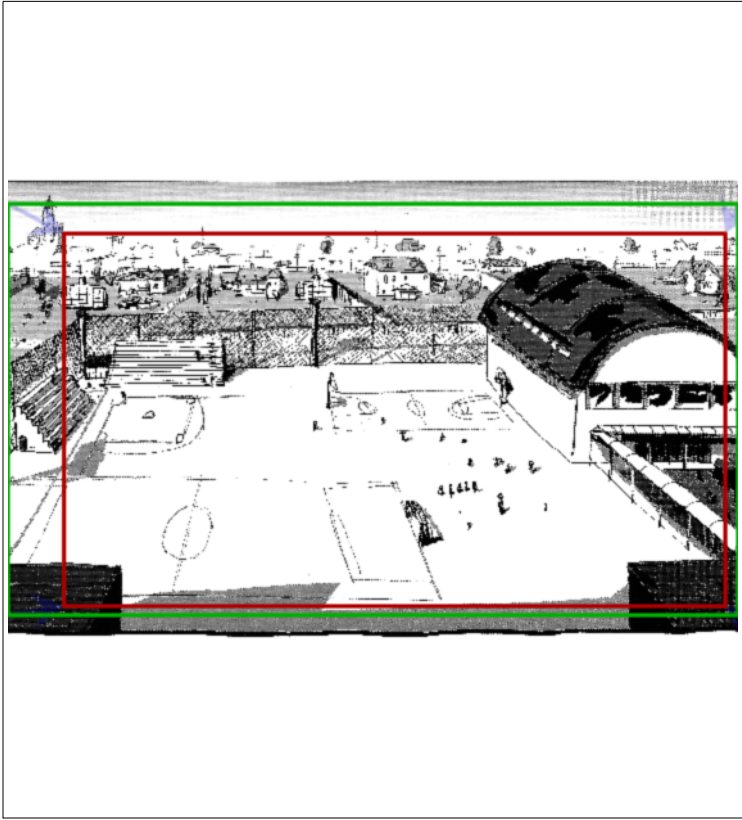
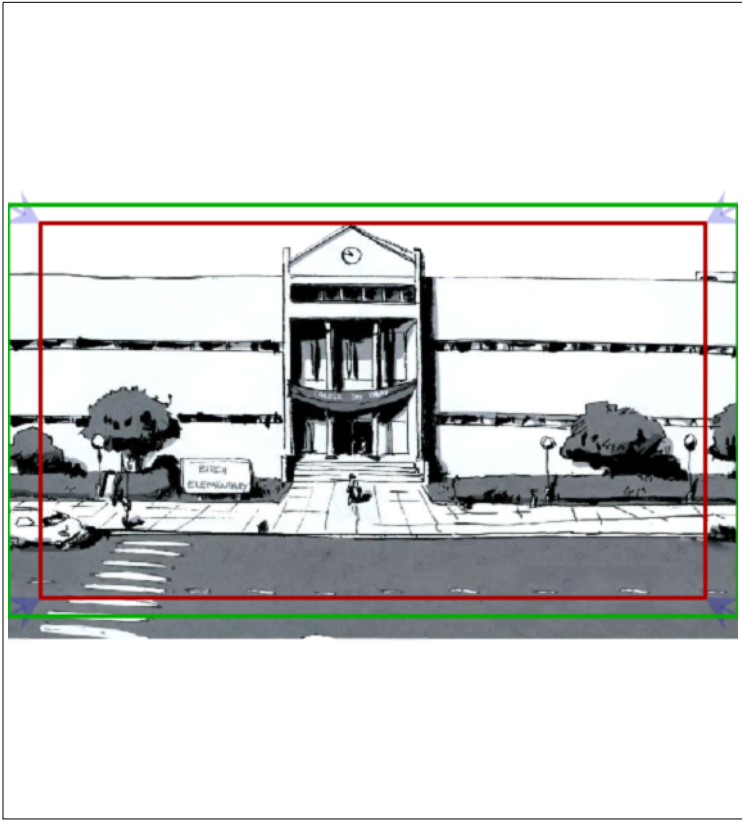


Scene	Panel
2	1



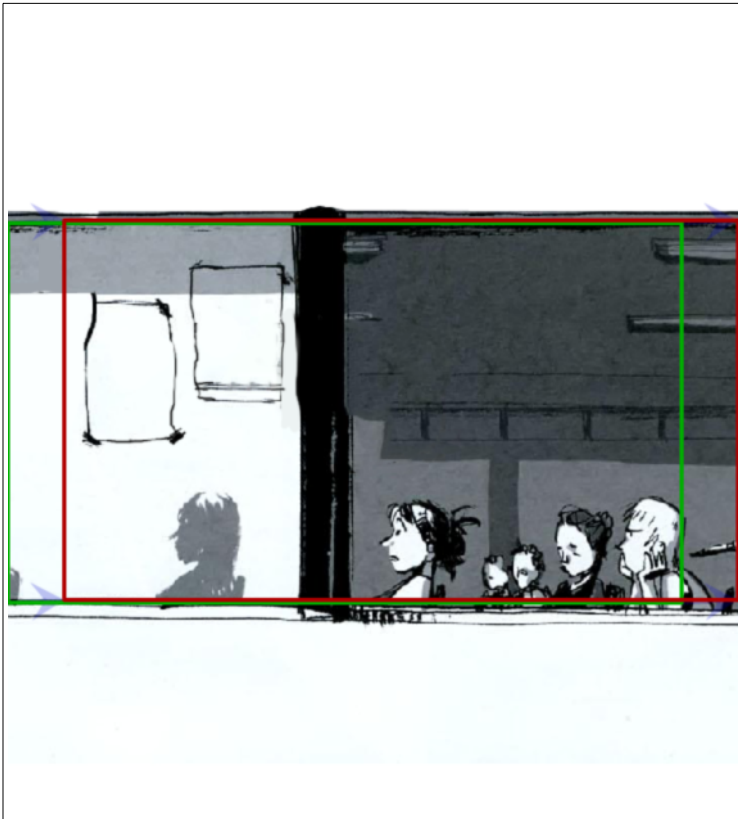
Action Notes
fade in/out slow zoom

Scene	Panel
2	2



Action Notes
fade in/out slow zoom

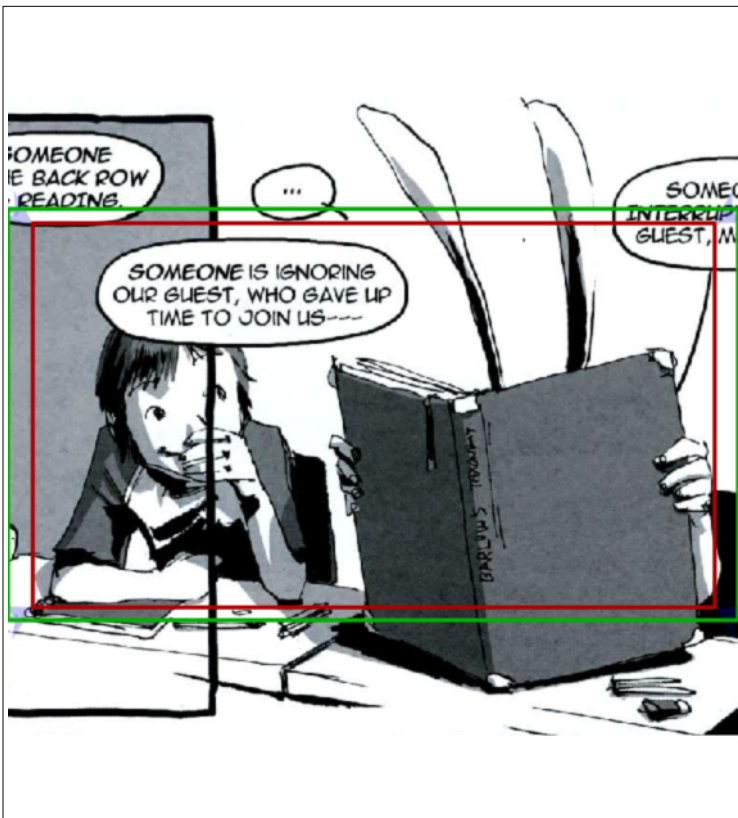
Scene	Panel
2	3



Action Notes

fade in/out slow pan

Scene	Panel
2	4



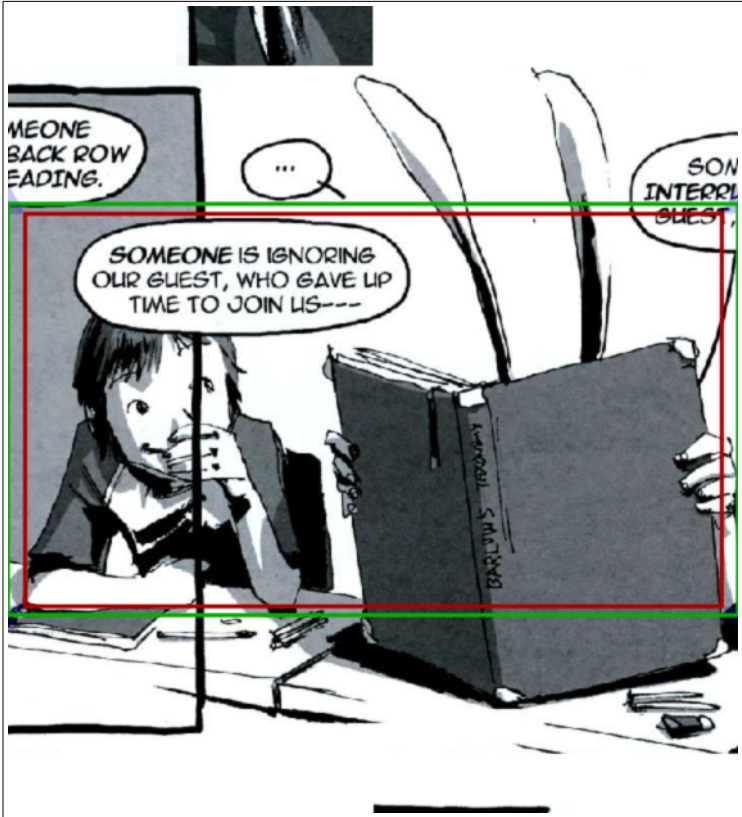
Action Notes

fade in slow zoom

Notes

remove text, remove side panel

Scene	Panel
2	5



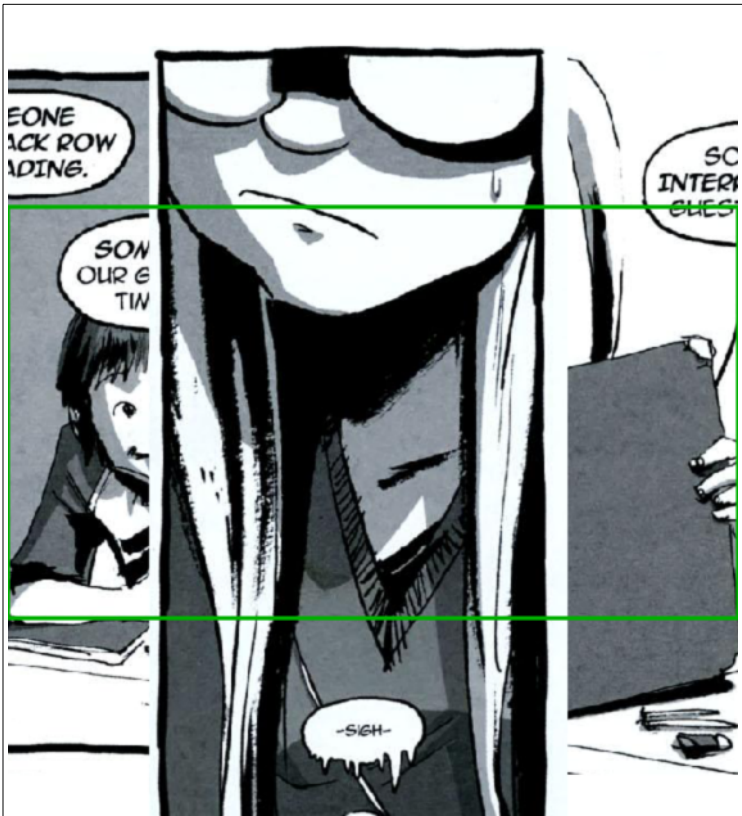
Action Notes

slow zoom

Notes

remove text, remove side panel

Scene	Panel
2	6



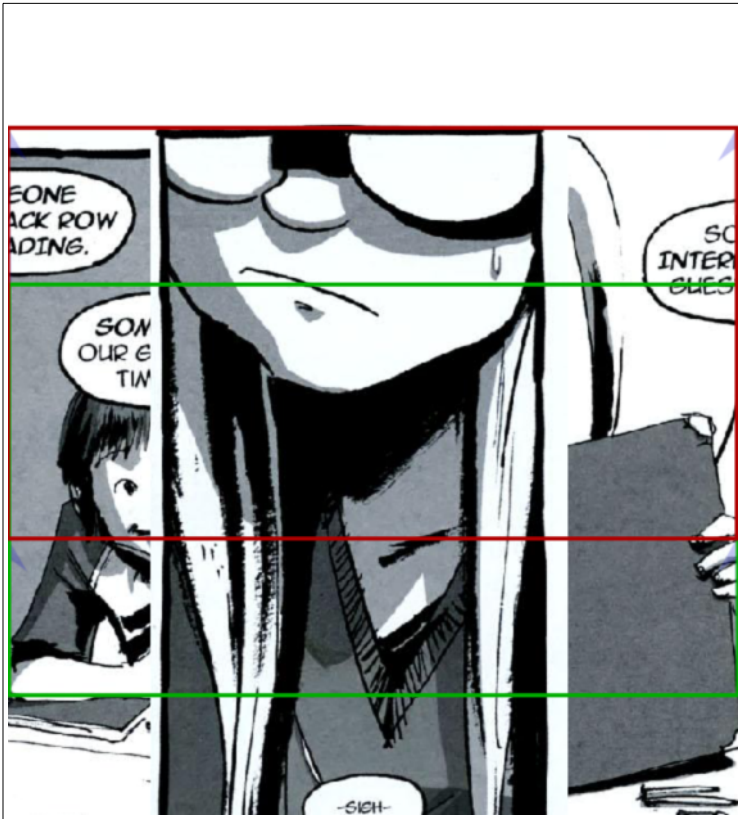
Action Notes

slow zoom

Notes

remove text, remove side panel

Scene	Panel
2	7



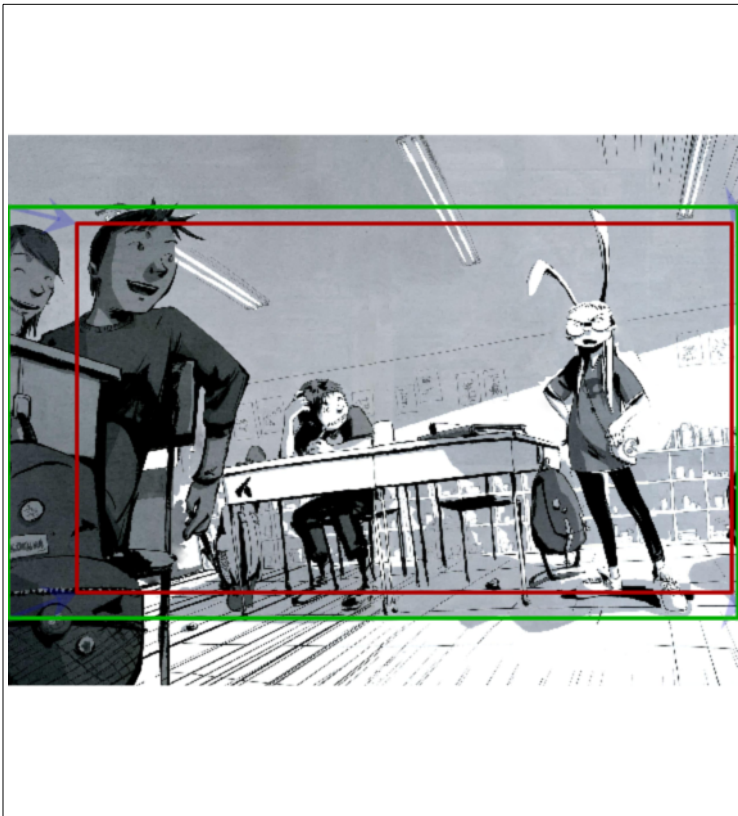
Action Notes

slow zoom up

Notes

remove text, remove side panel

Scene	Panel
2	8



Action Notes

have some parallax on short zoom in

Notes

will parallax be noticed? If not have one zoom spread over time

Scene	Panel
2	9



Action Notes

have some parellax on short zoom in
text appears after cut

Notes

12

Scene	Panel
2	10



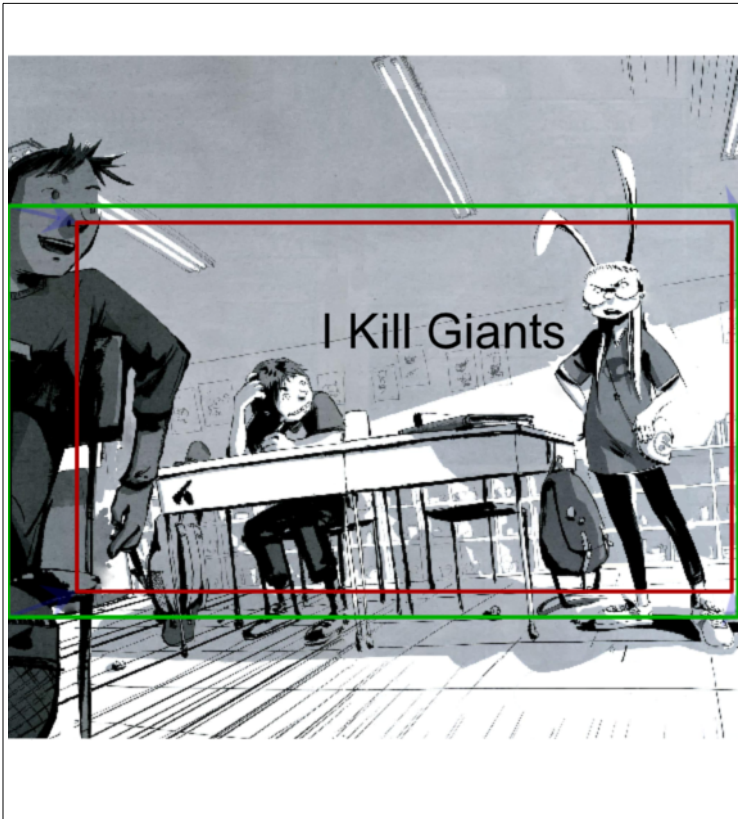
Action Notes

have some parellax on short zoom in
text appears after cut

Notes

12

Scene	Panel
2	11



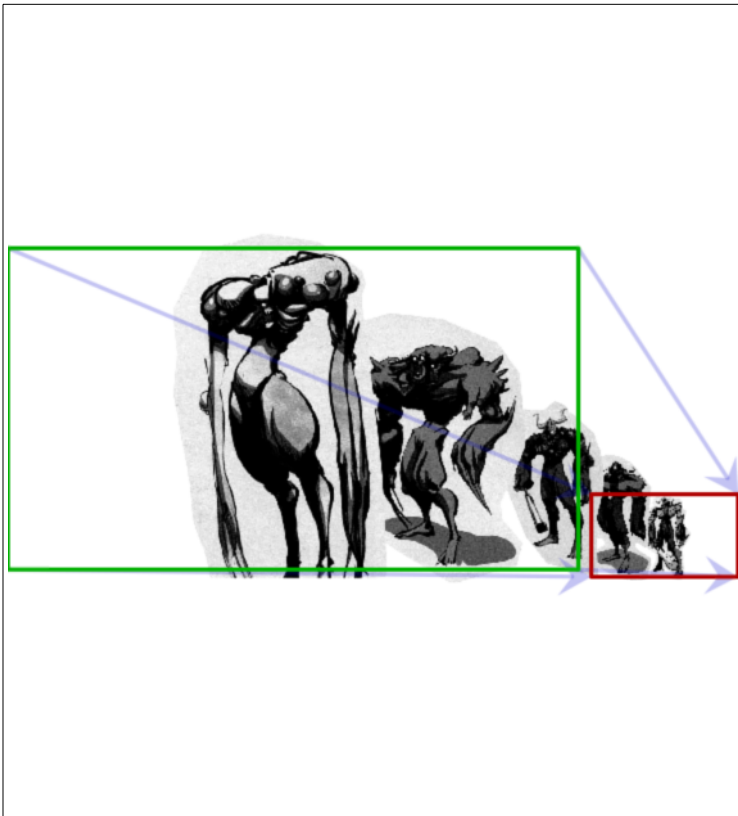
Action Notes

have some parellax on short zoom in text appears after cut

Notes

12

Scene	Panel
3	1



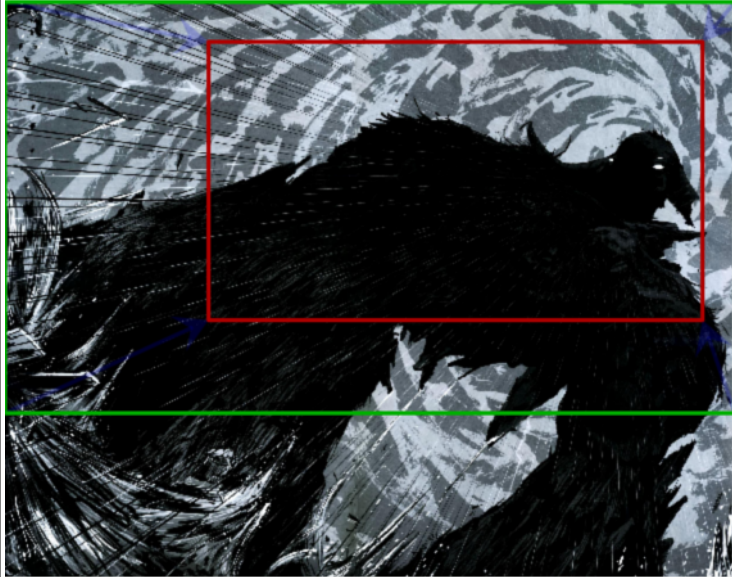
Action Notes

Camera zooms back 3d like to last giant
giants should auto orient to camera when pass?

Notes

Titants should get incrementally darker

Scene	Panel
3	2



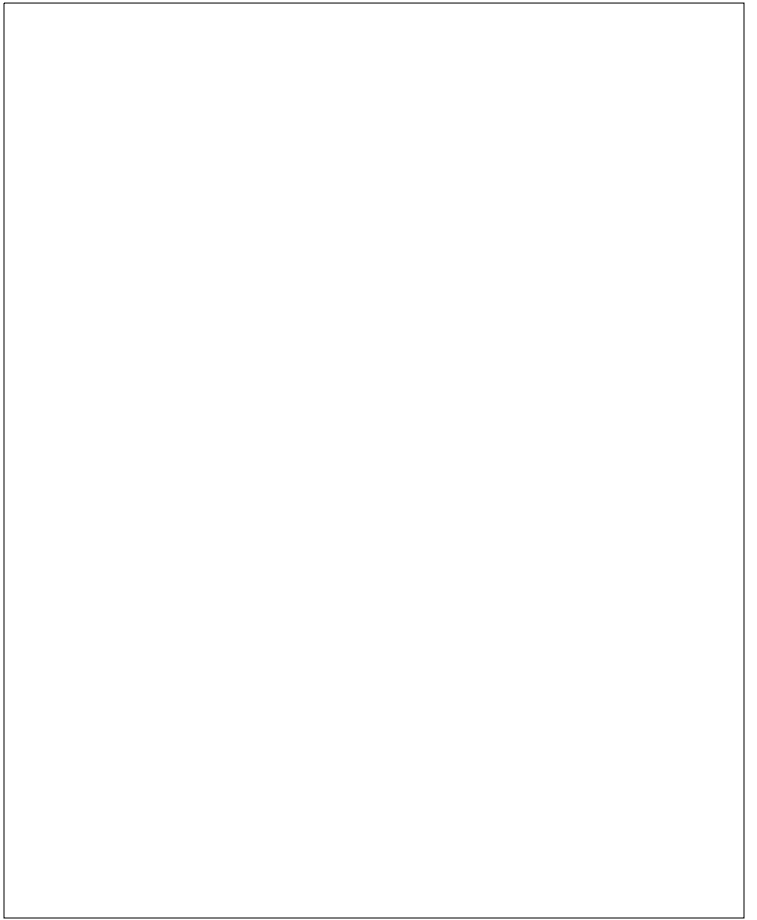
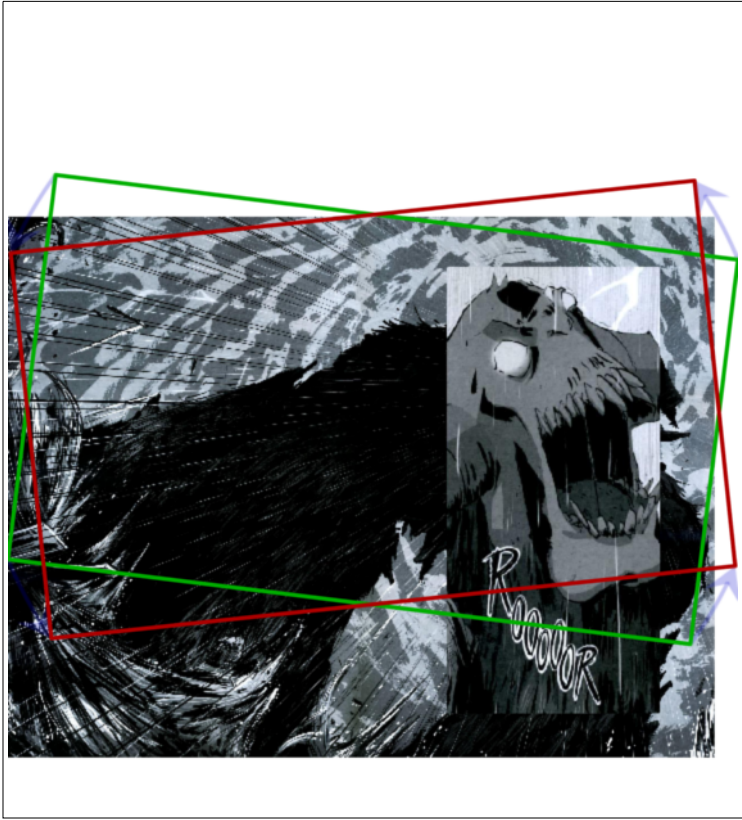
Scene	Panel
3	3



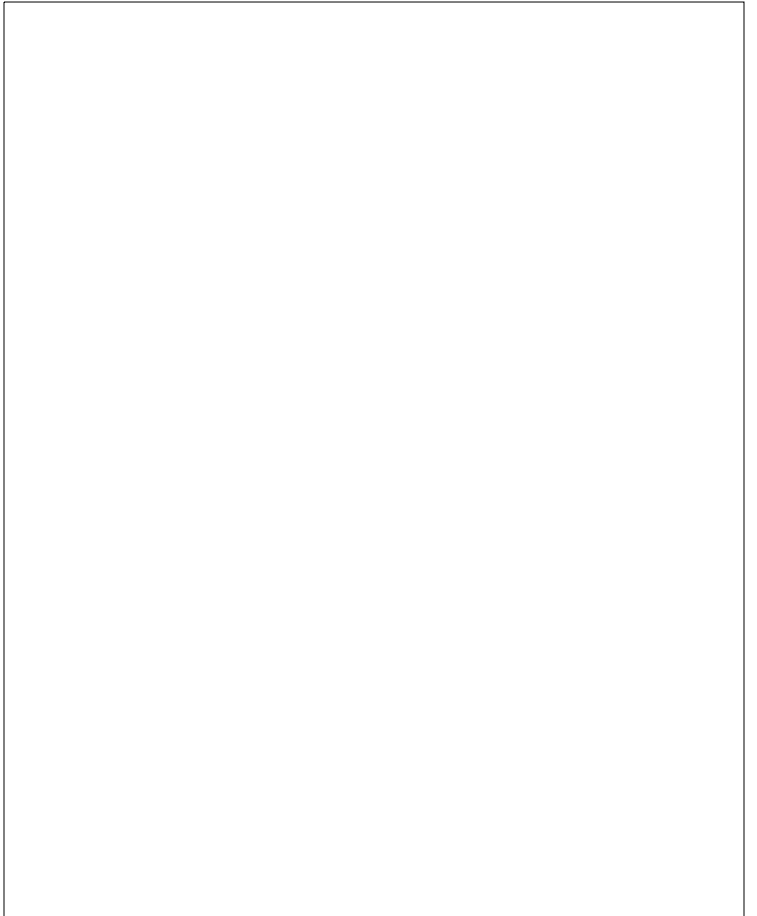
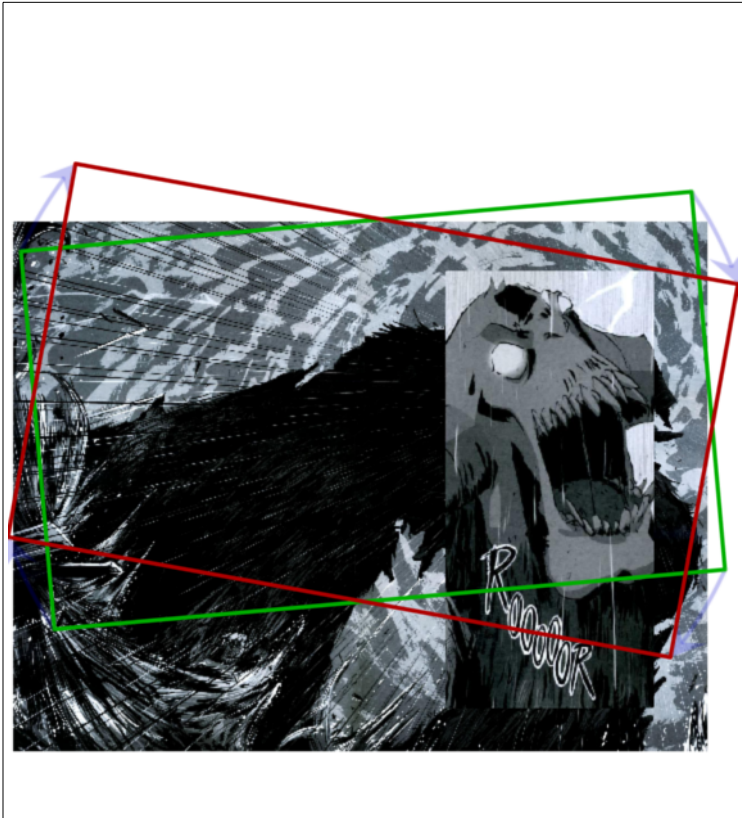
Action Notes
cam rotate shake
mouth open -sfx
make rain lines

Notes
use puppet tool or warp for mouth
cut out head and blend some how

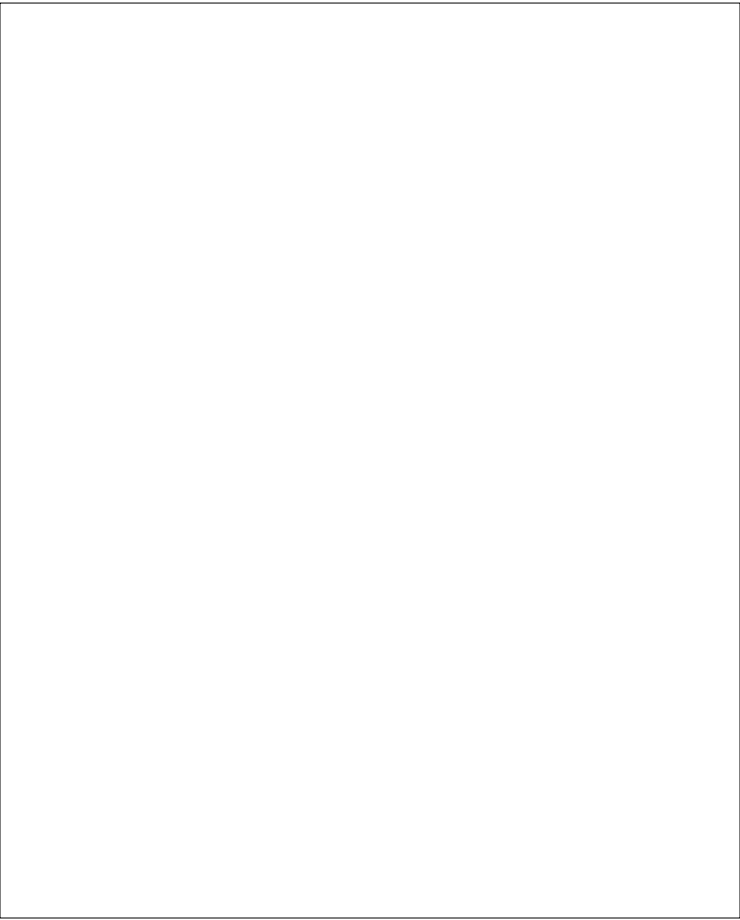
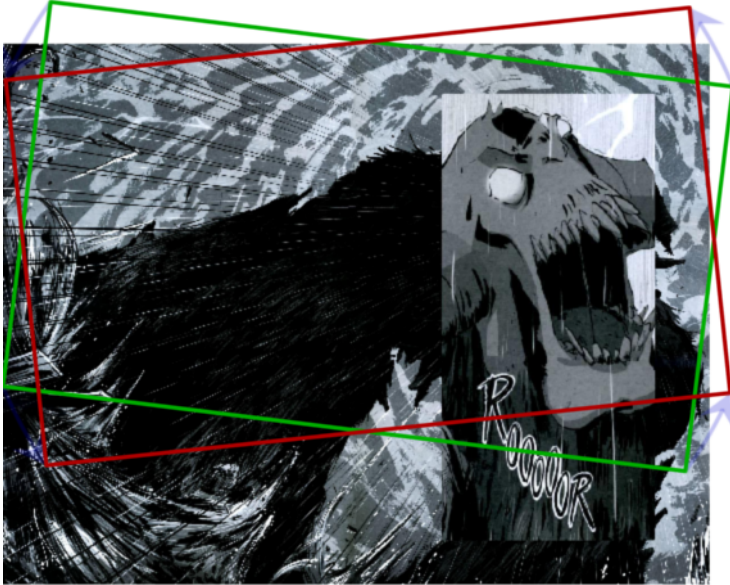
Scene	Panel
3	4



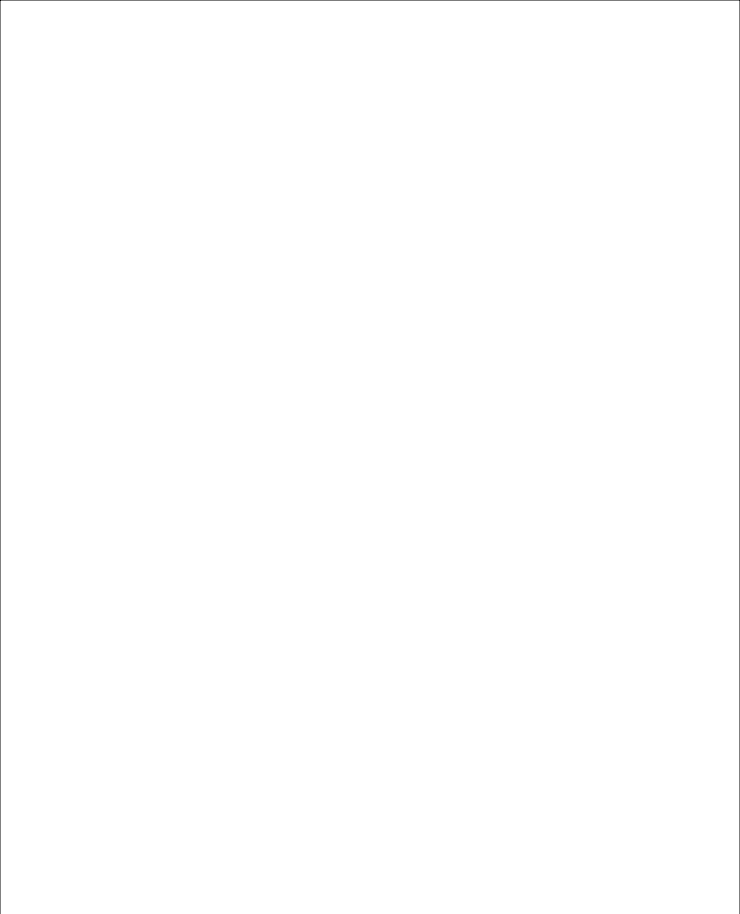
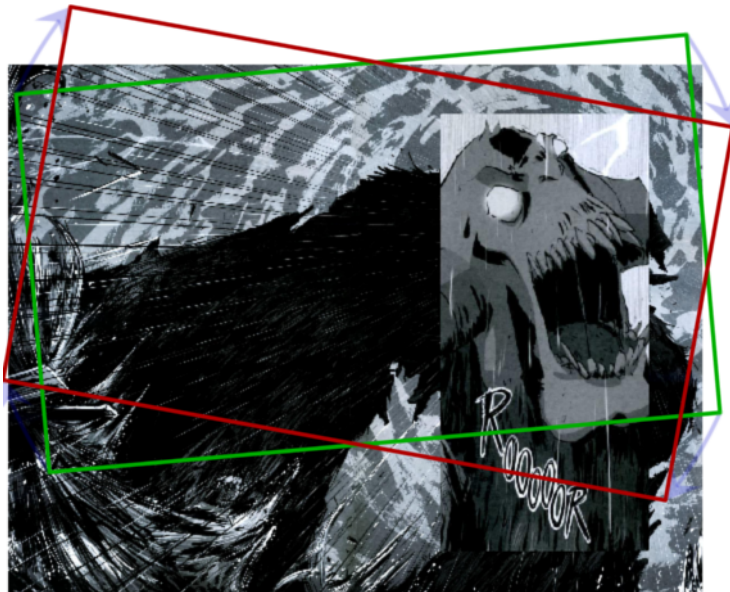
Scene	Panel
3	5



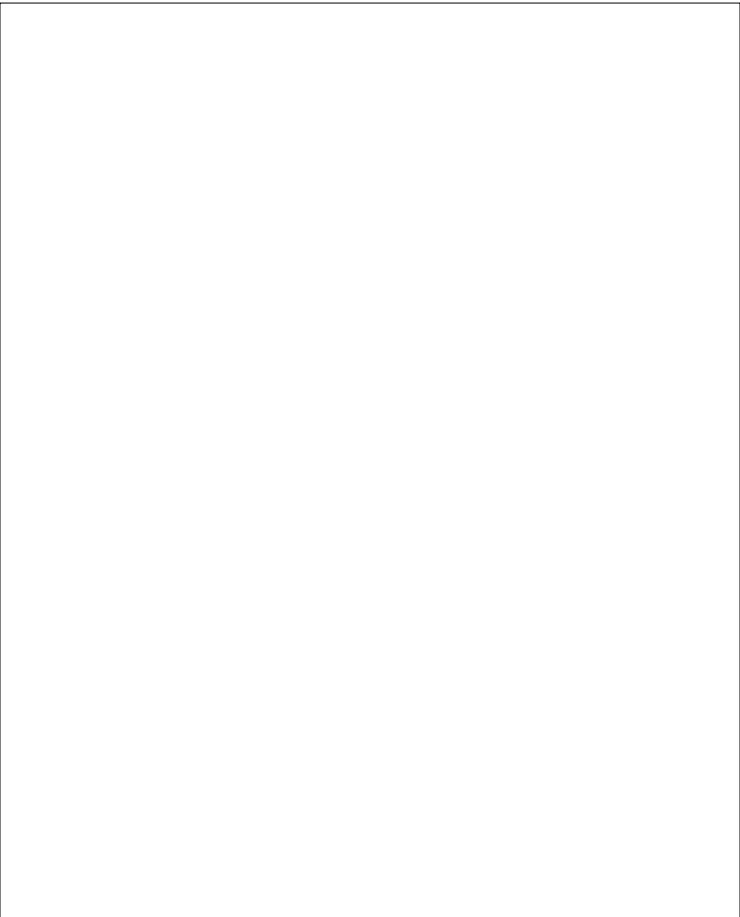
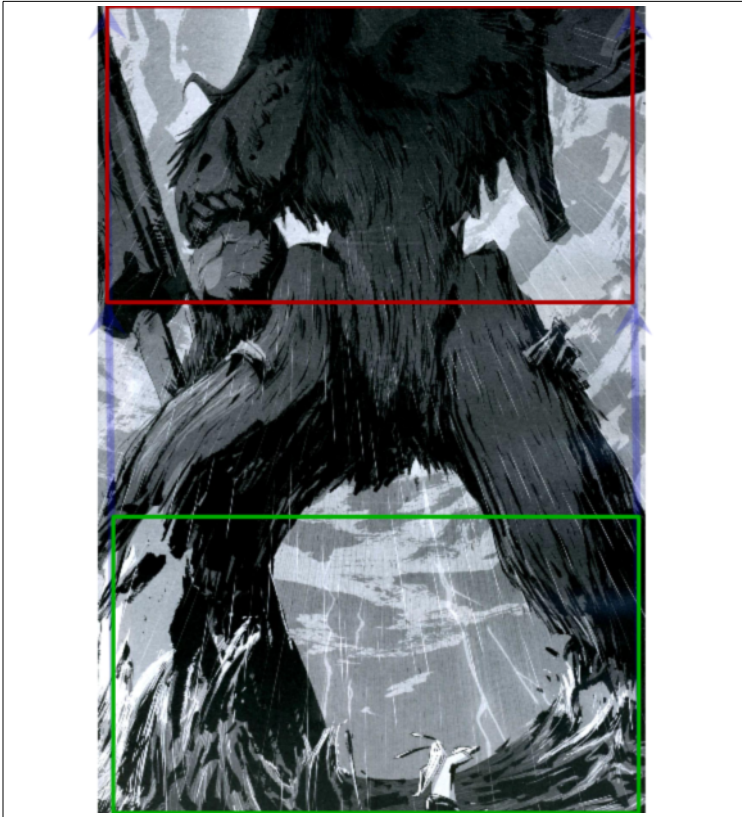
Scene	Panel
3	6



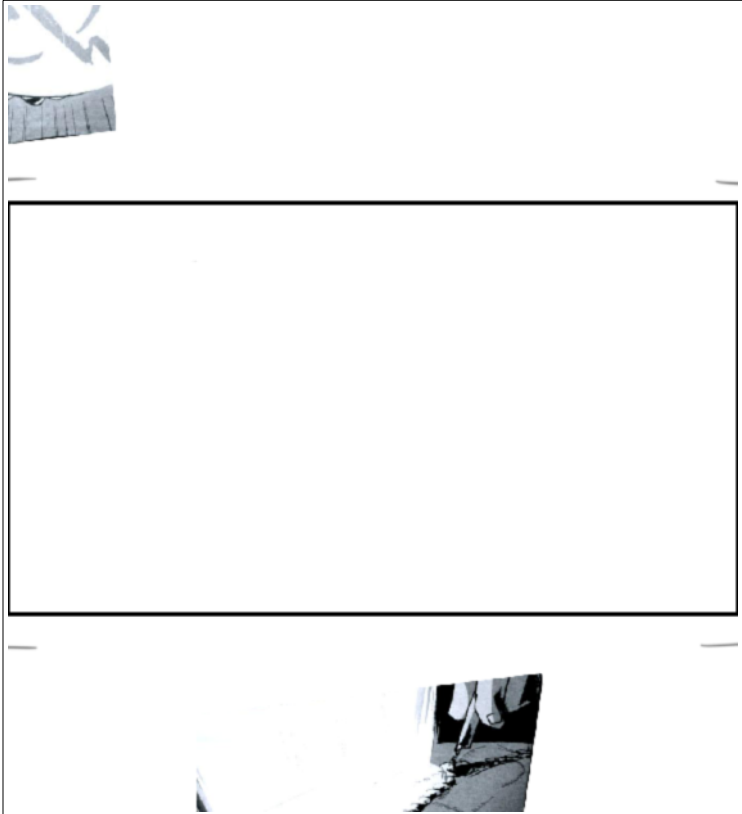
Scene	Panel
3	7



Scene	Panel
3	8

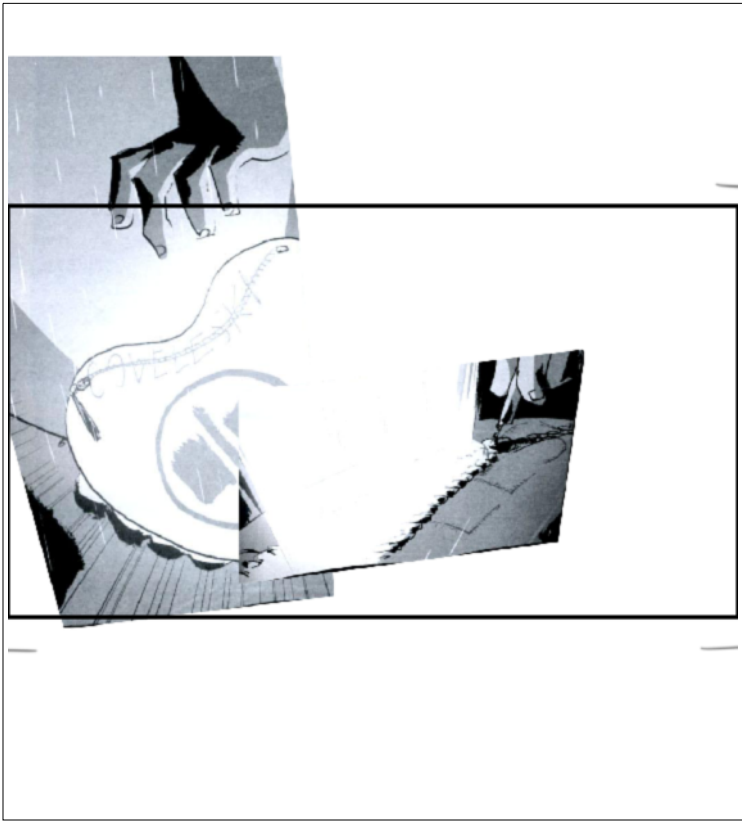


Scene	Panel
3	9



Action Notes
glow purse slides in

Scene	Panel
3	10



Action Notes

screen flash before purse pops in

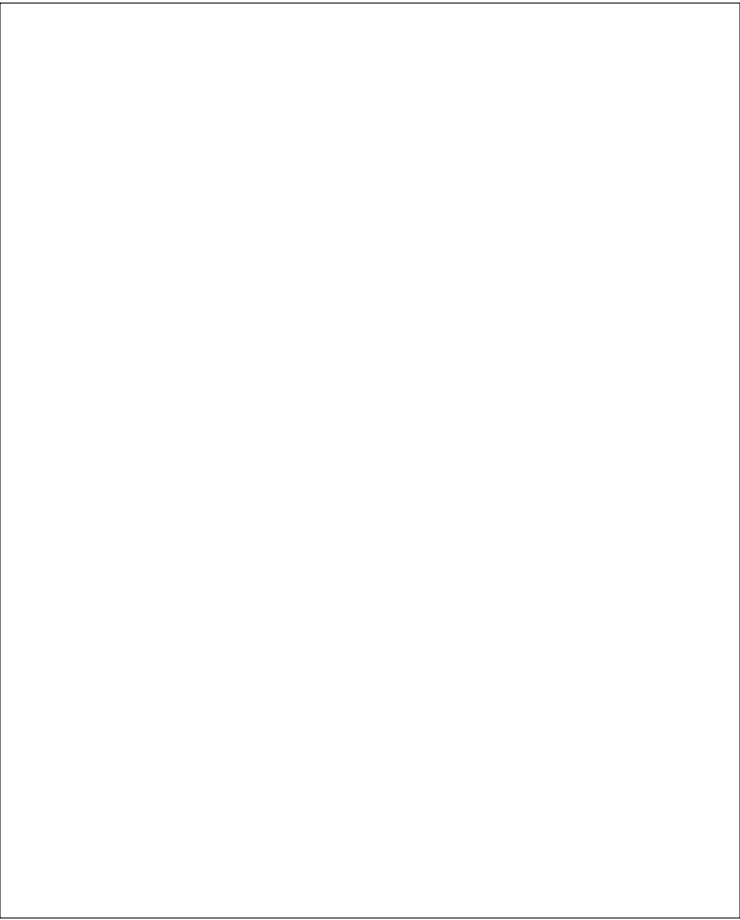
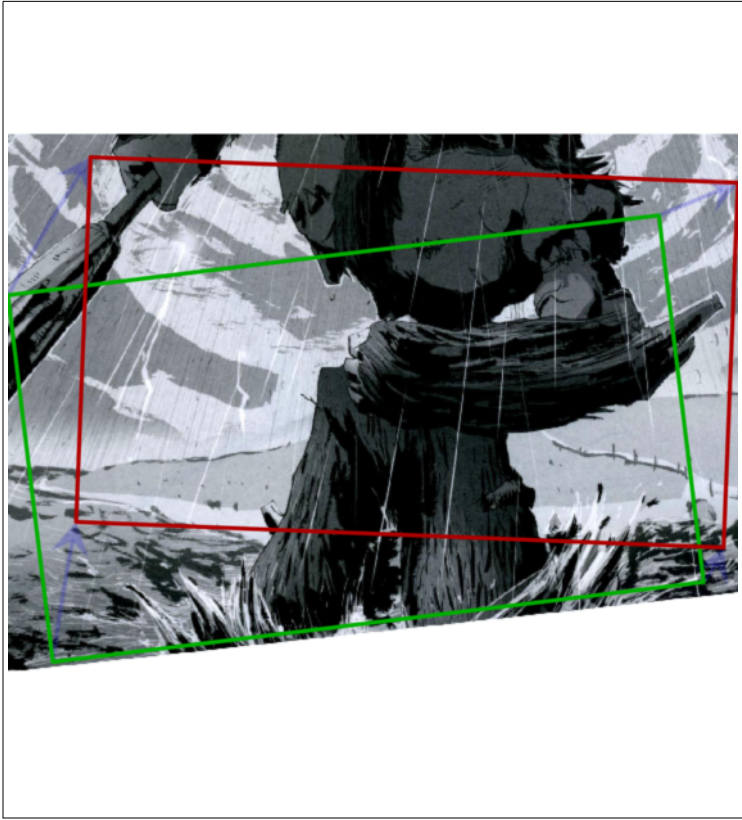
Scene	Panel
3	11



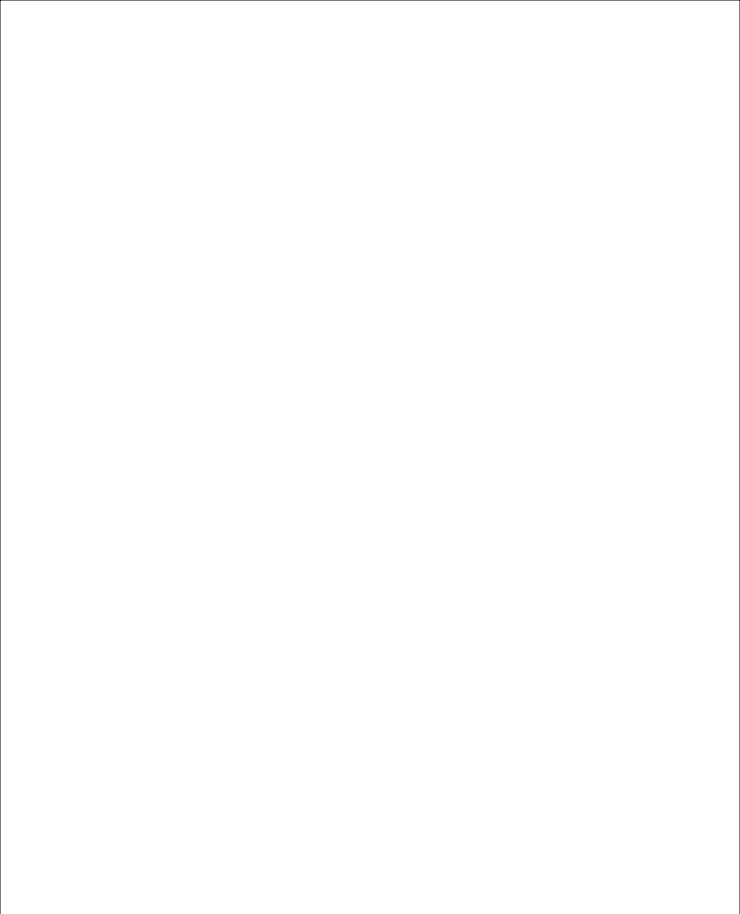
Action Notes

came pan down to purse

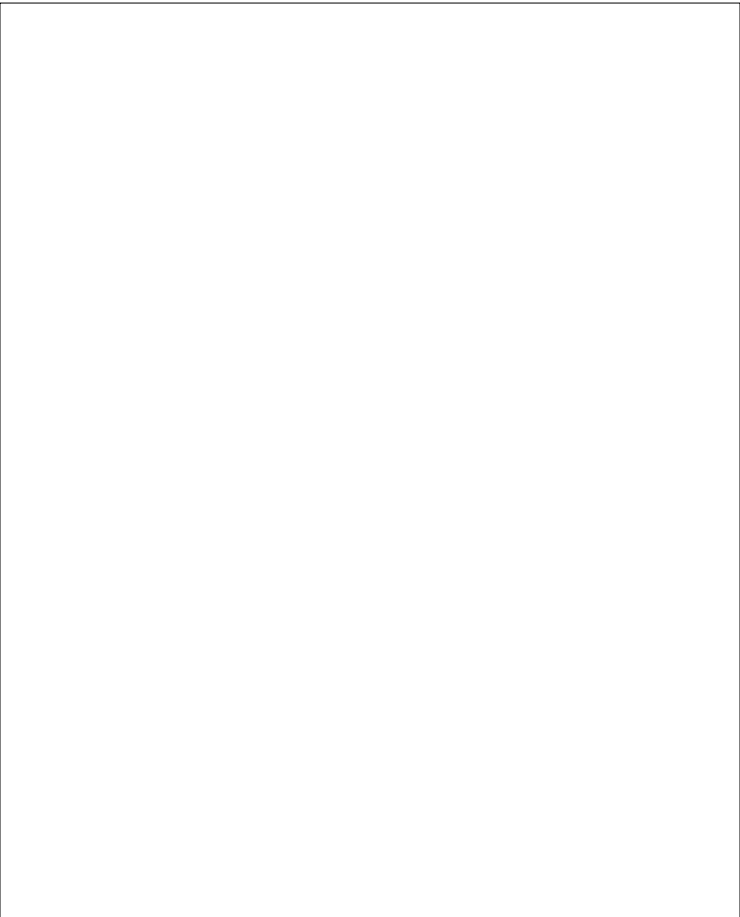
Scene	Panel
3	12



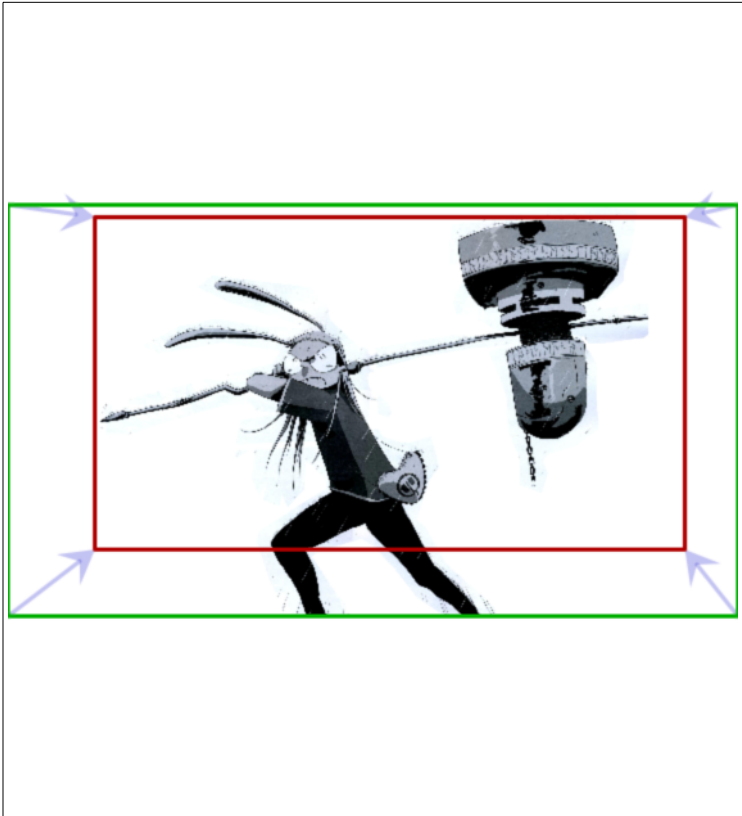
Scene	Panel
3	13



Scene	Panel
3	14



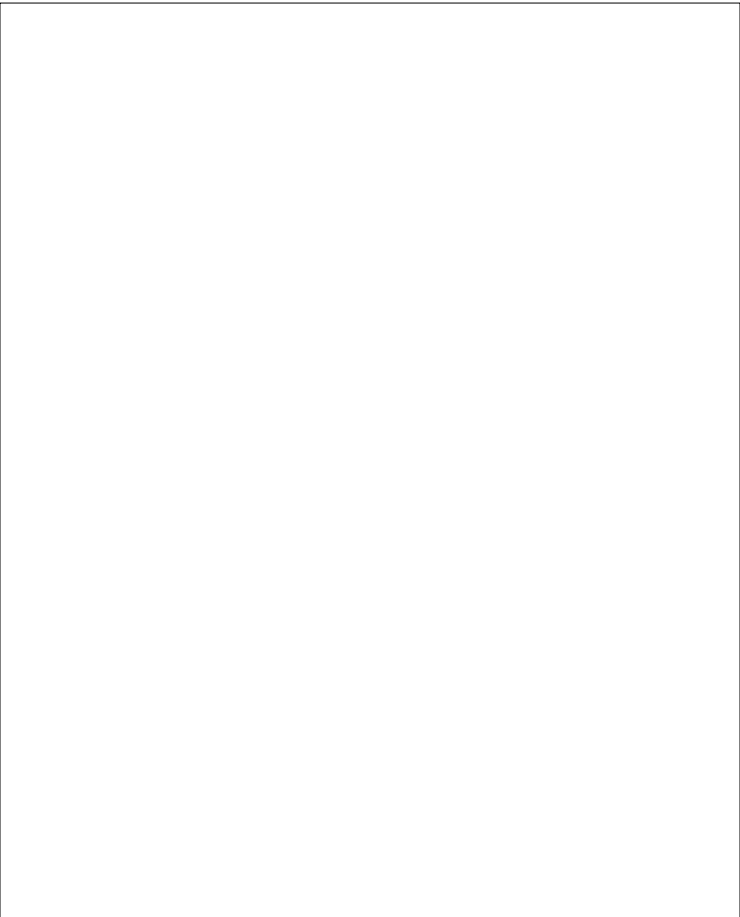
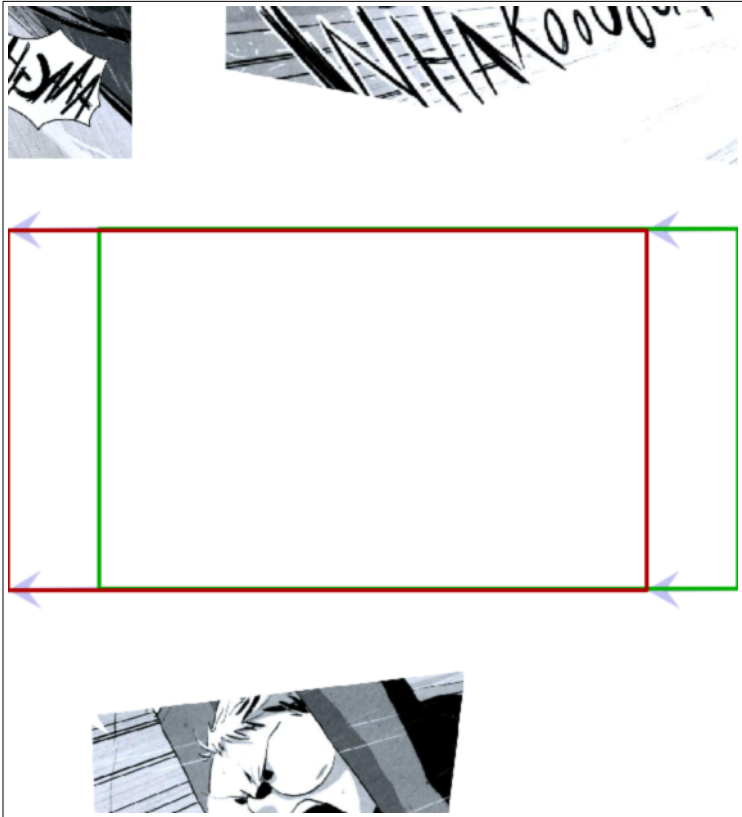
Scene	Panel
3	15



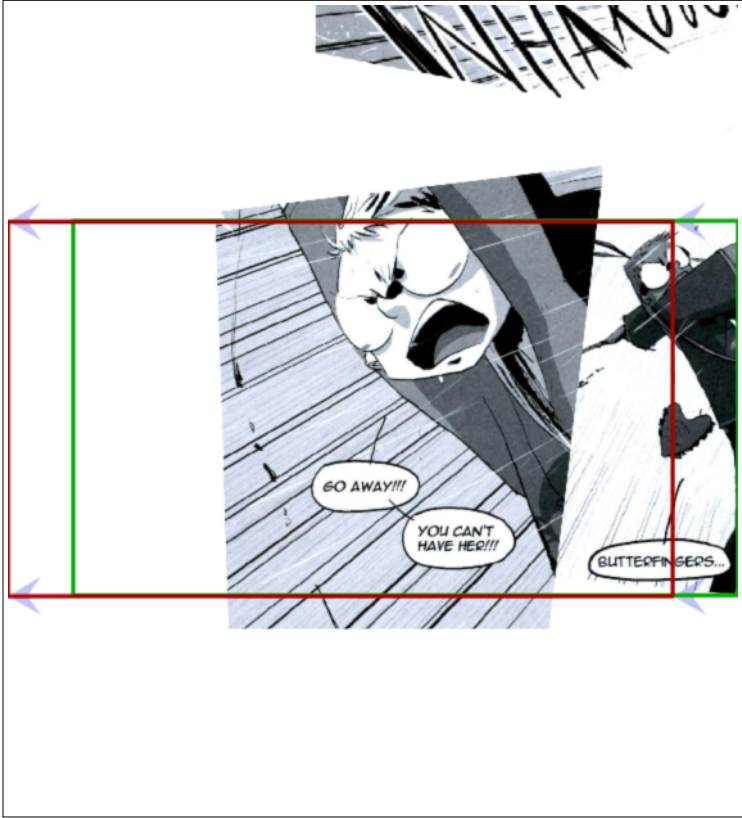
Action Notes
possible fak cam pivot around, hammer head part look 3d like

Notes
need to look epic!!!!

Scene	Panel
3	16



Scene	Panel
3	17



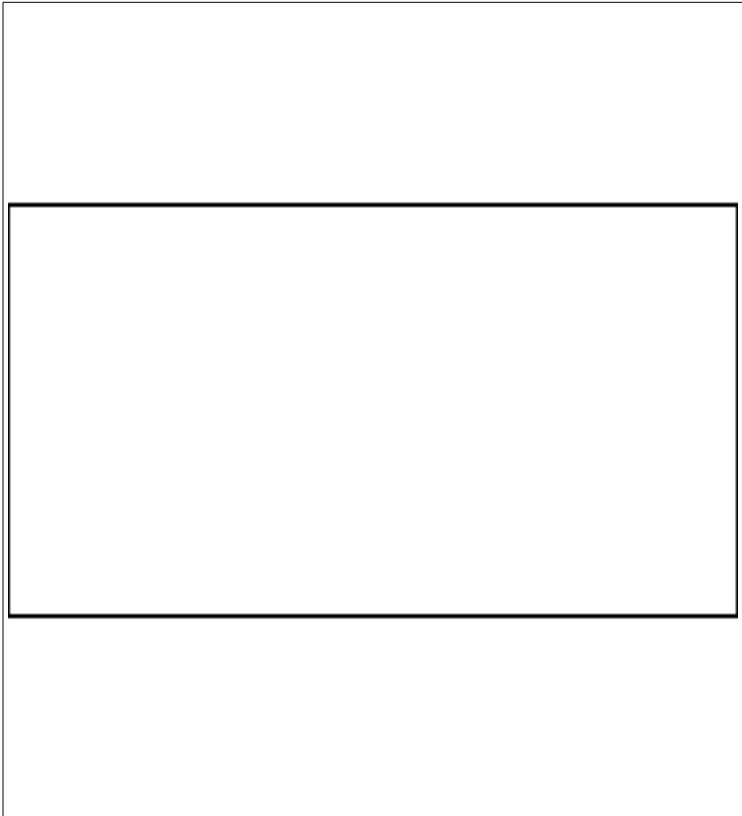
Action Notes
barb close up fade in from right to postion

Scene	Panel
3	18



Action Notes
barb close up fade in from right to position

Scene	Panel
3	19



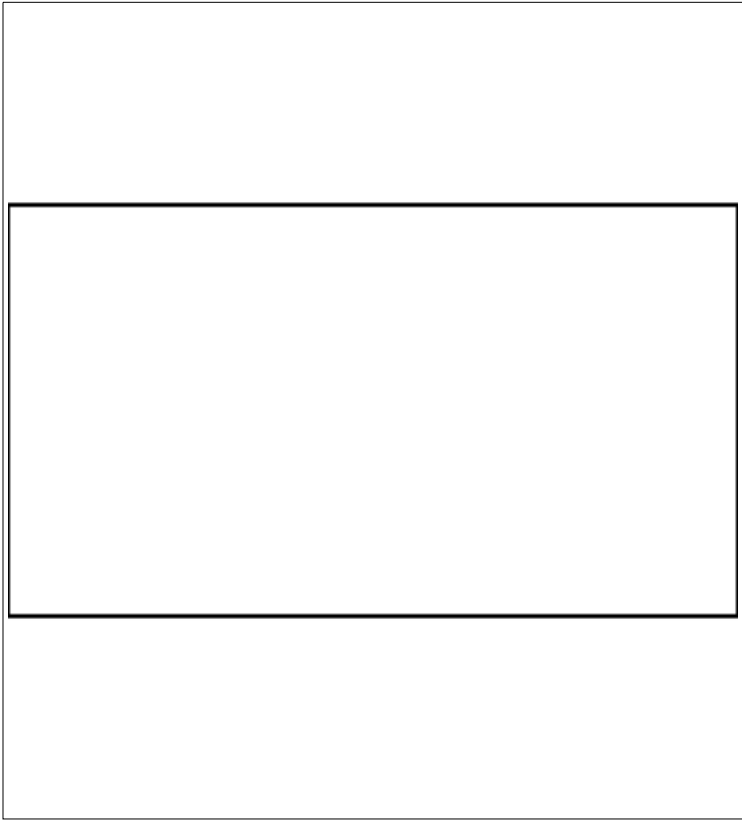
Action Notes
flash hold

Scene	Panel
3	20



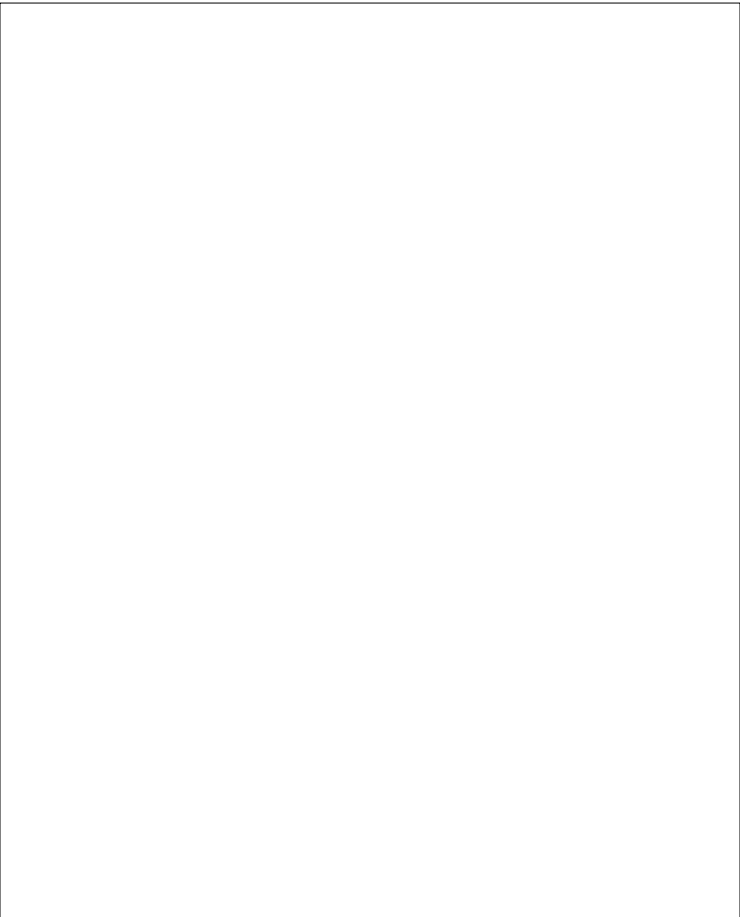
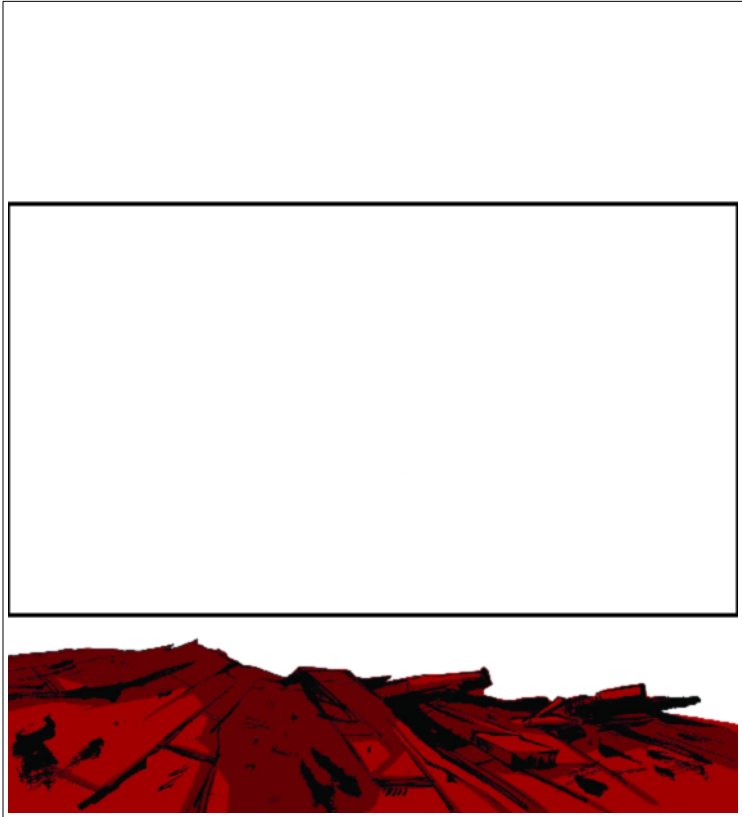
Action Notes
flash hold

Scene	Panel
3	21



Action Notes
flash hold

Scene	Panel
3	22

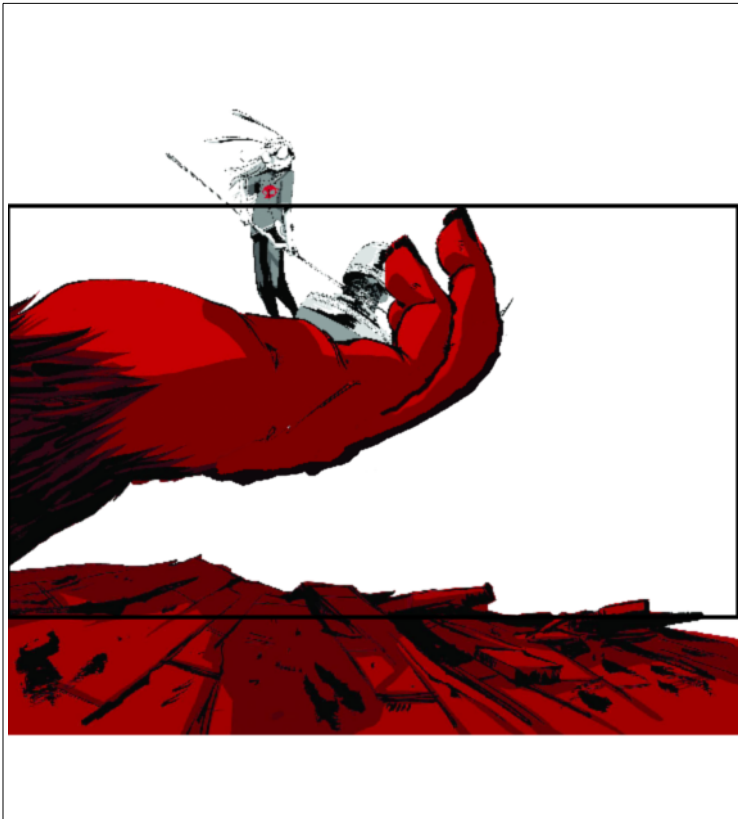


Scene	Panel
3	23



Action Notes
Giant Hand Falls Down

Scene	Panel
3	24



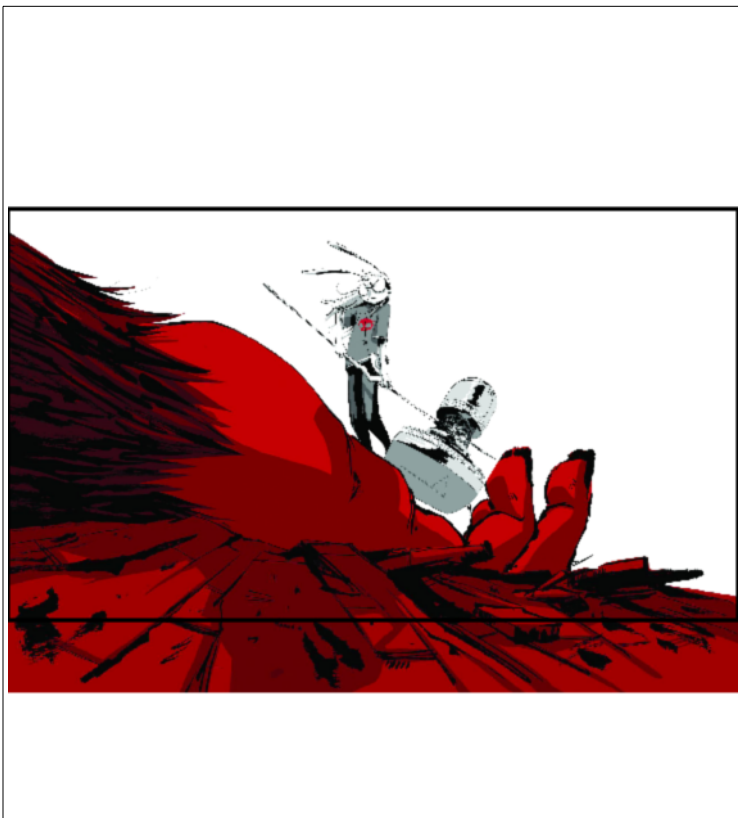
Action Notes

Continues to fall barb feet can be seen
Ground starts to rise up
need motion blur to cover up hand recreation

Notes

break apart fingers for extra realism on fall down

Scene	Panel
3	25



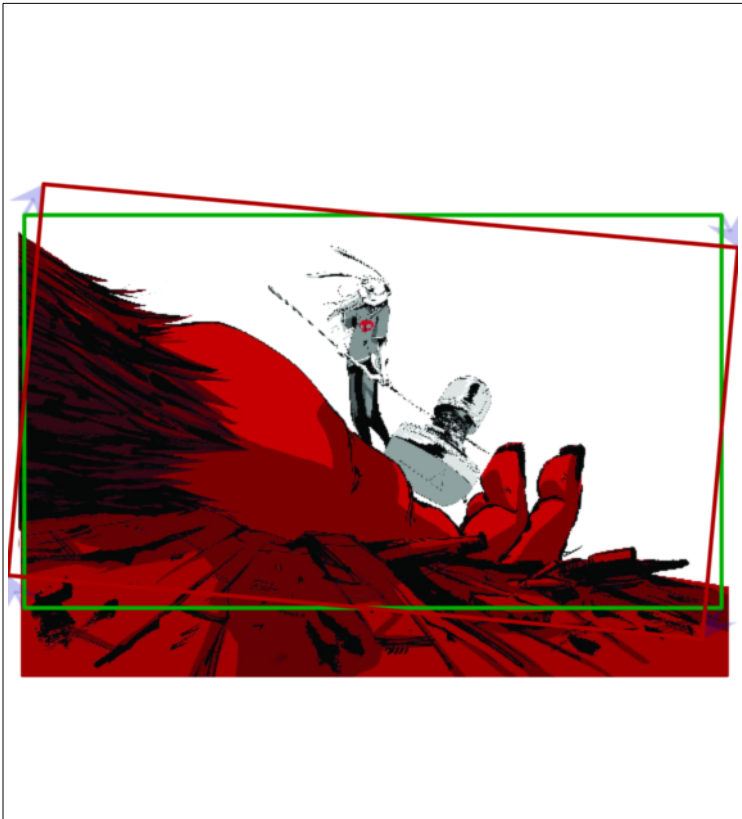
Action Notes

Giant hand hits ground, camera shake, hand shake, barb shake
add some toon rubble explosion from cinema ?

Notes

extend artwork for shake

Scene	Panel
3	26



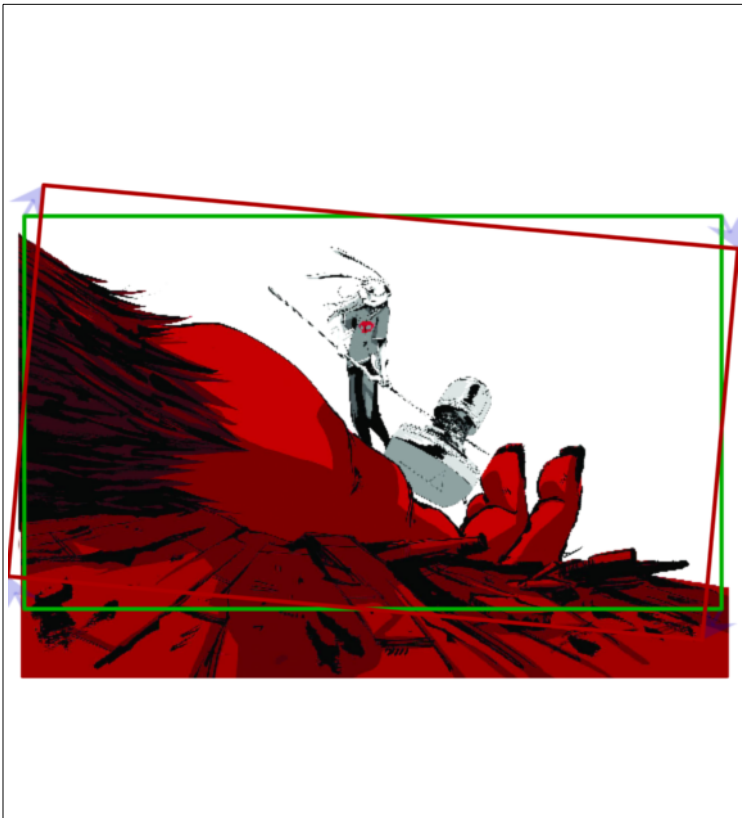
Action Notes

Giant hand hits ground, camera shake, hand shake, barb shake
add some toon rubble explosion from cinema ?

Notes

extend artwork for shake

Scene	Panel
3	27



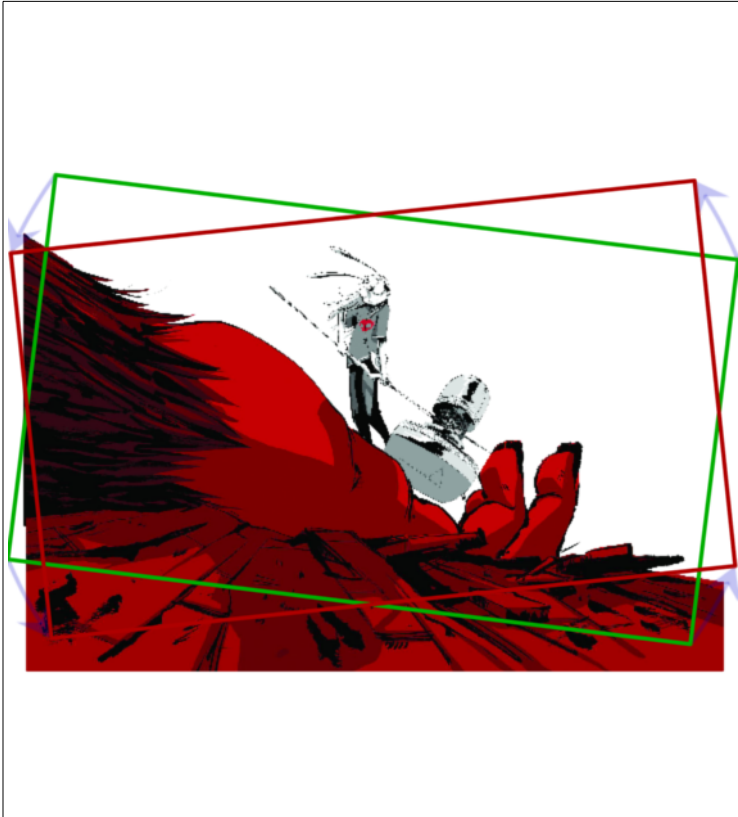
Action Notes

Giant hand hits ground, camera shake, hand shake, barb shake
add some toon rubble explosion from cinema ?

Notes

extend artwork for shake

Scene	Panel
3	28



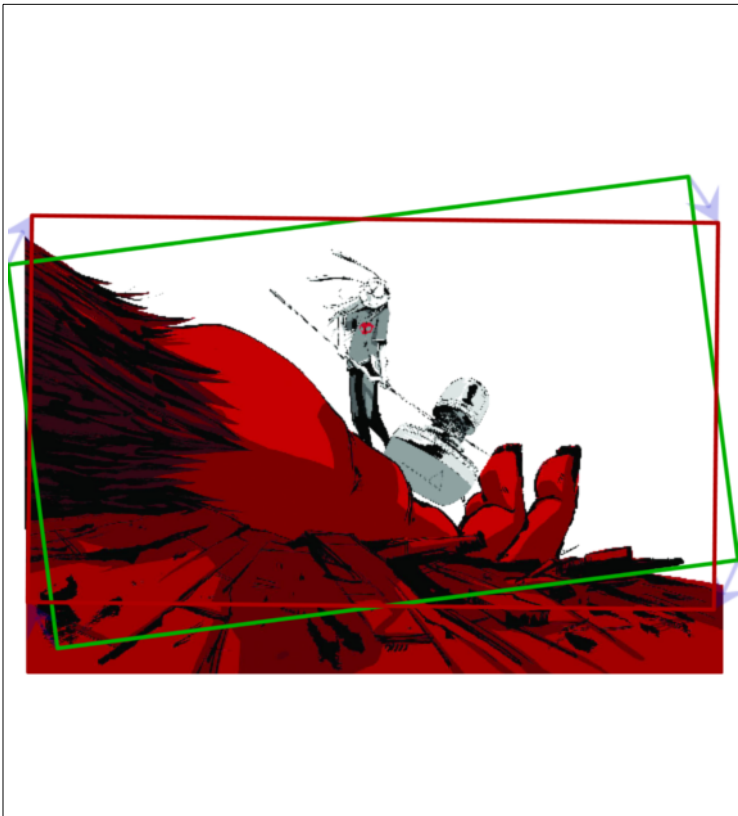
Action Notes

Giant hand hits ground, camera shake, hand shake, barb shake
add some toon rubble explosion from cinema ?

Notes

extend artwork for shake

Scene	Panel
3	29



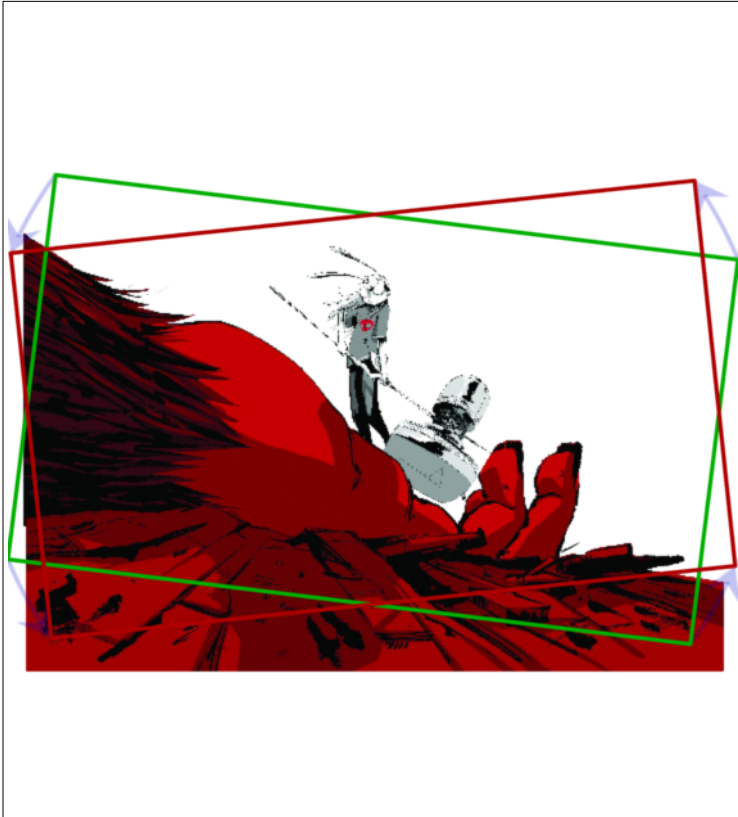
Action Notes

Giant hand hits ground, camera shake, hand shake, barb shake
add some toon rubble explosion from cinema ?

Notes

extend artwork for shake

Scene	Panel
3	30



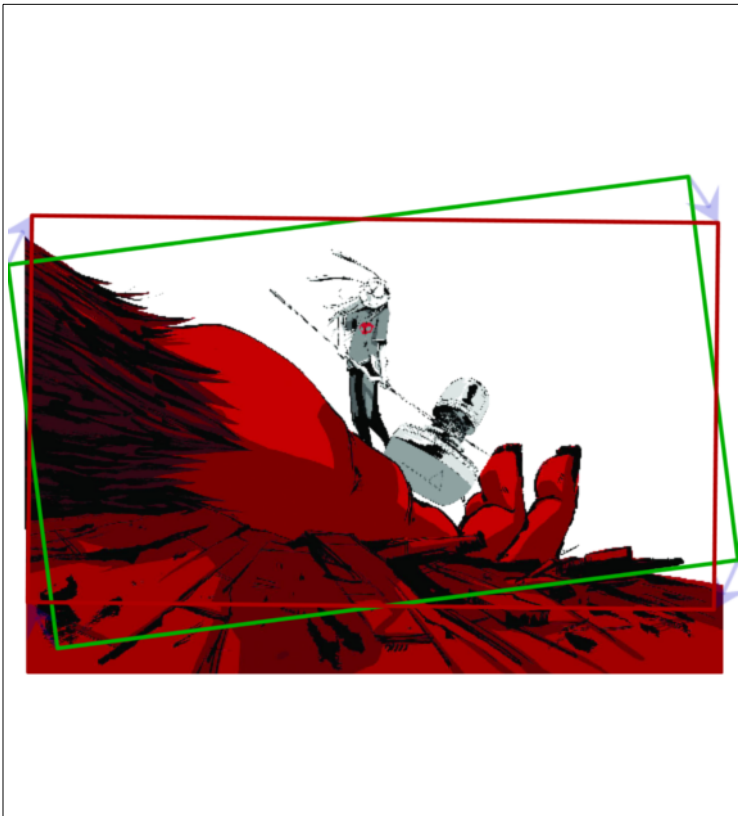
Action Notes

Giant hand hits ground, camera shake, hand shake, barb shake
add some toon rubble explosion from cinema ?

Notes

extend artwork for shake

Scene	Panel
3	31



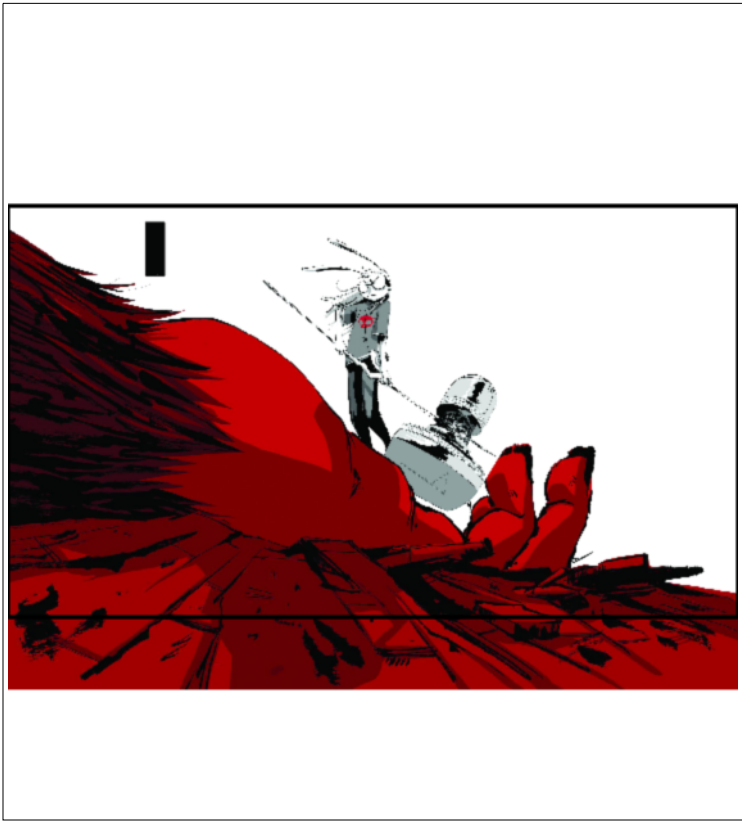
Action Notes

Giant hand hits ground, camera shake, hand shake, barb shake
add some toon rubble explosion from cinema ?

Notes

extend artwork for shake

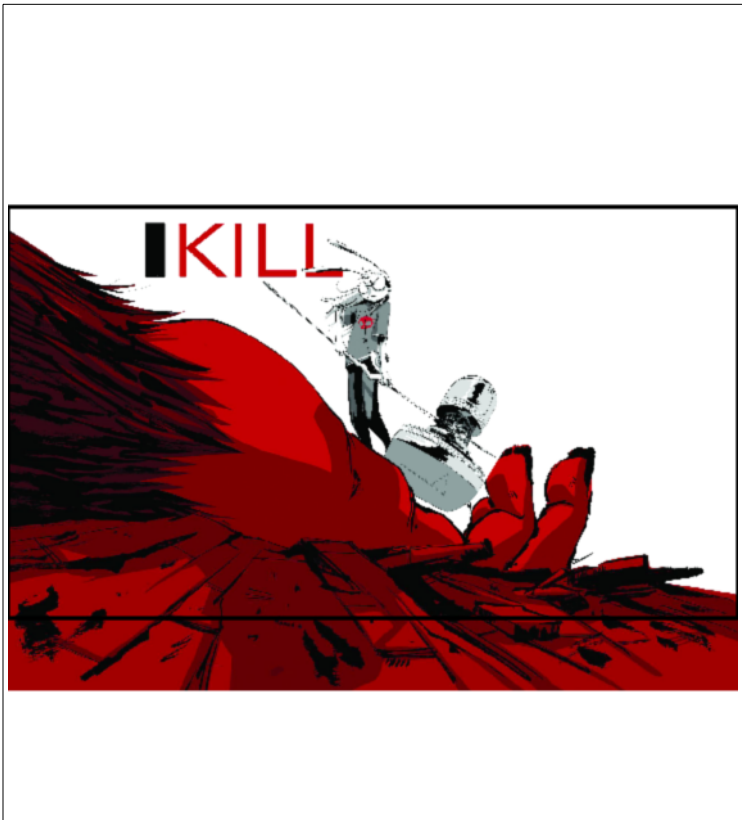
Scene	Panel
3	32



Action Notes

shake stops I appears
ears wave
smoke from giant hand

Scene	Panel
3	33



Action Notes

Kill appears

Scene	Panel
3	34

Action Notes
Giants appear

