

# Time Line: Winter 2011

Tasks scheduled for: MM250 Advanced Project

Patrick Miller

Task	Starting	Ending	Task	Starting	Ending
Review webpage and Project proposal	January 7 <sup>th</sup>	[January 14th]	Budget planning , Storyboards and Flowchart timelines	[January 15th]	[January 21st]
Script writing	January 22nd	January 31st	Location research and Filming	February 1 <sup>st</sup>	February 4th
Filming	February 5th	February 20th	Edit film, and Add CG and effects	February 22nd	March 7th
Render video and upload to YouTube	March 8th	March 9th	Compile Project for presentation.	March 9th	March 10th
Present Project	March 11th	March 11th	MUST HAVE PROJECT READY FOR FIRST CRITIC	February 10th	February 11th
MUST HAVE CG MODELS READY TO ANIMATE	February 24th	February 24th	Present project in current state	February 11th	[Pick The Date]
	[Pick The Date]	[Pick The Date]		[Pick The Date]	[Pick The Date]

<p>January</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td></tr> <tr><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td></tr> <tr><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td></tr> <tr><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td></tr> <tr><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td></tr> <tr><td>30</td><td>31</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	S	M	T	W	TH	F	S							1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31						<p>February</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr> <tr><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr> <tr><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td></tr> <tr><td>27</td><td>28</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	S	M	T	W	TH	F	S			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28						<p>March</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td>1</td><td>2</td><td>3</td><td>4</td><td></td></tr> <tr><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td></td></tr> <tr><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td></td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td></td></tr> <tr><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td></td><td></td></tr> </table>	S	M	T	W	TH	F	S			1	2	3	4		6	7	8	9	10	11		13	14	15	16	17	18		20	21	22	23	24	25		27	28	29	30	31			<p>April</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td>1</td><td>2</td></tr> <tr><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>18</td></tr> <tr><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td></tr> <tr><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td></tr> </table>	S	M	T	W	TH	F	S						1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	18	17	18	19	20	21	22	23	24	25	26	27	28	29	30	<p>May</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td></tr> <tr><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td></tr> <tr><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td></tr> <tr><td>29</td><td>30</td><td>31</td><td></td><td></td><td></td><td></td></tr> </table>	S	M	T	W	TH	F	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31					<p>June</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td></td><td></td><td>1</td><td>2</td><td>3</td><td>4</td></tr> <tr><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td></td></tr> <tr><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td></td></tr> <tr><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td></td></tr> <tr><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td></td><td></td><td></td></tr> </table>	S	M	T	W	TH	F	S					1	2	3	4	5	6	7	8	9	10	11		12	13	14	15	16	17	18		19	20	21	22	23	24	25		26	27	28	29	30					
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
						1																																																																																																																																																																																																																																																																									
2	3	4	5	6	7	8																																																																																																																																																																																																																																																																									
9	10	11	12	13	14	15																																																																																																																																																																																																																																																																									
16	17	18	19	20	21	22																																																																																																																																																																																																																																																																									
23	24	25	26	27	28	29																																																																																																																																																																																																																																																																									
30	31																																																																																																																																																																																																																																																																														
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
		1	2	3	4	5																																																																																																																																																																																																																																																																									
6	7	8	9	10	11	12																																																																																																																																																																																																																																																																									
13	14	15	16	17	18	19																																																																																																																																																																																																																																																																									
20	21	22	23	24	25	26																																																																																																																																																																																																																																																																									
27	28																																																																																																																																																																																																																																																																														
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
		1	2	3	4																																																																																																																																																																																																																																																																										
6	7	8	9	10	11																																																																																																																																																																																																																																																																										
13	14	15	16	17	18																																																																																																																																																																																																																																																																										
20	21	22	23	24	25																																																																																																																																																																																																																																																																										
27	28	29	30	31																																																																																																																																																																																																																																																																											
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
					1	2																																																																																																																																																																																																																																																																									
3	4	5	6	7	8	9																																																																																																																																																																																																																																																																									
10	11	12	13	14	15	18																																																																																																																																																																																																																																																																									
17	18	19	20	21	22	23																																																																																																																																																																																																																																																																									
24	25	26	27	28	29	30																																																																																																																																																																																																																																																																									
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
1	2	3	4	5	6	7																																																																																																																																																																																																																																																																									
8	9	10	11	12	13	14																																																																																																																																																																																																																																																																									
15	16	17	18	19	20	21																																																																																																																																																																																																																																																																									
22	23	24	25	26	27	28																																																																																																																																																																																																																																																																									
29	30	31																																																																																																																																																																																																																																																																													
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
				1	2	3	4																																																																																																																																																																																																																																																																								
5	6	7	8	9	10	11																																																																																																																																																																																																																																																																									
12	13	14	15	16	17	18																																																																																																																																																																																																																																																																									
19	20	21	22	23	24	25																																																																																																																																																																																																																																																																									
26	27	28	29	30																																																																																																																																																																																																																																																																											
<p>July</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td>1</td><td>2</td></tr> <tr><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td></tr> <tr><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td></tr> <tr><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td></tr> <tr><td>31</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	S	M	T	W	TH	F	S						1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31							<p>August</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td></td></tr> <tr><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td></tr> <tr><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr> <tr><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>28</td><td>29</td><td>30</td><td>31</td><td></td><td></td><td></td></tr> </table>	S	M	T	W	TH	F	S	1	2	3	4	5	6		7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31				<p>September</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td></td><td></td><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr> <tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td></tr> <tr><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td></td></tr> </table>	S	M	T	W	TH	F	S					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		<p>October</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td>1</td><td></td></tr> <tr><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td></tr> <tr><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td></tr> <tr><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td></tr> <tr><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td></tr> <tr><td>30</td><td>31</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	S	M	T	W	TH	F	S						1		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31						<p>November</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr> <tr><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr> <tr><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td></tr> <tr><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td></tr> <tr><td>27</td><td>28</td><td>29</td><td>30</td><td></td><td></td><td></td></tr> </table>	S	M	T	W	TH	F	S			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				<p>December</p> <table border="1"> <tr><td>S</td><td>M</td><td>T</td><td>W</td><td>TH</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td></td><td></td><td>1</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr> <tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td></tr> <tr><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td></tr> </table>	S	M	T	W	TH	F	S					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
					1	2																																																																																																																																																																																																																																																																									
3	4	5	6	7	8	9																																																																																																																																																																																																																																																																									
10	11	12	13	14	15	16																																																																																																																																																																																																																																																																									
17	18	19	20	21	22	23																																																																																																																																																																																																																																																																									
24	25	26	27	28	29	30																																																																																																																																																																																																																																																																									
31																																																																																																																																																																																																																																																																															
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
1	2	3	4	5	6																																																																																																																																																																																																																																																																										
7	8	9	10	11	12	13																																																																																																																																																																																																																																																																									
14	15	16	17	18	19	20																																																																																																																																																																																																																																																																									
21	22	23	24	25	26	27																																																																																																																																																																																																																																																																									
28	29	30	31																																																																																																																																																																																																																																																																												
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
				1	2	3																																																																																																																																																																																																																																																																									
4	5	6	7	8	9	10																																																																																																																																																																																																																																																																									
11	12	13	14	15	16	17																																																																																																																																																																																																																																																																									
18	19	20	21	22	23	24																																																																																																																																																																																																																																																																									
25	26	27	28	29	30																																																																																																																																																																																																																																																																										
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
					1																																																																																																																																																																																																																																																																										
2	3	4	5	6	7	8																																																																																																																																																																																																																																																																									
9	10	11	12	13	14	15																																																																																																																																																																																																																																																																									
16	17	18	19	20	21	22																																																																																																																																																																																																																																																																									
23	24	25	26	27	28	29																																																																																																																																																																																																																																																																									
30	31																																																																																																																																																																																																																																																																														
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
		1	2	3	4	5																																																																																																																																																																																																																																																																									
6	7	8	9	10	11	12																																																																																																																																																																																																																																																																									
13	14	15	16	17	18	19																																																																																																																																																																																																																																																																									
20	21	22	23	24	25	26																																																																																																																																																																																																																																																																									
27	28	29	30																																																																																																																																																																																																																																																																												
S	M	T	W	TH	F	S																																																																																																																																																																																																																																																																									
				1	2	3																																																																																																																																																																																																																																																																									
4	5	6	7	8	9	10																																																																																																																																																																																																																																																																									
11	12	13	14	15	16	17																																																																																																																																																																																																																																																																									
18	19	20	21	22	23	24																																																																																																																																																																																																																																																																									
25	26	27	28	29	30	31																																																																																																																																																																																																																																																																									

# Project Proposal

Patrick Miler

---

## Project Goals:

- Main goal, create a visual media project that I can add to my portfolio.
- So called product may also be used to advertise for [imaginary company name].
- Visual media project will be for entertainment purposes and to tell a story.

## Project Overview:

The current project is a pilot episode for a children's hero movie. The movie will feature an ordinary man who is a detective. This detective is very clumsy and thus very poor. He gets work only to find himself self being chased by an evil organization because he accidentally took a mysterious object they had. Our hero is cornered the object will awaken, transforming him into a masked hero that fights for justice. I intend to have this serious contain lots of parody of action films etc. So this will be enjoyable to all ages.

## Target Audience:

Depending on which direction I take with this visual media project, the target audience will be centered towards both young boys and girls at the ages 5-10 and possibly adults. The older demographic that ranges in their late teens and older may be attracted to the comedy aspect and parody that is shown in this film.

## **Delivery Method:**

The delivery method should be through streaming internet or on a local tv station. However, since this is a school project it should be mainly streaming internet.

## **User Tech Requirements:**

- The user will require dsl or higher connection through the internet
- A DVD player as well as possibly QuickTime player or VLC (VideoLan Player)
- Adobe Flash Player
- Speakers

## **Time line and possible materials:**

Planning, storyboarding, script writing and finding actors will come first. Then filming should come next. If I get little sleep I should have script writing done by week 4 or 5. It is essential to start filming around week 6. Essentially I wish I had at least 20 weeks to work on this and have a more relaxed schedule for storyboarding and script writing. I'm doing everything from scratch and I am going to have setbacks. Lighting and materials should be as natural as possible. Clothing for villain costumes and the hero costumes won't be necessary since I'm thinking of combining CG to replace those. I don't want to spend money for fabric. The less editing I have to do in the end the better. I should at least have 5 weeks left for editing.

Character Specification and setting should go along with storyboard so I won't bother with it in here.

## **Detailed Equipment List**

- **Flip Camera**
- **Batteries (double check to see if charged and change in room if needed!)**
- **Tripod**
- **Slate**
- **Headphones**
- **Blue Tape (for where actors stand)**
- **Fake Police Badge**
- **Fedora hat**
- **Water for Crew**
- **Craft Snacks for Crew**
- **Protein - Beef Jerky, Cheese Sticks, Yogurt, Fruit, Veg, Ranch**
- **Cheese It's, Hershey's Minis**

Patrick Miller

# Masked Raider Genome Info

---

## Character Backgrounds

Name: Clock Lagnet

Age: 28

Date of Birth: 05/xx/1982

Occupation : Detective (a very bad one)

Likes: Food, money, justice

Dislikes, being hungry, troublesome situations, abusive broads,

Bio: Clock was fired from X Metropolis Police Department and from then on became a private detective. Clock is not that successful at being a detective and is often times penniless and worrying about the next meal. Clock in one scene goes as far as to try to beg for food off of a neighbor only to be rejected. While Clock's sense of justice is greater than anyone around him, his foolhardy decisions and will thoughtlessly try to assist anyone in need of help even if that person does not have good intentions. Clock considers himself to be hardboiled, but often times he's half boiled by others who perceive him. Clock merges his body with Ray to form Masked Raider G. At the end of the story of Masked Rider G, Clock's hair has aged to a snowy white due to Ray disappearing within Clock. Before Ray's consciousness fully disappears, Clock is given the message to continue fighting after he is gone. Clock then goes home to discover a letter and a wristband prototype that Ray had recovered from the evil organization that allows him to on his own transform into Masked Raider Zero

Name: Ray Winters

Age: 30

Date of Birth: ??????????

Likes: Liquor, women.

Dislikes: bad things and misfortune.

Bio: Ray is a man filled with mystery. He was attacked by Clock in a previous investigation only to be found innocent. However the incident ties into the Lost Dog Case, which reveals that Ray is a scientist under the work of an evil organization, known as Doctor. By combining with Clock he is able to help Clock transform into Masked Raider G. However due to a failed transformation, Ray loses his memories and ends up under the care of Clock. Ray is portrayed as an alien existence to that of humans and later revealed to be a descendant of the container

to the true genes of the perfect existence. However, this is unknown to the mysterious evil organization due to the fact of the revelation that later story that Clock and Karen are able to also unite using the wristbands, being as imperfect as it is. This does not completely get rid of the doubt of the organization and thus is the reason why Ray goes into hiding with Clock. Later, Ray, throughout the story, regains his memories little by little, explaining why he had such knowledge of the genes of the perfect existence and his reason or being used as a pawn of the evil organization. The final revelation after Ray regains his full memories reveals that in truth humans were never really meant to fully merge with the original existence. This explains why Ray's body is weaker compared to Clock's. The true purpose of the perfect existence is that it judges all living forms and will fully absorb those beings. The catch is that, the living being absorbed will eventually be destroyed. Ray then learns of the risk of uniting with Clock and knows that there are limited transformation lefts from that point. Ray at the very end of the story, Ray is on the dominate side of the mind due to calling of the perfect existence that was created by the organization's boss. Ray resolves to seal it but realizes that Clock's mind and body are at its limit. Ray then forces Clock to be the dominate one in control of Raider G. Ray's consciousness and form do a full merge where all powers are made available, thus aiding Clock in the sealing of the perfect existence. After defeating the perfect existence, Ray's consciousness and body fade and disappear within Clock's body after the transformation ends.

Name: Karen Heart

Age: 22

Date of Birth: xx/xx/1988

Likes: Clock?, money that is paid on time, justice (this may be an influence of clock)

Dislikes: unkempt appearances, unpaid rent, trouble embarrassing things.

Bio: Karen is rather a modest character. She's young and inexperienced with the world. However she wouldn't be considered naïve. She is Clock's childhood friend and has known him for a long time. Just recently she became the landlord to Clock's living and working place. She often complains to Clock about his appearances and wish he'd do a better job at finding work. Her first meeting with Ray doesn't go to well due to Ray trying to feel her up. It is Karen's constant nagging that keeps Clock inline. It is unknown whether Karen likes Clock or not. Karen discovers the identities of Masked Raider G due to a freak accident with the wristbands that causes Clock and Karen to merge, and then later have her merge with Ray. Near the end of the series Karen is captured by the evil organization as a trading device for Ray. Ray and Clock end up saving her in the end.

Name: Melissa

Age: 12

Date of birth: xx/xx/1999

Likes: Her dog Charlie

Dislikes: Vegetables

Bio: Melissa is a young girl who asks Clock to help find her dog. She's a young and happy girl. Melissa ends up getting kidnapped by the mysterious evil organization. Clock ends up saving her but she ends up forgetting what happened from her kidnapping. Her apartment happens to be close to the Campbell residence.

Name: Victoria Campbell

Age: 42

Like: Finery, such as lavish clothes, jewels, and young men.

Dislikes: Shabby appearances, poor people, unwanted attention

Bio: Victoria as her name applies dresses very lavishly; in fact her clothing style is to the point of being out of style and something you may see from the Victorian period. Being filthy rich, she looks down on everyone around her and is considered very arrogant and almost queen like with her demands. Her first impression of Clock and his agency is one of contempt and disgust. Throughout her experience with Clock she him as nothing more than a fool. Victoria seems to have many secrets.

Name: Albert

Age: 57

Likes: His job.

Dislikes: Trespassers, Clock

Bio: Albert, the husband of Victoria is a proud CEO of the Campbell financial clique. Albert doesn't take well to people who interfere with his work. His motto is to take care of everything himself. His first impression of Clock Lagnet is not a good one due to the fact that Victoria hired Clock without his consent.

Name: Lady Sadi (name pending)

Age: Unknown

Date of Birth: Unknown

Likes: Loyal lapdogs

Dislikes: Betrayal

Bio: Lady Sadi is a high ranking officer in the mysterious evil organization. She attacks Clock and dislikes words such as justice and crime avenger. She works for the revival of her great lord to

almost a state of worship. She dressed up in a long cape a mask, tights and body suit. The skin is mostly covered but the outfit may remind you of an S&M costume.

Name: C-Squadron (Chaos Squadron)

Likes: BBQ

Dislikes: Being punished by Lady Sadi

Bio: The C-Squadron is the underlings of the higher ranks of the mysterious organization. Little is known yet to Clock about this mysterious organization. However, it seems the organization follows a belief of the perfect existence and seeks to revive that existence. Because the organization is full of many underlings and members, it can almost be considered as a cult group. The C-squadron members dress in suits and wear a mask with a pointy top. As an individual they are very weak can be easily defeated by a normal person. As a group though, they perform as one and care out efficient attacks, which thus covers their weakness. However, the C-squadron is totally defenseless against Masked Raider G. The C-squadron members are very cult like with their followings and always use the phrase "Seeeeeee(C)" to emphasize their group. The c-squadron is also very foolish from the fact that whenever they are summoned in the mist of battle they always seem to be doing something foolish. They fail a lot at their tasks.

# Masked Rider Genome

---

Masked Raider G (Genome)

Age: Unknown

Date of Birth: Unknown

**Bio:** Masked Raider G is an ally of justice. When Clock and Ray activate their bracelets they combine to form this superhero. Masked Raider G is noted for being dressed in full body armor, a helmet and a dandy scarf. His punches can bull down enemies and his strength exceeds that of a normal human. Due to the fact that Ray contains foreign genes to that of Clock, their first transformation ends up as a flawed unison due to the fact that Clock cannot fully control the power provided from the original existence. However, after going through many obstacles, Ray and Clock are able to overcome this flaw. If both Clock and Ray's synchronization are disrupted, Raider Genome's movements stop, either forcing the transformation to disengage or completely locking the transformation, putting Masked Raider in a weakened form. At one point Clock becomes so distressed that he is unable to synchronize with Ray thus being unable to transform. When Raider Genome takes damage, both of them will feel pain when the transformation is undone.

Masked Raider G has 6 known forms. Masked Raider Genome's various attacks and form make use of the existence genes within all humans. However, Clock and Ray do not know of these techniques. They only become available when the need arises. The techniques, forms and weaknesses change depending on who the dominate one is in control when the two unite, relying on the genes within Ray and Clock. The first 4 genes that Ray and Clock awaken are called Twin Genes. Each form of Raider Genome comes with a finisher move with each form called Overdrives, which is needed to defeat a Beta (a monster that has been merged with a piece of the Twin Genes of the original existence and a life form). The energy released from OverDrive doesn't destroy the monster but is lethal to the Beta's D-Twin Genes that resemble the original existence, thus causing the life form to return to its original state.

## ThunderAce

Thunder ace is Masked Raider Genome's primary transformation. His kicks are powered by electricity. It increases the damage and enemy immobilization potential. The OverDrive attack for ThunderAce is a multiple kick attack from all sides called Ace Works

## WaterAce

This allows the user to change any part of his body's size or length at will. The OverDrive attack is where WaterAce's body grows to a gigantic size and he does a body slam on the enemy, called Ace Bomber.

## ThunderKing

In ThunderKing mode Masked Raider Genome is able to command huge amounts of electricity can affect anything around it. The Overdrive Finisher is a spear of lightening that Raider Genome is able to pierce the enemy with called King's Judgment.

## WaterKing

The WaterKing mode allows Masked Rider Genome to command the visibility of his body. His OverDrive ability is to become completely invisible to the enemy's eye. This is called King Illusion.

## ThunderJack

In ThunderJack mode, Masked Raider Genome is able to unleash highly condensed forms of projectile electricity. ThunderJack's OverDrive attack allows Raider Genome to unleash a single stream lightning called Jack Beam.

## WaterJack

In WaterJack mode, Masked Raider Genome is able to control the direction and size of his projectiles at any given time. WaterJack's OverDrive ability is where multiple projectiles home in on the enemy.

# Equipment

---

## Genome Wristband

The Genome wristband is Masked Raider Genome transformation band made from a part of Ray's body made up of genes from the original existence, allows the user to merge with Ray. The band is the successor the prototype Zero. The genome band makes use of the Twin Genes that lie within both Ray and Clock's body. The band extracts certain Twin Genes which then allows certain transformations to occur. While there are only two wristbands in the world, only one is always in physical form. The other manifests itself from Ray's body, when Clock is wearing the wristband. As long as Clock is wearing the wristband, Ray's wristband will remain in physical form. This means that Ray's wristband can be separated from him. This is shown when Karen is wearing Ray's wristband but accidentally merges with Ray when Clock takes off his wristband. Karen also then unites with Clock later on when Clock unknowingly attempts to transform into Masked Raider Genome.

## **Twin Genes**

The Twin Genes are mysterious DNA that resides in all life forms. However, only a few life forms contain genes that resemble those of the original existence such as Ray and Clock. These are D-Twin Genes. Other life forms such as animals and humans contain recessive Twin Genes or R-Twin Genes which often times are never activated unless through a forceful stimuli, such as the incident with Karen. The Twin Genes, always coming in pairs. One for Ray and one for Clock, merge together, allowing them to transform into Masked Raider Genome. Clock's D-Twin Genes which were asleep before the Animal Disappearance Case are activated when he transforms into Masked Raider Genome. When all pairs of the Twin Genes merge together they allow Masked Raider Genome to become Masked Raider

## **Thunder Gene**

The thunder gene also known as the gene of speed allows the user to move at super high speeds by controlling the electricity within his body.

## **Ace Gene**

The ace gene, also known as the gene of talent calls up the latent potential in one's body allowing the user to become adapt in almost anything including fighting, turning them into a skilled warrior.

## **Water Gene**

The water gene or also known as the gene of illusions allows the user to create illusions, such as after images, body size to grow, etc.

## **King Gene**

The King gene also known as the gene of strength, allows the user to command 100% of his muscles, taxing his body to the limit, turning him into a super powered warrior. When the King Gene is activated it also causes a repressing atmosphere.

## **Jack Gene**

The Jack gene also is known as the gene of manipulation which allows the user to be able to fire solid projectiles making him a sharp shooter.

# Masked Raider (pending name)

---

*Story board for Pilot Episode 00 (Patrick Miller)*

## Scene 1: Intro

Our hero, Clock Lagnet is sitting in his office which he also uses as a house. Clock looks shabby as he sits in his chair waiting for a job to come by. He complains about being hungry and starts to remember about his days with the police station. Enter Scene 2

## Scene 2: Flashback

This scene takes place at XXXXX Police Station. The chief of police is yelling out Clock about screwing up a stakeout. Clock is being very apologetic and tries to lighten up the atmosphere a bit laughing foolishly. Clock is being sincere, but to the audience it won't look like he is doing a good job at it. The chief at this point gets mad and throws Clock out the door. Clock returns the next morning only to find his desk has been cleared of all his stuff and throw in a box. Clock has been fired. The story now moves back to the detective office that Clock owns and enters scene 3.

## Scene 3: The Clients

Clock is drawn out of his flashback by the voice of Karen Heartnet. Karen has known Clock for a while and is also the landlord of the building that Clock uses for both living and to meet his client. Karen is a rather young girl by appearance. Karen scolds Clock for not responding to her voice and tells him that a customer has arrived. We see Karen nitpicking about Clock's appearance, much like that of a young housewife that had just entered marriage. The audience should suspect that possibly Karen may hold some affection to Clock, but there should be no obvious appearance and should still be up for debate. Clock answer's the door while straightening his tie. He's still unshaven but he straightens his clothes anyway. On answering the door a young child walks in. A child proclaims that her dog has been missing for the last few days. Clock tells the child politely that finding lost pets isn't really a job for a detective. The child protests and says that the dog couldn't have been taken away since it's always in the house. The story is interrupted when a woman that is dressed in lovely garb. For the time being this woman is called Rich Woman. Clock gets up immediately and leaves the scene to shave. He returns with a clean face. Seeing this scene Karen is disgusted and pulls the child by the hand and leaves the office The Rich Woman, acting very haughty sits down and begins to discuss with Clock her problem. She talks about being worrying that her husband has received some threat letters. The Rich Woman drags on into a long exasperated story and her hardships. Karen doesn't look convinced but Clock, upon hearing the story is moved and gasps the woman's hands and vows to discover the truth. The Rich Woman is only briefly taken aback at the sudden aggressiveness but then goes into her pleading mode and also gets teary and thanks Clock deeply. The scene proceeds to the woman leaving. Enter scene 4

## **Scene 4: A new Job.**

Clock is sitting in his office again. He is looking even more ragged than ever. He recalls the investigation of the rich woman's husband threat letter. Clock had gotten into much trouble. He had been doused with water, chased by a pack of dogs and ended up accusing an employee of being the sender of the letters only to find out that the employee had been around the house meeting with the wife. The husband is enraged by this and starts scolding the wife. This angers the wife at the misunderstanding. (It's not implied in anyway but possible adultery). Thus Clock is left without pay. At this point Clock says some humorous lines much about having no stamina to buy food and starts talking about maybe starving to death. Clock's imagination runs wild. Clock is brought to the attention of a voice. It's the child from before. The child introduces her self as Rebecca and requests again about looking for her dog, emphasizing that it may have been stolen. Clock immediately states it's a crime and says he'll search. He asks the kid for some food. Rebecca hands out some food (something a child would eat but something that wouldn't immediately look appetizing). We enter scene 5!

## **Scene 5: The Investigation.**

Clock is investigating. Strangely enough, Karen is following along. The two go around the city asking people if they have seen the missing dog by showing a photo of the dog. No one has found anything. When Karen is about to tell Clock that it the dog may have just been accidentally let out of the house and run away, the two are interrupted by a small boy. He tells the two that he saw the dog in the photo being taken away from the house by a suspicious person. The child says he is a playmate of Rebecca. Karen and Clock head towards Rebecca's apartment complex and look for the area the boy saw the suspicious person run off too. Clock and Karen discover a building that says bar. Clock recalls that the client's home is in a neighborhood that the Rich woman lived and wonders if such a building existed when he explored the area a few days ago. Clock tells Karen to go home. Clock sneaks into the building. Enter Scene 6

## **Scene 6: The mysterious building**

Clock sneaks into the building by hiding in a box. He judges it is safe. The building looks like that of an ordinary bar. Clock mentions to himself that the door was unlocked. A voice behind him says, because "I was here!" Clock turns around and to his surprise finds out that it was the man from other day that he had accused of being the threat letter sender. The man is drinking liquor. Clock asks why he is here and just who he is and once again gets ahead of himself, calling him a thief. The man replies that he's just here to drink and states that if he were to call anyone that Clock would be the one to be caught and possibly arrested. Clock apologizes. The man doesn't care and says he had no intention in the first place. He says Clock is free to explore or join him in a drink. The man then comically says that drinking is fun, it makes you forget bad things. Clock, kind of disgusted refuses saying he has nothing to forget because people are sad and relying on him. The man is amused. We enter scene 7.

## Scene 7: Organization of Evil?

Clock is in the interior of the building and is very surprised about it and the fact that there are no guards in the building. He wonders if he is lucky or not. Clock then talks about finding the dog quickly and escaping quickly. The camera pans to out and we see the man next to Clock. Clock says if there is a problem that is why we have you. The man looks around and points to himself questioningly. Clock tells him there is no one else than you. The man puts on a smiley face that doesn't suit him. Clock tells him to not evade the conversation. The man makes excuses and then tells clock that if it's about dogs you can find the dog in the room just down the hallway and that there should be no guards today. The man then stops Clock and tells him before he goes to take this wristband with him and think it as pass that will keep him from harm. The two enter the room that looks a lot like a lab. However, inside this room there are no dogs that fit the description. Clock notices the man is typing at a computer. Clock demands why there are no dogs here and asks what he's doing. The man responds that he's destroying evidence of being here so to speak. Clock wants to ask more but then receives a phone call from Karen. Karen is in a panic and says that Rebecca has gone missing. Clock is surprised and yells at Karen what could have happened. He is interrupted by a gunshot. The phone falls to the floor, broken. A mysterious silhouette appears. The silhouette says that the child is right here safe and sound. The silhouette walks into the daylight and it's a woman he's never seen before dressed in a mask and very flashy outfit. Clock runs up to Rebecca to check if there is any injury. The man tells Clock that she only fainted and that it would be best to take her and run. Clock at this point gets angry and demand to know what's going on. The man says he can't say much more but if he doesn't run away with the child he can't be a hero. The mystery woman laughs arrogantly and says that the dogs are candidate for the "original being" and that their energy didn't suffice so only a bit of energy was taken from Rebecca. The woman then turns to the man and says that the person who is in charge of this lab and the ringleader of this project is the person besides Clock. The mystery woman calls him Doctor Ray Kimball. The man, Ray doesn't say anything. Clock looks at him and asks what he is. The doctor still doesn't respond. The mystery woman then asks Ray what his intentions are with Clock. Clock then looks at him and asks if he had been tricked or not. The doctor doesn't say anything and continues typing. The woman then questions Ray again asking him that he couldn't be thinking of betraying Clock. The woman then says he won't let Clock escape and waves her hand. A bunch of men in masks appear and tight suits appear and hold down Clock. Ray turns around to Clock's yell. The woman sensing Ray's concern heartlessly tells him to finish off Clock. Ray responds saying he can't. The woman scowls and calls Ray a traitor. The woman then mocks Clock that it is impossible to beat the masked men and that these because he speaks of justice and avenges crime that these things happen. Clock mortified that he can't do anything hangs his head and wrings his hands. Suddenly the mood changes in the building. Ray looking at Clock approaches him and asks, "Do you have the courage to share your body with a devilish existence?" Clock is confused and doesn't know how to respond. Ray asks once again if he has the courage to share a body with a devilish existence. Clock's face becomes determined says, "Be it devil or whatever, I'll give everything if it's to save everyone". Ray then tells him to grasp hold of that wristband and to put his believe, his everything into that wristband. Ray then grasps hold of something on his wrist that looks like the same type of wristband and shouts "Transform". The room is filled with light. We enter a commercial break and Scene 8.

## Scene 8: Masked Raider Gemini Appears.

The light dissipates and we see that the mystery woman is cursing. When she looks around she notices that all the underling masked people have been knocked out. We see that in the place of Clock I a masked person in a full body suit with cape around his neck. The appearance is highly different than that of Clock. The figure where Clock stood does a pose and shouts out the phrase, “Now is the time to count your crimes”. The mystery woman is shocked explains “He transformed?! But that can’t be true!” The figure looks at his body, amazed at what he sees. We hear the sound out of the voice of the figure’s mouth. This time it’s Clock’s voice. “I don’t understand what’s going on but it appears to be true, right?” In true relaxed style, Clock questions himself. Then out of the figure speaks again, this time the voice belongs to Ray. “I have become you and you have become me. Well only my consciousness has combined with you. I didn’t think that the outward appearance of would change too. Originally my body should have united as well, but it appears that my mind was the only one to unite”. We see an unconscious Ray lying on the ground. Clock is still a bit surprised and declares it’s a new experience to him sharing a conscious inside one body. Ray tells him to beat the mystery woman and escape with the child because the imperfect transformation won’t last long. The mystery woman asks them if they will be able to say the same thing if they have to fight this. By this the woman waves her arm and a monster appears. She then tells them it’s futile to escape. The monster charges at the combined Clock and Ray. The combined Clock and Ray take stance. A flash fight goes on but the monster is defeated instantly in a flashy explosion. The woman curses and then calls for the masked underlings. However, in the next moment both the underlings and the woman lay unconscious. Clock shouts with glee but Ray tells him that a self-destruct device is about to go off. Clock questions on whether or not he can carry both Ray’s body and Rebecca out of the building. Ray tells him that with the power he just used it would be fine. The combined Ray and Clock manage to pull the body of Ray and the child outside. However once outside, Clock tells Ray that he feels very tired and wonders if the transformation caused this. Ray says he didn’t think they’d feel this tired either. The combined Ray and Clock collapse away from the camera. When the camera moves to the ground, we notice that Clock has returned to the original appearance but is unconscious.

## Scene 9: Case Report

(scene is all monologue with stills).

We see Clock writing in a book making a report. From here on flash backs appear on what goes on in between scene 8 and 9.

Clock: After we collapsed it appears that Karen had gotten worried about us and rushed towards the scene and helped us home.

Clock: Rebecca doesn't remember anything.

Clock: Well maybe it's better if she didn't remember anything.

Clock: Upon returning to the office I had a talk with Ray. Apparently due to the side-effect from the transformation, Ray seems to have obtained a kind of memory loss and things concerning the evil organization were forgotten.

Clock: Ray however claims that he's an alien and possibly may have been used by the evil organization. I don't know if this is another side effect or not.

Clock: Because Ray has no place to return to he is living off of me.

Clock: To make matters even worse, because the residents have increased by 1 person, its impossible for me to pay the rent.

Clock: After a fight Karen who had assumed landlord duties, she said it would be sad to see me as a homeless person begging for cash. So at least that is solved. (this scene shows Clock laying on ground being pinned by Karen)

Clock: Since that day, the city is peaceful. But I have a dreaded uneasiness about something. I'm still working on the case until everything becomes clear.

The scene changes to that of Clock and Ray sitting lifelessly in the room.

Clock: It may seem as if we will die before anything is solved.

Ray: (To clock) I don't want to eat cup noodles anymore without the noodles anymore!

Voice: excuse me?

Ray and Clock: A crime?!

End of pilot episode. The show then moves to the opening credits.

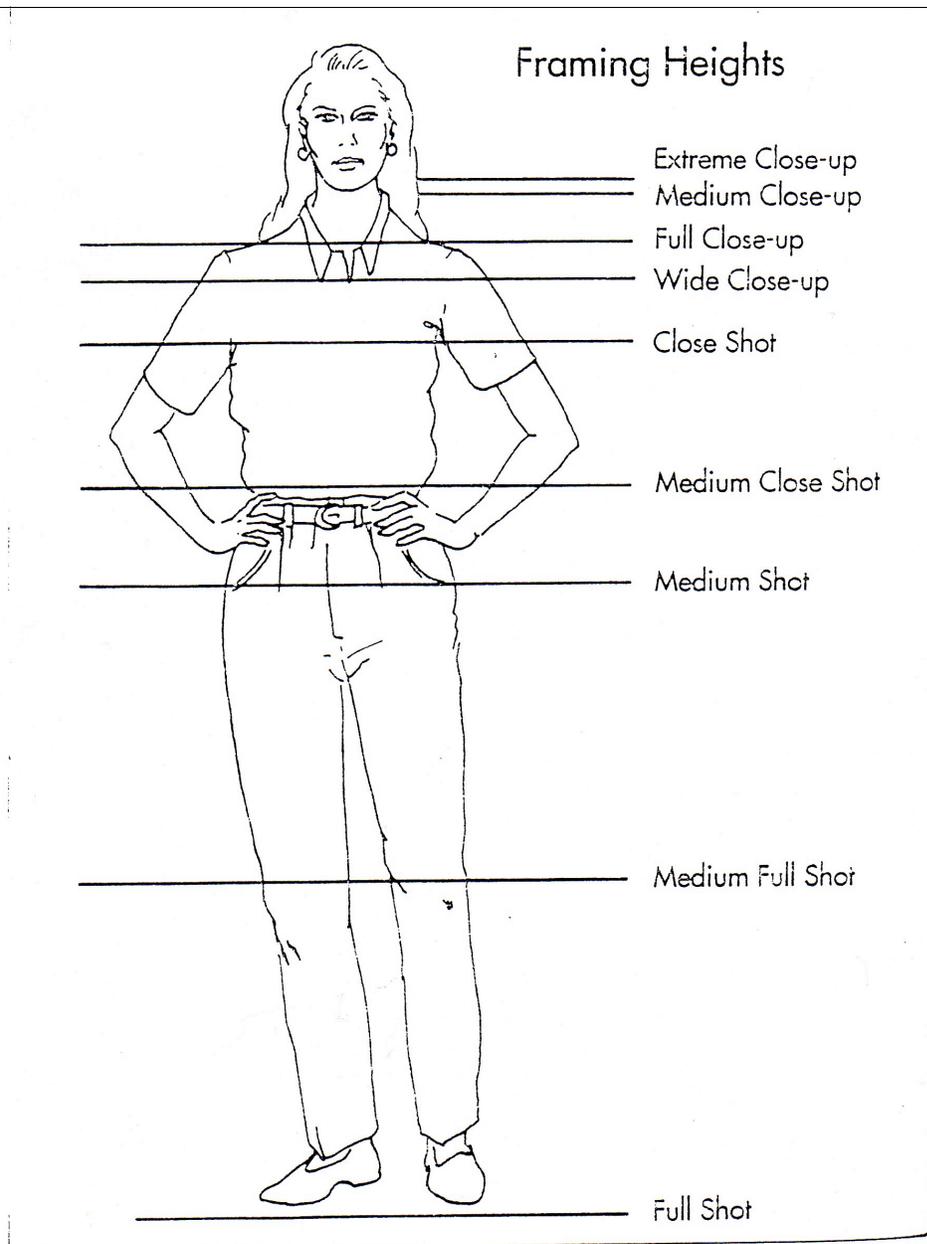


Figure 6.1: Basic Framing heights for the human figure.

- ECU — Extreme close-up
- MCU — Medium close-up
- CU — Close-up
- MS — Medium shot
- WS — Wide shot
- LS — Long shot
- ELS — Extreme long shot
- BG (bg) — Background
- FG (fg) — Foreground
- OTS — Over the shoulder
- POV — Point of view

MASKED RAIDER

by

Patrick Miller

15905 NE 28<sup>TH</sup> Ave  
Ridgefield, WA 98642  
(360) 773-5624

FADE IN:

INT. LAGNET DETECTIVE AGENCY - OFFICE - DUSK

A man in his mid-20s, CLOCK, sits in his office chair with a hungry, suffering look on his face. (1C)

CLOCK

I'm so hungry. I don't even have the stamina to buy any food. (1D)

The clock on the wall ticks. (1D)

CLOCK

It hasn't even been one minute and already a notice of my death is being broadcasted. (1D)

Clock hangs his head lifelessly. (1D)

BROADCAST NOTE

Clock Lagnet was found dead in his apartment. His body was discovered by the landlord. (1D)

CLOCK

There isn't even any ice ... I seriously may die here. (1D)

Clock is awakened from his delirium by a girl in her early 20s, KAREN HEARTNET. Karen is shaking Clock's shoulders. (E)

KAREN

Clock, hey Clock! Wake up! What are you doing there sitting like that? Hurry up, you've got a client! (1F)

Clock looks at Karen, dull-eyed and looks up. (1G)

CLOCK

Karen, as a man in this tough world, one must have energy to take on any foe and villainy. If religion can fill a stomach than I'd gladly join. Therefore, Karen, do you have anything to eat? (1H)

Karen approaches Clock. (1I)

KAREN

What are you saying You should think about paying your rent before asking for food. Come on at least tidy up your appearance what happens of this client walks out on you? Geez, you always talk about justice and helping people in need but when it comes down to food, that's always what takes priority isn't it? You finally have work! Now go greet the client! (1J)

Clock moves forward sluggishly as Karen pushes his back. Clock answers the door. (1K)

CLOCK

Clock Lagnet of the; Lagnet Detective Agency, how may my hard-boiled self be of service?(1L)

Clock doesn't see anyone and looks around. (1M,N)

CHILD

Excuse me; what's hard-boiled? (1N)

Clock looks down to the owners voice to see a child standing there. She's roughly between 10-12 years old. (1O)

Clock squats down to meet eye level with the young girl. (1P)

CLOCK

Ah, well Little Miss, it's someone who always remains calm and is never swayed by any situation; a man amongst men. That is hard-boiled. Are you here on a request with your parents? (1Q)

The child shakes her head. (1R)

CHILD

I don't really get it. I told my parents I would be here. There's no problem. Besides, mister, you don't look like a bad guy. Bad guys don't look so shabby. (1R)

Karen sputters, trying to hold back a laugh. Clock ignores this. (1S)

Clock turns around to look at Karen looking slightly put

off. (1T)

CLOCK

Karen, did you even bother to check who the client is? (1T)

Karen gives a reproving look. (1U)

KAREN

You told me you take any client. A child would be fine. (1U)

CLOCK

Well that's true but ... (1V)

The child looks up at Clock with big eyes. (1W)

CLOCK

Alright...then... (1X)

Clock grasps for a name. (1X)

CHILD

My name is Melissa. (1Y)

CLOCK

Okay Melissa, what is it you need? (1Z)

MELISSA

My neighbor who always takes care of us has been missing for the last few days. I've searched everywhere but can't find him. Please help me search for him. My parents say he ditched his job, but he always comes on time. (1Z)

Clock closes his eyes deep in thought. (1AA)

CLOCK

Hmm...a missing person huh; this definitely sounds like a crime. Alright, I'll find him for you but... (1BB)

Clock hangs his head again. (1BB)

CLOCK

Lately, I haven't had a health meal. I've even resorted to eating boiled grass. Boiled grass doesn't taste well you know...well anyways the point is ... Melissa ... do you have anything to eat?

(1BB)

CLOCK (CONT'D)

Also I don't need a fee. (1BB)

Melissa holds out an uncooked onion. (1CC)

CLOCK

I thought this would happen. Melissa,  
stay here and wait for us okay? (1DD)

CUT TO:

EXT. CITY STREETS - DAY

Clock is going around the city with Karen showing a photo  
of Melissa's neighbor. (2A)

Clock is going over his notebook and turns around to see  
Karen. (2B,2C)

CLOCK

And just why are you here? (2C)

Karen smiles impishly. (2C)

KAREN

I thought you needed help ah let's ask  
these people over here. (2C)

Clock bashes his fist against the wall. (2D)

CLOCK

Ah, with this woman around, my hard-  
boiled identity...! (2D)

Karen grabs Clock and points off in a direction. (2E,2F)

KAREN

Hey it looks like there is some trouble  
over there! (2F)

Karen and Clock walkover to a nearby park to 4 people  
gathered. Clock walks over where the two men are standing.  
(2H)

CLOCK

Excuse me, I'd like to ask you about a  
missing person. (2I)

Clock shows the photo. (2I)

PASSERBUYER 1

What? You too? I just got done talking  
with the police. (2J)

Clock raises an eyebrow and the other man takes the photo.  
(2J)

CLOCK

Police? (2J)

PASSERBUYER 2 takes a look at the photo. (2K)

PASSERBUYER 2

I haven't seen this guy but apparently  
there have been many people  
disappearing in the area. (2K)

A man around Clock's age, INSPECTOR BRITAIN, spots Clock  
and runs over to him. (2L)

BRITIAN

Hey, detective! You sticking your nose  
around where it doesn't belong again?!  
(2M)

Britain grabs clock by the tie. (2N)

CLOCK stands in front of the superintendent feeling  
strained and yet his appearance doesn't look all that  
sincere to repenting.

CLOCK

Ah it's just the British is here. I'm  
talking with these men here; I really  
don't have any business with a  
detective underling of the police. (2N)

Clock brushes off Britain and walks off. (2O)

Britain's face reddens with anger as he pulls Clock back.  
(2O)

BRITAIN

Who are you calling British?! Don't get  
all cocky now! You better not under  
estimate the police! (2O)

An irritated voice calls out to Britain. The voice belongs  
to Victoria Campbell. (2P)

VICTORIA

Just how long are you going to detain

me?! I keep telling you that it's probably a stalker! One of my idols has gone missing as well! The police are so useless! (2P)

Britain rushes up to Victoria. (2Q)

BRITAIN

Ah, Ms. Victoria. I'm so sorry about that, but you see we have lots of things to deal...with... (2R)

Clock rushes up and pushes Britain out of the way.

Britain crashes into a wall and crumbles, unconscious. (2S)

VICTORIA

Who are you?

Victoria looks at Clock, covering her mouth with a handkerchief. (2T)

CLOCK

My name happens to be Clock Lagnet (2U), a great detective of Lagnet Detective Agency. (2V) If you or any of your idols are need of any problems please give us a call. (2W, 2X)

Victoria smile stiffly. (2Y)

VICTORIA

I'll give it some thought. (2Y)

Karen stands behind Clock. (2Z)

Karen pulls Clock by the ear and drags him away. (2AA)

CLOCK

OW! Just wait a moment. What are you doing? (2BB)

Karen pulls up a small boy in view, not looking happy. (2BB)

The small boy hands Clock the photo. (2CC)

SMALL BOY

I saw this man. I often go to Melissa's house to play. No one believes me but I saw! I decided to stop by Melissa's house but I saw some strange men carry

the person in the photo away from the house next door. I followed them and found a strange building. (2CC)

Clock strokes his chin. (2DD)

CLOCK

Sure enough this is a kidnapping. Alright I believe you. (2DD)

CUT TO:

EXT. STRANGE BUILDING - DAY

Clock peeps around a corner. He sees a strange building. (3C,A,B)

CLOCK

This is near the street where I investigated the threat letter...was there such a building here? Suspicious, this is too suspicious! This is probably worth searching. (3B)

Clock turns to Karen. (3D)

CLOCK

Karen, go home. I'm going to sneak in here alone. Wait for me to contact you. (3D)

Karen looks worried. (3D)

KAREN

I'm coming along. Just be careful. You haven't paid the rent yet. (3D)

Clock frowns. (3E)

CLOCK

No just go home and look after Melissa. (3E)

Karen heads home. (3F)

CUT TO:

EYE CATCH X 2

CUT TO:

INT. STRANGE BUILDING - DAY

Clock sneaks has snuck into a building using a cardboard box. (4A)

CLOCK

What a success. I never thought it would be this easy. It doesn't look like anybody's here. Looks like I can go out. (4B)

Clock gets out of the box. (4C)

CLOCK

But I really doubt anybody would be here during this time of day. The door was unlocked too. (4C)

VOICE (MAN)

That's because I was here. (4C)

Clock turns around backs away suddenly in surprise (4D)

CLOCK

What are you; a member of an organization of evil?! (4D)

A man, RAY is drinking a cup of liquor. (4D)

RAY

Oh no nothing, just nothing. I'm just calmly here having a drink. By the way who are you again? You seem familiar but I can't just seem to remember. (4E)

CLOCK

Stop lying! I know you are the one responsible for all the kidnappings! (4F)

Ray looks calmly at clock and then takes another sip of his liquor. (4G)

RAY

Believe what you will, but I'm just

sitting here having a drink, besides,  
if I were to call for help, be it the  
police or the security of this  
building, it would be you that would be  
getting captured now. (4G)

CLOCK

Ah ... err ... well I didn't mean to ... (4H)

Ray ignores Clock's worried look and takes another drink.  
(4I)

RAY

Well, I don't have any intention of  
doing anything. If want to explore the  
interior of this place, do as you like.  
(4I)

Clock stares at the Ray. (4J)

RAY

Or ... would you like to join me for a  
drink? (Raises his glass) For adults  
liquor is rather interesting, it makes  
you forget the bad things. (4J)

Clock walks past Ray sitting down and then stops to turn to  
look at him. (4K)

CLOCK

Things to forget you say, I don't have  
any of those. Someone is sad and  
depending on me. Forgetting it ... that  
would be impossible for me. I can't  
ignore people in need. (4L)

RAY

Oh.. (4M)

FADE OUT BLACK SCREEN (not end)

The man mumbles quietly

RAY

If it's by chance them...

CUT TO:

FADE IN

INT. STRANGE BUILDING - DEEP INTERIOR - DAY

Camera pans to show the interior and eventually focuses on Clock crouching down trying to be stealth like. (5A)

CLOCK

It's really strange. Even all the way down here there aren't any guards, I wonder if that's really how it is. (5B)

CLOCK (CONT'D)

Am I lucky or ... (5B)

Clock stands up and thinks to himself. (5B)

CLOCK

But I'm really surprised to see a building like this. I better find the dog soon and escape. Well, if I run into any problems... (5B)

The camera pans to show Clock holding Ray by the neck of his shirt and staring at him. (5C)

CLOCK

That's why you're coming along with me. (5C)

Ray in his drunken stupor, stares at Clock briefly, and then slowly looks around, turning back to look at Clock and hesitantly points at himself. (5D)

CLOCK

There's no one else here but you. (5D)

Ray smiles as he is trying to inch away. (5D)

Clock smiles back. (5D)

CLOCK

No fooling me either. (5D)

RAY

Well ... I thought it would be interesting so I just ended up coming along. If you are talking about a sudden group of people you might find them in that room. (5E)

Ray points to a room down the hallway. (5F)

RAY

There aren't any guards so you should find what you're looking for easily.  
(5F)

Clock is about to head in the direction when the man grabs him by the arm. (5G)

RAY

Wait, before you check it out, I'll give you something that may be of some help. Take this wristband with you, I won't charge you anything. (5H)

CUT TO:

INT. STRANGE BUILDING - LAB ROOM

Clock and the man enter the building. There is a bunch of medical equipment in the corner but no people. (6A)

Clock is looks through the stuff. (6A)

CLOCK

Hey, what's going on where are the people...For a while now you've been busy, what are you doing? (6A)

RAY

Hmm...destruction of evidence perhaps...  
(6B)

Clock picks up some records. (6C)

CLOCK

This facility looks weird, and what are these records? (6D)

RAY

It's unrelated to you. (6E)

Clock's phone rings. Clock answers it. (6F)

KAREN'S VOICE

Clock it's me! Thank god I got ahold of you! Melissa has gone missing! (6G)

CLOCK

What? Since when did this happen? Why did you let your eye off her? (6G)

A gun shot is heard.

Clock drops his phone it's broken from a bullet. (6H)

A mysterious silhouette is seen in the shadows. (6I)

MYSTERIOUS SILHOUETTE

That's far enough I believe. If you're talking about the girl she's right here. (6I)

Melissa is thrown forward unconscious. Clock runs up to her. (6I)

CLOCK

Melissa, hey Melissa are you alright?! (6J)

Ray still doing his work mumbles to Clock. (6K)

RAY

Don't worry she's alright. She's just unconscious. They won't harm her, yet. Hurry up and take the girl and get out of here. (6K)

Clock looks at the man shocked. (6L)

CLOCK

What's going on here?! Just what is going on here?! (6L)

RAY

You can't be a hero if you don't hurry up and listen to me. (6L)

The mysterious figure walks into the light. It is the woman, Victoria from the park. She is dressed with a cape and mask covering part of her face. (6M)

Victoria laughs arrogantly. (6M)

VICTORIA

This is an experiment room necessary for finding the seed of the original existence. The dogs didn't suffice as samples; we only took a bit of energy from the girl. (6M)

Ray remains silent during this exchange. Not on camera.

VICTORIA

The ringleader of all these tests is that very many beside you ... isn't that

right Doctor Ray Kimball? (6M)

RAY looks away. (6N)

CLOCK

Doctor? Wait what's going on here?! Did you set me up?! (6o)

RAY

... (6P)

VICTORIA

Doctor, what are you doing here? That incompetent looking man over there, what do you intended to do with him. (6P)

Ray still doesn't respond and continues typing. (6P)

VICTORIA

(laughs) It can't be that you're thinking of double-crossing. You won't be able to run! (6Q)

Victoria figure lifts his hand to call for reinforcements. (6Q, 6R)

The CHAOS SQUADRON members appear to gather around Clock. (6S)

CHAOS SQUADRON MEMEBERS

Beeeeeeeeee! (6S)

CLOCK

Hey, wait a moment... (6S)

Clock is approached by the Chaos Squadron. (6S)

CLOCK

(Cry for help) (6T)

Ray turns around to Clock's cry to see him. (6T)

CLOCK

What do you think you're doing? (6U)

Victoria sneers. (6V)

MYSTERIOUS FIGURE

They won't be defeated so easily. Now Doctor, please dispose of him. (6V)

RAY

I can't. (6W)

Victoria click's her tongue. (6X)

VICTORIA

You're a traitor then. (6X)

Clock is still struggling. (6Y)

CLOCK

(more shouts of struggling)

MYSTERIOUS FIGURE

How did you think things would turn out by yourself? Going around and avenging crime. I think it's time to show you your place! (6Z)

Clock wrings his hands in frustration and hangs his head in self-regret. (6AA)

CLOCK

Can't I do anything?! Can't I even help Melissa? (6BB)

RAY

Do you have the courage to share your body with a devilish existence? (6CC)

CLOCK

Wha.? (6DD)

RAY

I'll ask you once again, do you have the courage to share your body with the existence of a devil? (6EE)

Clock looks up. (6FF)

CLOCK

Be, it devil or god, or whatever, I'll give everything, if it means I can save everyone. (6FF)

RAY

Then, Clock Lagnet, take up that wristband I gave you and concentrate. Put your belief, your everything into that wristband. (6GG)

Clock holds his right wrist. Ray holds his left and on his

left is the same bracelet. (6HH, 6II)

RAY

(whispers) Transform. (6JJ)

CLOCK

AAAAAAAHH! (6KK)

CUT TO:

COMMERICAL BREAK

CUT TO:

INT. STRANGE BUILDING - LAB ROOM

Camera angle shows the mysterious figure covering his eyes from the blinding light. (7A)

VICTORIA

What?! (7A)

The CHAOS SQUADRON is lying unconscious on the ground. There stands in the center Masked Raider Genome. (7B)

MASKED RAIDER GENOME

Now is the time to count your crimes!

VICTORIA

Did he transform?! Impossible! (7G)

CLOCK (RAIDER FORM)

Umm I don't know exactly what's going on either.

RAY (RAIDER FORM)

I have become you and you have become me. We are sharing the same exact place at the exact same time. I guess you can say my genes, personality, and consciousness are linked together with you. But I didn't think the outer appearance would change.

MASKED RAIDER GENOME looks at himself.

CLOCK (RAIDER FORM)

But really it's a new experience having another person inside my head.

RAY (RAIDER FORM)

The truth is I only planned to share my

genes with you but it seems a full merge happened. Now hurry up and defeat this guy and escape from here!

CLOCK (RAIDER FORM)

Of course!

Victoria raises her hand again. (7I)

VICTORIA

Futile! Futile! Futile! Futile! (7I)

Victoria transforms into a monster, BETA, and charges at MASKED RAIDER GENOME. (7J)

CUT TO:

INT. STRANGE BUILDING - LAB ROOM - FIGHT SCENE

MASKED RAIDER GENOME and BETA fight.

CLOCK (RAIDER FORM)

Ehh! What's that?!

Blocks a punch and kicks back.

RAY (RAIDER FORM)

It's a BETA. A monster created from these horrible experiments.

The monster and Raider Genome exchange blows.

CLOCK (RAIDER FORM)

This is taking forever. How are we going to defeat this thing?

RAY (RAIDER FORM)

Your form takes that of lighting. Think of your kicks as lighting.

Raider kicks the BETA from multiple directions with electrically charged kicks.

(DIRECTOR)

ThunderAce Overdrive!

MASKED RAIDER GENOME (CLOCK AND RAY)

Infinity Ace!

CUT TO:

INT. STRANGE BUILDING - LAB ROOM - DAY

Victoria falls to the ground unconscious. She has returned to her human form. (7K)

CLOCK (RAIDER FORM)

Yes! I did it!

RAY (RAIDER FORM)

Now's not the time to celebrate. Before the self-destruct device goes off hurry up and escape with the girl.

MASKED RAIDER GENOME picks up the girl escapes from the building.

CUT TO:

EXT. STRANGE BUILDING - DAY

MASKED RAIDER GENOME is standing outside the building panting.

CLOCK (RAIDER FORM)

Somehow we managed to escape but ... am I supposed to be this tired.

RAY (RAIDER FORM)

I ... didn't think ... it would be this tiring either.

CLOCK (RAIDER FORM)

I don't think I can maintain this form much longer ...

RAY (RAIDER FORM)

Me ... too ... I'm at my limit.

MASKED RAIDER GENOME collapses on the ground.

Camera pans upward from a top angle to show Clock and Ray lying face down on the ground. (8C)

CUT TO:

COMMERICAL BREAK

CUT TO:

## EPILOGUE

A still frame of Melissa, Clock and Ray are lying on the ground. Karen is running towards them.

Clock begins his monologue.

### CLOCK (MONOLOGUE)

After the falling unconscious we were helped by Karen who had rushed to the scene after she lost contact with me.

A still frame of Clock talking to Melissa

### CLOCK (MONOLOGUE)

Melissa doesn't remember anything of the incident. Well, maybe it's good not to remember anything.

A still frame of a warehouse

### CLOCK (MONOLOGUE)

According to Ray the missing people had been found in a warehouse nearby. Apparently, like Melissa, the victims have no memory of the events that happened.

A still scene of Ray

### CLOCK (MONOLOGUE)

After we returned to the office I had a talk with Ray. Apparently a side effect of the transformation has caused Ray to lose a part of his memory including his time with the mysterious organization. Apparently all Ray remembers is his name. Oh and he claims to not be human. Is this also a side effect? Because Ray has no place to return to, he's living with me at the agency. To make matters worse, one more resident has increased.

Scene cuts to a still of Clock being put in a body hold by Karen.

### CLOCK (MONOLOGUE)

I was finally was unable to pay my rent and was defeated by Karen who had recently become the landlord of the building. However she said, "It would

be a shame to see you on the street begging for food", so at least that is solved for now.

CLOCK (MONOLOGUE)

As for Victoria, she was never found amongst the rubble of the lab. She apparently has gotten away. After that, the city resumes its peaceful days. But I have a dreaded uneasiness about something. I'm still working on the case until it becomes clear.

The scene changes to that of Clock and Ray sitting on the floor of the agency, tired and hungry.

CLOCK (MONOLOGUE)

However, it seems as if we may die before anything is solved though.

RAY

I don't want to eat cupped noodles without the noodles anymore.

A voice calls off camera

VOICE

Excuse me...

RAY AND CLOCK

A crime?!

FADE OUT

## Shot List Masked Raider G

### Scene

#### 1 DAY

- A. FS, Lagnet Detective Agency.
- B. (Pan and zoom in) MS to FCU Lagnet Detective agency sign.
- C. MFS/MCS Lagnet sitting in his chair looking hungry.
- D. MS Clock hanging his head and speaking. (3/4<sup>th</sup> angle from the left)
- E. FCU Clock getting hit in the head with a piece of crumpled paper. (camera looking at Clock from left)
- F. MS Karen talking to Clock.
- G. WCU Clock raising his head to look at Karen
- H. MCS Clock finishing his speech in (BG) Karen in (FG)
- I. MFS Karen has approached Clock and is tiding the appearance and drags Clock out of the chair. (side view)
- J. FS from behind, Karen pushes Clock towards the door. Clock moves towards door.
- K. MCS 3/4<sup>th</sup> view from Clock's right, Approaches the door
- L. FCU Clock answers door and speaks
- M. MFS from Clock's right, Clock pokes his head out the door
- N. POV Camera view looks right and left
- O. OTS lowers down, to show Melissa
- P. CS from back clock squats down.
- Q. CS from right side of Clock as he talks to Melissa
- R. CS Melissa shakes her head and speaks.
- S. MCS 3/4<sup>th</sup> view from Karen's right, Karen stifles a laugh
- T. FS from behind, Clock stands and turns to Karen looking slightly annoyed. Sits down on couch.
- U. WCS gives Clock a reproving look.
- V. MFS from front, Clock turns to Melissa and tries to grasp for a name. Melissa gives her name.
- W. MS Melissa talks about her problem.
- X. FCU of Clock from his left 3/4<sup>th</sup> view, while Melissa is still talking
- Y. ECU Clock closing his eyes
- Z. MCS Clock agreeing to take the case. Clock hangs his head. Tells Melissa to wait at agency. Melissa nods.

#### 2. DAY

- A. LS from behind showing Clock talking to numerous of people.
- B. MFS from front, Clock going over notes turns around. Camera pans left Karen is there. Clock asks why she's there. Clock is upset over his hard-boiledness.
- C. ECU of Karen's hand

- D. MS from Karen's left, can see Clock. Karen points to park.
- E. POV/LS of park. See 4 people in park.
- F. FS to MFS from Clock and Karen's left. They approach PASSERBUYER 1 and 2.
- G. MFS of Clock from behind at slightly 3/4<sup>th</sup> angle. Shows photo to passer buyer 1.
- H. MS from Clock's left, focuses on passer buyer 1, who asks if he's part of police. Clock raises an eye brow.
- I. MCS passer buyer 2 takes photo and tells Clock of incidents. Clock is out of frame.
- J. BG of Britain comes into focus. Britain rushes over to this direction.
- K. MFS Britain grabs Clock by the tie. Clock and Britain argue.
- L. LG pan to right of Clock and Britain, focus on Victoria.
- M. FS Victoria walks in Britain's direction. Britain rushes up to Victoria and starts complaining.
- N. MS Victoria and Britain from Britain's right. Britain apologizes. Clock pushes Britain out of the way towards the left.
- O. FCU/WCU of Britain slamming into a wall and then crumpling off screen.
- P. CS from Clock's back. Victoria asks who Clock is. Clock greets Victoria.
- Q. OTS/CS from Victoria Clock is doing self-promotion, lowers hand for business card.
- R. CS from Clock's back/side as he pulls out business card.
- S. ECU putting card in hand.
- T. OTS/CS from Victoria. Still promoting himself.
- U. MCU Victoria smiling stiffly.
- V. CS of Clock also grinning. Karen appears behind Clock not happy.
- W. FS back view of Clock. Karen pulling Clock by the ear. Leaves scene to the left.
- X. MFS from Clock's left, Clock asking what Karen is doing. Pan left of Karen frowning, who pulls a small boy into view
- Y. MCS of boy raising his hand towards Clock holding the photo. Clock takes the photo. Boy tells about seeing the neighbor disappear.
- Z. MCS Clock stroking his chin. He tells the boy he believes him.

3. Day

- A. FS/MFS of Clock peaking around the corner.
- B. Reverse FS of Clock peaking around the corner. Wonders if the building was ever there.
- C. LS of Building, zooms in on Door.
- D. FS from Clock's left. Telling Karen to go home. Karen protests still upset.
- E. CU Clock frowns. Tells her to go home and look after Melissa.
- F. FS Karen heads home.
- G. Clock sneaks in using a cardboard box.

4. Day

- A. FS The box clock is hiding over himself.
- B. POV Clock talking to himself that no one is here and confirms it's okay to get out of the box.
- C. FS Clock getting up from a crouching position to stand up thinking about how the door was strangely unlocked.

- D. CU Ray sitting down drinking. Talking to Clock. BG Clock. Clock asking about if he's evil organization.
- E. MCS from front of Ray. Talking to Ray about himself drinking.
- F. WCU of Clock telling Ray he is a liar.
- G. MCS of Ray slightly in a 3/4<sup>th</sup> view to Ray's left. Ray tells Clock that if he calls yells guards will come.
- H. WCU Clock's expression changes to one of worry.
- I. MCS same as part G. Ray won't say anything. Tells Clock to do as he likes. Camera rotates on axis right to show Clock staring flatly at Ray.
- J. MCS of Clock walking past Ray. Front shot of Ray in BG. Ray trying to get Clock to have a drink with him.'
- K. CS 3/4<sup>th</sup> angle of Clock slight towards his right. You can see Ray in the BG. Clock tells Ray he has nothing to forget.
- L. MCS of Ray musing over his response.

5. Day

- A. FS Camera zoom out from an door, down a hallway towards where Clock is crouching.
- B. MFS front shot of Clock standing. Talking about being surprised of building. Moves his left arm like he is grabbing something.
- C. MFS of a pan to the left. Clock grasping ahold of Ray by the collar.
- D. MS Ray looks around and then points to himself. Clock gives another flat stare to Ray.
- E. MCS of Ray giving excuses and talking about the location of the people.
- F. Camera zooms in on door Ray points out.
- G. MCS Clock is about to head towards the room when Ray grasps his hand to stop him.
- H. ECU of Ray putting a wristband in Clock's palm.
- I. MCS of Ray explaining what he gave.

6. Day

- A. MS of Ray looking around at files and medical equipment. Turns head towards Ray.
- B. CS side view from the left of Ray. Clock asking what he's doing. Ray just gives him a vague answer destruction of evidence.
- C. MCS of Clock picking up some files. Clock moves towards Ray.
- D. MFS Clock approaches Ray's back. Demands to know what's in the files.
- E. MS front view of Ray telling him he doesn't need to know.
- F. OTF/MCS of Ray, Clock answers his phone.
- G. CU Clock answers his phone. Karen is on the line.
- H. ECU of phone on the floor broken
- I. FS rising up, of Victoria's silhouette. Starts talking. Holds Melissa into view. Melissa is throws towards the ground.
- J. MFS from Clock's left as he rushes over to Melissa.
- K. MS of Ray telling Clock it's alright.
- L. FS of Victoria walking into light so we can see her clearly.

- M. MS of Ray not saying anything and look avoids eye contact with Clock.
- N. MFS of Clock demanding to know if he's been set up.
- O. MS of Ray not saying anything biting his lip. Victoria is questioning the doctor while walking near his vicinity in the BG.
- P. MFS of Victoria telling them that they won't get away. Raises her hand.
- Q. FCU of Victoria's face and her hand being lowered.
- R. MFS of Clock. Chaos Squadron appears. Surrounds Clock.
- S. MS back view of Ray typing on computer. Turns around to Clock's shout.
- T. FS. Clock pinned on the ground.
- U. MFS of Victoria telling Clock they can't be defeated. Orders Ray to kill Clock.
- V. MS of Ray still turned around. He refuses.
- W. CS of Victoria irritated and calling him a traitor.
- X. FS of Clock struggling.
- Y. FS of Victoria giving a speech about justice failing.
- Z. CS of Clock wringing his hands in frustration.
- AA. MFS of Melissa unconscious as Clock is mad at himself that he can't save anyone.
- BB. FCU of partially Ray's face asking him about if he has the courage to become a devil.
- CC. FCU of Clock going "what?"
- DD. FS of Ray asking the question again
- EE. FCU of Clock saying he'll give everything.
- FF. MCS of Ray telling Clock to think of the wristband.
- GG. CU of Clock grasping his wrist.
- HH. ECU of Clock's closing his palm.
- II. CU of Ray also grasping a wristband transforms.
- JJ. FS of Clock surrounded in light.

7. Day

- A. CU of Victoria blocking her eyes.
- B. POV showing Chaos squad defeated.
- C. MCS raising up from Masked Raider Genome's feet. Reaches waist
- D. Reverse (back view) MCS raising up from Masked Raider Genome's ankles to back of head.
- E. MCU zooming out of Masked Raider Genome's face.
- F. MS of Masked Raider Genome doing pose and saying his motto.
- G. MS of Victoria saying to herself if she transformed.
- H. MCS of Masked Raider Genome Talking
- I. Zoom out to show Victoria in the screen.
- J. FS of Victoria becoming a monster.
- K. All camera angles for battle will being FS view.
- L. MFS of Victoria collapsing back in human form.
- M. MFS of Genome Rider celebrating looking at defeated enemy.
- N. MCS of Dialogue between Clock and Ray.

8. Day
  - A. MS of Genome Rider panting. Ray and clock talk about how tired they are.
  - B. Panning during this conversation. Genome Collapses.
  - C. FS top view of Clock and Ray separated lying unconscious.

# Work Time Log

---

*Patrick Miller*

1/10 Project proposal concepts. 1pm -2pm. 1 hour

1/11 research. 3pm-4pm. 1hour

1/12 Planning for review webpage.

1/13. Beta review webpage. 8am-9:15am. 1 hour 15 minutes

1/14 Project worked on creating own budget sheet. 2pm-7pm. 5 hours

1/14 Worked on redoing website. 7pm-1am. 6 hours

1/15 redo project proposal. 7:30pm-9:00pm. 1 hour 30 minutes.

1/15 update review website. 9:10pm-3am. 6 hours

1/18 Added Status report page and Time Log button. 2pm-4pm. 2 hours

1/21 Revised website again dammit! 12pm-2pm. 2 hours

1/22 Revised Project proposal. 5:40pm-5:51pm. 20 minutes.

1/29 Worked on script. 1pm-12am. 11 hours

1/30 Worked on script 3pm-2am. 11 hours

2/13 Rehearsal filming for park scene 2pm-4:30pm. 2.5 hours

2/14 Scheduling for actors to meet. 30 minutes

2/14 Re work on 3d model. 7pm-9pm. 3 hours

2/15 Sent confirmation mail out to actors. 1pm-2pm. 1hour

2/16 Renting camera. 12pm-1pm. 1hour

2/16 Rescheduling for filming again & emails. 3pm-5pm. 2 hours

2/17 Make call list and equipment list. 1pm-3pm. 3 hours

2/18 Pick up camera and reconfirm locations. 12pm-4pm. 4 hours.

2/19 Day of final shooting. 6am-6pm. 12 hours.

2/21 Begin editing. 6pm-5am. 11 hours.

2/22 Editing some more. 1pm-2am. 11 hours.

2/26 Filming last scene. 11am-5pm. 6 hours.

2/28 Editing. 1pm-3am. 14 hours.

3/1. Editing. 6pm-4am. 10 hours.

3/2. Editing. 7pm-12am. 5 hours.

3/4 Editing. 6pm-6am. 12 hours.

3/5/ Editing. 1pm-8am. 19 hours

3/6 Rendering 3d work and editing. 10am-10am. 25 hours

3/7 Rendering. Reducing overall video. 4pm-10am. 18 hours