



DIALOGUE: Scarlett: "I'm sorry Lauryn. You know too much."

SHOT: Mid shot so you're close enough to see the fear of Lauryn and can see the evil in the eyes of Scarlett, but then it's still far enough or you to see the fact that Scarlett is holding a gun to Lauryn's head which intensifies the shot.



DIALOGUE: Lauryn: (screams, holding hands up) "No Scarlett! Don't!"

SHOT: Mid shot so we are close enough to enable us to see the frightened face of Lauryn and also see the gun that is being pointed at her head. This means that the audience know she's in danger and can feel fearful for the sake of Lauryn.



DIALOGUE: N/A

SHOT: Twin shot/Mid shot so you can clearly see the facial expressions/hand gestures of both characters at the same time which means that the audience can therefore identify the relationship between them both.



DIALOGUE: N/A

SHOT: Close up shot so we can tell that Lauryn feels afraid of the gun that's being pointed towards her head. Being so close to the character allows the audience to feel what they feel, see how they're feeling, and empathise with her being in that position. This would in turn make the audience feel sorry for her, or would be more upset of she did end up getting hurt or dying.



DIALOGUE_____

SHOT_____



DIALOGUE_____

SHOT_____