



CASPER'S SCARE SCHOOL

SEASON 1:

"FIRST MATE CASPER"

138 - pt A



SC: BG: Cam: Timing:
Technical note

SC: BG: Cam: Timing:
Technical note PAN AND TRUCK IN A - B. X-DISS DURING TRUCK IN.

Action :

FADE IN

Dialogue :

FX :

Director's note

Action : EXT. SCARE SCHOOL- WATER AXIS - (DAY)

IT'S THE START OF ANOTHER DAY AT SCARE SCHOOL. PAN NAD TRUCK IN FROM THE DOCKS OVER TO THE SCHOOL. OS WE CAN HERE THE KIDS SETTling FOR ANOTHER.....

Dialogue :

FX : DX SHADOWS, S/T WATER

Director's note



CASPER'S SCARE SCHOOL



SC:

BG:

Cam:

Timing:

Technical note

PAN A - B WHILE ANIMATING IN ON STAGE

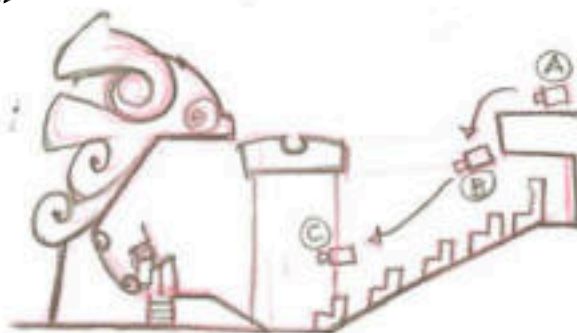
Action : INT. SCARE SCHOOL AUDITORIUM - (CONT)

ANGLE ON THE LITE STAGE. CAPPY IS STANDING BEHIND THE PODIUM. BESIDE HIM IS BEACKY AND BEHIND HIM ARE ALDER AND DASH. THE KIDS ARE SETTling IN. PAN FOREGROUND OL SOUTH AS WE PAN AND TRUCK IN ON STAGE.

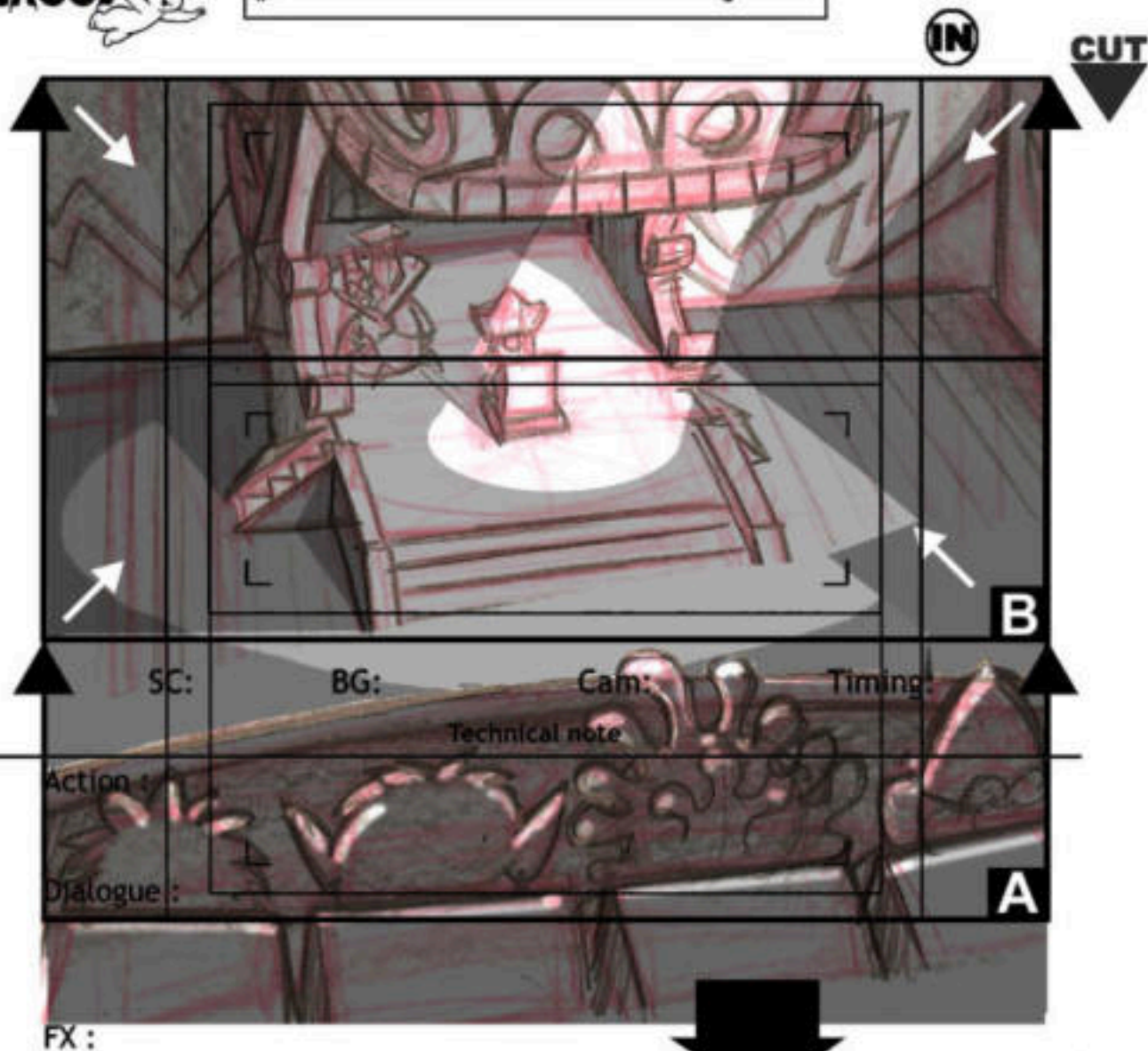
Dialogue :

⚠ KIDS : <SETTLING IN NOISES>

FX : DX SHADOWS



CAMERA SUGGESTION.



SC:

BG:

Cam:

Timing:

Technical note

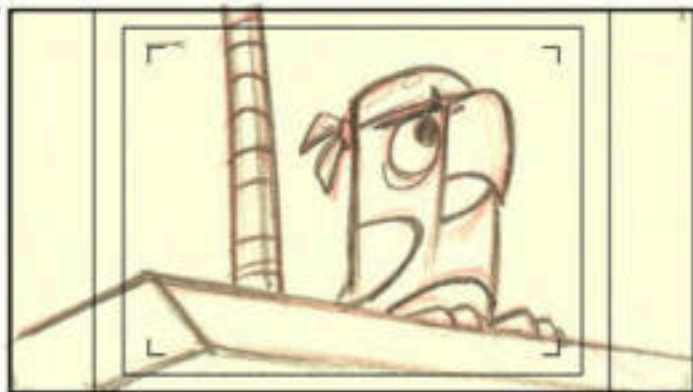
Action :

Dialogue :

FX :

Director's note

OUT



SC:

BG:

Cam:

Timing:

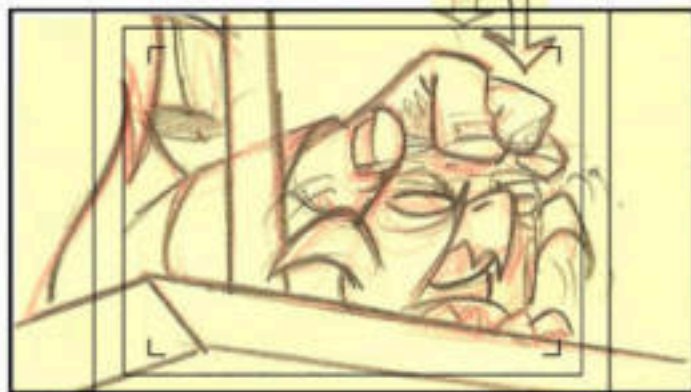
Technical note

Action : INT. SCARE SCHOOL AUDITORIUM - (CONT)

CLOSE ON PODIUM. BEAKY IS STANDING NEAR THE MICROPHONE STAND.

Dialogue :
FX : DX SHADOWS, SPOTLIGHT

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : CAPPY REACHES IN AND TAPS HIM ON THE HEAD 2 TIMES)...HE TESTING THE MIKE AND THINKS THAT BEAKY IS THE MIKE.

Dialogue : 1. CAPPY:

TESTING, ARRRRR. TWO, THREE.....

FX : DX SHADOWS, SPOTLIGHT

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

ANNOYED, BEAKY, RUBBING HIS HEAD, TURNS TO CAPPY.

Dialogue : 2. BEAKY:

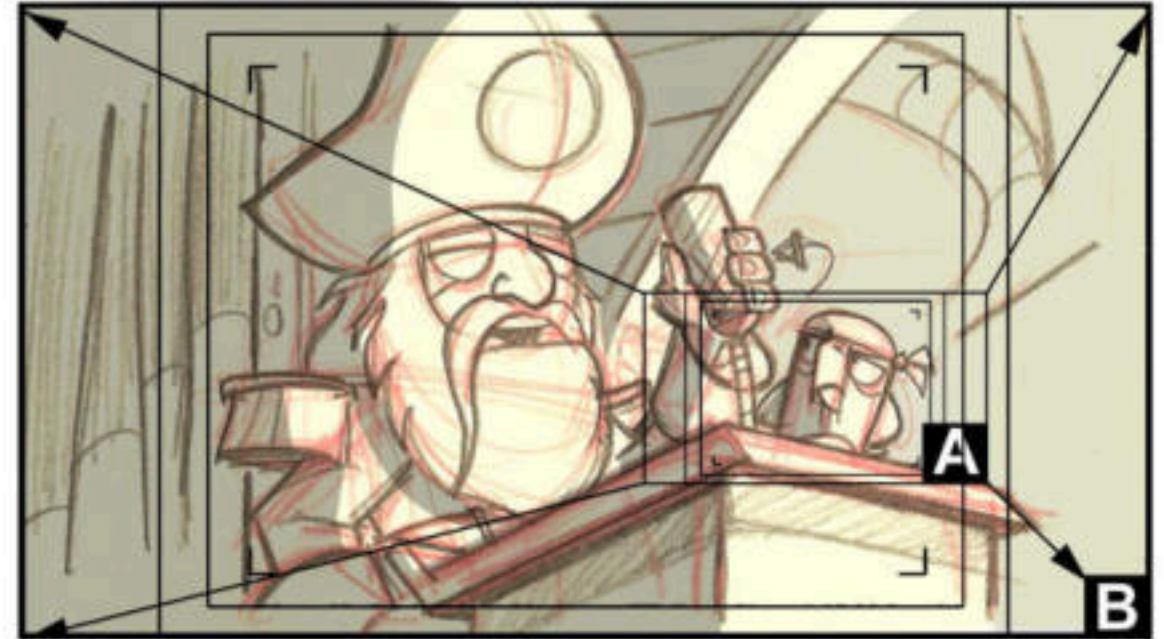
RAAAAWK!

3. CAPPY: (OS)

SORRY.

FX : DX SHADOWS, SPOTLIGHT.

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

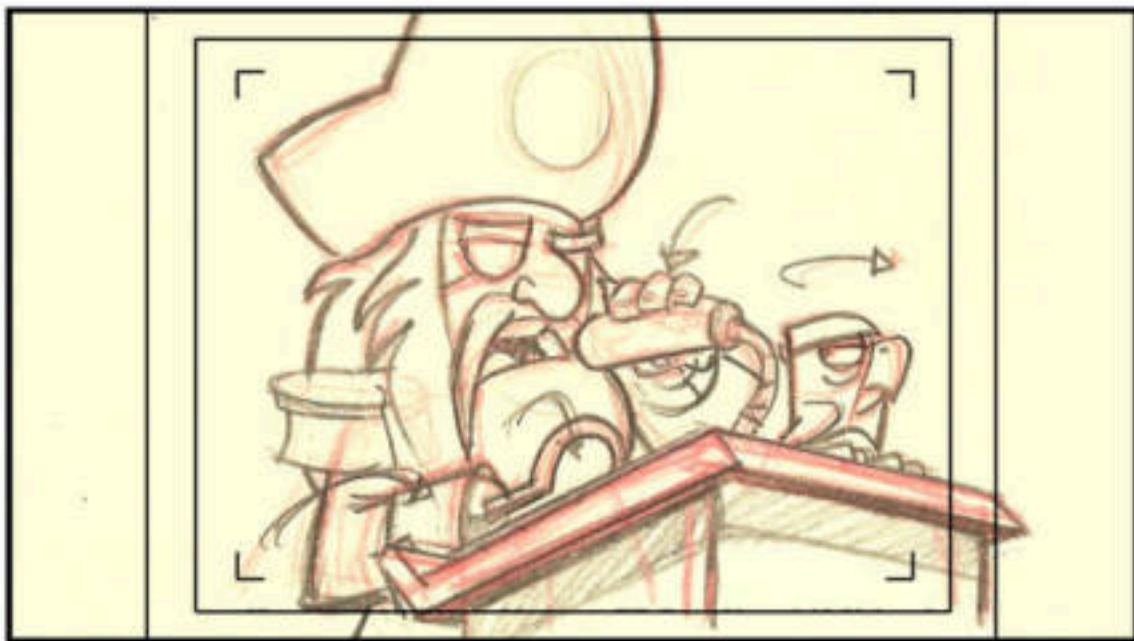
TRUCK OUT AS CAPPY FINDS THE MIKE. HE APOLOGIZES TO BEAKY.

Dialogue : 3. CAPPY: (CONTD)

AHOY, THE NAME'S CAPPY.

FX : DX SHADOWS, SPOTLIGHT.

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CAPPY ADDRESS THE AUDITORIUM. BEAKY STILL LOOKS ANNOYED.

Dialogue : 3. CAPPY: (OS)
MOST OF YOU KNOW ME, SEEN ME MANNIN'
THE OL' SCARE SCHOOL SCHOONER.

FX : DX SHADOWS, SPOTLIGHT.

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : BEAKY TURNS TO CAPPY, WONDERING WERE THIS SPEECH IS GOING....

Dialogue : 3. CAPPY: (CONTD)
BUT I'VE BEEN WONDERIN', WHAT IF SOMETHIN, BAD WERE
TO

FX : DX SHADOWS, SPOTLIGHT.

Director's note


CUT


SC: CONTD BG:

Cam:

Timing:

Technical note

Action : BOTH CAPPY AND BEAKY TURN TO EACH OTHER. BEAKY LOOKS CONCERNED.

Dialogue : 3. CAPPY: (CONTD)
... HAPPEN TO ME.

FX : DX SHADOWS, SPOTLIGHT.

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON THATCH AND HIS POSSE... HE'S BEING A WISE ACRE.

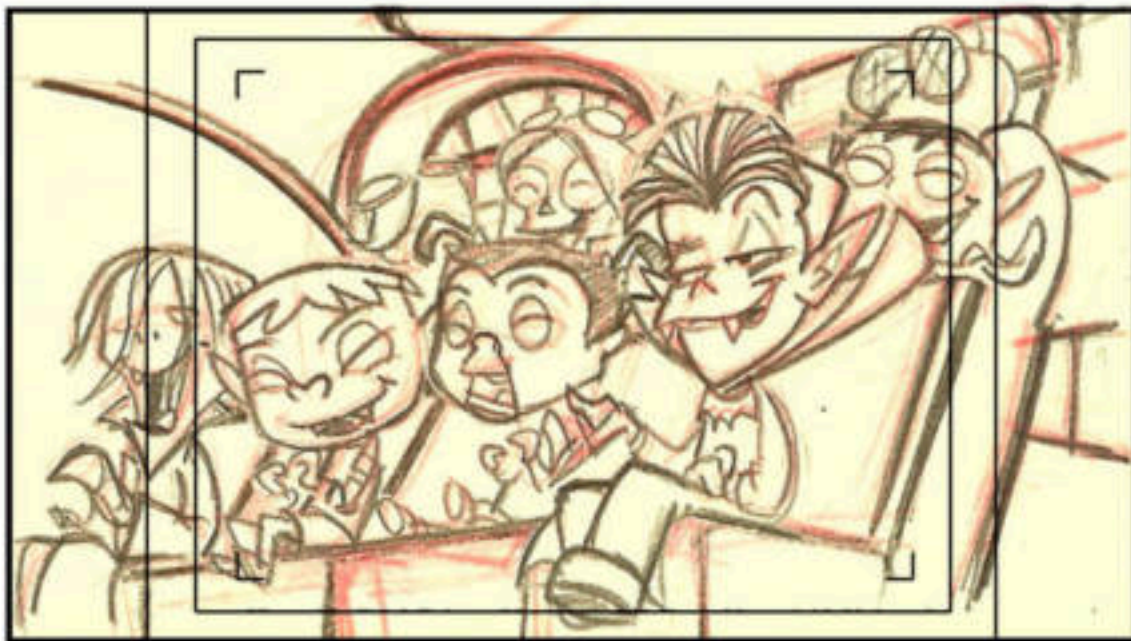
Dialogue : 5. THATCH:
LIKEHAVING PATCHES.....

FX : DX SHADOWS

Director's note

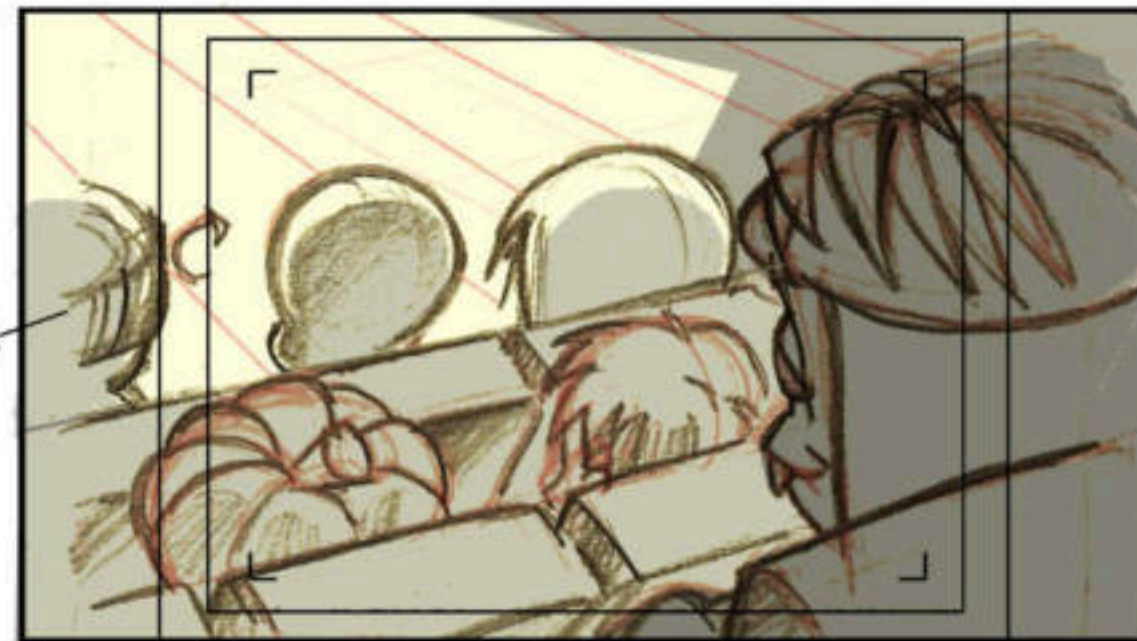


CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action : THE KIDS START TO LAUGH.

Dialogue : 5. THATCH : (CONTD)
..OVER BOTH EYES?

FX : DX SHADOWS

⚠ KIDS:
<LAUGH>

Action : ANGLE ON CASPER , MANTHA AND RA IN THE FRONT ROW.

Dialogue : _____▶

FX : DX SHADOWS

Director's note

Director's note



CUT
▼



SC: CONTD BG:

Cam:

Timing:

Technical note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

CASPER AND MANTHA TURN TO GLARE AT THATCH.

Dialogue :



KIDS:

<LAUGH>



<TAPERS OFF>

FX : DX SHADOWS

Director's note

Action :

CASPER TURNS BACK TO LOOK AT THE STAGE.

Dialogue :

FX : DX SHADOWS

Director's note



CUT



SC:

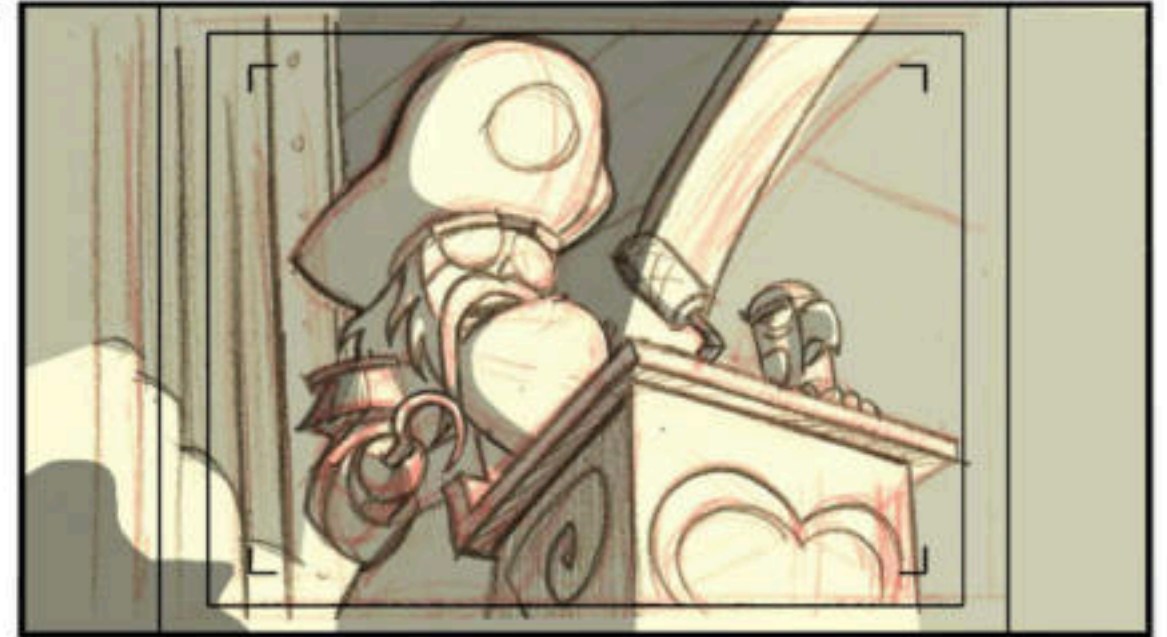
BG:

Cam:

Timing:

Technical note

CUT



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON A SMIRKING THATCH.

Dialogue : ⚠ KIDS:
<LAUGH>

FX : DX SHADOWS

Director's note

Action : ANGLE ON STAGE - CAPPY CONTINUES WITH HIS SPEECH.

Dialogue : 6. CAPPY:
I'VE DECIDED I NEED A FIRST MATE TO WATCH ME BACK.

FX : DX SHADOWS, SPOTLIGHT

Director's note



CUT
▼



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : CLOSE ON A SMIRKING THATCH.

Dialogue : 6. CAPPY : (CONTD)

THE WORK WONT BE EASY, BUT YOU'LL GET TO SAIL.....

FX : DX SHADOWS, SPOTLIGHT

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

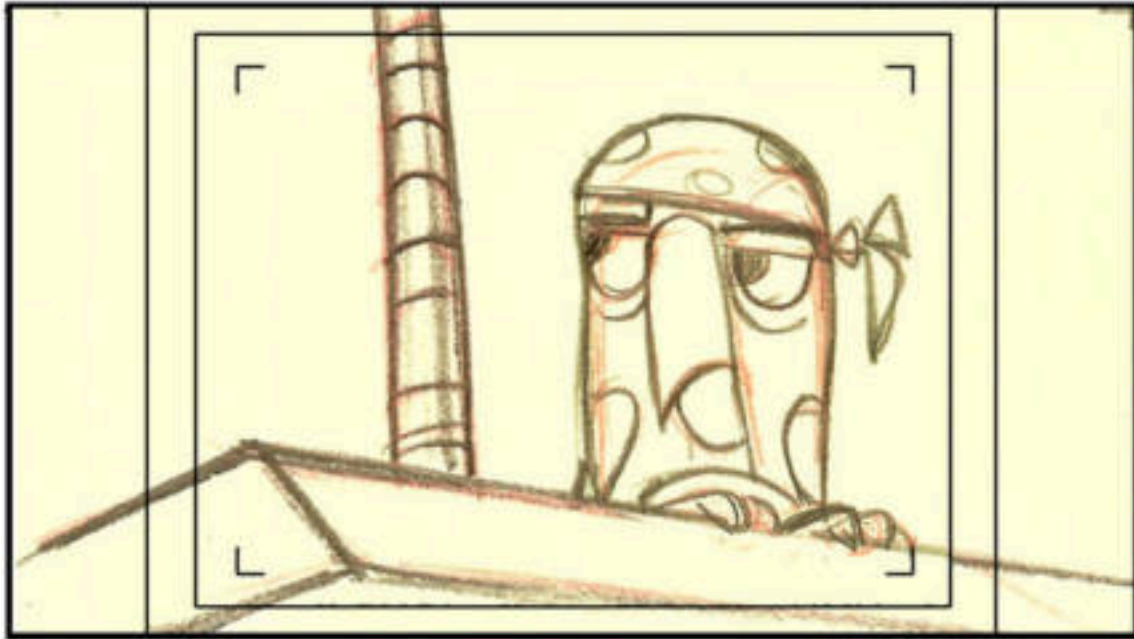
Action : ANGLE ON STAGE - CAPPY CONTINUES WITH HIS SPEECH.

Dialogue : 6. CAPPY: (CONTD)

...LIKE A TRUE PIRATE.

FX : DX SHADOWS, SPOTLIGHT

Director's note



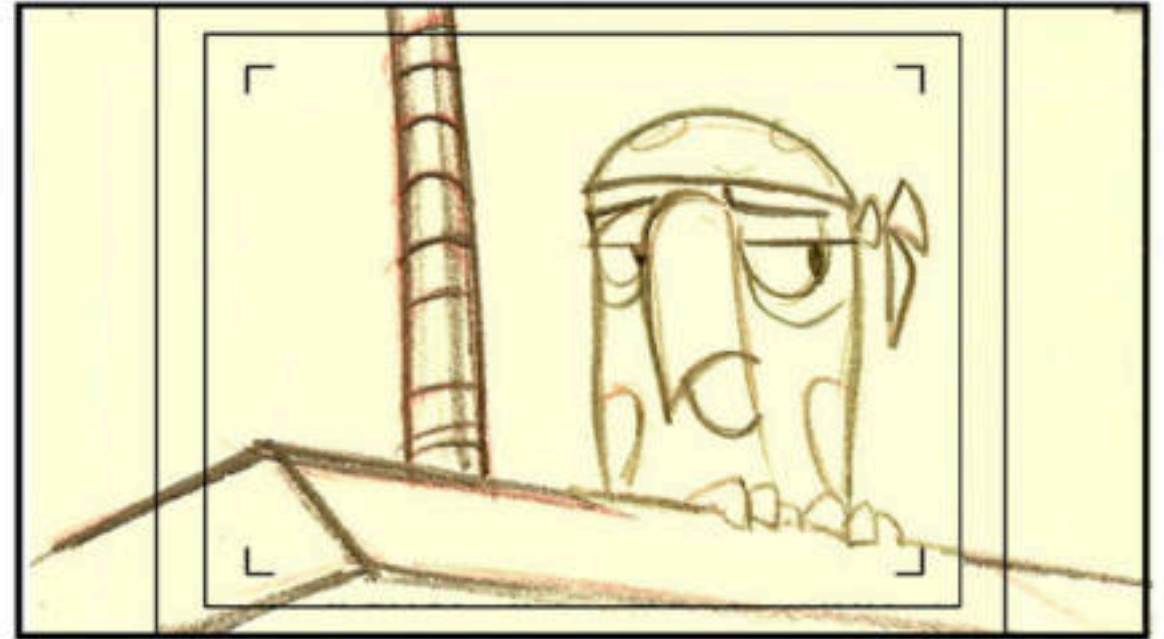
SC:

BG: S/A

Cam:

Timing:

Technical note



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON BEAKY

Dialogue :

FX : DX SHADOWS

Director's note

Action : BEAKY GLANCES AT THE KIDS.

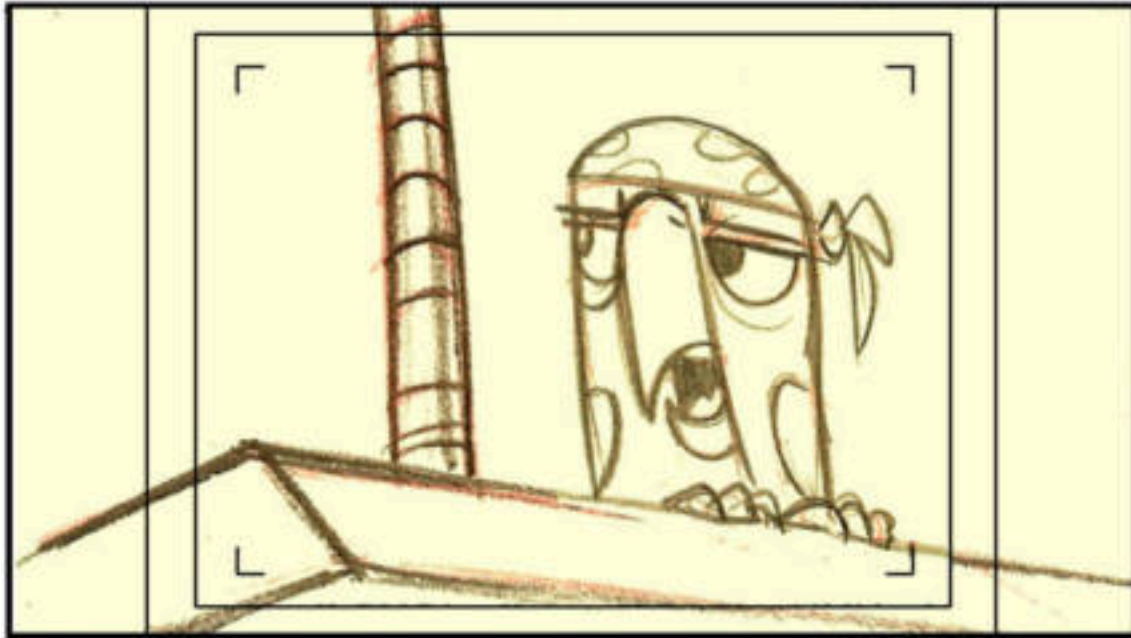
Dialogue :

FX : DX SHADOWS, SPOTLIGHT

Director's note



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SC: CONTD BG: S/A

Cam:

Timing:

Technical note

Action : BEAKY LOOKS BACK AT CAPPY.

Dialogue : 8. BEAKY :
UHHHH CAPPY.....

FX : DX SHADOWS

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : WIDE ON CAPPY AND BEAKY. CAPPY LOOKS A BIT MIFFED

Dialogue : 9. CAPPY:
YOU'LL CHANGE YOUR TUNE.....

FX : DX SHADOWS, SPOTLIGHT

Director's note



SC: CONTD BG: Cam: Timing:

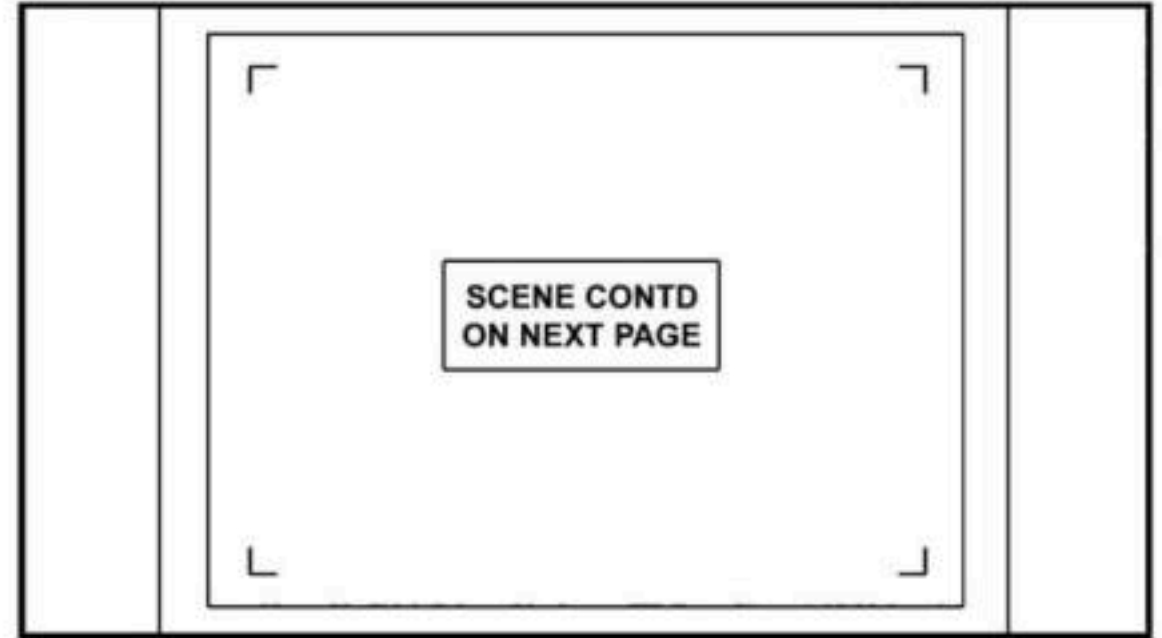
Technical note

Action : CAPPY LIFTS UP A REMOTE FROM BEHIND THE PODIUM.

Dialogue : 9. CAPPY : (CONTD)
 AFTER THIS SORT FILM.

FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

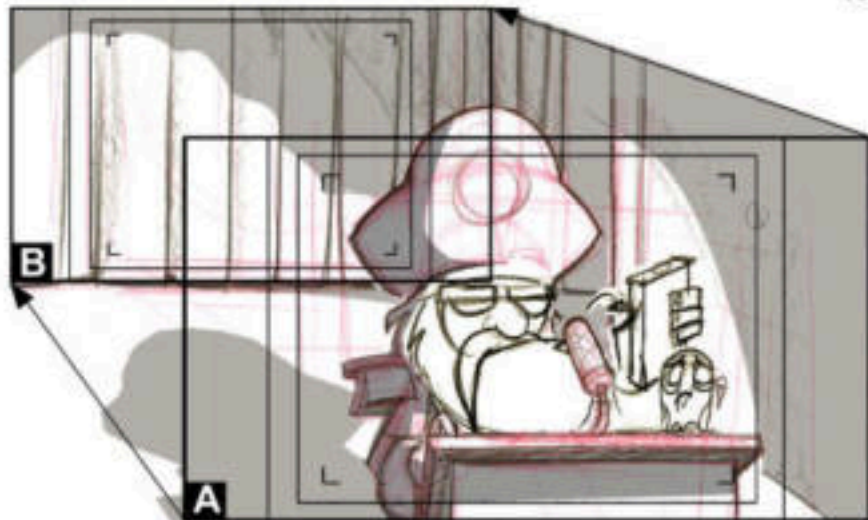
Technical note

Action :

Dialogue :

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

PAN AND TRUCK IN A - B.

Action :

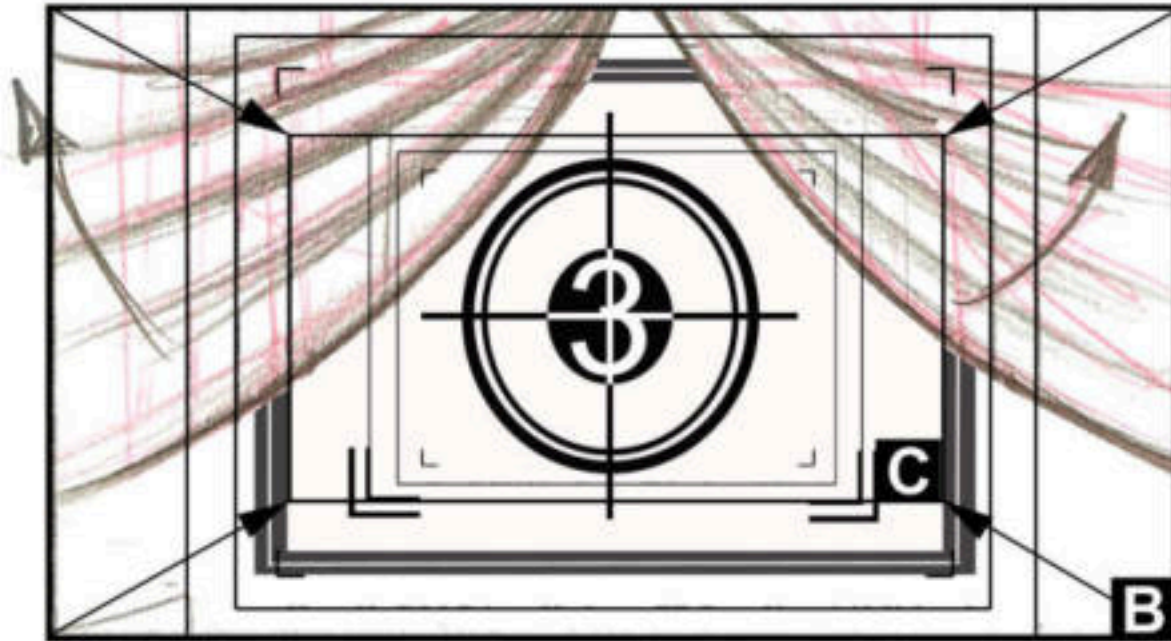
CAPPY PUSHES THE BUTTON ON THE REMOTE.
PAN AND TRUCK IN A - B. PAN CAPPY OUT DURING MOVE.

Dialogue : 10. BEAKY:

(RESIGNED MOAN)

FX : DX SHADOWS, SPOTLIGHT

Director's note



SC: CONTD BG: Cam: TRUCK IN B - C. Timing:

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.

Action : TRUCK IN ON THE SCREEN AS THE CURTAINS ARE PULLED BACK.

Dialogue : 9. CAPPY : (OS) (CONTD)
LIGHTS!

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

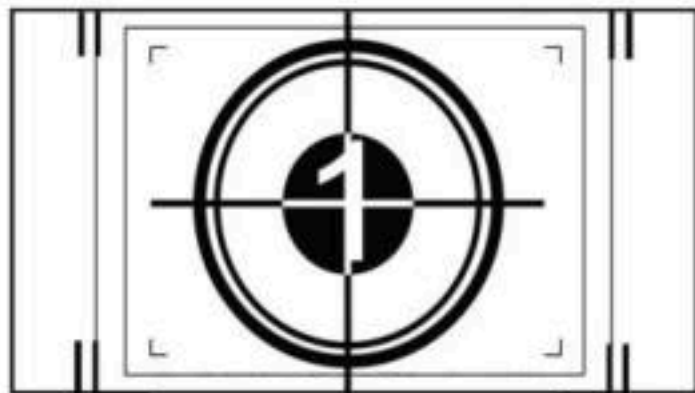
Technical note

Action :

Dialogue :

FX :

Director's note



SC:

BG:

Cam:

Timing:

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.


SC: CONTD BG:

Cam:

Timing:

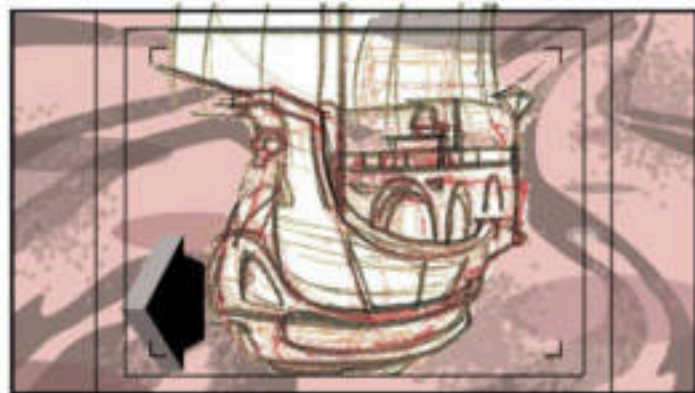
Technical note
Action :
Dialogue :
FX :
Director's note
Action :

ON SCREEN, IT'S CAPPY'S FILM THE PIRATE SHIP IS BEING TOSSED THROUGH THE AIR. THE SHIP SWINGS UP TOWARDS CAMERA.

Dialogue :

11. CAPPY: (VO)
THE FIRST MATE ON A SHIP

FX :
Director's note

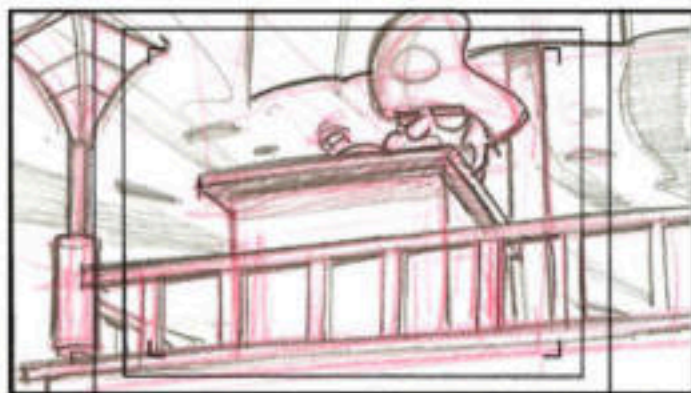

CUT


SC:

BG:

Cam:

Timing:

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.


SC: CONTD BG:

Cam:

Timing:

Technical note
Action :

THE SHIP ANIMATES TO CAMERA.

Dialogue :

11. CAPPY: (VO) [CONTD]
...MUST DO EVERYTHING.....

FX :
Director's note
Action :

ANGLE ON CAPPY AT THE SHIP'S WHEEL. THE WIND HOWLS AROUND HIM.

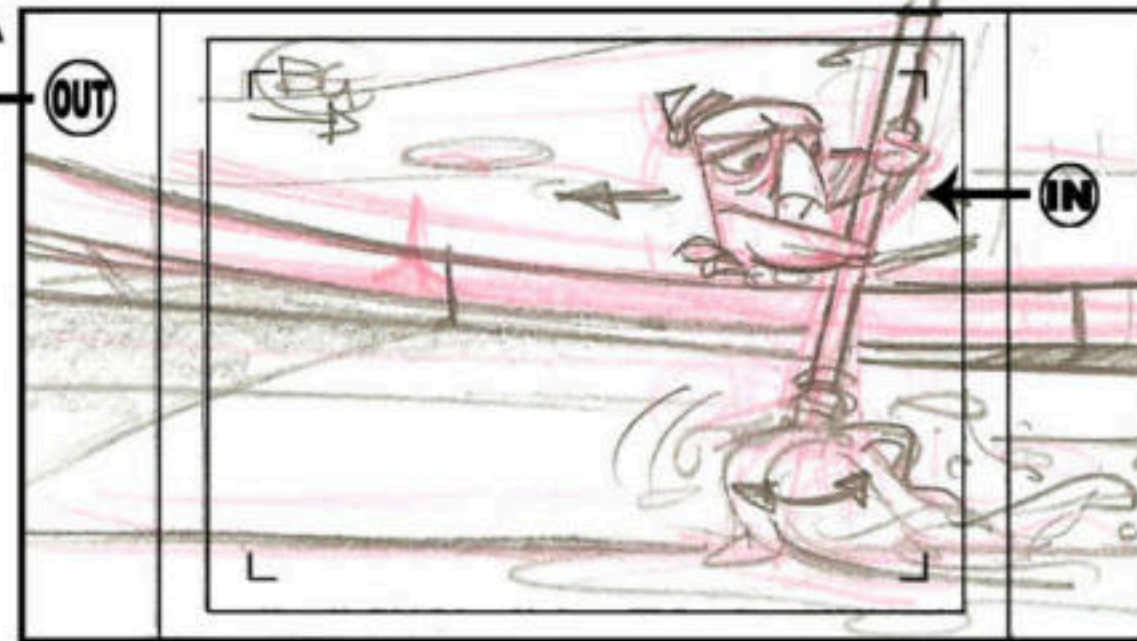
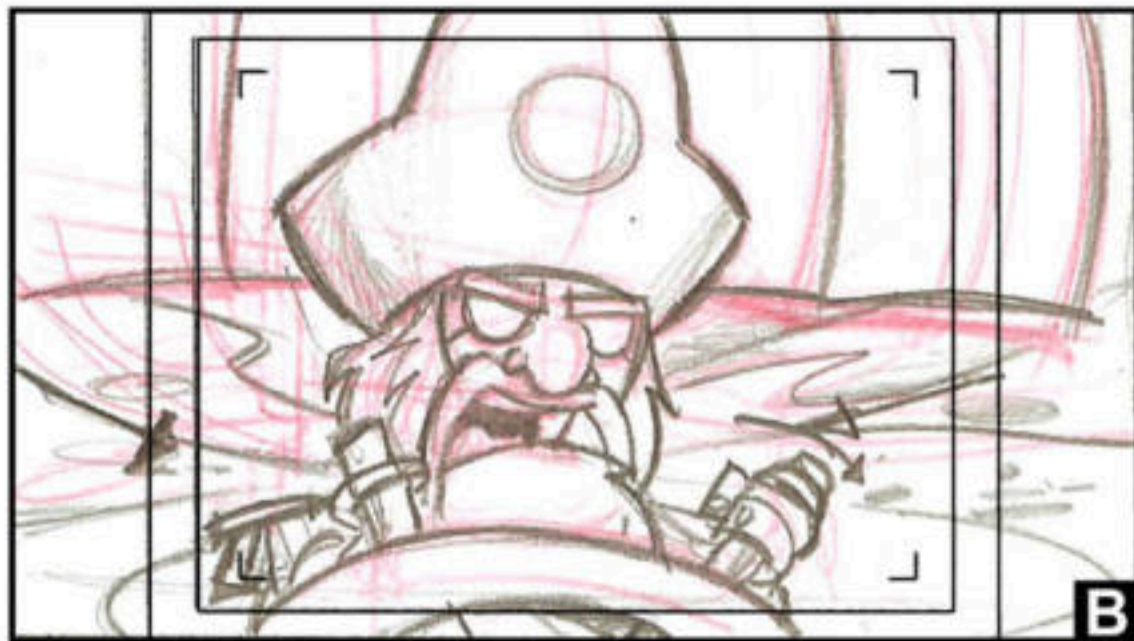
Dialogue :

11. CAPPY: (VO) [CONTD]
...THE CAP'N SAYS.

FX :
Director's note



CUT



SC: _____ BG: _____ Cam: _____ Timing: _____

ANIMATED TRUCK IN

Technical note

ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.

Technical note

Action :

ANIMATED TRUCK IN ON CAPPY,(SEE SKETCH BELOW). HE'S BARKING OUT ORDERS...

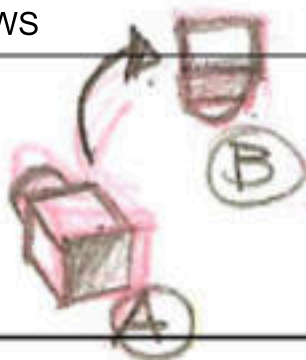
Dialogue : 12. CAPPY : (IN THE FILM)

FASTER YE MODDLYCDDLED SWIEL-EYED LANDLUBBER!

FX : DX SHADOWS

Director's note

CAMERA DIRECTIONS



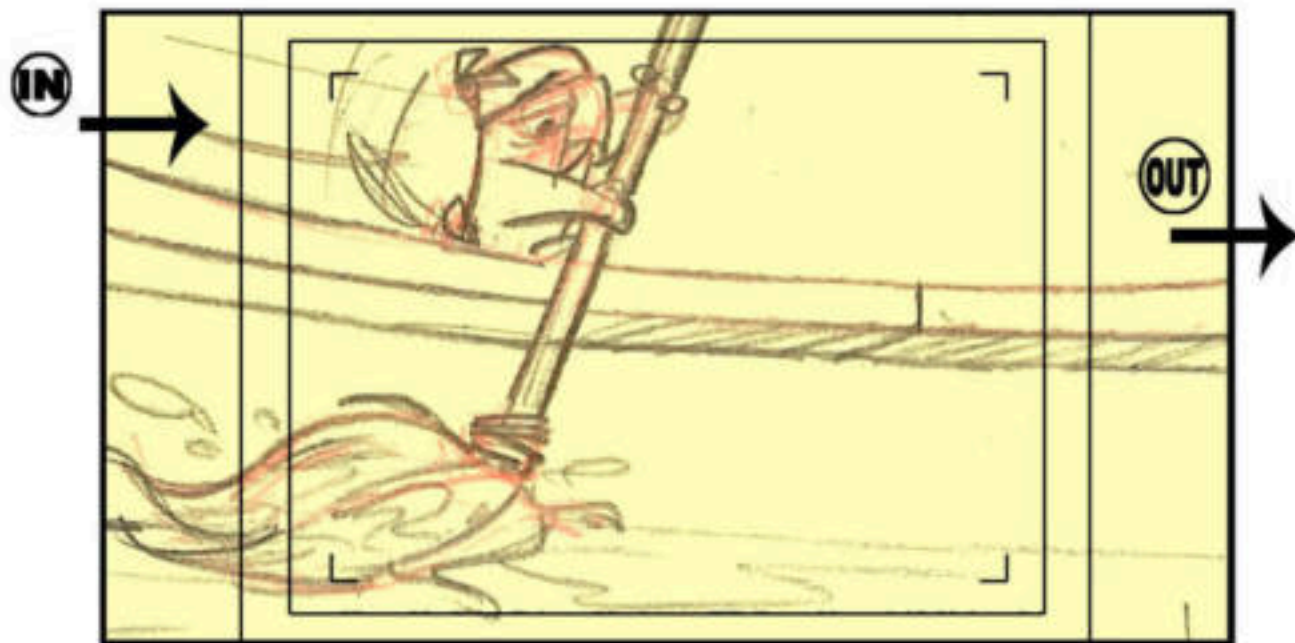
Action :

BEAK IS MOPPING THE DECK RAPIDLY FROM ONE END TO THE OTHER. HE IS ZIPPING THROUGH FRAME . (ADD A SLIGHT SIDE TO SIDE MOTION TO SCENE).

Dialogue :

FX : D/B SPEEDLINES, S/T WATER,DRIPS, ETC,

Director's note



SC: CONTD BG:

Cam:

Timing:

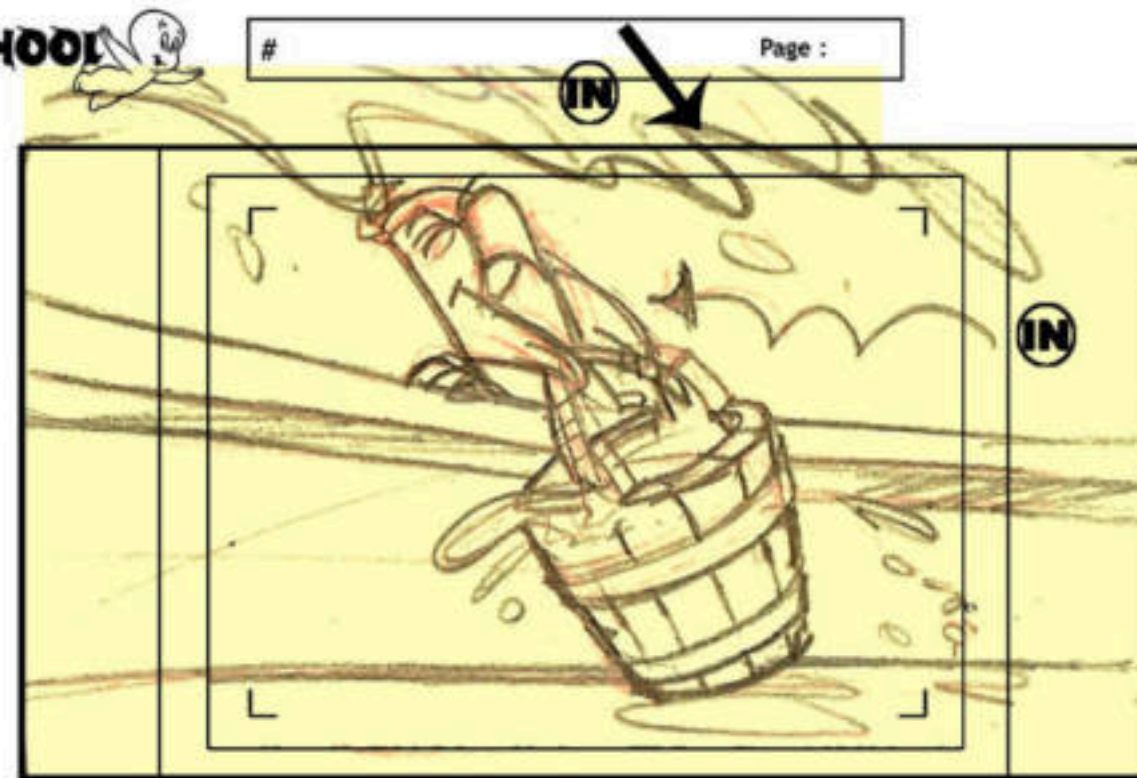
Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.

Action : BEAKY ZIPS BACK INTO SCENE...STILL MOPPING.

Dialogue :

FX : D/B SPEEDLINES, S/T WATER,DRIPS, ETC,

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : BEAKY COMES BACK IN SCENE, THIS TIME HE'S DRAGGING A BUCKET FILLED WITH WATER. HE DOESN'T SEE THE LARGE WAVE THAT'S ABOUT TO CRASH OVER HIM.

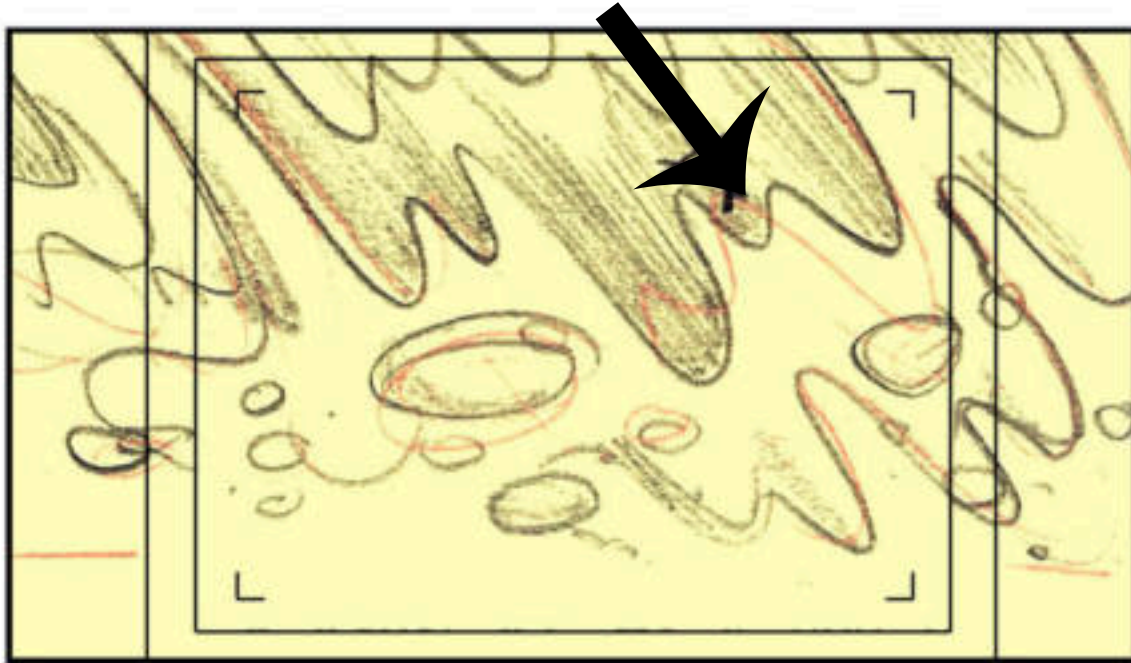
Dialogue :

FX : D/B SPEEDLINES, S/T WATER,DRIPS, ETC,

Director's note

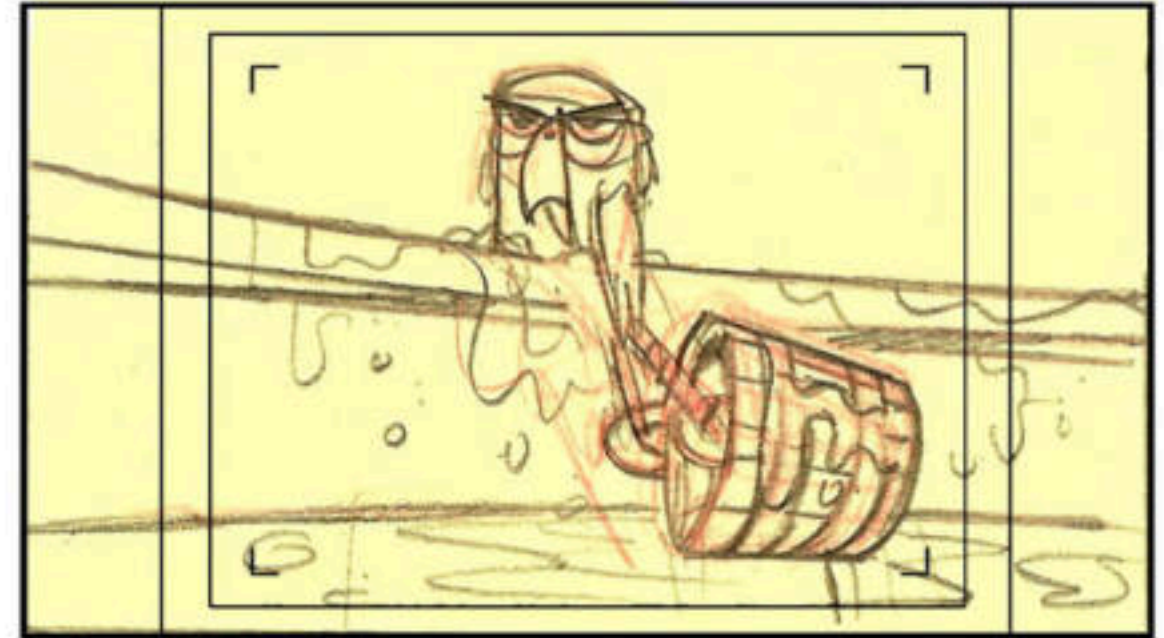


CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.



SC: CONTD BG: Cam: Timing:

Technical note

Action : THE WAVES WASHES OVER BEAKY, FILLING SCREEN.

Dialogue :

FX : S/T WATER

Director's note

Action : BEAKY IS SOAKED AND NOT HAPPY.

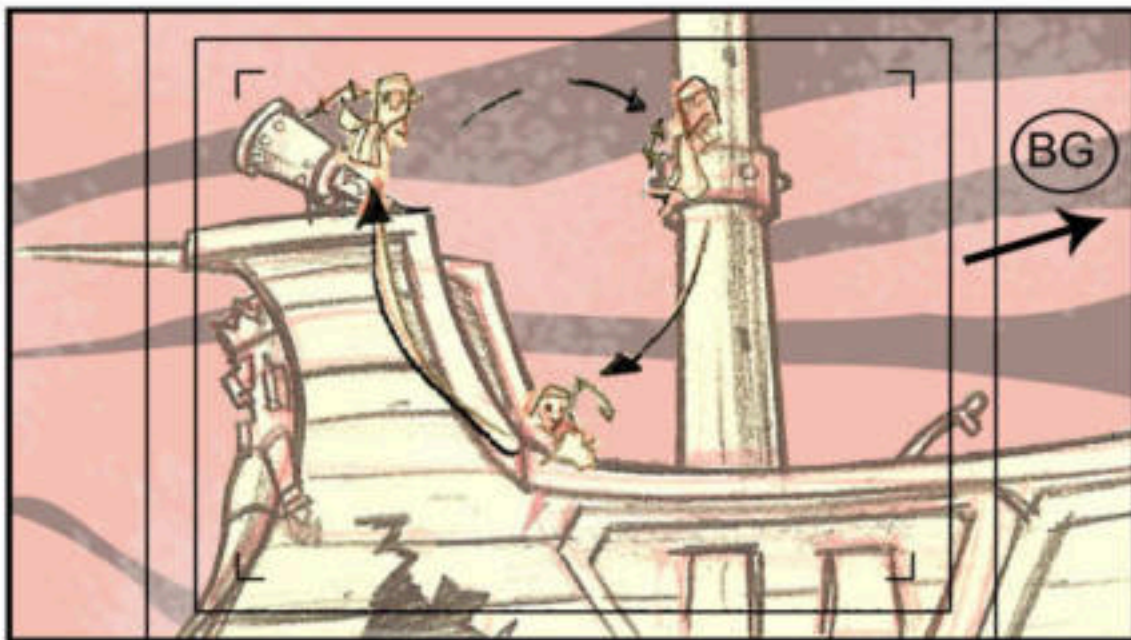
Dialogue :

FX : S/T WATER, DRIPS, ETC,

Director's note



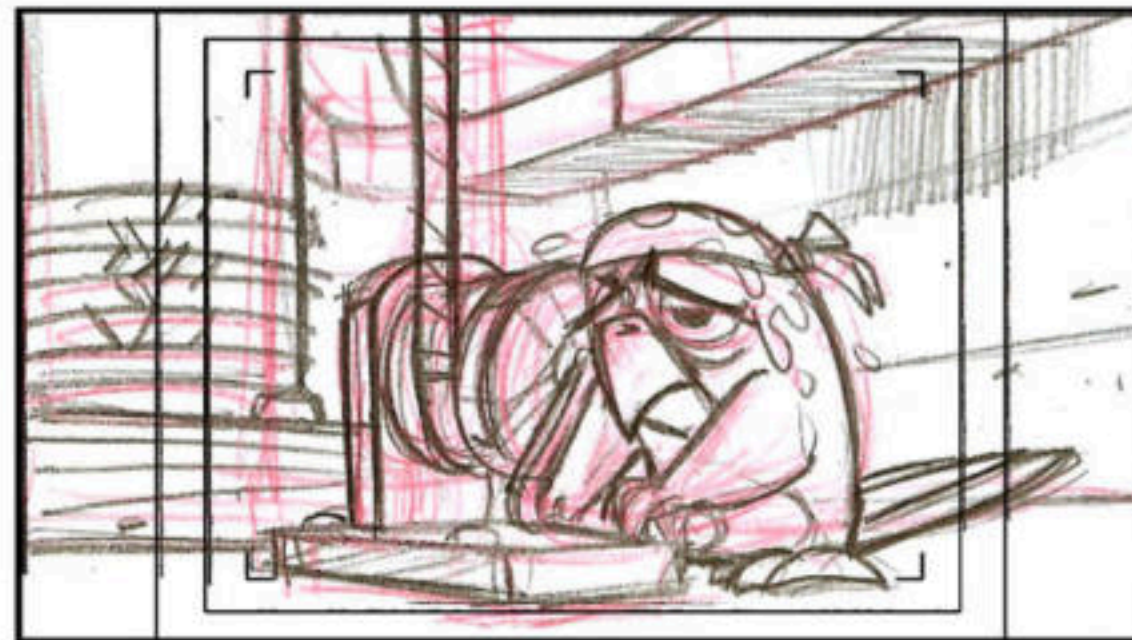
CUT
▼



SC: BG: Cam: Timing:

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.

CUT
▼



SC: BG: Cam: Timing:

Technical note

Action :

WIDE ON THE PIRATE SHIP, STILL FLYING THROUGH THE HOWLING STORM. BEAKY IS FRANTICALLY WIPING AND POLISHING.

Dialogue : 13. CAPPY : (VO)

EVERY ORDER FROM YER SKIPPER MUST BE FOLLOWED TO THE "T".

FX : DX SHADOWS, D/B SPEEDLINES

Director's note

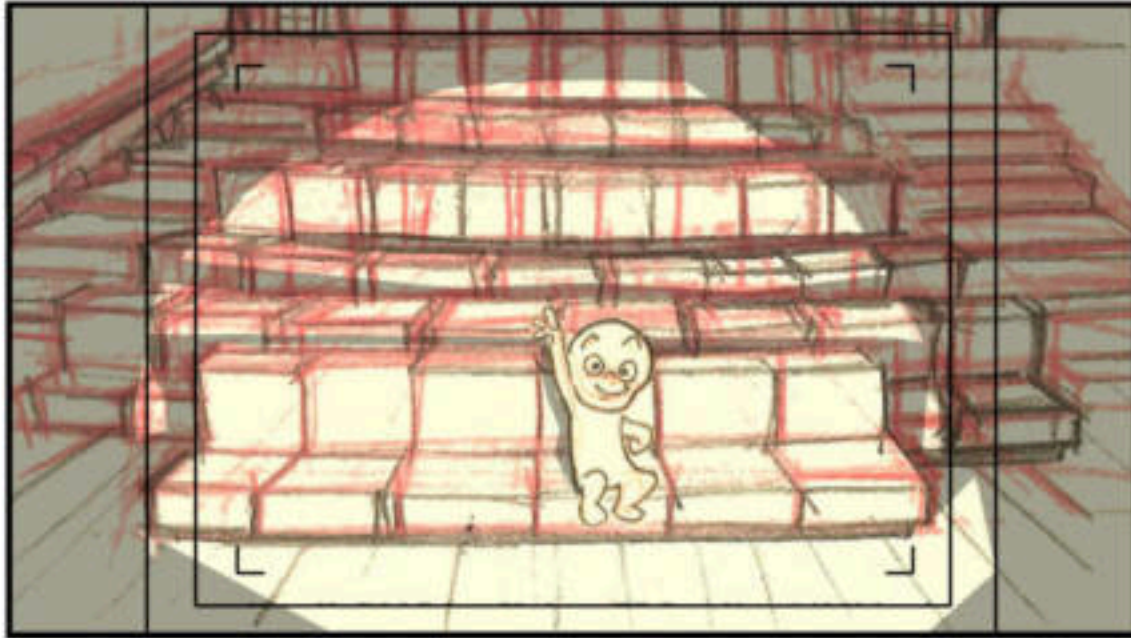
Action :

CLOSE ON BEAKY, NOW HE'S TURNING A CRANK TO SOME OBSCURE PIECE OF SHIP'S EQUIPMENT.

Dialogue :

FX : DB SHADOWS, S/T SWEAT.

Director's note



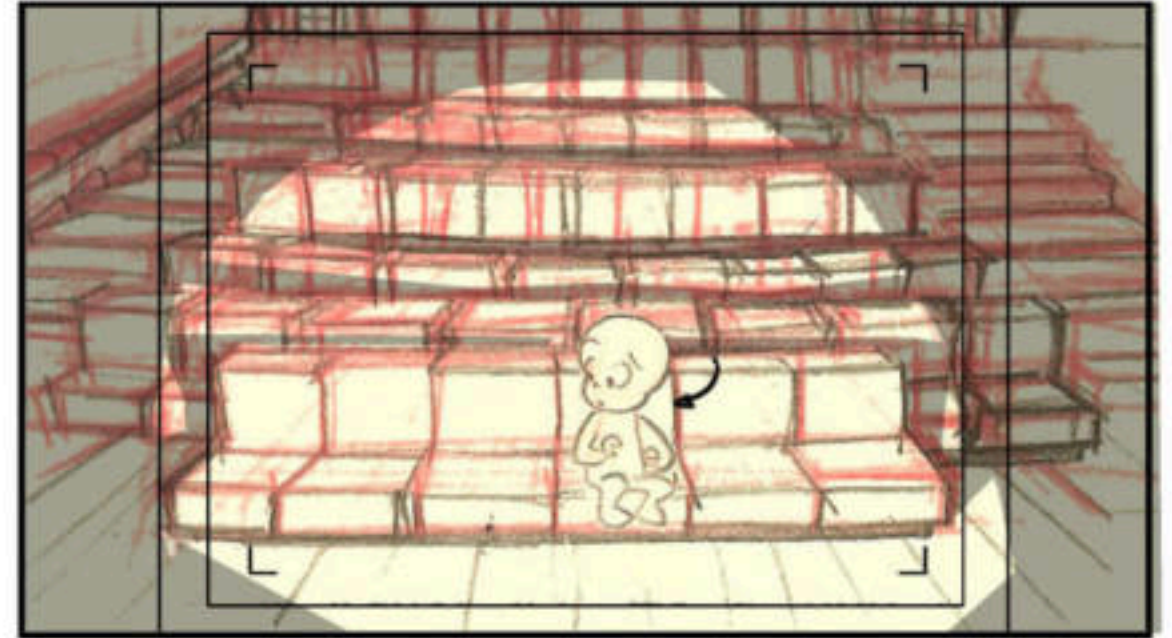
SC:

BG: S/A

Cam:

Timing:

Technical note



SC: CONTD

BG: S/A

Cam:

Timing:

Technical note

Action : THE ENTIRE AUDITORIUM HAS BEEN EMPTIED EXCEPT FOR CASPER.

Dialogue :

FX : DX SHADOWS

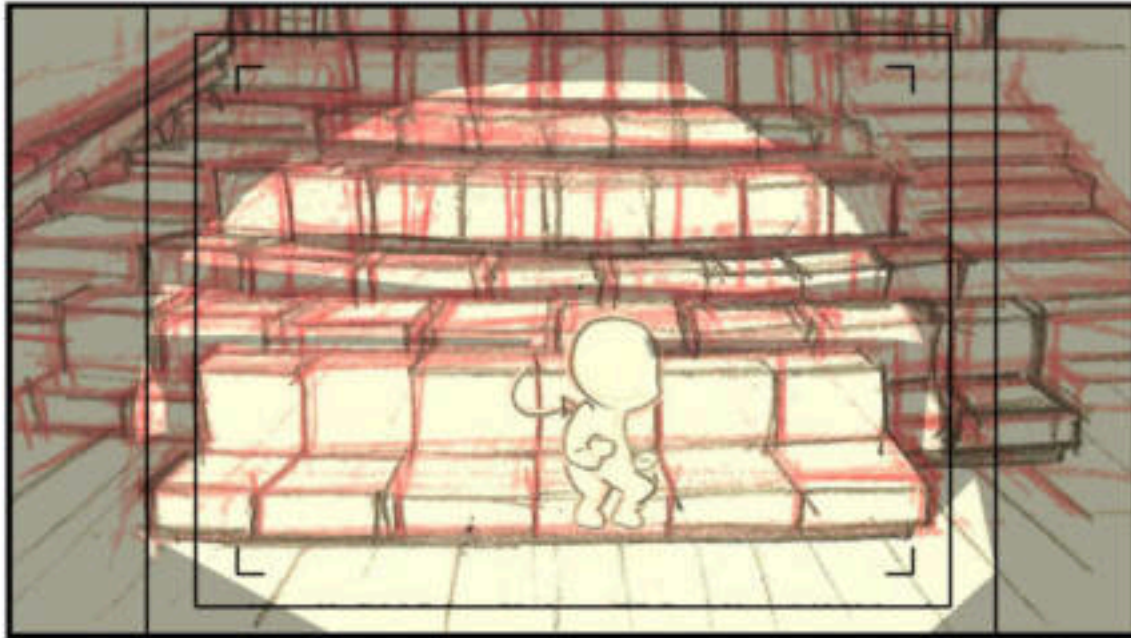
Director's note

Action : CASPER LOOKS AROUND....

Dialogue :

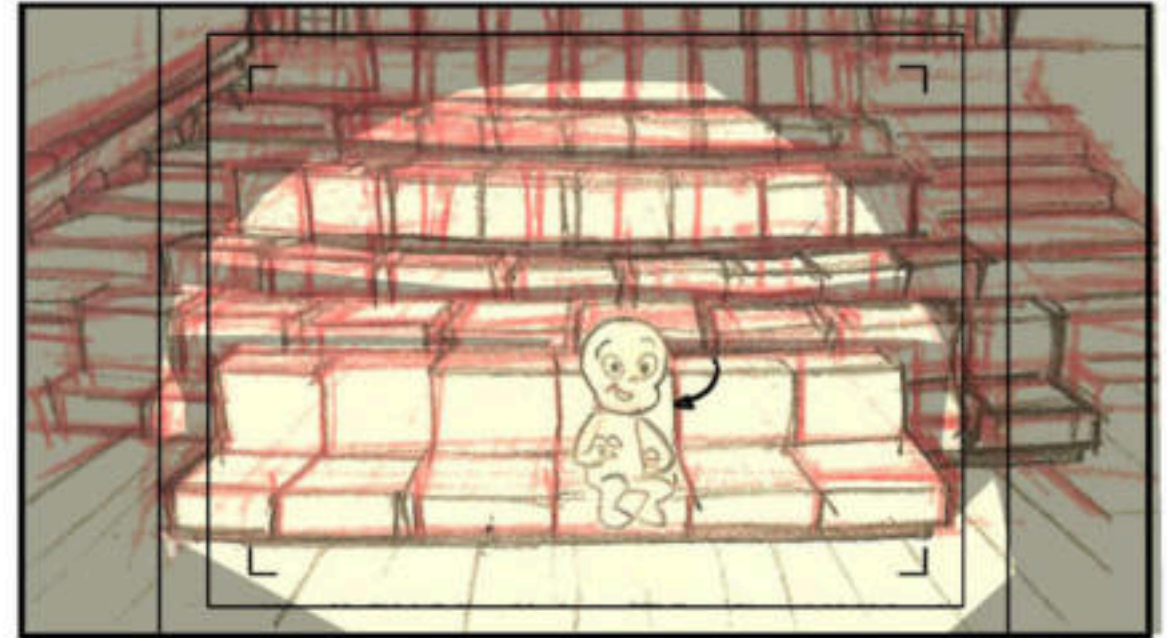
FX : DX SHADOWS

Director's note



SC: CONTD BG: S/A Cam: Timing:

Technical note



SC: CONTD BG: S/A Cam: Timing:

Technical note

Action :

Dialogue :

FX : DX SHADOWS

Director's note

Action :

CASPER TURNS BACK TO THE STAGE.

Dialogue : 19. CASPER :

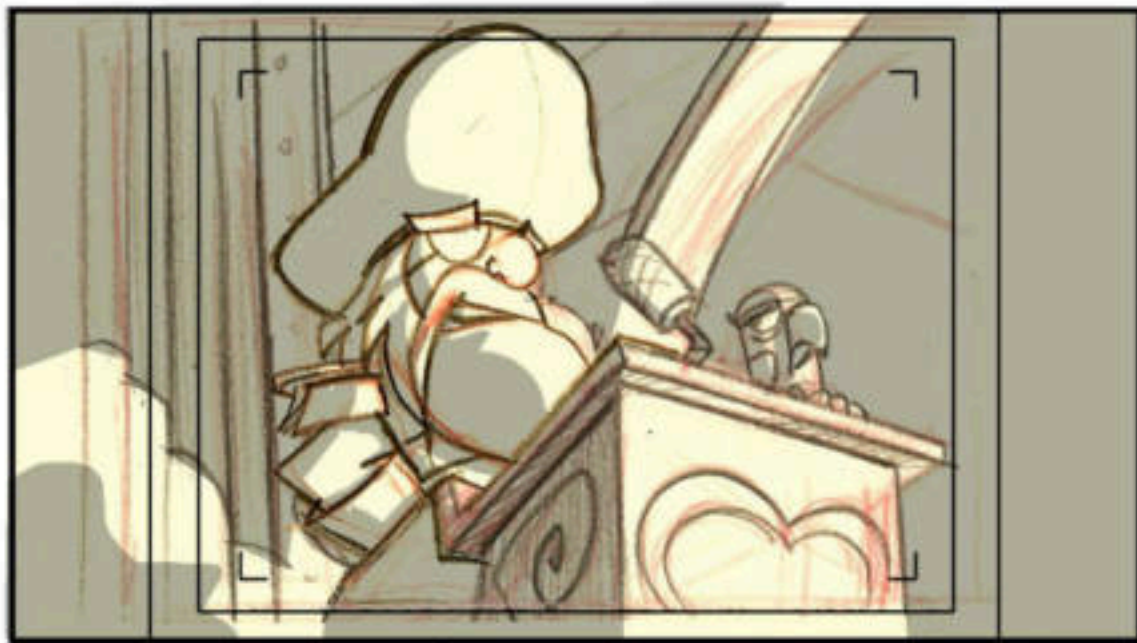
I'D LIKE TO VOLUNTEER!

FX : DX SHADOWS

Director's note



CUT
▼



SC: BG: S/A Cam: Timing:

Technical note

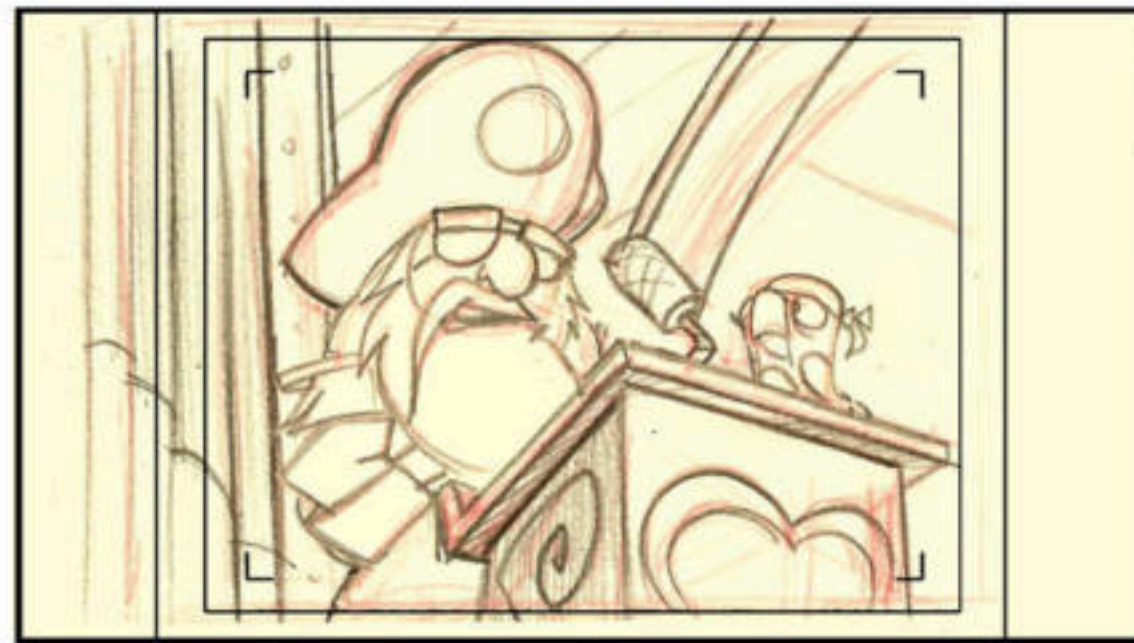
Action : CLOSE ON CAPPY AT THE PODIUM.

Dialogue : 20. CAPPY:
GLAD TO HAVE YE ABOARD!

FX : DX SHADOWS

Director's note

CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note

Action :

Dialogue : 30. CAPPY: (CONTD)
WHO ELSE?

FX : DX SHADOWS

Director's note



SC:

BG:

Cam:

Timing:

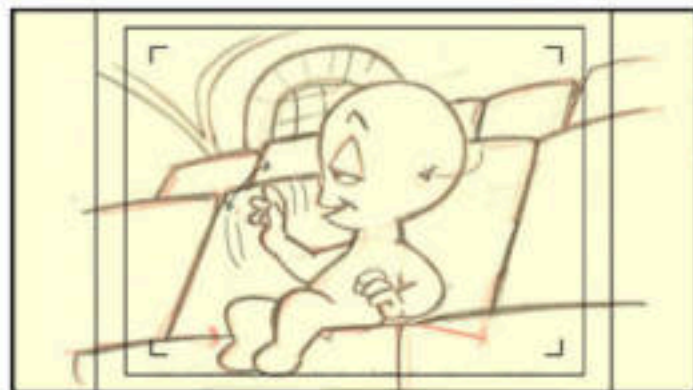
Technical note

Action : CLOSE ON CASPER. HE PRETENDS THAT THE OTHER KIDS ARE THERE. HE WAVES THEM OFF....

Dialogue : 21. CASPER:
PUT YOUR HANDS DOWN.

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

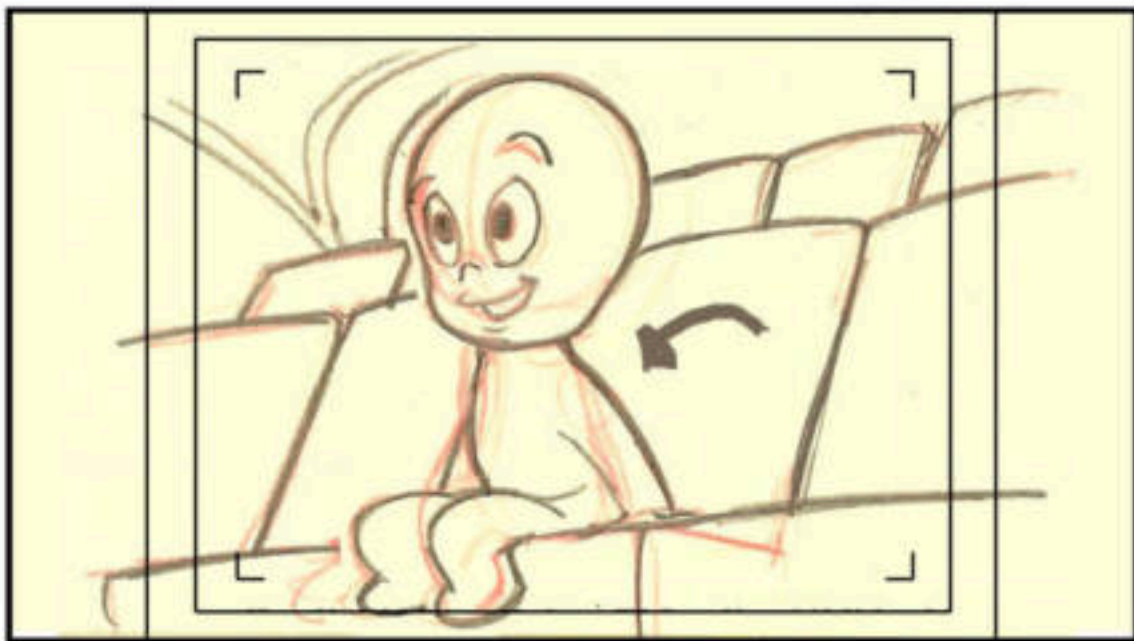
Technical note

Action : CASPER TURNS TO HIS LEFT....

Dialogue : 21. CASPER: (CONTD)
YOU ALL KNOW THIS.....

FX : DX SHADOWS

Director's note

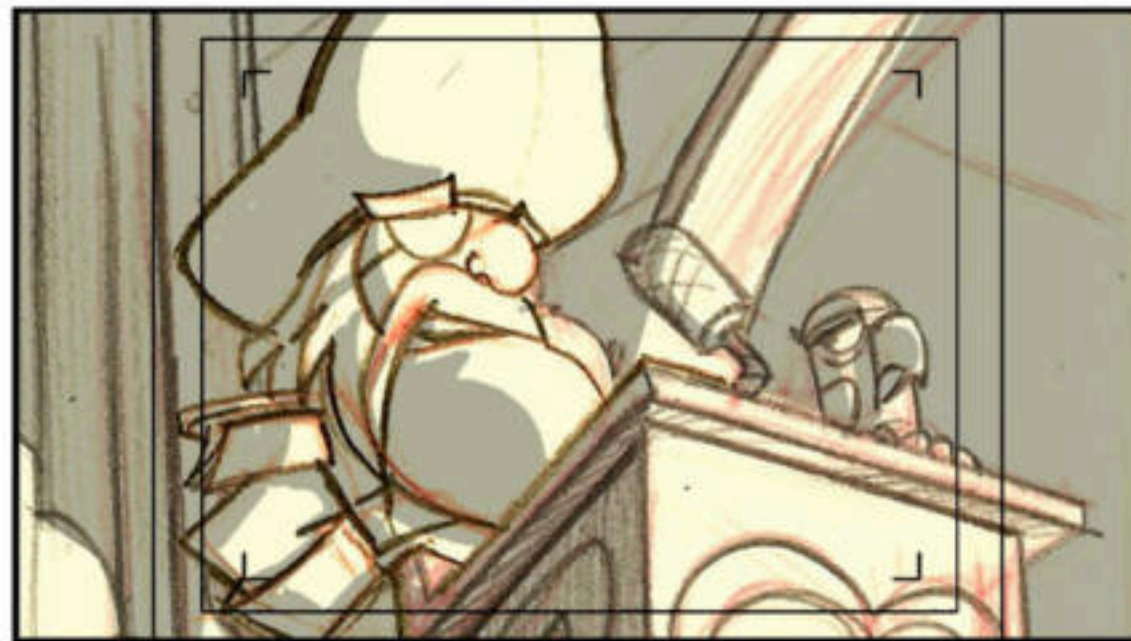
CUT
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SC: CONTD BG:

Cam:

Timing:

Technical note



SC:

BG:

S/A

Cam:

Timing:

Technical note

Action : CASPER LEANS FORWARD..

Dialogue : 21. CASPER: (CONTD)
...HAS ALWAYS BEEN MY DREAM.

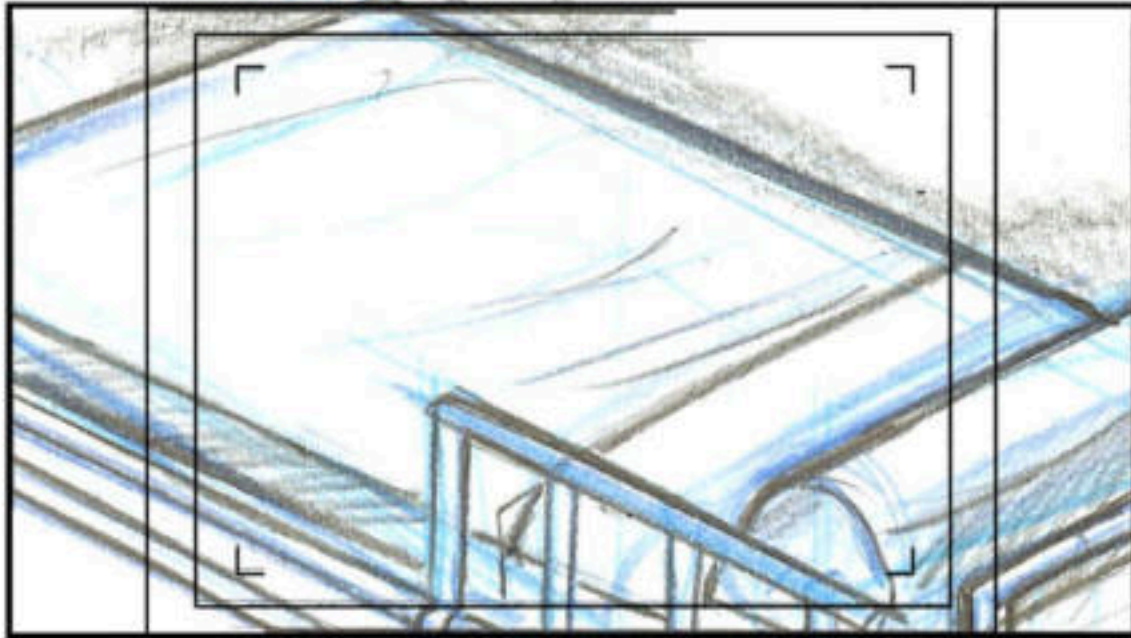
FX : DX SHADOWS

Director's note

Action :
ANGLE ON CAPPY SMILING PROUDLY...Dialogue : 22. CAPPY:
THEN CASPER IT BE.

FX : DX SHADOWS

Director's note



SC: _____ BG: _____ Cam: _____ Timing: _____

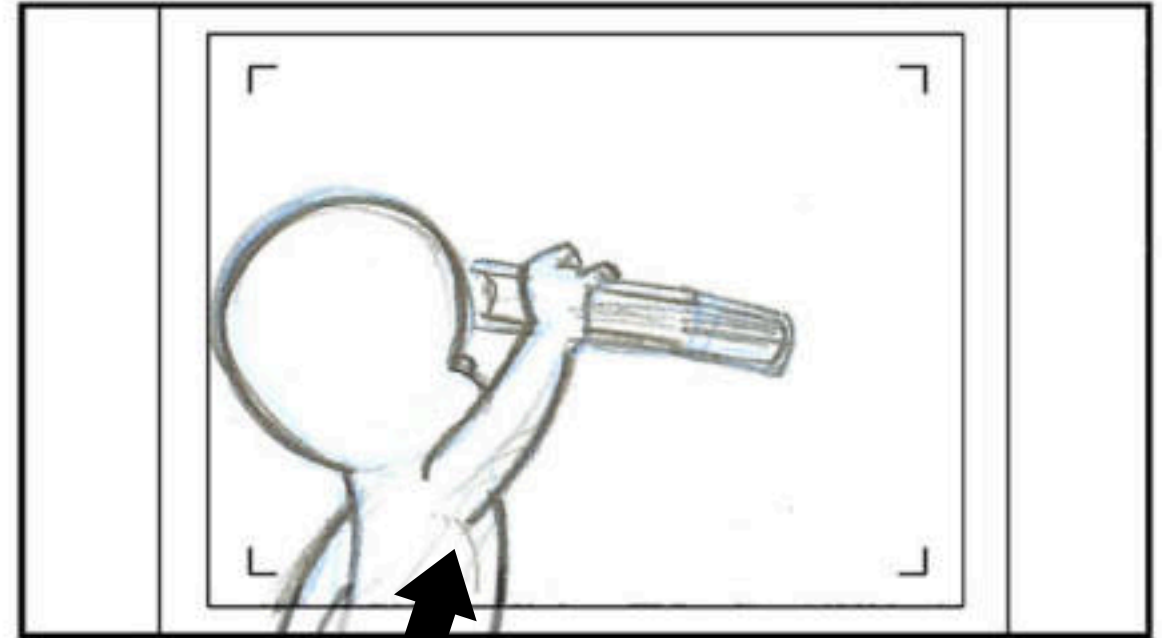
Technical note

Action : INT. BOYS DORM - ANGLE ON CASPERS' BUNK - (LATER)

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG: _____ Cam: _____ Timing: _____



Technical note

Action : CASPER, HOLDING HIS BOOKS FLOATS INTO SCENE. HE PLACES THEM ON HIS BUNK.

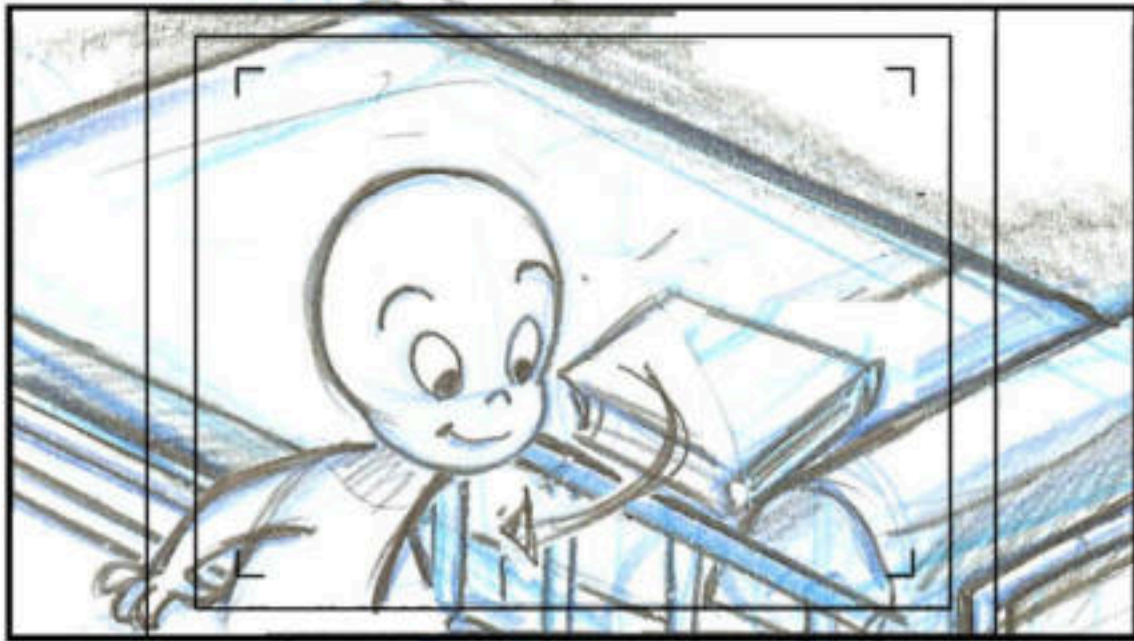
Dialogue :

FX : DX SHADOWS

Director's note



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SC:

BG:

Cam:

Timing:

Technical note

Action : INT. BOYS DORM - ANGLE ON CASPERS' BUNK - (LATER)

Dialogue :

FX : DX SHADOWS

Director's note



SC:

BG:

Cam:

Timing:

Technical note

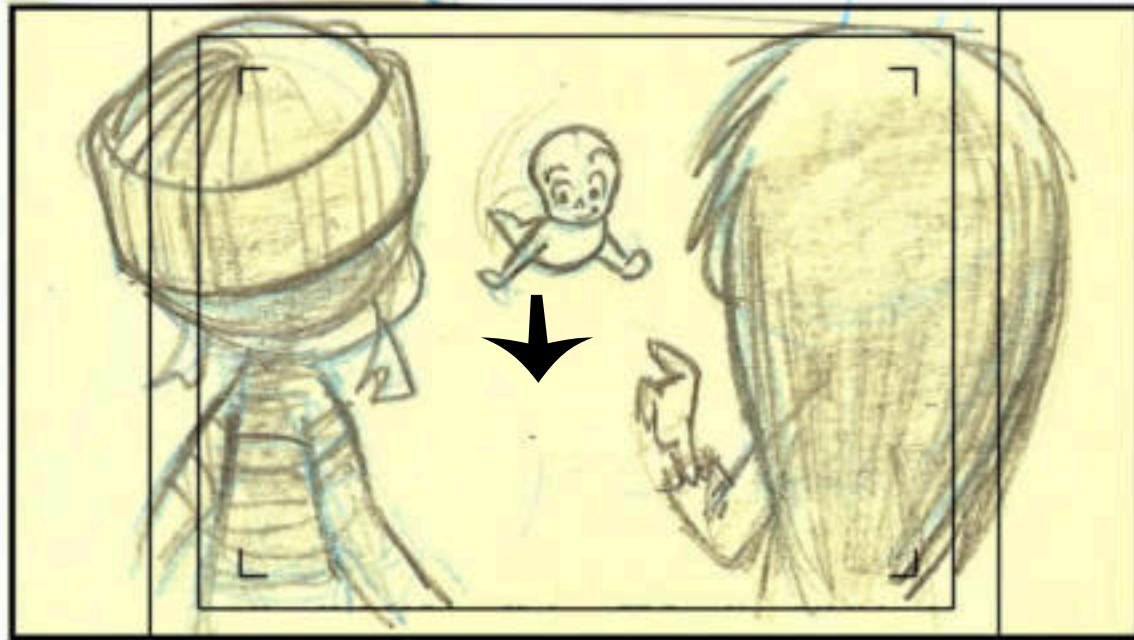
Action : WIDE ON THE DORM ROOM. MANTH AND RA ARE IN THE FOREGROUND. ADD N/ S MOVE ON CASPER AS HE FLOATS.

Dialogue : 23. RA

ARE YOU CRAZY?

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

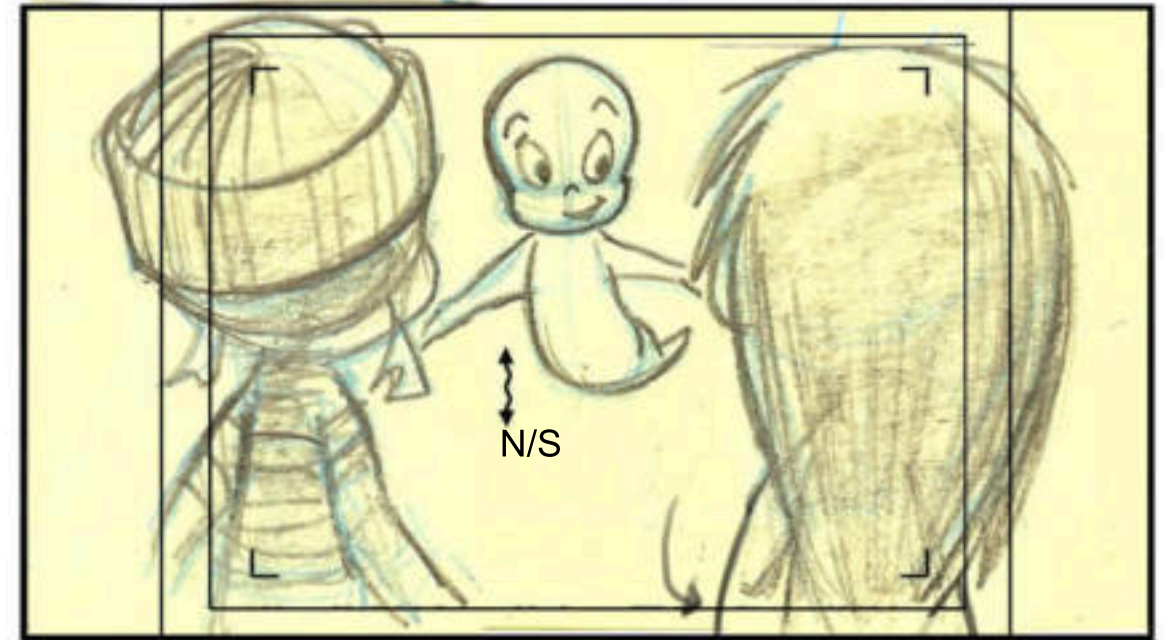
Technical note

Action : CASPER FLOATS TOWARDS HIS FRIENDS.

Dialogue : 2. MANTHA:
DID YOU SEE THAT MOVIE?

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

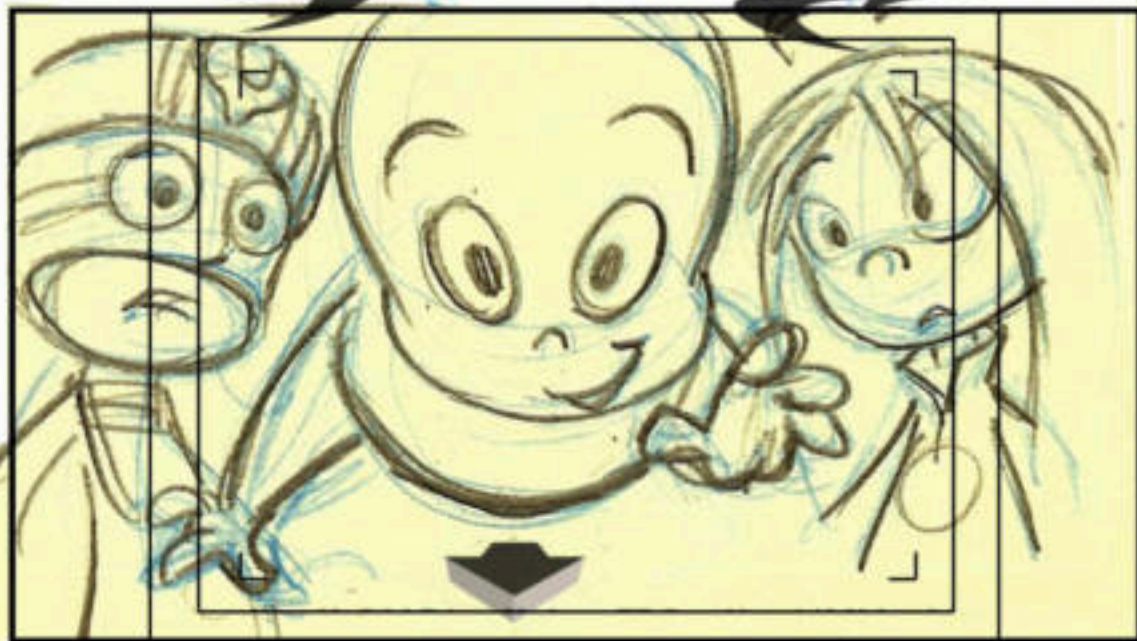
Technical note

Action : CASPER STOPS.

Dialogue : 25. CASPER:
SOMEBODY'S GOTTA BE FIRST MATE.

FX : DX SHADOWS

Director's note

HU
↓

SC: CONTD BG:

Cam:

Timing:

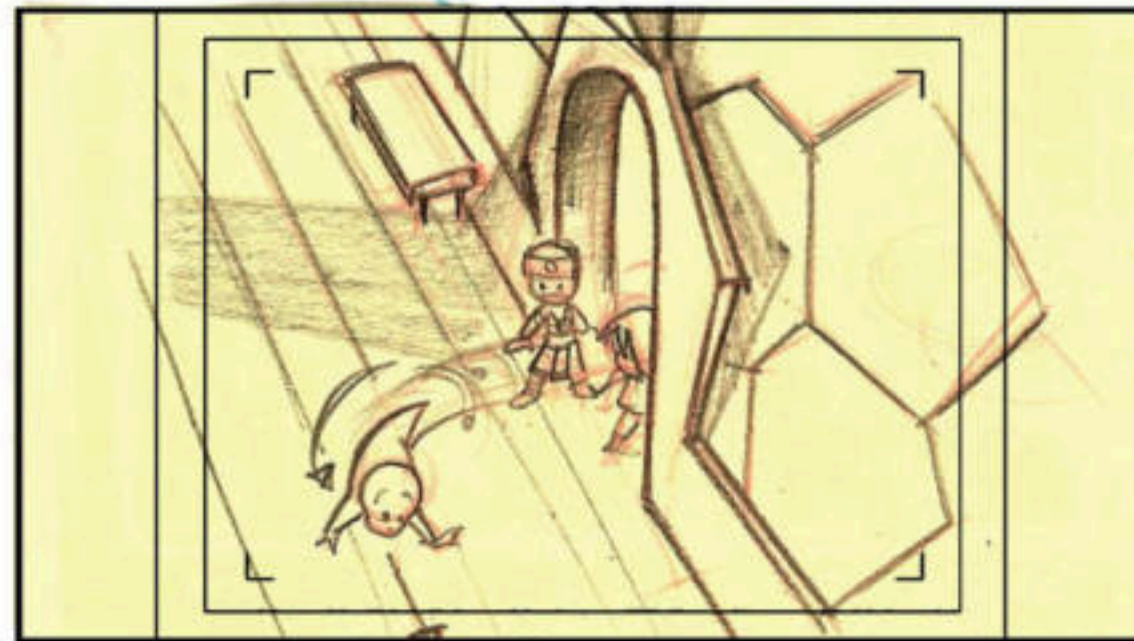
Technical note

Action : CASPER SCOOTs PAST RA AND MANTHA.

Dialogue : 25. CASPER: (CONTD)
BESIDES, CAPPY IS A GREAT GUY.

FX : DX SHADOWS

Director's note



SC:

BG:

OUT

Cam:

Timing:

Technical note

Action : CORRIDOR OUTSIDE DORM ROOM - (CONTINUOUS)
CASPER HEADS OUT OF THE DORM ROOM AND DOWN THE
CORRIDOR.

Dialogue : 25. CASPER: (CONTD)
HOW HARD CAN IT BE?

FX : DX SHADOWS

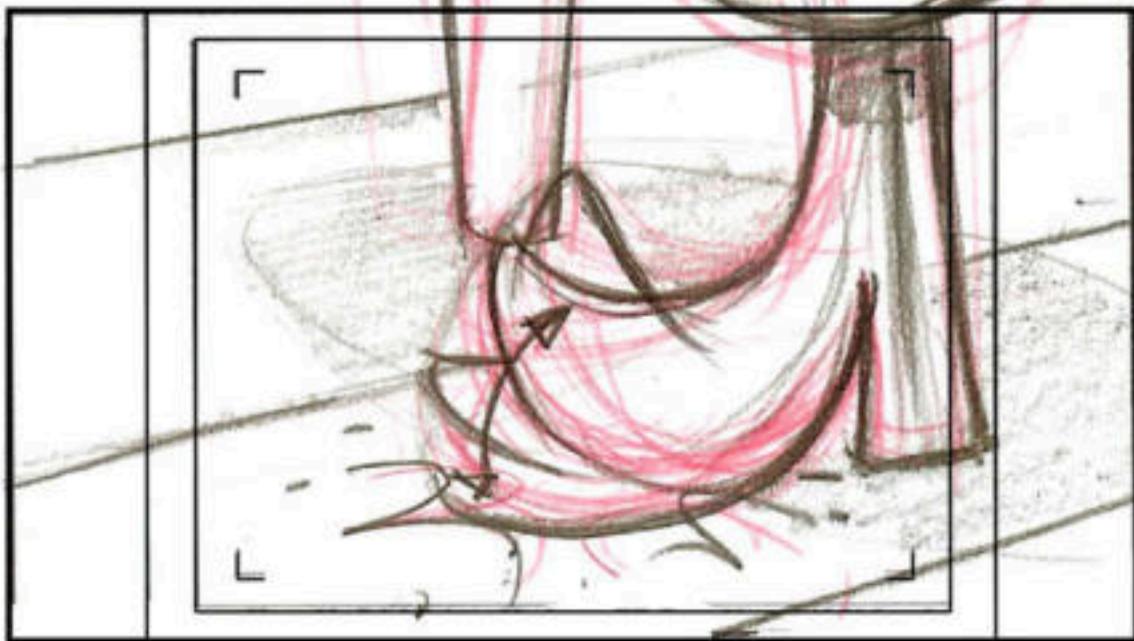
Director's note



CUT



CUT



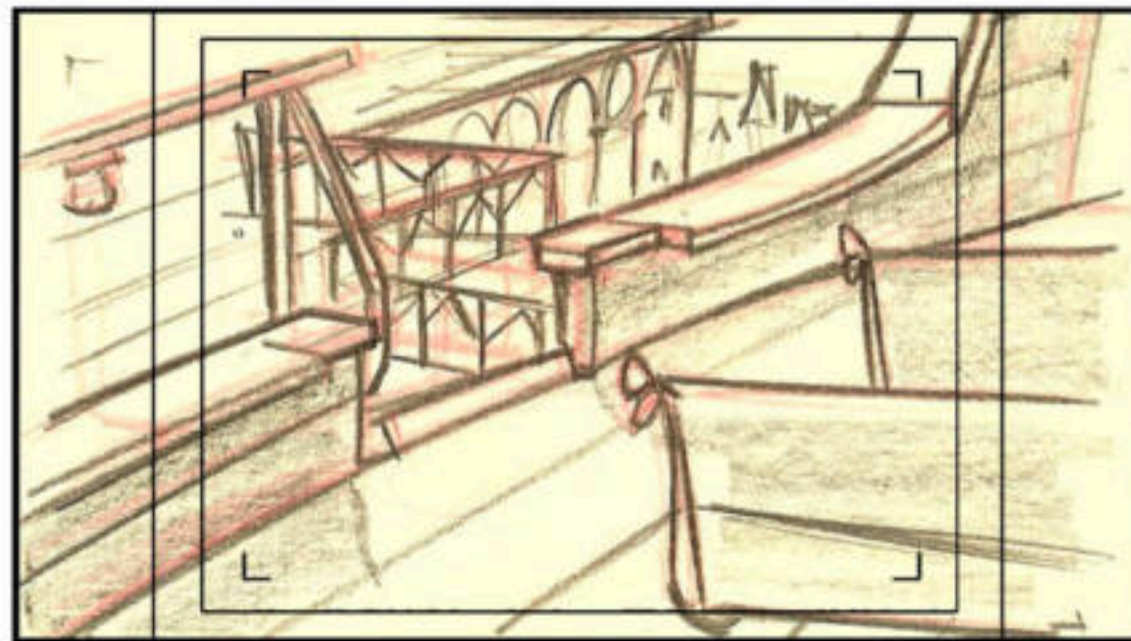
SC:

BG:

Cam:

Timing:

Technical note



SC:

BG:

Cam:

Timing:

Technical note

Action : EXT. PIRATE SHIP - (DAY)
ECU ON CAPPY'S FOOT. IT'S TAPPING IMPATIENTLY.

Dialogue :
<FOOT TAPPING ON WOOD>

FX : DX SHADOWS

Director's note

Action : ANGLE ON PIRATE SHIPS RAMP. NO SIGN OF CASPER.

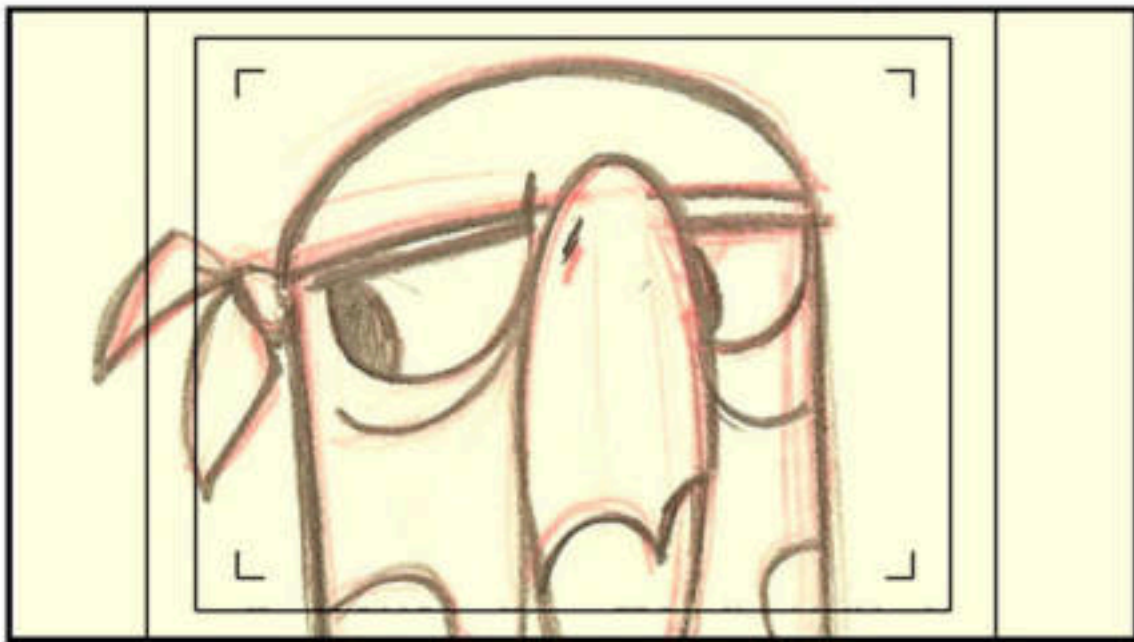
Dialogue :
<FOOT TAPPING ON WOOD>

FX : DX SHADOWS

Director's note



CUT
▼



SC: BG: Cam: Timing:

Technical note BG IS A COLOR CARD.

Action :
ECU ON BEAKY LOOKING NERVOUSLY OVER AT THE OS GANGWAY.

Dialogue :
 <FOOT TAPPING ON WOOD>

FX : DX SHADOWS

Director's note

CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note

Action :
 HE LOOKS OVER AT OS CAPPY.

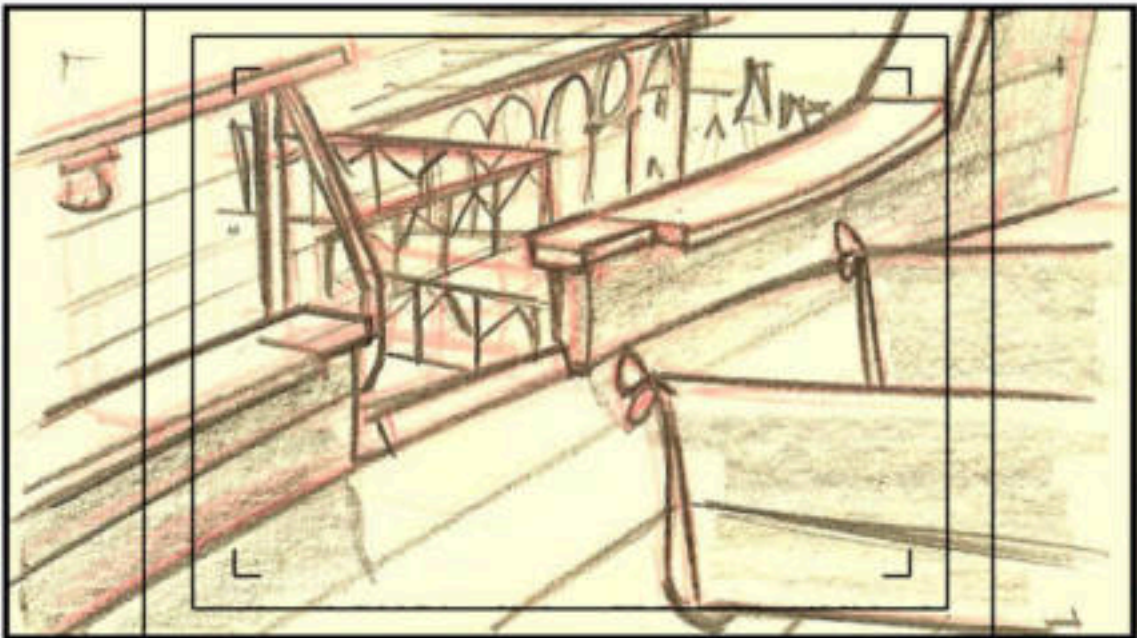
Dialogue :
 <FOOT TAPPING ON WOOD>

FX : DX SHADOWS

Director's note



CUT



SC:

BG:

Cam:

Timing:

Technical note

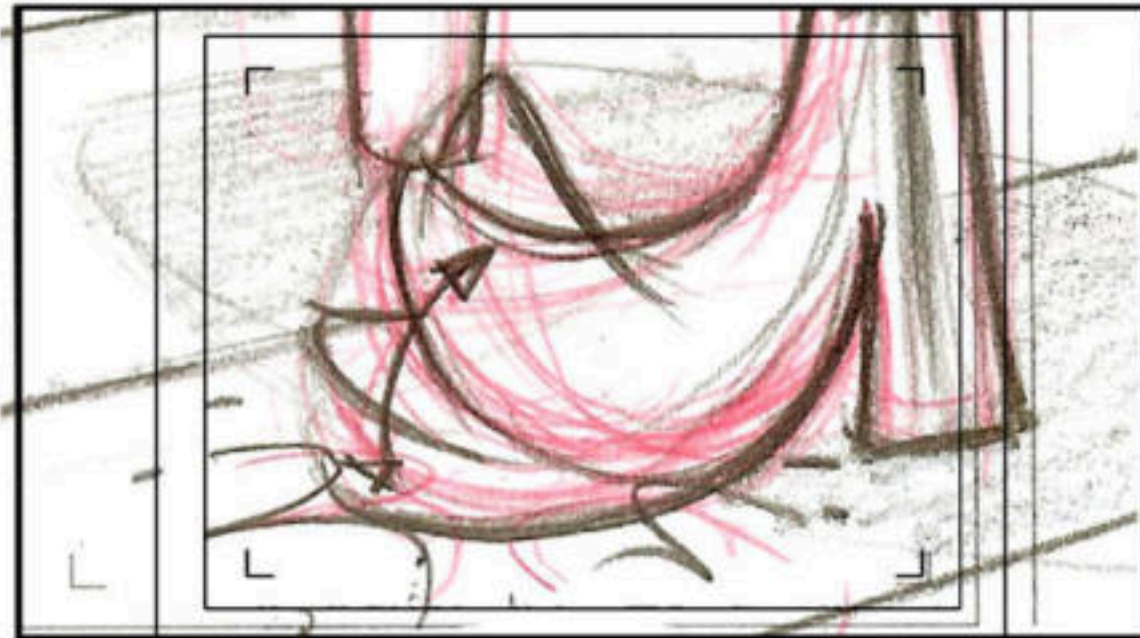
Action :
ANGLE ON THE GANGWAY.....STILL NO SIGN OF CASPER.

Dialogue :
<FOOT TAPPING ON WOOD>

FX : DX SHADOWS

Director's note

CUT



SC:

BG:

Cam:

Timing:

Technical note

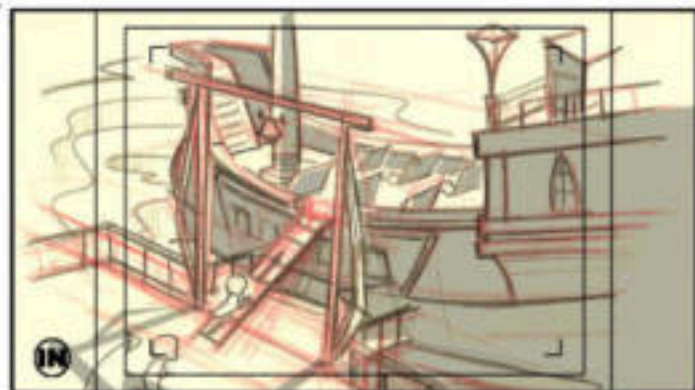
Action :
CLOSER ON CAPPY'S TAPPING FOOT.

Dialogue :
<FOOT TAPPING ON WOOD>

FX : DX SHADOWS

Director's note

CUT


CUT
CUT


SC:

BG:

Cam:

Timing:

Technical note

Action : EXT. PIRATE SHIP - (CONT)

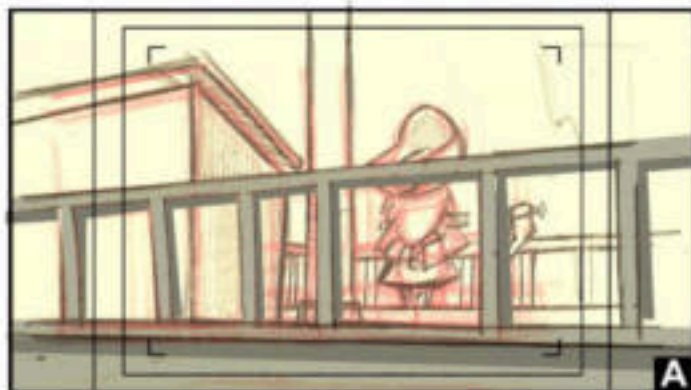
WIDER ANGLE ON THE GANGWAY.....CASPER SCOOTS IN AND UP THE RAMP.

Dialogue :

<FOOT TAPPING ON WOOD>

FX : DX SHADOWS

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON POOP DECK - CAPPY AND BEAKY ARE STANDING AT THE RAILING.

Dialogue :

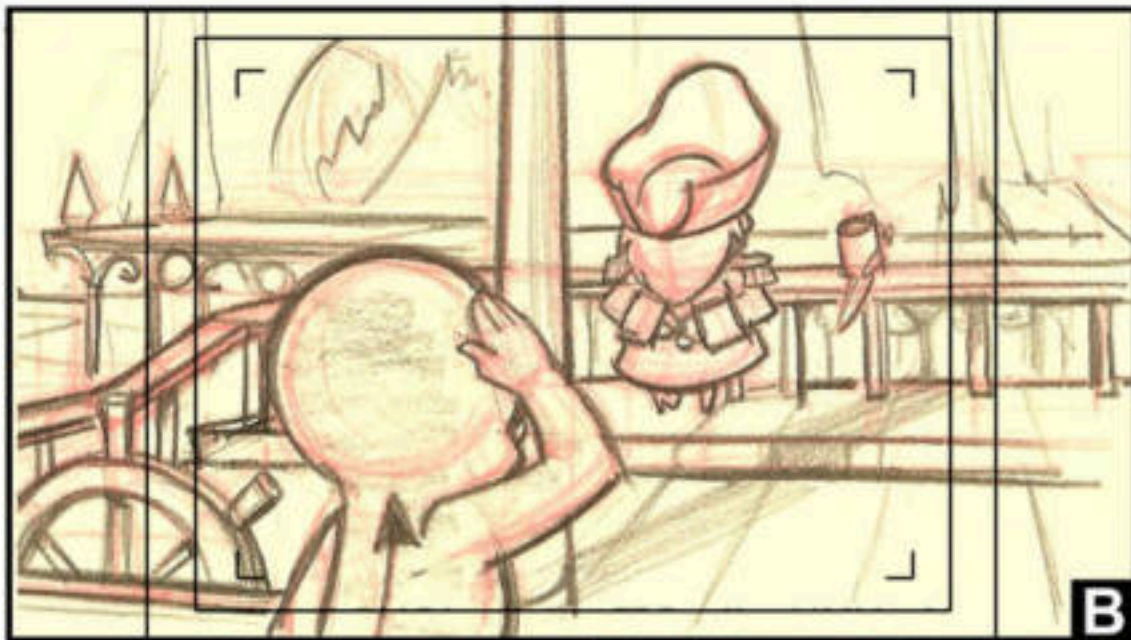
<FOOT TAPPING ON WOOD>

FX : DX SHADOWS

Director's note



CUT



CUT



SC: _____ BG: _____ Cam: _____ Timing: _____

Technical note

SC: _____ BG: _____ Cam: _____ Timing: _____

Technical note

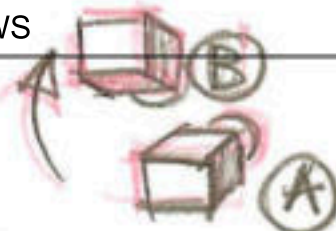
Action :

ANIMATED PAN, (SEE SKETCH BELOW), AS CASPER FLOATS UP INTO SCENE. HE'S TOSsing A SALUTE.

Dialogue : 27. CASPER: (CONTD)

I'M READY FOR MY TRAINING.

FX : DX SHADOWS



Director's note

** CAMERA DIRECTIONS**

Action :

REV. ANGLE. CAPPYS EXPRESSION IS MILD, HE'S NOT REALLY ANNOYED. CASPER LOOKS VERY EAGER.

Dialogue : 27. CASPER: (CONTD)

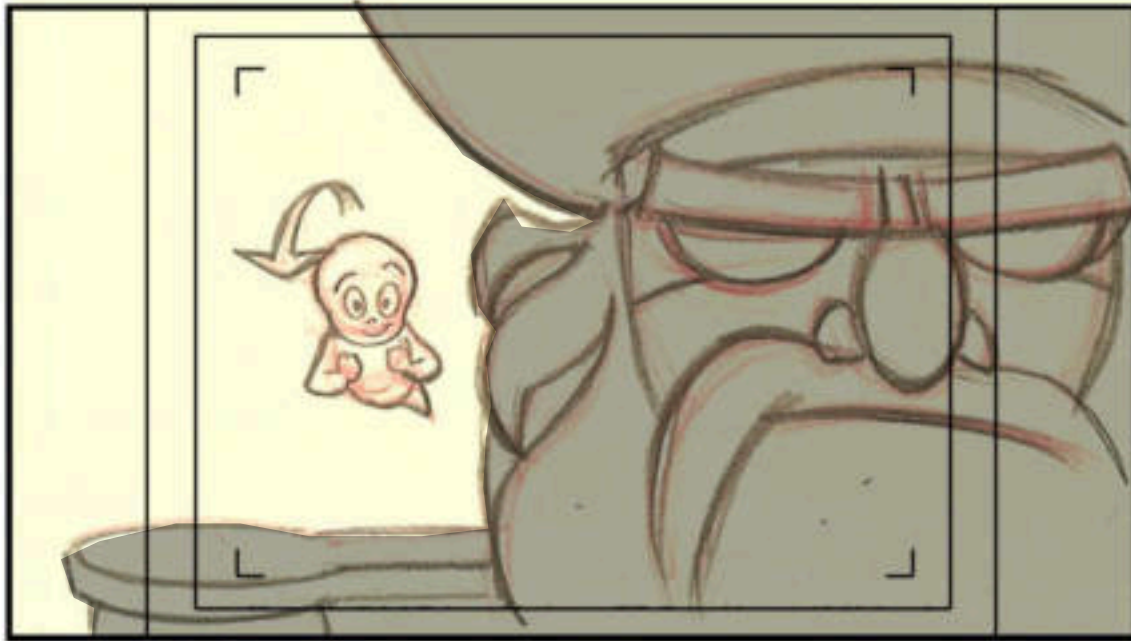
WHAT DO WE DO FIRST?

FX : DX SHADOWS

Director's note



HU
▼



SC: CONTD BG: Cam: Timing:

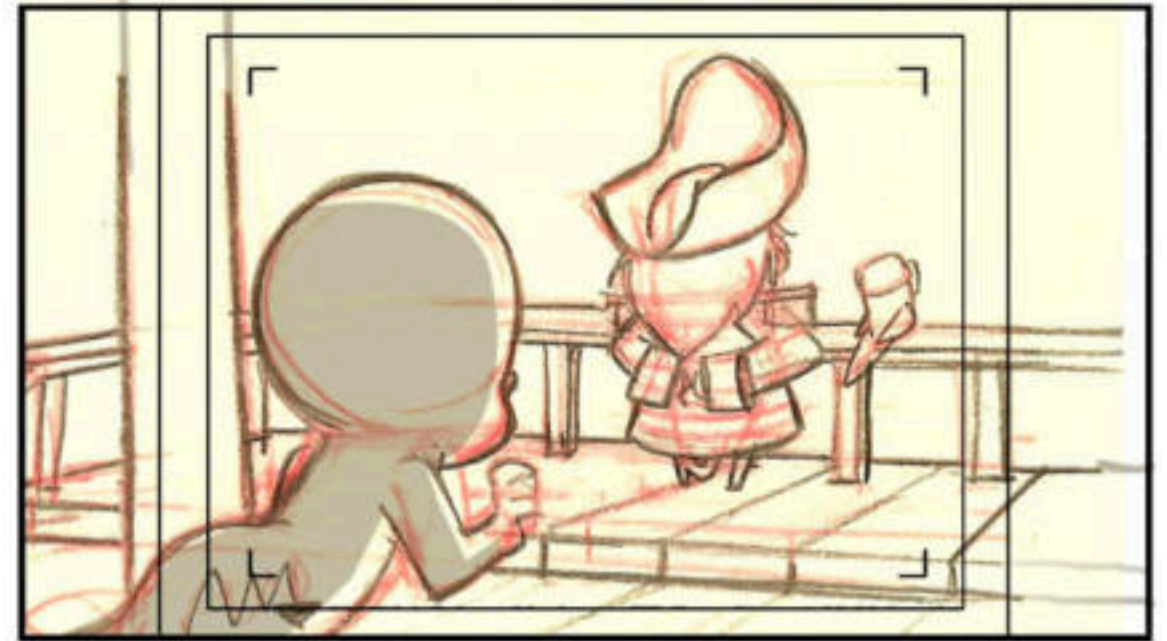
Technical note

Action : CASPER FLOATS TOWARDS CAPPY. CAPPY'S EXPRESSION HARDENS.

Dialogue :

FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

Technical note

Action : REV. ANGLE. CASPER STOPS NEAR CAPPY AND BEAKY.

Dialogue :

FX : DX SHADOWS

Director's note

HU
▼

SC: CONTD BG:

Cam:

Timing:

Technical note

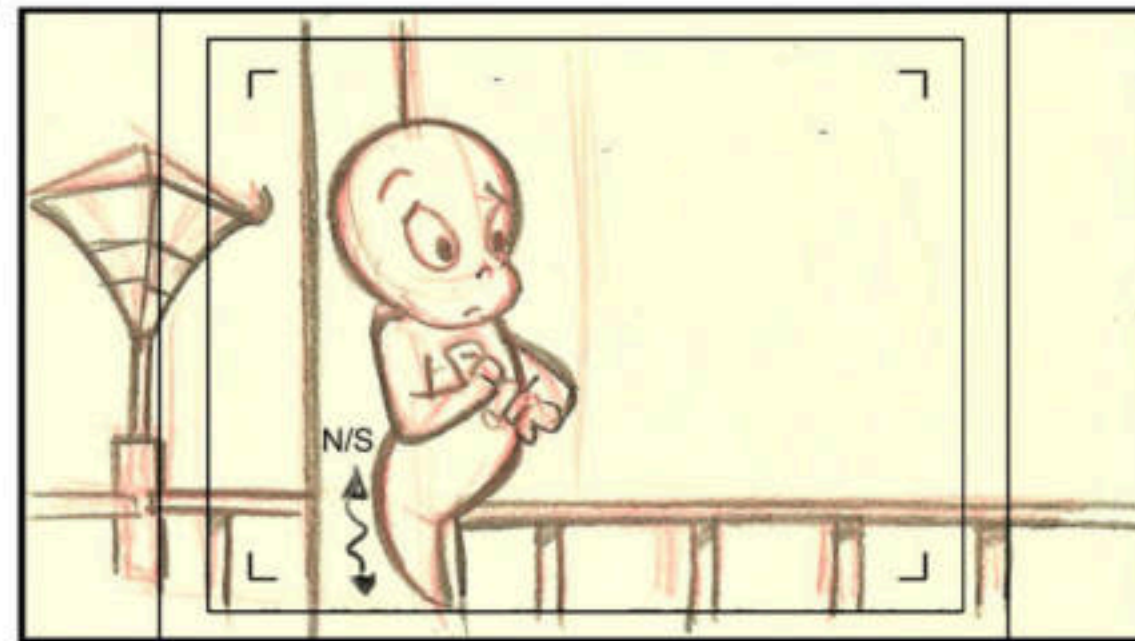
Action : CAPPY WHIRLS AROUND, CONFRONTING CASPER, HOWEVER, HE DOESN'T RAISE HIS VOICE. CASPER IS TAKEN ABACK.

Dialogue : 28. CAPPY:

FIRST WE WIPE THAT SMILE OFF YER UGLY MUG, SAILOR!

FX : DX SHADOWS

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CASPER LOOKS SHOCKED BY CAPPY'S ATTITUDE.

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

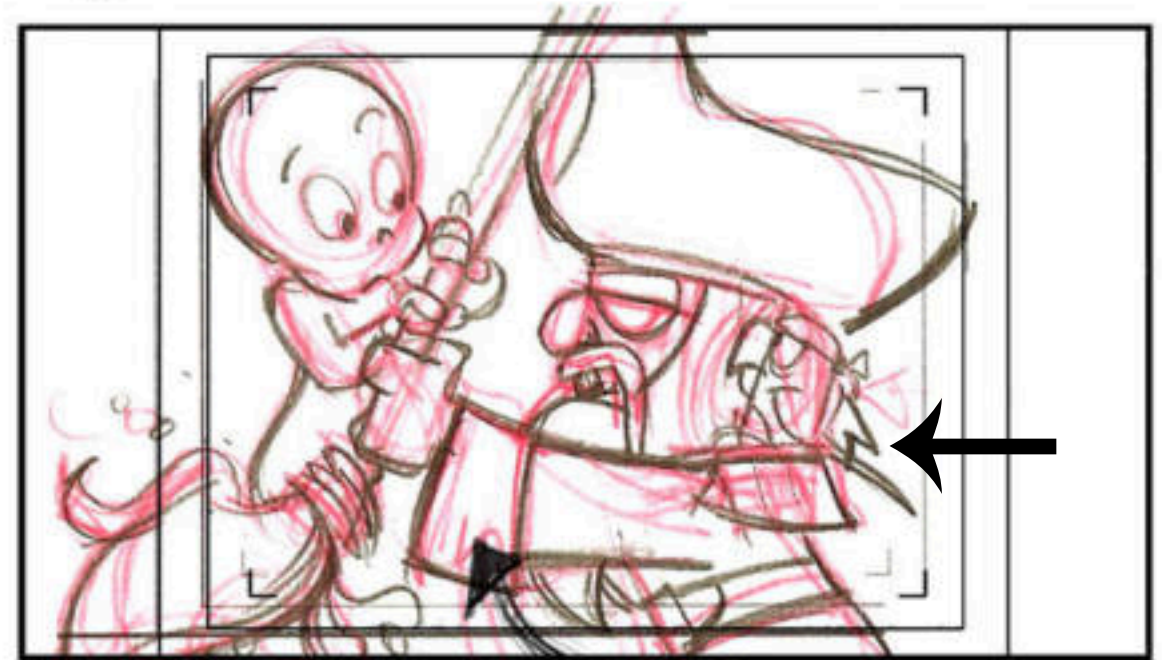
CAPPY STALKS IN. BEAKY IS SITTING ON HIS SHOULDER.

Dialogue :

FIRST WE WIPE THAT SMILE OFF YER UGLY MUG, SAILOR!

FX : DX SHADOWS

Director's note



SC: CONTD BG:

BG:

Cam:

Timing:

Technical note

Action :

CAPPY HANDS CASPER A MOP AND KEEPS WALKING THROUGH SCENE. HE DOESN'T SAY ANYTHING.....WELL MAYBE HE GROWLS A BIT.

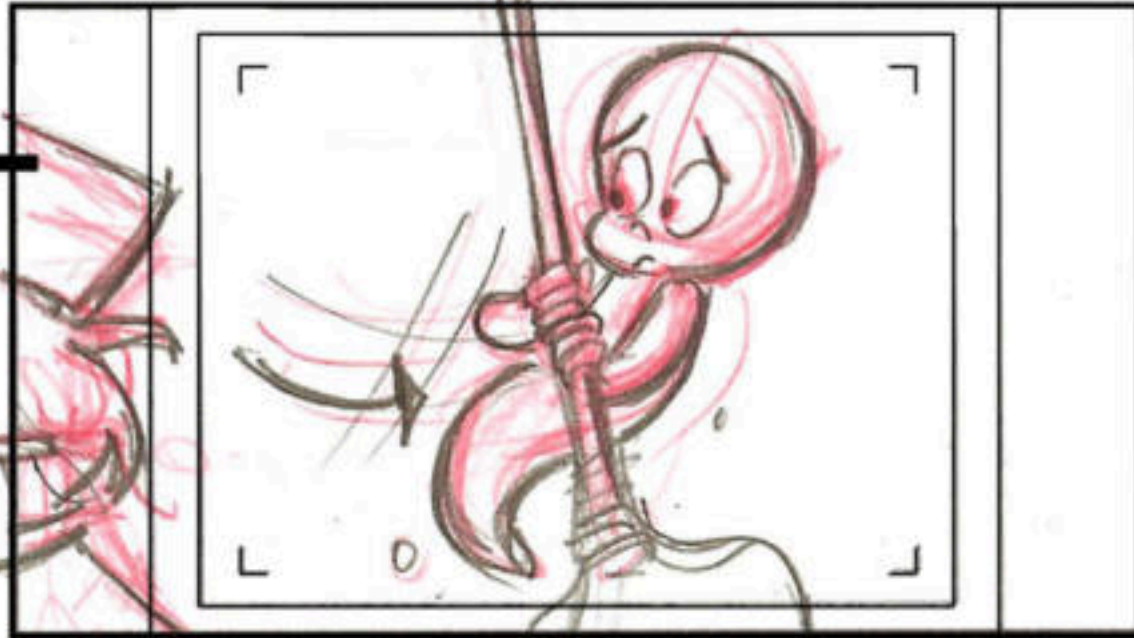
Dialogue :

FX : DX SHADOWS

Director's note



OUT

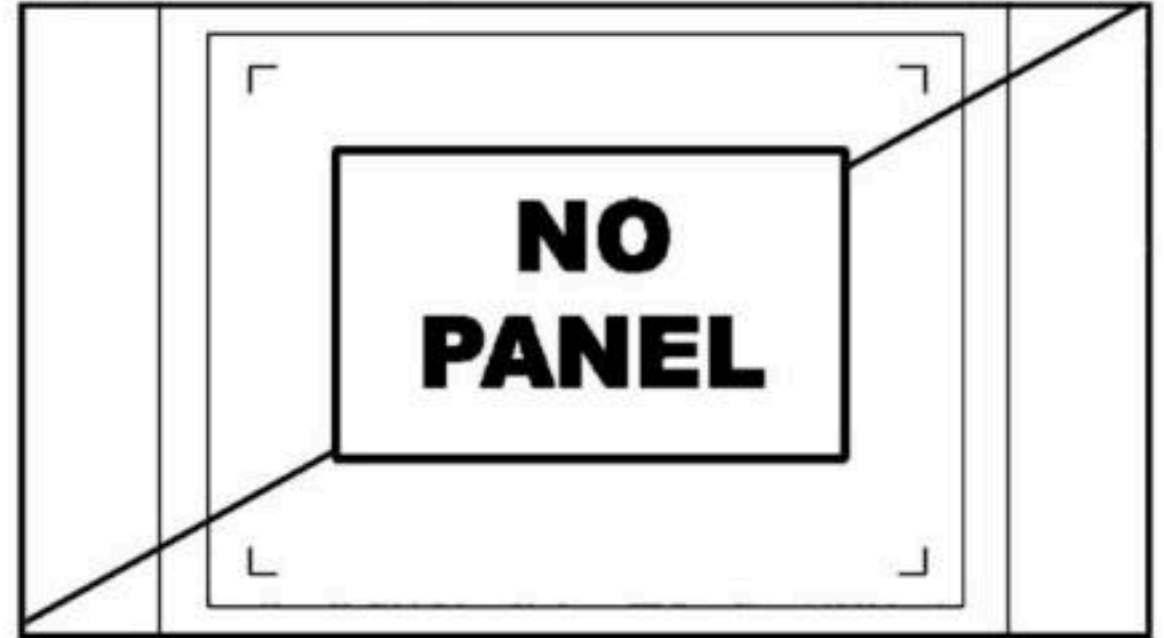


SC: CONTD BG:

Cam:

Timing:

Technical note



SC:

BG:

Cam:

Timing:

Technical note

Action :

CAPPY CONTINUES OUT. CASPER WATCHES HIM. HE'S NOT SURE WHAT TO MAKE OF THIS NEW DEVELOPMENT.

Dialogue :

FX : DX SHADOWS

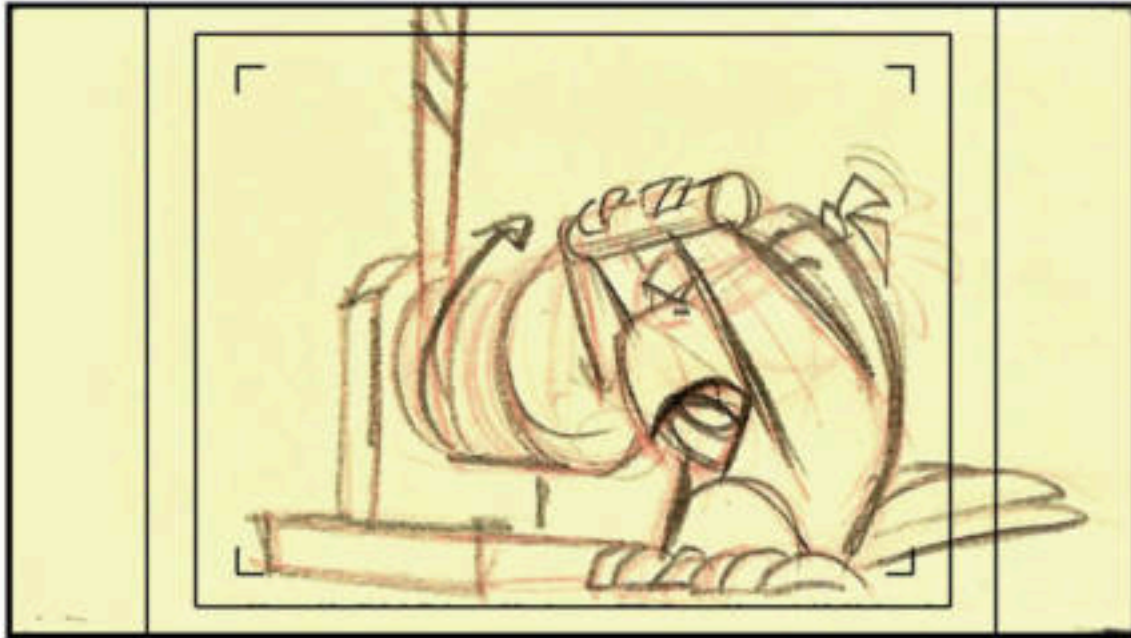
Director's note

Action :

Dialogue :

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

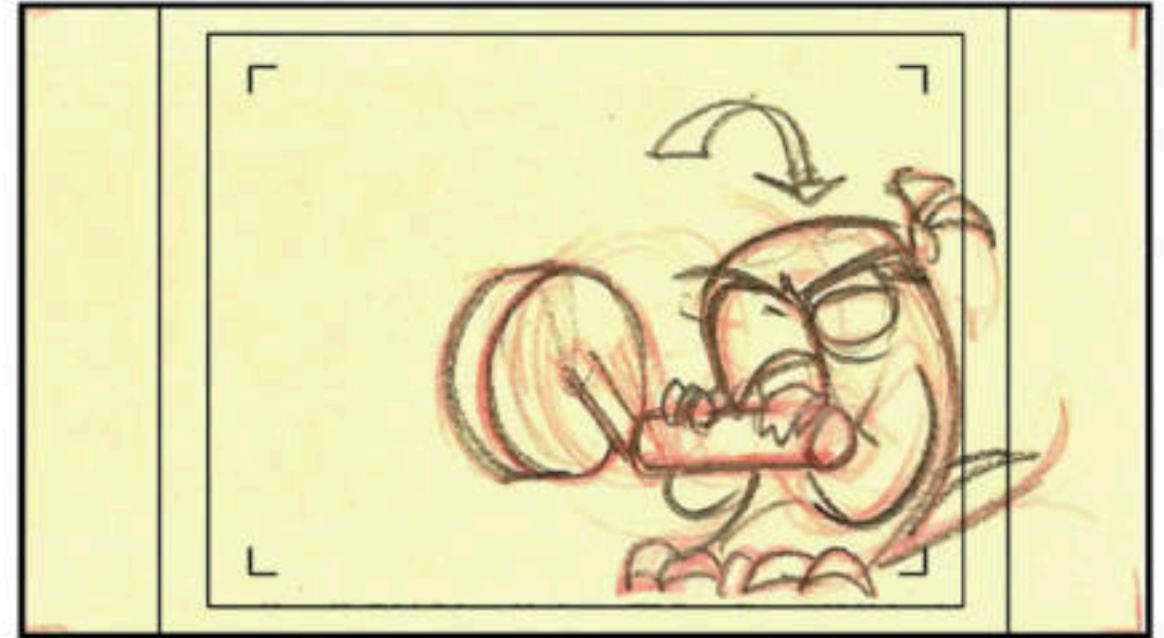
Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.

Action :

Dialogue : 13. CAPPY : (IN FILM)
STAGNATE THE MAINS'L JOINTS!

FX : DX SHADOWS, D/B SPEEDLINES

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

Dialogue : 13. CAPPY: (IN FILM) [CONTD]
MIZZLE THE POTZLE!

FX : DB SHADOWS, S/T SWEAT.

Director's note



CUT
▼

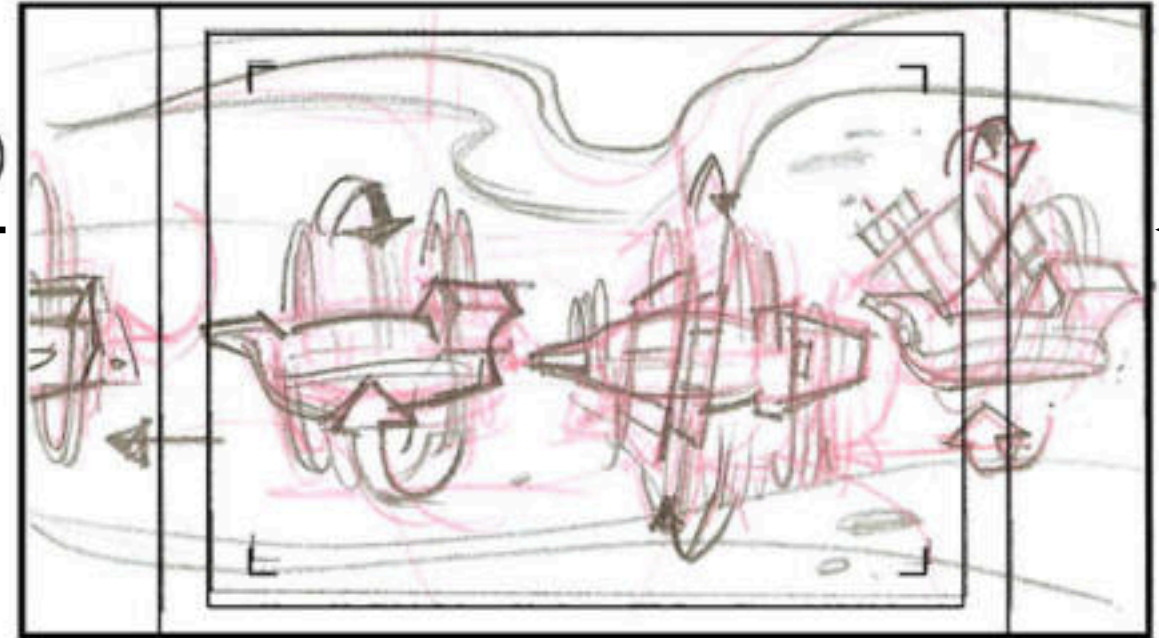
OUT
←

IN
←



SC: CONTD BG: Cam: Timing:

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.



SC: BG: Cam: Timing:

Technical note

Action :
AN ANNOYED BEAKY TURNS TO SHOUT BACK....

Dialogue : 15. BEAKY: (IN FILM)
I'M MIZZLING! I'M MIZZLING!

FX : DX SHADOWS

Director's note

Action :
WIDE ON THE STORMY OTHER WORLD SKY. THE PIRATE SHIP GYRATES THROUGH SCENE LIKE A CORKSCREW GONE WILD....

Dialogue : 16. CAPPY: (VO)
NO MATTER THE PERIL.....

FX : DB SPEEDLINES.

Director's note

IN

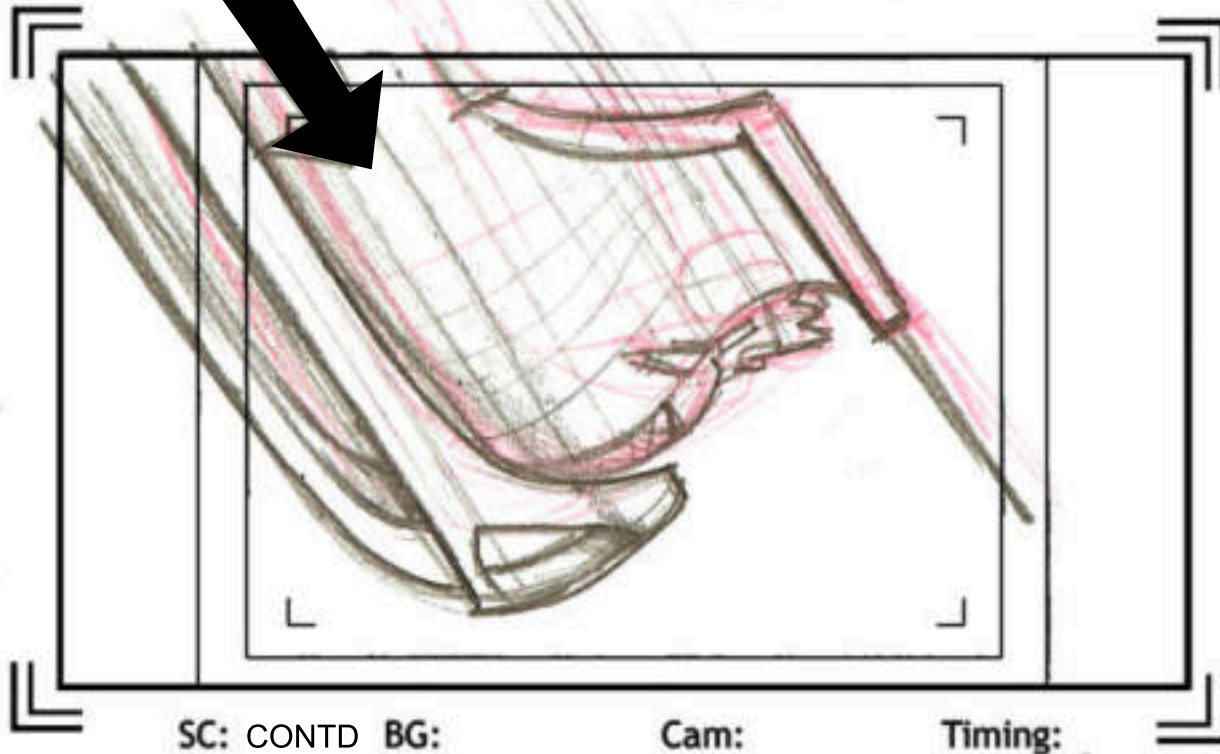


CASPER'S SCARE SCHOOL



#

Page :



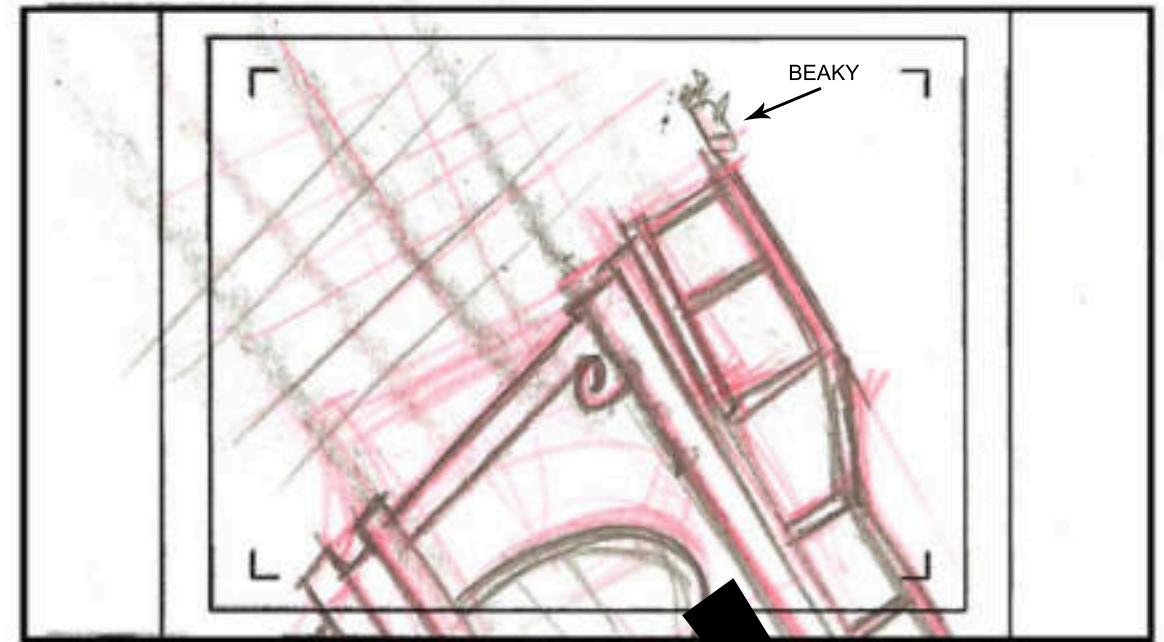
SC: CONTD BG:

Cam:

Timing:

CAMERA SHAKE

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.



SC: CONTD BG:

Cam:

Timing:

Technical note

OUT

Action :

THE SHIP ZOOMS BY CLOSE TO CAMERA. ADD A CAMERA SHAKE AS THE SHIP PASSES.

Dialogue : 16. CAPPY: (IN FILM) [CONTD]

...OR HOW EXHAUSTED.....

FX : DX SHADOWS, DB SPEEDLINES.

Director's note

Action :

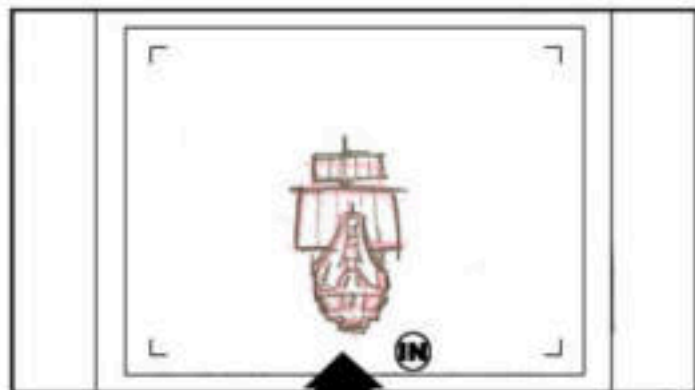
BEAKY IS HANGING ONTO THE FANTAIL FOR DEAR LIFE.

Dialogue : 16. CAPPY: (IN FILM) [CONTD]

...YE BE.....

FX : DB SPEEDLINES.

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :
<BEAT> THE SHIP POPS UP INTO FRAME.

Dialogue : 17. CAPPY: (VO)
FIFTY HOURS A DAY....

FX : DX SHADOWS, DB SPEEDLINES.

Director's note

Action : THE SHIP ZOOMS TO CAMERA...THE FIGUREHEAD IS SCREAMING IN FRIGHT.

Dialogue : 17. CAPPY: (VO) [CONTD]
...NINETY DAYS A WEEK....

FX : DX SHADOWS, DB SPEEDLINES.

Director's note



SC: CONTD BG: Cam: Timing:

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.

Action :

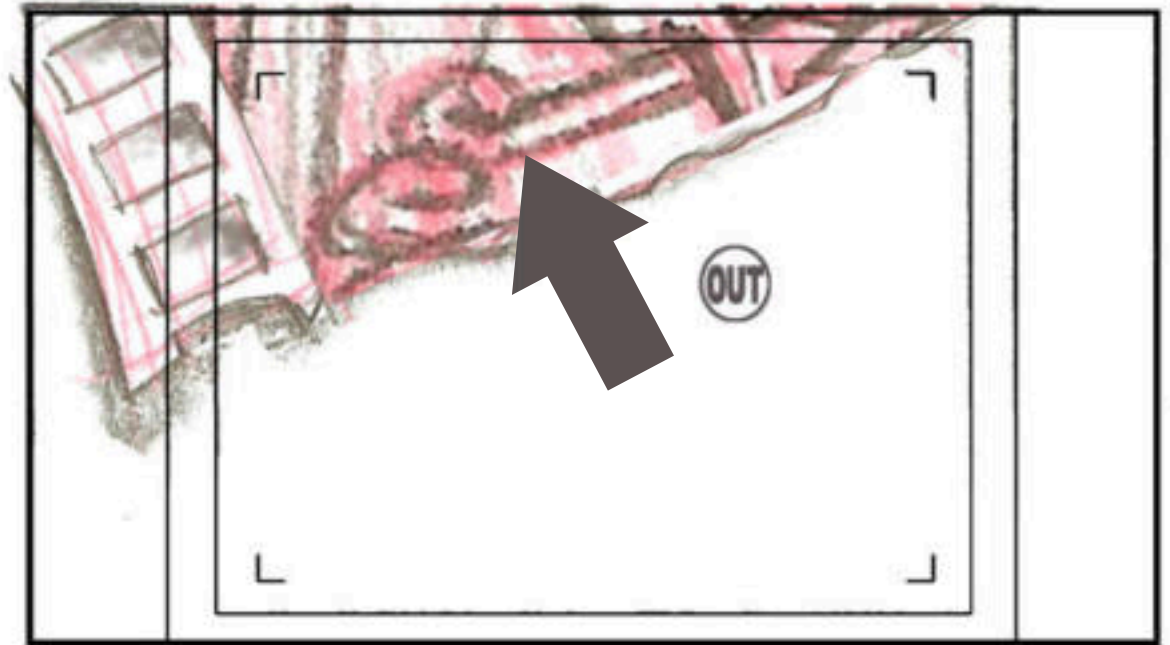
THE FIGUREHEAD FILLS FRAME.....WHEN...

Dialogue : 17, CAPPY: (IN FILM) [CONTD]

.....YE'LL BE PROUD TO CALL YERSELF.....

FX : DX SHADOWS, DB SPEEDLINES.

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action :

THE FILM BREAKS.....

Dialogue : 17. CAPPY: (IN FILM) [CONTD]

..A SCURVY SWABBY.....

FX : DX SHADOWS, DB SPEEDLINES.

Director's note

CUT
▼

**CUT**
▼

SC:

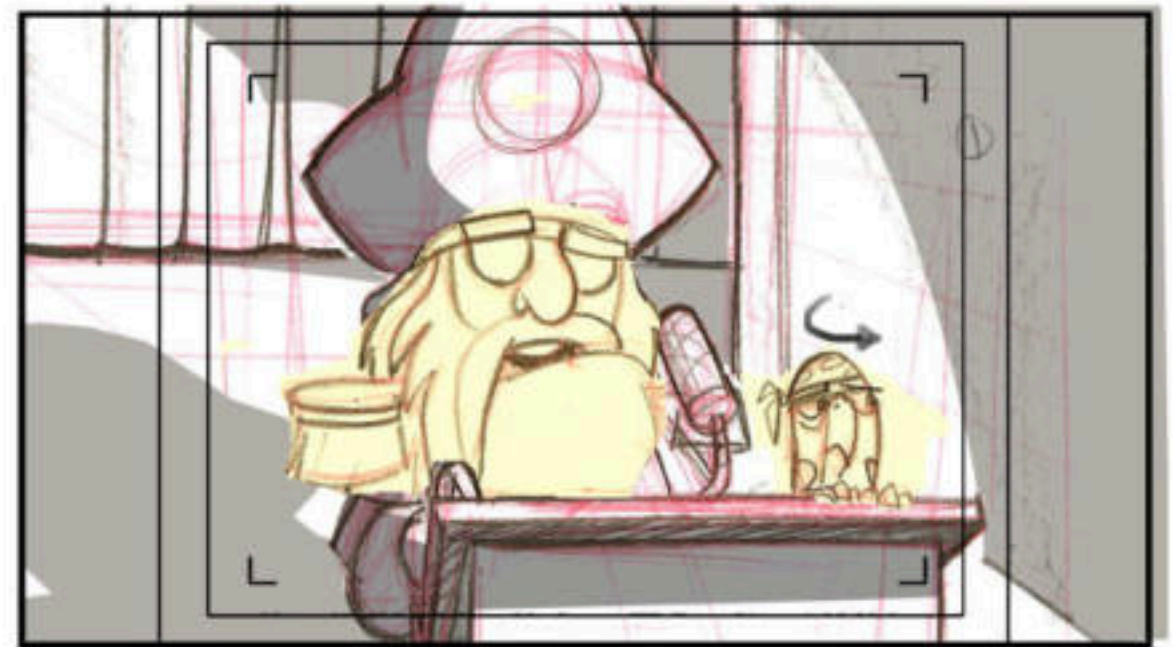
BG:

S/A

Cam:

Timing:

Technical note ADD SCRATCHES AND DUST THROUGH OUT SEQUENCE.



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action :

BACK ON CAPPY STANDING AT THE PODIUM WITH BEAKY.

Dialogue : 18. CAPPY:

I BET YOU BE WANTIN'.....

FX : DX SHADOWS

Director's note

Action :

Dialogue : 18. CAPPY: (CONTD)

...TO VOLUNTEER NOW, EH?

FX : DX SHADOWS

Director's note



CUT
▼



SC: CONTD BG: _____ Cam: _____ Timing: _____

Technical note

Action : THATCH, SLITHER AND MOSSHEAD STILL AMUSED BY CASPER'S FLIGHT.

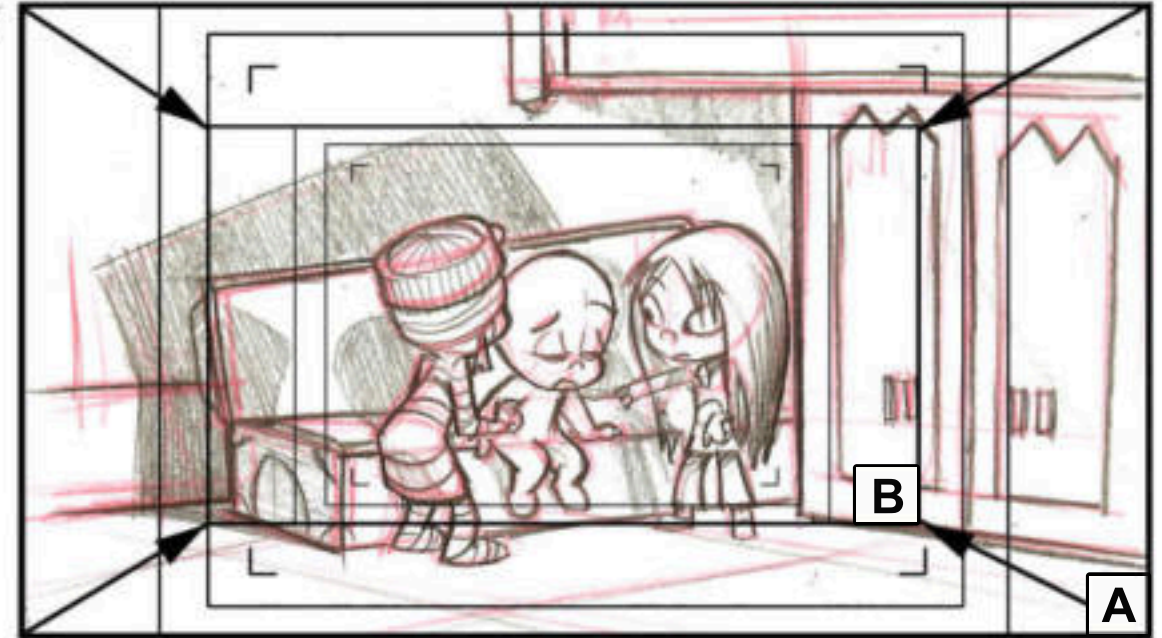
Dialogue : 39. THATCH : (CONTD)

I'M REALLY ENJOYING THIS.

FX :

Director's note

CUT
▼



SC: CONTD BG: _____ Cam: TRUCK IN A - B Timing: _____

Technical note

Action : WIDE ON RA'S BED AREA. CASPER IS SITTING ON IT, FLANKED BY MANTHA AND RA. TRUCK IN ON THE GANG, (CUT SCENE DURING TRUCK IN).

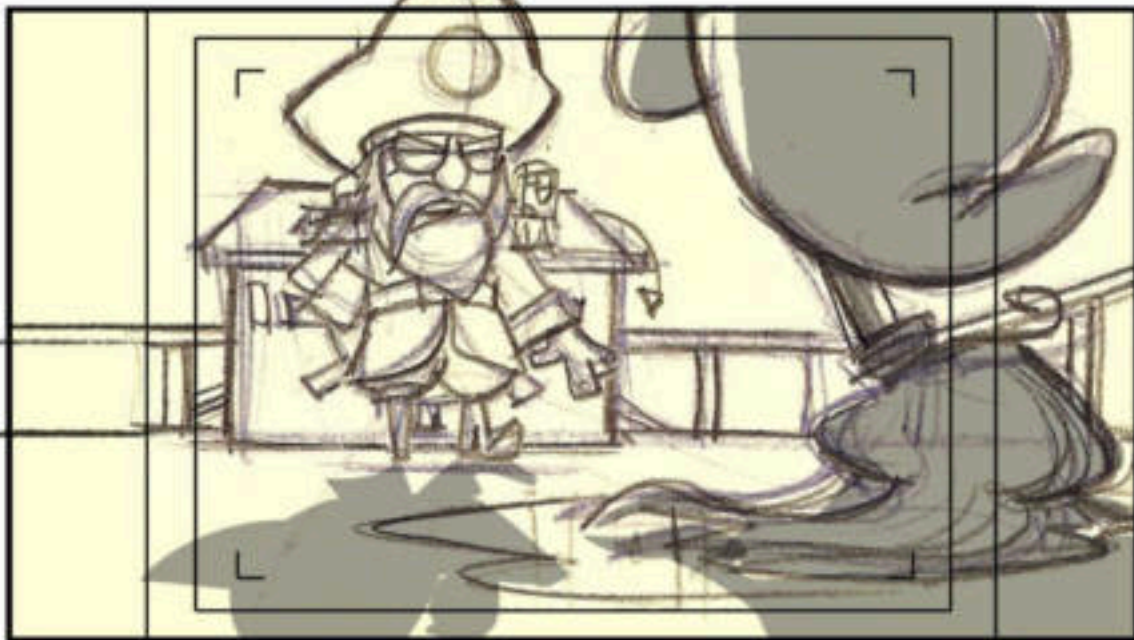
Dialogue :

FX : DX SHADOWS

Director's note



CUT
▼



SC: BG: Cam: Timing:

Technical note

Action : CAPPY POINTS TO THE DECK....

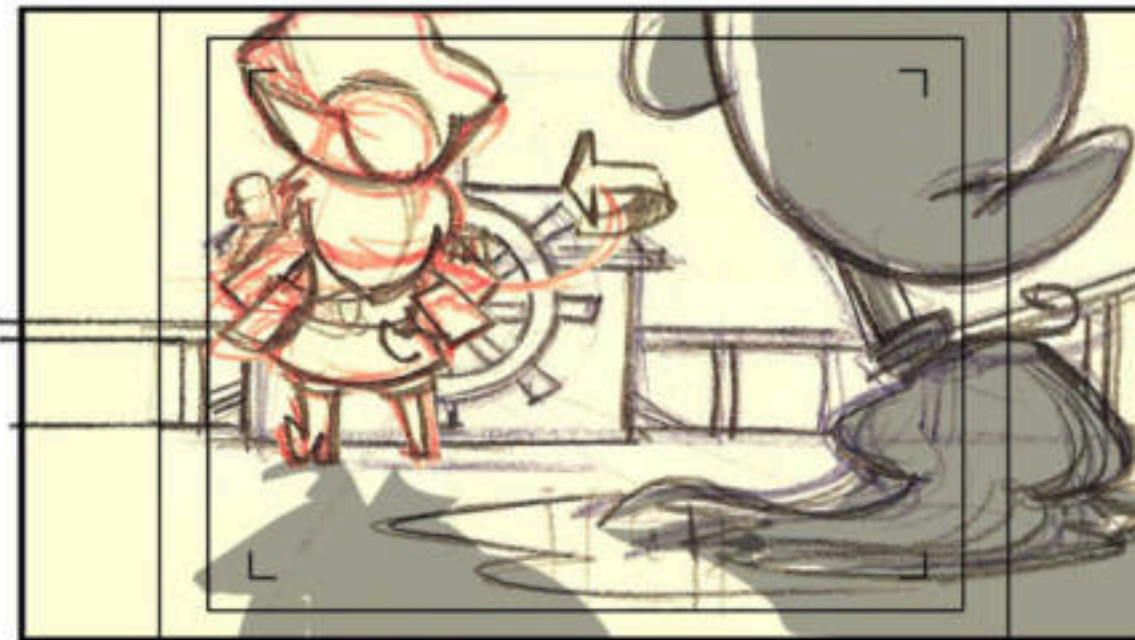
Dialogue : 29. CAPPY:

NOW SWAB THIS DECK!

FX : DX SHADOWS

Director's note

CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note

Action : CAPPY TURNS HIS BACK ON CASPER.

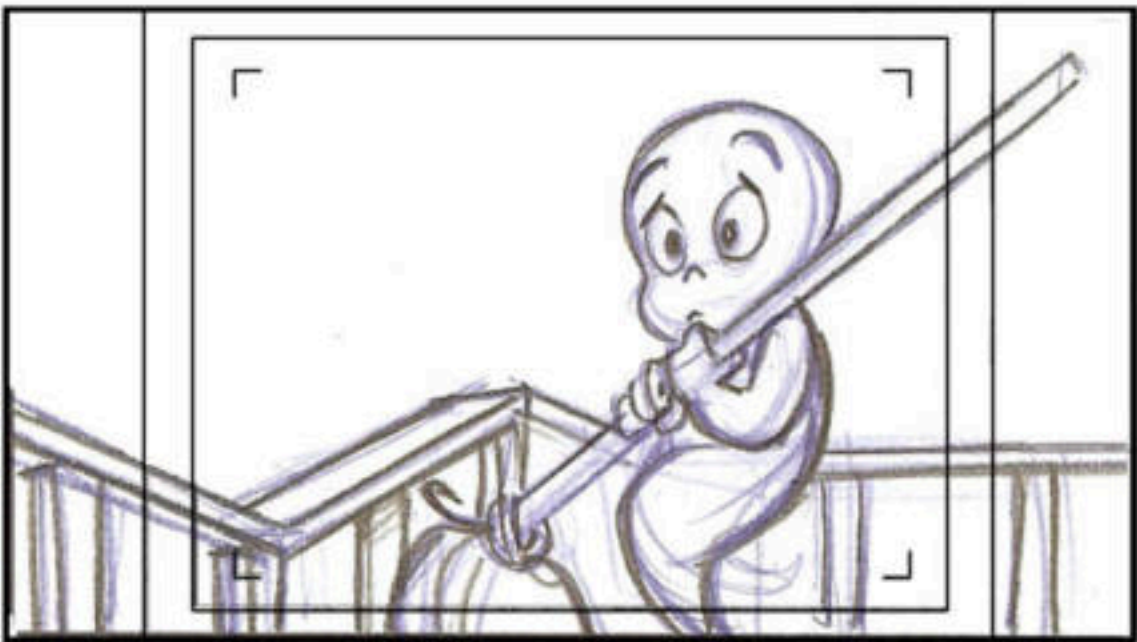
Dialogue :

FX : DX SHADOWS

Director's note



CUT



SC:

BG:

Cam:

Timing:

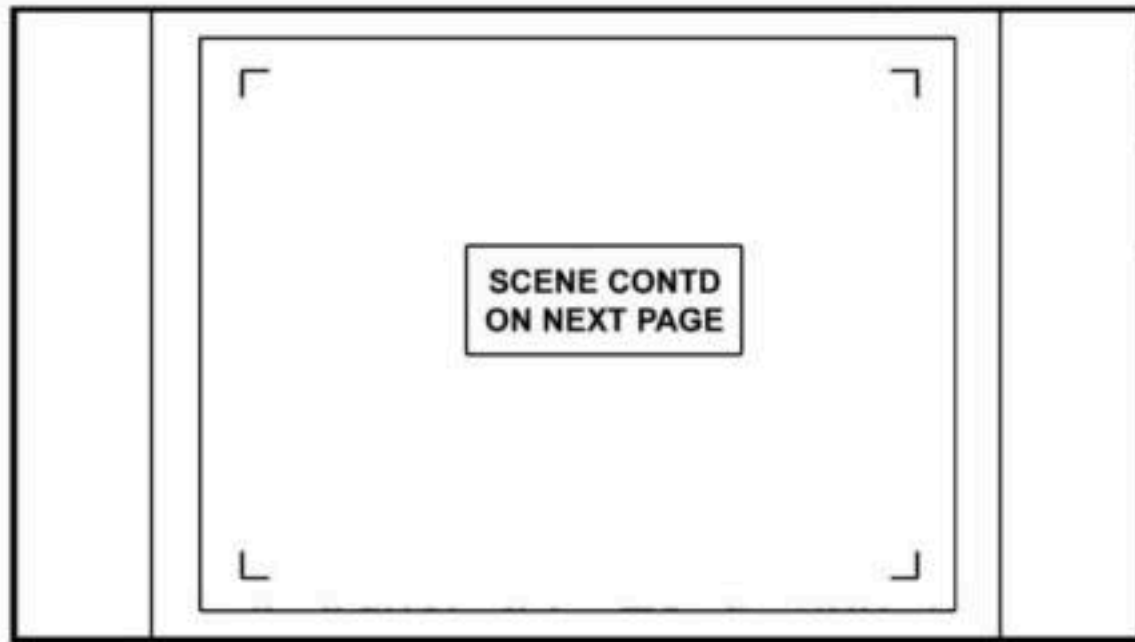
Technical note

Action : ANGLE ON CASPER...STUNNED!

Dialogue :

FX : DX SHADOWS

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

FX :

Director's note



B

SC: CONTD BG: Cam: Timing:

Technical note TRUCK OUT AND PAN A - B

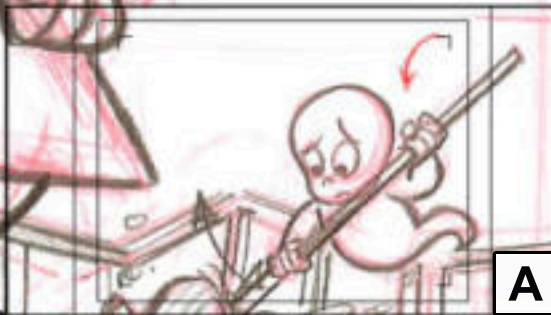
Action :
CASPER GETS DOWN TO WORK. TRUCK OUT AND PAN A-B. PAN IN
CAPPY DURING TRUCK OUT. BEAKY IS LOOKING BACK AT CASPER.

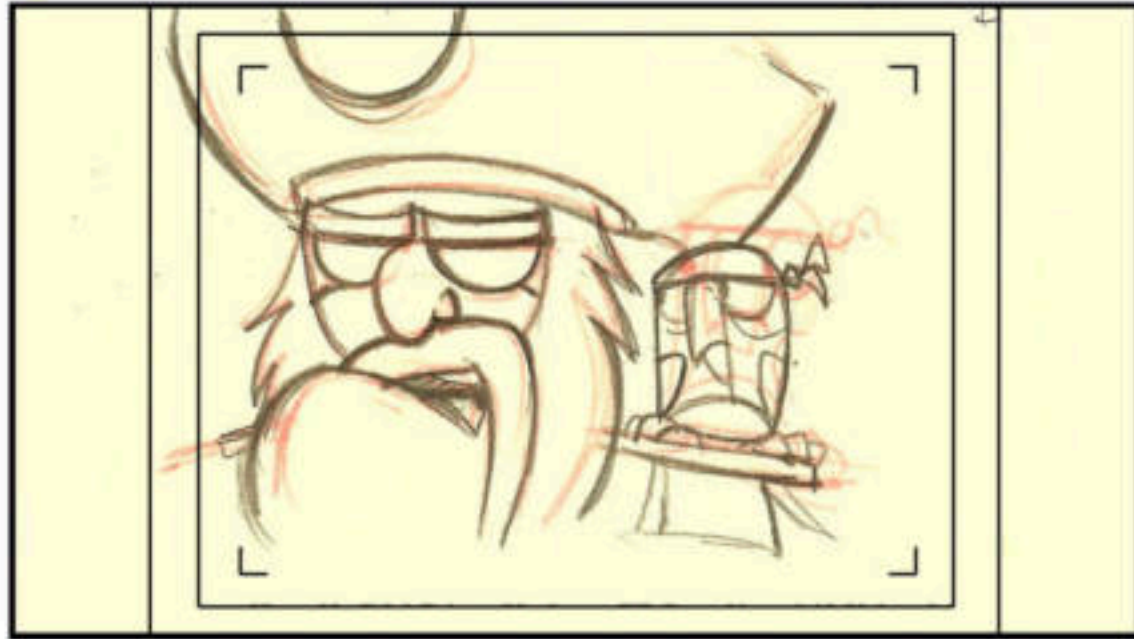
Dialogue :

DX SHADOWS

Director's note

A





SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

BEAKY TURNS BACK TO CAPPY.

Dialogue : 29A. CAPPY: (SOTTO)

CASPER'S A GOOD MATEY....

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

IN THE BACKGROUND WE SEE CASPER BUZZING IN AND OUT CARRYING OUT HIS DUTIES.

Dialogue 29A. CAPPY: (CONTD)

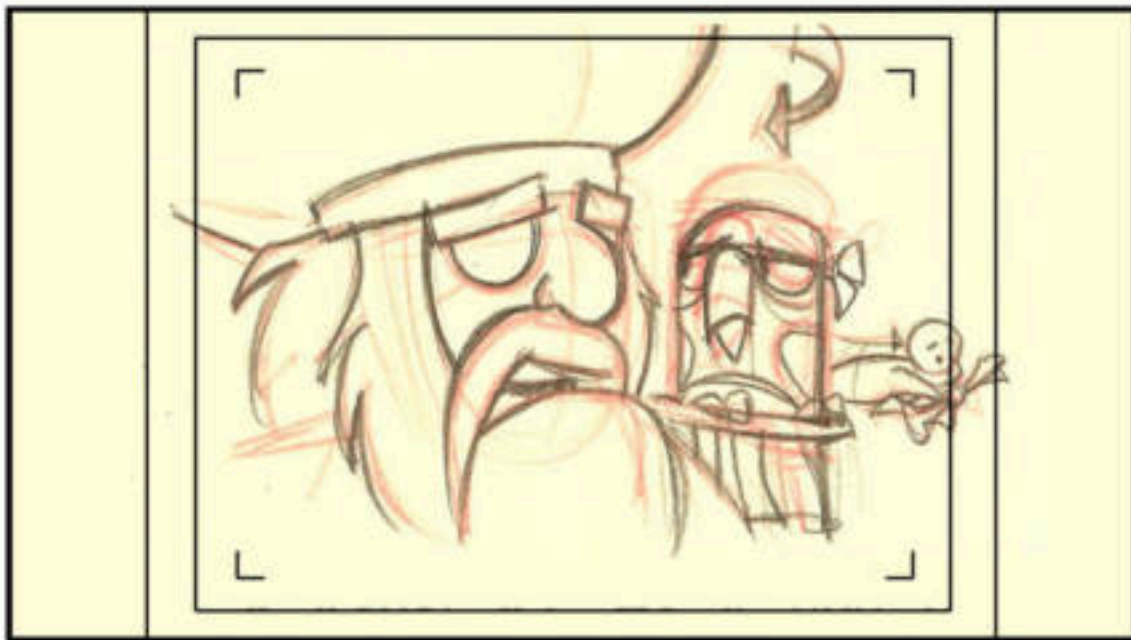
...BUT THIS JOB NEEDS SOMEONE AS TOUGH AS NAILS.

FX : DX SHADOWS

Director's note



CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note

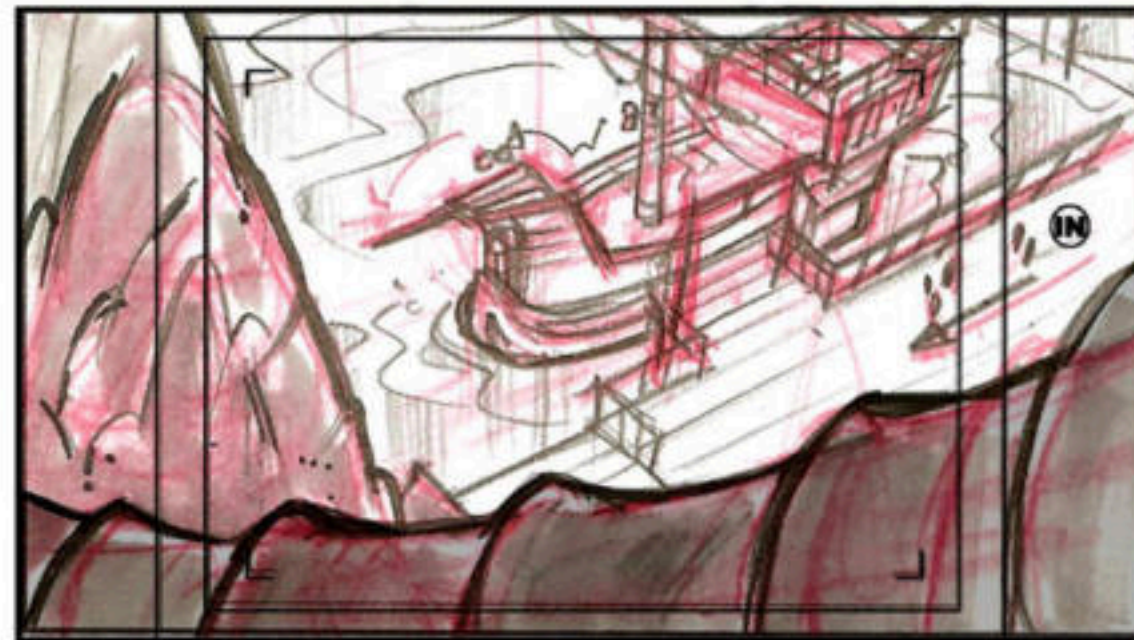
Action : CAPPY TURNS TO BEAKY. HE LOOKS CONCERNED

Dialogue : 29A. CAPPY: (SOTTO)

I'LL HAVE TO DRIVE HIM EXTRA HARD FOR HIS OWN GOOD.

FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

Technical note

Action : EXT. PIRATE SHIP - DOCKSIDE.
CASPER IS BUSYING MOVING ABOUT THE SHIP. WE CAN
SEE SOME OF HIS FRIENDS WALKING BY THE SHIP.

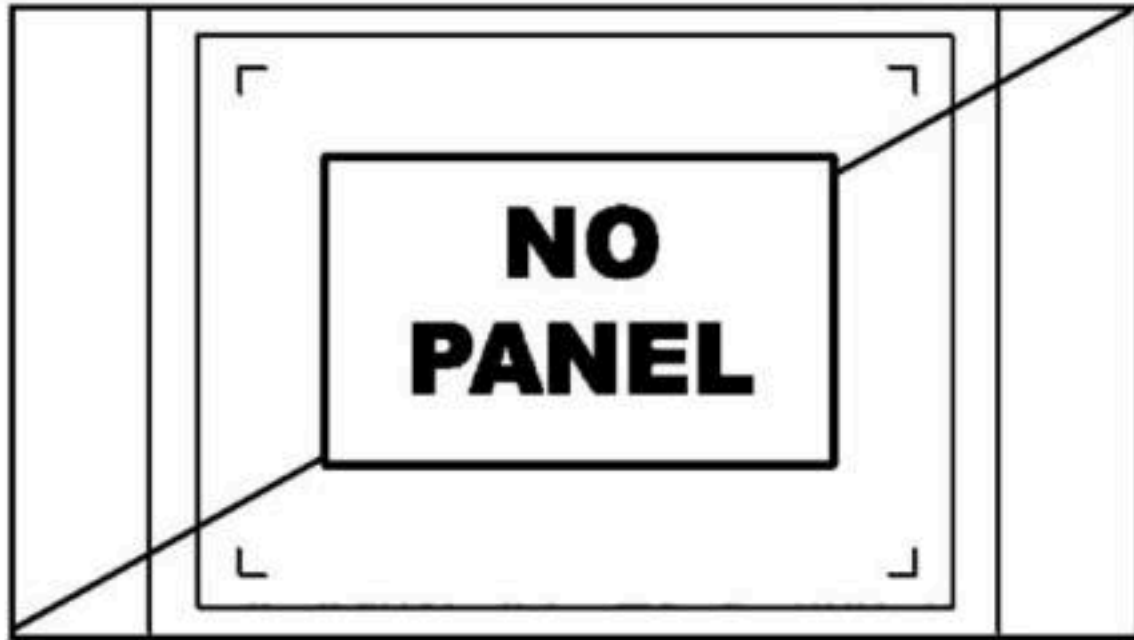
Dialogue :

FX : DX SHADOWS

Director's note



CUT
▼



SC: BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :

Dialogue :

FX :

Director's note

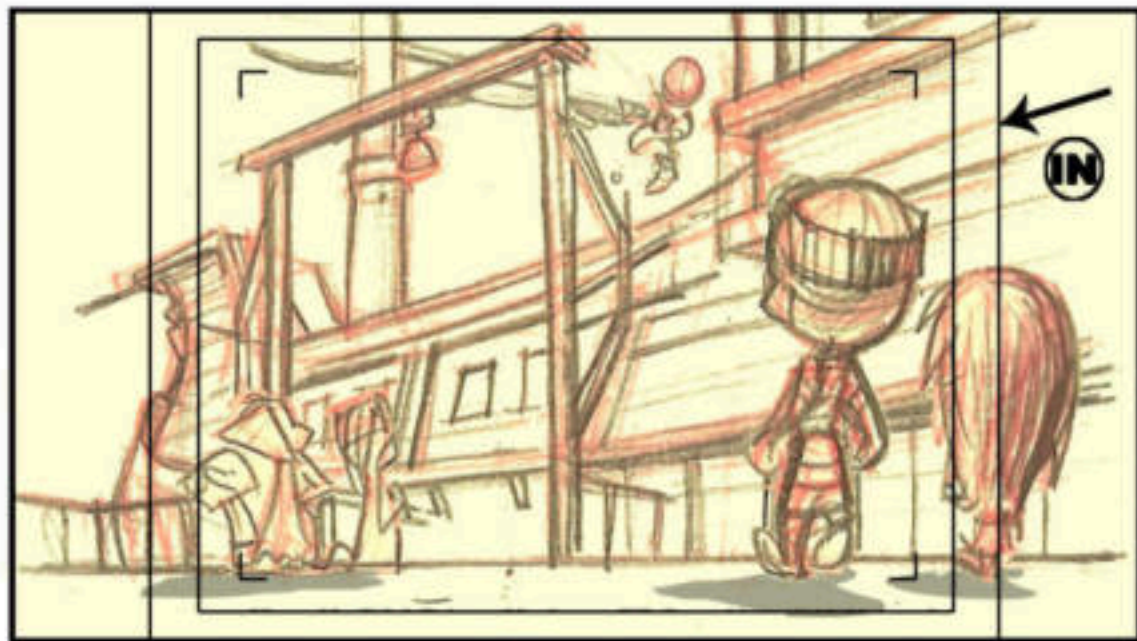
Action : EXT. PIRATE SHIP - ANGLE ON SHIP FROM THE DOCK. THATCH, MOSS-HEAD AND SLITHER ENTER SCENE. IN THE BACKGROUND WE SEE CASPER CARRYING OUT HIS DUTIES.

Dialogue : 30. CAPPY: (OS)

NOW I WANT YE TO CRONKLE THAT SLIPKNOT!

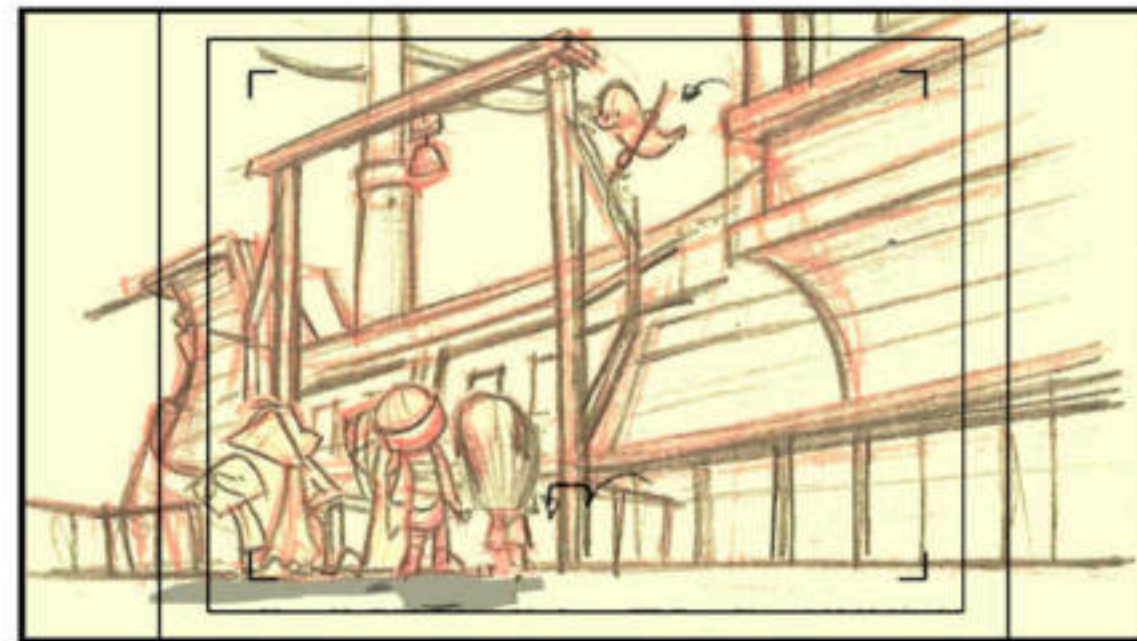
FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action :

RA AND MANTHA ENTER INTO SCENE. THATCH AND THE BOYS HAVE STOP BY THE GANGWAY TO WATCH AS CASPER IS WORKING.

Dialogue : 30. CAPPY: (OS) [CONTD]

WHAT ARE YE WAITIN' FOR,.....

FX : DX SHADOWS

Director's note

Action:

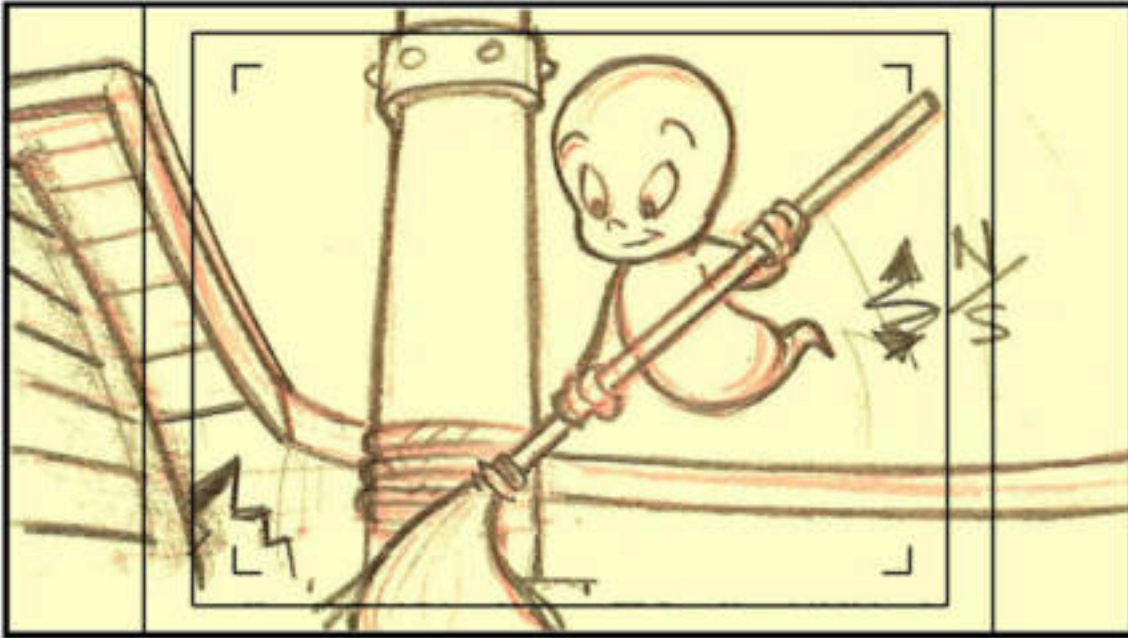
MANTHA AND RA STOP BESIDE THE OTHER BOYS. CASPER HAS NOTICED HIS FRIENDS AND TURNS TO THEM.

Dialogue: 30. CAPPY: (OS) [CONTD]

.....YE MIZY DABNABBLER??

FX : DX SHADOWS

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON CASPER, SMILING DOWN AT HIS FRIENDS.
(ADD SLIGHT N/S MOVE ON CHARACTER)

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD

BG:

Cam:

Timing:

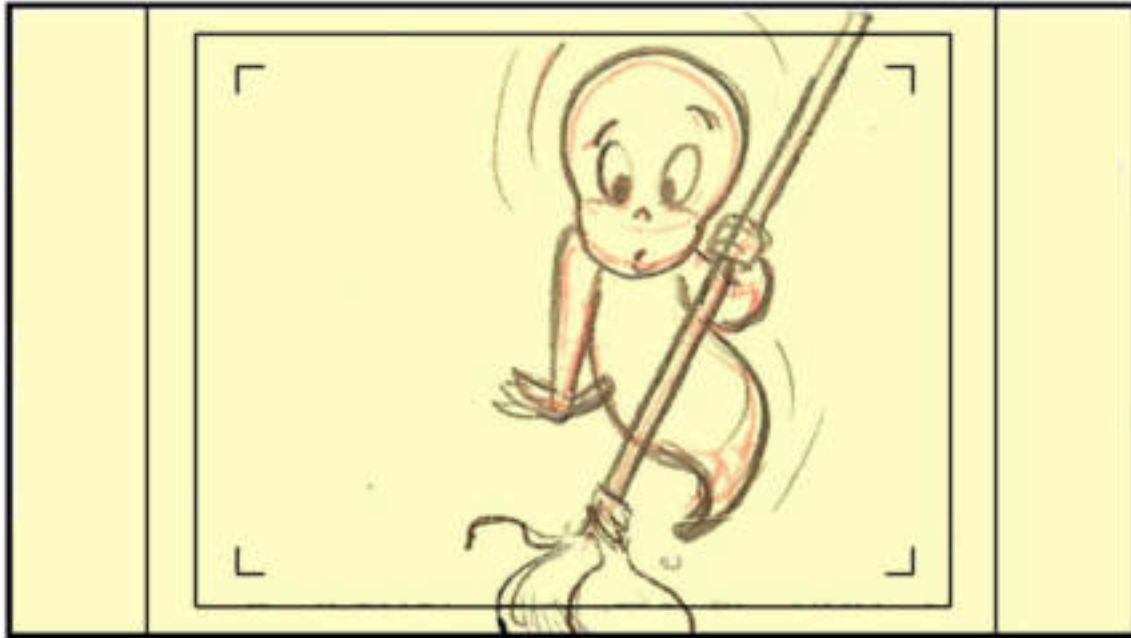
Technical note

Action : HE WAVES

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

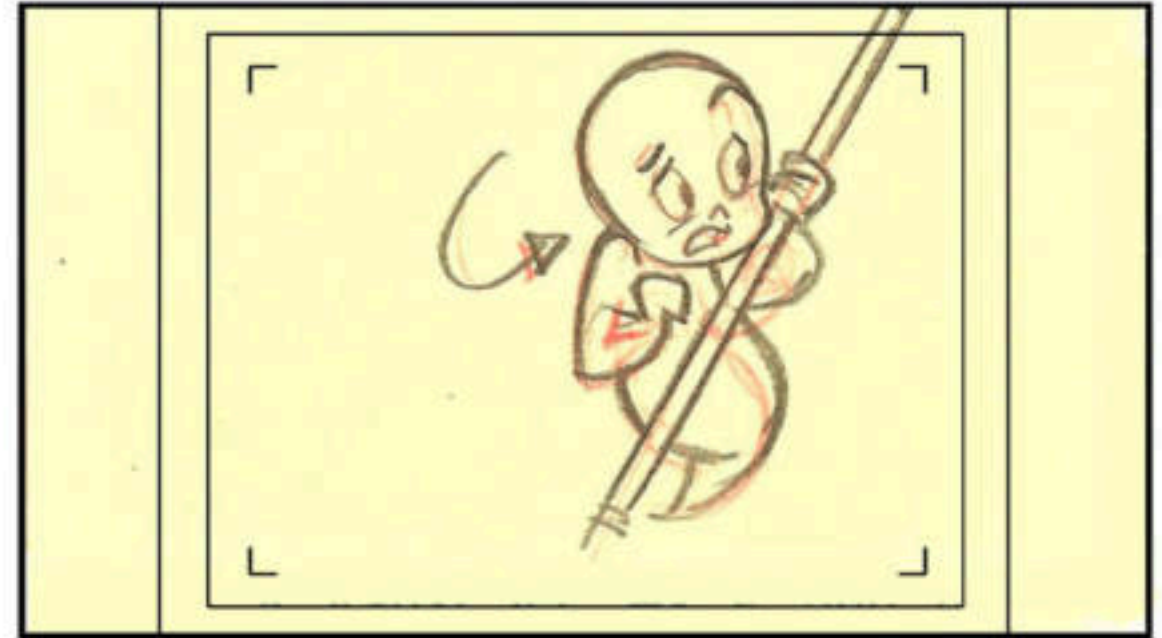
Action : CASPER IS STARTLED WHEN CAPPY CALLS OUT ANOTHER ORDER.
(ADD SLIGHT N/S MOVE ON CHARACTER)

Dialogue : 31. CAPPY: (OS)

HORN THE SWOGGLE! JIB THE CLEATING!

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

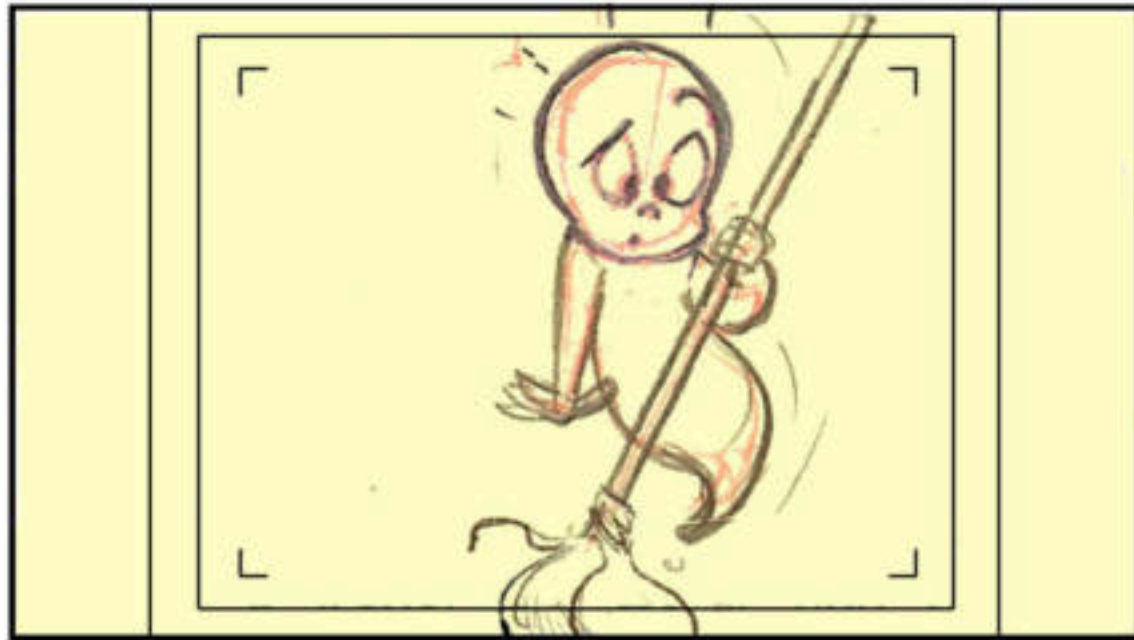
Action : CASPER TURNS TO CAPPY.....

Dialogue : 32. CASPER: (HARRIED)

WHICH ONE DO I DO FIRST?

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

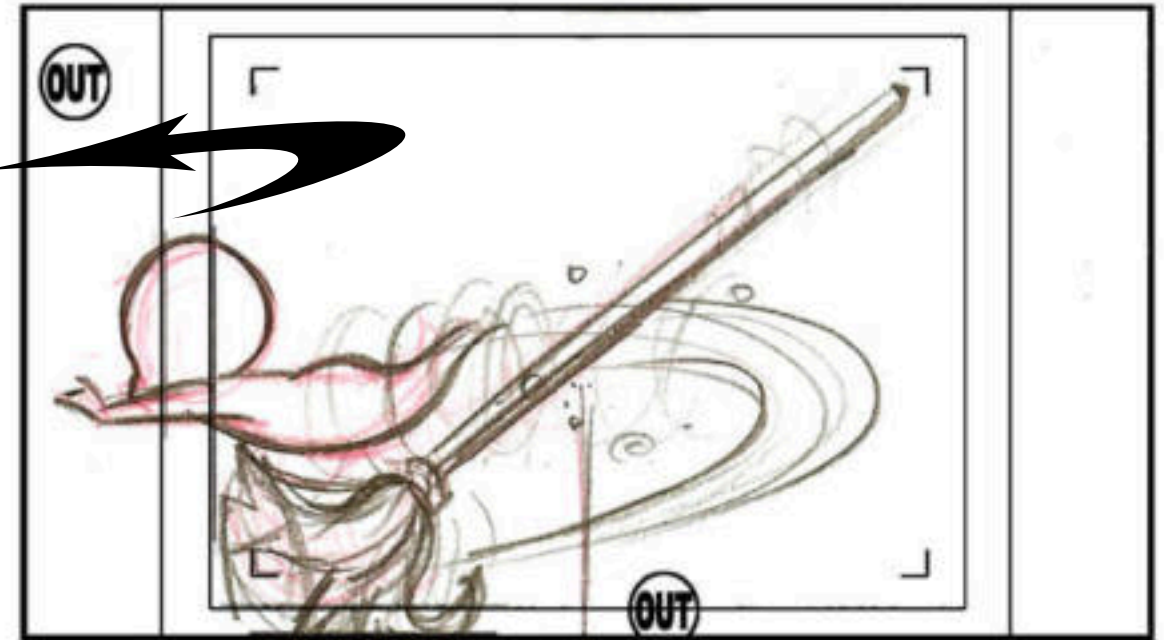
Action :

Dialogue : 33. CAPPY: (OS)

BOTH OF THEM!

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action :

CASPER TURNS AND ZIPS OUT, DROPPING THE MOP, WHICH HANGS IN THE AIR FOR A BEAT BEFORE DROPPING OUT.

Dialogue : 33. CAPPY: (OS) [CONTD]

GO, GO!

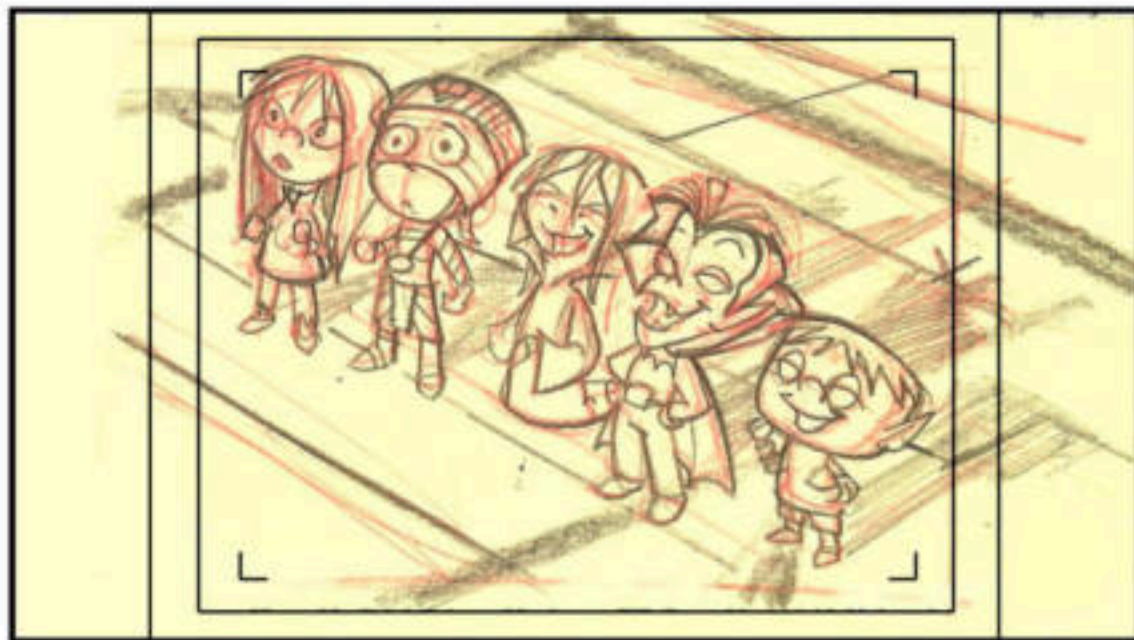
FX : DX SHADOWS, DX DUST, ZIP LINES

Director's note

CUT
▼



CUT



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON DOCK - THATCH AND HIS FRIENDS ARE EATING THIS UP. MANTHA AND RA LOOK CONCERNED FOR THEIR FRIEND.

Dialogue : 34. THATCH:
FORGET EVERYTHING ON MY BIRTHDAY LIST.

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : THATCH GESTURES TOWARDS CASPER. MANTHA AND RA LOOK ANNOYED WITH THATCH.

Dialogue : 34. THATCH: (CONTD)
THIS IS ALL I WANT.

FX : DX SHADOWS

Director's note



HU
▼



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON MANTHA AND RA GIVING THATCH AND HIS FRIENDS DIRTY LOOKS..

Dialogue : 35. CAPPY: (OS)

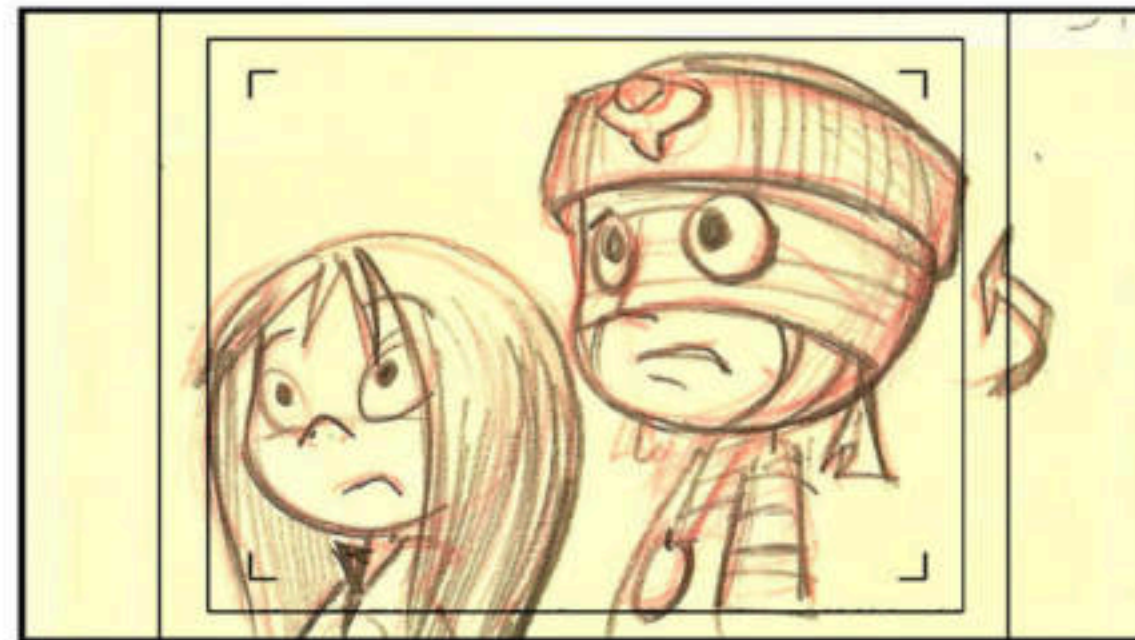
WHAT'RE YE DOIN'...

⚠ THATCH, MOSSHEAD AND SLITHER : (OS)
<LAUGHTER !>

FX : DX SHADOWS

Director's note

CUT
▼



SC: CONTD

BG:

Cam:

Timing:

Technical note

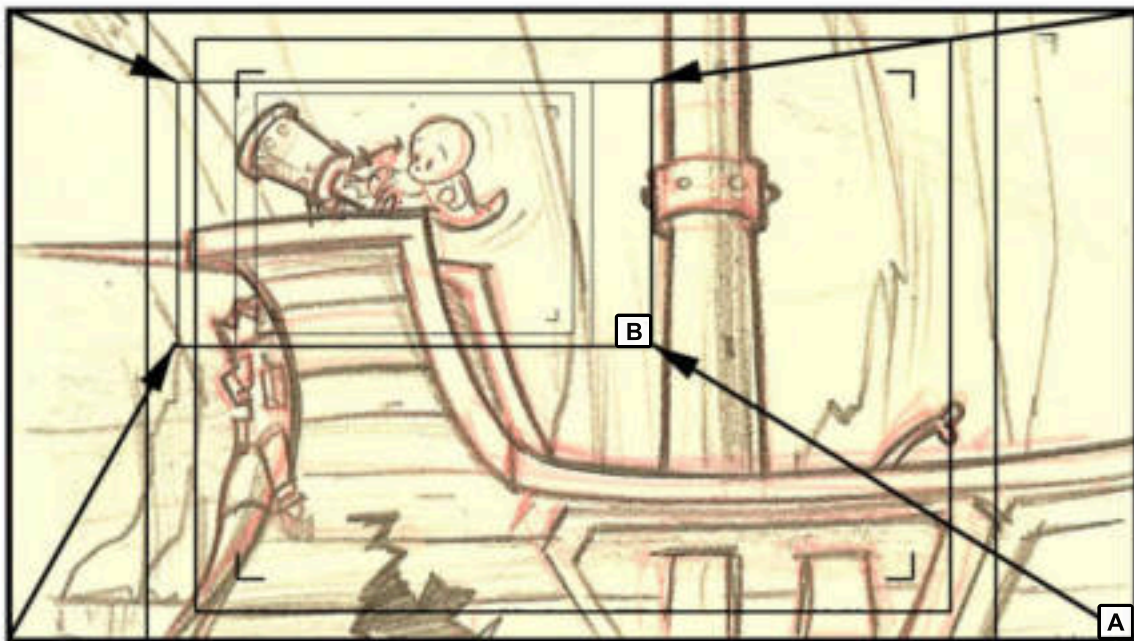
Action : THEY TURN BACK TO LOOK AT THEIR FRIEND. WE CAN STILL HEAR CAPPY OS BELLOWING OUT ORDERS.

Dialogue : 35. CAPPY : (OS) [CONTD]

....WITH THAT SWOGGLE?

FX : DX SHADOWS

Director's note



SC:

BG:

Cam: TRUCK IN A - B

Timing:

Technical note



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action : EXT. PIRATE SHIP - LATER
CASPER IS BUSY POLISHING WHAT LOOKS LIKE A TELESCOPE ON THE
FORECASTLE. TRUCK IN. CAPPY BARKS OUT ANOTHER ORDER.(ADD
SLIGHT N/S MOVE ON CHARACTER)

Dialogue : 36. CAPPY: (OS)

GET UP THAT MAST AND LUFF THE SPUGGLER.

FX : DX SHADOWS

Director's note

Action : CASPER STOPS WHAT HE'S DOING AND...

Dialogue : 36. CAPPY (OS) [CONTD]

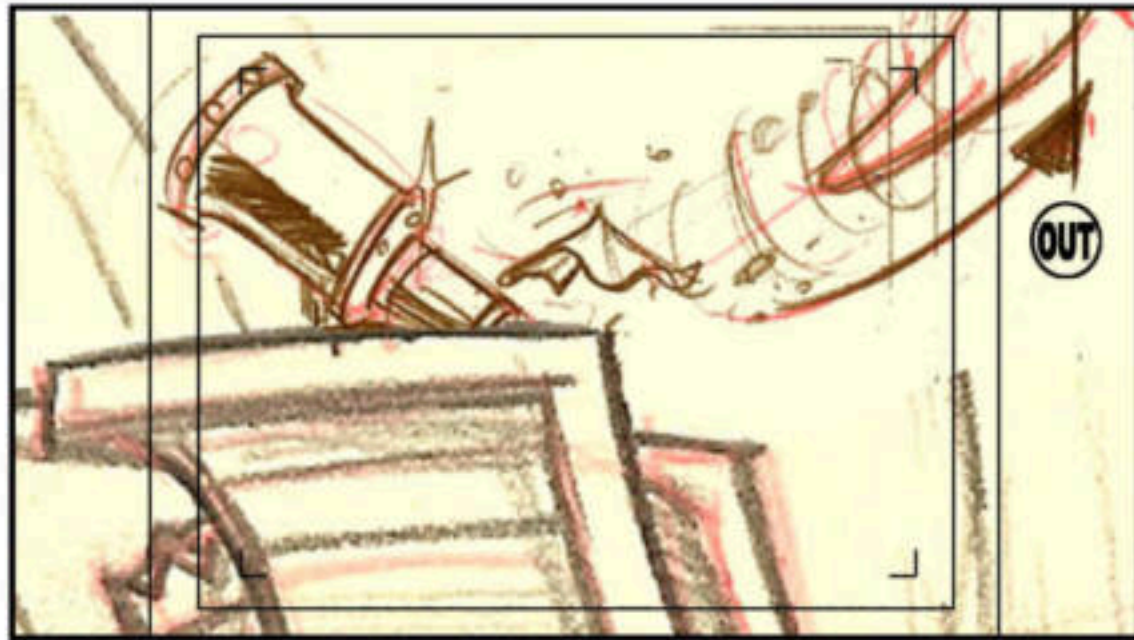
NOW, YE LAZY FILLET!

FX : DX SHADOWS, BOT. LITE GLEAM

Director's note



HU
▼



SC: CONTD BG: Cam: Timing:

Technical note

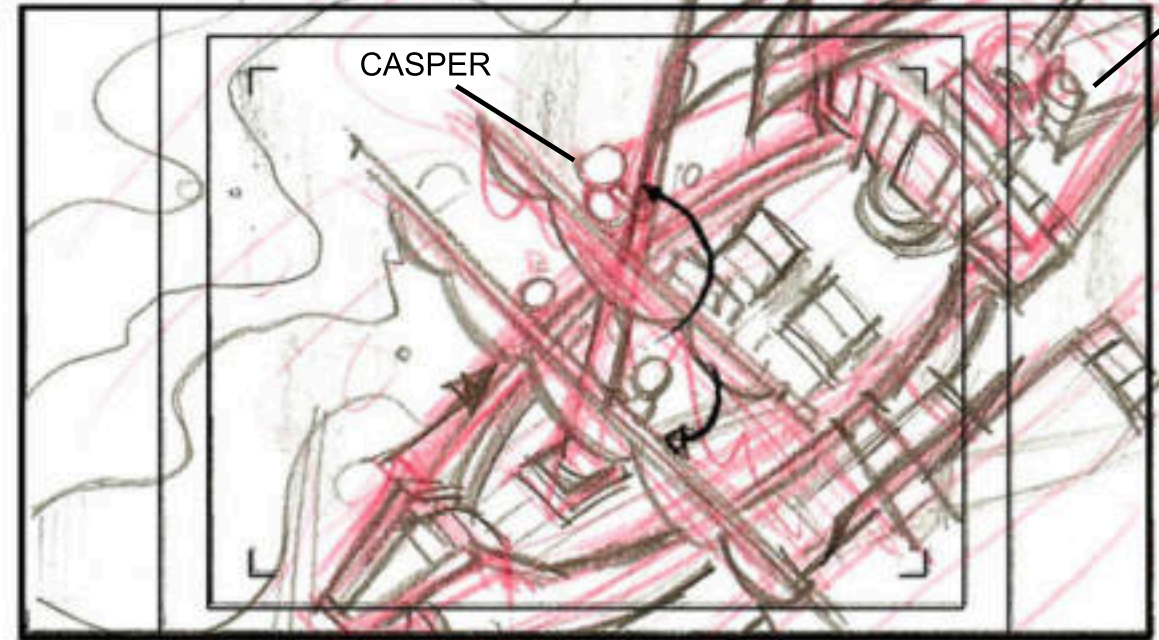
Action :

CASPER ROCKETS OUT OF SCENE. THE POLISHING CLOTH HANGS FOR A BEAT , THEN FALLS OUT.

Dialogue :

FX : DX SHADOWS, BOT. LITE GLEAM, ZIP LINES, DX DUST.

Director's note



SC: BG: Cam: Timing:

Technical note

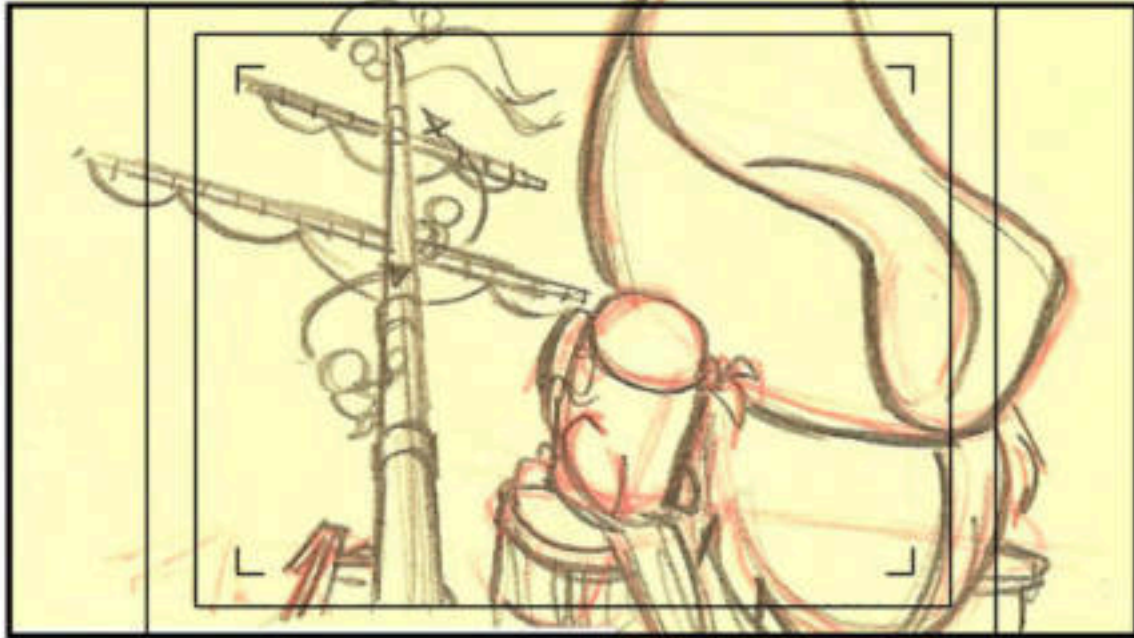
Action :

WIDE ON THE PIRATE SHIP AS CASPER ZOOMS UP THE MAST, DOING WHAT HE NEEDS TO DO....

Dialogue :

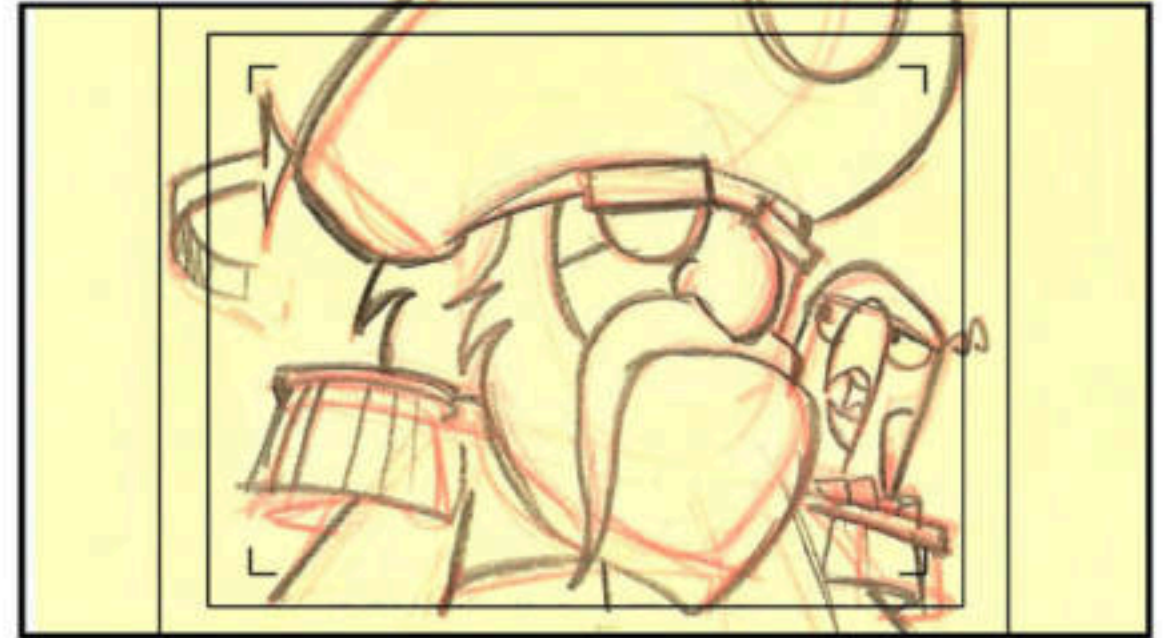
FX : DX SHADOWS, ST WATER

Director's note



SC: BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action :

OTS CAPPY AND BEAKY WATCHING CASPER , AS HE BUZZES
AROUNFD THE MAST, CLEANING AND POLISHING.

Dialogue : 37. BEAKY:

BWAAAK! HOW LONG ARE YOU....

FX : DX SHADOWS

Director's note

Action :

CAPPY AND BEAKY TURN TO CAMERA.

Dialogue : 37. BEAKY: (CONTD)

...GONNA KEEP PRETENDING TO BE MEAN?

FX :

Director's note

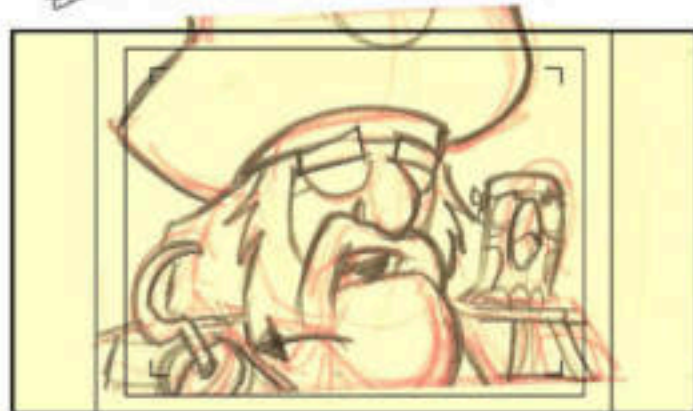


SC: CONTD BG:

Cam:

Timing:

Technical note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

CAPPY GETS PENSIVE...

Dialogue : 38. CAPPY:

WHEN I WAS IN FIRST MATE TRAINING THEY KEPT ME
ON FOR UHHH.....400 YEARS.

FX : DX SHADOWS

Director's note

Action :

BEAKY ROLLS HIS EYES.

Dialogue : 38. CAPPY: (CONTD)

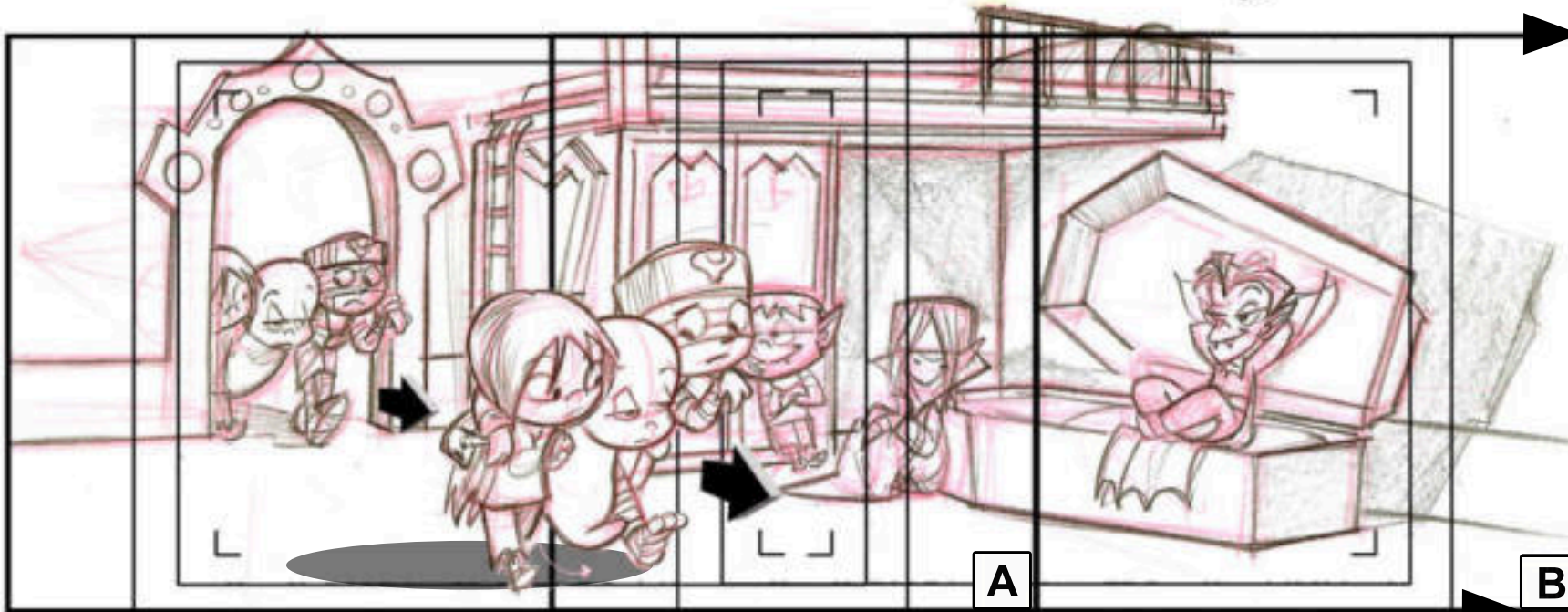
BUT, YOU KNOW I SKIPPED A GRADE.

FX : DX SHADOWS

Director's note



CUT
▼



SC:

BG:

Cam:

Timing:

PAN W/ ANIM. A - B
Technical note

SC:

BG:

Cam:

Timing:

Technical note

Action : INT. BOY'S DORM ROOM - ANGLE ON DOORWAY. RA AND MANTHA, ARE HELPING CASPER TO HIS ROOM. CASPER LOOKS BEAT, HIS FRIENDS LOOK CONCERNED...WELL EXCEPT FOR THATCH AND GANG...THEY'RE JUST AMUSED. PAN WITH MANTHA, RA AND CASPER AS THEY MOVE TOWARDS CASPER'S BED.

Dialogue :

FX : DX SHADOWS

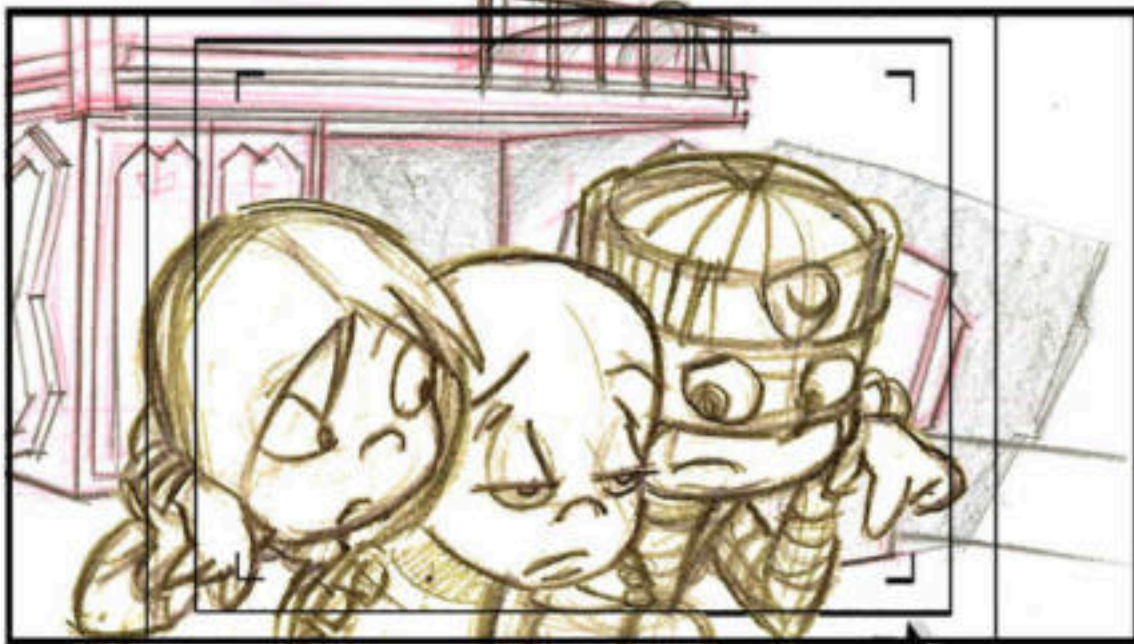
Director's note

Action :

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action :

Dialogue : 39. THATCH :
HOPE YOU'RE NOT....

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

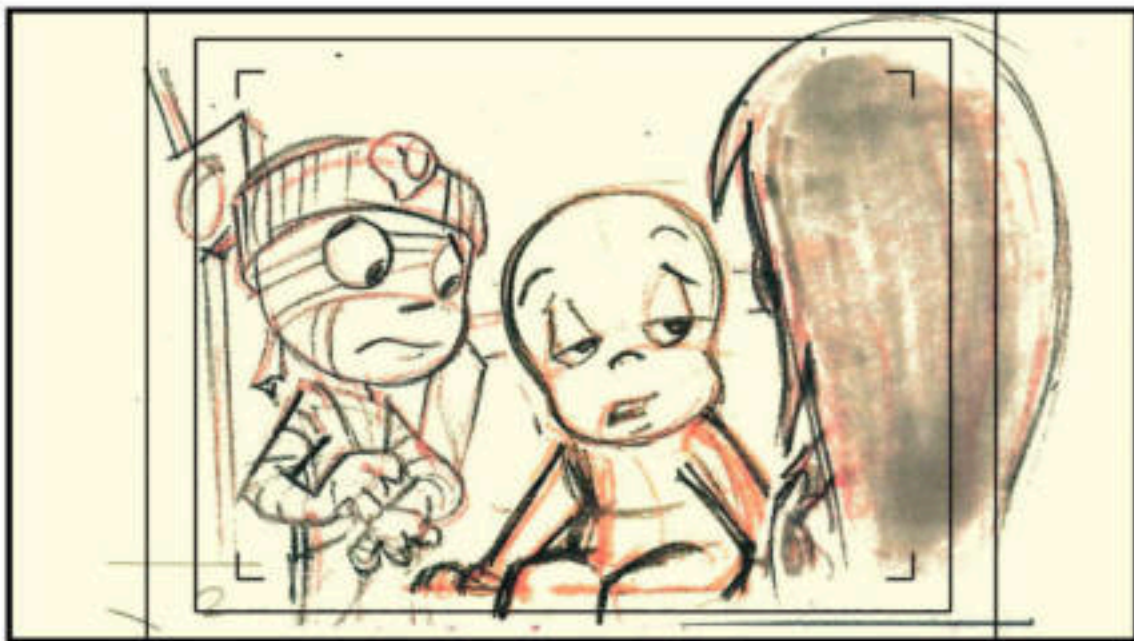
Action :

Dialogue : 39. THATCH : (CONTD)
.....GIVING UP YET CASPER.

FX :

Director's note

OUT



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : CLOSE ON THE GANG. CASPER LOOKS EXHAUSTED. HE LOOKS UP AT MANTHA.

Dialogue : 40. CASPER:

MAYBE I SHOULD GIVE UP.

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

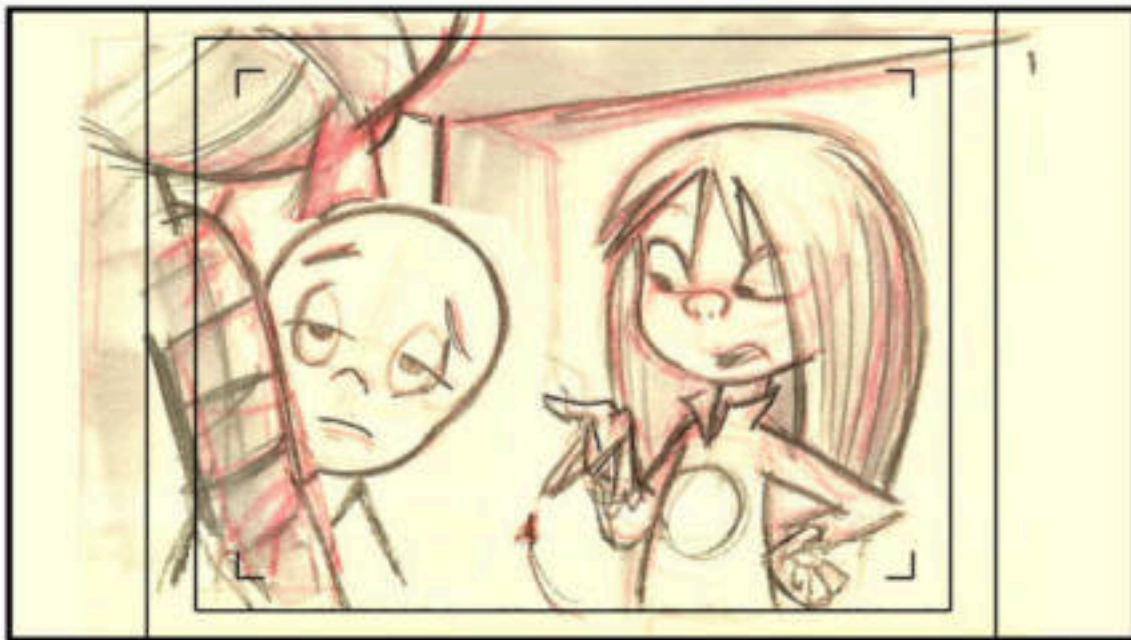
Action : HE THEN TURNS TO RA.

Dialogue : 40. CASPER: (CONTD)

EVERYTHING I DO IS WRONG.

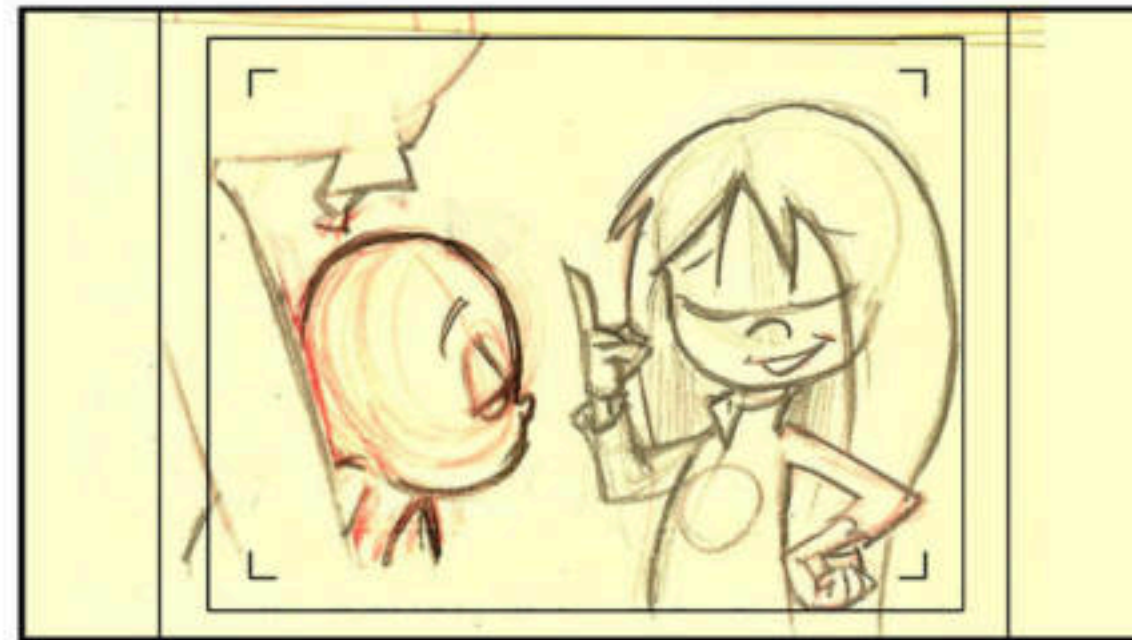
FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action : ANGLE ON MANTHA. SHE'S OFFERING HER SUPPORT.

Dialogue : 41. MANTHA:
 IT WAS JUST....

FX : DX SHADOWS

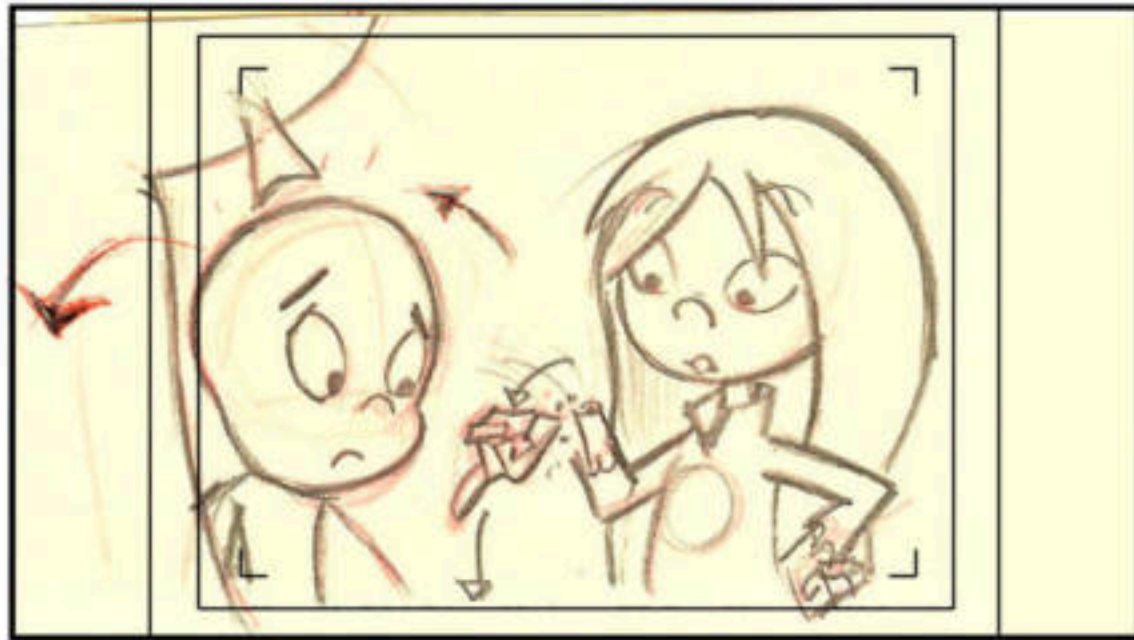
Director's note

Action : CASPER TURNS TO RA.

Dialogue : 41. MANTHA: (CONTD)
 YOUR FIRST DAY. TOMORROW WILL BE BETTER.

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : MANTHA'S HAND FALLS OFF!

Dialogue :

FX : DX SHADOWS, DUST

Director's note



SC: CONTD BG: Cam: Timing:

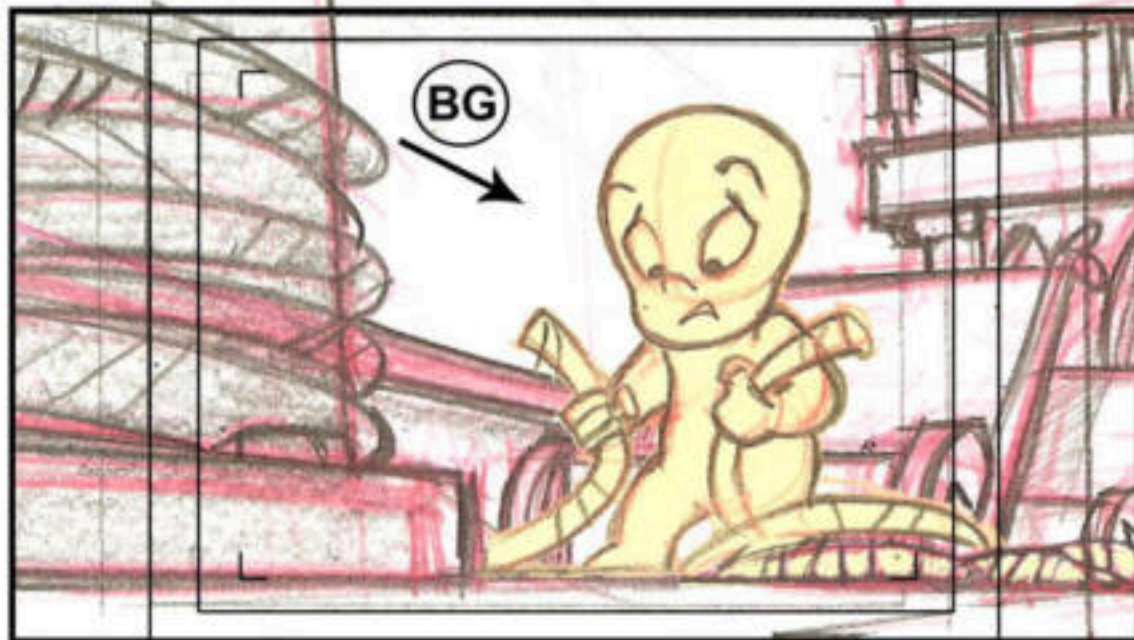
Technical note

Action : MANTHA GRINS SHEEPISHLY AS SHE PUTS HER HAND BEHIND HER BACK.

Dialogue :

FX : DX SHADOWS

Director's note



SC:

BG:

Cam:

Timing:

Technical note

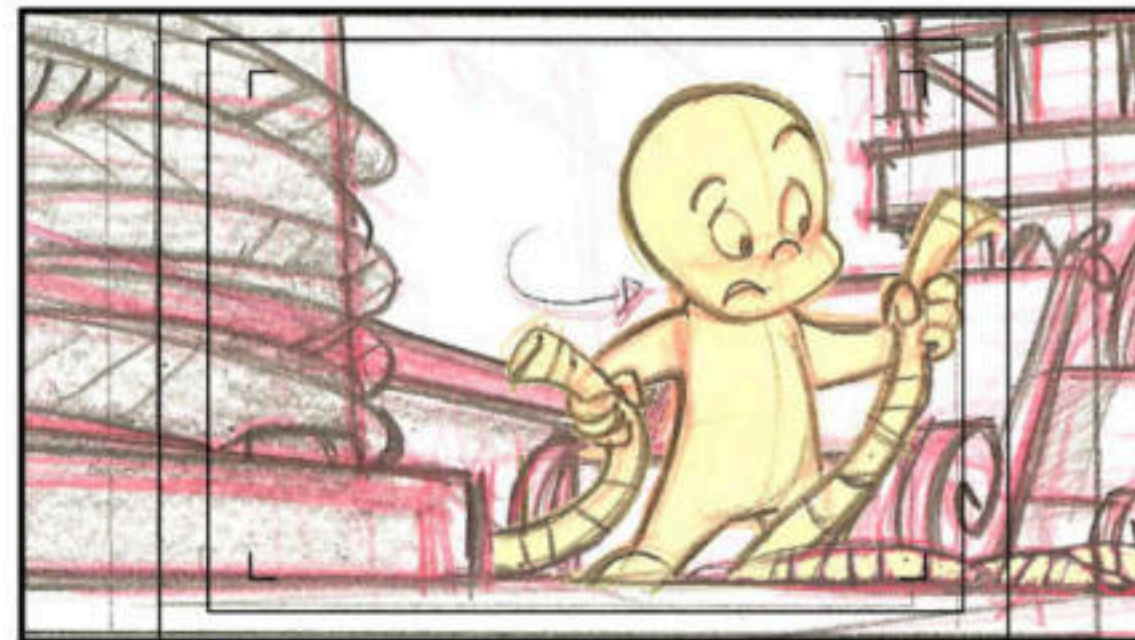
(ADD A SLIGHT SIDE TO SIDE ROCKING MOTION THROUGHOUT SCENE.)

Action : EXT. PIRATE SHIP IN FLIGHT- OPEN OCEAN - (DAY)
ANGLE ON DECK. CASPER IS HOLDING SOME ROPE AND HE
LOOKS PERPLEXED....

Dialogue :

FX : DX SHADOWS, DUST

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : LOOKING AT ONE END THEN THE OTHER.
(CYCLE THIS ACTION 2X'S)

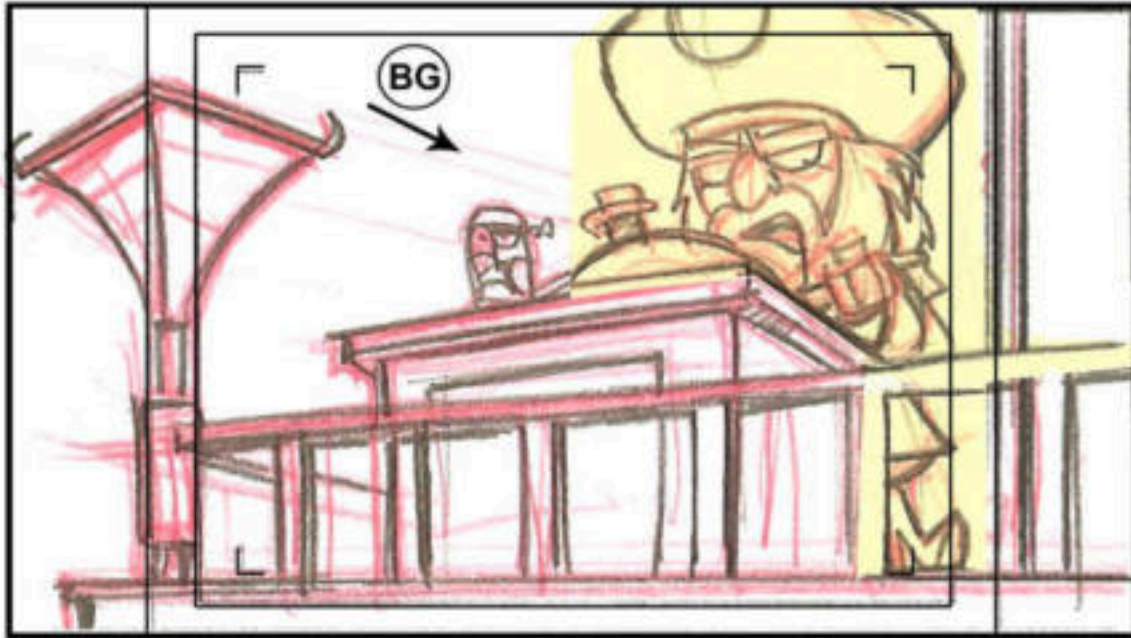
Dialogue :

FX : DX SHADOWS

Director's note



CUT



SC:

BG:

Cam:

Timing:

Technical note

(ADD A SLIGHT SIDE TO SIDE ROCKING MOTION THROUGHOUT SCENE.)

Action :

ANGLE ON CAPPY AT THE HELM. BEAKY IS PERCHED ON THE HOUSING.

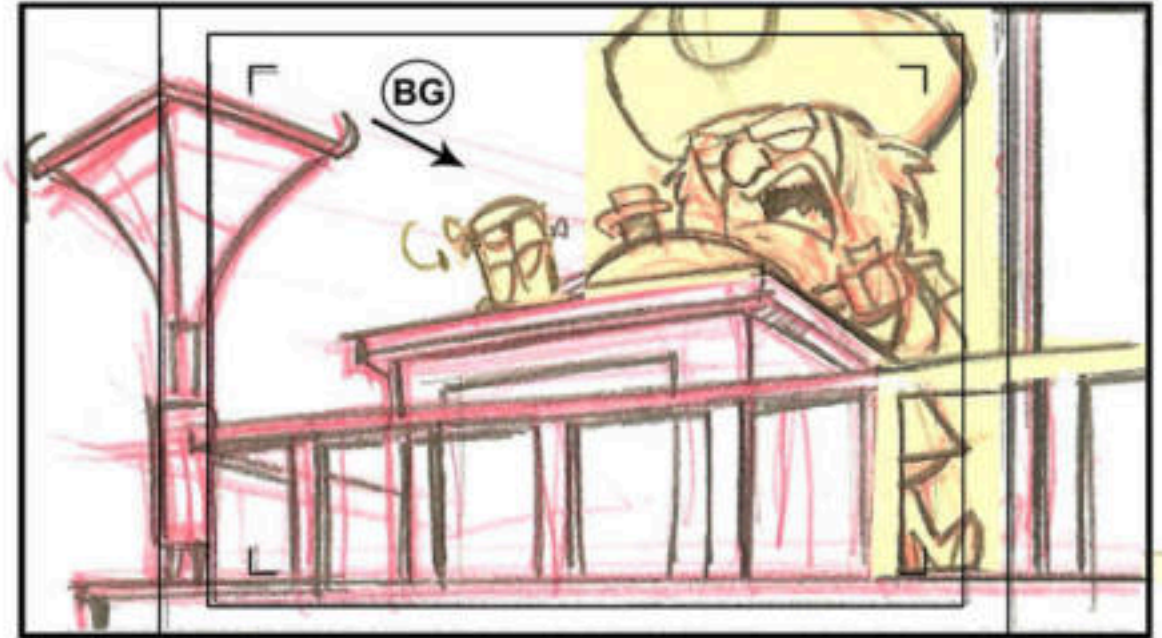
Dialogue : 42. CAPPY:

CLAB THE MUNNACKERS

FX : DX SHADOWS

Director's note

CUT



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action :

LOOKING AT ONE END THEN THE OTHER.
(CYCLE THIS ACTION 2X'S)

Dialogue : 42. CAPPY: (CONTD)

.....AND HOIST THE HOGSTRUMPER!

FX : DX SHADOWS

Director's note



CUT
▼



SC:

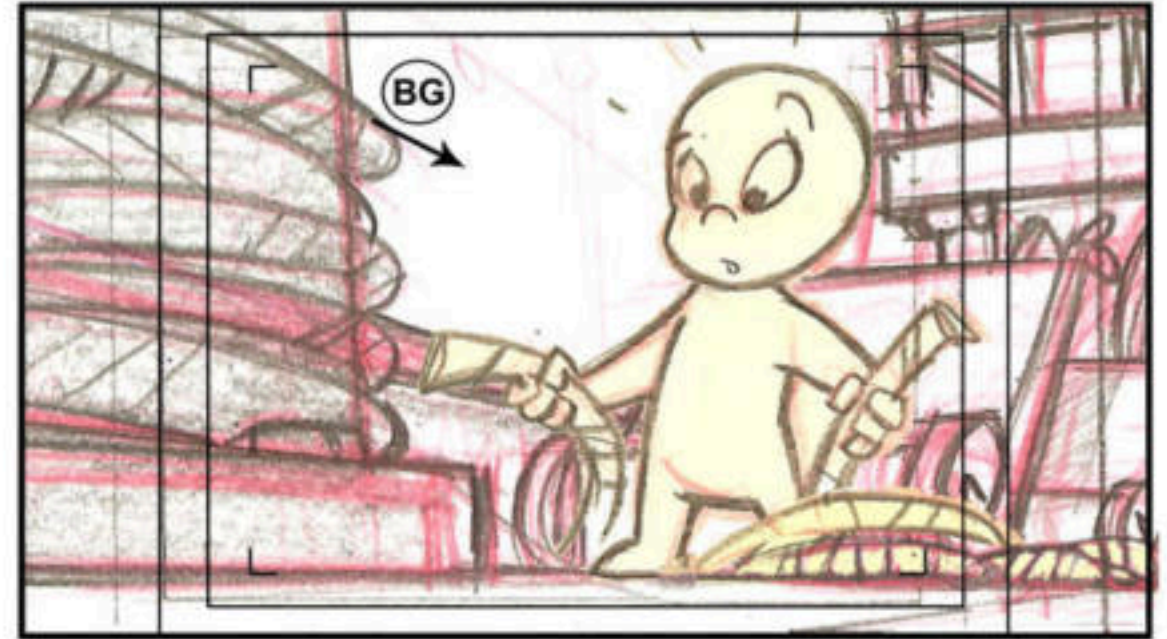
BG:

Cam:

Timing:

Technical note

(ADD A SLIGHT SIDE TO SIDE ROCKING MOTION THROUGHOUT SCENE.)



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action :

(START POSE)

Dialogue :

FX : DX SHADOWS

Director's note

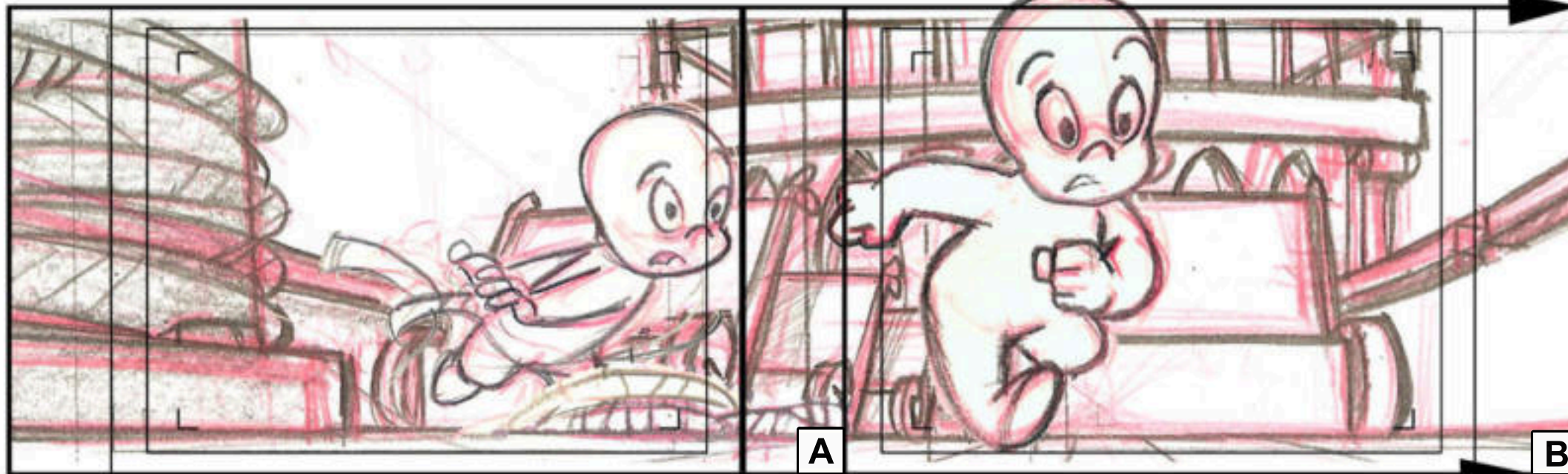
Action :

CASPER REACTS TO CAPPYS ORDERS.

Dialogue :

FX : DX SHADOWS

Director's note



CUT

SC: CONTD BG:

Cam: PAN W/ ANIM. A - B.

Timing:

SC:

BG:

Cam:

Timing:

Technical note

(ADD A SLIGHT SIDE TO SIDE ROCKING MOTION THROUGHOUT SCENE.)

Technical note

Action : CASPER DROPS THE ROPE IN A PANIC AND RUSHES ACROSS THE DECK TO CARRY OUT CAPPYS ORDERS. PAN WITH ACTION.

Dialogue : 43. CAPPY : (CONTD) [SOTTO TO BEAKY]
DID YOU EVER SEE SUCH A HOPELESS EXCUSE FOR A FIRST MATE?

FX : DX SHADOWS

Director's note

Action :

Dialogue :

FX :

Director's note



CUT
▼



SC: _____ BG: _____ Cam: _____ Timing: _____

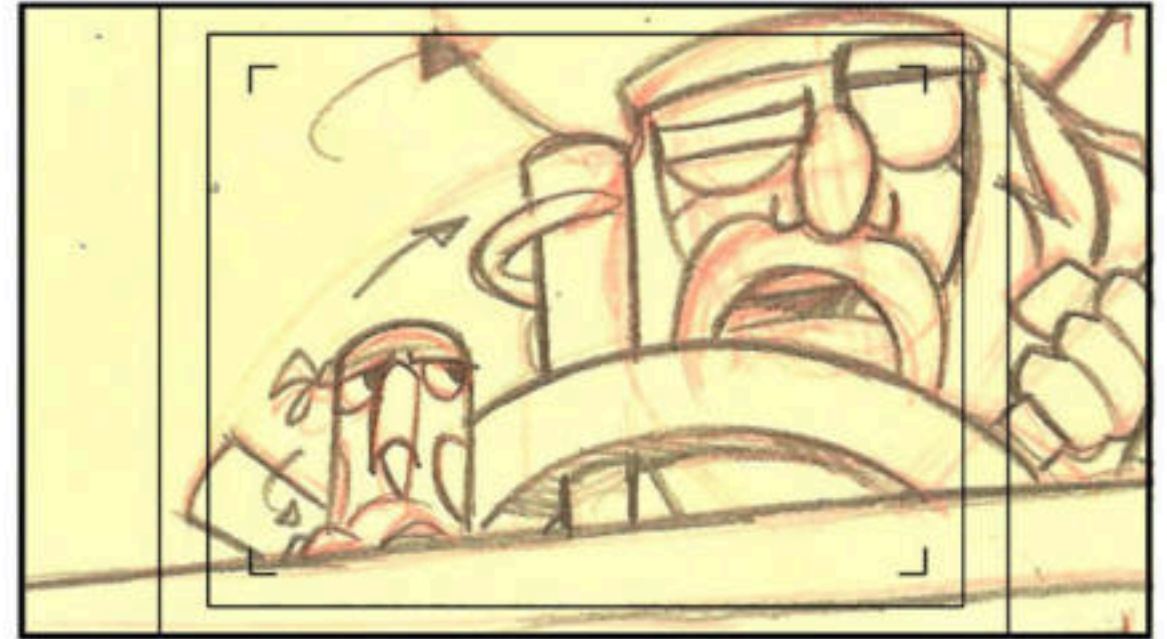
Technical note (ADD A SLIGHT SIDE TO SIDE ROCKING MOTION THROUGHOUT SCENE.) Technical note

Action :
BEAKY TURNS TO CAPPY.

Dialogue : 44. BEAKY (SOTTO TO CAPPY)
ACTUALLY, HE'S REALLY GOOD.

FX : DX SHADOWS

Director's note



SC: CONTD BG: _____ Cam: _____ Timing: _____

Action :
CAPPY WATCHS AS OS CASPER.

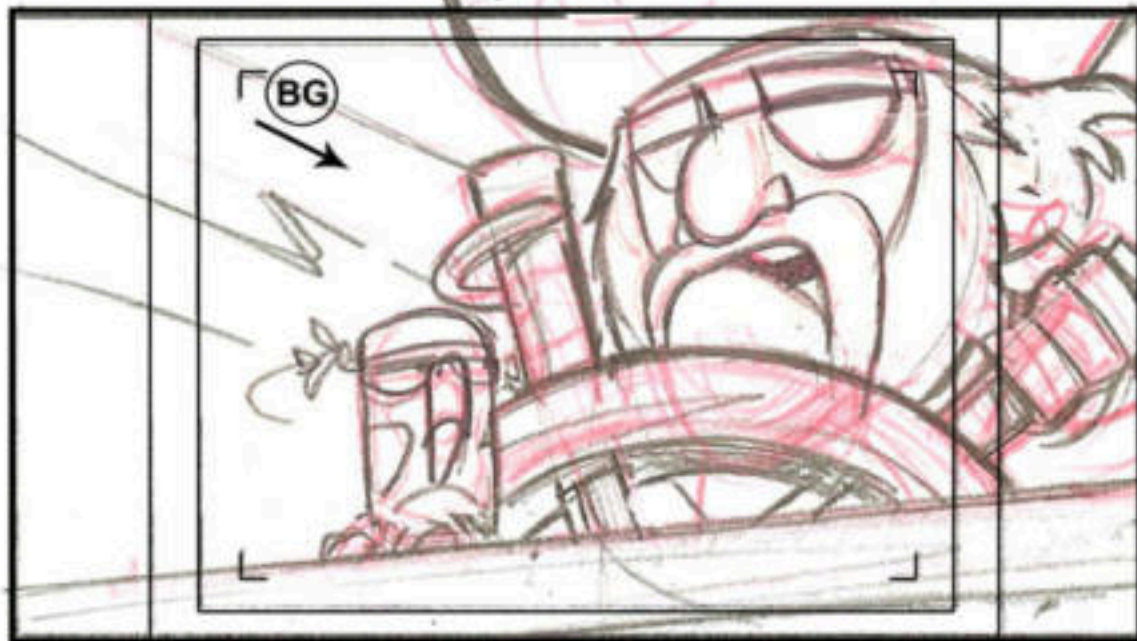
Dialogue : 45. CAPPY: (SOTTO, TO BEAKY)
I KNOW. BUT WE CAN'T GO SOFT ON HIM NOW.

FX : DX SHADOWS

Director's note

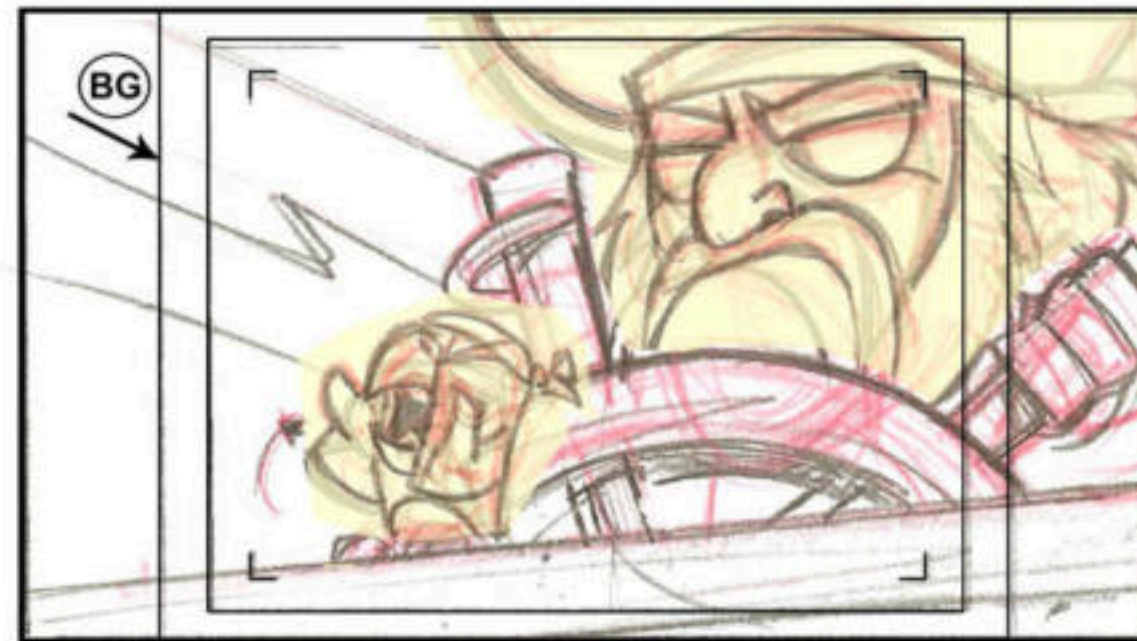


CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note (ADD A SLIGHT SIDE TO SIDE ROCKING MOTION THROUGHOUT SCENE.) Technical note



SC: CONTD BG: Cam: Timing:

Action :
BEAKY TURNS TO CAPPY.

Dialogue : 45. CAPPY: (CONTD) [SOTTO TO BEAKY]
IT'D RUIN HIS TRAININ'.

FX : DX SHADOWS

Director's note

Action :
CAPPY WATCHS AS OS CASPER.

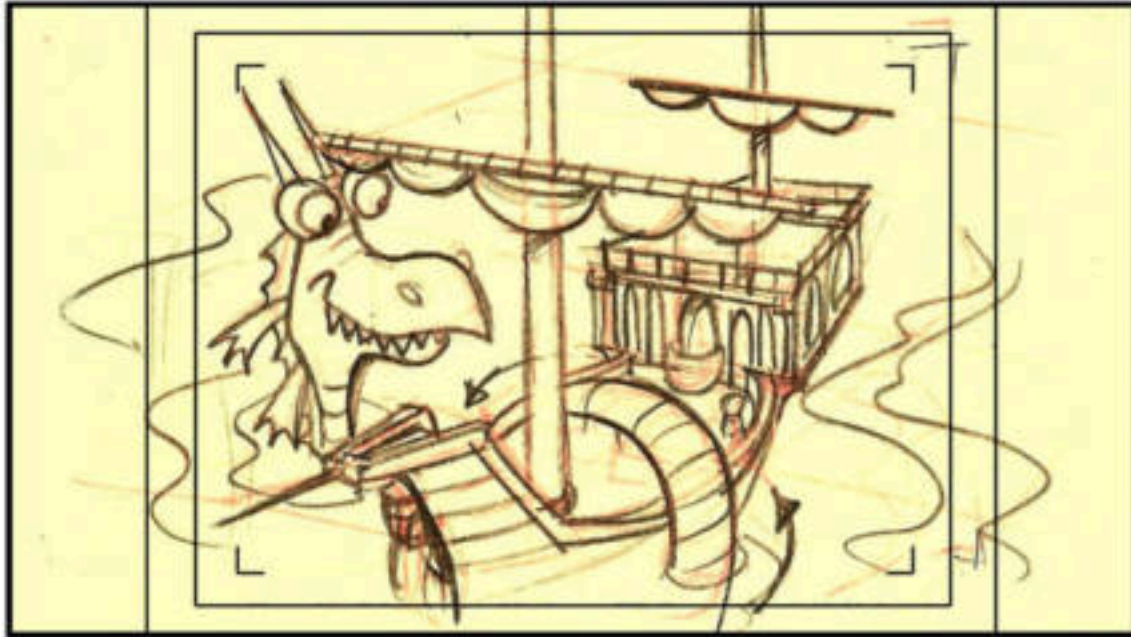
Dialogue : 46. BEAKY:
RAWWWK! STORM CONDITIONS!

FX : DX SHADOWS

Director's note



CUT
▼



SC:

BG:

Cam:

Timing:

Technical note



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action :

WIDE ON OCEAN. THE SEA MONSTER WRAPS HIS TAIL ALL AROUND THE SHIP AND....

Dialogue :

FX : S/T WATER, SPLASHES

Director's note

Action :

...AND STARTS TO ROLL THE SIDE FROM SIDE

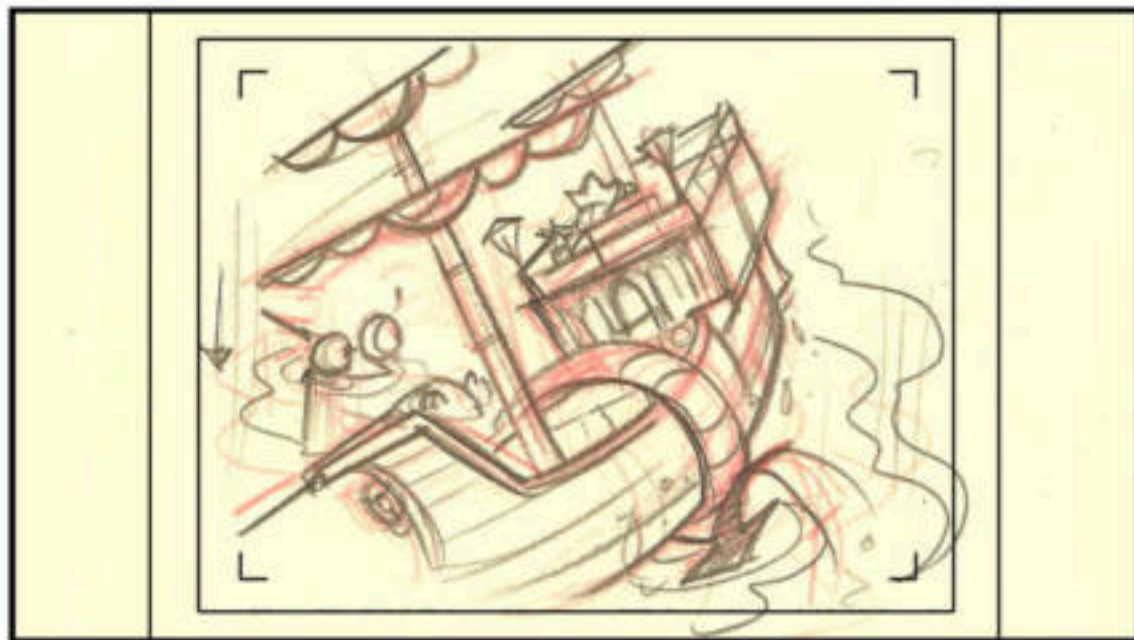
Dialogue :

FX : S/T WATER, SPLASHES

Director's note



CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note

Action :

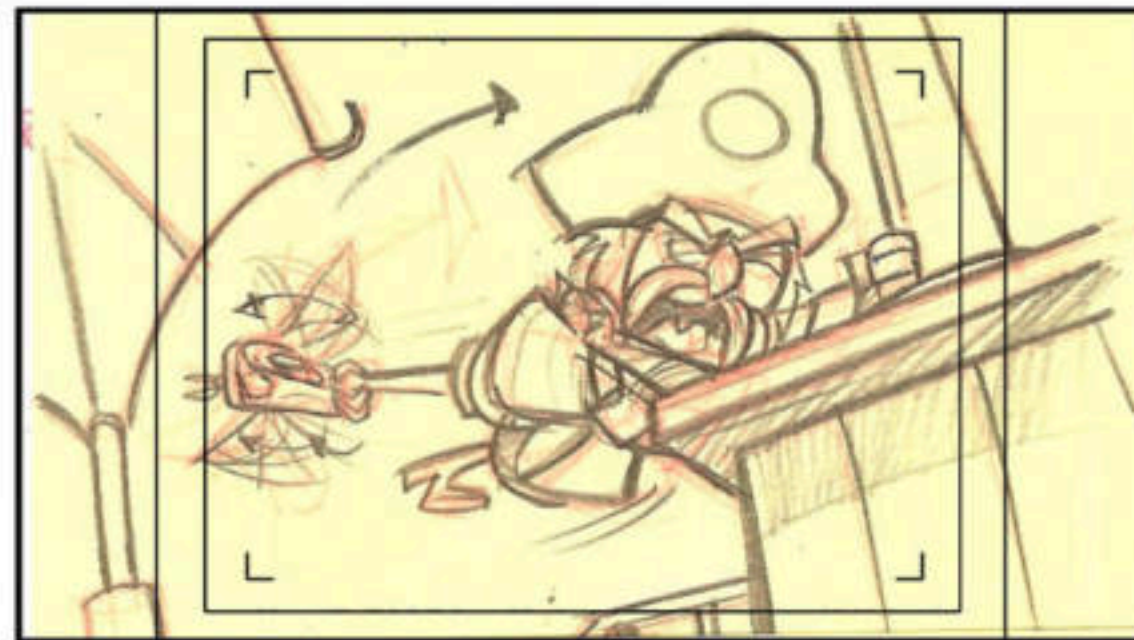
...TO SIDE. (THE MONSTER SLIDES UNDER THE WATER SO HE WONT POKE OUT HIS EYES WITH ONE OF THE MASTS).

Dialogue :

FX : S/T WATER, SPLASHES

Director's note

CUT
▼



SC: BG: Cam: Timing:

Technical note

Action :

ANGLE ON BEAKY AND CAPPY HOLDING ON AS THE SHIP IS ROLLED FROM SIDE TO SIDE.

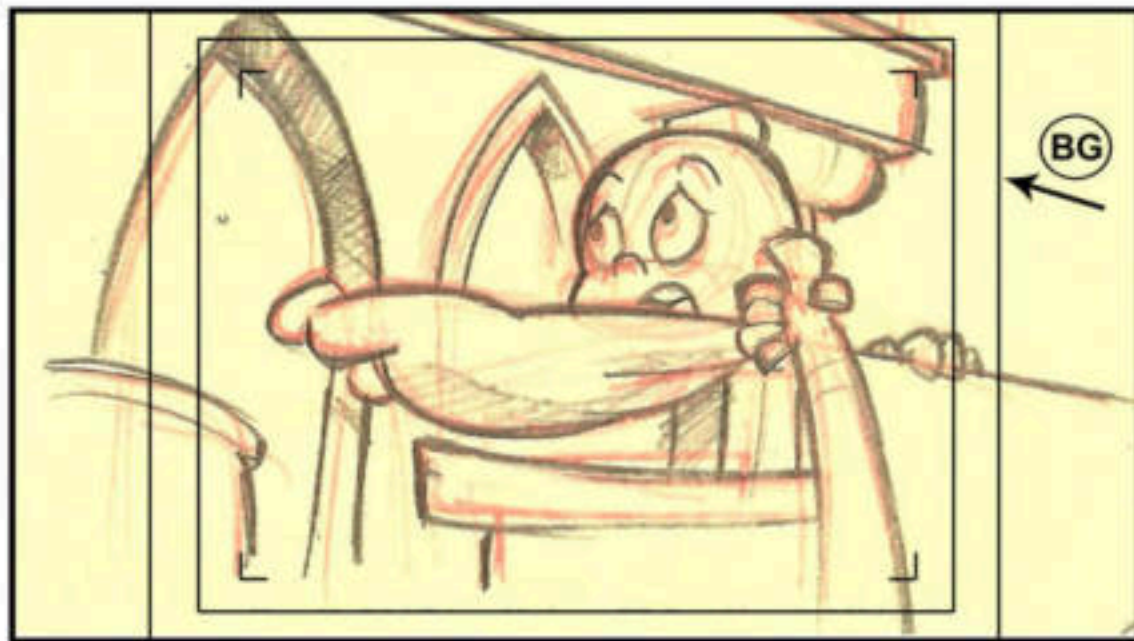
Dialogue :

47. CAPPY:

PORT! GET TO PORT,....

FX : S/T WATER, SPLASHES, D/B BLUR ON WINGS

Director's note

**CUT**
▼

SC:

BG:

Cam:

Timing:

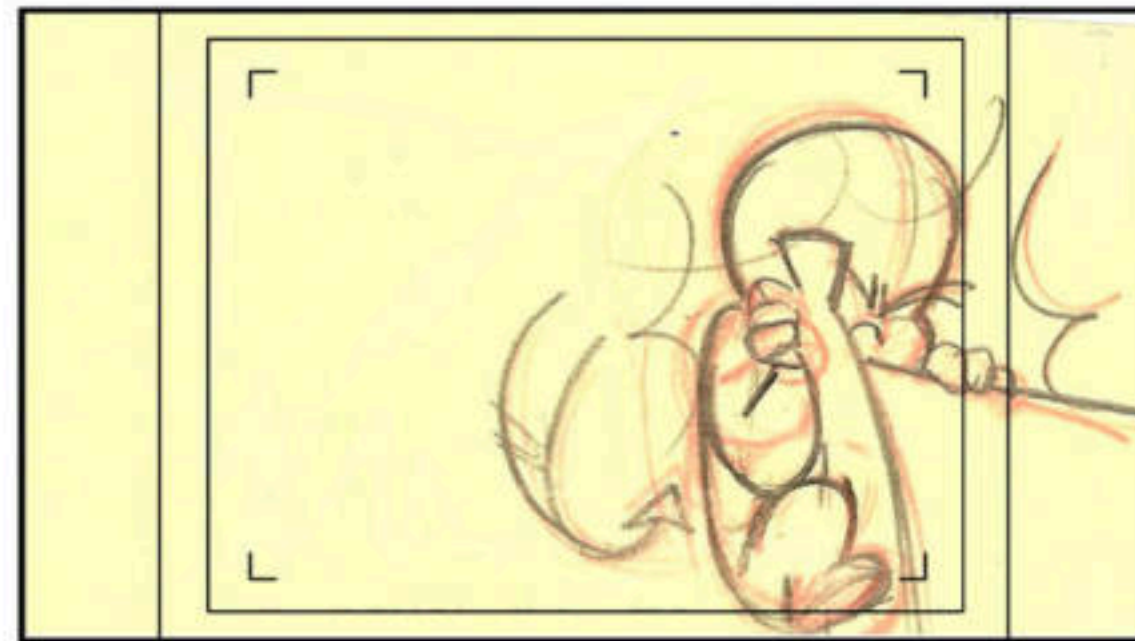
Technical note

Action : ANGLE ON CASPER, ON DECK, CLINGING ONTO ONE OF THE BENCHS.

Dialogue : 47. CAPPY :(OS) [CONTD]
...YE SCURVY SEA BASS!

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : SUDDENLY THE BACKGROUND STOPS AND CASPER IS FLUNG FORWARD, INTO THE BENCH.

Dialogue : ⚠ CASPER:
<IMPACT GRUNT>

FX : DX SHADOW, IMPACT EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

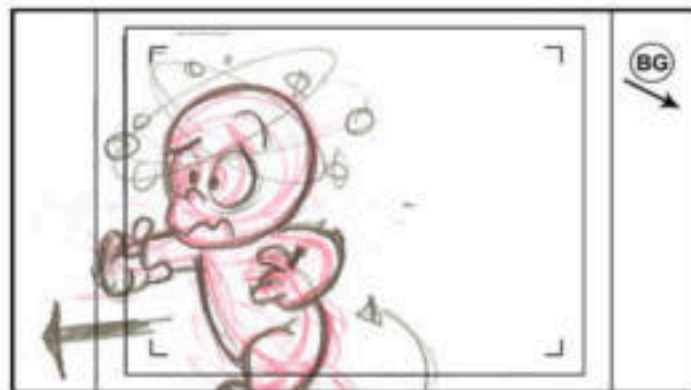
CASPER SLIDES DOWN.
(THE BACKGROUND BEGINS TO MOVE IN THE OPPOSITE DIRECTION,
SLOWLY AT FIRST, THEN PICKING UP SPEED.)

Dialogue : CASPER:

<GROANS>

FX : DX SHADOWS, DIZZY EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

LIKE THE GOOD TROOPER HE IS, HE GETS UP, A BIT WOBBLY,
AND STARTS TO MOVE TO THE PORT. THE DECK IS ANGLING
MORE SHARPLY....

Dialogue :

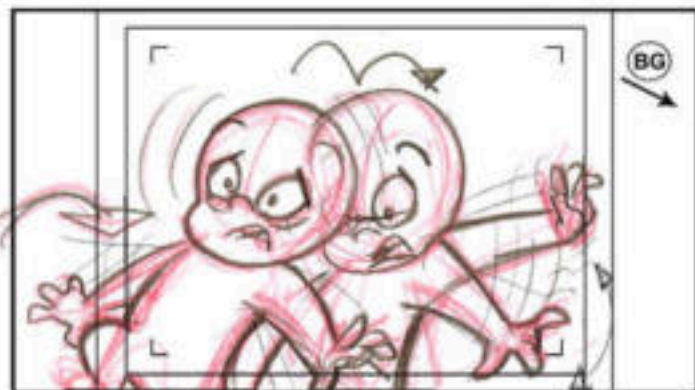
48. CAPPY: (OS)

WHERE YA GOIN', YE LAZY BILGE-MONKEY?

FX :

DX SHADOW, DIZZY EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

THE SHIP LURCHES VIOLENTLY AND CASPER LOOSES HIS FOOT-
ING. HE BEGINS TO STAGGER BACKWARDS...

Dialogue :

48. CAPPY (OS) [CONTD]

STARBOARD, STARBOARD!

⚠ CASPER:

<WOOOAAAHHH!>

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

Dialogue : ⚠ CASPER:

<OOAAHHHHHH.....>

FX : DX SHADOW

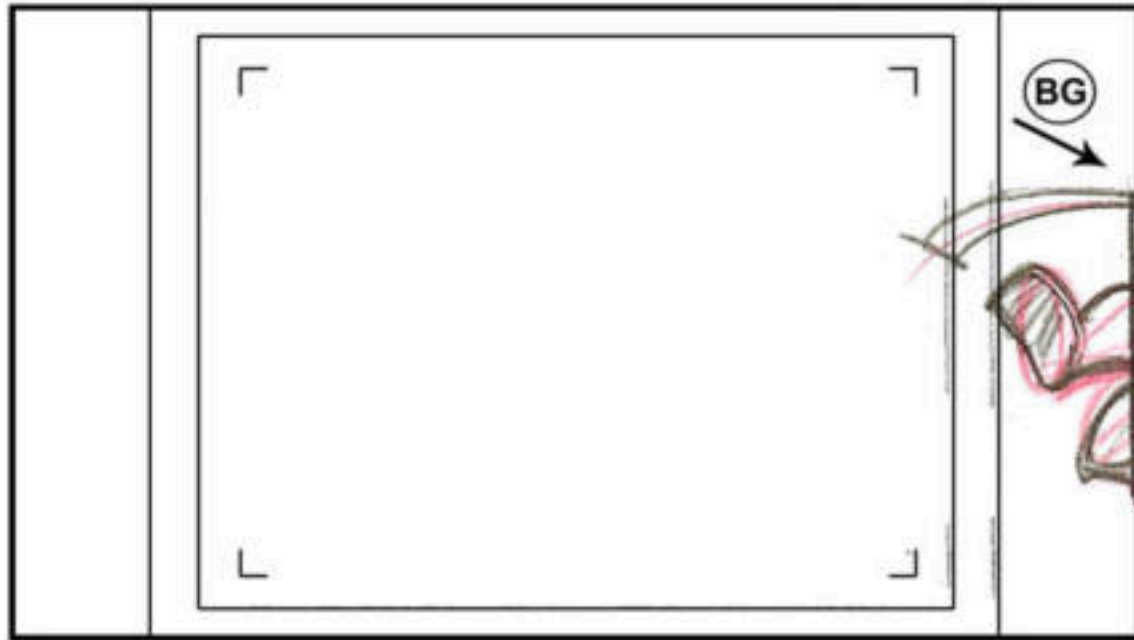
Director's note



CASPER'S SCARE SCHOOL



_____ Page : _____



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action :

...AND OUT OF SCENE.HOLD A BEAT, THEN AN OS SLASHES CUT
CASPERES SCREAM OFF.

Dialogue : ▲ CASPER:

<AHHHHHHHHHH!!>

FX : DX SHADOWS

Director's note

Action :

Dialogue :

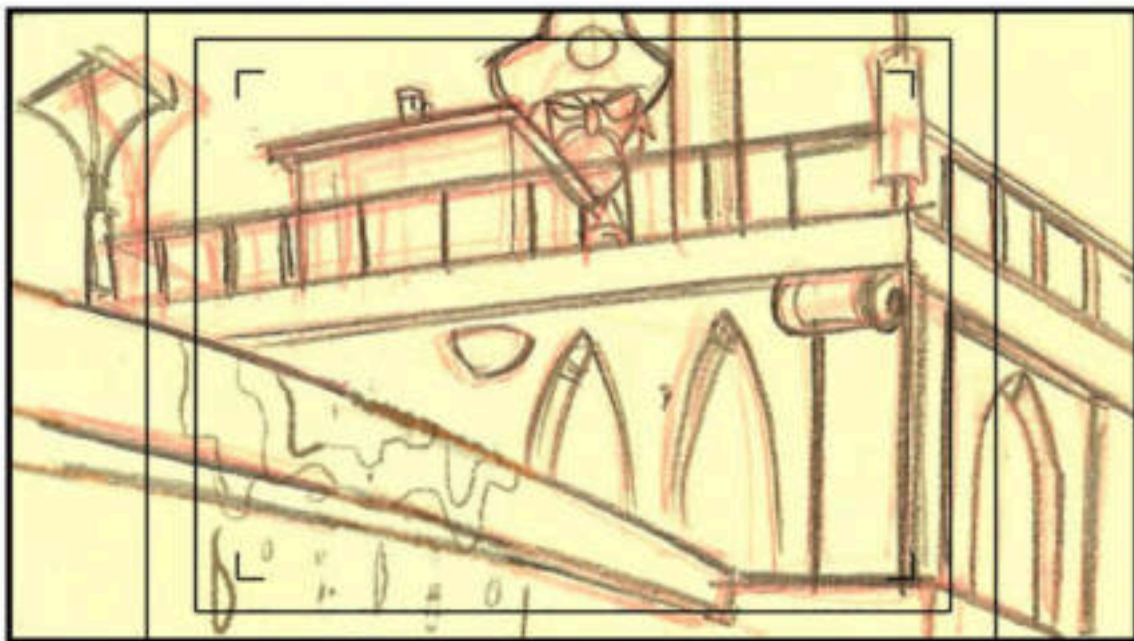
SFX:< SPLASH!>

FX : S/T WATER

Director's note

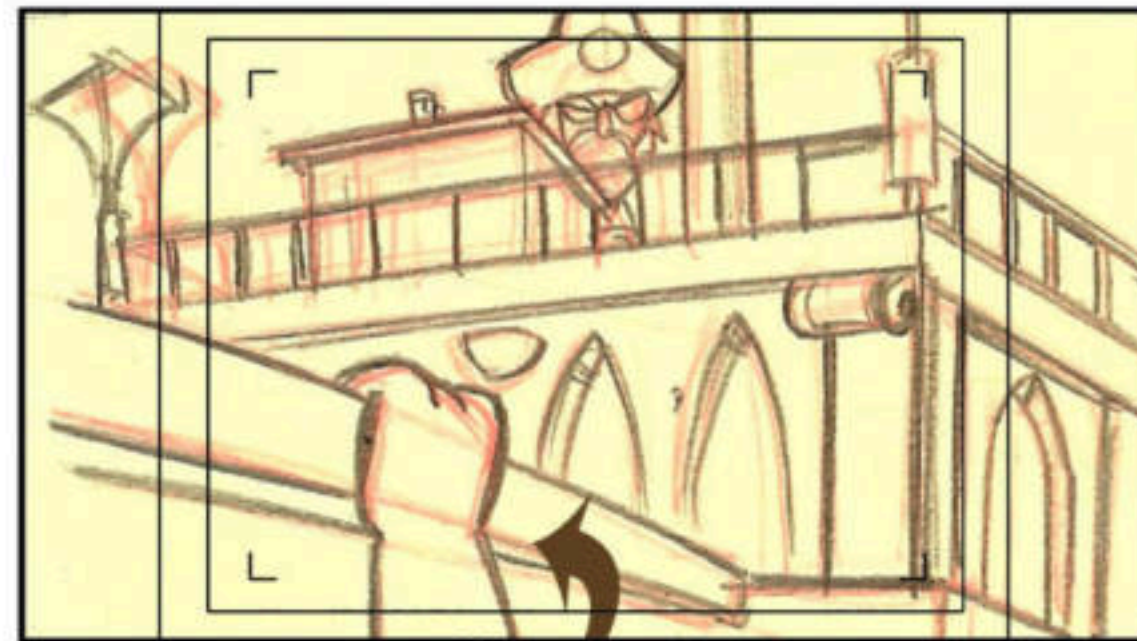


CUT
▼



SC: _____ BG: _____ Cam: _____ Timing: _____

Technical note



SC: CONTD BG: **IN** Cam: _____ Timing: _____

Technical note

Action : ANGLE ON SIDE OF SHIP, LOOKING TOWARDS THE SHIPS WHEEL. CAPPY IS GLOWERING AS WE HEAR CASPER GRUNTING WITH EFFORT.

Dialogue : ▲ CASPER:
<EFFORT GRUNTS>

FX : DX SHADOWS, S/T DRIPS

Director's note

Action : CASPER'S HAND REACHES IN FROM THE BOTTOM OF THE SCREEN.

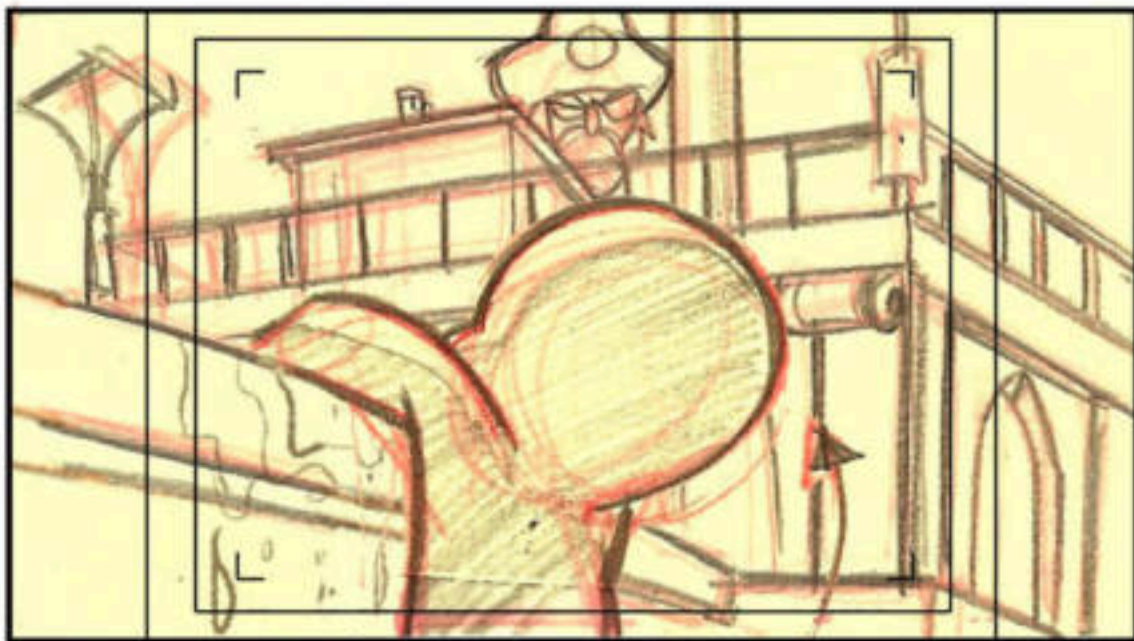
Dialogue : ▲ CASPER:
< EFFORT GRUNTS>

FX : S/T WATER

Director's note



CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note

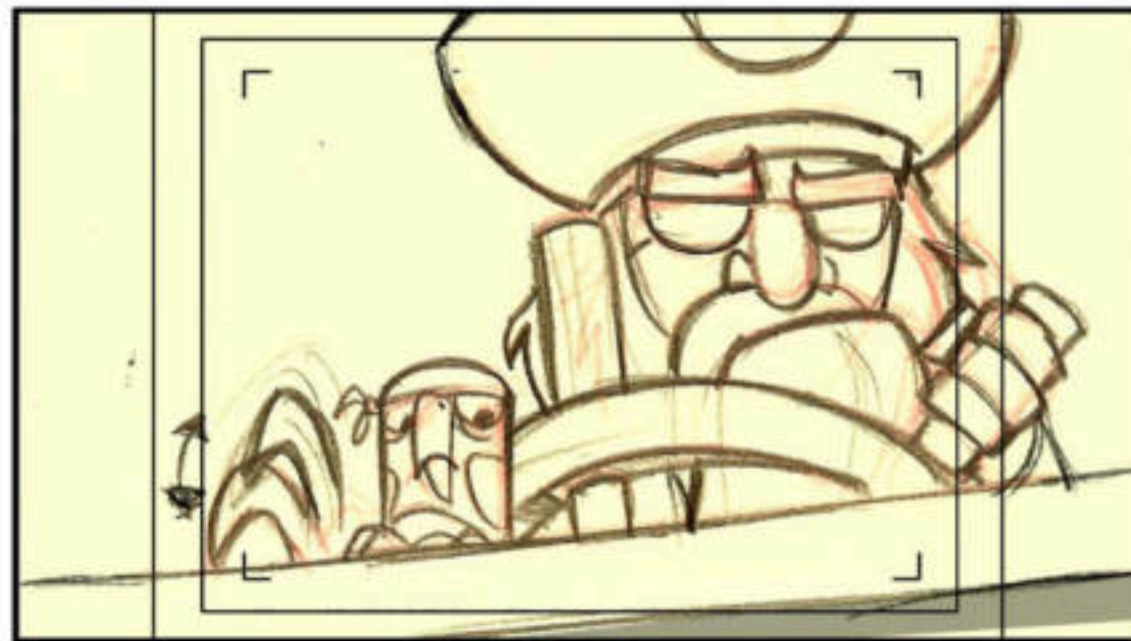
Action : CASPER HAULS HIMSELF UP INTO FRAME.

Dialogue : ▲ CASPER:
 <EFFORT GRUNTS>

FX : DX SHADOWS, S/T DRIPS

Director's note

CUT
▼



SC: BG: Cam: Timing:

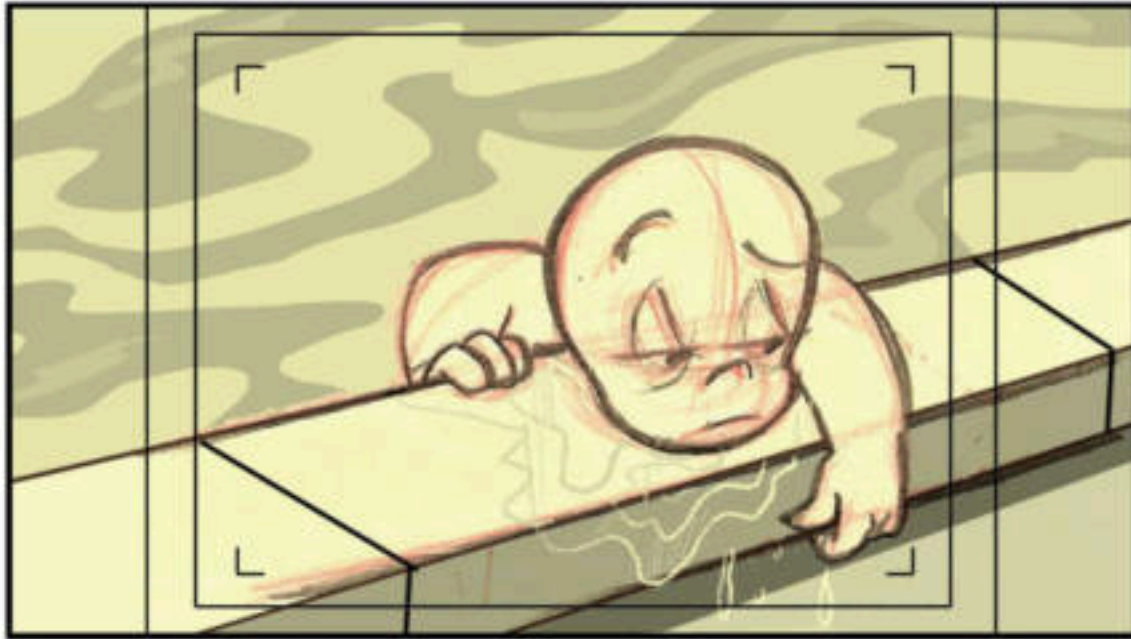
Technical note

Action : CLOSE ON CAPPY AND BEAKY. CAPPY IS TAPPING HIS HOOK ON THE WHEELHOUSE, BEAKY LOOKS CONCERNED.

Dialogue :
 SFX: < METAL TAPPING ON WOOD>

FX : DX SHADOW

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : CLOSE ON CASPER LOOKING A BIT DOWN IN THE MOUTH.

Dialogue :

FX : DX SHADOWS, S/T DRIPS

Director's note



SC: CONTD BG:

BG:

Cam:

Timing:

Technical note

Action : CASPER LOOKS UP TOWARDS THE WHEELHOUSE.

Dialogue : 49. CASPER:(HOPELESS)
I DON'T KNOW.....

FX : DX SHADOW

Director's note

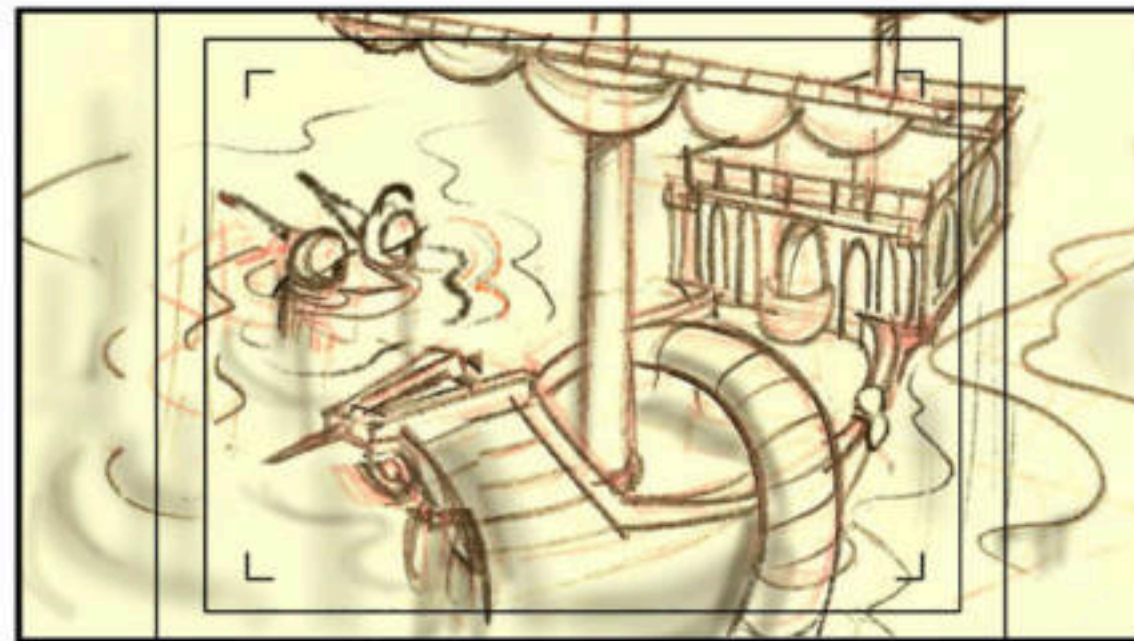


CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action : CASPER IS DESPONDENT.

Dialogue : 49. CASPER: (CONTD)
...WHAT YOU WANT ME TO DO.....

FX : DX SHADOWS, S/T DRIPS

Director's note

Action : WIDE ON PIRATE SHIP. THE SEA MONSTER IS PEEKING OUT FROM UNDER THE WATER...HE HAS A MISCHIEVOUS GLINT IN HIS EYE.

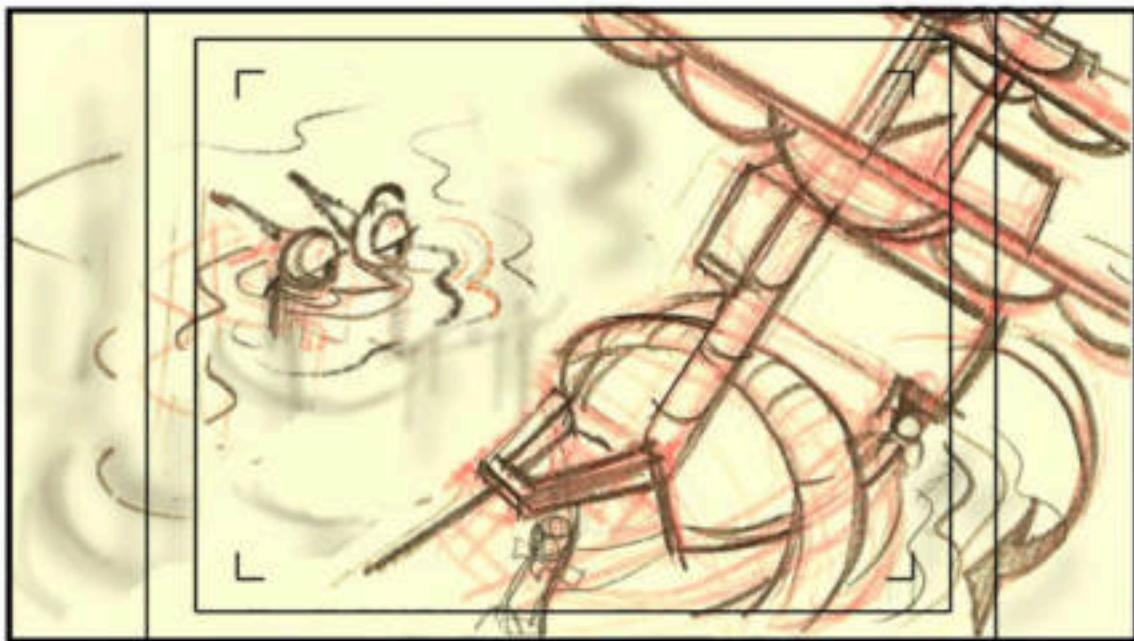
Dialogue :

FX : DX SHADOW, S/T WATER.

Director's note



CUT
▼



SC: CONTD BG:

Cam:

Timing:

Technical note



SC:

BG:

Cam:

Timing:

Technical note

Action : THE MONSTER GIVES THE BOAT A LITTLE ROLL...JUST FOR FUN...

Dialogue :

FX : DX SHADOWS, S/T WATER

Director's note

Action :

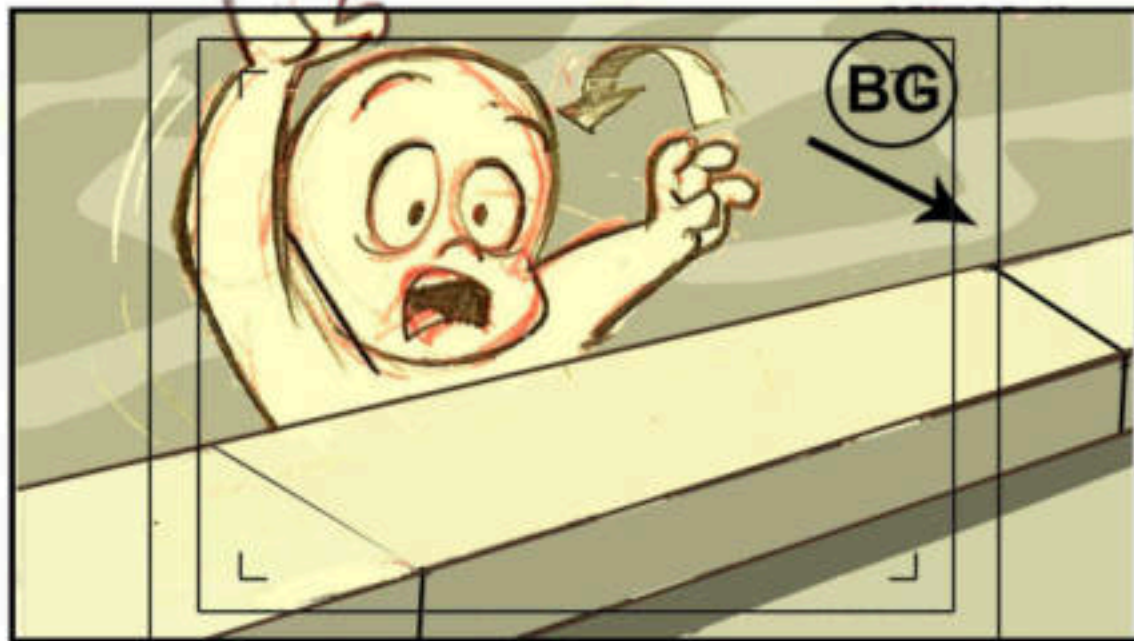
<START POSE>

Dialogue :

HU UP ACTION FROM PREV. SCENE.

FX : DX SHADOW, S/T WATER.

Director's note

CUT
▼

SC: CONTD BG:

Cam:

Timing:

Technical note

Action : CASPER IS LOSSES HIS GRIP ON THE RAILING AND FALLS OVERBOARD...AGAIN!

Dialogue : 49. CASPER: (CONTD)
...WHOAH!

FX : DX SHADOWS, S/T WATER

Director's note



SC:

BG:

Cam:

Timing:

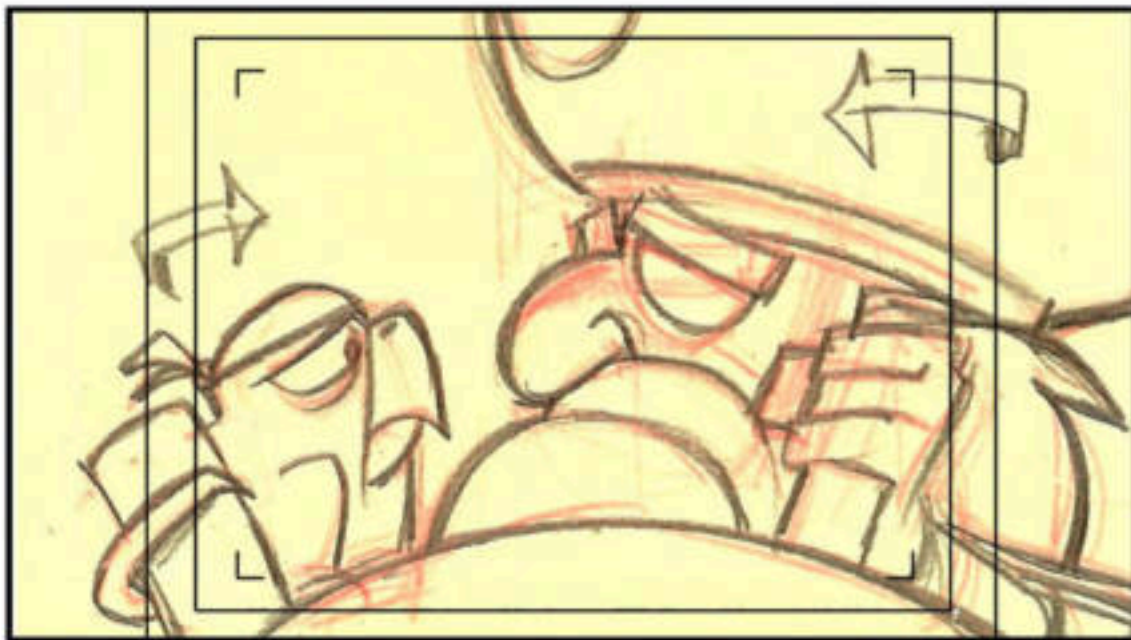
Technical note

Action : ANGLE ON CAPPY AND BEAKY, BOTH CRINGING. OS WE CAN HEAR CASPER SPLASH IN THE WATER.

Dialogue : 49. CASPER: (CONTD) [OS]
....OOOOOOOAH HH!
SFX: <SPLASH !>

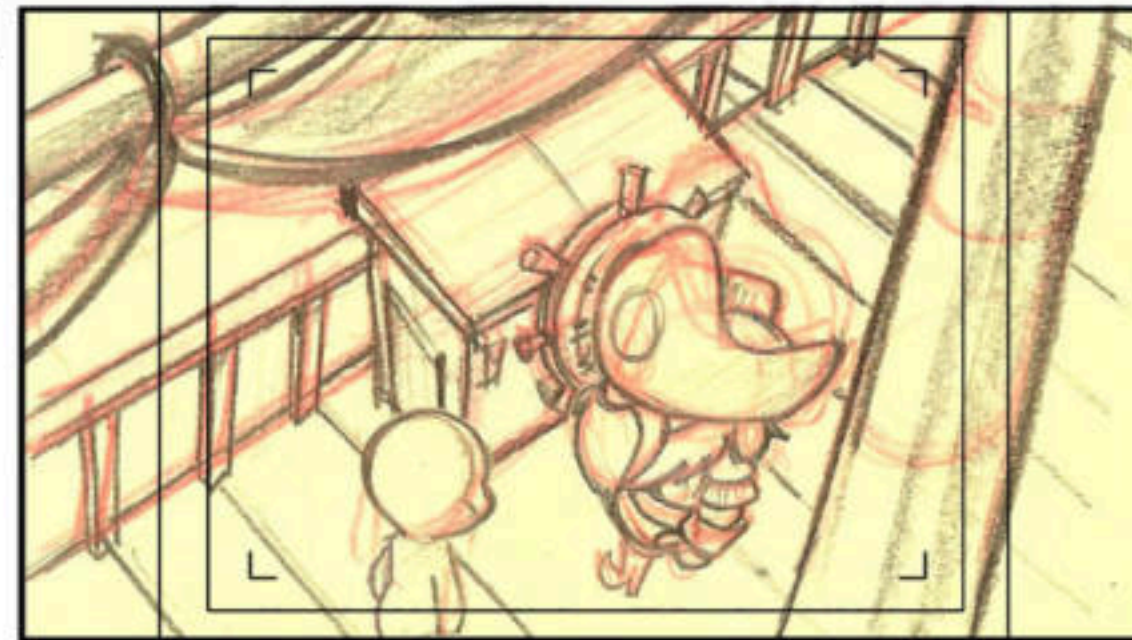
FX : DX SHADOW, S/T WATER.

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action : CAPPY AND BEAKY TURN TO EACH OTHER. THEY BOTH LOOK CONCERNED.

Dialogue :

FX : DX SHADOWS

Director's note

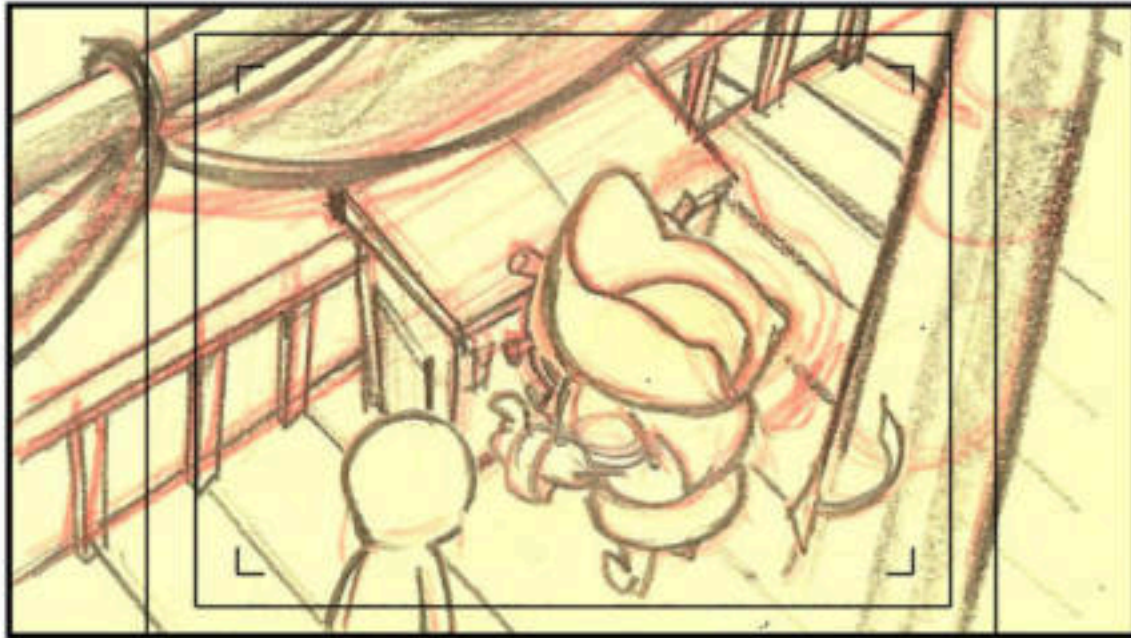
Action : ANGLE ON THE SHIPS WHEEL HOUSE. CAPPY AND CASPER ARE STANDING NEXT TO IT.

Dialogue : 50. CAPPY:

THIS BE

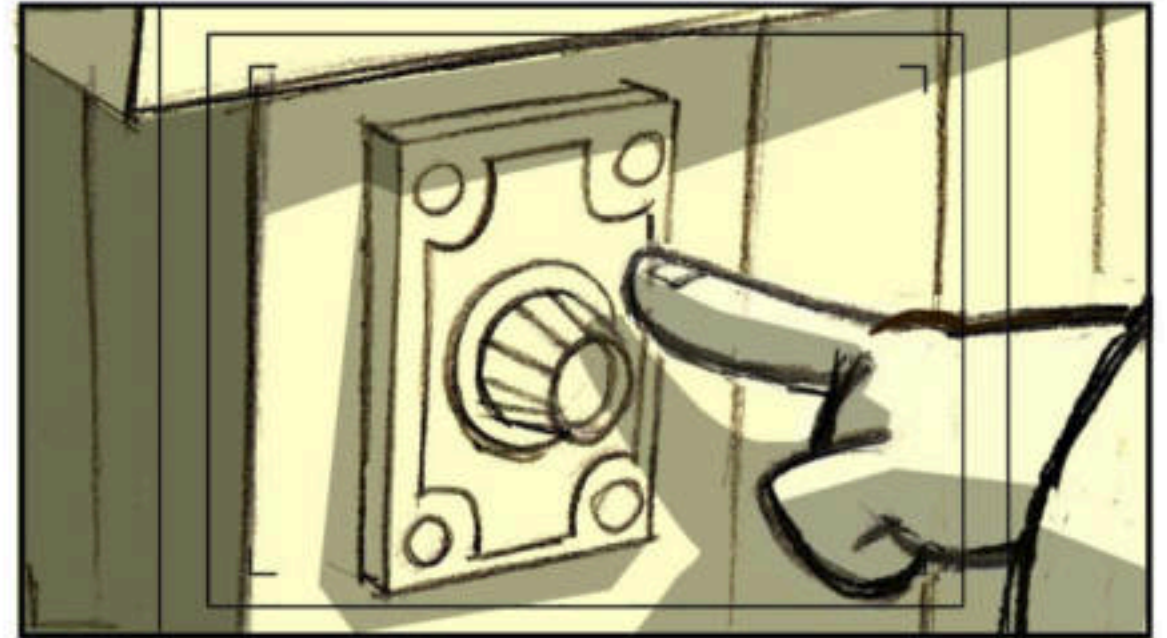
FX : DX SHADOW

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :

CAPPY TURNS TO THE WHEEL HOUSE AND REACHES FOR A
PANEL ON THE FRONT.

Dialogue : 50. CAPPY: (CONTD)

...THE G.P.S:

FX : DX SHADOWS

Director's note

Action :

CLOSE ON THE PANEL AS CAPPY REACHES IN TO

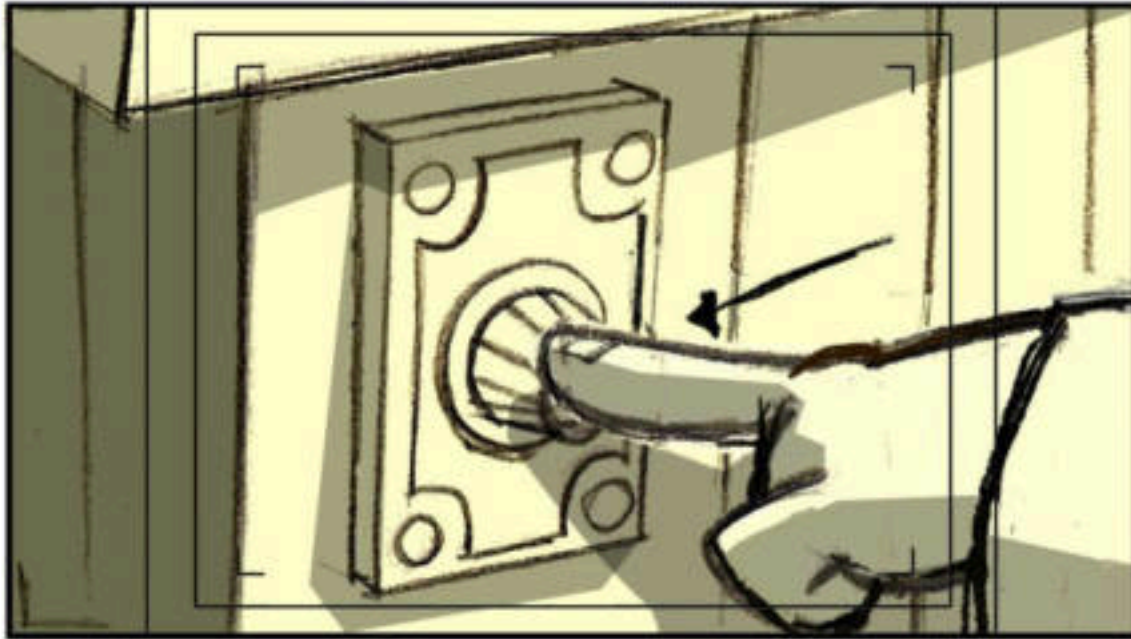
Dialogue :

FX :

Director's note

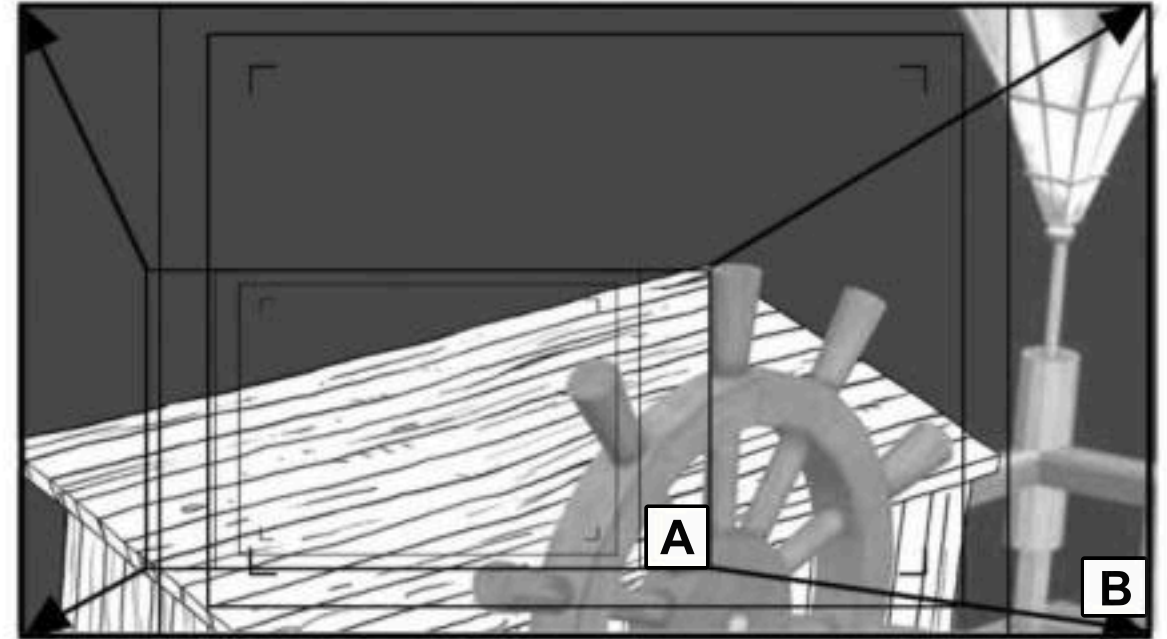


CUT



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

TRUCK OUT A - B

Action : ..PUSHES THE BUTTON!
CLICKING AND WHIRRING CAN BE HEARD COMING FROM
INSIDE THE BOX.

Dialogue :

FX : DX SHADOWS

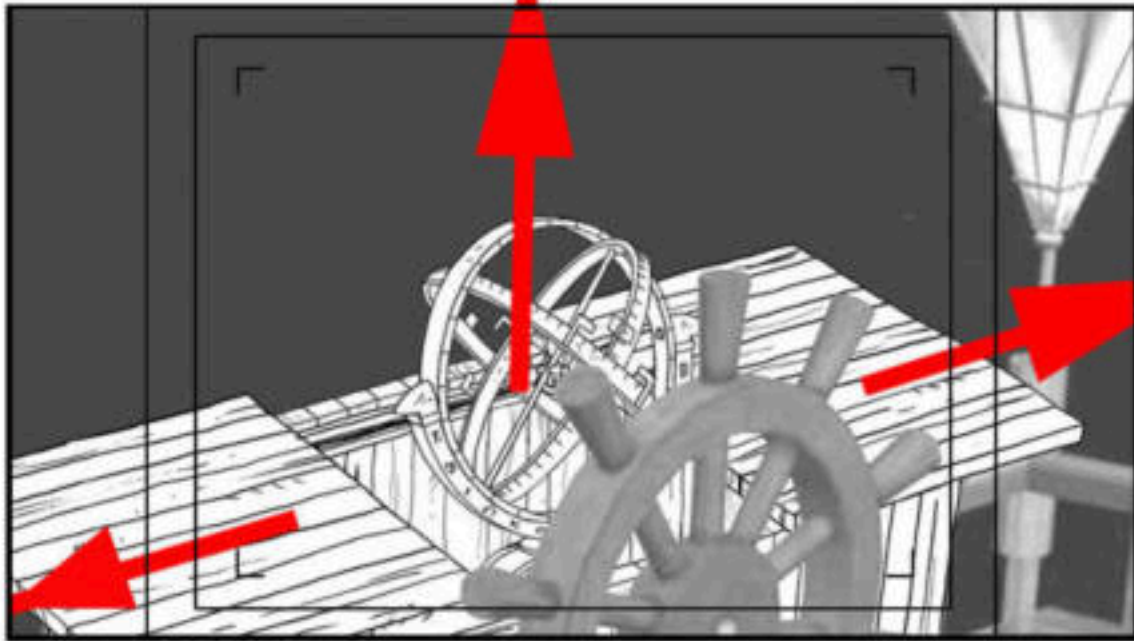
Director's note

Action : CLOSE ON THE TOP OF THE WHEEL HOUSE. AST
TRUCK OUT AS...

Dialogue :

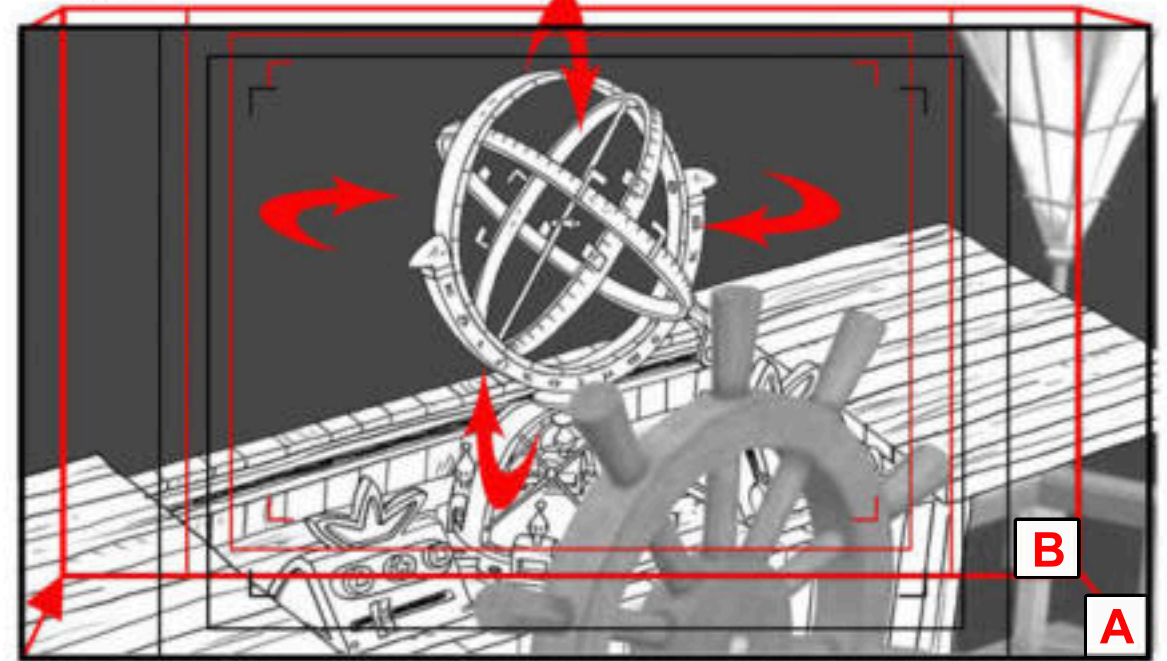
FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

TRUCK OUT A - B

Action :

THE TOP SLIDES OPEN TO REVEAL A WHIRLING MASS OF BRASS RIBBONS AND CURVED RULES. THE INSTRUMENT RISES UP.

Dialogue :

SFX: <WHIRLING AND CLANKING, ETC>

FX : DX SHADOWS

Director's note

Action :

THE SPINNING DEVICE IS FULLY REVEALED.
(ADD A SLIGHT TRUCK IN)

Dialogue :

FX :

Director's note

GRID FOR REFERENCE
ONLY.

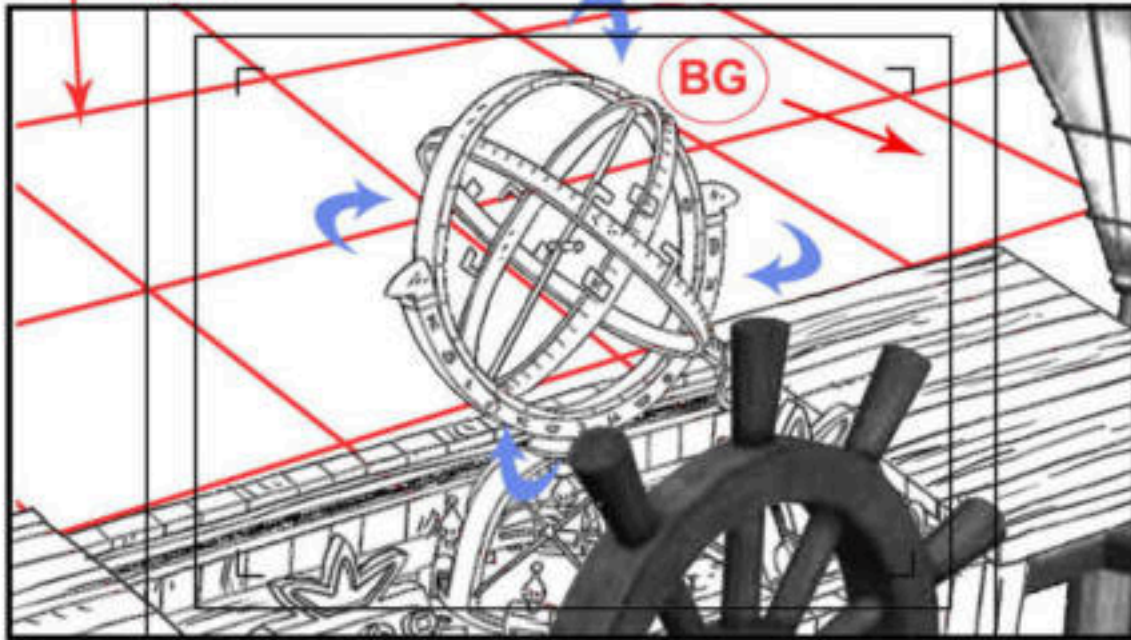


CASPER'S SCARE SCHOOL



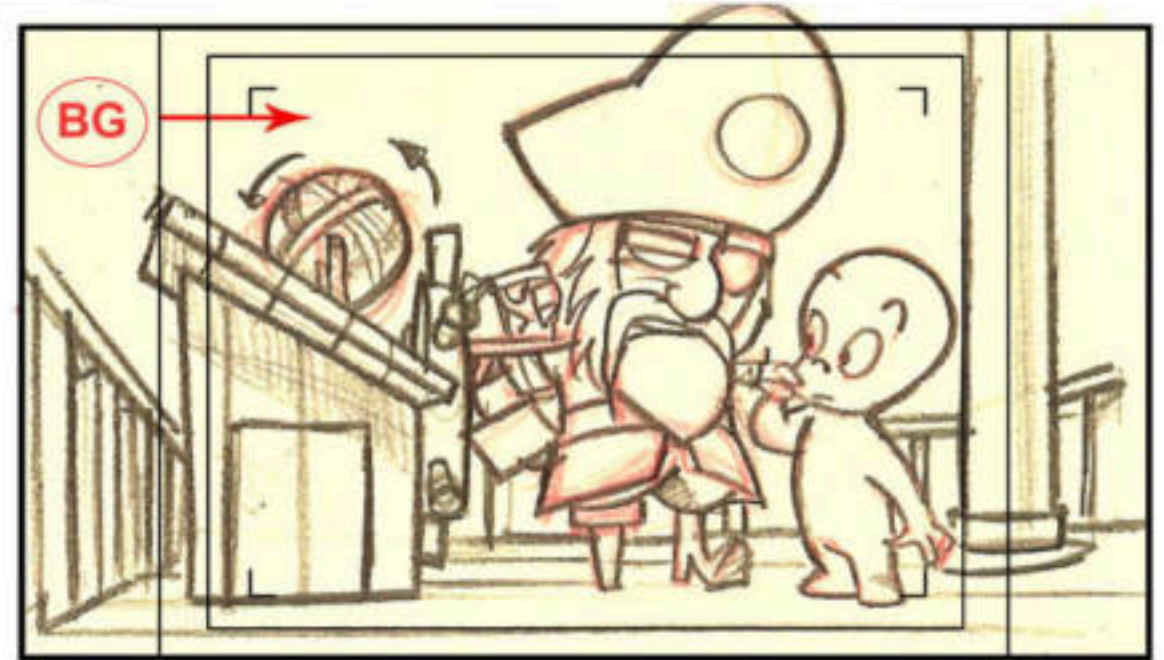
Page :

CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action : THE GPS SPINS.....

Dialogue : 50. CAPPY: (CONTD)
NOW MATTER WHERE YE MAY BE,

FX :

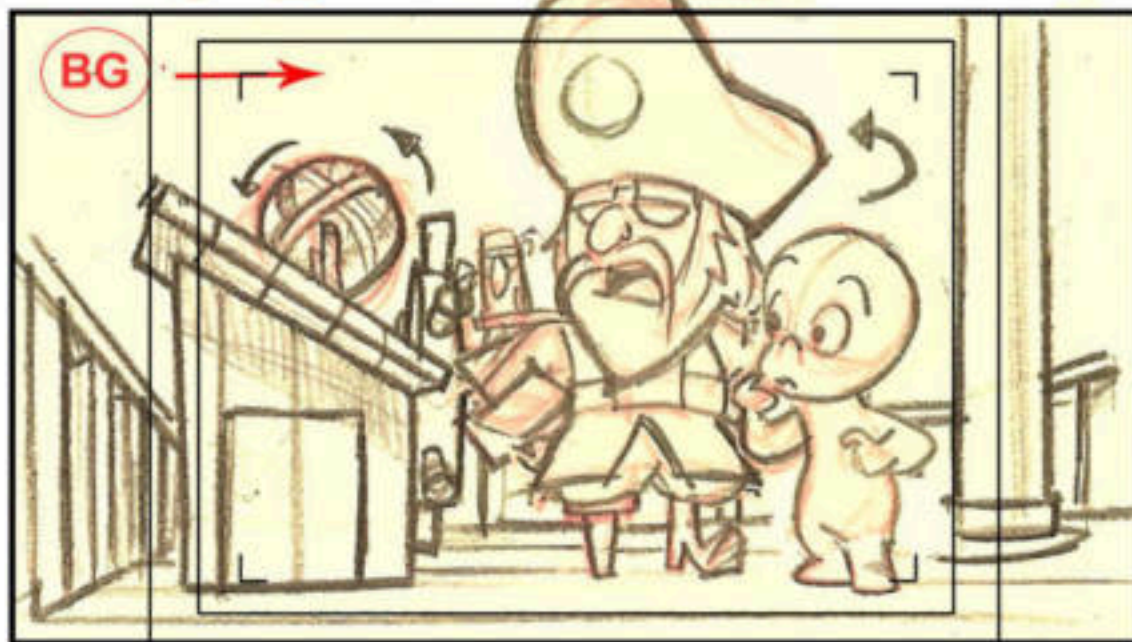
Director's note

Action : WIDE ON DECK. CASPER LOOKS PERPLEXED AS HE LOOKS AT
THE SPINNING DEVICE.

Dialogue : 50. CAPPY: (CONTD)
.....IN WHATEVER WORLD OR WEATHER,....

FX :

Director's note

HU
▼

SC: CONTD BG: Cam: Timing:

Technical note

Action :

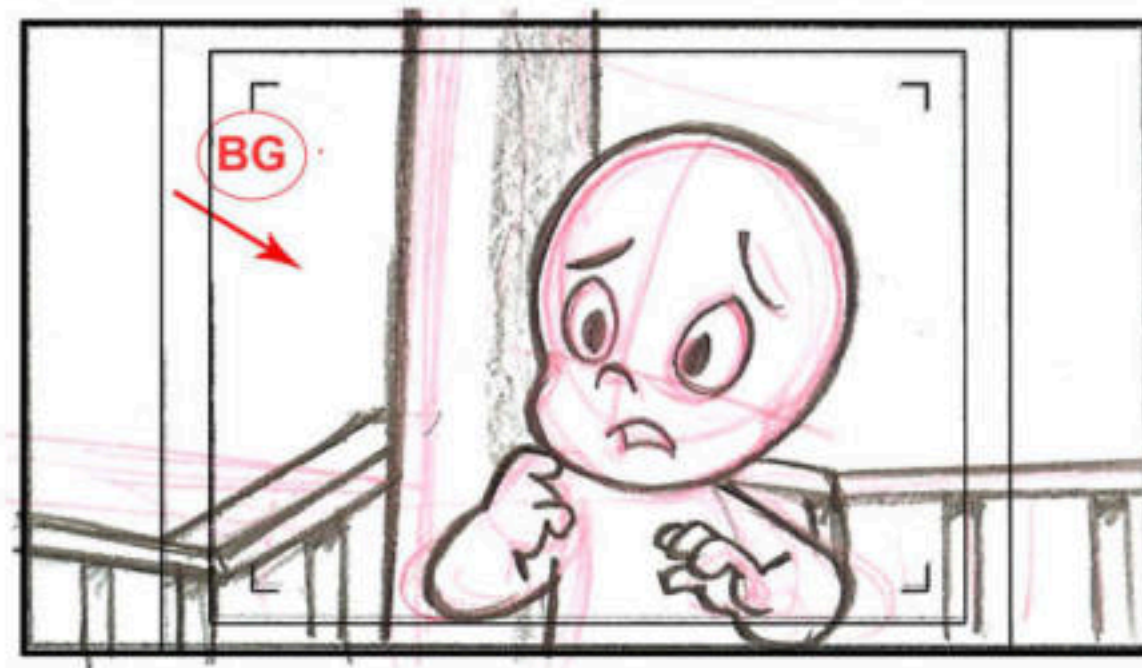
CASPER LOOKS MORE CLOSLY AT THE SPINNING DEVICE....

Dialogue : 50. CAPPY: (CONTD)

...IT HELPS TO PLOT A SAFE COURSE.

FX :

Director's note



SC: BG: Cam: Timing:

Technical note

Action :

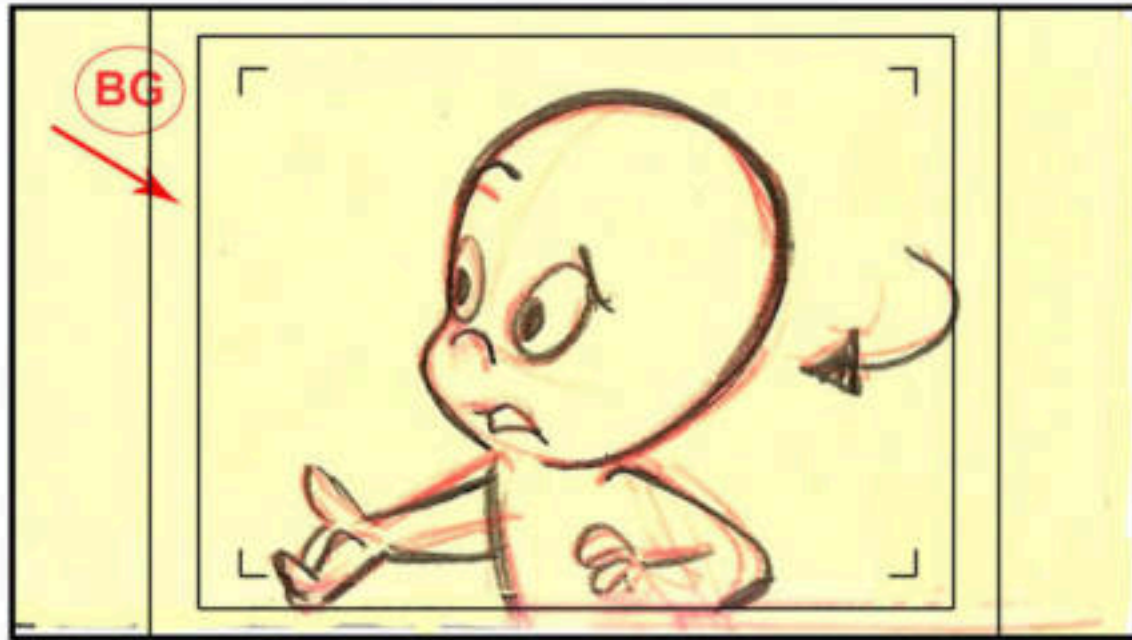
CLOSER ON CASPER. HE LOOKS PERPLEXED.

Dialogue : 51. CASPER :

IT LOOKS....

FX :

Director's note



SC: CONTD BG: _____ Cam: _____ Timing: _____

Technical note

Action :

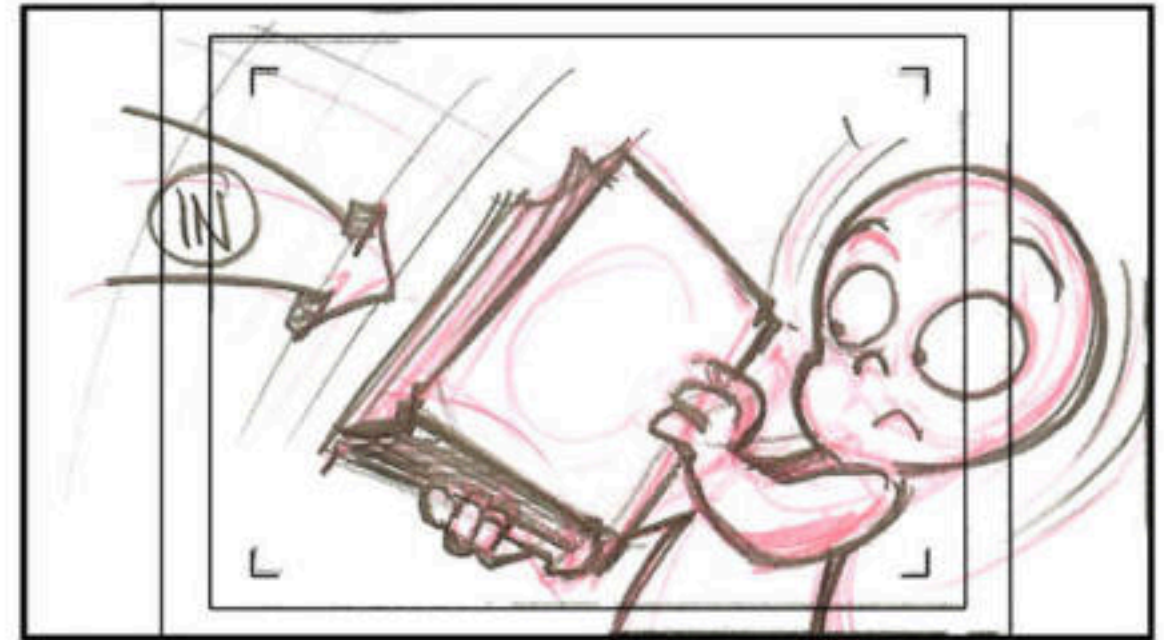
CASPER TURNS TO CAPPY OS.

Dialogue : 51. CASPER : (CONTD)

.....COMPLICATED.

FX :

Director's note



SC: CONTD BG: _____ Cam: _____ Timing: _____

Technical note

Action :

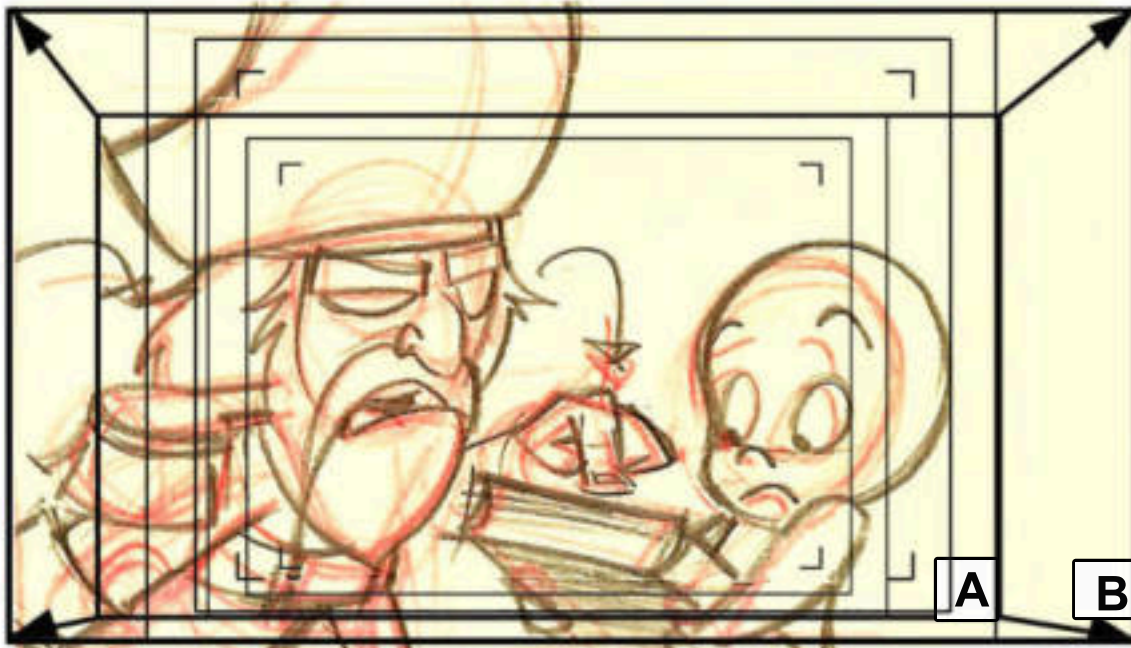
CAPPY TOSSES A HEAVY BOOK TO CASPER.

Dialogue : 52. CAPPY : (OS)

QUIT YER BELL YACHING, SAILOR.....

FX :

Director's note



SC: CONTD BG: _____
Cam: TRUCK OUT A - B
Timing: _____
Technical note



SC: CONTD BG: _____
Cam: _____
Timing: _____
Technical note

Action : FAST TRUCK OUT AS CAPPY LEANS IN, POINTING AT THE BOOK THAT CASPER IS HOLDING.

Dialogue : 52. CAPPY : (CONTD)

TAKE THIS MANUAL.....

FX :

Director's note

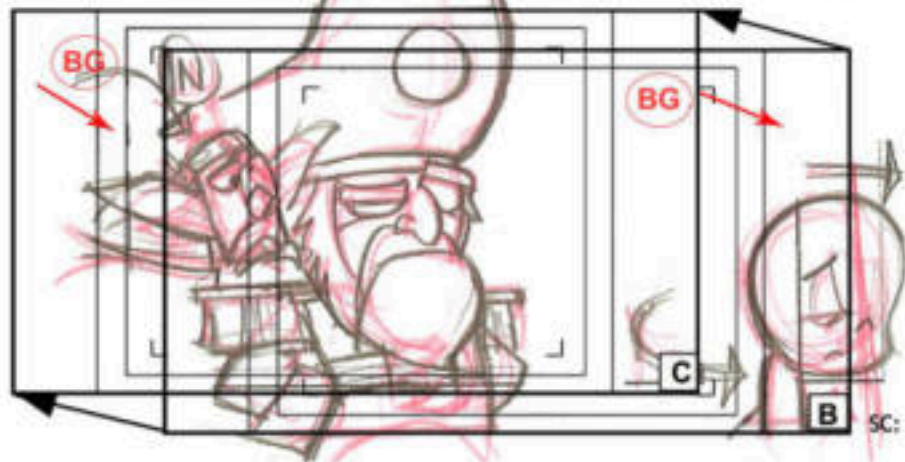
Action : CAPPY STRAIGHTENS UP.

Dialogue : 52. CAPPY : (CONTD)

...AND LEARN IT INSIDE-OUT!

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

FX :

Director's note

Action : CASPER TURNS AND EXITS SCENE. DIA. PAN B - C. CAPPY LOOKS CONCERNED AS BEAKY FLIES IN TO LAND ON HIS SHOULDER.

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CAPPY SIGHS AND TURNS TO BEAKY.

Dialogue : 53. CAPPY :
<SIGH>
I DON'T KNOW IF THIS IS HARDER ON HIM OR ME.

FX :

Director's note



SC: CONTD BG: Cam: Timing:

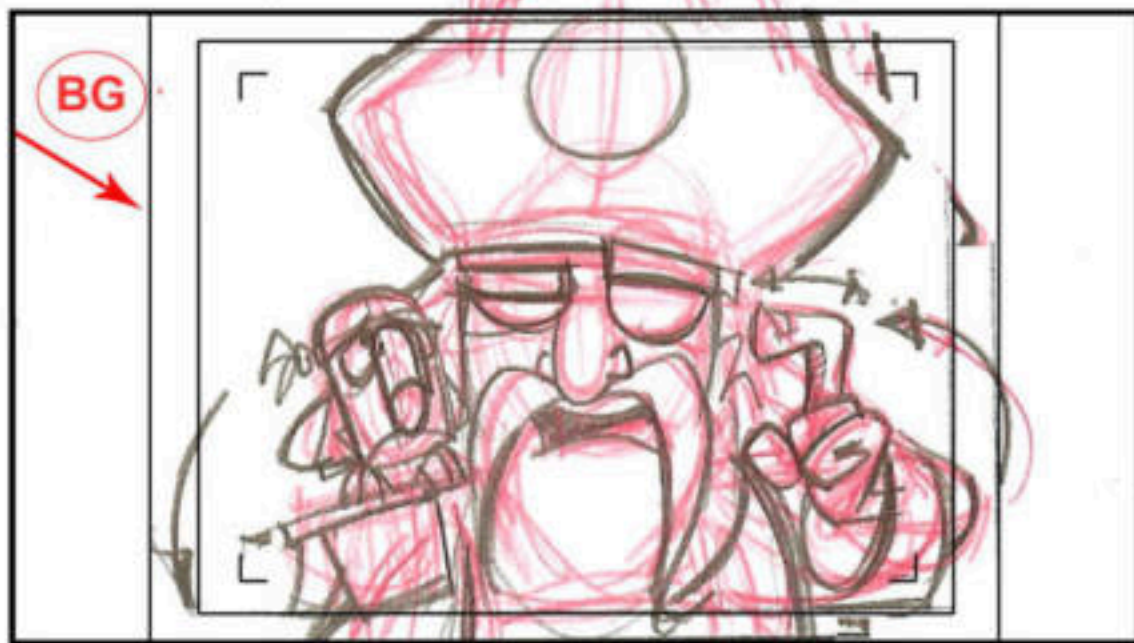
Technical note

Action : BEAKY GESTURES TO THE (OS) GPS DEVICE.

Dialogue : 54. BEAKY :
RAAAWWK! DO YOU EVEN KNOW HOW TO USE THIS THING?

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CAPPY STRAIGHTENS UP AND TAPS HIS HEAD. BEAKY ROLLS HIS EYES, HE'S HEARD THIS BEFORE.

Dialogue : 55. CAPPY :
DON'T NEED TO; ME MIND'S ALREADY A PRECISE NAUTICAL INSTRUMENT.

FX :

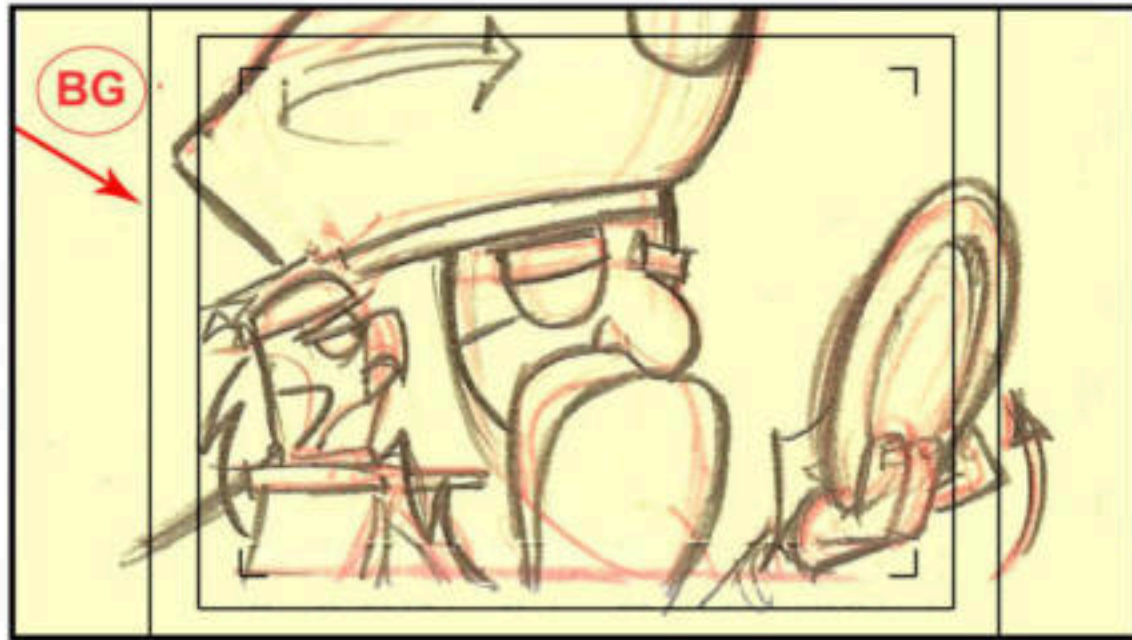
Director's note

Action : BEAKY LOOKS AT CAPPY...HE DOESNT SAY ANYTHING. CAPPY LOWERS HIS ARM.
(HOLD FOR A BEAT.)

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

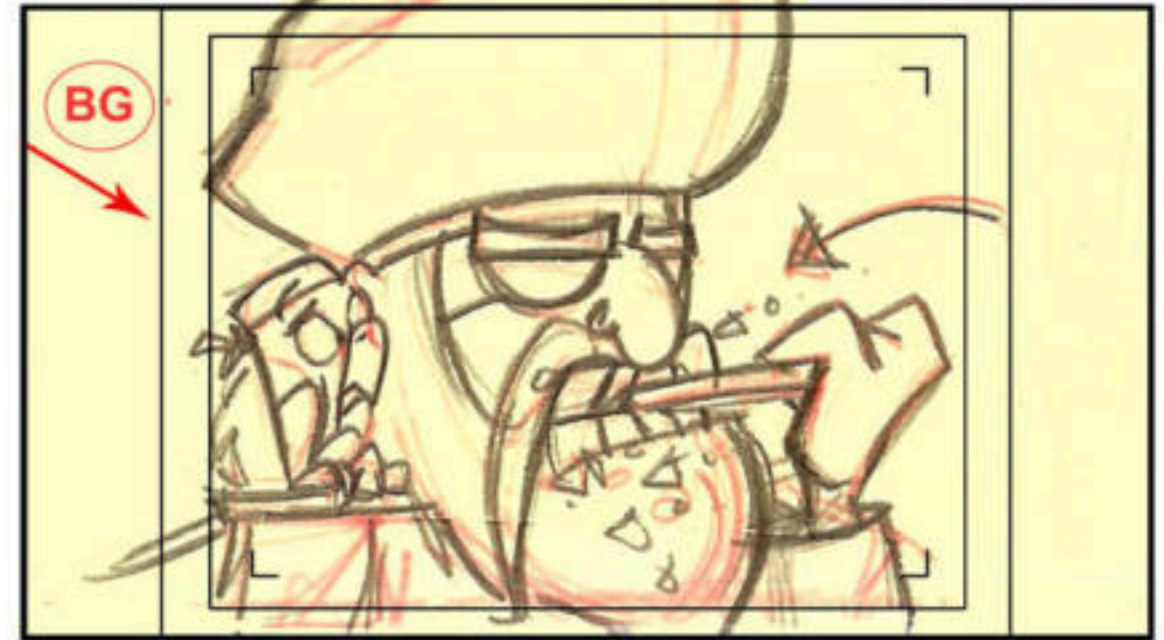
Technical note

Action : CAPPY SUDDENLY LIFTS A PLATE UP INTO SCENE. BEAKY WATCHS.....B

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CAPPY CHOMPS DOWN ON THE PLATE.....BEAKY DIDN'T EXPECT THIS.

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CAPPY TURNS TO BEAKY..HE DOESN'T SEEM TO BE SATISFIED WITH HIS "CHEESE". BITS OF PLATE FALL OUT OF HIS MOUTH.
BEAKY ROLLS HIS EYES AGAIN.

Dialogue : 56. CAPPY :
THIS CHEESE IS STALE.

FX :

Director's note

Action : CAPPY CHOMPS DOWN AGAIN ON THE PLATE.....

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CAPPY TURNS TO BEAKY..HE DOESN'T SEEM TO BE SATISFIED WITH HIS "CHEESE". BITS OF PLATE FALL OUT OF HIS MOUTH.
BEAKY ROLLS HIS EYES AGAIN.

Dialogue : 56. CAPPY :
THIS CHEESE IS STALE.

FX :

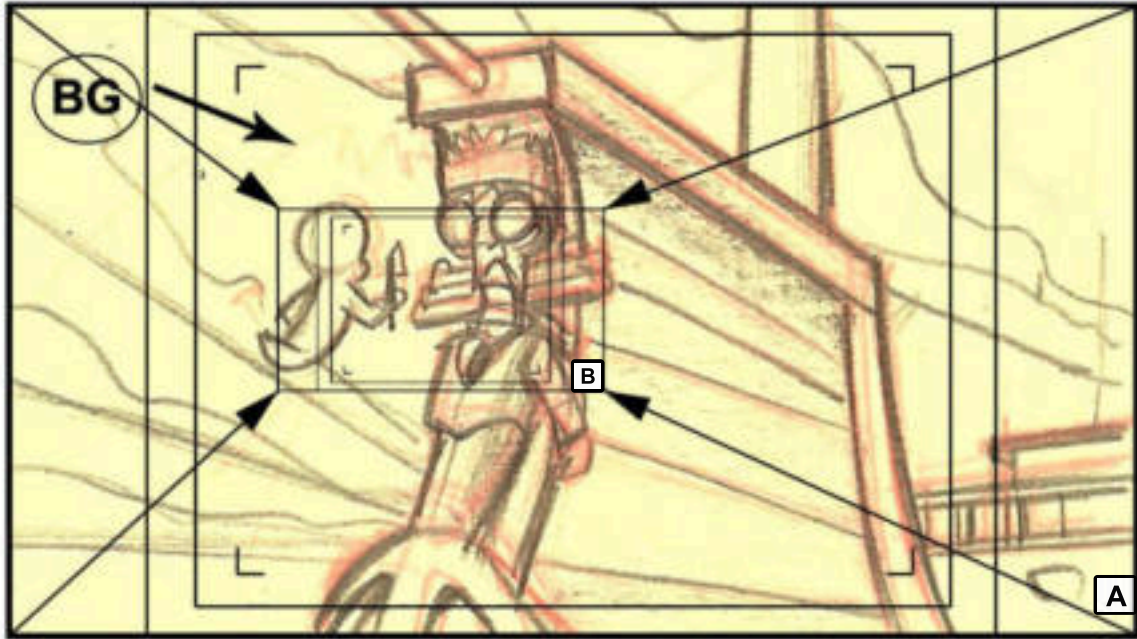
Director's note

Action : CAPPY CHOMPS DOWN AGAIN ON THE PLATE.....

Dialogue :

FX :

Director's note



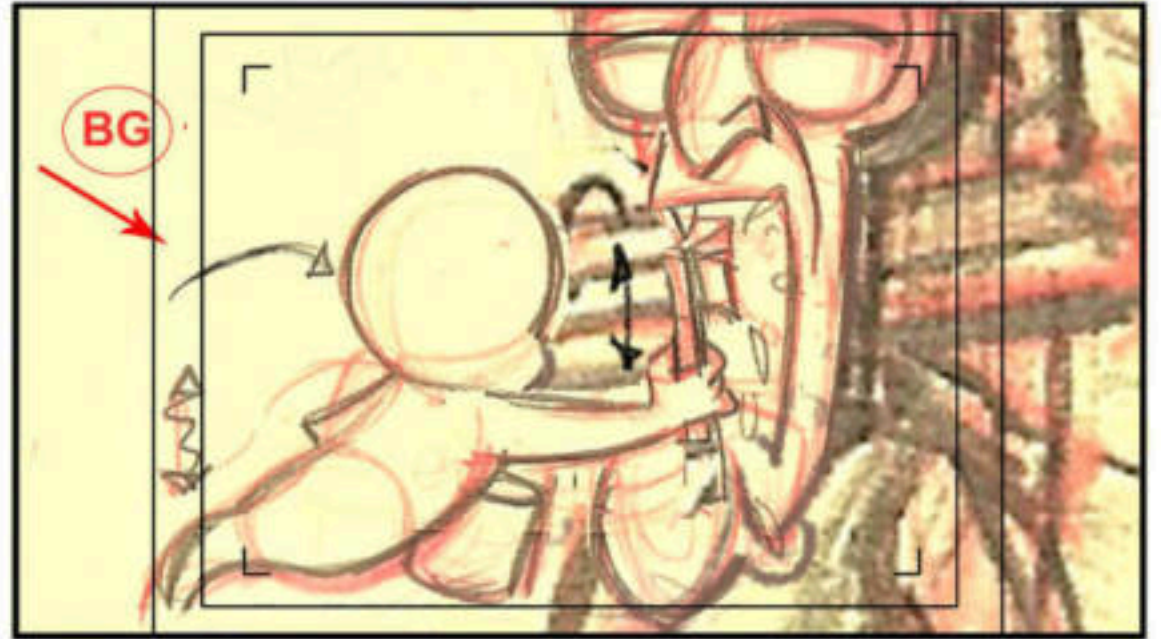
SC: CONTD BG: Cam: TRUCK IN A - B Timing: Technical note

Action : EXT .PIRATES SHIP - OVERWORLD
CASPER HOVERS IN FRONT OF THE FIGUREHEAD HOLDING A CUP AND A BRUSH. THE SHIP IS IN FLIGHT. TRUCK IN ON FIGUREHEAD.

Dialogue :

FX : S/T BUBBLES, DX SHADOWS

Director's note



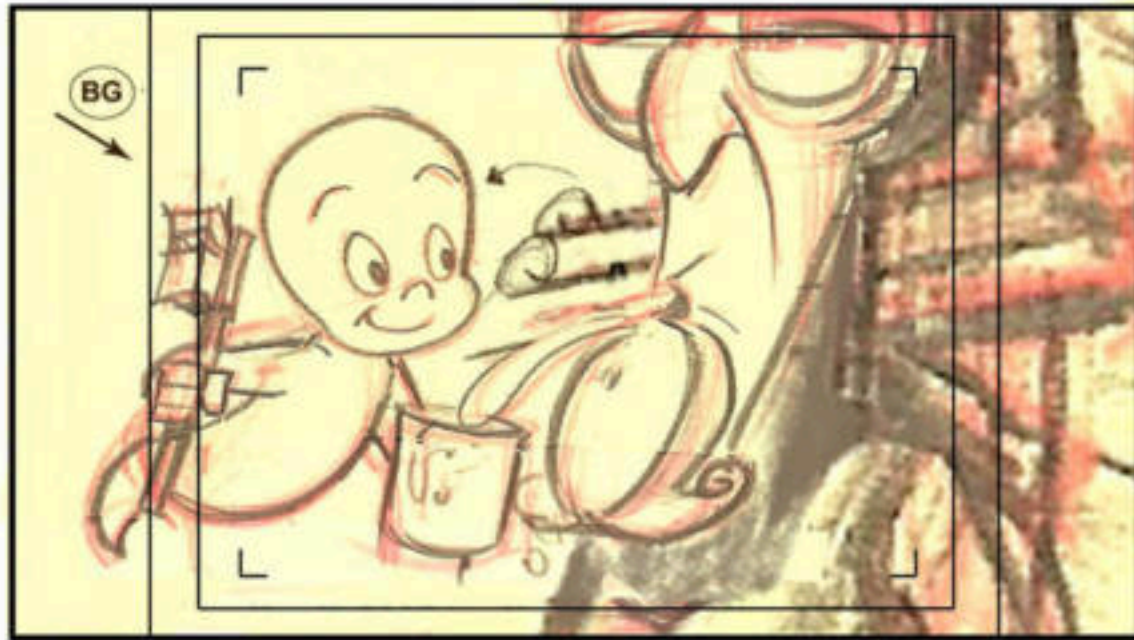
SC: CONTD BG: Cam: Timing: Technical note

Action : CASPER LEANS IN AND STARTS TO BRUSH FIGUREHEADS TEETH.

Dialogue :

FX : S/T TOOTH-JUICE

Director's note



SC: CONTD BG: Cam: Timing:
 Technical note



SC: CONTD BG: Cam: Timing:
 Technical note

Action : CASPER FLOATS BACK AS THE FIGUREHEAD
 SPITS/RINSES INTO THE CUP.

Dialogue :

FX : S/T SPIT

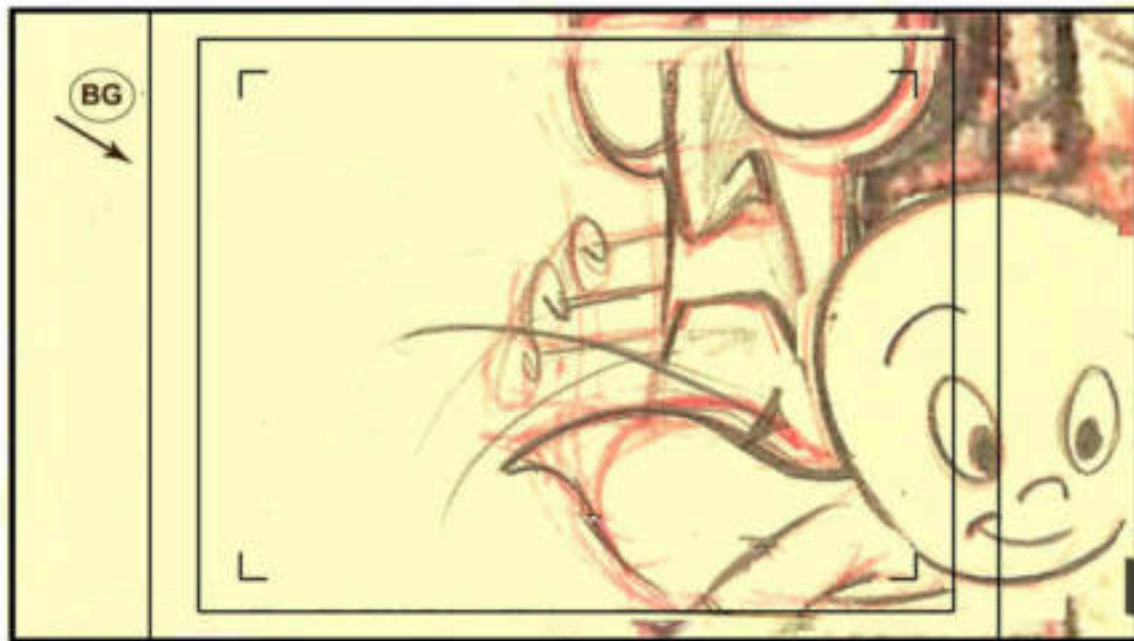
Director's note

Action : THE FIGUREHEAD GIVES CASPER A BIG, GLEAMING SMILE.

Dialogue :

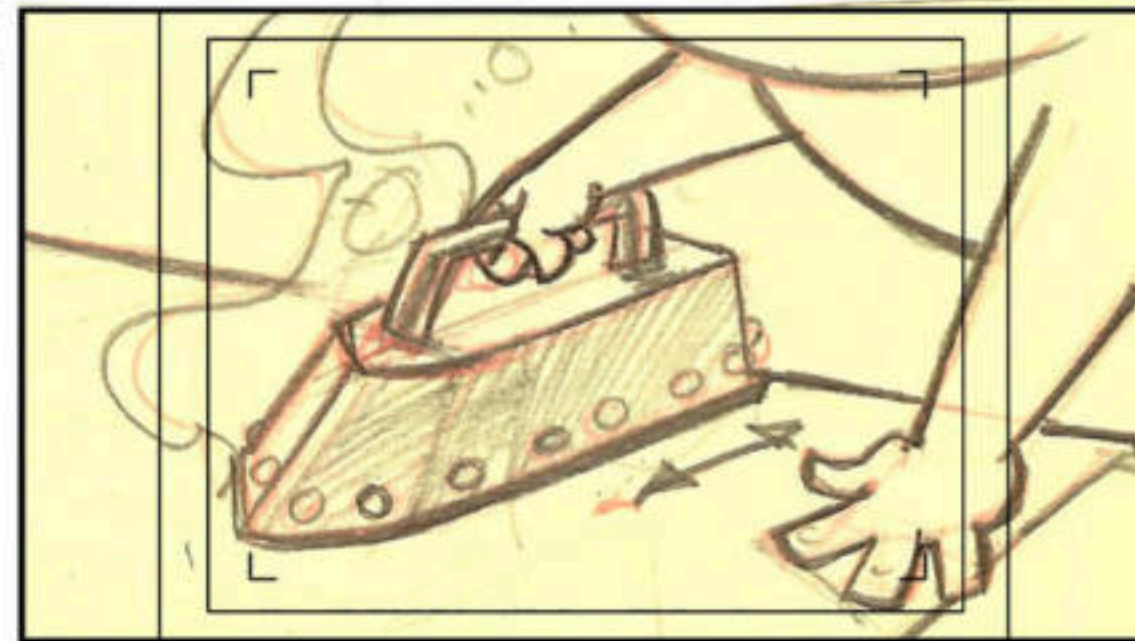
FX : BOT. LITE GLEAM

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action : CASPER FLOATS OUT OF SCENE TO HIS NEXT JOB.
THE FIGUREHEAD GOES BACK TO HIS STOIC SELF.

Dialogue :

FX :

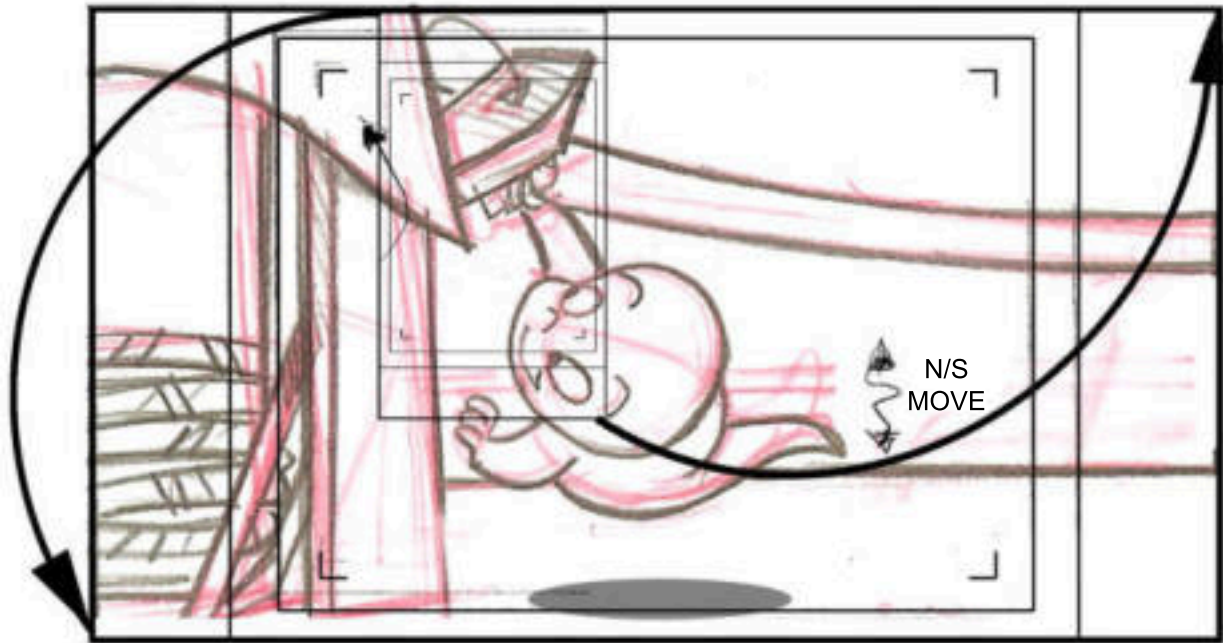
Director's note

Action : CLOSE ON AN IRONING BOARD. CASPER IS IRONING
A SHEET

Dialogue :

FX : DX STEAM

Director's note



SC: CONTD BG:

Cam: ROTATE OUT A - B
Technical note

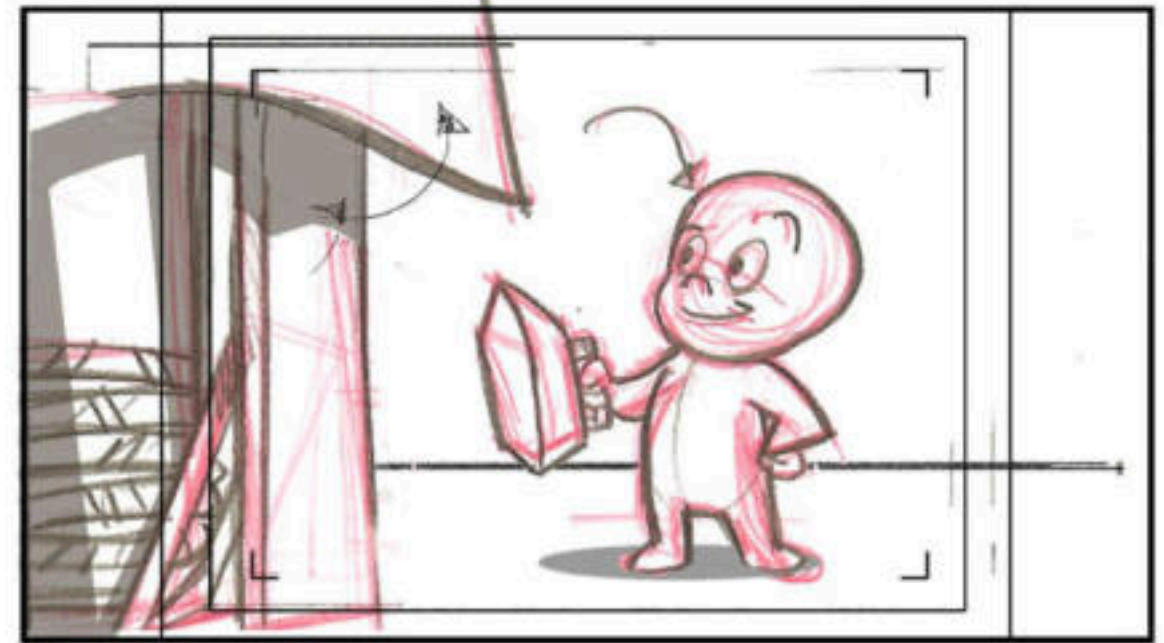
Timing:

Action : ROTATE OUT A - B . WE SEE CASPER FLOATING WITH A STEAM IRON. HE'S JUST BEEN IRONING THE SAILS.

Dialogue :

FX : DX SHADOW

Director's note



SC: CONTD BG:

Cam: Technical note

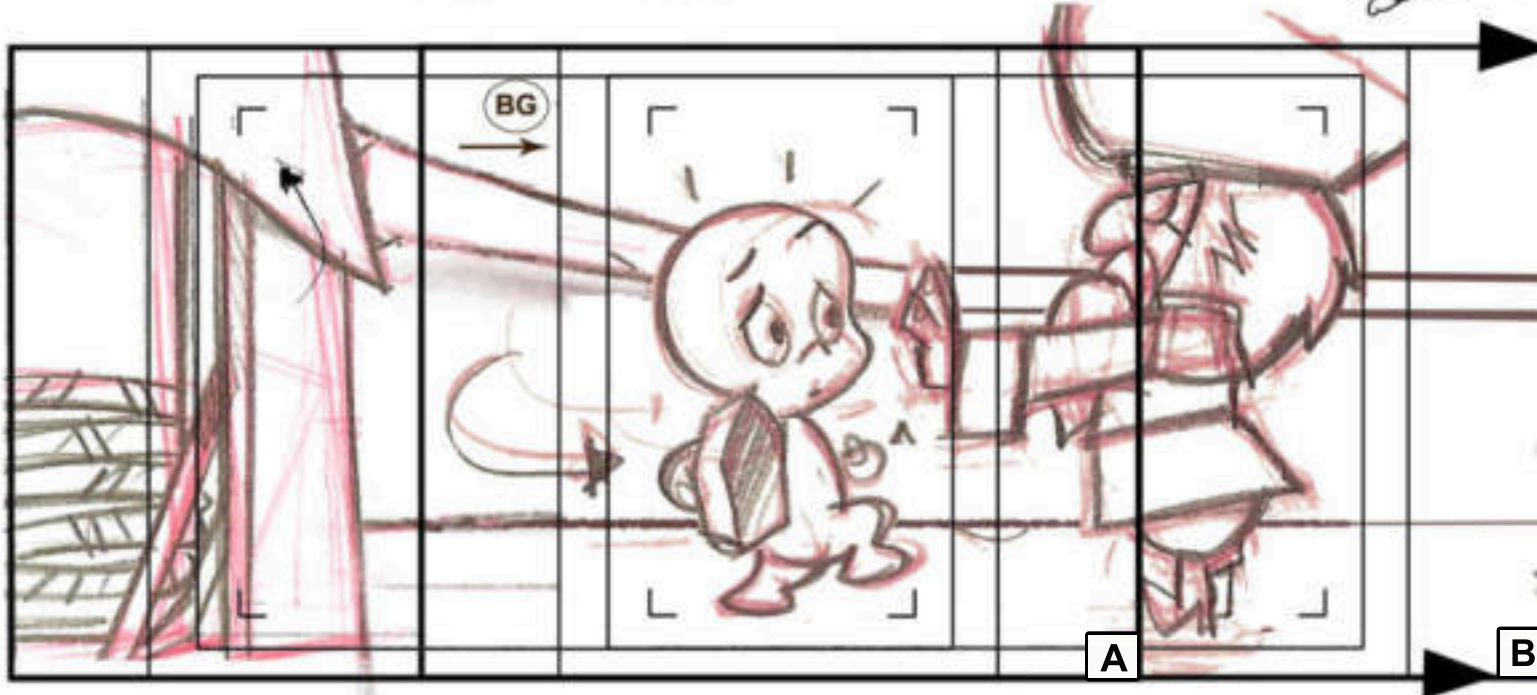
Timing:

Action : A WELL PLEASED CASPER SETTLES DOWN ON DECK

Dialogue :

FX : DX SHADOW

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

PAN W/ANIM A- B

Action :

Dialogue :

FX :

Director's note

Action :

PAN WITH CASPER AS HE TURNS TO LEAVE. CASPER IS STOPPED SHORT BY CAPPY.

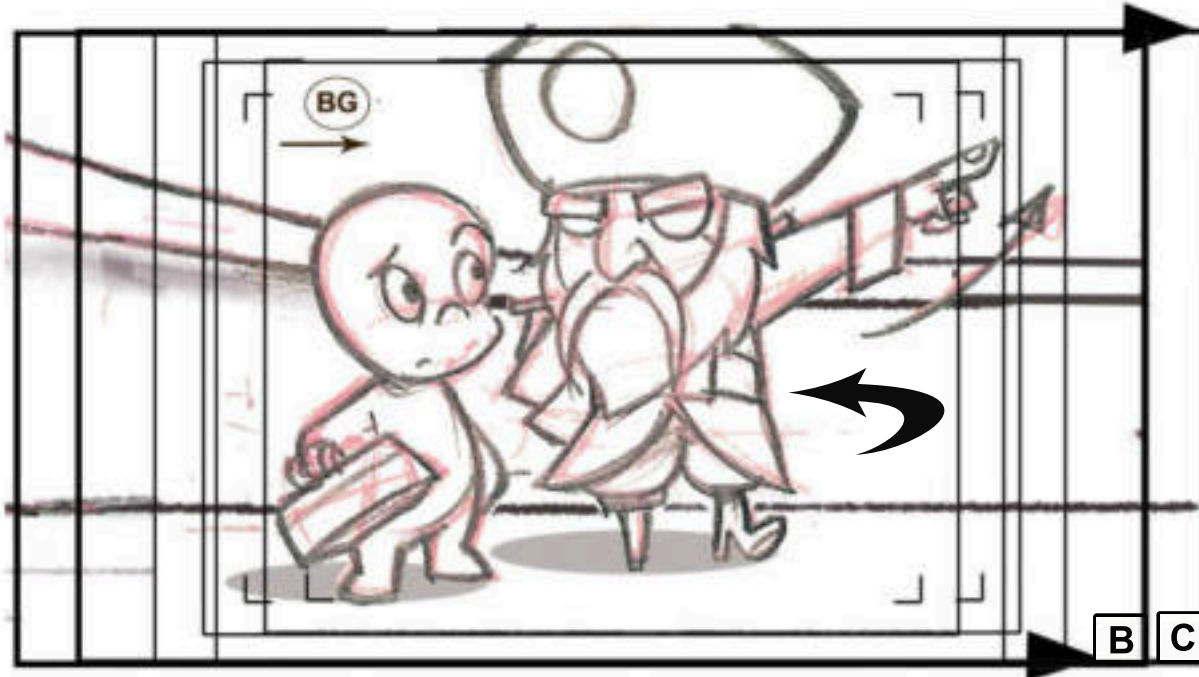
Dialogue :

FX : DX SHADOW

Director's note



CUT



SC: CONTD BG: Cam: Timing: SHIFT W/ ANIM B- C
Technical note



SC: BG: Cam: Timing: ZIP PAN
Technical note

Action : SHIFT W/ ANIM AS CAPPY STEPS TO ONE SIDE AND POINTS UPWARDS.

Dialogue :

FX : DX SHADOW

Director's note

Action :

Dialogue :

FX :

ZIP PAN

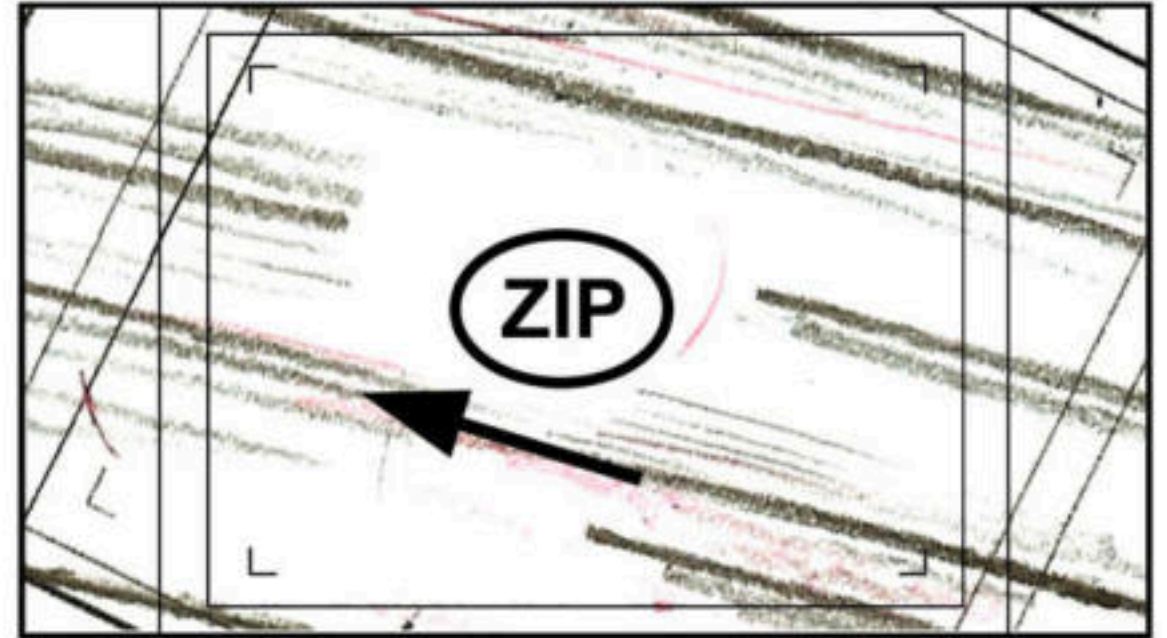
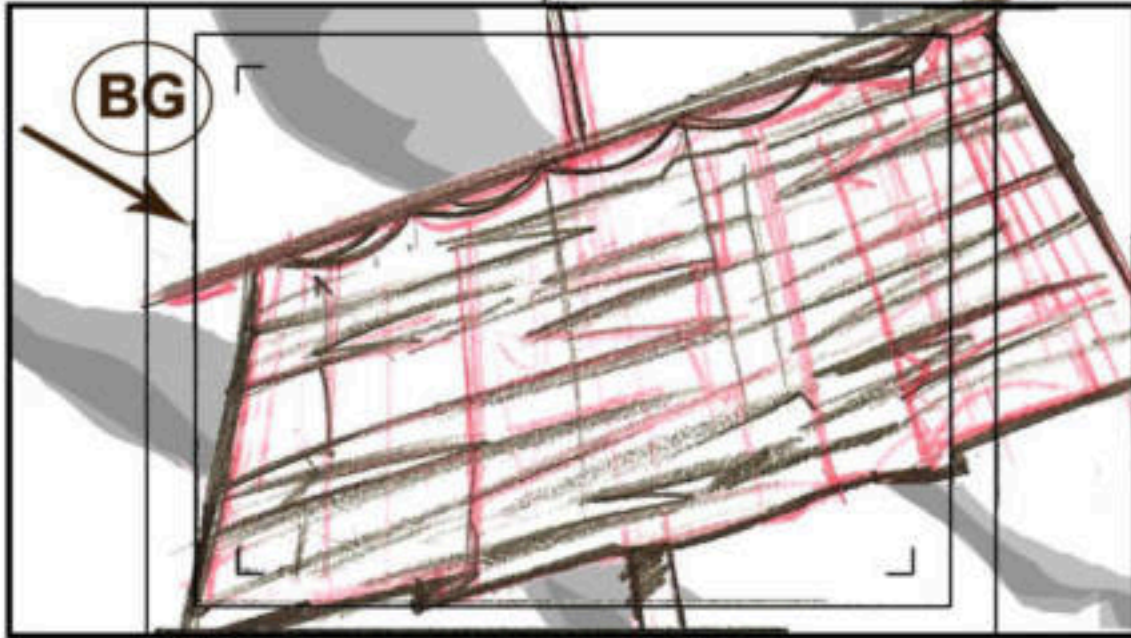
Director's note



CUT

CUT

CUT



SC: BG: Cam: Timing:

SC: BG: Cam: Timing:

Technical note

Technical note

Action :
ANGLE ON WRINKLED SAILS.

Dialogue :

FX :

Director's note

Action :
ZIP PAN

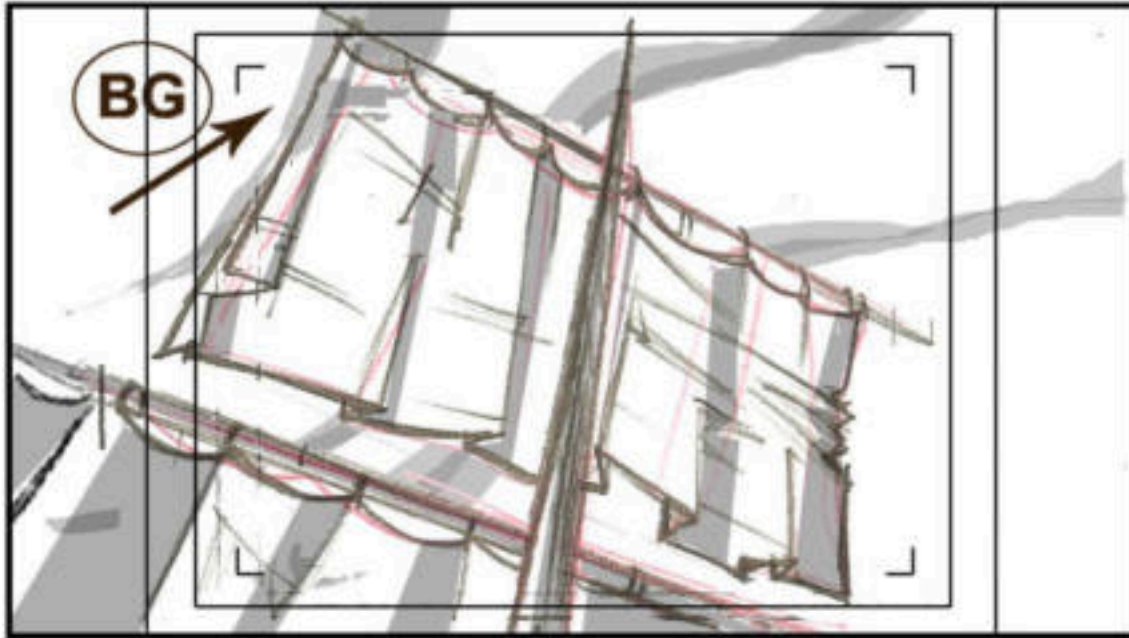
Dialogue :

FX :

Director's note



CUT



SC:

BG:

Cam:

Timing:

Technical note

CUT



SC:

BG:

Cam:

Timing:

Technical note

Action :

ANGLE ON WRINKLED TOP-SAILS.

Dialogue :

FX :

Director's note

Action :

ZIP PAN

Dialogue :

FX :

Director's note

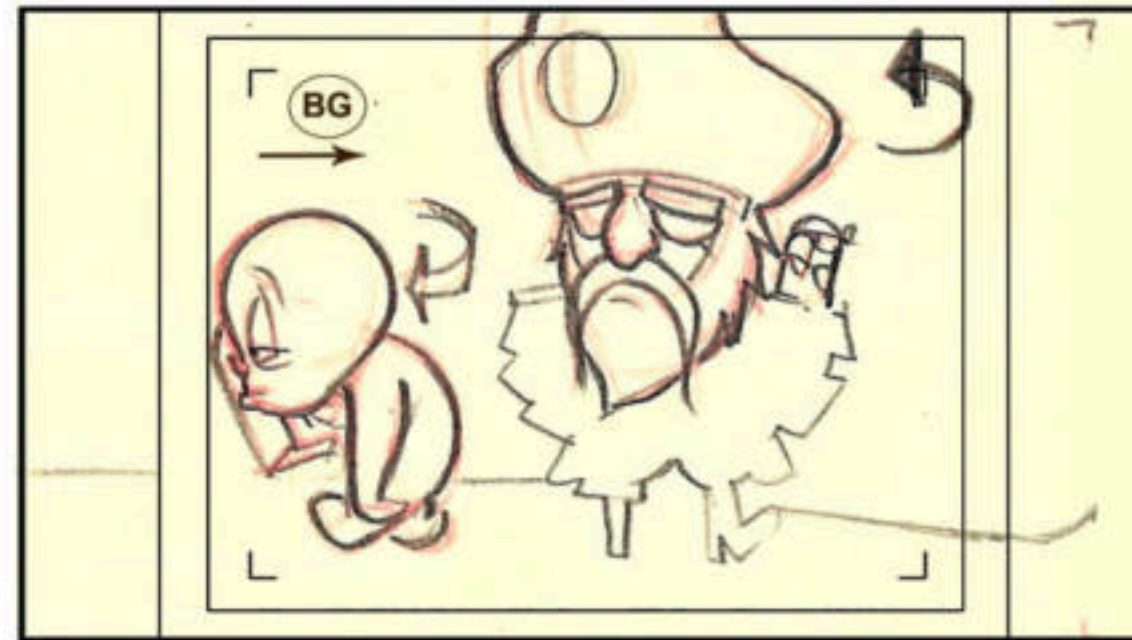


CUT



SC: BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action :
ANGLE ON CAPPY AND CASPER.

Dialogue :

FX :

Director's note

Action :
CASPER TURNS DEPENDENT, CAPPY LOOKS ACON-
CERNED AND SAD.

Dialogue :

FX :

Director's note



CUT
▼



SC: BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action :
ANGLE ON CASPER. HE'S MOPPING THE DECK WITH ONE HAND AND STUDYING THE GPS MANUAL.

Dialogue :

FX : DX SHADOW, S/T WATER

Director's note

Action :
CASPER HEARS OFF-STAGE THUMPING ON THE DECK. HE TURNS TO SEE WHAT IT IS..

Dialogue :

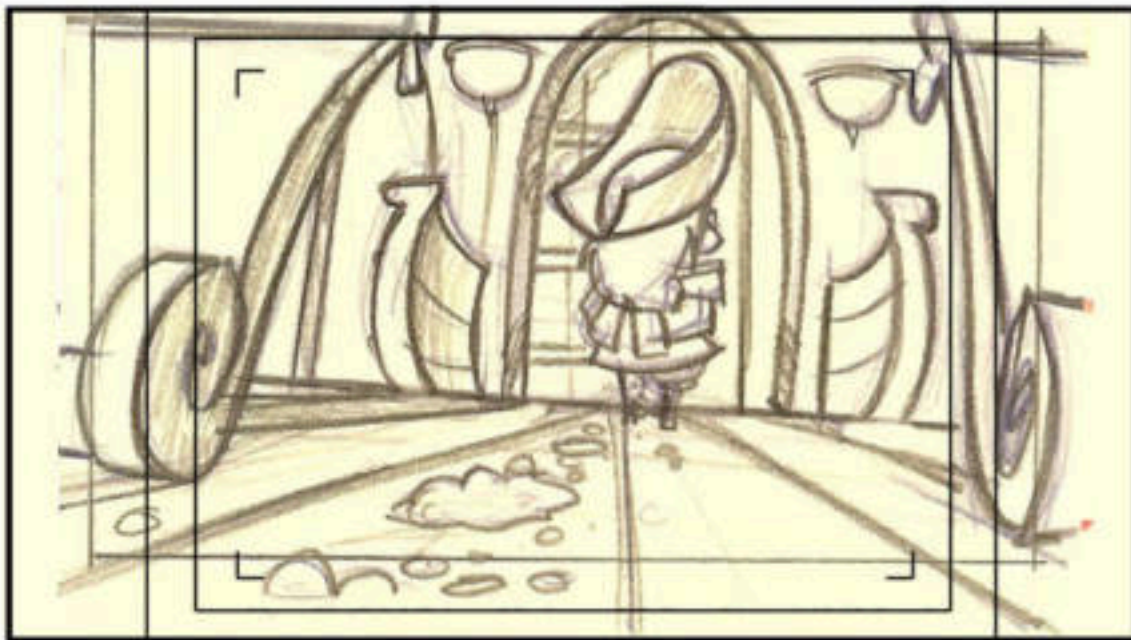
FX :

Director's note



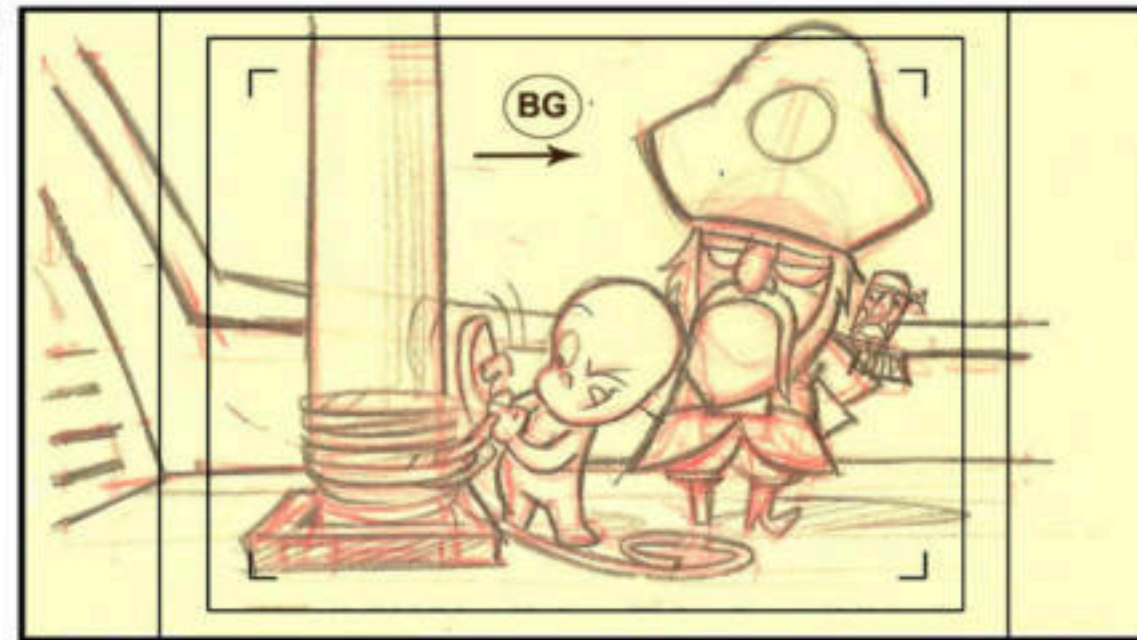
CUT
▼

X-DISS
X



SC: BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CASPERS' POV.....CAPPY HAS TRACKED MUD ALL
OVER THE FRESHLY MOPPED DECK.

Dialogue :

FX : DX SHADOW

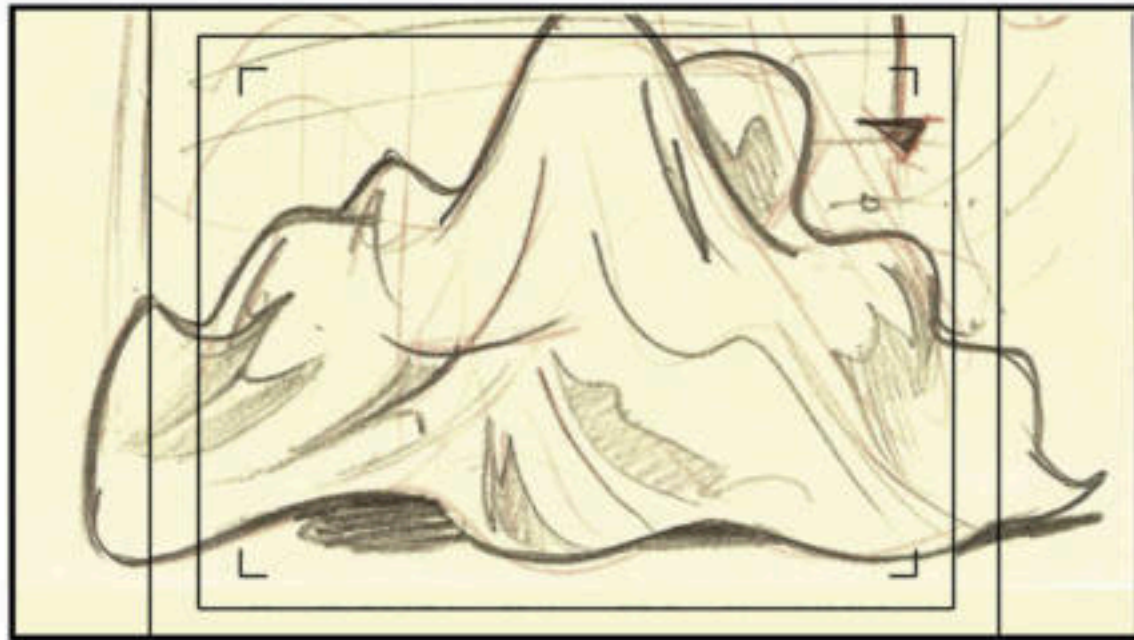
Director's note

Action : ANGLE ON THE MAIN MAST. CASPER IS TYING A KNOT
WITH CAPPY WATCHING HIM OVER HIS SHOULDER.

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

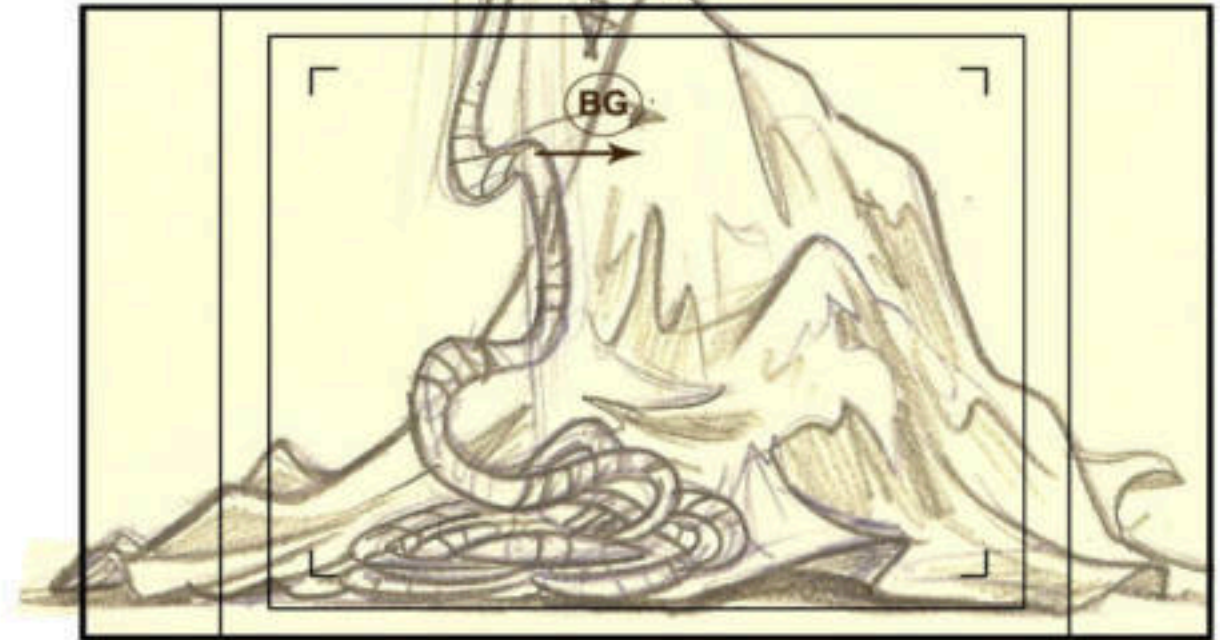
Technical note

Action : THE SAIL FALLS IN ON CAPPY, BEAKY AND CASPER.
GUESS THE KNOT WASN'T TIED WELL AFTER ALL.

Dialogue :

FX : DX SHADOW

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : AFTER A BEAT THE REST OF THE ROPE DROPS INTO SCENE.

Dialogue :

(MONTAGE ENDS)

FX : DX SHADOW

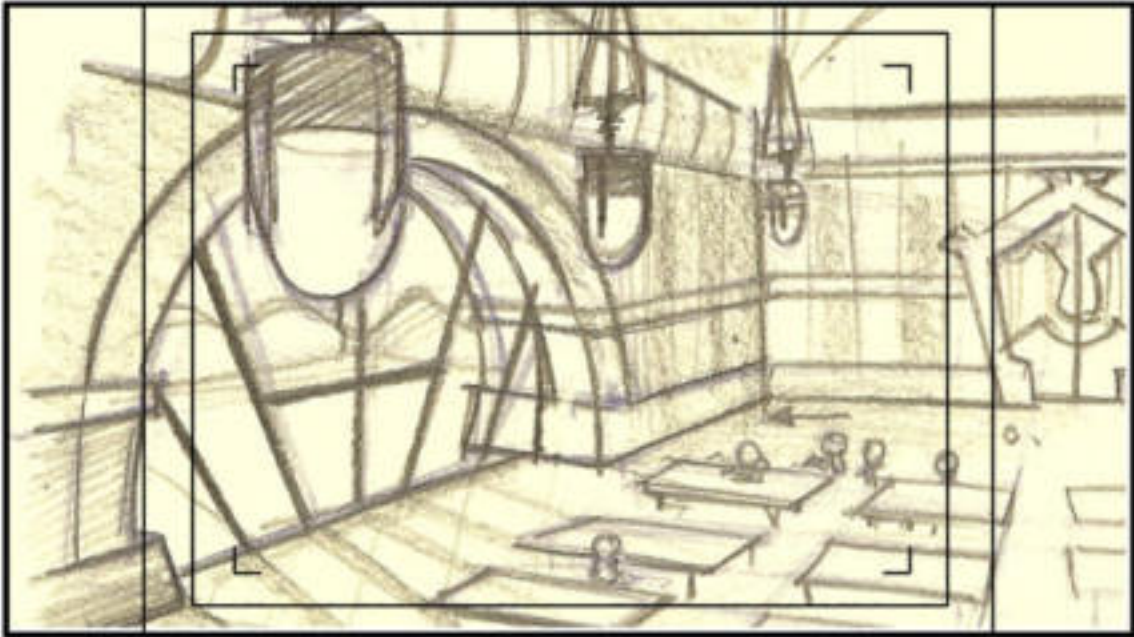
Director's note



CASPER'S SCARE SCHOOL



CUT



SC: BG: Cam: Timing:

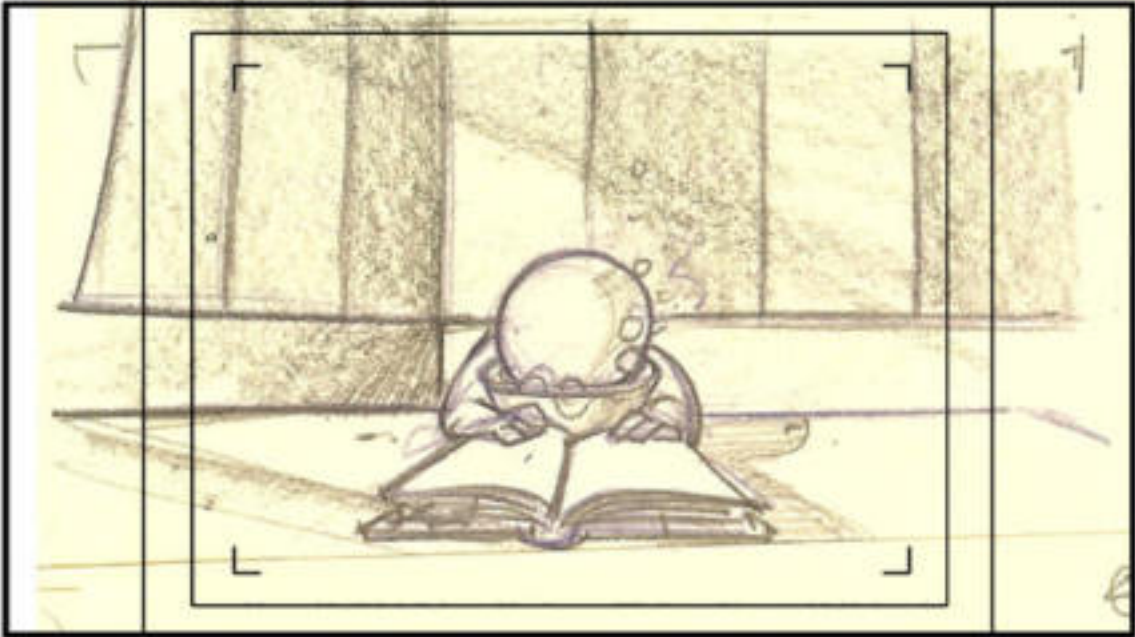
Technical note

Action : INT. CAFETERIA - (LATER)
CASPER IS ASLEEP FACE-DOWN IN A BOWL OF SOUP. THE
GPS MANUEL IS ON THE TABLE IN FRONT OF HIM.

Dialogue :

FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

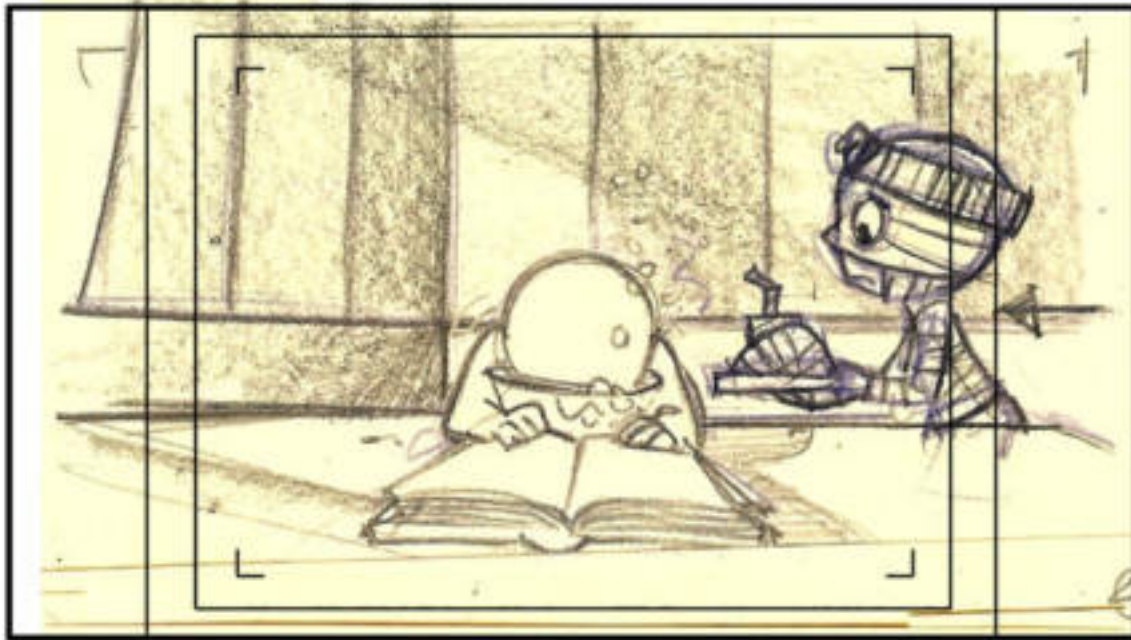
Technical note

Action : CLOSER ON CASPER WITH HIS HEAD IN HIS SOUP BOWL.
BUBBLES FOAM UP IN THE BOWLS.

Dialogue :

FX : S/T BUBBLES

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : INT. CAFETERIA - (CONTD)

RA WALKS IN. HE IS HOLDING A TRAY WITH HIS LUNCH / DINNER.

Dialogue :

FX : S/T BUBBLES, DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

MANTHA FOLLOWS BEHIND RA. THEY PLACE THEIR TRAYS ON EITHER SIDE OF CASPER.

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : INT. CAFETERIA - (CONTD)
 MANTHA REACHES UP AND TOUCHES CASPER ON HIS
 SHOULDER TO WKE HIM.

Dialogue : 57. MANTHA:
 CASPER?

FX :

Director's note



SC: CONTD BG: Cam: Timing:

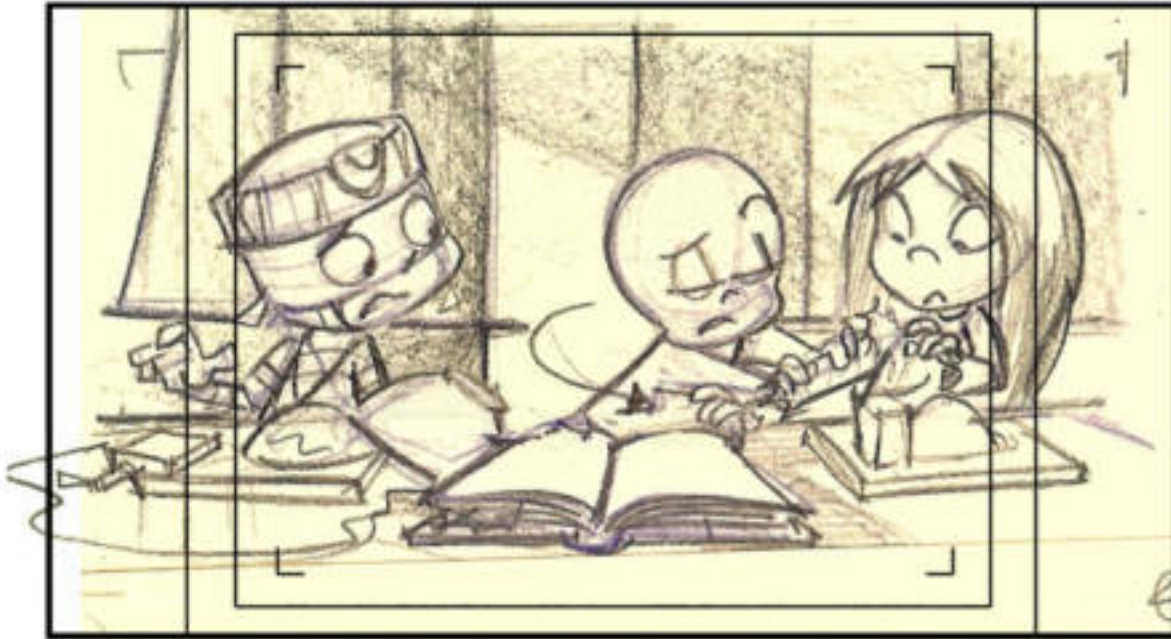
Technical note

Action : CASPER JOLTS AWAKE WITH A DOUBLE SALUTE. HE KNOCKS
 HIS BOWL OF SOUP OVER SPILLING IT IN RA'S LUNCH.

Dialogue : 58. CASPER:
 NINE-POINT-NINE TO STARBOARD, SIR!

FX : S/T SOUP

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : INT. CAFETERIA - (CONTD)

A STILL SLEEPING CASPER REACHES OVER, GRABBING MANTHA'S ARM AND RIPPING IT OFF.

Dialogue :

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

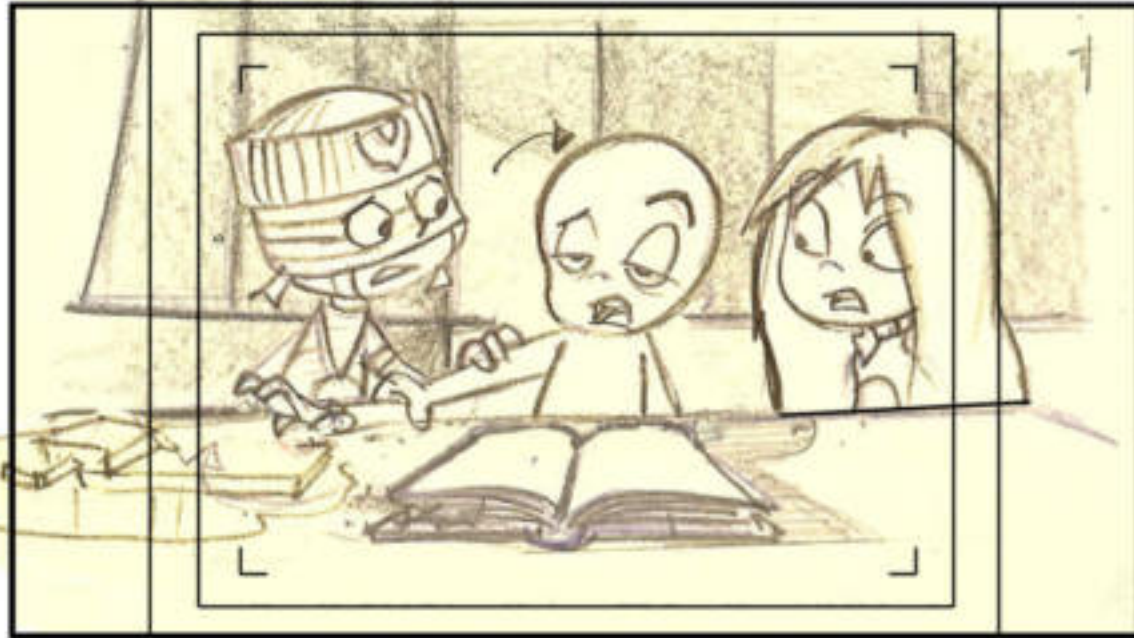
...AND STARTS TO WIPE THE TABLE WITH IT, WHILE RUNNING HIS FINGER OVER A PASSAGE IN THE GPS MANUAL, MUMBLING TO HIMSELF.

Dialogue : ⚠ CASPER:

(INCOHERENT MUMBLING !)

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

RA GRABS HOLD OF CASPER'S ARM....

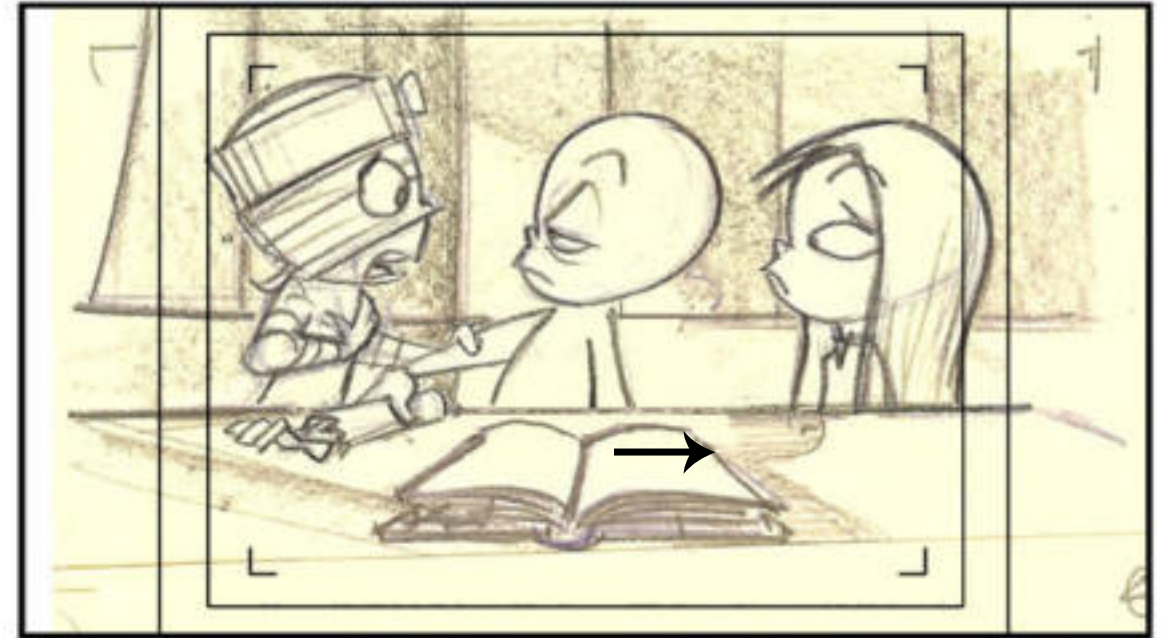
Dialogue :

59. RA:

CASPER, WAKE UP!

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

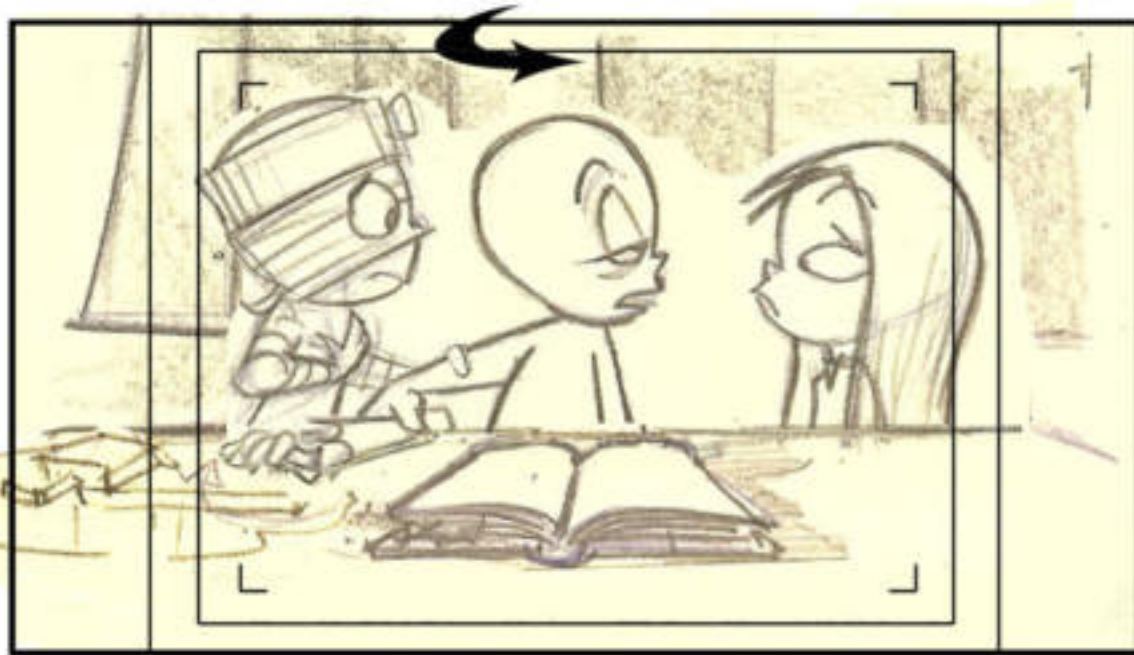
...AND GESTURES TO HIMSELF. CASPER LOOKS SLEEPILY AT HIM.

Dialogue : 59. RA: (CONTD)

IT'S ME AND MANTHA.

FX :

Director's note



SC: CONTD BG: Cam: Timing:

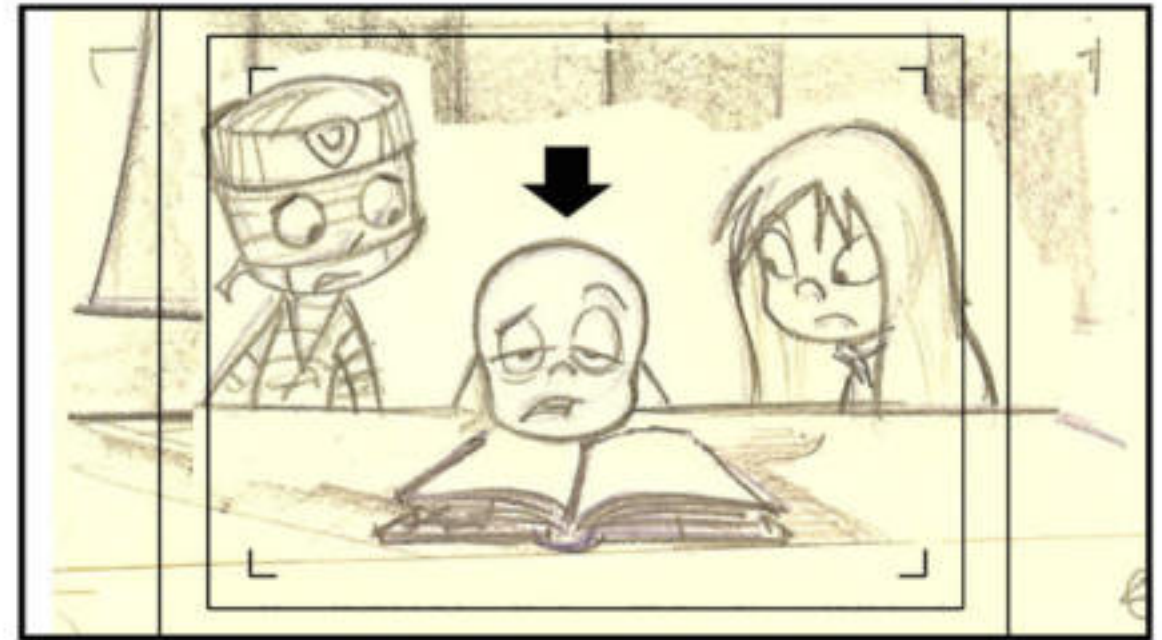
Technical note

Action : CASPER LOOKS AT MANTHA.

Dialogue : 60. CASPER: (SLEEPILY)
WHAT? OH.

FX :

Director's note



SC: CONTD BG: Cam: Timing:

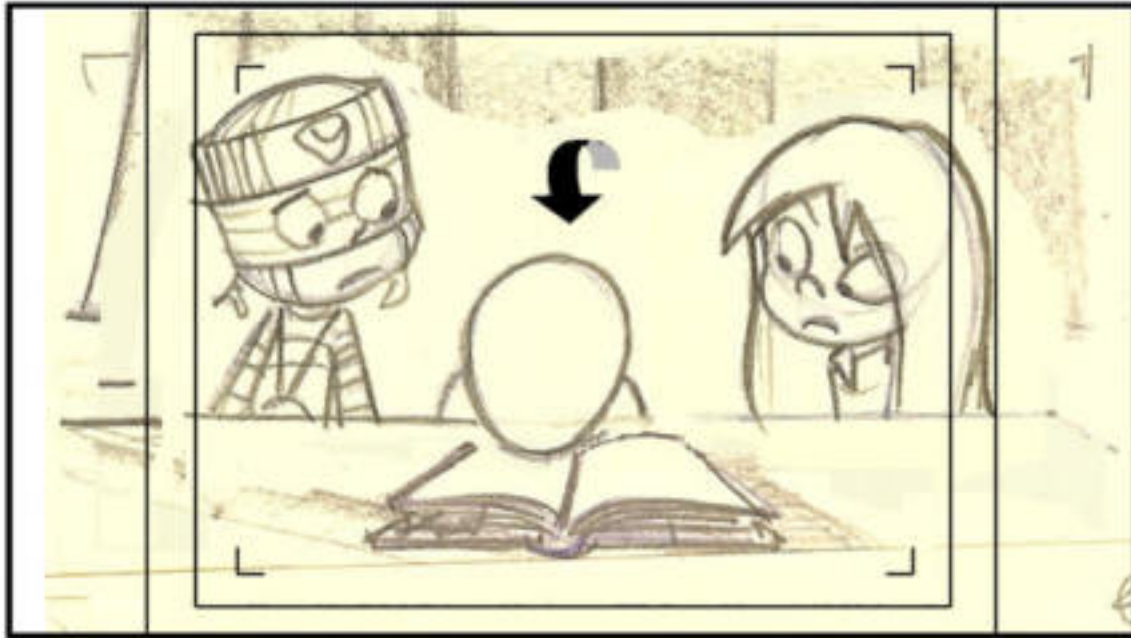
Technical note

Action : CASPER SLUMPS IN HIS SEAT. HE RESTS HIS HEAD ON THE GPS MANUAL.

Dialogue : 61. CASPER:
(BEAT) I DON'T THINK I CAN KEEP DOING THIS.

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

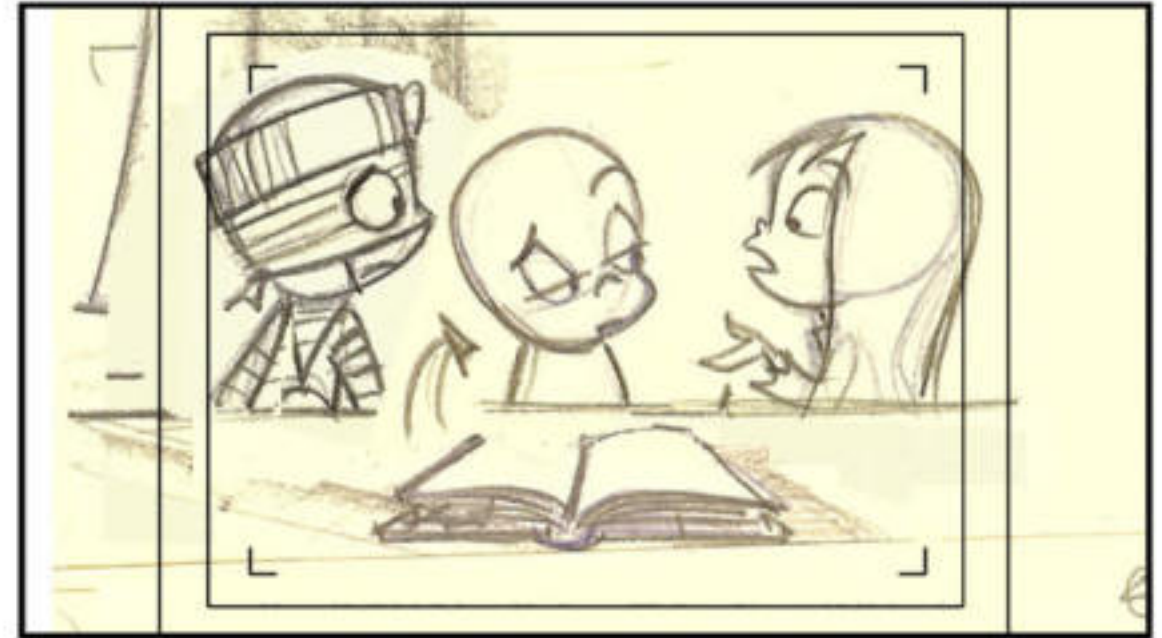
CASPER DROPS HIS HEAD FORWARD.

Dialogue : 61. CASPER: (CONTD)

I'M DISAPPOINTING CAPPY.

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

CASPER LOOKS UP AT MANTHA.

Dialogue : 62. MANTHA:

THEN QUIT.

FX :

Director's note



CUT
▼



SC:

BG:

Cam:

Timing:

Technical note



SC:

BG:

Cam:

Timing:

Technical note

Action :

CLOSE ON MANTHA. OTS CASPER.

Dialogue : 62. MANTHA: (CONTD)

WE ALL LIKE CAPPY BUT HE'S BEING
WAY TO HARD ON YOU

FX :

Director's note

Action :

CASPER LOOKS UP AT MANTHA.

Dialogue :

FX :

Director's note