

B. Gregory

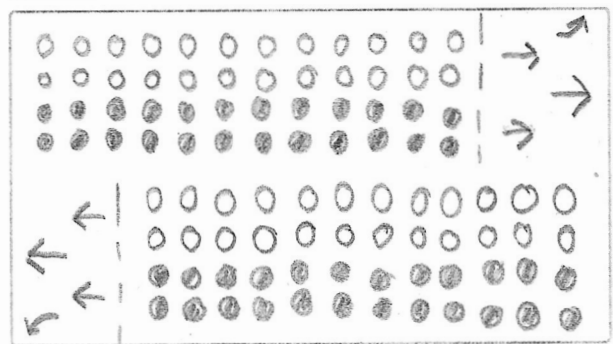
Title: Frantic Serenity

(time estimates are likely rough.)

Campaign Name: Geometric Dance Party

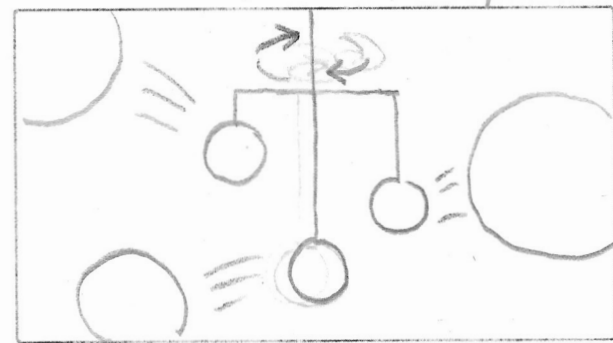
Aspect Ratio: 16:9

Scene No. Scene Length Transition
1 00:01;06 cut to next →



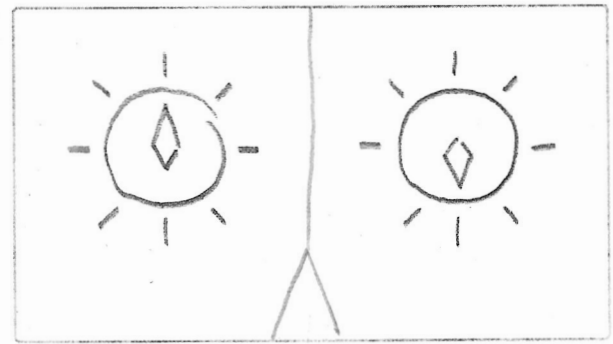
Dialogue/Required Text
Rows of circles dash in like traffic, eventually leaving, two rows turning upon leave.

Scene No. Scene Length Transition
4 00:02;07 linear wipe →



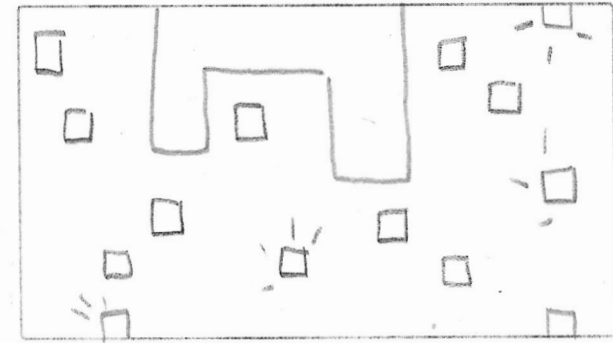
Dialogue/Required Text
The circles morph into a wind (?) chime, doing one revolution before the inner circles spring out.

Scene No. Scene Length Transition
2 00:01;17 cut to next →



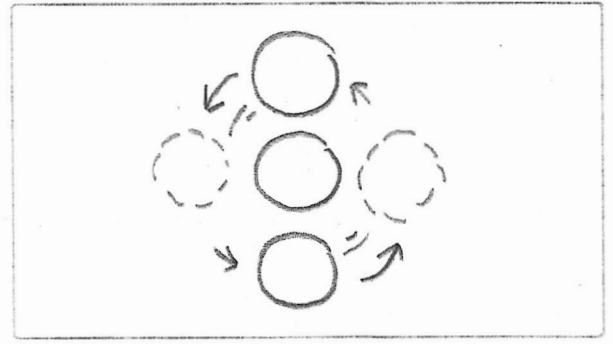
Dialogue/Required Text
One dial pops in, snapping to 90° directions, as another pops in, doing the opposite position. Colors change during this.

Scene No. Scene Length Transition
5 00:02;23 cut to next →



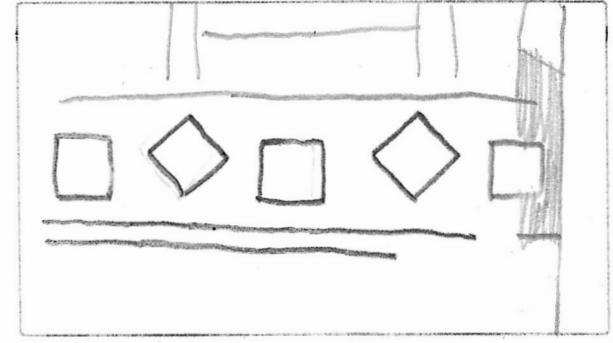
Dialogue/Required Text
A bunch of lights turn on in a dark building, in time with the song.

Scene No. Scene Length Transition
3 00:02;09 move and fade →



Dialogue/Required Text
Colors change like traffic lights, before rotating to race lights, rotating again and doing its own thing.

Scene No. Scene Length Transition
6 00:03;02 pan upward →



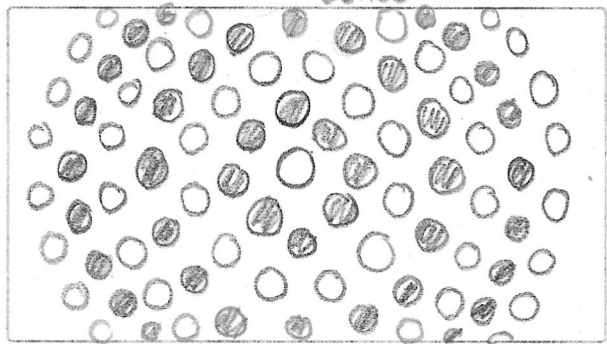
Dialogue/Required Text
Squares quickly "walk" to the door of a building, in time with the song.

Title: Frantic Serenity

Campaign Name: Geometric Dance Party

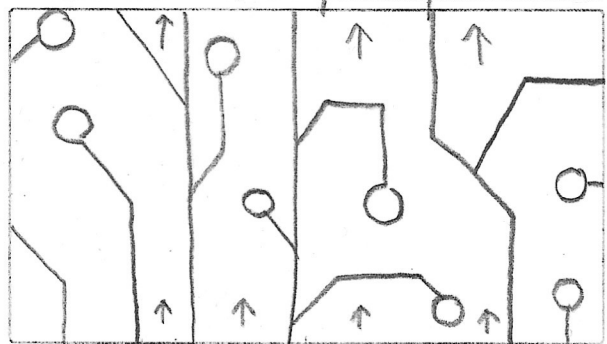
Aspect Ratio: 16:9

Scene No. 7 Scene Length 00:04;01 Transition zoom in to center →



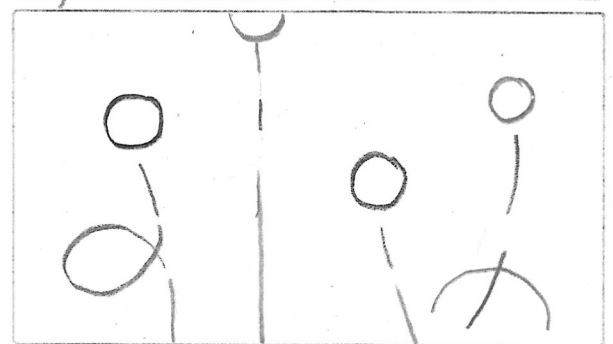
Dialogue/Required Text:
Several ^{circular} rows of circles sprout out of each other, each rotating in opposite directions.

Scene No. 8 Scene Length 00:02;11 Transition pan up →



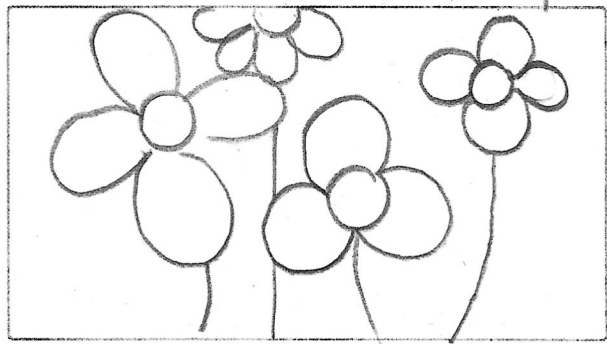
Dialogue/Required Text:
Circles go up with line trails, some branching like a motherboard. Pan up to next scene.

Scene No. 9 Scene Length 00:02;21 Transition none →



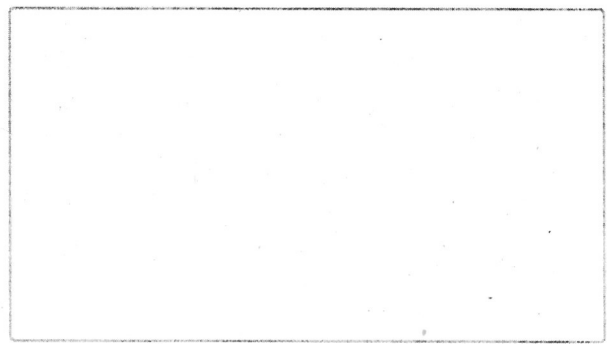
Dialogue/Required Text:
The lines break into curves as some twirl around, getting bigger, too.

Scene No. 10 Scene Length 00:03;22 Transition zoom in; loop →



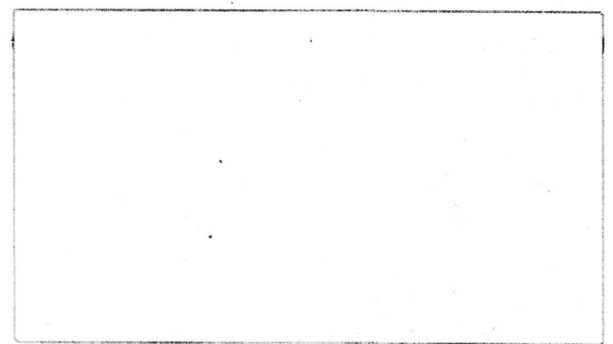
Dialogue/Required Text:
The circles stop and sprout petals. Eventually, zoom in to one and loop back to scene 1.

Scene No. Scene Length Transition →



Dialogue/Required Text:

Scene No. Scene Length Transition →



Dialogue/Required Text: