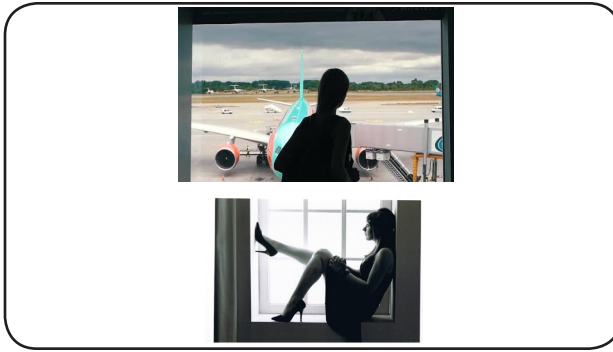


Far shot, candid



Sound: Sighing
Close-up, silhouette against window, side view



Multiple Point of Views (x4) - Up



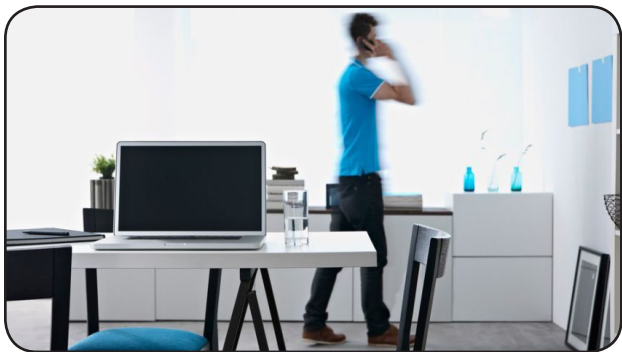
Multiple Point of Views (x4) - Down



Multiple Point of Views (x4) - Left



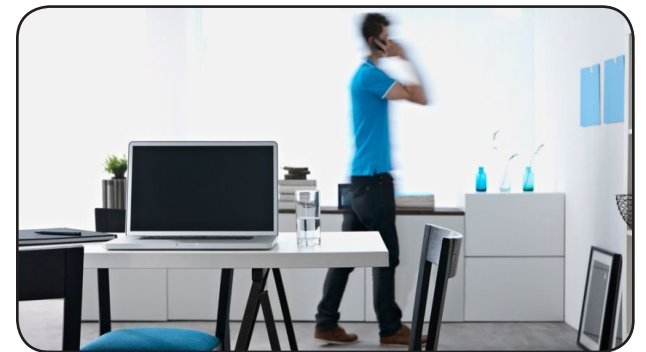
Multiple Point of Views (x4) - Right



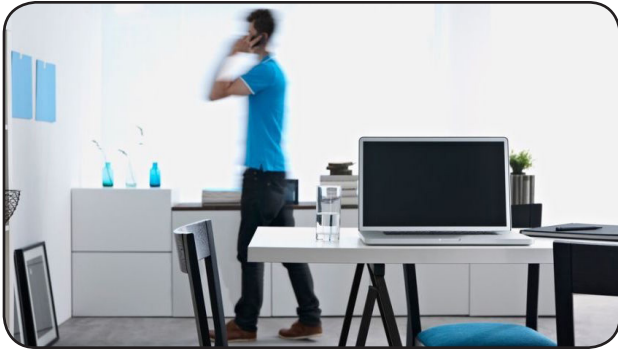
Sound: Feet walking
Quick back and forth between shots (x6)



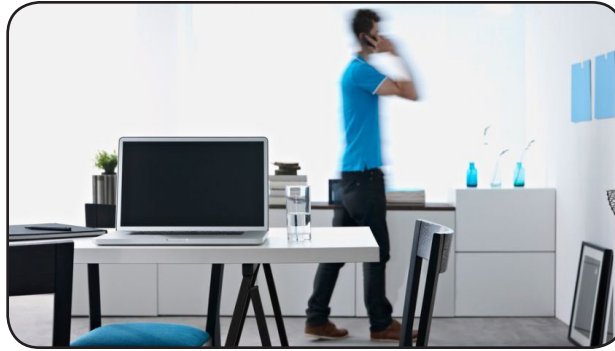
Sound: Feet walking
Quick back and forth between shots (x6)



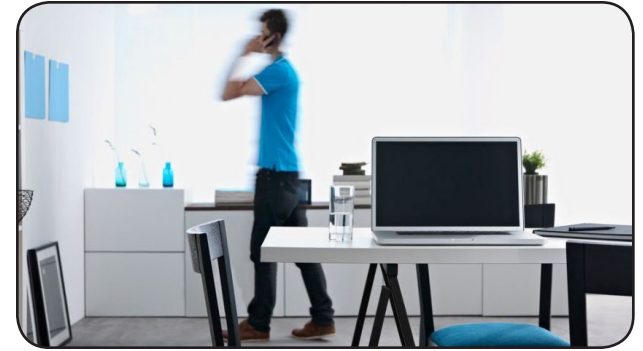
Sound: Feet walking
Quick back and forth between shots (x6)



Sound: Feet walking
Quick back and forth between shots (x6)



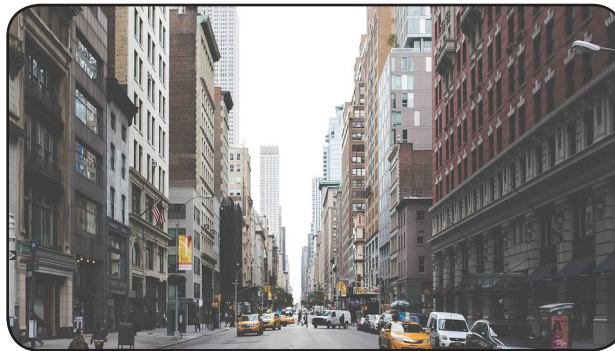
Sound: Feet walking
Quick back and forth between shots (x6)



Sound: Feet walking
Quick back and forth between shots (x6)



Sound: Music
Fade-into, Close-up shot



Fade-out of, Street view



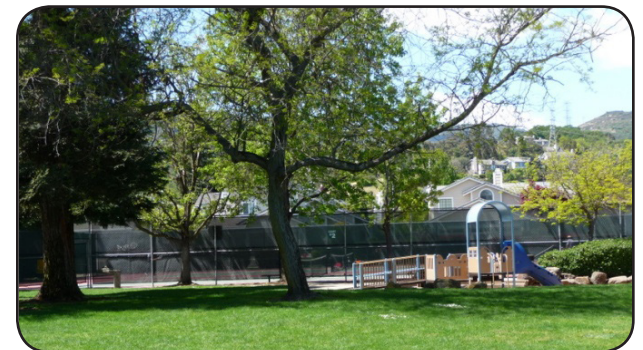
Quick back and forth between shots (x3)



Quick back and forth between shots (x3)



Dissolve To
Quick back and forth between shots (x3)



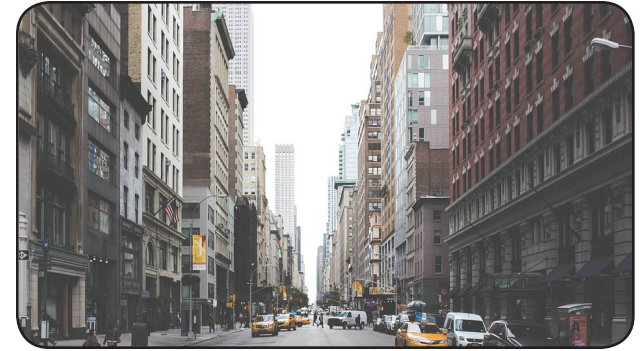
Quick back and forth between shots (x3)



Quick back and forth between shots (x3)



Fade-out of
Quick back and forth between shots (x3)



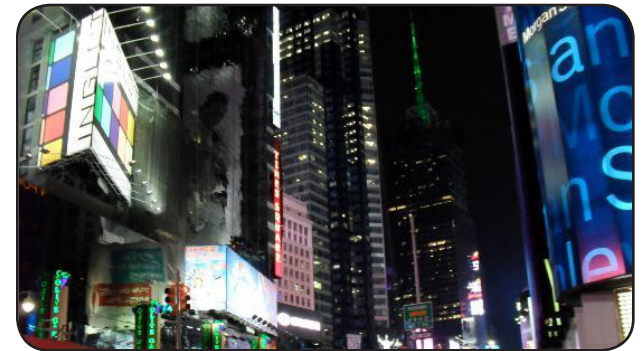
Street view



Close-up, Low side/back angle



Sound: People talking fast, static
Tight Frame



Low angle



Sound: Sound of door opening
Fade to black