

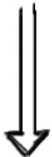
SCENE A



Continuous



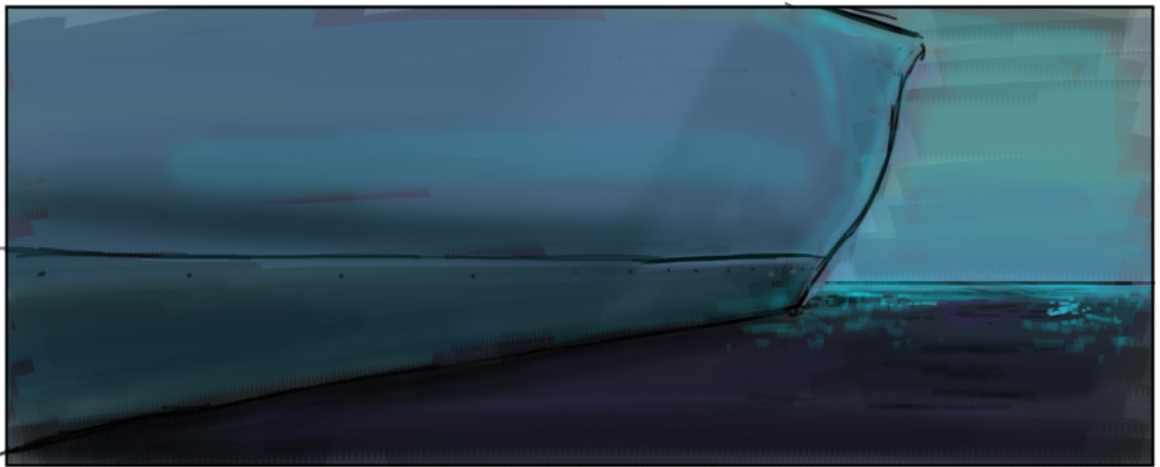
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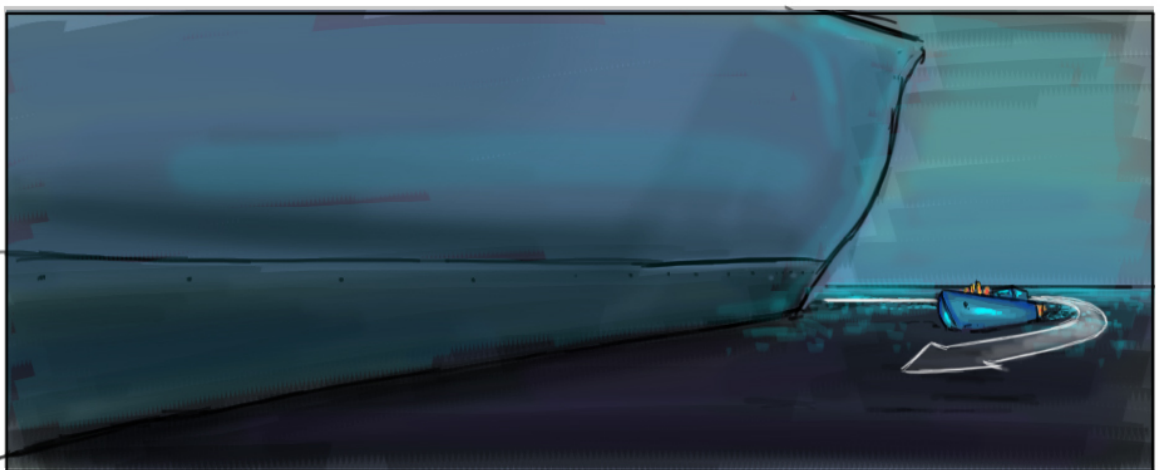
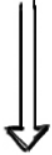
SCENE 1



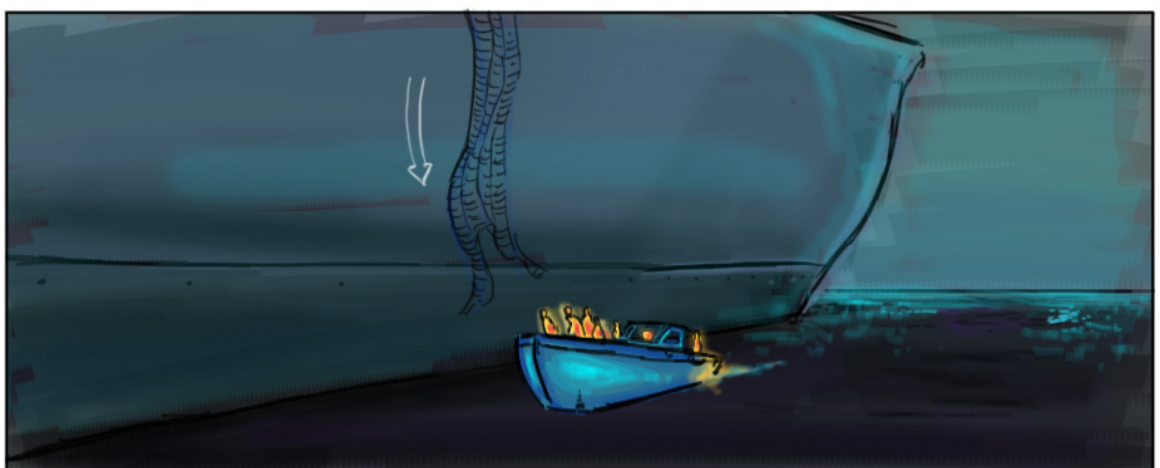
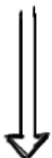
SCENE 2A  
Thermal Vision



Continuous



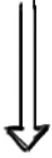
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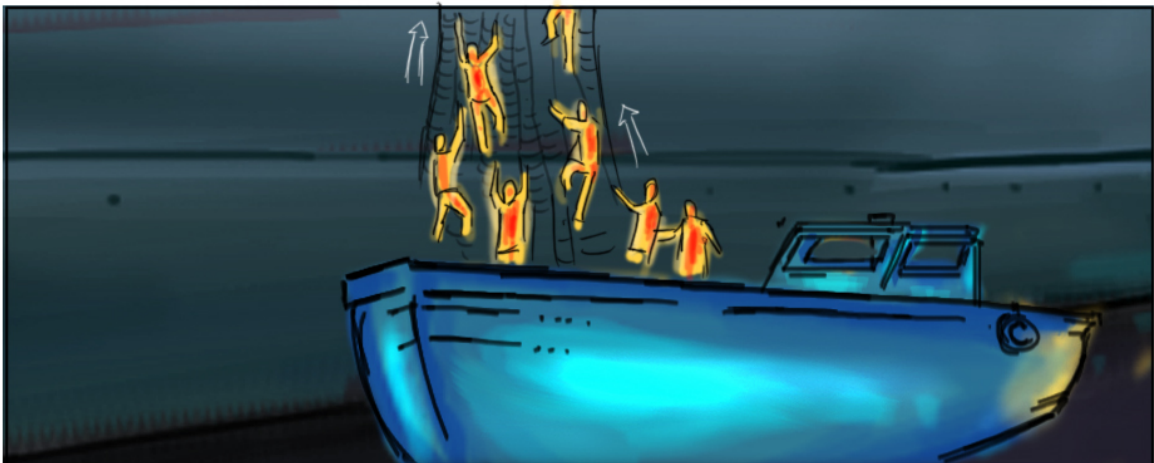
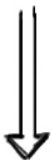
SCENE 2B  
Thermal punch in



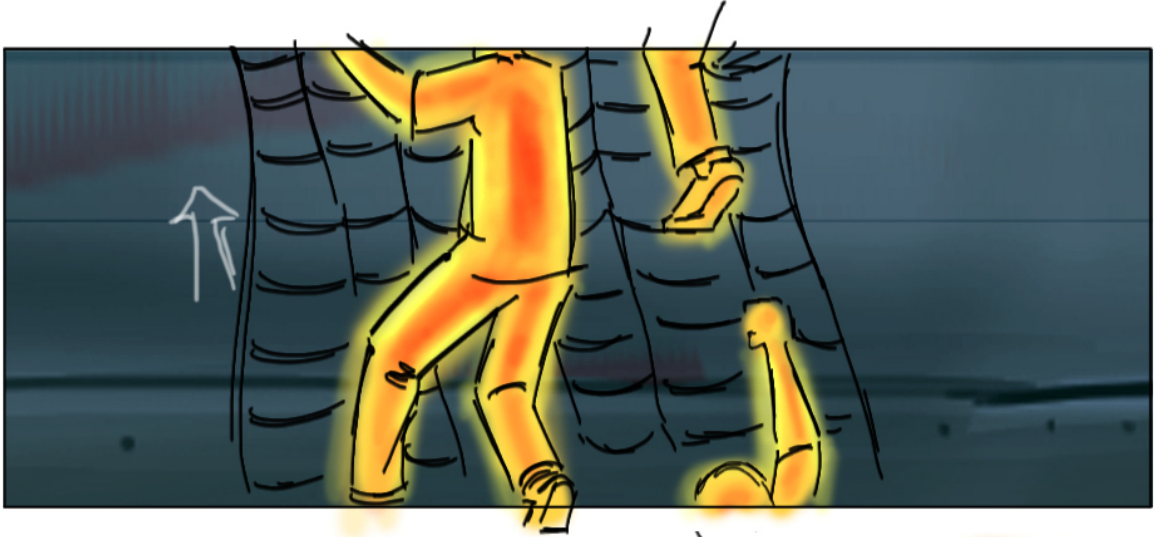
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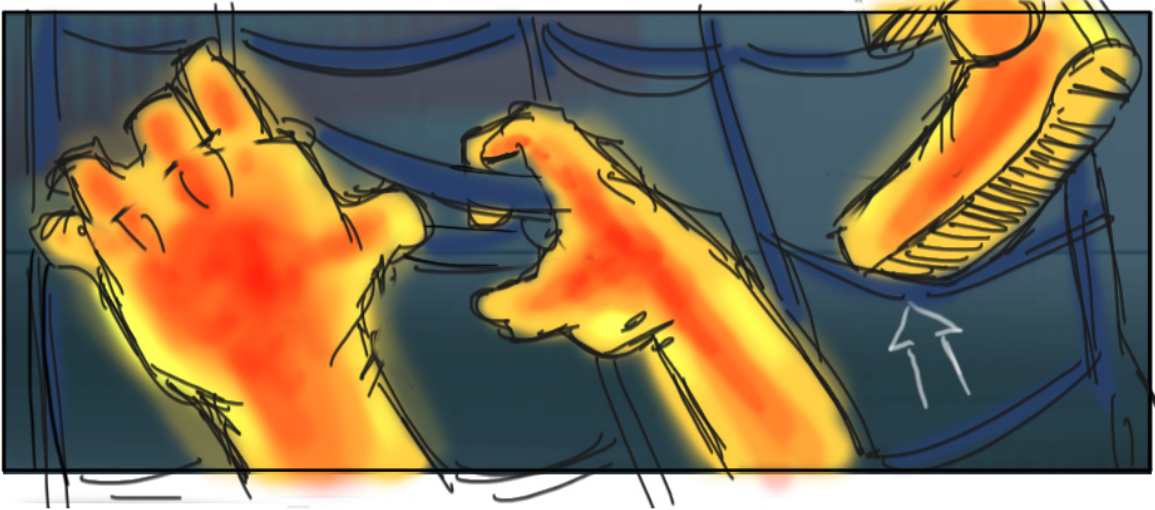
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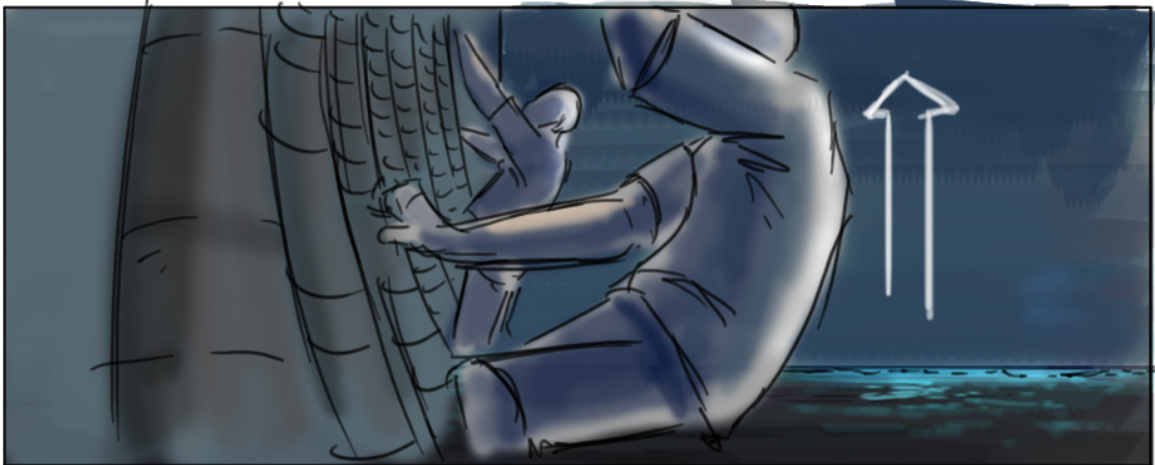
SCENE 2C  
Thermal  
punch in



SCENE 2D  
Thermal  
punch in



Not Thermal

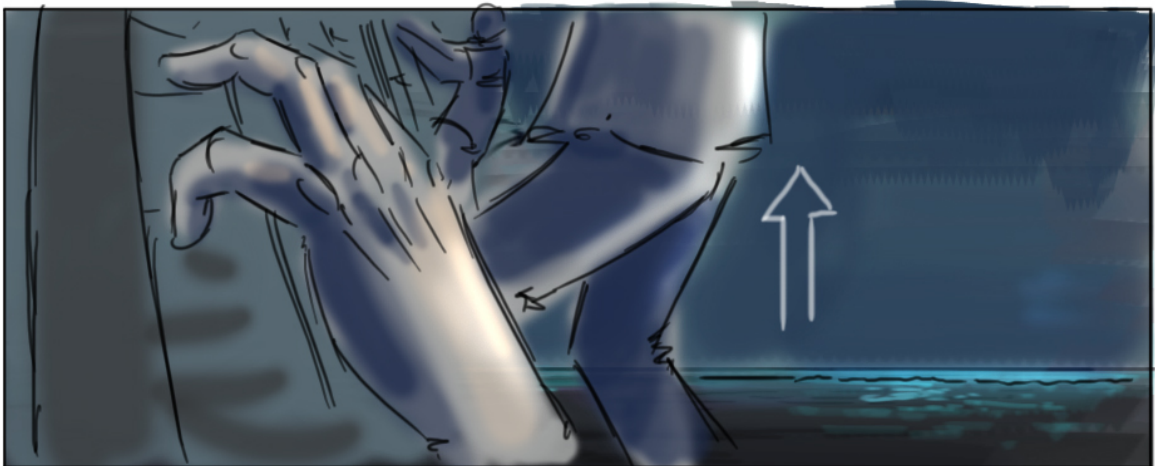


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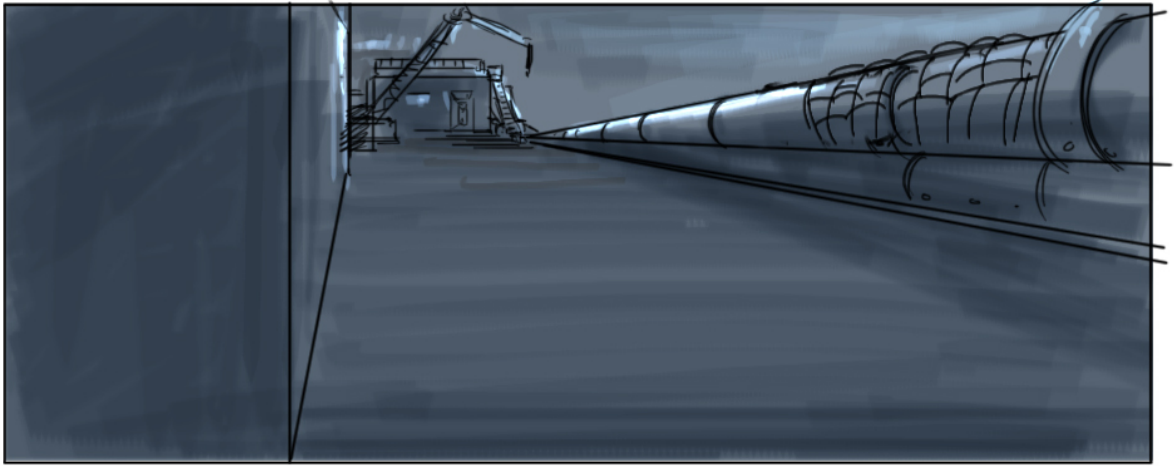
Same Shot



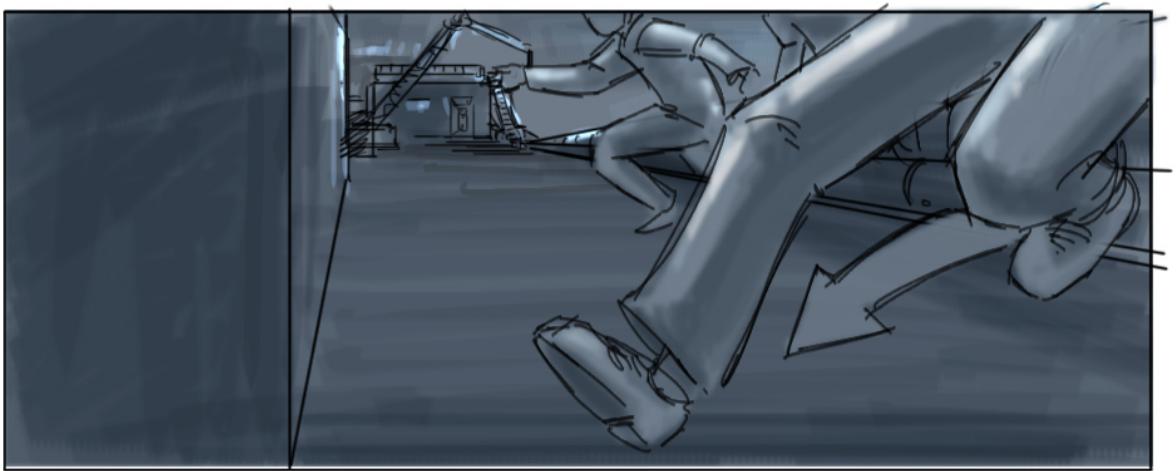
Not Thermal



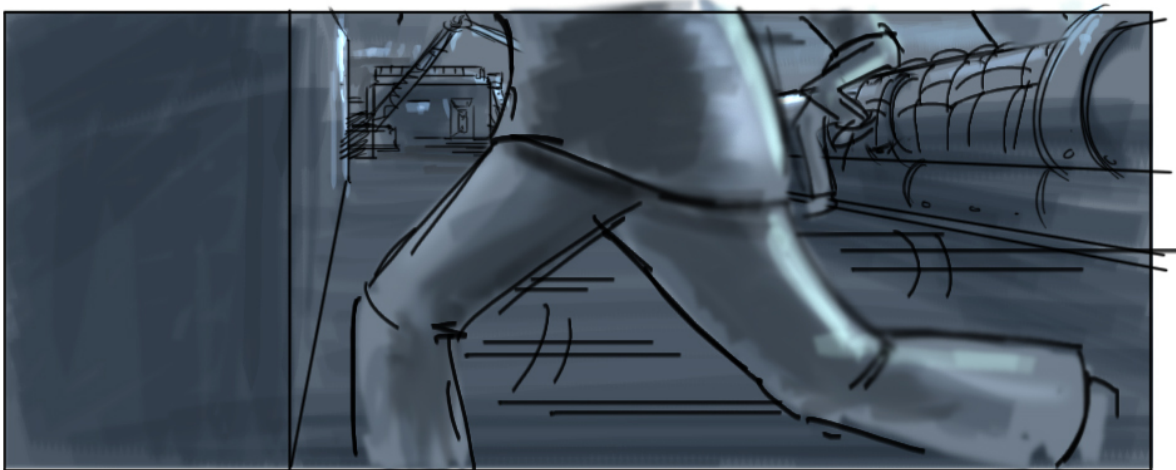
SCENE 2F



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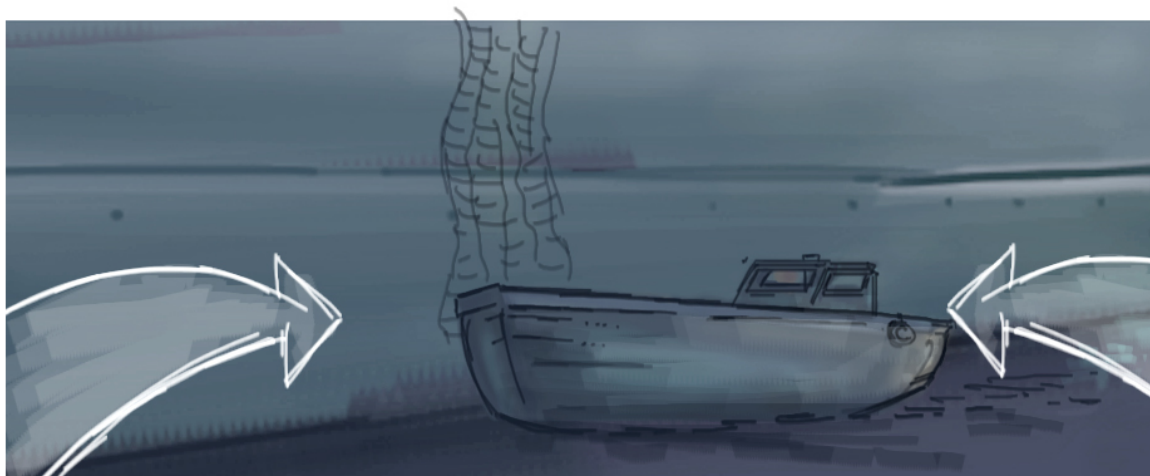


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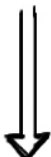


SCENE 5

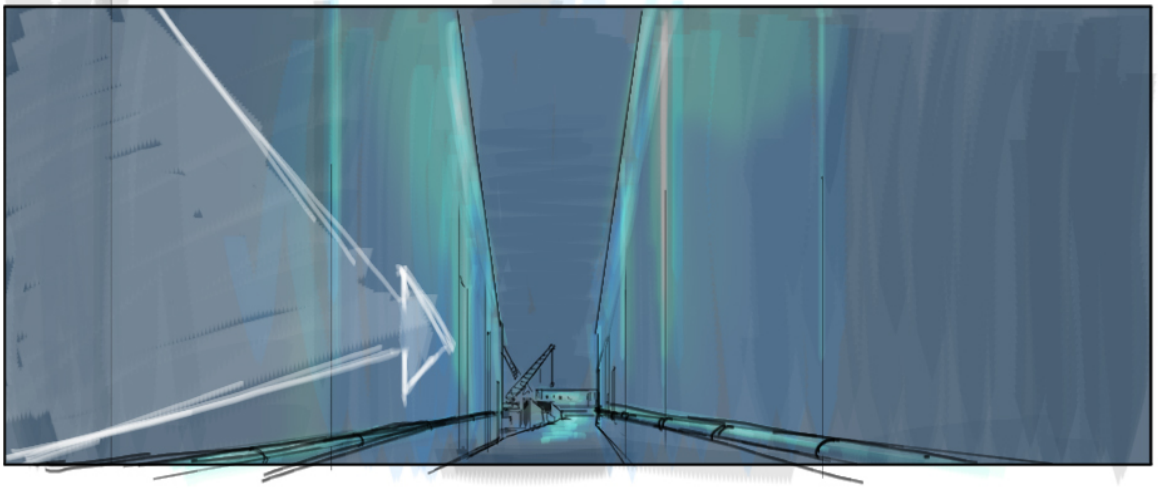
Not Thermal P.O.V



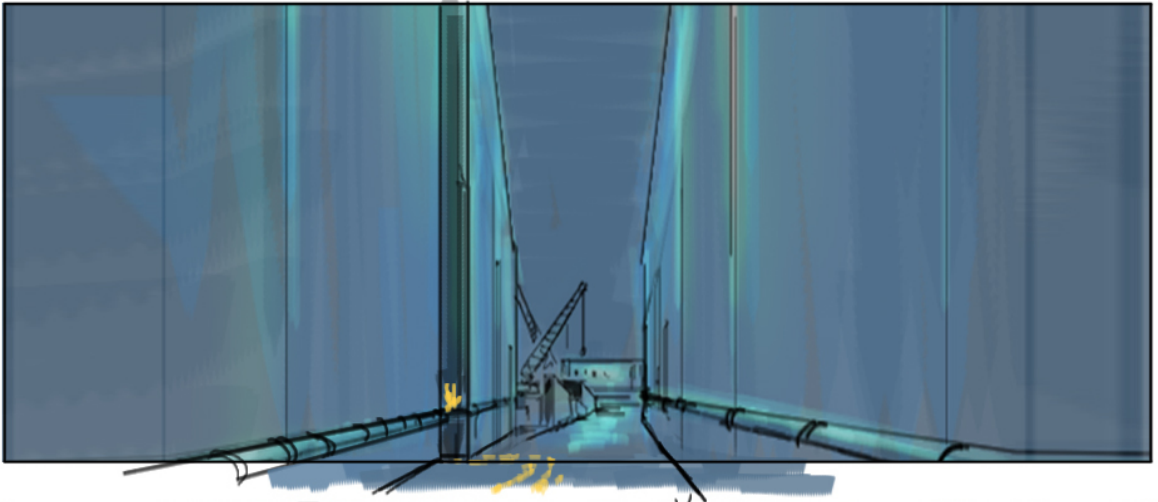
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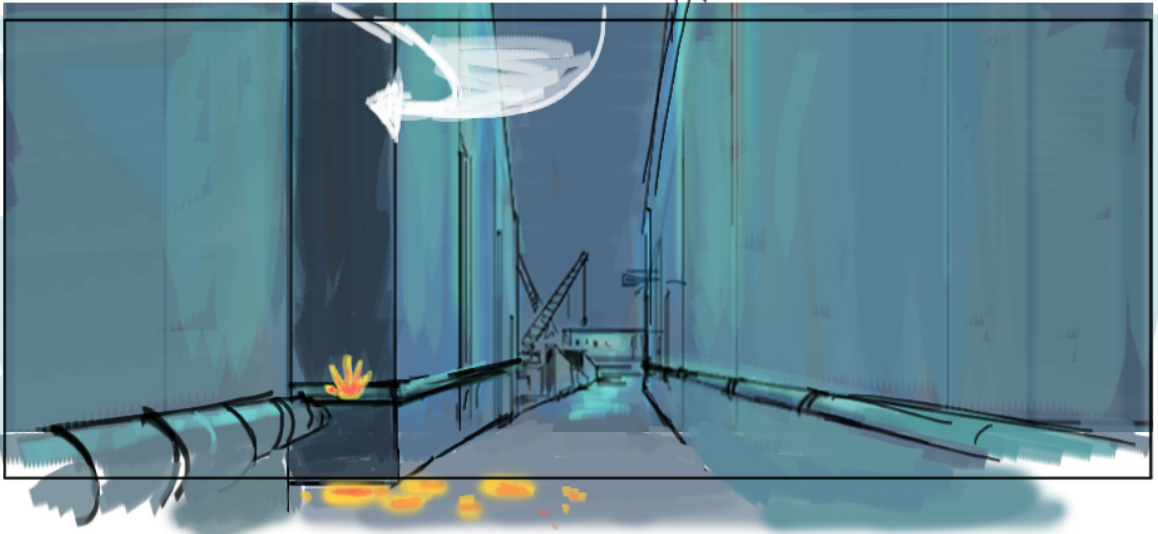
SCENE 9



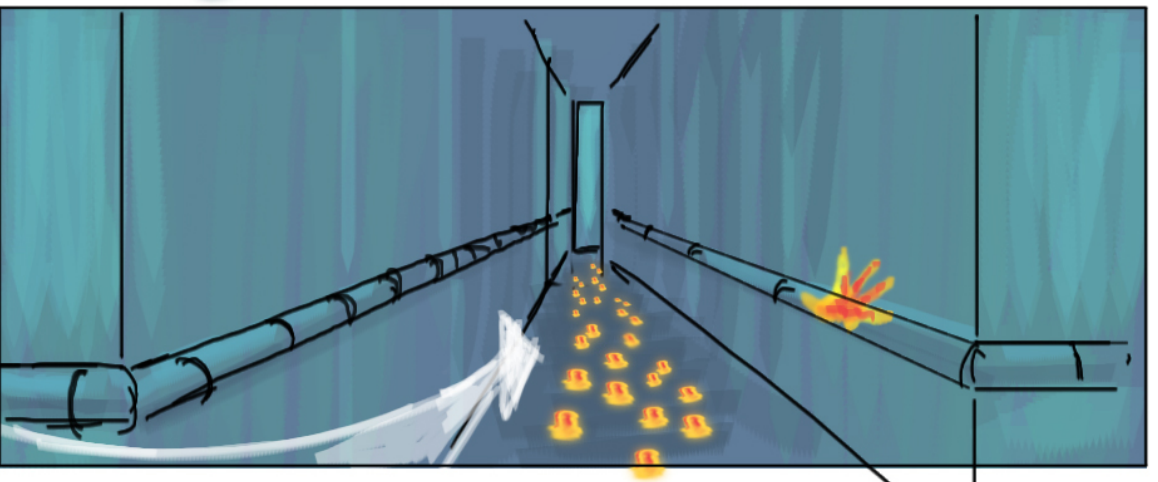
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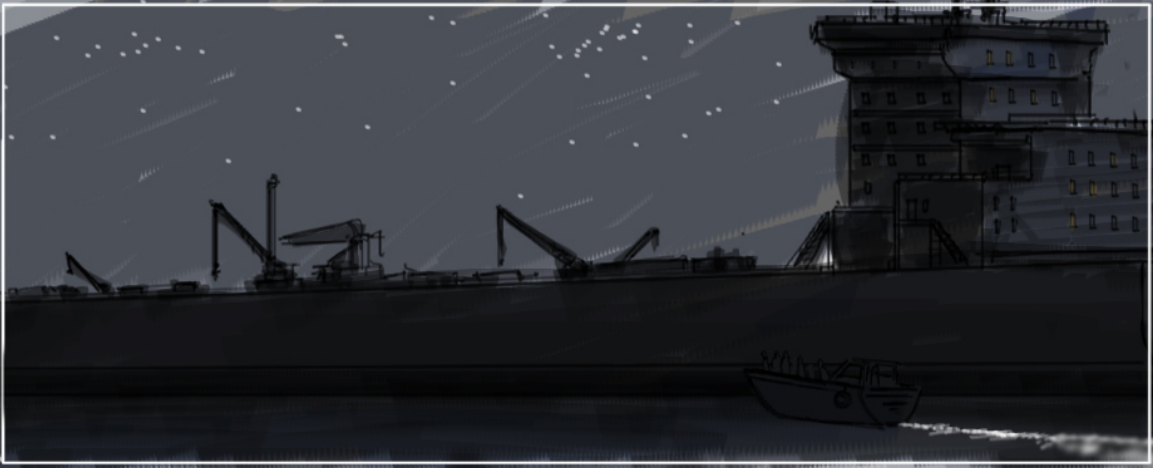
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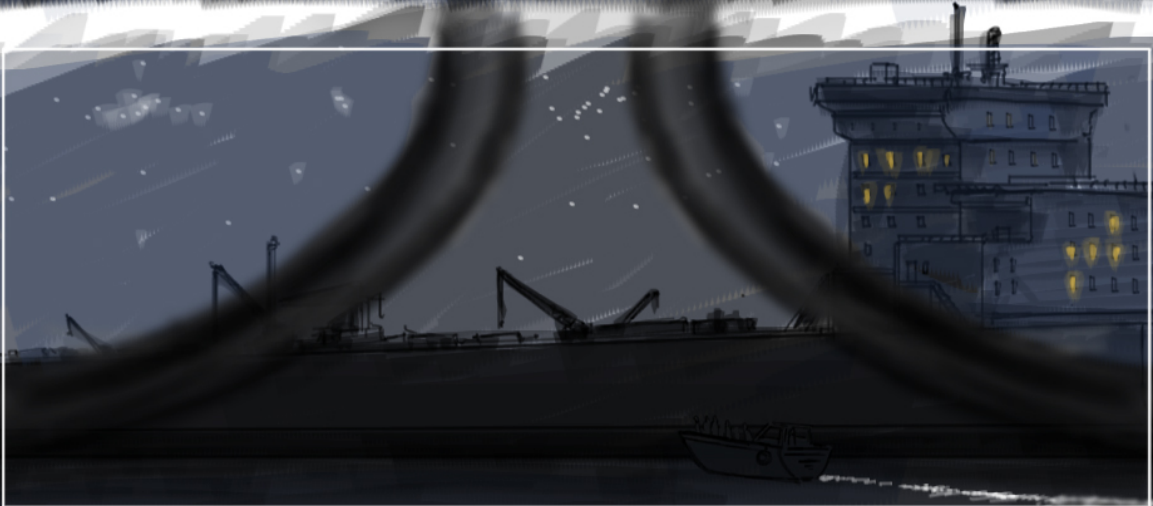
11



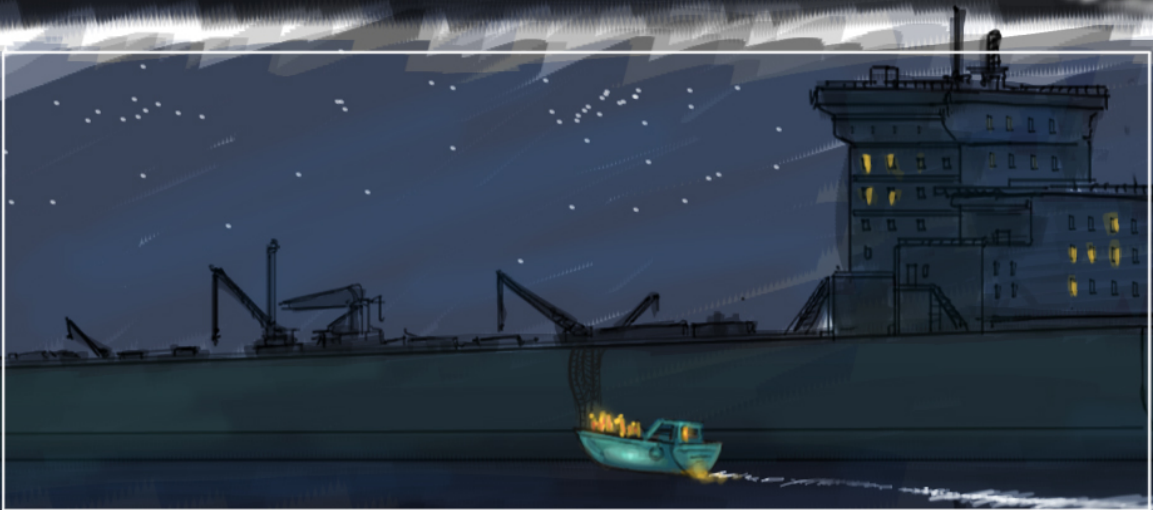
EXTRAS SHOTS



Continuous



Continuous

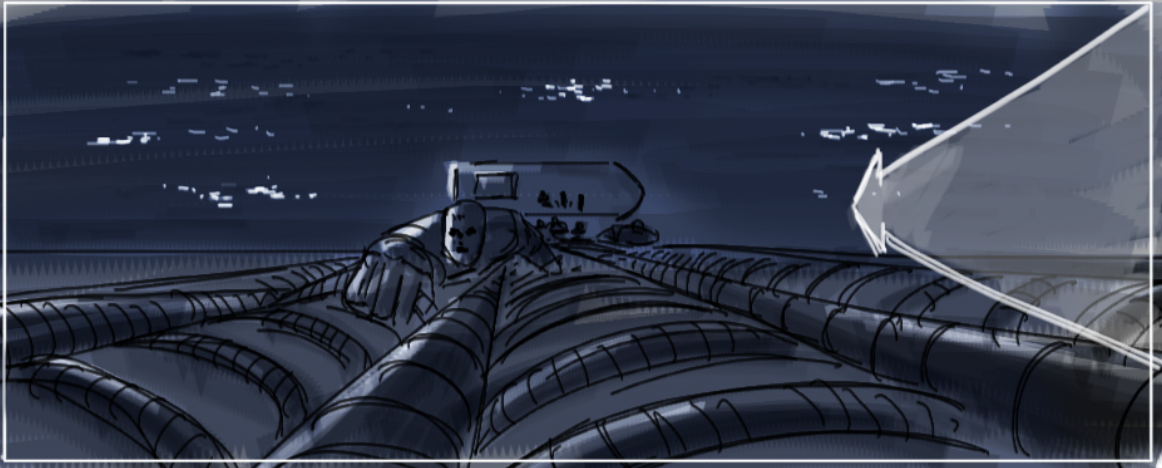


THERMAL SHOTS

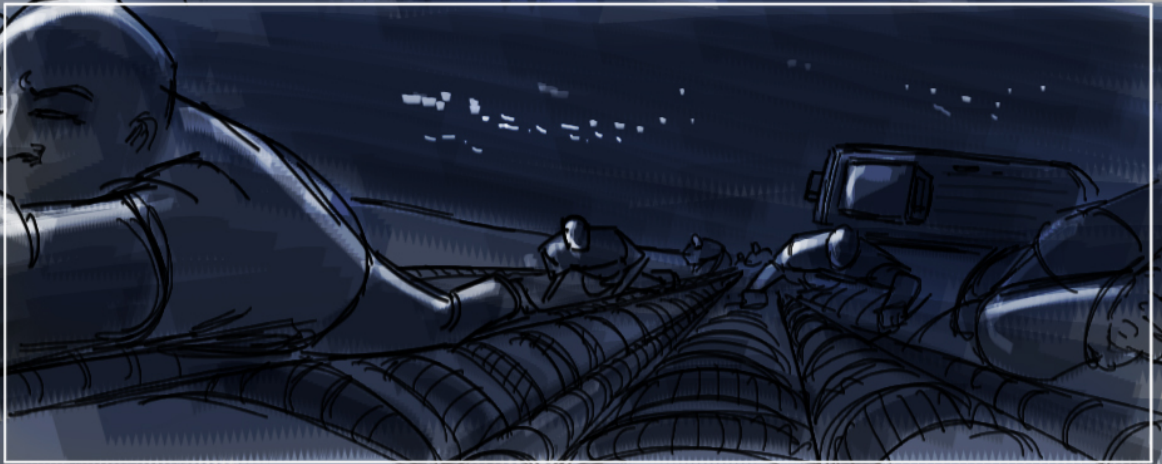
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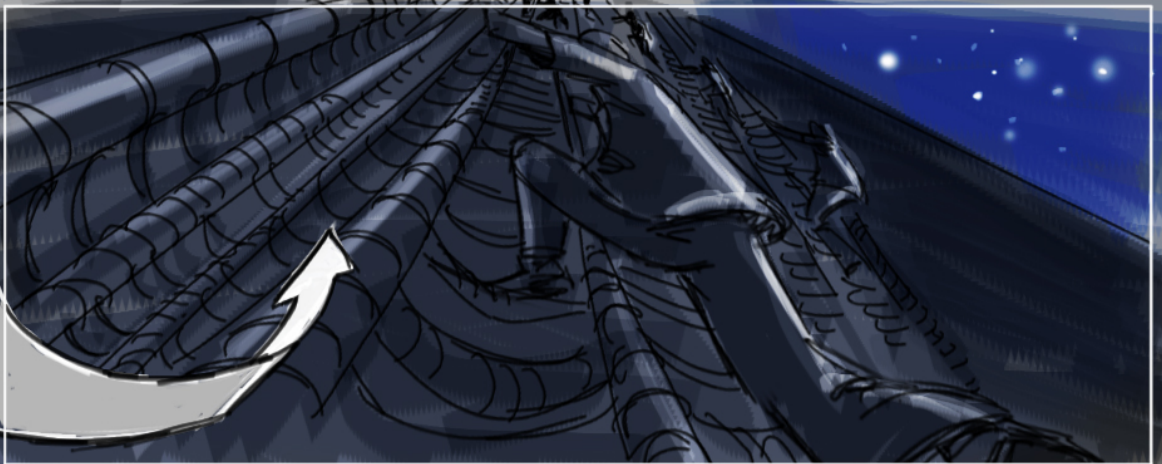
EXTRAS SHOTS  
NON THERMAL  
CAMERA  
DROPS AWAY



Continuous

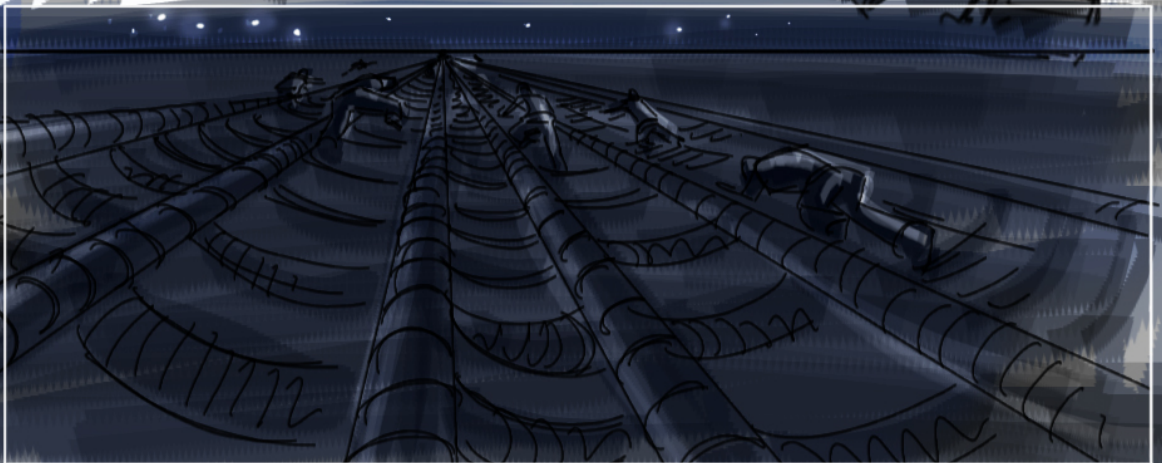


Continuous



CAMERA  
180 PAN

Continuous



CAMERA  
DROPPING  
AWAY