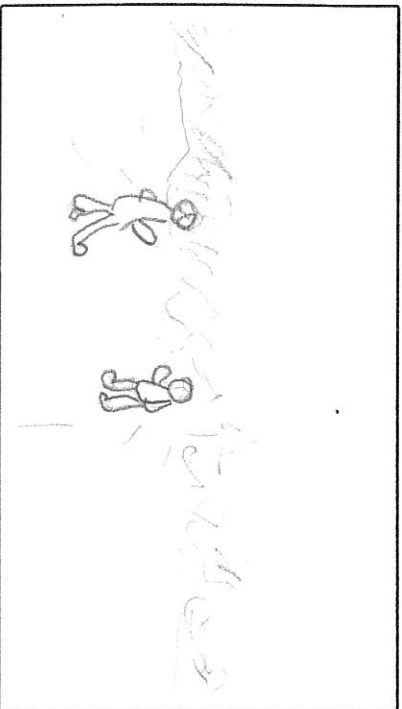
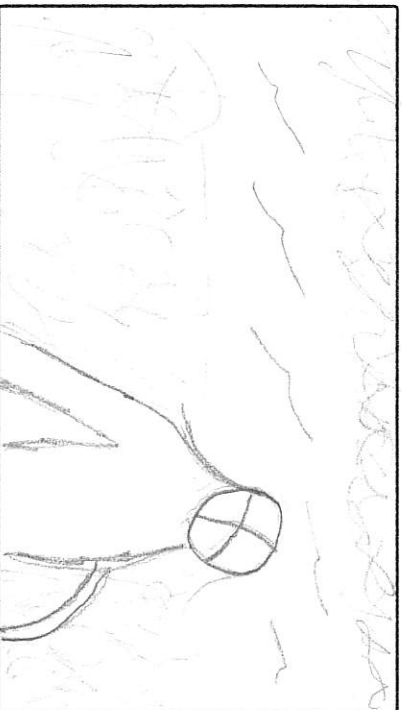


Scene: 31



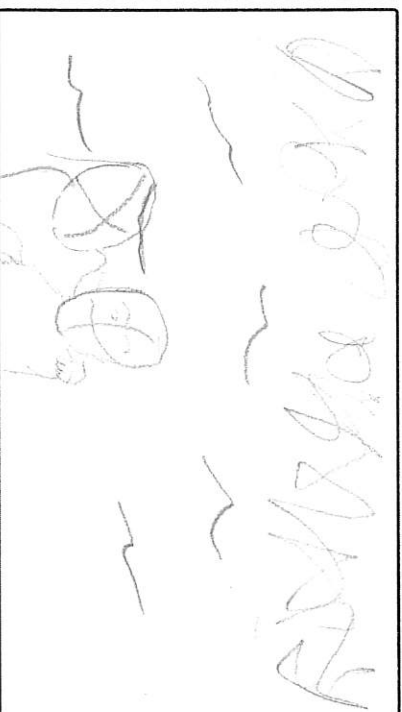
when music is at a fast tempo replace shots to be dynamic or even running (boy/court) using more panning forward.

Scene: 32



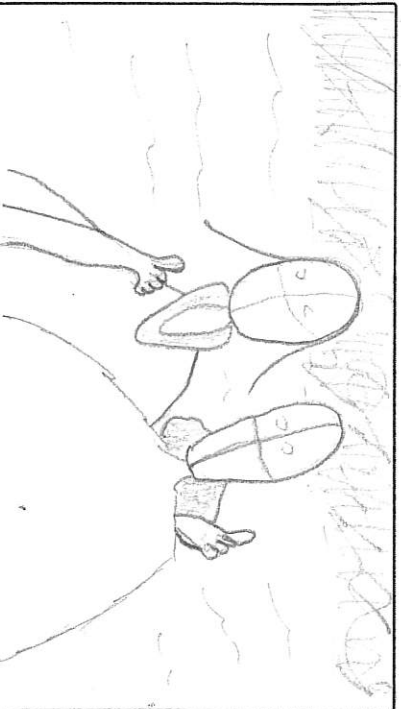
~~Keep it~~ The camera cuts as if we boy is really ~~pushed~~ led to the river for cinematic effect.

Scene: 33



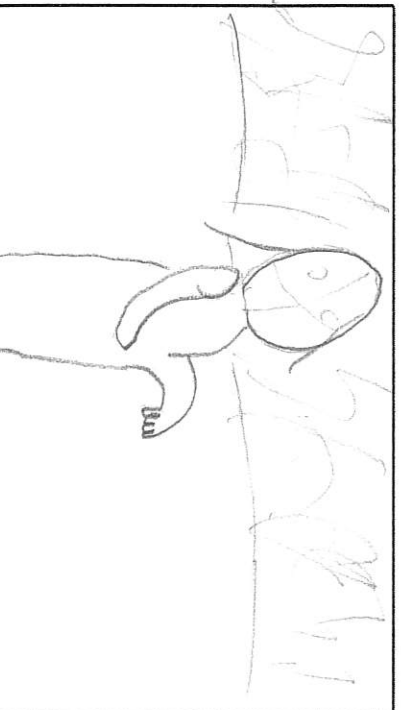
using GoPro for wide shot as boy pans camera left - right (add direction from me)

Scene: 34



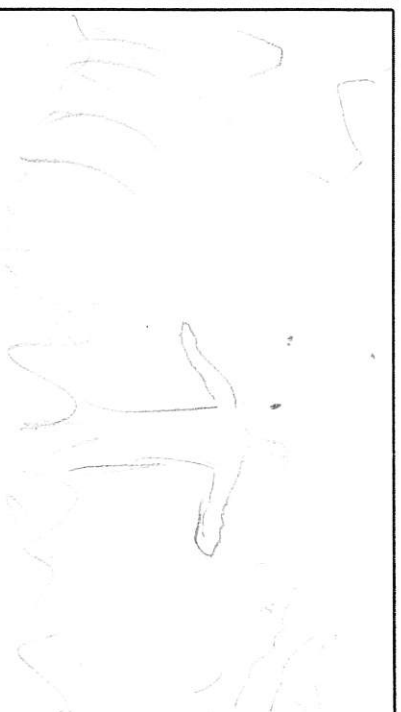
Shallow depth of field putting focus up to symbolizes happiness. Run backwards

Scene: 35



Running away from camera (hand held) to camera being silly & not controlled

Scene: 36



Silhouette as ending clip shows him turning & waving the spectators with hands in the air. Lots of perspective in scene so that the viewer is distracted.