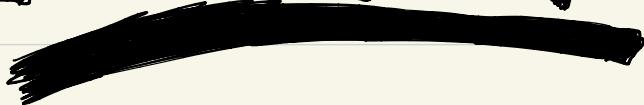


Progress Report

Storyboard

— 3 2 1 —

ACTION

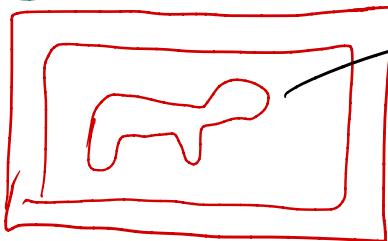


Effects denoted by $\#$

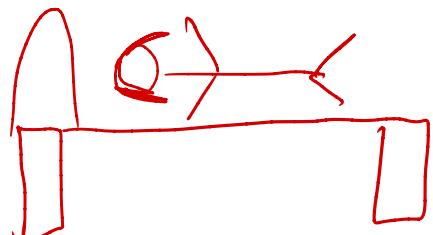
See "Technical Approach"

Shot 1: section for effect definitions

(1)

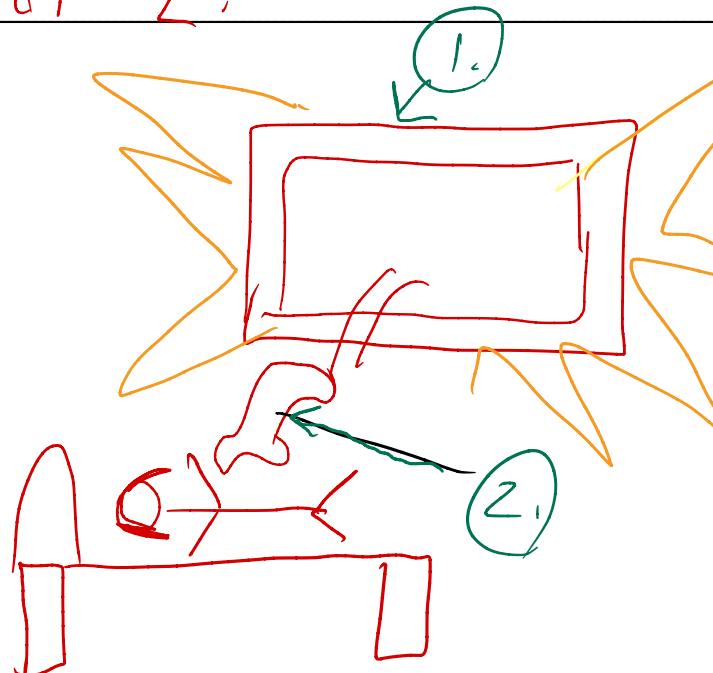


Picture of
Shevy the
mountain goat
on wall



Hayley sleeping

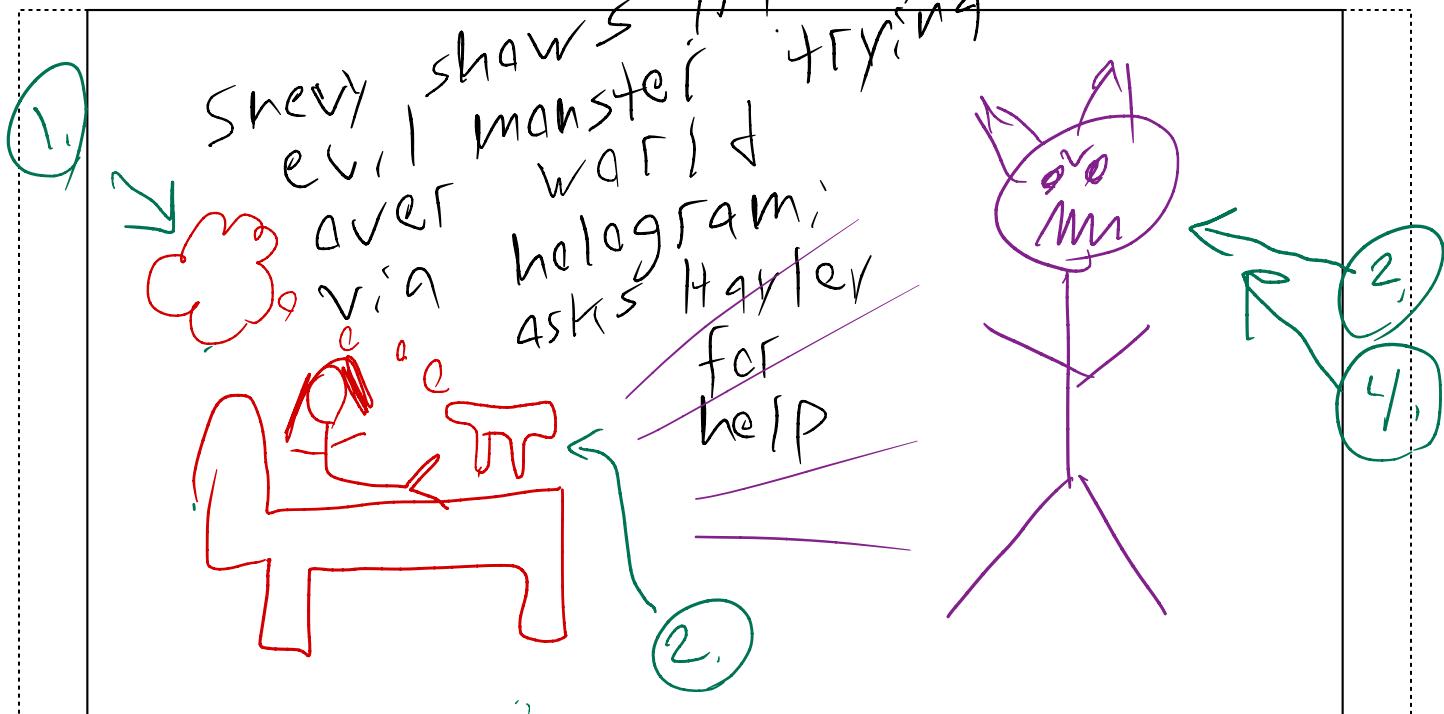
Shot 2:



— flash of
light,
Shevy jumps
out of
picture frame
and wakes
Hayley up.

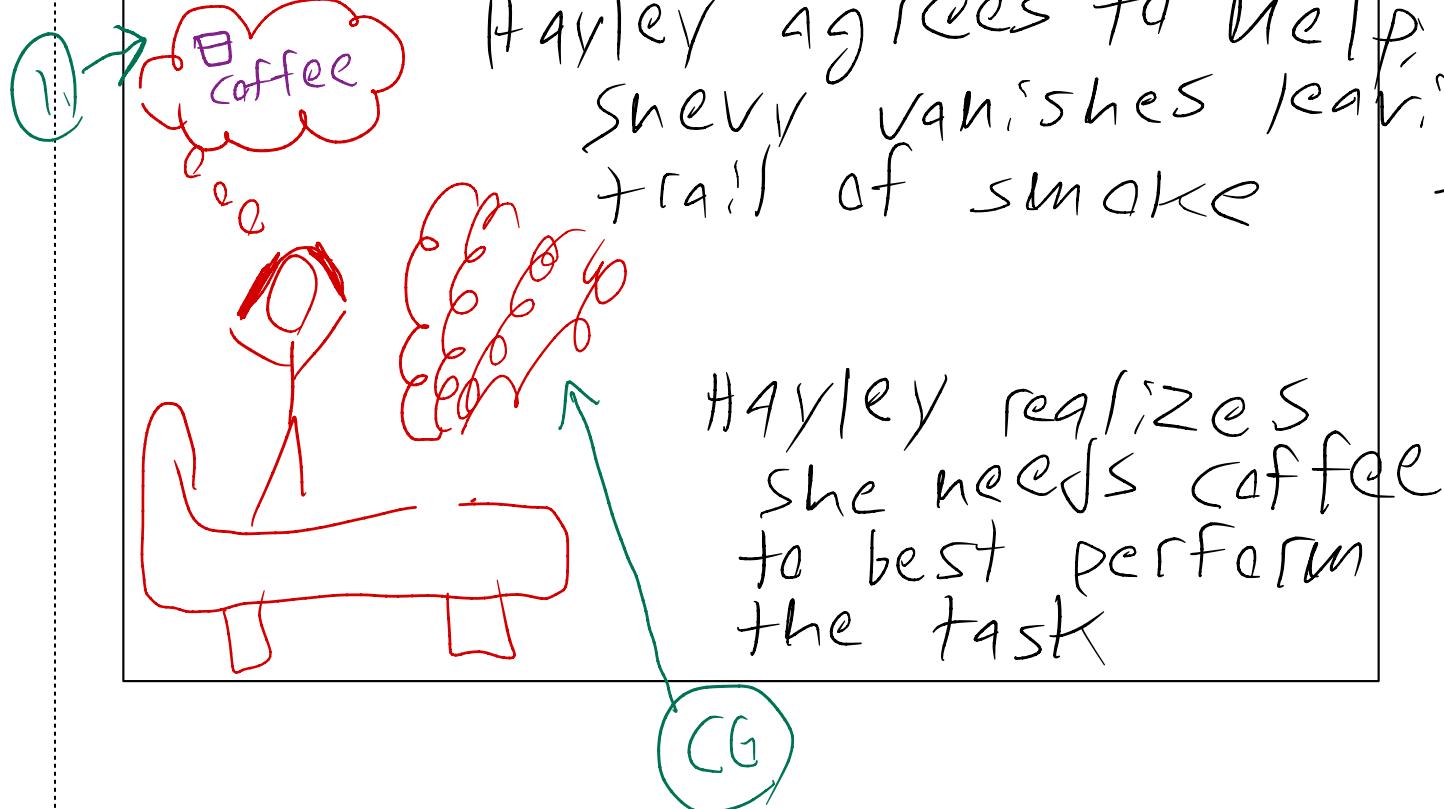
Shot 3:

Hayley agrees to take



Shot 4

Hayley agrees to help
Shevy vanishes leaving
trail of smoke



Shot 5

(CG)

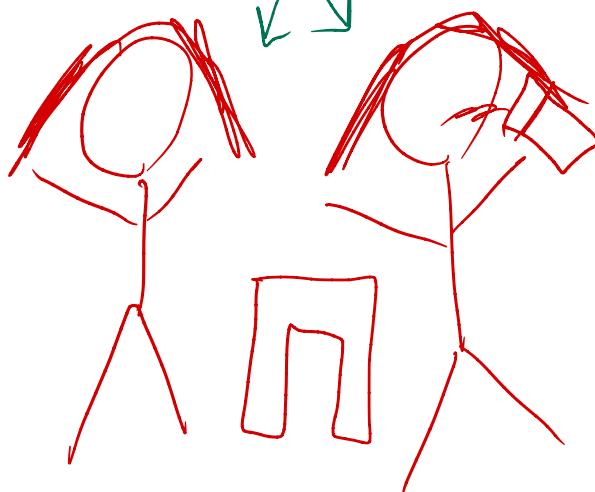
1)



PICTURE IN PICTURE
FRAME STARTS "SWIRLING"
LOOKS LIKE MOVING
GALAXY. HAYLEY
GETS ZAPPED IN

Shot 6

3.)



HAYLEY WINDS UP
IN HER KITCHEN IN THE
PREVIOUS DAY; SHE
SEES HER PREVIOUS
SELF DRINKING
COFFEE

Shot 7



when "past" Hayley puts the coffee down on a table, "present" Hayley steals it and runs

Shot 8



Hayley ends up running into John who is being chased by a bee

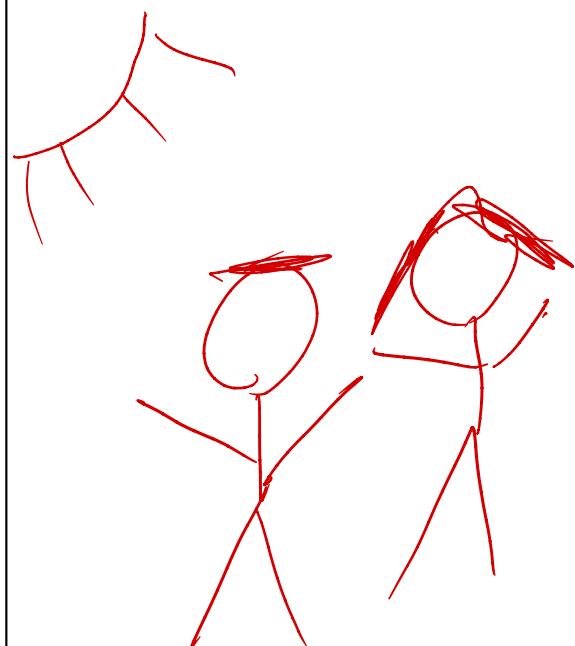
Shot 9



Harley hits
bee with
big swatter

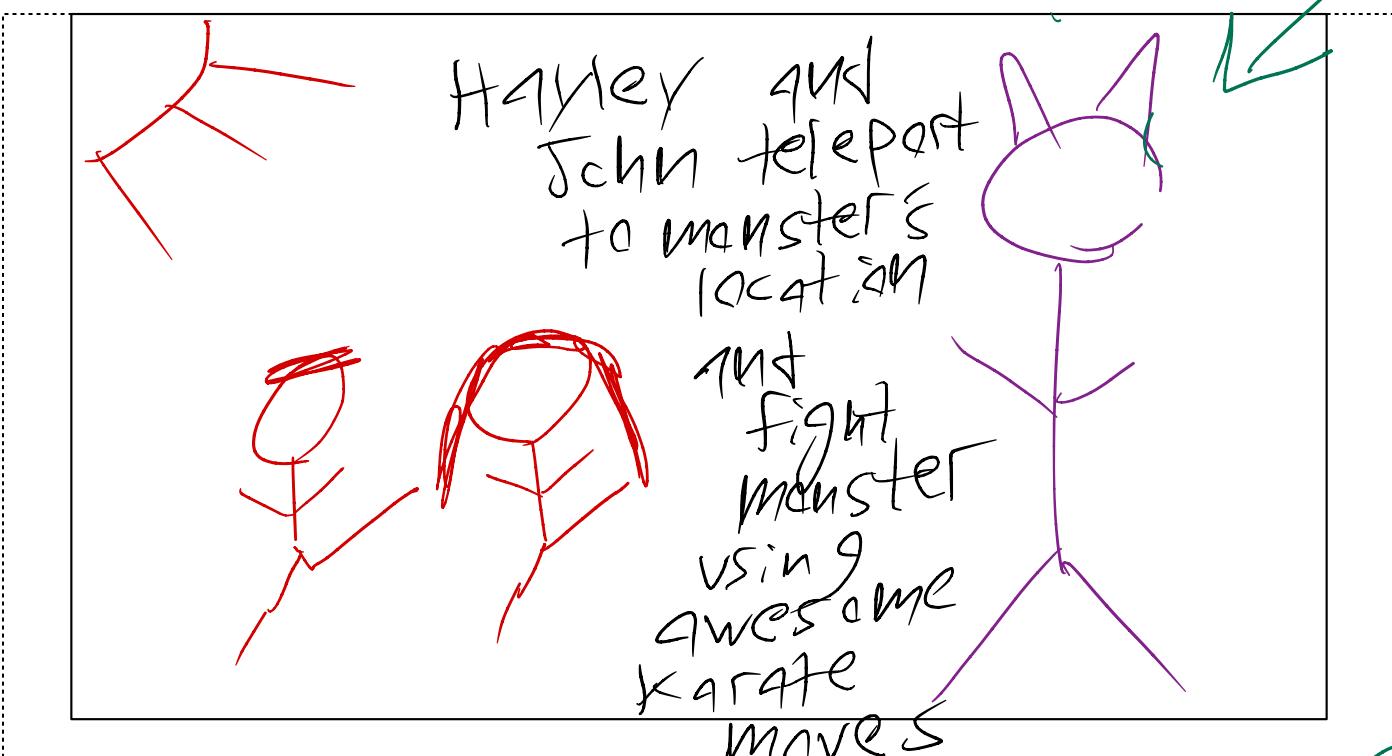
When John calms
down she asks him
to help her defeat
the monster

Shot 10



Sherly appears in
holographic form,
says time is
limited,
informs
Harley
and John
exactly
where
the monster
is.

Shot 11

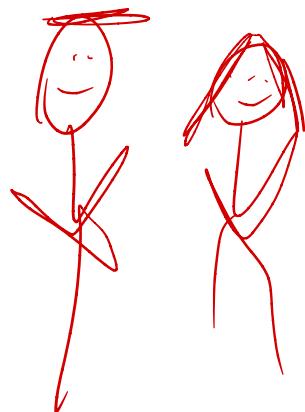


Shot 12



13

Lippee!



Hayley
& John
celebrate

THE END