



Warner Bros. Animation

SLUG  
720x14  
7/31/03



PROD. #: 257-308 ACT: B

TITLE: Night Of The Sapphire Dragon

DIRECTOR: Tim Eldred

STORYBOARD BY: Tim Eldred, Jeff Allen, Eric McConnell

SLUG BY: Tim Walker

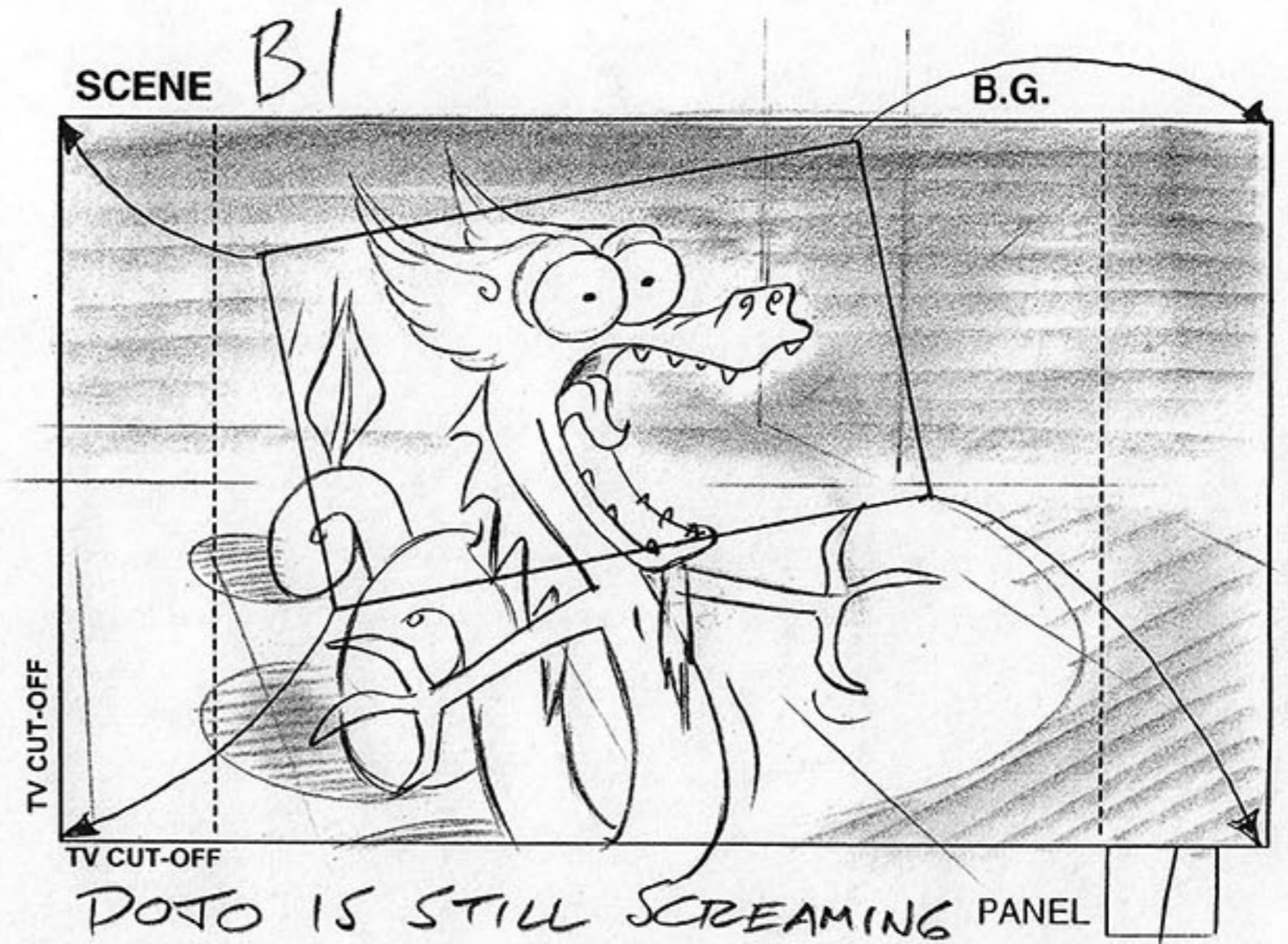
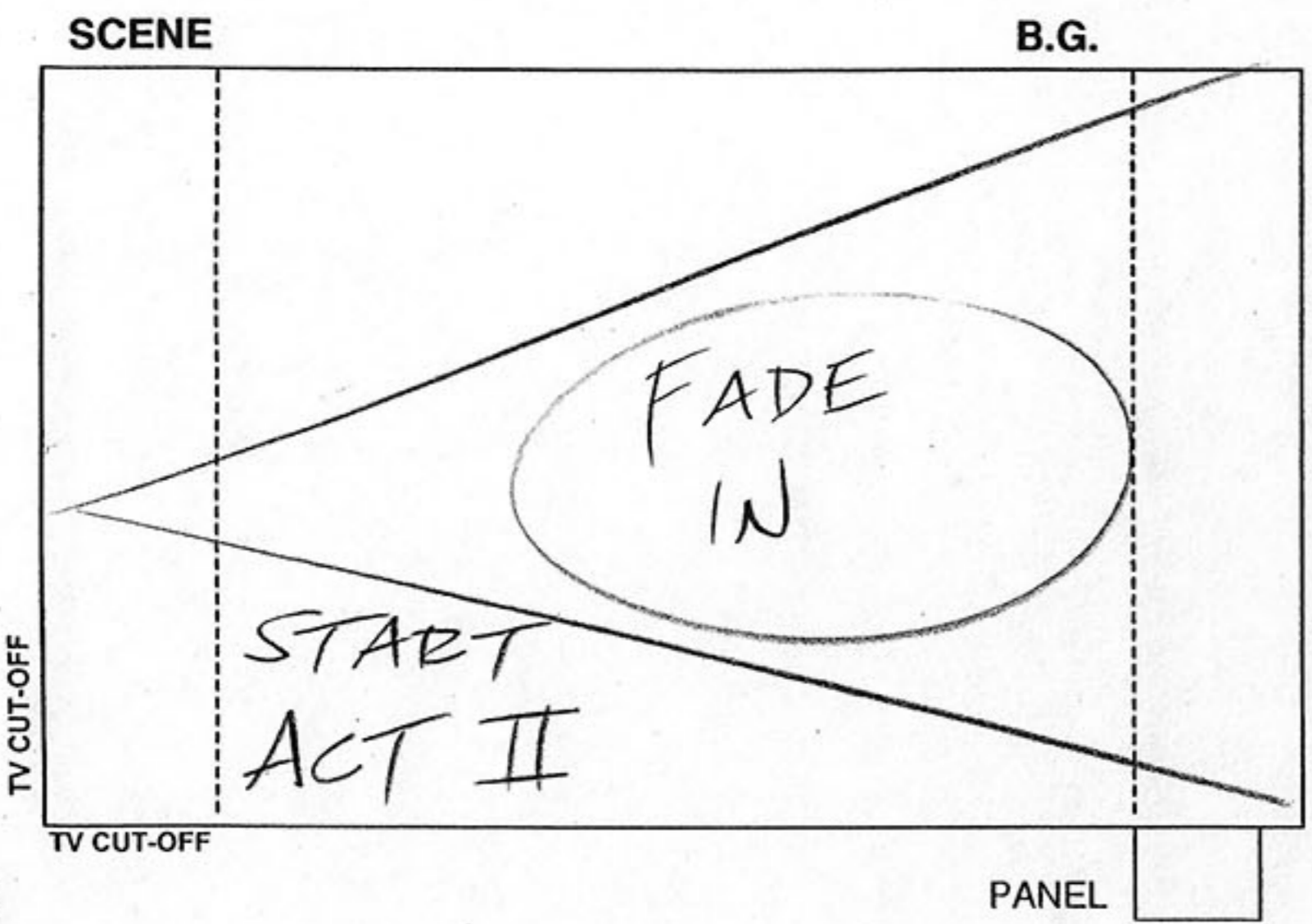
X-SHEETS BY: \_\_\_\_\_

Note: Refer to Character Main Models when Clay, Kimiko, Omi, Raimundo, Master Fung and Monks #1-#7 are turned into Sapphire statues.

**FINAL**  
**USE THIS ONLY**  
**DATE** 8/18/03

Follow storyboard for Sapphire Dragon expressions and special poses.

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DOJO IS STILL SCREAMING

AS WE TRUCK-OUT  
(COLOR NOTE = ROOM LIGHTS ARE NOW ON)

ACTION

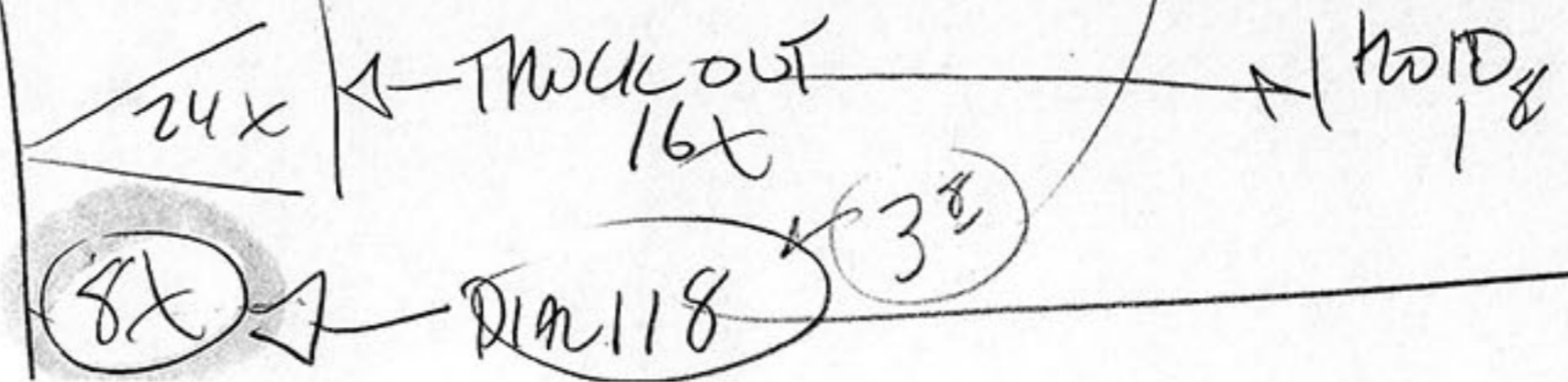
DIAL

TIMING

B1

DOJO

SCREAM



16 : 9 Widescreen Format

257308



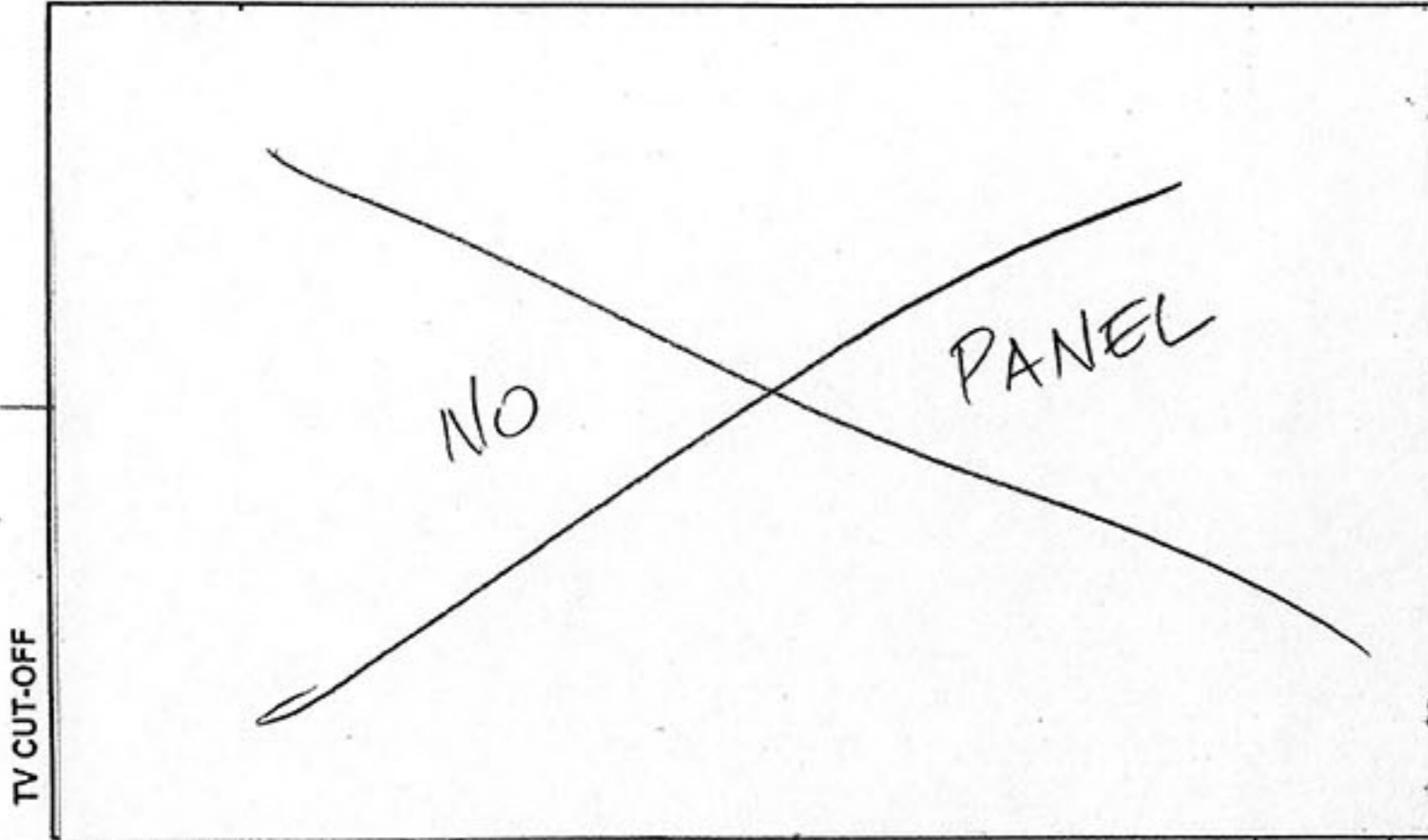
# X I A O L I N N SHOWDOWN

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SCENE B1 GNT

B.G.



TV CUT-OFF

ACTION

AS DOJO SCREAMS - LIGHTS GO ON

PANEL

2

DIAL

SCREAMING (scream cut off)

TIMING

MANIC USE 6<sup>th</sup> DIM  
cut TEST 28

COM DIA 118

SCENE B1

B.G.



TV CUT-OFF

SUDDENLY, MASTER FUNG'S HANDS ENTER (SC) AND CLAMP DOJO'S MOUTH SHUT

PANEL

3

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14

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H/U  


SCENE B1 CONT

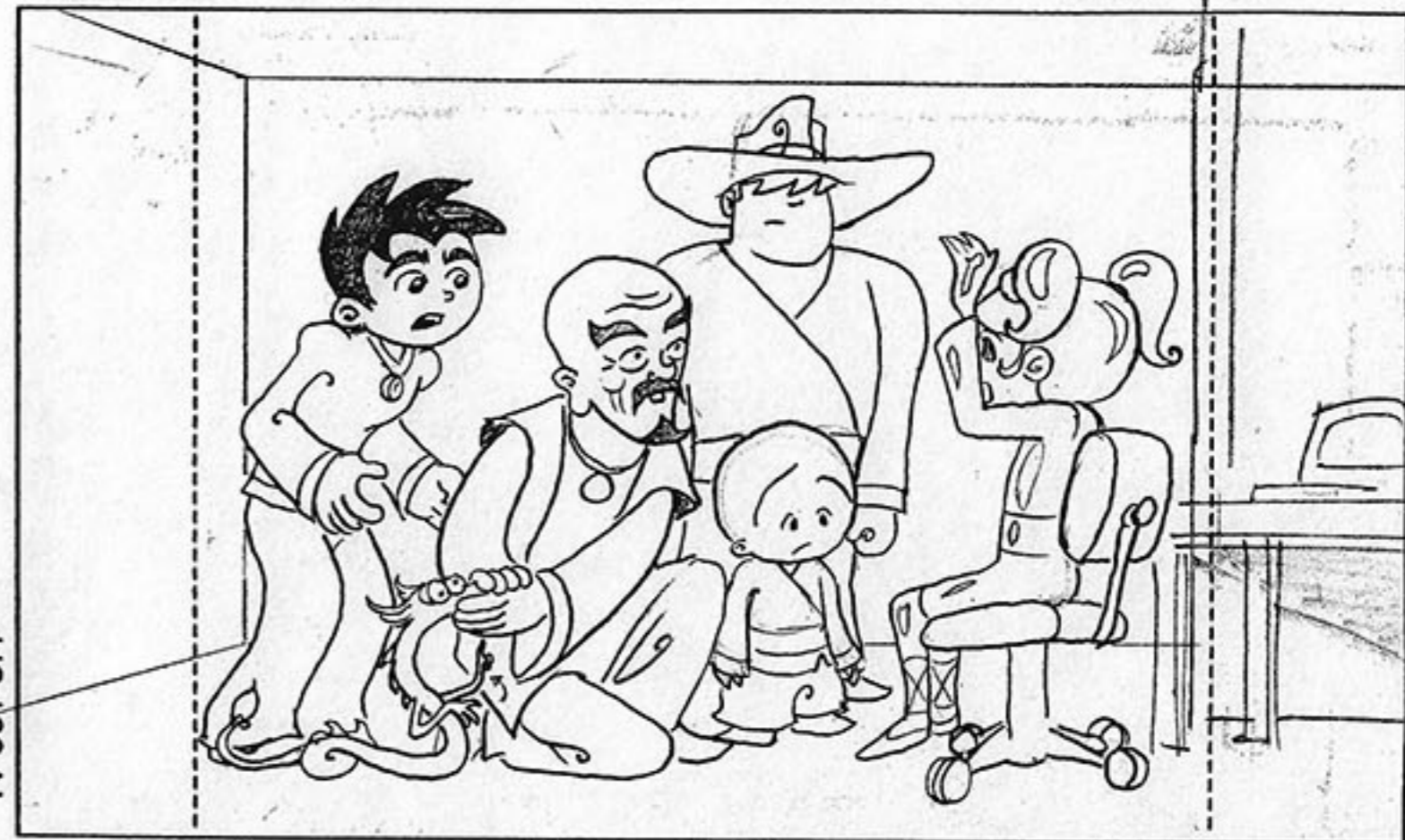
B.G.



TV CUT-OFF  
 TV CUT-OFF  
 DOJO LOOKS UP AT MASTER FUNG PANEL 4

SCENE B2

B.G.



TV CUT-OFF  
 TV CUT-OFF  
 WIDE ON GROUP - ALL LOOK AT PANEL 7  
 KIMIKO AS A SAPPHIRE STATUE.

ACTION

DIAL

TIMING

MASTER FUNG (VO)  
 THIS IS MOST DISTURBING

MASTER FUNG (CONT)  
 KIMIKO IS SOLID SAPPHIRE

DOJO: I said that.

DIAL 119

(B2)

CONT DIAL 119

8X DIAL 120

16 : 9 Widescreen Format

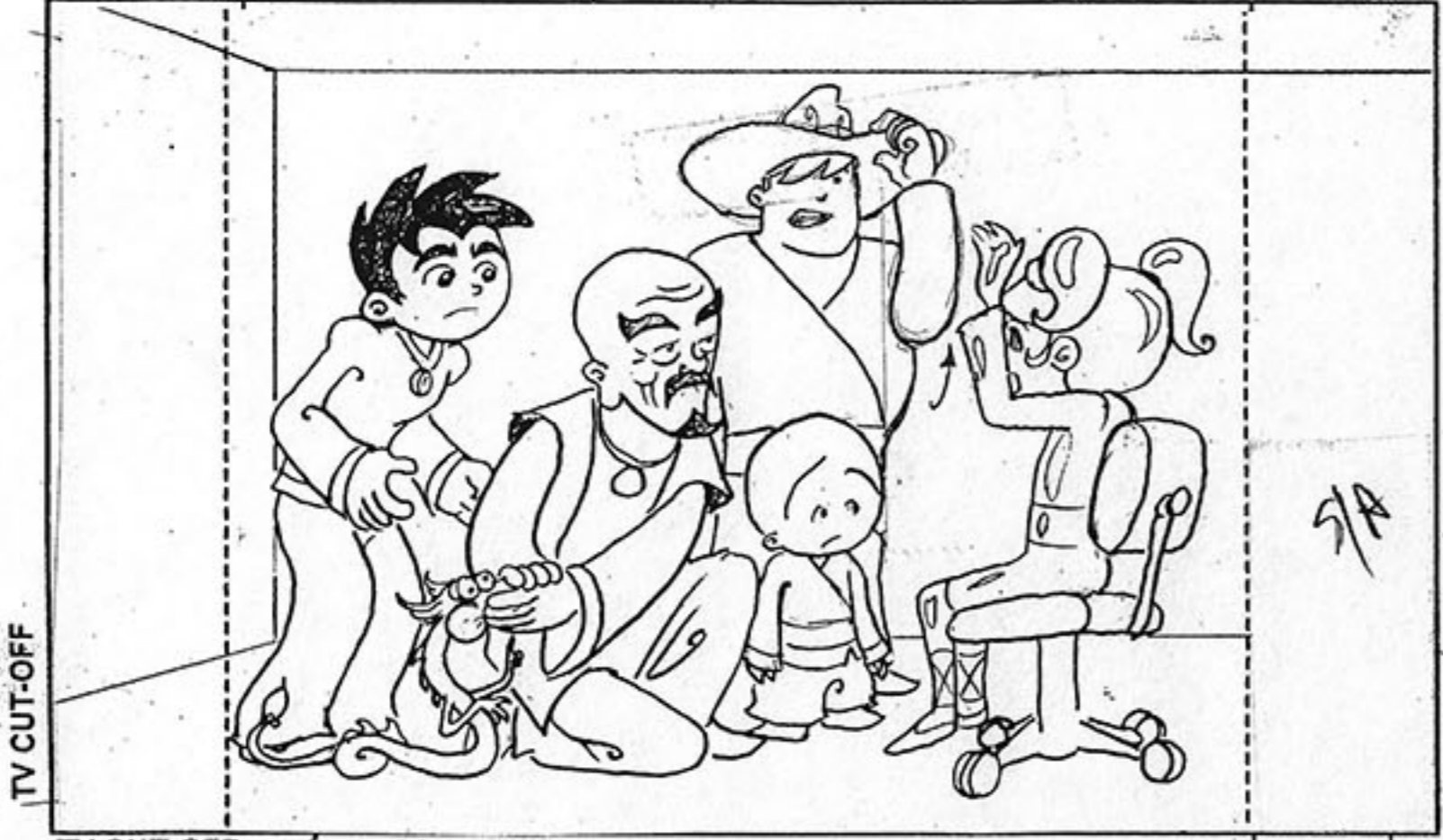
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SCENE B2 CONT

B.G.



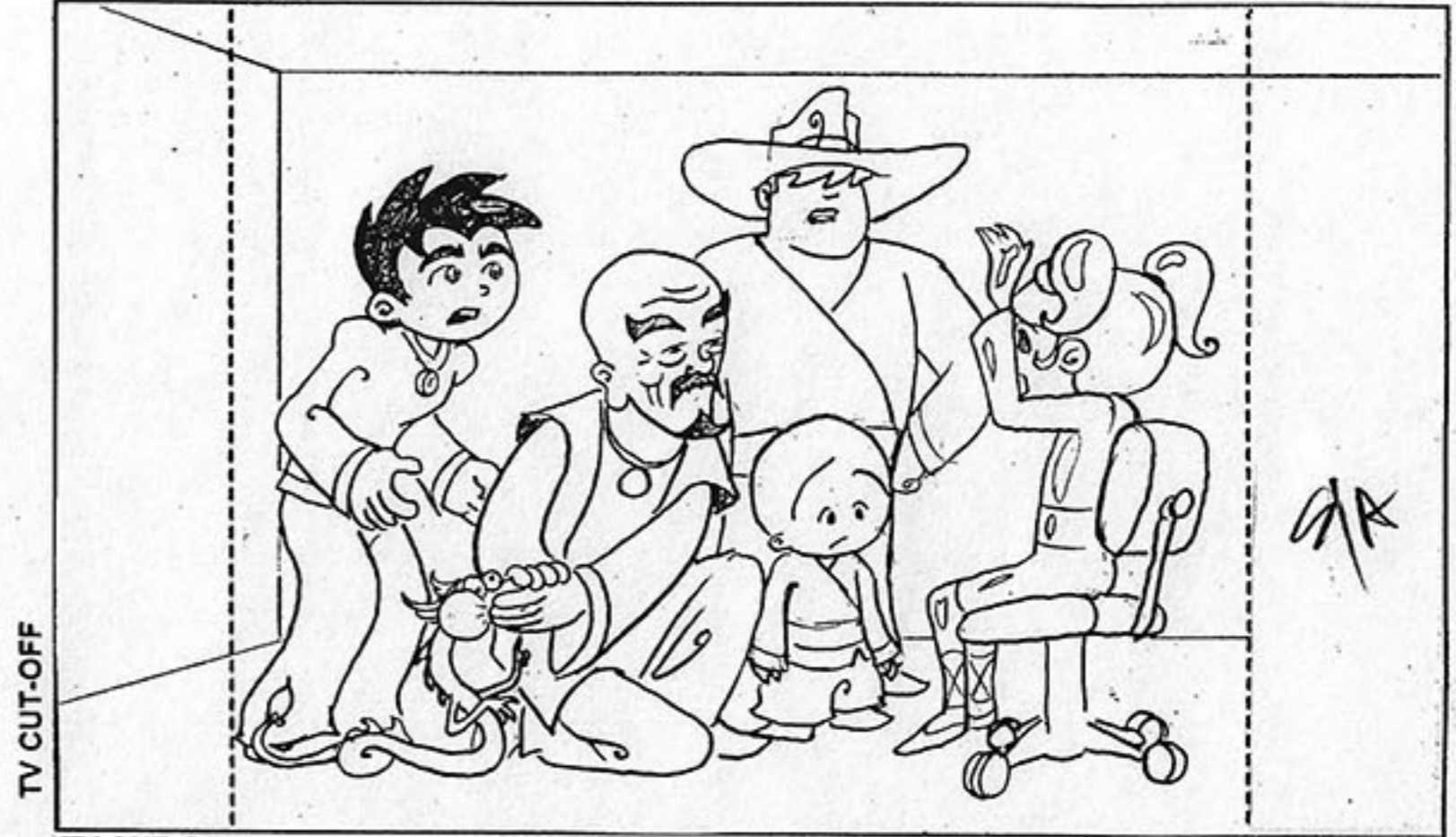
ACTION

CLAY REACHES UP AND TILTS HIS HAT UP — CLAY COMMENTS

PANEL 2

SCENE CONT

B.G.



TV CUT-OFF

TV CUT-OFF

DIAL

CLAY Well, I'll BE A TWO-HEADED

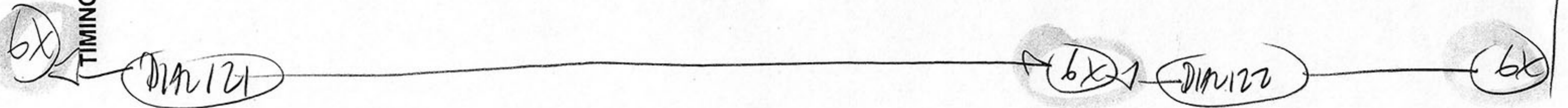
CLAY (CONT) — TEXAS RATTLER.  
RAIMUNDO UH. HUH.

PANEL 3

16:9 Widescreen Format

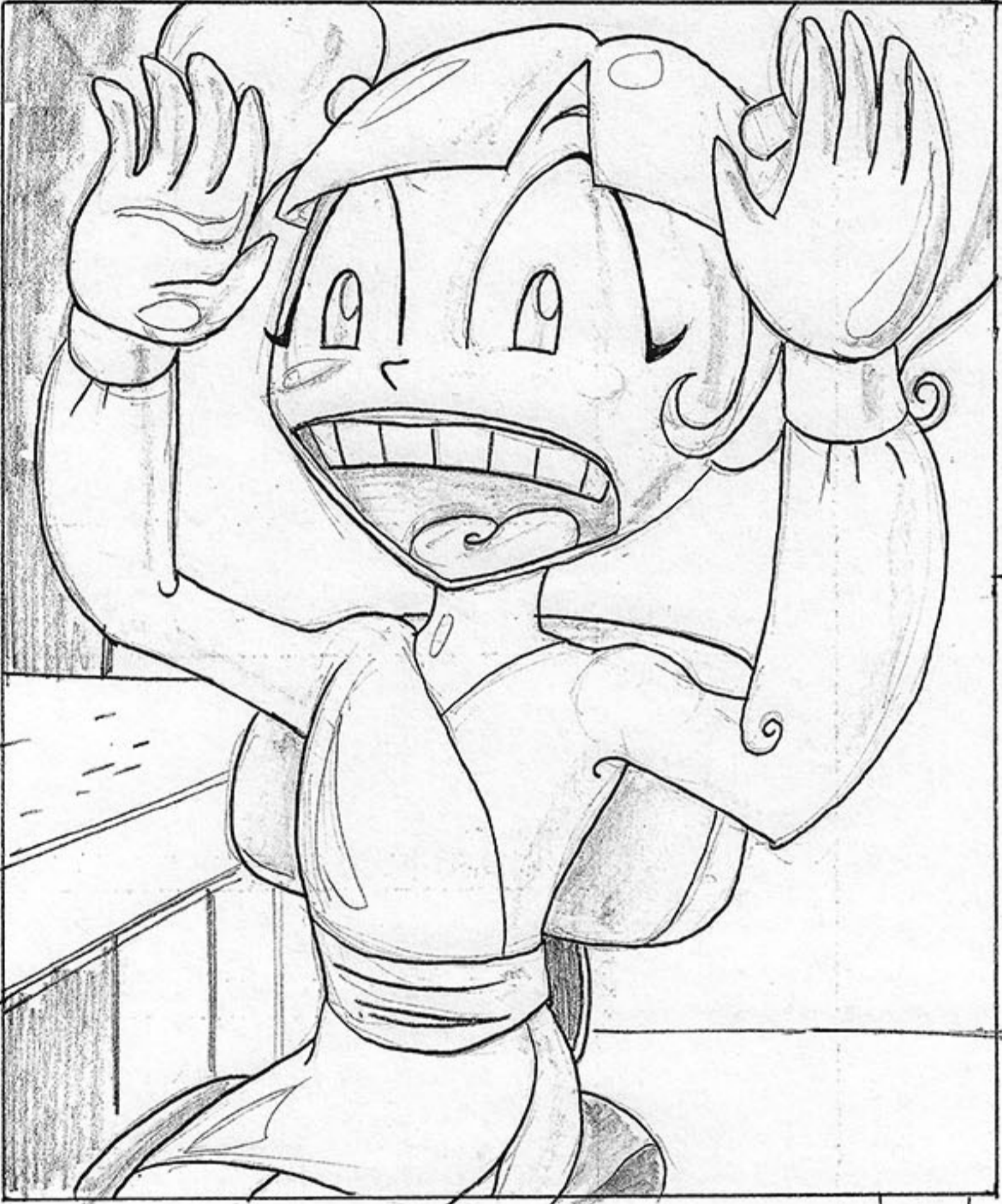
257308

TIMING



H/O  
▽

SCENE B3



STOP

START

VERT PAN ALL

ACTION

SLOW PAN UP KIMIKO'S FROZEN BODY.

PANEL

1

DIAL

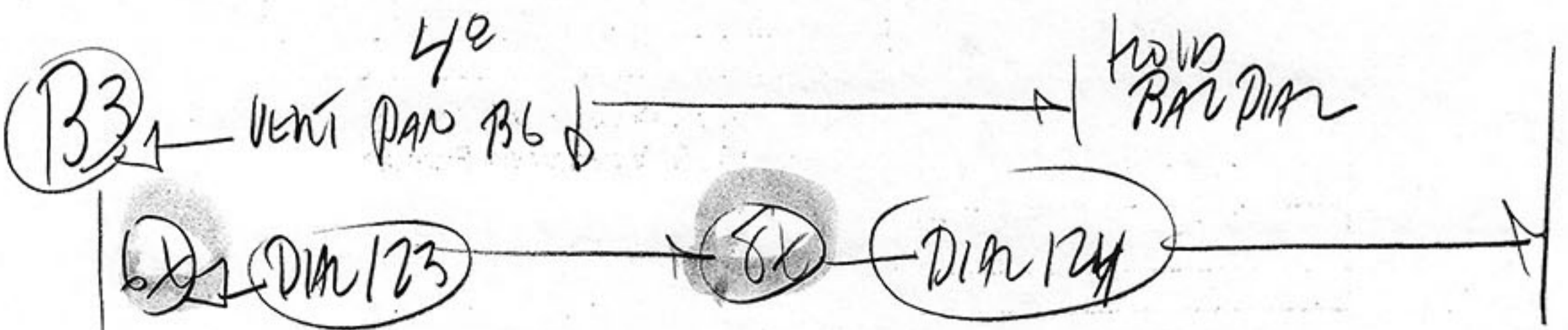
CLAY (V.O.)

"Do you think we can turn Kimiko back Master Fung?"

MASTER FUNG (V.O.)

"This is the work of magic..."

TIMING





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▽

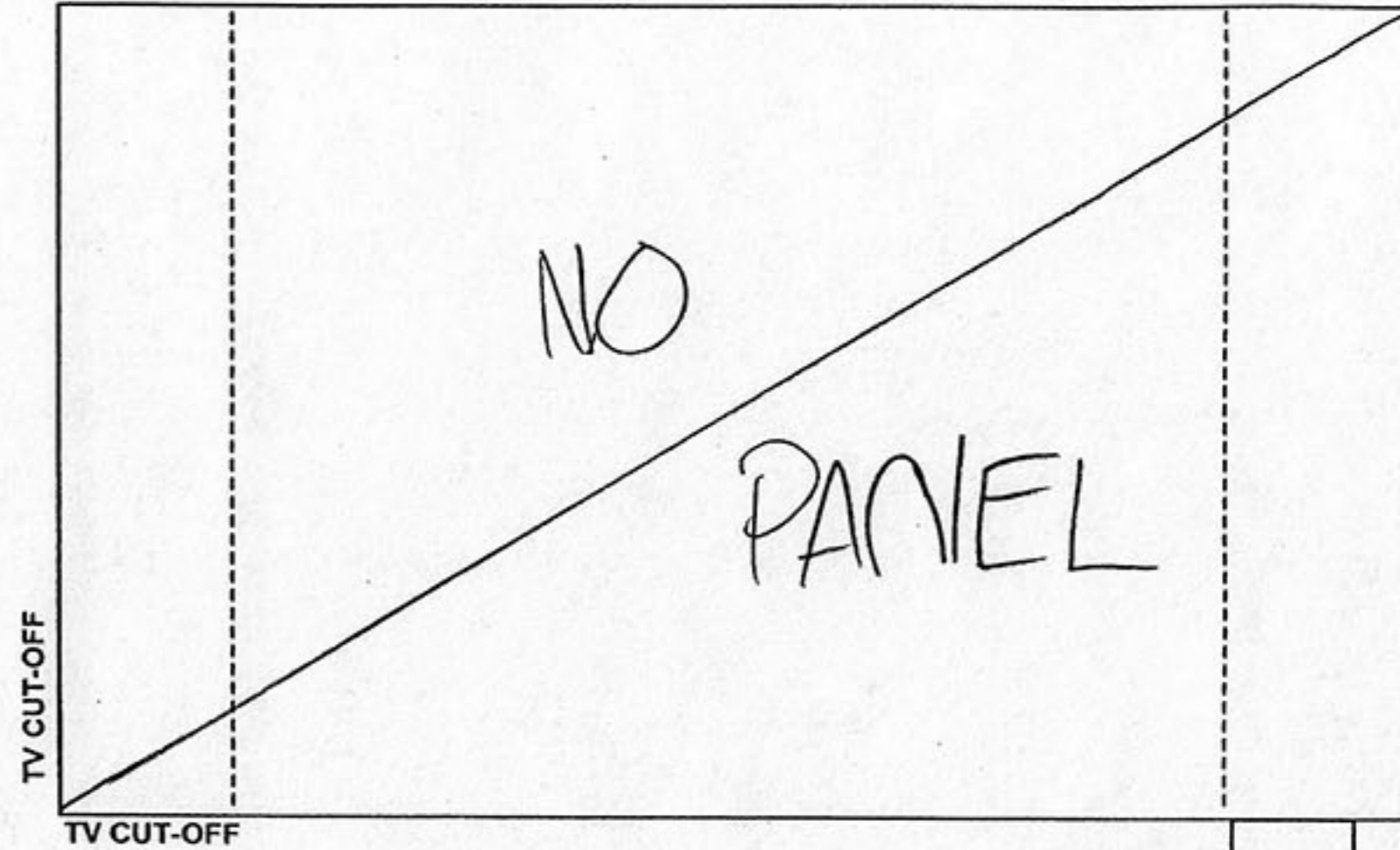
SCENE B4

B.G.



SCENE

B.G.



ACTION

FUNG LEANS IN AS GROUP  
LOOKS SAD.

PANEL 1

DIAL

JO → MASTER FUNG  
and magic can always be undone. In time.

TIMING

Com Dir 1/24

bx

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▽

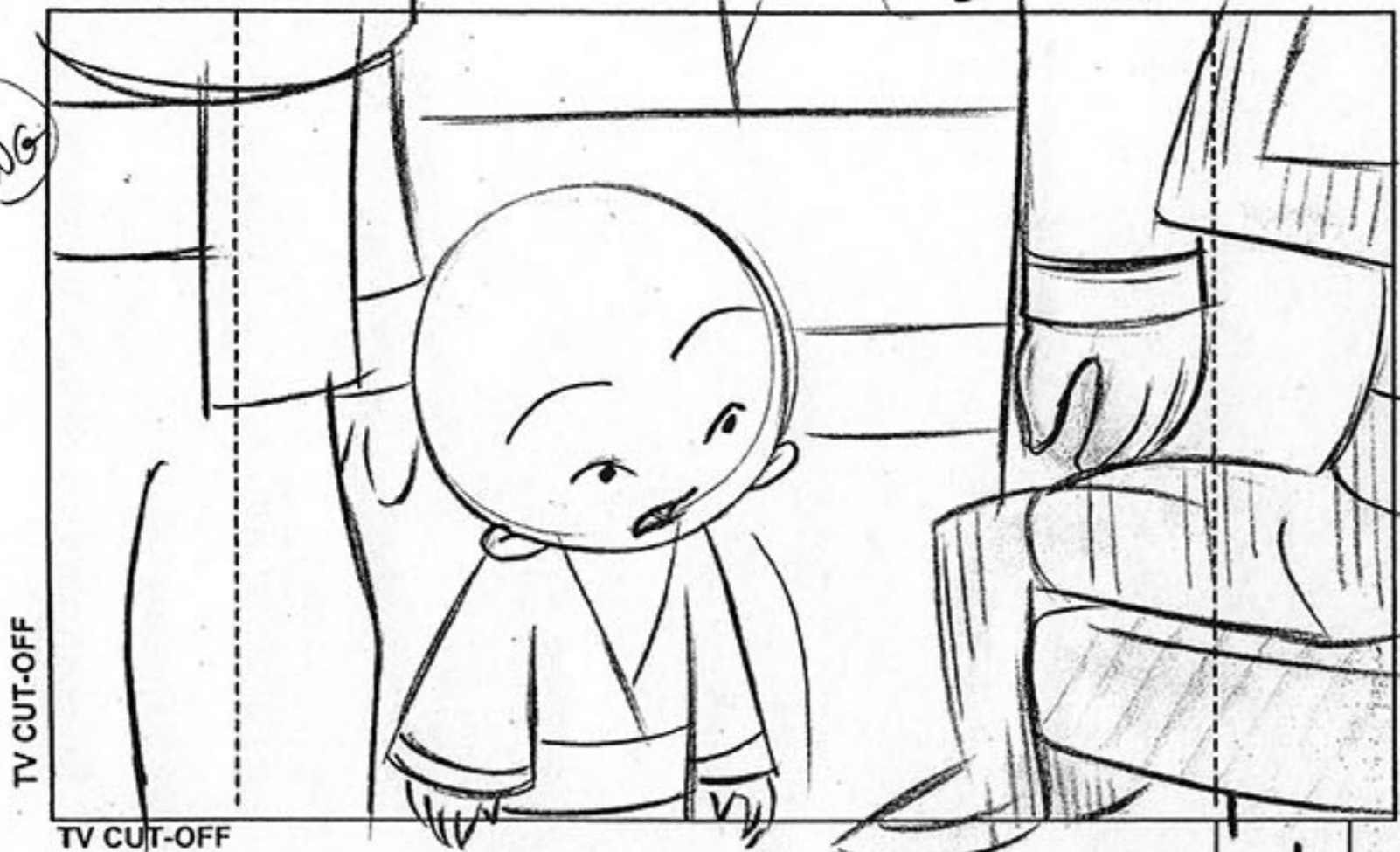
SCENE B5

B.G.

CLAY

FUNG

KIM



SCENE CONT

B.G.

TV CUT-OFF

TV CUT-OFF



ACTION

CLOSE ON OMI - HE POSES A QUESTION TO OS DOJO

PANEL

1

HE TURNS, LOOKING FOR DOJO

PANEL

2

DIAL

OMI  
DOJO, DID —

OMI  
YOU SEE THE SHENGONG WU WHEN YOU FOUND, KIMIKO?

TIMING

DIR 125

16 : 9 Widescreen Format

257308

7





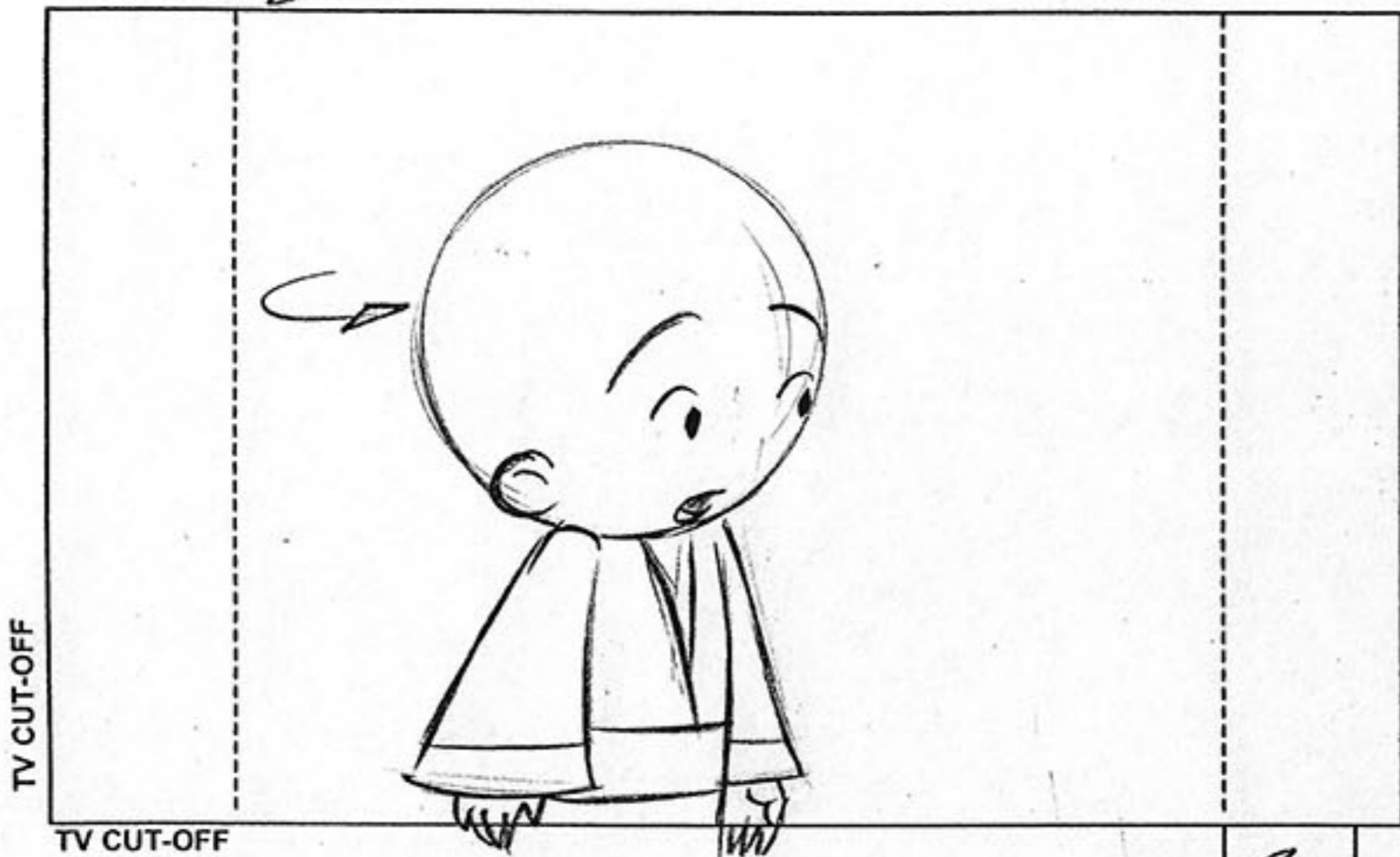
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SCENE B5

B.G.



PANEL

3

ACTION

HE TURNS AND LOOKS THE OPPOSITE WAY

DIAL

OMI  
Dojo?

TIMING

8x → 7m 12.6

10

4

21.2

H/U  
▽

SCENE B6

B.G.



TV CUT-OFF

PANEL

1

WIDE ON CORNER OF CUBICLE FAVORING CLAY - HE NOTICES A BONSAI TREE - THE LEAVES TREMBLE A LITTLE.

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# X I A O L I N Z SHOWDOWN

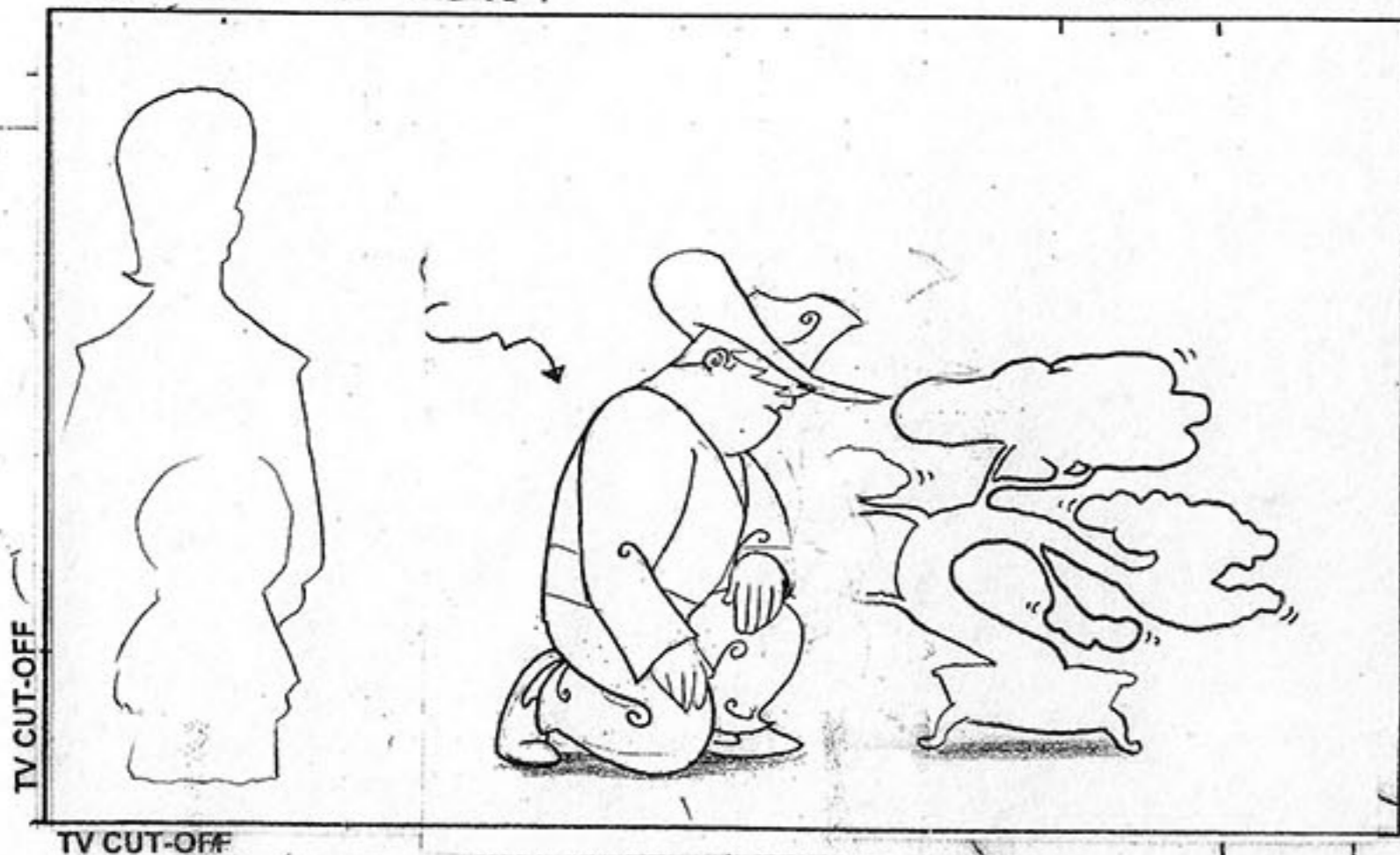
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PAGE B9

SCENE B6 CONT

B.G.



PANEL 2

ACTION

CLAY TURNS AND KNEELS DOWN NEXT TO TREE AND STUDIES IT FOR A BEAT.

DIAL

14

TIMING

(B7)

12x

12

SCENE B7

B.G.



PANEL 1

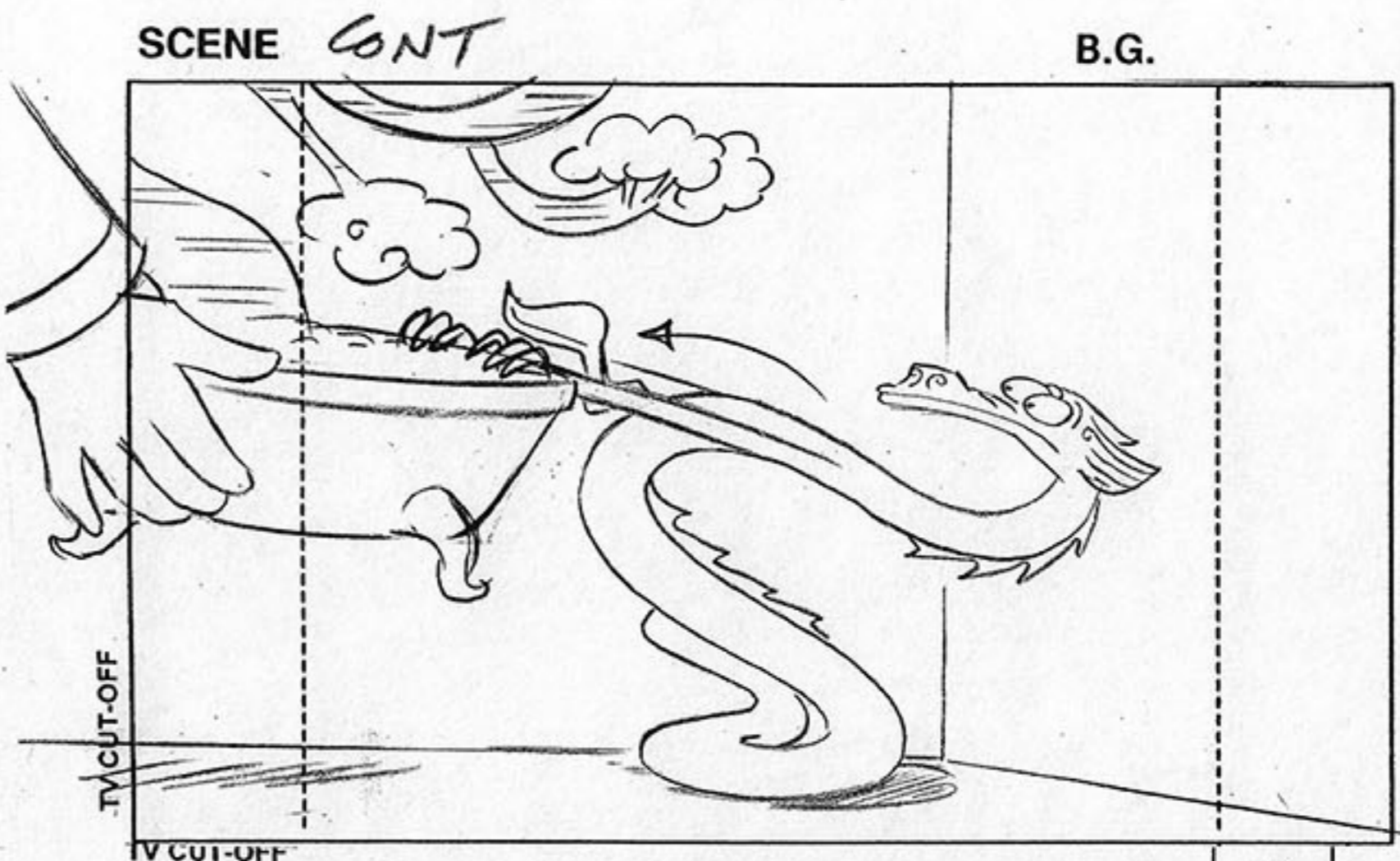
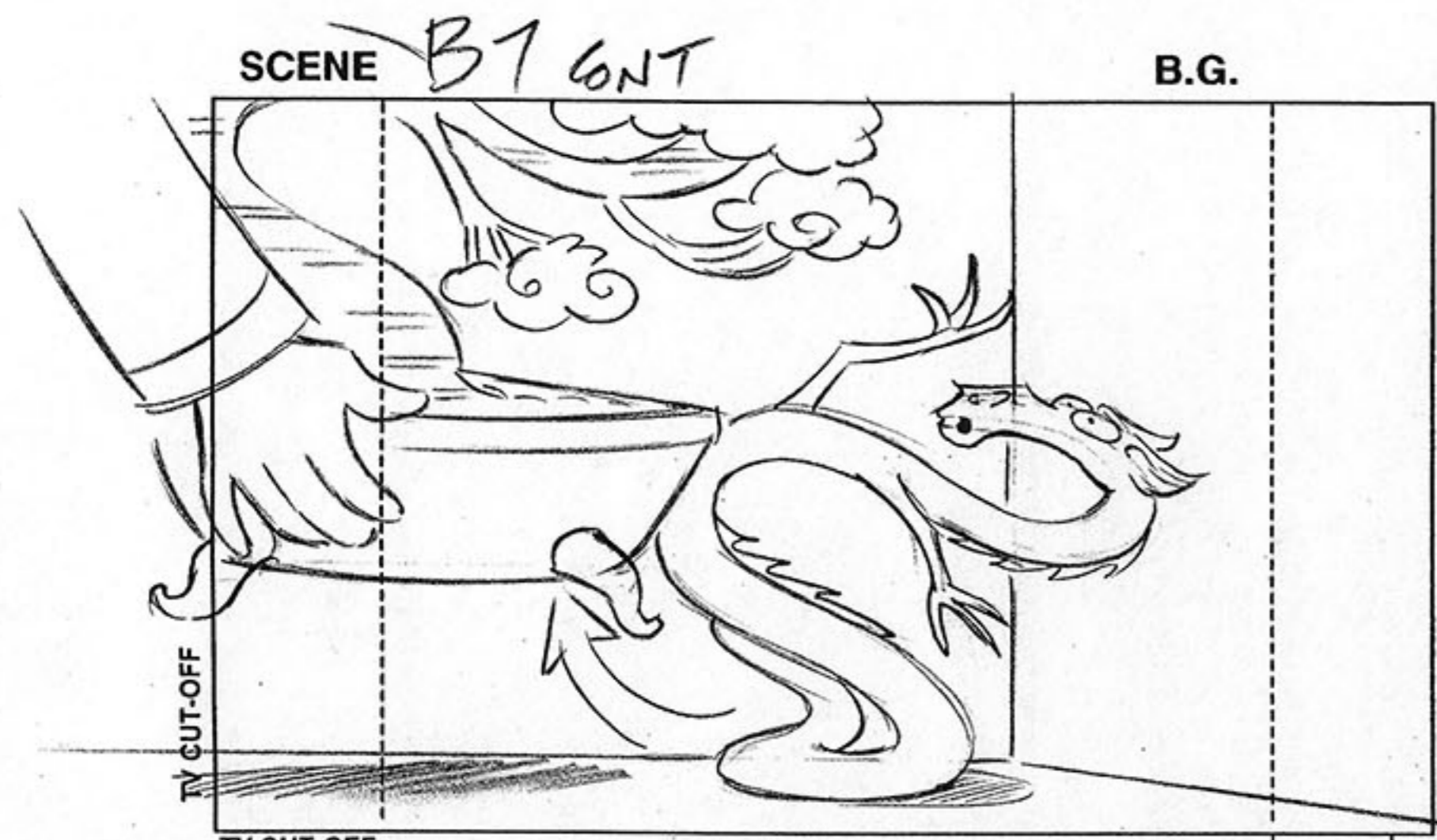
CLOSE ON CLAY GRASPING TREE

16 : 9 Widescreen Format

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**ACTION** CLAY LIFTS BONSAI TREE UP + BACK REVEALING DOJO, CONTORTED INTO EXACT SHAPE OF BONSAI TRUNK + BRANCHES. **PANEL 2**

**ACTION** DOJO GRABS BONSAI PLANTER WITHOUT CHANGING HIS POSITION **PANEL 3**

**DIAL** DOJO : No. 8x

**TIMING** (P1127) 38

16 : 9 Widescreen Format

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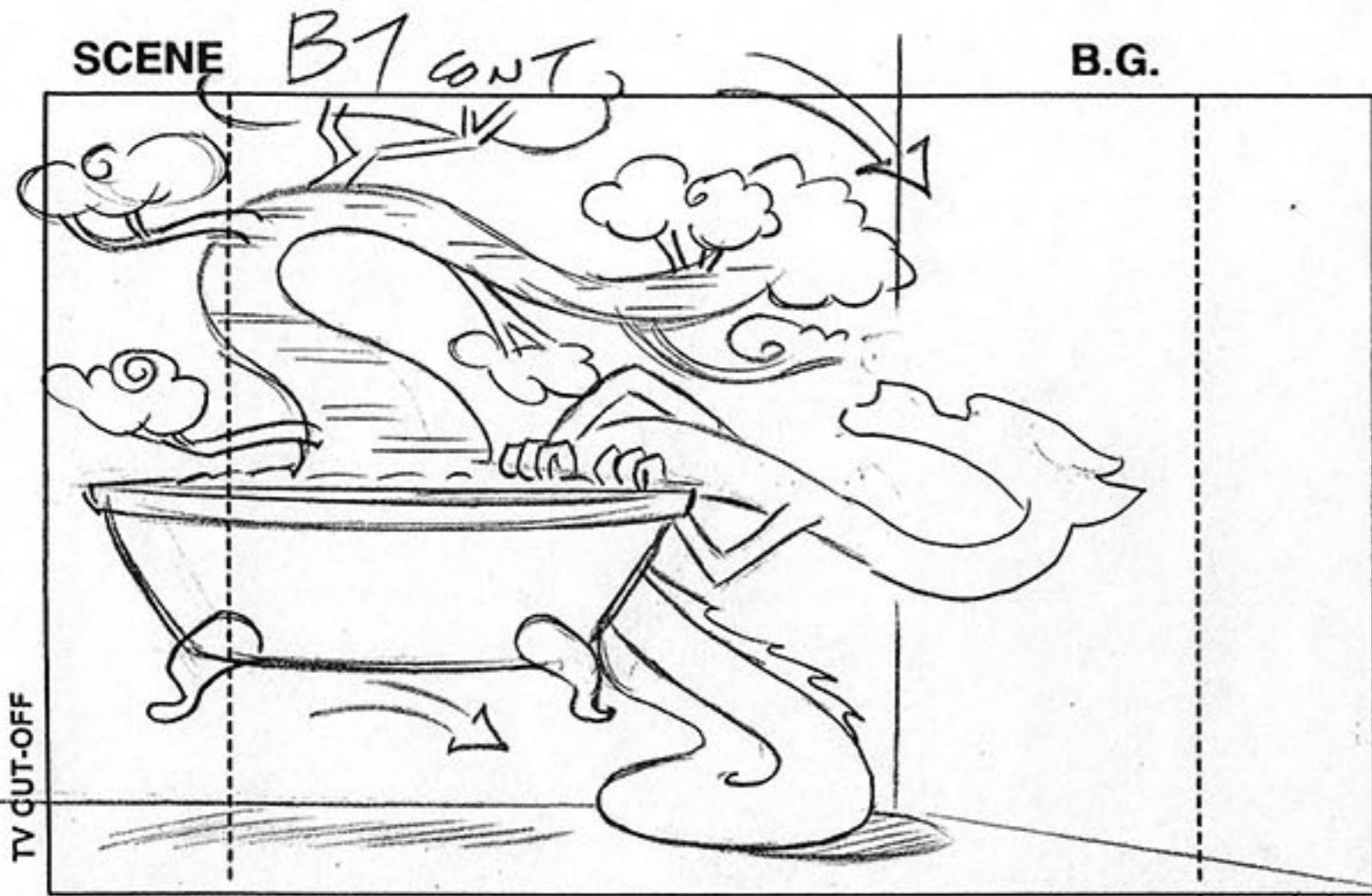


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PAGE B11

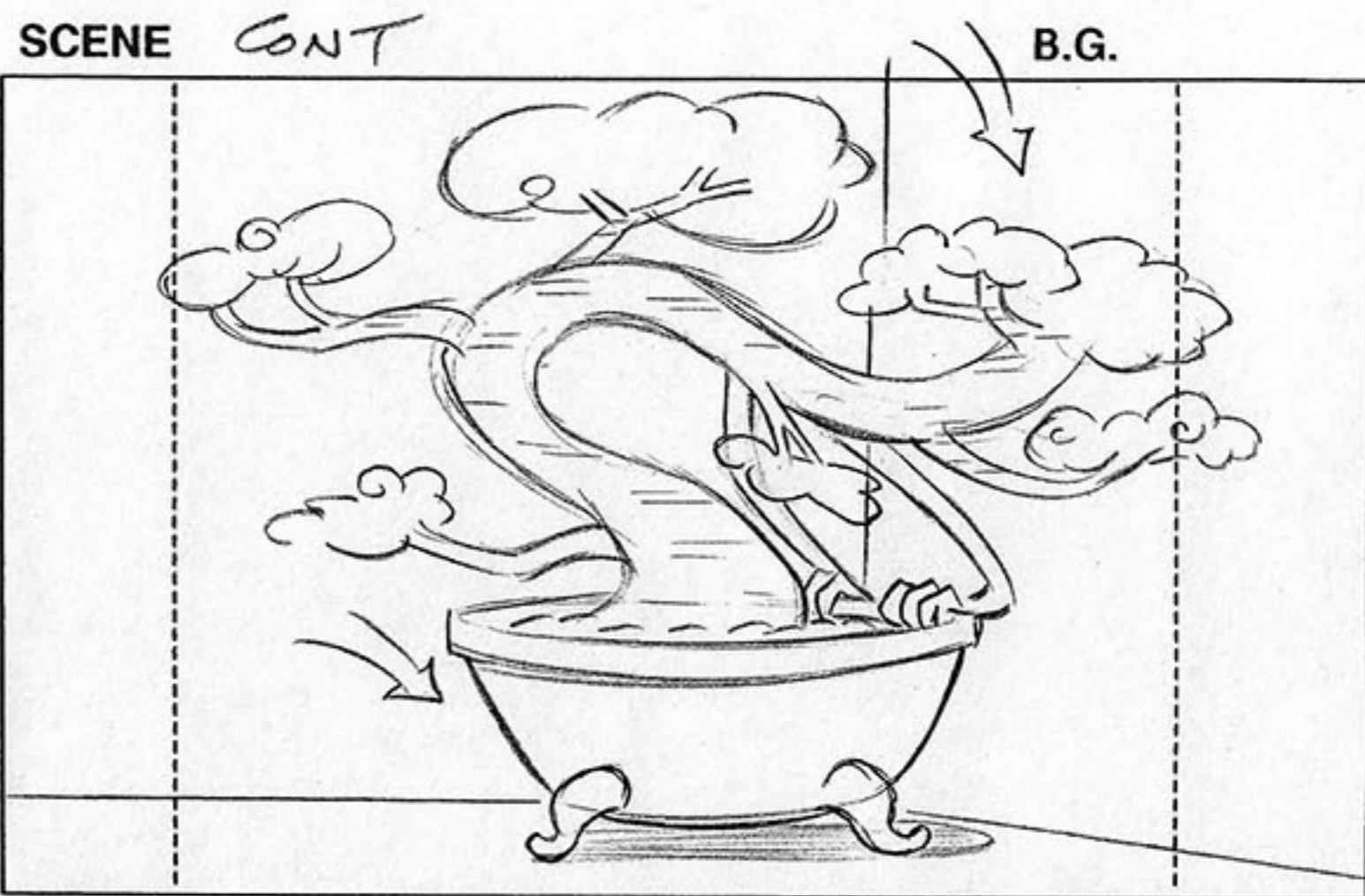


TV CUT-OFF

DOJO PULLS PLANTER BACK TOWARD HIM

PANEL

4



TV CUT-OFF

HE SETS IT DOWN IN FRONT OF HIM - ONLY HIS HANDS REMAIN VISIBLE

PANEL

5

16 : 9 Widescreen Format

ACTION

DIAL

TIMING

8x

12x

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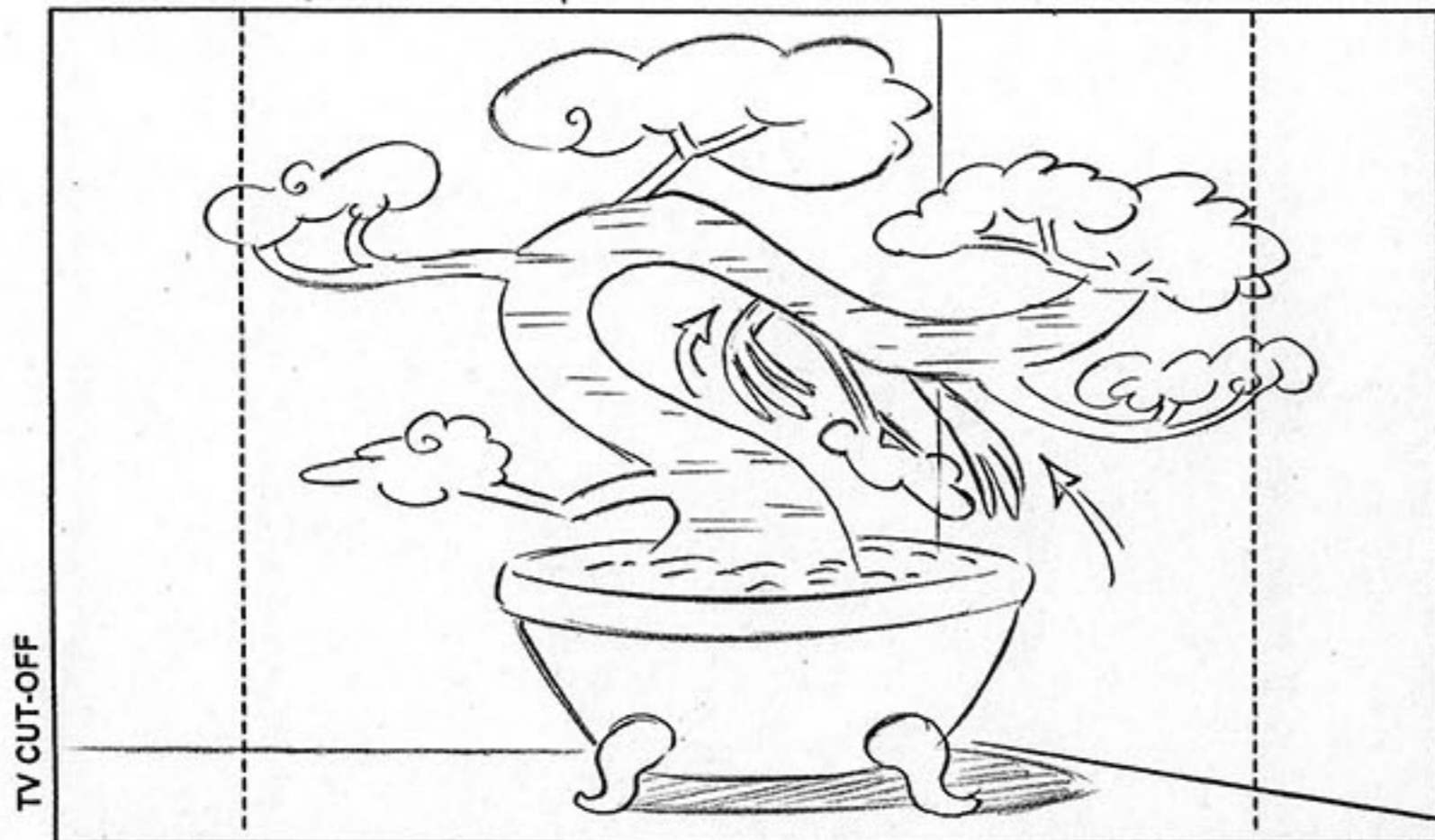
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PAGE B12

SCENE B7 CONT

B.G.



TV CUT-OFF

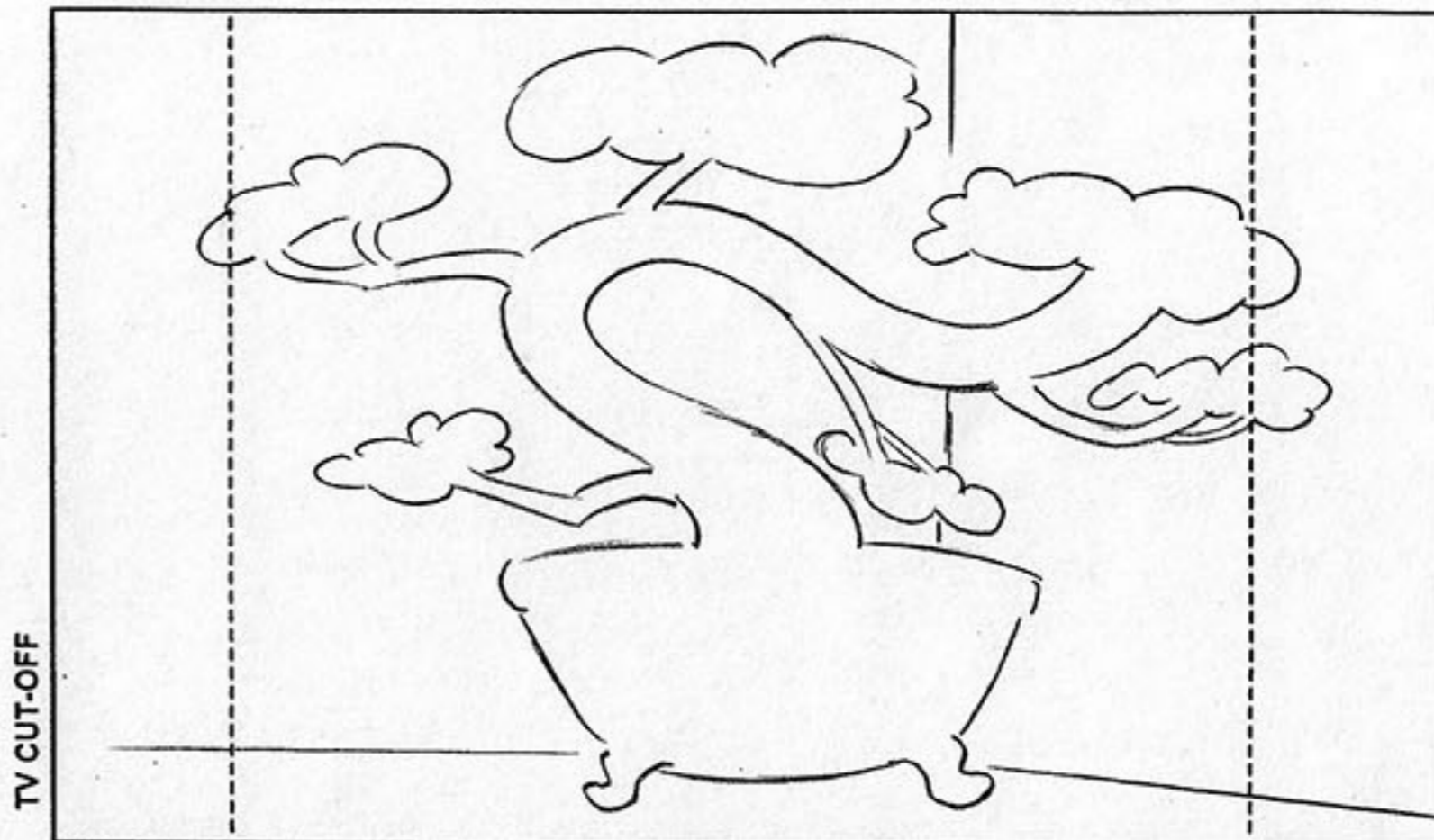
DOJO WITHDRAWS HIS HANDS

PANEL

6

SCENE B7

B.G.



TV CUT-OFF

TV CUT-OFF

HE COMPLETELY DISSAPPEARS  
BEHIND BONSAI TREE

PANEL

7

16 : 9 Widescreen Format

ACTION

DIAL

TIMING

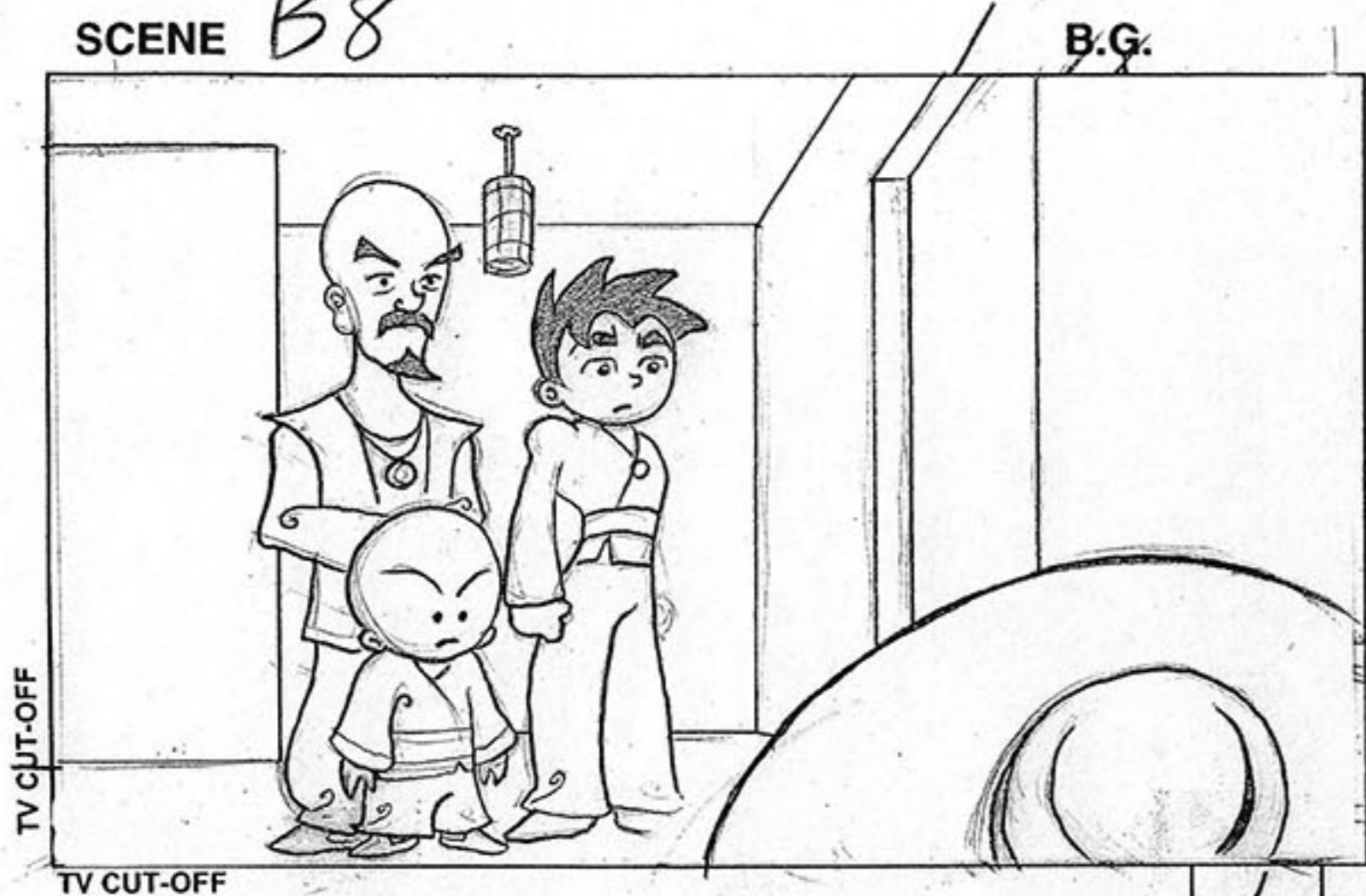
fx

14

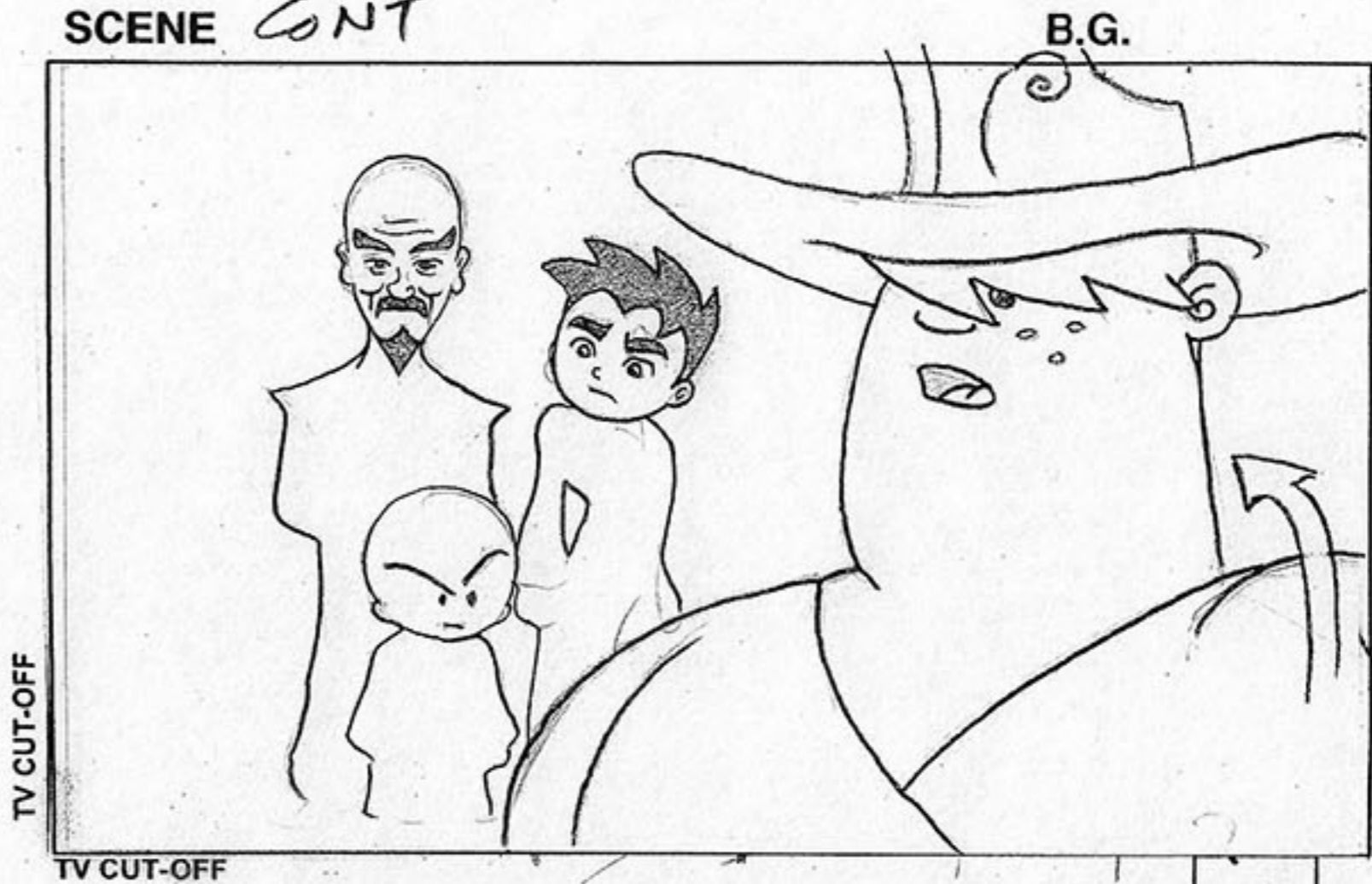
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SCENE B8



SCENE CONT



ACTION

ON FUNG, OMI & RAIMUNDO.  
 CLAY IS LEANING OVER IN FG

PANEL 1

CLAY STRAIGHTENS UP AND  
 LOOKS BACK AT THEM OVER HIS SHOULDER

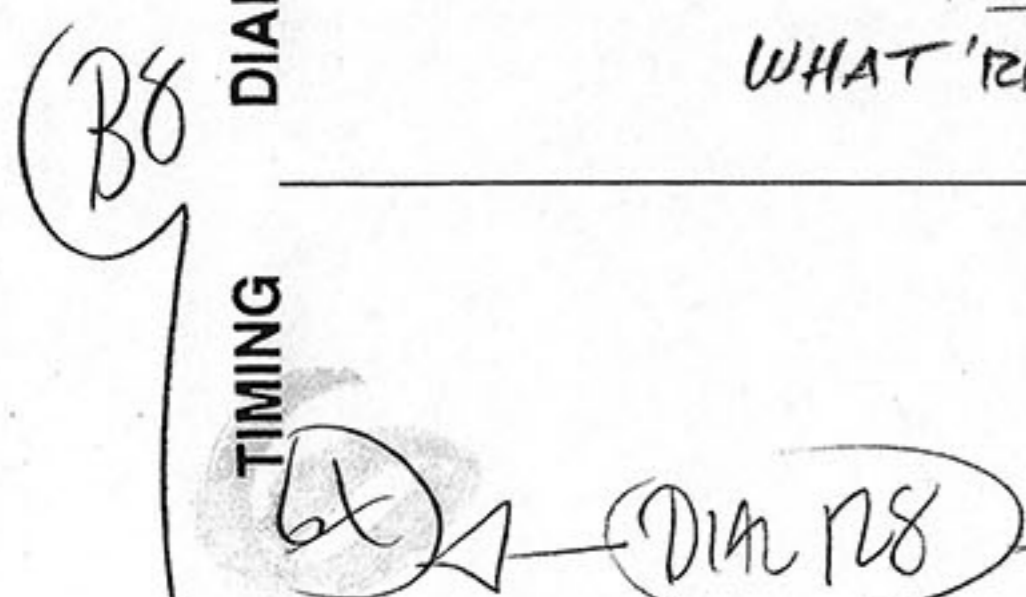
PANEL 2

DIAL

CLAY  
 WHAT'RE YOU —

CLAY (CONT)  
 — GETTIN' AT, OMI?

TIMING



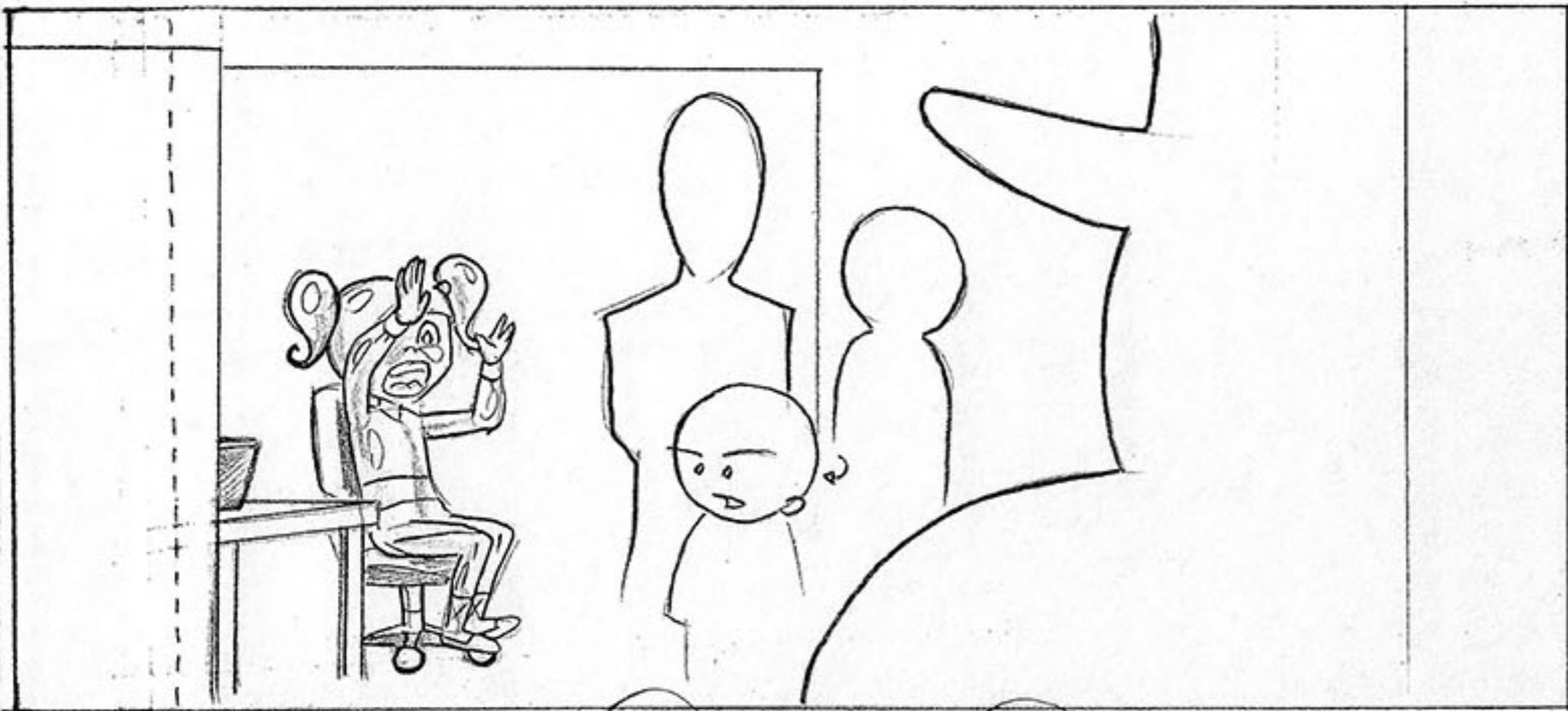
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SCENE B8 CONT PAN ADJUST

B.G.



SCENE B9

B.G.



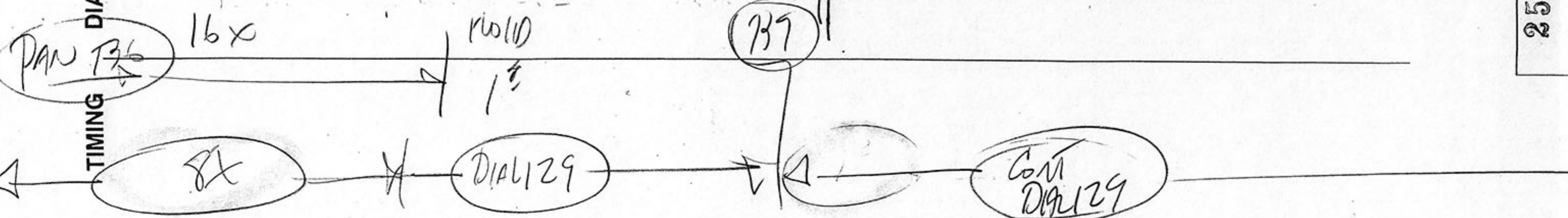
ACTION

PAN OVER TO KIMIKO FROZEN AS STATUE 3

DIAL

OMI: Our mysterious Shen Gong Wu is missing! whoever did this to kimiko ...

TIMING



16:9 Widescreen Format

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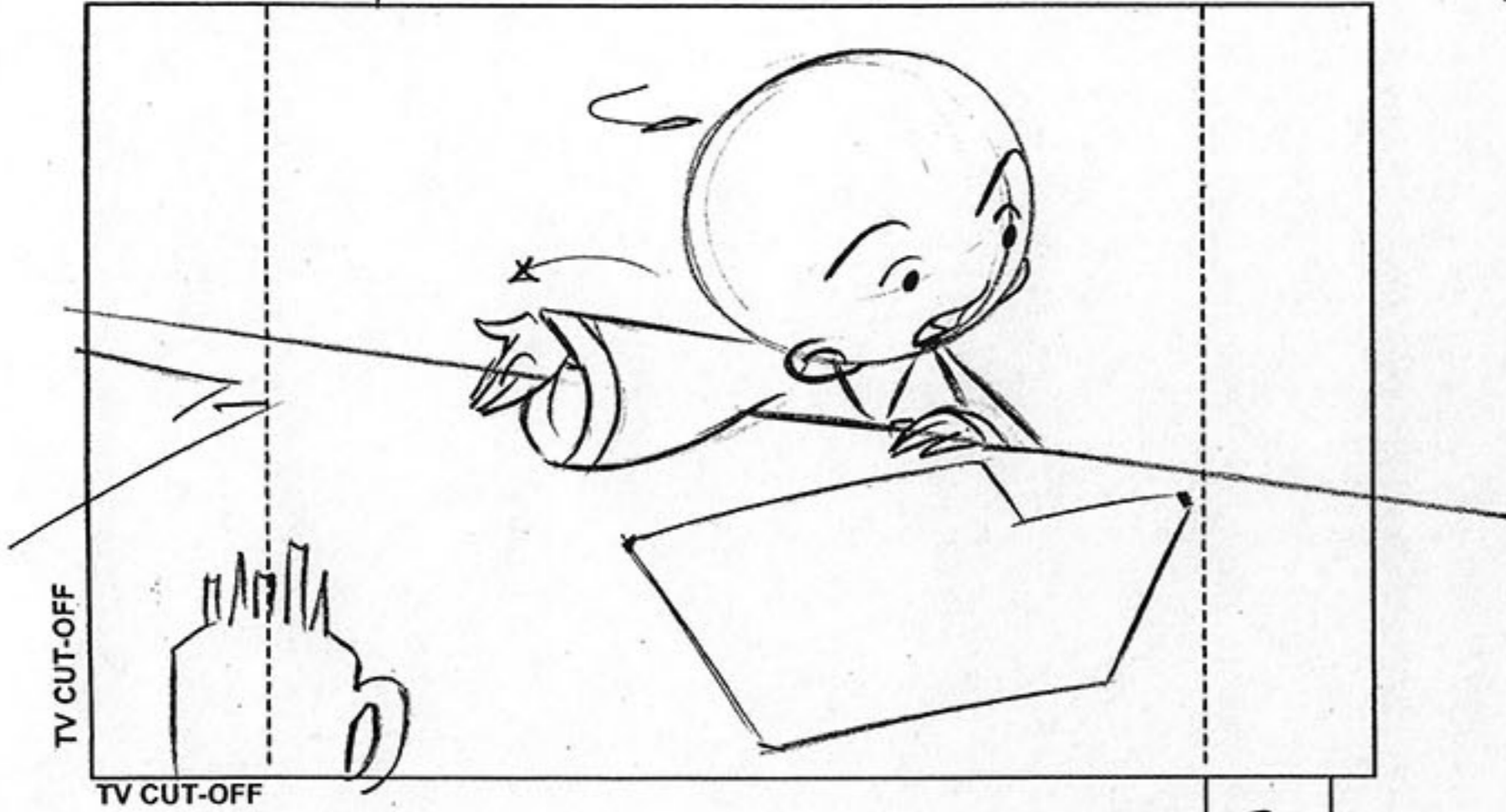
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PAGE B15

SCENE B9 CONT

B.G.



ACTION

He gestures & looks O.S.

PANEL 2

DIAL

DMT — also stole the Black Dragon!

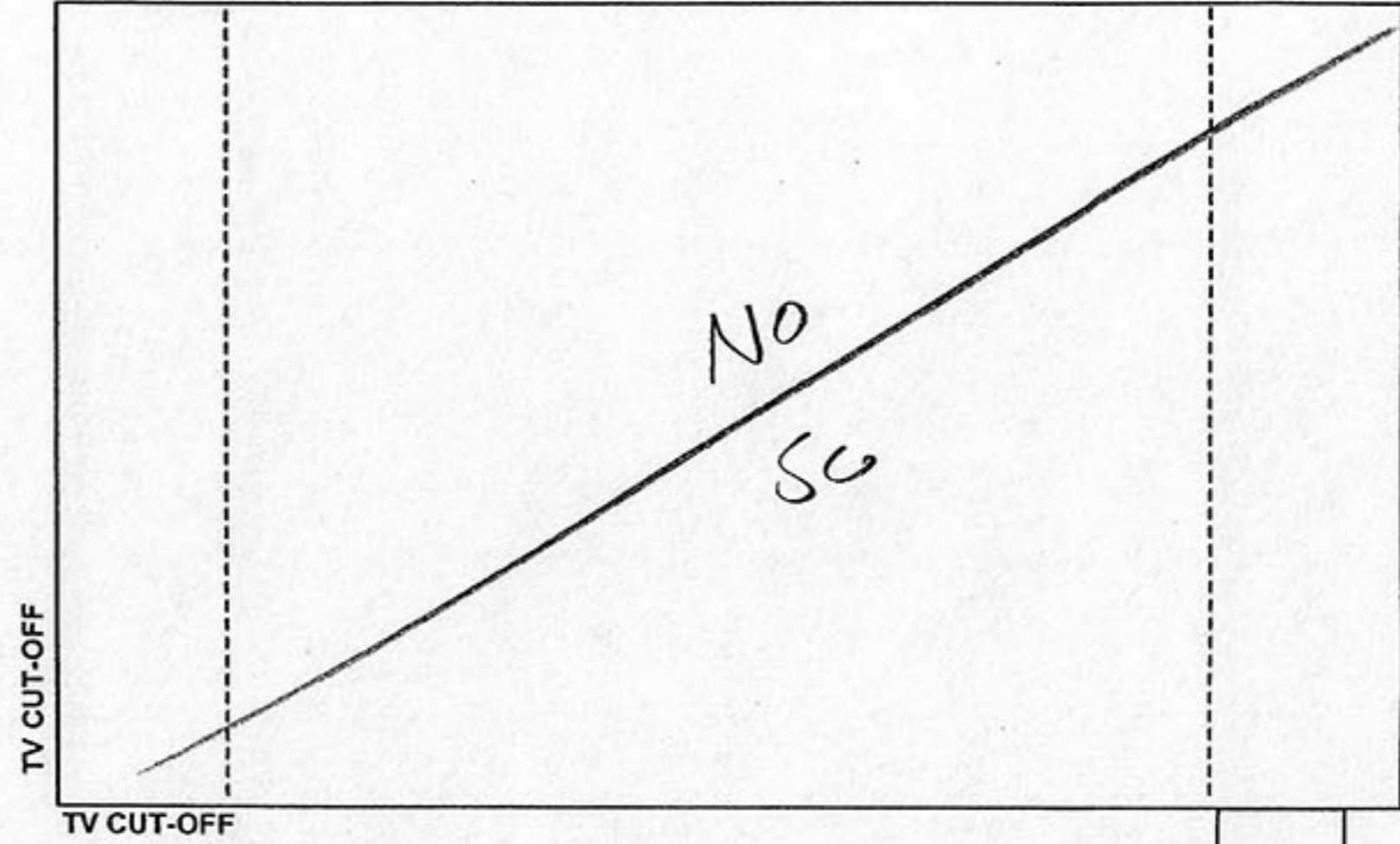
TIMING

CONT DMT 129

12x

SCENE

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

16 : 9 Widescreen Format

257308

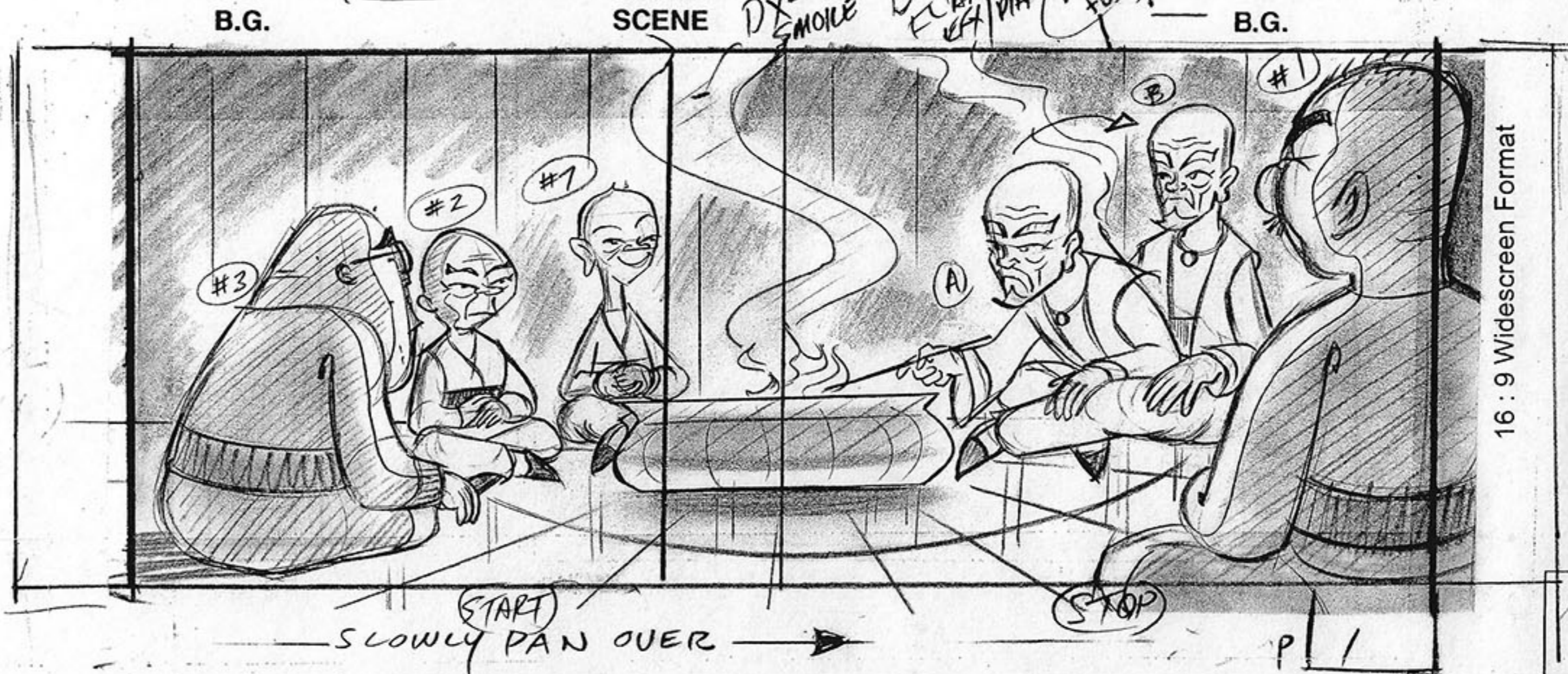


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SCENE B10

monks #1, 2, 3 and 7

BOT-LIT FLAME LEFT DIFF MASTER FUNG



16 : 9 Widescreen Format

ACTION

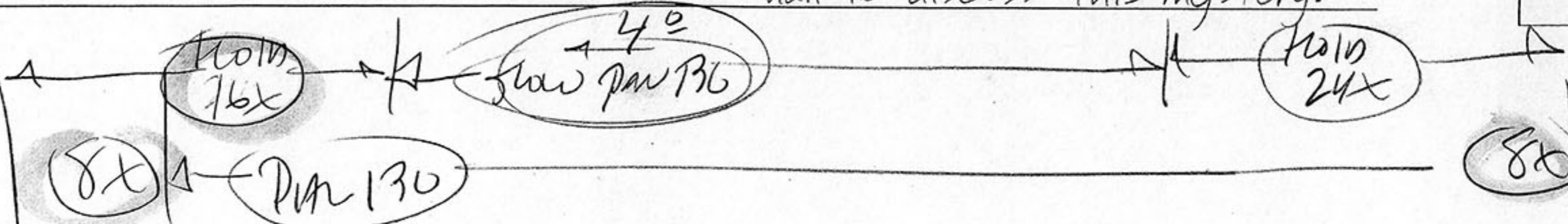
INT. DIMLY LIT MEDITATION HALL - PAN OVER TO MASTER FUNG LIGHTING INCENSE ① AND THEN SITTING UP ②

DIAL

Bio

FUNG (VO): I will gather the elder monks in the meditation hall to discuss this mystery.

TIMING

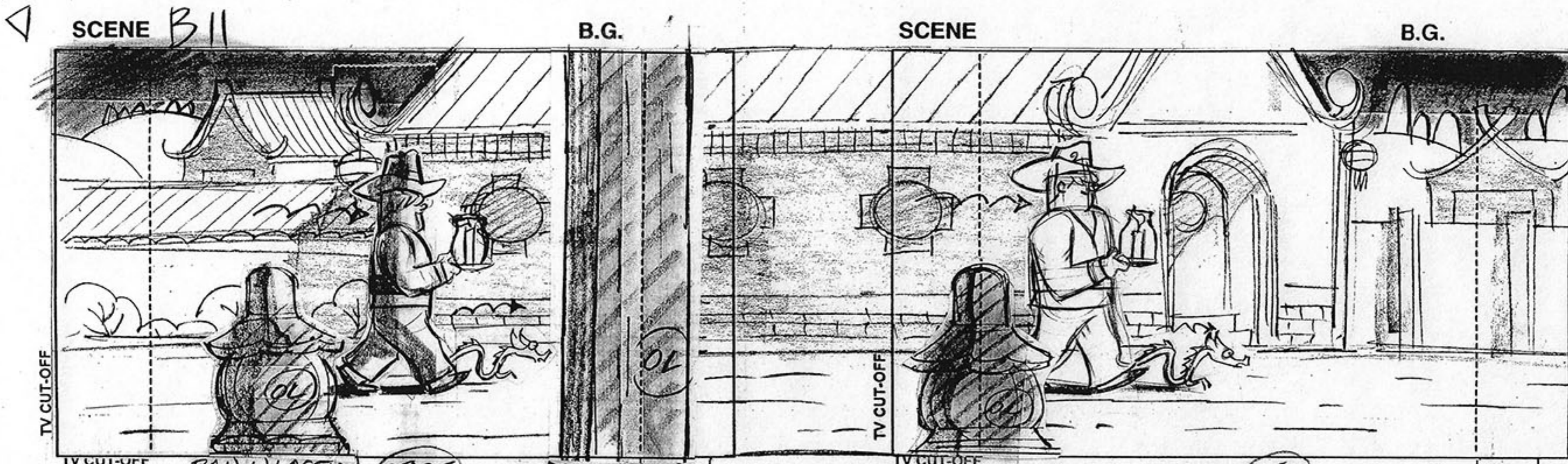


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ACTION

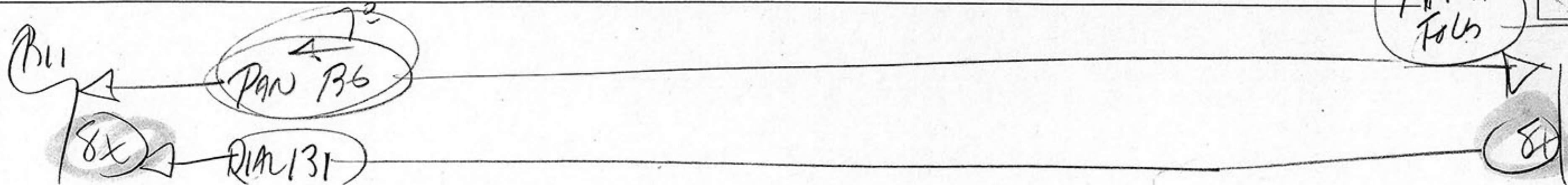
EXT. TEMPLE GROUNDS - NIGHT **PAN** W/ ACTION **START** → **PANEL 1** → **PANEL 2** **STOP**

PAN WITH CLAY & DOJO AS THEY WALK ALONG THRU DESERTED TEMPLE AREA.  
 CLAY HOLDS CANDLE. **(F6)** ELEMENTS PAN ACROSS SCREEN AS CLAY & DOJO MOVE THRU **(SC)**

DIAL

**FUNG (VO)**: As for the rest of you, search the grounds for our mysterious intruder.

TIMING



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Pg B19  
Fols



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REFERENCE

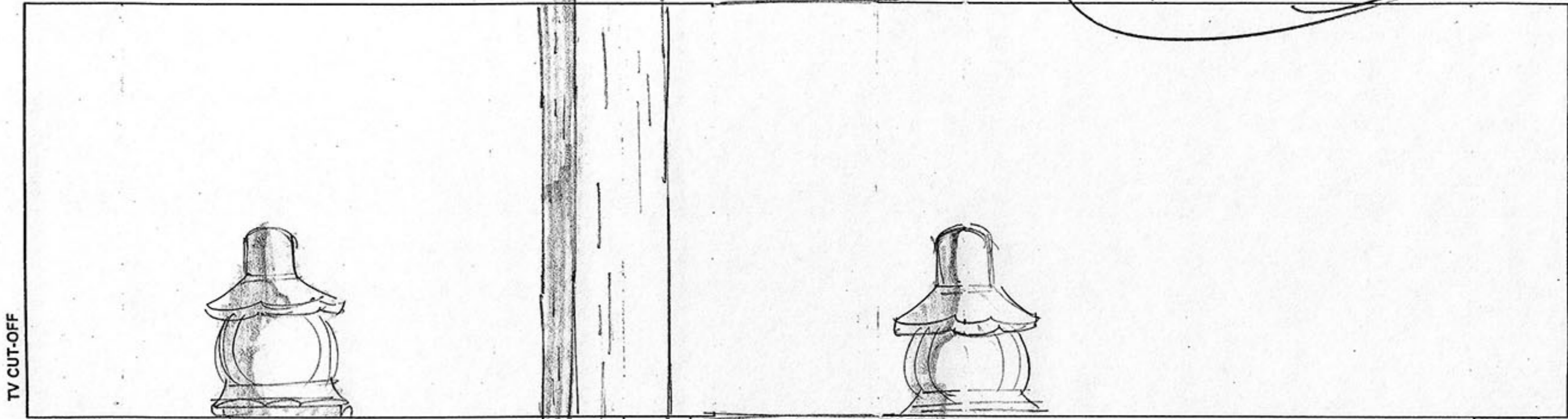
SCENE

B10

B.G.

SCENE

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

TV CUT-OFF

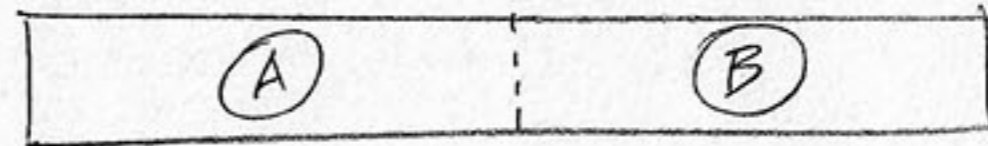
PANEL

FG

ACTION

FG for Sc. B10 (Double this up for a cycling overlay)

DIAL



TIMING

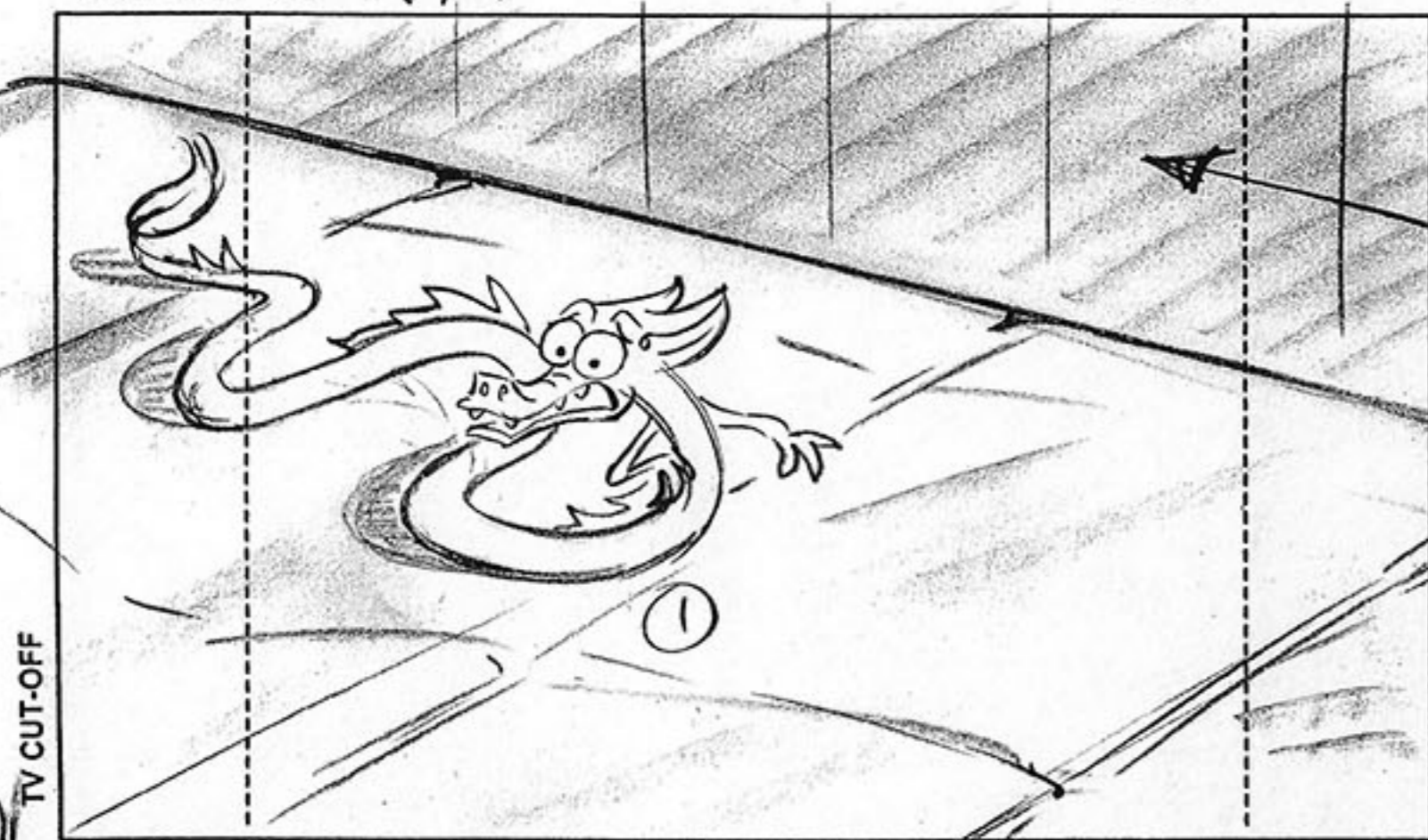
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SCENE **B11A**

B.G.

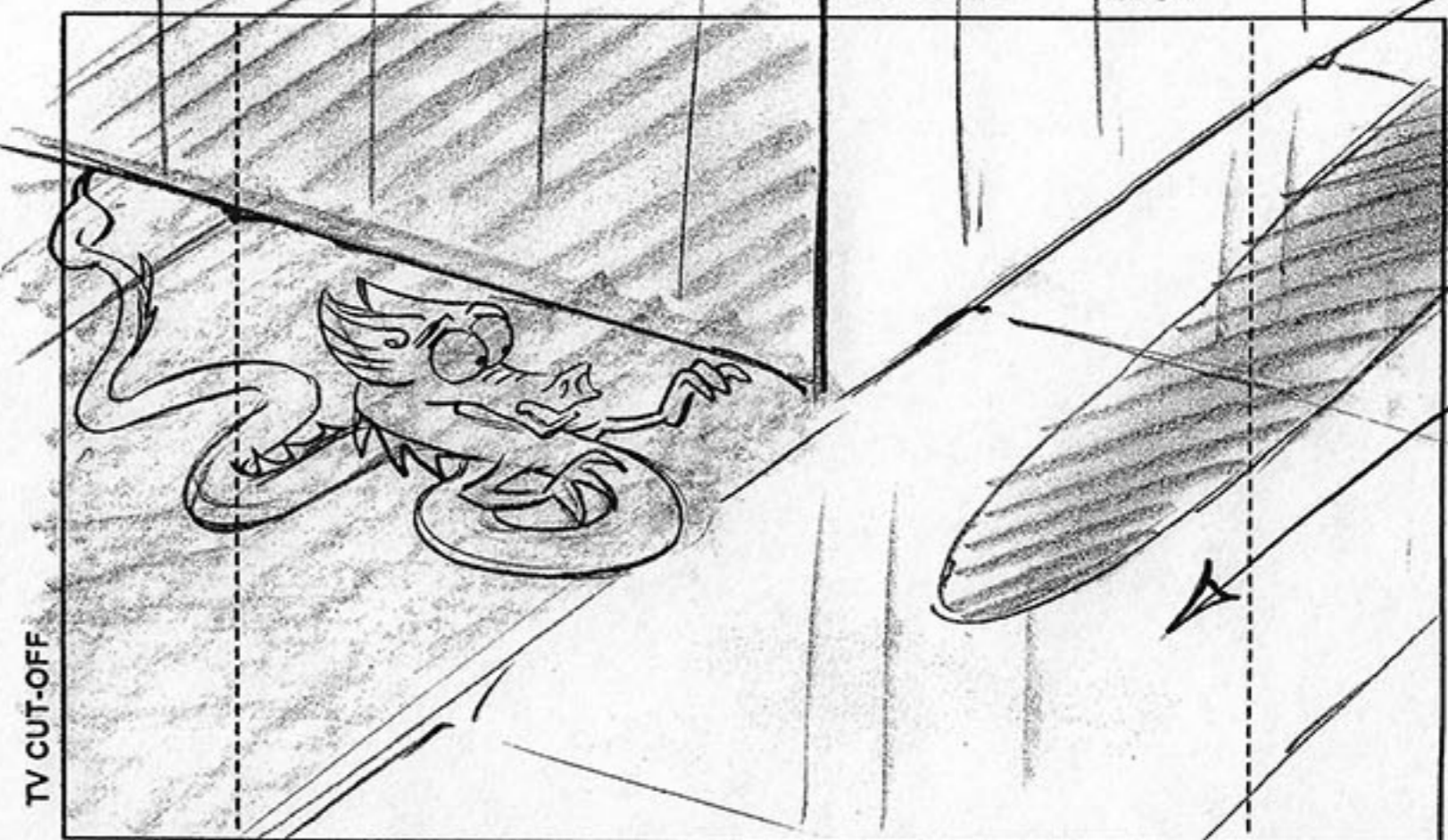


BG PAN

SCENE **CONT**

BG STOP

B.G.



DX SHADOW (A)

(N)

16 : 9 Widescreen Format

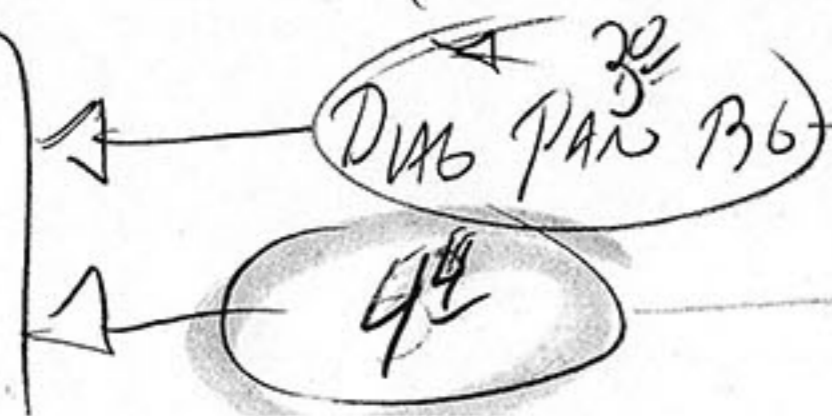
ACTION

CLOSE ON DOJO AS HE MOVES ALONG COBBLESTONE SURFACE NEXT TO WALL AS BG PANS HE LOOK NERVOUSLY FROM SIDE TO SIDE

DIAL

BU <sup>POSE 1</sup> | SUTHERS TUN → <sup>12X CYCLE</sup> | STOP

TIMING



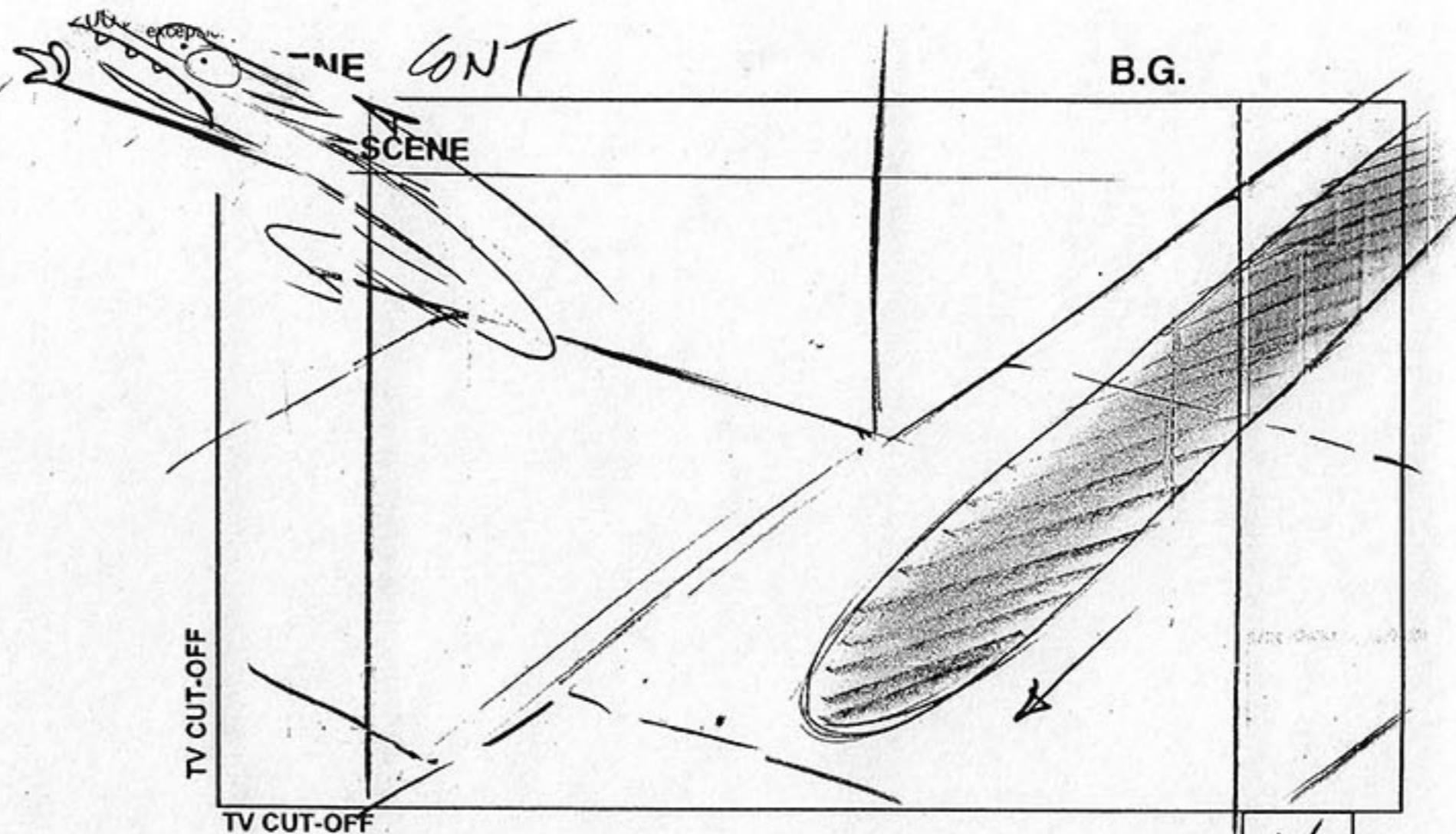
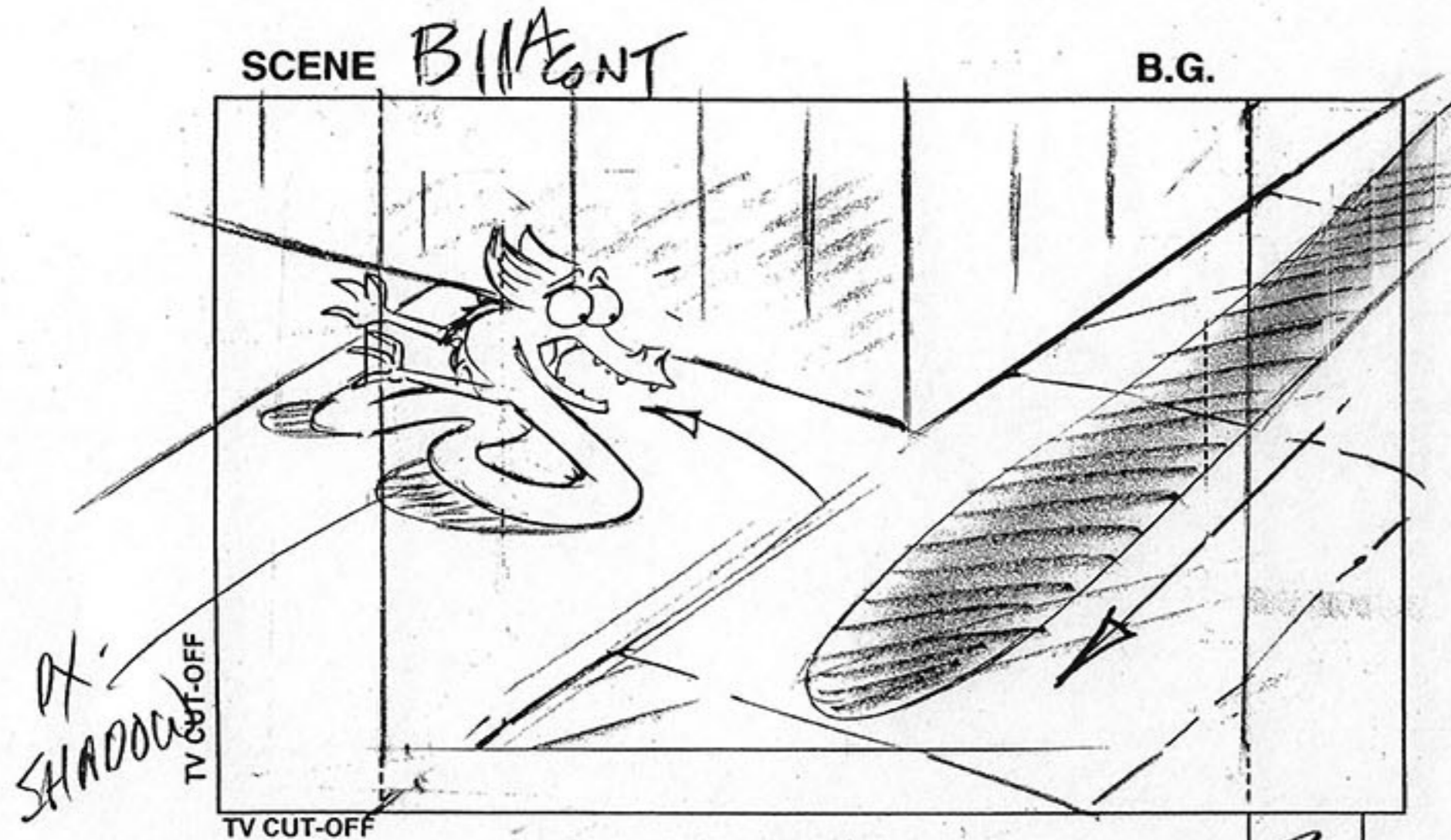
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16 : 9 Widescreen Format

ACTION

SHADOW MOVES CLOSER, GROWS LARGER - DOJO PANICS AND LEAPS BACK - AND FLIES OS

DIAL

Dojo  
— A A A | | G G H H H! —

TIMING

Work out 16x

DIAV 132

2625 OS  
4x

OS  
4x

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H/U  
△

SCENE B12

B.LK  
CANS  
FLAME EFF/DIFF

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

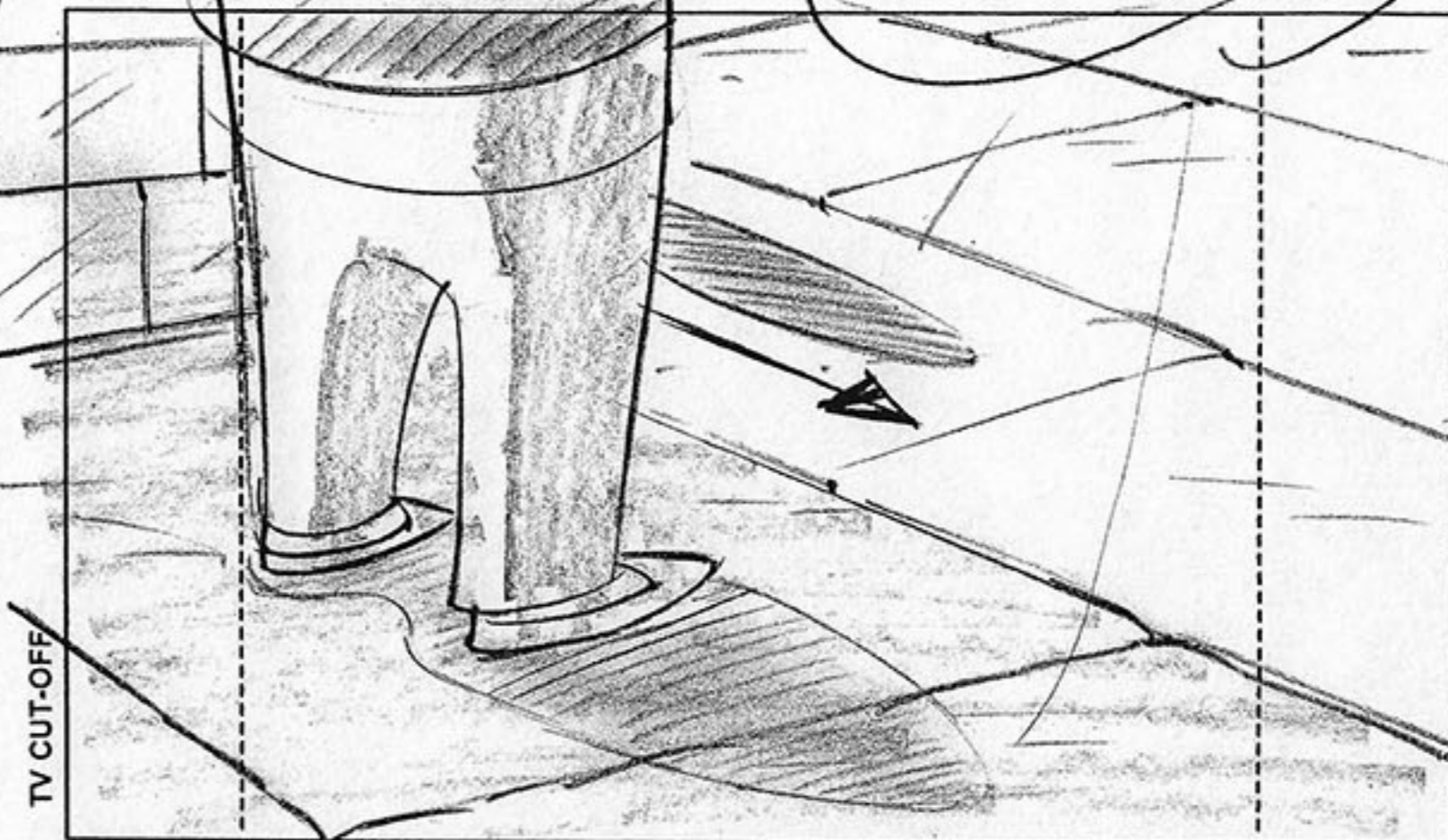
**ACTION**  
UP ANGLE ON CLAY -  
DOJO SCRAMBLES UP HIS BODY & PEEKS OUT FROM BEHIND HIS SHOULDER

IN

H/U  
△

SCENE B13

DX-CAST  
SHADOW  
EFF  
B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

**ACTION**  
LOW ANGLE ON CLAY'S FEET -  
SHADOW MOVES INTO SC IN FRONT OF HIM

16 : 9 Widescreen Format

B12

**DIAL**

DOJO

INTRUDER!

B13

**TIMING**

COM DIAL B12

10

44

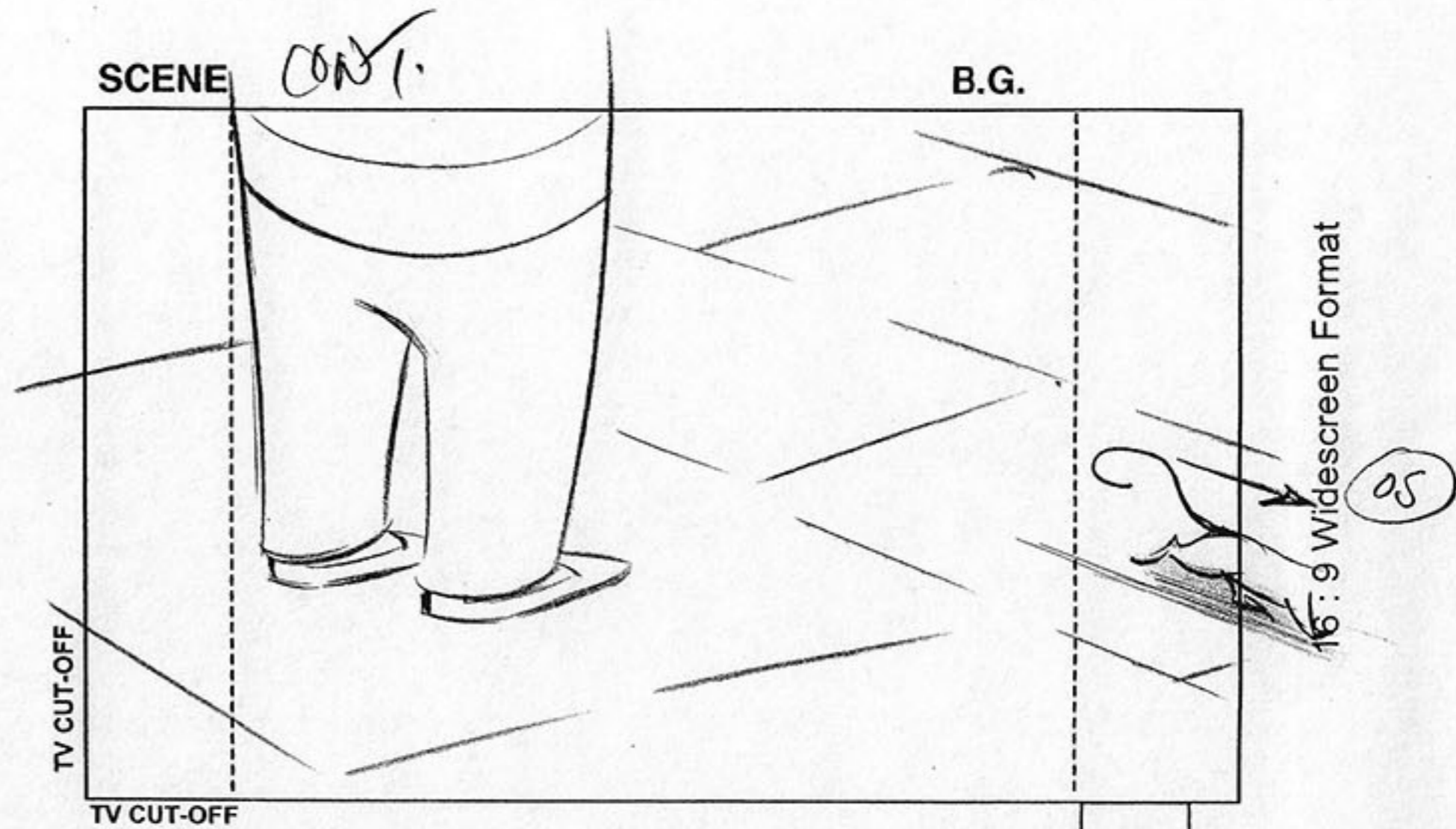
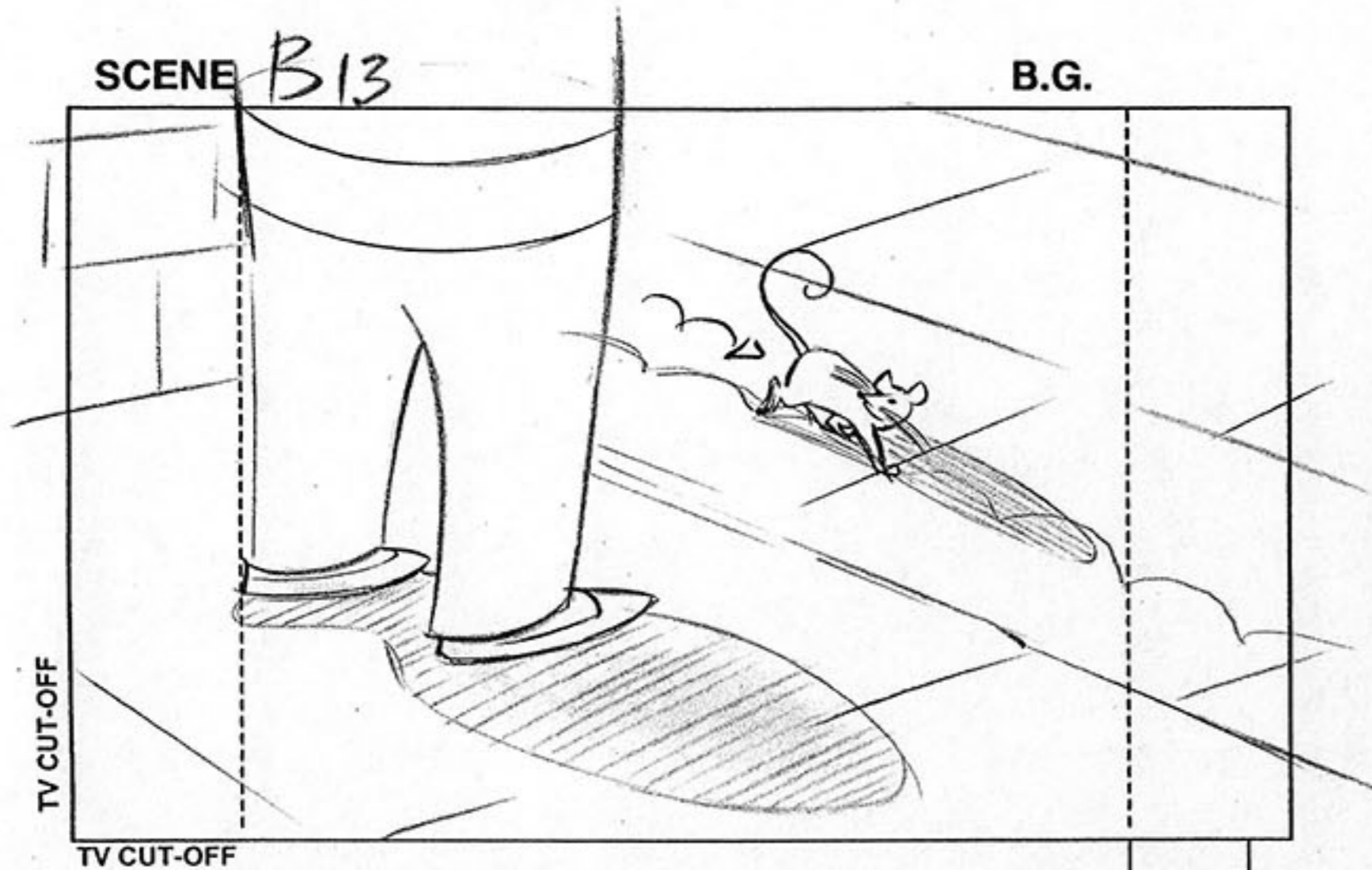
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ACTION

A MOUSE WALKS THRU SC -  
HE LOOKS UP AT CLAY + DOJO -

PANEL 2

— AND RUNS OS —>

PANEL 3

DIAL

18  
8X WALK STEP

18  
MOUSE SFX : SQUEAK!

TIMING

16:9 Widescreen Format

OS

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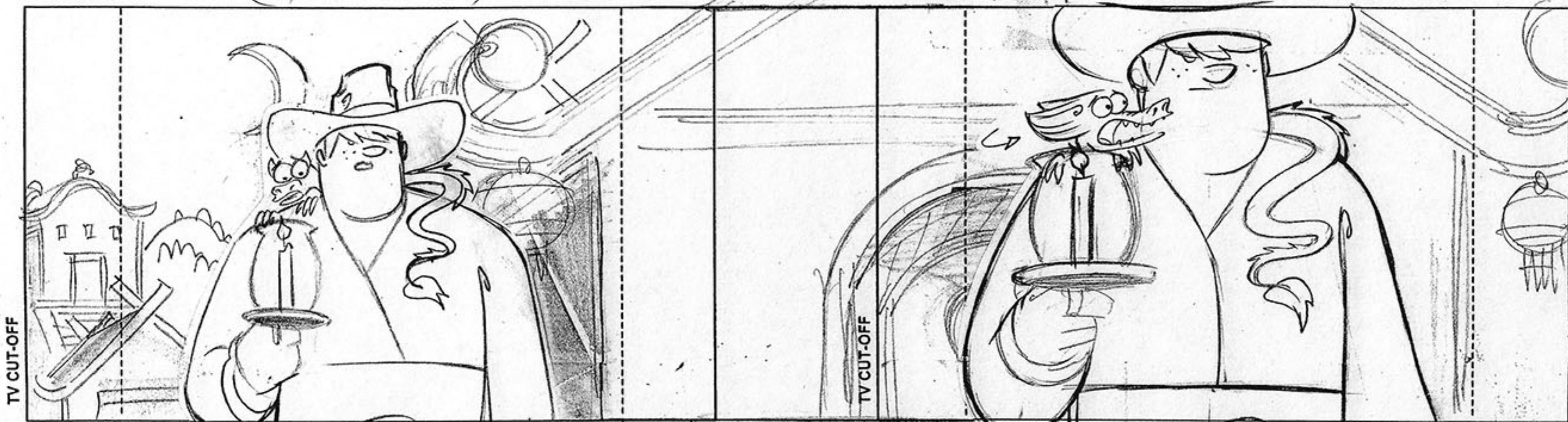
PAGE B23

SCENE 134 (S/A SC 13)

B.G.

SCENE CONT

B.G.



ACTION

ON CLAY + DOJO WALKING THRU SC PAN W/ACTION TOWARD CAM. (START) → PANEL 1 | → (STOP) → PANEL 22

DIAL

CLAY IT'S A MOUSE  
DOJO I KNOW. BUT HE ...

DOJO (CONT)  
— MIGHT HAVE BEEN ARMED!  
YOU JUST DIDN'T  
KNOW THESE DAYS

TIMING

4x1 → (DIAL 133) → (DIAL 134)

16 : 9 Widescreen Format

257308

6x





# X I A O L I N SHOWDOWN

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SCENE

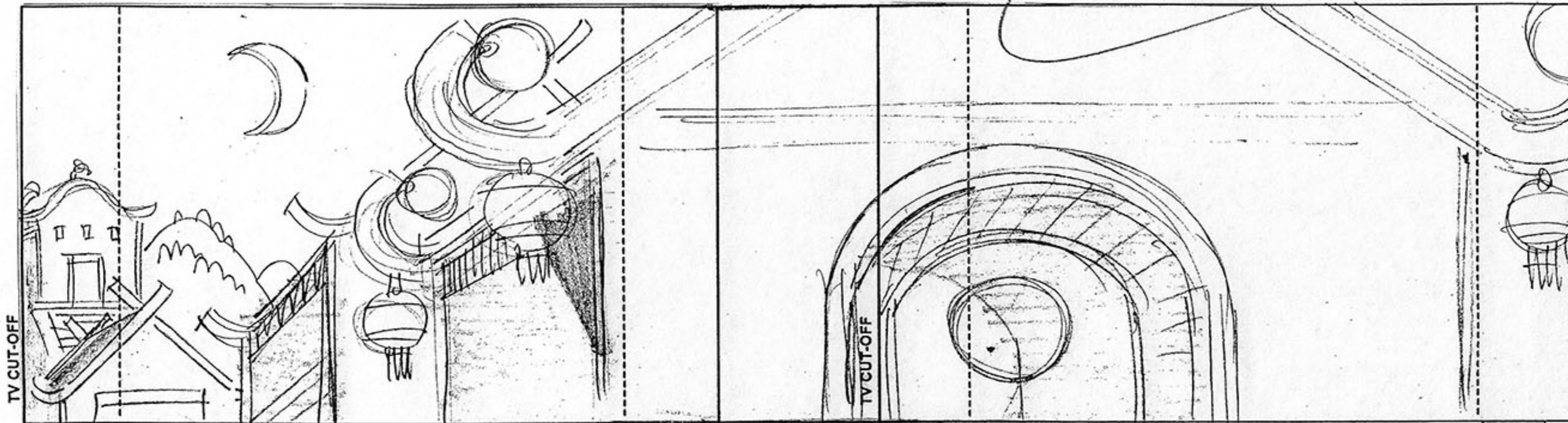
13A

B.G.

SCENE

B.G.

REFERENCE



ACTION

BG KEY

PANEL

PANEL

BG

DIAL

FOR REFERENCE ONLY

TIMING

16 : 9 Widescreen Format

257308



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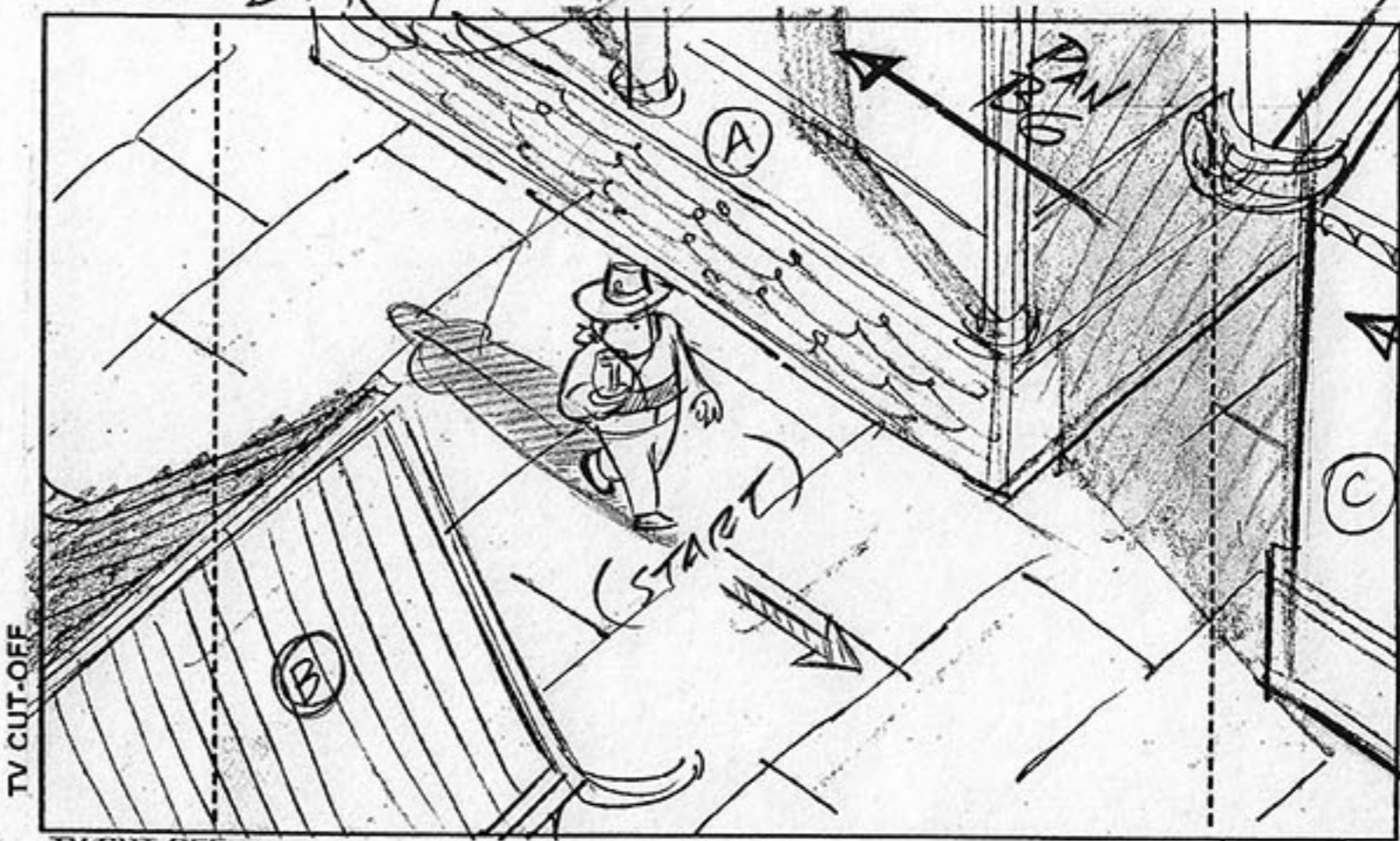
NO PANEL

H/U  
△

SCENE B14

CANDLE  
BOT-LIT  
R/O w/DIFF

DX-CAST  
SHADOW  
B.G.



16:9 Widescreen Format

BG PAN  
(START)

TV CUT-OFF  
DOWNSHOT ON TEMPLE PROMENADE PANEL

BG PANS SLOWLY AS CLAY & DOJO WALK THRU (SEVERAL BEATS)

ACTION

DIAL

TIMING

CLAY

DOJO, WHY YOU ACTIN' JUMPIER than a—

(BG NOTE: This is start position)

(B14)

bx

DIA 135

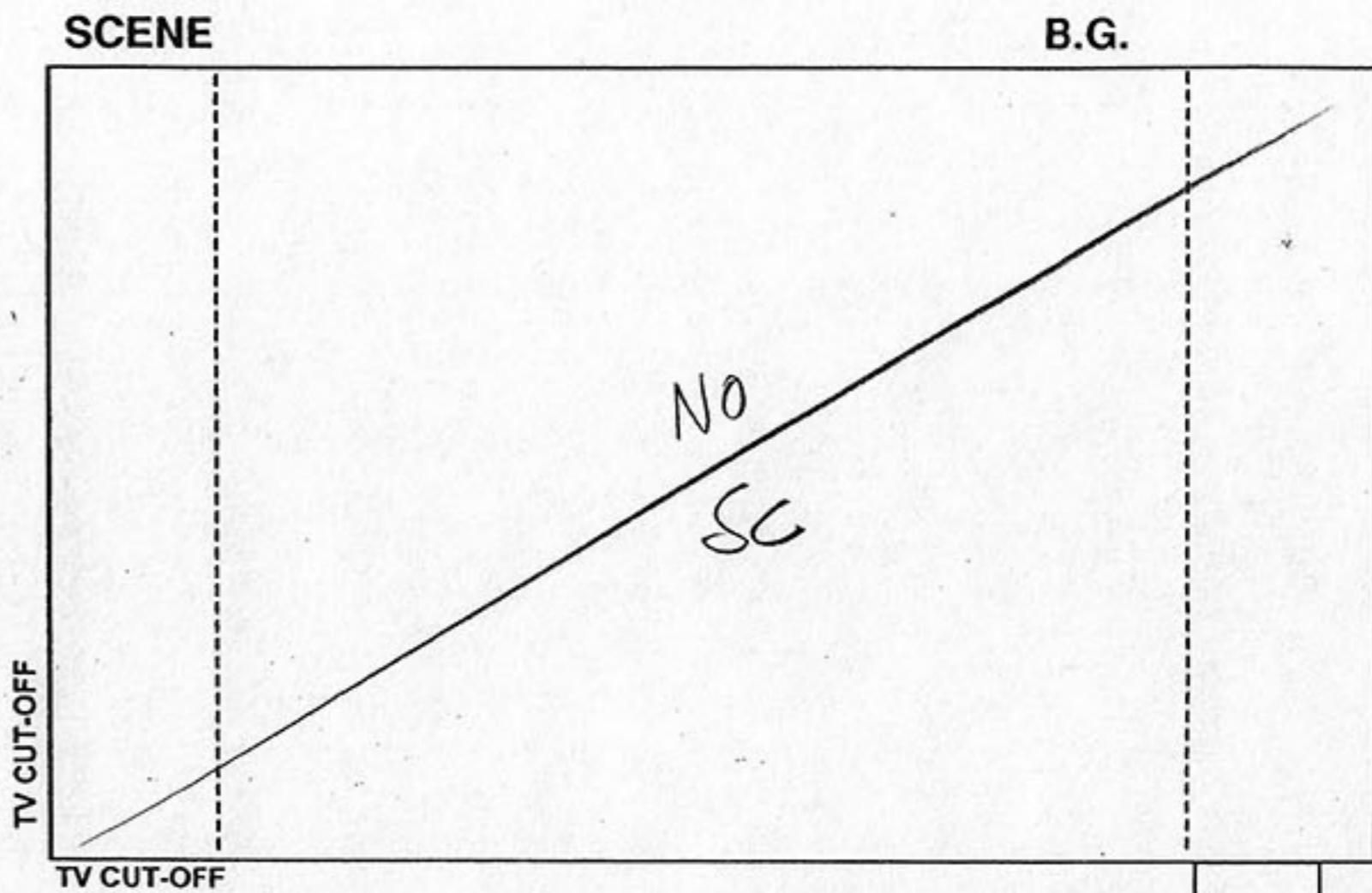
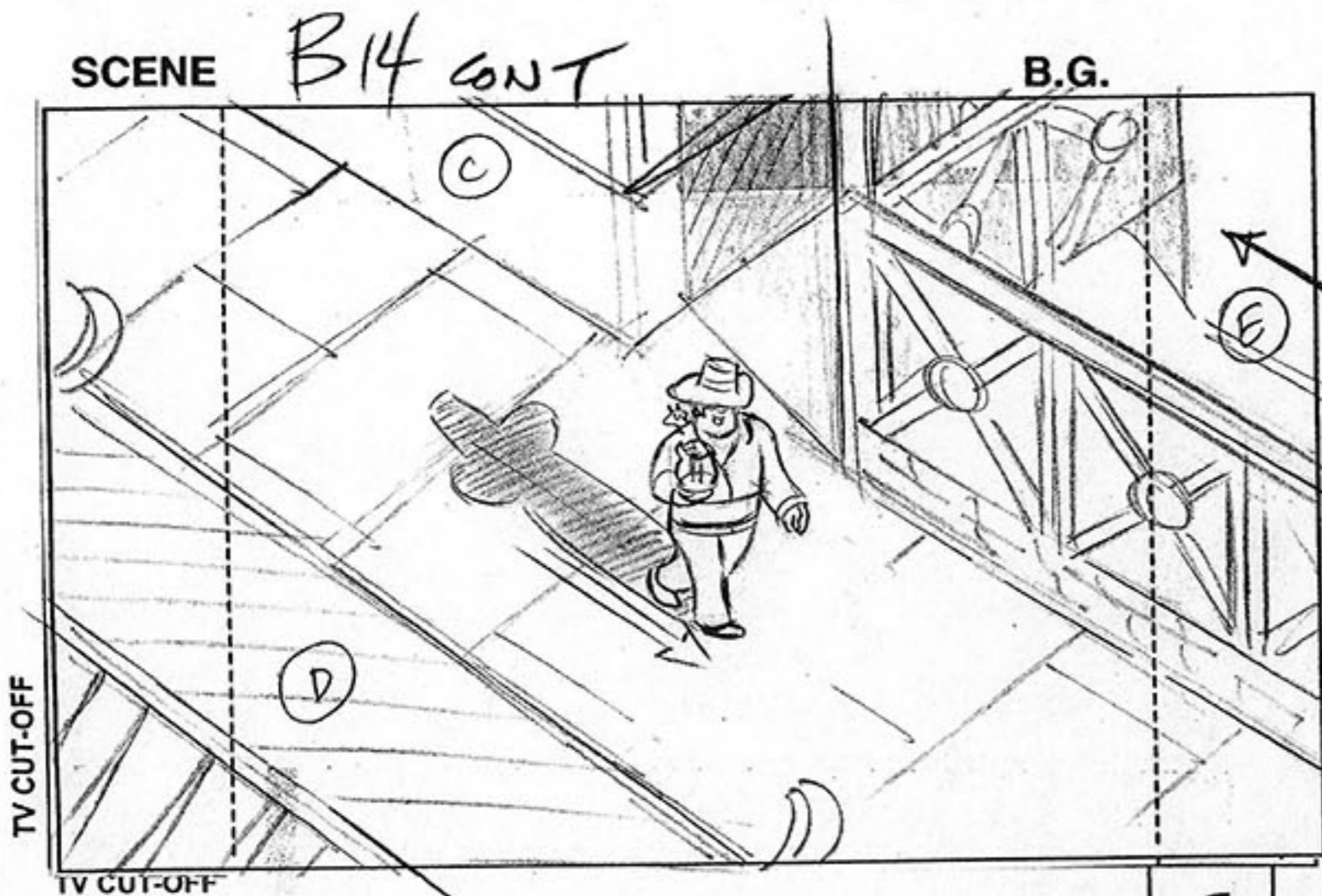
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ACTION

Continued

(BG Note: This is end position)

DIAL

CLAY (CONT)

- long-tailed cat in a room  
full'a rockin' chairs?

TIMING

Cont Dim 135

84

16 : 9 Widescreen Format

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H/U  
△

SCENE B 15

B.G.



SCENE CONT

B.G.



ACTION

CLOSE ON A LAMENTING DOJO RIDING ON CLAY'S SHOULDER

HIS GAZE LOWERS + HIS EARS DROOP

PANEL 1  
PANEL 2

BG NOTE: Use Building (E) from last scene for this BG

DOJO

DOJO (CONT)

DIAL

BECAUSE RAIMUNDO'S RIGHT. WHEN IT COMES TO FIGHTING

— I'M ALL SOOT AND NO SIZZLE. (SIGH!)

TIMING

8x 1 (DIA 136)

16 : 9 Widescreen Format

257308



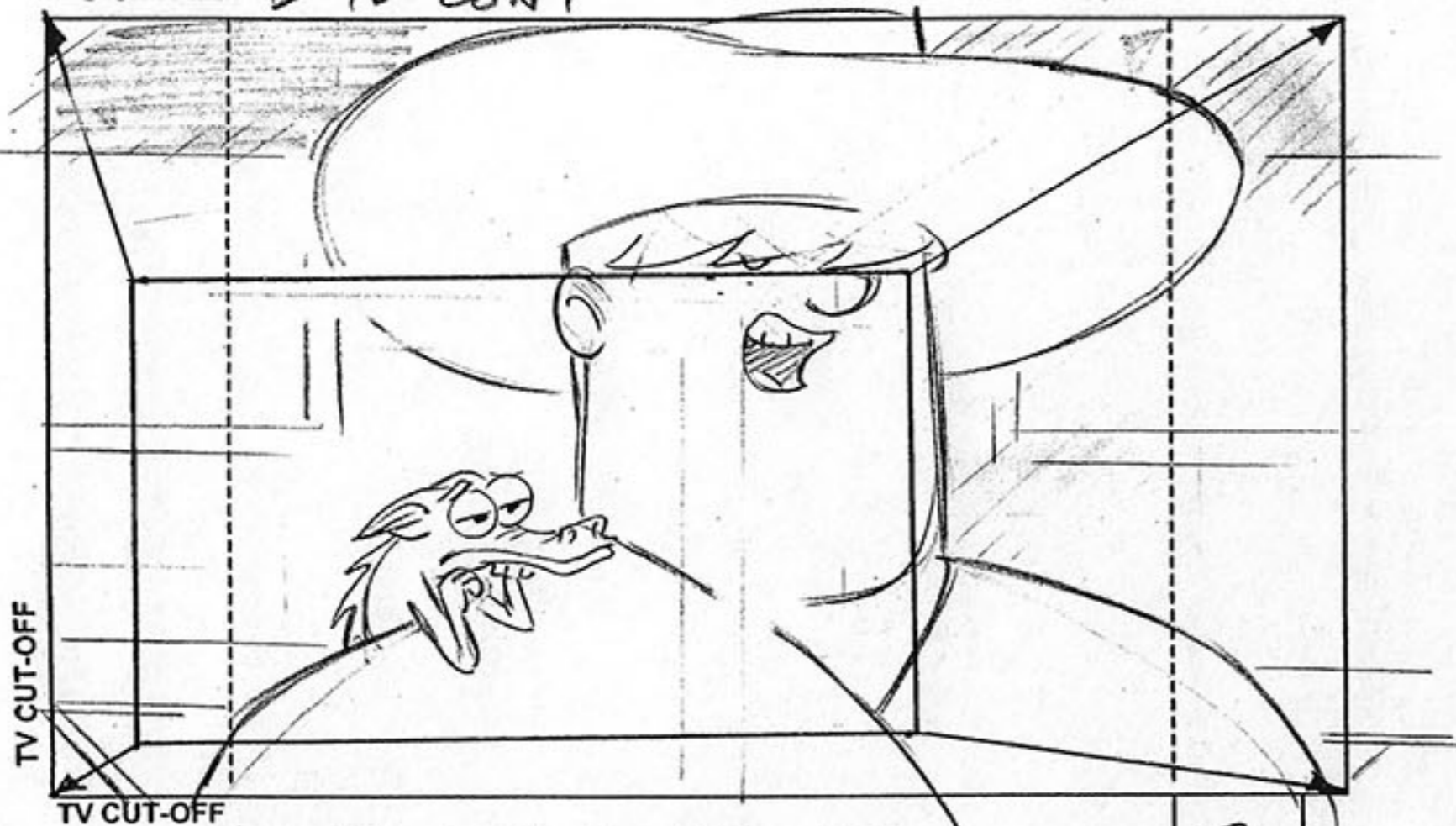
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SCENE B15 CONT

B.G.



PANEL 3

SCENE CONT

B.G.



PANEL 4

ACTION

TRUCK OUT WIDER AS  
CLAY SPEAKS

(STOP BG Pan during Truck-out)

DIAL

AWNDW

CLAY

DON'T LET RAI GET YA DOWN. YOU GOT A FIRE INSIDE YOU —

CLAY (CONT)

JUST WAITIN' TO COME OUT.

16 : 9 Widescreen Format

257308

1 → ~~TRUCK OUT~~  
16x  
DIAL 137



# X I A O L I N N SHOWDOWN

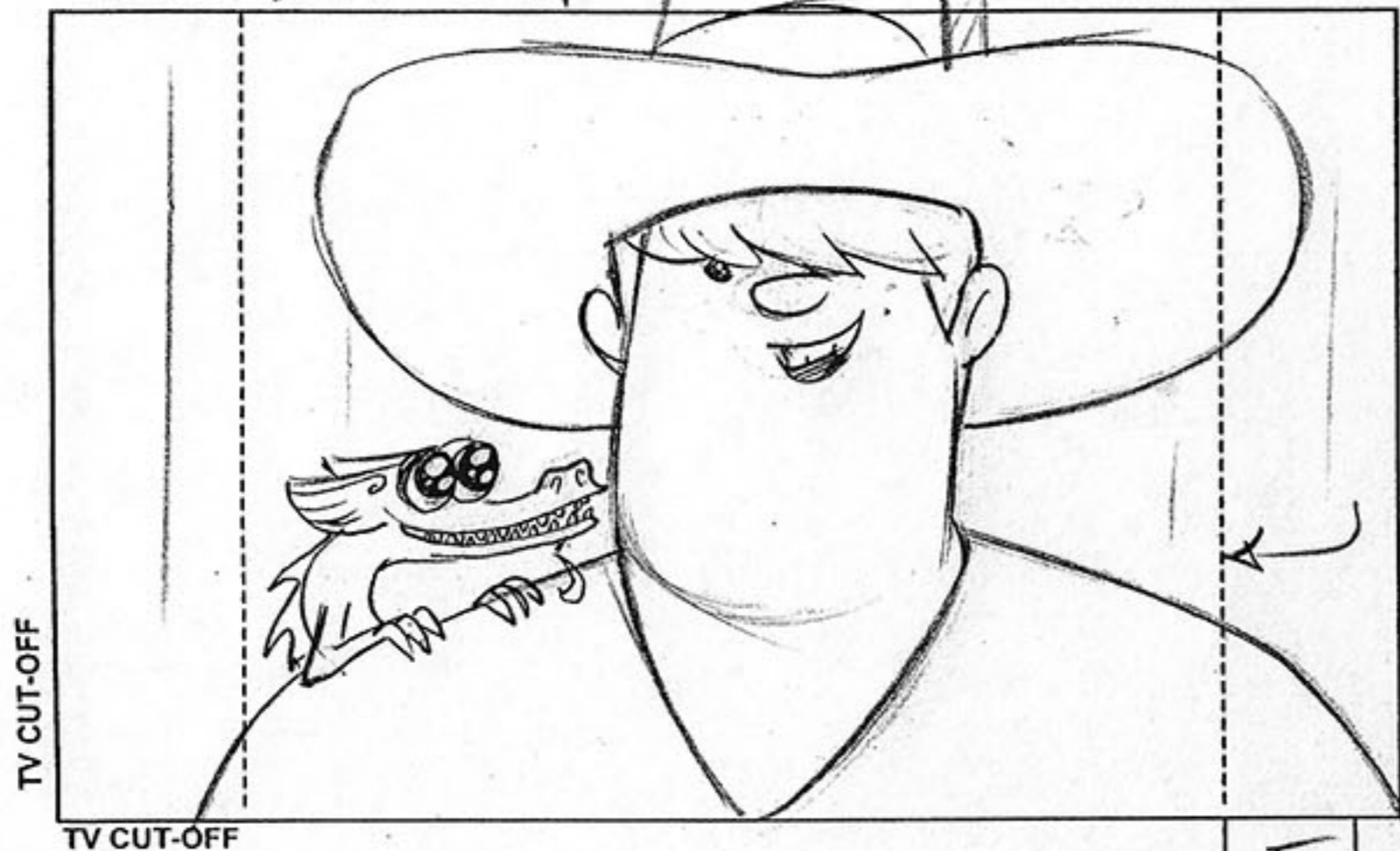
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PAGE 829

SCENE B15 CONT

B.G.



PANEL 5

ACTION

Dojo's eyeballs enlarge

DIAL

DOJO YOU THINK?

CLAY SURE.

TIMING

bx

Dial 138

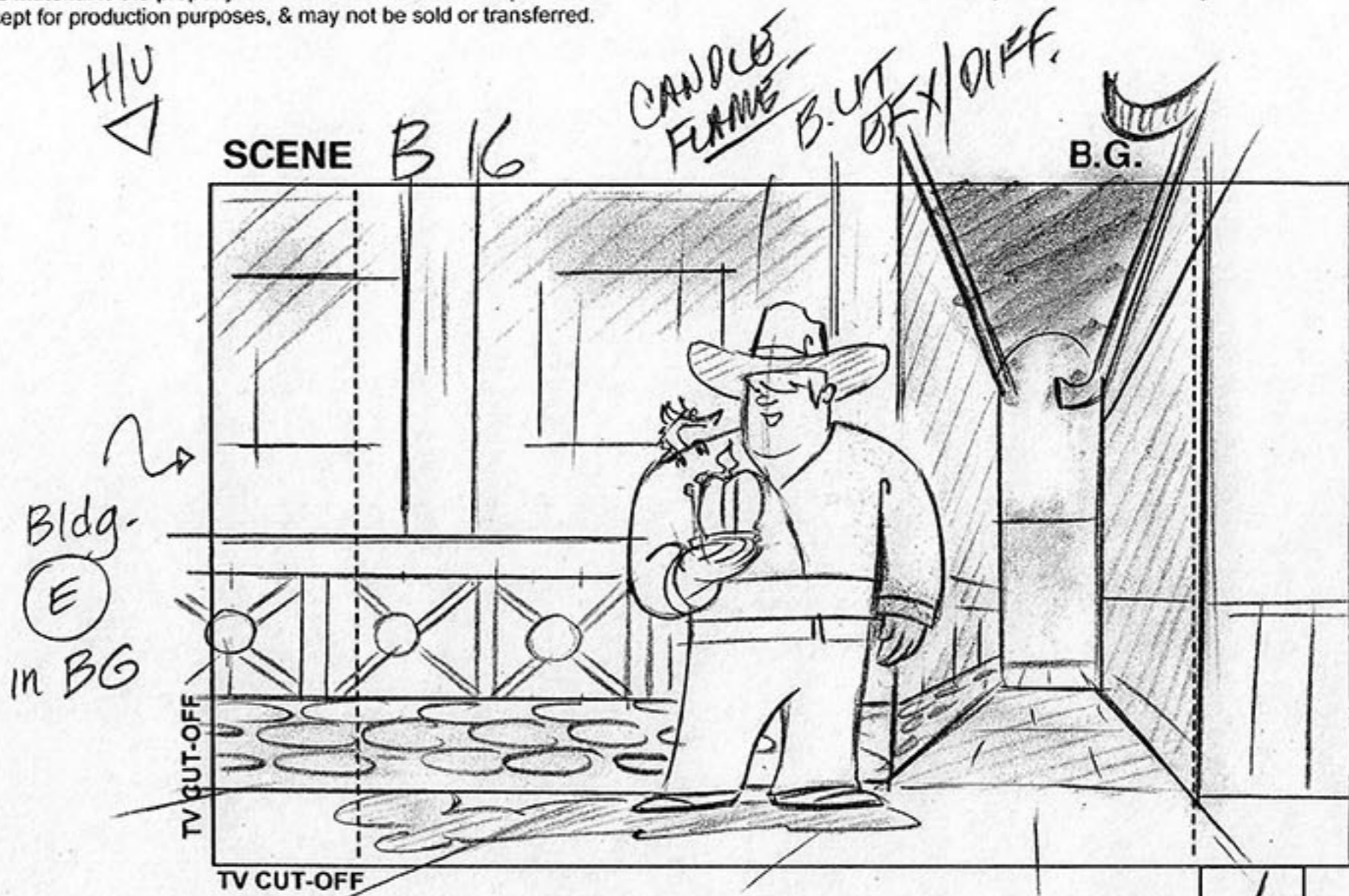
bx

Dial 139

Cont Dial 139

SCENE B16

B.G.



WIDE ON CLAY + DOJO

PANEL 1

16 : 9 Widescreen Format

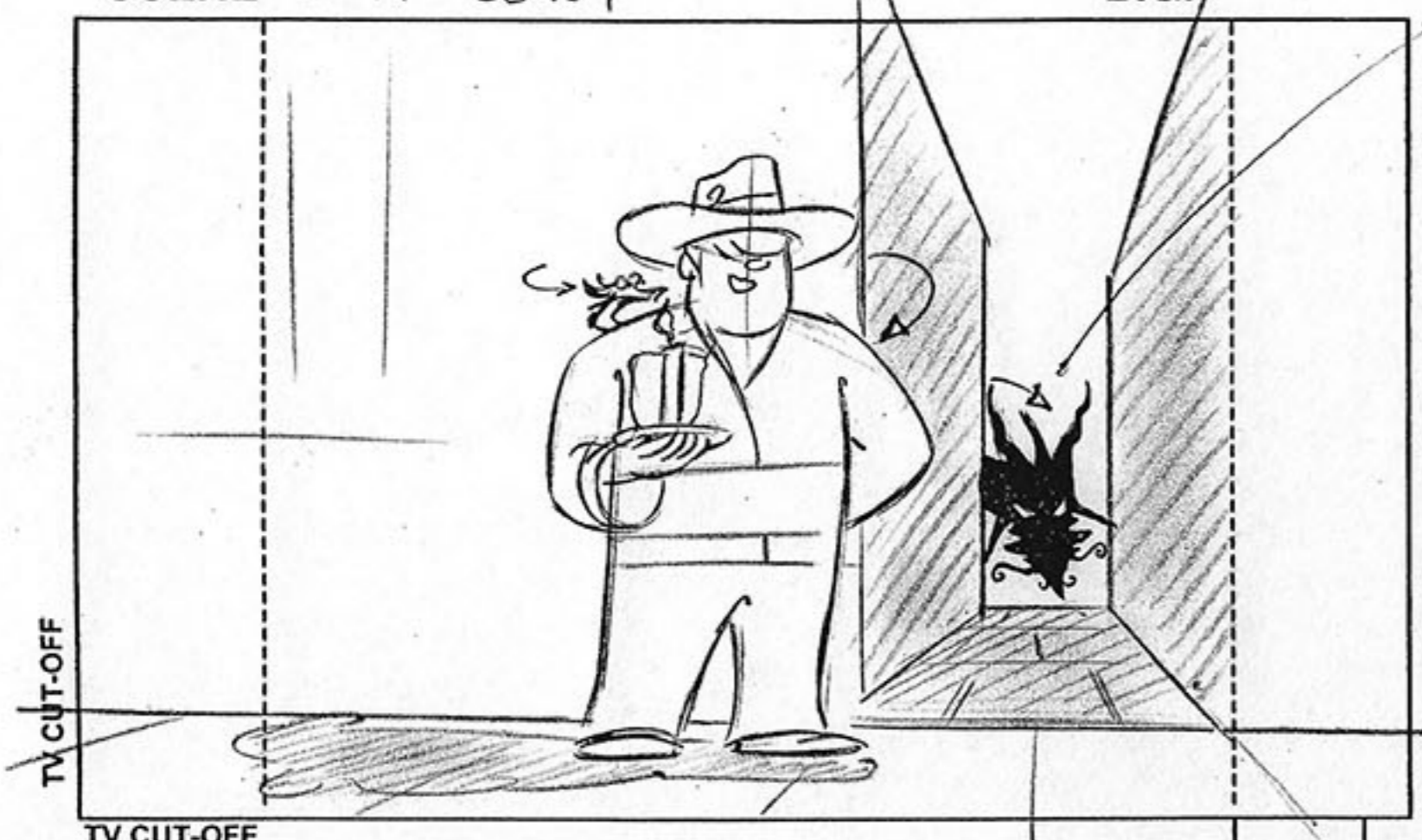
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\*Dragon is Sapphire Coloring Under the DX Shadow Matte  
 ↓ B.G. Not Black.

SCENE B16 CONT

B.G.



DX-SHADOW MATTE ON DRAGON

SCENE CONT

B.G. Not Black.



ACTION

CLAY REACHES BEHIND HIS BACK. DARK SILHOUETTE OF SAPPHIRE DRAGON IN REAL LIFE FORM APPEARS AT END OF ALLEY - DOJO TURNS + NOTICES

PANEL 2

DIAL

CLAY  
 JUST HIT MY STASH OF -

Clay holds up a bottle of salsa sauce (S/A in ACT A)

PANEL 3

TIMING

Com Dm 139

\* Sc B16, B17, B18 & B20 only  
 Heavy DX Shadow Matte over the Dragon

16 : 9 Widescreen Format

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H/O  
 ▽

SCENE B17

B.G.



TV CUT-OFF

TV CUT-OFF

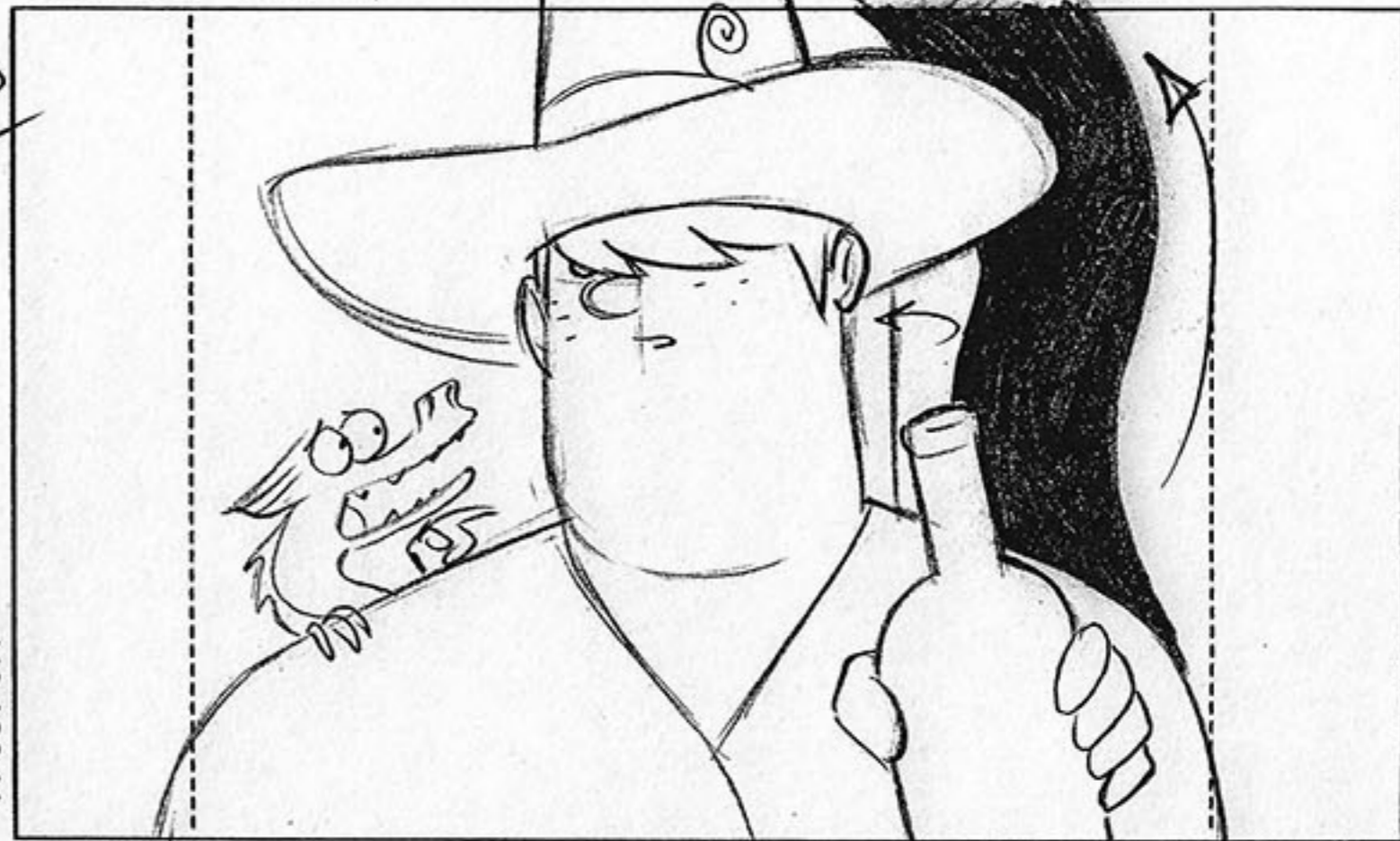
PANEL

1

DX -  
 SHADOW  
 MATTE  
 ON DRAGON

SCENE CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

Closer on Clay-Dojo  
 spots the dragon

Dojo tries to speak -  
 the Dragon starts to rise

DIAL

CLAY (CONT)  
 SIZZLIN' SALSA ...

CLAY ... SAUCE.  
DOJO (STAMMERING)

TIMING

Cont Dia 139

~~6x~~ → ~~11/14/03~~

2<sup>8</sup>  
 2<sup>1</sup>

16 : 9 Widescreen Format

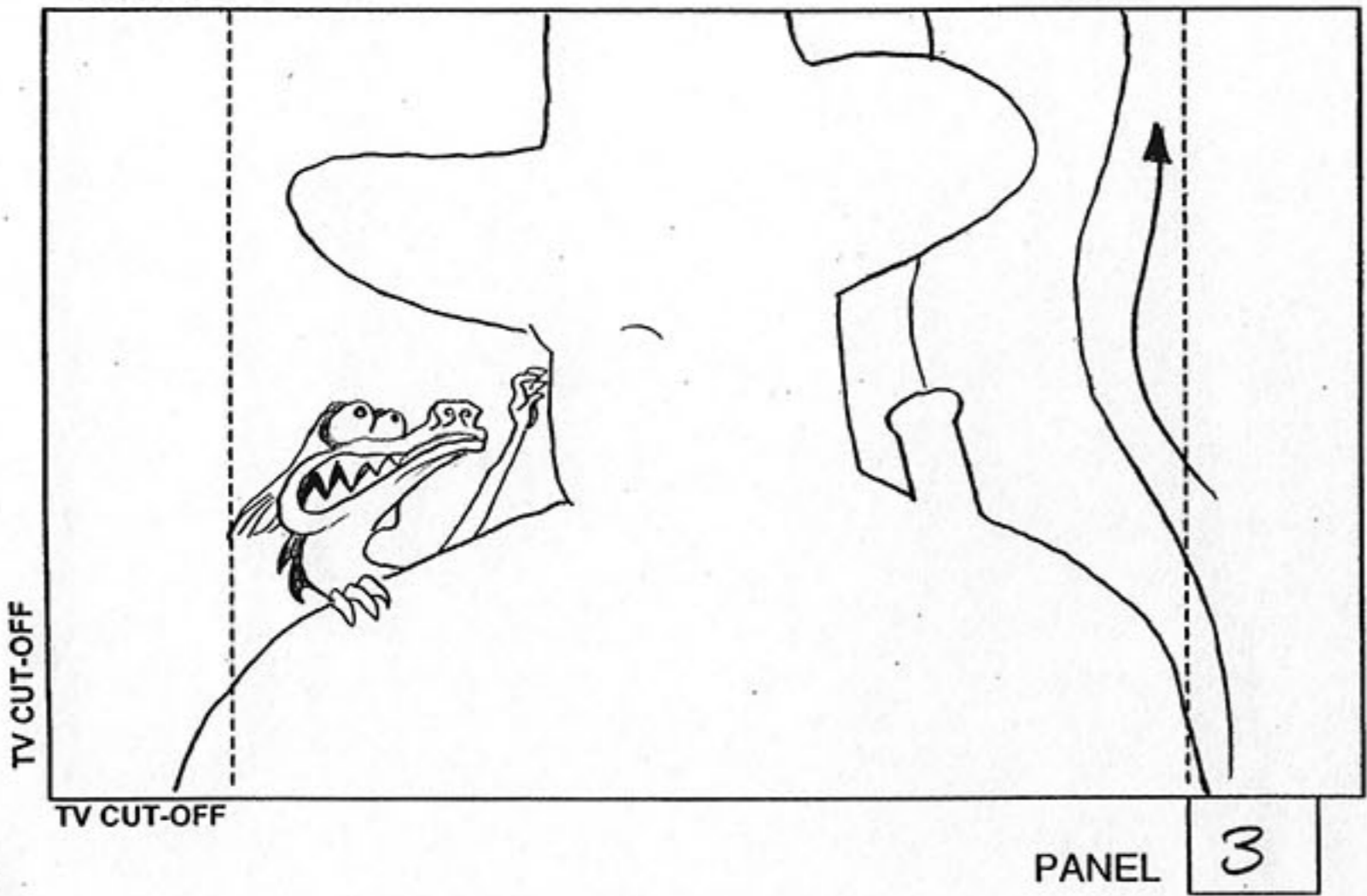
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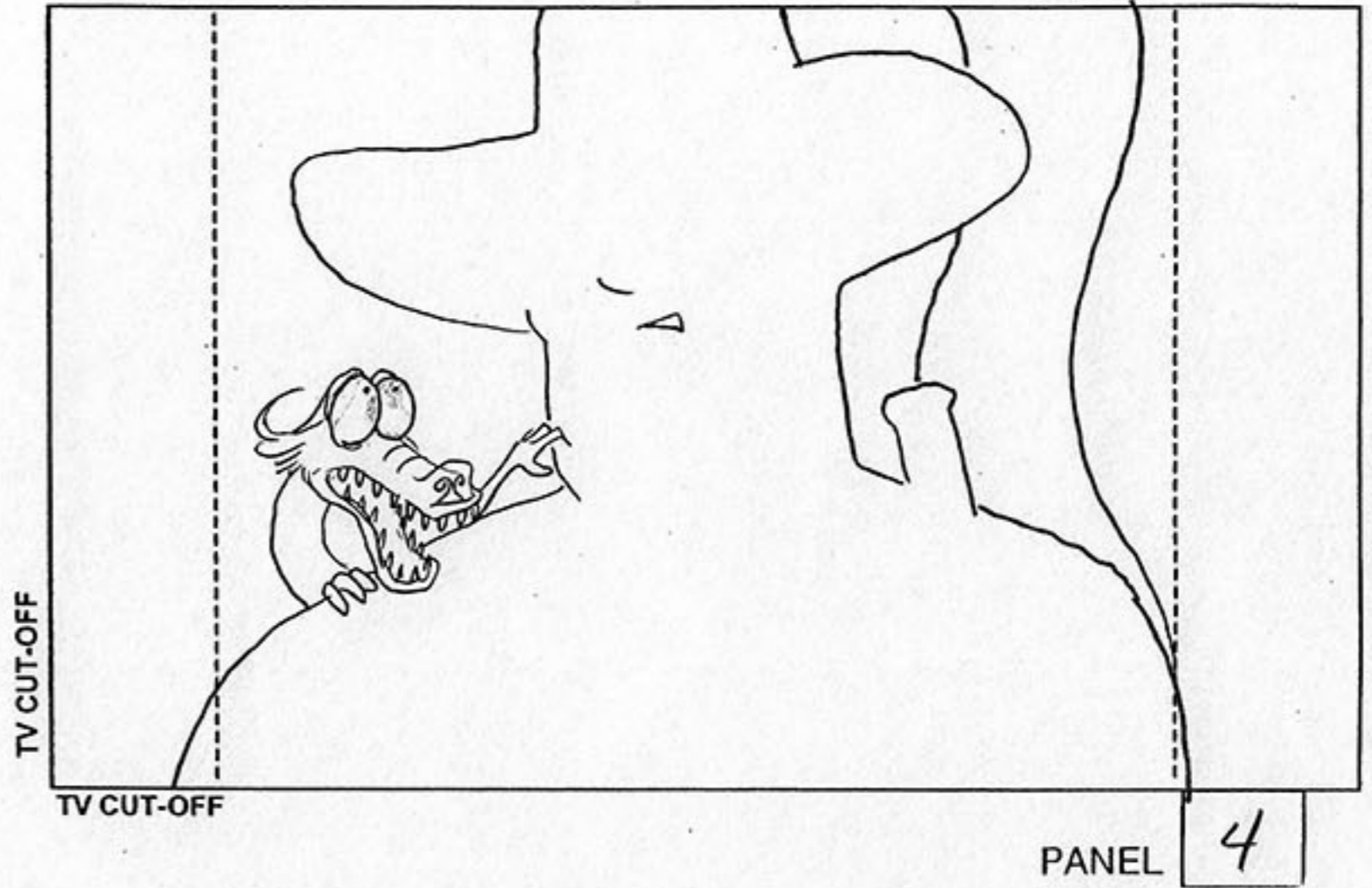
SCENE B17

B.G.



SCENE B17

B.G.



ACTION

Dojo reaches up

DIAL

DOJO CONT.  
 → STAMMER →

TIMING

2"  
 CONT DIAL 1/4

His eyeballs enlarge

DOJO CONT.  
 → STAMMER .

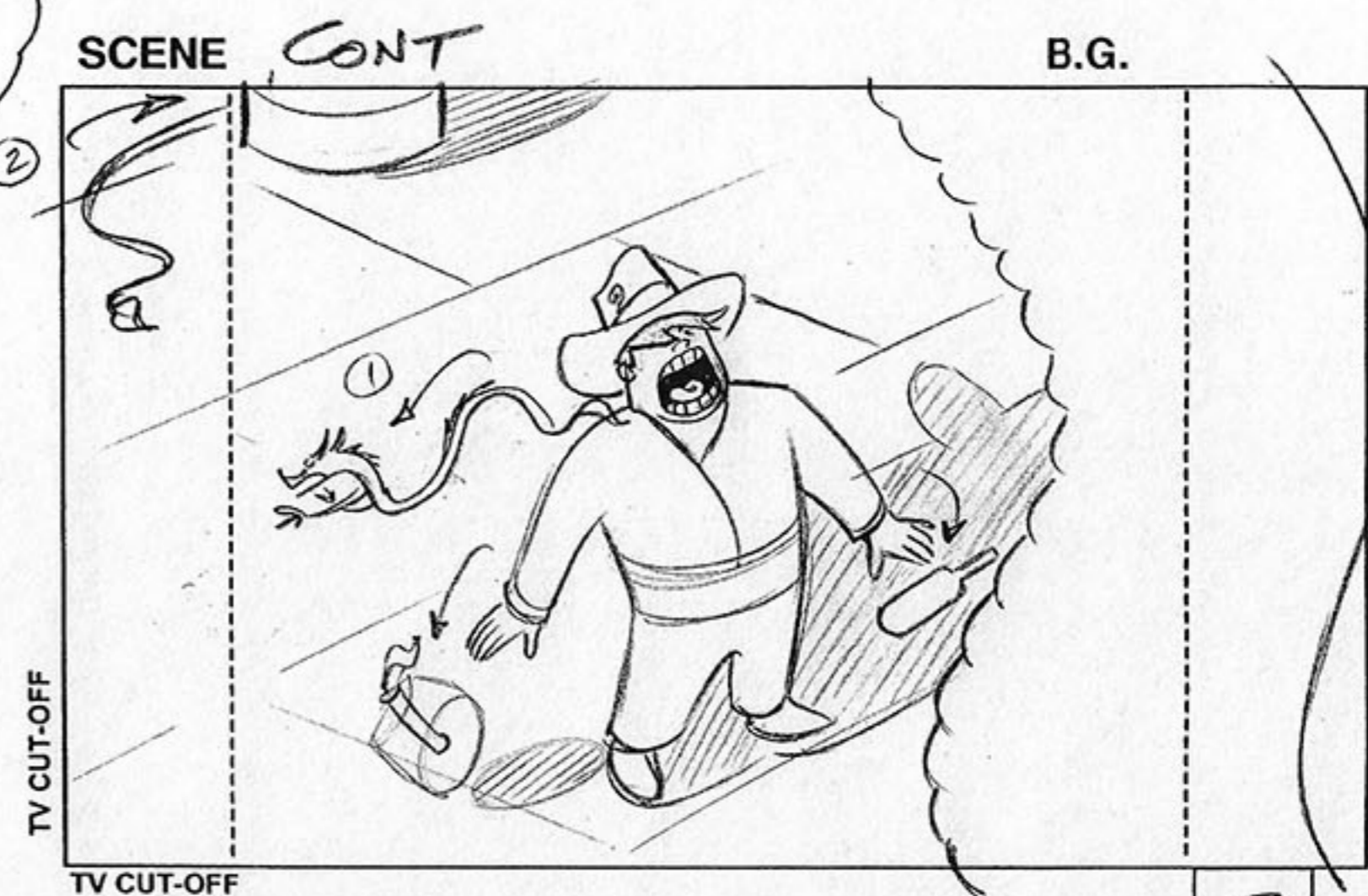
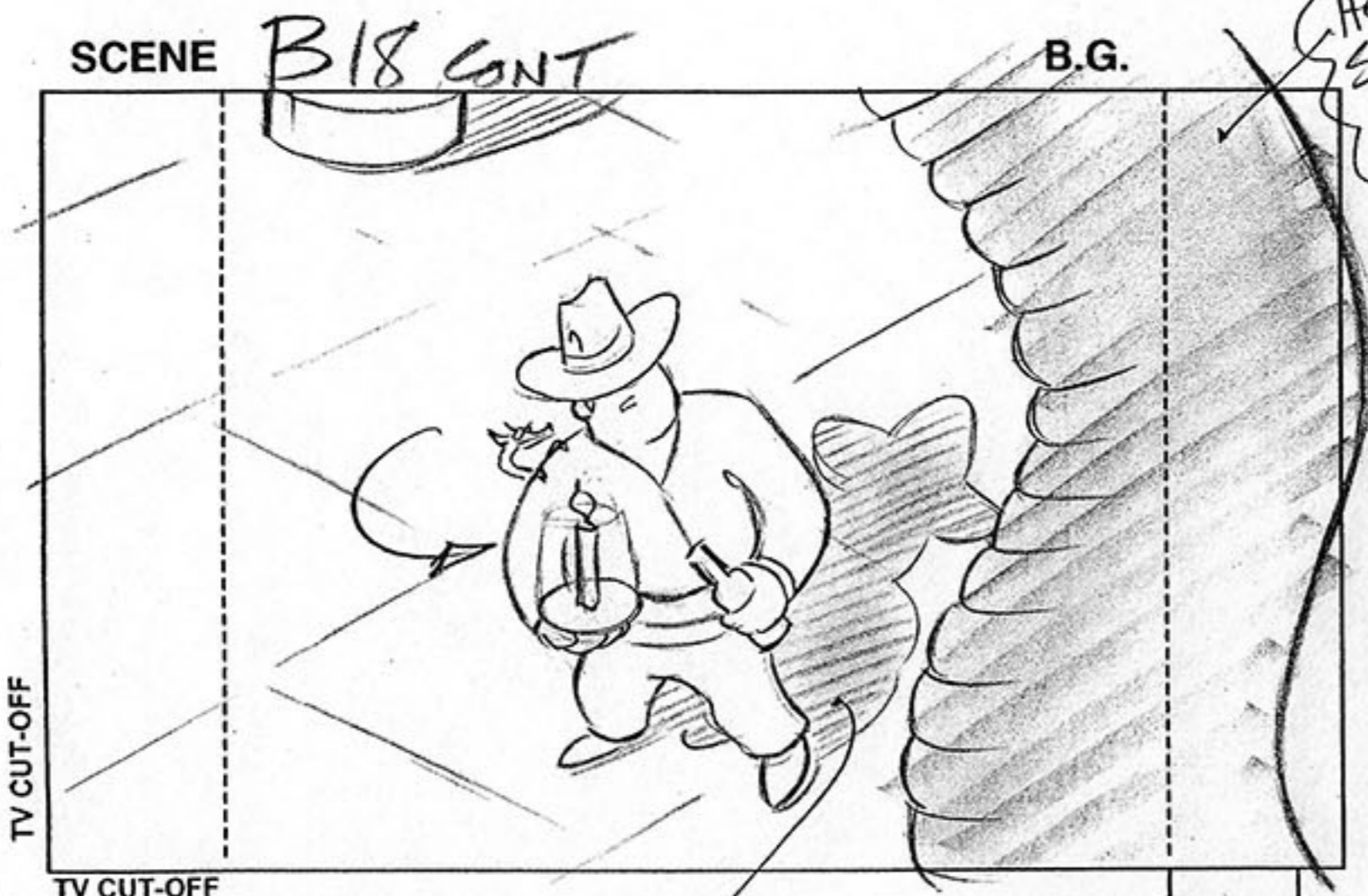
2"

16 : 9 Widescreen Format

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ACTION  
 DIAL  
 TIMING

CLAY TURNS AROUND

PANEL 2

CLAY DROPS LANTERN AND SALSA BOTTLE AND LOOKS UP AT DRAGON. DOJO LEAPS OFF CLAY AND FLEES.

PANEL 3

Dx Cast Shadow

Candle Flame Bot. lit Red/Orange Diff

CLAY  
 WHAT IN TARNATION ...

16 : 9 Widescreen Format

257308

Mar 14 2



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SCENE B18

B.G.



SCENE CONT

B.G.



ACTION

BLUE FLAME ENGULFS CLAY

PANEL 4

Backlit



Dragon Fire Efxs

Bot. Lit/White Core w/opaque Blue Edge

BLUE SMOKE FILLS (SC) AS  
DRAGON MOVES (OS)

PANEL 5

DIAL

1<sup>8</sup>

\* COLOR NOTE: ALL SMOKE  
IS HEAVY DX

2<sup>8</sup>

TIMING

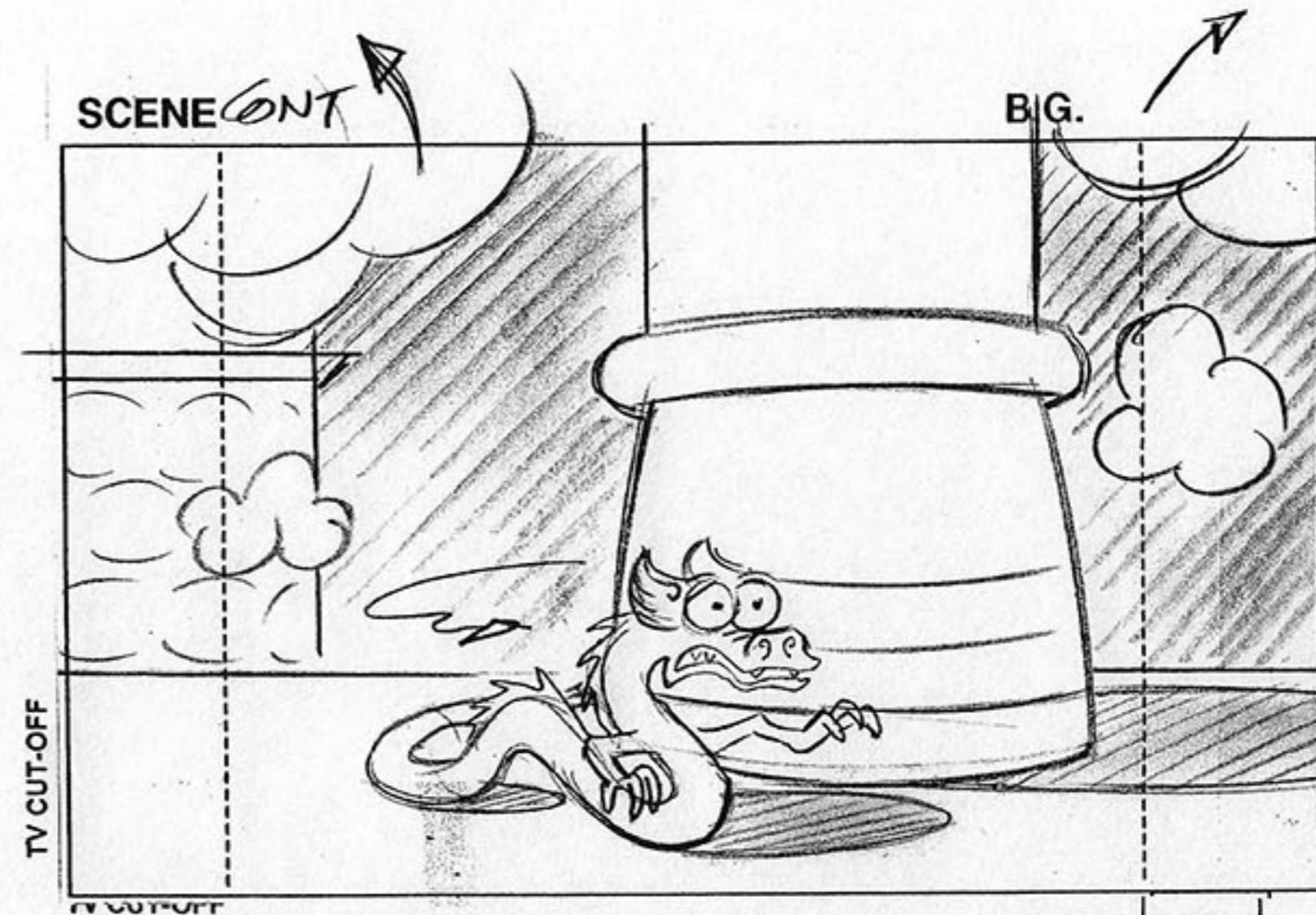
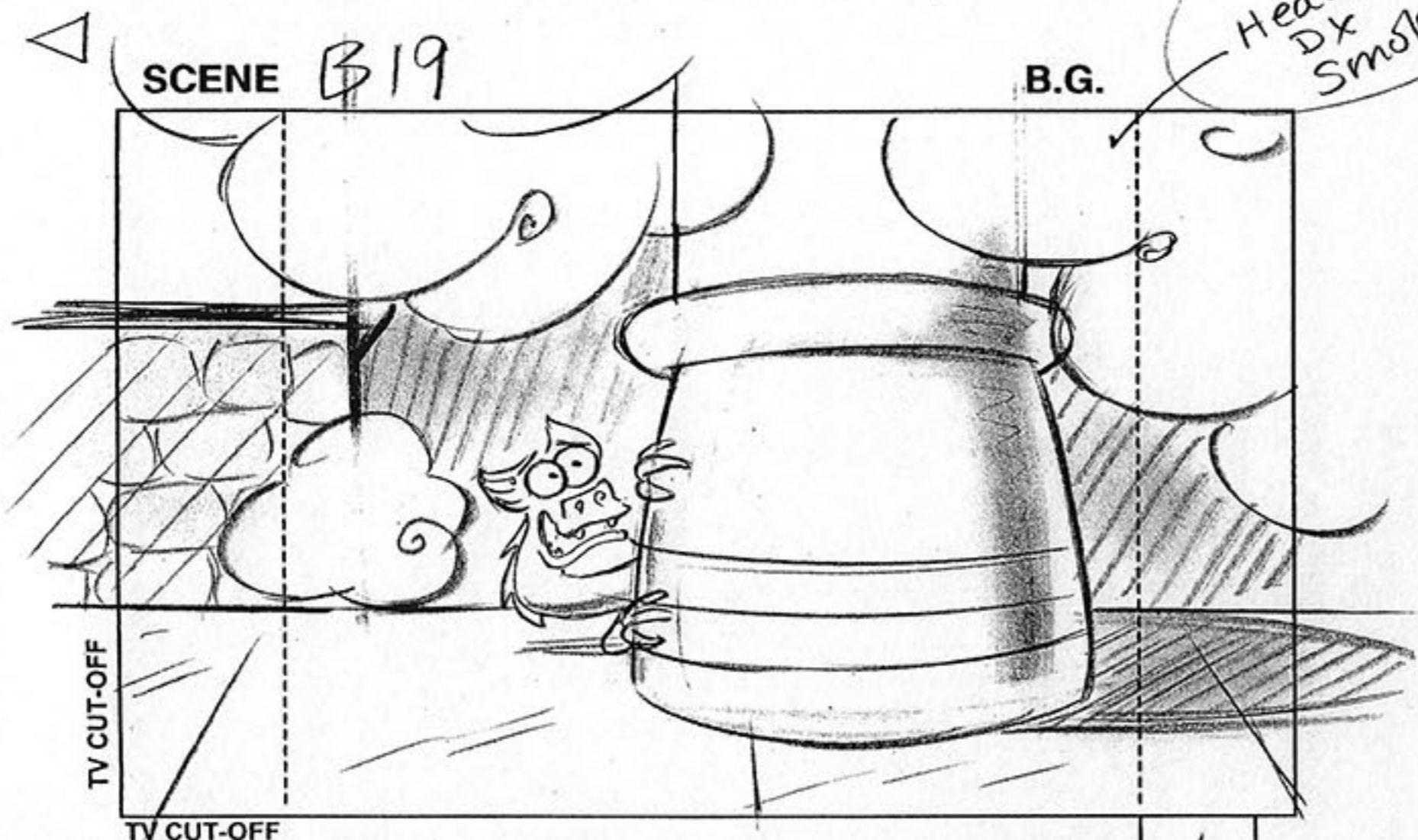
4<sup>0</sup>

16 : 9 Widescreen Format

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# WB X I A O L I N Z SHOWDOWN

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**ACTION**  
 DOJO PEEKS AROUND FROM  
 BEHIND COLUMN - BLUE SMOKE  
 HOVERS IN THE AIR  
 PANEL 1

HE CAUTIOUSLY VENTURES OUT  
 INTO OPEN AS BLUE SMOKE STARTS  
 TO DISSIPATE  
 PANEL 2

**DIAL**  
 B19 1<sup>12</sup>

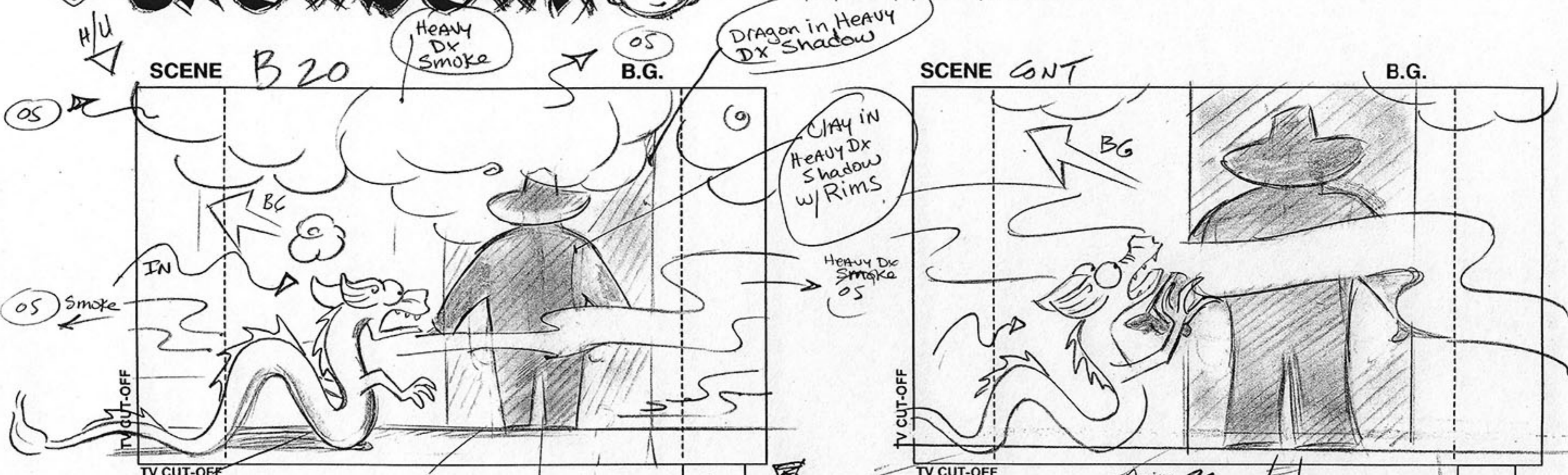
**TIMING**  
 3<sup>12</sup>

16 : 9 Widescreen Format

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# WB X I A O L I N S SHOWDOWN

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16 : 9 Widescreen Format

**ACTION** LOW ANGLE - DOJO'S POV AS HE APPROACHES CLAY AND VAPOR DISSIPATES (OS)

PANEL 1  
SMOKE  
Color Model Note!

Dojo approaches Clay

Anim BG (Ground)

PANEL 2

B20

**DIAL** DOJO  
COME ON, CLAY —

\*Notes: CLAY is now a Sapphire Statue

(CONT)  
LET'S GET —

**TIMING** 8x2 — DIAL 143

257308

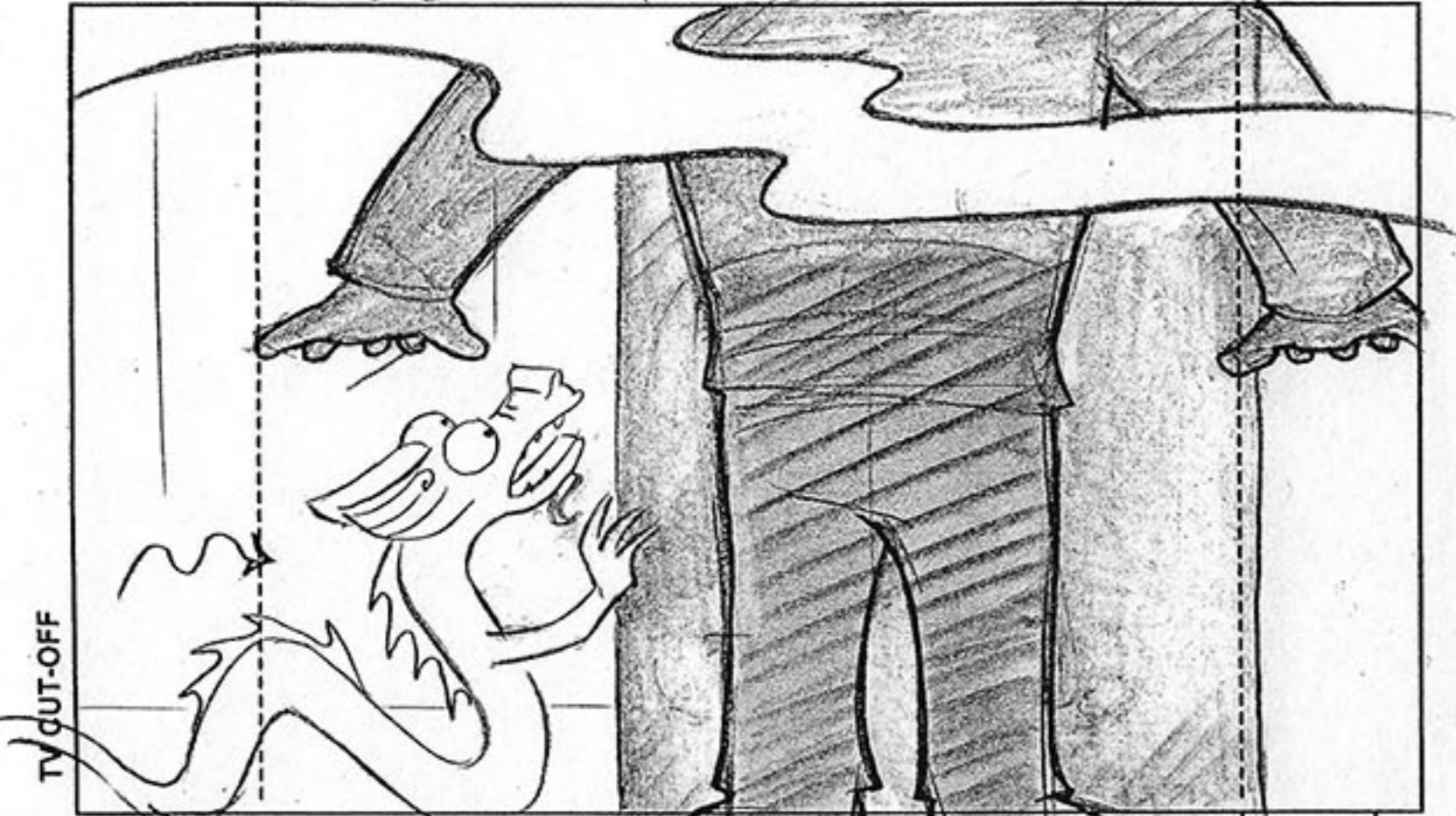
# WB X I A O L I N SHOWDOWN

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SCENE B20 CONT



B.G.



TV CUT-OFF

TV CUT-OFF

BG

PANEL 3

ACTION

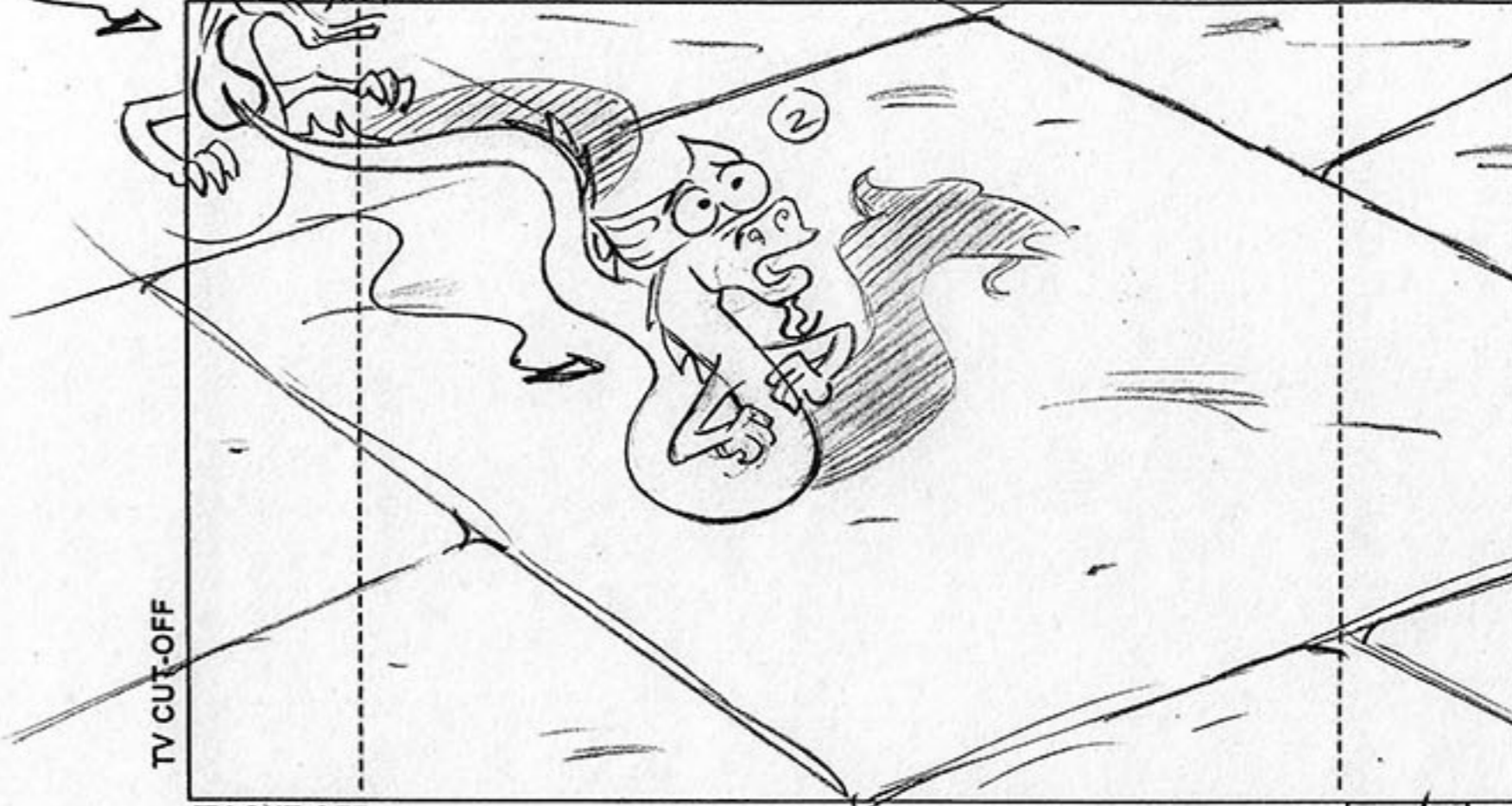
DOJO MOVES CLOSE TO CLAY



H/U B21

DX CAST Shadow

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

CLOSE DOWNSHOT ON DOJO — HE TENTATIVELY ENTERS (SC)

16:9 Widescreen Format

DIAL

DOJO (CONT)  
OUT OF HERE!

DOJO  
CLAY?

TIMING

CONT DIAL 143

(B21)

CONT DIAL 143

257308



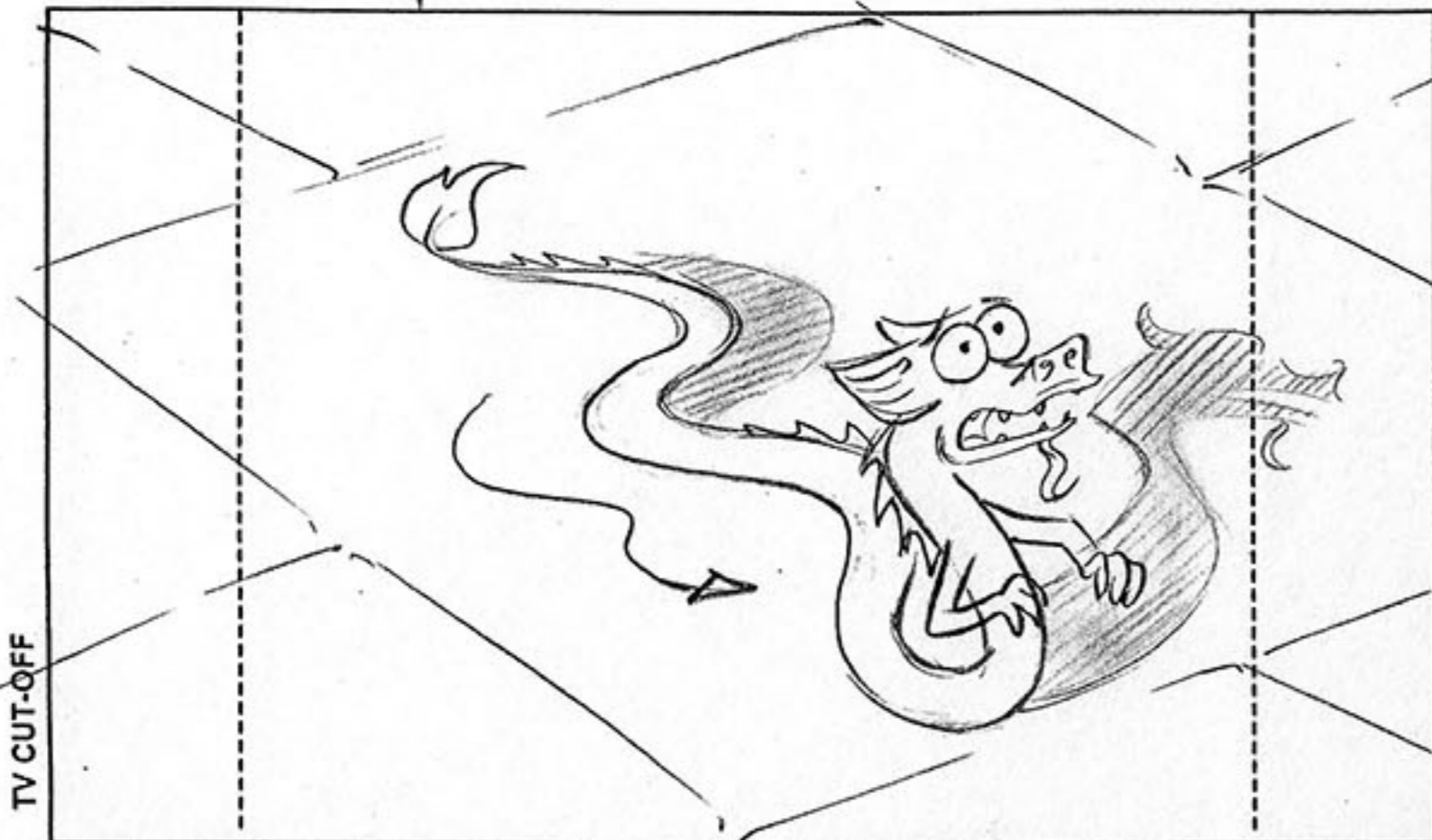
# X I A O L I N SHOWDOWN

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SCENE B 21 CONT

B.G.



DOJO STOPS DEAD IN HIS TRACKS

PANEL 2

SCENE B 22

B.G.



UPSHOT ON CLAY PARTIALLY OBSCURED

PANEL 1

\*Clay in Shadow Colors w/ Rims

HEAVY DX SMOKE

16 : 9 Widescreen Format

ACTION

DIAL

TIMING

USE MOUTH (G) DOJO CLAY!

2<sup>8</sup>

(322)

1<sup>8</sup>

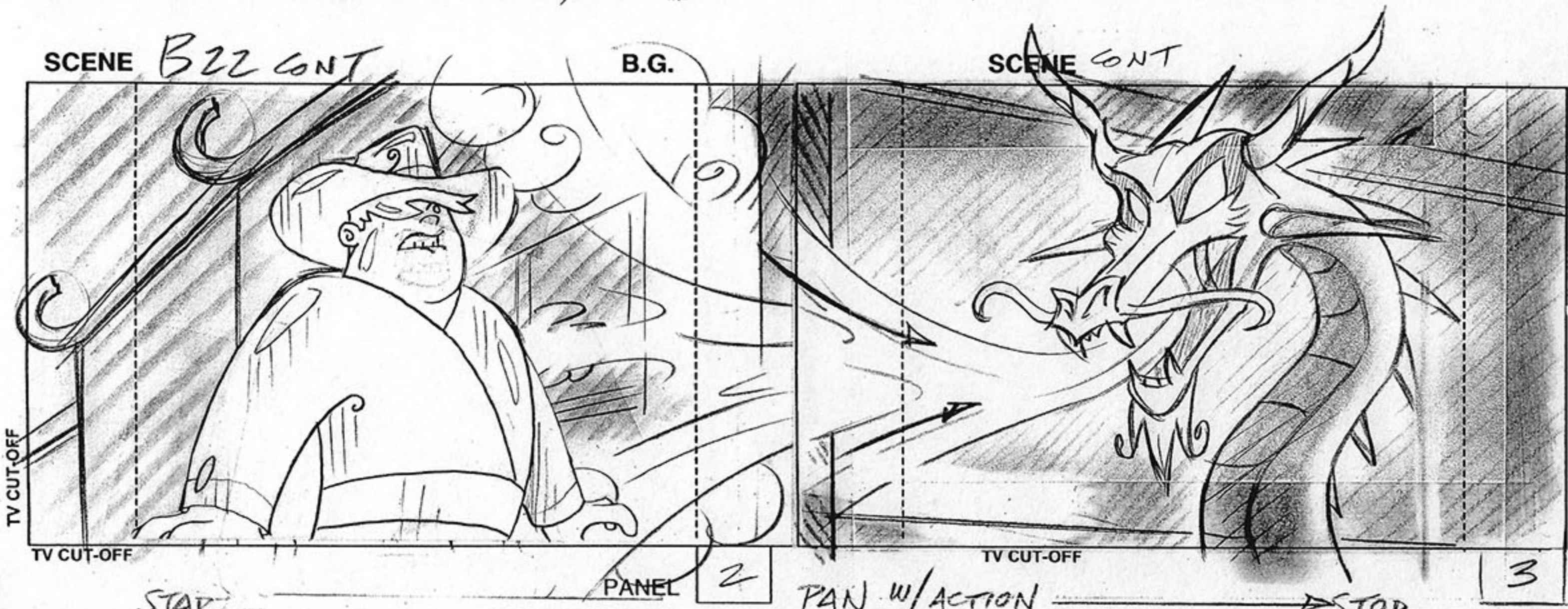
4x

Foot PL 143

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Note: The Dragon and Clay no longer in Heavy Dx Shadow matte  
 \*They are in Shadow Colors w/ Rims

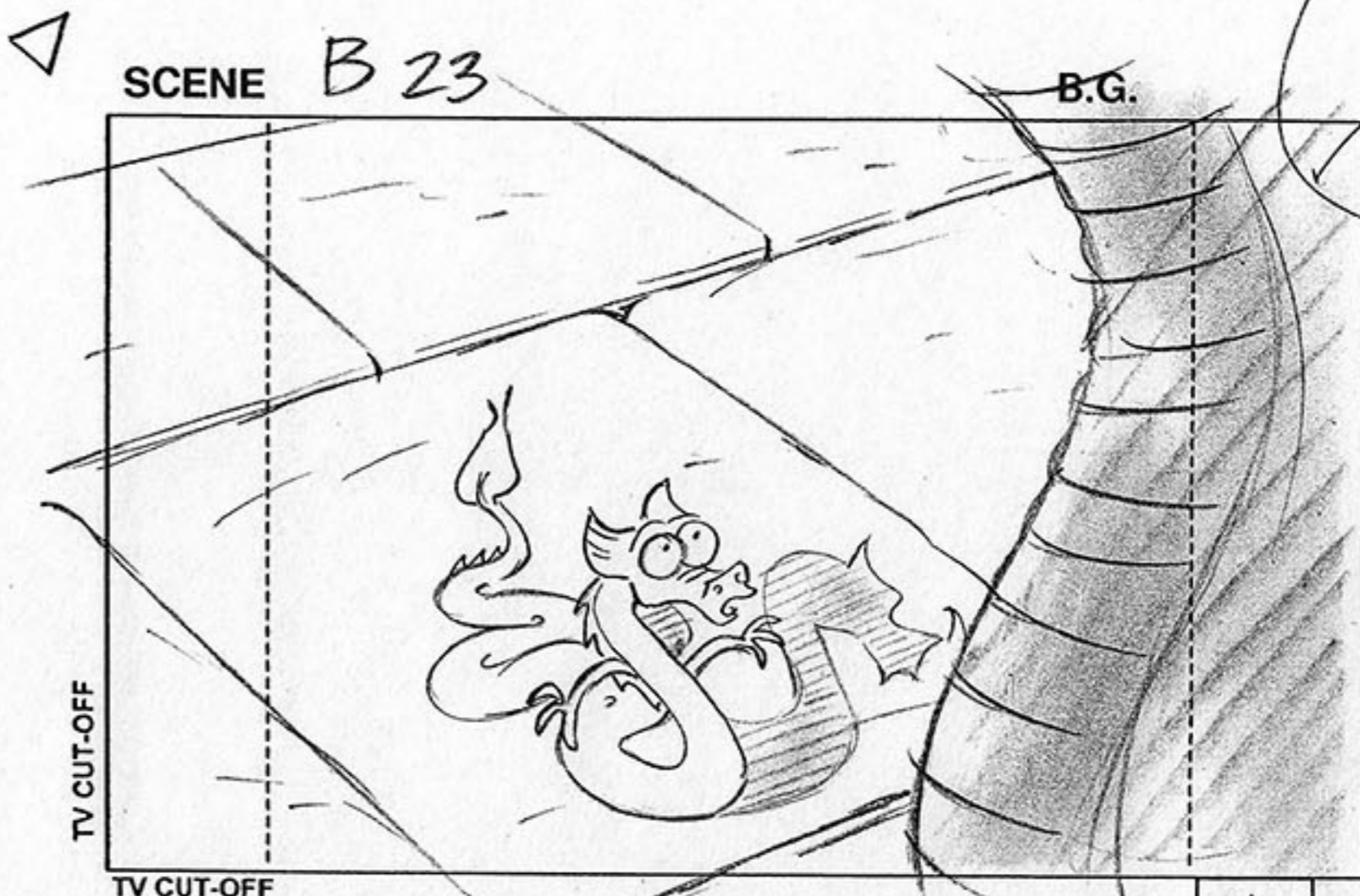
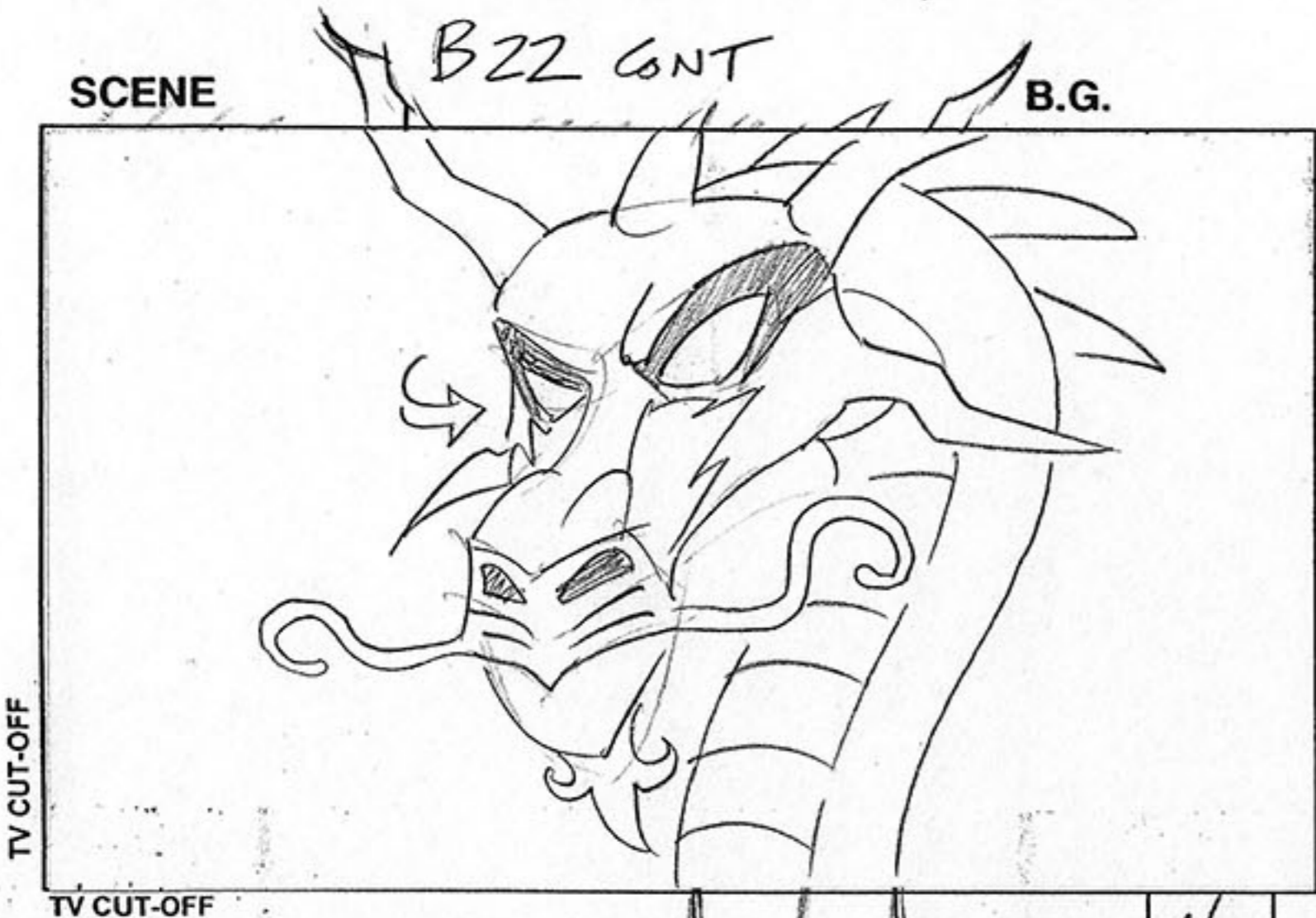
**ACTION**  
 STAR: }  
 SUDDENLY, BLUE SMOKE IS SUCKED (OS) } CAM. PANS WITH SMOKE TO REVEAL SAPPHIRE  
 CLAY IS REVEALED AS SAPPHIRE STATUE } DRAGON 40

**DIAL**  
 2°  
 PAN B6  
 16x  
 16x  
 16x

**TIMING**

257308

CU-FG-Shots  
 only  
 Dx Shadow  
 matte  
 over  
 Dragon



16 : 9 Widescreen Format

ACTION

Black Dragon finishes inhaling, turns to look at Dojo

PANEL 4

DRAGON'S POW DOWN ON A HORRIFIED DOJO

PANEL 1

Dx Cast Shadow

DIAL

18

23

14

TIMING



257308

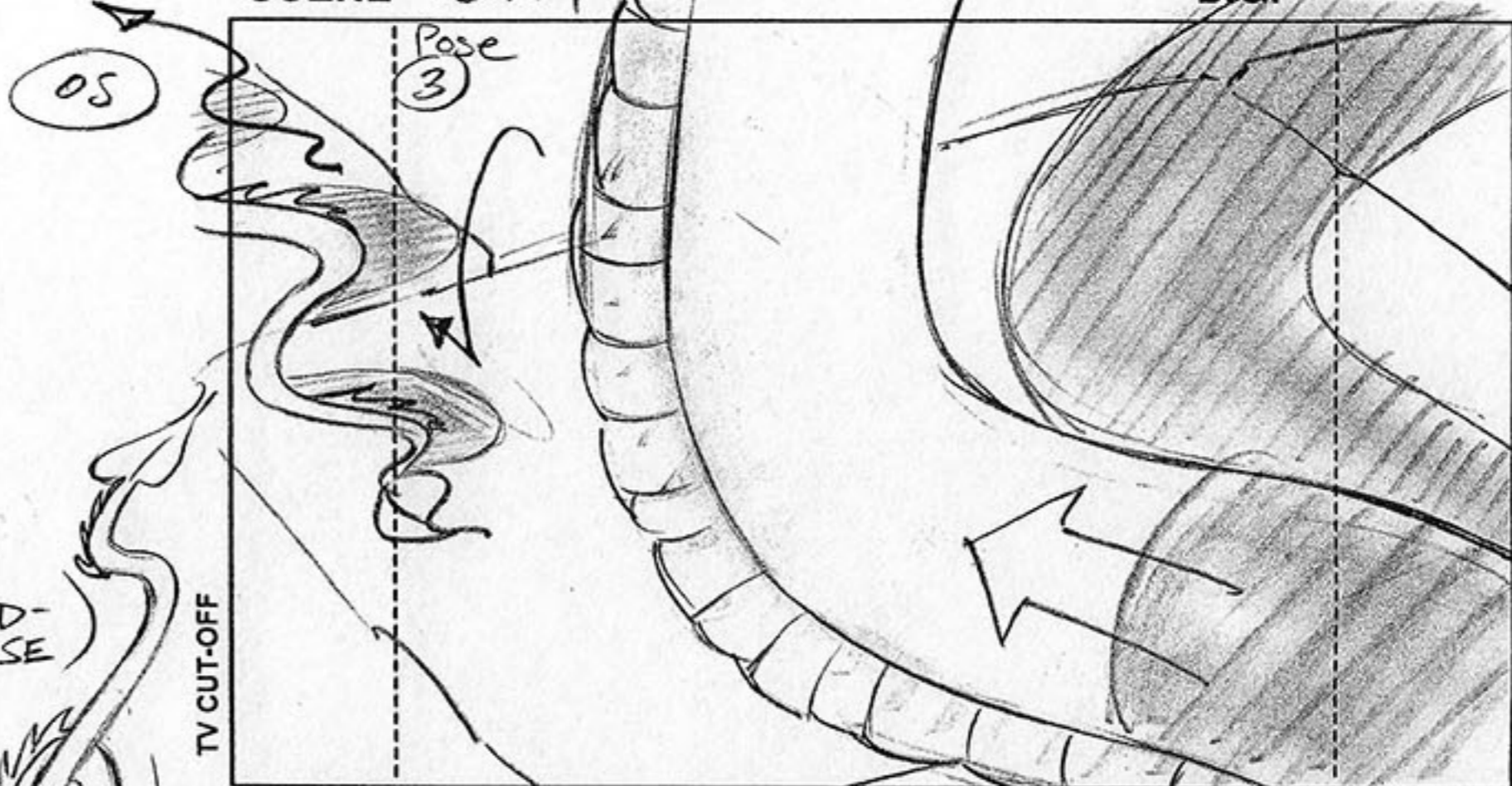
SCENE B 23 CONT

B.G.



SCENE CONT

B.G.



16 : 9 Widescreen Format

ACTION

DOJO LEAPS UP, SCREAMING

PANEL 2

Pose 2

HE TWISTS IN MID-AIR

HE TURNS + QUICKLY SLITHERS OFF AS SAPPHIRE DRAGON MOVES FORWARD

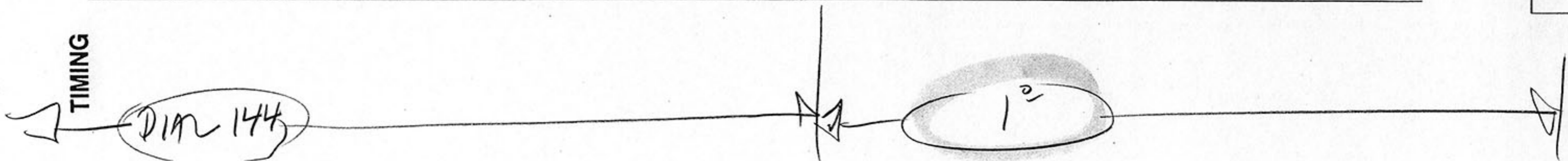
PANEL 3

AND LANDS

DIAL

DOJO  
SCREAM! ~~~~~

TIMING



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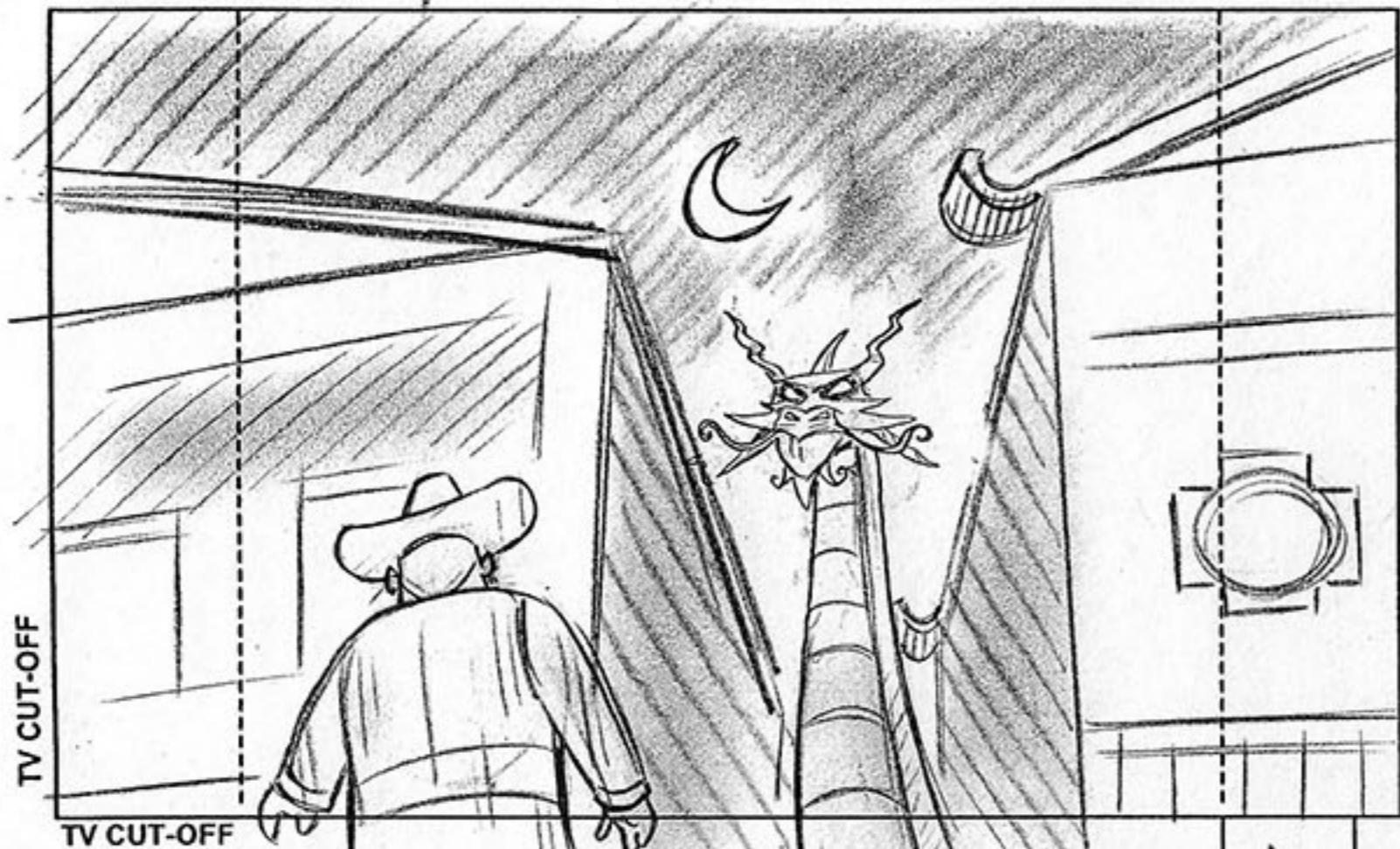
\* Sapphire Dragon & Statue Clay are Shadow | Sc. B24 - B-36  
Colors w/ Rims

SCENE B24

B.G.

SCENE CONT

B.G.



PANEL 1



PANEL 2

ACTION

DRAMATIC UP ANGLE ON DRAGON  
FROM CLAY'S POV

DRAGON MOVES UP INTO CAM.  
AS BG RECEDES

DIAL

B24 1<sup>8</sup>

1<sup>4</sup>

TIMING

A 2:12

16 : 9 Widescreen Format

257308

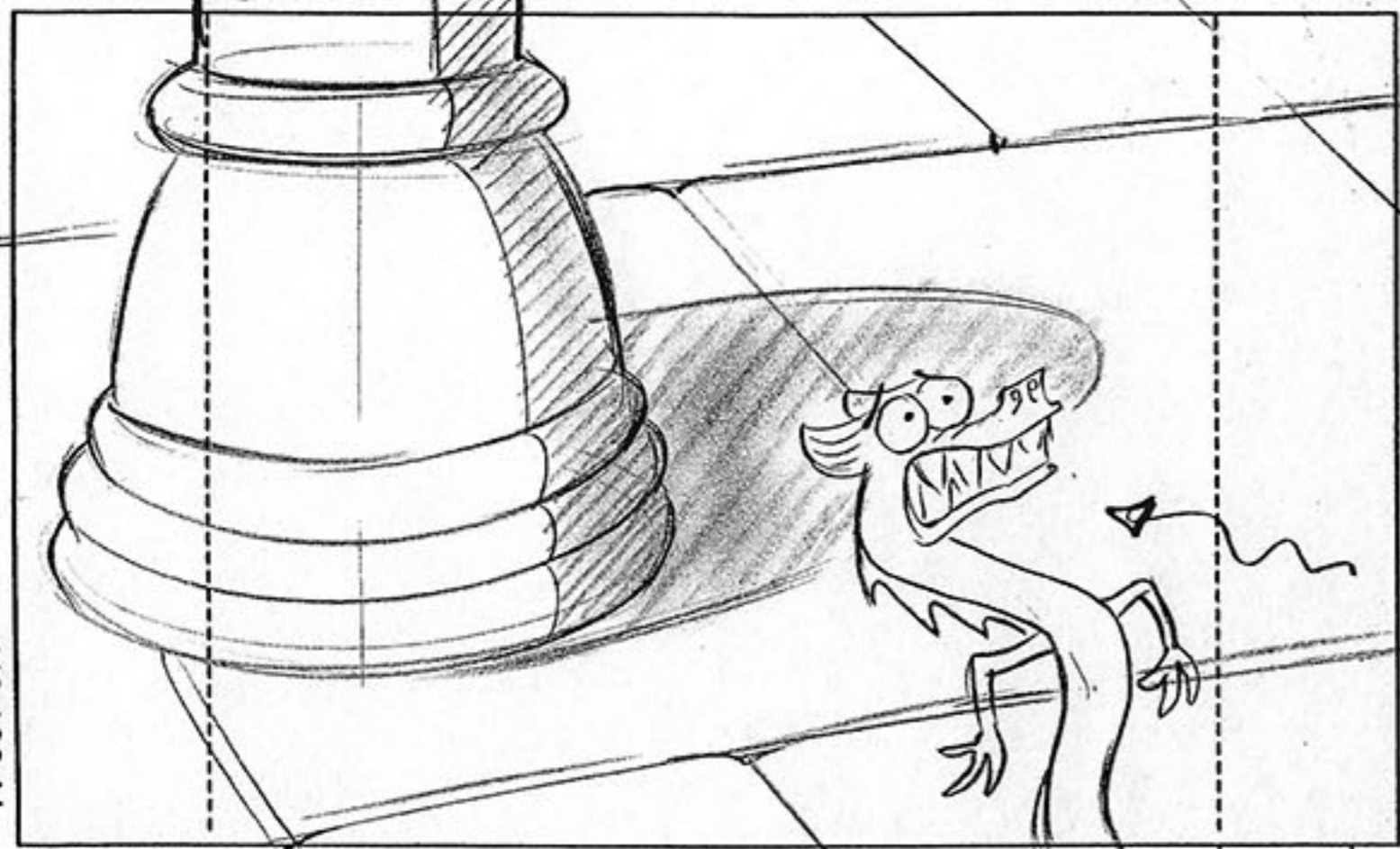
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Dx  
CAST  
Shadow

SCENE B 25

B.G.



TV CUT-OFF

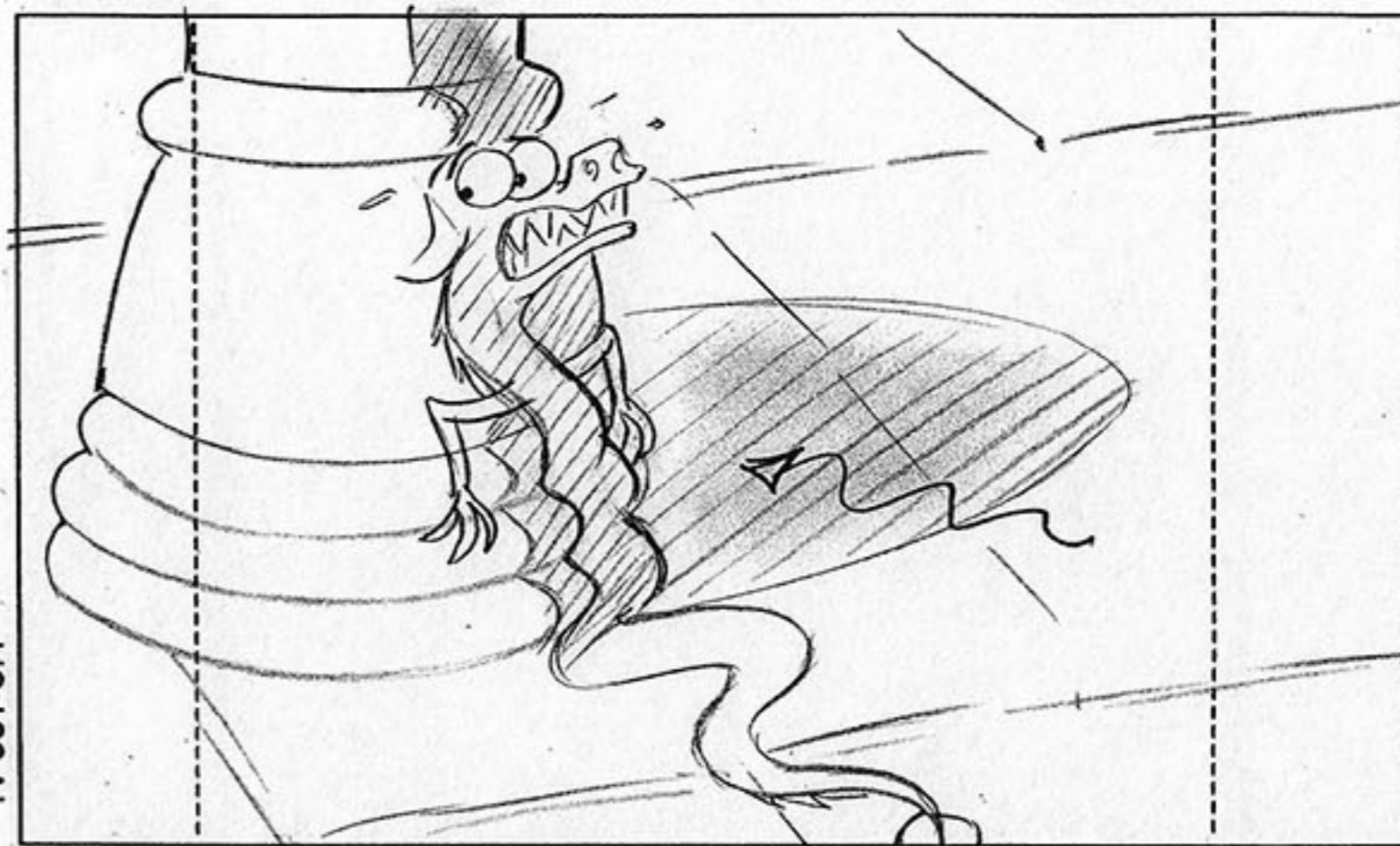
TV CUT-OFF

DOJO BACKS INTO (SC)

PANEL 1

SCENE CONT

B.G.



TV CUT-OFF

TV CUT-OFF

HE IS PRESSED UP AGAINST  
BASE OF COLUMN - HE  
TAKES ON ITS SHAPE

PANEL 2

ACTION

DIAL

R25

(12x)

18

TIMING

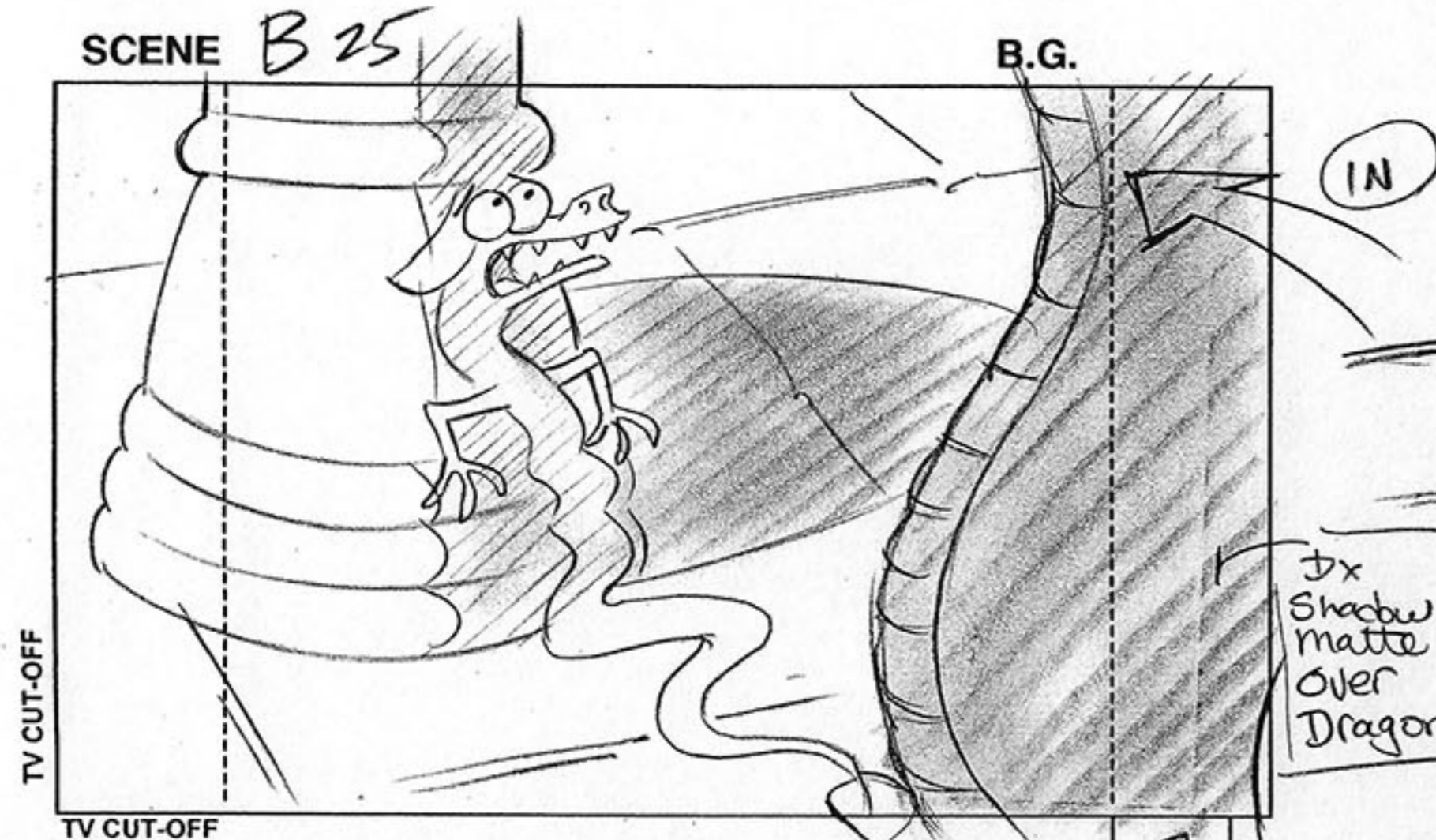
38

16 : 9 Widescreen Format

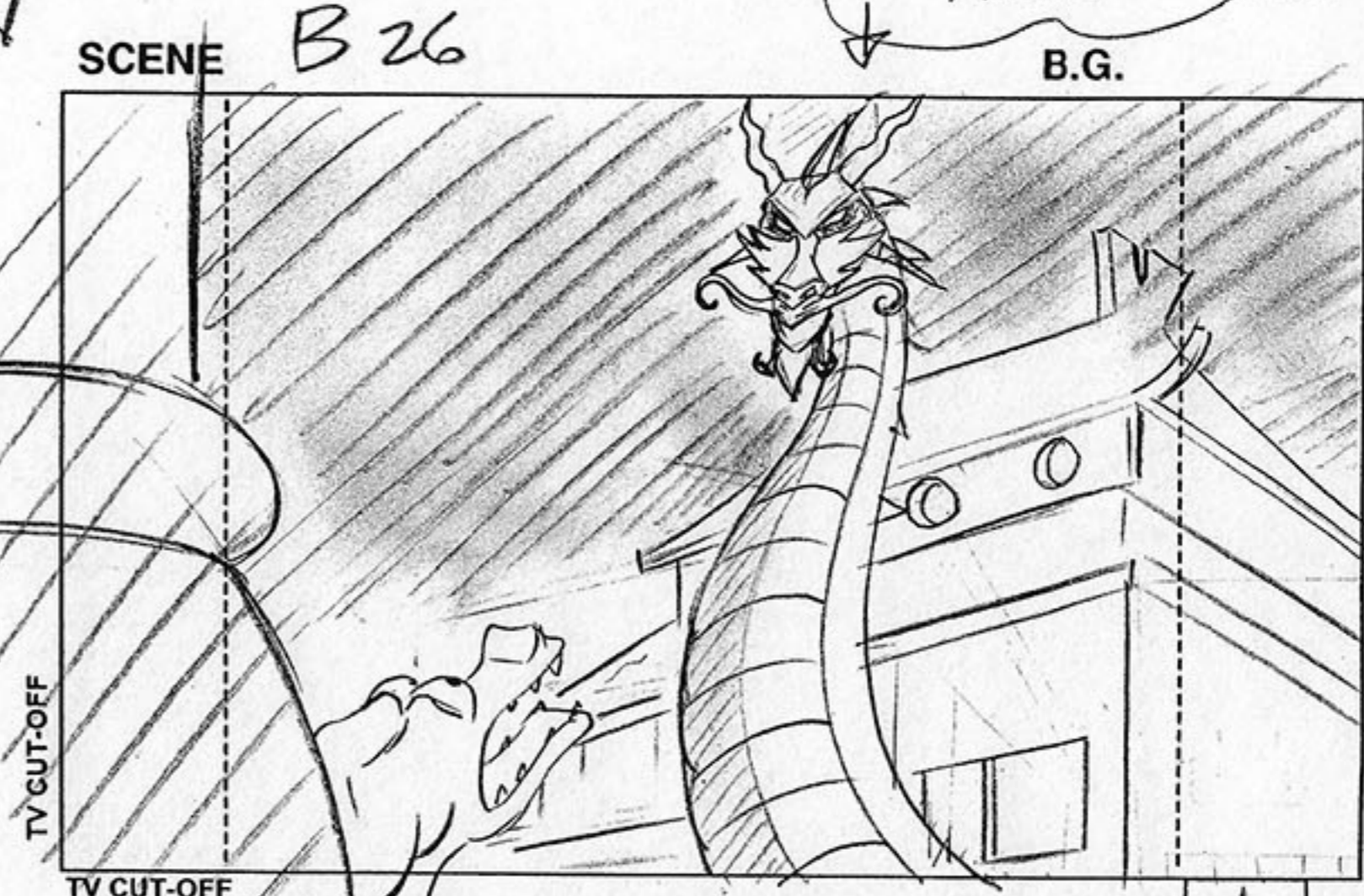
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SAPPHIRE DRAGON MOVES INTO (SC) PANEL 3



DRAMATIC UP ANGLE POV ON SAPPHIRE DRAGON TOWERING OVER DOJO

TIMING  
DIAL  
ACTION

14

(B26)

DOJO  
NO NEED FOR DRAGONS TO

TRACK! BUT FIRST PART DIAL 145 START HERE

DIAL 145

16 : 9 Widescreen Format

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PAGE 1346

SCENE B 26 CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

ACTION

It leans in close

DOJO (CONT)

DIAL

FIGHT DRAGONS, RIGHT? BUDDY?  
PAL?

(327)

DOJO

SPORT?

TIMING

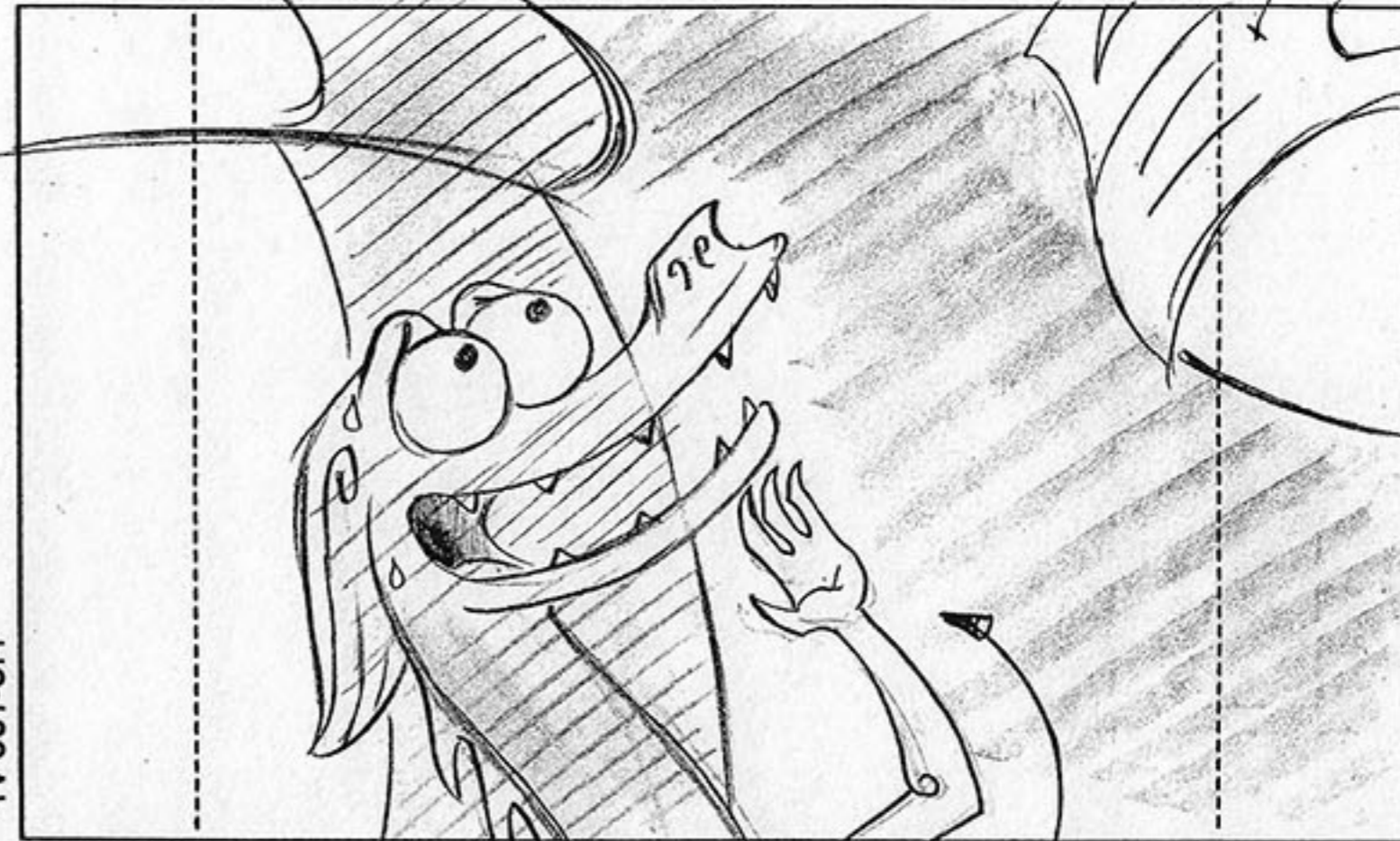
CONT DIA 145

CONT DIA 145

H/U  
△

SCENE B 27

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

CLOSE ON A VERY NERVOUS  
& SCARED DOJO

Sapphire Dragon

16 : 9 Widescreen Format

257308

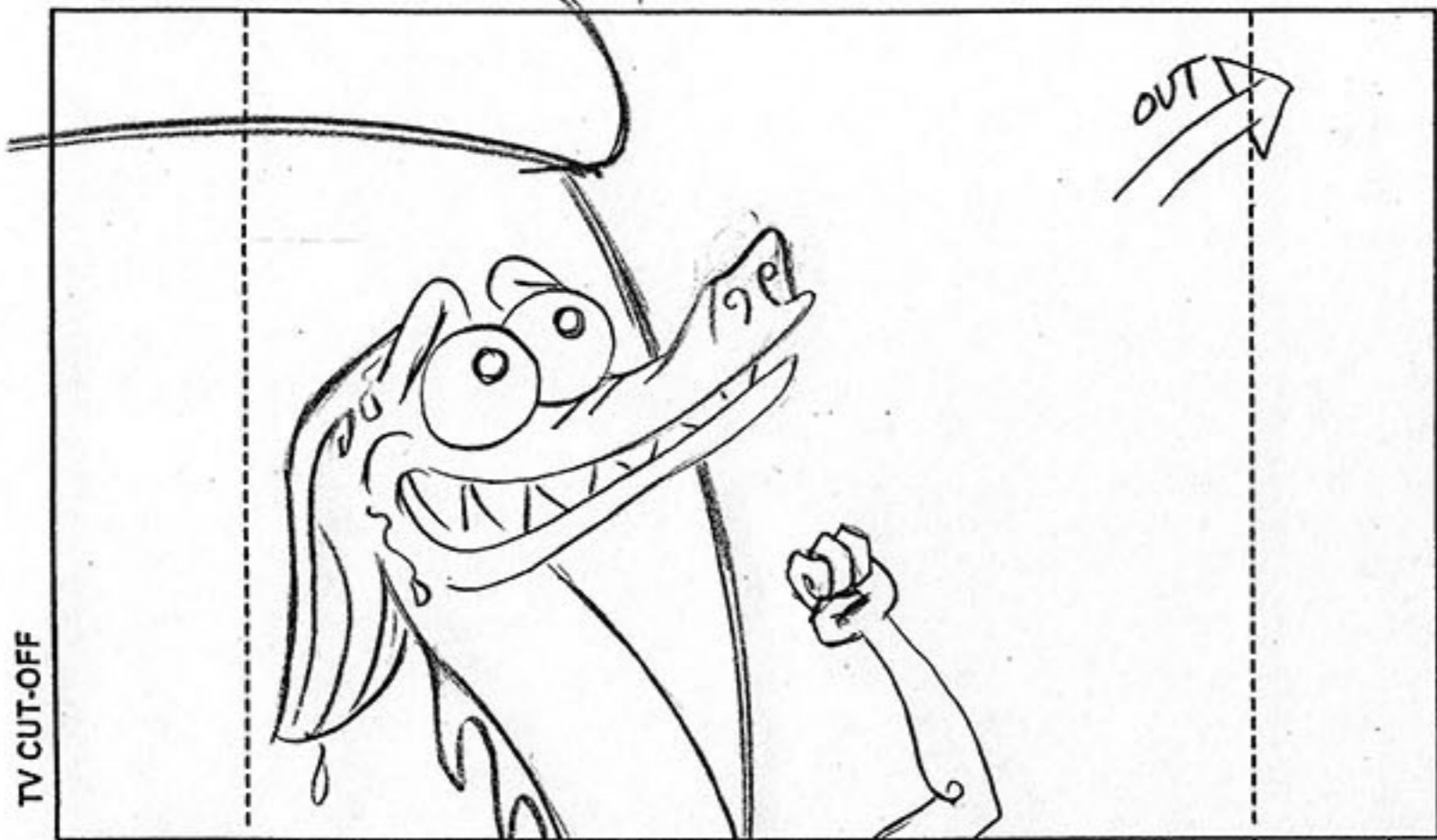
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**SHOWDOWN**

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SCENE B27 CONT

B.G.



ACTION

HE FAKES A BIG FRIENDLY GRIN

PANEL

2

B28

SCENE

Shadow Colors w/ Rims

B.G.



TV CUT-OFF

TV CUT-OFF

CLOSE UP SHOT ON SAPPHIRE DRAGON

PANEL

1

16 : 9 Widescreen Format

DIAL

DOJO  
 SLUGGO?

TIMING

Com 2M 145

B28

10

Com 28

257308



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SCENE B 28 CONT

B.G.



TV CUT-OFF

PANEL

2

DRAGON SQUINTS

SCENE B 29

(SIA SC B27)

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

BACK ON DOJO - HE RAISES UP HIS FISTS

ACTION

DIAL

TIMING

18

Q29

DOJO  
ALL RIGHT, THEN. JUST REMEMBER,

~~14X~~ → Dir 146

16 : 9 Widescreen Format

257308



# X I A O L I N SHOWDOWN

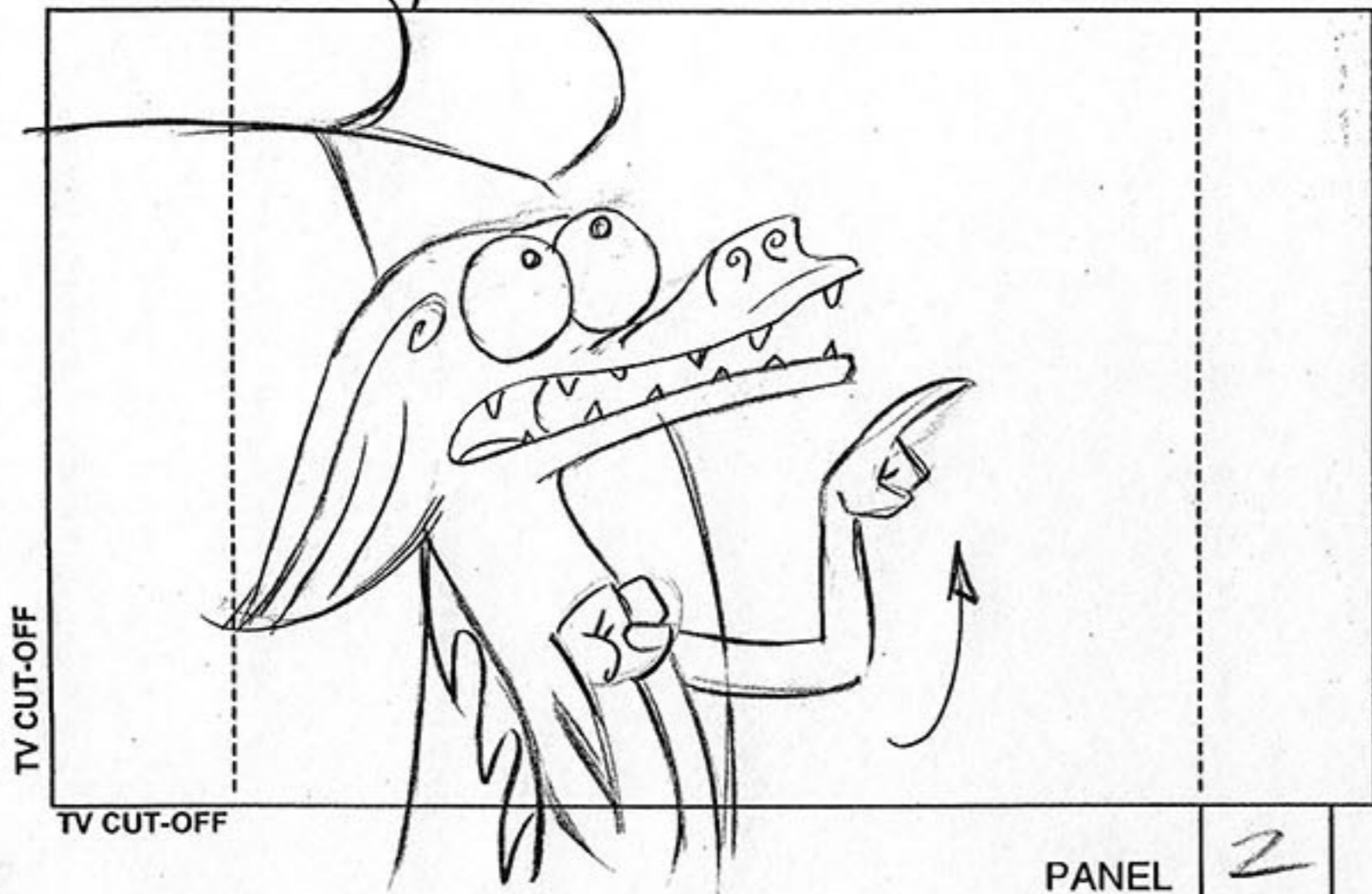
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PAGE B49

SCENE B29

B.G.

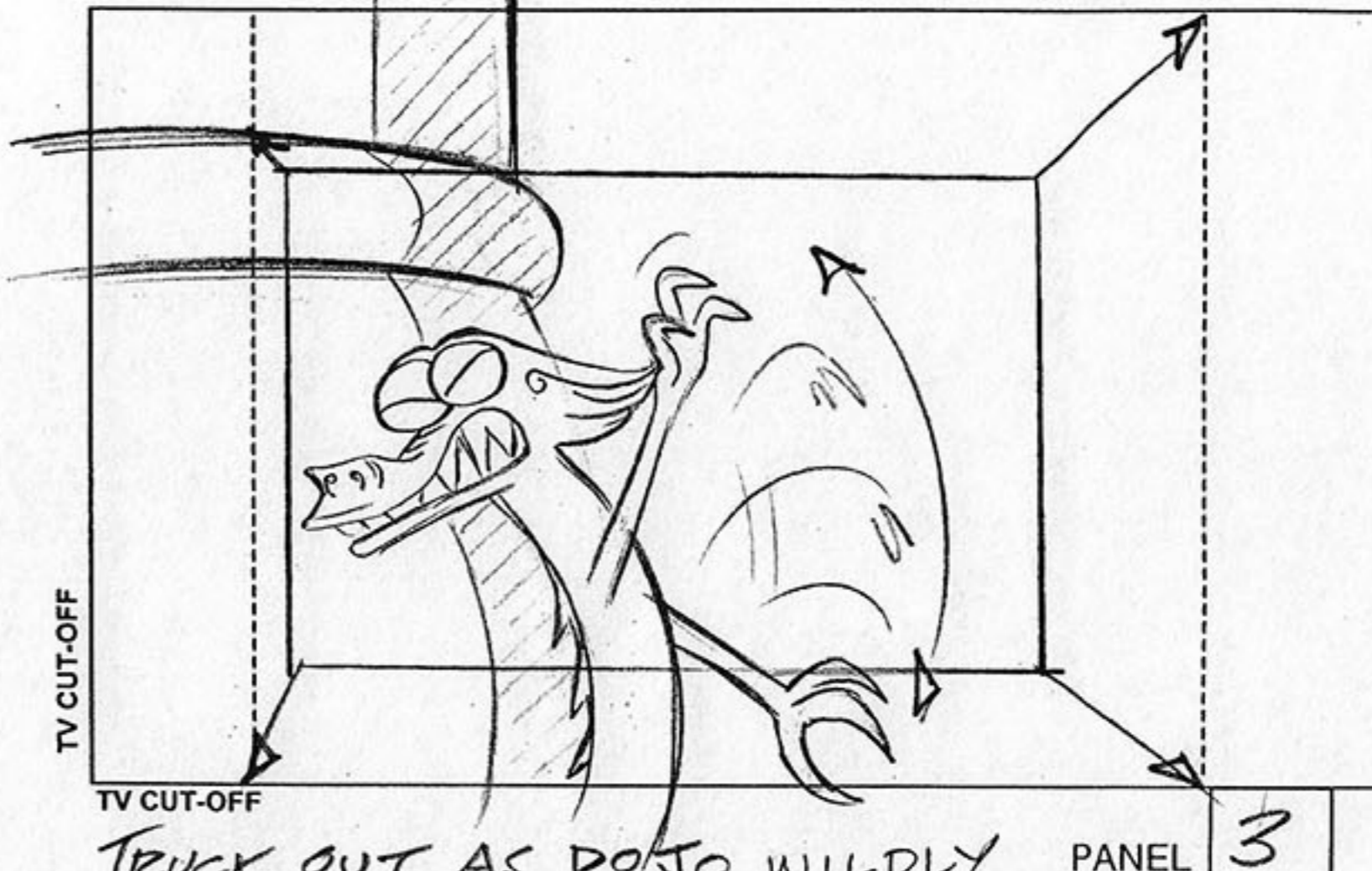


ACTION

DOJO DEFIANTLY POINTS AT DRAGON

SCENE CONT

B.G.



TRUCK OUT AS DOJO WILDLY  
CLAWS THE AIR  
(RAPID ARM MOVEMENTS)

DIAL

DOJO (CONT)  
— YOU ASKED FOR IT!

DOJO  
( SCARED NOISES )

TIMING

CONT DIA 2146

6x1

DIA 2147

2 1/4  
A

16 : 9 Widescreen Format

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WB X I A O L I N N  
**SHOWDOWN**

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△ SCENE B 30 Rims B.G.



ACTION UP SHOT ON SAPPHIRE DRAGON GAZING DOWN AT DOJO PANEL 1

SCENE CONT B.G.



ACTION HE TIPS HIS HEAD AND SHIFTS HIS BODY- PANEL 2

DIAL B30 12 18

TIMING com Plan 147 (22)

16 : 9 Widescreen Format

257308

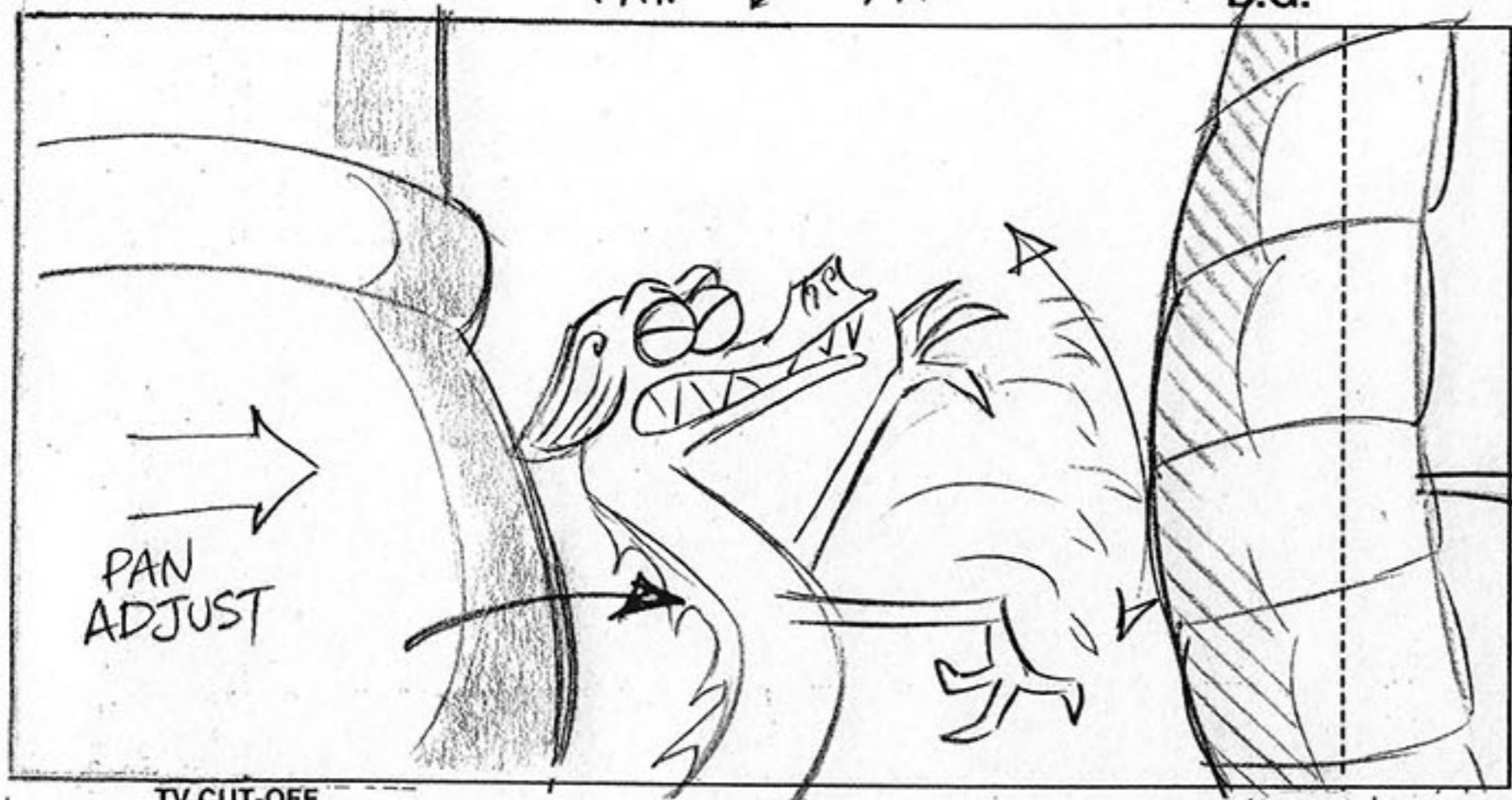
# WB X I A O L I N N SHOWDOWN

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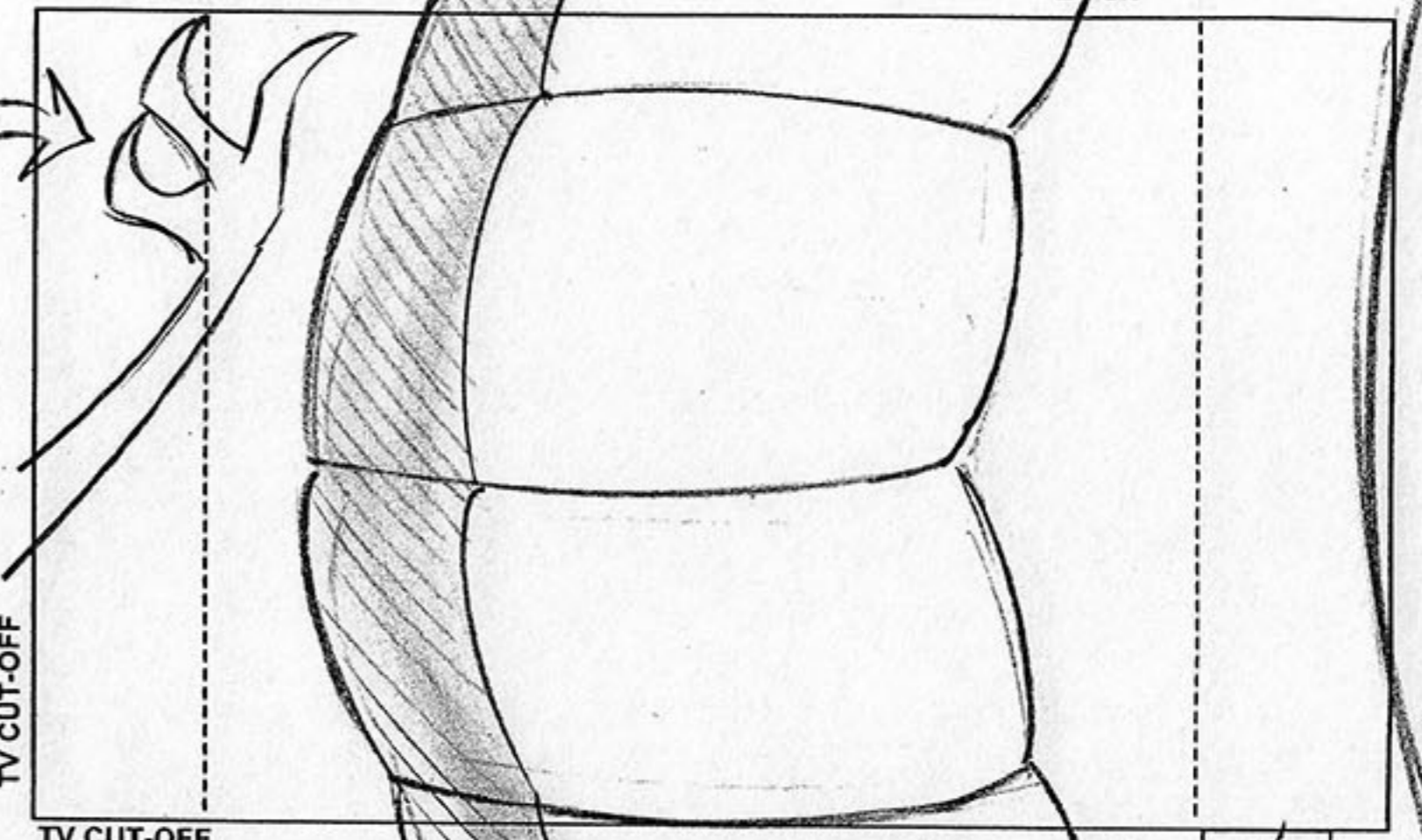
▽ B31

Adjust  
PAN → w/ ACTION

H/U  
▽



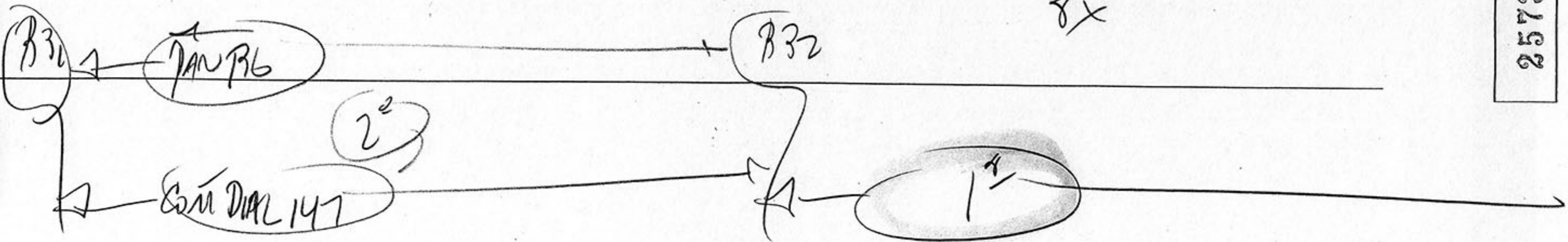
SCENE B32



**ACTION**  
PAN SLIGHTLY AS DOJO LUNGES FORWARD FLAILING HIS CLAWS. PANEL 1

**ACTION**  
CLOSE ON SAPPHIRE DRAGON'S BELLY — DOJO'S CLAWS ENTER (SC) PANEL 1

**DIAL**  
**TIMING**



16 : 9 Widescreen Format

257308



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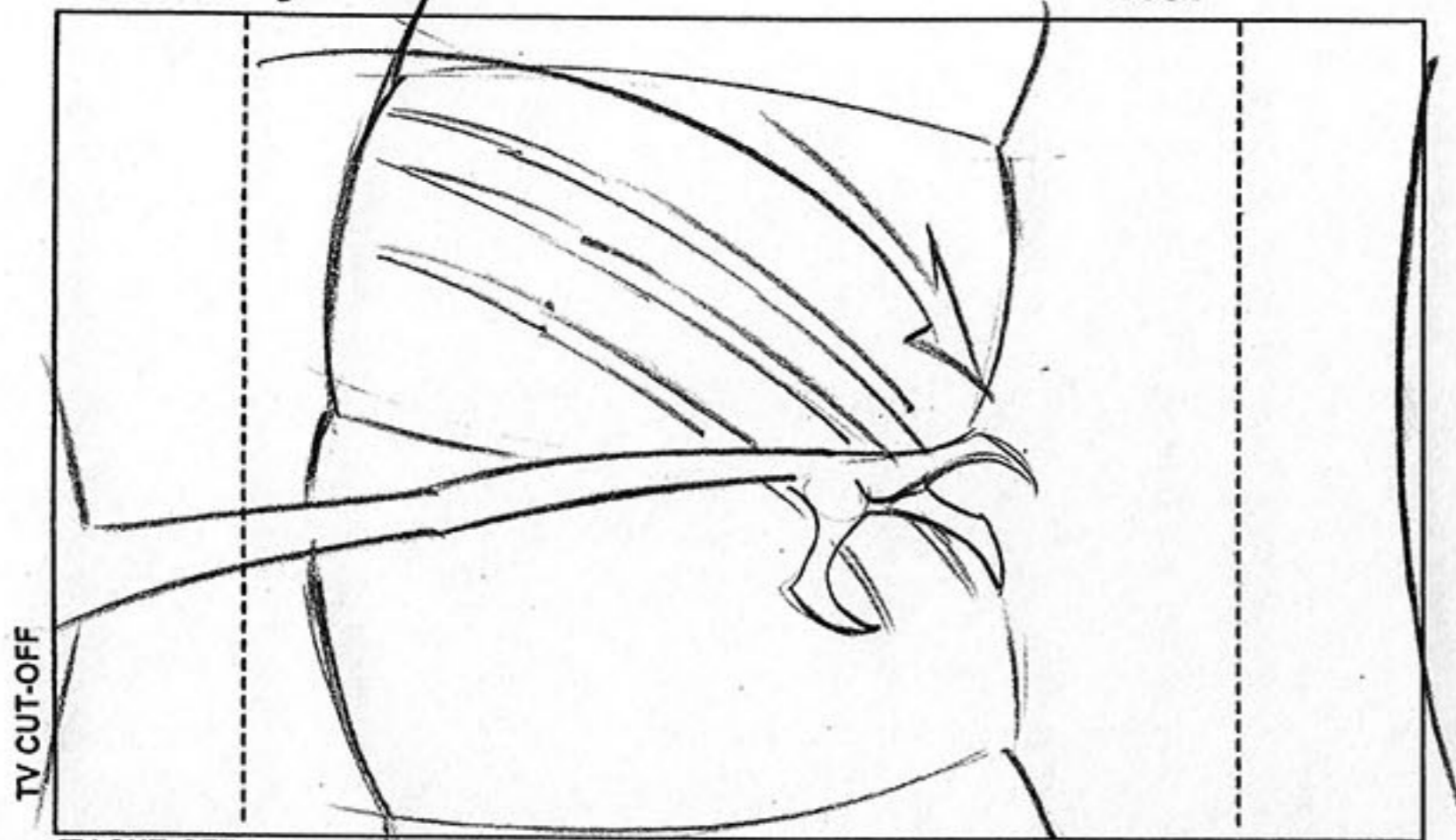
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PAGE B52

SCENE B32

B.G.



PANEL 2

ACTION

DOJO SLASHES DOWNWARD  
ACROSS DRAGON'S BELLY

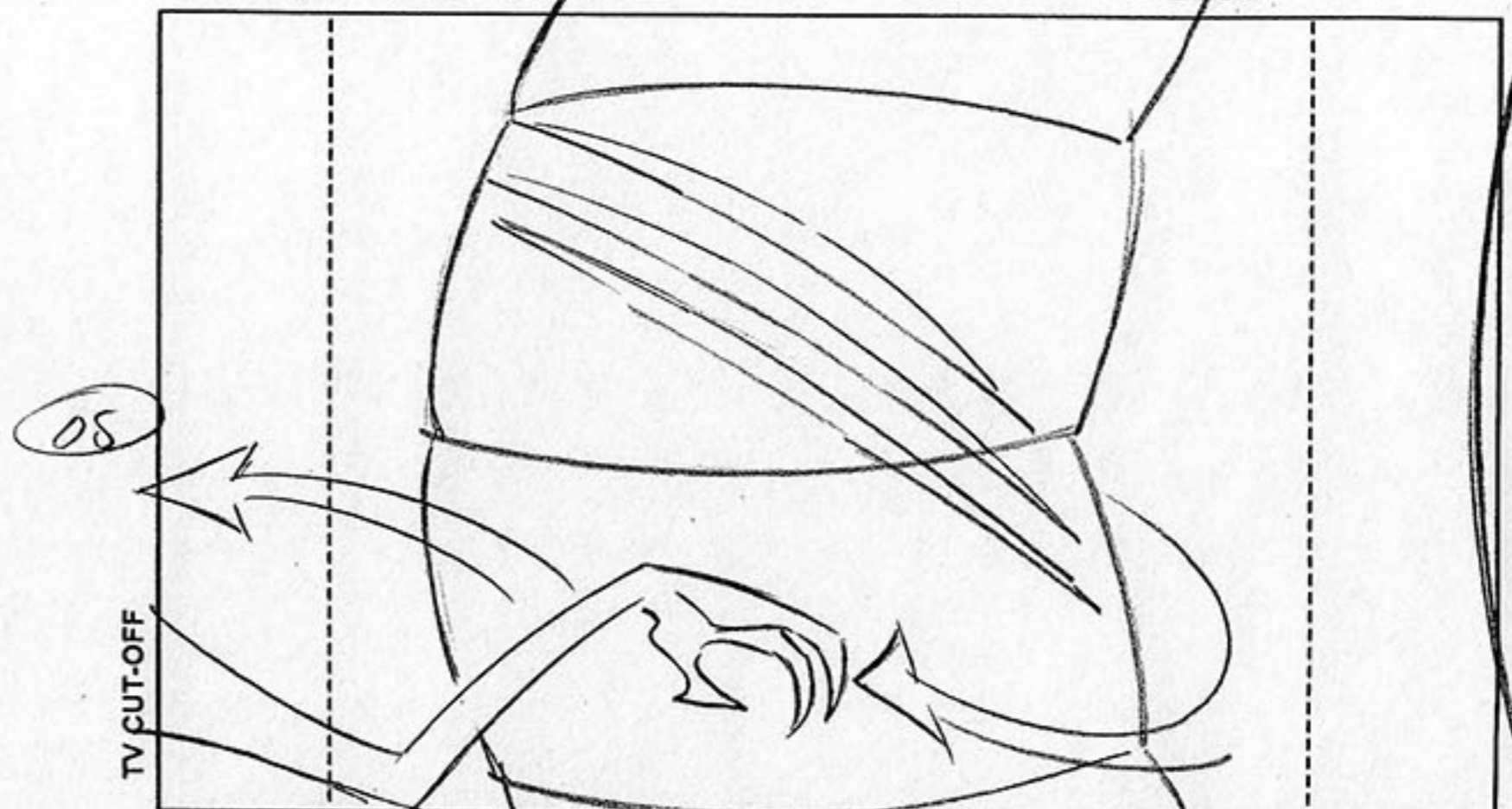
DIAL

4x

TIMING

SCENE CONT

B.G.



PANEL 3

DOJO'S ARM WITHDRAWS —  
LEAVING SLASH MARKS

16 : 9 Widescreen Format

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SCENE B33

Rims

B.G.



ACTION

UPSHOT ON DRAGON'S REACTION - PANEL  
HE REARS BACK AND HOWLS

DIAL

DRAGON  
(HOWL!)

ADR?

TIMING

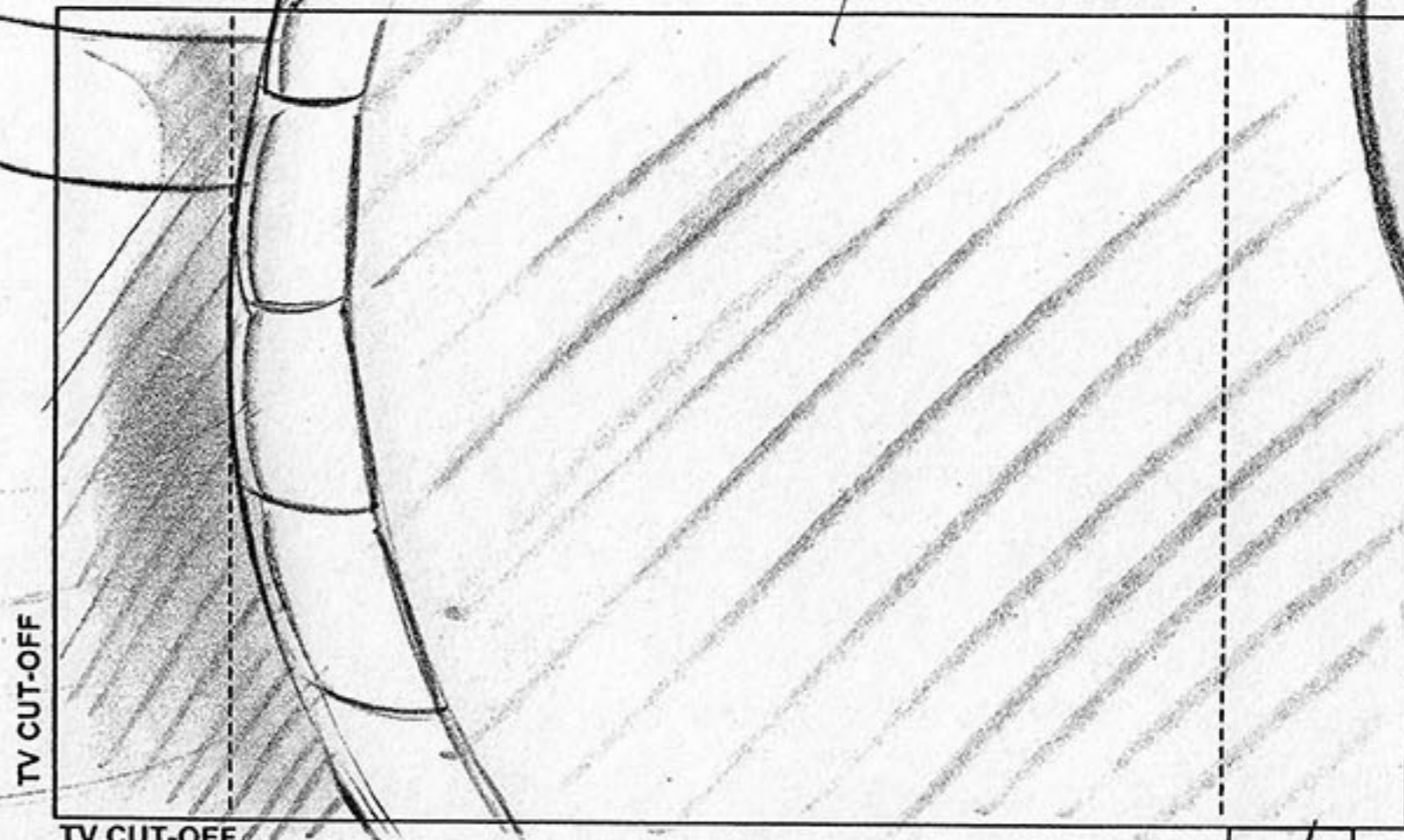
3<sup>2</sup>

SCENE B34

B.G.

H/U  
△

Dx Shadow  
matte  
over Dragon



DRAGON'S BODY FILLS FRAME

PANEL

16 : 9 Widescreen Format

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B34

(8x)

1<sup>0</sup>



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PAGE B54

SCENE B34 CONT

B.G.



OS  
→

SCENE CONT

B.G.



16 : 9 Widescreen Format

ACTION

DRAGON'S BODY RETREATS (OS) PANEL 2

DIAL

(8X)

8X

DOJO = Huh?

TIMING

4

DIAL 148

(12X)

257308



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PAGE B55

Rims

SCENE B35

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

ACTION

UP ANGLE ON SAPPHIRE DRAGON

SCENE CONT

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

2

DIAL

(B36)

12x

2<sup>2</sup>

TIMING

34

16 : 9 Widescreen Format

257308

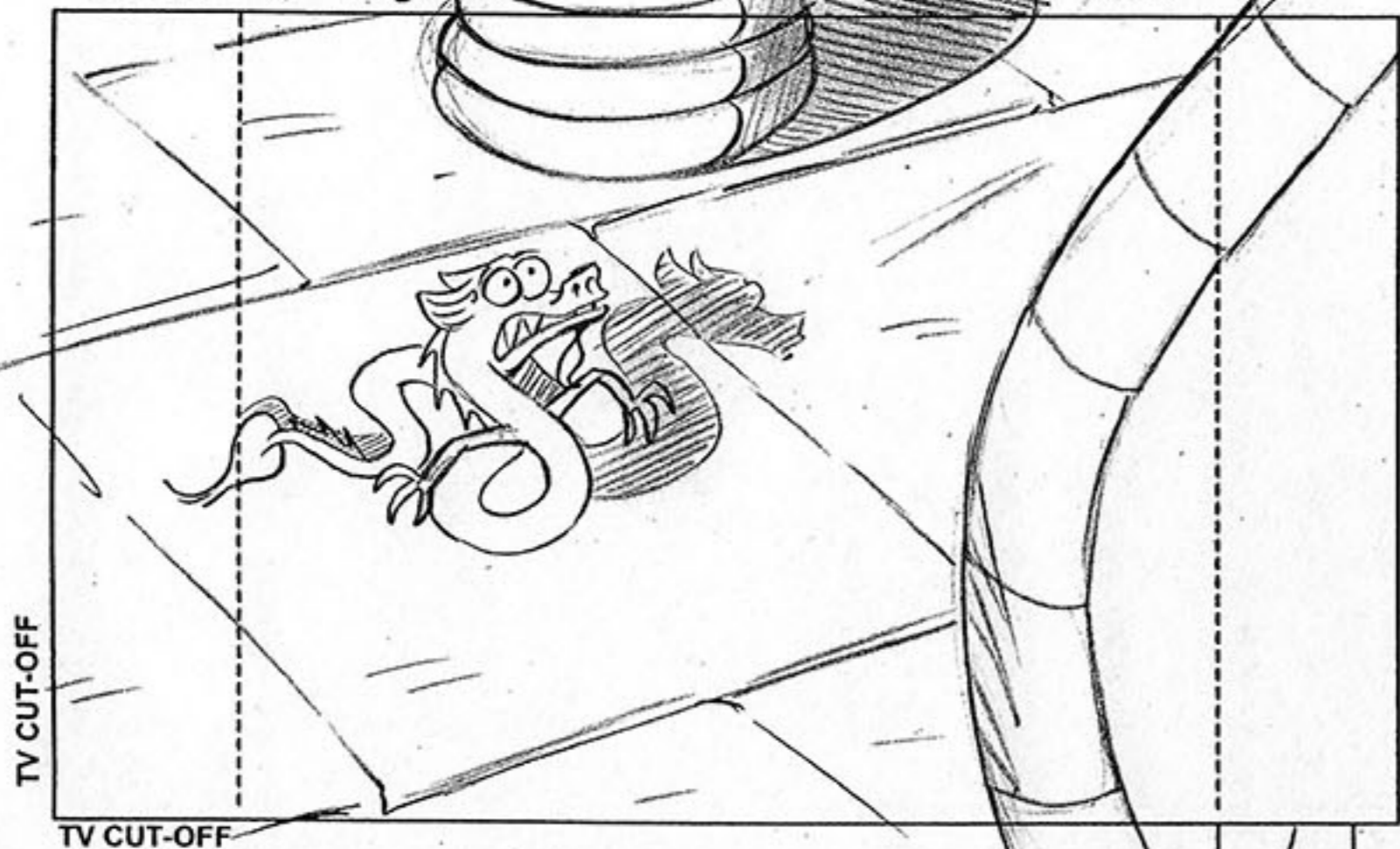


# WB XIAOLIN SHOWDOWN

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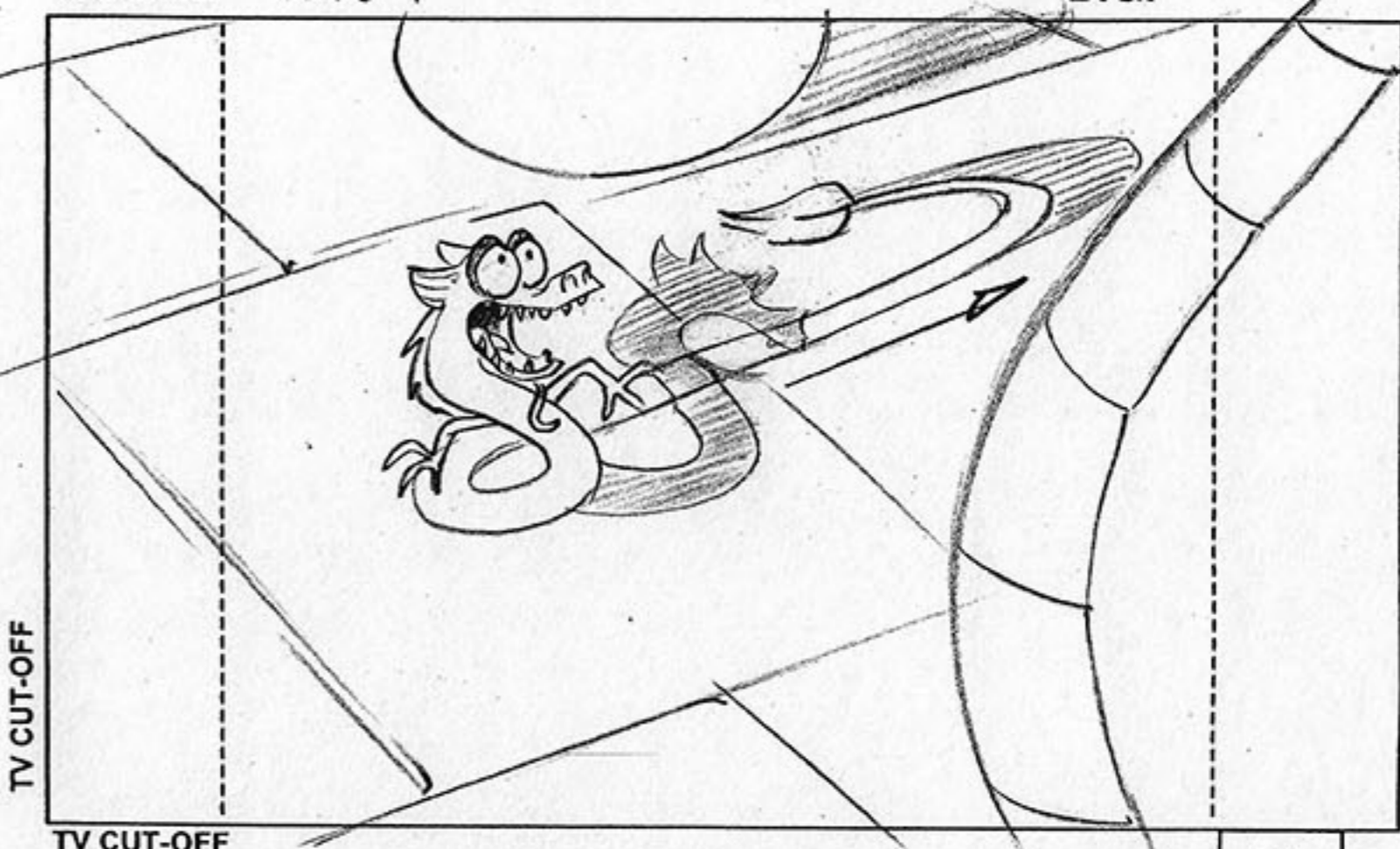
SCENE B36

B.G.



SCENE CONT

B.G.



**ACTION**  
 DOWNSHOT - DRAGON'S POV ON DOJO  
 HE'S PANICKED

PANEL

HE SCREAMS AS HIS LOWER BODY  
 STARTS TO SLITHER TOWARD OS

PANEL

2

- DX CAST SHADOW

**DIAL**

DOJO (RUNNING SCREAM)

DOJO (CONT)

A A - A - A - A - G - G - H - H

REARS UP / SWAYERS IN PLACE 3x TIGHT STAB EXTEND ON X'S  
 2x 3x

**TIMING**

DIA 2149

16 : 9 Widescreen Format

257308



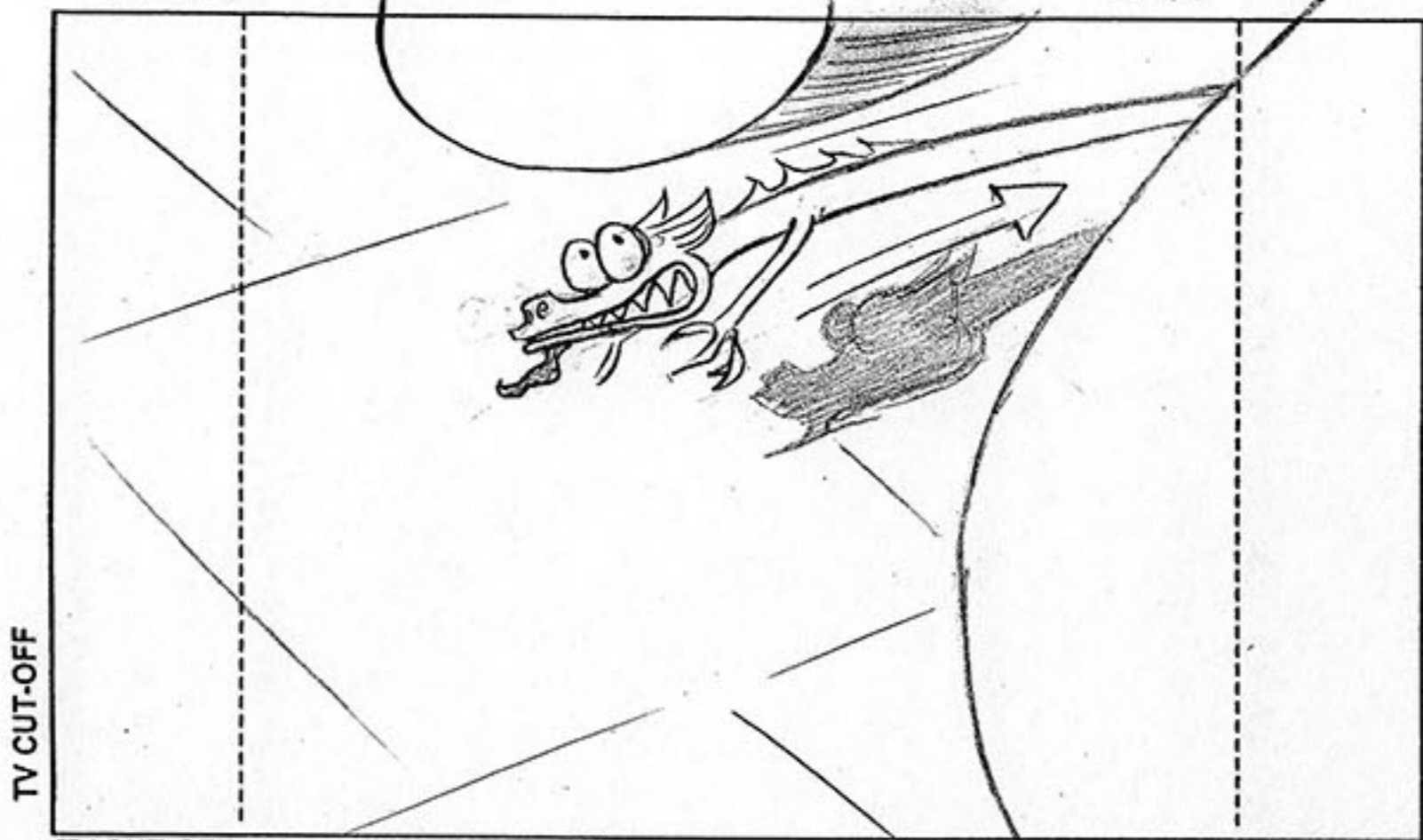
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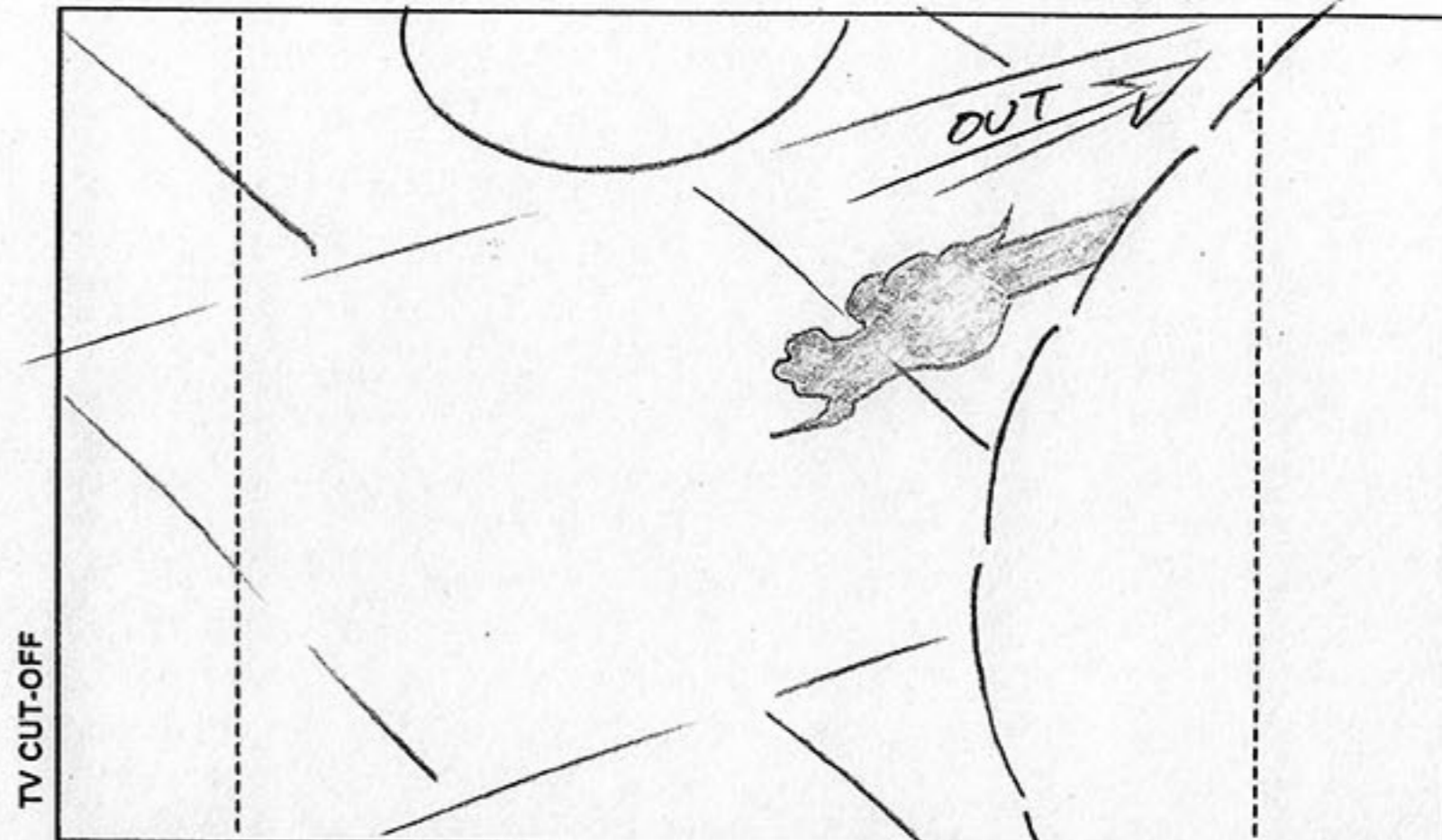
SCENE B36 CONT

B.G.



SCENE CONT

B.G.



ACTION

DOJO'S BODY MAKES A BACKWARD RETREAT,

PANEL 3

DIAL

(8x)

TIMING

COM DIA 149

DOJO DISAPPEARS AS HIS SHADOW REMAINS FOR A BEAT

PANEL 4

↑  
15x

16 : 9 Widescreen Format

257308

WB X I A O L I N N  
**SHOWDOWN** 

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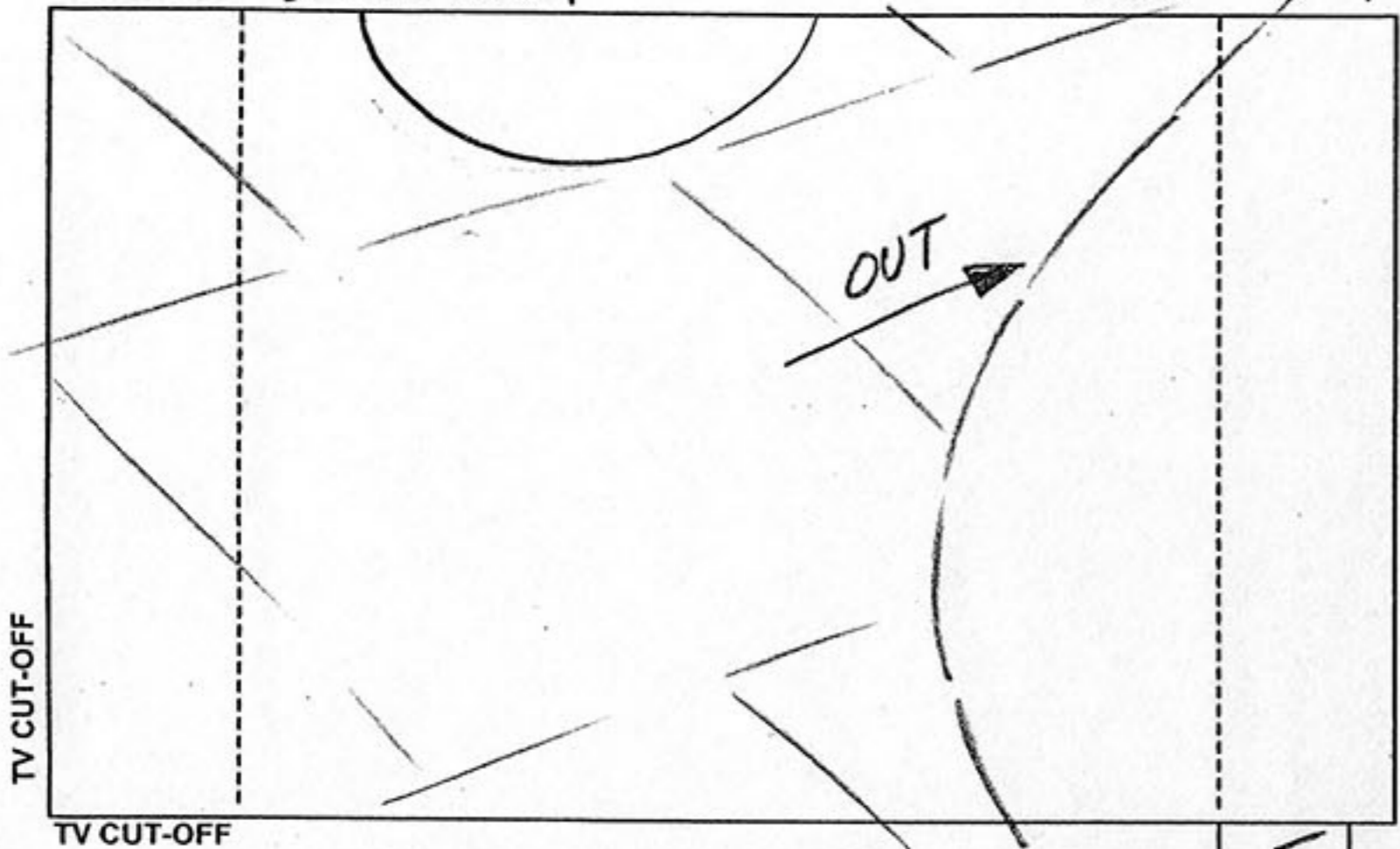
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NEXT PAGE IS B61 →

SCENE B36 CONT

B.G.

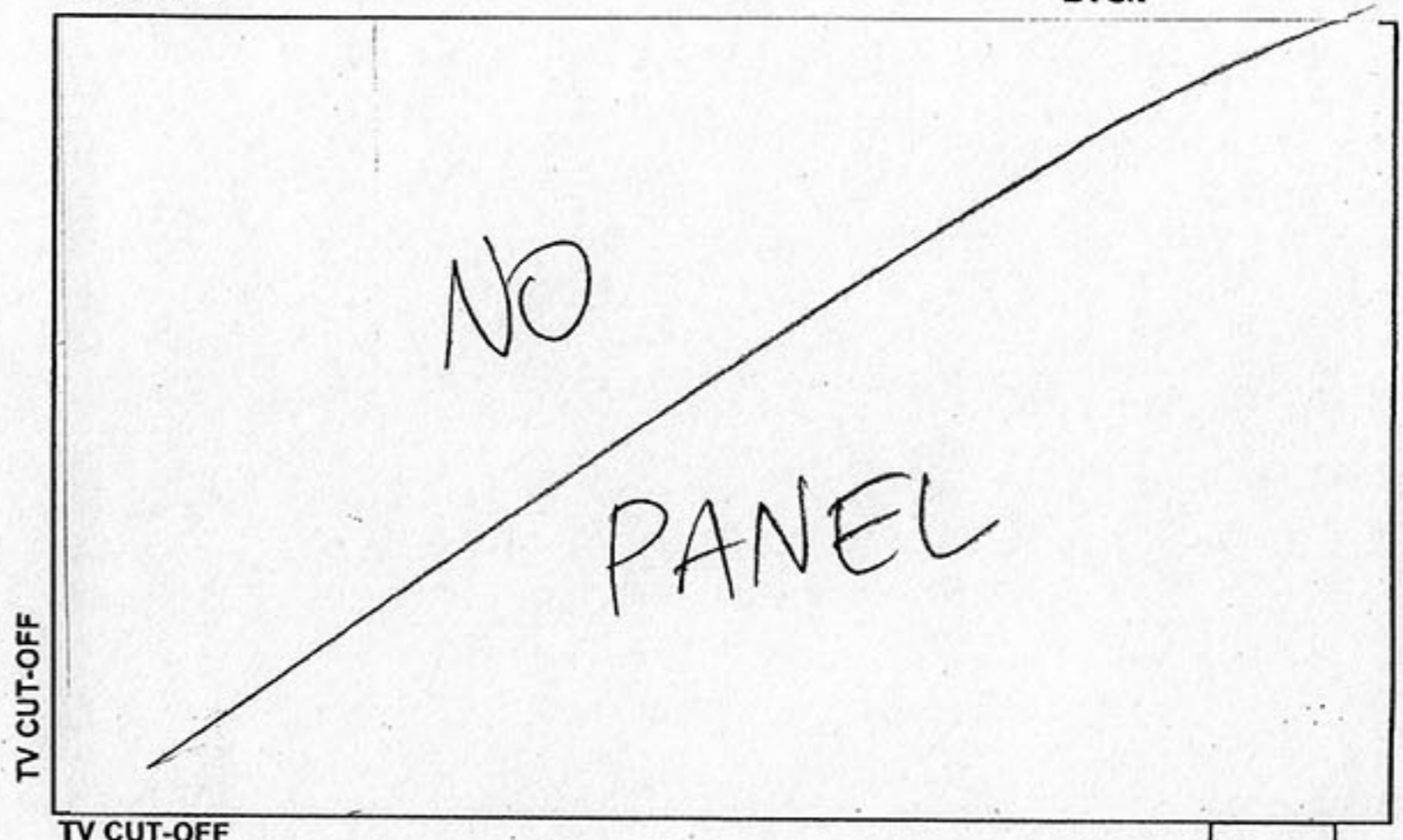


HIS SHADOW TAKES OFF  
 OS

PANEL 5

SCENE

B.G.



PANEL

ACTION

DIAL

TIMING

92

16 : 9 Widescreen Format

257308