- 1. Eye level MCU of The Outsider, silhouetted against reflected, rippling glow of light on water
- 2. Low angle WS of revolving mirrors on tabletop, stationary
- 3. Eye level MCU of The Outsider, silhouetted against reflected, rippling glow of light on water
- 4. High angle WS of pram on other side of a city street
- 5. Eye level MCU of The Outsider, silhouetted against reflected, rippling glow of light on water
- 6. High angle WS of fresh, red apple on sterile countertop
- 7. Eye level MCU of The Outsider, silhouetted against reflected, rippling glow of light on water
- 8. Eye level WS of The Man in Black at a city bus stop
- 9. Eye level MCU of The Outsider, silhouetted against reflected, rippling glow of light on water
- 10. Low angle WS of clean, blue water from beneath
- 11. **Eye level MCU** of The Outsider, silhouetted against reflected, rippling glow of light on water
- 12. **High angle WS** of a pristine hand against brick tiling in a single shaft of sunlight
- 13. **Eye level MCU** of The Outsider, silhouetted against reflected, rippling glow of light on water
- 14. Low angle MCU of an anatomical diagram pinned to a wall
- 15. **Eye level MCU** of The Outsider, silhouetted against reflected, rippling glow of light on water
- 16. High angle ECU of a pharmaceutical ad

17. **Eye level MCU** of The Outsider, silhouetted against reflected, rippling glow of light on water, first monologue in background

WHIP PAN RIGHT TO

- 18. **High angle ECU** of revolving mirrors on tabletop, spinning WHIP PAN RIGHT TO
- 19. **High angle WS** of pram on other side of a city street, slightly closer this time
- 20. **High angle WS** of red apple on sterile countertop,
 timelapse begins

 WHIP PAN RIGHT TO
- 21. **Eye level WS** of The Man in Black at a city bus stop, turning to camera
- 22. **Low angle WS** of clean, blue water from beneath, wide eyed face fading into view
- 23. **High angle WS** of pristine hand bunching into a fist against brick tiling in a single shaft of sunlight WHIP PAN RIGHT TO
- 24. **Low angle MCU** of anatomical diagram pinned to a wall, smoke drifting upward
- 25. **High angle WS** of The Outsider knelt, prostrate, before a single shaft of sunlight in his chamber, bottom left

 WHIP PAN RIGHT TO
- 26. High angle CU of revolving mirrors on tabletop, spinning rapidly

- 27. High angle MS of pram on same side of a city street
- 28. **High angle WS** of browned apple on sterile countertop, timelapse in full swing

 WHIP PAN RIGHT TO
- 29. **Eye level MS** of The Man in Black at a city bus stop, turning to camera
- 30. Low angle WS of clean, blue water from beneath, wide eyed face fading further into view
- 31. **High angle MS** of once pristine hand ferociously scraping against brick tiling in a single shaft of sunlight WHIP PAN RIGHT TO
- 32. Low angle MCU of anatomical diagram pinned to a wall, flames licking upward
- 33. **High angle WS** of The Outsider knelt, prostrate, before a single shaft of sunlight in his chamber, top right

 WHIP PAN RIGHT TO
- 34. **High angle MCU** of revolving mirrors on tabletop, spinning rapidly

WHIP PAN RIGHT TO

- 35. High angle MCU of pram
- 36. **High angle WS** of collapsing apple on sterile countertop, timelapse in full swing

 WHIP PAN RIGHT TO

- 37. **Eye level CU** of The Man in Black at a city bus stop, turning to camera
- 38. Low angle WS of clean, blue water from beneath, wide eyed face staring downward
- 39. **High angle CU** of dirtied hand scraping against brick tiling in a single shaft of sunlight, fingers worn and ragged

WHIP PAN RIGHT TO

- 40. Low angle MCU of anatomical diagram pinned to a wall, engulfed in flame
- 41. **High angle WS** of The Outsider knelt, prostrate, before a single shaft of sunlight in his chamber, mid center

 WHIP PAN RIGHT TO
- 42. **High angle MS** of revolving mirrors on tabletop, spinning rapidly

WHIP PAN RIGHT TO

- 43. High angle CU of pram
- 44. **High angle WS** of fully collapsed apple on sterile countertop, timelapse in full swing

 WHIP PAN RIGHT TO
- 45. **Eye level ECU** of The Man in Black at a city bus stop, eyes turning to camera
- 46. Low angle WS of dirtied water from beneath, wide eyed face staring downward

47. **High angle ECU** of dirtied hand scraping against brick tiling in a single shaft of sunlight, fingers torn and bleeding

WHIP PAN RIGHT TO

- 48. Low angle MCU of anatomical diagram pinned to a wall, flames still roaring
- 49. **High angle WS** of The Outsider knelt, prostrate, before a single shaft of sunlight in his chamber, jump cutting, rear center, front center, front left, rear right, mid left, mid right

SMASH CUT TO

50. **Eye level MCU** of The Outsider, silhouetted against reflected, rippling glow of light on water, second monologue in background

DOLLY BACK/JIB DOWN/TILT UP TO

- 51. **Low angle MS** of The Outsider, harshly illuminated from above, wrists slit
- 52. **High angle WS** of revolving mirrors on tabletop, stationary
- 53. **High angle WS** of pram tipped over on other side of a city street
- 54. Low angle MS of The Outsider, harshly illuminated from above, wrists slit
- 55. **High angle WS** of rotten apple on greasy, unkempt countertop

- 56. **Eye level WS** of The Man in Black walking away past city bus stop, a bundle under one arm
- 57. Low angle MS of The Outsider, harshly illuminated from above, wrists slit
- 58. Low angle WS of filthy water from beneath
- 59. **High angle WS** of shuddering, bleeding hand, fingernails ground down, against pavement
- 60. Low angle MCU of the smoldering tatters of an anatomical diagram pinned to a wall
- 61. **High angle ECU** of a pharmaceutical ad, partially obscured by a spreading puddle of red paint