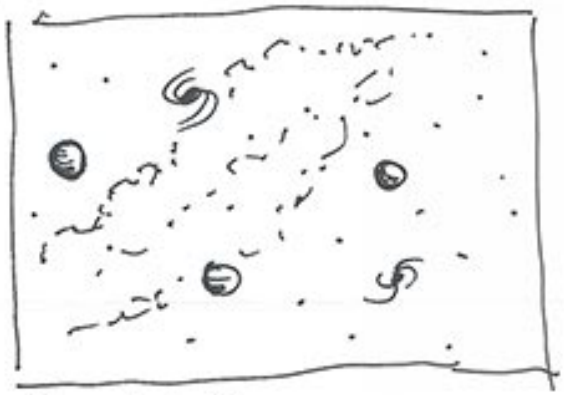
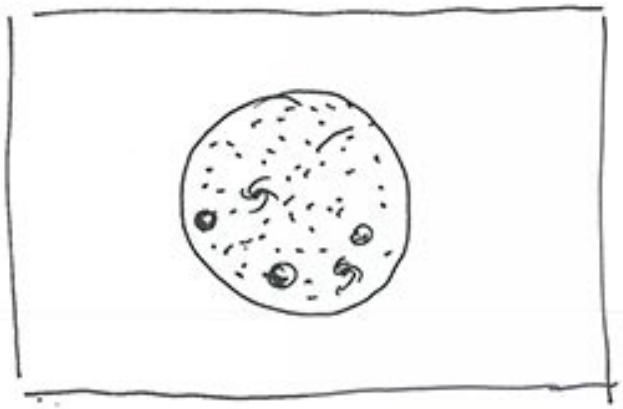
TRANSIZIONE

T0

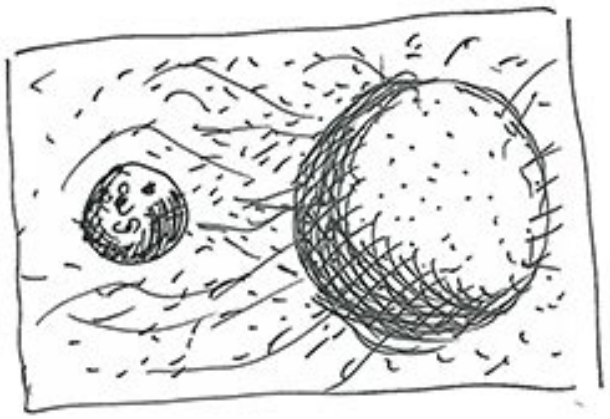


Snapshot of the cosmos background dark gra

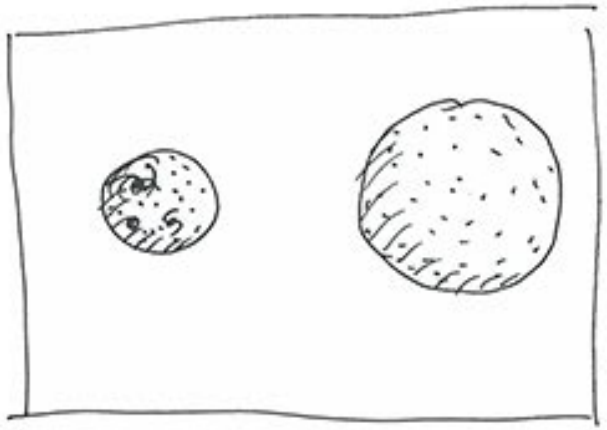
→ T1



"Marble" with 15% visible matter (bkg. dark gray)



from the background points start to create a mass of dark matter upto 85%



final screen with full background full black

T3

SCENA 1

TO = transition from opening credits

T1 = Collapse/Zoom out on marble that contains cosmos

TIME: 30"
VOICE OVER

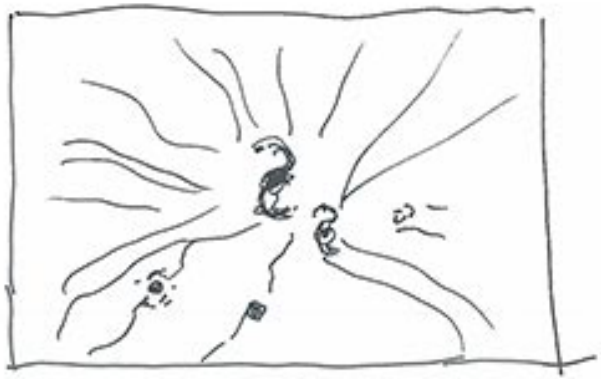
HIGHLIGHTS on cosmos elements when cited

T3 = Particular transition (general graphics)

INFOGRAPHICS

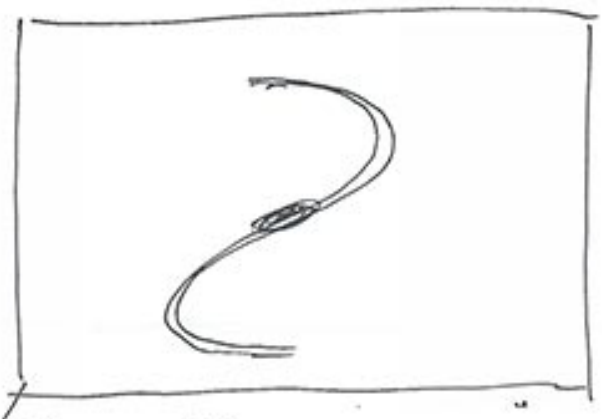
"MARBLES"

SCENA 2

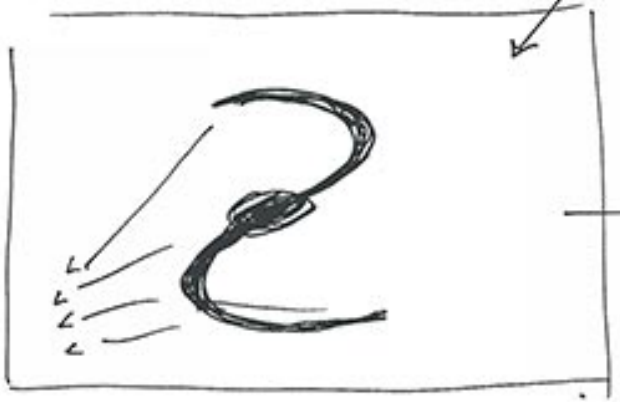


SNS cosmological simulation

T1 →



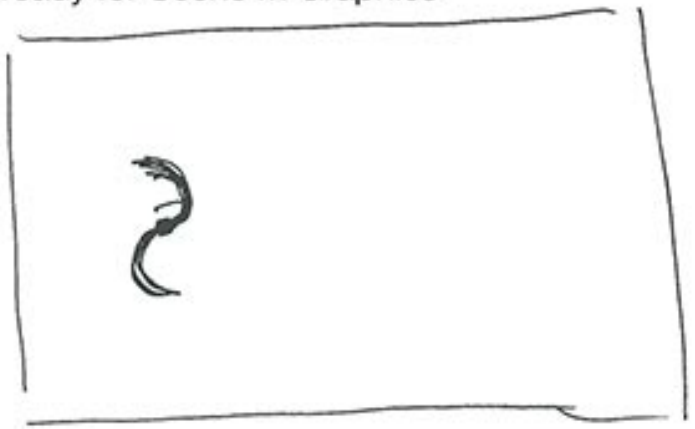
Zoom on Althea



from Althea simulation to graphical galaxy

T2

ready for Scene M Graphics



T1 = Zoom

TIME = 30"

'SNS SIMULATIONS

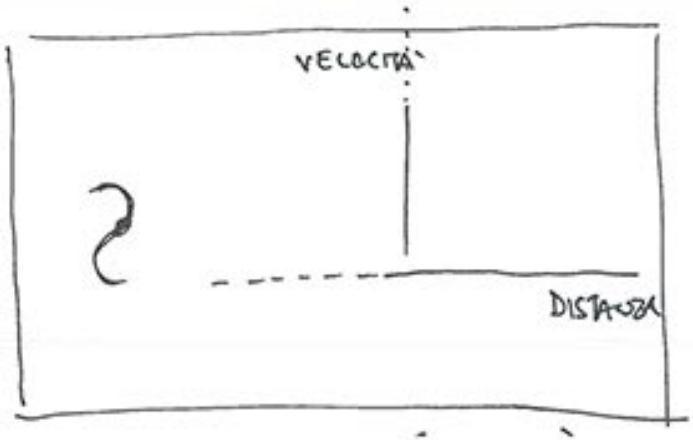
T2 = Reduction to galaxy on 1/2 of screen on left

INFOGRAPHICS

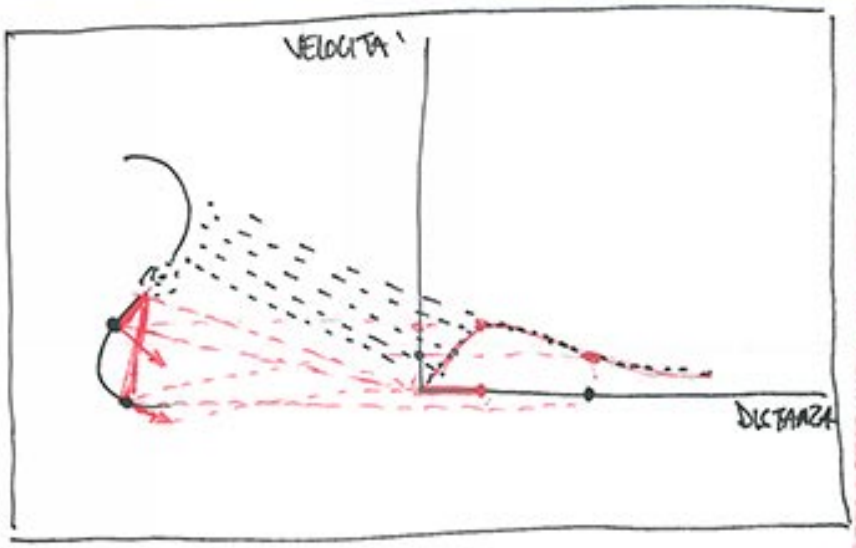
"SNS SIMULATION"

SCENA 3 (A)

VOICEOVER
INFOGRAPHICS



two vectors are constructed
(particle anim) Velocity
and Distance

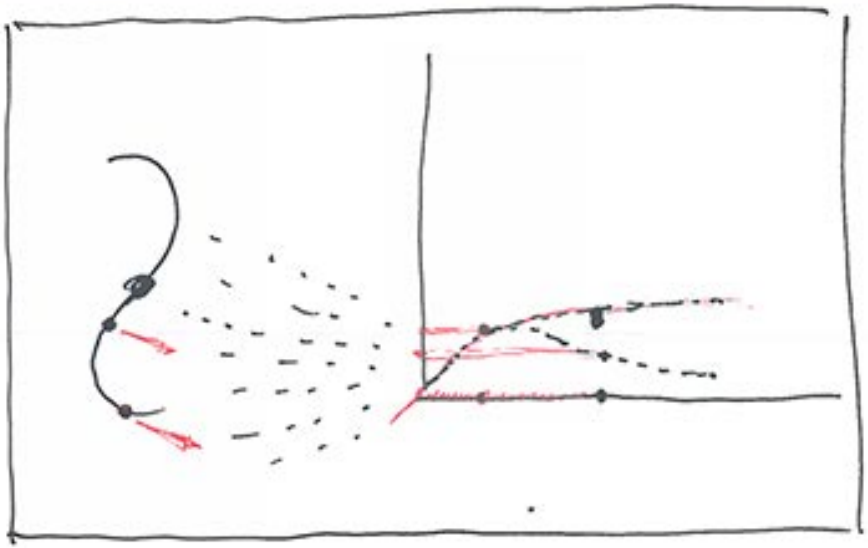


Case without Dark Matter
Internal and external star

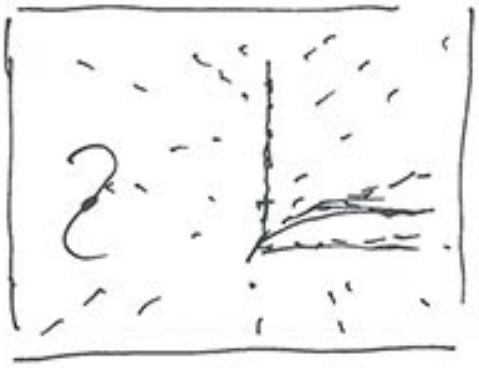
- Motion graphics
- movement fro two vectors velocity and distanza on plot (animated)
- Particle effect that constructs the rotational curve

"ROTATION CURVES"

SCENA 3 (B)

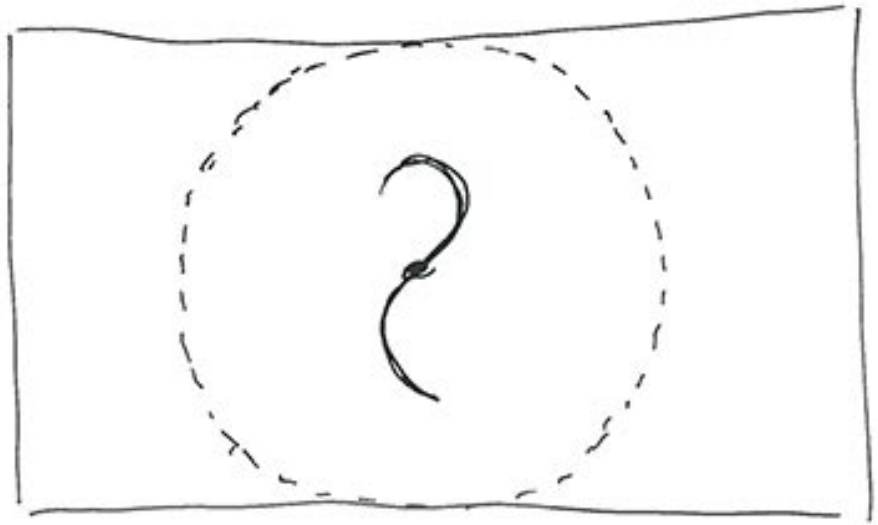


T1 →



Dissolve plot and rotational curve
- galaxy + zoom
- move galaxy to center

ase with Dark Matter internal/external start
- Motion graphics
- vector movements
(highlight correct point)
- Particle effect that constructs the rotational curve



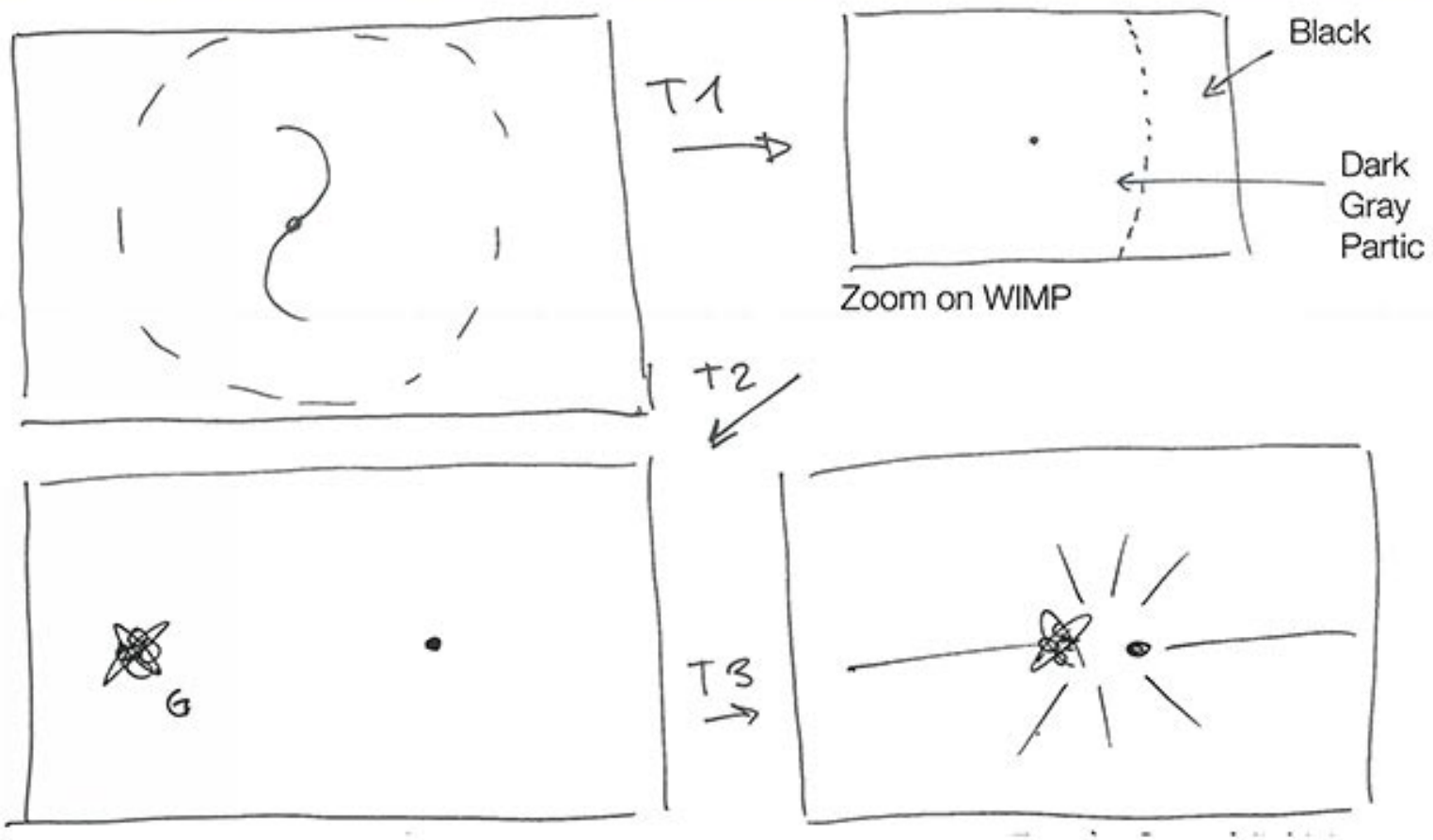
→ graphical galaxy with "halo" of dark matter

Scen A+B Time = 40"

T1 = Dissolve plot with particle animation and zoom to galaxy

VOICE OVER
INFOGRAPHICS

"ROTATION CURVES"



interaction between Wimp and gravitational atom

interaction wimp atom direct collision

SCENA 4

T1 = ZOOM ON WIMP

T2 = ATOM APPEARS

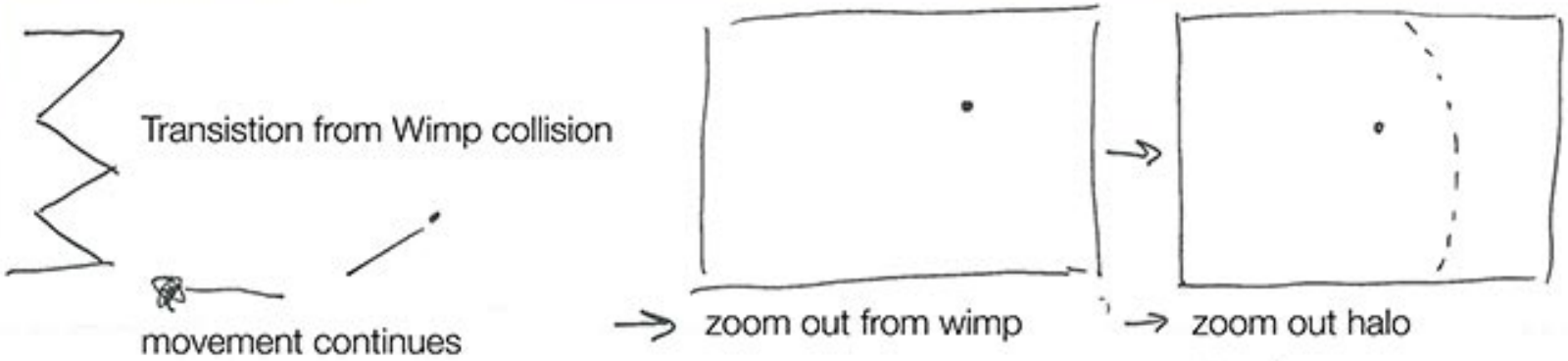
TIME = 20"

VOICE OVER

T3 = WIMP + ATOM SCENE REAPPERS

INFOGRAPHICS

"WIMPS"



SCENA 5

QUICK PROGRESSION

TIME = 20"

VOICE OVER

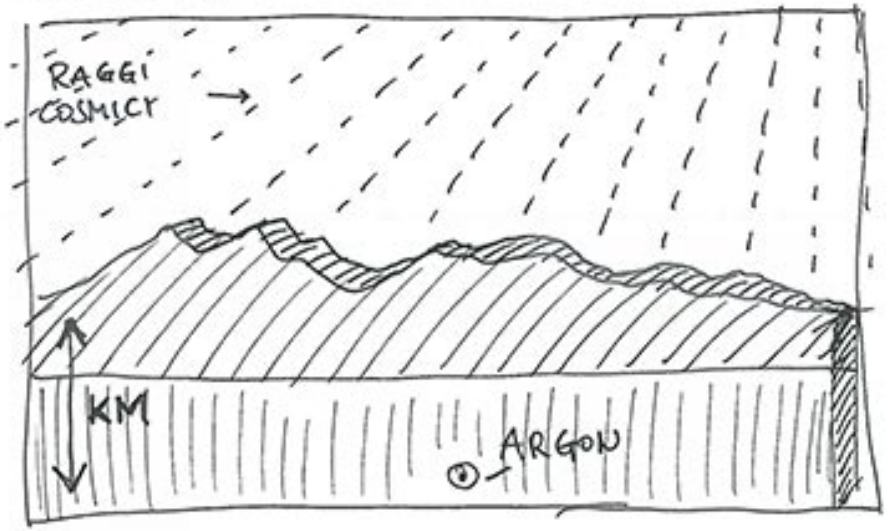
HIGHLIGHTS ON CITIES

FINAL HL ON GRAN SASSO

INFOGRAPHICS

// DARK SIDE COLLABORATION //

Cosmic rays



Scene is built bti by bit
- Mountain/earth
- Under the earth
- Argon
- Infographics
- Cosmic rays

SCENA 6

SCENE BUILDS UP ON VOICE OVER

TIME = 30"

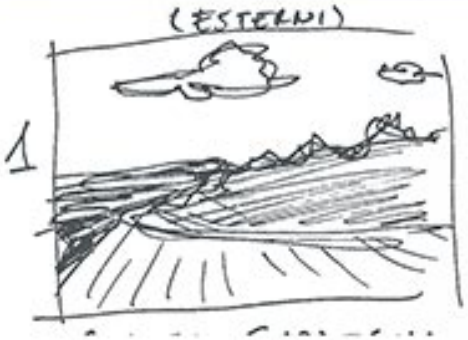
INFOGRAPHICS simple on "earthy"
background near pastel palette

"ARGON"

CUT transition from Argon

repertoire Colorado

T1



Sardenga (VIS/rep)

SCENA 7

T1/T2/T3 = CROSS DISSOLVE

T4/T5 = CUTS

FROM EXTERNAL GRAN SASSO TO INTERNAL

VIS SHOTS

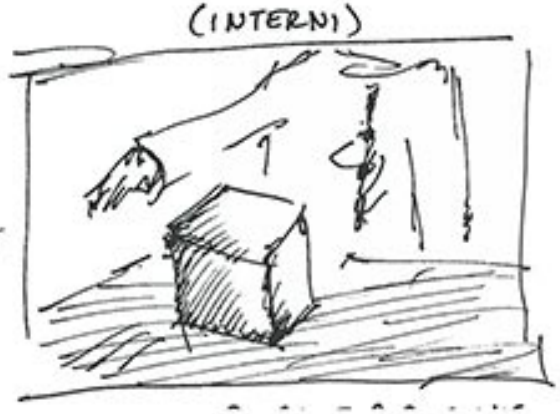
FOTOS FOR 3D RECONSTRUCT

INFROGRAPHICS (SIMPLE JUST TO INDICATE PLACES)

T2

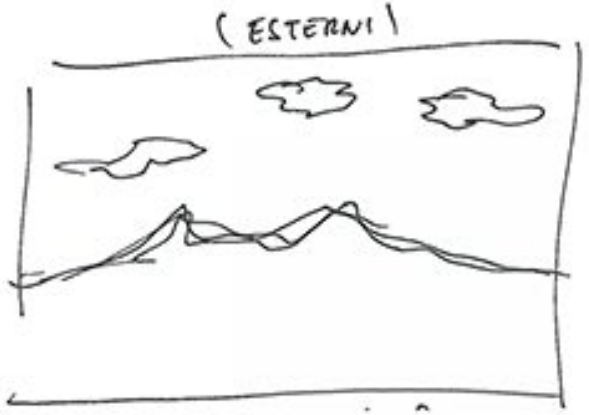
Naples shot VIS silicon pm

T3



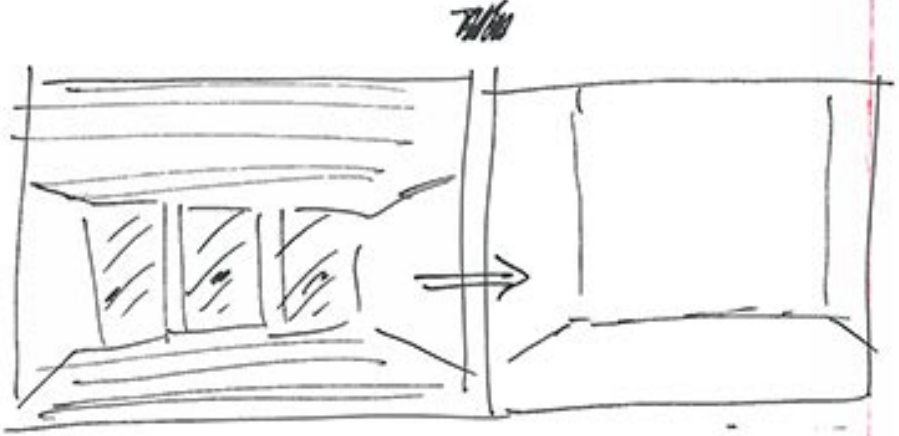
Shots repertoir or VIS CERN

T4



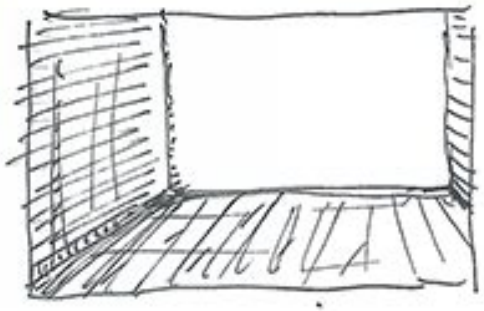
Gran Sasso shots VIS

T5



From external to internal Experiment hall

"LOCATIONS"



Hall C shots

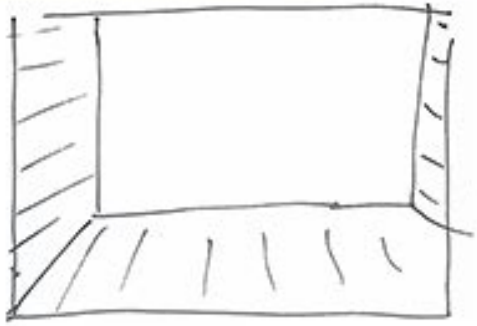


image opacity change

3D with part
motion grpx

SCENA 8

3D MODEL OF EXPERIMENT

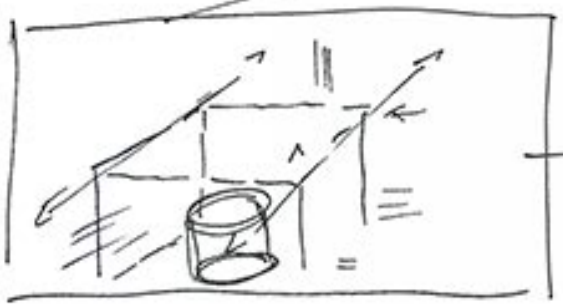
MOTION GRAPHICS PART.
TO CREATE LINES
FROM MODEL SCHEME*

TIME = 45"

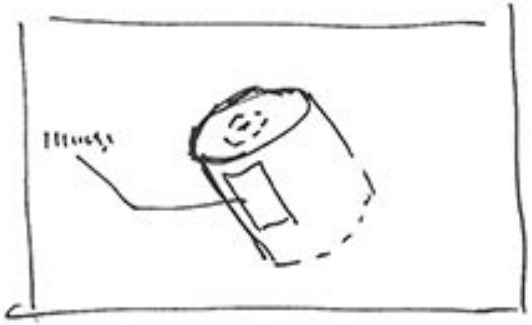
VOICE OVE

INFOGRAPHICS

*DRAFT



create motion with experiment
scheme 3D

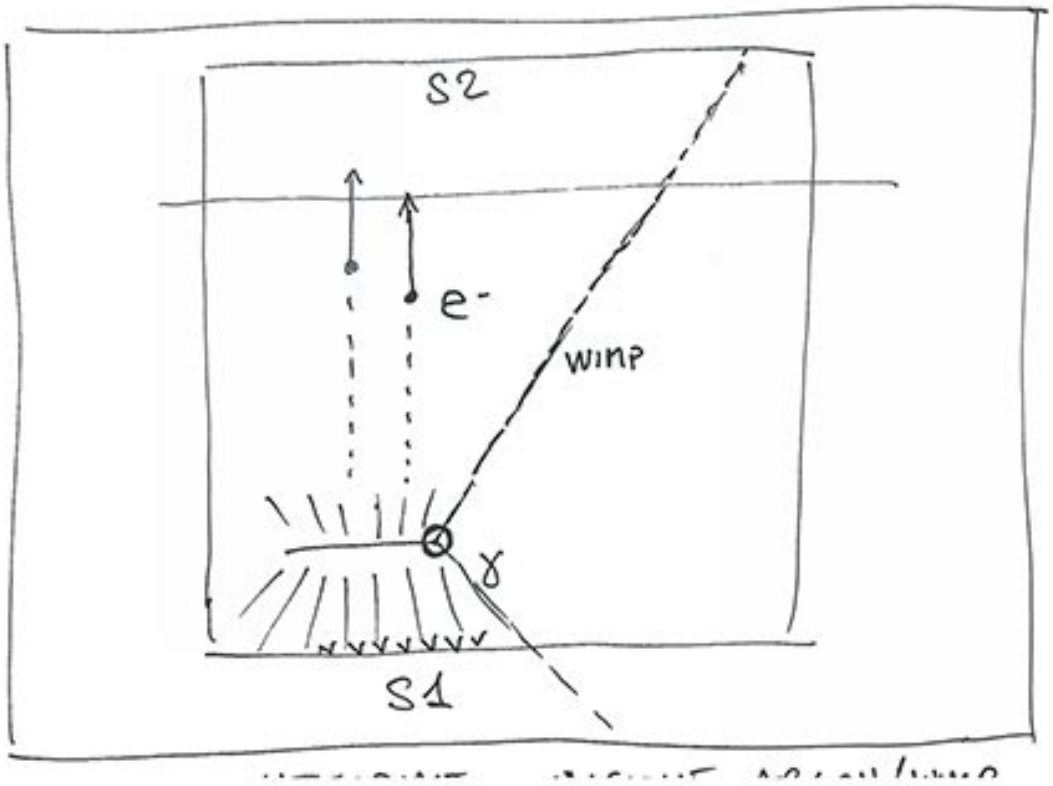


once all the enclosure is formed
cam movements and dissolve
matter to see specific sections
with highlights

POSSIBILITÀ
LOOP
/
ISOLARE

"DS20K-3D"

Transition
from 3D
to Vector



Vector animation collision Argon/Wimp
Production of electrons and photons
signal detections s1 and s2

SCENA 9

VECTOR ANIM OF
EXPERIMENT
WIMP VS ARGON

TIME = 45"

VOICE OVER

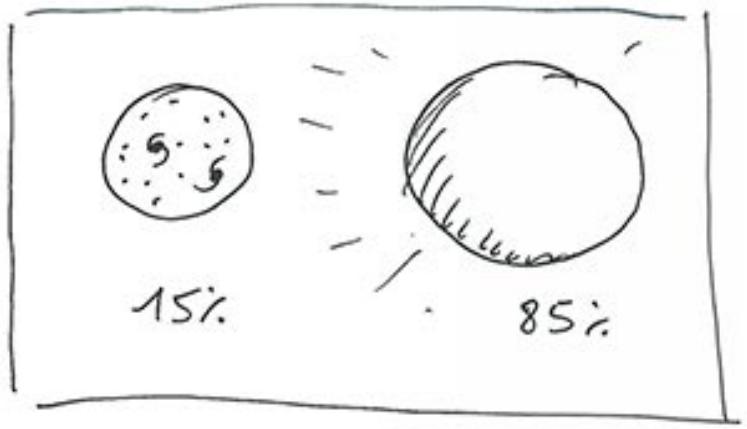
INFOGRAPHICS

DRAFT

"DETECTION"

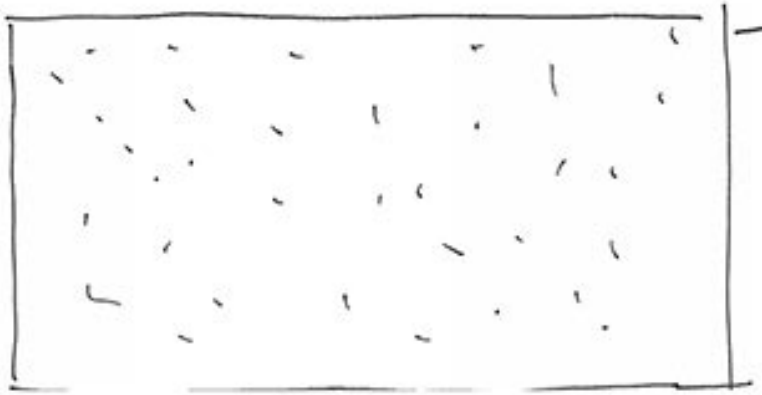
SCENA 10

Transition to do from
Experiment t0



Sphere of Dark Matter is formed

close >



→ end of voice over

(anim) complete dissolve (particle to black)
to star final credits

TIME = 15"

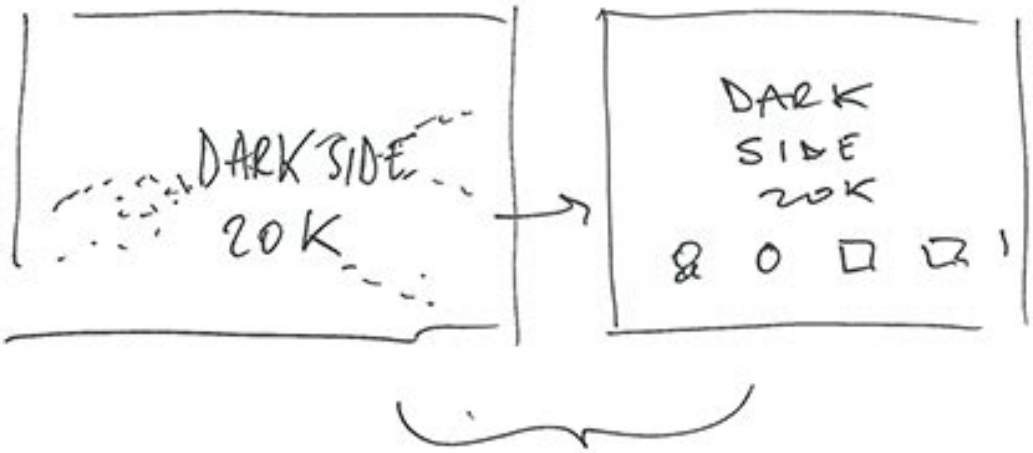
INFOGRAPHICS

T0 = TO DO ONCE
SCENE 9 IS SIGNED-OFF

" WRAP-UP "

INITIAL TITLES

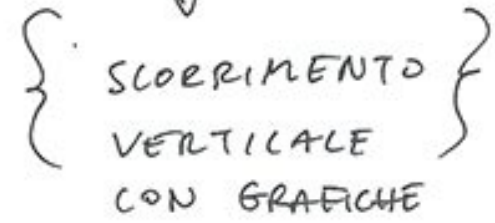
PARTICLE ANIMATION THAT
FORM
TEXT AND LOGOS ETC

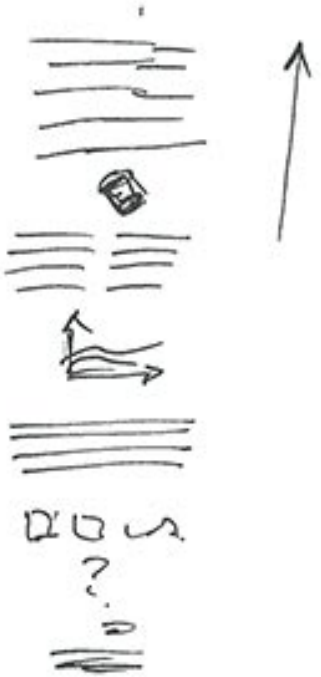


TO DECIDE ONCE WE
HAVE MATERIAL

END TITLES

TO DO / HAVE





CREDITS