

**The Real Inspector Hound Flow Chart**

LD: Collin Hall		Date: 3/23/19					Revision: 1		
Section	1	2	3	4	5	6	7	8	9
Pages	5-15	15-20	20-21	21-24	24-30	30-32	32-39	39-40	40-44
<b>Major Action</b>	Critics discuss theatre	Introducing characters	Playing the card game	Intermission	Hound finds the dead body	Critics discuss theatre	Repeat of Act 1	Birdboot discovers Higgs	Resolution
<b>Character Emotion</b>	Friendly	Competitive	Playful	Critical	Frightened	Critical	Sneaky	Confused	Determined
<b>Location</b>	West End theatre	Manor	Manor	West End theatre	Manor	West End theatre	Manor	West End theatre	Manor
<b>Time</b>	Night	Mid-day	Mid-day	Night	Mid-day	Night	Evening	Night	Evening
<b>Level of Reality (1-10)</b>	7	6	6	7	5	7	6	4	3
<b>Visibility Needs (1-10)</b>	5	8	8	5	7	5	8	3	6
<b>Mood</b>	Anticipatory	Chaotic	Antsy	Reflective	Anxious	Anticipatory	Foreboding	Thrilled	Excited
<b>Angle</b>	From the top	Lower angle	Lower angle	From the top	Lower angle	From the top	Lower angle	From the top	Lower angle
<b>Color</b>	Amber	Amber	Amber	Blue	Cool blue	Amber	Amber	Blue green	Amber
<b>Texture</b>	Spooky trees!	Window	Window	Spooky trees	Window	Spooky trees!	Window	Spooky trees	Window
<b>Composition</b>	Focus on critics	Whole stage open	Focus on the card table	Focus on critics	Open stage	Focus on critics	Whole stage open	Focus on critics and body	Whole stage open
<b>Movement</b>	Tight focus on action	Little to none	Focus down	Little to none	Slight isolation	Tight focus on action	Little to none	Follow Birdboot	Little to none
<b>Brightness (1-10)</b>	4	8	7	4	7	4	8	4	7
<b>Sharpness (1-10)</b>	7	3	4	8	4	7	3	8	4
<b>Have to Have</b>	Texture	Even systems	Ability to isolate	Different colors	Ability to isolate	Texture	Even systems	Direct attention to body	Even systems