Cookie: Sitting down to eat the cookie her mother baked for her.

Chip: Tiny bike. Chip on his shoulder. Won’t let no girl eat no cookie he want!

Ending: Cookie does not crumble THE COOKIE, she offers half, but eats it in front of Chip.

Try to keep at 24 shots or fewer.

Experiment with changing the setup: Say, Cookie sits down in park to eat her cookie. Chip’s shadow comes over her. Grabs the cookie, but Cookie still clings to him as they walk away. He punches her off, fight begins as before.

Current notes:

Shot 1 (Panels 01-04): Lower angle, flip. Stagger intro slightly?

Shot 2 (Panel 05): Flip, move to after shot 4.

Shot 3 (Panel 06-09): Flip. Merge with Shot 1?

Shot 4 (Panel 10-18): Change to ¾ front. Cookie stomps on Chip’s head from o.s. Chip throws her off. Don’t keep the close-up challenge from Cookie. Add shots if needed.

Insert shot 2 here.

Shot 5 (Panel 19-21): Flip.

Shot 6 (Panel 22): Remove or change.

Shot 8 (Panel 31): Make an insert, close-up on swept leg. Then return to Shot 7 to show fall.

Shot 11 (Panel 38-48): Change angle.

Shot 13 (Panel 52-54): As 11.

Shot 14 (Panel 55-62): Change punch to two-handed bash, have Cookie stay put and not travel with Chip. (Add another shot?)

Shot 16 (Panel 70-71): Change to same angle as shot 18.

Shot 17 (Panel 72-73): Remove.

Shot 18 (Panel 74): Flip.

Shot 20+ (Panel 75+): Keep shot 20, but have Cookie keep half of THE COOKIE and offer half in reconciliation. Then she eats it in front of Chip. Adjust boards respectively.

Sent to Jeanette:

Hey Jeanette!

Sorry for the long wait on the storyboard reviews. We needed to do a lot more talking than I realized to get to a comfortable point. We're adding and altering some things in the set up to get a better grasp of what we want for the characters. First off, their motivation hasn't been realized just yet. (Also the characters have been named)

Chip: The "Biker Guy," has always been a big imposing man and used to get respect among his biker friends. However, that was before they saw the size of his bike, which is ludicrously small compared to him, and they began teasing him for it. Feeling the pangs of shame, he goes to a park to cool off when he sees a little girl with a delicious cookie in her hands. Wanting to have some control in his life, he tries to take it from her.

Cookie: The "Little Girl," had been relaxing and playing in the park. Her Mom baked her some cookies and she was saving the best one (THE Cookie, as it will be referred to) for last. After some rigorous play she sits down and get ready to eat when Chip comes over.

Important notes: We want Chip to own screen right and for Cookie to own screen left unless otherwise needed. So, there needs to be some horizontal flipping to the boards to keep with this.

We wanted to have the set up appear slightly differently, perhaps with Cookie and some establishing shot to settle the audience in. She is in possession of the Cookie when Chip, this obstacle from her goal comes in. Like before, he needs to strike first, then she will be justified for striking next. That cool little split screen would be appropriate for when Cookie and Chip square off, but at that point it would be Cookie's battle. The fight sequence is nice and doesn't need any changes unless the previous boards call for it. The only problem we had with it was the strange jump cut from Cookie's dodge to her sweep of Chip's foot. People were confused by it in terms of whether it was a cut or a crane down, and we had trouble envisioning it. When it comes to when Cookie and Chip are in the air, we want Cookie to strike Chip down, but not have her follow him down. It feels less powerful than if she were to say make two fists, slam them down on his head, and he goes flying downwards.

Other than that, I believe we also wanted some overall changes in camera height so we can get the sense that Chip is huge (low angles) and Cookie is tiny (high angles) until the fight, where it might be even and transitioning to Cookie in low angles or overwhelming the screen to show her dominance over him. Right now a lot of the shots are straight on, even level, or profile.

What do you think? I'd like your opinions as well. Oh, also, we've set a deadline to have the Animatic finished by December 31st.

-Robert Mariazeta