

dur mn sec

## Scenario (15 scenes)

## CHECK CAMERA &amp; START PD

				EXPRESSION
scene 1_BLUE_SWIRL	120	2	0	tablet draw the digital swirls more and more accurately
scene 1_CHARACT_SWIRL 360		6	0	tablet draw the chain of characters that comes from the left, goes into the swirl and then reemerges on the other side. If time is left, start ground paint of the swirls.
scene 1_RAIN_SWIRL	120	2	0	ground draw the swirls light blue, while the rain progressively appears. Then draw small characters on the blue paint
scene 2_TREE_RIVER	360	6	0	tablet draw mapping on the branches. paper draw additional branches. Paper add small stones and leaves.
scene 2_END_RIVER	60	1	0	nothing
scene 3_CLEAR_ICE	110	1	50	Tablet draw the ice swirl (cyan color)
scene 3_BLUE_ICE	70	1	10	Tablet draw blue lines and generate particles
scene 4_BLACK_SUN	240	4	0	paper ink draw the black contour of the black sun and recenter it paper pastel draw the inside of the black sun (blue light and dark, cyan). Ground paint underlying the strokes on the paper from light to dark red Ground draw rays of the sun. Ground add silver paper inside the sun.
scene 4_RAGNAROK	360	6	0	Ground add red and then black ink in the center. Ground cutter cut the center of the sun, tear paper parts apart, try to have some paper in relief to suggest the mouth of a volcano. Progressively tablet add rays of battle inside the sun through record/replay of paths. Ground paint black and red the inside of the sun by adding circles of ink and chase away the silver paper to place it on the rim of the sun. Tablet deactivate progressively the paths at the end to leave only the 6 and 7.
	1800	30	0	

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**ACTION**

Beware to stop drawing before end  
because pen turns white at next scene

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**ACTION**

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**ACTION**

go and fetch the branch at minus 10 sec

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**ACTION**

Ground add branch.

Paper add stones and leaves

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**ACTION**

Ground remove branch at the beginning.  
Paper remove paper sheet+stones at  
minus 10 sec

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**ACTION**

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**ACTION**

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**ACTION**

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**ACTION**

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