



Buena Vista Visual Effects

Memorandum

To: Debra Hill

Date: May 20, 1996

From: Brian Keeney *BK*

Extension: 818-560-2753

Subject: "Escape From L.A." Visual Effects Status Report

5/20/96

General Notes

- Delivered 19 Tk 1's and 3 upgrades last week. Making changes requested.
- BVVE shot fire elements for helicopter sequence 5/14
- Wire removal counts approved- work will begin
- BVVE to meet with J.C., D.H., K.N., and Editorial to discuss temp composites delivered to date

Shots Approved	Tk 1	Finals	On Hold
178	80	2	4

Scene #	Description	Status
Reel 1		
3 map	Glowing Holographic Map of Southern California Coast. The map of L.A. suddenly glows a dark red. <i>CGI map</i>	<ul style="list-style-type: none"> • J.C. reviewed and approved 2/5 Tk 1 2/5
5 hotel	Bonaventure Hotel. Implodes. <i>Live action plate with CG building</i>	<ul style="list-style-type: none"> • Received counts/clips 2/14 • CG modeling continues • J.C. reviewed wire frame test 5/3
6 fwy~	4-Level Interchange. Santa Monica Freeway collapses. <i>Miniature (7 Cuts)</i>	<ul style="list-style-type: none"> • Miniature shoot complete 3/6 • Received counts/clips 5/9 • Elements scanning
7 union	Union Station - CS streets buckling - Gas main explodes. <i>Live action plate split into miniature</i>	<ul style="list-style-type: none"> • Received revised counts/clips 4/3 • Delivered Tk 1 5/15 • Work continues
8 union	Union Station - WS - Gas main exploding - cars flying. <i>Live action plate split into miniature</i>	<ul style="list-style-type: none"> • Received revised counts/clips 4/3 Tk 1 5/7 • Delivered Upgrade 5/15 • Work continues
10 sunami	Santa Monica Pier. Hit by Tsunami. <i>Live action plate with enlarged wave</i>	<ul style="list-style-type: none"> • BG plate shot 5/14
12 torch	Torch Lit Landscape - An army of terrifying figures climbs atop a mountain of debris. <i>GS army added to L.A. matte painting</i>	<ul style="list-style-type: none"> • Received counts/clips 3/29 On Hold 4/4
13 map	Holographic Map of United States. Zoom into L.A. Change to angle on island from ocean, zoom into hologram. <i>CGI map</i>	<ul style="list-style-type: none"> Tk 1 3/27 • Work continues
13 isle	Establishing shot of L.A. as an island. <i>Matte painting of L.A. island</i>	<ul style="list-style-type: none"> • Working on layout

14 wall	Firebase Seven- Containment Wall - View of L.A. across the ocean from Newhall Pass. LA glows in the dark. <i>Plate of Firebase set added to matte painting of L.A. island</i>	<ul style="list-style-type: none"> Received counts/clips 1/16 Matte painting continues Tracking continues Filmed 5/20
15 wall	Firebase Seven- Containment Wall - Another angle - Outside Firebase. <i>Live action towers placed into matte painting of wall and ocean plate</i>	<ul style="list-style-type: none"> Received counts/clips 1/16 Tk 1 4/26 Wall painting continues
16 sea	San Fernando Sea - Water stretches into blackness. Tops of buildings, airplane, signs, radio tower stick above the surface. Helicopters thunder overhead. <i>CG Helo added to matte painting of debris and water plate</i>	<ul style="list-style-type: none"> Tk 1 4/26 Matte painting continues Helo animation continues
17 helo	Containment Wall- Portion of the 118 Freeway arches up out of water. Police helicopters stalk the sky. <i>Tower plate added to matte painting of wall and water plate. CG helicopters</i>	<ul style="list-style-type: none"> Received counts/clips 1/16 Tk 1 4/23 Helo animation continues Wall painting continues
18 bunker	Firebase Seven - Police complex with concrete bunkers, troops, deportees. L.A. in background. <i>Live action of Firebase added to matte painting of L.A. and water plate</i>	<ul style="list-style-type: none"> Received counts/clips 1/16 Tk 1 2/28 Island painting continues
Reel 2		
26 finger	Computer scan of finger - <i>CG finger with print moving into vessels and tissue Video Playback</i>	Final 2/23
27 lab	Concrete Cell- Hologram image appears in mid-air in front of Plissken - Image of defense lab from POV of surveillance camera. <i>Composite defense lab plate into cell plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/3 Tk 1 4/16 Compositing work continues
28 cabin 1	Concrete Cell- Hologram image of 747 main cabin appears. <i>GS Plissken added to Cell plate and 747 plate.</i>	<ul style="list-style-type: none"> Received counts/clips 4/3 Tk 1 4/23 Compositing work continues
28 cabin 2	Concrete Cell- Hologram image 747 main cabin spreads out in front of him. He is in a VR recreation. <i>GS Plissken added to Cell plate and 747 plate. CG spreading/mapping effect</i>	<ul style="list-style-type: none"> Received counts/clips 4/3 Tk 1 4/16 Compositing work continues
31 cell	Concrete Cell- VR image in the 747 disappears, and Plissken is inside the concrete cell. <i>GS Plissken added to Cell plate and 747 plate. CG spreading/mapping effect</i>	<ul style="list-style-type: none"> Received counts/clips 4/3 Tk 1 4/16 Compositing work continues
32 garden	VR Garden of Eden. Clouds, sunshine, birds, butterflies - Cuervo is looped walking forward - then image disappears. <i>GS Cuervo added to CG garden</i>	<ul style="list-style-type: none"> Received counts/clips 4/3 Tk 1 4/29 Compositing work continues
33 hand	Computer scan of hand. Image of blood system, something dark pulses through his veins. <i>CG hand Video Playback</i>	Final 1/26
33 pres	Hologram- Plissken passes through the President, causing his image to waver slightly. <i>GS president added to Cell plate of Plissken</i>	<ul style="list-style-type: none"> Received counts/clips 4/3 Tk 1 4/23 Compositing work continues
34 pres	Hologram - Plissken passes through Malloy, Brazen, and President the real figures stand in front of a laser camera. Cell in background. <i>GS Pres. Malloy, Brazen added to FG and Cell plate of Plissken</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Tk 1 4/29 Compositing work continues

Reel 3		
42 sub	Sub bay - Snake climbs into submarine. <i>CG sub with closing hatch</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Tk 1 4/29 <ul style="list-style-type: none"> Sub modeling continues
46 sub	Behind the sub in the bay - the engine starts and the sub takes off down the tunnel. <i>CG sub with flaming engine</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Tk 1 4/29 <ul style="list-style-type: none"> Work continues
48 sub	Int. Tunnel - Tracking with sub to tunnel exit. <i>CG sub and tunnel</i>	Tk 1 1/23 Upgrade 5/7 <ul style="list-style-type: none"> Rendering and lighting continues
50 tunel 1	Ext. Tunnel door opens. <i>Miniature door with matte paint to extend wall</i>	Tk 1 4/9
50 tunel 2	Submarine Bay. Sub is shot forward through long circular tunnel. Camera is in front of sub and follows it as it flies by. <i>CG sub and tunnel</i>	Tk 1 1/23 Upgrade 4/23 <ul style="list-style-type: none"> Rendering and lighting continues
50 door	Ext. Tunnel- Sub explodes out like a cannonball - pan with sub flying through the air and landing in the sea. <i>CG sub added to miniature door and water element</i>	<ul style="list-style-type: none"> Miniature door shot 4/1 CG modeling and rendering continues
52 subfwy	Underwater - Sub screams past the 405. <i>CG sub added to matte painting of freeway</i>	Tk 1 1/23 <ul style="list-style-type: none"> Delivered Upgrade 5/15 Working on distorsion and sub speed
54 hall	Underwater - Van Nuys City Hall - Sub rockets past City Hall. <i>CG sub added to matte painting of City Hall.</i>	TK 1 1/23 Upgrade 3/27 <ul style="list-style-type: none"> Work continues
56 vnfwy2	Underwater - Sub travels over Ventura Freeway. <i>CG sub added to matte painting of freeway</i>	Tk 1 1/23 <ul style="list-style-type: none"> Work continues
59 sign	Underwater -Ventura Hollywood Interchange - Sub accelerates, goes past speed limit sign. <i>CG sub added to matte painting of freeway and signs</i>	Tk 1 1/23 <ul style="list-style-type: none"> Work continues
62 tower 1	Underwater - WS Universal City - Sub heads toward Black Tower. <i>CG sub added to matte painting of Black Tower</i>	Tk 1 1/23 <ul style="list-style-type: none"> Black Tower modeling continues
62 tower 2	Underwater - MS Universal City - Sub heads toward Black Tower. <i>CG sub added to matte painting of Black Tower</i>	Tk 1 1/23 <ul style="list-style-type: none"> Black Tower modeling continues
62 crash 1	Underwater - Universal City - Close - Sub crashes into Black Tower. <i>CG sub added to CG Black Tower and matte painting of surrounding area</i>	Tk 1 1/23 <ul style="list-style-type: none"> Black Tower modeling continues
62 crash 2	Underwater - Universal City - Close - Sub crashes out of Black Tower reveals Jaws shark <i>CG sub, CG Black Tower, CG shark added to matte painting of surrounding area</i>	Tk 1 1/23 <ul style="list-style-type: none"> Sign and jaws modeling continues
62 barham	Underwater - Sub goes under Barham overpass. <i>CG sub added to matte painting of freeway overpass</i>	Tk 1 1/23 <ul style="list-style-type: none"> Work continues
64 rise	Underwater - Sub rises up toward surface at Cahuenga Pass. <i>CG sub added to matte painting of Cahuenga mountain area</i>	Tk 1 1/23 <ul style="list-style-type: none"> Work continues
65 hill	Shoreline - Cahuenga Pass - The sub explodes out of the water and lands on hillside. <i>CG sub added to water plate and hillside plate.</i>	<ul style="list-style-type: none"> Elements scanned

65 Land	Shoreline - Cahuenga Pass - The sub lands on cement slab. <i>Miniature sub landing on miniature set</i>	<ul style="list-style-type: none"> • Elements scanned
65 Up	Shoreline - Cahuenga Pass - Up angle on sub laying on cement slab. <i>Miniature sub on miniature set</i>	<ul style="list-style-type: none"> • Elements scanned
65 sub 1	Cement slab- Plissken gets out of sub. GS <i>Plissken added to CG sub with forest BG</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3 • Elements scanned
65 sub 2	Cement slab- Plissken walks around sub. GS <i>Plissken added to CG sub with forest/ocean BG</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3
65 sub 3	Cement slab- Plissken holds onto slipping sub. GS <i>Plissken added to CG sub with forest/ocean BG</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3
65 sub 4	Cement slab- Plissken holds onto sub and slab. GS <i>Plissken added to CG sub with forest/ocean BG</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3 • Elements scanned • BG work and tracking continues
65 sub 5	Cement slab- Slab breaks Plissken holds on. GS <i>Plissken split in with miniature set breaking and falling</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3 • Work continues
65 sub 6	Cement slab- Plissken hangs onto rebar. GS <i>Plissken split into miniature set</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3 • Work continues
65 sub 7	Cement slab- Plissken climbs up slab. GS <i>Plissken added to miniature set</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3 • Miniature photography complete
65 sub 8	Cement slab- Plissken grabs gun and stands. GS <i>Plissken added to miniature set</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3 • Elements scanned • BG work continues
65 sub 9	Shoreline- Sub sinks, tilt up to surfers <i>Miniature sub sinks</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3
65 sub 10	Cement slab- Plissken grabs gun and stands. GS <i>Plissken added to miniature set</i>	<ul style="list-style-type: none"> • Received counts/clips for BG 4/3 • BG work continues
65 sub 11	Ocean- Surfers on boards. <i>Remove rocks in BG and add water</i>	<ul style="list-style-type: none"> • Received counts/clips for surfer element
65 sub 12	Hillside- Snake looks at Pipe. GS <i>Snake added to BG of hillside</i>	<ul style="list-style-type: none"> • Received counts/clips 4/3
Reel 4		
72 bowl	Hollywood Bowl - The rain is coming down Plissken makes his way down the hillside. GS <i>Plissken added to matte painting of Bowl</i>	<ul style="list-style-type: none"> • Received counts/clips 3/29 Tk 1 4/29 • Compositing and painting continues
76 vine	Vine Street - Plissken walks street, sees ruins of Capitol Records Bldg. GS <i>Plissken added to matte painting of Vine St.</i>	<ul style="list-style-type: none"> • Received counts/clips 3/29 • Painting continues • Compositing began
77 theatr	Hollywood Blvd. & Highland - Ruins of Chinese Theater. <i>Partial street set added to matte painting of theater and surrounding area.</i>	<ul style="list-style-type: none"> • Received counts/clips 2/14 • Painting continues
79 jump	Sunset Blvd.- Plissken jumps over horse lands in truck bed and shots horse rider. GS <i>Plissken and GS truck added to plate of horse on set</i>	<ul style="list-style-type: none"> • Received counts/clips 4/15
79 bolas	Sunset Blvd. Bolas Wrap around Plissken's neck and knocks him down. CG <i>bolas</i>	<ul style="list-style-type: none"> • Received counts/clips 2/5 Tk 1 3/27
79 wire	Sunset Blvd.- Snake pulls guy of motorcycle. <i>Wire removal</i>	Omit 5/9

Reel 5		
85 hotel 1	Beverly Hills Hotel - WS - The lower part of the hotel appears to be intact. Ambulances drive up. <i>Hotel driveway plate added to miniature of hotel</i>	<ul style="list-style-type: none"> Received counts/clips 3/1 Tk 1 4/16 Work continues
85 hotel 2	Beverly Hills Hotel - MS - Ambulances drive up. <i>Hotel driveway plate added to miniature of hotel</i>	<ul style="list-style-type: none"> Received counts/clips 3/1 Tk 1 4/23 Work continues
87 hotel 1	Beverly Hills Hotel - Plissken and Taslima exit hotel. <i>Plissken and Taslima plate added to miniature of hotel</i>	<ul style="list-style-type: none"> Received counts/clips 2/14 Tk 1 4/23 Work continues
Reel 6		
93 cars	Santa Monica Fwy - Lines of rusting cars & trucks as far as the eye can see. <i>Snake walking among cars added to matte painting of more cars and surrounding area</i>	<ul style="list-style-type: none"> Received counts/clips 2/14 Tk 1 4/2 Painting continues
103 orbit 1	Int. Locker Room - Computer Screen. CG Earth with orbiting satellites. <i>CG satellites and earth</i>	<ul style="list-style-type: none"> Received counts/clips 1/24 BG scanned 1/29 Tk 1 2/26 CG modeling and rendering continues
103 orbit 2	CG Earth with orbiting satellites start to rotate. <i>CG satellites and earth</i>	<ul style="list-style-type: none"> Received counts/clips 1/24 BG scanned 1/29 Tk 1 2/26 CG modeling and rendering continues
103 orbit 3	Ring of satellites send out a massive pulse toward earth. <i>CG satellites and earth</i>	<ul style="list-style-type: none"> Received counts/clips 1/24 BG scanned 1/29 Tk 1 2/26 CG modeling and rendering continues
103 orbit 4	CS Satellite emitting ray see beam hit S. America then Spain. <i>CG satellites and earth</i>	<ul style="list-style-type: none"> Received counts/clips 1/24 BG scanned 1/29 Tk 1 2/26 CG modeling and rendering continues
Reel 8		
109 ball	L.A. Coliseum- Plissken makes shot from full court. <i>Split screen of Snake throwing plate with plate of ball going in hoop</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Tk 1 4/23 Work continues
Reel 9		
141 canyon	Wilshire Canyon - Crumbling skyline off in the distance. Pipeline stands with surfboard. <i>Pipeline plate added to matte painting of crumbling buildings and skyline</i>	<ul style="list-style-type: none"> Received counts/clips 1/ 16 Tk 1 3/27
142 wave 1 Cut 1	Wilshire Canyon - POV - 25 ft tsunami comes down canyon. <i>Canyon set added to matte painting of canyon extension and buildings. Stock water footage for tsunami wave.</i>	<ul style="list-style-type: none"> Received counts/clips 1/16 Compositing work continues
142 wave 2 Cut 2	Wilshire Canyon - POV - 25 ft tsunami comes down canyon. <i>Canyon set added to matte painting of canyon extension and buildings. Stock water footage for tsunami wave.</i>	<ul style="list-style-type: none"> Received counts/clips 1/16 Compositing work continues
143 wave	Wilshire Canyon - Tsunami sweeps up Plissken and Pipeline. <i>GS actors on gimbal added to wave footage</i>	<ul style="list-style-type: none"> Received counts/clips 4/8

143 ride 1a	Wilshire Canyon - Single on Pipe getting up on board. <i>WaveLoch element added to matte painting of canyon and buildings</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Delivered Tk 1 5/15 Work continues
143 ride 1b	Wilshire Canyon - Plissken and Pipe get picked up by tsunami. <i>WaveLoch element added to matte painting of canyon and buildings</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Tk 1 4/29 Work continues
143 pov	Wilshire Canyon- POV moving down canyon. <i>CG canyon and buildings with water elements</i>	<ul style="list-style-type: none"> CG modeling continues
143 ride 2	Wilshire Canyon - Plissken and Pipeline ride the wave inside the curl. <i>WaveLoch surfers added to matte painting of canyon and buildings</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Tk 1 4/29 Work continues
143 ride 3	Wilshire Canyon - Plissken and Pipeline in the wave. <i>GS actors added to matte painting of canyon and buildings</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Work continues
144 ride	Wilshire Canyon - Tsunami - Straight on Plissken & Pipe riding up and over wave into camera. <i>GS actors on gimbal added to wave footage.</i>	<ul style="list-style-type: none"> Received counts/clips 4/8
145 caddy 1	Wilshire Canyon - Map's Caddy speeds along canyon edge. <i>BS miniature Caddy and canyon edge added to matte painting of buildings and horizon. Wave element</i>	<ul style="list-style-type: none"> Caddy elements shot 4/2
145 plisskn	Wilshire Canyon - Close on Plissken coming into camera. <i>GS Plissken added to matte painting of buildings with wave element</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Work continues
145 caddy 2	Wilshire Canyon- Plissken approaches Caddy - Pullback to reveal pipeline and full car. <i>GS Plissken and GS Eddie added to matte painting of buildings with wave element Possible use of WaveLoch element</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 CG canyon work continues
146 caddy 1 (cut 1)	Wilshire Canyon- Close on Eddie driving along canyon. <i>GS Eddie added to matte painting of buildings</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Work began
146 snake 1	Wilshire Canyon- CU on Snake looking at Eddie. <i>GS Snake added to matte painting of canyon and buildings with wave element</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Work began
146 caddy (cut 2)	Wilshire Canyon- Close on Eddie driving along canyon. <i>GS Eddie added to matte painting of buildings</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Work began
146 eddie	Wilshire Canyon- Eddie driving along canyon. <i>GS Plissken and GS Eddie/car added to matte painting of canyon and wave element</i>	<ul style="list-style-type: none"> Received counts/clips 4/8
146 part 1	Wilshire Canyon- Plissken and Pipe parting. <i>GS Plissken and GS Pipe added to matte painting of buildings with wave element. Possible use of WaveLoch element</i>	<ul style="list-style-type: none"> Received counts/clips 4/8
146 part 2	Wilshire Canyon- Plissken surfs away from Pipe. <i>GS Plissken and GS Pipe added to matte painting of buildings with wave element.</i>	<ul style="list-style-type: none"> Received counts/clips 4/8
146 caddy 2	Wilshire Canyon- Close on Eddie driving along canyon. <i>GS Eddie added to matte painting of buildings</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Work continues
146 snake 2	Wilshire Canyon- CU on Snake. <i>GS Snake added to matte painting of canyon and buildings with wave element</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Work began

146 slide 2	Wilshire Canyon- Plissken continues to slide across wave toward car. <i>WaveLoch elements split with Eddie in car on set. Add matte painting of buildings.</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Roto work continues
146 snake 3	Wilshire Canyon- CU on Snake. <i>GS Snake added to matte painting of canyon and buildings with wave element</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Compositing work began
146 slide 3	Wilshire Canyon- MS Snake going up towards car. <i>WaveLoch surfer added to matte painting of canyon and buildings.</i>	<ul style="list-style-type: none"> Received counts/clips 4/8
146 slide 4	Wilshire Canyon- MS Snake goes over wave. <i>WaveLoch surfer added to matte painting of canyon and buildings.</i>	<ul style="list-style-type: none"> Received counts/clips 4/8
146 jump	Wilshire Canyon- Behind car. Plissken jumps onto car. <i>Plissken/car plate added to matte painting of buildings and wave element</i>	<ul style="list-style-type: none"> Received counts/clips 2/5 Matte painting continues
146 back	Wilshire Blvd - Plissken on back of Caddy - Eddie swerves trying to throw him off. <i>Plissken on car plate added to matte painting of buildings and wave element</i>	<ul style="list-style-type: none"> Received counts/clips 2/5 Tk 1 4/23 Matte painting continues
156 sign	Hollywood Sign. Track left and pull back - Wide shot of the city looking through sign. <i>CG sign added matte painting of distant city and fire elements</i>	<ul style="list-style-type: none"> Tk 1 3/27 Upgrade 4/10 Work continues to remove alaising on "W"
157 bldg	Twin Towers - Vagrants cluster around the edge of the building. Hills ablaze in background. <i>GS vagrants added to matte painting of city with fire elements</i>	<ul style="list-style-type: none"> Received counts/clips 3/29 On Hold 4/8
159 qmary	Downtown L.A.- The Queen Mary is jammed next to the remains of the Bonaventure Hotel. <i>Plate of Caddy driving up added to matte painting of City and Queen Mary</i>	<ul style="list-style-type: none"> Received counts/clips on Caddy element 1/30 Showed J.C. conceptual painting for approval 5/10 Work continues to add destruction to ship, pavement, and Bonaventure
Reel 10		
164 wire 1	Queen Mary- MS Snake on glider. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
164 wire 2	Queen Mary- WS from below- Hershe in glider. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
164 wire 3	Queen Mary- MS Eddie and Shadows in gliders. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
165 street	Downtown L.A.- Snake in hangglider arcs away from the street to skyscrapers. <i>BS puppet added to matte painting of buildings.</i>	<ul style="list-style-type: none"> Painting continues Puppet roto continues
165 dive	Downtown L.A - Eddie makes a rapid suicidal dive towards the pavement - he lifts up at last second. <i>GS Eddie added to matte painting of ship and sky</i>	<ul style="list-style-type: none"> Received counts/clips 4/9 Delivered Tk 1 5/15
165 glide	Downtown L.A - Above Eddie as he is heading downward then lifts up. <i>BS puppet added to matte painting of buildings</i>	<ul style="list-style-type: none"> Painting continues
166 glide	Downtown L.A - Tracking along with Plissken & others gliding above skyscrapers. <i>BS puppets added to CG buildings</i>	<ul style="list-style-type: none"> CG work continues

166 girl	Downtown L.A. - A beautiful girl in diaphanous gown dances on narrow girder as hang gliders fly by. <i>BS puppets and GS girl added to matte painting of building skyline</i>	<ul style="list-style-type: none"> Received counts/clips 3/29 Matte painting continues Compositing work continues
167 tram	Happy Kingdom- Tracking with limo past crashed tram. <i>Cars on set added to matte painting of destroyed tram and park</i>	<ul style="list-style-type: none"> Received counts/clips 4/9
169 kingdm	Happy Kingdom - High shot - Establishing arena/San Fernando Sea. <i>BS helo added to plate of kingdom set with matte painting of surrounding area. Water plate for sea</i>	<ul style="list-style-type: none"> Received counts/clips 4/9 Showed J.C. conceptual painting for approval 5/10 Painting continues
169 helo 2	Happy Kingdom- Pan/tilt with helicopter landing. <i>BS miniature helo added to plate of landing area</i>	<ul style="list-style-type: none"> Received counts/clips 4/9 Work continues
171 glide 1 (cut 1)	Happy Kingdom- CU Snake gliding in checking watch, Eddie in BG. <i>GS Plissken and BS Eddie puppet added to sky plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/9 Work continues on skyline painting Filmed 5/20
171 glide 1 (cut 2)	Happy Kingdom- CU Snake gliding in checking watch, Eddie in BG. <i>GS Plissken and BS Eddie puppet added to sky plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/9 Work continues Filmed 5/20
171 glide 2a (cut 1)	Happy Kingdom- Three shot: Snake, Eddie, Hershe gliding with dialogue. <i>GS actors added to sky plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/9 Tk 1 4/26 Compositing work continues Work continues on skyline painting
171 kngdm 1	Happy Kingdom - Above park. Hang gliders comes into frame. <i>BS puppet hanggliders added to plate of kingdom set with matte painting of surrounding area. Water plate for sea.</i>	<ul style="list-style-type: none"> Received counts/clips 4/9 Showed J.C. conceptual painting for approval 5/10 Painting continues
171 glide 2b (cut 2)	Happy Kingdom- Three shot: Snake, Eddie, Hershe gliding with dialogue. <i>GS actors added to sky plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/9 Tk 1 4/26 Compositing work continues
171 kngdm 2	Happy Kingdom - Above park. Hang gliders comes into frame. <i>BS puppet hanggliders added to plate of kingdom set with matte painting of surrounding area. Water plate for sea.</i>	<ul style="list-style-type: none"> Received counts/clips 4/9 Showed J.C. conceptual painting for approval 5/10 Painting continues
172 wire 4	Happy Kingdom- Wide shot Eddie flies into canopy. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 5	Happy Kingdom- Shadow roars in. <i>Wire removal Cut 1</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 6	Happy Kingdom- Shadow roars in. <i>Wire removal Cut 2</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 7	Happy Kingdom- Hershe and Saigon glide in. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 8	Happy Kingdom- Front shot - Snake roars down out of the sky. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 9	Happy Kingdom- WS Shadows gliding. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 10	Happy Kingdom- Low angle Shadows gliding. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 11	Happy Kingdom- High angle Shadows gliding - shooting. <i>Wire removal and muzzle flashes</i>	<ul style="list-style-type: none"> Received counts/clips 5/9 On Hold
172 wire 12	Happy Kingdom- Snakeflies over cam. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 13	Happy Kingdom- Snake gliding. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 14	Happy Kingdom- Plissken gliding - shooting. <i>Wire removal</i>	<ul style="list-style-type: none"> Received counts/clips 5/9

172 wire 15	Happy Kingdom- Hershe comes in for landing. <i>Wire removal and muzzle flashes</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 16	Happy Kingdom- Shadows coming in. <i>Wire removal and muzzle flashes</i>	<ul style="list-style-type: none"> Received counts/clips 5/9
172 wire 25	Happy Kingdom- Shadow landing. <i>Wire removal and muzzle flashes</i>	<ul style="list-style-type: none"> Received counts/clips 4/9
Reel 11		
172 rotor 1	Main Street - Helicopter is starting up. <i>CG rotors added to helo on set</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Adjusting rotor speed per comments 5/15
173 ckpit 1	Int. Helo- On Snake Utopia gets in. <i>BS actors and zirc hits added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Work continues
173 ckpit 2	Int. Helo- Snake and Eddie in helo. <i>BS actors and zirc hits added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Work continues
172 rotor 2	Helicopter struggles to lift. <i>CG rotors</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues
173 ckpit 3	Int. Helo- Snake pulls levers. <i>Reduction only. No blue screen shows</i>	Omit
173 ckpit 4	Int. Helo - move up from levers to Snake. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/15 Delivered Tk 1 5/15 Will try FG repo when time permits
173 ckpit 5	Int. Helo Snake in FG/Utopia in BG - helo is lifting. <i>BS actors and zirc hits added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/15 Delivered Tk 1 5/15 Work continues
173 ckpit 6	Int. Helo- Snake and Shadows. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 On Hold
173 rotor	Ext. Helo- Rear view of helo lifting. <i>CG rotors</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Rotor rendering continues
173 ckpit 7	Int. Helo- Utopia in FG - helo is lifting. <i>BS actors and zirc hits added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Tk 1 5/7 Work continues
173 ckpit 8	Int. Helo- Utopia in FG - helo is lifting. <i>BS actors and zirc hits added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues
173 helo	Ext. Helo flying upward - flopped shot. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues
182 cuervo	Ext. Kingdom- Cuervo in FG shoots at helo flying by. <i>BS actors and zirc hits added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/15 Tk 1 4/29 Delivered upgrade 5/15 Work continues- making speed adjustments
182 hershe 1	Ext. Helo- Front angle - Hershe leans out and fires. <i>BS actors and zirc hits added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Tk 1 5/7 Work continues
182 helo	Ext. Helo- Rear view of helo traveling up Main Street. <i>BS miniature helo added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Roto work continues
183 bldg 1a	Int. Helo- POV coming up over the building. <i>BS helo added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues

182 hershe 2	Ext. Helo- Front view of Hershe saying "we're not going to make it." <i>BS helo added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/15 Tk 1 5/7 Work continues
183 bldg 1b	Int. Helo- POV coming up over the building. <i>BS helo added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues
173 ckpit 9	Int. Helo - CU on the lever. <i>Reduction only. No blue screen shows</i>	Omit
173 ckpit 10	Int. Helo - Close on Snake. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues
183 bldg 2	Int. Helo- POV coming up over the building. <i>BS helo added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Work continues
186 shadw 1	Ext. Helo- Shadow shoots. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Tk 1 5/7 Work continues
186 shadw 2	Ext. Helo- Shadow gets hit and falls then Eddie leans out. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/7 Work continues
185 eddie 1	Ext. Helo- Flying toward Mountain - Eddie leans out. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues- adding camera moves to FG elements on Eddie shots
185 eddie 2	Ext. Helo- Flying toward Mountain - Eddie goes back in. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues
185 eddie 3	Ext. Helo- Flying toward Mountain - Eddie leans back out w/gun. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues
185 eddie 4 (cut 1)	Ext. Helo- Flying toward Mountain - Eddie shoots. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues
185 eddie 4 (cut 2)	Ext. Helo- Flying toward Mountain - Eddie looks back and laughs. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10
185 eddie 4 (cut 3)	Ext. Helo- Flying toward Mountain - Eddie looks scared. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10
189 rocket	Ext. Helicopter - a burning missile shoots upward - helicopter skids in FG. <i>BS miniature helo skids and CG missile added to plate of street set</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Tk 1 4/26 Work continues
185 eddie 5	Ext. Helo- Flying toward Mountain - Eddie dives out. <i>BS actors added to Kingdom BG plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues
191 rocket	Ext. Helicopter - The rocket streams into the rear compartment - it explodes into flames. <i>BS miniature helo and CG missile added to sky plate. Pyro elements tracked to helo</i>	<ul style="list-style-type: none"> Received counts/clips 4/10
191 flame 1	Int. Helicopter - Flames lick at Plissken and Utopia in the front- the fire walls protect them. <i>BS actors in cockpit and fire/explosion element added to plate of rear compartment.</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Delivered Tk 1 5/15 Work continues to add fire licking thru seats and smoke to exterior
193 mntop	Ext. Helicopter- Burning helicopter wobbles over the top of the mountain. <i>BS miniature helo and fire element added to matte painting of mountain</i>	<ul style="list-style-type: none"> Painting continues

191 flame 2	Int. Helicopter - CU on Snake, fire licks at him. <i>BS actors in cockpit and fire/explosion element added to plate of rear compartment.</i>	<ul style="list-style-type: none"> Received counts/clips 4/10
196 flame 1	Int. Helicopter - Flames lick at Plissken and Utopia. The fire walls protect them. <i>BS actors in cockpit and fire element added to plate of rear compartment.</i>	<ul style="list-style-type: none"> Received counts/clips 4/10
196 flame 2	Int. Helicopter - CU on Snake, fire licks at him. <i>BS actors in cockpit and fire/explosion element added to plate of rear compartment and sky BG</i>	<ul style="list-style-type: none"> Received counts/clips 4/10
196 flame 3	Int. Helicopter - Flames lick at Plissken and Utopia. The fire walls protect them. <i>BS actors in cockpit and fire element added to plate of rear compartment and sky BG</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Tk 1 5/2 Work continues
197 helo	San Fernando Sea - Burning helicopter lurches through the sky toward the wall. <i>CG helo and fire element added to matte painting of wall with water plate</i>	<ul style="list-style-type: none"> CG modeling and rendering continues Painting continues
198 flame	Int. Helicopter - Flames lick at Plissken and Utopia. <i>BS actors in cockpit and fire element added to plate of rear compartment.</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Tk 1 4/29 Work continues
199 helo	San Fernando Sea - Helicopter on fire flies toward Firebase - explosion. <i>CG helo and fire element added to matte painting of Firebase with water plate</i>	<ul style="list-style-type: none"> CG modeling and rendering continues Painting continues
200 helo 1	Firebase Seven- Over the wall comes the flaming helicopter. It approaches, then zooms right over camera. <i>CG helo and fire element added to matte painting of sky/wall. Digital camera move</i>	<ul style="list-style-type: none"> Tk 1 4/10 Upgrade 4/29
200 helo 2	Firebase Seven - Helicopter flies over. <i>CG helo added to plate of Firebase</i>	<ul style="list-style-type: none"> Received counts/clips 1/16 Tk 1 3/27 Work continues based on comments
201 helo	Ext. Helicopter- About to crash near small clearing. <i>Miniature helo and fire element added to plate clearing</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 CG helo modeling and rendering continues Compositing work continues
202 flame 1	Int. Helicopter - Plissken and Utopia, fire licks. <i>BS actors in cockpit and fire element added to plate of rear compartment</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Compositing work began
202 flame 2	Int. Helicopter - Opposite angle- Plissken and Utopia - fire licks. <i>BS actors in cockpit and fire element added to plate of rear compartment and sky BG</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Compositing work began
202 flame 3	Int. Helo - Another cut of Snake and Utopia - he's telling her to jump. <i>BS actors in cockpit and fire element added to plate of rear compartment and sky BG</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Compositing work began
202 flame 4	Int. Helo - Another cut of Snake and Utopia - he's telling her to jump. <i>BS actors in cockpit and fire element added to plate of rear compartment and sky BG</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Compositing work began
202 flame 5	Int. Helo - Another cut of Snake and Utopia - he's telling her to jump. <i>BS actors in cockpit and fire element added to plate of rear compartment and sky BG</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Compositing work began

202 flame 6	Int. Helo - Another cut of Snake and Utopia - he's telling her to jump. <i>BS actors in cockpit and fire element added to plate of rear compartment and sky BG</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Compositing work began
202 flame 7	Int. Helo - Another cut of Snake and Utopia, she begins to open door. <i>BS actors in cockpit and fire element added to plate of rear compartment and sky BG</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Compositing work began
202 flame 8	Int. Helo - Another cut of Snake and Utopia - she climbs out of door. <i>BS actors in cockpit and fire element added to plate of rear compartment and sky BG</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Compositing work began
202a utopia	Ext. Helicopter over camera - Utopia jumps out. <i>CG helo and fire element added to plate of Utopia jump form tower</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 CG helo modeling and rendering continues
204 drop	Ext. Helicopter - small clearing - Helicopter dropping towards the ground. <i>CG helo and fire element added to plate of clearing</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 CG modeling and rendering continues Compositing work continues
203 pliskn	Int. Helicopter - Fire engulfing Plissken. <i>BS Plissken in cockpit and fire element added to plate of rear compartment. Poormans process for windows</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Compositing work began
204 crash	Ext. Helicopter - crashes into small clearing. <i>BS miniature helo and fire element added to plate of practical helo hulk. Explosion on helo hulk.</i>	<ul style="list-style-type: none"> Received counts/clips 4/10 Work continues
Reel 12		
207 hair	Small Clearing- MS Malloy. Hair removal	<ul style="list-style-type: none"> Received counts/slips 5/9
207a rifle	Small Clearing- Brazen moves to Plissken and passes a rifle through him - he is a hologram. <i>BS Plissken added to plate of Brazen</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Tk 1 4/29 Work continues
211a fade	Small Clearing - President, Malloy, and Brazen stare as Plissken's hologram slowly fades out. <i>BS Plissken added to plate of Pres., Malloy, and Brazen. Digital effects for fade out</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Tk 1 4/29
209 sat	Space - The ring of space satellites hover above Earth. Satellites explode into white. <i>CG satellites and earth</i>	<ul style="list-style-type: none"> Tk 1 4/10 CG modeling and rendering continues
210 sky	Firebase Seven - The sky is lit white. <i>White out effect added to plate</i>	<ul style="list-style-type: none"> Received counts/clips 4/8 Work continues Filmed 5/17

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