

Storyboard template

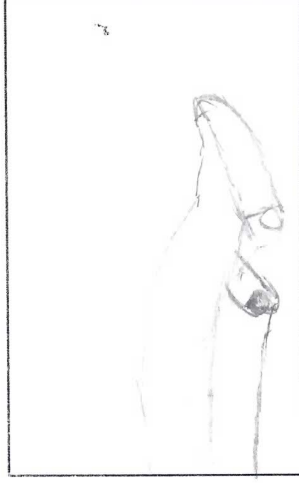
Planning the filming of the promotional film



Gerald has just been told Ciri is dead. He looks at the door in disbelief



Gerald slowly opens the door. This creates suspense for the player. Door is silent



The first shot of Ciri. We just see her feet. She is lying down which creates further suspense



We now see Ciri's full body with Gerald's shadow over her. Fore-shadowing her death?



Gerald stands over Ciri, looking down at her. This creates tension and emotion



Gerald puts his hand on Ciri. The player is about to find out if she really is dead