Man VS Mushroom: Shot breakdown

ACT 1: PART 1. FOREST. DAY.

1.1 Establishing shots of environment.

1.2 Mushroom on a leaf boat arrives at dock, another mushroom helps him up, they look up and wave at SCOUT.

1.3 SCOUT looks and waves back. Establishes his role at the look-out branch.

1.4 Time goes on, sun starts to go down, SCOUT looks bored. SCOUT is on the lookout branch, panning the outskirts of the mushroom land with binoculars.

1.5 Car headlights sweep past the trees. SCOUT zooms in.
1.6 He frowns as he sees a group of men on the edge of the forest. Scout zooms in. We see two men from behind, one is wearing a hard hat, Hard-hat Man (HHM). The other turns around dramatically, revealing a stony face and a striking moustache, Moustache-Man (MM).

1.7 Scout zooms in. HHM is holding a clipboard. On the back is a visible “Deforestation” logo. MM is also holding a paper coffee cup.

1.8 Scout runs into the tree and rings the alarm bell before descending the winding path downwards.

1.9 Scout slides to the bottom of the village. Doors are audibly slammed. Lights start to go off in little mushroom homes.

1.10 Scout runs to the War Table. We are introduced to Baby, Buff and Bendy - and the Elder who looks ominous.

1.11 Scout is panting so hard that he can barely make out a sentence in. The others side-eye each other. Scout gives up, picks up some dirt and spreads it on the table, and uses a stick to draw a face and company logo in the dirt.

1.12 Elder raises his staff and gives a solemn nod: the mercenaries have permission to act.

END OF ACT.
ACT 2: PART 1. VANTAGE POINT/ CAR. GOLDEN HOUR (BEFORE SUNSET).

2.1 SCOUT, BUFF, BENDY and BABY are observing MM, whom has gone back to his car, to retrieve a briefcase.

2.2 MM places a napkin on top of his expensive car, then places the cup on top. He grabs the briefcase and makes his way back to the HHM.

2.3 The mushrooms notice the cup. BABY nods for them to move. MM and HHM are clearly having a disagreement. HHM points towards a the paper on his clipboard “Council Permission and Signature” box has not been ticked. MM tried to find the document in his briefcase.

2.4 MM grabs the paper out of the other man's hands, opens his briefcase and stuffs it inside, he walks towards his car with the briefcase still open. The cup lid clips back on. He goes to pick up the cup back up. He opens the car door and steps, with a splat, into the puddle.

2.5 He throws the briefcase into the passenger's seat, and tries to scrape the worst of the mud off of his foot. The mushrooms move out of the cup and they sneak into his open briefcase.

2.6 MM drives off at speed, leaving tire tracks in the loamy soil.

ACT 2: PART 2. UNDERGROUND CAR PARK. DUSK.

2.7 MM Gets out of his car with cup and briefcase in hand. Car lights Beep off.

2.8 MM goes to take a sip of drink, nothing is in there. He looks at the cup, revealing recycle logo, confused.

2.9. There is a large recycle bin on the right and and small general waste bin on the left. As he walks he throws the coffee cup lazily towards a bin; it bounces off and lands on the floor.

2.10 MM walks out of frame.

END OF ACT.
ACT 3: PART 1. APARTMENT. DUSK-NIGHT.

3.1 Elevator door opens. MM walks out.

3.2 Front door opens, shots that show off his moustache trophies and moustache paintings. First person mushroom view (peeking through case) of him walking to his desk and placing the briefcase on his office desk.

3.3 MM walks away to the kitchen, and heads to . The mushrooms exit the briefcase. They look through the documents in the brief and see the classified documents, and the unchecked permission box.

3.4 Shot of MM chopping mushrooms, and prepping food. Classical music in the background

3.5 Mushrooms are searching his office, for more clues. SCOUT opens the desk cupboard and sees a pin code safe.

3.6 Shot of MM throwing mushroom into a pot, bringing to boil.

3.7 BRUTE walks up and shoots spores at the keypad, revealing 4 recently pressed numbers. AGILE tried 2 sequences, and fails. LAST ATTEMPT flashes above the pad.

3.8 The mushrooms look at each other and realises what they have to do.

ACT 3. PART 2. APARTMENT. NIGHT.

3.9 Whilst waiting for the mushrooms to boil, MM sits down at the kitchen island chair, with a glass of wine in hand, and turns on his laptop.

3.10 The mushrooms peek into the kitchen, they see MM taking a sip of wine.

3.11 MM reads a message from the boss. “Is it done?”. He replies, “I need an official council signature to proceed”. He sends the message. The mushrooms are climbing up the kitchen counter.

3.12 “Fix this. Use the documents in the safe. You have 24 hours. www.forge.com” MM types “I will” and clicks send. He leans back on his chair and goes to take another sip of wine. The mushrooms are lining up a champagne bottle. He twists the chair and looks at the view, as he takes another sip.

3.13 He spots the small blurs moving in the reflection, and spins back immediately. The cork pops and hits him in the eye. He drops the wine glass and it spills. He slams the keyboard, sends “Helpehfuenjjifiseji” to the boss, and accidentally webcam calls him.
3.14 The mushrooms jump on him. In silhouette we see him struggle and be tied up to a chair.

3.15. SCOUT and AGILE are on his shoulders, holding scissors, threatening to cut his moustache off. BABY and BRUTE are on the counter. BRUTE is staring at MM, making threatening gestures. BABY signals for everyone to follow.

3.16. MM hops the chair following BABY. Boss is watching webcam and sees MM hopping along in chair and then sees BABY walk past the screen.

3.17 MM hops through office door then lands on the floor. BABY points at the safe. The scissors are jabbed closer to his moustache. He says the code.

3.18 BABY punches in the code in, it unlocks. BRUTE knocks out MM, he blacks out.

3.19 They open the safe, really expensive moustache oil and further documents inside. The spread open the documents, BABY nods.

3.20 AGILE lights a match, and burns the documents. BABY remembers seeing the chopped mushrooms, so they also cut MM's moustache as he's unconscious.

3.21 In the kitchen, they see and open window and SCOUT points to the forest in the distance. The mushrooms jump and leave out the window, (with leaf parachutes?).

3.22 Ends with shot of the shrooms jumping out.

END MOVIE. ROLL CREDITS.

ORDER OF ANIMATION AND RENDERING:

1. ACT 1 part 1 (forest)
2. ACT 3 part 1 (apartment)
3. ACT 2 part 2 (parked car)
4. ACT 3 part 2 (apartment)
5. ACT 2 Part 1 (forest/ car)
6. ACT 1 Part 2 (Mushroom Village)

RENDERING ESTIMATED: 6 Days 5 Hours / 6 PCS