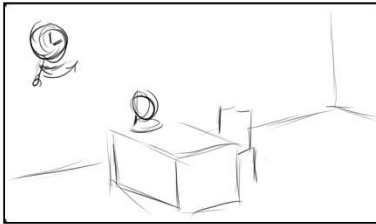
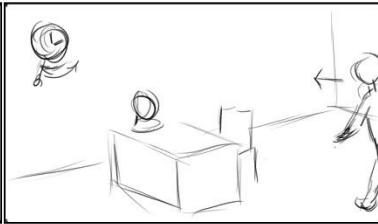


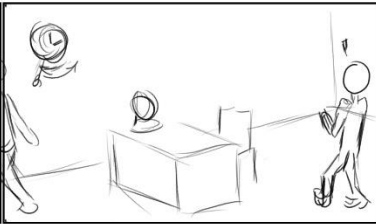
Camera pulls away
as animation starts



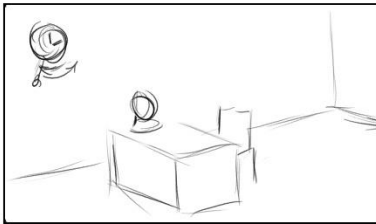
Camera rests here after menu.
Clocks has consistent motion through whole anim.
Can too



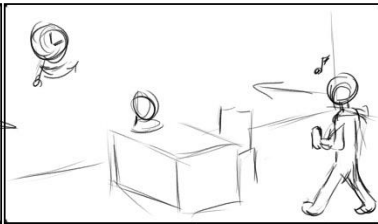
Character comes in



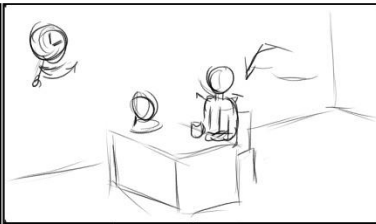
Realizes they forgot something



Leaves View



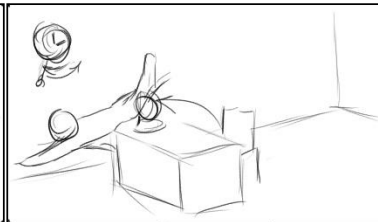
Appears in frame with a mug in hand.
Body sways side to side slightly



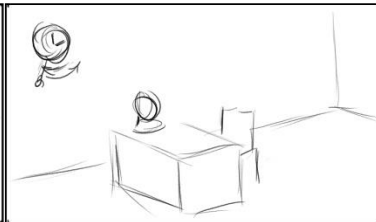
Sits down and looks around a bit



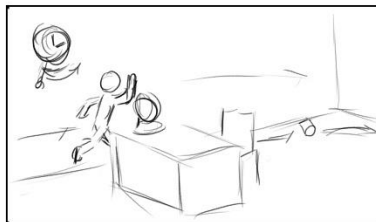
Goes to take a sip and burrs hand on mug.
Mug bounces off the desk.



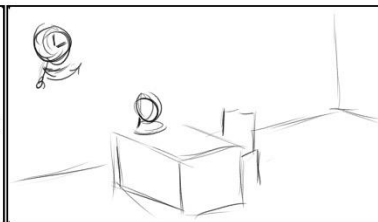
Guy leans over the desk to chase the mug



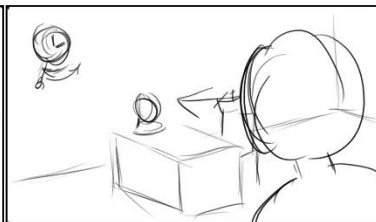
Camera shakes a bit



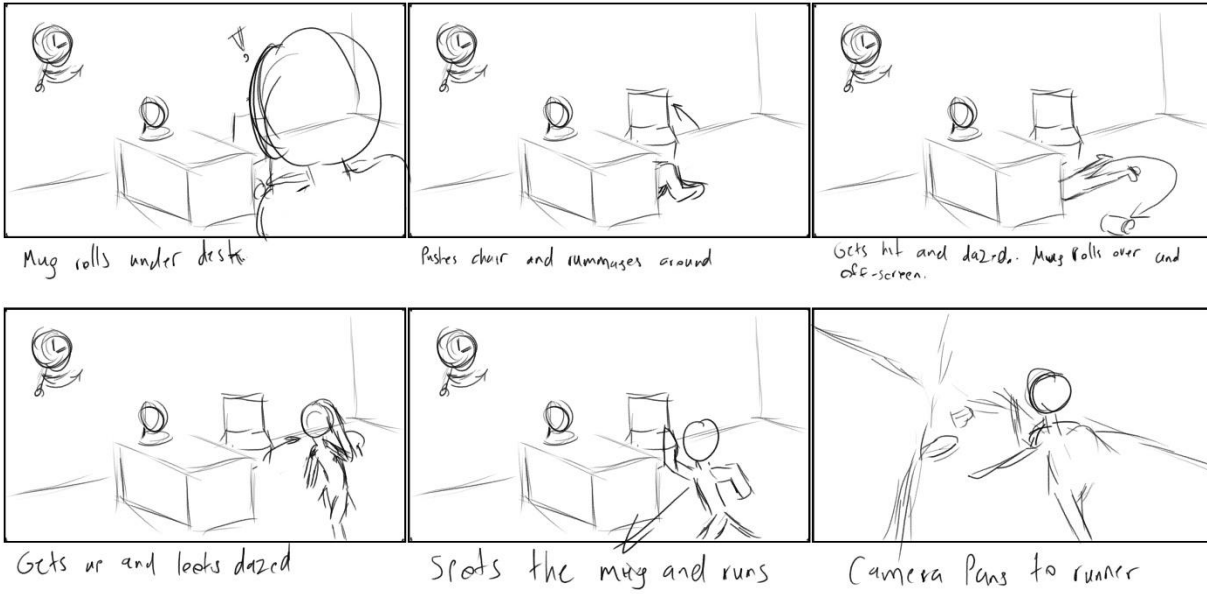
Mug comes rolling by with guy
running after it.



Camera shaking



Head appears looking around



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