

Title: The Matrix

Scene: Where Neo agrees to
meet Morpheus
(Addition scene) Part 1

Storyboard No: 1



Vision: Neo talks in his room to Morpheus about refusing to meet.

Angle: over the shoulder shot

Sound: Neo talking



Vision: Neo gets tripped again by agents on his way to work.

Angle: Close up

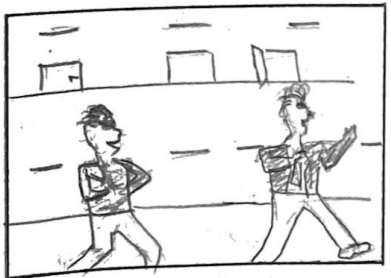
Sound: Whimper voice



Vision: Agents beats up Neo.

Angle: Knee shot / camera move: Whip pan shot

Sound: Kicking noise, Background music (Demi Lovato - Confident)



Vision: Neo runs a few streets and then agents loses his track

Angle: Full shot / camera move: Pan shot

Sound: Feet noise



Vision: Neo seeks revenge plans about agents in his head.

Angle: close up

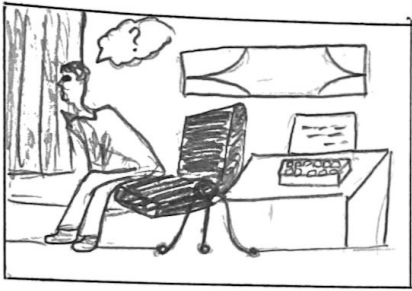
Sound: Silence

Title: The Matrix

Scene: Where Neo agrees to
meet Morpheus

Storyboard No: 2

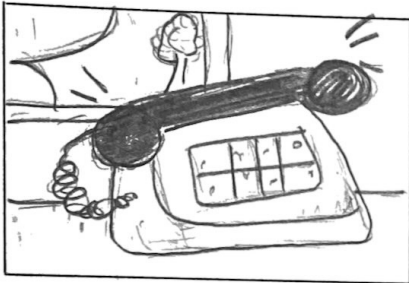
(Addition scene) Part 2



Vision: Neo tries to find out a way to reach Morpheus in his room.

Angle: Long shot

Sound: Silence



Vision: The phone rings at that very moment

Angle: Dutch tilt shot

Sound: phone rings



Vision: Morpheus reaches Neo and they decide to meet.

Angle: Close up (divided screen)

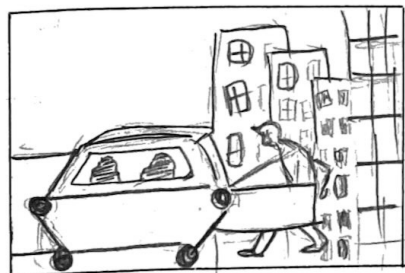
Sound: Talking voices



Vision: Neo goes to the meeting place and waits

Angle: Single shot

Sound: City noises



Vision: Neo gets in the car and they drive away

Angle: Long shot / Camera move: arc shot

Sound: Engine noises

Title: The Matrix

Scene: Where the oracle share his
prophecy with Neo
(Alternative scene)

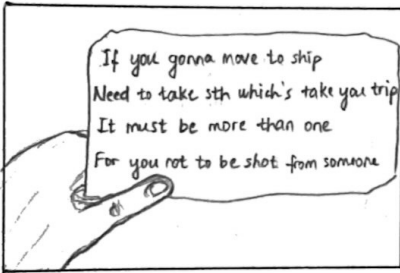
Storyboard No: 3



Vision: Neo enters oracle's room and stare at the magic sphere
Angle: Over the shoulder shot
Sound: Pray voices of oracle



Vision: The Oracle spontaneously gives a riddle about the future to Neo.
Angle: Over the shoulder shot
Sound: Paper tearing noise



Vision: Neo holds the paper on which the riddle is written
Angle: Extreme close up
Sound: Silence



Vision: Neo shows the riddle to Trinity and they tries to figure it out
Angle: Over the shoulder shot / Camera move: Arc shot
Sound: Talking voices



Vision: Morpheus calls them to the car immediately.
Angle: Close up
Sound: Talking voices

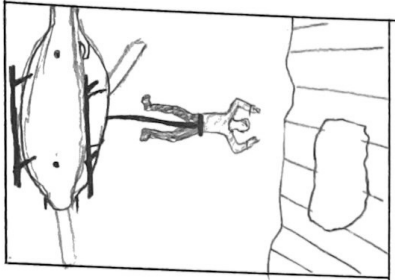
(Alternative scene) Part 1



Vision: Morpheus is accidentally shot and dies while tied to chair

Angle: Extreme long shot

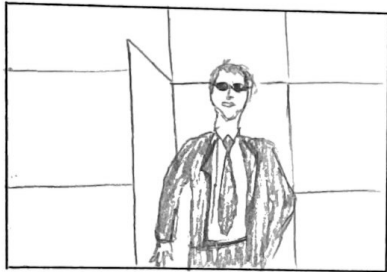
Sound: Background music (Steve Jablonsky - Arrival to Earth)



Vision: Neo sees Morpheus dead and jumps from the helicopter to the building.

Angle: Low angle shot

Sound: Background music continues



Vision: Agents see that Neo jump into the building and they enter the room.

Angle: Mid-thighs up shot.

Sound: Background music (2Pac - Time Back)



Vision: They starts fighting hardly

Angle: Full shot / Camera move: Whip pan shot

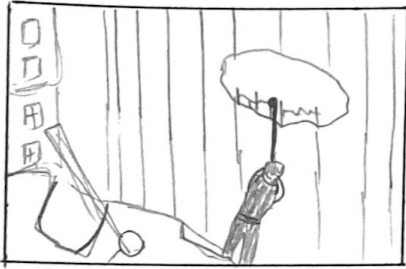
Sound: Background music continues



Vision: Neo is beaten by agents

Angle: High angle shot

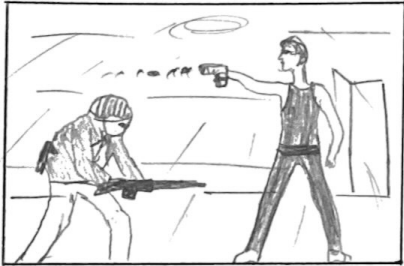
Sound: Background music continues



Vision: Trinity stops using the helicopter and jumps beside him to help Neo.

Angle: High angle shot / Camera move: Tracking shot

Sound: Background music continues



Vision: Trinity beats the agents

Angle: Full shot / Camera move: Whip pan shot

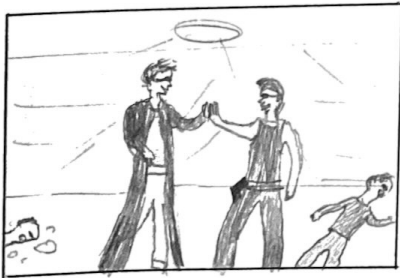
Sound: Background music continues



Vision: Neo barely recovers and helps Trinity while he is bleeding.

Angle: Close up

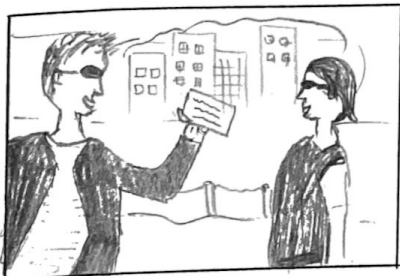
Sound: Background music continues



Vision: Neo and Trinity join forces and they defeat the agents

Angle: Full shot

Sound: Cries of joy



Vision: They understand the message of the oracle even if its late but they have nothing to do, they lost Morpheus

Angle: Mid-thighs up shot

Sound: Talking voices and background music (The Imitation Game (Extended))

Title: The Matrix

Scene: Where Neo and Trinity
return to the ship
(Alternative ending)

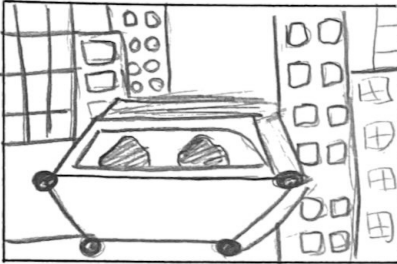
Storyboard No: 6



Vision: Tank reports the phone's location from the ship to Neo.

Angle: Close up (Divided screen)

Sound: Talking voices and background music continues



Vision: Neo and Trinity get in the car and drive to the reported location.

Angle: Long shot

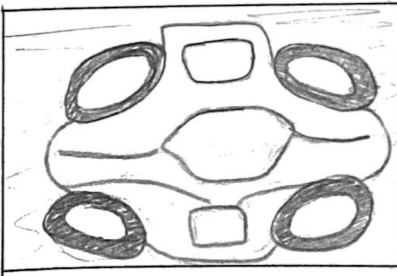
Sound: Engine noises and background music continues



Vision: Neo and Trinity arrive at the phone booth in Central Park and return to the ship.

Angle: Mid-thighs up shot / Camera move: Pan shot

Sound: Talking voices



Vision: A look at the ship from where it is

Angle: Extreme long shot

Sound: Tank's crying voices



Vision: Neo, Trinity and Tank mourn for their dead crewmates.

Angle: Medium shot / Camera move: Crane shot

Sound: Silence