Scene Breakdown

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SCENE BREAKDOWN

Play: **THE Flick**

Scene Name: **A1, S1 - Subway Wrappers**

Time of Day/Season/Year: **Summer 2012**

Place/Locale: **THE Flick**

Who: **Sam, Avery**

Plot: **Sam shows Avery how to clean the theatre**

Theme:

Text about Environment: **Subway Wrappers, split soda, trash on floors**

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:

Door / Light through door?

Flash of green?

Flash of white?
SCENE BREAKDOWN

Play: **THE FICK**

Scene Name: \(^{A1, S2 - THE BOOTH}\)

Time of Day/Season/Year: 
*SUMMER 2012, MORNING*

Place/Locale: 
**THE FICK**

Who: 
*CAM, AVERY, ROSE*

Plot: 
*AVERY IS LATE TO WORK, BONDS W/ CAM*

Theme:

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements: 
*PRODUCTION BOOTH*
SCENE BREAKDOWN

Play: THE Flick
Scene Name: Act 1, Scene 3 - DINNER MONEY

Time of Day/Season/Year:
   SUMMER 2012, EVENING / AROUND 5TH/6PM

Place/Locale:
   THE Flick

Who:
   Avery, Sam, Rose

Plot:
   Avery & Sam have an intense movie discussion. Rose is introduced.
   "PER DIEM" & stealing # "DINNER MONEY"

Theme:

Text about Environment:
   "TOW NEARY, TONIGHT!!! 6:20. " DOESN'T HAVE A CREDIT CARD MACHINE"

Imagistic Language:

Form and Shape of Scene:
   Sam & Avery cleaning
   Rose in Booth
   Sam in SR
   Camer Wan
   Avery in SR

Physical Requirements:

DINNER MONEY
PY. 24
SCENE BREAKDOWN

Play: **THE Flick**

Scene Name: A1, SA GROWN UP

Time of Day/Season/Year:
**SUMMER 2012**

Place/Locale:
**THE Flick**

Who:
**SAM, AVERY**

Plot:
**SAM + AVERY DISCUSS FOOD + LETTERING. SAM WANTED TO BE A CHEF.**

Theme:

Text about Environment:

"NASTY NASTY OLD NEW BALANCE SHOE"

Imagistic Language:

Form and Shape of Scene:
**SAM + AVERY LEARNING**

Physical Requirements:

"WHAT DO YOU WANT TO BE WHEN YOU GROW UP?"

ENDING @ TRASH CAN JS
SCENE BREAKDOWN

Play: THE Flick

Scene Name: A1, SE - ASTROLOGY + AVATAR

Time of Day/Season/Year:
SUMMER 2012, NIGHT/CLOSING (Mopping = Night)

Place/Locale:
THE Flick

Who:
SAM, AVERY, DREAMING MAN, ROSE

Plot:
Avery's fear of people. Dreaming Man
SAM + AVERY Mop together. Avery Hates Digital

Theme:
FILMS/COFFEE, HEAVY
REBATES OVER FILMS
AND ASTROLOGY SIGNS.

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:
PROJECTOR LIGHT (ObVIOUSLY), PLUG OF GREEN, WHITE
"FLICKER ON"

"PULP FICTION"
SCENE BREAKDOWN

Play: THE Flick
Scene Name: A1, sc - ISBN Quilt

Time of Day/Season/Year:
SUMMER 2012, LUNCHBREAK, MID-AFTERNOON

Place/Locale:
THE Flick

Who:
AVERY

Plot:
AVERY TALKS WITH HIS THERAPIST ABOUT A HEAVEN/HELL DREAM HE HAD. FEELS GUILTY ABOUT "WASTING" OTHER PEOPLE'S TIME

Theme:
"WAITING FOR THINGS TO CHANGE"

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:
SCENE BREAKDOWN

Play: THE FICK

Scene Name: A1, S7 - FALLING TILES

Time of Day/Season/Year: SUMMER 2012

Place/Locale: THE FICK

Who: SAM, AVERY, ROSE

Plot: THE BUILDING IS SHOWING A LOT MORE WEAR. SAM DISCUSSES HIS MENTALLY-HANDICAPPED BROTHER

Theme: "STEVE WON'T SPEND A DIME ON ANYTHING"

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:
SCENE BREAKDOWN

Play: THE FICK
Scene Name: A 2, 31 - LUKERWARM WEDDING POOP

Time of Day/Season/Year: SUMMER 2012

Place/Locale: THE FICK

Who: SAM, AVERY, ROSE

Plot: SAM TELLS AVERY A STORY OF HIS DEEP CONNECTION WITH TAMALES. STEVE IS SELLING THE FICK. SAM IS JEALOUS OF AVERY.

Theme:

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:
SCENE BREAKDOWN

Play: **THE Flick**

Scene Name: A Z - Rose, Rose, Rose

Time of Day/Season/Year: SUMMER 2012, NIGHT

Place/Locale: THE Flick

Who: SAM, AVERY, ROSE

Plot: SAM BECOMES AGGRESSIVE TOWARDS ROSE + AVERY’S FRIENDSHIP. SAM PROCLAMING HIS LOVE TO ROSE.

Theme:

Text about Environment: "A RIDE HOME TONIGHT"

Imagistic Language:

Form and Shape of Scene: SAM + AVERY + ROSE → SAM + ROSE "WHAT THE Flick IS WRONG W/YOU"

Physical Requirements:
SCENE BREAKDOWN

Play: THE FICK

Scene Name: A 2, 33 - HIGH SCHOOL SWEETHEART

Time of Day/Season/Year:
   SUMMER 2012

Place/Locale:
   THE FICK

Who:
   SAM, AVERY, ROSE

Plot:
   AVERY HASN'T SEEN HIS MOTHER IN A YEAR. SHE LEFT HER HUSBAND FOR HER HIGH SCHOOL SWEETHEART.

Theme:

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:
SCENE BREAKDOWN

Play: THE Flick

Scene Name: A1, S4—"SINCERELY,"

Time of Day/Season/Year: SUMMER 2012

Place/Locale: THE Flick

Who: SAM, AVERY

Plot: AVERY writes to the potential/future owner of the Flick, and asks him to keep the 35mm projector.

Theme: 

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:
SCENE BREAKDOWN

Play: **THE FLICK**

Scene Name: \( \text{A.1, S5 - EZEKEL 25:17} \)

Time of Day/Season/Year:
**SUMMER 2012**

Place/Locale:
**THE FLICK / THE VENUE**

Who:
PALL NOW OWNS "THE VENUE". **NEW LIGHTS, UNIFORMS, ETC...**

Plot:
SAM IS STILL KIDS TO ROSE.

Theme:
PALL FOUND OUT ABOUT "DINNER MONEY"
AVERY IS FORCED TO LEAVE EZEKEL

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:

"LIGHTS IN THE THEATER ARE COMPLETELY DIFFERENT"
SCENE BREAKDOWN

Play: THE Flick

Scene Name: A2, 35-MM DIGITAL

Time of Day/Season/Year: SUMMER 2012

Place/Locale: THE Flick / THE VENUE

Who: SAM, ROSE

Plot: REMOVING THE OLD PROJECTOR, INSTALLING THE NEW ONE

Theme:

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:
Play: **THE FLICK**

Scene Name: **AZ, S7: PRETTY EASY**

Time of Day/Season/Year:
**SUMMER 2012**

Place/Locale:
**THE FLICK / THE VENUE**

Who:
**SAM, SKYLAR**

Plot:
SAM does the same walkthrough he did with Avery, with Skylar, the new employee.

Theme:

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements:
SCENE BREAKDOWN

Play: THE FICK

Scene Name: A2, 3B - "LUKKIN TO CAINE"

Time of Day/Season/Year:

SUMMER 2012

Place/Locale:

THE FICK

Who:

SAM, AVERY

Plot:

"SAM GIVES AVERY THE 35MM PROJECTOR. THEY SHARE AN EMOTIONAL MENTAL""DON'T EXPECT FOR THINGS TO TURN OUT WELL IN ANYONE BRIGHT""YOU CAN'T TRUST THE END"

Theme:

Text about Environment:

Imagistic Language:

Form and Shape of Scene:

Physical Requirements: