

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	



Dialogue:

Dialogue:

Dialogue: LOVELLYN
 HEARTY is going to be soooo
 exciting that we made her
 a BIRTHDAY CAKE!

Action notes:

Action notes:

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.
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Dialogue: LIEBE LOVELLYN
 RASPBERRY CRÈME. CHOCOLATE,

Action notes:
 BG CHANGES TO THEIR VIEW OF THE CAKE'S FLAVOR

Notes:

Sound FX:



Dialogue:

Action notes:
 THEY'RE BOTH SURPRISED...

Notes:

Sound FX:



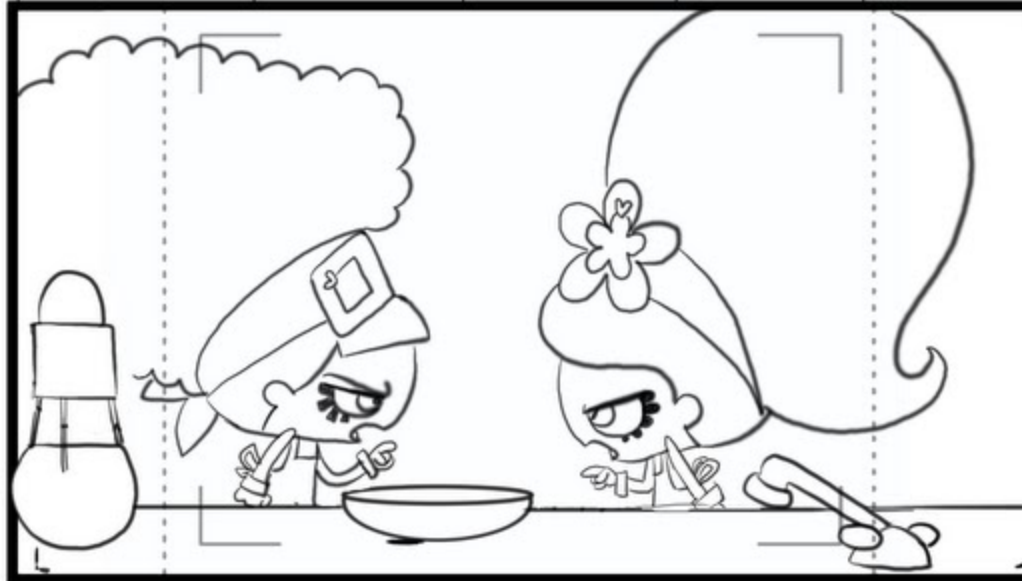
Dialogue: LOVELLYN
 HER FAVORITE CAKE IS...

Action notes:

Notes:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.
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Dialogue:

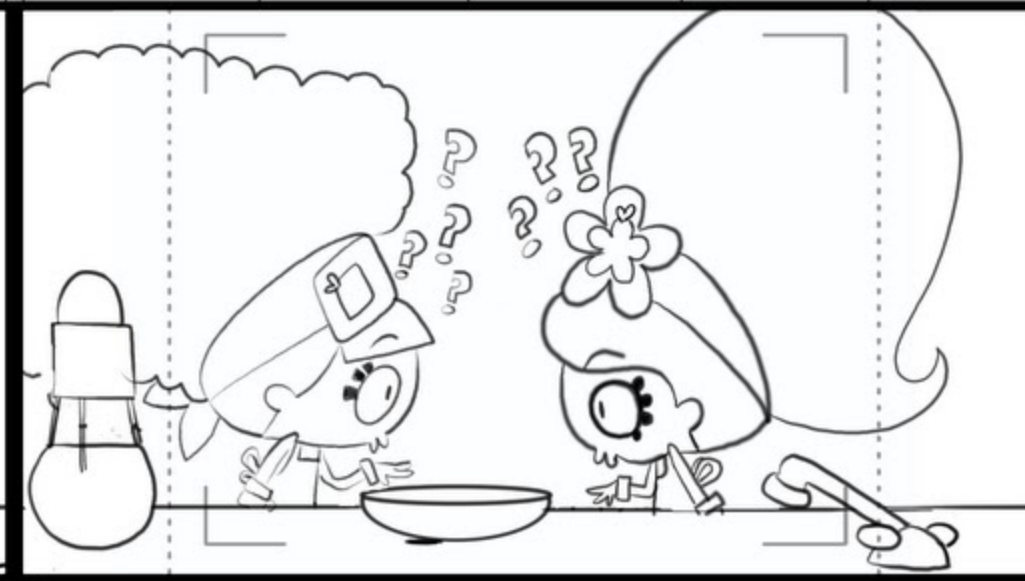
LIEBE
RASPBERRY CREME!

LOVELLYN
CHOCOLATE!

Action notes:

Notes:

Sound FX:



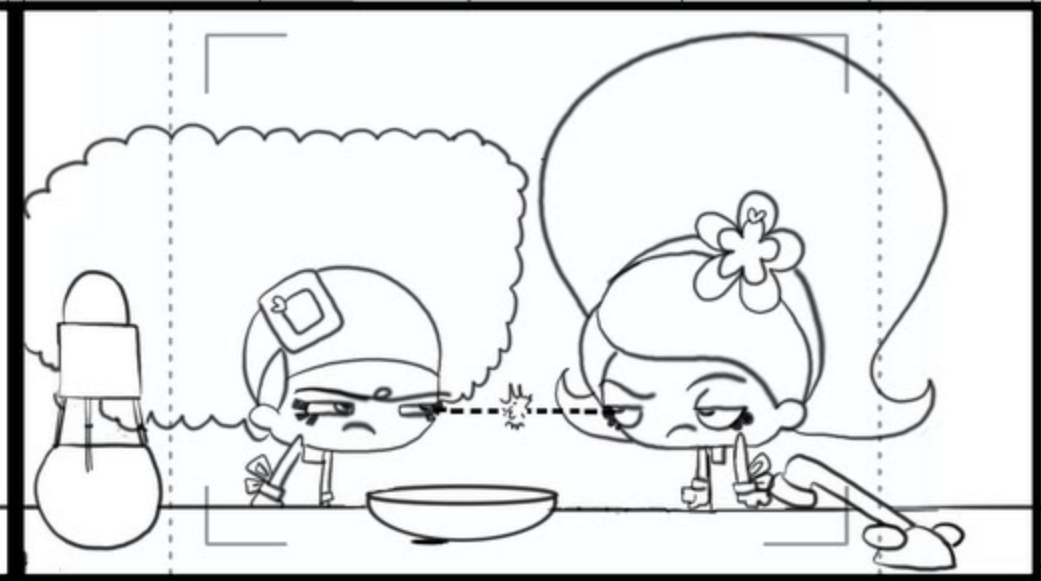
Dialogue:

Action notes:

THEY PAUSE ...

Notes:

Sound FX:



Dialogue:

Action notes:

THEY STARE AT EACH OTHER ANGRILY...

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	



Dialogue: LIEBE
EVERYONE KNOWS ITS...

Action notes:

Notes:

Sound FX:



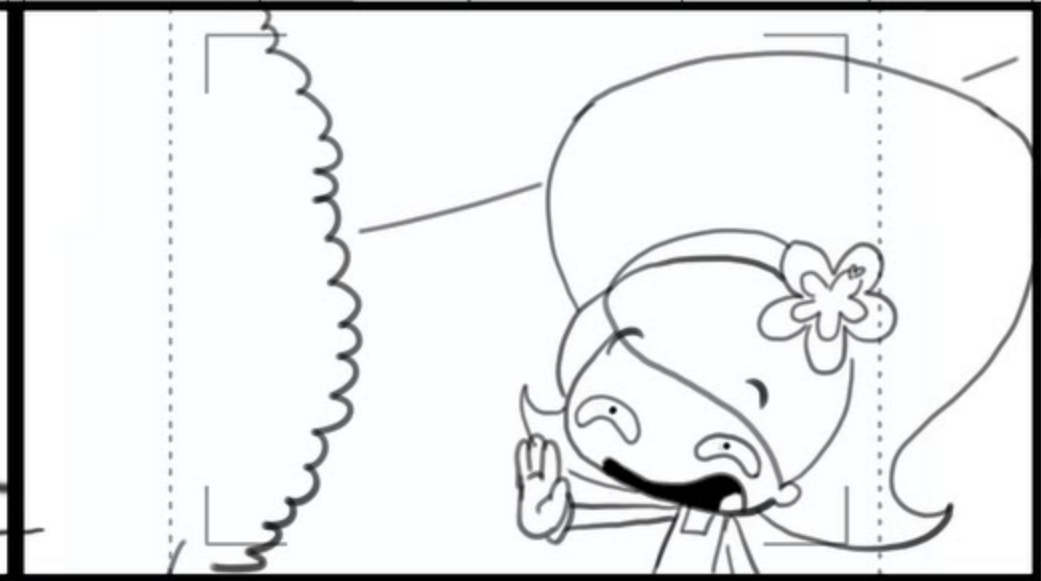
Dialogue: LIEBE
RASPBERRY CREME!

LOVELLYN
CHOCOLATE!

Action notes:
ZIP IN TO SC

Notes:

Sound FX:



Dialogue: LOVELLYN
WAIT!

SOFT FOCUS

Action notes:

Notes:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.
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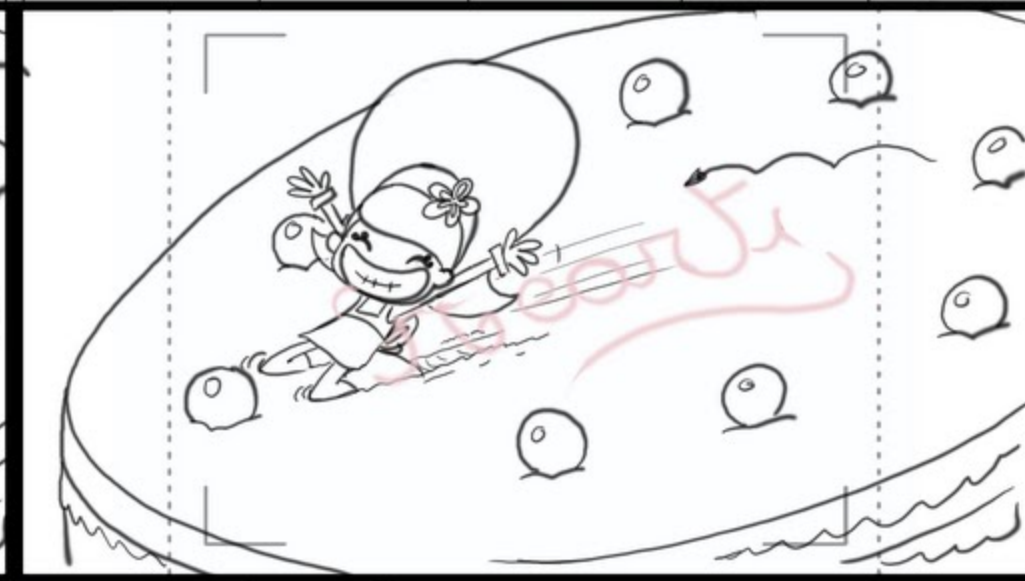


Dialogue: Lovellyn
... LETS MAKE A CAKE WITH...

Action notes:

Notes:

Sound FX:

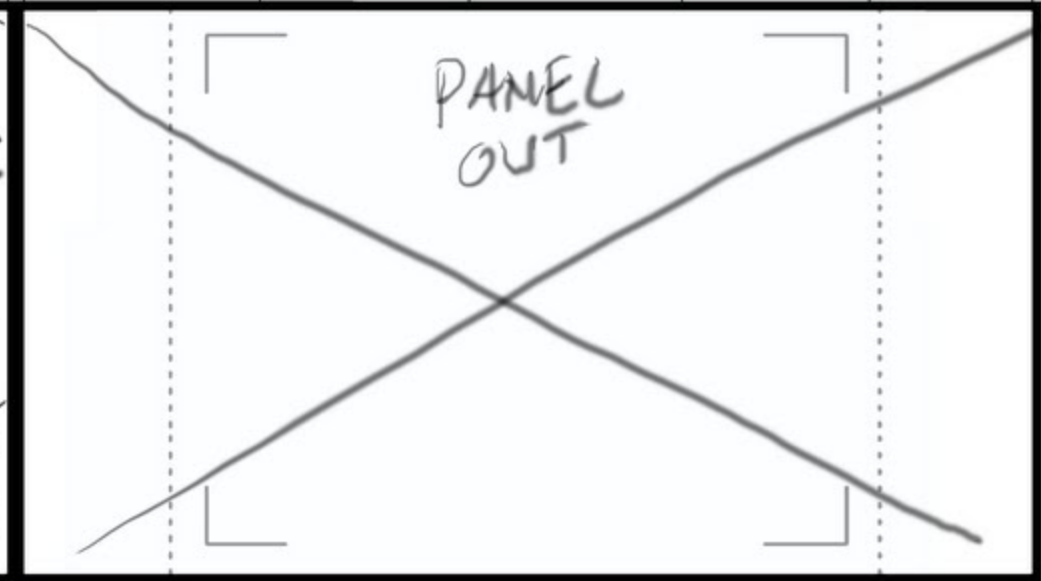


Dialogue: LOVELLYN (cont)
... RASPBERRY CREME FROSTING! YEAH!

Action notes:

Notes:

Sound FX:



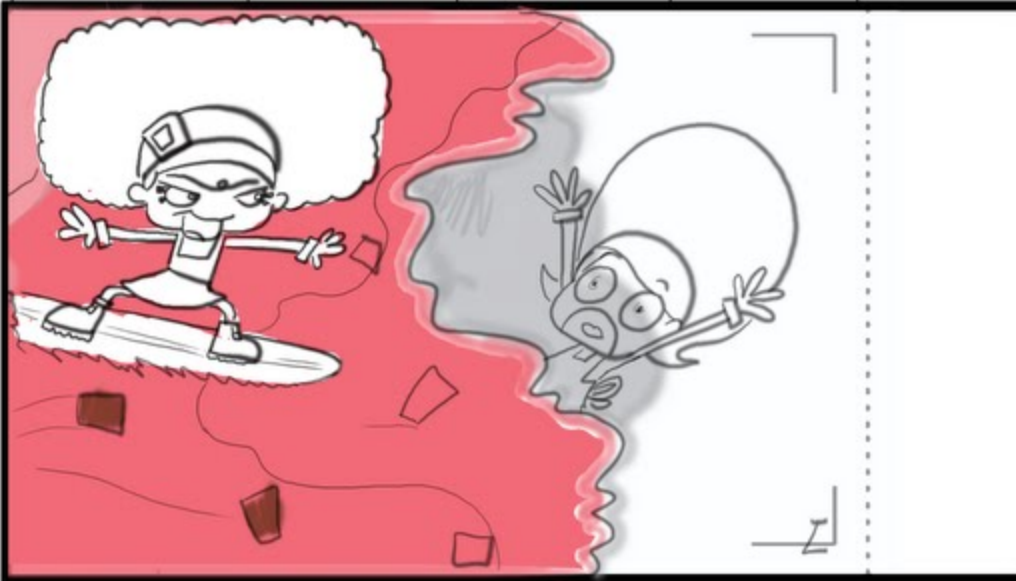
Dialogue:

Action notes:

Notes:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.
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Dialogue: LIEBE
OR A RASPBERRY FILLED CREME CAKE

Action notes:

Notes:

Sound FX:

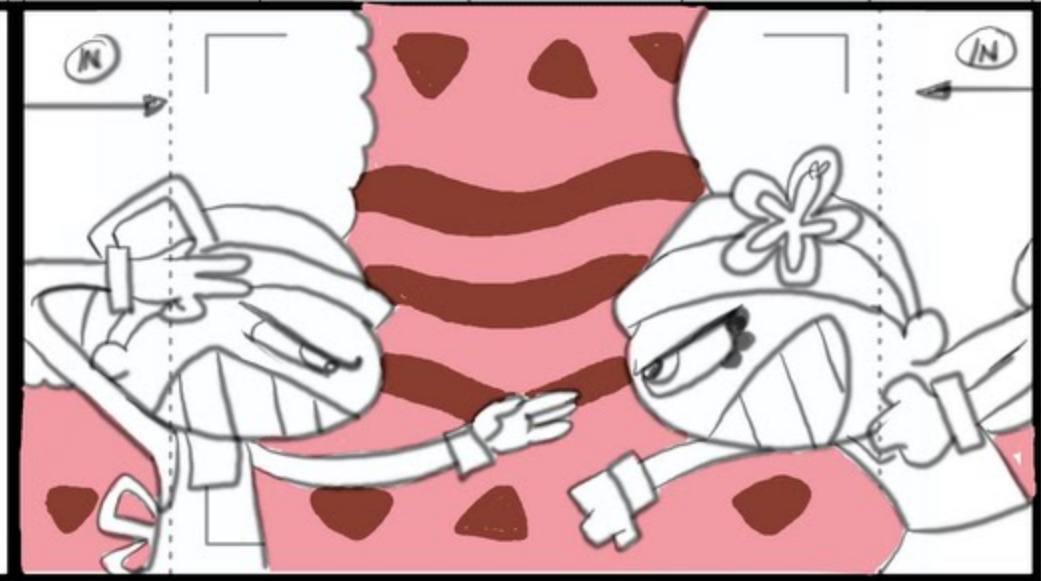


Dialogue: LIEBE
WITH CHOCOLATE FROSTING!

Action notes:
WAVE COMPS COVERING
Lovellyn ...

Notes:

Sound FX:



Dialogue:

Action notes:

Notes:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.

Dialogue:

Action notes:
FAST TRUCK OUT

Notes:

Sound FX:

Dialogue:
LOVELLY N
OKAY, OKAY, OKAY...
GREAT IDEA...

Action notes:

...NO...NO...

Notes:

Sound FX:

Dialogue:
LOVELLYN
BEST IDEA EVER!

Notes:

Notes:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.
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Dialogue: LOVELLYN
 READY? HUH? *NOTE
 I SUGGEST
 GETTING
 RID OF THIS
 WORD ...
 SHE DIDNT
 READ IT RIGHT
 AND ITS CONFUSING...
 - M

Action notes:

Notes:

Sound FX:



Dialogue: LOVELLYN
 WE MAKE ...

Action notes:

Notes:

Sound FX:






Dialogue: LOVELLYN
 TWO CAKES!

Action notes:

Notes:

Sound FX:

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Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.
														

Dialogue:

Dialogue:

Dialogue:

Action notes:
LOVELYN
DANCES

Action notes:

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

Action notes:

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.
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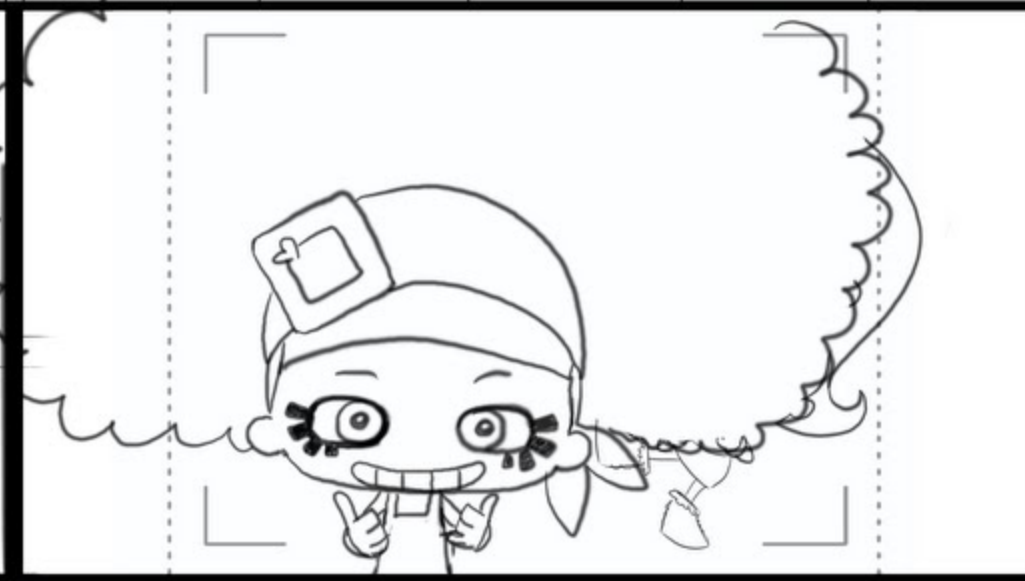


Dialogue:

Action notes:
SLIDE LIEBE IN
AS WE TRUCK OUT

Notes:

Sound FX:

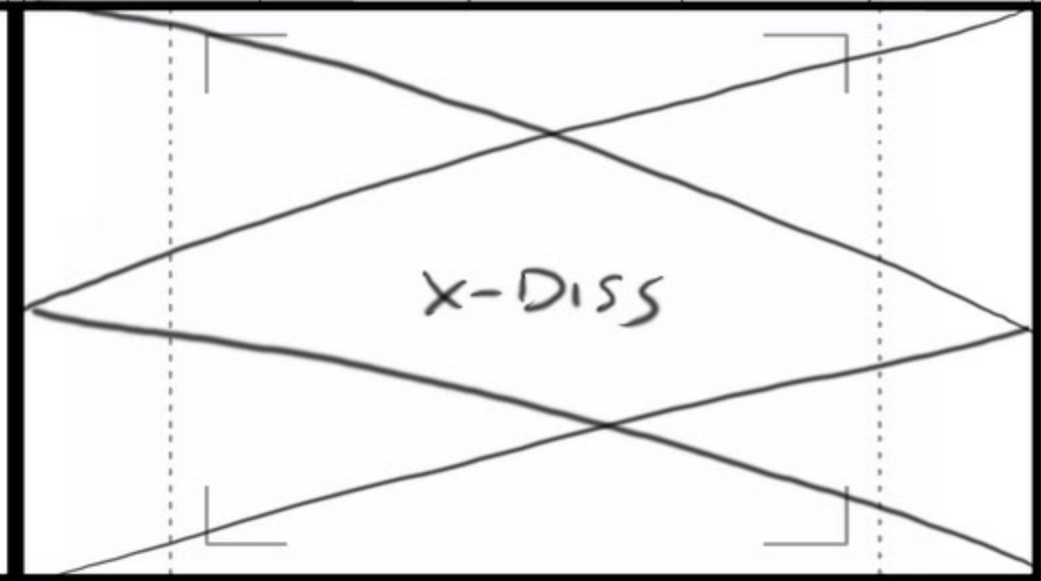


Dialogue:

Action notes:
SHE GIVES THE
THUMBS UP!

Notes:

Sound FX:



Dialogue:

Action notes:
X-DISS TO →

Notes:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.

Dialogue: (A) START

Dialogue: (B) STOP

Dialogue:

Action notes:
START ON
messy kitchen ...

Action notes:
PAN →
LOVELLYM IS
WHIPPING UP
SOME
EGGS...

Action notes:
TRUCK OUT AND
PAN AS
LIEBE WALKS INTO
SC BEHIND LOVELLYM

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	



Dialogue:



LIEBE
REACTS

Action notes:

Notes:

Sound FX:



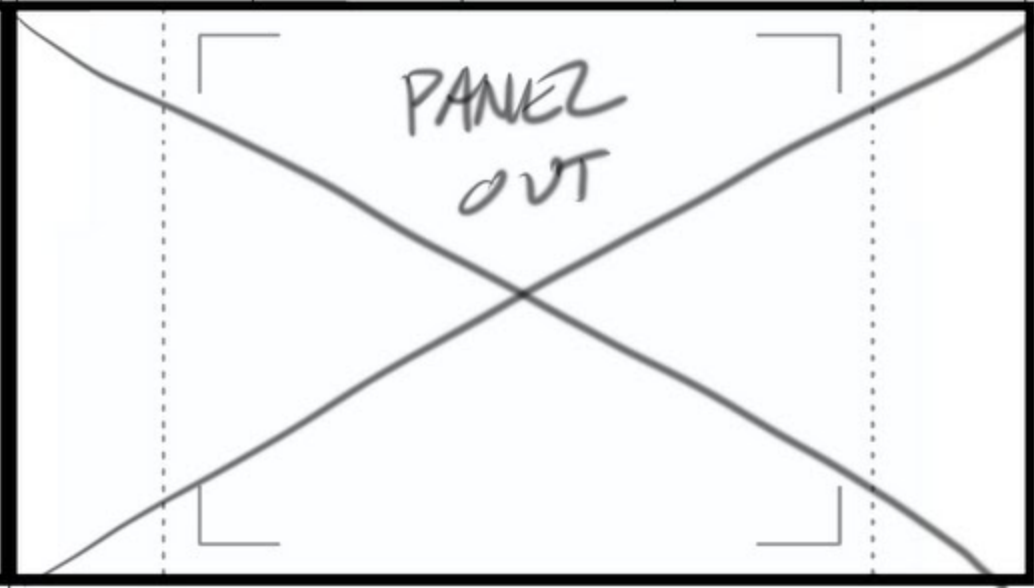
Dialogue:

LIEBE
WHERE ARE ALL THE EGGS?

Action notes:

Notes:

Sound FX:



Dialogue:

Action notes:

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue: ADJUST OVER →

Action notes: Lovellyn SHRUGS ...

Action notes: LIEBE GRABS LOVELLYN'S BOWL

Action notes: Lovelly PANS OLS AS WE ADJUST OVER TO LIEBE'S BOWL AND SHE POURS LOVELLYN'S EGGS INTO IT

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

Action notes:
 LIEBE HAPPY
 WHISK HER
 eggs...

Action notes:
 LOVELLYN WALKS
 INTO SC BEHIND
 LIEBE ...

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	



Dialogue:

Action notes:
SHE STOPS
IN FRONT
OF HER
EMPTY BOWL...

Notes:

Sound FX:



Dialogue:

Action notes:
THEN GRABS
LIEBE'S BOWL ...

Notes:

Sound FX:



Dialogue:

Action notes:
AND POURS
THE
CONTENTS
BACK INTO
HER BOWL!

Notes:

Sound FX:

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
*CUT CLOSER
 TO LIEBE*

Action notes:
SHE REACHES O/S...

Action notes:
*AND PULLS BACK
 IN LOVELLYN'S
 BOWL!*

Notes:

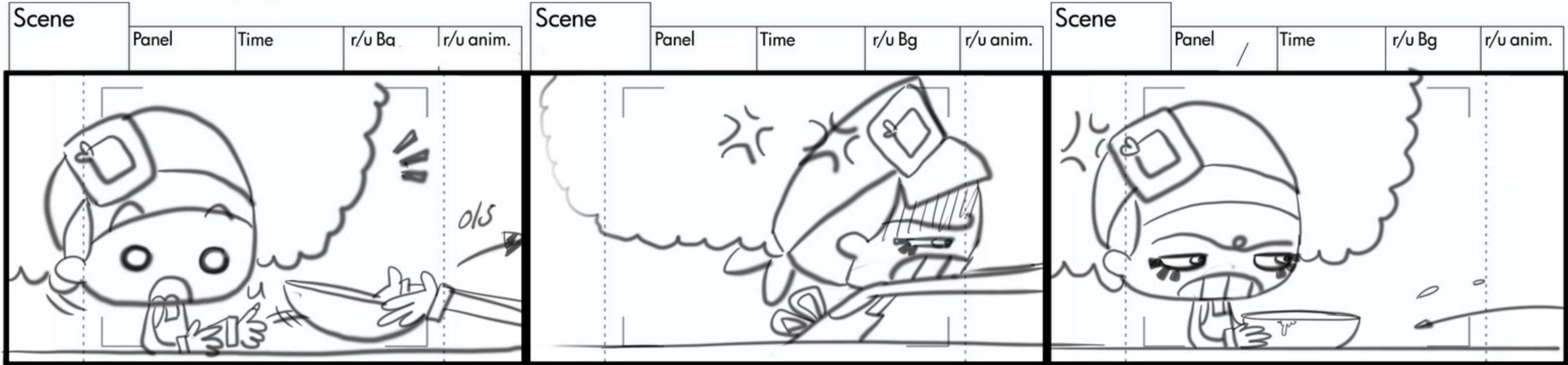
Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:



Dialogue:

Dialogue:

Dialogue:

Action notes:
 LOVELLYN'S
 HANDS GRAB
 THE BOWL AGAIN
 AND pull it o/s

Action notes:
 SHE REACHES o/s
 AGAIN

Action notes:
 ... AND
 GRABS IT
 BAW!

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

LOVELLYN'S
HANDS GRAB
THE BOWL AGAIN

Action notes:

SHE REACHES O/S
AGAIN

Action notes:

... AND
GRABS IT
BAUM!

Notes:

AND pull it o/s
→

Notes:

Notes:

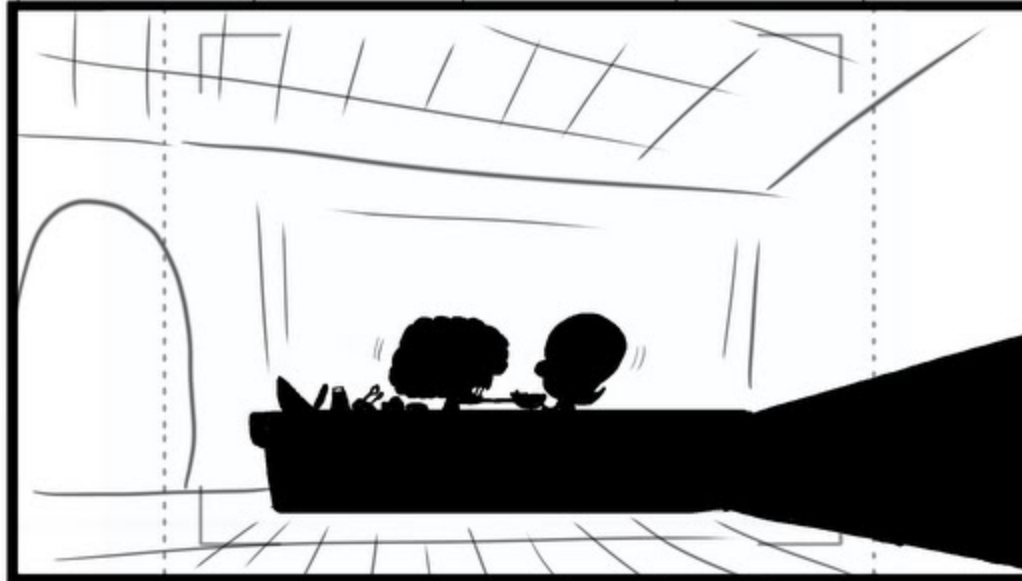
Sound FX:

Sound FX:

Sound FX:

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Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.
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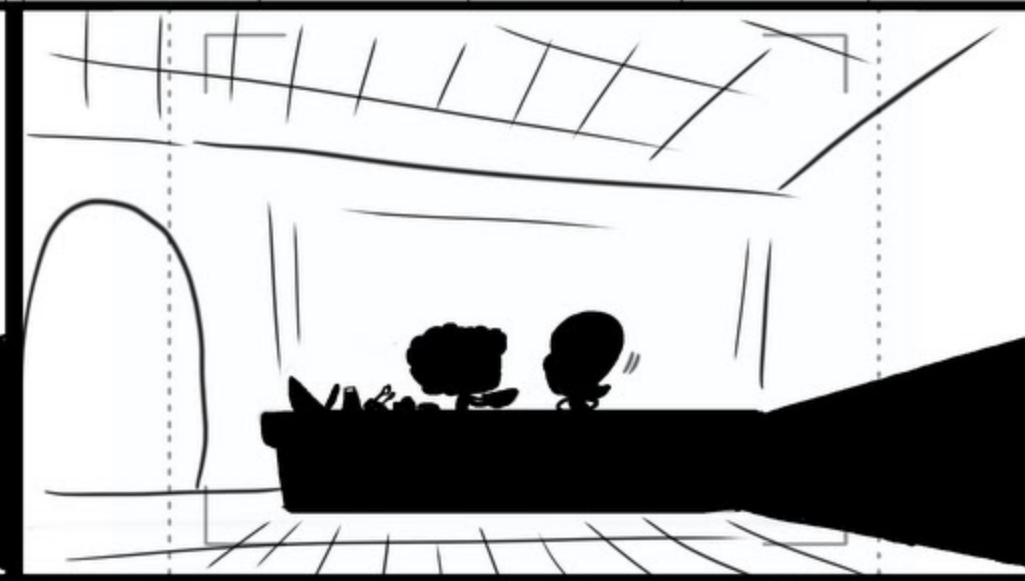
Dialogue:

Action notes:

LIEBE
GRABS
Bowl ...

Notes:

Sound FX:



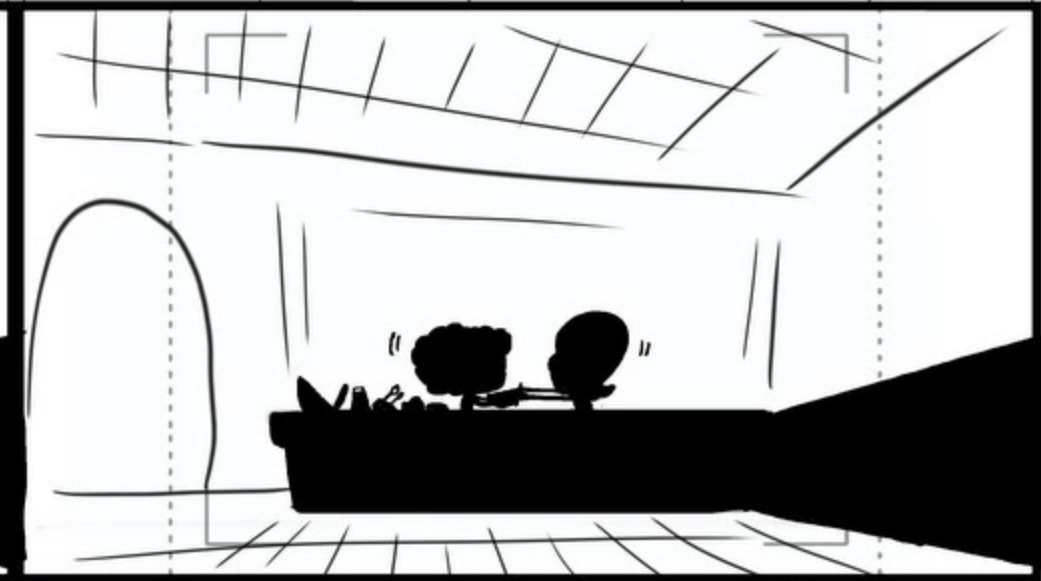
Dialogue:

Action notes:

... AND TAKES
IT BACK!

Notes:

Sound FX:



Dialogue:

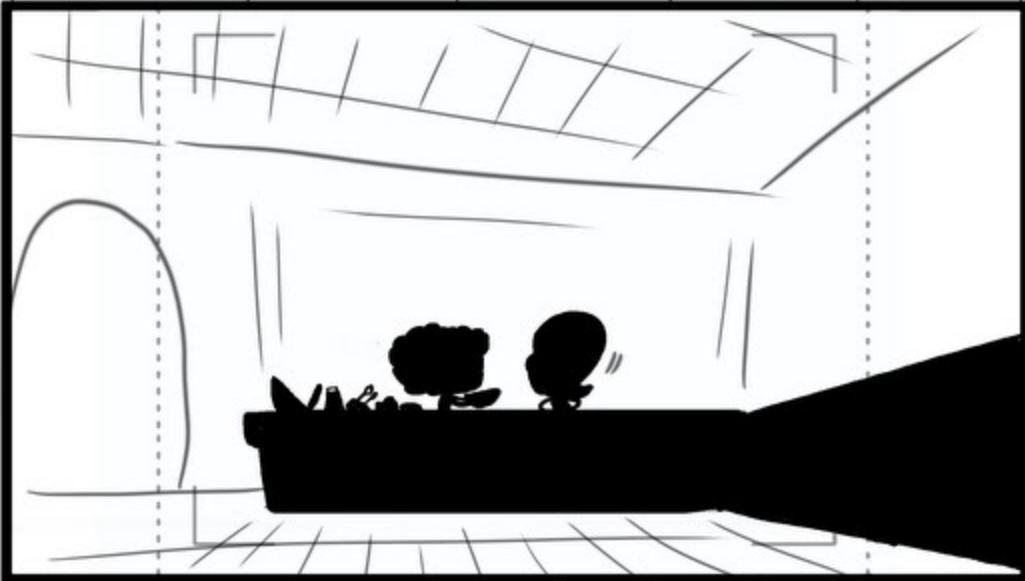
Action notes:

LOVELLYN
GRABS BOWL

Notes:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.
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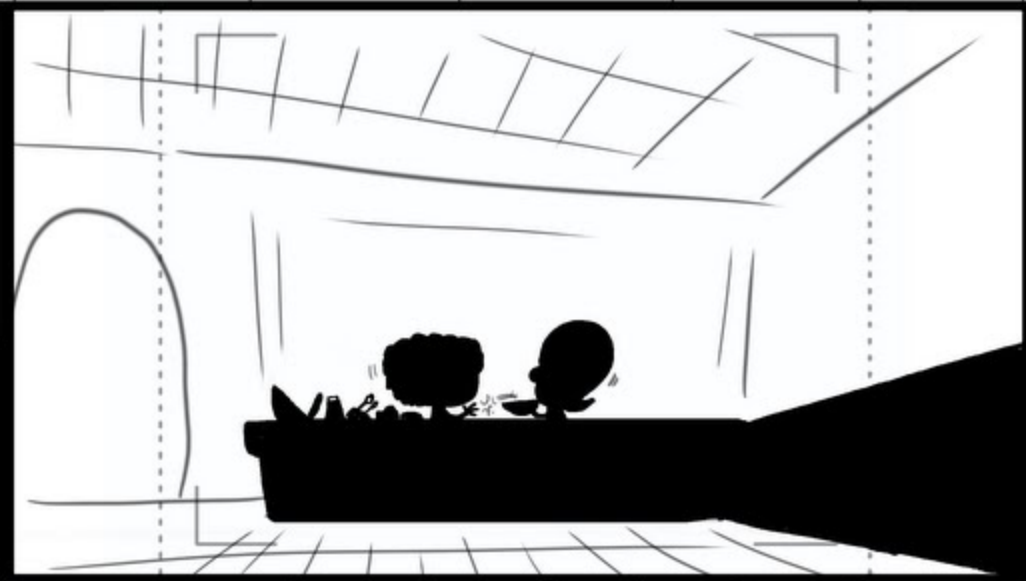


Dialogue:

Action notes:
 ✓ LIEBE
 TAKES
 Bowl !

Notes:

Sound FX:

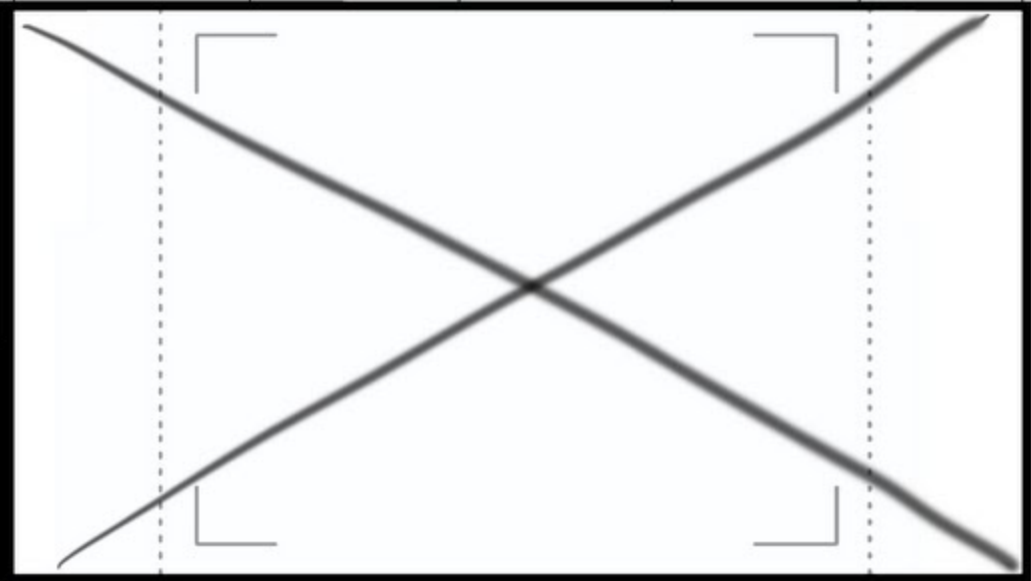


Dialogue:

Action notes:
 Lovel ym
 TAKES
 Bowl !

Notes:

Sound FX:



Dialogue:

Action notes:

Notes:

Sound FX:

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Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.

Dialogue:

Dialogue:

Dialogue:

Action notes:
 ✓ LIEBE
 TAKES
 Bowl !

Action notes:
 Lovel ym
 TAKES
 Bowl !

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
*CUT TO LIEBE
 ANGRY...*

Action notes:
SHE THINKS

Action notes:
*AND SNAPS
 HER FINGERS
 AT HER
 GOOD IDEA!*

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue: (A) → START
LIEBE
FLOUR?

Dialogue: (B) STOP

Action notes:
LIEBE
REACHES O/S

Action notes:
SHE PULLS IN
A CAN OF FLOUR
AND A SPOON

Action notes:
Lovellyn smiles
at WHAT
SHE THINKS
IS A TRUCE...

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
 LOVELLY N
 HOLD OUT
 HER BOWL

Action notes:
 LIEBE
 SCOOPS SOME
 INTO HER
 BOWL

Action notes:
 HER HAND
 GOES O/S...

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

LIEBE
GIVES
HER MORE
FLOUR

Action notes:

LIEBE'S
HAND GOES
O/S AGAIN...

Action notes:

SHE BRINGS
IN
MORE
FLOUR!

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:	Dialogue:	Dialogue: <u>LOVELLYN</u> oh, PLEASE, DO SAVE SOME FOR YOURSELF.
-----------	-----------	---

Action notes: LIEBE'S HAND GOES O/S AGAIN...	Action notes: AND GIVES LOVELLYN EVEN MORE <u>FLOOR.</u>	Action notes:
---	---	---------------

Notes:	Notes:	Notes:
--------	--------	--------

Sound FX:	Sound FX:	Sound FX:
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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:



Action notes:

*LOVELLYN
CALMS
HERSELF
DOWN ...*

Action notes:

*CUT
TO
LUCIE*

Action notes:

*LOVELLYN
WALKS
INTO
SC...*

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	



Dialogue:



Dialogue:



Dialogue:

LIEBE
COUGH! COUGH!

Action notes:

LOVELLYN REACHES
INTO HER BOWL...

Action notes:

AND TOSSES SOME
INTO LIEBE'S
BUT IT RICOCHETS INTO
LIEBE'S FACE!

Action notes:

THE DUST RISES
UP ON LIEBE'S
FACE ..

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	



Dialogue:

Action notes:
LOVELLYN
CANT HELP
BUT GIGGLE
AT LIEBE'S
WHITE FACE...

Notes:

Sound FX:



Dialogue:
LIEBE
< LAUGH >

Action notes: CUT TO :
LIEBE GIVES
A VERY FAKE
LAUGH...

Notes:

Sound FX:



Dialogue: O/S

Action notes: SHE REACHES O/S

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

LIEBE
PULLS A
CAN OF FLOUR
FROM OLS

Action notes:

SHE THROWS THE
WHOLE CAN ON
LOVELYN!

Action notes:

FLOUR DUST FILLS
THE SCREEN

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:



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Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.

Dialogue:

↑

Action notes:

CUT TO
PANNING BGI

Notes:

Sound FX:

Dialogue:

Action notes:

Notes:

Sound FX:

Dialogue:

Action notes:

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
 LIEBE RISES INTO SCENE ...

Action notes:
 SHE PUTS A COLLANDER ON HER HEAD ...

Action notes:
 AND STRIKES A FIGHTING POSE!

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
*LIEBE
 COMES
 INTD SC*

Action notes:
AND LANDS...

Action notes:
<SFX> THUK! THUK! THUK! THUK!

Notes:

Notes:

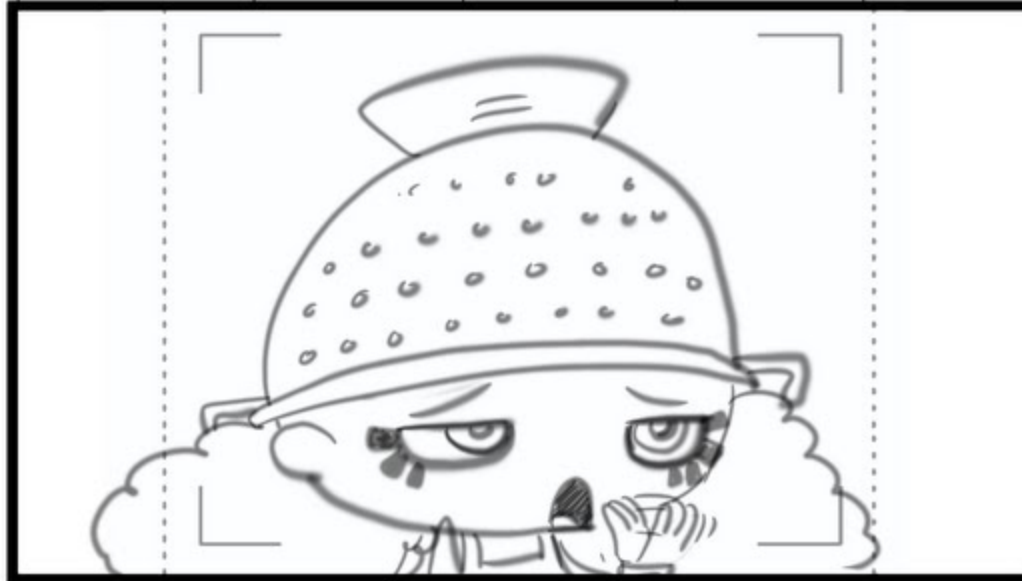
Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	



Dialogue:
LIEBE
 < YAWN! >

Action notes:
 LIEBE IS NOT IMPRESSED ...

Notes:

Sound FX:



Dialogue:

Action notes:
 CUT BACK TO LOVELLYM

Notes:

Sound FX:


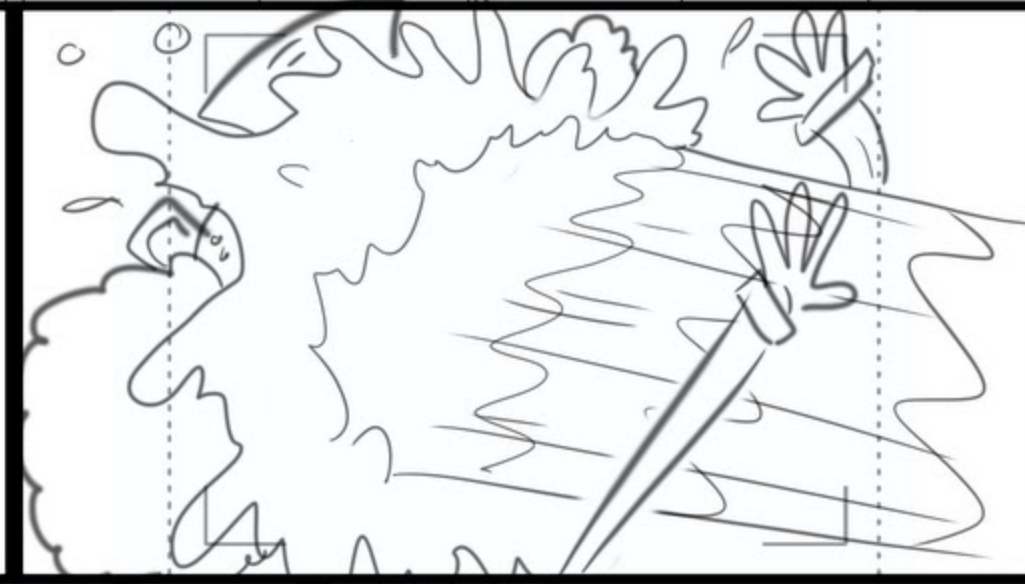



Dialogue:

Action notes:
 Who squeeze the BAG OF FROSTING!

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	
														

Dialogue:

LIEBE
< GULP >

Dialogue:

Dialogue:

LOVELYN
HAHA HAHAHAH!

Action notes:

CUT BACK TO
LIEBE SURPRISED

Action notes:

SPLAT!

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	



Dialogue:

Action notes:

Notes:

Sound FX:



Dialogue:

Action notes:
* FREEZE CAMERA! *

Notes:

Sound FX:



Dialogue: HEARTY
 KNOW what they SAY
 ABOUT TOO MANY COOKS
 IN THE KITCHEN?
 (B)

Action notes:
* FREEZE CAMERA! *

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	
<p>Dialogue:</p> <p style="text-align: right;">↓</p> <p style="text-align: right;">HEARTY SINKS BACK</p>					<p>Dialogue:</p>					<p>Dialogue:</p>				
<p>Action notes:</p> <p style="color: red; font-size: 1.2em;">* STOP FREEZE FRAME</p>					<p>Action notes:</p> <p style="text-align: center;">TRUCK OUT FAST!</p>					<p>Action notes:</p> <p style="text-align: center;">LIEBE SHAKES THE FROSTING OFF</p>				
<p>Notes:</p>					<p>Notes:</p>					<p>Notes:</p>				
<p>Sound FX:</p>					<p>Sound FX:</p>					<p>Sound FX:</p>				

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	



Dialogue:
SFX < SWAT! >

Action notes:
LIEBE SWATS
UTENSILS AT LOLELYN
WITH Rolling pins!

Notes:

Sound FX:

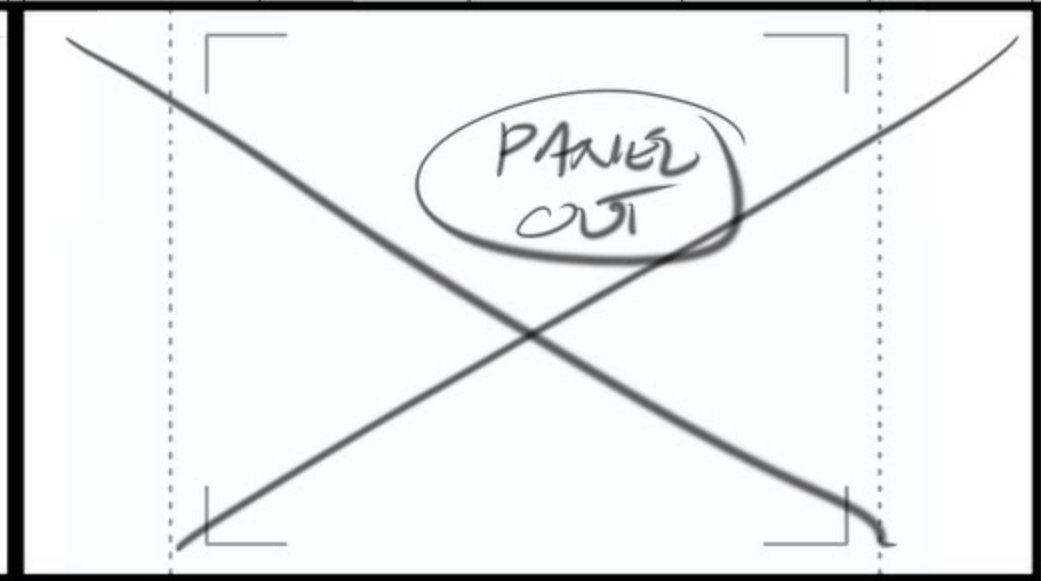


Dialogue:
PAN BG
←

Action notes:

Notes:

Sound FX:



Dialogue:

Action notes:

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

CUT TO LOVELLYM

Action notes:

SHE DODGES THE UTENSILS LIKE IN

Action notes:

Notes:

Notes:

↳ THE MATRIX"

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	



Dialogue:

Action notes:

Notes:

Sound FX:

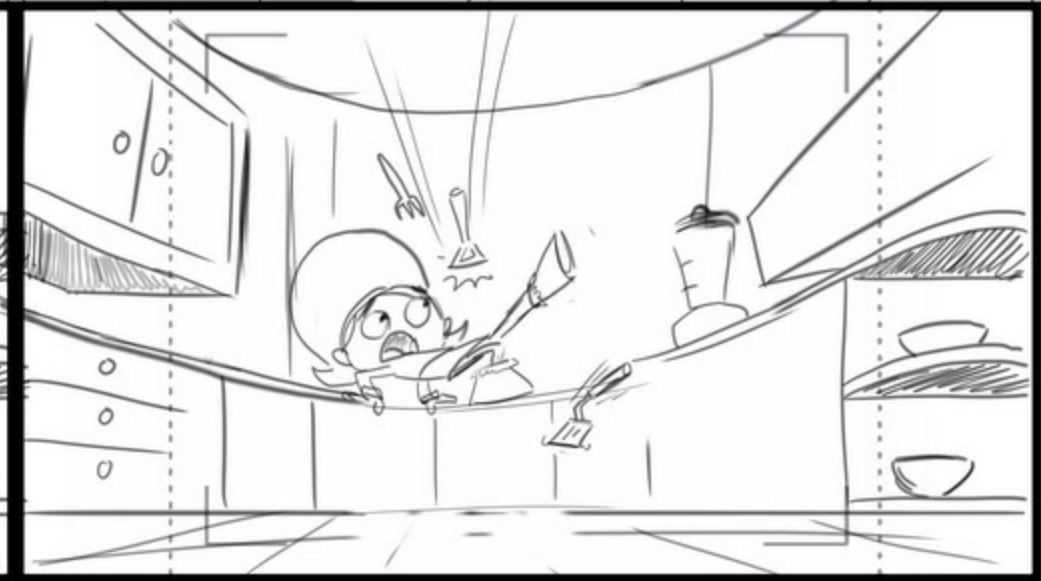


Dialogue:

Action notes:

Notes:

Sound FX:



Dialogue:

Action notes:

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue: PAN! →

Action notes:
 LOVELLY GIVES
 LEIBE A DIRTY
 LOOK

Action notes:
 AND JUMPS
 o/s ↑

Action notes:
 LOVELLY N
 GAINS
 FUD ←

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.

Dialogue:

Dialogue:

Dialogue:

← PAN!
LIEBE
AAAAAH!!

Action notes:

CUT TO
LIEBE READY
FOR BATTLE ...

Action notes:

LIEBE JUMPS
OIS ↑

Action notes:

LIEBE GAINS
FUO →

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:
LovelyN
AAAAAH!

Dialogue:
LIOBE
AAAAAAH

Dialogue:

Action notes:
 ANIMATE Bg
AS WE TRUCK IN ON LOVELYN

Action notes:
 ANIMATE Bg AS WE TRUCK IN ON LIOBE

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

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Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.

Dialogue:
SFX
 <BOOM!>

Dialogue:

Dialogue:

Action notes:

Action notes:
 GIRLS FALL INTO SC...

Action notes:
 AND LAND ON CABINETS...
 SFX <WHOMP!>

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

CUT CLOSER ON LIEBE

Action notes:

LIEBE GETS UP...

Action notes:

REACHES IN APRON...

Notes:



Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	
<i>PANEL OUT</i>														

Dialogue:

Dialogue:

Dialogue:

Action notes:

Action notes:

*She pulls
out CRAZY
HIGH TECH
DEVICE*

Action notes:

*CUT
CLOSE ON
DEVICE*

Notes:

Notes:

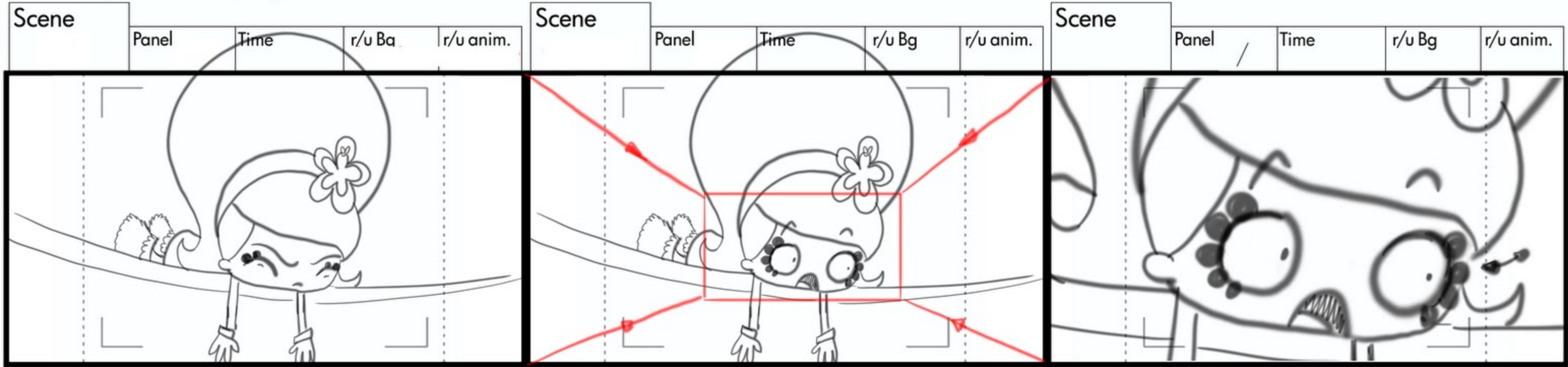
Notes:

Sound FX:

Sound FX:

Sound FX:

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Dialogue:

Dialogue:

Dialogue:

Action notes:
CUT TO LOVELLYN

Action notes:
TRUCK IN
FAST AS
LOVELLYN
WAKES UP...

Action notes:
SHE SHAKES
HER HEAD
"NO"

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Action notes: CUT TO LIEBE WHO NODS "YES"!

Action notes: FAST TRUCK IN ON LASER

Action notes: LIEBE TAPS HER PINKY ON THE HANDLE AND TIP BEGINS TO GLOW!

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
*LUEBE
 TURNS LASER
 AS IT FIRES*

Action notes:
*CUT TO BOWL
 OF FRUIT...*

Action notes:
*LASER HITS
 APPLE...*

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	
<p>Apple RISES up ...</p>														
Dialogue:					Dialogue:					Dialogue:				
Action notes:					Action notes:					Action notes:				
<p>Apple shoots o/s ←</p>					<p>CUT TO LOVELYN AS APPLE SHOTS INTO SC</p>									
Notes:					Notes:					Notes:				
Sound FX:					Sound FX:					Sound FX:				

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:

SFX < WHOK! >

Dialogue:

o/s

Dialogue:

SFX < WHAM! >

Action notes:

IT HITS LOVELLYN
IN THE HEAD.

Action notes:

Lovellyn
Jumps o/s
As more Apples
ENTER SL

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
< SPLAT! >
 CUT TO LONG
 SHOT OF KITCHEN

Action notes:
< SPLAT! >
 AS LOVELLYM
 RUNS TOWARD
 CAM DODGING
 FOOD

Action notes:
< KLANG! >

Notes:

Notes:
 LIEBE HURLS AT
 HER USING DEVICE

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

LOVELLY
AUGHH!

Dialogue:



Action notes:

< SPLAT! >

Action notes:

Action notes:

LIEBE RUNS
AFTER
HER

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
PAN BG →

Action notes:
PAN BG →

Action notes:
PAN BG →

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
PAN BG →

Action notes:
PAN BG →

Action notes:
PAN BG →

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	



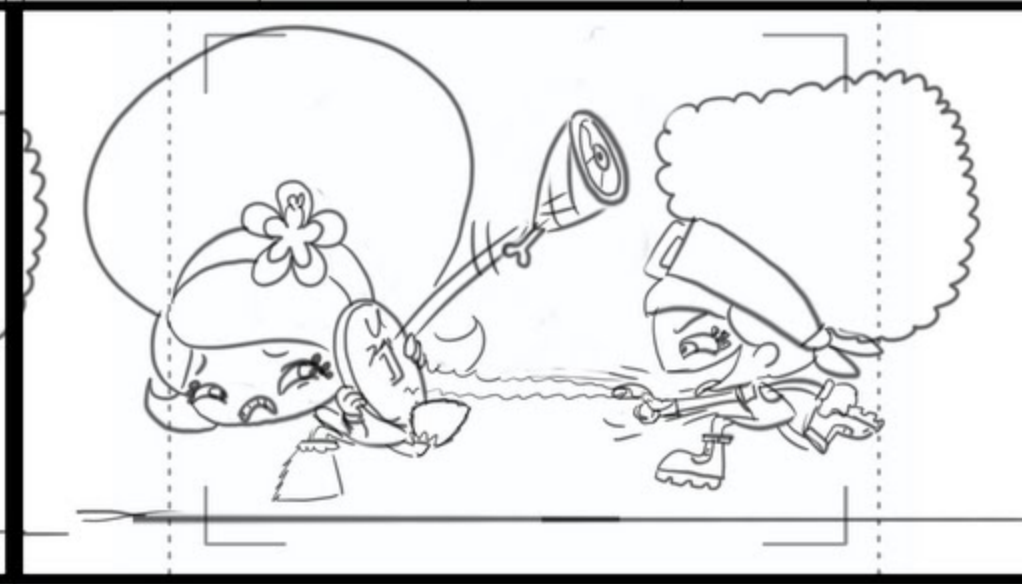
Dialogue:

Action notes:

PAN BG →

Notes:

Sound FX:



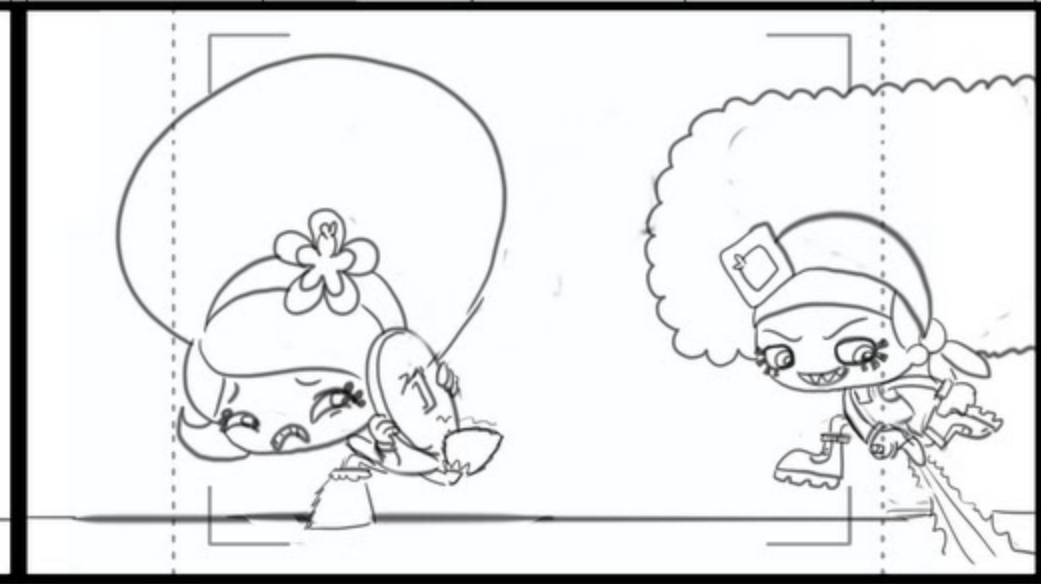
Dialogue:

Action notes:

PAN BG →

Notes:

Sound FX:



Dialogue:

Action notes:

PAN BG →

Notes:

Sound FX:

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

Action notes:
 LOVELLYM RUNS
 INTO SC
 STILL DODGING
 FOOD...

Action notes:
 SHE TOSSES
 POT LID....

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

QUICK TO
WALK CHASING...

Action notes:

SHE STOPS
AND AIMS...

Action notes:

CUT BACK TO
LOVELLY RUNNING
OUT DOOR
AS HEAVY
STEPS IN...

Notes:

Notes:

Notes:

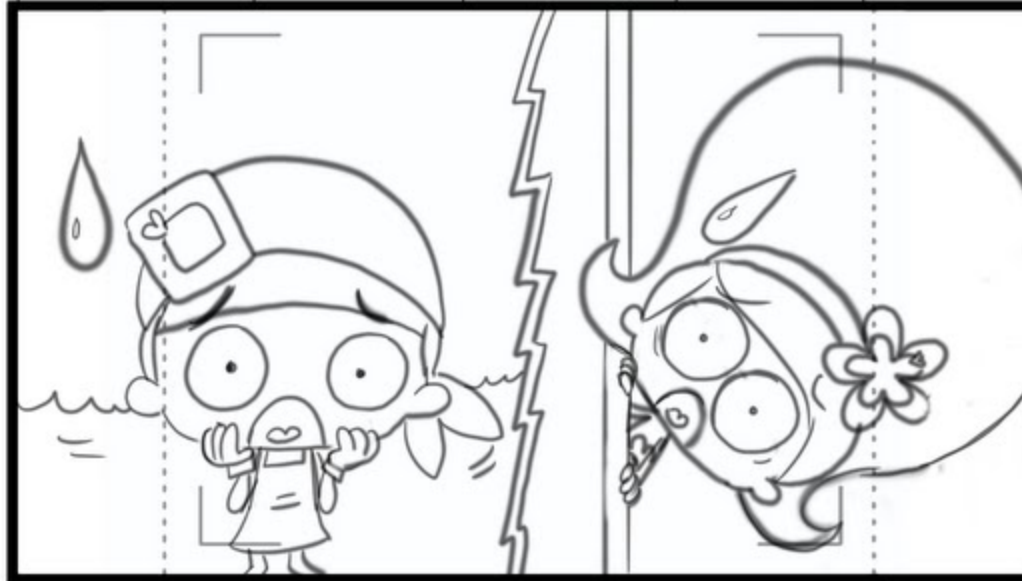
Sound FX:

Sound FX:

Sound FX:

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

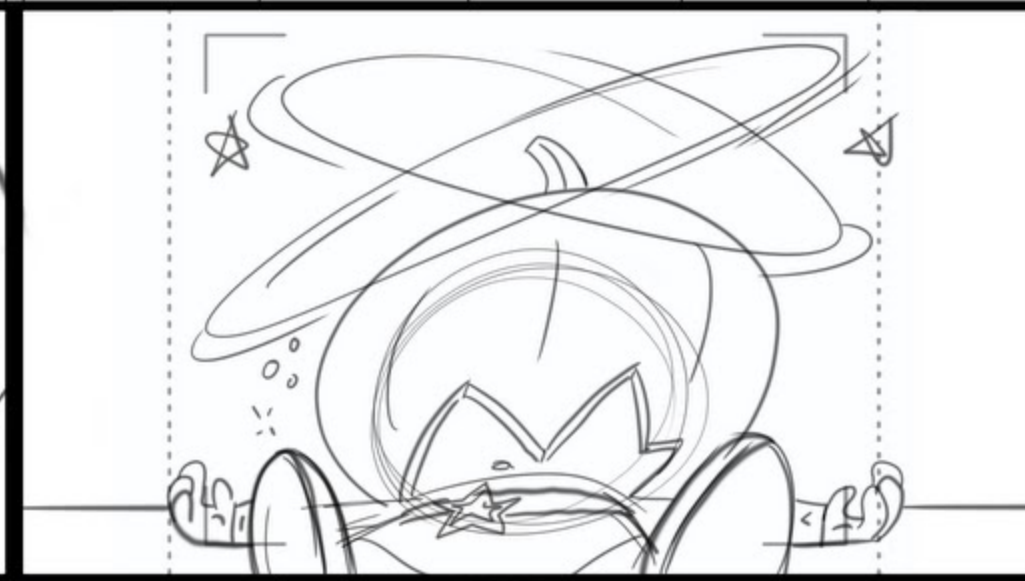


Dialogue:

Action notes:

Notes:

Sound FX:

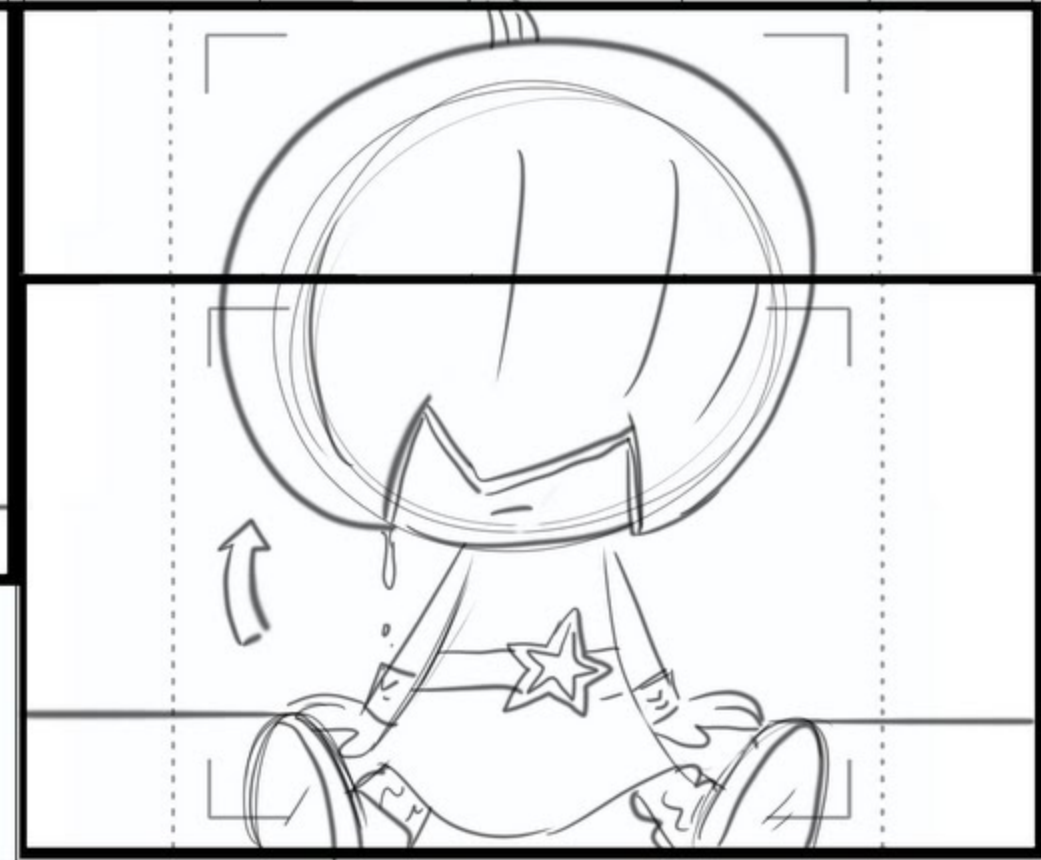


Dialogue:

Action notes:

Notes:

Sound FX:






Action notes:

Notes:

Sound FX:

B
↑
A

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	
														

Dialogue:

Dialogue:

Dialogue:

Action notes:

Action notes:

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

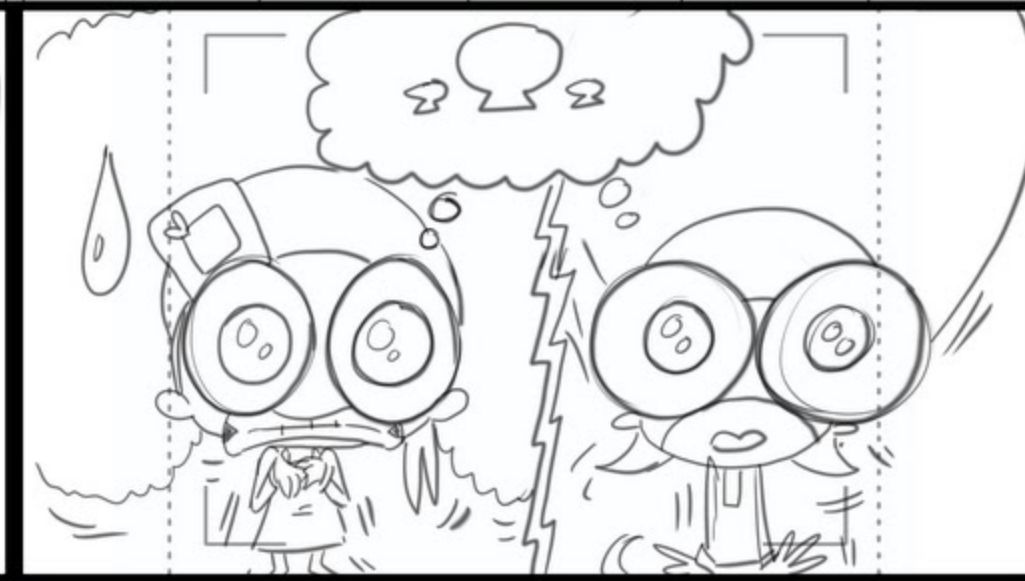


Dialogue:

Action notes:

Notes:

Sound FX:



Dialogue:

Action notes:
*THOUGHT
BALLOON
APPEARS ...*

Notes:

Sound FX:



Dialogue:

Action notes:

Notes:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

CUT
BACK
TO HEARTY
SMILING

Action notes:

Suddenly
SHE pulls
up melon...

Action notes:

... AND THROWS
IT AT THEM
playfully!

Notes:



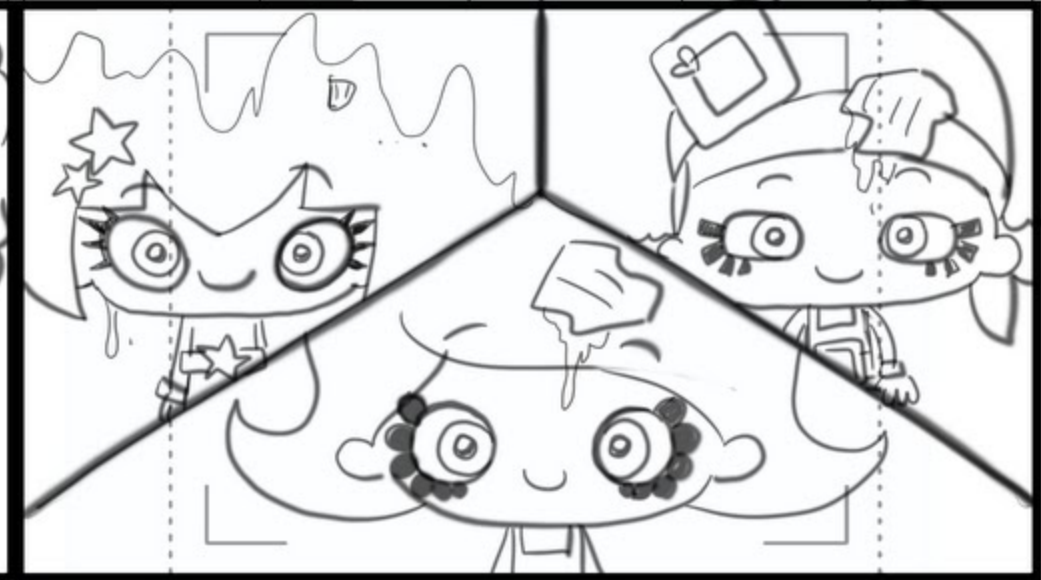
Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	
														

Dialogue:

Dialogue:

Dialogue:

Action notes:
SPLAT!

Action notes:
SPLAT!

Action notes:
*SPLIT SCREEN
All smile ...*

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:

Action notes:

Action notes:
*HEARTY
 JUMPS INTO
 SU*

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
 CUT TO
 ANGLE ON
 CABINETS

Action notes:
 HEARTY
 DIVES IN
 AND WIPES

Action notes:
 Followed by
 A BARRAGE
 of Food!

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

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Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	

Dialogue:

Dialogue:

Dialogue:

Action notes:
 CUT TO
 ANGLE ON
 CABINETS

Action notes:

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	



Dialogue:

Action notes:

Lovellyn
TOSSES
FOOD
AT
HENRY + LIEBE!

Notes:

Sound FX:



Dialogue:

Action notes:

CUT TO
LIEBE
AS FOOD BARELY
MISSES HER..

Notes:

Sound FX:



Dialogue:

Action notes:

SHE THROWS
AT CAM!

Notes:

Sound FX:



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Scene	Panel	Time	r/u Ba	r/u anim.	Scene	Panel	Time	r/u Bg	r/u anim.	Scene	Panel /	Time	r/u Bg	r/u anim.

Dialogue:

Dialogue:

Dialogue:

Action notes:

TOMATO
HITS
SCREEN

Action notes:

AND DRIPS

Action notes:

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX: