

What Goes Around Comes Around

by
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Revisions by

Current revisions by

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Intermediate Editing
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1 Exterior, night - Sorcerer's Residence 1
Exterior shot of sorcerer's residence Ominous Music

2 Interior, night - Sorcerer's Residence 2
LS in the lab. We see the SORCERER, his back to the camera, hunched over a table. Music continues.
Low-key lighting, mostly provided by lamps and some candles.

Titles superimposed during this scene.

XCU on SORCERER'S hands, sculpting clay into a doll shape.

XCU on SORCERER'S eyes, glancing upward.

Shot of clock, minutes away from midnight.

XCU on SORCERER'S hands, adding details to the homonculus.

Wider angle of table. SORCERER draws a circle around the homonculus in chalk, then draws some runes around the perimeter of the circle. Fast cuts, possibly jump cuts as he draws each rune.

CU on knife. SORCERER'S hand picks it up.

XCU on SORCERER'S thumb. The point of a knife pierces it, and he squeezes out a drop of blood.

XCU on homonculus' head. A drop of blood falls onto it.

VFX: Magical energy swirls around the droplet of blood.

SFX: Magical whooshing sounds.

Wider angle on homonculus. The magical sworls hide bits of it for a moment, and where they pass, the doll transforms into a SIMULACRUM of the SORCERER.

CU on SIMULACRUM's face. It's eyes open.

MS above table. SIMULACRUM sits up into frame, blinking and looking around in confusion. It looks up toward the SORCERER, and it's eyes grow wide in fear.

POV shot, low-angle view of SORCERER looming over the table. He extends his hand, fingers splayed.

SORCERER: Sharanthruss!

HA CU on SIMULACRUM, terror on its face for just a moment, before its expression goes slack.

MS on SORCERER, leaning down to breath his power into the SIMULACRUM.

VFX: Energy pours from the SORCERER'S mouth and surrounds the SIMULACRUM. The SORCERER sags to the floor as the power leaves him.

The SIMULACRUM's back straightens as the power enters it, and its face gains an expression of exultation,

followed quickly by fear as it realizes what is to occur.

CU on the SORCERER, terror on his face as he realizes the demon has arrived at the door. He cowers behind the table, trying to hide.

A loud, low banging sound comes from the door.

Cut to the door, where a red sigil has been painted. The sigil flares with light, there is a bright flash, and the sigil turns black.

The door swings open to reveal a large, shadowy figure: The DEMON.

The DEMON steps into the room, it's glowing red eyes sweeping across the SORCERER and coming to rest on the SIMULACRUM.

CU on the SIMULACRUM, abject terror in its eyes.

The DEMON reaches toward the SIMULACRUM. As its hand crosses the chalk line, there are sparks of power, but it pushes right through and grasps the SIMULACRUM.

The DEMON roars in fury.

HA shot over the DEMON's shoulder. It is holding the SIMULACRUM around the waist. We see the side of the DEMON's head, still enveloped in shadow.

The SIMULACRUM's face turns into an expression of wonder mixed with fear.

The DEMON's shoulders shake as

DEMON laughs in a sinister

it laughs.

fashion.

MS on DEMON. The darkness is stripped away from its form, revealing the SORCERER'S face.

HA XCU on SORCERER's eye, peeking from behind the table.

POV low-angle shot on the DEMON extending its other hand toward the SORCERER, mimicking the earlier shot of the sorcerer reaching toward the simulacrum.

DEMON: Sharanthruss!

Blur and fade to black.

Set & Prop notes

Scene 1: Exterior, night - Sorcerer's Residence

Because not much of the interior will be seen, any residential exterior will do. LA shot of a Victorian would be good, or perhaps that mouldering building on Logan south of home. Overcast preferred for low contrast, or late evening.

Scene 2: Interior, night - Sorcerer's lab.

Small table, no chairs. Will need used-looking chalk. Test it on the table's surface to be sure it will give what I need.

Modeling clay for the homonculus. Candles, desk lamp for pool of light on the magic circle.

The room needs to be big enough to allow room for the camera and table, and for the sorcerer to fall to the floor.

Need to find something we can use to mark the door for the rune. Alternatively, the rune can be added in post. That will be better if we use our apartment, since I will also need to hide the peephole assembly.

Will need a clock for this scene, though it doesn't actually have to be *in* the scene, just shown on the wall. The bedroom clock will probably be fine for this.

Greenscreen for Simulacrum. Be sure to keep track of relative camera height and angle.

Shot List

Scene 1 - Exterior, night

1

LA shot on imposing house. Overcast or early evening light for low contrast. Day-for-Night. Static shot.

Scene 2 - Interior, night

2

LA LS of the SORCERER standing at his table. A DESK LAMP casts a pool of light in front of him, and CANDLES on the table and the countertop cast him in silhouette. Most of the light should be practical.

3

XCU on SORCERER'S hands, sculpting CLAY into a doll shape. Light on the hands and HOMONCULUS, but none on the background. Shallow DOF if possible.

4

XCU on SORCERER'S eyes. Again, light on subject only. SORCERER looking down at HOMONCULUS (off screen), then up toward clock (off screen).

5

XCU on CLOCK. Try to illuminate only the clock as its hands move toward midnight. It's about 11:52 pm.

6

XCU on SORCERER'S hands again, adding details to the HOMONCULUS. He is using a TOOL to give it eyes and a mouth.

7

Wider HA shot of the table. SORCERER lays HOMONCULUS in the center, in the pool of light created by the DESK LAMP.

8

XCU of SORCERER's hand picking up the CHALK. Very shallow DOF

9

Back to Shot 7. SORCERER draws a circle around the HOMONCULUS with the CHALK. Very shallow DOF

- 10 XCU LA of SORCERER'S hand with CHALK drawing a rune next to the circle. Very shallow DOF.
- 11 Jump Cut to another shot of rune-drawing.
- 12 Another Jump cut to the third rune.
- 13 Another jump cut to the fourth rune
- 14 HA wider shot of the completed circle and HOMONCULUS. Very slow zoom-out and rotate frame.
- 15 XCU on knife. Very shallow DOF. SORCERER's hand enters frame and picks up the knife.
- 16 XCU of SORCERER'S thumb. Knife pierces the thumb, and a drop of blood beads up from the wound.
- 17-a XCU on HOMONCULUS' head. Drop of blood falls onto it from top of frame.
- VFX:** Magical energy swirls around where the droplet of blood hit. After Effects.
- 18-b Back to the Wider HA shot of the circle and HOMONCULUS.
- NOTE HEIGHT AND ANGLE OF CAMERA RELATIVE TO TABLE FOR LATER VFX GREENSCREEN SHOT.*
- TAKE A STILL OF THE HOMONCULUS FOR POSE MATCHING.*
- VFX:** More After Effects energy sworls. Where they pass over the HOMONCULUS, composite in the greenscreen footage of the SIMULACRUM. Composite of Shots 19 & 20.

19-b

Greenscreen: SIMULACRUM lying on floor in same pose as the HOMONCULUS.

VFX: Composite this shot with 20. The combined shot will be composited with 18 and the After Effects pass.

20-b

Repeat Shot 18 without the HOMONCULUS present—clean plate for VFX.

21-a-c

Repeat shot 17 without the HOMONCULUS—clean plate for VFX.

NOTE HEIGHT AND ANGLE OF CAMERA RELATIVE TO TABLE FOR VFX GREENSCREEN COMPOSITE.

22-c

CU on SIMULACRUM'S face, eyes closed. It's eyes open.

VFX: Composite this shot with 21

23-d

LA MS clean plate just above the table, candles in background, focused on a spot in the center of the circle. Use a stand-in object for focusing.

24-d

Greenscreen: MS on SIMULACRUM. Talent starts shot lying down and sits up into the shot.

VFX: Composite this shot with 23.

25

LA shot of SORCERER looming over the table. He extends his hand, fingers splayed. Simulacrum's POV. May have to cheat camera position.

26-e

Greenscreen: HA CU on SIMULACRUM, terror on its face for a moment before its expression goes slack.

VFX: Composite w/ 27.

27-e

HA CU on table.

Use HOMONCULUS as a stand-in to set the shot. NOTE CAMERA HEIGHT AND ANGLE FOR VFX GREENSCREEN SHOT. TAKE A REFERENCE PHOTO FOR POSE MATCHING.

28-f

LA MS on SORCERER over the SIMULACRUM'S shoulder (composite), leaning forward to breathe on it. His mouth opens wide and energy pours from it, surrounding the SIMULACRUM and sinking into it.

VFX: Composite with 29 and After Effects for the magical effect.

29-f

Greenscreen: LA Over-the-shoulder shot of SIMULACRUM to be composited with 28.

30-g

Same as Shot 2, SORCERER slumps and falls to the floor.

31-g

Greenscreen: Full length LA shot of SIMULACRUM.

32-h

Greenscreen: CU on the SIMULACRUM. Its face becomes exultant momentarily, then turns to fear as soon as the knocking begins. Turns to abject terror.

33-h

Clean plate looking across the table. Set focus with a stand-in for the simulacrum.

NOTE CAMERA ANGLE AND HEIGHT FOR GREENSCREEN MATCHING.

34-i

Angle on the door. Composite in rune. Rune and spaces around door will flash twice as the demon batters down the magical barrier. Rune turns black, and then the door opens to a clean plate.

NOTE CAMERA ANGLE AND HEIGHT FOR GREENSCREEN MATCHING.

35-i

Greenscreen: Demon stands in door. Match camera angle and height to 34. Strong eyelight to make effect tracking

easier. It steps in and sweeps its eyes across the room.

VFX: Composite with 34 and cloak demon in shadow. Possibly glowing eyes.

36

MS on SORCERER on floor, terror on his face and hiding behind the table.

37-j

Greenscreen: CU on SIMULACRUM, abject terror in its eyes.

38-j

Clean plate across table.

NOTE CAMERA ANGLE AND HEIGHT FOR GREENSCREEN MATCHING. USE A STAND-IN FOR FOCUS.

39

CU on doorknob turning and door opening.

40-k

LA clean plate across table.

NOTE HEIGHT AND ANGLE FOR GREENSCREEN MATCHING. SET FOCUS WITH STAND-IN FOR DEMON

41-k

Greenscreen: LA shot of DEMON reaching

42-k

Greenscreen: LA shot over SIMULACRUM'S shoulder, out of focus.

43-1

Clean plate across table from side.

USE STAND-IN FOR SIMULACRUM TO SET FOCUS.

44-1

Same angle as 43. Paper roll in SIMULACRUM'S place. DEMON reaches across circle, pushing through it slightly, grasps the paper roll, and picks it up.

45-1

Greenscreen: Full shot on SIMULACRUM from side, reacts to

being grabbed.

46-m

HA shot over table. Clean plate

NOTE CAMERA ANGLE AND HEIGHT FOR GREENSCREEN MATCH. USE DEMON ACTOR FOR STAND-IN TO SET SHOT.

47-m

Greenscreen: HA shot over DEMON'S shoulder, holding the paper roll. After a few seconds, DEMON laughs.

48-m

Greenscreen: HA full shot on SIMULACRUM, struggling in the (imaginary) DEMON'S grasp.

49

Greenscreen: CU on SIMULACRUM. Fear turning to wonder.

50

Greenscreen: LA CU on DEMON laughing.

VFX: Darkness shrouding the DEMON evaporates.

51

HA XCU on SORCERER, peering from behind table. Shock appears on his face.

52

LA shot from sorcerer's POV of fully revealed DEMON reaching toward SORCERER, similar to 25.

Shooting Schedule

Scene 1 - Exterior, night

1

Scene 2 - Interior, night

Master Shot

2

30

Sculpting CU

3

6

8

Table

7

9

10

11

12

13

14

18

20

15

16

17

21

23

25

27

28

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43

44

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51

52

4

5

34

39

Greenscreen

19

22

24

26

29

31

32

35

37

41

42

45

47

48

49

50

Equipment, Supplies & Props

Camera
Tripod
Lowell light kit
Focus & Exposure card
DV Tapes

Chalk, aged
Table
Modeling clay
sculpting stylus
clock
desk lamp
candles
books

Greenscreen studio