# Fencing duel

Setting

1. Fencing hall
2. Stage

Characters

1. A, protagonist
2. B, antagonist

Scene

1. Introduction and greeting(10s)
   1. B walks on stage and invites A for duel
      1. Raise left hand up and beckon A-take2
   2. B makes a stance and mocks A
      1. Holds left hand behind back while putting weapon at waist-take3
2. Combat(10s)
   1. A and B fights
      1. A draws sword and slash horizontally
      2. A Pulls back and stabs twice - take 6
      3. B draws weapon and dodges back
      4. B slashes upwards to knock the sword out - take 8/9/12
   2. B disarms A
      1. B Swings hard and knocks A weapon out of hand - take 14
      2. Weapon to land where A picks it up
3. Pickup weapon(20s)
   1. B tells A to pick up weapon
      1. B uses weapon to point at fallen weapon - take 16
   2. A waits while looking around - take 17
      1. Look around left and right
      2. Look at weapon
   3. A picks up weapon and goes back on stage - take 17
      1. Walk to weapon
      2. Bend to pick up
      3. Walk back on stage
   4. A steadies a stance that is defensive - take 22 - joined with 28
4. Combat(10s)
   1. A and B fights
      1. Draw sword
      2. Lunge stab - take 28
   2. B loses and gets disarmed
      1. A swings hard and knocks B weapon out of hand
      2. A points weapon at B
      3. B throws away weapon
      4. B walks away angrily - 32-35
   3. A sheathe sword - take 29
   4. Ending

Lesser storyline and action sequence. Reduces intense combat scenes and makes it with weapons, thus easier to sync movements and use props instead.

take4-discard

Take 5 discard

Take 7 discard

Take 10/11 discard

Take 13 discard

Discard 19/20/21

Discard 23

24 meme material

Discard 30

Discard 31

Manually import every take and discard from the skeleton

Set 1 take as TPose state