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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:

Action notes:

Action notes:

TYLER
← *WALLA* →

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: CUT TO HEARTY SPYING ON TYLER WITH BINOCULARS!

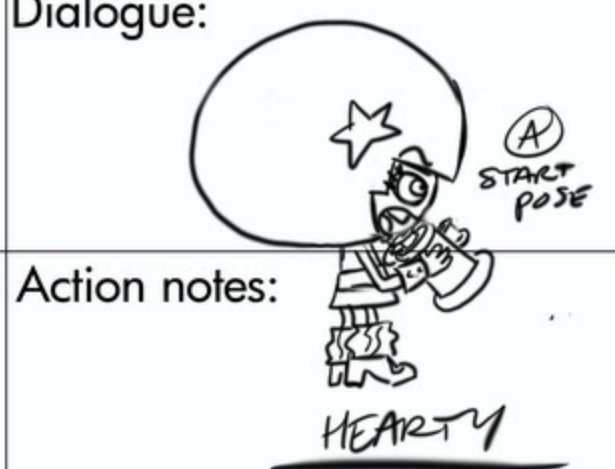
Dialogue:

Dialogue:

Action notes: HEARTY
WE MUST KNOW ...

Action notes: HEARTY
... TYLER'S WEAKNESS!

Action notes: HEARTY



THEN WE CAN PERSUADE HIM TO ...

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:

Action notes:

HEARTY
FINALLY FALL IN
LOVE WITH SOMEONE!

Action notes:

< PAUSE >

Action notes:

HEARTY LOOKS
AT LIEBE
DISBELIEVING
HER MOTIVES...

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:
HEARTY
 ...OKAY, FALL IN LOVE ...

Notes:

Sound FX:



Dialogue: _____

Action notes:
HEARTY
 .. WITH ME ..

Notes:

Sound FX:



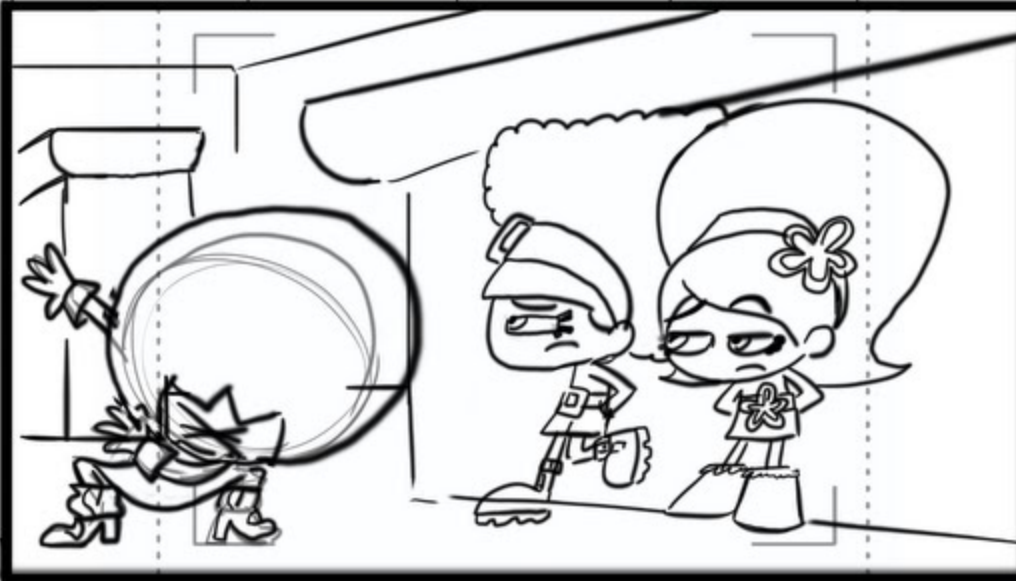
Dialogue: _____

Action notes:
HEARTY
 were ...

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.	

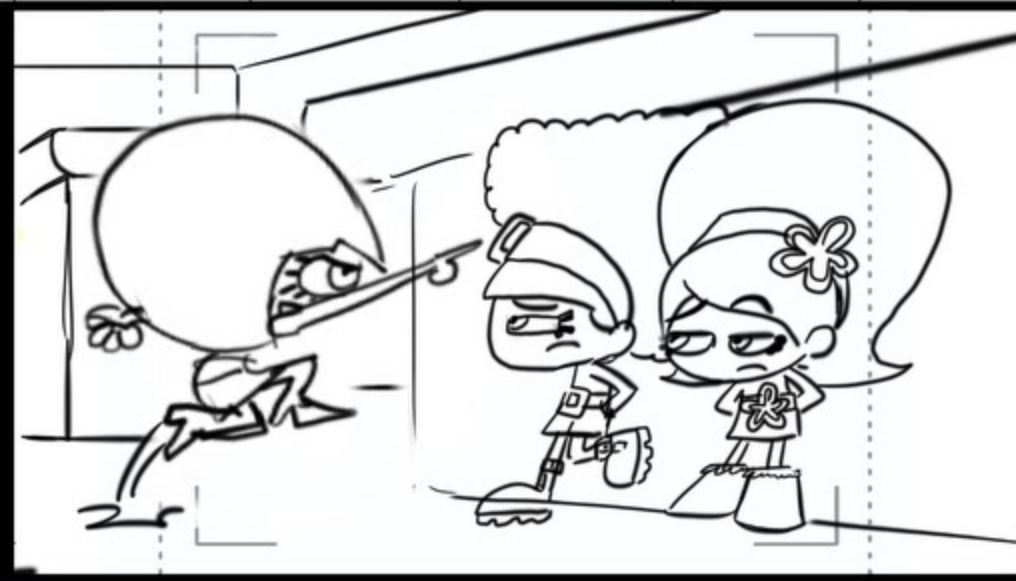


Dialogue: - HEARBY
.. GOING ..

Action notes:
ANTI

Notes:

Sound FX:

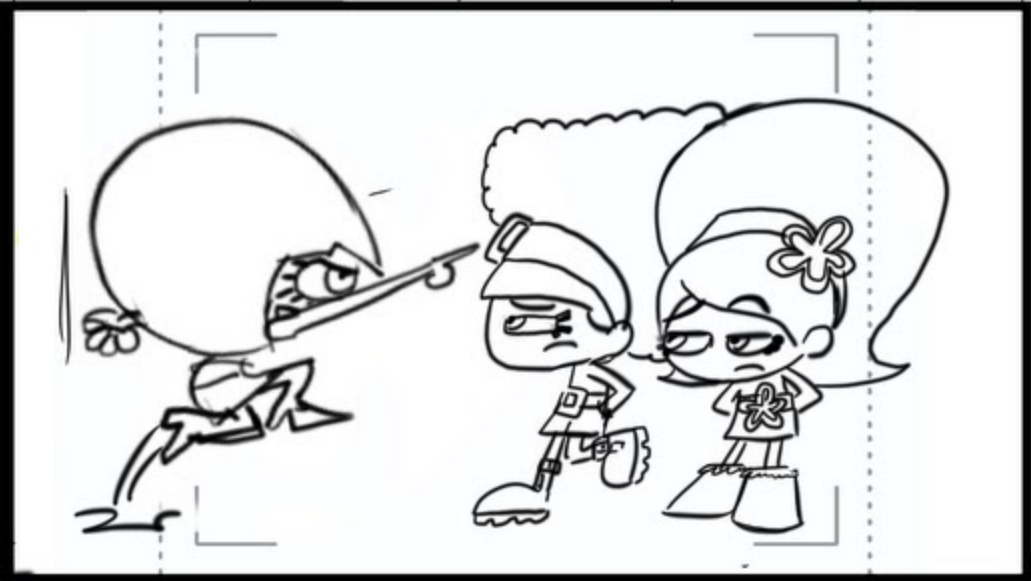


Dialogue: - HEARBY
.. IN!

Action notes:
=

Notes:

Sound FX:



Dialogue:

Action notes:
*** FREEZE FRAME ***

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:

HEARTY
(covered with chocolate)
Lesson one about going into the 'spying on guys' profession? Don't. Either you'll screw it up, or he'll find out...and you're screwed.

Action notes: HEARTY RISES UP INTO FRAME

Notes:

Sound FX:



Dialogue:

HEARTY
(covered with chocolate)
Don't.

Marshmallow falls

Action notes:

Notes:

Sound FX:



Dialogue:

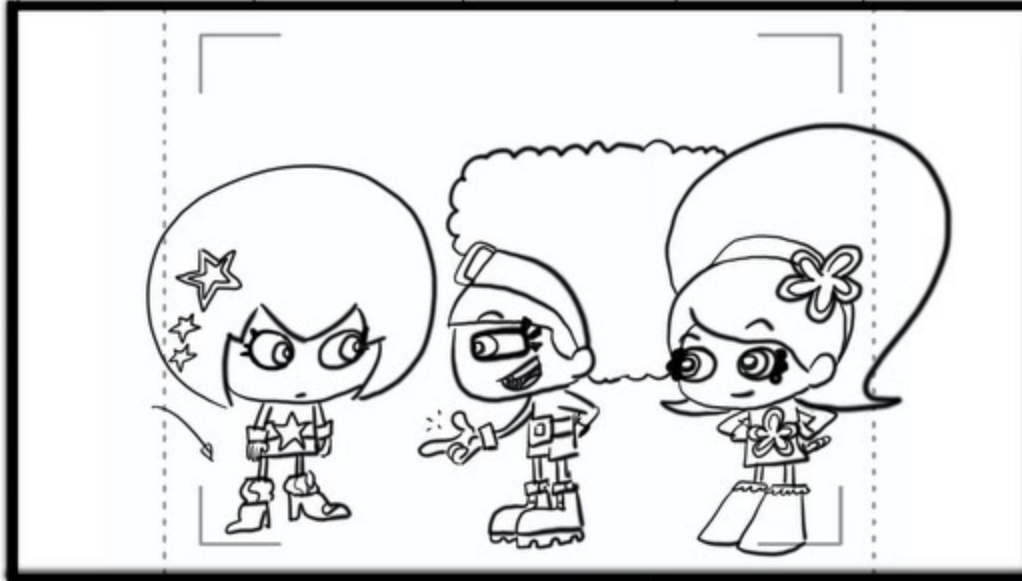
HEARTY
(covered with chocolate)
Either you'll screw it up, or he'll find out...

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
MY SHRINKRAY!

Action notes: HEARTY LANDS AS
LIEBE GETS AN IDEA!

Notes:

Sound FX:



Dialogue: LIEBE
HID
We'll...

Action notes: START POSE

Notes:

Sound FX:



Dialogue: LIEBE
...BECOME INVISIBLE
TO BOYS!

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:
 ... Well...
 LIEBE

Dialogue:
 ... MORE INVISIBLE ANYWAY.
 LIEBE

Dialogue:
 I PAN-▶
 START STOP
 ADJUST OVER

Action notes:

Action notes:

Action notes:
 SHE SHOOTS THE GUN!

Notes:

Notes:

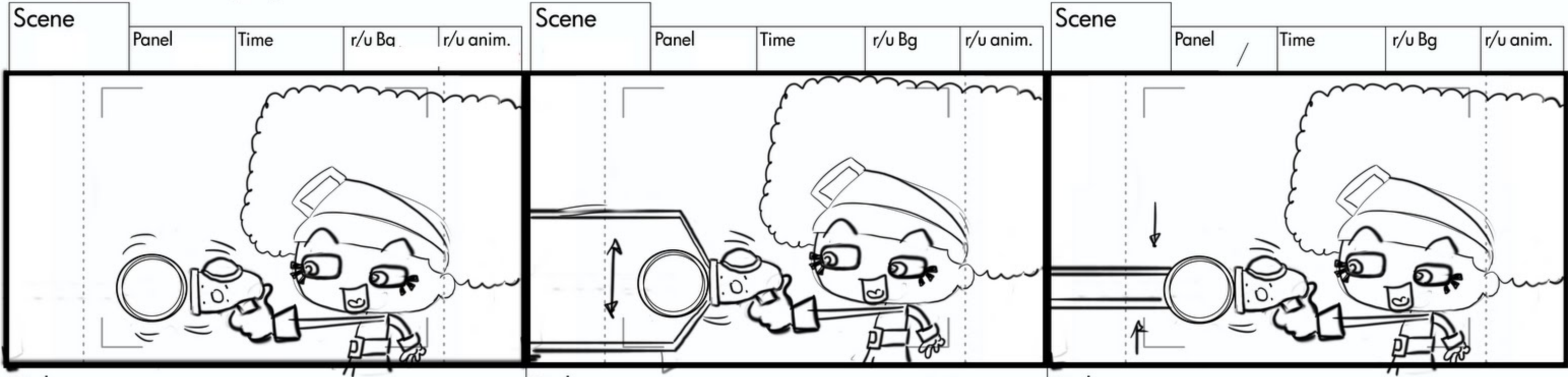
Notes:

Sound FX:

Sound FX:

Sound FX:

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Dialogue:

Dialogue:

Dialogue:

Action notes:
... A BALL FORMS ...

Action notes:
A BEAM FORMS ...

Action notes:
... AND THEN IT NARROWS ...

Notes:

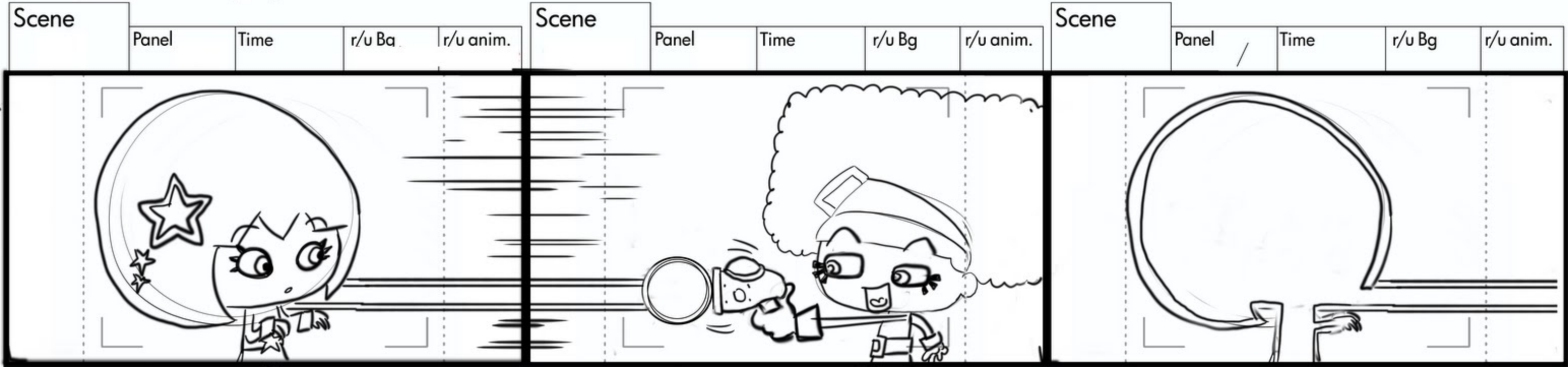
Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:



Dialogue: (B) STOP

Dialogue: (A) START
← PAN

Dialogue:

Action notes:
← FAST PAN TO HEARTY

Action notes:

Action notes:
HEARTY GLOWS BRIGHT!

Notes:

Notes:

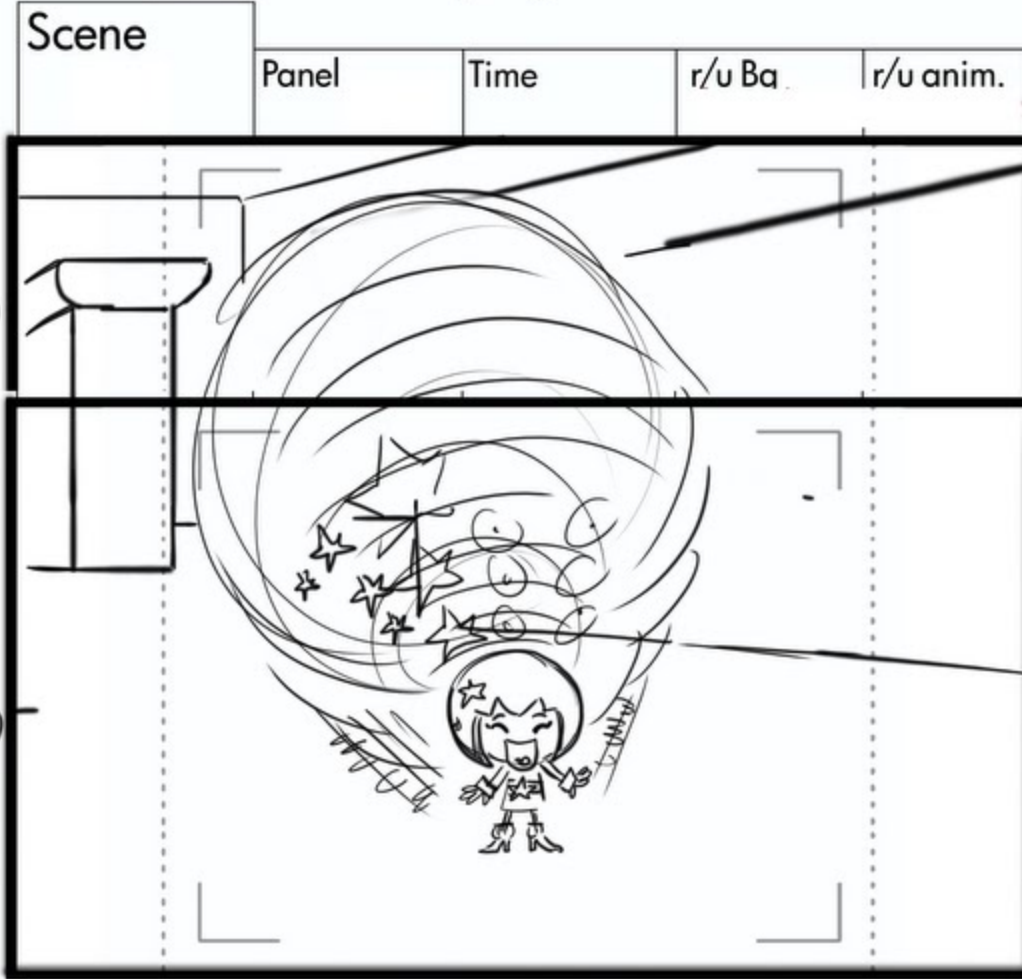
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Sound FX:

Sound FX:

Sound FX:

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Action notes:

HEARTY SHRINKS ...

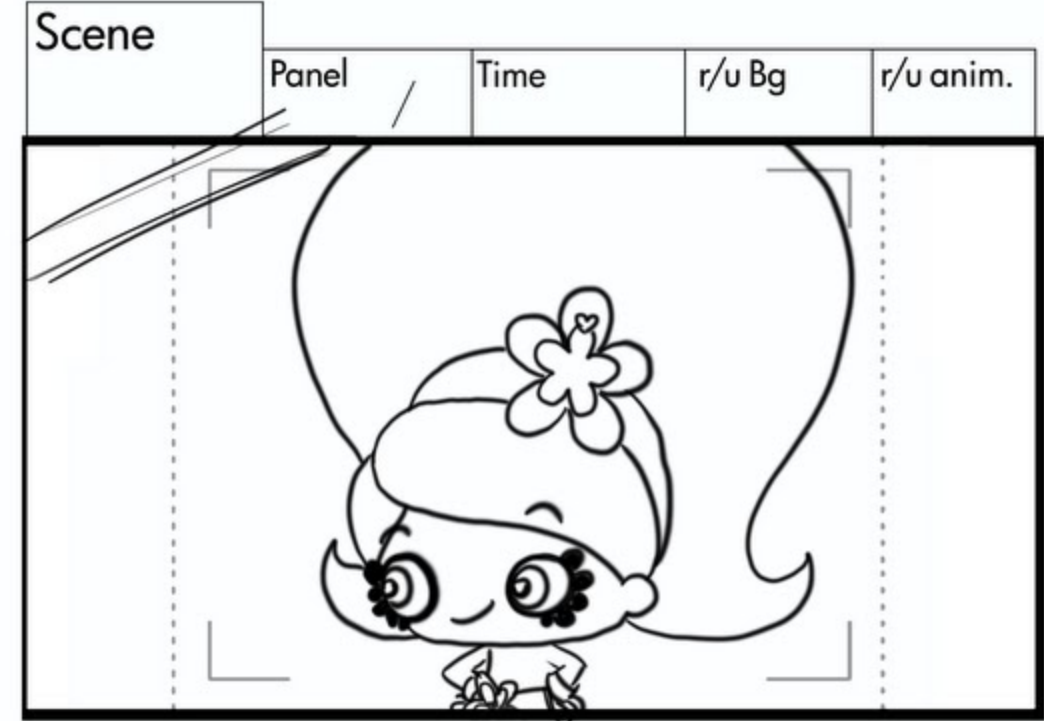
Notes:

Sound FX:

Action notes:

Notes:

Sound FX:



Dialogue:

Action notes:

CUT TO LovellayN...

Notes:

Sound FX:

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

Dialogue:

Ⓐ START
P
A
N
↓
Ⓑ STOP

Action notes:

BEAM SHOOTS
IN AND
HITS LOVELYN..

Action notes:

ADJUST DOWN
AS LOVELYN
SHRINKS!

Notes:

Notes:

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 UNDER
TABLE...

Action notes:

A LASER BLAST
CUTS THRU THE
FLOOR ...

Action notes:

IT STARTS
TO CUT FLOOR...

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:

Dialogue:

Dialogue:

Action notes:

It circles
AROUND

Action notes:

AND
COMPLETES
HOLE ...

Action notes:

HOLE IS PULLED
OUT ...

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: TYLER
LISTEN ...

Action notes:
IT CIRCLES
AROUND

Action notes:
AND
COMPLETES
HOLE ...

Action notes:
HOLE IS PULLED
OUT ...

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: TYLER
LISTEN, THERE'S ...

Dialogue: TYLER
... ONE THING ...

Dialogue: TYLER
... I GOTTA SAY ABOUT ...

Action notes:
LOVELLYM ZIPS UP INTO SC... AND LISTENS

Action notes:
LIDBE ZIPS UP INTO SC... AND LISTENS...

Action notes:
FINALLY HEARTY ZIPS UP INTO SC LISTENING WITH A STETHASCOPE...

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: TYLER
...A GIRL...

Dialogue: TYLER
...I met...

Dialogue:

Action notes: LOVELLYM'S GIANT HAIR
KNOCKS INTO HENRY
WHO IS ALREADY A BIT OFF
BALANCE...

Action notes: KNOCKING
HENRY ON TO
TYLER'S SHOES!

Action notes: UP ABOVE THE
TABLE TYLER
REACTS ...

Notes:

Notes:

Notes:

Sound FX:

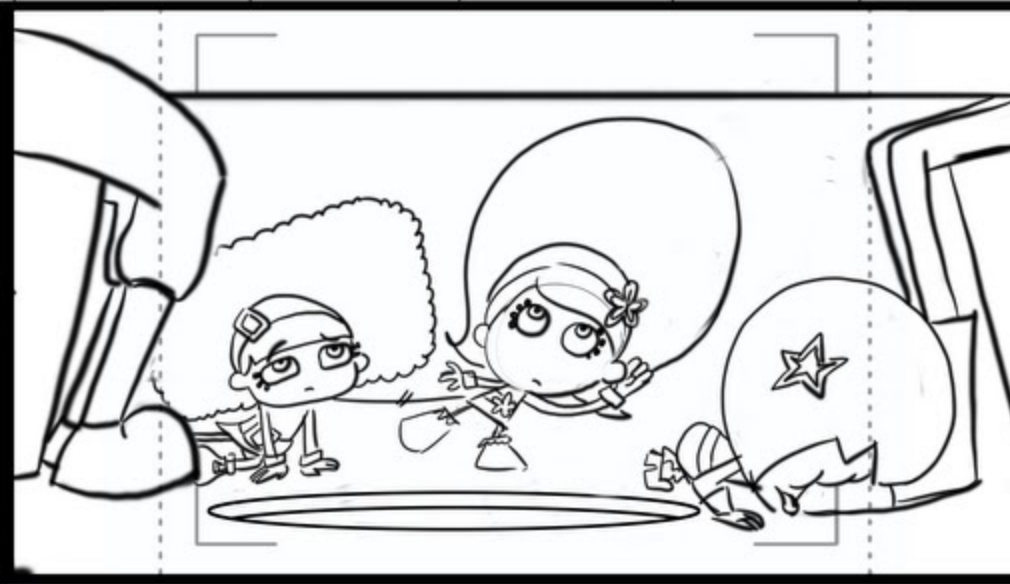
Sound FX:

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.	

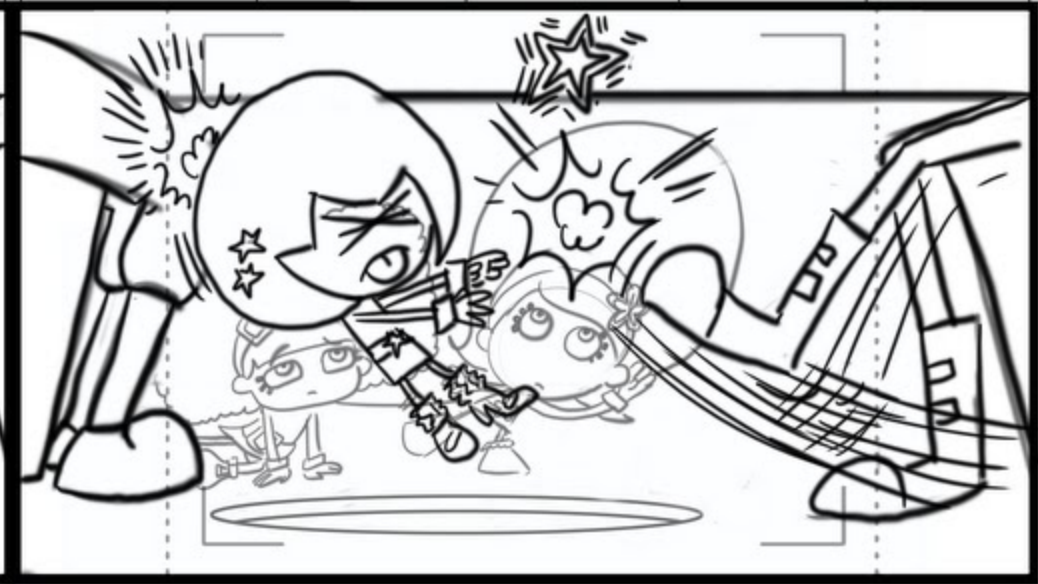


Dialogue:



Dialogue:

START POSE...



Dialogue:

Action notes:

TYLER
THINKS LANCE
HAS KICKED
HIM!

Action notes:

CUTBACK UNDER
TABLE

Action notes:

TYLER KICKS
HEART INTO
LANCE!

Notes:

Notes:

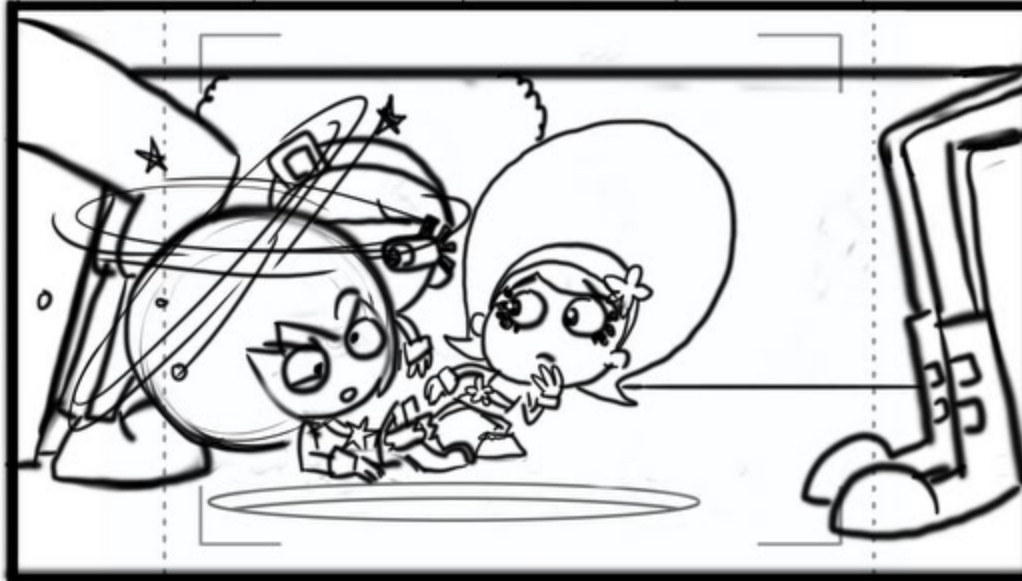
Notes:

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:
LANCE
 OW!

Action notes:
 LANCE Feels HEARTY
 HIT HIS KNEE ...

Notes:

Sound FX:

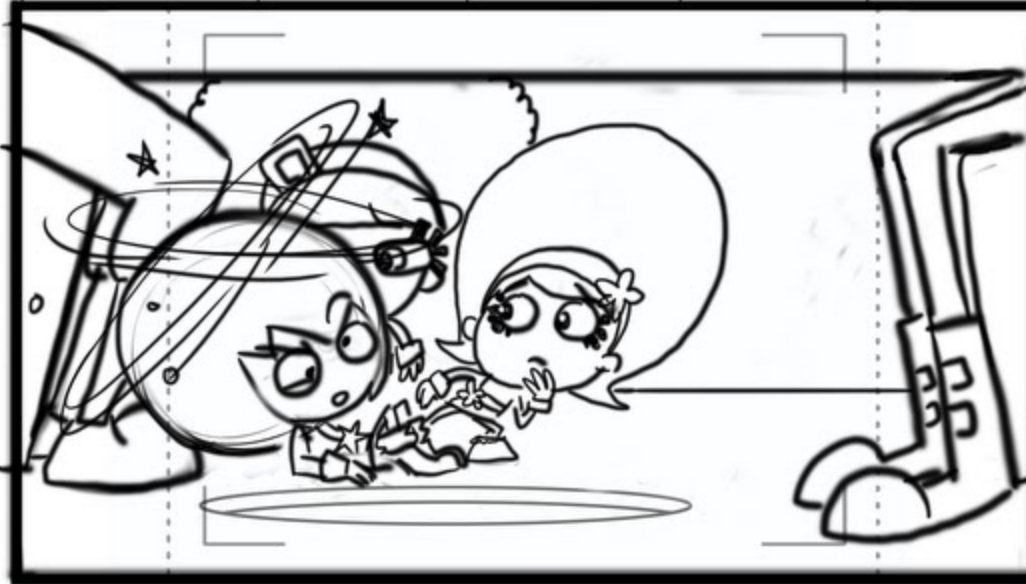
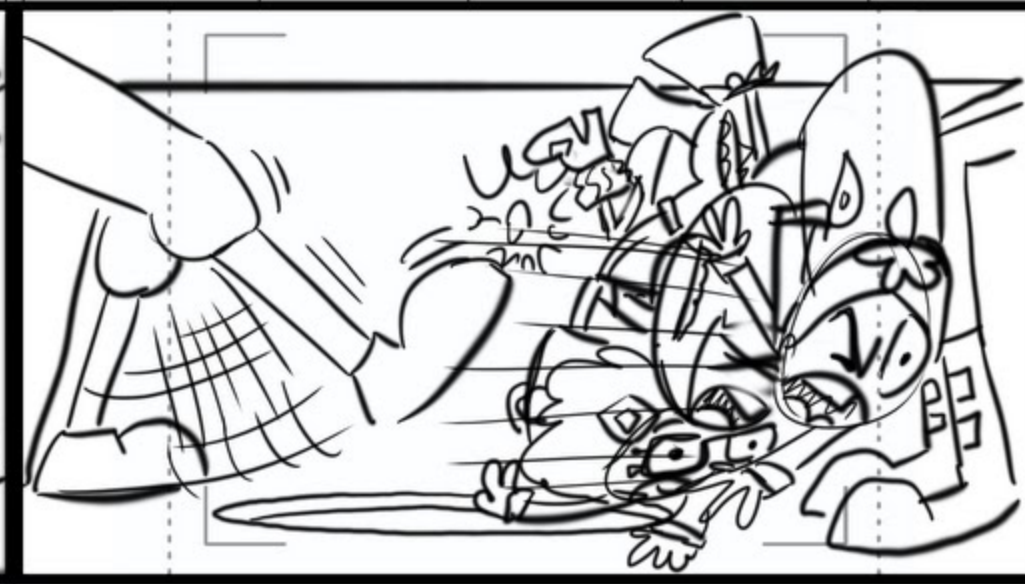
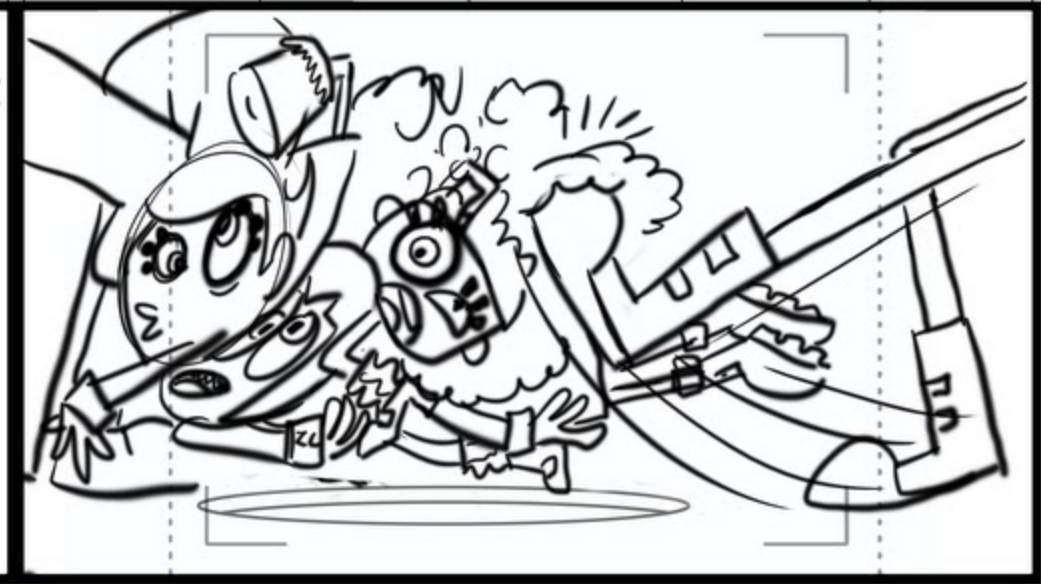


Dialogue:

Action notes:
 HE THINK TYLER
 Kicked him!

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 UNDER THE TABLE

Action notes:

LANCE KICKS THE QPIOS AT TYLER...

Action notes:

TYLER KICKS THEM BACK!

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: QPIDZ
 < SCREAMS! >

Dialogue: LANCE / TYLER
 AAAAAAHHH!

Action notes:
 SFX: < kick! kick! kick! kick! >
 < kick! kick! kick! kick! >
 < kick! kick! kick! kick! >
 < kick! kick! kick! kick! >

Action notes:
 CUT TO UNDER
 TABLE AS THE
 QPIDZ ARE KICKED
 REPEATEDLY

Action notes:
 CUT BACK
 TO TOP SIDE
 AS TYLER AND LANCE
 KICK EACH OTHER
 FURIOUSLY!

Notes:

Notes:

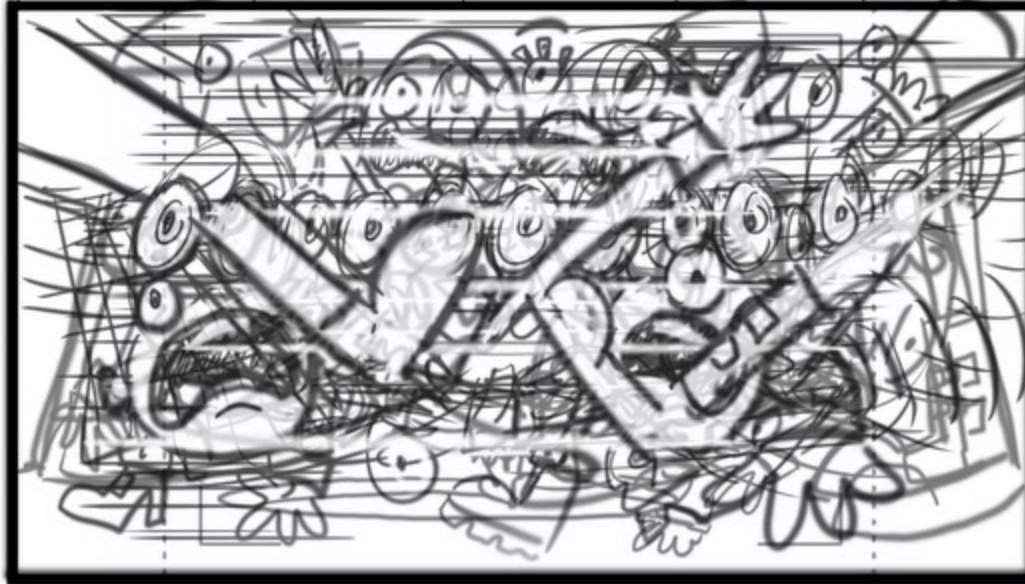
Notes:

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.	

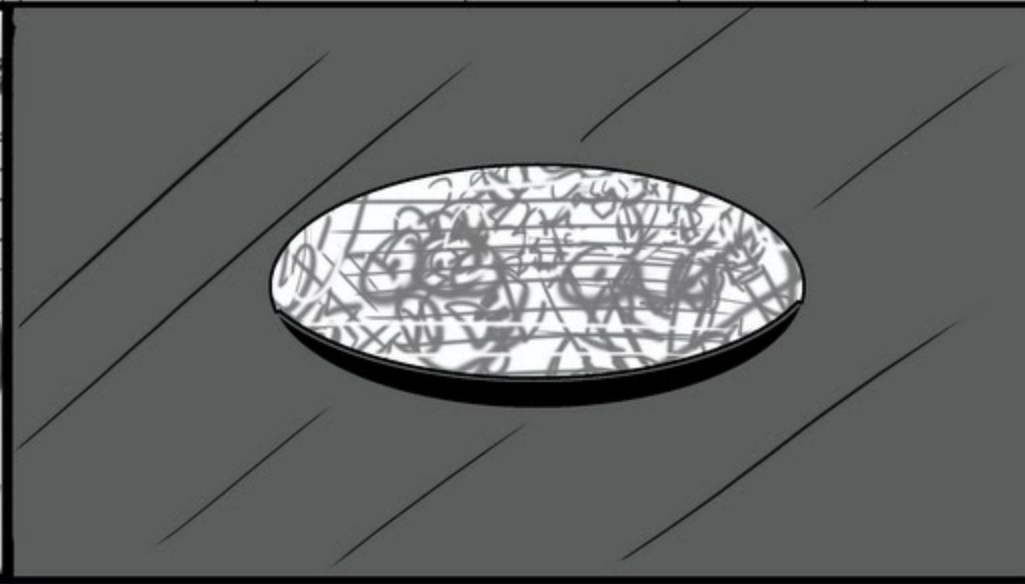


Dialogue: QPIDS
AAAAA AAAH!

Action notes:

Notes:

Sound FX:



Dialogue: HEARTY
RETREAT!

Action notes: CUT TO UNDER THE FLOOR...

Notes:

Sound FX:



Dialogue: HEARTY
RETREAT!

Action notes: THE QPIDS JUMP DOWN THE HOLE!

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:

Action notes:
CUT TO UNDER FLOOR

Notes:

Sound FX:



Dialogue:

Action notes:
SFX < plop >

Notes:

Sound FX:



Dialogue:

Action notes:
< settle >

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: HEARTY
OKAY TIME FOR
PLAN "B".

Action notes:

Notes:

Sound FX:

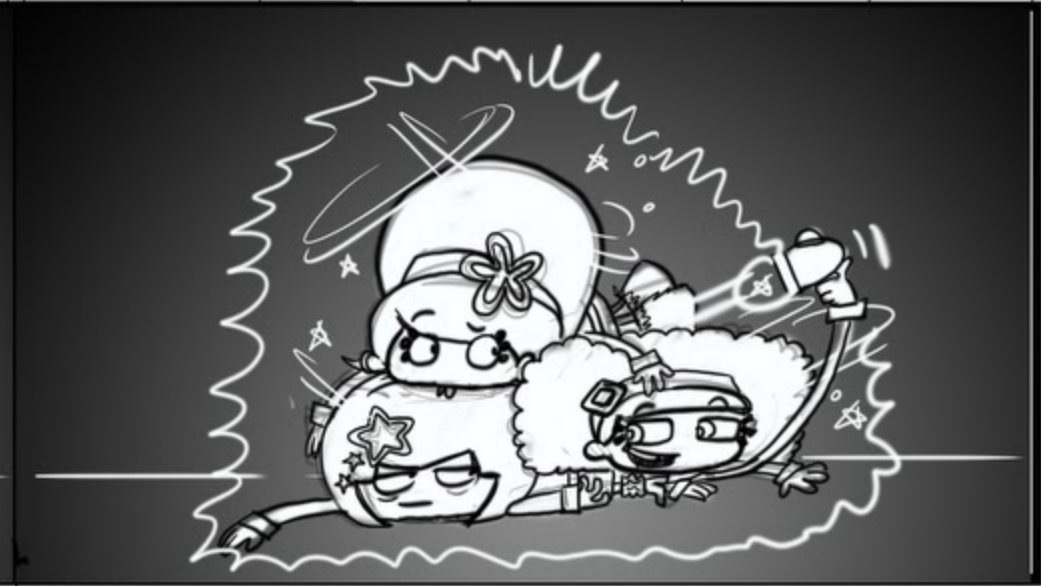


Dialogue: LIEBE
MORE INVISIBLE!

Action notes:
LIEBE PULLS OUT
HER RAY GUN...

Notes:

Sound FX:



Dialogue:

Action notes:
< ZAP! >

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: LANCE
What kind of girls do you like

Action notes:
THE GIRLS SHRINK!

Action notes:

Action notes:
GARBAGE CAN ROLLS INTO SC....

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: TYLER
 Well I WAS INTO THIS...

Action notes:

Notes:

Sound FX:

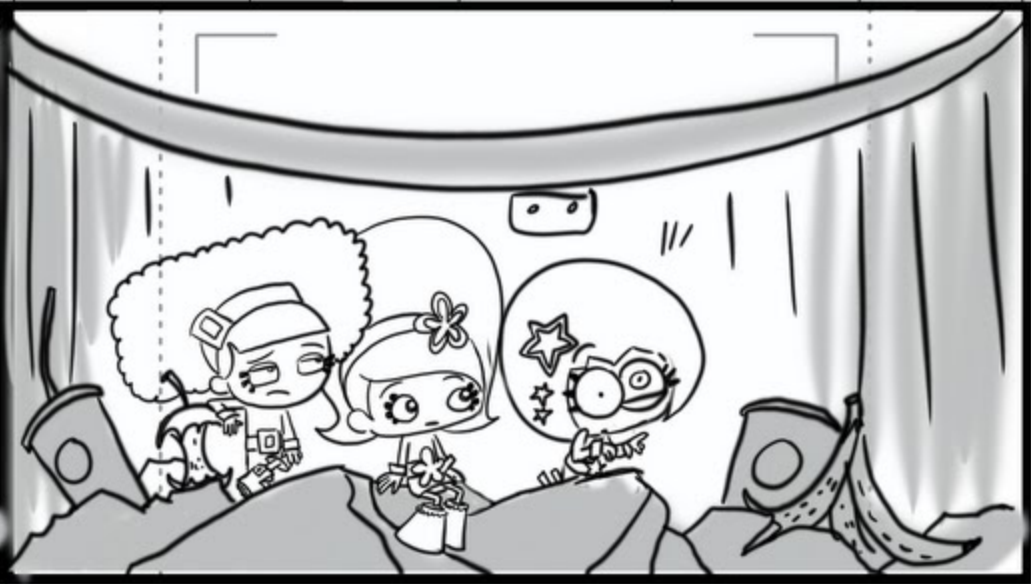


Dialogue: TYLER (VO)
 ... ONE GIRL I ...

Action notes:

Notes:

Sound FX:

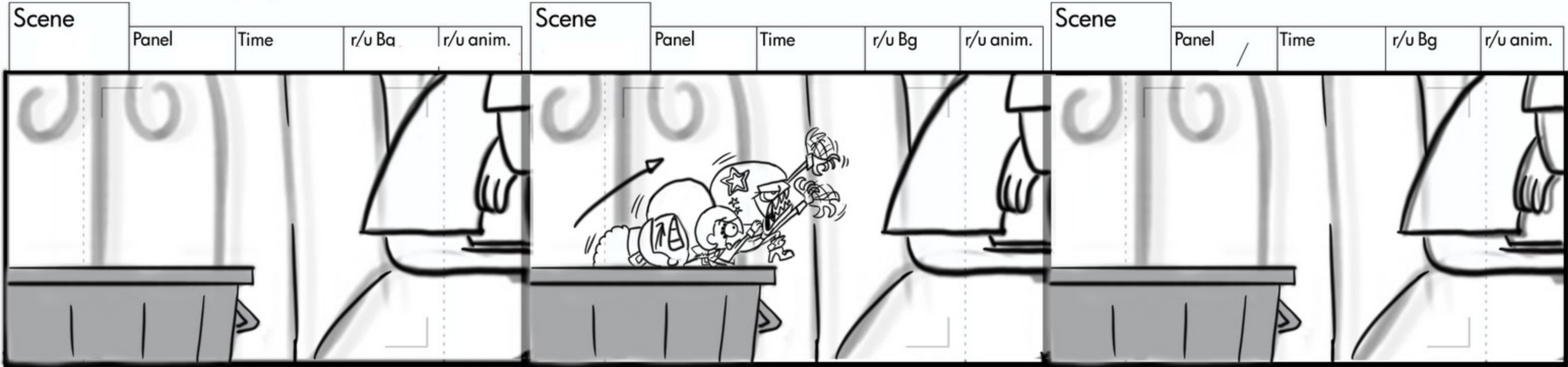


Dialogue: TYLER
 ... SAW IN A STORE...

Action notes:

Notes:

Sound FX:



Dialogue: TYLER
I LIKED...

Dialogue: TYLER
.. THAT SHE ...

Dialogue: TYLER
HOLD ON ...

Action notes:

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: TYLER
GOTTA SNEEZE ...

Dialogue: TYLER
AHHHH

Dialogue: TYLER
CHOOOO!

Action notes:

Notes:

Action notes:

Notes:

Action 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:
< BLOWS NOSE >

Dialogue:

Action notes:
REACHES O/S FOR A NAPKIN

Action notes:

Action notes:
CUT BACK TO CAME AS THE QPIPS HOW HEARTY

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:
 THE SNOTTY NAPKIN
 IS THROWN INTO
 THE GARBAGE...

Notes:

Sound FX:



Dialogue:

Action notes:
 < SPLAT! >

Notes:

Sound FX:

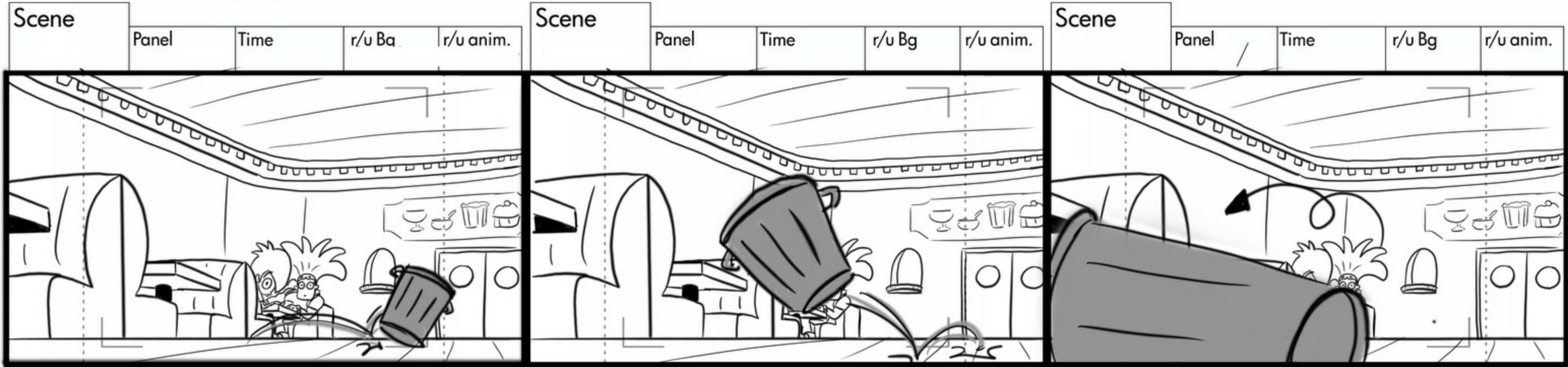


Dialogue:
QPIOS
 EWWW!

Action notes:
 THE QPIOS
 PUSH IT BACK
 OFF OF THEM...

Notes:

Sound FX:



Dialogue:

Dialogue:

Dialogue:

Action notes:

CUT TO FULL
SHOT OF
CHOCOLATERIA...

Action notes:

AS THE
GARBAGE CAN
BOUNCES AROUND...

Action notes:

AND THEN IT
ROLLS FOOD INTO
CAM...

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:

Action notes:
CUT TO EXT. OF CHOCOLATERIA

Action notes:
SUDDENLY THE E-AM BURSTS OUT OF DOOR...

Action notes:
AND ROLLS INTO THE STREET...

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

Scene	Panel	Time	r/u Ba	r/u anim.
STREET A PAN STOP B				

Action notes:

THE CAN STOPS
IN THE MIDDLE OF
THE STREET ...

Notes:

Sound FX:

Scene	Panel	Time	r/u Bg	r/u anim.
015				

Dialogue:

Action notes:

SUDDENLY A TRUCK
DRIVES THRU SC
FLATTENING THE
GARBAGE CAN!

Notes:

Sound FX:

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

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: <u>HEARTY (VO)</u> OKAY, PLAN C...					Dialogue: <u>LUER (VO)</u> I WAS AFRAID YOU WERE GOING TO SAY THAT...				
Action notes: TRUCK IN ON CAM					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:

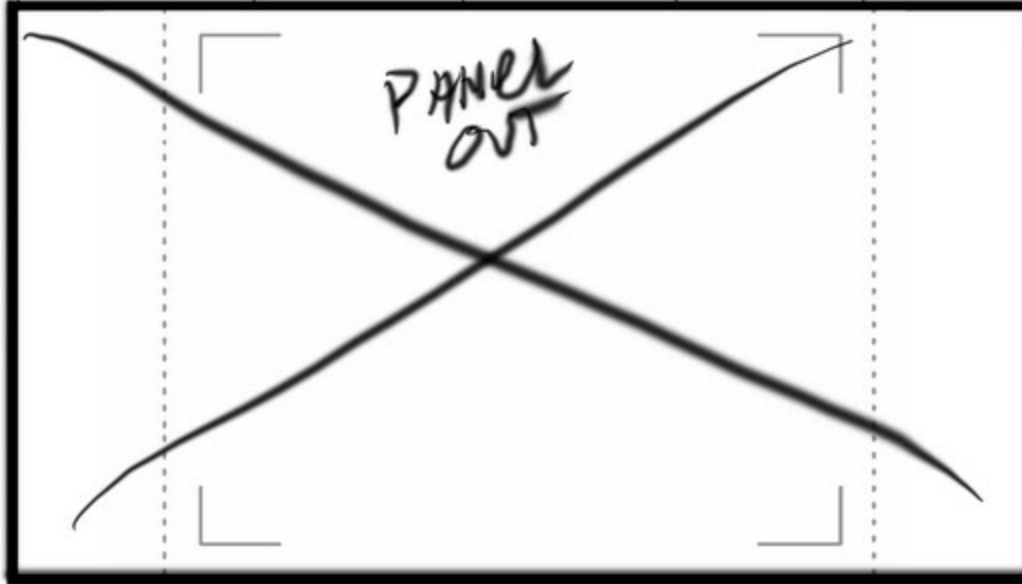
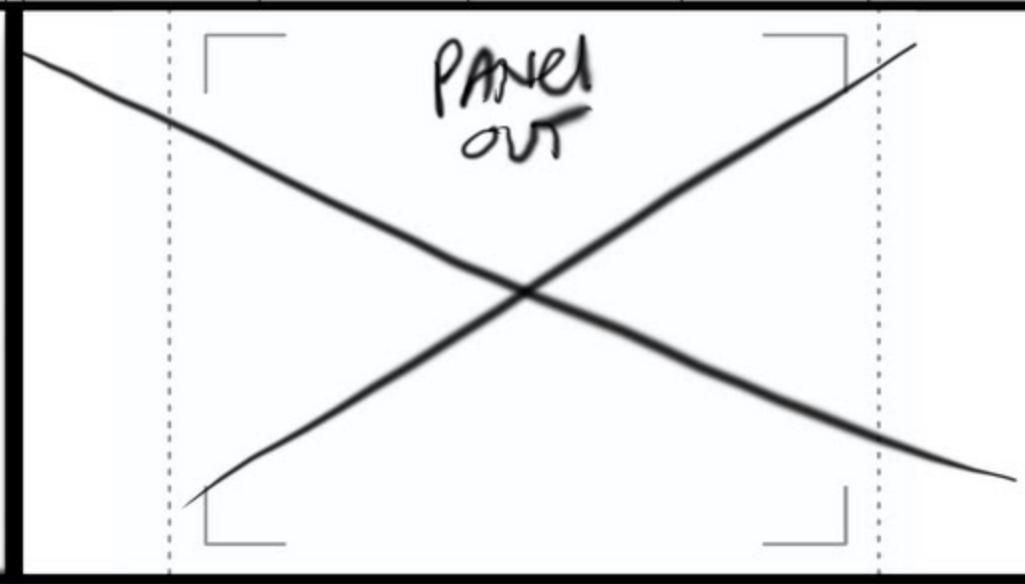
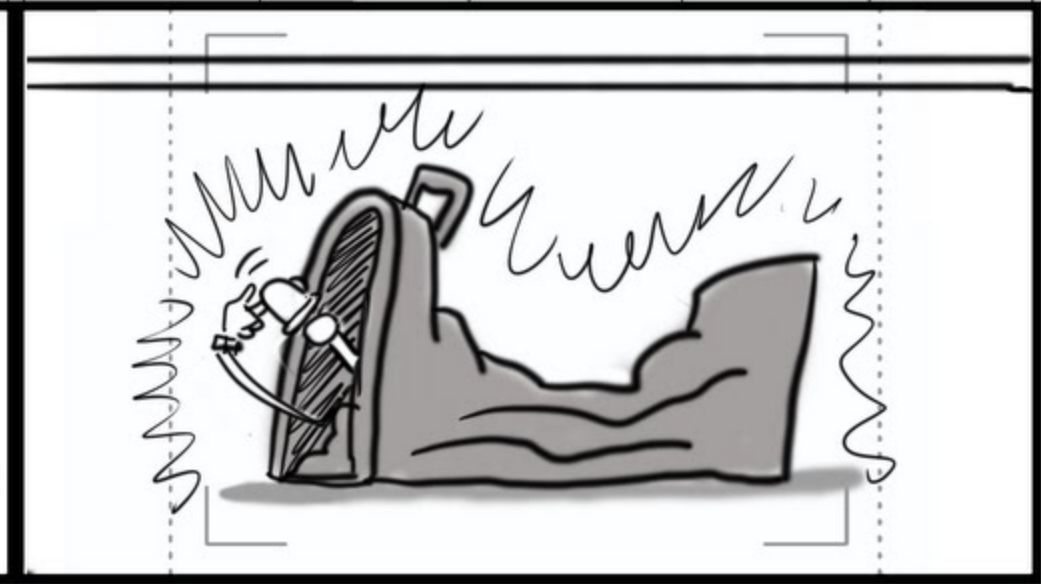
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Sound FX:

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.
														

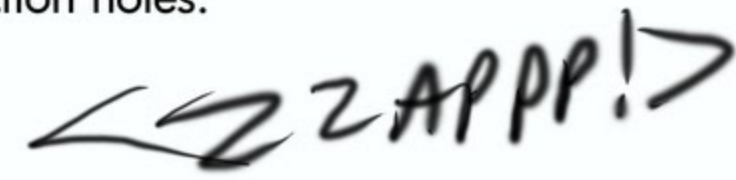
Dialogue:

Dialogue:

Dialogue:

Action notes:

Action notes:

Action notes:


Notes:

Notes:



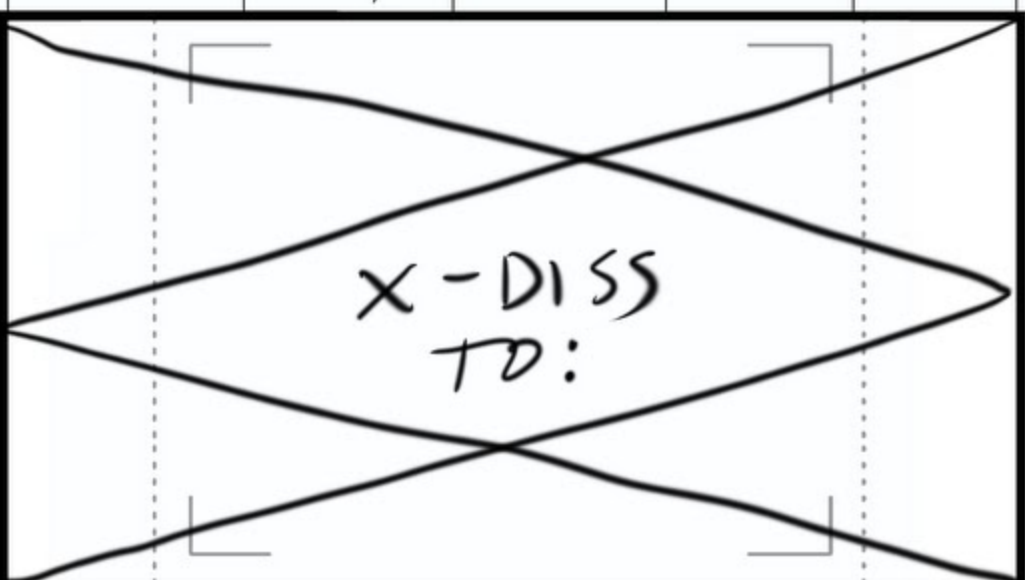
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Sound FX:

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:

Dialogue:

Dialogue:

Action notes:
THE CAM SHRINKS

Action notes:
← SETTLER →

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:

Dialogue:

Dialogue:

Action notes:
X-DISS TO CASH REGISTER ON COUNTER TOP

Action notes:
SUDDENLY A TINY COPTER COMES OUT FROM BEHIND IT...

Action notes:
AND FLIES INTO CAM SHOWING US THE QPIPS ARE FLYING IT...

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: TYLER + LANCE
 < BIA BLA BLA >

Dialogue:

Action notes: PAN Bg...

Action notes: CUT TO TYLER + LANCE CHATTING...

Action notes: THE QPIOS COPTER COMES INTO SC...

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: TYLER
 > BLA BLA BLA >

Dialogue: TYLER
 THE ...

Dialogue: TYLER
 ...THING IS ...

Action notes:
 IT CONTS
 TOWARDS
 TYLER ...

Action notes:
 CUT TO XCU ON
 TYLER ...

Action notes:
 TINY
 COPTER FLYS
 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:
PANEL OUT

Dialogue: Tyler
... SO COOL ABOUT HER...

Dialogue: Tyler
... HOLD ON, FOODS HERE,

Action notes:

Action notes:
CUT TO SPLIT
 SCREEN AS
 GIRLS LEAN IN SLOWLY
 AND EAGERLY AND LISTEN TO
 TYLER'S WORDS ...

Action notes:
JAMES WALKS IN
 WITH TRAY OF FOOD ...

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: QPIDO
AAAA AAAAAH!

Action notes:
CUT TO
CU OF
TYLERS NOSE

Action notes:

Action notes:
DIAG PAN BG
CAM SHAKE

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:

REPEAT
 ROTATE
 CAM

Action notes:

Helicopter WEERS
 AWAY FROM CAM

Action notes:

COPTER ROTATES
 SIDEWAYS...

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:

Repeat
ROTATE
CAM

Action notes:

Notes:

Dialogue:

Action notes: ROTATE Helicopter AWAY FROM CAMERA INTO TYLER'S NOSTRIL!

Notes:

Dialogue:

Action notes: IT BOUNCES OFF MAN ...

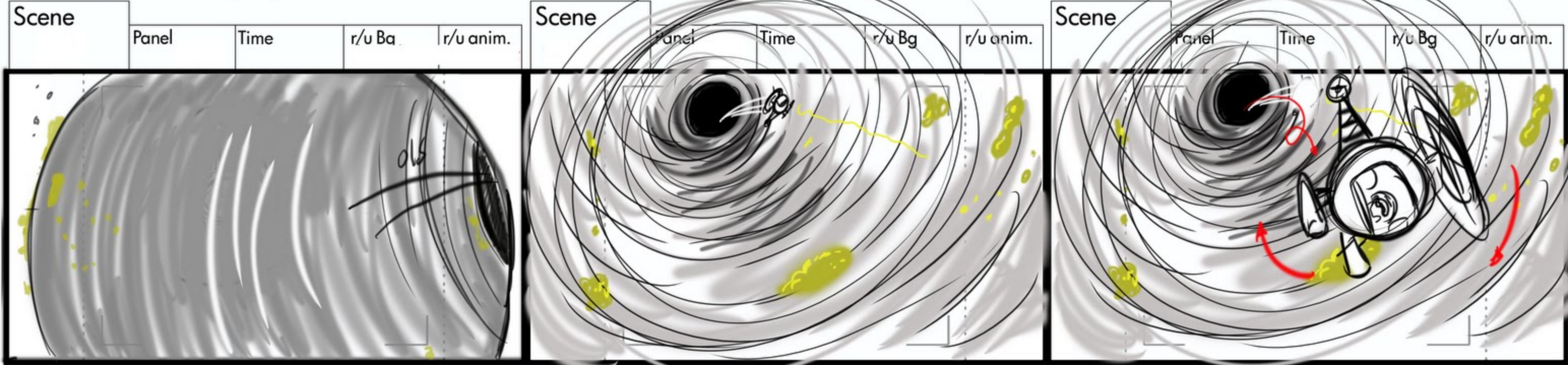
Notes:

Sound FX:

Sound FX:

Sound FX:

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Dialogue:

→
CONT 015

Dialogue:

Dialogue:

Action notes:

Action notes:

THEY FALL
FURTHER
INTO
THE NASAL
CAVITY

Action notes:

Notes:

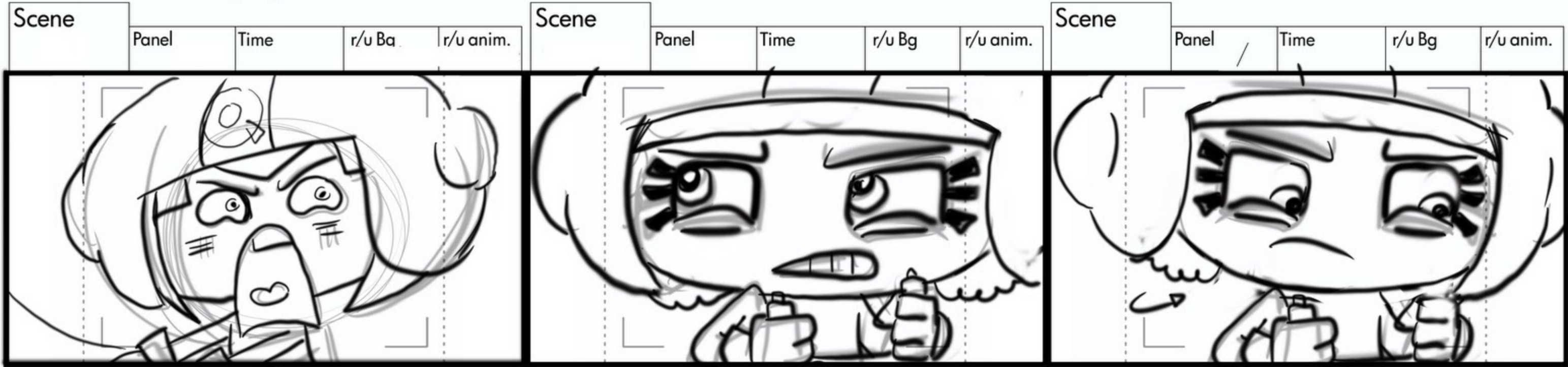
Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:



Dialogue: **(A)**
START
HEARTY
LIEBE! Full Power!

Action notes:

Notes:

Sound FX:

Dialogue: **(B)**
STOP

Action notes:
PAN TO LIEBE
→

Notes:

Sound FX:

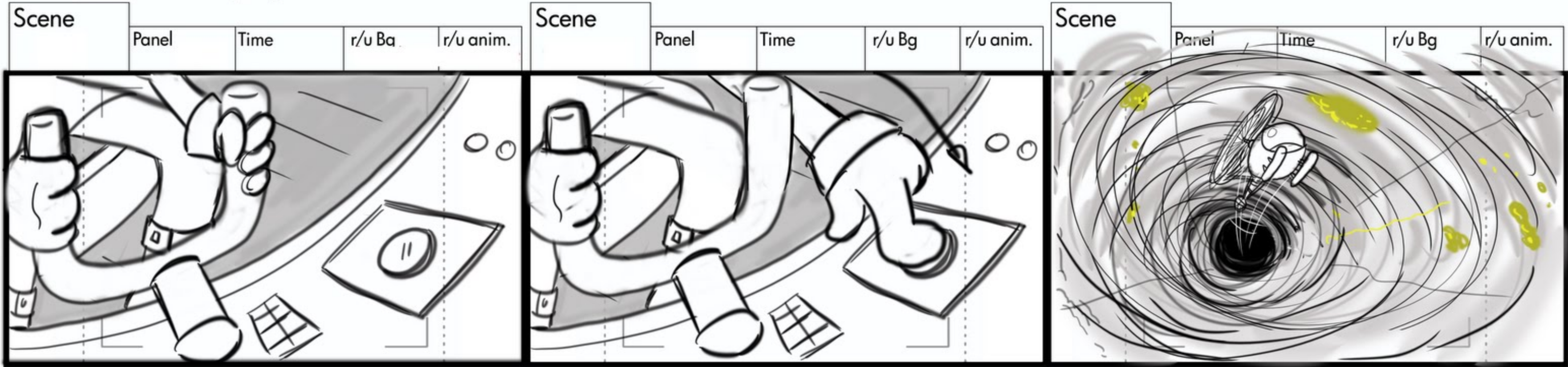
Dialogue:

Action notes:
LIEBE
URNS

Notes:

Sound FX:

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Dialogue:

Dialogue:

Dialogue:

Action notes:

CUT TO
CONSOLE...

Action notes:

LIEBE PASSES
BUTTON...
SFX: < PRESS >

Action notes:

Notes:

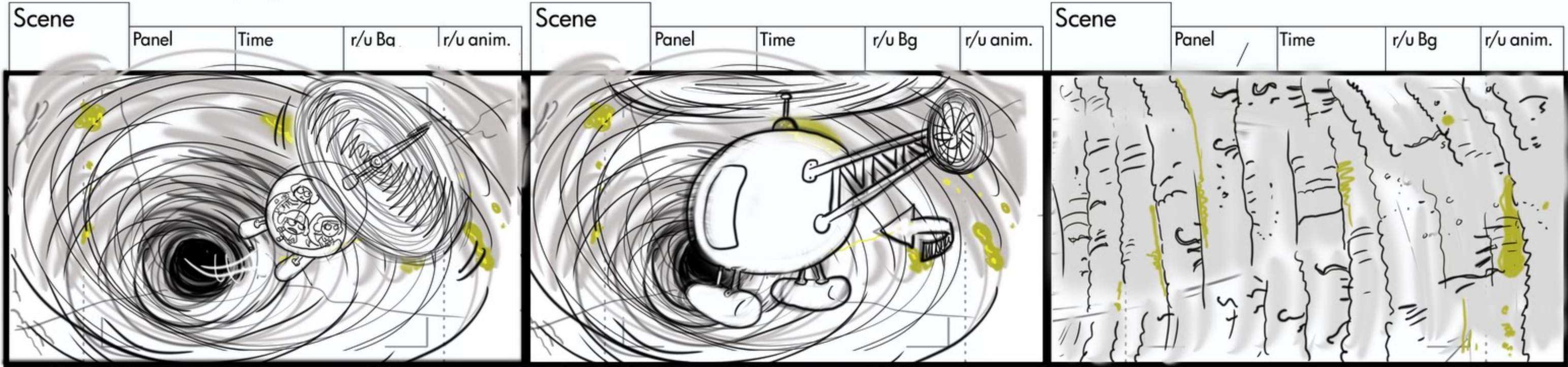
Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:



Dialogue:

Dialogue:

Dialogue:

Action notes:

THE THRUSTERS
KICK IN

Action notes:

AND LIORÉ
GETS
CONTROL
OF THE
COPTER...

Action notes:

CUT CLOSE
ON
NASAL WALL...

Notes:

Notes:

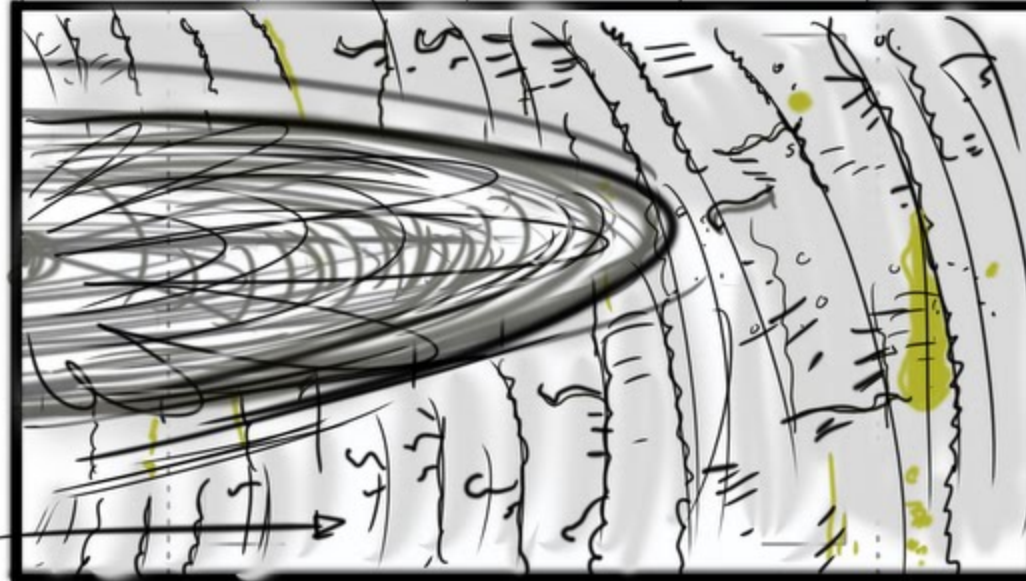
Notes:

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.	

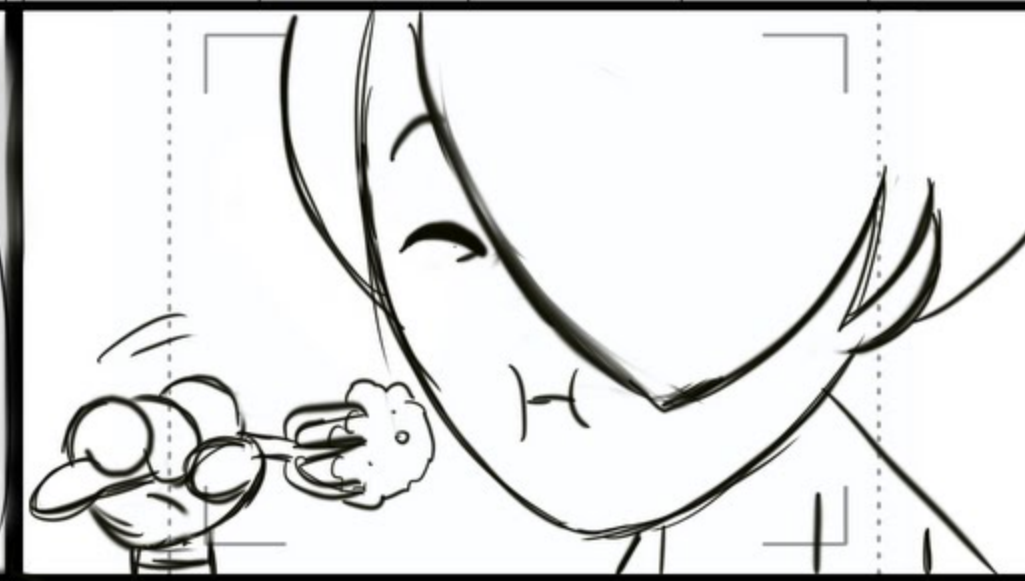


Dialogue:

Action notes:
*COPTER
 BLADES
 COME IN
 AND TICKLE
 HAIRS ON WALLS...*

Notes:

Sound FX:



Dialogue:

Action notes:
*CUT TO TYLER
 CHEWING*

Notes:

Sound FX:



Dialogue:
*TYLER
 <SNIFF SNIFF!>*

Action notes:
*SUDDENLY
 HIS NOSE
 TICKLES*

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: WIND SHOTS DOWN TUNNEL AS NOSTRIL MOVE QUINES AS COPTER IS SUCKED FURTHER INTO NOSTRILS...					Dialogue: ← PAN BG QPID AAAAAAAAAH!!!				
Action notes:					Action notes: SPLIT SCREEN					Action notes:				
Notes:					Notes:					Notes:				
Sound FX:					Sound FX:					Sound FX:				

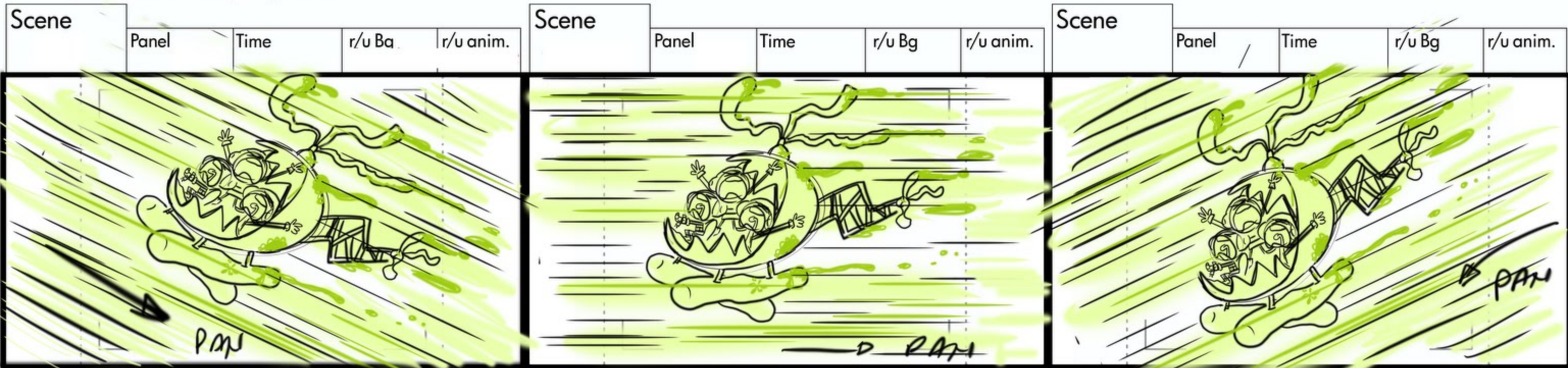
Scene					Scene					Scene				
Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel	Time	r/u Bg	r/u anim.	

Dialogue:	Dialogue:	Dialogue:
	<u>TYLER</u> AAAAH...	<u>TYLER</u> CHOOO!

Action notes:	Action notes:	Action notes:
CUT TO TYLER ABOUT TO SNEEZE!		TRUCK OUT AS SHOT FLIES OUT OF MOUTH AND O/S

Notes:	Notes:	Notes:

Sound FX:	Sound FX:	Sound FX:



Dialogue: AA	Dialogue: ^{GP105} AAAAAAAAAA!	Dialogue: AAAAAAAAA!
------------------------	--	--------------------------------

Action notes: DIAG PAN BG	Action notes: PAN Levels out	Action notes: PAN ARCS DOWNWARD
---	--	---

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: ~~GANN O/S~~ QPIDS
AAAAAH!

Dialogue: QPIDS
AAAAAH!

Dialogue: QPIDS
AHHHHH!

Action notes: CONT DIAG PAN AS COPTER GANN O/S

Action notes: CUT TO FULL SHOT OF CHOCOLATERIA AS THE QPIDS ARC DOWN TOWARDS COUNTER TOP ...

Action notes: CUT CLOSE ON COUNTER TO A CUP OF COCOA...

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: QPIDS
АНННННН!

Action notes: QPIDS LAND IN COCOA CUP
SEX< PLOP! >

Notes:

Sound FX:

Dialogue:

Action notes: COCOA Settles...

Notes:

Sound FX:

Dialogue:

Action notes: CUT TO INSIDE CUP AS QPIDS BOB ON MARSHMALLOWS... AND TRUCK IN SLOWLY...

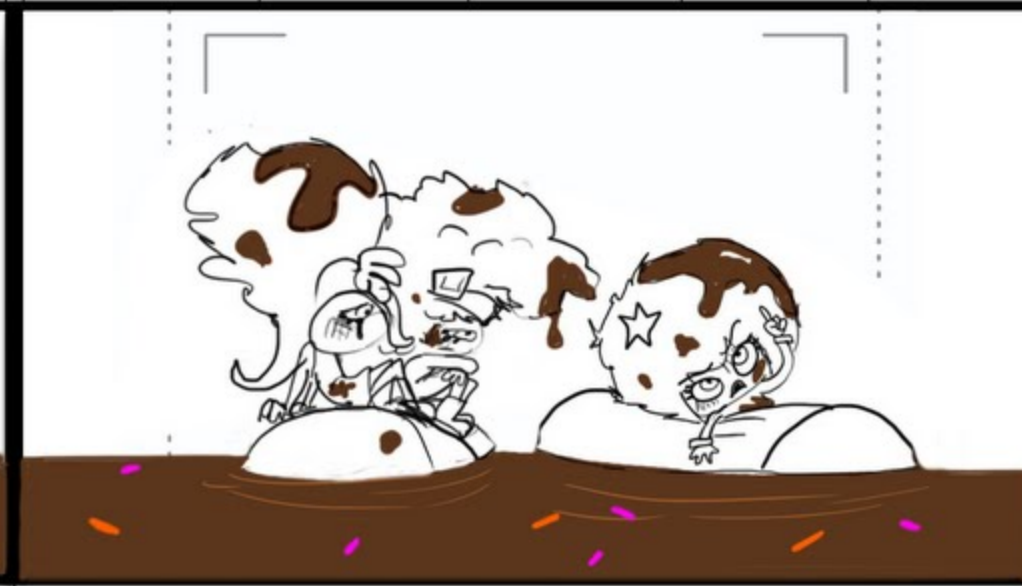
Notes:

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:



Dialogue:

HEARZY
OKAY ... PLAN "D" ...



Dialogue:

LOSE
MARSHMALLOW?
LOVELYN
WOULD LOVE ONE.

Action notes:

HOLD ON THE
GIPIDS FLOATING
ON MARSHMALLOWS

Action notes:

Action notes:

Notes:

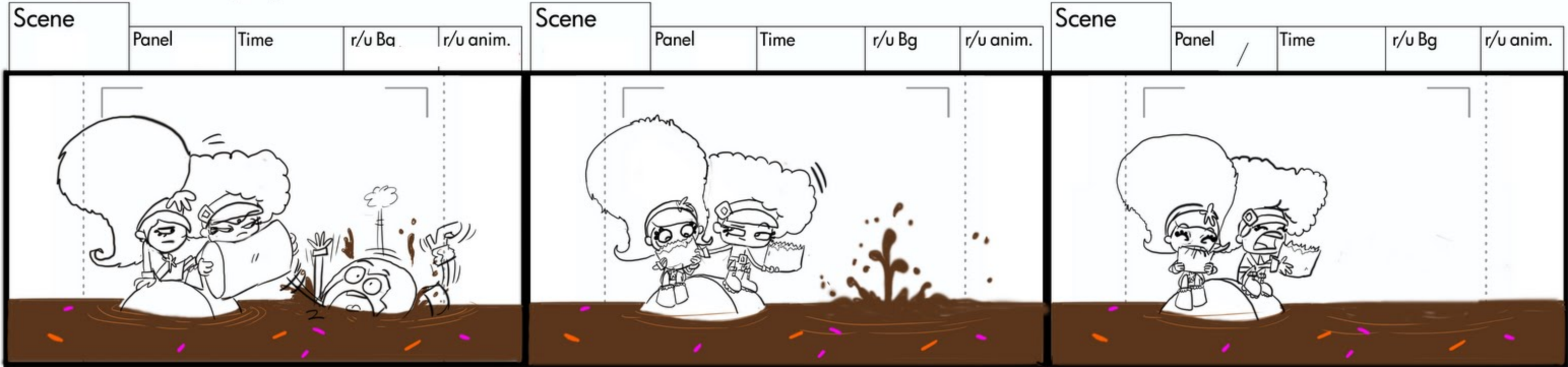
Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:



Dialogue:

Dialogue:

Dialogue:

Action notes: LIEBE PULLS THE MARSHMALLOW OUT FROM UNDER HEARTY CAUSING HER TO FALL INTO THE COCOA!
SFX: < SPLASH! >

Action notes: SFX < PLOOP! >

Action notes: THE QPIOS MUNCH ON THE MARSHMALLOWS...

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX:

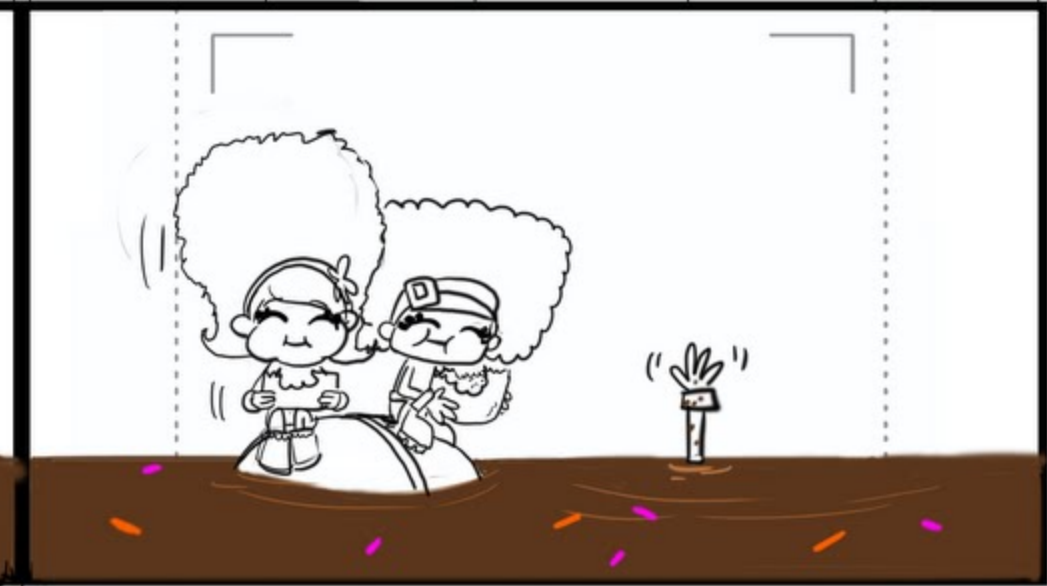
Scene					Scene					Scene				
Panel	Time	r/u Ba	r/u anim.		Panel	Time	r/u Bg	r/u anim.		Panel /	Time	r/u Bg	r/u anim.	



Dialogue:



Dialogue:



Dialogue:



Action notes:

LIEVE PUSHES
HEARTHY BACK DOWN

Action notes:

AND THEY
MUNCH
THEIR MARSHMALLOWS...

Action notes:

HEARTHY'S
HAND COMES
UP AGAIN
BUT ITS IGNORED
AS WE FADE OUT

Notes:

Notes:

Notes:

Sound FX:

Sound FX:

Sound FX: