dur mn sec

Scenario (9 scenes)

CHECK CAMERA & START PD

				EXPRESSION	ACTION
scene 1_BLUE_SWIRL	120	2	0 tablet draw t accurately	he digital swirls more and more	Beware to stop drawing before end because pen turns white at next scene
scene 1_CHARACT_SWIF	RL 360	6	0 the left, goes the other sid	EXPRESSION the chain of characters that comes from s into the swirl and then reemerges on le. the start ground paint of the swirls.	ACTION
scene 1_RAIN_SWIRL	120	2	ground draw	EXPRESSION The swirls light blue, while the rain y appears. Then draw small characters	ACTION go and fetch the branch at minus 10 sec
scene 2_TREE_RIVER	360	6	0 paper draw	EXPRESSION mapping on the branches. additional branches. mall stones and leaves. EXPRESSION	ACTION Ground add branch. Paper add stones and leaves
scene 2_END_RIVER	62	1	2 nothing	EAPRESSION	ACTION Ground remove branch at the beginning. Paper remove paper sheet+stones at minus 10 sec
scene 3_CLEAR_ICE	108	1	48 Tablet draw	EXPRESSION the ice swirl (cyan color)	ACTION
scene 3_BLUE_ICE	70	1	10 Tablet draw	EXPRESSION blue lines and generate particles	ACTION
scene 4_BLACK_SUN	240	4	and recente paper paste light and dar Ground pain from light to Ground drav	I draw the inside of the black sun (blue k, cyan). It underlying the strokes on the paper	ACTION
scene 4_RAGNAROK	360	6	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 rellief to suggest the mouth of a volcano. Progressively tablet add rays of battle inside the sun of 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.		ACTION

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