

A THIEF'S PATH

STORYBOARDS

Evil Army Films



A THIEF'S PATH

Act

I

Scene

i - ii



i, a Camera pedestals down,
"Evol. Army Films Presents"



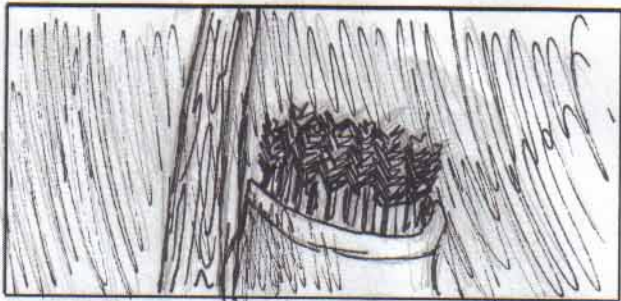
i, b Dollying forward toward
lit window.



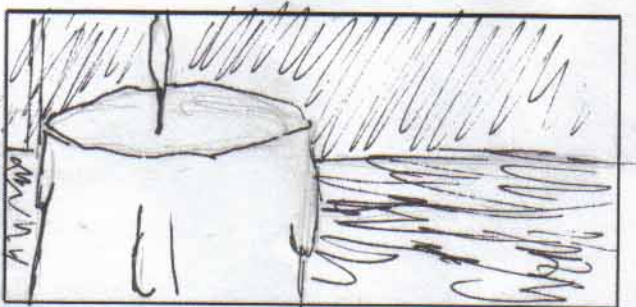
ii, a



ii, b

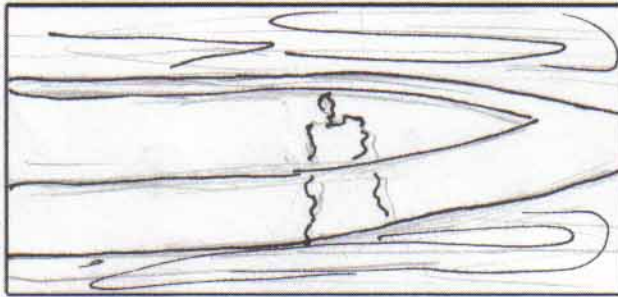


ii, c

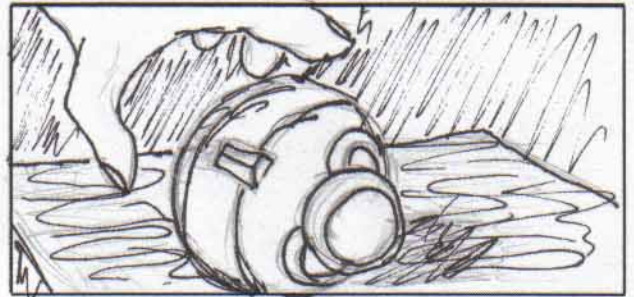


ii, d

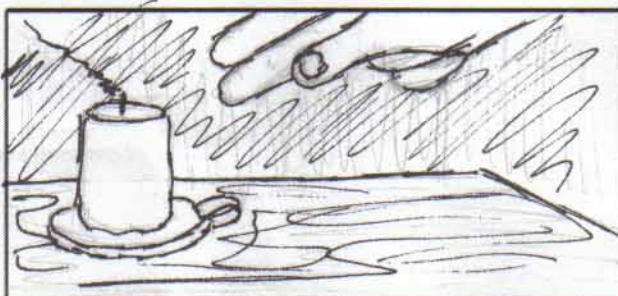
A THIEF'S PATH	
Act	I
Scene	ii



ii, e



ii, f



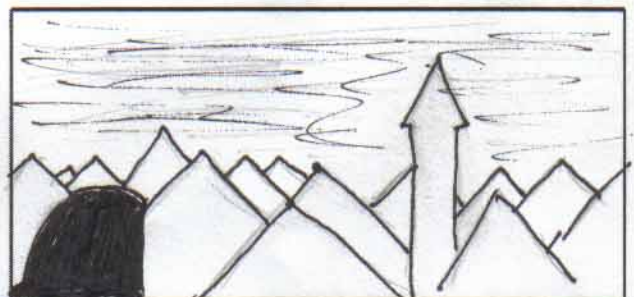
ii, g



ii, h



ii, h



ii, h

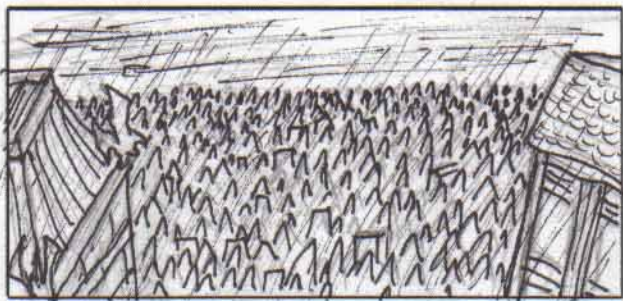
A THIEF'S PATH

Act

I

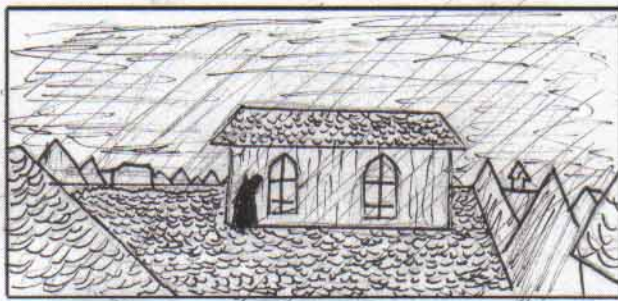
Scene

iii-iv



iii, a

elements



iii, b



iii, c



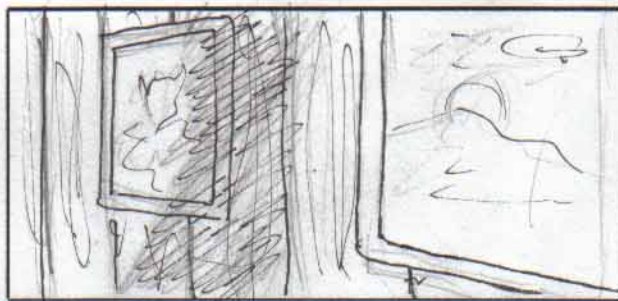
iv, a



iv, b

slow zoom out

5 + 5

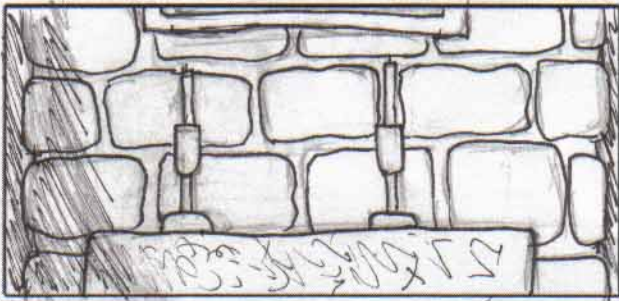


iv, c

2

A THIEF'S PATH	
Act	
Scene	

4



iv, d slow zoom in

3 2 10



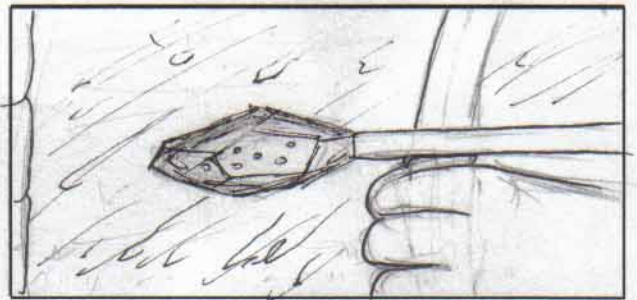
iv, e

5



iv, f

8



iv, g

4
5
Previous



iv, h

10 →



iv, i

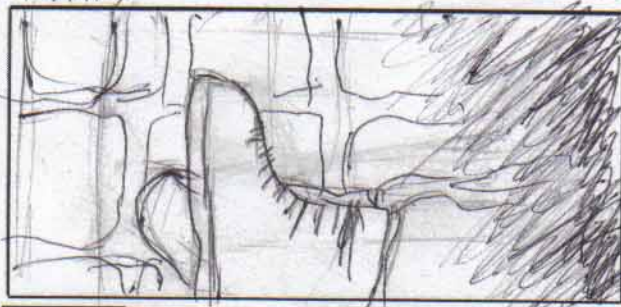
A THIEF'S PATH	
Act	
Scene	

Blocks
Scenes, sound of falling

← 10



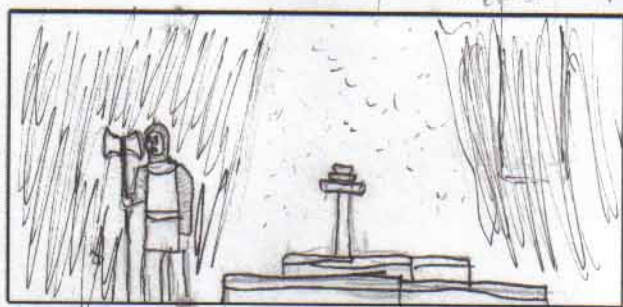
iv, j



iv, k

light is separate element

6



iv, l



iv, m

5

4



iv, n Gem disappears, guard looks up, curious/suspicious,



iv, o Guard turns away, faces pedestal, "Huh!"

A THIEF'S PATH

Act

Scene

6

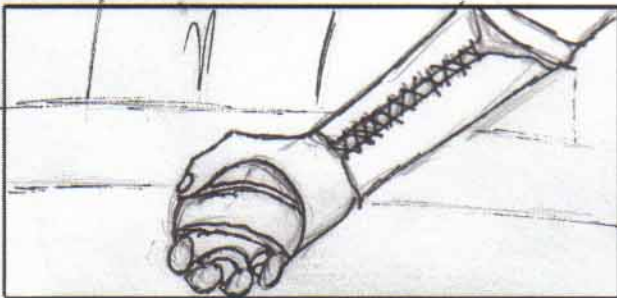


iv, P



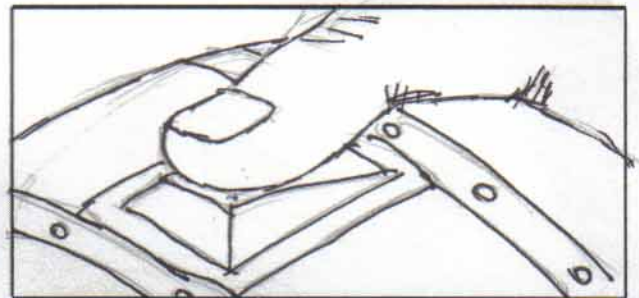
iv, G

2



iv, R

4

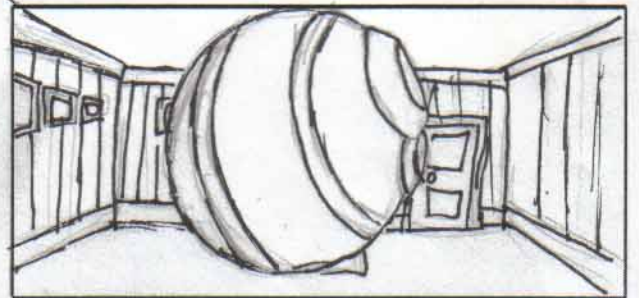


iv, S

?



iv, T



iv, T

↳ 4 layers ↲

A THIEF'S PATH

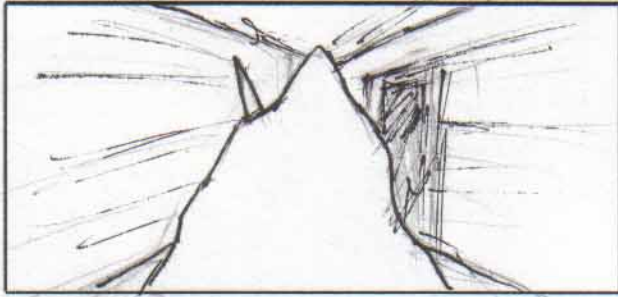
Act

I

Scene

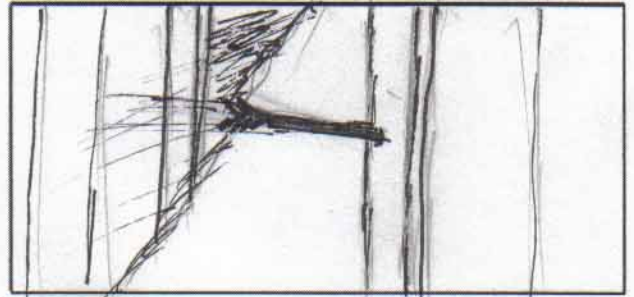
iv-v

2



iv, u

5



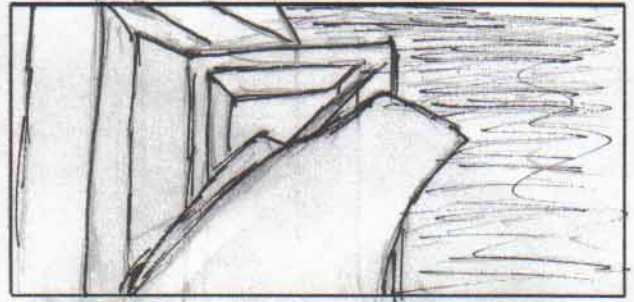
iv, v

3



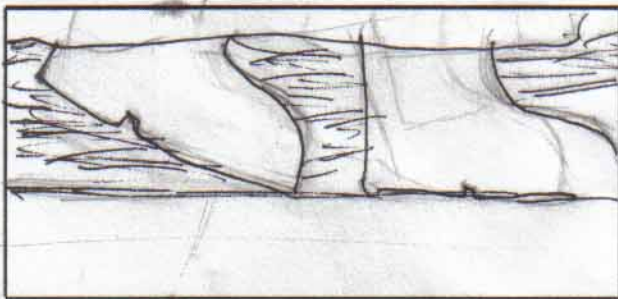
iv, w

4



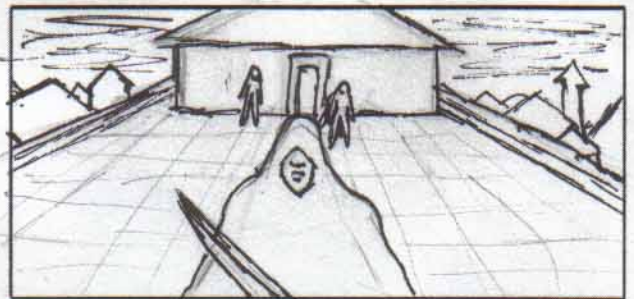
iv, A

3



v, b

6



v, c

A THIEF'S PATH

Act

Scene



v, d	



v, e	



v, f	



v, g	



v, h	

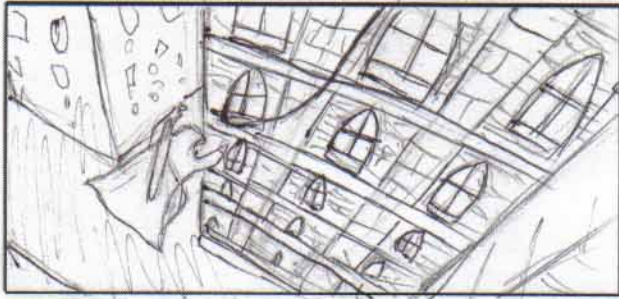


v, i	

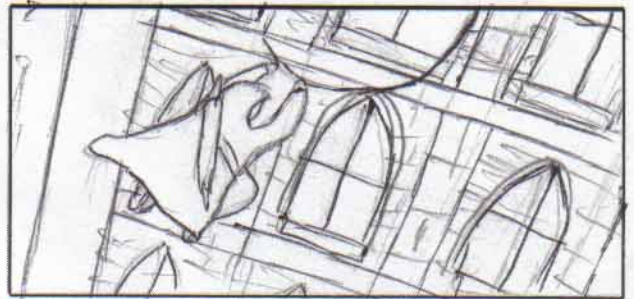
A THIEF'S PATH

Act

Scene



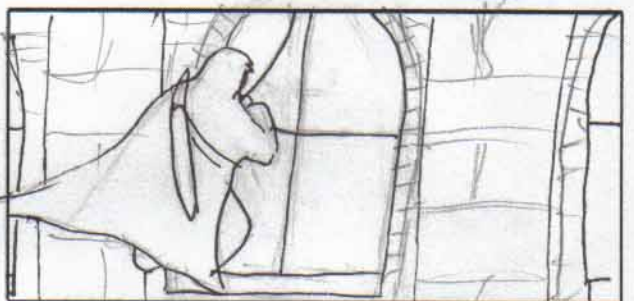
v, i	



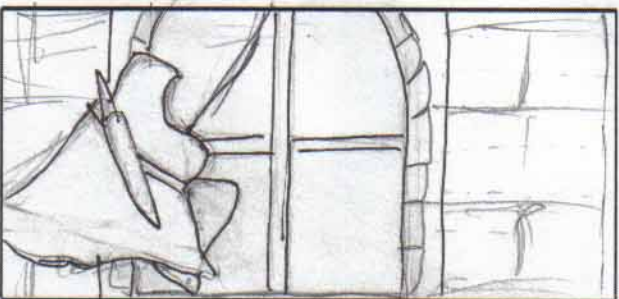
v, i	



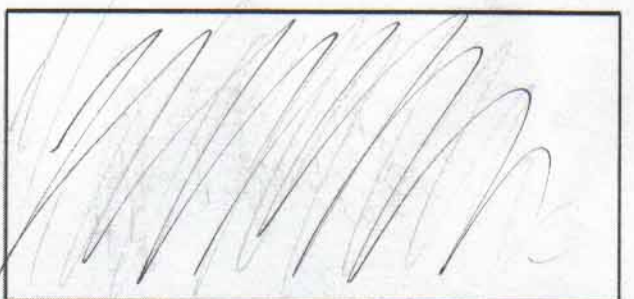
v, i	



v, i	



v, i	



v, i	

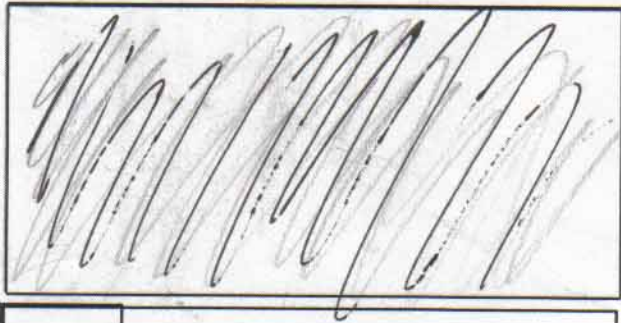
A THIEF'S PATH

Act

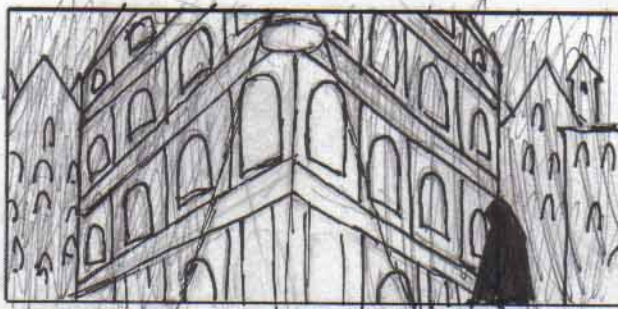
II

Scene

i



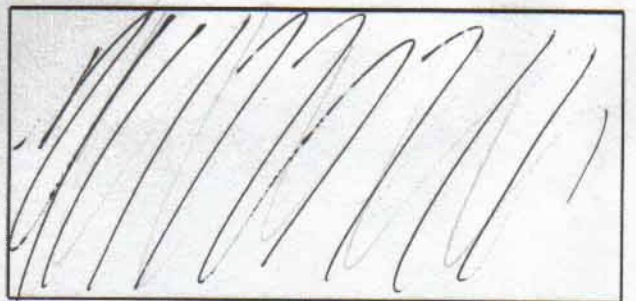








	No jaws

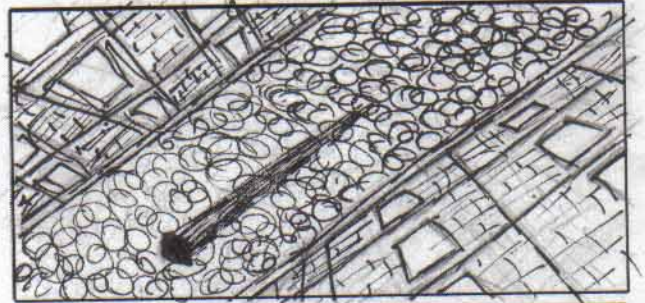


A THIEF'S PATH

Act

Scene

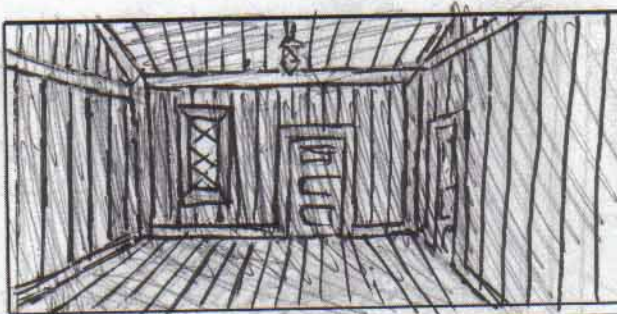








	Sign swings slightly if possible.



	Door opens, Revealing man's silhouette Lamp glows.



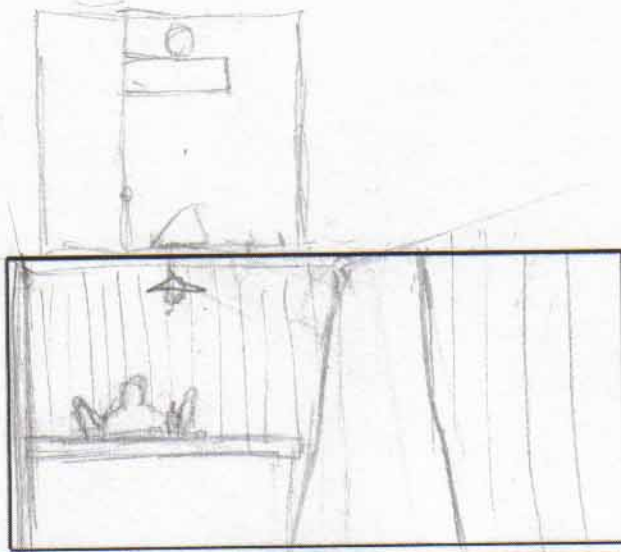
	Drops appear in setting down, liquid is a golden brown

↑
~~But lighter~~

A THIEF'S PATH

Act

Scene



	Gradient Cassius's silhouette to reflect lighting.
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	Walks forward and light illuminates the lower half of his face as he enters the light
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