

SCHEDULE I

SHOT BY SHOT BREAKDOWN FOR

JOHN CARPENTER'S "ESCAPE FROM L.A."

Based on script dated 10-9-95

Revision 11/17/95

| Scene # & storyboard panel | Description | Effect | Elements | Plate schedule |
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| Sc. 3 | Day - Glowing Holographic Map of Southern California Coast. The map of L.A. suddenly glows a dark red. | <ul style="list-style-type: none"> 3D CG vector map | 1. CG map/animation | No plate |
| Sc. 5 panels 1-1e | Ext. Day - Bonaventure Hotel. Implodes. | <ul style="list-style-type: none"> CG Hotel imploding composited into practical footage of real location. | 2. Live action move on Hotel 3. CG hotel | Vista plate 1/15 |
| Sc. 6 panels 1-1b | Ext. Day - 4-Level Interchange. Santa Monica Freeway collapses. | <ul style="list-style-type: none"> Section of 4 level freeway miniature with cars collapses Shoot with 3 cameras | 1. Miniature freeway & cars | No plate |
| Sc. 7 panel 1 | Ext. Day - Close shot streets buckling - Gas main explodes People running | <ul style="list-style-type: none"> Miniature street buckling & exploding w/cars & buildings in back Split screen with live people running at live location | 1. Live action plate people running in front of building 2. Miniature buckle explosion and bldg in bg | Vista plate 1/15 |
| Sc. 8 panel 1 | Ext. Day - Wide shot - Gas main exploding - cars flying People running | <ul style="list-style-type: none"> Miniature street exploding Same shot as above but different camera with wider angle | 1. Live action plate people running in front of building 2. Miniature buckle explosion and bldg in bg | Vista plate 1/15 (second camera) |
| Sc. 10 panels 1-1e | Ext. Day - Santa Monica Pier. Hit by Tsunami. | <ul style="list-style-type: none"> Real wave plate composited to scale with BG plate | 1. Live action plate at Santa Monica 2. Wave element | BVVE will shoot |
| Sc. 12 panels 1,1a | Ext. Night - Torch Lit Landscape - L.A. in shambles. An army of terrifying figures climbs atop a mountain of debris. They raise their weapons in the sky. | <ul style="list-style-type: none"> Matte painting composite Blue screen figures coming toward camera in FG | 8. Green screen figures coming up hill in FG 9. Matte painting LA BG 10. Clean BG plate/no people | GS 3/20 |

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11/17/95

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| Sc. 13 | Holographic Map of United States. A line tracks along the Mexican border. Zoom into L.A. (unrecognizable as an island - a red line tracks along the mountainous shoreline, gun emplacements & firebases are indicated. Changes angle looking at island from the ocean, zoom into holograph. | <ul style="list-style-type: none"> Assume 3D CG moving vector map | <ol style="list-style-type: none"> CG Map Animation Mountainous shoreline/LA | No plate |
| Sc.14 panels 1-1c | Containment Wall - Searchlights sweep down across a column of policemen marching past a concrete wall. Camera cranes up, reaches the top of the wall. View of L.A. across the ocean from the Newhall Pass. LA glows in the dark with a hundred fires. | <ul style="list-style-type: none"> Partial wall set w/police Matte painting extension Add crane up in computer Ocean plate | <ol style="list-style-type: none"> Camera move up wall set w/guards on top - live action Matte painting of LA in BG Ocean plate | Vista plate 12/15 BVVE will shoot ocean plate |
| Sc.15 panel 1 | Another angle - Top of the wall - Outside Firebase - Red sensors glow in evenly spaced intervals. Searchlights sweep into the darkness. Police guards in station. | <ul style="list-style-type: none"> Partial wall set w/police Matte painting extension Ocean plate | <ol style="list-style-type: none"> Live action partial wall set w/police Matte painting to extend wall Searchlight elements Ocean plates | Vista plate 12/15 BVVE will shoot ocean plate |
| Sc.16 panel 1 | Ext. San Fernando Sea - Establish -Water stretches into blackness. Tops of buildings, tail of an airplane, a radio tower stick above the surface of the water. Sign - San Fernando Valley Mall. Police battle helicopters thunder overhead | <ul style="list-style-type: none"> Matte painting Ocean plate Blue screen miniature helicopters | <ol style="list-style-type: none"> Matte painting Ocean plate Blue screen miniature helicopters | No live action plate BVVE will shoot ocean plate |
| Sc.17 panel 1 | Another Angle on Wall - Opposite angle from Sc. 15. Wall stretches up to the Santa Susanna Pass. Portion of the 118 Freeway arches up out of water. Police helicopters stalk the sky | <ul style="list-style-type: none"> Matte painting Ocean plate Blue screen miniature helicopters Partial wall set w/police | <ol style="list-style-type: none"> Live action wall set w/police Matte pntg to extend wall Ocean plate Miniature helicopters | Vista plate 12/15 |
| Sc.18 panel 1 | Ext. High angle on Firebase Seven - Establishing shot behind the wall - Sprawling police complex with low concrete bunkers, troops, the works - see L.A. in BG | <ul style="list-style-type: none"> Partial set/live action Matte painting extension | <ol style="list-style-type: none"> Live action plate of firebase Matte painting surrounds Ocean plate | Vista plate 12/15 |
| Sc. 26 Not boarded | Int. Concrete Cell - Computer set up - A large touch pad is attached to a monitor. Plissken touches the pad, the screen flashes to life, showing a computer rendered image of the tip of his finger - a full x ray of blood vessels, tissue | <ul style="list-style-type: none"> CG rendered image | <ol style="list-style-type: none"> CG image Video playback | Video Playback 3/1 |

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| Sc. 27 panel 2 | Int. Concrete Cell - Suddenly a computer-rendered image appears in mid-air in front of Plissken - Image of defense lab from POV of surveillance camera | <ul style="list-style-type: none"> Live action cell plate Live action defense lab plate Camera moves around to see image from different angle | <ol style="list-style-type: none"> Live action cell plate w/Plissken Live action defense lab plate | Vista cell plate 3/1 Defense lab plate (not vista) 1/26 12/18 |
| Sc.28 panel 1 &Sc. 29 panel 1 | Int. Concrete Cell. In front of Plissken, the image of the Main Cabin of 747 spreads out in front of him. He is in a VR recreation | <ul style="list-style-type: none"> Green screen Plissken CG mapping effect Cell BG plate 747 plate | <ol style="list-style-type: none"> Live action cell BG plate Int. 747 plate CG mapping effect Green screen Plissken | Vista empty cell plate 3/1 747 plate 3/5 (not vista) GS Plissken 3/19 |
| Sc.31 panel 1 | Wham! the VR image in the 747 disappears, and Plissken is inside the concrete cell | <ul style="list-style-type: none"> Green screen Plissken CG mapping effect Cell BG plate 747 plate | <ol style="list-style-type: none"> Live action cell BG plate Int. 747 plate CG mapping effect Green screen Plissken | Vista empty cell plate 3/1 747 plate 3/5 (not vista) GS Plissken 3/19 |
| Sc.32 panels 1,1a | An Image Appears - in front of Plissken...a VR cartoony Garden of Eden. Clouds, sunshine, birds, butterflies - Cuervo is looped walking forward - then image disappears | <ul style="list-style-type: none"> CG animation/matte painting Garden of Eden Green screen Cuervo | <ol style="list-style-type: none"> Live action cell BG plate w/Plissken Green screen Cuervo Matte painting/CG animation | Vista Cell plate 3/1 GS Cuervo 3/6 |
| Sc. 33 panel 10 | Plissken places his hand on the computer touch pad. The screen flashes an image of his bloodsystem. something dark pulses through his veins | <ul style="list-style-type: none"> CG rendered image/animation | <ol style="list-style-type: none"> CG image Video playback | Video Playback 3/1 |
| Sc.33 panel 15,15a | Plissken passes through the President, causing his image to waver slightly. | <ul style="list-style-type: none"> Green Screen President Plissken, Malloy, & Brazen plate | <ol style="list-style-type: none"> Live action cell plate w/Plissken, Malloy, Brazen GS president | Vista cell & GS plates 3/1 |
| Sc. 34 panel 1 | Overlap action as Plissken gets into shot and passes through the figures again - angle starts to widen New shot/board | <ul style="list-style-type: none"> Green screen Brazen, Malloy and Pres. Live action plate/Plissken | <ol style="list-style-type: none"> Green screen Brazen, Malloy and Pres. Live action plate/Plissken | Vista cell & GS plates 3/1 |
| Sc. 34 panels 1a,1b | Int. Surveillance room - The real Malloy, Brazen, and President stand in front of a laser camera in a small room offering a view of the cell through a transparent portion of the wall | <ul style="list-style-type: none"> Green screen Malloy, Brazen, and President in FG Same Green screen elements to be reduced for BG BG plate w/Plissken in set | <ol style="list-style-type: none"> Live action BG plate w/Plissken in set GS Malloy, Brazen, and President | Vista BG & GS plates 3/1 |
| Sc.37 | Ext. Firebase Seven - Mallory and Brazen brief Plissken on L.A. as a center of constant warfare. | <ul style="list-style-type: none"> Partial set/live action Matte extension | <ol style="list-style-type: none"> Live action plate Matte painting | Vista plate 12/19 |
| Sc.43 panel 2 | Int. Sub console - computer/digital screen | <ul style="list-style-type: none"> NA | <ol style="list-style-type: none"> CG wire frame Video Playback | Video playback by video company |

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| Sc.48 panel 1a, 1b, 1c | Int. Submarine Bay. Sub is shot forward through long circular tunnel. Camera is in front of sub and follows it as it flies by | <ul style="list-style-type: none"> CG sub/tunnel | 1. CG Sub & tunnel | No plate |
| Sc.50 panel 1a/b | Ext. Tunnel door opens | <ul style="list-style-type: none"> Door/tunnel miniature No comp/in camera effect | 1. Miniature door /tunnel | No plate |
| Sc.50 panel 2 | Int. tunnel - tracking with sub to tunnel exit | <ul style="list-style-type: none"> CG sub/tunnel | 1. CG sub/tunnel | No plate |
| Sc.50 panel 4 | Ext. The Wall - Newhall Pass - Night. Sub explodes out like a cannonball - pan with sub flying through the air and landing in the sea. | <ul style="list-style-type: none"> Shoot miniature door piece at lake Ocean plate/splash element CG submarine | 1. Miniature door/tunnel 2. Water plate/splash element | BVVE will shoot |
| Sc.50 5/ panel 2 | Int. Sub - schematic diagram of San Fernando Sea | <ul style="list-style-type: none"> CG wire frame | 1. CG wire frame 2. Video Playback | Video playback by video company |
| Sc.52 panel 1 | Underwater - 405 Freeway - Sub screams past the 405. | <ul style="list-style-type: none"> CG sub/lights/wake and water environment Matte painting BG | 1. CG elements 2. Matte painting elements | No plate |
| Sc.53 panel 2 | Int. Control room - Giant computer screen | <ul style="list-style-type: none"> CG wire frame | 1. CG animation 2. Video playback | Video playback by video company 2/28 |
| Sc.54 panels 1a,1b | Ext. Underwater - Van Nuys City Hall - Sub rockets past City Hall | <ul style="list-style-type: none"> CG sub/lights/wake and water environment Matte painting BG | 1. CG elements 2. Matte painting elements | No plate |
| Sc.56 panel 1 | Ext. Underwater - Tracking behind sub - Ventura FWY/Target | <ul style="list-style-type: none"> CG sub/lights/wake and water environment Matte painting BG | 1. CG elements 2. Matte painting elements | No plate |
| Sc. 57 panel 1 | Int. Command HQ - Red blip on the screen | <ul style="list-style-type: none"> CG wire frame | 1. CG animation 2. Video playback | Video playback by video company 2/28 |
| Sc.59 panel 1 | Ext. Underwater -Ventura Hollywood Interchange - Sub accelerates, goes past speed limit sign. | <ul style="list-style-type: none"> CG sub/lights/wake and water environment Matte painting BG | 1. CG elements 2. Matte painting elements | No plate |
| Sc.61 panel 1 | Nuclear Turbine Readout | <ul style="list-style-type: none"> CG animation | 1. CG wire frame 2. Video playback | Video playback by video company 2/28 |
| Sc.61 <i>Panel 14</i> | Int. Sub - On the screen - Red blip representing Sub heading for Black Tower | <ul style="list-style-type: none"> CG wire frame | 1. CG animation 2. Video playback | Video playback by video company 2/28 |

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| Sc.62 panel 1 | Ext. Underwater - Universal City - Sub heads toward Black Tower | <ul style="list-style-type: none"> CG sub/lights/wake and water environment CG Black Tower Matte painting for surrounds | <ol style="list-style-type: none"> CG elements Matte painting elements | No plate | X |
| Sc. 62 panel 2 | Ext. Underwater - Universal City - Side angle - Sub heads toward Black Tower | <ul style="list-style-type: none"> CG sub/lights/wake and water environment CG Black Tower Matte painting for surrounds | <ol style="list-style-type: none"> CG elements Matte painting elements | No plate | X |
| Sc. 62 panel 3 | Ext. Underwater - Universal City - Close - Sub crashes into Black Tower | <ul style="list-style-type: none"> CG sub/lights/wake and water environment CG Black Tower/crash Matte painting for surrounds | <ol style="list-style-type: none"> CG elements Matte painting elements | No plate | X |
| Sc. 62 panel 4 | Ext. Underwater - Universal City - Close - Sub crashes out of Black Tower | <ul style="list-style-type: none"> CG sub/lights/wake and water environment CG Black Tower/crash Matte painting for surrounds | <ol style="list-style-type: none"> CG elements Matte painting elements | No plate | X |
| Sc.62 panel 5 | Ext. Underwater - King Kong - Sub slams downward through dark slimy thing | <ul style="list-style-type: none"> Puppet King Kong CG sub/lights/wake and water environment | <ol style="list-style-type: none"> CG elements Matte painting elements Miniature King Kong | No plate | X |
| Sc.62 panel 6 | Ext. Underwater - King Kong - Sub bumps into King Kong | <ul style="list-style-type: none"> Puppet King Kong Matte painting BG CG sub/lights/wake and water environment | <ol style="list-style-type: none"> CG elements Matte painting elements Miniature King Kong | No plate | X |
| Sc.62 panel 7 | Ext. Underwater - King Kong - Sub passes King Kong's head | <ul style="list-style-type: none"> Puppet King Kong Matte painting BG CG sub/lights/wake and water environment | <ol style="list-style-type: none"> CG elements Matte painting elements Miniature King Kong | No plate | X |
| Sc.64 panel 1 | Ext. Underwater - moving with the submarine - Night - the sub suddenly tips upward, rising to surface | <ul style="list-style-type: none"> CG sub/lights/wake and water environment | <ol style="list-style-type: none"> CG elements | No plate | X |
| Sc.65 panel 1&2 | Ext. Shoreline - Cahuenga Pass - The sub explodes out of the water and lands on hillside | <ul style="list-style-type: none"> CG sub Splash element/water plate Land plate | <ol style="list-style-type: none"> CG sub Water/splash pan to land plate | Water/land plate 2/5 | X |
| Sc. 69 | The sub sinks into the sea, bubbling, churning, hissing. Plissken watching on land | <ul style="list-style-type: none"> CG Sub Water plate w/effects Plissken on land plate | <ol style="list-style-type: none"> CG sub Live action plate w/water effect for splash | Vista plate 2/5 2/2 | X |

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| Sc. 72 | Ext. Hills above the Hollywood Bowl - Rain - The rain is coming down in a torrent as Plissken makes his way down the hillside | <ul style="list-style-type: none"> • Matte painting • CG rain • Green screen Plissken | <ol style="list-style-type: none"> 1. Matte painting 2. CG rain 3. Green screen Plissken | No BG plate Green screen 3/19 |
| Sc.76 | Ext. - Vine street - Plissken walks street, sees ruins of Capitol Records bldg. | <ul style="list-style-type: none"> • Matte painting • Green screen Plissken | <ol style="list-style-type: none"> 1. Matte painting 2. Green screen Plissken | No BG plate GS 3/20 |
| Sc.77 | Ext. Hollywood Blvd. & Highland - High angle looking down on ruins of Chinese theater | <ul style="list-style-type: none"> • Matte painting • Partial set with people walking around (plate) | <ol style="list-style-type: none"> 1. Matte painting 2. Live action people plate | Vista plate 1/26 131 |
| Sc.85 | Ext. Beverly Hills Hotel - The ruins of the old Beverly Hills Hotel are just ahead. The lower part of the hotel appears to be intact. The once beautiful mansions are now dark & ruined | <ul style="list-style-type: none"> • Matte painting to show devastation • Live action plate | <ol style="list-style-type: none"> 1. Live action plate 2. Matte painting BG | Vista plate 1/23 |
| Sc. 87 | Another shot of Beverly Hills Hotel - End of sequence - people exiting | <ul style="list-style-type: none"> • Matte painting to show devastation • Live action plate | <ol style="list-style-type: none"> 1. Live action plate 2. Matte painting BG | Vista plate 1/23 |
| Sc.93 | Santa Monica Fwy - Lines of rusting cars & trucks as far as the eye can see | <ul style="list-style-type: none"> • Plate of a few cars on Fwy • Matte painting to multiply cars | <ol style="list-style-type: none"> 1. Live action plate 2. Matte painting | Vista plate 1/24 |
| Sc.100 | Plissken's POV - The Drug. Surreal colors float through the dark devastated streets. | <ul style="list-style-type: none"> • CG effect • Live action plate | <ol style="list-style-type: none"> 1. Live action plate 2. CG effect | Plate 12/22 (does not need to be vista) |
| Sc.103 (was sc. 39) | Int. Locker room - Computer Screen. Image changes from trigger prototype to CG Earth with orbiting satellites - The ring of satellites explode, sending out a massive pulse toward earth. The EMP pulse suddenly narrow to a pinpoint on the earth, then widen and spread out to cover the planet | <ul style="list-style-type: none"> • CG Earth/satellites • Composite onto computer screen | <ol style="list-style-type: none"> 1. Shoot insert plate of monitor 2. CG elements | Plate of monitor - 1/9 Vista? |
| Sc.109 Angle 1 | Ext. L.A. Coliseum - Plissken steps out onto the playing field of the Coliseum lit by torches. The stadium lights are on | <ul style="list-style-type: none"> • Live action plate • Matte painting to extend Coliseum | <ol style="list-style-type: none"> 1. Live action plate 2. Matte painting | Vista plate 1/4 |
| Sc. 109 Angle 2 | Another shot of Coliseum - Different angle | <ul style="list-style-type: none"> • Live action plate • Matte painting to extend Coliseum | <ol style="list-style-type: none"> 1. Live action plate 2. Matte painting | Vista plate 1/4 |
| Sc. 109 Angle 3 | Another shot of Coliseum - Different angle | <ul style="list-style-type: none"> • Live action plate • Matte painting to extend Coliseum | <ol style="list-style-type: none"> 1. Live action plate 2. Matte painting | Vista plate 1/4 |

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| Sc. 109 | Another shot of Coliseum - Same angle as one of the above shots | <ul style="list-style-type: none"> Live action plate Matte painting to extend Coliseum (reuse painting if exact angle) | <ol style="list-style-type: none"> Live action plate Matte painting | Vista plate 1/4 |
| Sc. 113 | Ext. Coliseum - Parking lot and street - The Coliseum is emptying out - the crowd pours out of the exits | <ul style="list-style-type: none"> Live action plate Matte painting to add destroyed Coliseum | Omitted 11/6 | NA |
| Sc.141 panel 8 | The Wilshire Canyon - Crumbling skyline off in the distance. Plissken walks into frame | <ul style="list-style-type: none"> Matte painting Live action plate | <ol style="list-style-type: none"> Live action plate Plissken walking along set Matte painting extension | Vista plate 12/14 |
| Sc.142 Panels 1,1a | Ext. Wilshire Canyon - POV - 25 ft tsunami comes down canyon | <ul style="list-style-type: none"> Partial canyon set w/water plate Matte painting canyon/buildings High speed footage of practical wave CG water edge enhancements | <ol style="list-style-type: none"> Reference stills at location Wave element | Ref. stills 12/14 |
| Sc.143 panels 3,3a,3b | Ext. Wilshire Canyon - Front angle close - tsunami sweeps up Plissken and Pipeline | <ul style="list-style-type: none"> Green screen actors on gimbal High speed footage of practical wave CG water edge enhancements | <ol style="list-style-type: none"> Wave element GS actors on gimbal | GS 3/7 (can be shot together) |
| Sc.143 panels 4,4a | The Wilshire Canyon - Side angle wide - Plissken and Pipe get picked up by tsunami and exit frame left | <ul style="list-style-type: none"> Stunts on Waveloch Matte painting canyon/buildings Water elements CG water edge enhancements | <ol style="list-style-type: none"> Reference of canyon location "Waveloch" element with stunts Matte painting elements | Ref. stills 12/14 Waveloch - need to schedule |
| Sc. 143 panel 5 | The Wilshire canyon - Medium shot on Plissken and Pipeline ride the wave inside the curl | <ul style="list-style-type: none"> Green screen actors on gimbal Wave element CG water enhancements | <ol style="list-style-type: none"> Wave element GS actors on gimbal | Ref. stills 12/14 GS 3/7 |
| Sc. 143 panel 6 | The Wilshire Canyon - Wide side shot on Plissken and Pipeline in the wave Static shot - actors travel through frame | <ul style="list-style-type: none"> Stunts on Waveloch Matte painting canyon/buildings Water elements CG water edge enhancements | <ol style="list-style-type: none"> Reference of canyon location Possible "Waveloch" element with stunts Matte painting elements | Ref. stills 12/14 Waveloch - need to schedule |
| Sc. 144 panel 1 | Ext. Wilshire Canyon - Tsunami - Straight on Plissken & Pipe riding up and over wave into camera Tracking with actors - slight push in on Plissken looking up | <ul style="list-style-type: none"> Green screen actors on gimbal Matte painting canyon/buildings Wave element CG water edge enhancements | <ol style="list-style-type: none"> Wave element GS actors on gimbal (shoot separately) Matte painting elements | GS 3/7,8 |

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| Sc.145 panel 1 | Ext. POV - Wilshire Canyon - Caddy - Map's Caddy speeds along canyon edge | <ul style="list-style-type: none"> • Blue screen miniature Caddy/puppet • Matte painting BG • Canyon miniature/painting • Wave element | <ol style="list-style-type: none"> 1. Blue screen miniature Caddy/puppet 2. Matte painting BG 3. Canyon miniature/painting 4. Wave element | BVVE to shoot Ref. stills 12/14 |
| Sc. 145 panel 2 | Ext. Wilshire Canyon - Close on Plissken coming into camera | <ul style="list-style-type: none"> • Green screen actor on gimbal • Matte painting canyon/buildings • Wave element | <ol style="list-style-type: none"> 1. Wave element 2. GS actor on gimbal 3. Matte painting elements | GS 3/7,8 |
| Sc.145 panel 3, pullback to Sc. 146 panel 1 | Ext. Tsunami - Caddy Plissken approaches Caddy - Pullback to reveal pipeline and full car | <ul style="list-style-type: none"> • Green screen actor on gimbal • Wave element • Green screen Eddie/car • Panning matte painting • Pullback to Sc. 146 panel 1 | <ol style="list-style-type: none"> 1. Green screen actors on gimbal (possible waveloch shot) 2. Green screen Eddie in car 3. Matte painting elements 4. Wave element | GS 3/7,8 (will try to get at Waveloch) |
| Sc. 146 panel 2 | Ext. Close on Eddie driving along canyon | <ul style="list-style-type: none"> • Green screen car & Eddie • Matte painting BG | <ol style="list-style-type: none"> 1. Green screen car & Eddie 2. Matte painting BG (reuse previous element) or non-descript live action BG | GS 3/7,8 |
| Sc.146 panel 3 | Ext. Eddie driving along canyon | <ul style="list-style-type: none"> • Green screen Eddie/car • Green screen Plissken on gimbal • Matte painting canyon • Wave element | <ol style="list-style-type: none"> 1. Green screen actor on gimbal 2. Wave element 3. Green screen Eddie in car 4. Matte painting elements | GS 3/7,8 |
| Sc.146 panel 5 | Ext. Plissken and Pipe parting | <ul style="list-style-type: none"> • Green screen actors on gimbal • Matte painting canyon BG & buildings • Wave element | <ol style="list-style-type: none"> 1. GS actors on gimbal (shoot together) 2. Wave element 3. Matte painting elements | GS 3/7,8 |
| Sc.146 panel 6 | Ext. Plissken slides sideways | <ul style="list-style-type: none"> • Green screen actor on gimbal • Wave element • Matte painting buildings | <ol style="list-style-type: none"> 1. GS actor on gimbal or hanging rig - low camera angle 2. Wave element 3. Matte painting elements | GS 3/7,8 |
| Sc. 146 panel 7 | Ext. Wide - Plissken continues to slide across wave toward car | <ul style="list-style-type: none"> • Stunt at waveloch • Wave element • Matte painting buildings • Split w/Eddie in car - location plate | <ol style="list-style-type: none"> 1. Stunt at waveloch if possible 2. Split w/Eddie in car - location plate 3. Wave element 4. Matte painting elements | GS 3/7,8 (stunt at Waveloch if possible) Vista plate 12/26 |

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| Sc. 146 panel 8 | Ext. Behind car and Plissken - he jumps onto car Tracking with action on camera car | <ul style="list-style-type: none"> • Plissken/stunt on wire rig with car on location/street • Matte painting extension • Wave element | <ol style="list-style-type: none"> 1. Live action plate on street 2. Matte painting elements 3. Wave element | Vista plate 12/26 |
| Sc. 146 panel 9 | Ext. wide - Plissken on back of Caddy - Eddie swerves trying to throw him off Car enters into frame right and flies down the street - low camera angle | <ul style="list-style-type: none"> • Matte painting to extend buildings and horizon • Live action plate • Wave element | <ol style="list-style-type: none"> 1. Live action plate on street 2. Matte painting elements 3. Wave element | Vista plate 12/26 |
| Sc. 156 | Ext. View Of L.A. - Night. Track left and Pull back - Wide shot of the city looking through the Hollywood sign. Fires burn everywhere. | <ul style="list-style-type: none"> • Matte painting with live fire elements • CG sign | <ol style="list-style-type: none"> 1. Matte painting 2. CG elements 3. Fire elements | No plate |
| Sc. 157 | Ext. Angle on the Twin Towers - Vagrants cluster around the edge of the building - in the hills - a massive brush fire sweeps through Los Feliz - | <ul style="list-style-type: none"> • Matte painting with live fire elements • Green screen Vagrants | <ol style="list-style-type: none"> 1. GS Vagrants 2. Matte painting 3. Fire elements | GS 3/20 |
| Sc. 159 | Ext. Downtown L.A. - Night. The Queen Mary is jammed next to the remains of the Bonaventure Hotel. Pan down from top of QM to bottom to see Caddy driving up | <ul style="list-style-type: none"> • Matte painting • Live action plate | <ol style="list-style-type: none"> 1. Live action plate - car driving up 2. Matte painting Queen Mary 3. Pan down in computer | Vista plate 12/21 1/26 |
| Sc. 165 panel 1 | Ext. Downtown - Queen Mary - Snake arcs away from the street to skyscrapers | <ul style="list-style-type: none"> • Blue screen puppet on gliding rig • CG/Matte painting buildings | <ol style="list-style-type: none"> 1. BS puppet 2. CG/matte elements | BVVE to shoot |
| Sc. 165 panel 3 | Map to the Stars Eddie makes a rapid suicidal dive towards the pavement - he lifts up at last second | <ul style="list-style-type: none"> • Green screen actor on gliding rig • BG plate | <ol style="list-style-type: none"> 1. Green screen actor 2. BG plate or CG matte of sky and partial ship | GS 3/12 |
| Sc. 165 panel 4 | Above Map to the Stars as he is heading downward then lifts up | <ul style="list-style-type: none"> • Blue screen puppet on gliding rig • CG/Matte painting buildings | <ol style="list-style-type: none"> 1. BS puppet 2. CG/matte elements | BVVE to shoot |
| Sc. 166 panel 1 | Ext. Tops of Skyscrapers - Angle looking down - Tracking along with Plissken & others gliding above skyscrapers. Map bounces around | <ul style="list-style-type: none"> • Blue screen puppets on gliding rigs • CG/Matte painting buildings | <ol style="list-style-type: none"> 1. BS puppets 2. CG/matte elements | BVVE to shoot GS 3/12 |
| Sc. 166 panel 2 | Tops of skyscrapers - a beautiful girl in diaphanous gown dances on narrow girder as hang gliders fly by | <ul style="list-style-type: none"> • Blue screen puppets on gliding rigs • CG/Matte painting buildings • Blue screen girl | <ol style="list-style-type: none"> 1. BS puppets 2. Blue screen girl 3. CG/matte elements | BS 3/20 |

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11/17/95

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| Sc.167 panels 1-1e | Ext. Happy Kingdom by the sea - tracking with limo past crashed tram Crane shot | <ul style="list-style-type: none"> Matte painting BG Linear dolly move until we are off the painting | <ol style="list-style-type: none"> Live action plate (cars are contained in set) Matte painting tram | Vista plate 2/6 | X |
| Sc.169 panel 3 | Ext. Happy Kingdom - High shot - Establishing arena/San Fernando Sea High angle crane shot | <ul style="list-style-type: none"> Live action plate/set Matte painting surrounds & ships Ocean plate Miniature helicopter | <ol style="list-style-type: none"> Live action plate/set Matte painting Ocean element Miniature helicopter | Vista plate 2/6 High angle crane | X |
| Sc.169 panels 6, 6A | Ext. Happy Kingdom sky - 1 Police helicopter flies in (Concept change) | <ul style="list-style-type: none"> BS Miniature helicopter | <ol style="list-style-type: none"> BS Miniature helicopter Sky plate | BVVE to shoot sky plate | |
| Sc.169 panels 8,9 | Ext. Pan/tilt down with helicopter landing. (Concept change) | <ul style="list-style-type: none"> BS Miniature helicopter BG plate of landing | <ol style="list-style-type: none"> BS Miniature helicopter BG/landing plate | Vista plate 2/8 | X |
| Sc.169 panel 10 | Ext. 3 helicopters land - wide shot (Concept change) Wide shot - 1 helicopter has landed | <ul style="list-style-type: none"> BG plate w/set helicopter Add CG rotors | <ol style="list-style-type: none"> BG plate w/set helicopter (high angle so people don't cross rotors) Add CG rotors | Vista plate 2/8 | X |
| Sc.171 panel 1 | Ext. Wide over Happy Kingdom - hang gliders comes into frame | <ul style="list-style-type: none"> Blue screen puppet hang gliders Matte painting BG plate Ocean plate | <ol style="list-style-type: none"> Blue screen puppet hang gliders Matte painting BG plate Ocean plate | Vista plate 2/8 2/8 High angle crane | X |
| Sc.171 panel 2 | Ext. Close - Plissken and Eddie hang gliding | <ul style="list-style-type: none"> Green screen Plissken in FG Blue screen puppet in BG Sky BG | <ol style="list-style-type: none"> Green screen Plissken in FG Blue screen puppet Sky BG | GS 3/13 BVVE to shoot sky BG | X |
| Sc.171 panel 4 | Ext. tracking with hang gliders | <ul style="list-style-type: none"> Green screen actors on gliding rigs Sky BG | <ol style="list-style-type: none"> GS Plissken, Eddie, Hershe as separate elements (choreographed w/dialogue) Sky BG | GS 3/13 BVVE to shoot sky BG Video Assist | X |
| Sc.172 panel 16 | Suddenly out of the night sky the Saigon Shadows dive right across Main Street | <ul style="list-style-type: none"> BG plate with live FG Shadow 3 puppet gliders (digitally duplicated) | <ol style="list-style-type: none"> BG plate with live FG Shadow 3 puppet gliders (digitally duplicated) | Vista plate 2/8 2/8 | X |
| Sc.172 panel 20 | Ext. Main street - Front shot - Plissken roars down out of the sky, chasing Cuervo | <ul style="list-style-type: none"> Plissken and glider on crane in set Possible Crane/rig removal | <ol style="list-style-type: none"> Live action plate | Not vista vision | X |

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| Sc.172 panel 21 | Ext. Main street- Side shot - Plissken roars down out of the sky and hits Cuervo full force | <ul style="list-style-type: none"> Plissken and glider on crane in set Possible Crane/rig removal | 1. Live action plate | Not vista vision |
| Sc.172 panel 30 | Ext. Sky above Happy Kingdom - A Saigon Shadow throws a grenade | <ul style="list-style-type: none"> Green screen actor on glider rig Blue screen puppet gliders Sky BG | 1. Green screen actor on glider rig 2. Blue screen puppet gliders 3. Sky BG | GS 3/13 BVVE to shoot sky plate |
| Sc.172 panel 38 | Ext. Main Street - Hershe and Shadows come in for a landing | <ul style="list-style-type: none"> Moving Split - Live action plates w/Hershe & Saigon landing Blue screen puppet gliders | 1. Live action plate w/Hershe landing 2. Live action plate w/Saigon landing (same camera position) 3. Blue screen puppet gliders | Vista plates 2/8 |
| Sc. 172 panel 42 | Ext. Main Street - Helicopter is starting up | <ul style="list-style-type: none"> Add CG rotors to live helicopter | 1. Live action plate 2. CG rotors | Vista plate 2/8 |
| Sc.178 panels 1,1a, 1b | Ext. Main Street - lead helicopter struggles to lift up, rotates | <ul style="list-style-type: none"> Blue screen miniature helicopter BG plate | 1. BS miniature helicopter 2. Live action BG plate | Vista plate 2/8 |
| Sc.180 panel 2 | Ext. Main Street - lead helicopter slowly lifts | <ul style="list-style-type: none"> Blue screen miniature helicopter BG plate CG sparks | 1. BS miniature helicopter 2. Live action BG plate | Vista plate 2/8 |
| Sc.182 panel 1 | Ext. Main Street - Wide - helicopter struggling to fly - Crowd runs toward helicopter | <ul style="list-style-type: none"> Matte painting mountain Split at horizon - live action plate Blue screen miniature helicopter | 1. Matte painting mountain 2. Live action plate 3. Blue screen miniature helicopter | Vista plate 2/8 2/8 |
| Sc. 182 panel 3 | Ext. Main Street - Over Helicopter in FG - Crowd is running toward helicopter/camera | <ul style="list-style-type: none"> Blue screen miniature helicopter Live action plate | 1. Blue screen miniature helicopter 2. Live action plate | Vista plate 2/8 |
| Sc.183 panel 1 | Interior helicopter - Mountain - through windshield over Plissken shoulder | <ul style="list-style-type: none"> Green screen Plissken in cockpit Reuse mountain matte painting | 1. Green screen Plissken in cockpit 2. Reuse mountain matte painting | GS 3/18 |
| Sc. 184 panel 1 185 | Ext. Helicopter flies toward Mountain - Eddie leans out | <ul style="list-style-type: none"> Green screen practical helicopter Reuse mountain matte painting | 1. Green screen practical helicopter 2. Reuse mountain matte painting | GS 3/15 |

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| Sc.187 panel 1,1a | Ext. Main Street - Cuervo Jones pulls the trigger on the rocket launcher | <ul style="list-style-type: none"> • Muzzle flash & contrail • Live action plate | <ol style="list-style-type: none"> 1. Muzzle flash & contrail 2. Live action plate | Non vista plate 2/13 |
| Sc.189 panel 1 | Ext. - a burning missile shoots upward - helicopter skids in FG | <ul style="list-style-type: none"> • Blue screen miniature helicopter skids • CG missile and contrail • Live action plate | <ol style="list-style-type: none"> 1. Blue screen miniature helicopter skids 2. CG missile and contrail 3. Live action plate | Vista plate 2/14 |
| Sc.191 panel 1 | The helicopter- The rocket streams into the rear compartment - it explodes into flames | <ul style="list-style-type: none"> • Blue screen miniature helicopter • CG missile • Explosion/Pyro elements tracked into helicopter • Sky BG | <ol style="list-style-type: none"> 1. Blue screen miniature helicopter 2. CG missile 3. Explosion/Pyro elements tracked into helicopter 4. Sky BG | No plate |
| Sc.191 panels 2,3 | Int. Helicopter - Flames lick at Plissken and Utopia in the front- the fire walls protect them Locked off camera | <ul style="list-style-type: none"> • Green screen actors in cockpit w/poorman process sky in window • Empty rear compartment plate • Add fire element | <ol style="list-style-type: none"> 1. Green screen actors in cockpit w/poorman process sky in window 2. Empty rear compartment plate 3. Add fire element | GS & compartment plates 3/18 |
| Sc. 192 | Clear POV of mountain | <ul style="list-style-type: none"> • Reuse mountain matte painting | <ol style="list-style-type: none"> 1. Matte painting | No live action plate |
| Sc.193 panel 1,1a,1b | Ext. Top of the Mountain as the burning helicopter wobbles over the top of the mountain- | <ul style="list-style-type: none"> • If same angle as above shots, reuse mountain matte painting BG • Fire element tracked to blue screen miniature helicopter | <ol style="list-style-type: none"> 1. Matte painting 2. Miniature helicopter 3. Fire element | No live action plate |
| Sc.196 panel 1 | Int. Helicopter - Flames lick at Plissken and Utopia in the front- the fire walls protect them Locked off camera | <ul style="list-style-type: none"> • Green screen actors in cockpit w/poorman process sky in window • Empty rear compartment plate • Add fire element | <ol style="list-style-type: none"> 1. Green screen actors in cockpit w/poorman process sky in window 2. Empty rear compartment plate 3. Add fire element | GS 3/18 |
| Sc.197 panel 2 | Ext. The San Fernando Sea - Night - As the burning helicopter lurches through the sky toward the wall. | <ul style="list-style-type: none"> • Matte painting composite • Ocean plates • Fire element tracked to CG* helicopter | <ol style="list-style-type: none"> 1. Matte painting 2. Ocean plate 3. Fire element 4. CG/min. helicopter | No live action plate |
| Sc.198 panel 1 | Int. Helicopter - night - Flames lick at Plissken and Utopia Locked off camera | <ul style="list-style-type: none"> • Green screen actors in cockpit w/poorman process sky in window • Empty rear compartment plate • Add fire element | <ol style="list-style-type: none"> 1. Green screen actors in cockpit w/poorman process sky in window 2. Empty rear compartment plate 3. Add fire element | GS 3/18 |

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Also For 182

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| Sc.199 panels 1,1a | Ext. San Fernando Sea - helicopter on fire flies toward Firebase - explosion | <ul style="list-style-type: none"> • Matte painting composite • Ocean plates • Fire element tracked to CG* helicopter | <ol style="list-style-type: none"> 1. Matte painting 2. Ocean plate 3. Fire element 4. CG/min. helicopter | No live action plate |
| Sc.200 panels 2,2a | Ext. Firebase - Over the wall comes the flaming helicopter. It approaches, then zooms right over camera | <ul style="list-style-type: none"> • Fire element tracked to CG* helicopter • Sky/wall BG • Digitally add camera move | <ol style="list-style-type: none"> 1. CG/min. helicopter 2. Sky/wall element 3. Fire element | No live action plate |
| Sc.200 panel 3 | Ext. Firebase - Wide - helicopter flies over | <ul style="list-style-type: none"> • Fire element tracked to CG* helicopter • BG plate | <ol style="list-style-type: none"> 1. Live action plate 2. CG/min helicopter 3. Fire element | Vista plate 12/15 |
| Sc.201 panel 1 | Ext. helicopter about to crash near small clearing | <ul style="list-style-type: none"> • Fire element tracked to CG* helicopter • BG plate | <ol style="list-style-type: none"> 1. Live action plate 2. CG/min helicopter 3. Fire element | Vista plate 2/20 |
| Sc.202 panel 1 | Int. Lead helicopter - Plissken and Utopia - fire licks Locked off camera | <ul style="list-style-type: none"> • Green screen actors in cockpit w/poorman process sky in window • Empty rear compartment plate • Add fire element | <ol style="list-style-type: none"> 1. Green screen actors in cockpit w/poorman process sky in window 2. Empty rear compartment plate 3. Add fire element | GS 3/18 |
| Sc.202 panel 2 | Int. Lead helicopter - Opposite angle Plissken and Utopia - fire licks Locked off camera | <ul style="list-style-type: none"> • Blue screen actors in cockpit w/poorman process sky in window • Empty rear compartment plate • Add fire element | <ol style="list-style-type: none"> 1. Green screen actors in cockpit w/poorman process sky in window 2. Empty rear compartment plate 3. Add fire element | GS 3/18 |
| Sc.202a panel 3 | Ext. Helicopter over camera - Utopia jumps out | <ul style="list-style-type: none"> • Fire element tracked to CG* helicopter • BG plate - stunt jumps off tower | <ol style="list-style-type: none"> 1. Live action BG plate 2. CG/min helicopter 3. Fire element | Vista plate 2/20 |
| Sc.203 panel 2 | Int. Lead helicopter - Fire elements engulfing Plissken Locked off camera | <ul style="list-style-type: none"> • Green screen actor in cockpit w/poorman process sky in window • Empty rear compartment plate • Add fire element | <ol style="list-style-type: none"> 1. Green screen actors in cockpit w/poorman process sky in window 2. Empty rear compartment plate 3. Add fire element | GS 3/18 |
| Sc.204 panel 1 | Ext. Helicopter - small clearing - night - helicopter dropping towards the ground | <ul style="list-style-type: none"> • Fire element tracked to CG* helicopter • BG plate | <ol style="list-style-type: none"> 1. Live action BG plate 2. CG/min. helicopter 3. Fire element | Vista plate 2/20 |

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| Sc.204 panels 2,2a,2b,3, 4 | Int. Helicopter - Over Plissken's shoulder - crash | <ul style="list-style-type: none"> Crash mock up w/camera on rig | <ol style="list-style-type: none"> 2 front end mock ups Dummy Fire elements | BVVE to shoot |
| Sc.205 panels 1,1a,1b | Ext. Plissken on fire kicks open door and runs from the burning chopper | <ul style="list-style-type: none"> Live action plate of aircraft core burning, then exploding Green screen Plissken running | <ol style="list-style-type: none"> Live action plate GS Plissken on location | Vista plate 2/20 3/20 |
| Sc.209 | Ext. Space - Dawn - The ring of space satellites hover silently above the Earth. See North America - sunrise beginning - satellites explode into white | <ul style="list-style-type: none"> CG satellites/Earth Digital transition effect | <ol style="list-style-type: none"> CG satellites/Earth Digital transition effect | No plate |
| Sc.210 | Ext. Firebase Seven - Dawn - As the sky is lit white. | <ul style="list-style-type: none"> Establishing shot - Matte painting Live action plate | <ol style="list-style-type: none"> Matte painting Live action plate | Vista plate 12/19 |
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*These shots may be done with either a CG helicopter or miniature helicopter based on what will work best for the shot and schedule. The technique will not affect the cost total.