

# Pungo Luna – Shot Descriptions

## Legend:

If your shot is green, that means that you are using the outer space scene file.

If your shot is red, that means that your shot has been modified from the storyboard and animatic. **You should have received special instructions for what to do if you have a red shot. If not, contact Cameron immediately.**

*Camera instructions are in italics. Not everything in italics is camera instruction.*

If your shot has \*\*\*\*\* beside it, then your shot has **camera movement**. See the italicized paragraph on your shot description for more information. The number of \*\*\* does not matter, it's just so you can see that it has camera movement. **The best way to add the camera movement is to get the shot looking right from a static camera, and then animate your camera to the correct movement.**

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1. Start in space on just the starry sky and *track right with the camera to reveal the moon in the distance and eventually “fly up” beside Pungo Luna, which will enter frame right, and follow for a few seconds. (See also frame 1A for reference)* \*\*\*\*\*

2. Start with the camera behind Lenny's chair (Shot #2 – animatic) and slowly track around to the camera position of Shot #3 with the focal point on Lenny. \*\*\*\*\*

Lenny sits in his chair with his feet propped up on the console. He waves his hand to the beat of the classical music playing (diegetically) in the bridge of Pungo Luna. Everything is fine in his world. *Hold on this motion for a while.* The crash in this shot should cause Lenny to throw his hands out to keep his balance. *The camera should also shake upon impact.* Lenny then rushes to the control panel.

*Lighting Note: There will be red lights blinking on and off in the final version of shots 3-12 to correspond with the alarms going off.*

4. Match on action from the previous shot. Lenny runs about the control panel tapping buttons and switches. He's doing everything he can to save the ship. Then he turns and runs toward the right side of the helm to look out the window.

5. Lenny leans over the control panel to look out the right side (starboard side) of the bridge to see Dzinok's ship spinning away toward the nearby moon. He's worried as he sees what has happened to his ship.

6. A close up of Lenny's facial[helmet...brow] expression change as his worry turns to anger and determination to save his ship. He turns his head to his right (facing the camera) and exits frame left.

7. Lenny jumps into his chair (from the far starboard side of the bridge) and pulls hard on the controls, straining to recover control of the ship. He slumps down into his chair, distressed and tired when he cannot do so, and turns to look over his left shoulder at what might be his last hope: the emergency landing button.

8. A close-up of the Emergency Landing button. The main thing with this shot is to frame it properly (*See the animatic or frame 12 of the storyboards*). You'll only need to render a single frame since its length can be edited in Final Cut.

9. Lenny runs over to press the Emergency Landing button. His facial expression is one of determination (or more toward anger, furrowed brow). Think anime. *Track with Lenny as he runs.* \*\*\*\*\*

10. Close up of Lenny pressing the button with his right hand.

11. Lenny sits down in his chair from the far side (in between the chairs) and resumes the controls, bracing for impact. (The arrow in frame 15, shot 11 in the animatic, should go on the other side of the chair.)

12. Point-of-view (POV) of Lenny bracing with the controls. The moon grows larger as Pungo Luna approaches impact.

13. Long Shot (LS) of Pungo Luna making its crash landing on the moon. It enters frame at a favorable angle, bumps a little, and skids around, landing tail-end to the frame (unlike the animatic and storyboard) so we can assume that Dzinok's ship, which is not in the frame rests just a small distance away on the other side of Pungo Luna (*see the attached Overheads*).

14. *As Lenny stands up in this shot, tilt up with him and reframe as he steps up to the control panel.* \*\*\*\*\*

At the helm of Pungo Luna, Lenny starts out lying down on the floor (having been thrown from his seat) and slowly puts his hands on the control panel and peeks his head above and looks around. He stands up and pats himself down as if to dust himself off and straighten his suit. He leans over to the control panel.

15. Close up of Lenny flipping the ignition switch with his thumb. It's a spring-loaded switch, so when he flips it, it returns to its normal state.

16. Lenny looks left and right, observing the controls as Pungo Luna begins to start up. He taps on a few keys and flips a switch or two. Suddenly, the lights go out and only Lenny is visible by way of the backup lights.

17. Lenny sighs and hangs his head. He flips the switch several more times in vain. *We should see his arm moving as if it is flipping the switch.*

18. Outside Pungo Luna, the door opens and Lenny walks from the dark interior of the damaged Pungo Luna into the light of the moon, and jumps down and exits frame right. *Of course, he floats a bit, because of the lower gravity.*

19. *Track forward as Lenny walks toward the door. Be sure to bob the camera a bit to simulate Lenny's walking motion.* \*\*\*\*\*

Lenny's POV of Dzinok examining his broken ship as he approaches the exit. Only the doorway and the exterior are illuminated. The interior of the ship is still dark.

20. Lenny walks to the rear of the ship. Contrary to the animatic/storyboard, his posture should be normal. He isn't too upset yet. You might have him rub his helmet, as if he hit his head during the landing. *Be sure to use his left hand if you do. Don't want his arm blocking his face.*

21. Lenny rounds the corner to check out the rear panel. He stops, looks up at the *smoking panel*, and then throws a tantrum, flailing his arms and jumping up and down. He ends his tantrum, pauses for a moment to try and cool down, turns to his right, then clenches his fists and shakes all over in frustration, then bends down to pick up a rock to throw it (*in the next shot, of course*).

*We will cut back to this shot after the rock throw:* The unsuccessful throw makes Lenny angrier. Lenny clenches his fists and shakes again, then turns to his left and exits frame left.

22. Lenny throws his rock at Pungo Luna. The rock travels slowly and eventually hits the ship softly.

23. Lenny walks from the rear of the ship at an angle toward the camera (*see overhead*). He is angry as he walks, his visor is either furrow-browed (anger) or narrow (annoyed), blaming Dzinok, as if to say "why you little..."

24. *Use the shot size demonstrated in Shot #24A in the animatic for the whole shot, including 24B.*

Dzinok: Dzinok sits in frame looking off-screen at Lenny. When Lenny shakes his fist at him, Dzinok looks up at Lenny, afraid of him. He shakes a little in fear. Dzinok looks at Pungo Luna when Lenny points.

Lenny: Lenny enters frame and shakes his right fist at Dzinok, then turns to his left and points toward his ship, still looking at Dzinok. Then Lenny exits frame right.

25. Dzinok's POV of Pungo Luna's rear (*smoking panel*).

26. *This scene marks the beginning of a Act II in the film "fixing Pungo Luna" so rather than doing this shot according to the storyboards, I'm changing it to a wide establishing shot.*

*The rear hatch of Pungo Luna opens and Lenny struggles to pull a large toolbox to the ramp.*

26A. Lenny starts to pull the toolbox down the ramp, but as the weight shifts over the edge, the toolbox slides down faster than Lenny can control it and pushes Lenny down as it slides down the ramp.

27. Lenny flips open the toolbox. Pretty straightforward...

28. Lenny opens the panel and begins to tinker with his arms inside of the panel. You might have him shake his head left and right, as if he is rolling his eyes at how stupid he thinks Dzinok is.

29. Dzinok stares at his broken ship, not knowing what to do.

30. *Start a little wider on Dzinok where you can see his feet and slowly track in on his eyes. We want to communicate his thinking with this camera movement.* \*\*\*\*\*

Close up of Dzinok thinking. He looks over his right “shoulder” toward Lenny and Pungo Luna.

31. Dzinok’s POV (*camera low and wide*) of Lenny working on Pungo Luna.

32. Dzinok looking at Pungo Luna, his broken ship in the background.

33. Lenny continues to work on Pungo Luna. Something (Dzinok) bumps him to get his attention.

34. Lenny looks over his left shoulder down at Dzinok, who is standing next to his feet. Dzinok motions with his head, antenna, and eyes in the direction of the toolbox. Lenny looks up toward the toolbox.

*We will cut away to the POV of the toolbox.*

Lenny looks back down at Dzinok, shakes his head “no”, and reaches his left hand down, puts it on Dzinok’s head and pushes him away. Dzinok exits toward camera frame left.

35. MED shot of the toolbox.

36. Dzinok hops away from Pungo Luna toward his ship. He is light and his “walk” consists only of little hops that leave him briefly suspended in mid-air. He stops and turns around to his left to look back toward Pungo Luna with determination and resolve to do something about his situation.

37. Lenny continues to work when he hears a clinking sound behind him and turns his head left to look.

38. Dzinok stands next to his broken ship and whacks it with the tool he just stole from Lenny, as if he is actually doing something to fix it. He “holds” the tool on the right side of his body away from camera (because it doesn’t attach to anything...no hands).

Lenny enters frame right. Dzinok turns around to face him. They stare briefly, then Lenny snatches the tool from Dzinok and whacks him on the head with it. Dzinok’s antenna is now bent. Lenny exits frame right.

39. *Start with Dzinok a little further left in frame and slowly track around him as he cries and looks at his family, ending with the holo orb almost right in front of him.\*\*\*\*\**

Dzinok leans up against his ship and begins to well up with tears. He pulls a small holo disc out from behind the left part of his body and places it on the ground. Lights on the disc glow, then a hologram of Dzinok’s wife and son appears in a glowing half-sphere around the disc on the ground.

40. Lenny pulls hard on a part inside the panel. It comes free and Lenny tosses it over his right shoulder.

41. Lenny, still tinkering inside the panel, looks at Dzinok over his left shoulder. Then Lenny closes the panel and exits frame right.

42. Lenny’s POV of Dzinok looking at the holo orb and crying/sniffing.

43. *From inside the cargo bay of Pungo Luna, the toolbox emerges over the edge of the ramp, seemingly by itself. When it gets to the top of the ramp, Lenny steps out from behind it and walks past the camera, frame left, toward the bridge.*

44. Lenny resumes the controls on the bridge. He hits the ignition switch again and more lights come on and he taps on the various keyboards. You can have him walk back and forth to make use of all the controls and the space.

45. Dzinok is still sitting against his ship. It is darker now, the light from the holo orb flickers on his face. He continues to cry and whimper. When he hears the sounds of the engines powering down, he looks up at Pungo Luna. Just then, the door opens and a strong beam of light from inside Pungo Luna falls on Dzinok and Lenny’s shadow is cast on the ground next to him.

46. Lenny walks slowly into the doorframe, completely silhouetted against the light inside of his ship. He is coming to take Dzinok with him.

47. Low height shot of Lenny and Dzinok together in the chairs of the cockpit. They look at each other.

47A. *With the camera from the front (roughly the position of the camera inside the bridge in shots 3, 7, and 11) of the bridge, Lenny and Dzinok nod at one another. Lenny grabs the control stick.*

48. *Pungo Luna takes off from the moon and flies away into space.*