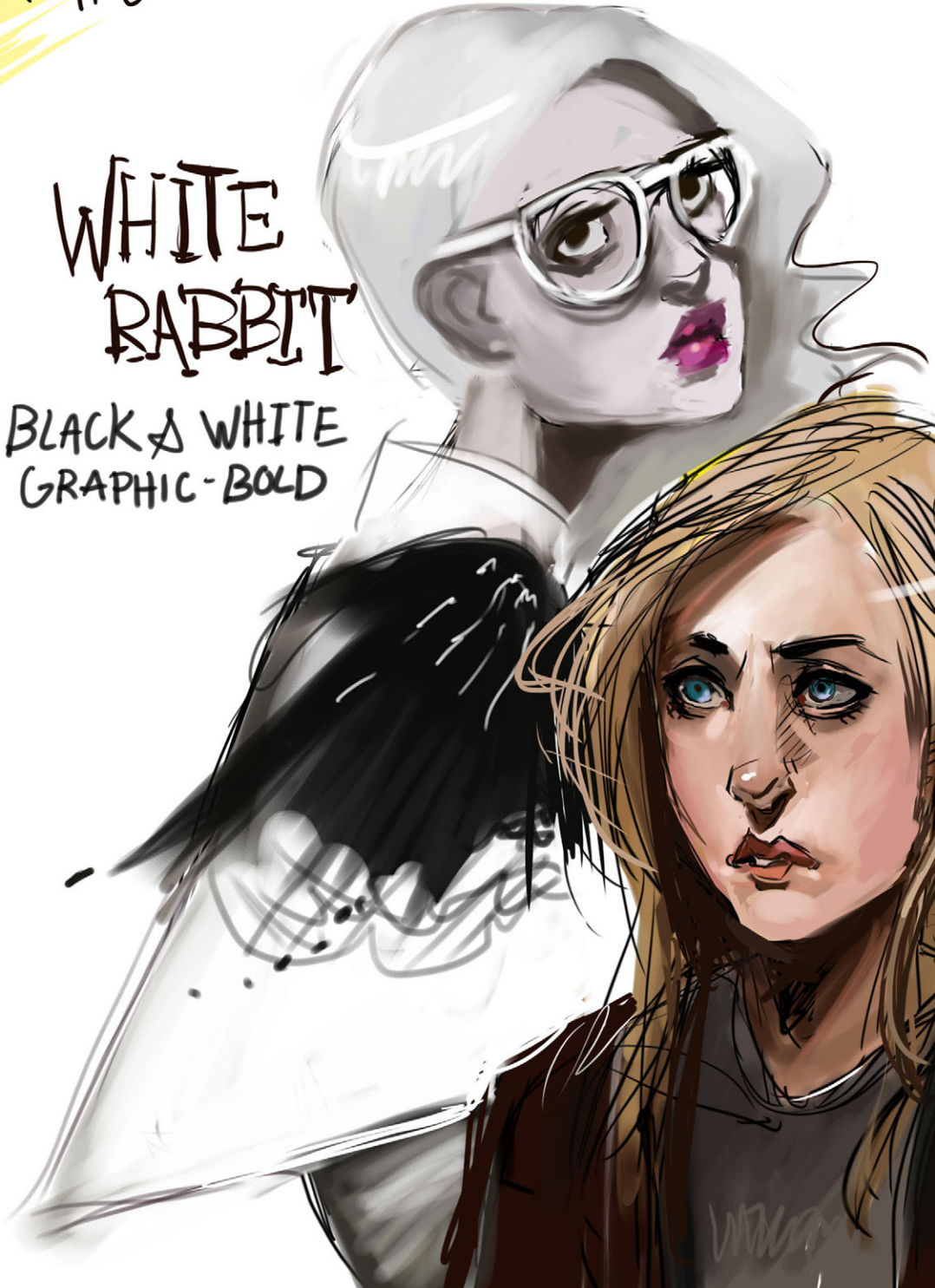




F21 ALICE IN  
WONDERLAND  
CHARACTER  
DESIGN

WHITE  
RABBIT

BLACK & WHITE  
GRAPHIC-BOLD



ALICE

DESATURATED  
NATURAL COLORS

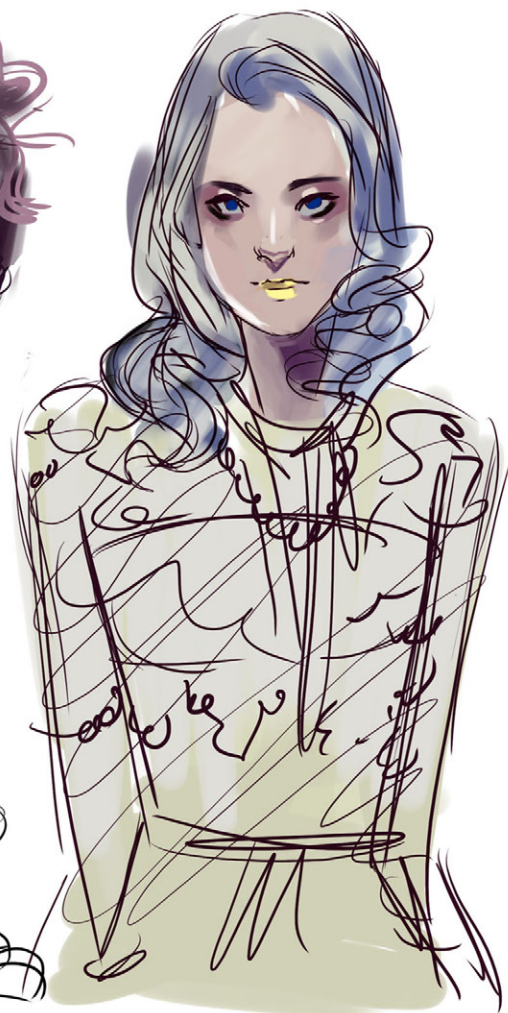
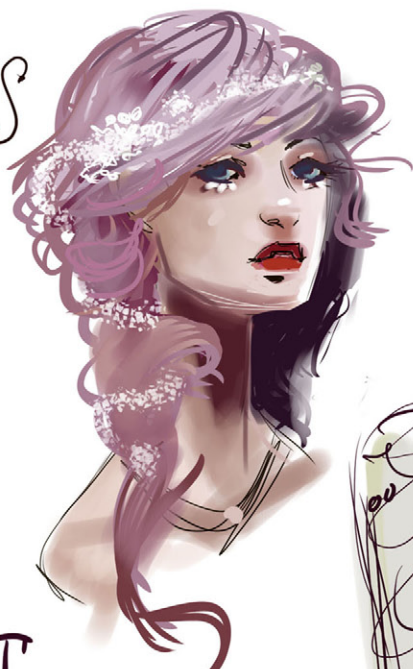


ALICE



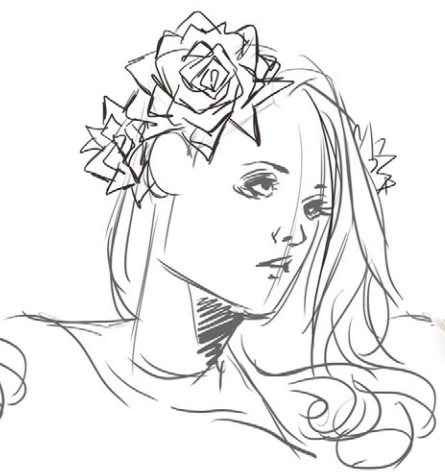
# FEMBOTS

SOFT PASTELS



# PAPER-CUT

MIMIC STORE WINDOW DISPLAY



WIDE-TILT DOWN BUILDING

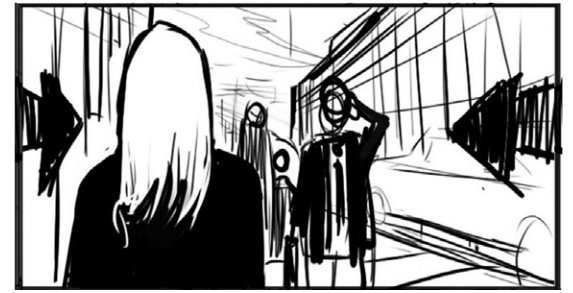


CON.

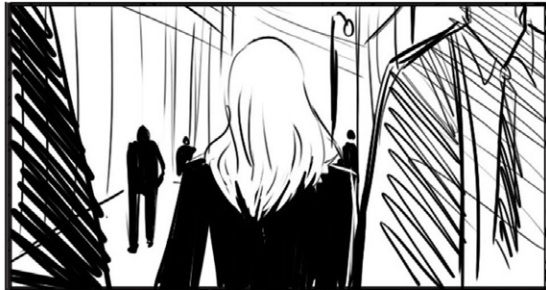
TILT DOWN TO ALICE WALKING INTO FRAME



TRACK ALICE WALKING



TRACK ALICE WALKING

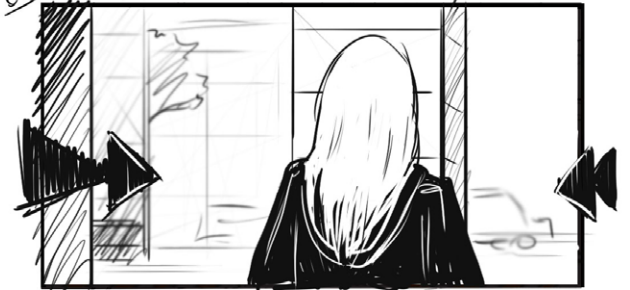


TRACK ALICE WALKING

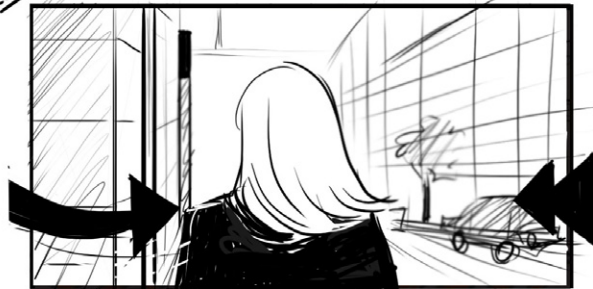


CUT

TRACK WITH ALICE AS SHE TURNS CORNER



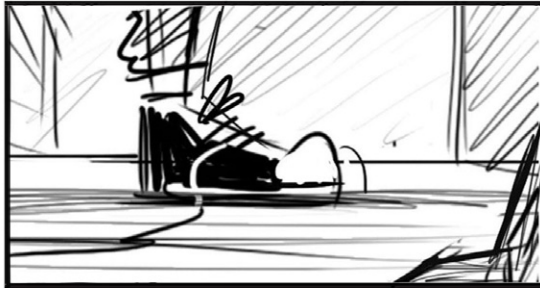
CON. TRACK WITH ALICE AS SHE TURNS CORNER



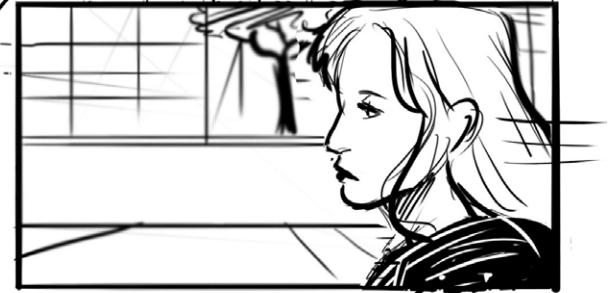
TRACK ALICE WALKING



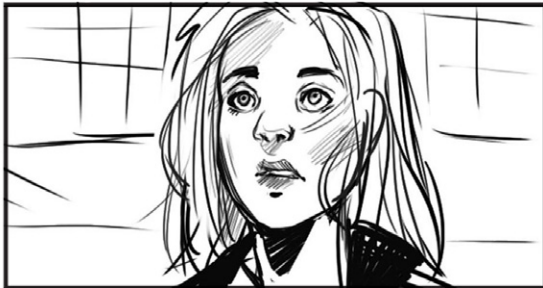
PROFILE SHOES



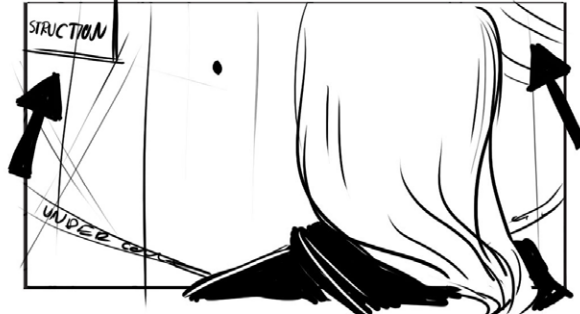
CUT ALICE CU WALKING INTO FRAME



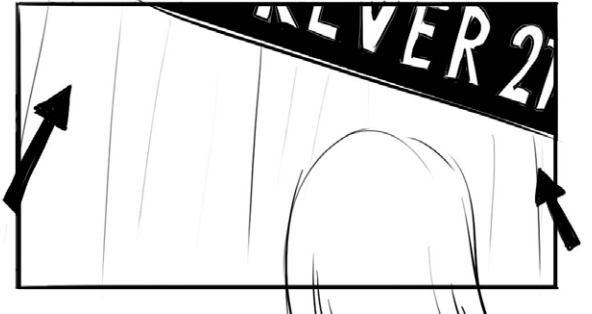
ALICE LOOKS UP



ALICE LOOKS UP - TILT UP



CON. ALICE LOOKS UP - TILT UP



CUT ALICE LOOKS UP - STOP ON FOREVER 21 SIGN



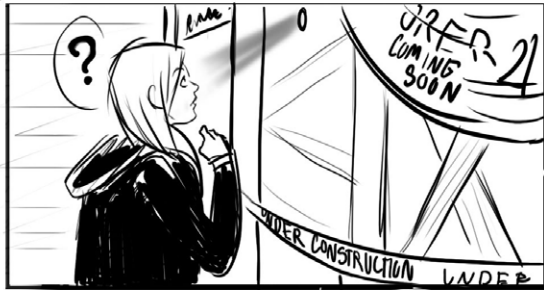
CUT SHOT FROM INSIDE PEEPHOLE



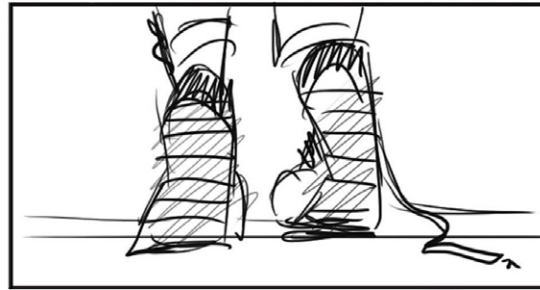
CUT ALICE SEES PEEPHOLE



CUT HOLE IS TOO HIGH



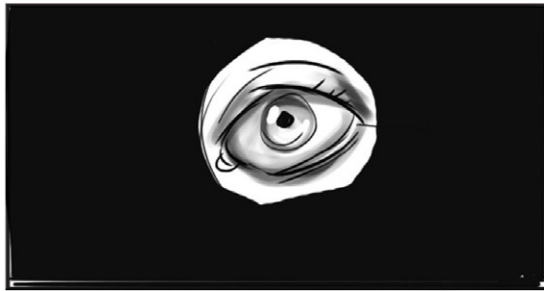
TIP TOE



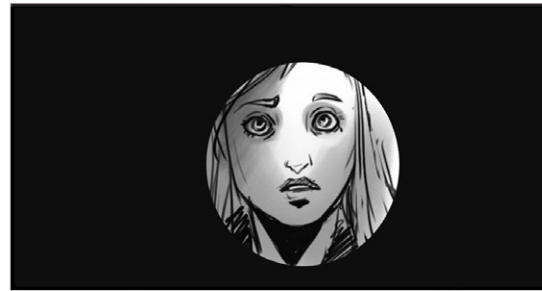
CUT CU EYE AT PEEPHOLE



CU EYE



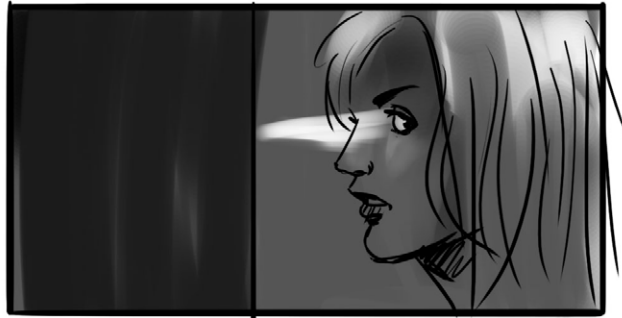
PULL BACK ON ALICE PUSH IN PEEPHOLE



REVEAL ALICE IN NEW SPACE



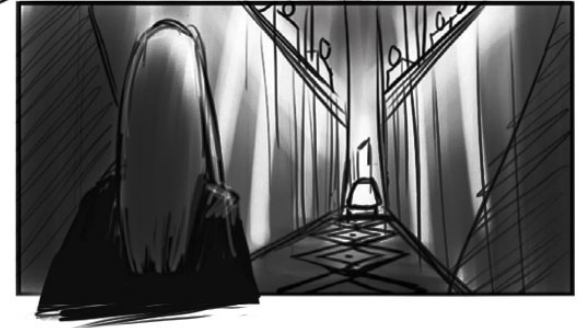
CUT PROFILE OF ALICE @ PEEPHOLE - LOOKS OVER SHOULDER



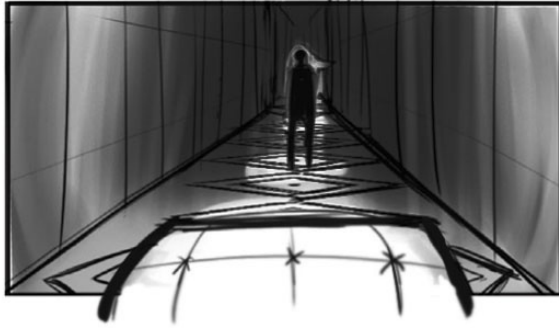
CUT ALICE TURNS



CUT REVEAL LONG HALLWAY



CUT CHAIR IN FOREGROUND AS ALICE APPROACHES



POV- ALICE REACHES FOR CHAIR



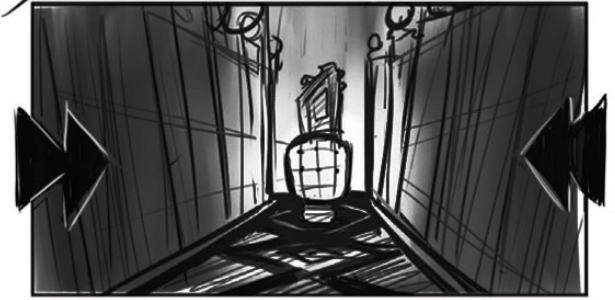
CUT TRACK W/ ALICE WALKING



TURN!



CUT TRACK ALICE POV



WHITE RABBIT GLANCES



CUT ALICE STEPS BACK



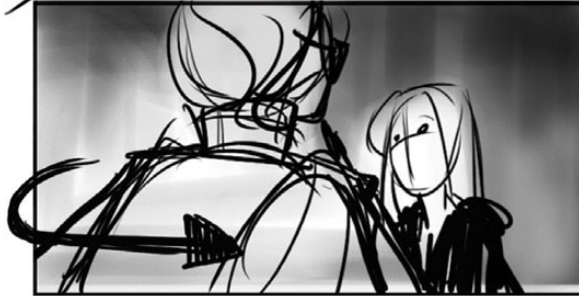
CUT WR STANDS — WALKS UP TO ALICE



CUT WR JUDGES



CUT WR JUDGES/CIRCLES ALICE



CUT WR CIRCLES



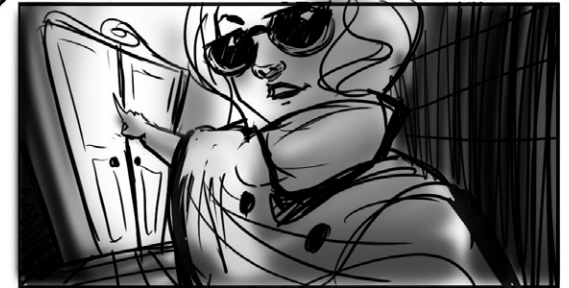
STOPS - FINAL LOOK



CU ALICE STILL CONFUSED



CUT WR POINTS TO DOORS



CUT ALICE APPROACHES DOORS



ON ALICE PUSHES OPEN DOUBLE DOORS



ON ALICE WALKS THROUGH DOOR



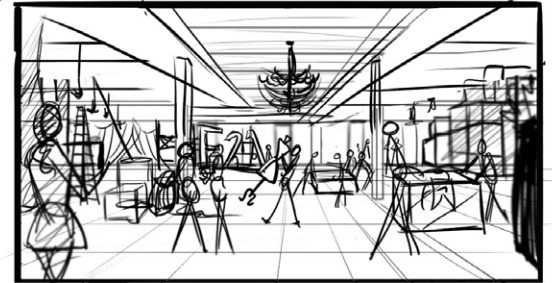
HARSH BRIGHT LIGHT - MAGICAL SMOKE



ALICE OPENS HER EYES

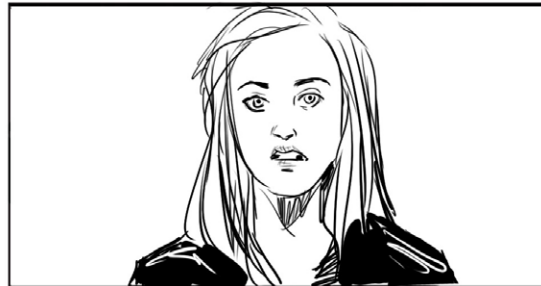


CUT ALICE POV - WIDE LOBBY



CUT

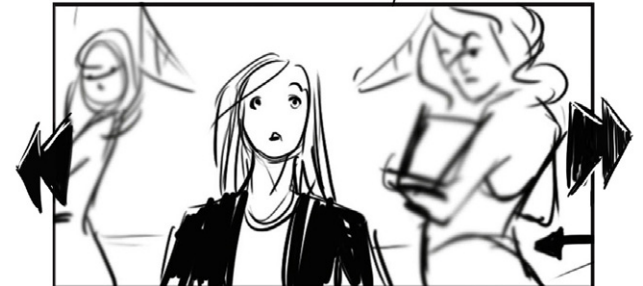
CU ALICE



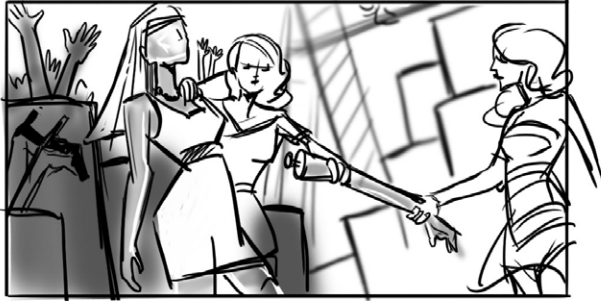
TRACK W/ ALICE'S HEELS / SEE FB HEELS



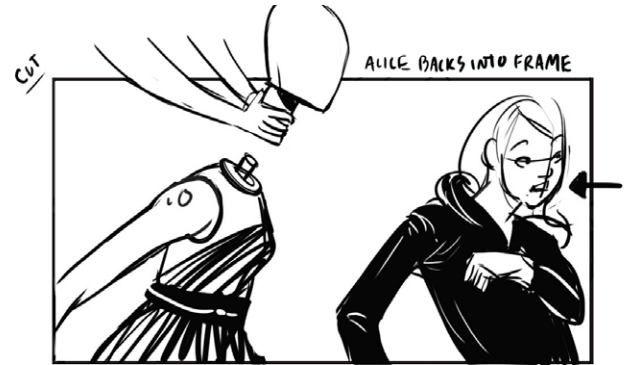
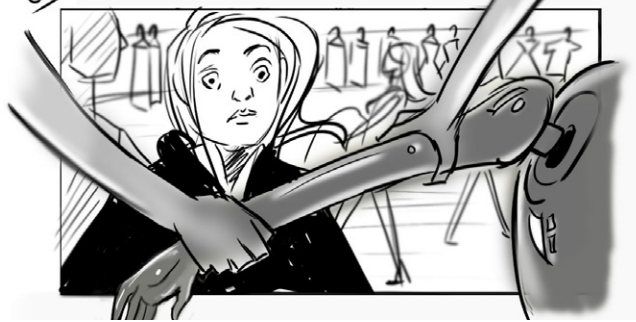
TRACK W/ ALICE WALKING / FB WALK PAST



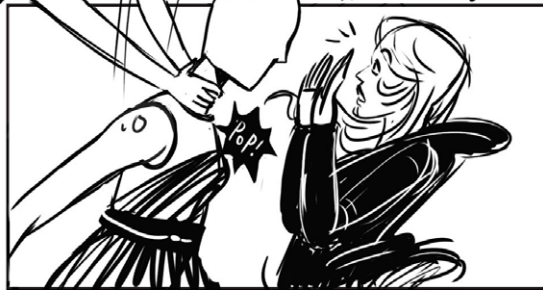
CUT ALICE'S POV OF FBS PUTTING TOGETHER MAN.



CUT FB'S ASSEMBLE A MANNEQUIN



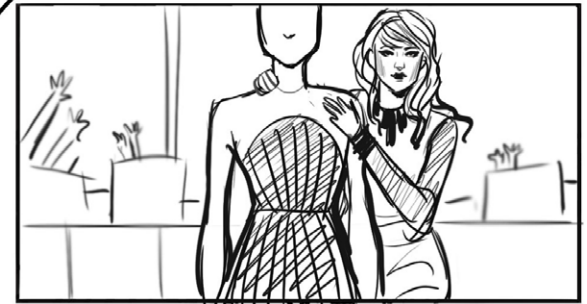
CON. ALICE ALMOSTS RUNS INTO MANNEQUIN  
FB POPS ON A MAN. HEAD



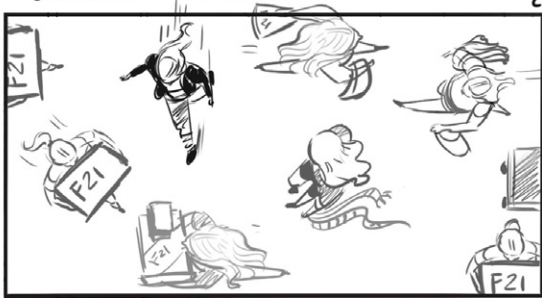
CON. ALICE RUNS OUT OF FRAME



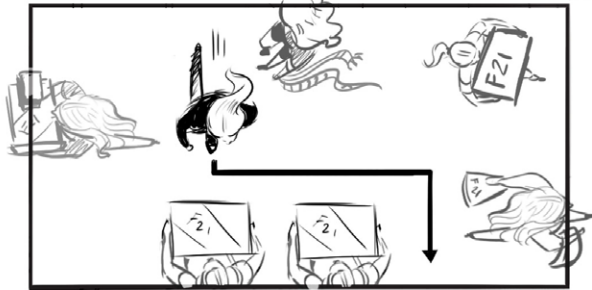
CUT ALICE'S POV OF FB BEHIND MANN.



CUT OVERHEAD-TRACK WITH ALICE AS SHE MOVES THROUGH FB CROWD



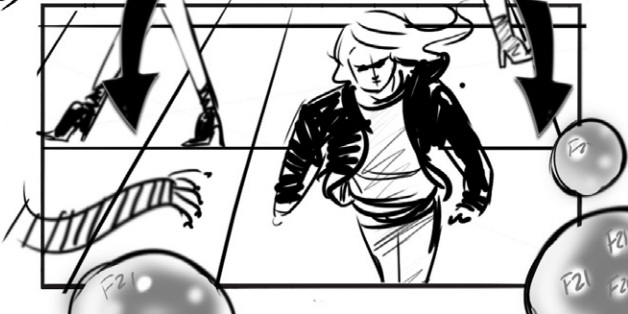
CON. OVERHEAD-TRACK WITH ALICE AS SHE MOVES THROUGH FB CROWD



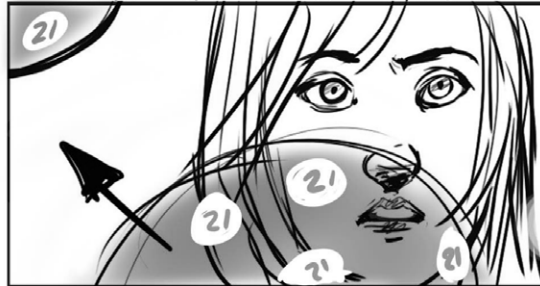
CON. CAMERA COMES DOWN - STILL TRACKING ALICE



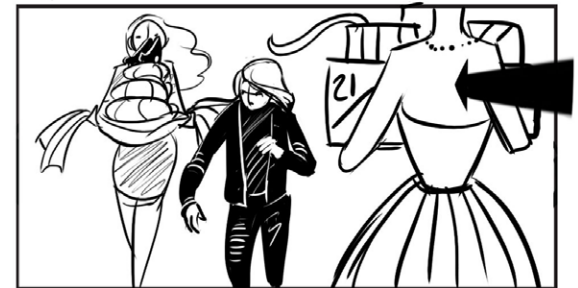
CON. CONTINUE TO MOVE DOWN TO ALICE - BALLOONS FLOAT UP



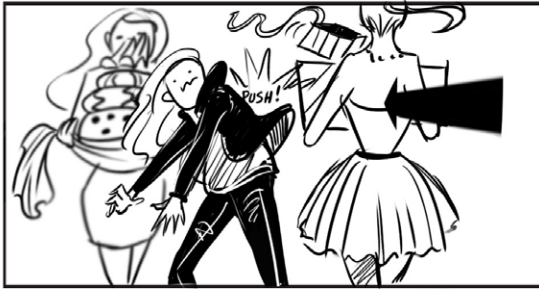
CON. CAMERA CON. MOVE DOWN TO MEET CU OF ALICE AS BALLOONS FLOAT PAST HER FACE



CUT ALICE IN THE MIDDLE OF FB'S - 1 WALKING TOWARD US 1 WALKING AWAY



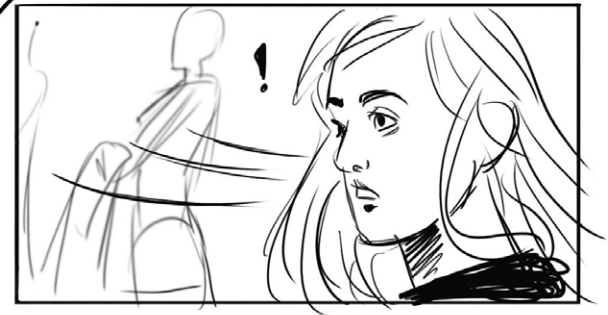
CON: ALICE GETS SHOVED BY FB



CON: ALICE GETS DODGES 2nd FB



CUT CU ALICE BACKING UP



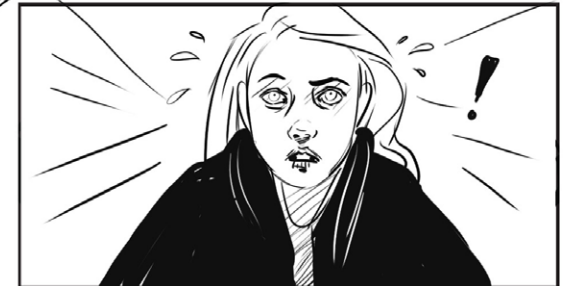
CON: ALICE TURNS HEAD



CON: ALICE TURNS HEAD - PAN TO REVEAL WR



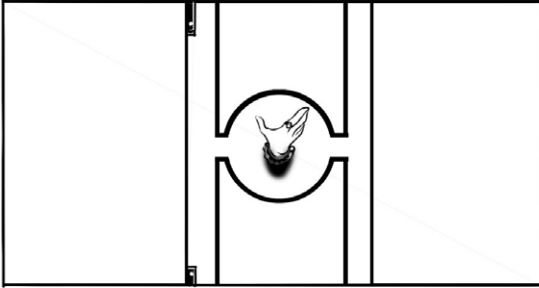
CUT ALICES CU REACTION



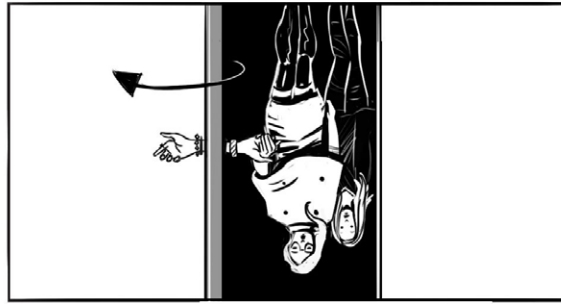
WR PULLS ALICE ALONG



CUT MED DOOR - APPEARS TO BE UPRIGHT



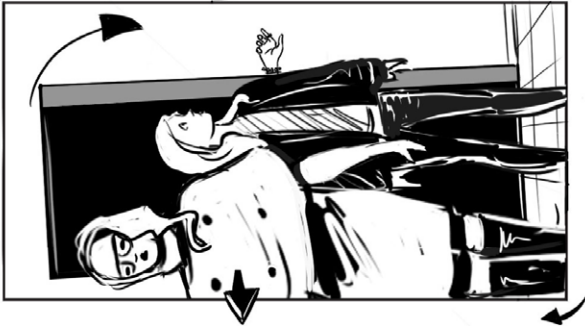
CON: DOOR OPENS - WR & ALICE ARE UPSIDE DOWN



CON: CAMERA PULLS BACK & ROTATES 180°



CON: ALICE & WR WALK TOWARDS CAMERA AS IT ROTATES



CON:



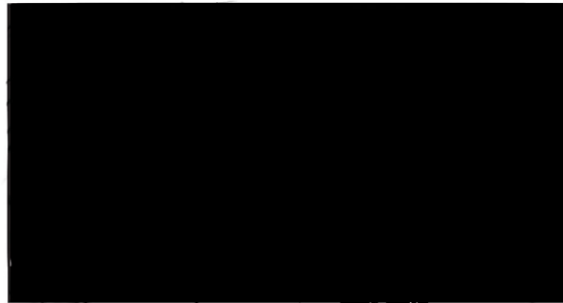
CON: FRAME NOW UPRIGHT - WR WALKS PAST CAMERA - ALICE WALKS TOWARDS



CON: ALICE WALKS INTO FRAME



CON: ALICE WALKS INTO FRAME TO BLACK



WT ALICE WALKING AWAY FROM CAMERA INTO HALLWAY



WT HALLWAY GETS SO SMALL THEY CRAWL - WR REACHES FOR DOOR HANDLE (miniature of 1st DOOR)



WT CU PROFILE OF ALICE & WR - WR GESTURES FOR ALICE TO GO IN THE DOOR



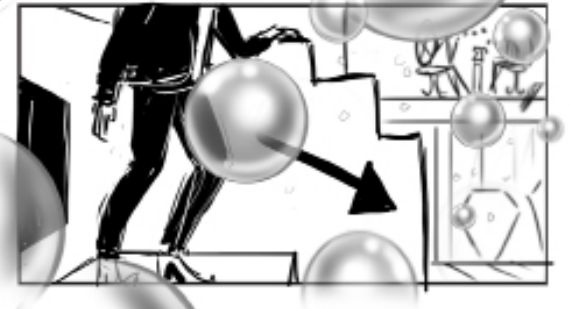
WT ALICE CRAWLS THROUGH DOOR



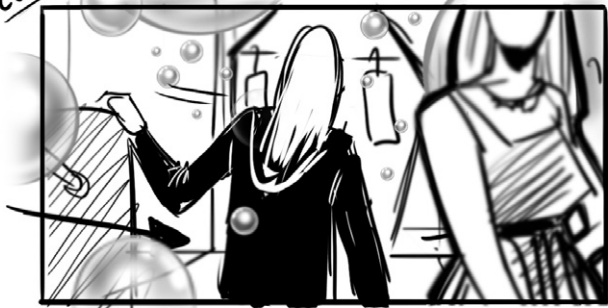
WT CU ALICE CRAWLING OUT ON OTHER SIDE



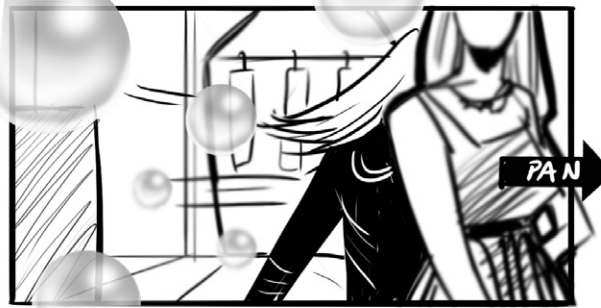
WT PAN W/ ALICE AS SHE WALKS TO DOLLHOUSE



CON: PAN W/ ALICE



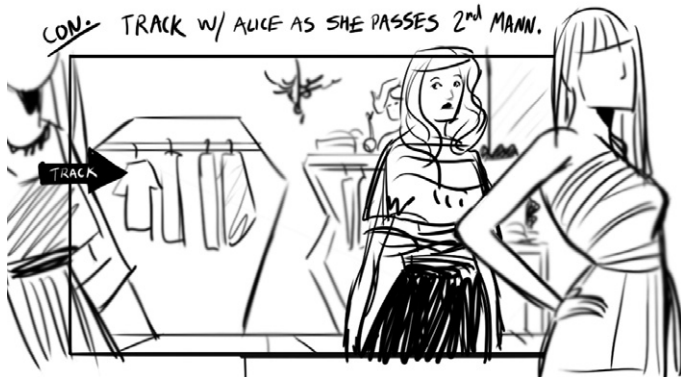
CON: PAN-ALICE PASSES BEHIND FG MANN.



CON: ALICE PASSES BEHIND MANN. SHES IN 1st ROOM - 1st outfit change (Surreal)



CON: TRACK W/ ALICE AS SHE PASSES 2nd MANN.



CON: ALICE PASSES INTO 2nd Room - 2nd outfit change (20's)



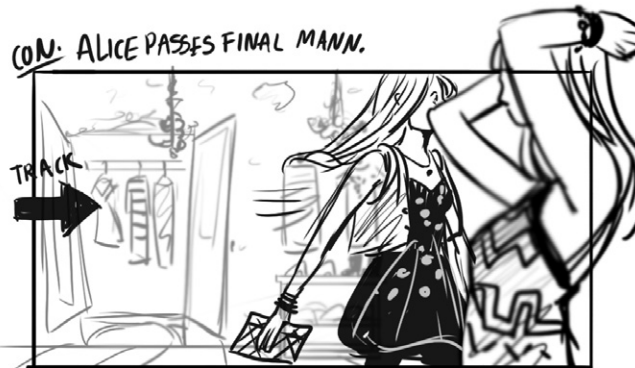
CON: ALICE PASSES BEHIND 3rd MANN.



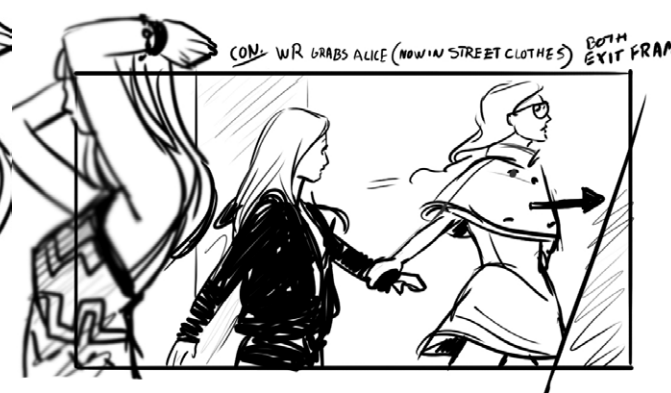
CON: ALICE PASSES 3rd MANN. INTO 3rd Room - 3rd outfit change (30's)



CON: ALICE PASSES FINAL MANN.



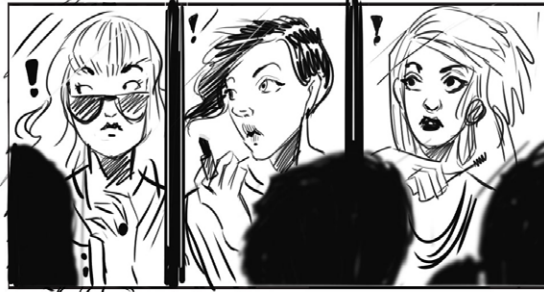
CON: WR GRABS ALICE (NOW IN STREET CLOTHES) BOTH EXIT FRAME



CUT 3 HIPSTER HAIRDRESSERS PRIMP IN MIRROR



CUT 3 HIPSTER HAIRDRESSERS HEAR ALICE & WR ENTER



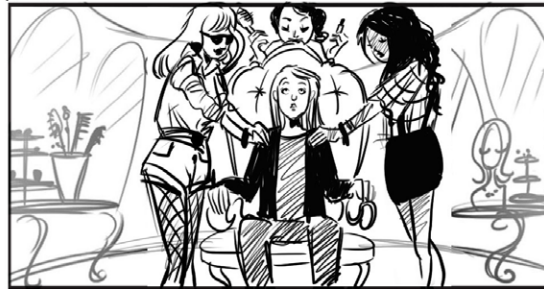
CUT THEY HEAR WR & ALICE ENTER - AS HEADS TURN CAMERA WIP PANS TO WR & ALICE



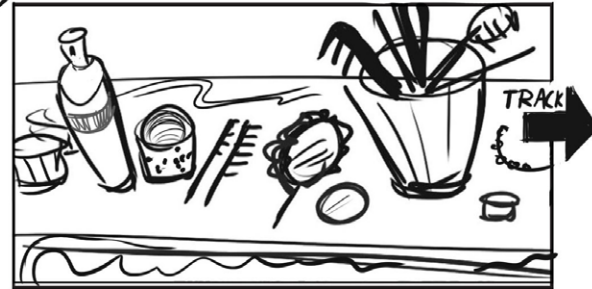
CUT HAIR DRESSERS GRAB ALICE

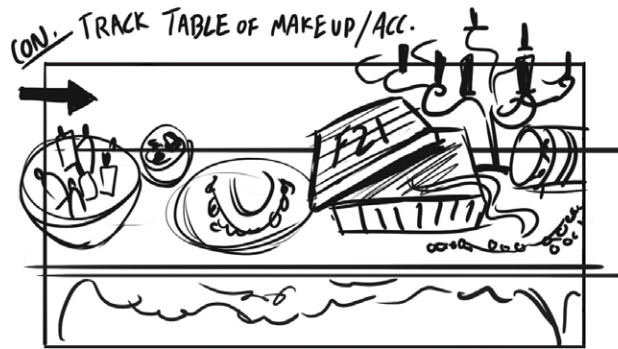


CUT HAIRDRESSERS PLACE ALICE IN SALON CHAIR



CUT TRACK BEAUTY SUPPLIES / ACC.

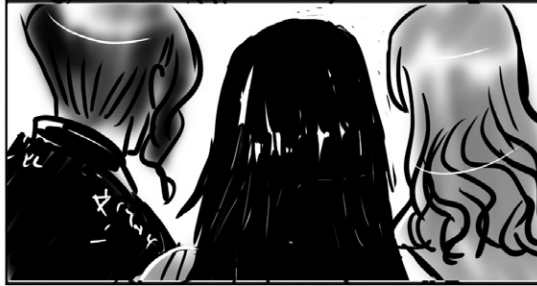




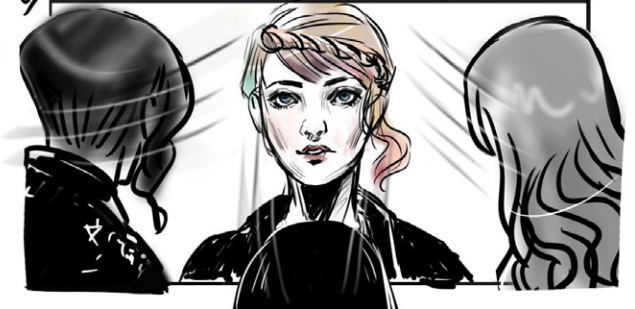
CU HAIRDRESSERS ADMIRE WORK



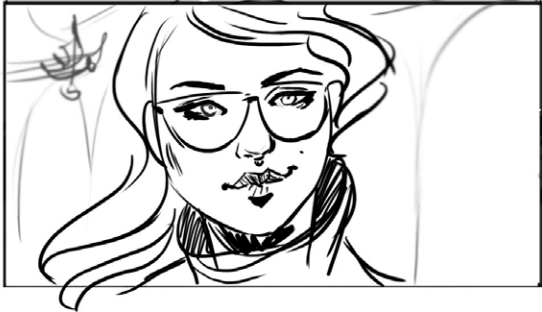
CU BEHIND HAIRDRESSERS BLOCKING ALICE



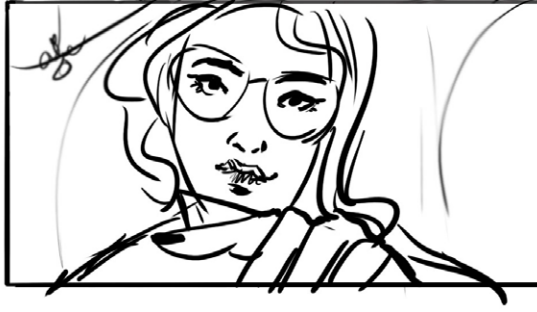
CUT HAIRDRESSERS SEPERATE TO REVEAL NEW ALICE



CUT WR LOOKS AT ALICE - PROUD OF HER WORK THUS FAR



CON: WR POINTS TO STYLISTS



CUT HAIRDRESSERS HAND ALICE F21 BAGS OF CLOTHES



CUT

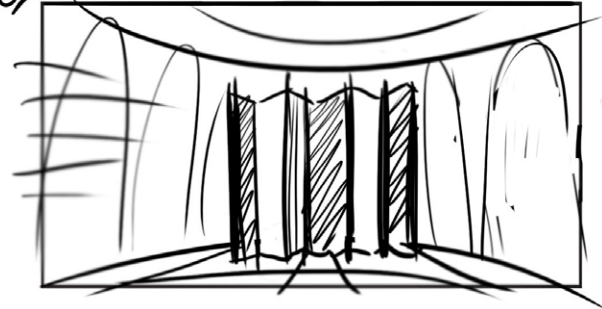


CUT

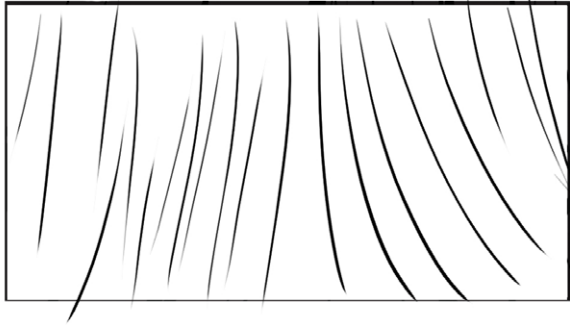
ALICE LOOKS TO WHERE WR POINTS



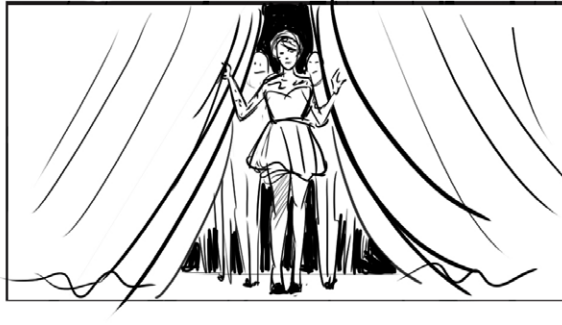
CUT ALICE POV OF DRESSING SADE



CUT WIDE - CURTAIN



CON CURTAIN OPENS W/ ALICE, HAIRDRESSERS, FBS, WR



CUT CU SHOES WALKING OUT



CUT TRACK WITH ALICE AND CROWD FOLLOWING HER



CUT ALICE'S POV OF MIRROR



CUT ALICE WALKS UP TO MIRROR



CON: ALICE TURNS TO CROWD



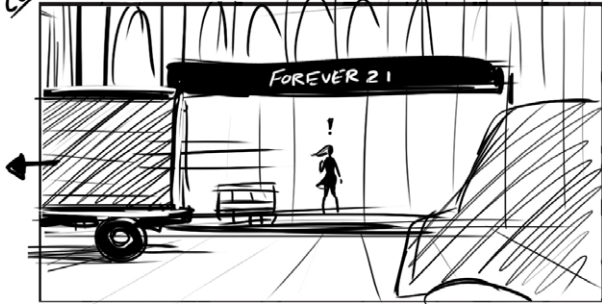
CON: AS ALICE TURNS TO CROWD - SOMETHING CROSSES IN FRONT OF CAMERA (WIPE TO...)



CUT NOW OUTSIDE ON STREET - TRUCK PASSES ALICE WIPING FRAME



CUT WIDE OF STREET - TRUCK EXITS FRAME



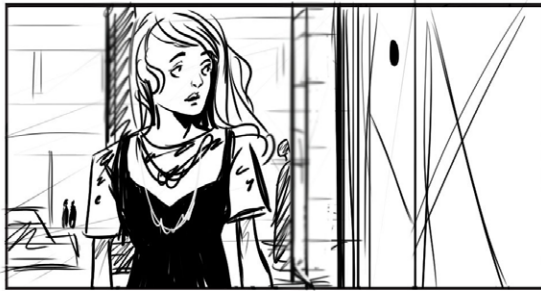
CUT CU OF STUNNED ALICE



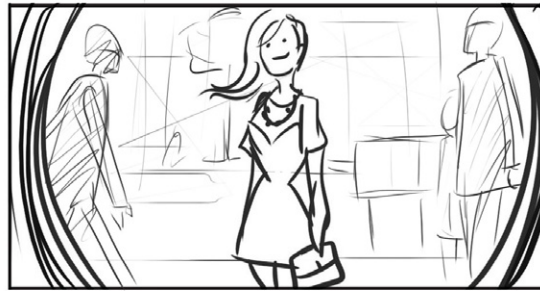
MED ALICE - CHECKS HERSELF - TONED DOWN RUNWAY LOOK



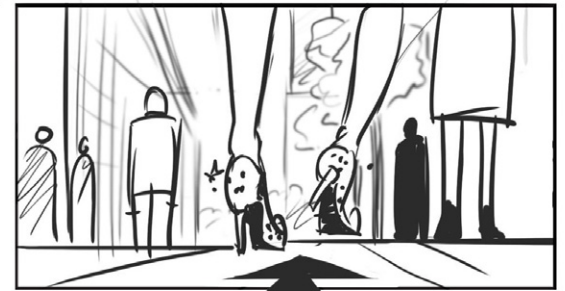
CUT ALICE - LOOKS BACK AT PEEPHOLE



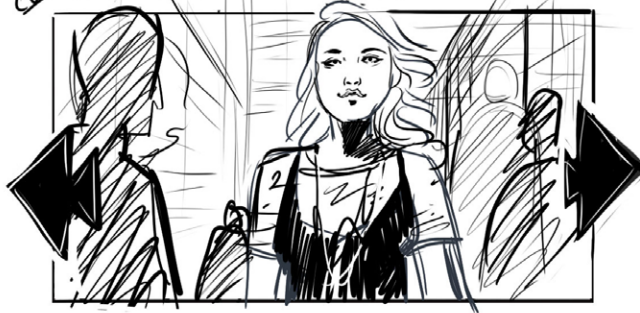
PEEPHOLE POV - ALICE SMILES



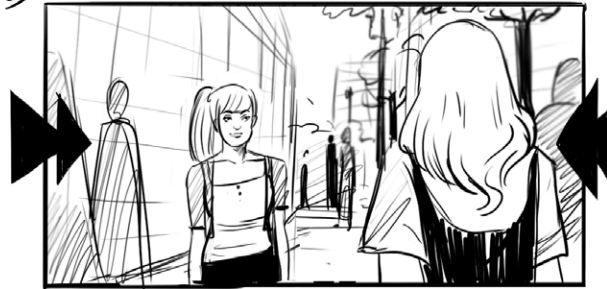
CUT TRACK W/ HEELS BACK INTO STREET CROWD



CUT TRACK W/ SMILING CONFIDENT ALICE



CUT ALICE PASSES A GIRL ADMIRING HER NEW LOOK



CON' GIRL DOUBLE TAKES "SHE LOOKED GOOD"



CON' GIRL SPOTS THE F21 STORE



CUT WIDE - GIRL ON THE STREET SPOTS THE PEEP HOLE

