

Planning For Short Film

THE CHILD WHO DIDN'T KNOW PAIN

GENRE: PSYCHOLOGICAL DRAMA

Task: Create a short film from a script randomly allocated to you and your actors. The script is intentionally open-ended with little context, setting or background. That is what you as filmmakers and actors need to create. You will also need to include a scene/is filmed (without dialogue) outside of the dialogue provided in your short film.

Films:



- Place
- Movement
- Dark Light filming style, Low lighting
- Close-Up shots
- Fading into scenes
- Still shots
- Visual Narration

The film 'Gone Girl' uses cinematography and transitions between shots to give a visual narration from a first-person perspective. This allows the audience to feel, deceive and understand the characters' emotion personally.



- Quick Cuts
- Yellow tint across screen
- Eerie background music
- Aggressive Movements

The film 'Whiplash' has a warm yellow tint across all shots which gives the audience a 'placid, homely' feel which radiates a calm, peaceful vibe and encourages the audience to trust the events happening. The fast movement between shots allows the audience to feel the music and rush of events exclusively.



- Fades
- Dissolve
- Dark light filming style
- Untrustworthy

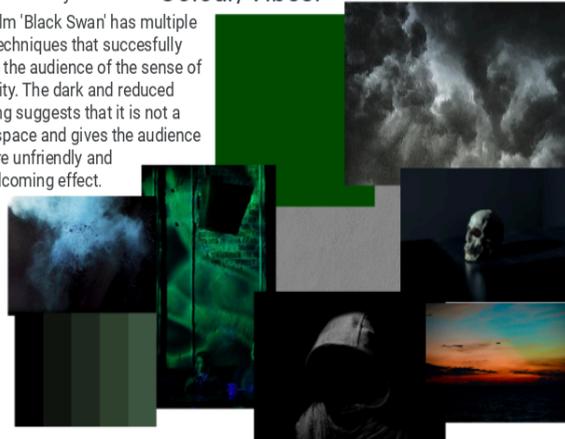
The film 'Black Swan' has multiple film techniques that successfully strip the audience of the sense of security. The dark and reduced lighting suggests that it is not a safe space and gives the audience a more unfriendly and unwelcoming effect.

Similarities/Common Elements:

- They all have a different type of filming style (either dark, light or tinted) which subconsciously guides the audience to feel the aura of the film
- Mentally capture the watcher with different angled shots, which gives an understanding of the emotions first-hand
- The cinematography assisted with portraying the emotions; wide angled shots, fades, zooming in/out emphasised the intensity

Psychological Drama

Colour/Vibes:

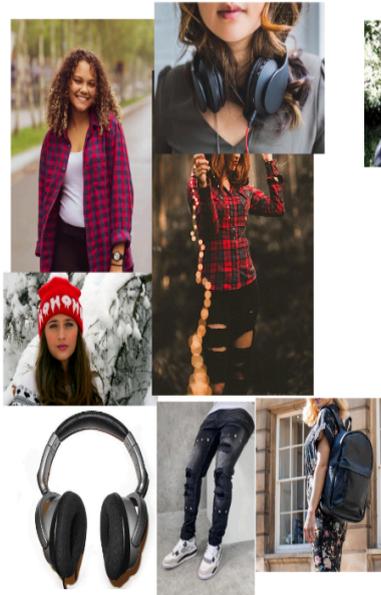


The majority of these colours represent and identify melancholy and gloomy emotions. This is the vibes/aura the short film gives which is then later developed into a happy strong aura.

Phycological Drama

Outfit Inspiration:

Main Character:



Bullies:



Friends:



Script

Nhi: Main Character

Andre: Friend 1

Oli: Friend 2

Nhi
But what is it

Andre
Pain is pain it's just

Andre
If I Pinch (reaches over and pinches Oli)

Oli
Ahh, get off

Andre
But if I pinch you (reaches over and pinches Nhi)

Andre
Nothing ?

Nhi
(sad smile looks at Andre) Nothing at all

Nhi
But stop because I get bruises

Andre
(say's it slightly awkwardly) How come you don't uhh fell uhh

Nhi
(awkward smile) I never did when I was a baby I—

Andre
(interrupt Nhi, looks shocked) You were born like this?

Nhi
(becomes embarrassed) Yes and I used chew my fingers

Oli
Chew?

Nhi
(nod's) and they got bandages put over them or I'd chew them to the bone because you know how babies put everything in their mouth. And I'd put my hand in my mouth because it wasn't any different

Andre
And if you fell down

Nhi
I threw myself down

Oli
Because it didn't hurt?

Nhi
(nod's) I jumped down a whole flight of stairs because that was a
quick way

Andre
And you were alright? (interrupt Oli who was going to say
something, Oli slightly frown's)

Nhi
(sigh's and chuckles) Broke both my legs and once when I went
swimming there were rocks under the water (start's creepily
rambling) and when I came out my legs were pouring blood
because I hadn't felt it an—

Oli
So you can't feel anything?

Nhi
Emotions I feel feelings

Oli
(smile's and chuckles like yeah obviously) But... physical?

Nhi
not pain, no

Andre
(Worried) And why not? (Oli looking slightly annoyed for being interrupted again)

Nhi
Because there's no signal going up to my brain

Andre
From your legs

Nhi
From anywhere to my brain to say there's damage or, it's hurting

Andre
So you never know what hurting is

Nhi
(sad smile *nod's*) So tell me what it's like?

Andre
Uhhh we—

Oli
(interrupts Andre) Hurting is well it's pain, it's like uncomfortable but more, it's something you'd want to move away from but can't, it's an intense sensation, it's hard to ignore it, it's, very—

Nhi
(slightly annoyed) But why would you mind that

Oli
(very matter of factually) Because it hurts. But, sometimes pain's alright if it's not bad like your gums are sore and you keep poking it with your tongue or you might cut your finger and you hardly

notice, (high pitched noise music start's playing) yes if you're doing something exciting, soldiers can lose a leg and not even know it.

Nhi

(Surprised hopeful that Oil will actually answer her question) That's like me

Andre

Yes but they know it afterwards. And bad pain

Nhi

(Slightly annoyed again) Yes but why, what is it?

Oli

(Not sure how to explain grasping for straws) If someone's tortured they give them electric shocks it's unbearable, or if they've got cancer sometimes they want to die. Because my uncle ha-

Nhi

(interrupts getting angry) Yes But I still don't know what it is about pain

Oli

It's just pain

Nhi

(losing hope, angry shout's) But what is it?

PAUSE

Andre

You've been unhappy?

Nhi

Yes?

If someone you love doesn't love you, you thought they loved you
and they don't.

Nhi
(looks like they are thinking of a memory) Yes

Andre
Or you've done something you wish you hadn't done but it's too late
now and you've hurt someone and there's nothing you can do to put
it right.

Nhi
Fade to Nhi looking down then looks up Yes

Andre
Does that help?

Nhi
So it's like being... (chuckles/becomes more happy)... unhappy but,
in your leg?

Oli
But it's also just what it is like red is red and blue is blue

Nhi
But red isn't red, it's waves and it's red to us.

Andre
(shrug's) So there you are, that's what it's like

NHI SIGH'S DEFEATED PAUSE

Oli
Sooo... can I pinch you?

THEY LAUGH AS OLI IS ABOUT TO REACH OVER AND PINCH NHI

THE BELL RINGS

The student's get up, pack up and walk out of the scene.

Idea/ Plan

- The Main Character: Has CIPA which means they cant feel pain because of this they have a different perspective of the world around them and are bullied because of their condition. They are quiet and shy but become very passionate about asking about what pain really is.
- Friend 1 talks about how pain is just pain very talkative but more impatient
- Friend 2: More curious tries to explain what pain is to Main Character
- Exposition/ No Dialogue scene's:

1. Main Character is walking at school then these two guys come up to her and punch her then drag her behind the school and beat her closeup without feeling anything. **Cut on punch to face into darkness fade to her standing outside the door of her house.** She enters her house and goes to the bathroom and looks at herself in the mirror. Washes her face then picks up a mirror and write's PAIN?... puts on a bandage, walks out of the bathroom **we can see her walk out in the reflection of the mirror.**

Cut to the next day. The bullies come up to her again and beat her even harder **closeup of her not feeling anything. But this time instead of looking down she is looking up at the bullies looking sad. Cut on punch to face into darkness fade to her standing outside the door of her house. Backpack is held in her hand, not on her shoulder's this time.** She enters her house and goes to the bathroom and looks at herself in the mirror. Washes her face almost falls but grabs the sink for support then walks out of the bathroom **we can see her walk out in the reflection of the mirror.**

Cut to the next day, same thing happens bullies come but this time we see her drop her books and plead with them not to bully her, the bullies get annoyed and one of the punches her **CUT TO BLACK THEN COME BACK AGAIN TO HER HOLDING HER CHEEK THE LOOKING BACK AT**

BULLIES sound of a heartbeat start's playing and we see fear in her eye she then turns around and run's bully's run after her. **We hear heartbeat get faster and louder as she runs away from them and almost distant sounds of the bullying shouting and running sounds, slamming doors and hallway chatter etc.** Beat down in the bathroom happens and she is on the ground crying.

2. After the beat down in the bathroom Oli, and Andre come and help Nh take her to first aid and take her to the tree, then every day they come to the tree and become more happy.
- Climax:
 1. The Main Character asks friends what pain is and the audience now understands what all the scenes in the exposition mean. **We have flashbacks of the main character throwing themselves down stairs and leg's pouring blood. We also have flashbacks of the character getting rejected or their parents treating them badly when their friend says "Pain is like if someone you love doesn't love you".**At the end of this scene the main character is about to reply to Friend 2's question about "Can I pinch you again?" **But is interrupted by the school bell ringing and they have to leave and go to class.**
 - Resolution/No Dialogue Ending Scenes:
 1. Bullies come back and they square up.
 2. Cut to her at home walking into home again and into the bathroom see her look down and grab a knife out of nowhere and stab the word PAIN?

Character Outlines:

Main Character; Nhi:

The main character in this short film, 'The Child Who Didn't Know Pain', is portrayed as an unmotivated and gloomy character that appears to be mentally isolated from the world. She constantly has a melancholy look on her face and does not seem to care about the world around her. This character is unable to feel physical pain that is/has been inflicted to her body which causes her to have a traumatic past filled with detrimental actions which do not afflict her. This short film shows this character enduring certain violent actions inflicted by some bullies who attend the same school. She eventually tries to take action against the torment but fails and stumbles upon two people trying to help her. They gradually become friends and she explains her situation to them to which they try to help her overcome. This

character is important to the short film as the film shows her character development through the story; She starts off as an inattentive, negligent person who refuses to care about her health who develops into a more strong and mentally healthy person as she obtains friends.

Friends; Oilver, Andre:

The two side characters in this short film 'The Child Who Didn't Know Pain' are portrayed as supportive, friendly, caring and nurturing friends who are introduced into the film when the main character was in need of them most. The purpose of these two characters is to help boost the main character's confidence and mental health which assists the character development across the storyline. They help her after she gets abused by the bullies and stand up for her when they try to attack her again; They give a positive outlook in a negative film and twist the main character's point of view on the world.

Bullies; Extras:

The bullies are controversially the most important characters in this short film ' The Child Who Didn't Know Pain', as they gave the main character a problem and a sense of fear to overcome. The purpose of these characters in this film is to give the main character a challenge and to spark a friendship between the storyline. They maintain a similar identity throughout the whole film with the role of negative characters.

Psychological Drama common Techniques and Storylines and how we will use them in our film.

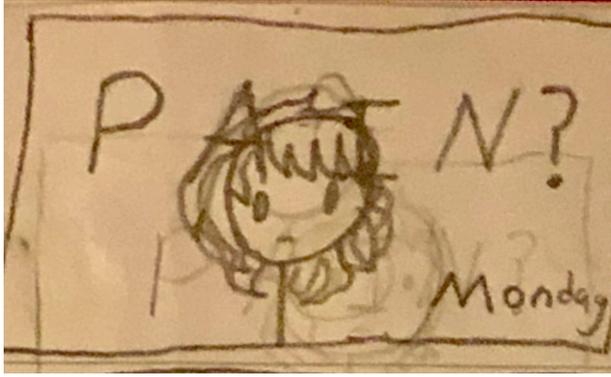
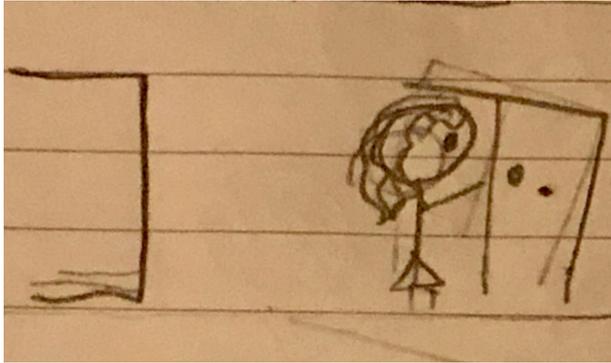
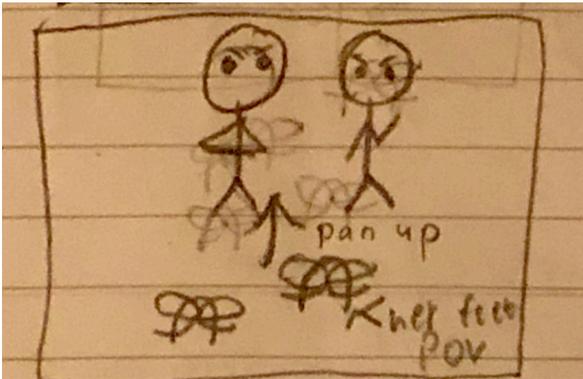
Technique	How they are used in other Psychological Drama Films	How they are going to be used in our Psychological Drama Film
Lighting	In most psychological drama films they use low key lighting to emphasise the shadow's and darkness which add tension to the scene and represent the inner mental turmoil in the character or characters.	In our Psychological Drama film we will use a mix of low key lighting and Practical lighting. In indoor scenes mostly at night time we will use low key lighting to create an eerie feel to each scene. Most of our other scenes will be outside and because it is difficult to use the light's we have outside, we will just be using the light from the sun and a few torches and phone light's for our other outdoor scenes.

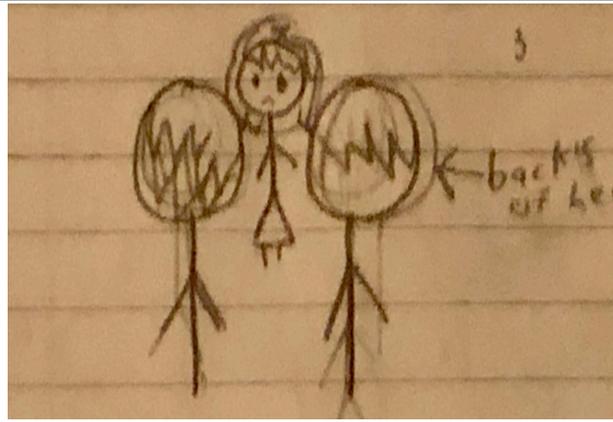
<p>Storylines</p>	<p>Psychological drama stories unlike other psychological fiction genres such as psychological thriller and sci-fi/dystopian stories. Psychological drama focuses on one character's mental conflict and their perception of the world around them. In Psychological drama's the characters or character also rarely becomes a psychopath and kill's others. Instead Psychological drama's film stories are very emotionally driven by the main character's action's and tend to portray real life situations.</p>	<p>The storyline of our film follows the common storyline of a Psychological Drama which means it is about a character's mental conflict and their struggles navigating the world and them and diving into despair or being saved.</p>
<p>Sound/Music</p>	<p>Eerie and tense music and sounds are mostly used in psychological drama's to build tension, shock the audience or make them uncomfortable. Also happy or very bright feeling music is also used in some Psychological drama films which slowly twists and becomes more sinister as the character or characters start losing themselves.</p>	<p>In our Psychological Drama we hope to use a single theme music that sounds bright and happy at the beginning of the film until it twists into a disturbing and sinister theme music. We also hope to enhance non diegetic sounds like how other Psychological dramas do, specifically our main character's beating heart which gets faster as they run from their bullies or have a mental episode.</p>
<p>Mise En Scene and props</p>	<p>Most Psychological drama's are set in modern and urban settings like houses right next to creepy forests or dark dangerous river's or a school. Most common props in Psychological dramas are mirror's which</p>	<p>Our Film will be set in a modern school in the suburbs where the main character is tormented by bullies and their home where they have mental episodes. Since this is not a Psychological thriller their will be no murder</p>

	<p>shift and change highlighting the character's descent into madness.</p>	<p>scenes but the characters deteriorating mental state will be portrayed through their increasing nervousness and use of a mirror</p>
<p>Camera movement/position</p>	<p>In Psychological Drama film's Quick camera movements and low/ high camera angles are used to heighten tension and make the film feel fast paced and help make the audience feel the fear or emotions the character is feeling. Those fast camera movements are mostly used when the character is running away from someone or when they are hurriedly packing for example. Low and high camera angles are also used to highlight who has the power and who does not in many scenes.</p>	<p>In our running scene which is where the main character is running away from the bullies a combination of quick cut's and low and high camera angles will be used to convey the fear the main character is feeling and the heighten the tension of the scene which will make the audience more invested in the film and interested in understanding why and how this is happening.</p>
<p>Editing techniques</p>	<p>In Psychological drama film's some editing techniques commonly used are Flashbacks and Montages. These editing techniques are used to enhance the story and help a scene feel face-paced or give the audience insight into something that has happened to the character's to make them how they are now.</p>	<p>In our Psychological drama films we will have a repeating montage of our main character being bullied each day, and them having a mental episode after the attacks. In some parts of our script the main character talks about all the horrible things that have happened to them because they can not feel pain. When the main character says these things we will have flashbacks of when these events would happen. To make this scene where they are only talking more interesting to watch.</p>

Storyboard

Title comes out of the darkness and fades from the black theme music stop's playing and then it fades into a door then the school bell start's ringing.

STORYBOARD	
Shot #1	Shot #2
	
<p>Shot type: Medium Closeup Shot Cuts/transition: Fade from black to this shot and quick cut to the next shot</p> <p>Camera angle: Low angle Time/duration: 5-10 seconds</p> <p>Location: Nhi's House bathroom Mirror Sound: Only diegetic sounds</p> <p>Dialogue or Other Info: Nhi walks into the bathroom (we can see her in the reflection of the mirror) and looks at herself in the mirror she picks up a pen and writes Pain? In the mirror. Bottom right of the screen say's Monday</p>	<p>Shot type: Medium Shot Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School Long corridor door Sound: School Bell rings</p> <p>Dialogue or Other Info: Nhi walks out of the door stop's look around then past the camera.</p>
Shot #3	Shot #4
	
<p>Shot type: Side view Full Body Shot Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School Just Outside Canteen Sound: Buzzing/high pitched sound starts</p> <p>Dialogue or Other Info: Nhi walks from long corridor to canteen opens door and walks into the canteen</p>	<p>Shot type: POV Medium Shot Cuts/transition: Quick Cut</p> <p>Camera angle: High angle Time/duration: 5-10 seconds</p> <p>Location: In School Canteen Sound: Buzzing/high pitched sound continues</p> <p>Dialogue or Other Info: We see Nhi's feet walking then she stops and camera looks up we see bullies standing in front of Nhi</p>
Shot #5	Shot #6



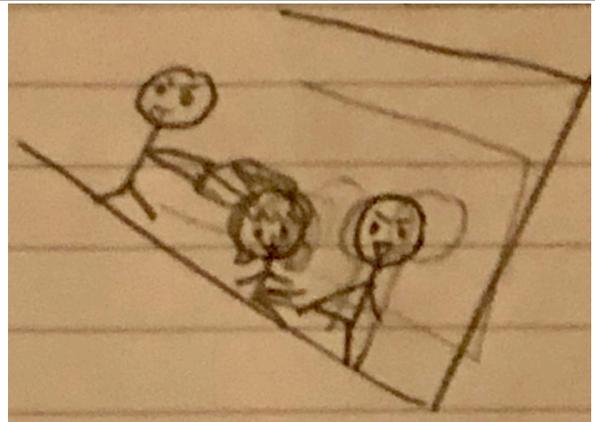
Shot type: Medium Framing Shot of Nhi and Bullies
 Cuts/transition: Quick Cut

Camera angle: High angle Time/duration: 5-10 seconds

Location: School Inside Canteen Sound: Buzzing/high pitched sound stop's

Dialogue or Other Info: **Nhi looks at bullied sadness quickly turning to an emotionless while looking at bullies**

Shot #7



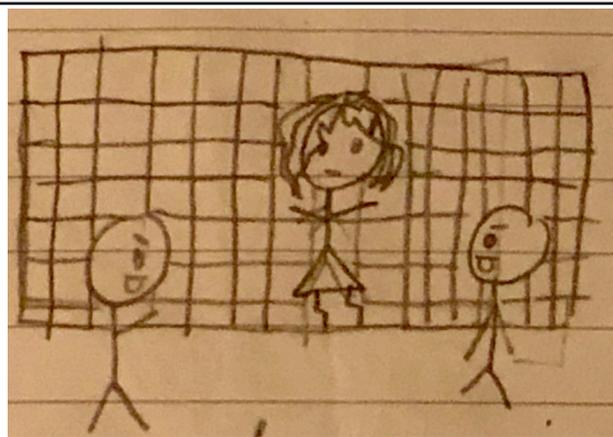
Shot type: Medium Long Shot of them dragging her down the S Block Corridor
 Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: School S Block corridor Sound: **Distant not hearable shouting and diegetic sounds of pushing etc starts**

Dialogue or Other Info: **Nhi is dragged by her hair down the S Block Corridor.**

Shot #8



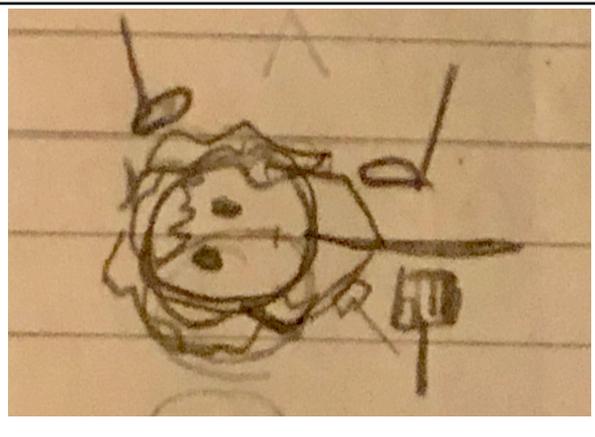
Shot type: Medium Long Shot at corner of middle S Block
 Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 5-10 seconds

Location: School Middle of S Block Area Sound: **Distant not hearable shouting and diegetic sounds of pushing etc continues**

Dialogue or Other Info: **Nhi Gets pushed into a scene at the wall Bullies walk in She starts slipping down but stop's herself, bullies come in kick the legs from under her and then she falls to her knees and the other one kicks her in the stomach and she falls to the ground.**

Shot #9



Shot type: **Medium Closeup of Nhi's face as she is punched and hit feeling emotionless**

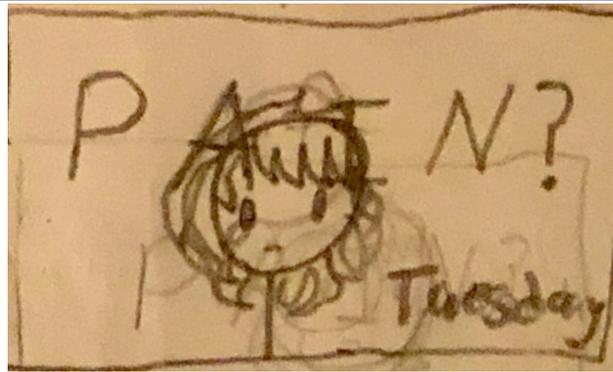
Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 5-10 seconds

Location: School Middle of S Block Sound: **Distant not hearable shouting and diegetic sounds of pushing etc continues**

Dialogue or Other Info: **We see her face feeling no emotions lying on her side she is on the ground being kicked and punched in the stomach and face but she block a kick to the face so the bullies pick her up and put her on her back step over her and reach down and punch her**

Shot #10



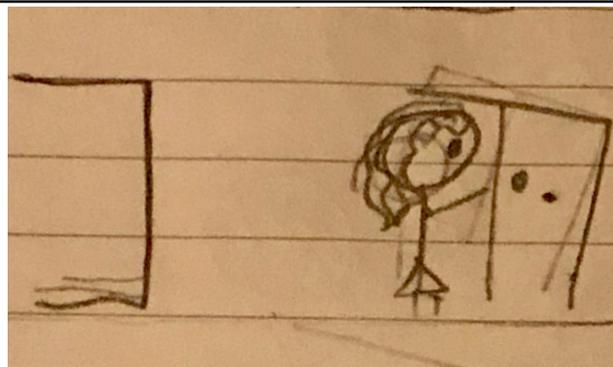
Shot type: Medium Closeup Shot Cuts/transition: Quick Cut
 Camera angle: Low angle Time/duration: 5-10 seconds
 Location: Nhi's House bathroom Mirror Sound: **Only diegetic sounds**
 Dialogue or Other Info: **Bottom right of the screen say's Tuesday** Nhi Looks at herself and examines her bruise's stairs at the word pain then cuts.

Shot #11



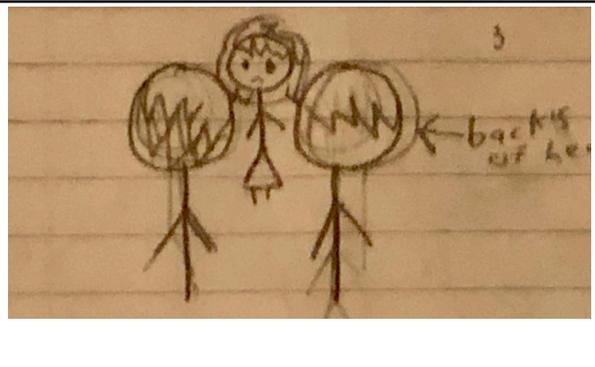
Shot type: Medium Shot Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 5-10 seconds
 Location: School Long corridor door Sound: **School Bell rings**
 Dialogue or Other Info: **Nhi walks out of the door stop's look around then past the camera.**

Shot #12



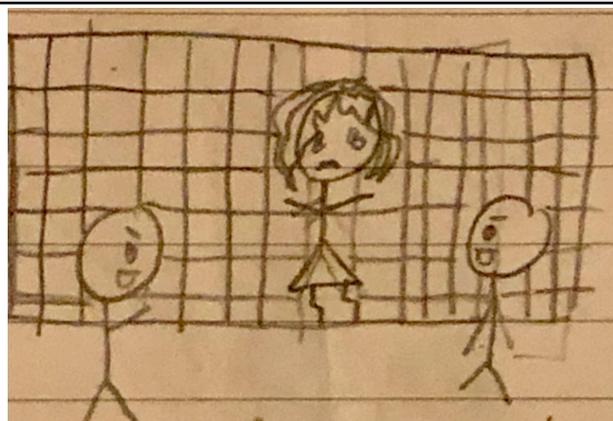
Shot type: Full Body Shot Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 5-10 seconds
 Location: School Just Outside Canteen Sound: **Buzzing/high pitched sound starts**
 Dialogue or Other Info: **Nhi walks from long corridor to canteen opens door and walks into the canteen slightly limping**

Shot #13



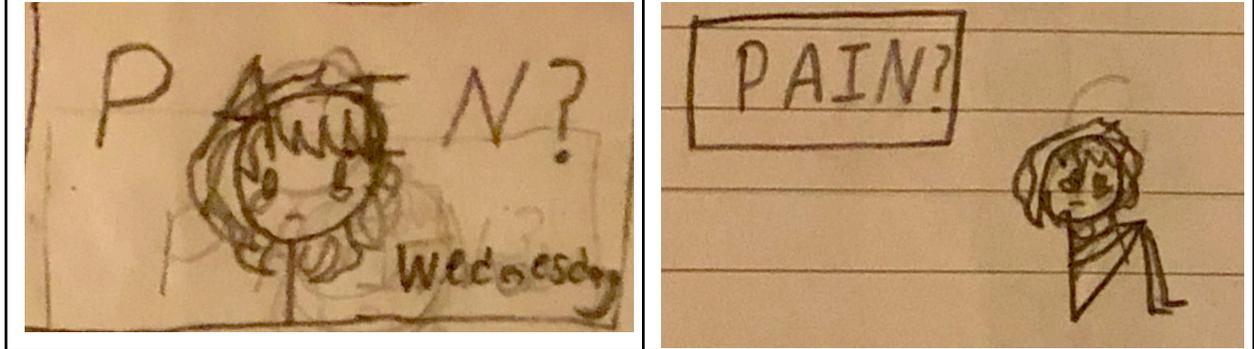
Shot type: Medium Framing Shot of Nhi and Bullies
 Cuts/transition: Quick Cut
 Camera angle: High angle Time/duration: 5-10 seconds
 Location: School Inside Canteen Sound: Buzzing/high pitched sound stop's
 Dialogue or Other Info: **Nhi looks at bully's sadness and little tears forming in her eye's goes to say something but stops**

Shot #14



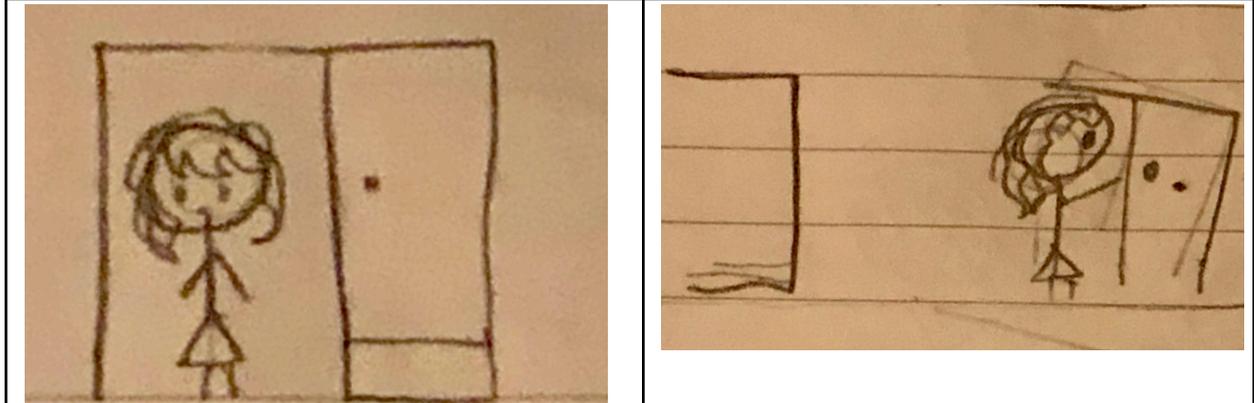
<p>Shot type: Medium Long Shot at corner of middle S Block Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School Middle of S Block Sound: Heartbeat of Nhi start's playing and distant diegetic shouting sounds start playing</p> <p>Dialogue or Other Info: Nhi Gets pushed into a scene at the wall Bullies wall She tries to stop herself but slips to the ground Bullies laugh and point DON'T FORGET TO SWITCH BULLIES SIDES AND ROLES She falls to her knees and the other one kicks her in the stomach and she falls to the ground.</p>	<p>Shot type: Medium Closeup of Nhi's face as she is punched and hit slight tear in her eyes and she keeps moving her hand's trying to cover her head and body</p> <p>Cuts/transition: QUick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School Middle of S Block Sound: Heartbeat gets really loud Distant not hearable shouting and diegetic sounds of pushing etc starts fading</p> <p>Dialogue or Other Info: We see her lying on her side she is on the ground being kicked and punched in the stomach and face slight tear in her eyes and she keeps moving her hand's trying to cover her head and body but she block's a kick to the face so the bullies picker her up and put her on her back step over her and reach down and punch her</p>
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Shot #15	Shot #16
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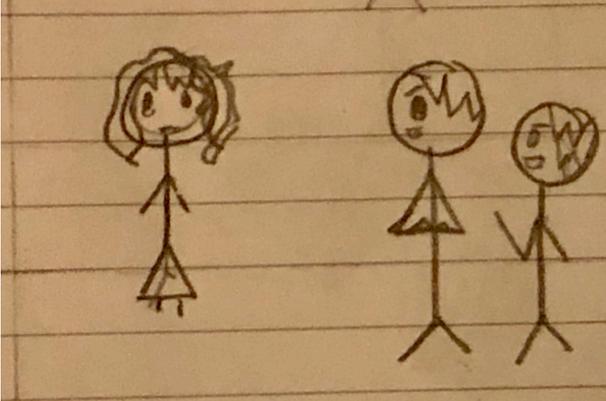
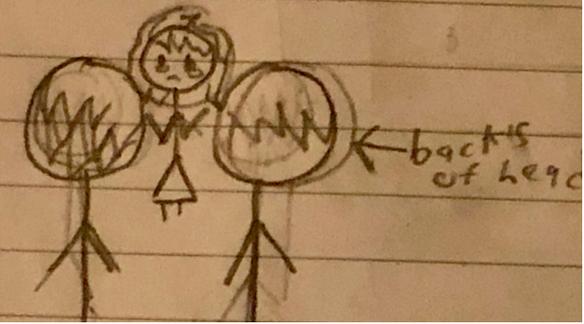
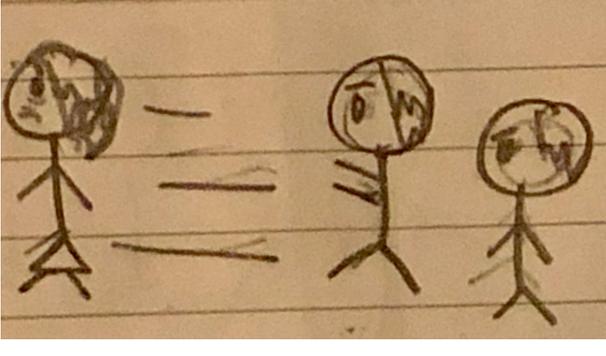
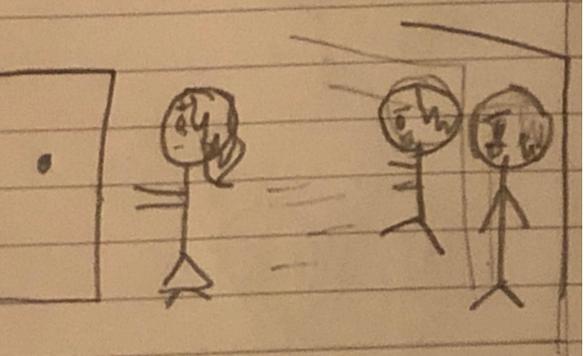


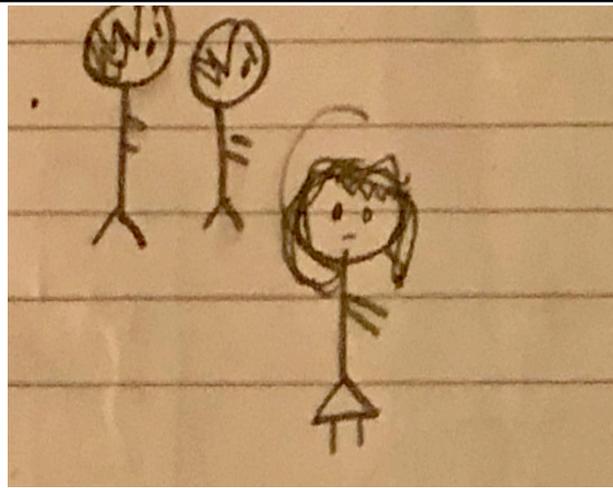
<p>Shot type: Medium Closeup Shot Cuts/transition: Quick Cut</p> <p>Camera angle: Low angle Time/duration: 5-10 seconds</p> <p>Location: Nhi's House bathroom Mirror Sound: Only diegetic sounds until she stares at mirror and heartbeat sound start's playing</p> <p>Dialogue or Other Info: Bottom right of the screen say's Wednesday Nhi Looks at herself and examines her bruises. She stares at the word pain then turns around to leave but we see her stumble in the mirror cut.</p>	<p>Shot type: Full Body Side view Shot Cuts/transition: Quick Cut</p> <p>Camera angle: High Angle Time/duration: 5-10 seconds</p> <p>Location: Nhi's House bathroom Sound: Heartbeat sound continues playing and becomes very loud.</p> <p>Dialogue or Other Info: We see Nhi stumble almost fall, catch herself on her legs then slowly come down onto her knees and into a ball rocking back and forth. Slowly tears coming down her face</p>
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Shot #17	Shot #18
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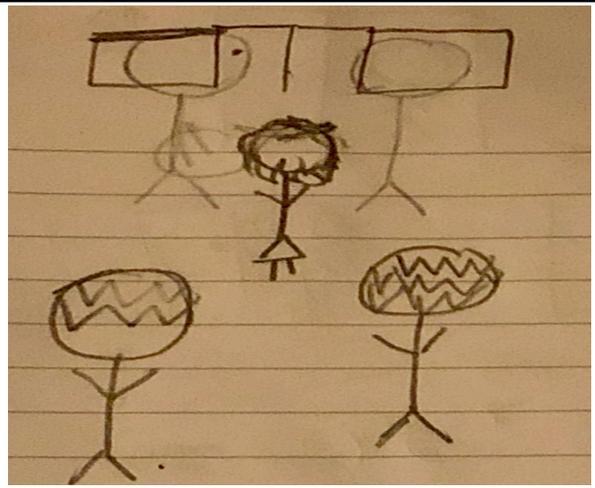
<p>Shot type: Medium Shot Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School Long corridor door Sound: School Bell rings</p>	<p>Shot type: Full Body Shot Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School Just Outside Canteen Sound: Heartbeat sound start's</p>
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<p>Dialogue or Other Info: Nhi walks out of the door stop's look around then past the camera. Worse bruises on her face eye's red</p>	<p>Dialogue or Other Info: Nhi walks from long corridor to canteen opens door and walks into the canteen clutching belly looking very tired and stressed</p>
<p>Shot #19</p>	<p>Shot #20</p>
	
<p>Shot type: Side View Medium Long Shot of Nhi and bullies Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School inside Canteen Sound: Heartbeat sounds continues getting louder</p> <p>Dialogue or Other Info: Bullies cross their arms as Nhi enters's and She looks at them defeated.</p>	<p>Shot type: Medium Framing Shot of Nhi and Bullies Cuts/transition: Quick CUT</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: Inside School Canteen Sound: Heartbeat sound gets really loud</p> <p>Dialogue or Other Info: Nhi Looks at the bullies and finally says something pleading with them to stop bullies laughing and shake their heads then Nhi turns around and run's bullies.</p>
<p>Shot #21</p>	<p>Shot #21</p>
	
<p>Shot type: Side View Medium Long Shot of Nhi and bullies Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School inside Canteen Sound: Heartbeat sounds is really loud and turns into chase song</p> <p>Dialogue or Other Info: Nhi drop's her bag and runs out of canteen Bullies following her</p>	<p>Shot type: Side view Medium Long shot Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School Just Outside Canteen Sound: Heartbeat sound fade's and chase intense music begin's</p> <p>Dialogue or Other Info: Nhi runs out of the canteen and into the corridor the bullies right behind her</p>
<p>Shot #23</p>	<p>Shot #4</p>



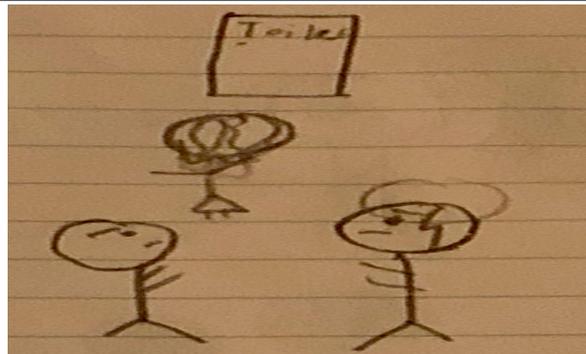
Shot type: **Long Shot** Cuts/transition: Quick Cut
 Camera angle: Low angle Time/duration: 10-15 seconds
 Location: Long corridor School Sound: **Intense chase music continues**
 Dialogue or Other Info: **Nhi run's down the corridor bullies behind her cut when Nhi passes the camera**

Shot #25



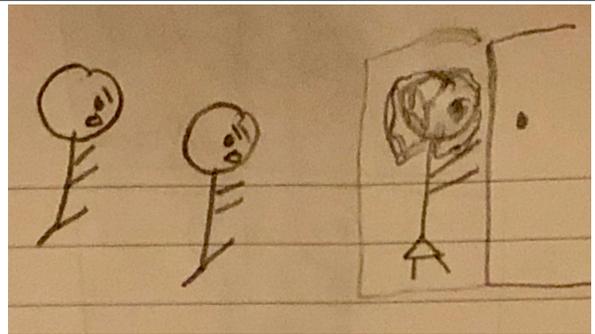
Shot type: **Long Shot** Cuts/transition: Quick Cut
 Camera angle: High angle Time/duration: 10-15 seconds
 Location: Long corridor School Sound: **Intense chase music continues**
 Dialogue or Other Info: Nhi run's into scene down the corridor to the door's

Shot #26



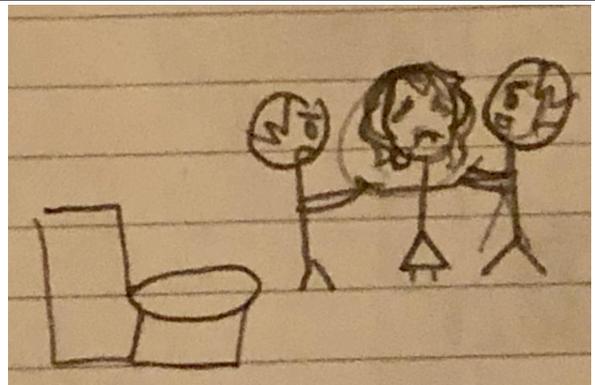
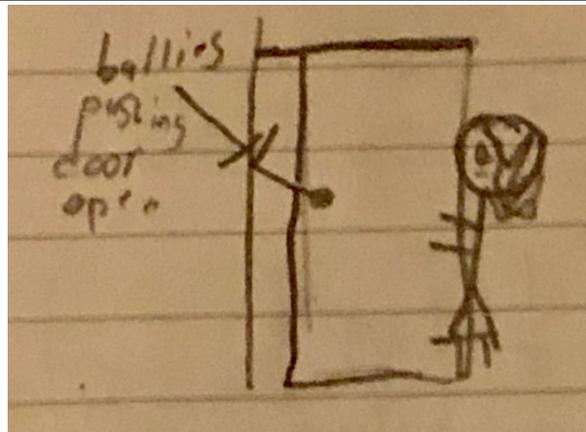
Shot type: Medium Long Shot Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: Long corridor School Sound: **Intense chase music continues**
 Dialogue or Other Info: **Nhi and bullies run's to the door**

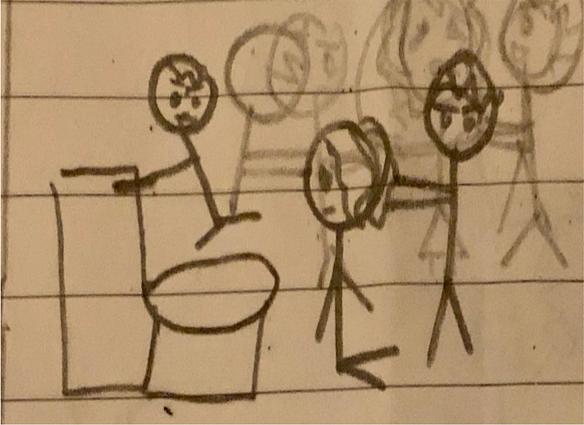
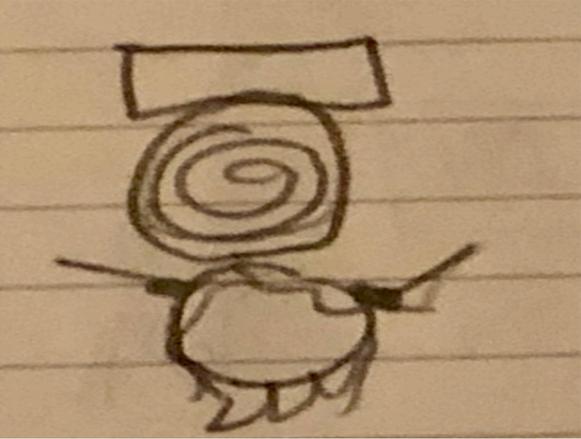
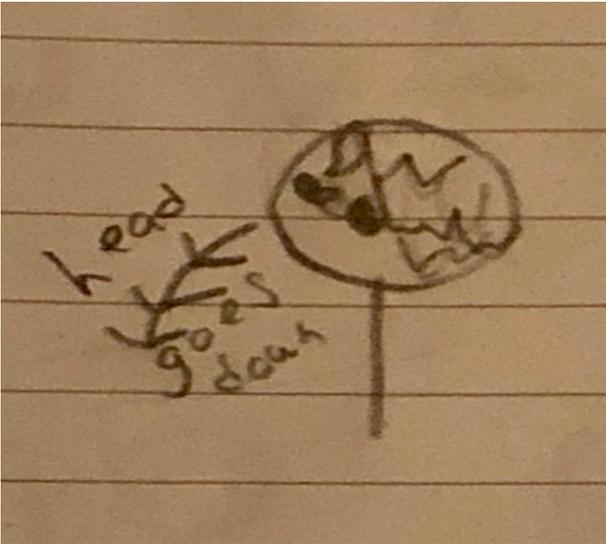
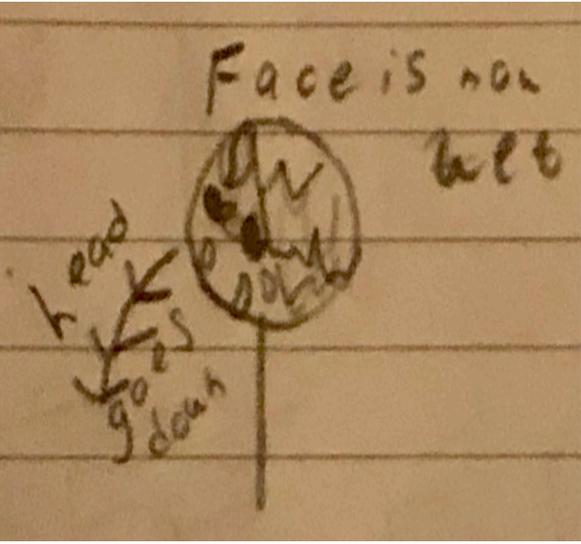
Shot #27

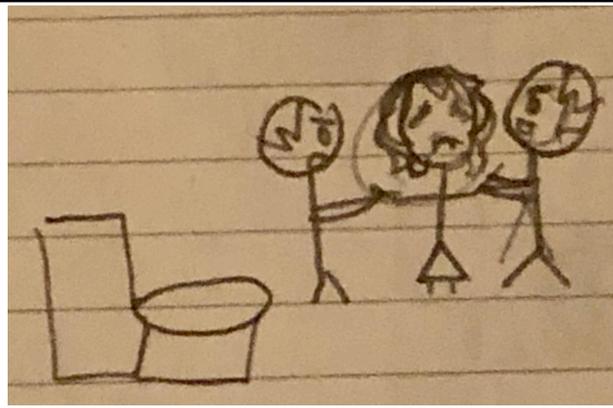


Shot type: Side View Medium Long Shot Cuts/transition:
 Camera angle: Eye Level Time/duration: 10 seconds
 Location: **School Just before Toilet's** Sound: **Intense chase music continues**
 Dialogue or Other Info: **Nhi run's into the toilet door and tries to close it behind her bullies push against it.**

Shot #28



<p>Shot type: Medium Long Shot Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: Scholl Toilet Bathroom Sound:intense chase music continues</p> <p>Dialogue or Other Info: Nhi enter's the toilet tries to slam it behind her bullies push it openNhi stumbles back the rush in grab her</p>	<p>Shot type: Side view Medium Long Shot Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 5-10 seconds</p> <p>Location: School Toilet Bathroom Sound:Intense chase music continues</p> <p>Dialogue or Other Info: Bullies drag Nhi to the toilet's and push her to her knees, she fights against them.</p>
<p>Shot #29</p>	<p>Shot #30</p>
	
<p>Shot type: Medium shot Cuts/transition: Quick Cut</p> <p>Camera angle: Low angle Time/duration: 5-10 seconds</p> <p>Location: School Toilet Bathroom Sound:Intense chase music continues</p> <p>Dialogue or Other Info: Bullies pushes Nhi to her knees and press the toilet button holding her down</p>	<p>Shot type: Medium Overhead Shot Cuts/transition: Quick Cut</p> <p>Camera angle: High angle Time/duration: 5-10 seconds</p> <p>Location: School Toilet Bathroom Sound:Intense chase music continues</p> <p>Dialogue or Other Info: We see Nhi's head being pushed Down as the toilet swirls and she fights back.</p>
<p>Shot #31</p>	<p>Shot #32</p>
	
<p>Shot type: Closeup Shot Cuts/transition:</p> <p>Camera angle: Low angle Time/duration: 3-5 seconds</p> <p>Location: School Toilet Bathroom Sound:Intense chase music starts to fade and heartbeat starts</p> <p>Dialogue or Other Info: Nhi's head is pushed down past the camera and held down</p>	<p>Shot type: Closeup Shot Cuts/transition:</p> <p>Camera angle: Low angle Time/duration: 3-5 seconds</p> <p>Location: School Toilet Bathroom Sound: Heartbeat start's playing</p> <p>Dialogue or Other Info: Nhi's head is brought up and she has water on her face then a hand of the bulles pushes her to the side</p>
<p>Shot #33</p>	<p>Shot #34</p>

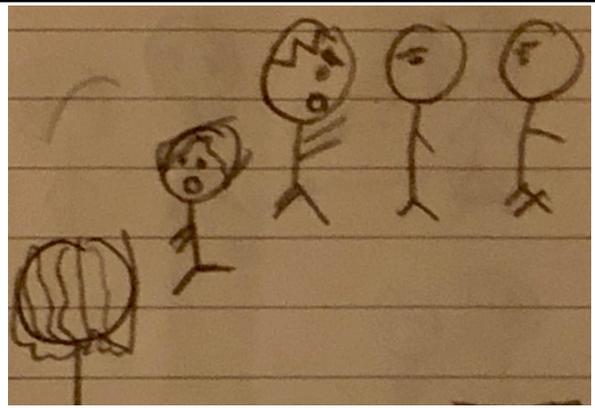


Shot type: Side view Medium Long Shot Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 5-10 seconds

Location: School Toilet Bathroom Sound: **Heartbeat continue playing**

Dialogue or Other Info: Bullies stand back up push Nhi to the ground then laugh and point and come up to beat her again



Shot type: Nhi Right Over the Shoulder shot looking up at bullies Cuts/transition: Quick Cut

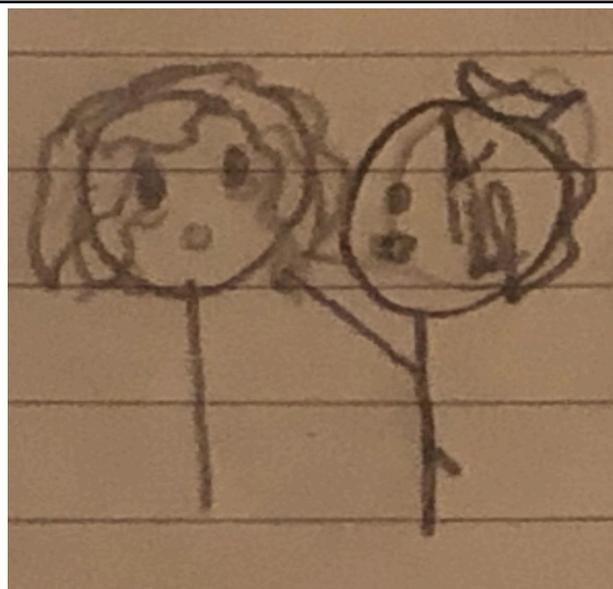
Camera angle: Low angle Time/duration: 5-10 seconds

Location: School Toilet Bathroom Sound: **Intense chase music continues**

Dialogue or Other Info: **Bullies laugh and wind up a punch then Andre and Oli suddenly run in Andre pushes the bully who was going to push out of the way and Oli pushes the other one Oli shout at them to get out and pushes them out Andre comes down and asks Andre are you okay **Slow Motion****

Shot #35

Shot #36

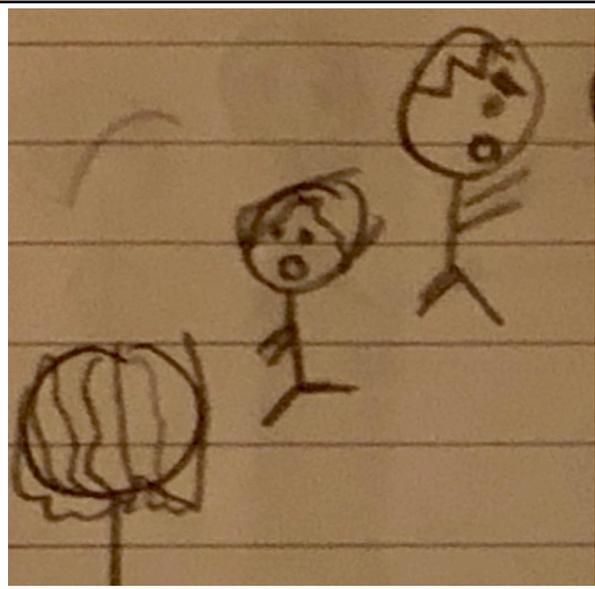


Shot type: Medium Shot Cuts/transition: Quick Cut

Camera angle: High angle Time/duration: 5-10 seconds

Location: School Toilet Bathroom Sound: Heartbeat continues playing

Dialogue or Other Info: **Nhi look's up at them as Andre comes down and crouches next to Nhi**



Shot type: Nhi Over the Shoulder shot looking up at bullies Cuts/transition: Quick Cut

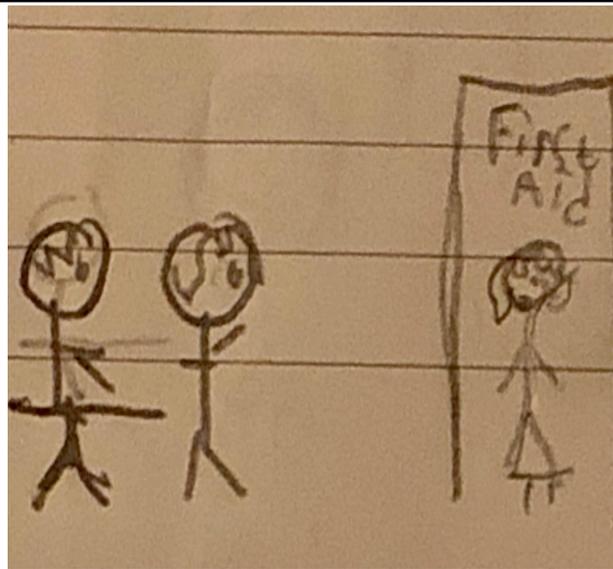
Camera angle: Low angle Time/duration: 5-10 seconds

Location: School Toilet Bathroom Sound: Heartbeat continues playing

Dialogue or Other Info: **Bullies leave scene and Oli turns around and goes to Nhi**

Shot #37

Shot #38



Shot type: **Medium Long Shot** Cuts/transition: **Fade from darkness into this scene** Quick Cut

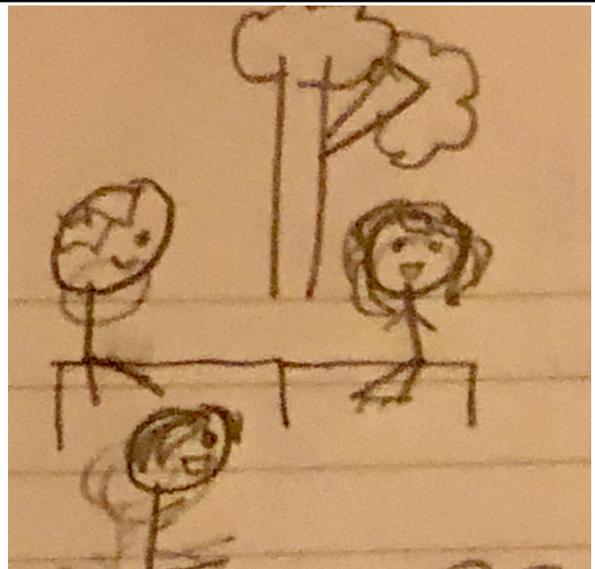
Camera angle: Eye Level Time/duration: 5-10 seconds

Location: **Door that says First Aid on it and Andre and Oli waiting outside**

Sound: Heartbeat Stops playing Fade faraway talking start's playing

Dialogue or Other Info: **After A little bit Nhi walk's out and close the door behind her and Oli and Andre stand up talk to her**

Shot #39



Shot type: **Medium Long Shot** Cuts/transition: **Quick Cut go to black screen hear noises of a video going in reverse**

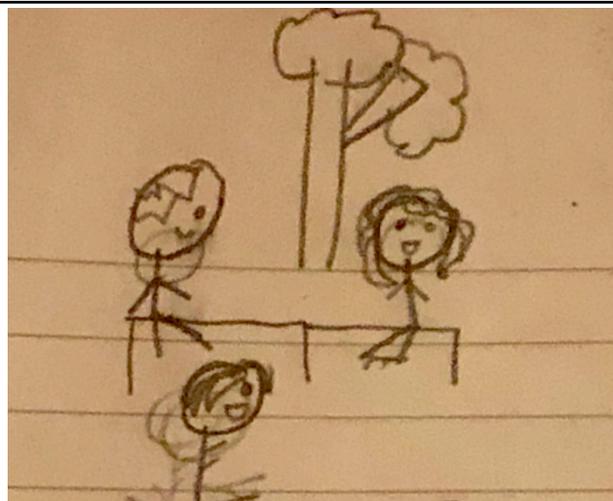
Camera angle: Eye Level Time/duration: 5-10 seconds

Location: **Outside at tree Area**

Sound: Fade faraway talking continue playing high pitched ringing play's

Dialogue or Other Info: **Andre and Oli walk into screen from right Oli and Andre call Nhi to come Andre sit on ground and Oli sit on seat pointing to wear Nhi should sit. Then they start talking and suddenly it turns to black**

Shot #40



Shot type: **Medium Long Shot** Cuts/transition: Quick Cut

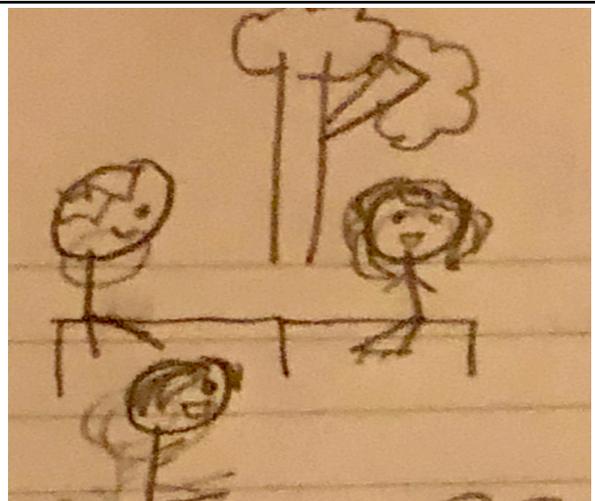
Camera angle: Eye Level Time/duration: 5-10 seconds

Location: **Outside at tree Area**

Sound: Bittersweet music start's playing

Dialogue or Other Info: **Tree scene is shown Text at bottom right say's Thursday then Andre walks into scene talking to Oli and Nhi who is behind them Nhi also start talking and they all laugh and sit down**

Shot #41



Shot type: **Medium Long Shot** Cuts/transition: Quick Cut

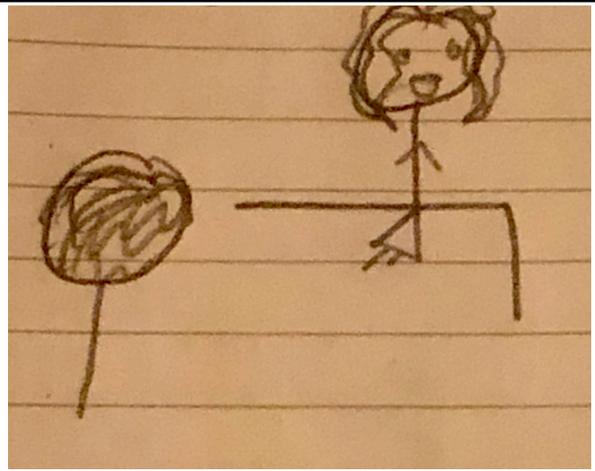
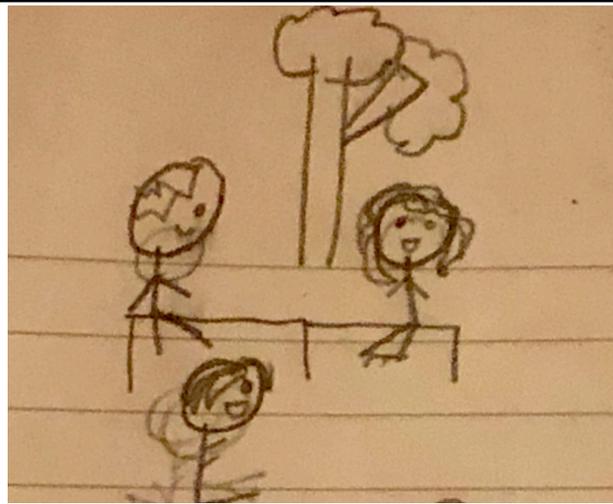
Camera angle: Eye Level Time/duration: 5-10 seconds

Location: **Outside at tree Area**

Sound: Bittersweet music start's playing

Dialogue or Other Info: **Tree scene is shown Text at bottom right say's Friday then Andre and Oli walk into scene talking again Nhi is more happy talking more they all take their seats.**

Shot #42

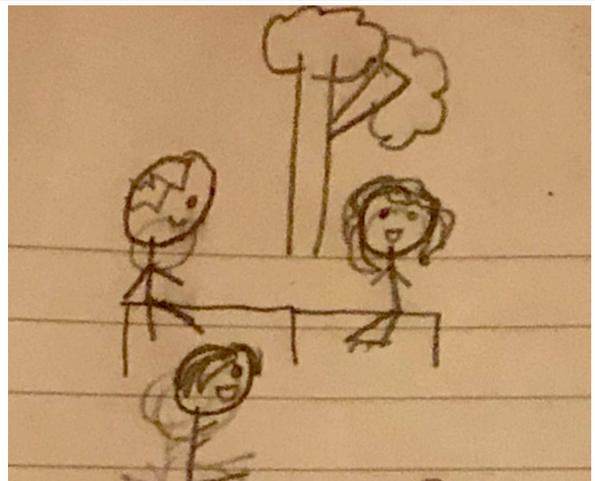
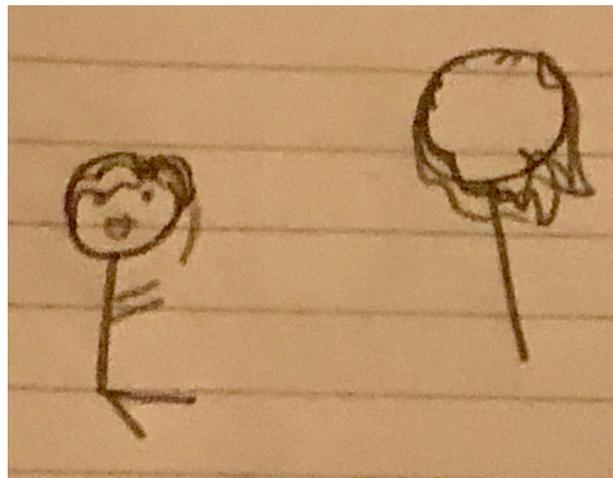


Shot type: **Medium Long Shot** Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 5-10 seconds
 Location: **Outside at tree Area**
 Sound: Bittersweet music fade's out
 Dialogue or Other Info: Tree scene is shown **Text at bottom right say's Monday THIS TIME THEY ARE ALREADY SITTING DOWN AT TALKING**

Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info: **Nhi: But What is it?**

Shot #43

Shot #44

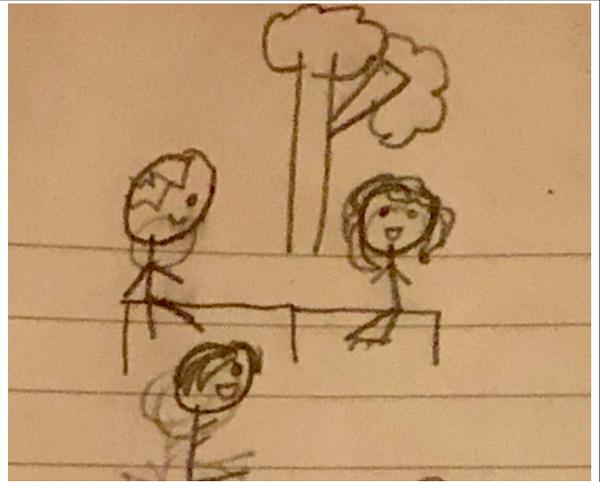
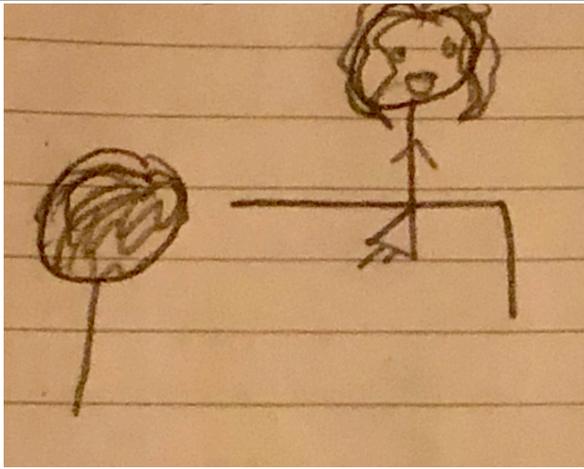


Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info: **Andre: Pain is pain it's just**

Shot type: **Medium Long Shot** Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 5-10 seconds
 Location: **Outside at tree Area**
 Sound: Only Diegetic sounds
 Dialogue or Other Info: **Andre: If I Pinch (reaches over pinches Oli)
 Oli: Ahh Get off
 Andre: But if I Pinch you
 Andre: (pinches Nhi) Nothing?**

Shot #45

Shot #46

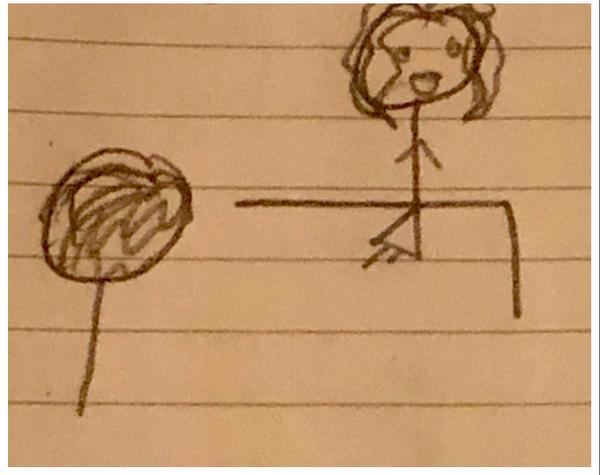
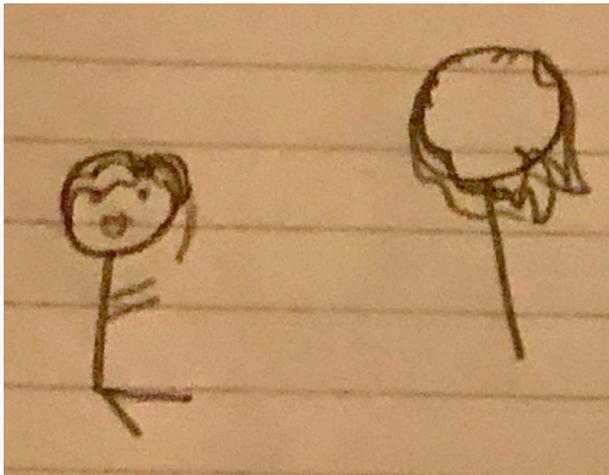


Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi: Nothing At all

Shot type: **Medium Long Shot** Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 5-10 seconds
 Location: **Outside at tree Area**
 Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi: But Stop because I get bruises

Shot #47

Shot #48

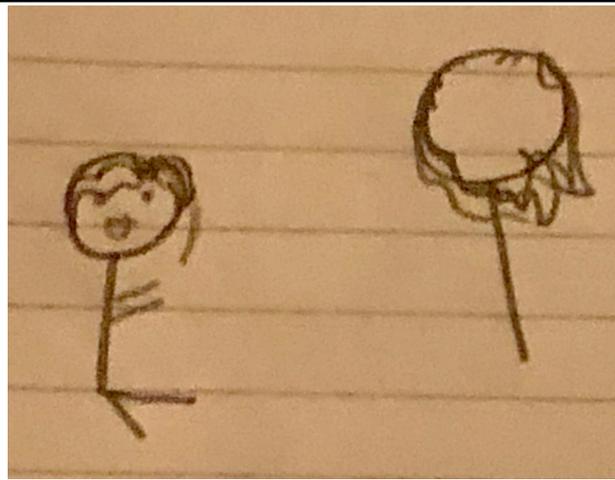


Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Andre: How come you don't uhh--

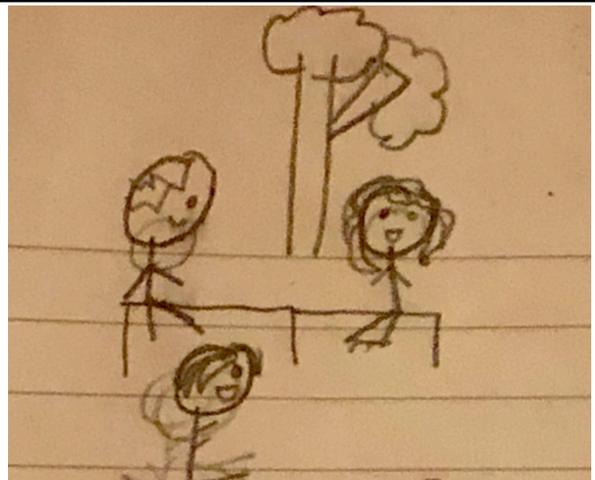
Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi: I never did when I was a baby I--

Shot #49

Shot #50



Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Andre: You were born like this



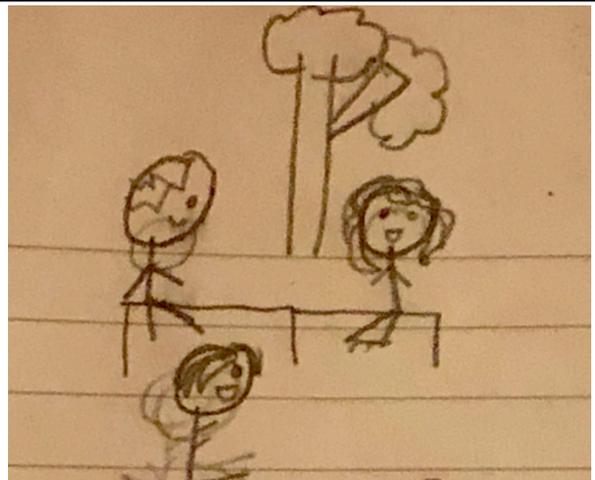
Shot type: **Medium Long Shot** Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 5-10 seconds
 Location: **Outside at tree Area**
 Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi: Yes and I used to chew my fingers.

Shot #51

Shot #52



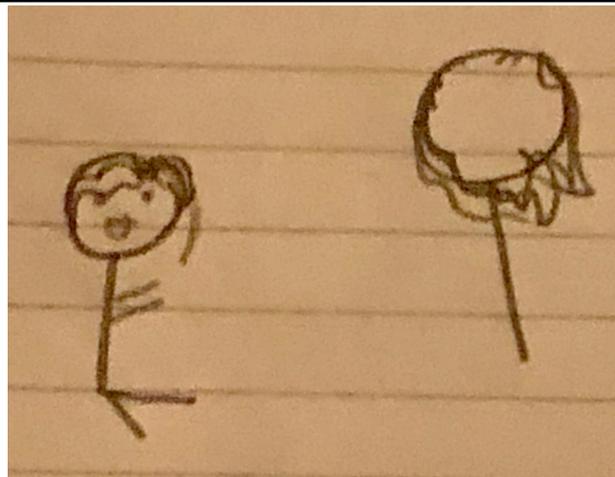
Shot type: **Medium Long Shot** Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 5-10 seconds
 Location: **Outside at tree Area**
 Sound: Only Diegetic sounds
 Dialogue or Other Info:
Oli: Chew?



Shot type: **Medium Long Shot** Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 5-10 seconds
 Location: **Outside at tree Area**
 Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi (nod's): and they got bandages put over them or I'd chew them to the bone because you know how babies put everything in their mouth. And I'd put my hand in my mouth because it wasn't any different

Shot #53

Shot #54



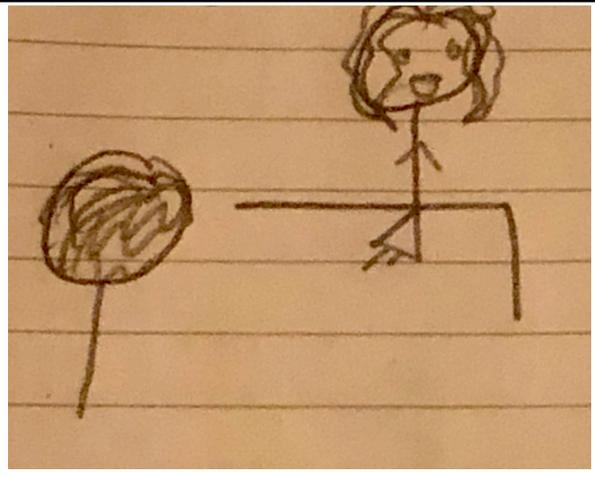
Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**
Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:
Andre: And if you fell down?

Shot #55



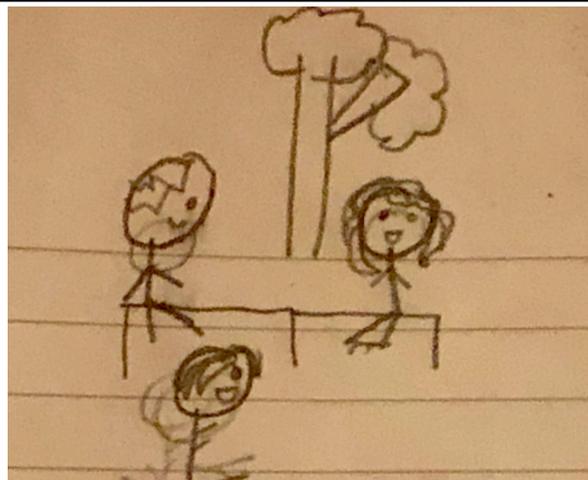
Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:
Nhi: I threw myself down

Shot #56



Shot type: **Medium Long Shot** Cuts/transition: Quick Cut

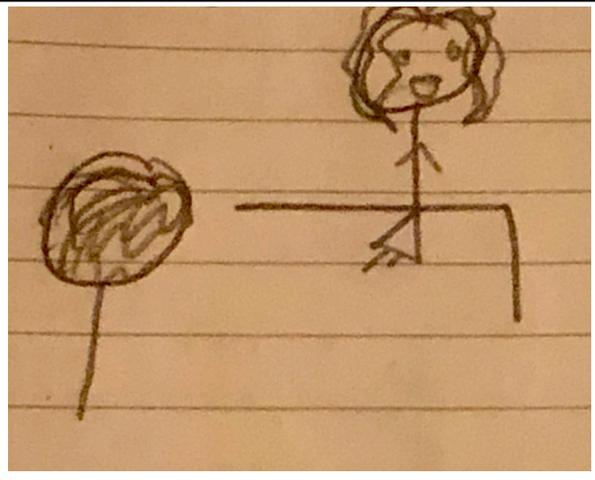
Camera angle: Eye Level Time/duration: 5-10 seconds

Location: **Outside at tree Area**

Sound: Only Diegetic sounds

Dialogue or Other Info:
Oli: Because it didn't hurt?
Nhi: Nod's

Shot #57



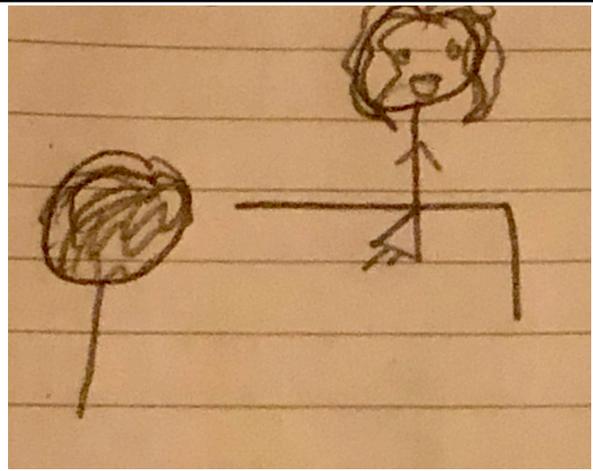
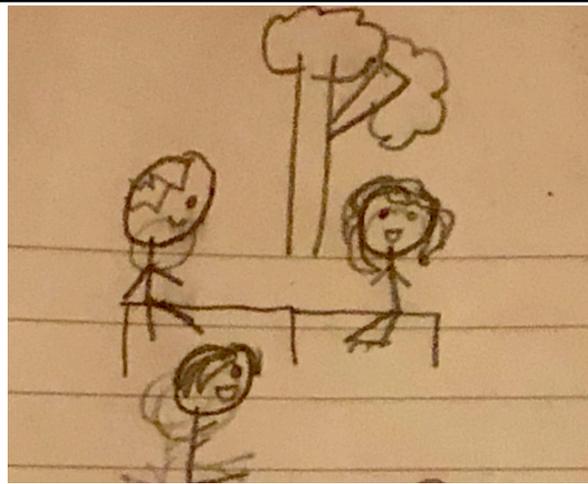
Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:
I jumped down a whole flight of stairs because that was a quick way

Shot #58



Shot type: **Medium Long Shot**

Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:

Andre: And you were alright?

Nhi: (sigh's and chuckles script becomes less happy) Broke both my leg's

Shot type: **Over The Shoulder Shot Andre's Right Shoulder**

Cuts/transition: Quick Cut

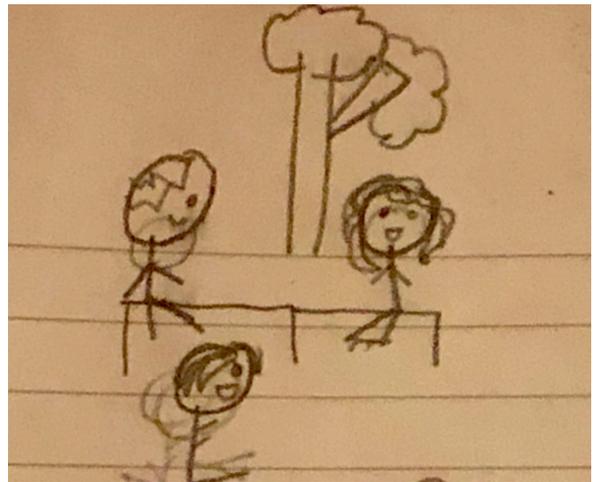
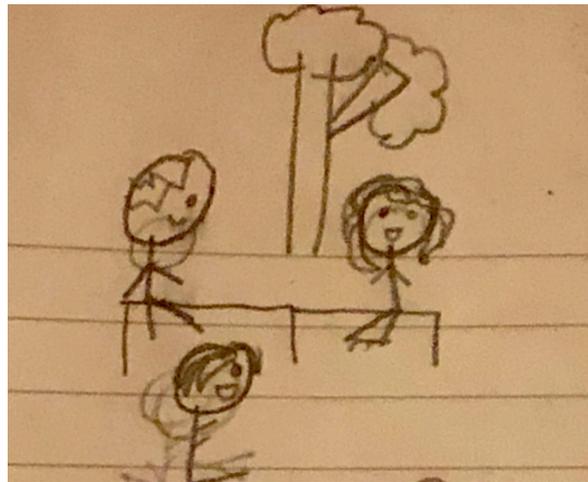
Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:

Nhi: and once when I went swimming there were rocks under the water (start's creepily rambling) and when I came out my legs were pouring blood because I hadn't felt it an—

Shot #59



Shot type: **Medium Long Shot**

Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:

Oli: So you can't feel anything?

Shot #61

Shot type: **Medium Long Shot**

Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

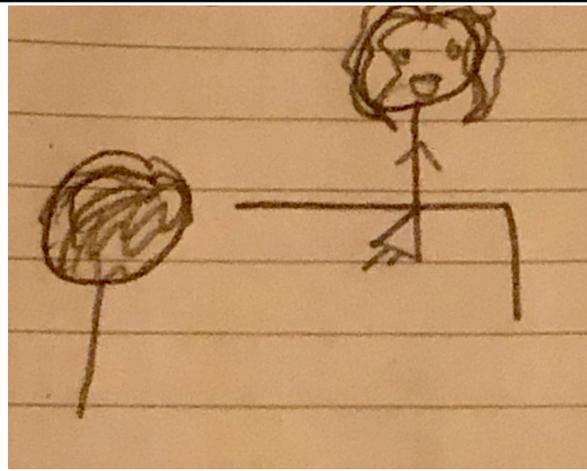
Dialogue or Other Info:

Nih: Emotions I feel feelings

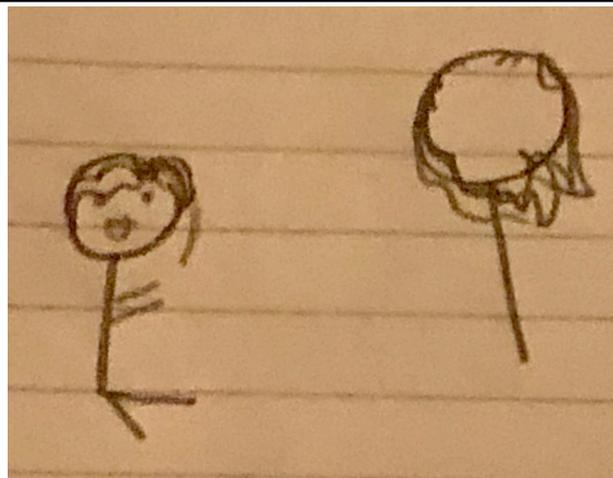
Shot #62



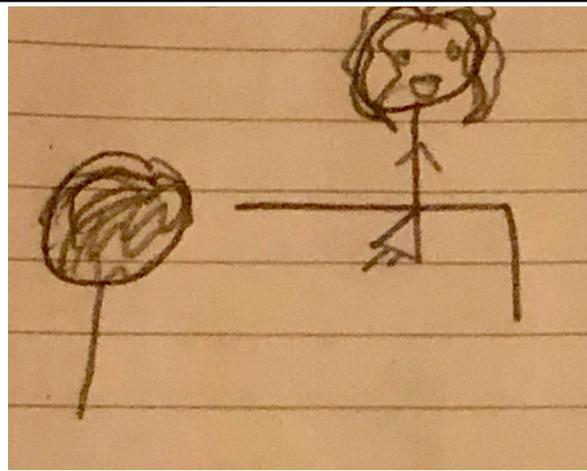
Shot type: **Medium Long Shot**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Oli: (Smile's and chuckles like yeah obviously) But Physical?



Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi: Not Pain No



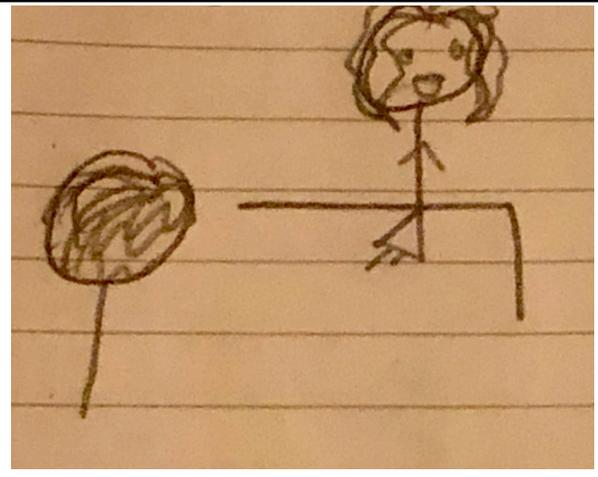
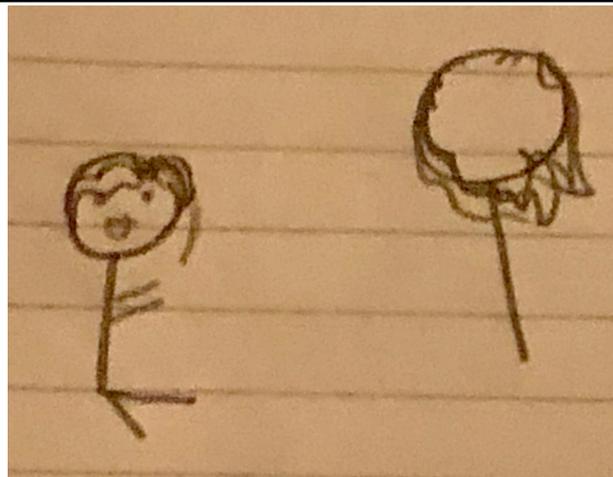
Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Andre: And why not?



Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi: Because there's no signal going up to my brain?

Shot #65

Shot #66

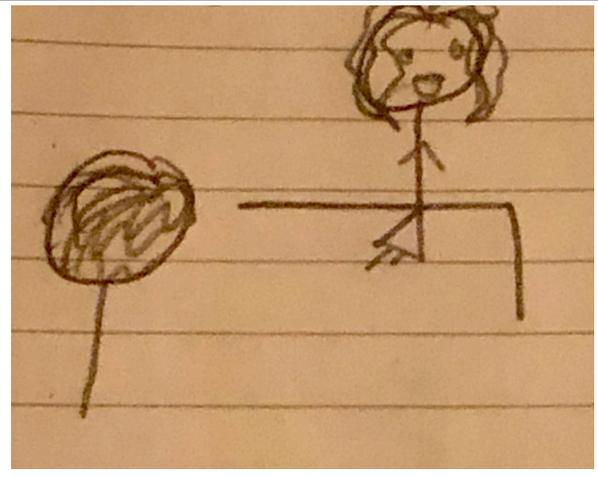
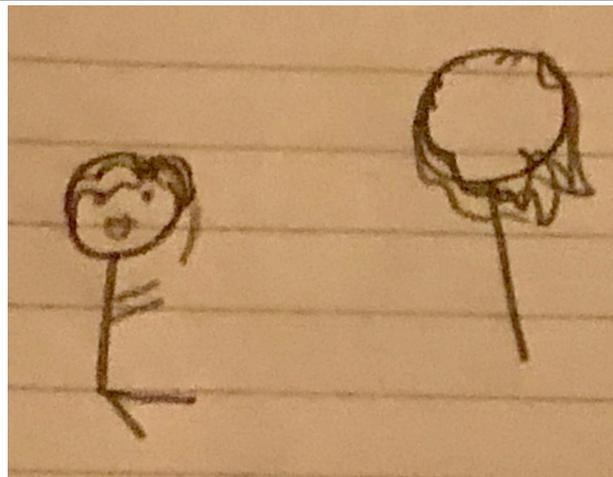


Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Andre: From your legs?

Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi: From anywhere in my brain to say there's damage, it's hurting.

Shot #67

Shot #68

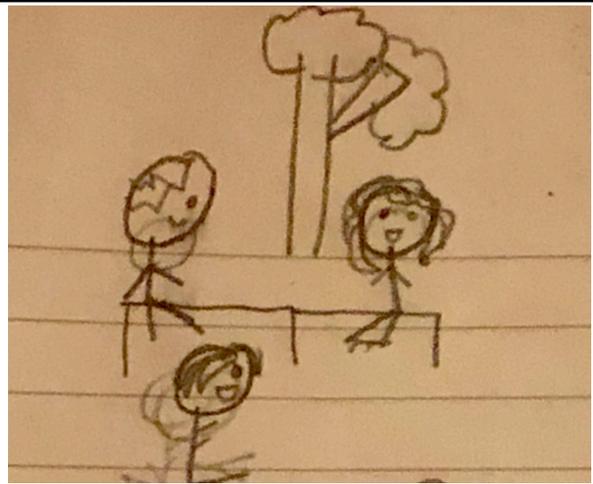
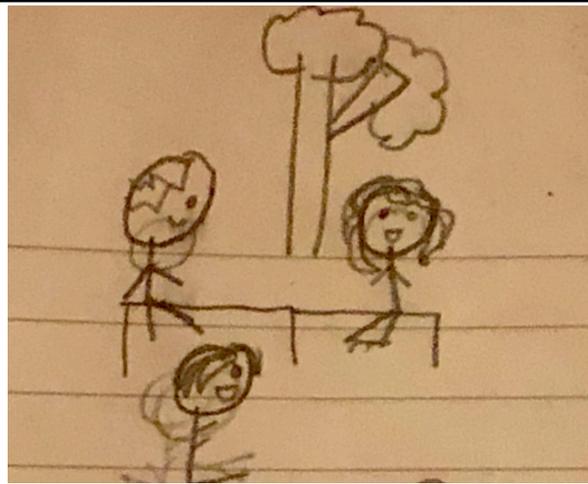


Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Andre: So you never know what hurting is?

Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi: So tell me what it's like

Shot #69

Shot #70



Shot type: **Medium Long Shot**

Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:
Andre: Uhh we!
Oli: Hurting is well it's pain, it's like uncomfortable but more, it's something you'd want to move away from but can't, it's an intense sensation, it's hard to ignore it, it's, very-
Nhi: But why would you mind that?

Shot type: **Medium Long Shot**

Cuts/transition: Quick Cut

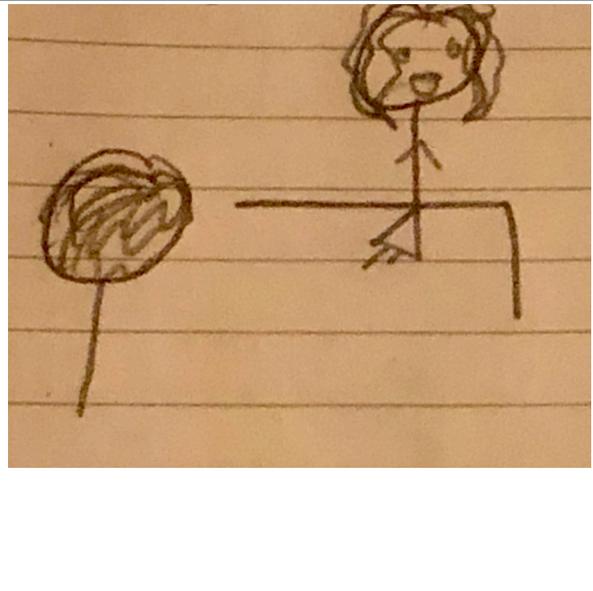
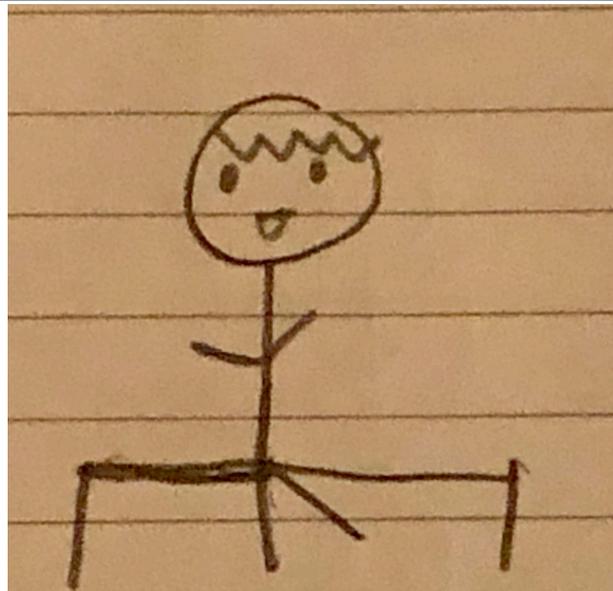
Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:
Oli: Because it hurts. But, sometimes pain's alright if it's not bad

Shot #71

Shot #72



Shot type: **Medium Shot**

Cuts/transition: Quick Cut

Camera angle: Low angle Time/duration: 10-15 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:
Oli: Like your gums are sore and you keep poking it with your tongue or you might cut your finger and you hardly notice, yes if you're doing something exciting, soldiers can lose a leg and not even know it.

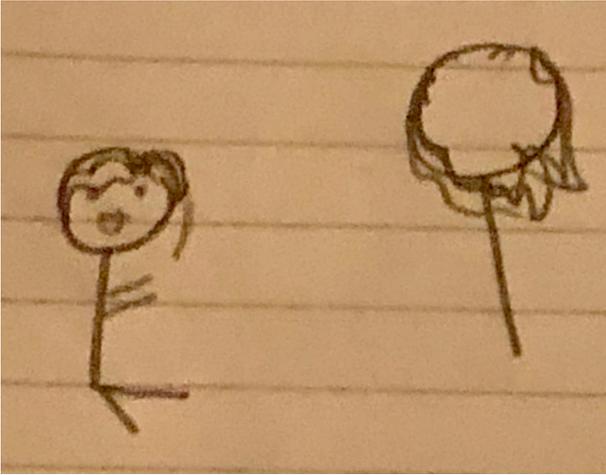
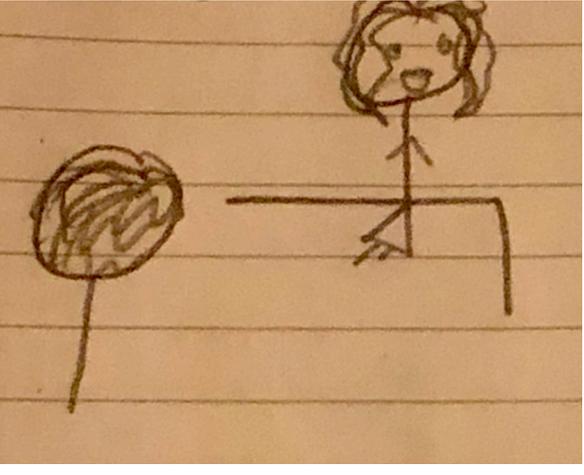
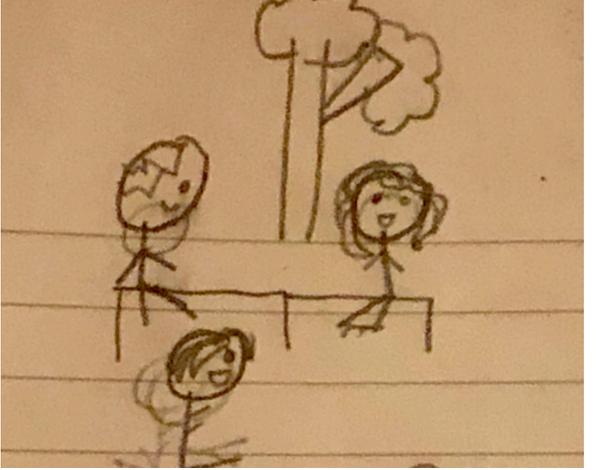
Shot type: **Over The Shoulder Shot Andre's Right Shoulder**

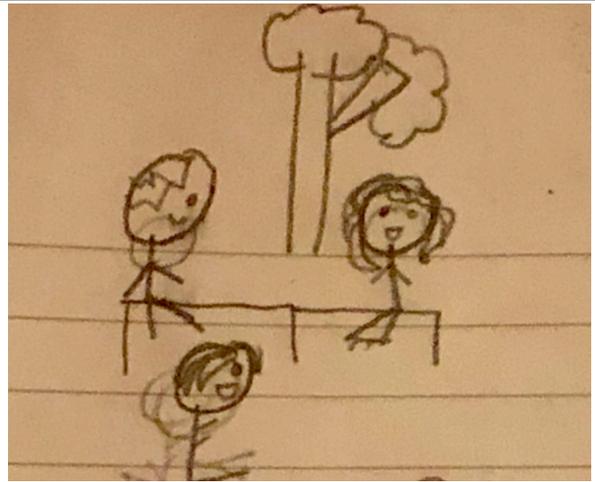
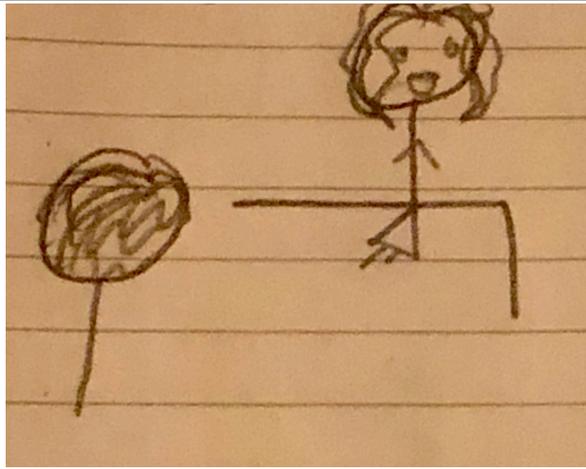
Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:
Nhi: That's like me

<p>Shot #73</p>	<p>Shot #74</p>
	
<p>Shot type: Over The Shoulder Shot Nhi's Left Shoulder Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 3-5 seconds</p> <p>Location: Outside at tree Area Sound: Only Diegetic sounds</p> <p>Dialogue or Other Info: Andre: Yes But they know it afterwards and bad pain</p>	<p>Shot type: Over The Shoulder Shot Andre's Right Shoulder Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 3-5 seconds</p> <p>Location: Outside at tree Area Sound: Only Diegetic sounds</p> <p>Dialogue or Other Info: Nhi: Yes but why, what is it?</p>
<p>Shot #75</p>	<p>Shot #76</p>
	
<p>Shot type: Medium Long Shot</p> <p>Cuts/transition: Quick Cut</p> <p>Camera angle: Eye Level Time/duration: 3-5 seconds</p> <p>Location: Outside at tree Area Sound: Only Diegetic sounds</p> <p>Dialogue or Other Info: Oli: If someone's tortured they give them electric shocks it's unbearable, or if they've got cancer sometimes they want to die. Because my uncle ha-</p>	<p>Shot type: Medium Shot</p> <p>Cuts/transition: Quick Cut</p> <p>Camera angle: Low angle Time/duration: 10-15 seconds</p> <p>Location: Outside at tree Area Sound: Only Diegetic sounds</p> <p>Dialogue or Other Info: Oli: Or if they've got cancer sometimes they want to die. Because my uncle ha-</p>
<p>Shot #77</p>	<p>Shot #78</p>



Shot type: **Over The Shoulder Shot Andre's Right Shoulder**

Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:

Nhi: Yes but I still don't know what it is about pain.

Shot type: **Medium Long Shot**

Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:

Oli: It's just pain

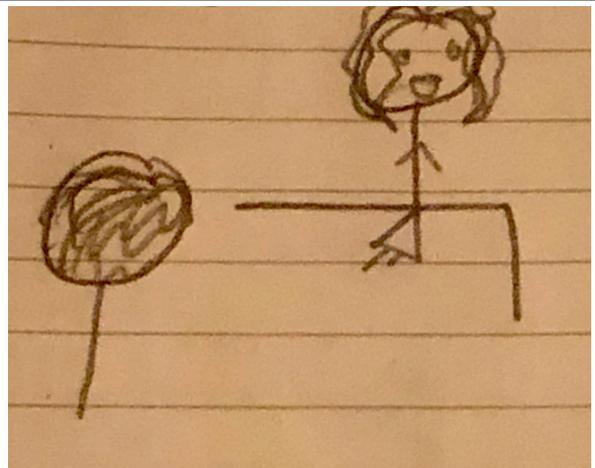
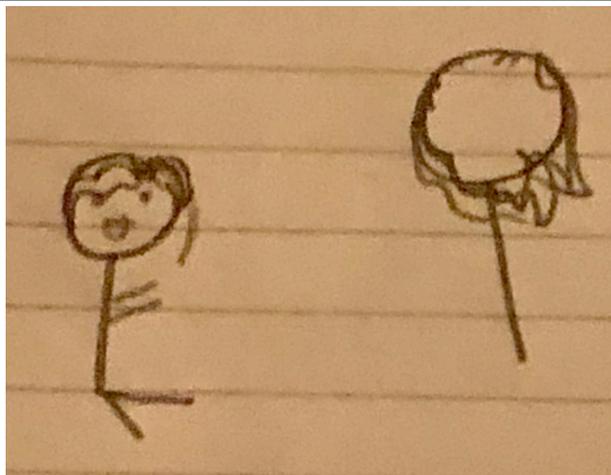
Nhi: But what is it (accidentally shouts this then notices and gets embarrassed) PAUSE

Andre: You've been unhappy?

Nhi Yes

Shot #79

Shot #80



Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**

Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:

Andre: If someone you love doesn't love you, you thought they loved you and they don't.

Shot #81

Shot type: **Over The Shoulder Shot Andre's Right Shoulder**

Cuts/transition: Quick Cut

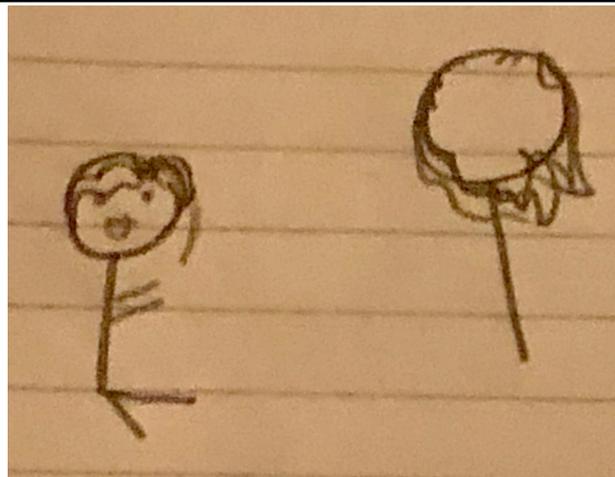
Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:

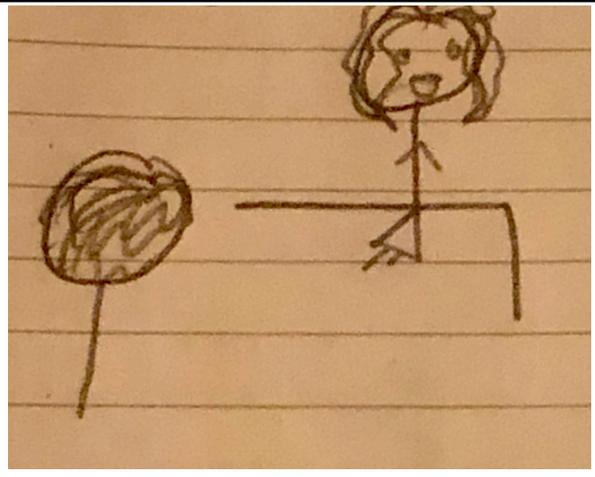
Nhi: Yes

Shot #82



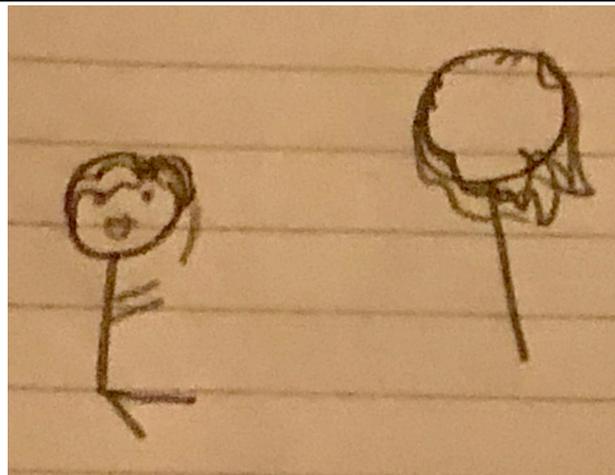
Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Andre: Or you've done something you wish you hadn't done but it's too late now and you've hurt someone and there's nothing you can do to put it right.

Shot #83



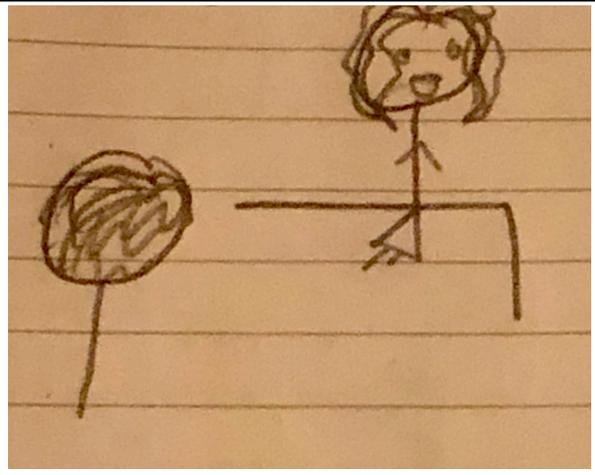
Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Nhi: Yes

Shot #84



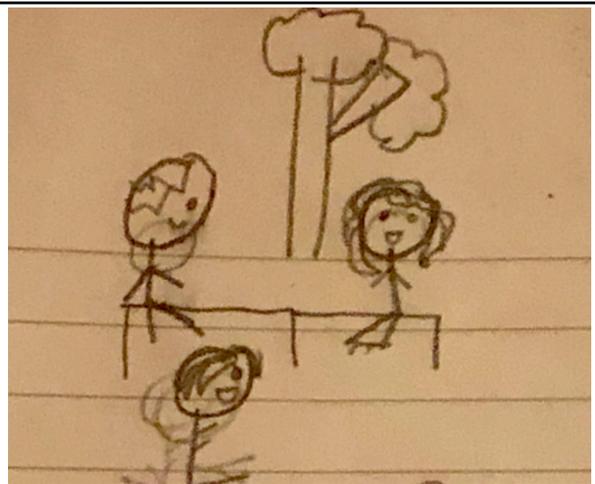
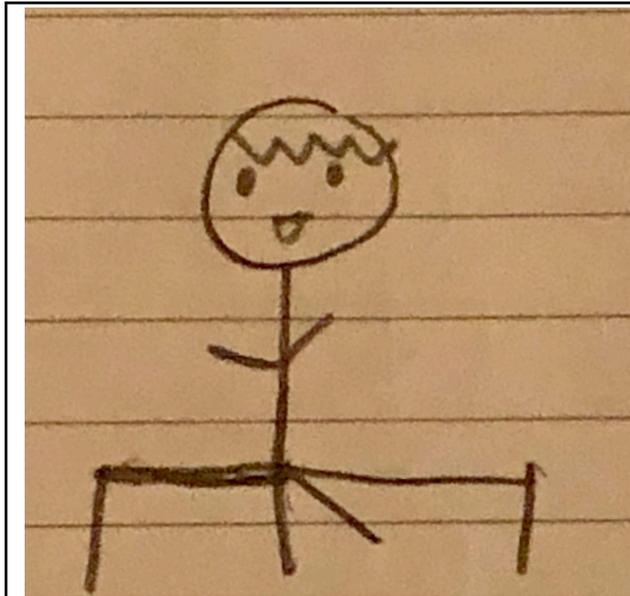
Shot type: **Over The Shoulder Shot Nhi's Left Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
Andre: Does that help?

Shot #85



Shot type: **Over The Shoulder Shot Andre's Right Shoulder**
 Cuts/transition: Quick Cut
 Camera angle: Eye Level Time/duration: 3-5 seconds
 Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Dialogue or Other Info:
So it's like being... (chuckles/becomes more happy)... unhappy but, in your leg?

Shot #86



Shot type: **Medium Shot**

Cuts/transition: Quick Cut

Camera angle: Low angle Time/duration: 10-15 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds

Dialogue or Other Info:
Oli: But it's also just what it is like red is red and blue is blue

Shot type: **Medium Long Shot**

Cuts/transition: Quick Cut

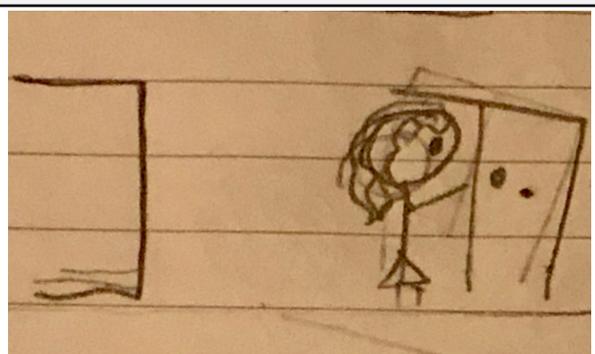
Camera angle: Eye Level Time/duration: 3-5 seconds

Location: **Outside at tree Area** Sound: Only Diegetic sounds
 Then distant warped sound's of people talking.

Dialogue or Other Info:
Nhi: But red isn't red, it's waves and it's red to us.
Andre: So there you are, that's what's it's like
NHI SIGH'S DEFEATED PAUSE
Oli: Sooo... can I pinch you?
They laugh, the bell rings and they walk out of the scene.

Shot #87

Shot #88



Shot type: Medium Shot Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 5-10 seconds

Location: School Long corridor door Sound: **School Bell rings**

Dialogue or Other Info: **Nhi looking happy walk's past camera**

Shot type: Full Body Shot Cuts/transition: Quick Cut

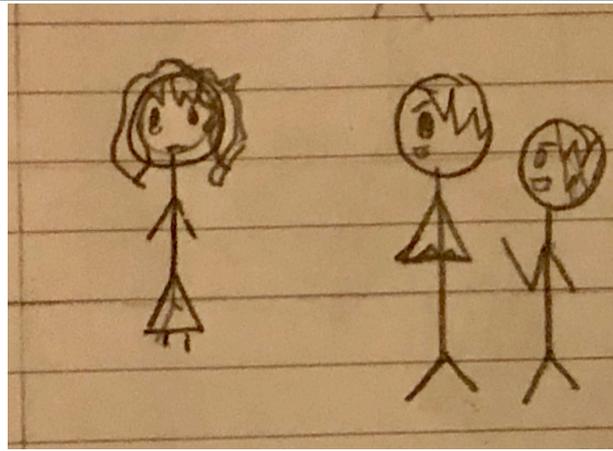
Camera angle: Eye Level Time/duration: 5-10 seconds

Location: School Just Outside Canteen Sound: **Heartbeat sound start's**

Dialogue or Other Info: **Nhi get's to the door hesitates for a second then goes in.**

Shot #89

Shot #90

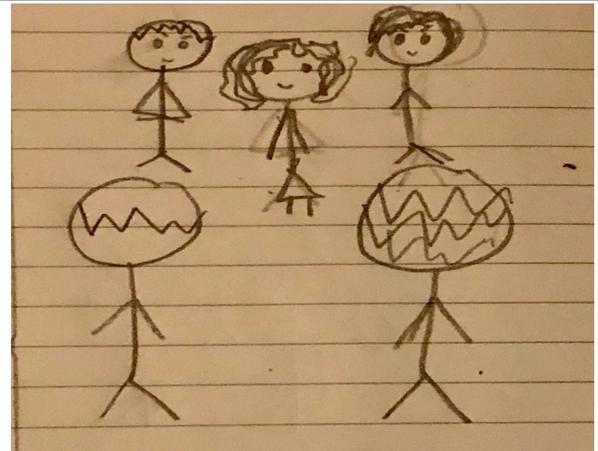


Shot type: **Side View Medium Long Shot of Nhi and bullies**
 Cuts/transition: Quick Cut

Camera angle: Eye Level Time/duration: 5-10 seconds

Location: School inside Canteen Sound: **Heartbeat sounds continues getting louder**

Dialogue or Other Info: **Bullies cross their arms as Nhi enters and she looks at them scared. Then Andre and Oli walk in and stand next to her**



Shot type: Medium Framing Shot of Nhi, Andre, Oli and Bullies
 Cuts/transition: Quick Cut to Black

Camera angle: High angle Time/duration: 5-10 seconds

Location: School Inside Canteen Sound: Heartbeat sound stop's and fade's

Dialogue or Other Info: **Nhi looks at Andre and Oli who stand next to her then looks at bullies and smiles** **Screen turns black**

Shot #91



Shot type: Medium Closeup Shot Cuts/transition: **Quick Cut from darkness to this scene**

Camera angle: Low angle Time/duration: 5-10 seconds

Location: Nhi's House bathroom Mirror Sound: **Only diegetic sounds**

Dialogue or Other Info: **Nhi walks into the bathroom (we can see her in the reflection of the mirror) and looks at herself in the mirror. She looks at the word pain smiles then punches it** **Just before the punch screen turn's black.**