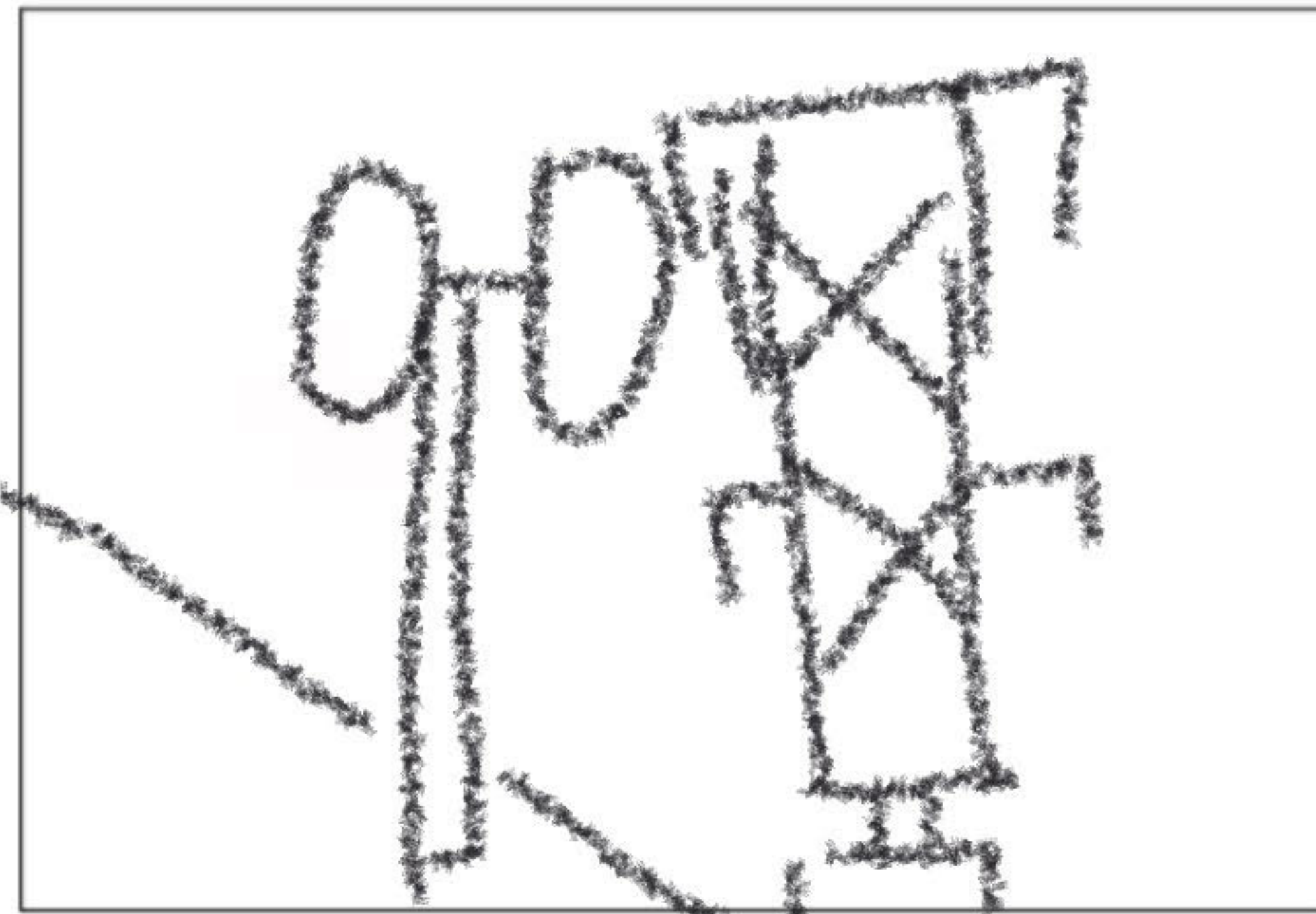
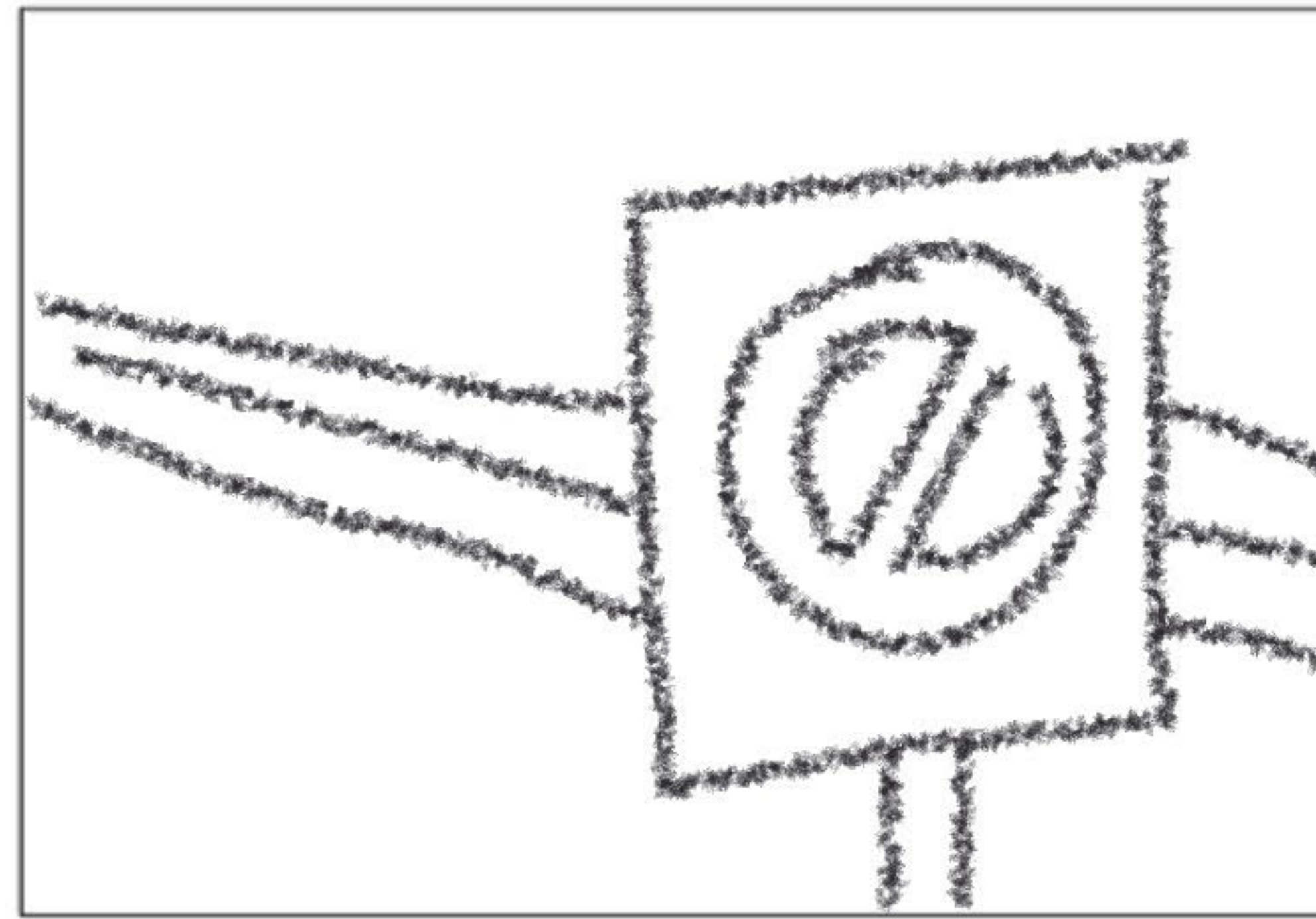


PERSONA:

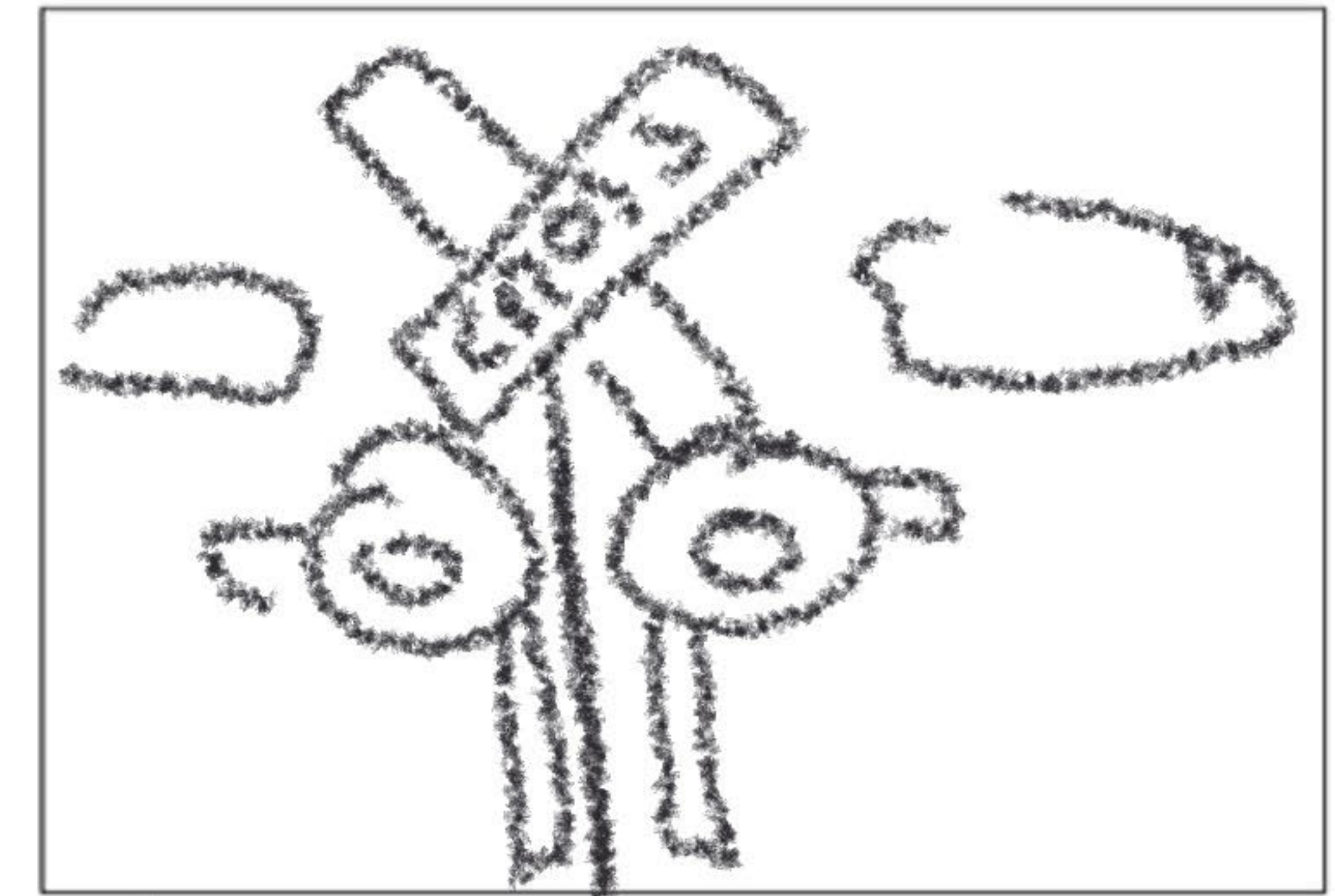
USER STORY/SCENARIO:



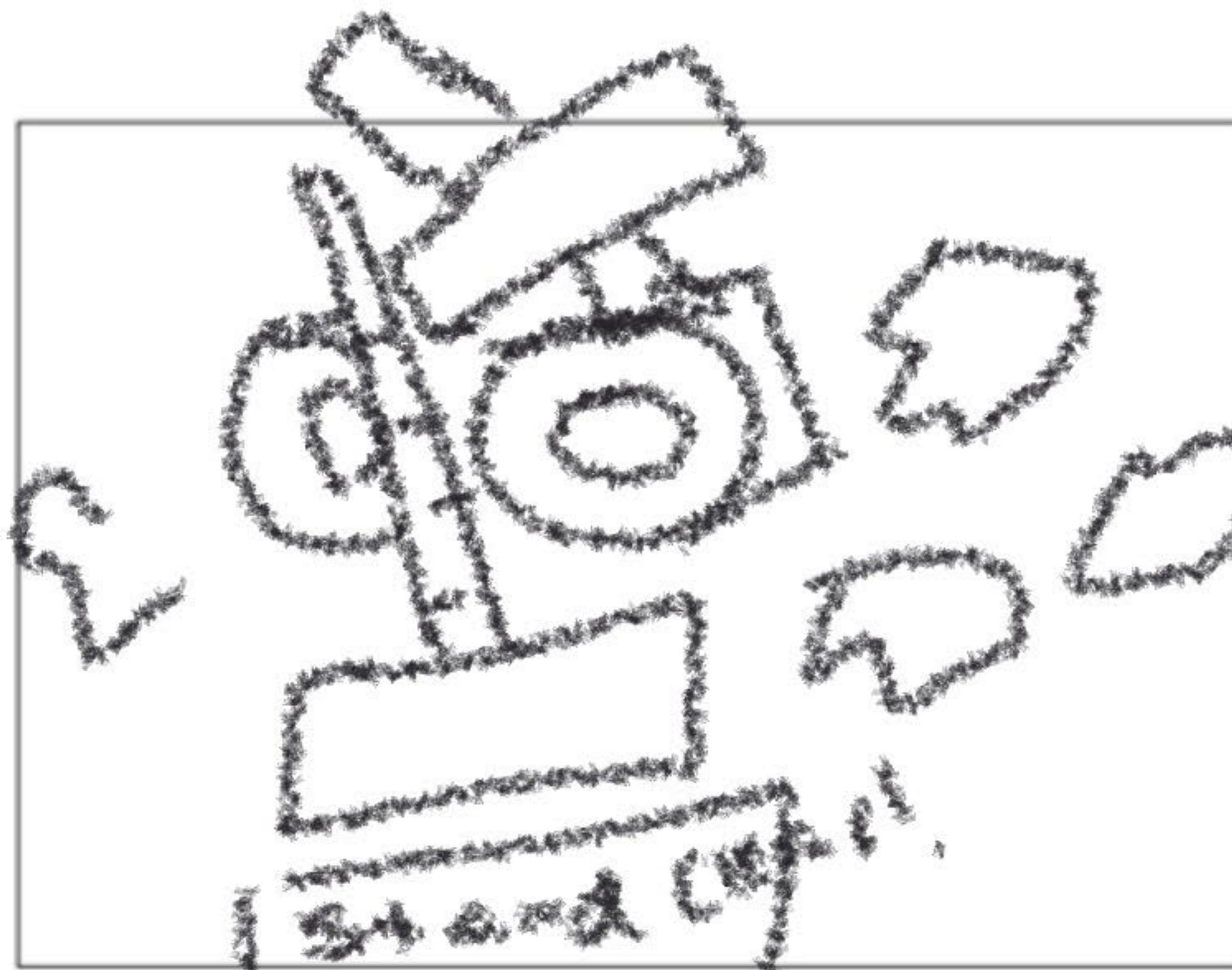
establishing shot
light & wires



NO CROSSING sign



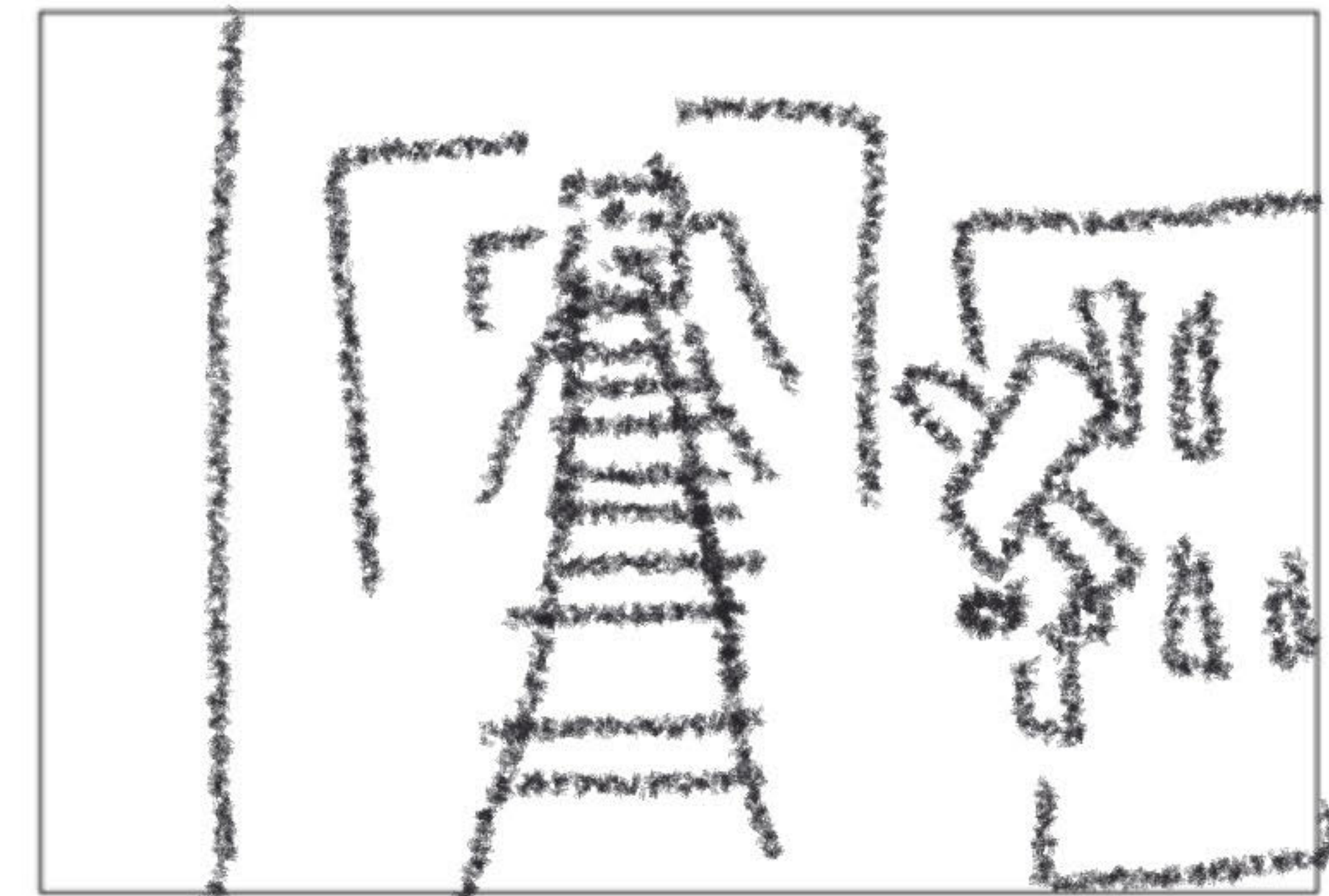
train crossing
sign close-up
of light



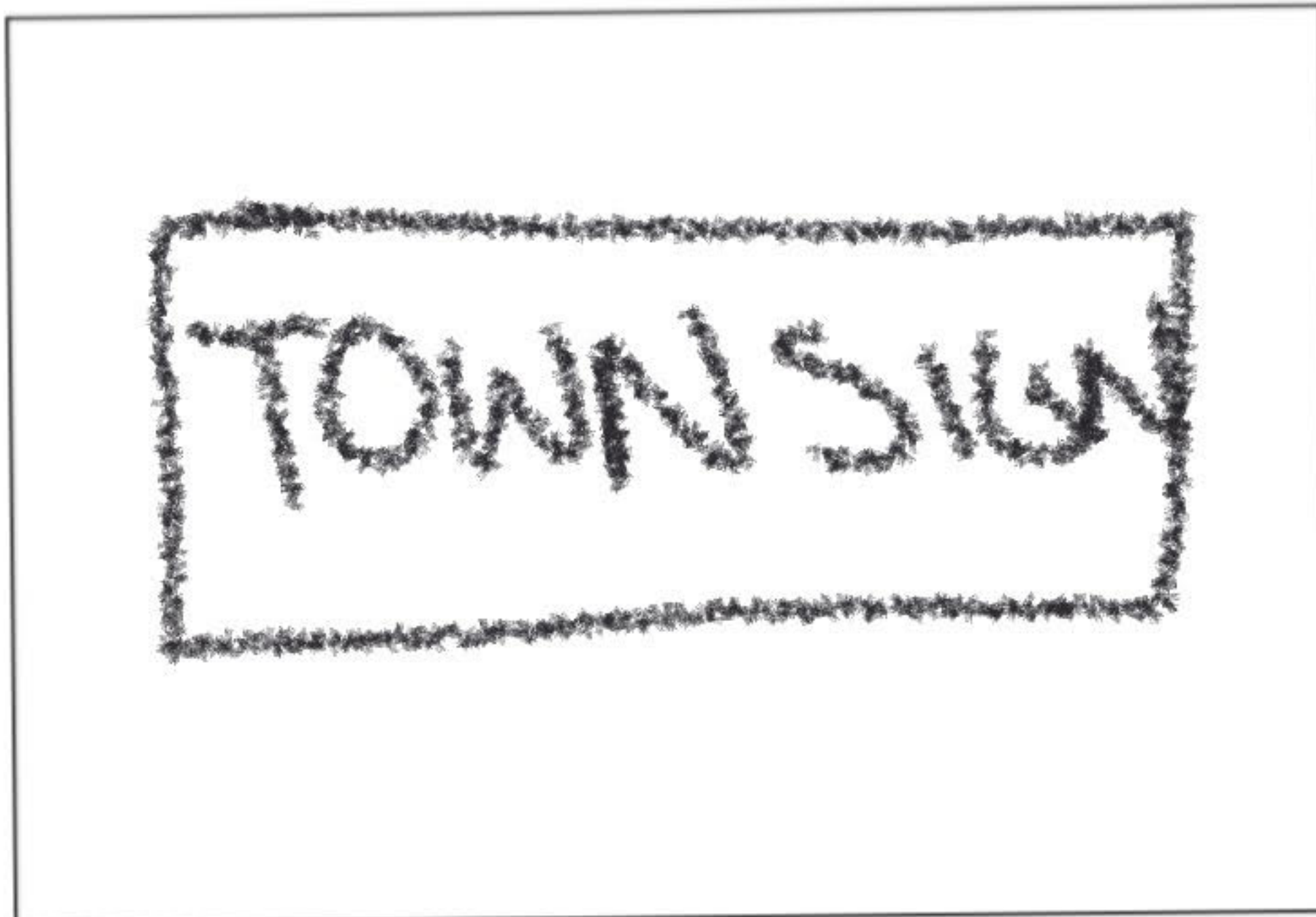
lower angle and
wide shot of train
crossing sign
against sky



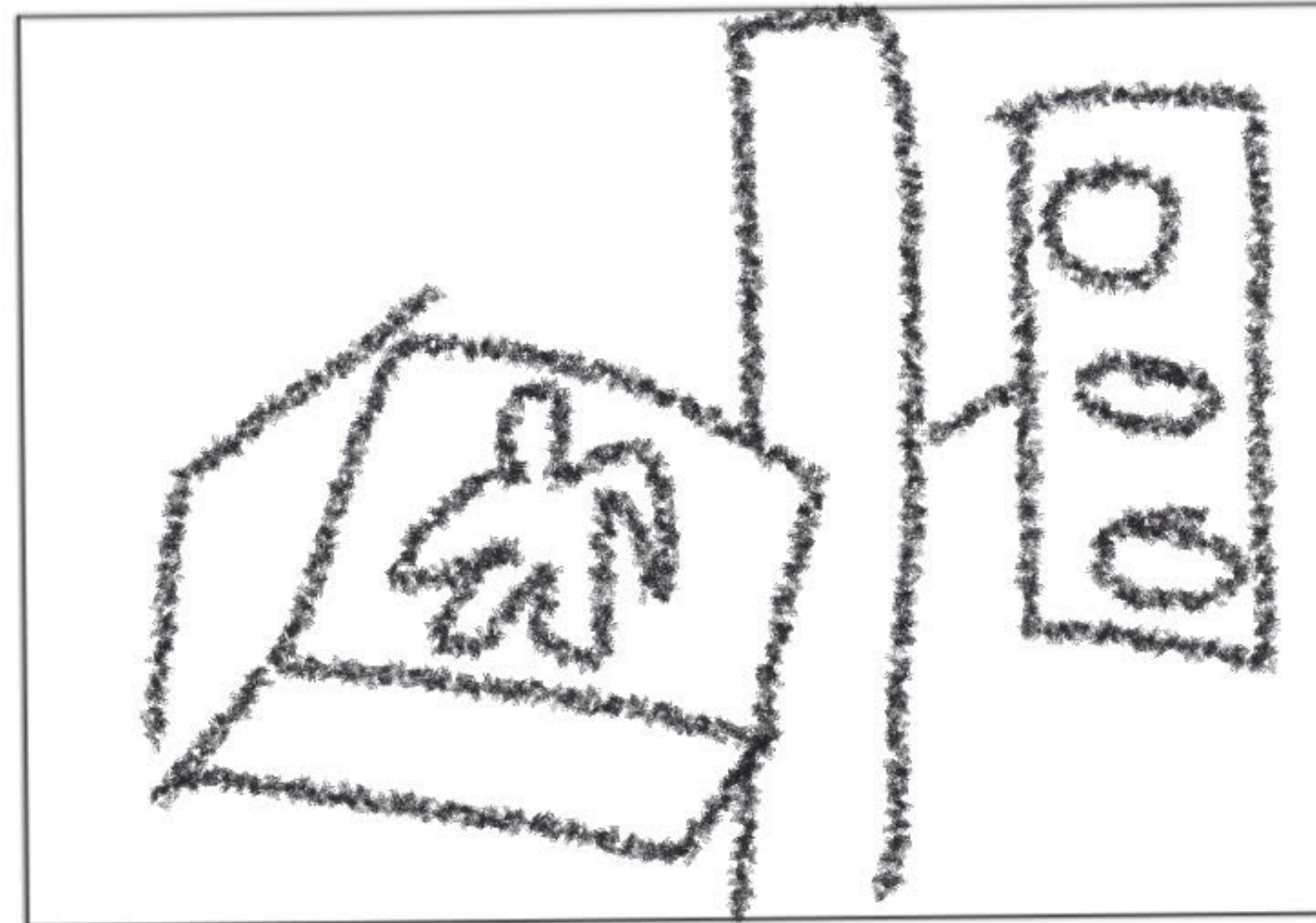
close up of "do not
step on track" sign
town in background



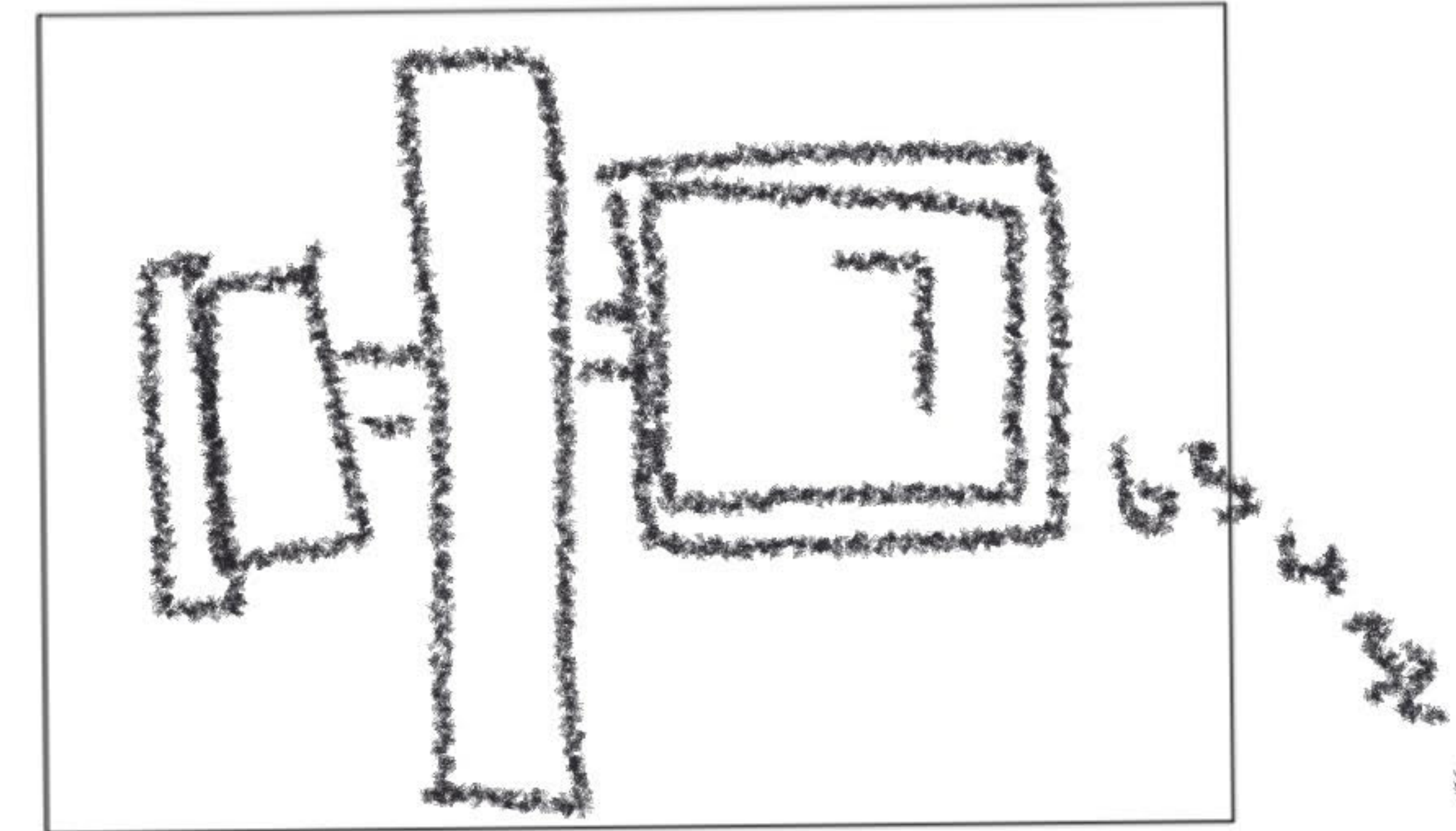
wide shot of
train tracks w/
incoming train in
distance



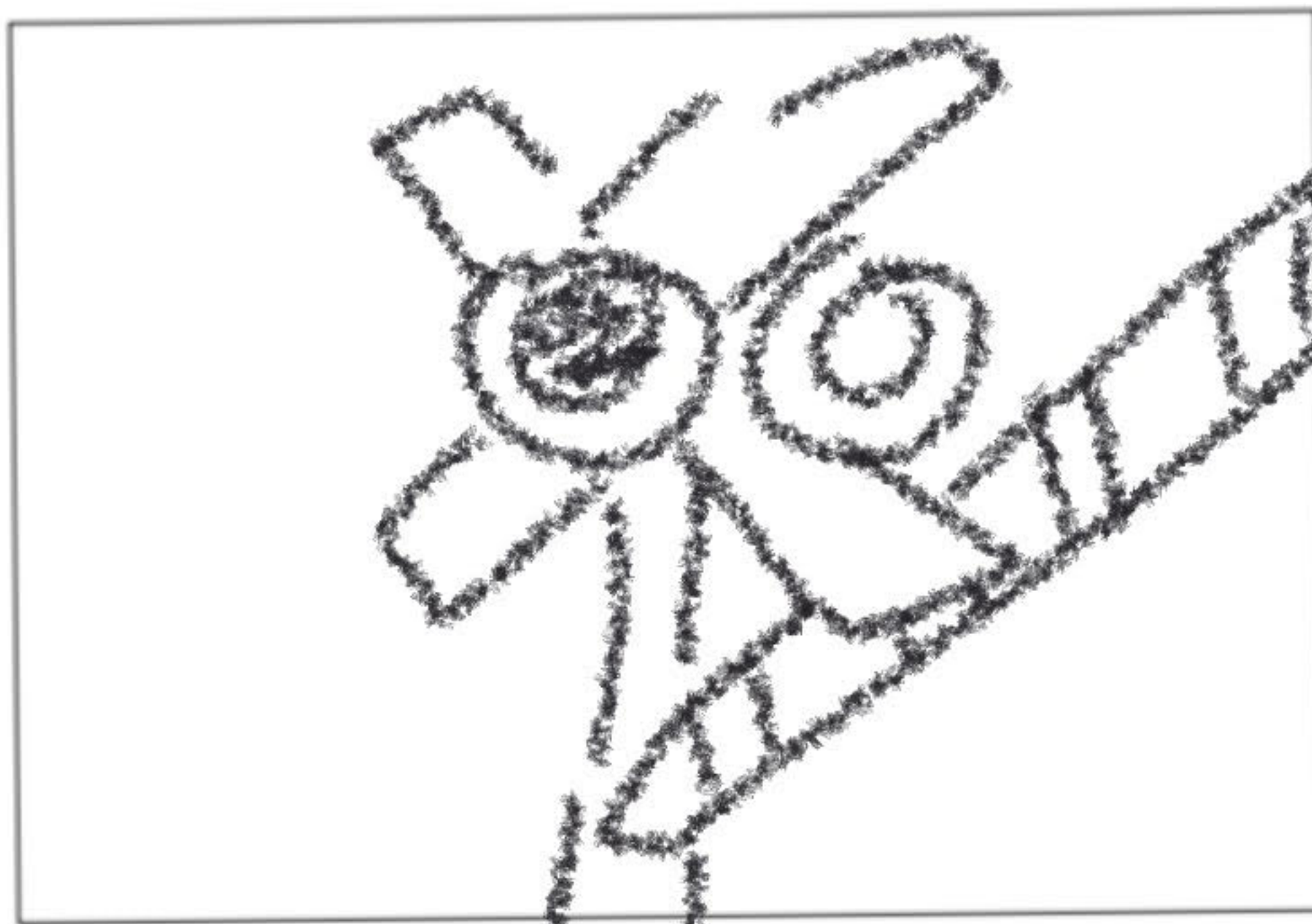
close up of
building sign along
train
(train approaching)



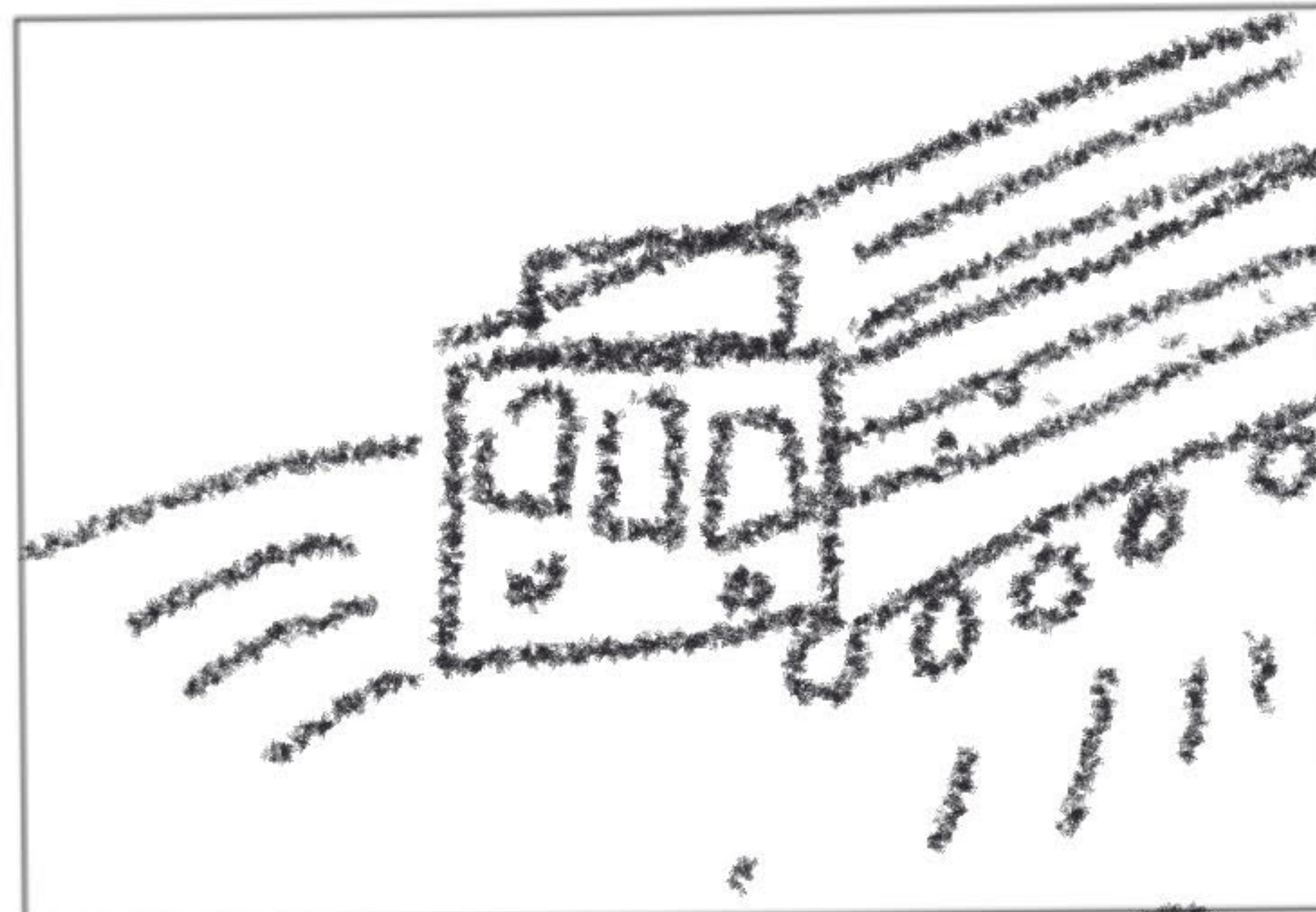
lower angle shot of
crosswalk



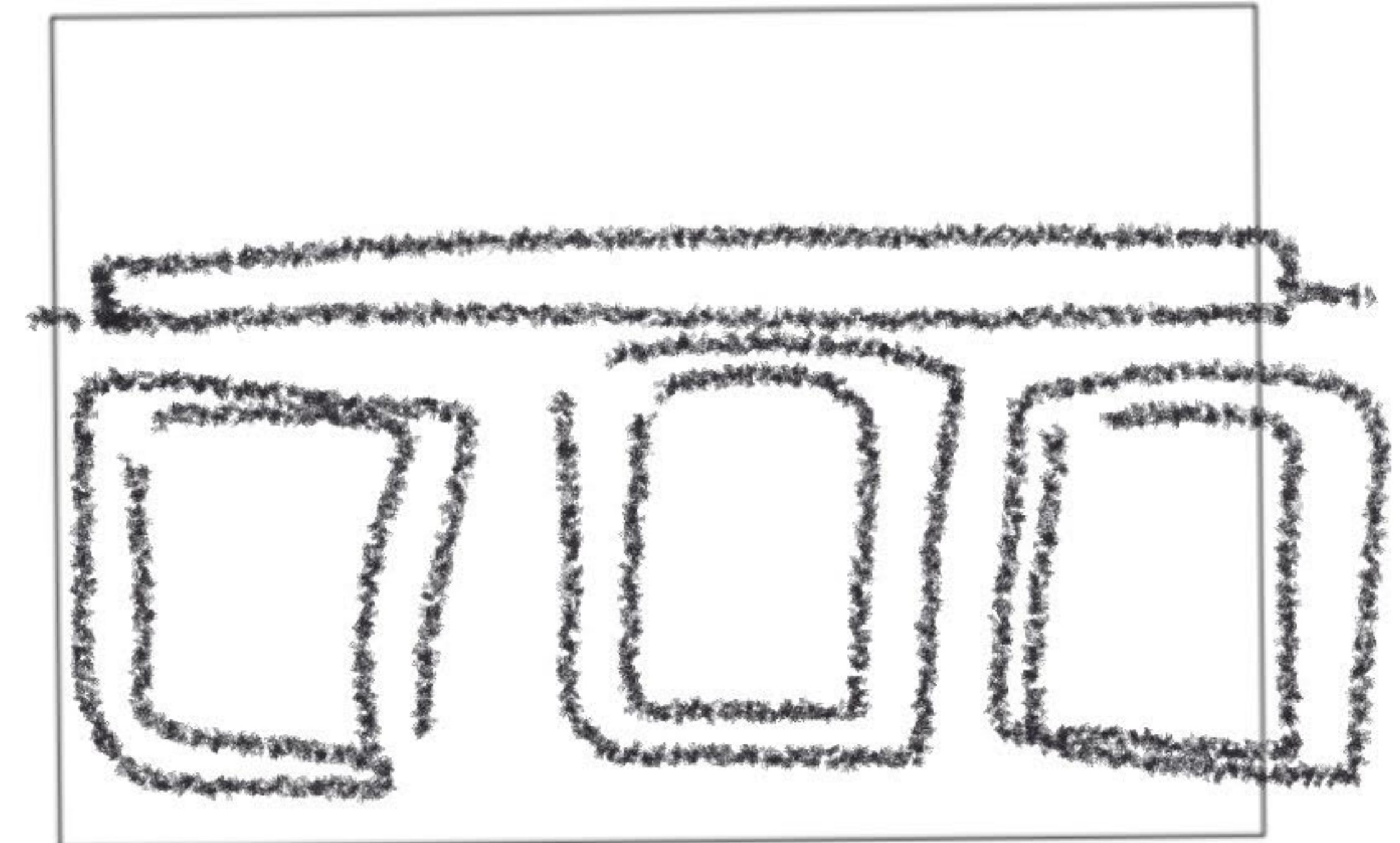
Full shot/medium of
crosswalk countdown
for train buildup



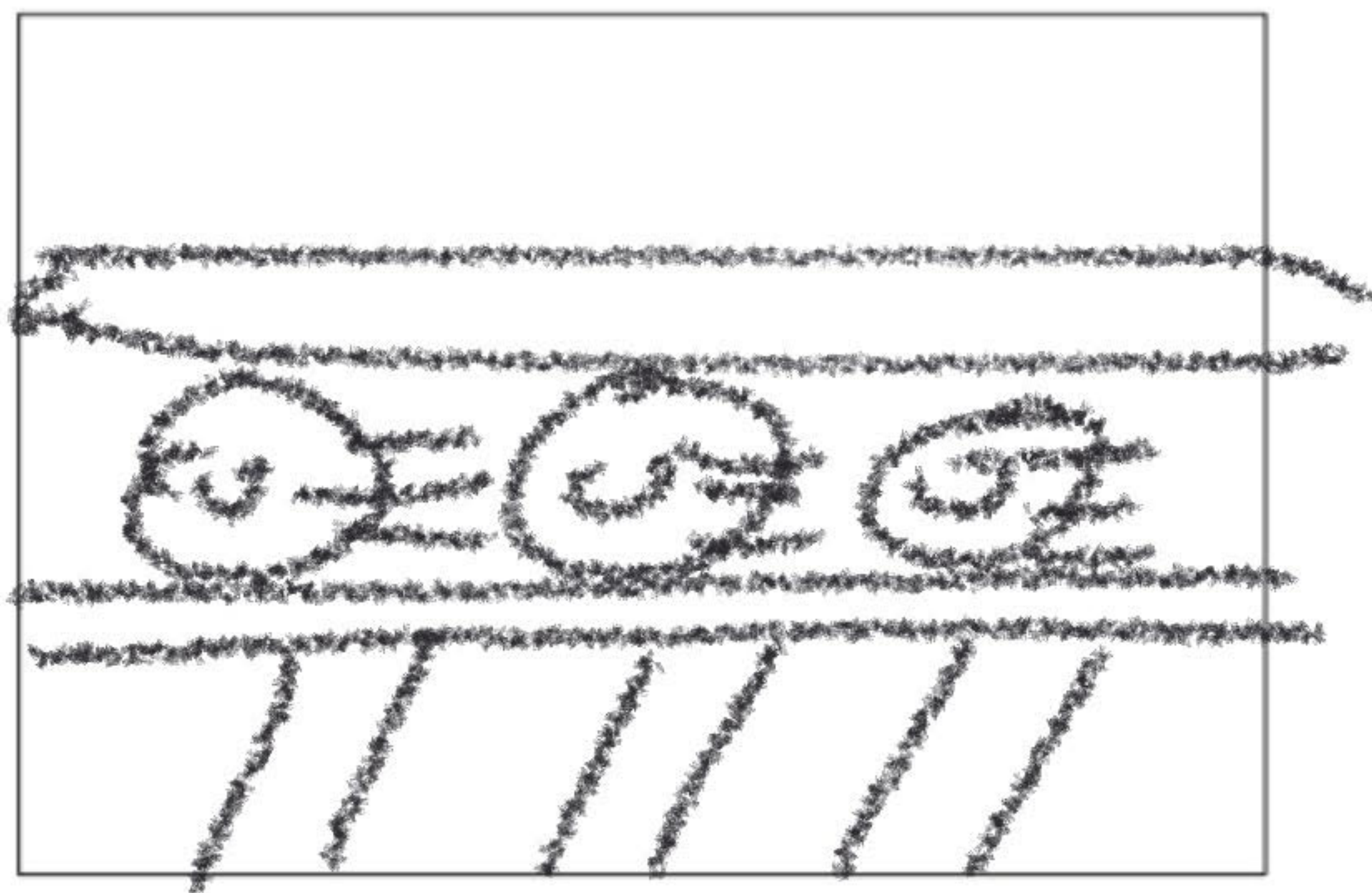
train crossing starts
blinking and going
down



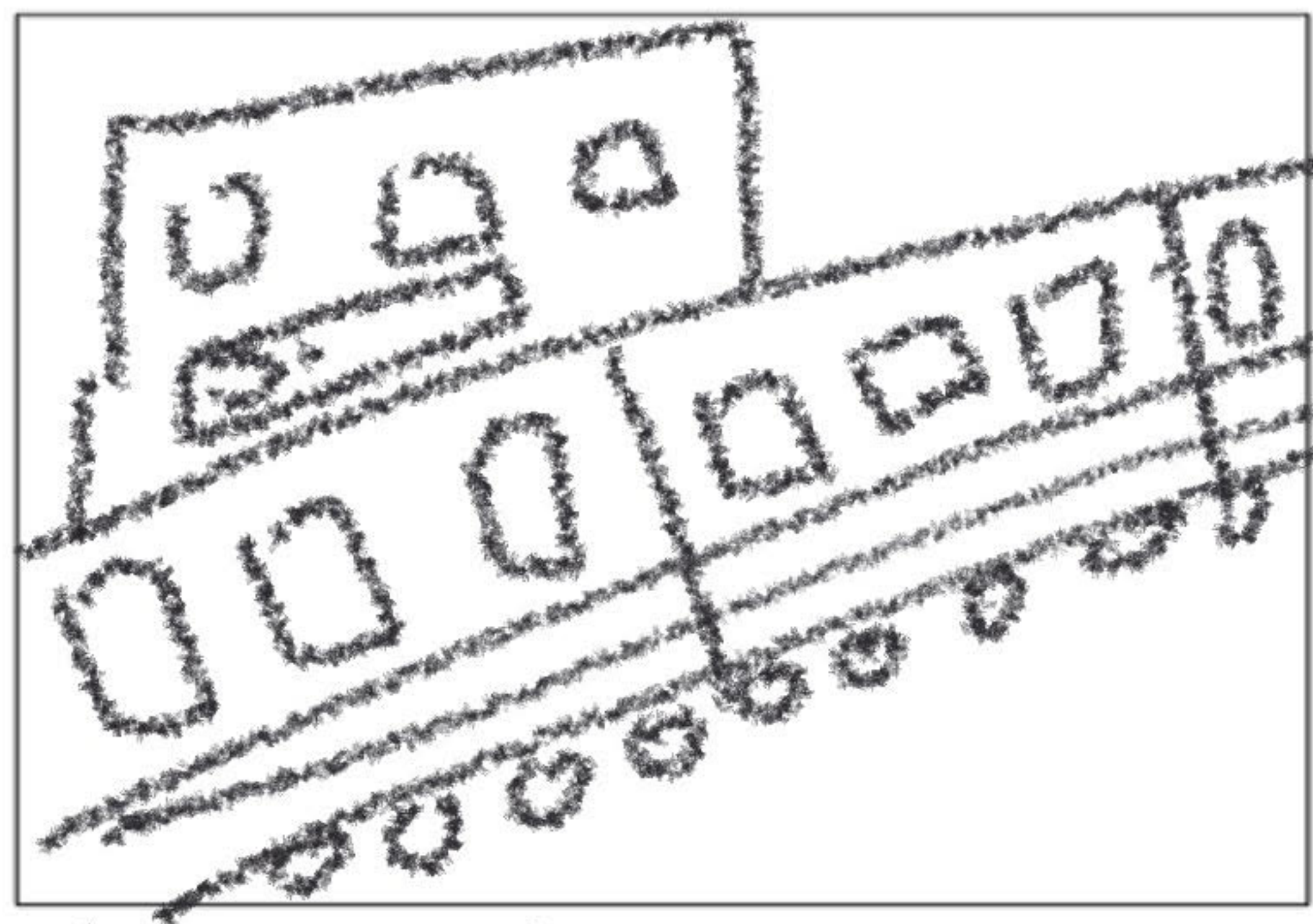
train coming from
slant angle



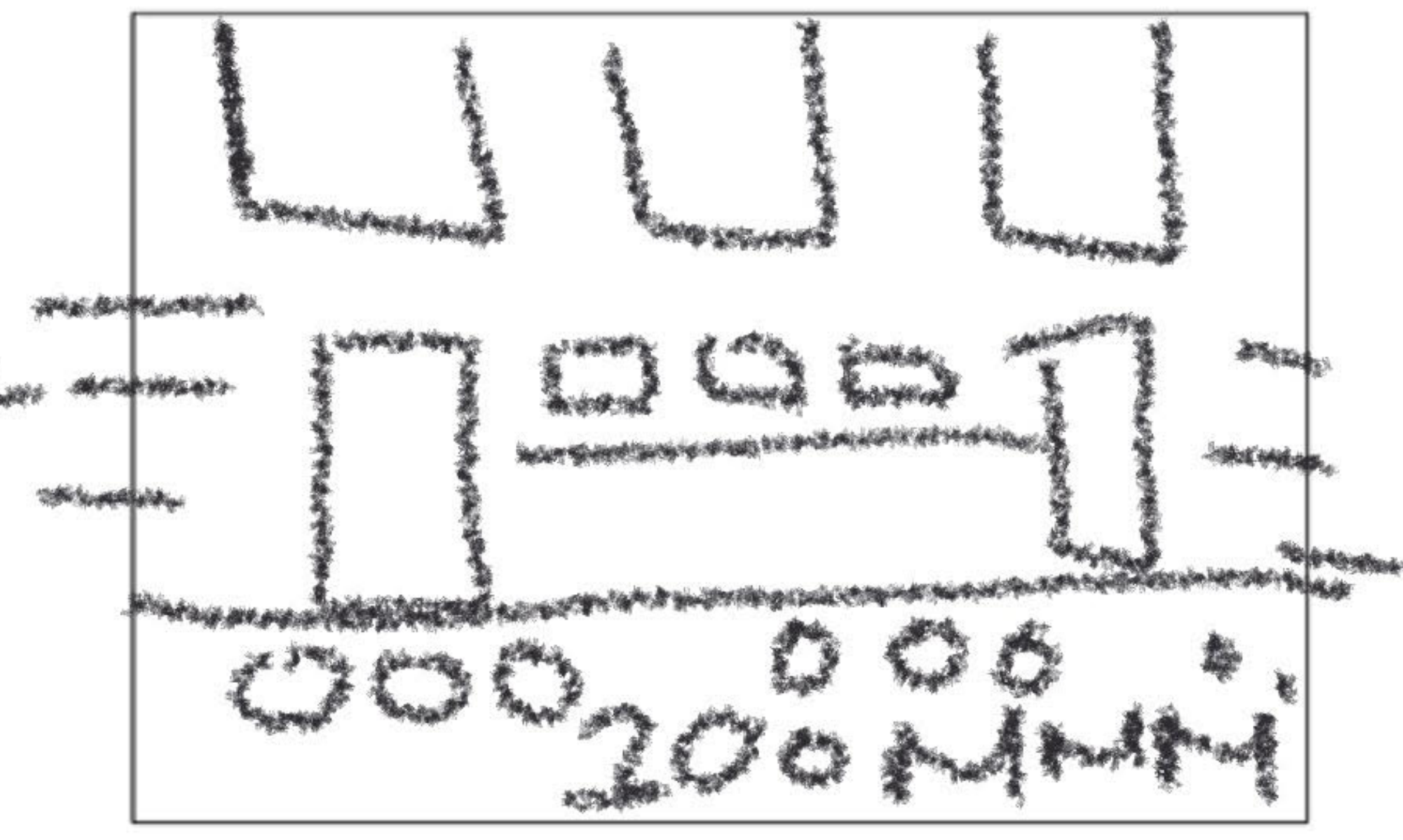
close up of speeding
train windows, going
fast



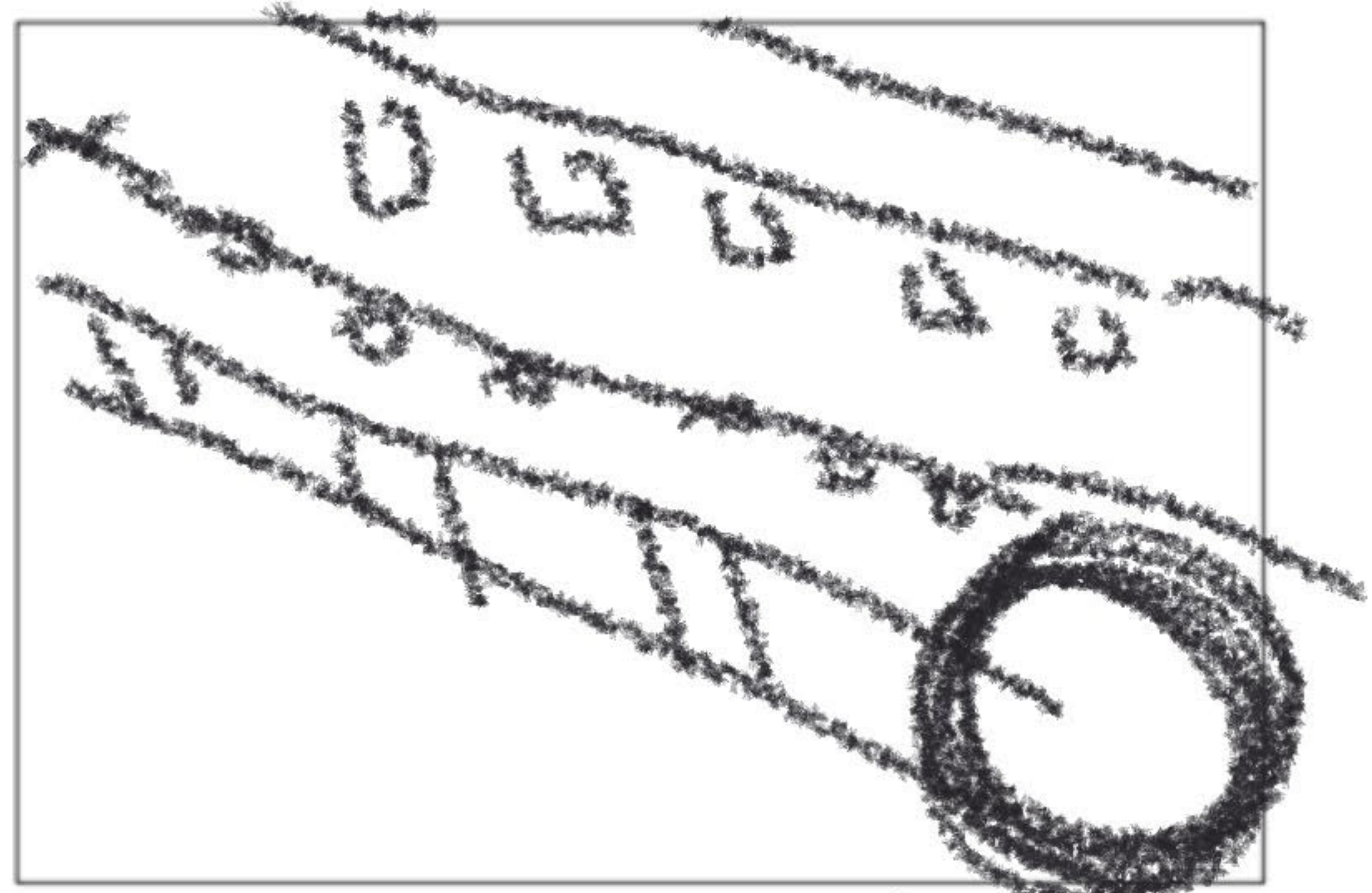
Zoom in and
extreme close-up
of train wheels and
track



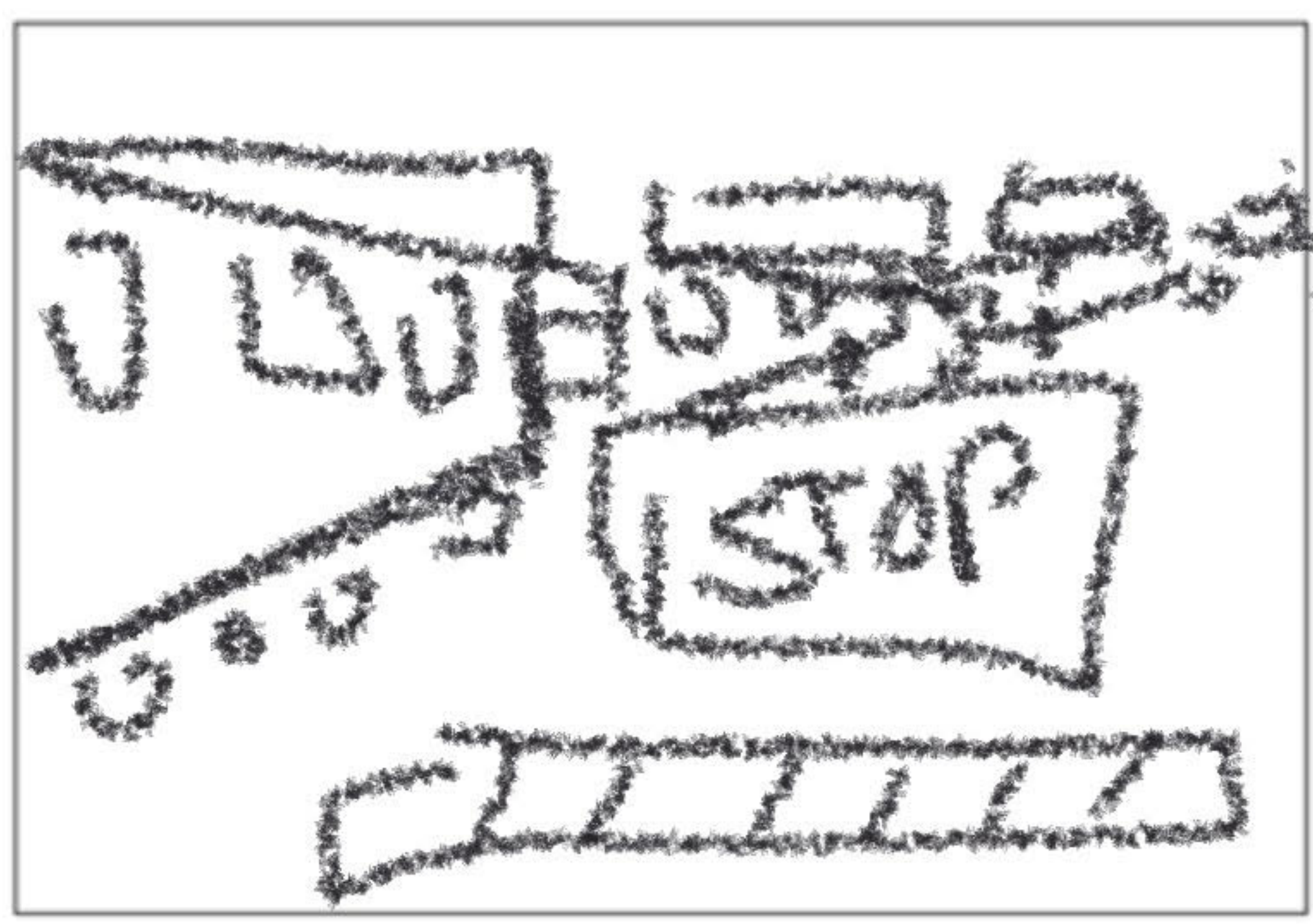
back to shot 12
angle with seeing
body of full train



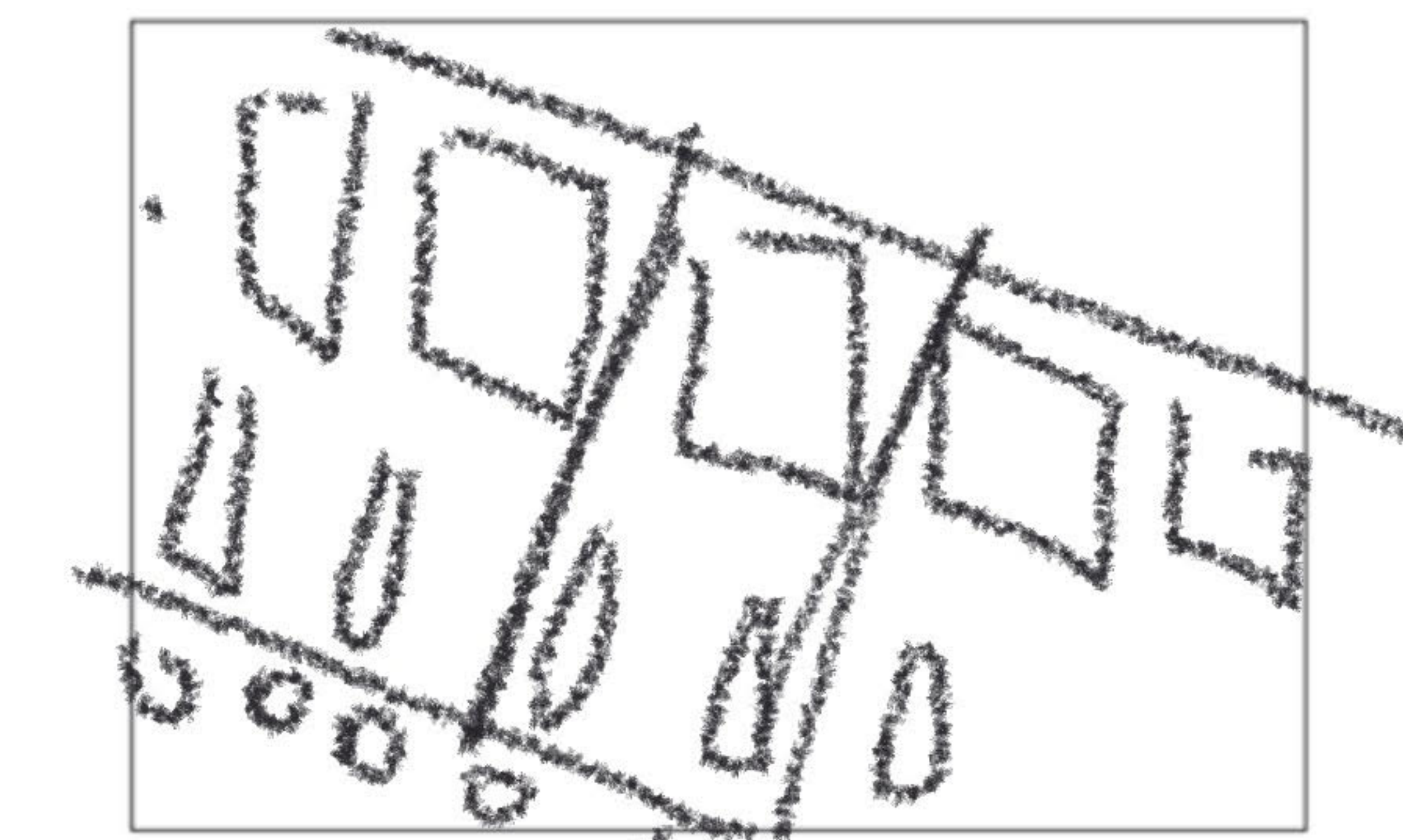
medium close up
of train facade
passing in linear
shot



close up of train
pole block w/ train
moving in background



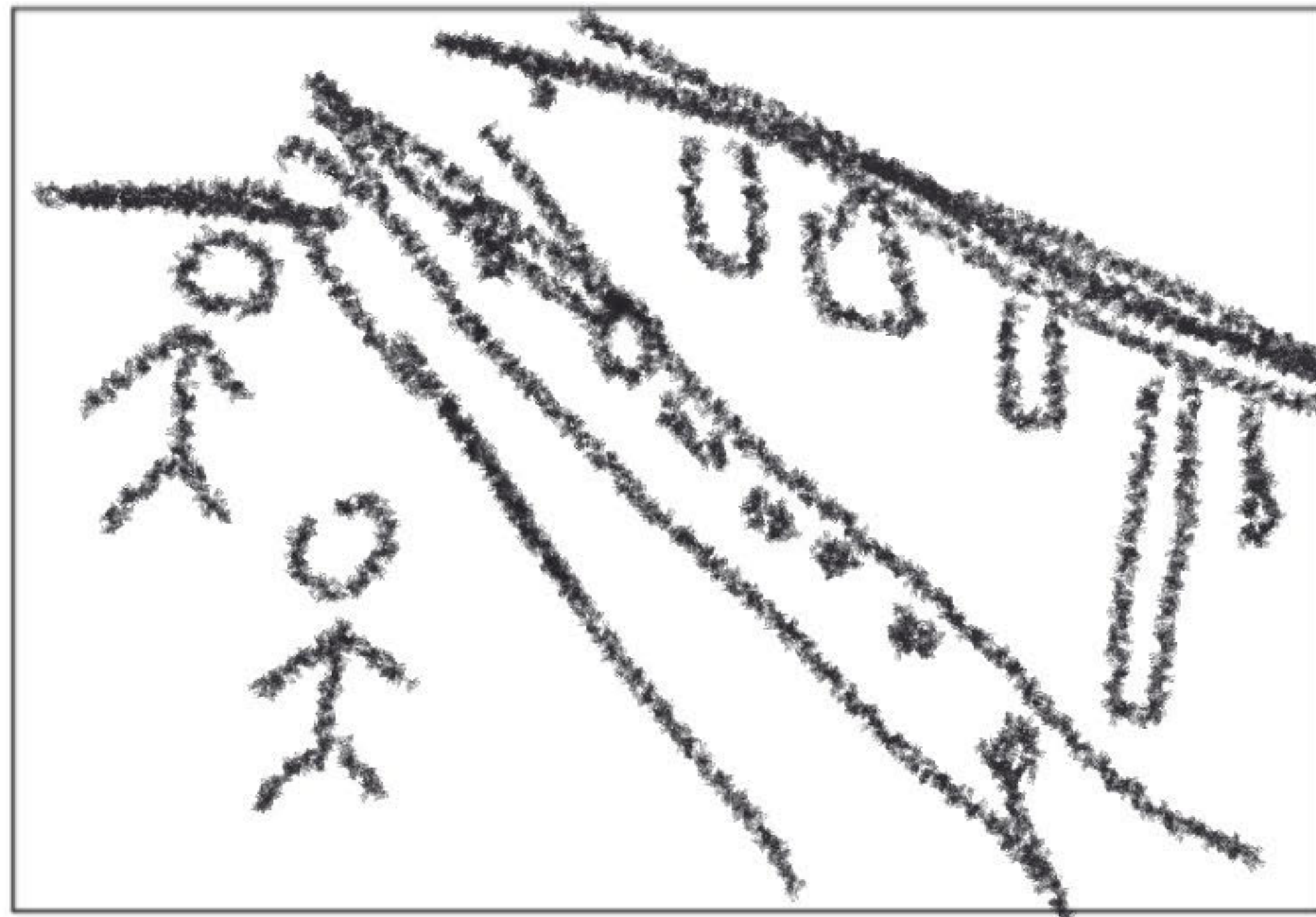
change angles
w/ train moving
and sign



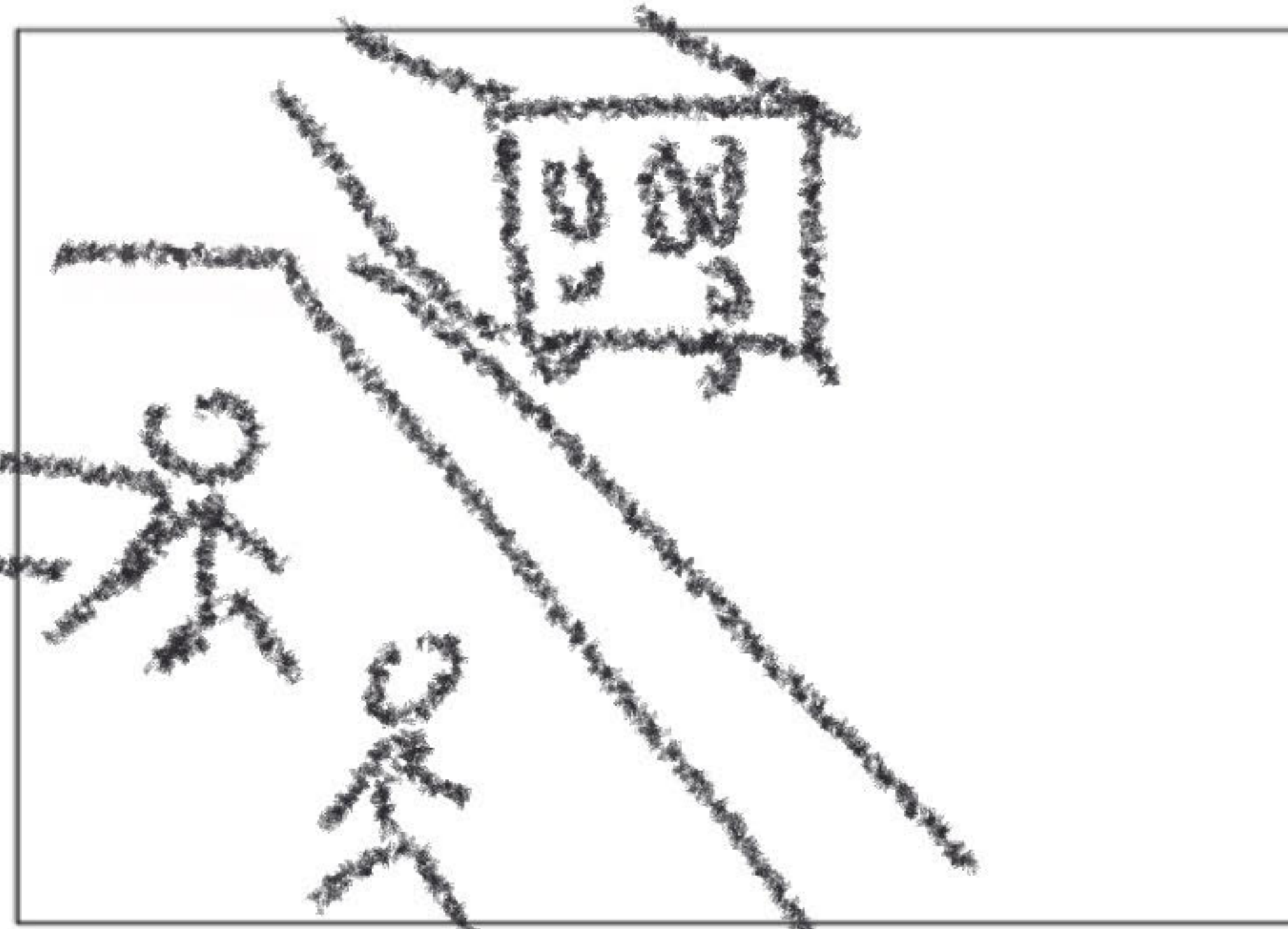
close up of train
passing at angle
to see window
reflection

PERSONA:

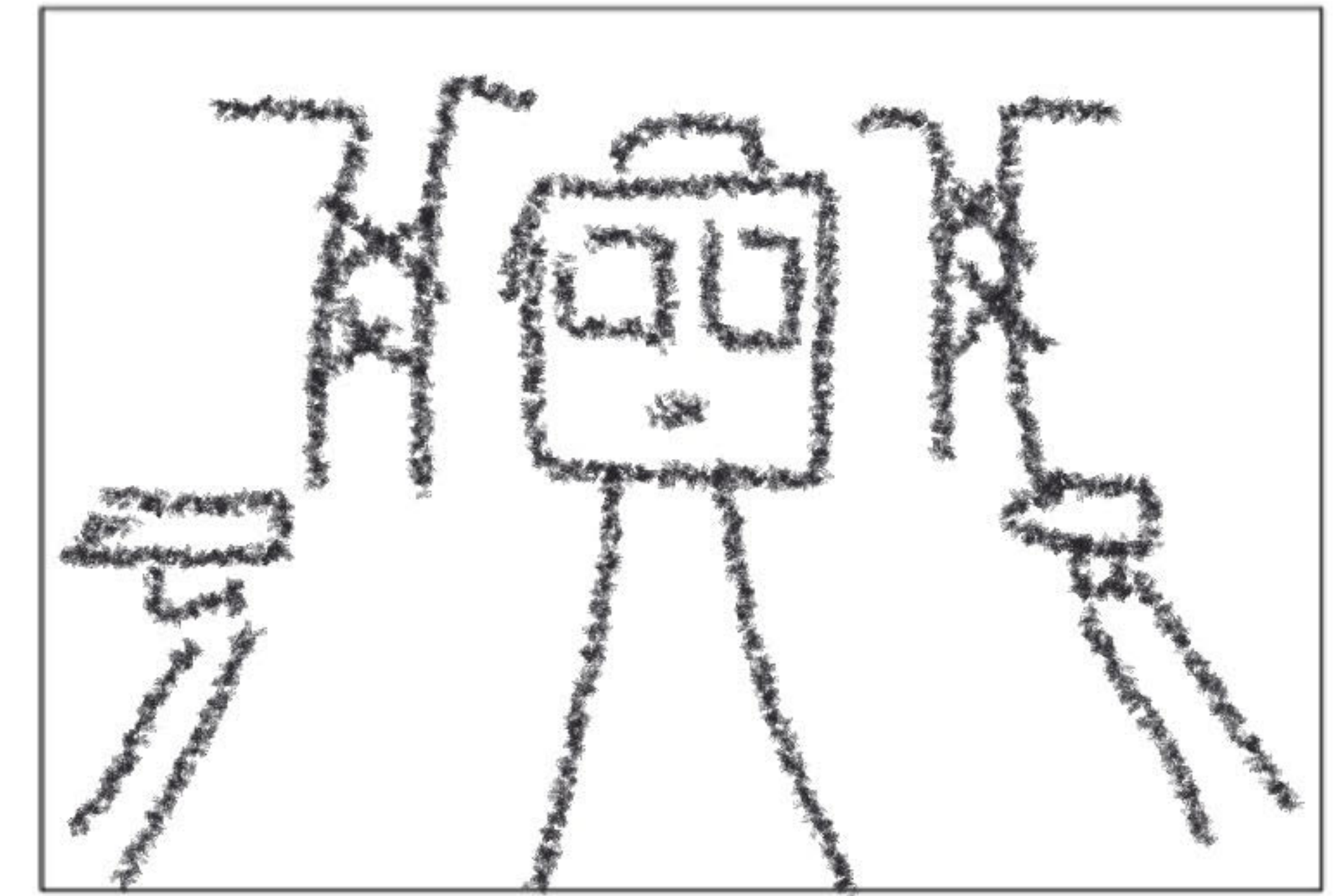
USER STORY/SCENARIO:



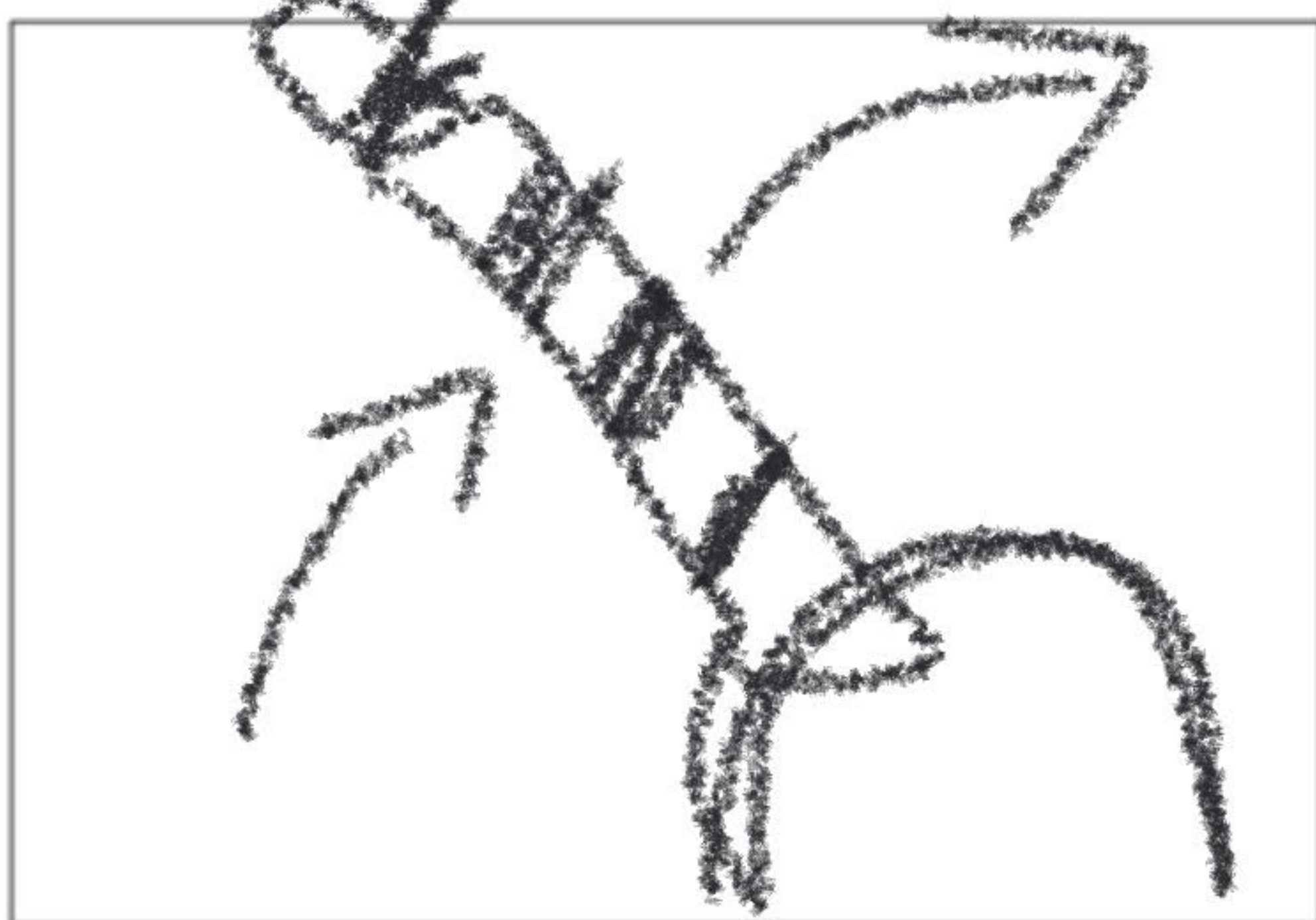
shift angle of
shot to see the
passenger platform



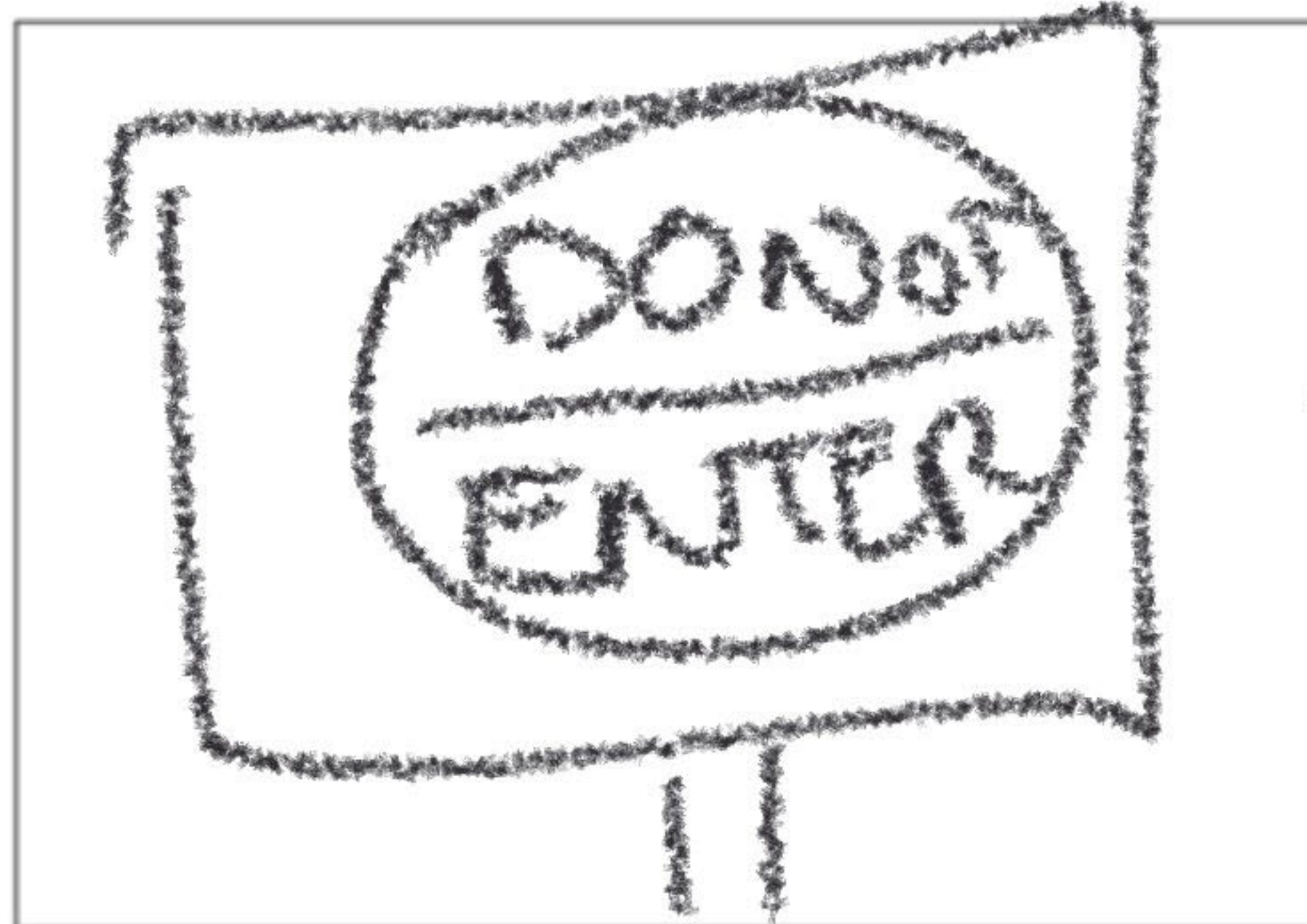
same shot, see
back of train
leaving passengers



see back of train
getting further w/ depth
and wires from
beginning



train guard gets
released up to
pass



ironic sign for
ending shot as
train is gone



use a song
instrumental in
background w/ train
sounds