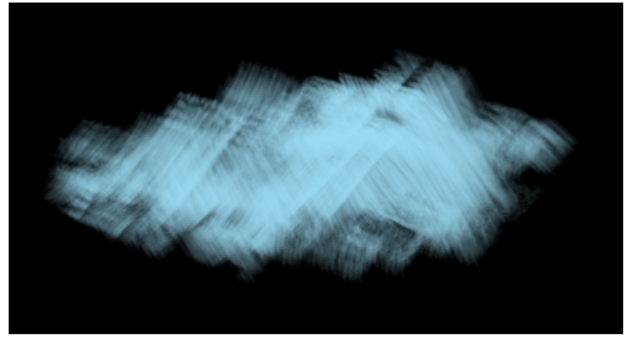


SHOT DESCRIPTION FOR INTRO-100:



INTRO-100:

CAMERA DESCRIPTION:

From black screen transition by paint to sky and then with the sun in the center, full view. The camera zooms slightly out and pans to the left until the sun is a bit further away and to the right side of the frame. As it pans, the camera also turns counterclockwise so that the moon hidden behind the sun becomes visible, rising and eventually ends in the top right corner. After the fish appear camera fade transitions from 3D space into 3D water.

ACTION DESCRIPTION:

The sun is painted in and then we see the rising moon, beauty and serenity, fishes dance from the sun. And all is well in the world

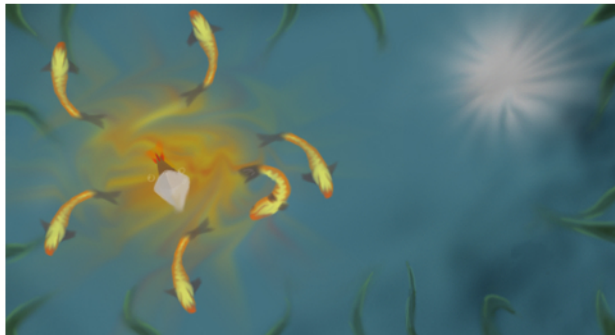
NARRATION:

"In the beginning the sea was a true blue eye. With the sun in the center by day, and the moon in the corner by night."

TIME:

16.9 seconds / 508 frames

SHOT DESCRIPTION FOR INTRO-200:



INTRO-200:

CAMERA DESCRIPTION:

Camera fade transitions from 3D space into 3D water. Camera zooms on the sun (full view) and the fishes and because of the zoom sun shifts a bit to the right, but continues to mostly occupy the left side of the frame. Fish exit from below and above of the frame as an arrow enters the frame from the middle of the sun. The camera rotates from looking up to looking down, following as the arrow in the rotation. The tail of the arrow leaves bubbles behind and we fade transition from the bubbles to white screen.

ACTION DESCRIPTION:

Our 3D world shifts into an underwater scene where we can see the sunshine and moonshine piercing the beautiful water; the fish and turtles swim around. An arrow breaks the group of fish apart and they scramble away as the arrow sinks towards the bottom with a flourish of bubbles.

NARRATION:

"Bright fishes swam in and out of the sun. Dark turtles crossed over the moon. And all was well in the world."

TIME: 14.4 seconds / 433 frames

SHOT DESCRIPTION FOR I-BOY100:



I-BOY-100:

CAMERA DESCRIPTION:

Fade in from white. Static, medium, slight upshot of the boy's silhouette in front of the sun and moon.

ACTION DESCRIPTION:

The boy looks at the sun while pondering his dream to shoot out the sun and the moon.

NARRATION:

"And then came a boy with a bow...."

TIME:

100 frames\3.3 seconds

AUDIO:

SHOT DESCRIPTION FOR I-BOY300:



I-BOY-300:

CAMERA DESCRIPTION:

Static, medium-close, slight upshot of boy, offset to the far left with his arm extending to the near right.

ACTION DESCRIPTION:

The boy looks at the sun (off screen) in a determined manner, then aims his bow towards the sun.

NARRATION:

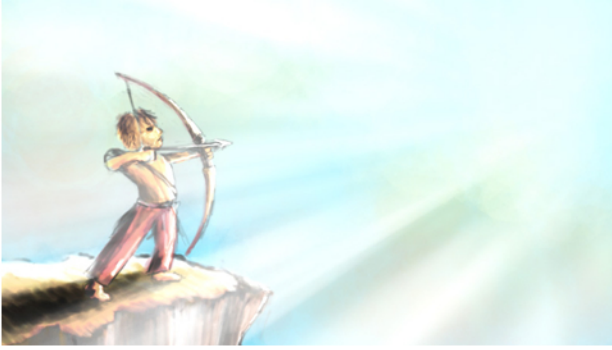
"...whose dream was to shoot out the sun and the moon with a single arrow. And day by day..."

TIME:

238 frames\8 seconds

AUDIO:

SHOT DESCRIPTION FOR I-BOY400:



I-BOY-400:

CAMERA DESCRIPTION:

Static, full, slight up shot of the boy on the near left aiming his arrow at the sun in the far left.

ACTION DESCRIPTION:

The boy aims his arrow toward the sun as the sky's color changes to a lighter scheme to symbolically reflect the passage of more than one day.

NARRATION:

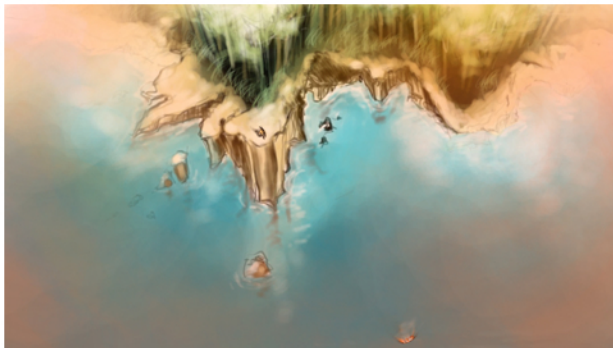
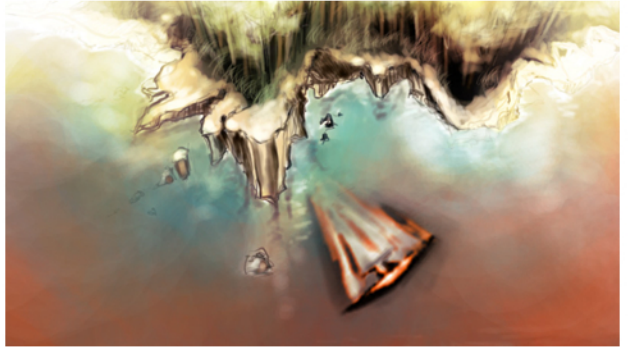
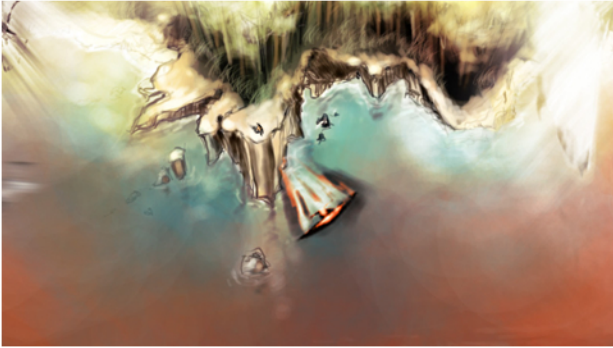
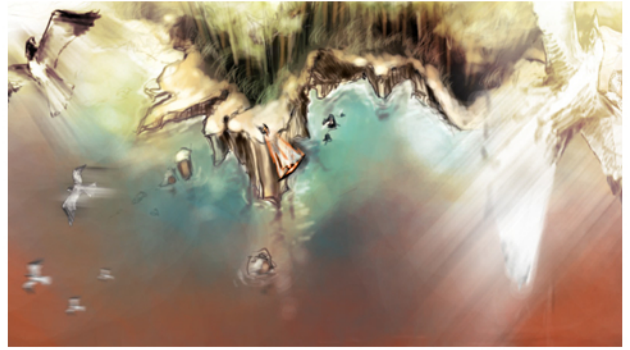
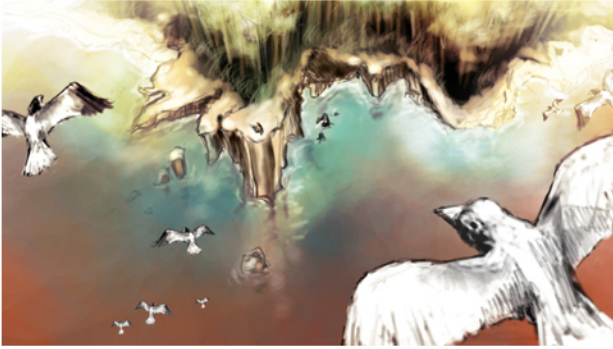
"...he would bend his bow to the sky"

TIME:

147 frames\4.9 seconds

AUDIO:

SHOT DESCRIPTION FOR I-BOY500:



I-BOY-500:

CAMERA DESCRIPTION:

Static, extreme far, down shot from the sun's perspective, with seagulls flying away as the boy (appearing tiny from this perspective and slightly offset from the center of the frame) shoots his arrow towards the sun. The shot ends as arrow starts to curve downwards.

ACTION DESCRIPTION:

The arrow flies towards the sun and startles the seagulls who fly away as the arrow travels steadily upward.

NARRATION:

"...but the bow broke and the arrow..."

TIME:

113 frames/3.8 seconds

AUDIO:

SHOT DESCRIPTION FOR I-BOY600:



I-BOY-600:

CAMERA DESCRIPTION:

Static, extreme far, down shot of the boy (appearing tiny from this perspective and slightly offset from the center of the frame) as the arrow travels closer to the camera, in a downward direction until it hits the water.

ACTION DESCRIPTION:

The arrow falls into the water.

NARRATION:

"...fell untrue"

TIME:

63 frames\ 2.1 seconds

AUDIO:

SHOT DESCRIPTION FOR I-BOY-700:



I-BOY-700:

CAMERA DESCRIPTION:

Medium close shot of the boy with the camera rotating down as the boy looks at the bow in his hand.

ACTION DESCRIPTION:

The boy looks out at the sea as his arrow hits the water. He then looks down at the bow in his hand, wondering what he should do to make a stronger bow. He then notices more trees in a clearing nearby and turns his head as he looks toward them.

NARRATION:

“There must be something wrong with the curve of my bow, the wood of my arrow...”

TIME:

217 frames/ 7.2 seconds

AUDIO:

SHOT DESCRIPTION FOR I-BOY800:



I-BOY-800:

CAMERA DESCRIPTION:

Static, worm's eye view, medium close shot showing just his legs as boy walks towards the forest. He starts out next to the broken bow, in the near left of the frame, drops a piece of it, and moves toward the center of the frame.

ACTION DESCRIPTION:

The boy drops a broken piece of the bow and walks forward down a path leading to the forest.

NARRATION:

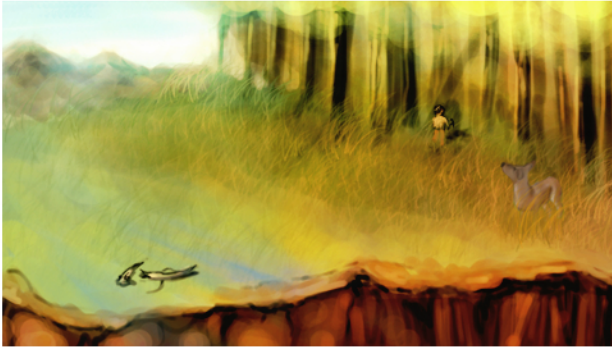
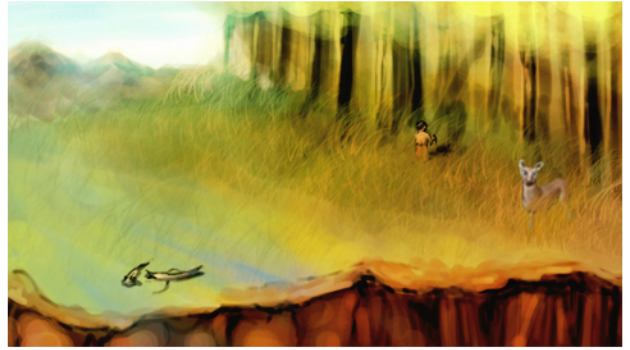
"...the boy thought."

TIME:

41 frames\1.4 seconds

AUDIO:

SHOT DESCRIPTION FOR I-BOY900:



I-BOY-900:

CAMERA DESCRIPTION:

Static, far shot with the horizon at about eye level with the broken arrow in the near left side of the frame and the boy and the deer on the left.

ACTION DESCRIPTION:

The boy walks toward the forest as a deer turns and looks at him, disturbed by his presence.

NARRATION:

No narration on this shot.

TIME:

76 frames\2.5 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-100:



DESTRUCT-100:

CAMERA DESCRIPTION:

Static, far downshot of the back of the boy.

ACTION DESCRIPTION:

Boy continues to walk through the forest, looking at the trees around him. Fade transition to next shot.

NARRATION:

No narration during this shot.

TIME:

54 frames\1.8 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-200:



DESTRUCT-200:

CAMERA DESCRIPTION:

Tracks a medium side shot of boy, with only his torso and thighs in view, and a full view of squirrel, as he moves from left to right. Boy generally stays centered.

ACTION DESCRIPTION:

Boy walks determinedly through forest. A squirrel observes him from behind the trees and follows him with his head.

NARRATION:

No narration during this shot.

TIME:

65 frames\2.2 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-300:



DESTRUCT-300:

CAMERA DESCRIPTION:

Static, extreme, medium full upshot of boy. Boy is offset to the left side of the frame, and tree trunk occupies the right side of the frame.

ACTION DESCRIPTION:

Boy lifts axe and swings it toward the tree (no impact yet)

NARRATION:

“And so he tried...”

TIME:

38 frames\1.3 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-400:



DESTRUCT-400:

CAMERA DESCRIPTION:

Static, close, slight downshot of the axe. The tree trunk continues off the right side of the frame. The axe comes in at a side view and heads away from the camera.

ACTION DESCRIPTION:

Axe slams into the tree.

NARRATION:

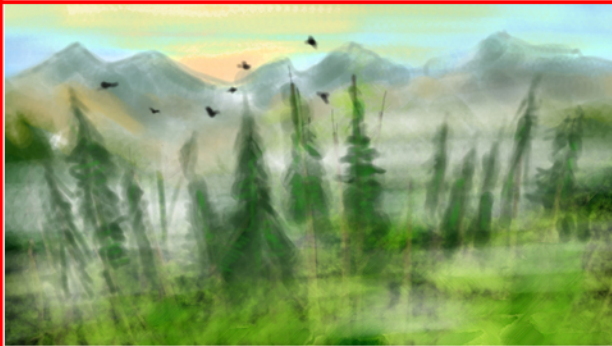
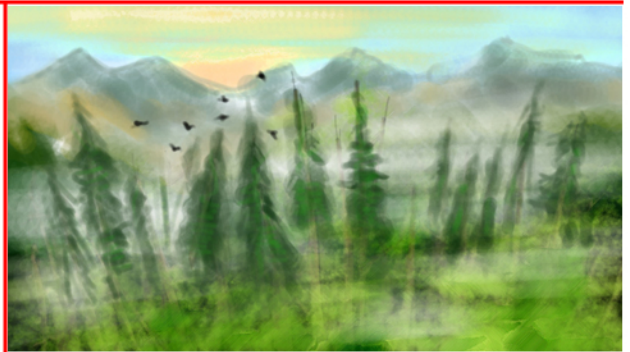
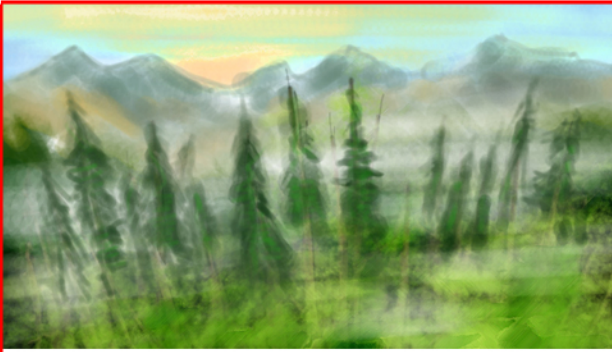
"...plumb..."

TIME:

23 frames\ .8 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-500:



DESTRUCT-500:

CAMERA DESCRIPTION:

Far downshot of the forest. Falling tree is offset toward the left side of the frame.

ACTION DESCRIPTION:

A tree topples down, scattering a flock of birds which emanate from the disturbance and scatter in various directions.

NARRATION:

"...elm..."

TIME:

36 frames\1.2 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-600:



DESTRUCT-600:

CAMERA DESCRIPTION:

Static, ground-level view of squirrel, which starts centered and then exits off the lower left corner of the frame.

ACTION DESCRIPTION:

Squirrel frantically dashes away as tree crashes to the forest floor, kicking up dirt and dust. The dust transitions into the next shot.

NARRATION:

"...elm..."

TIME:

56 frames\1.9 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-700:



DESTRUCT-700:

CAMERA DESCRIPTION:

The dust from 600 transitions into this shot. Static, slight downshot of cliff with birds sitting there as boy enters from left side of the frame and stops slightly to the left of center. Birds fly off the right, bottom side of the frame. Boy aims arrow at a $\frac{3}{4}$ view of him.

ACTION DESCRIPTION:

Boy approaches cliff's edge, causing birds on the cliff to fly away. Boy stops, aims toward the sun, and lets the arrow go.

NARRATION:

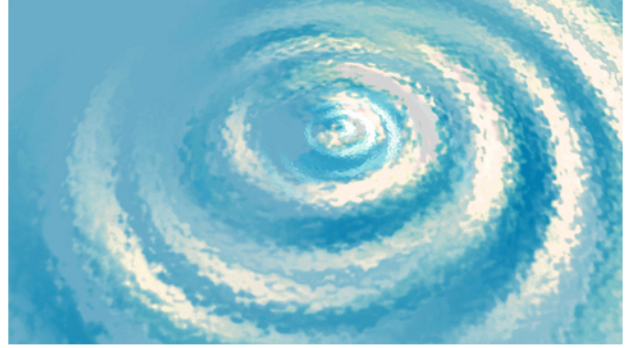
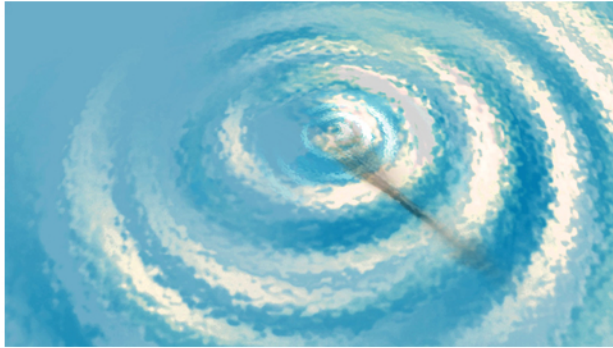
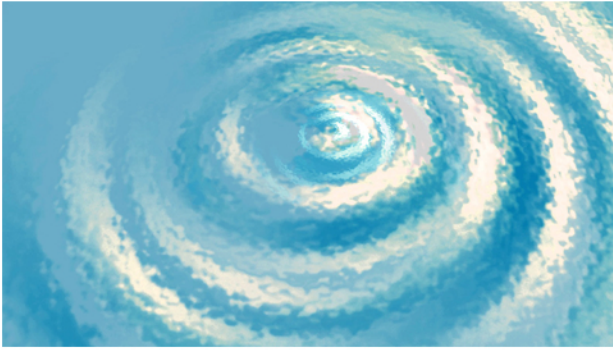
"...pine, cherry..."

TIME:

95 frames\3.2 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-800:



DESTRUCT-800:

CAMERA DESCRIPTION:

Static, full, downshot of arrow and the water. Arrow enters from left top of frame.

ACTION DESCRIPTION:

Arrow falls into the water, causing ripples.

NARRATION:

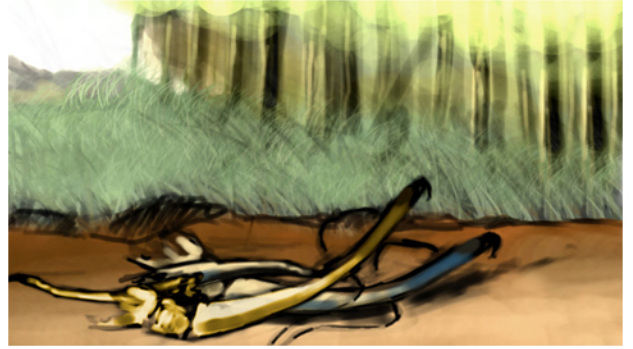
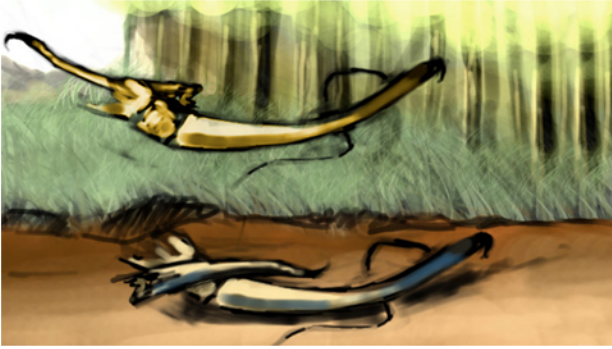
No narration during this shot.

TIME:

35 frames\1.2 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-900:



DESTRUCT-900:

CAMERA DESCRIPTION:

Static, eye-level (to the falling bow) full shot of the bows, which are slightly offset to the left side of the frame. Broken bow enters from the left top side of the frame. The forest in the background extends off the right side of the frame.

ACTION DESCRIPTION:

A freshly broken bow falls onto an old broken bow, creating a pile.

NARRATION:

"...maple..."

TIME:

64 frames\2.1 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1000:



DESTRUCT-1000:

CAMERA DESCRIPTION:

Static, close upshot of the boy, who is slightly offset to the right side of the frame. Boy faces camera at a $\frac{3}{4}$ view, toward the right.

ACTION DESCRIPTION:

Boy lifts axe in angry determination.

NARRATION:

"...beech..."

TIME:

27 frames\,9 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1100:



DESTRUCT-1100:

CAMERA DESCRIPTION:

Static, medium, eye-level full shot of the boy. The boy is centered and the tree is offset to the left side of the frame.

ACTION DESCRIPTION:

Boy slams axe into tree.

NARRATION:

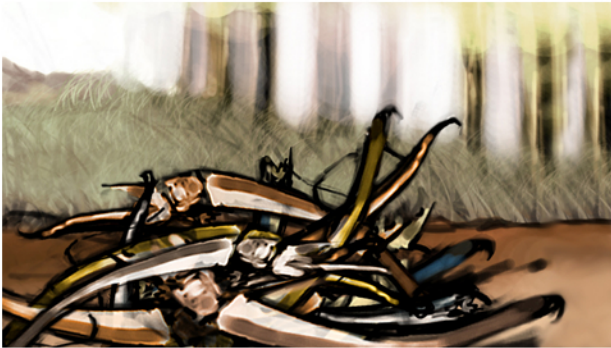
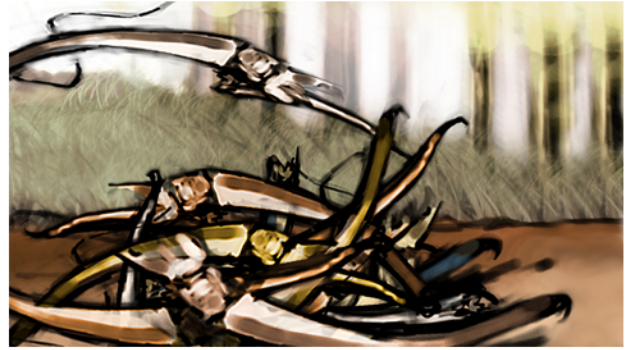
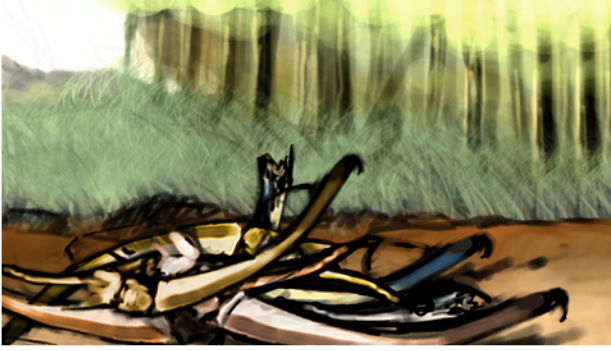
None

TIME:

41 frames\1.4 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1200:



DESTRUCT-1200:

CAMERA DESCRIPTION:

Static, eye-level (to the falling bow) full shot of the bows, which are slightly offset to the left side of the frame. Broken bow enters from the left top side of the frame. The forest in the background extends off the right side of the frame (same as DESTRUCT 900).

ACTION DESCRIPTION:

A freshly broken bow falls onto a pile of broken bows. Background shifts to a more sparse forest, and another broken bow falls to a larger pile. Background shifts again to a mostly destroyed forest, and another broken bow falls to a larger pile.

NARRATION:

"...hickory, oak, and ash."

TIME:

143 frames\4.8 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1300:



DESTRUCT-1300:

CAMERA DESCRIPTION:

Static, medium-close, slight upshot of the boy, from a $\frac{3}{4}$ view, who is offset to the far left with his arm extending to the near right.

ACTION DESCRIPTION:

Boy determinedly aims arrow and lets it go.

NARRATION:

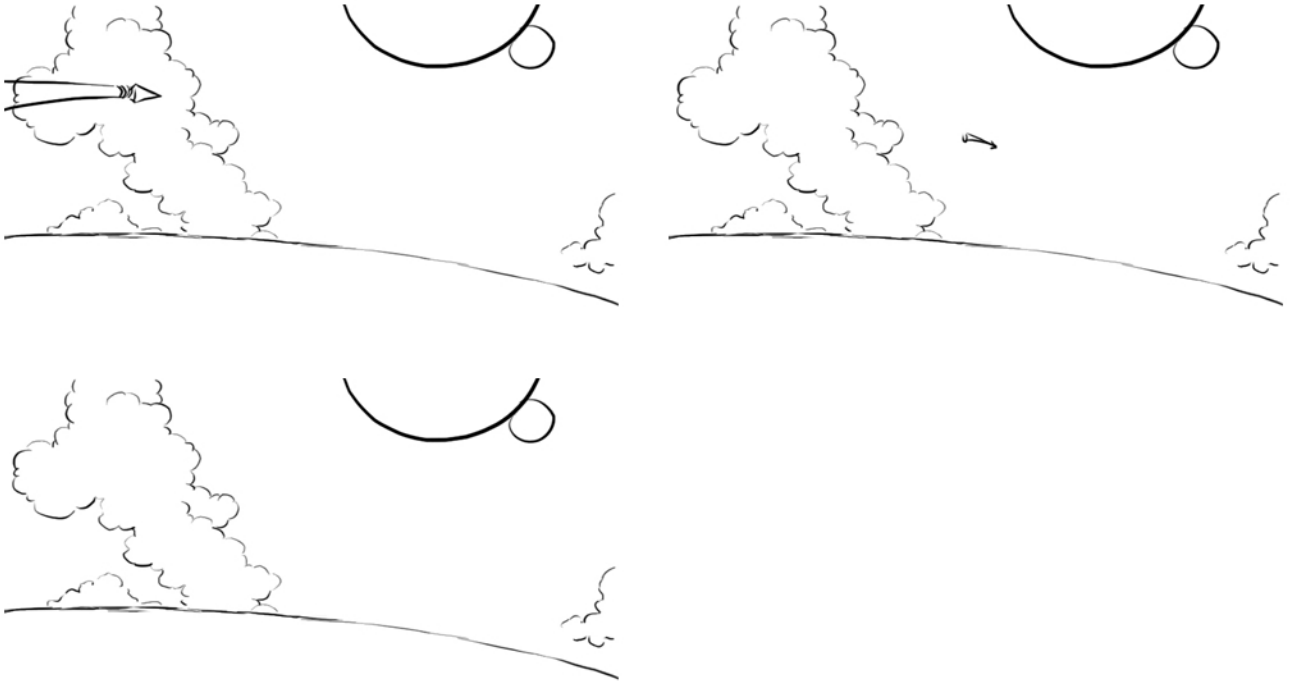
No narration during this shot

TIME:

41 frames\1.4 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1400:



DESTRUCT-1400:

CAMERA DESCRIPTION:

Static, slightly angled, far shot of the ocean's horizon. Arrow enters from the near left side of the frame and disappears into the middle far center of the frame.

ACTION DESCRIPTION:

Arrow flies over the ocean and lands indistinguishably.

NARRATION:

No narration during this sequence.

TIME:

90 frames\3 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1500:



DESTRUCT-1500:

CAMERA DESCRIPTION:

Shot begins as a medium close downshot of the boy, slightly offset to the left, and zooms in to a close upshot of his face, offset to the left side of the frame. The lifted bow enters from the near lower right corner of the frame.

ACTION DESCRIPTION:

Boy lifts bow to face and stares at it in disappointed bitterness. His bitterness turns to anger and he begins to lift it higher.

NARRATION:

"...but none would give him..."

TIME:

62 frames\2.1 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1600:



DESTRUCT-1600:

CAMERA DESCRIPTION:

Static, full, extreme downshot of the boy, located slightly toward the left side of the frame, with the bow (only partly visible) and his hand lifted to the far right (?) of the frame.

ACTION DESCRIPTION:

The angry boy lifts the bow above his head.

NARRATION:

“..but none would give him...”

TIME:

26 frames\ .9 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1700:



DESTRUCT-1700:

CAMERA DESCRIPTION:

Static, far, upshot (of the cliff and the boy) with the camera coming from the left side. The boy and the cliff are slightly offset to the left of the frame and the bow is offset to the right.

ACTION DESCRIPTION:

The boy angrily tosses the bow off the cliff.

NARRATION:

"...a straight..."

TIME:

56 frames\1.9 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1800:



DESTRUCT-1800:

CAMERA DESCRIPTION:

Static, eye level (to the boy), full shot of the boy who is slightly offset to the right of the frame.

ACTION DESCRIPTION:

The boy gets ready to angrily kick the rest of the bows off of the cliff.

NARRATION:

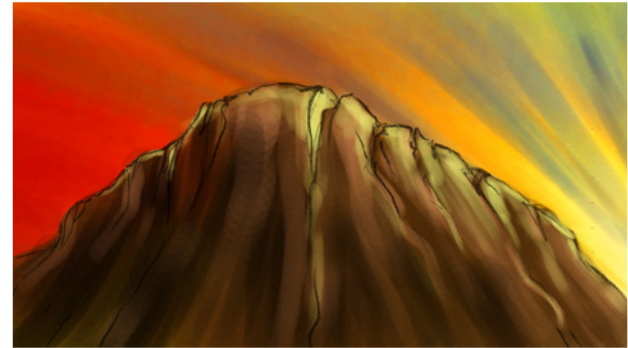
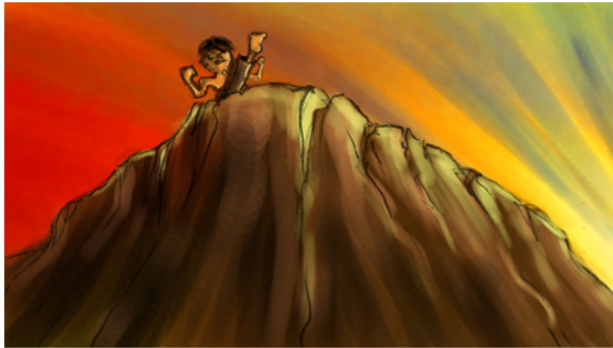
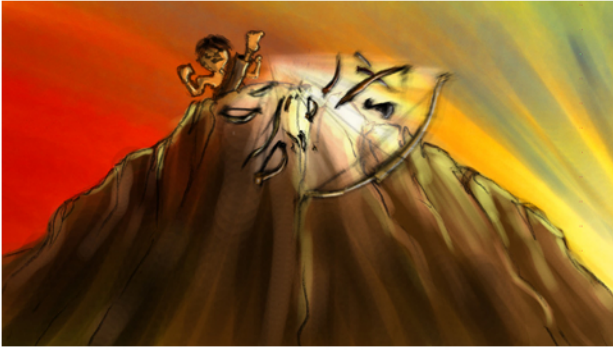
"...arrow he needed..."

TIME:

44 frames\1.5 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-1900:



DESTRUCT-1900:

CAMERA DESCRIPTION:

Static, full, extreme upshot of the boy and the cliff. The bows will fall directly toward the camera.

ACTION DESCRIPTION:

The boy follows through by angrily kicking the bows off of the cliff and they fall as the boy leaves the edge of the cliff.

NARRATION:

No narration during this shot.

TIME:

81 frames\2.7 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2000:



DESTRUCT-2000:

CAMERA DESCRIPTION:

Static, eye level (to the boy), wide, close-up of the $\frac{3}{4}$ view of the boy's face and body as he looks back.

ACTION DESCRIPTION:

The boy looks back toward the forest.

NARRATION:

No narration during this sequence.

TIME:

41 frames\1.4 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2100:



DESTRUCT-2100:

CAMERA DESCRIPTION:

Pan to the right, medium, eye level view of many tree stumps.

ACTION DESCRIPTION:

From the boy's perspective, we see the once majestic forest has been leveled into sad little tree stumps

NARRATION:

No narration during this sequence.

TIME:

146 frames\4.9 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2200:



DESTRUCT-2200:

CAMERA DESCRIPTION:

Static, medium close shot of the boy at eye level.

ACTION DESCRIPTION:

The boy turns his head toward the right of the frame when he notices something in the distance...

NARRATION:

None during this sequence.

TIME:

39 frames\1.3 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2300:



DESTRUCT-2300:

CAMERA DESCRIPTION:

Camera slowly zooms onto an island located toward the right side of the frame.

ACTION DESCRIPTION:

From the boy's perspective we see the island.

NARRATION:

No narration during this shot.

TIME:

74 frames\2.5 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2400:



DESTRUCT-2400:

CAMERA DESCRIPTION:

Static, wide-close shot of the boy from a $\frac{3}{4}$ view.

ACTION DESCRIPTION:

The boy's face changes from curious to determined as he looks towards the island (offscreen).

NARRATION:

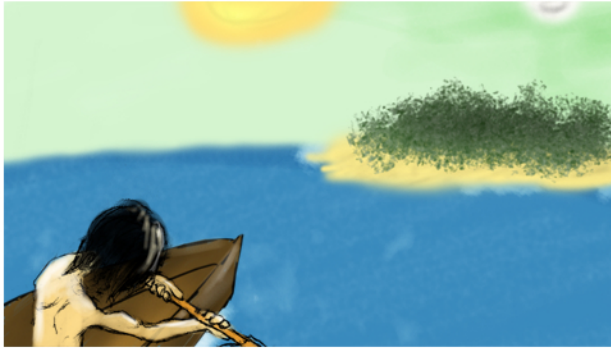
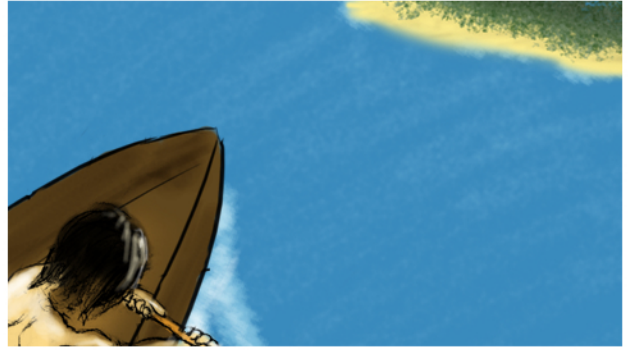
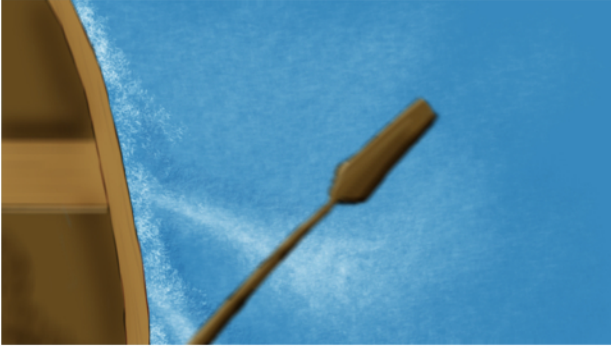
No narration during this shot.

TIME:

103 frames\3.4 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2500:



DESTRUCT-2500:

CAMERA DESCRIPTION:

Camera starts out directly above the boat as the oar rotates into the water once, and then pans up to the boat to reveal the boy rowing towards the shore and then moves further back to reveal an island in the distance

ACTION DESCRIPTION:

The boy rows the boat towards an island which appears in the distance.

NARRATION:

No narration during this shot.

TIME:

102 frames\3.4 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2600:



DESTRUCT-2600:

CAMERA DESCRIPTION:

Static, far, slight downshot of the boy. Boy is slightly offset to the left side of the frame and he is heading towards a dense forest which is offset to the far right of the frame.

ACTION DESCRIPTION:

The boy drags his boat to shore and starts to dock it there.

NARRATION:

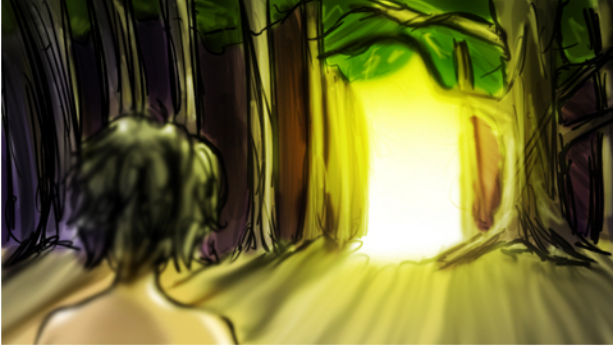
No narration during this shot.

TIME:

66 frames\2.2 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2700:



DESTRUCT-2700:

CAMERA DESCRIPTION:

Static, close, over the shoulder shot, at eye level (to the boy). Boy is located on the near left of the frame and he is staring at a bright light emanating from the trees towards the far right of the frame.

ACTION DESCRIPTION:

The boy looks at a brilliant light coming from the thick trees ahead of him.

NARRATION:

None during this shot

TIME:

38 frames\1.3 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2800:



DESTRUCT-2800:

CAMERA DESCRIPTION:

Static, close, slight upshot of the boy in the near left side of the frame noticing a moth in the far right corner of the frame. The boat lies on the shore offset to the right.

ACTION DESCRIPTION:

The moth flies to the right of the frame as the boy looks up at it with wonder and curiosity.

NARRATION:

No narration during this shot.

TIME:

43 frames\1.4 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-2900:



DESTRUCT-2900:

CAMERA DESCRIPTION:

Static, far shot at eye level with the boy offset to the right as he enters the forest.

ACTION DESCRIPTION:

The boy follows the moth into the light emanating from the dark forest.

NARRATION:

No narration during this shot.

TIME:

45 frames\1.5 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-3000:



DESTRUCT-3000:

CAMERA DESCRIPTION:

o Crossfade into a (camera moving forward) from perspective of boy as his eye level following the moth. The camera will have up and down motion to give the suggestion that the viewer is in the boy's position and running.

ACTION DESCRIPTION:

The boy continues to follow the moth onto the path leading towards the light.

NARRATION:

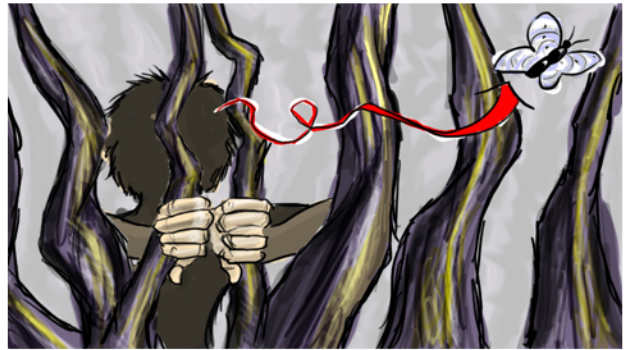
No narration during this shot.

TIME:

73 frames\2.4 seconds

AUDIO:

SHOT DESCRIPTION FOR DESTRUCT-3100:



DESTRUCT-3100:

CAMERA DESCRIPTION:

Camera starts out as a static, medium close, slight upshot of boy from a $\frac{3}{4}$ view as he follows the moth, located in the near right corner of the frame and then slightly zooms in on the boy at the end of the shot.

ACTION DESCRIPTION:

The boy comes to the end of the path and pushes a few branches back. As he walks through the branches, his face changes to reflect the awe-inspiring image of the two trees (offscreen) that he has just discovered.

NARRATION:

No narration during this shot.

TIME:

75 frames\2.5 seconds

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-100:



MAGTREE-100:

CAMERA DESCRIPTION:

Shot from the boy's POV (note: no boy in this shot). Shot begins with the sun tree centered, with the moon tree behind and to the right of it. Slow zoom-in toward sun tree. Fade transition to next shot.

ACTION DESCRIPTION:

The moth dances ahead of him. Bees buzz about the sun tree, and moths flit about the moon tree.

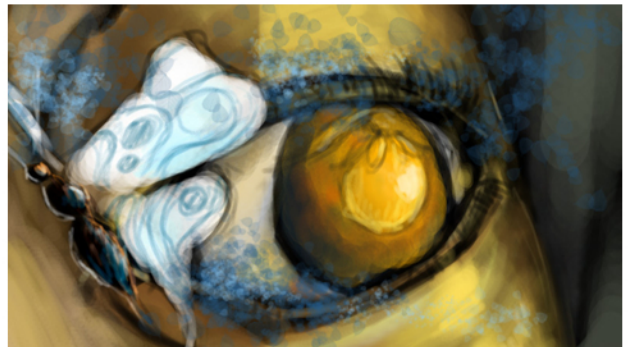
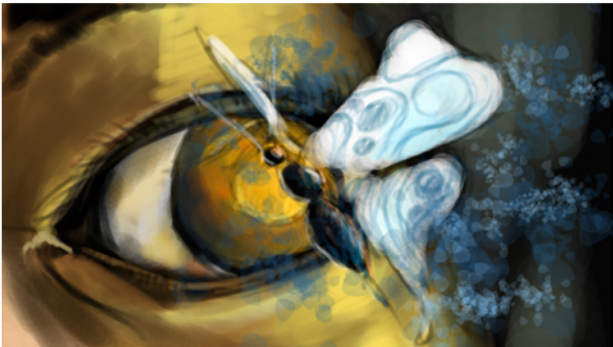
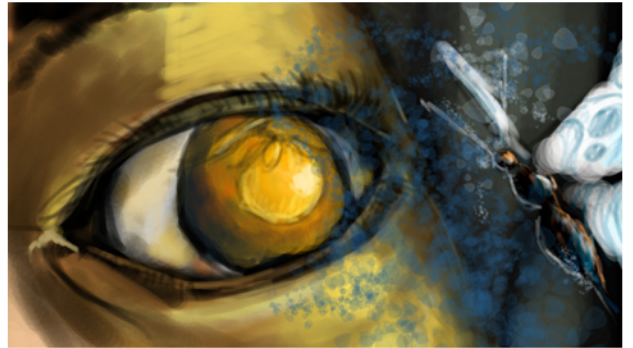
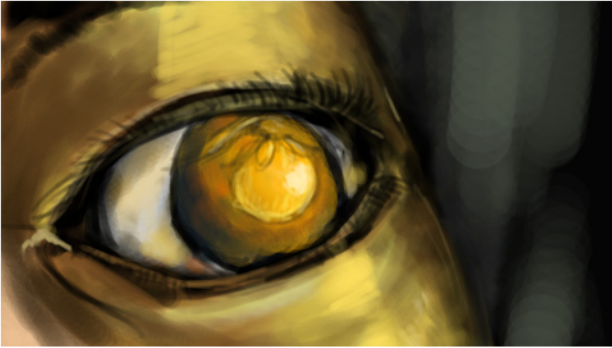
NARRATION:

"One day the boy saw a tree in a little clearing, and it had sprung branches and twinny roots."

TIME:

7.3 seconds / 230 frames

SHOT DESCRIPTION FOR MAGTREE-200 (1):

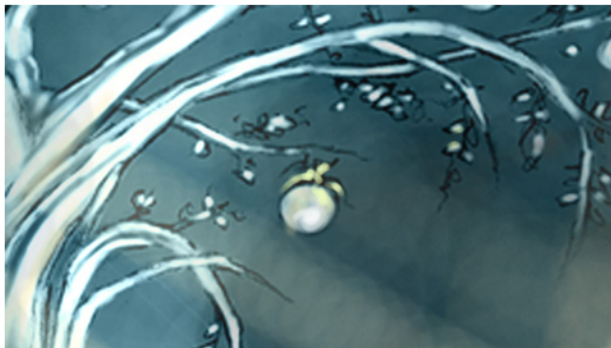
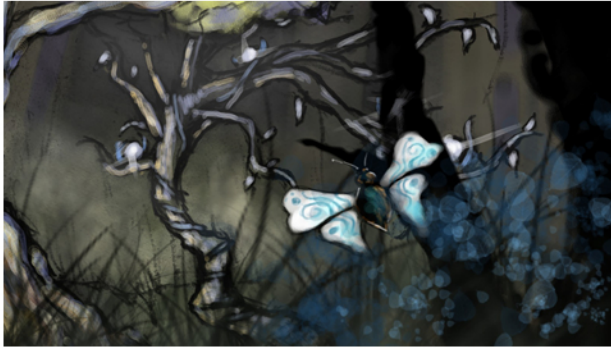


MAGTREE-200 (continues):

CAMERA DESCRIPTION:

Fade transition from previous shot. Shot begins with a full extreme down shot of boy, and zooms in toward his left eye. Camera begins to track moth after it enters from the right side of the frame and heads toward the left side of the frame. Camera continues to track a full shot of the moth. When the moon tree enters the frame from the left, camera zooms in to a medium full shot of the tree. It then continues to zoom in and pauses on a full shot of a branch of the moon tree that holds a moon fruit. Fade transition into next shot.

SHOT DESCRIPTION FOR MAGTREE-200 (2):



MAGTREE-200 (...continued):

ACTION DESCRIPTION:

Boy stares in wonder. An image of a moon flower gently reflected in his blue (right) eye, and an image of sun fruit brightly shines in his brown (left) eye. A moth crosses his vision and flutters toward the moon tree.

NARRATION:

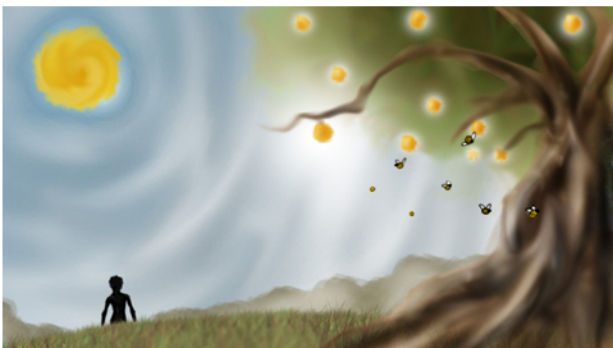
“And the fruit of this tree was like golden suns. Next to this tree was another, and its limbs were long and smooth with shapely roots. And the fruit of this tree was like round silken moons.”

TIME:

16.6 seconds / 497 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-300:



MAGTREE-300:

CAMERA DESCRIPTION:

Fade transition from the previous shot. Static, worm's-eye-view, far shot of the boy. The sun tree is in the foreground, and frames the right side of the frame. The sun is visible in the upper-left corner of the frame. Fade transition to the next shot.

ACTION DESCRIPTION:

Boy crests the hill and approaches the sun tree. Bees buzz about the sun tree.

NARRATION:

(none)

TIME:

3.5 seconds / 106 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-400:



MAGTREE-400:

CAMERA DESCRIPTION:

Fade transition from the previous shot. Static, extreme down shot of sun tree branch and boy. Boy located at the top left corner and moves towards center of frame and down.

ACTION DESCRIPTION:

The boy approaches the sun tree in wonder and reaches for a shining fruit. He grips it with his left hand and begins to pull the fruit down.

NARRATION:

“In the sun tree, gold...”

TIME:

2.6 seconds / 82 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-500:



MAGTREE-500:

CAMERA DESCRIPTION:

Static, angled, worm's eye view, containing a medium full view of the boy offset to the lower left side of the frame, and medium full view of the sun tree offset to the right side of the frame.

ACTION DESCRIPTION:

Boy continues to pull down on the fruit, and the branch gets pulled down as well, creating tension.

NARRATION:

"...bees..."

TIME:

1.1 seconds / 32 frames

SHOT DESCRIPTION FOR MAGTREE-600:



MAGTREE-600:

CAMERA DESCRIPTION:

Static, eye-level (to the fruit) full shot of the boy's hand with the fruit, centered in the frame.

ACTION DESCRIPTION:

Boy continues to pull down on the fruit, and the branch and stem finally snap up and away.

NARRATION:

"...lion-headed..."

TIME:

1.1 seconds / 32 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-700:



MAGTREE-700:

CAMERA DESCRIPTION:

Static, angled, upshot, containing back of boy's head and medium full view of tree.

ACTION DESCRIPTION:

Boy watches branch flex up and down until it settles back into its original position.

NARRATION:

"...and maned, roared..."

TIME:

1.6 seconds / 49 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-800:



MAGTREE-800:

CAMERA DESCRIPTION:

Static, full, extreme downshot of boy, offset to the left side of the frame. Bees enter frame from the near right side of the frame.

ACTION DESCRIPTION:

Boy looks up at tree with a satisfied look, having observed the flexibility of the sun tree's branch. Several bees, disturbed by the shaking branch, buzz toward the boy, who realizes the impending danger. The bees begin to attack the boy.

NARRATION:

"...and hummed, as they bore through their hives."

TIME:

4.3 seconds / 130 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-900:



MAGTREE-900:

CAMERA DESCRIPTION:

Static, full, slight upshot of boy, who begins from the far left (next to the sun tree), and runs to the near right edge of the frame (toward the moon tree).

ACTION DESCRIPTION:

Unhappy boy runs away from the sun tree and toward the moon tree in the effort to escape the bees. The bees follow but start to fall behind.

NARRATION:

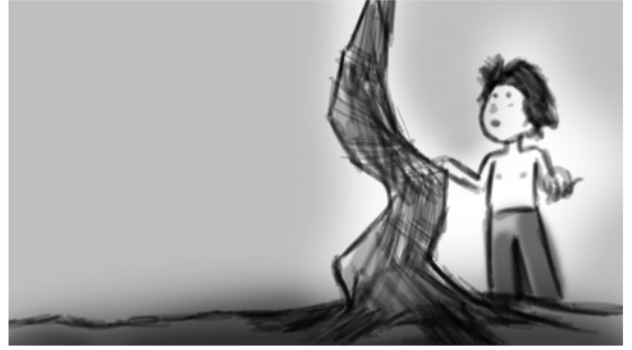
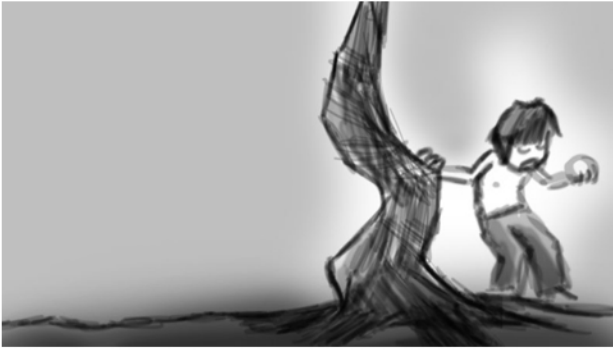
(none)

TIME:

2.1 seconds / 64 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-1000:



MAGTREE-1000:

CAMERA DESCRIPTION:

Static, full view of the boy and the trunk of the moon tree at eye-level (to the boy), offset to the right side of the frame.

ACTION DESCRIPTION:

Boys leans on the moon tree to catch his breath, looking down, still holding the sun fruit. Boy looks up and is awestruck by the moon tree. He steps around the trunk to get a better look.

NARRATION:

“In the moon tree, furred moths with...”

TIME:

5.1 seconds / 154 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-1100:



MAGTREE-1100:

CAMERA DESCRIPTION:

Static, extreme downshot of branch and full view of the boy, who is offset to the upper-right corner of the frame. Moth enters from upper-left corner of the frame.

ACTION DESCRIPTION:

Boy looks up in awe at a fruit on the branch of the moon tree. He holds up his sun-fruit to align with the moon-fruit. Meanwhile, a moth appears and flutters toward the moon flower (but does not yet land).

NARRATION:

"...silvery eyes and breezy wings..."

TIME:

2.5 seconds / 75 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-1200:



MAGTREE-1200:

CAMERA DESCRIPTION:

Static, slight downshot of moth and moon flower on branch. Flower is slightly offset to the right side of the frame. Moth starts in upper-right corner of the frame.

ACTION DESCRIPTION:

Moth lands on moon-flower and begins drinking its nectar.

NARRATION:

"...drank from the petals of moon-flower nectar."

TIME:

4.2 seconds / 127 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-1300:



MAGTREE-1300:

CAMERA DESCRIPTION:

Static, medium-close slight upshot of the boy, who is offset to the right side of the frame. The moon tree frames the right side of the frame, and the sun and sun tree are offset to the far left side of the frame.

ACTION DESCRIPTION:

Boy lifts fruit up to align with the sun, shades his eyes, and begins to visualize his plans. He crushes the sun fruit in his hand in anticipation.

NARRATION:

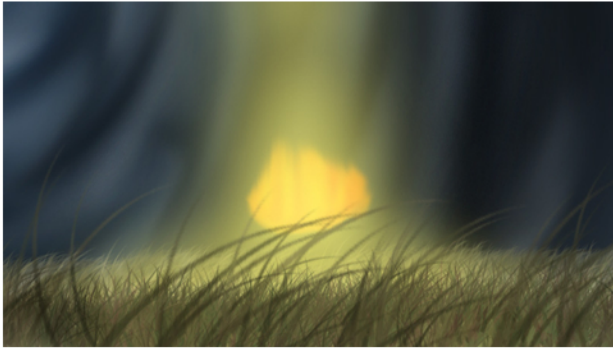
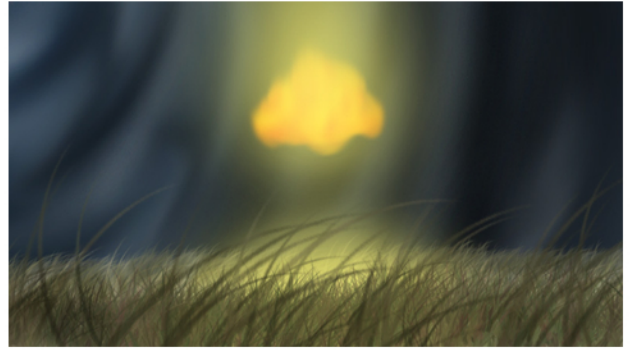
(none)

TIME:

5.8 seconds / 175 frames

AUDIO:

SHOT DESCRIPTION FOR MAGTREE-1400:



MAGTREE-1400:

CAMERA DESCRIPTION:

Static, eye-level (to the grass) full centered shot of the fruit, which enters from the top of the frame.

ACTION DESCRIPTION:

Squashed fruit falls to the ground. It turns black and its glow fades.

NARRATION:

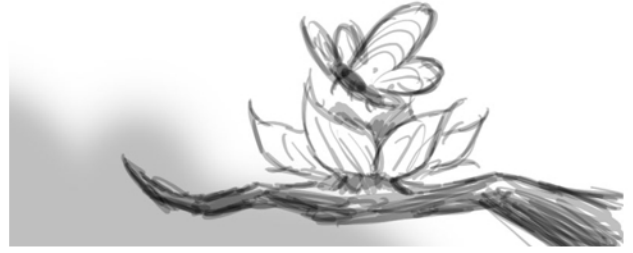
(none)

TIME:

3.0 seconds / 91 frames

AUDIO:

SHOT DESCRIPTION FOR FINALBOW-100:



FINALBOW-100:

CAMERA DESCRIPTION:

Static, slight downshot of moth and moon flower on branch. Flower is slightly offset to the right side of the frame (see MAGTREE1400). Smoke enters from lower left corner of the frame and fills it completely. Moth begins on flower and then flies off the upper right corner of the frame. Smoke transition to next shot.

ACTION DESCRIPTION:

Moth is sitting on moon-flower. When smoke enters and starts to fill the frame, the moth flies away.

NARRATION:

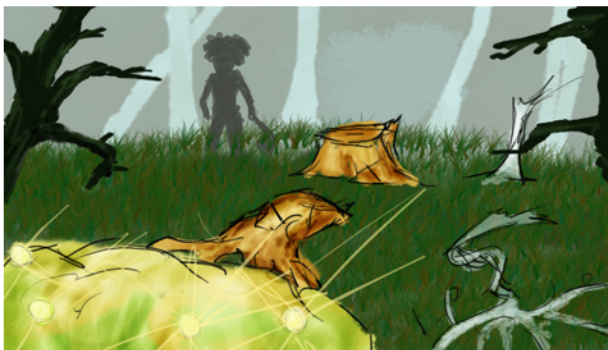
"Seeing the two trees, the boy drove away the bees and the moths by fanning thick smoke..."

TIME:

7.1 seconds / 214 frames

AUDIO:

SHOT DESCRIPTION FOR FINALBOW-200:



FINALBOW-200:

CAMERA DESCRIPTION:

Smoke transition from previous shot. Static, medium full downshot of fallen trees in the foreground, offset to the right side of the frame. Boy, in full view, stands in the background, and is offset to the left side of the frame.

ACTION DESCRIPTION:

Amidst a cover of thick smoke, the boy chops down the moon tree and then the sun tree. The felling of the sun tree causes the smoke to dissipate, revealing the silhouetted boy surveying the fallen trees, axe in hand.

NARRATION:

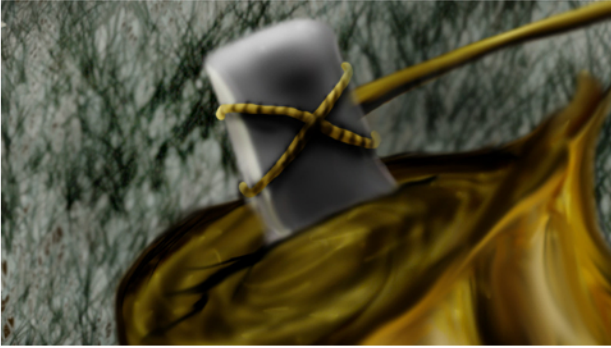
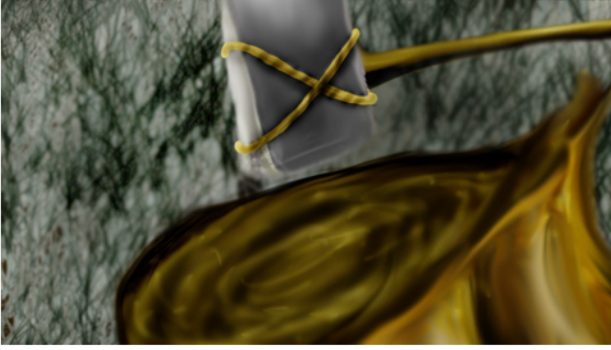
"...into their leaves. And he fell the two trees with a double-edged axe."

TIME:

6.2 seconds / 185 frames

AUDIO:

SHOT DESCRIPTION FOR FINALBOW-300:



FINALBOW-300:

CAMERA DESCRIPTION:

Static, medium full, downshot of the sun tree stump. Axe comes down through the top, center of the frame. The handle of the axe extends off the right side of the frame.

ACTION DESCRIPTION:

Boy slams axe into stump, and it sticks.

NARRATION:

(none)

TIME:

1.6 seconds / 47 frames

AUDIO:

SHOT DESCRIPTION FOR FINALBOW-400:



FINALBOW-400:

CAMERA DESCRIPTION:

Static close-up of bow, featuring its handle. Boy's hand extends off the upper-left corner of the frame. The bow cuts diagonally across the frame, upper-right to lower-left.

ACTION DESCRIPTION:

Boy finishes wrapping cloth around bow, creating a handle grip.

NARRATION:

"From the sun tree..."

TIME:

1.5 seconds / 46 frames

AUDIO:

SHOT DESCRIPTION FOR FINALBOW-500:



FINALBOW-500:

CAMERA DESCRIPTION:

Static, over-the-shoulder, medium downshot of the bow (top-half). Boy's head is visible in the lower-right corner of the frame. The sun tree stump is visible in the upper-left corner of the frame.

ACTION DESCRIPTION:

Boy pulls string taught.

NARRATION:

"...he carved an incred-..."

TIME:

1.7 seconds / 52 frames

AUDIO:

SHOT DESCRIPTION FOR FINALBOW-600:



FINALBOW-600:

CAMERA DESCRIPTION:

Static, worm's-eye-view of full shot of the boy, as seen through a fish-eye lens. The center of the bow is visible in the near lower-right corner of the frame. The bow curves to frame the right and left sides of the frame. The boy straightens from the center of the bow to the far upper-left corner of the frame. The sun is visible in the upper-left corner of the frame.

ACTION DESCRIPTION:

Foot anchoring the bow, the boy pulls on the bowstring, causing the bow to curve with it.

NARRATION:

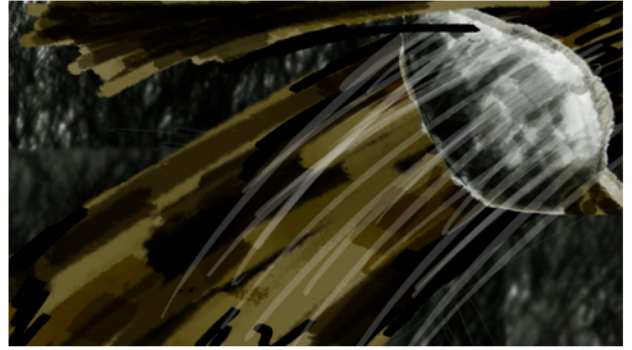
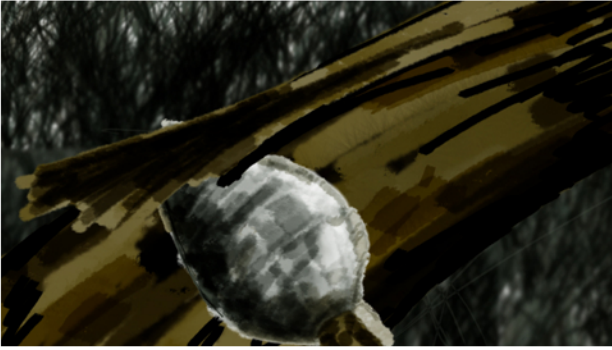
"...-ible bow, that would bend round as the seasons of the..."

TIME:

5.1 seconds / 154 frames

AUDIO:

SHOT DESCRIPTION FOR FINALBOW-700:



FINALBOW-700:

CAMERA DESCRIPTION:

Static, extreme close-up shot of a tree branch and knife. Branch cuts a diagonal across the frame, lower-left to upper-right.

ACTION DESCRIPTION:

Boy shaves the bark off a branch of the moon tree.

NARRATION:

"...sun. In the moon tree, he shaved..."

TIME:

3.1 seconds / 92 frames

AUDIO:

SHOT DESCRIPTION FOR FINALBOW-800:



FINALBOW-800:

CAMERA DESCRIPTION:

Static, close shot of the front of the arrow. Arrow and boy's hands are offset to the left side of the frame, and the moon tree stump is visible in the upper-right corner of the frame.

ACTION DESCRIPTION:

Boy fits arrowhead onto tip of arrow.

NARRATION:

"...a flexible arrow, that would glow quick..."

TIME:

3.2 seconds / 96 frames

AUDIO:

SHOT DESCRIPTION FOR FINALBOW-900:



FINALBOW-900:

CAMERA DESCRIPTION:

Shot begins with a close-up of the bow and arrow that the boy is carrying. As the boy moves away from the camera and approaches the cliff, the camera slowly angles up to overlook the ocean. The shot ends with the boy and cliff offset to the left side of the frame, and the sun and moon offset slightly to the right side of the frame.

ACTION DESCRIPTION:

Boy walks up to the edge of the cliff and stops, looking at the sun and moon.

NARRATION:

"...like the curve of the moon."

TIME:

8.3 seconds / 249 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-100:



ARROWRELEASE-100:

CAMERA DESCRIPTION:

Static, eye level (to the grass) medium close shot of boy. Grass is present in the foreground, but out of focus.

ACTION DESCRIPTION:

Boy is lying on the grass and targets sun and moon by aiming through his fingers.

NARRATION:

“And the boy lied on his back on the grass by the side of the sea. ”

TIME:

4.0 seconds / 120 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-200:



ARROWRELEASE-200:

CAMERA DESCRIPTION:

Static, extreme close-up of boy's eyes.

ACTION DESCRIPTION:

Boy targets sun and moon through his fingers. Left eye closed, right clear blue visible between his thumb and second finger.

NARRATION:

(none)

TIME:

1.4 seconds / 41 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-300:



ARROWRELEASE-300:

CAMERA DESCRIPTION:

Static, down-shot. Start with the focus on the boy's face and at midday start focusing on the arrow, at the end when the bow is full strung, focus should be completely on the arrow tip.

ACTION DESCRIPTION:

Boy sets bow up on his feet, leans back and draws arrow back to fullest extent. Determination shines on his face. His brows furrow in concentration.

NARRATION:

"And he bent his bow, until golden...."

TIME:

4.9 seconds / 146 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-400:



ARROWRELEASE-400:

CAMERA DESCRIPTION:

Static, eye-level (to the bow) extreme close-up of bow, from the side.

ACTION DESCRIPTION:

Golden beads pop out of the wood of the bow.

NARRATION:

"...golden beads popped out of the wood."

TIME:

2.7 seconds / 83 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-500:



ARROWRELEASE-500:

CAMERA DESCRIPTION:

Static, wide close-up shot of boy's hands on arrow.

ACTION DESCRIPTION:

Boy fingers moth-winged feathered ends of arrow, while the tension strains his grip on the opt string.

NARRATION:

"And he fingered the moth winged feathered ends of his sleek arrow."

TIME:

3.4 seconds / 103 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-600:



ARROWRELEASE-600:

CAMERA DESCRIPTION:

Full shot of the sun, that continuously zooms in slightly.

ACTION DESCRIPTION:

Sun burns brightly.

NARRATION:

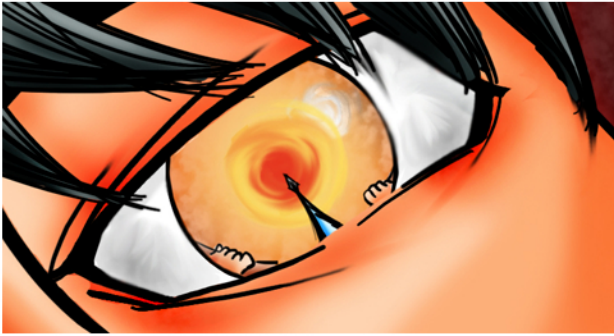
"Held them true to the sun..."

TIME:

2.4 seconds / 73 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-700:



ARROWRELEASE-700:

CAMERA DESCRIPTION:

Extreme close-up of boy's left eye, that continuously zooms in slightly

ACTION DESCRIPTION:

Boy stares at sun and moon; there is a reflection of his bow and his targets in his iris, a highlight of the eye becomes his arrow poised to be set free.

NARRATION:

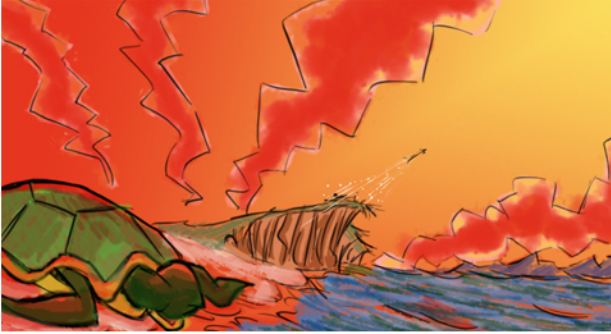
"...sun ...and let go."

TIME:

3.4 seconds / 103 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-800:



ARROWRELEASE-800:

CAMERA DESCRIPTION:

Warm's eye view (from the shore) and a turtle is resting on the sand in the lower left corner of the frame. An extreme far shot of boy on the cliff, is centered on the frame.

ACTION DESCRIPTION:

Arrow is released and flies off upper-right corner of screen.

NARRATION:

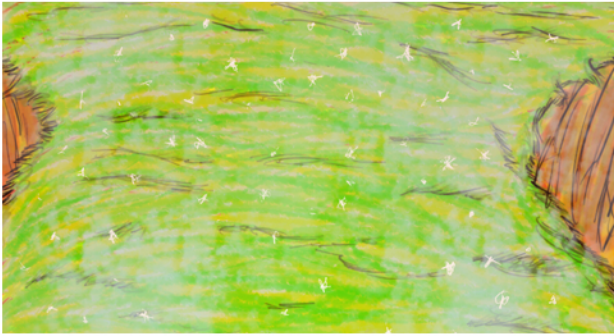
(none)

TIME:

1.0 seconds / 31 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-900:



ARROWRELEASE-900:

CAMERA DESCRIPTION:

Static empty down shot, goes to static, downshot, medium close view of boy which enters the frame from below.

ACTION DESCRIPTION:

Boy jumps up in anticipation. His eyes sparkle with excitement, his lips quirk with expectations.

NARRATION:

(none)

TIME:

1.6 seconds / 49 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-1000:



ARROWRELEASE-1000:

CAMERA DESCRIPTION:

Eye-level (to the arrow) far shot that moves with the arrow.

ACTION DESCRIPTION:

Arrow flies through sky toward sun, leaving a sparkling tail of light behind it.

NARRATION:

(none)

TIME:

4.4 seconds / 132 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-1100:



ARROWRELEASE-1100:

CAMERA DESCRIPTION:

Static, worm's eye (from the ocean) extreme far shot of arrow, sun, and moon. When the fish jumps it is located lower left of the frame. Fade into next shot.

ACTION DESCRIPTION:

Arrow flies toward sun from left to right as fish jumps out of water in escape.

NARRATION:

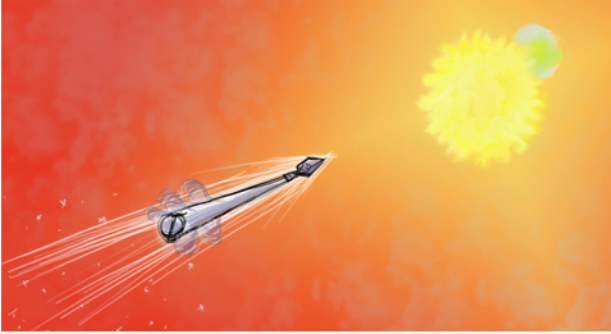
"When the arrow..."

TIME:

3..6 seconds / 107 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-1200:



ARROWRELEASE-1200:

CAMERA DESCRIPTION:

Fade from previous shot. Static upshot of sun and moon, from over-the-shoulder perspective of the arrow fling toward them.

ACTION DESCRIPTION:

Arrow travels toward sun and moon, from off screen (bottom left)

NARRATION:

"...arrow left the bow..."

TIME:

2.0 seconds / 61 frames

AUDIO:

SHOT DESCRIPTION FOR ARROWRELEASE-1300:



Merged
with next shot
sequence
SD100

ARROWRELEASE-1300:

CAMERA DESCRIPTION:

Static, medium close upshot of boy. Boy in 3/4 view from right side.

ACTION DESCRIPTION:

Boy basks in the glow of the sun, arms flung open.

NARRATION:

"...the sun and the moon..." (shone black at opposite ends of the sky.)

TIME:

1.5 seconds / frames

AUDIO:

SHOT DESCRIPTION FOR SD-100:



SD-100:

CAMERA DESCRIPTION:

Medium close upshot of boy (3/4 view from right side), camera rotates around boy till medium upshot of aligned boy (back), sun, and moon.

ACTION DESCRIPTION:

Boy basks in the glow of the sun and moon. The sun and the moon suddenly flicker fiery black.

NARRATION:

"...the sun and the moon shone black at..."

TIME:

4.7 seconds / 141 frames

AUDIO:

SHOT DESCRIPTION FOR SD-200:



SD-200:

CAMERA DESCRIPTION:

Static, eye-level, wide close-up of boy, offset to the right side of the frame.

ACTION DESCRIPTION:

Boy shields himself from the glow with his right arm and turns away from the burning black sun.

NARRATION:

"...opposite ends..."

TIME:

1.2 seconds /35 frames

AUDIO:

SHOT DESCRIPTION FOR SD-300:



SD-300:

CAMERA DESCRIPTION:

Static, full upshot of the smoldering sun and the moon angled behind it and to the upper right.

ACTION DESCRIPTION:

Sun and moon continue to smolder in the sky

NARRATION:

"...of the sky."

TIME:

2.6 seconds / 77 frames

AUDIO:

SHOT DESCRIPTION FOR SD-400:



SD-400:

CAMERA DESCRIPTION:

Static, eye-level, wide close-up of boy, offset to the right side of the frame. (return to SD200 camera shot).

ACTION DESCRIPTION:

Boy continues to shield himself, and the earth begins to burn bright, which is reflected in the boy's face. The boy peeks at the ground with his left eye.

NARRATION:

"And the earth burned bright as a comet."

TIME:

5.3 seconds /158 frames

AUDIO:

SHOT DESCRIPTION FOR SD-500:



SD-100:

CAMERA DESCRIPTION:

Static, over-the-shoulder medium shot of boy, who is offset to the right side of the frame. The bow on the ground is offset to the left side of the frame and lies at a 45 degree angle to the frame.

ACTION DESCRIPTION:

Boy, still shielding self, squints at bow.

NARRATION:

“And the boy heard...”

TIME:

1.7 seconds /52 frames

AUDIO:

SHOT DESCRIPTION FOR SD-600:



SD-600:

CAMERA DESCRIPTION:

Shot begins with a worms-eye view of bow on the lower-left side of the frame, and the boy, in full view, offset to the right side of the frame. After the bow dissipates into the sky, camera follows in toward the trail left behind into the upper-right corner of the frame until eye-level close-up of boy (facing camera), offset to the left side of the frame.

ACTION DESCRIPTION:

Boy watches as bow glows, slowly rises a few inches off the ground, and is suddenly turned to dust and swept away over his shoulder, upward and to the right. Boy turns over his left shoulder to follow the path of the dust of the dissipated bow. Realization of what he has done sweeps over his face.

NARRATION:

"...everything vanish from the earth like a bowstring. Every mountain..."

TIME:

9.8 seconds / 295 frames

SHOT DESCRIPTION FOR SD-700:



~~Merged
with previous~~

SD-700:

CAMERA DESCRIPTION:

Static, wide, eye-level close-up of boy (facing camera), offset to the left side of the frame.

ACTION DESCRIPTION:

Boy turns over his left shoulder to follow the path of the dust of the dissipated bow. Realization of what he has done sweeps over his face.

NARRATION:

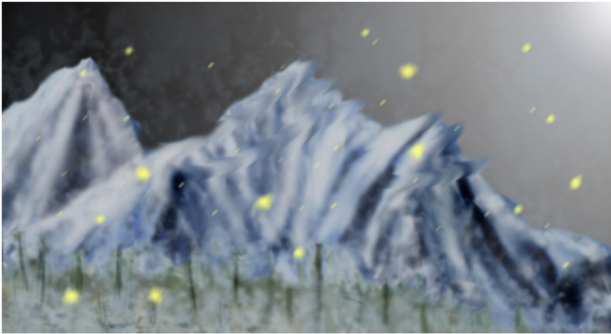
"Every mountain..."

TIME:

3 seconds / frames

AUDIO:

SHOT DESCRIPTION FOR SD-800:



SD-800:

CAMERA DESCRIPTION:

Static, eye-level shot of mountains and trees.

ACTION DESCRIPTION:

The mountain turns to paint and is swept away upwards and to the right.

NARRATION:

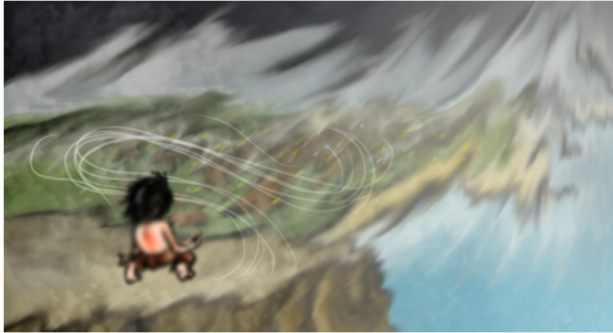
"...mountain, mole hill, meadow,..."

TIME:

2.8 seconds /85 frames

AUDIO:

SHOT DESCRIPTION FOR SD-900:



SD-900:

CAMERA DESCRIPTION:

Static, eye-level shot of cliff offset to the left of the frame, boy in full shot, with back to camera stands in the middle of visible cliff. On the background beach, cut trees, mountains.

ACTION DESCRIPTION:

Boy looks at the destruction and falls to his knees devastated. Everything turns into paint and is smudged upward and to the right.

NARRATION:

"...every bark shred, grass blade,..."

TIME:

3.7 seconds /112 frames

AUDIO:

SHOT DESCRIPTION FOR SD-1000:



SD-1000:

CAMERA DESCRIPTION:

Static, eye-level, middle view shot of a deer offset to the right of the frame. Deer's back is towards us, but head is turned and gazing at viewer. Cut tree trunks in the background. Sparks of bowstring dust in the air.

ACTION DESCRIPTION:

Bow-string dust sparkles in the air. Deer, tree trunk stumps and ground all turn into paint and are swept up and to the left.

NARRATION:

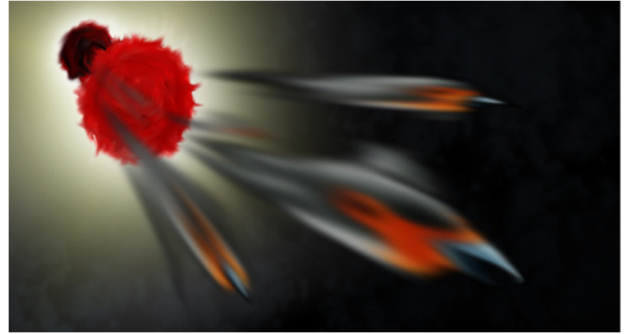
"...acorn shell, every pebble,..."

TIME:

3.3 seconds /100 frames

AUDIO:

SHOT DESCRIPTION FOR SD-1100:



SD-1100:

CAMERA DESCRIPTION:

Static slight down shot of small birds, flying away from the sun and the moon, which are still black and red and offset into the top left corner of the frame.

ACTION DESCRIPTION:

Birds try to flee destruction but their fate is inevitable and they turn into paint and are swept towards the sun and the moon.

NARRATION:

"...twig, tadpole, turnip..."

TIME:

3.1 seconds /92 frames

AUDIO:

SHOT DESCRIPTION FOR SD-1200:



SD-1200:

CAMERA DESCRIPTION:

Static, eye-level shot of cliff, boy and destructed background being swept.
See SD1000 set up.

ACTION DESCRIPTION:

The boy on his knees at the cliff watches as everything continues to be swept in a whirlwind of paint.

NARRATION:

"...turnip, every..."

TIME:

2.4 seconds /71 frames

AUDIO:

SHOT DESCRIPTION FOR SD-1300:



SD-1300:

CAMERA DESCRIPTION:

Worm's view of squirrel in a medium close face shot, squirrel offset to the right and partly cut out of frame. A tree full shot offset to the left. Mountains in the background.

ACTION DESCRIPTION:

A squirrel transforms into paint and is swept upwards and right.

NARRATION:

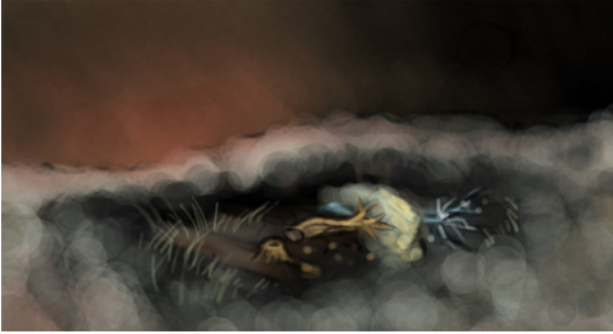
"...every rabbit, squirrel, turtle, fly,..."

TIME:

3.7 seconds /111 frames

AUDIO:

SHOT DESCRIPTION FOR SD-1400:



SD-1400:

CAMERA DESCRIPTION:

Static, down shot of clearing with fallen (to the right) sun and moon trees. Fade into next shot.

ACTION DESCRIPTION:

We see the clearing in destruction also swept upwards and left.

NARRATION:

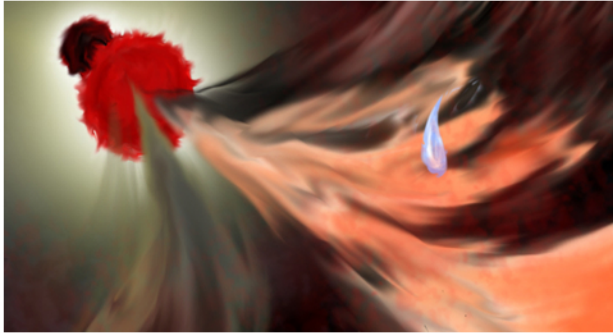
"...fly, flee, frog, rat,..."

TIME:

4.8 seconds /145 frames

AUDIO:

SHOT DESCRIPTION FOR SD-1500:



SD-1500:

CAMERA DESCRIPTION:

Fade in from previous shot. Static, slight up shot of the boy in close up 3/4, offset to the right of the frame and partly cut by the frame. Burning black and red sun and moon are offset to the top left corner of the frame with paint coming in from bottom of frame towards sun and moon. Fade transition with the boy's tear staying consistent between the change.

ACTION DESCRIPTION:

Boy sees all he knows being swept into the burning sun and moon and a tear falls from his right eye, as his form turns to paint and joins the rest of what used to be his world. His tear persists.

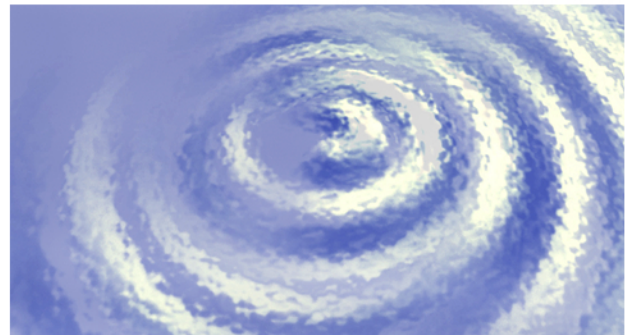
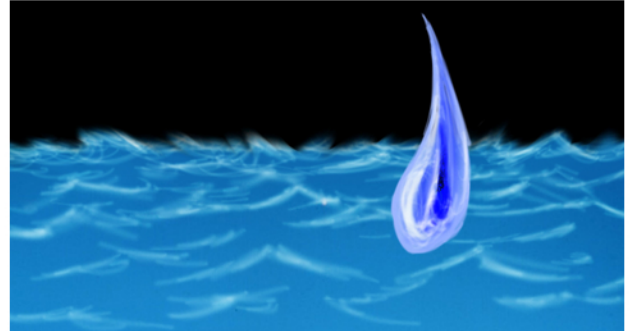
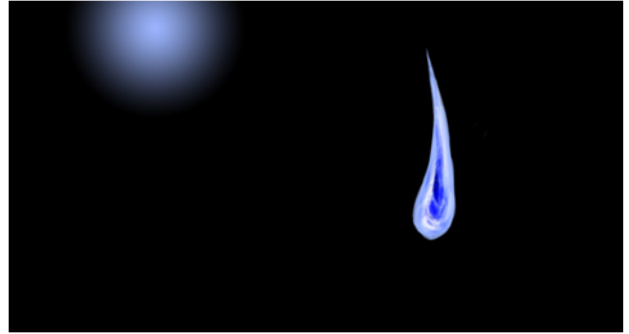
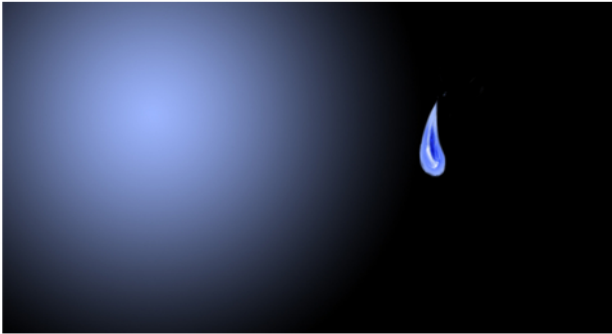
NARRATION:

"...cricket, cow, bagger, buffalo,..."

TIME:

9.7 seconds / 291 frames

SHOT DESCRIPTION FOR SD-1600:



SD-1600:

CAMERA DESCRIPTION:

Fade transition with the boy's tear staying consistent between the change. Eye-level, full shot of the tear slightly offset to the right of the frame. The camera follows the tear as it falls, zooming in. Water appears from the bottom of the frame and the tear hits it. Fade transition into the next shot.

ACTION DESCRIPTION:

The boy's tear keeps falling until it hits a body of water.

NARRATION:

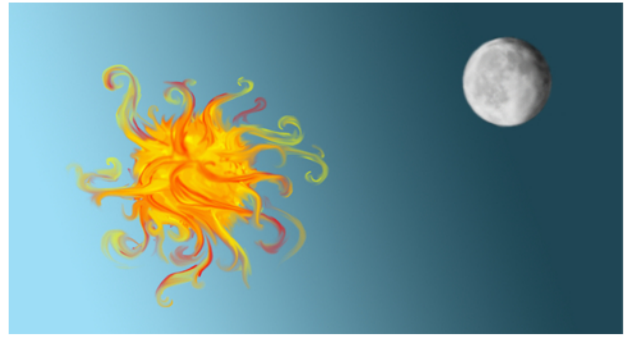
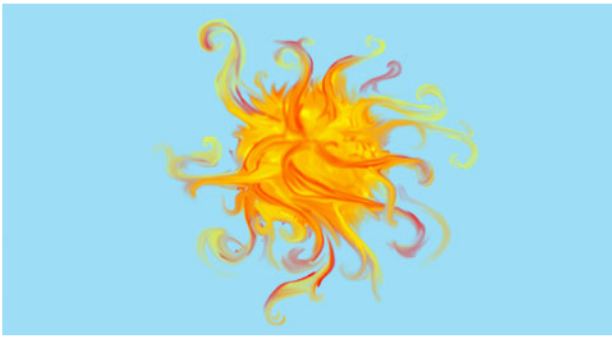
"...boy."

"In the beginning the sea was a true blue eye. With the sun in the center..."

TIME:

13.2 seconds /399 frames

SHOT DESCRIPTION FOR OUTRO-100:



OUTRO-100:

CAMERA DESCRIPTION:

Fade in from previous shot: the waves clear into blue skies with the sun in the center, full view. The camera zooms slightly out and pans to the left until the sun is a bit further away and to the right side of the frame. As it pans, the camera also turns counterclockwise so that the moon hidden behind the sun becomes visible and eventually ends in the top right corner. After the fish appear camera fade transitions from 3D space into 3D water.

ACTION DESCRIPTION:

The sun is shining brightly in the blue skies and we see the moon rising behind it; beauty and serenity. Fishes dance from the sun and turtles glide by the moon.

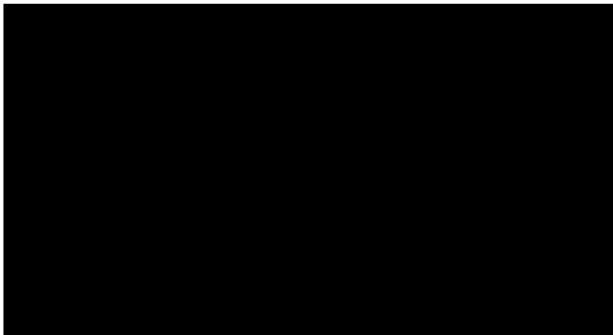
NARRATION:

"...center by day, and the moon in the corner by night. Bright fishes swam in and out of the sun."

TIME:

11.5 seconds / 346 frames

SHOT DESCRIPTION FOR OUTRO-200:



INTRO-200:

CAMERA DESCRIPTION:

Camera fade transitions from 3D space into 3D water. Camera zooms on the sun (full view) and the fishes and because of the zoom sun shifts a bit to the right, but continues to mostly occupy the left side of the frame. Fish exit from below and above of the frame as turtles swim downward over the moon. Fade into black.

ACTION DESCRIPTION:

Our 3D world shifts into an underwater scene where we can see the sunshine and moonshine piercing the beautiful water; the fish and turtles swim around. All was well in the world.

NARRATION:

"Bright fishes swam in and out of the sun. Dark turtles crossed over the moon. And all was well in the world."

TIME:

10.5 econds / 316 frames