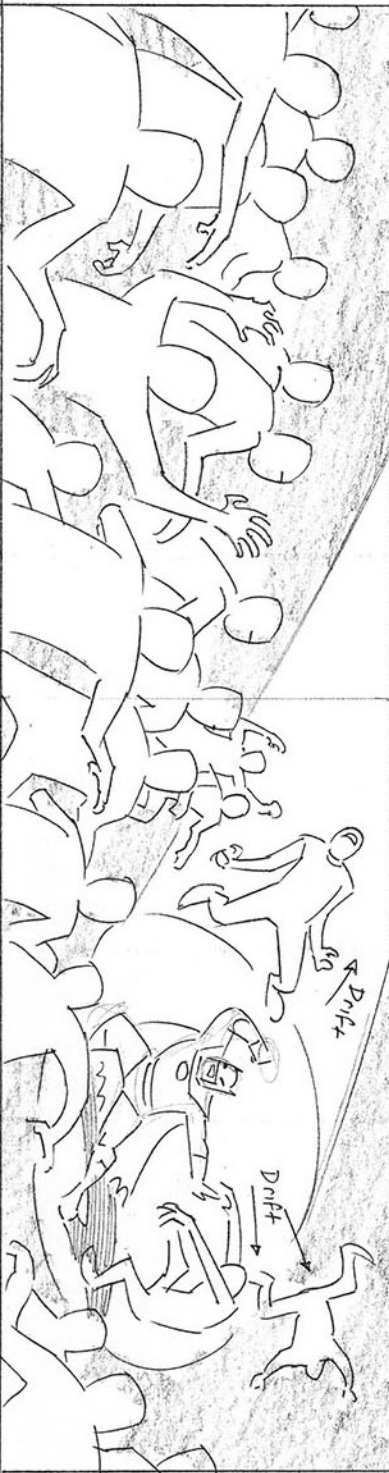


☑ WIPE TO

Panel I

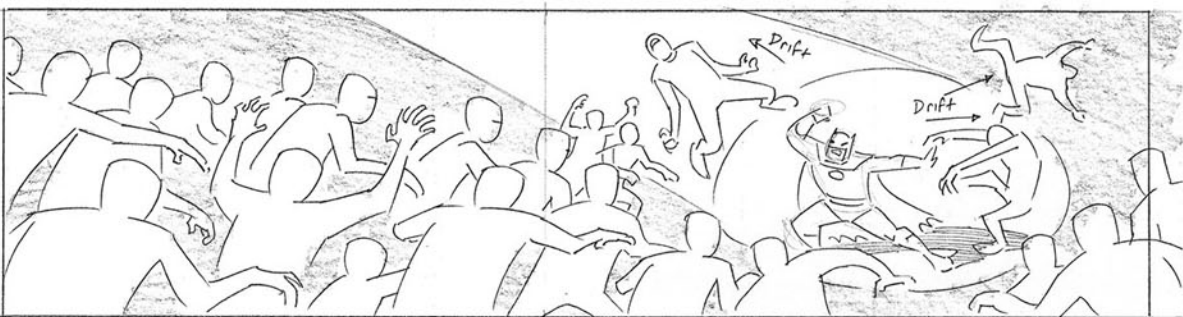


STILL/FREEZE FRAME =

Slow pan across army of zombies converging on BM.

Three of them drift slowly away from his punches (drift is only movement in scene)

PAN

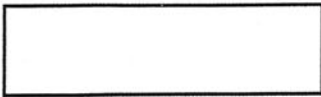


STILL/FREEZE FRAME =

Slow pan across army of zombies converging on BM.

Three of them drift slowly away from his punches

PAN



SC.

**ACTION** day night  
Track with  
Black Canary  
strolling—  
BG animates  
under her

---

**DIAL**



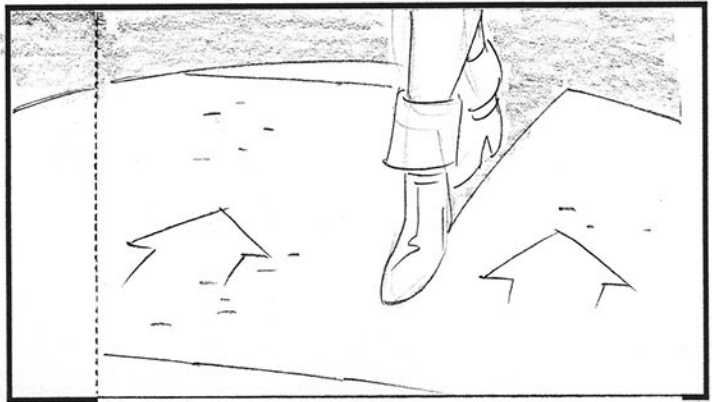
1

SC.

**ACTION** day night  
B pose. She  
walks elegantly,  
like a dancer  
(spotlight shadow  
stays static throughout)

---

**DIAL**



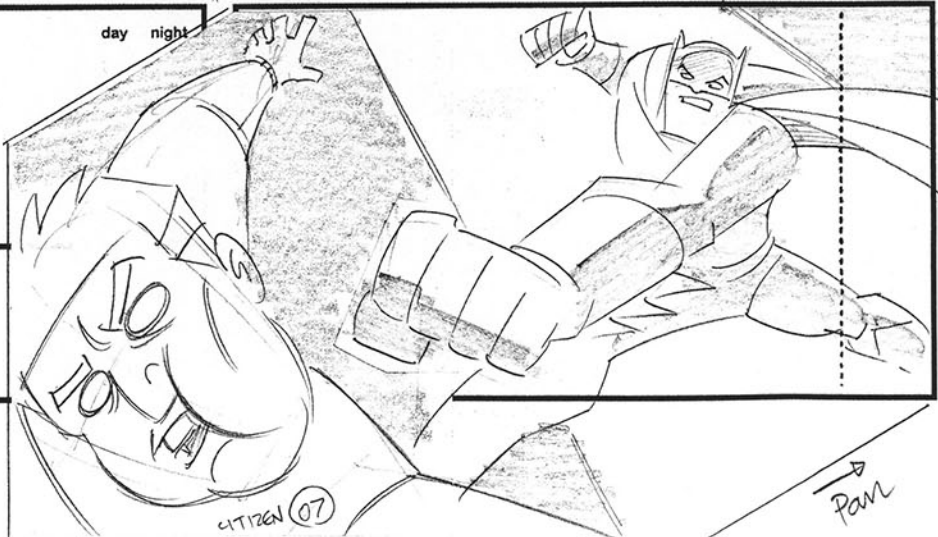
2

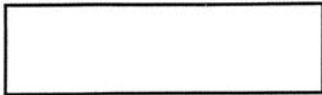
SC.

**ACTION** day night  
Slow  
pan  
over  
freeze  
frame

---

**DIAL**

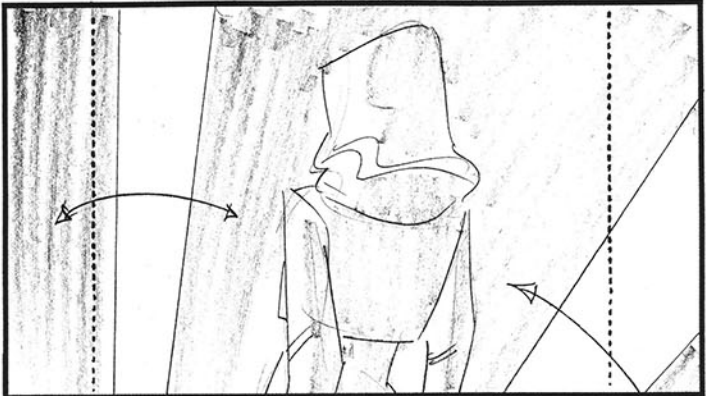




SC.

**ACTION** day night  
 BC steps away from, cam, pan up to see her against floodlights

**DIAL**  
 1

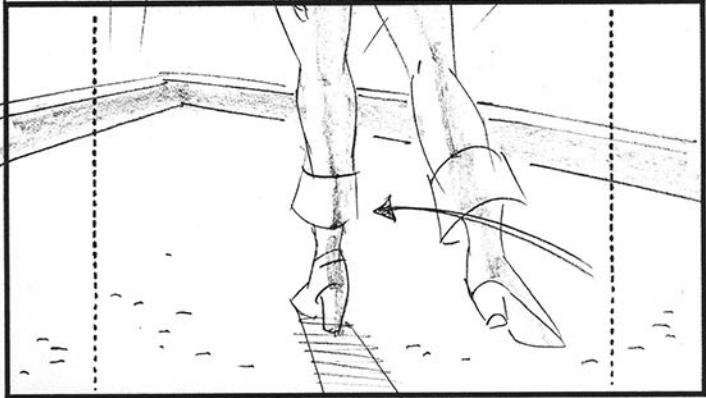


1

SC.

**ACTION** day night

**DIAL**

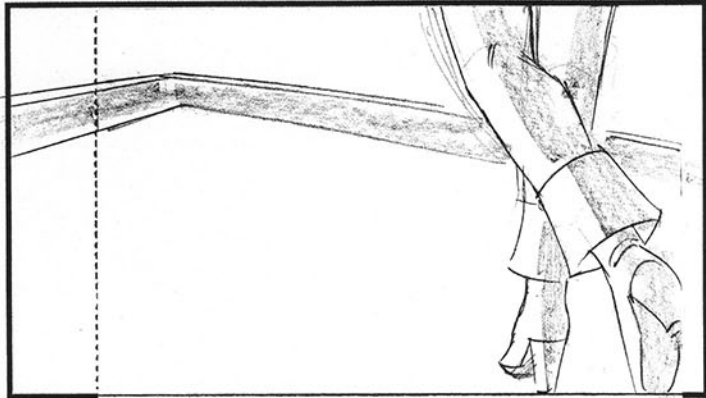


! → 2

SC.

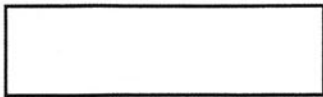
**ACTION** day night  
 FIRST POSE =

**DIAL**



! → 1

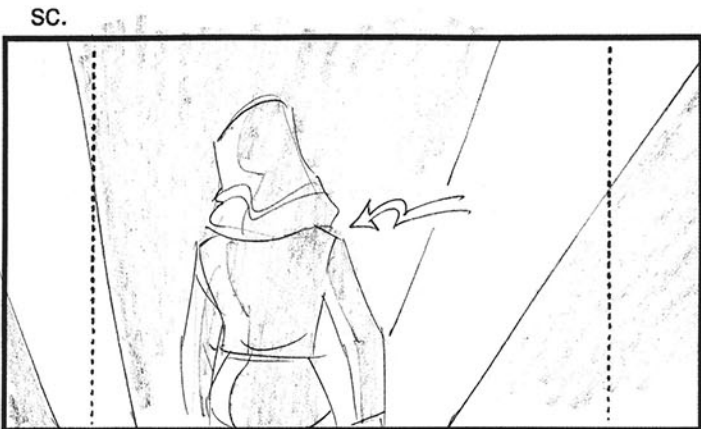
Cont →



**ACTION** day night  
*She walks away from cam*

---

**DIAL**



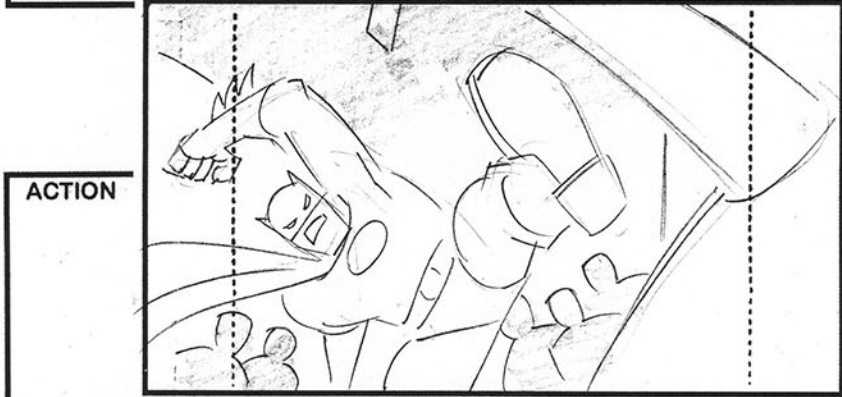
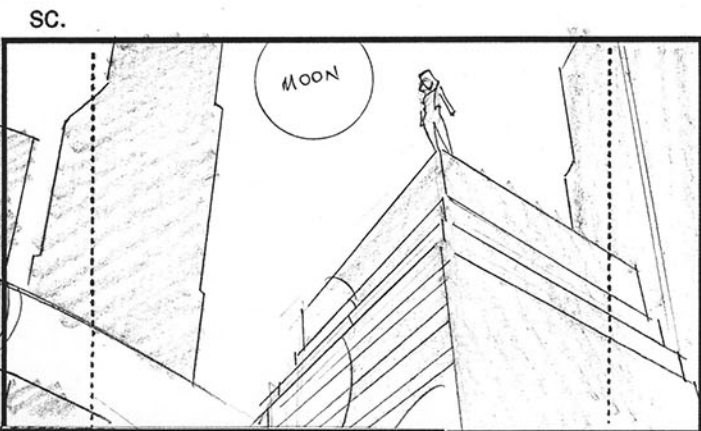
3

**ACTION** day night

*PAN* →

---

**DIAL**

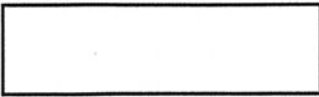


**DIAL**

1

*Pan up from freeze frame to see BC on building*

Con't →

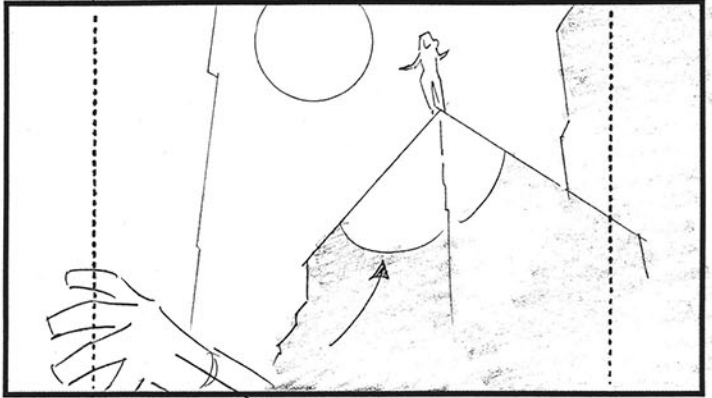


SC.

**ACTION** day night  
 Spotlight rises to frame her

---

**DIAL**  
 (90) BC: Look at him...



2

OUT

H/U

SC.

**ACTION** day night  
 Gangsters approach as she sings

---

**DIAL**  
 Save the day...



1

END POSE



H/U

SC.

**ACTION** day night  
 She back-hands the first one

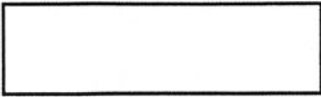
---

**DIAL**  
 Keeping-



1

Con't



SC.

**ACTION** day night

-kicks  
the second  
gangster

---

**DIAL**

-evil-



2

SC.

**ACTION** day night

-grabs  
his head-

---

**DIAL**

-far-



3

SC.

**ACTION** day night

-shoves  
him OS

---

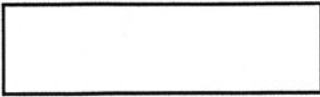
**DIAL**

-away-



4

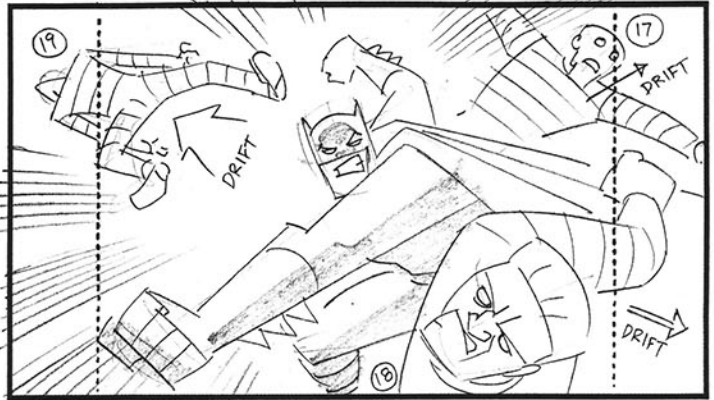




SC.

**ACTION** day night  
On BM-he is static, convicts drift away from him

**DIAL**  
VO: A brave man...

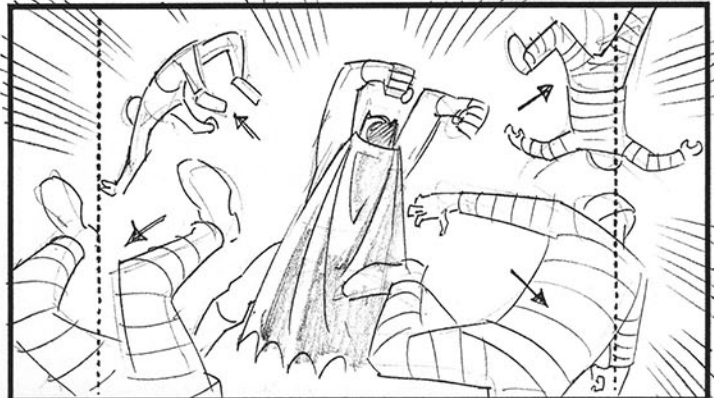


1

SC.

**ACTION** day night  
(Same)

**DIAL**  
Like no man...

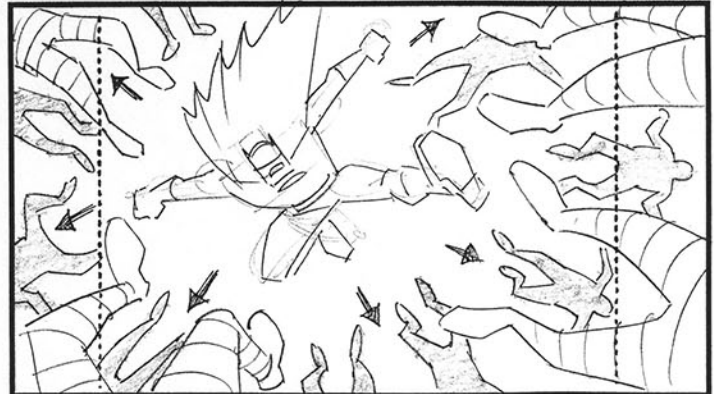


2

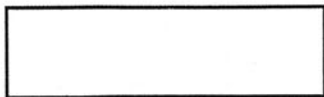
SC.

**ACTION** day night  
(Same)

**DIAL**  
Be my man...



3



SC.

**ACTION** day night

Close on  
BM

---

**DIAL**

Bat-



1

SC.

**ACTION** day night

He glances  
aside

---

**DIAL**

-man...



2

SC.

**ACTION** day night

Close on  
BC

---

**DIAL**

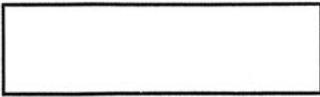
If only-



1

Cont  
→





SC.

**ACTION** day night  
 Truck out to see row of gangsters behind her

---

**DIAL**  
 He could



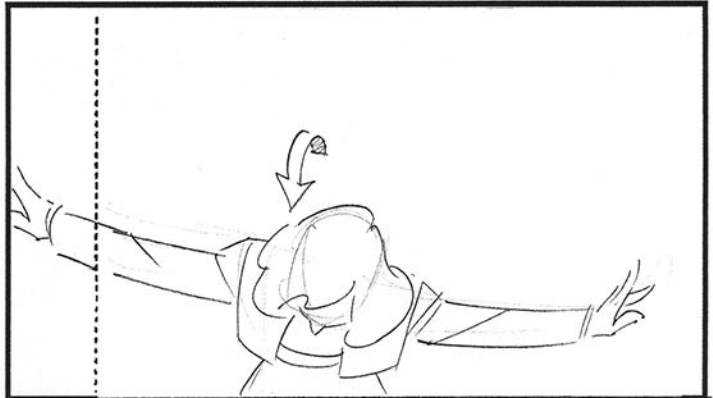
2

SC.

**ACTION** day night  
 She antics forward

---

**DIAL**  
 love me -



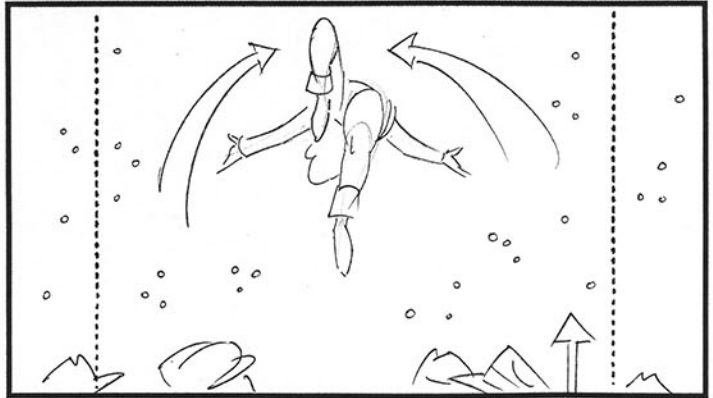
3

SC.

**ACTION** day night  
 -leaps up & back

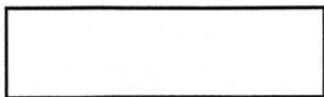
---

**DIAL**  
 -eee-



4

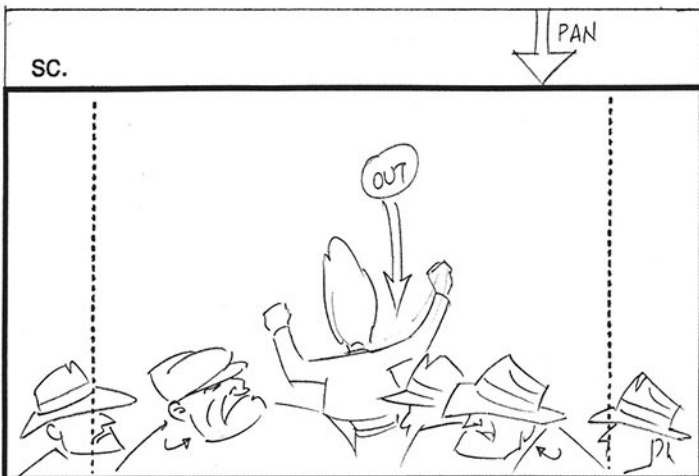
PAN UP  
 Con't →



**ACTION** day night  
-drops OS  
behind  
gangsters

---

**DIAL**

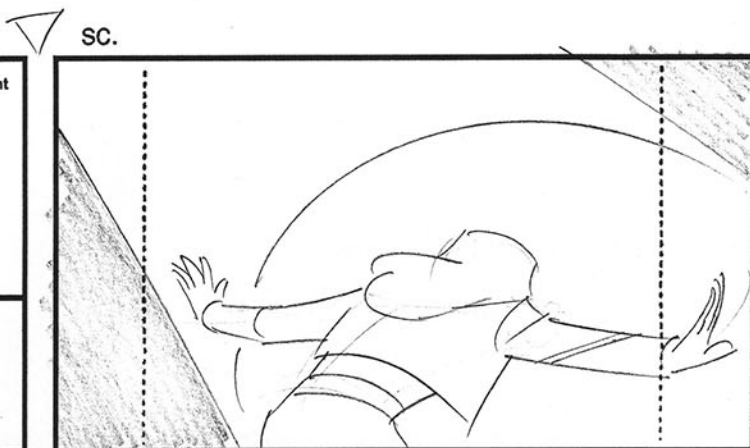


5

**ACTION** day night  
BC in  
landing pose

---

**DIAL**  
If only

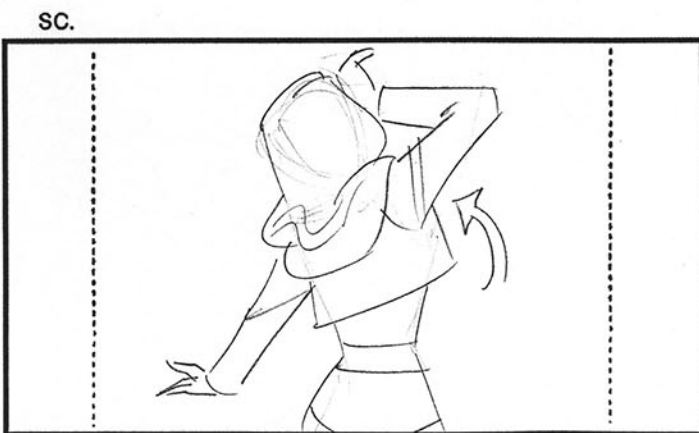


1

**ACTION** day night  
She rises  
dramatically

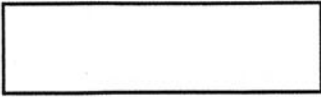
---

**DIAL**  
He could



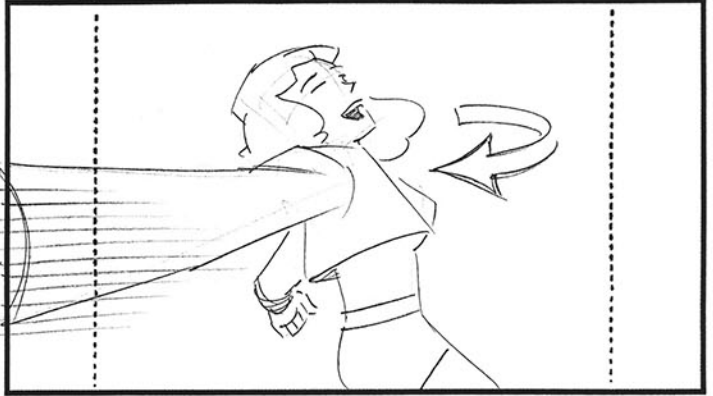
2

Con't  
→



SC.

<b>ACTION</b>	day night
- swings past cam	
<b>DIAL</b>	- love -



3

SC.

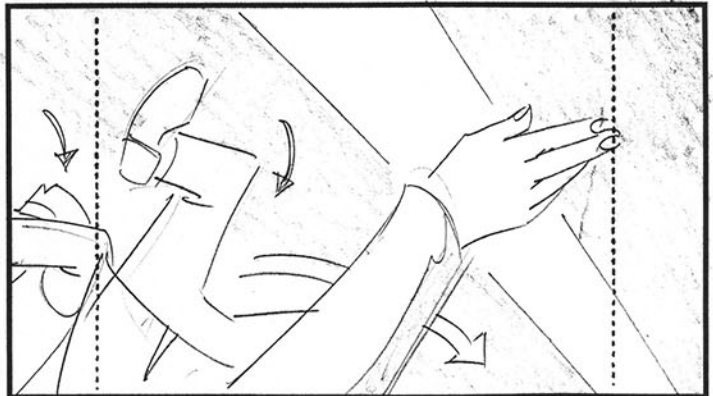
<b>ACTION</b>	day night
Track with her arm, karate-chopping gangsters	
<b>DIAL</b>	Meeeeee-



1

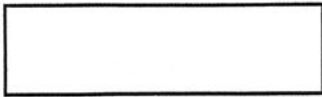
SC.

<b>ACTION</b>	day night
End swing of hand & speed blur - gangsters fall OS	
<b>DIAL</b>	



2

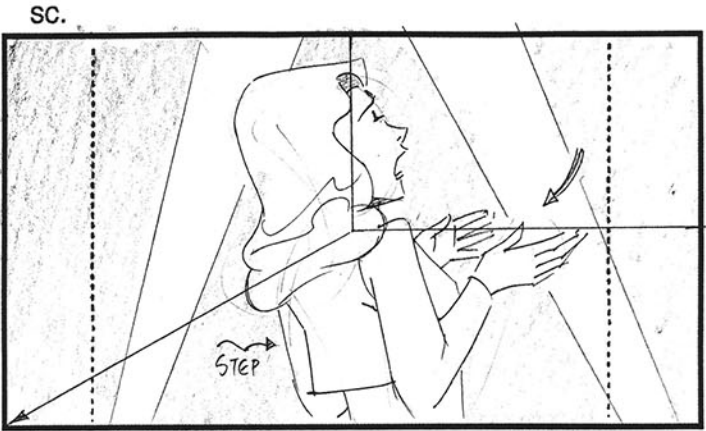
Cont →



**ACTION** day night  
 Truck out  
 as BC steps  
 forward, lowers  
 her hand

---

**DIAL**  
 If only—

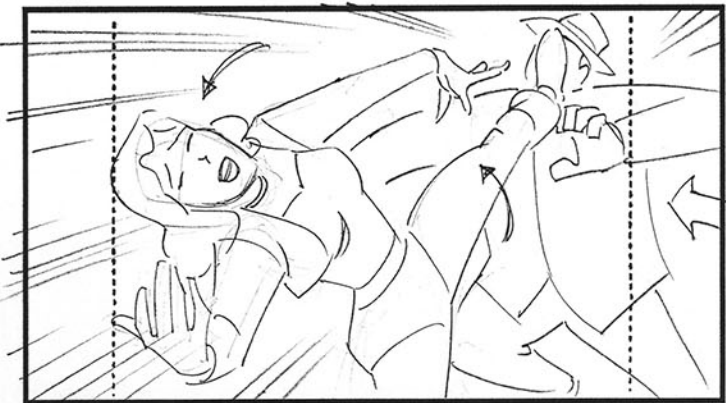


3

**ACTION** day night  
 She kicks an  
 incoming  
 gangster

---

**DIAL**  
 -Heeee-



4

**ACTION** day night  
 He drops -  
 she pirouettes

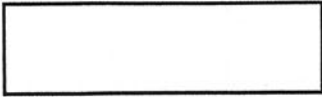
---

**DIAL**  
 -Could-



5

Cont

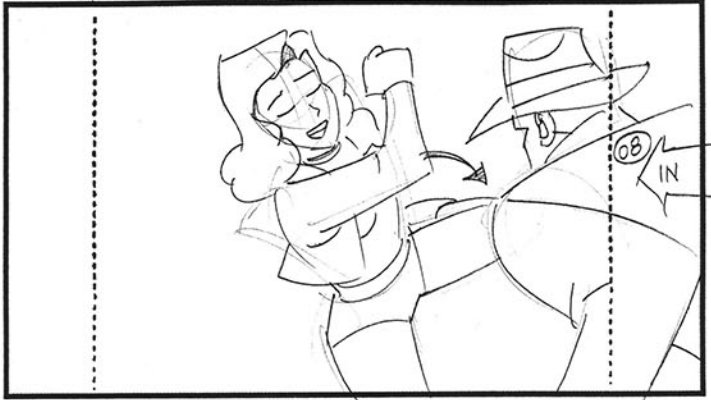


SC.

**ACTION** day night  
Another enters in FG, she antics to kick

---

**DIAL**  
- love -



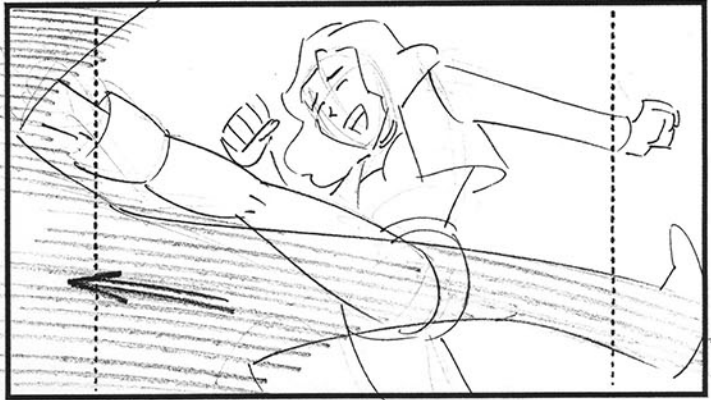
6

SC.

**ACTION** day night  
She kicks him thru FG and OS

---

**DIAL**  
- me



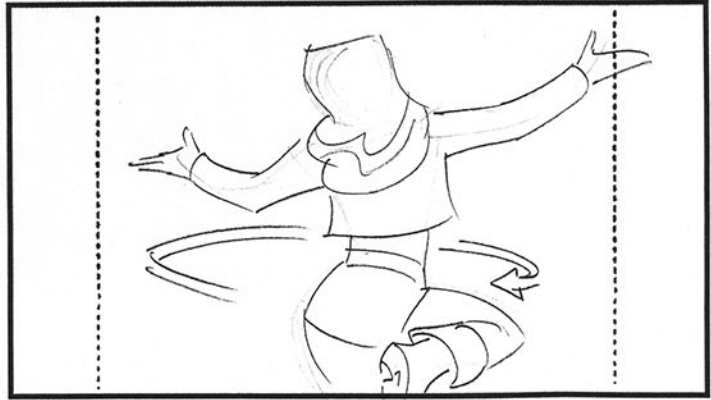
7

SC.

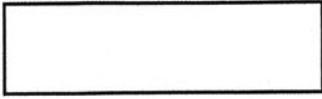
**ACTION** day night  
She spins (end pose shown)

---

**DIAL**  
-- like he loves...



8



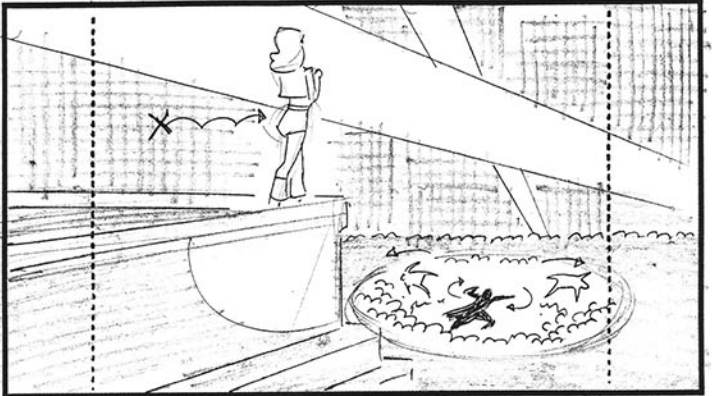
H/U  
▽

SC.

**ACTION** day night  
 She lowers her leg, steps to edge of building

---

**DIAL**  
 -fighting villainy



1

↳ Silo BM fighting zombies

SC.

**ACTION** day night  
 Truck out to include MM

---

**DIAL**  
 (92) MM = How she ←



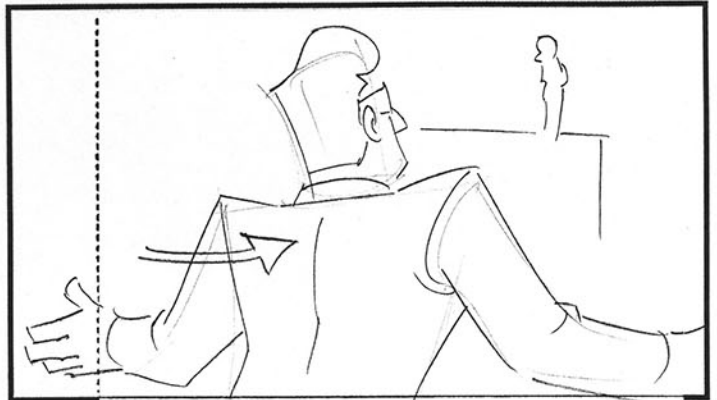
2

SC.

**ACTION** day night  
 He turns

---

**DIAL**  
 -Sings-



3



**ACTION** day night  
MM looks  
up toward  
light

**DIAL**  
-sweet as day-



1

**ACTION** day night  
Truck  
out as  
he steps  
forward

**DIAL**  
I could  
take-



2

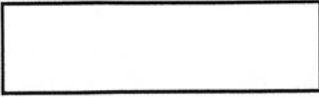
**ACTION** day night  
He gestures  
upward

**DIAL**  
-her away-



3

Con't  
→



SC.

**ACTION** day night  
-pulls his hand down

---

**DIAL**  
(gasp)



4

SC.

**ACTION** day night  
-opens his fist

---

**DIAL**  
(93) A fairy voice-



5

SC.

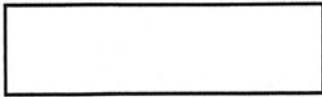
**ACTION** day night  
-reaches out again

---

**DIAL**  
-carries-



6



SC.

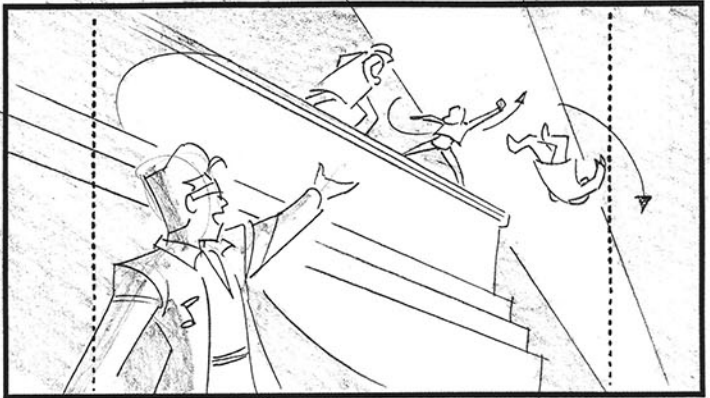
ACTION

day night

He gestures  
up toward BC  
as she fights

DIAL

I'd marry -



1

H/U

SC.

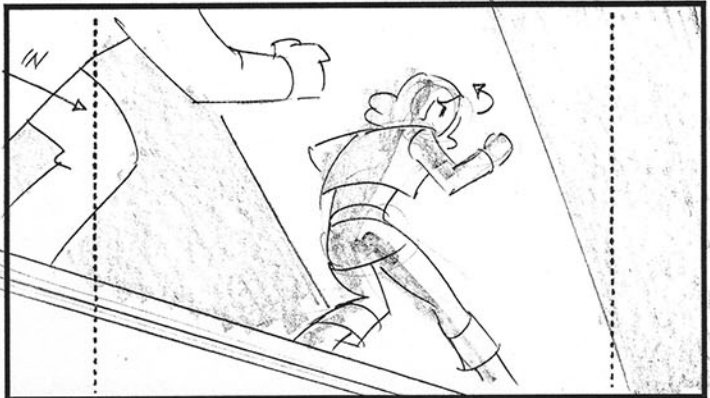
ACTION

day night

Closer on  
BC-gangster  
charges

DIAL

-Cana-



1



SC.

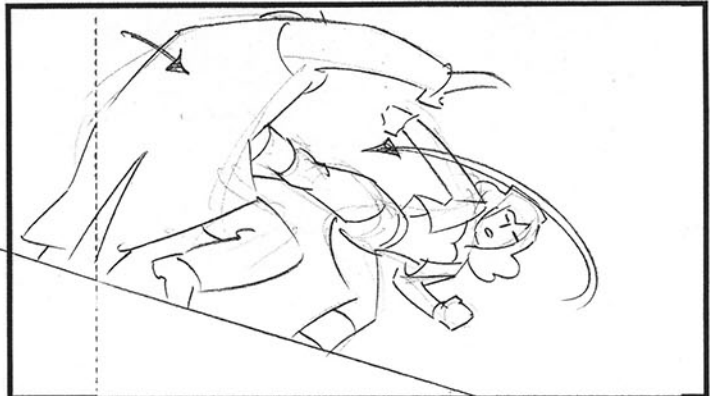
ACTION

day night

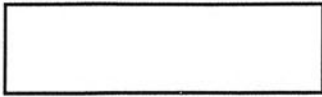
She kicks him -  
go to freeze  
frame

DIAL

-ry -



2



SC.

**ACTION** day night

On MA  
Singing

---

**DIAL**

If only she—



1

SC.

**ACTION** day night

He rotates  
BACK as BC  
rotates IN

---

**DIAL**

if only he—



2



CHARACTERS  
ROTATE AS IF  
ON A CIRCLING  
PLATFORM SC.

**ACTION** day night

They rotate  
around a  
central point

---

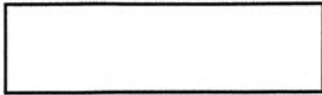
**DIAL**

—could love  
me—



3

Cont  
→



SC.

**ACTION** day night

Restart rotation cycle

---

**DIAL**

9A If only she-



4

SC.

**ACTION** day night

Batman rises in FG

---

**DIAL**

if only he-



5

SC.

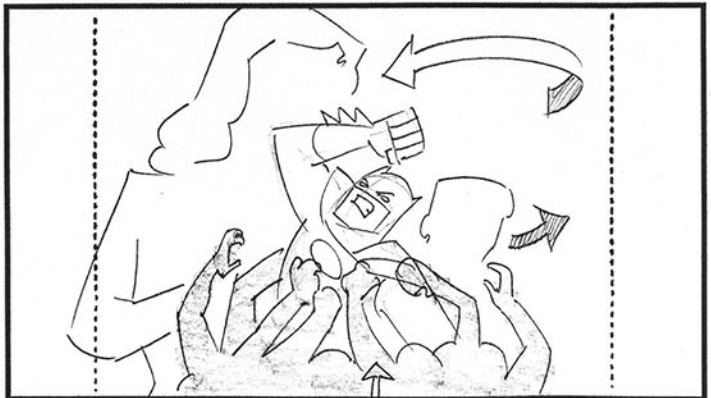
**ACTION** day night

Zombies (in silo) rise under him, trying to pull him down

---

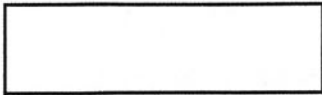
**DIAL**

- could love me



6

Con't →

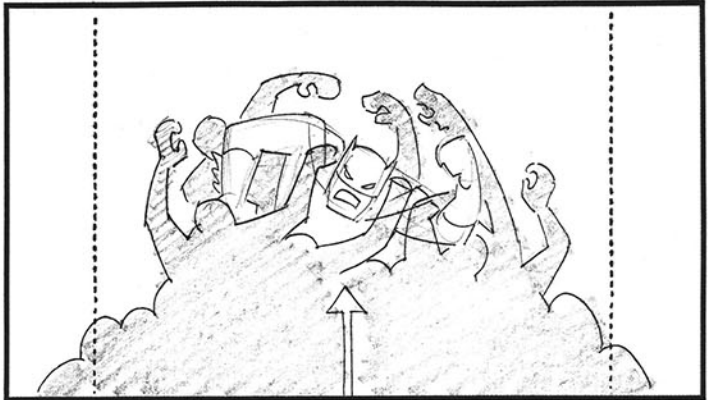


SC.

**ACTION** day night  
More zombies  
rise around BM  
  
(Con't previous action)  
in EG

---

**DIAL**  
If only she—



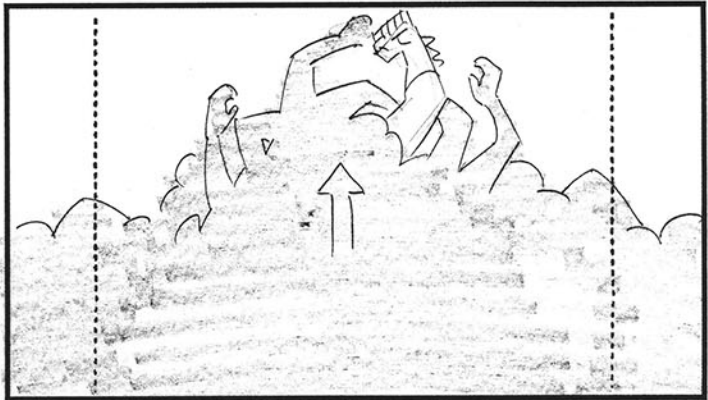
7

SC.

**ACTION** day night  
They over-  
whelm him

---

**DIAL**  
if only he—



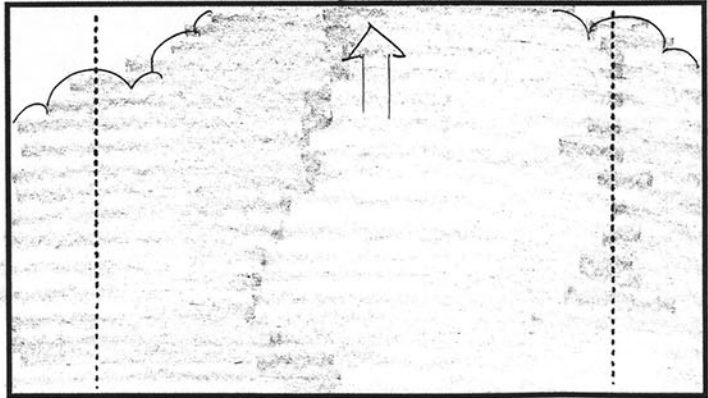
8

SC.

**ACTION** day night  
Zombies  
fill frame

---

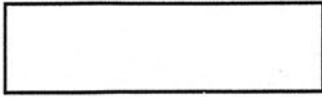
**DIAL**  
could love  
me—



9

Con't  
→





SC.

**ACTION** day night  
MM dissolves on, reaches into his jacket

---

**DIAL**  
like I love —  
(LO ———— OVE)



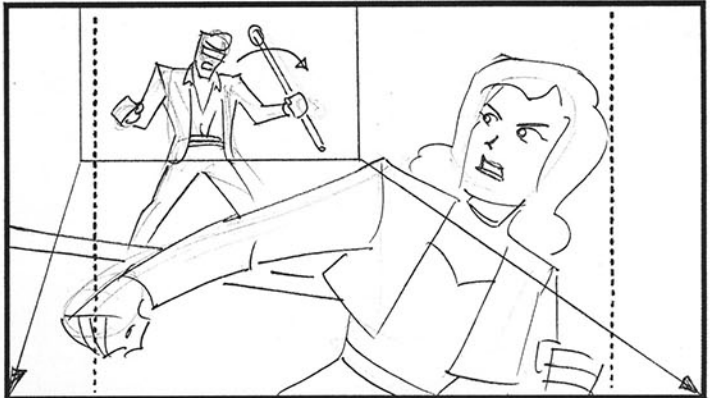
10

SC.

**ACTION** day night  
Truck out as he pulls out his baton

---

**DIAL**  
-villainy  
(ME ———— E)



11

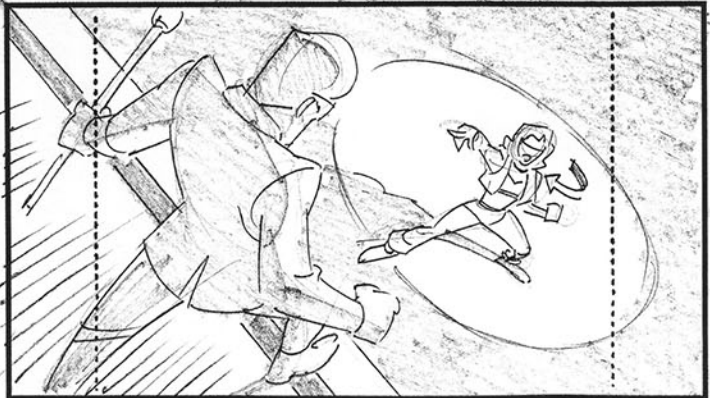
H/U  
▽

SC.

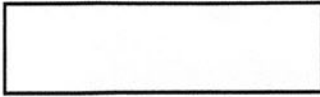
**ACTION** day night  
BC turns & points

---

**DIAL**  
(95) Our voices may be in tune—



1



H/U  
▽

SC.

**ACTION** day night

Closer on  
BC

---

**DIAL**

-but you, sir  
don't



1

SC.

**ACTION** day night

She makes  
a fist

---

**DIAL**

-make me  
swoon -



2

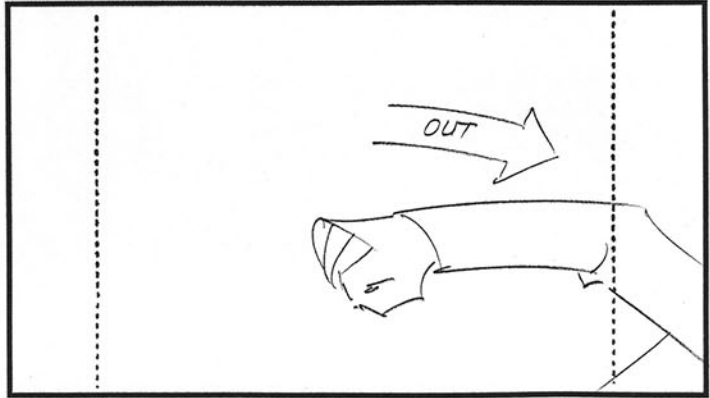
SC.

**ACTION** day night

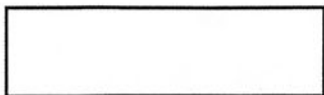
BC runs OS

---

**DIAL**



3

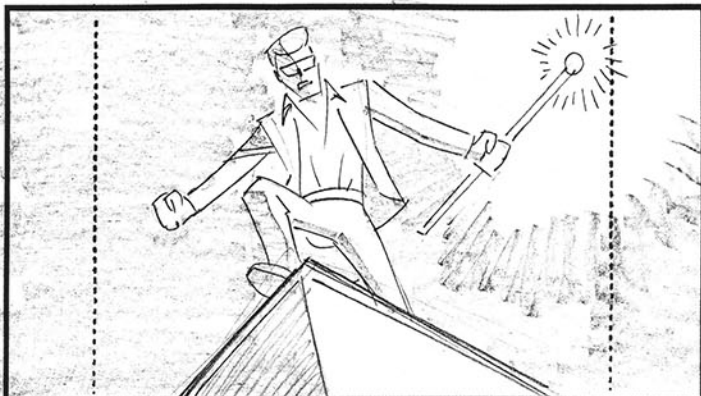


SC.

**ACTION** day night  
On MM,  
baton glowing

---

**DIAL**  
(96) Our voices



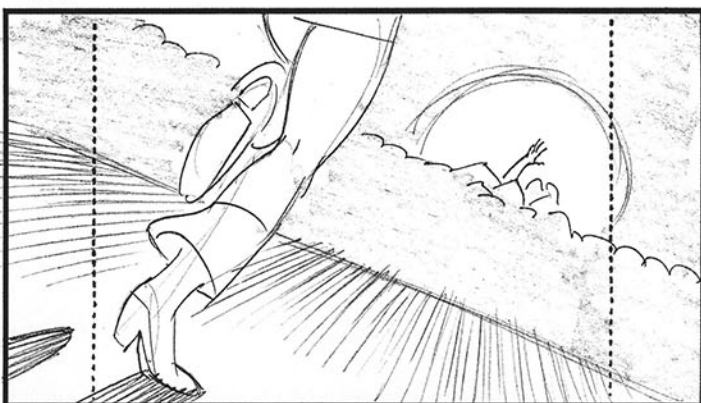
1

SC.

**ACTION** day night  
Track with  
BC running  
toward zombies  
& BM

---

**DIAL**  
-the perfect  
match-



1

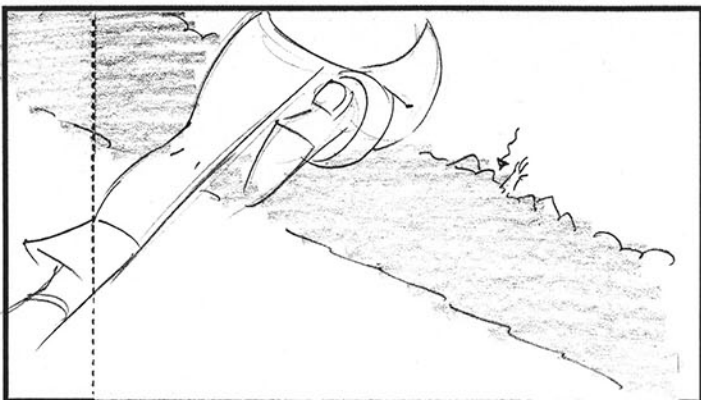
ANIMATION NOTE:  
BG ACTION REMAINS  
STATIC, DO NOT  
ANIMATE IN. BC  
CYCLES IN FG

SC.

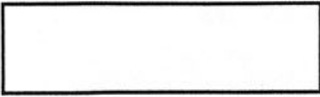
**ACTION** day night  
BM's hand sinks  
into silo mass-  
BC continues  
running

---

**DIAL**  
-but your life-



2

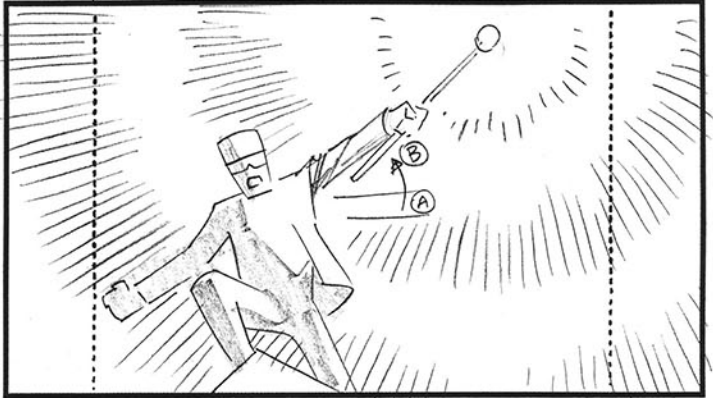


SC.

**ACTION** day night  
MM raises baton

---

**DIAL**  
I'll now dis—



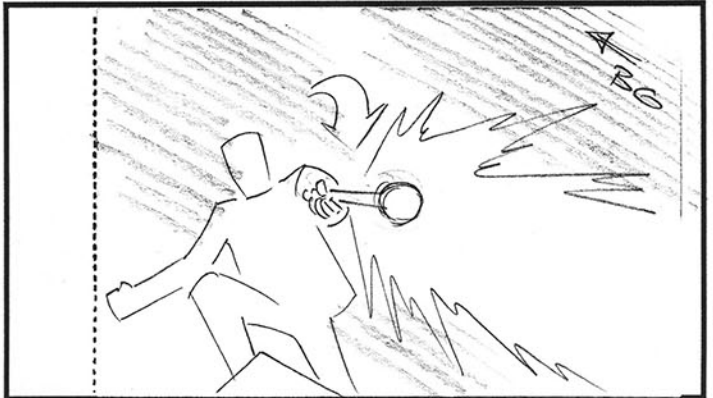
1

SC.

**ACTION** day night  
He fires it downward-go to speed blur BG

---

**DIAL**  
—paa—



2

SC.

**ACTION** day night  
Animate to follow energy blast

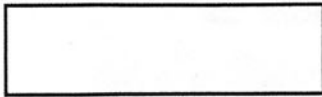
---

**DIAL**  
—aaa—



3

Con't →



SC.

**ACTION** day night  
Pan BC into scene, hit by energy blast

---

**DIAL**  
—aaa—



4



SC.

**ACTION** day night  
BM is thrown backward toward cam

---

**DIAL**  
— can't to end



1

SC.

**ACTION** day night  
Continued

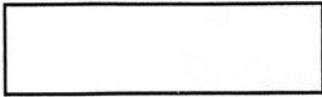
---

**DIAL**



2

Con't →



SC.

**ACTION** day night

Hand drops  
OS

---

**DIAL**



3

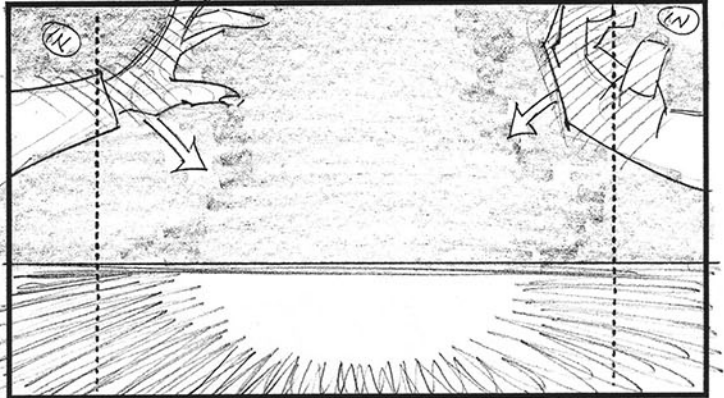
SC.

**ACTION** day night

BC's & BM's  
hands drop  
into scene

---

**DIAL**



1

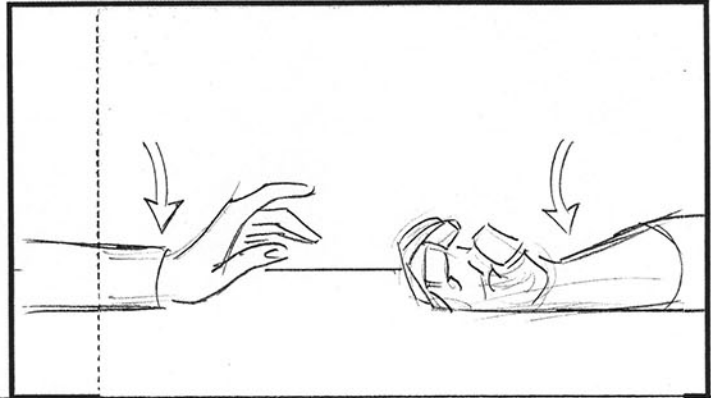
SC.

**ACTION** day night

They drop  
a few inches  
apart

---

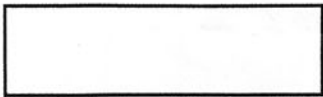
**DIAL**



2

Cont  
→



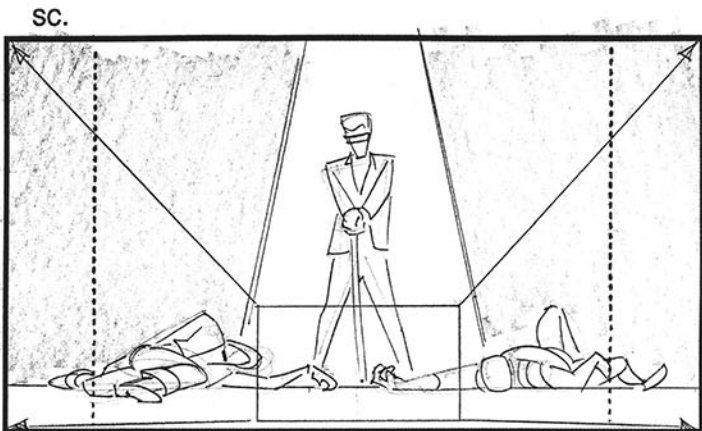


**ACTION** day night

*Truck out—  
dissolve on  
MM in spotlight*

---

**DIAL**



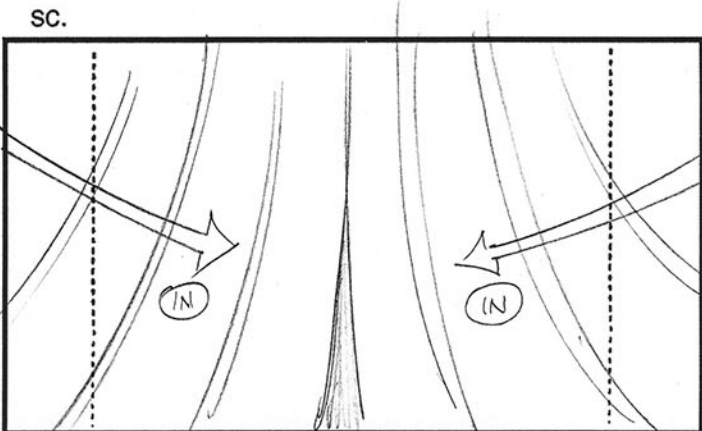
3

**ACTION** day night

*Curtain  
drapes shut*

---

**DIAL**



4

**ACTION** day night

---

**DIAL**

