

ANIMATION CAMERA SCRIPT
JANUARY, 2016 — William Beckett (beckettwj@gmail.com)
ASPECT RATIO: 16:9 (1920 X 1080 — standard HD)
DURATION: 120 seconds (2 minutes)

ESTABLISHING SETTING (25 seconds):

- 5 SECONDS: Fade in on a Permian forest landscape. Hold.
- 8 SECONDS: Pan right across Permian forest. A primitive dragonfly zips overhead (from left to right) during pan. Pan stops at tree trunk (which frames the shot on the right).
- 3 SECONDS: Cut to close up of ferns.
- 3 SECONDS: Cut to full shot of primitive conifer trees.
- 2 SECONDS: Cut to close-up of giant horsetail trunk.
- 4 SECONDS: Pan up from the trunk, to the top of the horsetail.

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ENTER THE DIMETRODON (35 seconds):

- 7 SECONDS: Camera slowly pans left, across a small pond that is being gulped by an adult Dimetrodon (roughly two metres in length). Camera stops with a close-up of the creature's head as it drinks.
- 5 SECONDS: Hold on the head shot. Creature dips its head down as it drinks.
- 6 SECONDS: Full shot of the creature's entire body as it drinks. It lifts its head, blinks.
- 5 SECONDS: Extreme close-up of the creature's mouth as it lowers its head to resume drinking (lapping at the water with its tongue, perhaps).
- 7 SECONDS: Extreme close-up of the front edge of the creature's sail back, continuing to pan up to the tip top of the sail.
- 5 SECONDS: Full-body shot — the creature suddenly stops drinking as if in reaction to a sound. It jerks its head toward its left (away from the camera).

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THE FIGHT (50 seconds):

- 5 SECONDS: Long shot: Our previously-established Dimetrodon (upper-right of frame) has its head turned toward a new Dimetrodon shape, lumbering into frame from the lower-left.
- 5 SECONDS: Reverse long shot (static), showing our previously-established dimetrodon on the left, growling at the newcomer approaching the pond from the right.
- 5 SECONDS: Same shot (now panning left), panning back with our Dimetrodon always in frame left as it backs away from the newcomer, and away from the

pond. A decaying log in the foreground-left adds interest, and perspective, to the shot (as well as the upcoming fight).

- 5 SECONDS: Same shot, now static with our dimetrodon (left) charging at the new Dimetrodon (right). They grapple in the centre of the frame.
- 3 SECONDS: 3/4 shot, closer in: the new Dimetrodon (on the right) gets the upper hand as it bites into its startled opponent's neck.
- 4 SECONDS: Long shot again — a break in the fighting as both Dimetrodons break off, hitting the ground on all fours and facing each other. Our Dimetrodon (still on the left) paws its wound, while the newcomer (still on the right) tenses for a charge.
- 3 SECONDS: Same shot — the newcomer charges and starts mounting our Dimetrodon's head.
- 5 SECONDS: Reverse angle, full shot — despite its wound, our Dimetrodon uses leverage to throw the newcomer off of its body, throwing its aggressor toward camera.
- 2 SECONDS: 3/4 shot, closer into the fight as our Dimetrodon pounces onto the prostrate newcomer...
- 2 SECONDS: ... lowers its head...
- 2 SECONDS: ... and either bites the newcomer's throat, or outright tears it out (depending on how much gore is deemed appropriate for an all-ages audience).
- 9 SECONDS: The newly-killed Dimetrodon's head and limbs go limp in death, forever. Its vanquisher trundles toward the right and out-of frame, roaring its victory to the sky.

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DENOUEMENT (10 seconds):

- 5 SECONDS: Full shot, from on-high, as the camera pans down toward the head of the killed Dimetrodon, stopping with an extreme close-up on the left-hand side of its scarred, dead face.
- 5 SECONDS: The camera holds position, and fades out, on that facial close-up.