

Conceptual statement: Exploring the feeling of self pity through being bullied

A male customer walks into an ice cream shop. The character is being filmed at the waist and his head and upper torso is not in the clip. Once the character walks in he knows exactly what he wants and he immediately hands the cashier \$20 and the cashier then accepts the cash and signals to his employee to fetch the 2 pints of ice cream from the freezer as if the customer is a regular of this ice cream shop and has done this many times before. Then the employee opens the freezer door and grabs 2 pre packed pints out and walks over to the front counter. Then the employee grabs 1 brown bag and slowly and steadily packs the pints into the bag and hands the bag over to the customer.

The customer then walks out of the shop gripping the bag tightly and firmly as he walks back to his car. The customer walks from the sidewalk onto the street and as he walks over the lip of the sidewalk onto the street the bag slowly starts to rip in slow motion. Then the camera pans closer and focuses on the bag ripping slowly with added detailed sounds of the bag ripping. The bag suddenly tears and the pints triumphantly fall on the ground and land on the bottom of the torn bag, rolls out of the bag like it has beaten the bag and forced it to break. Then the customer sighs and picks up his pints and continues on his way to his car. The camera quickly pans up to film the customer walking away leaving the ripped bag behind and then the camera slowly pans back to the bag on the street.

Then the bag gets directly stepped on and trampled by a group of kids walking by and the shoe imprint from the kids sticks to the bag and makes it even dirtier and more trampled than before. The bag then blows in the wind a little bit and gets ran over by a guy biking which finally is the last straw for the bag as it sits and decays at its final resting place, teared in half and dirty.

For this film I imagine no extra unneeded sounds. I want all of the soundtrack to just be hyper focused on what is happening on the screen. For example the sound of the cash register dinging and the sound of the employee crinkling up the bag to hand it to the customer. I also want to render in the footsteps of the customer to the sound track. Basically all of the sounds in this film will be hyper fixated normal everyday sounds that people usually don't pick up on.