



ARSF Module 6 Storyboard v2.0  
21 August 2020



01

VO: No matter how old you are, how long your journey is or the time of day -

Visual: Open on a front view of a car - we're looking through the windshield directly at the driver and her passenger, Charlie. The driver is CJ, a female parrot with a punky emo vibe. It's daytime.



02

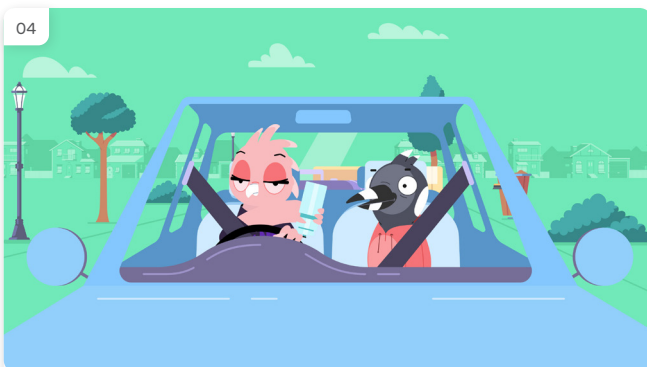
VO: - getting tired when you're on the road can happen to anyone.

Visual: As voice over continues, the parrot's eyes begin to droop, and go red.



03

Visual: Charlie hands her a bottle of water - but instead of drinking it she tips it over her head, splashing it all over herself, the car and the windshield.



04

VO: And despite what you might think, there's no quick fix.

Visual: Charlie looks at her, baffled, as she hands him back the empty bottle.



05

VO: If the signs start to appear, it's time to stop and take a break.

Visual: Meanwhile, CJ flicks the air-con on full blast and a jet-stream of wind blows her fringe back and sets her teeth chattering/icicles appear on the end of her beak.

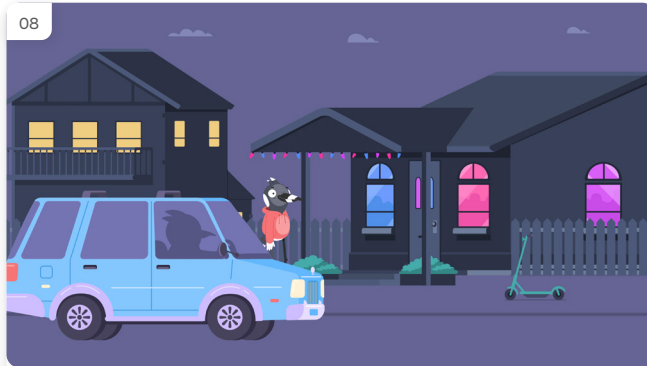


06

(Interaction section)



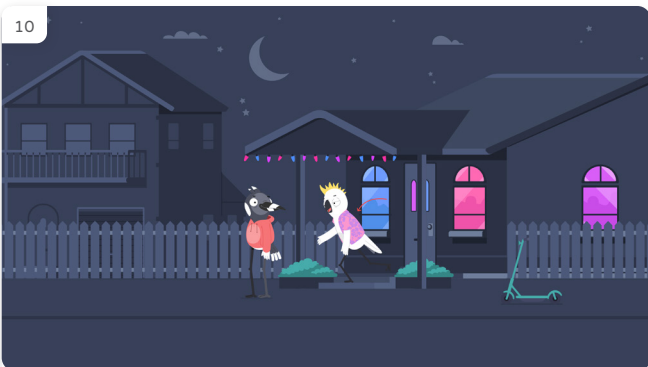
07  
Visual: An outdoor scene - it's twilight. We're in the front yard of a luset house with a front deck and garden. From inside we can hear the sounds of a party - thudding bass and chatter of voices - and silhouettes moving against the window with lights flashing inside. There's an unmanned Lime-style scooter on the pavement.



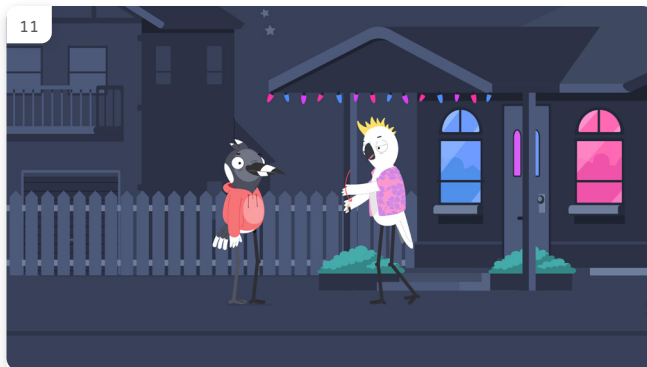
08  
VO: Let's be honest. You can't be held responsible for how other people behave or what they choose to do...  
Visual: Charlie pulls up outside in a car. (The driver is obscured). Charlie gets out, slams the door behind him. The car drives off as he walks up steps.



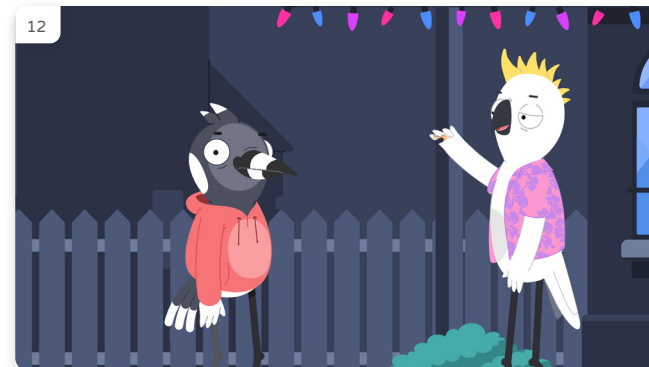
09  
Visual: Charlie opens the screen door and goes in. It slams shut behind him. The sky darkens and the moon/stars rise quickly to indicate the passage of time.



10  
VO: But you can choose whether or not to get in the car with them if you think they might not be fit to drive.  
Visual: The door opens again. Charlie walks out and down towards the road, followed by Chris the cockatoo. Chris trips slightly as he follows Charlie down the stairs.



11  
VO: Getting to know the warning signs that someone shouldn't be in control of a vehicle could save your life-  
Visual: Meanwhile Chris continues to act erratically - his eyes are very large and round with dilated pupils, he looks a little sweaty/twitchy and his crest is folding and unfolding. He squawks, fumbling/dropping his car keys...

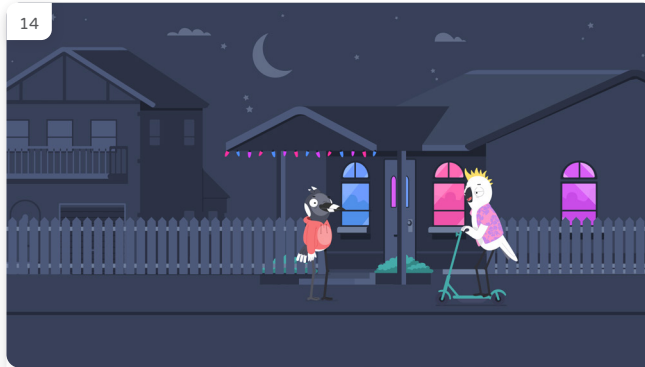


12  
VO: - and theirs.  
Visual: ...as Charlie breaks the fourth wall to look pointedly from Chris to camera and back a few times, eyes lidded.

13

(interaction section)

14



VO: It doesn't matter whether you're driving, on a scooter or bike, or just on foot, alcohol and other drugs-

Visual: We're back outside the party. Charlie and Chris are still outside. Chris decides he's going to give the discarded scooter a go. He hops on as Charlie watches on, looking doubtful/shaking his head. Chris starts up the scooter and begins to move.

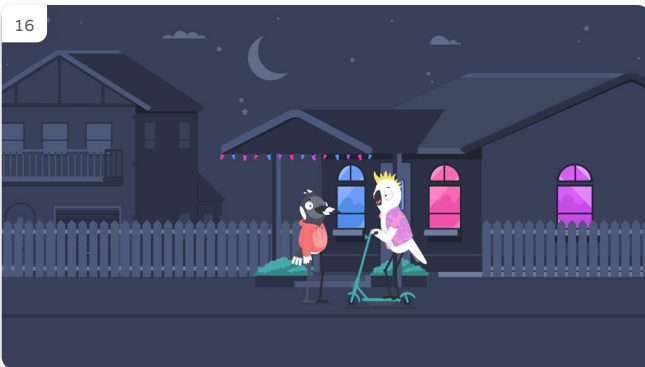
15



VO: -can still affect your perception and vision - whoah, that's weird!

Visual: As VO starts to say "can still affect...", the whole scene goes blurry and/or super-pixelated to represent altered perception.

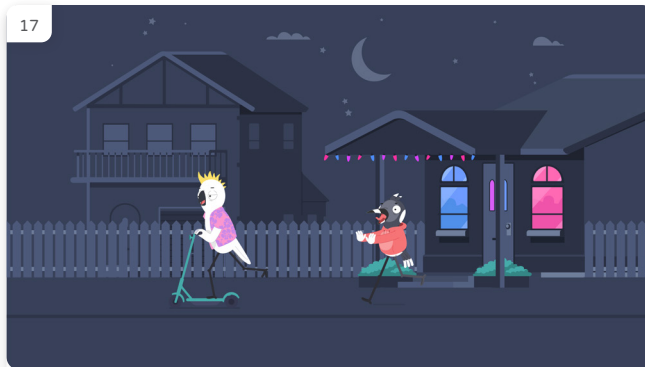
16



VO: ...as well as your reaction speed and reflexes...

Visual: The scene (and VO) then slows right down as VO says "reaction speed and reflexes". The scene then pops and reverts back to normal.

17



VO: (Clears throat). Sorry about that! That's why being anywhere near a road when you're under the influence is always a bad idea.

Visual: Chris speeds off to the left and off screen cackling. Charlie pauses a moment, watching, then squawks in alarm and races after him.