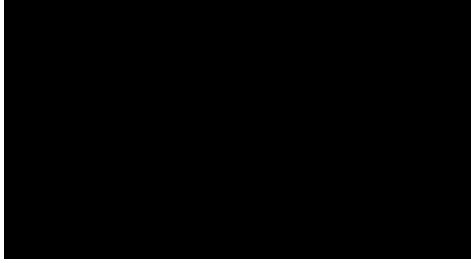


Scene	Duration	Panel	Duration
1	01:00	1	01:00



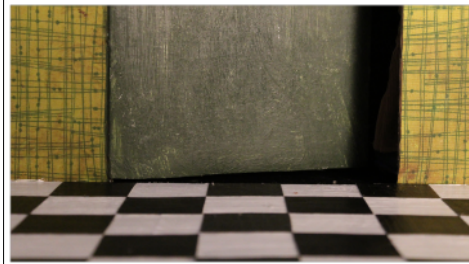
Action Notes

Audio fades in. Throughout the black screen an argument can be heard in the background, growing both in intensity and volume. There is the sound of upbeat pop music playing loudly, alongside laughter/conversation of a group of young adults (approx 3-5 voices, all muffled/incoherent through the

door). Fades into background. The sound of oil frying in a pan alongside a knife repeatedly hitting a wooden chopping board fades in, then fades into background slightly louder than the previous audio. The sound of a baby crying fades in, then fades into background slightly louder than the previous audio. The sound of a barking dog with paws clicking against a wooden floor fades in, then fades into background slightly louder than the previous audio.

The argument grows into the sound of a fight. There is a thud as something hits the wall. In a sudden moment of chaotic activity, glass breaks and there are sounds of a full on struggle. A heavy object knocks against the floor and shatters, there are heavy, uneven footsteps, and much of the yelling is replaced with grunting.

Scene	Duration	Panel	Duration
4	01:00	1	01:00



Action Notes

The door opens with a soft creak.

Scene	Duration	Panel	Duration
2	01:00	1	01:00



Action Notes

Cuts abruptly on gunshot. Staggered just a fraction of a second after the gunshot, the dog, baby, frying pan and music all stop. Silence. The dog begins to bark more urgently, the baby starts wailing, the frying resumes and the pop music starts up again at a slightly higher volume than before.

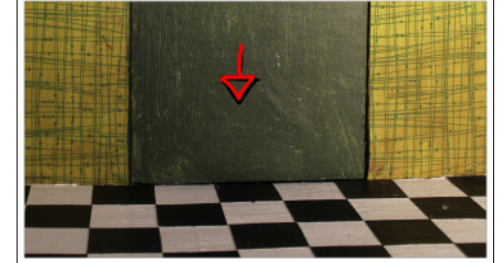
Scene	Duration	Panel	Duration
5	01:00	1	01:00



Action Notes

A figure steps out into the hall reluctantly, making a quiet tap as his foot touches the tile floor.

Scene	Duration	Panel	Duration
3	01:00	1	01:00



Action Notes

Camera cranes down, then stops. The background audio of the other residents can still be heard throughout the following scene. In the foreground, there is the sound of deep, ragged breathing. Shuffling can be heard, followed by the sound of something soft and heavy being dragged across the floor. The dragging grows louder and

Scene	Duration	Panel	Duration
6	01:00	1	01:00



Action Notes

He steps back inside.

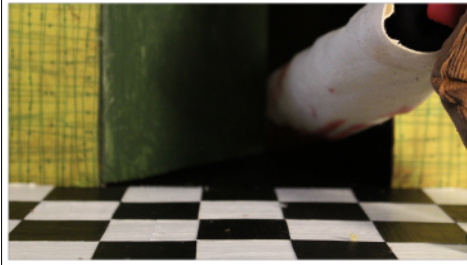
more clear, as if it is coming closer, accompanied by muffled, uneven footsteps.

Scene	Duration	Panel	Duration
7	01:00	1	01:00

**Action Notes**

The figure kneels to pick something up.

Scene	Duration	Panel	Duration
8	01:00	1	01:00

**Action Notes**

As he drags the rolled up canvas, there is a wet, squishy quality to the sound.

Scene	Duration	Panel	Duration
9	01:00	1	01:00



Scene	Duration	Panel	Duration
10	01:00	1	01:00

**Action Notes**

Once the rolled up canvas is all the way out of the apartment, the door swings shut with another creak and a gentle 'click'.

Scene	Duration	Panel	Duration
11	01:00	1	01:00



Scene	Duration	Panel	Duration
12	01:00	1	01:00

**Action Notes**

The wet dragging sound resumes as the roll is dragged down the hallway.

Scene	Duration	Panel	Duration
13	02:00	1	01:00

**Action Notes**

The wet dragging sound resumes as the roll is dragged down the hallway.

Scene	Duration	Panel	Duration
13	02:00	2	01:00

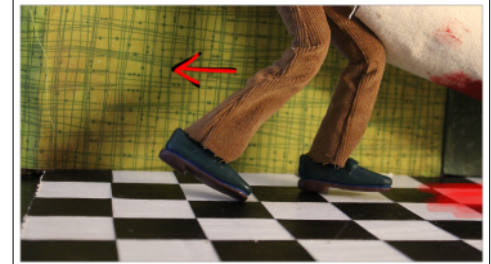
**Action Notes**

Figure moves towards screen left and camera tracks with him.

Scene	Duration	Panel	Duration
14	01:00	1	01:00



Scene	Duration	Panel	Duration
15	09:00	1	01:00



Action Notes

The dog's clicking paws grow louder as a door is approached, and scratching at the door from the inside, as well as urgent, yappy barking, can be heard as the figure passes the door. The sound becomes softer after that point.

Scene	Duration	Panel	Duration
15	09:00	2	01:00



Scene	Duration	Panel	Duration
15	09:00	3	01:00



Action Notes

As the next door is passed, the twinkly sound of a music box can be heard playing a pleasant sounding lullaby. The sound grows and recedes.

Scene	Duration	Panel	Duration
15	09:00	4	01:00



Scene	Duration	Panel	Duration
15	09:00	5	01:00



Action Notes

The next door brings the sound of something frying in oil, popping aggressively.

Scene	Duration	Panel	Duration
15	09:00	6	01:00



Scene	Duration	Panel	Duration
15	09:00	7	01:00



Action Notes

The sound of pop music and loud, boisterous conversation between the same 3-5 voices from the beginning comes with the next door.

Scene	Duration	Panel	Duration
15	09:00	8	01:00



Scene	Duration	Panel	Duration
15	09:00	9	01:00



Scene	Duration	Panel	Duration
16	01:00	1	01:00

**Action Notes**

The camera stops tracking on the last door, which adds no sound

Scene	Duration	Panel	Duration
17	01:00	1	01:00

**Action Notes**

The figure drops the roll with a wet thud and opens the door with a creak that is a much lower pitch than the creak of the first door.

Scene	Duration	Panel	Duration
18	01:00	1	01:00

**Action Notes**

There is a hollow, muffled bang as the figure throws his foot out to hold the door open.

Scene	Duration	Panel	Duration
19	01:00	1	01:00

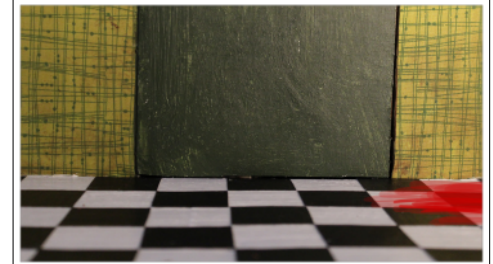
**Action Notes**

There is the sound of awkward shuffling and footsteps as he tries to maneuver the roll through the door.

Scene	Duration	Panel	Duration
20	01:00	1	01:00



Scene	Duration	Panel	Duration
21	01:00	1	01:00

**Action Notes**

Once he is through the door, it slams shut loudly. There are a couple of footsteps, paired with the dragging sound, before the sound of footsteps descending stairs and lessening in volume can be heard. Every two footsteps, there is a wet, squishy thud, which also lessens in volume over the next few seconds. The

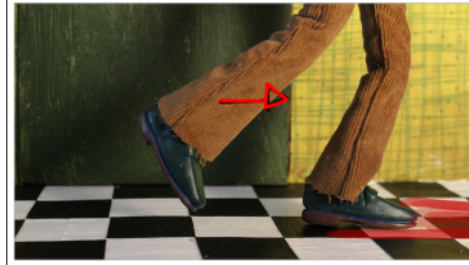
footsteps stop for a moment as the sound of the roll can be heard rapidly sliding down several steps. The footsteps resume with a slight delay, descending very quickly before there is a pause. The two footstep/wet thud pattern returns and fades out. There are several seconds of just the residents' background noise. Footsteps ascending stairs fade in, growing in volume. The footsteps are much more even and quick than before.

Scene	Duration	Panel	Duration
22	01:00	1	01:00

**Action Notes**

The door opens with a click and a quick, low groan. The footsteps are still faster as the figure walks back down the hall. Intermittently, the shoes squeak against the tiles.

Scene	Duration	Panel	Duration
23	01:00	1	01:00

**Action Notes**

Camera begins to track towards screen right.

Scene	Duration	Panel	Duration
24	01:00	1	01:00



Scene	Duration	Panel	Duration
25	01:00	1	01:00



Scene	Duration	Panel	Duration
26	01:00	1	01:00

**Action Notes**

The first door that the figure passes brings the pop music and conversation again.

Scene	Duration	Panel	Duration
27	01:00	1	01:00



Scene	Duration	Panel	Duration
28	01:00	1	01:00



Scene	Duration	Panel	Duration
29	01:00	1	01:00

**Action Notes**

The next door brings the sound of boiling this time.

Scene	Duration	Panel	Duration
30	01:00	1	01:00



Scene	Duration	Panel	Duration
31	01:00	1	01:00



Scene	Duration	Panel	Duration
32	01:00	1	01:00

**Action Notes**

The next door brings the soft lullaby again.

Scene	Duration	Panel	Duration
33	01:00	1	01:00



Scene	Duration	Panel	Duration
34	01:00	1	01:00



Scene	Duration	Panel	Duration
35	01:00	1	01:00



Scene	Duration	Panel	Duration
36	01:00	1	01:00

**Action Notes**

The next door brings the sound of the dog urgently scratching at the door and barking.

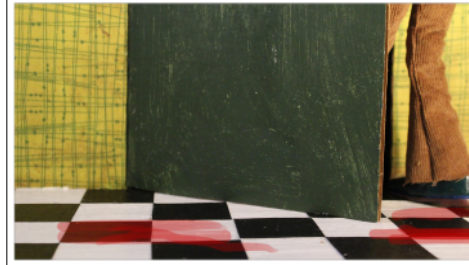
Scene	Duration	Panel	Duration
37	01:00	1	01:00



Scene	Duration	Panel	Duration
38	01:00	1	01:00



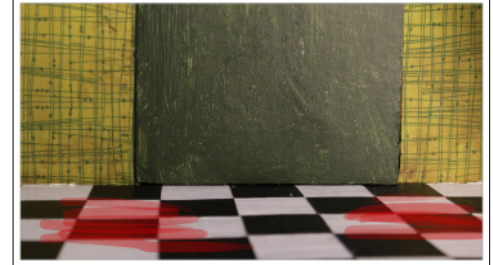
Scene	Duration	Panel	Duration
39	01:00	1	01:00



Action Notes

Camera stops tracking. The door creaks in the same pitch as it did the first time before shutting with a slightly forceful click.

Scene	Duration	Panel	Duration
40	01:00	1	01:00



Action Notes

The footsteps grow softer and more muffled. There is shuffling. Cabinets open and shut carelessly. The sound of a bucket being placed in a sink can be heard, sounding like hollow plastic knocking against smooth metal. A faucet turns on, and water can be heard hitting the bottom of the bucket before it begins to fill.

The water is cut off. The bucket can be heard being taken out of the sink, knocking against the sides. There is audio of the water sloshing around as the soft footsteps grow.

Scene	Duration	Panel	Duration
41	01:00	1	01:00



Action Notes

The door opens with a creak and the figure steps out into the hall, shoes tapping against the floor tiles.

Scene	Duration	Panel	Duration
42	01:00	1	01:00



Scene	Duration	Panel	Duration
43	01:00	1	01:00



Action Notes

The figure kneels. There are more splashing sounds as he submerges a rag into the bucket, swishing it around. The rag hits the ground with a wet squish before the figure begins to scrub. The scrubbing sounds very wet, with soft squeaking. A door opens with a low groan and the background sounds fade even

lower. The figure freezes suddenly.

Scene	Duration	Panel	Duration
44	01:00	1	01:00

**Action Notes**

Camera cranes up.

Scene	Duration	Panel	Duration
45	01:00	1	01:00

**Action Notes**

The camera tracks diagonally towards screen right.

Scene	Duration	Panel	Duration
46	01:00	1	01:00

**Action Notes**

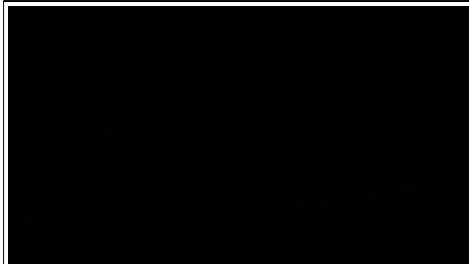
The new figure steps back into their apartment and their door shuts with a nearly inaudible click.

Scene	Duration	Panel	Duration
47	02:00	1	01:00

**Action Notes**

The camera tracks diagonally towards screen left.

Scene	Duration	Panel	Duration
47	02:00	2	01:00

**Action Notes**

The camera tracks diagonally towards screen left. The character makes a relieved expression and the screen cuts to black. The wet scrubbing sound returns, completely replacing all other sound. The scrubbing fades out.