

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
1	A	N/A	Black	Complete darkness, we begin to hear electronic sounds boot up. A voice echo's through a metallic room.	N/A	N/A
2	A	Studio - In Module	Close of right eye - sliding outward to show full head.	Isaac is in stasis in his life module, a warning is flashing	Extreme Close - Close	Strait
2	B	Studio - Outside Module	Side shot of module		Wide	Strait/Tilt
2	C	Studio - In Module	Face	We hear a massive boom of scraping and bending metal, then silence.	Close Up	Strait
2	D	Studio - In Module	Side of right eye closed with nose and other eye out of focus, red light cascading across face	The alarms are suddenly silent except for one. The outside world seems muffled.	Extreme Close	Side Of Fa
2	E	Studio - In Module	Face, orange lights starts to be introduced	The module seems to be shaking. ... We hear the muffled sounds of the life module being ejected, Isaac body begins to shake a small amount.	Close Up	Strait
2	F	Studio - In Module	Belt buckle shaking violently	Soon as the life module enters the atmosphere he begins to be shaken more violently...	Extreme Close	Down Diagonally
2	G	Studio - In Module	Over shoulder looking down towards her feet at the bright orange glow through the window	...and a bright orange light from the burning shines in through the small opening at his feet.	Wide - Mid	Over Shoulder
2	H	Studio - Outside Module	Side shot of module. Light fading on body	Eventually the light fades	Wide	Strait/Tilt
2	I	Studio - In Module	Face		Close Up	Strait
3	A	Atmosphere	CGI	We see Isaac's life module falling through the atmosphere.		
3	B	Burrator - The Sky	Clean For CGI	We see the life module falling towards the camera from the distance. As it gets nearer the ground thrusters engage and soften the landing.	Wide	Low
3	C	Burrator - Open Area	Wide of open area	It harshly impacts the ground. The back catches fire. It comes to a stop.	Wide	Low/Mid
3	D	Studio - Inside Module	Face	Sparks are lighting up the cabin.	Mid	Strait
3	E	Studio - Inside Module	Face	An electronic pound is heard and Isaac screws his face in pain the violently awakens. We hear a single tone overpower everything.	Close Up	
4	A	Burrator - Open Area	Low when crawling. Follows her up to head hight to show hand on head. She looks past the camera. Camera slowly pans around her to a wide shot behind her. We see the ship pass by over head and she terns around with it. She turns to see a reservoir and the camera flawless here gaze.	We see Isaac crawling away from his crashed life module. His hand is on his head, he is seemingly in pain. He manages to gain his feet and stand up. He looks over a vast distance upon a city with smoke coming from it. As the camera pans round we see the research vessel Columbus approaching Isaac, eventually it passes very closely over him. Instantly the strong high pitched ringing tone is cured by the immense sound of the passing overhead ship, the Columbus. The camera passes round as the ship passes to reveal a reservoir in the distance surrounded by trees. Isaac is in subtle shock.	One Shot	
Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle

5 A	Burrator - Open Area	Isaac in front of ship compartment	Isaac is getting his equipment out from his life module...	Wide/Mid	Level Witt
5 B	Burrator - Open Area	Samples	...he collects a box of samples...	Close Up	Isaac High
5 C	Burrator - Open Area	Equipment	...and some more equipment.	Wide/Mid	Level Witt Isaac
5 D	Burrator - Open Area	Isaac in the space	Isaac opens his water canteen and tries to drink from it, it is empty....	Wide	Low
5 E	Burrator - Open Area	Drinking	...He tries to shake some out.	Mid	High/Leve
5 F	Burrator - Open Area	Follow his hand getting the communicator and using it	He grabs a portable communication module.	Close Up	Level
5 G	Burrator - Open Area	Looking down arm at communicator	We see Isaac Moving the communicator around and pushing buttons, trying to pick up a signal. He speaks into it.	Mid	Side
5 H	Burrator - Open Area	Behind her, she is low in the frame with the reservoir in front of her.	Isaacs voice is somewhat raspy and robotic, almost synthesised.	Wide	Behind
5 I	Burrator - Open Area	Looking down arm/over shoulder at communicator	Isaac gives up and looks at the time / date in the device....	Mid	Side/Behir
5 J	Burrator - Open Area	Clock	...it reads august 5th 2480 1:46pm.	Close Up	Strait
5 K	Burrator - Open Area	Behind her, she is low in the frame with the reservoir in front of her as she walks away.	She decides to head down the ridge towards the reservoir.	Wide	Behind

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
6 A		3DS	CGI	Debris floats around what appears to be empty space. A rock moves past the camera to reveal a planet in the distance. The planet is dark and seems lifeless. But it is earth. "JOURNEY TO PARADISE" A rock moves in front of the camera once more.		

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
7 A		Burrator - Outside Forrest	She is stood I the bottom of the frame with massive trees in front of her	Isaac is standing at the entrance to a forest...	Extreme Wide	Low
7 B		Burrator - Outside Forrest	Her Reaction to the forest (face)		Mid	Strait/Low
7 C		Burrator - Outside Forrest	She is stood I the bottom of the frame with massive trees in front of her	...the path in front of him is long and covered in moss. It's hard to see what it once was, maybe a structure of some kind.	Extreme Wide	Low
7 D		Burrator - Outside Forrest	Looking down the path over her shoulder	Isaac stares down the path, as if he is reluctant to travel it.	Over the shoulder.	Strait/high
7 E		Burrator - Path	She is stood I the bottom of the frame with massive trees in front of her. Starts to walk	He makes the first step but hears a crack under his foot.	Extreme Wide	Low
7 F		Burrator - Path	Follow her face down. Then to her hands as she digs. Back Up to face for reaction.	He bends down to investigate. Isaac digs up some dirt and moves some leaves to reveal an old mirror.	Mid	
7 G		Burrator - Path	Looking to mirror at her reflection	He looks at his reflection in it. His head begins to hurt...	Mid	
7 H		Burrator - Path	Face reaction	...and he moves back. He hears another crack in the distance.	Mid	Low/strait
7 I		Burrator - Path	Side	He <b>stands up</b> and looks up and down the path.	Wide	Low
7 J		Burrator - Path	He looks off camera into the distance	Down the other end of the path is his reflection, his consciousness,...	Mid	High/Strai
7 K		Burrator - Path	Over the shoulder looking at reflection	...staring back at him. He can't quite make out who is down the other end.	Over the shoulder	Strait/high
7 L		Burrator - Path	Her face		Mid	Strait/high
7 M (K)		Burrator - Path	Over the shoulder looking at reflection	His reflection does not reply, it simply walks off.	Over the shoulder	Strait/high
7 N (L)		Burrator - Path	Her face	After Dialog - Isaac begins to follow his reflection.	Mid	Strait/high
7 O (K)		Burrator - Path	Over the shoulder looking at reflection	Isaac begins to follow his reflection.	Over the shoulder	Strait/high

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
8 A		Burrator - Waterfall	Back of Isaac at bottom of frame with water fall in front of him	Isaac is standing on a rock looking at a water fall,	Mid/Wide	Low
8 B		Burrator - Waterfall	Face	she seems troubled and in thought.	Mid	Strait
8 C		Burrator - Waterfall	We see the whole waterfall as she climbs down	He climbs down the side of the waterfall to the bottom.	Wide	Low
8 D		Burrator - Waterfall	Follow hands take out canteen and unscrew cap and goes to fill it up	At the bottom he takes out his water canteen and bends over to fill it up.	Close Up	
8 E		Burrator - Waterfall	Filling up canteen from across stream		Wide	Low
8 F		Burrator - Waterfall	We see her hand under the running water	Isaac places his hand into the running water....	Mid	

8 G	Burrator - Waterfall	Face reaction of no feeling	...He tries to feel it against his hand.	Mid	
8 H	Burrator - Waterfall	Over shoulder looking into water	While filling it up he looks at his reflection in the water.	Over shoulder	High
8 I	Burrator - Waterfall	We see both versions of here stood either side of the stream	As Isaac gets up his reflection is standing over the other side of the stream that the waterfall has created. He is confused. His head begins to hurt.	Wide	Side
8 J	Burrator - Waterfall	Face reaction	He grabs his head in discomfort, his reflection has gone when he regains himself.	Mid/Wide	Side/Behir
8 K (I)	Burrator - Waterfall	We see both versions of here stood either side of the stream	Isaac Looks to his right slowly to see his reflection walking off once again. Isaac follows	Wide	Side

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
9 A	Burrator - Stream	Wide of her walking towards the camera down the stream	Isaac is walking through the forest, following the stream. He comes across a tree covered in moss, he stops.	Wide	Low	
9 B	Burrator - Stream	Face	Isaac looks at the tree	Mid		
9 C	Burrator - Stream	Hand	he begins to touch it	Close/Mid		
9 D	Burrator - Stream	Face	look up at its branches.	Mid		
Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
10 A	Burrator - ?	Looking down log. Log in the left hand side of frame with space and forest in front of her	Isaac is sitting down on a log / rock.	Wide/Mid	Low	
10 B	Burrator - ?	We see the screw driver in her ere	She has a small screwdriver in his ear.	Extreme close up		
10 C	Burrator - ?	Face	He seems to be concentrating.	Mid	Strait	
10 D (B)	Burrator - ?	We see the screw driver in her ere	Isaac begins to twist the screwdriver...	Extreme close up		
10 E (C)	Burrator - ?	Face	...and begins to feel pain....	Mid	Strait	
10 F (B)	Burrator - ?	We see the screw driver in her ere	...He twists it more and	Extreme close up		
10 G (C)	Burrator - ?	Face	...finally he lets out a subdued noise in pain. His head begins to hurt again and then it subsides.	Mid	Strait	
10 H (1)	Burrator - ?	Looking at Isaac	In front of him his reflection is now standing.	Mid	High	
10 I	Burrator - ?	Looking at Reflection	His reflection looks at himself.	Mid	Low	
10 J (1)	Burrator - ?	Looking at Isaac	Isaac stares at his reflection.	Mid	High	
10 K (3)	Burrator - ?	Reflection Face		Close	Low	
10 L (4)	Burrator - ?	Isaac Face		Close	High	
10 M (3)	Burrator - ?	Reflection Face		Close	Low	
10 N (4)	Burrator - ?	Isaac Face		Close	High	
10 O (3)	Burrator - ?	Reflection Face		Close	Low	
10 P (5)	Burrator - ?	We see both in frame	There is a pause in the conversation	Wide	Low	
10 Q (1)	Burrator - ?	Looking at Isaac		Mid	High	
10 R (3)	Burrator - ?	Reflection Face		Close	Low	
10 S (1)	Burrator - ?	Looking at Isaac		Mid	High	
10 T	Burrator - ?	Reflection Slider? Stationary Mid?		Mid/Wide - Wide	Low	
10 U (1)	Burrator - ?	Looking at Isaac		Mid	High	
10 V (5)	Burrator - ?	We see both in frame		Wide	Low	

10 X (5)	Burrator - ?	We see both in frame	Looking at Isaac	Isaac looks at his reflection suddenly in the distance booms are heard which breaks his concentration.	Wide	High
10 Y	Burrator - ?	Over the shoulder looking where Isaac looks following him when he looks back at his reflection.		He looks to where he thinks they may be coming from. _ He returns his focus to his reflections, but it has disappeared.	Over the shoulder	
10 Z (5)	Burrator - ?	We see just him In the space		He sits for a while...	Wide Side	Low
10 AA	Burrator - ?	We see her hand in the foreground twitching then pull focus to face to show she doesn't notice. She walks out of frame		...his hand twitches a little, as if a trait he use to have in his past human life. Isaac does not notice. He gets up and heads off.	Close Up	Very Low

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
11 A		Burrator - Night	Isaac	Isaac is sitting down round a camp fire...	Mid/Wide	Low
11 B		Burrator - Night	We see his screwdriver in the communicator	...he has a screwdriver pushed into his communicator.	Extreme close up	High
11 C		Burrator - Night	We see both Isaac and Reflection in frame	His reflection is sitting opposite him.	Wide Side	Low
11 D		Burrator - Night	Low diagonal of reflection with fire in foreground	Isaac's reflection smiles at him...	Wide/Mid	Low
11 E		Burrator - Night	Isaacs face	...but Isaac ignores it.	Close	Strait
11 F		Burrator - Night	Reflections Face		Mid	Strait
11 G		Burrator - Night	Isaacs face		Mid	Strait
11 H		Burrator - Night	We see both in frame	Isaacs reflection gets up and begins to approach him.	Wide Side	Low
11 I		Burrator - Night	Reflections Face		Mid	Strait
11 J		Burrator - Night	We see both in frame	Isaac allows him closer and stops tampering with his communicator. He puts the screwdriver down beside him.	Mid Side	Low
11 K		Burrator - Night	We follow the screw driver	Isaac's reflection picks up the screwdriver and pushes it into Isaacs ear. Isaac begins to twitch.	Close	
11 L		Burrator - Night	Isaacs face	Something is happening, Isaac becomes slightly more human. More emotion comes through and he seems somewhat overwhelmed.	Mid	Strait
11 M		Burrator - Night	Looking at Isaac and Reflection	Isaac's reflection twists the screwdriver suddenly and a small spark emanates from Isaac's ear. Isaac goes into shock...	Wide strait on	Strait/Low
11 N		Burrator - Night	We see just Isaac	...and collapses. His reflection is gone.	Wide Side	Strait/Low

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
12 A		Studio - Inside Module	Slow slide in	Isaac is laying peacefully "asleep", panels around him show small amounts of data. Suddenly the screen in front of him boots up. The screen in front of him displays various information. The date and time displaced is may 20th 2390 1:46pm. The screen states that there is an incoming transition.	Wide - Extreme Close	Strait
12 A		Studio - Inside Module	End of slide (comes to a stop)		Extreme Close	Strait

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
13 A		3DS	CGI	We can see the moon, illuminated by the sun. There is strange activity around it from various large space craft and space stations. We float through space, getting further and further away. It explodes in a flash of light.		

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
14 A		Burrator - Morning	Slowly pans/tilts to reveal Isaac laying on the floor	Isaac is laying on the floor, she is not moving. _Isaac rigidly jolts awake as his system reboots and...	Birds Eye View	High
14 B		Burrator - Morning	Isaac's Face	...shocks his brain...	Strait/Birds Eye View	
14 C		Burrator - Morning	Reflection god shot	...His reflection is standing over him.	God Shot	Low
14 D		Burrator - Morning	Follow Isaac's Face	Isaac stands up and looks around his home	Mid	

planet.

14 E (2)	Burrator - Morning	Reflection Face			Mid	
14 F (1)	Burrator - Morning	Isaac Face			Mid	
14 G (2)	Burrator - Morning	Reflection Face			Mid	
14 H (1)	Burrator - Morning	Isaac Face			Mid	
14 I (2)	Burrator - Morning	Reflection Face			Mid	
14 J (1)	Burrator - Morning	Isaac Face			Mid	
14 K (2)	Burrator - Morning	Reflection Face			Mid	
14 L (1)	Burrator - Morning	Isaac Face			Mid	
14 M	Burrator - Morning	Reflection Face	Isaac jumps at his reflection grabbing him round the throat.		Mid	
14 N	Burrator - Morning	Isaac in foreground over shoulder to reflection	Isaac pushes his reflections head under the water.		Over the shoulder	
14 O	Burrator - Morning	We see both in frame	His reflection struggles and Isaac fights back. Eventually his reflection stops moving.		Wide	Low
14 P	Burrator - Morning	Isaac face			Mid	Low
14 Q	Burrator - Morning	We see both in frame	Isaac kneels back, not needing to catch his breath. He brings his hands up in front of his face and stares at them, studying them. Almost human		Wide Side	Low
14 R	Burrator - Morning	Pov looking through Isaac's hand, focus pull to the body in the water	He parts his hands and For a while he stares at the body before him, laying in the water.		Mid	High
14 S	Burrator - Morning	Wide Side	Isaac Stands Up		Wide Side	Low
14 T	Burrator - Morning	Over shoulder of Isaac	Isaac stands up and turns around. He sees his reflection step out from behind a tree.		over shoulder	
14 U	Burrator - Morning	Reflection Face			Mid	
14 V	Burrator - Morning	Follow face then pan down to where the body should be	Emotionlessly, Isaac turns around to see that the body behind him has gone.		Mid	
14 W	Burrator - Morning	Reflection Face			Mid	

14 X	Burrator - Morning	Isaac face	Isaac's head begins to hurt.		Mid	Diagonal Low
------	--------------------	------------	------------------------------	--	-----	--------------

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
---------	--------	----------	------------------	--------------------	-----------	-------

15 A (2)	Burrator - ?	Reflection Face			Mid	
----------	--------------	-----------------	--	--	-----	--

15 B (1)	Burrator - ?	Isaac face			Mid	
----------	--------------	------------	--	--	-----	--

15 C (2)	Burrator - ?	Reflection Face			Mid	
----------	--------------	-----------------	--	--	-----	--

15 D (1)	Burrator - ?	Isaac face			Mid	
----------	--------------	------------	--	--	-----	--

15 E (2)	Burrator - ?	Reflection Face			Mid	
----------	--------------	-----------------	--	--	-----	--

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
---------	--------	----------	------------------	--------------------	-----------	-------

16 A (2)	Burrator - Water Front	Reflection Face			Mid	
----------	------------------------	-----------------	--	--	-----	--

16 B (1)	Burrator - Water Front	Isaac face			Mid	
----------	------------------------	------------	--	--	-----	--

16 C (2)	Burrator - Water Front	Reflection Face			Mid	
----------	------------------------	-----------------	--	--	-----	--

16 D	Burrator - Water Front	We see both in frame	Isaacs reflection steps into the water up to her waist.	Wide Side	Low
16 E	Burrator - Water Front	Reflection	He turns around to face Isaac and holds out both his hands and waist height.	Mid	Strait
16 F	Burrator - Water Front	Isaac walking into water, looking at face then down to waist then back up	Isaac steps into the water and slowly walks towards his reflection up to his waist.	Mid	Strait
16 G	Burrator - Water Front	We see both in frame	He stops in front of himself.	Wide Side	Low
16 H	Burrator - Water Front	Isaacs face coming apart	His reflection digs his fingers into the top of Isaacs forehead and begins to tare off Isaacs synthetic face skin.	Mid/Close	Strait
16 I	Burrator - Water Front	Close ups of the skin ripping		Close Ups	
16 J	Burrator - Water Front	Isaac waste and water, blood	we see blood dripping into the lake.	Mid	High
16 K	Burrator - Water Front	Isaac stood alone in a big lake with skin and blood on his hands	Isaac is now standing alone holding his hands up, covered in blood and bits of synthetic skin.	Mid/Wide	Low
16 L	Burrator - Water Front	Isaac face	we see his skull is metallic, with all sorts of wires and tubes sticking out and snaking over it.	Mid	Strait/High
16 M	Burrator - Water Front	Isaac Head	Isaac brings his hands up and lifts off the cap of his skull, revealing a brain, partially formed of organic matter and robotic parts.	Birds Eye View/Close	High
16 N	Burrator - Water Front	Camera starts on the surface of the water we see Isaac submerge and disappear, the camera lingers on the surface for a while then final submerges	Isaac slowly submerges himself in the water. The surface bubbles for a while then stops. The camera pans up to view the distant trees and ridge where Isaac originally crashed. Animals begin to make noise, it gets louder and louder. It stops.	Wide	

Scene #	Shot #	Location	Shot Description	Script Description	Shot Type	Angle
17 A		3DS	CGI	We travel through space. viewing beautiful images of nebulae, galaxy's, stars, and other wonders.		