

Scene #	Shot #	Location	Framing	Angle	Movement	Subject	Description	Dialogue
1	a	Kitchen	MS	High angle	Pan	parts on table	pan across junk on table	
	b	Kitchen	WS	Eye level	Static	Nat	Nat works on robot	
	c	Kitchen	CU	Low angle	Static	Nat	Nat continues working on robot	
	d	Kitchen	CU	High angle	Static	junk pile on counter		
	e	Kitchen	OTS	High angle	Static	robot	Nat continues working on robot	
	f	Kitchen	MCU	Low angle	Static	Nat	Nat finishes robot, takes off goggles	
	g	Kitchen	MS	Eye level	Static	Nat, robot	Nat hits record on her phone, steps back into center frame	Hello, I'm Natalie Warner, and this is a test of prototype BZ-8E.
	h	Kitchen	OTS	High angle	Static	robot	Nat powers robot on, it begins to walk forward	
	i	Kitchen	CU	Low angle	Static	Nat	Nat has a hopeful look	
	j	Kitchen	OTS	High angle	Static	robot	robot falls over and powers down	
	k	Kitchen	MCU	Low angle	Static	Nat	Nat slams down fist	
	l	Kitchen	WS	Eye level	Static	Nat	Nat puts her head down in disappointment	
	m	Kitchen	MCU	Low angle	Tilt	Nat, robot in foreground	Nat takes robot, camera follows Nat as she turns around and walks towards table	
	n	Kitchen	MS	Low angle	Static	Nat	Nat tosses robot on table	
	o	Kitchen	CU	High angle	Static	robot	robot lands in junk pile	
2	p	Kitchen	MS	Low angle	Static	Nat	Nat stops recording, takes phone, exits	
	a	Living Room	MS	Eye level	Static	Nat	Nat walks towards chair	
	b	Living Room	CU	Eye level	Static	phone	Nat slams phone on table	
	c	Living Room	MCU	Eye level	Static	Nat	Nat sits in chair	This whole thing was a waste.
	d	Living Room	CU	Eye level	Static	phone, Nat in background	phone alert goes off, Nat grabs phone	
	e	Living Room	MCU	Eye level	Static	Nat	Nat looks at phone, gets idea	
	a	Kitchen	WS	Eye level	Static	Nat	Nat works on BZ-9E	
	b	Kitchen	CU	Low angle	Static	Nat	Nat works on BZ-9E, more determined, stops, takes step back, lifts up goggles	Here we go. Nine time's the charm.
	c	Kitchen	OTS	High angle	Static	BZ	Nat powers BZ on, nothing happens	
	d	Kitchen	MCU	Low angle	Static	Nat	Nat looks confused	
	e	Kitchen	OTS	High angle	Static	BZ	Nat tries again... nothing	
	f	Kitchen	MS	Low angle	Static	Nat	Nat sighs, takes goggles off, walks away	
	g	Kitchen	CU	Eye level	Static	goggles, Nat in background	Nat places goggles on table, walks off	
	h	Kitchen	WS	Eye level	Zoom	Nat, BZ	Nat exits frame, lights turn off, slow zoom on BZ before it turns on	
	i	Kitchen	WS	Eye level	Static	BZ	BZ powers on, looks around	
3	j	Kitchen	MS	Eye level	Static	BZ, cereal in background	BZ turns head, notices cereal box	
	k	Kitchen	WS	High angle	Static	BZ, cereal in foreground	BZ notices cereal box, begins to move towards it	
	l	Kitchen	MS	Low angle	Static	cereal, BZ in foreground	BZ enters frame, looking up at cereal box	
	m	Kitchen	MCU	High angle	Static	BZ, cereal in foreground	BZ looks at cereal box, hits it	
	n	Kitchen	MS	Low angle	Static	cereal, BZ in foreground	cereal box begins to fall, slow-mo	
	o	Kitchen	CU	High angle	Static	BZ	BZ turns around and crawls away	
	p	Kitchen	WS	Low angle	Static	BZ	BZ crawls away but gets caught by cable	
	q	Kitchen	MCU	Eye level	Static	BZ	BZ pulls against cable into it unplugs	
	r	Kitchen	WS	Eye level	Static	BZ	BZ falls off counter	
	s	Kitchen	WS	Eye level	Static	BZ	BZ lands on floor, gets up, moves closer to camera	
	t	Kitchen	WS	Low angle	Pan	BZ	camera pans around kitchen as BZ looks up in amazement	
	u	Kitchen	MCU	Eye level	Pan	BZ	BZ crawls around, not looking ahead, bumps into Nat's feet	
	v	Kitchen	WS	Low angle	Static	BZ, Nat	BZ looks up at Nat	
	w	Kitchen	OTS	High angle	Static	BZ	Nat looks at BZ, amazed, crouches down to get better look	
	x	Kitchen	CU	Low angle	Static	Nat	Nat looks down at BZ, crouches down, sticks out hand	
	y	Kitchen	Two-shot, MCU	Eye level	Static	BZ, Nat's hand	Nat sticks out hand, BZ looks confused	