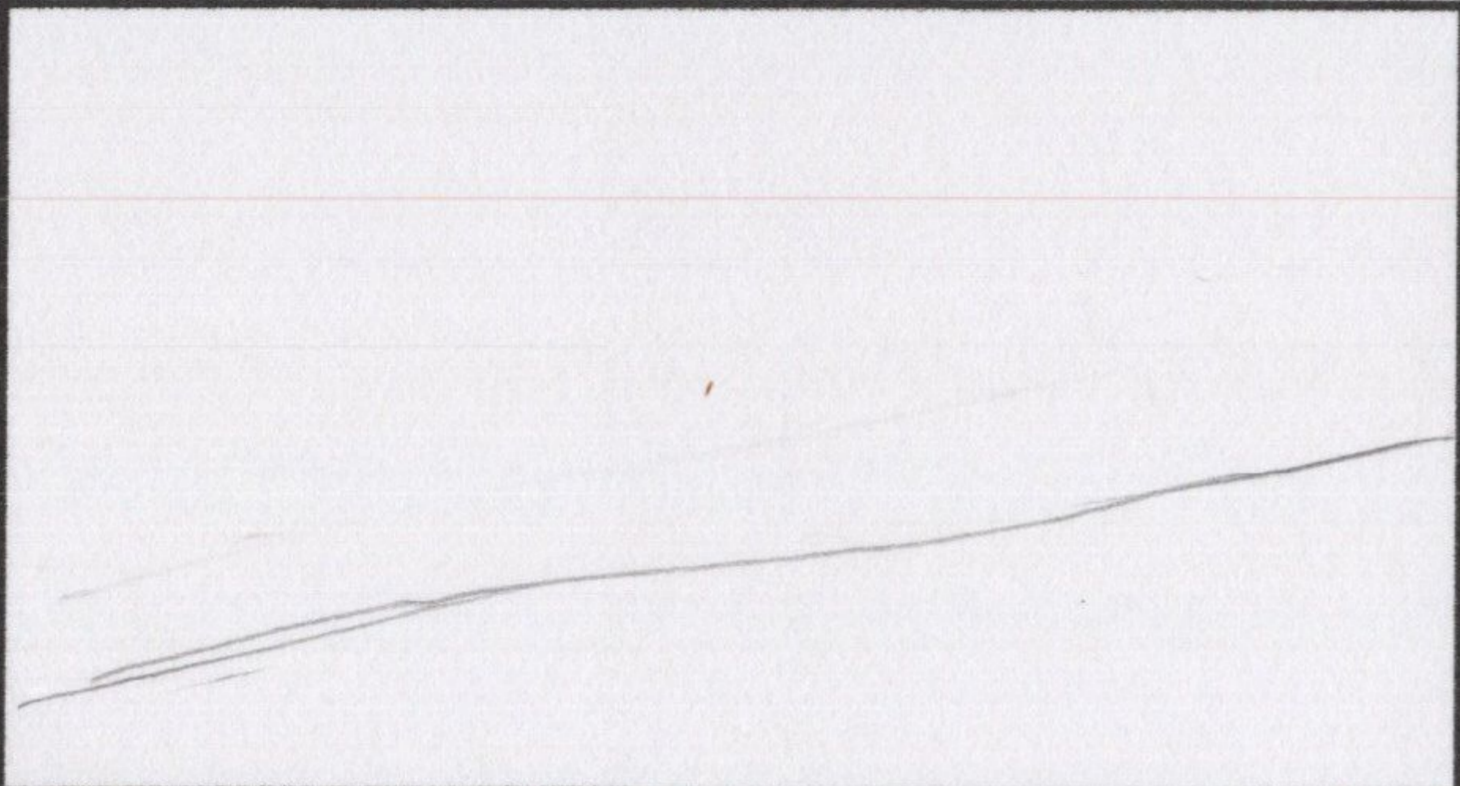



Scene # 1 Shot # 1



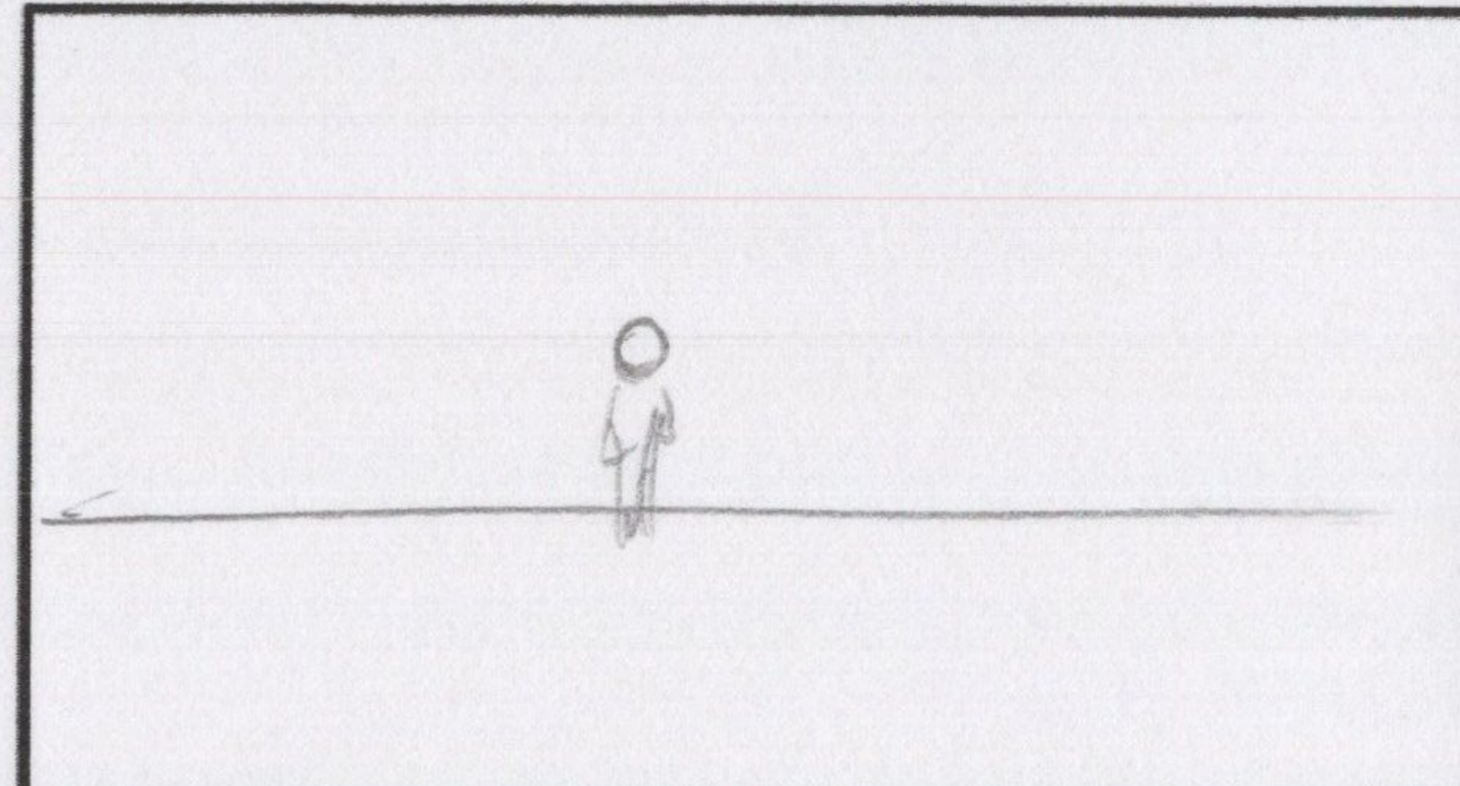
Camera Angle Dutch
Action/Dialogue

Scene # 1 Shot # 2




Camera Angle Dutch
Action/Dialogue Grandfather appears from the ground

Scene # 2 Shot # 1




Camera Angle Full
Action/Dialogue Intensity is steady

Scene # 2 Shot # 2



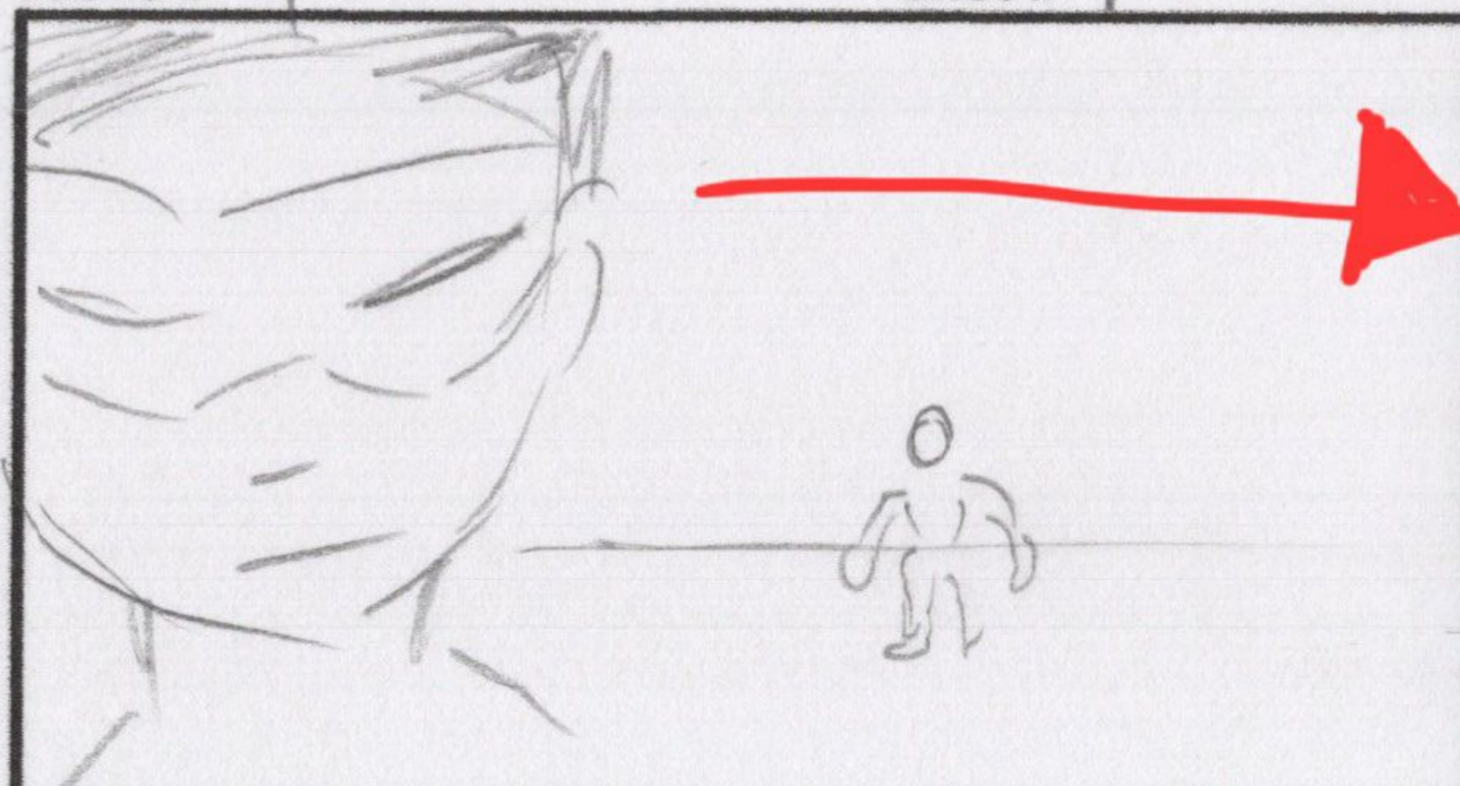
Camera Angle Full / Exm close up
Action/Dialogue grandfather lands

Scene # 3 Shot # 1



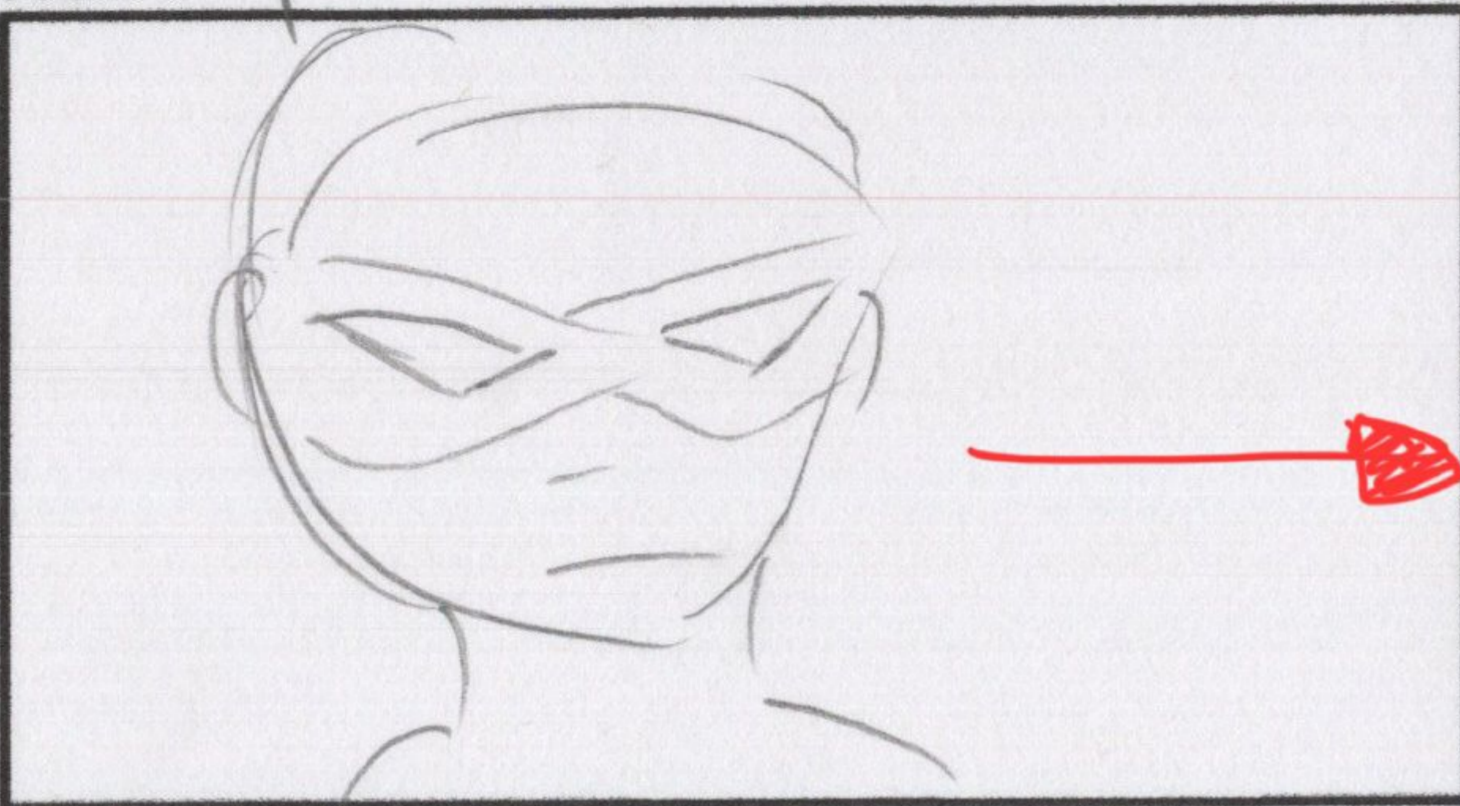
Camera Angle Close shot
Action/Dialogue grandfather looks whistling

Scene # 4 Shot # 1



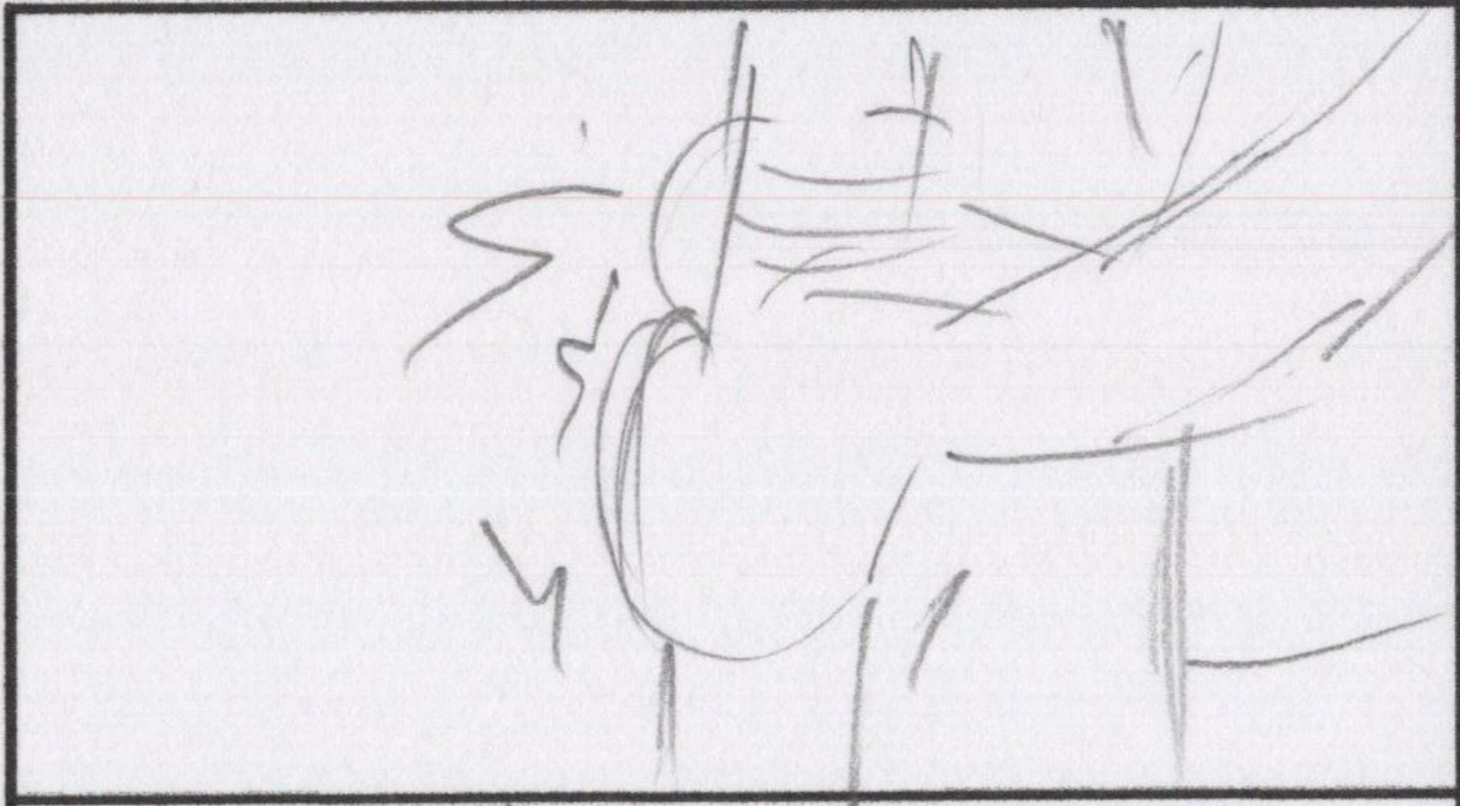
Camera Angle Exm close up
Action/Dialogue Intensity steady with his eyes closes

Scene # 4 Shot # 2



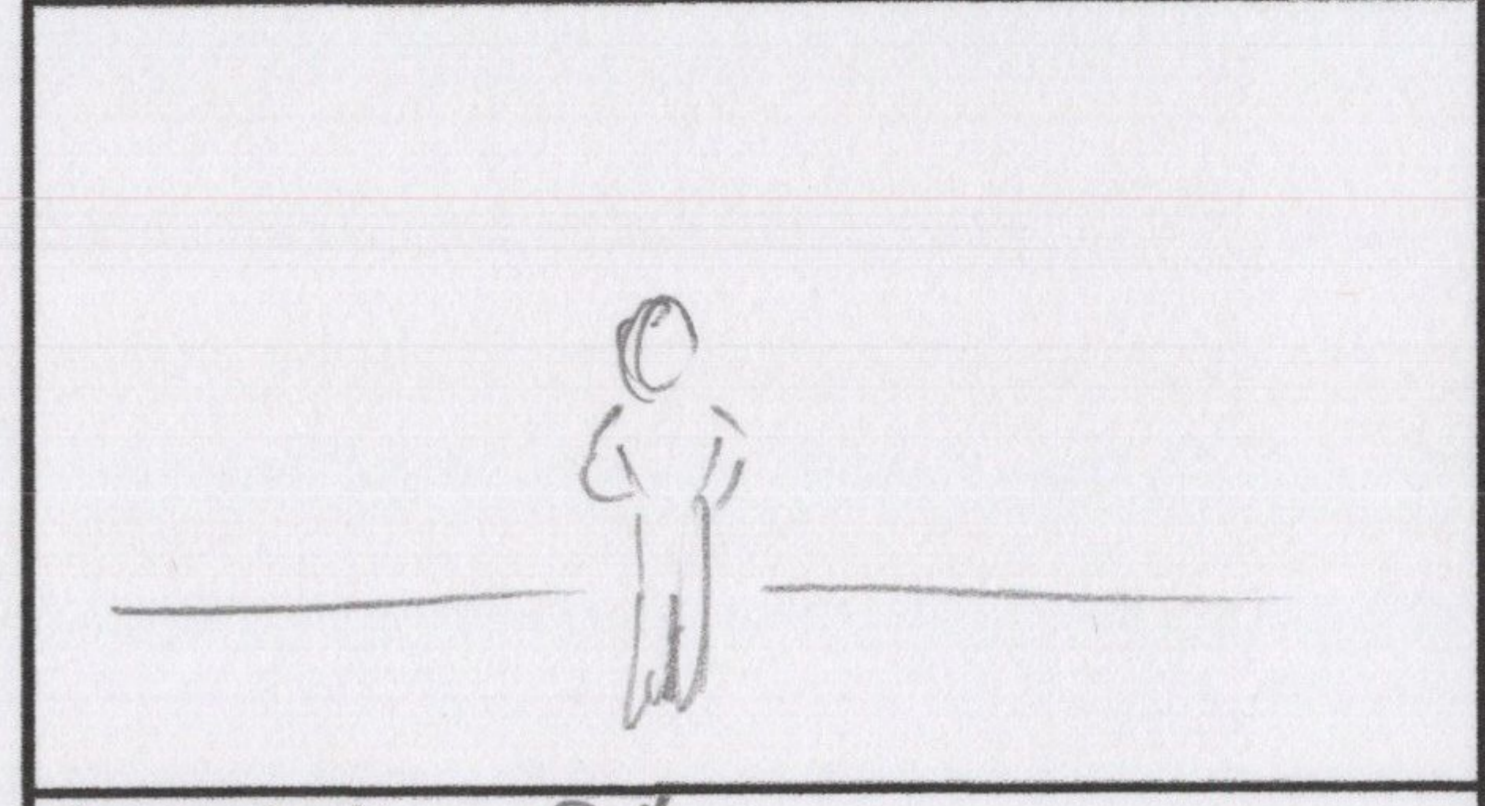
Camera Angle Exm close up
 Action/Dialogue intensity opens WS eyes

Scene # 5 Shot # 1



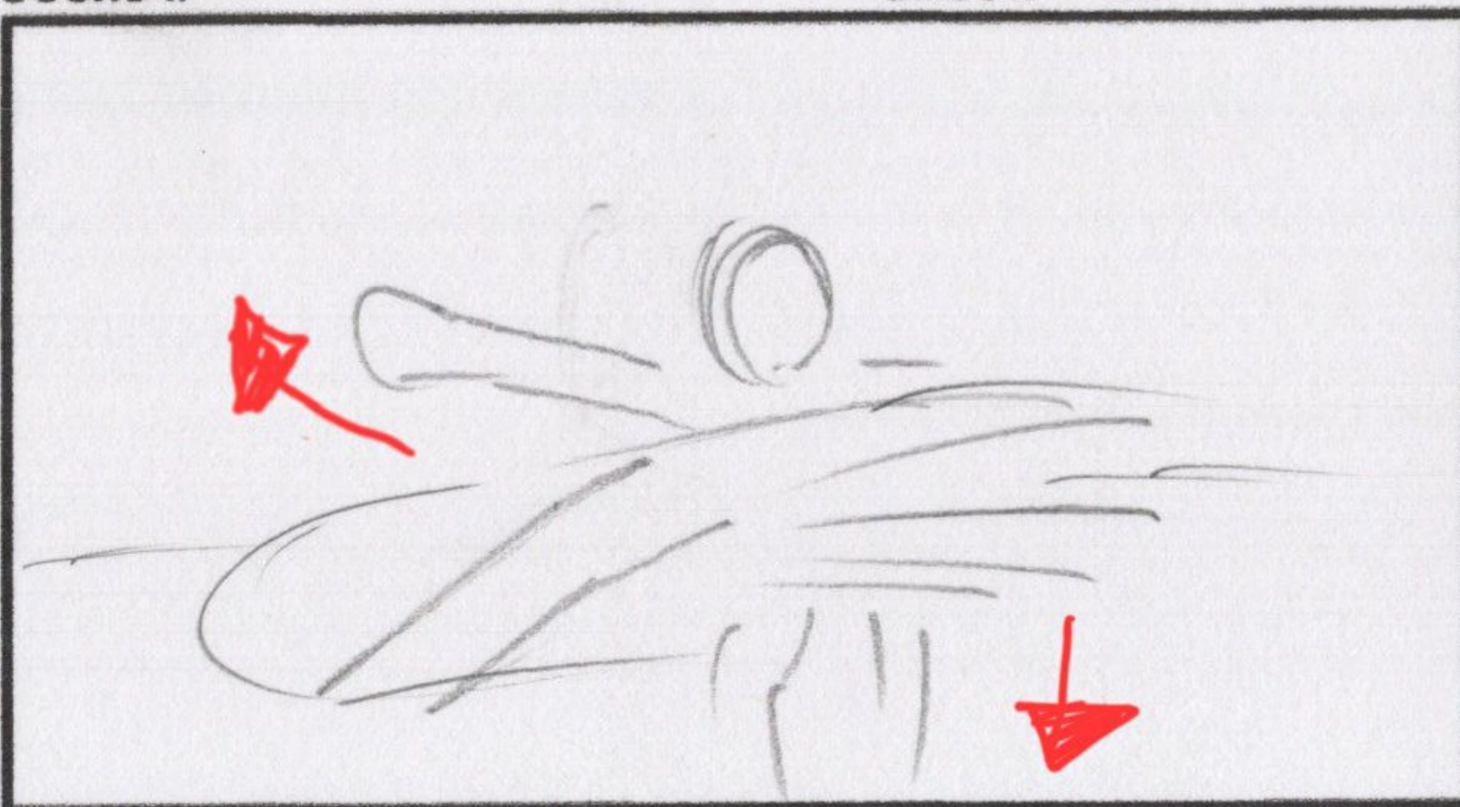
Camera Angle Exm close up
 Action/Dialogue intensity holding WS staff

Scene # 6 Shot # 1



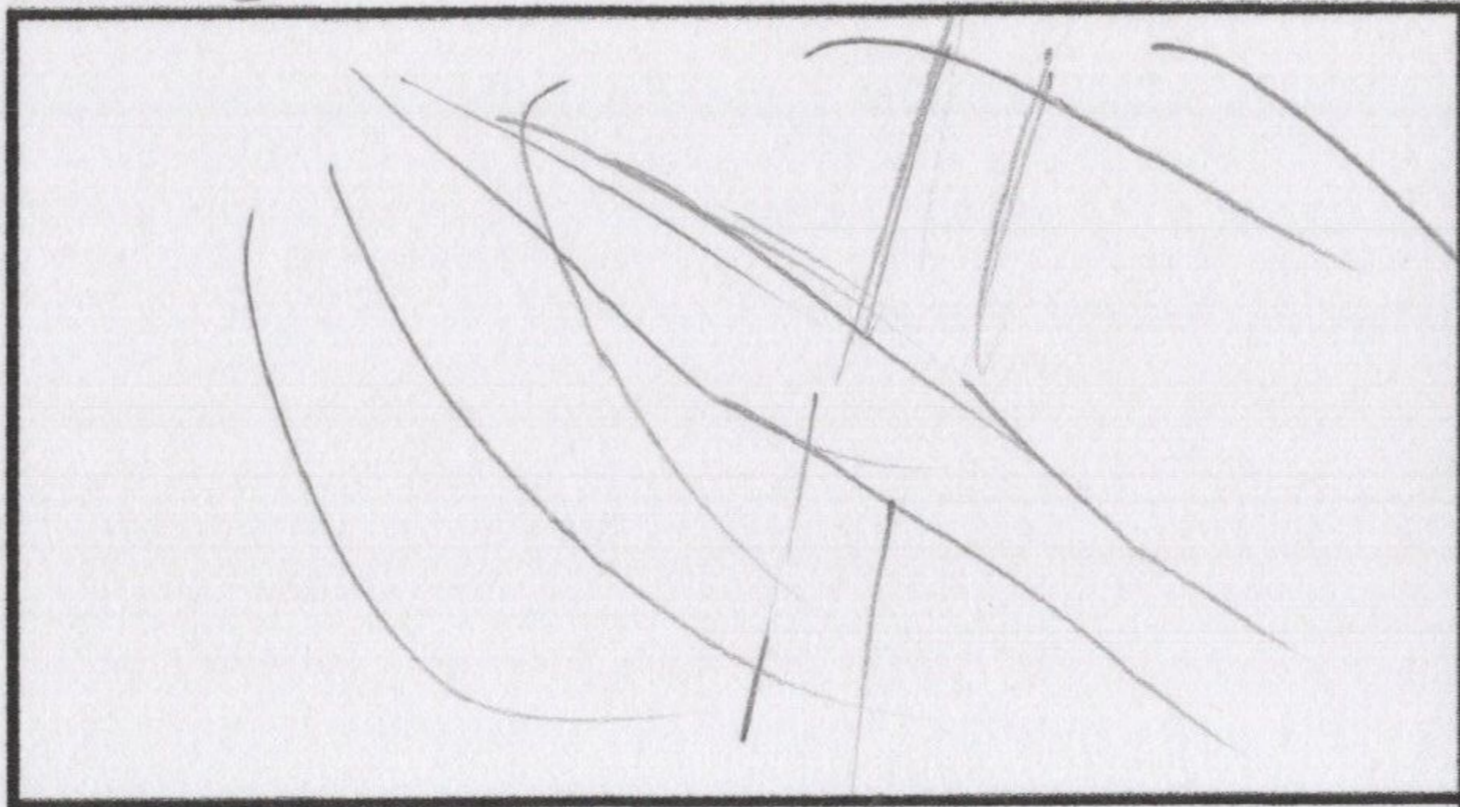
Camera Angle full
 Action/Dialogue intensity steady

Scene # 6 Shot # 2



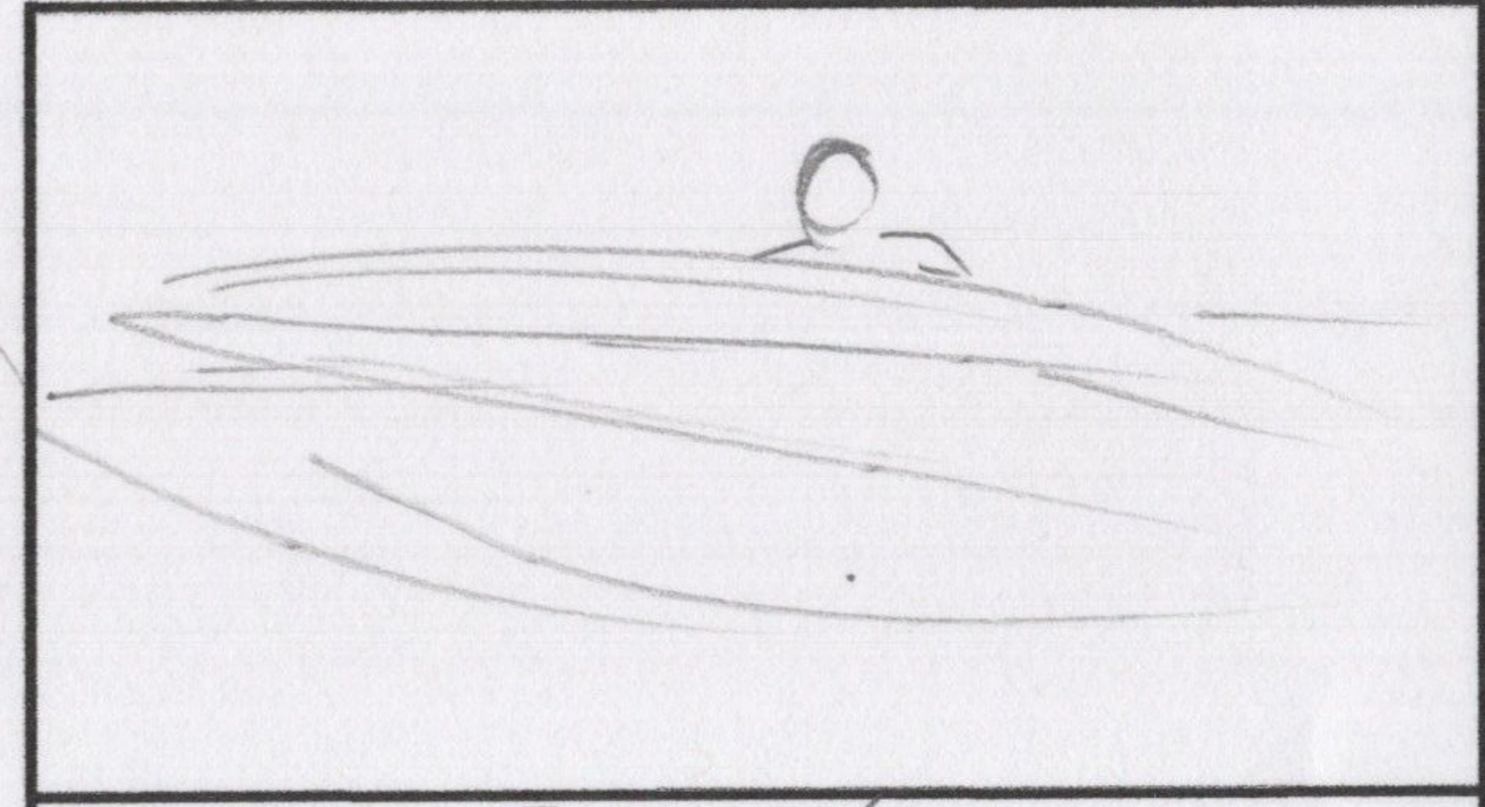
Camera Angle Full / Exm close
 Action/Dialogue intensity throws WS staff

Scene # 6 Shot # 3



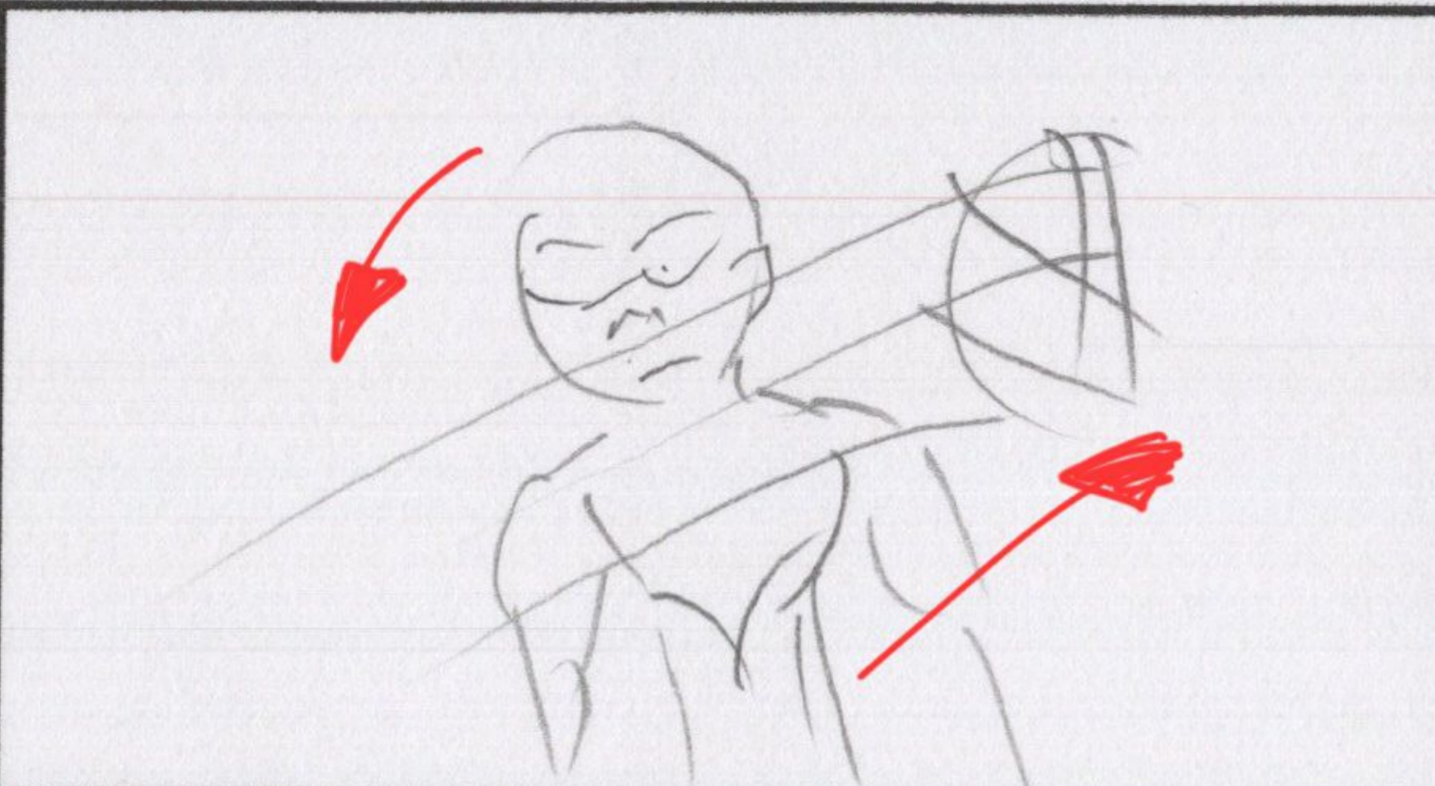
Camera Angle Exm close
 Action/Dialogue the camera follows the staff

Scene # 6 Shot # 4



Camera Angle Exm close
 Action/Dialogue the staff aims for grandbreaker

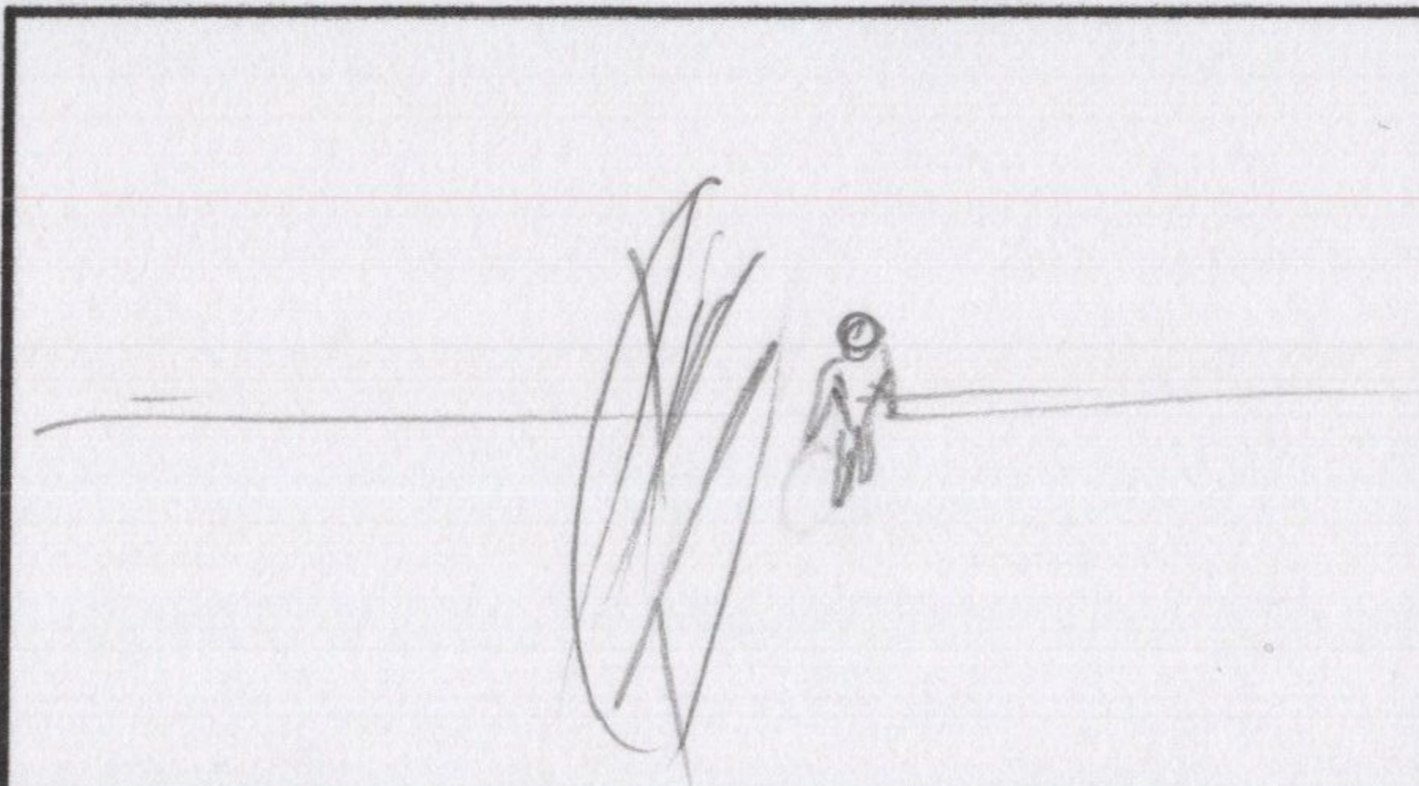
Scene # 7 Shot # 1



Camera Angle medium

Action/Dialogue grandmother dodges the staff


Scene # 8 Shot # 1



Camera Angle Full

Action/Dialogue the staff flies close to the pov


Scene # 8 Shot # 2



Camera Angle Full

Action/Dialogue the staff hits the power storage

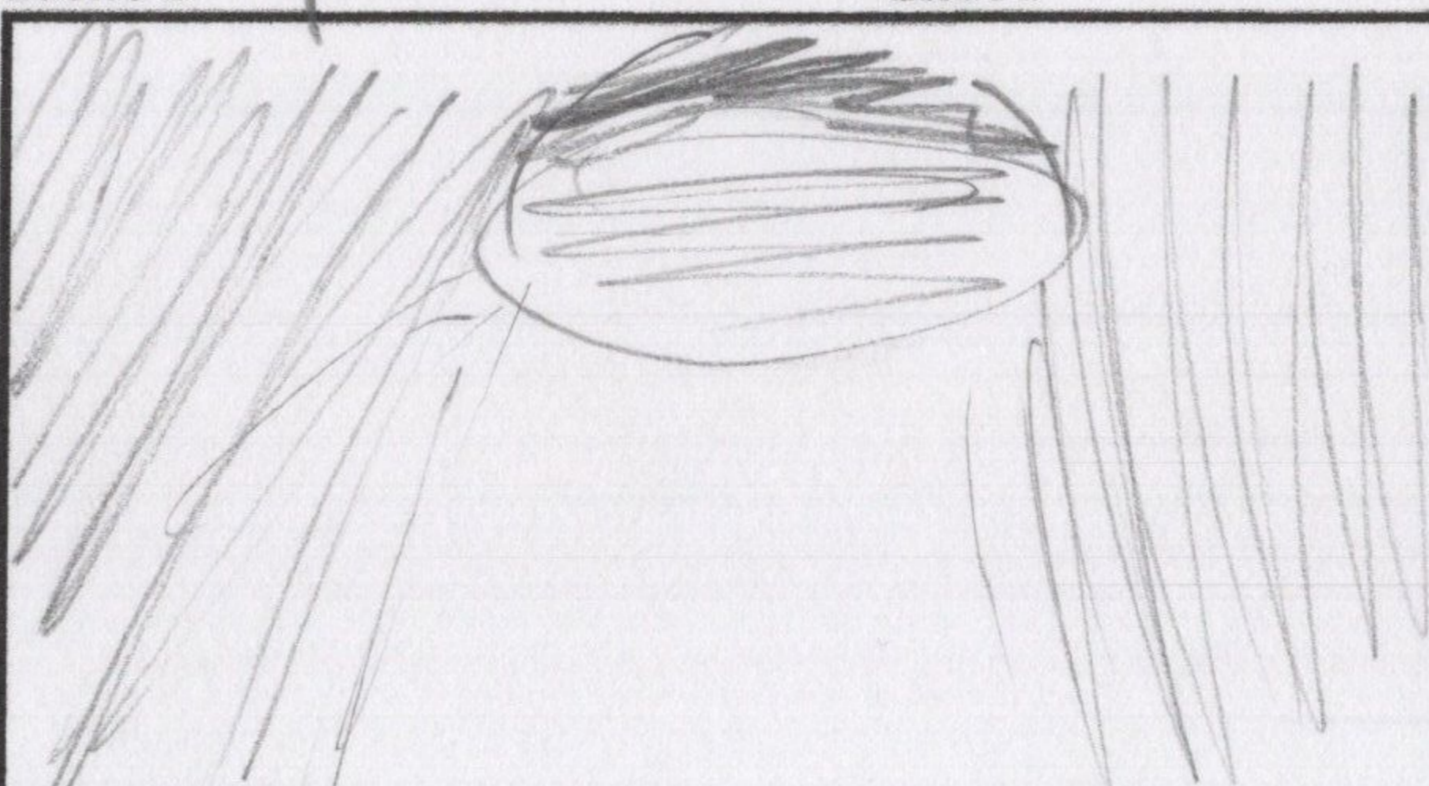
Scene # 9 Shot # 1



Camera Angle close

Action/Dialogue lights flicker

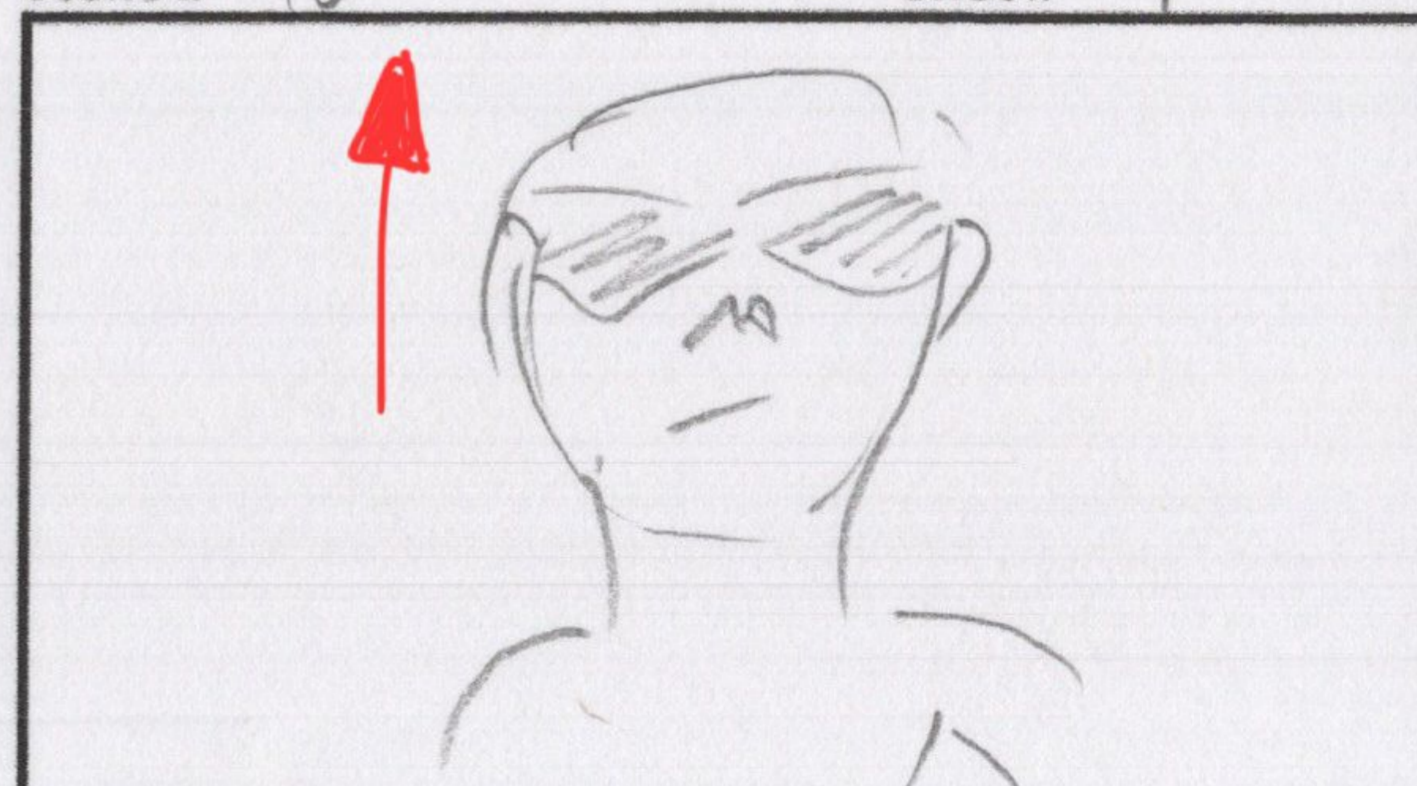
Scene # 9 Shot # 2



Camera Angle close

Action/Dialogue lights flicker cont.

Scene # 10 Shot # 1



Camera Angle close

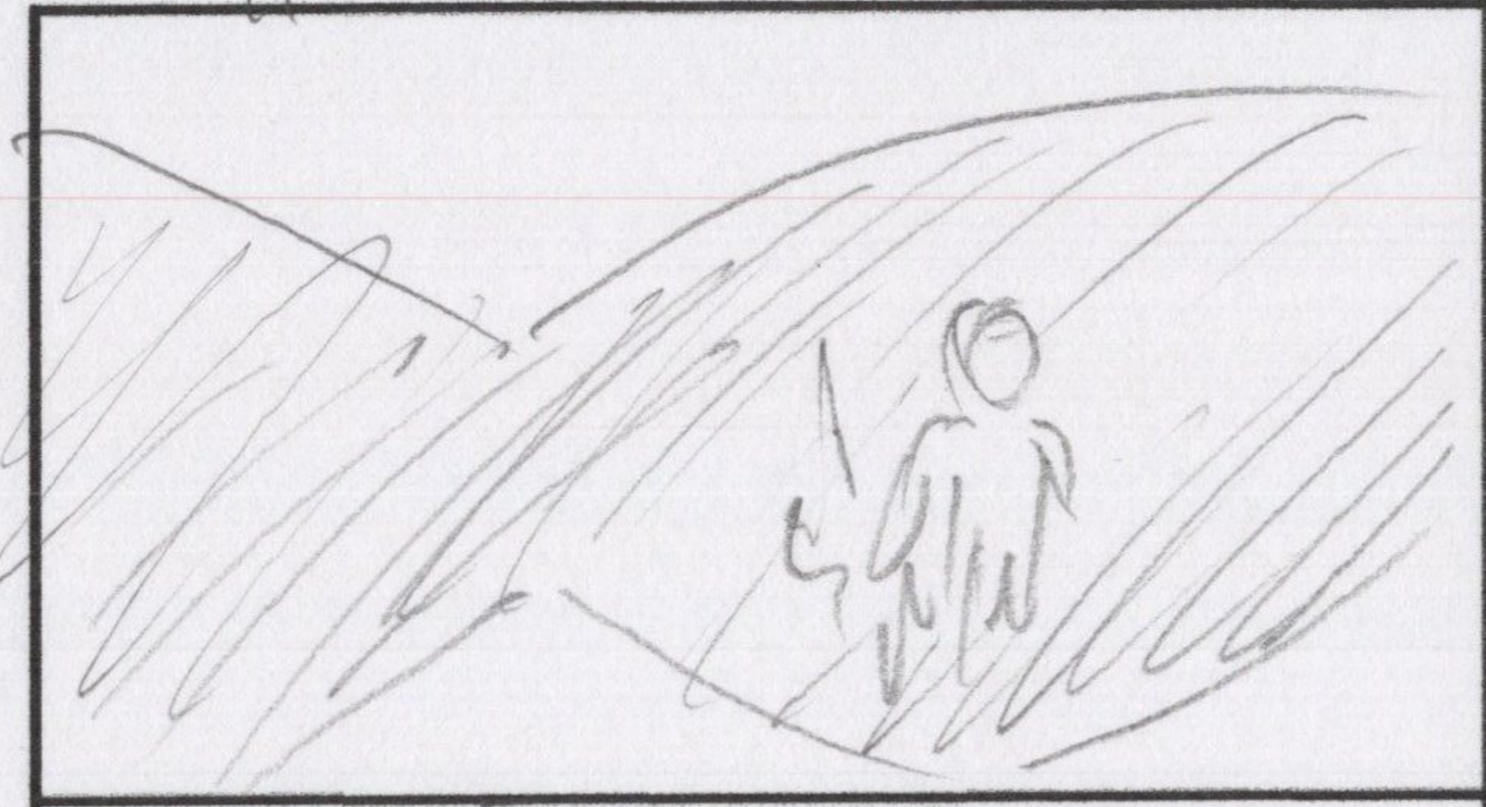
Action/Dialogue grandmother looks at the lights

Scene # 10 Shot # 2



Camera Angle close
Action/Dialogue grandfather looks at Intensity

Scene # 11 Shot # 1



Camera Angle exm close
Action/Dialogue the lens reflects Intensity's paw

Scene # 12 Shot # 13



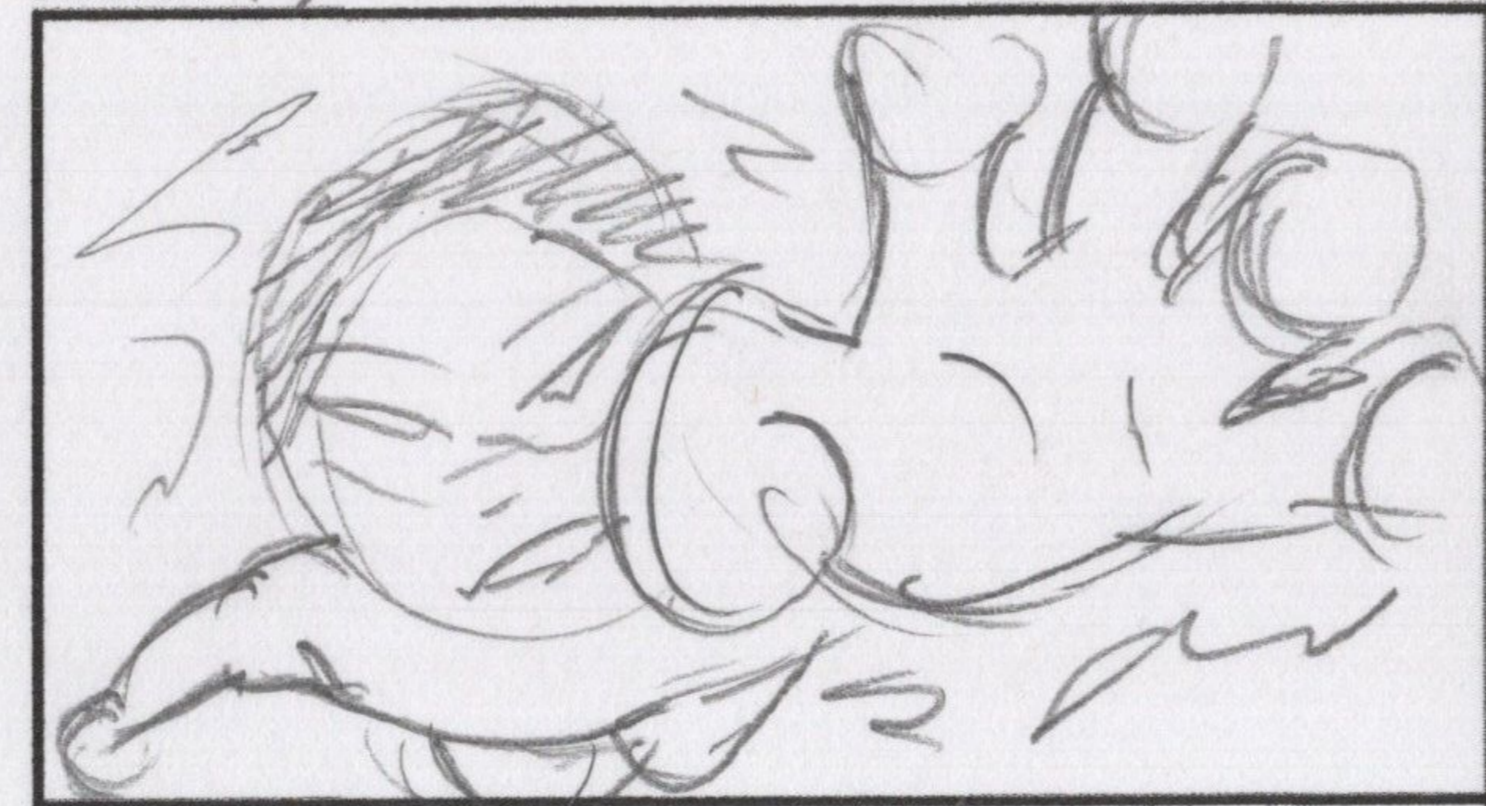
Camera Angle exm close
Action/Dialogue Intensity's head Sparkles

Scene # 13 Shot # 1



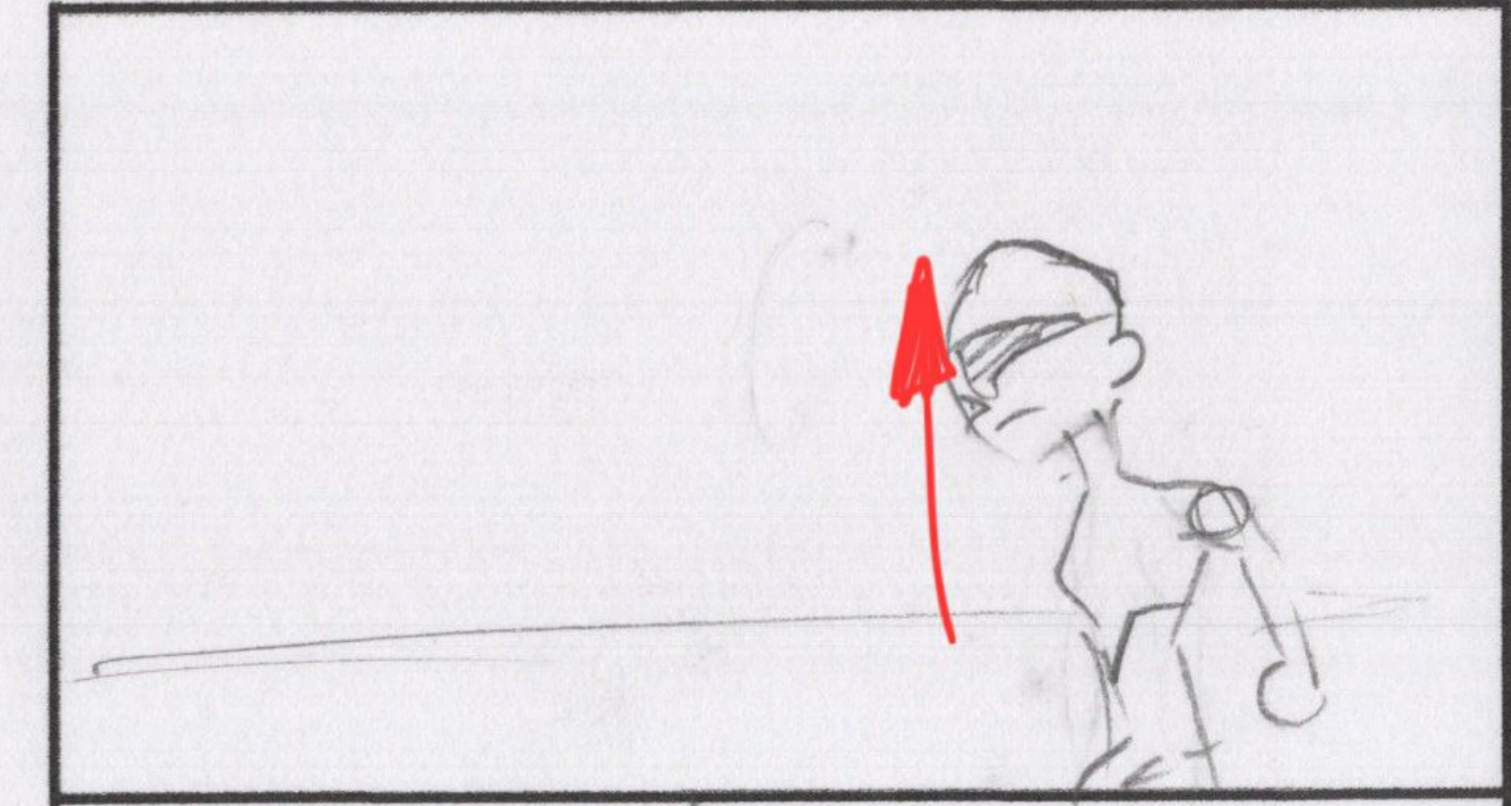
Camera Angle medium
Action/Dialogue Intensity goes into position

Scene # 13 Shot # 2



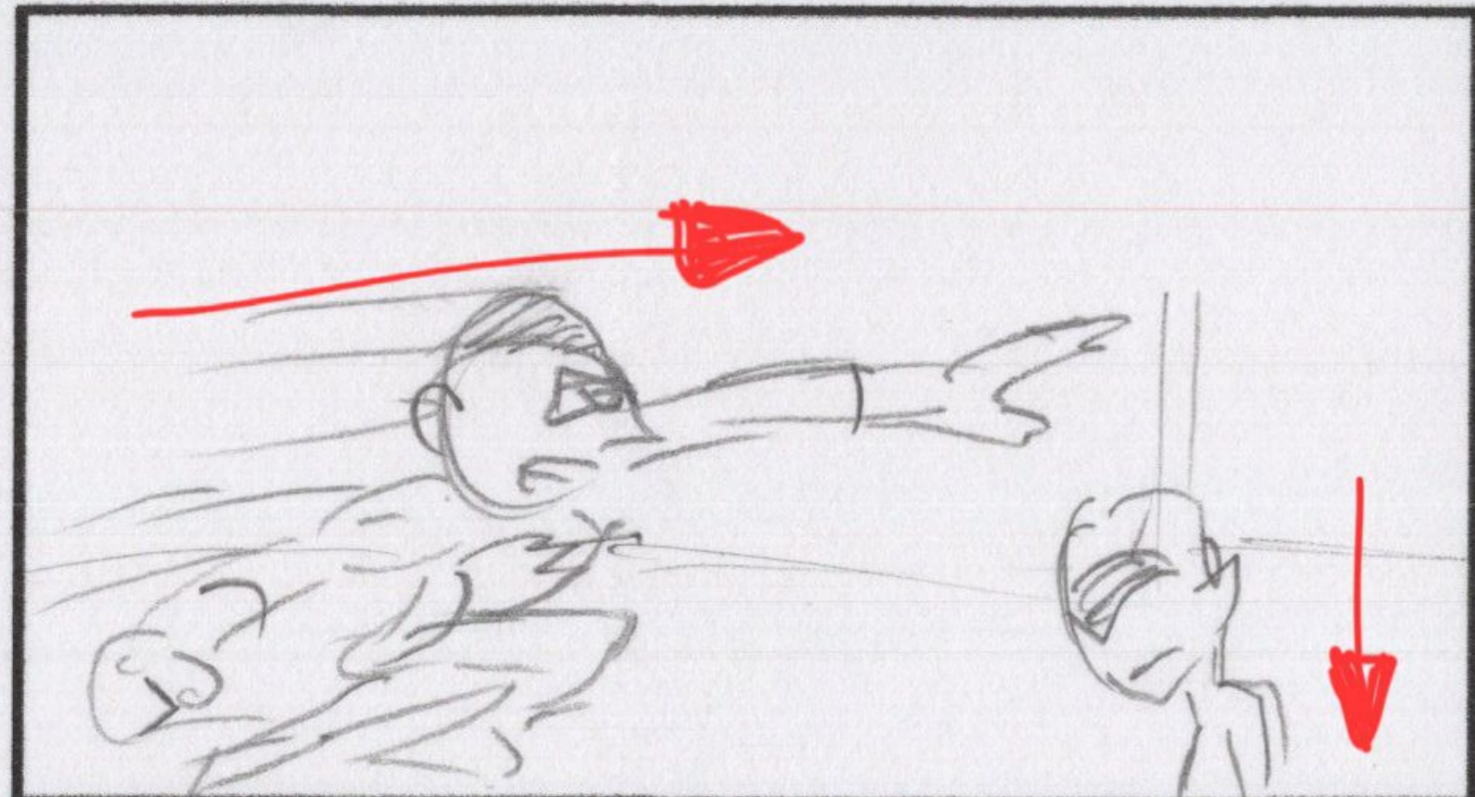
Camera Angle exm close
Action/Dialogue Intensity flies

Scene # 14 Shot # 1



Camera Angle medium
Action/Dialogue grandfather stands on ground

Scene # 14 Shot # 2



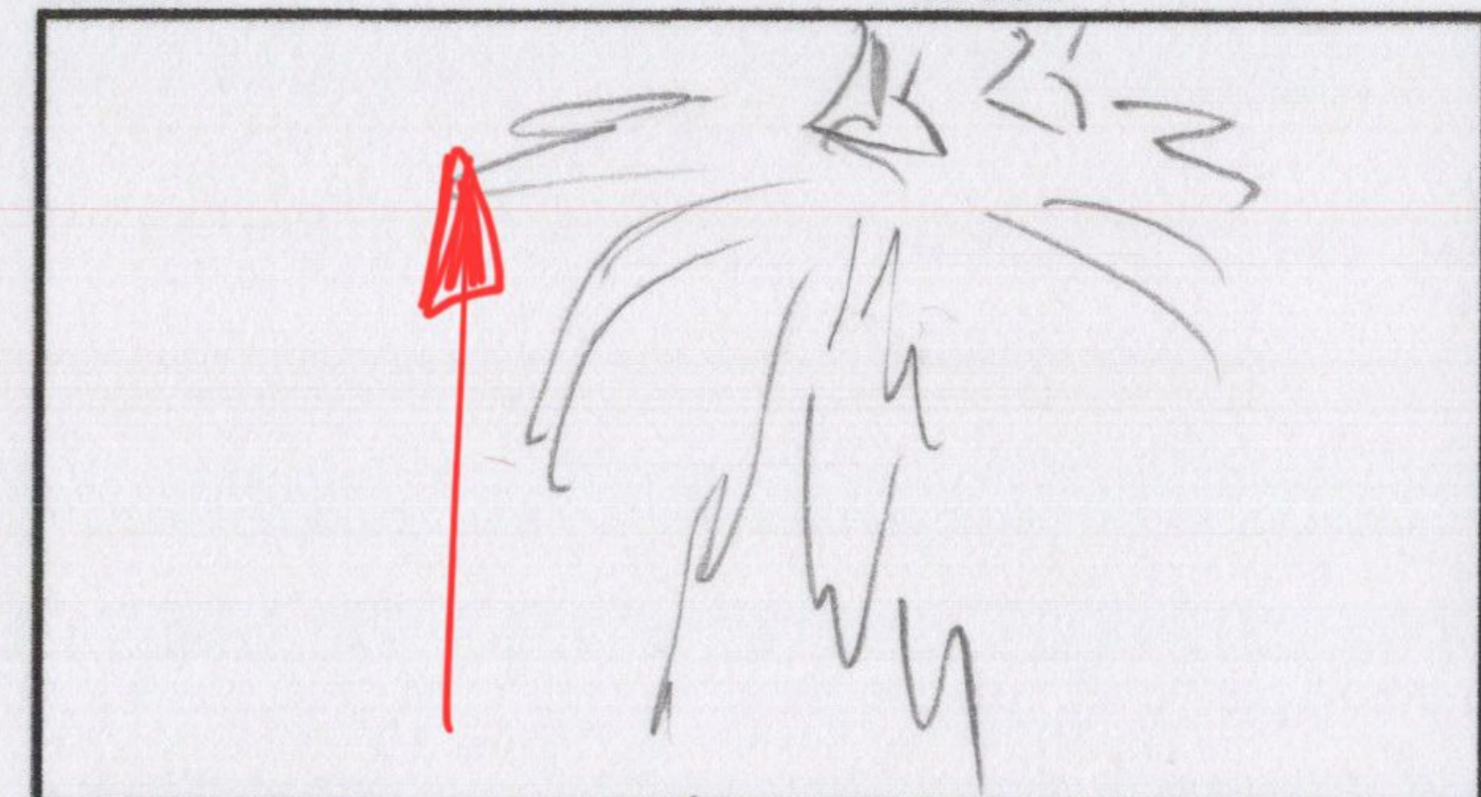
Camera Angle *medium*
Action/Dialogue *ground level goes under ground while intensely flies towards left*

Scene # 14 Shot # 3



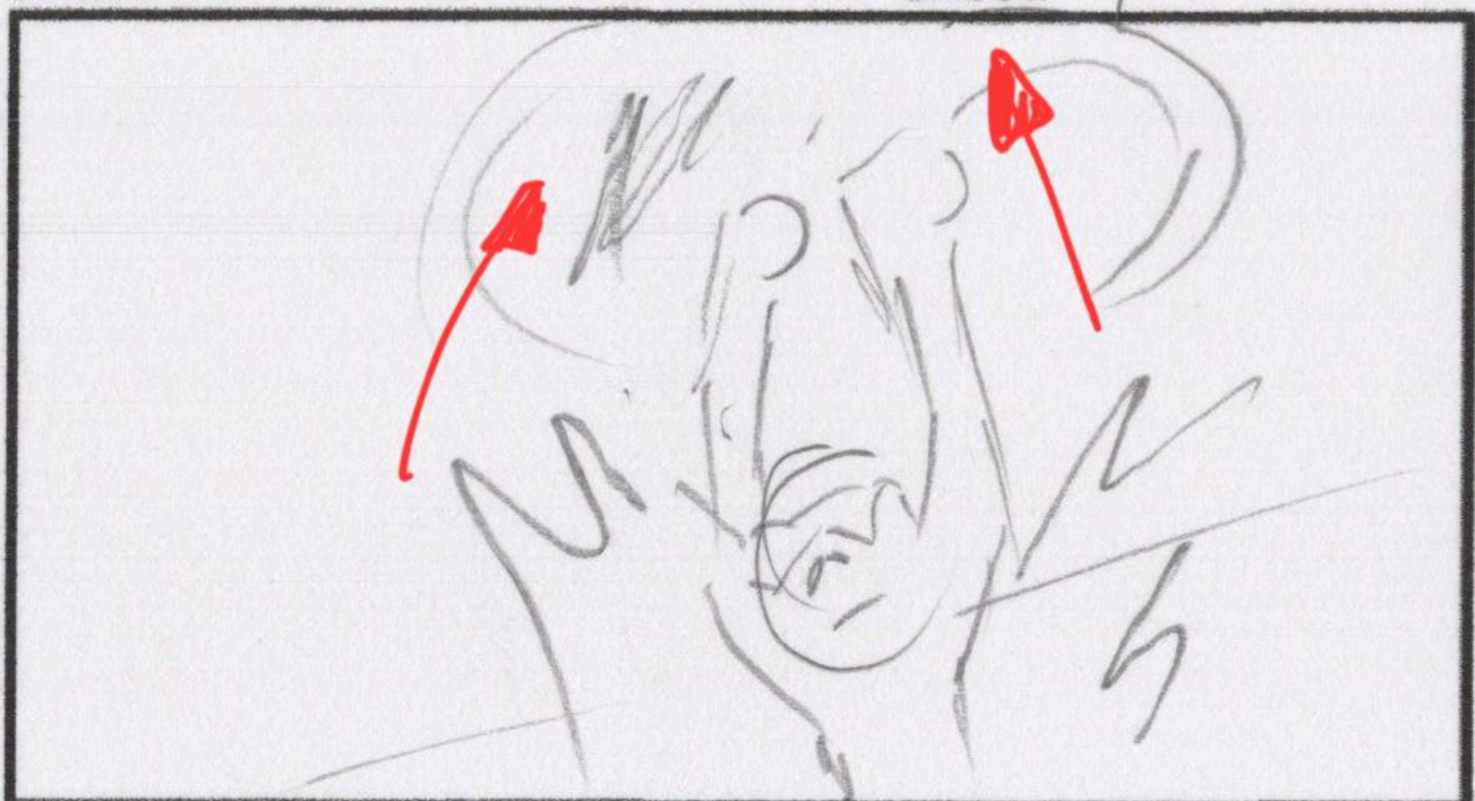
Camera Angle *medium*
Action/Dialogue *intensely lands*

Scene # 14 Shot # 4



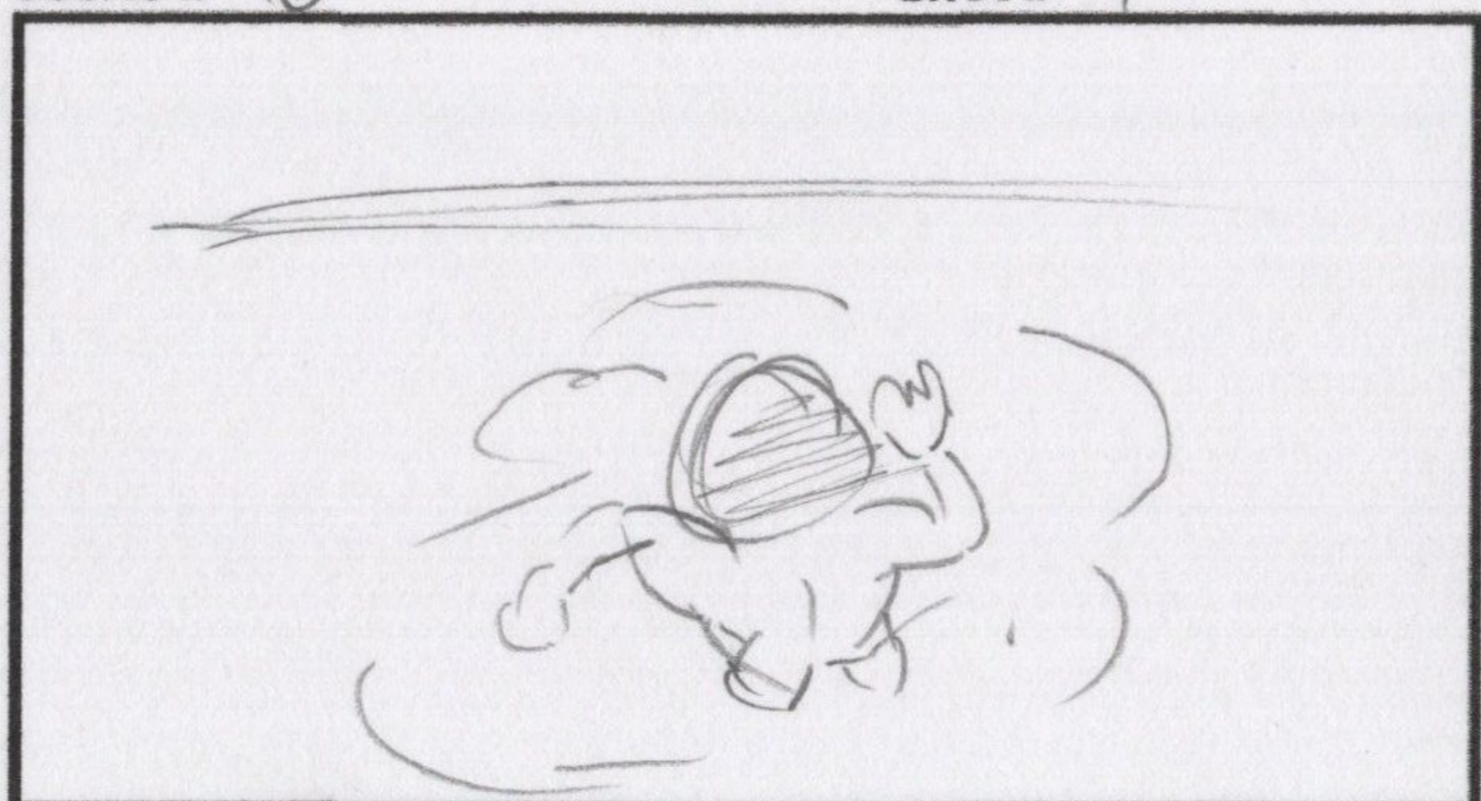
Camera Angle *medium*
Action/Dialogue *the ground sends intensely to the ground*

Scene # 15 Shot # 1



Camera Angle *dutch / up shot*
Action/Dialogue *ground level rises the ground*

Scene # 16 Shot # 1




Camera Angle *down shot*
Action/Dialogue *intensely blocks the device*

Scene # 16 Shot # 2



Camera Angle *down / close*
Action/Dialogue *intensely flies to the sky*


Scene # 16 Shot # 3



Camera Angle close

Action/Dialogue the camera does a 180° on Intensity

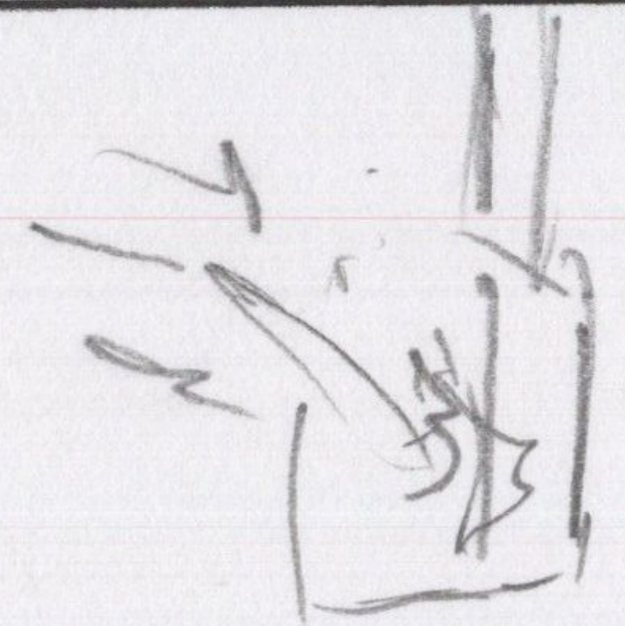
Scene # 16 Shot # 4



Camera Angle Full / up

Action/Dialogue Intensity uses his power

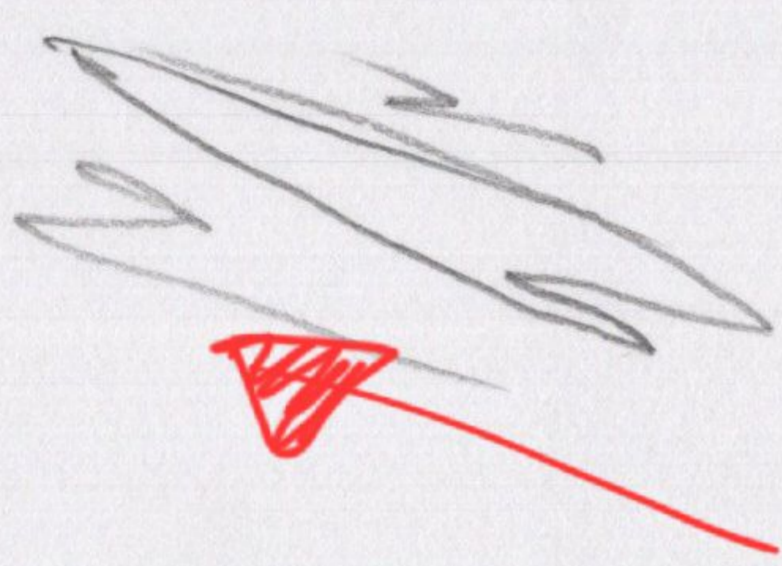
Scene # 17 Shot # 1



Camera Angle Full

Action/Dialogue his staff splashes


Scene # 17 Shot # 2



Camera Angle Full

Action/Dialogue the staff flies out of the power surge

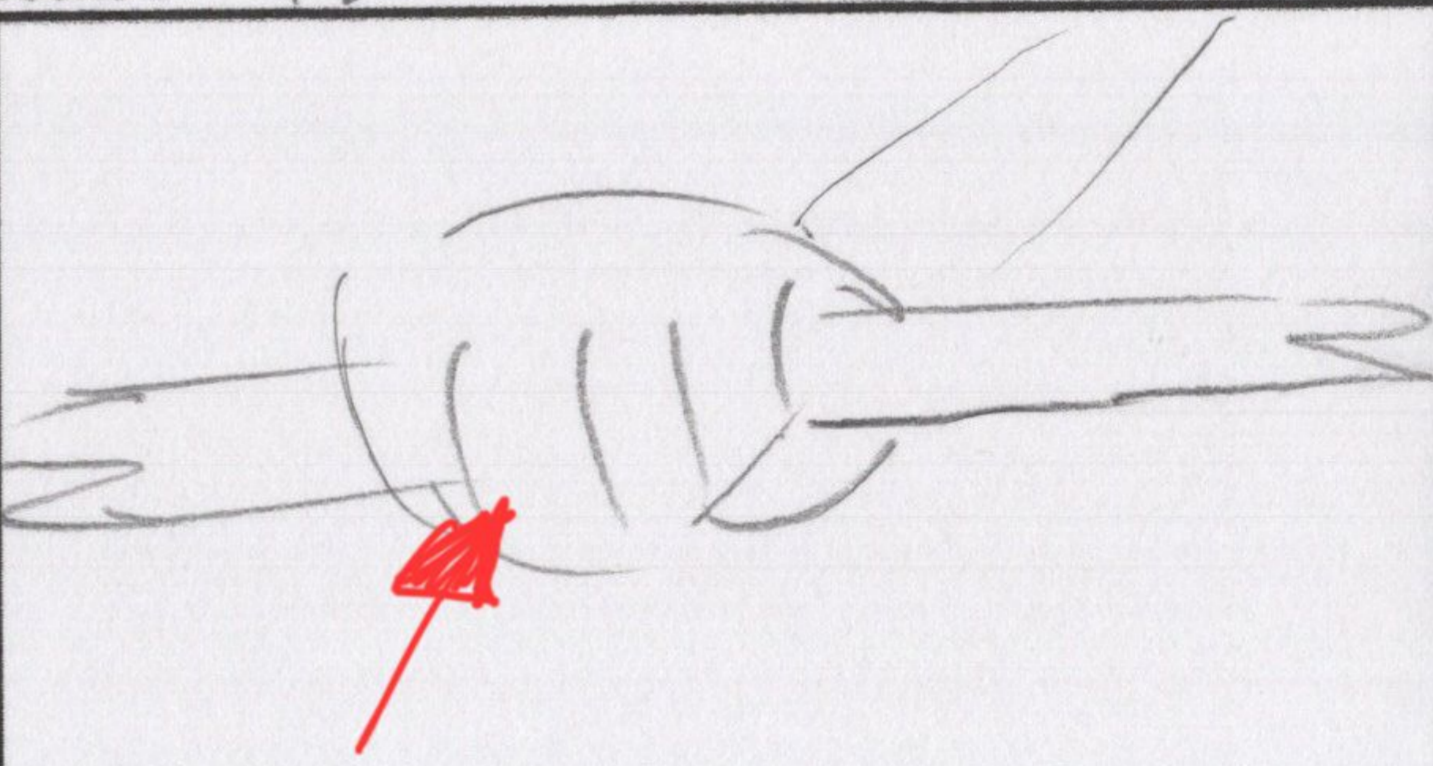
Scene # 18 Shot # 1



Camera Angle close

Action/Dialogue Intensity stretches his hand out

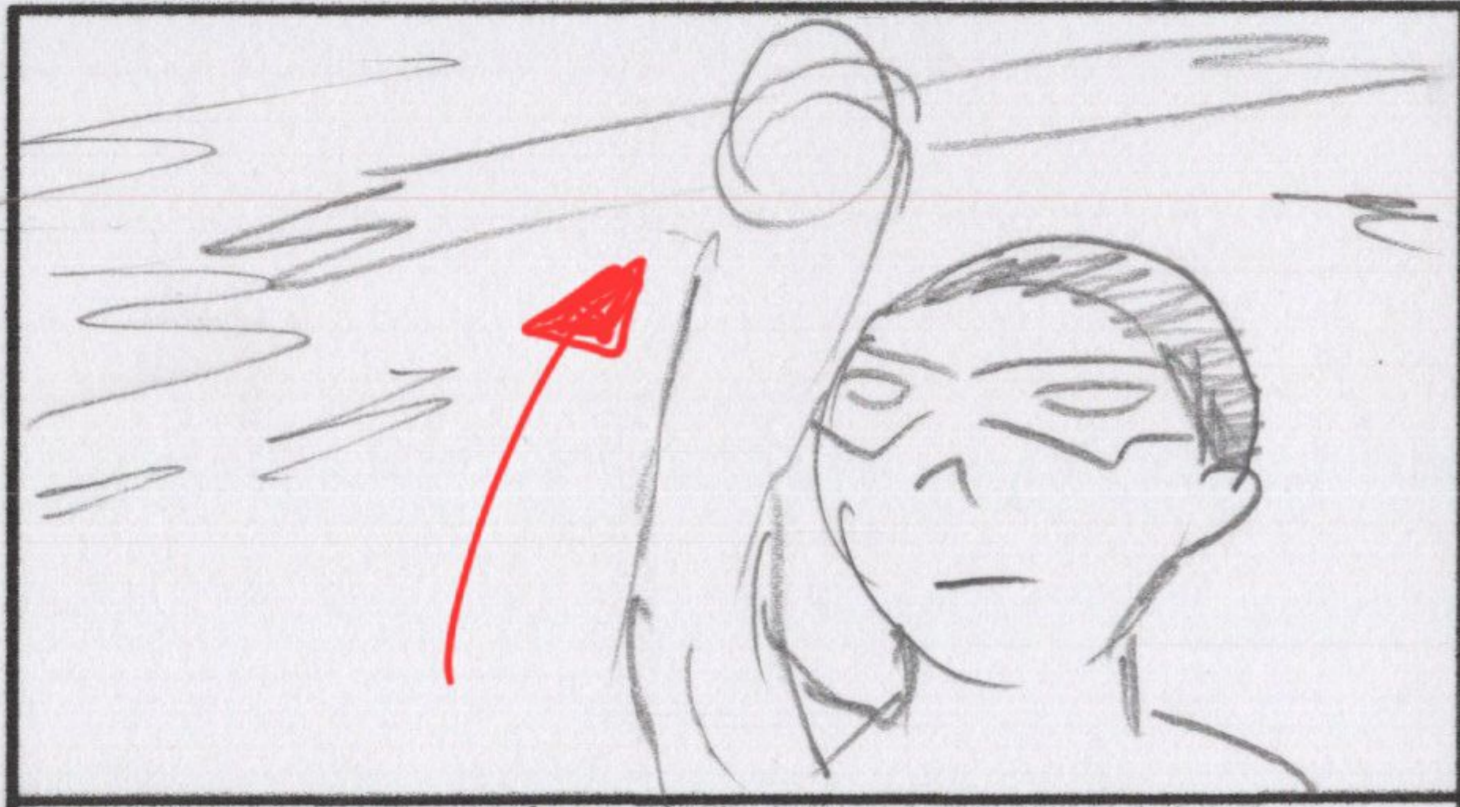
Scene # 18 Shot # 2



Camera Angle close

Action/Dialogue Intensity grabs his staff

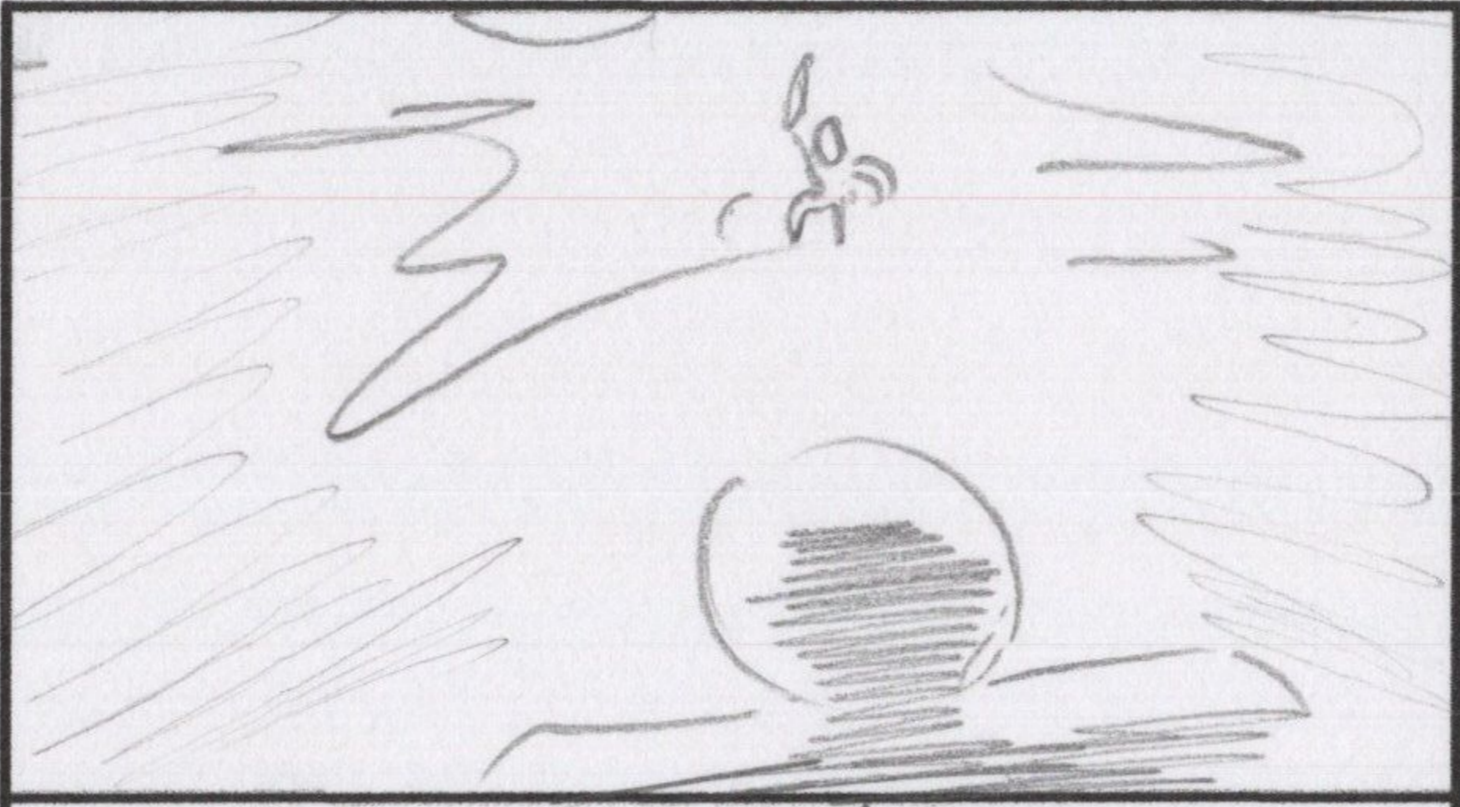
Scene # 18 Shot # 3



Camera Angle close

Action/Dialogue intensity grasps w's staff in the air

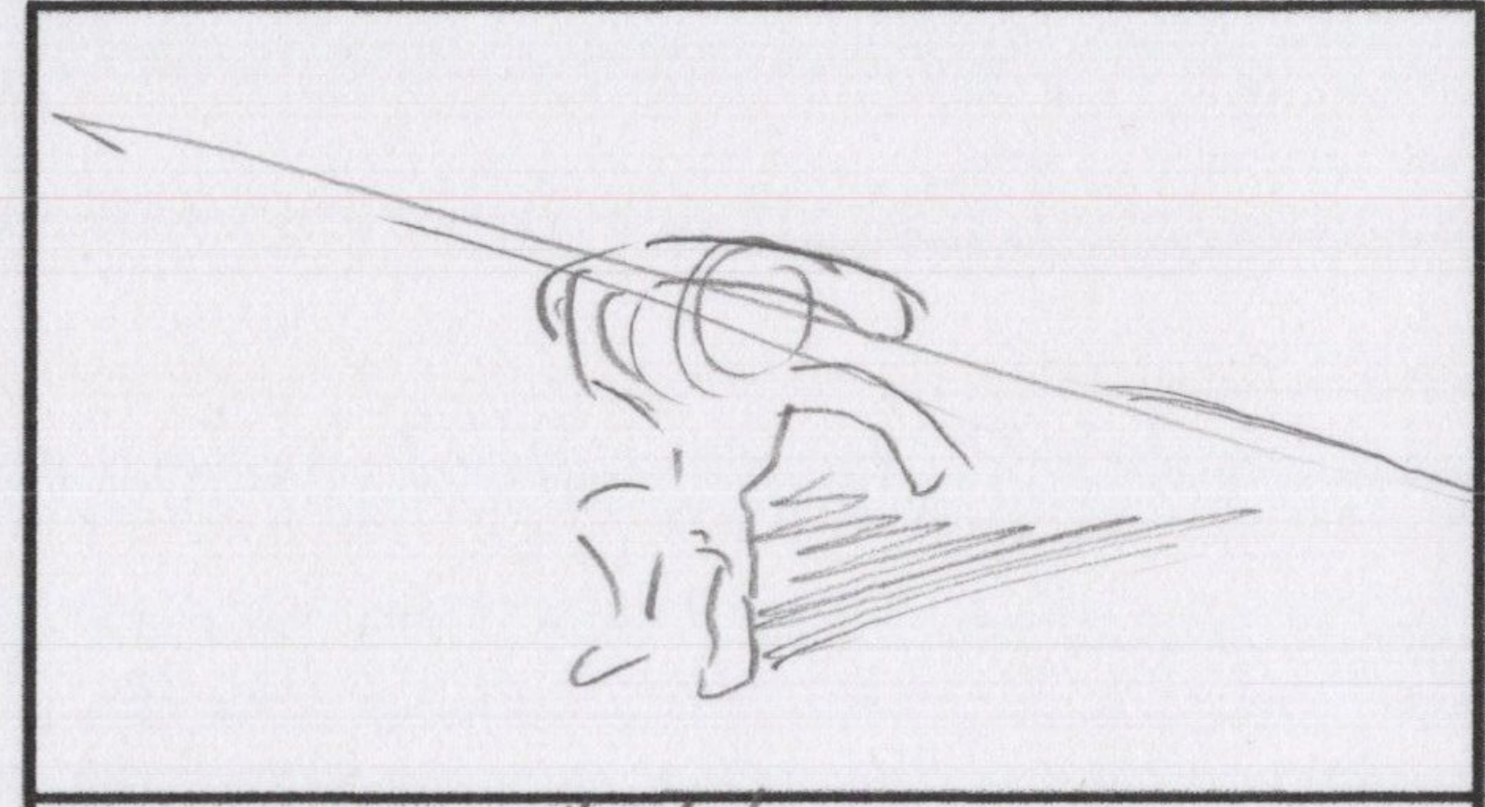
Scene # 19 Shot # 1



Camera Angle up shot

Action/Dialogue intensity rushing
light

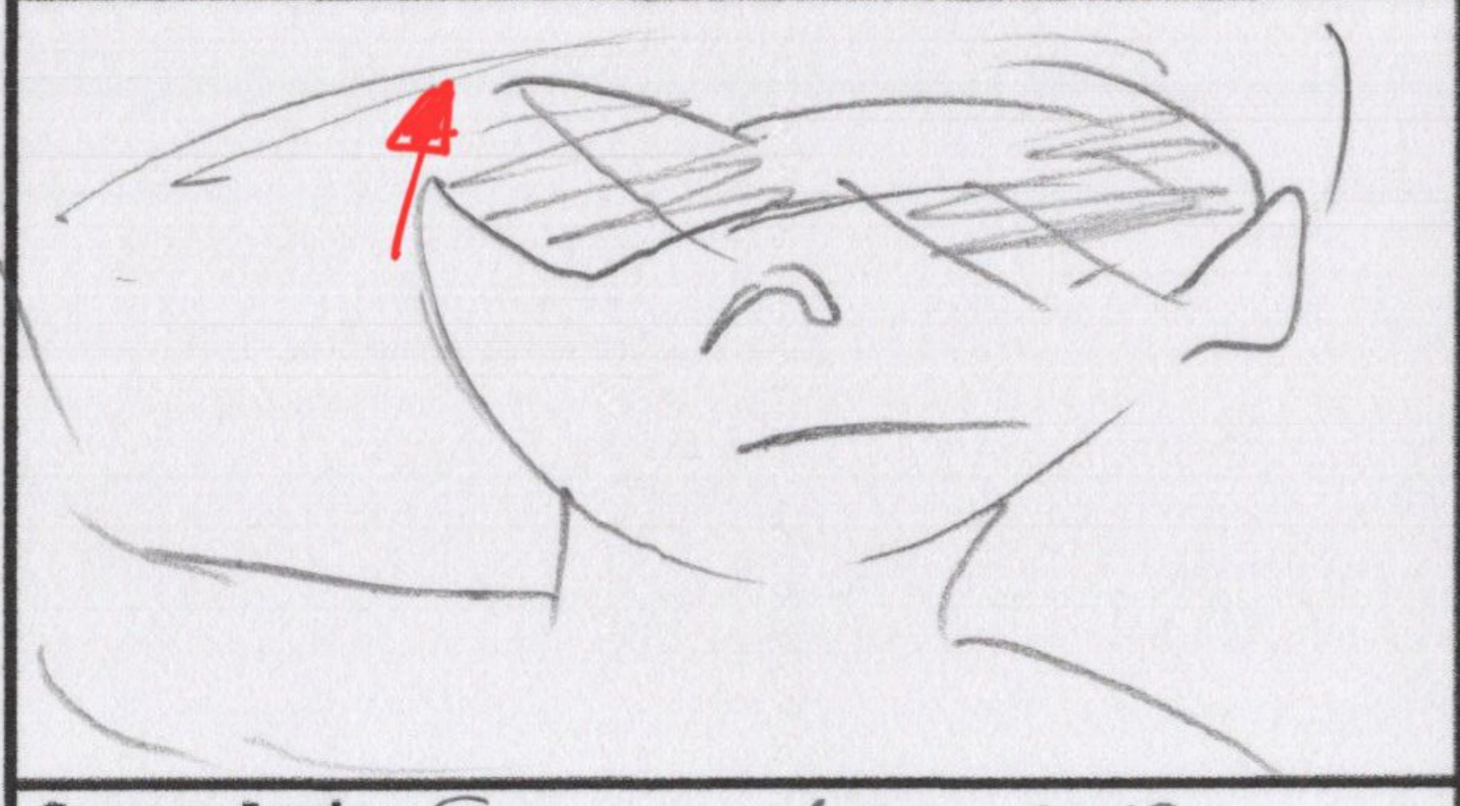
Scene # 20 Shot # 1



Camera Angle Full / down

Action/Dialogue grudbuler blocking w's eyes

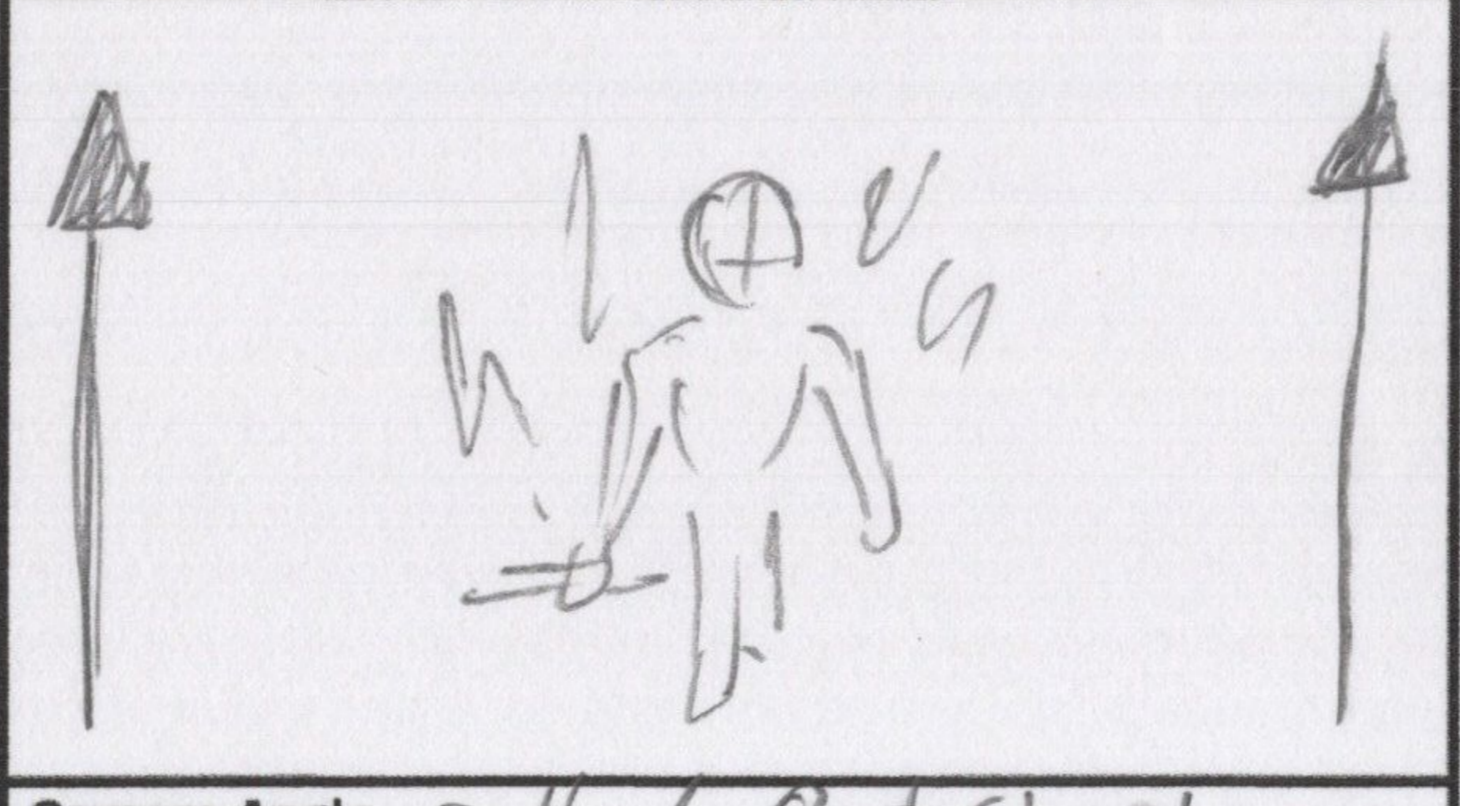
Scene # 21 Shot # 1



Camera Angle From close up

Action/Dialogue grudbuler uncoung w's eyes

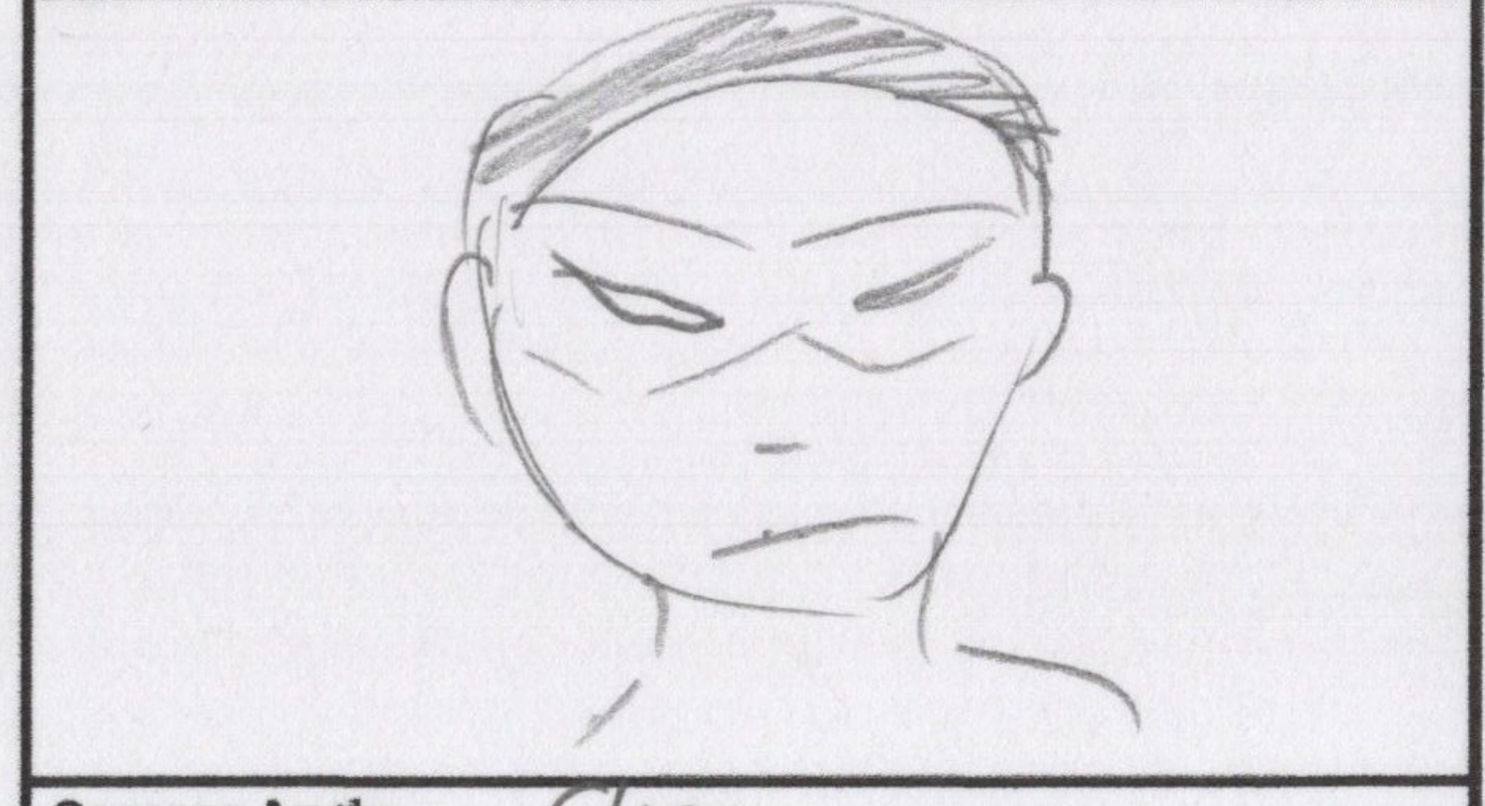
Scene # 22 Shot # 1



Camera Angle Full / pedestral up

Action/Dialogue intensity all charged up

Scene # 23 Shot # 1



Camera Angle close

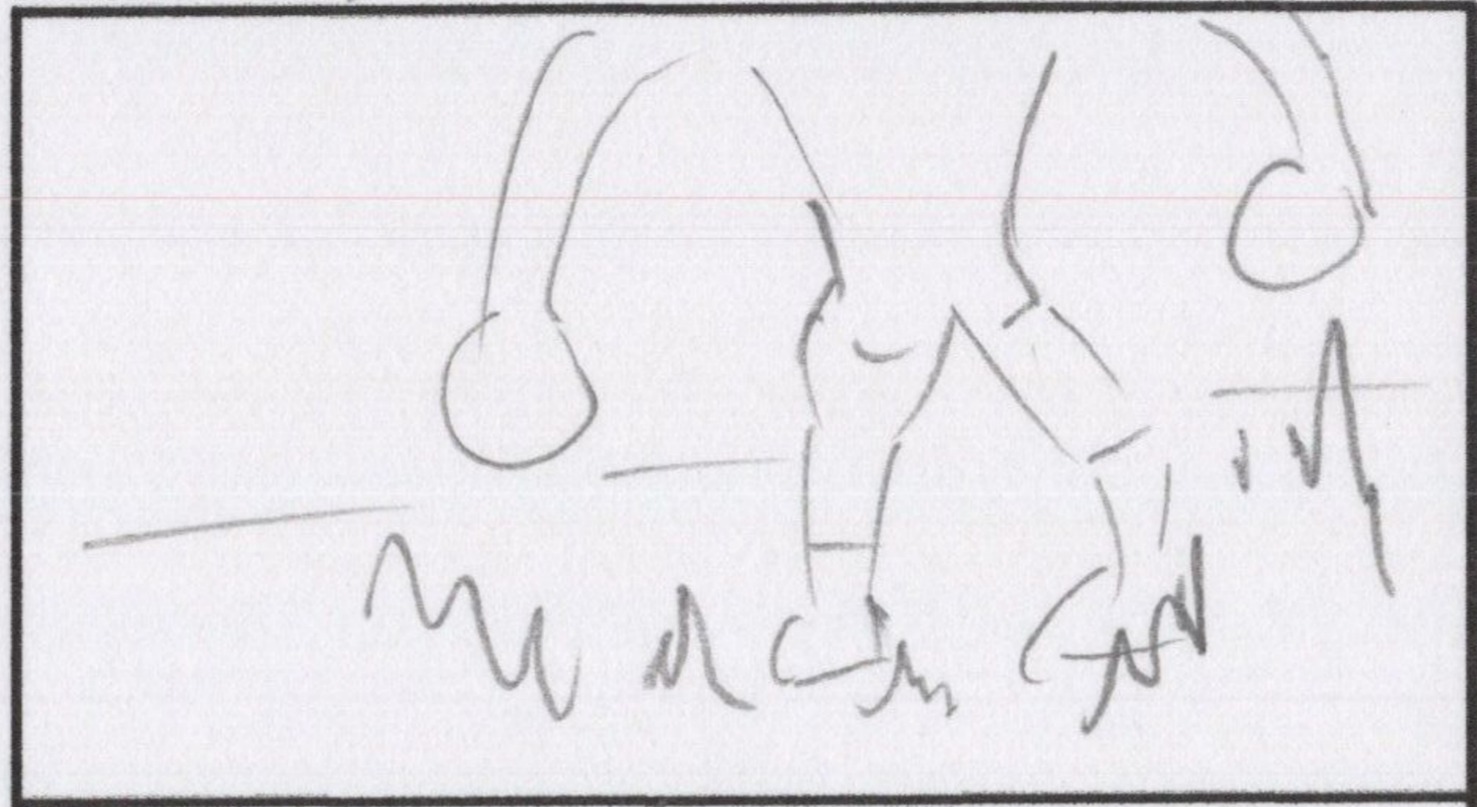
Action/Dialogue intensity looks at grudbuler

Scene # 24 Shot # 1



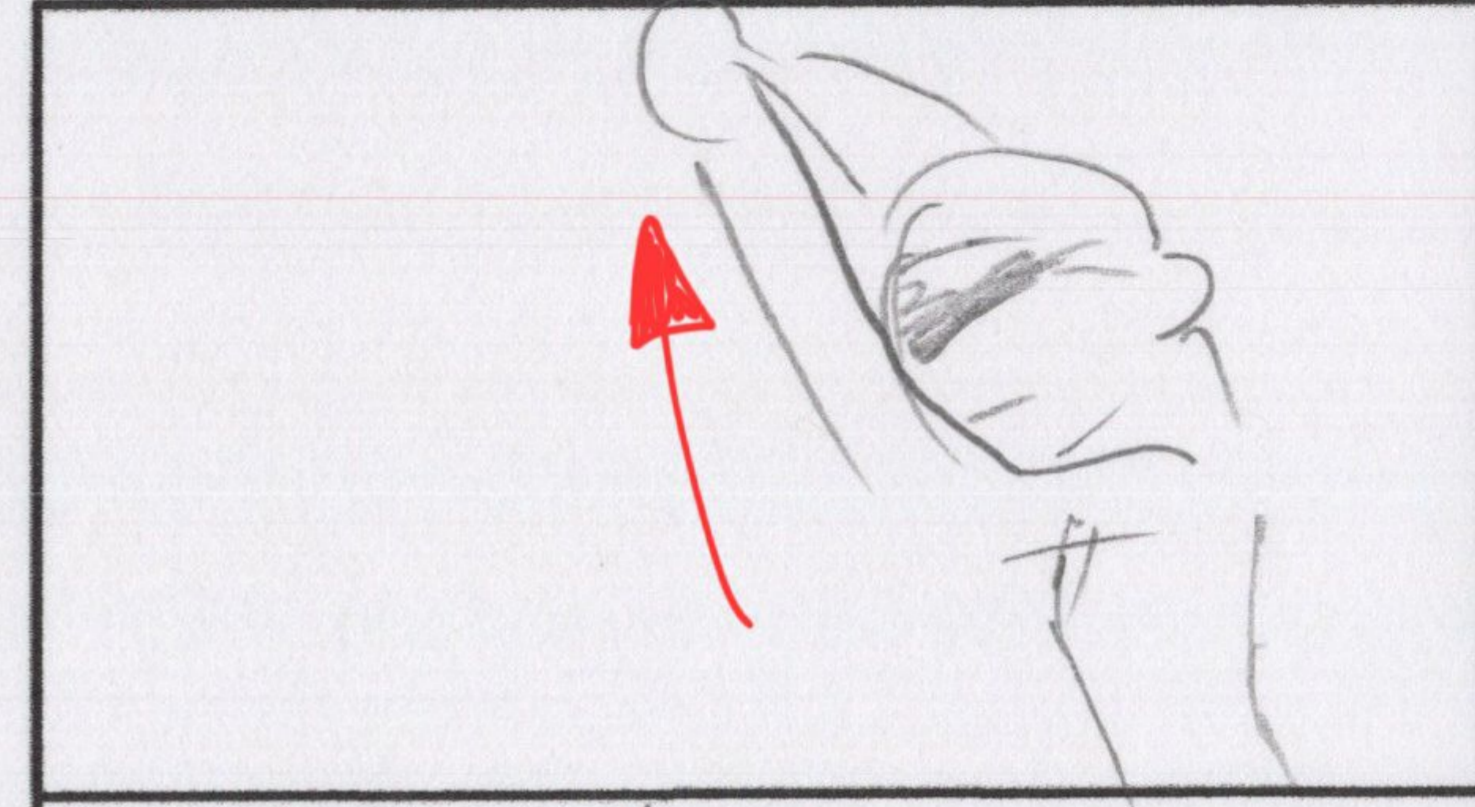
Camera Angle down / medium
Action/Dialogue grandfather cools at intensity

Scene # 25 Shot # 1



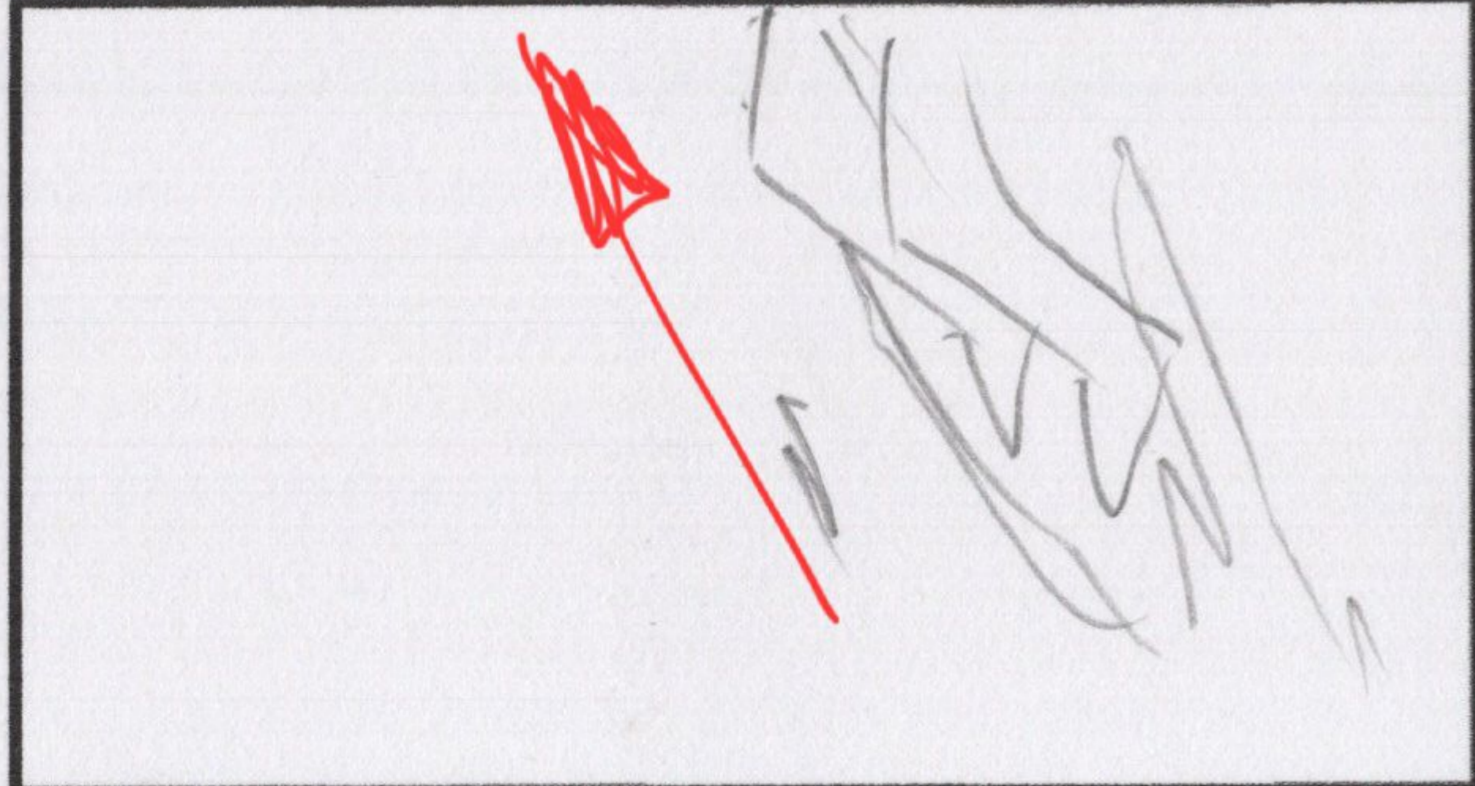
Camera Angle up / close
Action/Dialogue grandfather shakes the ground

Scene # 26 Shot # 1



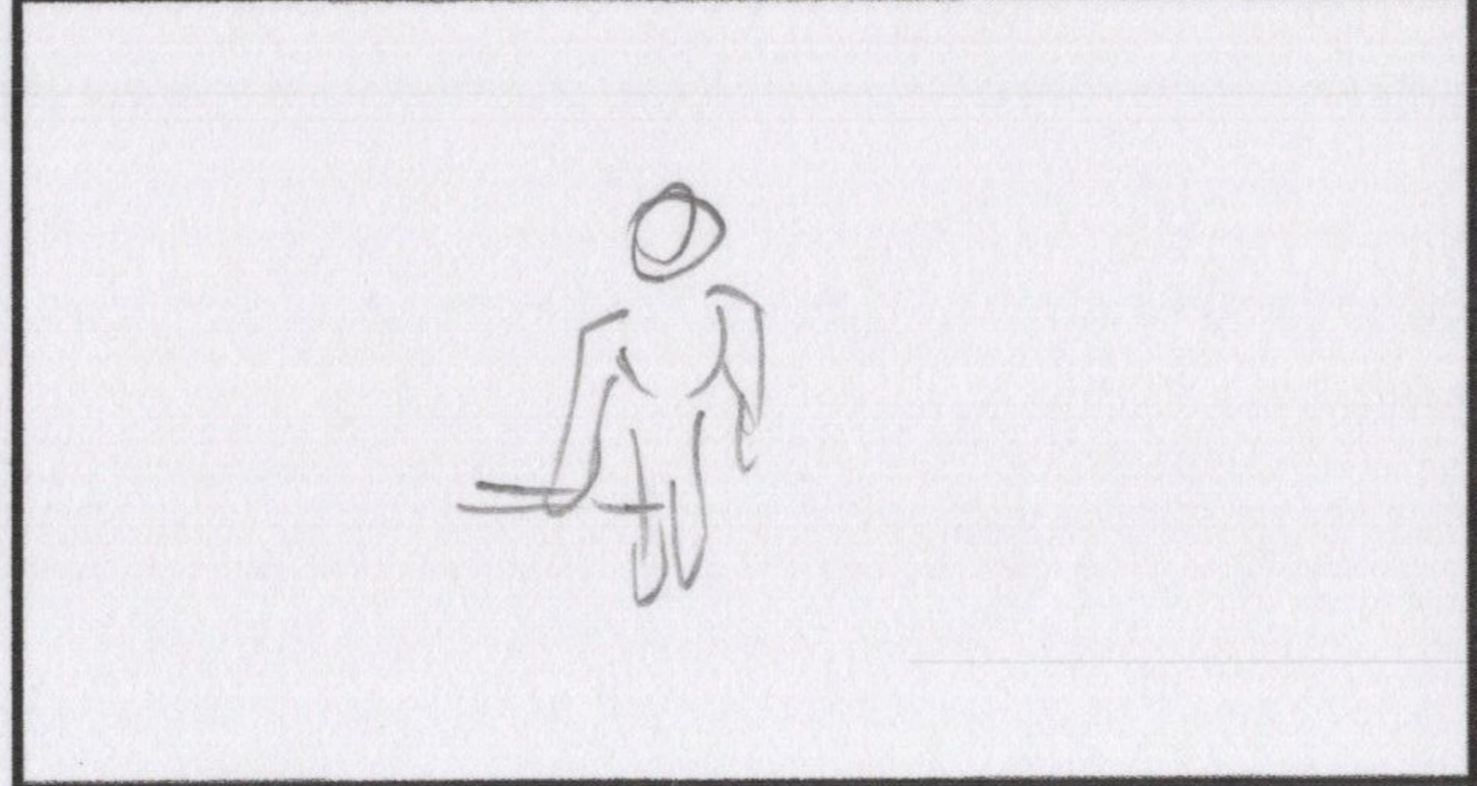
Camera Angle medium
Action/Dialogue grandfather raises his arms up

Scene # 26 Shot # 2



Camera Angle medium
Action/Dialogue grandfather flies in the sky

Scene # 27 Shot # 1




Camera Angle Full
Action/Dialogue intensity in the air

Scene # 27 Shot # 2




Camera Angle close
Action/Dialogue intensity flies towards grandfather

Scene # 28 Shot # 1



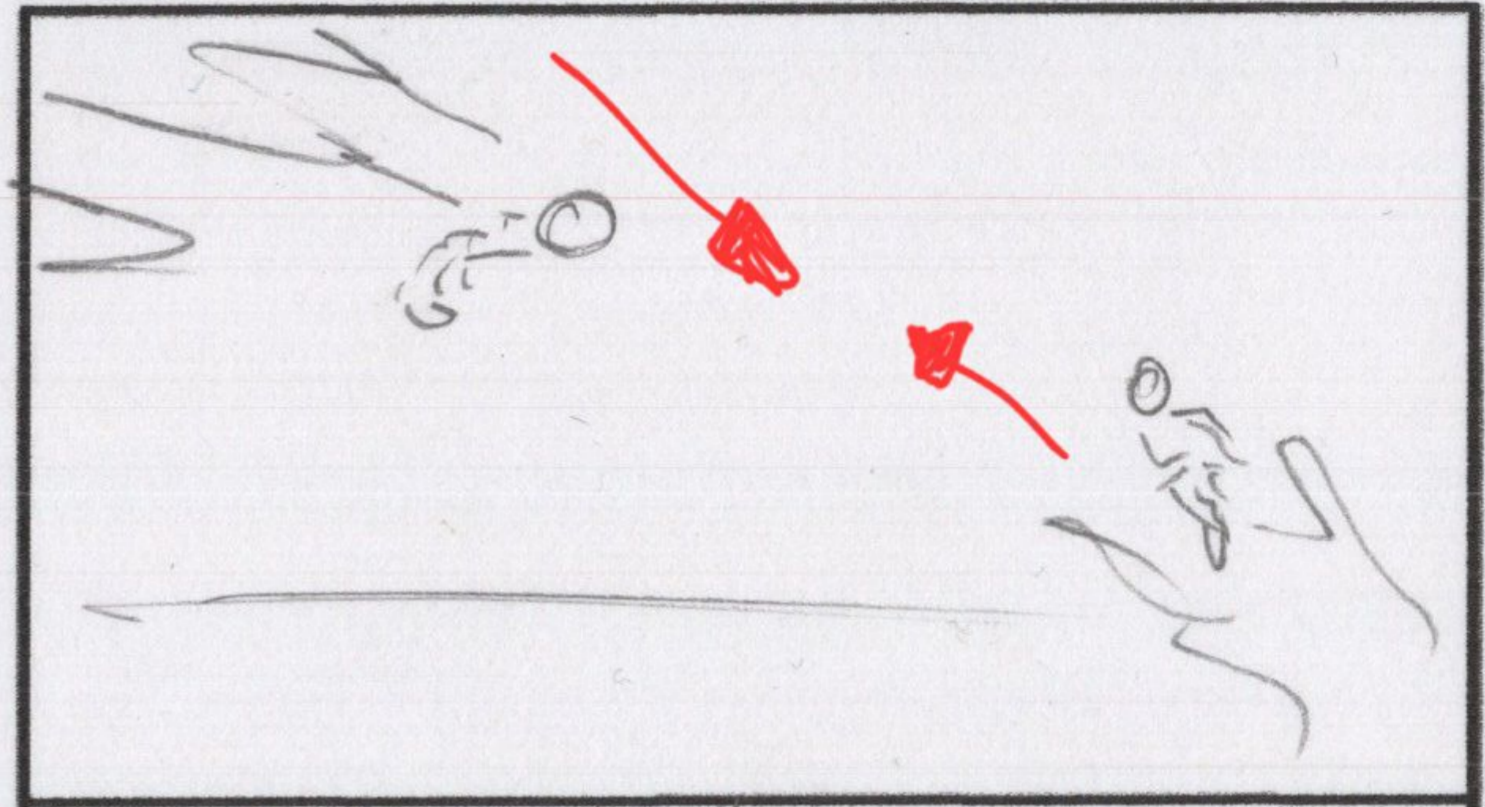
Camera Angle Exm close
 Action/Dialogue groudbatter leary at intensity

Scene # 28 Shot # 1




Camera Angle Exm close
 Action/Dialogue intensity leary at groudbatter

Scene # 29 Shot # 1



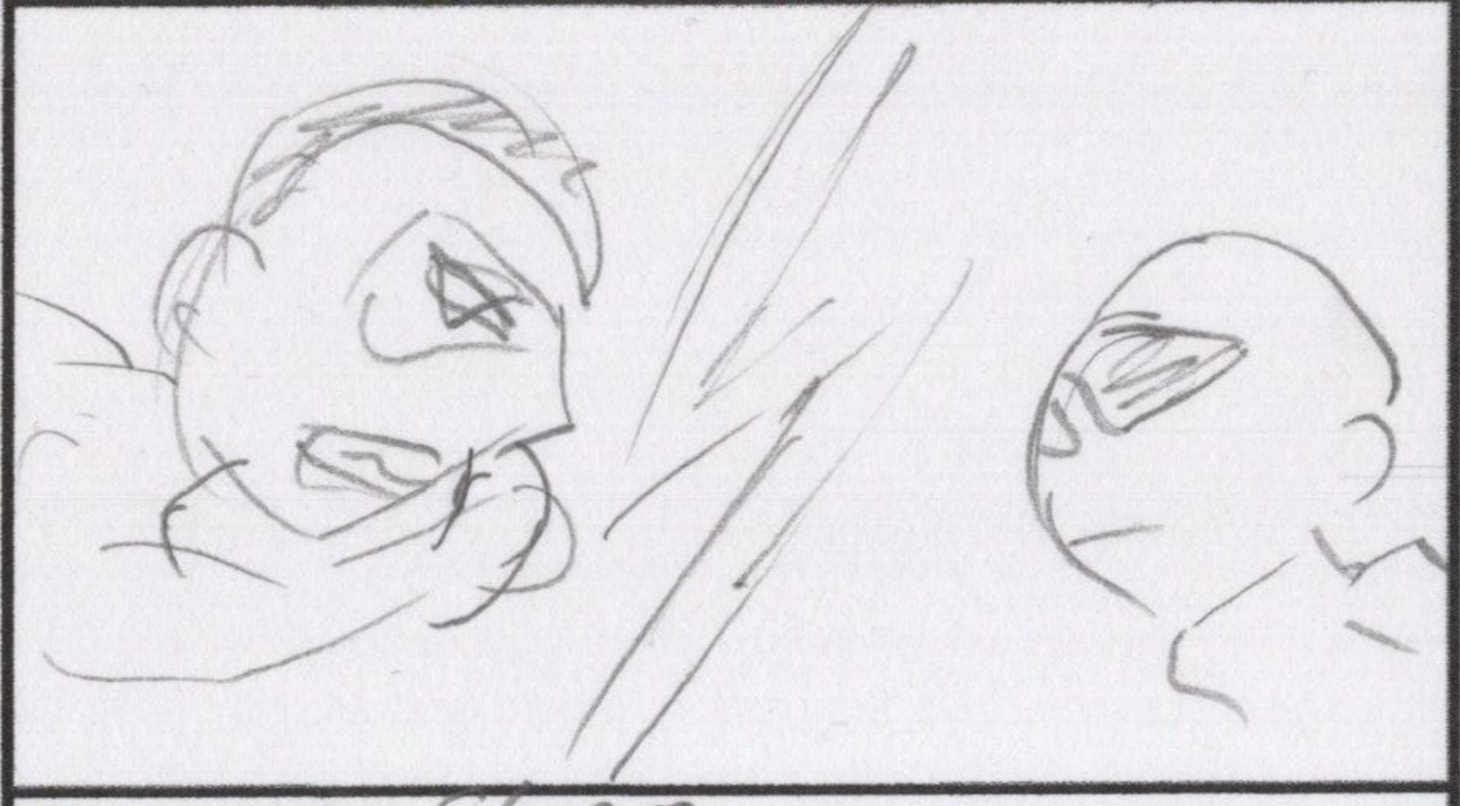
Camera Angle Full
 Action/Dialogue both fly at each other

Scene # 29 Shot # 2



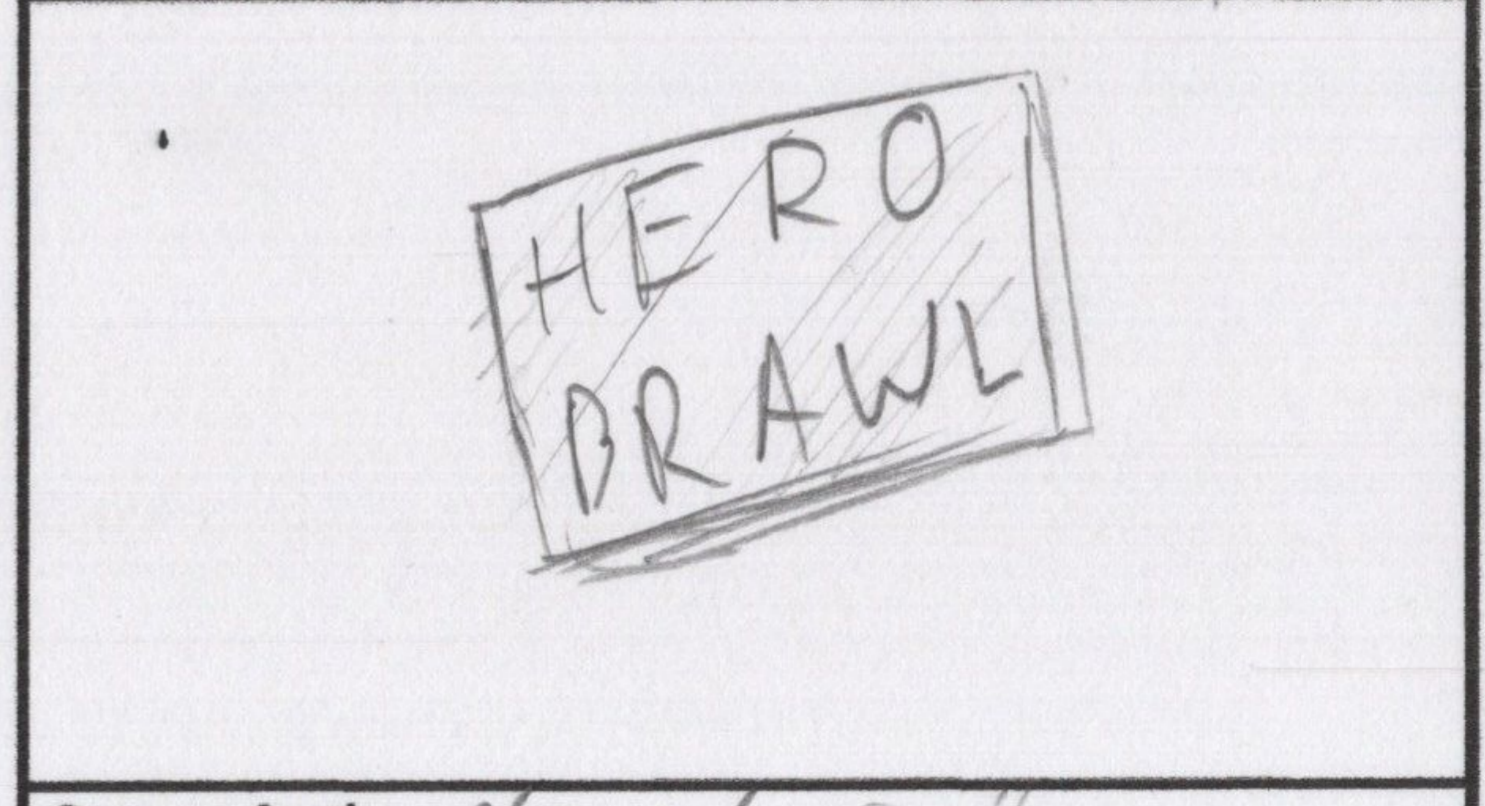
Camera Angle close
 Action/Dialogue flush boom

Scene # 29 Shot # 3



Camera Angle close
 Action/Dialogue SMU shot of the 2

Scene # 29 Shot # 4



Camera Angle close / full
 Action/Dialogue a 3D sign showing