Solid black background - still frame.

Program Title:
“F! REAL HOLLYWOOD TALES,”
over a black background

Four clips (recycled from throughout the project), occupy each corner of the frame (order is outlined below), using Premiere.

The four clips are to be determined.

FADE IN - Opening shot

FADE IN - Opening sequence

“E” fades out. “B” fades out.

F/X: Motion blur and/or film grain over “B” until it nears its full size.
SCENE 2

INTRO

A. Elements/RelatedTextures:
1. Front gate
2. chocolate factory exteriors
3. Sky/Environment

MAYA: ANIMATE (camera pan)

B. Elements/RelatedTextures
1. Wonka (full body)
2. Red carpet
3. Front Door/Adjoining wall to factory
4. Velvet ropes (optional)
5. Magazine covers (3): Time, People, Playgirl
6. Camera Flashes

MAYA: STILL IMAGE

PREMIERE: 1. slow BOOM upward
2. Magazines - motion path

AFTERFX/PREMIERE: 1. Camera flashes

OTHER:
**SCENE 3**

**OOMPA INTERVIEW #1**

**Elements/Related Textures:**
1. Oompa (from the torso up)
2. Background (lickable wallpaper)
3. Nameplate (lower left of frame)

**MAYA:** ANIMATE slight head movements as he speaks, lip synching

**PREMIERE:** FADE IN nameplate (SHOOMPA LOOMPA) in lower left of frame (transparency channels)

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**ECU - upper left side of oompa’s face ("A")**

**SCRIPT:**
OOMPA: “Wonka seemed okay at first, but that...

Pull back to "B"    CUT TO:

**SCRIPT:**
OOMPA: ...didn’t last long. We Oompas learned the truth the hard way.”
SCENE 4
PARTY IN THE NERVE CENTER

A. Elements/Related Textures:
1. Interior model of the Nerve Center and necessary “foliage” (lollipops, candies, mushrooms, etc. - used sparingly, as designer sees fit.)
2. Two Oompas (full bodies)
3. Wonka (full body)
4. Keg
5. Funnel (held by Oompa)
6. Three (3) beer bottles

MAYA: STILL IMAGE

PREMIERE: Necessary cuts, movements.

B. Elements/Related Textures:
1. Wonka (visible from about the knees up, standing in Chocolate River)
2. Cane/Walking Stick (might be substituted for a lollipop or candy cane if preferred.
3. Lampshade (conceals Wonka’s head)
4. Interior model of Nerve Center (same section as in previous shot, just a new angle).
4. Time magazine (w/ mugshot on cover)
5. Oompa chalk outline

MAYA: STILL IMAGE

PREMIERE: Necessary cuts, movements
FADE OUT “party scene,” make it subordinate (still visible). FADE IN chalk outline, FADE IN Time magazine.
A. Elements/Related Textures:
1. Title: THE FALL OF THE WONKA EMPIRE
2. Solid black background

PREMIERE: Set up titles

B. Elements/Related Textures:
1. Solid black background
2. Subtitles: (See below right)

PREMIERE:

PREMIERE: Subtitles flash in succession following the title (possible timing: first two or three words could be held 1 - 2 seconds, with each subsequent word held a shorter and shorter amount of time)

(Speed should escalate, and final few words should almost blend together, getting harder and harder to recognize.

Possible other words:

Elements/Related Textures:
1. Bank of the Chocolate River, steps and some foliage.
2. Oompa (fullbody, sitting on steps hunched forward)
3. cigarette
4. beer bottle

MAYA: ANIMATE Oompa speaking.
There should be little lip synching in this scene, with speaker’s mouth hidden by his hand/smoking - Also, camera will begin to PAN RIGHT while he is still speaking. This speaker should be a little fidgety, however, perhaps shuffling his weight while he speaks.

Camera will first PULL AWAY. Oompa should turn his head to the right (his left) after the camera has pulled back. The camera will also begin panning to the right, as if it is following the Oompa’s gaze.

Camera should be able to pan to the right a ways (in Premiere, the pan to the right will be blended with the next scene, but that transition should be nice and easy, not rushed)

The second half of this Oompa’s interview should also be filmed in this sequence.

For this part, the Oompa is less fidgety, but stares just off camera as he speaks. (Closeup of Oompa)

Additional note: During this scene, there should be a little smoke from the cigarette visible, drifting off and disappearing. Also, the Chocolate River will be flowing.
SCENE 7
POKER, CANDY AND DRUGS

A. Elements/Related Textures:
1. Five (5) playing cards, face up (non-winning poker hand).
2. A few poker chips scattered ($5 & $10 chips, for variety)
3. Table top

MAYA: STILL IMAGE

PREMIERE: “Dramatization” placed on top

B. Elements/Related Textures:
1. 2 - 3 unopened pixie sticks
2. Misc. candies (lollipops, gumballs, gobstoppers)
3. Three (3) opened pixie sticks (1 is snapped in half)
4. Three (3) powder accumulations (in relation to the opened pixie sticks)
5. Misc. drugs (pills, tablets/capsules
6. Razor blade
7. Mirror
8. 2.5 rows of powder
8. Glass w/ little alcohol left in it.

MAYA: ANIMATE camera pan

note: from left to right, tone should get darker (thru lights/textures)

left: cleaner, more colorful
right: dirtier, darker
SCENE 8
CHOCOLATE RIVER RAN DRY

Elements/Related Textures:
1. chocolate river
2. Rocks/banks on either side

MAYA: ANIMATE river flowing
Camera fixed overhead
SCENE 9
MACHINERY

A. Elements/Related Textures:
1. Misc. machinery
2. “Hershey Kiss”-like chocolates

MAYA: **ANIMATE** machinery

PREMIERE: Place “Dramatization” in lower left

AFTERFX: Perhaps a filter of some sort - suggestions?

B. Elements/Related Textures:
1. Conveyor belt
2. Everlasting gobstoppers
3. Drugs

MAYA: **ANIMATE** items moving along conveyor belt.

AFTERFX: Perhaps a filter of some sort - suggestions?

C. Elements/Related Textures:
1. Conveyor belt (same as above)
2. Syringes
3. Second conveyor belt (side view, wheels/gears visible)

MAYA: **ANIMATE** syringes sliding down conveyor, then to the right, off camera. Also animate rotating gears/wheels.

AFTERFX: Perhaps a filter of some sort - suggestions?
SCENE 10

WONKA PARTIES, OOMPAS WORK

Elements/Related Textures:
1. Oompa (torso up)
2. Interior set - generic room, open door in B/G
3. Wonka (seated)
4. Chair
5. Bong
6. Sacks of sugar (maybe to prop against the wall and conceal the hard edge of the floor ?

MAYA: ANIMATED or STILL IMAGE?
SCENE 11
OOMPA INTEVIEW #3 (ENTIRE INTERVIEW)

Elements/Related Textures:
1. Oompa (neck up)
2. Chair back
3. Wall of room in B/G

MAYA: ANIMATE Oompa speaking - lip synching necessary

PREMIERE: Oompa’s name will be placed on lower right of frame.

AFTERFX: Blur Oompa’s mouth during swear words, in addition to bleeping out the word.
SCENE 12
BURMPA’S DANCE

Elements/Related Textures:
1. Scene 10 room
2. Oompa Loompa (full body)
3. Chair
4. Gun

MAYA: ANIMATE Oompa dancing.
     Shot of Oompa seated can be a STILL
     Shot of reaction to gun - STILL

PREMIERE: “Dramatization” placed in lower left of frame.

AFTERFX: Film grain/noise/ other filter can be added to enhance the dramatization feel.

ADDITIONAL SHOT (FOR TIME)
Solid black background (like the one used in the title shots), over which a gun shot will be heard. This will be cut to after the shot of the gun pointed at Burmpa’s head.
SCENE 13
THE 9-1-1 CALL

Elements/Related Textures:
1. B/G graphic of phone (see animatic)
2. text of call

PREMIERE: The lines of script should be placed on screen as they are being spoken.

SCRIPT:

OPERATOR:
“9-1-1, please state the nature of your emergency.”

OOMPA LOOMPA:
“Oh, Jesus, he shot him! Oh, ::BEEP::!”

OPERATOR:
“Please calm down, sir. Someone has been shot?”

OOMPA LOOMPA:
“Oh, no...oh, ::BEEP::...”
SCENE 14
POLICE ARRIVE AT THE FACTORY

Elements/Related Textures:
1. Front gate to Chocolate factory
   (same as in Scene 2)
2. Top of Police car (sirens the focus) in F/G
3. Exterior shot of the chocolate factory in the B/G
   (same as in Scene 2)

MAYA: Fixed camera looks at gate. Top of police
car enters from right (offcamera). Top of police car
stops in front of gate. Sirens/Lights flash (bulbs
inside siren rotate).

AFTERFX: Depth of field blurs background some-
what (factory exteriors, etc.)

PREMIERE: “Reenactment” placed over lower left
of frame.
Elements/Related Textures:
1. Wonka (upper torso up)
2. Front door (shadows conceal everything beyond him inside).

MAYA: STILL IMAGE
SCENE 16
INTERVIEW #4

Elements/Related Textures:
1. Oompa (torso up)
2. chair
3. interior set - generic room corner

MAYA: ANIMATE Oompa talking

PREMIERE: Name in lower left corner:
“BADOOMPA OOMPA”

AFTERFX: Oompa should be in shadow (identity concealed - you might be able to do this in Maya)
blur our first half of name in nameplate (to conceal anonymity)
Elements/Related Textures:
1. factory in B/G
2. beach
3. water
4. Oompa body

MAYA: ANIMATE water rolling in and out. Oompa drifts onto land.

Camera TRUCKS backward, DOLLIES, changing its focus from factory in the B/G to the spot where the Oompa washes up.

AFTERFX: Filter(s) applied to enhance the dramatic nature/recreation feel.
SCENE 18
MUGSHOTS

Elements/Related Textures:
1. Mug shot (looking forward)
2. Mug shot (looking to his left)
3. Wonka (waist up)
4. “plaque” w/prison number
5. B/G height chart

MAYA: STILL IMAGE
SCENE 19

WONKA’S JAIL CELL INTERVIEW

Elements/Related Textures:
1. Wonka, full body, slumped forward
2. jail cell & bunk
3. bars to the cell
4. other cells beyond that (but blurred, subordinate to the foreground).

MAYA: ANIMATE interview - camera not completely still, perhaps a hand-held feel, or very slight pans. Wonka talks, some slight movements as he does so. (Lip synching will be mostly concealed by his posture and by shadows.)
SCENE 20
EPILOGUE

Elements/Related Textures:
1. ext. shot of factory (condemned, darker, drearier)

MAYA: ANIMATE camera pulls away from factory slowly.
SCENE 21
CLOSING CREDITS

Elements/Related Textures:
1. black background

PREMIERE: credits scroll upward, like traditional closing credits.

ANY THOUGHTS ON HOW TO (OR IF WE NEED TO) MAKE THESE MORE INTERESTING?

Perhaps a storyboard/final scene comparison in split screen during closing?