

# Typical Production Storyboard (1 of 7)

☒ ORIGINAL ☐ REVISION

PAGE 1 ★

SC. 1 A

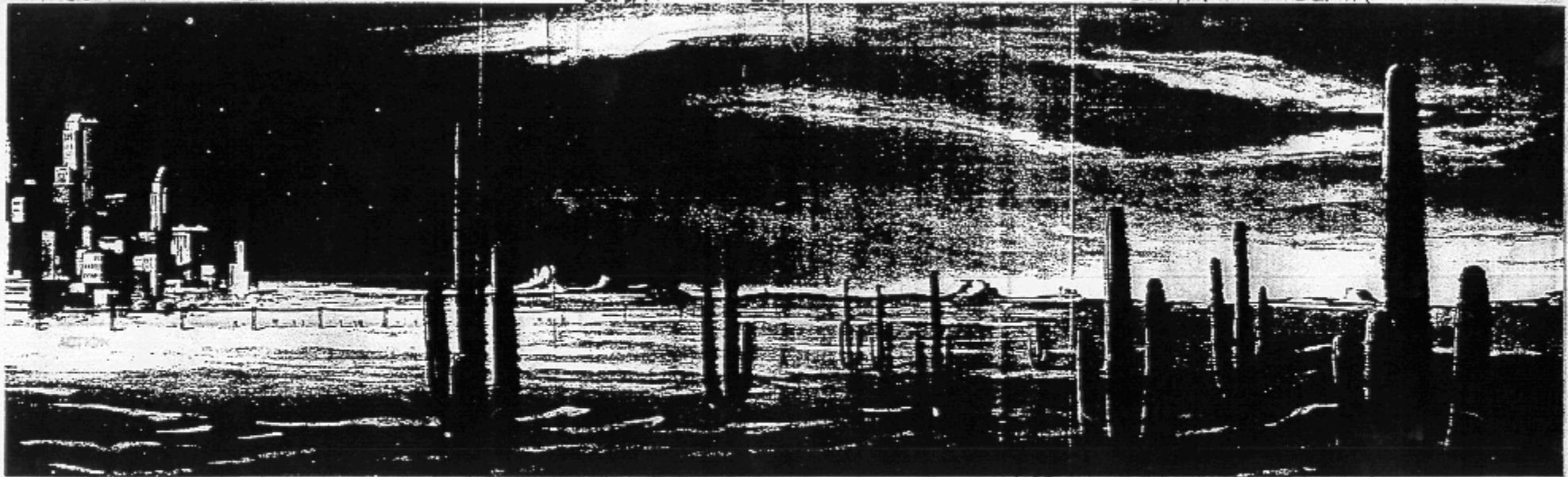
BG.

SC. 2 A

BG.

SC. 1 A

BG. 1 A



← PAN LEFT \* START

SLG

OPEN!

SLG

V/O: OUR STORY BEGINS  
ON THE OUTSKIRTS OF ~~THE~~ THE CITY...

SLG

TRANS

(NIGHT SCENE)

TRANS

PAN LEFT ACROSS DESERT TO CITY

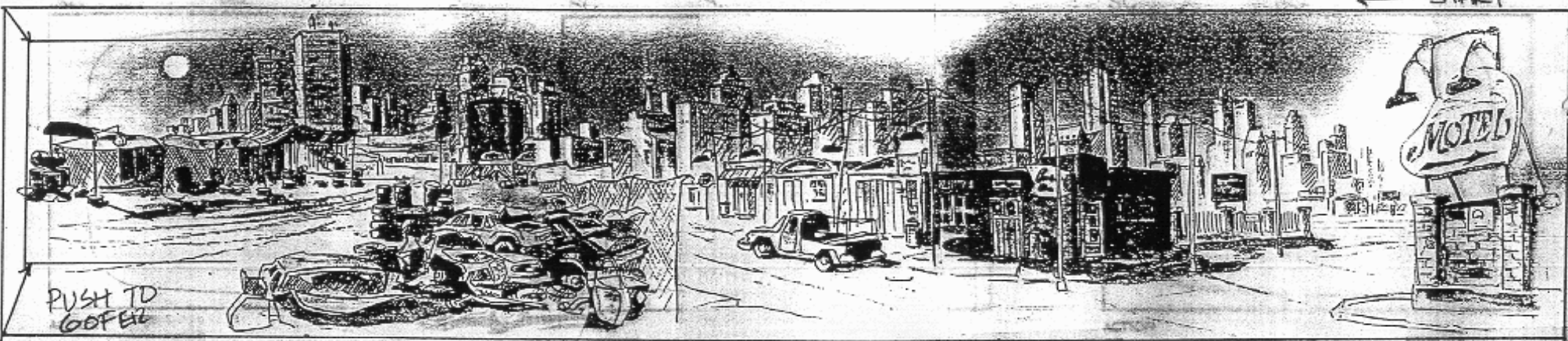
TRANS

# Typical Production Storyboard (2 of 7)

☒ ORIGINAL ☐ REVISION

PAGE 2

← START



(SLOW ZOOM IN)

DIAL

DIAL V/O: (CONT)

... IN AN ABANDONED JUNK YARD

SLG

(NIGHT SCENE)

SLG

DIAL

← PAN LEFT

SLG

TRANS

TRANS

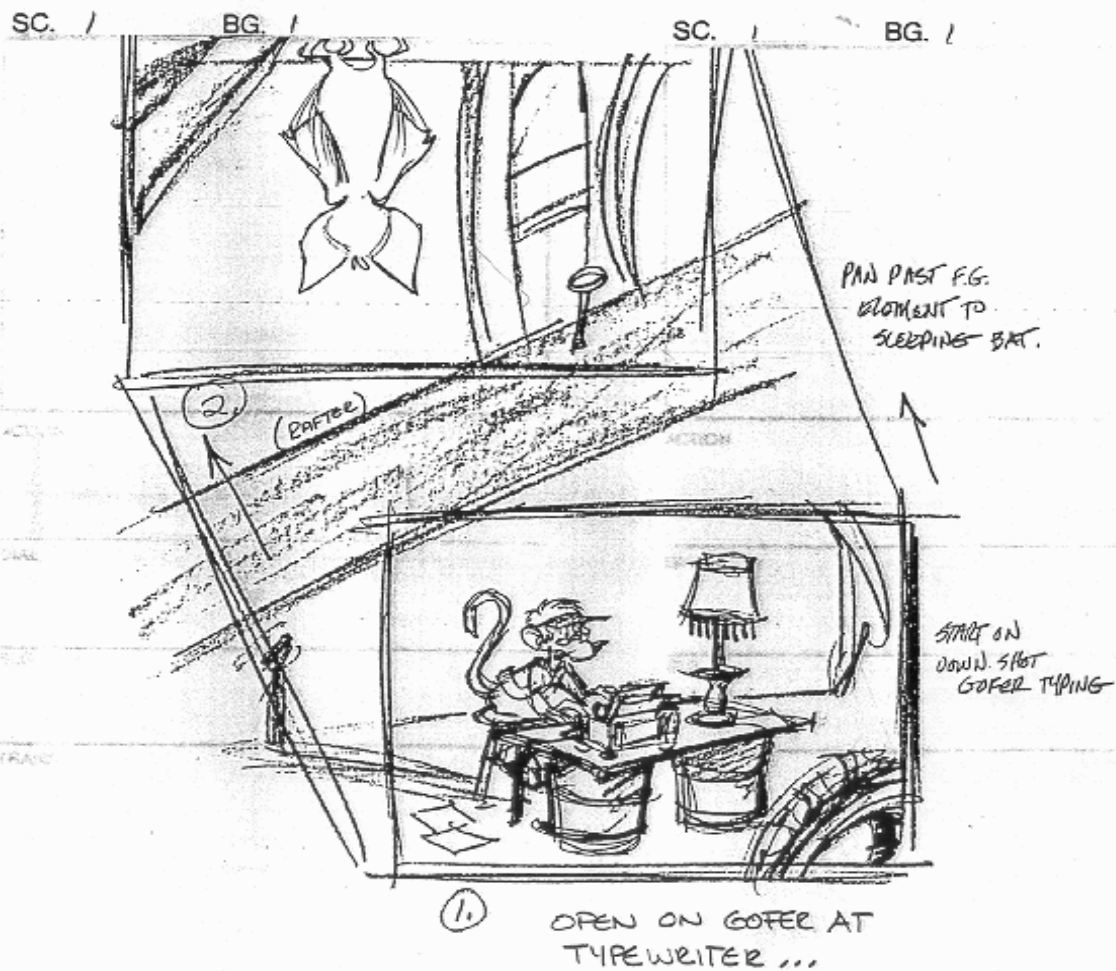
DISSOLVE TO CITY STREETS ... PAN TO JUNK YARD

TRANS

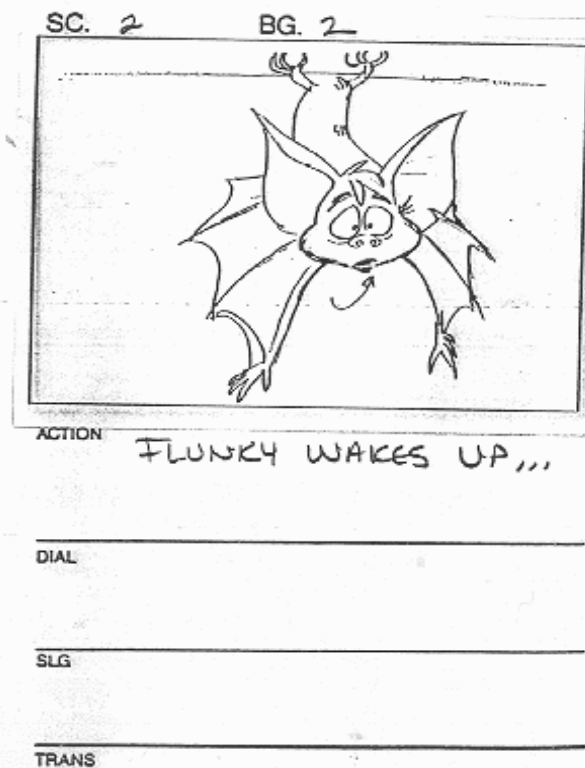


# Typical Production Storyboard (3 of 7)

☐ ORIGINAL ☒ REVISION

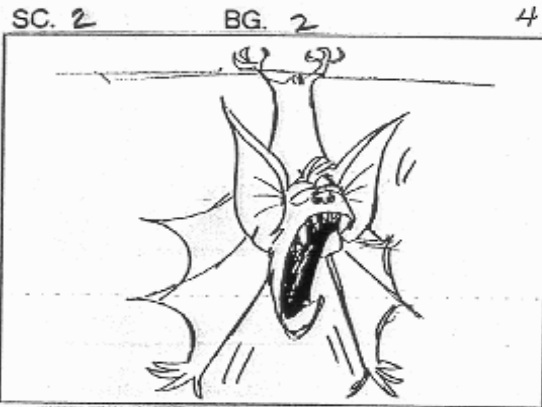


PAGE 3



# Typical Production Storyboard (4 of 7)

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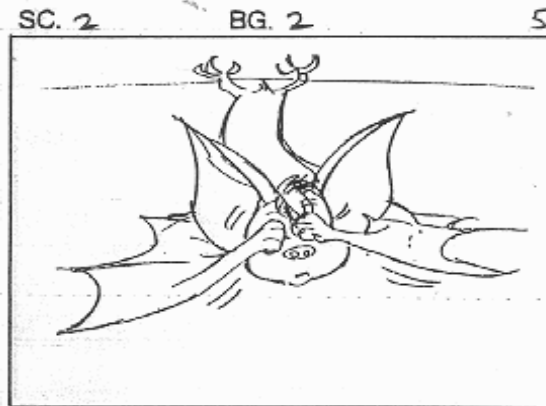


ACTION  
HE YAWNS AND STRETCHES...

DIAL

SLG

TRANS



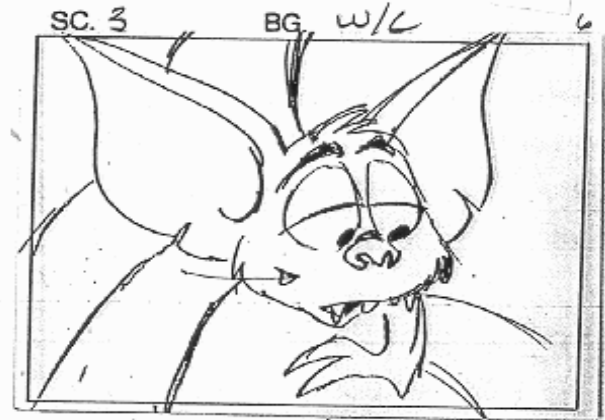
ACTION  
...RUBS HIS EYES...

DIAL

SLG

TRANS

PAGE 4



ACTION CUT TO C/U...  
HE LOOKS AROUND, BLINKING  
EYES... SEARCHING FOR WHAT  
WOKE HIM UP...

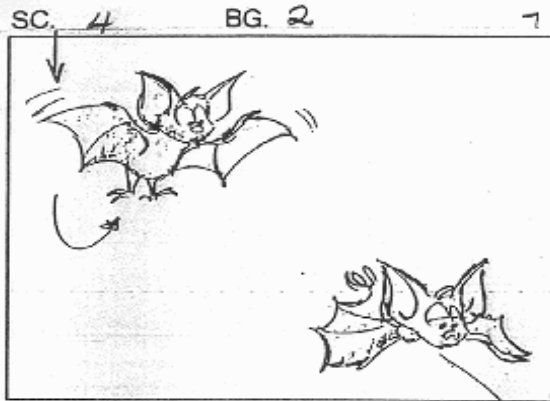
DIAL

SLG

TRANS

# Typical Production Storyboard (5 of 7)

☐ ORIGINAL ☐ REVISION



ACTION

HE LETS GO RAFTER ... HOOVES  
FOR A BEAT AND DROPS OFF  
LOWER SCREEN RIGHT

DIAL

SLG

TRANS



GOPHER TYPES FURIOUSLY, OBLIVIOUS TO FLUNKY  
WHO FLUTTERS IN AND PERCHES ON ANTIQUE LAMP



# Typical Production Storyboard (6 of 7)

☐ ORIGINAL ☒ REVISION

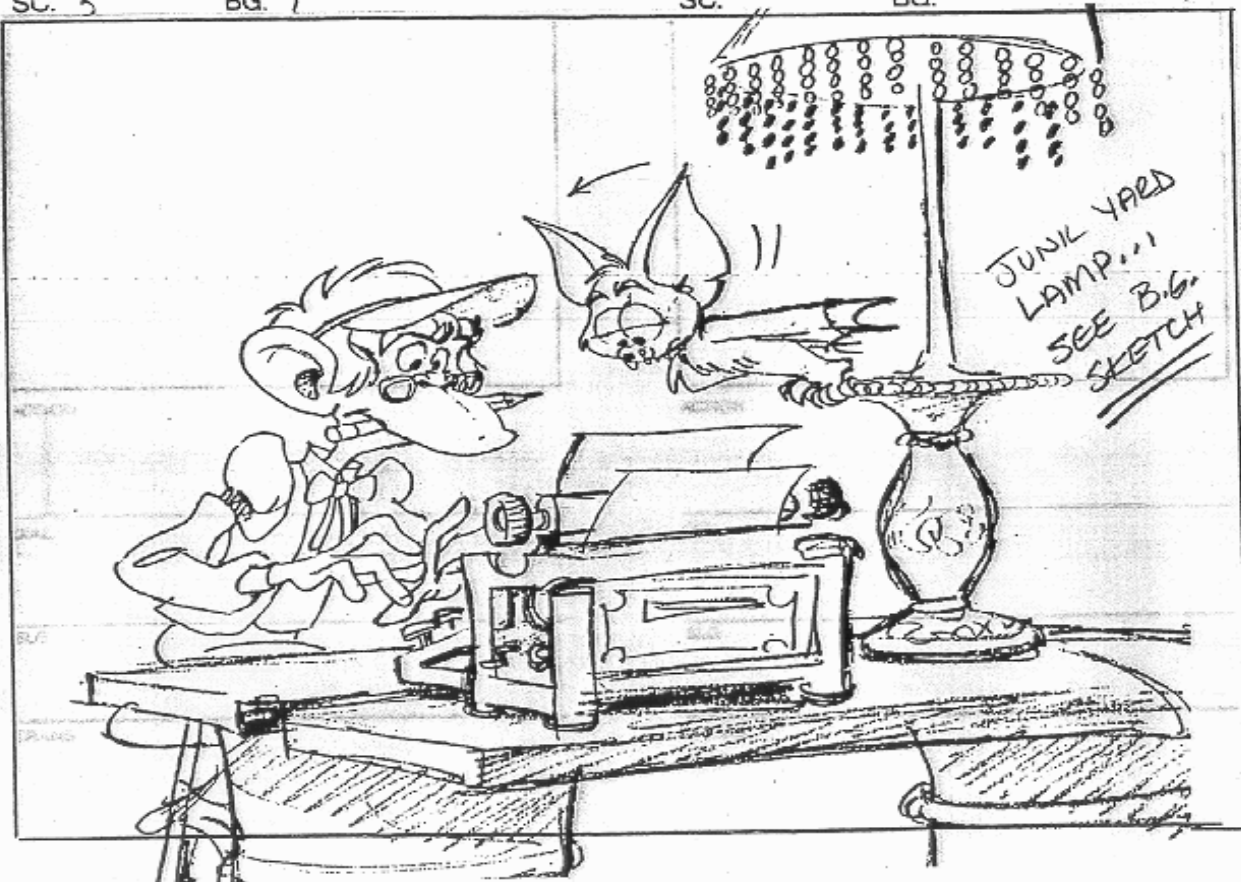
SC. 5

BG. 1

SC.

BG.

9



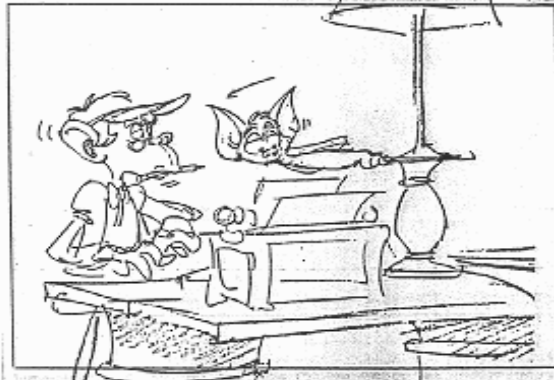
FLUNKY LEANS OVER TO READ WHAT GOFER IS TYPING ...

PAGE 6

SC. 5

BG. 1

10



HOLD!

... FLUNKY KEEPS LEANING IN MORE AND MORE UNTIL HE IS IN GOFER'S WAY, WHO LOOKS UP SURPRIZED...

DIAL

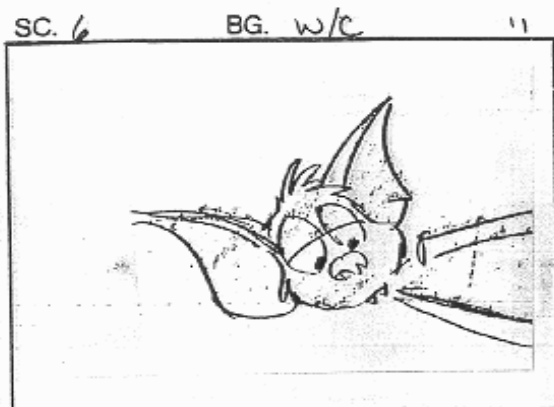
SLG

TRANS

# Typical Production Storyboard (7 of 7)

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PAGE 7



ACTION CUT TO C/U FLUNKY...  
HIS EYES MOVING AS HE  
READS ..

DIAL

SLG

TRANS

HOLD!



ACTION ANNOYED, GOFER LEANS  
INTO SC. FLUNKY EYES HIM...

DIAL

SLG

TRANS

CUT:



ACTION CUT... FLUNKY HOPS DOWN  
ONTO KEYBOARD JABBERING  
SOMETHING

DIAL

SLG

TRANS

CUT:

# Bar Chart for Storyboard

