

B. Gregory

Title: The Werkz

Campaign Name: Kinetic Type

Aspect Ratio: 16:9

Scene No. Scene Length Transition  
1 00:01;27 none (cut) →

don't get  
CONFUSED

Dialogue/Required Text  
"don't get confused."  
Each word pops in.

Scene No. Scene Length Transition  
2 00:01;13 none (cut) →

(i'm just punnin' around)

Dialogue/Required Text  
"punnin'" flashes between colors  
"i'm just punnin' around!"

Scene No. Scene Length Transition  
3 00:00;14 none (cut) →

i said

Dialogue/Required Text  
"i said--"  
Each word pops in.

Scene No. Scene Length Transition  
4 00:03;00 zoom to "e" →

i've got myself  
out of  
get here

Dialogue/Required Text  
Each word pops in as stickman behind spins slowly; color is filtered based on stickman behind.

Scene No. Scene Length Transition  
5 00:02;20 none (cut) →

words words words  
words words words  
words words words  
words words thing words  
words words disappears words

Dialogue/Required Text  
The words fade away, "words" can be replaced with ones in dictionary order or other words.

Scene No. Scene Length Transition  
6 00:02;25 zoom in to white →

question:  
why do i feel so insecure?

Dialogue/Required Text  
"why do i feel so insecure?" Text pops in while everything else fades in.

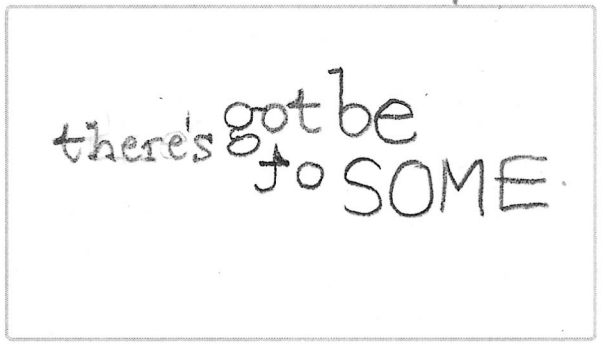
"i've got to get myself out of here..." "before this whole thing disappears."

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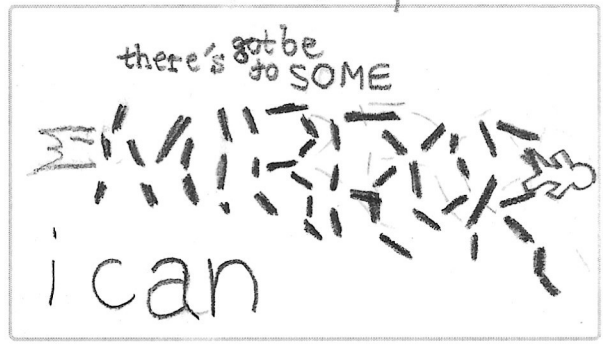
Aspect Ratio: 16:9

Scene No. Scene Length Transition  
7 00:01;17 color invert wipe →



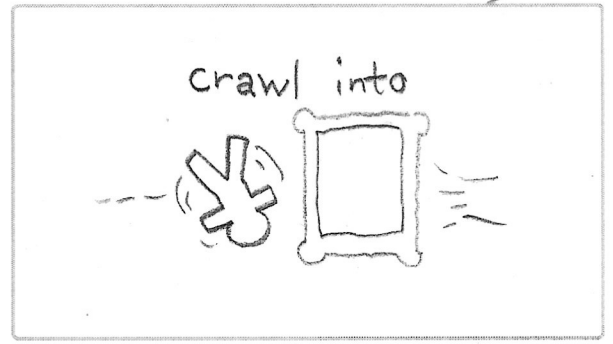
Dialogue/Required Text  
"there's got to be some..."  
Each word pops in; a clone of "ot" sprouts and flips to form "to."

Scene No. Scene Length Transition  
8 00:01;08 jump cut →



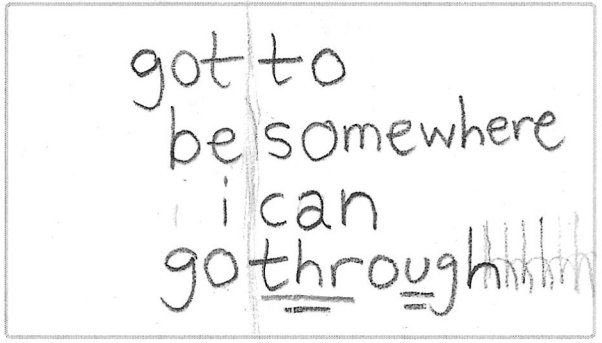
Dialogue/Required Text  
"- mirror... i can -"  
"MIRROR" is shattered by the impact of the stickman,

Scene No. Scene Length Transition  
9 00:02;06 none (cut) →



Dialogue/Required Text  
Color of stickman inverts when inside.  
"- crawl into."

Scene No. Scene Length Transition  
10 00:04;21 zoom towards "h" →



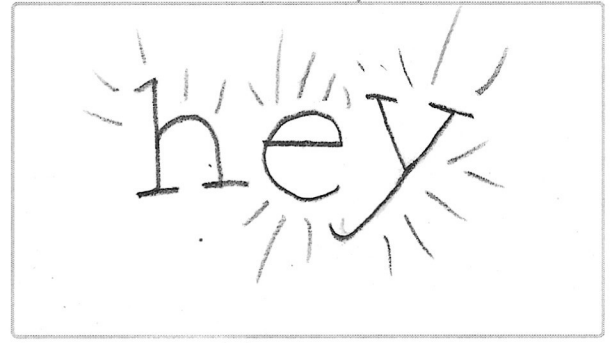
Dialogue/Required Text  
"got to be somewhere i can go through." Each word pops in, aligned to an imaginary line. The last "h" trails into the next scene.

Scene No. Scene Length Transition  
11 00:02;00 none (cut) →



Dialogue/Required Text  
"heyyy -" "ey" briefly gets bigger, upon Bill's brief pitch bend, before reverting to its original size.

Scene No. Scene Length Transition  
12 00:02;13 loop back to 1 →



Dialogue/Required Text Notes  
Letters change type faces and colors on beat, while background does the same.  
"-eyyyyyy...!!!"