Ok. Intro.

First, the lights. They start immediatly as the intro starts.

Boring\_bot represents the “normal” bot.

Then, we have writing happening. Thats where the writing sound fx come in.

Sonny\_dissapointed should be used when tom says fine.

Intro door steps should start at the beginning of still8.

Garb\_dissapointment happens at still9, where garb is falling into the trash.

Sonny\_ah, should be used in the beginning of the frame where tom throws garb out.

Garb\_smash happens at the start of the last panel where garb gets totally trashed.

Now, this one gets interesting. Right at the start of the intro, Both wisps songs will be playing. However, the dampen version will have 0 volume. When the door is closed (aka the beginning of still9), the volume of the normal wisps should be 0 and the dampen version will be full volume. This way it sounds like the normal version becomes dampened.