**Timing/scenes**

**Intro scene**

* Fat cat eating food
* Raccoons pop up in window one-by-one and squint threateningly at cat

**TITLE: BANDITS**

**Main sequence**

* Dryer + underwear scene
* Transition
* Stealing technology scene
* Transition
* Bathtub + seashell scene
* Transition
* Cat food scene

**Exit sequence**

* Tri-split camera scene
* Parachuting raccoon
* Sliding down stairs
* Climbing out window

**Closing**

* Tied-up cat inching across floor
* Pawprints, fallen photo frames

**Post-credits scene**

* Pile of stolen goods
* Map marking what’s already been looted, and what they’re targeting next

**Links**

[facebook group](https://www.facebook.com/groups/cnm190bandits/)

[pinterest](http://www.pinterest.com/alyyassin/cnm-190-bandits/)

[github?]

[some sort of discussion forum]

**SUGGESTIONS (10/03)**

* soundtrack: “going through the laser music”
* camera angles: like zoom-out from laundry machine
* change technology scene maybe to other commonly lost things/random junk (keys, etc.) or to them taking selfies and putting the phone back or stealing toys
* seeing human stuff for the first time (cat toy)
* who are these raccoons?
  + see wall-e junk/ring scene, box trolls, borrowers
  + thieves, spies, they’re the reason shit is missing from my house and equivalence in their secret den/HQ (change post-credits: show what they do with their specifically stolen things)
  + **get people to empathize with raccoons**
* brevity
* pursue all these different directions (type up diff. scenes/stories) and explore
  + story
  + character design (**explore different shapes, styles**); archetypes = free reads
* **TO-DO: iterate iterate iterate**
  + asset list with models we’ll need and what their function is (how much detail will we need to put in them)
  + CHARACTER DESIGN LOTS OF CHARACTER DESIGN (how many raccoons do we want?)
  + STORY
  + set design: houses, rooms, etc. — what can we draw and what do we need to model?
  + concept art & style?
  + **designated meeting time/day**

Overview of the future

* October: modeling, videotape ourselves (raccoons… reference trip?)
  + Come up with workflow/process flow and figure out what we need to do
* November: animate, prototype lighting and stuff
* December: do stuff over winter break

**SUGGESTIONS (9/26)**

* get to point quicker: purpose, introduce characters more quickly (cat, raccoons)
* look at *James Bond* films & credits for scene transitions (shutter for transitioning between scenes)
* why would a raccoon take a selfie? stealing electronics instead?
* maybe take out some time for that and put it in the beginning: raccoon pushing other raccoon through door in beginning; 68th annual bandit games
* scenes
  + bathtub scene: Bond girl raccoon with wig (hair and seashell)
  + cat food scene: make baby raccoons more realistic looking
  + establishing shot: cat fat in the house and then making eye contact with the raccoons through the window (heads popping up in windows)
  + don’t need the bandit games thing; instead show map with x’s on houses and big circle on the next one
  + punchline: make it more destroyed
  + post-credits: maybe add something ridiculous in their loot (statue of David)
* inspiration
  + Penguins (from *Madagascar*) — how do they interact with each other, transitions, movement, character design
  + sly cooper raccoon video game