

Number	Type of Shot	Shot Description	Location	Cast	VFX	VFX Description
1	Low Medium Shot	Man reaches himself, smokes on shot	Open Field	Extra 1	<input type="checkbox"/>	
2	Zoom out to Wide Shot	Man performs a stylish dab	Open Field	Extra 2	<input type="checkbox"/>	
3	Medium Close Up	Man peers up and eyes his opponent confidently	Open Field	Extra 3	<input type="checkbox"/>	
4	Mid Shot	Villainous looking individual looks back angrily	Open Field	Andrew	<input type="checkbox"/>	
5	Full Body Shot	The villain dabs with explosive force	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Flash, Lens flare, shockwave
6	Extreme Close Up	Surprised, we zoom into the reflection of man's eye	Open Field	Extra 1	<input checked="" type="checkbox"/>	COMP: Anti-reflection in eye
7	Very Wide Shot	Man is thrown back from the force of the dab	Open Field	Andrew, Extra 1	<input checked="" type="checkbox"/>	COMP: Single Frame, partially lost
8	High Med Closeup	Man collapses on the ground, dazed. Smiles eyes.	Open Field	Extra 1	<input checked="" type="checkbox"/>	COMP: Replace eyes with white oval skin
9	Medium Wide Shot	Small crowd cheers on the action on screen	Sorts Bar	Indoor Crowd	<input checked="" type="checkbox"/>	COMP: Screen replica on TV
10	Close Up Shot	On screen, the villain raises his arms in cheer	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Screen replica on TV
11	Medium Wide Shot	Simons continually watching the broadcast on their phone	Living Room	Extra 2	<input type="checkbox"/>	
12	Zoom out to Wide Shot	The dabber is facing away as a new contestant steps forward	Open Field	Simon, Andrew	<input type="checkbox"/>	
13	Zoom to Medium Shot	The Dabber turns around and confidently leaves the new opponent	Open Field	Andrew	<input type="checkbox"/>	
14	Close Up Shot	The dabber points forward and questions his opponent	Open Field	Andrew	<input type="checkbox"/>	
15	Medium Close Up	A side profile of the dabber continuing to point and question	Open Field	Andrew	<input type="checkbox"/>	
16	Medium Close Up	The opponent looks back to the dabber and shrugs his response	Open Field	Simon	<input type="checkbox"/>	
17	Close Up Shot	The opponent's expressions intensifies as he shares mental exposition	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Arma lines and cross hatching on face
18	Low Medium-Long Shot	Flashback to the Dabber charging a powerful attack	Destroyed Town	Andrew	<input checked="" type="checkbox"/>	COMP: Energy effects, window blowing
19	Very Wide Shot	The dabber dabs, everything on his waist is toppled with force	Destroyed Town	Andrew	<input checked="" type="checkbox"/>	COMP: White Vignette, Silhouette, Explosion, shockwave
20	Extreme Wide Shot	We see the destruction left behind by the Dabber	Destroyed Town	N/A	<input checked="" type="checkbox"/>	COMP: White Vignette CGI: Mix of combined buildings and rubble
21	Wide Shot	Our hero walks down the rubble over a hand sliding out	Destroyed Town	Simon	<input checked="" type="checkbox"/>	COMP: White Vignette, Ruins and rubble around character
22	Close Up Shot	The hand attempts to reach out before collapsing	Destroyed Town	Extra	<input checked="" type="checkbox"/>	COMP: White Vignette, Ruins and rubble around character
23	Low Medium Close Up	Our hero shouts towards the sky	Destroyed Town	Simon	<input checked="" type="checkbox"/>	COMP: White Vignette, Ruins and rubble around character,
24	High Very Wide Shot	Flash is, our hero practicing dabbing in an open field	Training Grounds	Simon	<input checked="" type="checkbox"/>	COMP: White Vignette
25	Wide Shot	Hero is performing stoopy dabs while his trainer looks on	Training Grounds	Simon, Extra 3	<input checked="" type="checkbox"/>	COMP: White Vignette
26	Medium Shot	Trainer looks on with disappointment	Training Grounds	Extra 3	<input checked="" type="checkbox"/>	COMP: White Vignette
27	Medium Shot	After some time has passed, the Hero reaches himself	Training Grounds	Simon	<input checked="" type="checkbox"/>	COMP: White Vignette
28	Very Wide Shot	Zoom out to our hero performing a stylish dab with explosive force	Training Grounds	Simon	<input checked="" type="checkbox"/>	COMP: White Vignette, Blast wave
29	Medium Shot	Trainer looks on with approval	Training Grounds	Extra 3	<input checked="" type="checkbox"/>	COMP: White Vignette
30	Wide Shot	Our view orbits around hero to over-the-shoulder towards the dabber	Open Field	Simon, Andrew	<input type="checkbox"/>	
31	Medium Shot	The dabber rests his hands on hips before raising them when speaking	Open Field	Andrew	<input type="checkbox"/>	
32	Close Up Shot	Our hero eyes the dabber feigning as he mentally prepares	Open Field	Simon	<input type="checkbox"/>	
33	Medium Wide Shot	Dabber assumes a ready position	Open Field	Andrew	<input type="checkbox"/>	
34	Wide Shot	Dabber dabs with a flash of light and a gust of wind in a sharp zoom out	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: shockwave
35	Medium Wide Shot	Our hero is unphased by the dab and then smirks with a compliment	Open Field	Simon	<input type="checkbox"/>	
36	Medium Wide Shot	Amused, the dabber formerly bows politely	Open Field	Andrew	<input type="checkbox"/>	
37	Medium Close Up	Our hero takes a counterpart to the Dabber	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Arma Lines
38	Close Up Shot	The dabber sharply looks up in shock and offense in dramatic lighting	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Background Replacement
39	Medium Wide Shot	Our hero begins exposition with visual inserts	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Overlay visual aids
40	Medium Shot	Our hero continues exposition from forward angle	Open Field	Simon	<input type="checkbox"/>	
41	Close Up Shot	S-Roll of news coverage on a massive explosion in a small town	Open Field	N/A	<input checked="" type="checkbox"/>	COMP: Satellite imagery before and after image
42	Close Up Shot	Hero looks forward with condensing expression	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Arma lines
43	Medium Wide Shot	Crowd gasps and mutter at the revelation dropped by hero	Sorts Bar	Indoor Crowd	<input checked="" type="checkbox"/>	COMP: Screen replica television sets
44	Medium Wide Shot	Relevant news items conflict about the news	Living Room	Extra 2	<input type="checkbox"/>	
45	Close Up Shot	Over-the-shoulder shot of viewer phone screen	Living Room	Extra 2	<input checked="" type="checkbox"/>	COMP: Screen replica on phone display
46	Medium Shot	The dabber reacts to the hero's story and commemorates him	Open Field	Andrew	<input type="checkbox"/>	
47	Wide Shot	Over the Shoulder, the dabber raises his arms in commemoration	Open Field	Simon	<input type="checkbox"/>	
48	Close Up Shot	Our hero is silent, almost scowling at the dabber	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Background replacement, Arma lines
49	Close Up Shot	The dabber looks up in thought before slowly looking forward with intensity	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Background replacement, Arma lines
50	Dutch Wide Shot	Sharp zoom out to wide as the Dabber reaches himself	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: CGI blowing debris away from Dabber, Fast energy buildup
51	Wide Shot	Camera rotates towards hero who assumes defensive stance	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Brightening lightsource, reflection in eyes
52	Wide Shot	That is, the Dabber is charging up a powerful attack	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Background replacement, Energy and fire FX
53	Medium Wide Shot	Crowd sees warnings on screens and panic at alarm	Sorts Bar	Indoor Crowd	<input checked="" type="checkbox"/>	COMP: Screen replacement on television sets
54	Wide Shot	Alarm is loudly ringing town square	Town	N/A	<input checked="" type="checkbox"/>	CGI: 3D emergency sirens in sky background
55	Wide Shot	Nearly people in the area evacuate, our hero stands ready	Open Field	Simon, Andrew	<input type="checkbox"/>	
56	Low Medium-Long Shot	The Dabber halitates charging, energy buzzing around him	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Building energy FX
57	Wide Shot	The Dabber Dabs, sharp zoom out to see the lightning coming	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Blast and Shockwave, incoming debris
58	Medium Long Shot	Duty into the hero who braces against the approaching force	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Bright foreground, dimmed background replacement
59	Medium Wide Shot	The crowd is shocked and mutual amongst themselves	Sorts Bar	Indoor Crowd	<input checked="" type="checkbox"/>	COMP: Screen replacement
60	Medium Wide Shot	The broadcast viewer seems troubled by what they are watching	Living Room	Extra 2	<input type="checkbox"/>	
61	Very Wide Shot	He fly through the dust and smoke to make out a large crater in the landscape	Open Field	Andrew	<input checked="" type="checkbox"/>	CGI: Crater environment, COMP: smoke, dust
62	Medium Close Up	The dabber stands from table in the center of the crater, peers on confidently	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: smoke, dust, background replacement with CGI crater
63	Wide Shot	The dust settles before him, a figure is seen in a dab pose	Open Field	Andrew, Simon	<input checked="" type="checkbox"/>	COMP: heavy dust and smoke, Foreground replacement with CGI crater
64	Close Up Shot	The dabber is shocked	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Background replacement
65	Medium Close Up	Our hero stands up and looks back towards the dabber	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: smoke & dust, midground replacement with CGI crater
66	Wide Shot	Over the Shoulder, the dabber raises his arms in confusion	Open Field	Andrew, Simon	<input checked="" type="checkbox"/>	COMP: smoke & dust, CGI crater environment foreground
67	Close Up Shot	Hero explains how he is still alive with determination	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: smoke & dust, CGI crater environment foreground
68	Wide Shot	Over the Shoulder, the dabber is still confused	Open Field	Andrew, Simon	<input checked="" type="checkbox"/>	COMP: smoke & dust, CGI crater environment foreground
69	Medium Shot	Our hero affirms his point	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: smoke & dust, CGI crater environment foreground
70	Medium Wide Shot	The hero continues his point while looking down at his hand	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: smoke & dust
71	Close Up Shot	The hero's hand opens wide and clutches with sparks of energy	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Background replace CGI crater, Energy FX
72	Extreme Close Up	The hero raises his eyes up, looking forward at the dabber	Open Field	Simon	<input type="checkbox"/>	
73	Close Up Shot	The dabber stares on in shock and awe, his face flashes in energy	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Dimming Background replace, smoke & dust, Brightening foreground
74	Medium Shot	Steady dolly in as he hero identifies their body before	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Background replace with crater environ, energy is brightening
75	Wide Shot	He seems to both, assess his hands, Energy sparks above him	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Still Frame, energy beam leads towards sky
76	Medium Wide Shot	The crowd is rallied by the exciting news of what is happening	Sorts Bar	Indoor Crowd	<input checked="" type="checkbox"/>	COMP: screen replacement on TVs
77	Medium Wide Shot	The broadcast viewer is pleased by the news of the situation	Living Room	Extra 2	<input type="checkbox"/>	
78	Medium Shot	The Dabber comments as his is blasted off by the gusts of air	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Background replacement with blowing dust, smoke and debris
79	Wide Shot	Dolly towards the hero, he re-emphasizes before shouting his first attack	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: foreground images of father's hand and trainer, background replace with energy
80	Medium Shot	FLASH, he arms raised and ready before the dab	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Squawks of hero against white background
81	Extreme Wide Shot	The blast of his dab is nuclear in force, a shockwave approaches	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: Flash, explosion, shockwave and debris
82	Close Up Shot	The dabber is disoriented in a moment of energy	Open Field	Andrew	<input checked="" type="checkbox"/>	COMP: Background replace with falling wind, Dabber disorients into wind
83	Extreme Wide Shot	A view of the earth and the explosion that overtook the dabber	Space	N/A	<input checked="" type="checkbox"/>	CGI: Earth with explosion seen from space
84	Extreme Wide Shot	He fly in to make out a large crater with the hero standing in the center	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: CGI crater environment, dust and smoke, Ground glass hot
85	Medium Wide Shot	Our hero stands from his dab and walks away, the ground is hot	Open Field	Simon	<input checked="" type="checkbox"/>	COMP: CGI crater environment, dust and smoke, Ground glass hot

