

Deadly Dark Trailer, Shot List

Shot #	INT/EXT	Shot	Camera Angle	Camera Move	Subject	Description of Shot
1	EXT.	1	ELS	n/a	Museum	Bugs eye view, ECS, showing wide museum exterior, up towards museum.
1	INT.	2	WS	n/a	Museum entry	WS through front entrance of museum.
2	INT.	1	MWS	Pan left	Front entry	Begin shot to right of Steve Jobs painting, pan left towards security office, vending machines.
2	INT.	2	MS	n/a	Management office	Table and chairs, painting in background.
3	INT.	1	MLS	n/a	Vase	Vase with light showing on it in puzzle, chromatic aberration on floor.
4	INT.	1	MLS to MS	Pan Left	Utility room	Utility room, towards electrical equipment.
5	INT.	1a	CS	n/a	Poster	Missing curator poster.
5	INT.	1b	CS	n/a	Poster	Missing groundskeeper poster.
6	INT.	1	MWS	n/a	Entity	Entity seen scurrying past in background, down hallways.
6	INT.	2	CS	n/a	Poster	Missing child poster.
7	INT.	1	MS	n/a	Office	Couches, glass table, and security desk seen through front security office door.
8	INT.	1	MS	n/a	Office	Back security office, shot of desk through door.
9	INT.	1	MS	Dolly forward	Corridor of Doom	Running into Corridor of Doom.
9	INT.	2	MCS	Dolly backwards	Entity	Running backwrds, Entity chasing.
10	INT.	1	MWS	n/a	Entity	Entity running away from light.
11	INT.	1	MS	n/a	Entity	Flashlight runs out of battery power, flickers, burns out, then Entity pursues player after light goes out.
12	INT.	1	MCS	Dolly forward	Luumba	Player walks up to and puts battery in Luumba.
12	INT.	2	CS	n/a	Luumba	Close shot of Luumba powering on.
13	INT.	1	MLS	Dolly forward	Luumba	Luumba walking down hallway, scaring away entity.
14	INT.	1	MS	Dolllt forward	Fragment table	Player walks up to table and places a fragment onto the altar, which already has some fragments assembled.
15	INT.	1	CS	Pan left	Fuse box, Entity	Player trying to figure out fuse puzzle, pan left to Entity who runs at the player as the camera gets past the fuse box cover.
16	INT.	1	MLS	n/a	Altar room, Entity	Looking into altar room and seeing silhouette of the Entity from across the room.
17	EXT.	1	WS	n/a	Credits	Credits over museum entryway, looking in from outside.