



Warner Bros. Animation

TOTAL sub PTO
558¹⁰
7-29-03



PROD. #: 257-308 ACT: C

TITLE: Night Of The Sapphire Dragon

DIRECTOR: Tim Eldred

STORYBOARD BY: Tim Eldred

SLUG BY: Tim Walker

X-SHEETS BY: _____

FINAL
USE THIS ONLY
DATE 8/21/03

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

Follow storyboard for Sapphire Dragon expressions and special poses.



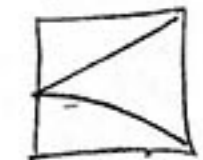
X I A O L I N SHOWDOWN

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PAGE C1

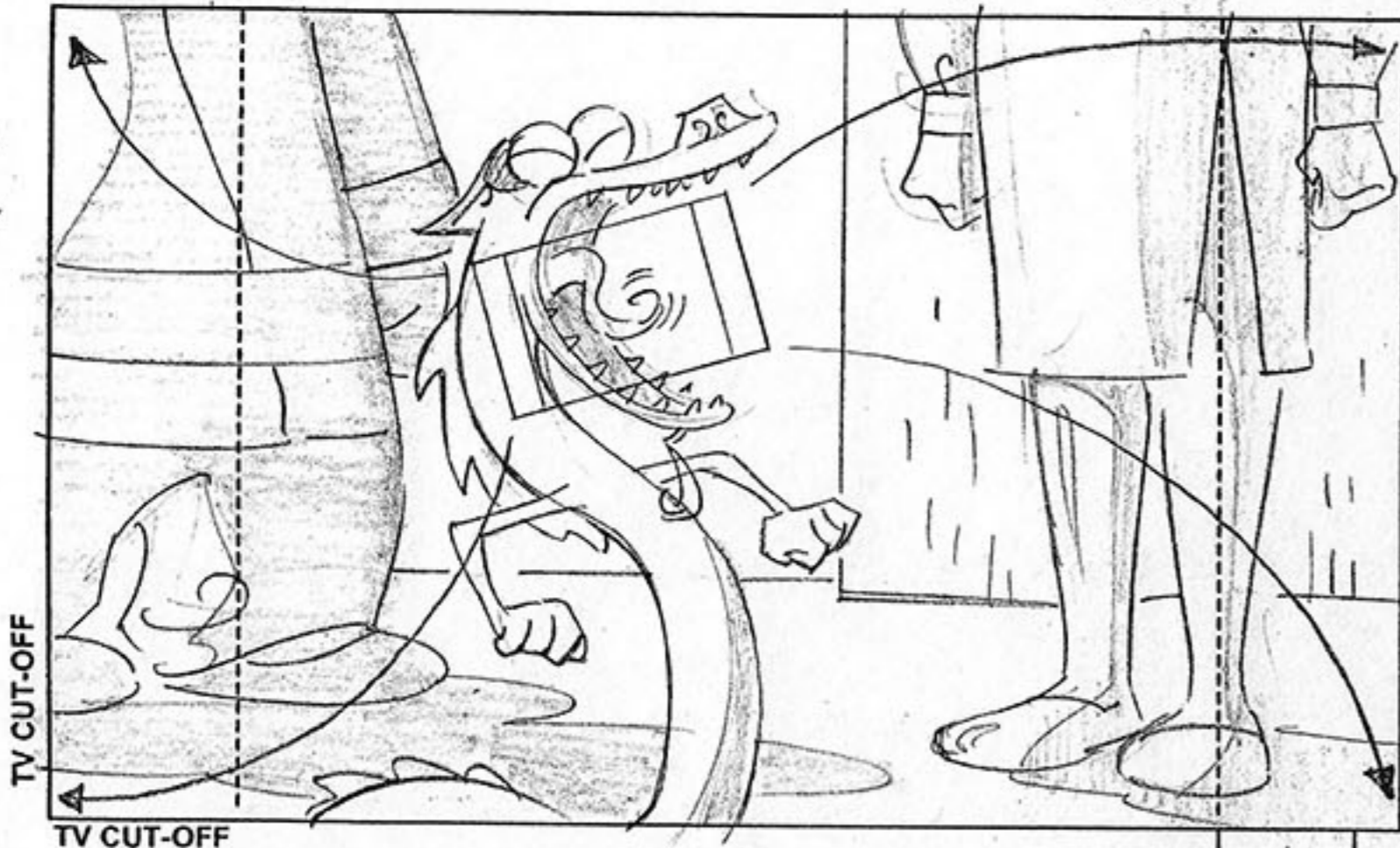
START



ACT C

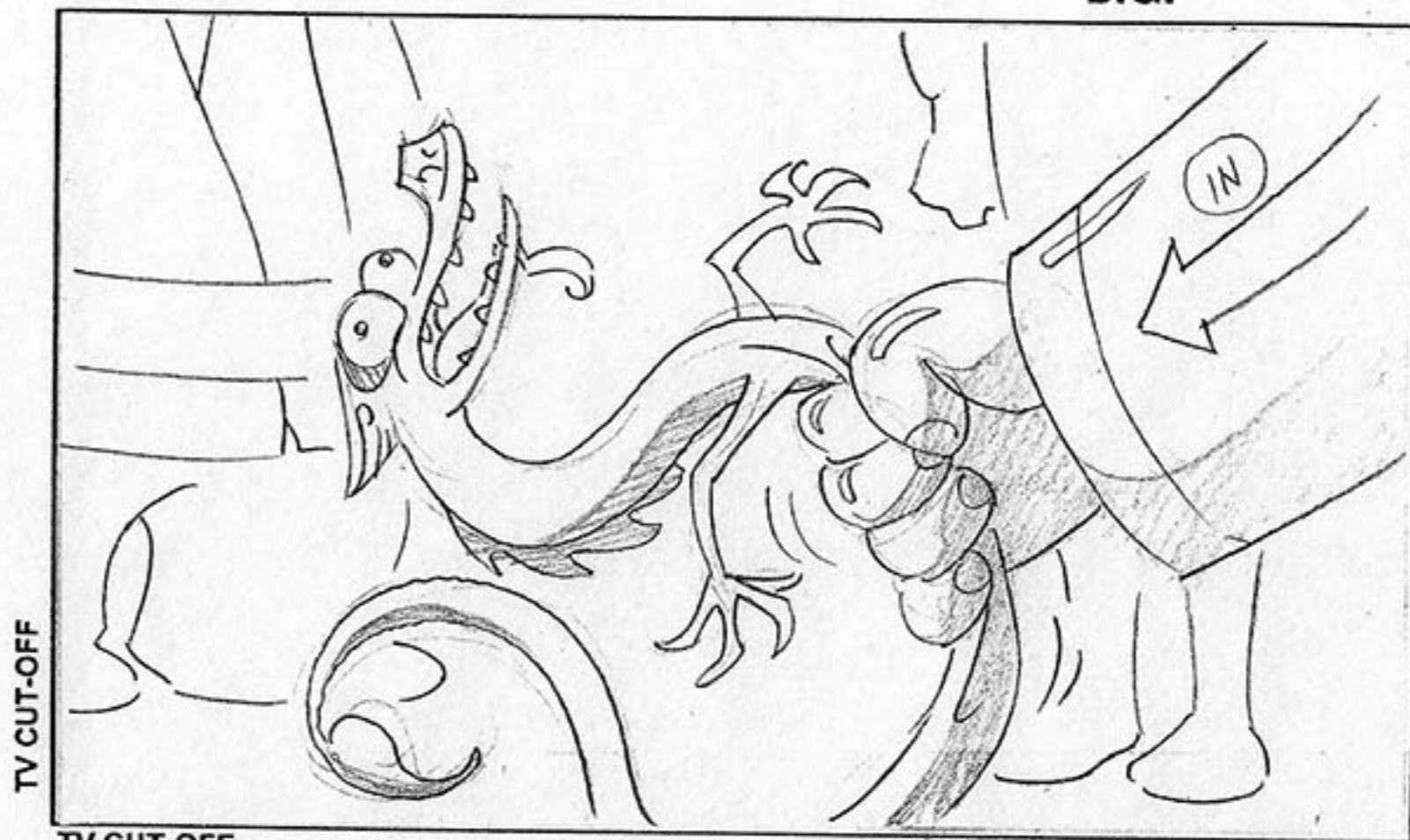
SCENE C1 (HOOK UP TO END OF ACT B)

B.G.



SCENE C1 CONT.

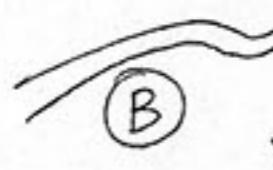
B.G.



ACTION

Twist-Truck out from Dojo's tongue
PANEL 1

*PX
GROUND SHADOWS



A/B cycle
on tongue

PANEL 2

Clay's hand reaches in and
grabs Dojo, stopping his scream.

DIAL

Dojo — AAAAAAAAAA! TRAVEL! USE 5° FOR TRUST

TIMING

DESIGN NOTE: All characters except Dojo are Sapphire Statues until they revert in Sc. C57

HOLD 8x | TWIST T.O. | HOLD 16x

2°

BRAM 2x | W/SH 10x | POLLS 4x
HAND 4x

(Dial 208)

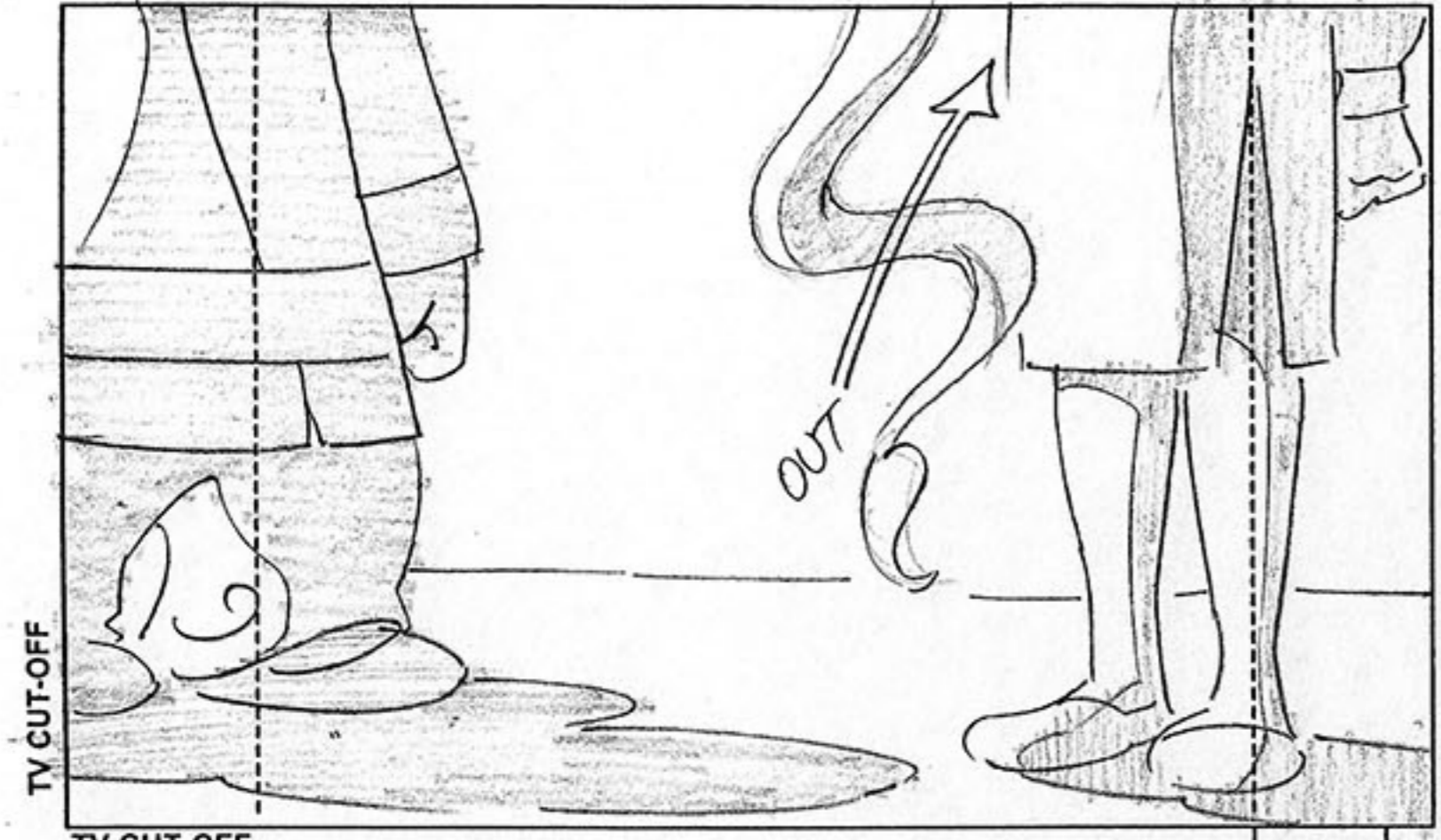
16

16 : 9 Widescreen Format

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SCENE C1 CONT. B.G.



PANEL 3

ACTION

Clay lifts Dojo O.S.

DIAL

8x

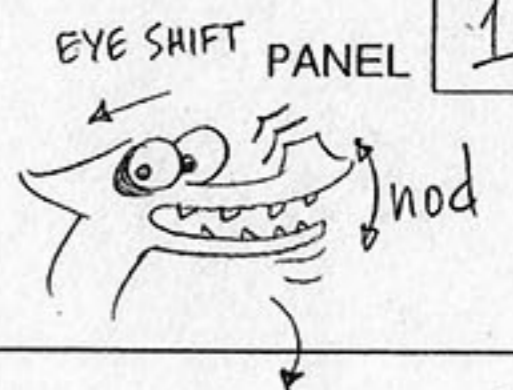
TIMING

H/U SCENE C2



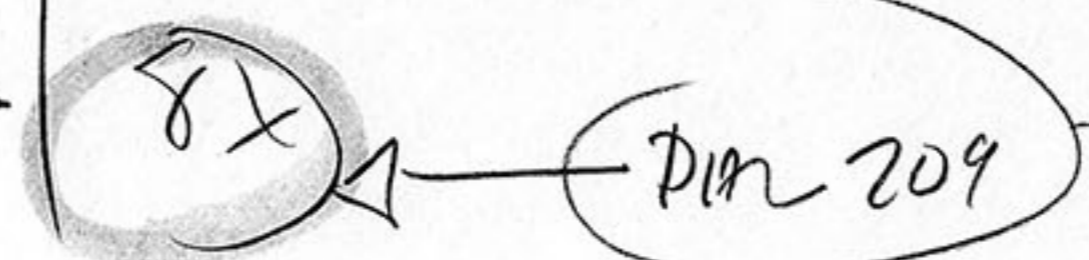
PANEL 1

Clay lifts Dojo into scene - Dojo looks nervous



Dojo: Hi, guys, (remember me?)

C2



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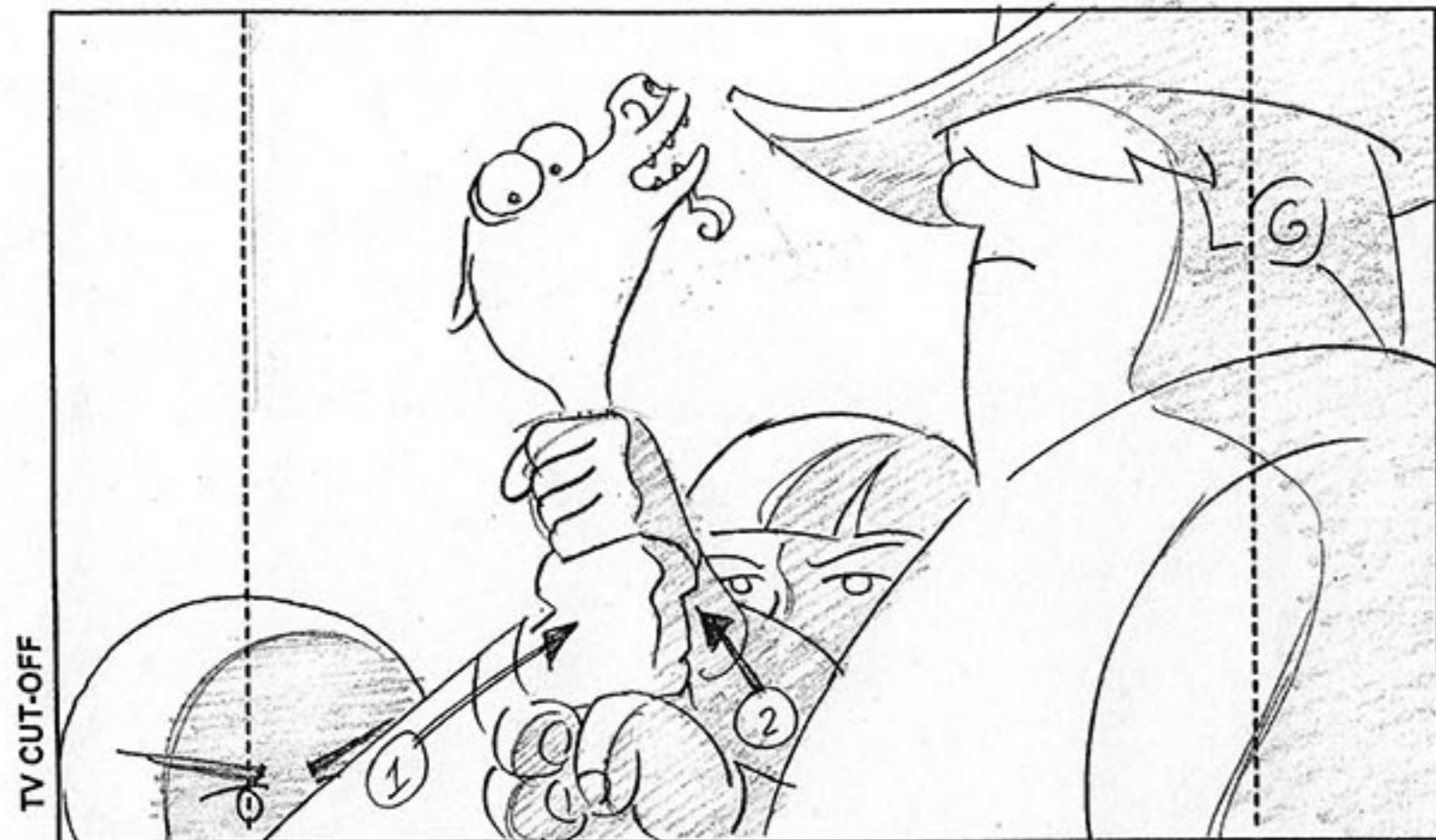
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PAGE C3

SCENE C2 CONT.

B.G.



TV CUT-OFF

PANEL 2

SCENE C2 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

ACTION

Dojo's head swells up as the others grab his neck

Continued

DIAL

Your old pal Dojo ...

heh heh heh

TIMING

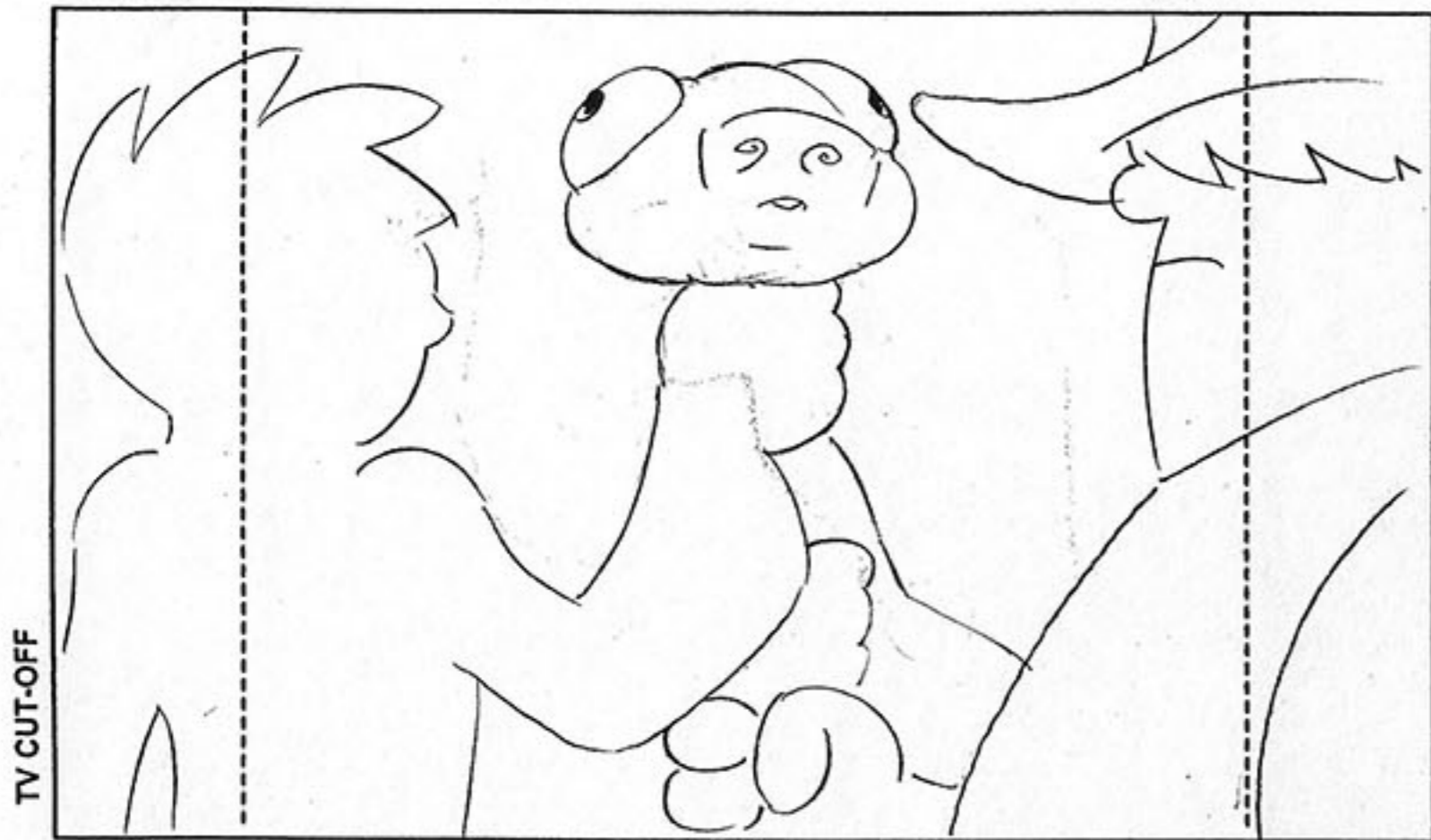
(CONT. DIR 209)

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SCENE C2 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

4

ACTION

Dojo's head swells up even more.

DIAL

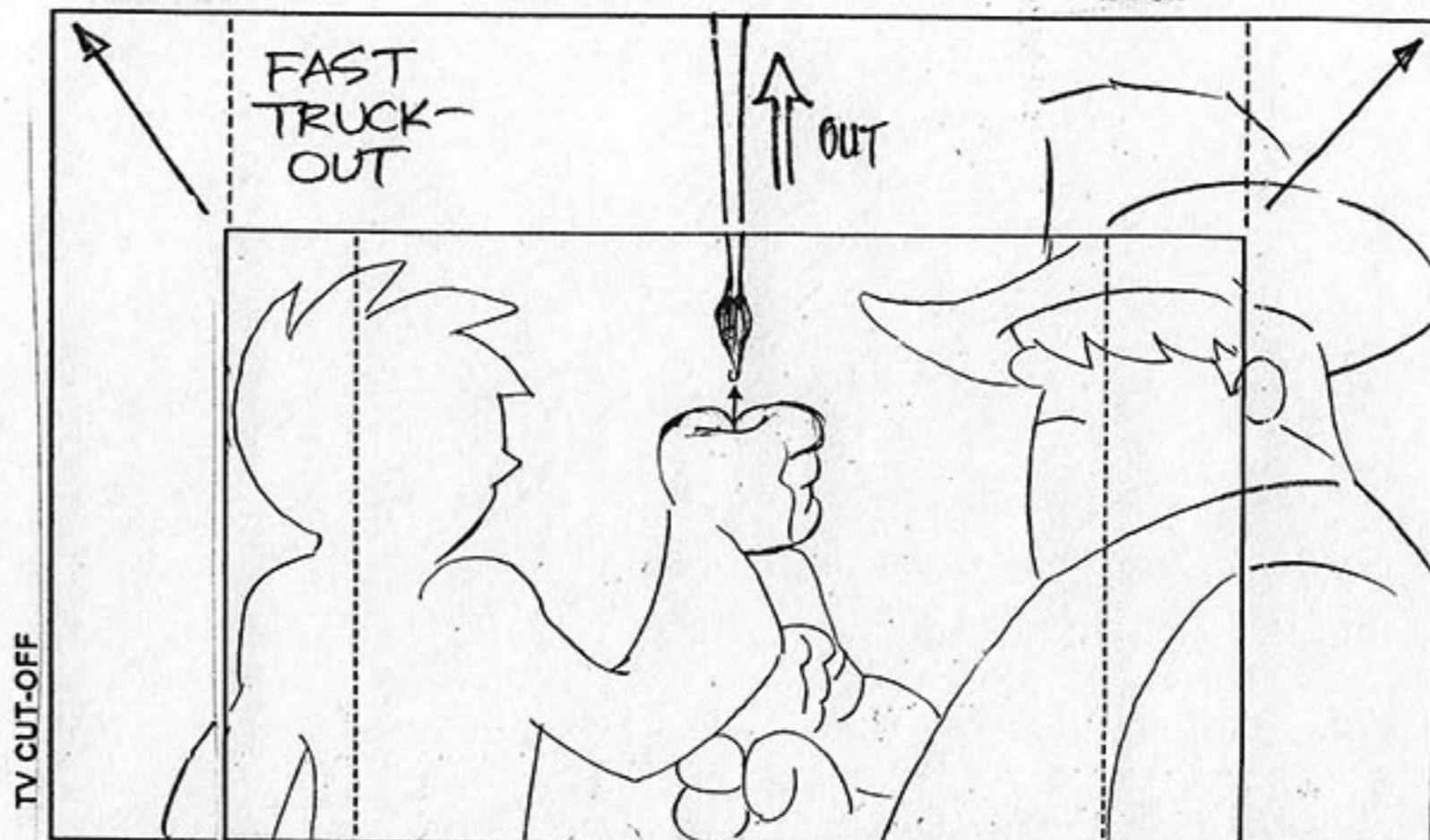
1²

TIMING

24

SCENE C2 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

Dojo shoots out of their hands

SFX: < GUNSHOT >

8x

16 : 9 Widescreen Format

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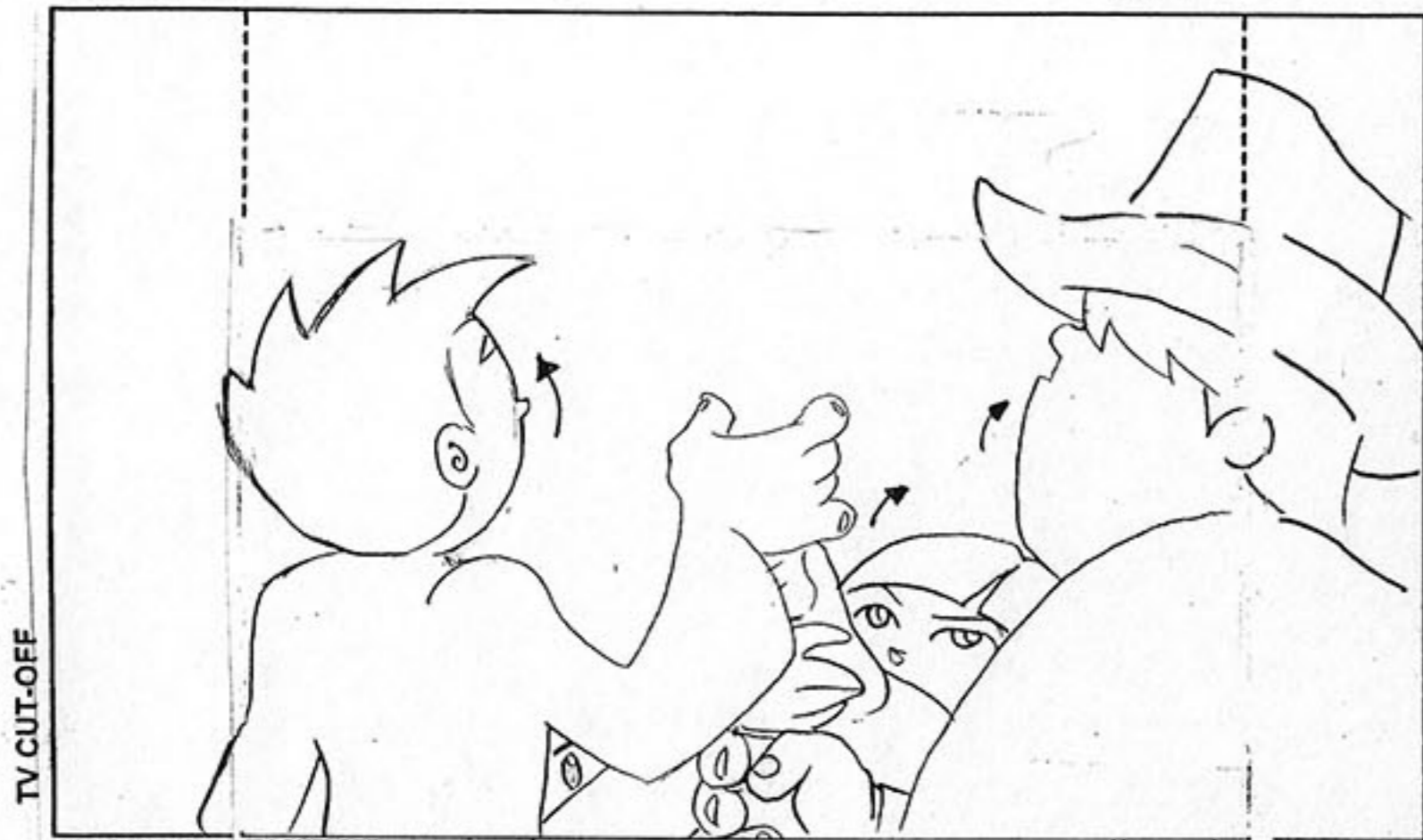
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SCENE C2 CONT.

B.G.



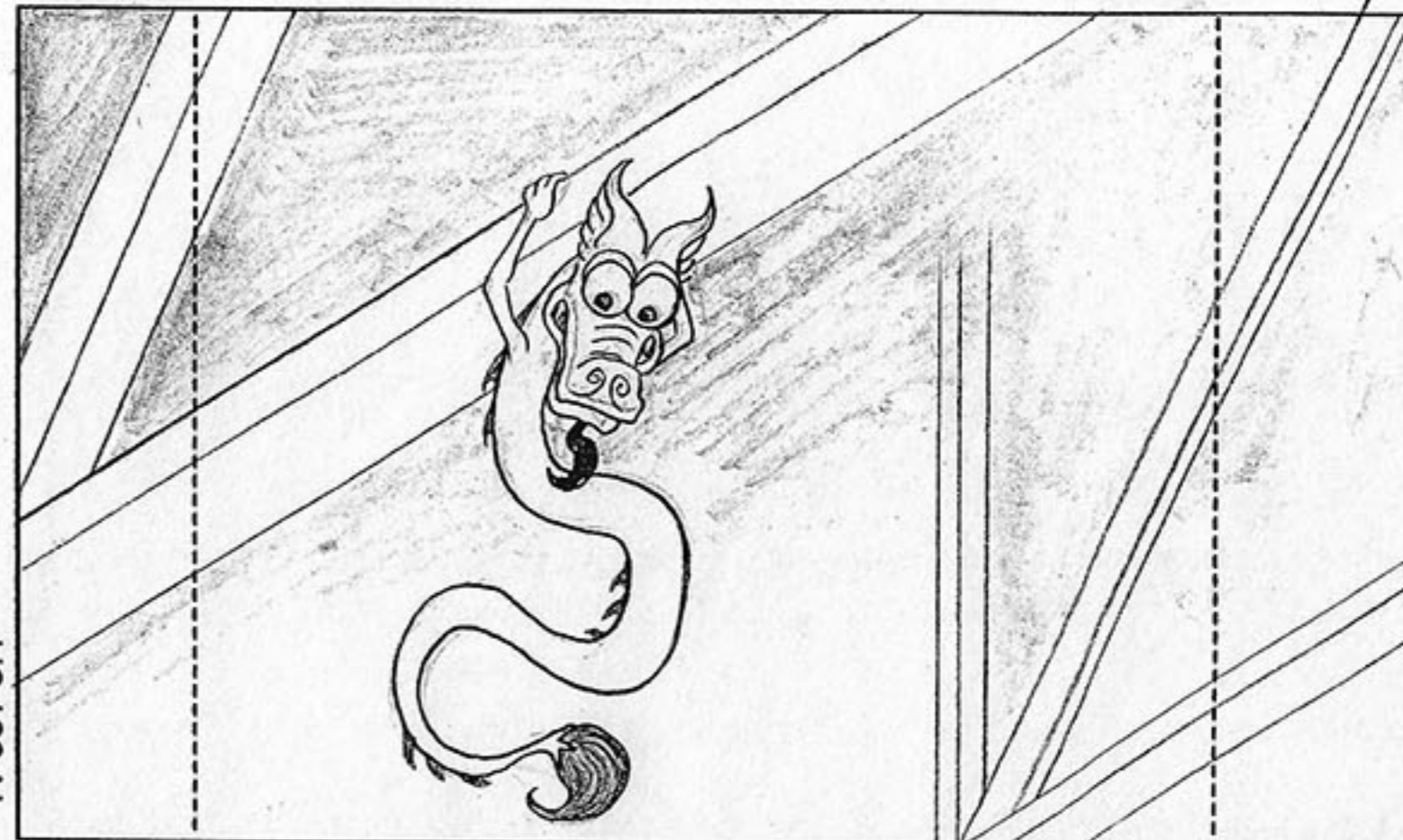
TV CUT-OFF

TV CUT-OFF

6

SCENE C3

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

ACTION

The group looks up and release their grip

UPSHOT - DOJO HANGS ONTO CEILING RAFTER

DIAL

(12x)

(C3)

Dojo: Didn't think so!

TIMING

(8x)

DIAL 210

16 : 9 Widescreen Format

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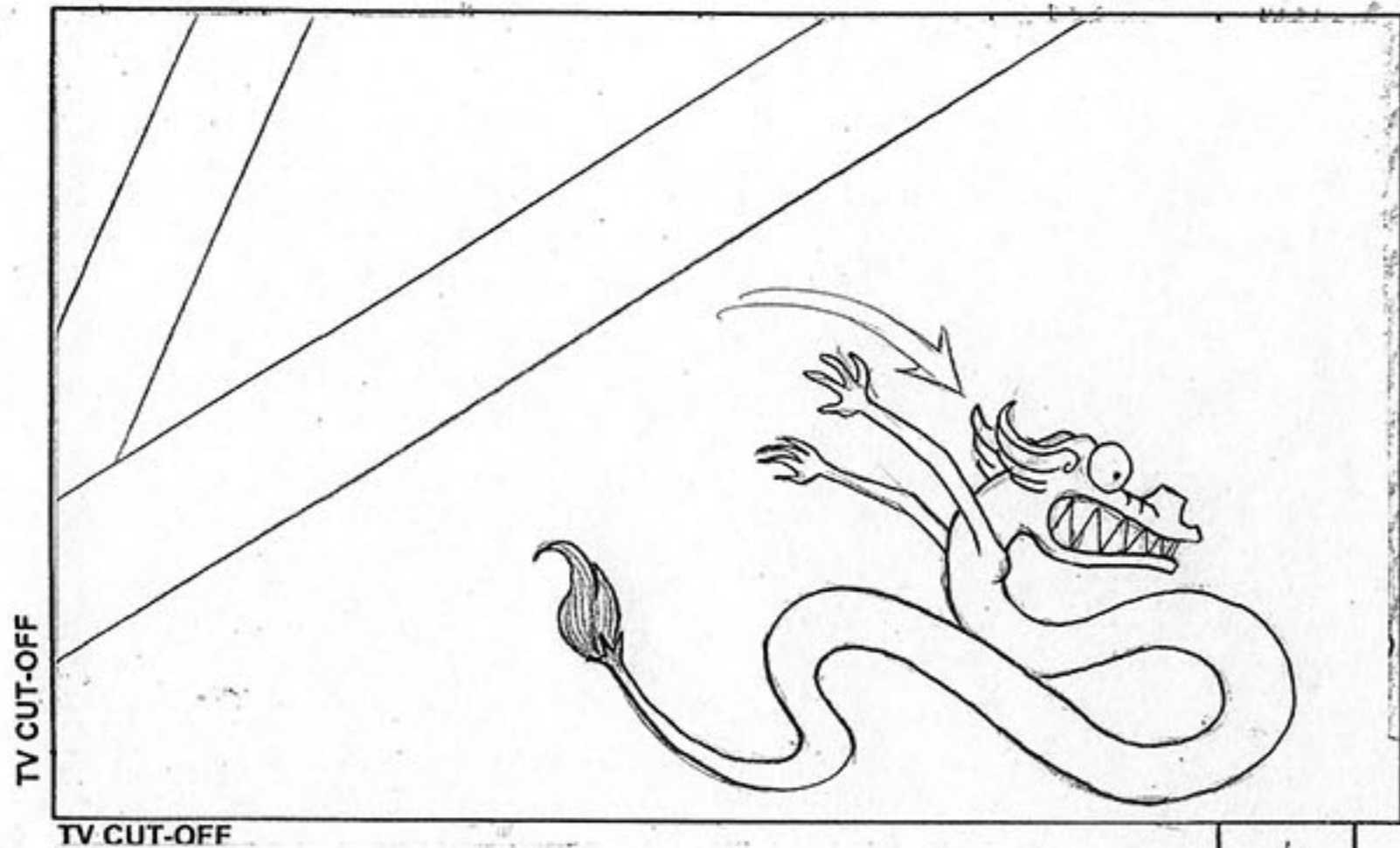
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PAGE C6

Next page
is C9

SCENE C3 CONT.

B.G.



PANEL 2

ACTION

HE LEAPS OFF

DIAL

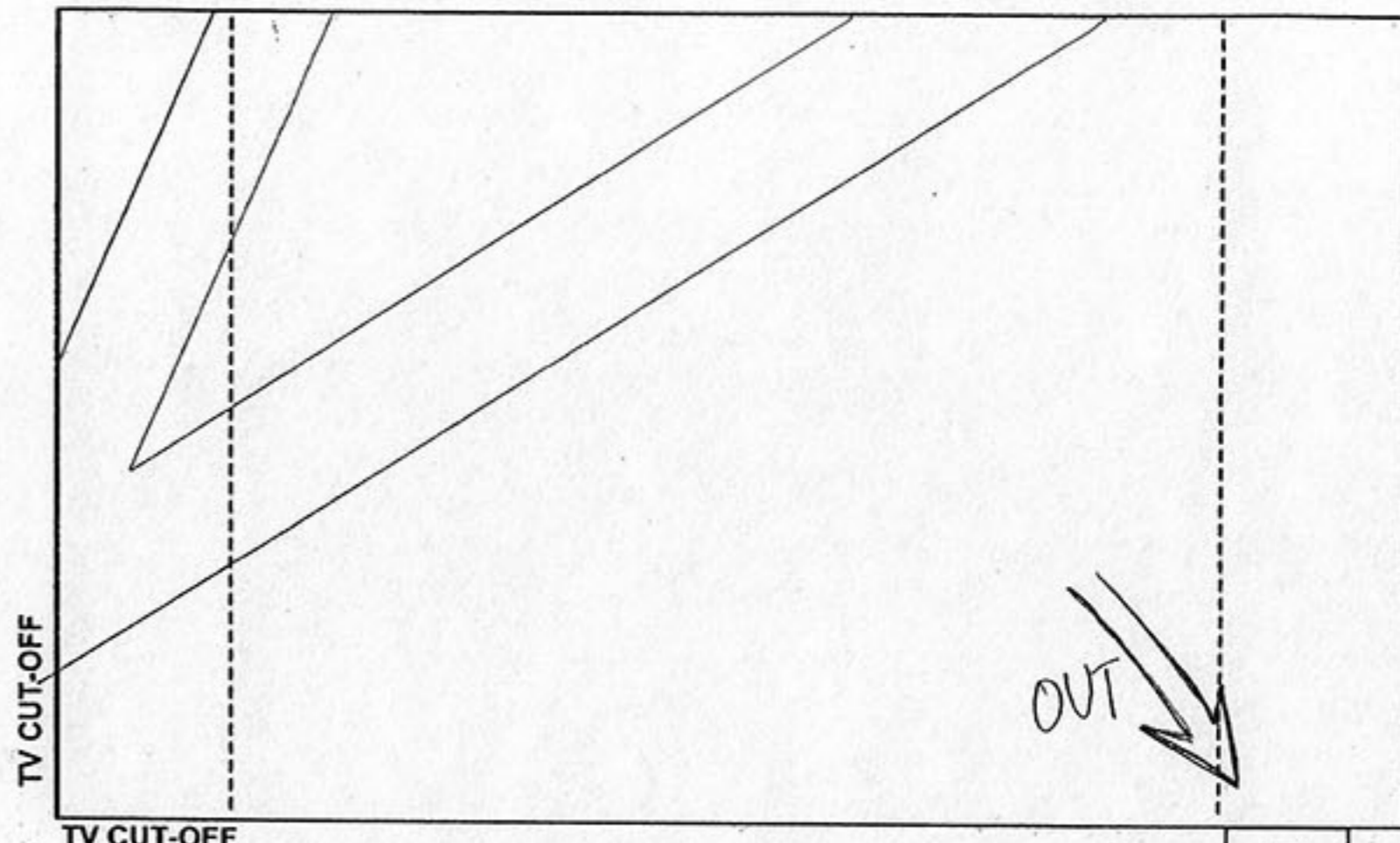
1/2x

TIMING

1/2

SCENE C3 CONT.

B.G.



PANEL 3

16 : 9 Widescreen Format

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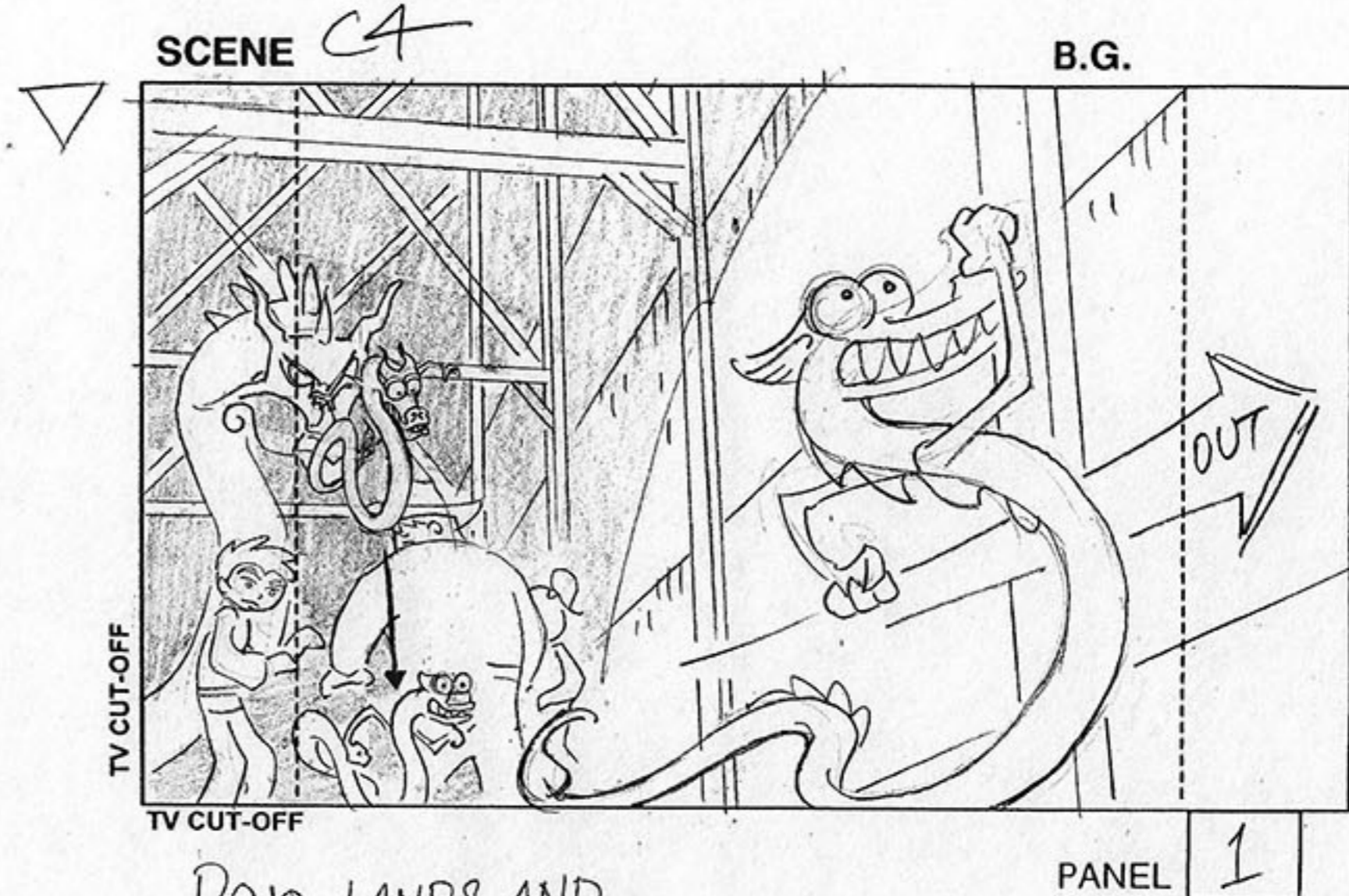
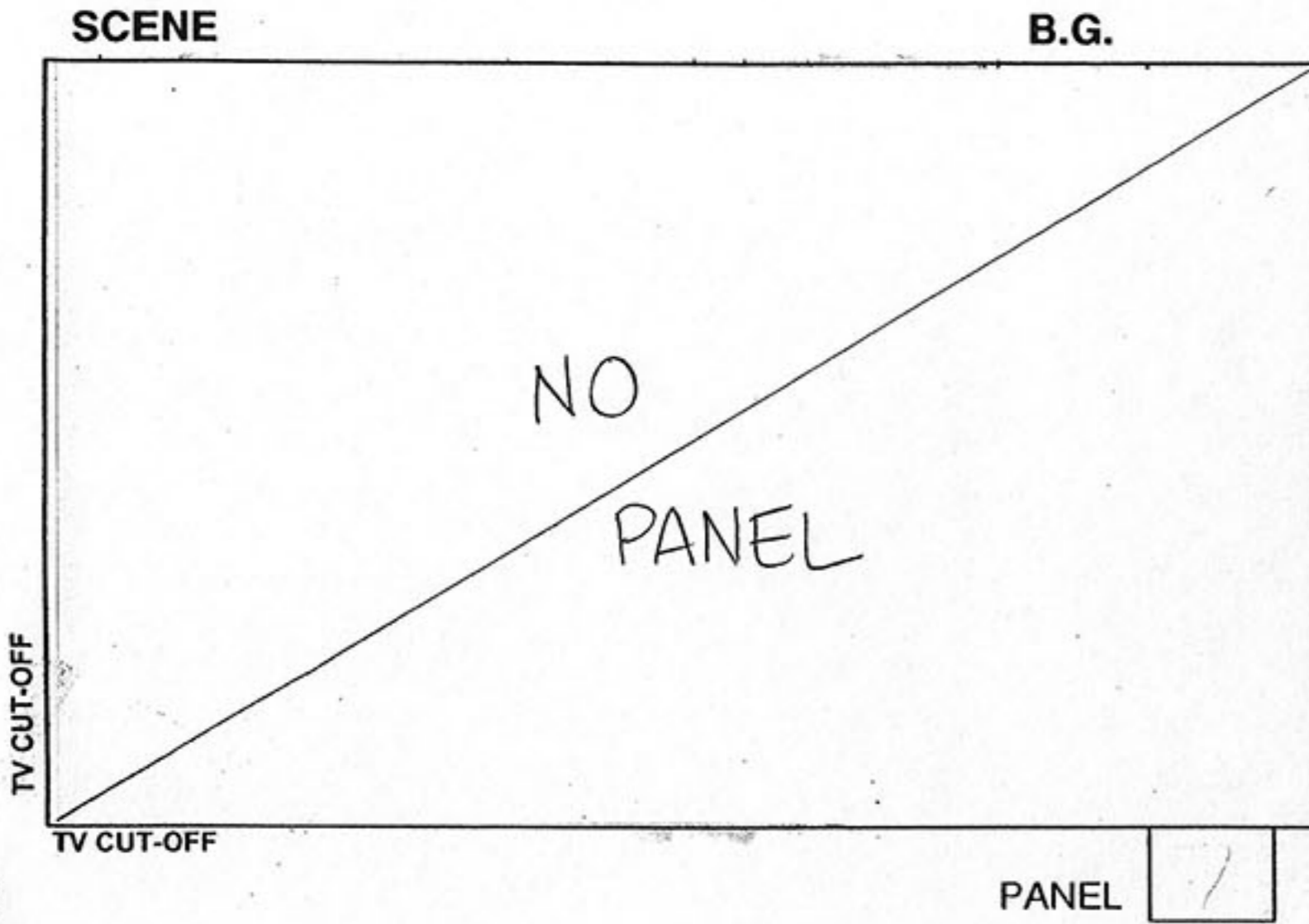


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PAGE C9



DOJO LANDS AND
runs quickly away from
the group

ACTION

DIAL

TIMING

(C4) (A) (B) EXAGGERATED ARM MOVEMENT (DOJO: SCARED WALLA)

2^o
+ 3^o THIS SC

COM DIA 210A

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SCENE C4 CONT.

B.G.



*DX SHADOWS on WALLS
PANEL 2

ACTION

They turn...

SCENE C4 CONT.

B.G.



PANEL 3

...and start to follow.
Each has their own style of movement:

| <u>RAI</u> | <u>OMI</u> | <u>CLAY</u> | <u>KIM</u> |
|-----------------------------------|--|---|------------------------------------|
| bowlegged walk - hands open | swings arms side to side (in tandem) | body sways side to side, hands dangle | shuffling walk - one arm out |

DIAL

1°

TIMING

CONT DUN 210A

5°

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PAGE C11

SCENE C4 CONT.

B.G.



PANEL

4

ACTION

They move to follow Dojo

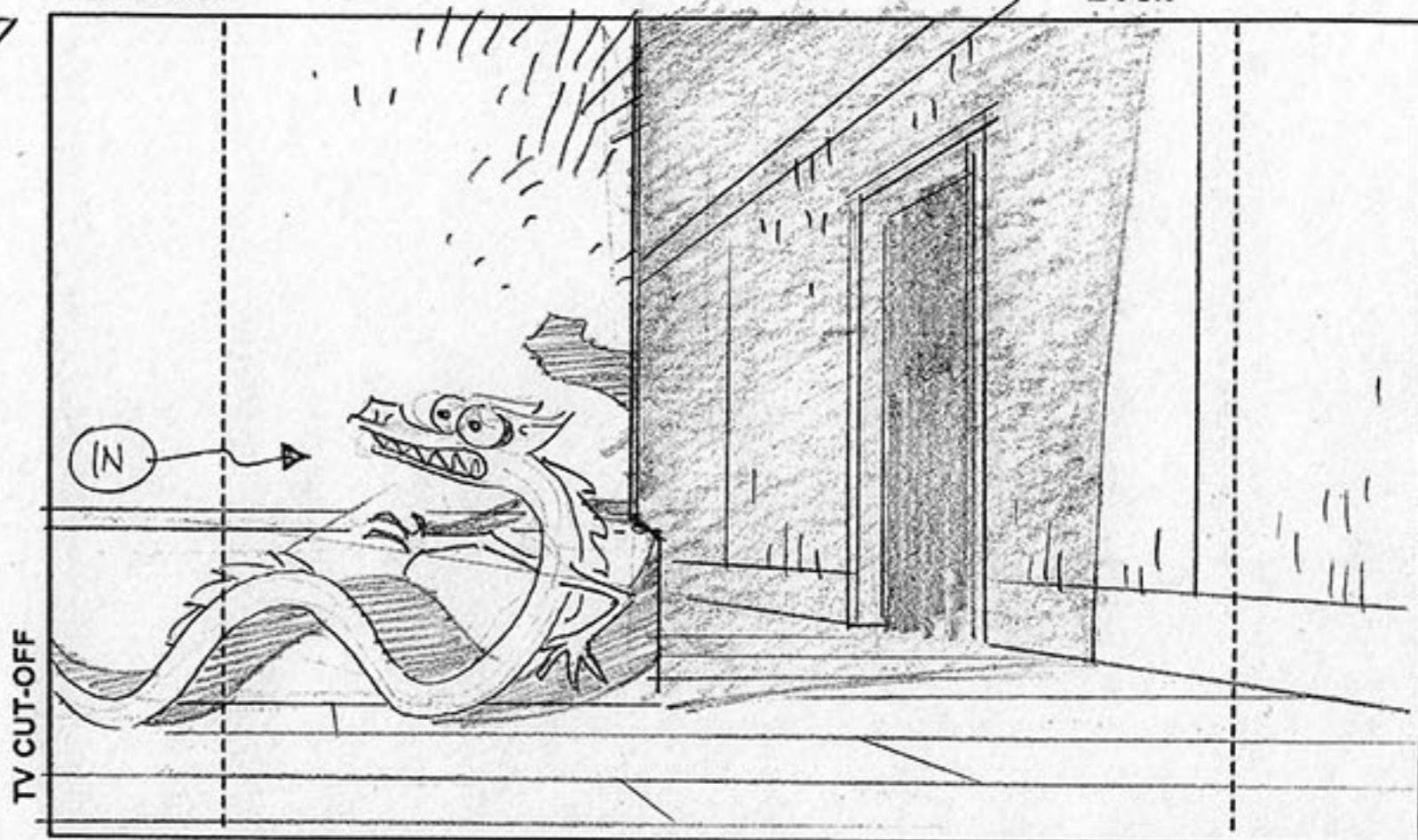
DIAL

2nd

TIMING

SCENE C5

B.G.



TV CUT-OFF

*DX SHADOW

PANEL

1

Dojo moves backward toward corner of hallway

(C5)

1st

6th

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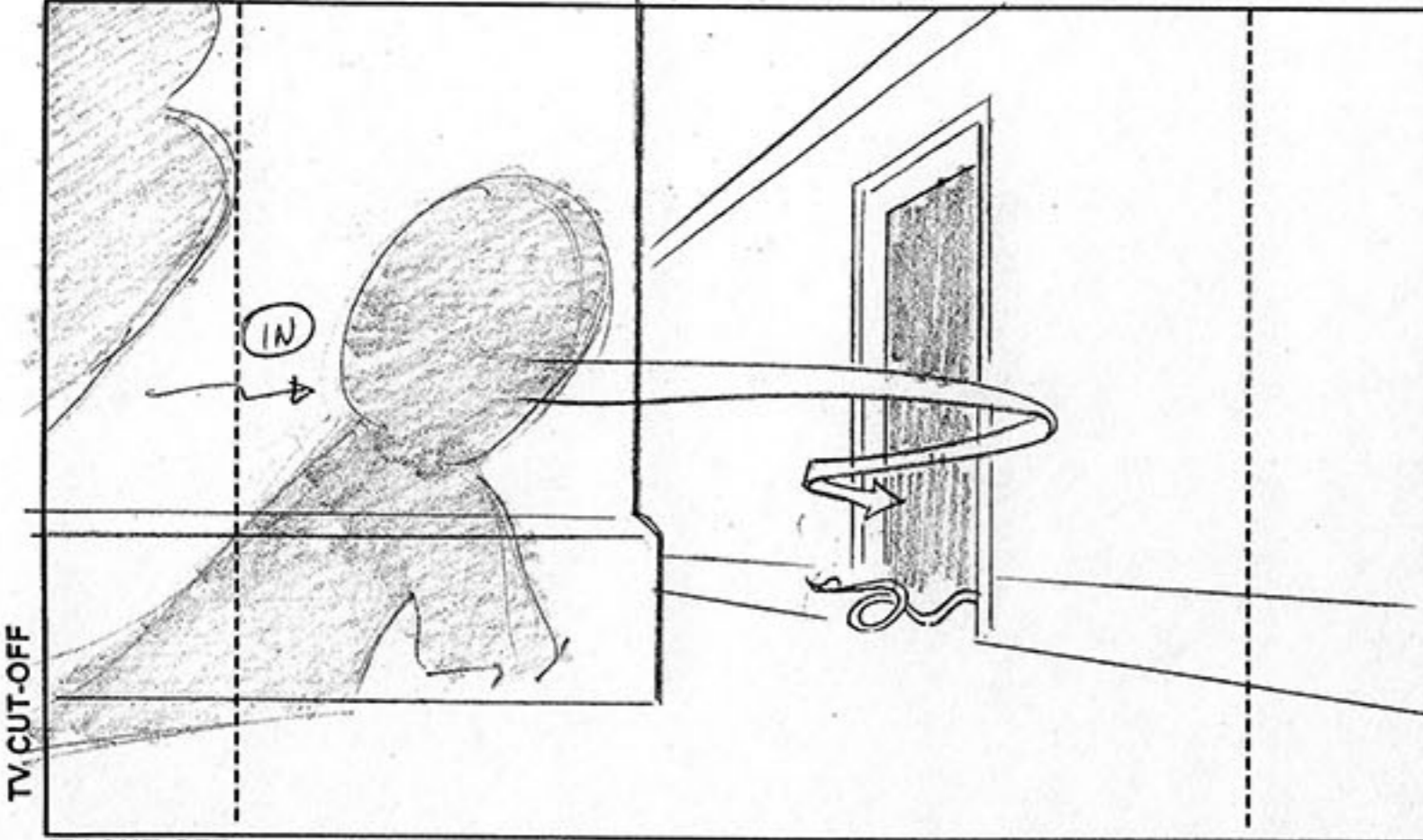
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SCENE C5 CONT.

B.G.



PANEL 2

ACTION

Dojo zips to the kitchen -
DX shadows enter scene

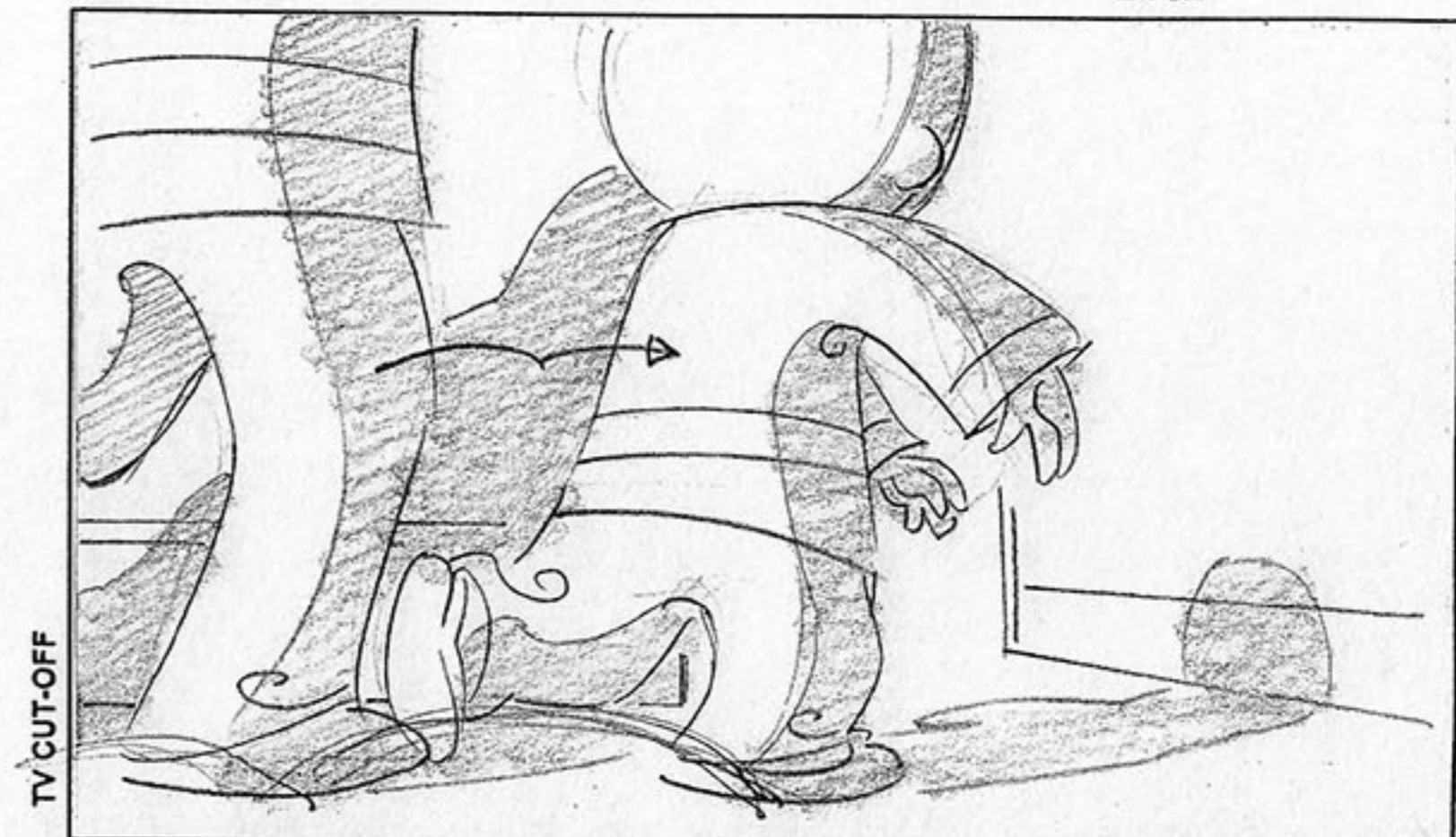
DIAL

(12X)

TIMING

SCENE C5 CONT.

B.G.



PANEL 3

Omi enters, followed
by Clay

14

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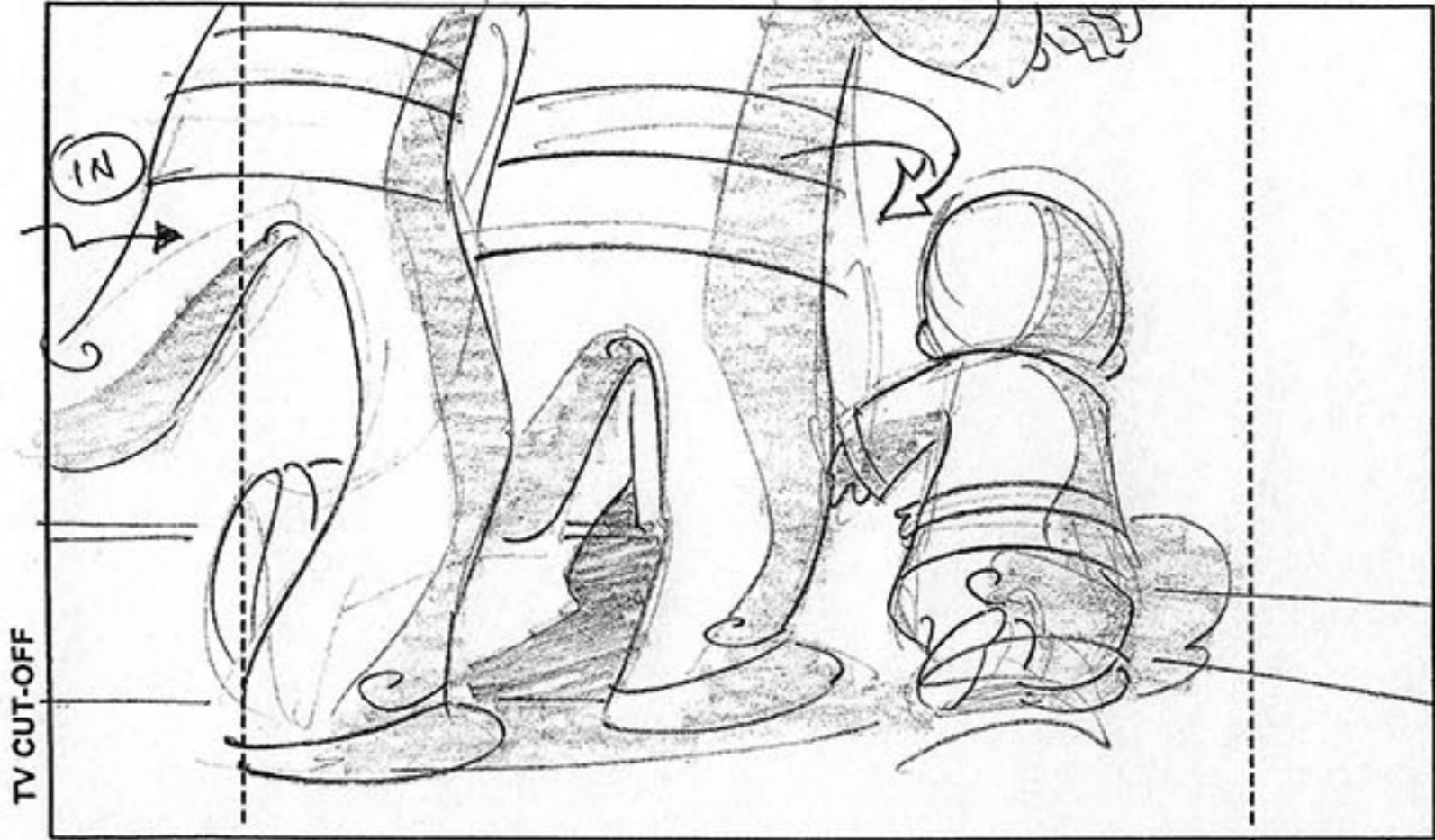
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SCENE C5 CONT.

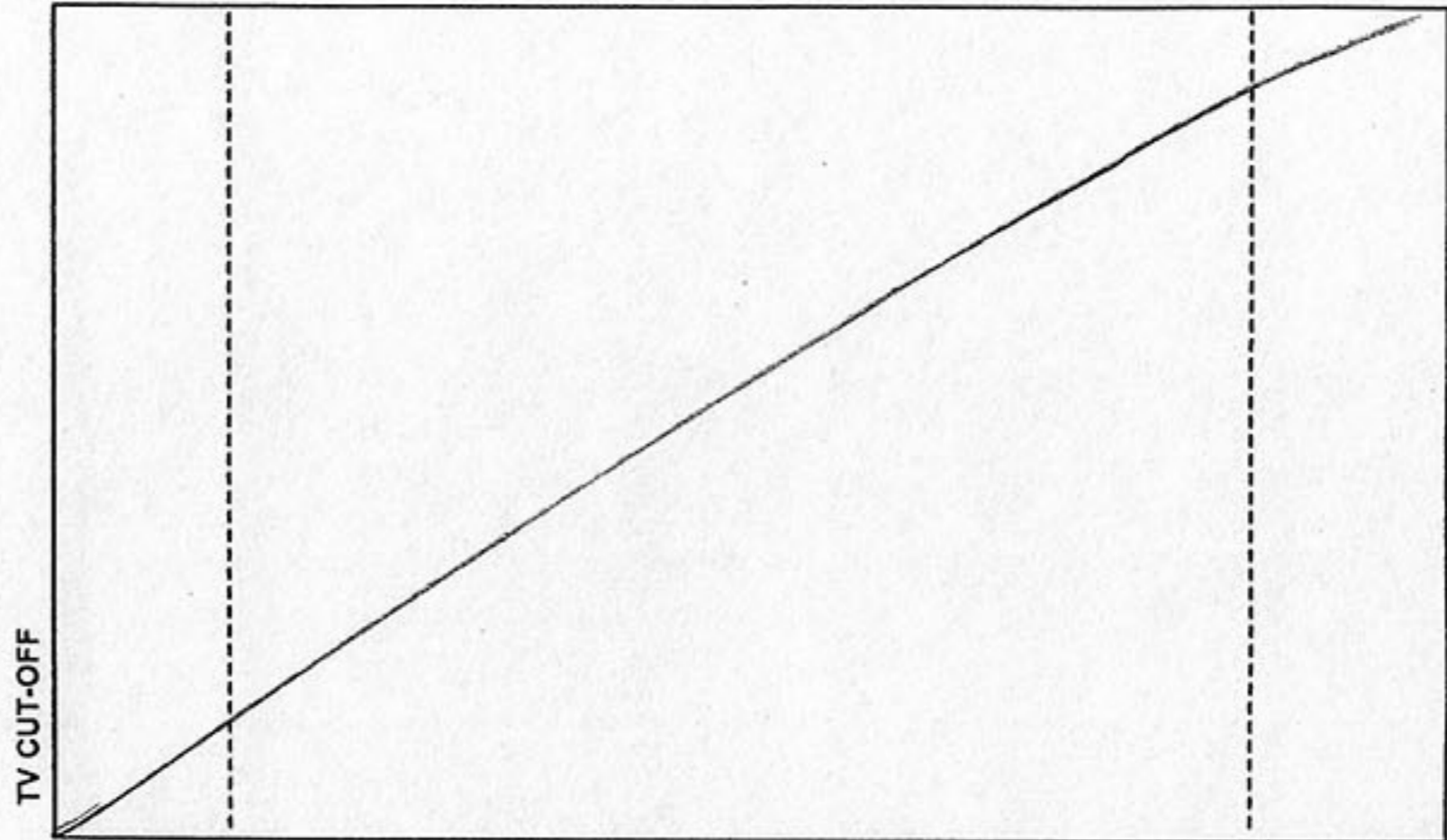
B.G.



PANEL 4

SCENE

B.G.



PANEL

ACTION

— and followed by Rai
as they round the corner

DIAL

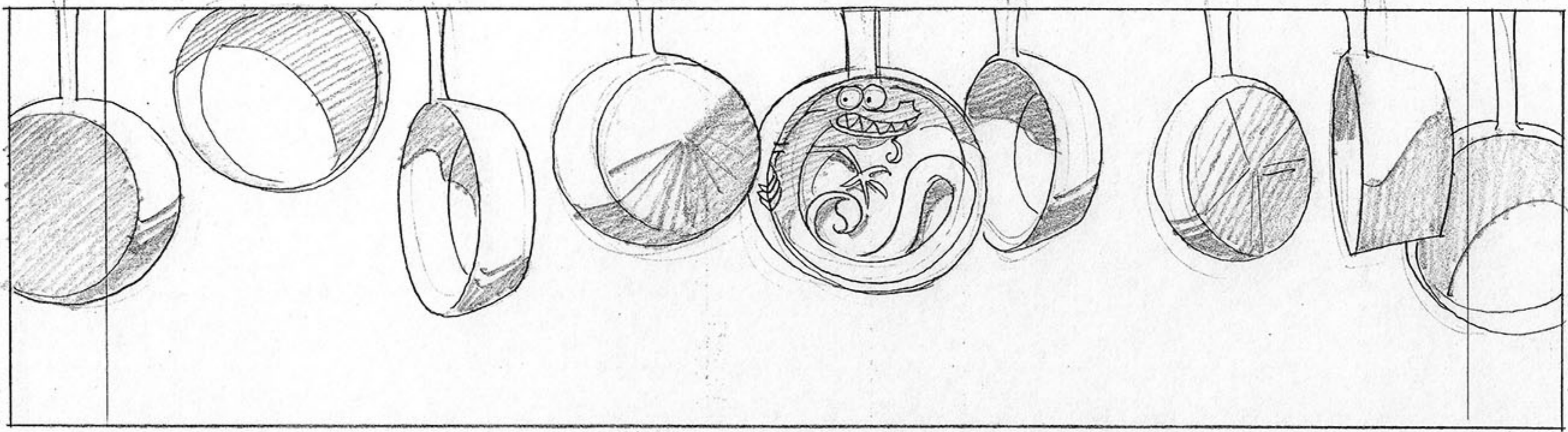
2nd

TIMING

16 : 9 Widescreen Format

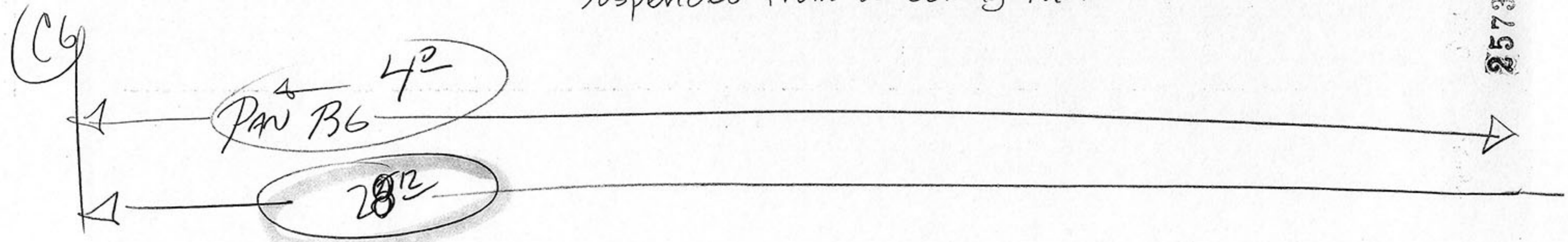
1257308

Sc. C6 PANEL 1 / FG OVERLAY



→
PAN

Dojo hides in a cookpot
suspended from a ceiling rack



257308

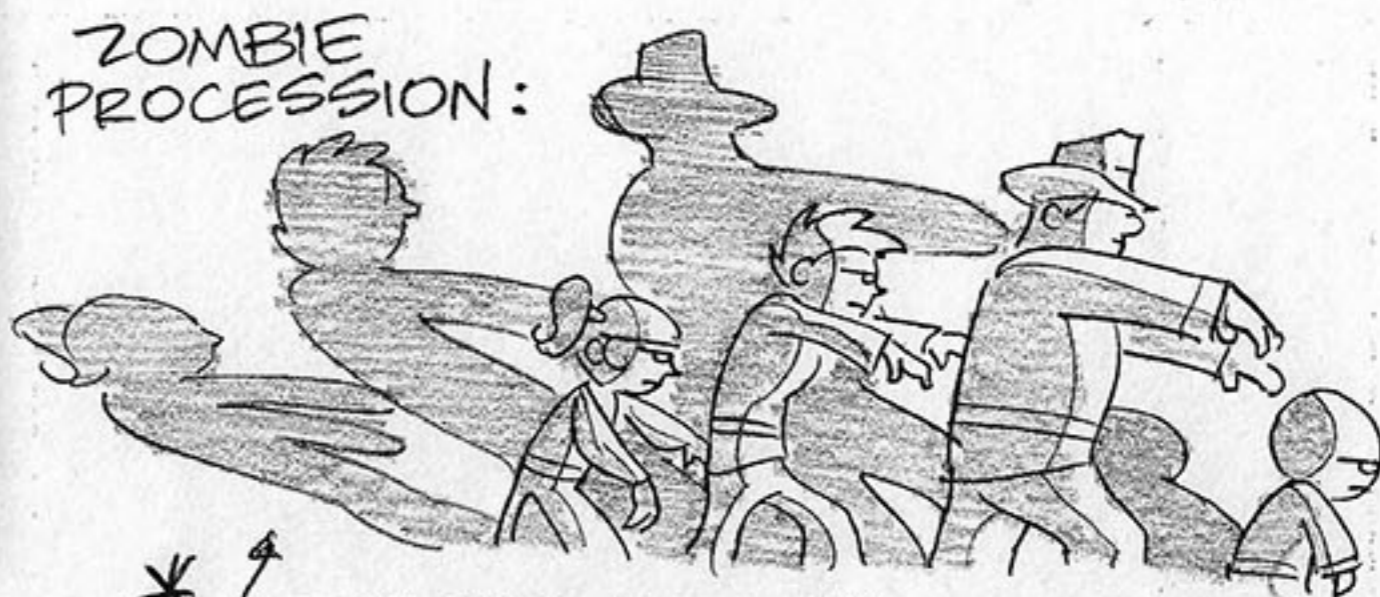
SC. CG / PANEL 1 / BG UNDERLAY

⇒ PAN simultaneous

page C15



with foreground
(but at different rates)



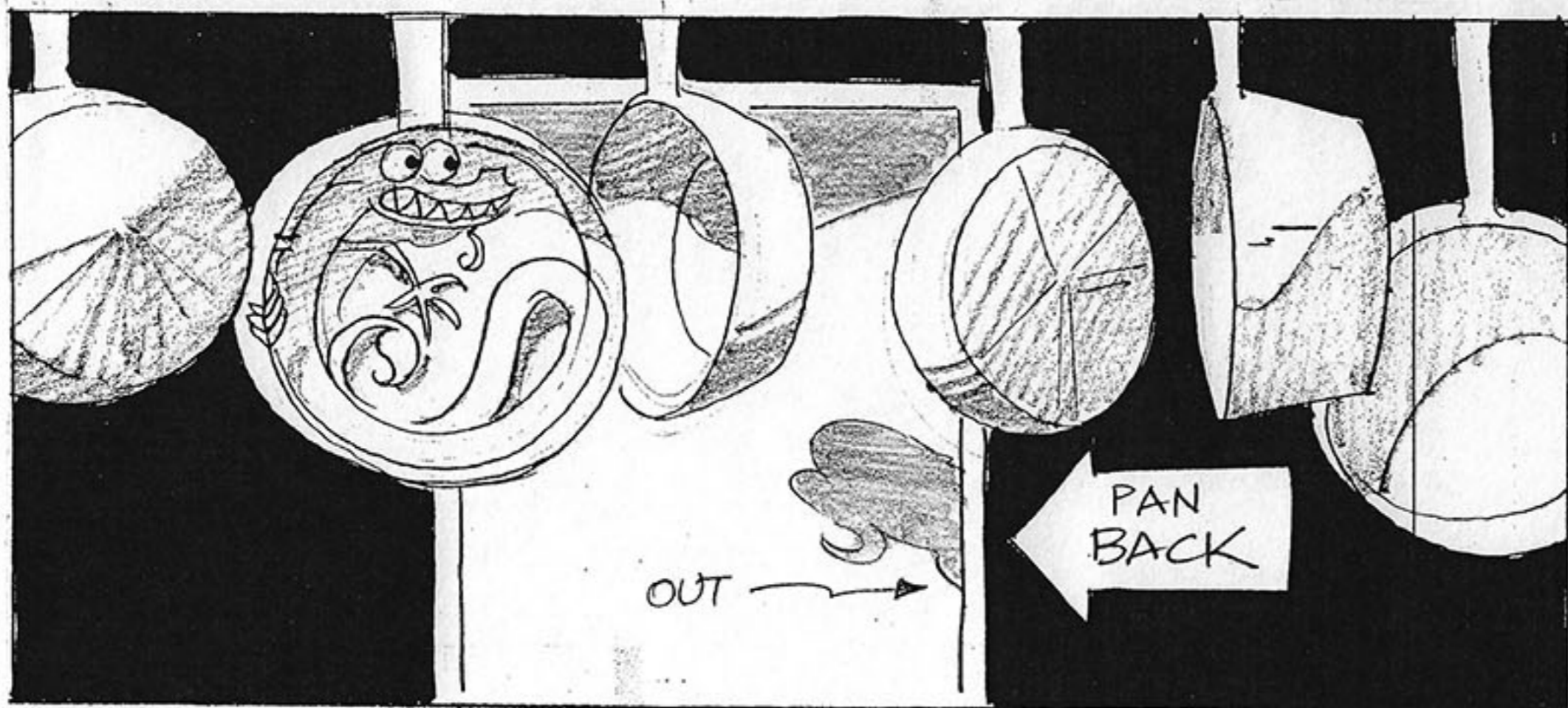
The group walks past the kitchen door

* ↖ LONG DX CAST SHADOWS

| | | | |
|--------|-----|------|-----|
| ④ | ③ | ② | ① |
| KIMIKO | RAI | CLAY | OMI |

16 X VARY WALK STEPS

CG / PANEL 2 CONT.



They all move past
the door, then we
PAN BACK to Dojo.



X I A O L I N SHOWDOWN

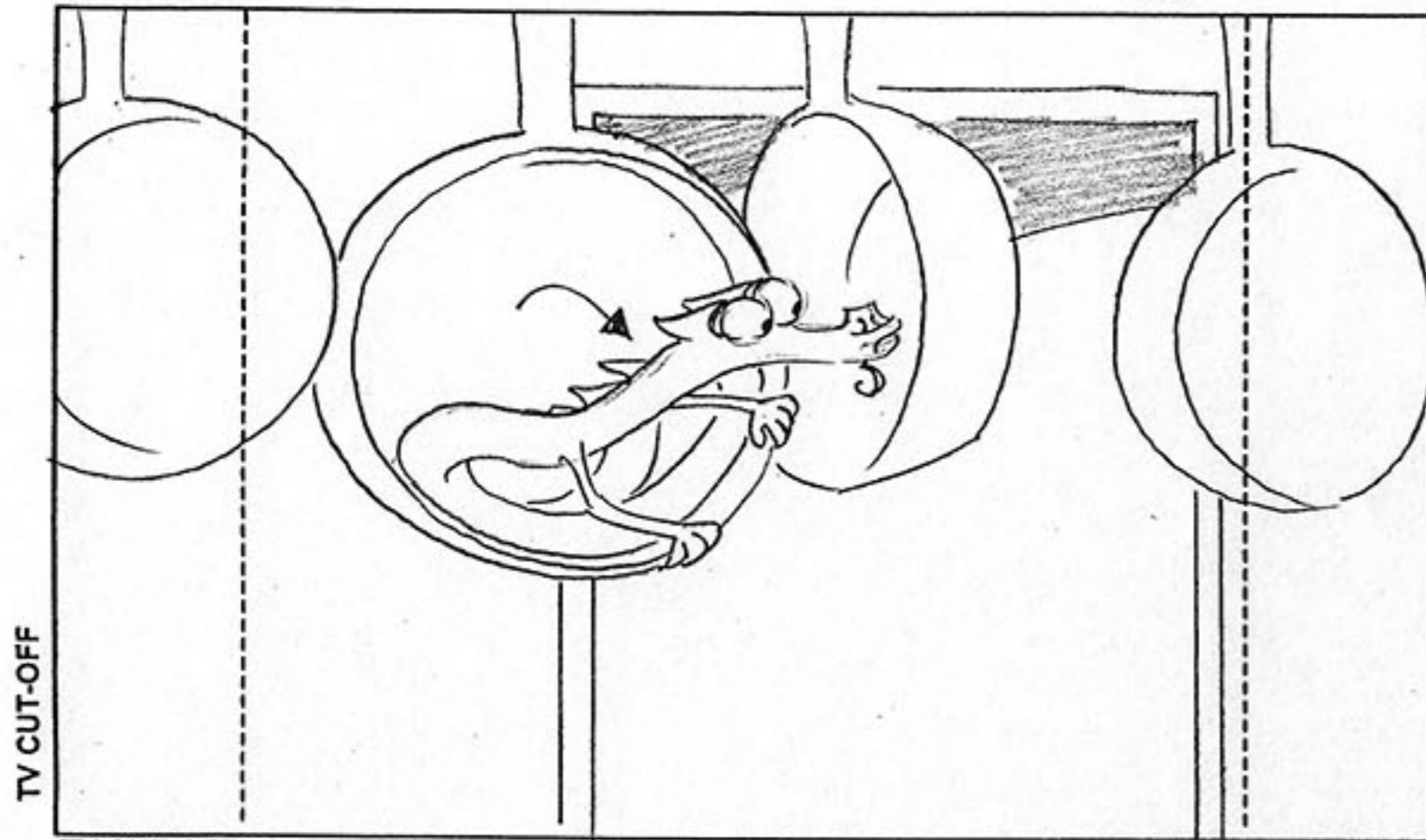
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PAGE C16

SCENE C6 CONT.

B.G.



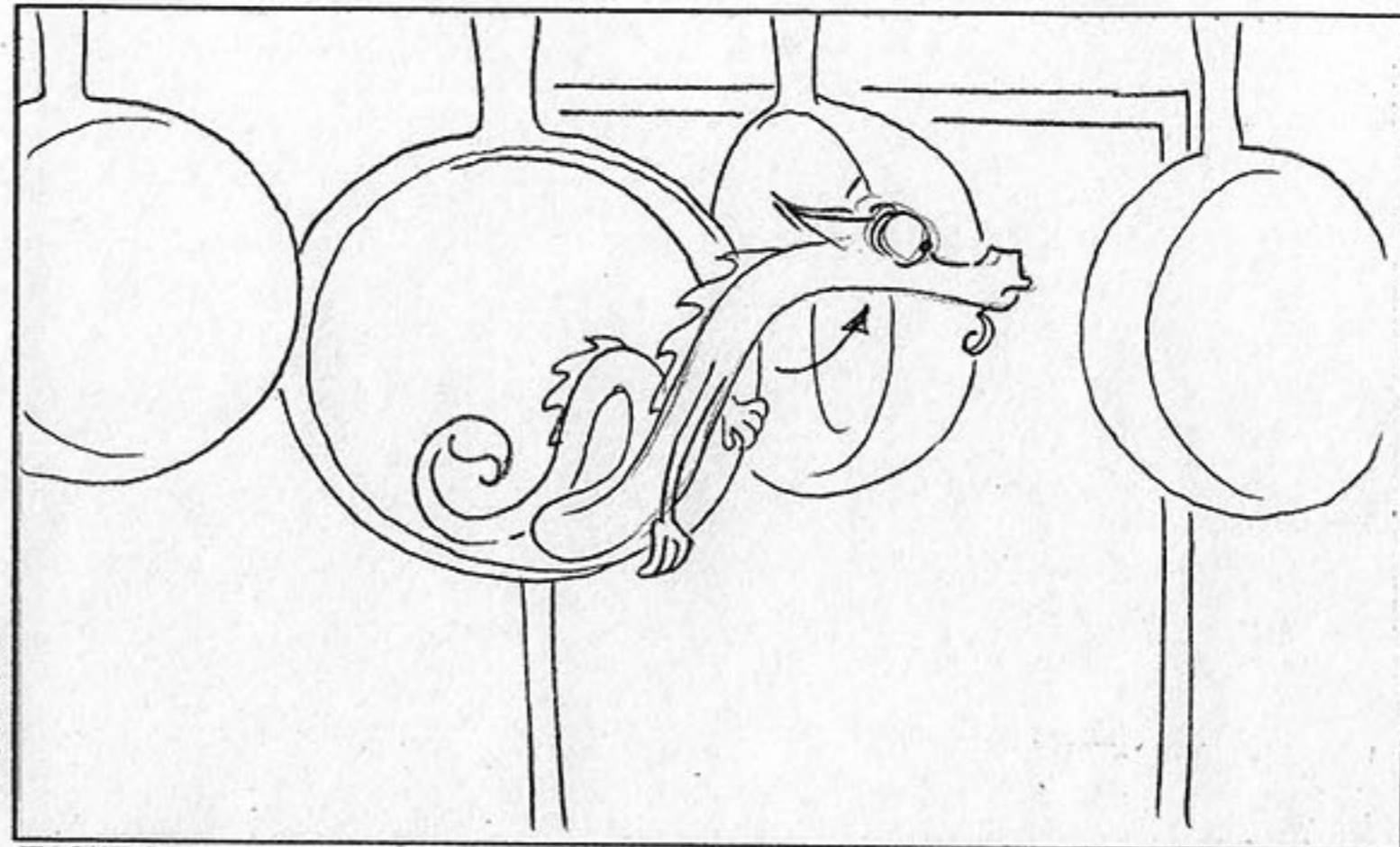
TV CUT-OFF

TV CUT-OFF

PANEL 3

SCENE C6 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 4

ACTION

The group (and their shadows) move on. Dojo leans out of his pot to check.

DIAL

14

12x

TIMING

16 : 9 Widescreen Format

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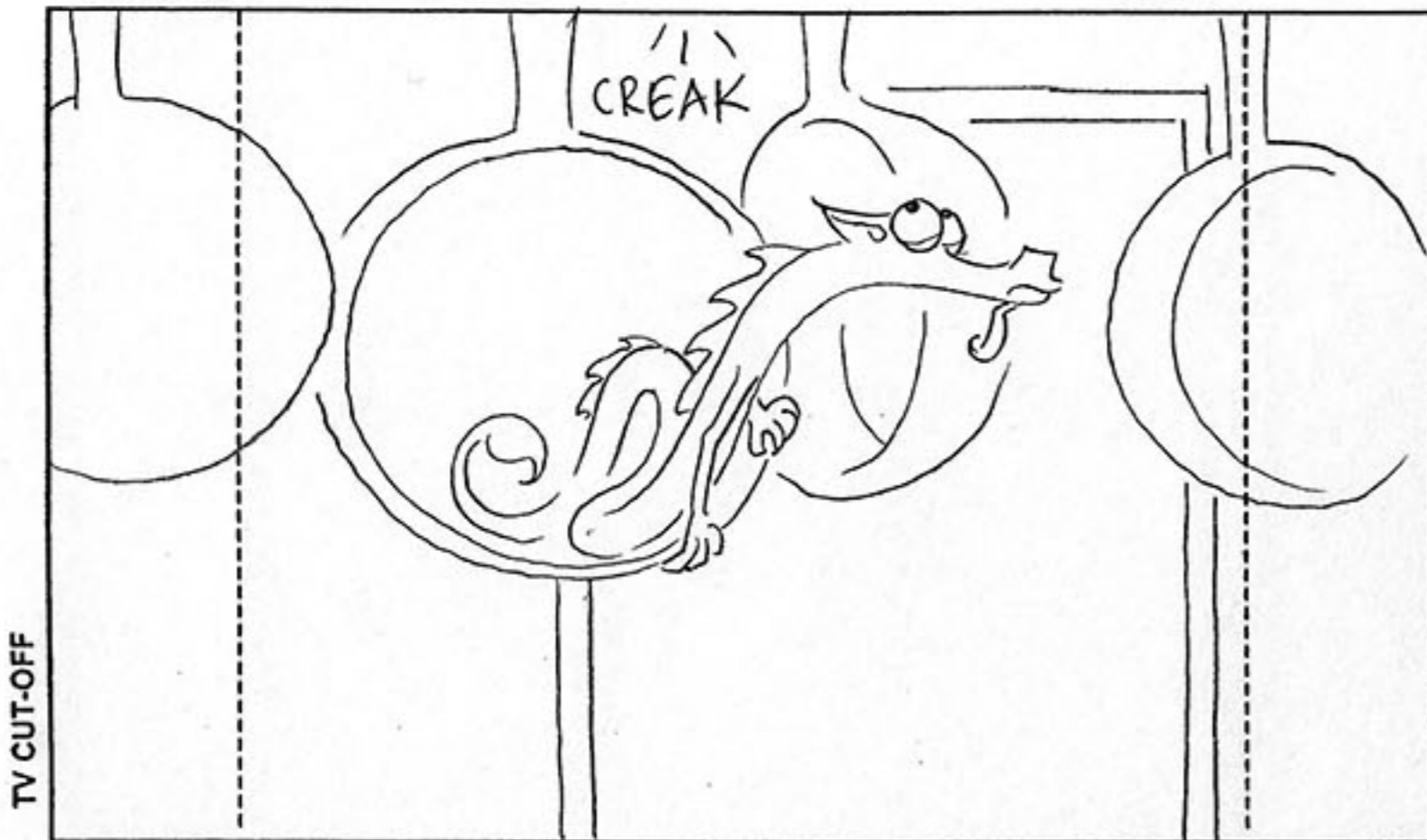
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PAGE C17

SCENE C6 CONT.

B.G.



PANEL 5

ACTION

Dojo reacts to a creaking sound from above.

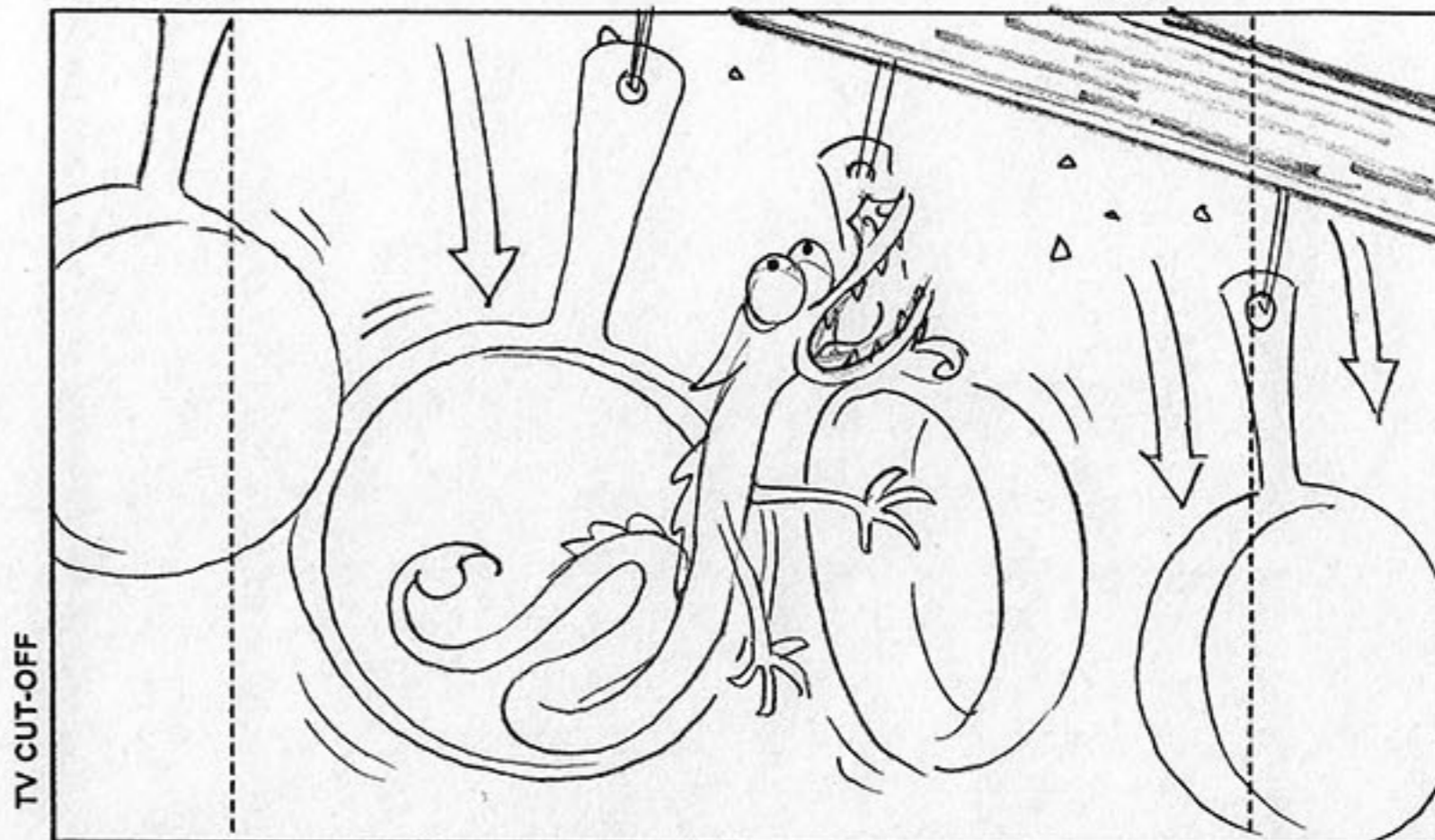
DIAL

12x

TIMING

SCENE C6 CONT.

B.G.



PANEL 6

The pot rack above Dojo BREAKS and FALLS

8x

16 : 9 Widescreen Format

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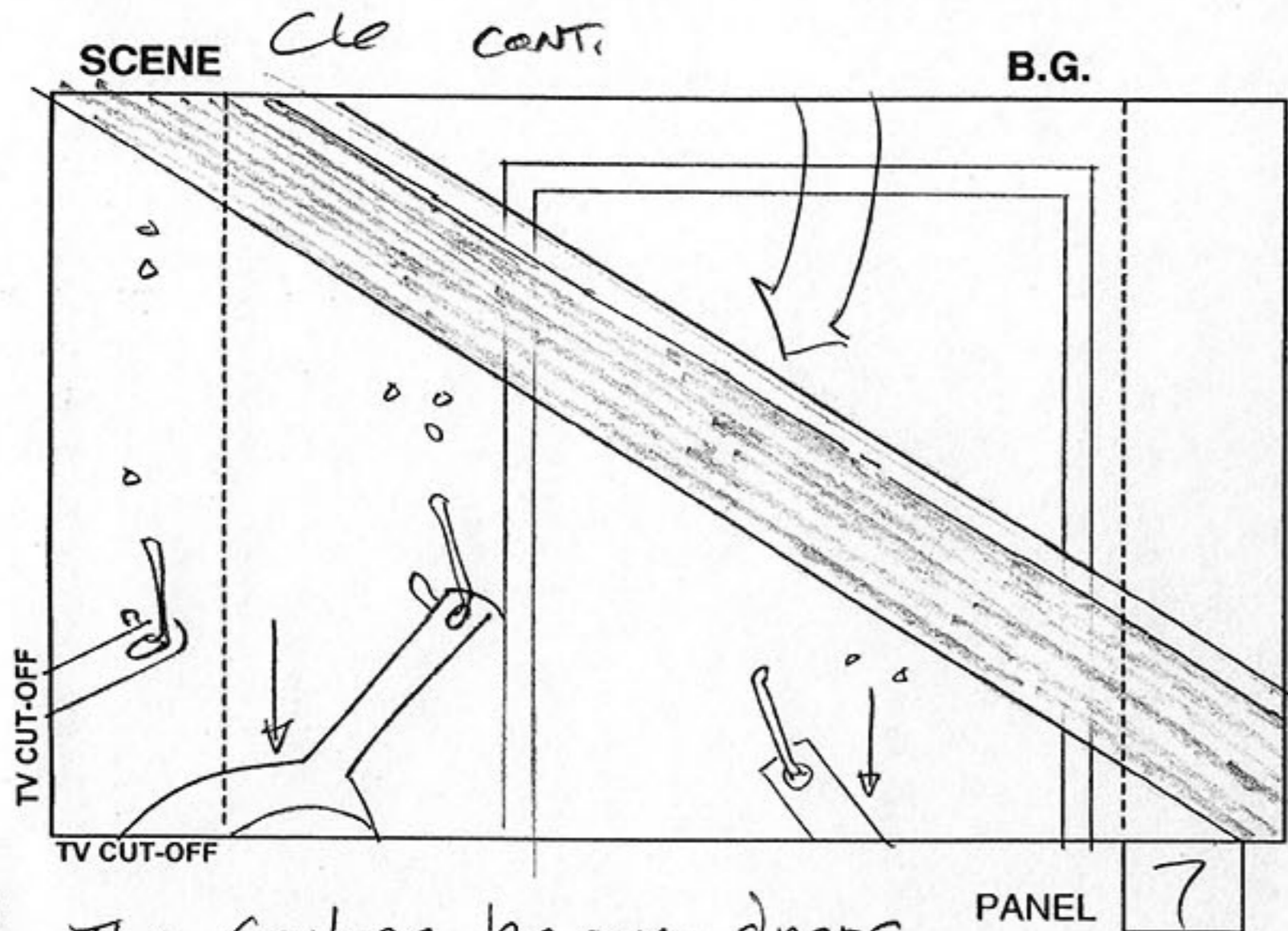


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PAGE C18



ACTION

The ceiling beam drops and STOPS. The pots and pans continue to fall O.S.

DIAL

8X

TIMING

3^o

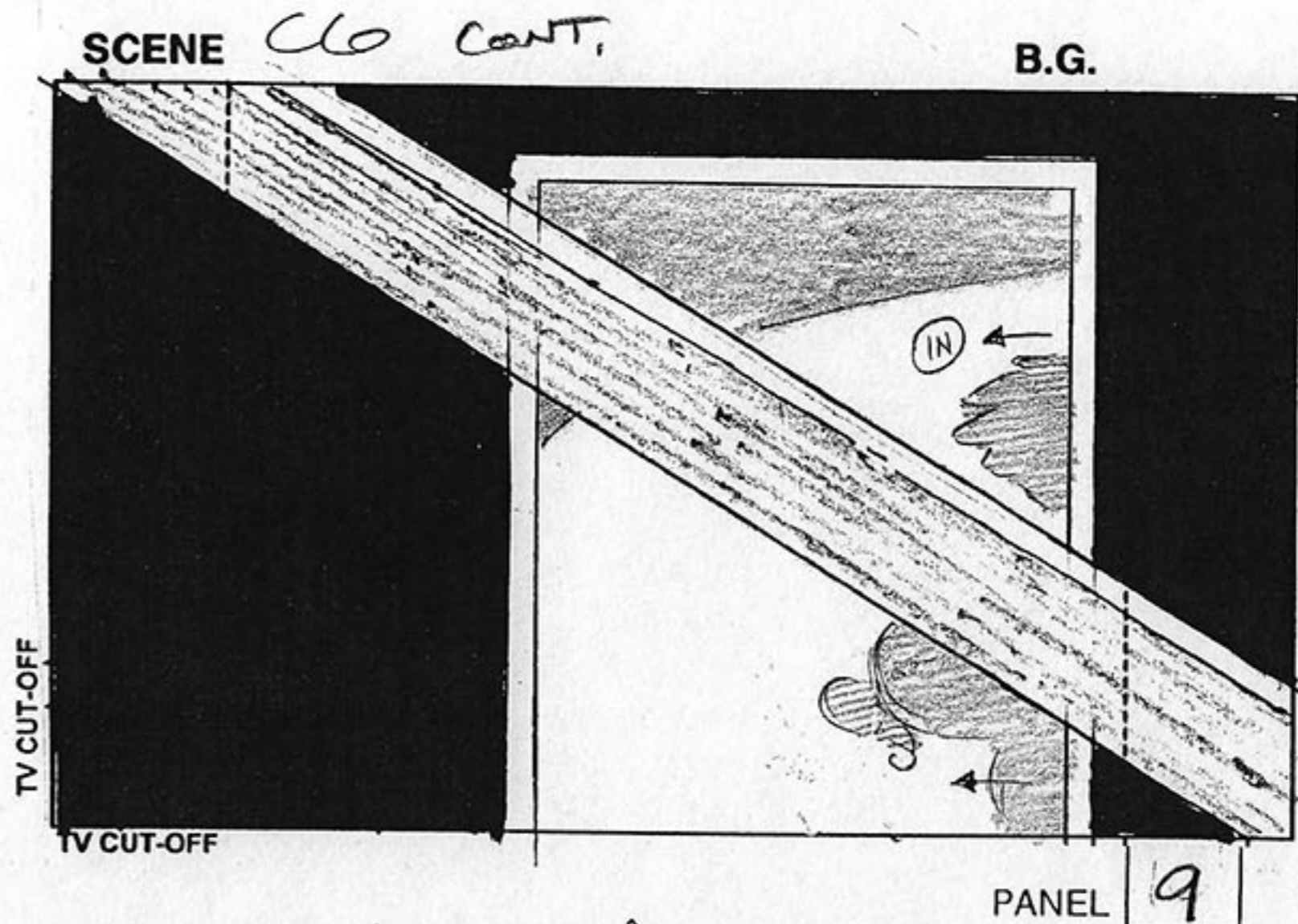
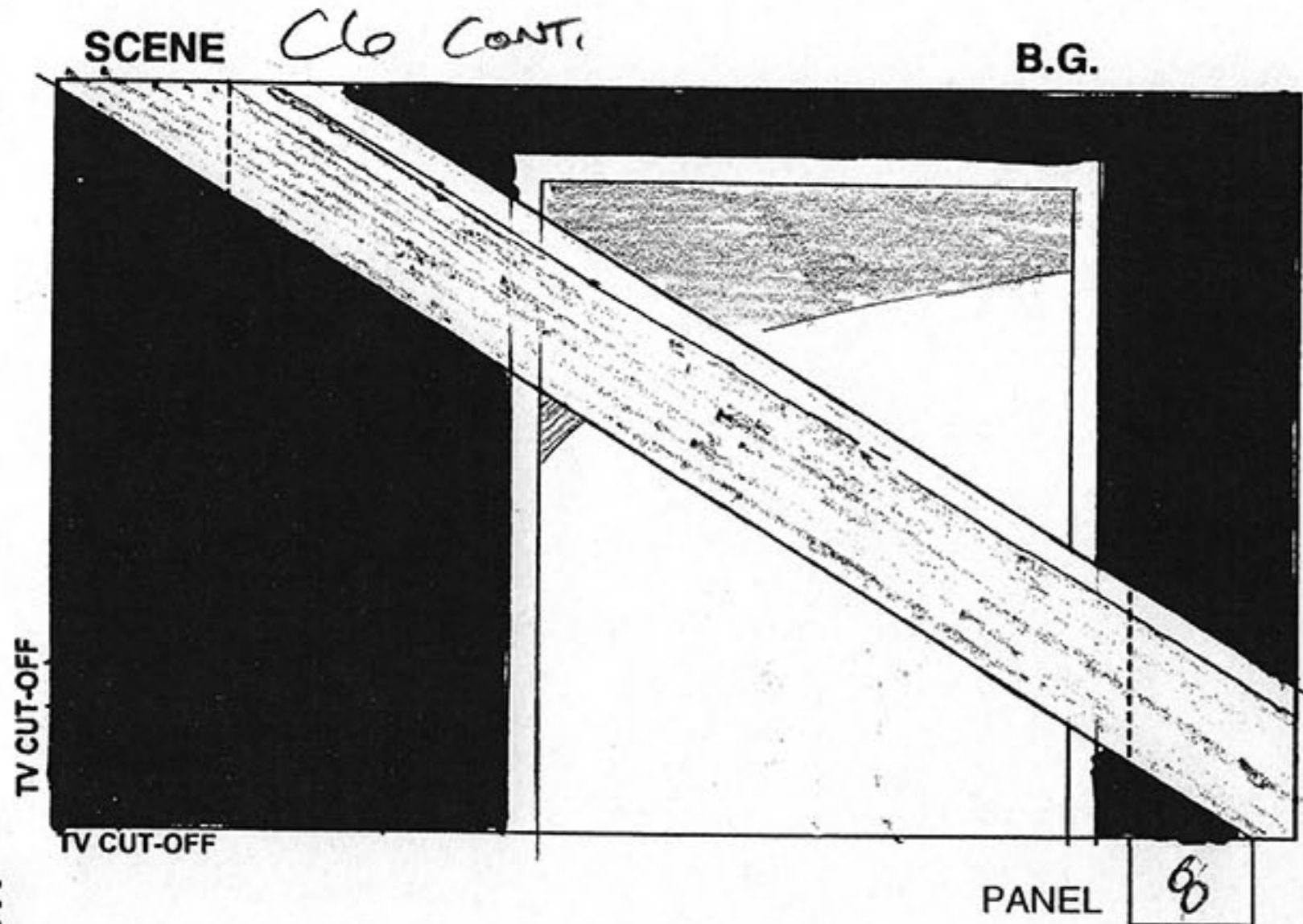
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ACTION

(pause)

** DX shadows of the kids reappear, pause for a beat...*

DIAL

2^a

2^a

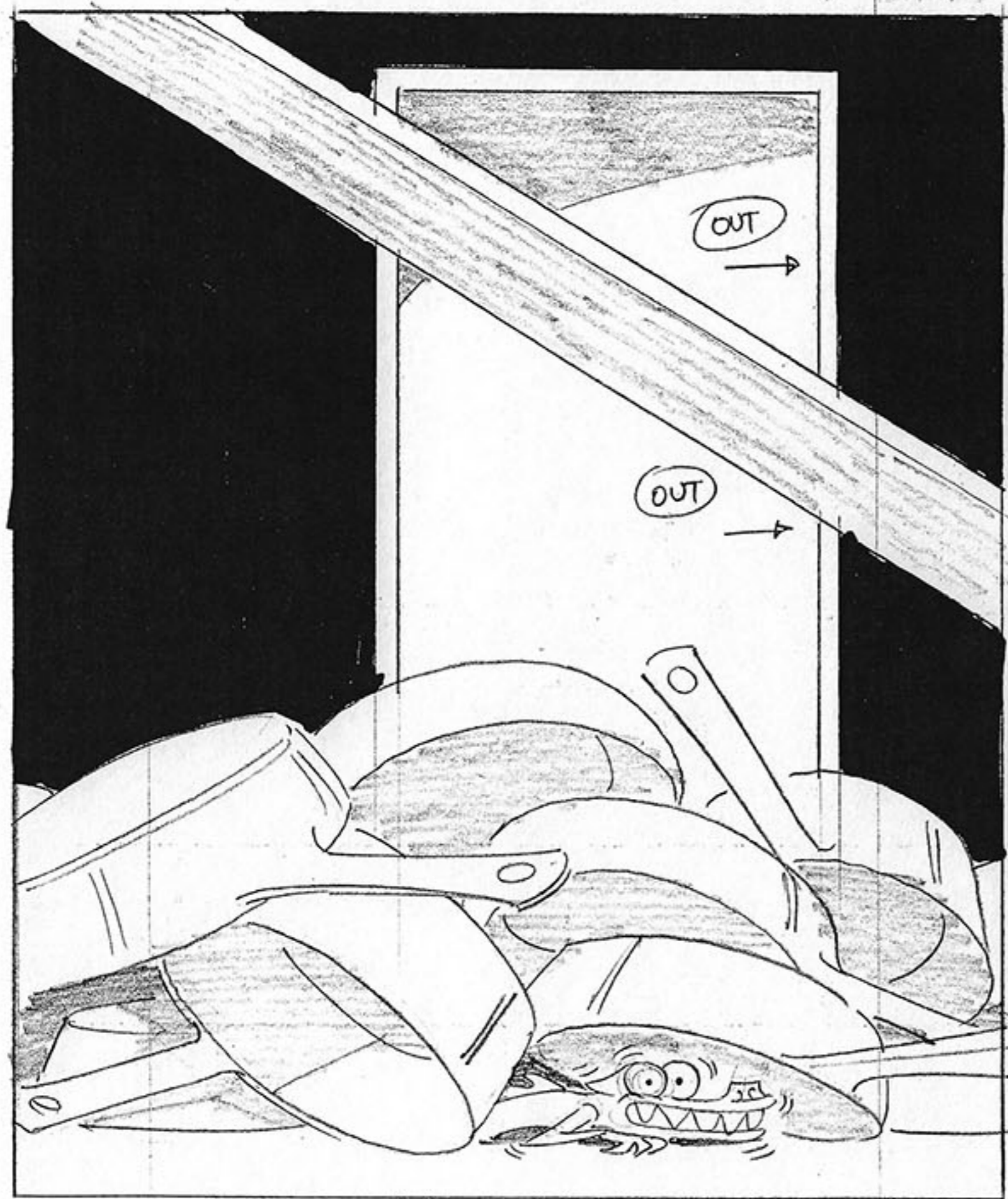
TIMING

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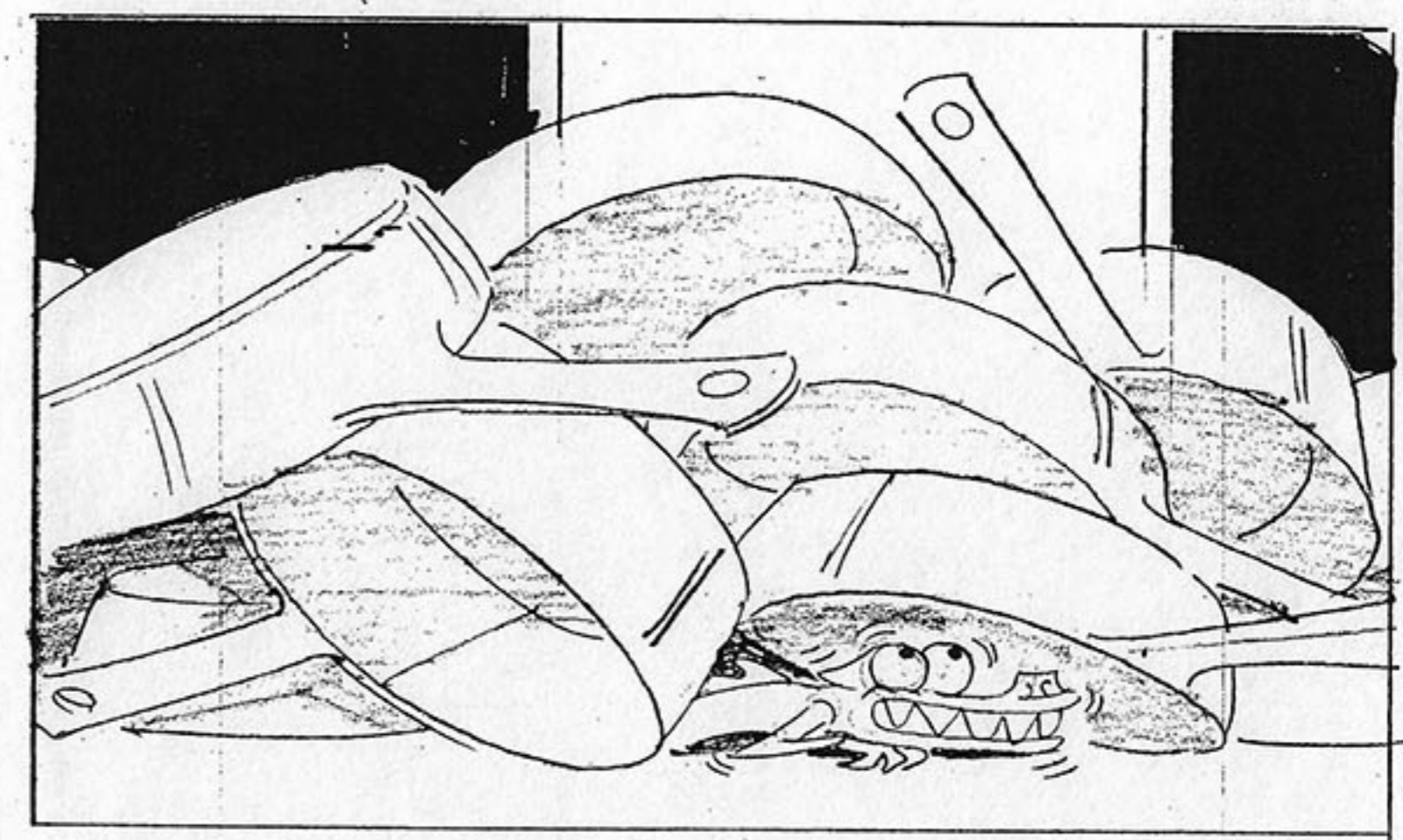
Sc. C6/Pnl 10 CONT.
... then they move away.
PAN DOWN to see the pile of pots & Dojo

NO
PANEL
11



↓
PAN

Sc. C6/Pnl 12 CONT.



Trembling, Dojo looks up -
no sign of danger.

↑
(14)

How 80 → Veni Pan 136 4 → How 574 16x
16x

28



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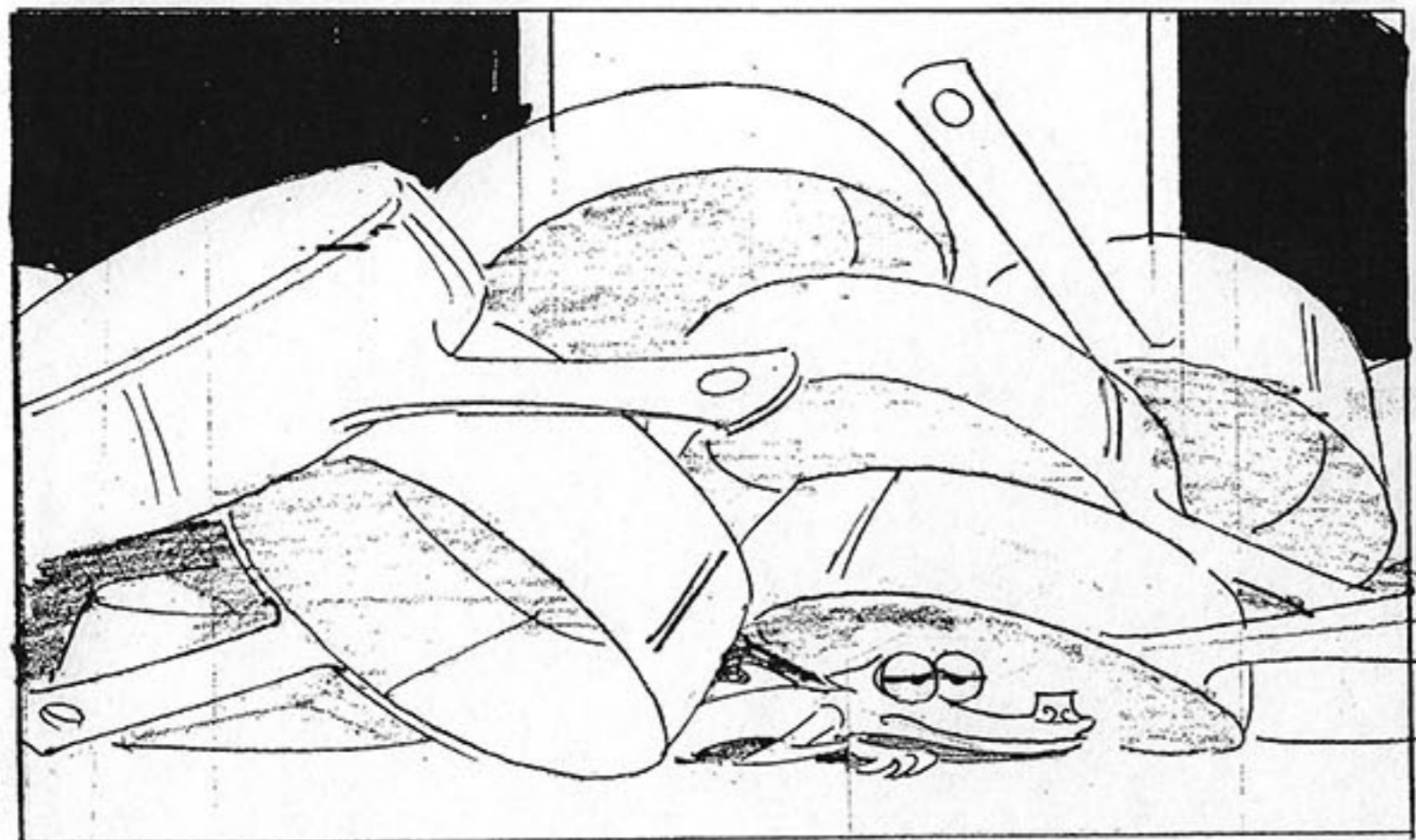
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PAGE 021

SCENE 06 CONT.

B.G.



PANEL 13

ACTION

Dojo relaxes

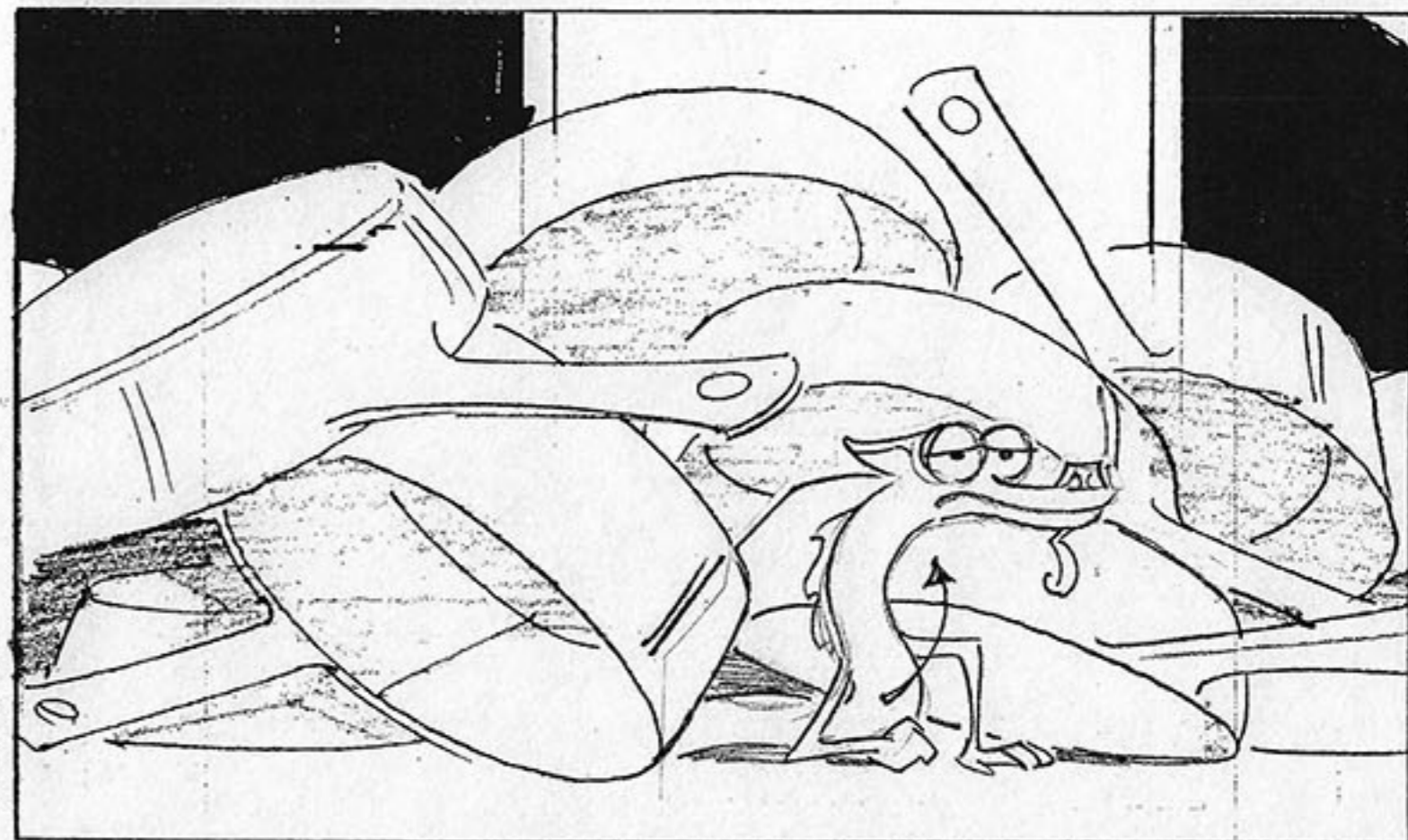
DIAL

1²

TIMING

SCENE 06 CONT.

B.G.



PANEL 14

He pulls himself up

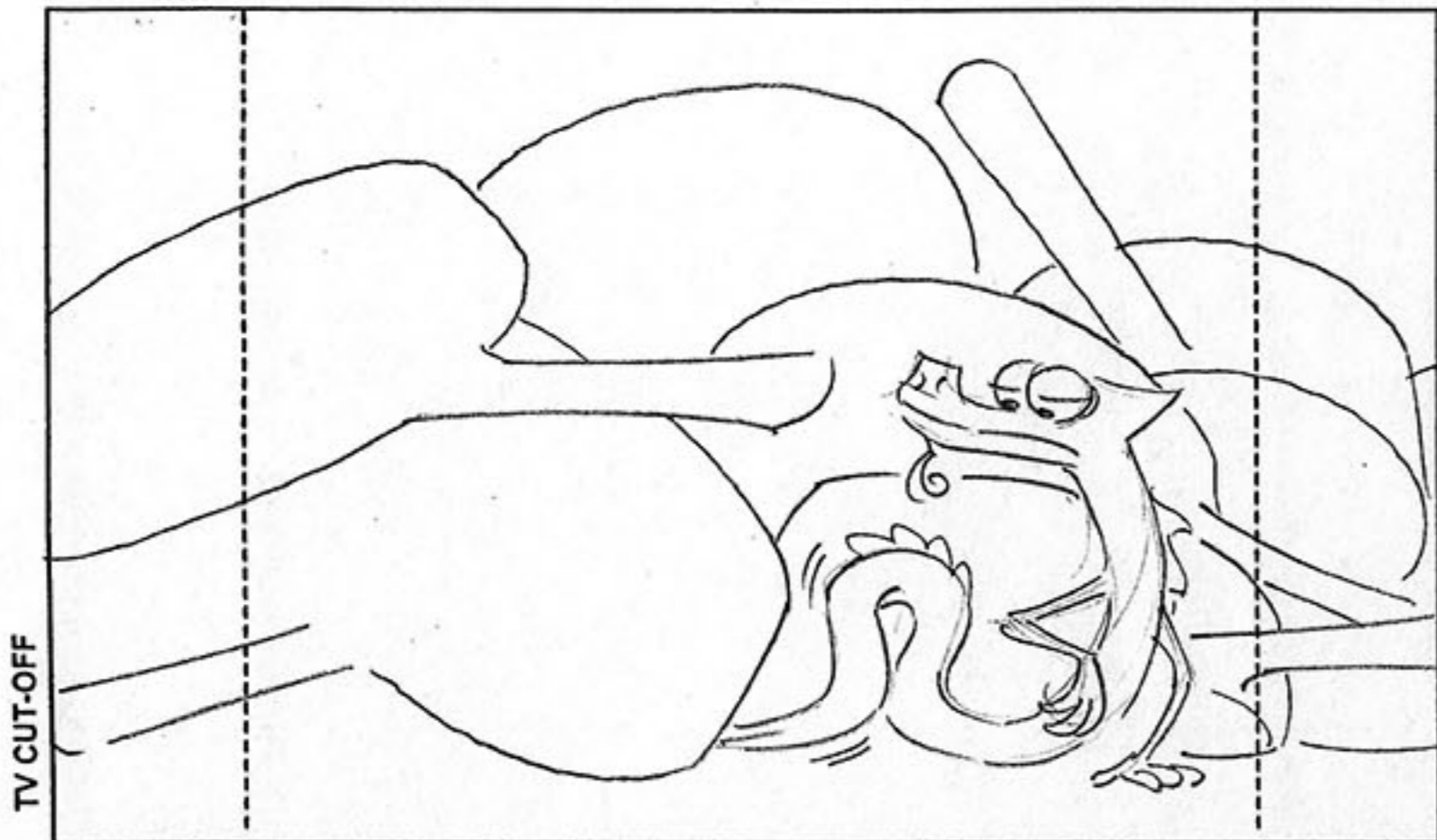
1²

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SCENE C6 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 15

ACTION

He tries to pull his tail-
 it's stuck under a pot

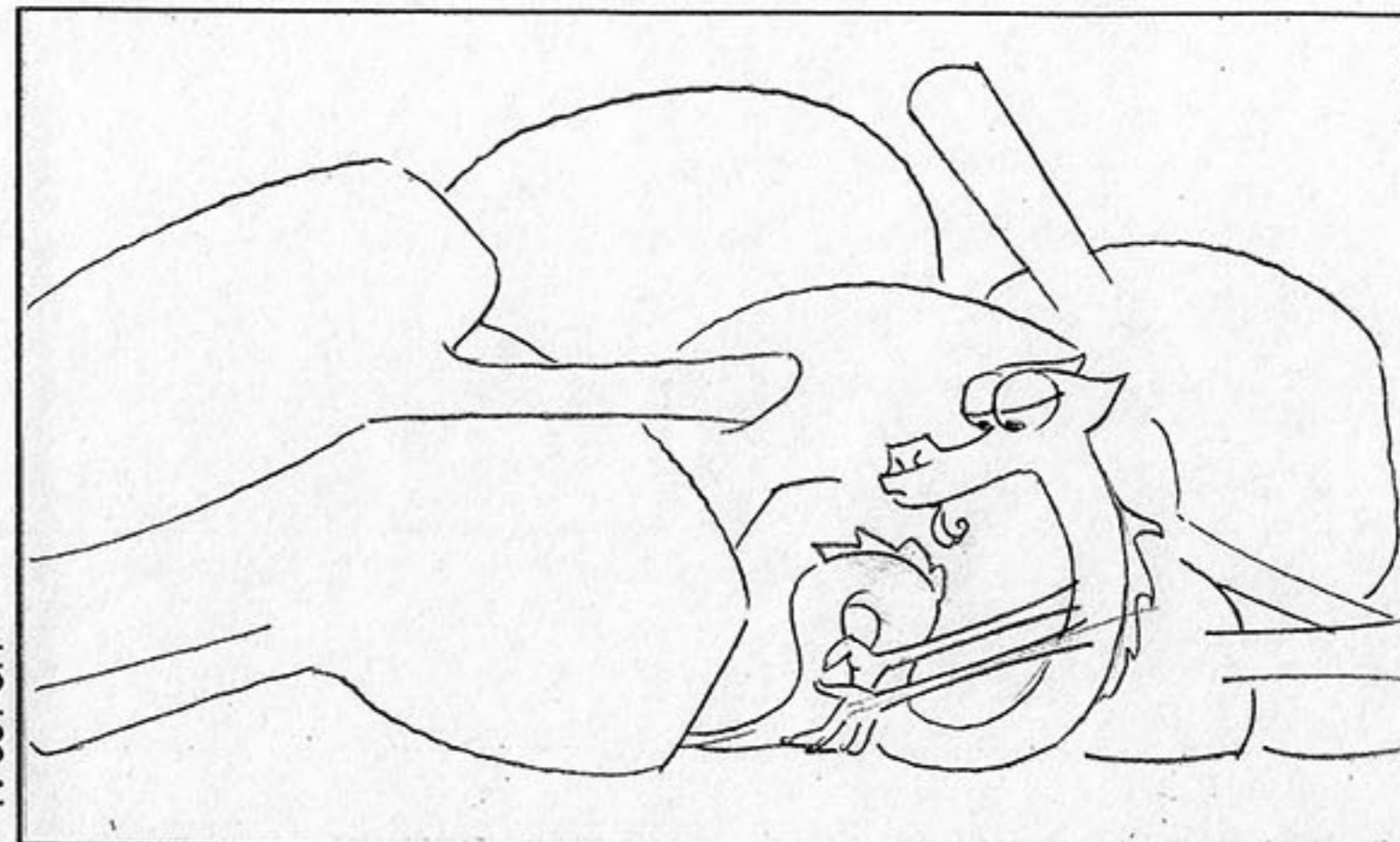
DIAL

12

TIMING

SCENE C6 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 16

He reaches down & calmly
 grabs it

12x

16 : 9 Widescreen Format

257308



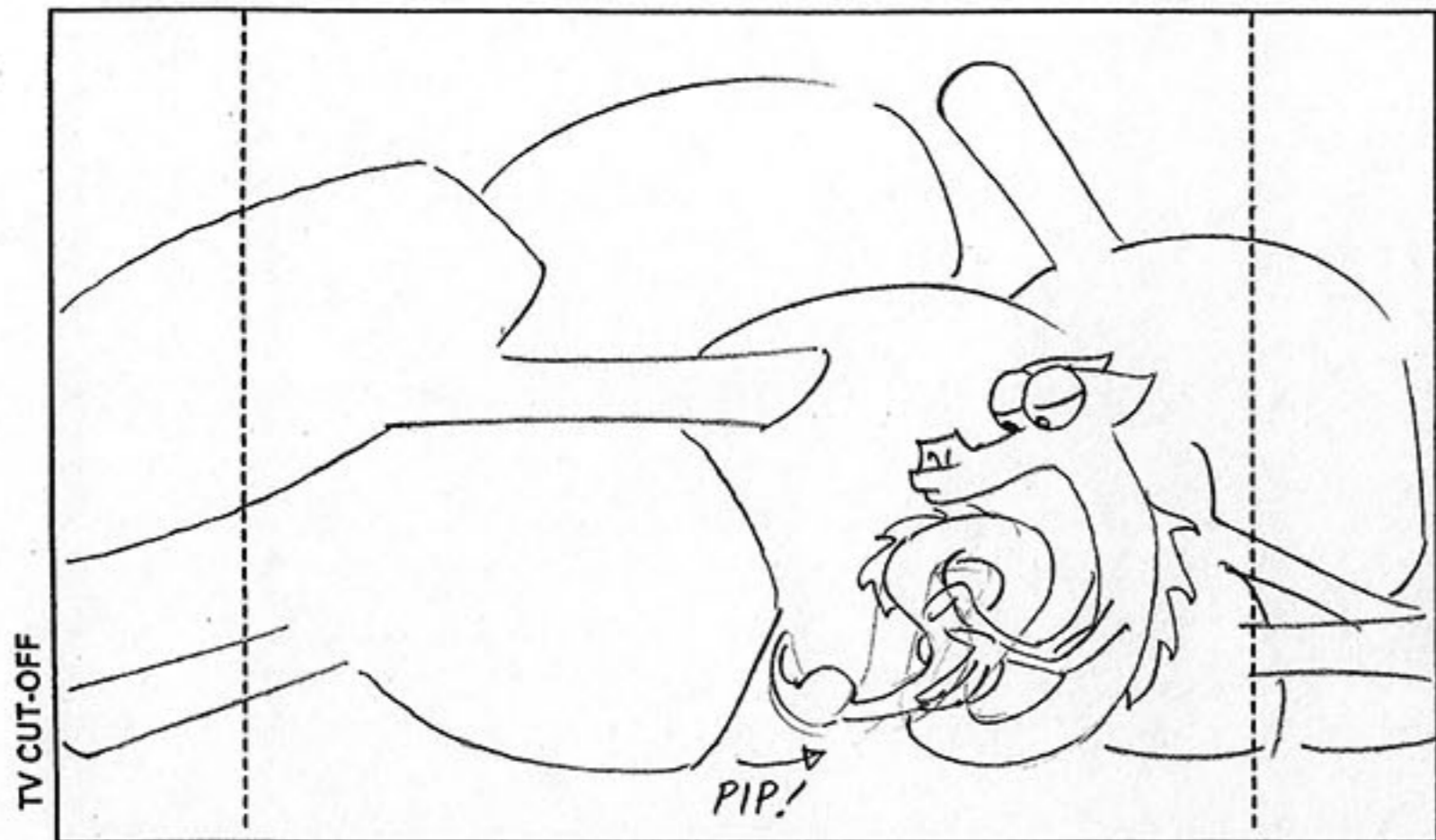
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SCENE CLC CONT.

B.G.



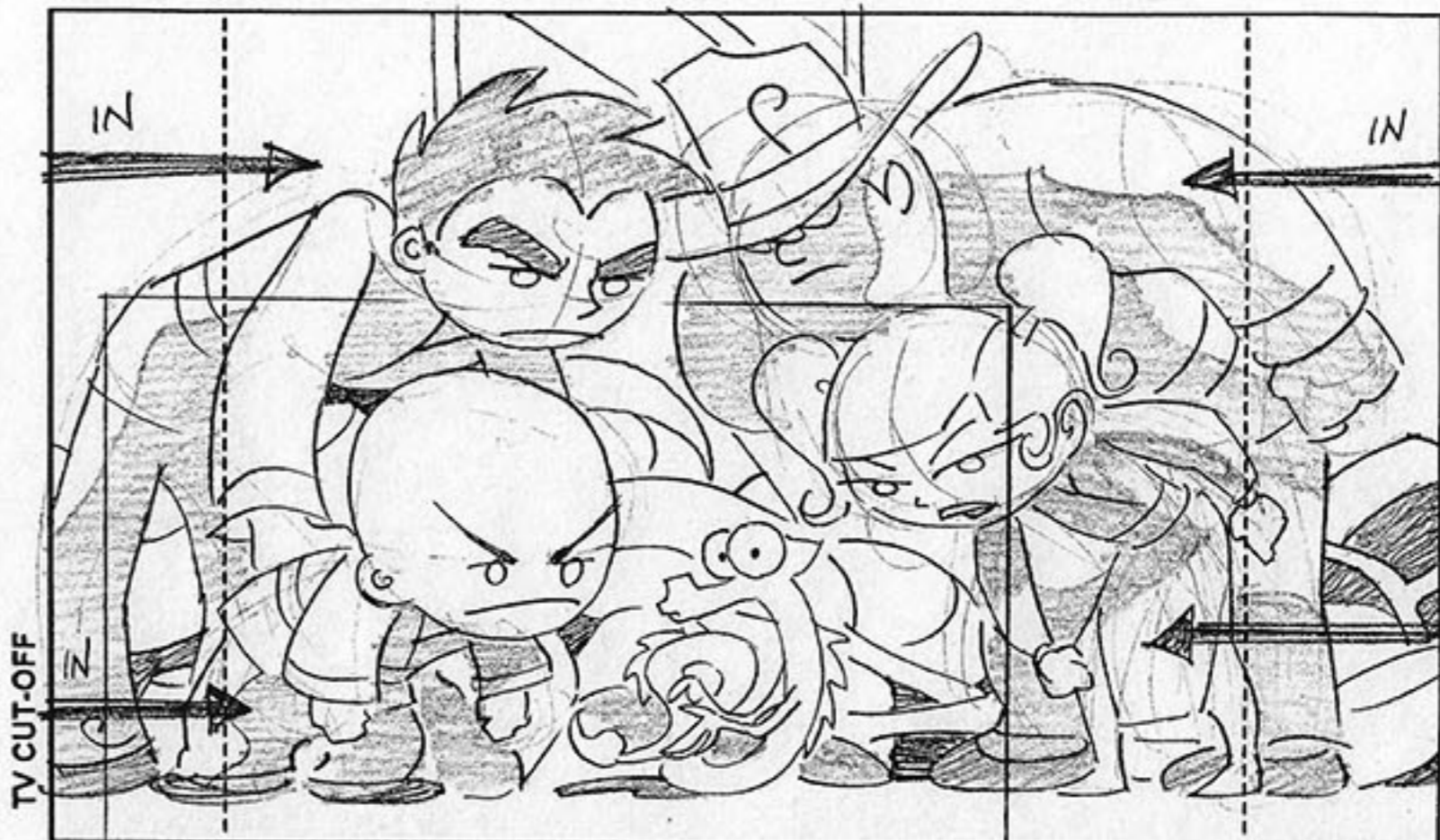
PANEL 17

ACTION

He pulls his tail free - it makes a small sound
*(DO NOT ANIMATE SOUND EFFECT!)

SCENE CLC CONT.

B.G.



PANEL 18

DIAL

1

TRUCK OUT 8X

2°

TIMING

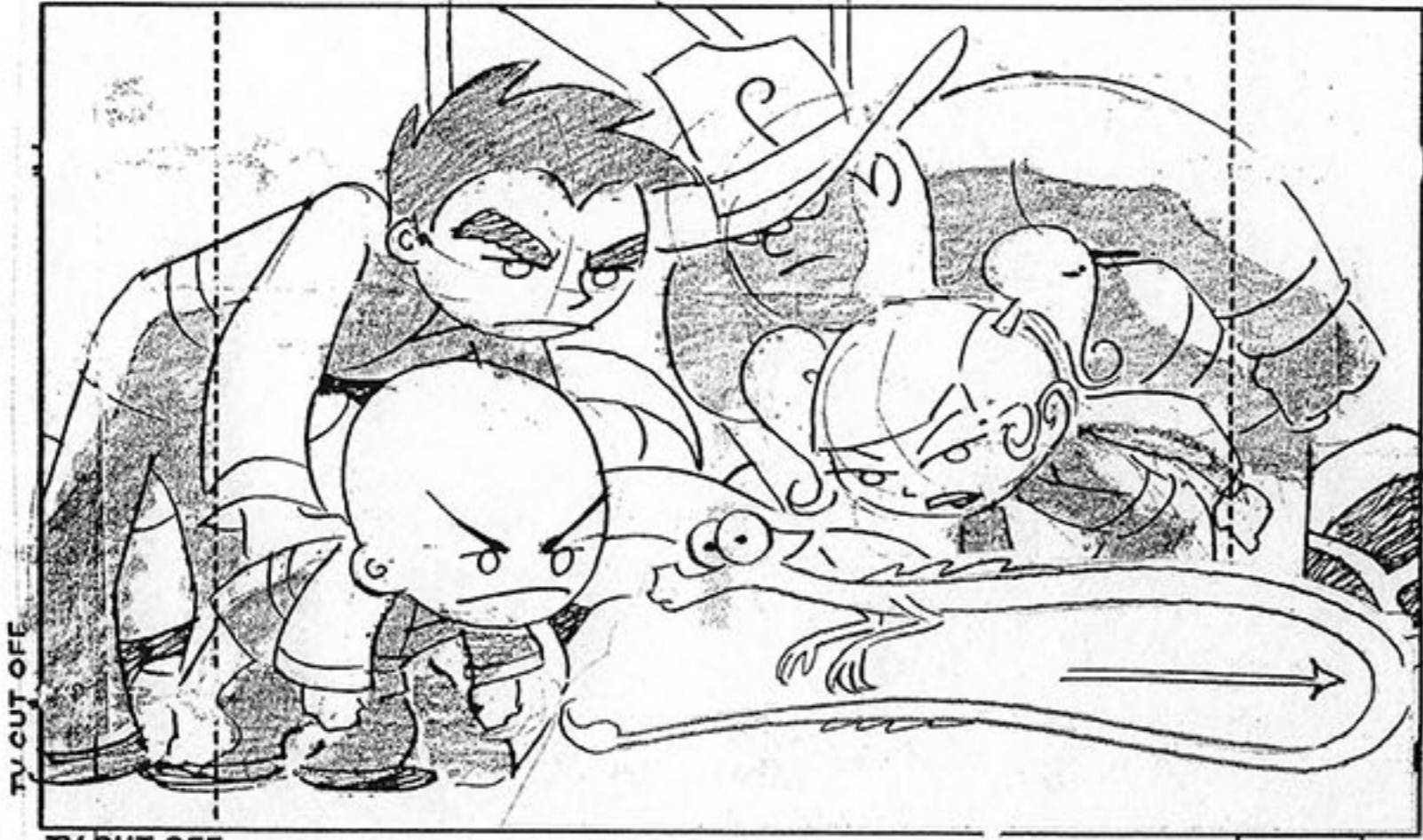
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SCENE CG CONT. B.G.



PANEL 19

ACTION

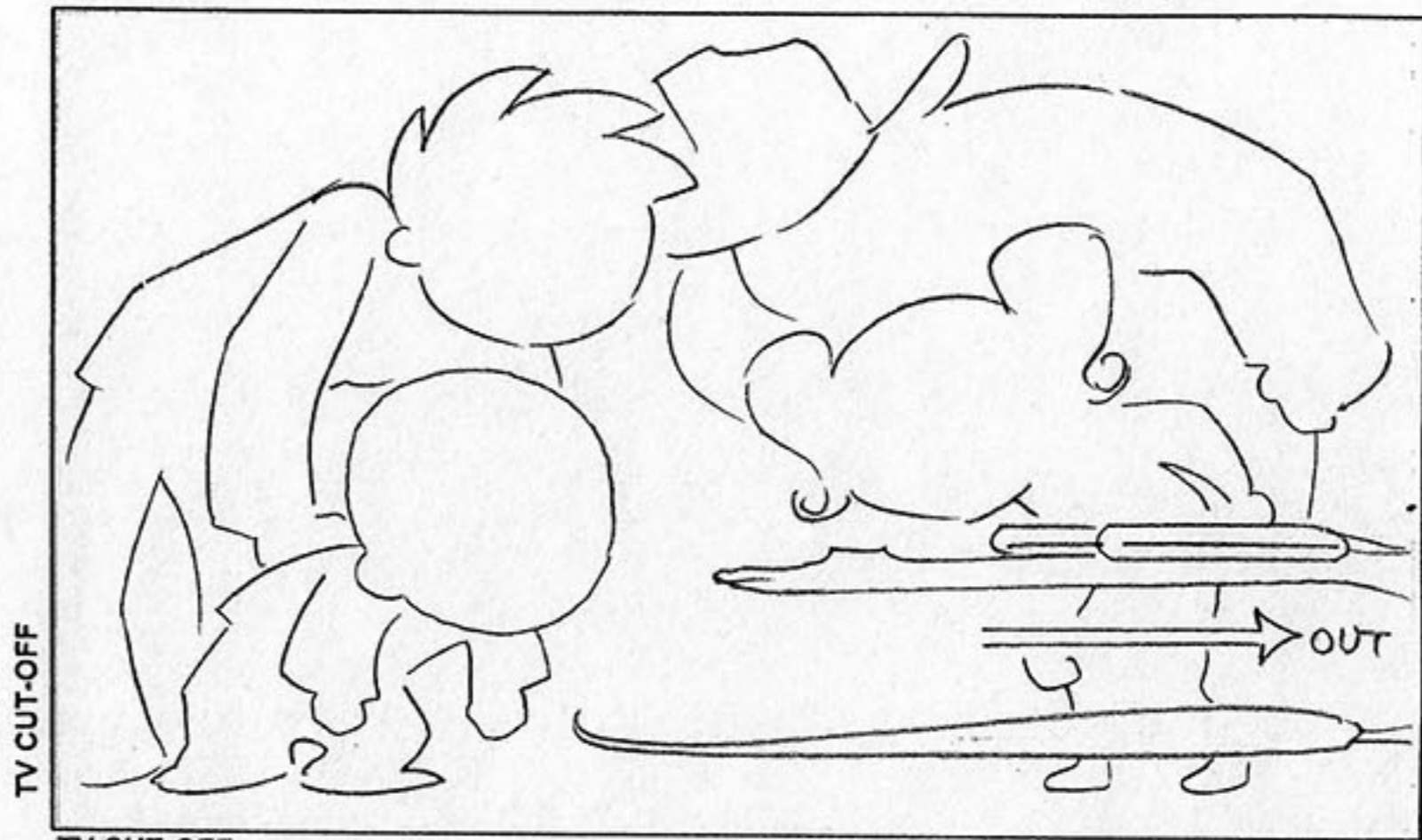
Dojo's body yanks itself O.S.

DIAL

8x

TIMING

SCENE CG CONT. B.G.



PANEL 20

His head SMEARS as it is pulled out. (Tail, too.)

(4x)

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SCENE C6 CONT. B.G.

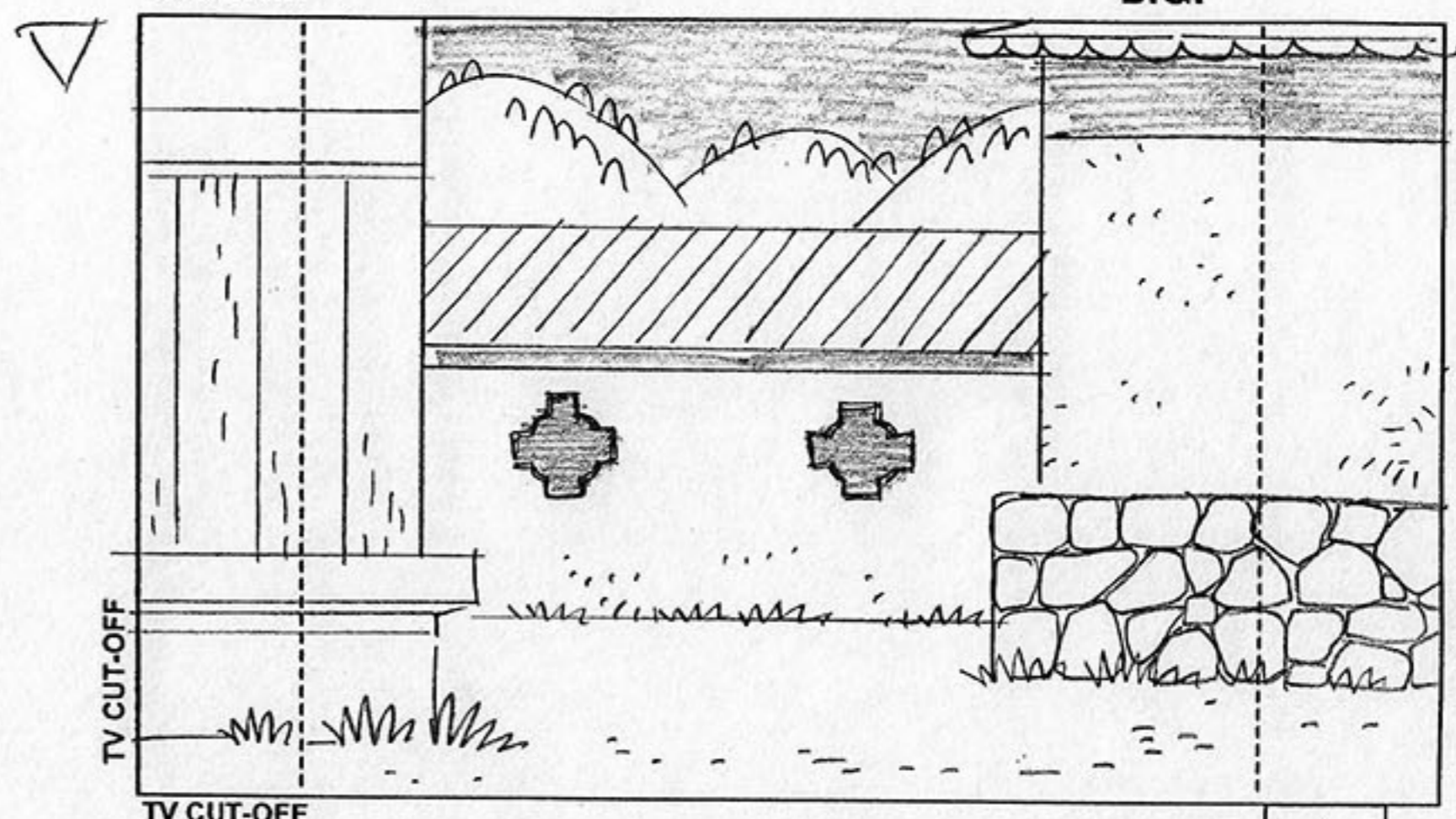


PANEL 21

ACTION

The kids turn to look.

SCENE C7 B.G.



PANEL 1

DIAL

124

(C7)

(8x)

TIMING

1700

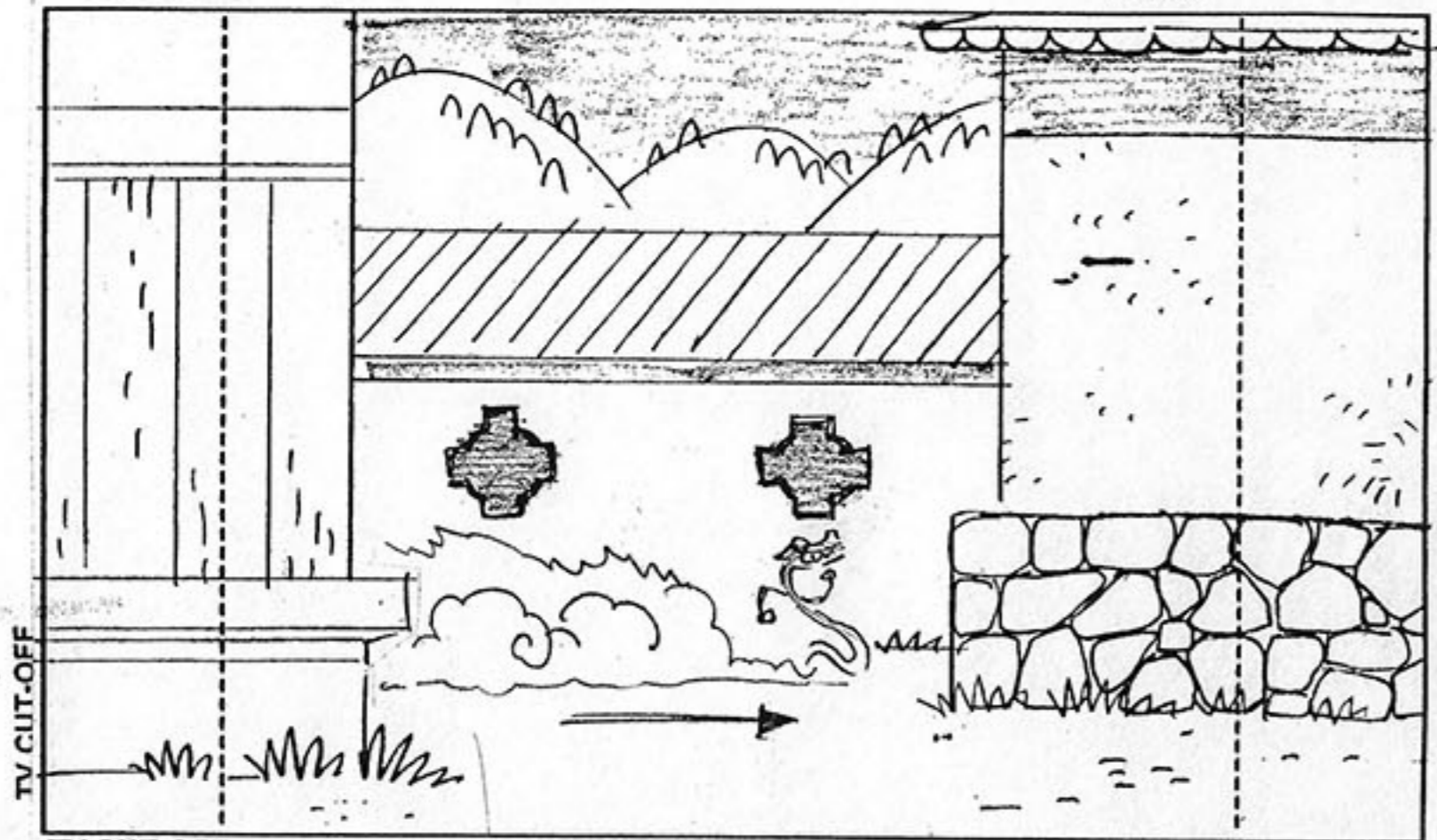
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SCENE C7 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

OPAQUE DUST

PANEL 2

ACTION

Dojo zooms past, kicking up dust (exaggerated arm movement)

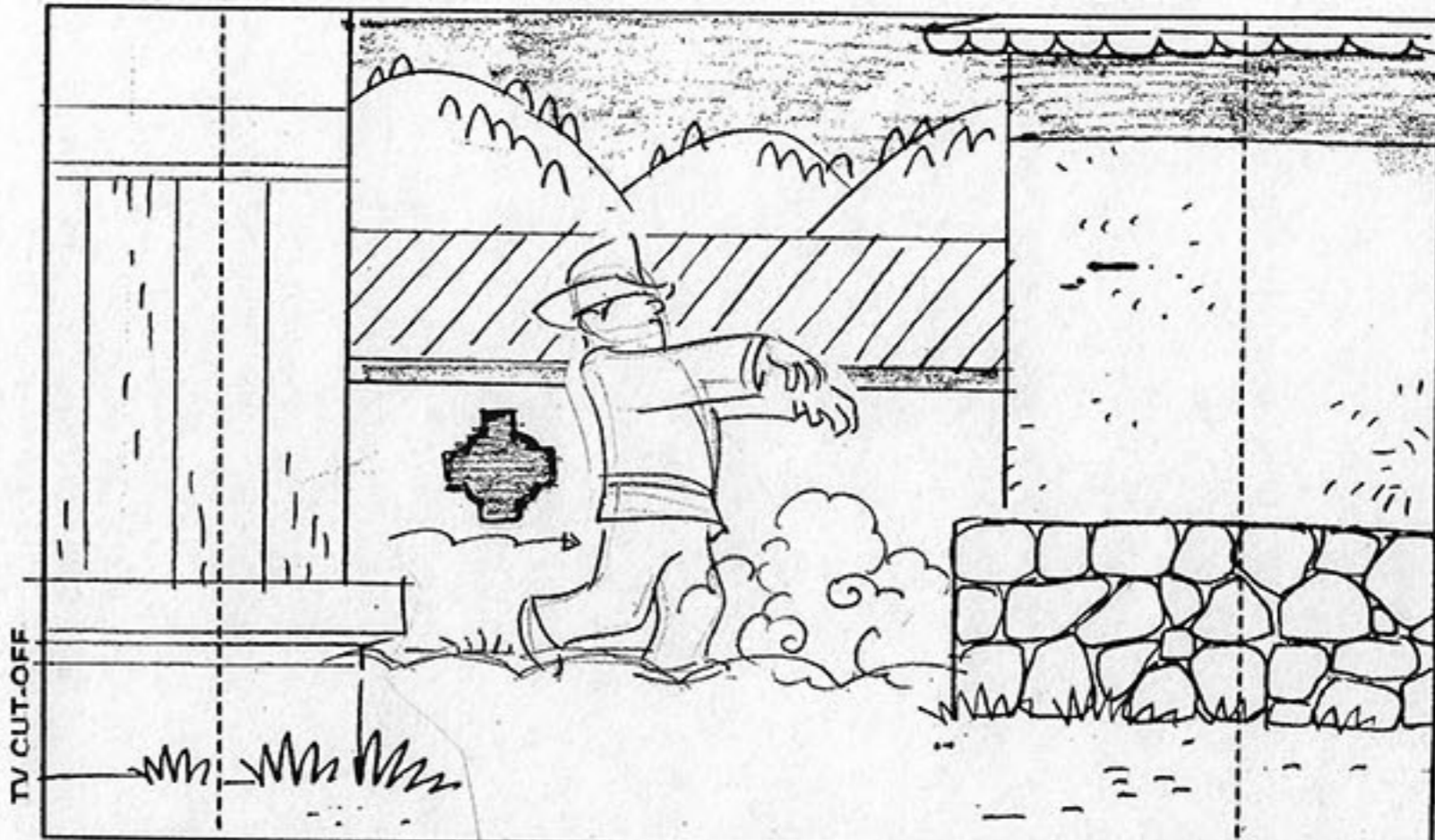
DIAL

14

TIMING

SCENE C7 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

Dust fades as Clay walks through

8x 16x 16x 16x 8x ^{6h}

40

16 : 9 Widescreen Format

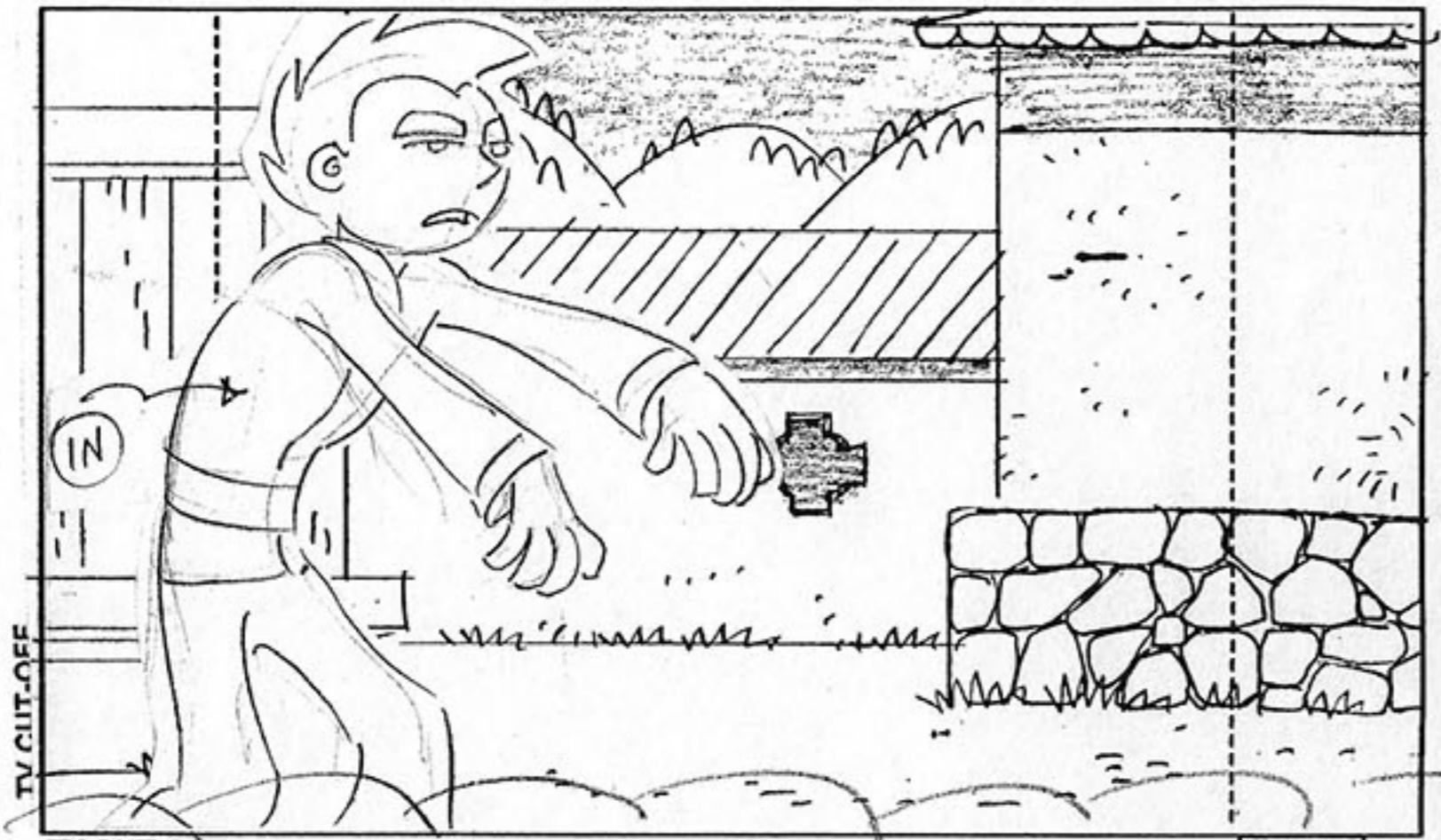
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SCENE C7 CONT.

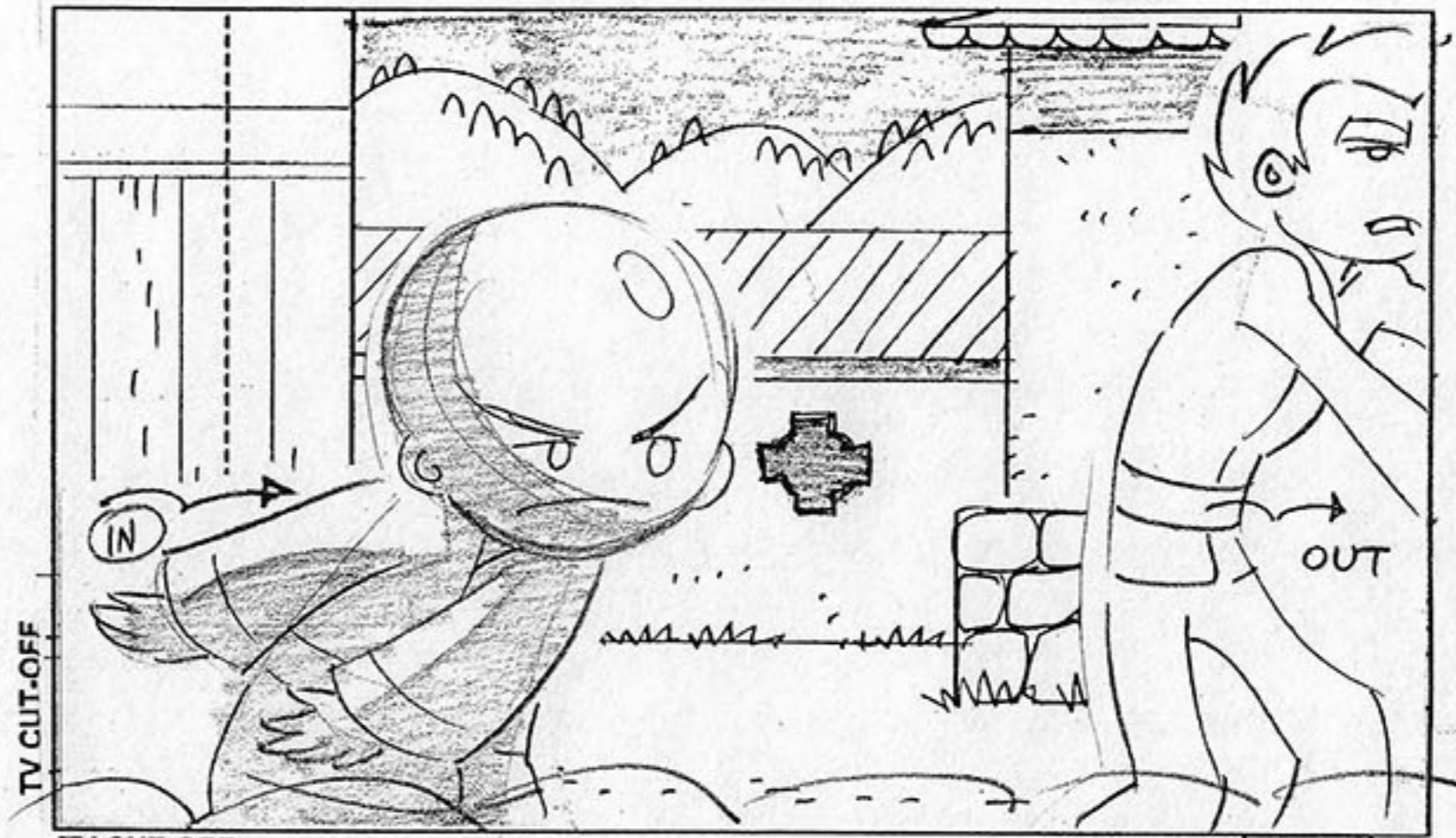
B.G.



PANEL 4

SCENE C7 CONT.

B.G.



PANEL 5

16 : 9 Widescreen Format

ACTION

Rai walks through... (5)

RAI'S WALK = STEP/PAUSE/STEP/PAUSE/STEP/PAUSE...

(212) ... followed by Omi in FG

DIAL

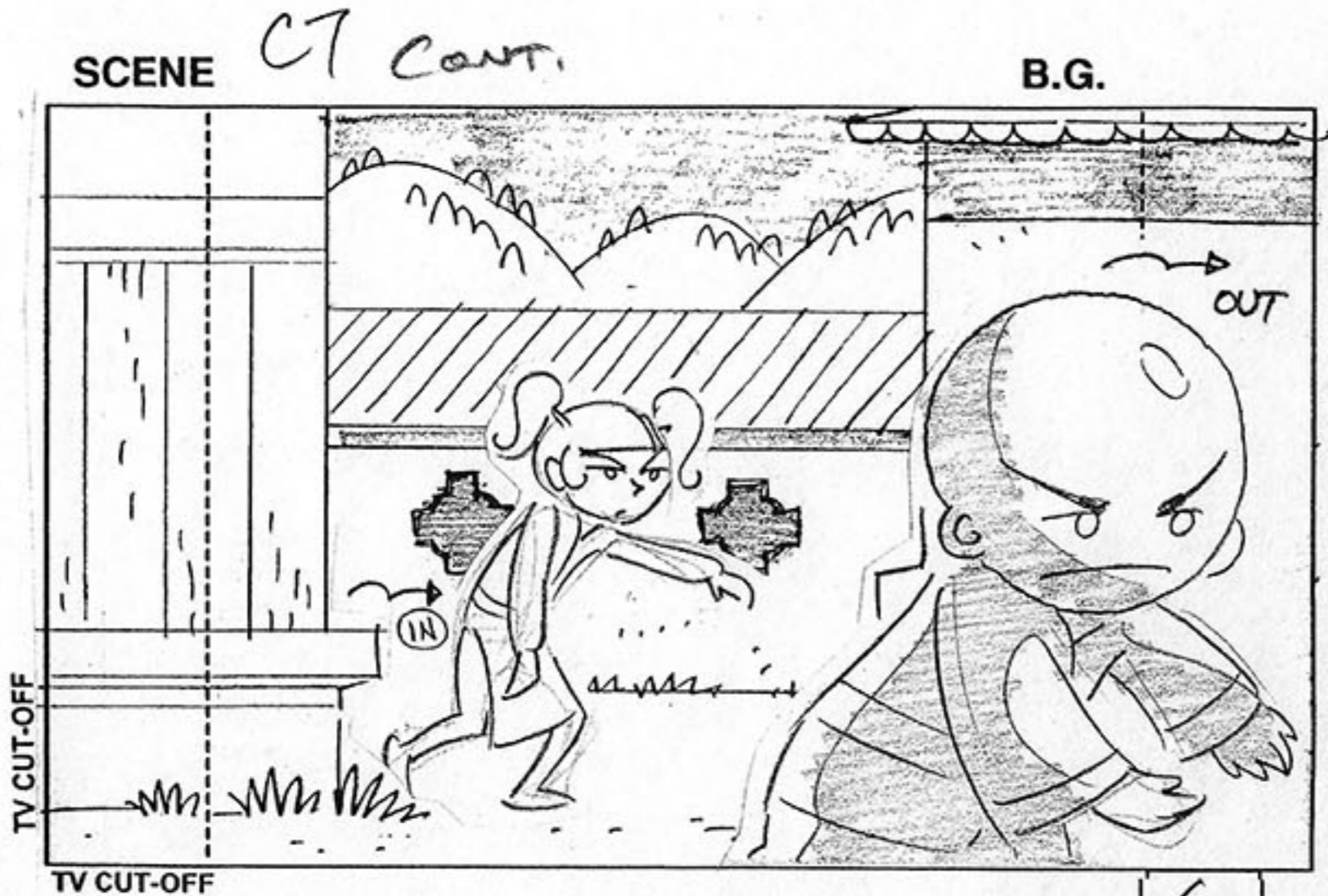
| | | | | | | | | | | | | | | |
|----------|----------|-----------|------------|-----------|------------|-----------|------------|-----------|------------|------------------------|--------------|-----|-----|-----|
| 05 4x | IN 8x | Now 8x | Now 12x | Now 8x | Now 12x | Now 8x | Now 12x | Now 8x | Now 12x | RAI 60x 05 6x | Kim IN 8x | 16x | 16x | 14x |
|----------|----------|-----------|------------|-----------|------------|-----------|------------|-----------|------------|------------------------|--------------|-----|-----|-----|

TIMING

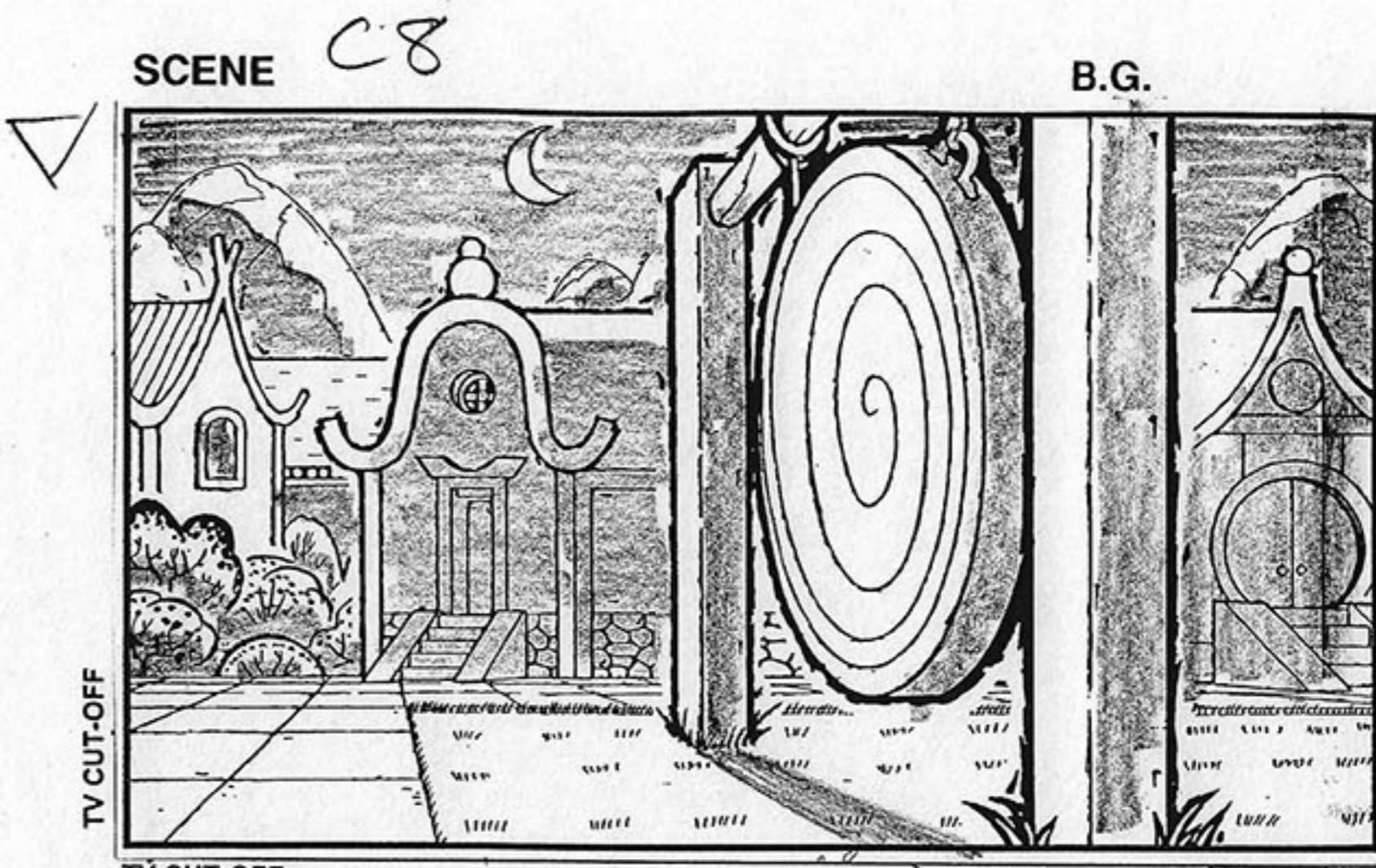
| | | | | | |
|----|-----|-----|-----|-----|----|
| 8x | 12x | 12x | 12x | 12x | 8x |
|----|-----|-----|-----|-----|----|

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PANEL 6



PANEL 1

ACTION
 DIAL
 TIMING

Omi walks thru FG,
 Kim walks thru BG

Hold on empty BG for a beat

3⁸

C8

2⁰

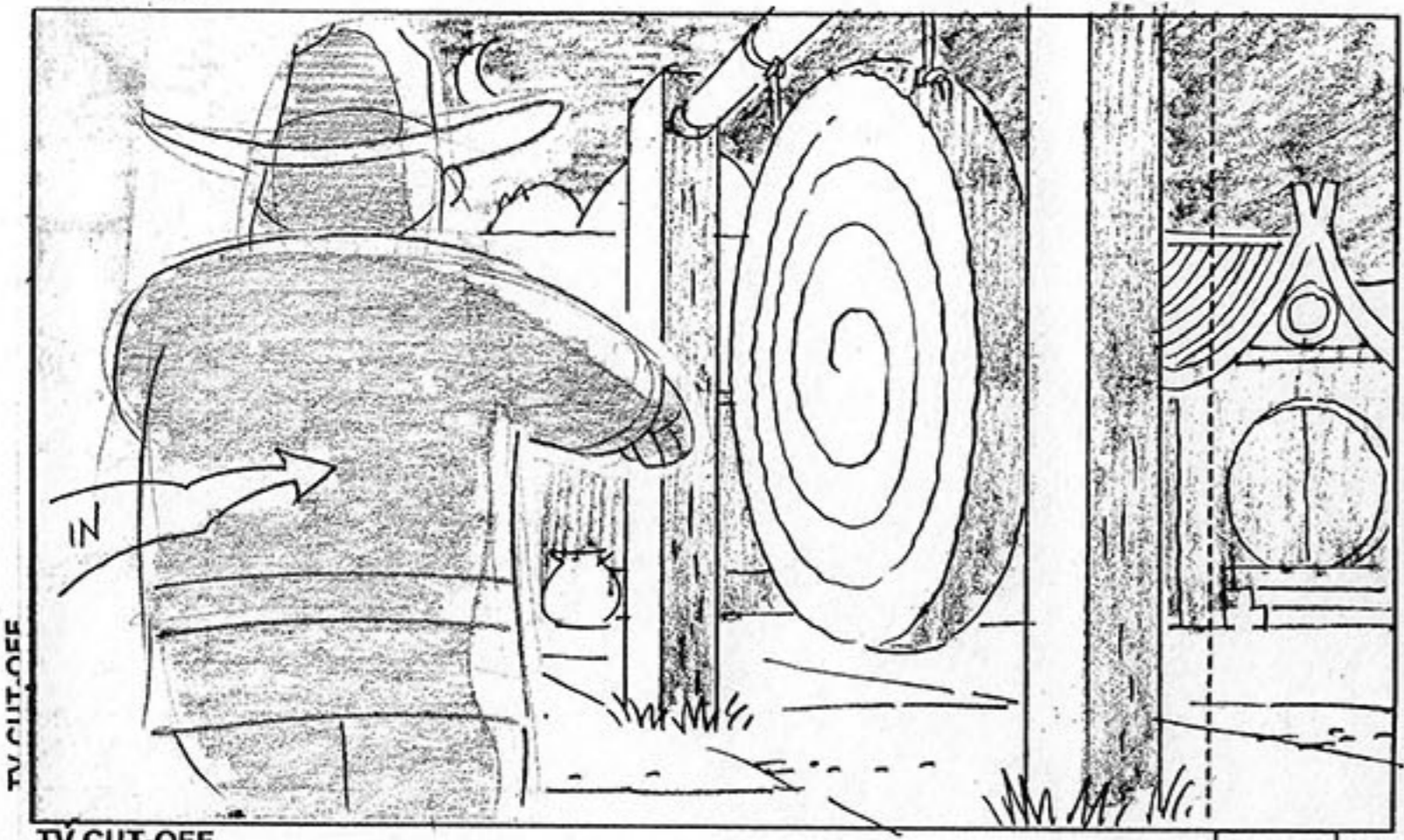
10²

16 : 9 Widescreen Format

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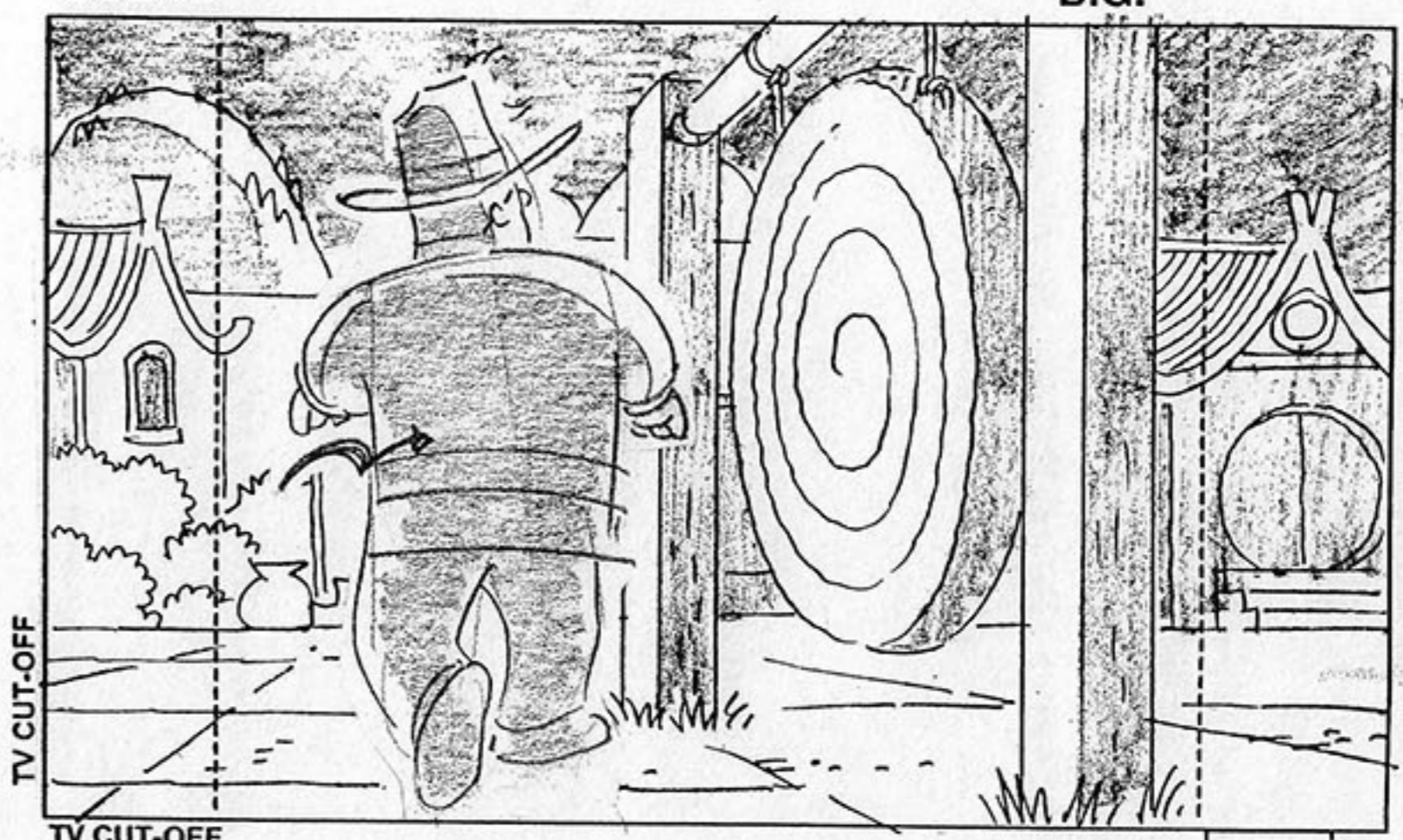
SCENE C8 CONT.



B.G.

PANEL 2

SCENE C8 CONT.



B.G.

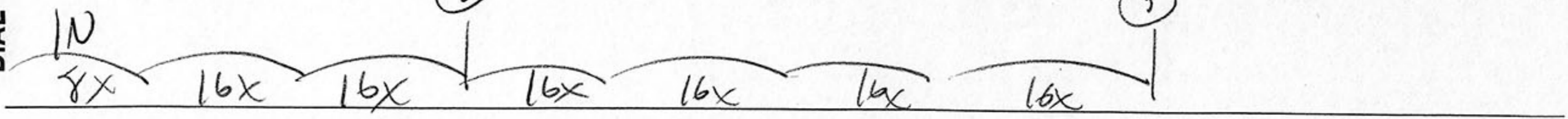
PANEL 3

ACTION

Clay walks into scene
 (2³)

He looks at the Gong
 (4⁰)

DIAL



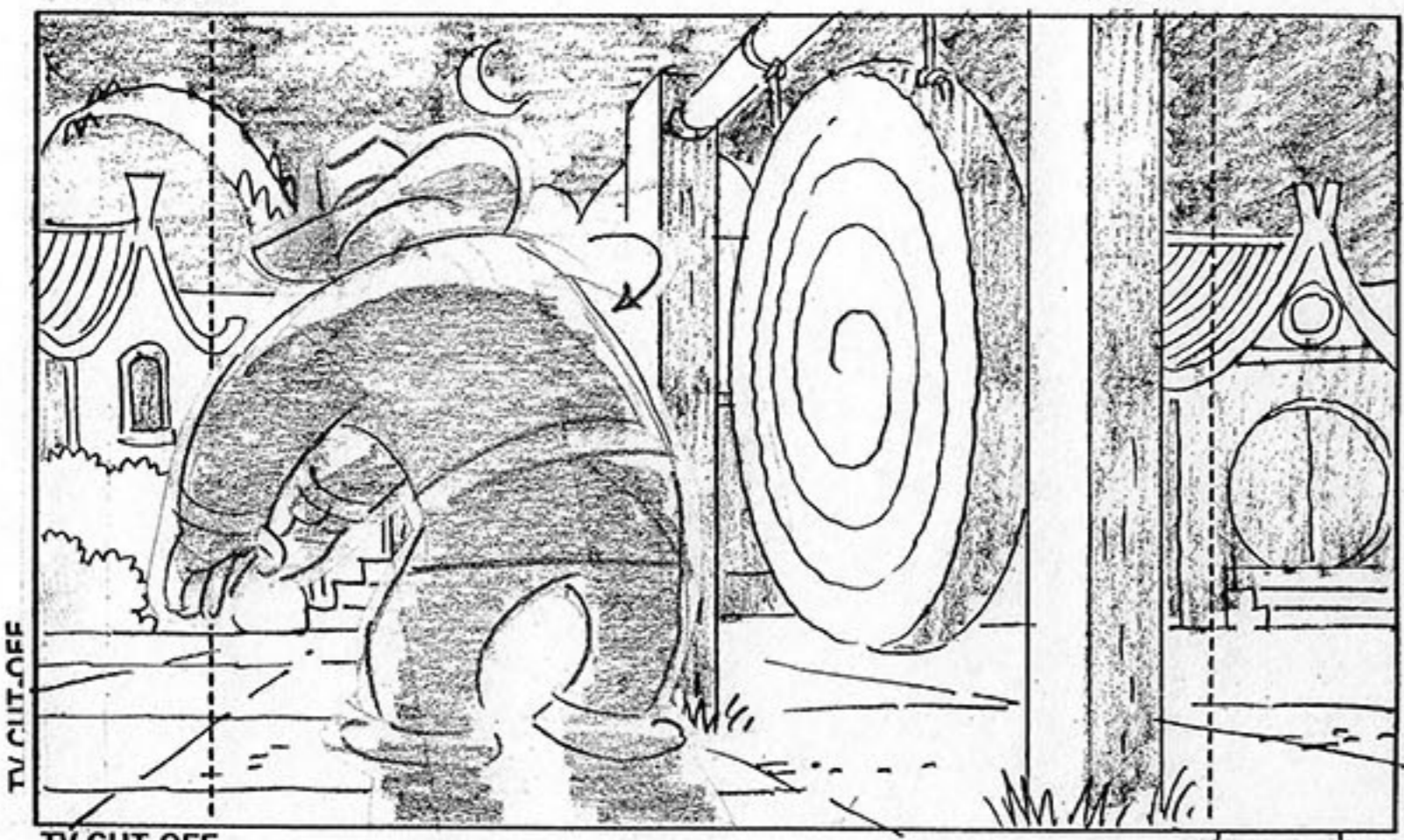
TIMING

16 : 9 Widescreen Format

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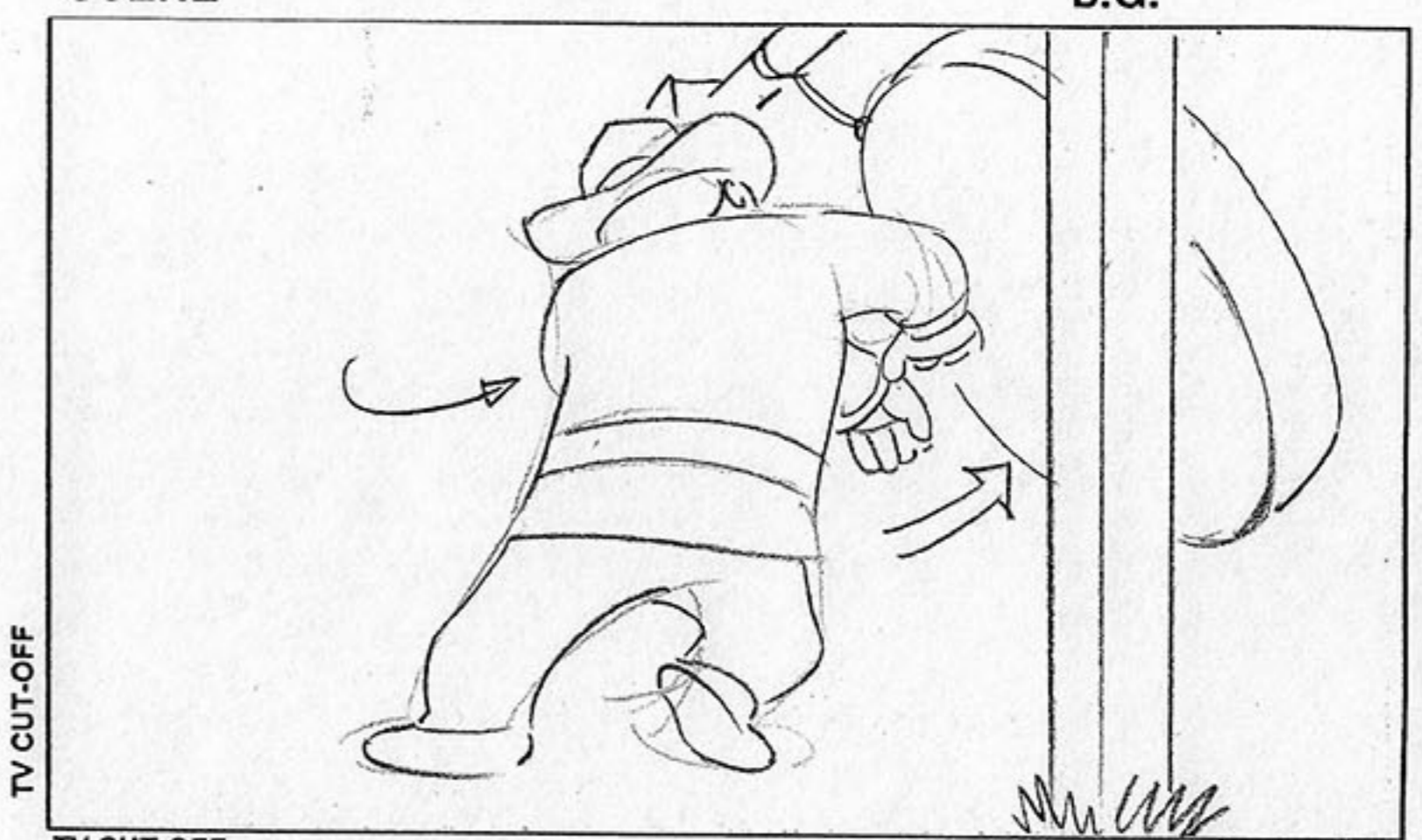
SCENE C8 CONT.



B.G.

PANEL 4

SCENE C8 CONT.



B.G.

PANEL 5

ACTION
 DIAL
 TIMING

He pulls his upper body to the left - then slams into the gong

(14x)

(Very stiff & clumsy movements on clay)

(1)

8x | 14x | Follow Thru
 2x | 4x

16 : 9 Widescreen Format

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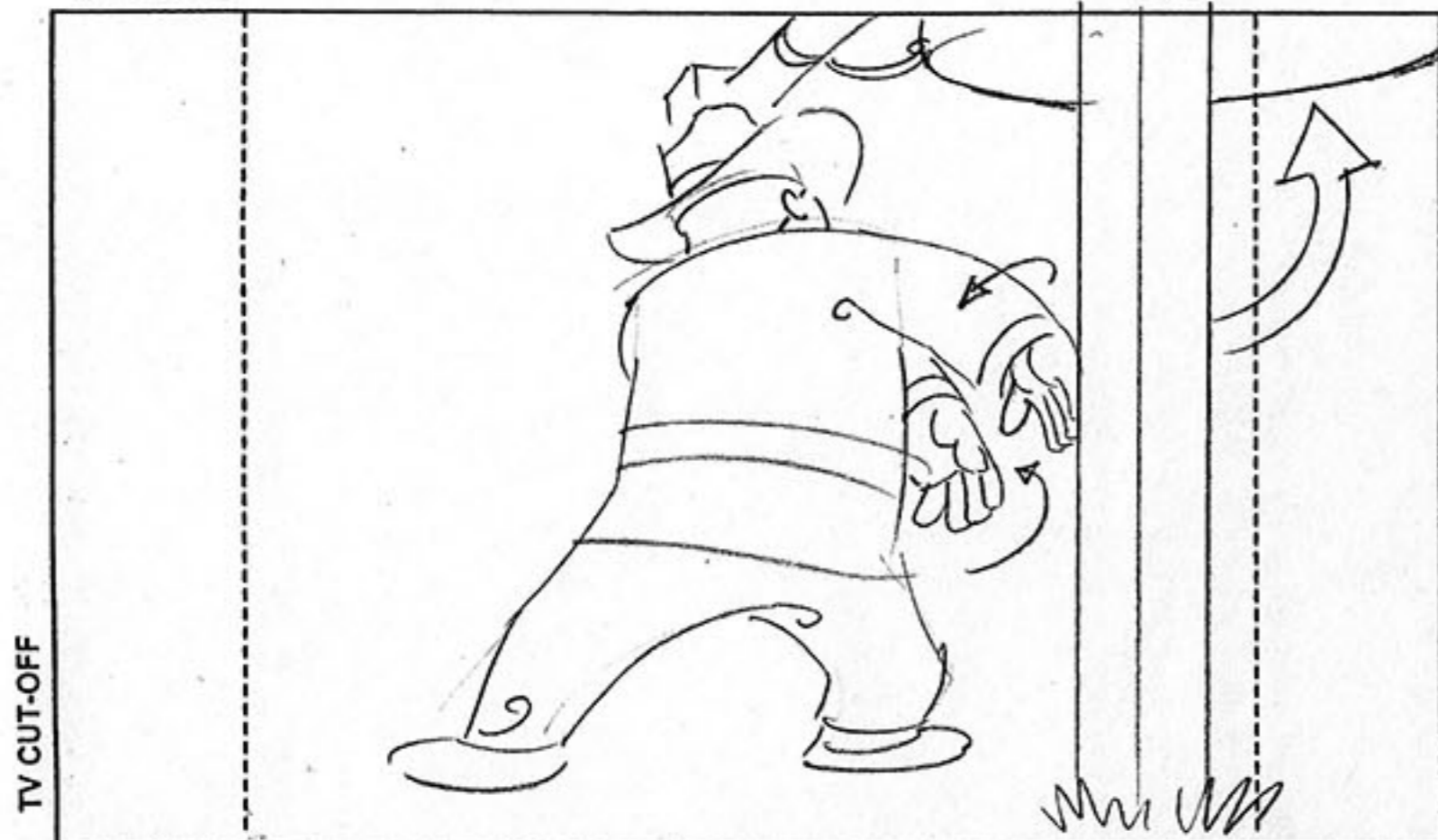
X I A O L I N SHOWDOWN

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SCENE C8 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 6

ACTION

The Gong flies up
in an arc

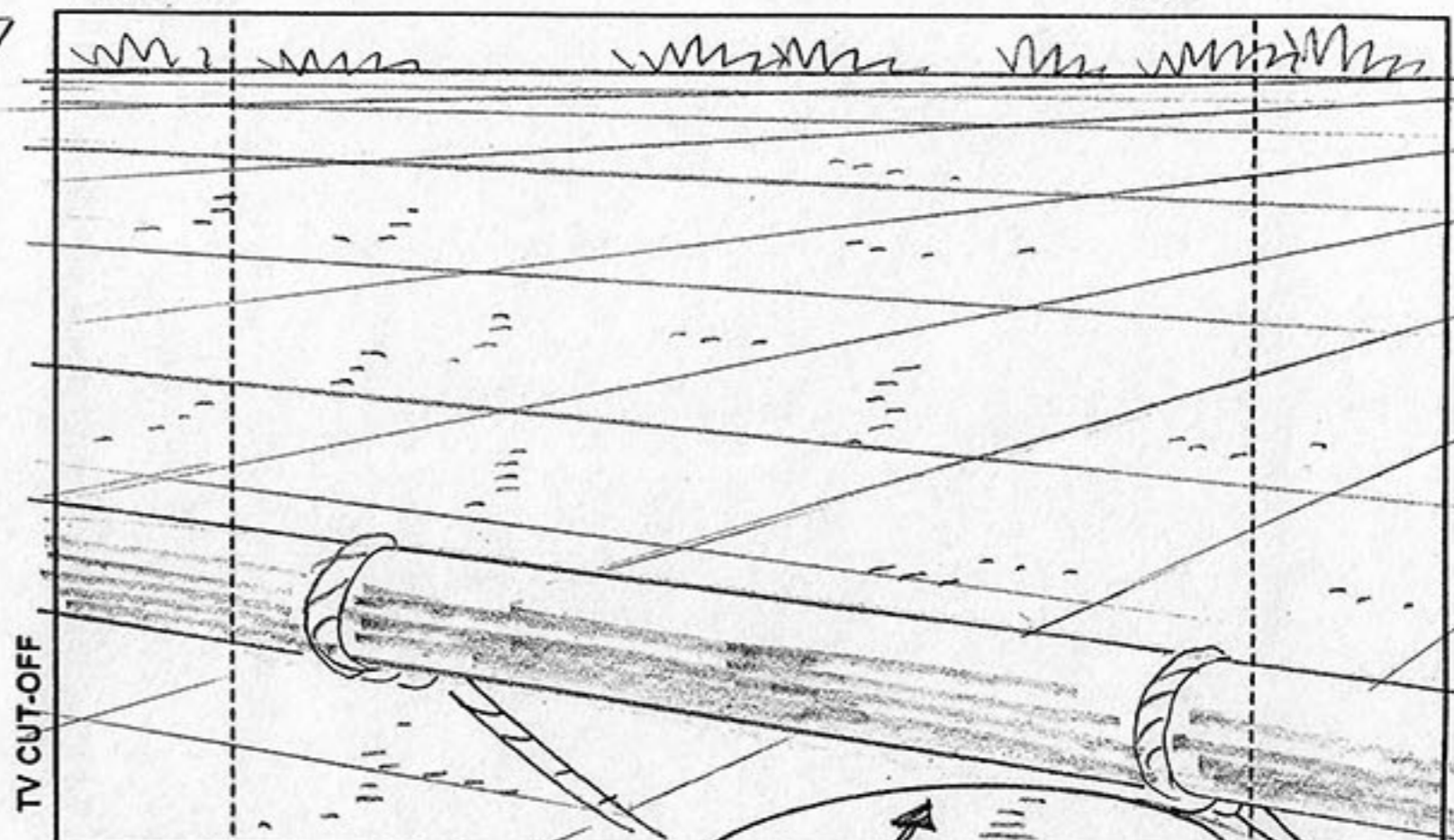
DIAL

8x

TIMING

H/U
SCENE C9

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

The Gong swings up
into scene...

C9

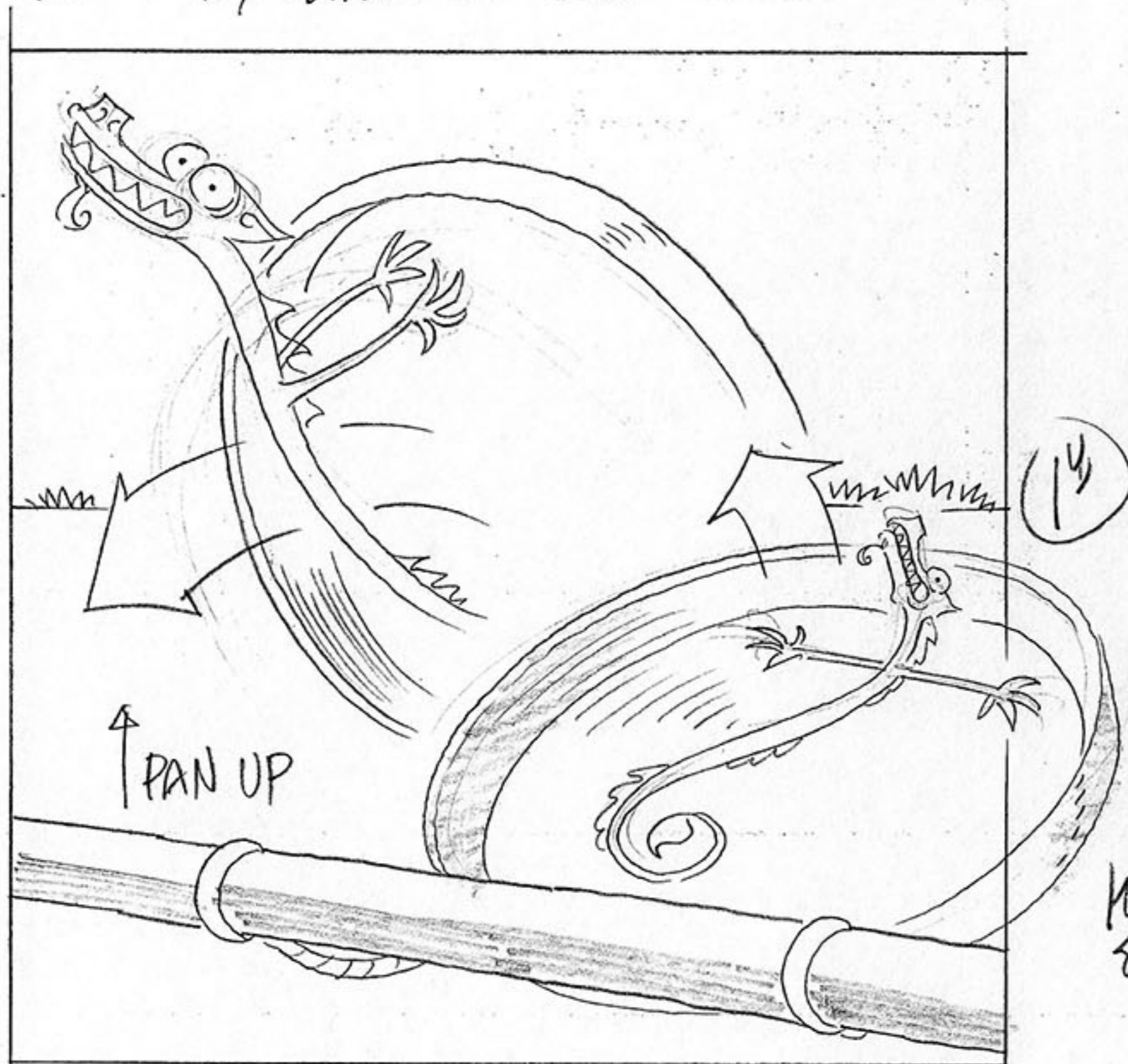
4x

2°

16 : 9 Widescreen Format

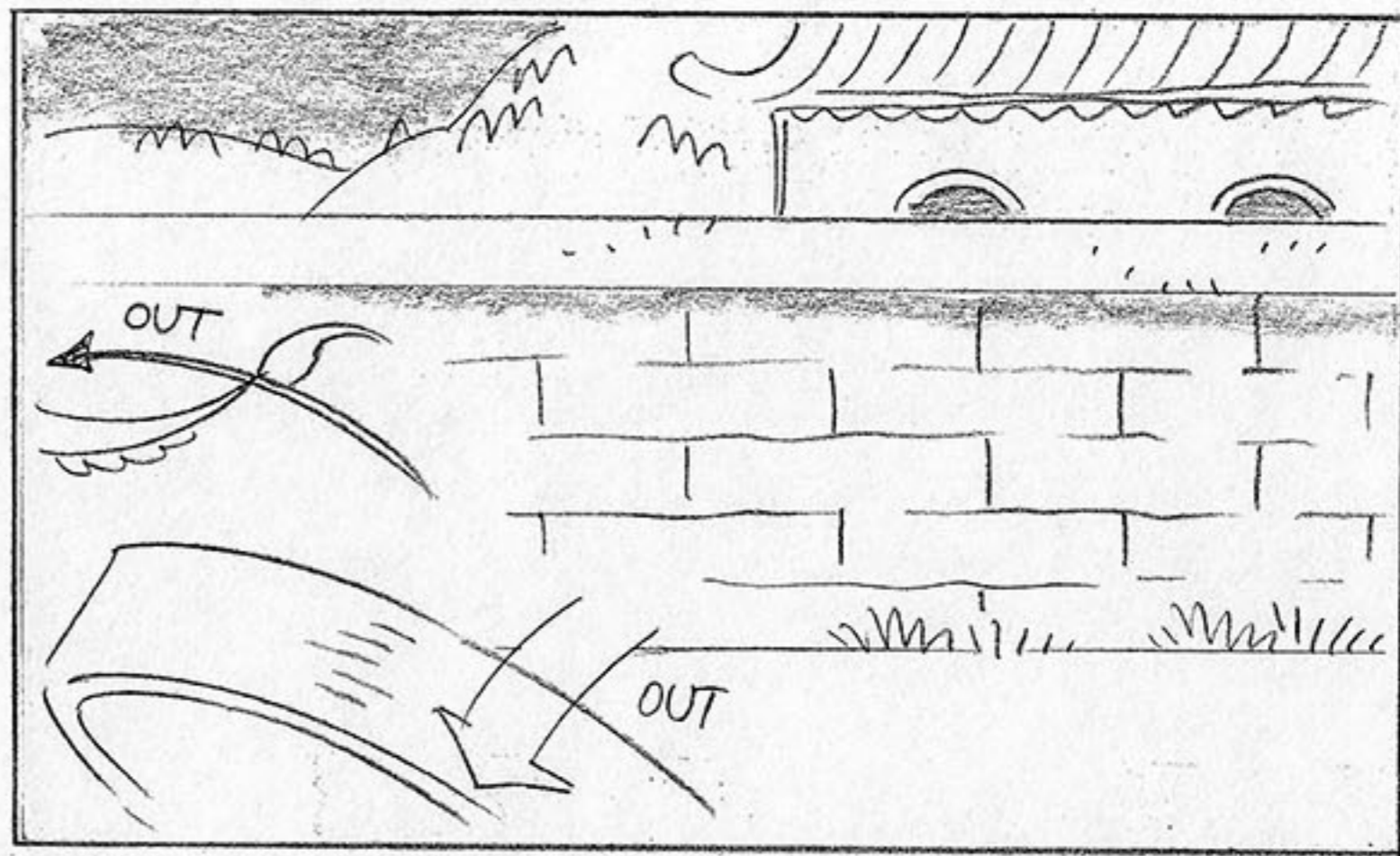
257308

Sc. C9 / Panel 2 CONT.



...revealing Dojo hiding inside it

Sc. C9 CONT.



Dojo is flung O.S.

Panel 3

(86)

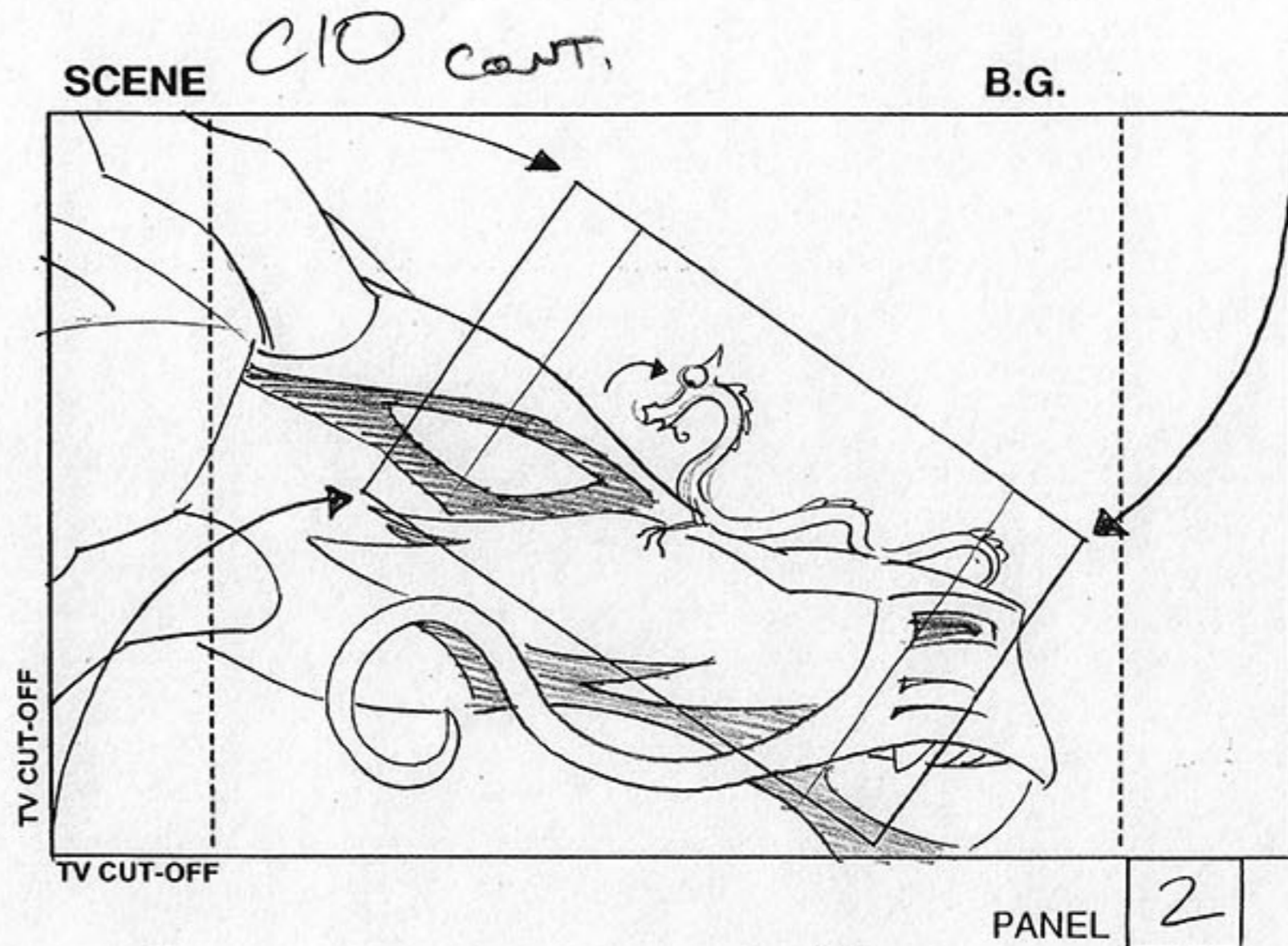
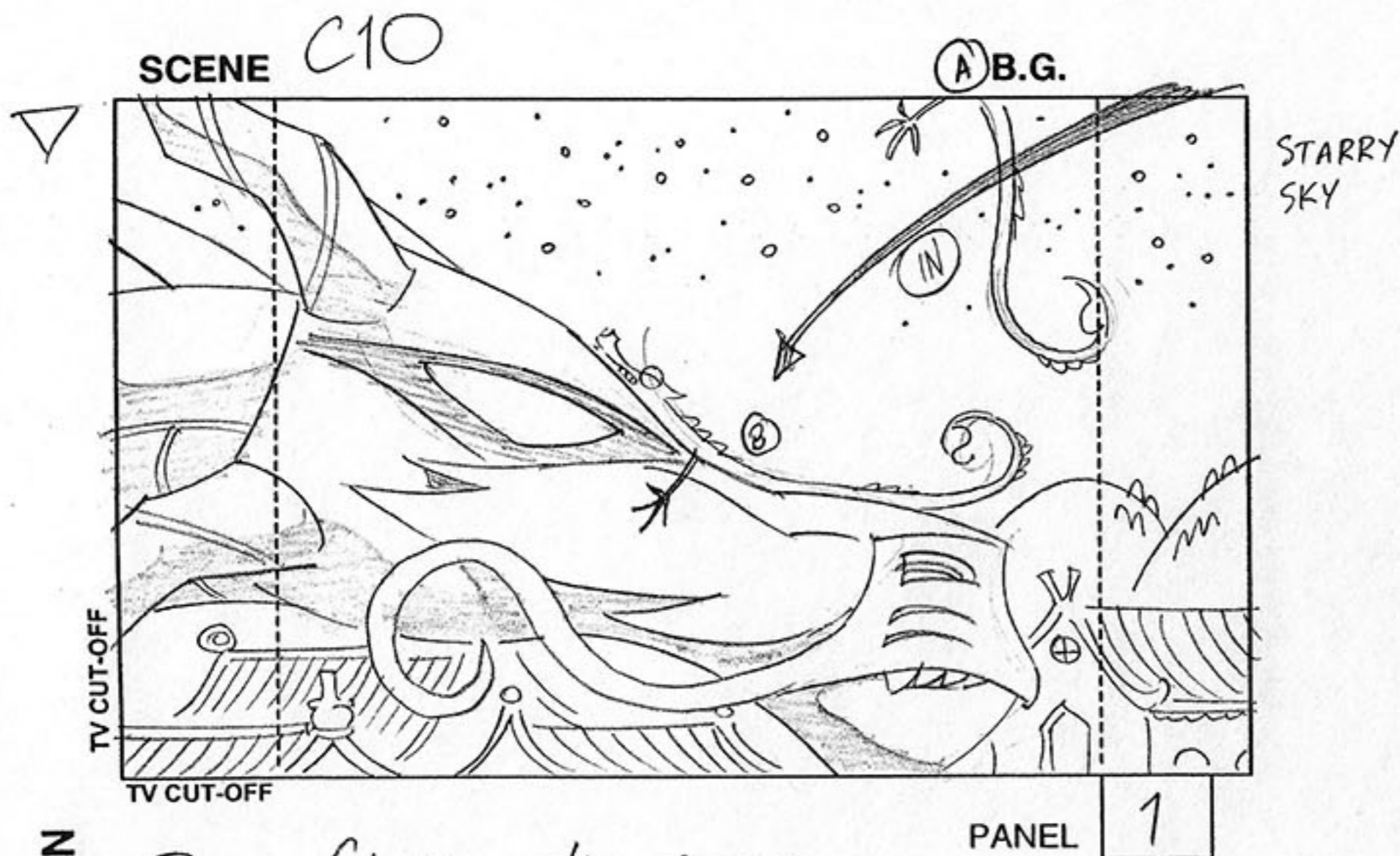
| | | |
|-------|-------------|-------|
| Howls | VENT PAN PL | Howls |
| 8x | 8x ↓ | 4x |



X I A O L I N SHOWDOWN

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16 : 9 Widescreen Format

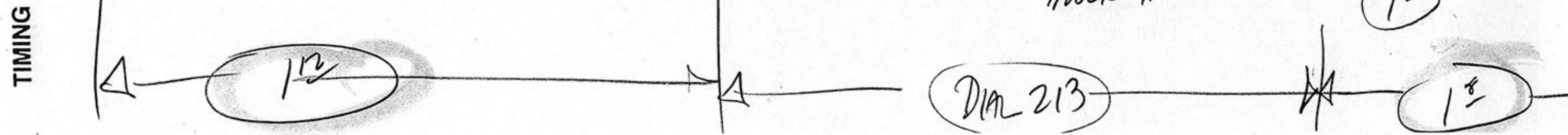
ACTION
Dojo flies into scene,
flops onto Sapphire Dragon's nose

Twist-truck in on Dojo,
reacting calmly

DIAL

| | | | | | | |
|-----|-----------|----------|-------------|------------|--------------|--------------|
| C10 | DS- 4x | IN 4x | FALLS 4x | HITS 1x | SQUARK 3x | SERRA 12x |
|-----|-----------|----------|-------------|------------|--------------|--------------|

Dojo: Ahem.
TWICK IN



257308



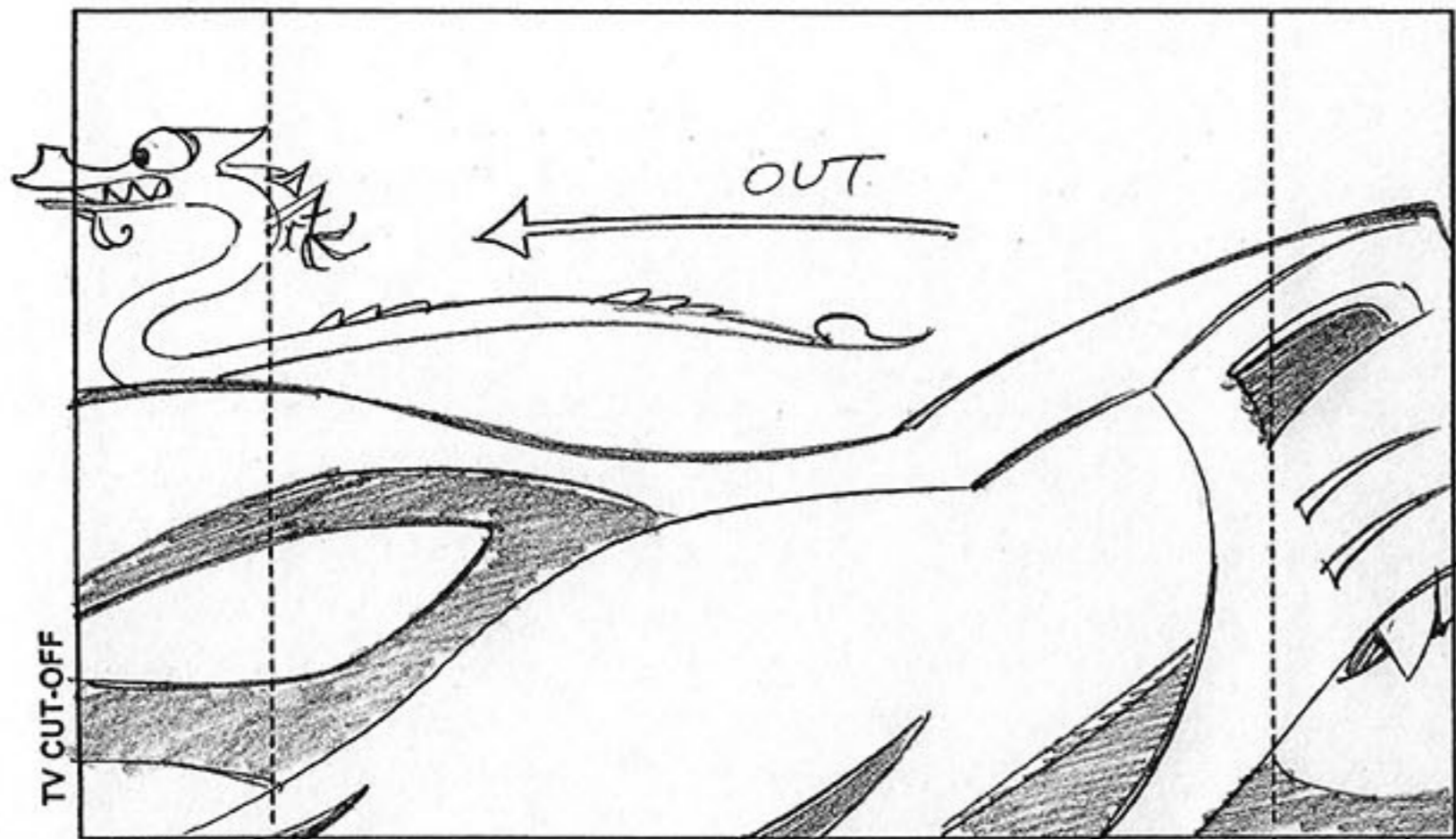
X I A O L I N SHOWDOWN

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SCENE C10 CONT.

B.G.



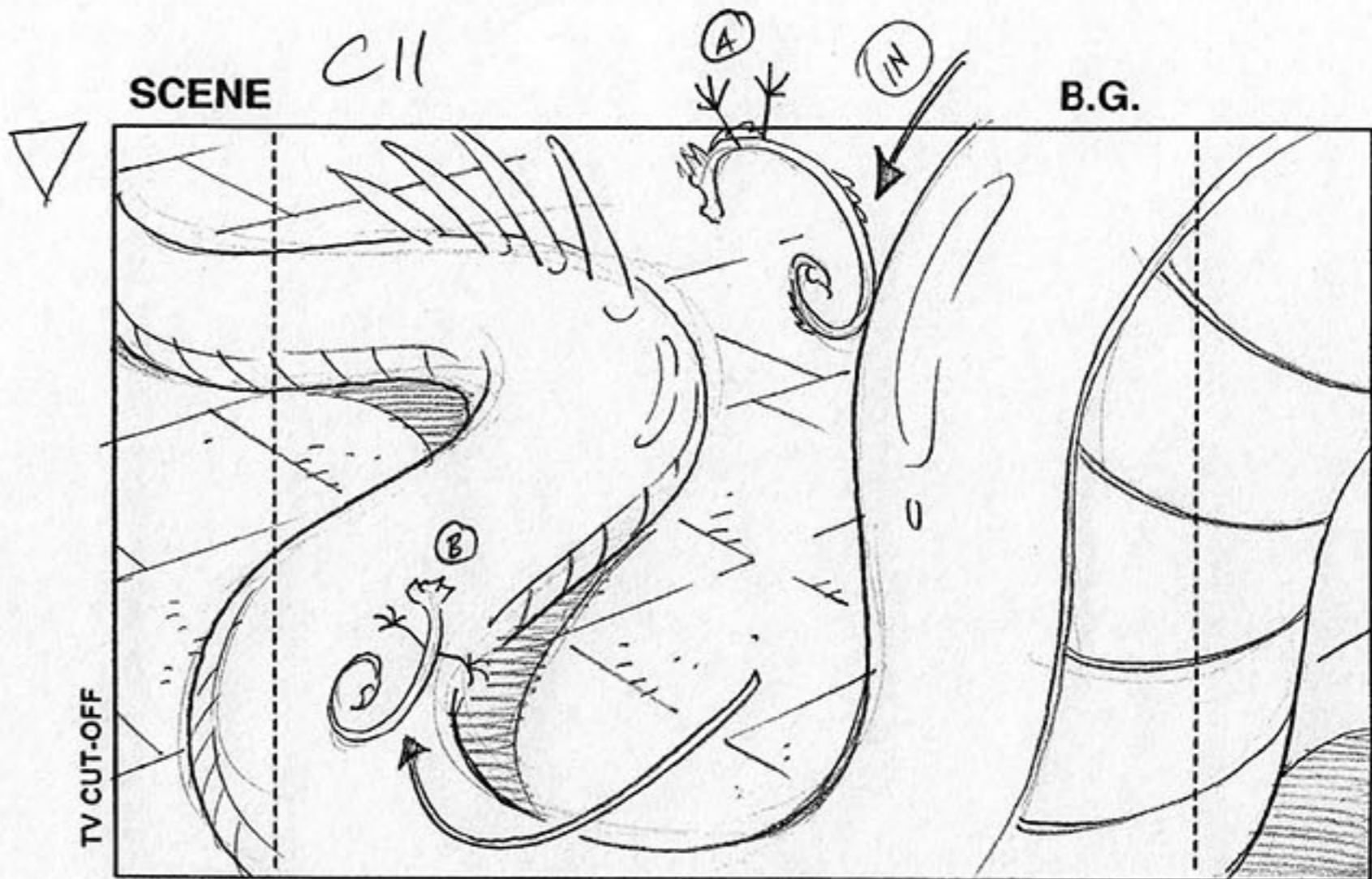
PANEL 3

ACTION

Dojo skitters away

SCENE C11

B.G.



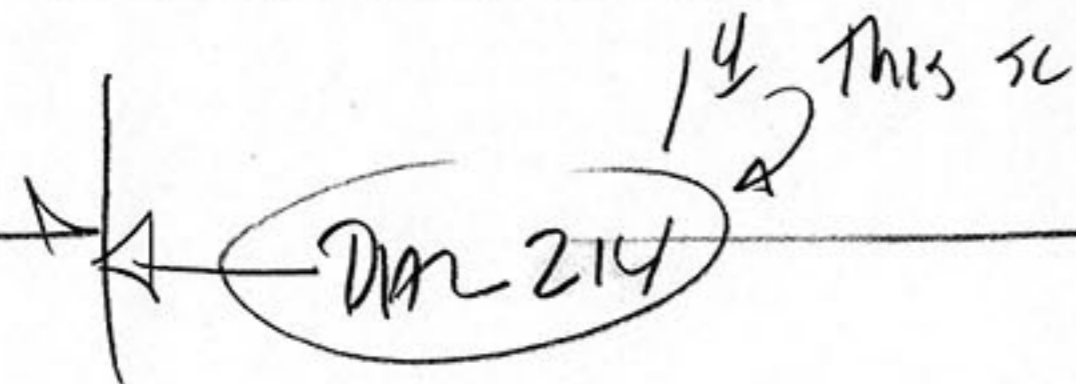
PANEL 1

DIAL

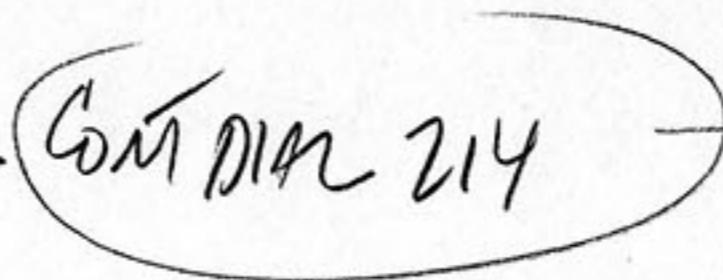
Dojo (Scared Noises) ~~~~~>

TIMING

fx



(C11)

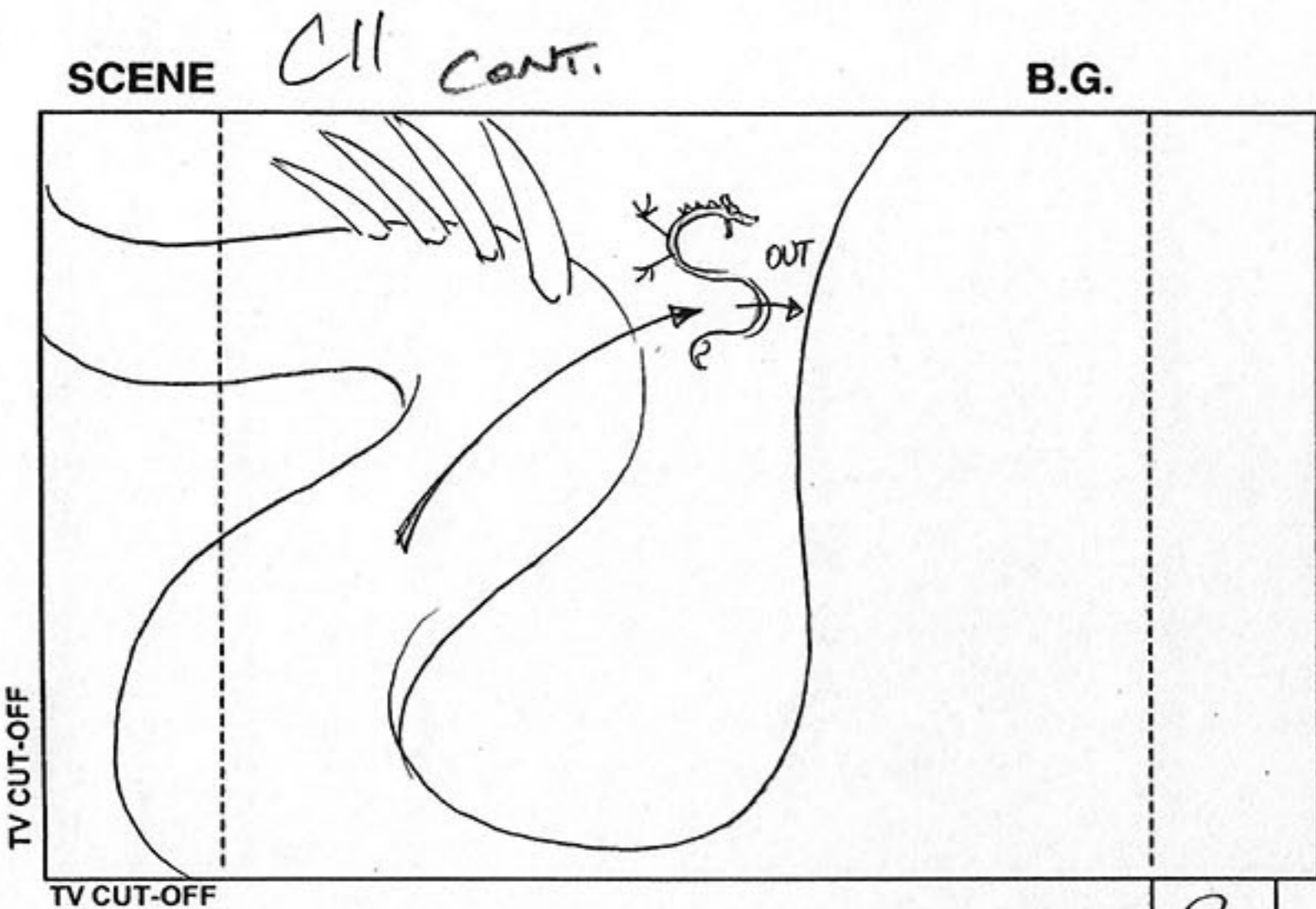


16 : 9 Widescreen Format

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WB X I A O L I N Z SHOWDOWN

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PANEL 2

ACTION

He launches off into the air.

DIAL

2nd

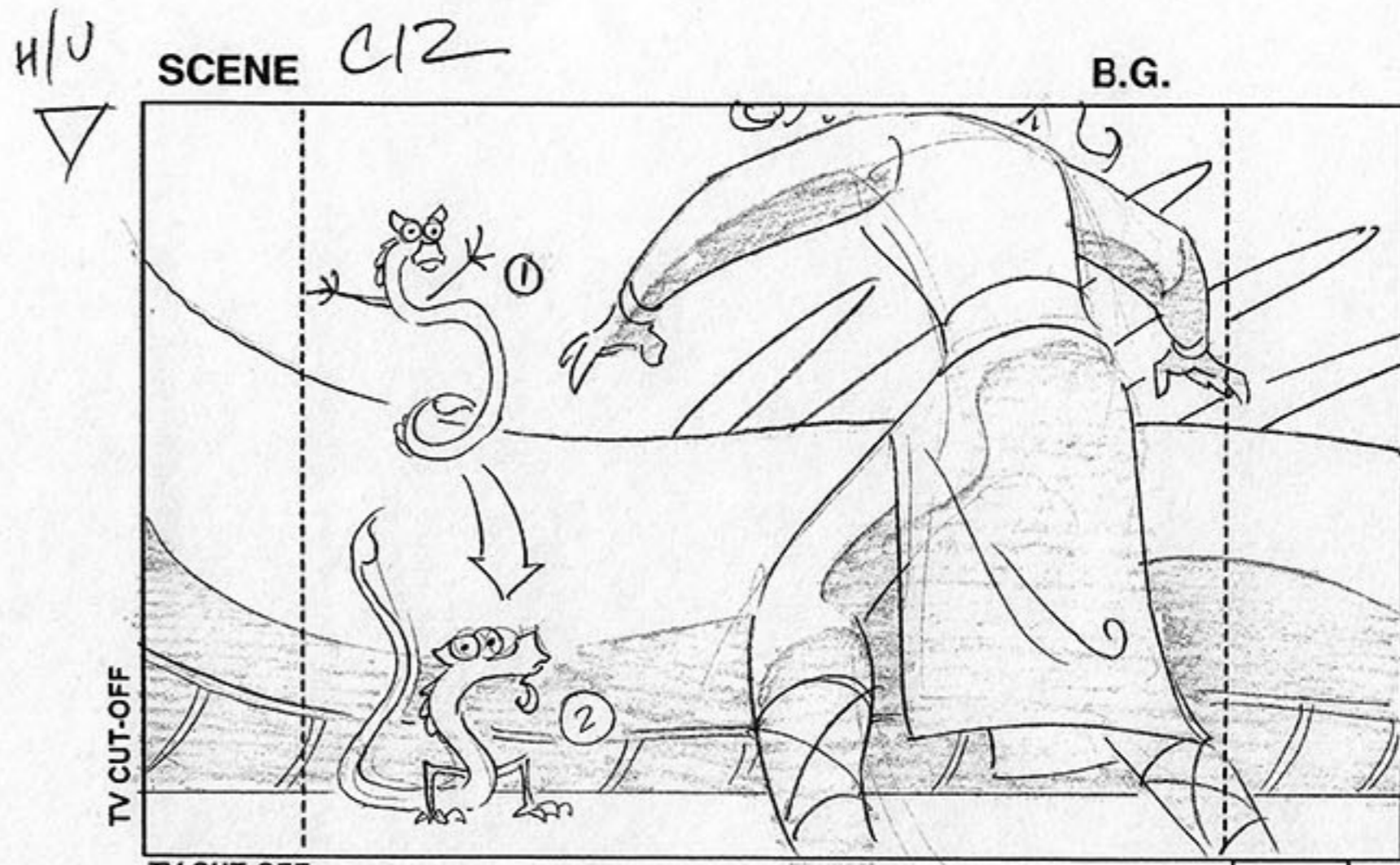
TIMING

CONT D1M 214

(C12)

12x

44



PANEL 1

Dojo drops to the ground-
Kimiko stands ready

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

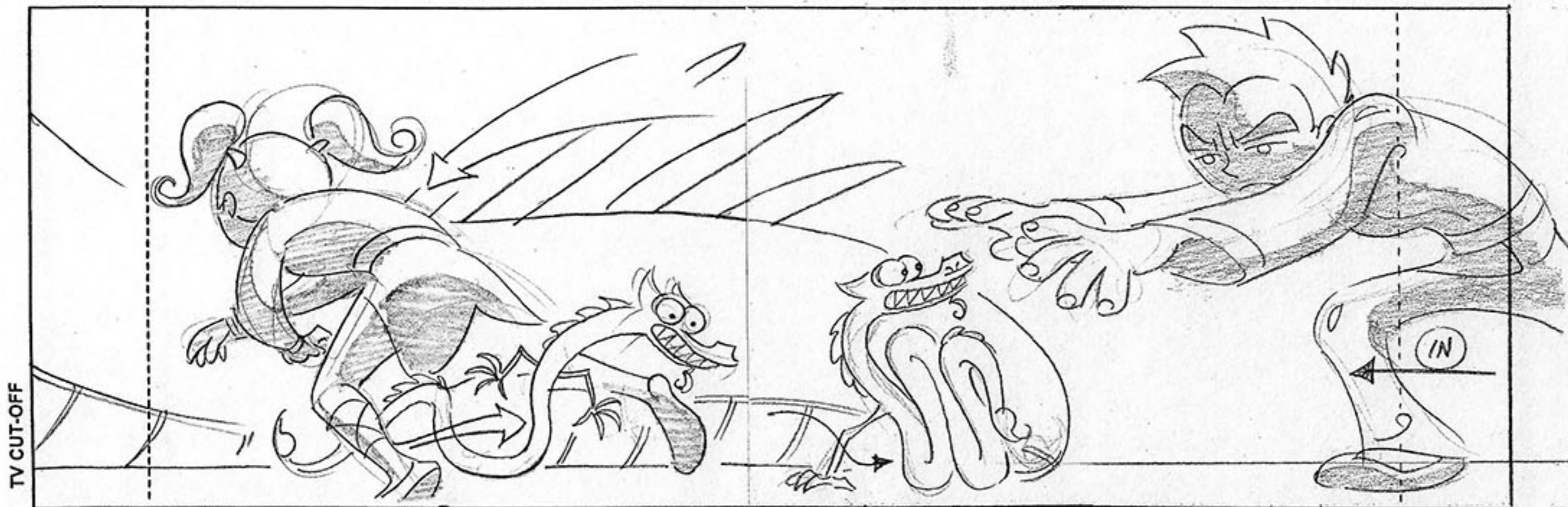
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PAGE C36

SCENE C12 CONT.

B.G.



ACTION

Kimiko lunges-
Dojo squeezes through
her legs

PANEL 2
→
PAN & STOP

He crinkles up his body
as Rai enters scene

DIAL

12

←
PAN 13/4

hold
8x

TIMING

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

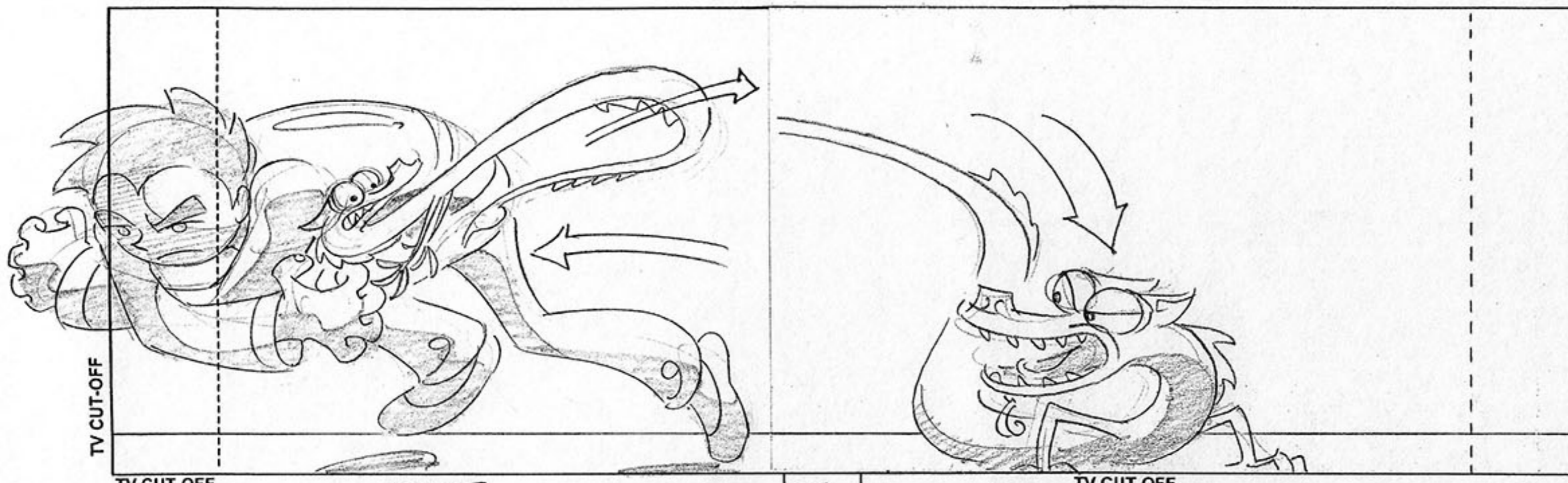
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PAGE C37

SCENE C12 CONT.

B.G. 1



TV CUT-OFF

TV CUT-OFF

TV CUT-OFF

ACTION

START
Dojo leaps to avoid Rai

PANEL

3

PAN

STOP

Dojo lands, looks back angrily

DIAL

(12x)

DOJO: Get away from me—

TIMING

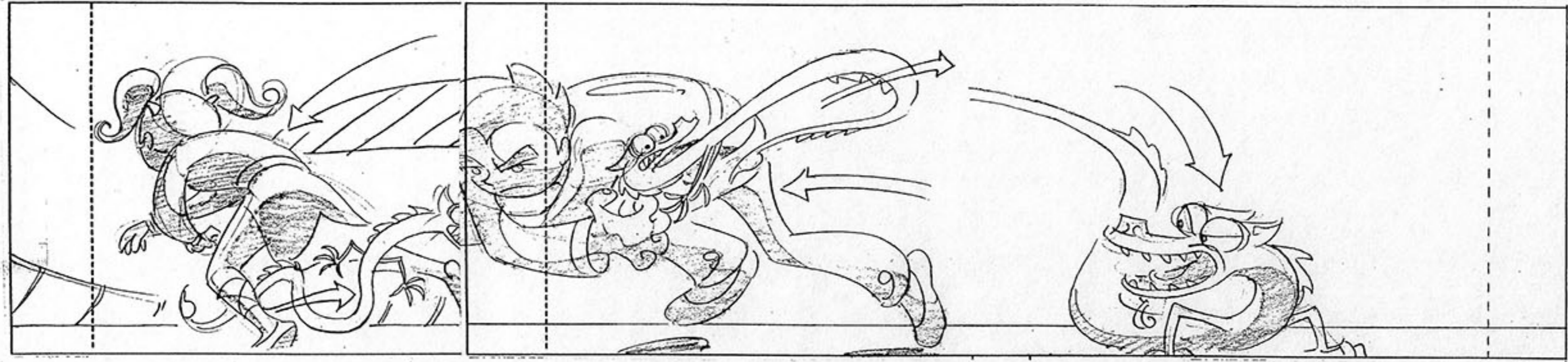
← 12x215 →

16 : 9 Widescreen Format

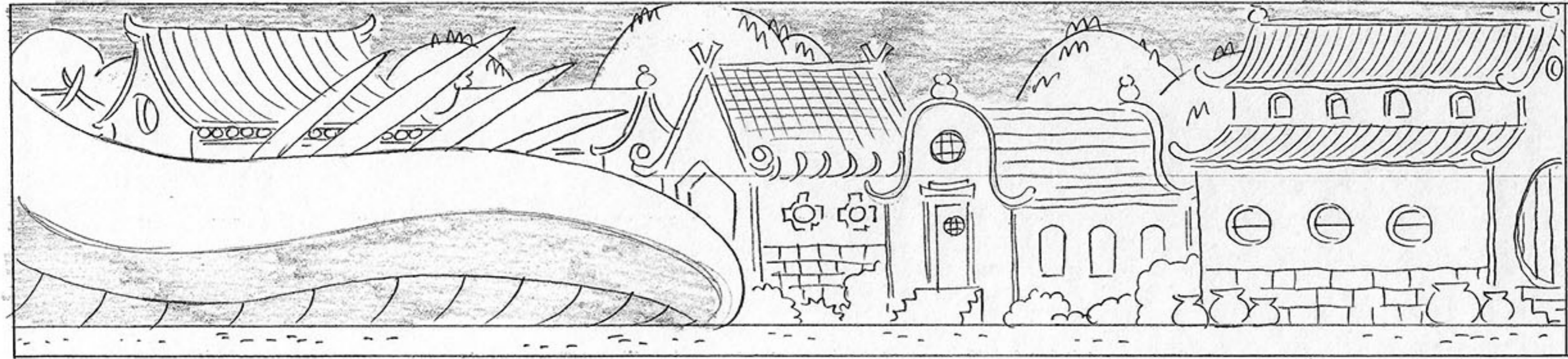
257308

Pg C39 FOLs

Sc. C12 / BACKGROUND REFERENCE



↑ FOR PROPORTIONS



↑ FOR DETAIL



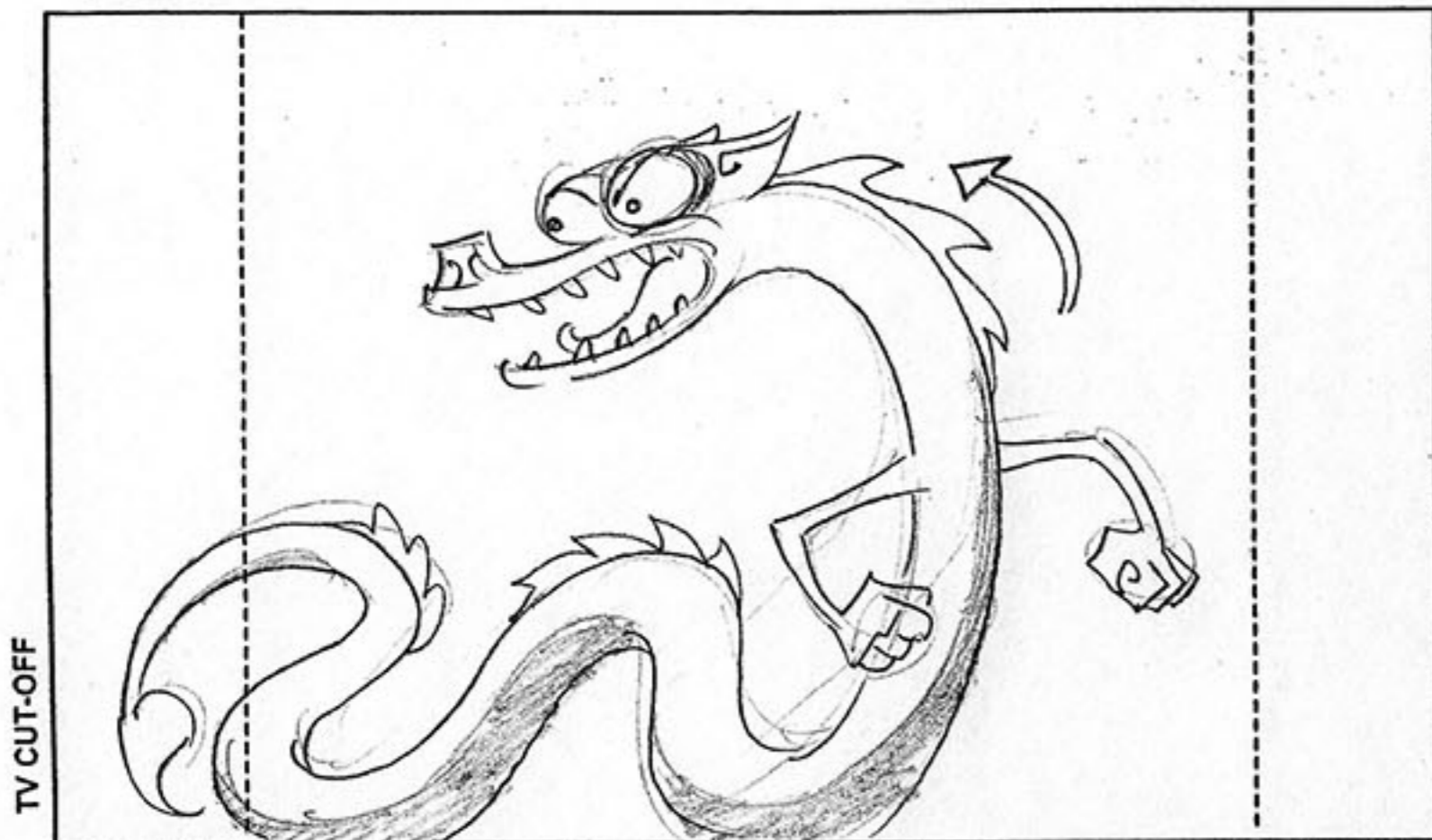
X I A O L I N SHOWDOWN

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SCENE C12 CONT.

B.G.



TV CUT-OFF

PANEL

4

ACTION

Dojo raises himself up, angry

DIAL

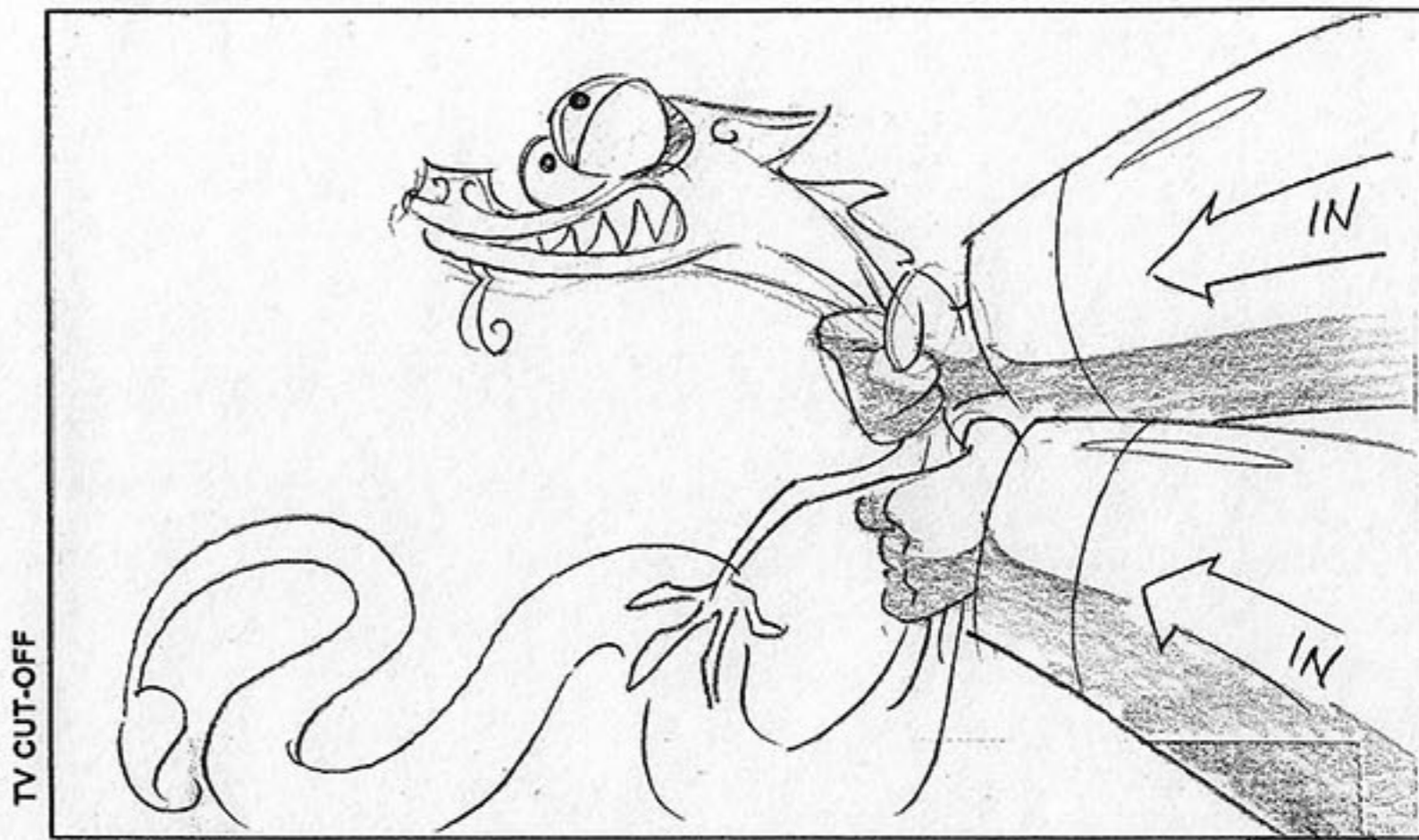
- you Sapphire fre -

TIMING

Both Dial 215

SCENE C12 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

5

Omi reaches in and grabs
Dojo tightly

- UMPH!

16 : 9 Widescreen Format

257308





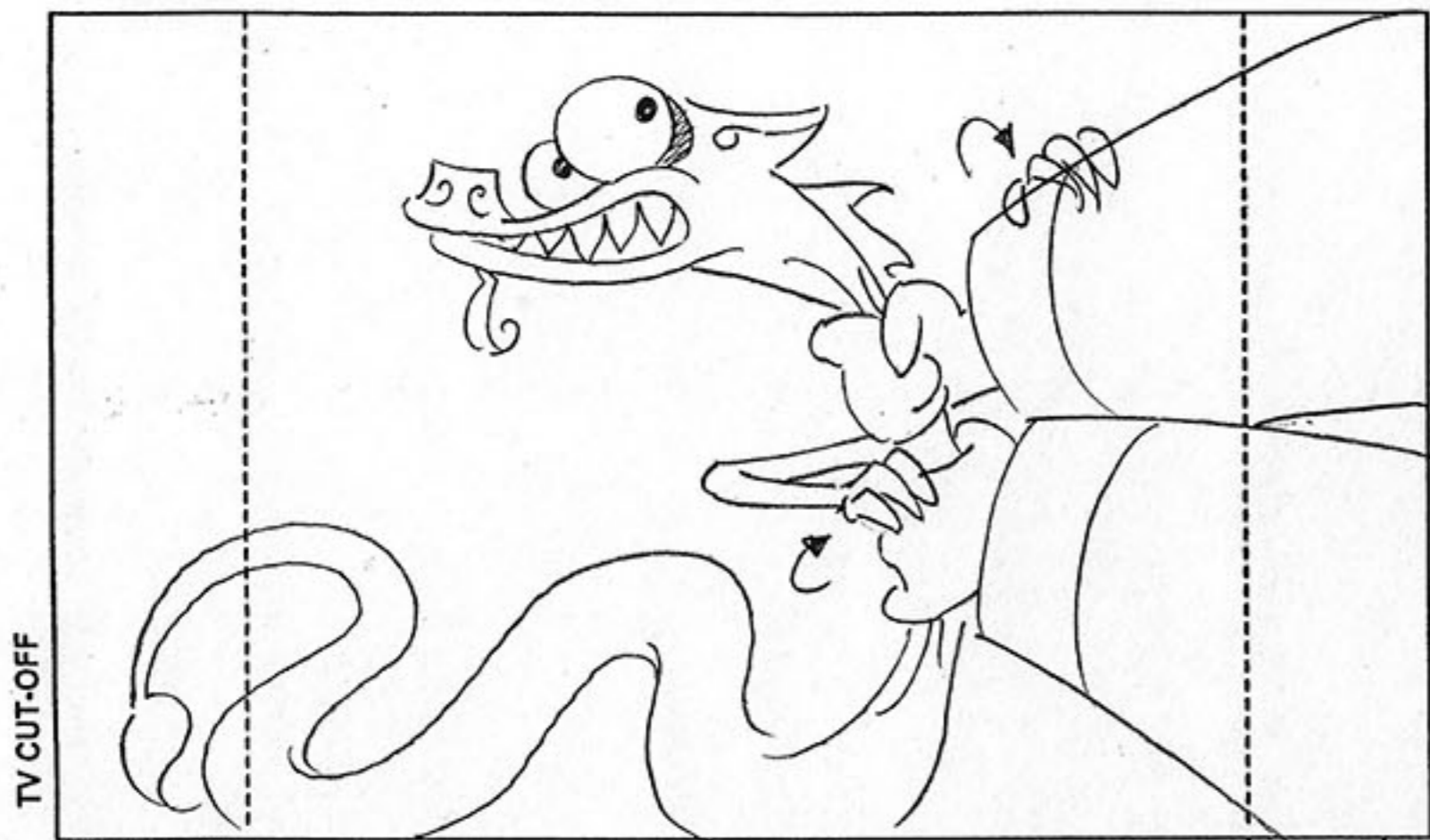
X I A O L I N SHOWDOWN

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SCENE C12 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

6

ACTION

Dojo looks O.S. at Omi

DIAL

TIMING

14

C13

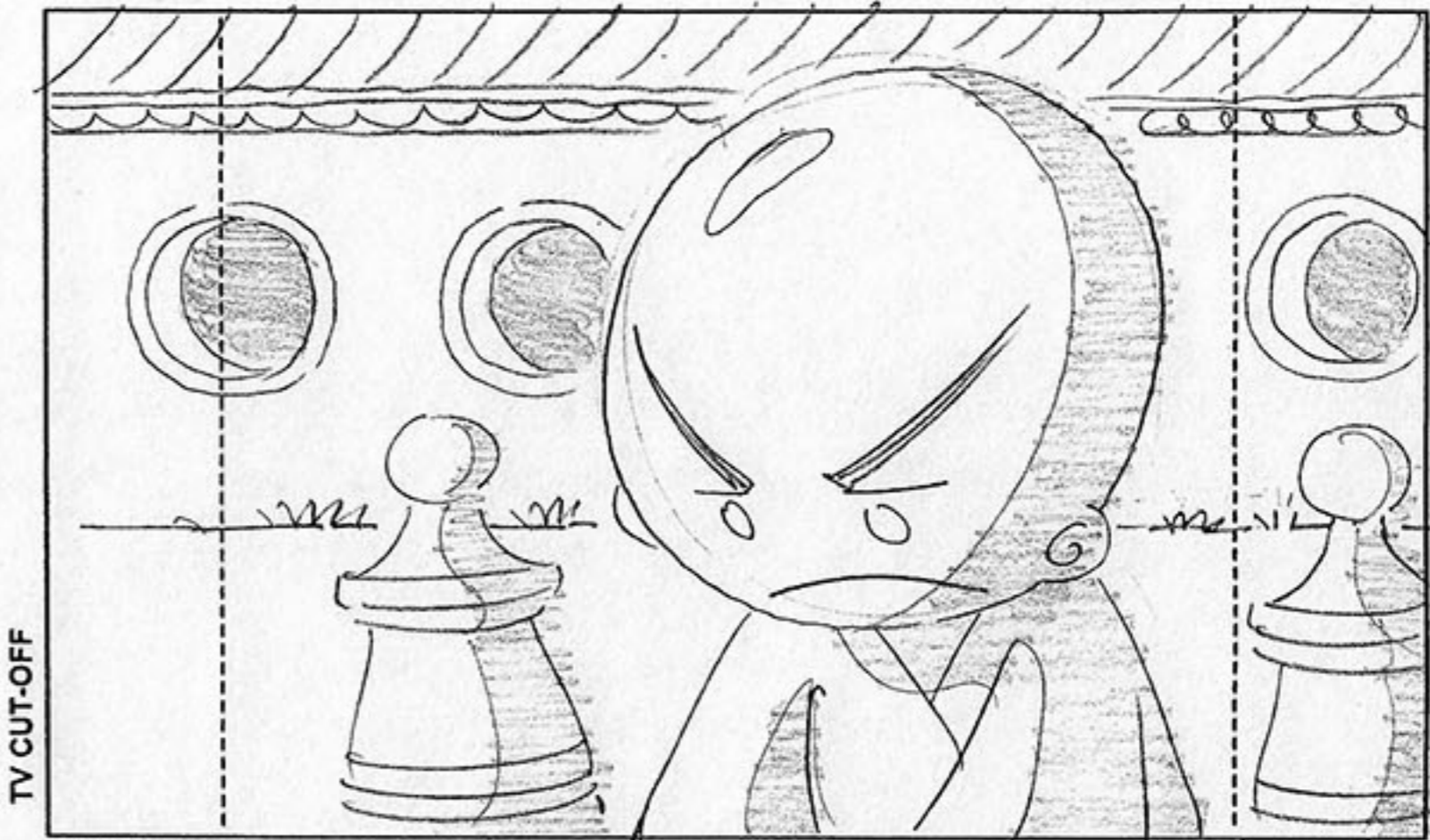
(12x)

H/U



SCENE C13

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

1

On Omi, looking down at Dojo

16 : 9 Widescreen Format

257308



X I A O L I N SHOWDOWN

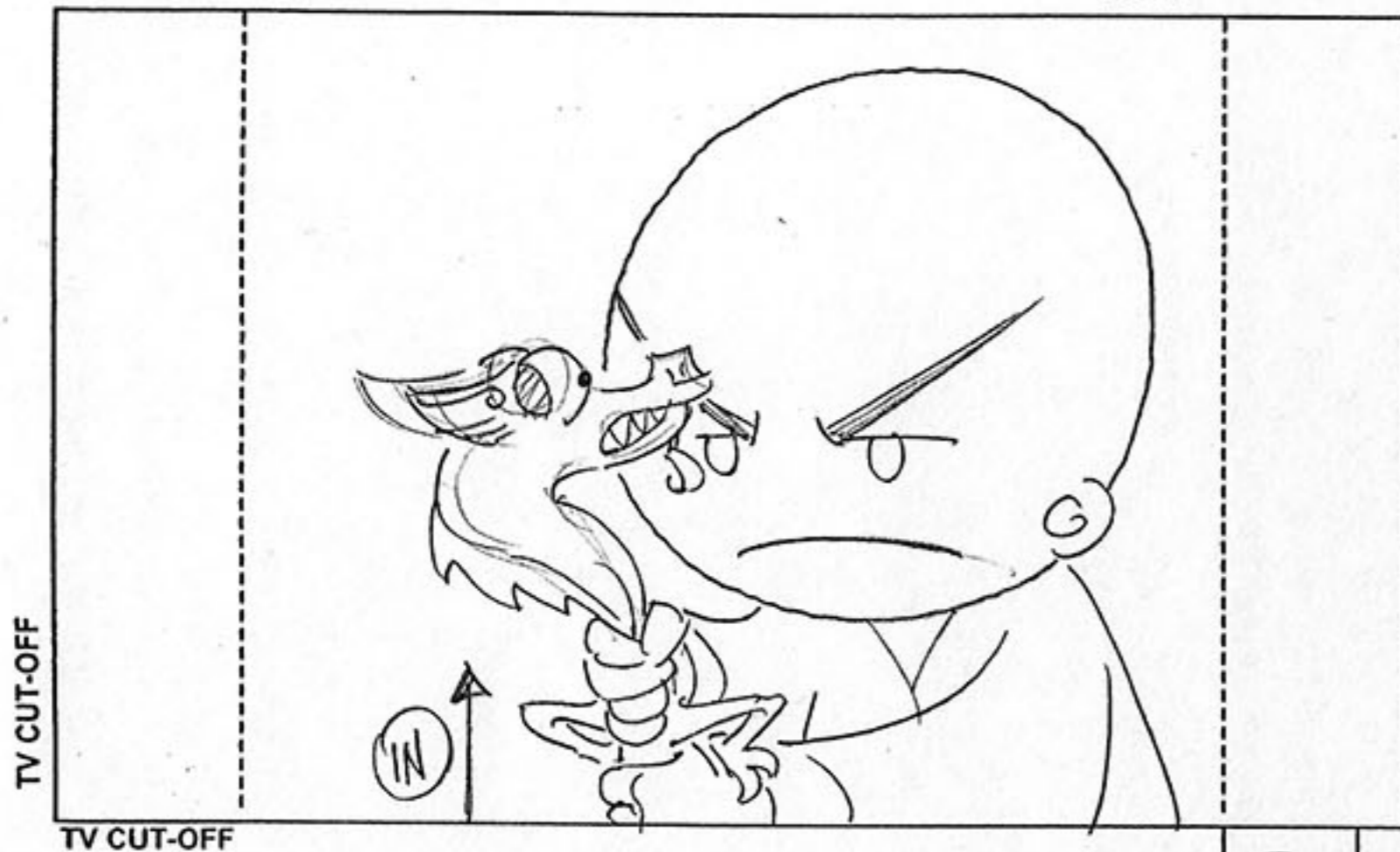
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PAGE C41

SCENE C13 CONT.

B.G.



PANEL 2

ACTION

He lifts Dojo into scene

DIAL

18

TIMING

4x

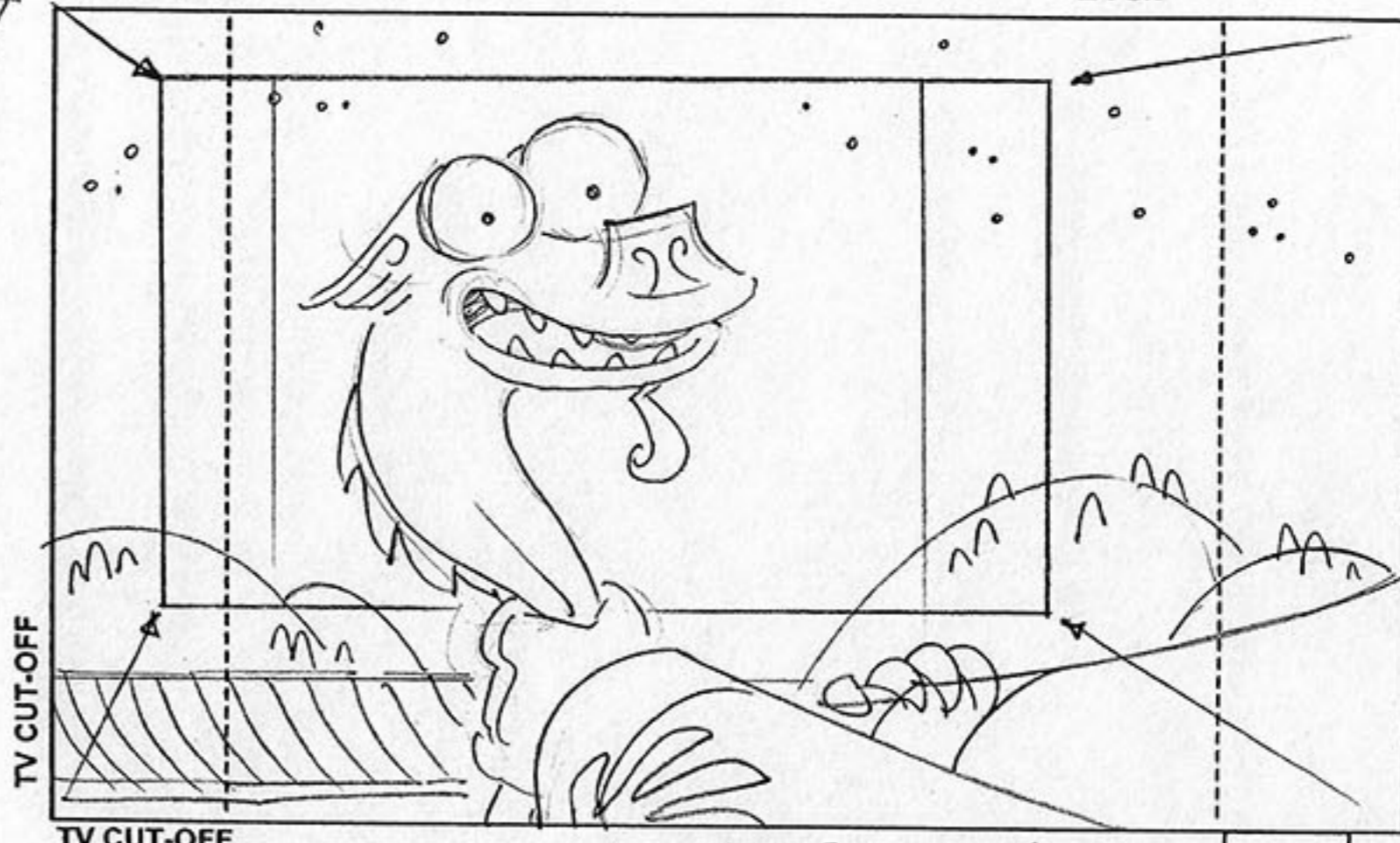
slow TRUCK IN

DIA 216

H/U
▽

SCENE C14

B.G.



TV CUT-OFF INHALE EXHALE PANEL 1

Truck in on Dojo as he hyper-ventilates

DOJO: (Rapid breathing)

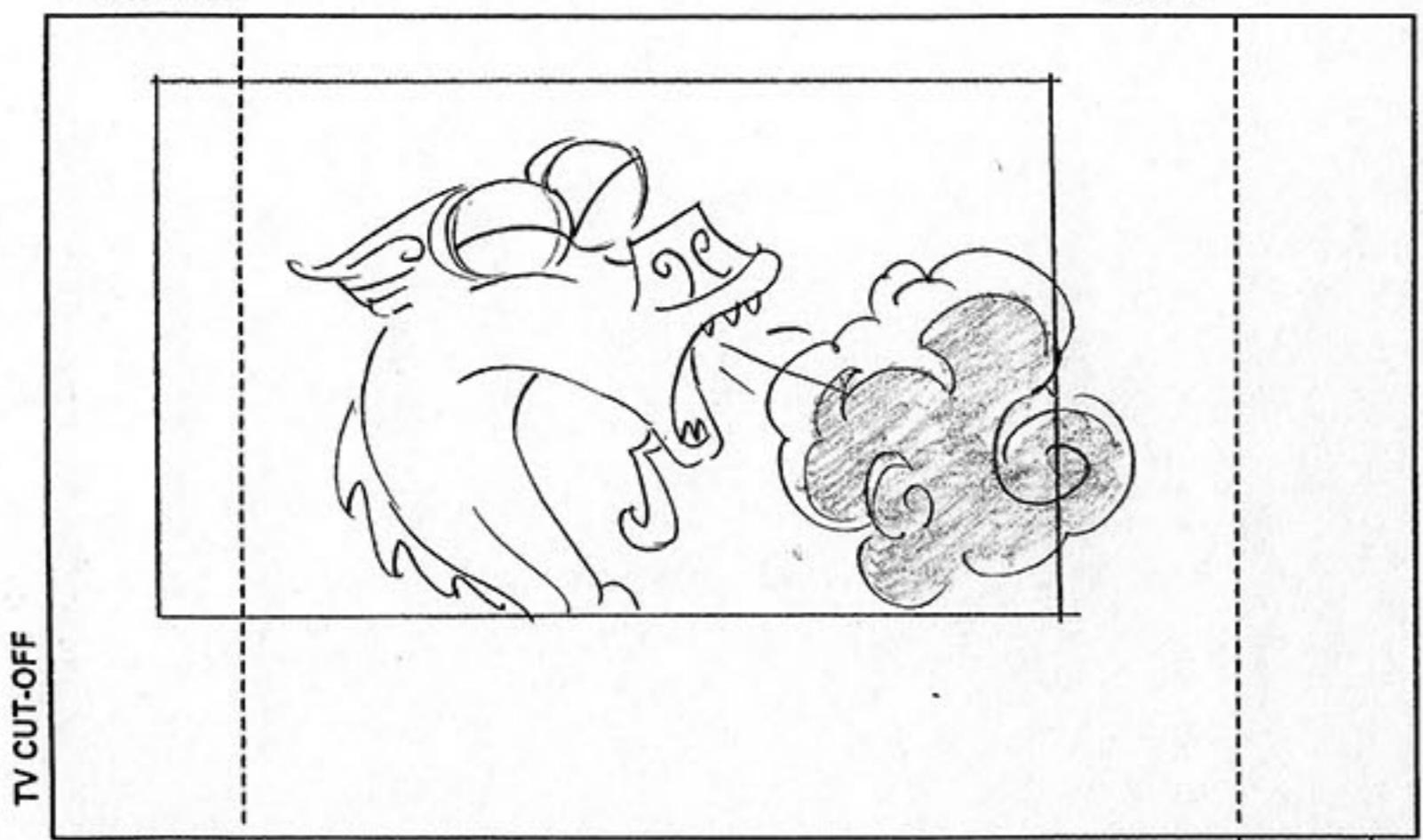
16 : 9 Widescreen Format

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SCENE C14 CONT.

B.G.



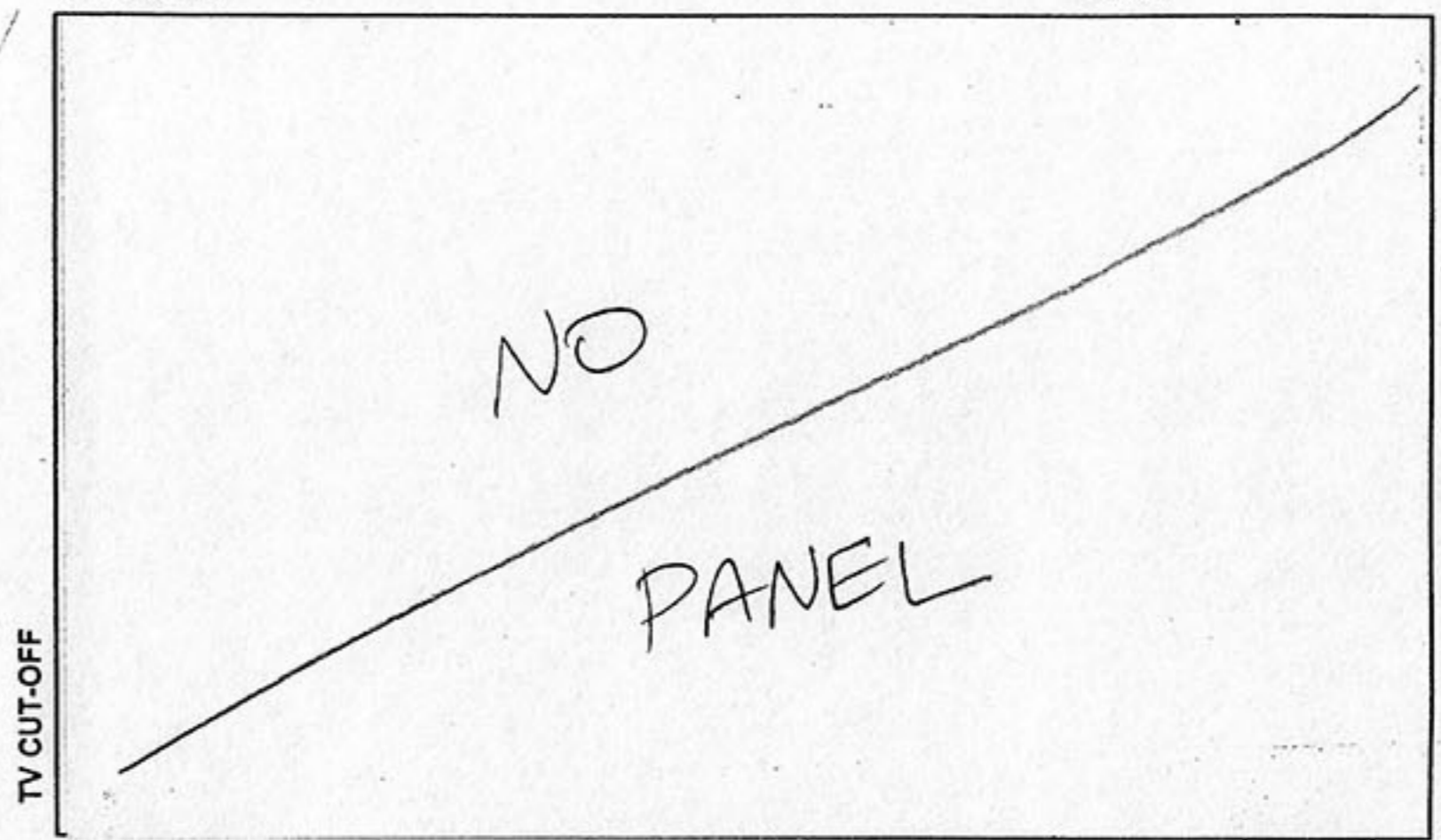
TV CUT-OFF

TV CUT-OFF

PANEL 2

SCENE C14

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

16 : 9 Widescreen Format

ACTION

Dojo coughs out
 a puff of soot (OPAQUE)

DIAL

DOJO: COUGH!

TIMING

COM DIAL 216

(4x)

257308

H/U



SCENE C15

B.G.



TV CUT-OFF

PANEL 1

ACTION

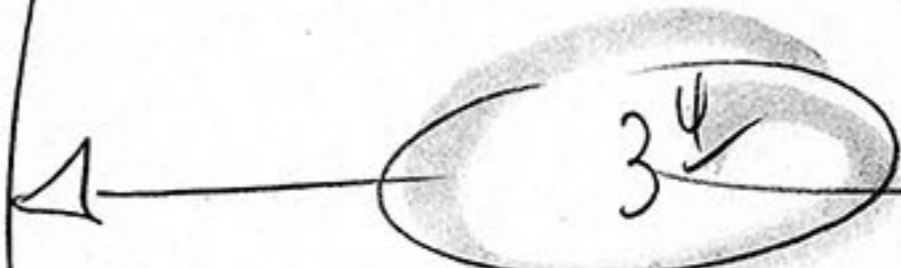
START POSE -
 Puff of soot goes into
 Omi's face (OPAQUE SMOKE)

USE SC. C13 FOR BG REFERENCE

DIAL

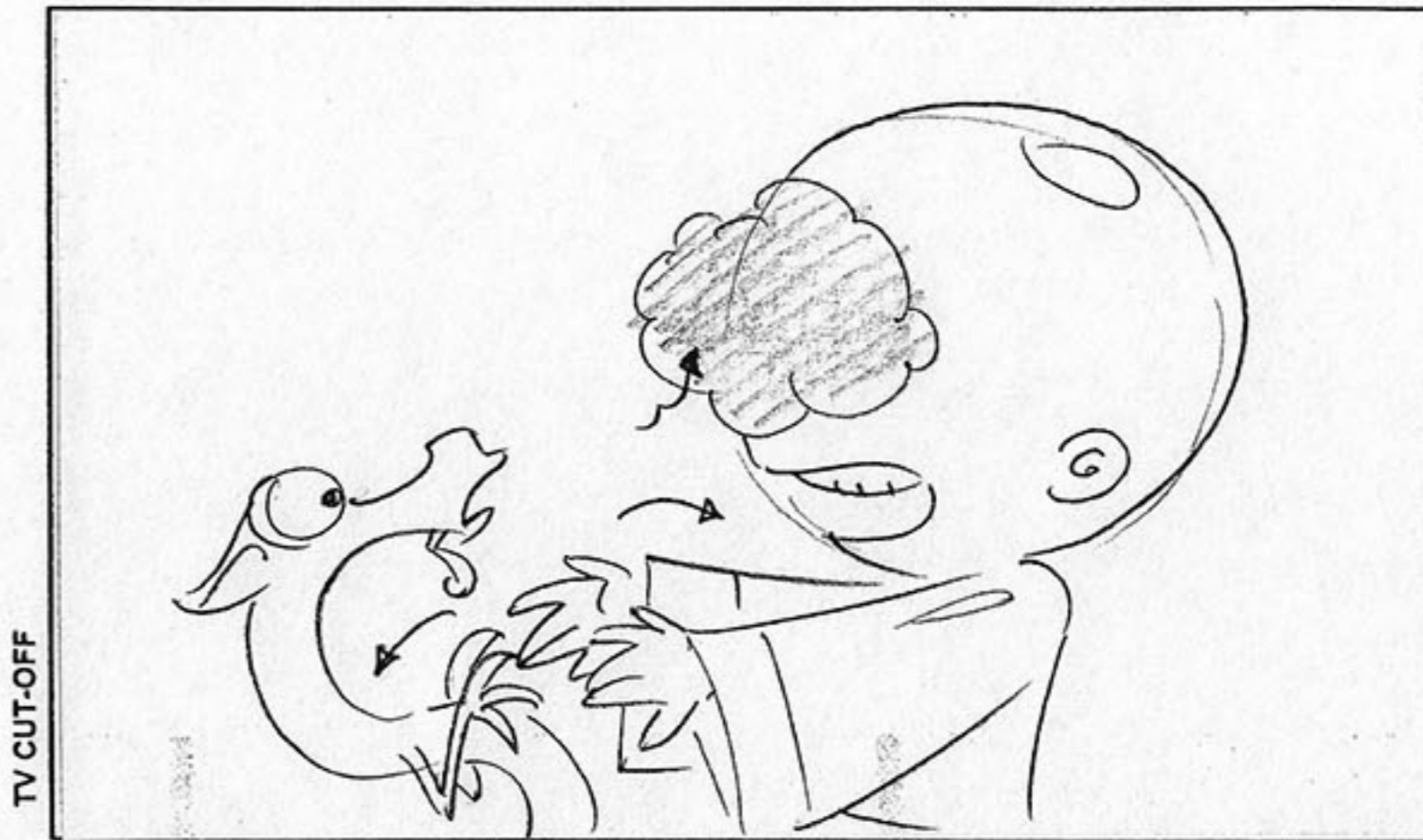
C15 (8x)

TIMING



SCENE C15 CONT.

B.G.



TV CUT-OFF

PANEL 1A

Omi reacts, drops Dojo.

(8x)

Omi: Pained Cry

16 : 9 Widescreen Format

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SCENE C15 CONT.

B.G.



TV CUT-OFF

PANEL

2

SCENE C15 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

3

ACTION

Omi turns, tries to bat away the soot

Continued

DIAL

(12x)

(12x)

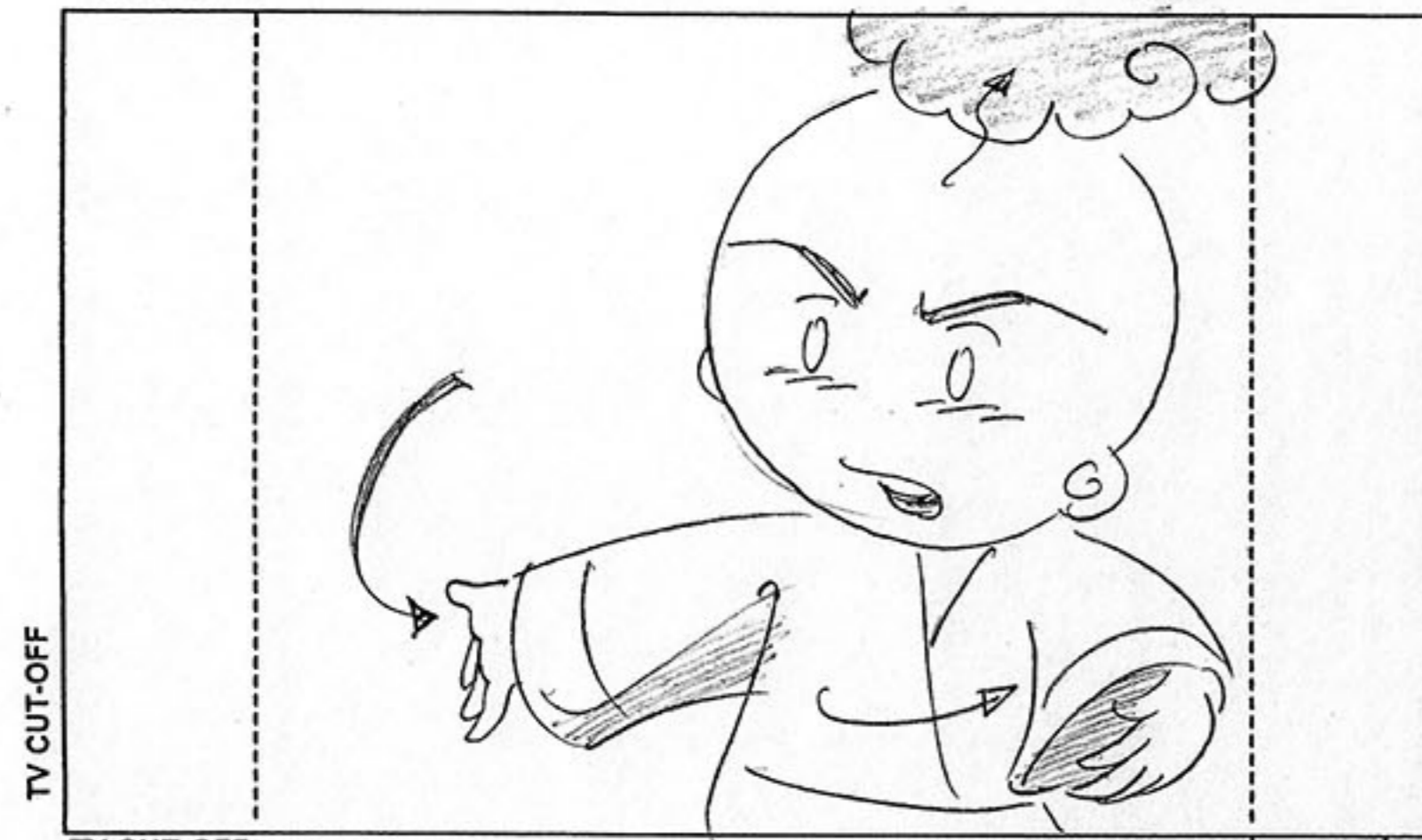
TIMING

16 : 9 Widescreen Format

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SCENE C15 CONT.
 B.G.



PANEL 4

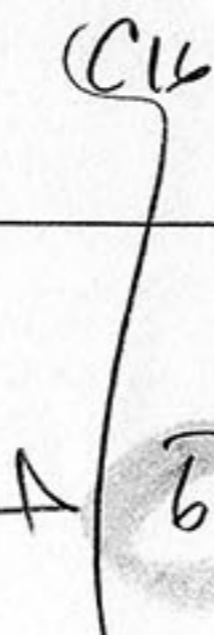
ACTION

Continued

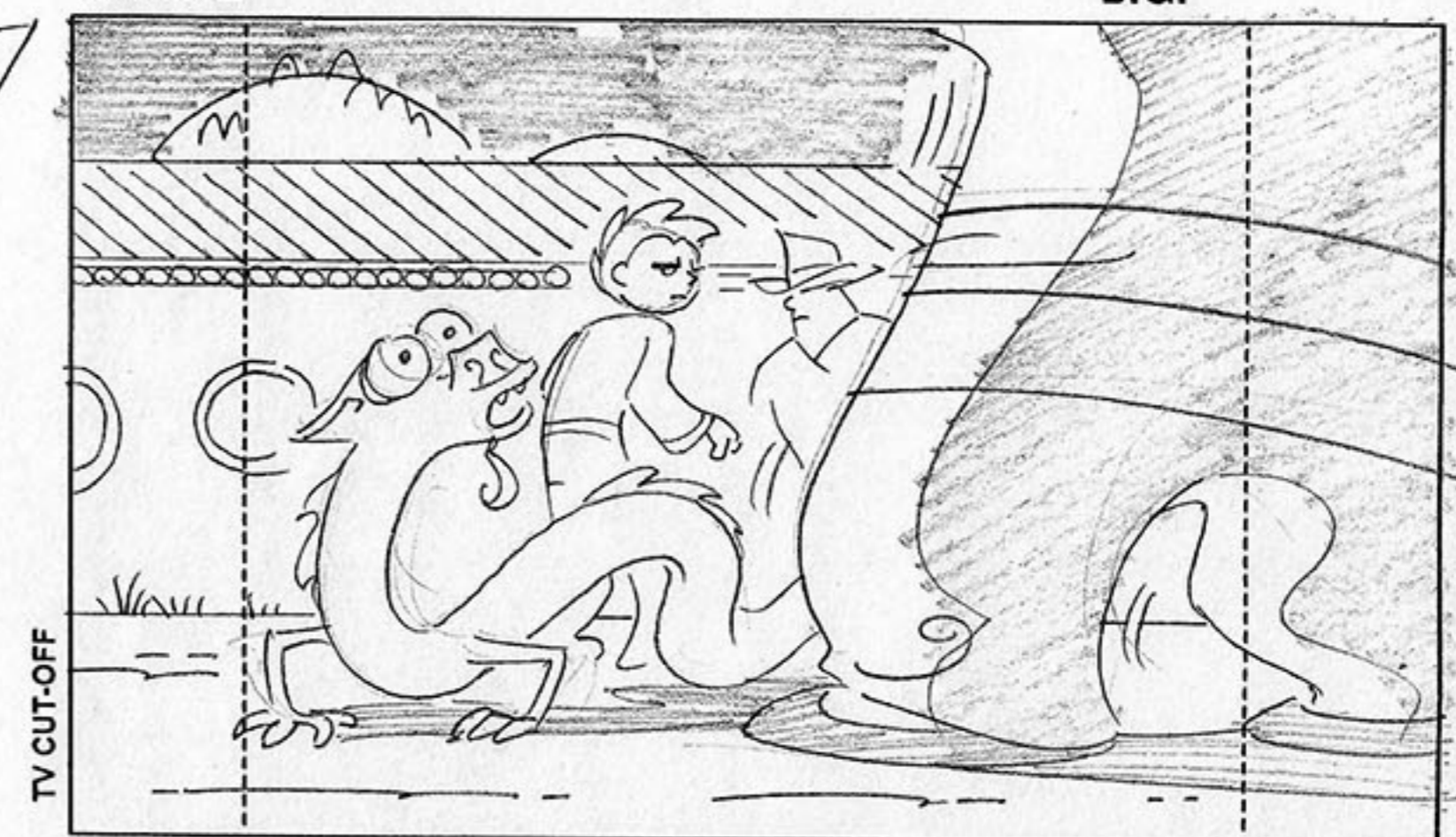
DIAL

Rx

TIMING



H/U
 SCENE C16
 B.G.



*Rx GROUND SHADOWS

PANEL 1

Dojo looks up at Omi, amazed
 (omi wiggles slightly)

DOJO: What the...

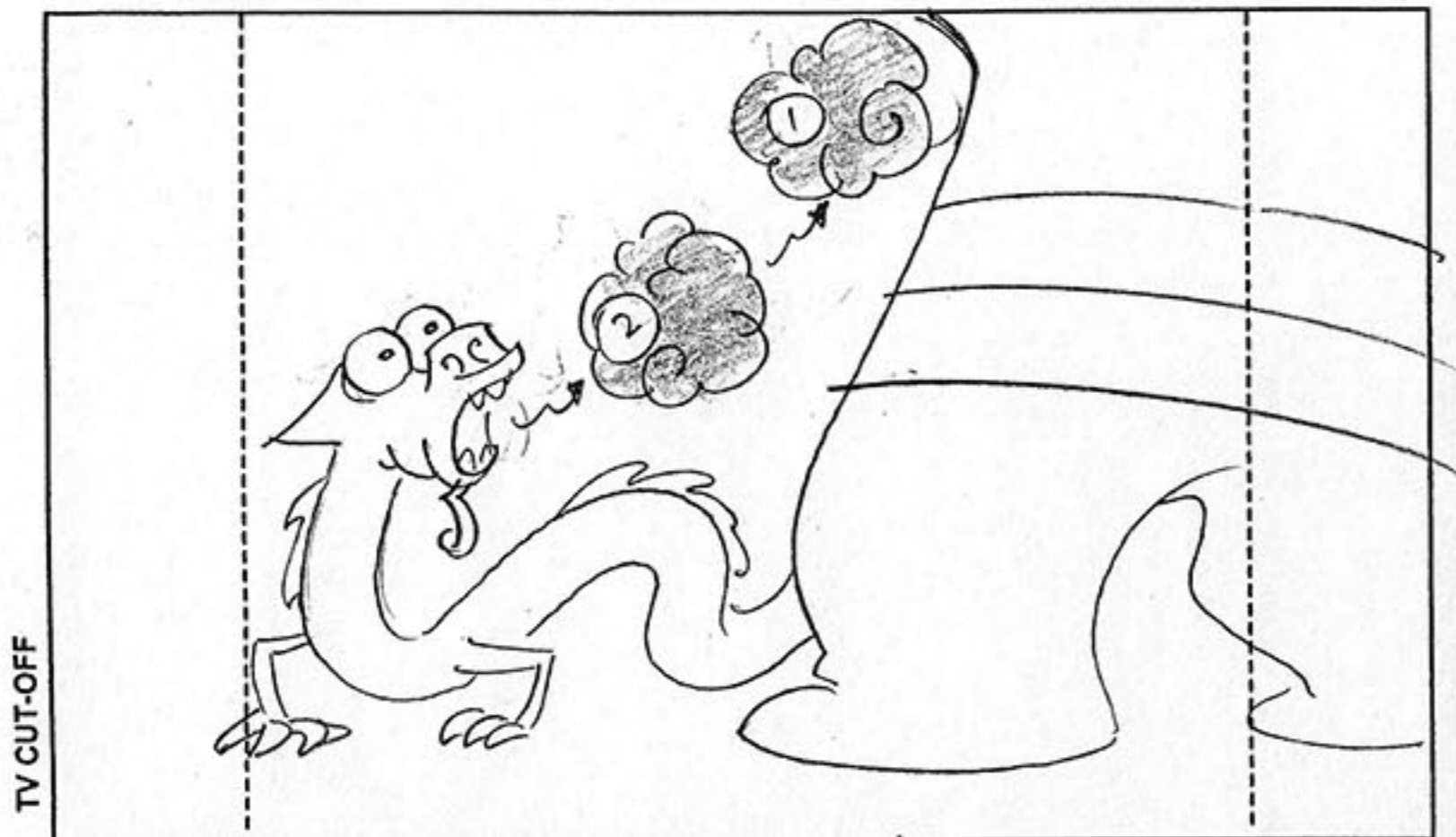
16 : 9 Widescreen Format

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SCENE C16 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

OPAQUE SMOKE

PANEL 2

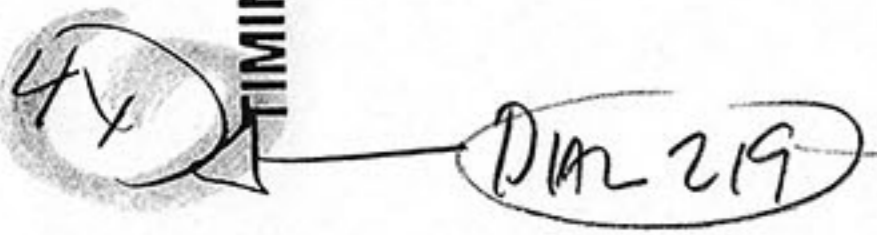
ACTION

Dojo coughs out two puffs of soot (keep head stationary)

DIAL

COUGH - COUGH

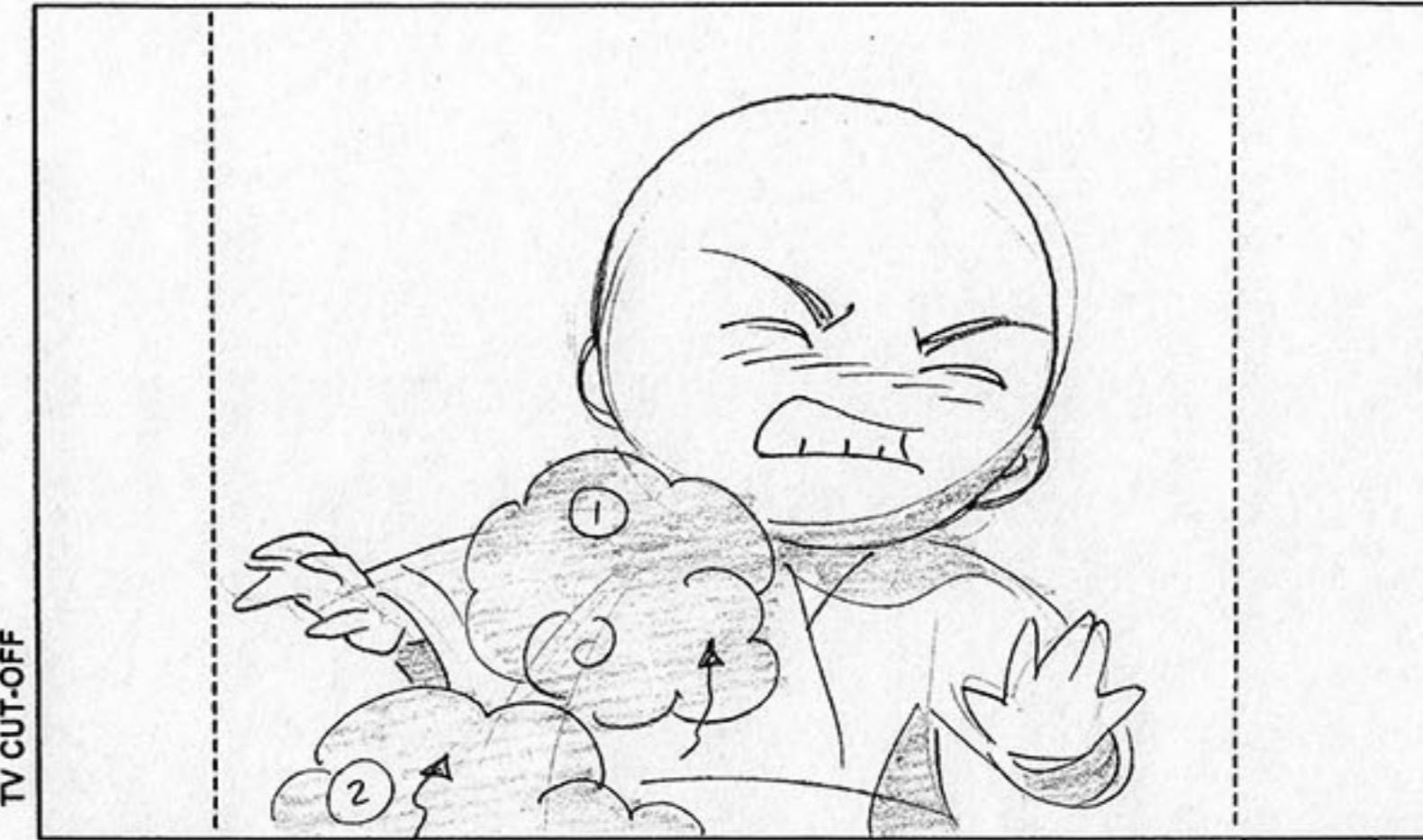
TIMING



H/V


SCENE C17 (MATCH Sc. C15)

B.G.



TV CUT-OFF

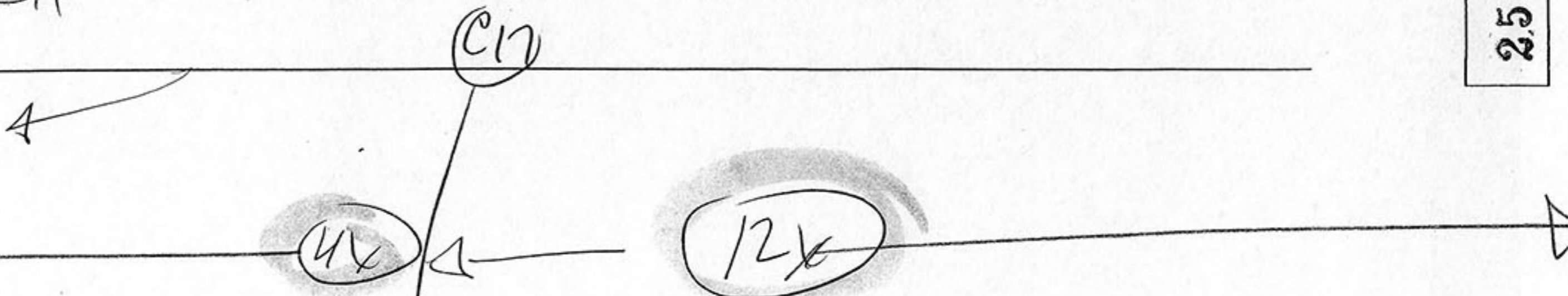
TV CUT-OFF

PANEL 1

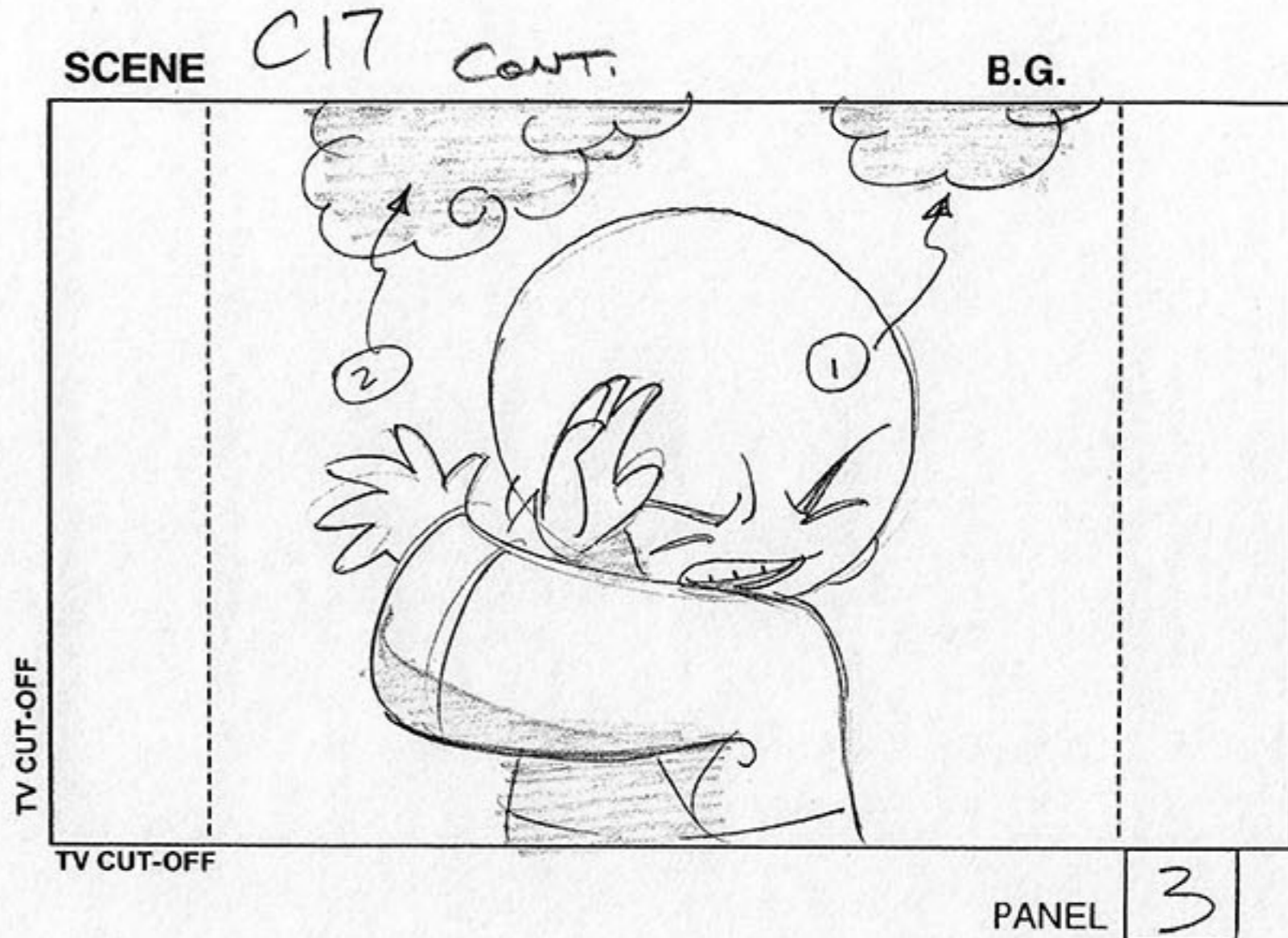
The two puffs float up into Omi's face

16 : 9 Widescreen Format

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16 : 9 Widescreen Format

ACTION

Omi tries again to bat them away

Continued

DIAL

OMI : (Painful Cries)

TIMING

11:20

1st

2nd

257308

SCENE C18

B.G.

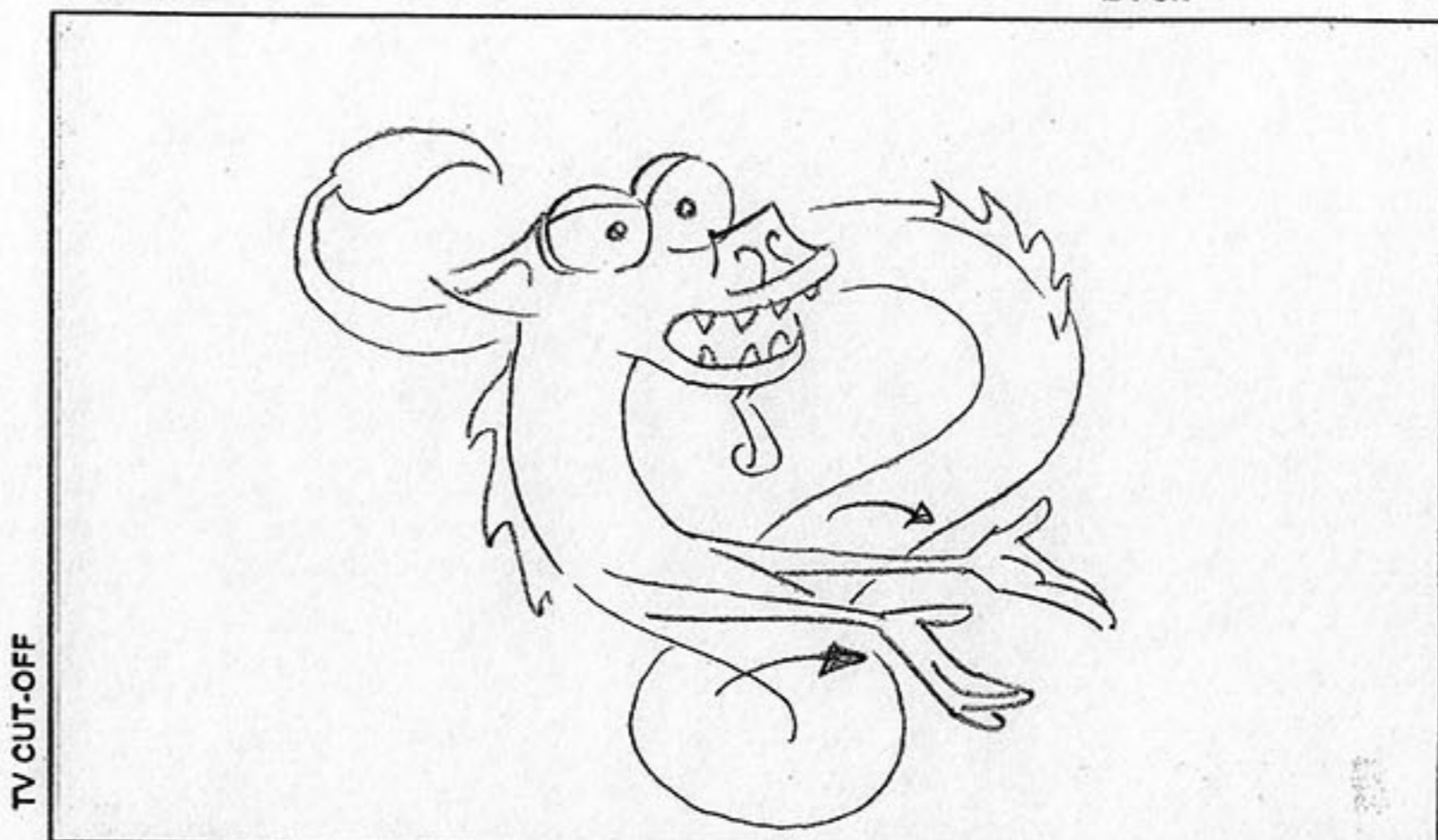


*DX SHADOWS

PANEL 1

SCENE C18 CONT

B.G.



TV CUT-OFF

PANEL 2

ACTION

Dojo points to O.S. Omi

He gestures

DIAL

DOJO: You mean to tell me a little

- Soot bothers you?

TIMING

(6x) 1 - Dia 221

16 : 9 Widescreen Format

257308



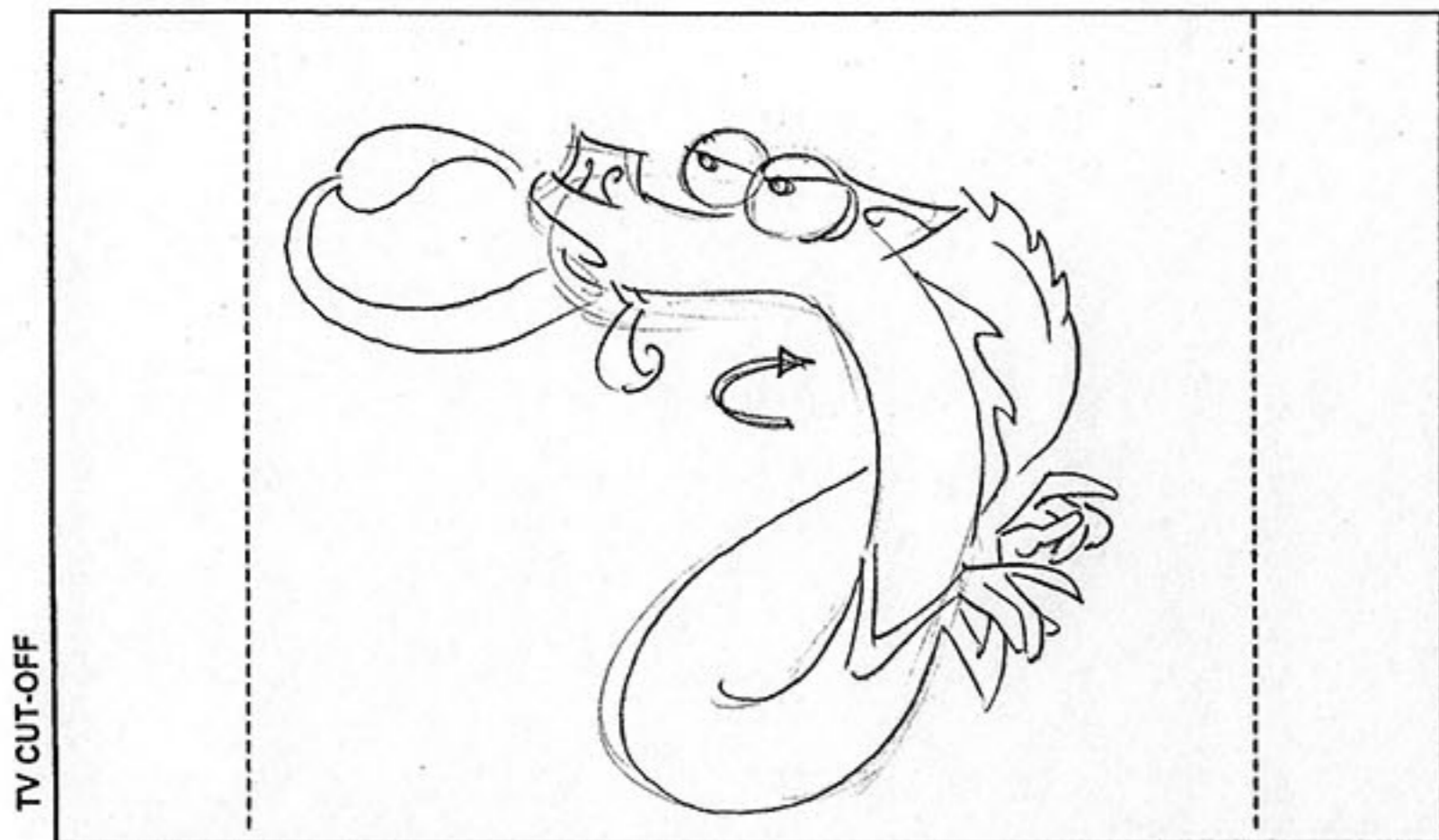
X I A O L I N SHOWDOWN

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SCENE C18 CONT.

B.G.



PANEL 3

SCENE C18 CONT.

B.G.



PANEL 4

ACTION

Dojo looks away, thoughtful

DIAL

DOJO: Hold on now...

TIMING

8x → DM 224

He gestures as he speaks. Omi's DX shadow moves into scene

-That's why Dashi hid the dragon in a volcano!

16 : 9 Widescreen Format

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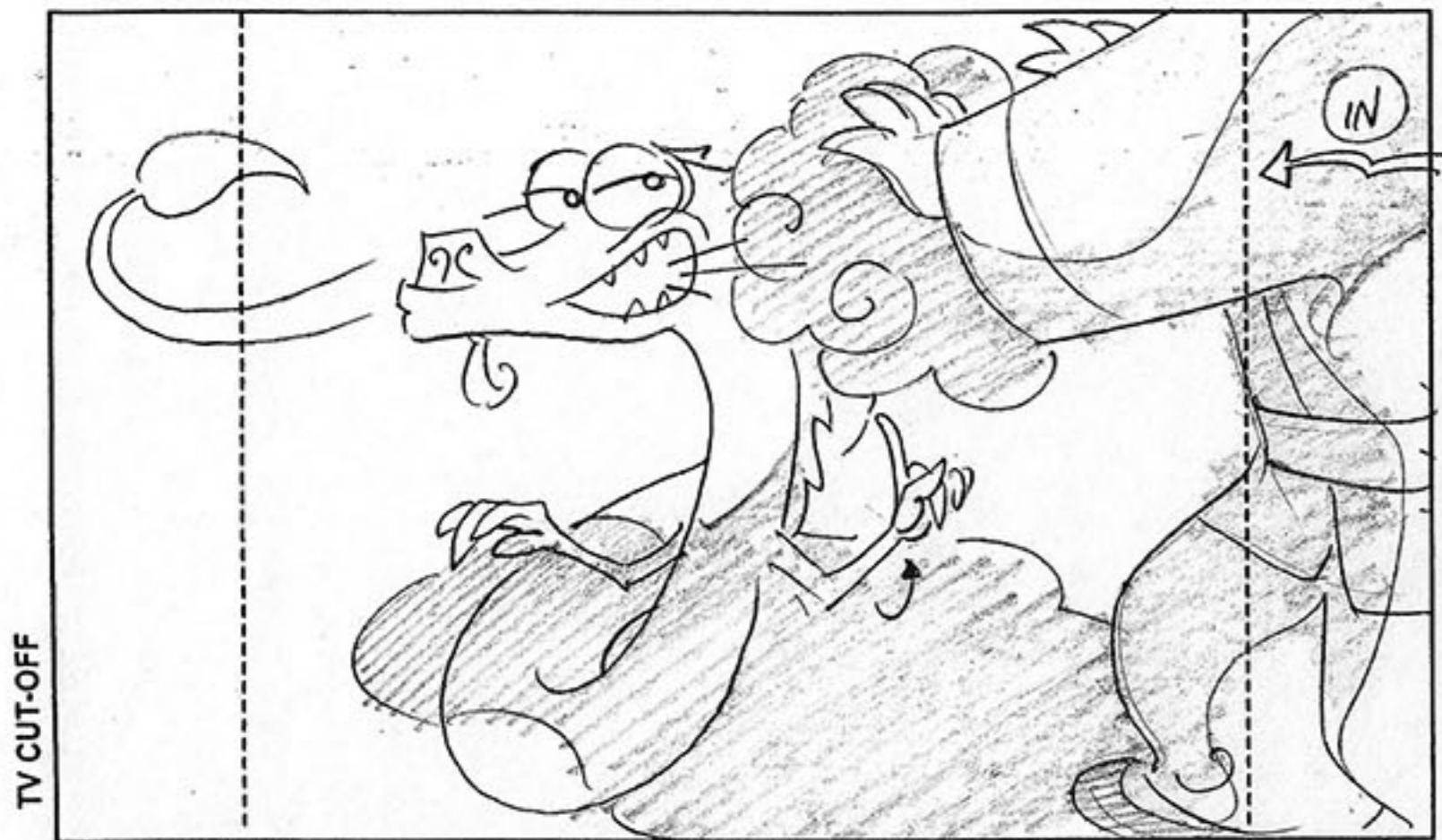
X I A O L I N SHOWDOWN

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SCENE C18 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

OPAQUE SMOKE

PANEL

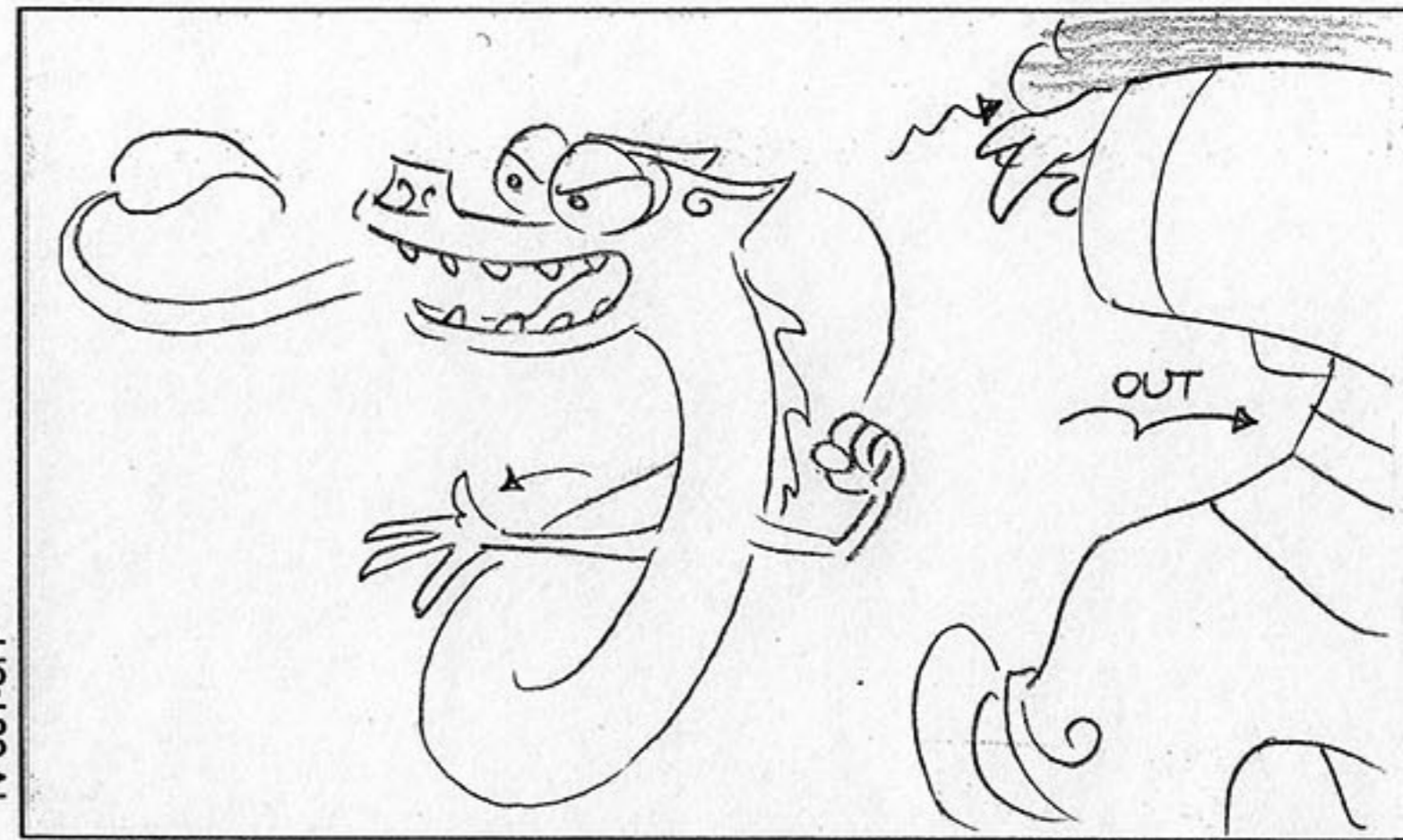
5

ACTION

Dojo calmly coughs out another DX soot cloud as Omi enters

SCENE C18 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

6

DIAL

DOJO: COUGH!

OMI: (pained cry)

DOJO: It's weakened by-

16 : 9 Widescreen Format

257308

TIMING

TRAIL: READ ONE COUGH ONLY
CUT REZY

DIAL 222

8x

TRAIL: READ ABOUT 3"
+ CUT NEXT AT
BREAK

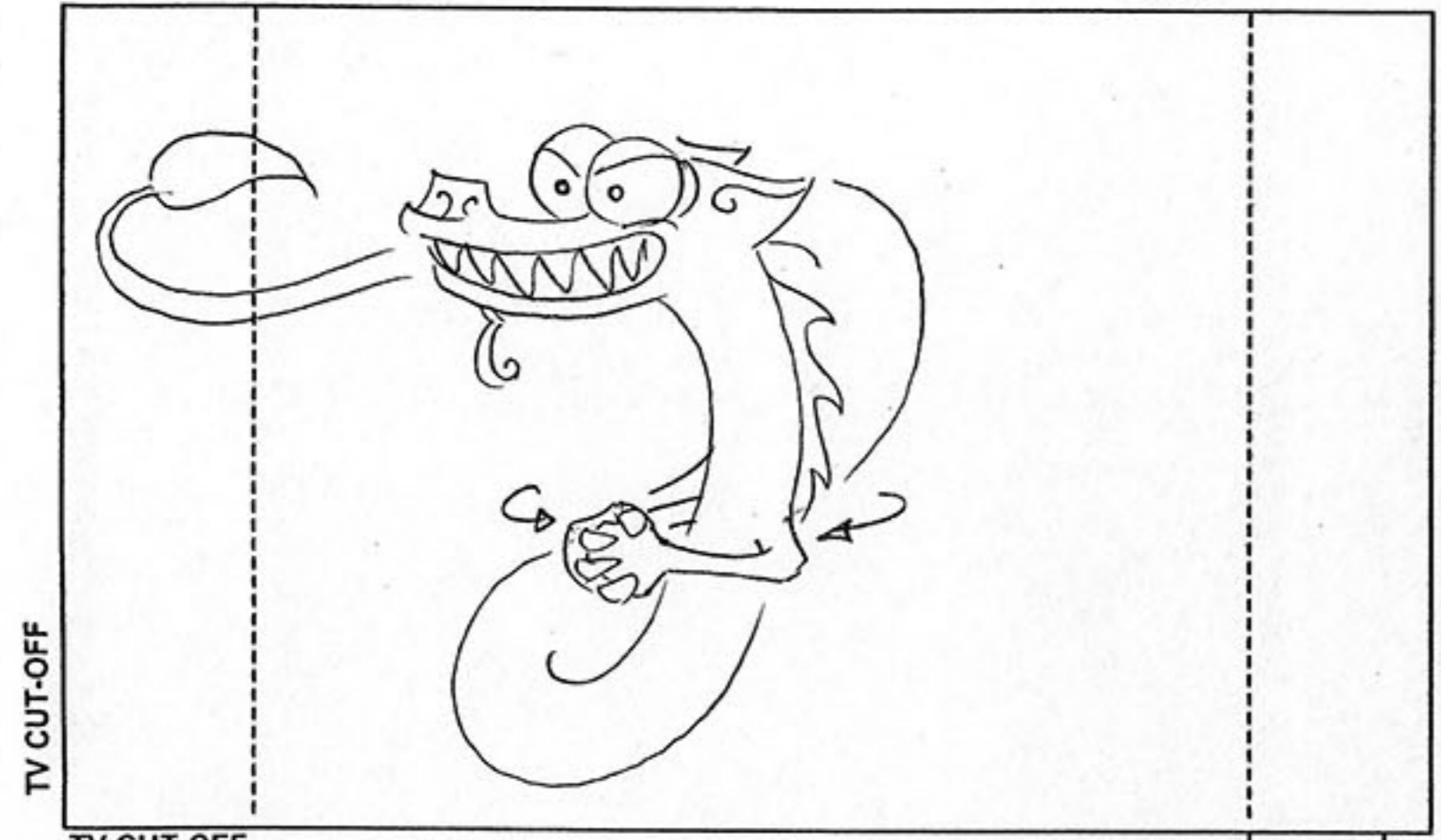
DIAL 223

6x

Cut DIAL 224

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SCENE C18 CONT. B.G.



PANEL 7

ACTION

Dojo hits his fist into his other hand

DIAL

—SOOT!

TIMING

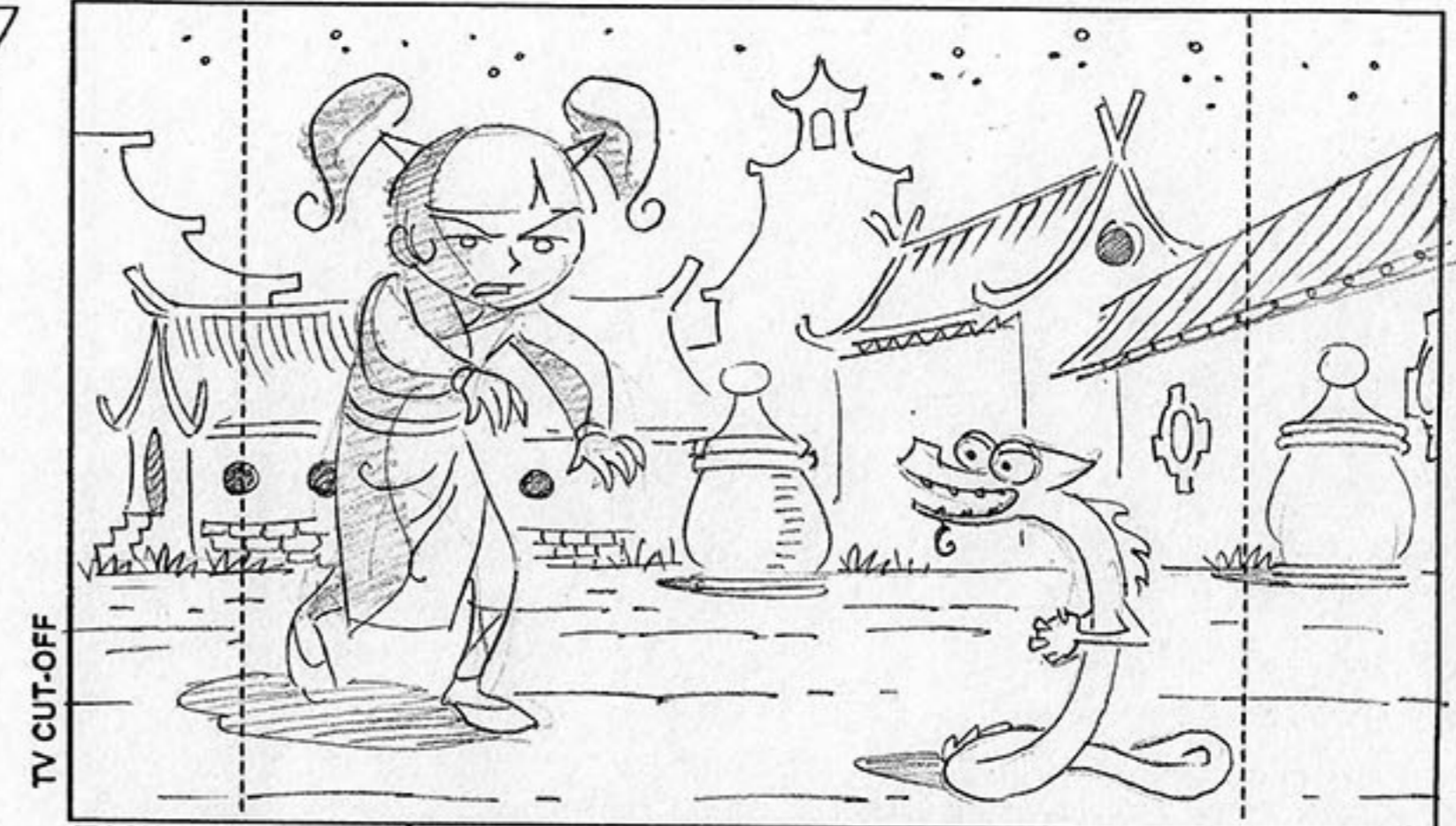
THANKS! CUT COUGH AT END DIAL
 COM PIM 224

(bx)

(bx)

PIM 225

H/U
 ▼ SCENE C19 B.G.



TV CUT-OFF *DX GROUND SHADOWS | PANEL 1

WIDE - Kimiko approaches Dojo

DOJO: So if I could re-sootify—

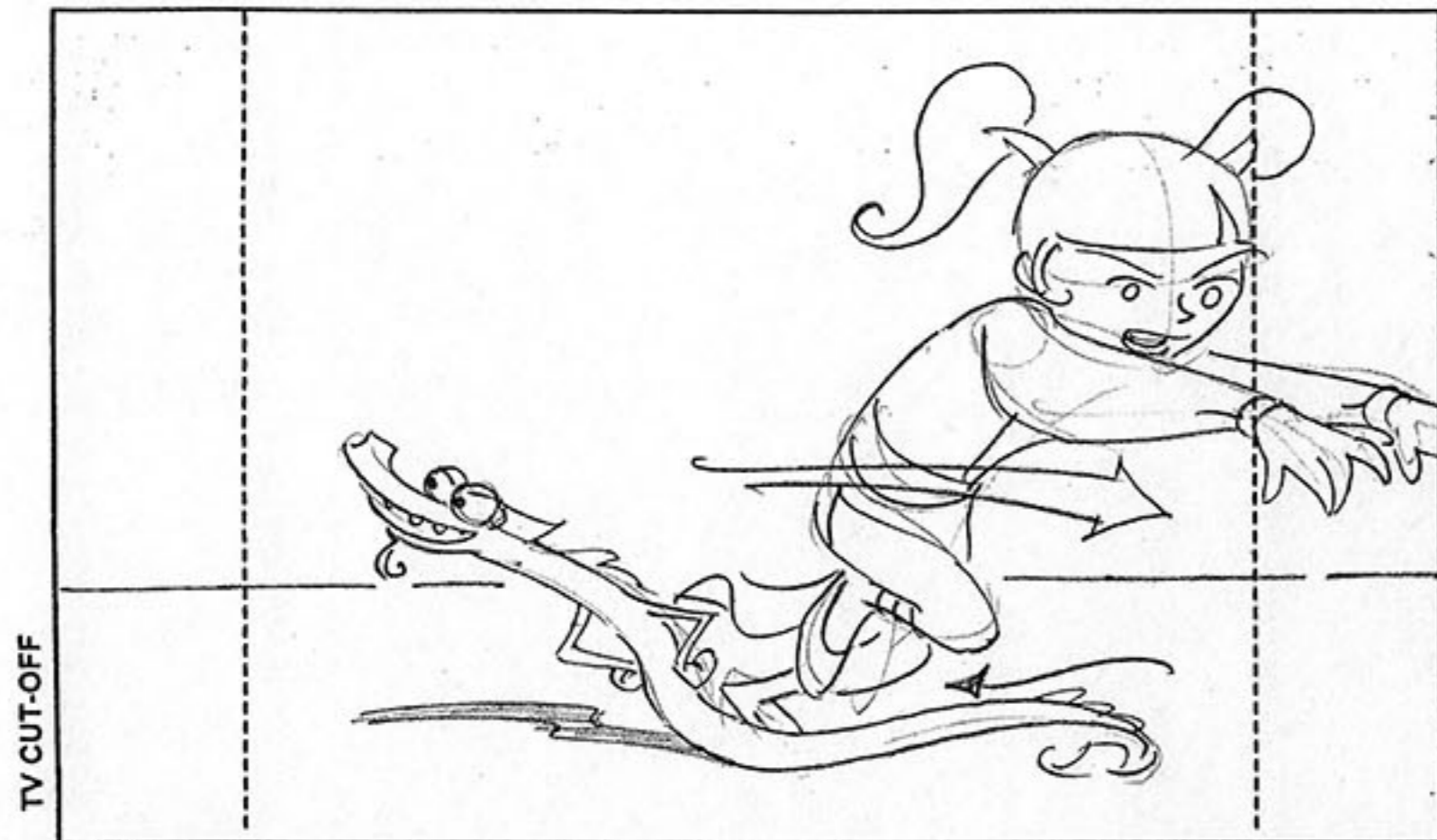
16 : 9 Widescreen Format

257308

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SCENE C19 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 2

ACTION

Dojo dives under Kimiko's reach.

DIAL

— the Sapphire Dragon... (cough) It might go back —

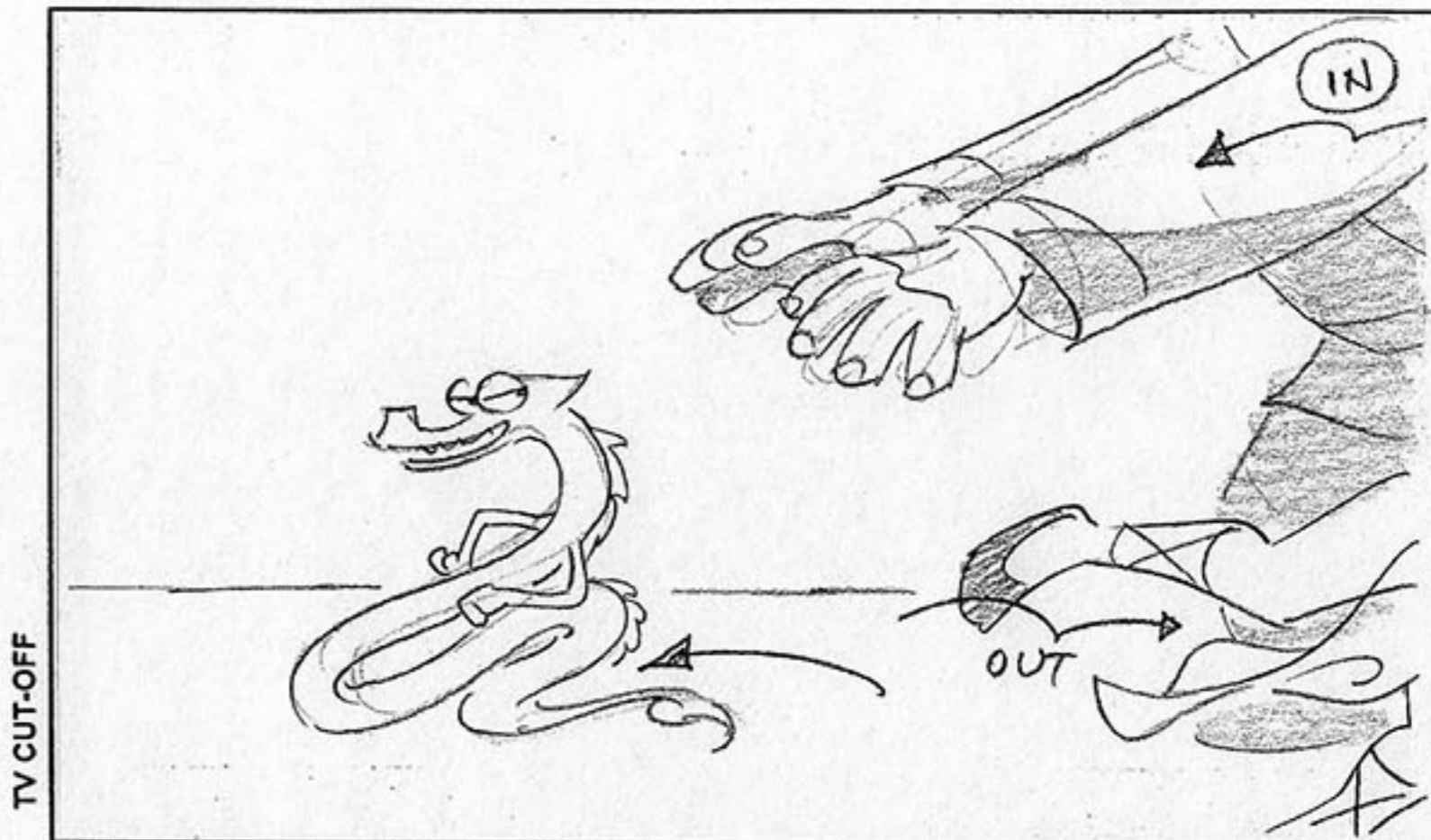
TIMING

Com DIM 225

TRACK! cut cough here

SCENE C19 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 3

Kim stumbles OS as Clay enters

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X I A O L I N SHOWDOWN

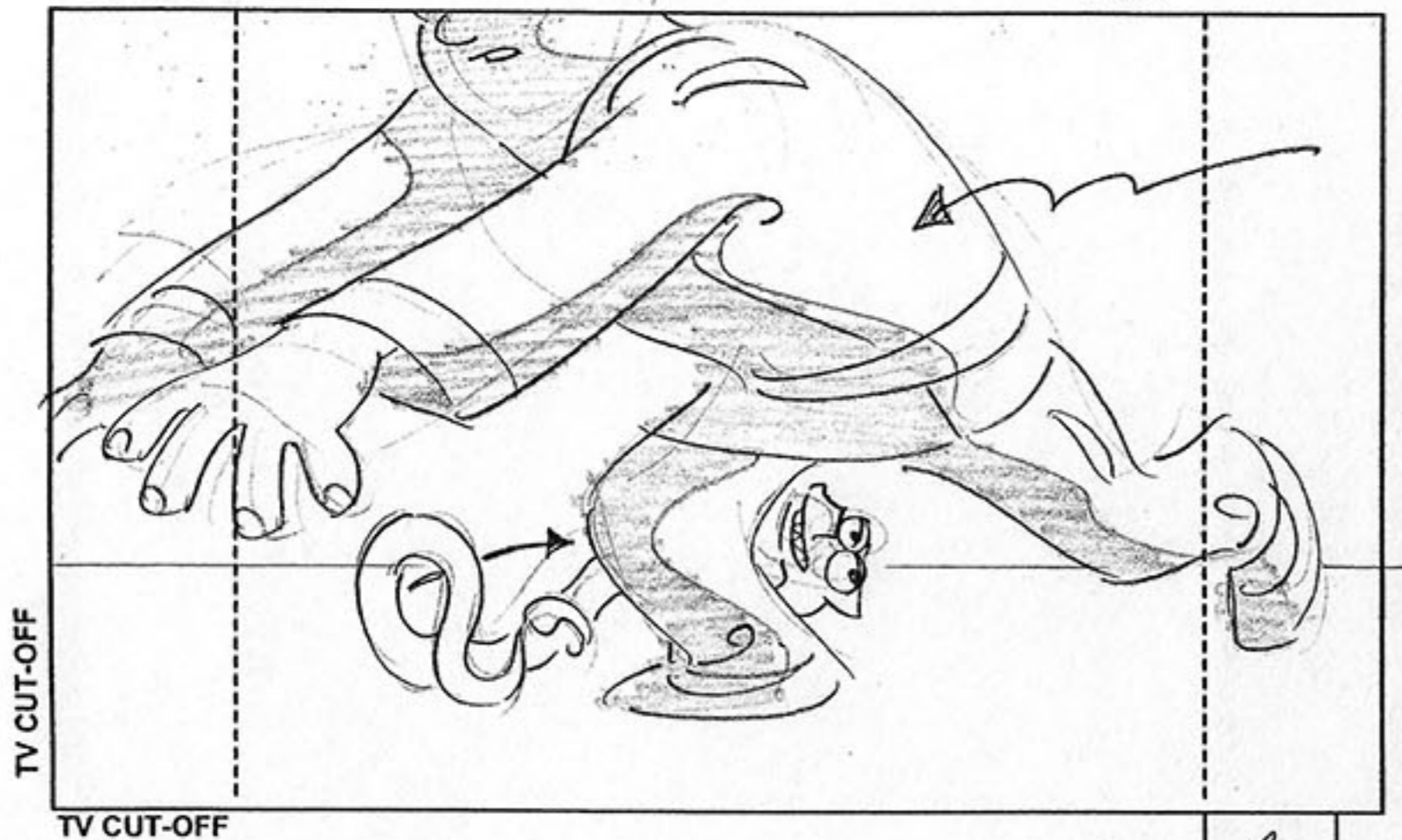
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PAGE C53

SCENE C19 CONT.

B.G.



PANEL 4

ACTION

Dojo leans back...

DIAL

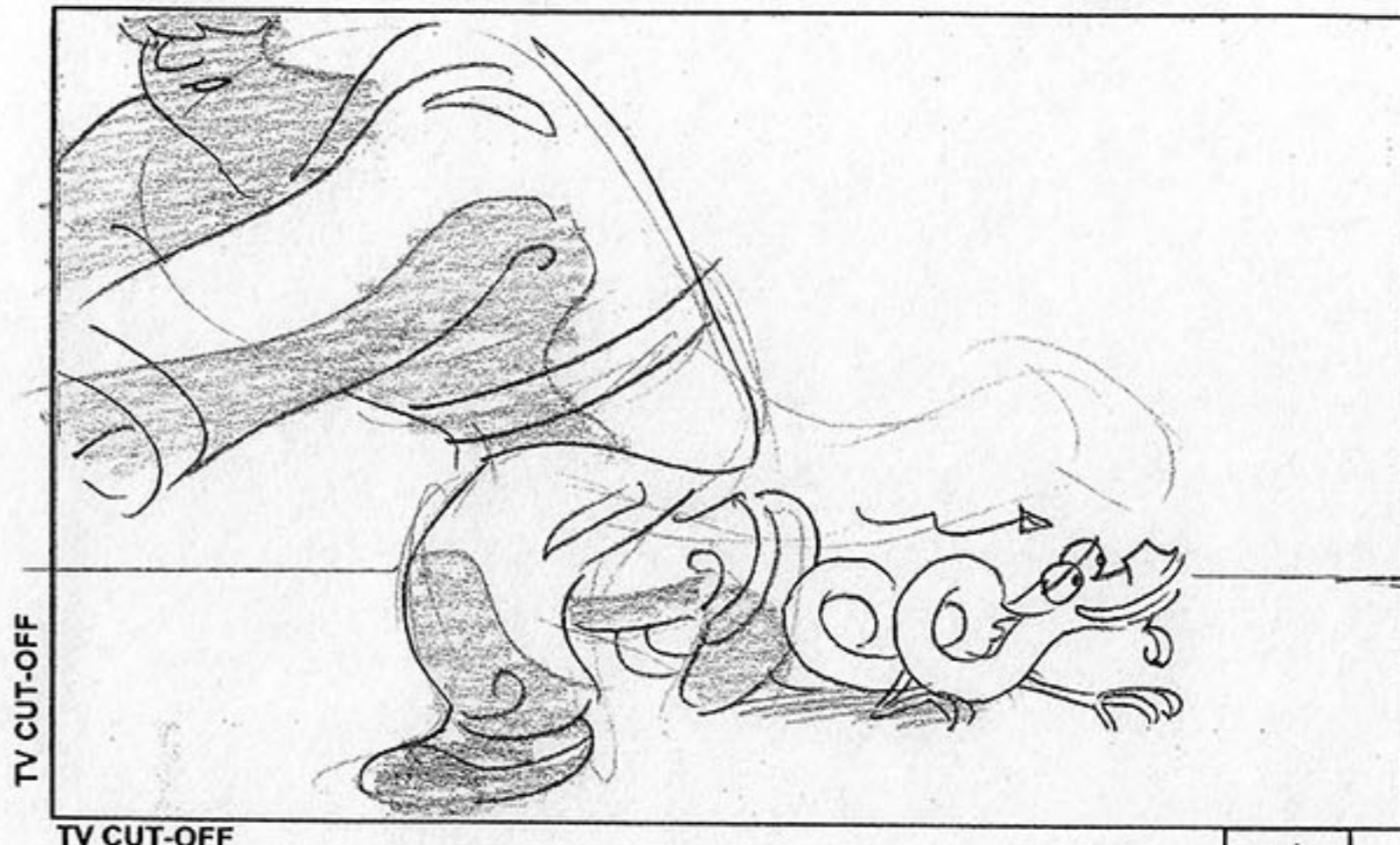
— to being —

TIMING

Cont Dial 225

SCENE C19 CONT.

B.G.



PANEL 5

... and twists between
Clay's legs

— a harmless truble —

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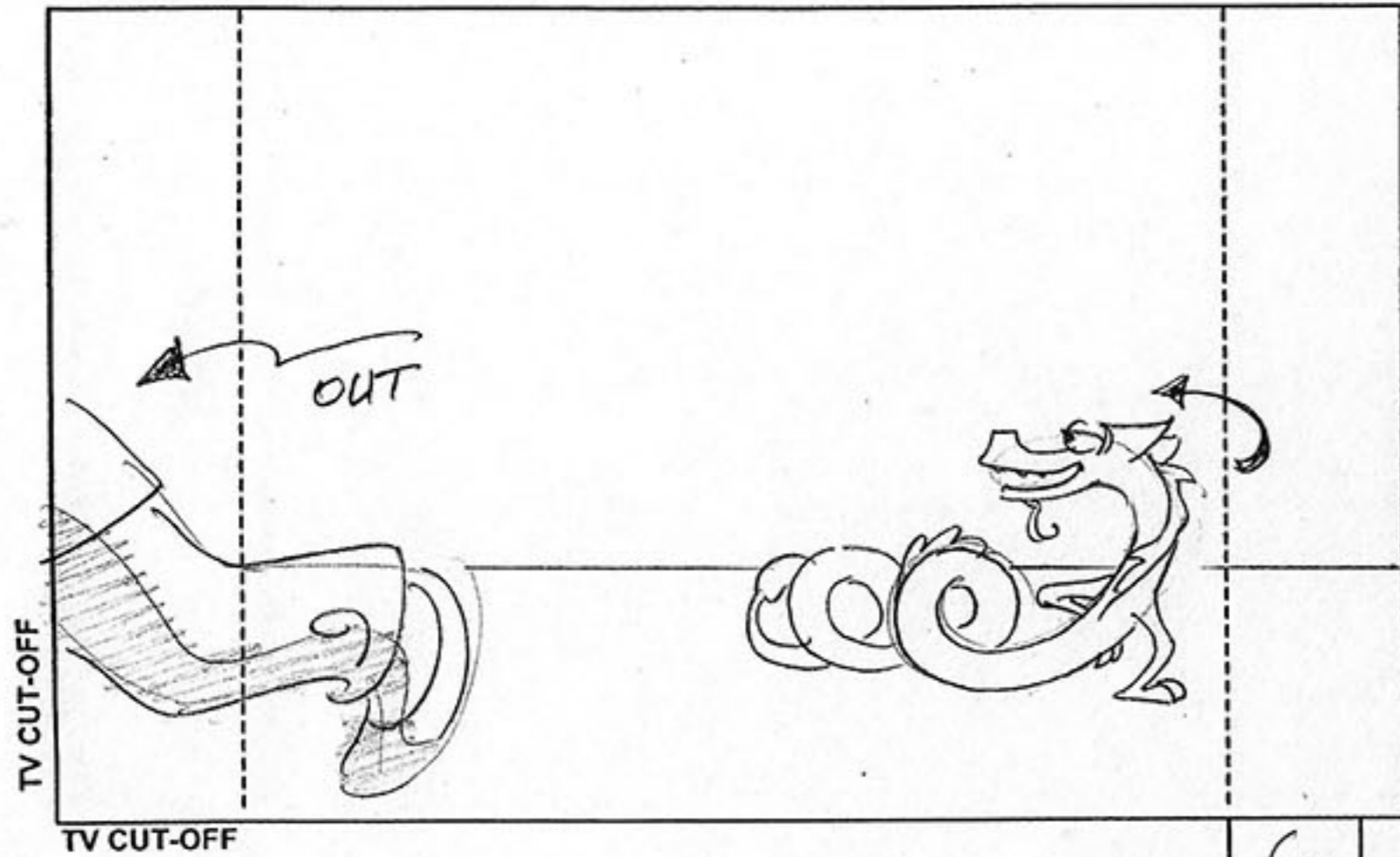
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SCENE C19 CONT.

B.G.



PANEL 6

ACTION

Clay continues O.S.

DIAL

-again! And that-

TIMING

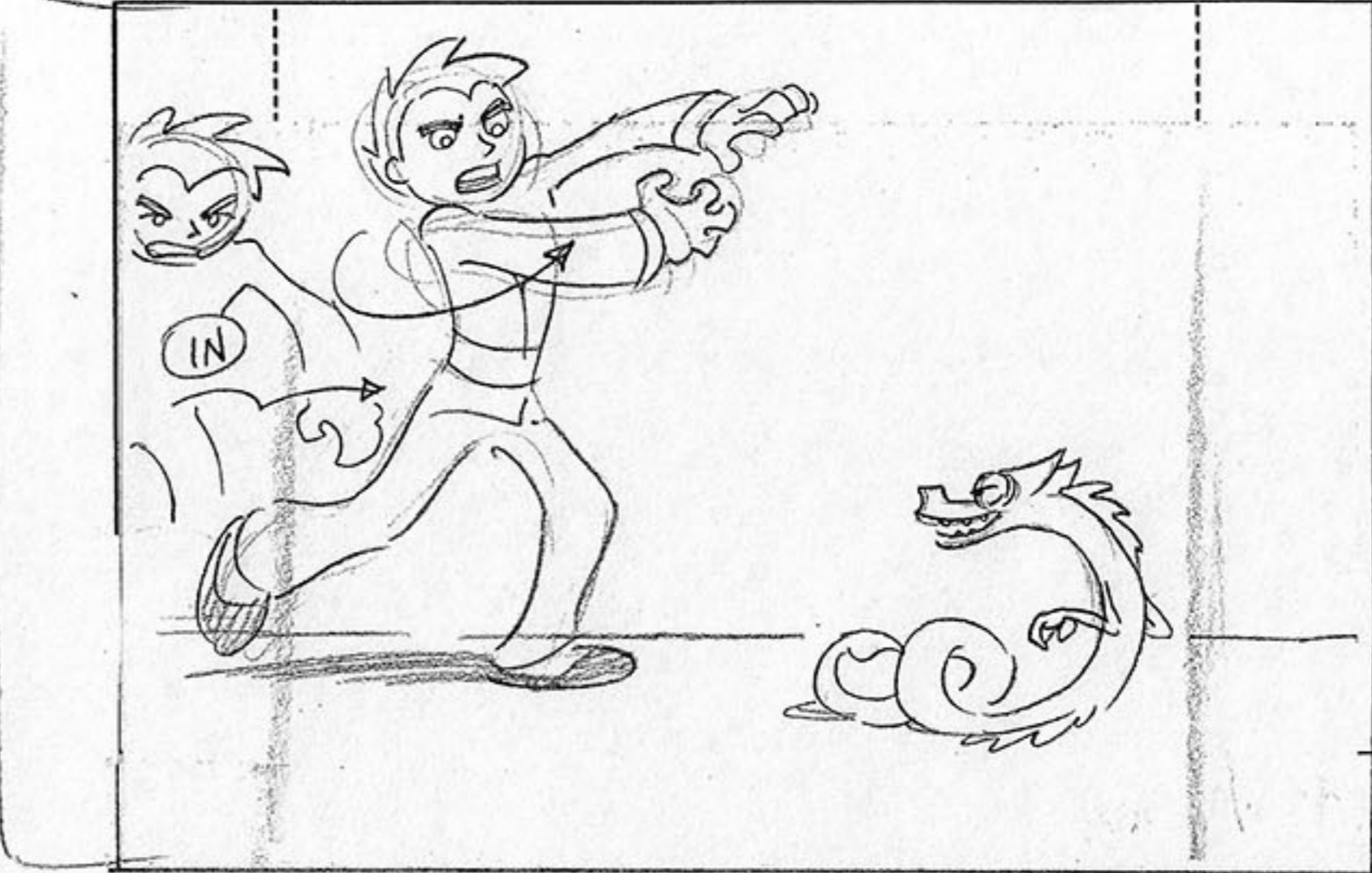
CON DM 225

~~ASX~~

DM 226

SCENE C19 CONT

B.G.



T.V.C.

Rai enters, swinging at the air

PANEL 7

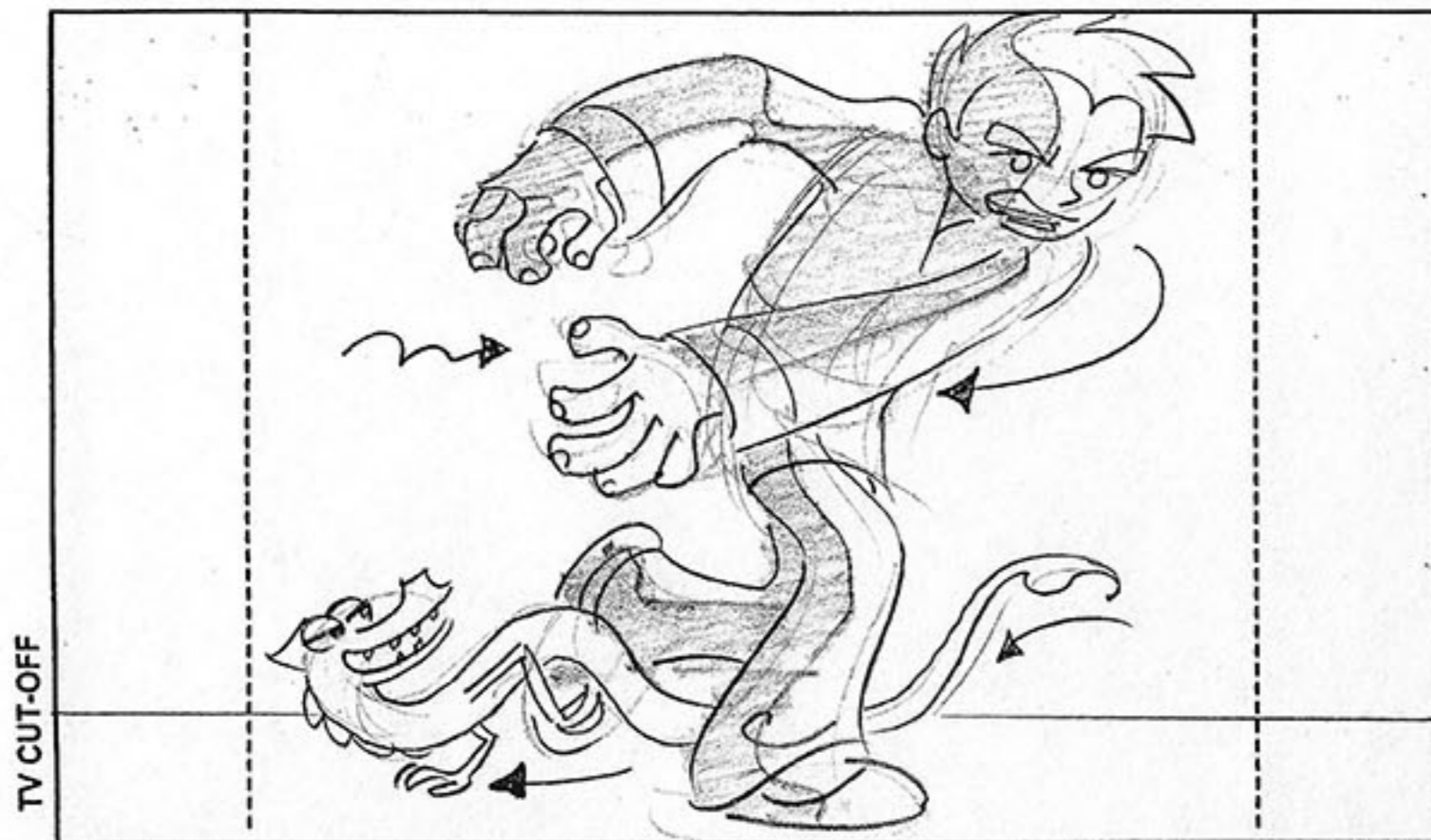
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SCENE C19 CONTI

B.G.



TV CUT-OFF

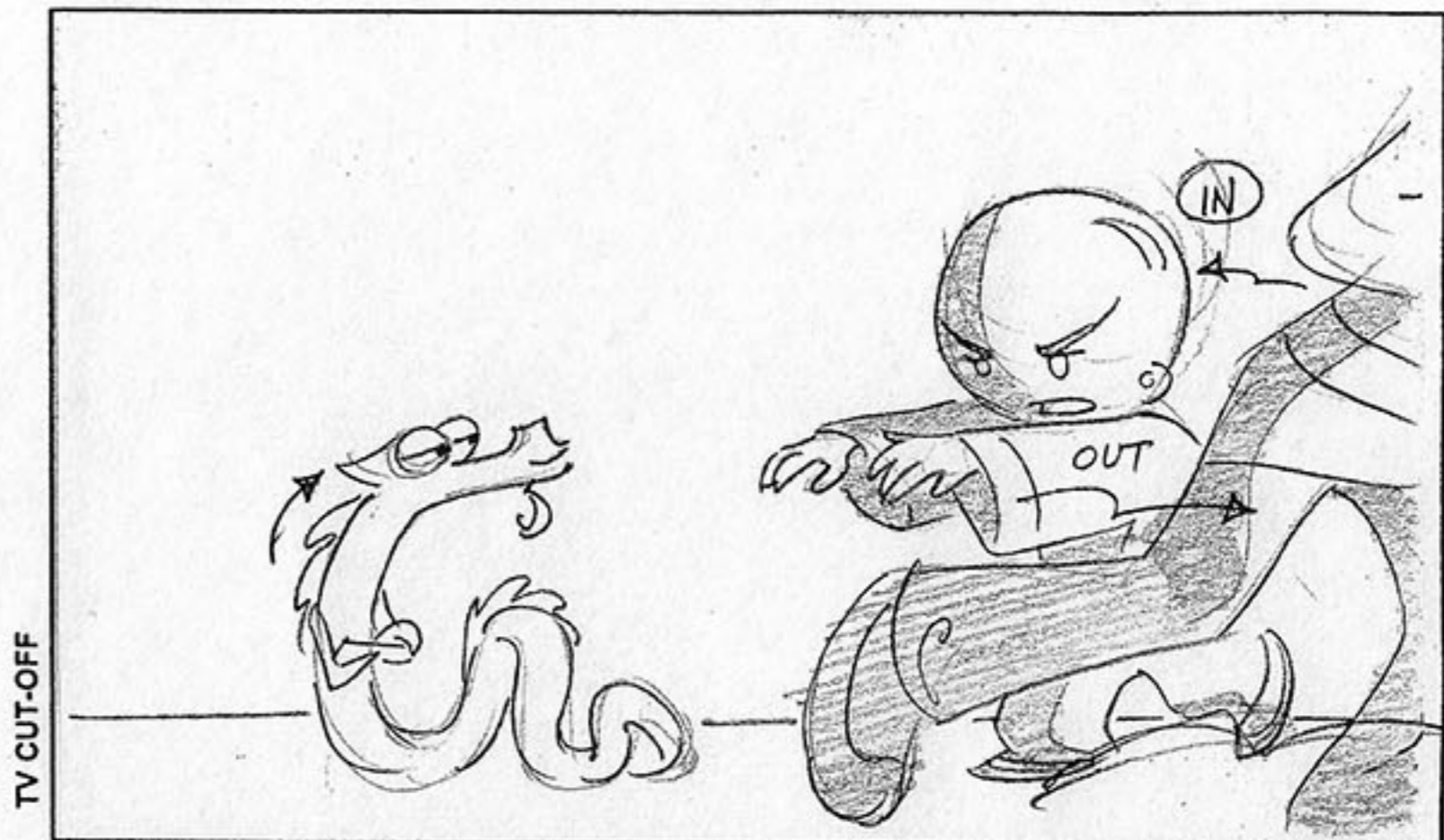
PANEL 8

ACTION

Dojo easily twists between Rai's legs

SCENE C19 CONTI

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 9

DIAL

- un-sapphire-y friends!

1⁸

TIMING

COM DIA 226

2⁸

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SCENE C19 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 10

ACTION

Dojo inhales as Omi looms over him

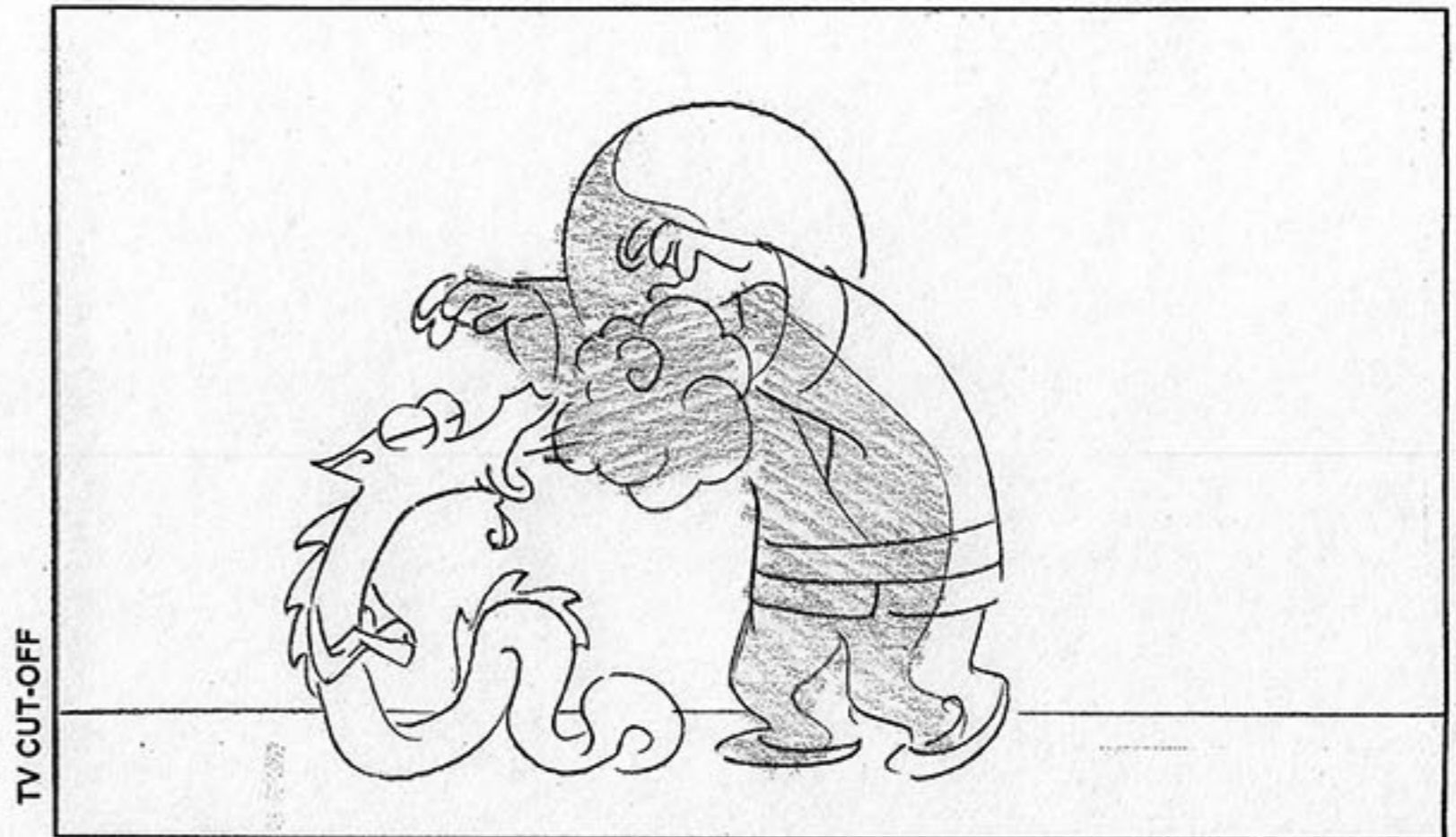
DIAL

10

TIMING

SCENE C19 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

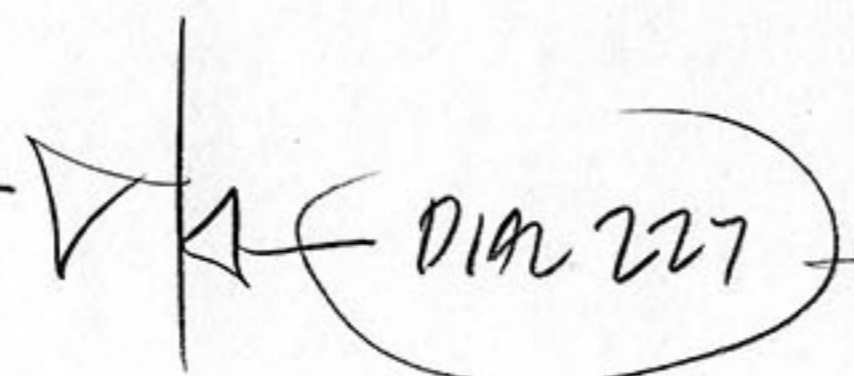
PANEL 11

Dojo coughs into Omi's face - an opaque soot cloud emerges

DOJO: COUGH!

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SCENE C19 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

OPAQUE SOOT

PANEL

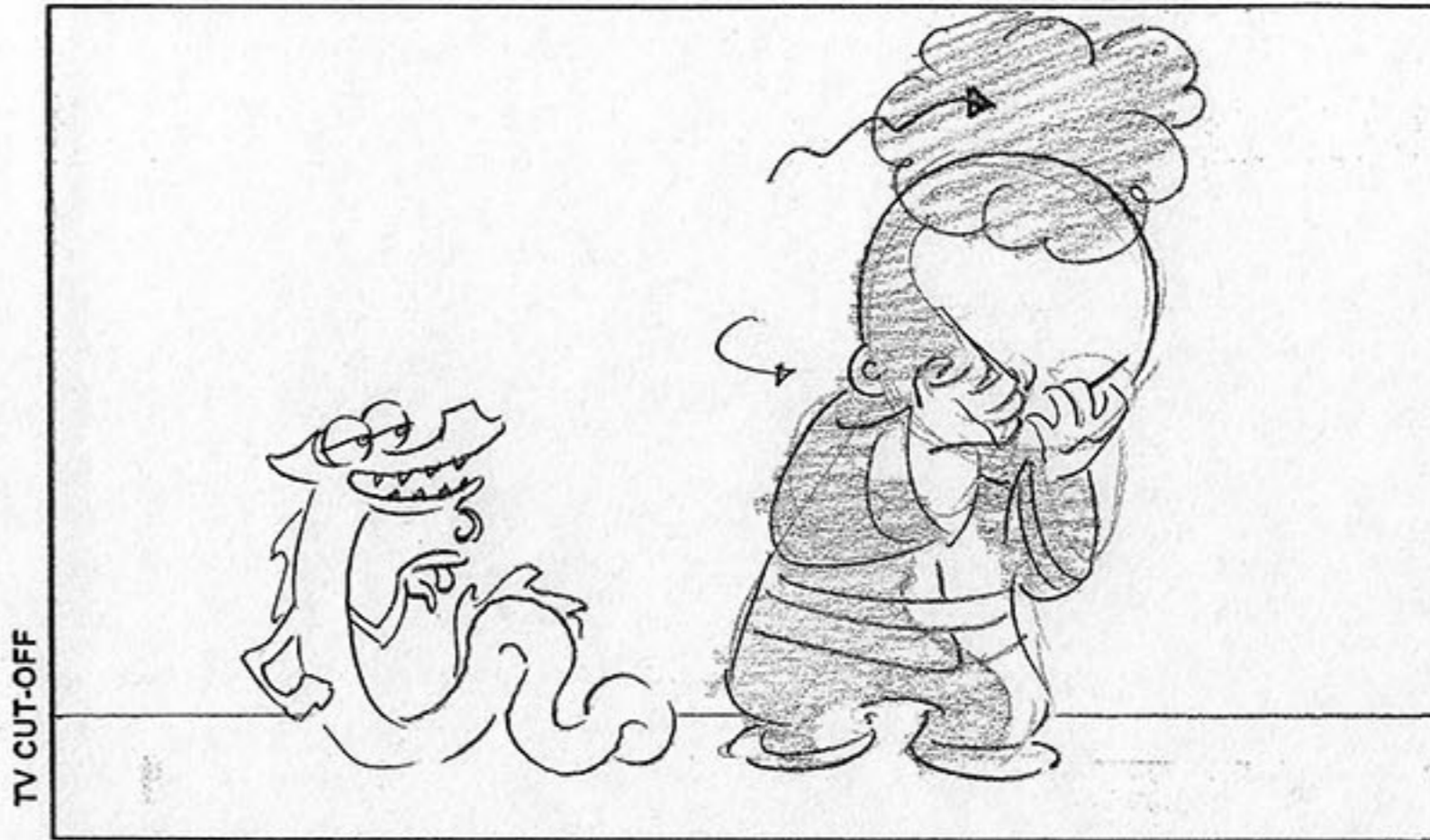
12

ACTION

Omi reacts in pain as the soot cloud floats across his face

SCENE C19 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL

13

DIAL

DOJO: Thanks, pal—

Omi turns away from Dojo

—I owe ya one!

TIMING

COM DIA 227

16 : 9 Widescreen Format

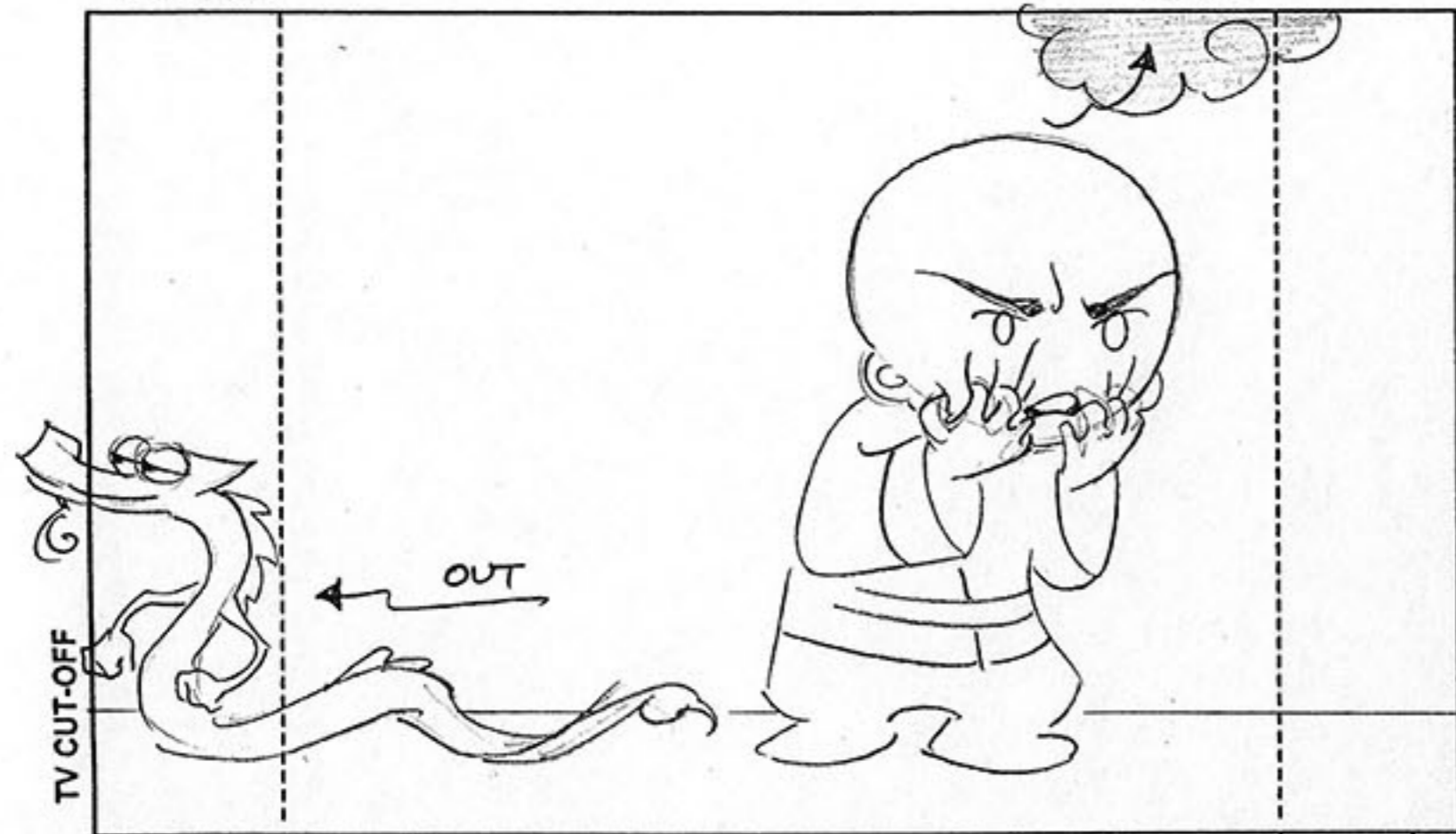
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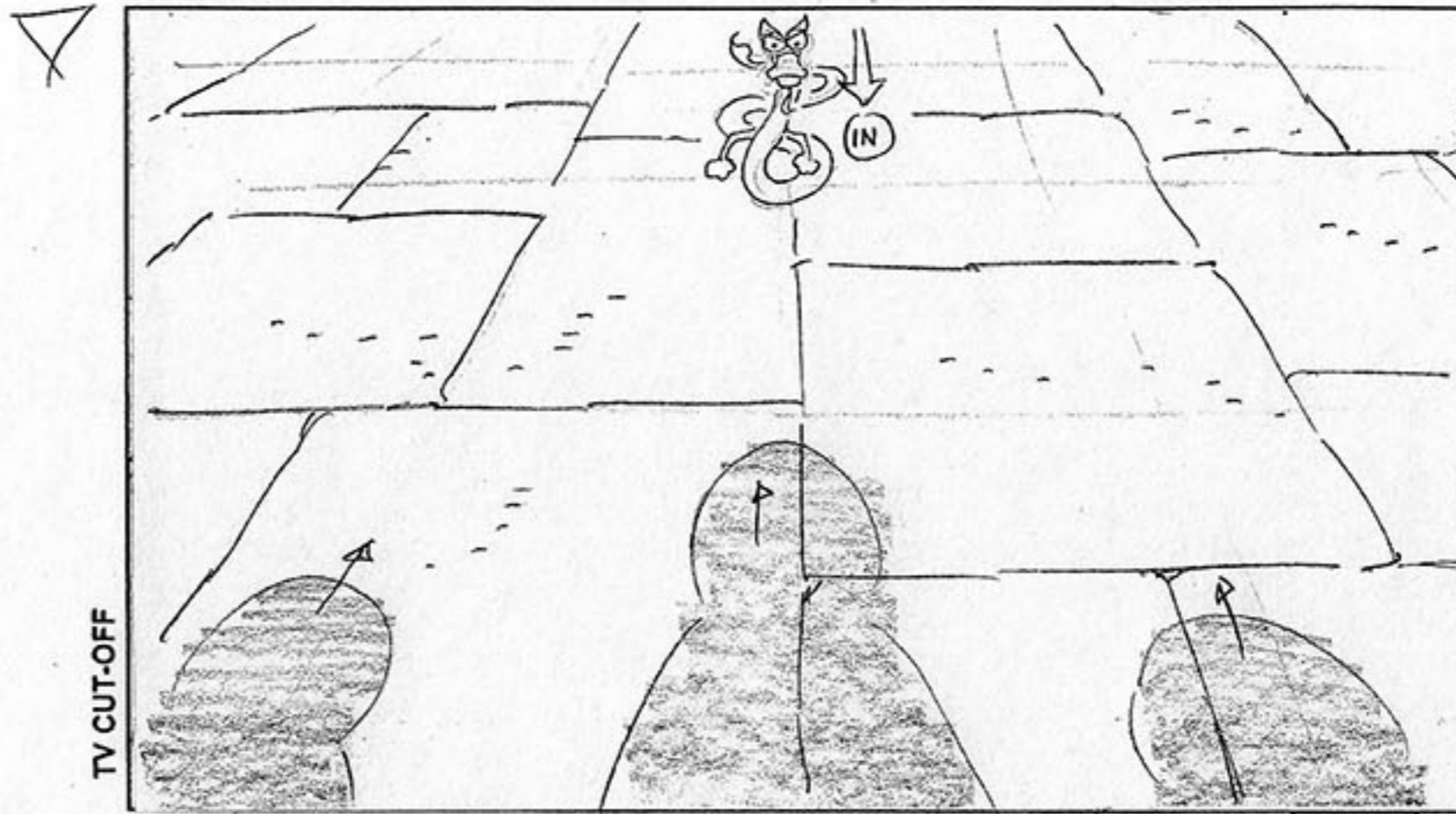
SCENE C19 CONT.

B.G.



SCENE C20

B.G.



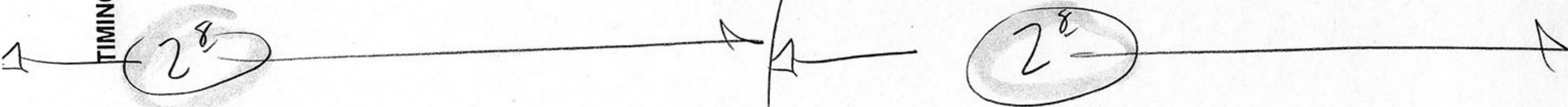
ACTION

Dojo slithers O.S.
Omi claws at his face

DIAL

Dojo moves into scene
toward DX monk shadows, which
ADVANCE. (Start positions shown)

TIMING



16 : 9 Widescreen Format

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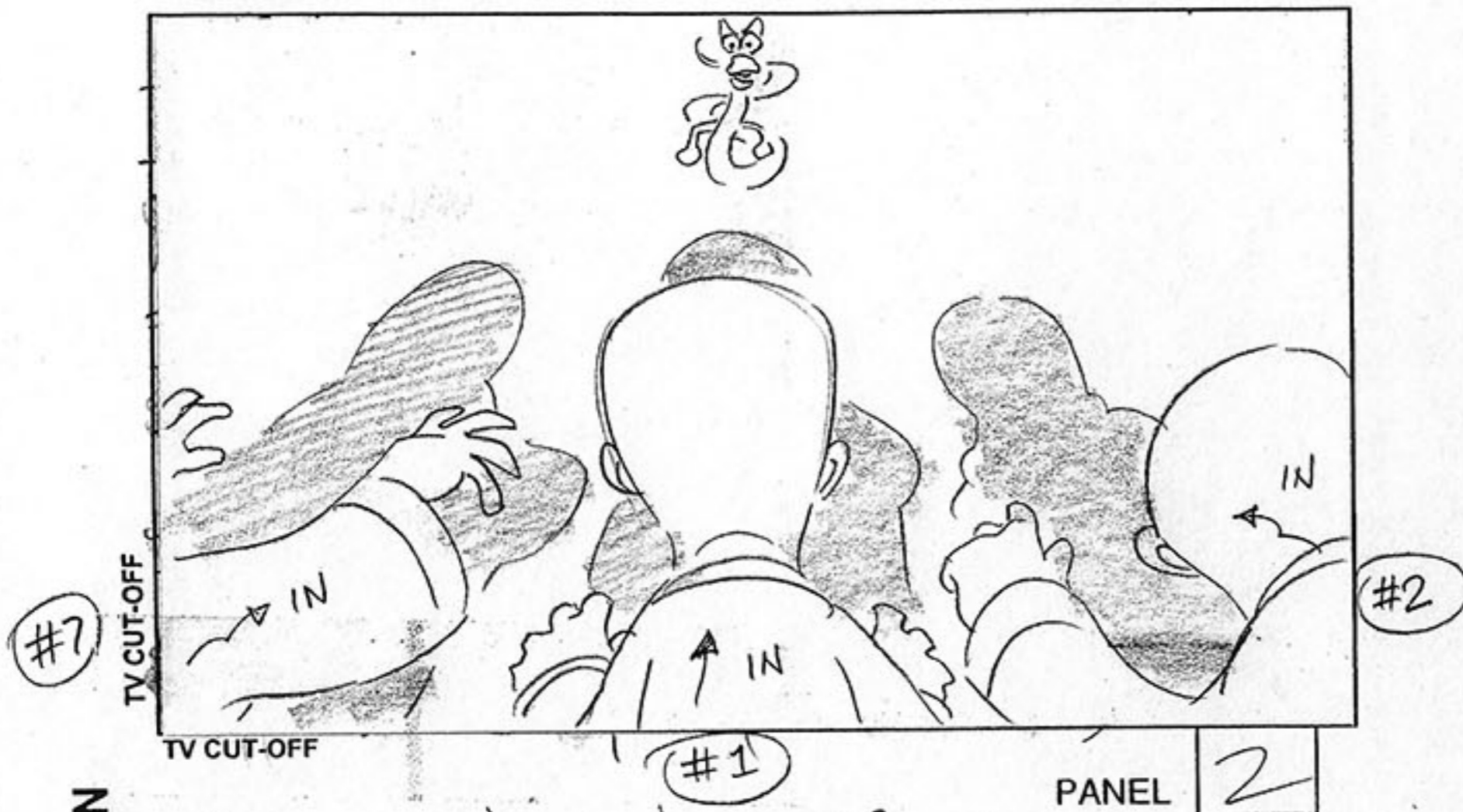
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SCENE C20 CONT.

B.G.



ACTION

Dojo readies himself as the Monks approach him

DIAL

Dojo: Okay, Dojo, this is it.

TIMING

DIA 228

H/V
▽
SCENE C21

B.G.



Dojo looks at the statue-ized monks & the Sapphire Dragon

BACKLIT
MOON FX
& DRAGON
EYES

DOJO!
Reach deep down and find -

16 : 9 Widescreen Format

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C21

CONT DIA 228



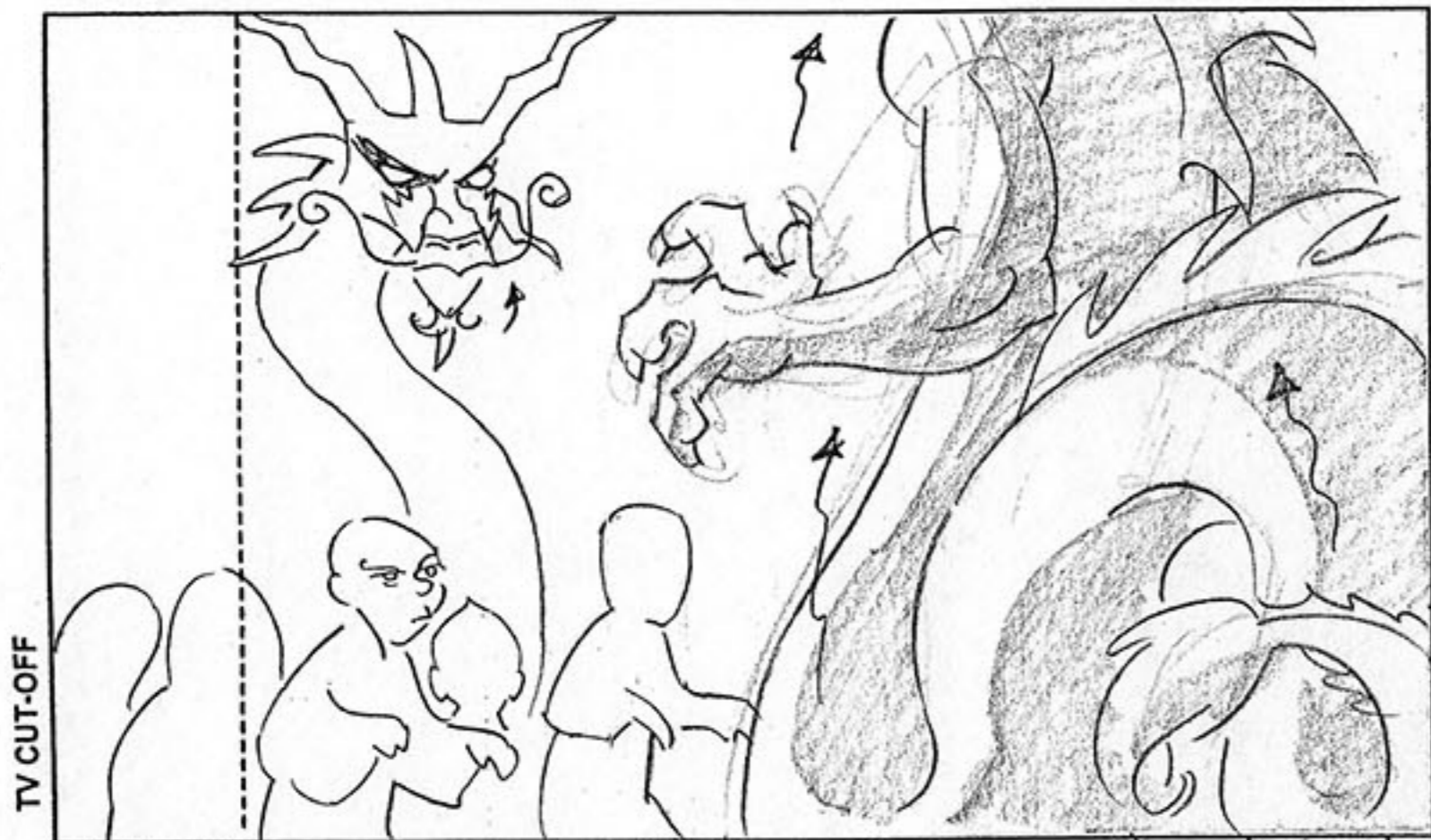
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SCENE C21 CONT.

B.G.



TV CUT-OFF

PANEL 2

ACTION

Dojo grows to his large size - the others tip their heads up to follow

DIAL

- that fire within!

TIMING

CONT DIA 228

8x

6x

DIAL 229

THANK! CONT WHAT'S AT START
+ END OF DIA 229

H/U



SCENE C22

B.G.



TV CUT-OFF

TV CUT-OFF

PANEL 1

Dojo yells...

DOJO: EAT HOT SOOT!

16 : 9 Widescreen Format

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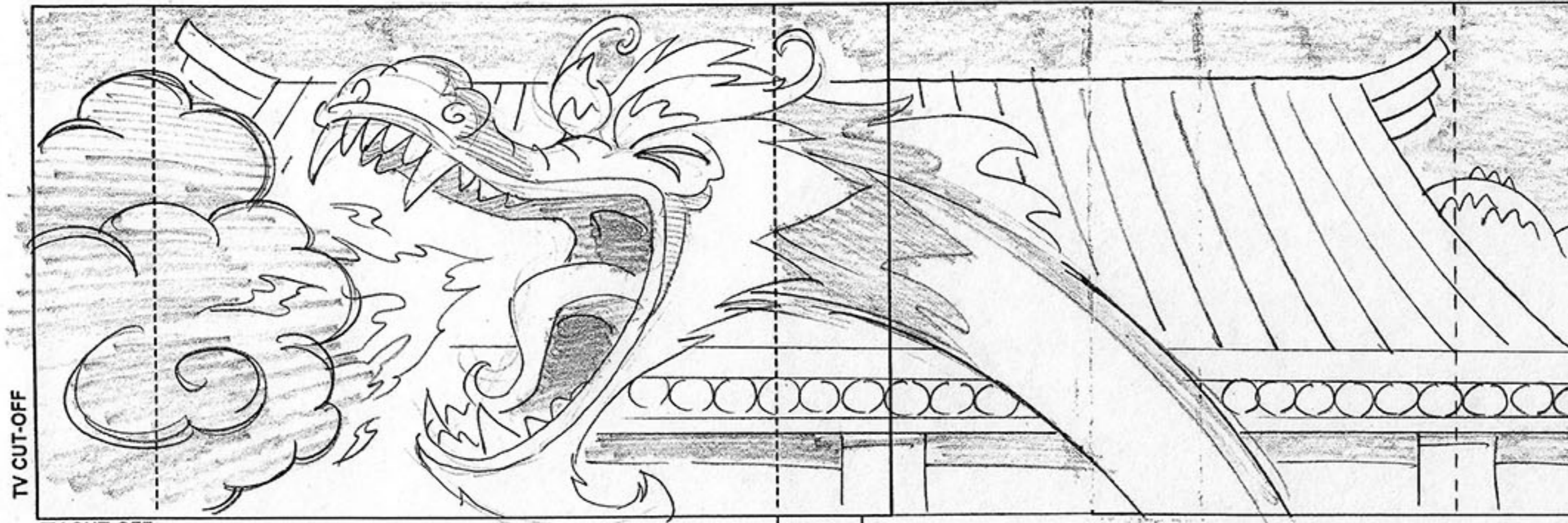
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SCENE C22 CONT.

B.G.



TV CUT-OFF

TV CUT-OFF

* OPAQUE
SMOKE
* BOT LIT POJO
FLAME EFX

16 : 9 Widescreen Format

ACTION

POJO:
COUGH!! STOP
(2nd)

PANEL 2
← PAN

... AND LEANS FORWARD
to cough out a cloud of
soot (with a little
backlit flame)

DIAL

Hold
fx → PAN B.G. ← Hold
16x

TIMING

fx → (230) → THANK! COUGH ONLY → (2nd)

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