

## MAIN CHARACTER

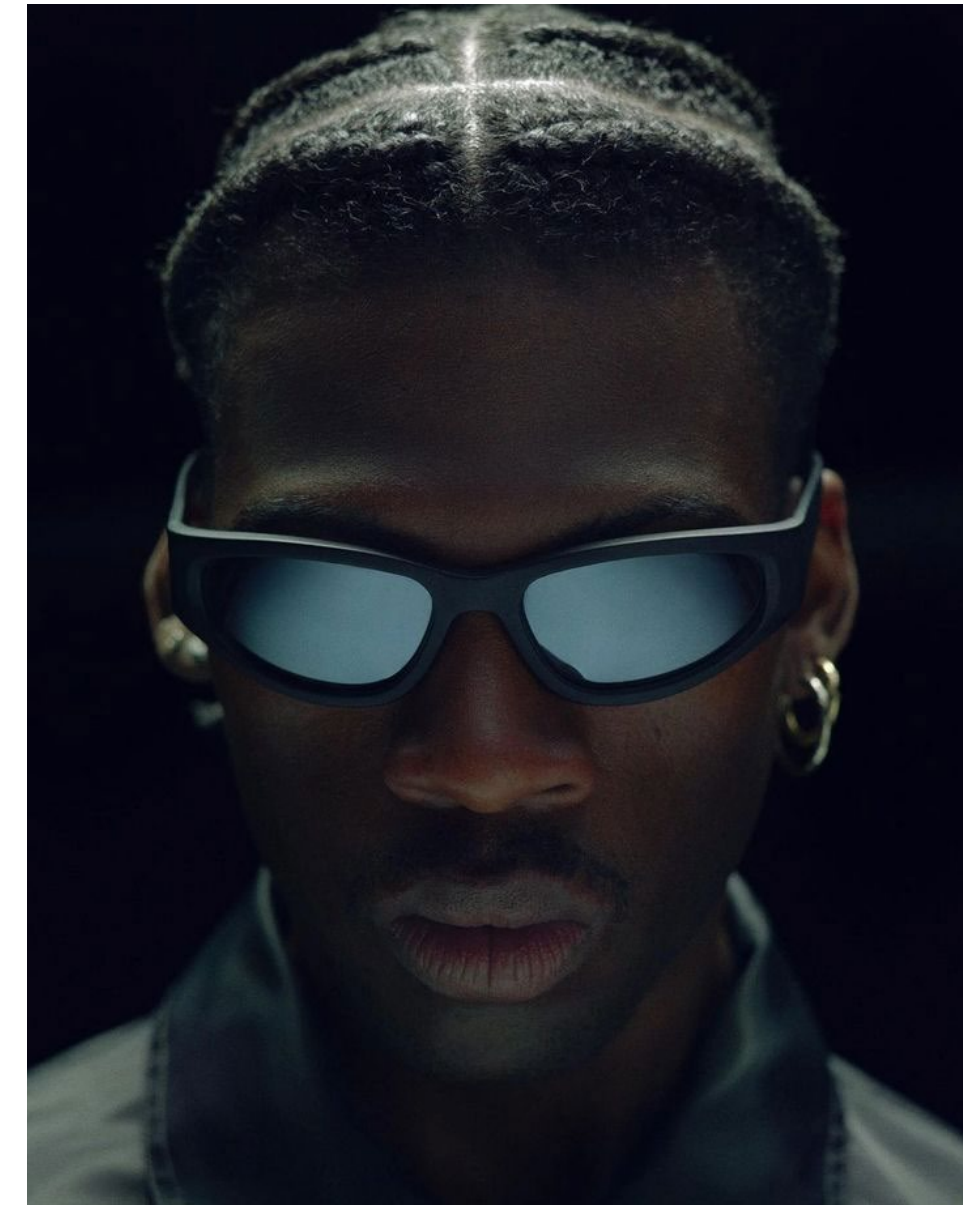
Our character is a young man, he is strapping, muscular, with a strong chiselled jaw, a clean cut hairline.

He wears Meller Sunglasses, maybe has his ears pierced (shows softer side in contrast to his steely demeanour).

He has Terminator energy, but the good Terminator when he gets reprogrammed and is a hero.

He keeps his compusure. Never flinching. Always there to support his mates however he can.

He expresses qualities of strength, safety and friendship. He's somebody you can trust not to drop you.





### SCENE 1: CLUB OPENING

**ACTION:** Open on our protagonist on the dance floor, wearing MELLER X DRUMSHEDS glasses. Smiling, bopping along. We can see they have somebody up on their shoulders, but they are unfazed, aside from a single bead of sweat which rolls down his forehead. Quick fade to black.

**AUDIO:** Track fades out.



### SCENE 2: BED

**ACTION:** Cut to our protagonist in bed. They are still wearing the glasses, and pyjamas. They yawn, rub their eyes (glasses) and pull back the duvet to reveal legs still over their shoulders (also wearing pyjamas).

**AUDIO:** Intro to the track. SFX Bird song.



### SCENE 3: BATHROOM

**ACTION:** Match cut to the view from the bathroom mirror. They hold up their toothbrush, and the person above squeezes out a tube of toothpaste. They brush their teeth. A drop of toothpaste falls from above onto their forehead.

**AUDIO:** Track kicks in. Teeth brushing.



### SCENE 4: CYCLING

**ACTION:** Match cut to a them on a bike (or Limebikes), speeding down the street. Wind blowing in their face.

**AUDIO:** Track + Sound of a bike chain spinning, tires on road



#### SCENE 4: BIKE SHADOW

**ACTION:** Quick cut away to the shadow of the bike, we see the person silhouetted on their shoulders, arms waving, having the time of their life.

**AUDIO:** Track + Sound of bike whizzing past



#### SCENE 6: OFFICE

**ACTION:** Cut to them sitting a desk. They take a sip of tea, tap a few keys and press enter. Their mates hand comes down from up top and they make a special handshake.

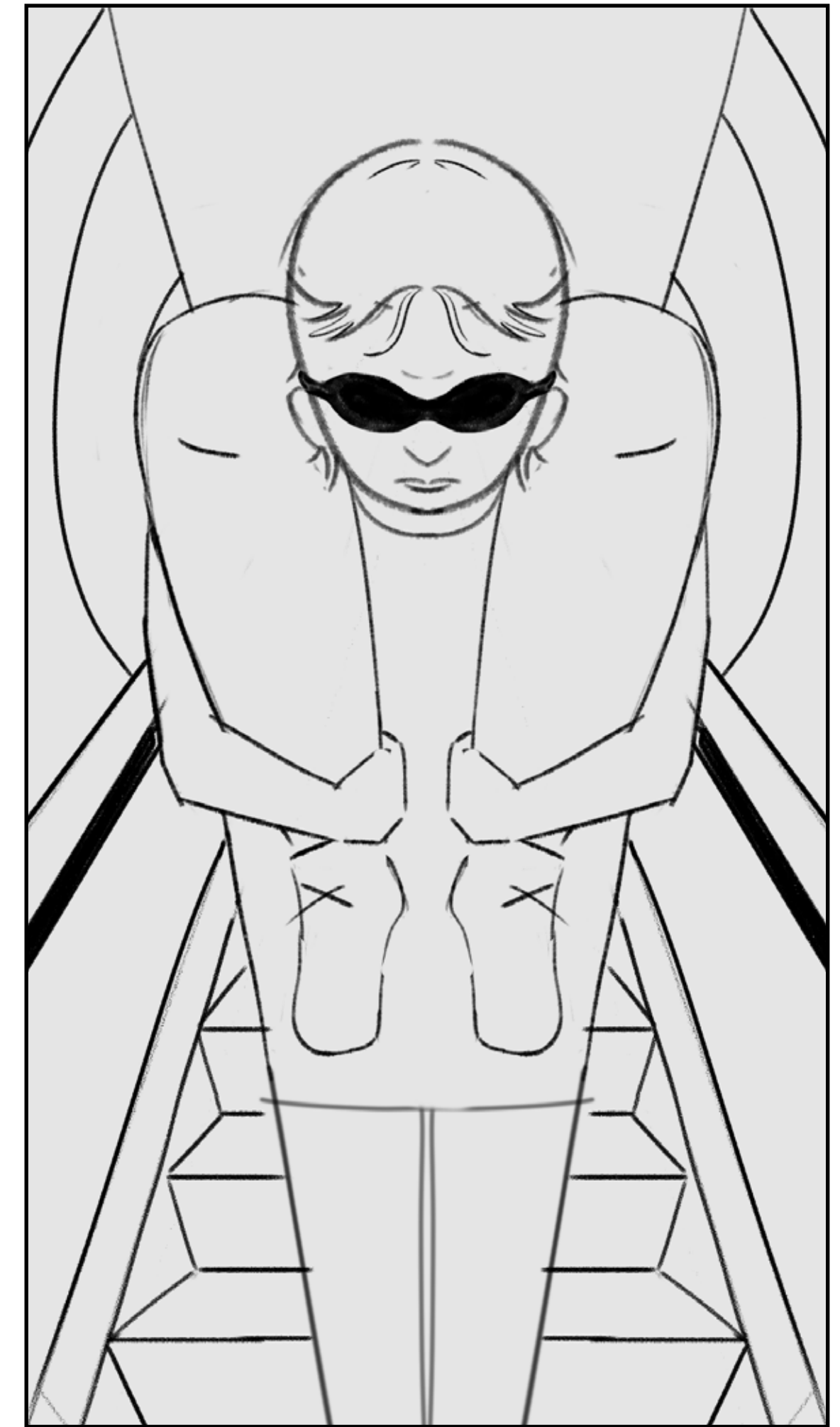
**AUDIO:** Track still muffled in headphones. Office ambience. SFX for sipping tea and keys being hit.



#### SCENE 7: RUNNING FOR THE TRAIN

**ACTION:** Multiple quick match cuts running down a busy street, people bump into them. They vault over a small fence. Cut aways to peoples reaction. Maybe a barking dog.

**AUDIO:** Track + Street Ambience



#### SCENE 8: TUBE STATION

**ACTION:** They run through the turnstile and up the escalator. Cut away to reactions from commuters / bored station security.

**AUDIO:** Track + Station Ambience



### SCENE 9: THE PUB

**ACTION:** Match cut to a the counter of a pub. Two pints are handed from an unseen bartender into the frame. Our character hands one up to the person above, then takes a sip of the other, turning around.

**AUDIO:** Track + Pub ambience.



### SCENE 10: THE LIGHT

**ACTION:** Match cut back to the street, walking out of an off license, cigarette in mouth as the hand emerges from up top, offering a lighter.

**AUDIO:** Track + Offy (Door chime) / Street Ambience.



### SCENE 11: THE SELFIE

**ACTION :** The character takes a selfie, holding up his phone in between the camera and himself. They awkwardly find an angle in between the legs, checking out their fit, they snap a picture as their friend photo bombs them with a peace sign.

**AUDIO:** Track + Street Ambience.



### SCENE 12: CLUB ENTRY

**ACTION:** Match cut to a club interior. lights flashing / strobing. They bob their head as the person above swings their legs to the music. Making their way through a crowd.

**AUDIO:** Track comes in at full volume.



### SCENE 13: THE MEETING

**ACTION:** Match cut to reveal the character meeting another friend. They shake the special handshake handshake.

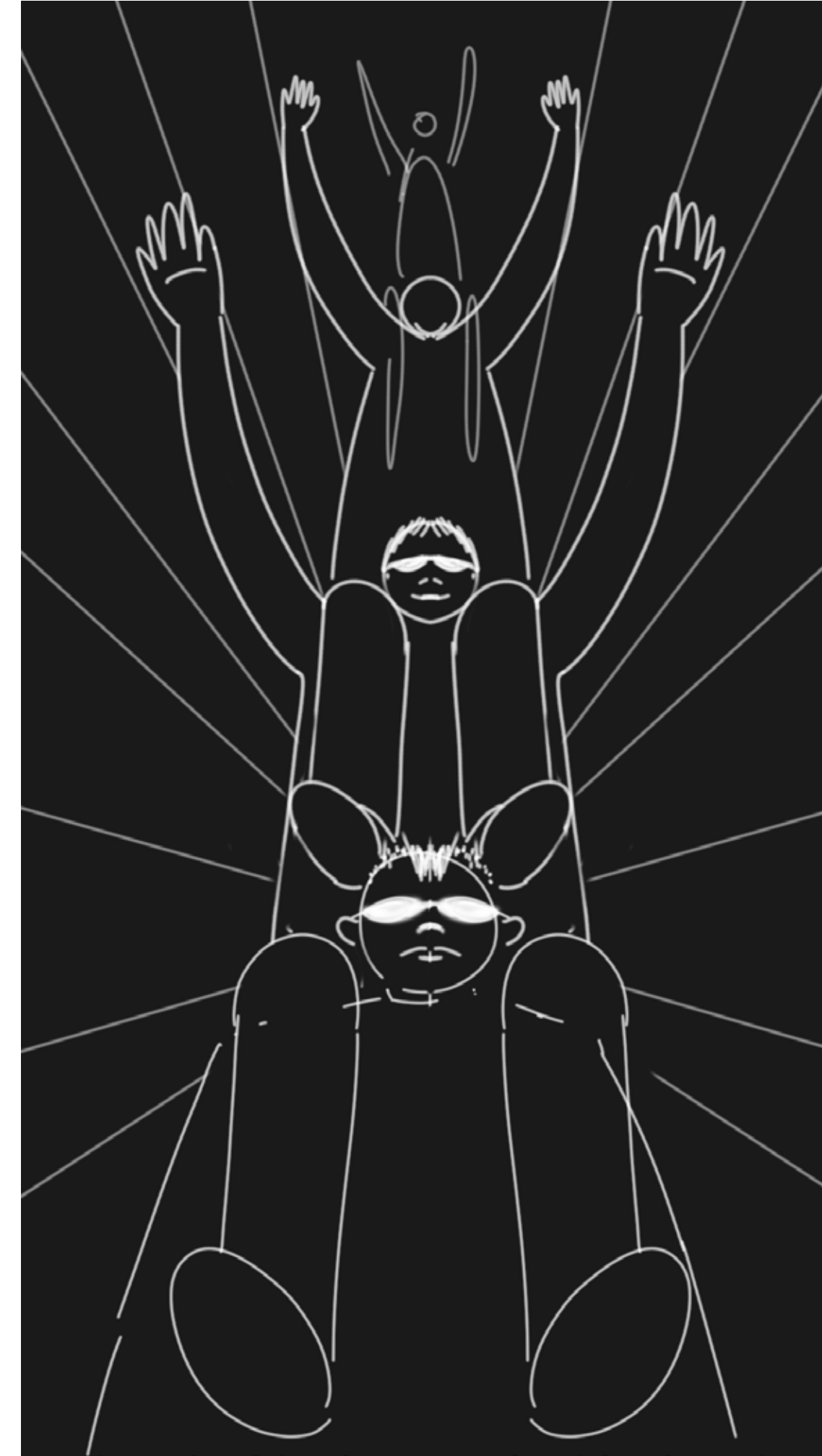
**AUDIO:** Breakdown of track at full volume



### SCENE 14: GO UP?

**ACTION:** Cut away to the new friend signalling 'up'. Close up of the hand gesture. Alternatively this could be captured in the action of the previous scene

**AUDIO:** Breakdown of track



### SCENE 15: THE TOWER

**ACTION:** Cut to a low angle of the tower rising as the new character takes on the weight of the other two. Potential to show a fourth, previously hidden person higher. Implies that the cycle of friends supporting each other is endless. They all dance in unison. Finger guns or fist pumps to the beat. Logos and CTA appears.

**TRACK:** Track beat drops

### FINAL SHOT

**ABSURDITY:** Perfectly surreal, matching the tone of the film.

**SURPRISE:** A "WTF" moment that sticks with the viewer.

**ESCALATION:** It literally heightens the core visual.

**EMOTIONAL CONNECTION:** Add to the protagonist's relationship with the person they've carried all day and their extended network. A powerful emotional beat.

**NARRATIVE:** It makes sense in the context of the narrative. An important step in explaining the world that they inhabit.

**NB. MATCH CUTS ARE MOTION TRACKED TO THE GLASSES, WHICH REMAIN CENTRAL IN FRAME THROUGHOUT**