

LOCAL
CONSTELLATIONS

**17th Draft
Actions Storyboard**

Andrew James Smith

March 20, 2021

Andrew James Smith
52 Blair Road, Cambridge,
Ontario, Canada N1S 2J1
(519) 239-6091

WGAW 2099615

A
C
T
O
N
E**I. PREQUEL**

1

**1 EXT. HOME FRONT PORCH - DAY****A) Above Artist's Home.**

Fairgrounds in disance through neighboring trees. Cafe on right. B/W. Narrator V.O. Color Wheel flashback.

ca Bird's-Eye

cm Drone Pan Down

st Wide Shot

sfx Kids playing. Bat cracks. Cheers.

sec 13

2

**1 EXT. HOME FRONT PORCH - DAY****B) Artist's Front Door.**

Narrator V.O. B/W.

ca Shoulder-Level

cm Pan

st Telephoto from sidewalk

sfx B/W until Curtain opened

sec 12

II. MOON V. STREETLIGHT

3

**2 EXT. HOME FRONT YARD - DAY****A) Artist leaves Home.**

Artist opens front door, looks outside. Turns around. B/W.

ca Shoulder-Level

cm -

st Telephoto from sidewalk

sfx -

sec 10

4

**2 EXT. HOME FRONT YARD - DAY****B) Artist pulls door closed.**

Then screen door behind him. Turns, starts to walk towards Camera.

Adjusts COVID mask, dark glasses. B/W.

ca Shoulder-Level

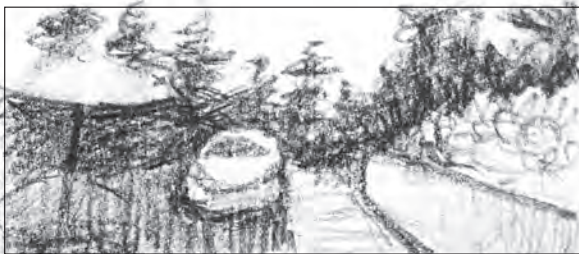
cm Zoom in

st Medium Angle

sfx Zoom in, Multiple takes

sec 10

5

**3 EXT. HOME PATH - DAY****Artist reverse shot.**

Artist walking up path from Home. B/W.

ca Shoulder-Level

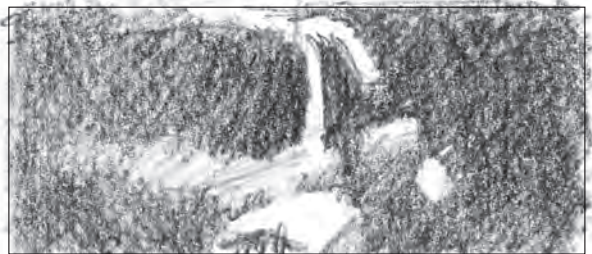
cm Push focus

st Wide Angle

sfx -

sec 3

6

**4 INT. CHEVY - STUDIO SHOT 1****Art on Artist.**

"01a. Constellation Chevy", printed on metallic paper. Color. INSERT:

"Walking Man" B/W GIF.

ca Eye Level

cm Still

st Close Up on Medium Angle

sfx Double exposure. Surtitles.

sec 8

7

**5 EXT. BACK TO HOME PATH - DAY****Artist walks past his car.**

Artist's back, he WAVES at it, fakes left, goes right, hides from street light. Narrator V.O. B/W.

ca Reverse Angle

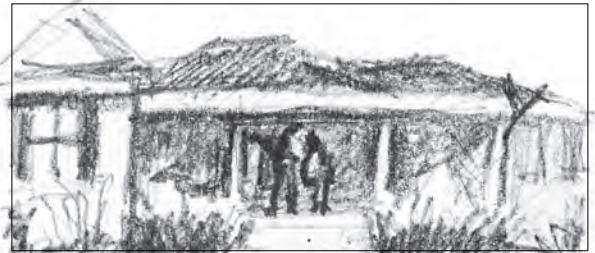
cm Still

st Long Shot

sfx -

sec 18

8

**6 EXT. INSERT - WAVE VIDEO - DAY****Landlords wave to Artist.**

A vignettted cell-phone video. Artist rushes by. Landlord V.O. B/W.

ca Low Angle

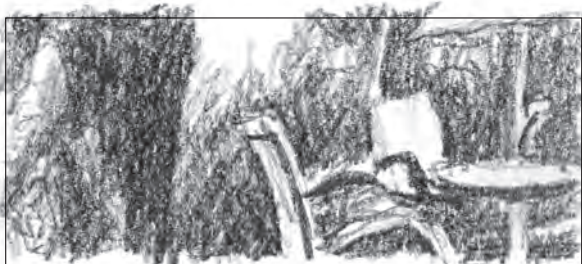
cm Still

st Medium Shot

sfx Chromakey/Double expose. Phone voice.

sec 14

9

**7 INT. MONTAGE - GALLERY SHOTS 1-2****A) Artist shadows art.**

"01b. Moon v. Streetlight" is metallic paper print. Landlord V.O. Color.

ca Eye Level

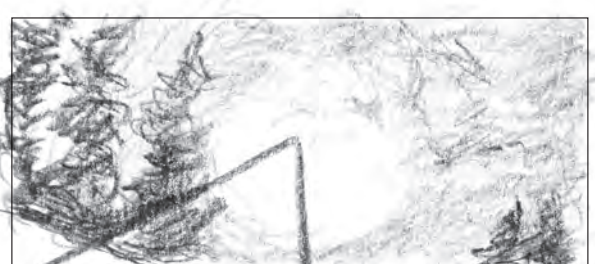
cm Random Pan

st Close-Up.

sfx Phone voice. Artwork SURTITLES.

sec 14

10

**7 INT. MONTAGE - GALLERY SHOTS 1-2****B) Larger framed painting.**

"02. Entitlement" oil-painting. Clouds change colour. Landlord V.O. Color.

ca Eye Level

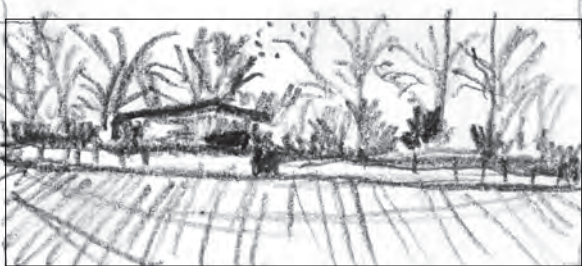
cm Random Pan

st Close-Up.

sfx Artwork SURTITLES. Phone voice.

sec 7

11

**8 EXT. SERIES OF SHOTS - DAY****A) Artist strides.**

Past mansion on BLENHEIM Road. He gestures while ranting. Landlord V.O. B/W.

ca Waist Level

cm Locked-down Shot (or Truck Shot)

st XWS Steadicam

sfx Phone voice.

sec 13

12

**8 EXT. SERIES OF SHOTS - DAY****B) Artist's glasses.**

Artist lunges towards camera. Starts upside down? INSERT: Glasses. B/W.

ca

cm Rotating Shot?

st XCU

sfx -

sec 4

13

**8 EXT. SERIES OF SHOTS - DAY****C) Artist Disappears.**

Down LANSDOWNNE, lined with trees and lamp posts, he continues gestures, in spirited manner. Landlord V.O. B/W.

ca Waist-high

cm Locked-down

st Extra Long Shot. Pedestal Drone?

sfx Phone voice.

sec 10

14

**8 EXT. SERIES OF SHOTS - DAY****D) Artist continues.**

Passes another mansion, going other direction on SALISBURY. Landlord V.O. B/W.

ca Ground Level

cm Truck Pan

st Extra-Wide Angle

sfx Stop Motion. Phone voice.

sec 4

III. SPLITORAMA

15

**9 EXT. CRESCENT PLACE HILL - DAY****A) Muse stands on the grassy knoll.**

Coyly pivots out of wicker Egg Chair hanging from sky. Ambient noise, kids. Blurred B/W of Galt Panorama. B/W.

ca Low Angle Shot

cm Pan North to East

st Wide Angle Rack Focus

sfx Morning mist. Back projection screen.

sec 20

16

**9 EXT. CRESCENT PLACE HILL - DAY****B) Muse greets Artist.**

Artist shows her his sculpture. Ambient noise continues. B/W of Galt panorama. B/W.

ca Eye Level

cm Pan East to South

st Medium Angle, Short focus

sfx V.O. English SUBTITLES. Screen cont.

sec 5

17

**10 EXT. GRASSY KNOLL - DAY****A) Artist sits on lawn.**

Artist, facing East, opens a binder. Blurred homes in background. Muse looks over his right shoulder. B/W.

ca Over-the-shoulder, facing South

cm Diagonal Swipe (as she bends to look).

st Medium Shot

sfx Back projection screen.

sec 3

18

**10 EXT. GRASSY KNOLL - DAY****B) Galt Panorama in binder.**

Artist looks at Muse, then head nods towards the view. He whispers to mic. B/W.

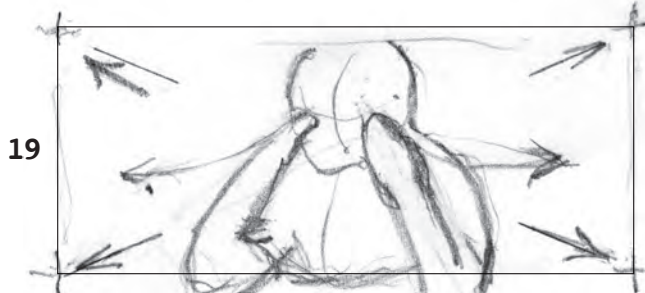
ca Over-the-shoulder Medium Shot

cm Zoom

st CUS

sfx VFX ZAP of Sight Lines

sec 21



19

11 EXT. GLASSES - DAY

Artist points to glasses.
Spreads his fingers apart. B/W.

ca Eye level
cm Handicam
st Pull shot
sfx ~
sec 4

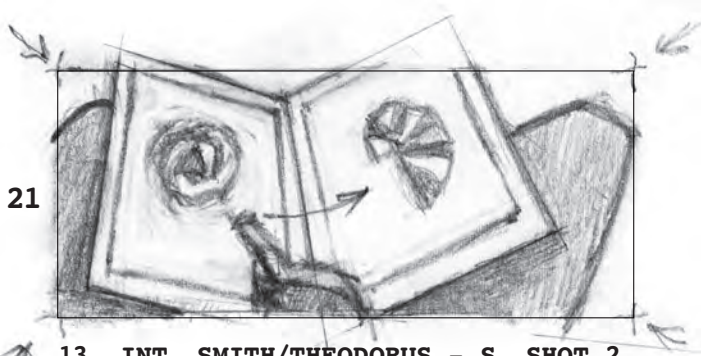


20

12 EXT. BACK TO GRASSY KNOLL - DAY

Artist dissects view.
He removes Panorama from binder and
folds it up. B/W.

ca Over-the-shoulder
cm Rack Focus
st MCU
sfx ~
sec 14



21

13 INT. SMITH/THEODORUS - S. SHOT 2
Convergence in Binder.

"05B. Smith/Theodorus Spiral
Convergence", INSERT: overlay of two
transparencies. He TRACES spirals.

ca Over-the-shoulder
cm Handicam
st CUS
sfx Zap out of closing binder. B/W, Color.
sec 8

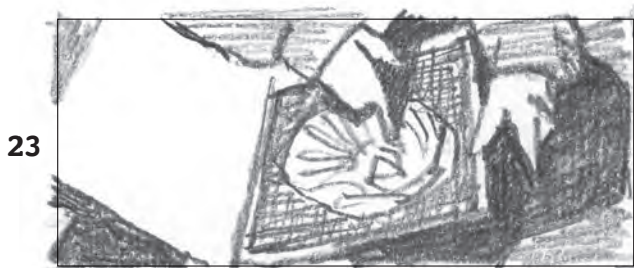


22

14 INT. INSERT - PROTOGON GIF
Protogon construction.

Eight second B/W animated GIF, "Push
Play".

ca ~
cm Fixed shot
st Shallow focus, Medium Shot
sfx ~
sec 8

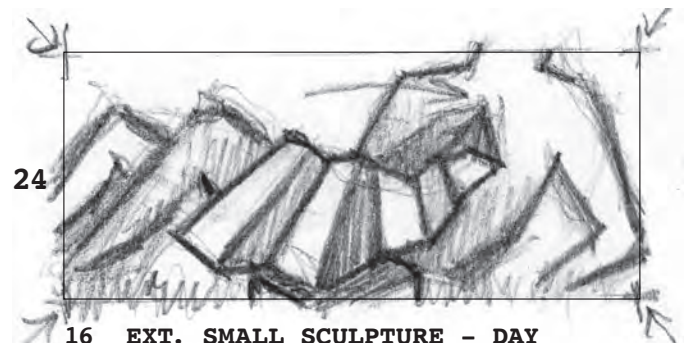


23

15 EXT. OVERLAYS - DAY

Two transparencies.
Artist traces spirals with finger.

ca Over-the-shoulder
cm Handicam
st CUS
sfx B/W, Color.
sec 8



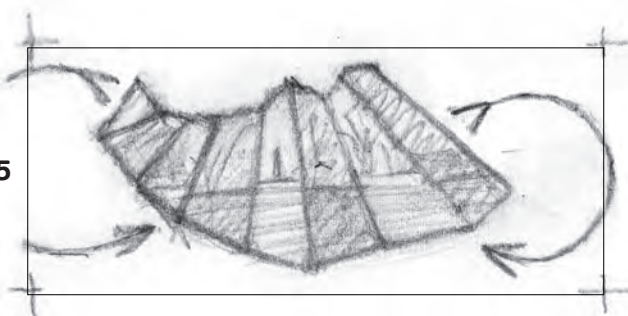
24

16 EXT. SMALL SCULPTURE - DAY

Artist reclines on lawn.
Reaches behind himself and holds up
"03c." Yellow sculpture. He touches
tip. Interrupted by Narrator.

ca Low-angle
cm Cutaway shot
st Shallow focus. Narrator V.O.
sfx B/W, Color.
sec 28

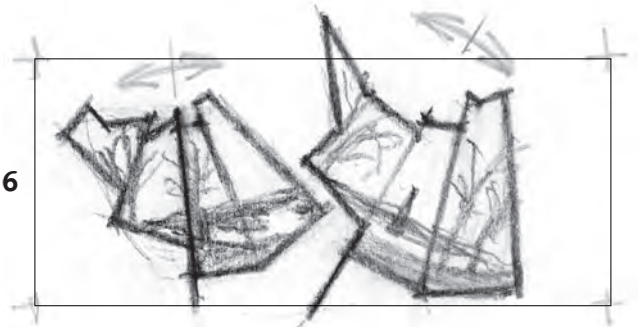
25



17 INT. SERIES OF G SHOTS 3-5
A) 3D qualities of BIG SCULPTURE.
"03. Split Panorama" on eye-level
Pedestal. Color.

ca Eye-level
cm Ten foot figure-eight pan.
st Medium Shot
sfx ~
sec 30

26



17 INT. SERIES OF G SHOTS 3-5
B) MONTAGE of FANS.
"03A. East Panorama View (orange)" &
"03B. North Panorama View (green)".
Fade in waving fans. Color.

ca Eye-level
cm Fixed shot
st Shallow focus, Medium Shot
sfx ~
sec 8

27



17 INT. SERIES OF G SHOTS 3-5.
C) Panorama Establishing Shot.
Black & White PANORAMA in frame.
Was on WALL earlier. B/W.

ca Wide Angle
cm Pan
st Close up
sfx ~
sec 4

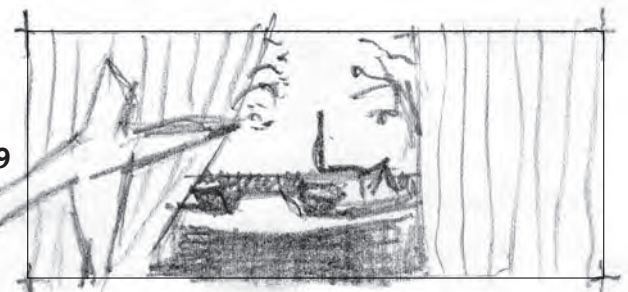
28



18 EXT. BACK TO KNOLL, AGAIN - DAY
A) Artist pleads.

He asks Muse to allow him through
with his outstretched arm. He's
blocked by Panorama curtain. B/W.
ca Over the shoulder
cm Pull in
st Wide Angle
sfx Quick sap. Muse V.O., Subtitles
sec 20

29

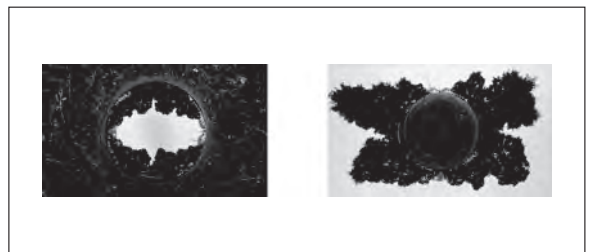


19 EXT. ARTIST RECLINES - DAY
B) Muse Complies.
Artist offers small sculpture to her.
Muse takes it and draws back curtain,
revealing valley in full color.

ca Medium angle
cm Push shot
st Shallow focus
sfx Muse V.O., Subtitles. B/W, Color.
sec 40

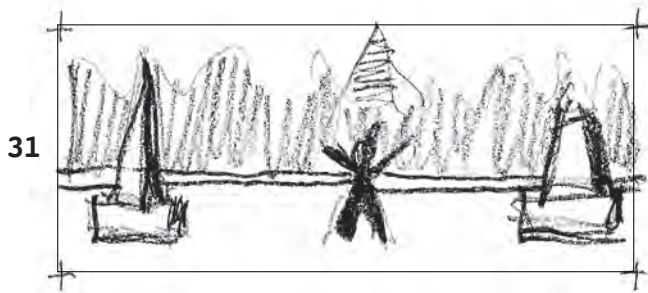
IV. CENOTAPH

30



19 EXT. ARTIST ON GRASS - DAY
A) Artist TRACES lines on photos.
"04a., 04b. Cenotaph - Sky Inside &
Outside". He traces lines, whips away
hands. Color.

ca Eye-level
cm Still
st Wide Shot
sfx Split screen, ZAPS Sight Lines.
sec 13



19 INT. ON GRASS - G SHOT 6

B) **Cenotaph witness.**
 Scottish LIBRARY PATRON speaks for Artist O.C. Loud - street noise.
 BLACK ribbon around his arm? B/W.
 ca High-angle, Medium shot
 cm Pull Out, Drone keeps circulating
 st Full shot
 sfx English subtitles
 sec 21

V. GALT CONVERGENCE



21 INT. PAIR OF SHOTS - G SHOTS 8-9

A) **Locating his Studio.**
 "Galt MAP" from Workbook (Pg. 7).
 CAFE PATRON Points to Map. Color.
 ca Over he shoulder
 cm Cut-in shot
 st Close up
 sfx
 sec 3



20 INT. CAFE - G SHOT 7

Lay of the land print.
 "05A. Smith/Theodorus Spiral Convergence" print. Cafe DIN.
 Color.
 ca Over he shoulder
 cm Pull in
 st Close up
 sfx Loud cafe sounds.
 sec 14



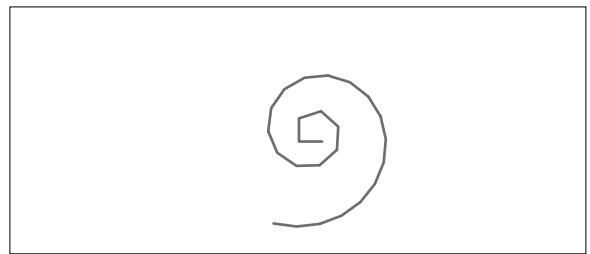
21 INT. PAIR OF SHOTS - G SHOTS 8-9

B) **Merging reality & ideal.**
 "05. Convergence of Galt". Framed
 Mixed media. Color.
 ca Eye level
 cm Random pan
 st Close up
 sfx ~
 sec 6



22 EXT. MAIN STREET BRIDGE - DAY

A) **Looking up at main bridge.**
 Grand River west bank, Post Office in Background. Water reflections. Artist enters bridge and stops halfway. B/W.
 ca Low Angle Shot
 cm Tilt up
 st XWA
 sfx VFX: Pigeons, River, Traffic.
 sec 8



22 EXT. MAIN STREET BRIDGE - DAY

B) **A faint pattern.**
 He faces north, middle of bridge, tosses "05b. Smith Spiral" into River. SPLASH. Radiates upstream. B/W.
 ca Down shot
 cm Push in
 st Wide angle
 sfx VFX: Shimmer of Multiples.
 sec 10

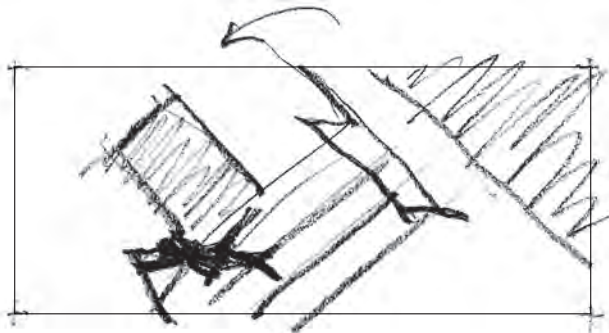
A
C
T
T
W
O

VI. NOON BELL TOWER

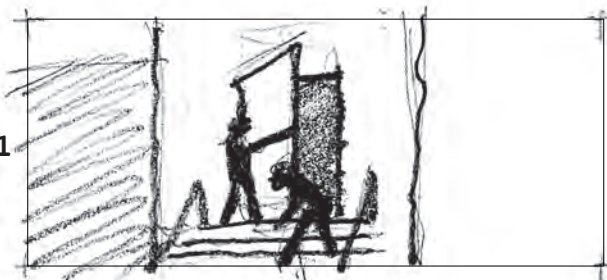
37

**23 EXT. FARMERS MARKET - DAY****Artist in a rush.**Artist Winds through Farmer's Market.
Bazaar NOISE. Tower in view. B/W.ca Low angle, rises.
cm Tracking shot
st Handicam Medium Shot
sfx Shoes scuffling.
sec 10

39

**24 EXT. TOWER ENTRANCE - DAY****B) Bell Tower sideways.**Artist misses step. Grabs railing. He quickly looks back in embarrassment.
B/W.ca Dutch tilt
cm Tilt up
st Medium Close up
sfx ~
sec 4

41

**24 EXT. TOWER ENTRANCE - DAY****D) Tower front door.**Door opens, old man saunters out.
Artist slips in, barely noticed. B/W.ca Low Angle Shot
cm -
st Medium Angle
sfx Bell rings
sec 6

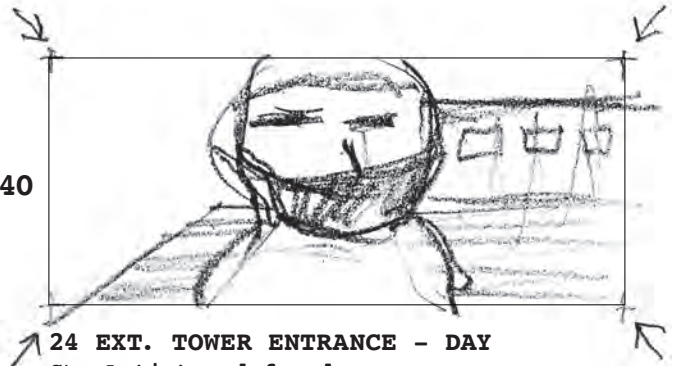
38

**24 EXT. TOWER ENTRANCE - DAY****A) Artist scurries up stairs.**

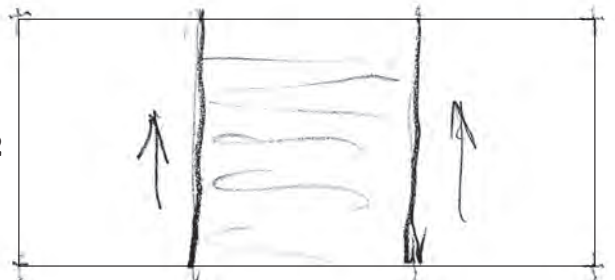
He yanks on Bell Tower door-handle, it doesn't budge. He steps back surprised, looks up at clock. B/W.

ca Low Angle Shot
cm Tilt up
st Medium shot
sfx ~
sec 8

40

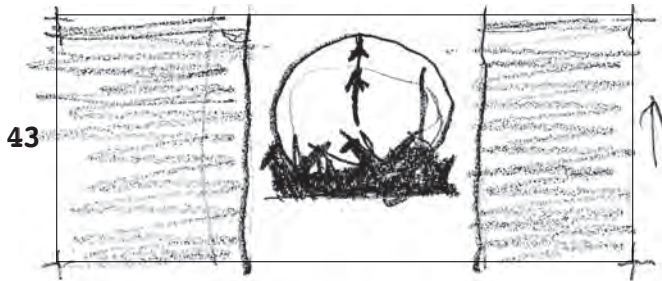
**24 EXT. TOWER ENTRANCE - DAY****C) Artist red faced.**Reverse shot. He turns back to face door and closes eyes. Bell CHIMES.
B/W.ca Eye level
cm Pull in
st Close up
sfx Bell rings
sec 4

42

**25 EXT. ASCENDING TOWER - DAY****A) Bell Tower wall.**

Scaling outside of Building, Bell continues to ring. B/W.

ca Horizontal Drone shot
cm Pedestal shot
st Medium Close up
sfx Bell rings
sec 6



43

25 EXT. ASCENDING TOWER - DAY**B) Ringing bell mechanism.**

X-ray view beneath the Belfry of Bell Mechanics behind NOON Clock outside on Tower wall. B/W.

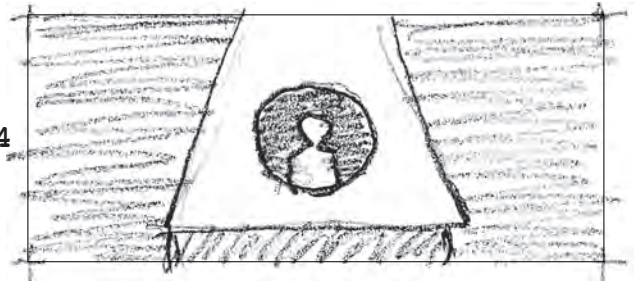
ca Horizontal Drone shot

cm Pedistal shot

st Medium Close up

sfx Bell rings

sec 6



44

25 EXT. ASCENDING TOWER - DAY**C) Round steeple window.**

Above Belfry, Artist takes our pic. His cell phone FLASHES. B/W.

ca Horizontal Drone shot

cm Pedistal shot

st Medium Close up

sfx Artist in window. Flash.

sec 4

VII. DAY TOWER UP & DOWN

45

26 INT. DAY TOWER PANORAMA - G SHOT 11

Artist scans horizon.

"06. Noon Bell Tower 360°

Panorama". Artist, Muse V.O. Color.

ca Eye level

cm Random pan to right

st Zoom

sfx ~

sec 27



46

27 INT. NOON TOWER - G SHOT 12

Noon Tower split screen.

"07a., 07b. Noon Tower view -

the Sky Inside & Out". Traces both simultaneously. Artist V.O. Color.

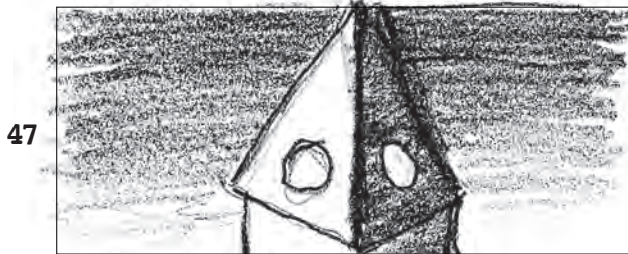
ca Eye level

cm Still

st Split screen

sfx VFX: ZAP Lines.

sec 10

VIII. NIGHT OUTSIDE TOWER

47

28 EXT. OUTSIDE TOWER - NIGHT

Drone encircles steeple.

Light emits from out round windows above midnight Clock, Blurred Galt Panorama behind. Street sounds. B/W.

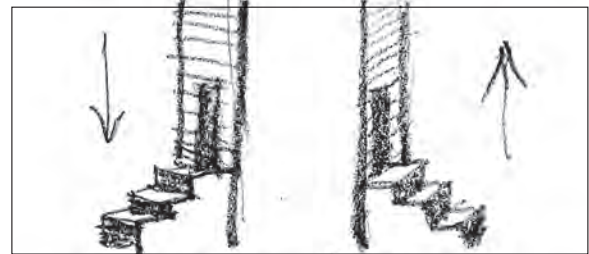
ca Horizontal Drone shot

cm Circular shot

st Wide angle

sfx Traffic

sec 10



48

29 EXT. OUTSIDE ENTRANCE - NIGHT

Checking both doors.

Pan down from Steeple to West door, on sidewalk to East door and back up to Steeple. B/W.

ca Low Angle Shot,

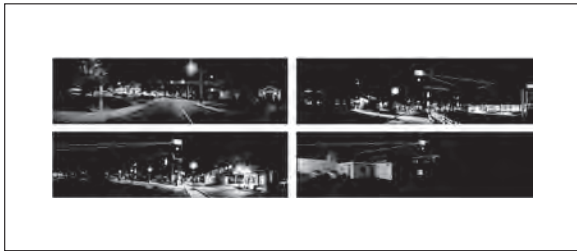
cm Zoom

st Wide angle

sfx Street sounds

sec 15

49



30 INT. NIGHT OUTSIDE TOWER - G SHOT 13
Artist passes floods.

Prints: "08a., 08b., 08c., 08d. Bell Tower at Midnight". He walks between art & lights, shadows, glare. Color.
 ca Eye level
 cm Still
 st Medium shot
 sfx ~
 sec 15

X. MIDNIGHT FROM TOWER

51

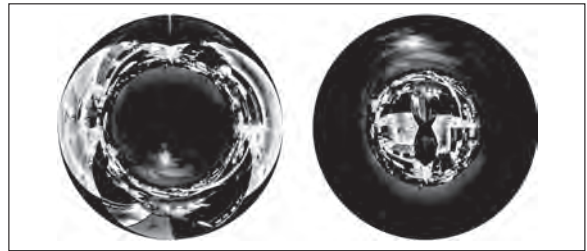


32 INT. MIDNIGHT PANORAMA - S SHOT 4
Muse whispers to Artist.

"09. Full Moon from the Bell Tower" over Studio couch. Artist, Muse V.O. whisper on mic. Framed. Color.
 ca Eye-level
 cm Repeat pan
 st Close-up
 sfx Speed up pan & fade out
 sec 22

IX. NIGHT TOWER UP & DOWN

50



31 INT. MIDNIGHT TOWER - S SHOT 3
Midnight Tower split screen.

Figure: "10a., 10b. Sky Inside & Out" He traces lines Simultaneously on circular photos.
 Color.
 ca Eye level
 cm Still
 st Split screen
 sfx VFX: Light ZAP Lines
 sec 10

52



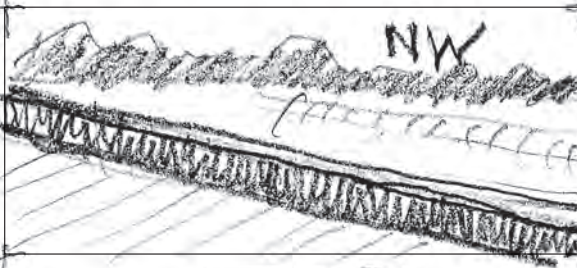
32 INT. MIDNIGHT PANORAMA - S SHOT 5
Artist makes cylinder.

Artist takes screen image, BENDS it backwards. Green Screen Previous Shot. B/W. INSERT: "Falling Man" B/W GIF.
 ca POV
 cm Diagonal swipe
 st Close-up
 sfx Align to Establishing shot. Holo fade.
 sec 53

A
C
T
T
H
R
E
E

53

XI. PARK HILL BRIDGE NIGHT



33 EXT. ON PARK HILL BRIDGE - NIGHT
Bridge between Studio & Home.

Pan Dam right to Artist on South of bridge, Home in West, back to Zoom S onto Main Street Bridge. B/W.
 ca Shoulder level
 cm Pan right, Zoom
 st Wide Angle
 sfx VFX: A couple tired ZAPS. Dam roar.
 sec 14

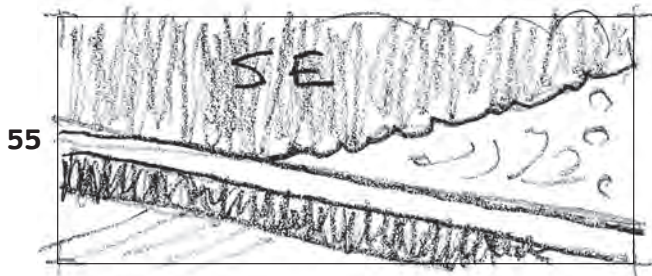
54



34 INT. STUDIO/BRIDGE - G SHOT 14

A) Art on gallery wall.
 "11. Studio from Park Hill Bridge".
 Narrator V.O. (cont'd). Color.

ca Eye level
 cm Random pan
 st Close up
 sfx ~
 sec 14



34 INT. STUDIO/BRIDGE - G SHOT 14

B) Artist leans over bridge.

From Park Hill Bridge Artist sees, in river currents below, a doubling of spiral into his unique shape. B/W.

ca Eye level

cm Random pan to right

st Zoom

sfx Double exposure

sec 14

57



23 INT. GALLERY SHOT 10

B) Snap to alignment.

The result, "12. Double Spiral Convergence". Snap to previous shot.

ca Eye level

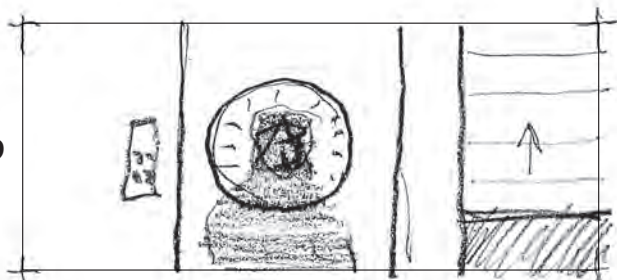
cm Zoom out

st XCU

sfx VFX

sec 10

59



36 EXT. STUDIO BACK YARD - NIGHT

B) Side Loading Door.

Artist's Shadow center of Studio sign. Overlap takes, & Logo. Loading dock door raises. B/W.

ca Eye-level

cm Pan right.

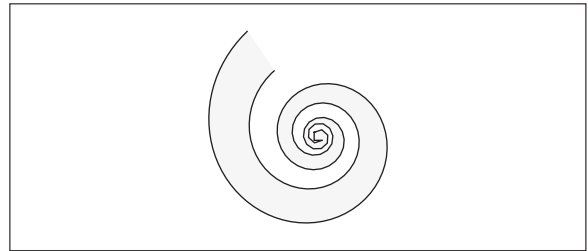
st Medium angle

sfx INSERT: Rotating Signature Logo

sec 10

XII. DOUBLE PROTOGON SPIRAL

56



35 INT. DOUBLE SPIRAL - S SHOTS 5-6

A) Overlapping spirals.

Multiples of "05b. Smith Spiral" evolve to "12. Double Protogon Spiral" in water. Narrator V.O.

ca Eye level

cm Random pan

st Close up

sfx Stop motion

sec 14

XIII. PROTOGON SQUEEZE

58



36 EXT. STUDIO BACK YARD - NIGHT

A) Unlocking gate.

Someone opens and closes metal gate. Tall lamp post illuminates parking Lot. Narrator V.O. (cont'd). B/W.

ca Shoulder level

cm Random pan, Handicam.

st Medium angle

sfx late night street sounds

sec 14

60



36 EXT. STUDIO BACK YARD - NIGHT

C) Art on gallery wall.

On loading dock wall, "11. Studio from Park Hill Bridge" under florescent lights. Surtitles. Color.

ca Eye level

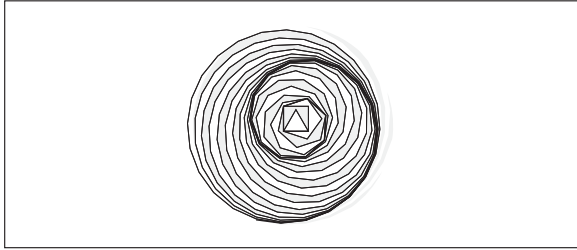
cm Random pan

st Zoom fade from B/W.

sfx Surtitles

sec 10

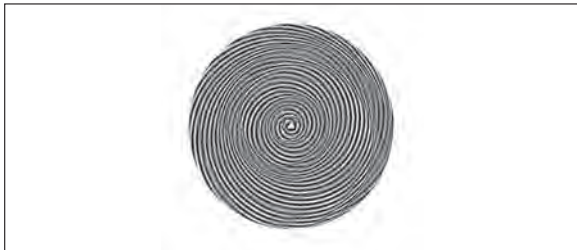
61

**36 EXT. STUDIO BACK YARD - NIGHT****D) Snap to alignment.**

Align and step between "05B. Smith Spiral" and . Color.

ca Eye level
level
cm Zoom out
st XCU
sfx VFX:
sec 4

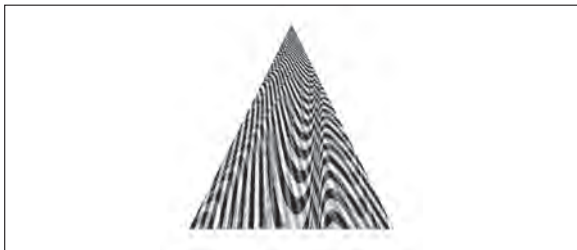
63

**37 INT. PROTOGON SQUEEZE - S SHOT 7****B) Bottom of the design.**

Assistant points down, gestures up. "13. CMY Protogon Squeeze". O.S. Color.

ca Eye level
cm Tilt up
st Extreme close up
sfx ~
sec 4

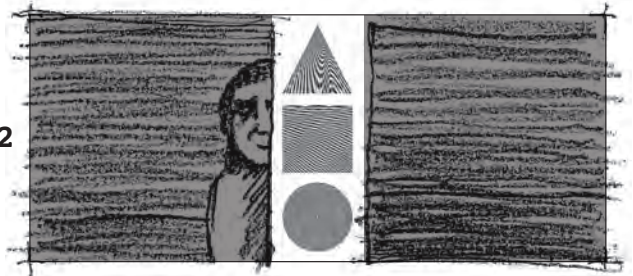
65

**25 INT. STUDIO SHOT 10****D) Top triangular design.**

Pointing to top triangular design of "13. CMY Protogon Squeeze". O.S. continues. Color.

ca Eye level
cm Zoom in
st Extreme close up
sfx ~
sec 4

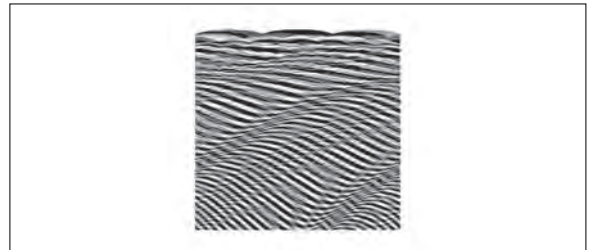
62

**37 INT. PROTOGON SQUEEZE - S SHOT 7****A) A vertical triptych.**

ARTIST'S ASSISTANT explains "13. CMY Protogon Squeeze", aligned with previous. Artist's FACE shadowed.

ca Eye level
cm Zoom in
st XCU
sfx VFX: B/W, Color.
sec 4

64

**37 INT. PROTOGON SQUEEZE - S SHOT 7****C) Middle square design.**

Pointing to the middle square design. "13. CMY Protogon Squeeze". O.S. continues. Color.

ca Eye level
cm Tilt up
st Extreme close up
sfx ~
sec 7

XIV. STUDIO NEAR AND FAR

66

**38 INT. STUDIO - STUDIO SHOT 8****Concluding bridge exercise.**

"14. Studio Near and Far", now on his Studio wall. It's a cluttered Studio, trove of artwork. Narrator V.O. Color.

ca Eye level
cm Random pan
st Close-up
sfx -
sec 33

XV. STUDIO BACK YARD

67



39 EXT. BACK YARD - STUDIO SHOT 9
His final 3D piece.

A. "14. Studio Near and Far"; B. He enters - BACKWARDS; C. Plucks "15. Studio Back Yard". MUSE O.C. B/W.
 ca Eye level
 cm Zoom out
 st XCU
 sfx MONTAGE
 sec 7

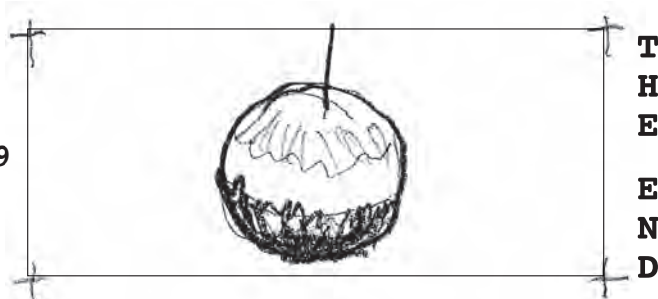
68



39 EXT. BACK YARD - STUDIO SHOT 9
Muse interrupts.

A She removes his curved panorama.
 B Shoot up to him holding necklce.
 C Tighten with Muse holding Panorama.
 ca Low Angle Shot
 cm Zoom in
 st Medium - XCU
 sfx VFX Color Bauble on B/W
 sec 8

69



39 EXT. BACK YARD - STUDIO SHOT 9
The memento.

He hands her a necklace suspending a bauble depicting his midnight Bell Tower panorama (in color).
 ca Low level
 cm Tilt up
 st Medium shot
 sfx VFX B/W, Color. Music disappears.
 sec 7

SPONSORS: