

R I S E N

Trailer  
First Raw Director's Script  
by  
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SCENE 01:

EXT. OCEAN -- STORMY NIGHT around 9 p.m.

*It is a very windy, foggy and cold night. Thunder and lightning are heard in the distance.*

WIDE PANORAMIC VIEW - ESTABLISHING SHOT 01 - DOLLY IN

*CAMERA glides through the fog over the ocean, heavy rain is falling. At the lightning of a thunder the contour of a ship becomes visible (right side of frame). The ship's backboard tilts very close to the camera. A mast of the ship rotates counterclock-wise towards camera.*

CAMERA CONTINUES DOLLY IN INTO EXTREME CLOSEUP

*CAMERA passes under the mast and sail and starts to leave the ship behind while quickly revealing an island behind the fog.*

CAMERA DOLLY REDUCES VELOCITY.

EDITOR NOTES: use push in - jumpcuts if scene renders to long.

[CUT TO]

SCENE 02:

EXT. JUNGLE - HEAVY TREES SCENE - NIGHT

MEDIUM SHOT, HEAVY DOF, LEFT SIDE ACTORS, RACK FOCUS FROM CHILD ONE to CHILD TWO

*CAMERA DOLLY FROM RIGHT TO LEFT following the actors as camera pivot point. Two children are running for their life's through the jungle, one next to the other, some trees are between them while running. Both are around the age of 10. Poorly dressed. The children seem very frightened.*

CHILD ONE & TWO  
sound:(heavy breathing, exhaustion from running)

[CUT TO]

MEDIUM SHOT - Behind the actors - DOLLY IN INTO MEDIUM CLOSE UP of CHILD ONE CHILD ONE *turns his head over his shoulder while running, fear can be seen in his face for a short moment.*

[CUT TO]

WIDE SHOT - POV - CHILD ONE - Emulate headbobbing

*Around 20 meters behind them a gigantic shadow silhouette appears. The contour of a big hairy creature is chasing them, it knocks down some trees in its furious run.*

[CUT TO]

TREE CAMERA

CAMERA AIR POSITIONED - WIDE ESTABLISHING SHOT - CAMERA CRANE DOWN towards the ground.  
ORIENT on TREE in FOREGROUND. DOLLY OUT  
1st FOCUS on TREE & LEAFES - PULL RACKFOCUS ON CHILDREN.

*Both children continue their run through the swampy forest.*

[CUT TO]

CAMERA FULL SHOT - DUTCH ANGLE - DOLLY IN - BEHIND VIEW

CHILD TWO outruns CHILD ONE, CHILD ONE starts to slow down while looking at CHILD TWO.

CHILD ONE [screaming]  
Keep running!

**[ DOLLY IN INTO ]**

MEDIUM CLOSE UP - FACE CHILD ONE - Profile - Left side -  
*FADE INTO SLOW MOTION*

CHILD ONE stops running and stands still. DOLLY L to R stop  
- DOLLY OUT CONTINUES

CHILD ONE [screaming]

( heavy breathing )

*Pause*

Don't look back!

hold CAMERA on CHILD ONE.

[ CUT TO ]

CAMERA - CRANE TOP to FRONT OF CHILD ONE - DOLLY IN - LEFT POSITION in FRAME, *behind him the shadow is getting closer ( background )*.

CHILD ONE ( sadly whispering )  
Good bye, brother

CAMERA RACK FOCUS to SHADOW. *The Creature overruns CHILD ONE, CHILD ONE disappears from frame, dust fills the screen > fade to black after 1,0 second.*

[ CUT TO ]

SCENE 03:

EXT. BORDER BETWEEN JUNGLE AND CITY, ENTRANCE OF HARBOUR CITY

MEDIUM CLOSEUP - SIDE VIEW - LOWER BODY - DOLLY OUT -  
Guard's Legs, *you hear the footsteps of someone running.*  
CHILD TWO crashes into the soldier.

SOUND  
BANG! (crush into plate, guard's armor)

The guard grabs the child by the collar and lifts him  
towards him.

[CUT TO]

SCENE 04:

NEW SCENARIO

EXT. MARKETSTREET - HARBOUR CITY - NIGHT MARKET STREET OVERVIEW -

Poverty

CAMERA START ON Roof HIGH angle - DOLLY OUT + TILT UP over roof RACKFOCUS to revealing a market street in harbour city. A preacher is talking in the far distance to some people sitting in front of him. Preacher raises both his hands towards the sky.

PREACHER ( shouts )  
The gods have left us!

[CUT TO]

EXT. MARKETSTREET - HARBOUR CITY - NIGHT - MAIN STREET  
CAMERA WIDE SHOT of street - DOLLY OUT - CRANE DOWN -  
*Revealing people & some animals sleeping on the streets.  
Closed market stand's. Laundry is hanging of drying cords.*

Guard walks into frame with OTS - CHILD TWO is still grabbed by his collar, at FULL SHOT he pushes the child in front of him on the floor ( CHILD TWO falls out of frame ).

[CUT TO]

EXT. MARKETSTREET - HARBOUR CITY - NIGHT - MAIN STREET  
CAMERA WIDE SHOT - CRANE FRONT TO TOP - DOLLY IN - Guard front view

The guard reaches for his sword with his right hand and pulls it out aggressively. (sword hanging left)

GUARD  
(ordering with loud voice to the masses on the streets)  
The Inquisitor's orders are clear: No one is allowed to leave the city!

CAMERA STOP at TOP PERSPECTIVE GUARD - DUTCH TILTED ANGLE -  
*sword is hold in his hand - under it CHILD TWO lays on the floor.*

fade to black.

[CUT TO]

SCENE 05:

INTERIOR MONASTERY - INTRODUCTION INQUISITOR - THRONE ROOM - *lit with candles - Moonlight shines through a mosaic window on top of the room.*

CAMERA MEDIUM SHOT of Inquisitor - BEHIND VIEW OTS - CRANE UP & LOOK DOWN

FOCUS VIEW from *Inquisitor to book of titans? Scroll? Map? artefact - on desk?*

[CUT TO]

CAMERA WIDE SHOT - CRANE DOWN from door to MEDIUM CLOSE UP of Inquisitor - FRONT VIEW

The door jumps open - A guard comes running through the door.

GUARD 2  
Sir, we found it!

CAMERA CRANE DOWN arrives to inquisitor's face - *he has a red rubin eye, it is build on a mask that covers half of his face.* He exhales loudly.

[CUT TO]

CAMERA MEDIUM SHOT - DRAMATIC ANGLE - behind the inquisitor - OTS GUARD 2 - DOLLY IN -

The INQUISITOR turns slowly towards GUARD 2. The inquisitor raises his left arm while doing a fist with his metal glove.

**[DOLLY INTO]**

CLOSE UP INQUISITOR FACE - DRAMATIC LOW ANGLE

INQUISITOR ( strong voice )  
Finally! Let's go!

[CUT TO]

SCENE 06:

EXT. RISEN TEMPLE - SOILS IN SILHOUTE OF TEMPLE - CAMERA INSIDE

POINTED OUTWARDS Into jungle

CAMERA CRANE DOWN - MEDIUM SHOT - *Camera is positioned between two soils of a risen temple -*

A masked bandit walks with a torch towards camera - Shadow creature of jungle scene passes quickly in front of camera ( again just silhouette is visible ). Bandit stops, *he just noticed something hiding in the shadows*. The torch slips out of his hands and falls to the floor.

fade to black.

[CUT TO]

INT. RISEN TEMPLE ( Re-use previous scenario - Inquisitor room walls can be used )

MEDIUM SHOT of bandit - BEHIND VIEW - DOLLY IN - DRAMATIC ANGLE

The bandit walks one step

[CUT TO]

INT. RISEN TEMPLE ( Re-use previous scenario )

EXTREME CU - feet stepping on a moveable tile on the floor

[CUT TO]

MEDIUM SHOT of bandit - BEHIND VIEW - DOLLY IN - DRAMATIC ANGLE - Flash light effect

Spikes are launched out of the floor -  
Bandit's body gets pierced by the spikes.

[CUT TO]

EXTERIOR JUNGLE. ( Re-use previous scenario - Jungle ) - NIGHT

CAMERA INVENTORY DOLLY - *follow arrow as camera pivot*  
Arrow flies through the jungle, various trees fly by the camera, behind the last tree a guard is standing patrol - arrow kills guard - *penetration not visible*. ( add sound Of body dropping on floor at cut )

[CUT TO]

EXTERIOR MARKET STREET - NIGHT - INFRONT OF HOUSE WALL ( Re-use previous scenario - Marketstreet )

FULL SHOT - CRANE DOWN - FRONT VIEW - CHILD TWO is sitting alone on the street crying, he has a cut on his face. Guards walk by in front of the camera - *2 Persons are sleeping on the street.*

[CUT TO]

INT. DUNGEON - INQUISITOR (Reuse previous scene, throne room )

EXTREME CLOSE UP FRONT Inquisitor's face - ORBIT DOLLY around Inquisitor - *His rubin-eye reflects the opening of a treasure. His face is filled with joy and revenge. His faces lights up during this event. (Light reflects gold)*

INQUISITOR  
Burn them all!

[CUT TO]

INT. DUNGEON - (Reuse previous scene, adjust light accordingly)  
*MOONLIGHT SHINES through grids on the roof*

CAMERA MEDIUM SHOT - DOLLY IN - Guard is running through a corridor - his movement shows and upcoming sword swing. He holds a big two-handed sword.

GUARD 3  
( Screams forceful with rage )  
Aaaaaarrrgggggghhhhhh!

[CUT TO]

INT. DUNGEON - (Reuse previous scene, adjust light accordingly)  
*MOONLIGHT SHINES through grids on the roof*

CAMERA MEDIUM SHOT - DOLLY IN  
*Shadow Creature becomes visible for the first time - It is a monster similar to a gorilla with no eyes - it jumps towards the camera with his mouth wide open. His bite is captured in this shot.*



[CUT TO]

NEW SCENARIO

EXTERIOR RISEN TEMPLE ANIMATION - SWAMP - JUNGLE

*Temple rises from the floor in swamp territory.*

CAMERA EXTREME CLOSE UP OF TERRAIN

*SHOT starts with a rip in the the earth.*

CAMERA CRANE TOP TO FRONT - DOLLY BACK

*Rip continues to tear the terrain apart.*

*A huge tree becomes visible in the camera push out. The whole earth is shaking under the tree. The tree's roots get lifted out of the ground. Quickly after revealing the rise of a temple under the earth.*

CONTINUE DOLLY BACK - till full shot of temple.

blend in

RISEN

end.