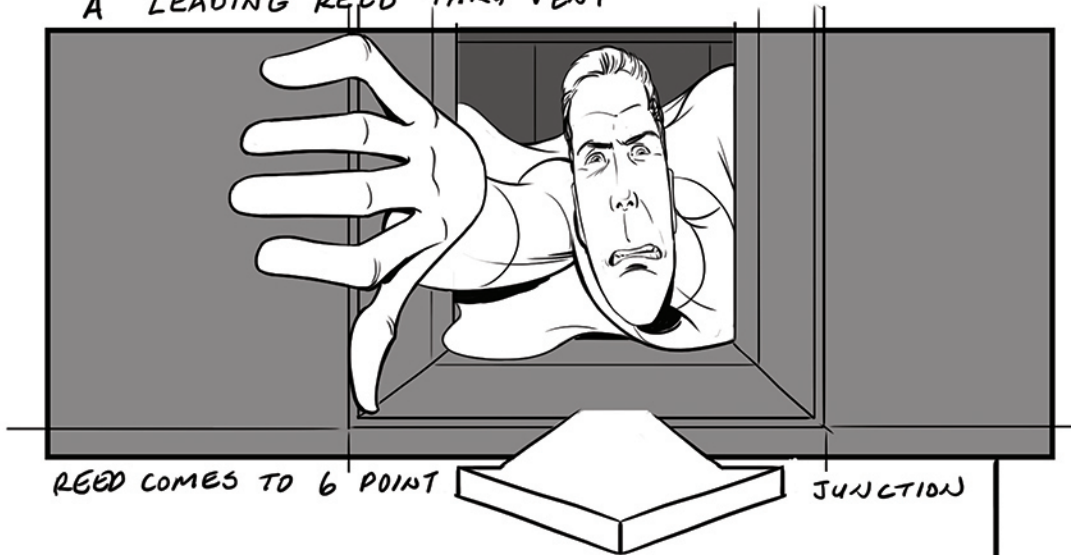


(CONT'D)

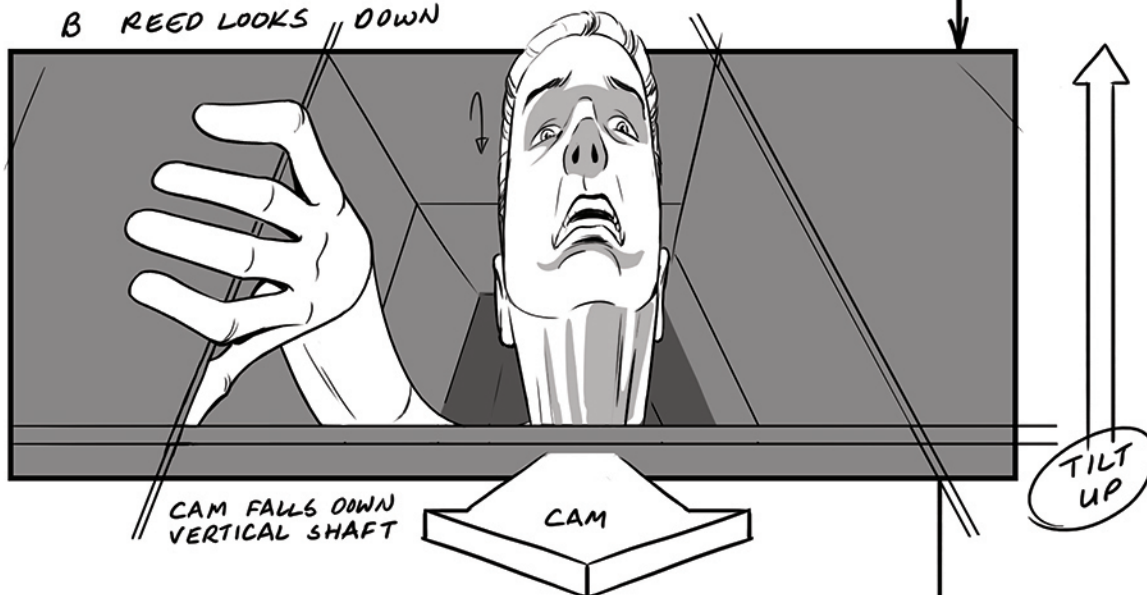
④C ...HEAD TOWARDS CAM



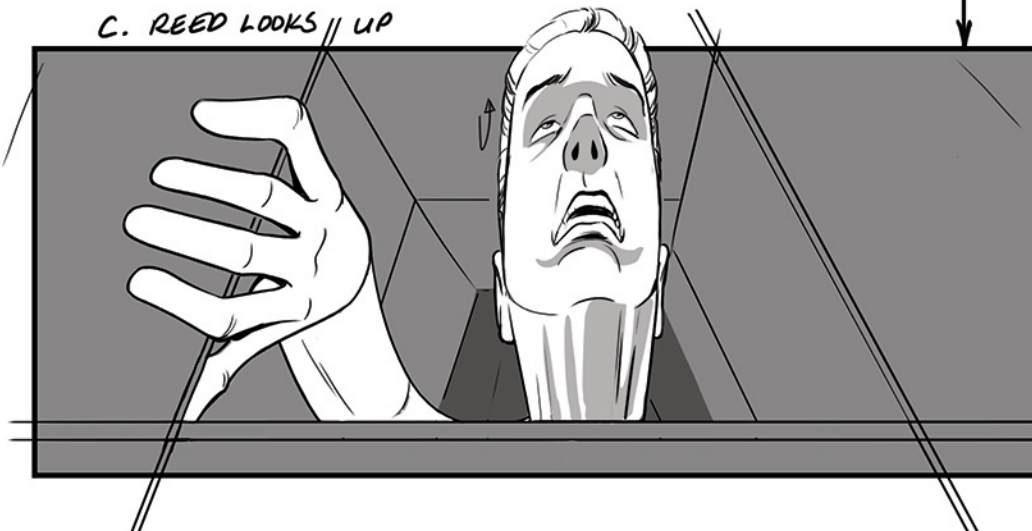
A LEADING REED THRU VENT



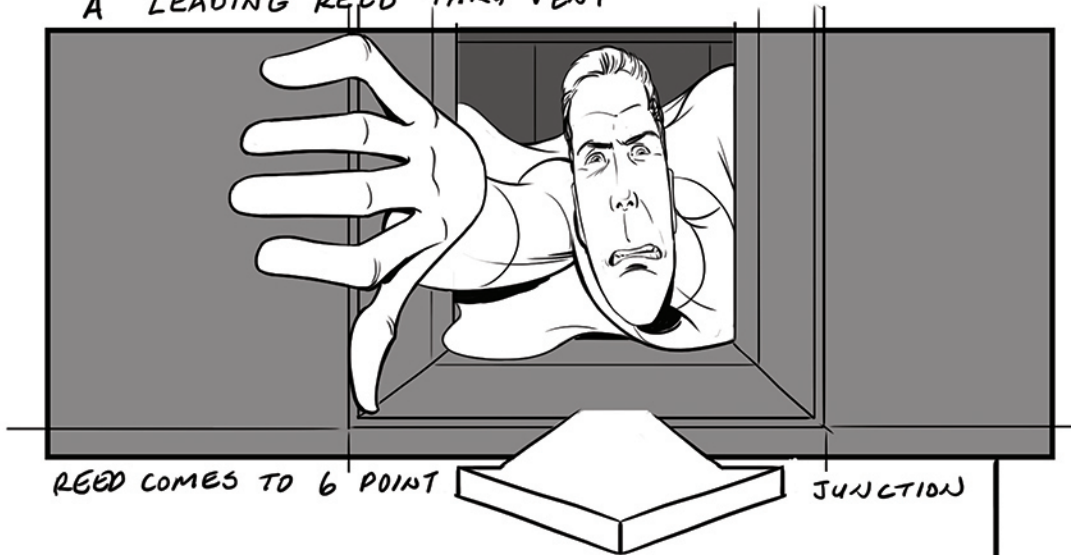
B REED LOOKS DOWN



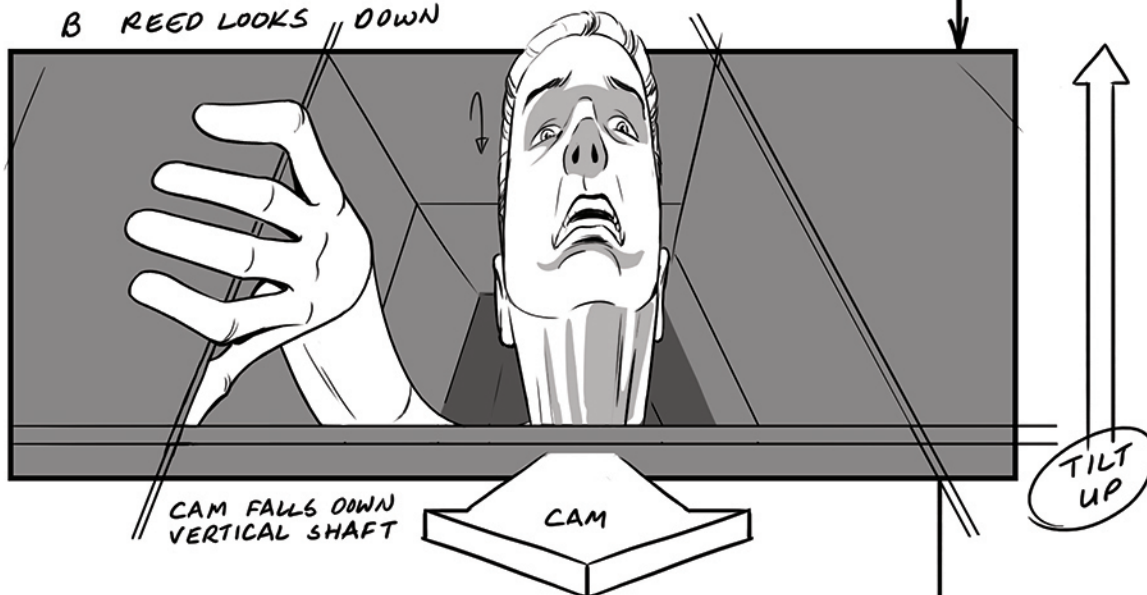
C. REED LOOKS UP



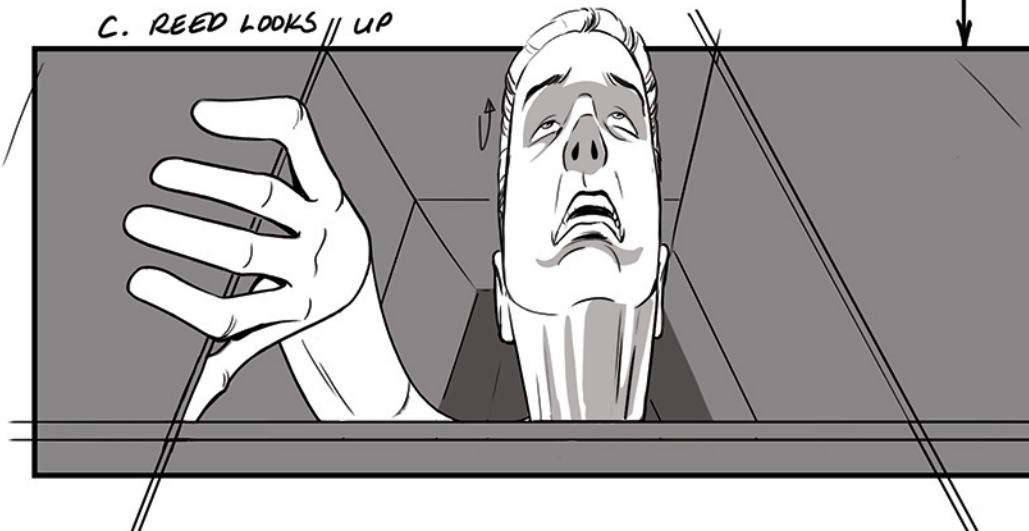
A LEADING REED THRU VENT



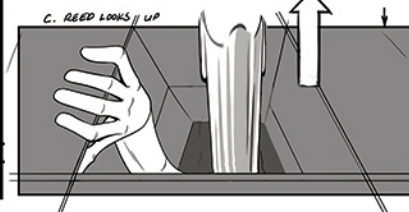
B REED LOOKS DOWN



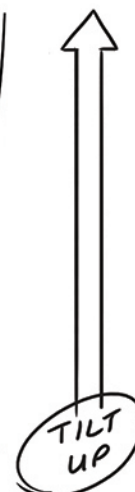
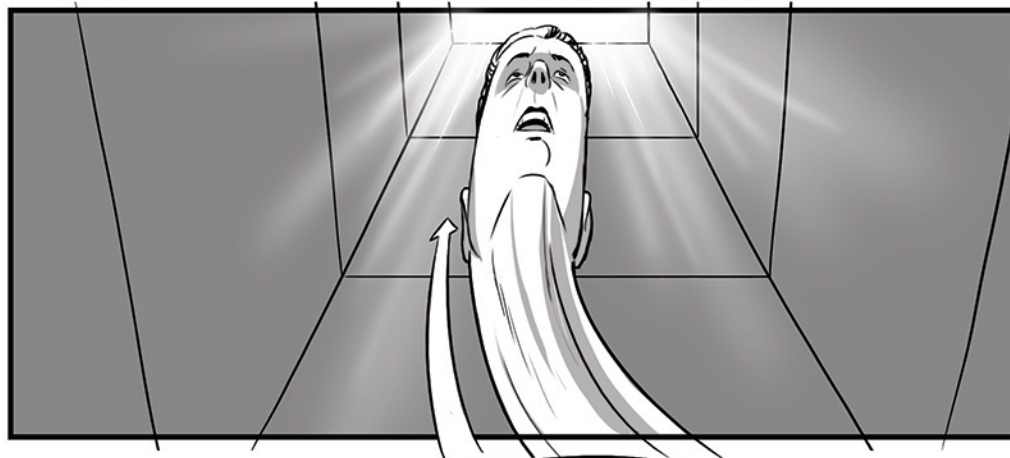
C. REED LOOKS UP



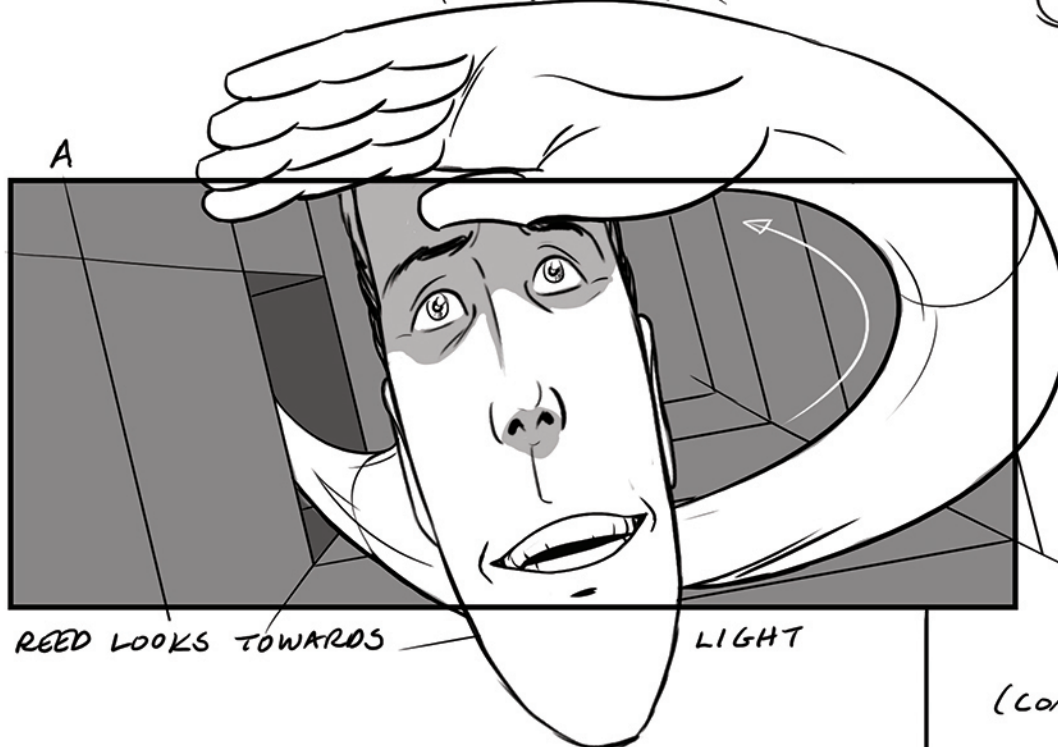
TILT UP W/ REED STRETCHING UP



D. REED STRETCHES UP TOWARDS LIGHT



CU



REED LOOKS TOWARDS

LIGHT

(CONT'D)

CU



REED LOOKS DOWN

SFX:
MOANS.
SCREAMS
(FROM BELOW)

A

REV.
ANGLE

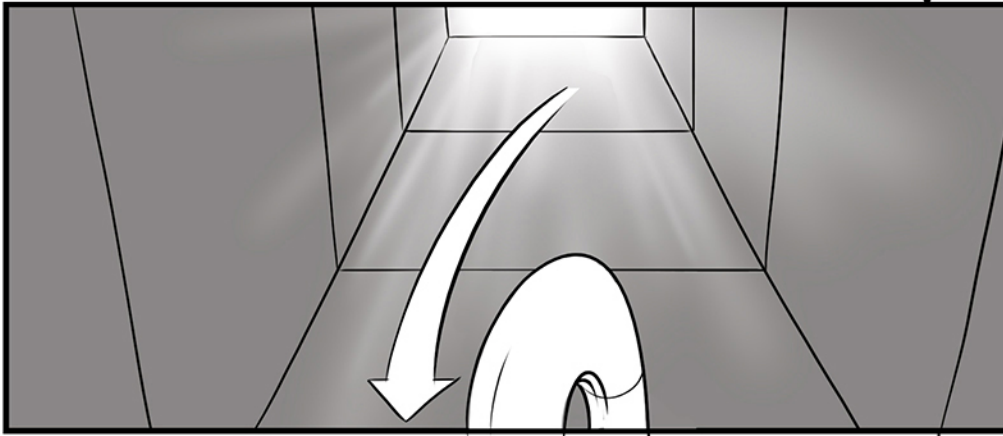


REED
BEN...

REED LOOKS DOWN

(CONT'D)

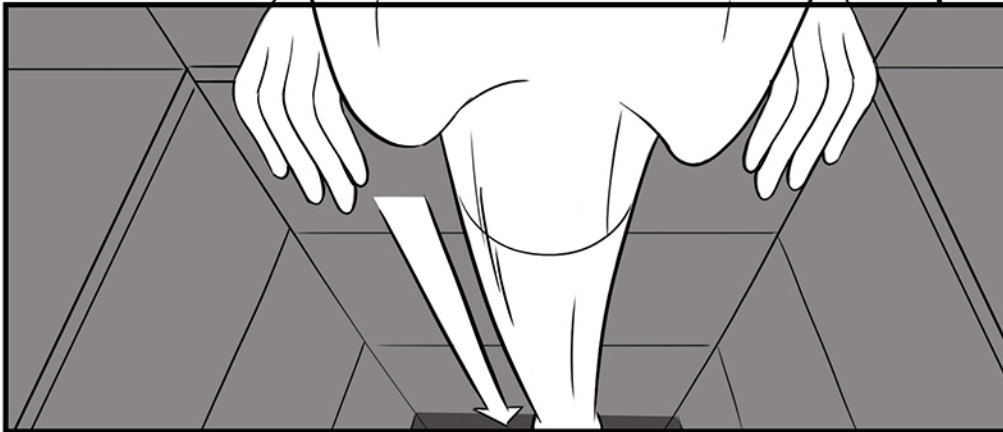
B



ARCHS DOWN O.S.

(CONT'D)

C

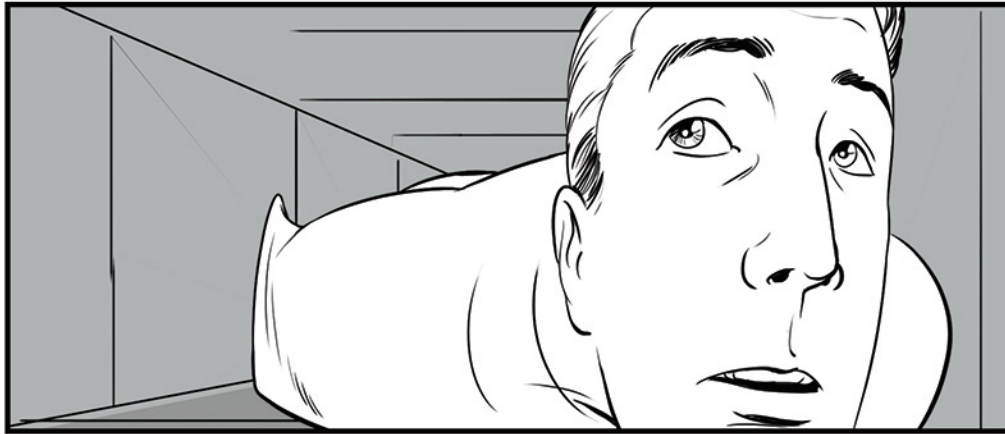


TRACKING WITH REED AS HE PLUNGES DOWN INTO
DARKNESS

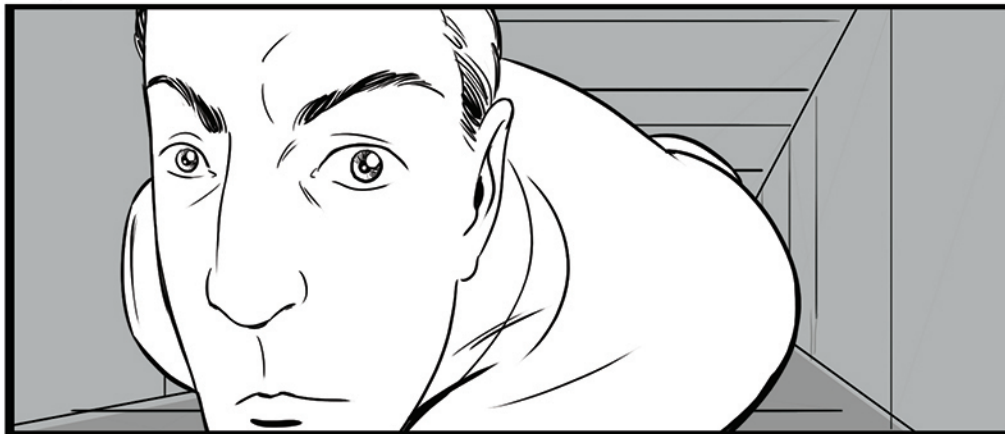
A



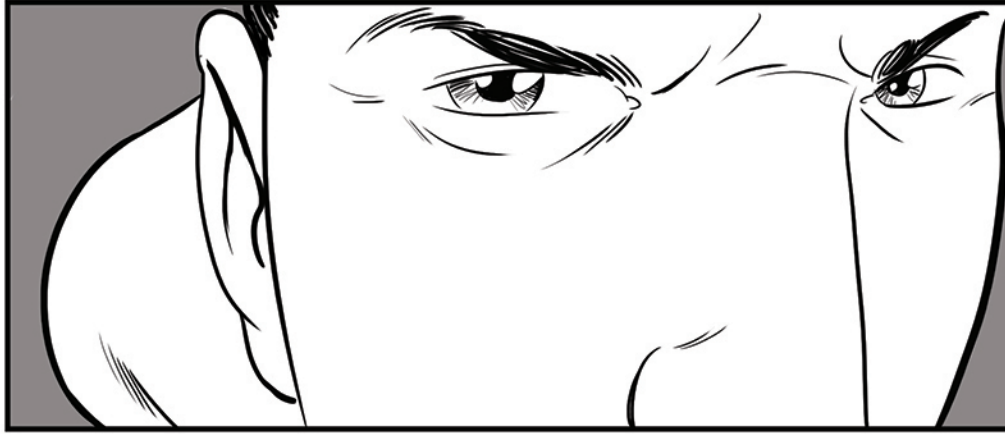
B



C



0



REED WIPES FRAME

①A TRACKING W/ REED - BACK AND FORTH 'EEL' MOTION



(CONT'D)

①B



<END SC.>