

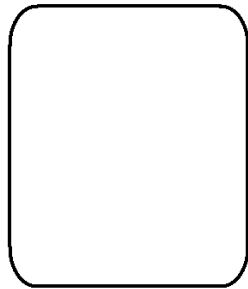


Bullying Commercial Storyboard

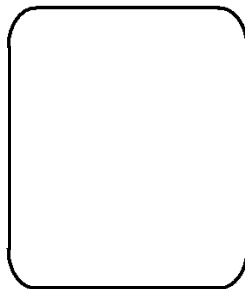
Worksheet

Scratch Programming
Short Commercial

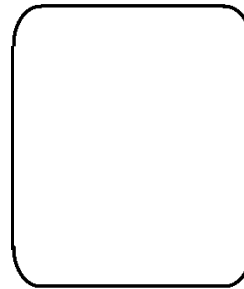
Draw a rough sketch of at least six frames of your final animation project. Make notes below on the lines provided, indicating the possible color modifiers, and/or direct manipulation paths that will be introduced in the frame sketched. Your time/frame numbers do not have to be consecutive but should be sequential.



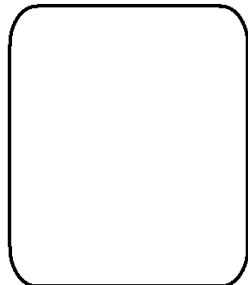
Time/frame
number



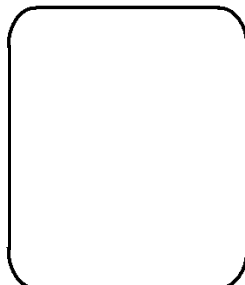
Time/frame
number



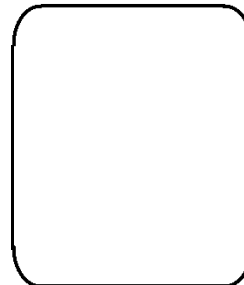
Time/frame
number



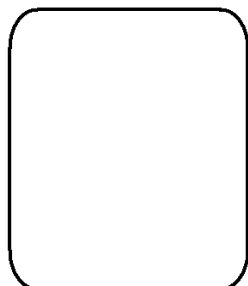
Time/frame
number



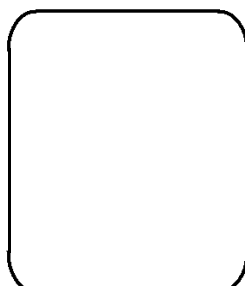
Time/frame
number



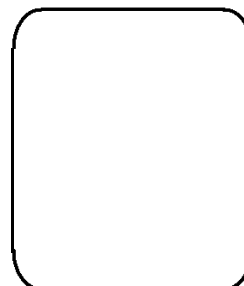
Time/frame
number



Time/frame
number



Time/frame
number



Time/frame
number
