

**JOHN CARPENTER'S**



Scene #

**141**

**Panel 5**

Non-Visual Effects Shot



<b>DESCRIPTION</b>	The Wilshire Canyon- Plissken looks around- sunken cars and canyon behind him
<b>EFFECTS TO BE ADDED</b>	Practical per discussions 10/24

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

Board approved by:

Date:

11/9/95

JOHN CARPENTER'S



Scene #

141

Panel 8



DESCRIPTION	The Wilshire Canyon- Crumbling skyline off in the distance. Plissken walks into frame
EFFECTS TO BE ADDED	Matte painting of crumbling skyline to Plissken plate

LENGTH	# of frames of actual cut
--------	---------------------------

ELEMENT	COMMENTS	
Plate1- Background (Live action)	Plissken on Wilshire set	Shoot date: Vista 12/14
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting	Crumbling Wilshire skyline/ extend canyon	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/6/95



JOHN CARPENTER'S

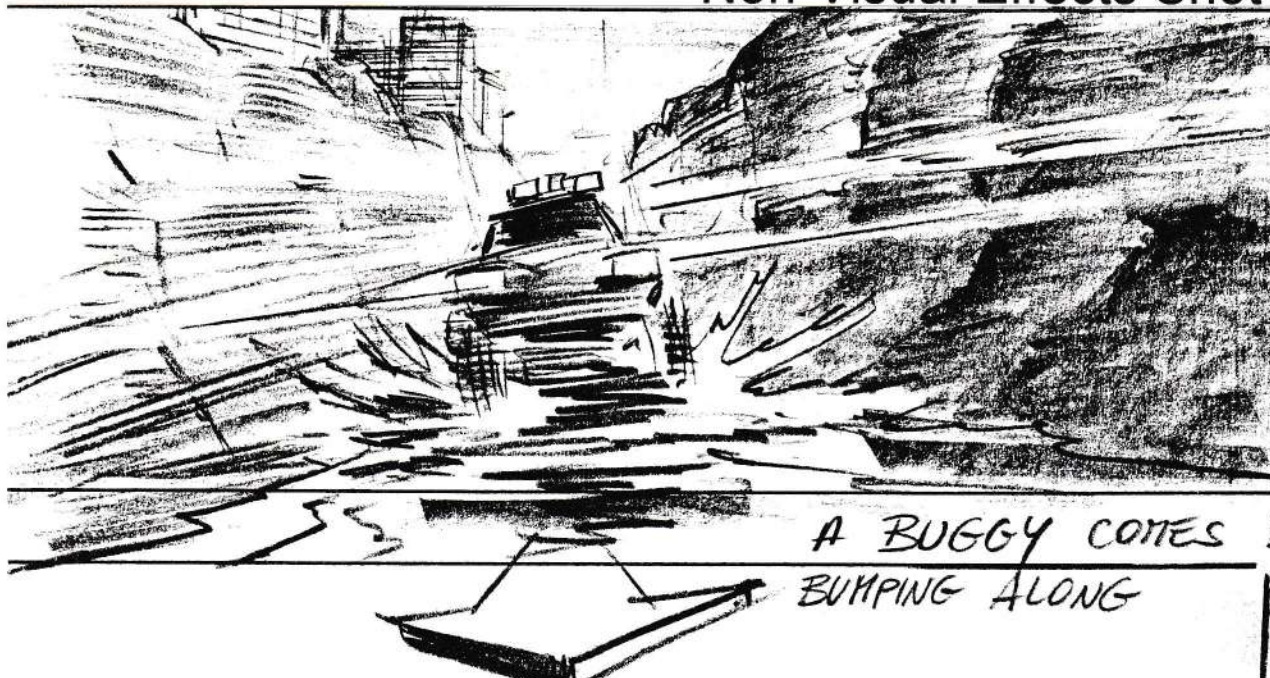


Scene #

141

Panel 12

Non-Visual Effects Shot



DESCRIPTION	The Wilshire Canyon-A buggy comes along
EFFECTS TO BE ADDED	Practical per discussions 10/24

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

Board approved by:

Date:

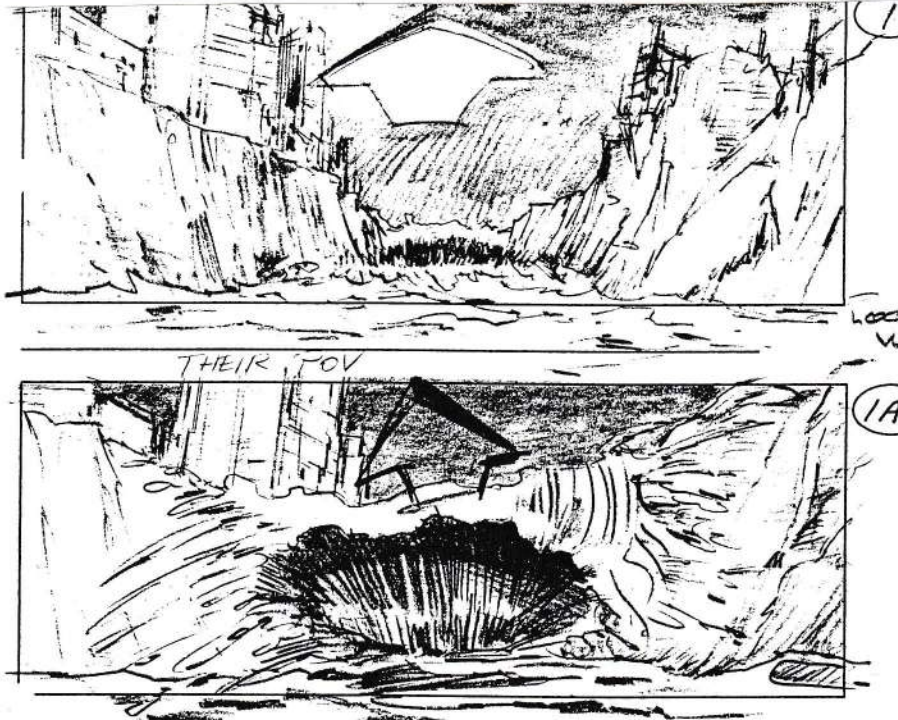
JOHN CARPENTER'S



Scene #

142

Panel 1, 1a



DESCRIPTION	The Wilshire Canyon- POV - 25 foot tsunami comes down canyon
EFFECTS TO BE ADDED	Partial set with water plate, matte painting of canyon and buildings, wave elements and CG water enhancements

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate 1- Background (Live action)	Partial canyon set w/ water plate (Stills only, no first unit camera)	Shoot date: Ref. Stills 12/14
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	High speed footage of practical wave	Shoot dates:
Matte painting	Canyon and Buildings	
CGI	Water enhancements	



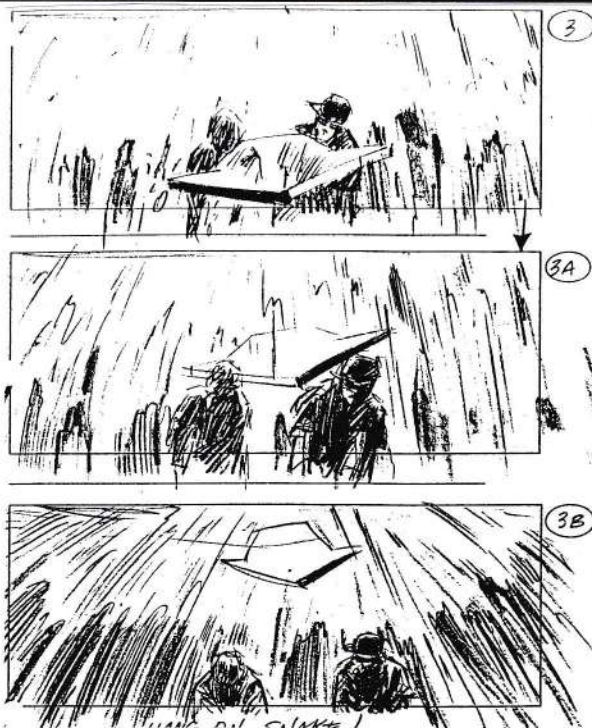
**JOHN CARPENTER'S**



**Scene #**

**143**

**Panel 3,3a,3b**



<b>DESCRIPTION</b>	The Wilshire Canyon- Front angle close - tsunami sweeps up Plissken and Pipeline
<b>EFFECTS TO BE ADDED</b>	Greenscreen actors on gimbal with high speed footage of practical wave with CG water enhancements

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Actors on gimbal	Shoot date: GS 3/7
Additional Elements	High speed wave footage	Shoot dates:
Matte painting		
CGI	Water enhancements	

**Board approved by:** \_\_\_\_\_ **Date:** \_\_\_\_\_

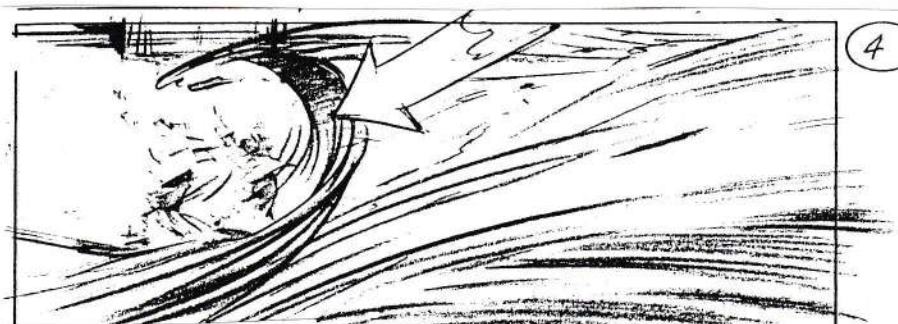
**JOHN CARPENTER'S**



**Scene #**

**143**

**Panel 4, 4a**



<b>DESCRIPTION</b>	The Wilshire Canyon- Side angle wide - Plissken and Pipeline get picked up by tsunami and exit frame left
<b>EFFECTS TO BE ADDED</b>	Stunt surfers on Waveloch with matte painting of canyon and buildings with additional water elements and CG water enhancements

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)	Stunt surfers on Waveloch	Shoot date: Need to schedule
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Canyon location reference Water elements	Shoot dates: Ref. Stills 12/14
Matte painting	Canyon and buildings	
CGI	Water enhancements	

**Board approved by:** \_\_\_\_\_

**Date:** \_\_\_\_\_

11/2/95



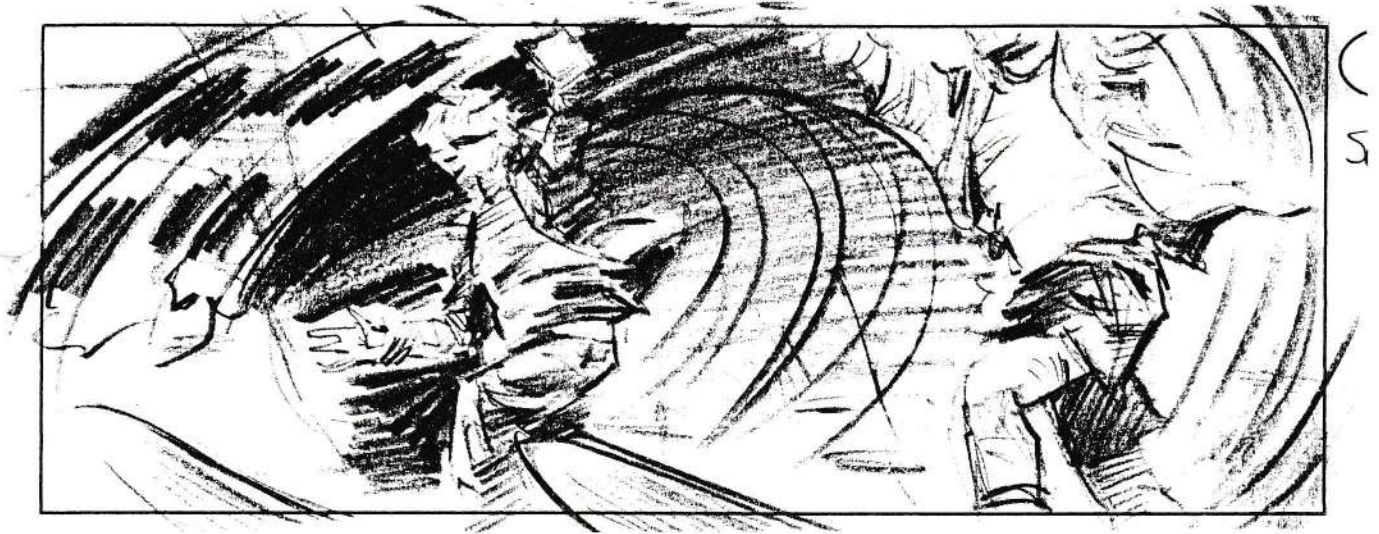
**JOHN CARPENTER'S**



**Scene #**

**143**

**Panel 5**



<b>DESCRIPTION</b>	The Wilshire Canyon- Medium shot on Plissken and Pipeline riding the wave inside the curl
<b>EFFECTS TO BE ADDED</b>	Greenscreen actors on gimbal with high speed footage of practical wave with CG water enhancements

<b>LENGTH</b>	<b># of frames of actual cut</b>	
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<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Actors on gimbal	Shoot date: GS 3/7
Additional Elements	High speed water footage (Possible Waveloch wave) Canyon location reference	Shoot dates: Ref. stills 12/14
Matte painting		
CGI	Water enhancements	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/6/95

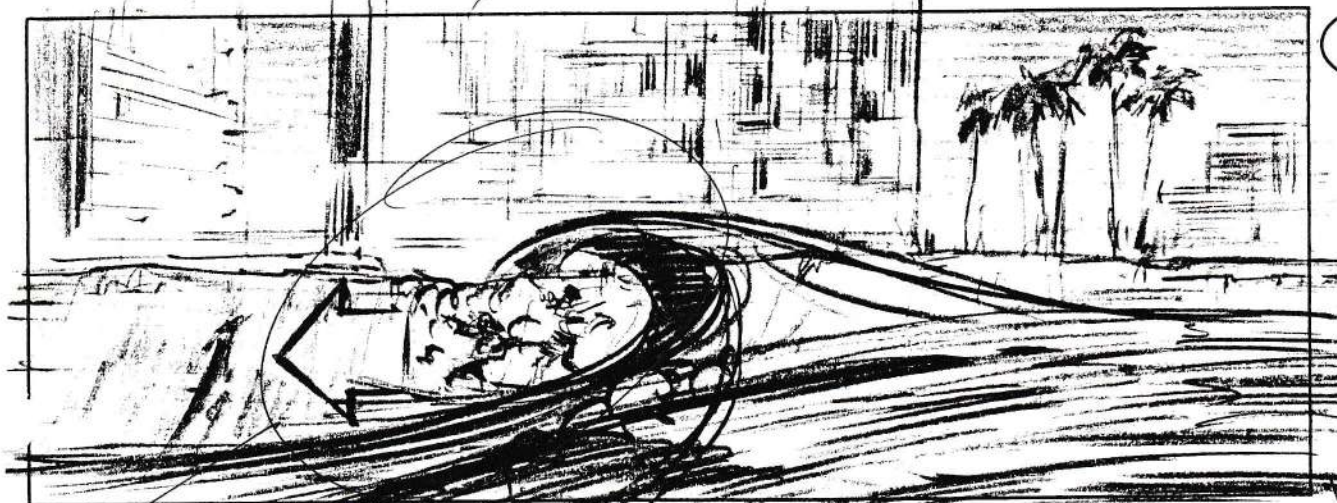
**JOHN CARPENTER'S**



**Scene #**

**143**

**Panel 6**



<b>DESCRIPTION</b>	The Wilshire Canyon- Wide shot - Plissken and Pipeline in the wave - <b>STATIC SHOT- ACTORS TRAVEL THRU FRAME</b>
<b>EFFECTS TO BE ADDED</b>	Possible stunt surfers on Waveloch with matte painting of canyon and buildings with additional water elements and CG water enhancements

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)	Stunt surfers on Waveloch	Shoot date: Need to schedule
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Canyon location reference Water elements	Shoot dates: Ref. Stills 12/14
Matte painting	Canyon and buildings	
CGI	Water enhancements	

**Board approved by:** \_\_\_\_\_

**Date:** \_\_\_\_\_

11/2/95



JOHN CARPENTER'S



Scene #

144

Panel 1



DESCRIPTION	The Wilshire Canyon- Tsunami - Straight on Plissken and Pipeline riding up and over wave into camera. <i>Tracking with actors- slight push in on Plissken looking up</i>
EFFECTS TO BE ADDED	Greenscreen actors on gimbal with matte painting of canyon and buildings, wave element with CG water edge enhancements

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Actors on gimbal	Shoot date: GS 3/7, 3/8
Additional Elements	Wave element	Shoot dates:
Matte painting	Canyon and buildings	
CGI	Water edge enhancements	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/3/95

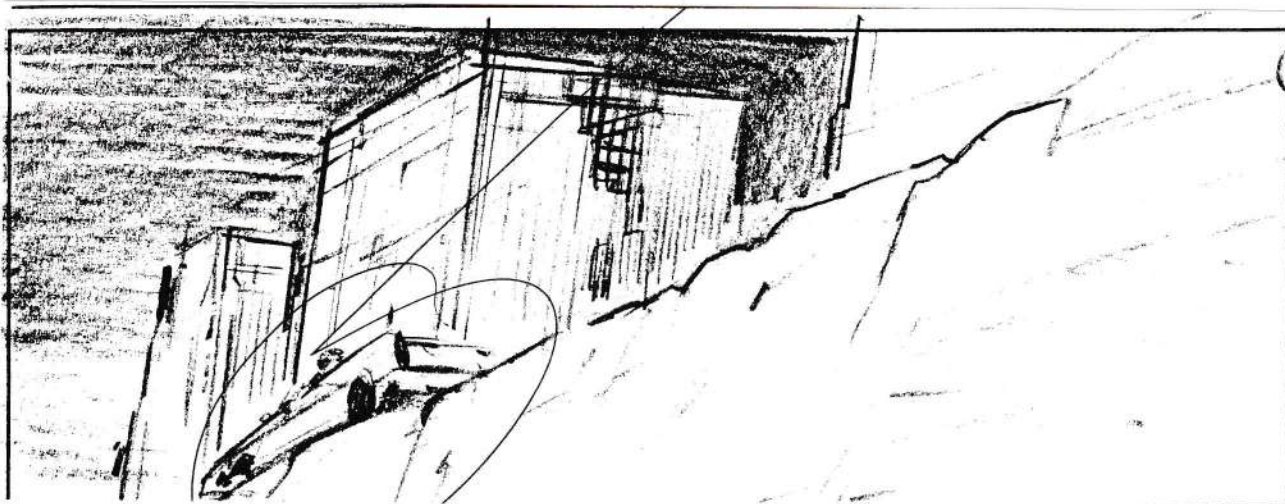
**JOHN CARPENTER'S**



**Scene #**

**145**

**Panel 1**



<b>DESCRIPTION</b>	The Wilshire Canyon- POV - Map's Caddy speeds along canyon edge
<b>EFFECTS TO BE ADDED</b>	Bluescreen miniature Caddy with puppet, matte painting BG of canyon and buildings, miniature canyon with water plate

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen miniature Caddy w/puppet Canyon miniature Wave element	Shoot dates: Ref stills of canyon set 12/14
Matte painting	Canyon and buildings	
CGI		

**Board approved by:** \_\_\_\_\_ **Date:** \_\_\_\_\_

11/3/95



JOHN CARPENTER'S



Scene #

145

Panel 2



DESCRIPTION	The Wilshire Canyon- Close on Plissken coming into camera
EFFECTS TO BE ADDED	Greenscreen actor on gimbal with matte painting of canyon and buildings with wave element

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Actor on gimbal	Shoot date: GS 3/7, 3/8
Additional Elements	Wave element	Shoot dates:
Matte painting	Canyon and buildings	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

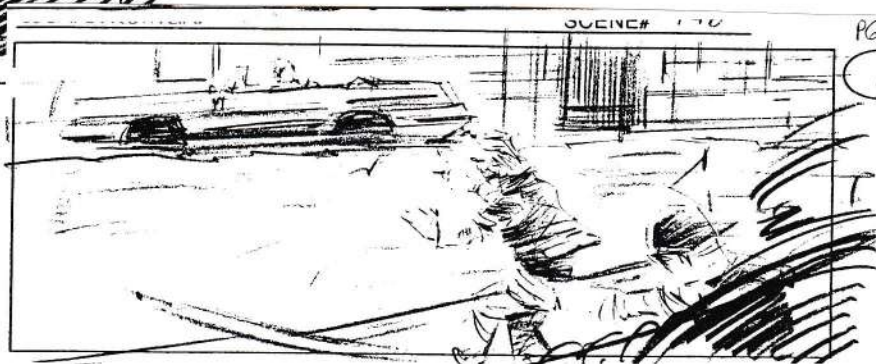
11/3/95

JOHN CARPENTER'S



Scene #

**145** pullback to **146**  
Panel 3 Panel 1



DESCRIPTION	The Wilshire Canyon- Ext. Tsunami - Caddy - MS on Plissken approaches Caddy, PULLBACK to reveal Pipeline and full car. Plissken and Pipe approach Caddy.
EFFECTS TO BE ADDED	Greenscreen actor on gimbal with greenscreen Eddie in Caddy, panning matte painting of canyon and buildings with water plate. WILL PULLBACK INTO 146 PANEL 1

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Actor on gimbal (Possible Waveloch shot) Eddie in Caddy	Shoot date: GS 3/7, 3/8 GS 3/7, 3/8
Additional Elements	Water element	Shoot dates:
Matte painting	Panning(tilled) painting of cliff edge, canyon and buildings	
CGI		

Board approved by:

Date:

11/6/95



**JOHN CARPENTER'S**



**Scene #**

**146**

**Panel 2**



<b>DESCRIPTION</b>	The Wilshire Canyon- Ext. Caddy - Close on Eddie driving along canyon
<b>EFFECTS TO BE ADDED</b>	Greenscreen car and Eddie with building matte painting in BG

<b>LENGTH</b>	<b># of frames of actual cut</b>
---------------	----------------------------------

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Eddie in Caddy	Shoot date: GS 3/7, 3/8
Additional Elements		Shoot dates:
Matte painting	Buildings (Reuse painting from 145 Panel 3, or non-descript live action BG)	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

**JOHN CARPENTER'S**



**Scene #**

**146**

**Panel 3**



<b>DESCRIPTION</b>	The Wilshire Canyon- Ext. Caddy - Eddie driving along canyon
<b>EFFECTS TO BE ADDED</b>	Greenscreen Eddie in Caddy, Greenscreen Plissken on gimbal with matte painting canyon and water element

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Eddie in Caddy Plissken on gimbal	Shoot date: GS 3/7, 3/8 GS 3/7, 3/8
Additional Elements	Water element	Shoot dates:
Matte painting	Canyon	
CGI		

**Board approved by:** \_\_\_\_\_

**Date:** \_\_\_\_\_

11/6/95



JOHN CARPENTER'S



Scene #

146

Panel 5



DESCRIPTION	The Wilshire Canyon- Ext. Plissken and Pipe parting
EFFECTS TO BE ADDED	Greenscreen Plissken and Pipe on gimbal with matte painting canyon/buildings with water plate

LENGTH	# of frames of actual cut
--------	---------------------------

ELEMENT	COMMENTS	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Actors on gimbal (shoot together)	Shoot date: GS 3/7, 3/8
Additional Elements	Water element	Shoot dates:
Matte painting	Canyon and buildings	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/3/95

**JOHN CARPENTER'S**



**Scene #**

**146**

**Panel 6**



<b>DESCRIPTION</b>	The Wilshire Canyon- Ext. Plissken slides away
<b>EFFECTS TO BE ADDED</b>	Greenscreen Plissken on gimbal or hanging rig with matte painting canyon/buildings with water plate (LOW CAMERA ANGLE)

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Actor on gimbal or hanging rig	Shoot date: GS 3/7, 3/8
Additional Elements	Wave element	Shoot dates:
Matte painting	Canyon and buildings	
CGI		

**Board approved by:**

11/3/95

**Date:**



JOHN CARPENTER'S



Scene #

146

Panel 7



DESCRIPTION	The Wilshire Canyon- Ext. Plissken continues to slide across wave toward car
EFFECTS TO BE ADDED	Stunt surfer on Waveloch with matte painting canyon/buildings and water plate SPLIT with Eddie in car on set

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate 1- Background (Live action)	Eddie in car on set	Shoot date: Vista 12/21
Plate 2- Green Screen (Live action)	Stunt surfer on Waveloch	Shoot date:
Additional Elements	Water element	Shoot dates:
Matte painting	Canyon and buildings	
CGI		

Board approved by:

Date:

11/6/95

JOHN CARPENTER'S



Scene #

146

Panel 8



DESCRIPTION	The Wilshire Canyon- Ext. Behind car and Plissken- he jumps onto car ( <i>tracking with action on camera car</i> )
EFFECTS TO BE ADDED	Plissken/stunt on wire rig with Caddy on location/set. Add matte painting extension and water element

LENGTH	# of frames of actual cut
--------	---------------------------

ELEMENT	COMMENTS	
Plate 1- Background (Live action)	Plissken/stuntman on wire with Caddy on set	Shoot date: Vista 12/26
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Water element	Shoot dates:
Matte painting	Buildings	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_



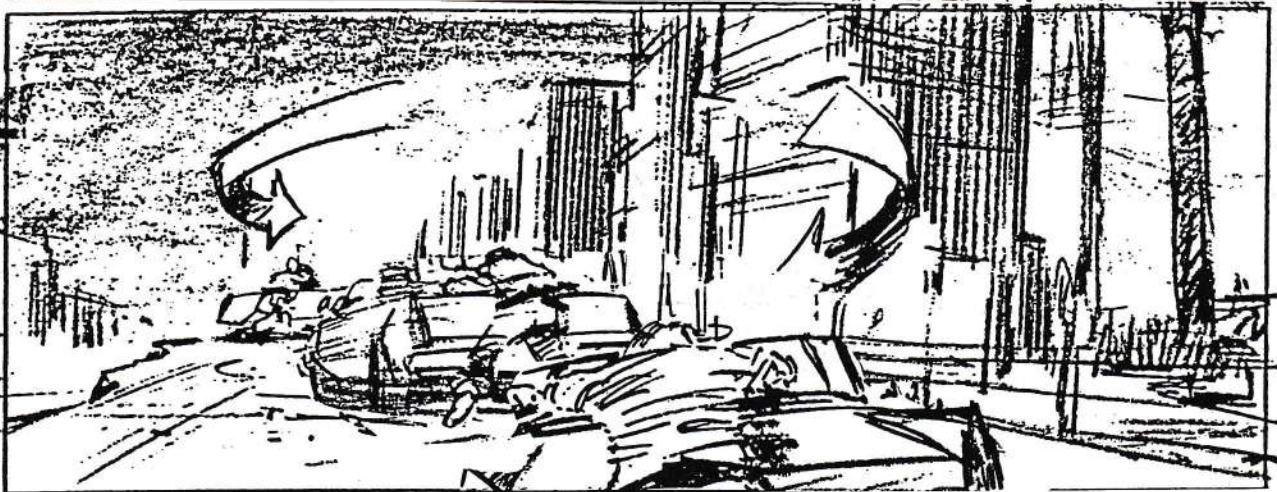
**JOHN CARPENTER'S**



Scene #

**146**

**Panel 9**



<b>DESCRIPTION</b>	The Wilshire Canyon- Ext. Wide - Plissken on back of Caddy - Eddie swerves trying to throw Plissken off. <i>(Car enters into frame right and speeds down street)</i>
<b>EFFECTS TO BE ADDED</b>	Plissken/stunt on Caddy within location/set. Add matte painting extension of buildings/ horizon and water element

<b>LENGTH</b>	<b># of frames of actual cut</b>
---------------	----------------------------------

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)	Plissken/stuntman on Caddy within location/set	Shoot date: Vista 12/21
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Water element	Shoot dates:
Matte painting	Buildings and horizon	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/6/95

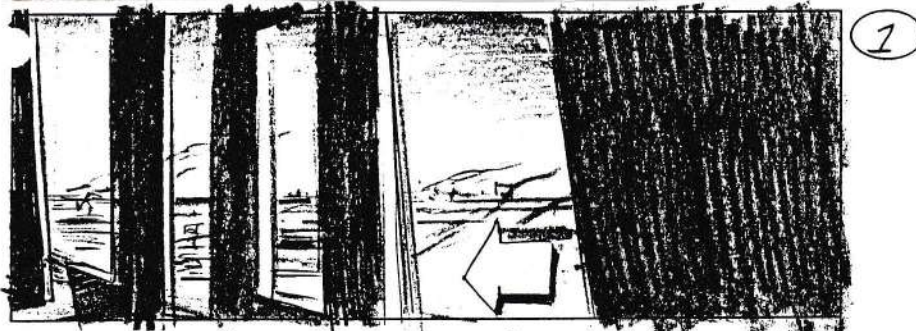
JOHN CARPENTER'S



Scene #

156

Panel 1, 1a



FROM BLACK / TRACK LEFT PAST SIGN + UP



DESCRIPTION	Ext. View of L.A. - Night - Track left from behind Hollywood Sign, pullback to WS of city thru sign- Fires burn everywhere
EFFECTS TO BE ADDED	Matte painting of city with live fire elements and CG sign

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate 1- Background (Live action)		Shoot date: No Plate needed
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Fire Hollywood Hills reference stills	Shoot dates:
Matte painting	City and horizon	
CGI	Hollywood sign	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/7/95



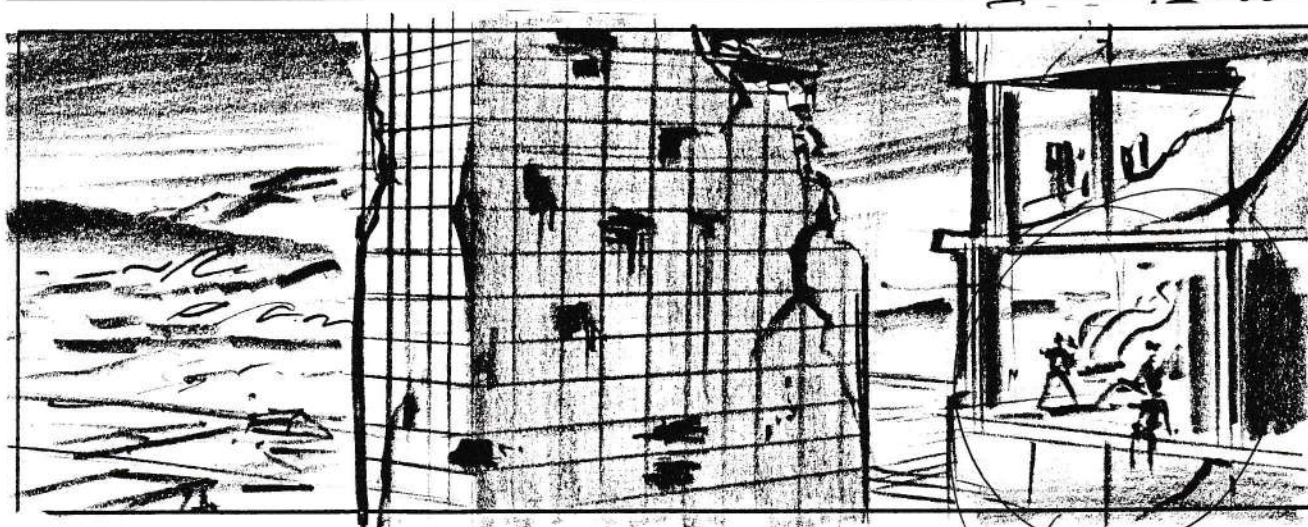
**JOHN CARPENTER'S**



**Scene #**

**157**

**Panel 1**



1

<b>DESCRIPTION</b>	Ext. Angle on Twin Towers- Vagrants cluster around the edge of the building- in the hills a massive fire sweeps thru Loz Feliz
<b>EFFECTS TO BE ADDED</b>	Matte painting of buildings and horizon with live fire elements added to greenscreen vagrants

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Vagrants	Shoot date: GS 3/20
Additional Elements	Fire	Shoot dates:
Matte painting	Twin Towers, hills, and horizon	
CGI		

**Board approved by:** \_\_\_\_\_

**Date:** \_\_\_\_\_

11/7/95

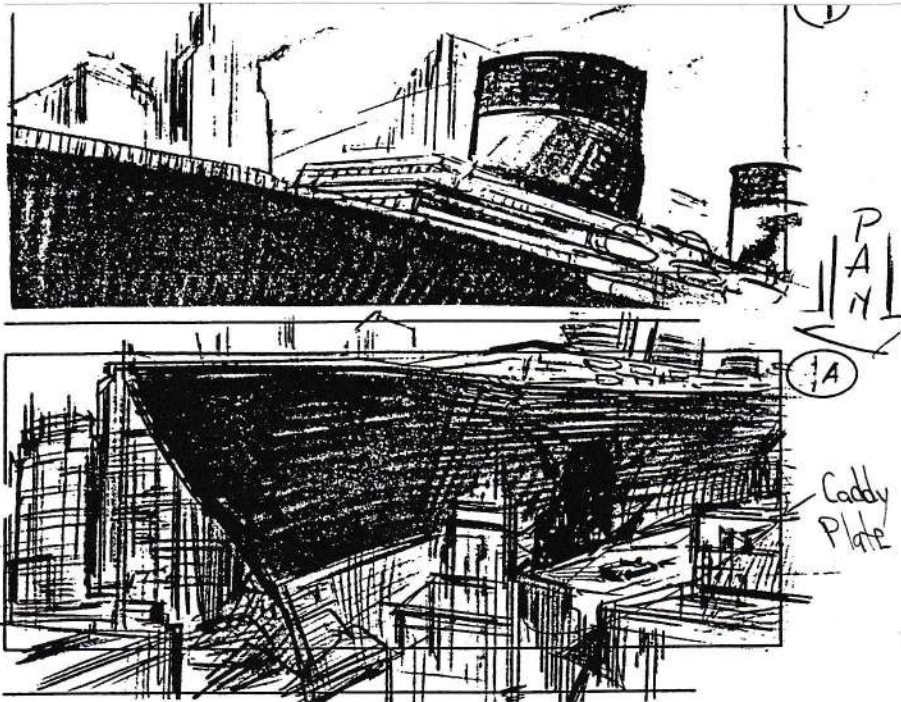
**JOHN CARPENTER'S**



Scene #

**159**

**Panel 1, 1a**



<b>DESCRIPTION</b>	Ext. Downtown L.A.- Night. The Queen Mary is jammed next to the remains of the Bonaventure Hotel- Pan Down from the top of QM to street level to see Caddy drive up
<b>EFFECTS TO BE ADDED</b>	Matte painting Queen Mary, Digital pan down to live action plate of Caddy driving up

<b>LENGTH</b>	<b># of frames of actual cut</b>
---------------	----------------------------------

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)	Caddy driving up	Shoot date: Vista 12/27
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting	Queen Mary	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/7/95



JOHN CARPENTER'S



Scene #

165

Panel 1



DESCRIPTION	Ext. Downtown L.A.- Queen Mary - Snake arcs away from the street to skyscrapers- BVVE to Shoot
EFFECTS TO BE ADDED	Matte painting/CG buildings with bluescreen puppet on gliding rig

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Snake bluescreen puppet on gliding rig	Shoot dates:
Matte painting	Buildings	
CGI	Buildings	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/7/95

JOHN CARPENTER'S



Scene #

165

Panel 3



DESCRIPTION	Ext. Downtown L.A.- Map to the Stars Eddie makes a rapid suicidal dive towards the pavement - he lifts up at the last second
EFFECTS TO BE ADDED	Greenscreen actor on gliding rig with BG plate or CG sky/ship

LENGTH	# of frames of actual cut	
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ELEMENT	COMMENTS	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Eddie in gliding rig	Shoot date: GS 3/12
Additional Elements		Shoot dates:
Matte painting		
CGI	Sky/ship	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/7/95



JOHN CARPENTER'S



Scene #

165

Panel 4



DESCRIPTION	Ext. Downtown L.A.- Above Map to the Stars Eddie as he is heading downward then lifts up
EFFECTS TO BE ADDED	Bluescreen puppet on gliding rig with CG/matte painting buildings

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Eddie bluescreen puppet on glider rig	Shoot dates:
Matte painting	Buildings	
CGI	Buildings	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/7/95

JOHN CARPENTER'S



Scene #

166

Panel 1



TRACKING ALONG WITH SAIGONS

DESCRIPTION	Ext. Downtown L.A.- Tops of skyscrapers- Angle looking down- Tracking along with Plissken and others gliding above skyscrapers. Eddie bounces around.
EFFECTS TO BE ADDED	Bluescreen puppets on gliding rig with CG/matte painting buildings

LENGTH	# of frames of actual cut	
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ELEMENT	COMMENTS	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Snake bluescreen puppet on gliding rig Eddie bluescreen puppet on gliding rig Saigon Shadow bluescreen puppets on glider rigs	Shoot dates:
Matte painting	Buildings	
CGI	Buildings	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/7/95



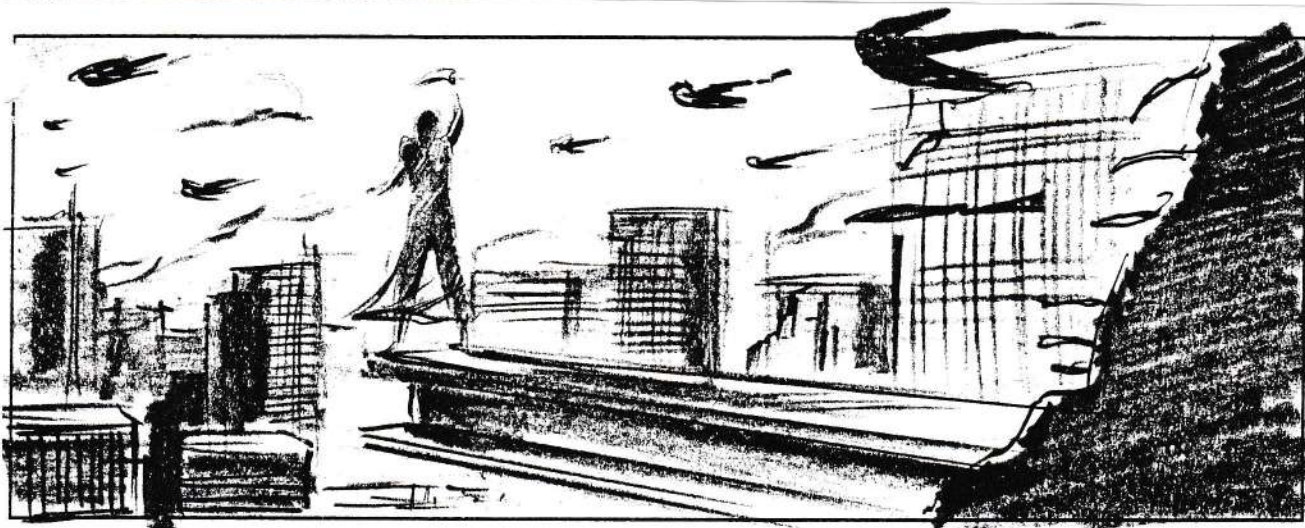
**JOHN CARPENTER'S**



**Scene #**

**166**

**Panel 2**



<b>DESCRIPTION</b>	Ext. Downtown L.A.- Tops of skyscrapers- a beautiful girl in diaphanous gown dances on narrow girder as Saigon Shadow hang gliders fly by
<b>EFFECTS TO BE ADDED</b>	Bluescreen puppets on gliding rig and greenscreen girl with CG/matte painting buildings

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Greenscreen dancing girl	Shoot date: GS 3/20
Additional Elements	Saigon Shadow bluescreen puppets on gliding rig	Shoot dates:
Matte painting	Buildings	
CGI	Buildings	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/7/95

JOHN CARPENTER'S

# ESCAPE FROM L.A.

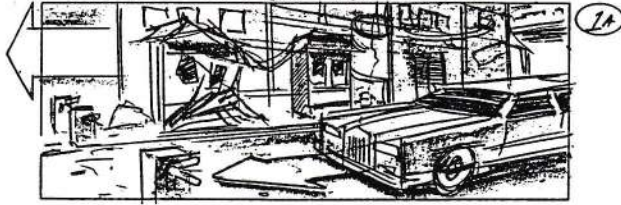
Scene #

167

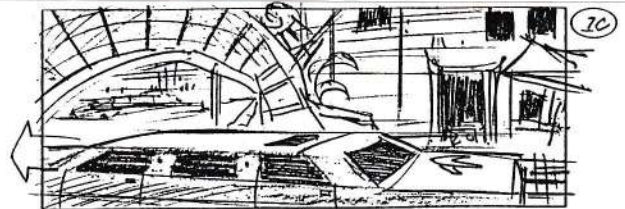
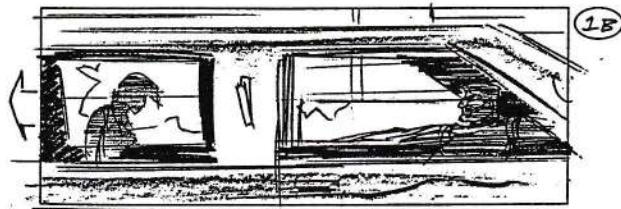
Panels 1-1e



TRACKING MAN LEFT WITH LIMO / CRASHED TRAM



CONTINUE PAN LEFT TO...



LIMO CONTINUES IN AS WE DOLLY UP



OWN REVEAL / UP & OVER TO...



## DESCRIPTION

Ext. Happy Kingdom by the sea- tracking with limo past crashed tram- Crane shot

## EFFECTS TO BE ADDED

Matte painting destroyed tram

## LENGTH

## # of frames of actual cut

## ELEMENT

## COMMENTS

Plate1- Background  
(Live action)

Vista Plate, Cars passing thru set  
(cars contained within set, linear  
dolly)

Shoot date:

Plate 2- Green Screen  
(Live action)

Shoot date:

Additional Elements

Shoot dates:

Matte painting

Destroyed Tram

CGI

Board approved by:

Date:

10/30/95



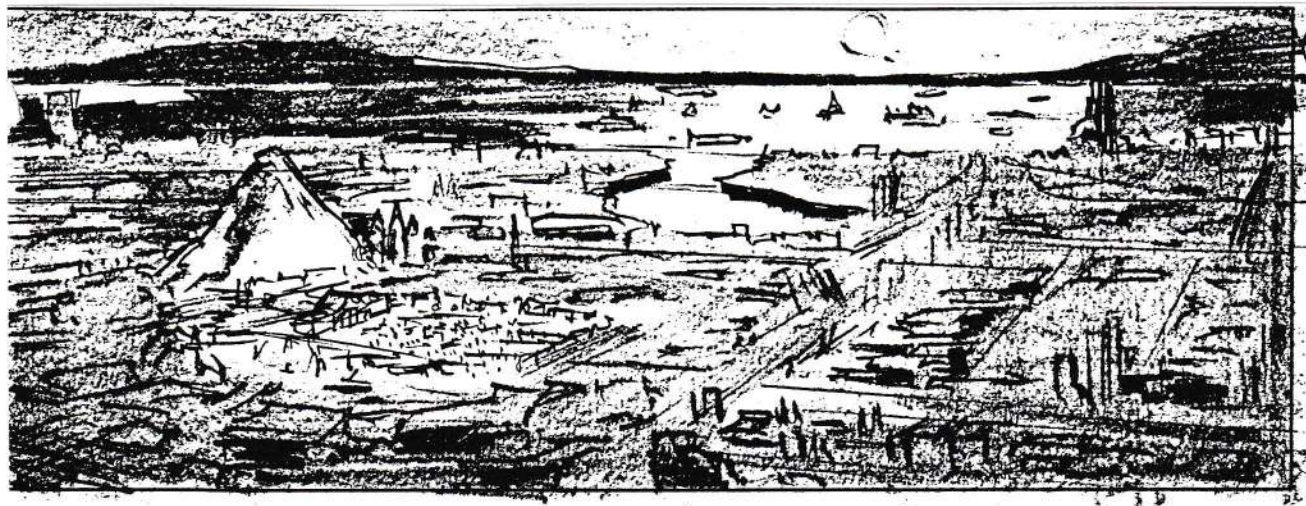
**JOHN CARPENTER'S**



**Scene #**

**169**

**Panel 3**



<b>DESCRIPTION</b>	Ext. Happy Kingdom- High shot - Establishing arena/San Fernando Sea
<b>EFFECTS TO BE ADDED</b>	Matte painting of Kingdom, Ocean plate, miniature helicopter

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Gang at Kingdom	Shoot date: Vista 2/7
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Ocean Plate Miniature helicopter	Shoot dates:
Matte painting	Destroyed kingdom surroundings and ships	
CGI		

Board approved by: \_\_\_\_\_

Date: \_\_\_\_\_

10/30/95

JOHN CARPENTER'S

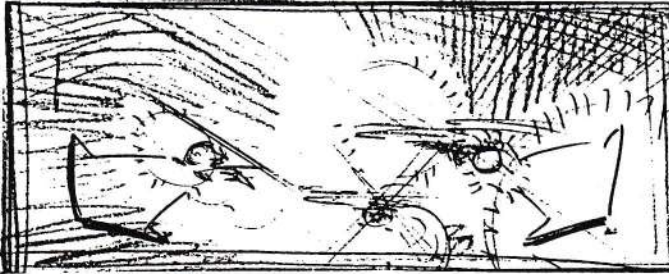


Scene #

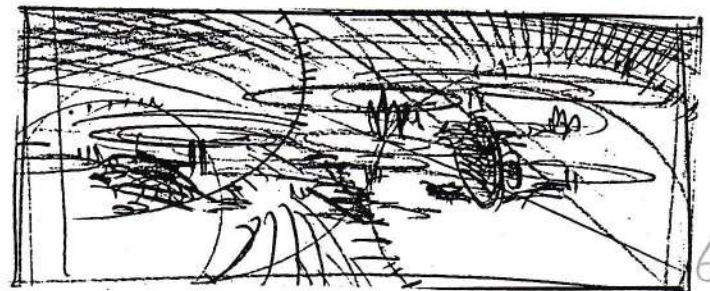
169

Panels 6, 6A

Sc. 169



HELICOPTERS



DESCRIPTION	Ext. Happy Kingdom sky - One police helicopter flies in. (Concept Change)
EFFECTS TO BE ADDED	Bluescreen miniature helicopter

LENGTH	# of frames of actual cut
--------	---------------------------

ELEMENT	COMMENTS	
Plate1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Sky Plate Miniature Helicopter	Shoot dates: BVVE will shoot
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

10/30/95



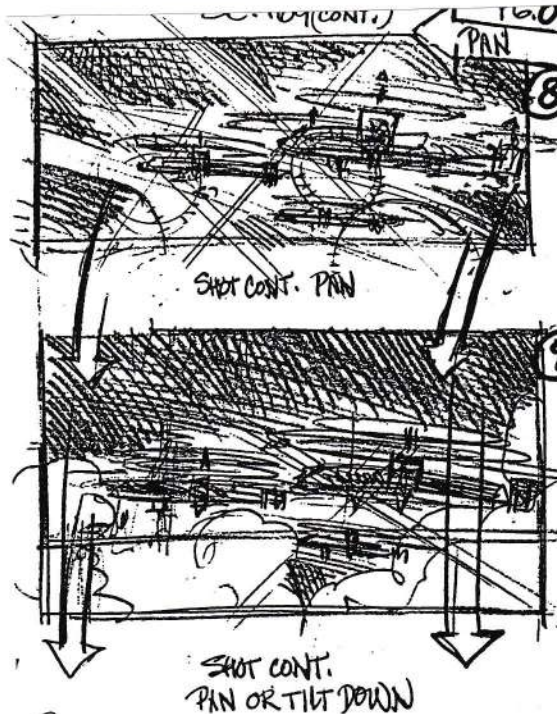
JOHN CARPENTER'S



Scene #

169

Panel 8, 9



DESCRIPTION	Ext. pan/tilt down with helicopter landing (Concept Change)
EFFECTS TO BE ADDED	Bluescreen helicopter to BG plate of landing

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate1- Background (Live action)	Landing area plate	Shoot date: Vista 2/7
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen helicopter	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

10/30/95

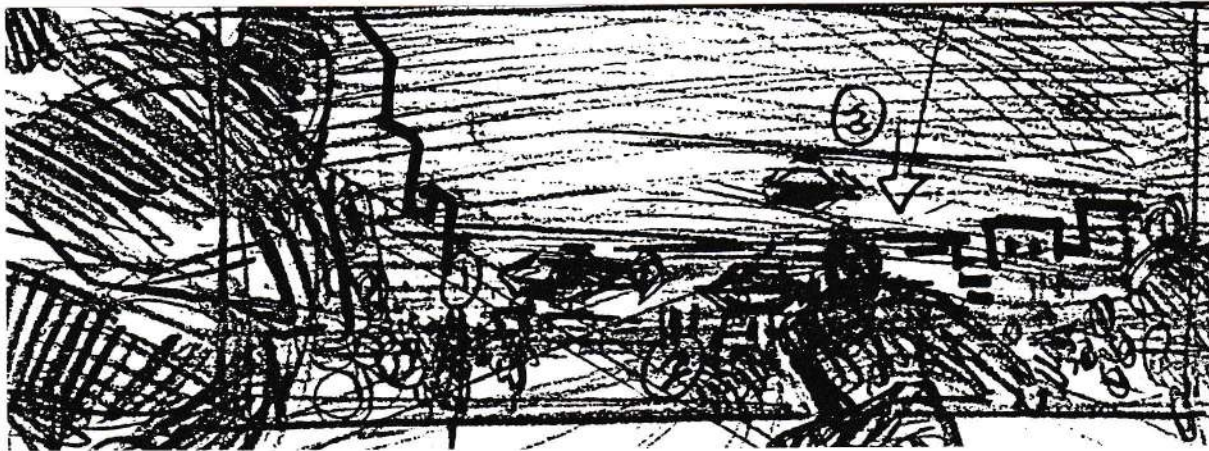
JOHN CARPENTER'S



Scene #

**169**

**Panel 10**



DESCRIPTION	Ext. one helicopter lands ( <i>Concept Change</i> )
EFFECTS TO BE ADDED	CG rotors to on set helicopter

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate1- Background (Live action)	Helicopter on set ( High angle so people don't cross rotors)	Shoot date: Vista 2/7
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI	Rotors	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

10/30/95



**JOHN CARPENTER'S**



**Scene #**

**171**

**Panel 1**



<b>DESCRIPTION</b>	Ext. Wide over Happy Kingdom- hanggliders come into frame
<b>EFFECTS TO BE ADDED</b>	Bluescreen puppet hanggliders, matte painting, ocean plate

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Crowd in arena (Shoot at high wide position)	Shoot date: Vista 2/6
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Ocean plate Bluescreen puppet hanggliders	Shoot dates:
Matte painting	Surrounding area around arena	
CGI		

**Board approved by:** \_\_\_\_\_ **Date:** \_\_\_\_\_

10/30/95

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

Scene #

**171**

**Panel 2**



<b>DESCRIPTION</b>	Ext. Close- Plissken and Eddie hanggliding	
<b>EFFECTS TO BE ADDED</b>	Greenscreen Plissken in FG, Bluescreen puppet hangglider in BG	
<b>LENGTH</b>	<b># of frames of actual cut</b>	
<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Plissken hanggliding	Shoot date: GS 3/13
Additional Elements	Sky plate Bluescreen puppet hanggliders	Shoot dates: BVVE to shoot sky plate
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

10/30/95



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

Scene #

**171**

**Panel 4**



<b>DESCRIPTION</b>	Ext. tracking with hanggliders
<b>EFFECTS TO BE ADDED</b>	Greenscreen actors in rigs to sky background

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Actors on gliding rigs: Plissken, Eddie, Hershe as separate elements (choreographed w/dialogue)	Shoot date: GS 3/13 , with Video Assist
Additional Elements	Sky BG	Shoot dates:
Matte painting		
CGI		

Board approved by:  
 10/30/95

Date:

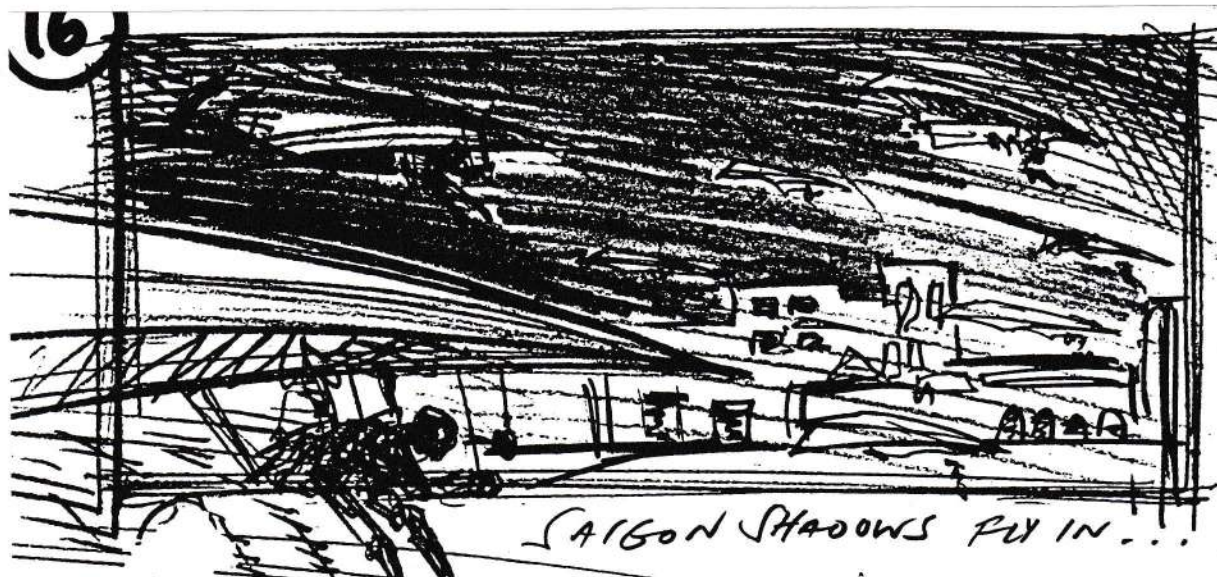
JOHN CARPENTER'S



Scene #

172

Panel 16



DESCRIPTION	Ext. Saigon Shadows dive right across Main Street.
EFFECTS TO BE ADDED	Live action FG Shadow with puppet gliders to night sky

LENGTH	# of frames of actual cut
--------	---------------------------

ELEMENT	COMMENTS	
Plate1- Background (Live action)	FG Shadow	Shoot date: Vista 2/7
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Three puppet gliders (Digitally duplicated)	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

10/30/95



**JOHN CARPENTER'S**



**Scene #**

**172**

**Panel 20**



<b>DESCRIPTION</b>	Ext. Main Street- front angle - Plissken roars down out of sky, chasing Cuervo
<b>EFFECTS TO BE ADDED</b>	Plissken and glider on crane in set - rig removal

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Plissken in rig	Shoot date: Non-Vista Vision
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

**Board approved by:** \_\_\_\_\_ **Date:** \_\_\_\_\_

10/30/95

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

Scene #  
**172**  
 Panel 21



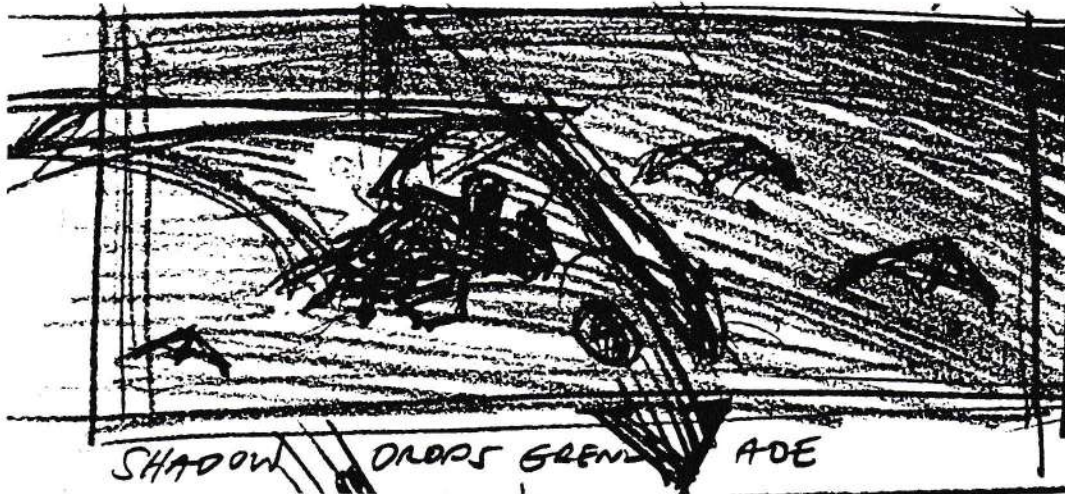
<b>DESCRIPTION</b>	Ext. Main Street- front angle - Plissken roars down out of sky, hitting Cuervo full force
<b>EFFECTS TO BE ADDED</b>	Plissken and glider on crane in set - rig removal

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Plissken in rig	Shoot date: Non-Vista Vision
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_





<b>DESCRIPTION</b>	Ext. Sky above Happy Kingdom- A Saigon Shadow throws a grenade.
<b>EFFECTS TO BE ADDED</b>	Greenscreen actor on glider rig, Bluescreen puppet gliders to sky BG

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Shadow actor in rig	Shoot date: GS 3/13
Additional Elements	Bluescreen puppet gliders Sky BG	Shoot dates: BVVE to shoot sky plate
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

10/30/95

**JOHN CARPENTER'S**



**Scene #**

**172**

**Panel 31a**

**Non-Visual Effects Shot**



<b>DESCRIPTION</b>	Ext. Happy Kingdom- Cuervo and Plissken disappear in a huge flash of fire and smoke as the grenade erupts
<b>EFFECTS TO BE ADDED</b>	Practical explosion element with possible digital enhancement/compositing

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Cuervo, Plissken fight. Pyro gag	Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

**Board approved by:**

**Date:**

11/9/95



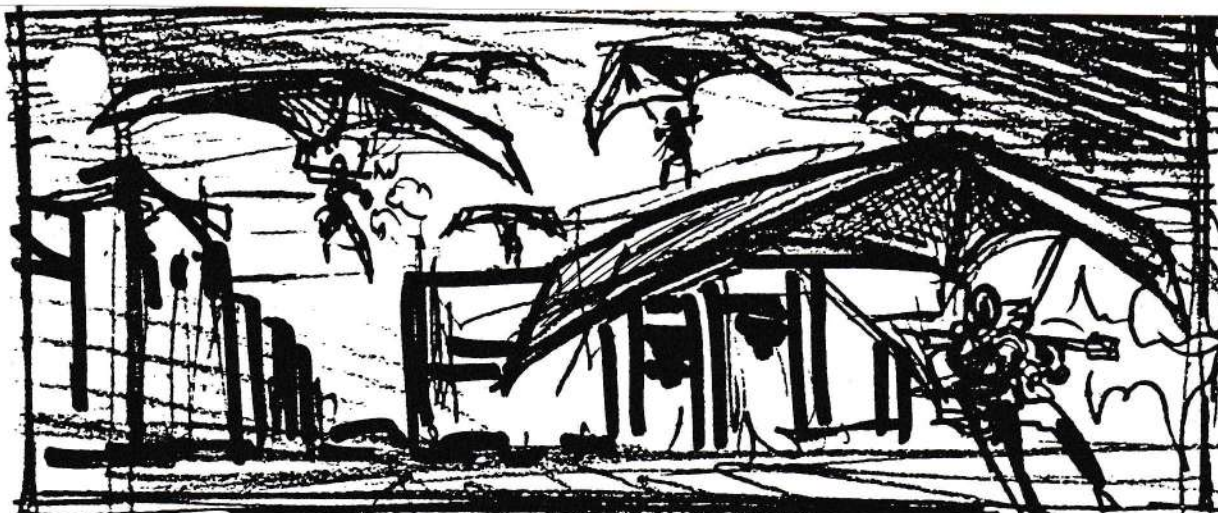
**JOHN CARPENTER'S**



**Scene #**

**172**

**Panel 38**



<b>DESCRIPTION</b>	Ext. Main Street- Hershe and Shadows come in for landing
<b>EFFECTS TO BE ADDED</b>	Moving split- Live action plates with Hershe and Saigon landing. Bluescreen puppet gliders in background

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Hershe landing Saigon landing	Shoot date: Vista 2/7 (Both elements same camera position)
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen puppet gliders	Shoot dates:
Matte painting		
CGI		

**Board approved by:** \_\_\_\_\_

**Date:** \_\_\_\_\_

10/30/95

**JOHN CARPENTER'S**

**ESCAPE  
FROM  
L.A.**

Scene #

**172**

**Panel 42**



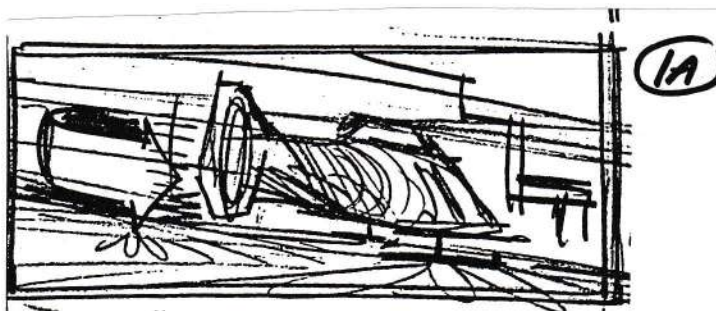
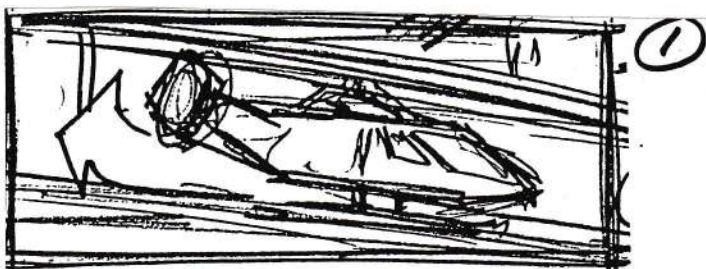
<b>DESCRIPTION</b>	Ext. Main Street- Helicopter is starting up
<b>EFFECTS TO BE ADDED</b>	Add CG rotors to live helicopter

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Helicopter on set	Shoot date: Vista 2/7
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI	Rotors	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_





<b>DESCRIPTION</b>	Ext. Main Street- Lead helicopter struggles, track along with helicopter sliding across pavement
<b>EFFECTS TO BE ADDED</b>	Bluescreen miniature helicopter to BG plate

<b>LENGTH</b>	<b># of frames of actual cut</b>
---------------	----------------------------------

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Take-off area of set	Shoot date: Vista 2/13
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen miniature helicopter	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

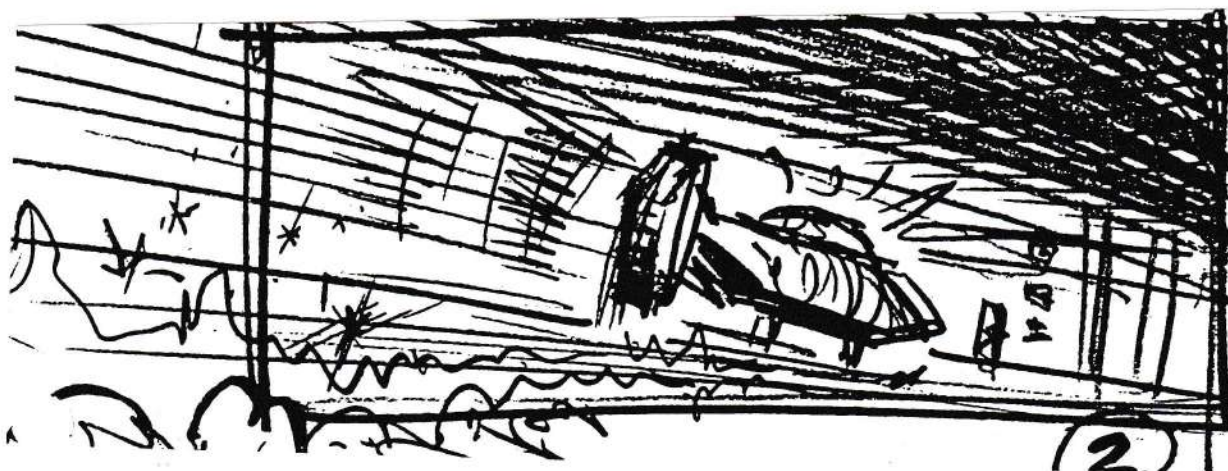
JOHN CARPENTER'S



Scene #

**180**

**Panel 2**



DESCRIPTION	Ext. Main Street- Lead helicopter slowly lifts off
EFFECTS TO BE ADDED	Bluescreen miniature helicopter, CG sparks to BG plate

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate1- Background (Live action)	Take-off area of set	Shoot date: Vista 2/13
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen miniature helicopter	Shoot dates:
Matte painting		
CGI	Sparks	

Board approved by: \_\_\_\_\_

Date: \_\_\_\_\_

10/31/95



JOHN CARPENTER'S

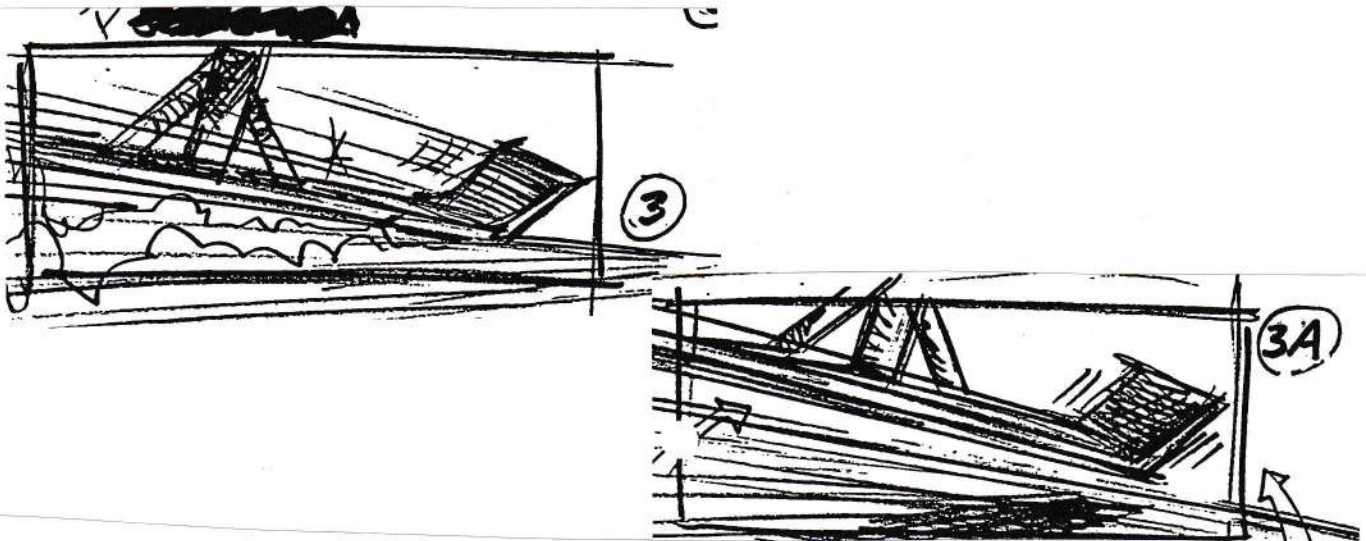


Scene #

**180**

**Panel 3, 3a**

Non-Visual Effects Shot



DESCRIPTION	Ext. Main Street- Close on helicopter skids lifting
EFFECTS TO BE ADDED	Shoot miniature skids on ground- do practical

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate1- Background (Live action)	Miniature skids on ground	Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/9/95

JOHN CARPENTER'S



Scene #

182

Panel 1



DESCRIPTION	Ext. Main Street- Wide - helicopter struggling to fly- crowd runs toward helicopter
EFFECTS TO BE ADDED	Bluescreen helicopter to live action crowd. Split at horizon to add mountain matte painting

LENGTH	# of frames of actual cut
--------	---------------------------

ELEMENT	COMMENTS	
Plate1- Background (Live action)	Crowd running (split at horizon)	Shoot date: Vista 2/13
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen miniature helicopter	Shoot dates:
Matte painting	Mountain	
CGI		

Board approved by:

Date:

10/31/95



**JOHN CARPENTER'S**  
**ESCAPE**  
 FROM  
**LA**

Scene #  
**182**  
 Panel 3



<b>DESCRIPTION</b>	Ext. Main Street- Wide - Over helicopter on FG - Crowd is running toward helicopter/camera
<b>EFFECTS TO BE ADDED</b>	Bluescreen miniature helicopter to live action plate

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Crowd running	Shoot date: Vista 2/8
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen miniature helicopter	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

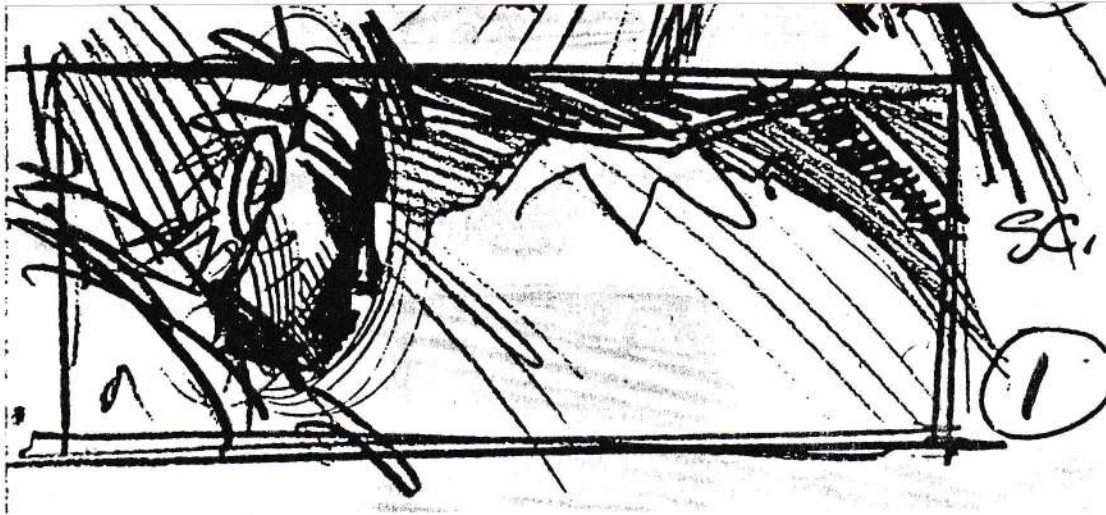
**JOHN CARPENTER'S**



Scene #

**183**

**Panel 1**



<b>DESCRIPTION</b>	Int. Helicopter- Mountain - Thru windshield over Plissken's shoulder
<b>EFFECTS TO BE ADDED</b>	Greenscreen Plissken in cockpit

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Plissken in cockpit	Shoot date: GS 3/15
Additional Elements		Shoot dates:
Matte painting	Mountain painting, reuse from Sc. 182 panel 1	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_



JOHN CARPENTER'S



Scene #

186

Panel 1



DESCRIPTION	Ext. Helicopter- Flies toward mountain- Eddie leans out
EFFECTS TO BE ADDED	Greenscreen practical helicopter to mountain mattepainting

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)	Practical helicopter/Eddie	Shoot date: GS 3/15
Additional Elements		Shoot dates:
Matte painting	Mountain painting, reuse from Sc. 182 panel 1	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

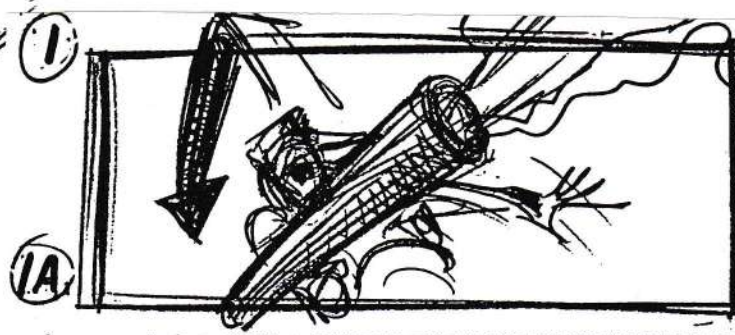
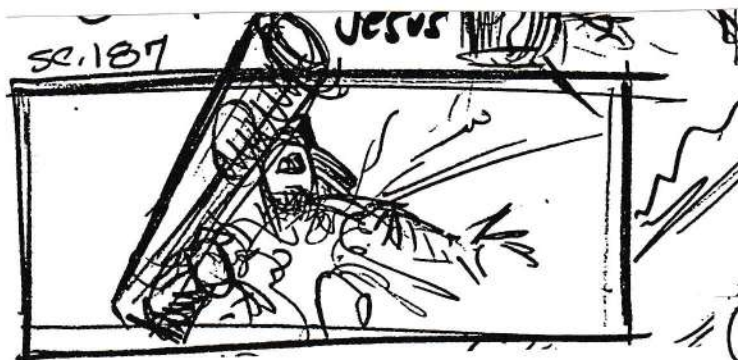
10/30/95

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

Scene #

**187**

**Panel 1, 1a**



<b>DESCRIPTION</b>	Ext. Main Street- Cuervo Jones pulls the trigger on the rocket launcher
<b>EFFECTS TO BE ADDED</b>	Muzzle flash and contrail (Possible mechanical effect, if not done on set BVVE will do effect)

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Cuervo Jones with launcher	Shoot date: 2/13
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Muzzle flash	Shoot dates:
Matte painting		
CGI	Contrail	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/16/95





<b>DESCRIPTION</b>	Ext. Main Street- A burning missile shoots upward- helicopter skids in FG
<b>EFFECTS TO BE ADDED</b>	Bluescreen miniature skids, CG missile with contrail to live action plate.

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Happy Kingdom	Shoot date: Vista 2/14
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen miniature skids	Shoot dates:
Matte painting		
CGI	Missile and Contrail	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

**JOHN CARPENTER'S**



**Scene #**

**191**

**Panel 1**



<b>DESCRIPTION</b>	The helicopter- The rocket streams into the rear compartment- it explodes into flames
<b>EFFECTS TO BE ADDED</b>	Bluescreen miniature helicopter, CG missile, explosion/pyro tracked to helicopter

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)		Shoot date: No plate
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen miniature helicopter Explosions/pyro Sky BG	Shoot dates:
Matte painting		
CGI	Missile	

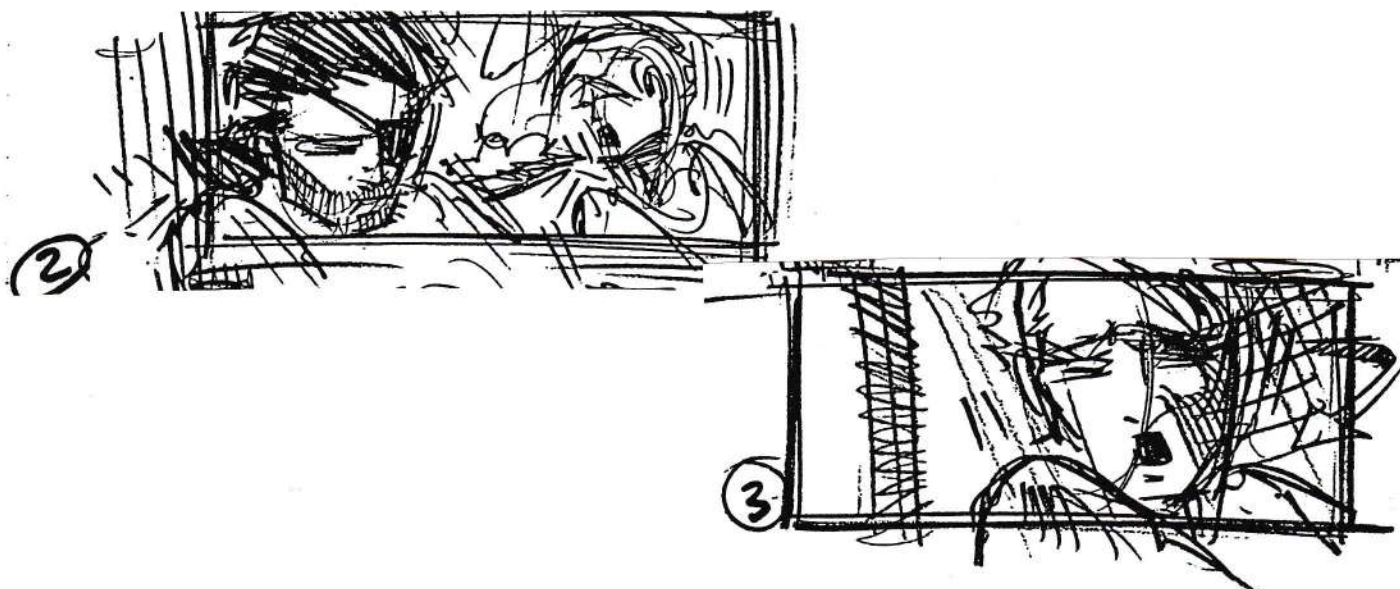


JOHN CARPENTER'S  
**ESCAPE**  
FROM  
**L.A.**

Scene #

**191**

**Panel 2, 3**



<b>DESCRIPTION</b>	Int. helicopter- Flames lick at Plissken and Utopia in the front- the fire walls protect them- <b>LOCKED OFF CAMERA</b>
<b>EFFECTS TO BE ADDED</b>	Greenscreen actors in cockpit w/ poorman process sky in side window. Empty rear compartment: add fire element. <i>(Possible camera move added in post)</i>

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Rear compartment	Shoot date: 3/18
Plate 2- Green Screen (Live action)	GS behind actor's heads in cockpit. Poormans process sky in side windows	Shoot date: 3/18
Additional Elements	Fire Camera move	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_

Date: \_\_\_\_\_

11/16/95

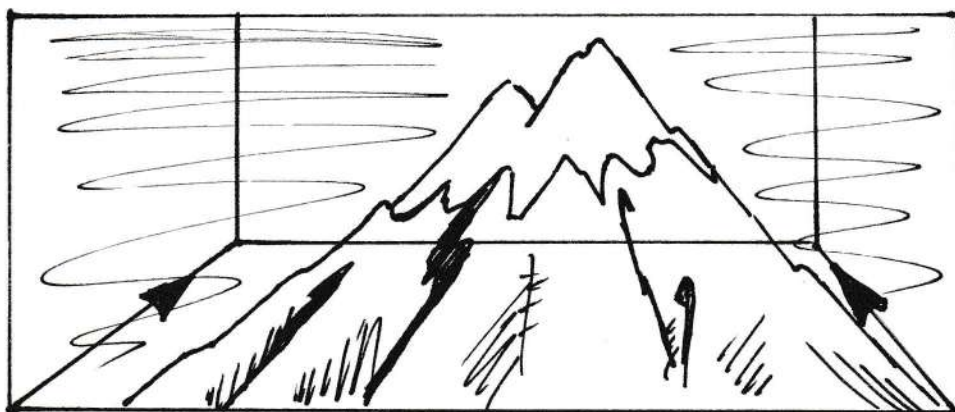
**JOHN CARPENTER'S**



**Scene #**

**192**

**Mnt. POV**



<b>DESCRIPTION</b>	Clean POV of mountain- Slow wobbly push up and over mountain top
<b>EFFECTS TO BE ADDED</b>	Matte painting of mountain. Camera move added in post. Clean no windshield

<b>LENGTH</b>	<b># of frames of actual cut</b>	
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<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)		Shoot date:
Plate 2- Blue Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting	Mountain painting from Sc. 182	
CGI		

**Board approved by:** \_\_\_\_\_ **Date:** \_\_\_\_\_

11/16/95



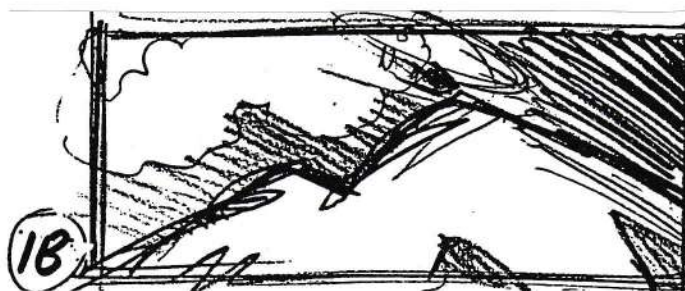
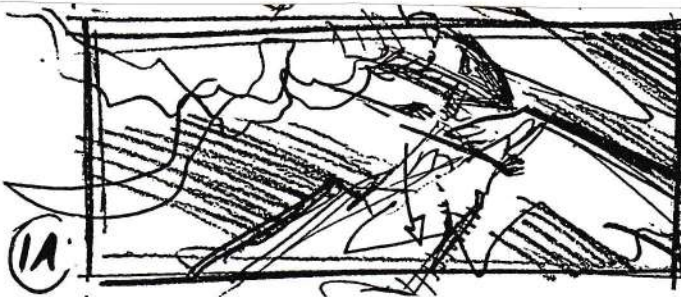
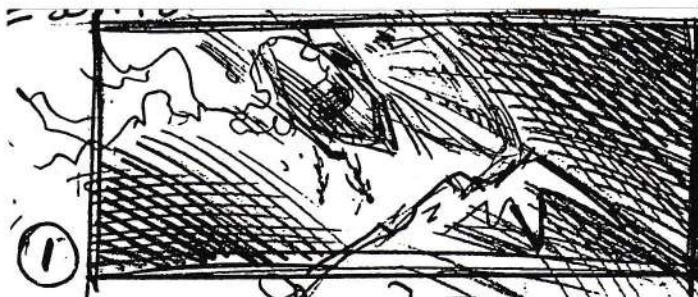
JOHN CARPENTER'S



Scene #

**193**

**Panel 1,1a,1b**



<b>DESCRIPTION</b>	Ext. Mountain Top- Burning helicopter wobbles over the top of the mountain
<b>EFFECTS TO BE ADDED</b>	Bluescreen miniature helicopter, fire elements tracked to helicopter, mountain mattepainting

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)		Shoot date: No Plate
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Fire Bluescreen miniature helicopter	Shoot dates:
Matte painting	Mountain, Reuse from Sc. 182 panel 1, IF THE SAME ANGLE AS PREVIOUS SHOTS	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

10/30/95

JOHN CARPENTER'S



Scene #

196

Panel 1



DESCRIPTION	Int. Helicopter- Flames lick at Plissken and Utopia in the front- fire walls protect them (LOCKED OFF CAMERA)
EFFECTS TO BE ADDED	Greenscreen actors in cockpit w/ poorman process sky in side window, Empty rear compartment: add fire element. Will add camera move in post.

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate1- Background (Live action)	Empty compartment	Shoot date: Vista 3/18
Plate 2- Green Screen (Live action)	GS behind actor's heads in cockpit. Poormans process sky in side windows	Shoot date: GS 3/18
Additional Elements	Fire Camera move	Shoot dates:
Matte painting		
CGI		

Board approved by:

11/16/95

Date:



JOHN CARPENTER'S



Scene #

197

Panel 2



DESCRIPTION	Ext. San Fernando Sea- Night - As the burning helicopter lurches thru the sky toward the wall
EFFECTS TO BE ADDED	Wall matte painting composite with ocean plate, fire element tracked to mini/CG helicopter

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate1- Background (Live action)		Shoot date: No Plate
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Ocean plate Fire Miniature/CG helicopter	Shoot dates:
Matte painting	Wall	
CGI		

Board approved by: \_\_\_\_\_

Date: \_\_\_\_\_

10/31/95

JOHN CARPENTER'S



Scene #

198

Panel 1



DESCRIPTION	Int. Helicopter- Night - Flames lick at Plissken and Utopia (LOCKED OFF CAMERA)
EFFECTS TO BE ADDED	Greenscreen actors in cockpit w/ poorman process sky in side window, Empty rear compartment: add fire element. Camera move added in post.

LENGTH	# of frames of actual cut
--------	---------------------------

ELEMENT	COMMENTS	
Plate1- Background (Live action)	Empty compartment	Shoot date: Vista 3/18
Plate 2- Green Screen (Live action)	GS behind actor's heads in cockpit. Poormans process sky in side windows	Shoot date: GS 3/18
Additional Elements	Fire Camera move	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_

Date: \_\_\_\_\_

11/16/95



JOHN CARPENTER'S



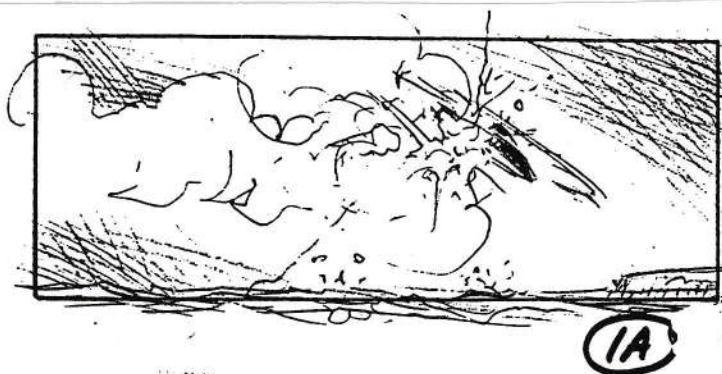
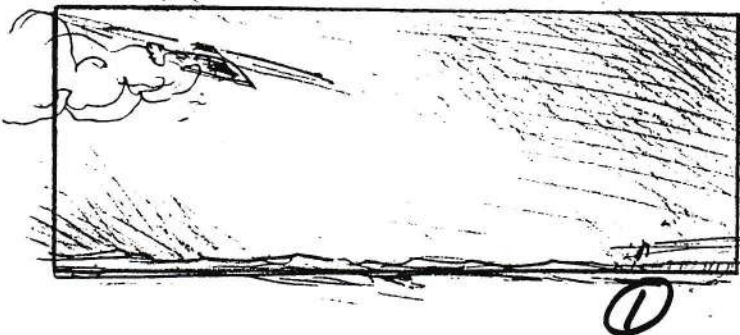
Scene #

199

Panel 1, 1a

SC.199.

PG.45



DESCRIPTION	Ext. San Fernando Sea - Helicopter of fire flies toward Firebase- explosion
EFFECTS TO BE ADDED	Wall matte painting composite with ocean plate, fire element tracked to mini/CG helicopter

LENGTH	# of frames of actual cut	
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ELEMENT	COMMENTS	
Plate1- Background (Live action)		Shoot date: No plate
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Ocean plate Fire Mini/CG helicopter	Shoot dates:
Matte painting	Wall	
CGI		

Board approved by:

Date:

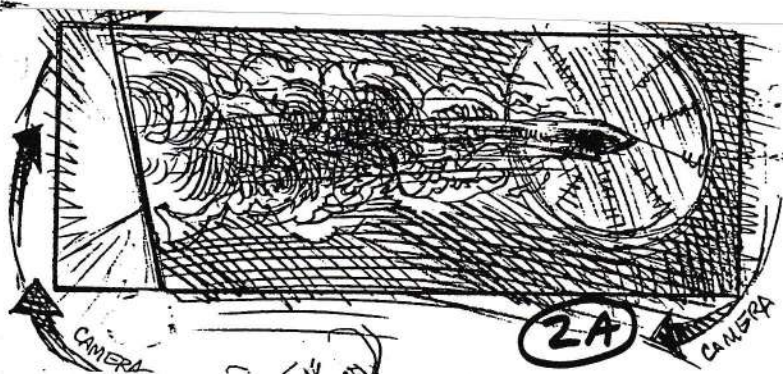
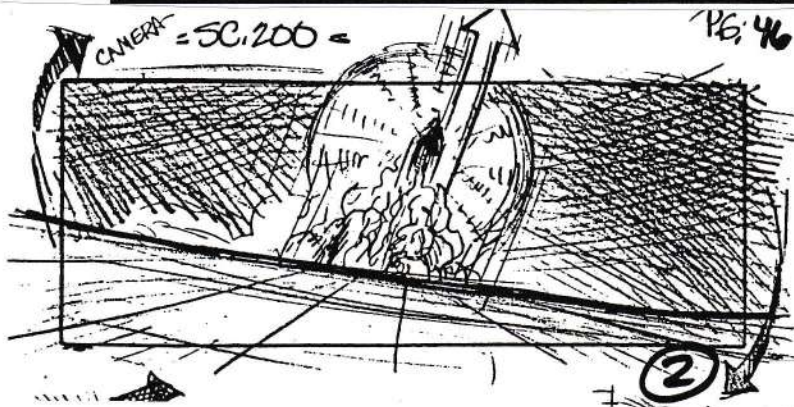
10/31/95

# JOHN CARPENTER'S ESCAPE FROM LA

Scene #

**200**

**Panel 2, 2a**



<b>DESCRIPTION</b>	Ext. Firebase- Over the wall comes the flaming helicopter. It approaches and zooms right over camera
<b>EFFECTS TO BE ADDED</b>	Fire element tracked to mini/CG helicopter added to sky/wall BG. Digitally add camera move.

<b>LENGTH</b>	<b># of frames of actual cut</b>
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<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)		Shoot date: No plate
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Sky/wall BG Fire Mini/CG helicopter	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_



JOHN CARPENTER'S



Scene #

200

Panel 3



DESCRIPTION	Ext. Firebase- Wide - Helicopter flies over
EFFECTS TO BE ADDED	Fire element tracked to mini/CG helicopter added to BG.

LENGTH	# of frames of actual cut
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ELEMENT	COMMENTS	
Plate1- Background (Live action)	Firebase	Shoot date: Vista 12/15
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Fire Mini/CG helicopter	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

JOHN CARPENTER'S



Scene #

202

Panel 1



DESCRIPTION	Int. Lead Helicopter- Plissken and Utopia. Fire licks at them (LOCKED OFF CAMERA)
EFFECTS TO BE ADDED	Greenscreen actors in cockpit w/ poorman process sky in side window, Empty rear compartment: add fire element. Add camera move in post.

LENGTH	# of frames of actual cut	
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ELEMENT	COMMENTS	
Plate1- Background (Live action)	Empty compartment	Shoot date: Vista 3/18
Plate 2- Green Screen (Live action)	GS behind actor's heads in cockpit. Poormans process sky in side windows	Shoot date: GS 3/18
Additional Elements	Fire Camera move	Shoot dates:
Matte painting		
CGI		

Board approved by:

Date:

11/16/95



JOHN CARPENTER'S



Scene #

202

Panel 2



DESCRIPTION	Int. Lead Helicopter- Opposite angle - Plissken and Utopia. Fire licks at them (LOCKED OFF CAMERA)
EFFECTS TO BE ADDED	Greenscreen actors in cockpit w/ poorman process sky in side window, Empty rear compartment: add fire element. Add camera move in post.

LENGTH	# of frames of actual cut	
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ELEMENT	COMMENTS	
Plate1- Background (Live action)	Empty compartment	Shoot date:
Plate 2- Green Screen (Live action)	GS behind actor's heads in cockpit. Poormans process sky in side windows	Shoot date: GS 3/18
Additional Elements	Fire Camera move	Shoot dates:
Matte painting		
CGI		

Board approved by:

Date:

11/16/95

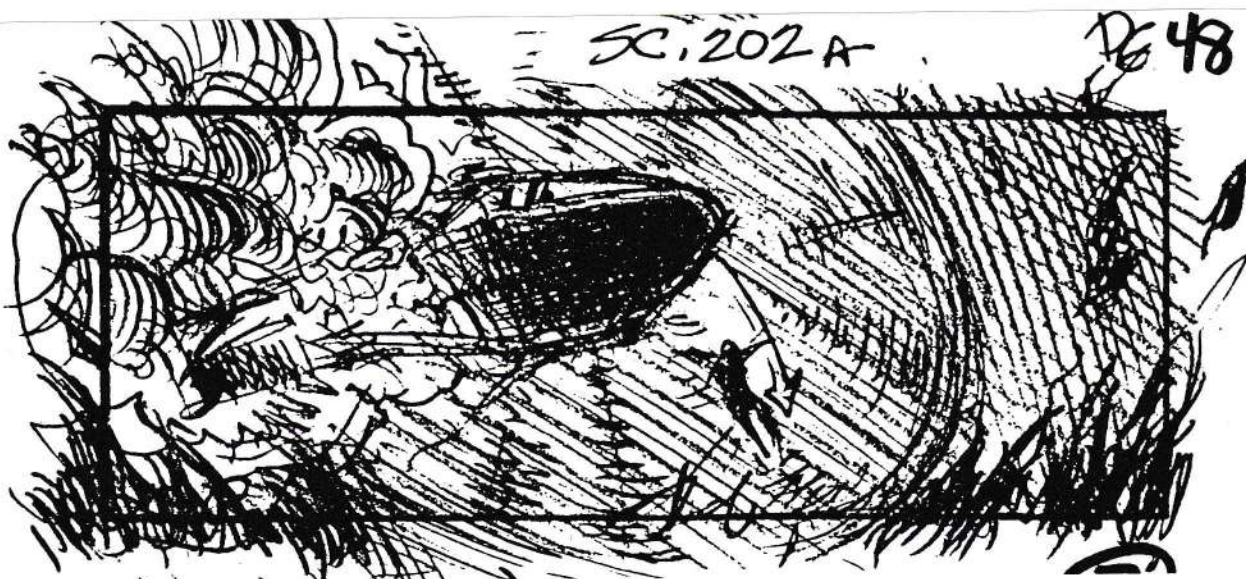
JOHN CARPENTER'S



Scene #

202a

Panel 3



DESCRIPTION	Ext. Helicopter over camera - Utopia jumps out
EFFECTS TO BE ADDED	Fire element tracked to mini/CG helicopter

LENGTH	# of frames of actual cut	
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ELEMENT	COMMENTS	
Plate1- Background (Live action)	Stunt jump off platform	Shoot date: Vista 2/20
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Fire CG/mini helicopter	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_



JOHN CARPENTER'S



Scene #

203

Panel 2



DESCRIPTION	Int. Lead helicopter- Fire engulfing Plissken (LOCKED OFF CAMERA)
EFFECTS TO BE ADDED	Greenscreen actors in cockpit w/ poorman process sky in side window, Empty rear compartment: add fire element. Camera move added in post.

LENGTH	# of frames of actual cut	
--------	---------------------------	--

ELEMENT	COMMENTS	
Plate1- Background (Live action)	Empty rear compartment	Shoot date: Vista 3/18
Plate 2- Green Screen (Live action)	GS behind actor's heads in cockpit. Poormans process sky in side windows	Shoot date: GS 3/18
Additional Elements	Fire Camera move	Shoot dates:
Matte painting		
CGI		

Board approved by:

Date:

11/16/95

JOHN CARPENTER'S



Scene #

204

Panel 1



DESCRIPTION	Ext. Helicopter- small clearing - night helicopter dropping towards the ground
EFFECTS TO BE ADDED	Fire element tracked to mini/CG helicopter added to Firebase Clearing BG

LENGTH	# of frames of actual cut	
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ELEMENT	COMMENTS	
Plate1- Background (Live action)	Firebase	Shoot date: Vista 2/20
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Fire Mini/CG helicopter	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_



**JOHN CARPENTER'S**



**Scene #**

**204**

<b>DESCRIPTION</b>	Small Clearing- Helicopter crashes into clearing
<b>EFFECTS TO BE ADDED</b>	Bluescreen miniature helicopter with breakaway nose added to plate of practical helicopter fuselage and locked-off plate of fuselage exploding. Add in CG debris

<b>LENGTH</b>	<b># of frames of actual cut</b>	
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<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)	Helicopter fuselage Helicopter fuselage exploding(lock-off)	Shoot date: 2/21 2/21
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Bluescreen helicopter	Shoot dates:
Matte painting		
CGI	Debris	

**Board approved by:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**PG. #** \_\_\_\_\_

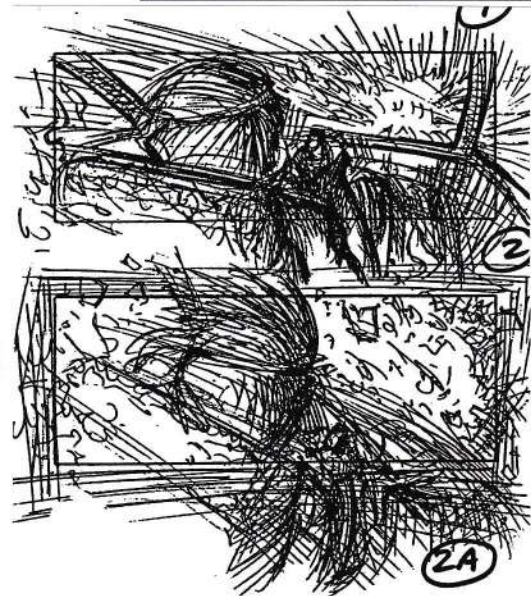
JOHN CARPENTER'S



Scene #

204

Panel 2,2a,2b,3,4



DESCRIPTION	Int. Helicopter- Over Plissken's shoulder- crash
EFFECTS TO BE ADDED	Crash full-size mock-up w/camera on rig, with pyro gag. Greenscreen Plissken in copter seat(possible element). (BVVE will add some foreground fire)

LENGTH	# of frames of actual cut
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ELEMENT	COMMENTS	
Plate1- Background (Live action)	Full-size mock-up w/ practical pyro	Shoot date: BVVE to shoot
Plate 2- Green Screen (Live action)	Plissken in front of GS (possible element)	Shoot date:
Additional Elements	Foreground fire	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_



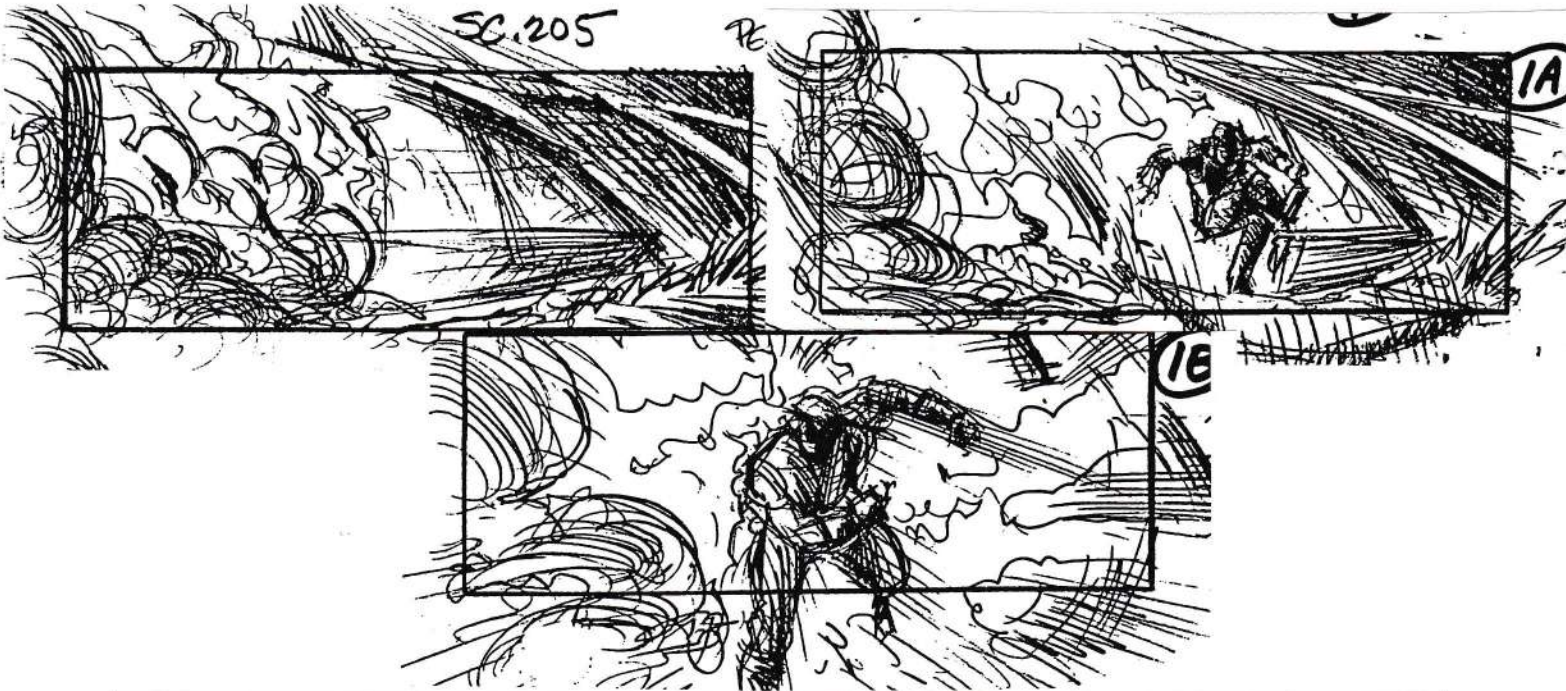
JOHN CARPENTER'S



Scene #

205

Panel 1,1a,1b



DESCRIPTION	Ext. Helicopter- A smoldering Plissken on fire kicks open door and runs from the burning chopper
EFFECTS TO BE ADDED	Plate of aircraft core burning, exploding, greenscreen Plissken running, add smoke to Plissken

LENGTH	# of frames of actual cut	
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ELEMENT	COMMENTS	
Plate1- Background (Live action)	Aircraft burning, exploding (No Plissken)	Shoot date: Vista 2/20
Plate 2- Green Screen (Live action)	Plissken backed by small GS in front of helicopter set	Shoot date: Vista 2/20
Additional Elements	Smoke to Plissken's body	Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

**JOHN CARPENTER'S**



**Scene #**

**207a**

<b>DESCRIPTION</b>	Brazen moves to Plissken and passes a rifle through him- he is a holograph
<b>EFFECTS TO BE ADDED</b>	Bluescreen plissken to BG of Brazen on set

<b>LENGTH</b>	<b># of frames of actual cut</b>	
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<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)	Brazen with rifle	Shoot date: 2/21
Plate 2- Green Screen (Live action)	Plissken	Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

PG. # \_\_\_\_\_



**JOHN CARPENTER'S**



**Scene #**

**209**

<b>DESCRIPTION</b>	Outer Space- Dawn- Ring of satellites hovers above the earth. See North America sunrise beginning- satellites explode
<b>EFFECTS TO BE ADDED</b>	CG satellites and earth with a digital transition effect.

<b>LENGTH</b>	<b># of frames of actual cut</b>	
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<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)		Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	Digital transition effect	Shoot dates:
Matte painting		
CGI	Satellites, earth	

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

PG. # \_\_\_\_\_

**JOHN CARPENTER'S**



**Scene #**

**210**

<b>DESCRIPTION</b>	Firebase Seven- Dawn- As the sky is lit white
<b>EFFECTS TO BE ADDED</b>	Matte painting of surrounding area added to plate of Firebase location

<b>LENGTH</b>	<b># of frames of actual cut</b>	
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<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)	Firebase Seven	Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements	White sky flash	Shoot dates:
Matte painting	Area around Firebase Seven	
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

PG. # \_\_\_\_\_



**JOHN CARPENTER'S**



**Scene #**

**211a**

<b>DESCRIPTION</b>	Small clearing- The President, Malloy, and Brazen stare as Plissken's holograph slowly fades out
<b>EFFECTS TO BE ADDED</b>	Bluescreen Plissken to small clearing set with digital effect for fade out

<b>LENGTH</b>	<b># of frames of actual cut</b>	
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<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate 1- Background (Live action)	President, Malloy, and Brazen	Shoot date: 2/21
Plate 2- Green Screen (Live action)	Plissken	Shoot date: 2/21
Additional Elements		Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

PG. # \_\_\_\_\_

Sketch of a circle with the word "skids" written vertically next to it.



Wide - Close on helicopter skids lifting

above ground- do practical

Actual cut

**COMMENTS**

Plate 1- Background (Live action)	lifting	Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_



**JOHN CARPENTER'S**



Scene #

**182**

**Panel 2**

Non-Visual Effects Shot



<b>DESCRIPTION</b>	Ext. Main Street- Wide - Close on helicopter skids lifting
<b>EFFECTS TO BE ADDED</b>	Miniature skids above ground- do practical

<b>LENGTH</b>	<b># of frames of actual cut</b>	
---------------	----------------------------------	--

<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Miniature skids lifting	Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/9/95

JOHN CARPENTER'S



Scene #

192

Panel 1



<b>DESCRIPTION</b>	Int. helicopter- Bodies burning in back of helicopter (Added shot/new storyboard)
<b>EFFECTS TO BE ADDED</b>	Possible practical or Bluescreen people added to empty rear compartment with fire element (Not discussed 10/24, advise production)

<b>LENGTH</b>	<b># of frames of actual cut</b>	
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<b>ELEMENT</b>	<b>COMMENTS</b>	
Plate1- Background (Live action)	Rear compartment	Shoot date:
Plate 2- Blue Screen (Live action)	Actors	Shoot date:
Additional Elements	Fire	Shoot dates:
Matte painting		
CGI		

Board approved by:

Date:

10/31/95



JOHN CARPENTER'S

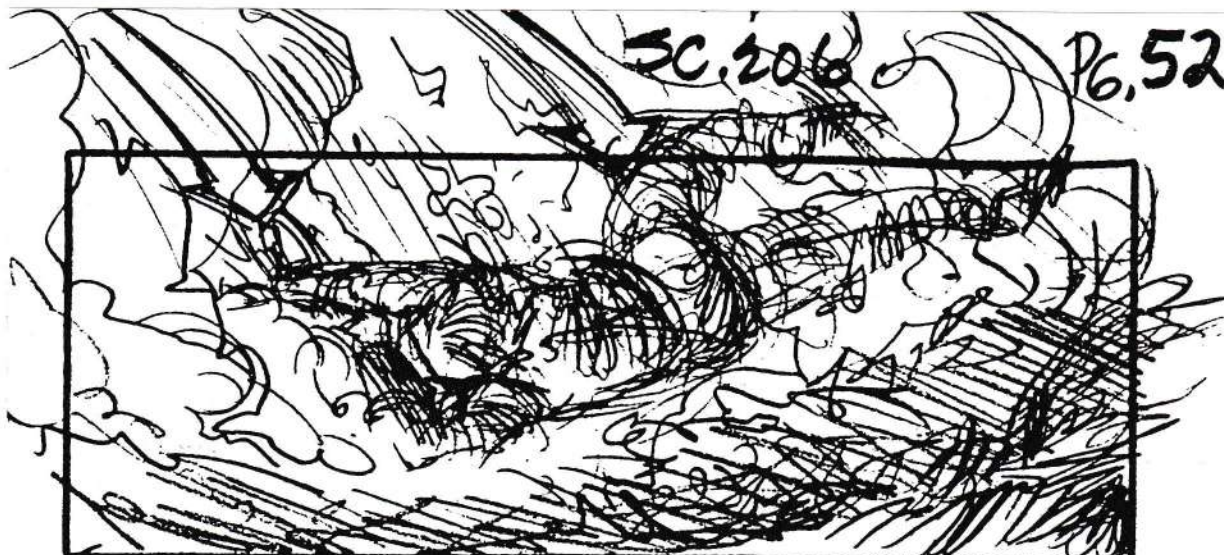


Scene #

**206**

**Panel 1**

Non-Visual Effects Shot



DESCRIPTION	Ext. Plissken on fire dives away from the chopper and rolls
EFFECTS TO BE ADDED	Pyro stunt burn- Do practical

LENGTH	# of frames of actual cut
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ELEMENT	COMMENTS	
Plate1- Background (Live action)	Pyro stunt	Shoot date:
Plate 2- Green Screen (Live action)		Shoot date:
Additional Elements		Shoot dates:
Matte painting		
CGI		

Board approved by: \_\_\_\_\_ Date: \_\_\_\_\_

11/9/95