Company	Spoken Words	Approximate Duration
Stewart-Schäfer - <u>DistanceDesigns</u>	157	60 SEC

AUDIO	VISUAL
Background Music.	These are some examples of style elements that could be emulated in this video- Example #1 - The environments in this video seem to have an interesting look Example #2 - Pretty good character designs, and nice location shift for example around :37 Example #3 - The main thing I like about this video is the way the animation slides from location to location - maybe similar transitions could be used The character designs could be kept minimalist to heighten the spaces that we are traveling through over the course of the video. Here is another simple design.
NARRATOR (V.O.) In a post Covid-19 world, companies need to focus on how they can ensure the health and safety of all employees. With that priority in mind - this moment is also a unique opportunity for a sustainable solution.	Maybe show a simple representation of the virus, it spins and transforms into the globe - the post-covid world.
NARRATOR (V.O.) For decades businesses have been tied to inefficient designs; built around outdated culture and modes of working.	Show <u>rows and rows</u> of employees packed into dreary cubicles. Zoom in on one single EMPLOYEE working at their desk.
NARRATOR (V.O.) This is a chance to create a workspace that will not only be safer but benefit creativity, productivity, and new methods of collaboration.	Still on the <u>single employee</u> - the cubicles walls around them fall away - as does the cramped desk. The EMPLOYEE walks into a new space - maybe one that resembles this <u>image</u> from the website. A few other employees are scattered around - they look comfortable. The EMPLOYEE sits down and joins his co-workers.

NARRATOR (V.O.) DistanceDesigns evolves work environments for a hybrid low-density and activity-based workflow.	Show LOGO.
NARRATOR (V.O.) Our approach reduces risk by removing health hazards through design, removing touchpoints, maintaining required distancing as well a host of other architectural and design considerations.	Show hazards being rethought by design. A series of before and after images: -A door handle (highlighted to draw attention to it) on the glass doors leading into an office, in the redesign the door is removed. -Show employees working together at a row of desks, the room is transformed so that employees are farther apart and don't have overlapping desktop space. -Maybe show a standard conference room with everyone around a table then a redesigned space that is more casual, allowing for creativity and social distancing.
NARRATOR (V.O.) With the increase in remote work, low-density offices are set to become the new normal. Designing around the activity utilizes the space for efficiency, allowing people to think outside the box and work together in new ways.	Maybe show a <u>diagram of a room being sketched</u> . Then the angle shifts and the diagram is viewed as an <u>isometric layout</u> - with the different design elements <u>falling into place</u> from above. Similar to the effect in this <u>video</u> at timecode 1:40 - only maybe smoother. Maybe move through several different areas in an office that have been designed specifically for the activity taking place in that space.
NARRATOR (V.O.) DistanceDesigns It's time to rethink your workspace.	Show LOGO. Kinetic Text: It's time to rethink your workspace