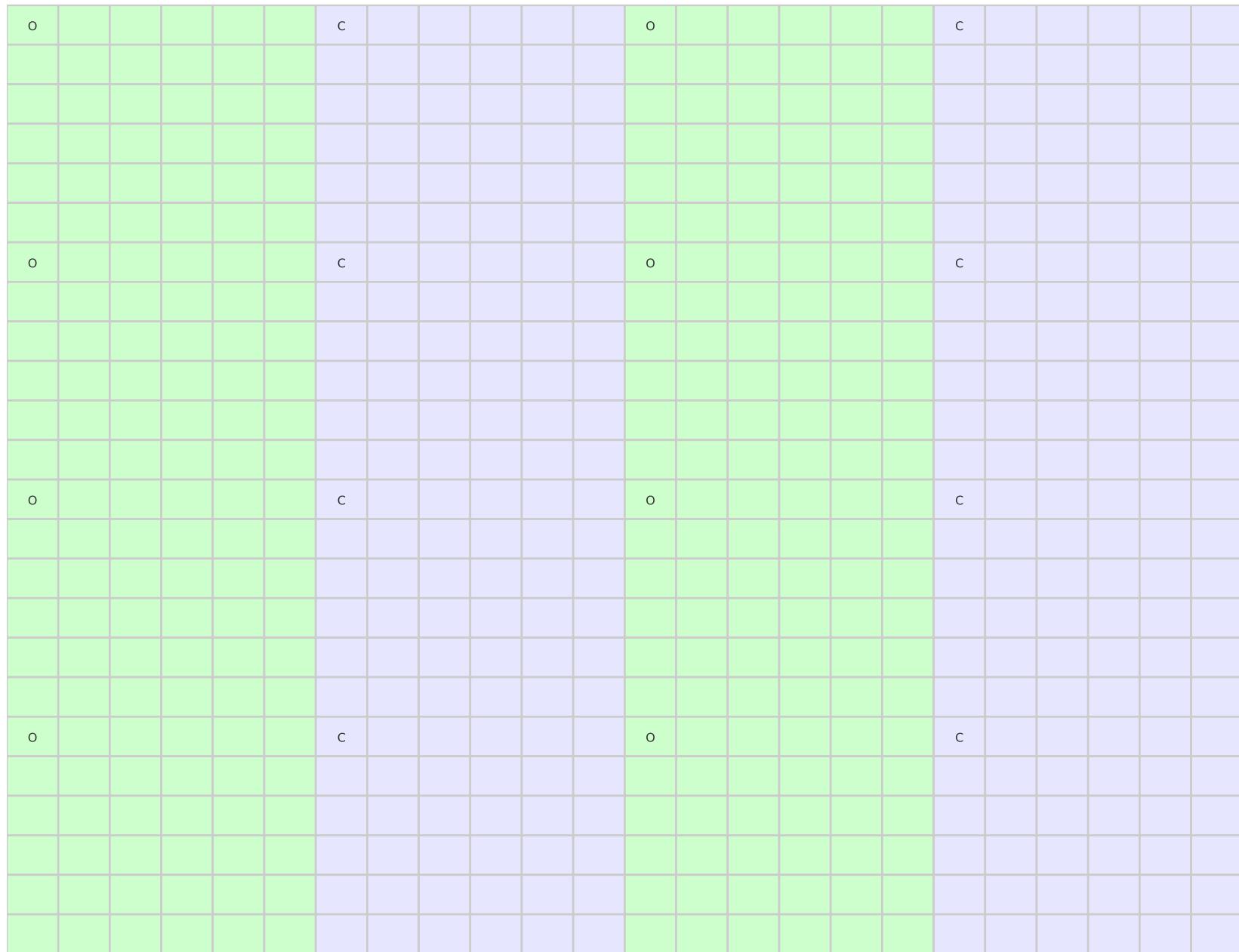


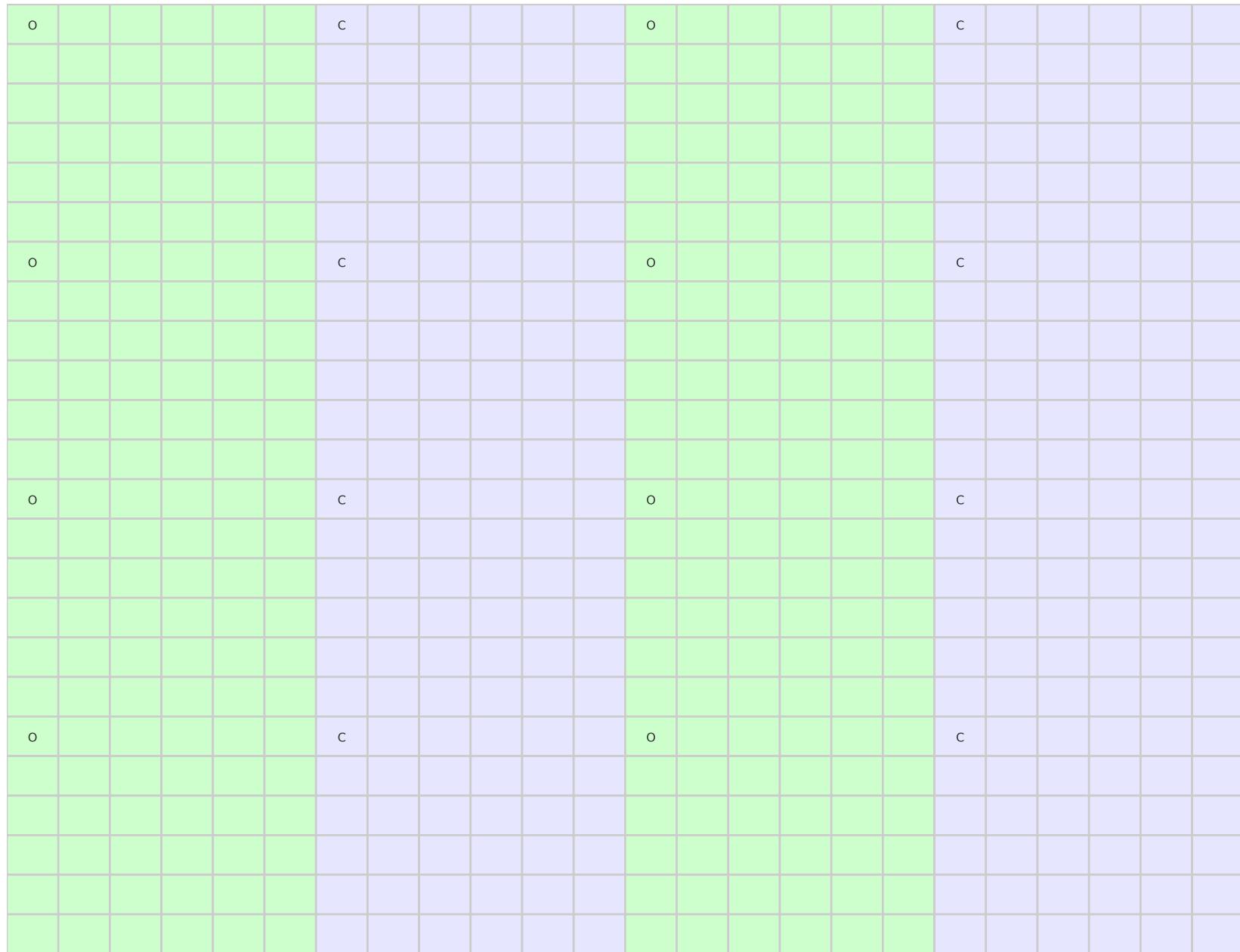
Storyboard T01 — Family Leech

Legend: O=open segment, C=close segment; LR parity every 6 frames; 1/4 per segment; 24x24=576 frames.



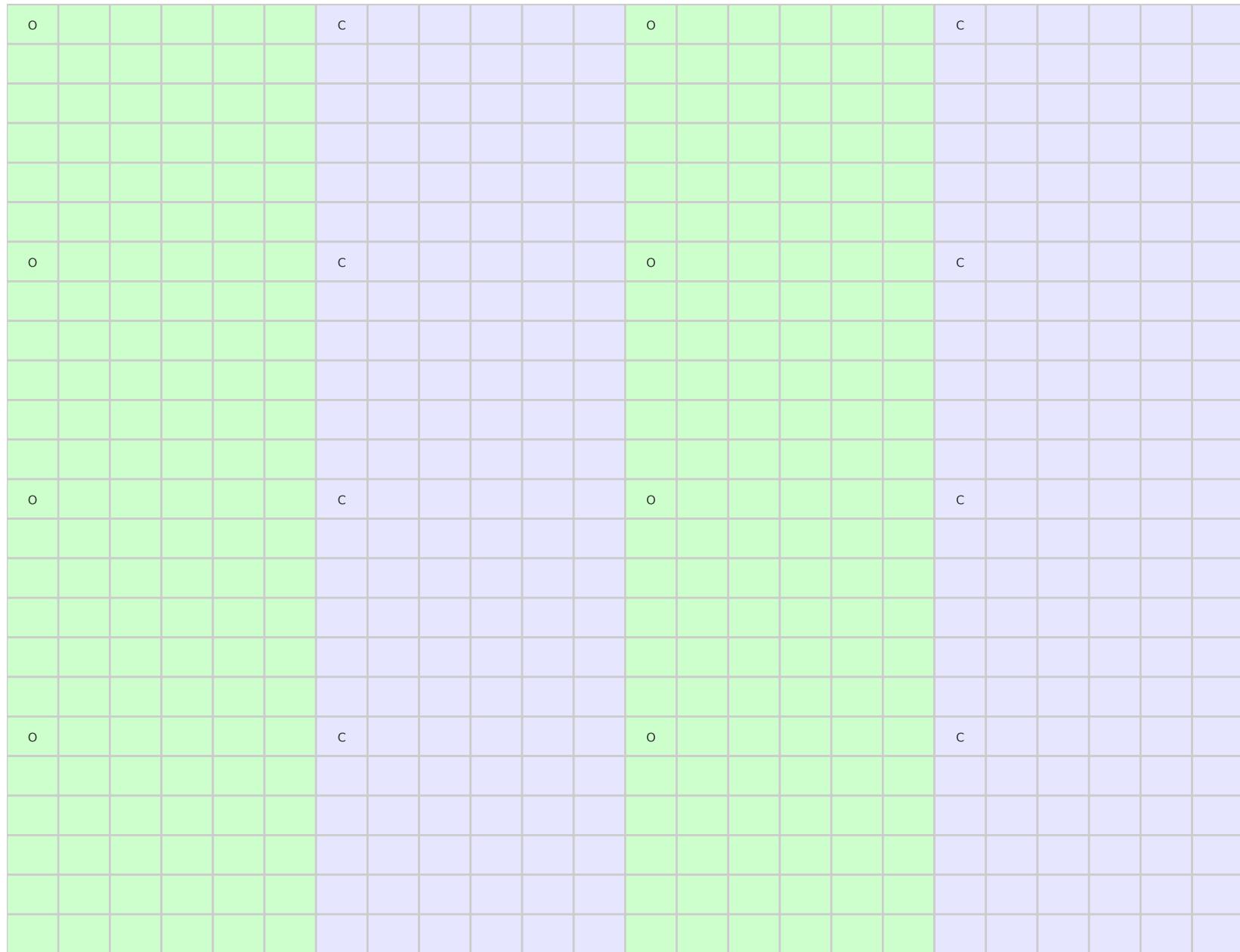
Storyboard T02 — Family A

Legend: O=open segment, C=close segment; LR parity every 6 frames; $\pi/4$ per segment; $24 \times 24 = 576$ frames.



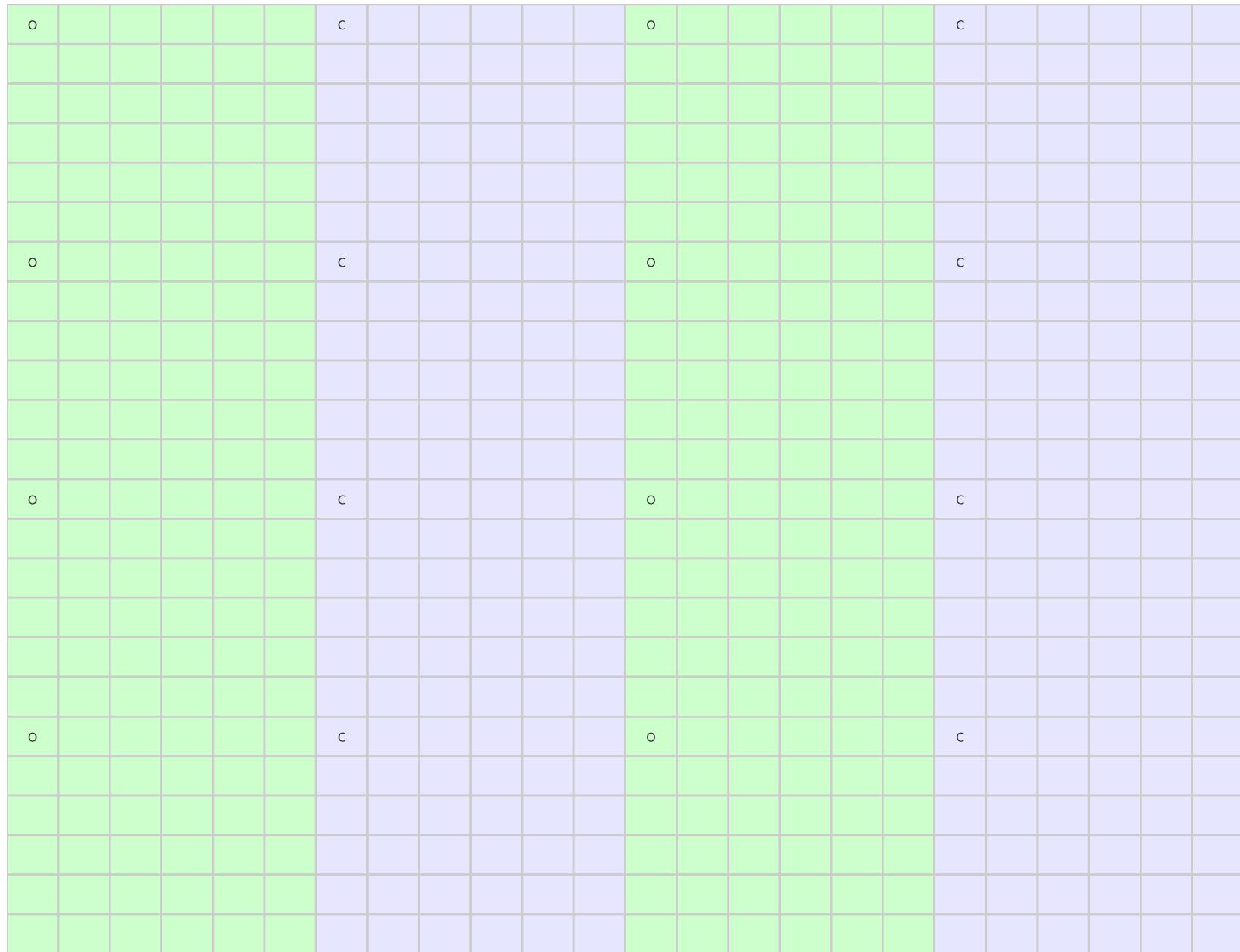
Storyboard T03 — Family D

Legend: O=open segment, C=close segment; LR parity every 6 frames; 11/4 per segment; $24 \times 24 = 576$ frames.



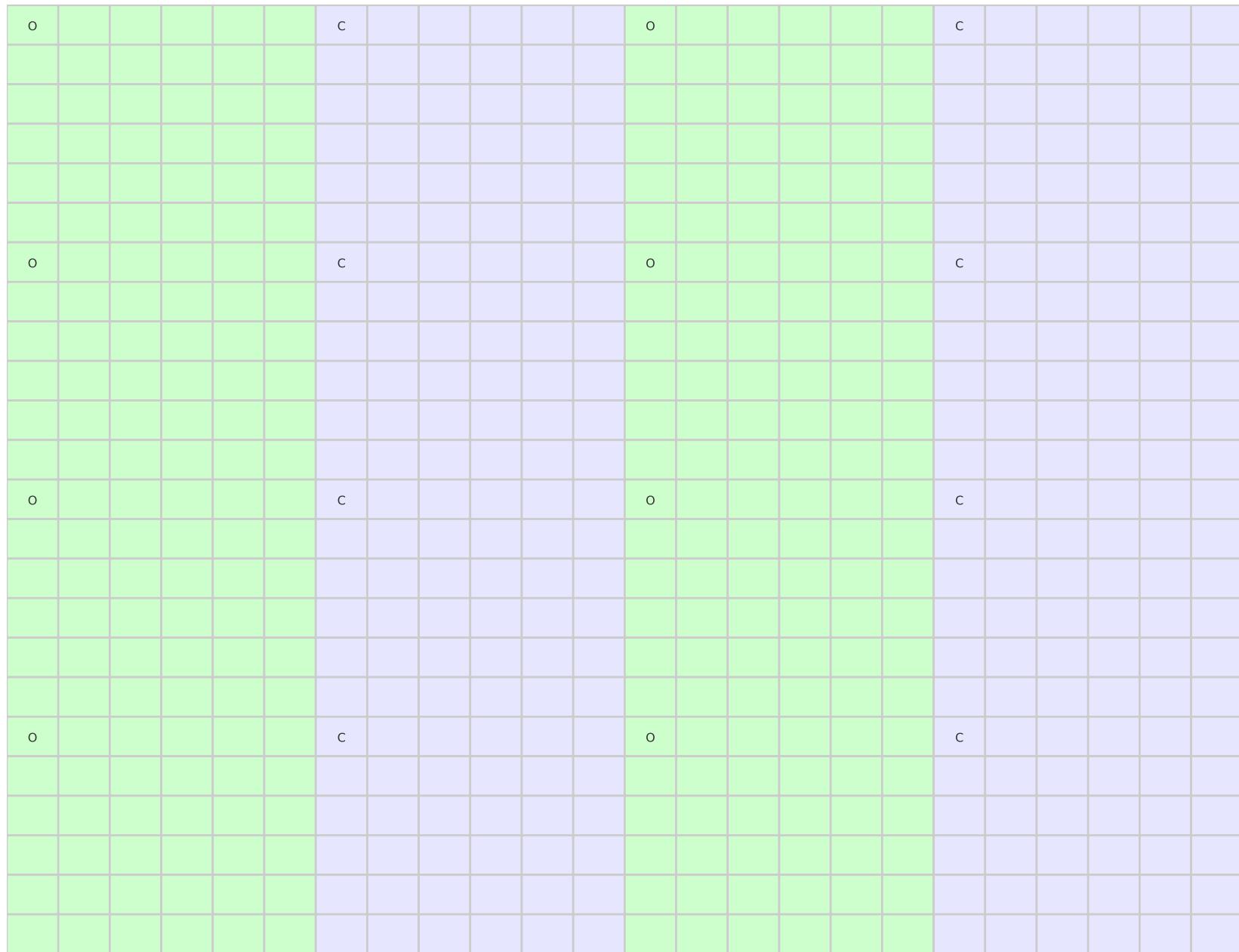
Storyboard T04 — Family E

Legend: O=open segment, C=close segment; LR parity every 6 frames; $\pi/4$ per segment; $24 \times 24 = 576$ frames.



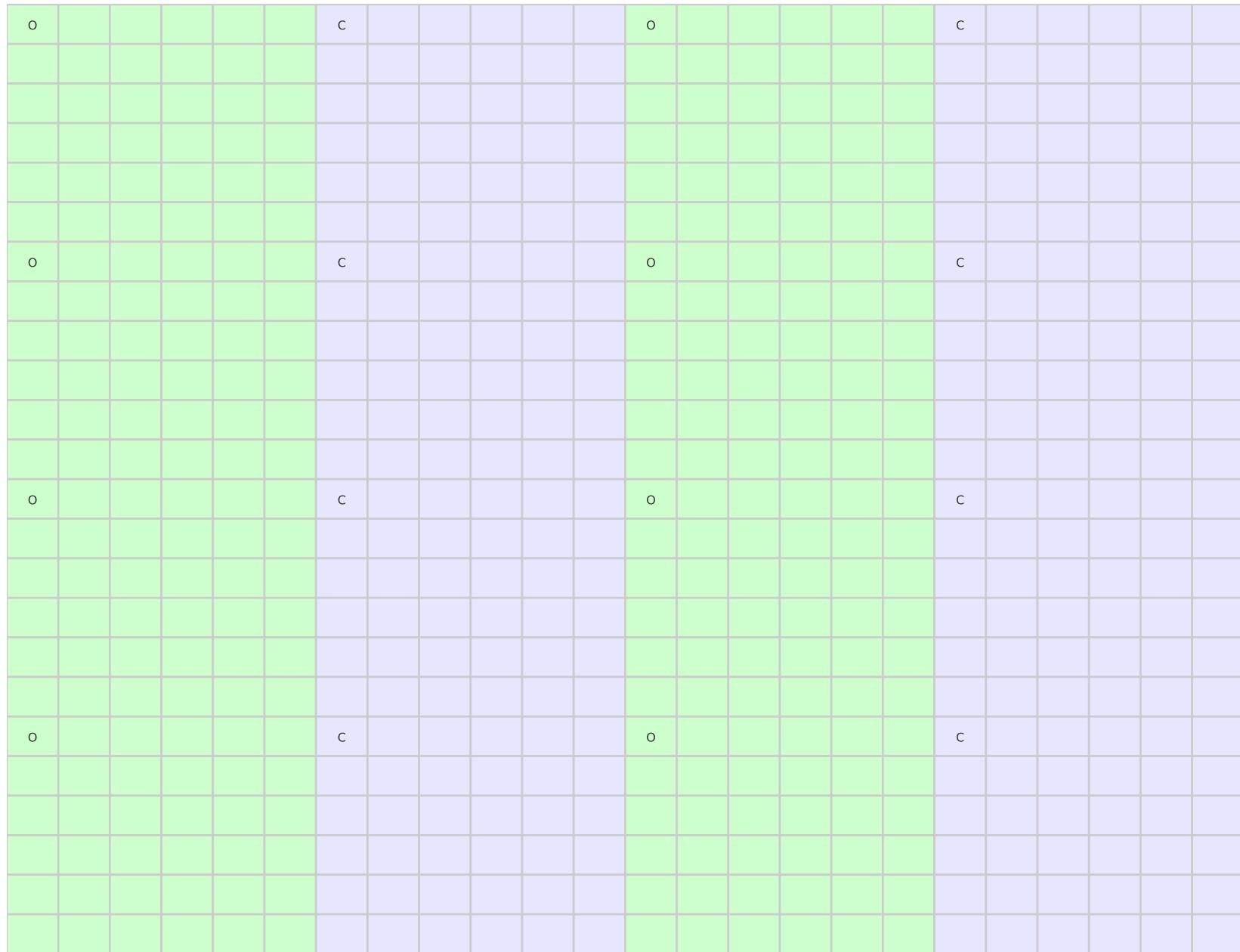
Storyboard T05 — Family Leech

Legend: O=open segment, C=close segment; LR parity every 6 frames; 1/4 per segment; 24x24=576 frames.



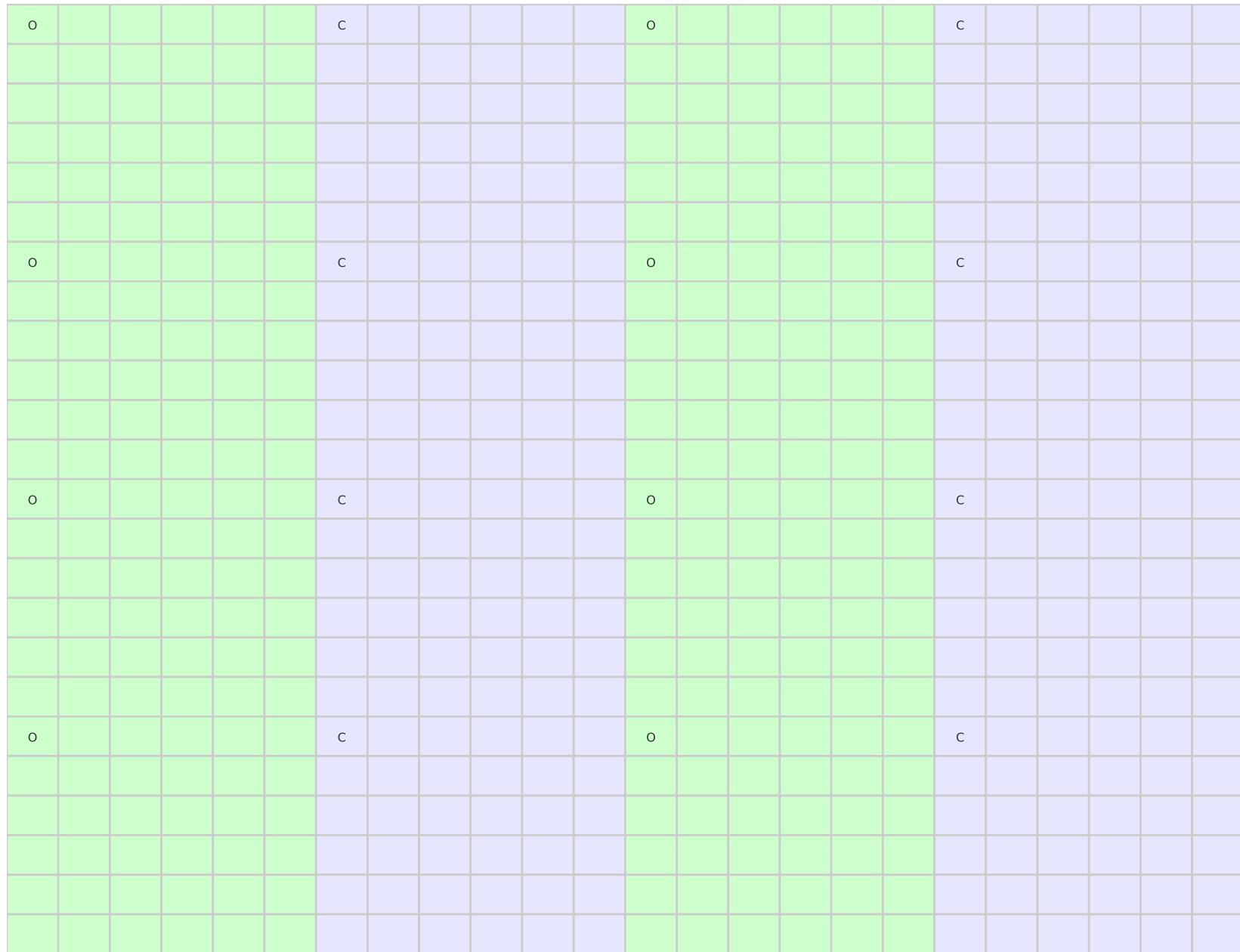
Storyboard T06 — Family A

Legend: O=open segment, C=close segment; LR parity every 6 frames; $\pi/4$ per segment; $24 \times 24 = 576$ frames.



Storyboard T07 — Family D

Legend: O=open segment, C=close segment; LR parity every 6 frames; $16 \times 24 = 384$ frames.



Storyboard T08 — Family E

Legend: O=open segment, C=close segment; LR parity every 6 frames; $\pi/4$ per segment; $24 \times 24 = 576$ frames.

