

Volume I: Action & Conflict (Templates 1-25)

1. Desperate Rooftop Chase

Utilize high-angle, wide shots, and whip pans to showcase extreme danger and spatial relationships.

1. High-Angle Wide Shot: Overlooking the city skyline, establishing the vast and dangerous rooftop environment of the chase.
2. Tracking Shot: Side follow shot of the protagonist running along roof edges, emphasizing speed and the height below.
3. Over-the-Shoulder Shot: Shot from behind the pursuer, focusing on the fleeing protagonist ahead, creating urgency.
4. Protagonist's POV Jump: Protagonist's perspective looking at the gap between rooftops, then the subjective shake during the jump.
5. Whip Pan: From the protagonist successfully landing, quickly pan to the pursuer preparing to jump, connecting the actions.
6. Low-Angle Close-up: Capturing the protagonist slipping on roof tiles, struggling to get up, showing exhaustion and danger.
7. Insert Shot: Loose tiles under the protagonist's feet, or objects that could be used for counterattack (like antennas, pipes).
8. Extreme Long Shot: Showing two tiny figures chasing among massive urban buildings, emphasizing their isolation.

2. Claustrophobic Alley Pursuit

Handheld photography, rapid editing, and over-the-shoulder shots create oppression and chaos.

1. Handheld Entrance Shot: Character rushes into narrow, dim alley with violent camera shake.
2. Crash Zoom: Camera quickly pushes toward protagonist's terrified/determined face.
3. Over-the-Shoulder Chase Shot: Close behind protagonist, alley walls flying past on both sides, creating oppression.
4. Low-Angle CU of Feet: Rapid intercutting of close-ups of protagonist and pursuer's feet running through puddles.
5. Insert Shot: Knocked-over trash cans, wall graffiti, corner mirror reflecting pursuer's figure.
6. Protagonist's POV: Subjective view toward dead end or obstacle ahead, showing despair.
7. Reverse Shot: Shot from alley depth, protagonist runs toward camera while pursuer approaches from behind.
8. Extreme Close-Up: Protagonist's gasping mouth, dripping sweat, highlighting physical limits.

3. Cold Weapon Duel (Sword/Knife)

For elegant, deadly, and ritualistic confrontations. Unlike fistfights, these focus on technique, rhythm, distance, and the lethal threat of weapons.

1. Confrontation Wide Shot: Two duelists standing opposite in open space (bamboo forest, dojo), camera pulls back, emphasizing the solemn environment and distance between them. Purpose: Establish the ritual and spatial sense of the duel, building tension.
2. Weapon Close-up: Slow pan across blade or edge, showing its cold gleam and sharpness. Can be accompanied by the crisp sound of unsheathing. Purpose: "Characterize" the weapon, emphasize its lethality, raise the risk level.
3. Eye Contact Close-ups: Before action, rapid intercutting of both fighters' focused, sharp eye close-ups. Purpose: Show psychological warfare between characters, indicating the duel is not just technique but willpower.

4. Medium Shot (Show Attack/Defense): Stable medium shot ensuring complete view of back-and-forth sword techniques, maintaining continuity and clarity. Purpose: Let audience appreciate complete martial choreography and the "dance" of the duel.

5. Weapon Clash Close-up: When blades meet, give close-up with sparks flying, sound amplified. Purpose: Provide strong audiovisual impact, emphasize force collision.

6. Footwork Close-up: Close-up of both fighters' footwork, showing flexible movement and precise distance control. Purpose: Reveal another key aspect—footwork and positioning, demonstrating professionalism.

7. Decisive Blow Slow Motion: When one reveals vulnerability and the other delivers fatal strike, use slow motion. Purpose: Dramatize the key moment of victory, let audience see the detail that decides the outcome.

4. Brutal Street Brawl

Shaky close-ups, extreme close-ups (ECU), and irregular editing highlight violent impact.

1. Shaky Close-Up: Camera stays tight on protagonist as they search for opponents in chaotic crowd, full of uncertainty.

2. Sudden Push/Pull: At the moment of violence, camera violently pushes forward or pulls back, simulating physical shock.

3. Extreme Close-Up: The instant a fist hits a face, twisted expression of pain, flying sweat or blood drops.

4. Erratic Jump Cuts: Jump cuts within the same action break spatial-temporal continuity, creating chaos and pain.

5. Subjective Impact Shot: When character is knocked down, camera violently crashes to ground or wall with them.

6. Dutch Angle: Tilted composition shows unbalanced, frenzied fighting state.

7. Blurred Background: Focus remains on protagonist, background crowd and environment blur, emphasizing personal struggle.

8. Moment of Silence: Sudden one-second silence amid intense sound effects, paired with a close-up, amplifies pain or willpower.

5. Hero Against Many

Arc shot circling protagonist combined with high-angle overhead showing being outnumbered.

1. High-Angle Overhead Shot: Hero surrounded by enemies, overhead shot visually shows numerical disadvantage.

2. Hero Close-Up: Camera gives close-up of hero's resolute or tense face, preparing for battle.

3. 360-Degree Arc Shot: Camera rapidly rotates around hero, capturing how they handle attacks from all directions.

4. Sequence Shot: One long take following hero continuously taking down multiple enemies, showing superb combat skills.

5. Enemy's POV: From an enemy's perspective, hero appears especially powerful and invincible.

6. Slow-Motion Takedown: During brilliant combo or counterattack, use slow motion to emphasize power and effect.

7. Insert Shot: Hero picks up available weapons nearby (chair, bottle, etc.).

8. Dolly Out: After battle ends, camera slowly pulls back from exhausted hero, ground full of fallen enemies.

6. Intense Vehicle Chase

In-car POV, side tracking, low-angle road shots, and parallax effects enhance speed and danger.

1. In-Car POV: Through windshield seeing fleeing vehicle ahead or approaching pursuers.
2. Driver Close-Up: Driver's tense eyes, hands gripping steering wheel.
3. Side Tracking Shot: Two vehicles side by side, camera tracking parallel, showing speed and collision danger.
4. Low-Angle Road Shot: Camera near ground, tires spinning rapidly, road markings flying past.
5. Insert Shot: Foot slamming accelerator/brake, gear shift, speedometer soaring.
6. Aerial Wide Shot: Drone or helicopter from high altitude showing chase route and surrounding complexity.
7. Rear-View Mirror Shot: In mirror, pursuer's vehicle getting closer, creating pressure.
8. Impact/Near-Miss Shot: Slow motion or rapid editing showing vehicle collisions, grazes, or narrow escapes.

7. Precise Sniper Standoff

Alternating extreme long shots and extreme close-ups, using rack focus to switch between sniper and target.

1. Extreme Long Shot: Shows entire building where target is, emphasizing extreme distance.
2. Sniper's Close-Up: Sniper's calm eye, steady breathing, finger lightly on trigger.
3. Scope POV: Through crosshairs locking onto target, target magnified in lens.
4. Target's Medium Shot: Target in their environment, unaware of danger.
5. Rack Focus: Foreground is sniper's profile (soft), background is clear target; then focus shifts -

sniper sharp, target soft.

6. Insert Shot: Wind speed reading, sniper adjusting scope dial close-up.

7. Counter-Sniper: Suddenly, opposing sniper's scope flashes reflection.

8. Bullet Shot: Slow motion tracking bullet trajectory from muzzle to target, showing ultimate precision and lethality.

8. Chaotic Battlefield Charge

Handheld, alternating slow motion and normal speed, using crane shots to show battlefield scale.

1. Trench Close-Up: Soldiers' tense faces, commander giving charge order.

2. Crane Shot: Camera rises from trench, showing soldiers charging out toward "no man's land" in grand scale.

3. Handheld Tracking: Camera tight on one soldier, explosions around, dirt flying, creating immersive chaos.

4. Slow-Motion Close-Up: Amid chaos, slow motion captures soldier's facial expressions - fear, anger, determination.

5. Insert Shot: Loading bullets, pulling grenade pin, stepping over comrade's body.

6. Overhead Panorama: From high above overlooking entire battlefield, charging soldiers surge toward enemy like tide.

7. Subjective Injury Shot: Camera suddenly blurs, shakes, turns red, simulating protagonist's perspective after being shot.

8. Static Long Shot: After charge ends, fixed position long shot quietly shows battlefield carnage.

9. Extreme Escape

Continuous tracking shot following protagonist through complex obstacles in one breath.

1. Discovery Shot: Protagonist realizes they're trapped, camera surveys surroundings showing enclosed environment.
2. Long Take Tracking: Uninterrupted long take following protagonist parkour-style through obstacles: jumping tables, through windows, up pipes.
3. Obstacle POV: From perspective of obstacle about to be passed (like small hole).
4. Close-Up Insert: Protagonist's hands untying ropes, picking lock, pressing crucial button.
5. Rhythm Change: After rapid tense action, brief pause inserted, protagonist hides to observe, creating suspense.
6. Environmental Interaction: Camera shows how protagonist cleverly uses environmental objects (like fire extinguisher to create smoke).
7. Dolly Out Reveal: Protagonist thinks they've escaped, camera pulls back revealing they've entered even bigger trap.
8. Moment of Freedom: Protagonist finally bursts from confined space into open area, camera switches to wide angle, bright sunlight emphasizing liberation.

10. Underwater Struggle

Slow motion, blurred visual effects, and crane shots showing suffocation and helplessness.

1. Plunge Impact: Character falls into water, camera follows, screen fills with bubbles, sound becomes muffled.
2. Slow-Motion Struggle: Protagonist slowly moves limbs underwater, movements weak from

water resistance.

3. Upward Shot: Shot from below protagonist looking up, seeing distant blurry water surface light - symbol of hope.

4. Extreme Close-Up: Protagonist's wide eyes, final bubbles from nose/mouth, showing suffocation agony.

5. Blurred POV: Simulating protagonist's oxygen-deprived blurred vision, surroundings become distorted.

6. Crane Shot: Camera slowly rises from underwater to above surface, showing calm surface versus life-and-death struggle below.

7. Sinking Shot: Protagonist gives up struggle, body slowly sinks toward dark bottom, showing despair.

8. Hand of Rescue: Suddenly, hand enters frame, grabs protagonist, pulls toward surface.

11. Explosion Shockwave

Sudden shake in fixed shot combined with slow-motion debris close-ups showing destructive power.

1. Static Warning: Calm fixed shot, explosive device in corner (possibly unnoticed by audience).

2. Silent Flash: Screen instantly overexposes, white flash, sound delayed.

3. Violent Shake: Sound arrives, camera violently shakes, simulating shockwave power.

4. Protagonist's Reaction CU: Close-up of protagonist's face as shockwave hits, ears ringing.

5. Slow-Motion Debris: Glass, wood, dust flying in slow motion, showing pure destruction aesthetics.

6. Dolly Zoom: Camera on character, background distorts during explosion, emphasizing

psychological impact.

7. Blast Wave POV: Camera acts as shockwave itself, rapidly sweeping street or room, destroying everything.

8. Aftermath Shot: After explosion, camera slowly moves through dust, showing devastated ruins.

12. Survival Amid Collapse

Rapid Dutch angles, falling object POVs, and quick editing create disorientation and chaos.

1. Initial Tremor: Environment begins slight shaking, ceiling dust falls, character alert.

2. Dutch Angle: As collapse intensifies, camera tilts, ground seems to shake, creating disorientation.

3. Rapid Cutting: Quick cuts between protagonist running, falling rubble, breaking pillars, creating chaos.

4. Falling Object POV: From perspective of falling ceiling piece, protagonist below frantically dodging.

5. Flickering Lights: Lights flicker during collapse, increasing tension and uncertainty.

6. Seeking Cover: Tracking shot follows protagonist frantically searching for safe cover (like under table).

7. Moment of Darkness: Complete structural collapse, screen goes black, only breathing and falling stones heard.

8. A Glimmer of Light: In darkness, beam of light shines through rubble crack onto protagonist's face, bringing hope.

13. Deadly Trap

Switch from objective shot to protagonist POV to reveal trap, use close-ups to show trigger mechanisms.

1. Objective Panorama: Protagonist enters seemingly normal room or area.
2. Close-Up Hint: Camera close-up on barely visible tripwire on floor, unusual hole in wall.
3. Protagonist's POV: Switch to first-person perspective, they also notice something unusual.
4. Trigger Mechanism CU: Extreme close-up of protagonist's foot about to step on pressure plate, or hand near infrared beam.
5. Trap Activation: Slow motion showing trap triggering - spikes spring up, poison arrows fire, walls close in.
6. Last-Second Dodge: Quick cuts of protagonist narrowly avoiding lethal strike.
7. Wide Reveal: Camera pulls back showing full trap design and its ingenious/brutal construction.
8. Consequence Shot: Damage to environment from trap, or injuries left on protagonist.

14. Final Struggle

360-degree orbit shot, slow-motion close-ups capturing hero's determination and exhaustion.

1. Static Close-Up: Hero covered in wounds, gasping for breath, but eyes remain determined.
2. Slow-Motion Rise: Hero uses last strength to slowly stand, background maybe burning ruins or powerful enemy.
3. 360-Degree Orbit: Camera orbits around determined hero as threats approach in background.
4. Memory Flashback: Quick inserts of flashback shots (loved ones, mission) as hero's final

motivation.

5. Battle Cry Close-Up: Hero roars, face close-up full of power.
6. The Final Blow: With impactful composition and editing, shows hero's last strike.
7. Dual Reaction: Split screen or quick cuts showing both hero and enemy's reactions after final blow.
8. The Aftermath: Hero collapses from exhaustion, outcome decided, camera slowly rises, centering them in frame.

15. Evenly Matched Stalemate

Symmetrical two-shot composition, micro-expression close-ups showing psychological warfare.

1. Symmetrical Framing: Two opponents occupy equal space in frame, creating visual balance and confrontation.
2. ECU: Eyes: Rapid cuts between both fighters' eyes, capturing every glance exchange, flinch, or determination.
3. Insert: Hands: Close-ups of hands on weapons or under table,暗示 imminent action.
4. Slow Dolly: Camera extremely slowly pushes toward each fighter, gradually increasing tension.
5. Micro-Expression CU: Captures slight lip twitch, eyebrow raise barely perceptible.
6. Environmental Tension: Uses ambient sounds (dripping water, clock pendulum) or foreground object (flickering candle) to amplify tension.
7. Action Breaking Stalemate: One side's sudden 微小 movement (picking up cup, leaning forward) breaks balance.
8. Rapid Reaction Shot: Other side's instant reaction to this movement, stalemate ends, action begins.

16. Power Reversal Negotiation

Switch from eye-level to high/low angles, using camera position changes to symbolize power shifts.

1. Eye-Level Two Shot: Negotiation begins, both sides equal, camera maintains eye level.
2. Low-Angle Shot: Camera gives initially disadvantaged party, making them appear more powerful and in control.
3. High-Angle Shot: Camera switches to originally dominant party, overhead shot makes them seem passive, small.
4. OTS Shift: Camera switches from over one shoulder to the other as dialogue advantage shifts.
5. Key Info Close-Up: When one side presents game-changing evidence or words, give object or their face close-up.
6. Body Language Shift: One side shifts from lounging back to leaning forward, opposite for other.
7. Dolly Out: Negotiation ends, camera pulls back showing new power dynamic - one standing, one sitting.
8. Victor's Exit: After power reversal, winner calmly exits, camera follows their departing back.

17. Cozy Fireside Chat

Soft lighting, medium close-ups, and slow dolly-in create intimacy and trust.

1. Establishing Shot: Warm room with crackling fireplace, two people seated comfortably.
2. Soft-Lit Medium Close-Up: Gentle light (from fireplace or lamp) illuminates faces, creating warm, safe atmosphere.

3. Slow Dolly In: When character begins opening up, camera very slowly pushes toward them, closing psychological distance.
4. Listener's Reaction Shot: Switch to listener showing attentive, empathetic expression.
5. Hand Close-Up: Clasped hands, hand gently patting shoulder, conveying silent support.
6. Firelight Reflection: Close-up of flickering firelight reflected in character's eyes, symbolizing inner warmth or thoughts.
7. Profile Two Shot: Side shot of both watching fire, silhouettes outlined by light, peaceful atmosphere.
8. Fade Out: Conversation ends, they smile at each other or fall into contemplation, image slowly fades in warm atmosphere.

18. Intense Courtroom Cross-Examination

Rapid shot-reverse-shot with push-in close-ups amplifying emotional outbursts.

1. Wide Shot: Show full courtroom - judge, jury, lawyers, witnesses, establishing serious atmosphere.
2. Shot-Reverse-Shot: Rapid, powerful cuts between lawyer and witness.
3. Dolly In on Questioner: As lawyer questions, camera pushes toward witness with them, increasing pressure.
4. Close-Up on Witness: Captures subtle expression changes under questioning - nervousness, evasion, anger.
5. Crash Zoom: After explosive question/answer, camera rapidly pushes to character's face, amplifying emotional impact.
6. Jury/Judge Reaction Shot: Insert shocked, doubtful expressions from jury or judge.

7. Hand Gesture CU: Witness's clenched fists, lawyer's pointing gestures.

8. Emotional Breakdown: Witness finally breaks down under questioning, recorded in one long close-up shot.

19. Distant Dinner Together

Deep depth of field and empty frame compositions isolate characters spatially, highlighting emotional distance.

1. Wide Shot: Long dining table with two people at opposite ends, vast empty space between.

2. Deep Focus Shot: One character sharp in foreground, other equally sharp in background, but extreme distance between.

3. Empty Space Framing: Composition deliberately leaves large empty spaces, or objects (like vase) separate the two.

4. Insert Shot: Close-ups of hands silently cutting food, untouched wine glasses, no interaction.

5. Shot-Reverse-Shot (No Interaction): Individual shots of each eating, but their gazes never meet.

6. Ambient Sound: Amplified sounds of cutlery, chewing replace conversation, highlighting awkwardness.

7. Reflection Shot: Through glass or shiny tabletop, showing distorted or distant relationship.

8. One Person Leaves: One finally gets up and leaves, other remains at empty table, camera stays on the one left behind.

20. Secret Whisper

Extreme close-ups of mouth and ear with shallow depth of field, emphasizing privacy and

importance.

1. Medium Shot: Two people in public place (party, street), one leans close to the other.
2. ECU: Mouth: Speaker's lips near listener's ear, extreme close-up of lip movements.
3. ECU: Ear: Focus on listener's ear and subtle reactions (like pupil dilation) after hearing secret.
4. Shallow Depth of Field: Focus on the whispering pair, background crowd and environment completely blurred, creating private space.
5. Listener's Reaction CU: After hearing secret, listener's shocked, doubtful or fearful facial close-up.
6. Quick Glance Around: Before/after whisper, character quickly scans surroundings to ensure no one overheard.
7. Separation Shot: After whisper, they quickly separate, pretending to blend back into environment.
8. Continuation of Secrecy: Camera follows secret-hearer, their behavior changes due to the secret.

21. Screen-to-Screen Conversation

Switch between real person and screen image using screen reflections and OTS shots, showing modern alienation.

1. OTS Shot: From behind Character A, seeing them video-calling Character B on screen.
2. Screen Close-Up: Direct shot of device screen, Character B's face filling frame.
3. Reaction CU of Character A: Shooting Character A's reaction to Character B's words on screen.
4. Reflection Shot: Close-up of Character A's glasses or eyes reflecting Character B's image from

screen.

5. Split Screen: Screen divided, showing both people in different spaces talking in real-time.
6. Insert: Environment: Quick inserts showing each character's environment, emphasizing physical distance.
7. Technical Glitch: Image suddenly freezes, pixelates or disconnects, symbolizing communication barriers.
8. Ending the Call: One clicks "end call," screen goes black, only Character A's lonely figure and black screen reflection remain.

22. Walking Talk in Corridor

Steadicam follow maintaining two-shot medium shot, efficiently conveying information while maintaining dynamism.

1. Starting Shot: Character A exits office, Character B follows, conversation begins.
2. Steadicam Side Tracking: Steadicam follows from side maintaining medium shot, both walk side-by-side talking.
3. Leading Shot: Camera moves in front walking backward, capturing forward-facing expressions.
4. Switching Positions: They naturally switch left/right positions while walking, camera smoothly adjusts.
5. Moving Through Environment: Camera shows them passing through busy crowds, turning corners, background changes add information.
6. Brief Pause: They briefly stop (at water cooler, window) for key dialogue, camera stabilizes.
7. Insert a Prop: One hands other a document/item, camera gives close-up.
8. The Split: Reach destination (elevator), one leaves, other continues/stops, conversation ends,

camera follows one.

23. Final Farewell

Pull from two-shot to single long shot, using dolly out to emphasize separation and loneliness.

1. Tight Two Shot: Two people embrace tightly or face close, frame full of emotional tension.
2. Hand Close-Up: Clapsed hands, hand gently touching face, then slowly letting go.
3. Shot-Reverse-Shot CU: Individual close-ups of both with tears or reluctance.
4. The Separation: One turns to leave, other stays behind.
5. OTS Shot: From shoulder of one who stays, watching departing figure grow distant.
6. Dolly Out: Camera very slowly pulls back from stay-behind character's close/medium shot.
7. Long Shot: Stay-behind character grows smaller, surrounded by empty environment (station, airport), highlighting loneliness.
8. Empty Shot: After departure disappears, camera lingers on empty scene, amplifying sense of loss.

24. Drunken Truth

Slight handheld shake, Dutch angles, and focus drift simulate drunken subjective experience.

1. Handheld Close-Up: Slight camera shake close to drunk character's face, bleary eyes.
2. Dutch Angle: Tilted composition simulates dizziness and imbalance from drunkenness.

3. Focus Pulling/Drifting: Focus drifts between character and background, or becomes blurry, simulating poor concentration.
4. Subjective POV: From drunk character's perspective, world spins, doubles, or slows down.
5. Extreme Close-Up: Character's slurred lips or dazed eyes.
6. Listener's POV: From sober counterpart's perspective, objectively showing character's drunken state.
7. Sound Design: Character's voice may have heavier reverb, background sound alternates clear/unclear, simulating hearing changes.
8. Sudden Sobriety/Collapse: After drunken rambling, character suddenly shows moment of clarity and pain, or passes out.

25. Communication Across Barriers

Shoot through glass, bars, or windows using foreground elements to emphasize separation and longing.

1. Establishing Shot: Two people separated by physical barrier (prison glass, wire fence, car window).
2. Shooting Through: Always shoot through barrier, foreground rain on glass/fence constantly reminding of separation.
3. Hand on Barrier: Both place hands on same spot of barrier (like glass), longing to touch but cannot.
4. Reflection on Barrier: Glass reflects both faces and each side's environment, creating complex visual layers.
5. Shot-Reverse-Shot (with Barrier): Each shot includes part of foreground barrier when cutting between them.

6. Rack Focus: Focus shifts from foreground barrier (like wire mesh) to background faces, showing desire to break through.

7. Muffled Sound: If soundproof glass, dialogue becomes muffled, need phone or shouting to communicate.

8. Dolly Out on One Side: Camera pulls back from one person including them and barrier in frame, while other remains on opposite side, reinforcing helpless separation.

26. Silent Confrontation

Using only eye close-ups and micro-expressions, dialogue happens in silence.

1. Symmetrical Framing: Two characters confront, occupying equal space, simple background highlights subjects.

2. ECU: Eyes: Rapid cuts between both eyes, capturing every exchange, flinch, or steady gaze.

3. Micro-Expression CU: Magnifies barely perceptible lip twitch, slight nostril flare, revealing inner turmoil.

4. Rack Focus: Foreground is one character's soft profile, focus on clear background character, then quickly shifts.

5. Insert: Still Life: Insert symbolic still object (like chessboard),暗示博弈 state.

6. Shift in Posture: One side slightly leans forward or crosses arms, breaking stillness, showing attitude change.

7. Shift in Lighting: Light beam moves, briefly illuminating or obscuring face, changing atmosphere.

8. The Concluding Action: One side finally breaks silence, or 微小 movement (sigh, closing eyes) ends confrontation.

27. Seduction and Testing

Slow push-ins and close-ups (hands, lips, eyes) with soft focus create 暧昧 atmosphere.

1. Soft-Lit Medium Shot: Character in soft lighting, overall atmosphere relaxed, private.
2. Slow Dolly In: When one begins testing, camera extremely slowly pushes toward other, creating sense of encroachment.
3. Partial CU: Lips/Neck: Close-up of body part being stared at, emphasizing focus of desire.
4. Hand Interaction CU: Hand inadvertently brushes other's arm, or fingertips touch wine glass edge.
5. Eye-Line Match CU: Two pairs of eyes meet full of suggestion, soft focus adds haziness.
6. Reflection Shot: Through wine glass or shiny surface, capturing distorted/overlapping reflections,暗示 relationship complexity.
7. Listener's Reaction: Reaction to seductive words not through language but subtle expression or breathing changes.
8. Hint of Acceptance/Rejection: Character subtly moves closer or back, or a smile, gives final answer.

28. Secret Talk in Crowd

Using long lens and shallow depth of field to isolate protagonists from noisy background.

1. Establishing Long-Lens Shot: From distance, two protagonists talking in crowd, compressed spatial feeling.
2. Shallow DOF Two Shot: Focus sharp on both protagonists, background crowd completely blurred into light spots.

3. OTS Whisper: From behind one character, focus on other's face, background soft.
4. Insert: Wary Eyes: During conversation, protagonists quickly scan blurred crowd warily.
5. Sound Design: Background noise lowered, protagonists' dialogue 突出, creating auditory private space.
6. Moving Through Crowd: Camera follows pair through crowd, always using shallow DOF to separate them.
7. Moment of Interruption: Someone from background briefly passes through focus, breaking privacy, adding tension.
8. Separation Shot: Secret talk ends, they blend into crowd, focus shifts, they disappear into blurred depth.

29. Mentor's Teaching

Stable fixed shots, from mentor's OTS perspective looking at student, emphasizing 传承 and guidance.

1. Establishing Shot: Mentor and student in quiet, symbolic setting (study, training ground).
2. Mentor's OTS: Main angle, from mentor's shoulder looking at student, audience shares teaching perspective.
3. CU of Student's Focus: Close-up of student's focused listening or practicing face, showing knowledge absorption.
4. CU of Mentor's Hands: Mentor demonstrates technique with hands or points to book passage.
5. Stable Two Shot: Both sit/stand side by side, steady composition, symbolizing harmonious teaching relationship.
6. Conceptual Insert: Insert related to teaching (historical footage, diagrams), visualizing abstract concepts.

7. Student's Practice Shot: Student tries what mentor taught, camera records progression from clumsy to skilled.

8. Look of Approval: Final cut to mentor's close-up, eyes showing approval and pride in student.

30. Crisis on Phone

Split-screen or cross-cutting between tense protagonist and crisis source, creating tension.

1. Close Shot of Protagonist: Protagonist answers phone, expression changes from calm to tense.

2. Cross-Cut: Crisis Scene: Quick cut to crisis happening on other end (hostage, bomb).

3. Split Screen: Screen divided, left shows protagonist's anxious face, right shows real-time crisis.

4. Hand CU: Protagonist gripping phone or hands trembling from tension.

5. CU of Crisis Source: Close-up of countdown timer, kidnapper's face, approaching danger.

6. Protagonist on Move: Protagonist walks or runs anxiously while talking in their space.

7. Sound Pressure: Phone transmits chaotic, dangerous sounds contrasting with protagonist's quiet environment.

8. Sudden Cut-Off: Phone suddenly disconnects, only protagonist's terrified expression and dial tone remain.

31. Inner Struggle

Using mirror reflection to shoot protagonist confronting "other self."

1. Protagonist Approaches Mirror: Camera follows as they approach mirror with complex emotions.
2. CU of Reflection: Focus on mirror image, expression more extreme than real person (angrier or sadder).
3. OTS Confrontation: Shot from behind protagonist, creating face-off with mirror self.
4. Protagonist's POV: From their perspective, mirror self seems to question or mock.
5. Touching the Mirror: Protagonist touches cold mirror, fingertips meet "other self's" fingertips.
6. Rack Focus: Focus shifts between real face and mirror face,暗示 inner confusion.
7. Angry Shattering: Protagonist loses control, punches mirror, image shatters.
8. Fragmented Reflection: In broken pieces, protagonist's face splits into countless distorted images, symbolizing inner fragmentation.

32. Moment of Epiphany

From chaotic rapid cuts to static close-up, with slow push-in, symbolizing clarified thoughts.

1. Chaos Montage: Rapid cuts of troubling clues, memories, questions, flickering images, noisy sound.
2. CU of Confused Protagonist: Amid chaos, insert protagonist's pained, confused facial close-up.
3. Sudden Stillness: Sound and image suddenly stop, freeze on key frame or sound.
4. Static CU: Eyes Change: Camera lingers on face as eyes change from confusion to clarity and determination.
5. Slow Dolly In: As epiphany occurs, camera extremely slowly pushes toward face, drawing audience into inner world.
6. Flashback of Key Clue: Clearly, in slow motion, flash back to previously overlooked crucial clue.

7. Environmental Shift: Surroundings seem to brighten, like sunlight breaking through clouds.
8. Taking Action: After epiphany, protagonist immediately stands and acts decisively, camera follows confidently.

33. Suppressed Grief

Long static take, character grieving alone in depth, emphasizing loneliness and restraint.

1. Wide Long Shot: Character small dot in empty environment (empty room, beach), composition emphasizes isolation.
2. Static Long Take: Camera unmoving, long observation of distant character who may just sit or stand.
3. Subtle Action: In long take, character makes tiny, suppressed movement - slight shoulder twitch, hand covering face.
4. Amplified Ambient Sound: Wind, waves amplified, contrasting character's silence and grief.
5. Foreground Obstruction: Objects (window frame, branches) partially block view, creating voyeuristic feeling and distance.
6. Slow Dolly Out: Camera extremely slowly pulls back, further drowning character in environment, emphasizing helplessness.
7. Shot of the Back: Camera always on character's back, refusing to show facial expression, letting audience imagine grief.
8. Unresponsive Scenery: Character finally leaves, camera stays on empty scene, as if environment witnessed this sorrow.

34. Joyful Release

Rising crane shots with rotation, handheld follow, and energetic editing convey liberation.

1. Constricted Close-Up: Character in narrow, dark space, expression suppressed.
2. The Breakout Moment: Character bursts free (opens door, runs to open space), frame instantly brightens and widens.
3. Handheld Tracking with Spin: Handheld camera follows character running, spinning, jumping, full of energy.
4. Low-Angle Wide Shot: From below, character spreads arms embracing sky, appearing completely free.
5. Spinning Crane Up: Camera orbits character while rising, connecting personal joy to vast world.
6. Rapid Cutting: Quick cuts of energetic close-ups - laughing face, flying hair, running feet.
7. Slow Motion: At action peak (like mid-jump), use slow motion to amplify liberation moment.
8. Extreme Long Shot Freeze Frame: Finally, character runs in vast landscape, freeze-framed as vital silhouette.

35. Paranoid Peeping

Subjective POV with long lens watching from distance, creating unease of being watched.

1. Stalker's POV: Establishing: From hiding spot (behind curtain, bushes), target figure normal in distance.
2. Long-Lens Shot: Using long lens to "pull in" subject, compressed space makes them seem within reach, increasing violation sense.
3. Insert: Spying Tool: Close-up of telescope, camera telephoto lens, or door peephole.

4. Tracking the Target: Camera (as stalker) follows target moving in room/street, closing in step by step.
5. Target's Unawareness: Switch to subject's normal shot, completely unaware of surveillance, creating dramatic tension.
6. Near-Discovery: Subject suddenly looks back toward camera, lens quickly hides or shakes.
7. Focus on Details: Voyeur's lens abnormally focuses on subject's detail (keys, note),暗示 special intent.
8. Stalker's Retreat: Surveillance ends, camera retreats from hiding spot back to stalker's dark, secret environment.

36. Dizzying Betrayal

Using dolly zoom to distort background when revealing truth, showing psychological shock.

1. Calm Two Shot: Protagonist with future betrayer in normal setting conversing.
2. CU Revealing Truth: Close-up reveals betrayal evidence (text message, look).
3. Dolly Zoom/Vertigo Effect: Camera on protagonist's face, dolly back while zooming in, background distorts/stretching dramatically, showing inner vertigo.
4. Subjective Blurry Vision: Switch to protagonist's POV, everything becomes blurred, out of focus.
5. Sound Design: Heartbeat/Tinnitus: Background disappears, only amplified heartbeat or sharp ringing remains.
6. Flashback Montage: Rapid flashbacks of past trust and good times, cruel contrast to present betrayal.
7. CU of Betrayer's Cold Face: Switch to betrayer's cold or hypocritical expression close-up.
8. Wide Shot Isolating Protagonist: Final wide shot isolates protagonist in frame, swallowed by

huge distorted space.

37. Lonely Contemplation

Window silhouette, empty shots, and slow pans showing vast environment and inner world.

1. Silhouette by Window: Protagonist stands at window as silhouette, outside is dusk or rain.
2. Slow Pan: Camera slowly pans from protagonist to window view they watch, then across empty room.
3. Insert Empty Shots: Inserts of emptiness and stillness - empty chair, dusty desktop, stopped clock.
4. Reflection Shot: Protagonist's reflection in water glass, glass, or shiny surface, loneliness doubled.
5. Detail Close-Up: Symbolic detail - raindrop on window, fingertip through dust trace.
6. Shooting from Outside In: Camera outside shooting through glass at lonely protagonist inside, emphasizing isolation.
7. Deep Focus Shot: Protagonist contemplates in foreground, empty corridor or street in background, space amplifies loneliness.
8. Slow Fade to Black: Camera stays on silhouette or empty room, very slowly fades to black.

38. Memory Fragments

Fast, nonlinear flashback segments using jump cuts and different color treatments.

1. Trigger Object CU: Protagonist sees/touches object triggering memory.
2. Jump-Cut Flashbacks: Series of fast, incoherent memory fragments using jump cuts, breaking spatiotemporal logic.
3. Varied Color Grading/Texture: Each fragment uses different tones, exposure, or texture (overexposed, B&W, grainy) to distinguish periods.
4. POV Memory: Some memories in first-person POV for stronger immersion.
5. Sound Montage: Fragmented dialogue, music snippets, sound effects mixed equally fragmented.
6. Intercutting Reality and Memory: Cross-cut protagonist's confused face in reality with past memory fragments.
7. Slow Motion of Key Memory: Among fragments, most crucial memory plays in slow motion for emphasis.
8. Return to Reality: Flashback ends, back to protagonist's face, expression changed by memories.

39. Dream Logic

Seamless match cuts between scenes/objects creating surreal flow.

1. Match Cut on Shape: Protagonist stares at round clock, next cut to round tunnel entrance, they walk out.
2. Match Cut on Action: Character in Scene A makes throwing motion, cut to Scene B, same or different person catching.
3. Sound Bridge: Scene A's dialogue/sound appears early in Scene B's image, connecting unrelated scenes.
4. Impossible Geometry: Character opens bedroom door, walks into forest instead.

5. Defying Physics: People walk on walls, objects float, camera records calmly as if normal.
6. Character Transformation: Camera orbits character, when it returns they've become someone else.
7. Looping Scene: Character repeatedly experiences same scene with subtle changes each time.
8. Waking Up: Dream reaches climax or danger, suddenly cut to protagonist jolting awake in bed.

40. Panic Attack

Handheld shake synced to breathing, fisheye lens, and rapid heartbeat-paced editing.

1. Environmental CU: Detail of surroundings (flickering light) close-up, appearing abnormal and threatening.
2. Protagonist's Breathing: Only protagonist in close-up, sound only their increasingly rapid breathing.
3. Shaky Handheld Camera: Camera begins violent shake synced to rapid breathing, simulating physiological reaction.
4. POV: Tunnel Vision: Protagonist's view, frame edges darken/blur, only small center area clear.
5. Fisheye Lens: Environment becomes distorted, oppressive, as if world is crushing protagonist.
6. Heartbeat-Paced Cutting: Rapid cuts of subjective, blurred, distorted images, edit points sync to heartbeat sound.
7. Extreme Close-Up: Protagonist's sweat-beaded forehead, wide pupils.
8. Sound Design: Distorted & Amplified: Normal sounds become distorted, amplified, harsh and malicious.

41. Hope Ignited

From dark low-angle shot, slowly tilt up toward light source or sky.

1. Close-Up in Darkness: Protagonist in dark, desperate environment, faint light illuminates part of face.
2. Low-Angle Shot: From extremely low angle, protagonist appears small, crushed by vast darkness above.
3. A Glimmer of Light: Beam of light (sun, flashlight) pierces darkness, illuminating small area or protagonist's eyes.
4. CU Discovering Hope: Protagonist looks up, light reflected in eyes, expression shifts from despair to wonder.
5. Slow Tilt Up: Camera very slowly tilts up following gaze, from dark environment toward light source.
6. Rack Focus: Focus shifts from protagonist's face to hope-inducing object (door, exit).
7. Moving Towards the Light: Protagonist moves toward light, camera follows their back as they head to brighter area.
8. Embracing the Light: Protagonist reaches light source, bathed in brilliant light, image overexposes, symbolizing rebirth.

42. Lost and Confused

360-degree rapid whip pan with protagonist center, surroundings blur in rotation, showing disorientation.

1. Stable Shot: Abrupt Change: Protagonist in familiar environment, turns corner, everything becomes unfamiliar.

2. CU of Confused Protagonist: They stop, look around, confused and uneasy.
3. 360-Degree Whip Pan: Using protagonist as axis, camera rapid 360-degree rotation, surroundings blur into dizzying stream.
4. Dutch Angle: Camera tilts, all horizontal/vertical lines skewed, showing inner imbalance and environmental strangeness.
5. Multiple Exposures: Multiple street/direction images overlapped, creating visual chaos.
6. Empty Wide Shots: Switch to several empty street wide shots, eerily quiet even in city center, amplifying weirdness.
7. Subjective Repeating Path: Protagonist's POV desperately seeking path but always returning to same place.
8. Crane Up: Camera pulls vertically up from protagonist's head, showing them trapped in maze-like city, tiny and helpless.

43. Jealous Gaze

Voyeuristic framing through obstructions (door crack, crowd) with close-ups amplifying jealous eyes.

1. Voyeuristic Framing: Camera shoots through door crack, curtain gap, or crowd 縫隙, establishing peeping perspective.
2. CU of the Jealous: Eyes: Switch to jealous person's close-up, focusing on eyes full of jealousy and resentment.
3. The Observed: Happy Scene: Objective shot of jealousy-target experiencing happiness, intimacy.
4. Rack Focus: Focus shifts from foreground obstruction to background happy scene, then back to jealous face.

5. Insert Imagined Scene: Insert jealous person's imagined destructive scenes, showing twisted inner thoughts.
6. CU of Subtle Actions: Close-up of unconscious actions - clenched fists, biting lips.
7. Sound Contrast: Happy scene's laughter versus jealous person's dead silence environment.
8. Retreating into Shadow: Jealous person finally turns, melts into shadows, leaving threatening back view.

44. Self-Destruction

Series of rapidly cut destructive behavior close-ups, pace accelerating to collapse.

1. Static Beginning: Calm shot, protagonist expressionless, but environment suggests suppression.
2. First Destructive Act: Character suddenly commits first small destruction - smashing glass.
3. Accelerating Montage: Series of rapid destructive acts - tearing letters, smashing things, reckless driving, pace increasing.
4. Extreme Close-Ups: Inserts of broken glass, bleeding hands, twisted faces.
5. Shaky Handheld Camera: Camera grows increasingly unstable, closely following character's frenzied actions.
6. Sound Crescendo: Background music and sound effects volume/rhythm increase to deafening levels.
7. Emotional Release: At destruction peak, protagonist may scream or cry, reaching emotional apex.
8. Silence After Collapse: After frenzy, protagonist collapses exhausted among ruins, camera stills, dead silence contrasts strongly.

45. Peaceful Acceptance

Static close-up bathed in soft light, with slow fade out conveying release.

1. Wide Shot: Protagonist alone in peaceful natural setting - dawn mountaintop, calm lakeside.
2. Soft-Lit Close-Up: Gentle morning/evening light on face, expression calm and released.
3. Slow Dolly In: Camera very slowly pushes toward protagonist, as if unwilling to disturb peace.
4. CU of a Deep Breath: Close-up of eyes closing for deep breath, then slowly reopening.
5. Interacting with Nature: Hand feeling breeze, touching lake water or leaf, becoming one with environment.
6. Tilt Up to Sky: Camera slowly tilts up from protagonist toward vast, bright sky.
7. CU of a Smile: Genuine, released smile close-up.
8. Slow Fade Out: Camera stays on calm face or vast landscape, image slowly fades with soft music.

Volume III: Narrative Structure & Transitions (Templates 51-75)

51. Identity Reveal

Using rack focus to shift from blurry background figure to sharp facial close-up.

1. Protagonist converses with blurred, unidentified background figure.
2. Protagonist shows suspicion through words or actions.
3. Rack Focus: Lens focus slowly shifts from protagonist to background figure.

4. Insert revealing close-up of key identifying item/feature (familiar ring, scar).
5. Background figure's facial outline gradually sharpens, still partially shadowed.
6. Protagonist steps back in shock, extreme close-up of pupils contracting.
7. Opponent fully steps into light, clear facial close-up with meaningful expression.
8. Stable two-shot, atmosphere completely changed, space between them filled with new tension.

52. Jump Scare

After quiet, steady long take, sudden whip pan or inserted close-up.

1. Long take: Protagonist slowly moves in quiet, seemingly safe environment (late night home).
2. Camera follows smoothly, only subtle environmental sounds, building tense anticipation.
3. Protagonist relaxes guard, back to potential danger (door or dark hallway).
4. Slow push-in on protagonist focused on something (phone, drinking water).
5. Suddenly, fast shadow or strange sound appears in background.
6. Protagonist alertly looks back but finds nothing.
7. As they turn back, face to camera, ghost or threat suddenly bursts in with sharp sound effect.
8. Quick cut to protagonist's terrified reaction.

53. Unknown Threat

Only film environmental changes caused by threat (shaking door, falling objects),主体 never appears.

1. Static wide shot: Quiet empty room.
2. Door in room slowly opens by itself.
3. Cup on table suddenly pushed to floor by invisible force.
4. Camera slowly pans across room, picture frames on wall skewed as if touched.
5. Protagonist enters room, finds abnormalities, confused and tense expression.
6. Protagonist's POV: Carefully checks room, camera shows nervous breathing.
7. As protagonist faces away, door slams shut behind them.
8. Extreme close-up of terrified face, heavy footsteps heard off-camera.

54. Interrogation Crack

As lies are exposed, camera gradually shifts from eye-level to overhead, increasing pressure.

1. Eye-level shot: Interrogator and suspect sit facing each other, camera switches equally between them.
2. Interrogator asks key question, close-up of suspect calmly lying.
3. Insert evidence close-up: Interrogator slams evidence (photo, document) on table.
4. Suspect's close-up, first flicker of doubt in eyes.
5. Camera position slightly rises, begins slight overhead angle of suspect.
6. As interrogator presses harder, each cut back to suspect increases overhead angle slightly.
7. Extreme close-up of suspect's nervous tics (trembling hands, sweating forehead).
8. Final shot becomes obvious high angle, suspect appears small and helpless under camera,

finally breaks.

55. Historical Flashback

Through object close-up, use match cut to seamlessly transition to past scene.

1. Modern scene: Protagonist touches historical object (old letter, medal).
2. Camera pushes to extreme close-up of object.
3. Match Cut: Object close-up seamlessly connects to same/similar object in past scene.
4. Camera pulls back from object to reveal complete historical scene (battlefield, old street).
5. Past scene uses different tones (B&W, sepia) to distinguish from present.
6. Historical characters and events unfold, explaining object's origin.
7. Another match cut from historical object back to present.
8. Back to protagonist's face, expression now filled with new understanding or emotion from history.

56. Truth Revealed

Rapid montage connecting all clues, freezing on key final image.

1. Close-up of detective or protagonist lost in thought.
2. Rapid montage begins: Flashbacks of all seemingly unrelated clue fragments.
3. Sound design: Previous dialogue fragments recombined to form new meaning.

4. Visual effects (like red lines) connect different clues during montage.
5. Pace accelerates, all clues point to same person or conclusion.
6. Montage stops, frame freezes on key face or evidence.
7. Slow push-in on frozen image, truth revealed at this moment.
8. Cut back to protagonist's enlightened face, eyes shining with certainty.

57. Secret Behind Door

From protagonist's OTS, slowly push toward closed door, prolonging suspense.

1. Protagonist stands in hallway, closed door at end.
2. From OTS, camera slowly pushes toward door, simulating careful approach.
3. Sound design: Faint, indistinct sounds from behind door (help or threat?).
4. Close-up of protagonist's hand reaching for doorknob but hesitating mid-air.
5. Insert tense facial close-up as they wrestle with decision.
6. Camera switches to extreme close-up of lock as key slowly inserts.
7. Door opens crack, camera peeks through but only sees darkness or corner.
8. Door fully opens, wide shot reveals astonishing sight (or empty room).

58. Displaced Reality

Same scene shot twice with completely different styles and tones,暗示 subjective narrative.

1. Version A: Warm, soft tones with stable camera shoot scene (family dinner).
2. Characters chat happily, harmonious atmosphere.
3. Sudden jump cut.
4. Version B: Cold, high-contrast tones with shaky handheld reshoot same scene.
5. Same dialogue but expressions become sinister, atmosphere tense.
6. Rapid cross-cutting between versions creates audience confusion.
7. Insert protagonist's pained/confused close-up,暗示 one or both versions are hallucination.
8. Final shot stays on version closer to truth, or leaves open ending.

59. Omen of Death

Repeated symbolic empty shots (crows, withered flowers)暗示不祥.

1. Story begins, normal scene interrupted by empty shot of crow flying past.
2. During conversation, camera cuts to withering flower outside window.
3. Before key decision, clock hands suddenly stop.
4. These omen shots usually static and quiet, contrasting main plot.
5. Protagonist may or may not notice these details.
6. As story builds to climax, these symbolic shots increase in frequency.
7. After final tragedy, cut back to one omen image (withered flower completely dead).
8. Empty shot implying inevitability of fate.

60. Final Survivor

From wide shot of chaotic battlefield/disaster, slowly push to sole survivor.

1. Extreme long shot: Vast ruins, battlefield, or post-disaster scene.
2. Camera glides slowly like ghost over ruins, showing scale of destruction.
3. Sound design: Only wind and distant flames, dead silence.
4. Camera discovers slight movement in corner of dust and debris.
5. Camera begins very slow push toward movement.
6. Survivor crawls from rubble, covered in injuries.
7. Survivor's close-up, dazedly looking around, eyes full of trauma and loss.
8. Camera rises high, again showing survivor's tiny figure among vast ruins, emphasizing loneliness and uncertain future.

61. Epic Journey

Series of magnificent extreme long shots, tiny figures traversing grand natural landscapes.

1. Extreme long shot: Protagonist (or group) silhouette on vast desert or mountain ridge.
2. Drone aerial: Camera follows through towering canyons or dense jungle.
3. Time-lapse: Shows arduous trek from sunrise to sunset in one day.
4. Insert exhausted close-ups contrasting with magnificent nature.

5. Group overcomes massive natural obstacle (waterfall, cliff).
6. Low-angle shot: Figures appear tiny before massive mountains or ancient ruins.
7. Switch between different terrains: Desert to forest to snow mountain, showing journey's length.
8. Finally, destination silhouette appears on horizon, offering hope.

62. Passage of Time Montage

Fixed camera position showing light changes, clothing, and environment changes indicating time flying.

1. Fixed camera on room or street corner.
2. Time-lapse: Shows rapid daylight changes in one day.
3. Dissolve transitions: Protagonist same position but clothing/hairstyle changes with each dissolve.
4. Seasons change rapidly outside window - green leaves to falling leaves to snow.
5. Room furnishings gradually increase/change,暗示 life changes.
6. Quick cuts of different activities in same space (reading, working, arguing).
7. Insert classic shots of calendar pages flying or clock hands spinning.
8. Montage ends, protagonist's face shows added years, time passage complete.

63. Training and Growth

Series of short, powerful, rhythmic cuts showing rapid skill improvement.

1. Opening shot: First attempt at skill, clumsy and failing.
2. Rapid montage begins with inspirational music.
3. Series of close-ups: sweat, clenched fists, focused eyes.
4. Shows protagonist practicing same move in different settings repeatedly.
5. Transformation from failure to success: falling repeatedly to standing steadily.
6. Interaction with mentor: from harsh criticism to nodding approval.
7. Insert shots of physical changes (growing muscles, increasing scars).
8. Montage ends, protagonist easily performs originally failed move, showing complete transformation.

64. First Arrival in New City

Protagonist POV showing first sights, combined with quick cuts of city landmarks.

1. Protagonist exits station/airport, camera as their subjective POV.
2. POV looks up, first sight of unfamiliar city skyline.
3. Quick cuts of iconic city images: landmarks, characteristic streets, busy plazas.
4. Insert protagonist's reaction - face showing awe, curiosity, or bewilderment.
5. From vehicle (taxi/subway), shot through window of flying street scenes.
6. Close-ups of small objects or foods representing city characteristics.
7. Sound design: Mix of city sounds - traffic, different languages, street music.
8. Final shot: Protagonist stands high overlooking city nightscape, thousands of lights.

65. Setting Off on Journey

Protagonist walks toward horizon in long shot, using dolly out to gradually shrink figure.

1. Protagonist says goodbye to family/friends at home/village.
2. Close-up of determined eyes and shouldered pack.
3. Protagonist turns, resolutely walks toward distant road.
4. Camera follows from behind, then gradually rises and pulls back (dolly out/crane up).
5. Protagonist's figure grows smaller in frame, merging into vast landscape.
6. OTS shot: From remaining loved ones' perspective, watching back disappear at horizon.
7. Wide shot of road stretching toward unknown distance.
8. Empty shot: Only wind blows across path protagonist just walked, symbolizing journey's beginning.

66. Day and Night Travel

Using time-lapse or J-cut, introducing night sounds in advance over daytime images.

1. Time-lapse: Sun rapidly sets, sky changes from blue to orange to black, stars appear.
2. Protagonist walking in daytime but sound is night insects or campfire (J-cut).
3. Cut to protagonist by campfire completing sound transition.
4. Match cut: Connect campfire flames to next day's sunrise.

5. Protagonist sleeps in one place, dissolves to waking elsewhere,暗示 journey continues.
6. Quick cuts of different transportation: trains, cars, ships.
7. Fixed camera, protagonist enters from one side (day), exits other side (night).
8. On map, dot representing protagonist keeps moving.

67. Changing Seasons

Match cuts of same scene in different seasons, symbolizing time passage and change.

1. Fixed camera on iconic scene (park bench, house).
2. Scene 1: Spring, lush green, protagonist may be anticipating something.
3. Through match cut or dissolve, becomes summer, bright sun, protagonist full of energy.
4. Another transition to autumn, falling leaves, expression may show melancholy.
5. Finally winter, white snow, perhaps loneliness or reminiscence.
6. Each seasonal transition may accompany protagonist's clothing and mood changes.
7. Insert seasonal detail close-ups: melting snow, new buds, falling red leaves.
8. Final shot returns to original season, forming cycle, but protagonist has changed.

68. Ready for Action

Series of crisp close-ups showing gearing up, weapon checking process.

1. Wide shot: Complete set of gear (weapons, clothing, tools) neatly arranged.
2. Fast, powerful editing begins with driving music.
3. Close-up: Hand picks up gun, expertly chambers round.
4. Close-up: Putting on armor/uniform, fastening every button.
5. Close-up: Loading various tools and ammunition into belt or pack.
6. Insert protagonist's calm, focused facial close-up.
7. Final piece (helmet, sunglasses) goes on, completely concealing face.
8. Fully geared protagonist steps from shadows into light, ready for mission.

69. Through the Crowd

Steadicam leading protagonist shows navigating crowded environment and isolation.

1. Protagonist enters extremely crowded setting (market, station, party).
2. Steadicam walks backward in front (leading shot), protagonist's face always clear.
3. Crowd flies past, occasionally blocking lens, adding realism.
4. Shallow depth of field: Focus always on protagonist, background crowd blurred, emphasizing isolation or purpose.
5. Insert protagonist's POV feeling crowd pressure.
6. Sound design: Protagonist's breathing or inner monologue contrasts with surrounding noise.
7. Protagonist moves against crowd flow, highlighting difference or difficulty.
8. Finally emerges into relatively quiet space, camera stops, deep breath.

70. From Ordinary to Extraordinary

Through door, hole, or portal, camera follows protagonist into completely different world.

1. Protagonist in normal, even monotonous real environment.
2. They discover mysterious entrance (like Narnia wardrobe).
3. Protagonist hesitantly approaches, camera as their OTS perspective.
4. As they pass through, camera follows immediately behind.
5. Pass through moment of darkness or blinding light.
6. Camera emerges to show magnificent, fantastical extraordinary world.
7. Wide angle + crane shot comprehensively displays new world's wonders.
8. Insert protagonist's shocked and awed close-up, old world completely left behind.

71. Road Home

Camera language shifts from turbulent (handheld, quick cuts) to steady calm (fixed, long takes).

1. Journey begins: Handheld shake, rapid cuts showing difficulty and inner turmoil.
2. Insert conflict or danger scenes.
3. As home approaches, camera gradually stabilizes (handheld to track).
4. Editing pace slows, longer shots appear.
5. Protagonist sees familiar landmarks, nostalgic expression appears.

6. Camera becomes very stable fixed position, hometown outline appears in distance.
7. Protagonist enters village/familiar streets, slow follow shots used.
8. Final long take: Protagonist stands at home door, both inner state and camera language reach peace.

72. Stream of Consciousness Transition

Scene changes based on sound, color, or shape similarity rather than logical connection.

1. Shape match: Character stares at spinning record, dissolves to spinning wheel.
2. Sound bridge: Scene A hears siren; Scene B shows police car passing.
3. Color match: Close-up of red clothing cuts to red flower field.
4. Concept match: Character A says "I feel like falling," cuts to Character B jumping from height.
5. Action match: Character A raises fist, cuts to hammer falling in another scene.
6. These transitions very rapid, smooth, no time for audience to think.
7. Overall creates flowing, subjective, dream or memory-like narrative sense.
8. Finally returns to stable, objective narrative shot.

73. Travel on Map

Animated line on map shows route, intercut with iconic shots of destinations.

1. Close-up of old map.

2. Red animated line begins moving from starting point on map.
3. Line passes city name, dissolve/cut to short iconic shot of that city (Eiffel Tower).
4. Back to map, line continues.
5. Intercut transportation shots: plane takeoff, train on tracks.
6. Animated line crosses oceans or mountains.
7. Cut to destination short shot, maybe local customs.
8. Finally line stops at endpoint, zoom from map to live action of protagonist arriving.

74. Gazing from Vehicle

Shoot protagonist staring out window, using passing scenery to reflect inner state.

1. Protagonist sits in vehicle (train, car, plane) by window.
2. Close-up profile staring out, expression contemplative or melancholy.
3. From protagonist's POV shooting passing scenery outside window.
4. Rack focus: From face to raindrops or reflections on window glass.
5. Outside scenery matches inner monologue or memory fragments.
6. Shot from outside vehicle, protagonist's lonely figure flashes past window.
7. As train enters tunnel, face falls into darkness, only glass reflection visible.
8. Train exits tunnel, sunlight returns to face, expression may have changed 暗示心境 shift.

75. New Life Begins

Protagonist opens window, brilliant sunlight floods room, wide angle shows open 前景.

1. Protagonist in new, somewhat empty room.
2. They approach closed window.
3. Close-up of hand pushing window open.
4. Window flings wide, brilliant light floods room, maybe lens flares.
5. Wide angle shows open, hopeful view outside (morning city, beautiful garden).
6. Protagonist takes deep breath, smile appears.
7. Camera pushes from behind through window, embracing outside world.
8. Final shot: Protagonist silhouette stands in bright window, full of hope.

Volume IV: Scenes, Atmosphere & Style (Templates 76-101)

76. Magnificent Opening

Extreme long establishing shot slowly pushing in, revealing story location with epic scale.

1. Extreme Long Shot (ELS): Shows grand overview (future metropolis, fantasy kingdom, vast galaxy).
2. Slow Dolly In: Camera gradually pushes toward scene center, building epic and solemn feeling.
3. Crane Shot: Camera smoothly descends from high altitude, passing landmark buildings or unique landscapes.

4. Introduce Motion: First dynamic element appears (spaceship landing, flag waving), breaking stillness.
5. Sound Design: Grand theme music or iconic environmental sound establishes film tone.
6. Lighting: Magnificent sunrise/sunset outlines environment, giving emotional color.
7. Medium Transition: Camera pushes to medium shot focusing on specific area where story will unfold.
8. Detail Hint: Final shot gives detail close-up, hinting at core conflict or theme.

77. Character Entrance

Follow feet close-up, camera tilts up to reveal full body and iconic action.

1. Feet Close-Up: Story-filled shoes enter frame, hinting at identity or situation.
2. Follow Footsteps: Low-angle camera follows walking, revealing gait (confident, sneaky, exhausted).
3. Slow Tilt Up: Camera rises along body curve, showing clothing and props one by one.
4. Hand Close-Up: Reveals key handheld item (weapon, token) or habitual action.
5. Back Suspense: Before showing face, use back shot to create mystery.
6. Face Reveal: Camera finally stops at face, usually with key eye contact or expression.
7. Iconic Action/Gesture: Character performs most representative action (lighting cigarette, adjusting hat brim).
8. Environment Interaction: Character interacts with surroundings once, showing relationship to world.

78. Party Revelry

Quick cuts of dancing, smiling faces, clinking glasses with dynamic music and spinning shots.

1. Establishing Shot: Vibrant, packed party venue wide shot.
2. Spinning Shot: Camera rotates in dance floor center, capturing surrounding revelers.
3. Rapid Montage: Quick cuts of close-ups - clinking glasses, laughing faces, dancing bodies.
4. Slow Motion Accent: Amid chaotic pace, insert slow-motion graceful moment (hair flowing).
5. Protagonist POV: Through their eyes experiencing party noise and dazzling lights.
6. Sound Design: Dynamic music, crowd cheers, and glass clinks mixed together.
7. Follow Shot: Camera follows protagonist through crowd, brief interactions with others.
8. Climax Moment: Party peaks (DJ shout, confetti blast), everyone celebrates together.

79. Birth of Product

Industrial aesthetic close-up montage showing parts assembly, polishing, and forming process.

1. Blueprint Close-Up: Shows creative starting point and concept.
2. Parts Close-Ups: Series of clean close-ups showing refined raw materials or components.
3. Assembly Process: Rapid cuts of robotic arms or skilled hands precisely assembling parts.
4. Sparks and Polishing: Slow motion of metal cutting sparks or fine polishing, emphasizing craftsmanship.
5. Assembly Line Movement: Camera follows product moving smoothly on line, showing scale

and efficiency.

6. Quality Control: Representative inspection action (laser scan, stamp), symbolizing quality assurance.

7. Final Formation: Last component installed, complete form revealed, perfectly lit.

8. Usage Scene Display: Final product placed in ideal usage scenario, showing its value.

80. Natural Wonders

Time-lapse sunrise/sunset, cloud movements combined with drone aerials showing magnificent scenery.

1. Time-lapse: Sunrise/sunset, light moving across land, colorful sky.

2. Drone Aerial: Camera soars like bird over mountains, rivers, or coastlines showing grand terrain.

3. Slow Motion Close-Up: Dew drop from leaf tip or butterfly wing flapping.

4. Time-lapse: Clouds flowing rapidly over mountains or cities.

5. Underwater Shot: Shows underwater world's peace and vitality.

6. Extreme Long Shot: Tiny figures or animals placed in vast natural settings for contrast.

7. Seasonal Changes: Time-lapse or dissolves showing same location through four seasons.

8. Upward Star Shot: Time-lapse records star trails, showing universe's vastness and mystery.

81. City Pulse

Series of fast cuts showing city from dawn to midnight - traffic, crowds, lights.

1. Dawn: First sunlight illuminates skyline, empty streets, few early risers.
2. Morning Rush: Time-lapse of traffic and pedestrian flow showing city bustle and vitality.
3. Day: Quick cuts of city sides - business district elites, street performers, park leisure.
4. Landmark Icons: City landmarks from multiple angles under different lights.
5. Dusk: Sunset, office lights turning on, people heading home.
6. Nightlife: Neon flashing, showing restaurants, bars, theaters' evening prosperity.
7. Aerial Night: Overhead view of streets like golden veins, thousands of lights.
8. Midnight: City gradually quiets, only night workers and vehicles remain.

82. Performance Climax

Multi-camera, multi-angle stage shooting combined with audience reactions and backstage tension.

1. Stage Wide: Wide shot showing overall stage design and performer positions.
2. Performer Close-Ups: Capturing emotional facial expressions or precise movements at key moments.
3. Multi-cam Quick Cuts: Rapid switching between front, side, low angles for dynamism.
4. Audience Reaction: Cuts to crowd showing enchanted, shocked, or cheering expressions.
5. Backstage View: Inserts of crew 紧张 operating or waiting, creating contrast.
6. Slow Motion: At most explosive or graceful movement moments, slow motion emphasizes.
7. Crane Shot: Camera rises from stage front, capturing both performers and enthusiastic

audience.

8. Final Freeze: Performance ends, performers strike iconic pose under spotlight, thunderous applause.

83. Historical Retrospective

Using aged effects, B&W or sepia tones to recreate grand historical events.

1. Opening: Modern object/location, camera pushes in then dissolves to past.
2. Tone Treatment: Image becomes B&W, sepia, or faded with added grain.
3. Grand Scenes: Wide or crane shots recreating historical events (wars, speeches, celebrations) in scale.
4. Historical Figures: Close-ups of key historical persons with researched costumes and props.
5. Newsreel Style: Mimics old newsreel techniques like slightly shaky handheld.
6. Detail Recreation: Close-ups of period newspapers, clothing details, or technology for authenticity.
7. Mass Actors: Shows ordinary people's lives or reactions to major events.
8. Ending: Dissolve back from historical scene to modern, creating contrast or connection.

84. Technology Appeal

Clean, smooth CG animation combined with live action, minimalist aesthetics showcasing future tech.

1. Minimal Background: Pure white/black space, tech product appears slowly.
2. CG Cutaway: Animation shows product's internal precision structure and working principles.
3. Smooth Transformation: Product transforms fluidly like Transformer, showing multifunctionality.
4. Holographic Interface: Characters gesture 操作炫酷 holographic 交互 interfaces in air.
5. Data Visualization: Massive data flows as visual elements (light, particles) through space.
6. Live Action/CG Blend: Real fingers touch virtual screens for seamless interaction.
7. Slow Motion Close-Up: Core component operating in extreme slow motion, showing precision beauty.
8. Effect Display: Finally shows revolutionary life changes this technology brings.

85. Mysterious Ritual

Symmetrical composition, low-angle shots, and slow motion creating solemn, mysterious or eerie atmosphere.

1. Establishing Shot: Mysterious location (ancient temple, deep forest, mystical altar).
2. Symmetrical Composition: People and props arranged strictly symmetrically for solemnity.
3. Low-Angle Shot: From below shooting ritual leader, making them appear tall and authoritative.
4. Slow Motion: Key ritual actions (sprinkling holy water, lighting sacred fire) in slow motion for divinity.
5. Detail Close-Ups: Participants' devout or fanatical faces, mysterious symbols or ritual props.
6. Candle/Fire Light: Using flickering flames to create mysterious, eerie atmosphere.
7. Unified Chanting/Action: All participants perform synchronized chanting or movements,

showing collective will.

8. Climax Moment: Ritual reaches peak, possibly with miraculous events or key sacrifice/declaration.

86. Disaster Premonition

Peaceful empty shots interrupted by 不协调 details (birds fleeing, water ripples).

1. Peaceful Opening: Extremely calm scene (sunny countryside, quiet neighborhood).
2. Animal Anomalies: Flock of birds suddenly flees forest, or pets act anxious.
3. Environmental Changes: Water in glass ripples without cause, or TV signal interrupts.
4. Empty Shot: Empty swing moving by itself.
5. Sound Hints: Sudden distant loud boom in quietness, but no one notices.
6. Weather Shift: Clouds rapidly darken and gather in time-lapse.
7. Child's Drawing: Child draws picture full of destructive imagery.
8. Protagonist's Unease: Protagonist feels unexplained anxiety, looks outside where everything seems normal again.

87. Luxury Display

Slow slider shots past exquisite items, using bokeh and shallow depth to highlight texture.

1. Establishing Shot: Luxurious room with soft lighting wide shot.

2. Slider Shot: Camera glides silkily past luxury goods (jewelry, watches, fashion).
3. Shallow DOF Close-Up: Precise focus on item detail, background fully blurred.
4. Bokeh Effects: Using background point light sources to create dreamy bokeh.
5. Material Close-Ups: Extreme close-ups showing diamond fire, silk sheen, or metal brushing.
6. Slow Motion: Liquids (champagne, perfume) poured or sprayed elegantly in slow motion.
7. Reflections: Using shiny surfaces to capture items' exquisite reflections.
8. Human Interaction: Elegant hand gently touches or lifts item, completing display.

88. Mass Assembly

Wide and crane shots showing crowd scale combined with leader close-ups for contrast.

1. Wide Long Shot: Vast crowd filling assembly square.
2. Crane Shot: Camera rises from crowd, continuously pulling up to show endless masses.
3. Crowd Close-Ups: Quick cuts of different participants' faces showing emotions (excited, angry, expectant).
4. Leader Entrance: Leader walks from backstage to podium, camera follows determined steps.
5. Leader Close-Up: Low-angle shot of passionate speech highlighting power and charisma.
6. Leader POV: From leader's perspective looking down at dark crowd and waving flags.
7. Crowd Response: During speech pauses, cuts to crowd's thunderous reactions.
8. Iconic Gesture: Leader makes signature move, whole crowd mimics, creating visual unity and impact.

89. Universe's Vastness

Extremely quiet background, slowly rotating planets or ships, extreme long shots showing insignificance.

1. Extreme Long Shot: Tiny spaceship sails alone in boundless dark universe.
2. Slowly Rotating Planet: Camera glides past huge, magnificent planet surface (like Jupiter's red spot).
3. Sound Design: Extreme quiet, or only faint breathing inside spaceship.
4. Lens Flare: Starlight creates beautiful flare effects.
5. Astronaut POV: From helmet perspective seeing deep space and distant Earth.
6. Weightlessness: Objects and astronauts float slowly inside ship showing zero-g beauty.
7. Passing Nebula: Ship sails through colorful nebula.
8. Staring into Abyss: Character stares long at dark space through window, complex expression.

90. Ruins Aesthetics

In abandoned buildings, using light/shadow and emptiness for symbolic static shots.

1. Wide Shot: Deserted grand building (church, factory) in decay.
2. Light Beam: Sunlight through roof hole illuminates dust in air.
3. Slow Pan: Camera sweeps past dust-covered items and peeling walls.
4. Nature's Invasion: Close-up of weeds through concrete cracks or vines covering walls.

5. Left Object Close-Up: Abandoned personal item (old photo, teddy bear)暗示 past stories.
6. Empty Shot: Empty corridor with wind-moving tattered curtains, creating loneliness.
7. Protagonist Wander: Protagonist walks alone in ruins, footsteps only sound.
8. Stare and Memory: Protagonist stops somewhere, flashback connects to this place's prosperous past.

91. Love at First Sight

Protagonist POV slow motion, other person bathed in soft light among crowd, background blurred.

1. Protagonist POV: In noisy environment (party, station), gaze wanders aimlessly through crowd.
2. Gaze Pause: Eyes suddenly attracted to someone, stopping.
3. Slow Motion: Other person's actions (smile, hair touch) become slow motion in protagonist's eyes.
4. Shallow DOF: Focus locked on them, surrounding crowd instantly blurs.
5. Soft Light Effect: Gentle light seems to shine only on them, adding halo.
6. Sound Design: Background noise reduces, romantic music plays or only heartbeat heard.
7. Protagonist Reaction CU: Back to face, eyes sparkling with infatuation.
8. Eye Contact: Other person senses gaze, meets eyes with camera, slight smile.

92. Rain Walk/Dance

Medium-long shot of couple in rain, back-lighting outlines silhouettes creating romance.

1. Establishing Shot: City night, rain hitting ground, neon reflections on wet streets.
2. Umbrella Sharing: Medium shot, two close under one umbrella walking intimately.
3. Abandon Umbrella: One/both suddenly throw umbrella aside, embrace the rain.
4. Rain Spin: One spins other in rain, water splashing, pure joy on faces.
5. Back-light Silhouette: Using street/car lights as backlight, shooting kissing silhouettes in rain.
6. Close-Up: Raindrops sliding from hair and cheeks.
7. Slow Motion: At embrace/dance key moments, slow motion amplifies romance.
8. Long Shot Ending: Camera pulls back, two happy tiny figures in rain freeze into painting.

93. Finger Touch

Extreme close-up capturing fingers about to touch, extending anticipation.

1. Medium: Two sit/stand side by side, close but no contact.
2. Testing Hand: One hand unconsciously moves closer to other's.
3. ECU: Camera focuses on tiny distance between hands, tension and anticipation multiply.
4. Hesitation and Pause: Fingers about to touch suddenly stop, showing inner hesitation.
5. Slight Touch: Pinkies accidentally (or intentionally) barely touch.
6. Reaction CU: Quick cuts to both facial close-ups capturing subtle expression changes from touch.
7. Finger Lock: Finally one hand actively, gently wraps other's or fingers interlock.

8. Pull Back: Camera slowly pulls back from clasped hands to medium shot, their relationship changed.

94. Sharing Sunset

Silhouette composition, two watching sunset side by side, warm tones, gentle pace.

1. Wide Shot: Two arrive at open location (hilltop, beach).
2. Side Medium: Sit side by side watching distant horizon, calm satisfied expressions.
3. Time-lapse: Sun slowly sets, sky colors shift gold to orange to purple.
4. Silhouette Shot: As sun nears horizon, two form beautiful silhouettes.
5. Warm Interaction: One gently rests head on other's shoulder.
6. Close-Up: Sunset afterglow's soft light on their faces.
7. Rack Focus: Focus shifts from people to magnificent sunset landscape.
8. Fade Out: In warm colors and gentle music, image fades with last sunlight.

95. Clumsy First Kiss

Medium close-up capturing hesitation and nervous micro-expressions, slight camera shake for realism.

1. Medium Close-Up: Two alone, conversation ends, enters expectant nervous silence.
2. Eye Contact: Long, testing eye exchange.

3. Moving Closer: One slightly leans forward testing.
4. Micro-Expression CU: Close-up of other's nervous micro-expressions - swallowing, darting eyes.
5. Slight Camera Shake: Handheld subtle shake simulating nervous heartbeat and breathing.
6. Clumsy Moment: Eyes close but first attempt may misalign or bump noses.
7. Shared Laugh: Separate from clumsiness, awkward shared laugh breaks tension.
8. Successful Kiss: Second attempt - tender, genuine kiss, camera stabilizes, music begins.

96. Everyday Sweetness

Series of warm, bright short clips of shared daily life (cooking, reading, playing).

1. Morning: One makes breakfast for other, sunlight through windows.
2. Interaction: Feed each other in kitchen, or flour on face then playful chase.
3. Leisure: On sofa, one reads while other naps with head on lap.
4. Outdoors: Walk in park or push shopping cart together in supermarket.
5. Small Surprise: One prepares small gift or surprise for other.
6. Cuddle: Rainy day, watch rain together by window with hot drinks.
7. Bedtime: Cover with blanket or goodnight kiss.
8. Montage End: Series of photos/short clips flash, freeze on happy group photo.

97. Pre-Departure Embrace

360-degree orbit from tight embrace to slow separation, emphasizing reluctance.

1. Establishing Shot: Departure location (station, airport), heavy atmosphere.
2. Final Gaze: Two stand speechless, sharing last deep look.
3. Tight Embrace: Suddenly pull each other into tight hug.
4. 360-Degree Orbit: Camera slowly orbits embracing pair, background crowd blurs.
5. Close-Ups: Tightly closed eyes, tear-stained cheeks, or hands gripping clothes.
6. Reluctant Parting: After hug, don't separate immediately - foreheads touch, whispering final words.
7. Slow Separation: One hand slowly slides from back, bodies gradually part but hands still linked.
8. Final Release: Fingers unhook one by one, final let-go, one turns into crowd.

98. Deep Gaze

Two symmetrical single close-ups alternating, only eye contact, music underscores emotion.

1. Symmetrical Framing: Two characters face each other, cameras shoot from directly in front each.
2. Single CU A: Character A's face fills frame, eyes full of unspoken words.
3. Single CU B: Switch to Character B's face responding emotionally.
4. Subtle Eye Changes: During long gaze, capture pupil dilation, moistening eyes.
5. Slow Push-In: Camera extremely slowly pushes toward one's eyes as if entering inner world.
6. Sound Design: Environmental sounds fade, only emotional music or inner monologue.

7. Smile or Tears: Gaze ends with relieved smile or falling tear.
8. Action Breaks: Gaze broken by tender action - hand reaching to touch cheek.

99. Growing Old Together

Through makeup/VFX, show characters aging from young to old in single long take.

1. Long Take Begins: Young lovers sit on bench holding hands.
2. Season Cycle: Background tree rapidly cycles through four seasons behind them.
3. Subtle Changes: Through dissolves or CG, hairstyles and clothing change through eras.
4. Middle Age: Wrinkles appear, clothes mature, maybe watching children play.
5. Mutual Support: One feels unwell, other gently adds coat or offers water.
6. Old Age: Hair turns white, movements slow, but clasped hands never separate.
7. Memory Smile: They smile at each other, eyes full of satisfaction with past and deep love.
8. Long Take Ends: Camera slowly pulls back, freezing on two old backs leaning together.

100. Reunion Joy

Start from long shot, protagonist runs to someone using tracking and slow motion to amplify emotion.

1. Long Shot: Protagonist anxiously searches crowd, suddenly spots someone.
2. Recognition CU: Face shifts from anxiety to unbelieving joy.

3. Running Begins: Starts running desperately toward them, camera follows.
4. Cross-Cutting: Between running protagonist and waiting/other running person.
5. Tracking Shot: Camera follows running, surroundings blur past.
6. Slow Motion: As they meet and embrace, We're in slow motion.
7. Embrace and Spin: Tight embrace, spinning together excitedly, camera moves with them.
8. Tears and Smiles CU: After embrace, faces full of tears and smiles close-up.

101. Promise Under Stars

Low-angle shot placing figures and starry sky in same frame, creating eternal sacred feeling.

1. Wide Shot: Two in open area away from city lights (hilltop, field).
2. Upward Star Shot: Time-lapse or wide angle showing magnificent Milky Way or meteors.
3. Low-Angle Two Shot: From below capturing both silhouettes with brilliant starry sky.
4. Promise Close-Up: One presents token (ring), making solemn promise to other.
5. Acceptor's Reaction: Close-up of eyes sparkling with starlight and tears, nodding acceptance.
6. Starlight Kiss/Embrace: Under vast starry sky, embrace or kiss, The picture is beautiful and sacred.
7. Camera Pulls Back: Slowly rises and pulls away, two become tiny but promise seems eternal with universe.
8. Fade to White: Finally image bathed in starlight, slowly fades to pure white.