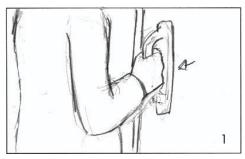
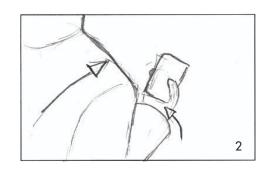
Disappear Storyboard * Action Notes | Camera Notes | Post Notes *

Day1 Scene 1



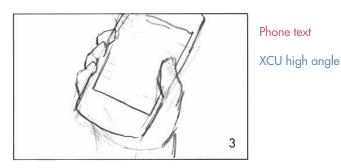
Claire closes door and turns away from home

MCU Eye-Level sfx: Door closes

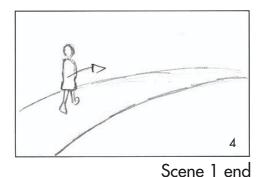


Claire enters frame, stops and pulls out phone

Over shoulder high sfx: text received



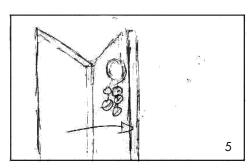
Phone text



Claire continues walking

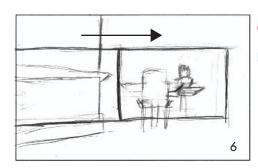
XLS eye level

Scene 2



Cafe door opens and closes

MCU of bells sfx: Door bells ring



Claire sitting in cafe

LS low angle crab right



Claire reading newpaper when B pulls chair to sit down. Claire looks up

MLS eye level profile sfx: Chair scraping



B begins conversation as B sits down

MCU over shoulder



Claire greets B. Picks up bag

MCU over shoulder



B is nervous

CU of B's expression



Claire is concerned CU of Claire

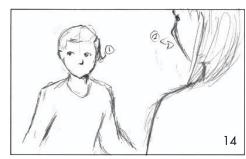


B puts head in hands
MCU high angle



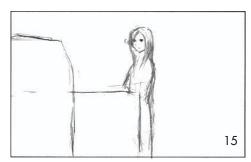
Claire responds

BCU profile with deep shadows



B looks at something, Claire follows action

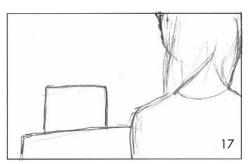
MCU over shoulder



Lexi turns head, notices Claire
MLS low angle



Claire turns back to B



Show B's empty seat
MCU over shoulder



Lexi enters frame, Claire turns head to Lexi

MCU eye level



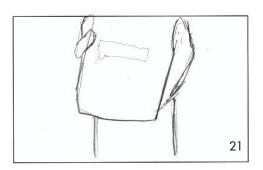
Lexi greets Claire, and goes to counter

MS Low angle over shoulder



Lexi goes to counter; Claire looks down at phone

Ped down to focus on Claire sfx: text received



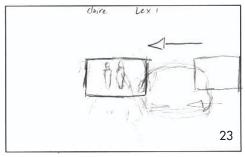
Show text XCU



MCU low angle

Scene 2 end

Scene 3

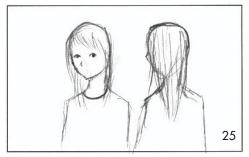


Claire, Lexi walking down street

Low angle panning over parked car



Claire, Lexi talk MS with crab along



Claire, Lexi talk MS with crab along



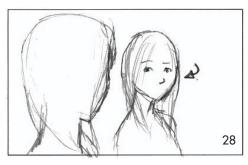
Claire unable to recall B's name

BCU with crab along



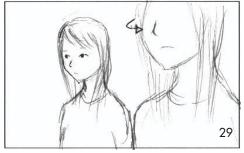
Lexi's expression

BCU with crab along



Lexi stops and faces Claire

MCU over shoulder; stop crab when Lexi stops



Lexi turns away; Claire, Lexi continue walking

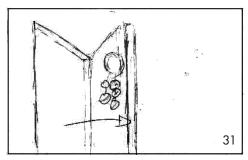
MCU past Lexi; crab along continues with walking



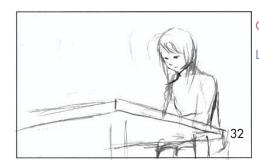
Claire, Lexi walk away

MLS high angle tracking out

Day 2 Scene 4



Cafe door opens and closes MCU of bells sfx: Door bells ring



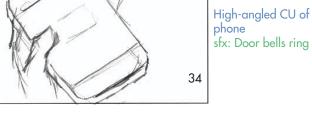
Claire looking down Low angled MLS



Claire looking down Low angled CU of expression



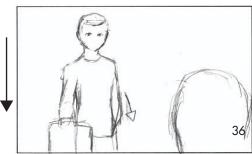
Text from unknown number





Someone speaks to Claire; Claire looks up

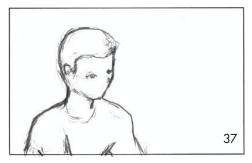
Low angle CU



B sits down

Over shoulder eye level w/B MS; tilt down as B

sfx: Chair scraping



B mentions recent message

High-angled MCU



Claire hesitates, checks phone

MS angled view of Claire



B averts eyes

High-angled BCU



B clenches hands

high-angled CU insert



B stands up, starts to leave

Over shoulder eye level w/B MS; tilt up as B stands

sfx: Chair scraping



Claire gets up to stop B

Canted XCU frames eyes to mouth as Claire tries to stand



B leaving, says bye

Canted MS; slight frame off



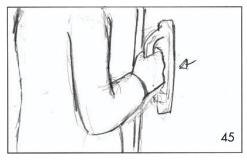
Claire watches B leave

High angle canted CU profile

sfx: Door bells rings

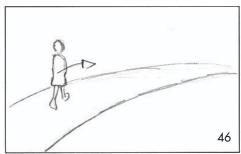


Day 3 Scene 5



Claire closes door and turns away from home

MCU Eye-Level sfx: Door closes

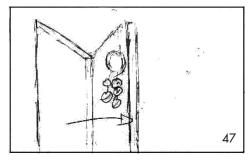


XLS eye level

Claire walking

Scene 5 end

Scene 6



Cafe door opens and closes

MCU of bells sfx: Door bells ring



Claire reaches for coffee, pulls it out of frame

CU; focus on cup shift to phone



Claire puts cup down BCU profile sfx: Door bells ring

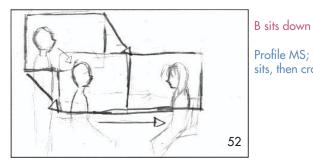


High angle of legs that stop at edge of frame

Someone approaching



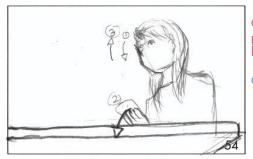
Claire looks up MCU front



Profile MS; follow as B sits, then crab to Claire

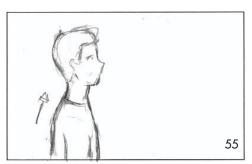


B speaks Overshoulder MSU



Claire looks down, puts down phone, looks up





B sits up MCU profile



Claire confused BCU of Claire's expression



B's eye contact with Claire

Overshoulder CU



Claire bites lip, tries to reassure

BCU profile



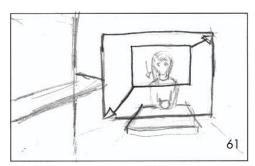
B gets up, starts to leave

MS, slight tilt up as B moves sfx: Chair scrape



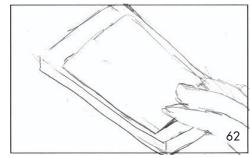
B exits cafe

Over shoulder MLS as
B leaves



Claire looks down to phone

CU slow zoom out to MS sfx: Door bells ring



Phone history

CU of phone



Claire is looking down

Zoom out continues as scene fades

-end-