BFTDRED KEY MOMENTS AND BOARDS SCO1 EXT. CARIBBEAN ISLAND - DOCKSIDE - NIGHT. Red's dad execution.

3B

PANNING UP

PAGE1





42. Noding to Red 46. CUT TO NEXT SCENE

BFTDRED KEY MOMENTS AND BOARDS. SC 02. EXT. DOCKSIDE - EVENING. Liza selling liquor bottles.





2A



3A





"BACK FROM THE DEAD RED". Feature animation film about a female pirate on the 17th C. STB / VIS DEV © Catty Flores 2017. Idea and production © www.engine-house.co.uk

2B

BFTDRED KEY MOMENTS AND BOARDS. SC 03. EXT. PROMONTORY - EVENING. R. Baptiste also seeing the pirate ship.





2A



3A







3B CU



4B



BFTDRED KEY MOMENTS AND BOARDS. SC 04. EXT. DOCKSIDE - HARBOUR - EVENING.. Liza's encounter with nasty sailors.

PAGE4











4A. "Fine. But I know one"



2B

1B



3B. Liza's voice in bacground: "I can help you!





BFTDRED KEY MOMENTS AND BOARDS. SC 05. EXT. PORT TOWN - MARKET/STREET/ALLEY - CONTINUOUS - EVENING Liza introducing Red as a wind seller.





2A





3A







3B

BFTDRED KEY MOMENTS AND BOARDS. SC 05 to 06. INT. X'S HUT - EVENING. Red running away and hidding Josu.

PAGE6



BFTDRED KEY MOMENTS AND BOARDS. SC 06. INT. X'S HUT, EVENING. Red running away and hidding Josu.



BFTDRED KEY MOMENTS AND BOARDS. SC 07. EXT. COASTAL PATH - NIGHT. Running away, heading towards the rocks, followed by Baptiste and guards.



NOTES: MS Faster, hitting some rocks.

NOTES: MS on her, approaching the tree.

NOTES: Zoom and rack focus

BFTDRED KEY MOMENTS AND BOARDS. SC 07. EXT. COASTAL PATH - NIGHT. Running away, one of the persecutors seriously injured by tree branch. PAGE8 4A 4B 4C



NOTES: Alternative jumping angle. **5A**



NOTES: MS from side. She grabs the lose branch. $6 \hbox{\rm \AA}$





5B



6B



NOTES: MS on man approaching through the bush.





NOTES: CU on man reached by the branch, **8B**



NOTES: Opening angle and showing the 3 charactes.



NOTES: Zoom on boot 5C



NOTES: Branch propelled back. 6C



NOTES: CU on Red and branch gets propelled back. **7C**



NOTES: MC on injured man. 8C



NOTES: CU and POV on Red, running.

BFTDRED KEY MOMENTS AND BOARDS. SC 07. EXT. COASTAL PATH - NIGHT. Running away, heading towards the rocks.

9A

10A



10B





NOTES: Pan on the run. Terrain changes (now more rocky, less bush).

11A



11B

9B

NOTES: Suddenly stopping. Ground is unsafe.



NOTES: Balancing.

12A



NOTES: Zoom/POV

13A



NOTES: Low angle. Ready for TILT UP.



12B



NOTES: Pan wide, now we shoud be able to "get" the situation. Rene approaching from the dark.

13B



NOTES: TILT Up from previous and CU on her.

BFTDRED KEY MOMENTS AND BOARDS. SC 08. EXT. COASTAL PATH - NIGHT. On the cliff, ready to jump.



NOTES: Still CU turning head slightly.



NOTES: CU on Rene (who has stopped and stays stil





NOTES: POV from Rene



NOTES: XCU. We can see scartches and some blood and sweat on her face, from the run.







3B. Another angle





1C

CUT TO **FLASHBACK**

BFTDRED KEY MOMENTS AND BOARDS. SC FLASHBACK: INT. RED'S HUT - DAY

PAGE11





2A

1B



Baptiste places a hand on 12-year-old Red's shoulder. In the other he holds a knife.

5-year-old Josu cowers in a corner, rocking in terror.

BAPTISTE

1A

I'm beginning to lose my patience. Tell me where your father is, Jacquotte.

Jacquotte looks into his face, defiant. Then she turns her head, bites his hand -- hard -- drawing blood.

Baptiste SCREAMS in pain, whips his hand up, SLAPPING her. Enraged, he grabs Josu and puts the knife to his throat.

BAPTISTE (CONT'D) Where is your father? Red looks at him in horror.

END FLASHBACK & CUT TO CLIFF MOMENT

2F



BFTDRED KEY MOMENTS AND BOARDS. SC 08. EXT. COASTAL PATH - NIGHT. On the cliff, ready to jump.





5A



4B



5B











CU on her. Starting blurry.







7B

6B



8B



Wide shot from low angle and dissolves to 5C

4C







