



X I A O L I N SHOWDOWN

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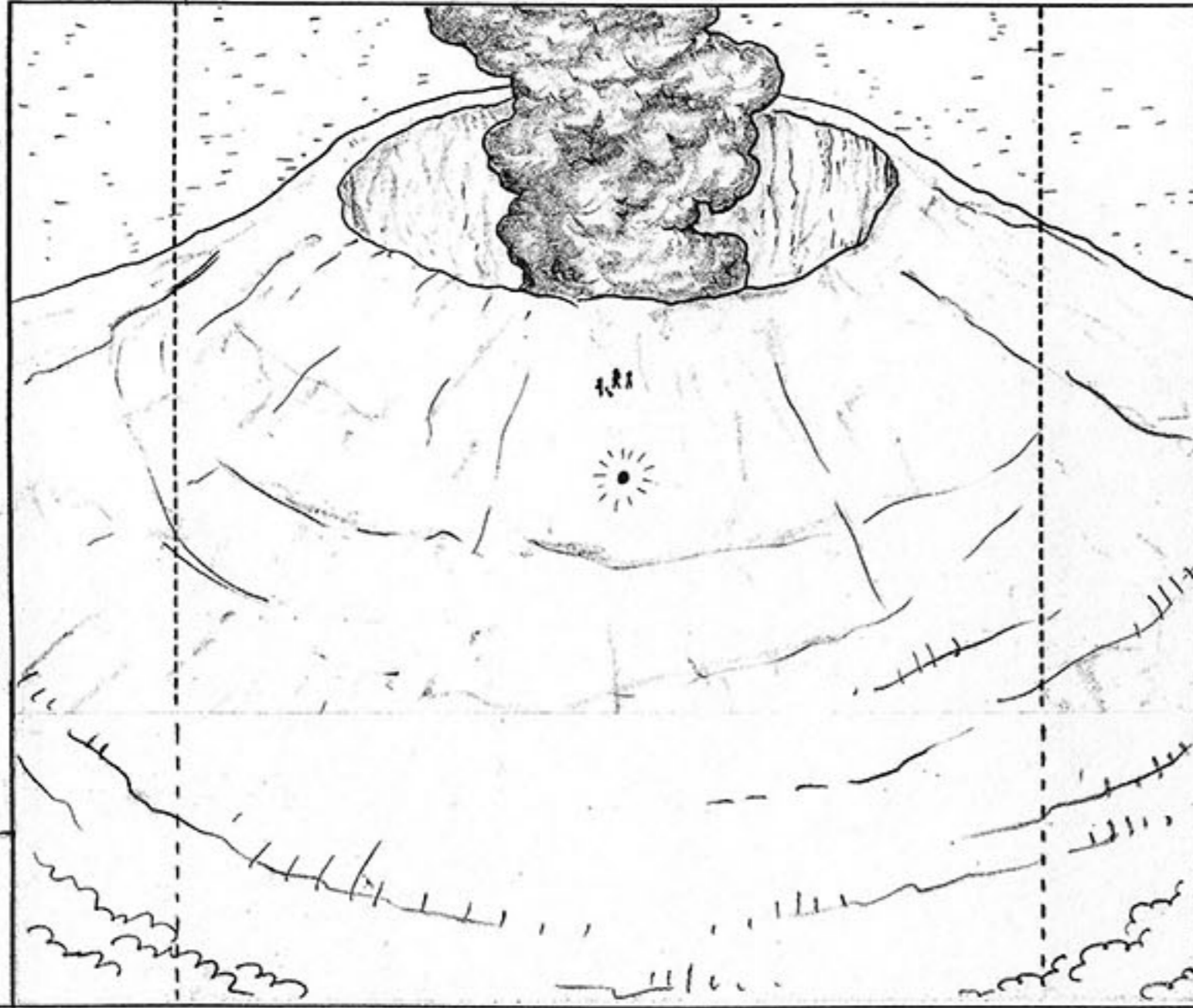
DX SMOKE

SCENE A69

B.G.

SCENE A69

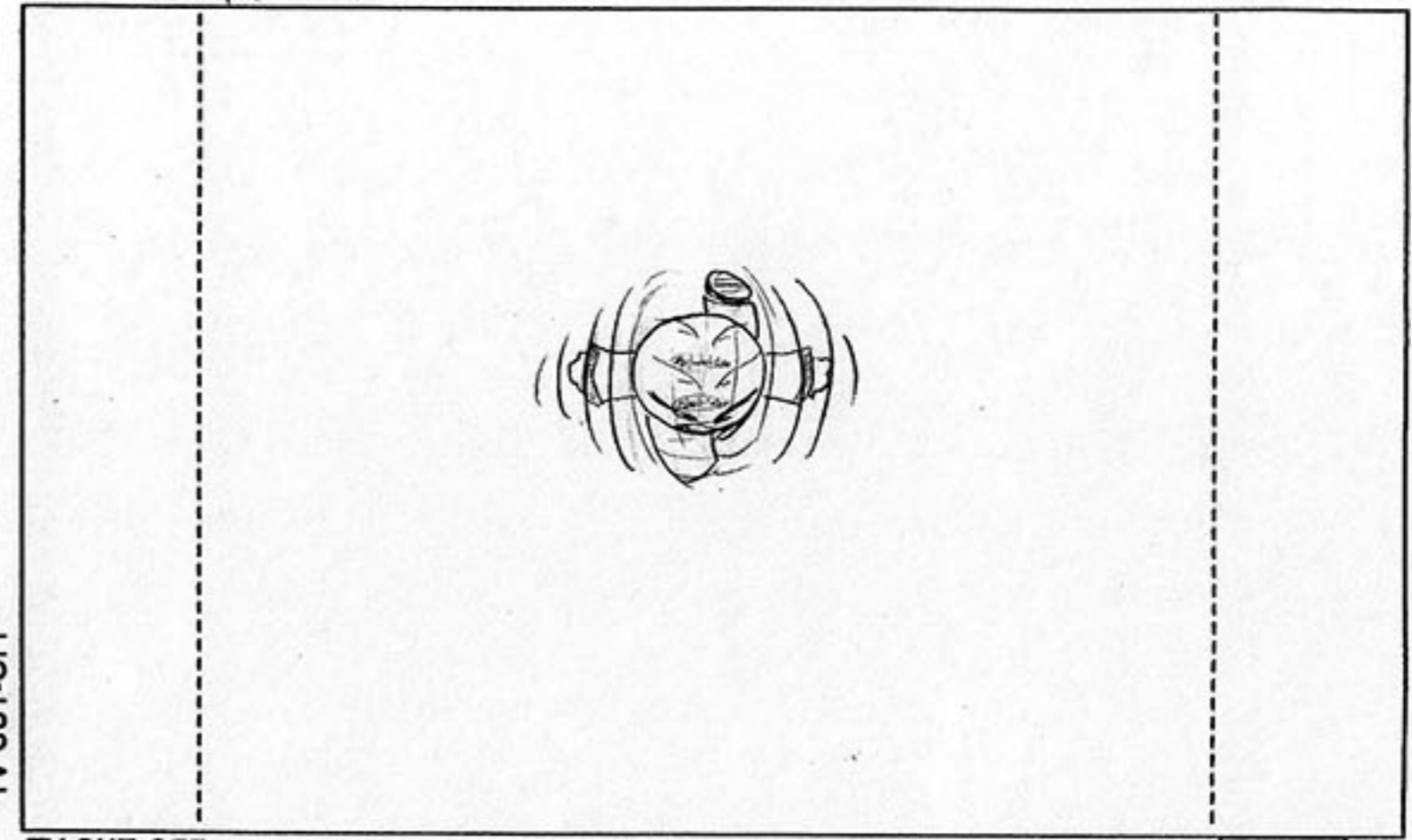
B.G.



START

Pan down BG for duration of scene

STOP



TV CUT-OFF

PANEL 2

OMI COMES FLYING AT CAM FLIPPING.

ACTION

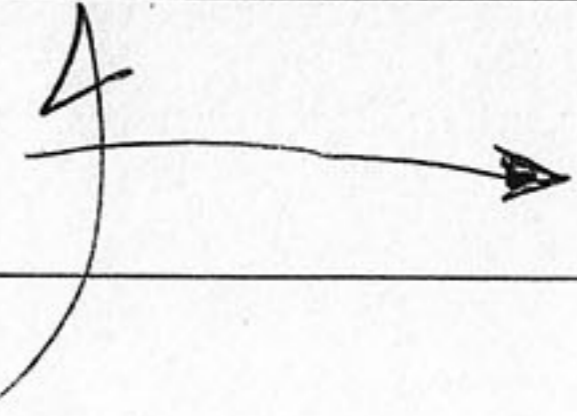
DIAL

TIMING

A69

Jack's POV - Omi flies up toward cam, flipping in a continuous somersault

OMI
(BATTLE CRY!)



OMI DIA 263

16 : 9 Widescreen Format

257308



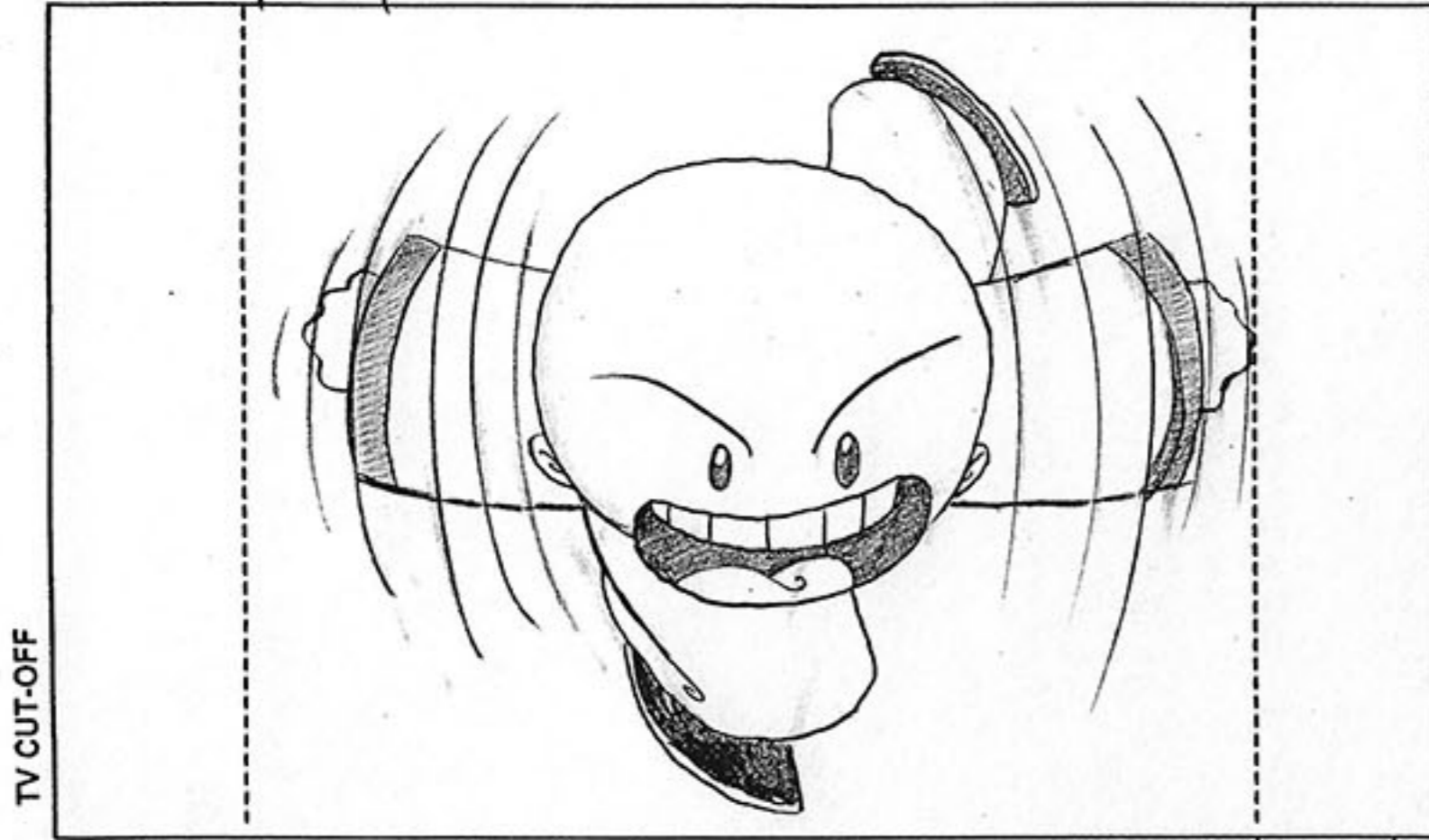
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SCENE A69 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

CONT.

ACTION

SCENE A70

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

JACK REACTS

DIAL

OM (CONT.)

(BATTLE CRY!) ↗

(A70)

(8x)

TIMING

(12x)

CONT OM P DIAL 63

18

16 : 9 Widescreen Format

257308

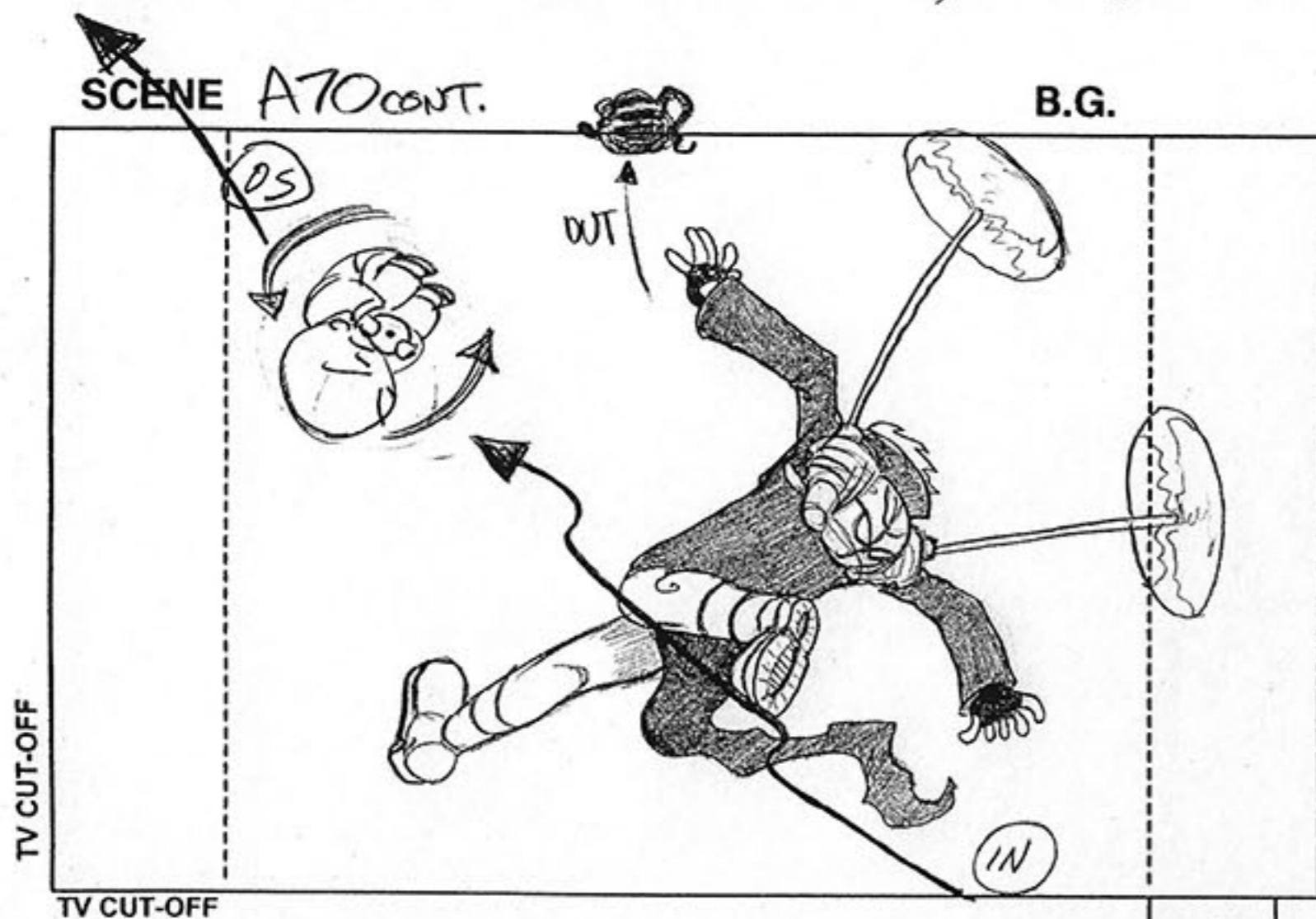


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PAGE A138



PANEL 2

ACTION

AND OMI FLIPS THRU SC.
AND KNOCKS THE SGW UP
AND (OS)

DIAL

10

TIMING

(A71)

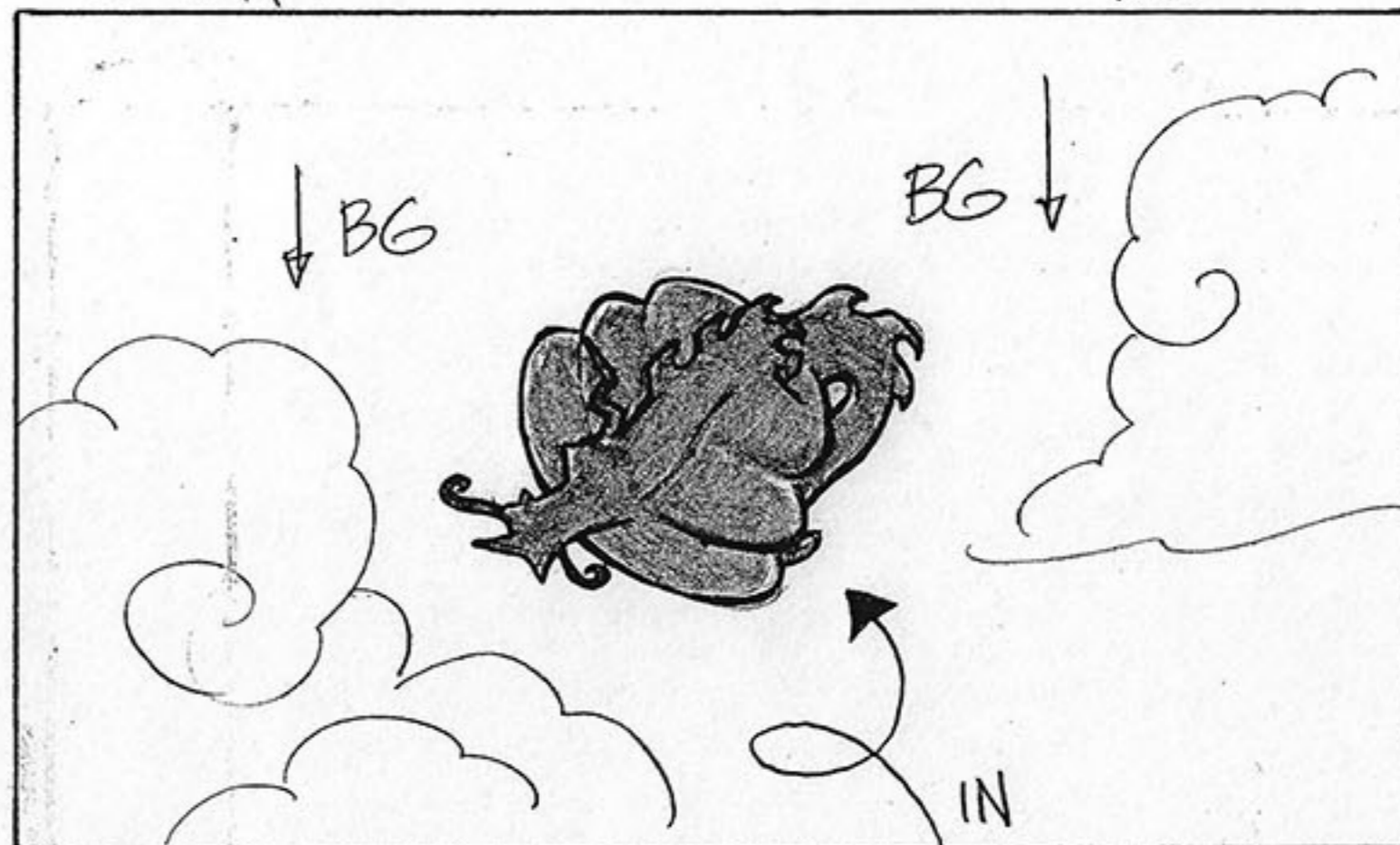
SAILS ON PAN 1/8	PAN	HANDS IN 4x	GRAM 4x
---------------------	-----	----------------	------------

20



SCENE A71

B.G.



PANEL 1

BG PANS DOWN AS DRAGON
FLIPS INTO SC.

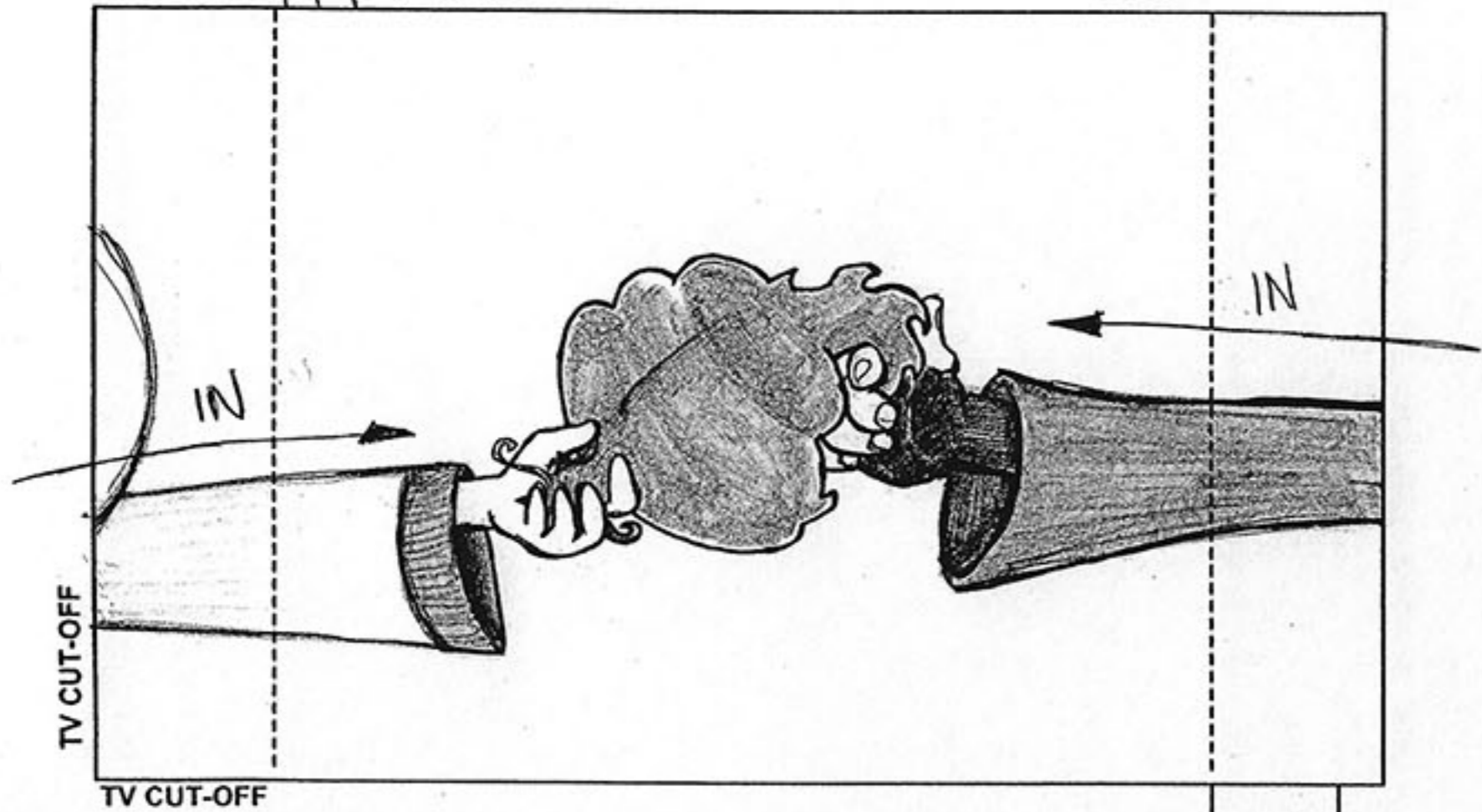
16 : 9 Widescreen Format

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SCENE A71 CONT

B.G.



PANEL 2

ACTION

OMI AND JACK GRAB IT AT THE SAME TIME. (BG CLOUDS ARE NOW O.S.)

DIAL

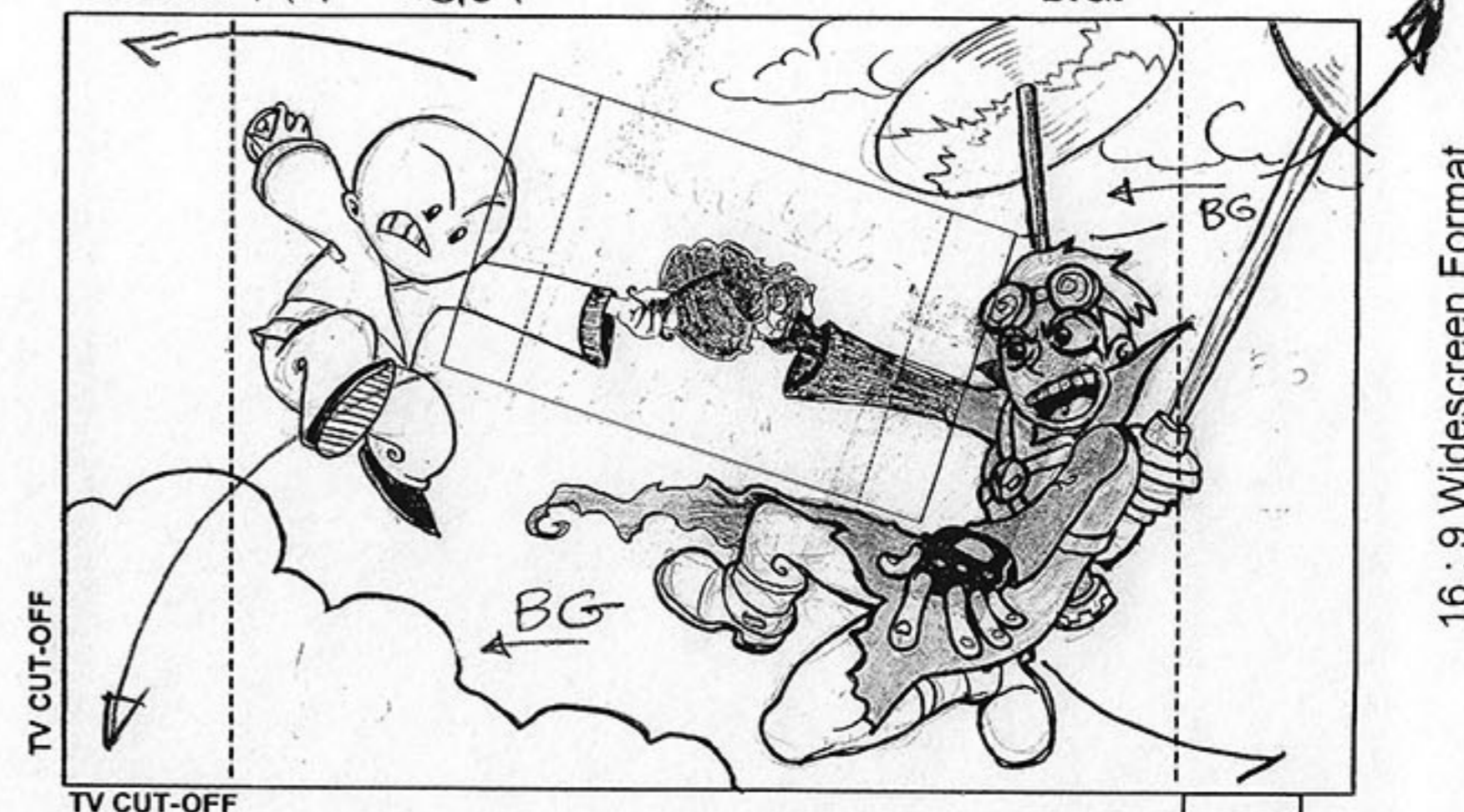
Jack (Grunts)

TIMING

DIALBY

SCENE A71 CONT

B.G.



PANEL 3

Twist TRUCKOUT - THEY BOTH HOLD ONTO THE DRAGON AS CLOUDS PAN BY

JACK

"All right, all right! I'm callin' a →

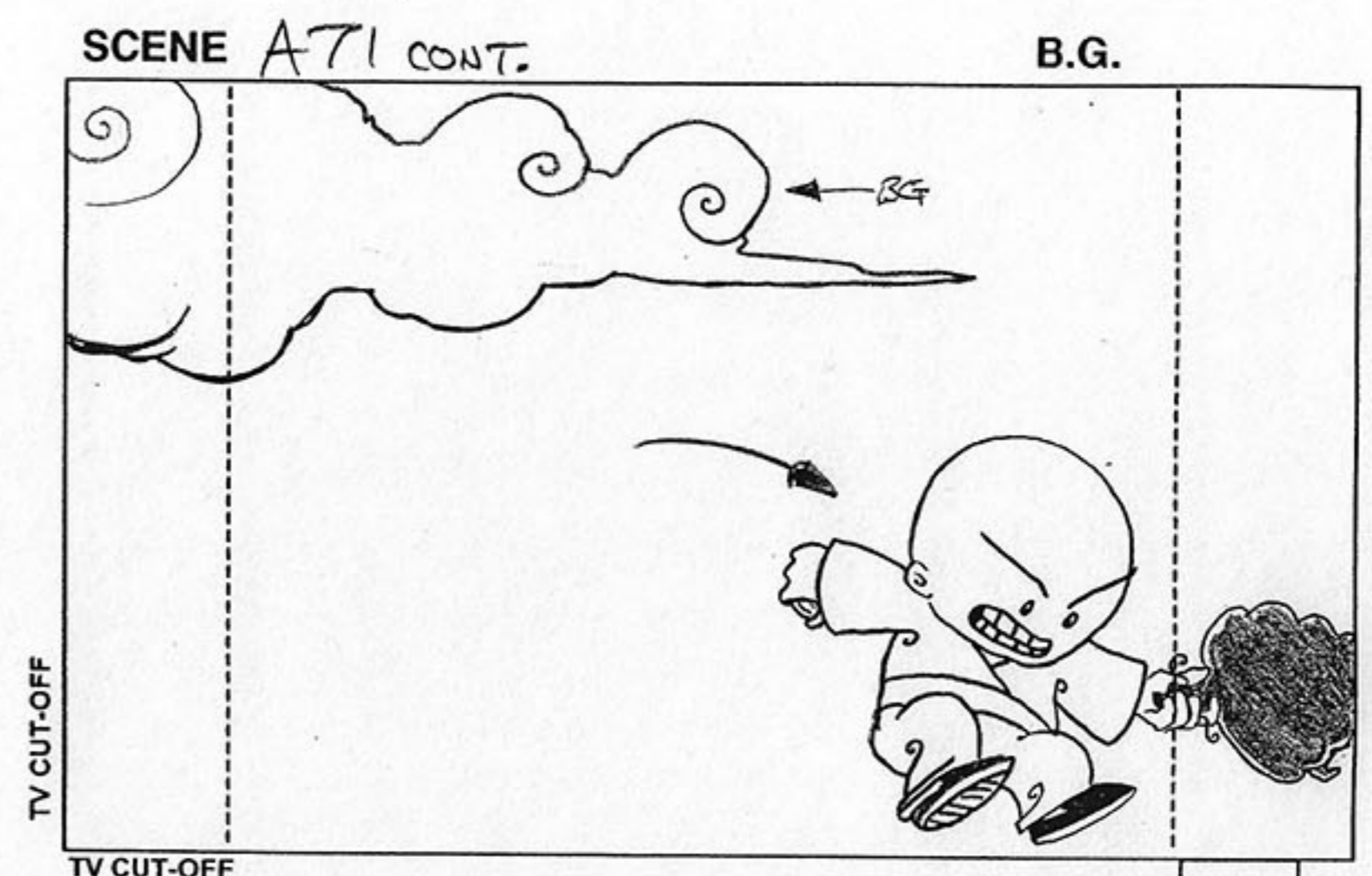
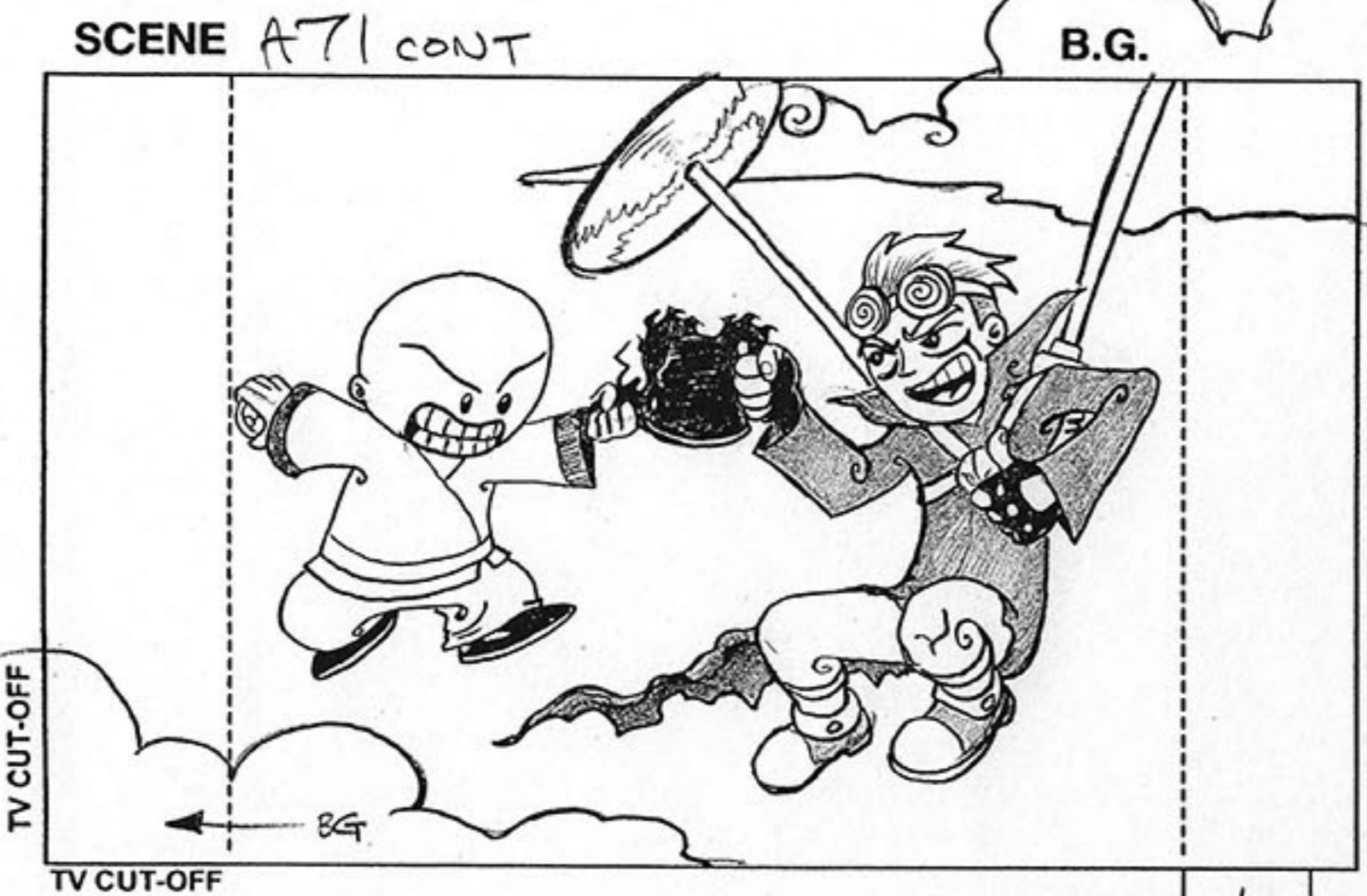
T.O.
16x

16 : 9 Widescreen Format

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WB XIAOLIN SHOWDOWN

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ACTION

CONT.

THEY FALL OS.

DIAL

Xiaolin Showdown already!

TIMING

CONT DIAL 64

1 1/2

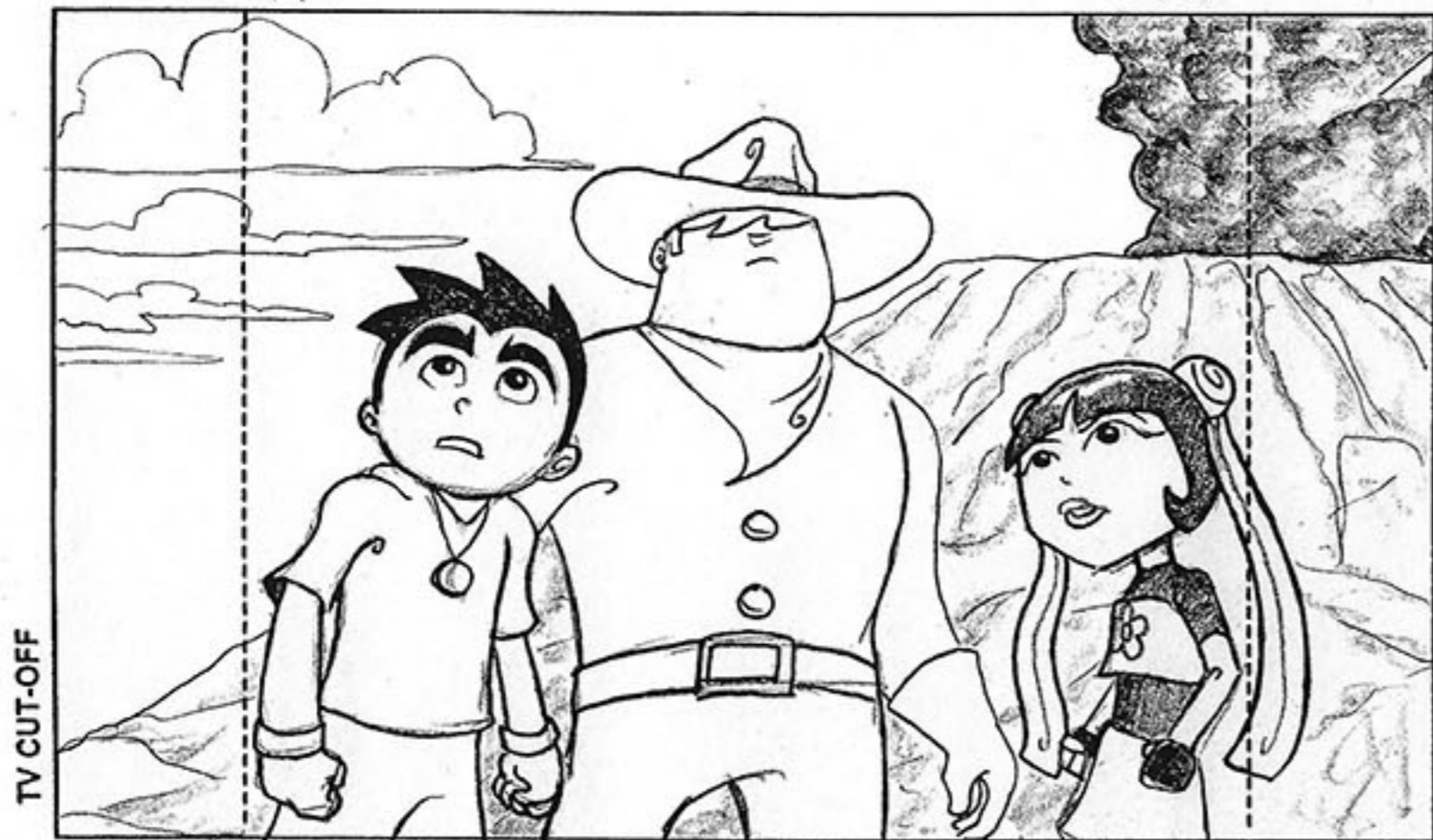
16 : 9 Widescreen Format

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SCENE A72

B.G.

Dx
SMOKE



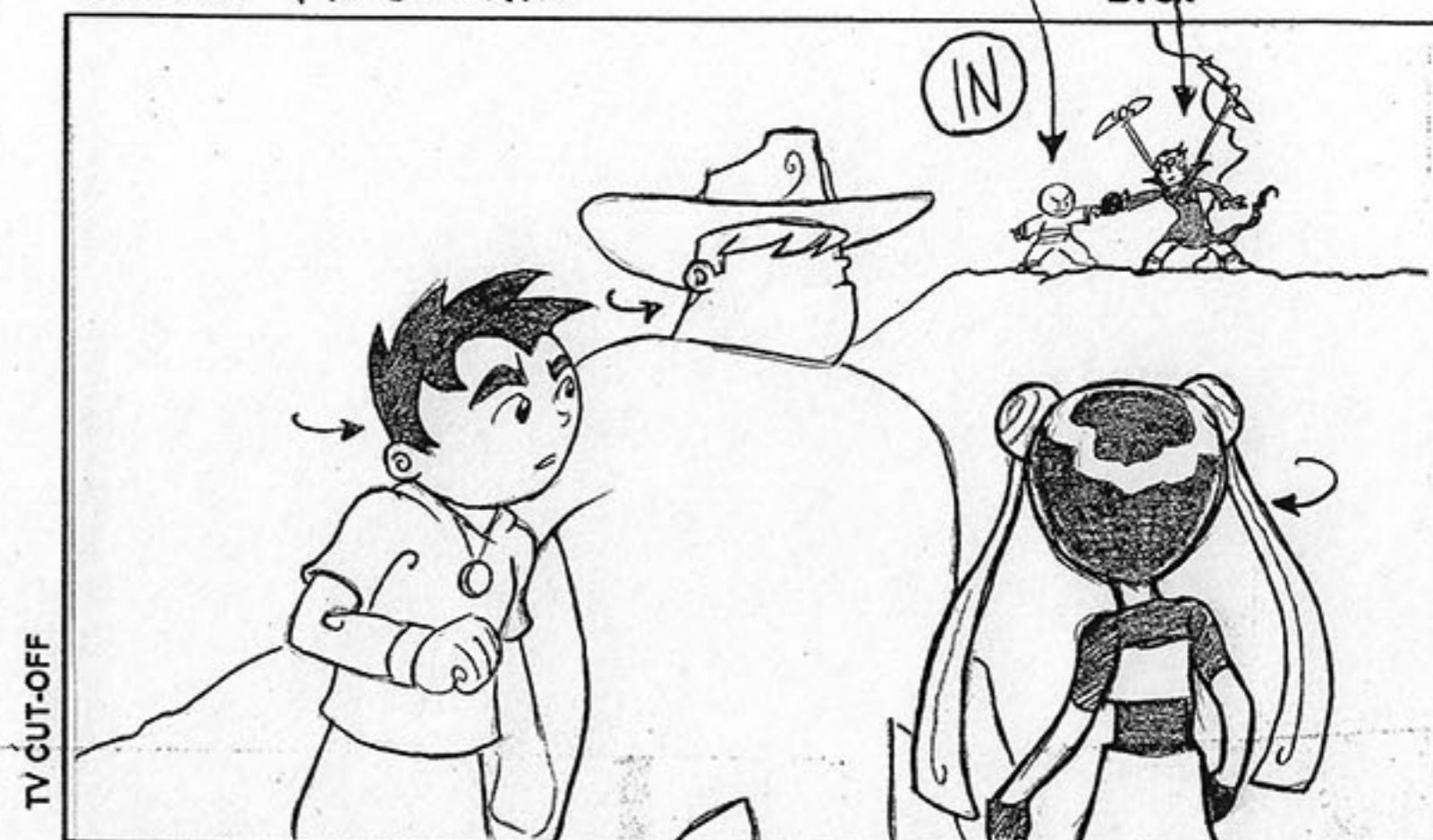
PANEL 1

ACTION

ON RAI, CLAY & KIM, LOOKING UP AT OS OMI & JACK.

SCENE A72 CONT.

B.G.



PANEL 2

THEY FOLLOW THEM UNTIL THEY LAND AT THE LIP OF THE VOLCANO.

DIAL

A72

1/3

1/3

TIMING

30

16 : 9 Widescreen Format

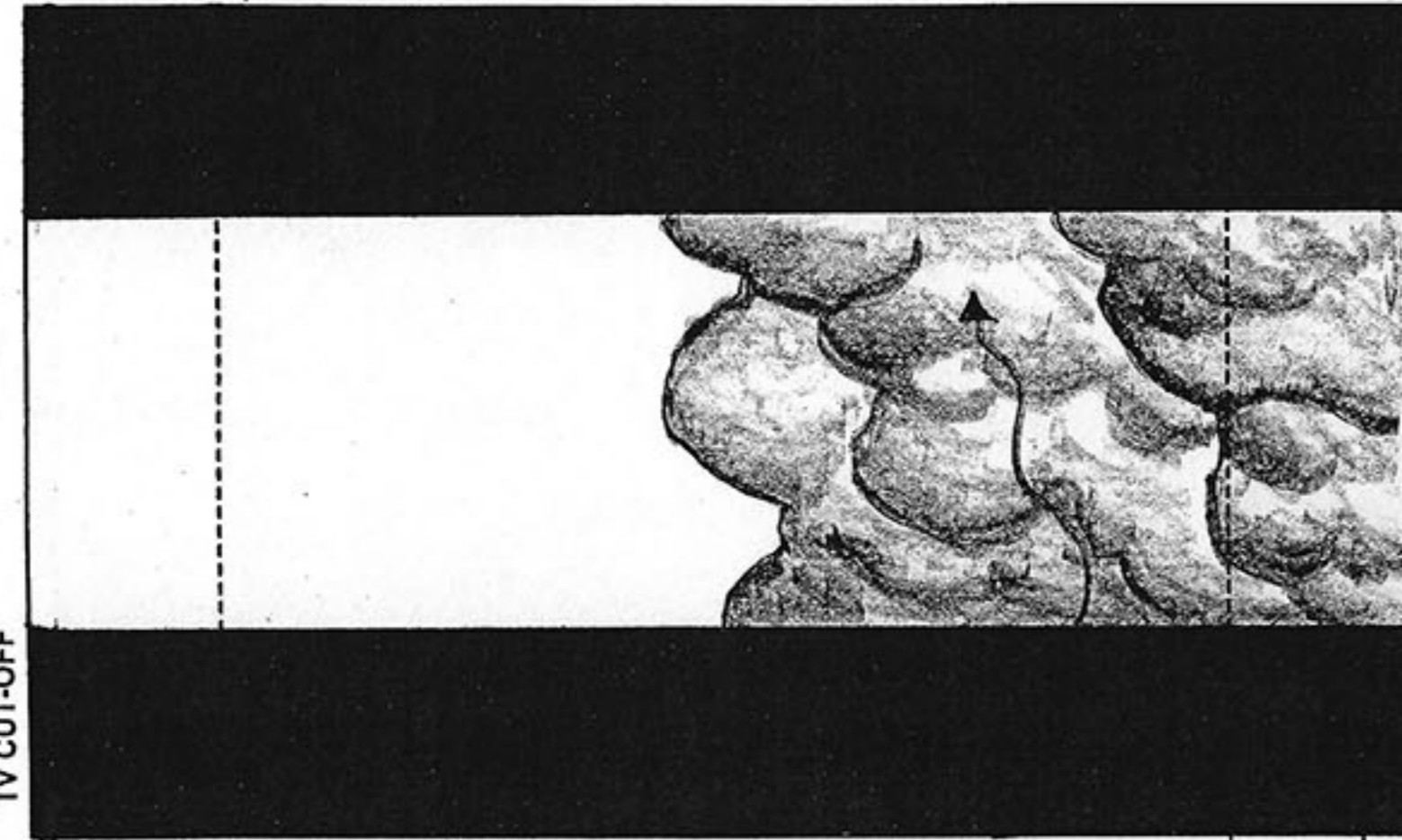
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SCENE A73

B.G.

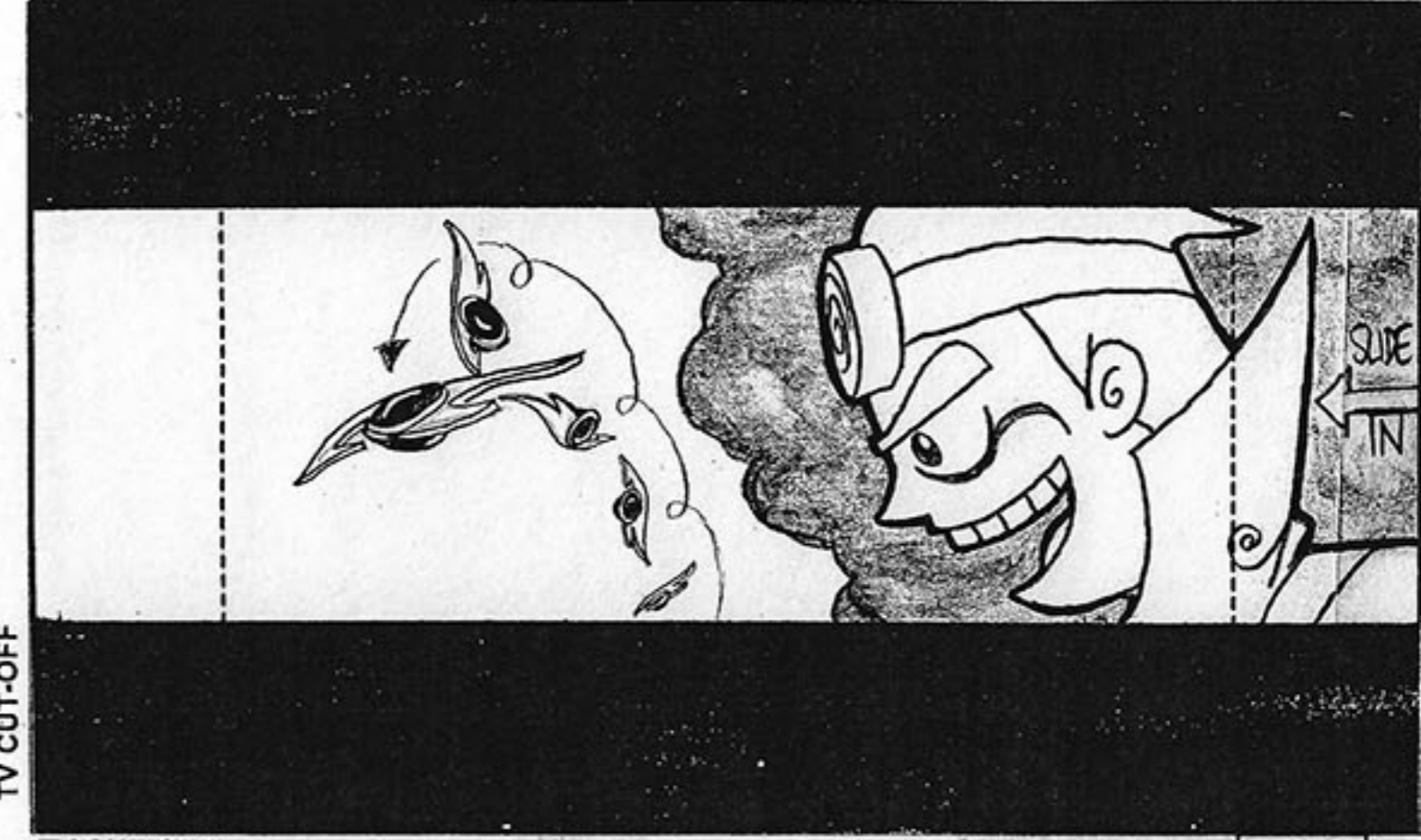
DX
SMOKE



PANEL 1

SCENE A73 CONT.

B.G.



PANEL 2

ACTION

LETTERBOX FORMAT - VOLCANIC
 SMOKE BILLOWS UP THRU SC.
 - START POSE -

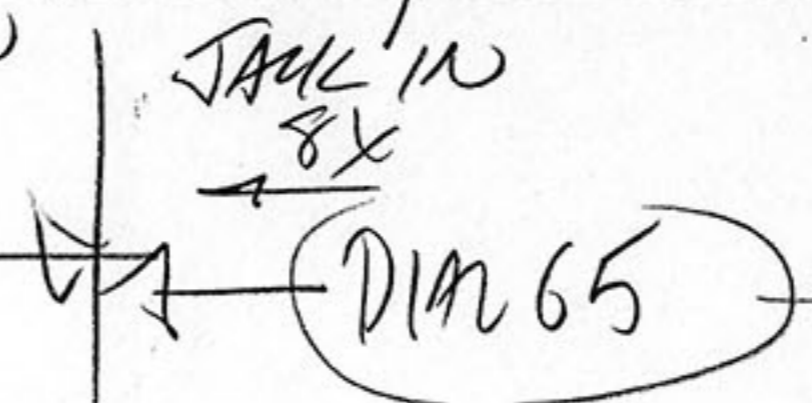
JACK SLIDES INTO SC. TALKING
 DOWN TO (OS) OMI. JACK'S FALCON
 EYE ENTERS SC. AND TWIRLS UP AND AT CAM.

DIAL

JACK
 "My Falcon's" →

TIMING

A73



16 : 9 Widescreen Format

257308



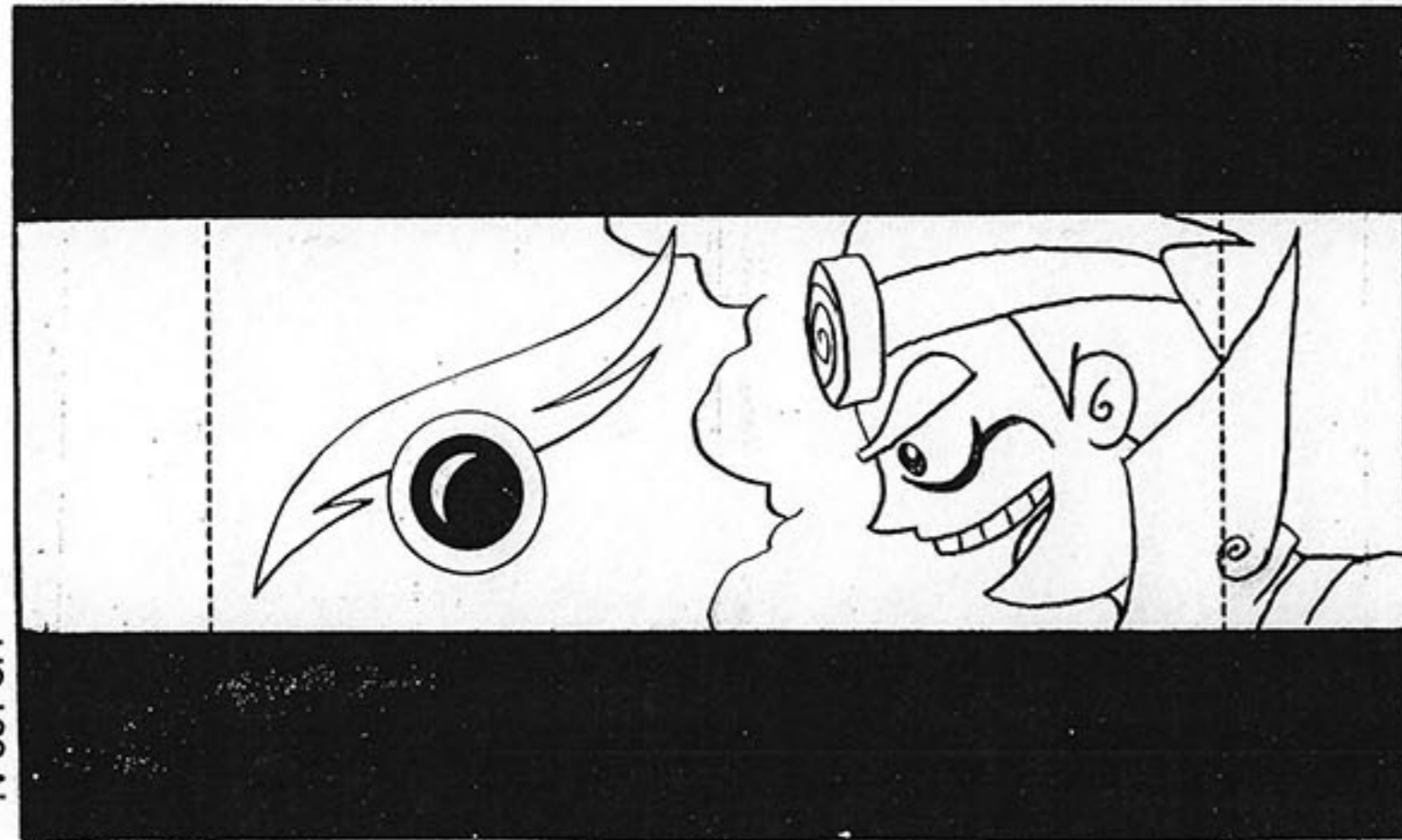
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SCENE A73 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

ACTION

FALCON'S EYE STOPS.

DIAL

JACK (CONT.)

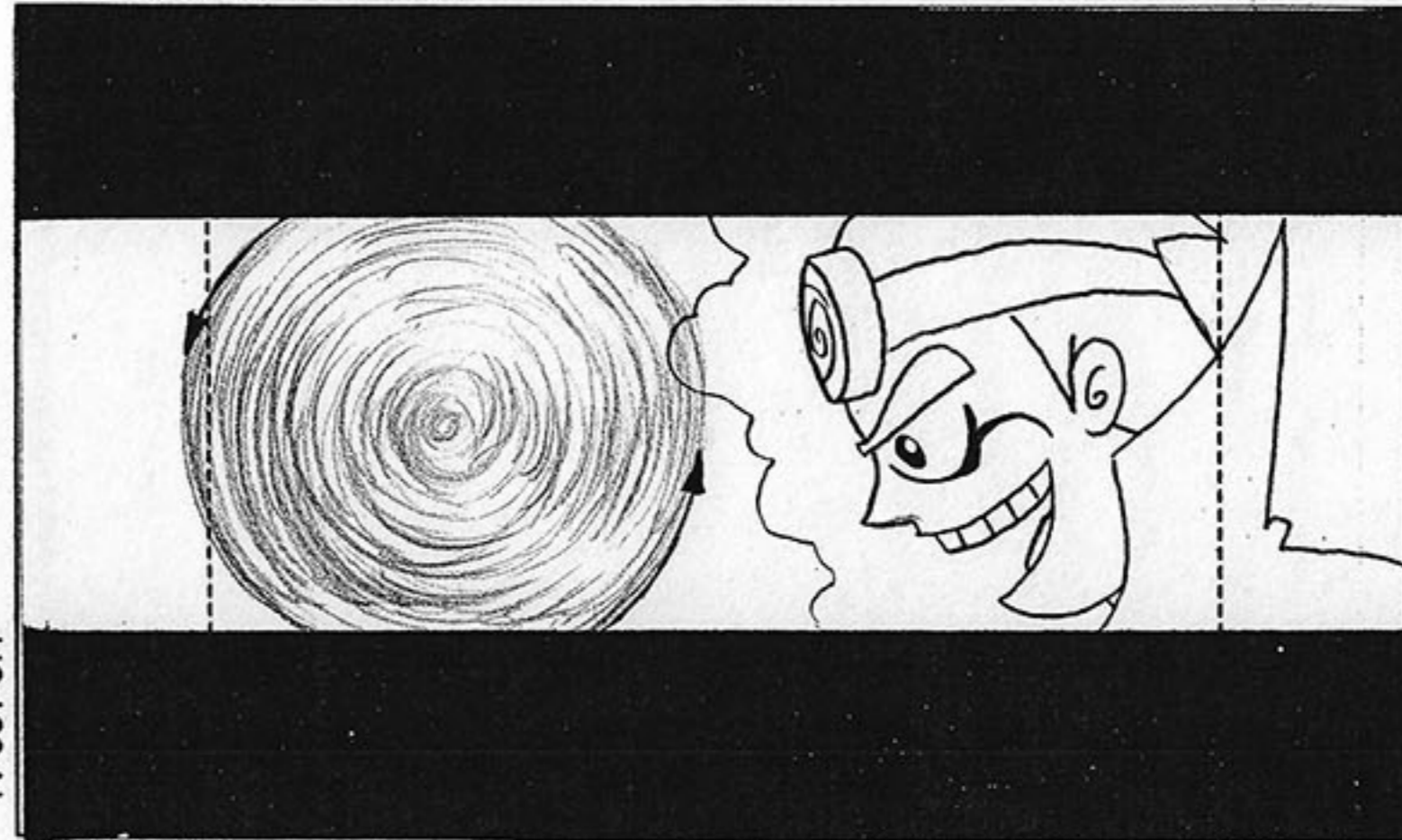
→ Eye, against →

TIMING

Cont Dir 65

SCENE A73 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

FALCON'S EYE SPINS COUNTER -
CLOCKWISE

JACK (CONT.)

→ against your →

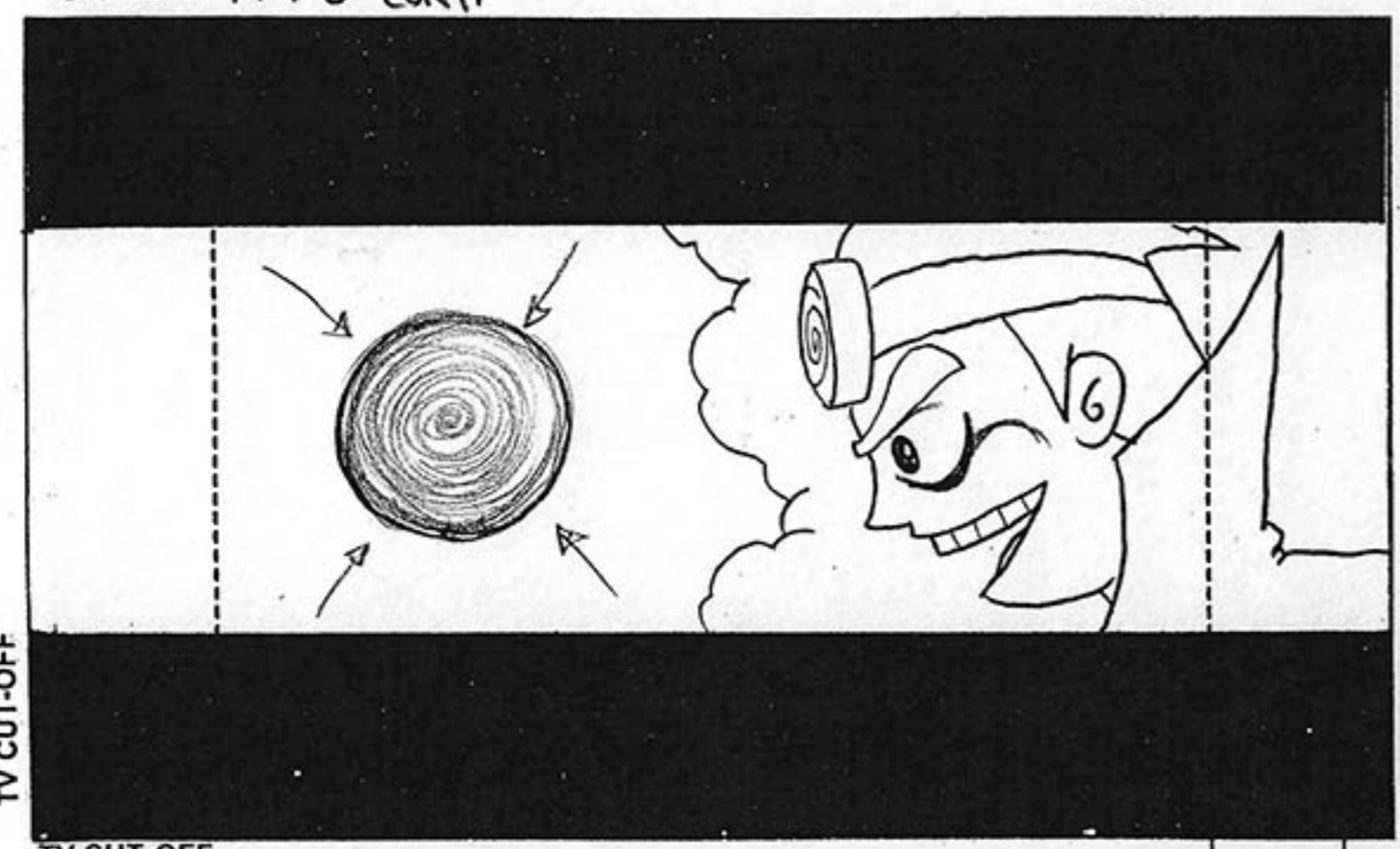
16 : 9 Widescreen Format

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SCENE A73 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 5

ACTION

- AND SHRINKS, STILL SPINNING.

DIAL

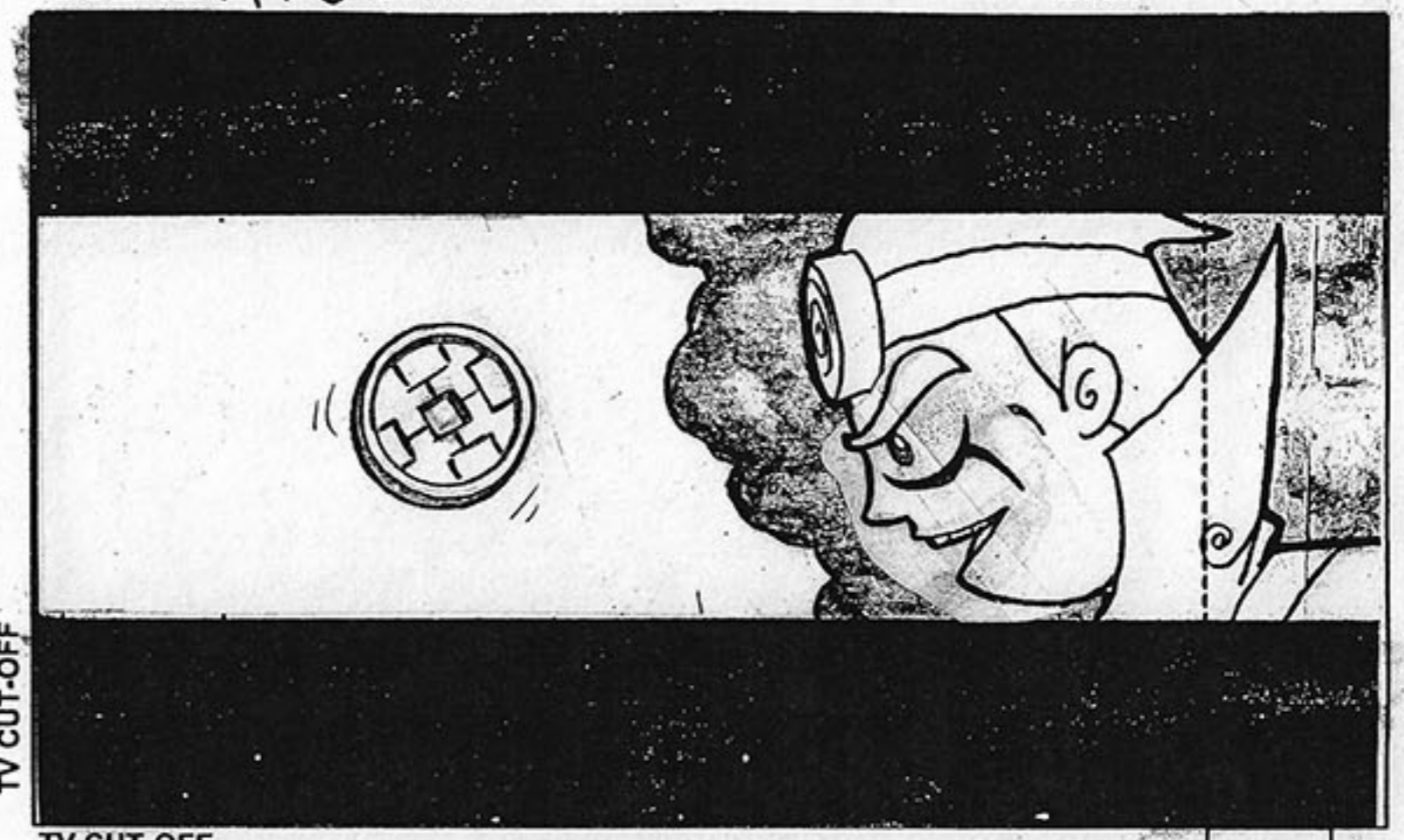
JACK (CONT.)
 Mantis

TIMING

CONT DIAL 65

SCENE A73 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 6

UNTIL IT STOPS AND REVEALS ITSELF TO NOW BE THE MANTIS FLIP COIN.

JACK (CONT.)
 Flip coin.

16 : 9 Widescreen Format

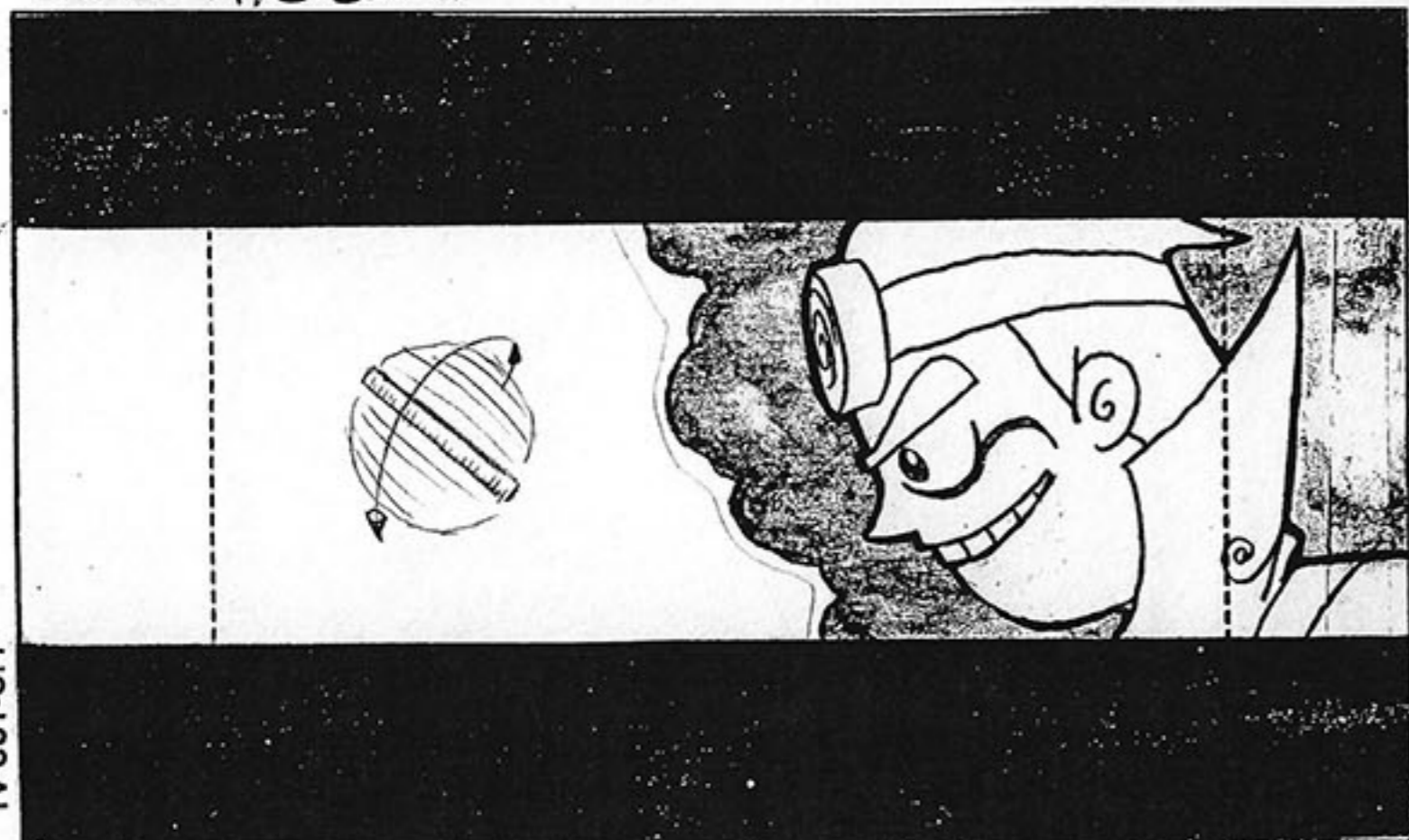
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SCENE A73 CONT.

B.G.



TV CUT-OFF

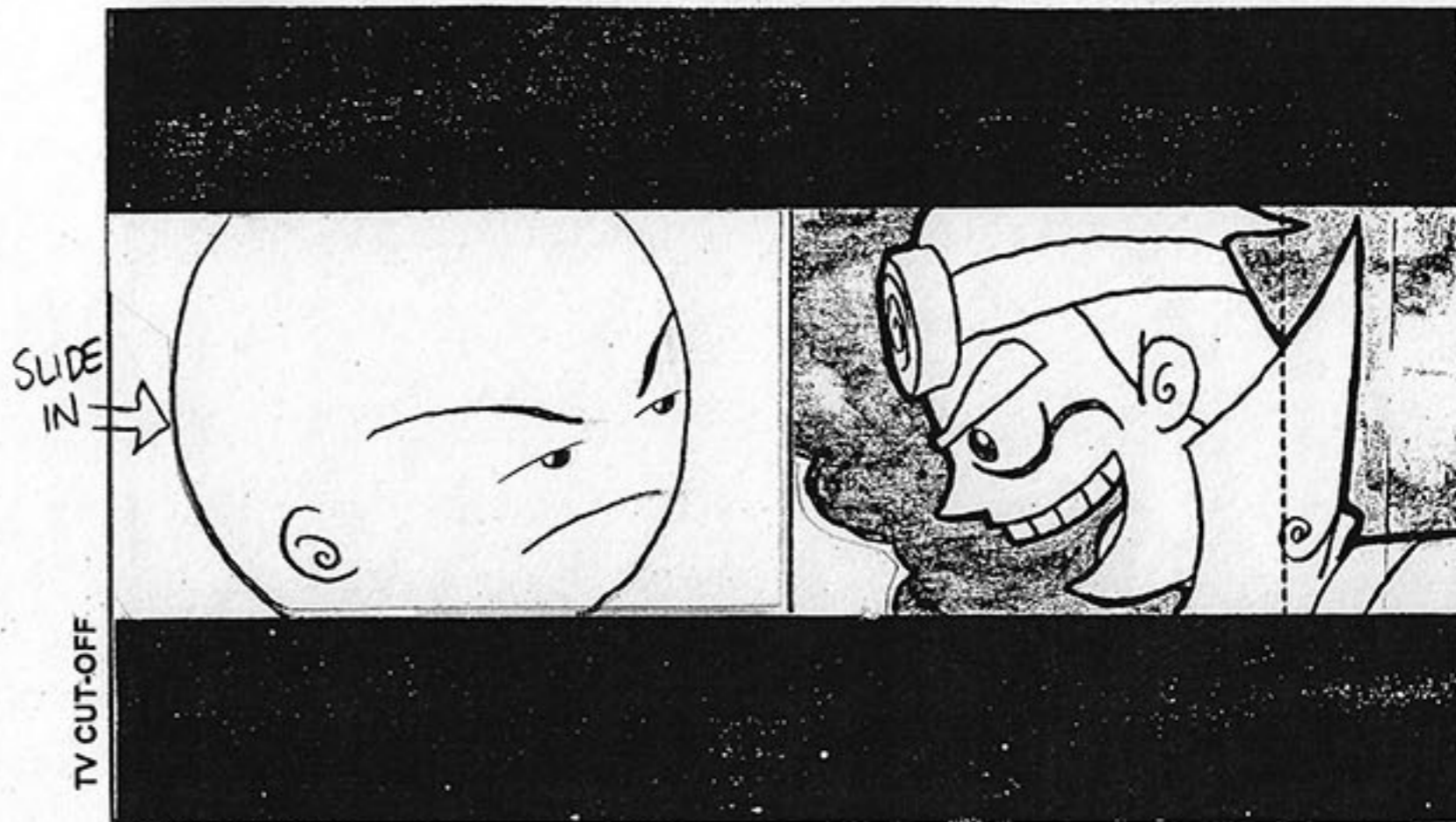
TV CUT-OFF

PANEL

7

SCENE

B.G.



SLIDE IN

TV CUT-OFF

TV CUT-OFF

PANEL

8

ACTION

THE COIN FLIPS AROUND
 JACK SMILES A
 SINISTER SMILE.

DIAL

OMI'S SECTION OF SCREEN SLIDES

IN. [NOTE: OMI LOOKS UP @ OS JACK } THEY DON'T LOOK
 JACK LOOKS DOWN @ OS OMI } DIRECTLY AT EACH
 OTHER IN THIS SC.

JACK (cont.):
 First one —

TIMING

6x

Com DIA 65

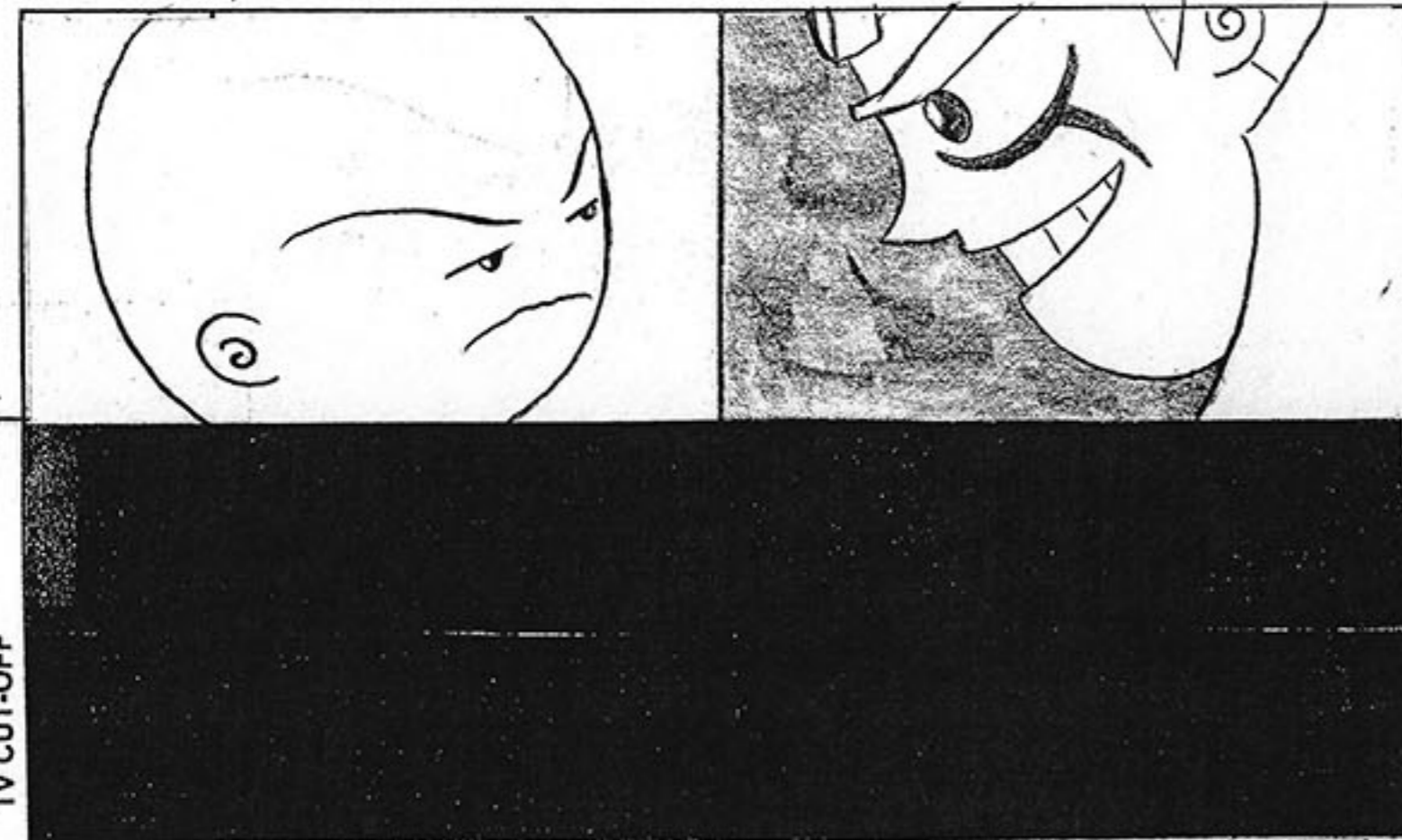
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SCENE A73 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 9

ACTION

THEIR 'BAR' SLIDES UP TO TOP REVEALING MORE BLACK AT BOTTOM,

DIAL

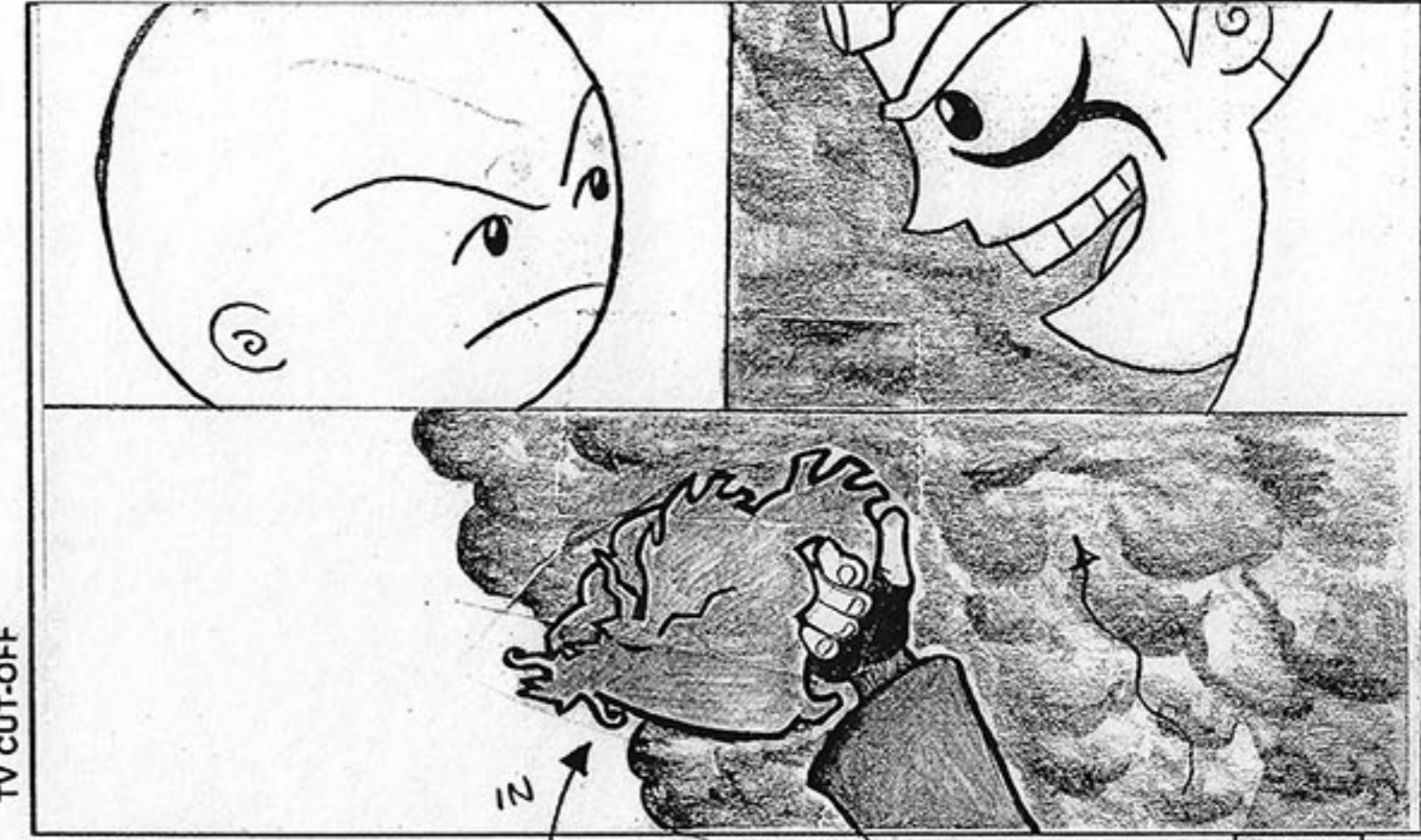
JACK (cont.)
 -to grab-

TIMING

Cont Pwr 65

SCENE A73 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 10

BIG BLACK BAR AT BOTTOM CUTS TO JACK HOLDING UP SGW IN FRONT OF RISING SMOKE. OMI'S EYES WIDEN.

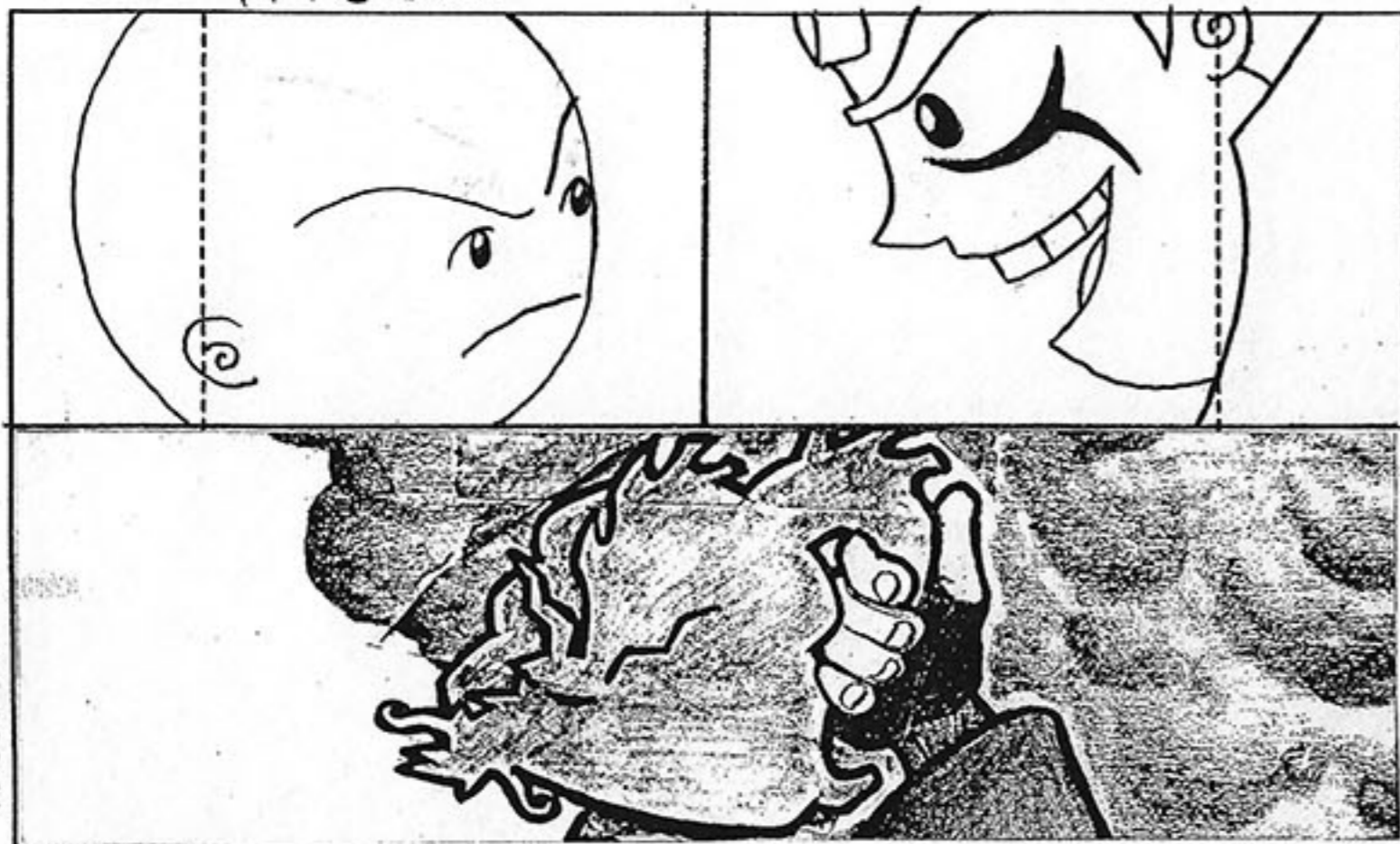
JACK (cont.)
 -this handsome-

16 : 9 Widescreen Format

257308

SCENE A73 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

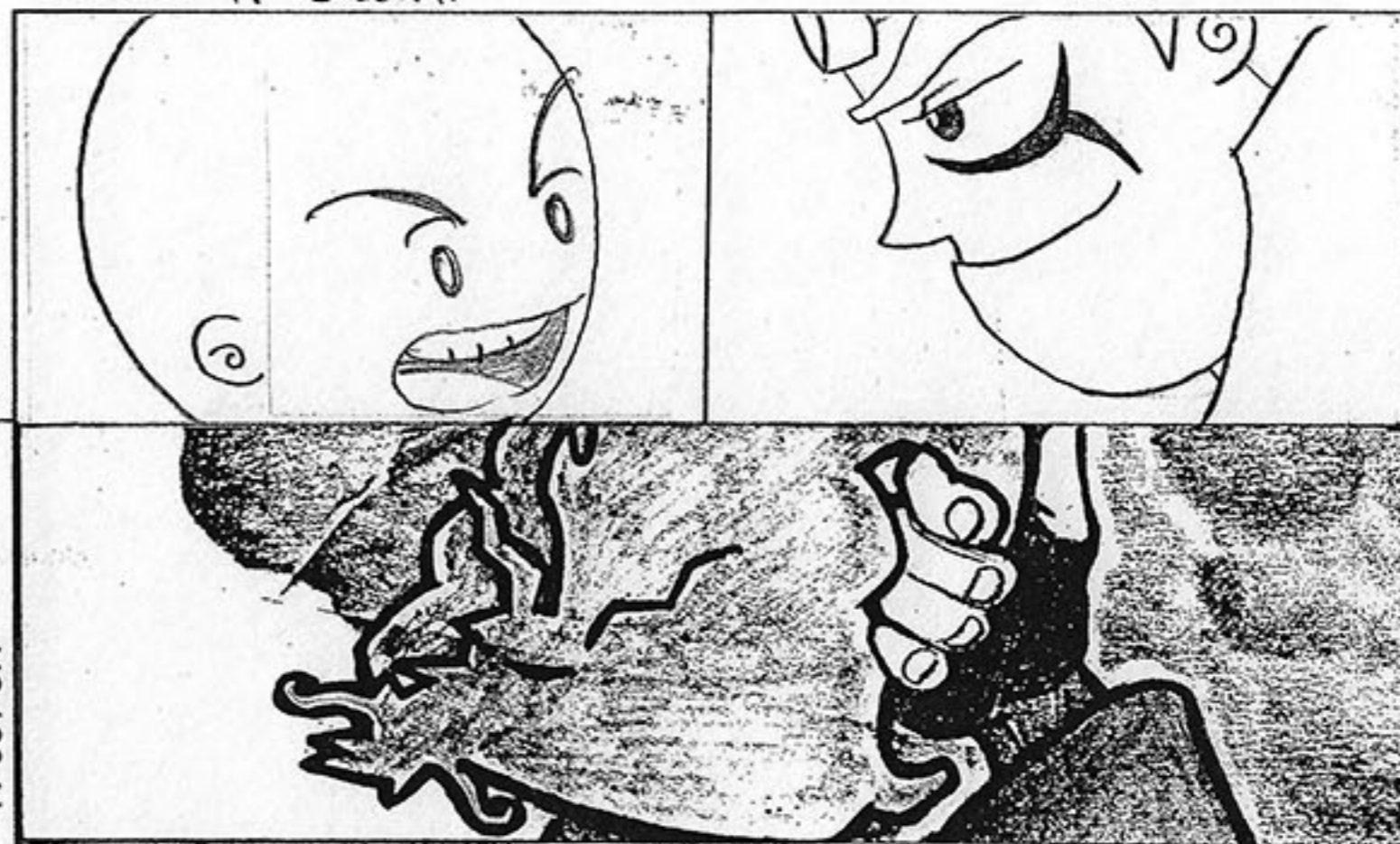
SGW GETS CLOSER TO CAM.

PANEL

11

SCENE A73 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

AND CLOSER.
DMI RESPONDS TO
SMILING JACK

PANEL

12

ACTION

DIAL

TIMING

Jack (cont.)
— dragon wins!

OMI
"Piece of pie."

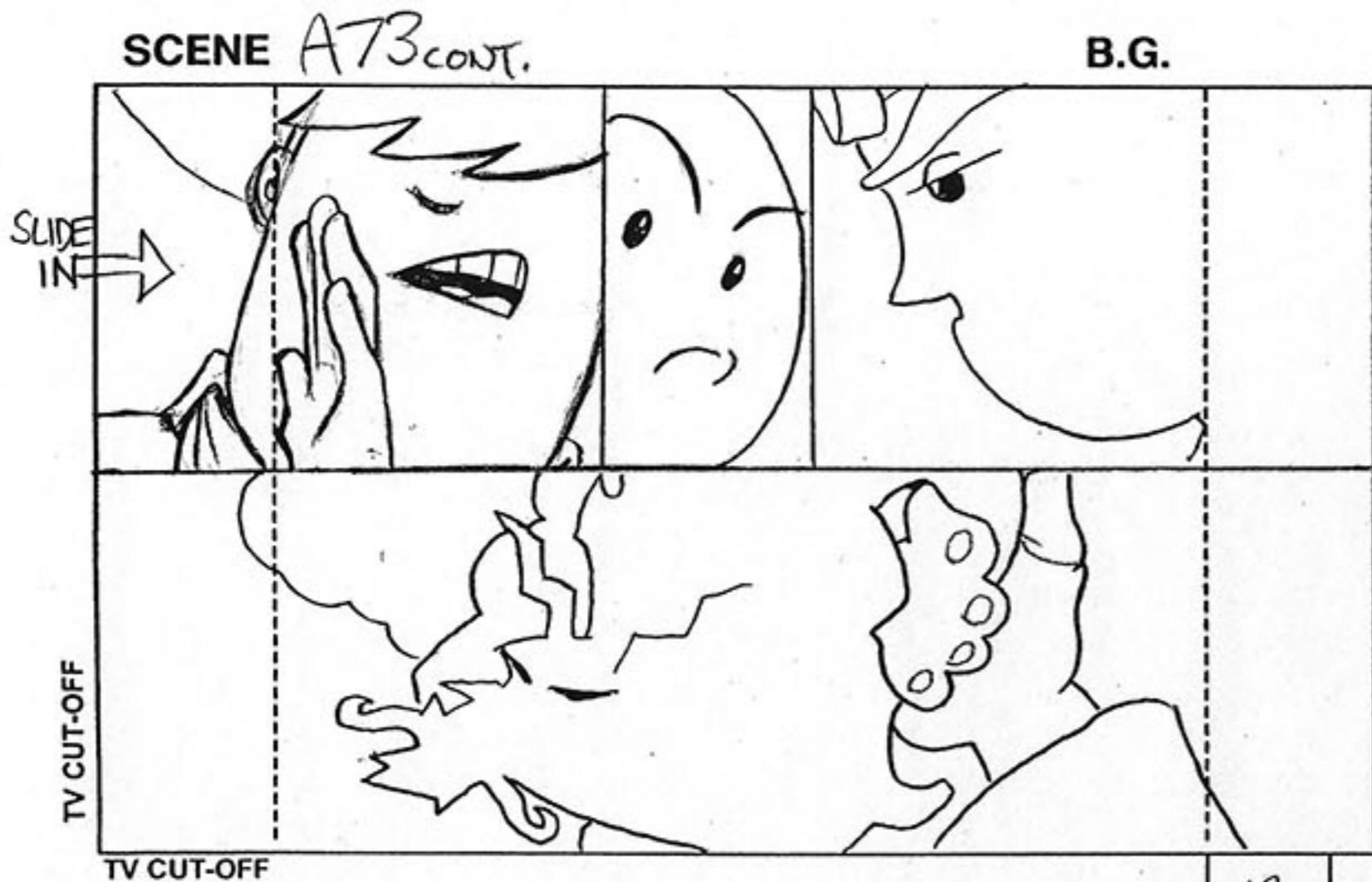
Cont DIA 65

(8x)

DIA 66

16 : 9 Widescreen Format

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ACTION

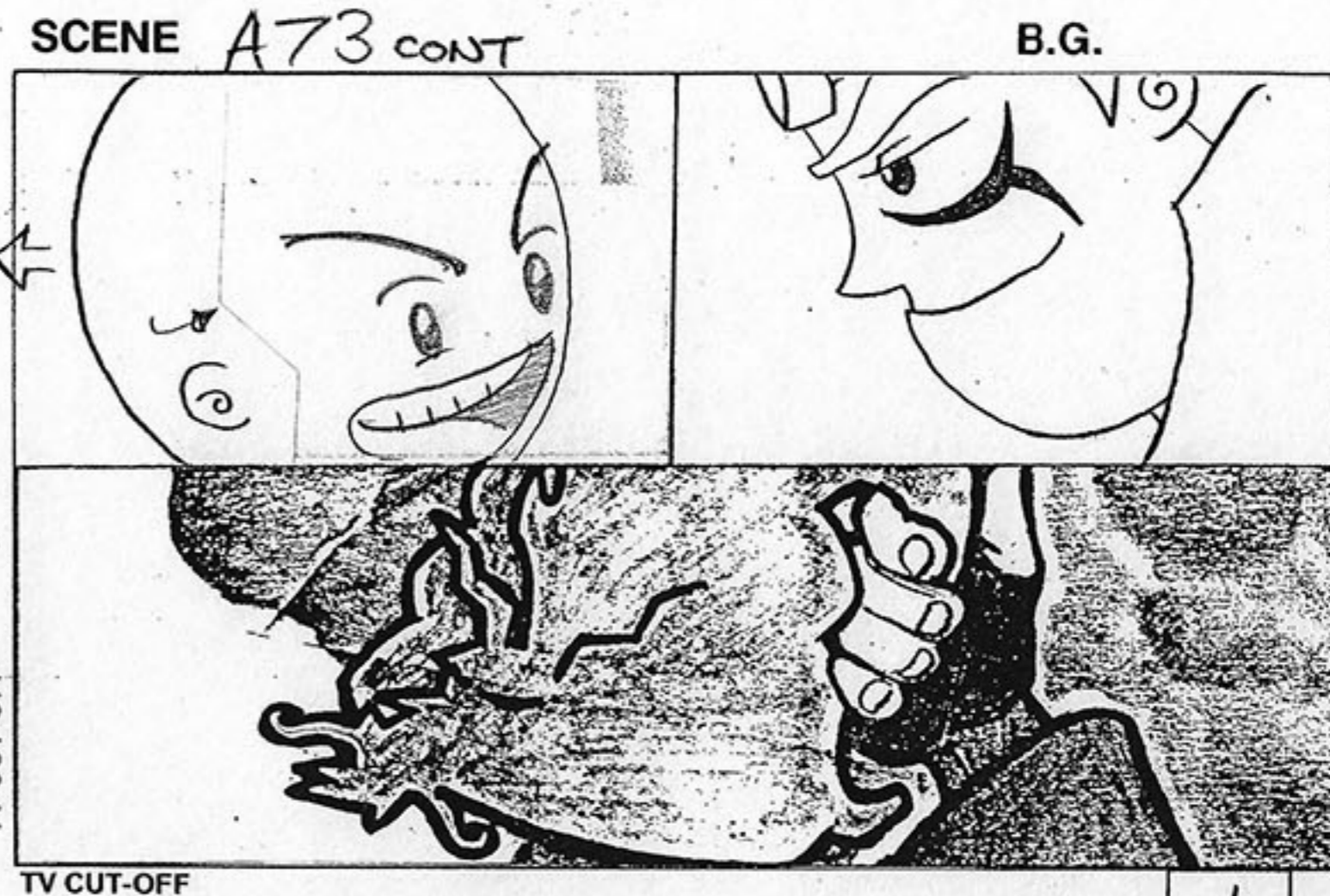
CLAY'S SECTION OF SC. SLIDES INTO SC. SQUISHING OMI'S SECTION OF SC. OMI REACTS.

DIAL

CLAY
"Cake."

TIMING

DIAL 67

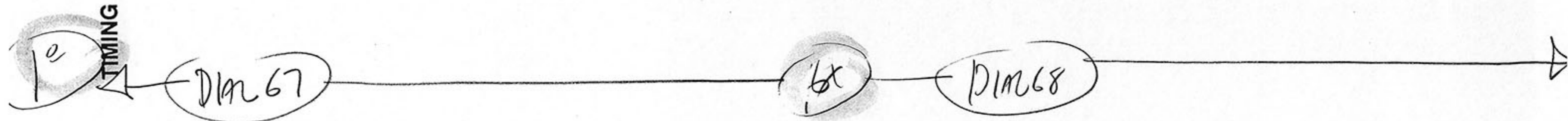


CLAY'S SECTION SLIDES OUT OMI RESPONDS AGAIN.

OMI
"Piece of cake!"

16 : 9 Widescreen Format

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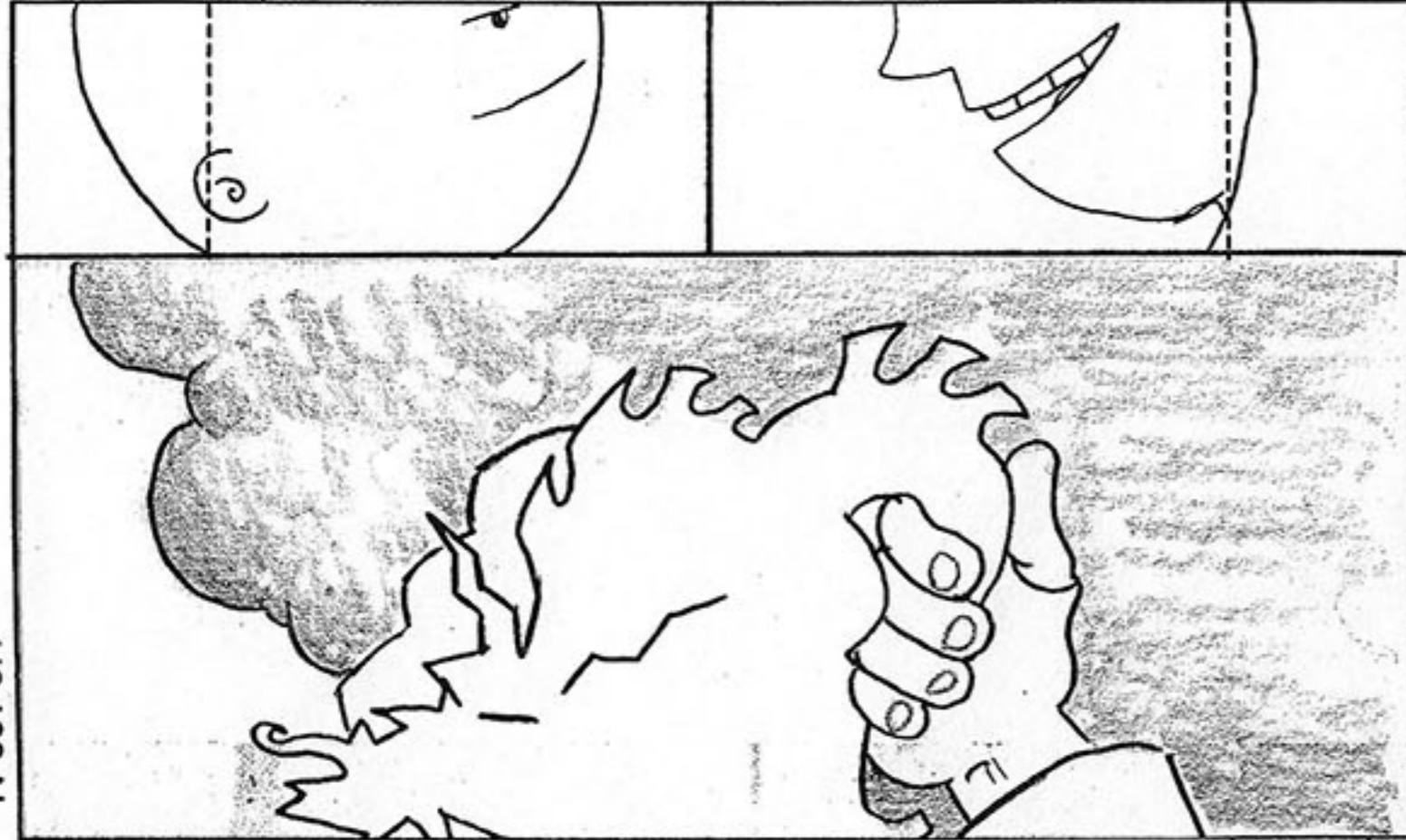
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SCENE A73 cont

B.G.



PANEL

15

ACTION

JACK RESPOND AS THEIR BAR RISES UP OS.

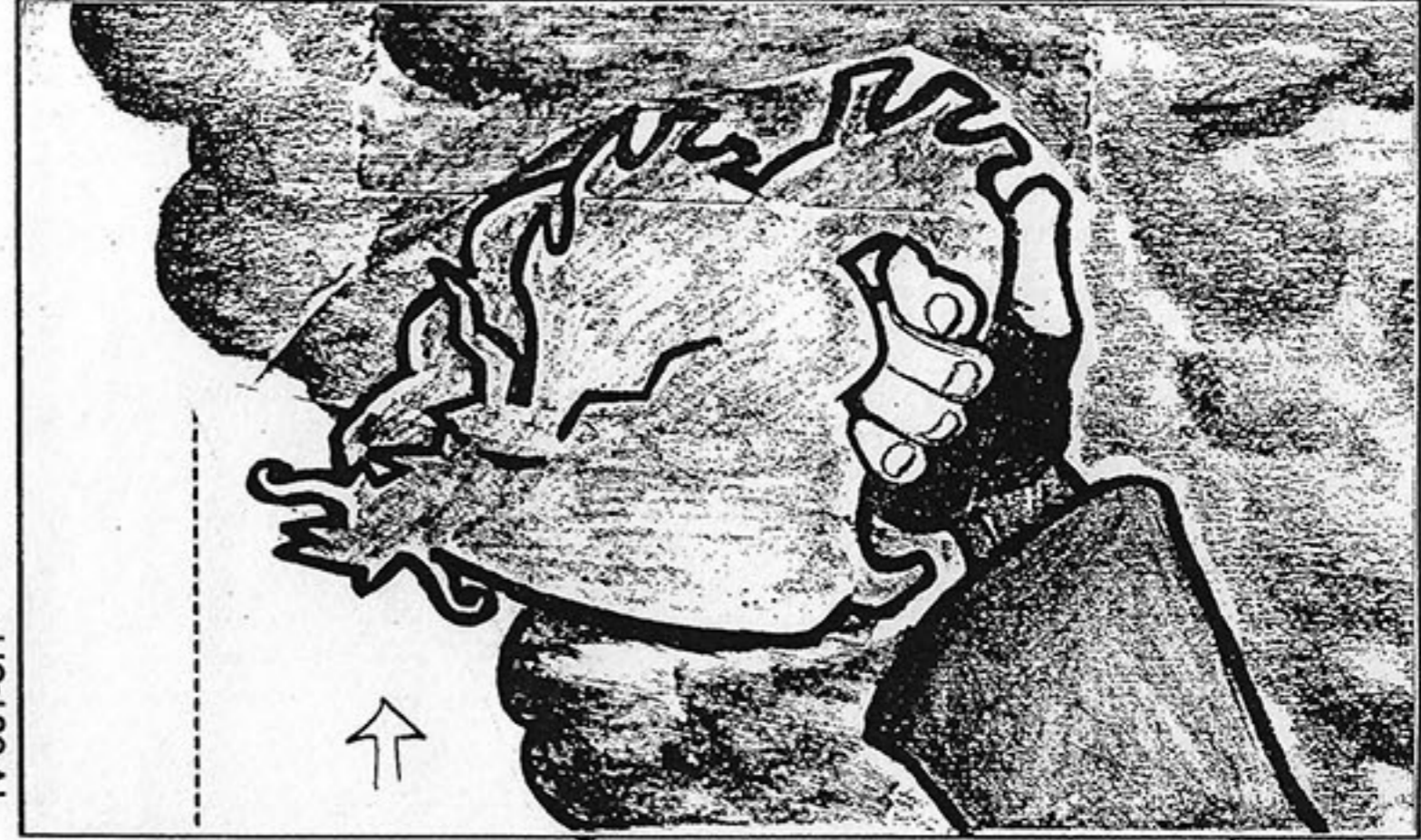
DIAL

JACK

"Well then,

SCENE A73 cont

B.G.



PANEL

16

TV CUT-OFF

TV CUT-OFF

JACK HOLDS SGW UP FURTHER...

(VO) JACK cont.

...let's go!

16 : 9 Widescreen Format

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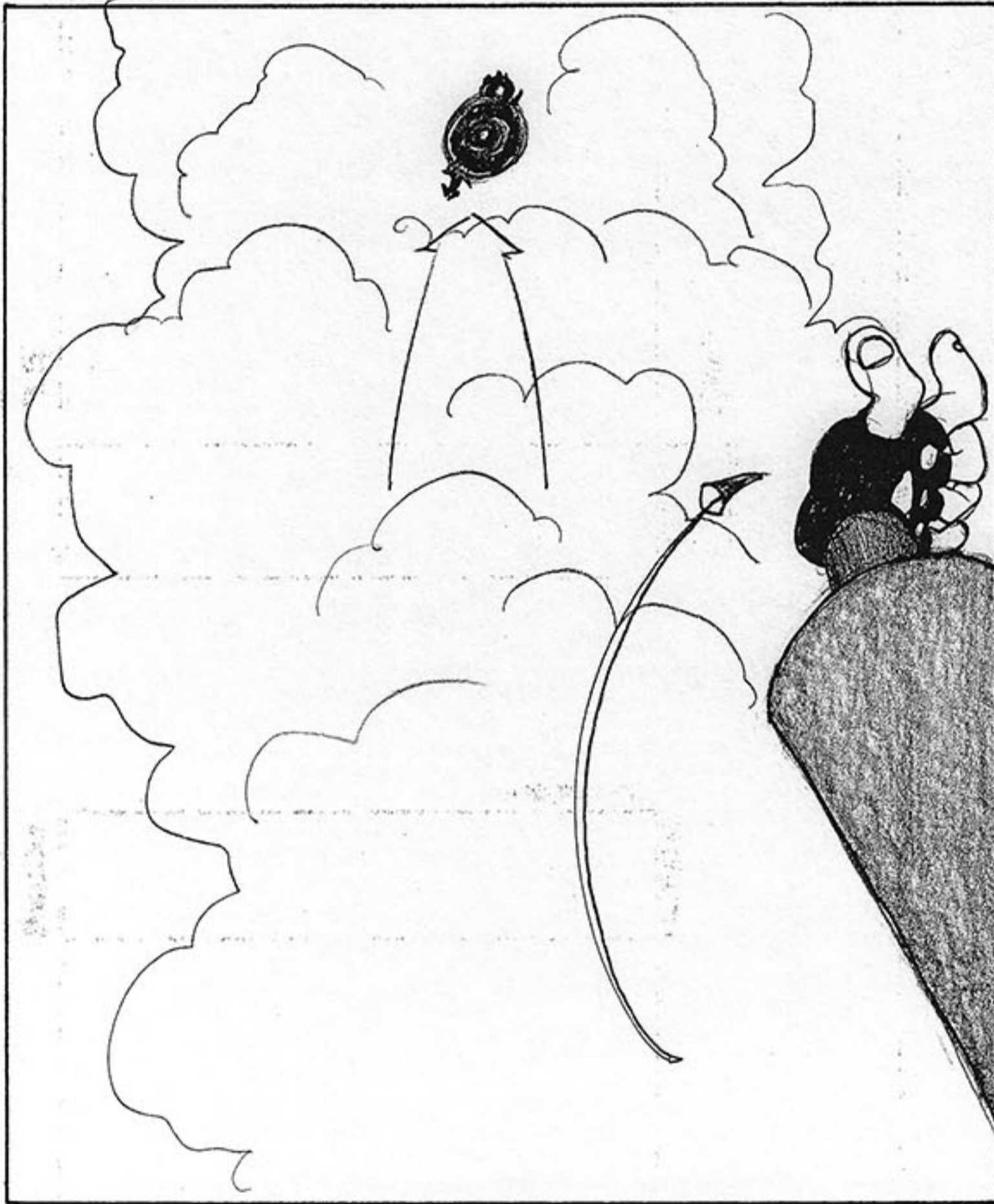
TIMING

OK → (Dial 69) →

PAGE 150

SCENE A73 CONT.

B.G.



PANEL 17

ACTION

AND THROWS IT UP AND AWAY FROM CAM.
PAN UP WITH SGW.

DIAL

Hold
12x

VENT PAN 16
16x

Hold
18

512

SCENE A73 CONT.

DX
SHAKE

B.G.



START

PAN
DOWN

STOP

5"

ACTION

PAN DOWN WITH SEW AS IT
DISAPPEARS INTO SMOKE
AND REVEAL OMI AND JACK STANDING
AT EDGE OF VOLCANO, WATCHING.

PANEL

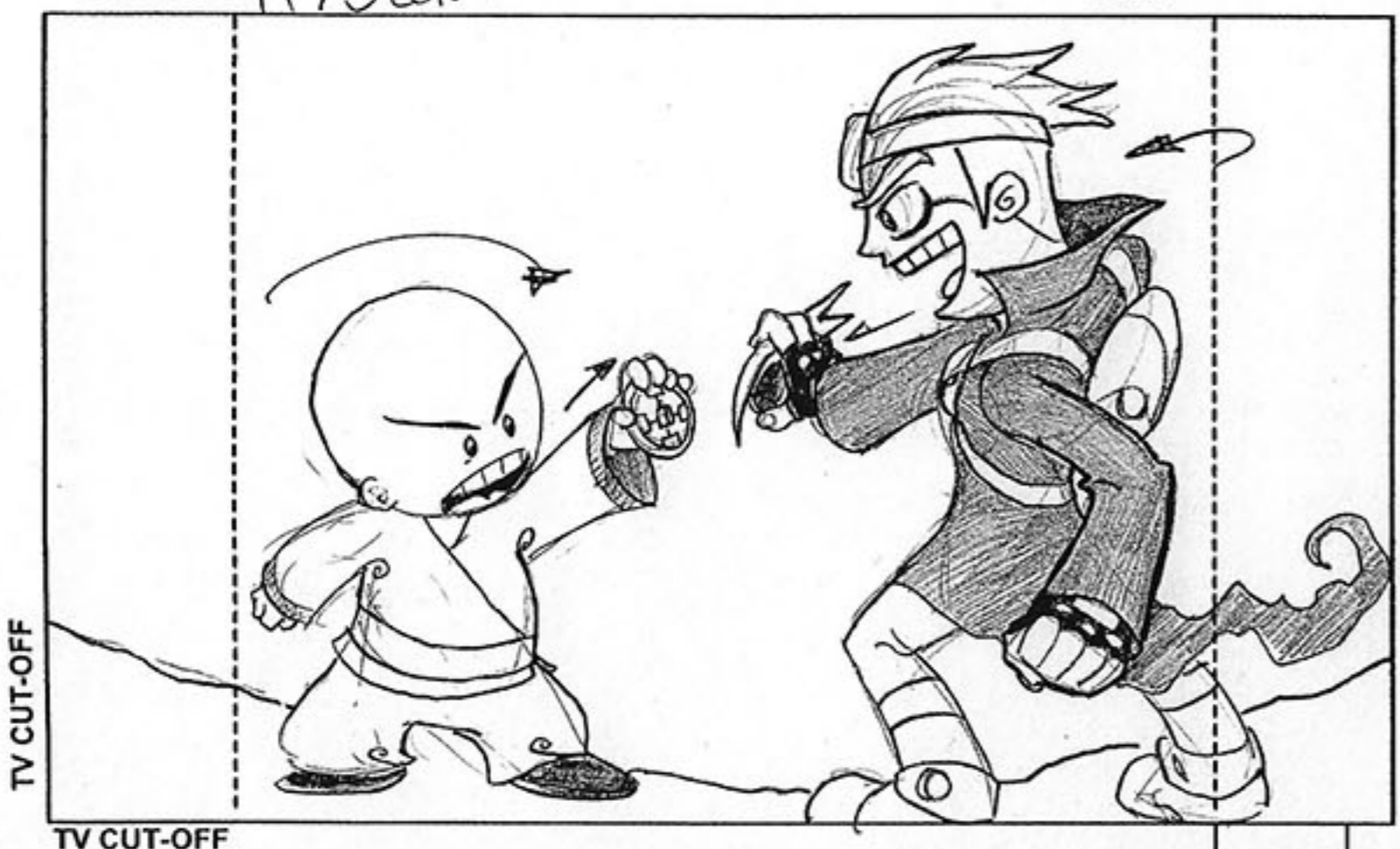
18

DIAL

VENT PAN B6
2"

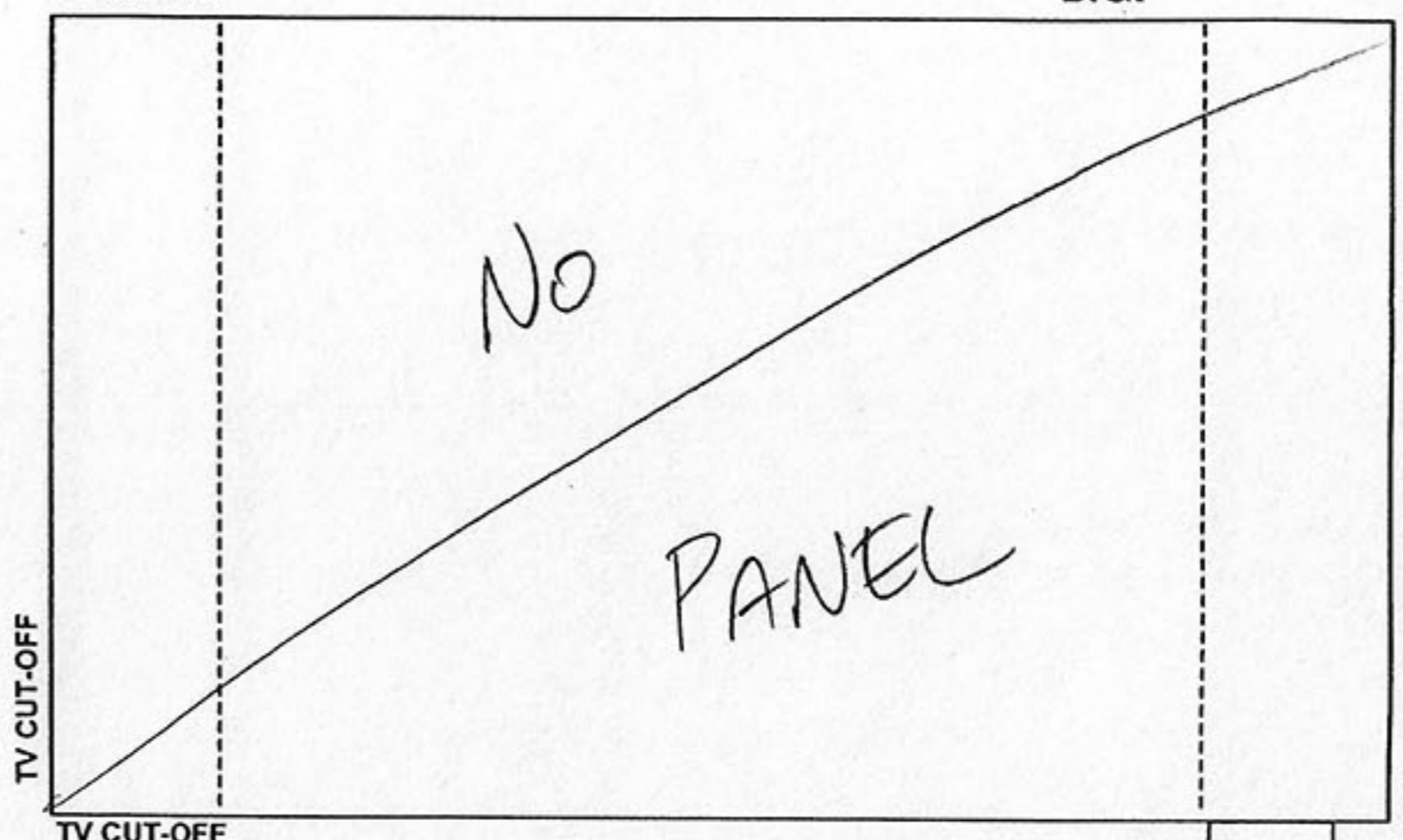
SCENE A73 CONT.

B.G.



SCENE

B.G.



ACTION

THEY FACE EACH OTHER AND SHOVE THEIR RESPECTIVE SGW AT EACH OTHER AND EXCLAIM...

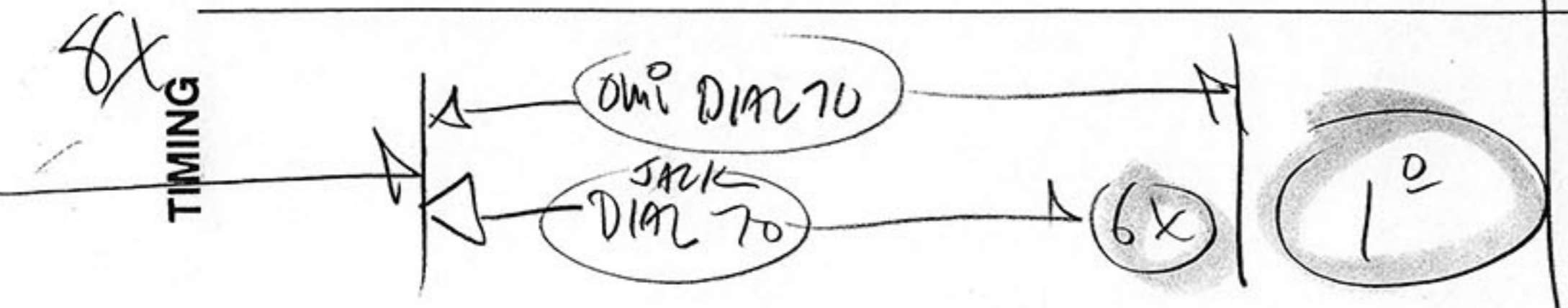
PANEL 19

(START MONK ATTIRE)

DIAL

OMI/JACK
"Xiaolin Showdown!"

TIMING



16 : 9 Widescreen Format

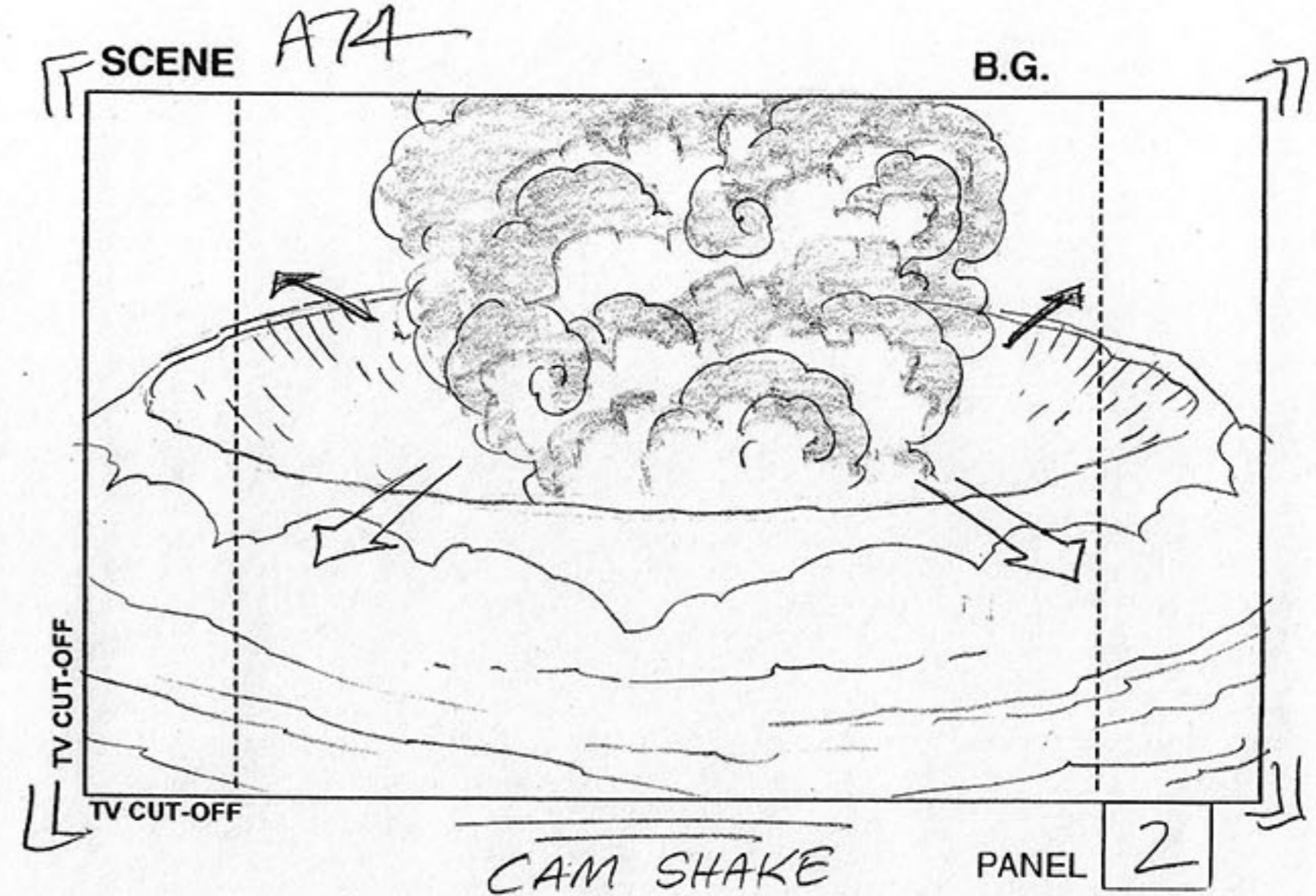
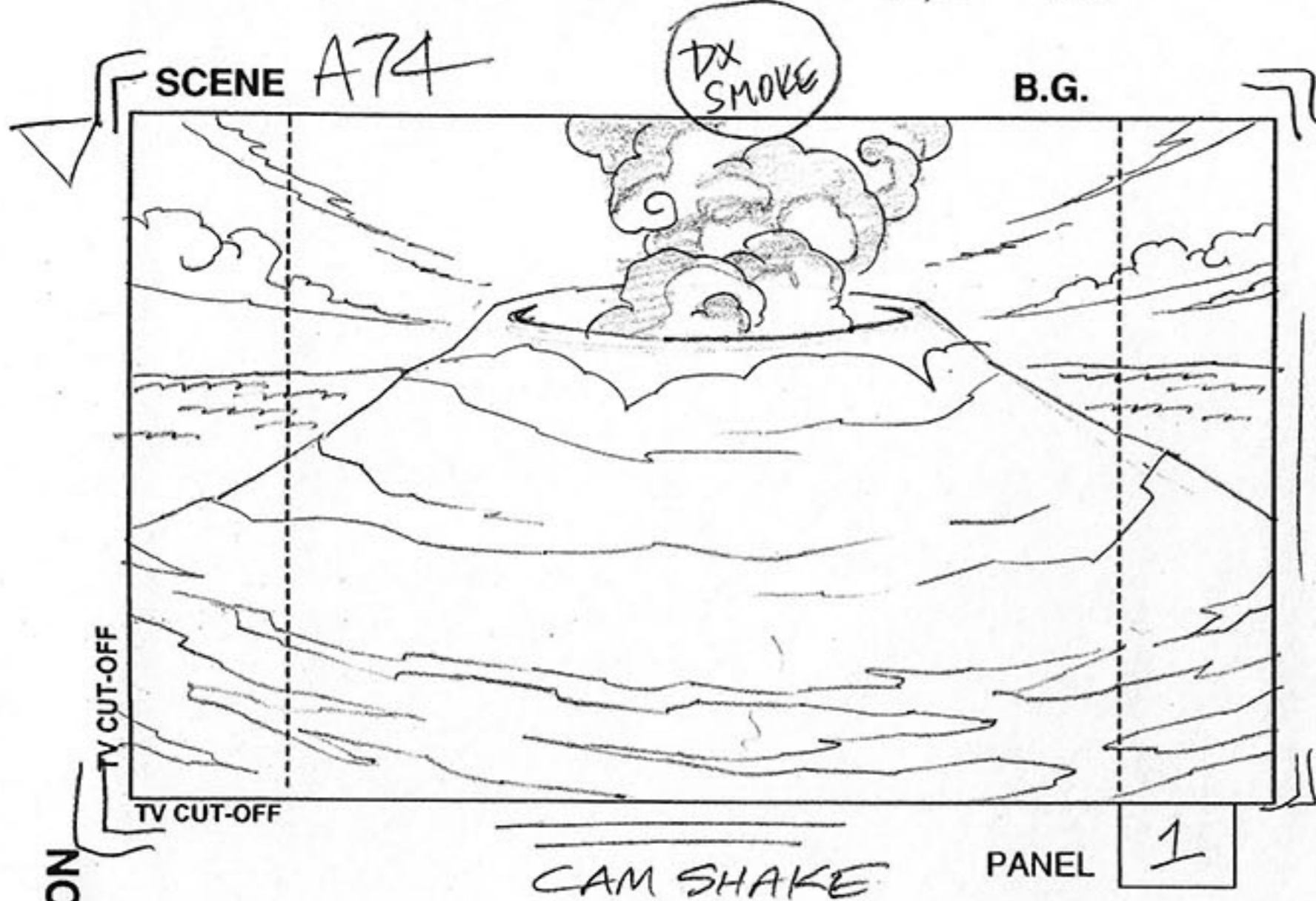
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X I A O L I N SNOWDOWN

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ACTION

WIDE on the smoking volcano

Its crater WIDENS - smoke billows into a heavier cloud

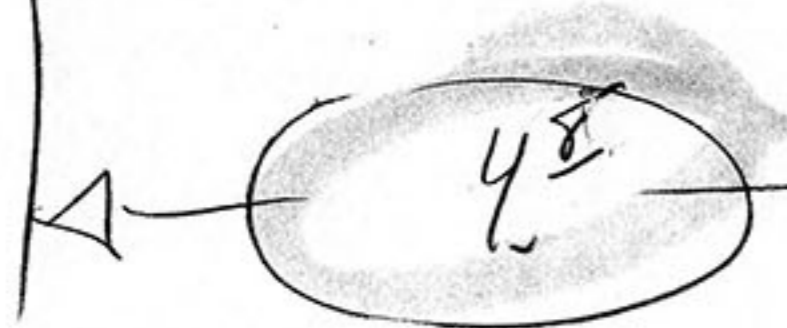
DIAL

A74

12

13

TIMING



16 : 9 Widescreen Format

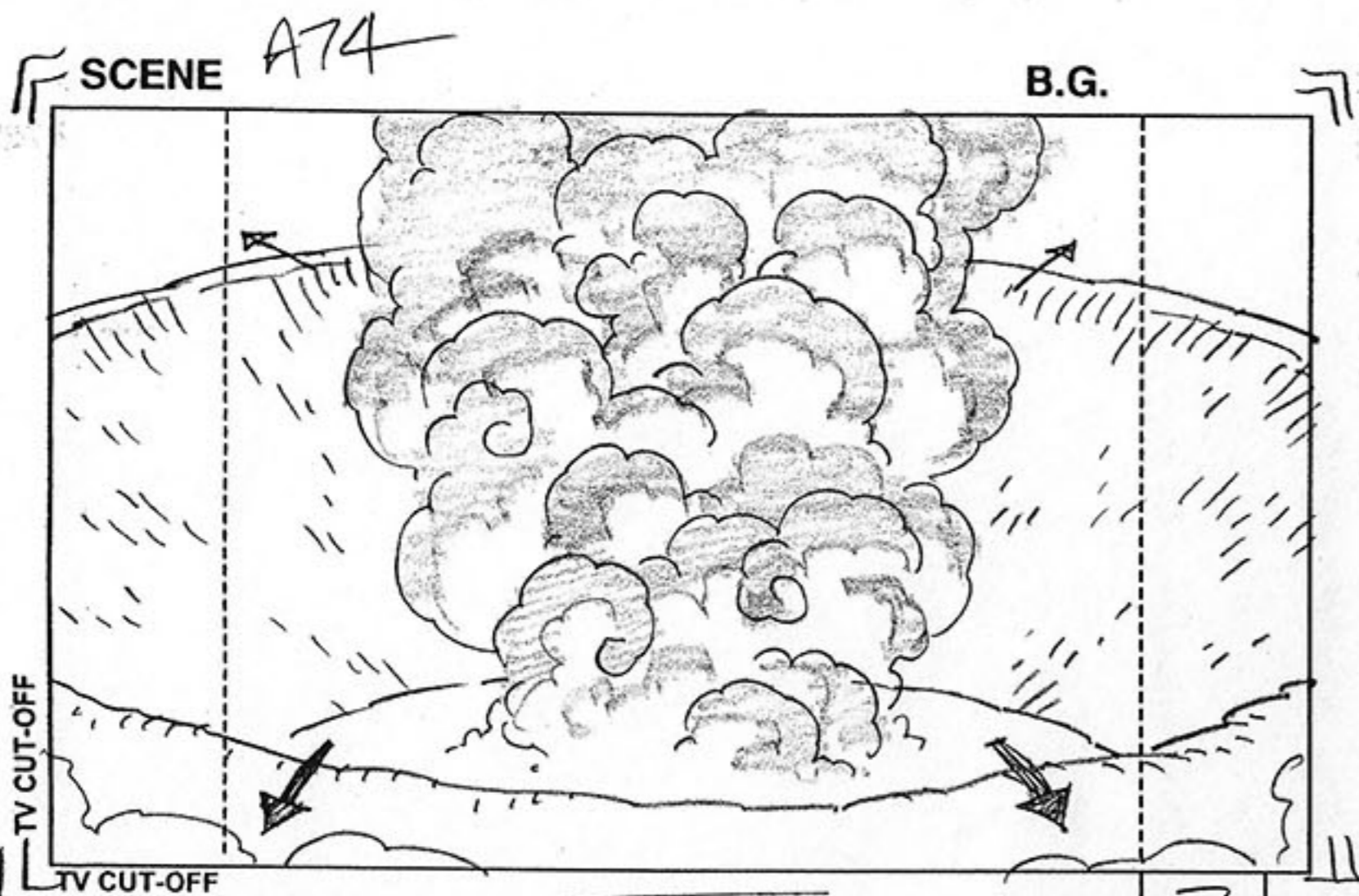
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CAM SHAKE

PANEL

3

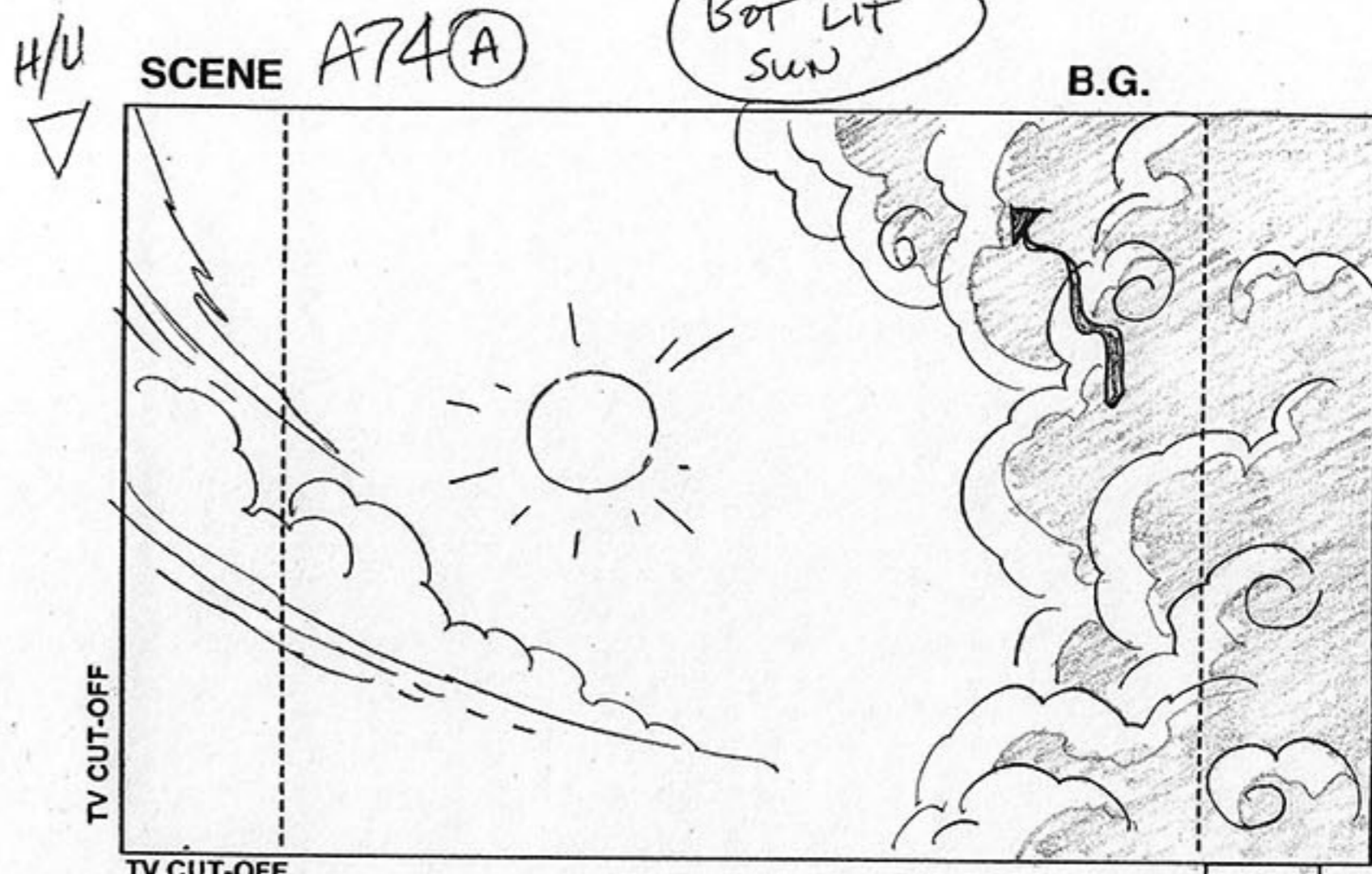
ACTION

Continued

DIAL

2^o

TIMING



UPSHOT - smoke billows upward

PANEL

1

H/U
▽

BOT LIT SUN

16 : 9 Widescreen Format

257308

A74A

10

5^o



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SCENE A74 (A)

B.G.



PANEL

2

ACTION

Smoke covers the sun

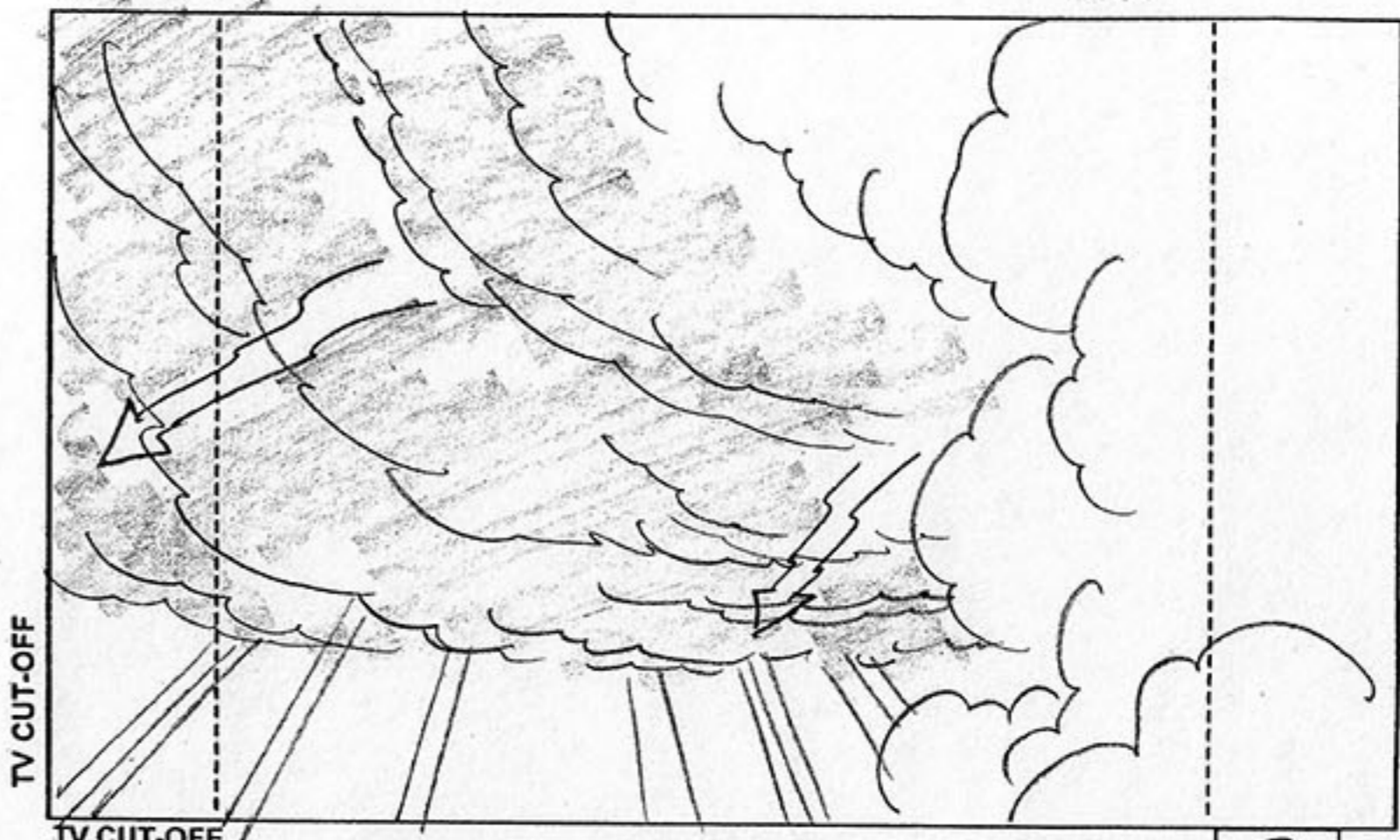
DIAL

12

TIMING

SCENE A74 (A)

B.G.



BOT LIT SUN RAYS

PANEL

3

Continued - sun's rays filter through SMOKE

18

16 : 9 Widescreen Format

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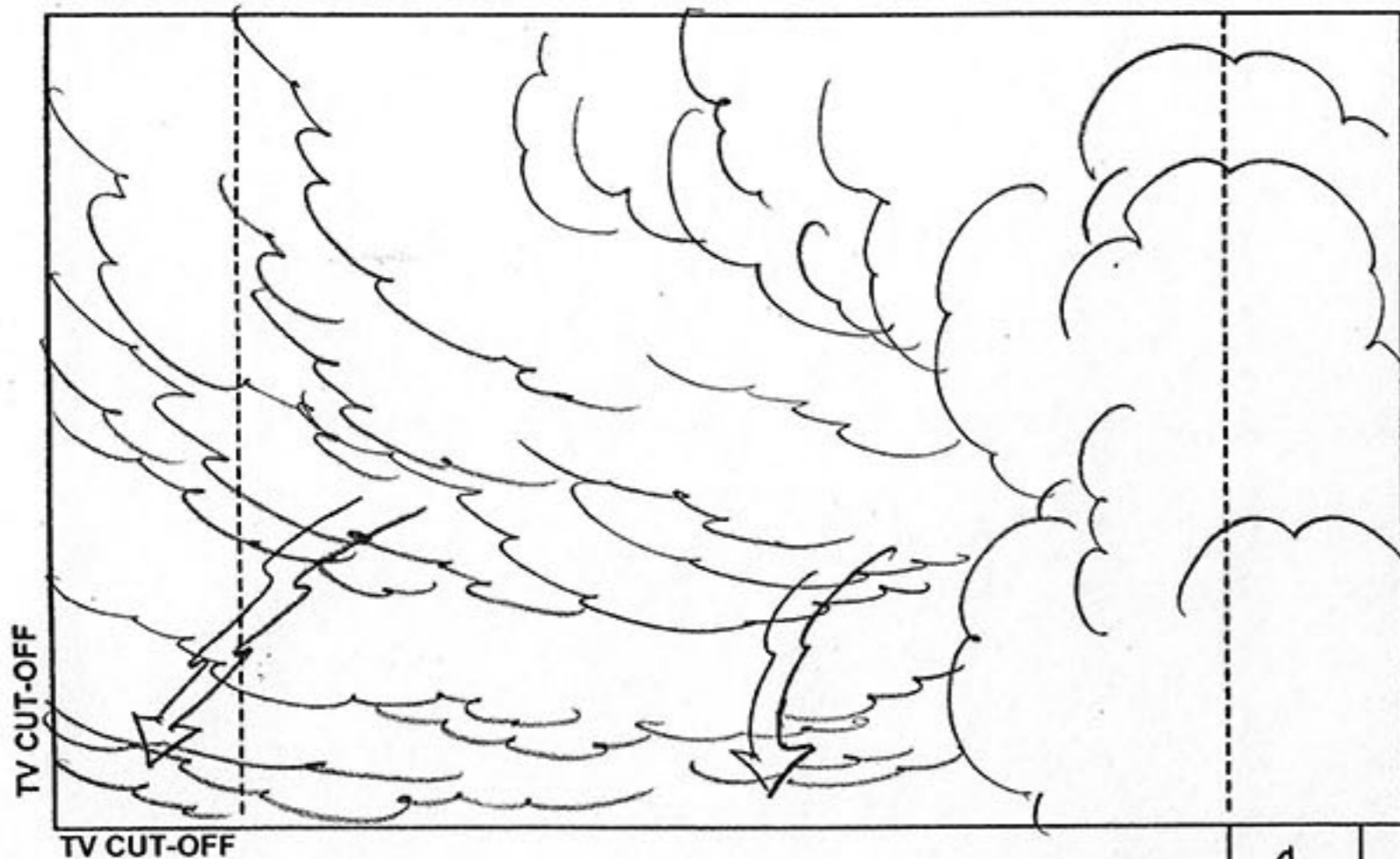
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SCENE A74 (A)

B.G.



PANEL 4

ACTION

SMOKE spreads rapidly outward,
completely BLOCKING OUT sunlight

DIAL

2nd

TIMING

(A75)

1st



PANEL 1

CAM SHAKE

Close on volcano wall

16 : 9 Widescreen Format

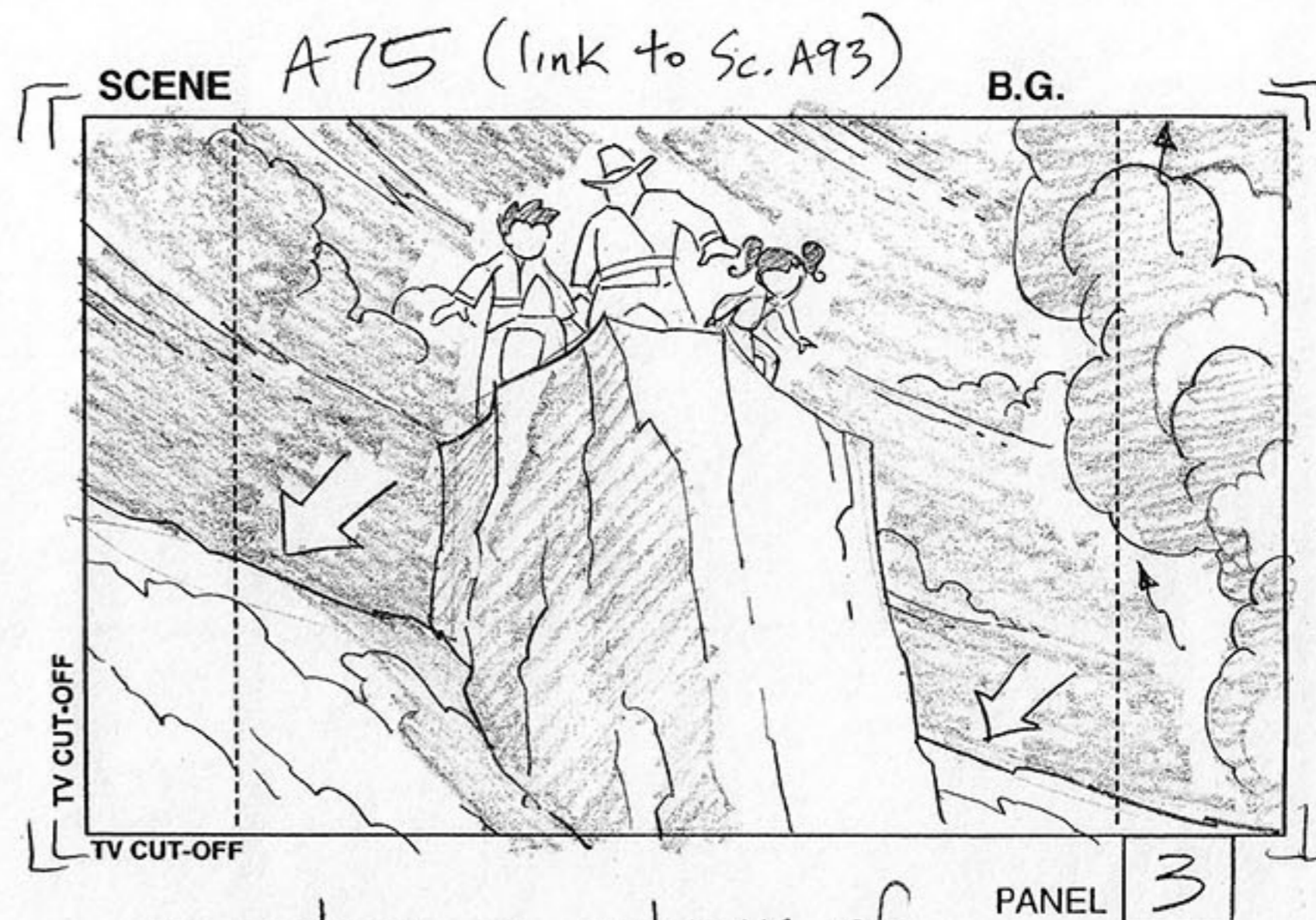
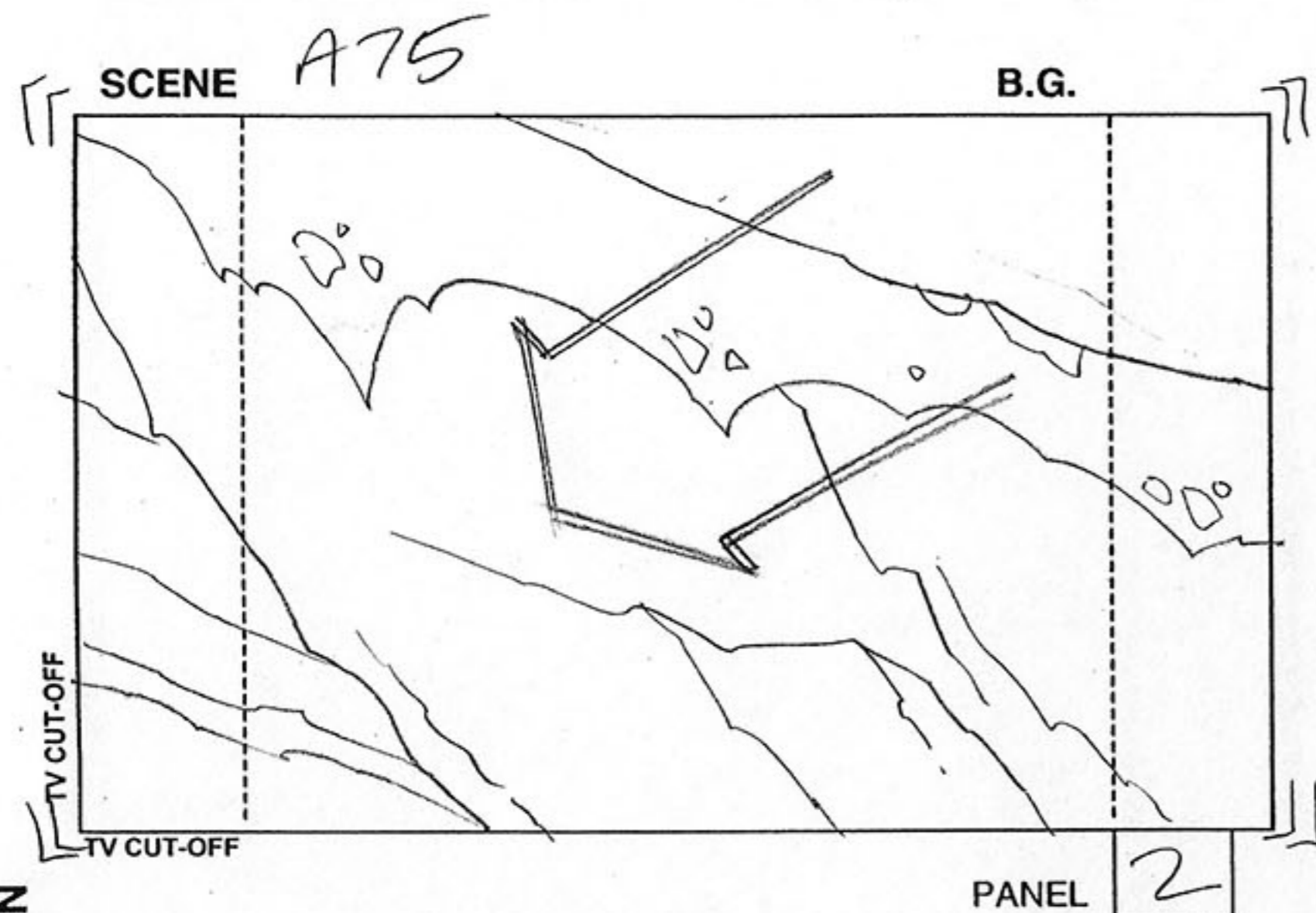
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ACTION

The wall RECEDES away from camera...

DIAL

10

TIMING

...revealing a column of rock - Rai, Clay, and Kimiko standing on it

24

* MODEL NOTE: They are now wearing monk attire - continues to end of show

16 : 9 Widescreen Format

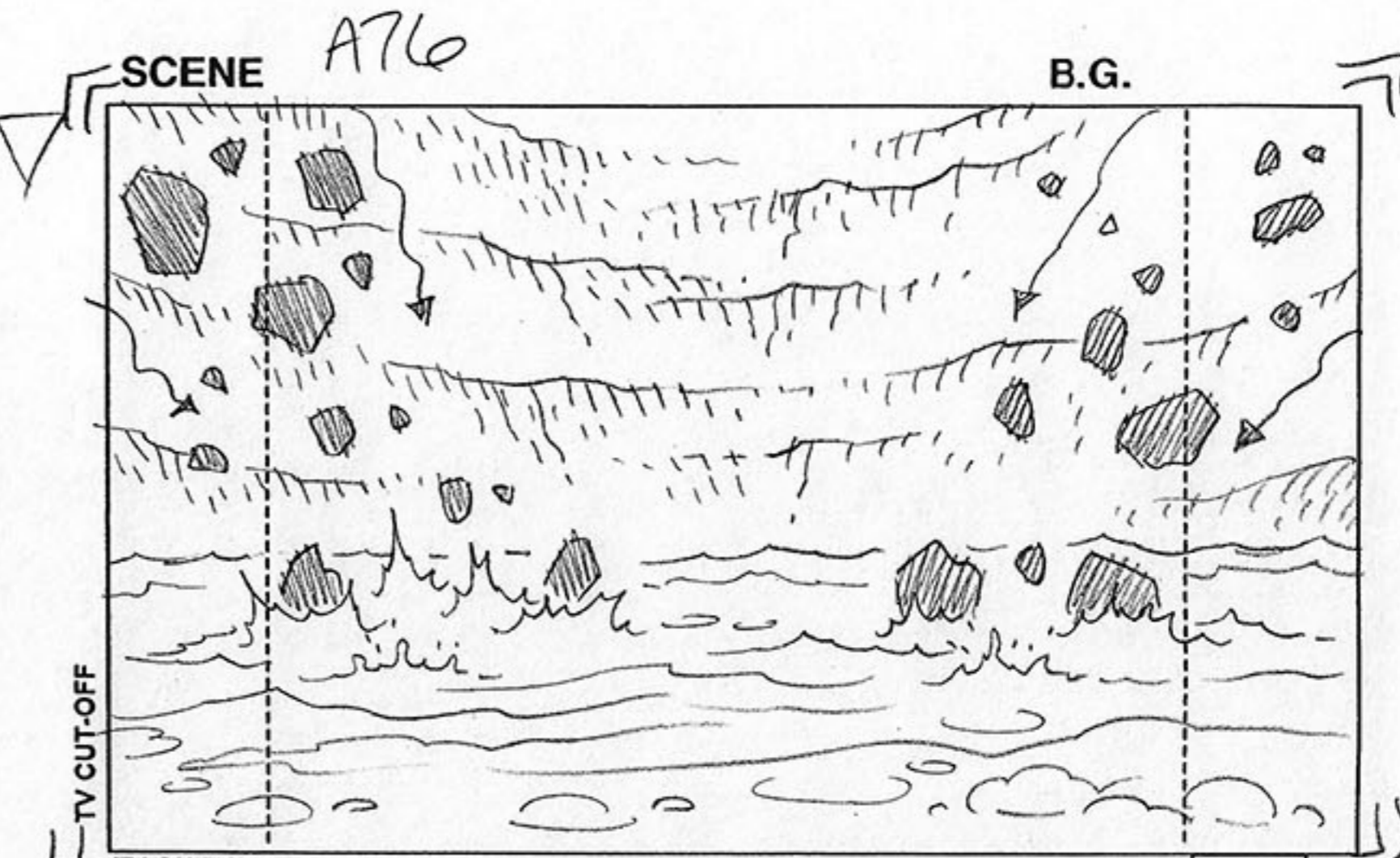
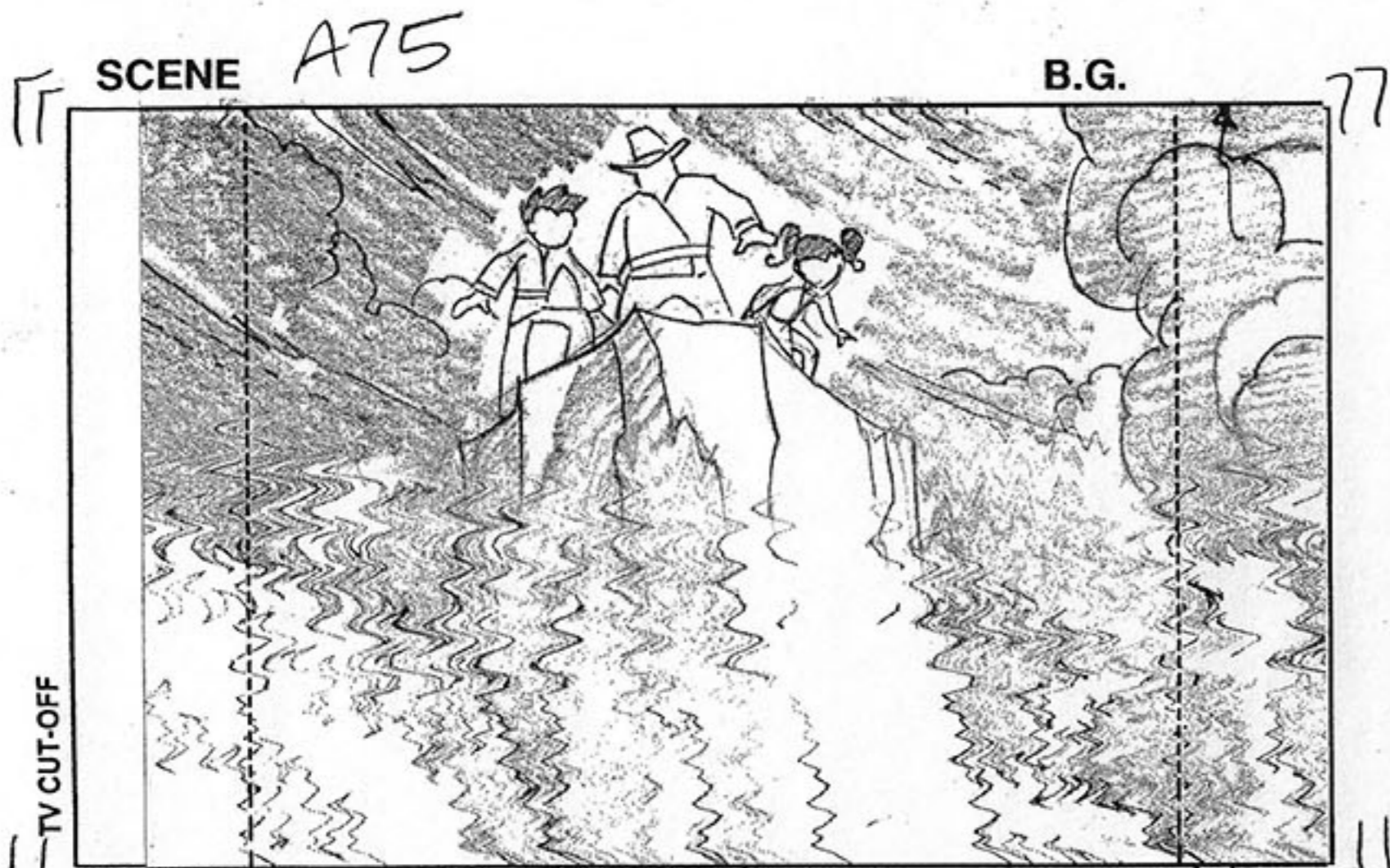
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ACTION

FADE ON RIPPLE GLASS EFX

PANEL 4

Heat waves shimmer upward from below

CONTINUE CAMERA SHAKE PANEL 1

Rocks tumble into lava pool

LAVA EFX - SEE MODEL

RIPPLE GLASS EFX

DIAL

2⁴

(A76)

1⁰

TIMING



4/12

16 : 9 Widescreen Format

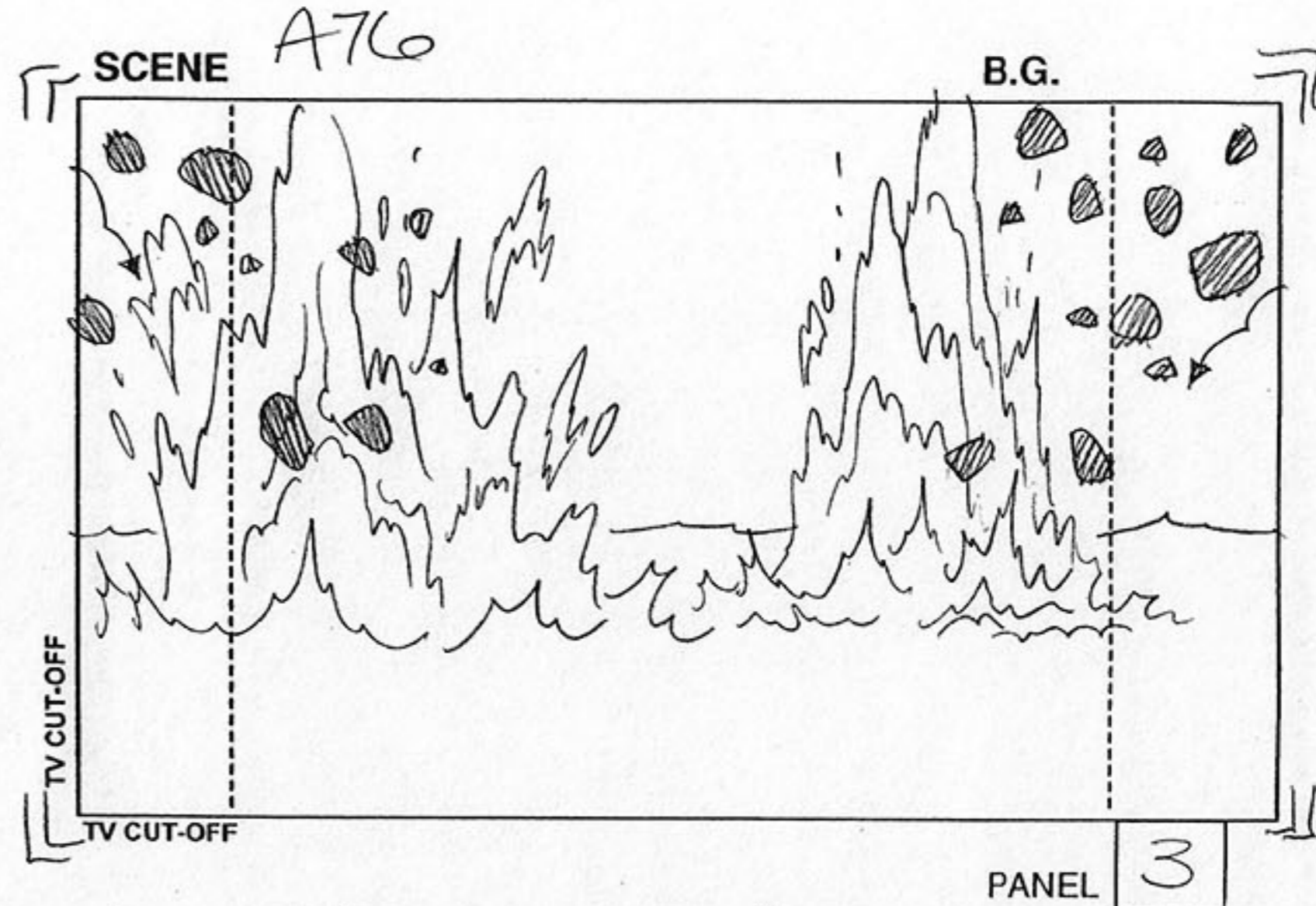
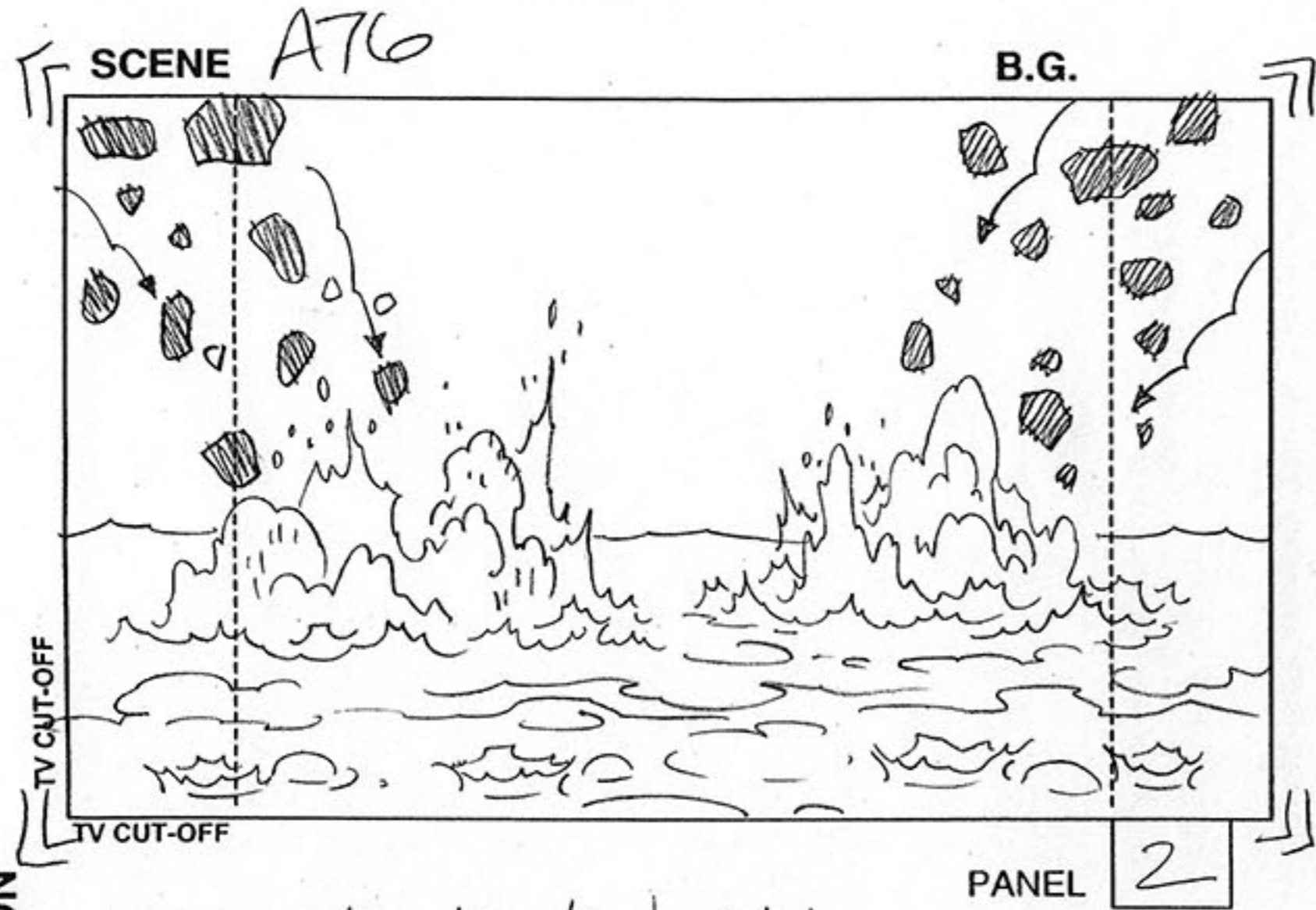
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ACTION

Lava starts to bubble and froth

DIAL

18

TIMING

12x

16 : 9 Widescreen Format

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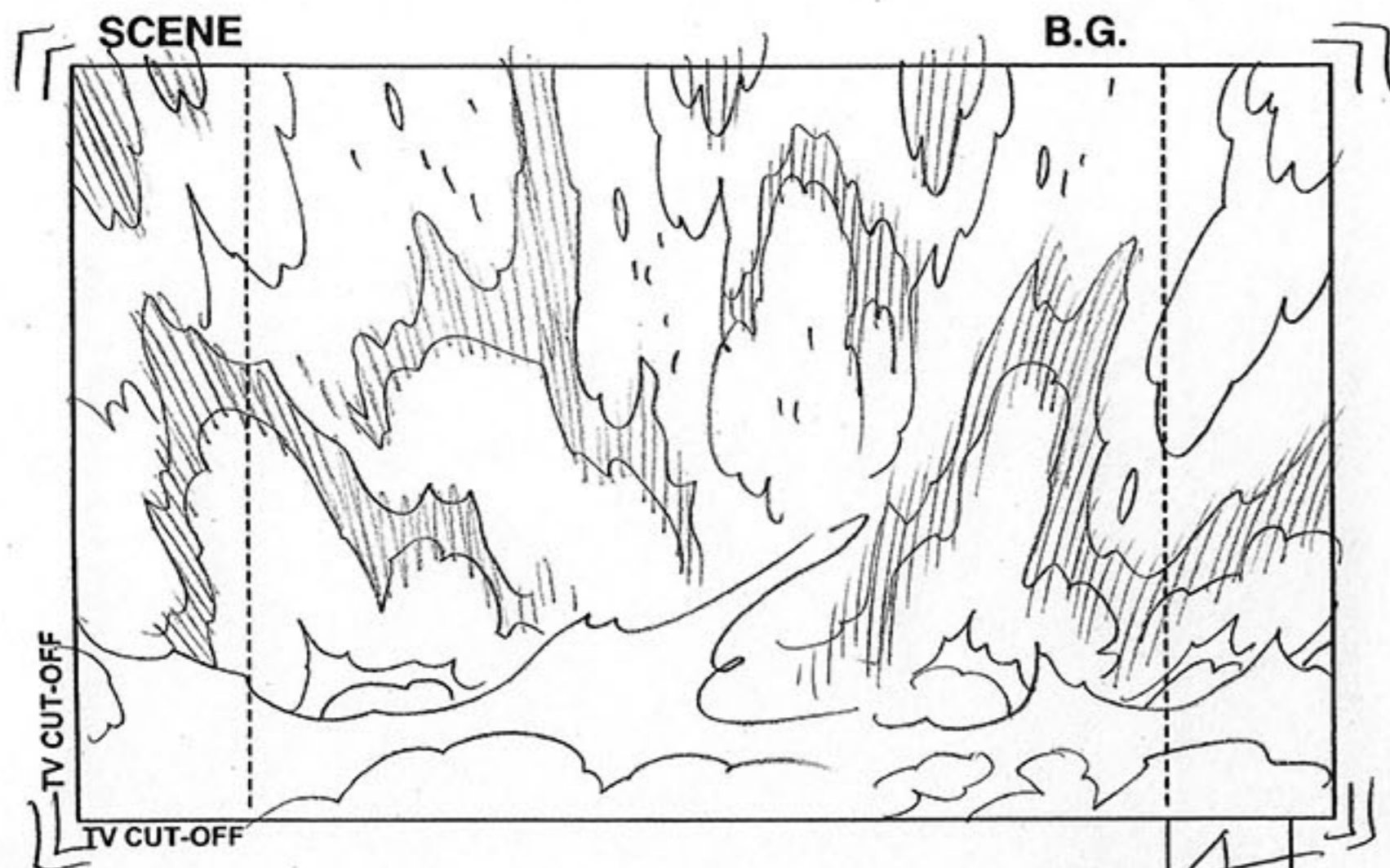


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PAGE A160



PANEL 4

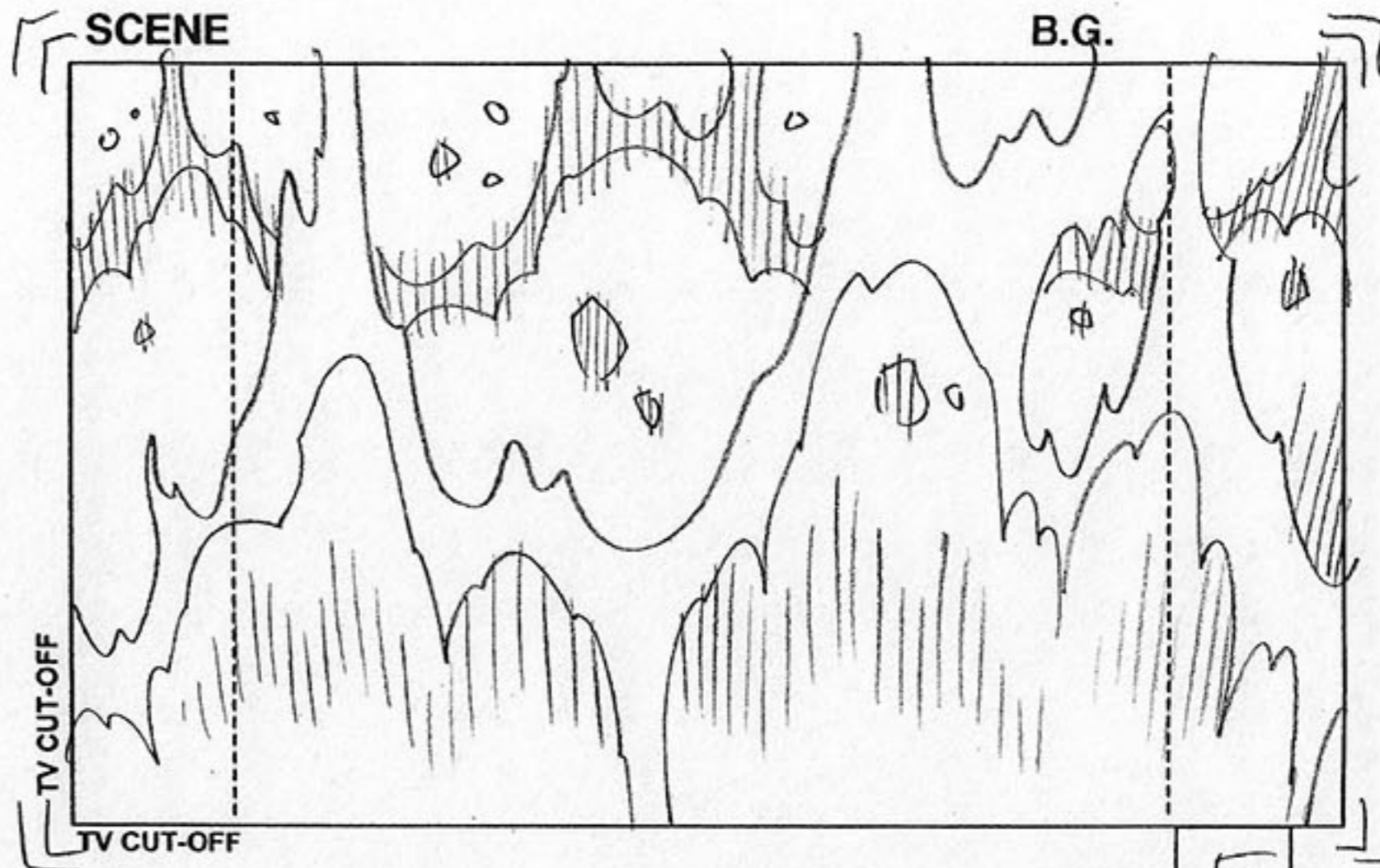
ACTION

Lava BURSTS UPWARD
in FG

DIAL

(6x)

TIMING



PANEL 5

Lava fills frame, shooting
upward in a GLOWING WALL

(7)

16 : 9 Widescreen Format

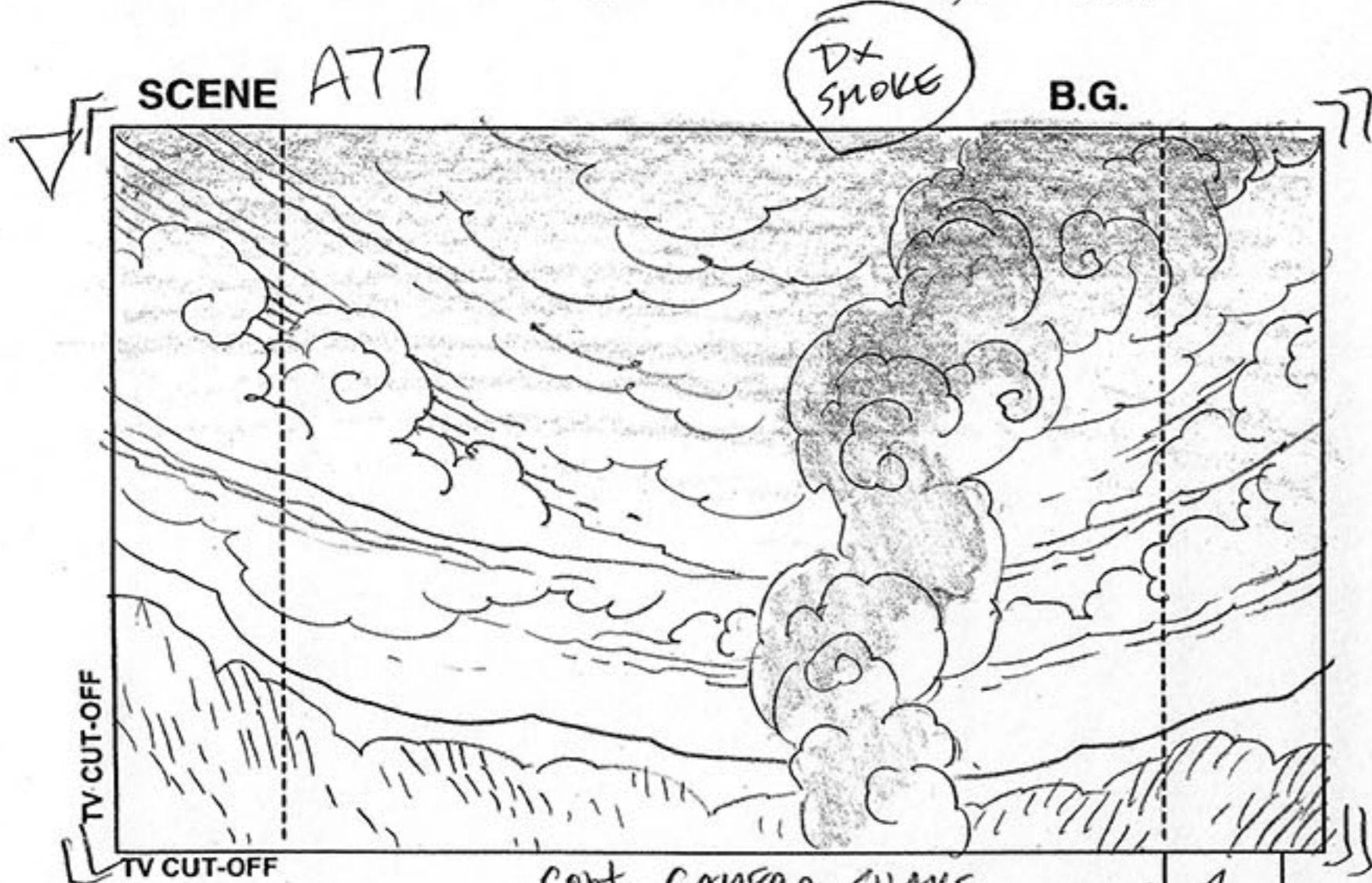
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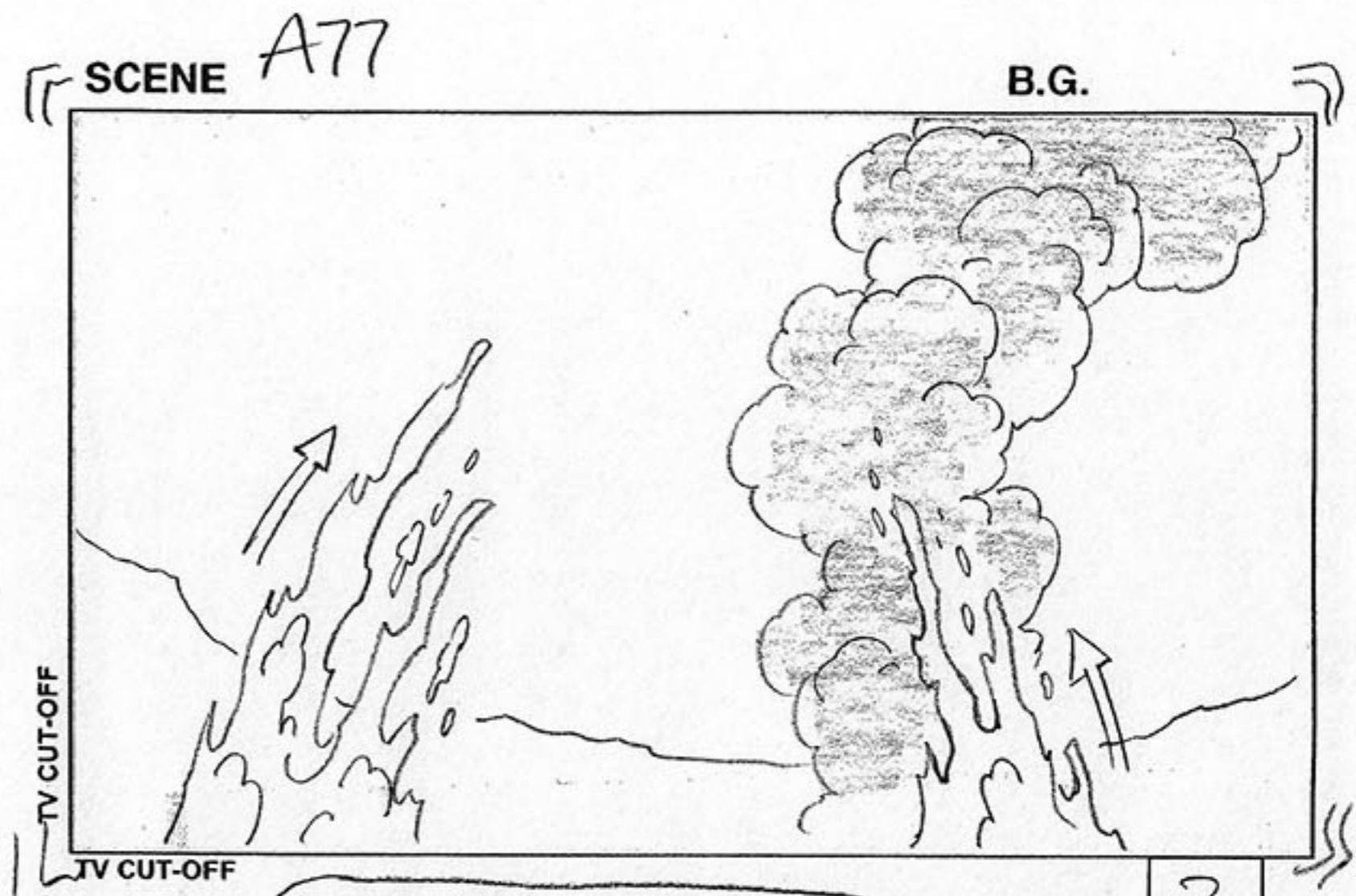
PANEL 1

ACTION
UPSHOT—edge of crater
and smoke-filled sky

RIPPLE GLASS
EFFX

DIAL
A77 (12x)

TIMING
9 1/2



LAVA EFFX - SEE MODEL

PANEL 2

Lava plumes shoot into scene
(backlit)

12x

16 : 9 Widescreen Format

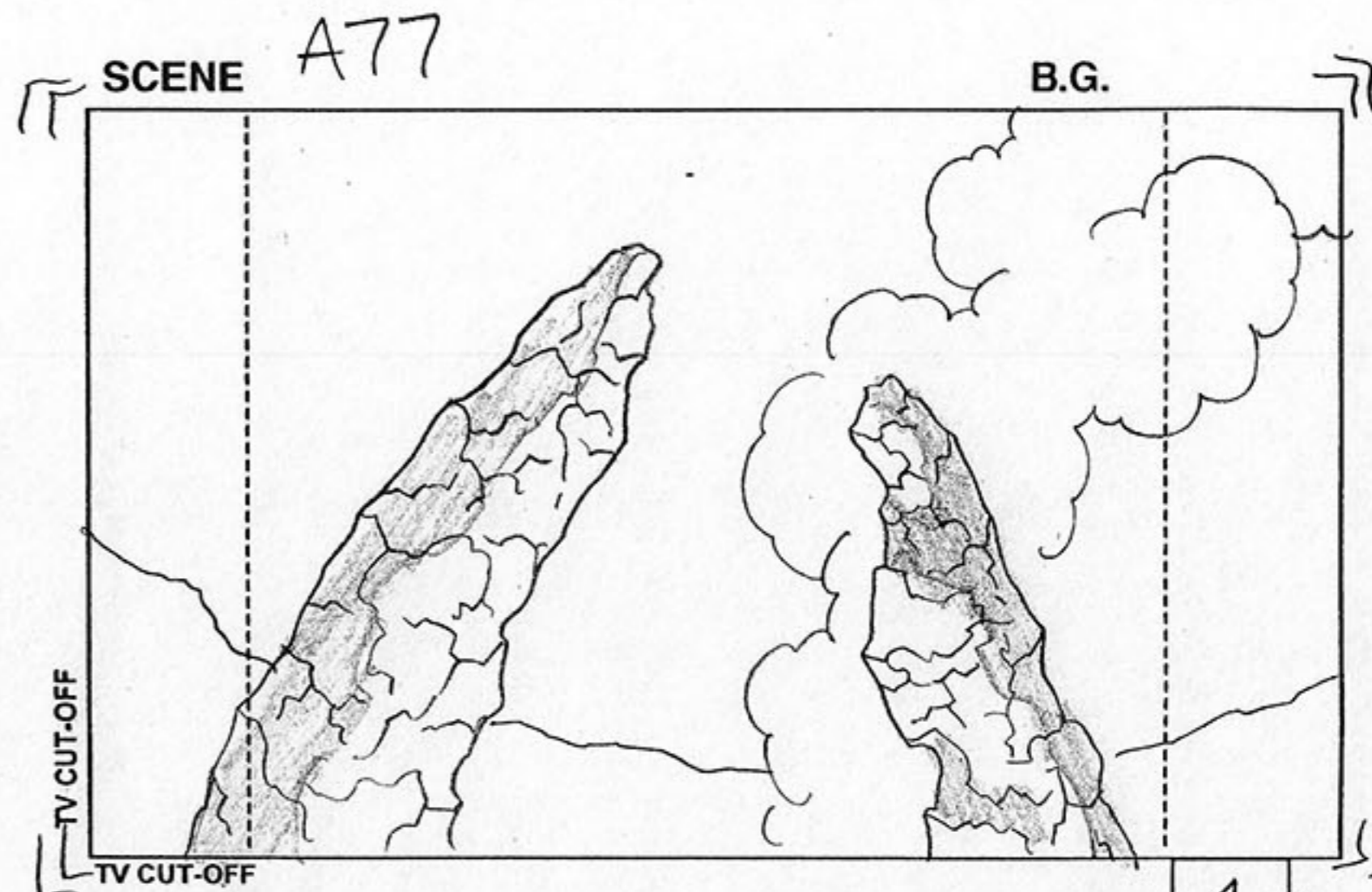
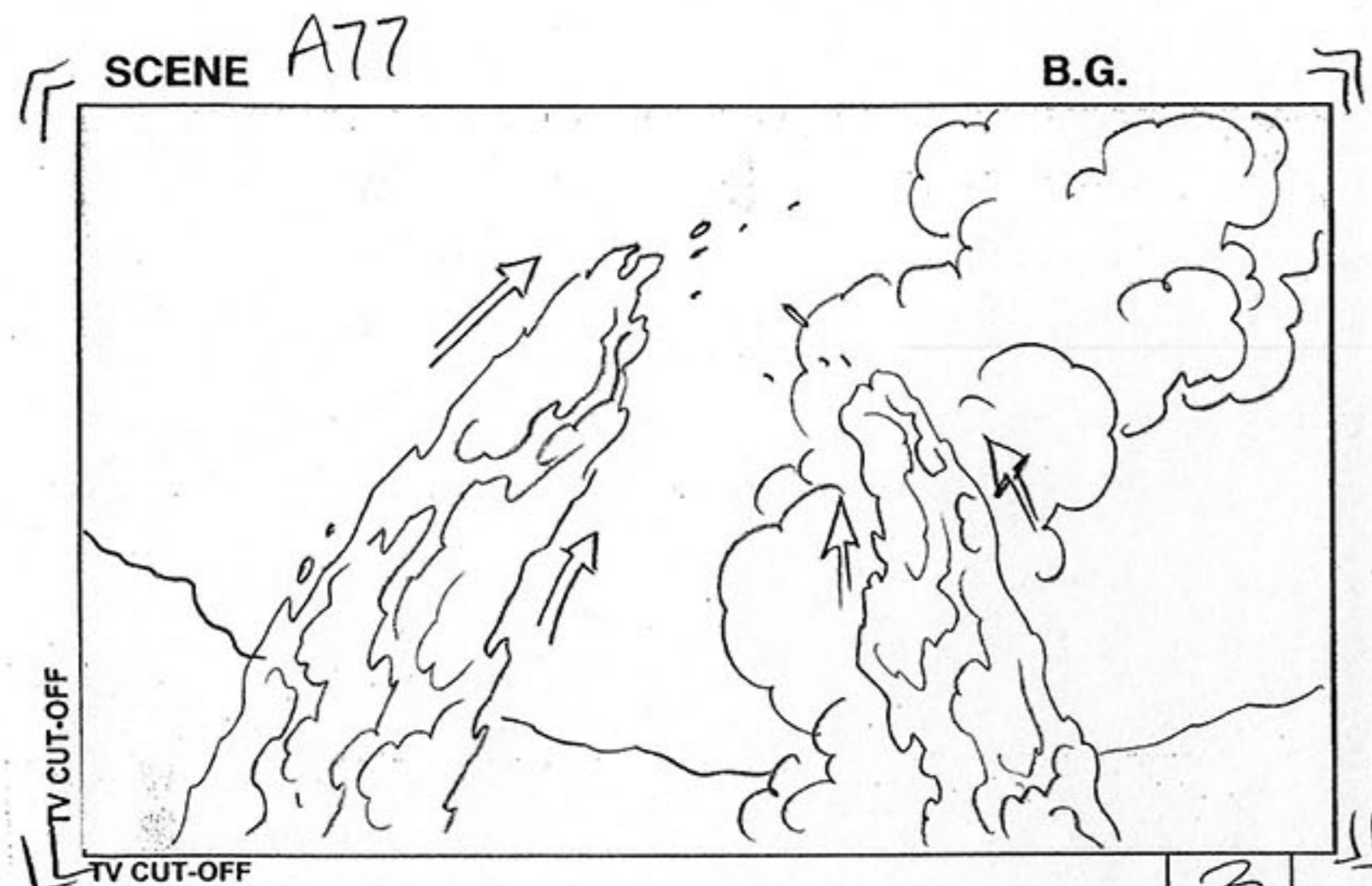
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ACTION

They begin to congeal...

DIAL

ja

TIMING

... and SOLIDIFY into
rock columns

ja

16 : 9 Widescreen Format

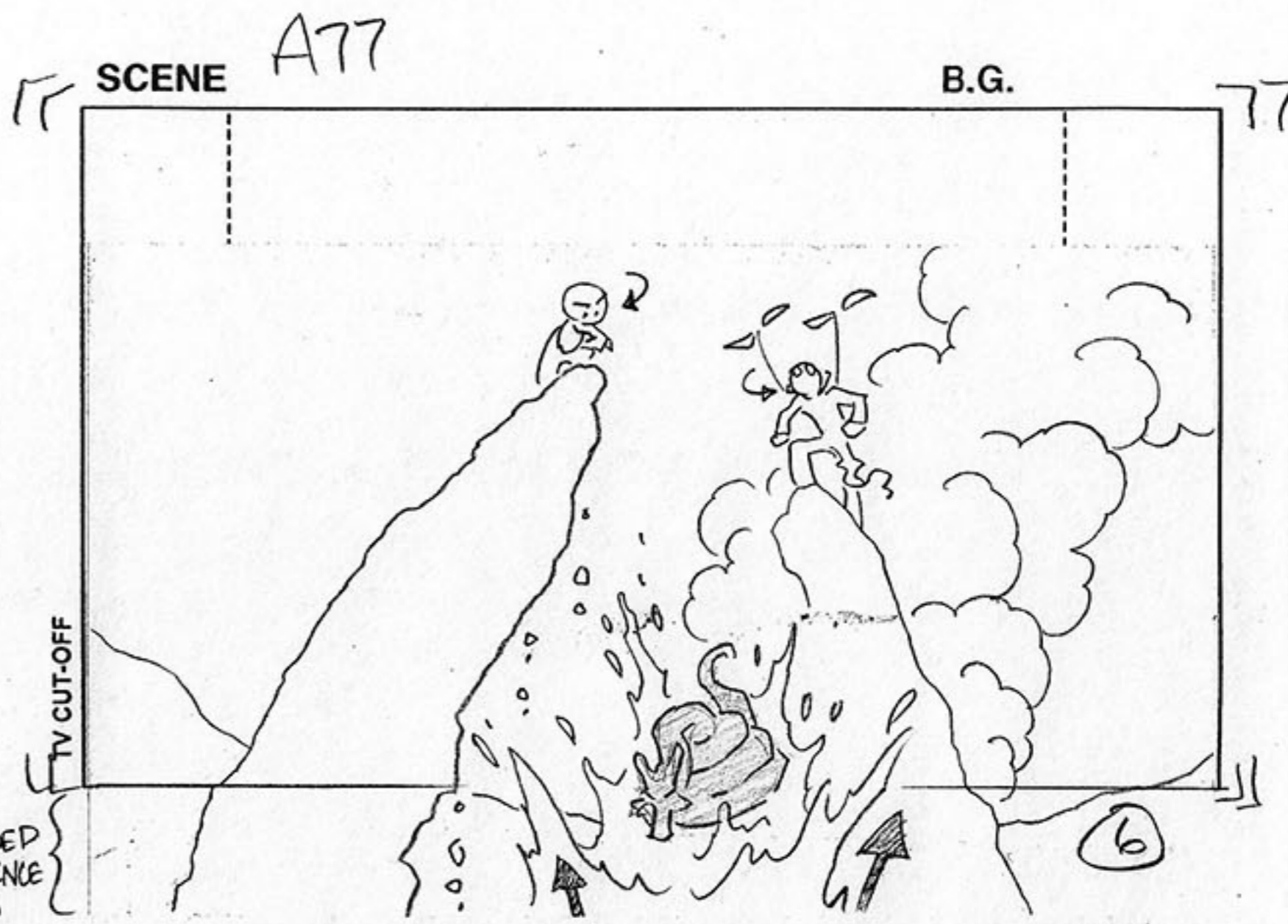
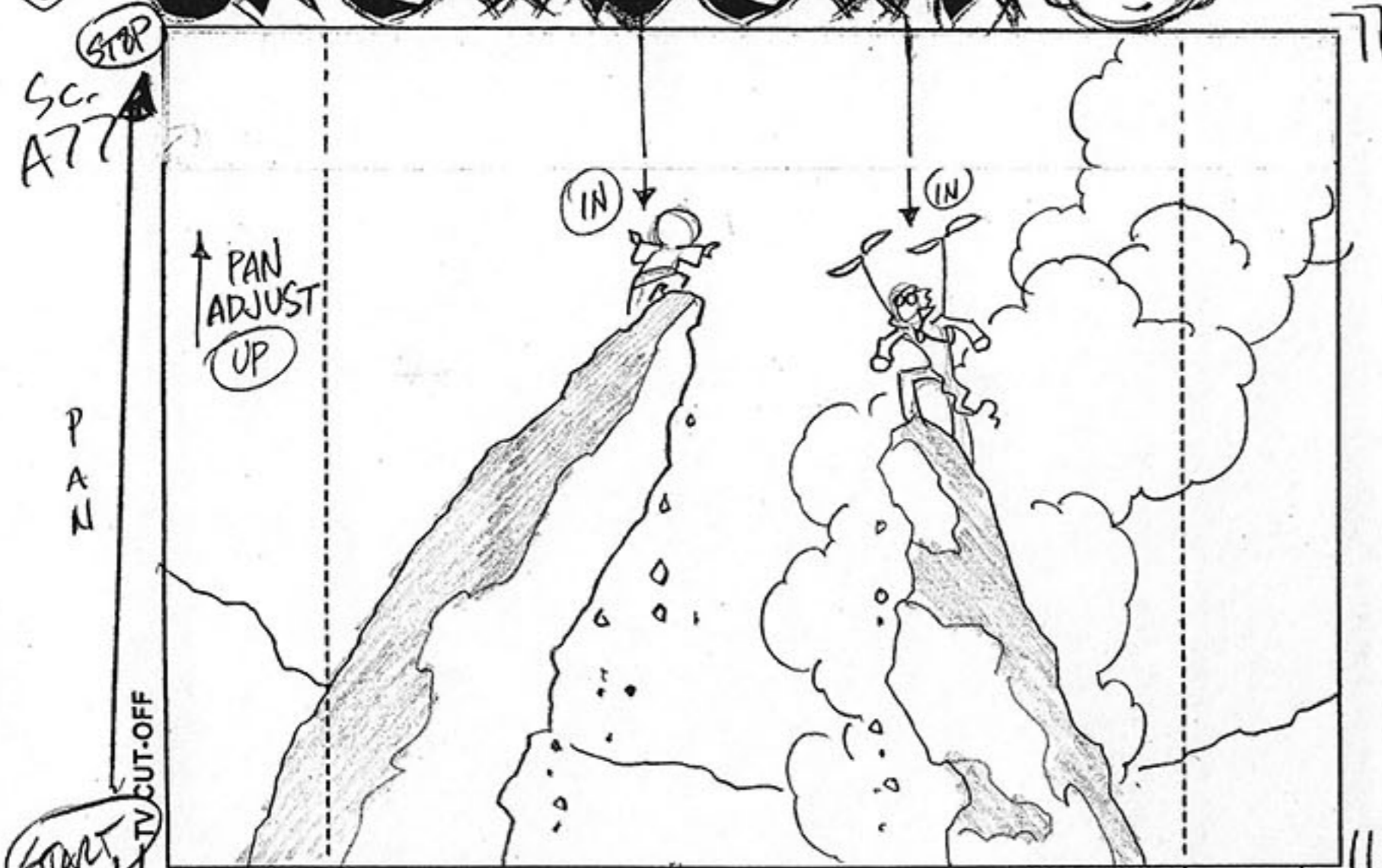
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ACTION
 PAN ADJUST UP - Then Omi & Jack drop into scene and land on the columns. The columns start to crumble.

THIS ART PROVIDED FOR REFERENCE ONLY - DO NOT PAN DOWN.

Omi & Jack turn as the Black Dragon is pushed up by a lava plume

DIAL
 (1)

TIMING
 12f

16 : 9 Widescreen Format

257308

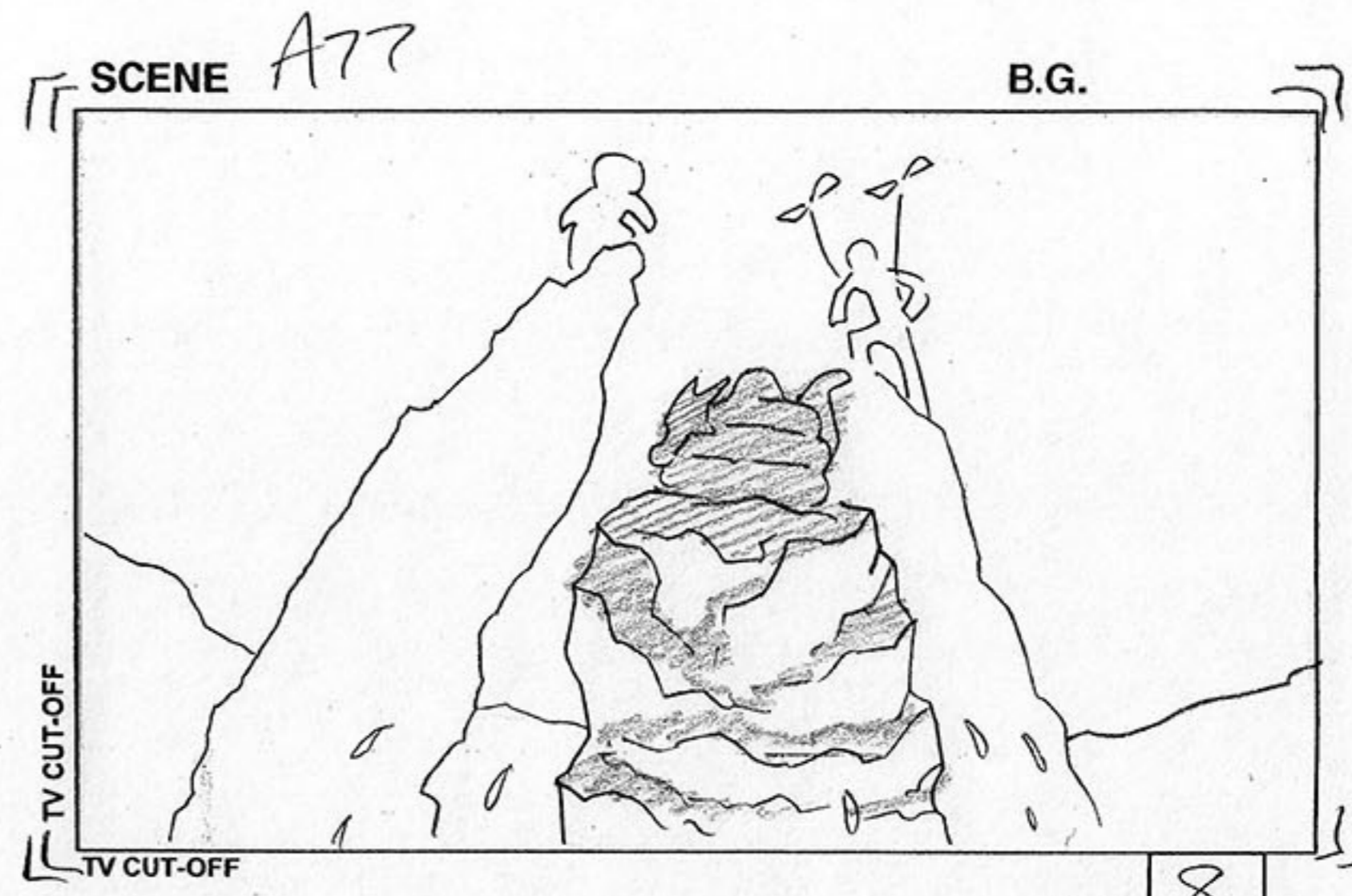
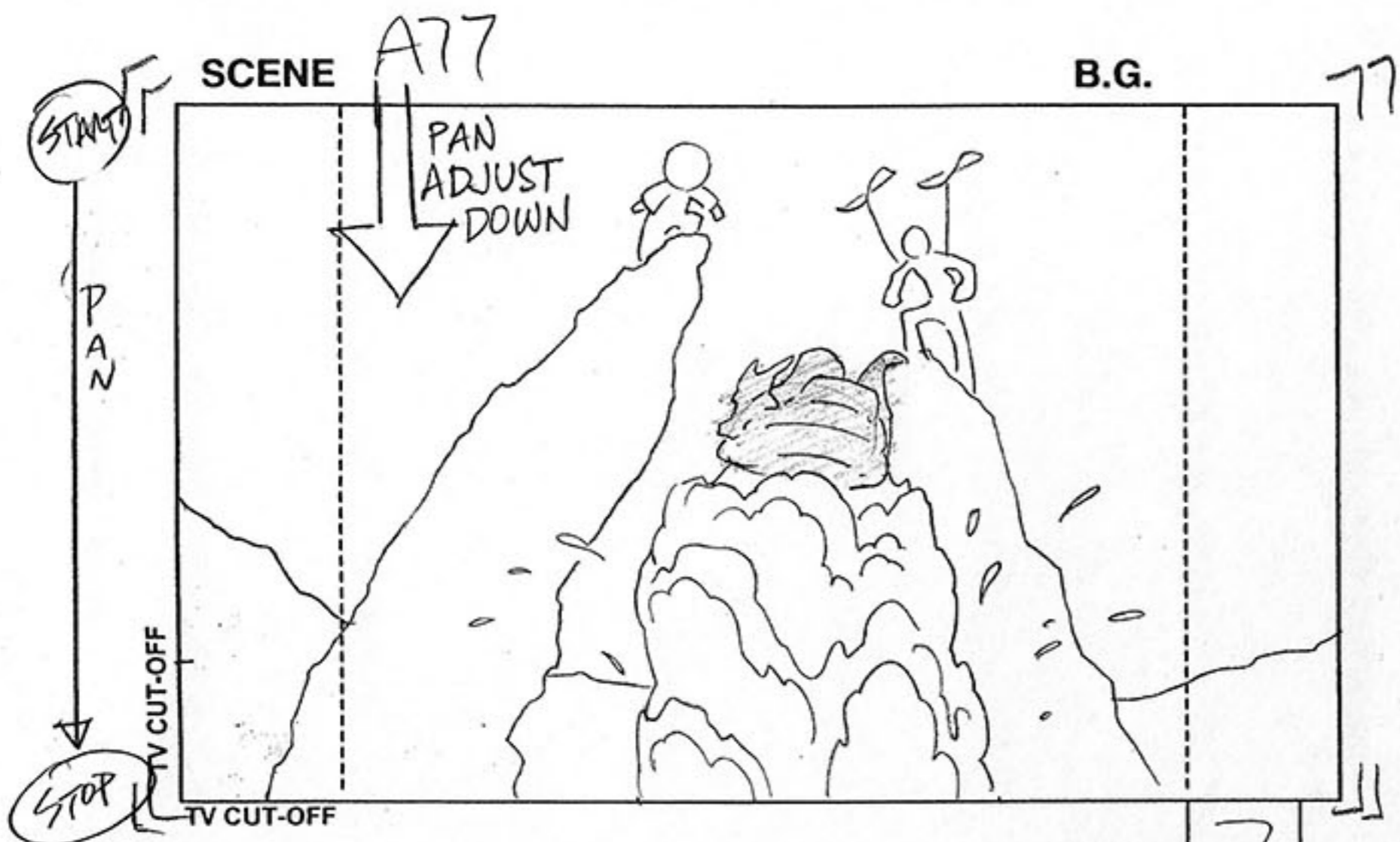


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ACTION

The plume congeals...

DIAL

1/8

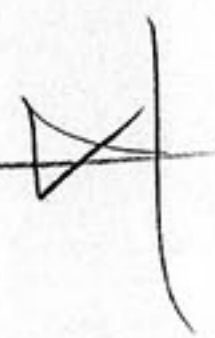
TIMING

...and SOLIDIFIES, holding up the dragon.

1/2 | 1/2

16 : 9 Widescreen Format

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H/U SCENE A78

B.G.

DX SMOKE



RIPPLE GLASS EFX

SCENE A78

B.G.



16 : 9 Widescreen Format

ACTION

cont. CAMERA SHAKE

PANEL 1

Omi & Jack yell - Jack's helicopter blades start spinning

DIAL

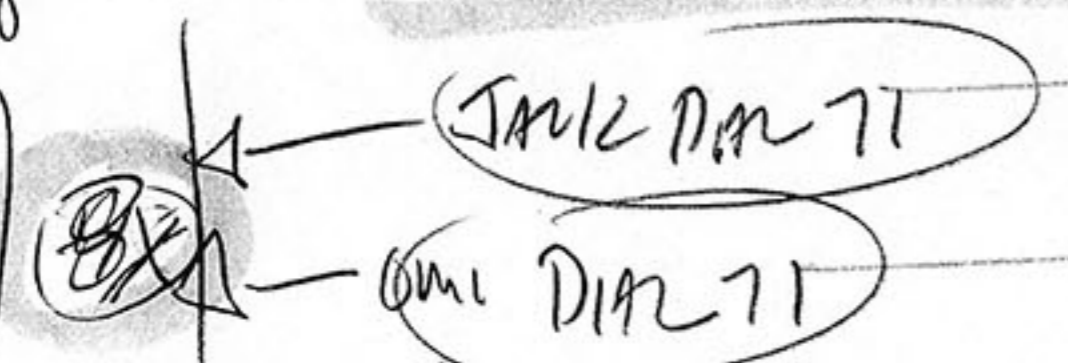
OMI & JACK : GONG YI -
mark! overlap dial

OMI & JACK (cont.)

- TAN PAI!

TIMING

(A78)



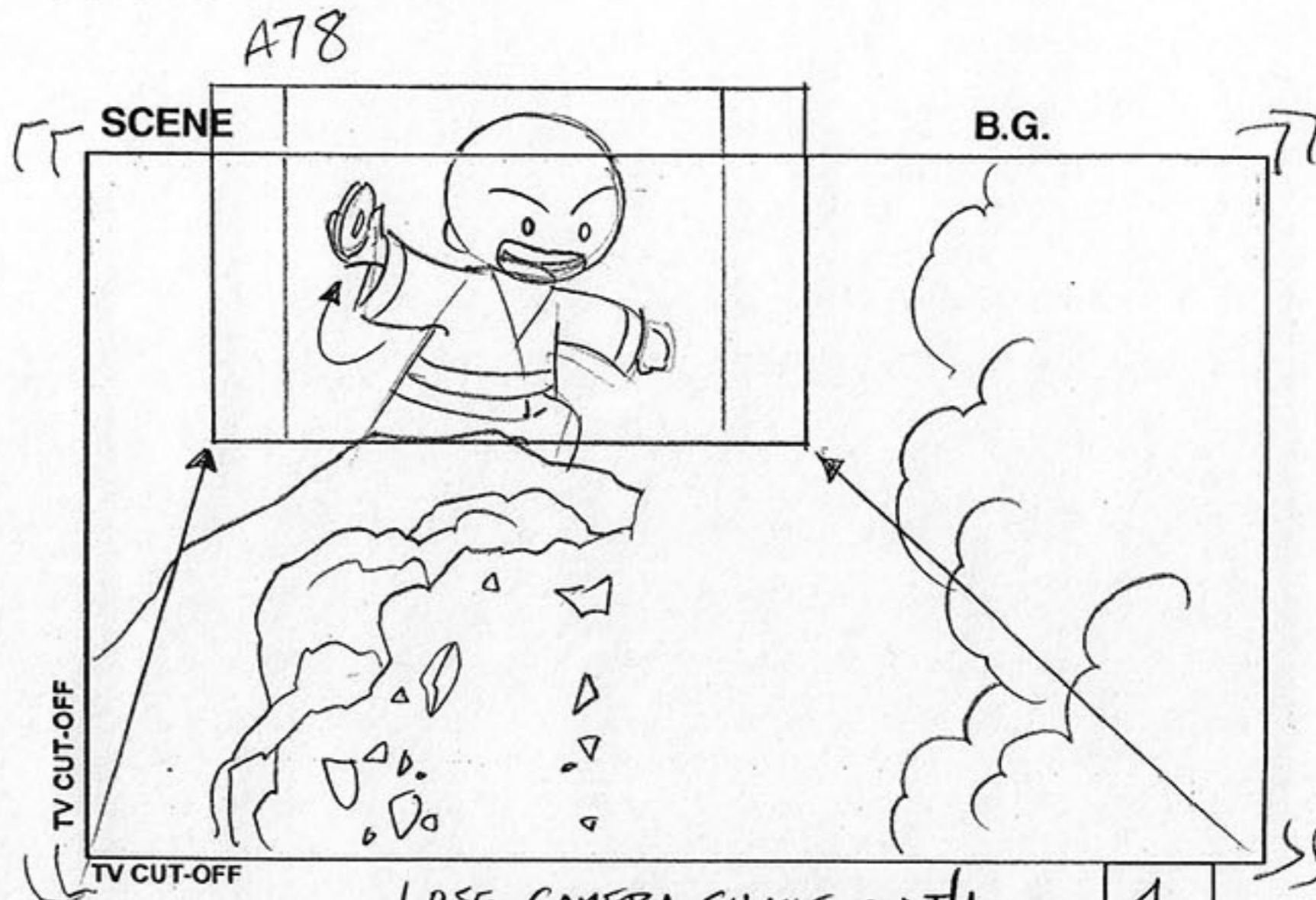
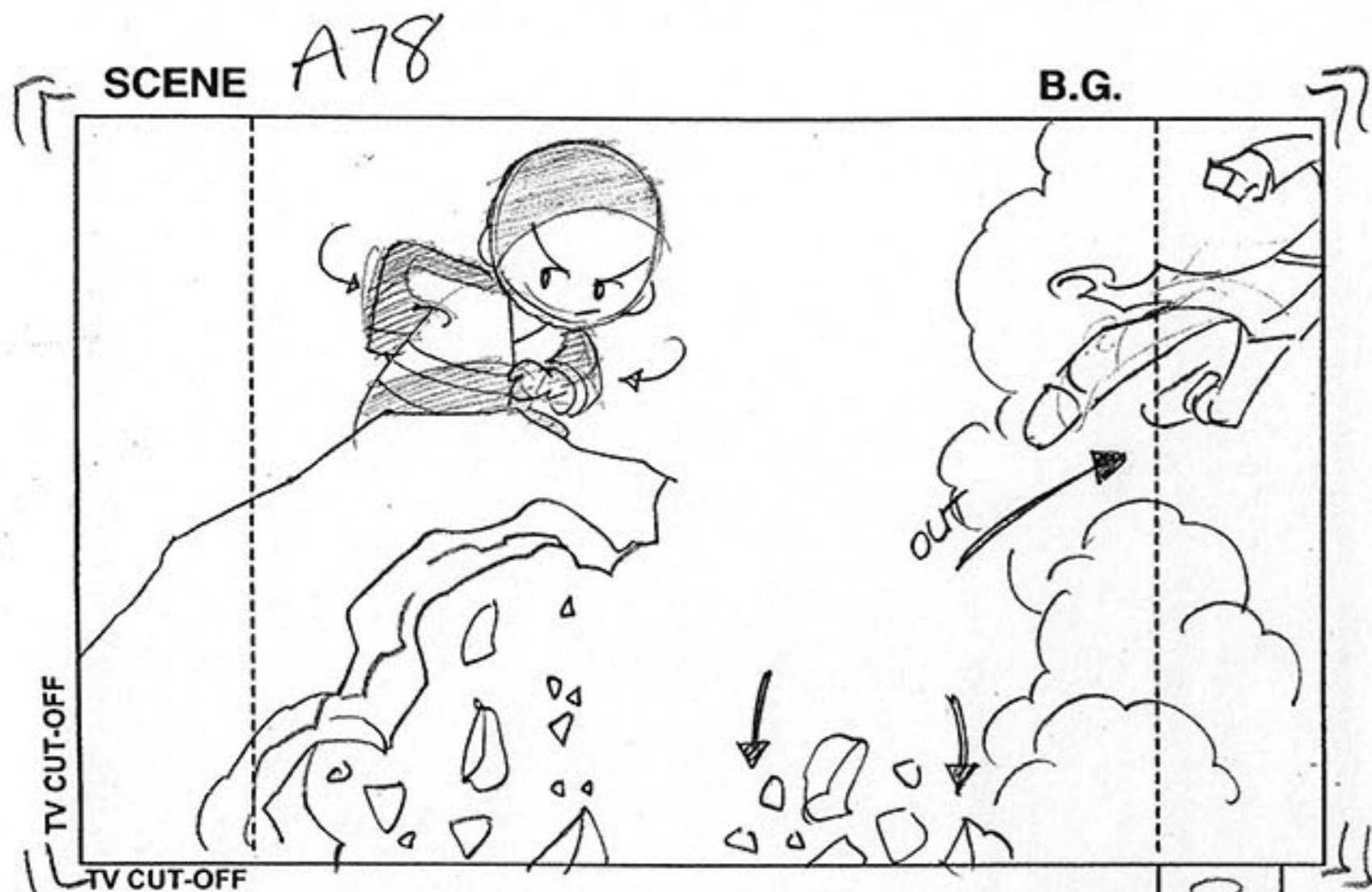
2.57308

11x



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16 : 9 Widescreen Format

ACTION

Jack flies OS as his column disintegrates. Omi reaches back

DIAL

OMI : Mantis Flip-

TIMING

18

FAST TRUCK IN
16X

DIAL 72

257308



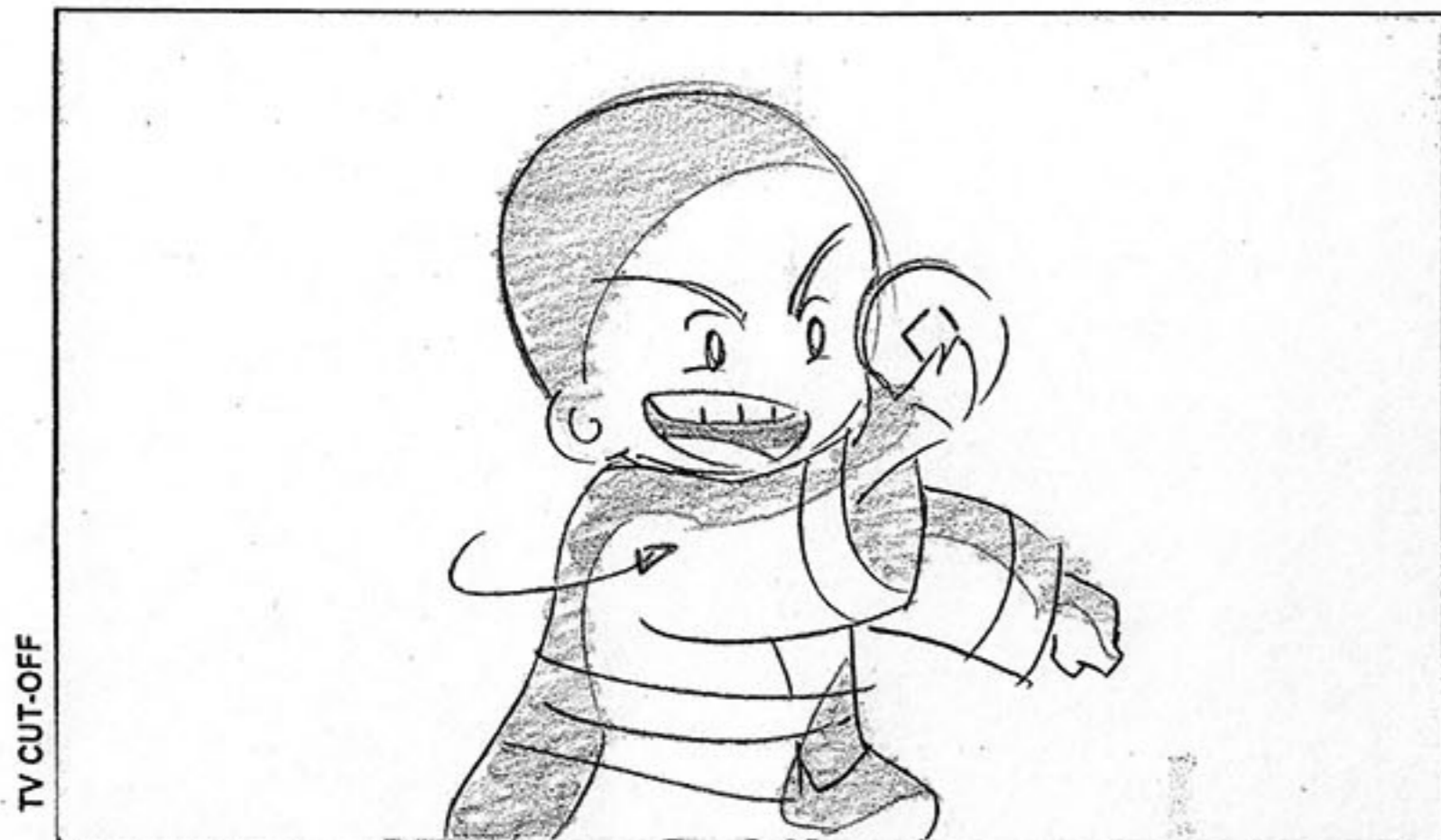
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SCENE A78

B.G.



TV CUT-OFF

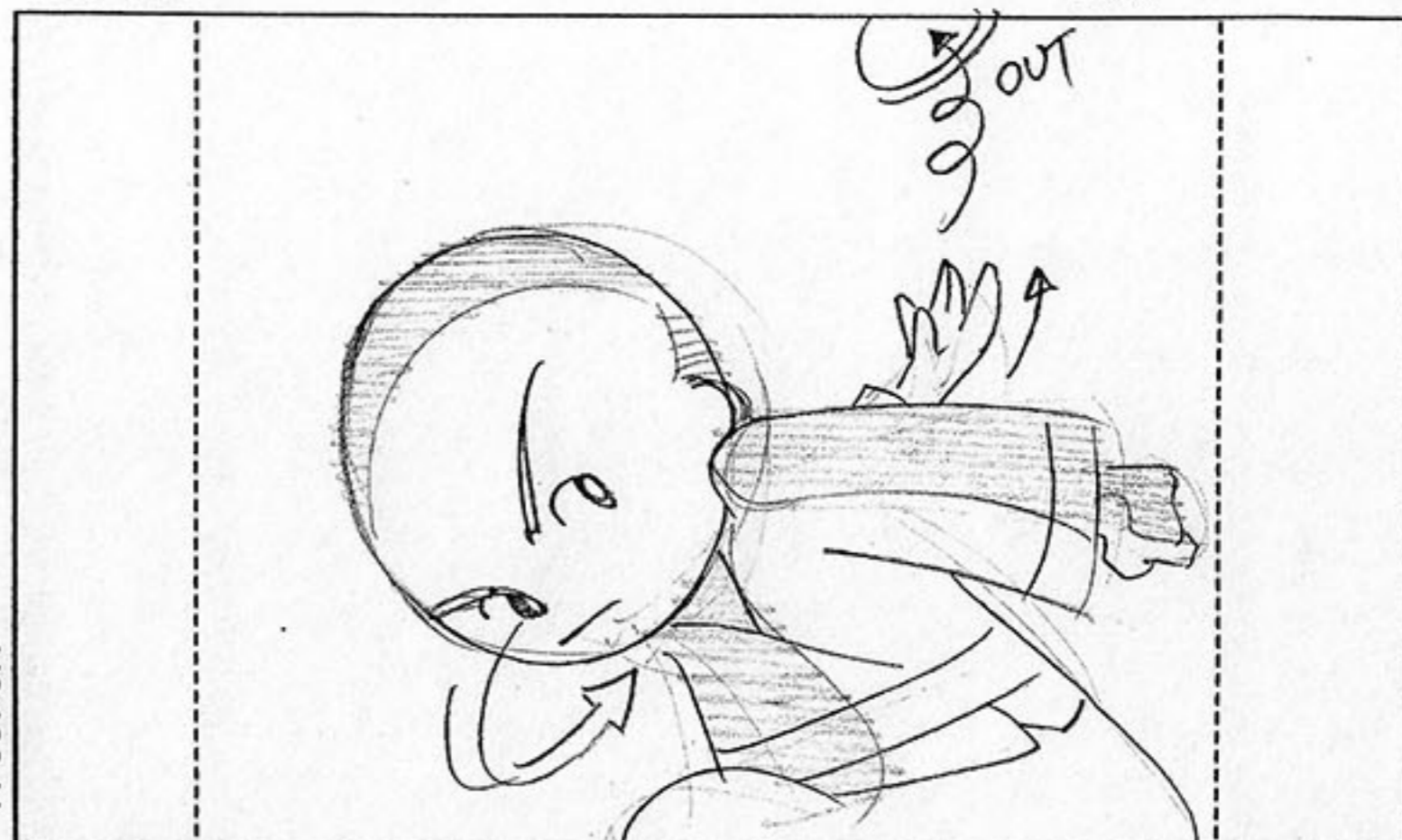
TV CUT-OFF

PANEL

5

SCENE A78

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

6

ACTION

He holds up the coin

DIAL

OMI (cont):
— COIN!

TIMING

(Cont DIA 72)

HA

(12x)

16 : 9 Widescreen Format

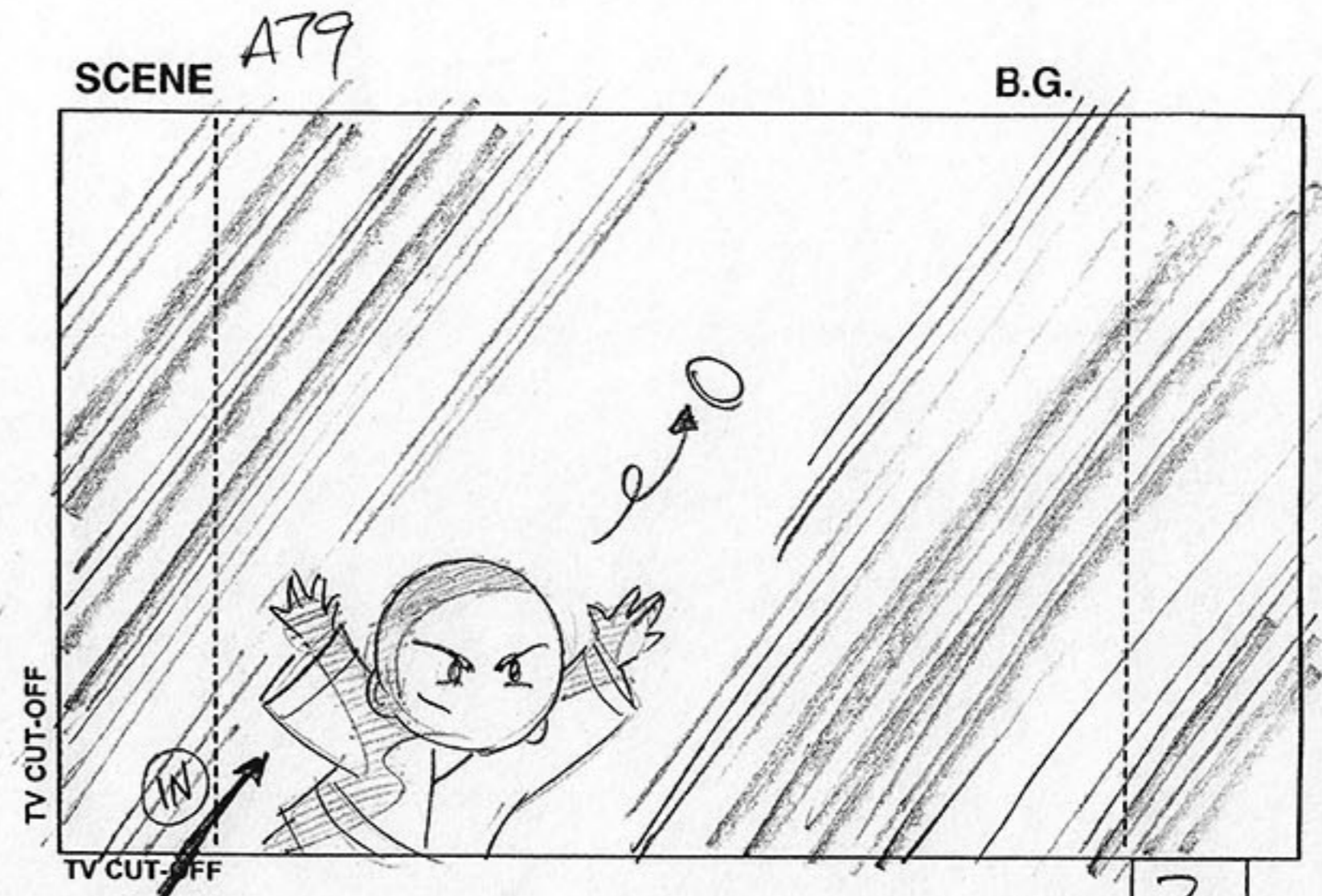
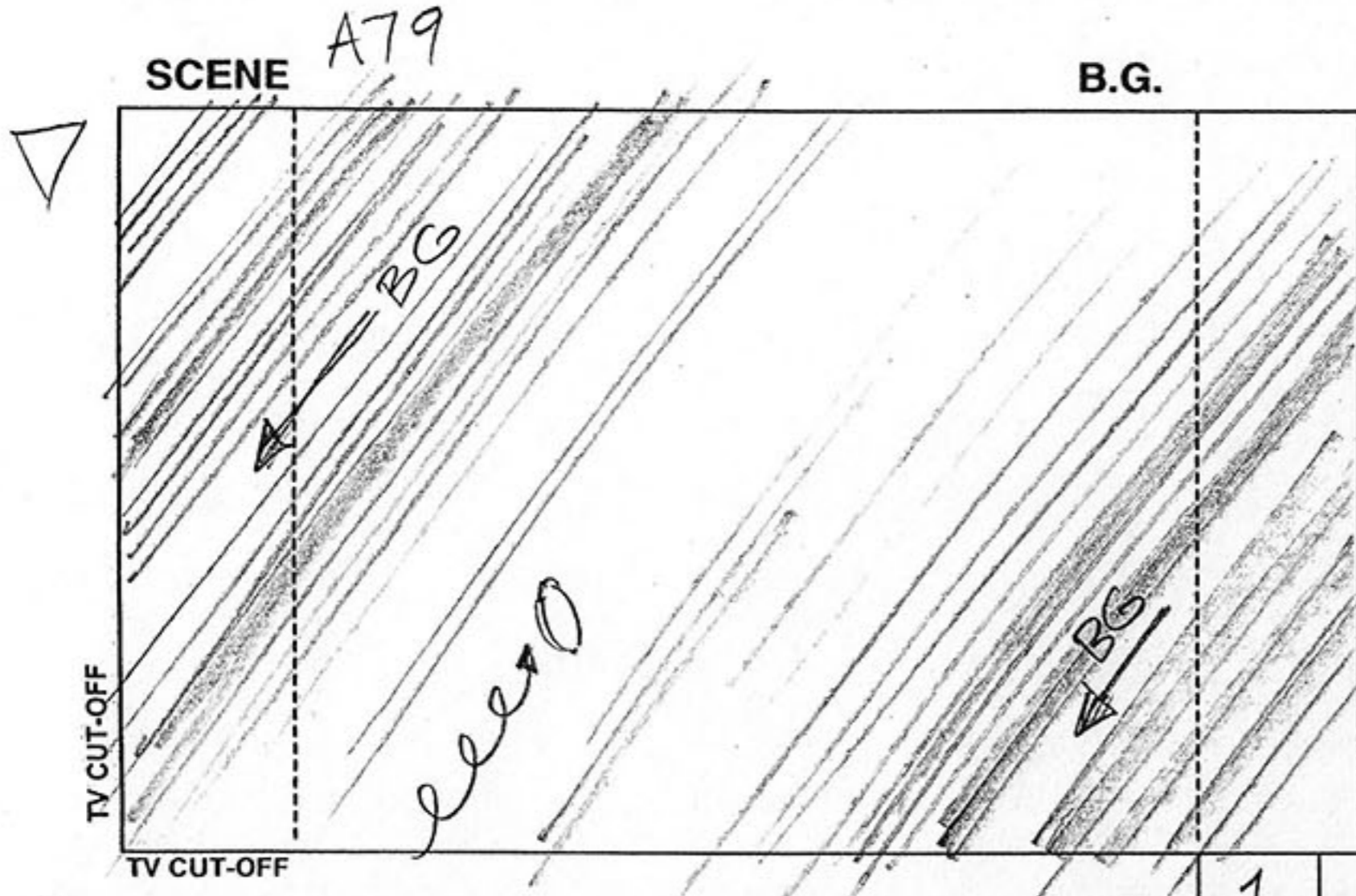
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ACTION

SPINNING COIN ENTERS SCENE
(speed blur BG)

Omi leaps into scene

DIAL

USE ENVIRONMENTAL COLORS FOR BG

(8x)

TIMING

A79

14

312

16 : 9 Widescreen Format

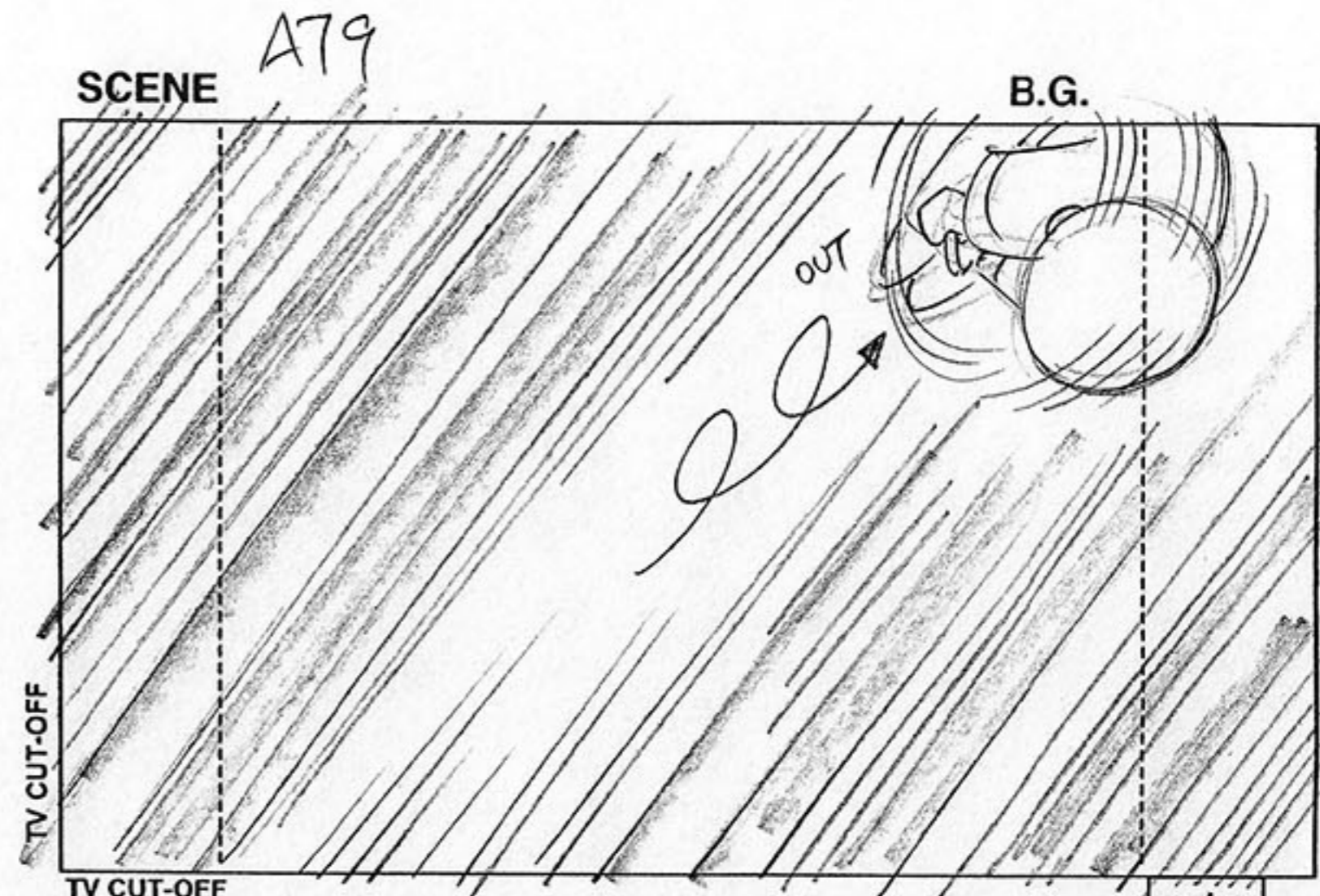
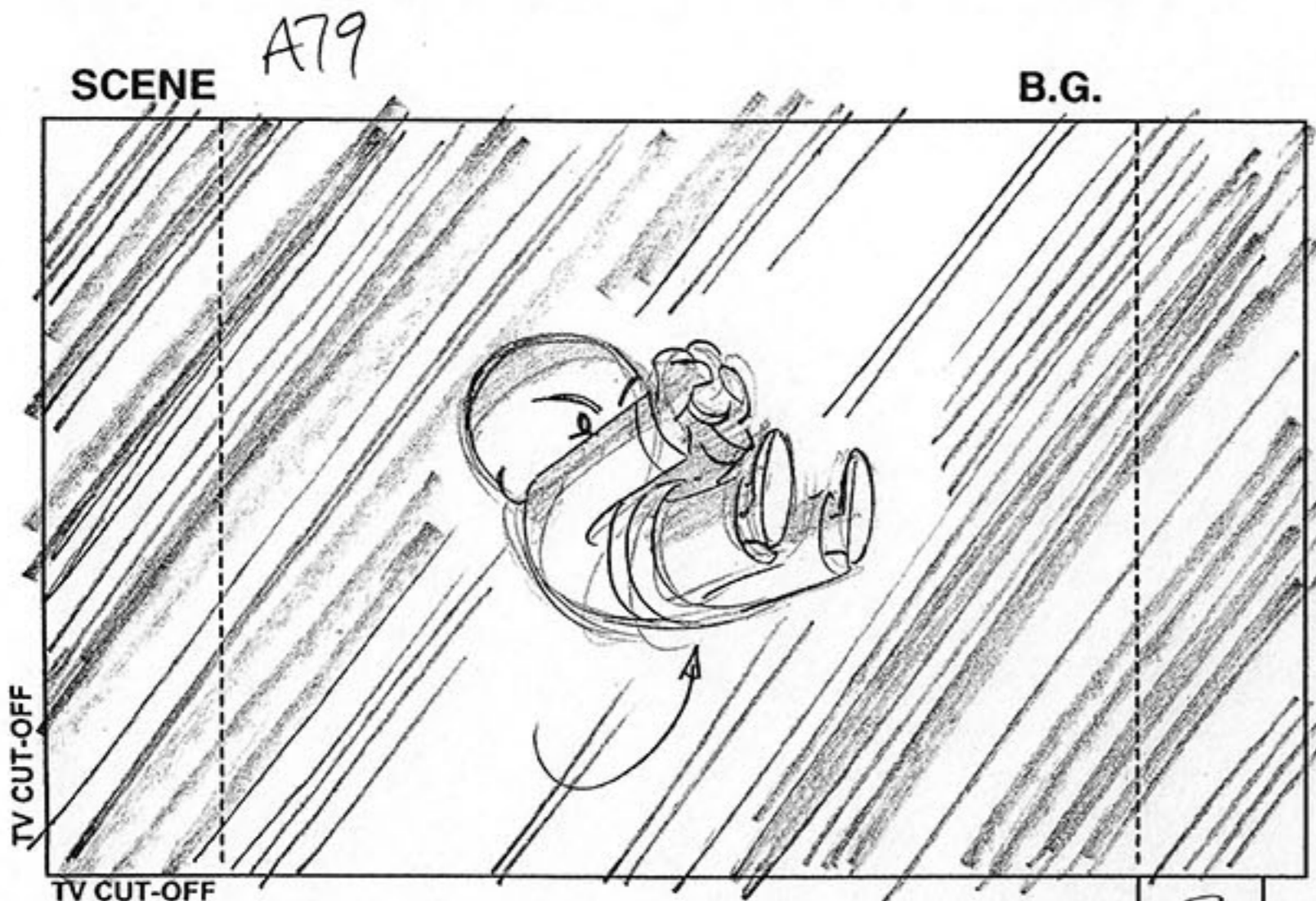
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ACTION

Omi grabs the coin...

DIAL

(12x)

TIMING

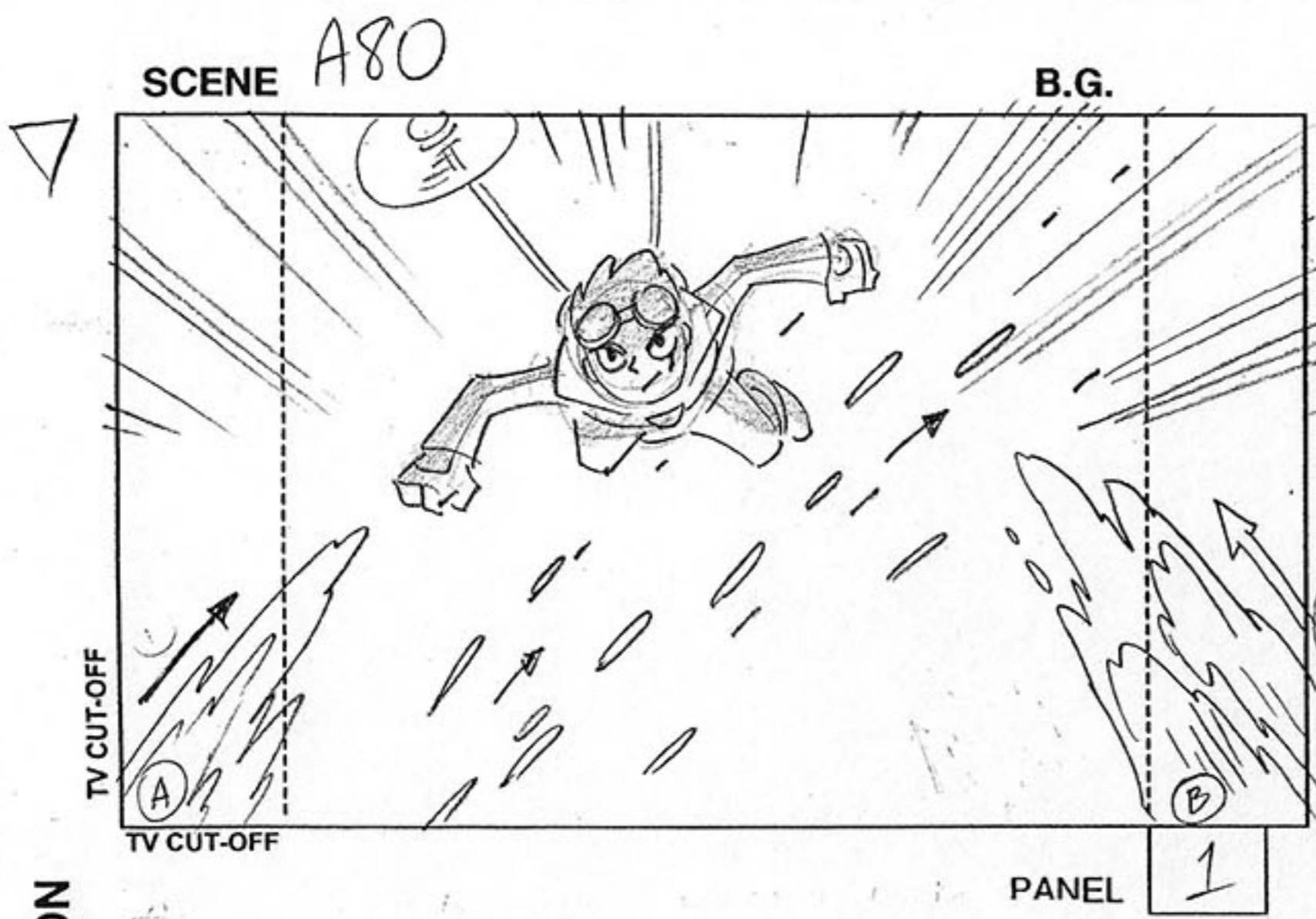
...and instantly starts
FLIPPING - gains O.S.

14

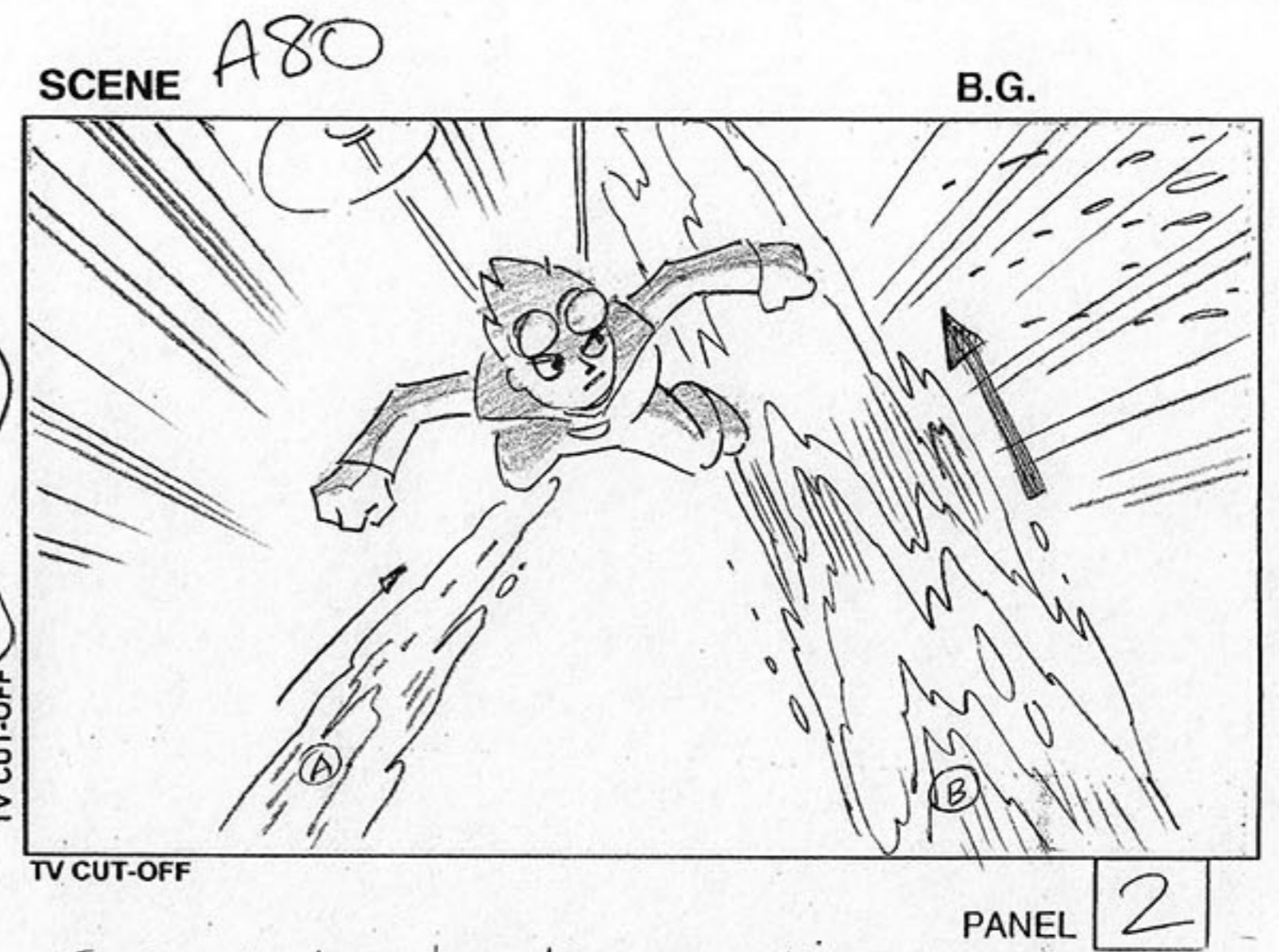
16 : 9 Widescreen Format

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LAVA EFX - SEE MODEL
 RIPPLE GLASS EFX



ACTION

(speed blur BG). Two lava plumes shoot into scene.

DIAL

(lava also RAINS through center frame)

IMPORTANT: ALL LAVA PLUMES TO SHOOT UP, SOLIDIFY, AND ANIMATE AWAY FROM CAM

TIMING

12x
 164

12

16 : 9 Widescreen Format

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PAGE A171

A80

SCENE

B.G.



PANEL

3

ACTION

Omi spins into scene @ left -
Jack looks down. Plumes (A) and (B) SOLIDIFY.

DIAL

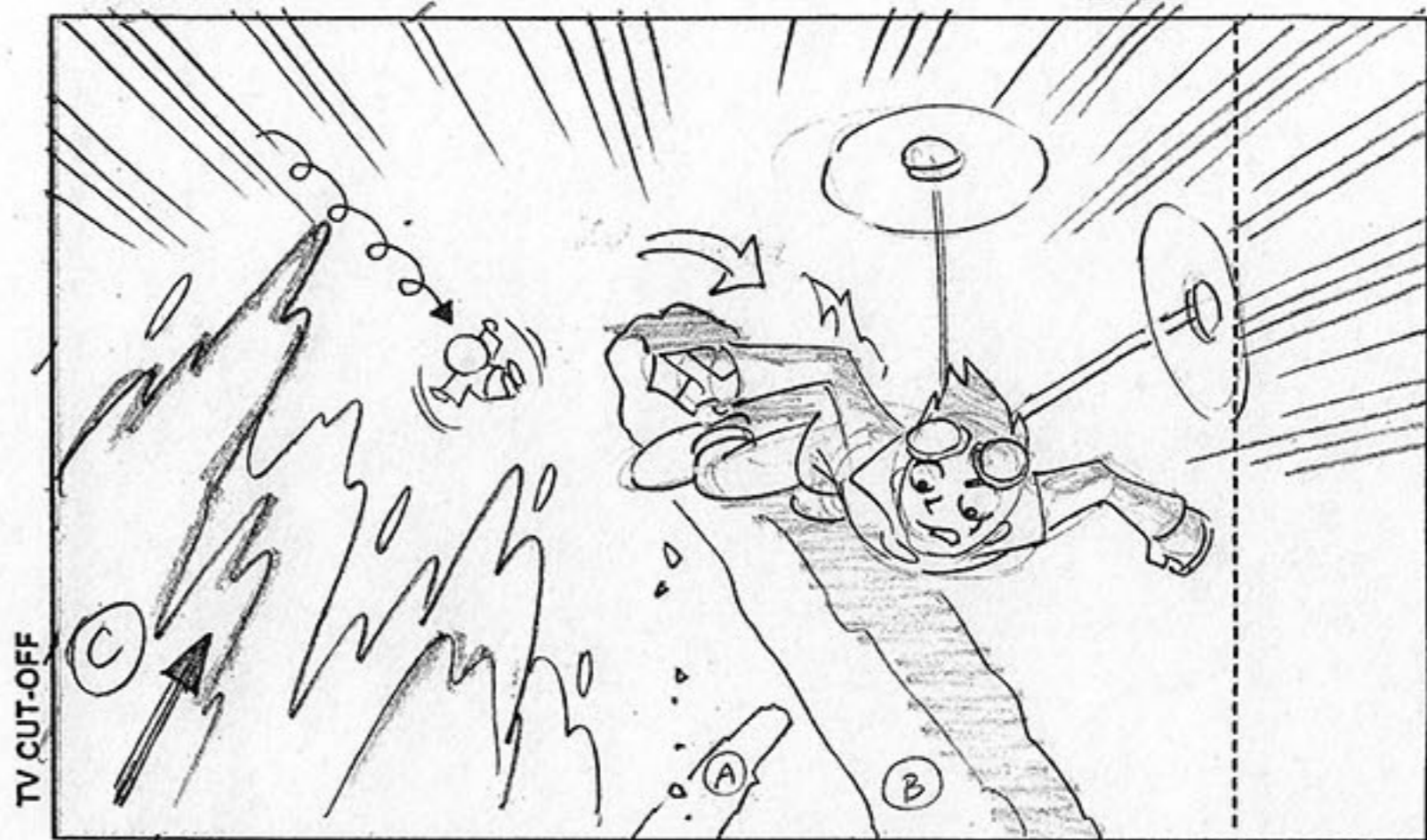
(10)

TIMING

SCENE

A80

B.G.



PANEL

4

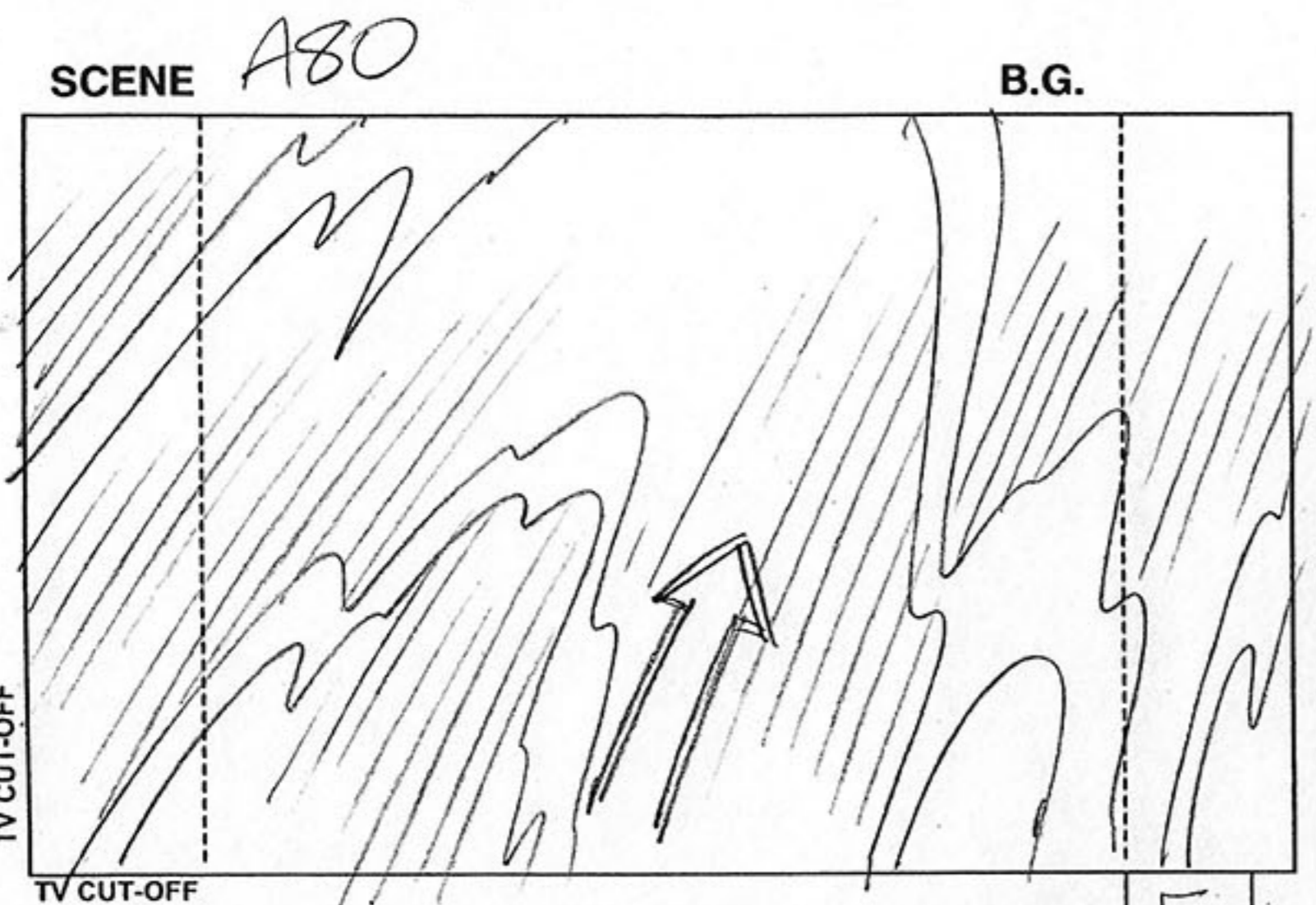
Jack dodges as lava
plume (C) bursts into scene (backlit)

(12x)

16 : 9 Widescreen Format

257308

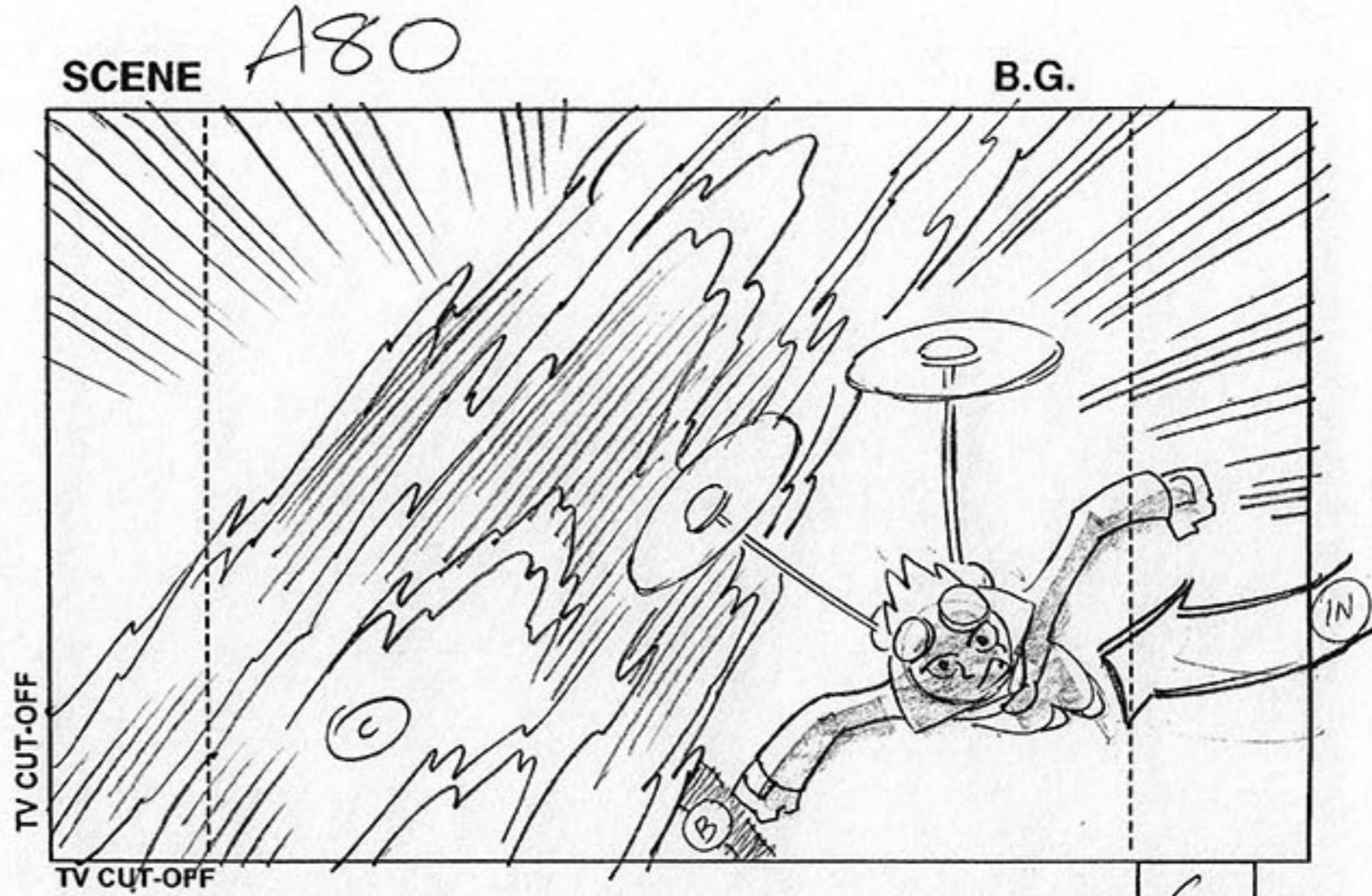
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ACTION
 Lava plume (C) FIUS
 FRAME

DIAL
 (12)

TIMING



Jack flies back into view
 as plume (C) congeals

(12x)

16 : 9 Widescreen Format

257308



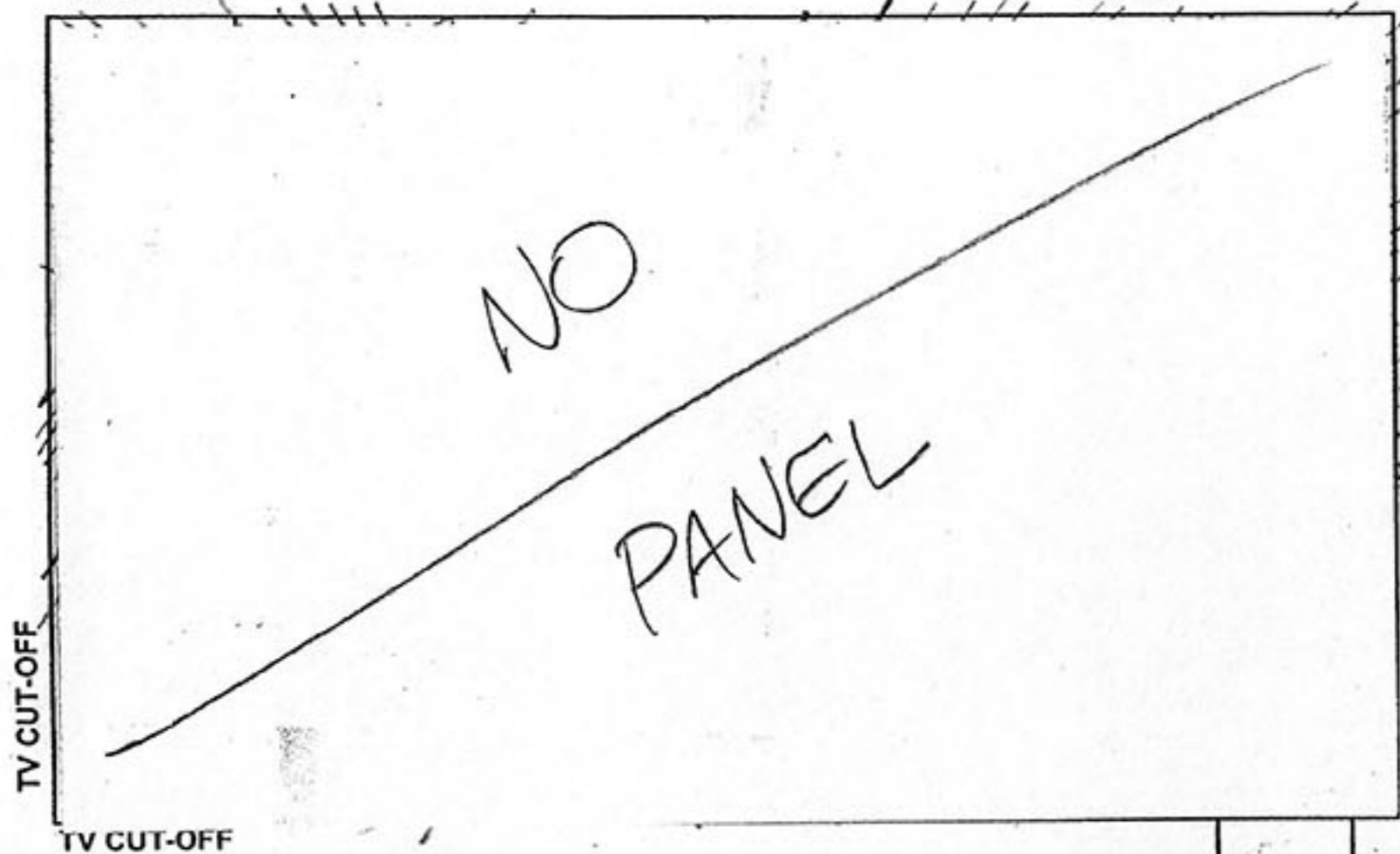
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SCENE A80

B.G.



PANEL

SCENE A80

B.G.



PANEL

6A

Jack continues forward as plume (C) solidifies - Omi also appears

ACTION

DIAL

TIMING

(12)

16 : 9 Widescreen Format

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SCENE A80

B.G.



PANEL

7

ACTION

Omi spins upward as Jack arcs forward

DIAL

1e

TIMING

SCENE A80

B.G.



PANEL

8

Omi bounces off the receding plume (C) - Jack glances back

(12x)

16 : 9 Widescreen Format

257308

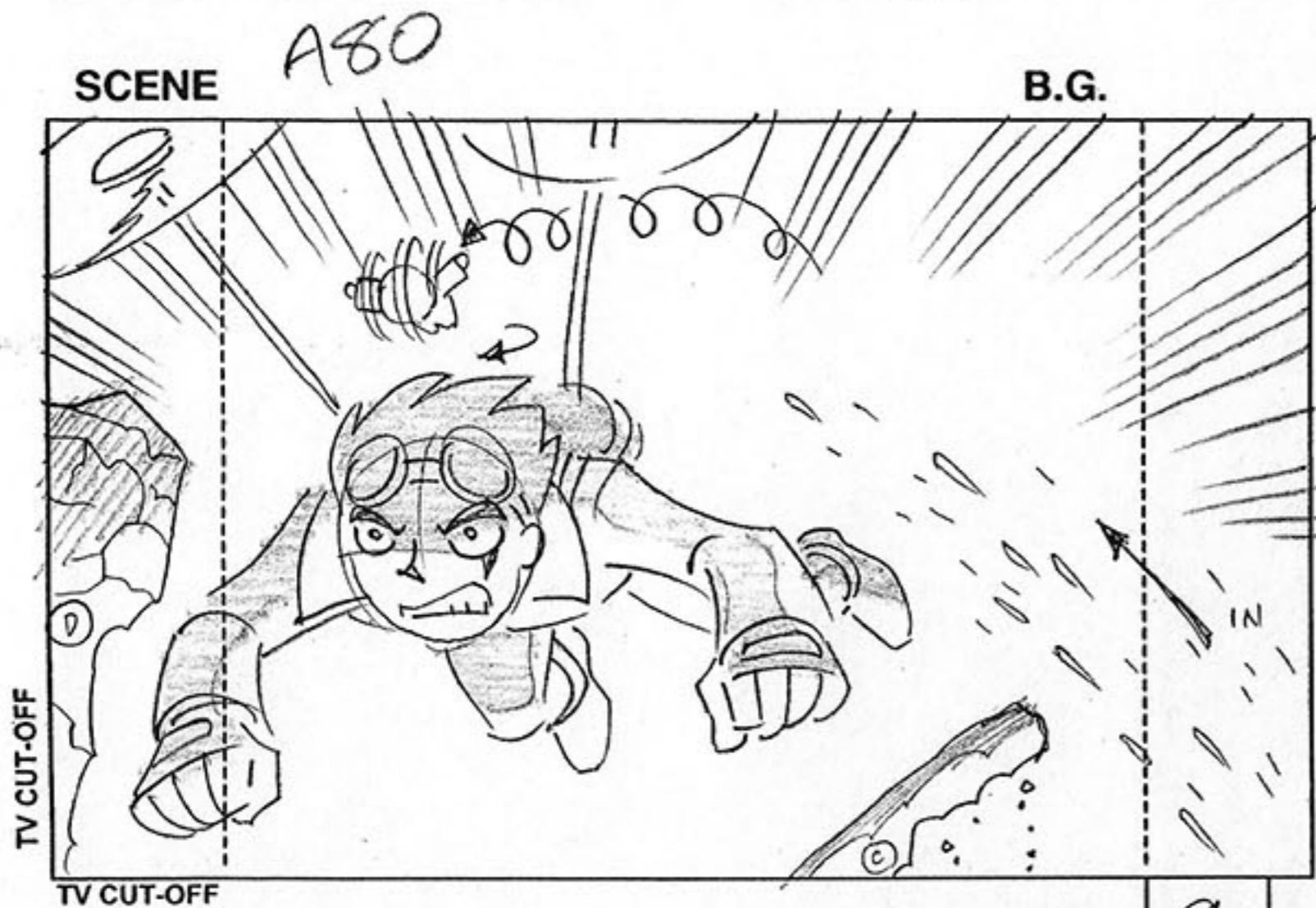


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PANEL 9

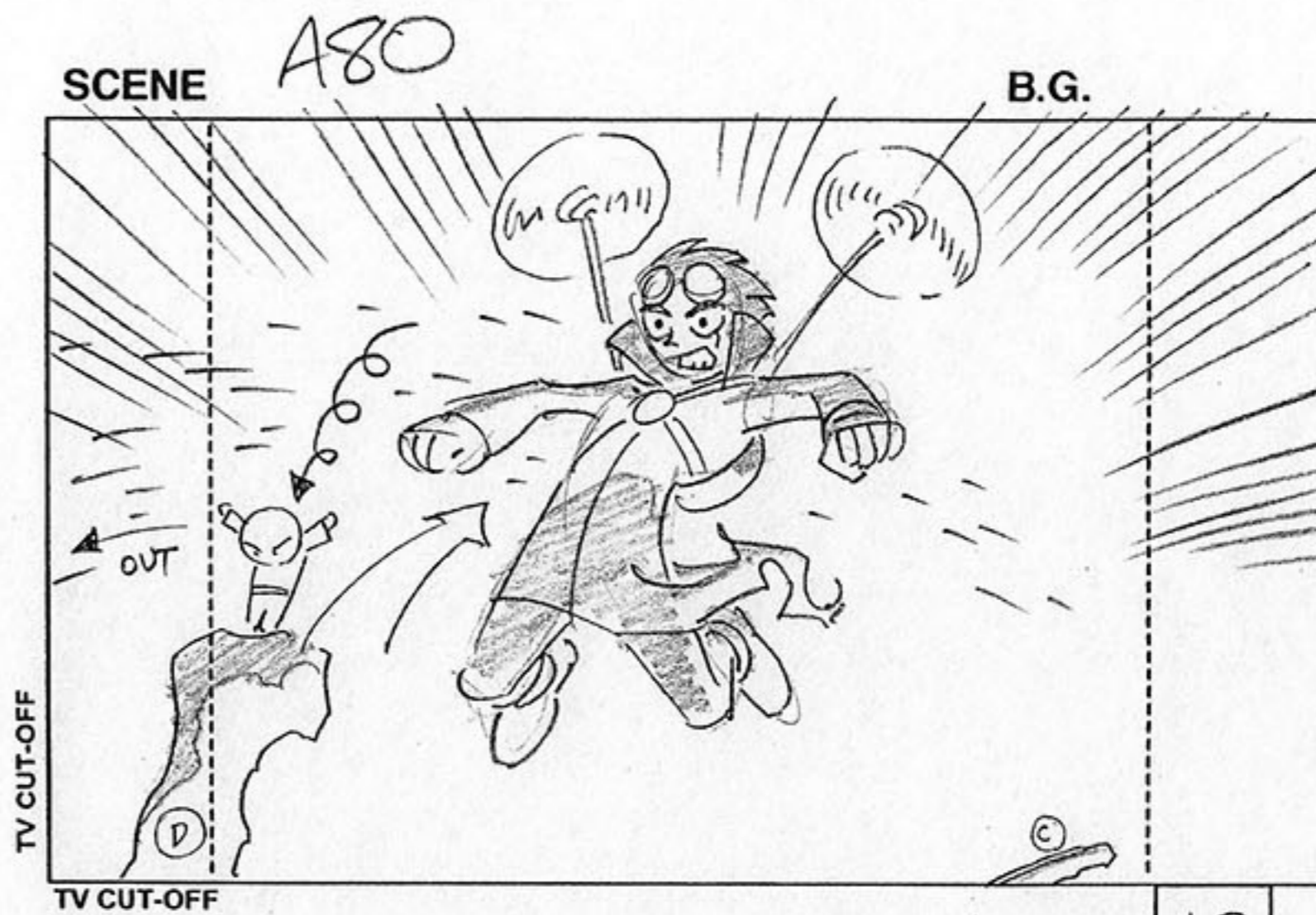
ACTION

Omi continues forward.
Lava sprays into scene at right

DIAL

12x

TIMING



PANEL 10

Jack rears back as Omi
lands on solid rock tower (D)

10

16 : 9 Widescreen Format

257308

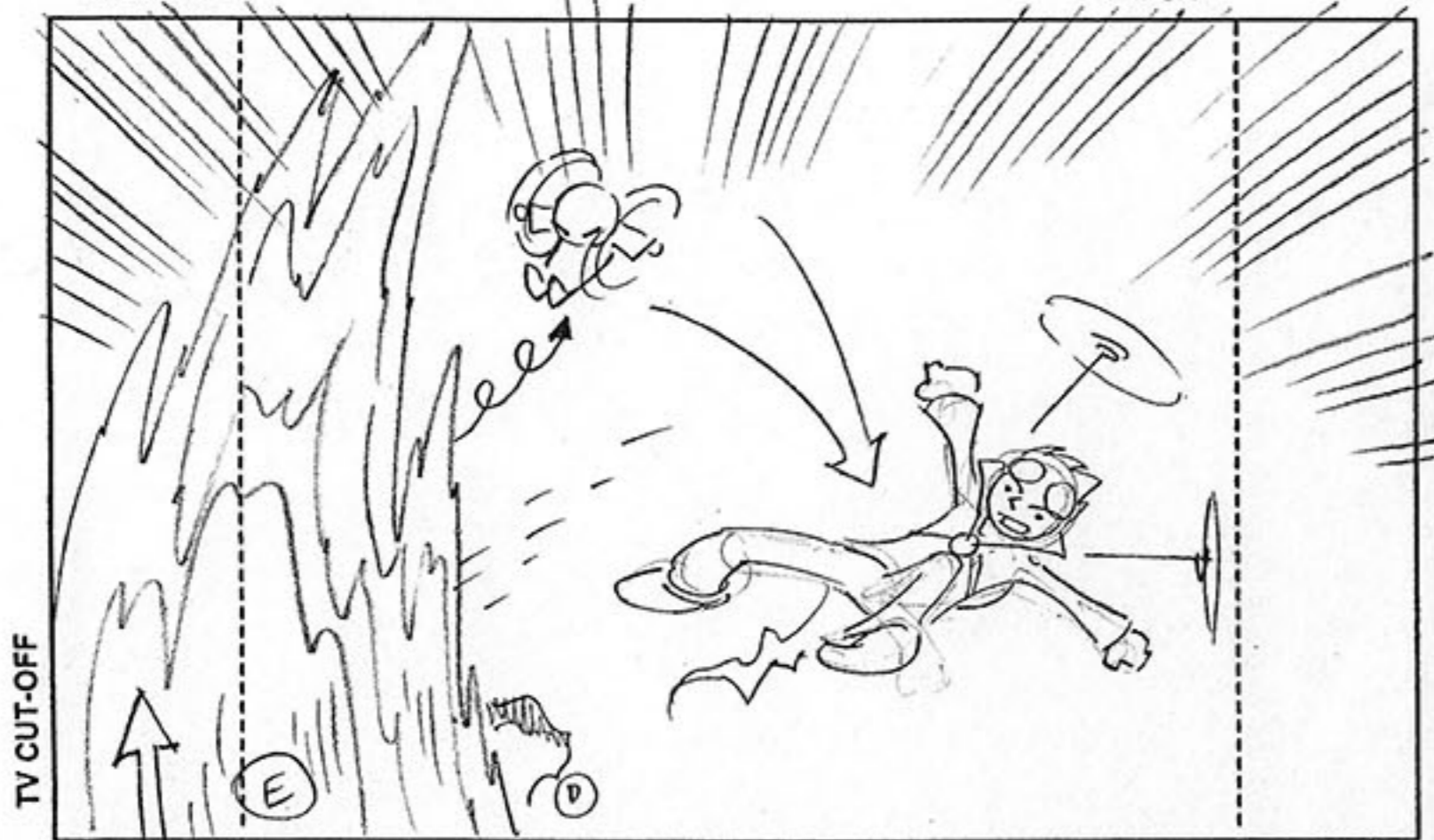


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SCENE A80

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 11

ACTION

Jack pulls backward and
Omi leaps up to avoid backlit
lava plume (E)

DIAL

(12x)

TIMING

SCENE A80

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 12

It bends over as it congeals

(12x)

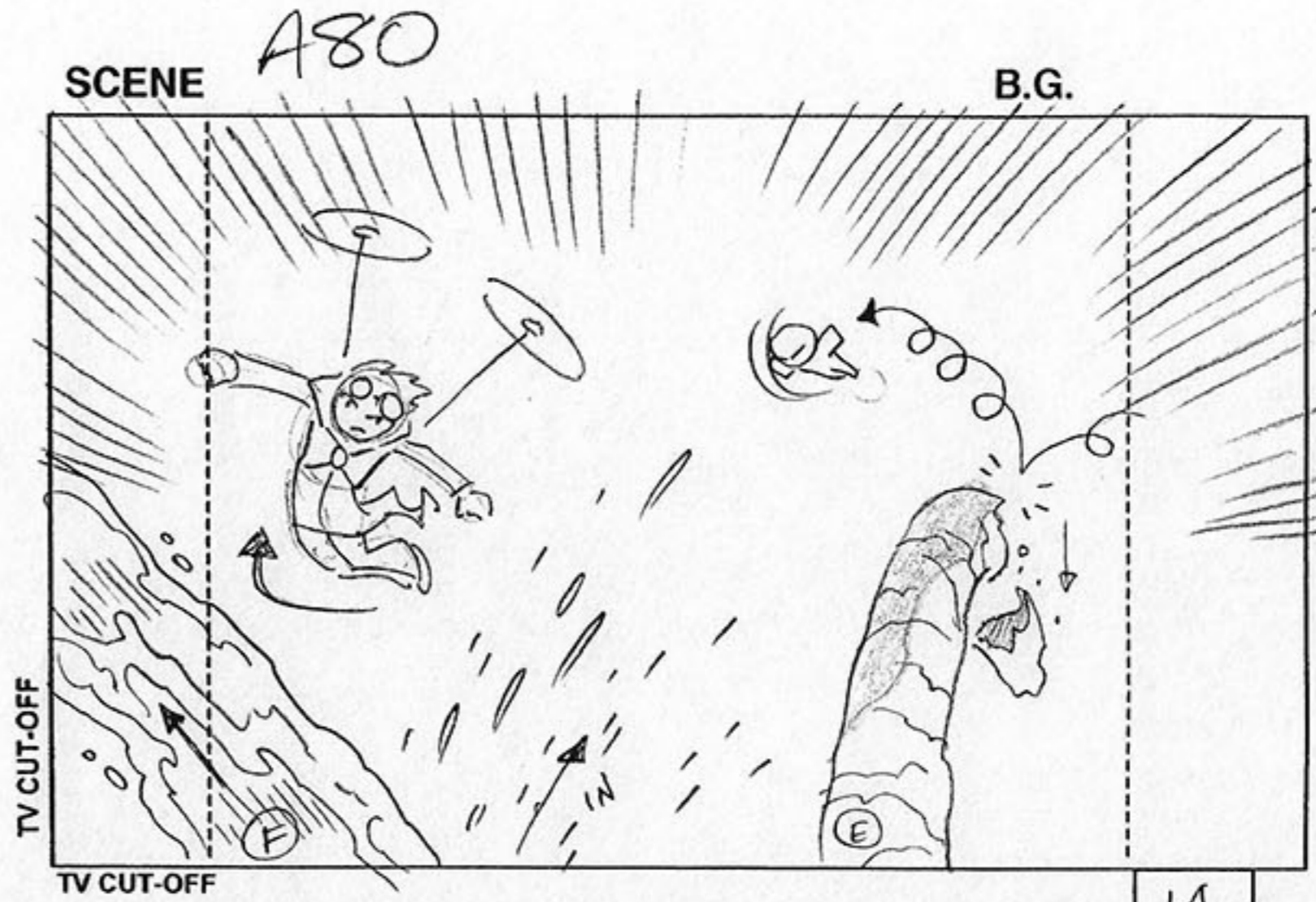
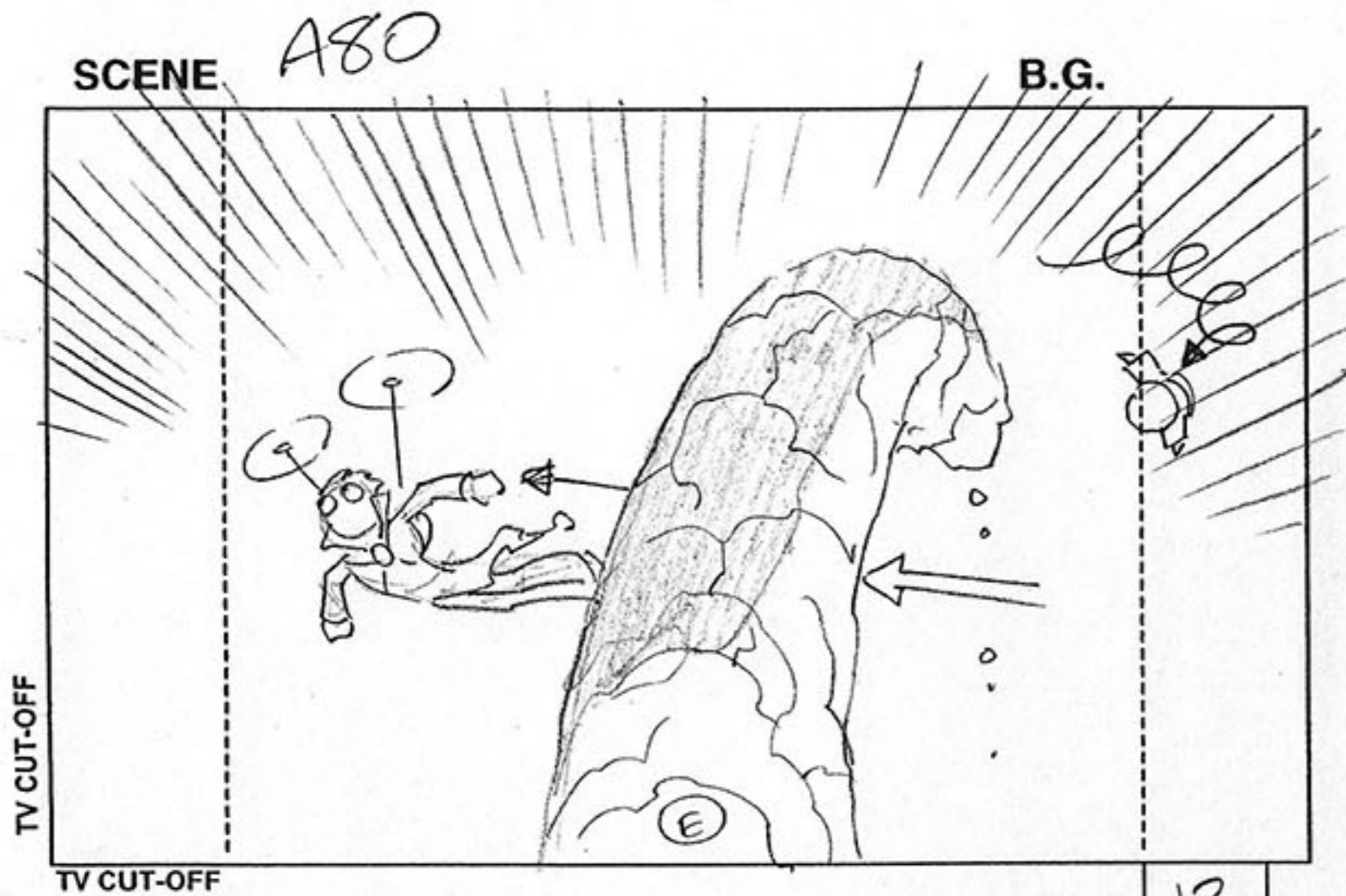
16 : 9 Widescreen Format

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ACTION

Jack flies under it as it solidifies. Omi arcs over...

DIAL

(P)

TIMING

... and bounces off, breaking its tip. Jack dodges lava spray and backlit lava plume (F)

(P)

16 : 9 Widescreen Format

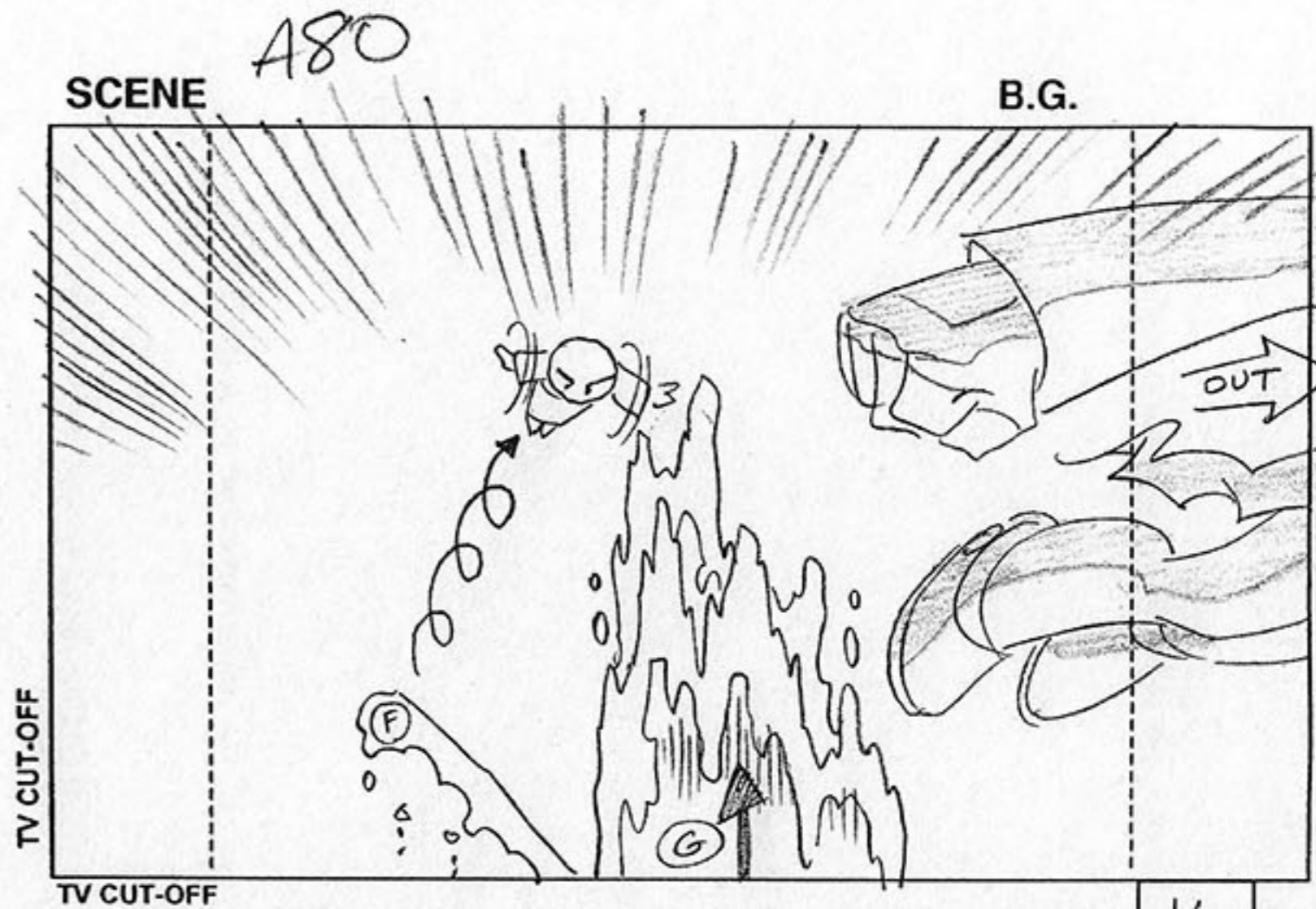
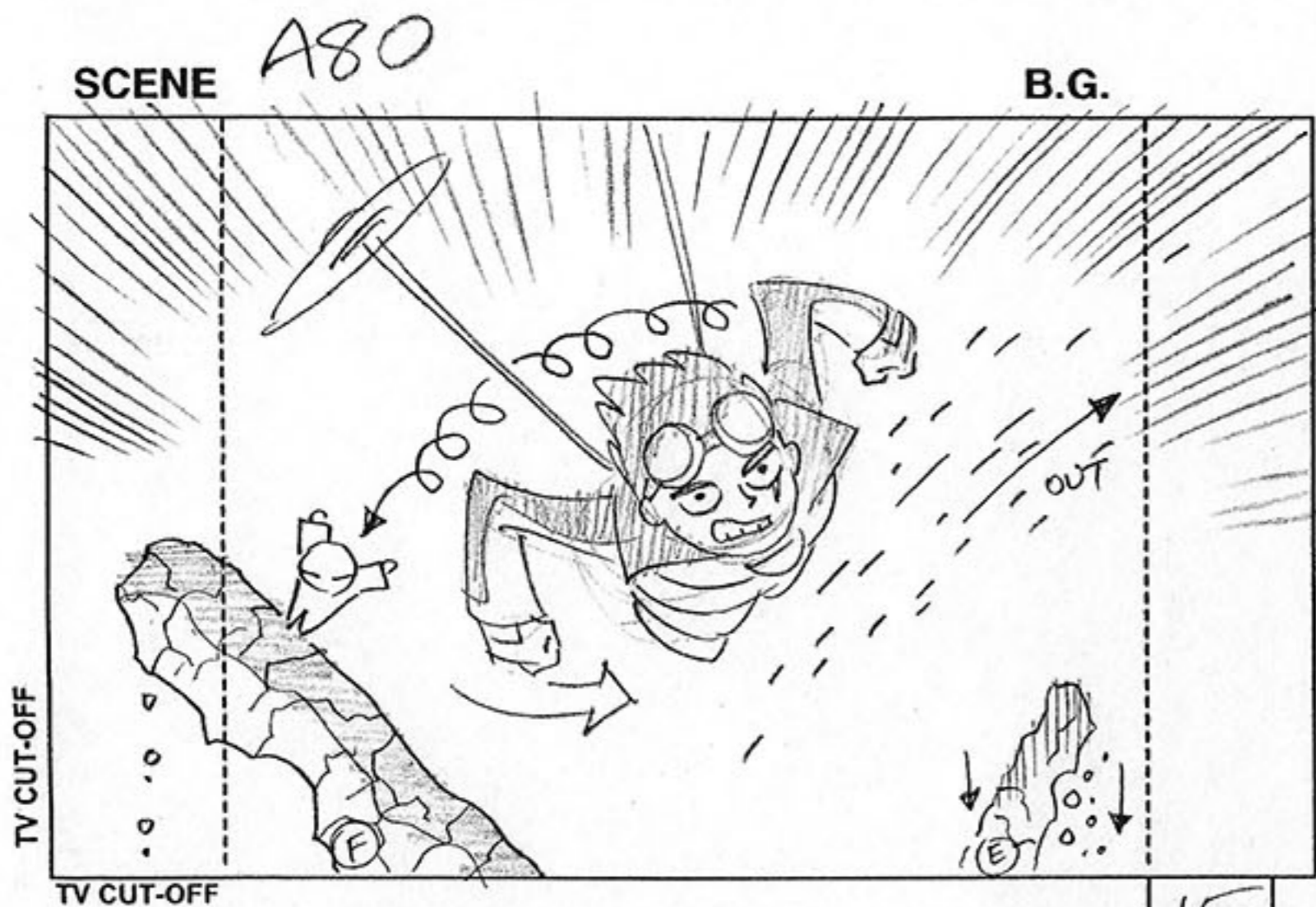
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ACTION

(F) solidifies and Omi lands on it

DIAL

(12x)

TIMING

Omi bounces upward as backlit lava plume (G) rises straight up. Jack gains O.S.

(12x)

16 : 9 Widescreen Format

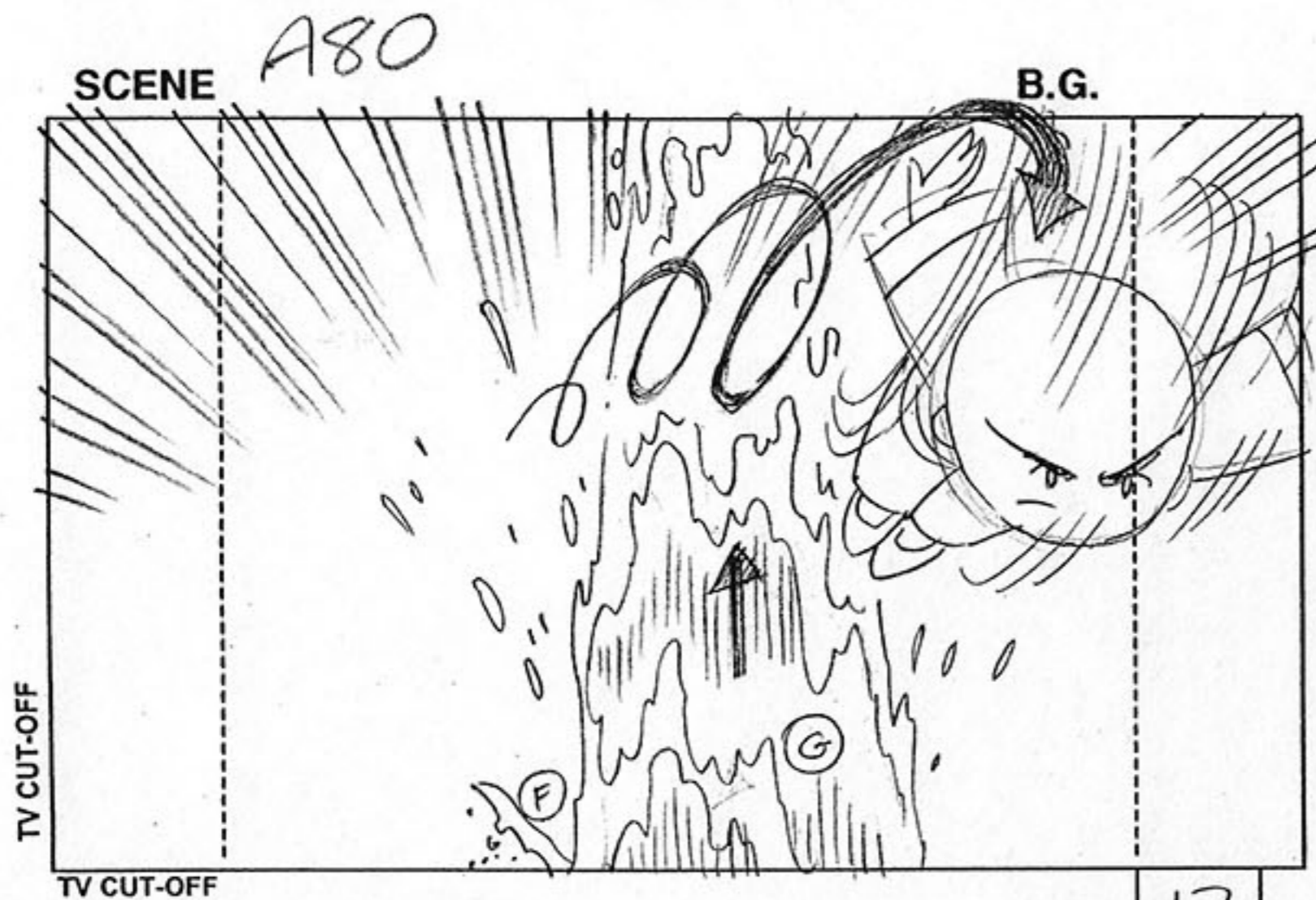
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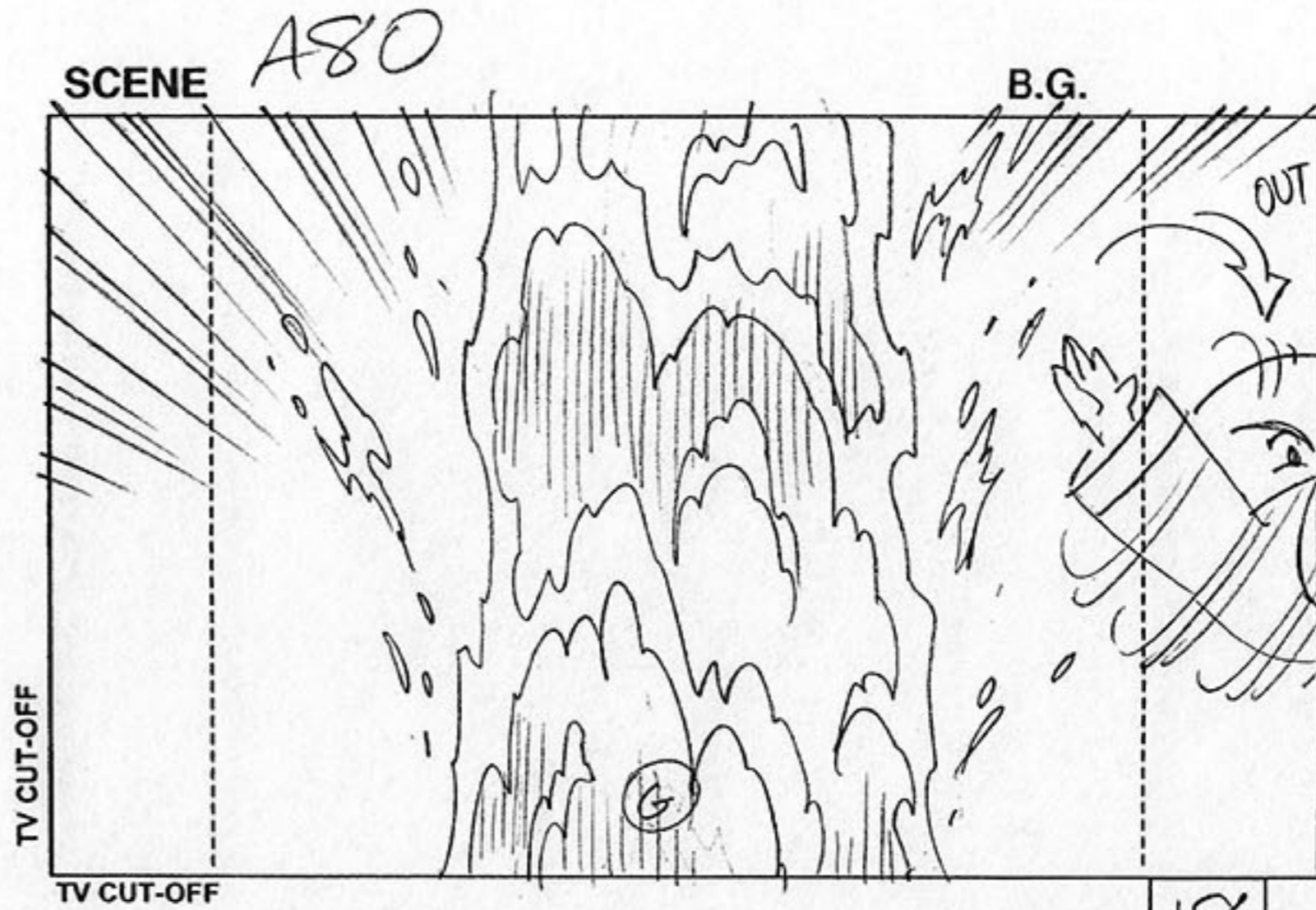
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PANEL 17



PANEL 18

ACTION

Omi gains forward-plume (G) shoots higher

DIAL

(12x)

TIMING

(12x)

16 : 9 Widescreen Format

257308



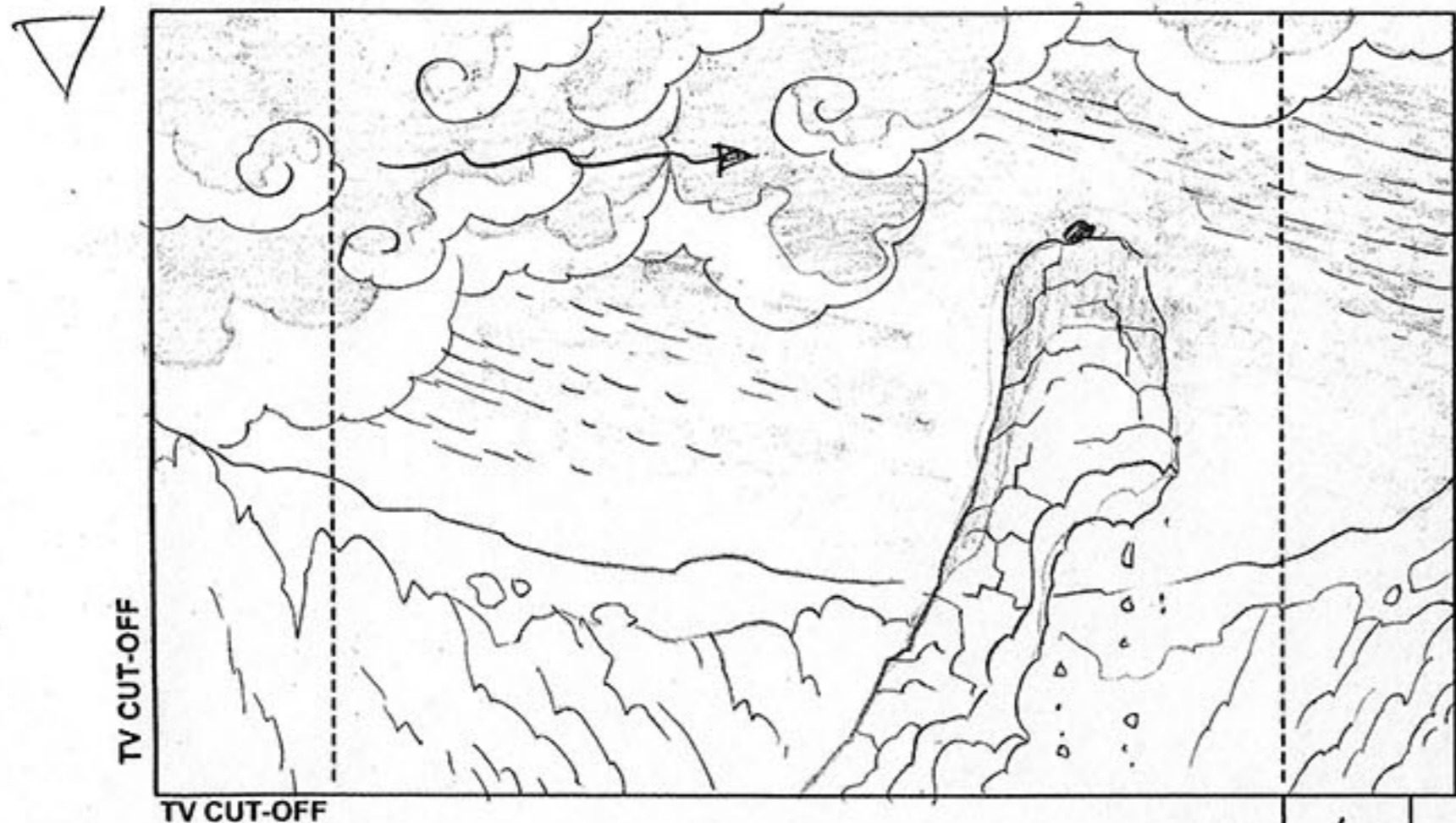
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SCENE A81

B.G.

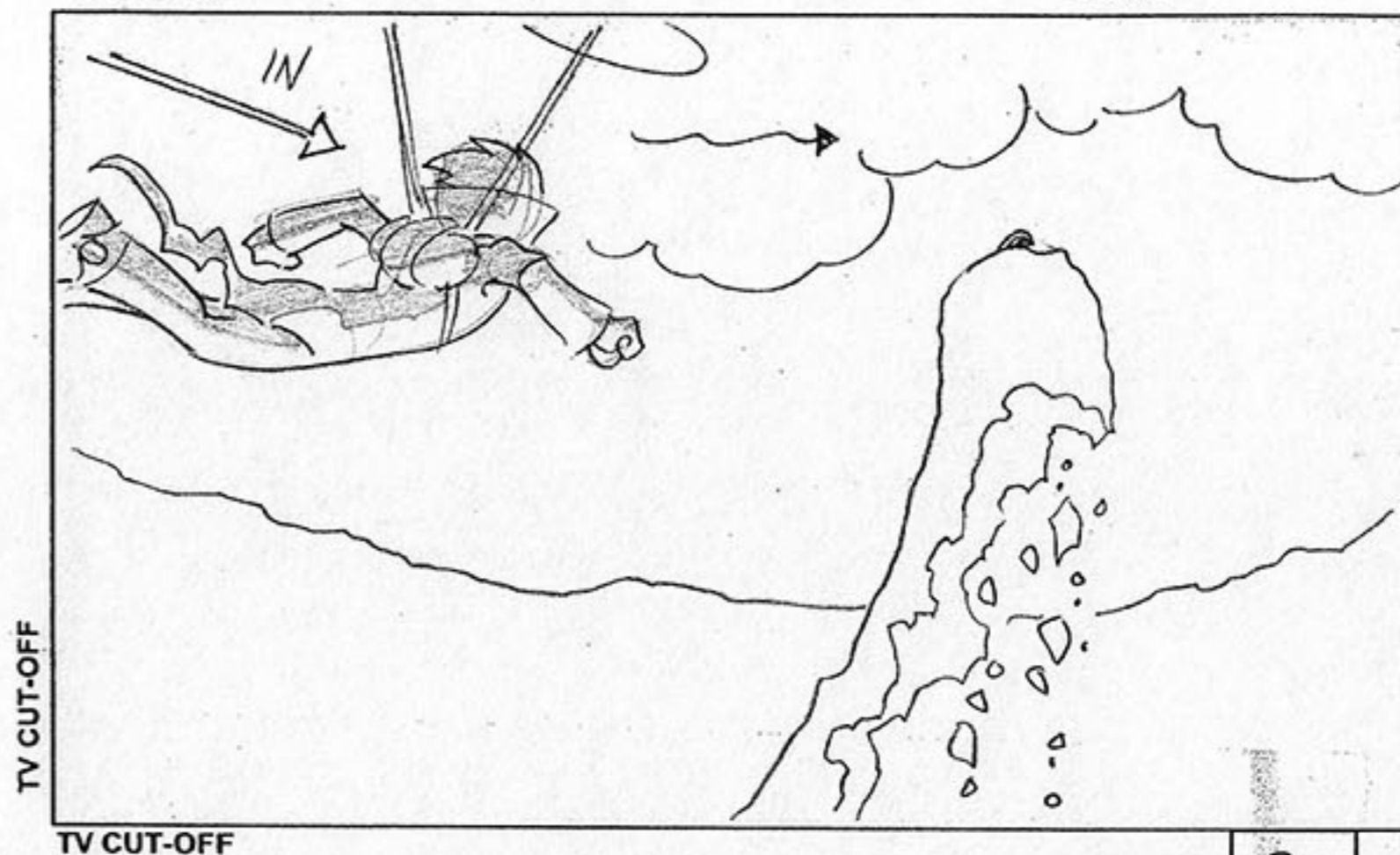


PANEL

1

SCENE A81 CONT

B.G.



TV CUT-OFF

PANEL

2

ACTION

Smoke rolls across scene -
Black dragon sits on another
crumbling rock tower

Jack flies into scene

DIAL

A81 DX CLOUDS

LAVA HEAT
EFX
USE RIPPLE
GLASS EFX
SEE EXAMPLE

12x

TIMING

3/2

16 : 9 Widescreen Format

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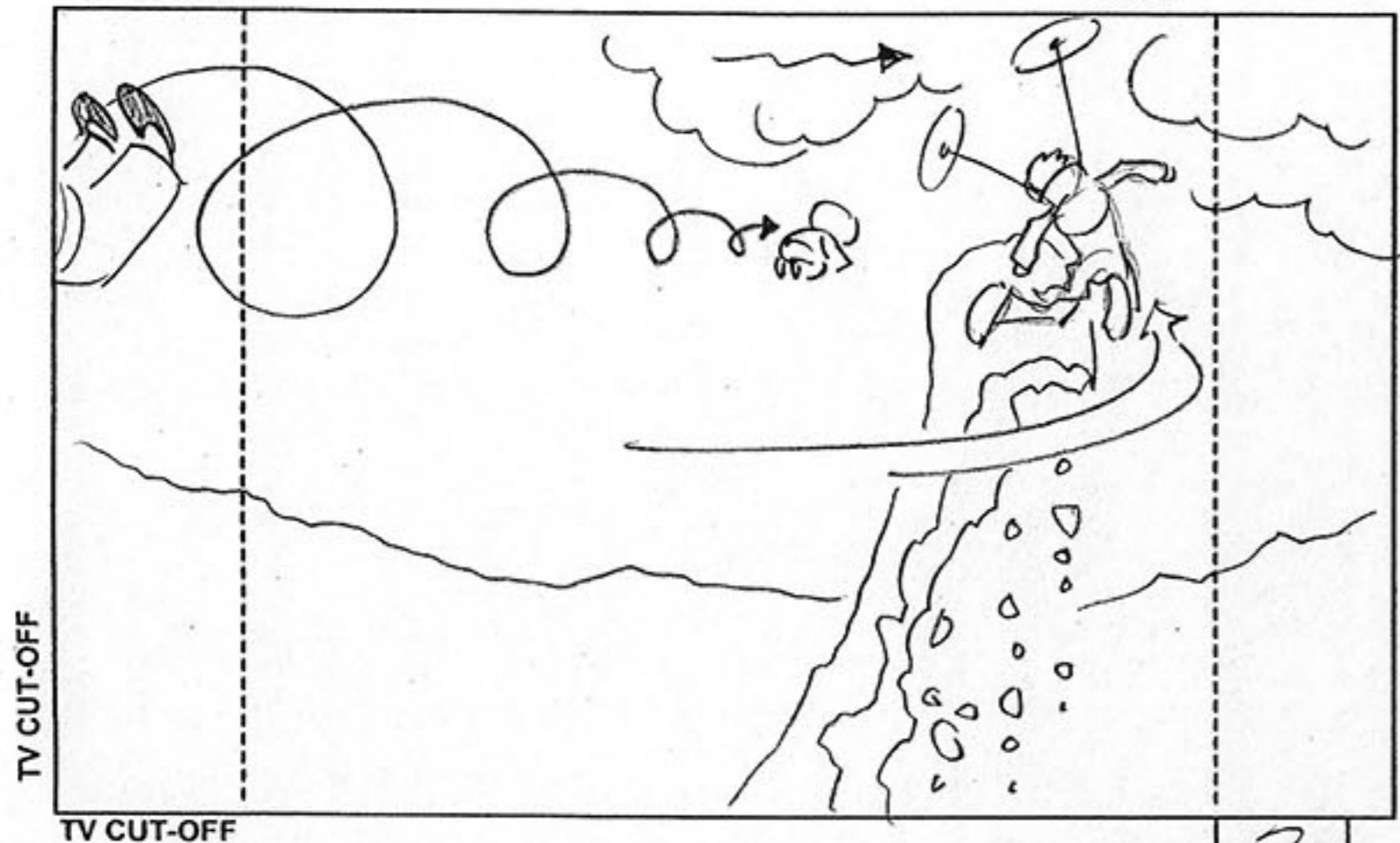
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SCENE A81 CONT.

B.G.



PANEL 3

ACTION

Omi spins into scene,
both approach the crumbling tower

DIAL

2'

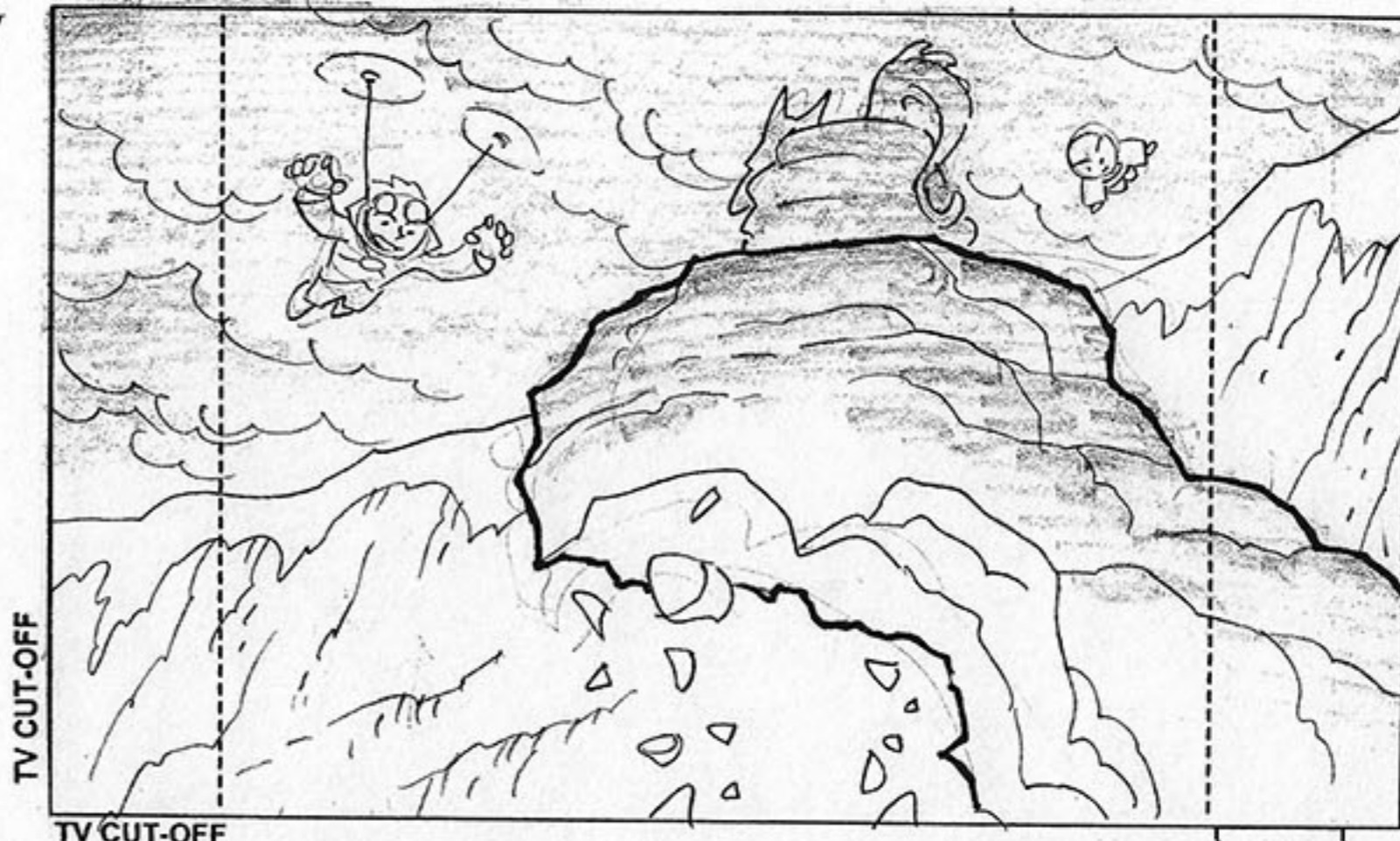
TIMING

H/U



SCENE A82

B.G.



PANEL 1

Jack & Omi approach the black
dragon - Start poses shown

A82 USE RIPPLE GLASS BFX SEE EXAMPLE 10

DX CLOUDS

34

16 : 9 Widescreen Format

257308



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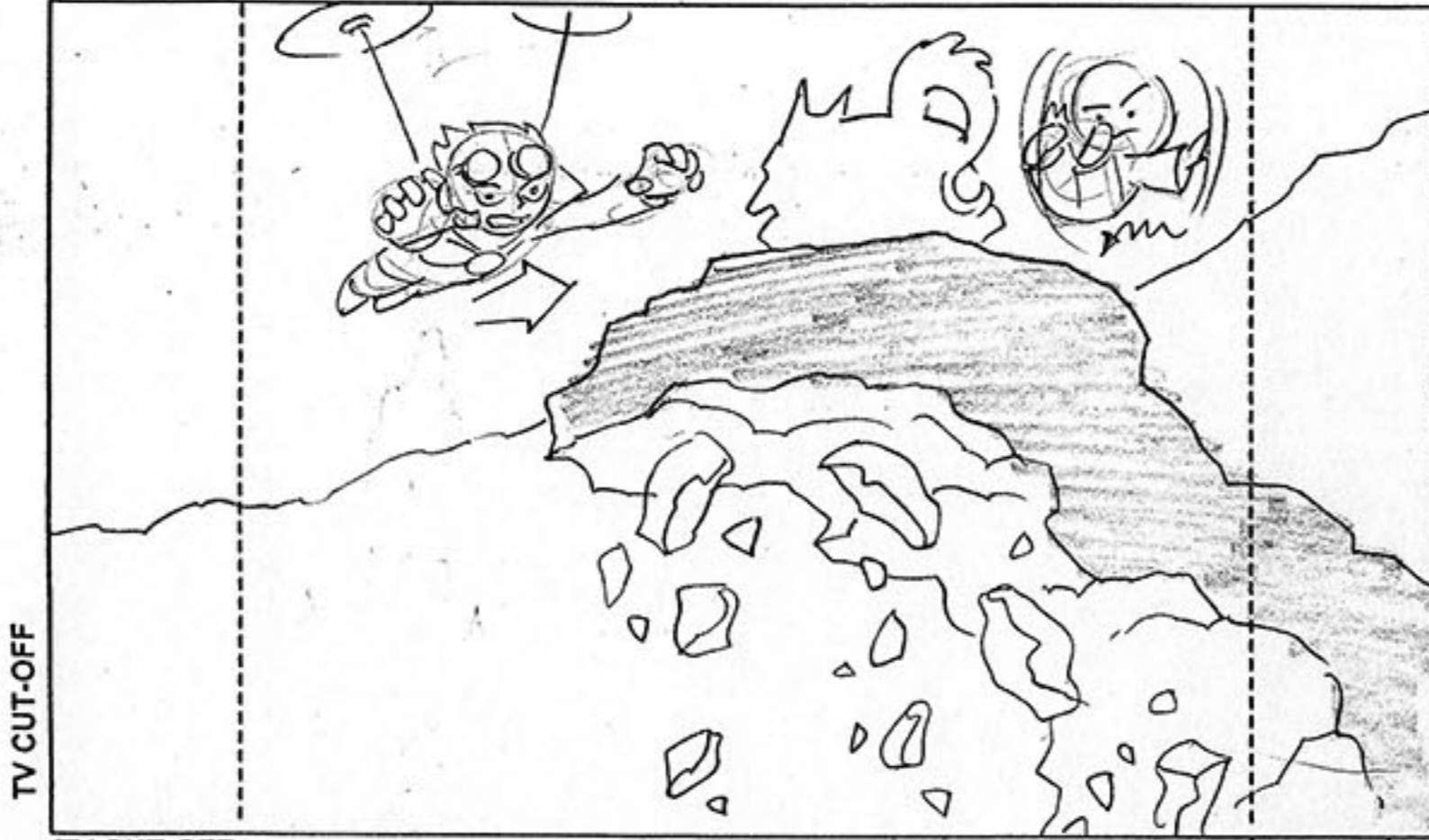
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PAGE A182

SCENE A82 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

Continued - they get closer.

DIAL

(Rx)

TIMING

SCENE A82 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

Jack & Omi crash into each other, knocking apart the weakened rock tower

8x

16 : 9 Widescreen Format

257308



X I A O L I N Z SHOWDOWN

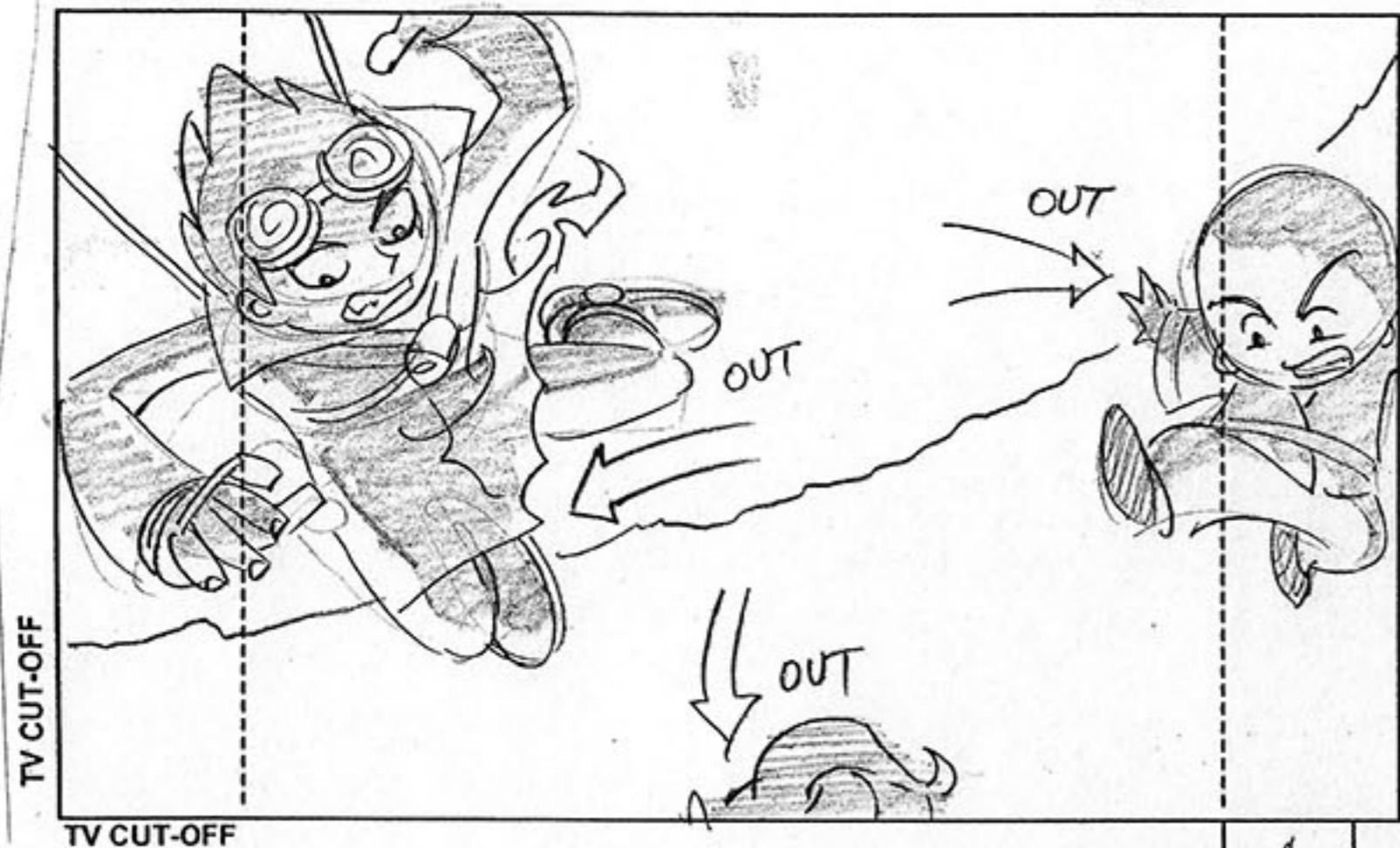
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PAGE A183

SCENE A82 CONT.

B.G.



PANEL 4

ACTION

They bounce apart - the black dragon falls O.S.

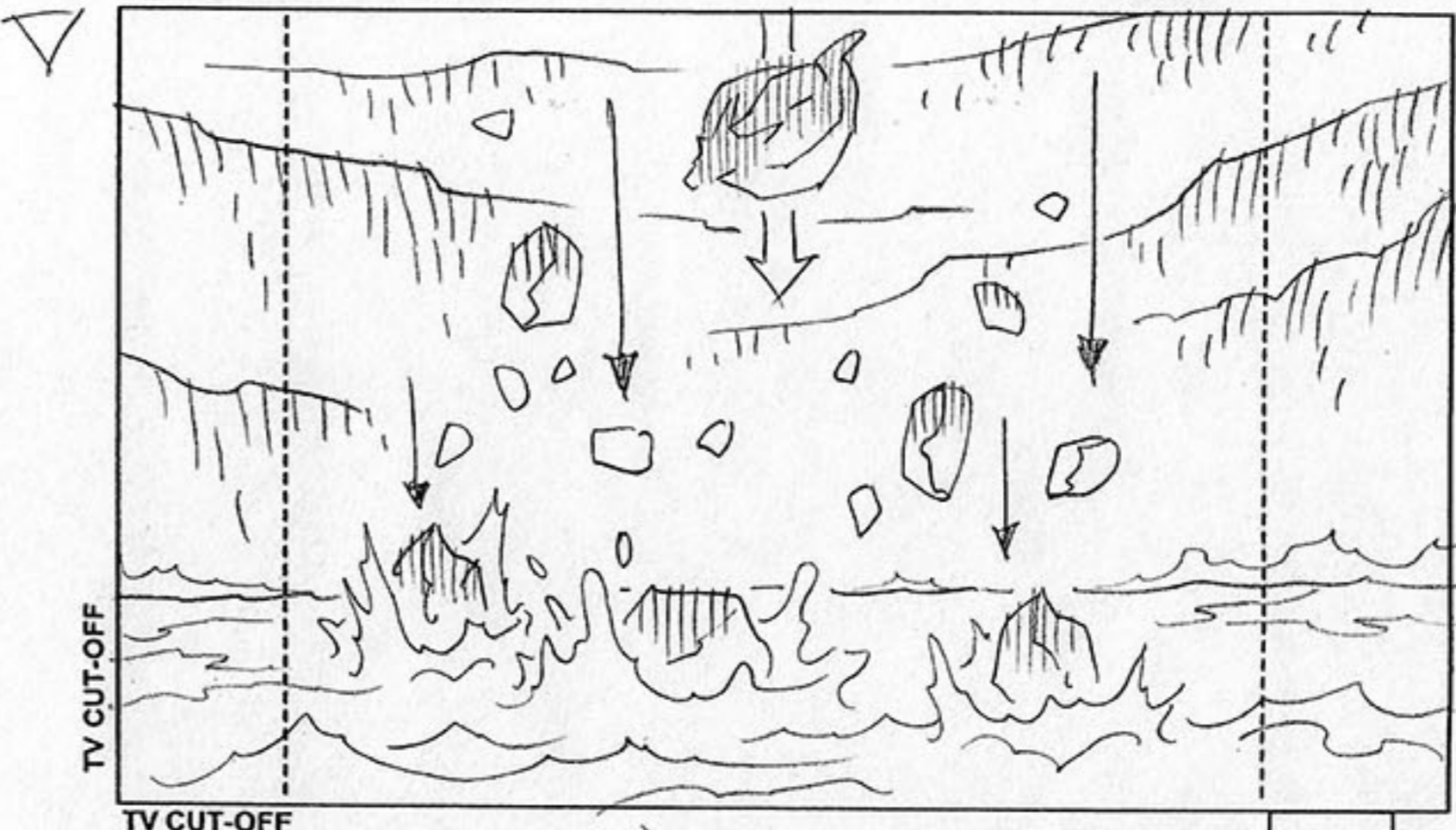
DIAL

14

TIMING

SCENE A83

B.G.



PANEL 1

The dragon (and rock debris) falls toward the lava pool
(USE RIPPLE GLASS FX ON THIS SCENE)

14

A83

28

16 : 9 Widescreen Format

257308



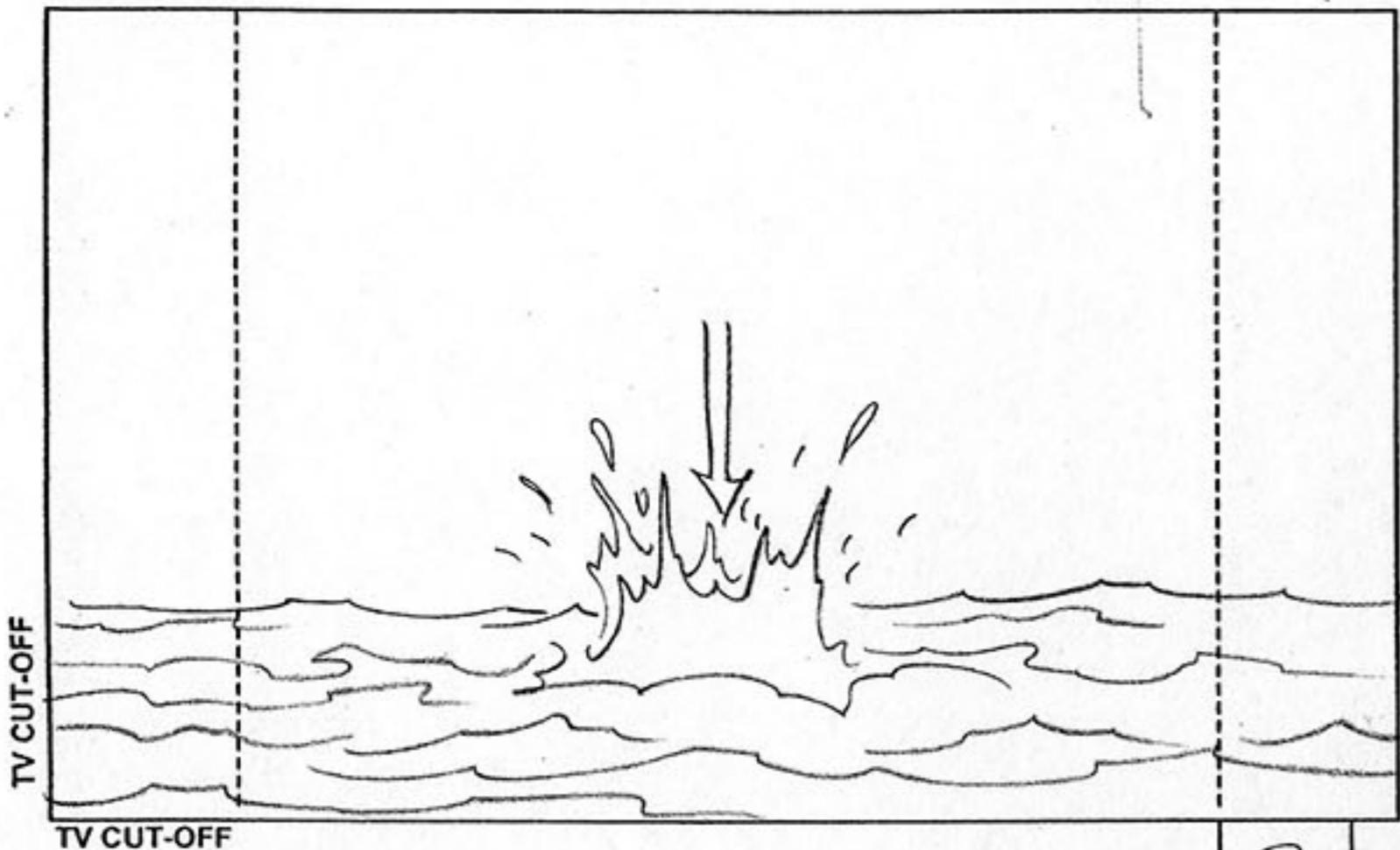
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SCENE A83 CONT.

B.G.



PANEL 2

ACTION

The dragon falls into the lava

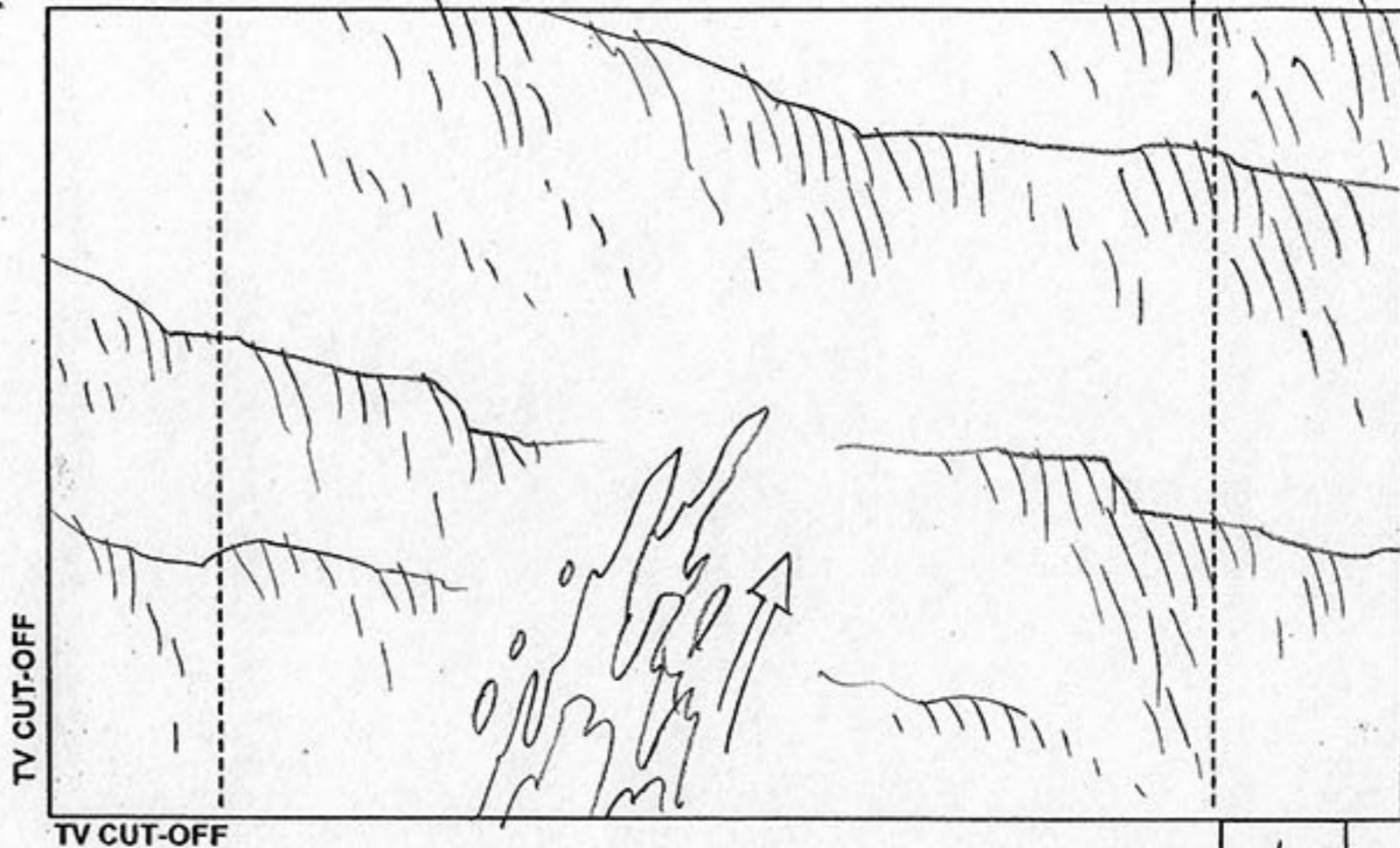
DIAL

14

TIMING

SCENE A84

B.G.



PANEL 1

A lava plume rises into scene

USE RIPPLE GLASS EFX
SEE EXAMPLE

(12x)

A84

48

16 : 9 Widescreen Format

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SCENE A84 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

ACTION

It congeals...

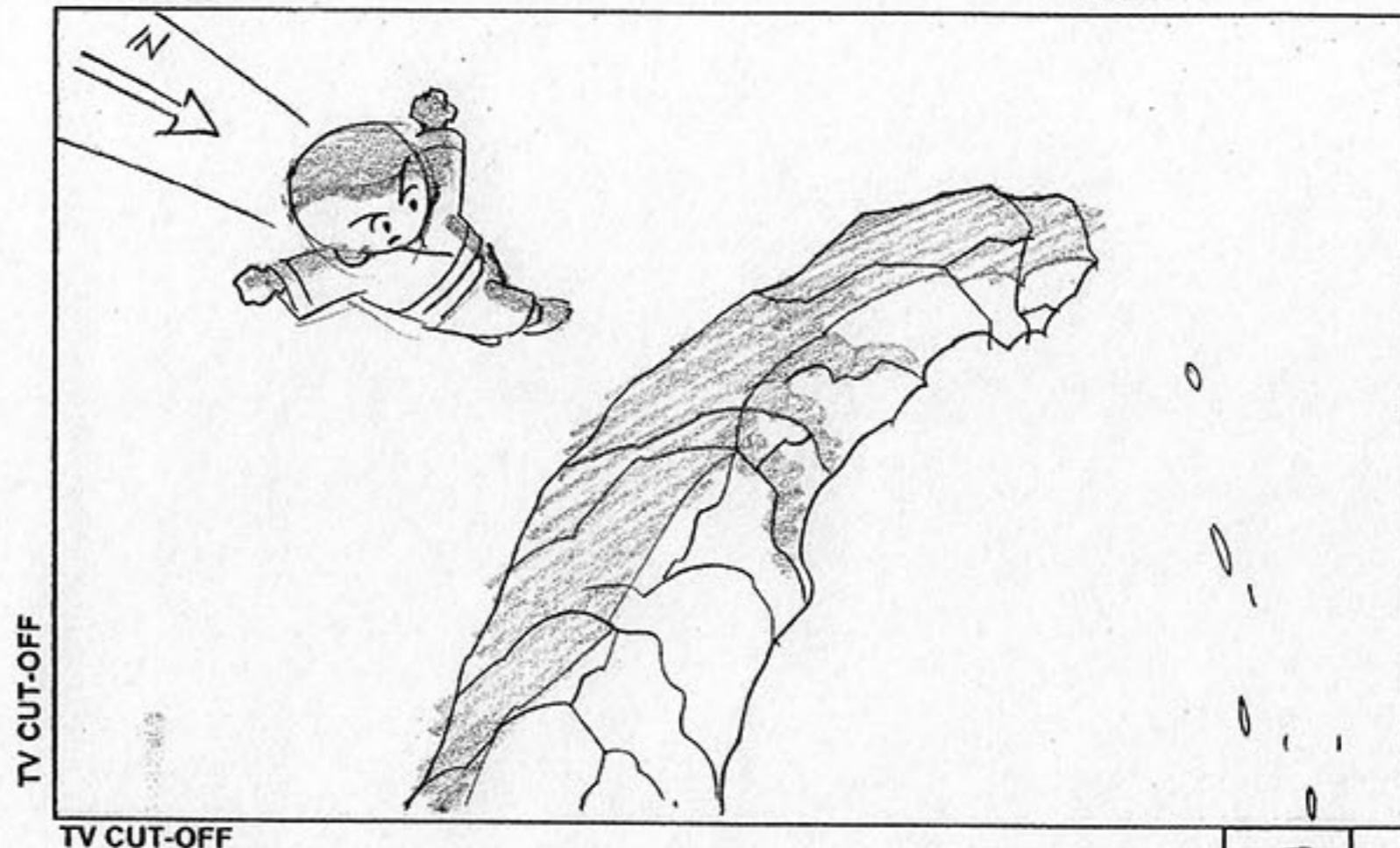
DIAL

10

TIMING

SCENE A84 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

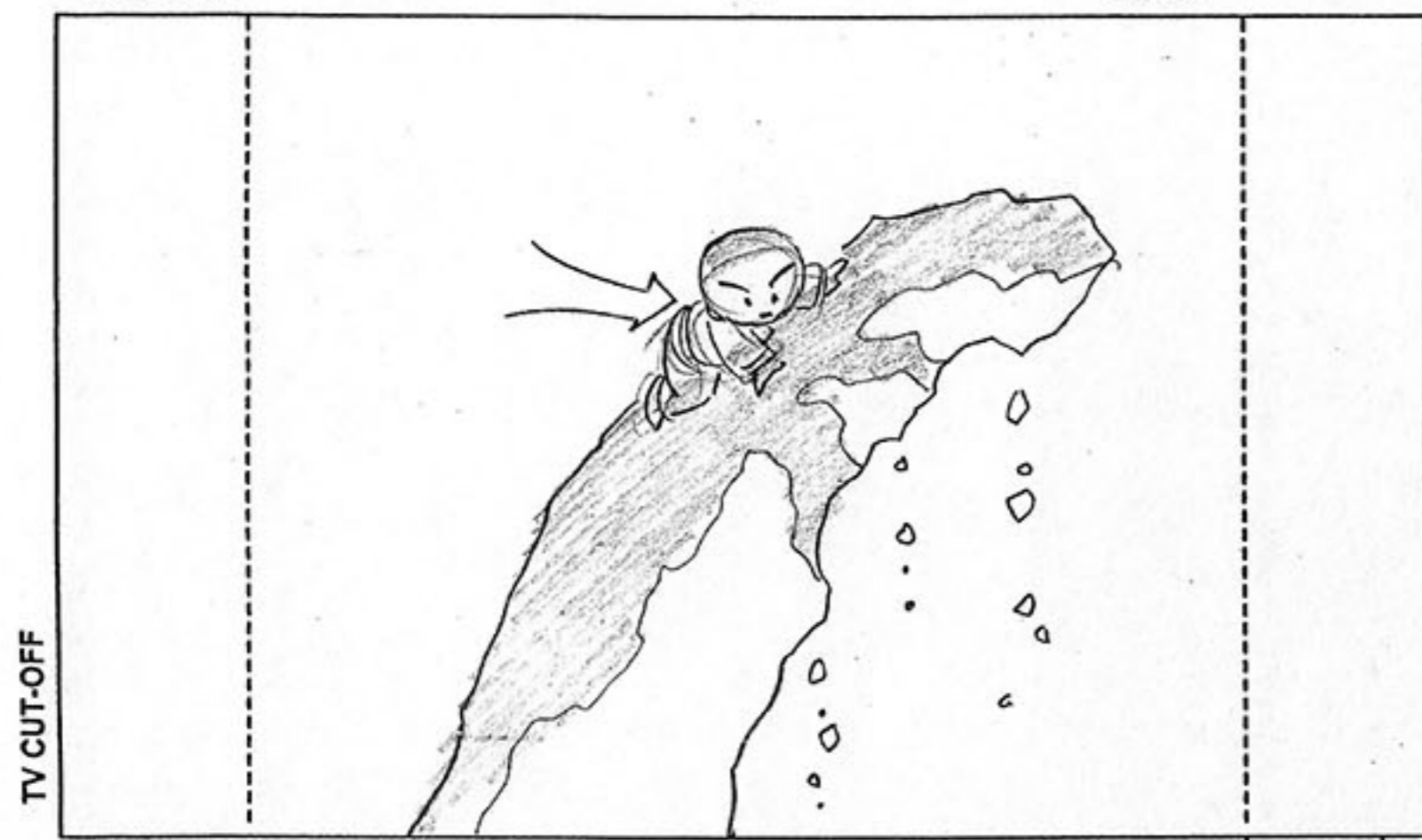
... and SOLIDIFIES as Omi leaps into scene

13

16 : 9 Widescreen Format

257308

SCENE A84 CONT. B.G.



ACTION

Omi lands and looks toward cam. The tower starts to crumble...

DIAL

14

TIMING

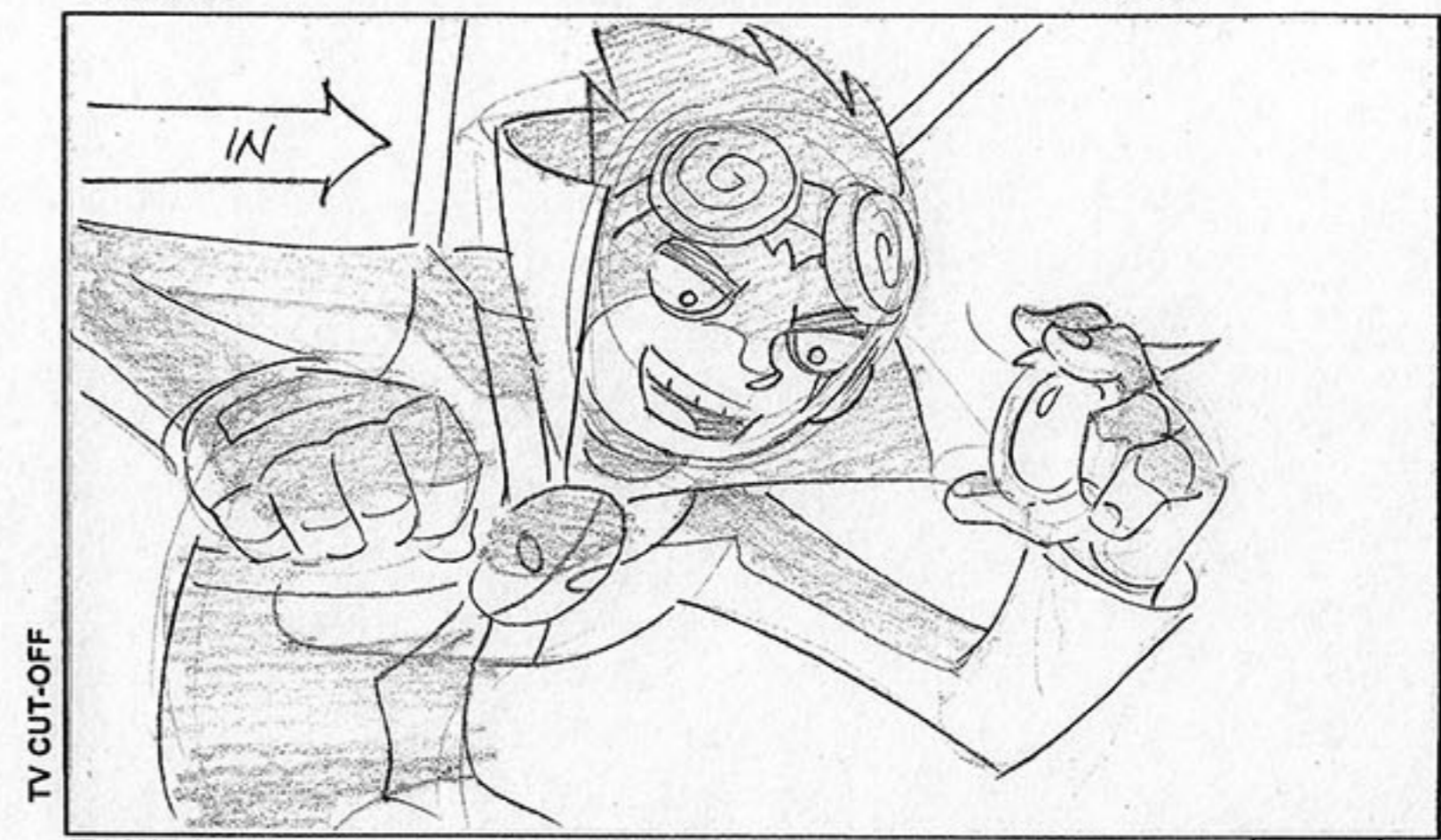
A84

8x

JACK = Falcon's Eye!

DIA 73

SCENE A84 CONT B.G.



TV CUT-OFF

PANEL 5

16 : 9 Widescreen Format

257308

OL POV. MATTE

SCENE A84 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 6

ACTION

He holds it up to his eye and his tongue protrudes

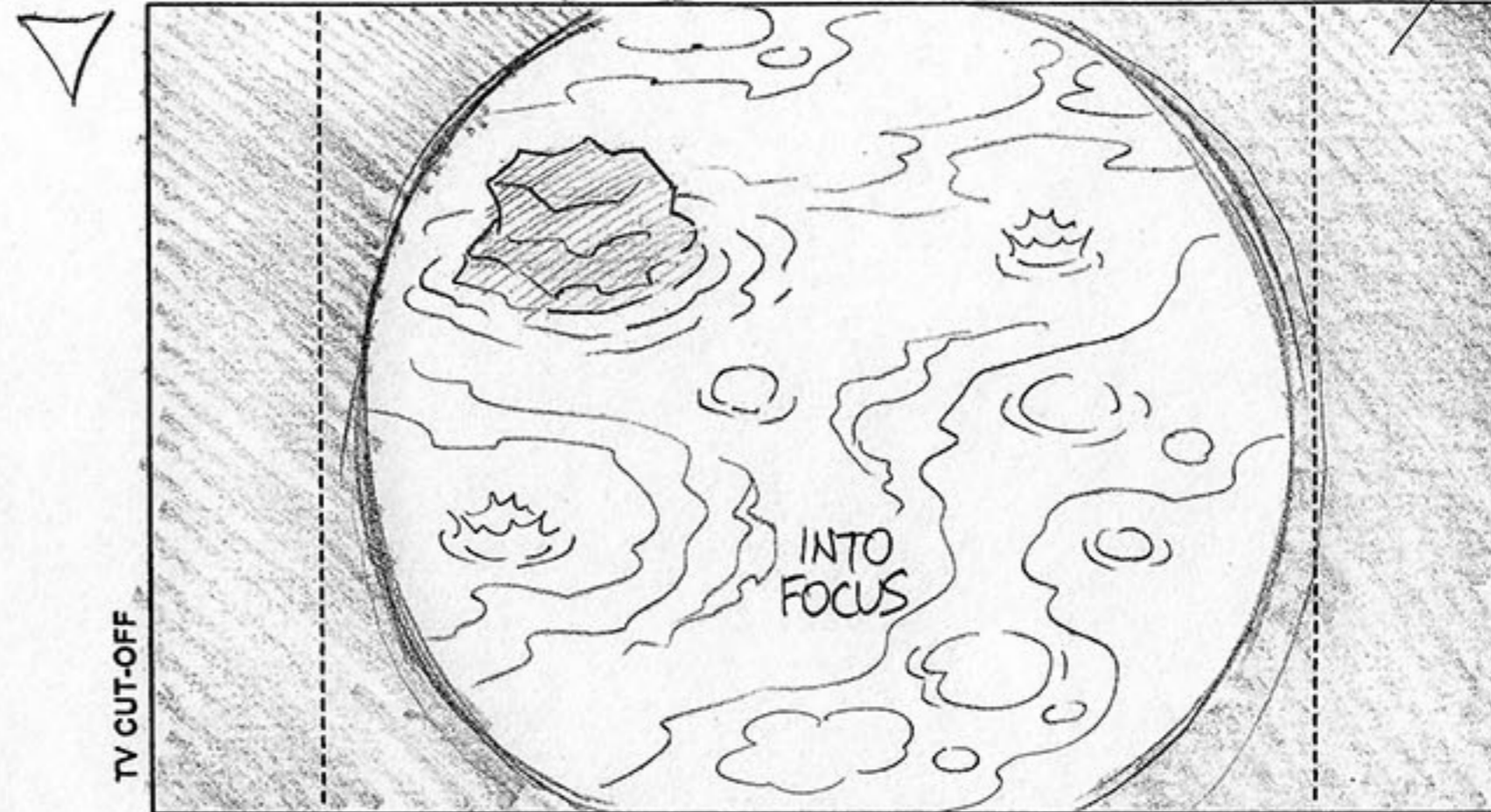
DIAL

TIMING



SCENE A85

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

POV through falcon's eye - looking at lava pool (start w/soft focus and gain to clarity)

USE RIPPLE GLASS BFX UNDER 8/8
POV. MATTE

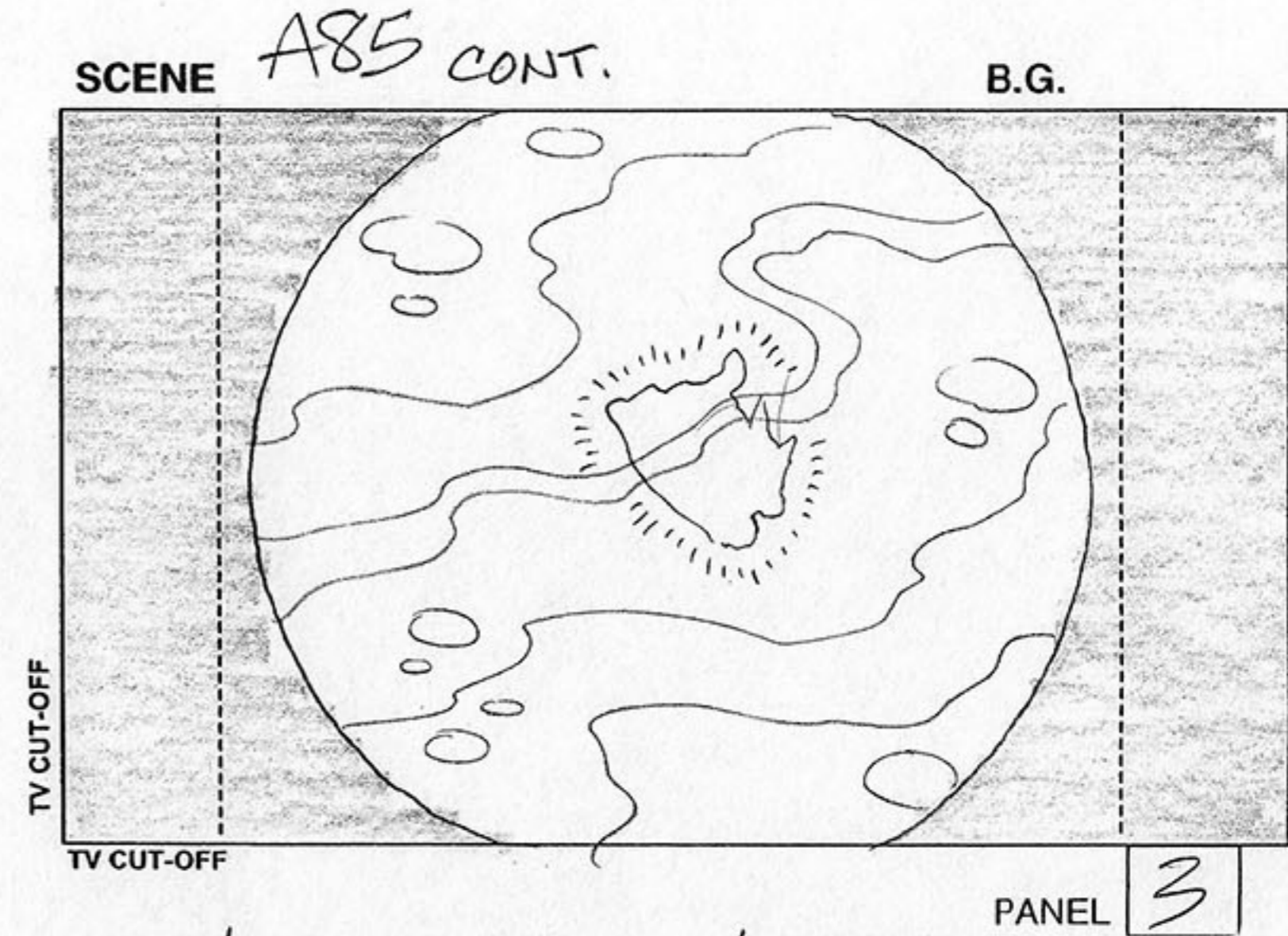
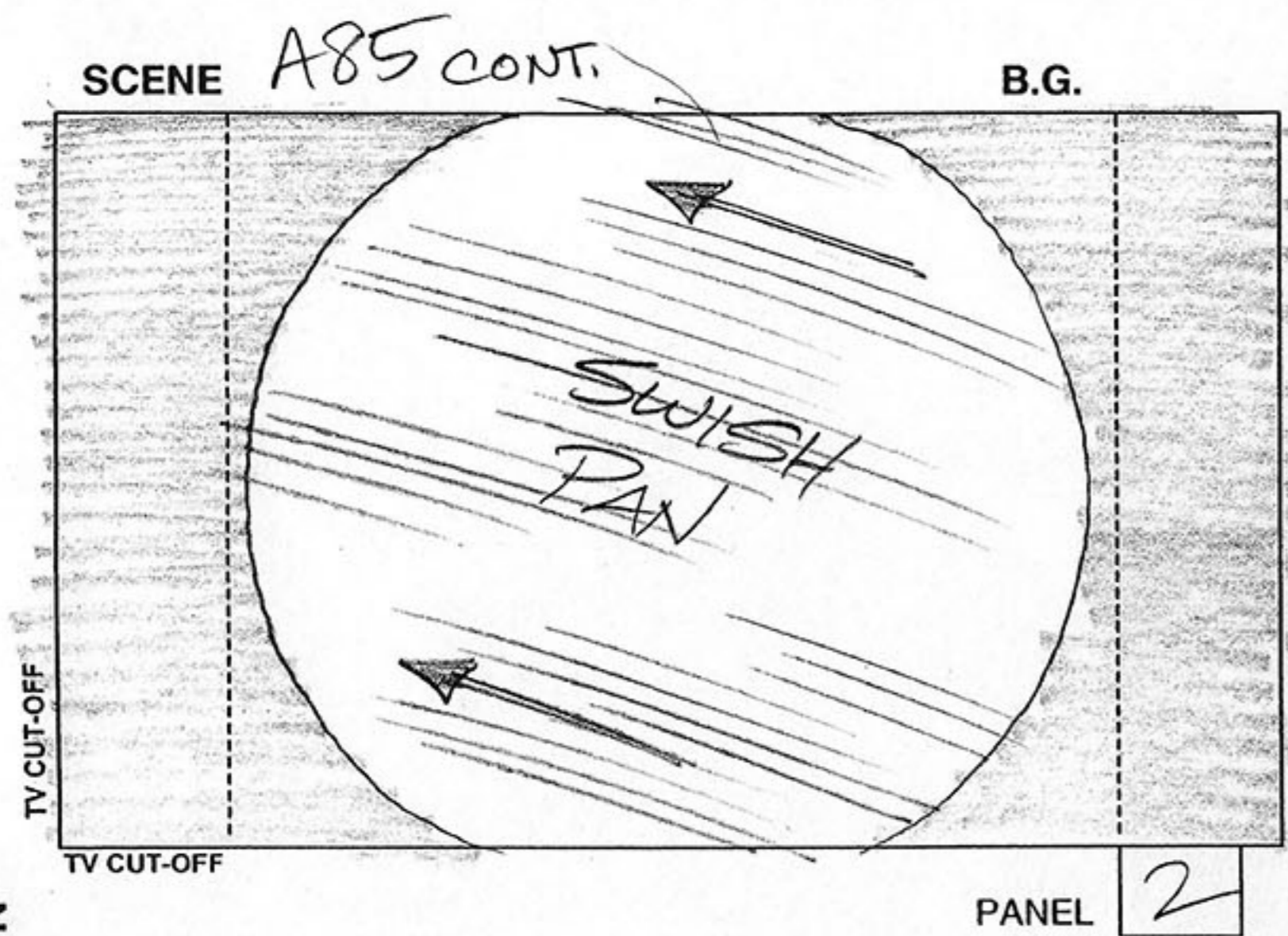
A85



16 : 9 Widescreen Format

257308

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ACTION
DIAL
TIMING

Image swishes by...

10

... Stopping on a tighter view of the + lava-

*a silhouette of the black dragon
GLOWS WHITE under the surface
BOT. LIT DIFF. 8*

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SCENE A86 (Match A84)

B.G.



TV CUT-OFF

PANEL 1

SCENE A86 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

ACTION

Jack smiles as he speaks

USE RIPPLE GLASS EFX
SEE EXAMPLE

DIAL

Jack: Jackpot —

— for Jack!

TIMING

8x

(Dial 74)

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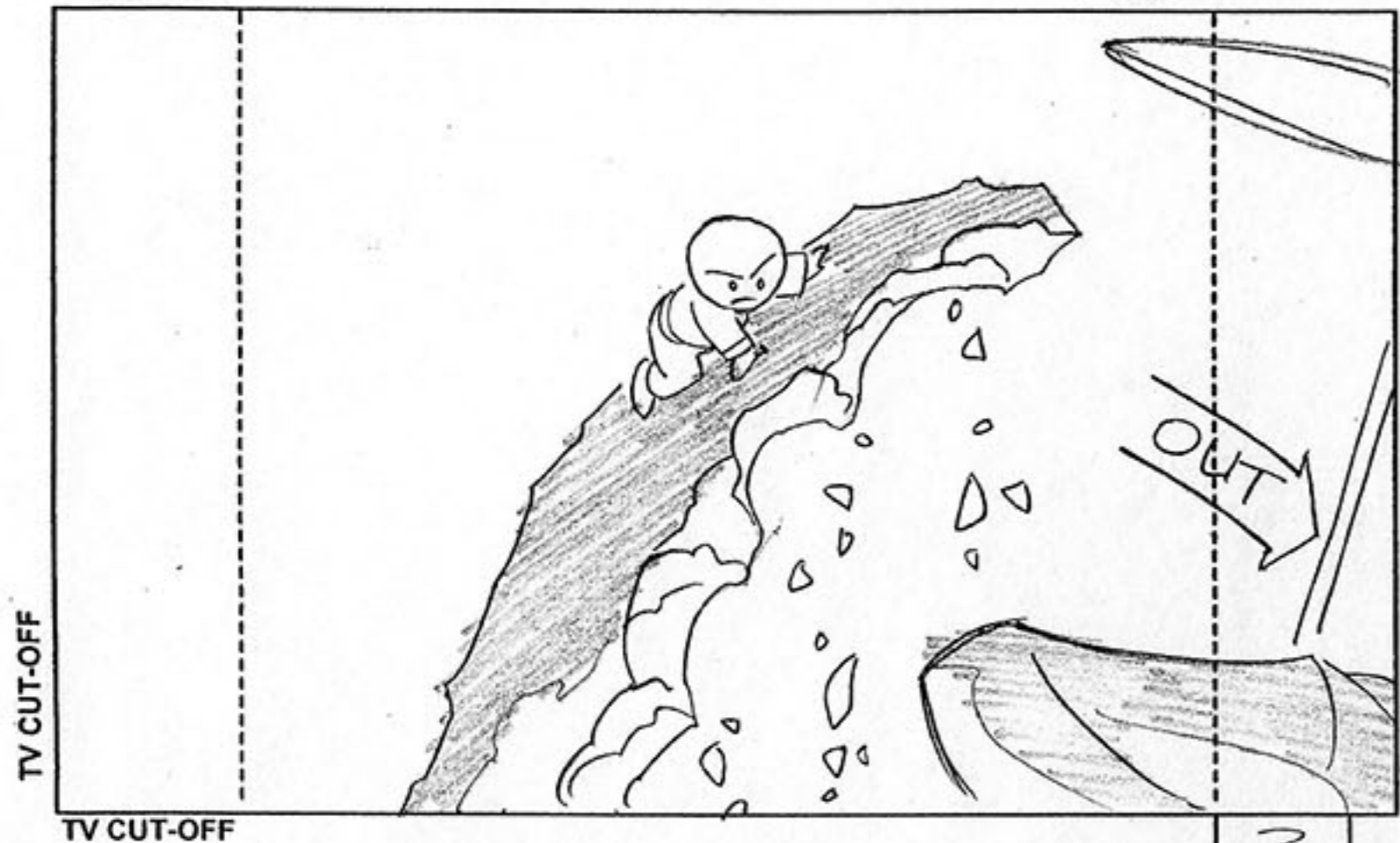
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SCENE A86 CONT.

B.G.



PANEL 3

ACTION

Jack descends O.S. -
reveal Omi on crumbling tower

DIAL

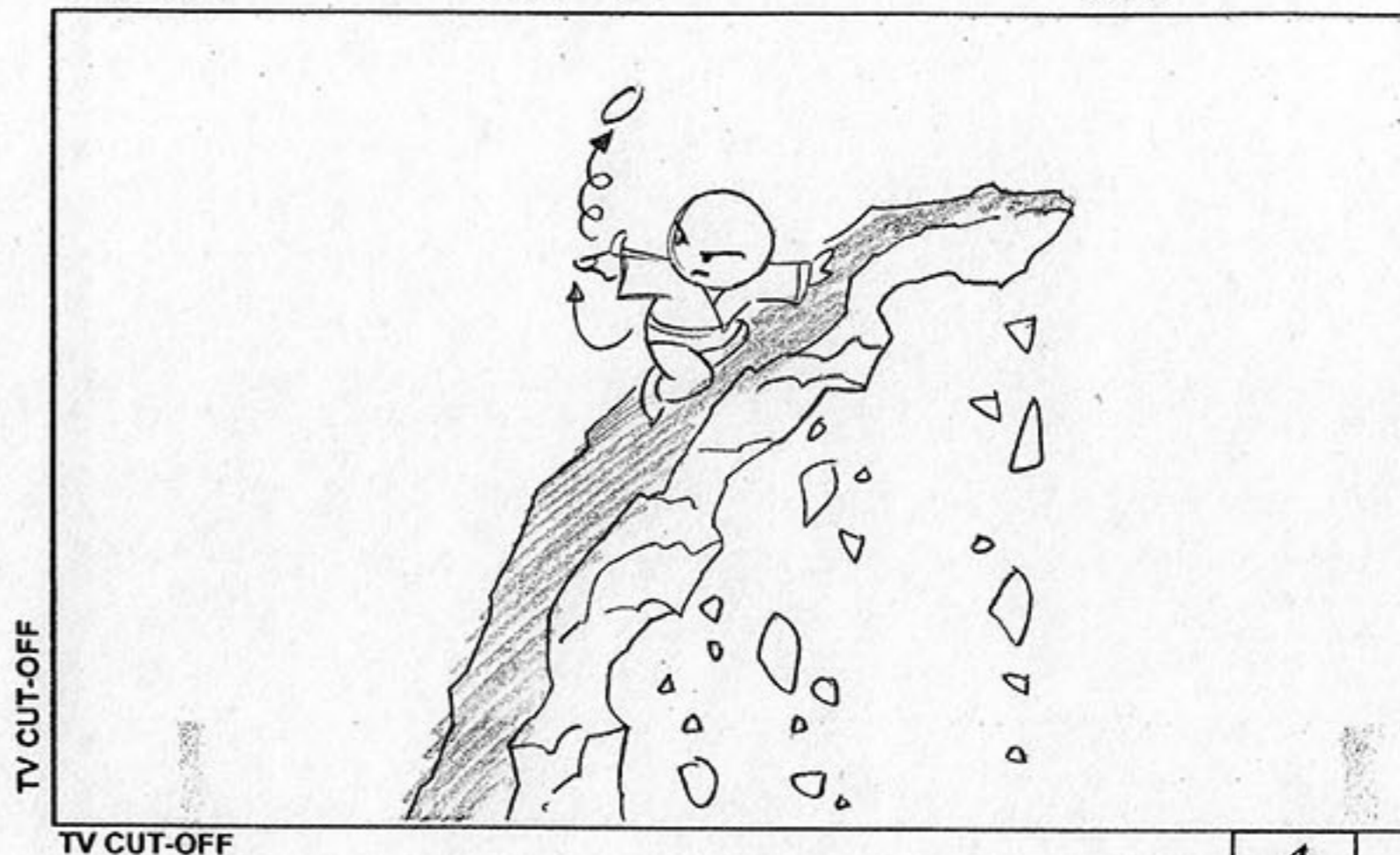
10

TIMING

48

SCENE A86 CONT.

B.G.



PANEL 4

Omi flips the Mantis Coin

13

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SCENE A86 CONT.

B.G.



PANEL 5

ACTION

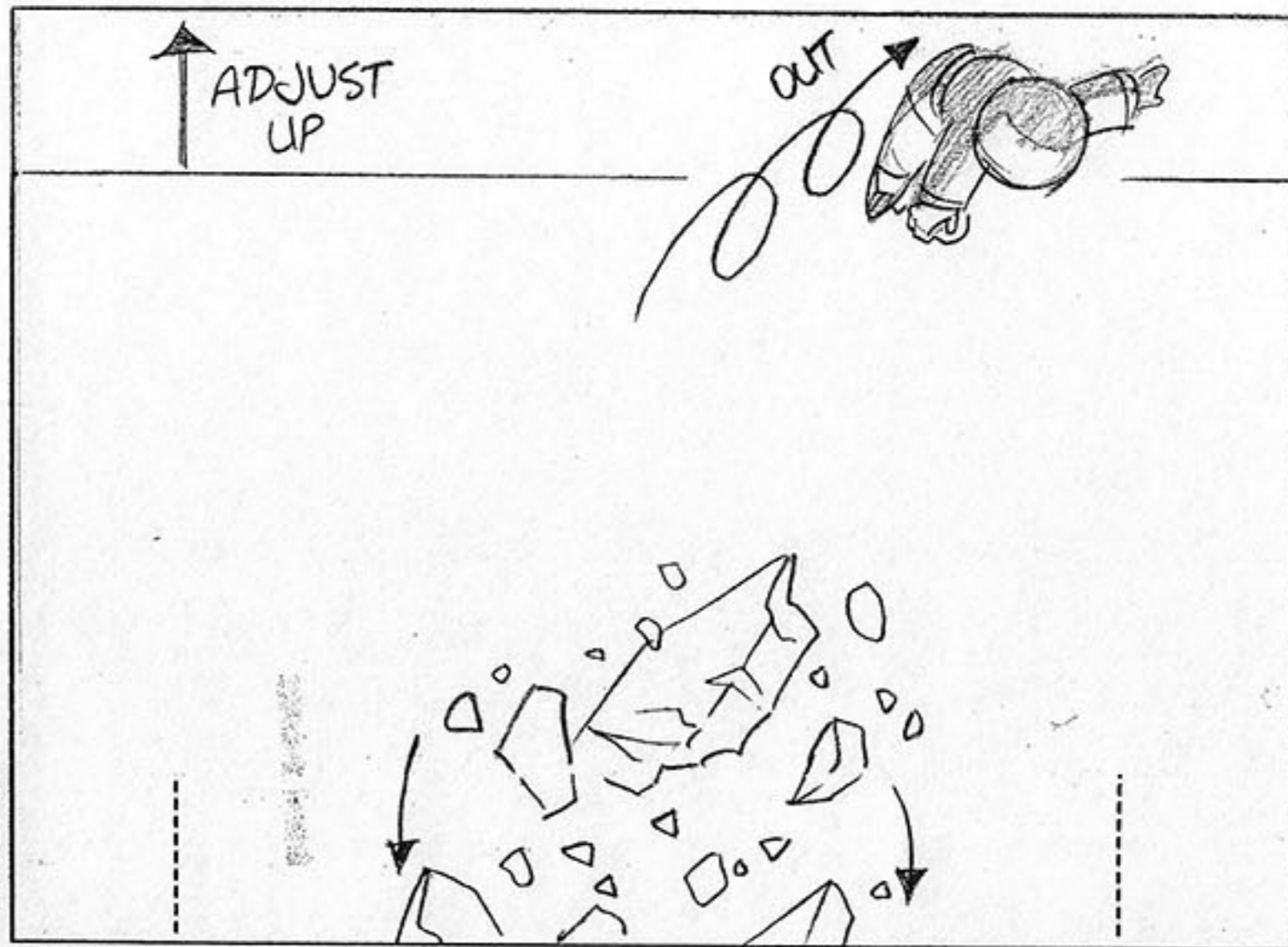
He grabs it as the tower breaks

DIAL

(12x)

TIMING

A86 CONT



PANEL 6

Omi FLIPS O.S. as the tower disintegrates

14

16 : 9 Widescreen Format

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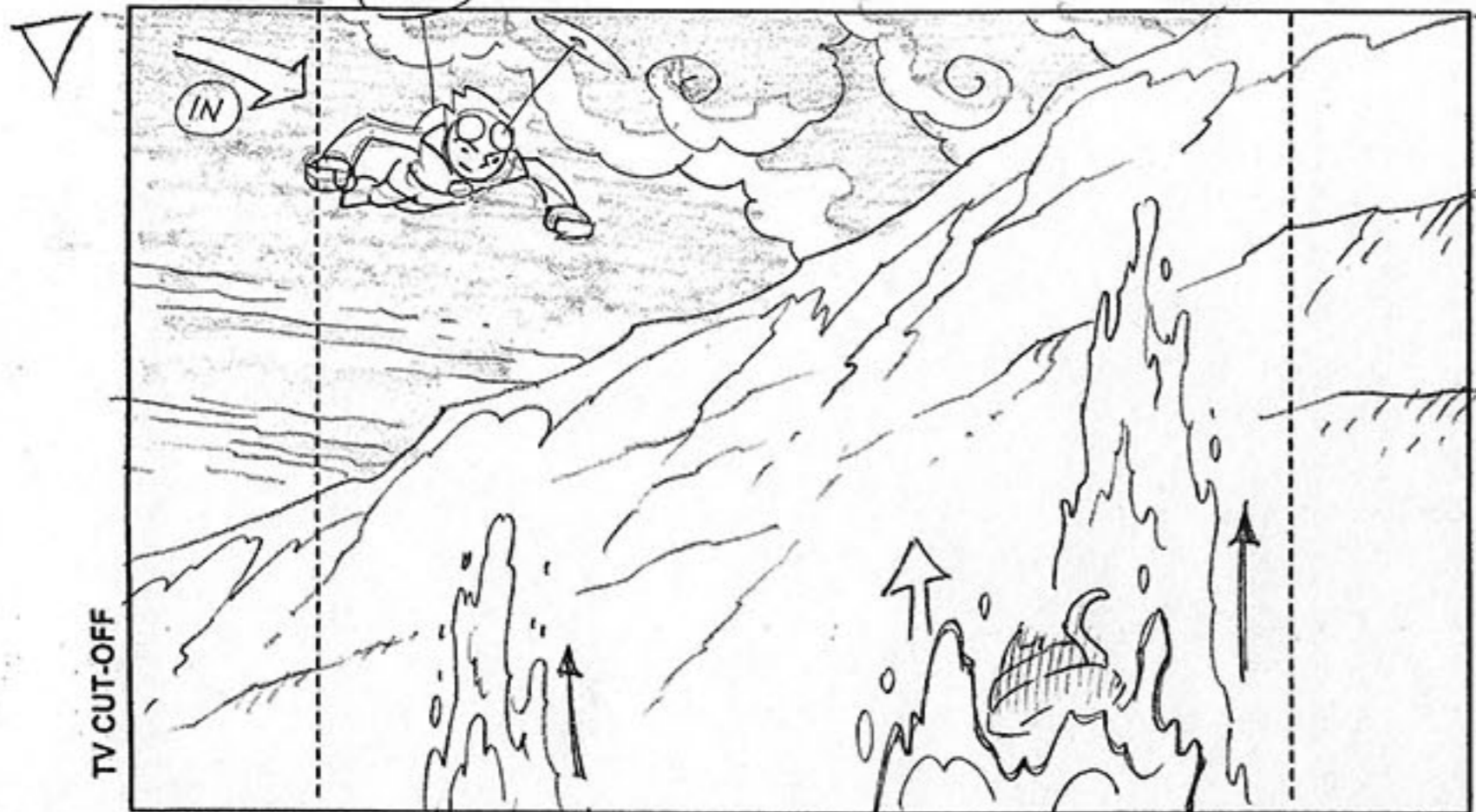
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A86(A)

SCENE

B.G.



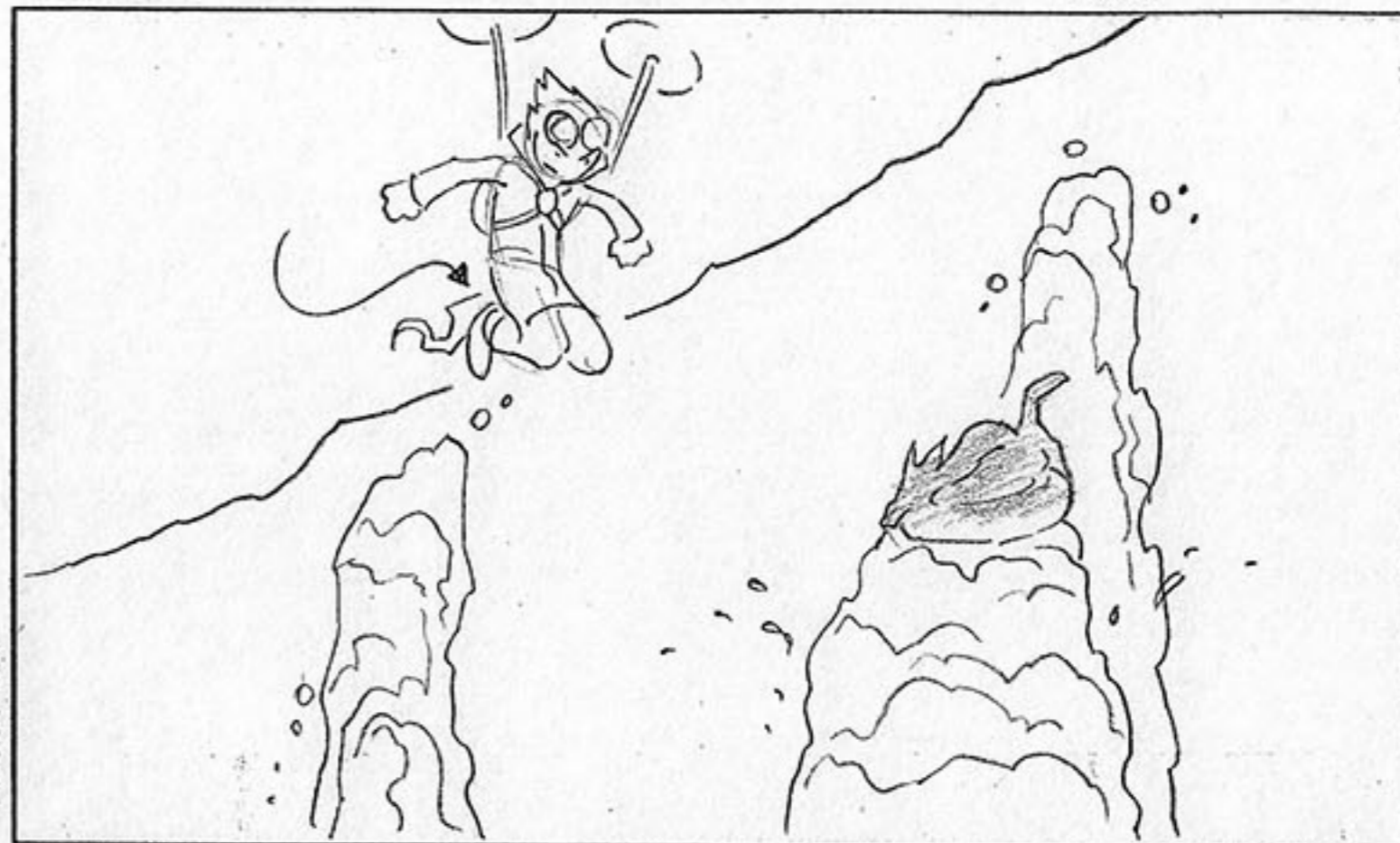
TV CUT-OFF

PANEL 1

A86(A) CONT.

SCENE

B.G.



TV CUT-OFF

PANEL 2

ACTION

3 lava plumes rise into scene—the black dragon is on the foremost plume

DIAL

A86A
USE RIPPLE GLASS EFX
SEE EXAMPLE

1/4 RI

STD JACK BLADE EFX

70

TIMING

98

16 : 9 Widescreen Format

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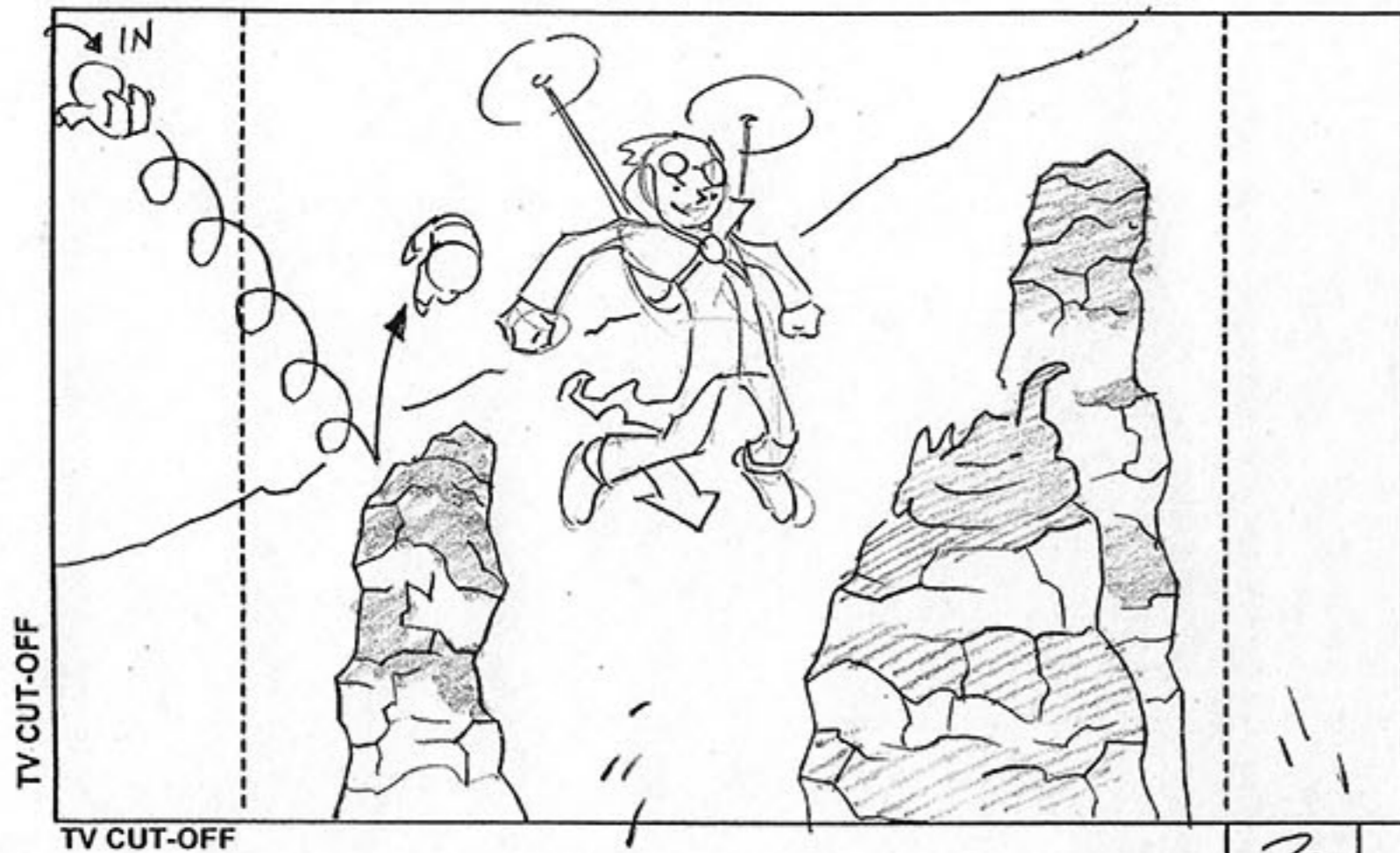
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PAGE A193

SCENE A86 (A) CONT.

B.G.



PANEL 3

ACTION

Omi spins into scene, bounces off a plume just after they all SOLIDIFY.

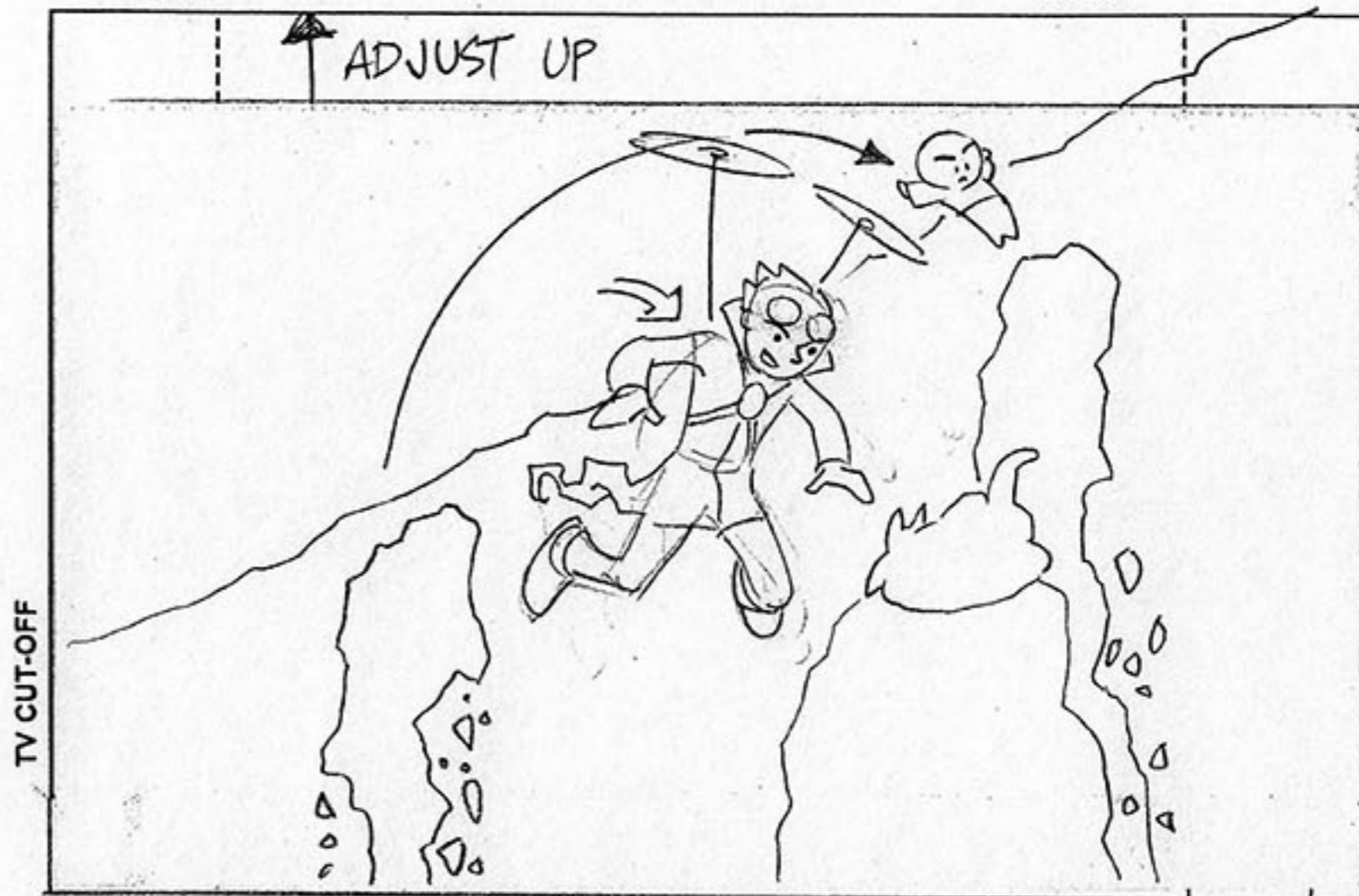
DIAL

10

TIMING

SCENE A86 (A) CONT.

B.G.



(towers start to crumble)
Omi bounces toward another tower as Jack approaches the dragon

Pnl 4

10

16 : 9 Widescreen Format

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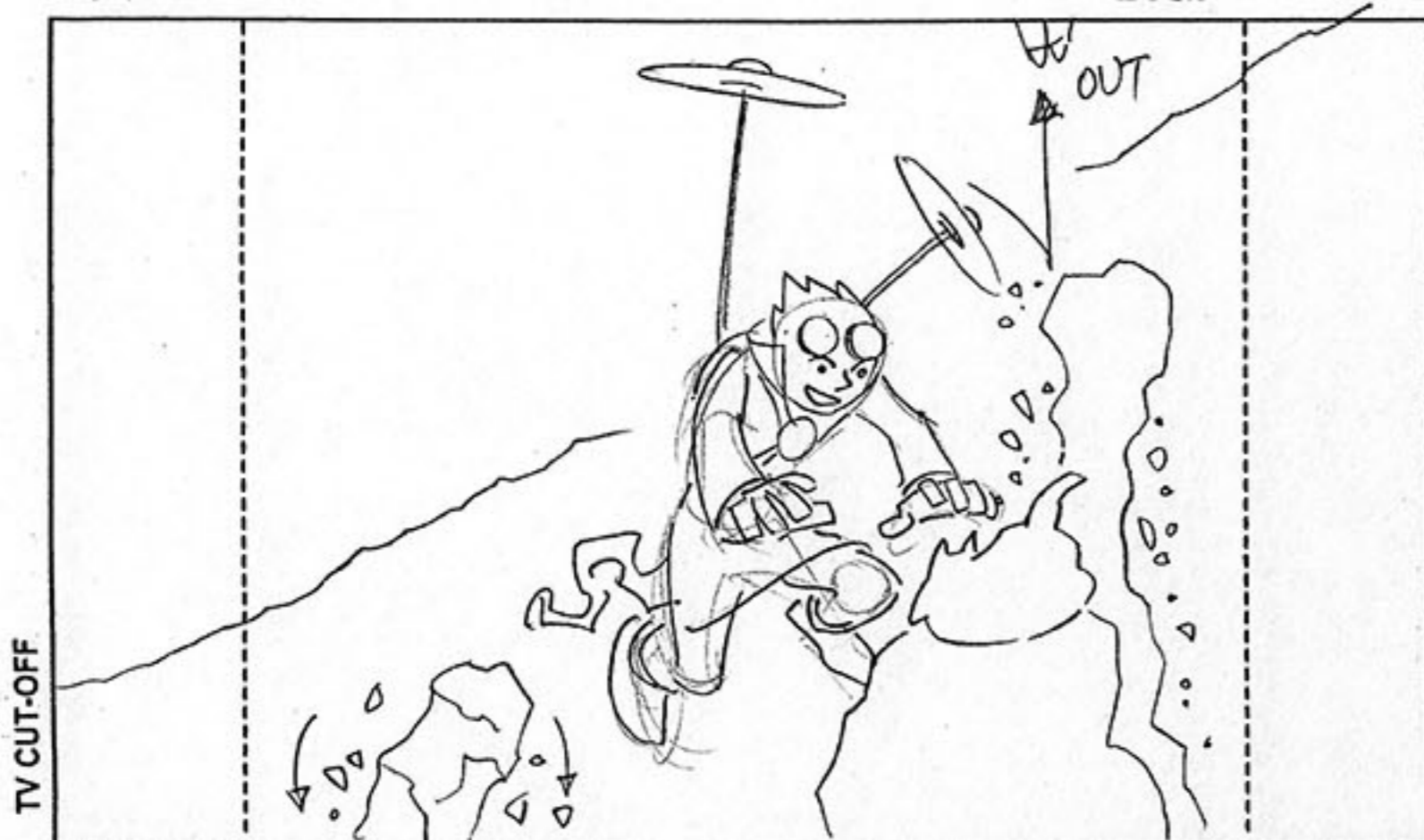
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PAGE A194

SCENE A86 (A) CONT.

B.G.



TV CUT-OFF

PANEL

5

ACTION

Omi bounces up & O.S.
as the first tower disintegrates

DIAL

14

TIMING

SCENE A86 (A) CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

6

Omi spins down through scene,
knocking Jack away from the dragon
2nd tower disintegrates

12x

16 : 9 Widescreen Format

257308



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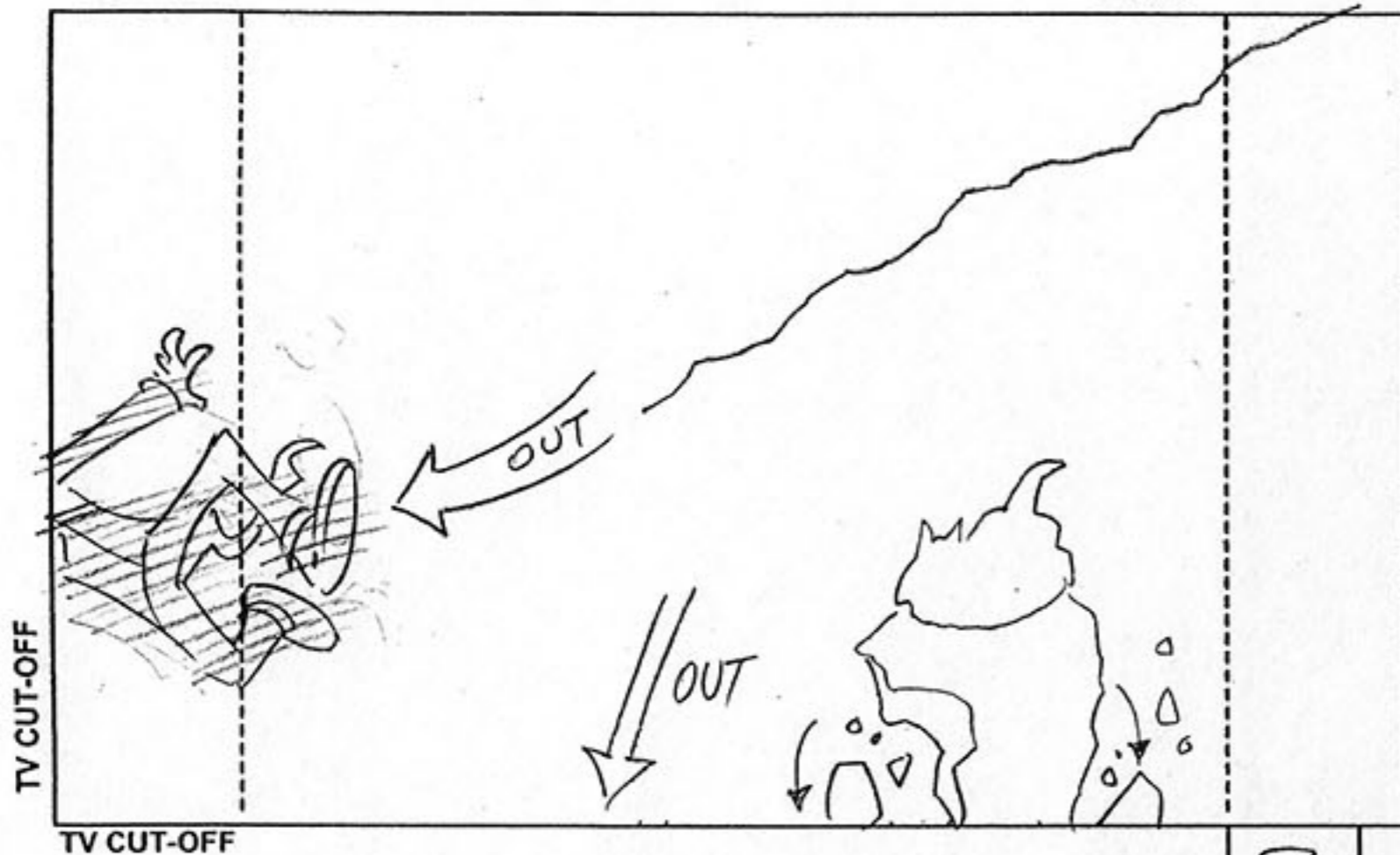
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PAGE A195

SCENE A86(A) CONT.

B.G.



PANEL 7

ACTION

Jack & Omi both drop O.S. as the foreground tower crumbles

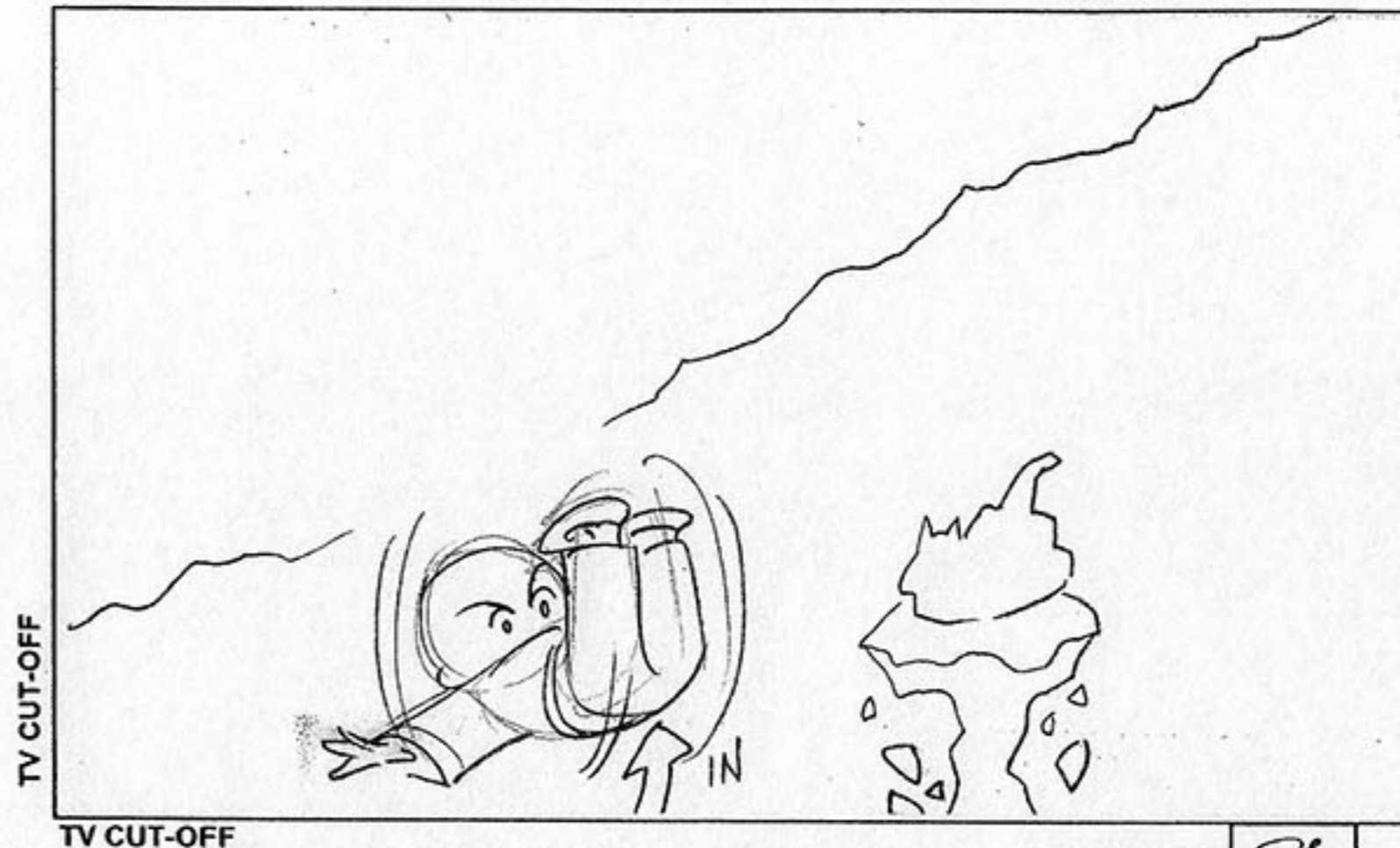
DIAL

1^o

TIMING

SCENE A86(A) CONT.

B.G.



PANEL 8

Omi bounces back into scene, still spinning

12x

16 : 9 Widescreen Format

257308



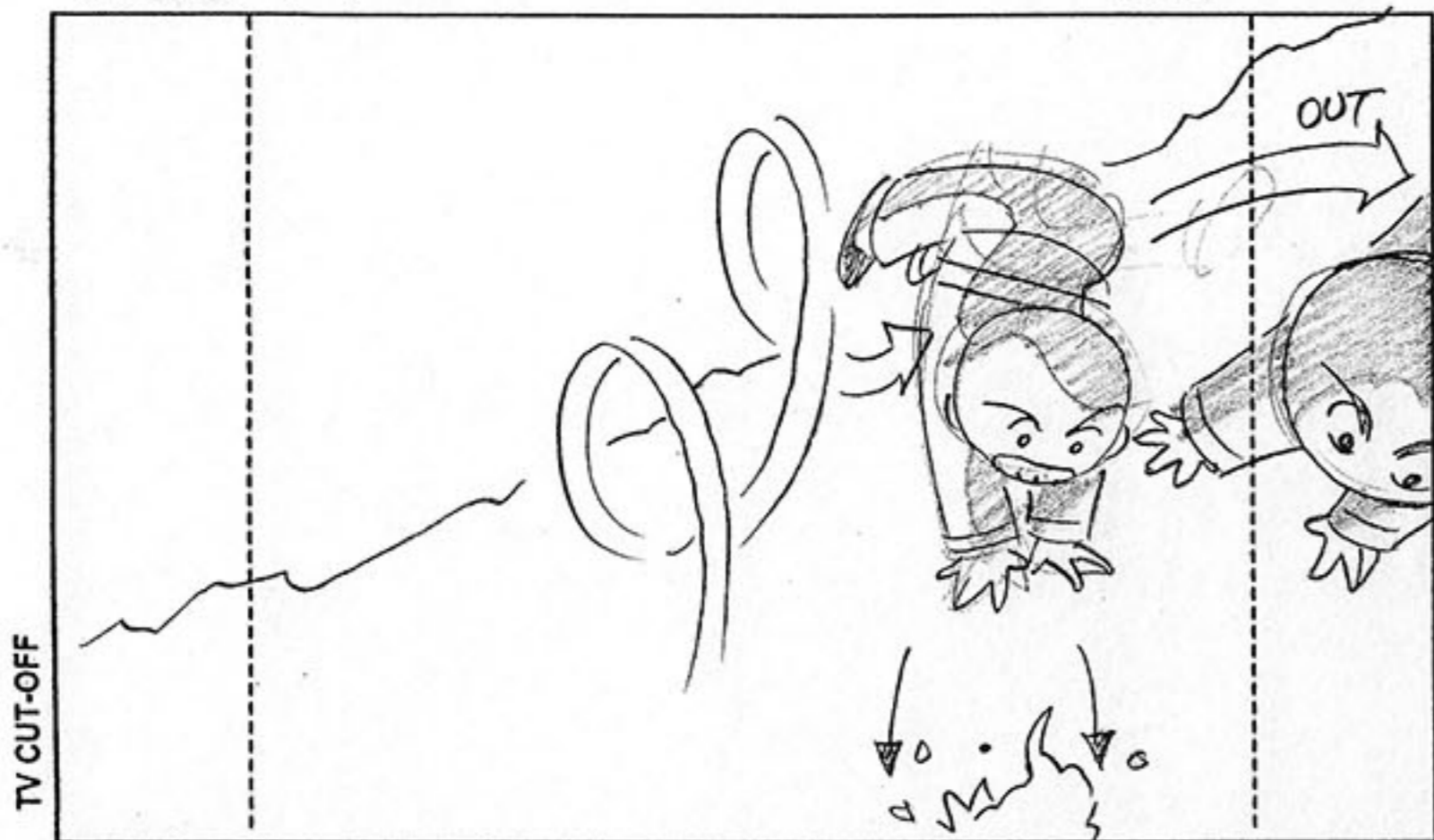
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SCENE A86 (A) CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

9

ACTION

Omi grabs for the dragon, but its tower disintegrates and Omi misses it. (Spins O.S.)

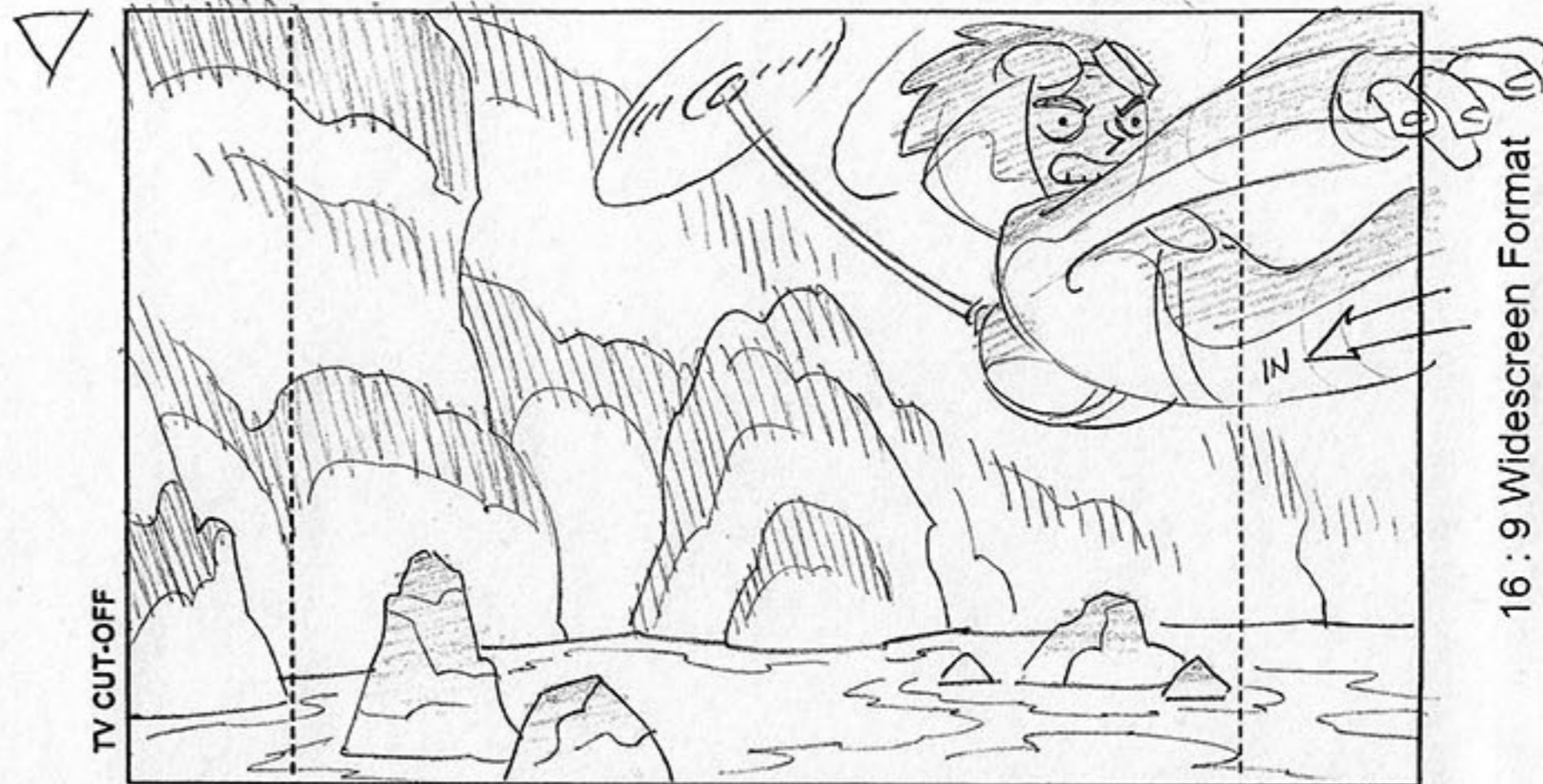
DIAL

1st

TIMING

SCENE A87

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

Jack flies backward into scene near the lava pool.

USE Ripple glass FX throughout scene

12x

A87

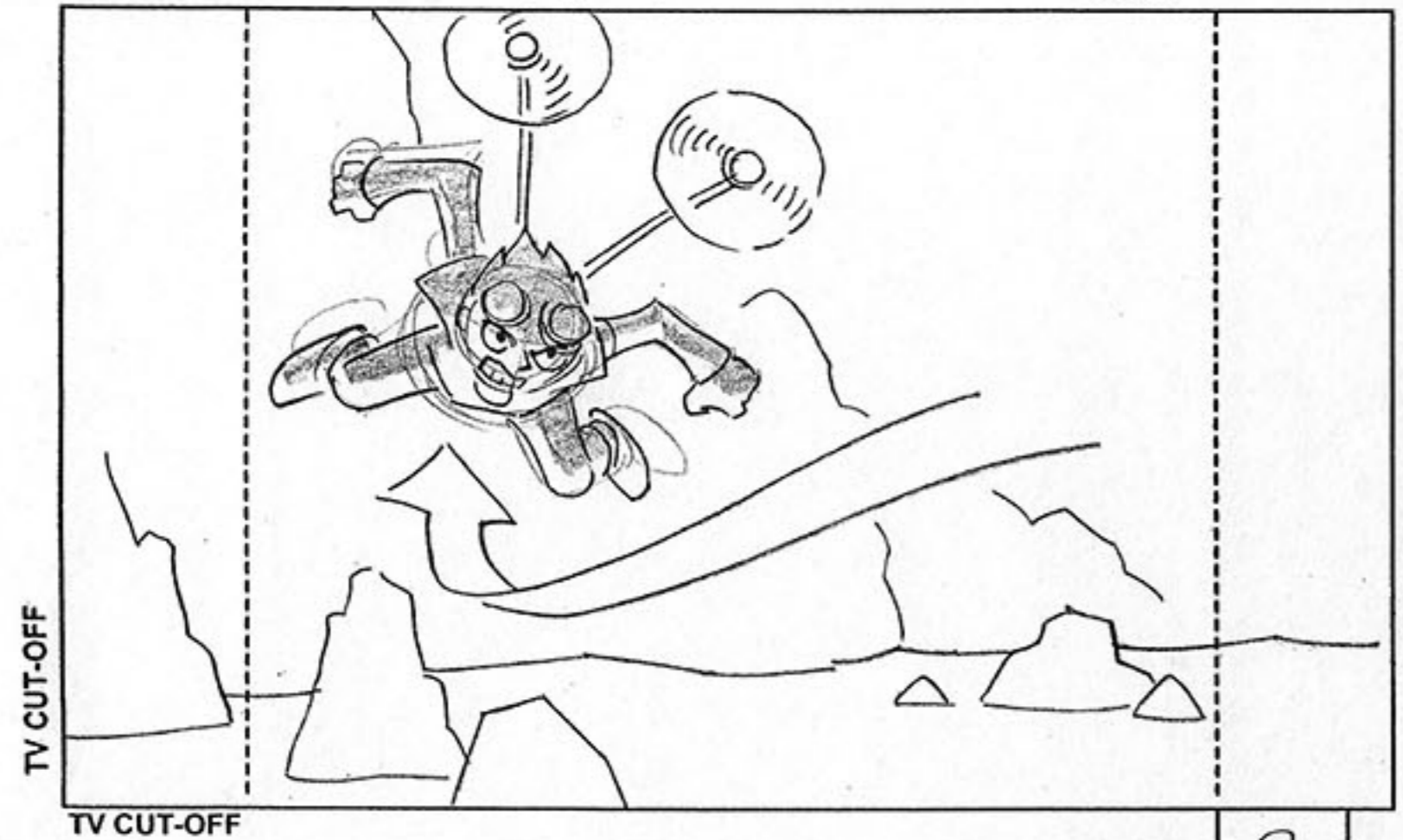
24

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SCENE A87 CONT. B.G.



PANEL 2

ACTION

Jack stops & hovers

DIAL

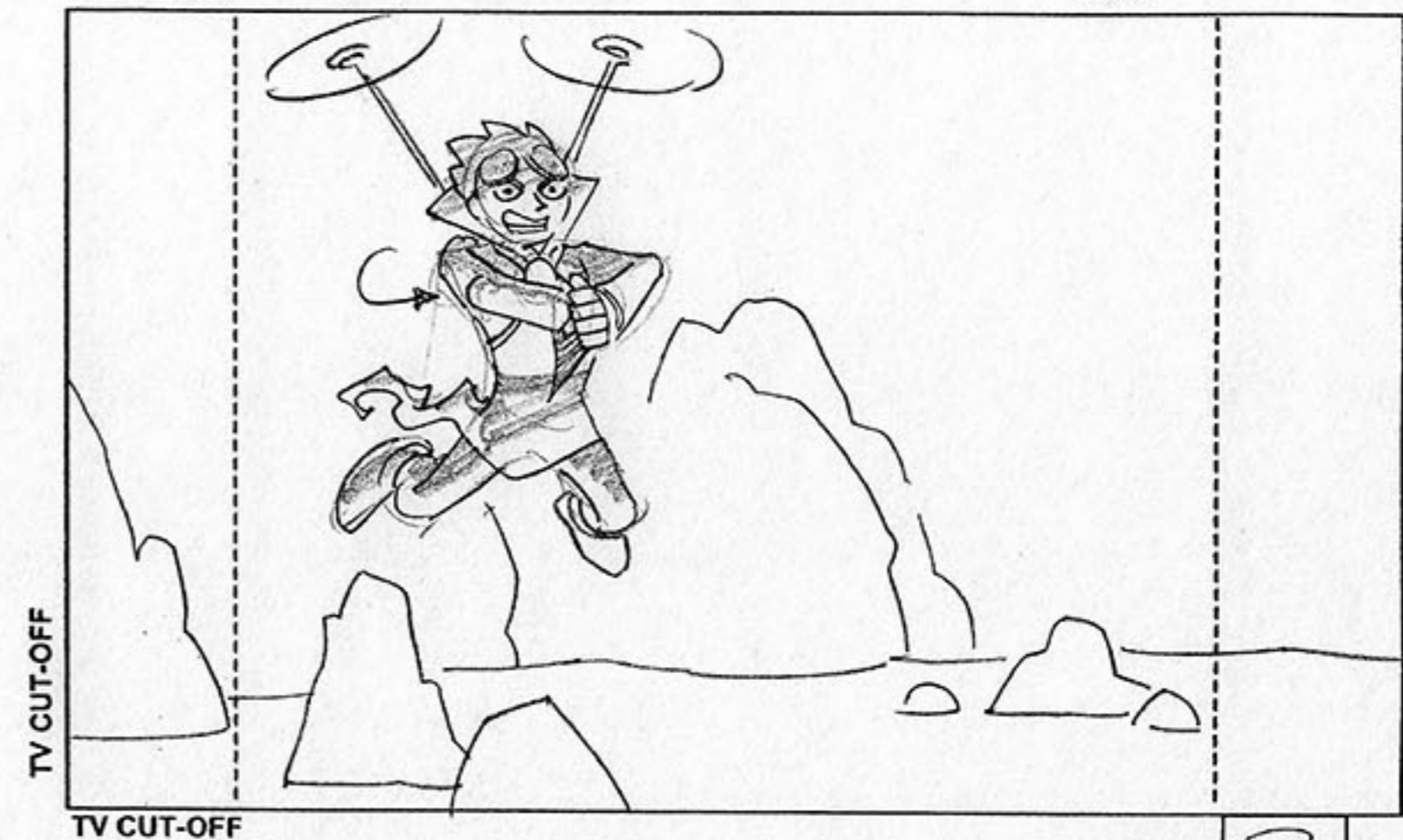
JACK: GRUNT!

TIMING

18

DIAL 76

SCENE A87 CONT. B.G.



PANEL 3

He reaches into his coat...

Okay, time to cheat!

84

DIAL 77

16 : 9 Widescreen Format

257308



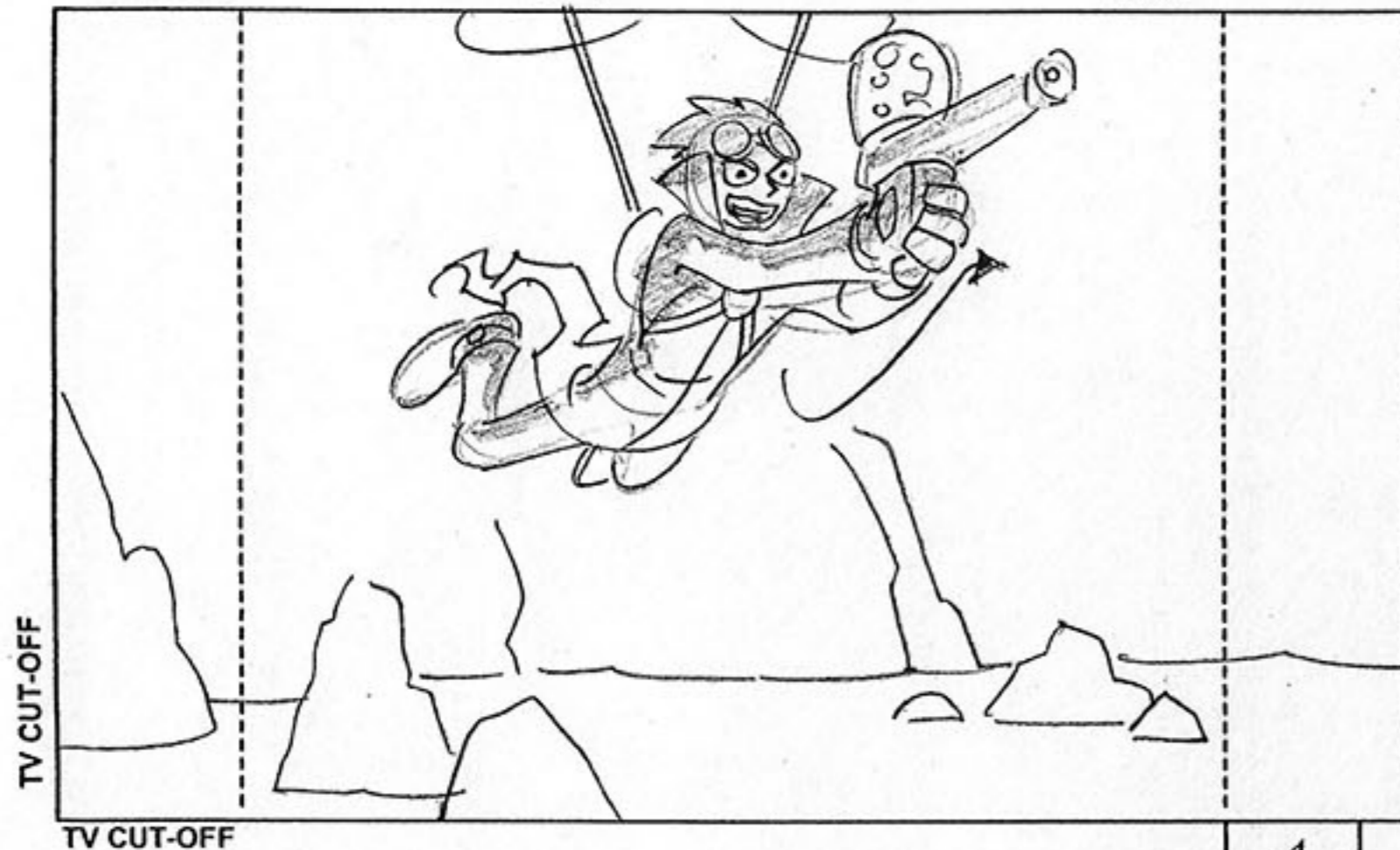
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SCENE A87 CONT.

B.G.



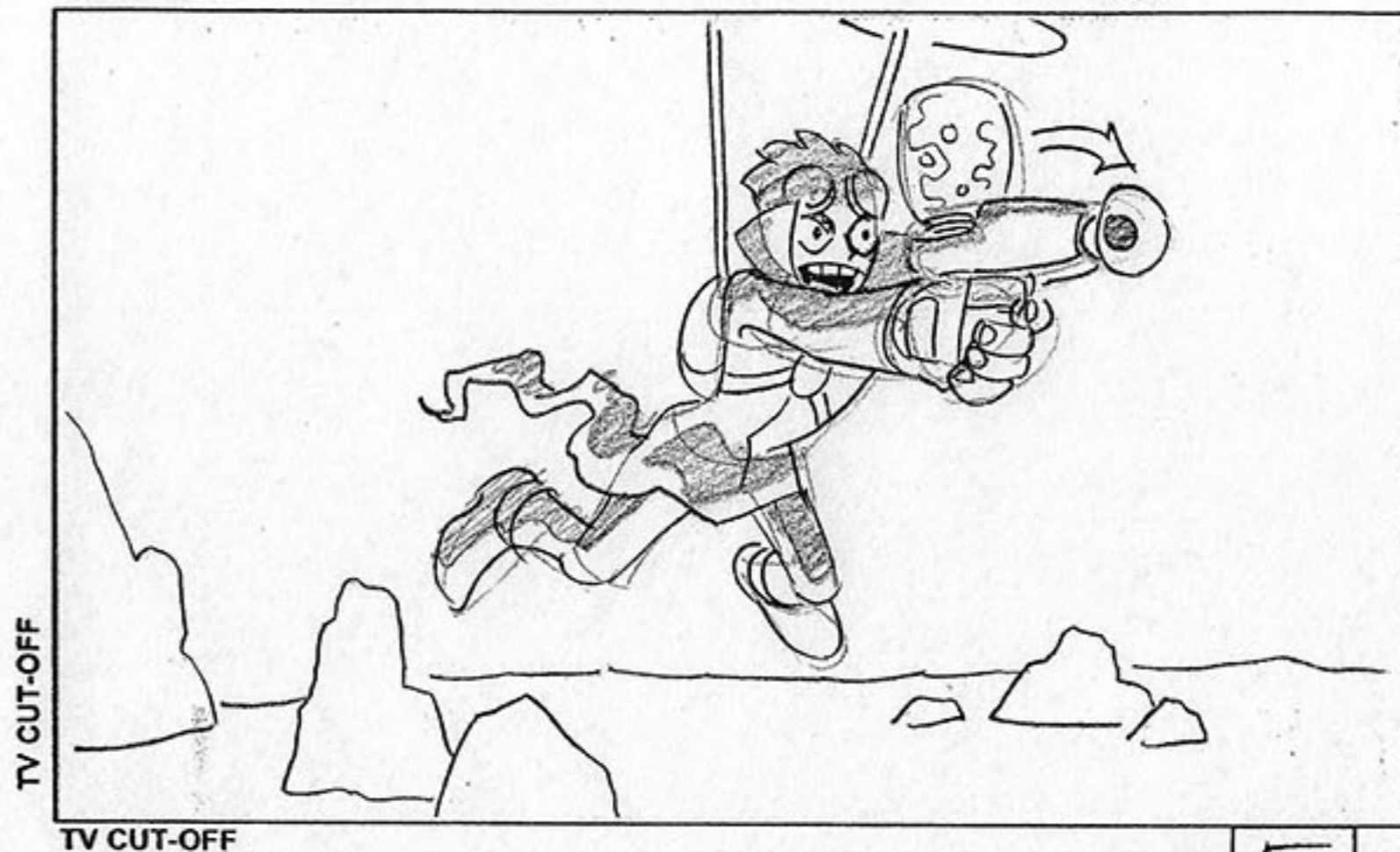
PANEL 4

ACTION

... and pulls out his
Glob Gun

SCENE A87 CONT.

B.G.



PANEL 5

DIAL

JACK: CONT
Fortunately, I brought
"Jack Spicer's —

He aims...

—evil glob shooter!"

TIMING

COM DIA 77

16 : 9 Widescreen Format

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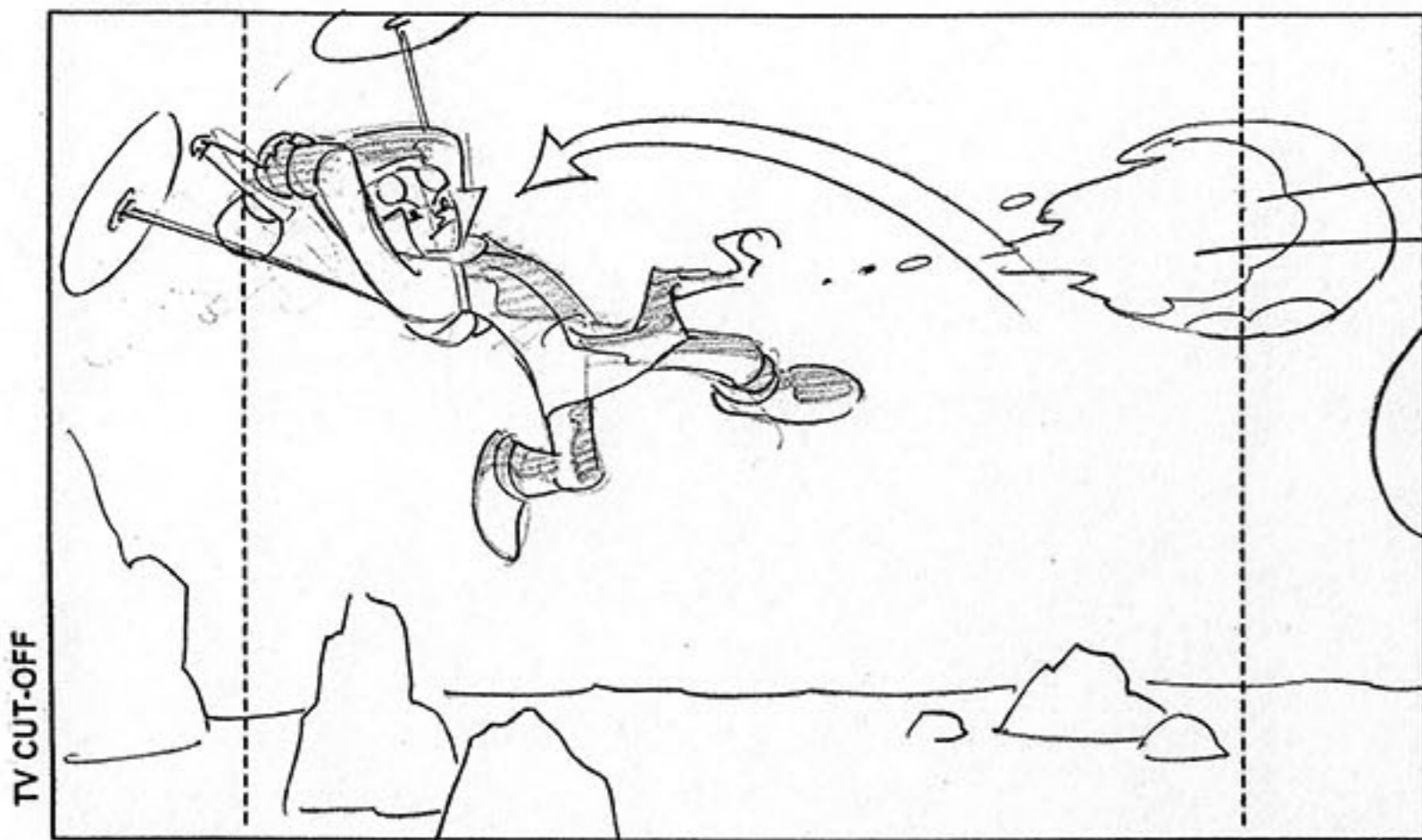


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SCENE A87 CONT.

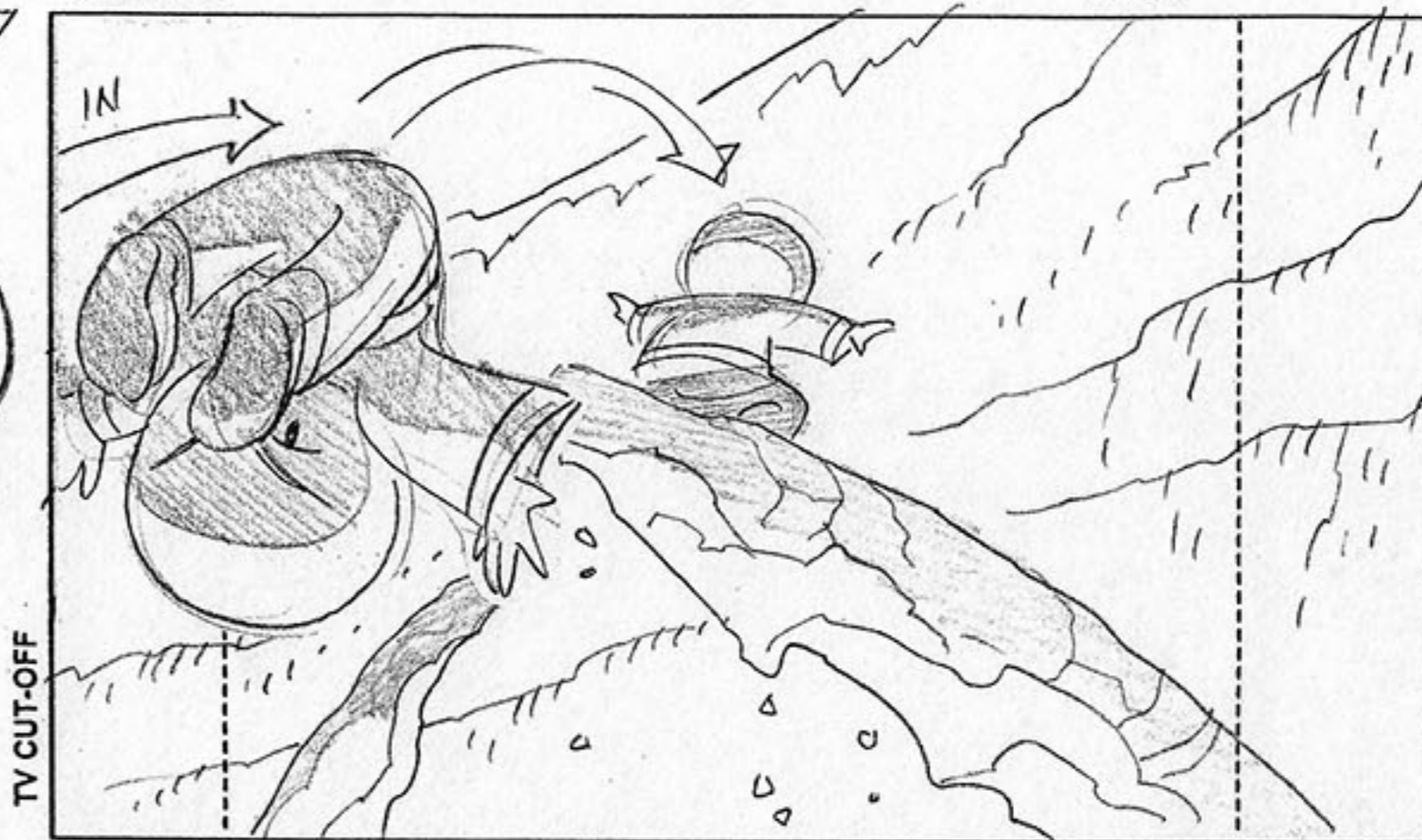
B.G.



OUT
DX
GLOB

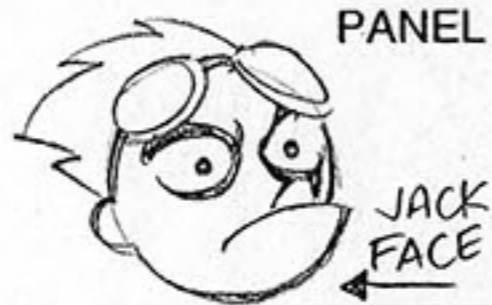
SCENE A88

B.G.



ACTION

... and shoots a GLOB O.S.



PANEL 6

DIAL

Omi flips into scene and lands on a solid rock tower

USE RIPPLE GLASS BFX
SEE EXAMPLE

TIMING

1⁰

2⁰

16 : 9 Widescreen Format

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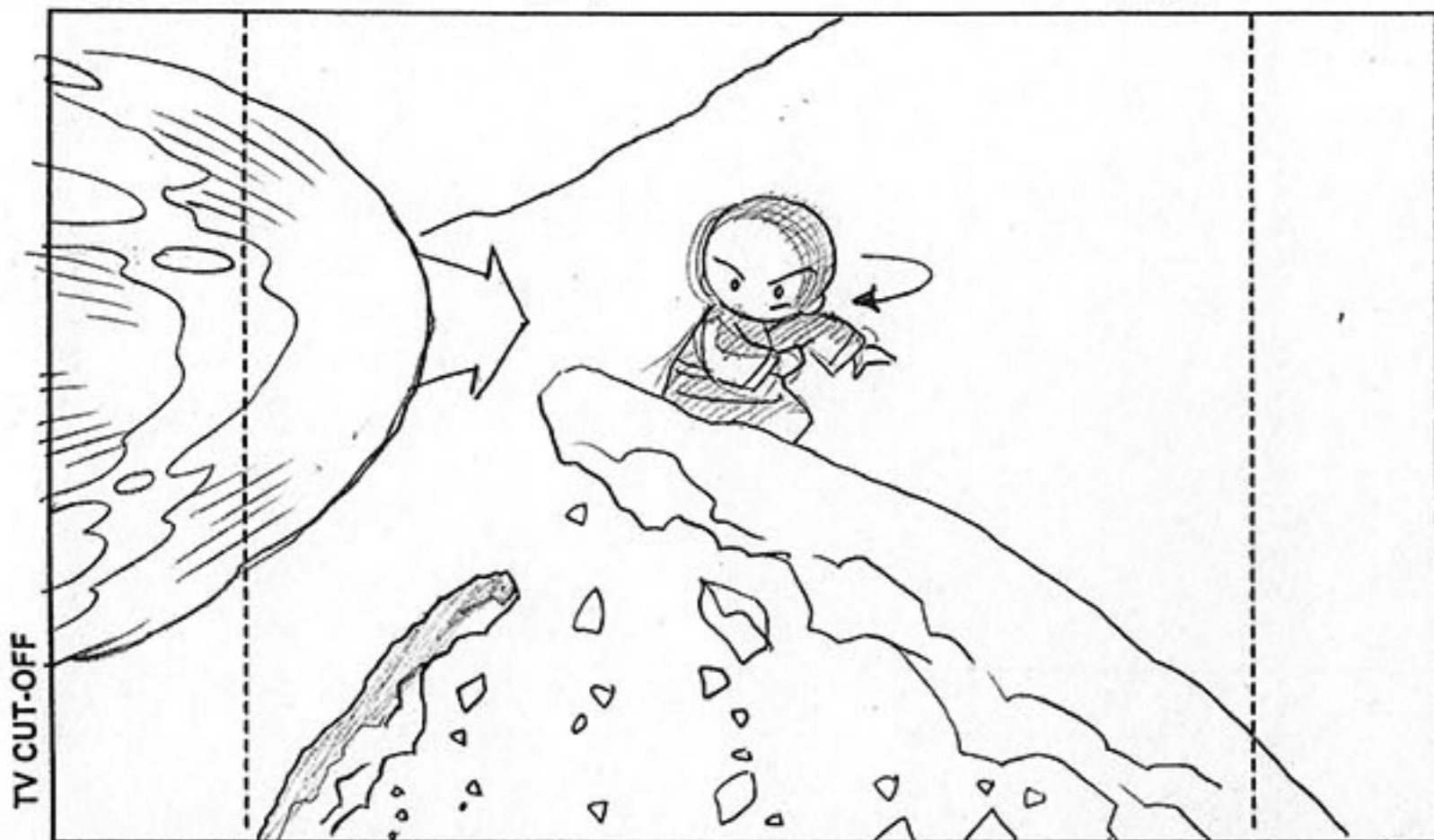
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PAGE A260

SCENE A88 CONT.

B.G.



SCENE A88 CONT.

B.G.



ACTION

The tower (and another in the BG) crumble steadily as the glob flies into scene.

PANEL

2

The glob hits Omi and engulfs him

DX-GLOB
OVER OMI

PANEL

3

DIAL

1^o

OMI : GAAAAAH!

TIMING

A (DIA 78)

1^o

16 : 9 Widescreen Format

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PAGE A201

SCENE A88 CONT.

B.G.



TV CUT-OFF

PANEL

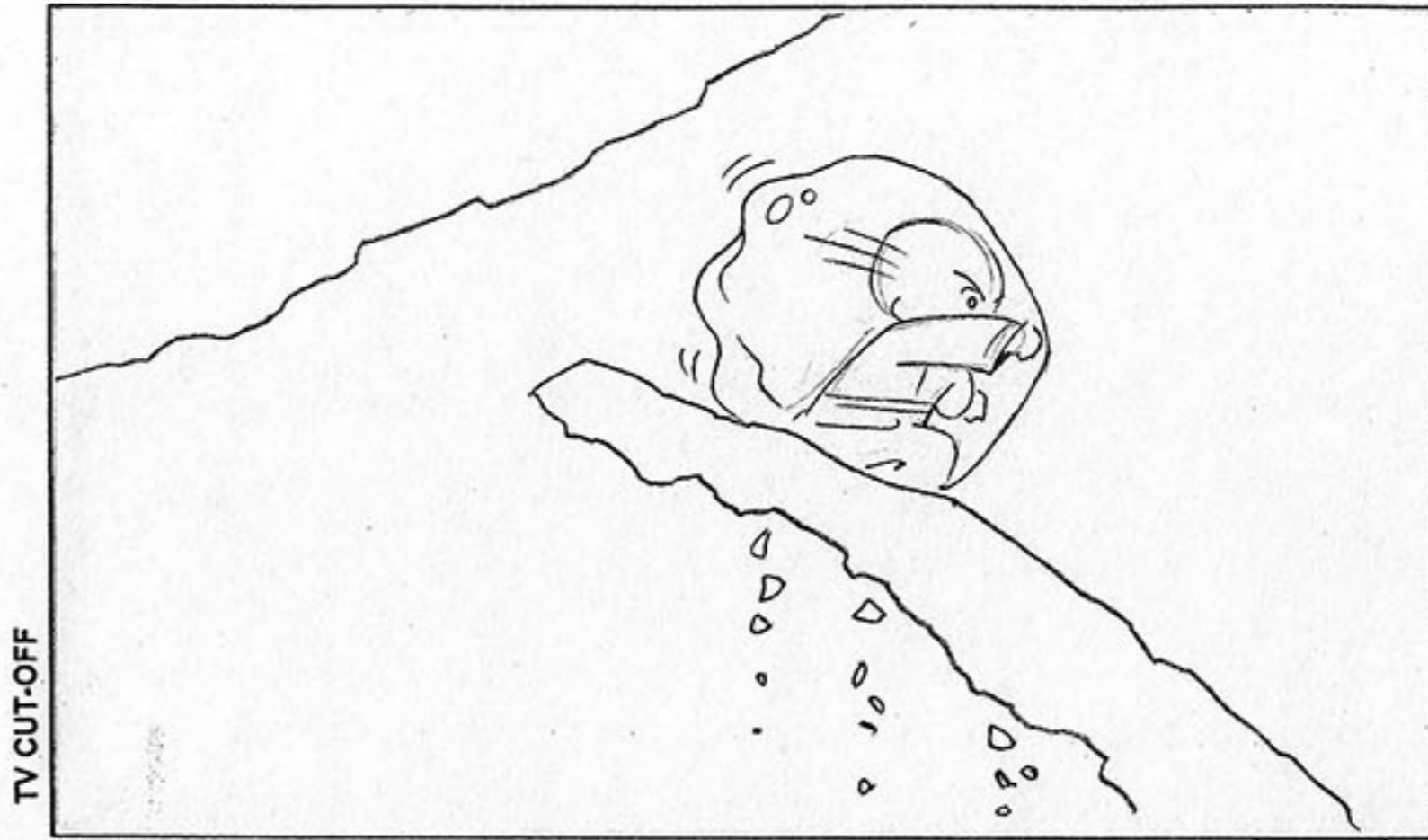
4

ACTION

Omi sits, suspended, in the blob. (BG tower disintegrates)

SCENE A88 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

DIAL

Omi : Efforts →

TIMING

COMPILED 78

16 : 9 Widescreen Format

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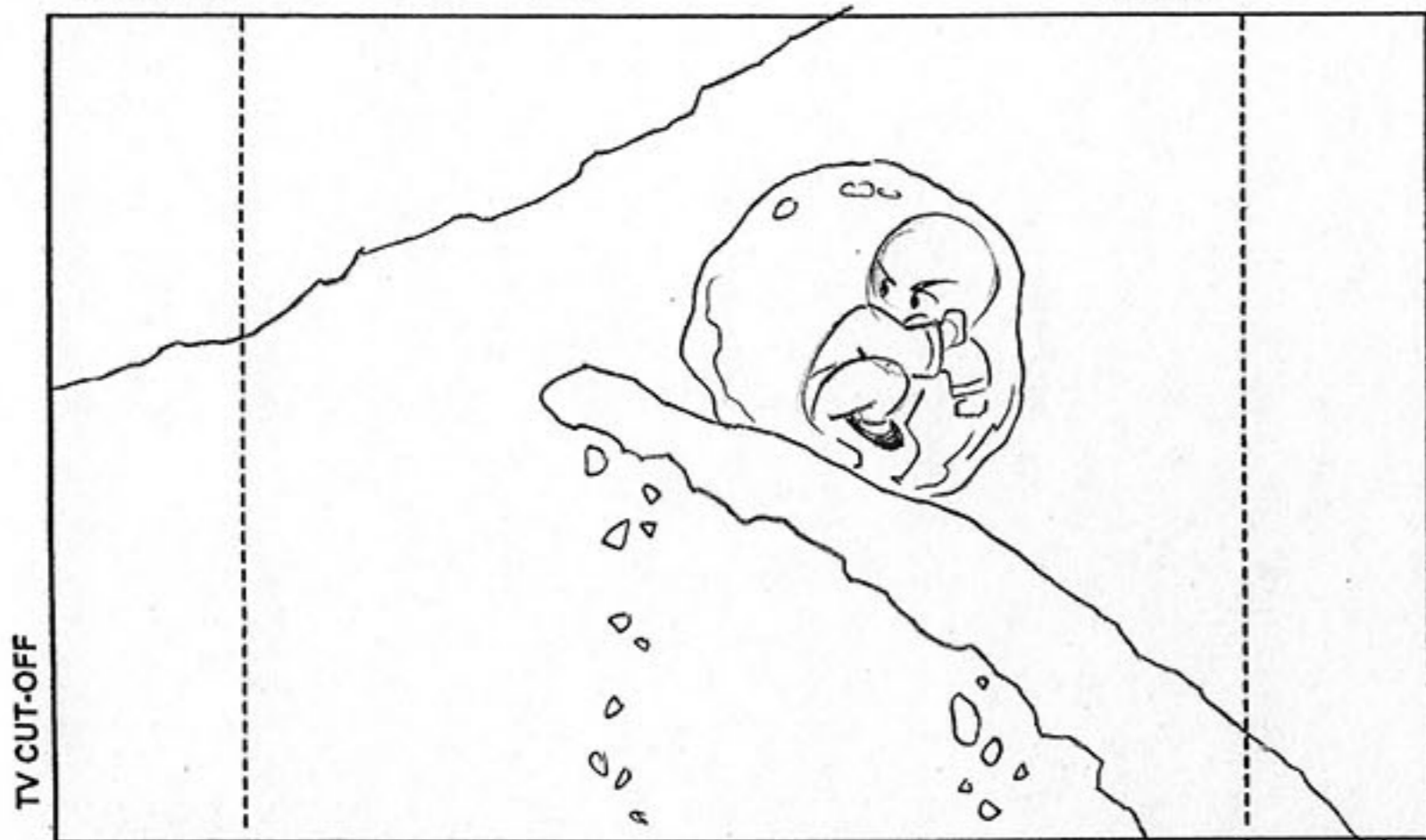
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PAGE A202

SCENE *A88 CONT.*

B.G.



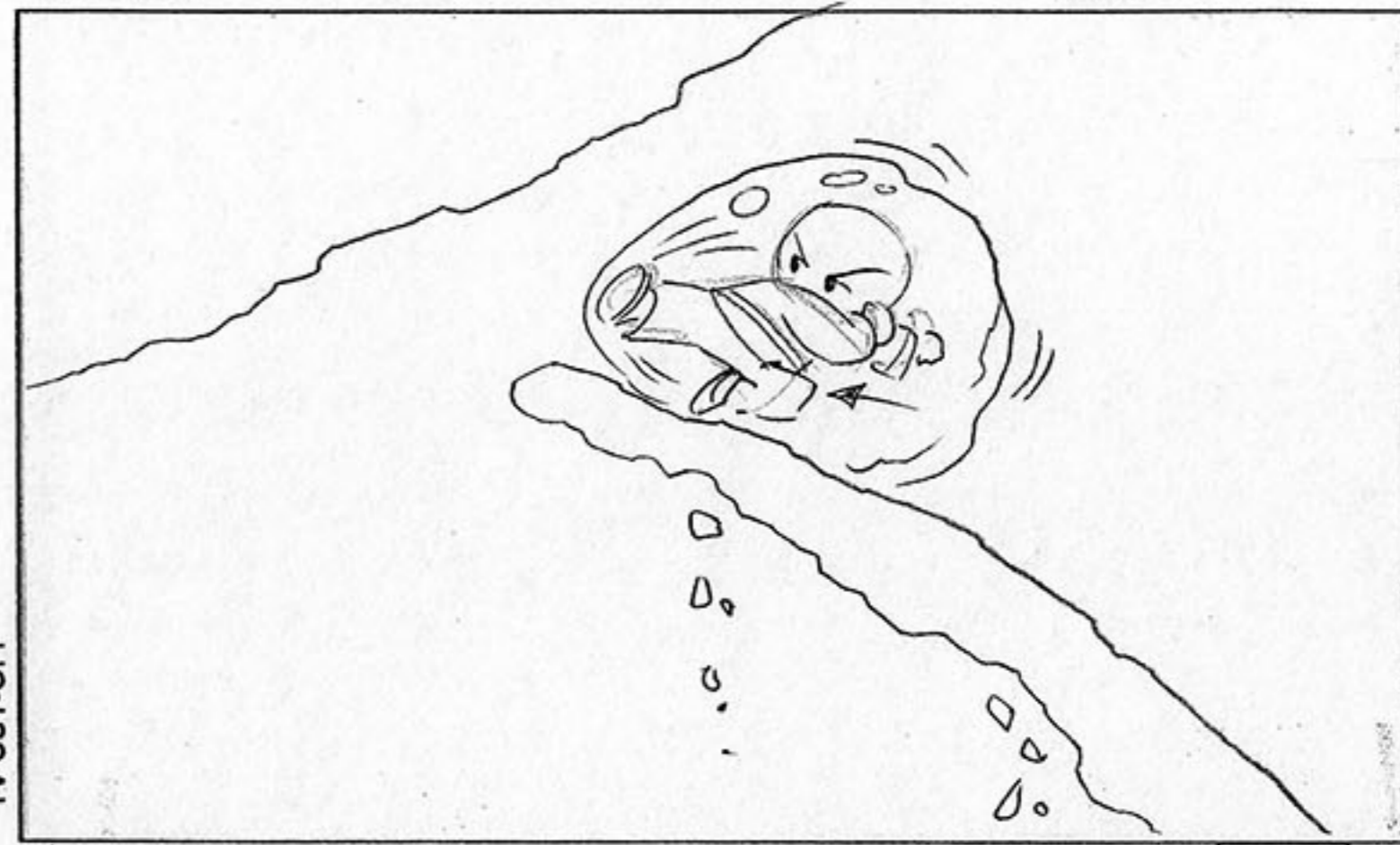
TV CUT-OFF

TV CUT-OFF

PANEL **6**

SCENE *A88 CONT.*

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL **7**

ACTION

He antics...

DIAL

*OMG!
Con'ts
GRUNTS & GROANS*

... and kicks.

(7')

TIMING

CONT DIA 78

16 : 9 Widescreen Format

257308

SCENE A88 CONT.

B.G.



PANEL 8

ACTION

Omi pushes helplessly against the blob.

DIAL

Omi
 Can't

TIMING

CONT DIA 78

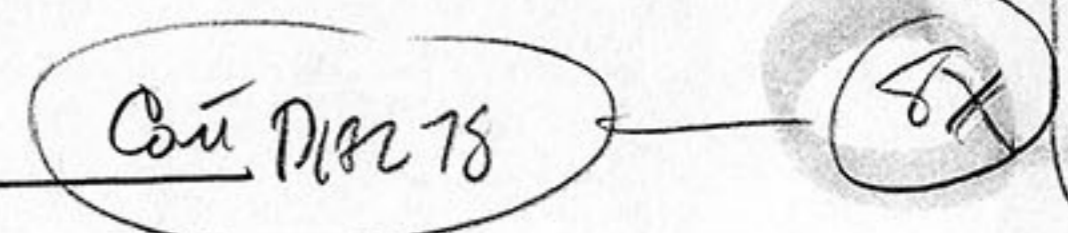
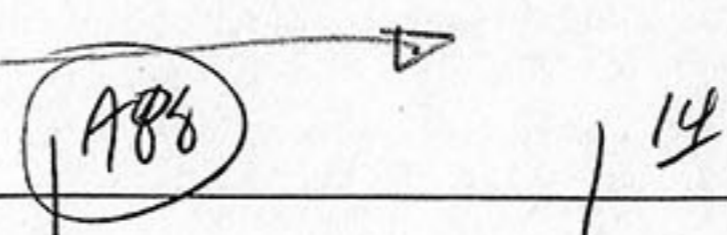
SCENE A88 CONT.

B.G.



PANEL 9

Jack floats into scene, looking through the Falcon's Eye



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