

STORYBOARD – DISASTER ISLAND

**CATCH YOUR DINNER AS A FISHERMAN ON THE
TRANQUIL COAST**

1



- Establishing shot of village
- Crane down (same as establishing shot in landslide scenario)
- We see a handful of huts, sitting on beach. Fishing nets hanging from hut or jetty, waves gently lapping on to the coast.
- There is a boat tied to a jetty and several palm trees
- Pull focus from foreground in focus, to hut in focus

2



- Camera settles on to one of the huts
- We see our man walk from behind the hut towards the camera (like shot one from landslide scenario)

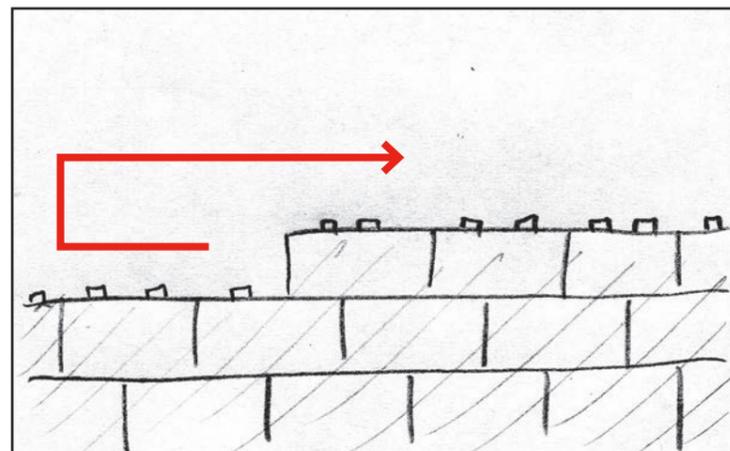
3



- Our man stops walking towards camera and with a confused look on his face looks from side to side in response to question being asked

TRANSITION

4



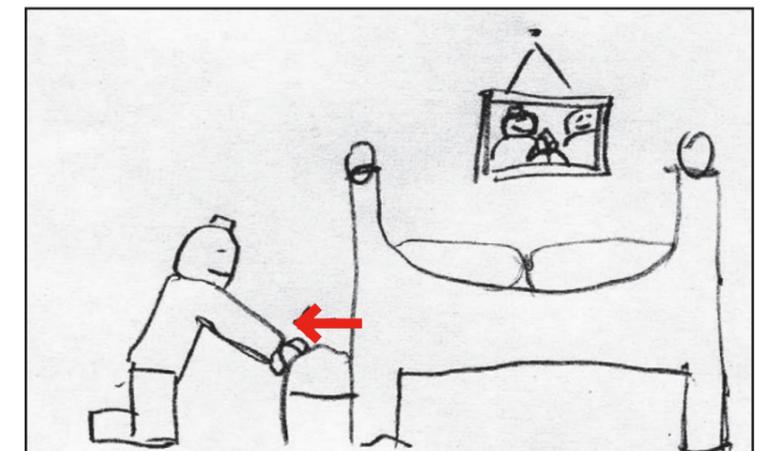
- Coloured Lego wall builds in transition style to create holding screen for options in frame 5

5



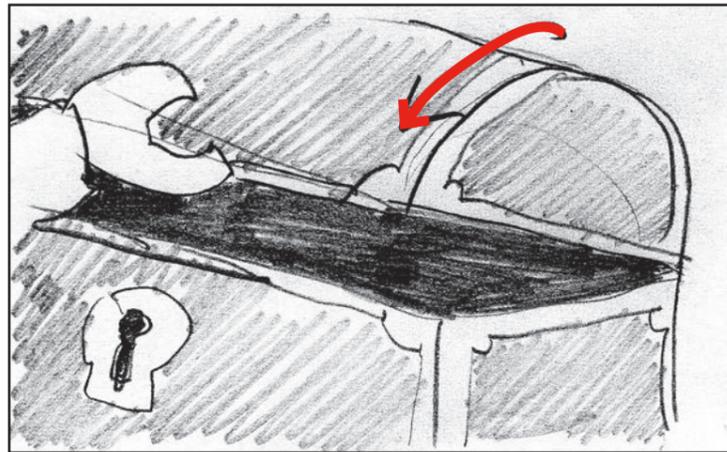
- dialog boxes, sitting on the lego transition screen from shot 4, appear for options.
- when option has been selected, the dialog boxes disappear and the lego transition bricks cascade down to reveal shot 6a or 6b.

6a
(i)



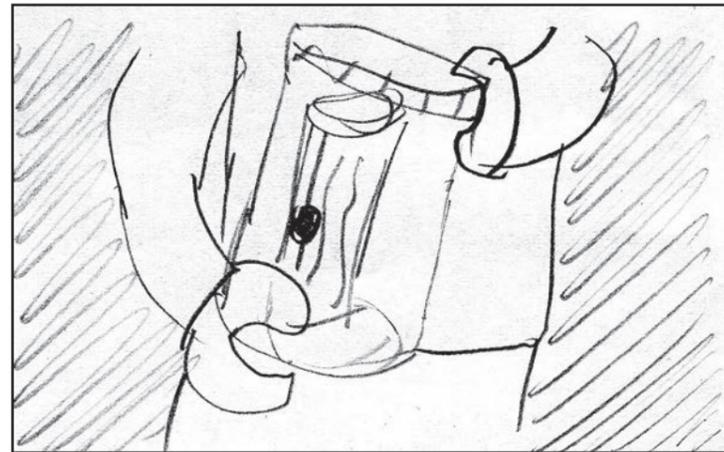
- We see our man inside his hut, maybe in his bedroom
- He is pulling a trunk from under the bed (if this would be hard to accomplish, due to constraints of Lego, he can pull a trunk from behind other objects)
- we then see him open the trunk

6a
(ii)



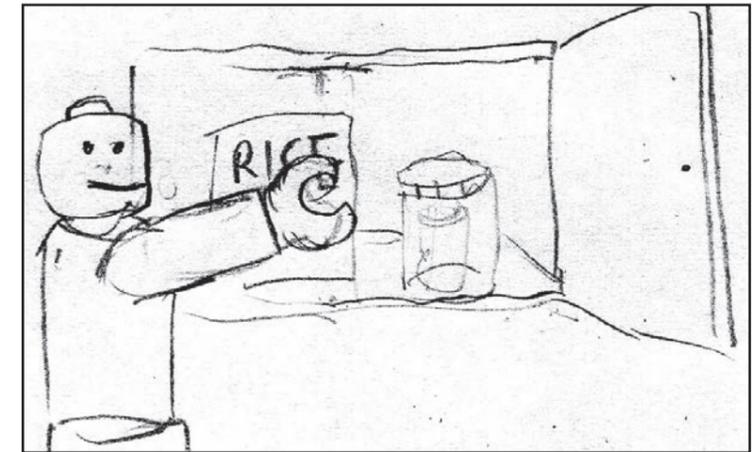
- Camera moves in to the trunk to show him opening the lid of the trunk, placing his documents into it and then closing the lid

6b
(i)



- Close up of our man holding a jar that he places his documents in to.
- He then puts screws on the lid on top of the jar

6b
(ii)



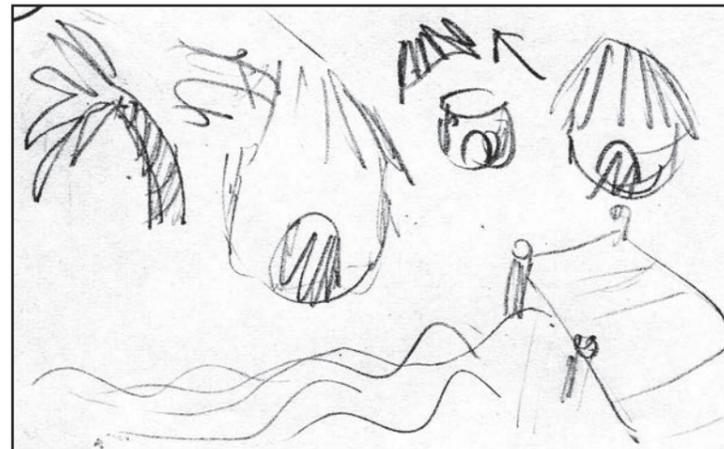
- Camera has switched to a wider shot that shows our man placing the jar into a cupboard.
- When the jar is positioned he moves a box/pan in front of the jar to obscure it

7



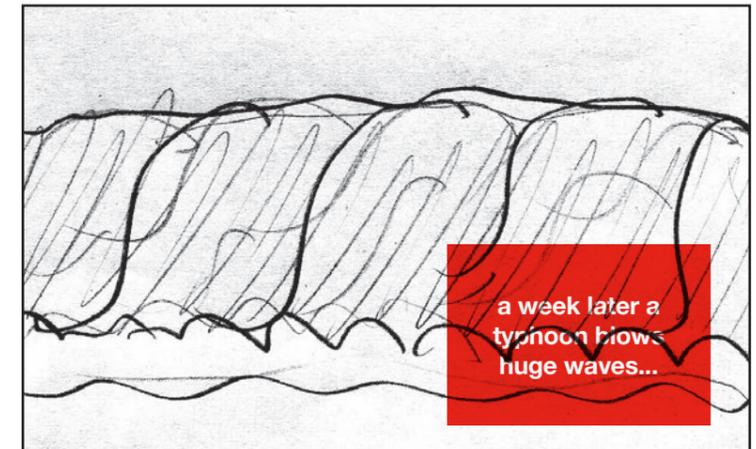
- Close up of our man, holding his head in shock/despair!

8



- We cut back to the village, from the angle that the establishing Shot 1 started at.
- The wind is bending the trees in two
- Waves crashing on to beach
- roofs of one the huts fly off at end of the shot

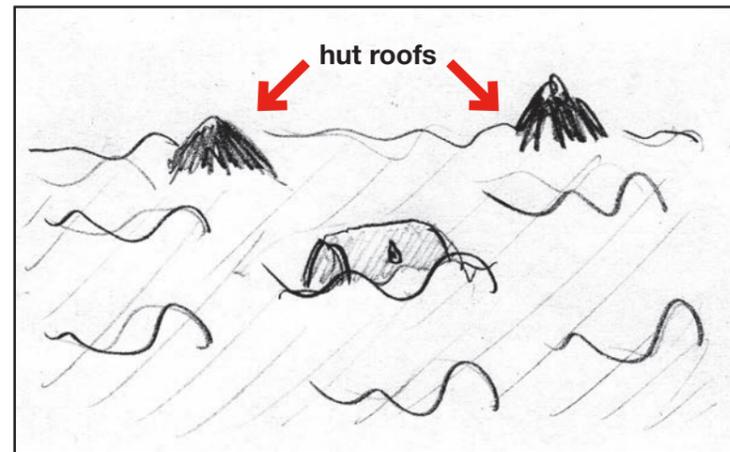
9



- We then cut to shot of the ocean
- A huge wave is swelling up and is rolling towards camera

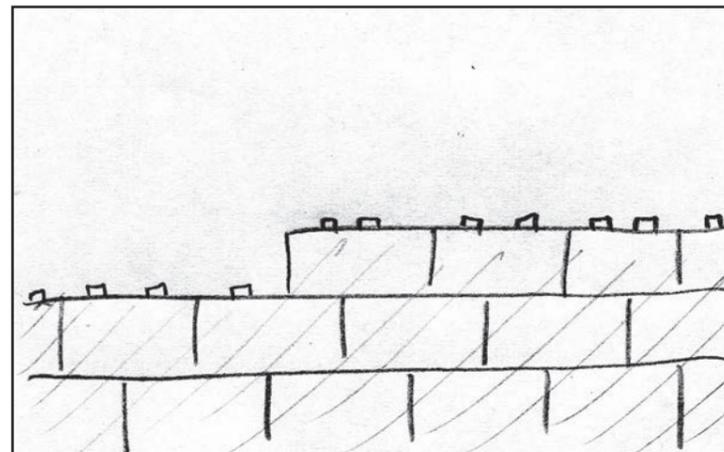
TRANSITION

10



- Cut back to shot of village, from same angle as shot 8
- Village is now submerged in water with only a couple of roofs poking out from the surface visible
- We see our man's documents in the trunk/jar that he had stored them in, floating by
- so this scene will need to be filmed twice to show trunk and jar floating by.

11



- Coloured bricks pile up covering up shot 10 and cascade down revealing shot 12.

12

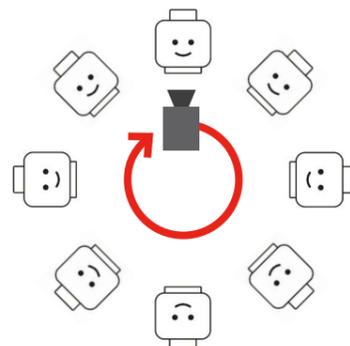


- Cut back to shot of village, from same angle as shot 8
- We see our man surveying the water logged village
- Huts are missing roofs, trees knocked over and puddles everywhere
- After a couple of seconds, a Red Cross worker rows up to our man in a boat and we see a couple of seconds discussion between the two of them

13



- Villagers and Red Cross workers in conversation over how to prepare for the next typhoon
- Camera in centre of a circle of people. The camera does a full 360° pan as the group chat to each other.
- we can talk this shot over how via phone if helpful



14



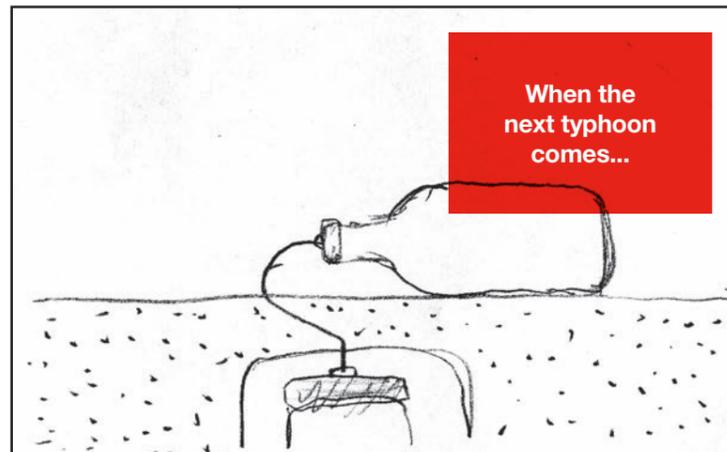
- Close up shot, showing our man placing box/jar/tin in to a hole in the beach

15



- Camera then switches to a wide angle
- We see our man using a spade to fill in the hole
- The all important bottle is left above ground, with string leading into the beach

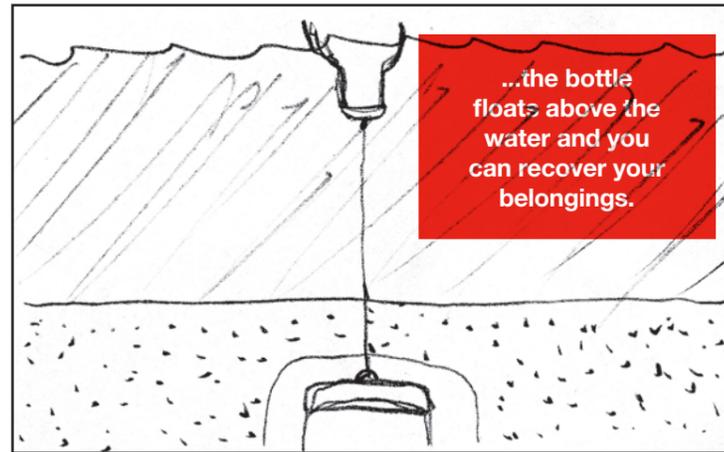
16
(i)



When the
next typhoon
comes...

- Camera cuts to a close up [cross section view]
- We see the buried documents, in their tin/box
- the bottle resting on the sand above, clearly tied to the tin by string

16
(ii)



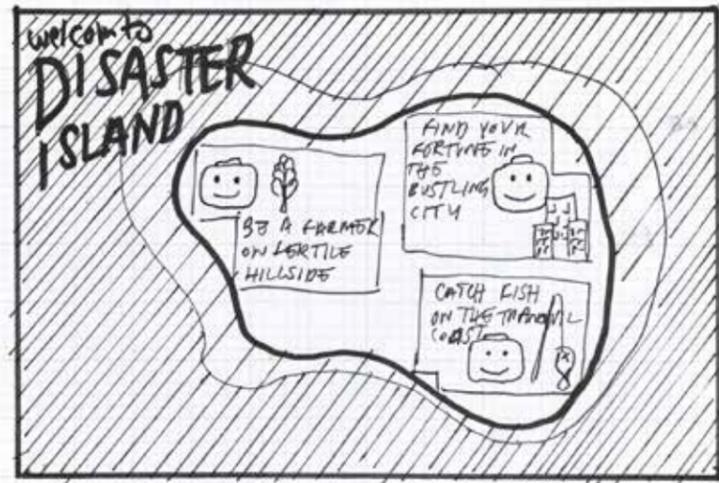
...the bottle
floats above the
water and you
can recover your
belongings.

- The shot remains in the same framing
- We see water rising, filling the screen
- The bottle rises with the water and floats on the top to show the viewer the method that our man is using to keep track of his documents next time there is a flood

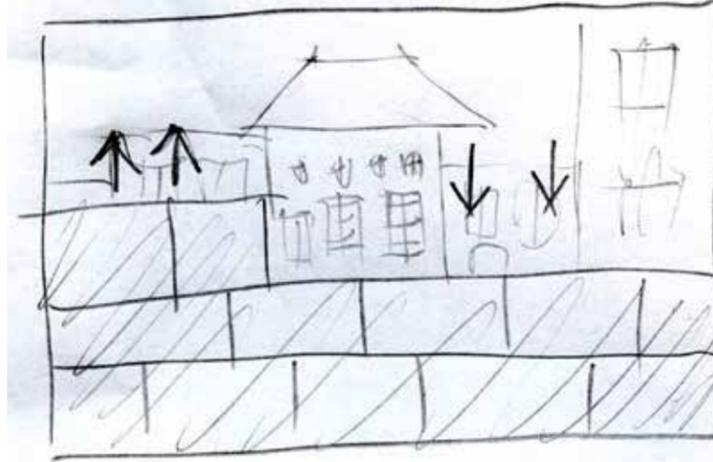
STORYBOARD – DISASTER ISLAND

MAKE YOUR FORTUNE IN THE BUSTLING CITY

0.1

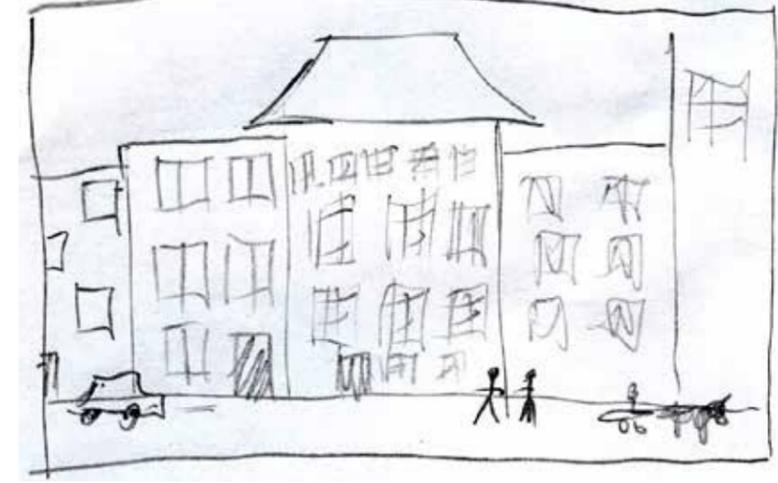


0.2



- Coloured bricks pile up and cascade down revealing shot 1.

1



- Shot of a busy city.
 - tall buildings towering into the sky.
 - vehicles and people bustling along the street.
- I see it being night time/dark, but not essential if this makes things tricky with lighting.*

2



You've saved some money to start a business...

- running on from shot 1
- Our man walks in to shot from the side of the screen.
 - He is carrying money and looking pleased with himself.
 - He stops, looks at the camera for two/three seconds.

3

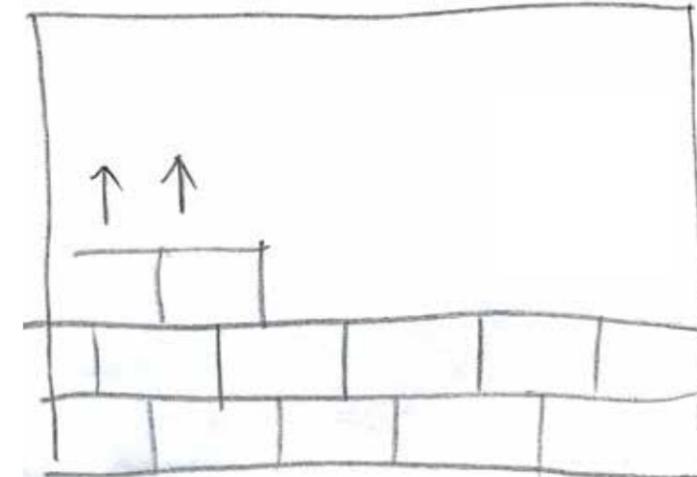


...but first you need somewhere to sleep. Where do you build your house?

- running on from shot 2
- our man goes from happy to look of confusion on his face as he ponders the question of where he will build his house.

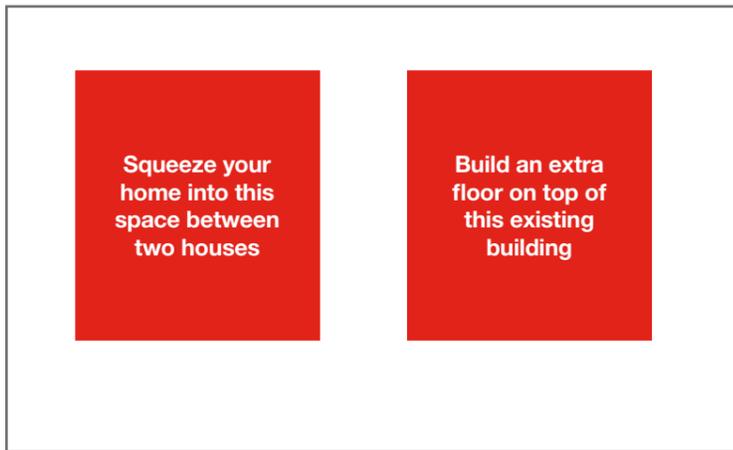
TRANSITION

4



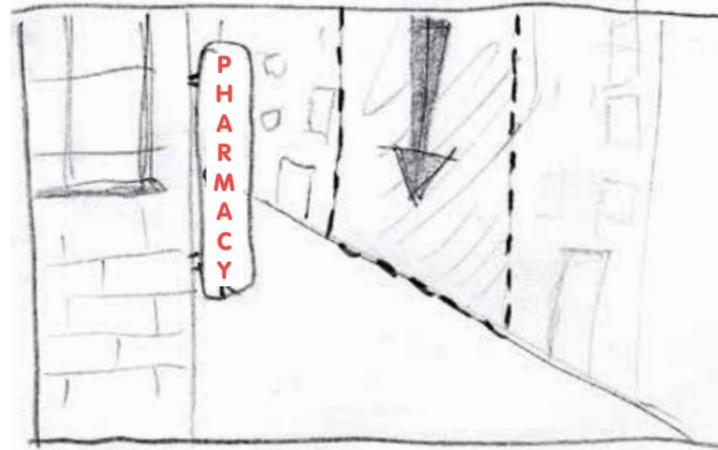
- Coloured bricks pile up to create holding screen for options on shot 5.

5



- dialog boxes, sitting on the lego transition screen from shot 4, appear for options.
- when option has been selected, the dialog boxes disappear and the lego transition bricks cascade down to reveal shot 6a or 6b.

6a



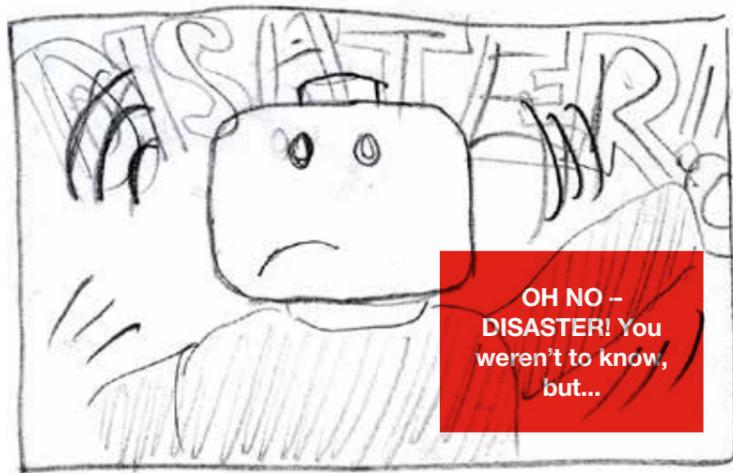
- Camera pans over down building to settle on shot of a city alley.
- a clear space is shown space between buildings.
- Building is erected in this space in front of our eyes (bricks stack up in speeded up way, as discussed) to show house being built.

6b



- Camera pans down to settle on shot of the top of three or four buildings.
- We can't see the ground, just the top three or four stories. The buildings are crammed up against on another.
- We see the extra floors building up in front our of eyes (in speeded up way, as discussed) on top the lowest building in shot to show house being built.

7



- Close up of our man, holding his head in shock/ despair!

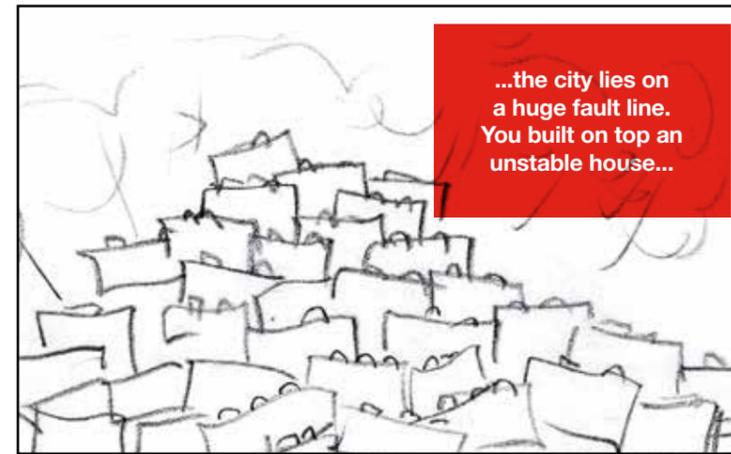
Shaking can be added in post to represent the eathquake.

8a



- Shot of the alley that we'd seen previously in shot 6a.
- I don't think we need to see the buildings coming down.
- Rather, we see the ruins of the buildings that had been standing there previously,
- with cloud of dust settling over bricks, to suggest at the destruction that has just happened, that can be added in post.

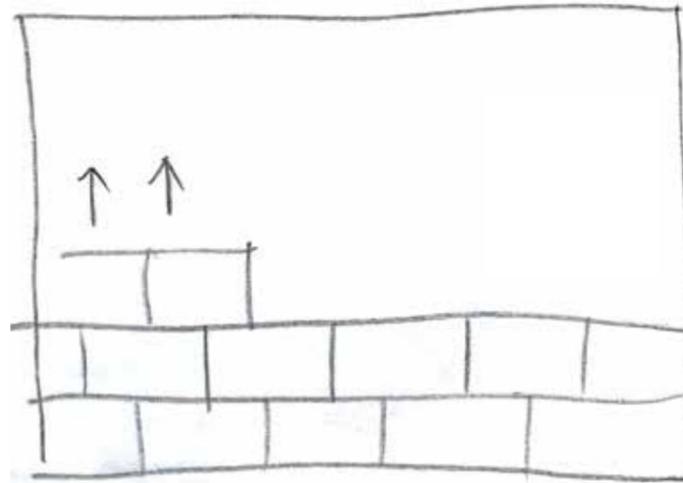
8b



- We see the remains of the buildings that our man had built his house on top of.
- all that is remaining is a pile of rubble
- with cloud of dust settling over bricks, to suggest at the destruction that has just happened, that can be added in post.
- the background could show the smoking remains of the rest of the city.

TRANSITION

9



- Coloured bricks pile up covering up shot 8a or 8b and cascade down revealing shot 10.

10



When the Red Cross visits the city, you explain what happened.

- Shot of our man looking over a pile of rubble of his ruined house caused by the earth quake.
- a red cross worker walks in from side of the screen.
- our man and red cross worker begin animatedly chatting.

11



Using your local knowledge the community comes up with a plan.

- Group of villagers and Red Cross worker in animated discussion.
- This shot should be a continuation from shot 10.
- Group will be separated to individual panels, from shot 10 it splits in to 4 frames, then 8.
- The figures should appear to be in animated discussion, so could be moving, heads turning to look at one another etc.
- Panels can be done in post, but background consistency will be important here. Please speak to Robin or Jude before filming.

12a
+
12b

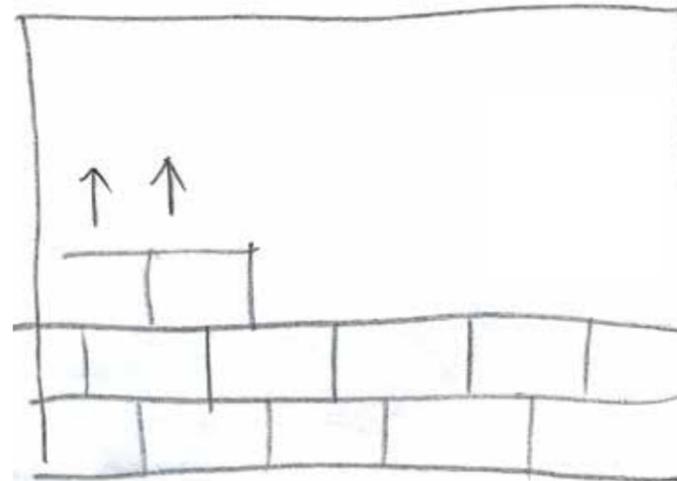


You make sure houses are rebuilt to earthquake standards, which helps prevent deaths in future.

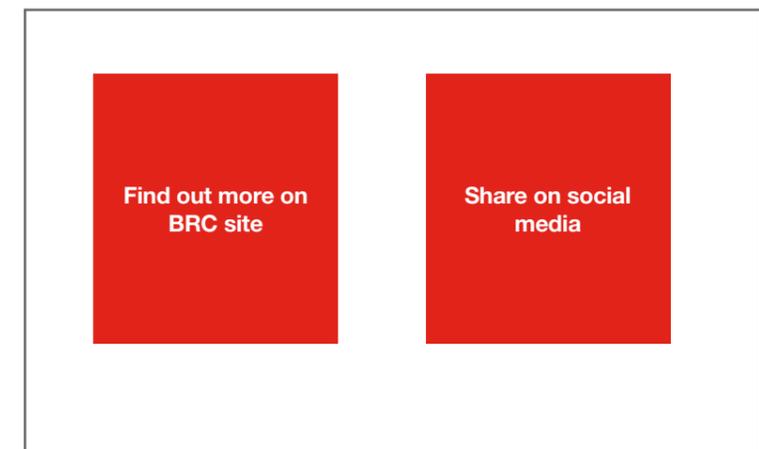
- From shot 11 we switch to our man and other figures working in the city to repair the buildings that were destroyed in the earthquake.
- This could consist of a wide establishing shot showing many figures working – followed by a close up of our man placing bricks on to a half finished structure.

TRANSITION

13



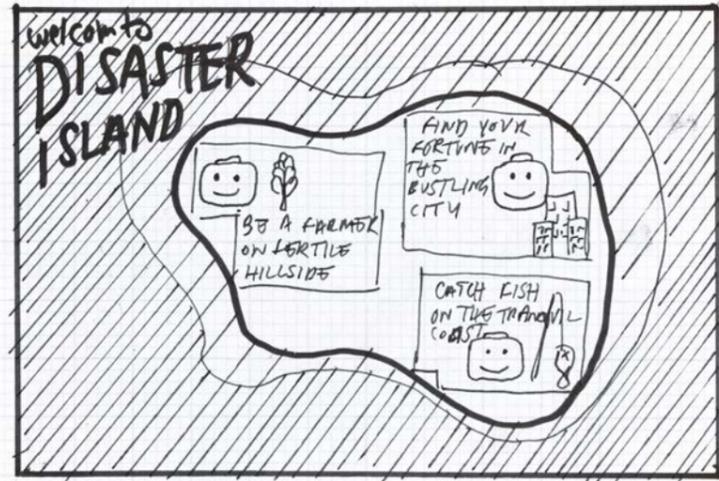
- Coloured bricks pile up to create a holding screen for final options.



- Final screen gives viewer option to read more about our resilience programmes or share the game via social media.

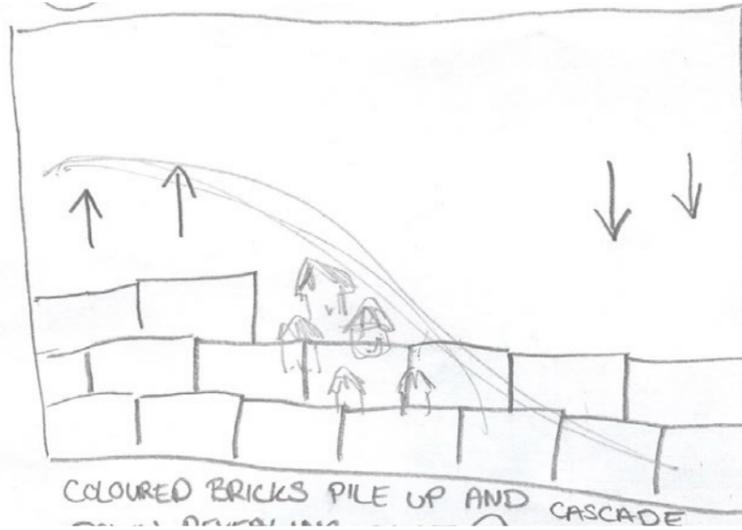
STORYBOARD – DISASTER ISLAND
**MAKE A LIVING AS A FARMER ON THE
FERTILE HILLSIDE**

0.1



TRANSITION

0.2



Coloured bricks pile up and cascade down revealing shot

1



Shot of a peaceful cottage in foreground with rolling hill in background with village and forest on top of it.

You've settled in to your new home.

2

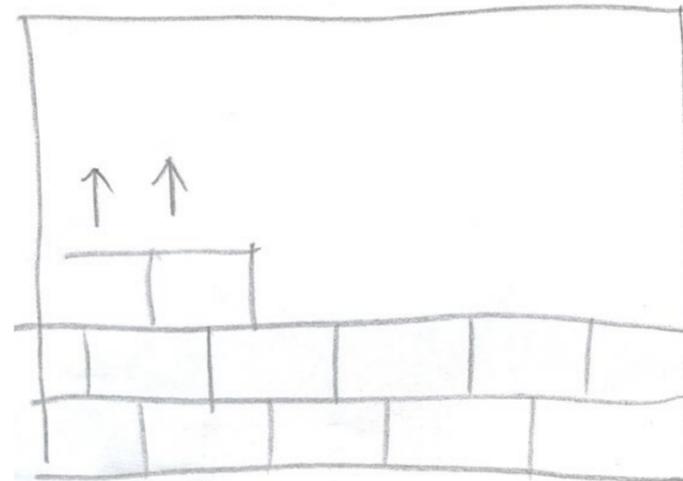


Our man step out of the cottage, coming towards camera, scratching his head and looking confused.

But where do you farm?

TRANSITION

3



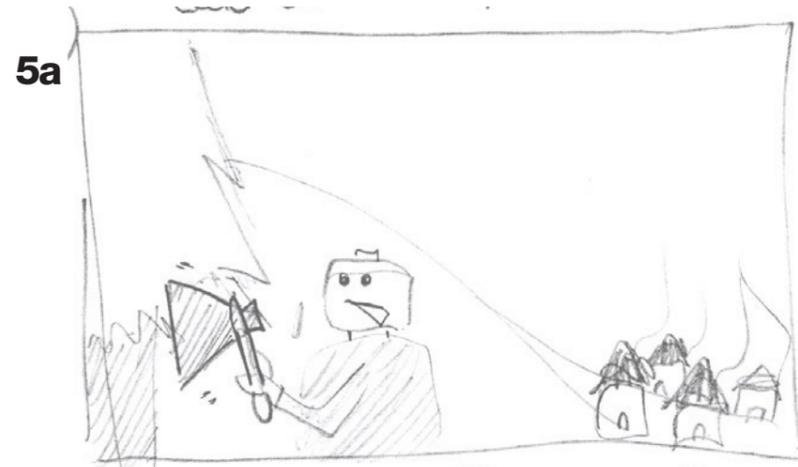
Coloured bricks pile up to create holding screen for options on next screen

4

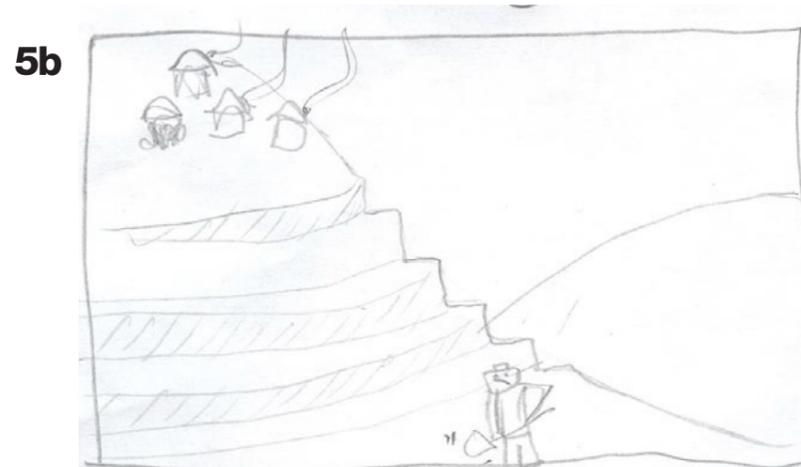


Cut down all the trees on this gentle slope above the village and farm there

Create terraces on this steep slope below the village and farm there



Cuts to man chopping at a tree, village on slope below him.



Create terraces on this steep slope below the village and farm there



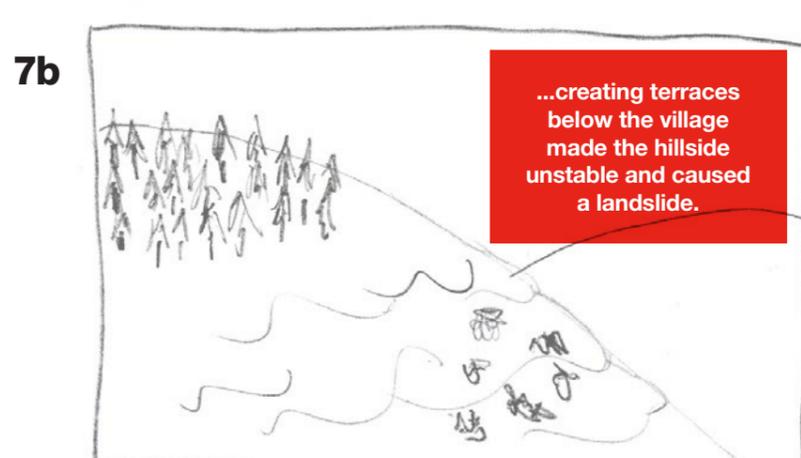
OH NO –
DISASTER! You
weren't to know,
but...

Close up of our man, holding his head in shock/
despair!



...cutting down all
the trees led to
soil erosion and
caused a landslide.

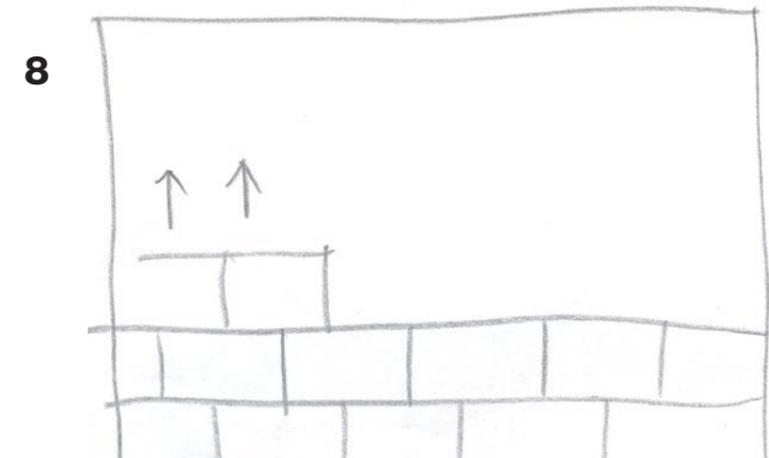
Landslide runs down from top of hill, where forest
once stood, sweeping village away with it.



...creating terraces
below the village
made the hillside
unstable and caused
a landslide.

Landslide runs down hill, sweeping village away
with it.

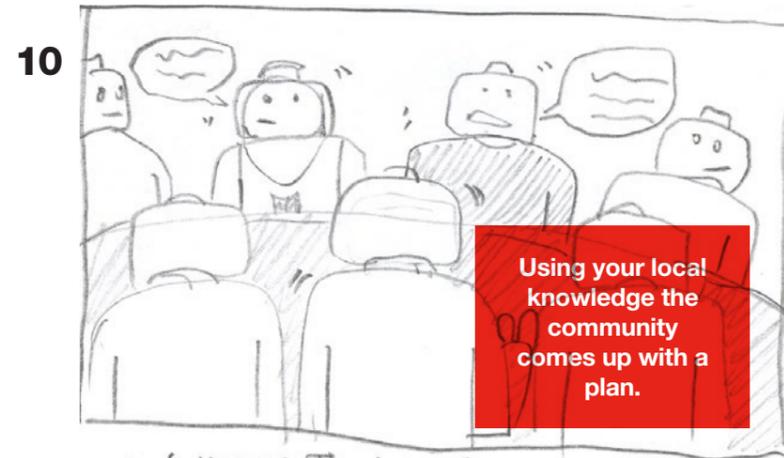
TRANSITION



Coloured bricks pile up and cascade down
revealing shot



Shot of our man chatting with a Red Cross worker, gesticulating towards the landslide.



Group of villagers and Red Cross worker sit around table discussing solution so this doesn't occur again.

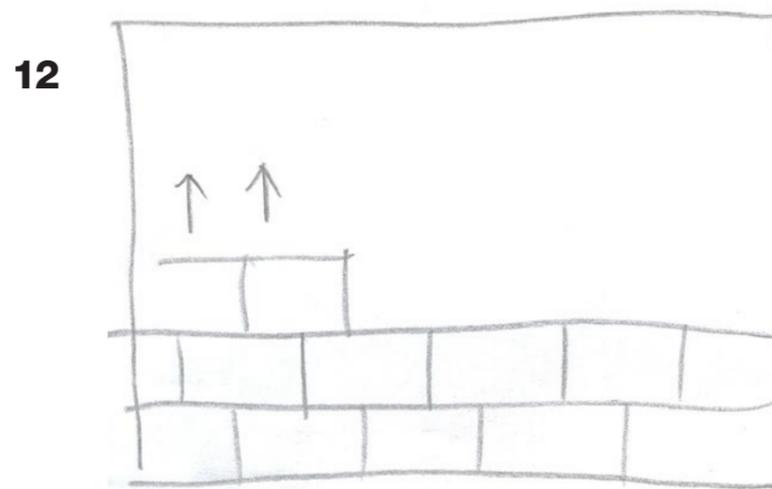


Villagers working together on the hillside to plant trees

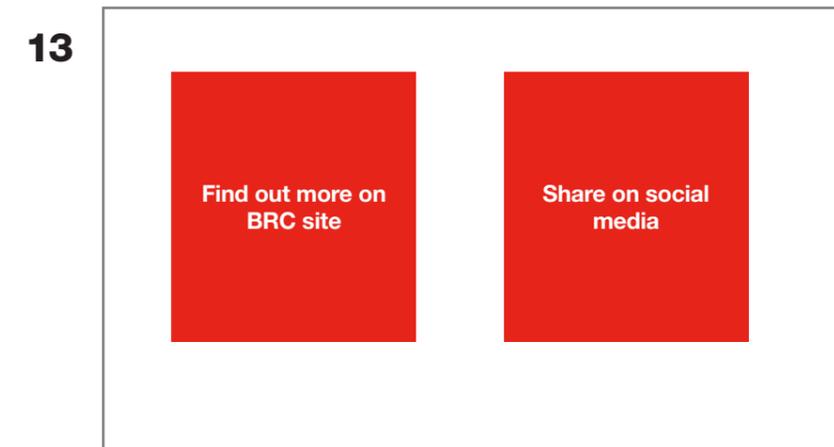


Villagers wrking together on the hillside to dig ditch

TRANSITION



Coloured bricks pile up to create a holding screen



Final screen gives viewer option to read more about our resilience programmes or share the game via social media