



Shot: 1

Notes:

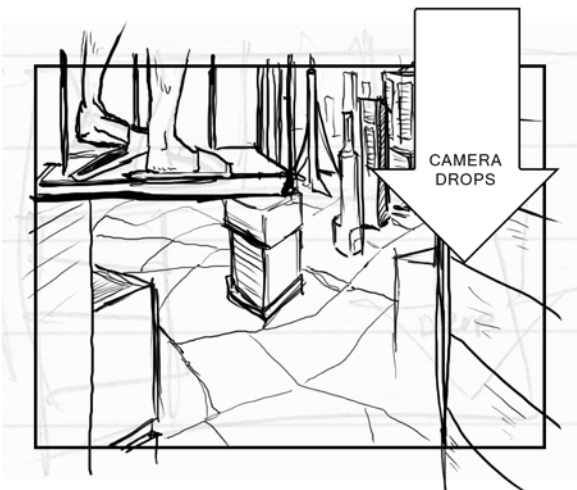
Hero wakes, walks to balcony, half dressed.



Shot: 1

Notes:

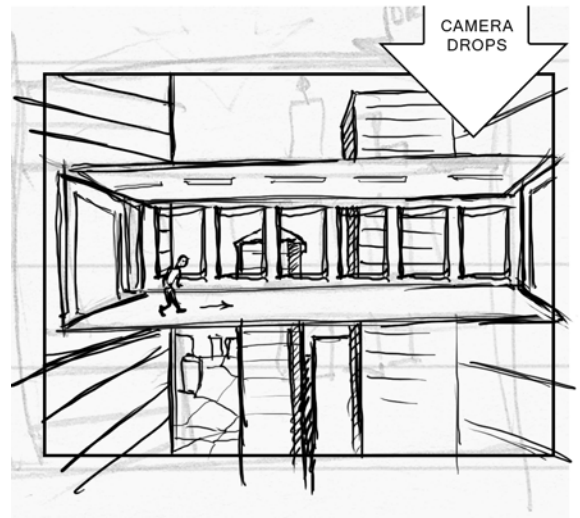
Hero enjoys beauty of Hong Kong



Shot: 1

Notes:

Camera drops in freefall, giving a glimpse of slippers.



Shot: 2

Notes:

Camera comes to a stop.  
Hero walks out onto a sky bridge, now dressed. Still high above the ground.



Shot: 3

Notes:

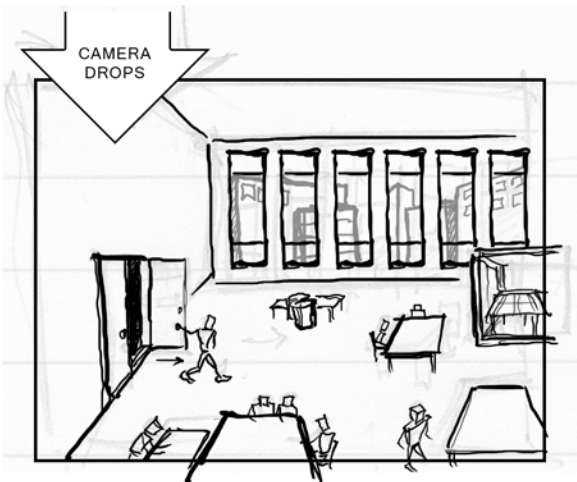
Cut to Medium. Hero waves at friend, while walking. City still beautiful in back-ground.



Shot: 3

Notes:

Hero exits into a new building.  
City revealed in background window.  
Camera drops again.



Shot: 4

Notes:

Camera drops into a vast office space and stops. Hero enters from a busy hallway. Various workers populate the giant space.



Shot: 4

Notes:

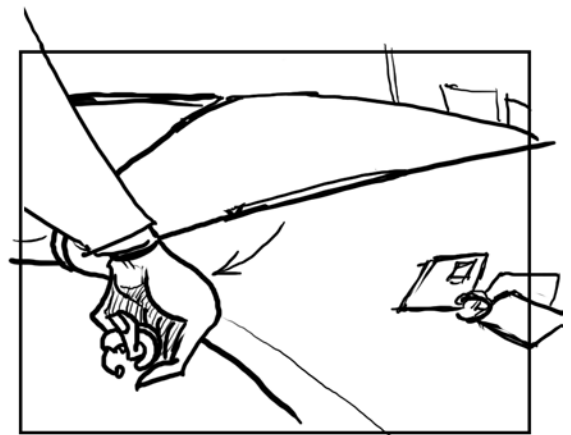
Camera pans with with hero. We see the city through large windows. It's a cool place to work. Feels like a start up.



Shot: 5

Notes:

Hero's hand swings out to drop key cards-



Shot: 5

Notes:

Hero's hand picks up some crazy tech gizmos as it swings back in.



Shot: 6

Notes:

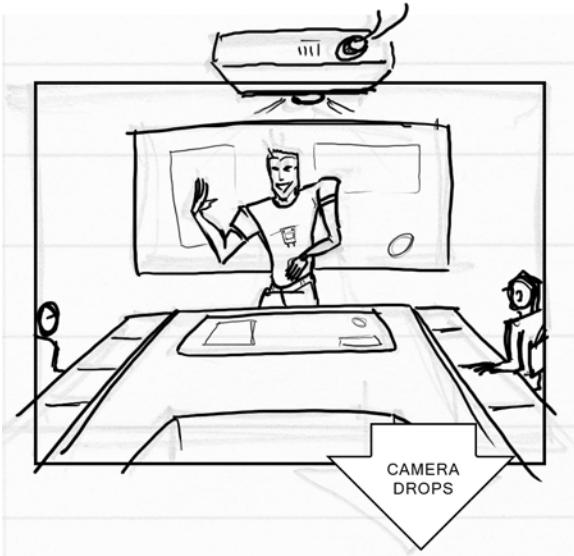
Hero places tech gizmo in his ear as camera pulls out.



Shot: 6

Notes:

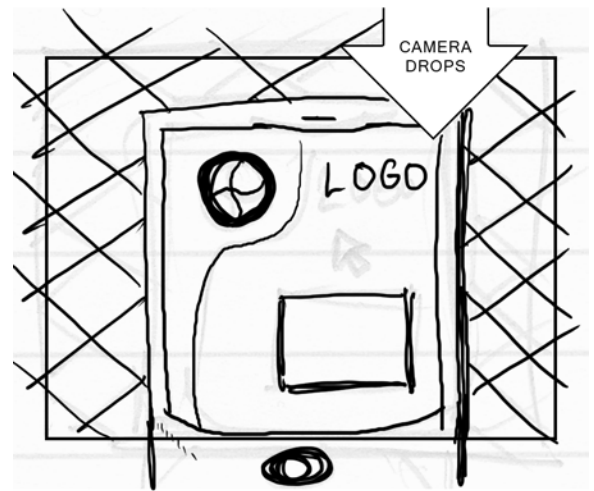
As we pull back, we realize hero is giving a casual presentation in some new area.



Shot: 6

Notes:

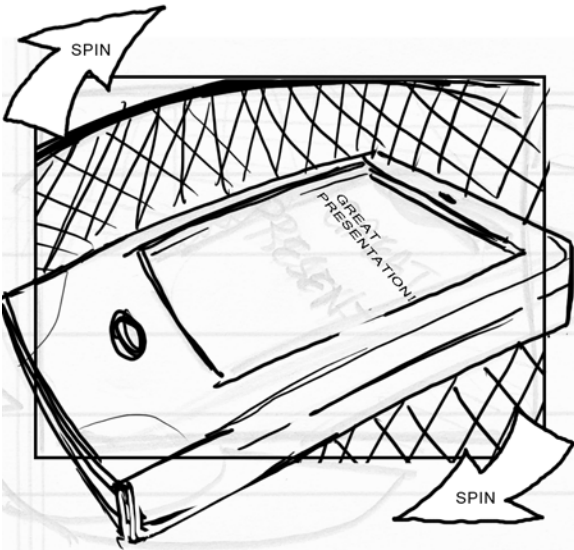
More of the room's symmetry is revealed, along with an audience. Perhaps hero is amidst projectors and Surface. Camera Drops (into a computer?).



Shot: 7

Notes:

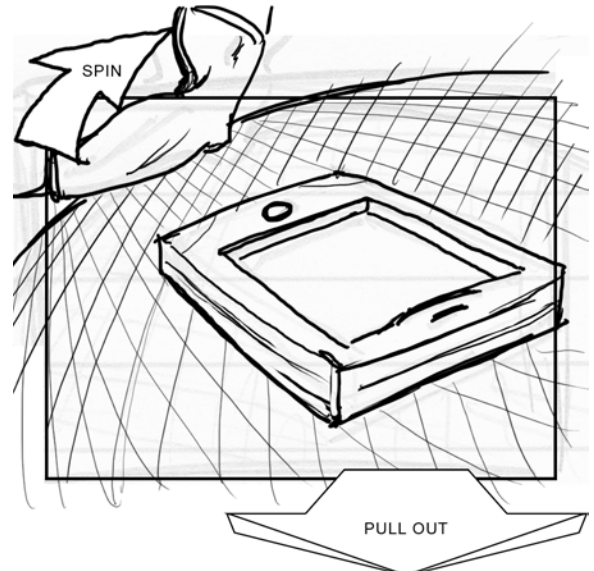
Camera appears to be dropping, but is actually dollying while aimed straight down. PDA on a mesh table is revealed.



Shot: 6

Notes:

PDA receives a message about the great presentation, while camera spins around.



Shot: 7

Notes:

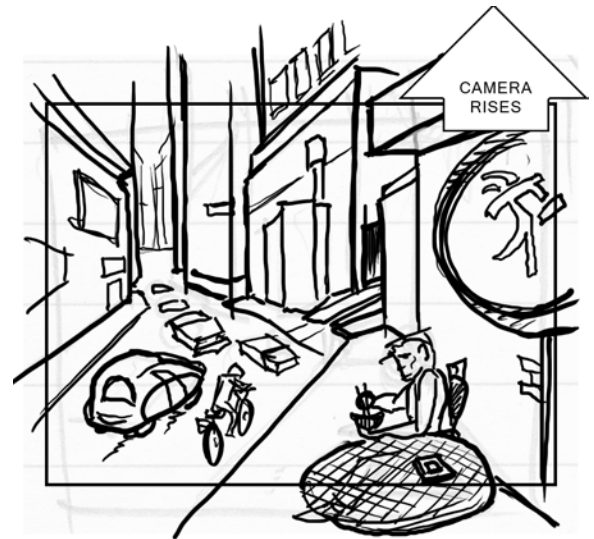
Camera's spinning reveals our hero is sitting at this mesh table. Camera is pulling back.



Shot: 7

Notes:

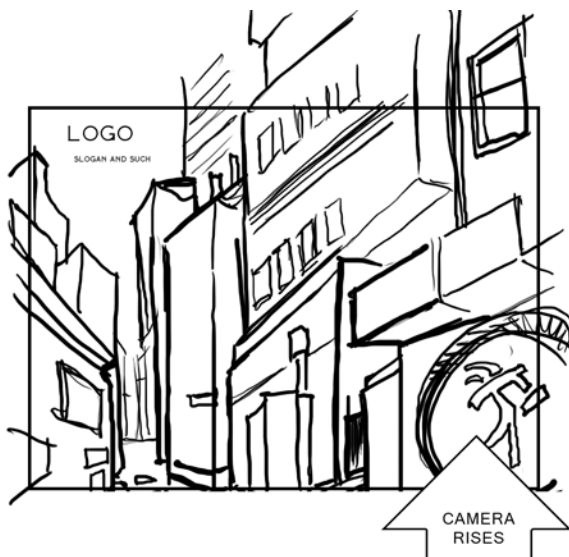
Hero is eating lunch in front of some cool tiny noodle shop, and notes the message. He's either pleased about the message, or the atmosphere here. Camera keeps pulling back.



Shot: 7

Notes:

We see that he is now at street level, and it's a busy crazy city. For the first time, the camera rises.



Shot: 7

Notes:

Camera rises enough to focus on the city instead of our hero, then stops. Perhaps the client's logo pops up in the distance, between buildings.