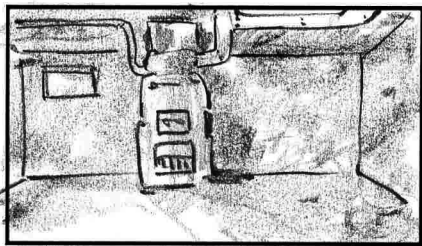


NOT  
WELL

**STORYBOARD**

Scene 1

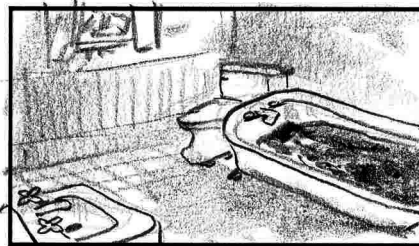
①



INT Basement - Static

Scene 4

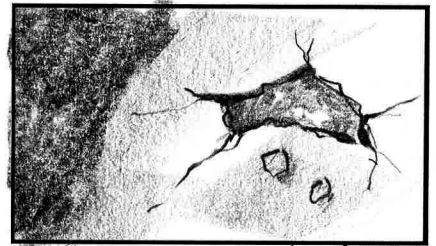
①



INT Bathroom Static

Scene 6 cont

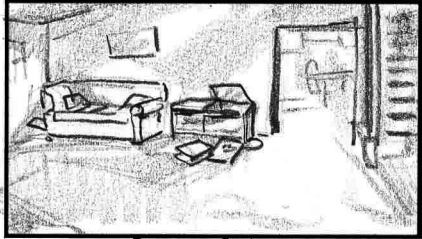
②



cracks/chips in wall - something Big moves

Scene 2

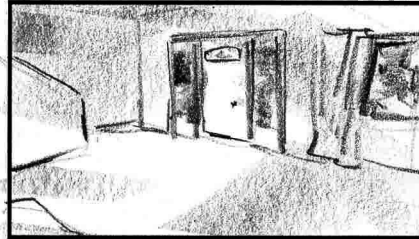
①



INT Living Room - Static

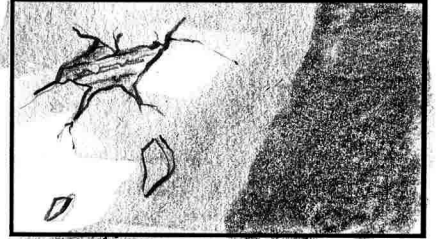
Scene 5

①



Sketch of front door - living room - static

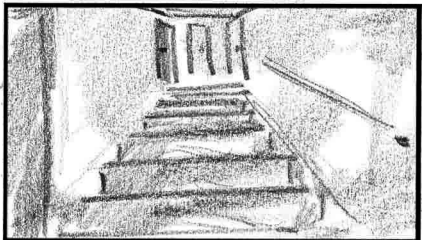
③



more chips -

Scene 3

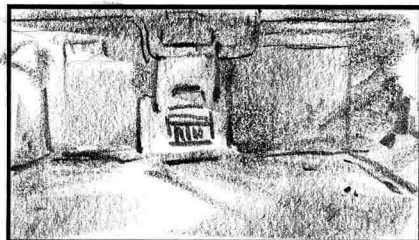
①



interior Stairwell - Static

Scene 6

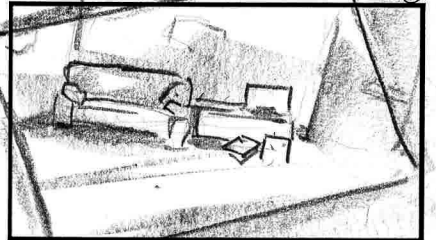
①



INT Basement - Static

Scene 7

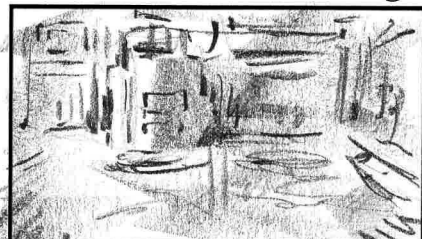
①



INTERIOR L.R. - camera tilts to respond to sound &amp; moans

Scene 8

①



INT - Basement - quick cut/camera shake

Scene 10 cont.

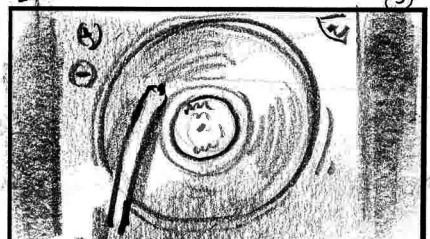
②



heavy shadow as he move in

Scene 10 cont

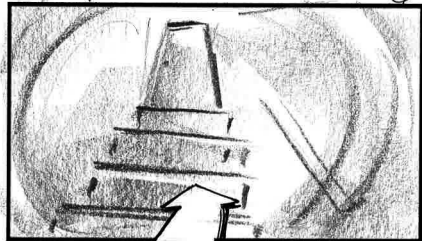
⑤



overhead as music plays

Scene 9

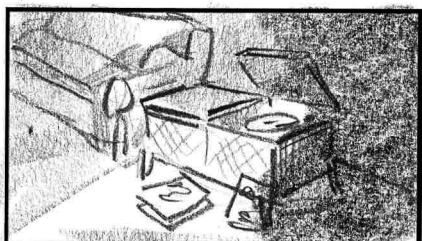
①



Distorted lens - (monster POV) going up stairs

Scene 10

①



INT L.R. - heavy shadow over record pla

Scene 10 cont.

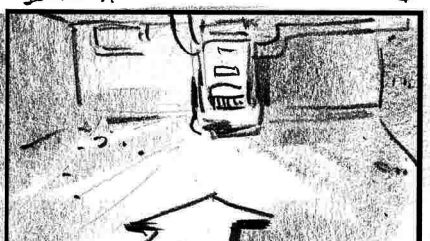
④



shadow (?) or hint of monster moves awa

Scene 11

④



Back to Basement - camera pushes in



cut to album cover

Scene 11 cont

②



dancing gem comes out from behind furnace

③



Co. of gem still in shadows - we see monster's claws

④



gem turns right - the music has stopped

Scene 14 cont

2



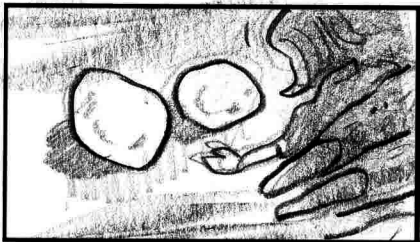
gem in frame

3



over gem's shoulder - reveal her children rocks

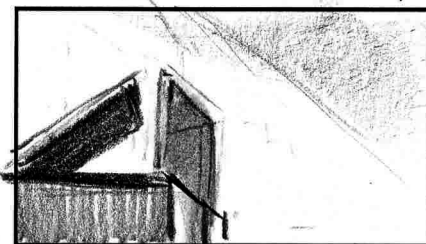
4



interacting w/ rocks. we see monster's claws

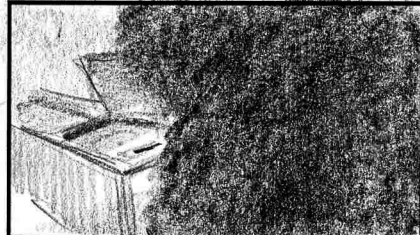
Scene 12

1



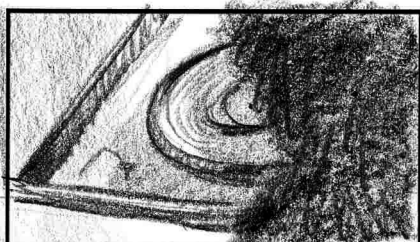
cut to LR - camera low behind record pl

2



over monster's shoulder - on - just big shadow

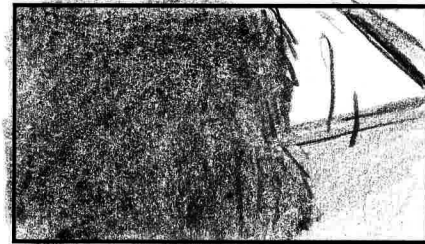
3



- its resetting the record - still not sure what's going on

Scene 12 cont

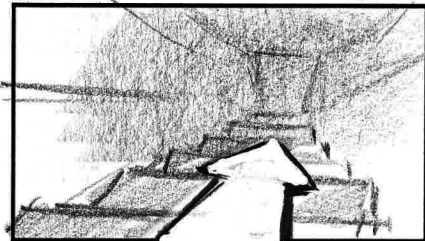
④



moving away

Scene 13 -

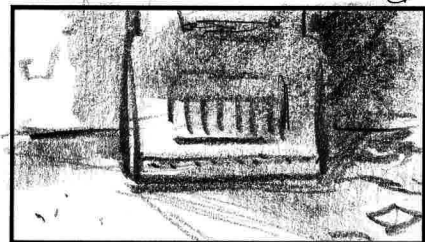
①



camera moves quickly downstairs - its irritated

Scene 14

②



Back to Basement / furnaces

Scene 14 cont

⑤



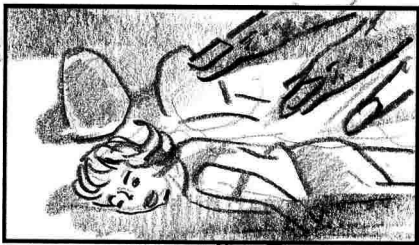
Reverse -

⑥



Reverse again - She "hears" record stop!

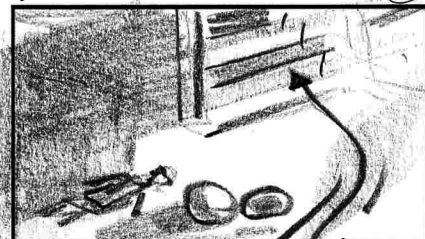
⑦



tossed to floor - its getting passed.

Scene 14 cont

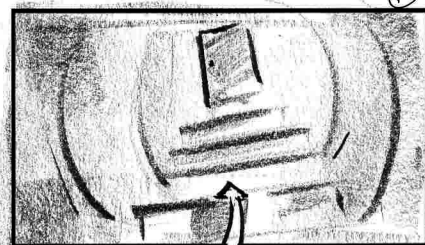
⑧



camera tilts up to let us know monster is running upstairs

Scene 15

①



POV. Distorted lens - 5 skewed frame push up the step

Scene 16

②



cut! Co of claws resetting record player arm



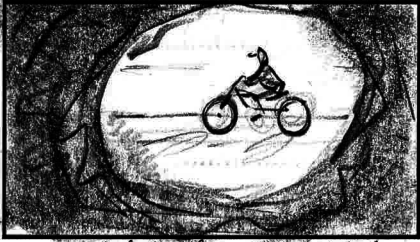
Scene 17?

(1)



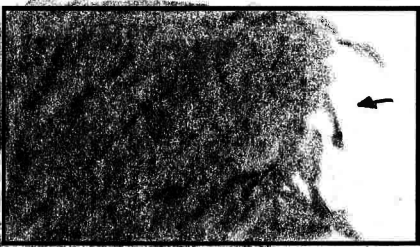
INT - claws clear mud from windows

(2)



POV - looking through mud hole

(3)



~ moves away - Shadow & fur still in unknown

Scene 18 cont

7



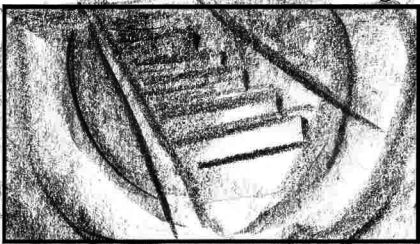
running into wall

8



crazy movement - the music has 50

(9)



quick cut of steps - his foot  
- we know he's going up - camera stays in basement

Scene 18

(1)



cut to Basement. CU on monster play  
- hints of his face

(2)



more play - getting aggressive

(3)



his mad - we see flashes of his face  
as he gets enraged

Scene 18

10



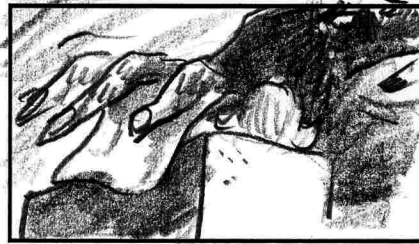
claws grab brick

11



Gem is put to bed and...

(12)



...tucked in. Camera low we see  
his face in shadows

Scene 18 cont

(4)



Dashing about - crazy

(5)



camera low as he almost runs over it.

(6)



.. revealing braking beams

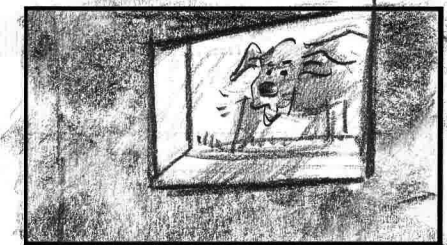
Scene 18 cont

(13)



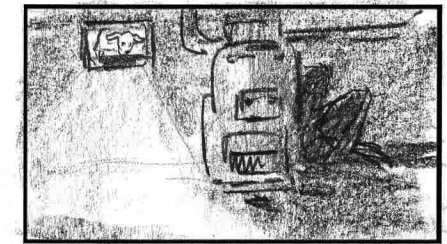
he moves to reveal basement window

14



cut to reveal dog sniffing

15



cover shot - monster retreated to  
side of passage in darkness -  
dog sniffs



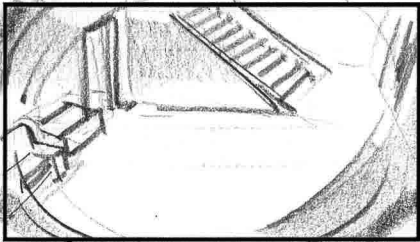
Scene 18

16



behind furnace - he covers  
page 5 living room

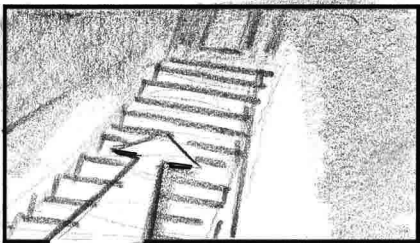
17



his POV - distortion lens

cut to stairs

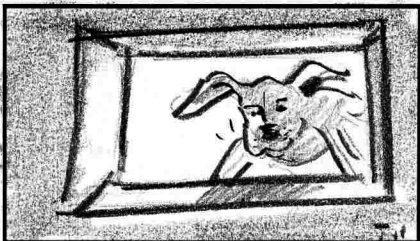
18



shaky hand held camera - dashing  
up stairs

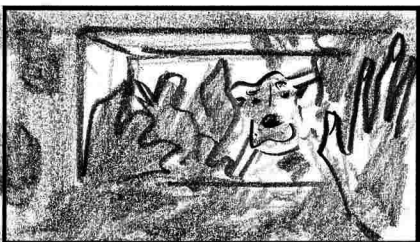
Scene 20

1



cut to Basement window - dog  
sniffing, investigating

2



Splatter of mud on window - claw

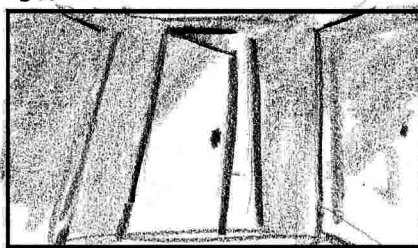
3



window covered - its gotten darker

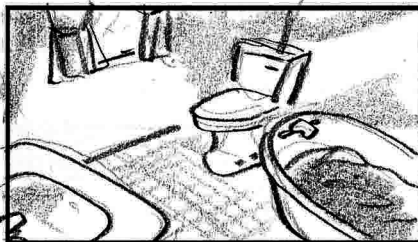
Scene 19

1



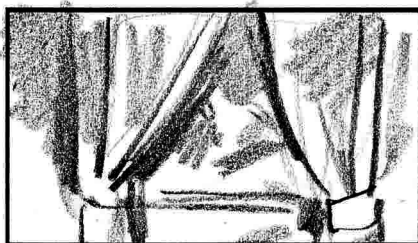
Bathroom door opens to reveal...

2



... awkward angle seeing all in  
the bathroom.

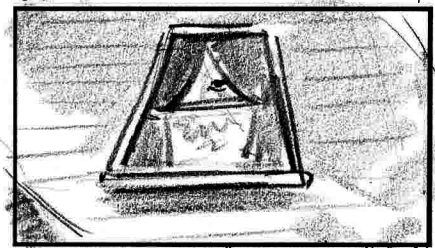
3



we see window covered in mud

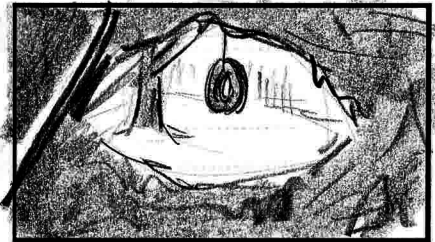
exterior of Bathroom

4



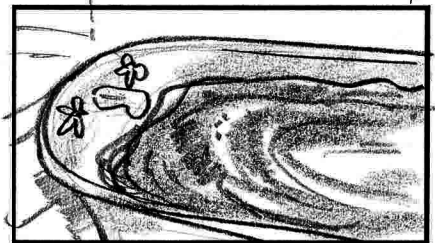
Reverse - something moving behind  
curtains

5



But - his POV of Backyard - The coast  
is clear -

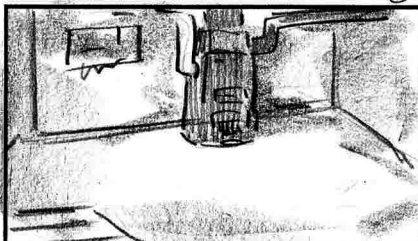
6



shot of junk in tub - ripples

Scene 21 - later

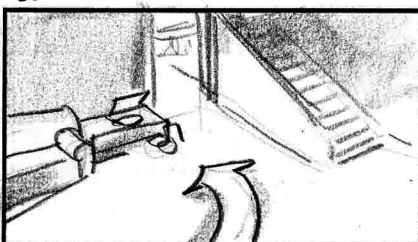
1



Static

Scene 22

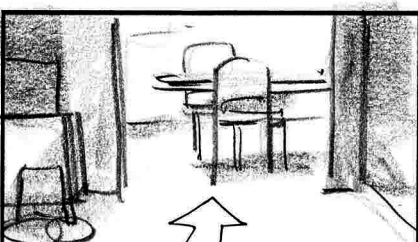
1



living room

camera moves  
into kitchen

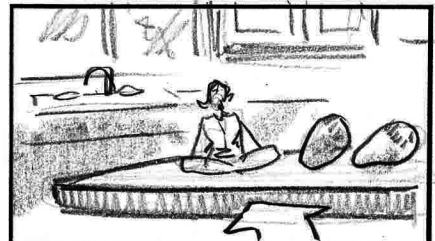
2



push

Scene 23 kitchen

1



camera pushes over kitchen table -  
floats over revealing gem & 'children'

2



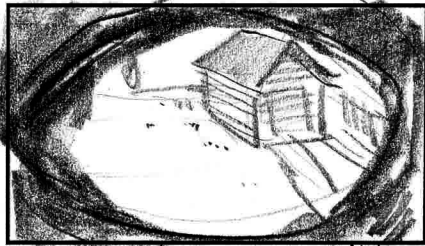
pushes a window

3



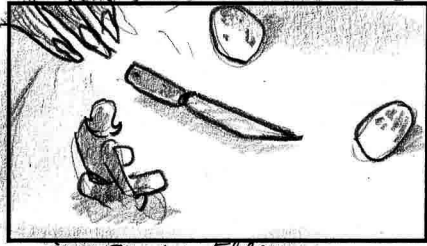
Reverse - we see his eye checking  
thing outside

Scene 23



his POV - (may not need this)

Scene 23 cont



knife is tossed on table

Scene 23 cont

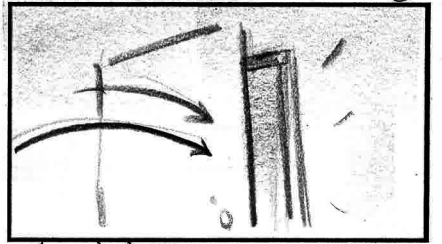
10



knife stops & points to 'child' - Rock goes flying right by camera

Quick cuts

11



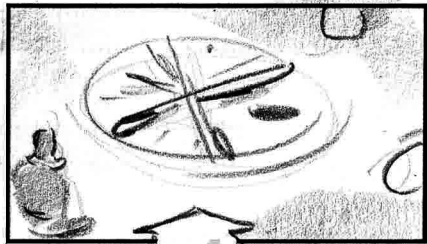
Slamming Door

5



claw opens drawer - Pull Back

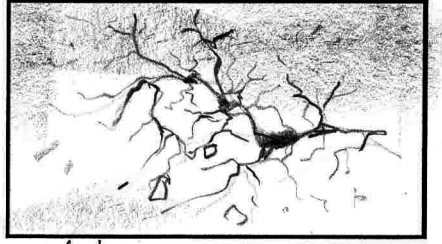
8



Spins - a show push in.

Quick cut

12



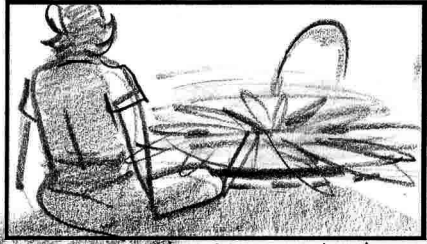
cracking wall

6



over the shoulder of 'children'

9

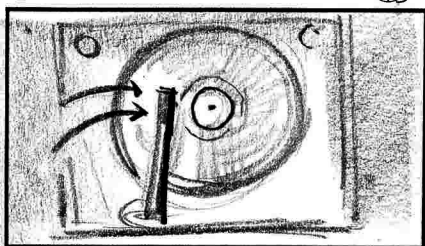


from behind Gem - knife is spinning up close & personal.

Scene 23

Quick cut

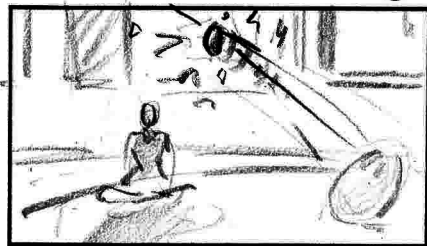
13



Record Stairs

Scene 23 cont.

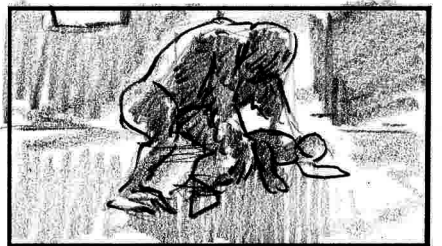
12



Quick cut - rock fly out kitchen window - right by Gem

Scene 24

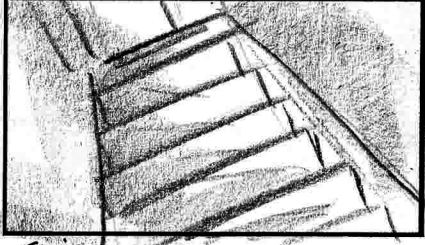
1



cut to Basement - Heavy Shadows but we see him pick up large Rock

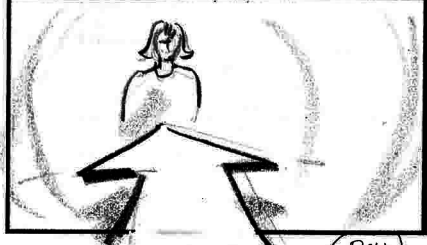
Quick cuts

14



Stairs

13



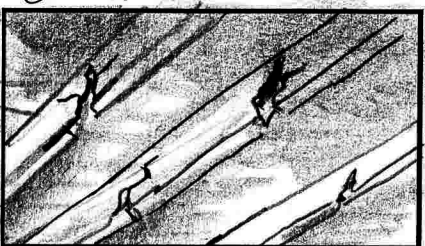
Camera pushes to Gem (POV)



Moving her ... Pull to reveal other 2 Dolls

Quick cuts Floor Beams

15

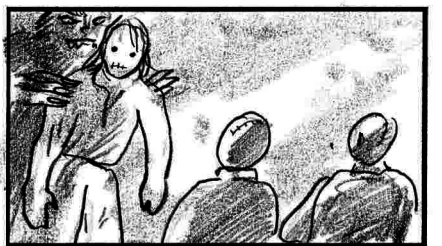


cracking

14



CU on Gem - POV



Behind 'children dolls' - See 'mom & monster'



Scene 24



Camera should reverse - wrap around monitor to OTS

Scene 25

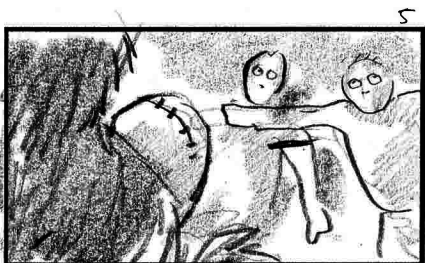


Reverse - exterior as guy opens door

Scene 25 cont



"Smells like a rat" "Smells like a paper mill"

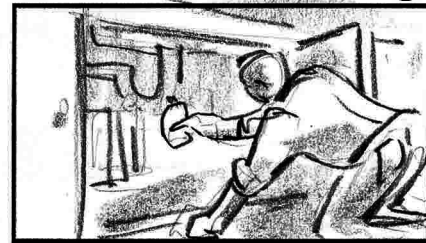


OTS to reveal doll protecting her "sister"

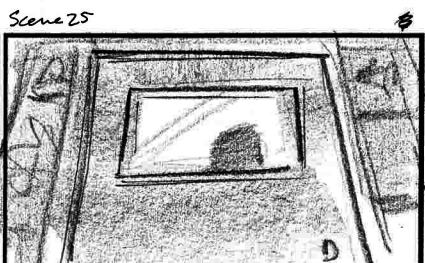


Reverse - interior - and board enters

Scene 26



Cut to Kitchen - getting cleaning supplies



CUT! INT. L.R. Shadow in door window

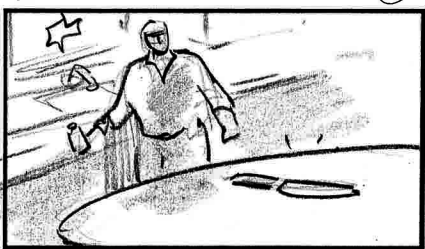


Establishing over shot



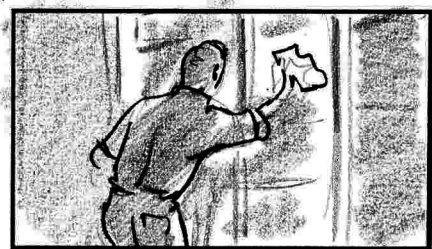
Camera pulls out...

Scene 25 cont



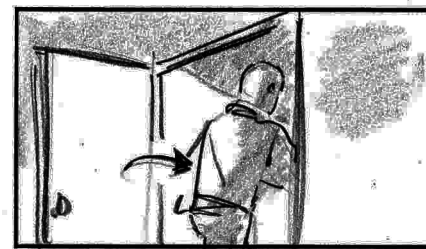
... to reveal knife

Scene 26

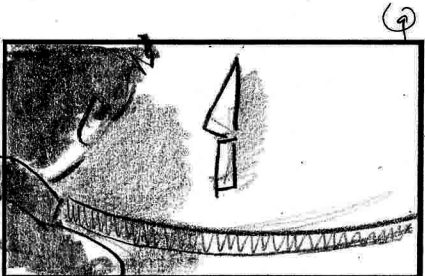


washing window by door

Scene 27



Turn to go downstairs



Rat OTS.



Reverse



OTS - flashlights jump around



He walks to L.R.



walking away - long shadows

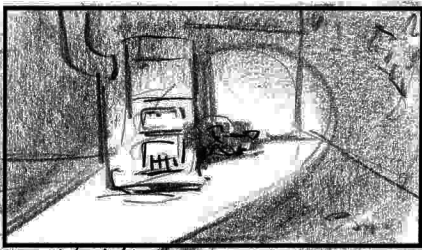


Reverse - light is shining in camera



Scene 27

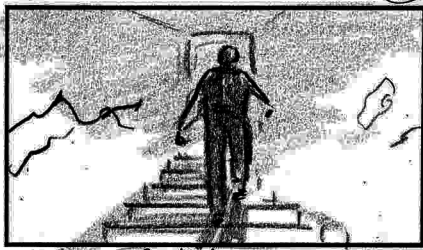
(4)



Land looks POV - "Raccoons"

Scene 28 cont

(3)



camera locked

Scene 29 - Bathroom

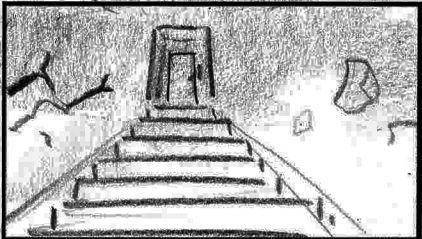
(1)



camera low - door opens

Scene 28

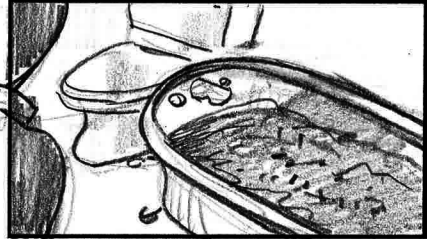
(1)



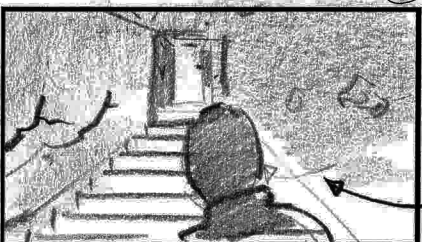
Cut to stairs going up - lockdown comes



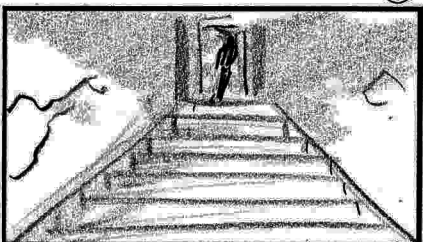
camera locked - he checks bedroom



OTS



Landlord enters frame & walks up stairs



camera locked - he enters Bathroom



Reverse - camera behind tub or toilet

Scene 29 cont.

4



checking sink

Scene 29 cont

(7)



Reverse - Reaction

Scene 29 cont

(10)



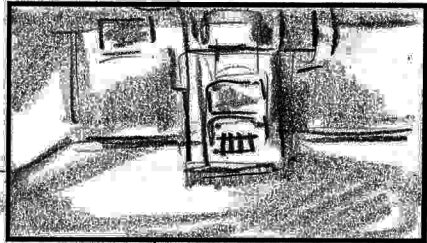
quiet again



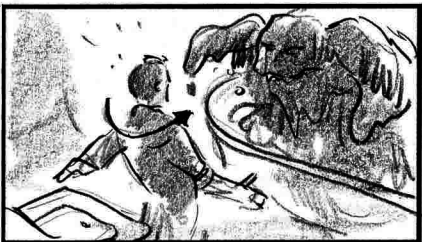
monster is rising - he worries about missing mirror



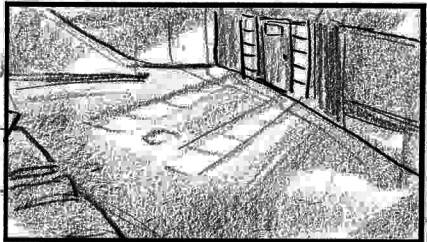
monster pulls him in



Cut to Statue basement

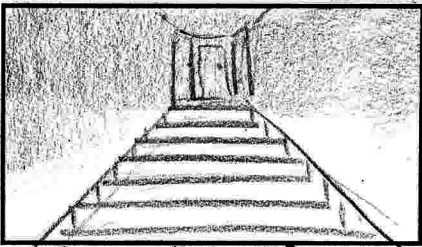


he turns - full reveal



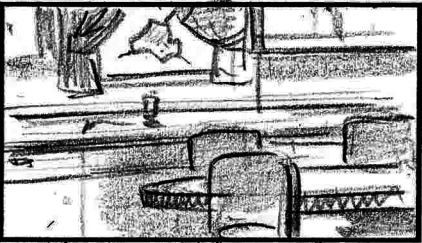
Cut to Statue L.R.

Scene 32 ①



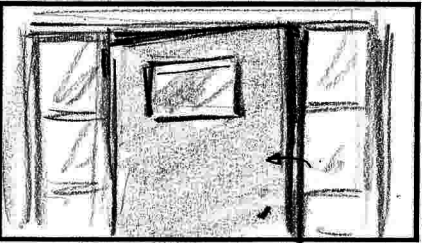
cut to quiet stairs - static

Scene 33 ①



cut to quiet kitchen - static

Scene 34 1



cut to front door - as it opening - static

Scene 34 cont 2



enter Everly

3



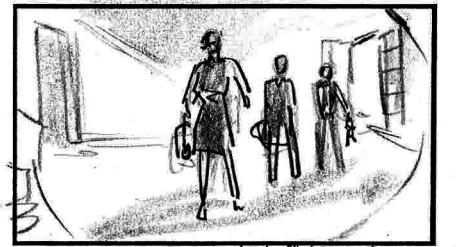
med. CU - smiles, likes what she sees

4

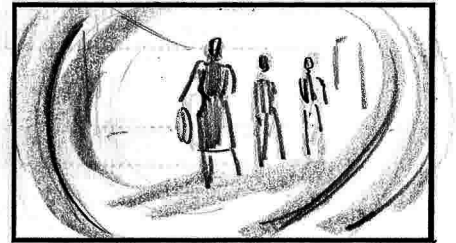


cover shot as girls come in

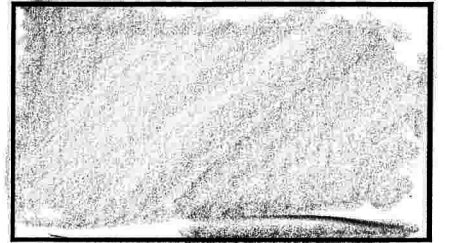
Scene 34 cont 5



"My gosh... it's wonderful!" lens starts to distort  
camera low



monsters POV distortion lens - heart beats



breaching volume / Black screen