

		LYM_GN_SCORE					
		dur	until: mn	until: sec			
		before launching: BG and INI CAPTURE to reset BG and INI subtraction on a white image camera on/off and test drawing with drawing on/off					
Scenario (6 scenes) scene	S1	720	12	0			
	setup1 city at night				ACTION		
		180	9	0 idle			
		140	6	40 draw line and squares (radius=1)			
		400	0	0 draw street scenes (radius=3)	increase radius at the beginning		
/scene							
scene	S2	720	12	0			
	setup2 2 goddesses				ACTION		
		20	11	40 destroyed building disappear draw building and 2 monsters		increase track decay and release	
		130	9	30 (radius=1) until cello starts draw 2 goddesses, buildings and			
		450	2	0 small characters (radius=3) draw big dots and long diagonal		increase radius at the beginning	
		60	1	0 strokes draw strokes to cover the whole		increase track decay progressively	
		30	0	30 screed idle: decay will vanish the strokes and		decrease slightly track decay	
		30	0	0 only background noise remains			
/scene							
scene	S3_airStrike	120	2	0			
	setup3 air strike				ACTION		
		120	2	0 idle	BG and INI CAPTURE at the beginning to reset BG and INI subtraction on a white image		
/scene							
scene	S3_smoothCA	300	5	0	ACTION		
	setup3 smooth	INI	BG	MODE			
						IMAGE	
					(in case of bad BG subtraction: BG and INI CAPTURE at the beginning to reset BG and INI subtraction on a white image) -> BG capture at the end		
		WHITE	WHITE	BG	Mountains + despaired character + hand covering it Remove hand → character appears on a white hand shake drawing machine to reveal character again + draw angels	BG capture at the end	
/scene		WHITE	HAND	BG			
scene		WHITE	CHARACTER	BG			
	S3_tumor	240	4	0			
	setup3 tumor	INI	BG	MODE	IMAGE	ACTION	
		WHITE	CHARACTER	BG		remove image → the character appears again – draw ruins Character disappears – draw final scenes (planes and psychopompe)	BG to INI SUBTR at the end
		WHITE	CHARACTER	INI			
/scene							
scene	final	15	0	15			
final	final						
/scene							
/scenario							