



CASPER'S SCARE SCHOOL

SEASON 1:

"FIRST MATE CASPER"

138 - pt B



SC: CONTD BG: Cam: Timing: Technical note



SC: CONTD BG: Cam: Timing: Technical note
PAN WITH ANIM A - B.

Action : CASPER LIFTS UP MANTHAS ARM INTO A THINKING POSE.

Dialogue : 63. MANTHA: (OS)

AHEM

FX :

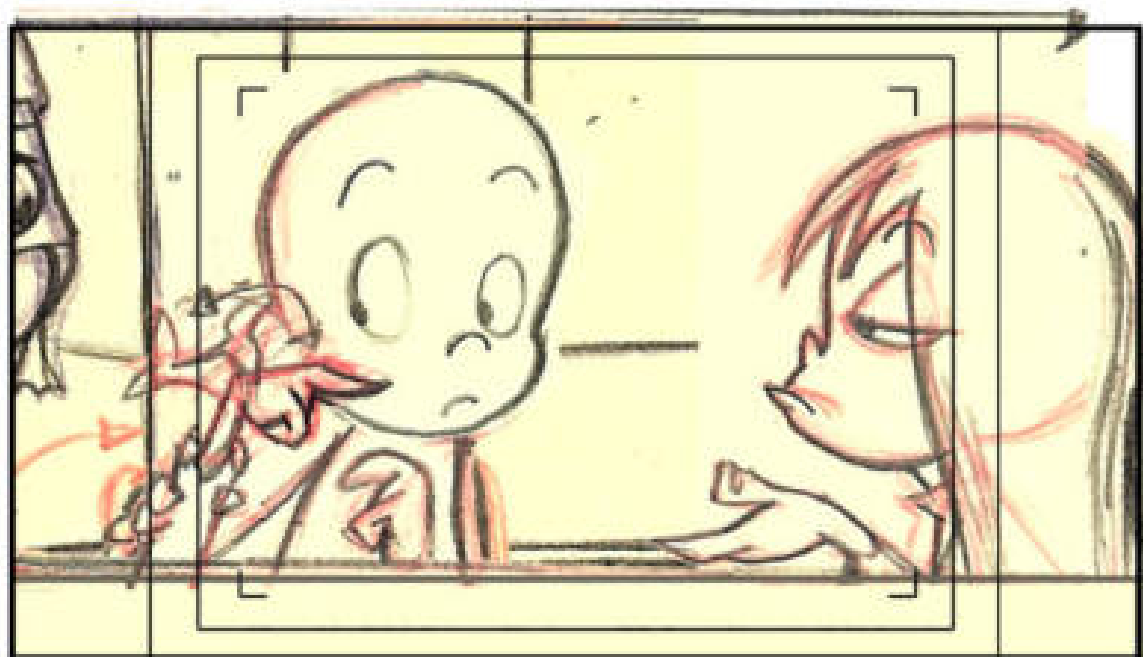
Director's note

Action : CASPER LOOKS OVER AT MANTHA. PAN WITH ACTION AS MANTHA LEANS INTO SCENE.

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

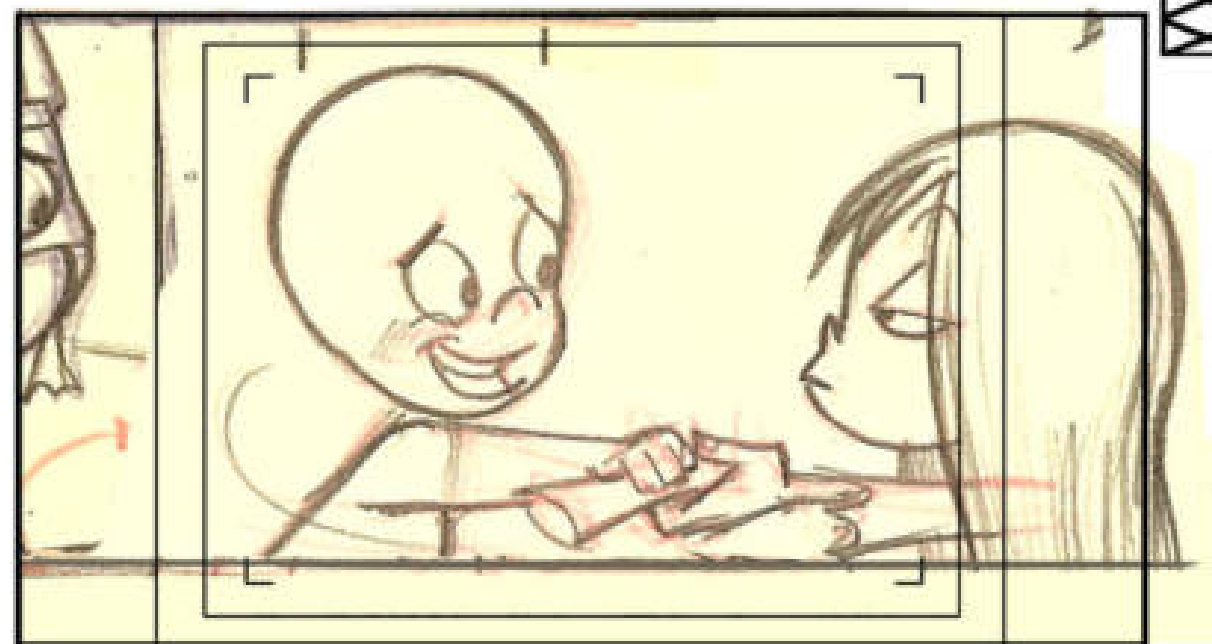
Technical note

Action : CASPER REALIZING HE STILL HAS HER ARM.....

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

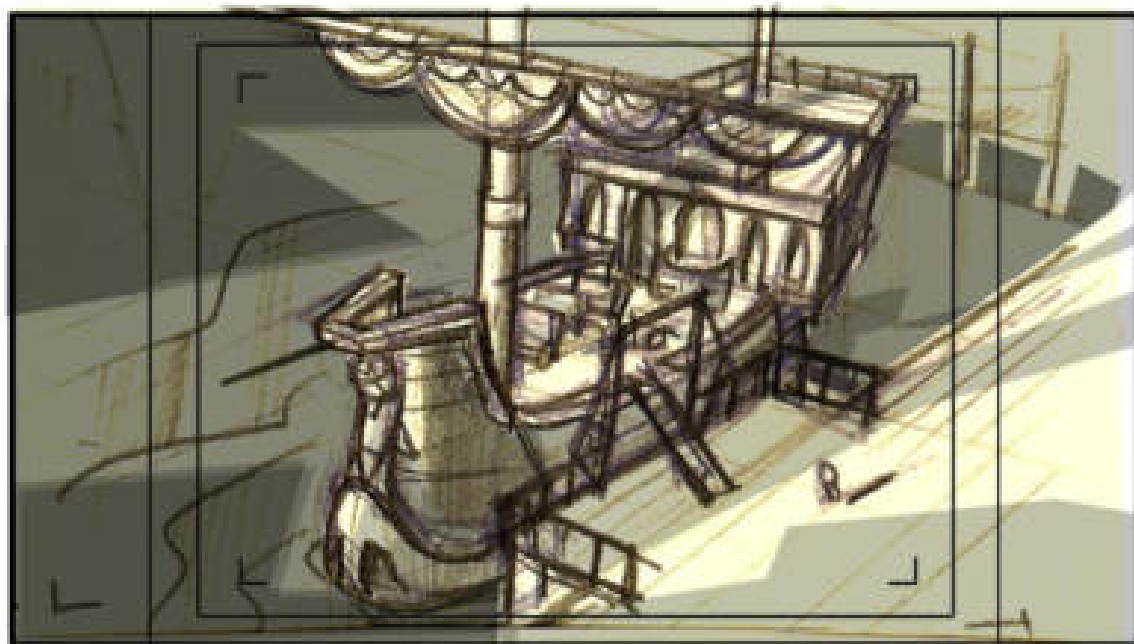
Technical note

Action : ...HANDS IT SHEEPISHLY BACK TO HER.

Dialogue :

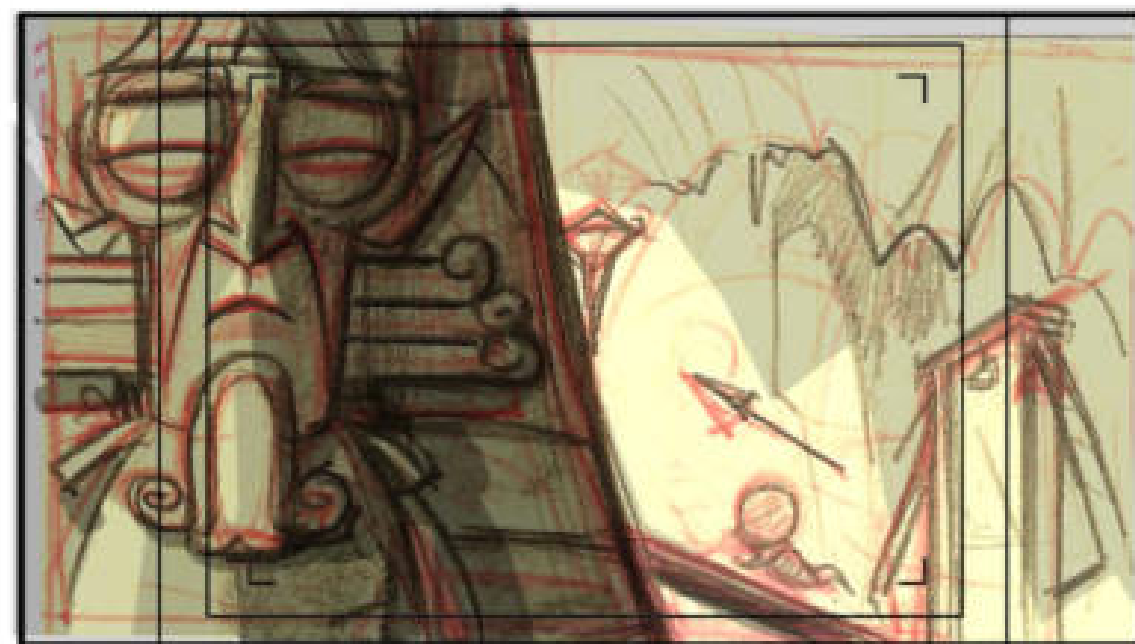
FX :

Director's note



SC: BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action : EXT. PIRATE SHIP - (NIGHT)
ANGLE ON PIRATE SHIP. ALL IS QUIET EXCEPT FOR CAPPY'S SNORING COMING FROM INSIDE THE SHIP. CASPER GLIDES TOWARDS THE SHIP.

Dialogue : ▲ CAPPY: (OS) [CONTD]

<SNORING>

FX : DX SHADOWS

Director's note

Action : CASPER FLOATS SILENTLY UP THE RAMP.

Dialogue : ▲ CAPPY: (OS) (CONTD)

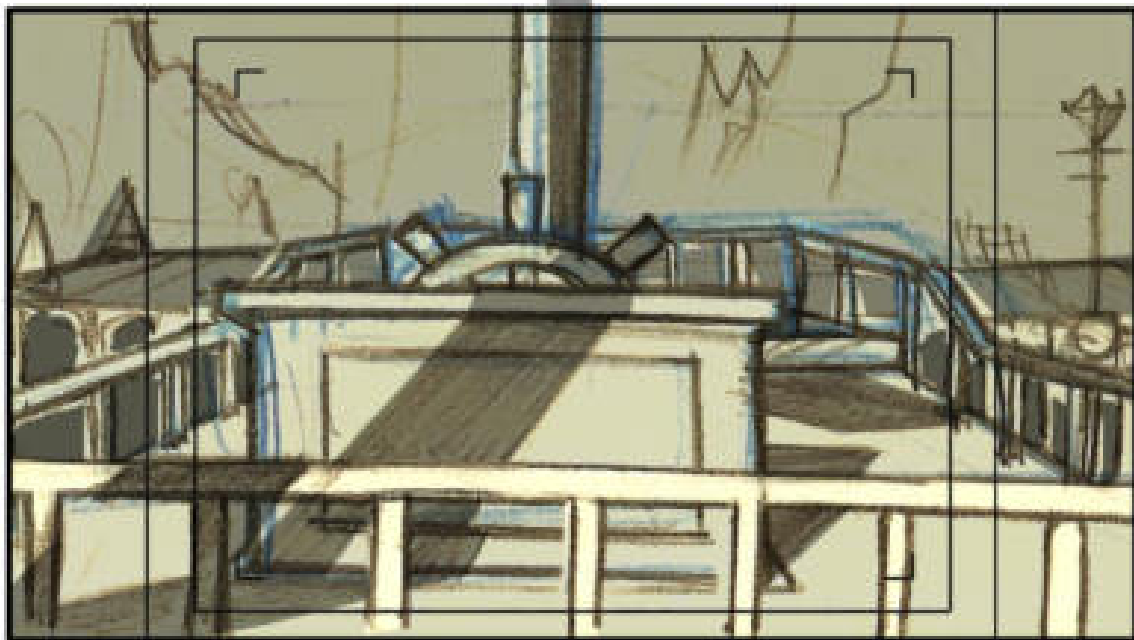
<SNORING>

FX : DX SHADOWS

Director's note



CUT
▼



SC: BG: Cam: Timing:

Technical note

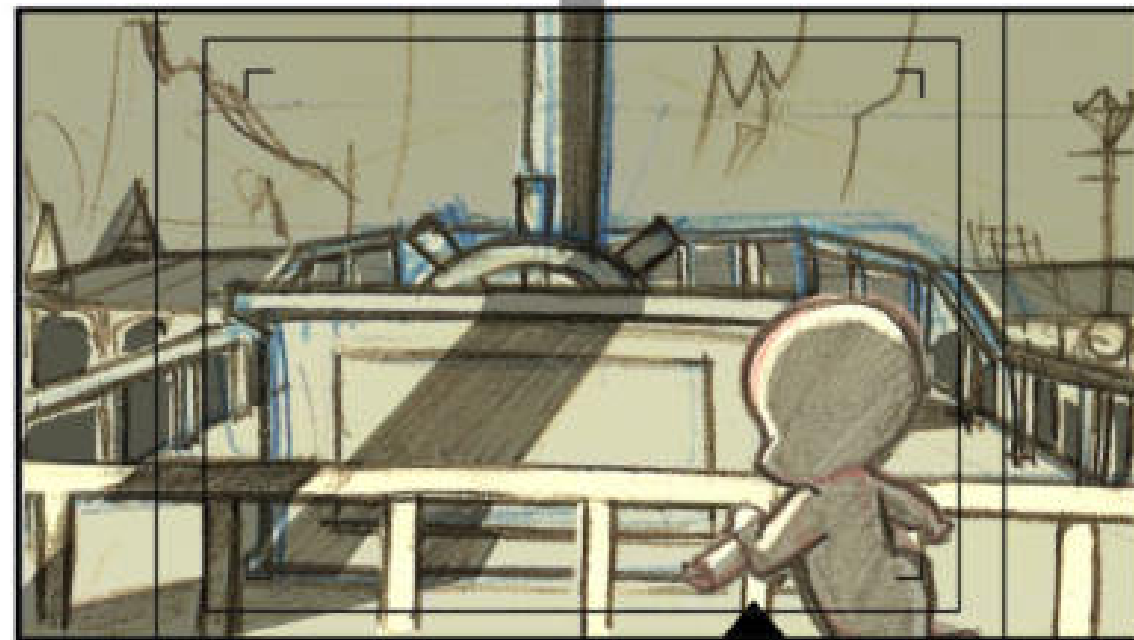
Action : EXT. PIRATE SHIP - ANGLE ON SHIPS WHEEL.(NIGHT)

Dialogue : ▲ CAPPY : (OS) [CONTD]

<SNORING>

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

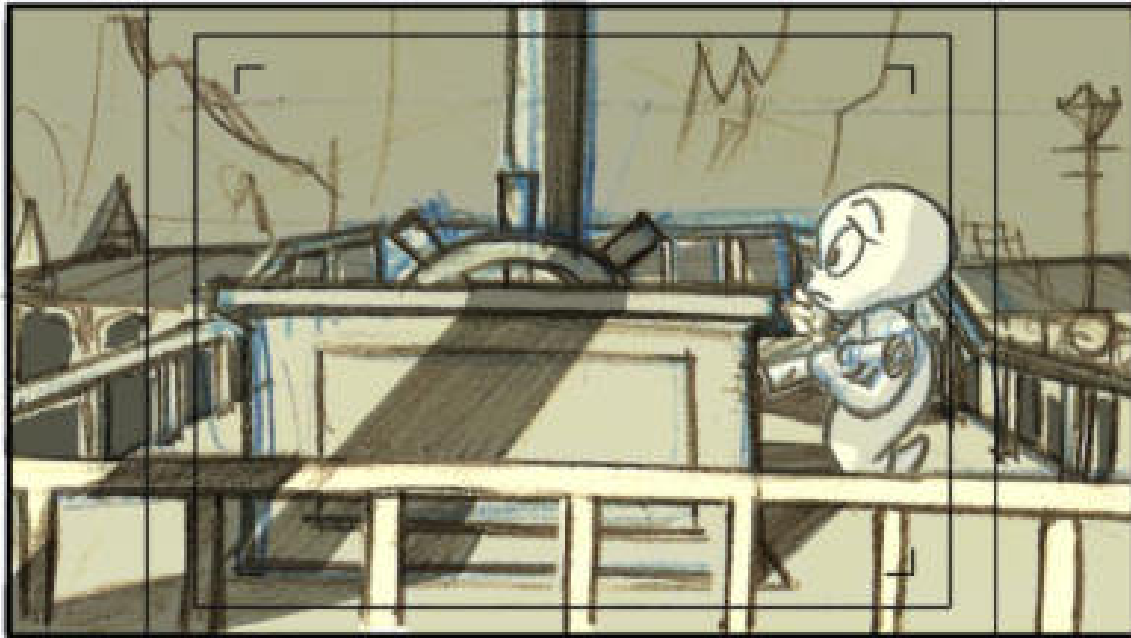
Action : CASPER FLOATS UP INTO SCENE

Dialogue : ▲ CAPPY : (OS) [CONTD]

<SNORING>.

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

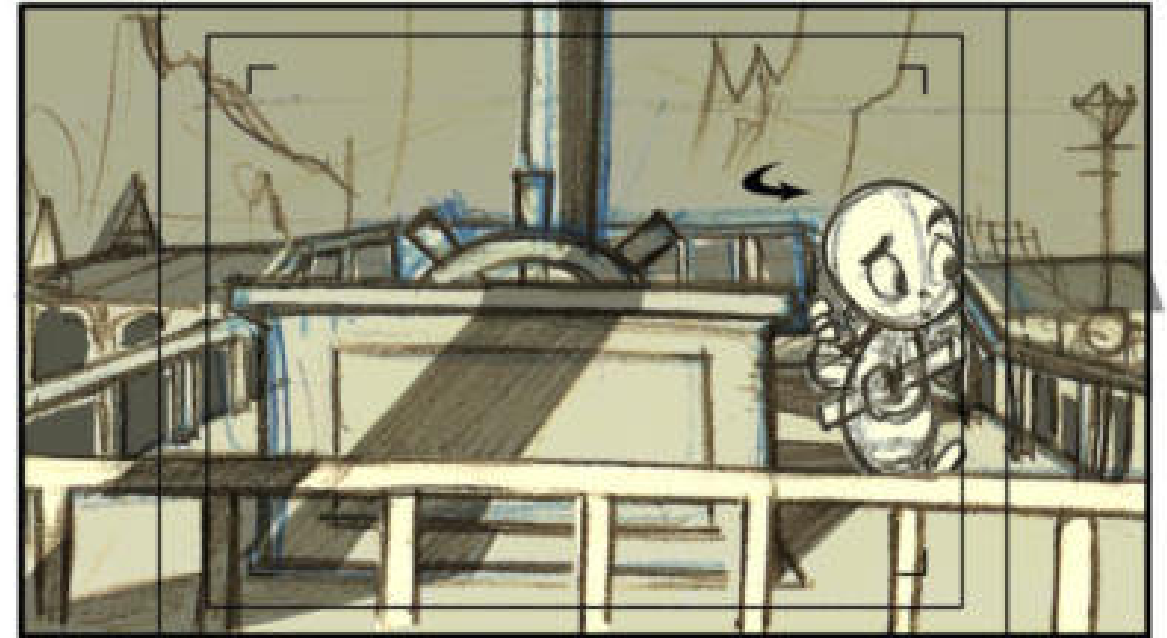
Technical note

Action : CASPER STOPS BESIDE THE WHEEL AND

Dialogue : CAPPY : (OS) [CONTD]
<SNORING>

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

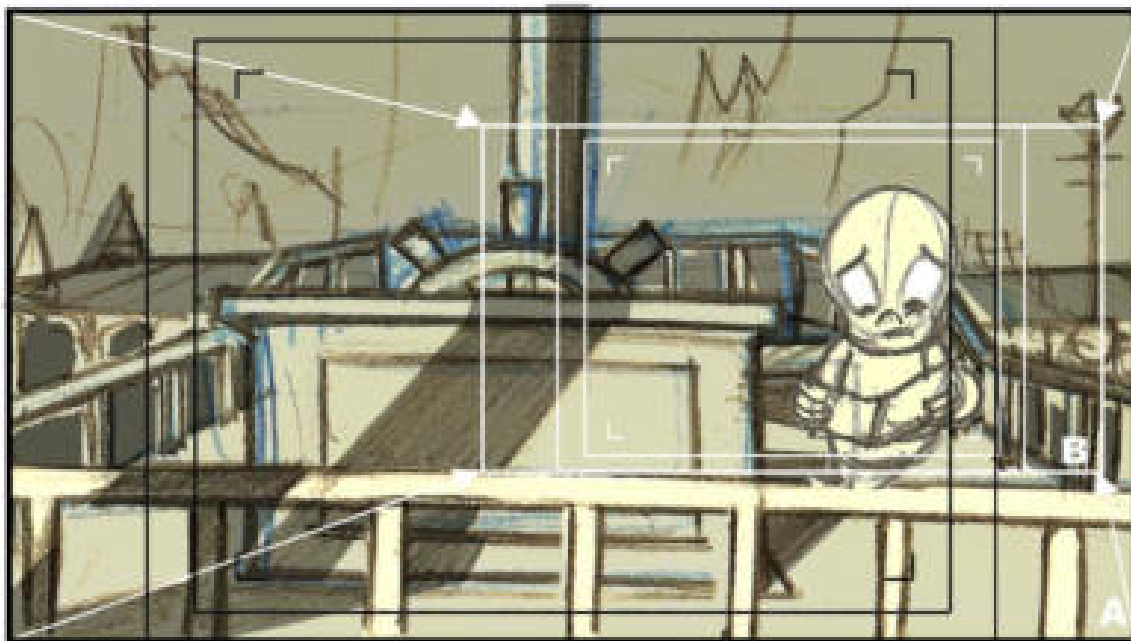
Technical note

Action : ...LOOKS AROUND.

Dialogue : CAPPY : (OS) [CONTD]
<SNORING>.

FX : DX SHADOWS

Director's note



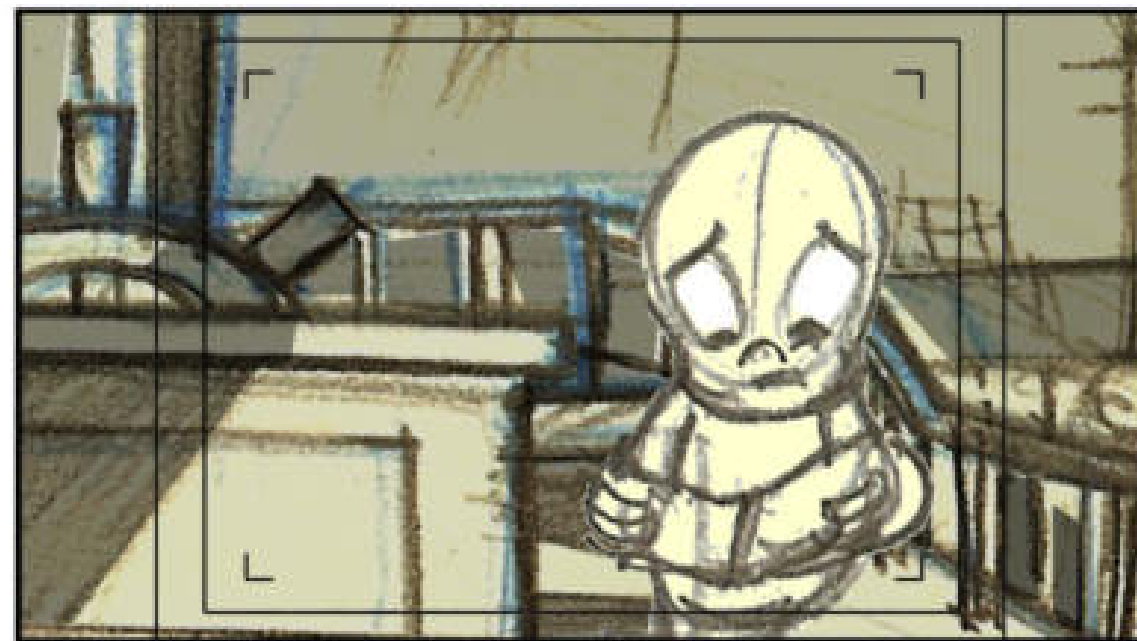
SC: CONTD BG: Cam: TRUCK IN A - B Timing: Technical note

Action : CASPER LOOKS DOWN AT THE NOTE THAT HE'S CARRYING. TRUCK IN ON CASPER.

Dialogue : CAPPY : (OS) [CONTD]
<SNORING>

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing: Technical note

Action :

Dialogue : CAPPY : (OS) [CONTD] 64. CASPER: :
<SNORING>. SORRY, CAPPY.

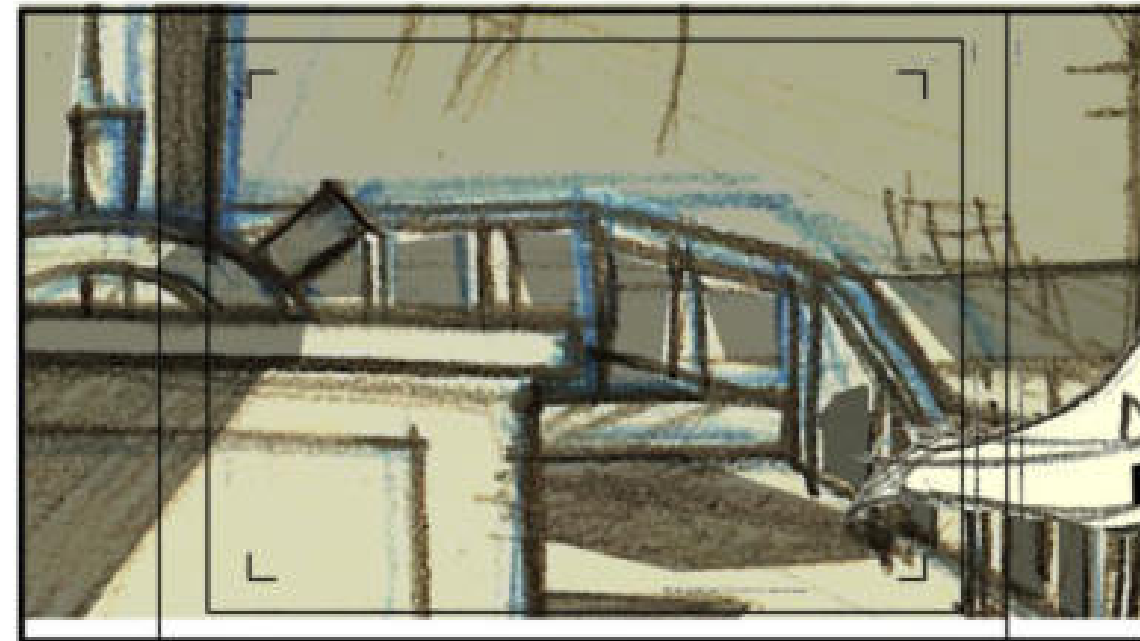
FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CASPER REACHES UP AND PLACES THE NOTE ON THE WHEEL.

Dialogue :  CAPPY : (OS) [CONTD]

<SNORING>

FX : DX SHADOWS

Director's note

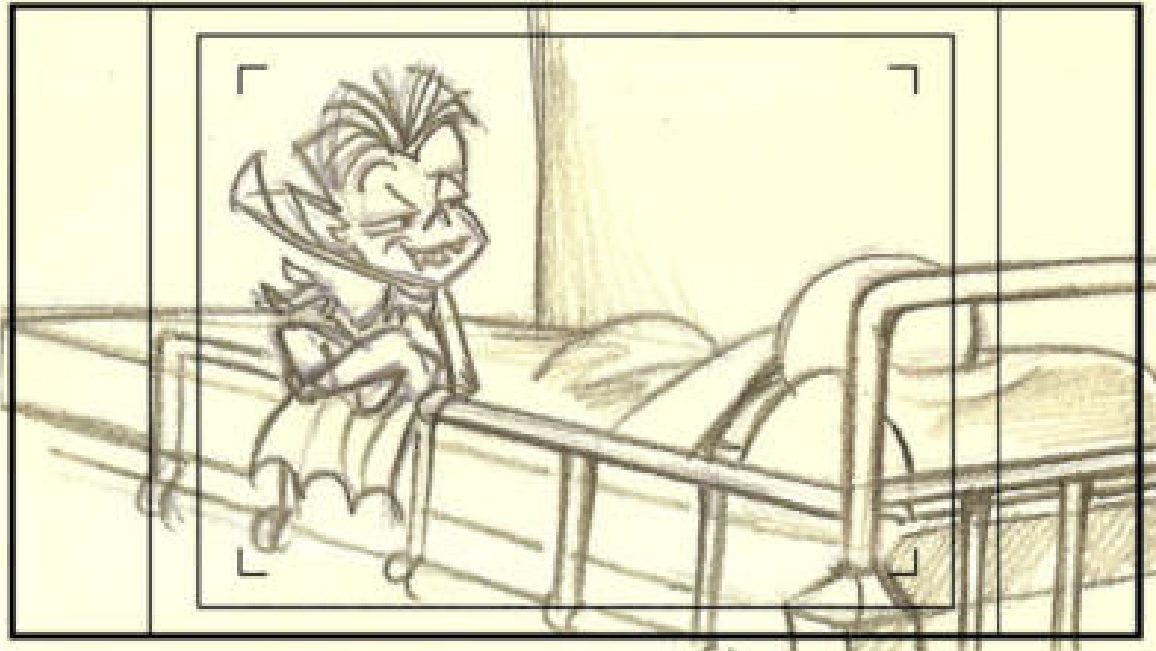
Action : CASPER SCOOTs OUT OF SCENE.

Dialogue :  CAPPY : (OS) [CONTD]

<SNORING>.

FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action : INT. BOY'S DORM - (NEXT DAY)
THATCH IS PERCHED ON THE EDGE OF CASPER'S BED.

Dialogue : 65. THATCH:

SLEEPING IN? GUESS YOU COULDN'T ...

FX :

Director's note

Action : CASPER SITS UP. HE LOOKS BEAT.

Dialogue : 65. THATCH: (CONTD)

....TAKE IT?

66. CASPER : (SLEEPILY)

SAY WHATEVER YOU WHAT,
THATCH.

FX :

Director's note



HU
↓



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :
CASPER FLOPS BACK UNDER THE COVERS.

Dialogue : 66. CASPER : (CONTD):
I'M TOO TIRED TO CARE.

FX :

Director's note

Action :
CLOSE ON THATCH LOOKING SMUGLY DOWN AT OS CASPER.

Dialogue : 67. THATCH:
HEY, I'M GLAD YOU QUIT.

FX :

Director's note



CUT



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action :

Dialogue : 67. THATCH: (CONTD)

THE FIRST THING CAPPY'S GONNA DO IS

FX :

Director's note

Action :

THATCH LOOKS DOWN SMUGLY AT CASPER.

Dialogue : 67. THATCH: (CONTD)

...ASK FOR WHO WAS SECOND ON TEH VOLUNTEER LIST.

FX :

Director's note



CUT
▼

HU
▼



SC: BG: Cam: Timing: Technical note



SC: BG: Cam: Timing: Technical note

Action :
WIDE ON THE DORM ROOM. MOSSHEAD IS LOOKING UP AT THATCH.

Dialogue : 68. MOSSHEAD:
WHO WAS IT, THATCH? HUH?

FX :

Director's note

Action :
CLOSE ON THATCH AND CASPER LOOKING DOWN AT MOSSHEAD.

Dialogue : 68. MOSSHEAD: (CONTD) (OS)
DON'T LEAVE ME HANGIN'!

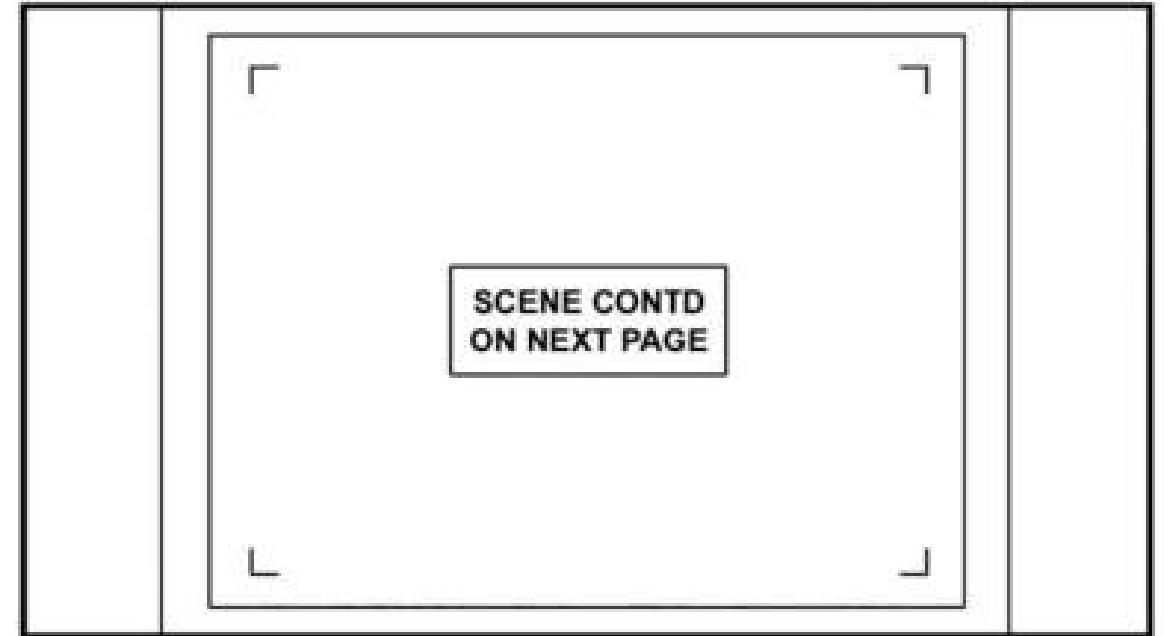
FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :

Dialogue : 69. THATCH:

NOBODY, YOU IMBECILE.

FX :

Director's note

Action :

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action :
THATCH TURNS BACK TO CASPER.

Dialogue : 69. THATCH: (CONTD)

IT'S GONNA BREAK HIS BIG SALTY HEART.

FX :

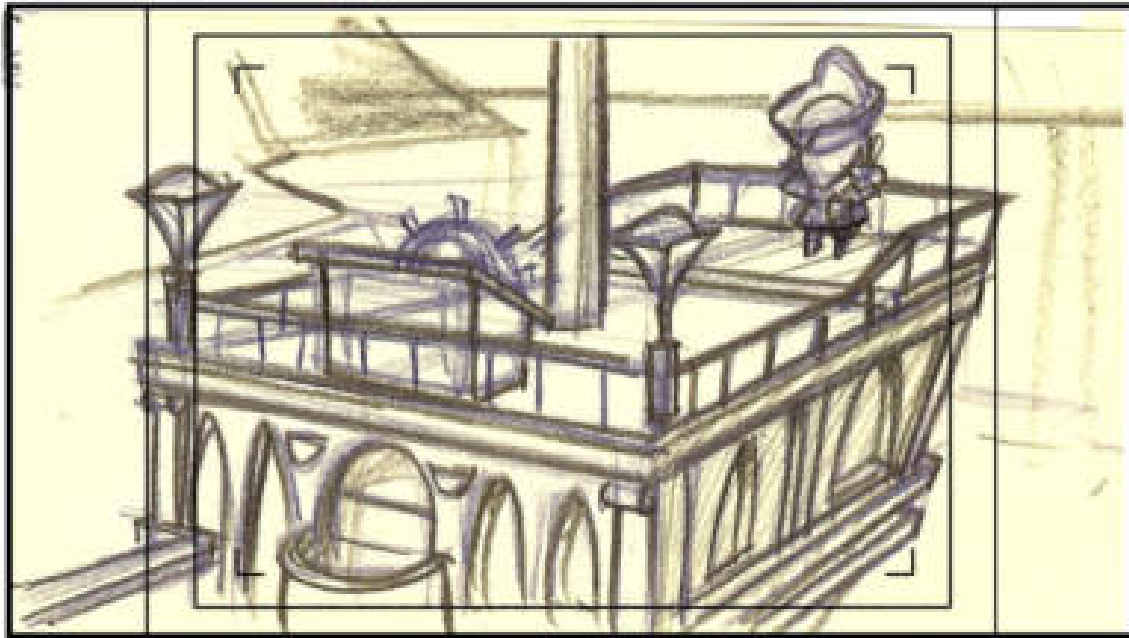
Director's note

Action :
THATCH HOPS DOWN OUT OF SCENE. CASPER LOOKS WORRIED.

Dialogue :

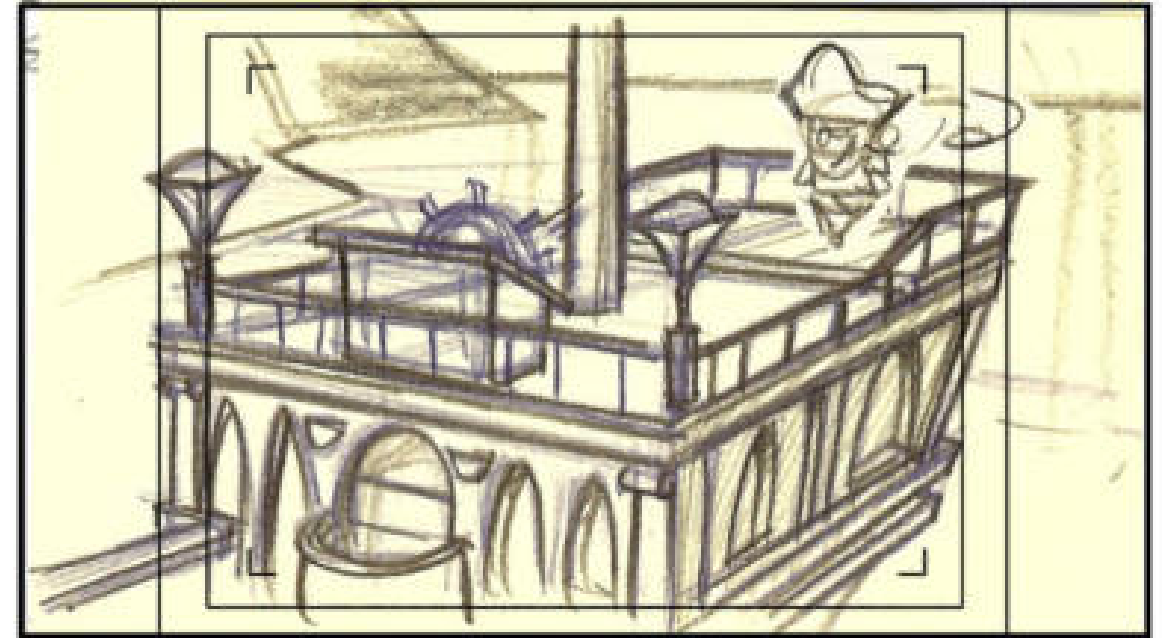
FX :

Director's note



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

Technical note



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

Technical note

Action : EXT. PIRATE SHIP - IN DOCK - (NEXT DAY)
CAPPY IS STANDING ON THE POOP DECK.
BEAKY IS PERCHED ON HIS SHOULDER.

Dialogue :

FX :

Director's note

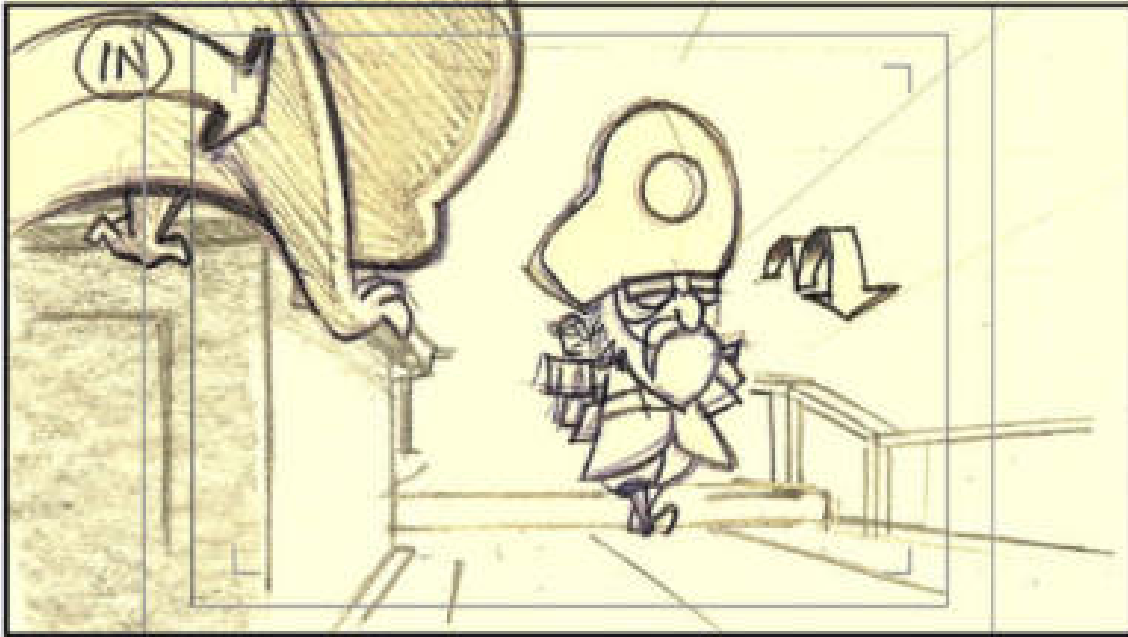
Action : CAPPY TURNS AND HEADS TOWARDS THE WHEEL.

Dialogue : 70. CAPPY: (CONTD)

..SCHOOL TRIP TODAY.

FX :

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : ANOTHER ANGLE ON DECK. CAPPY, NOT LOOKING IS WALKING TOWARDS THE WHEEL. CASPER FLIES INTO SCENE....

Dialogue : 70. CAPPY: (CONTD)
WHERE BE....

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : ...STOPPING BESIDE THE SHIPS WHEEL.

Dialogue : 70. CAPPY: (CONTD)
....ME FIRST MATE?

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

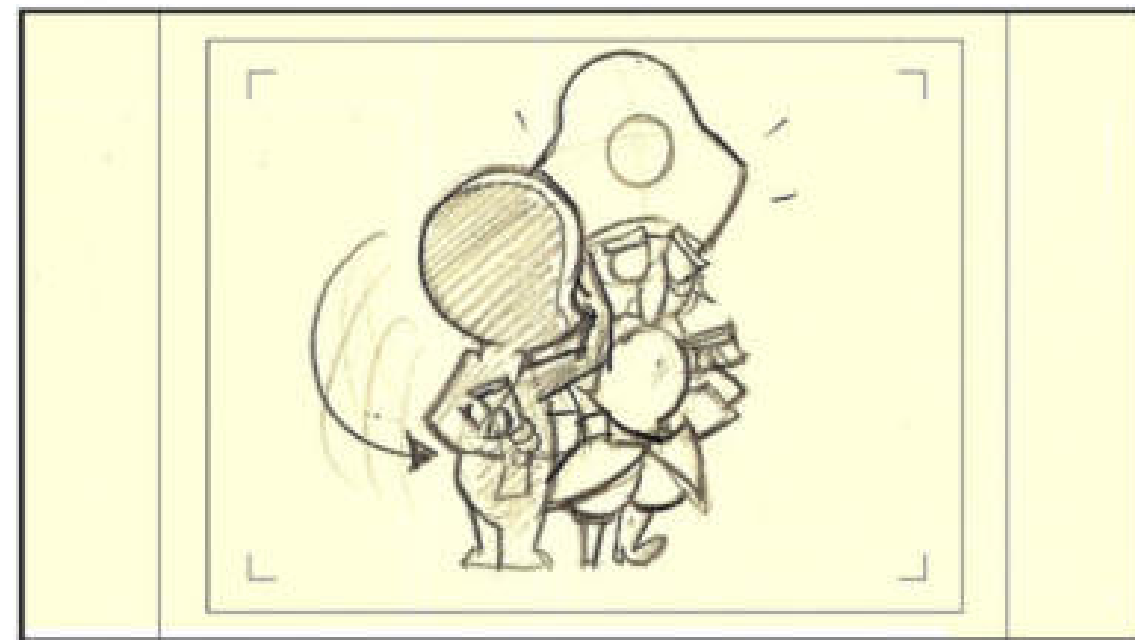
Technical note

Action : CASPER QUICKLY REACHES UP FOR HIS NOTE....

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : ...GRABBING IT AND HIDING IT BEHIND HIS BACK. HE SALUTES, STARTLING CAPPY.

Dialogue : 71. CASPER:

HERE, SIR!

FX : DX SHADOWS

Director's note



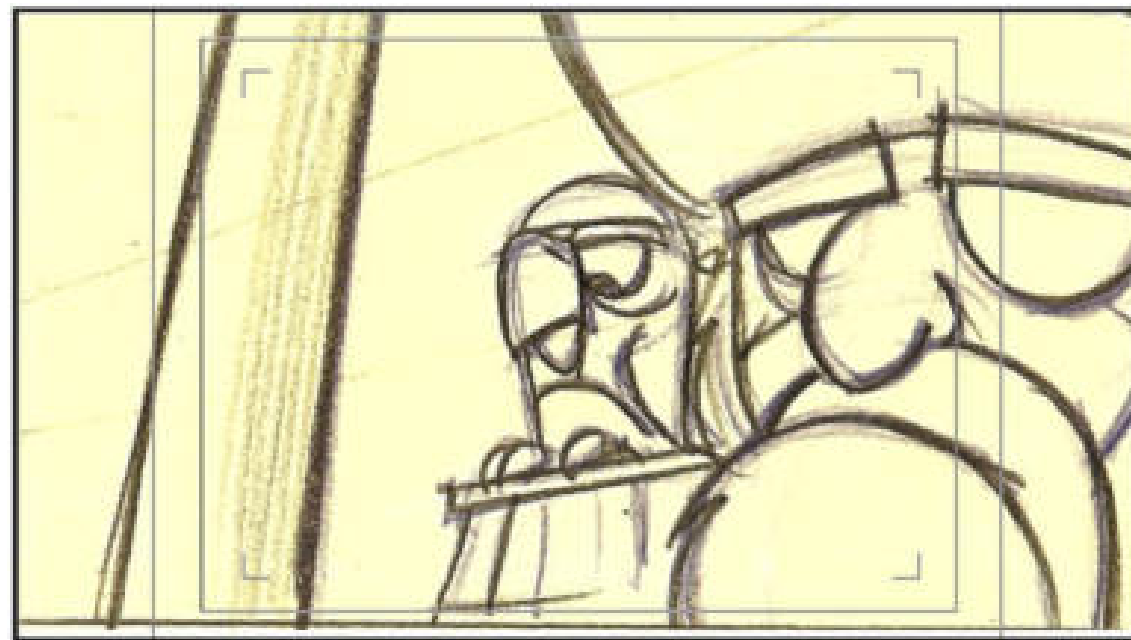
HU

CUT



SC: CONT BG: Cam: B Timing:

Technical note TRUCK IN A - B



SC: BG: Cam: Timing:

Technical note

Action : ANGLE ON CASPER. TRUCK IN ON HIS STOMACH...WE CAN JUST MAKE OUT THE NOTE THAT HE HAS HIDDEN BEHIND HIS BACK.

Dialogue :

FX : DX SHADOWS

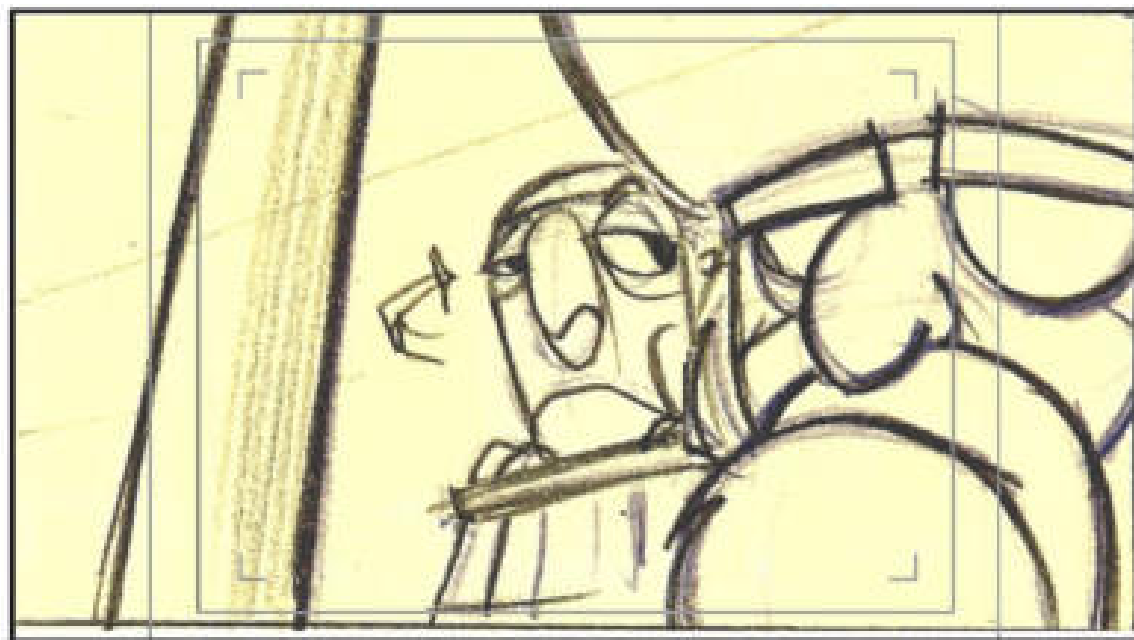
Director's note

Action : CLOSE ON BEAKY. HE'S SPOTTED THE NOTE.

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

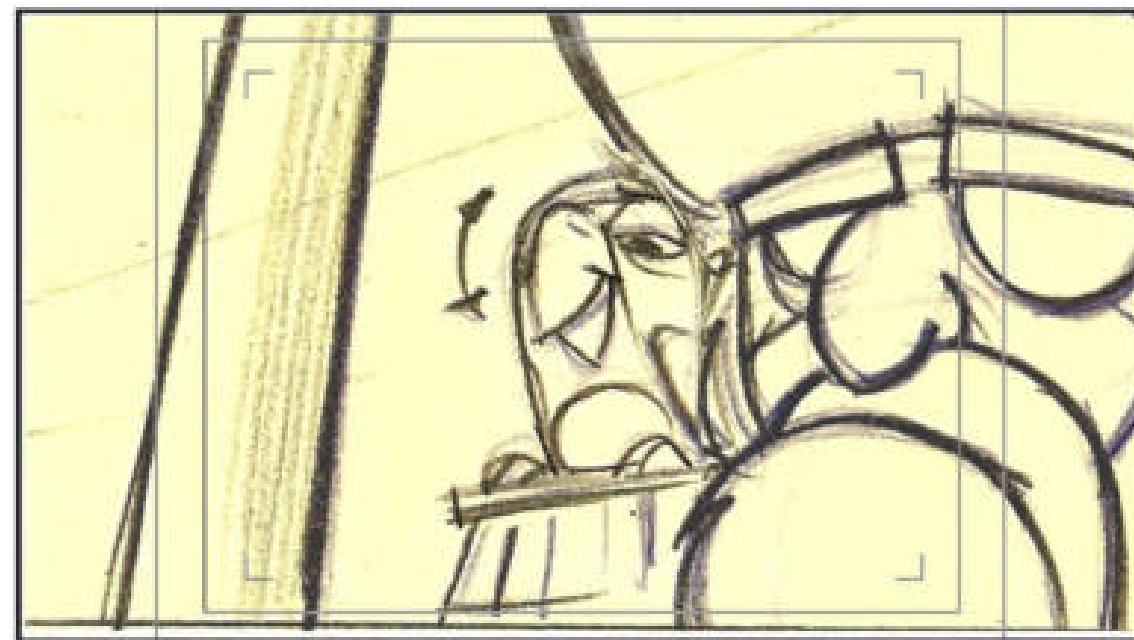
Technical note

Action : BEAKY GLANCES OVER AT CAPPY, WHO DOESN'T SEEM TO HAVE NOTICED ANYTHING.

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : BEAKY LOOKS BACK AT CASPER AND NODS HIS HEAD.

Dialogue :

FX : DX SHADOWS

Director's note



CUT



SC: BG: Cam: Timing:

Technical note

Action : ANGLE ON CASPER.. (HOOK UP POSE)

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

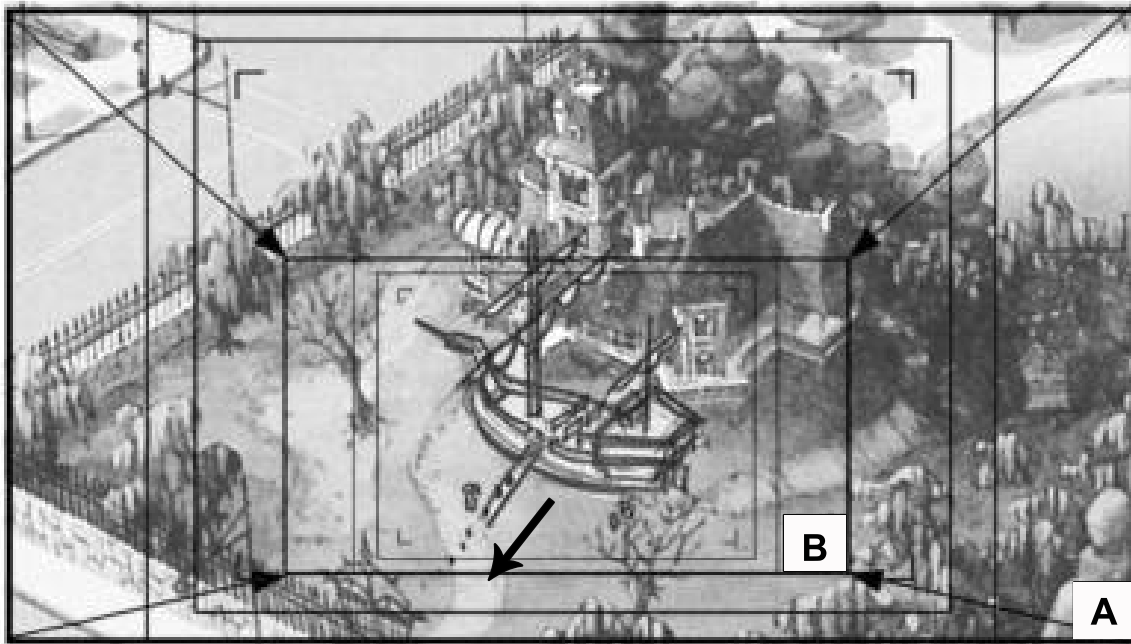
Technical note

Action : CASPER SMILES, LOOKING RELIVED.

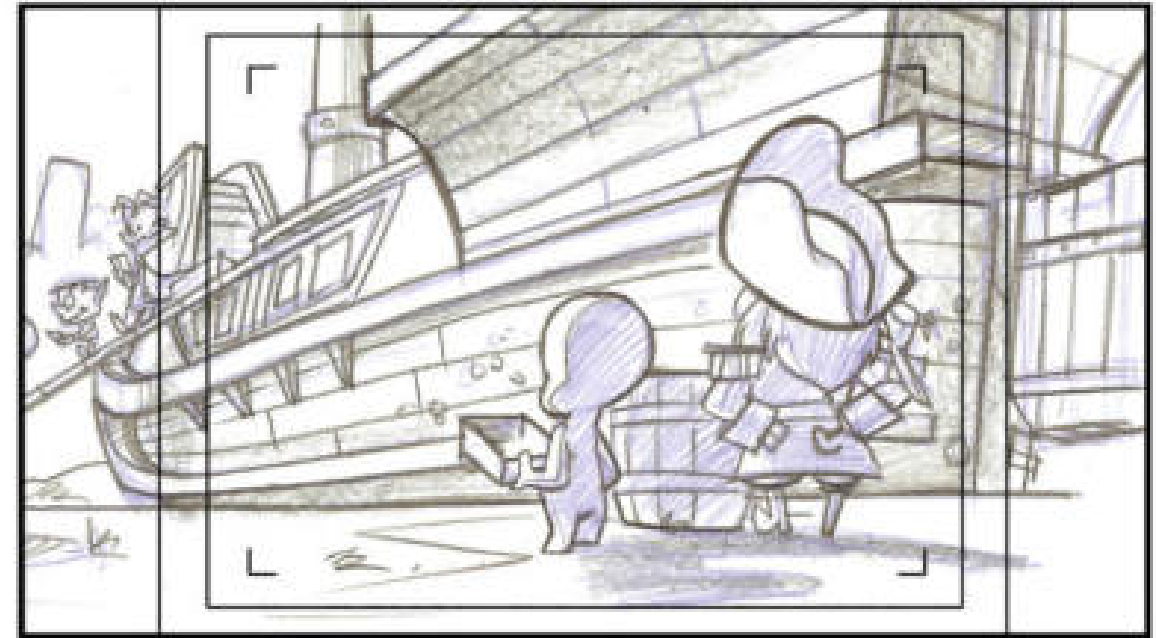
Dialogue :

FX : DX SHADOWS

Director's note



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



SC: BG: Cam: Timing: Technical note

Action : EXT. DEEDSTOWN - UNCLES' LAWN - (DAY)
ANGLE ON THE PIRATE SHIP RESTING ON THE FRONT LAWN.
THE KIDS ARE FILING OFF THE SHIP. TRUCK IN A- B.

Dialogue : KIDS:
<EXCITED WALLA>

FX : DX SHADOWS

Director's note

Action : CAPPY, BEAKY AND CASPER WATCH THE KIDS LEAVING
THE SHIP. CASPER IS HOLDING A SCRAPER AND A
SHALLOW PAN.

Dialogue : KIDS: (CONTD)
<EXCITED WALLA>

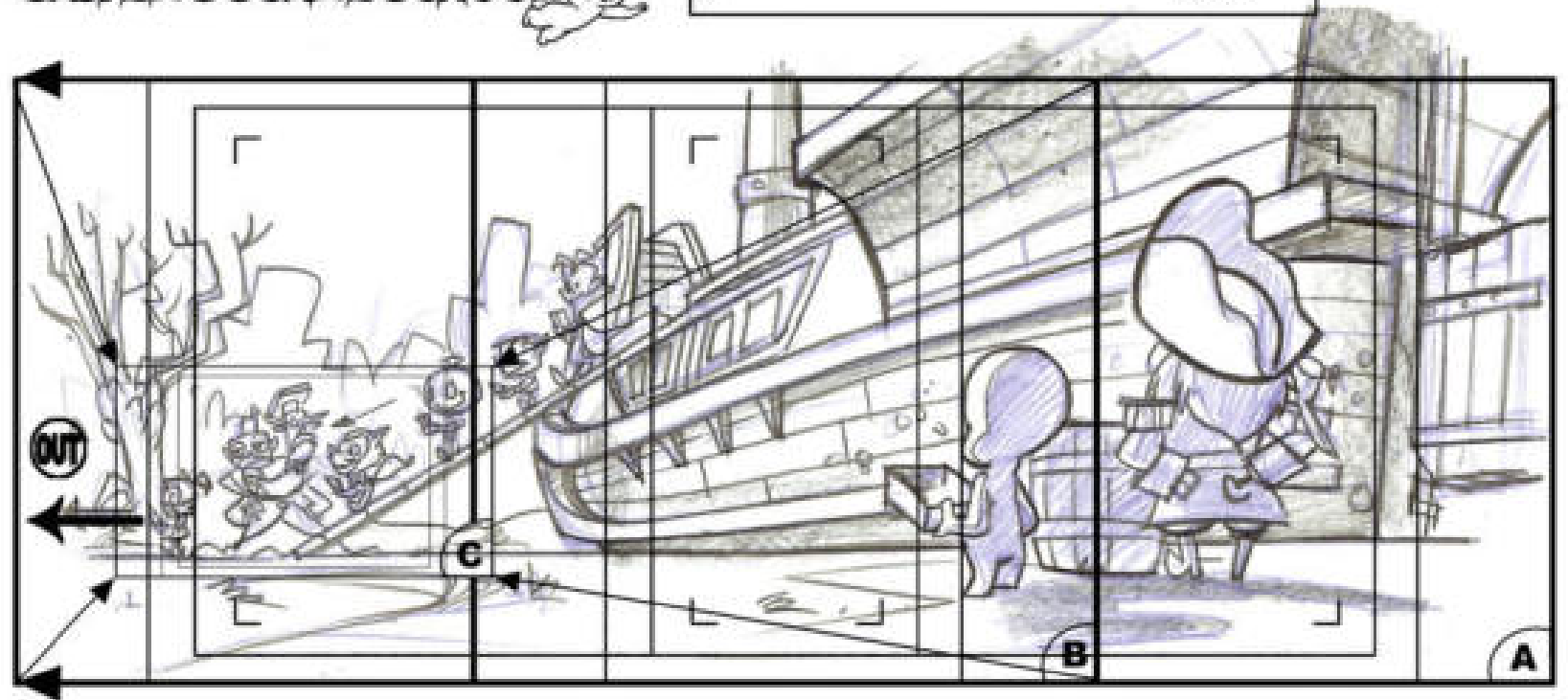
FX : DX SHADOWS

Director's note



CASPER'S SCARE SCHOOL

Page :



SC: CONTD BG:

Cam:

Timing:

Technical note PAN A - B TRUCK IN B - C

Technical note

Action : EXT. DEEDSTOWN - UNCLES' LAWN - (DAY) [CONTD]
THE KIDS ARE HOLDING THIER CRYOPODS AS THEY CONTI-
UNE TO GET OFF THE SHIP. TRUCK IN A- B.

Dialogue :  KIDS:

<EXCITED WALLA>

FX : DX SHADOWS

Director's note

Action : ALDER AND DASH ARE TRYING TO MAINTAIN ORDER.

Dialogue :  KIDS: (CONTD)

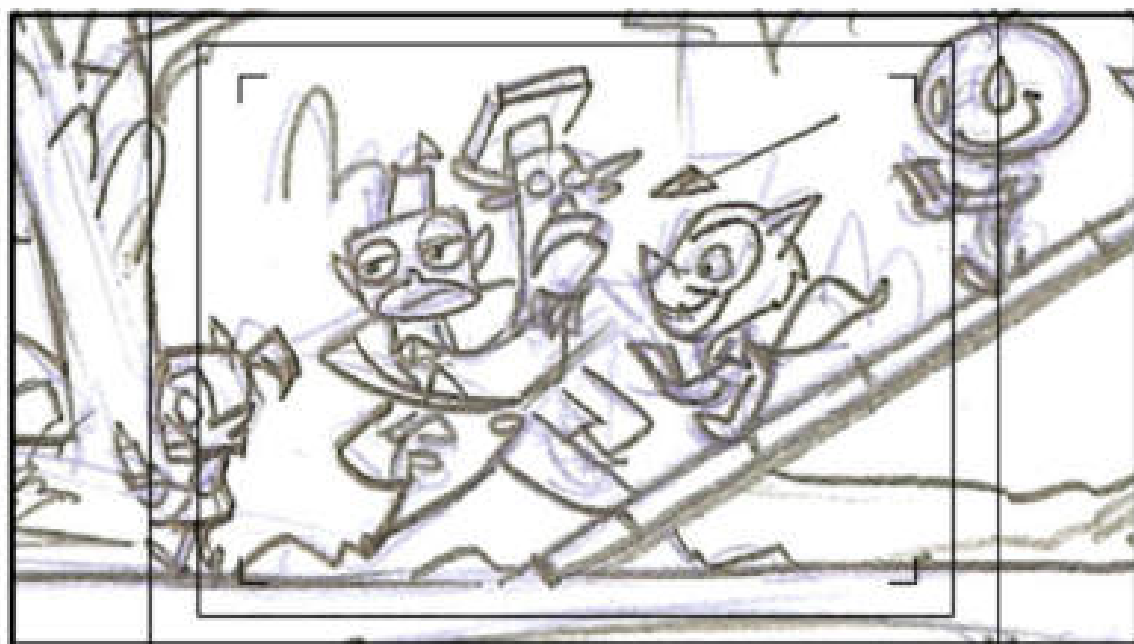
<EXCITED WALLA>

FX : DX SHADOWS

Director's note

72. DASH :

REMEMBER,.....



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

⚠ KIDS:

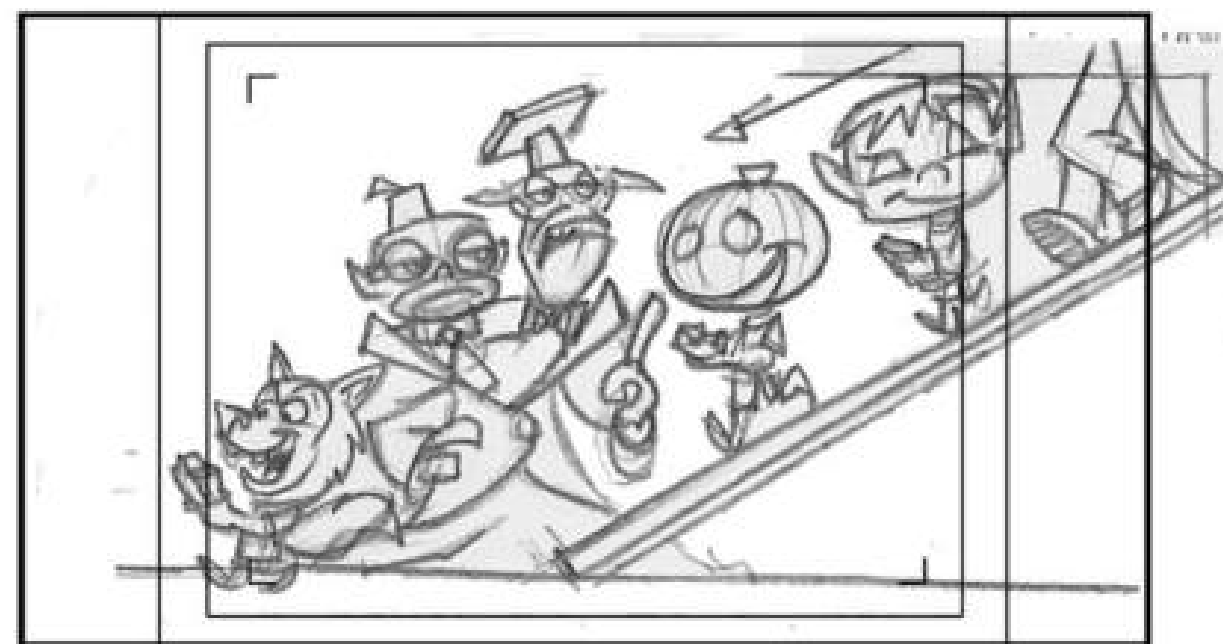
<EXCITED WALLA>

FX : DX SHADOWS

72. DASH: (CONTD)

...DONT PUSH RECORD ON YOUR
CRYOPOD....

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : MOSSHEAD AND THATCH ARE THE LAST ONES OFF.
MOSSHEAD IS SMIRKING OVER AT OS CASPER.

Dialogue : ⚠ KIDS: (CONTD)

<EXCITED WALLA>

FX : DX SHADOWS

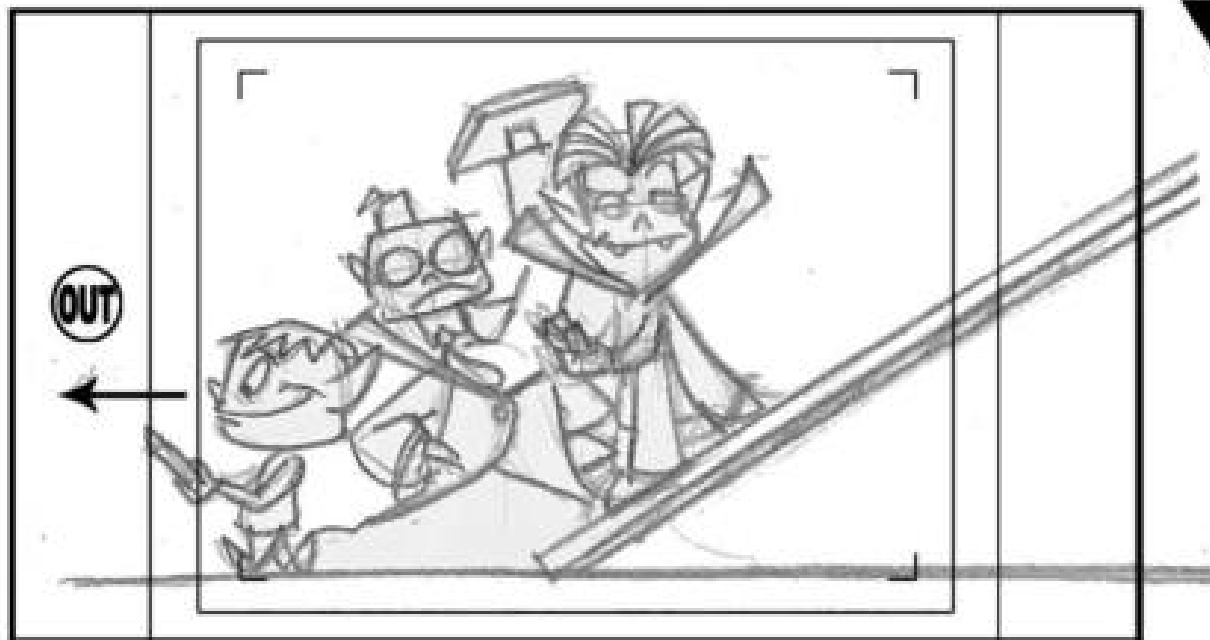
72. DASH :

...UNTIL THE FLESHY
SCREAMS.

Director's note



CUT



SC: CONTD BG: Cam: Timing:

Technical note

Action : THATCH SMILES SMUGLY OVER AT OS CASPER.

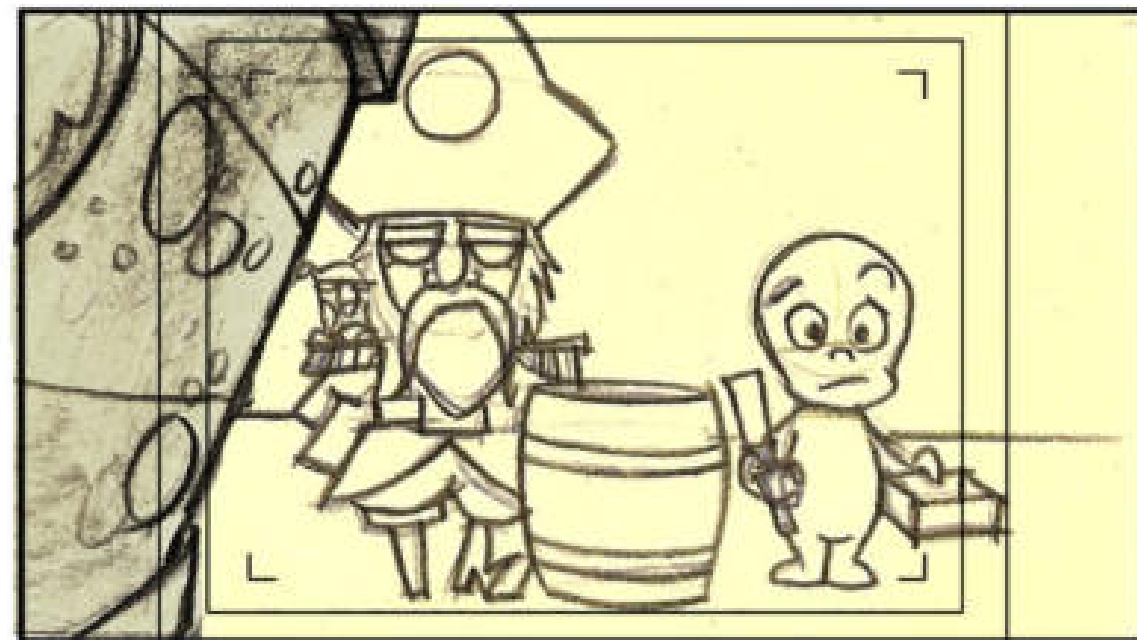
Dialogue :

⚠ KIDS:

<EXCITED WALLA>

FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

Technical note

Action : CAPPY AND CASPER WATCH AS THE KIDS LEAVE...
CASPER LOOKS A BIT DISAPOINTED THAT HE CAN'T
JOIN HIS FRIENDS.

Dialogue : ⚠ KIDS: (CONTD)

<EXCITED WALLA> (FADES OFF)

FX : DX SHADOWS

Director's note



CUT
▼



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : CAPPY REACHES INTO THE BARREL.

Dialogue : 73. CAPPY:
100,000 BARNACLES TO GO.

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : CAPPY TOSSES A BARNACLE INTO HIS MOUTH.

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CAPPY SWALLOWS THE BARNACLE AND TURNS TO CASPER.

Dialogue : 74. CAPPY: (CONTD)
BRINY GOOD.

FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

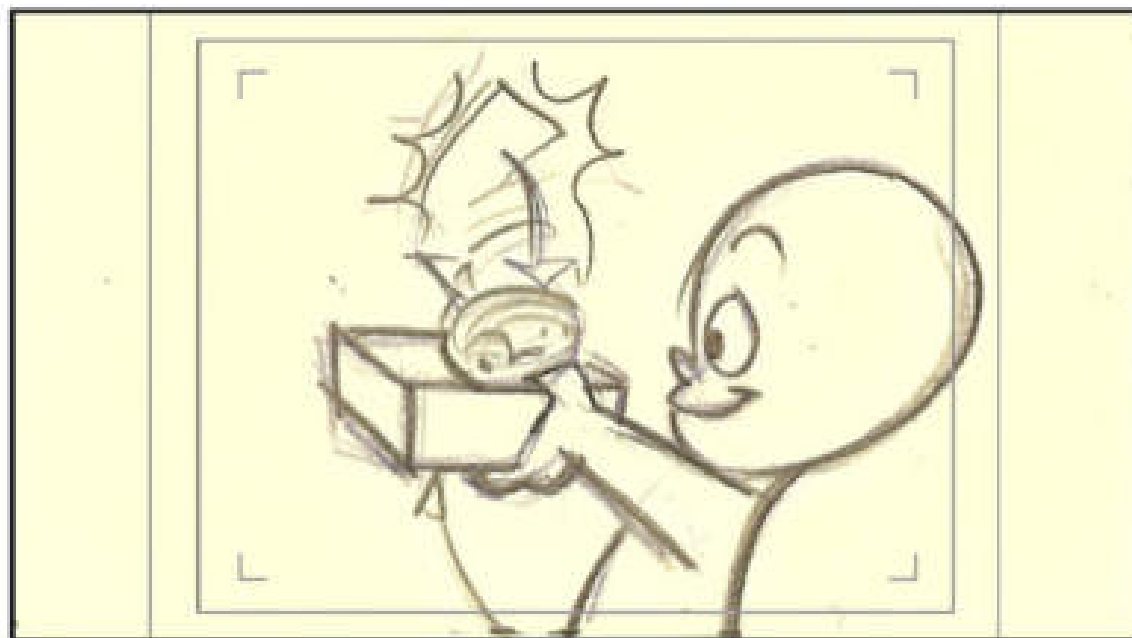
Technical note

Action : EXT. DEEDSTOWN- UNCLES LAWN- ANGLE ON PIRATE SHIP HULL.
CLOSE ON CASPER CONCENTRATING ON SCRAPING
AWAY A BARNACLE.

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

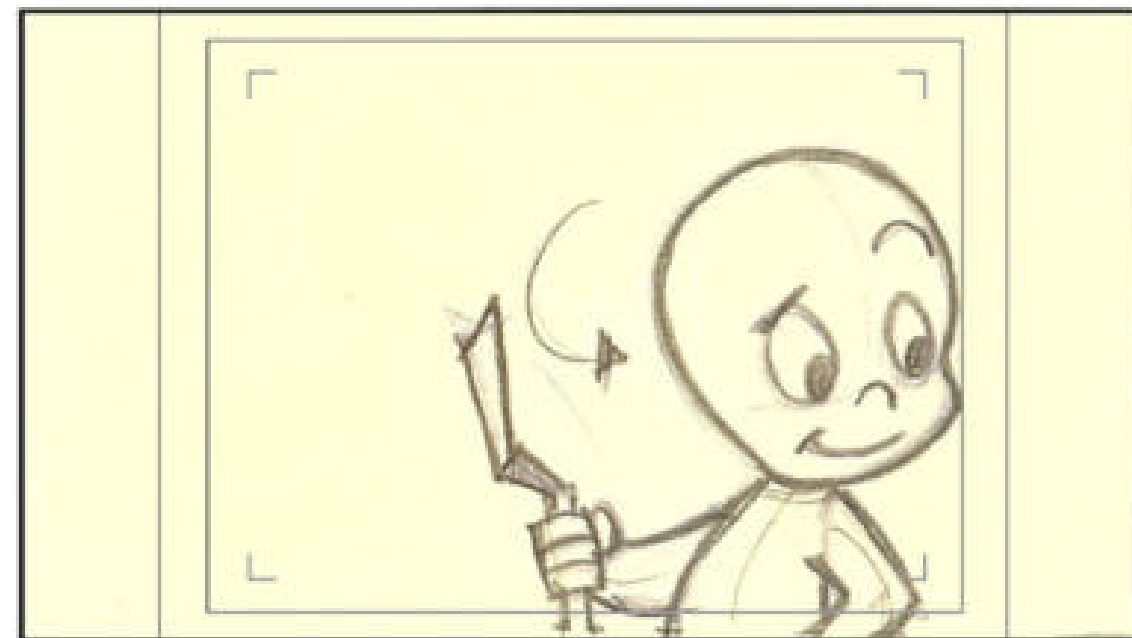
Technical note

Action :
THE BARNACLE POPS LOOSE AND DROPS INTO THE TRAY
THAT CASPER IS HOLDING.

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

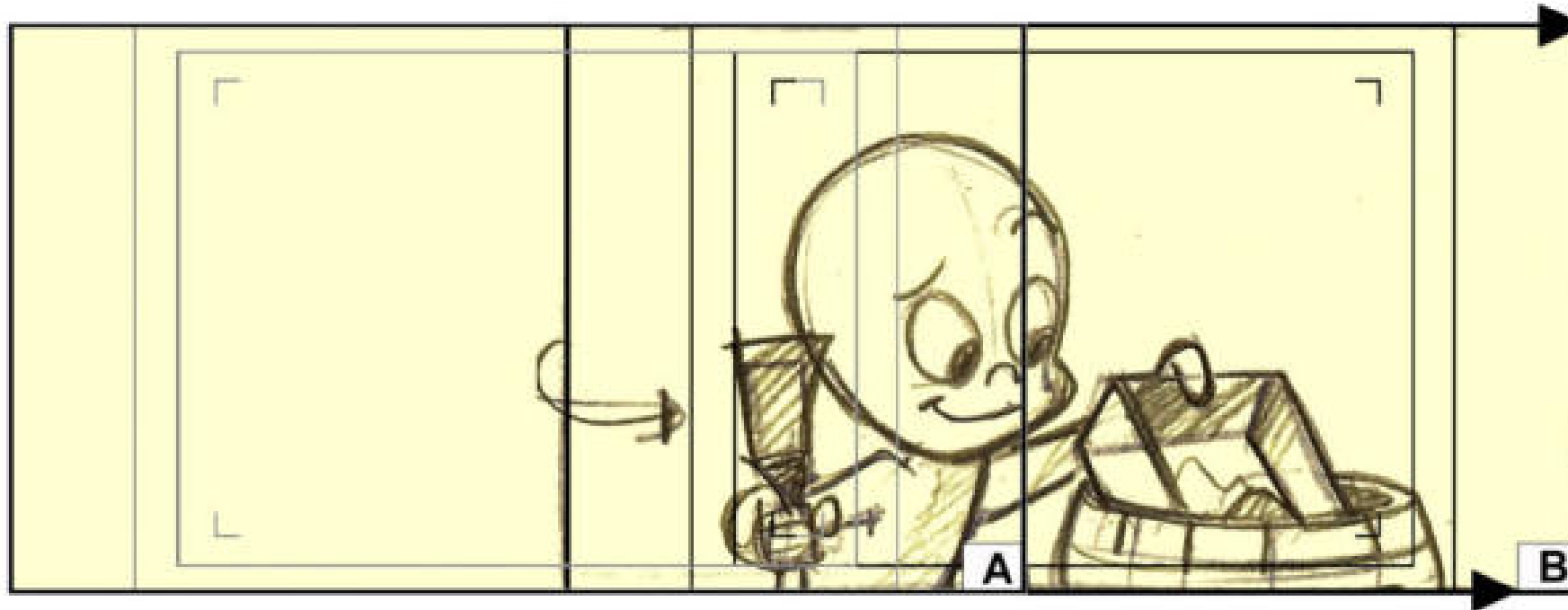
Technical note

Action :
CASPER TURNS...

Dialogue :

FX :

Director's note



SC: CONTD BG:

Cam: PAN A - B Timing:

SC:

BG:

Cam:

Timing:

Technical note

Technical note

Action : THE BARNACLE POPS LOOSE AND DROPS INTO THE TRAY PAN WITH ACTION AS CASPER TURNS TO THE BARREL AND DUMPS THE BARNACLE. IT'S THE LAST ONE ON TEH SHIP AND HE'S PLEASED.

Dialogue :

FX :

Director's note

Action :

Dialogue :

FX :

Director's note



CUT



SC: CONTD BG: Cam: Timing:

Technical note

Action :

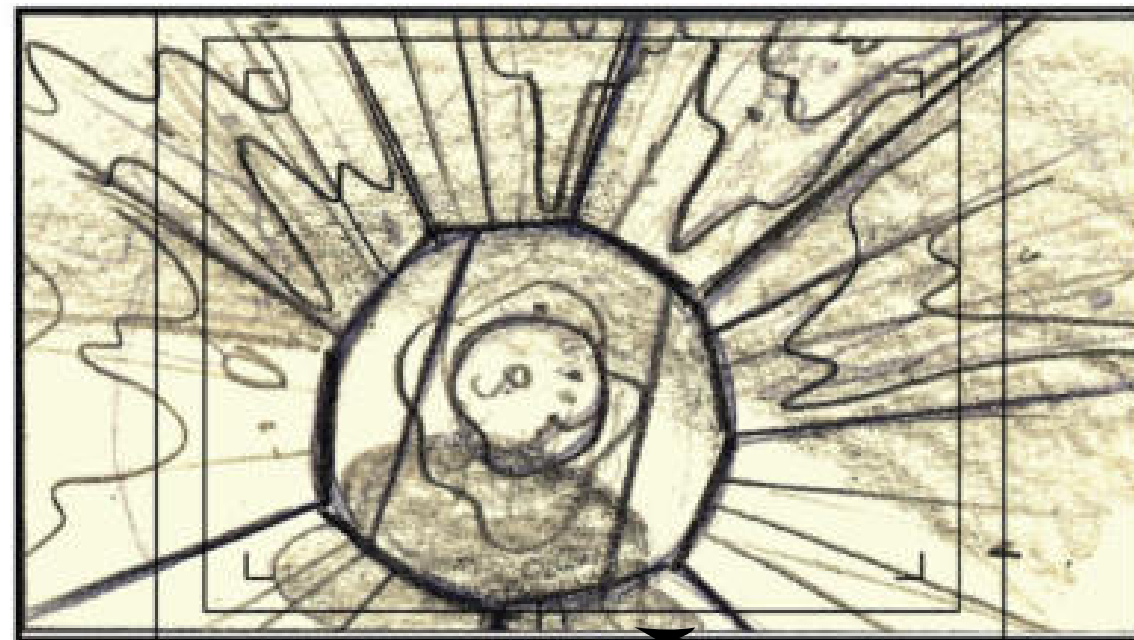
SOMETHING CATCHES CASPERS EYE AND HE LOOKS INTO THE BARREL.

Dialogue :

FX :

Director's note

CUT



SC: BG: Cam: Timing:

(CASPER'S SHADOW)

Technical note

Action :

CASPERS POV INSIDE THE BARREL. THERE'S ONLY ONE BARNACLE INSIDE...THE ONE HE JUST PULLED OFF THE HULL.

Dialogue : ▲ CASPER:

HUH?!?

FX : DX SHADOWS

Director's note



CUT



SC:

BG:

Cam:

Timing:

Technical note

Action :

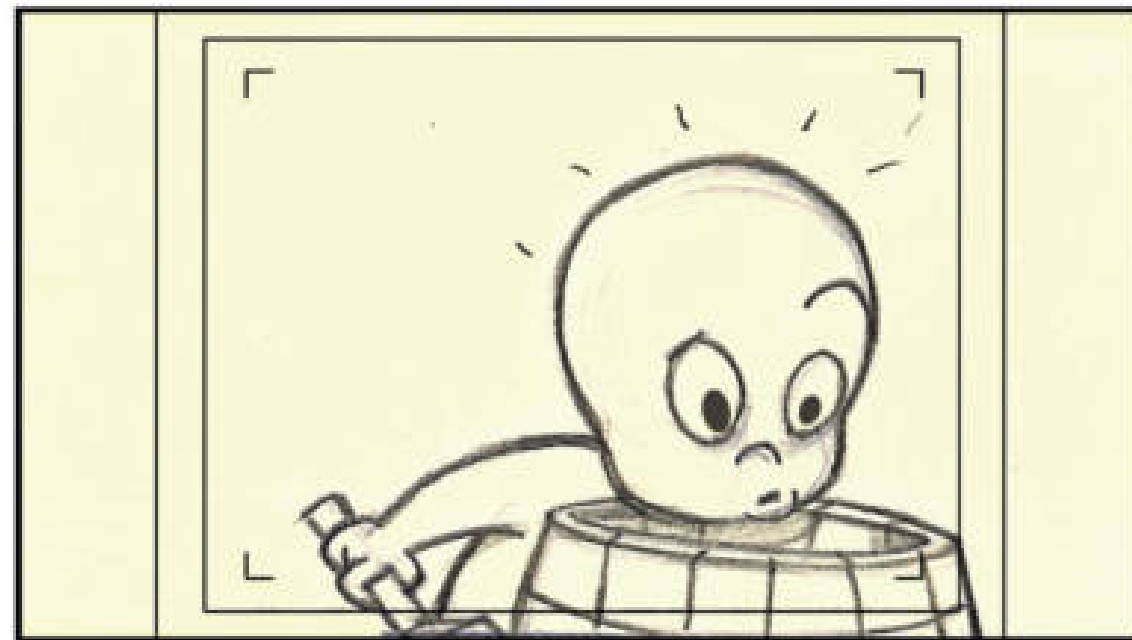
BACK ON CASPER. (START POSE)

Dialogue :

FX :

Director's note

CUT



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action :

CASPER REACTS TO A GROAN FROM OS.

Dialogue : 75. CAPPY: (OS)

WUUUGH.

FX :

Director's note



CUT
▼



SC: CONTD BG: Cam: Timing: Technical note



SC: BG: Cam: Timing: Technical note

Action : CASPER LOOKS UP

Dialogue :

FX :

Director's note

Action : CASPER'S POV OF CAPPY LEANING UP AGAINST A TREE. HE LOOKS A BIT GREEN AROUND THE GILLS.

Dialogue : 75. CAPPY: (OS) [CONTD]
WUUUGH.

FX : DX STARS AND WHIRLYS, DX SHADOW

Director's note



CUT



SC: BG: Cam: Timing:

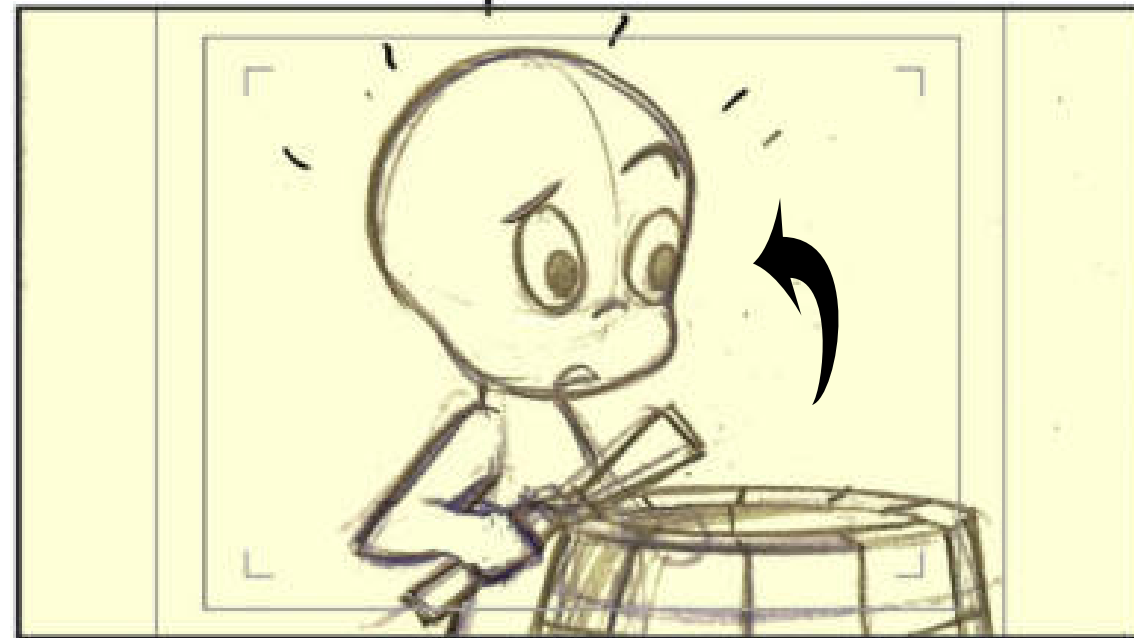
Technical note

Action :
(START POSE)

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : CASPER REACTS TO THE SOUND OF KIDS AND SCREAMS COMING TOWARDS HIM.

Dialogue :  KIDS: (OS)

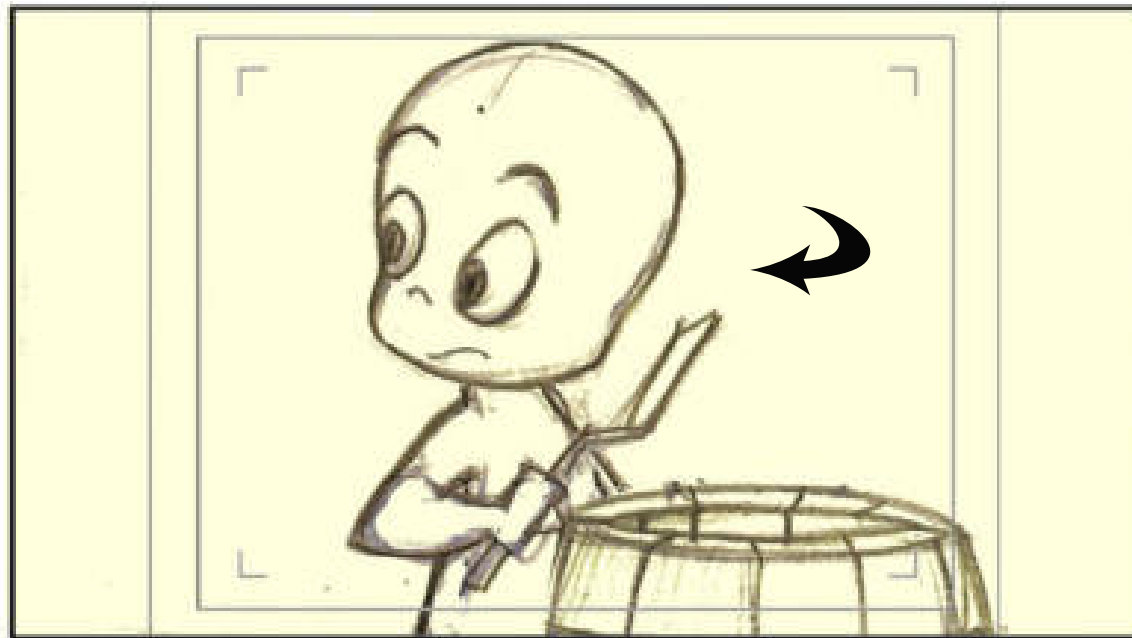
<EXCITED WALLA>

FX :

Director's note

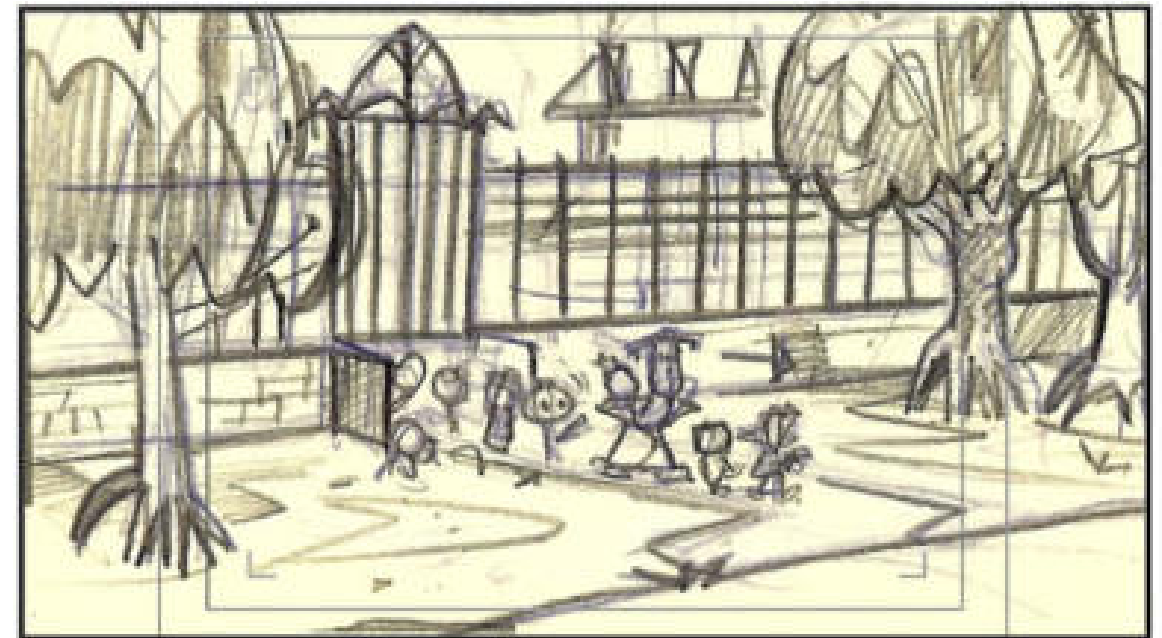


CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note (EVENING)

Action :

CASPER TURNS TO LOOK.

Dialogue :

FX :

Director's note

Action :

ANGLE ON FRONT GATE OF UNCLES HOUSE. THE KIDS HAVE RETURNED EXCITEDLY LISTENING TO THE RECORDED SCREAMS ON THEIR CRYOPODS. ALDER AND DASH ARE RIDING HEARD ON THEM.

Dialogue : ▲ KIDS: (OS)

<EXCITED WALLA>

FX : DX SHADOW

Director's note



CUT



SC: BG: Cam: Timing:

Technical note (EVENING)



SC: CONTD BG: Cam: Timing:

Technical note (EVENING)

Action :

MANTHA AND RA WALK UP TO CASPER, WHO LOOKS PLEASED TO SEE HIS FRIENDS.

Dialogue :

76. MANTHA:

YOU DIDN'T ...

FX :

Director's note

Action :

THEY STOP BESIDE CASPER.

Dialogue :

76. MANTHA:(CONTD)

....MISS MUCH.

FX : DX SHADOW

Director's note



CUT



SC: BG: Cam: Timing:

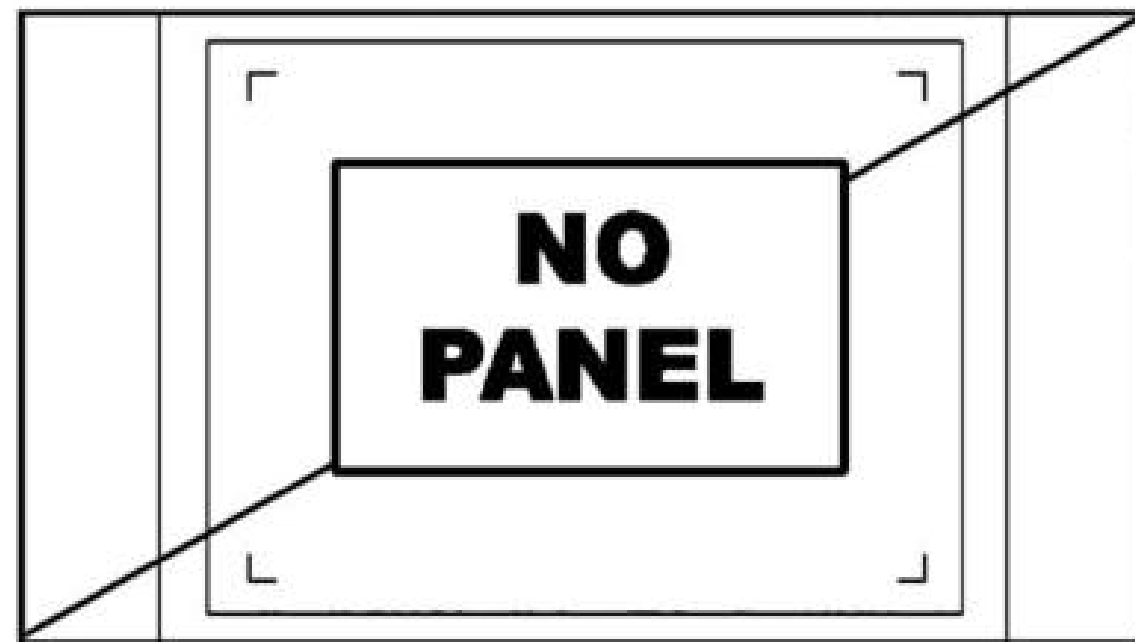
Technical note (EVENING)

Action :
WOLFIE RUSHES UP, EXCITED, HIS CRYOPOD PLAYING A SCREAM.

Dialogue : 77. WOLFIE:
THAT WAS GREAT!

FX :

Director's note



SC: BG: Cam: Timing:

Technical note

Action :

Dialogue :

FX :

Director's note



HU



SC: BG: Cam: Timing:

Technical note (EVENING)

Action :
WOLFIE EXCITED, HIS CRYOPOD CONTIUES PLAYING A SCREAM.

Dialogue : 77. WOLFIE: (CONTD)
I NEVER HAD.....

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note (EVENING)

Action :
HE STOPS AND LOWERS THE CRYOPOD. CLICKING IT OFF. MANTHA HAS BEEN GIVING HIM THE "LOOK"

Dialogue : 77. WOLFIE: (CONTD)
....SO MUCH.

FX : DX SHADOW

Director's note



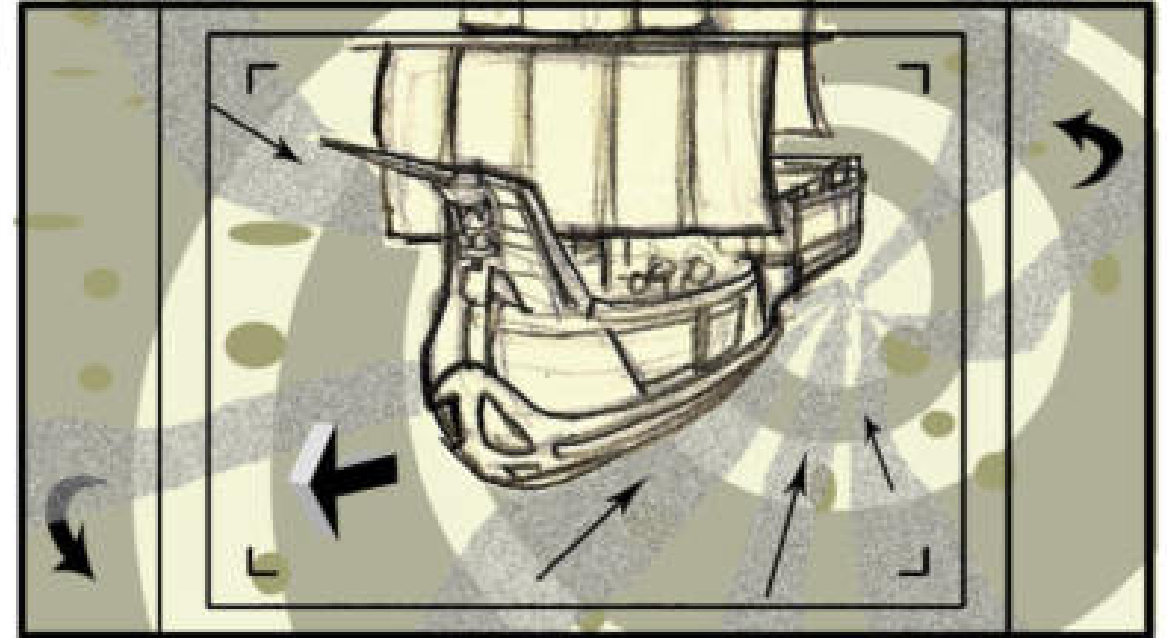
SC: CONTD BG: Cam: Timing: Technical note (EVENING)

Action :
WOLFIE TOES THE LINE AND A SMILING MANTHA TURNS BACK TO OS CASPER.

Dialogue : 77. WOLFIE: (CONTD)
...HORRIBLE TIME IN MY LIFE.

FX :

Director's note



SC: BG: Cam: Timing: Technical note (EVENING)

Action :
EXT. PIRATE SHIP IN FLIGHT - OVERWORLD.
THE BACKGROUND SWIRLS AND THE CLOUDS STREAM BACK
AS THE SHIP GLIDES FORWARD

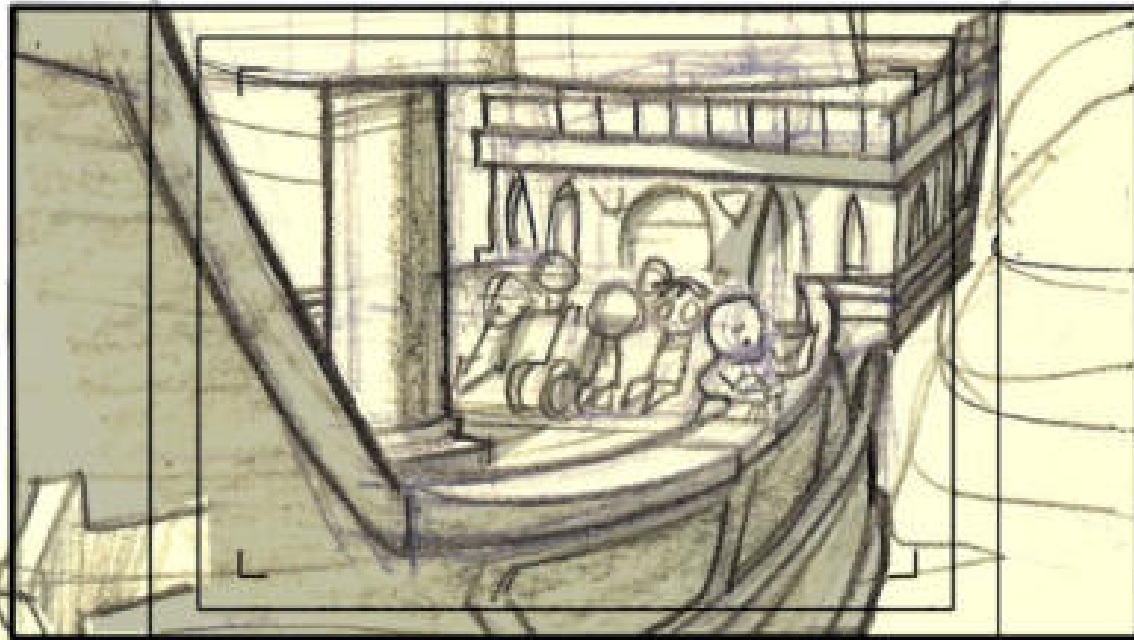
Dialogue :

FX :

Director's note

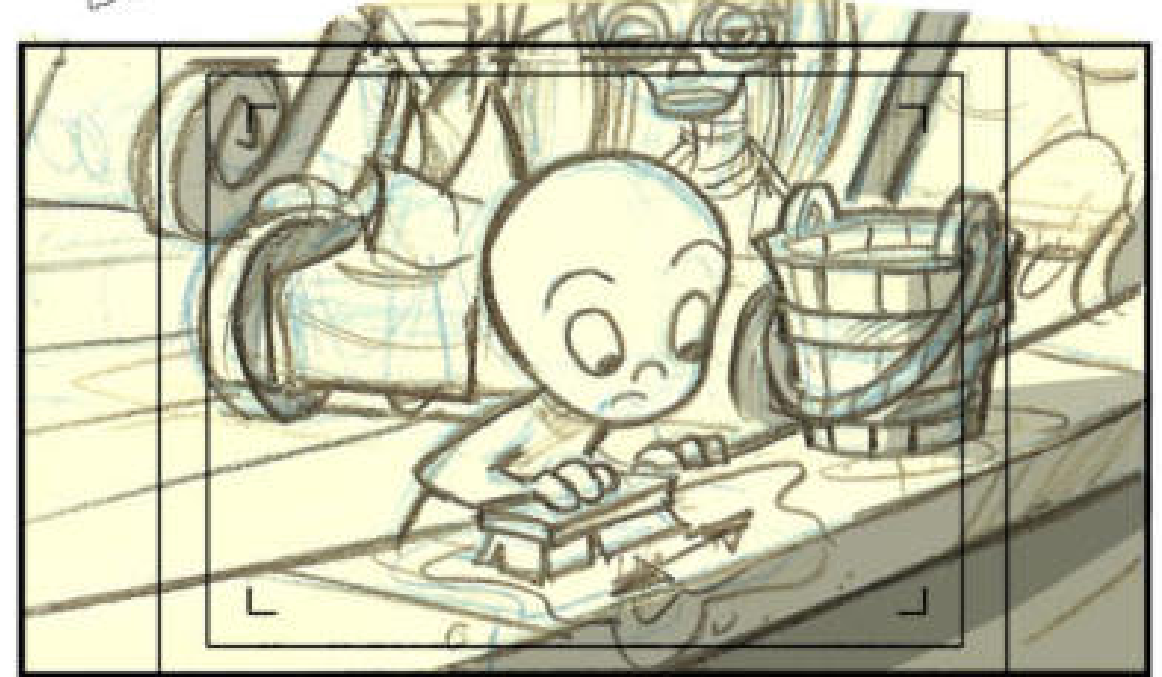


HU
▼



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note (EVENING)

Action :

AS THE SHIP GAINS FORWARD WE SEE THAT CASPER IS SCRUBBING THE RAIL-
ING AS THE KIDS IN THEIR SEATS WATCH HIM.

Dialogue :

FX : DX SHADOWS

Director's note

Action :

CLOSE ON CASPER.

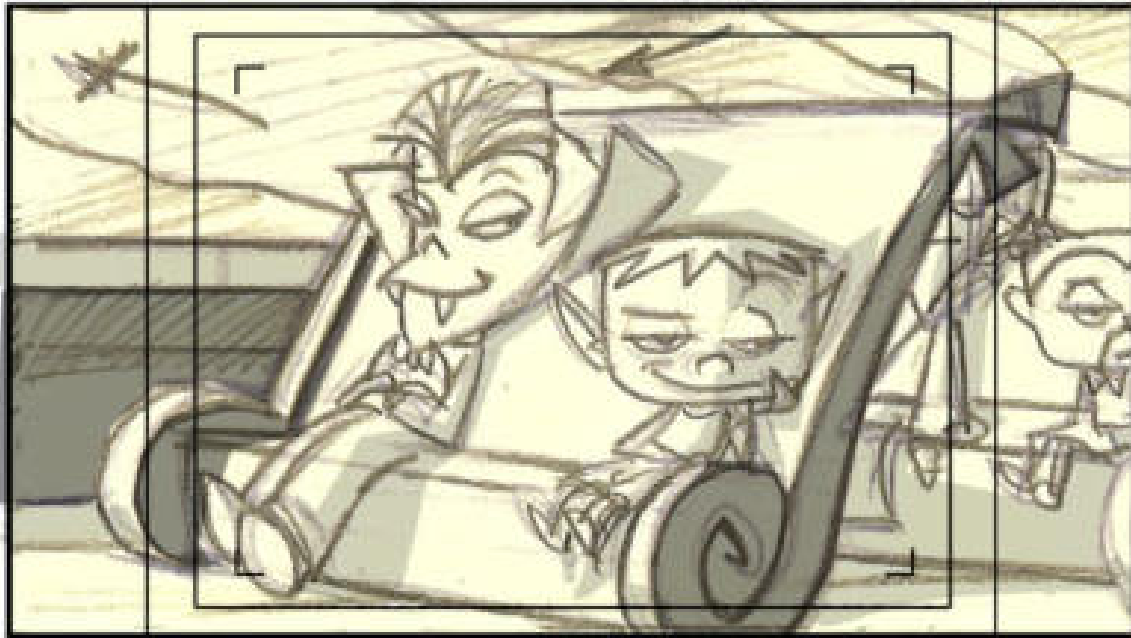
Dialogue :

FX : S / T WATER, DX SHADOWS

Director's note



CUT



SC: CONTD BG: Cam: Timing:

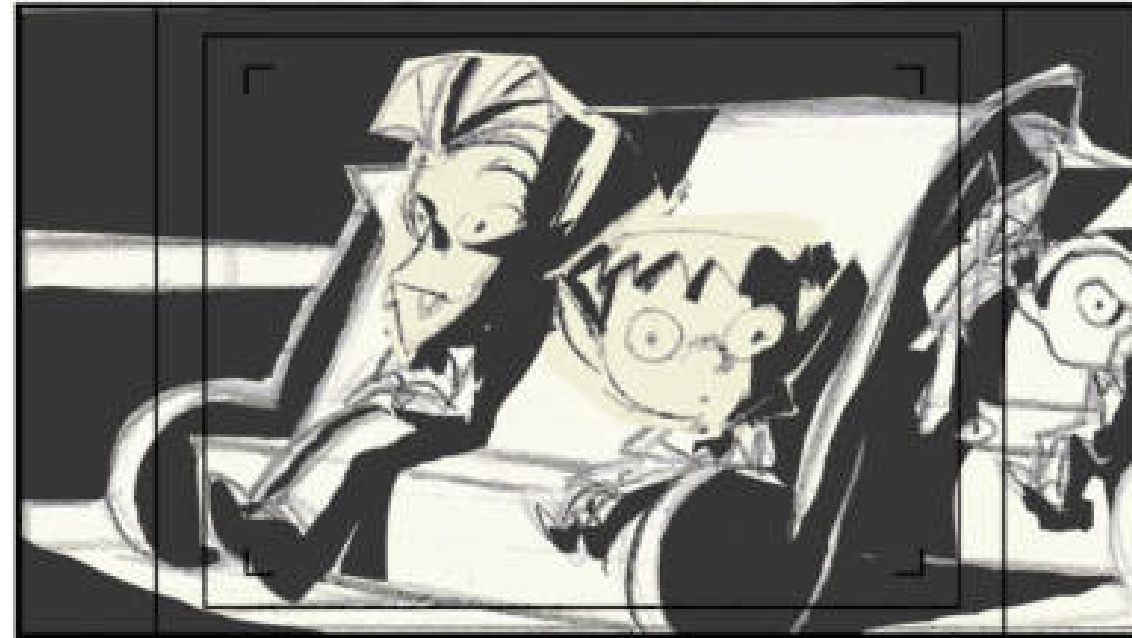
Technical note

Action :
CLOSE ON THATCH AND MOSSHEAD KICKING BACK AND WATCHING CASPER WORKING. IN THE BACKGROUND THE CLOUDS HAVE STARTED TO CHANGE DIRECTION. THEY NOW
Dialogue : STREAM FORWARD TOWARDS THE BOW OF THE SHIP.

FX : DX SHADOWS

Director's note

CUT



SC: BG: Cam: Timing:

Technical note

Action : SUDDENLY LIGHTNING AND THUNDER
(CYCLE 2X'S)
A STORM FORMS AROUND THE SHIP STARTLING THE CHILDREN.
Dialogue :

FX : LIGHTNING EFX, DX SHADOWS

Director's note



CUT



SC: BG: Cam: Timing: DX SHADOW

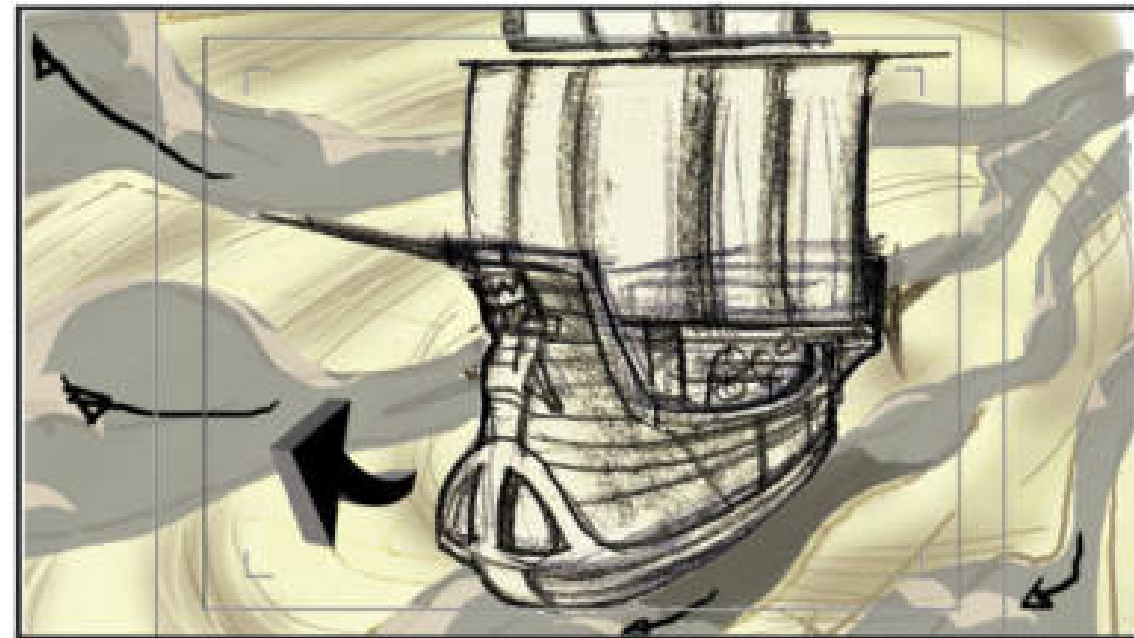
Technical note

Action :
WIDE ON THE PIRATE SHIP AS IT GLIDES FOREWARDS. LIGHTNING FLASHES ACROSS THE SKY.

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

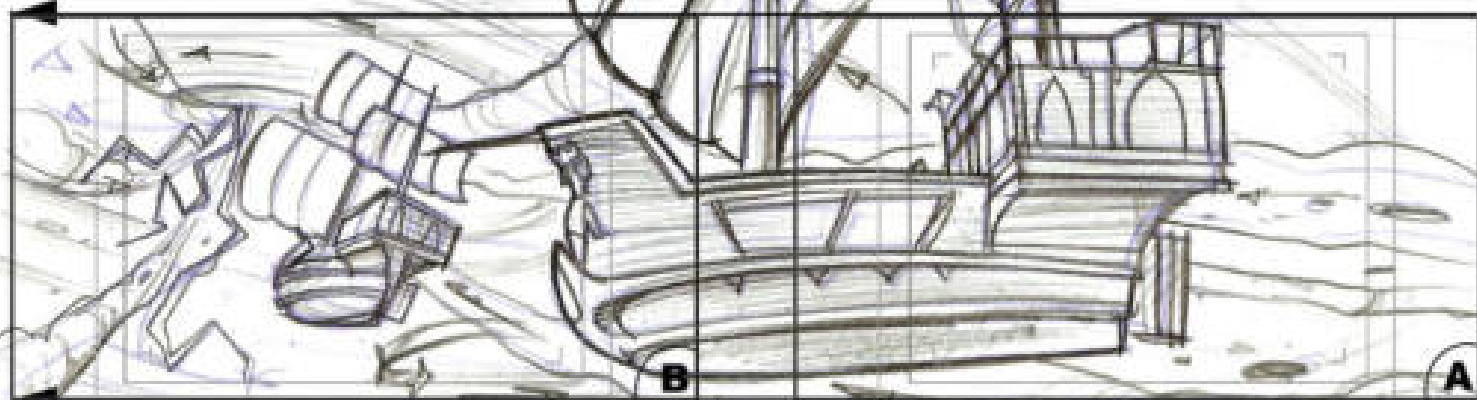
Technical note

Action :
THE SHIP PITCHES UP...

Dialogue :

FX : LIGHTNING EFX, DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing: DX SHADOW

SC:

BG:

Cam:

Timing:



Technical note



Action :



Technical note

Action :

PAN WITH THE SHIP AS IT FLIES PAST CAMERA. ADD SLIGHT SHAKE AS THE SHIP TURNS. IT IS BEING SUCKED TOWARDS THE VORTEX. THE STORM HAS BECOME EVEN MORE VIOLENT.

Dialogue :

79. BEAKY: (OS)
IT LOOKS LIKE A VORTEX BETWEEN THE FLESHIE WORLD
AND THE UNDERWORLD.

FX : DX SHADOWS, LIGHTNING (CAM SHAKE)

FX :

Director's note

Director's note

CUT



SC:

BG:

Cam:

Timing:

Technical note

Action :

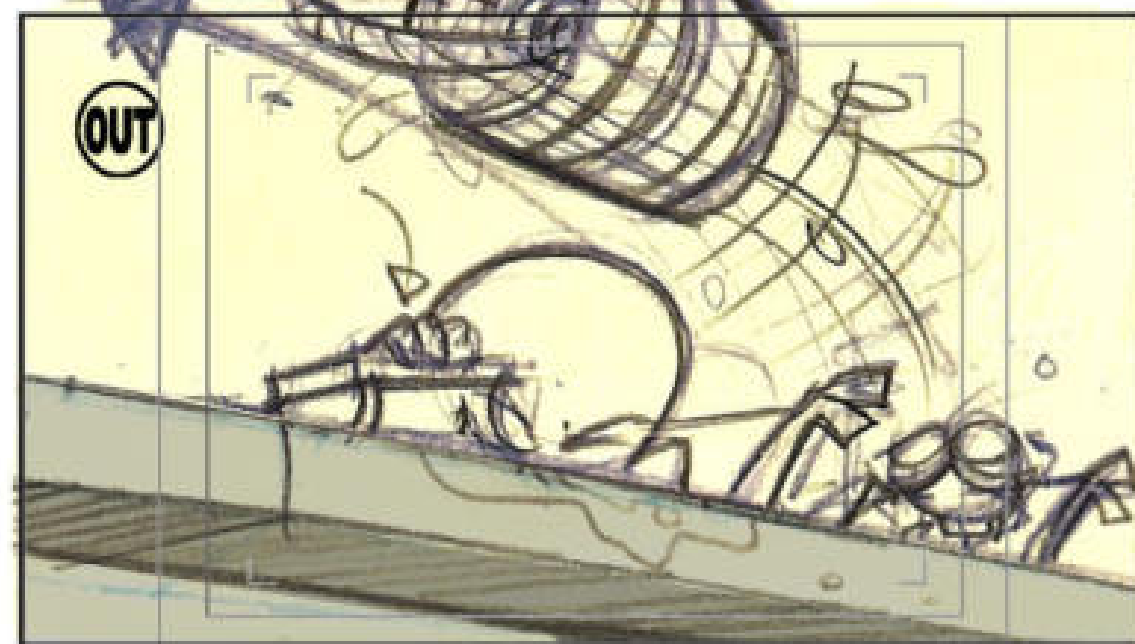
ANGLE ON CASPER LOOKING UP AT THE VORTEX. THE CLOUDS ARE WHIPPING PAST MORE VIOLENTLY NOW.

Dialogue :

FX : DX SHADOWS, LIGHTNING

Director's note

CUT



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action :

CASPER DUCKS AS THE BUCKET IS SUCKED PAST, NARROWLY MISSING HIS HEAD.

Dialogue :

FX : LIGHTNING EFX, DX SHADOWS, S / T WATER, DRIPS

Director's note



CUT



SC: BG: Cam: Timing:

Technical note

Action :
ANGLE ON RA AND MANTHA LOOKING A BIT SCARED.

Dialogue :

FX : DX SHADOWS, LIGHTNING

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

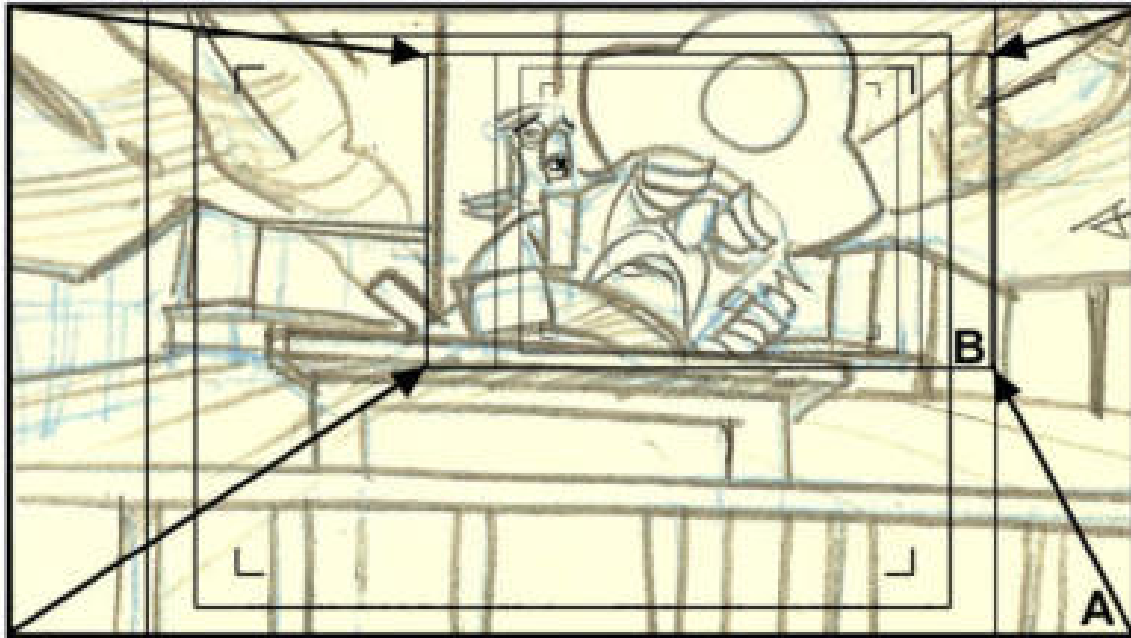
Action :
WOLFIE POPS OUT FROM BEHIND THEIR SEAT.

Dialogue : 78. WOLFIE:
WH-WHAT WAS THAT?

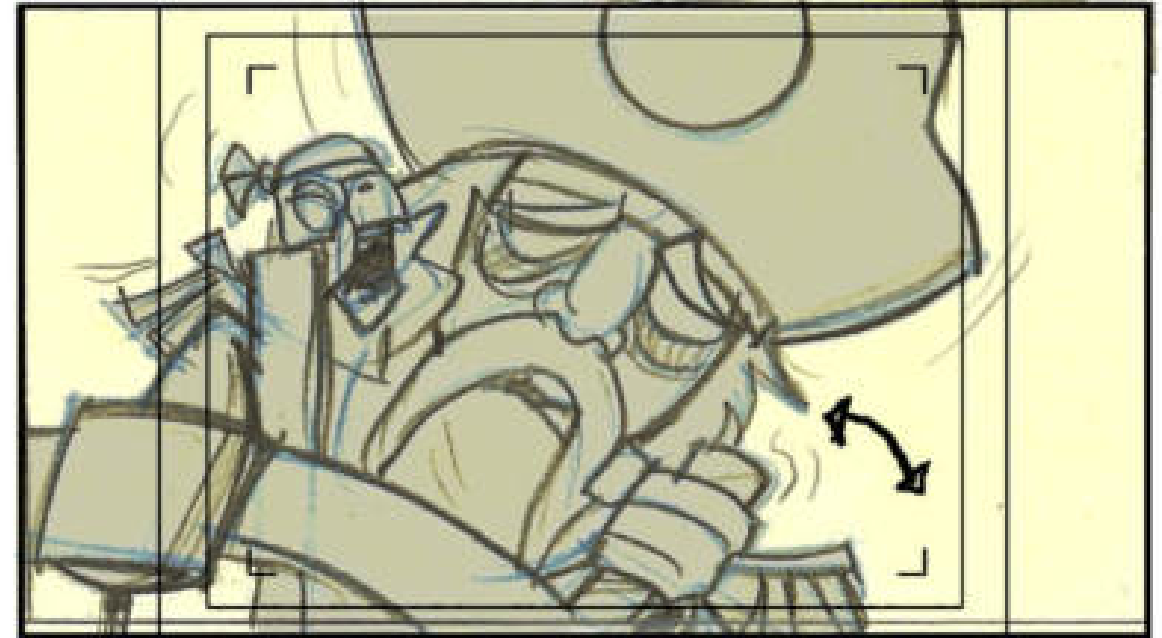
FX : LIGHTNING EFX, DX SHADOWS

Director's note

CUT



SC: BG: Cam: Timing: TRUCK IN AND ANIMATE UP A - B
Technical note



SC: CONTD BG: Cam: Timing: Technical note

Action :

Dialogue : 79. BEAKY: (CONTD)
RAAAWWK!

FX : DX SHADOWS, LIGHTNING

Director's note

Action :

BEAKY YELLS INTO CAPPYS EAR.

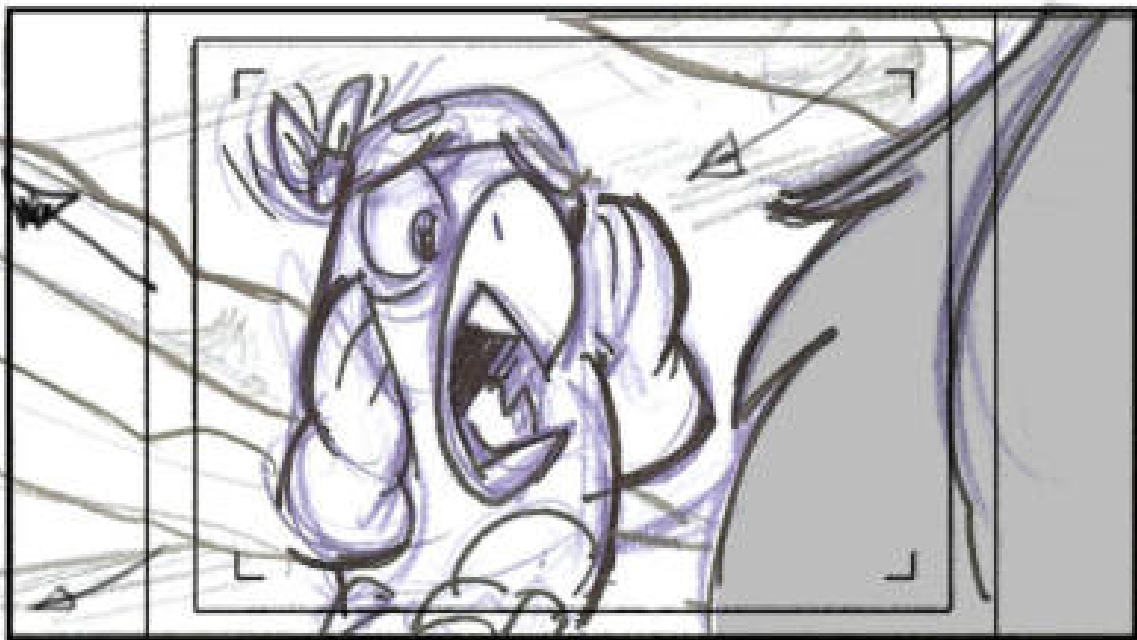
Dialogue :

FX : LIGHTNING EFX, DX SHADOWS

Director's note

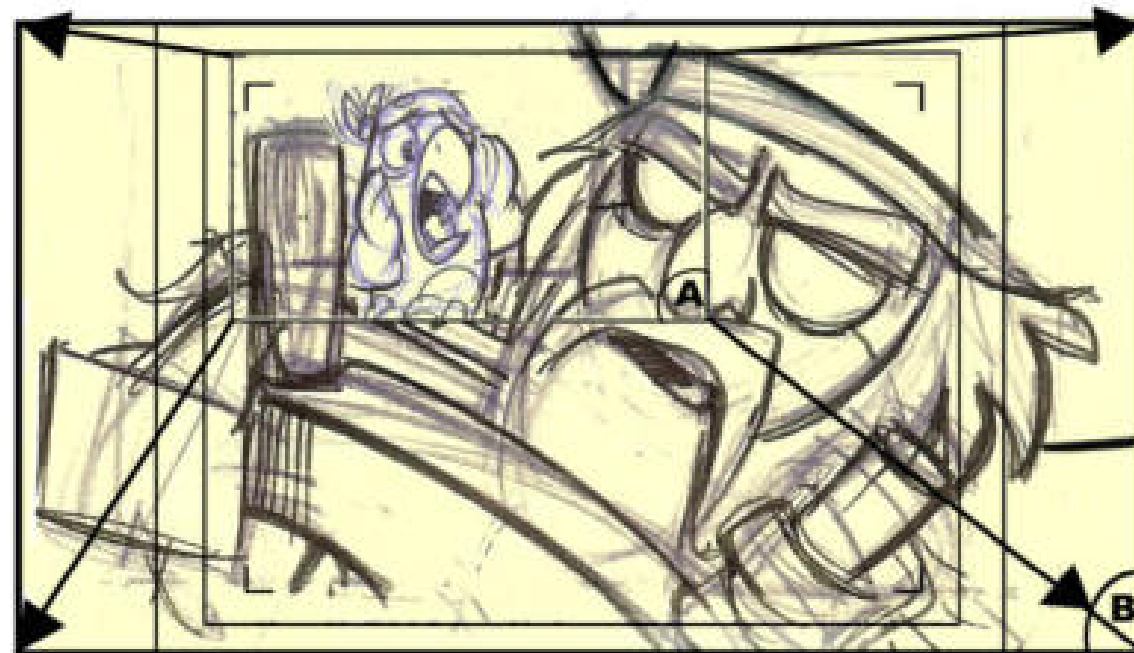


CUT



SC: BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note TRUCK OUT A - B

Action :

(START POSE)

Dialogue : 79. BEAKY: (CONTD)

RAAAWWK!

FX : DX SHADOWS, LIGHTNING

Director's note

Action :

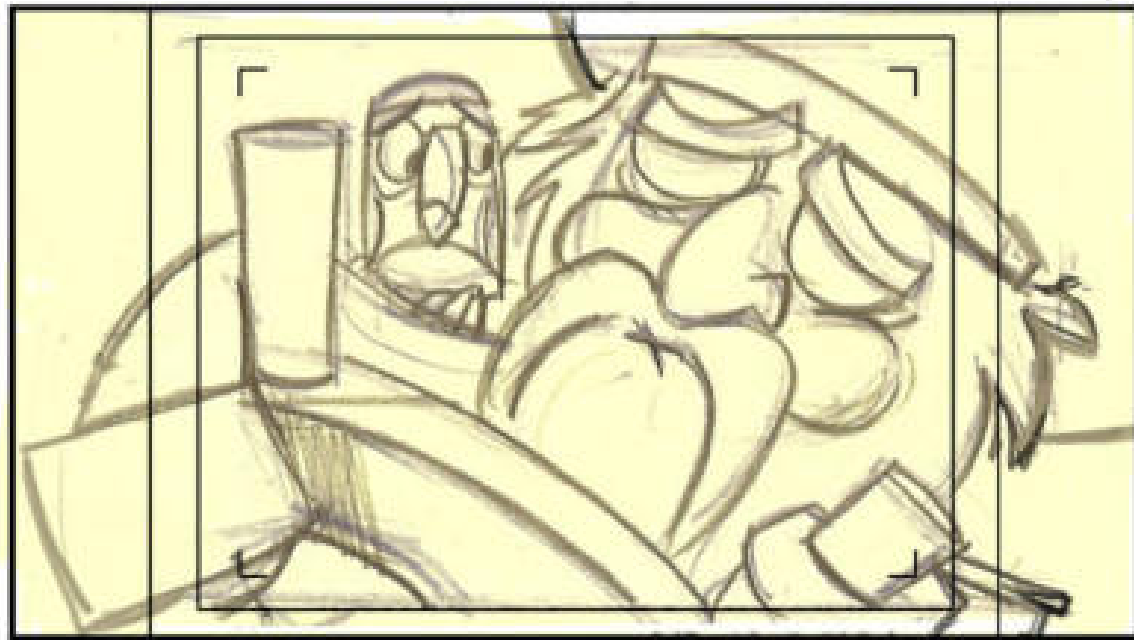
FAST TRUCK OUT

Dialogue : 80. CAPPY:

IMPOSSIBLE!

FX : LIGHTNING EFX, DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

CAPPY FIGHTS TO KEEP HIS LUNCH DOWN.

Dialogue :

80. CAPPY: (CONTD)

<UUUUURP!>

FX :

DX SHADOWS, LIGHTNING

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

CAPPY GAINS A MEASURE OF CONTROL...

Dialogue :

80. CAPPY: (CONTD)

I'VE NEVER SEEN A VORTEX AT THE JUNCTION!

FX :

LIGHTNING EFX, DX SHADOWS

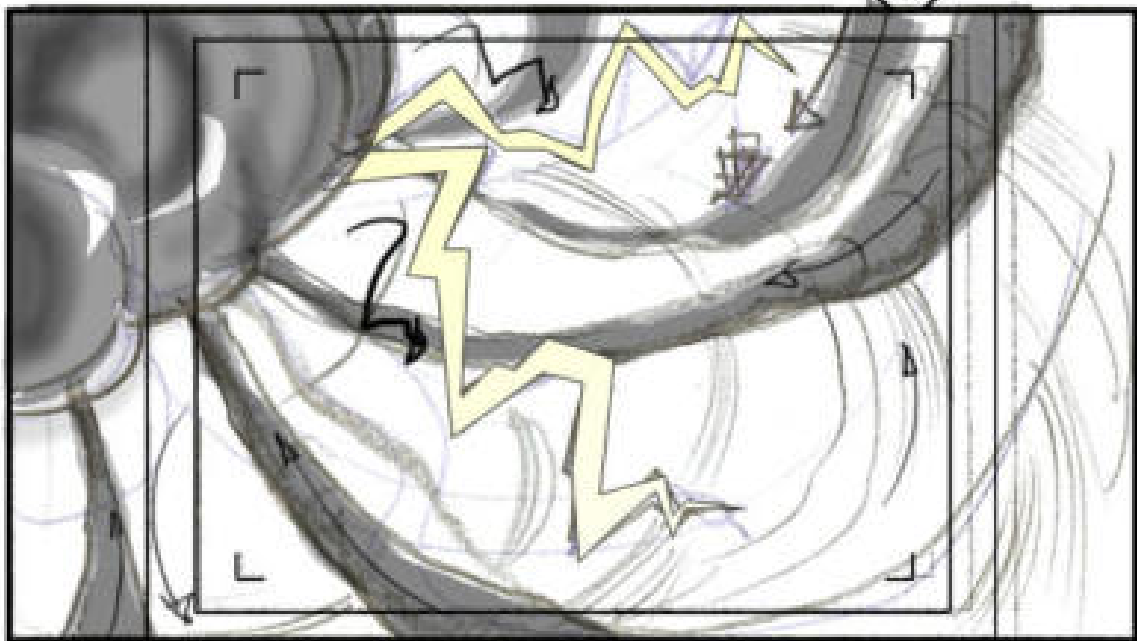
Director's note



IN

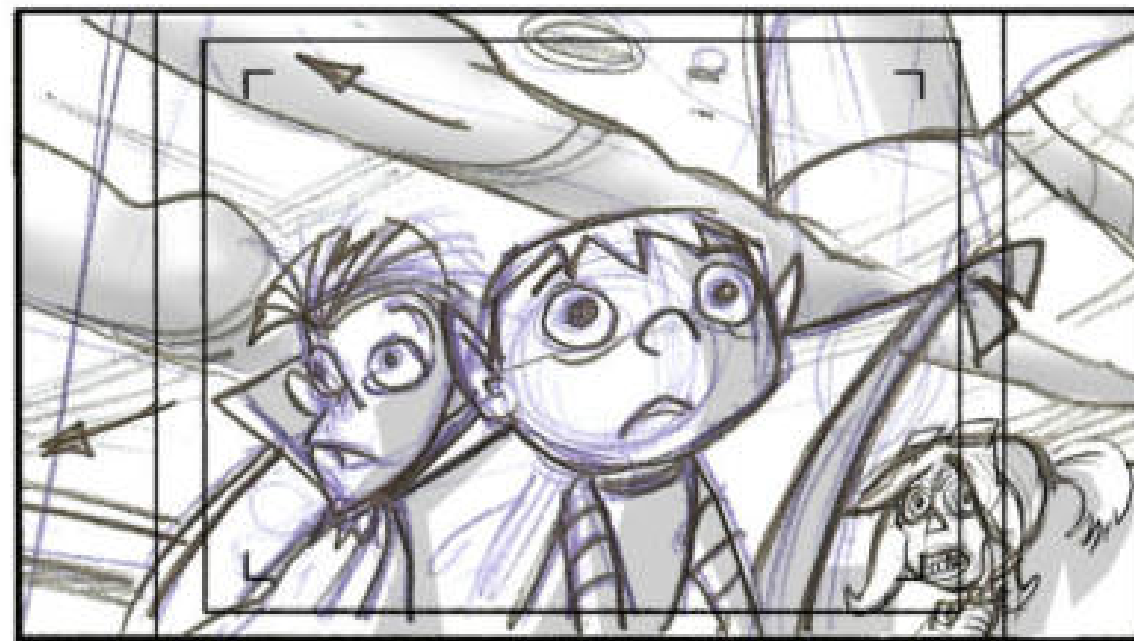
CUT

CUT



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :
WIDE SHOT OF THE PIRATE SHIP BEING SUCKED TOWARDS THE VORTEX. LIGHTNING FLASHES OUT FROM INSIDE IT.

Dialogue :

FX : DX SHADOWS, LIGHTNING

Director's note

Action :
ANGLE ON THATCH, MOSSHEAD AND MONACO. THEY ALL LOOK A BIT FRIGHTENED.

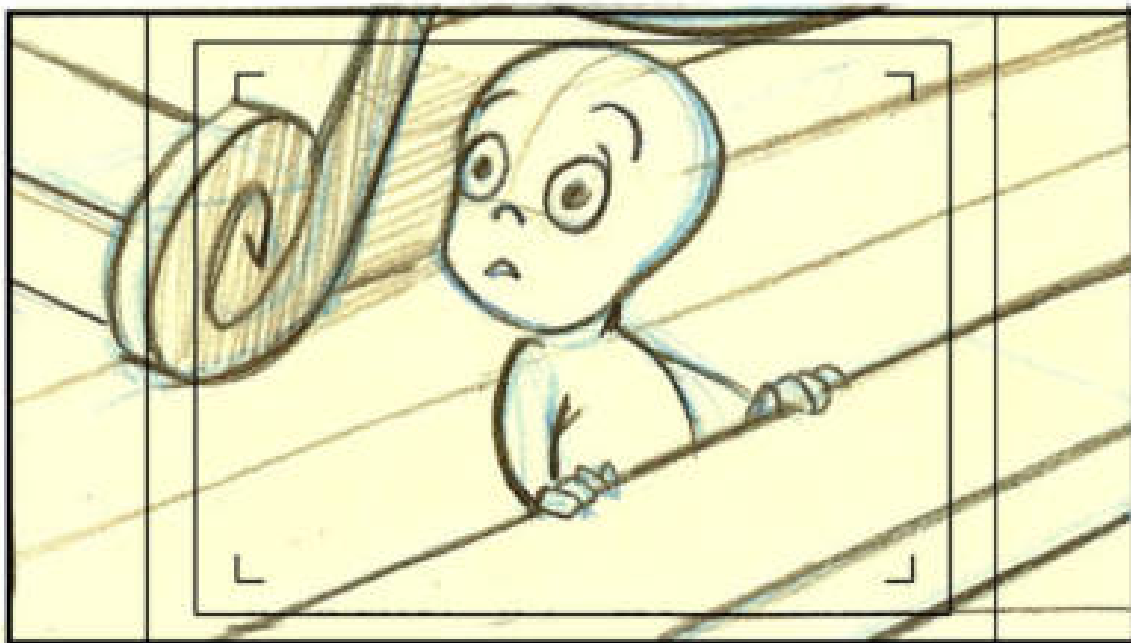
Dialogue :

FX : LIGHTNING EFX, DX SHADOWS

Director's note



CUT



SC: BG: Cam: Timing:

Technical note

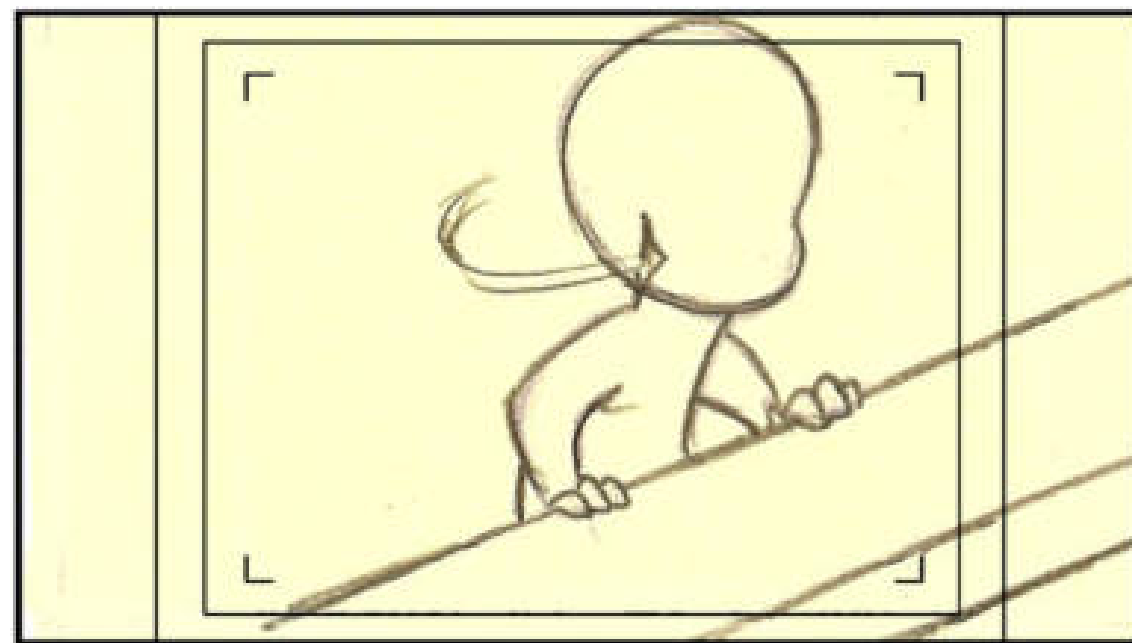
Action :
WIDE ON CASPER LOOKING AT THE APPROACHING VORTEX.
HE KNOWS SOMETHING IS WRONG.

Dialogue :

FX : DX SHADOWS, LIGHTNING

Director's note

CUT



SC: CONTD BG: Cam: Timing:

Technical note

Action :
HE TURNS TO LOOK BACK AT OS CAPPY AT THE WHEEL.

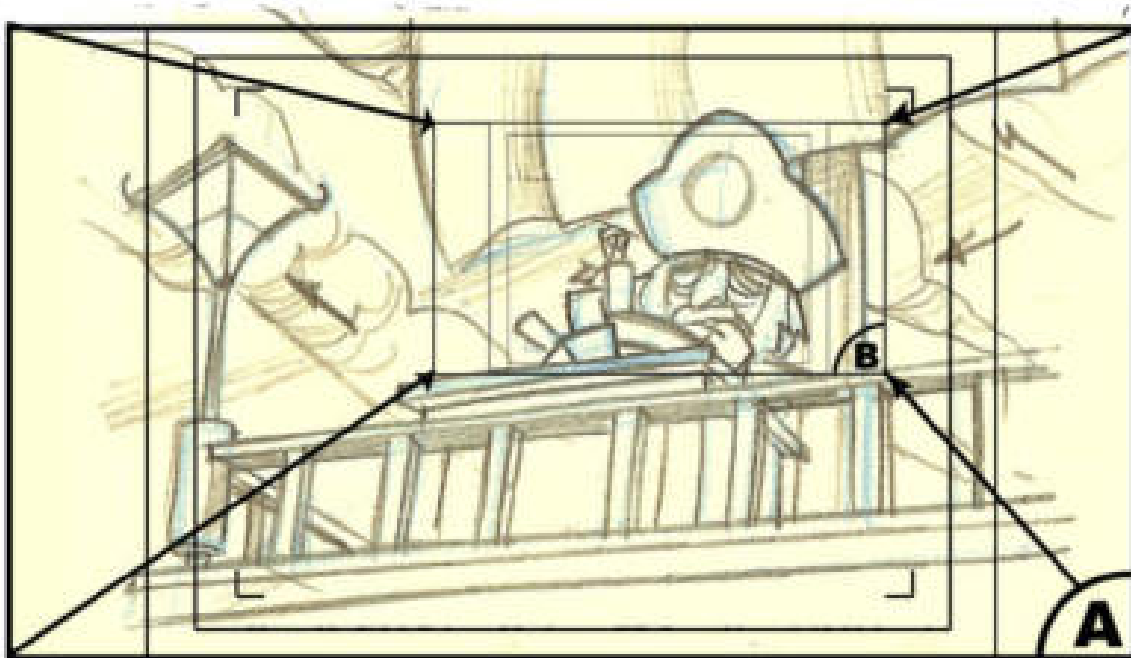
Dialogue :

FX : LIGHTNING EFX, DX SHADOWS

Director's note



CUT
▼



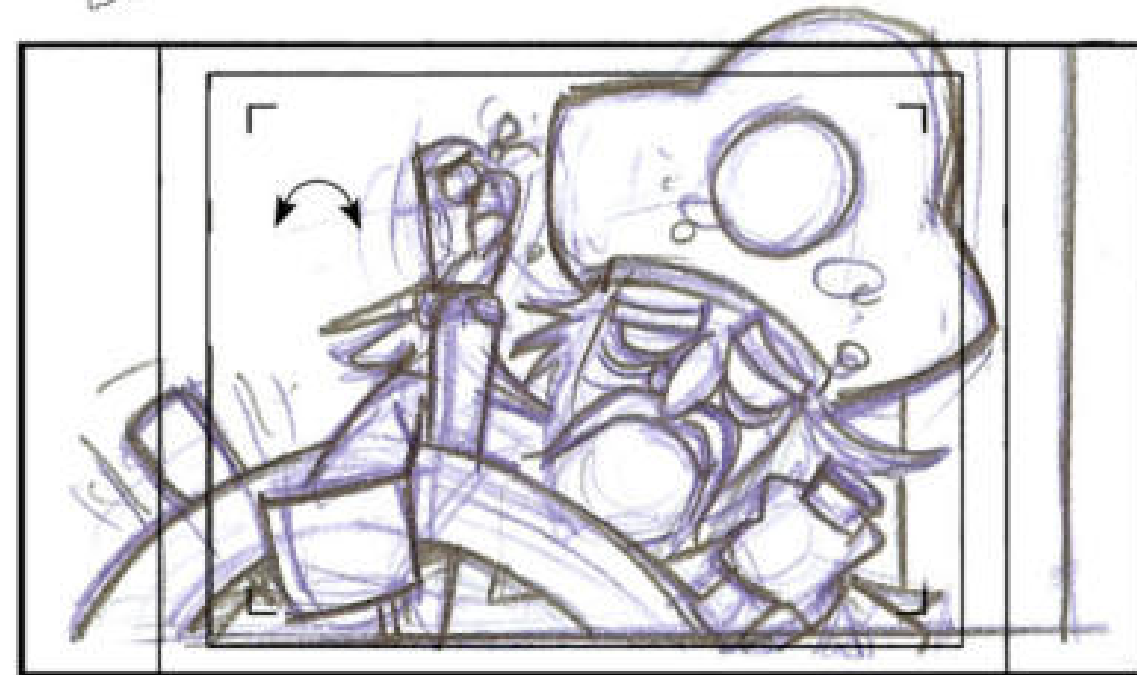
SC: BG: Cam: Timing: Technical note

Action : CASPER'S POV OF CAPPY. LEANING UP AGAINST THE SHIPS WHEEL LOOKING ILL.

Dialogue :

FX : DX SHADOWS, LIGHTNING,

Director's note



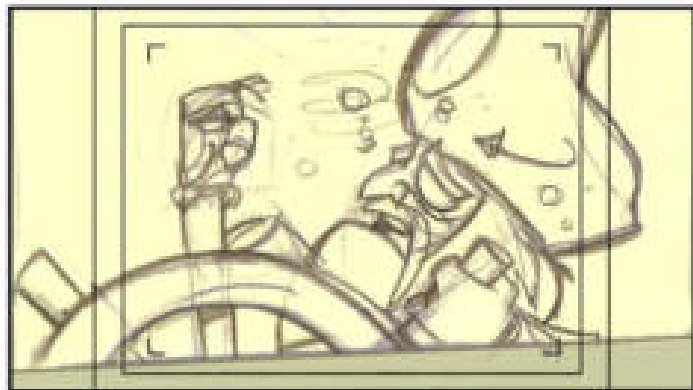
SC: CONTD BG: Cam: Timing: Technical note

Action : CAPPY IS SWAYING FROM SIDE TO SIDE.

Dialogue :

FX : LIGHTNING EFX, DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

CAPPY TURNS TO BEAKY, WHO IS PERCHED ON THE SHIP'S WHEEL.

Dialogue : 81. CAPPY: (CONTD)

THERE ONLY TWO CAP'NS IN THE UNDERWORLD
WHO CAN STEER 'ROUND A VORTEX. ME.....

FX : DX SHADOWS, LIGHTNING,

Director's note

Action :

CAPPY FALLS STIFFLY OUT OF SCENE BACKWARDS....

Dialogue : 81. CAPPY: (CONTD)

..... AND.....

82. BEAKY:

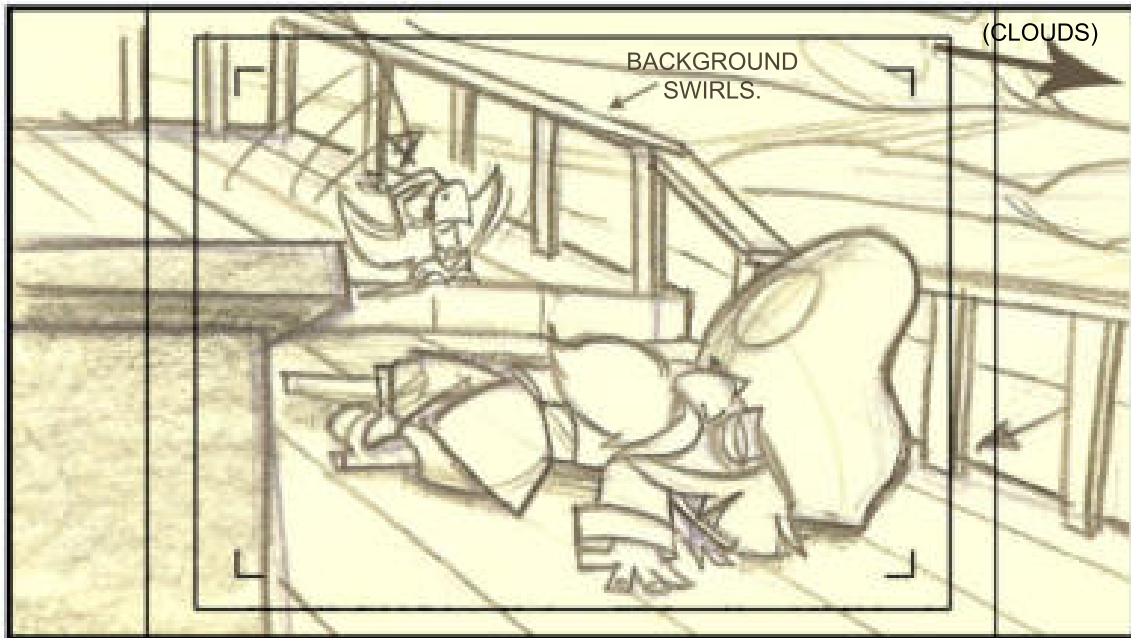
CAPPY, CAPPY!

FX : LIGHTNING EFX, DX SHADOWS

Director's note

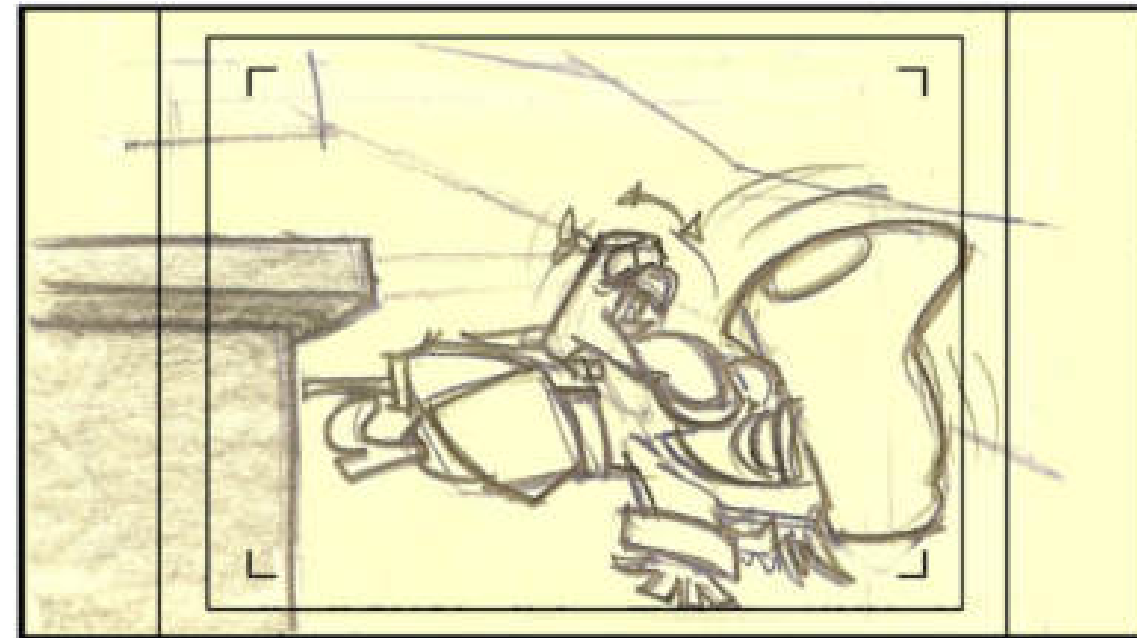


CUT



SC: BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

Action :
BEAKY HOPS DOWN ONTO CAPPY'S CHEST.

Dialogue : 82. BEAKY: (CONTD)
HE'S PASSED OUT!

FX :DX SHADOWS, LIGHTNING,

Director's note

Action :
BEAKY GRABS HOLD OF CAPPY'S MOUSTACHE AND BEGINS TO SHAKE HIM...TO NO EFFECT!

Dialogue : 82. BEAKY: (CONTD)
HE MUST'VE EATEN A BAD BARNACLE.

FX : LIGHTNING EFX, DX SHADOWS

Director's note

CUT
▼

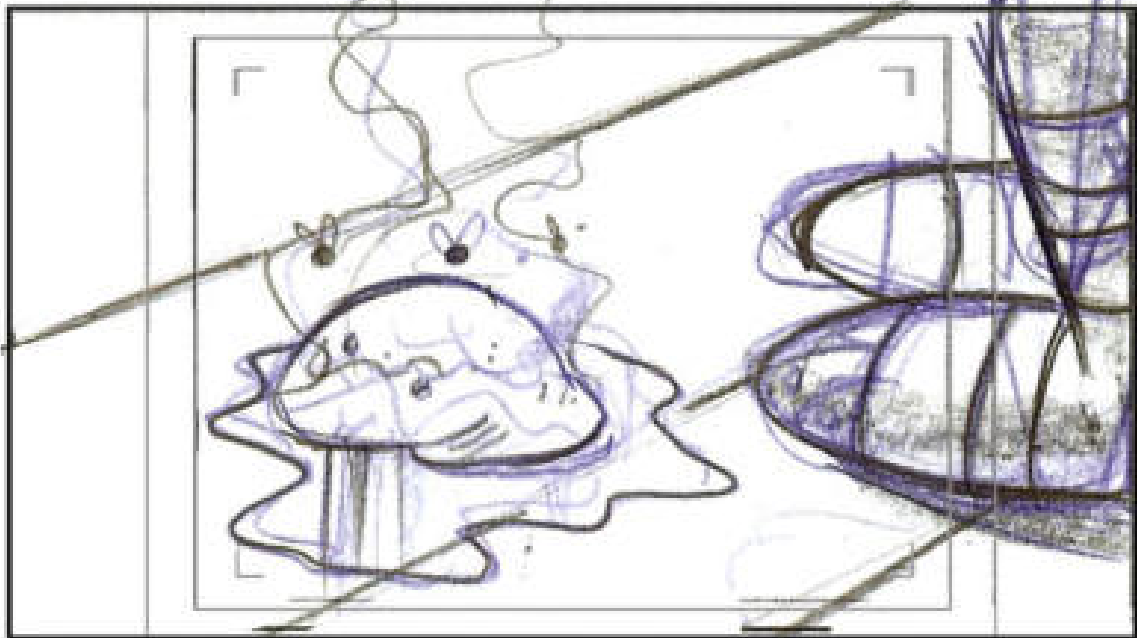


CASPER'S SCARE SCHOOL



_____ Page : _____

CUT
▼



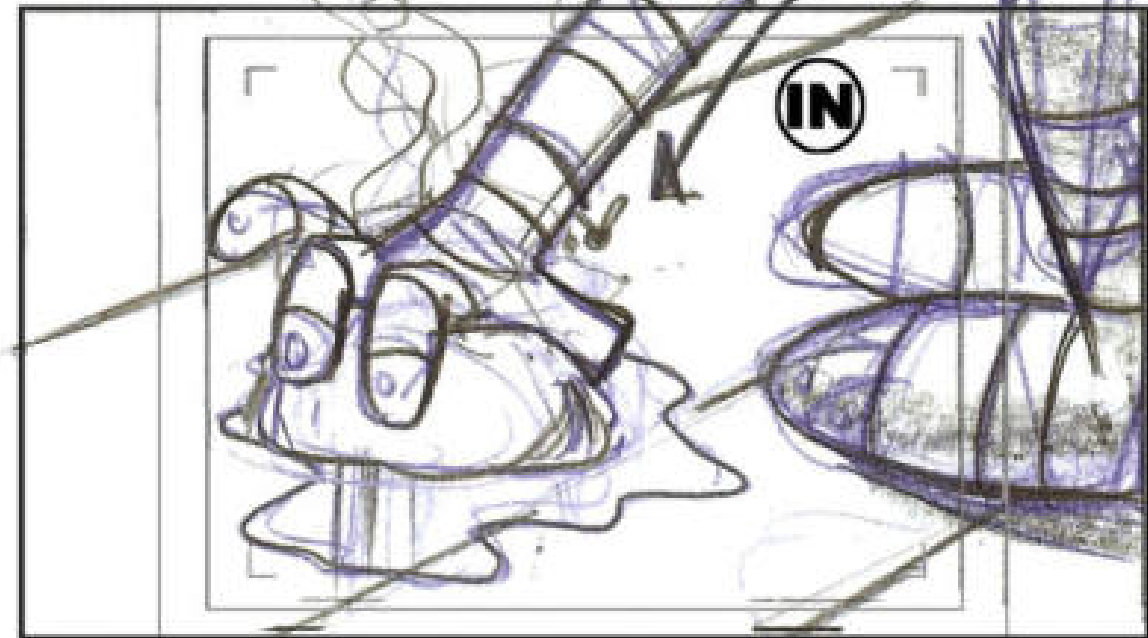
SC:

BG:

Cam:

Timing:

Technical note



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action :

ANGLE ON A SLIMY CHUNK OF BARNACLE. FLIES BUZZ AROUND IT. RA STANDS BESIDE IT.

Dialogue :

FX : DX SHADOWS, S/T SLIME, DX STINK.

Director's note

Action :

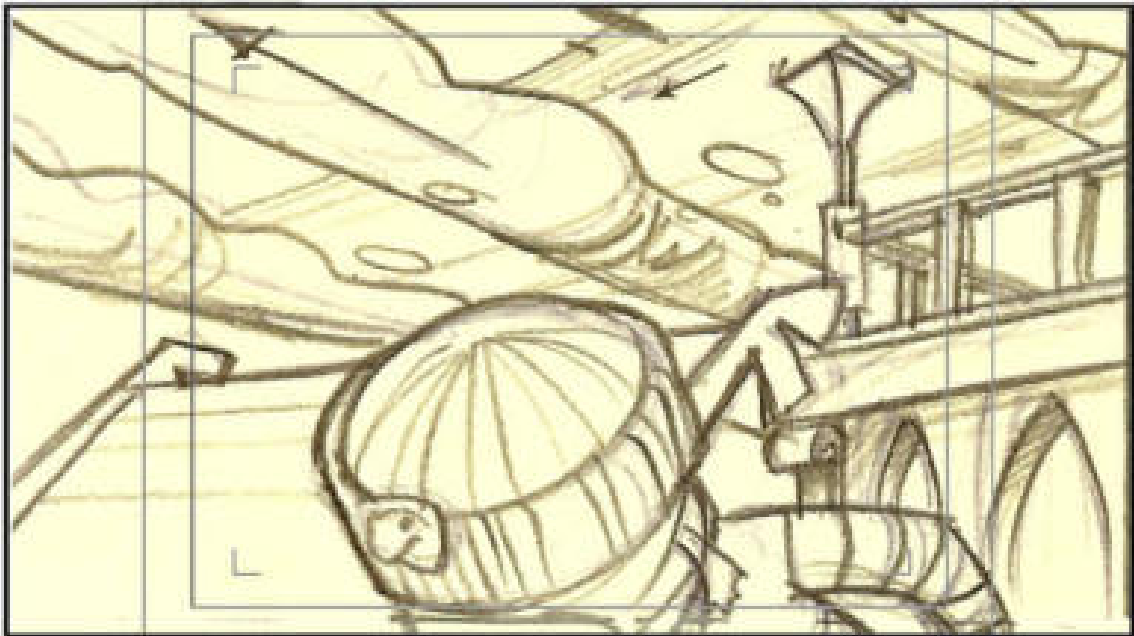
RA REACHES IN.

Dialogue :

FX : DX SHADOWS, S/T SLIME, DX STINK.

Director's note

CUT
▼



SC: BG: Cam: Timing:

Technical note

Action :
ANGLE ON RA.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action :
RA STRAIGHTENS UP, HOLDING HIS NOSE. THE BARNACLE LOOKS DISGUSTING.

Dialogue :

FX : DX SHADOWS, S/T SLIME, DX STINK.

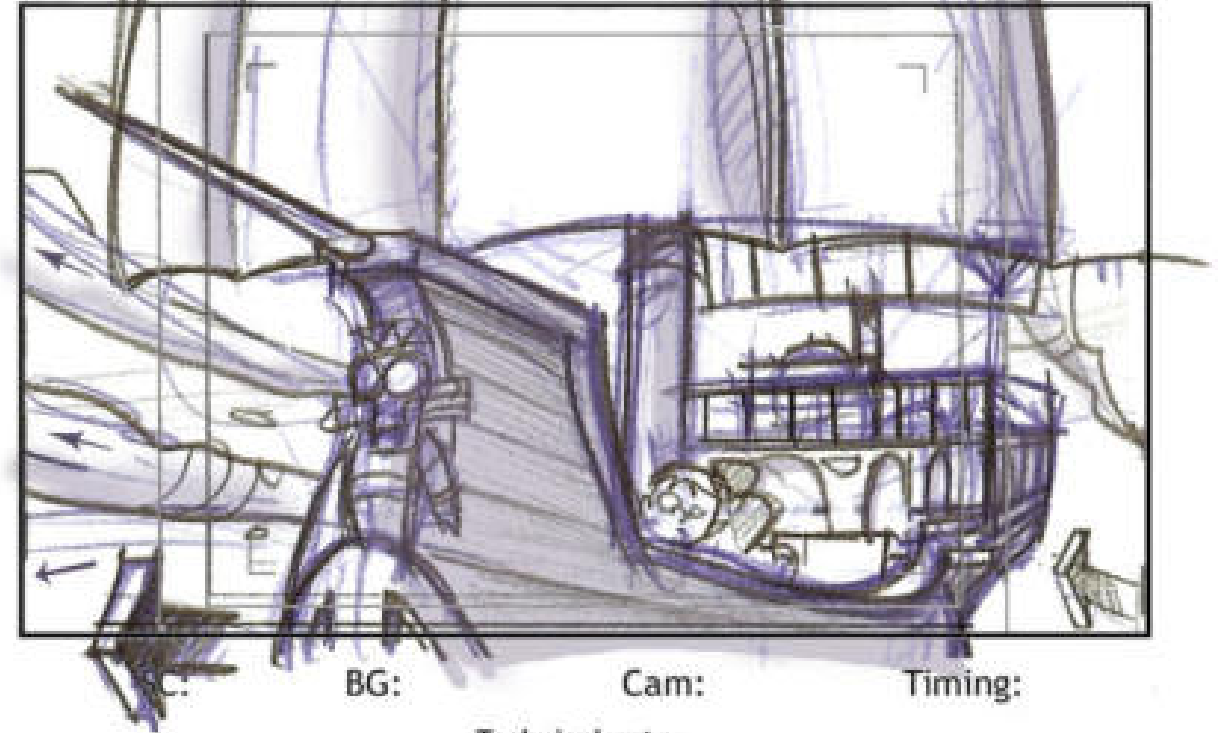
Director's note



CUT



SC: CONTD BG: Cam: Timing: Technical note



SC: BG: Cam: Timing: Technical note

Action :
FLIES CONTINUE TO BUZZ AROUND THE STINKING BARNACLE.

Dialogue : 82A. RA:
YA THINK?

FX : DX SHADOWS, S/T SLIME, DX STINK.

Director's note

Action :
ANGLE ON THE PIRATE SHIP AS IT FLIES TO CAMERA. THE KIDS ARE GATHERING AROUND THE BOW. THEY LOOK FRIGHTENED.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



CUT
▼



SC: CONTD BG:

Cam:

Timing:

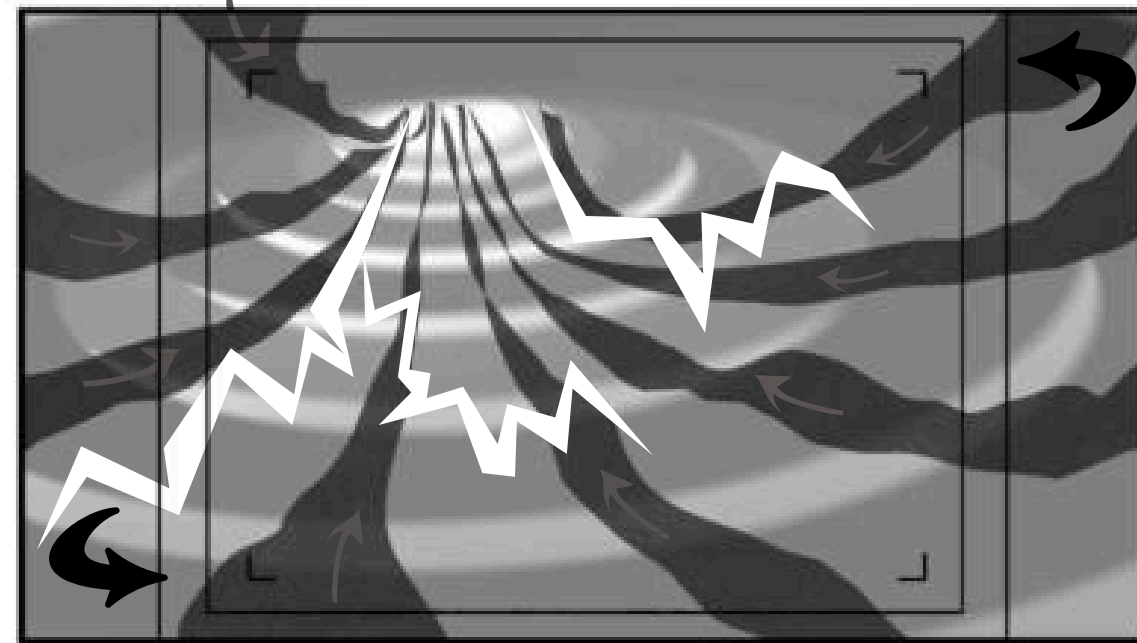
Technical note

Action :

Dialogue :

FX : DX SHADOWS,

Director's note



SC:

BG:

Cam:

Timing:

Technical note

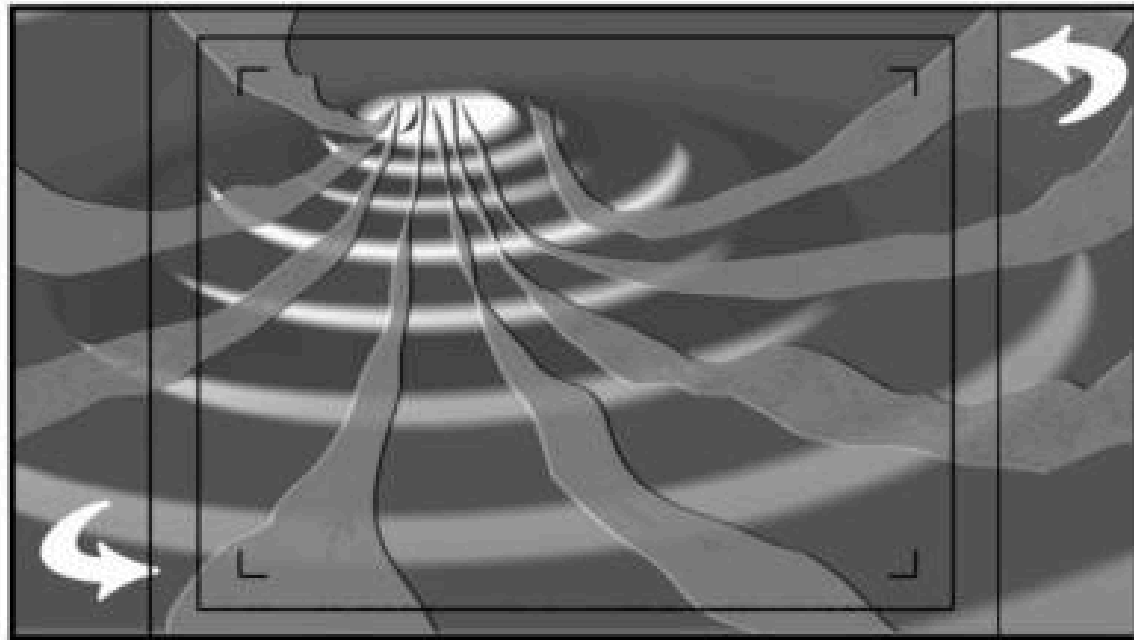
Action :

ANGLE ON THE VORTEX. LIGHTNING FLASHES. THE CLOUDS ARE BEING SUCKED INTO THE VORTEX.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

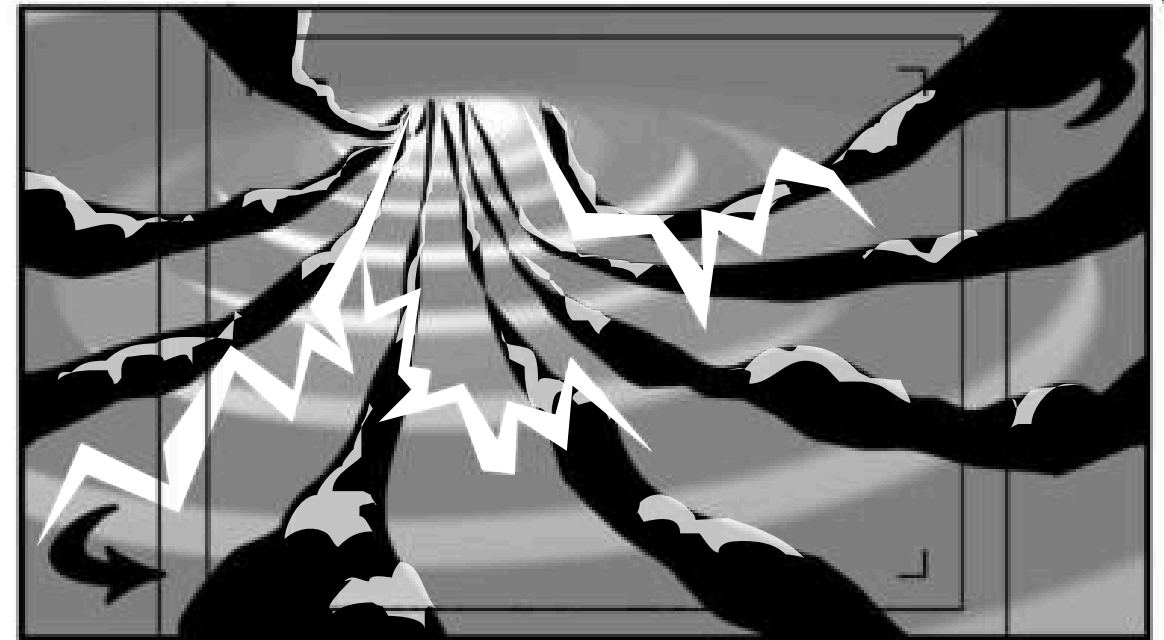
Technical note

Action :

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

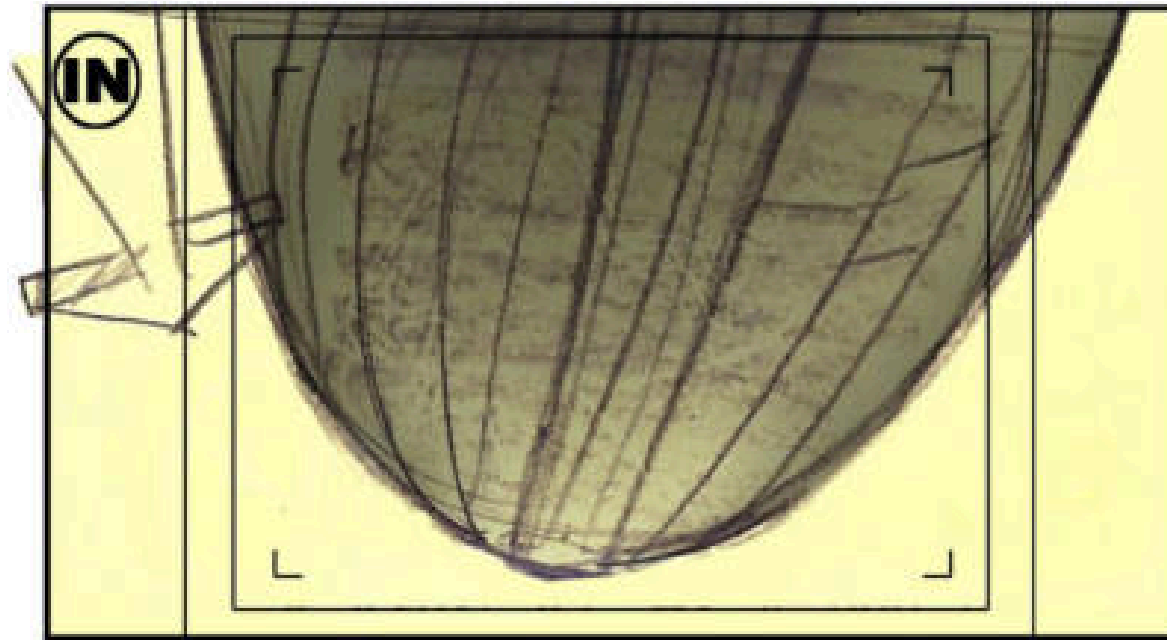
Action :

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note

CUT
▼



SC: CONTD BG: Cam: Timing:

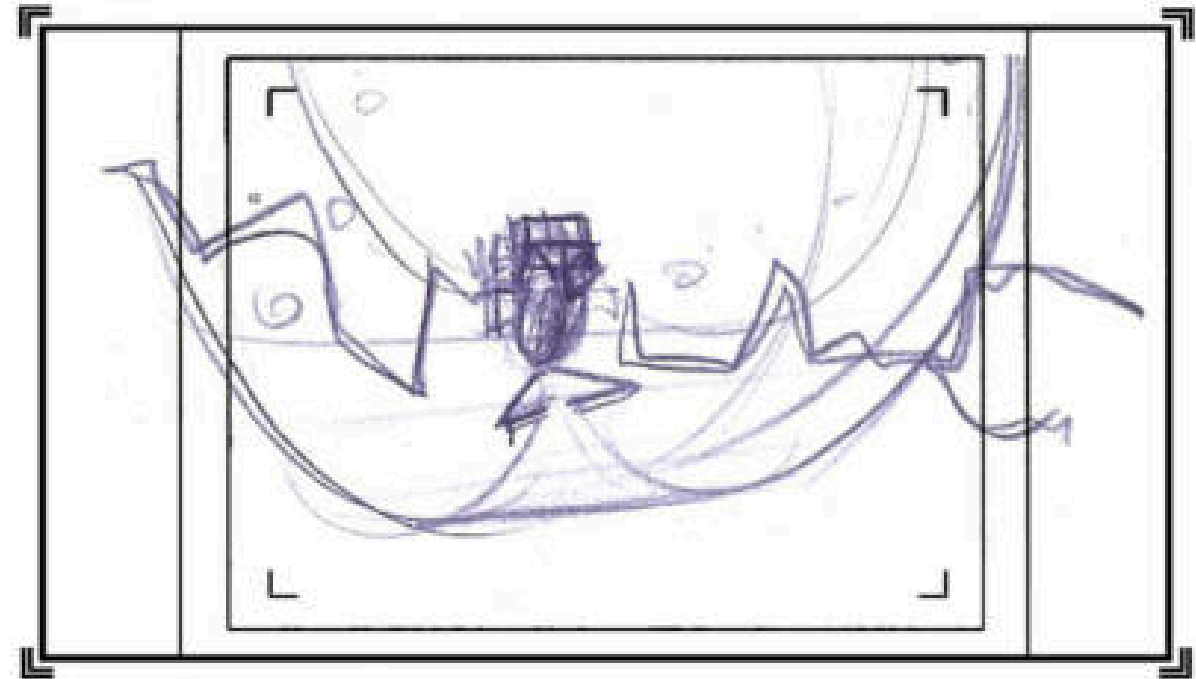
Technical note

Action :

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

CAMERA SHAKE

Action :

ADD CAMERA SHAKE AS THE SHIP ZOOMS BY OVERHEAD AS IT SHOTS TOWARDS THE VORTEX.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



CUT



SC: BG: Cam: Timing:

Technical note

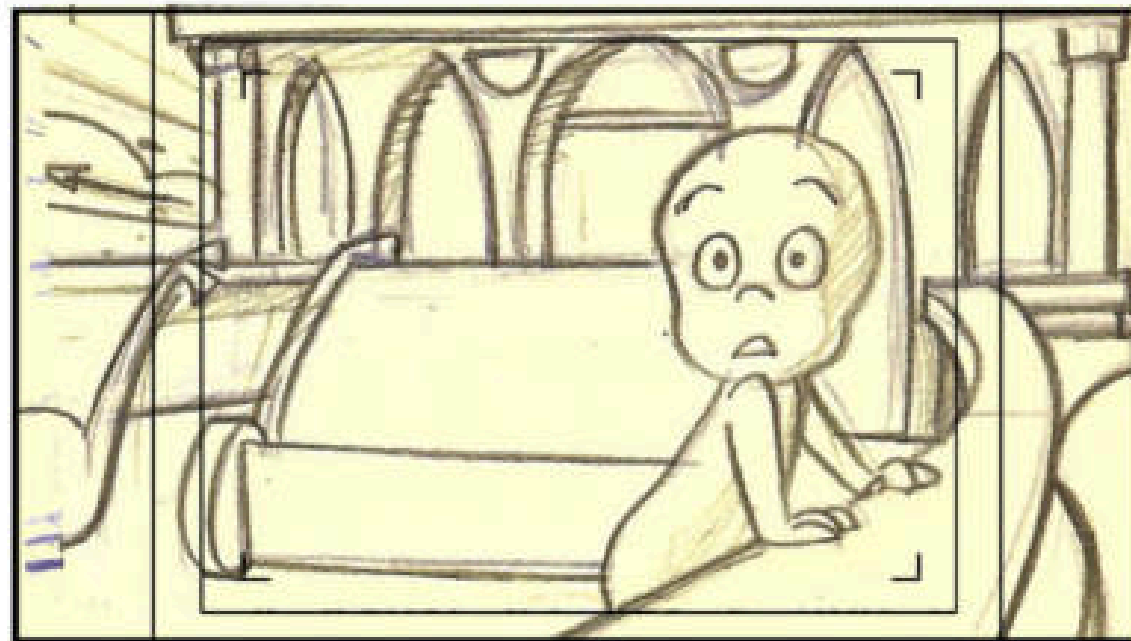
Action :
ANGLE ON ALDER AND DASH COWERING BEHIND ONE OF THE SEATS.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note

CUT



SC: CONTD BG: Cam: Timing:

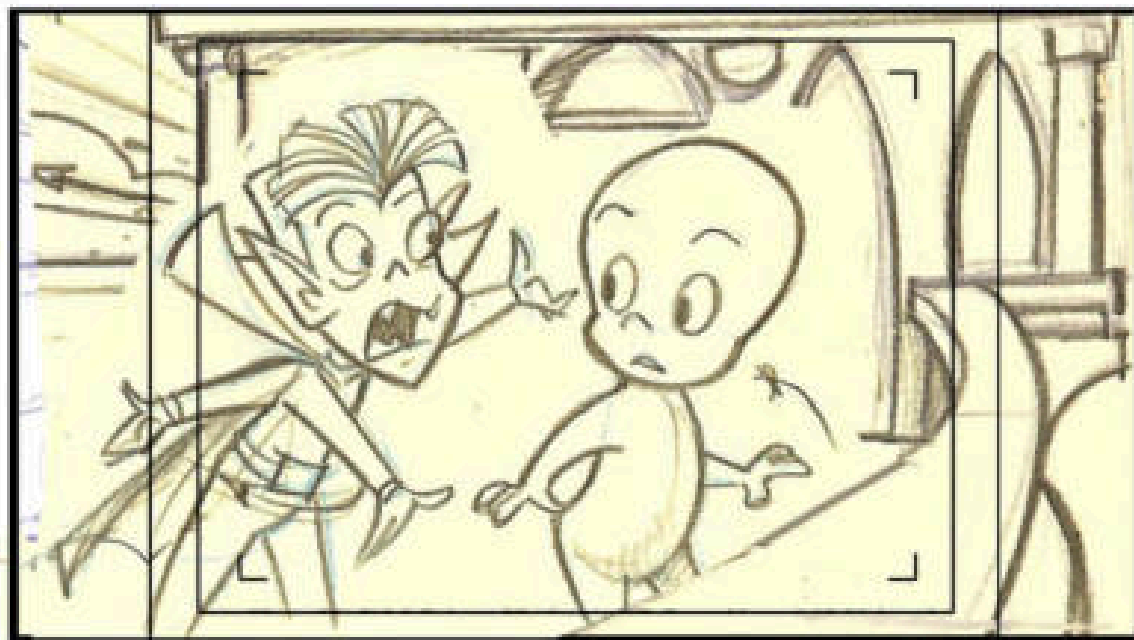
Technical note

Action :
ANGLE ON CASPER STILL STANDING AT THE RAIL.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action :

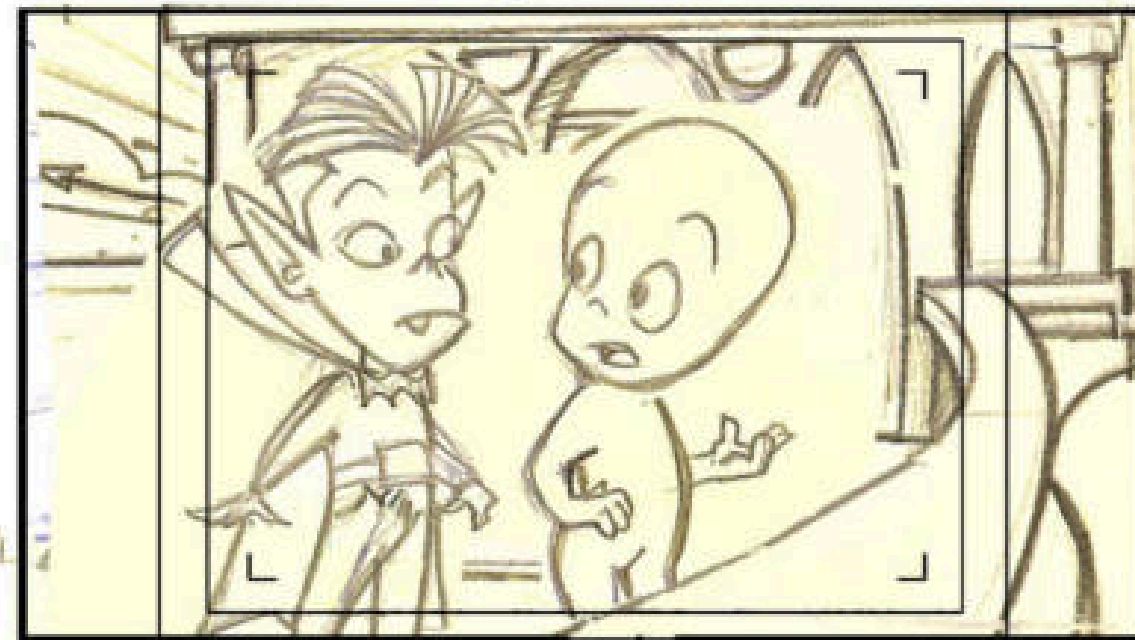
THATCH RUSHES IN.

Dialogue : 83. THATCH:

WHAT ARE YOU WAITING FOR? STEER AROUND IT!

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action :

Dialogue : 84. CASPER:

I CAN'T! I'M ONLY THE FIRST MATE.

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : CASPER IS FEELING SORRY FOR HIMSELF.

Dialogue : 85. CASPER: (CONTD)
AND I'M A TERRIBLE SAILOR.

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

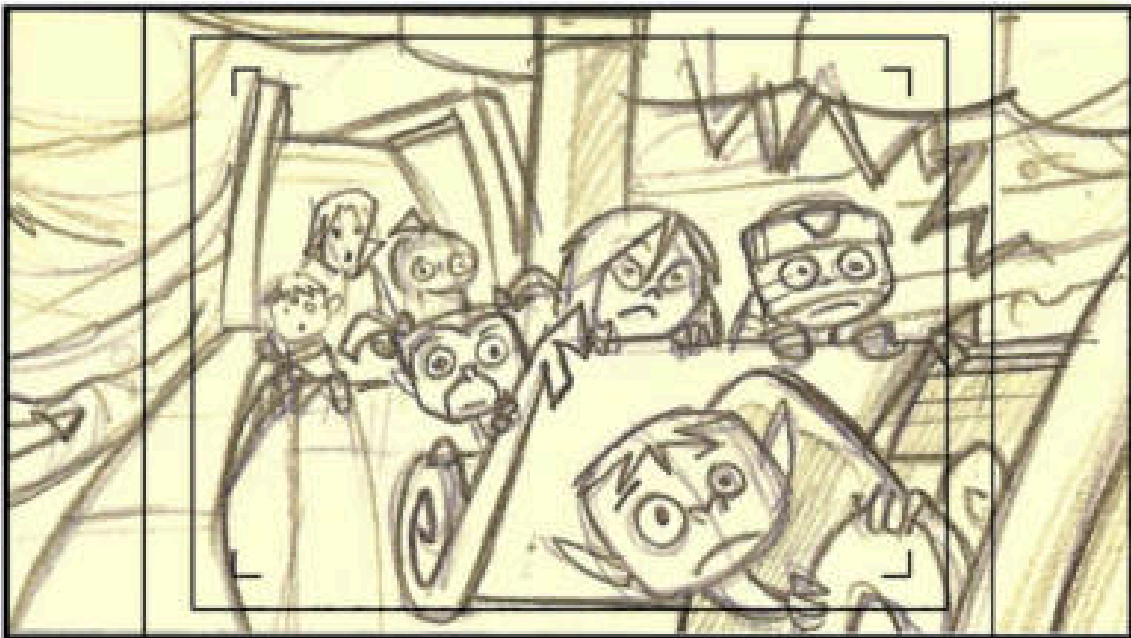
Dialogue : 85. CASPER: (CONTD)
ALL CAPPY DOES IS CRITICIZE ME.

FX : DX SHADOWS, LIGHTNING EFX

Director's note



CUT



CUT



CUT

SC: BG: Cam: Timing:

Technical note

SC: BG: Cam: Timing:

Technical note

Action :
THE KIDS ALL LOOK DOOMED. (ADD SLIGHT SIDE TO SIDE ROCKING MOTION.)

Dialogue : 85. CASPER: (CONTD)
AND I'M A TERRIBLE SAILOR.

FX : DX SHADOWS, LIGHTNING EFX

Director's note

Action :
ALDER AND DASH START SOBBING.
(ADD SLIGHT SIDE TO SIDE ROCKING MOTION.)

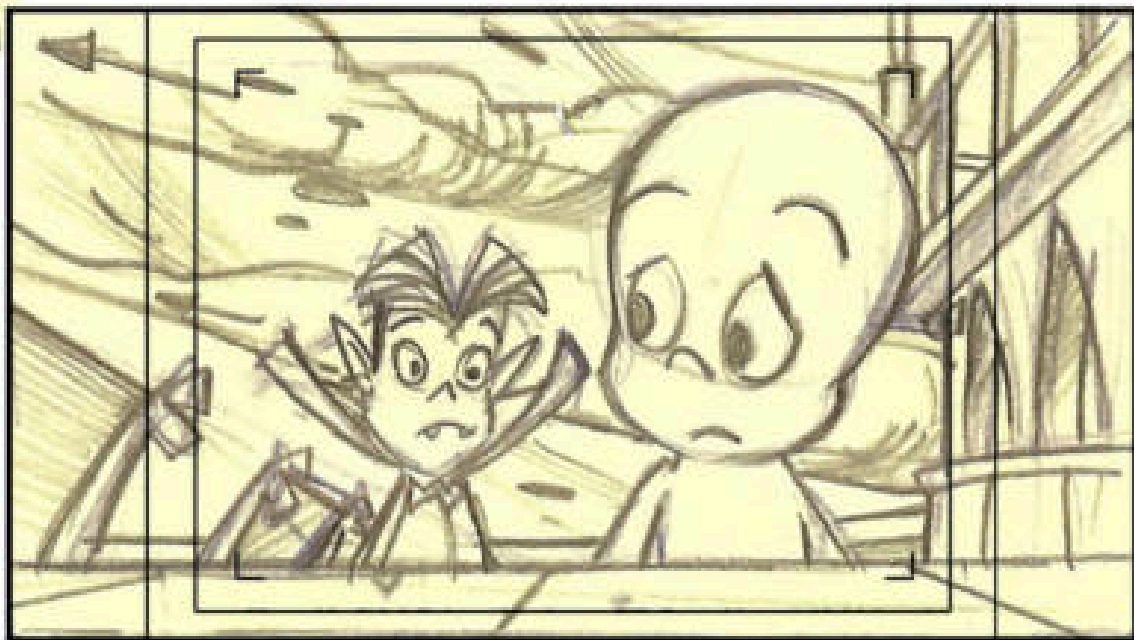
Dialogue : ⚠ ALDER AND DASH:
<SOBBING>

FX : DX SHADOWS, LIGHTNING EFX

Director's note



CUT



SC: BG: Cam: Timing:

Technical note

Action : ANGLE ON CASPER. HE LOOKS SAD.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : BEAKY FLIES IN BESIDE CASPER. THATCH LOOKS ON.

Dialogue : 56. BEAKY:
THAT'S NOT TRUE.

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

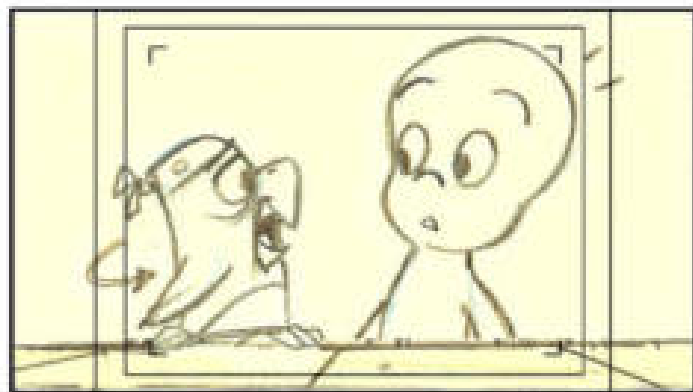
Action :

Dialogue : 86. BEAKY: (CONTD)

I'M NOT SUPPOSED TO TELL YOU THIS....

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

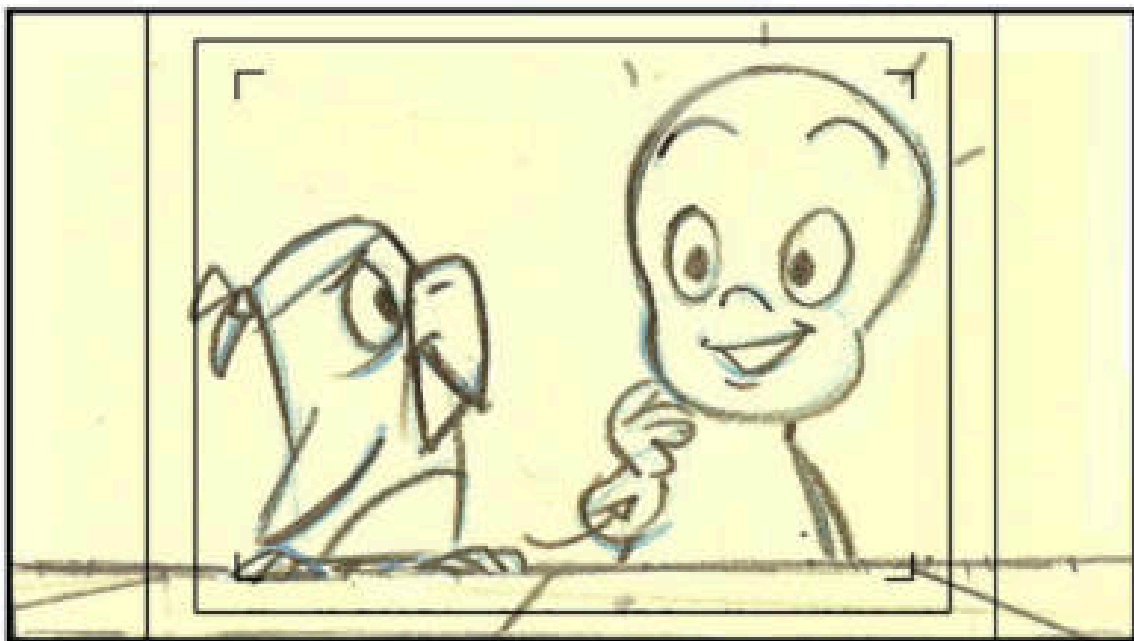
Action : BEAKY TURNS TO CASPER, WHO REACTS TO WHAT HE'S SAYING.

Dialogue : 86. BEAKY: (CONTD)

...BUT HE THINKS YOUR DOING GREAT.

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

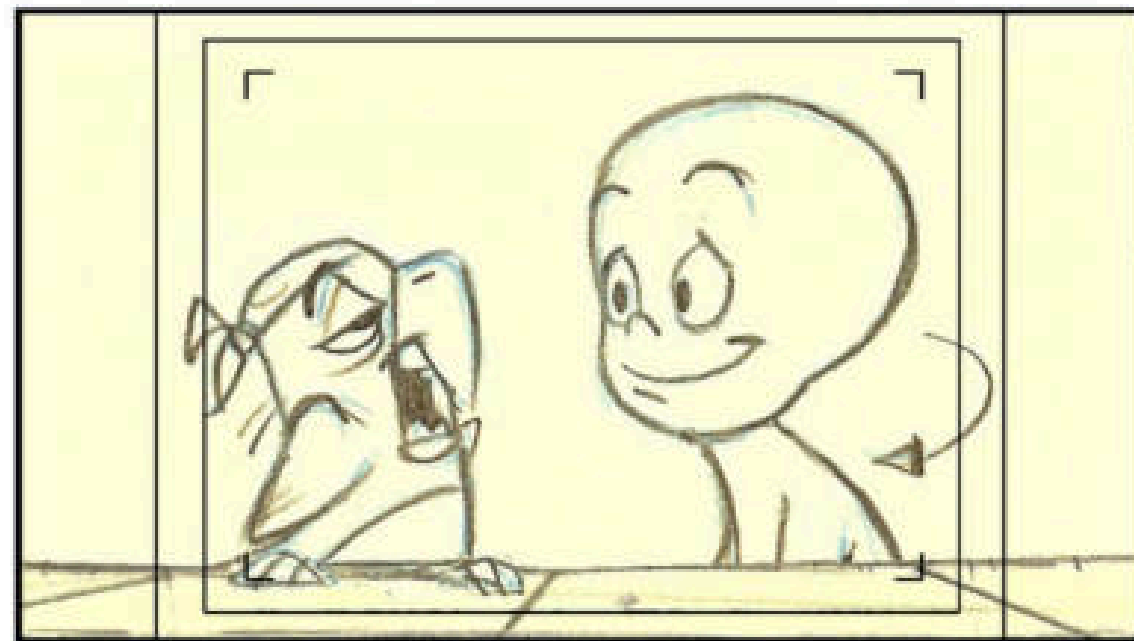
Technical note

Action : CASPER REACTS HAPPILY.

Dialogue : 87. CASPER:
REALLY?

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

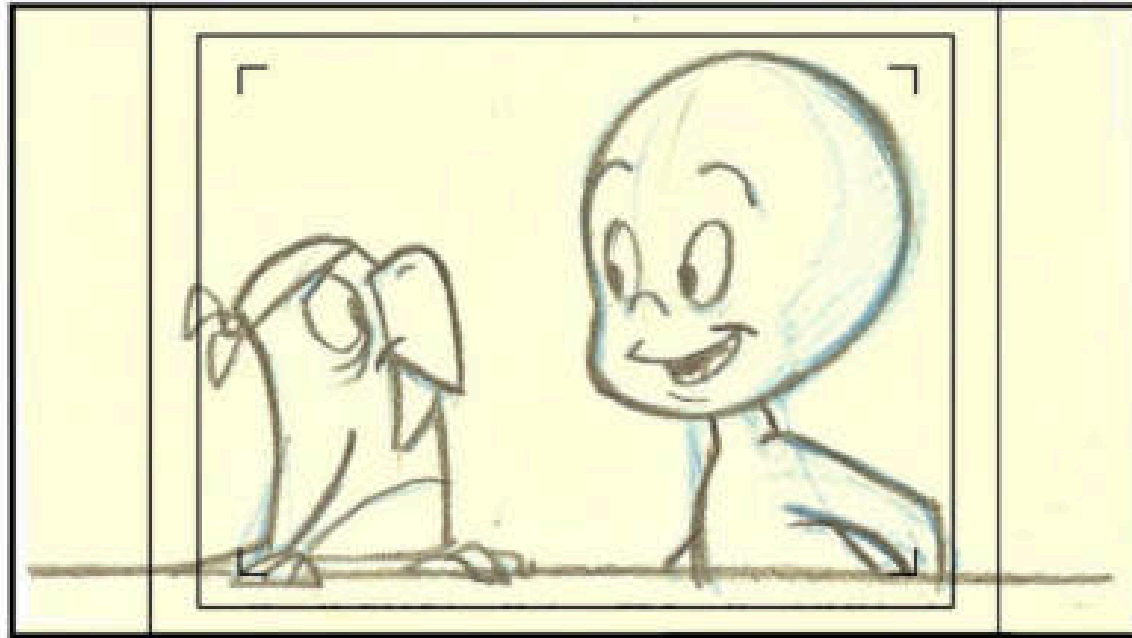
Technical note

Action : BEAKY TURNS TO CASPER.

Dialogue : 87. BEAKY:
REALLY!

FX : DX SHADOWS, LIGHTNING EFX

Director's note



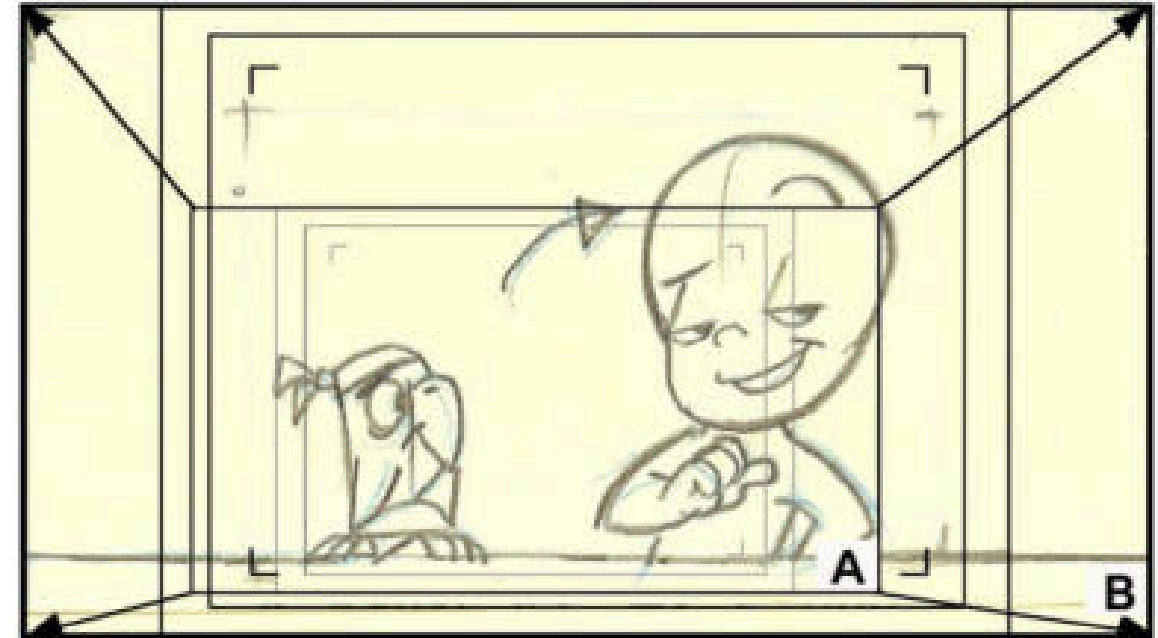
SC: CONTD BG: Cam: Timing: Technical note

Action :

Dialogue : 89. CASPER: (DETERMINED)
THEN.....

FX : DX SHADOWS, LIGHTNING EFX

Director's note



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

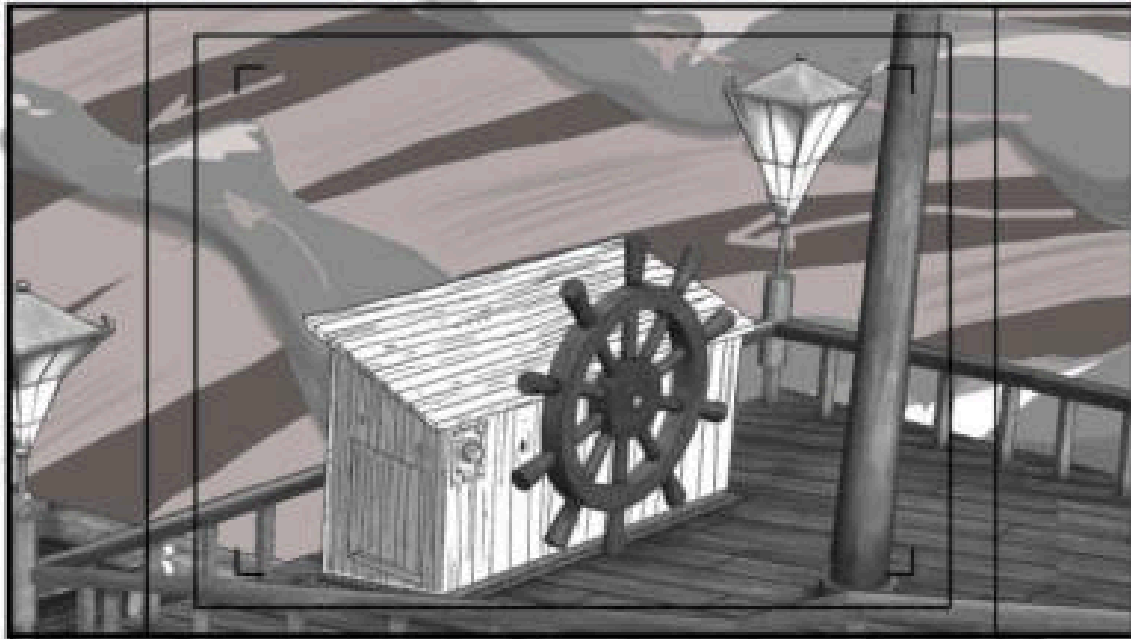
Action :

CASPER STRAIGHTENS UP. HE'S ON A MISSION NOW.

Dialogue : 89. CASPER: (CONTD)
...I'D BETTER GET TO IT!

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: BG: Cam: Timing:

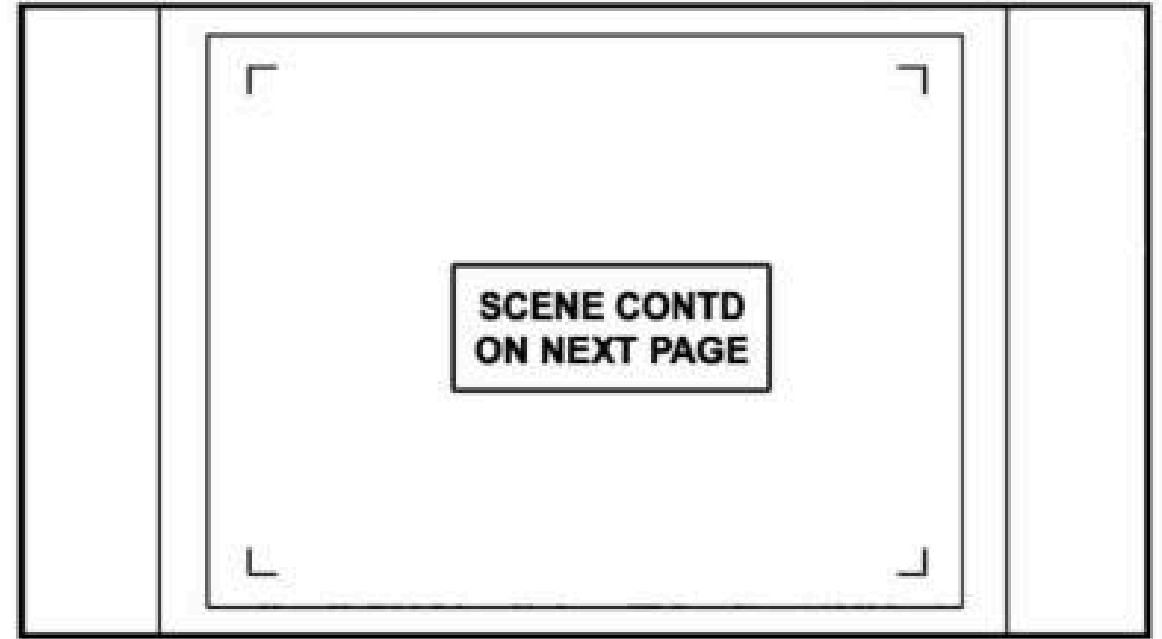
Technical note

Action : ANGLE ON SHIPS WHEEL.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: BG: Cam: Timing:

Technical note

Action :

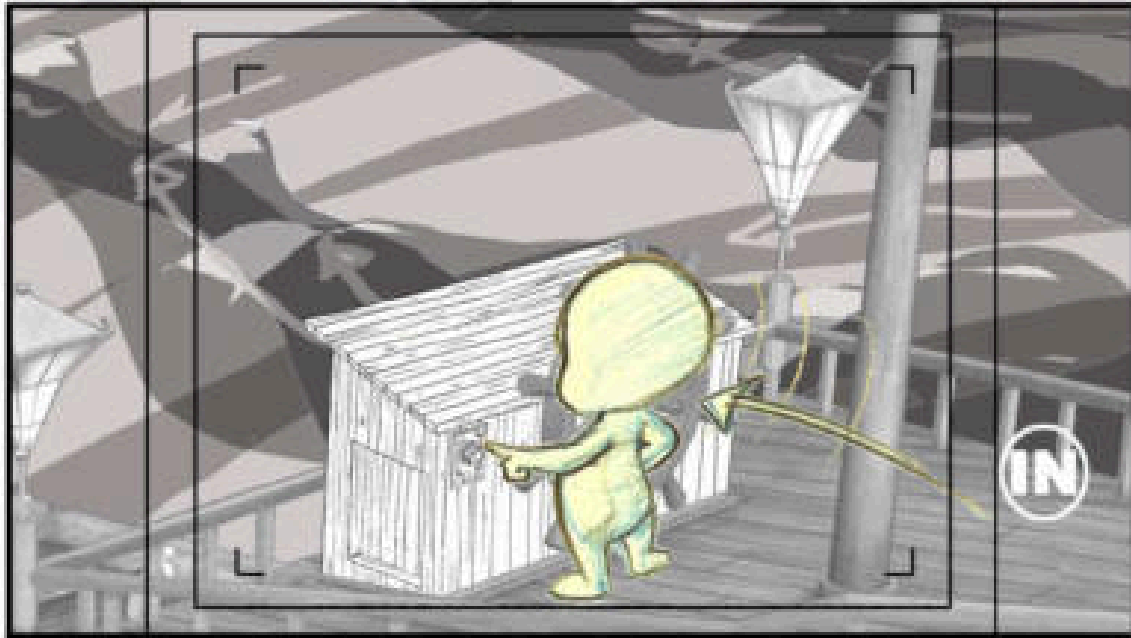
Dialogue :

FX :

Director's note

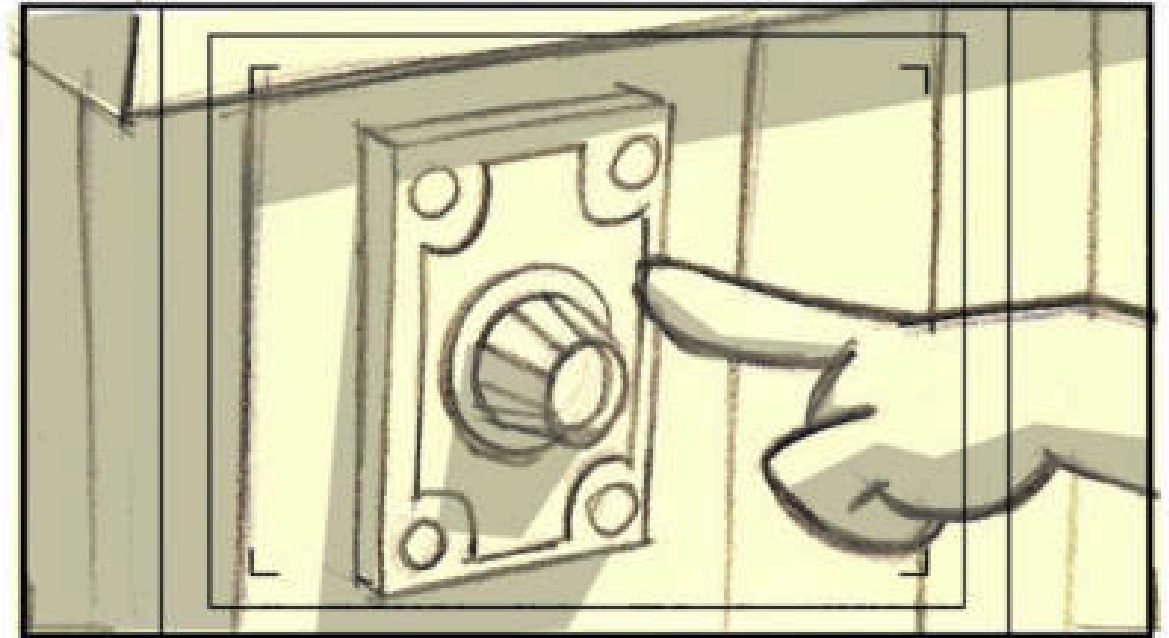


HU
▼



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :

CASPER RUSHES IN AND STOP IN FRONT OF THE WHEEL.. HE REACHES FOR THE GPS BUTTON ON THE FRONT PANEL.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note

Action :

CLOSE ON GPS BUTTON. CASPER REACHES IN TO TOUCH IT.

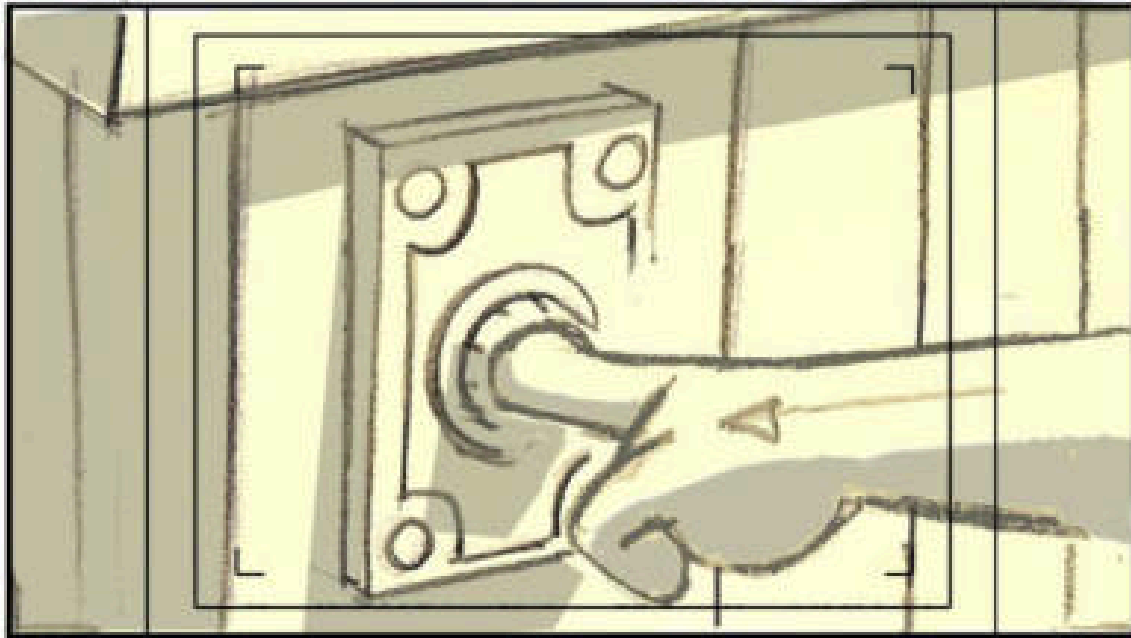
Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



HU
▼



SC: CONTD BG: Cam: Timing:

Technical note

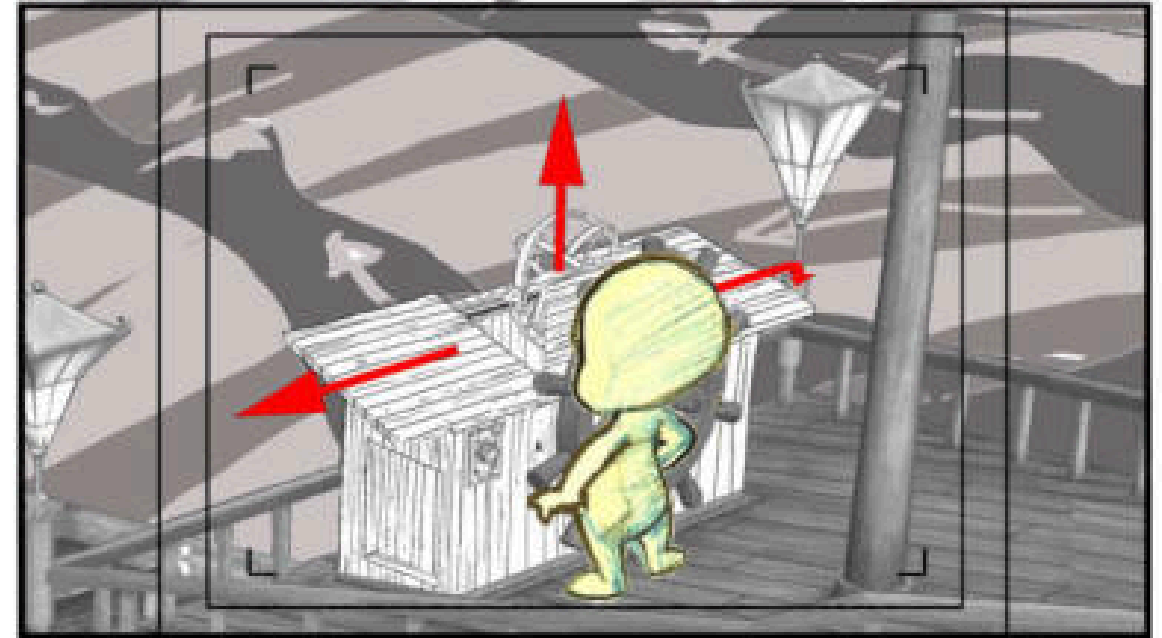
Action :

CASPER PUSHES THE BUTTON.....

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: BG: Cam: Timing:

Technical note

Action :

CASPER STEPS BACK AS THE GPS UNFOLDS FROM INSIDE THE WHEEL HOUSE.

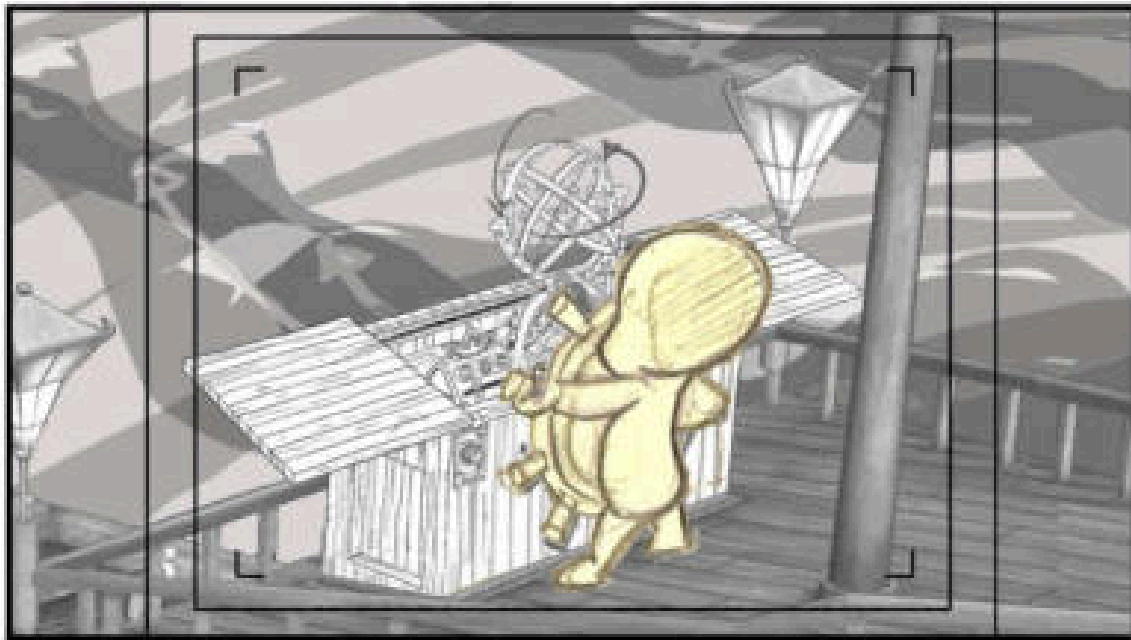
Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



CUT

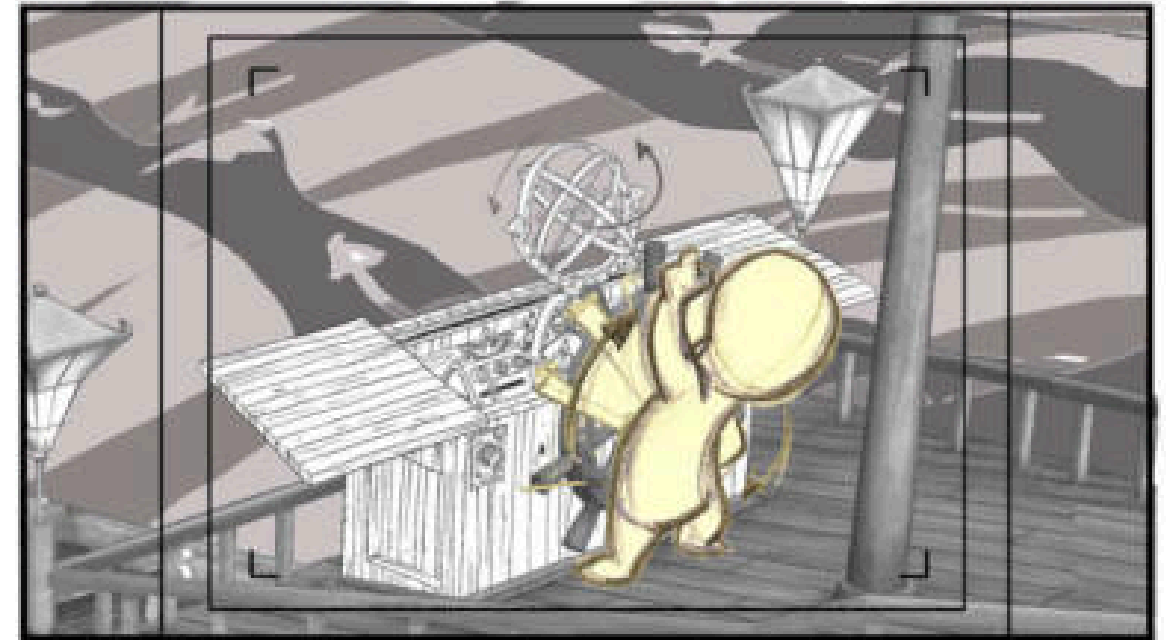


SC: CONTD BG:

Cam:

Timing:

Technical note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action :

CASPER TAKES THE WHEEL, STUDYING THE SPINNING GPS UNIT.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note

Action :

HE THEN SPINS IT HARD CLOCKWISE.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note

CUT
▼



HU
▼



SC: BG: Cam: Timing:

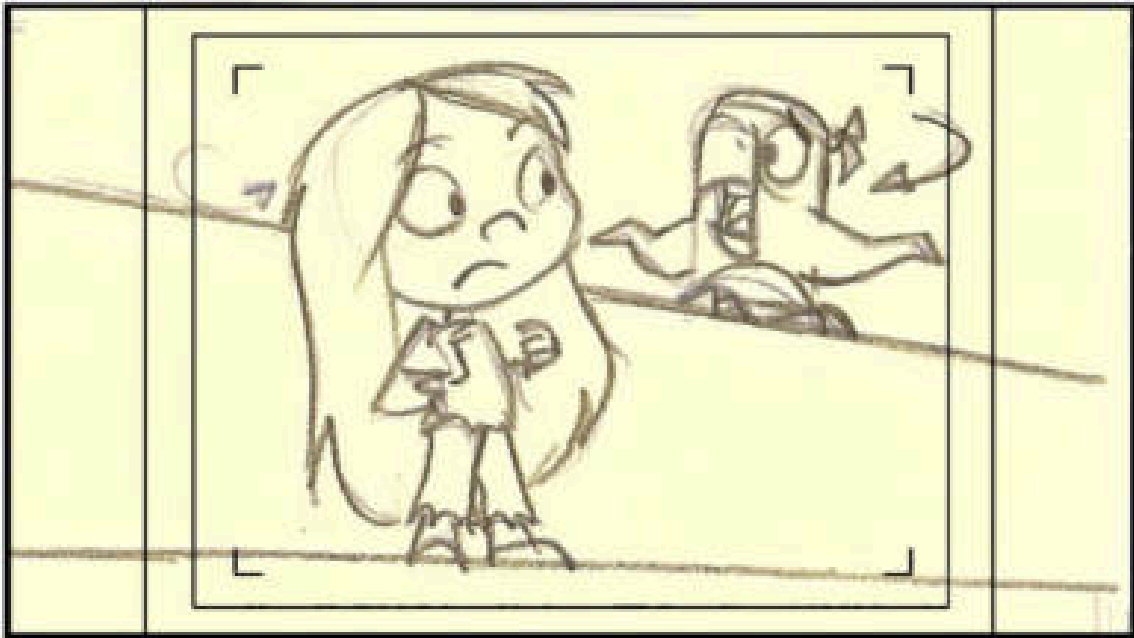
Technical note

Action :
BEAKY IS FREAKING OUT...A LITTLE. MANTHA IS QUIETLY CONFIDENT IN CASPER'S ABILITIES.

Dialogue : 90. BEAKY:
NOBODY KNOWS HOW TO WORK THAT,....

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action :
BEAKY TURNS TO MANTHA.

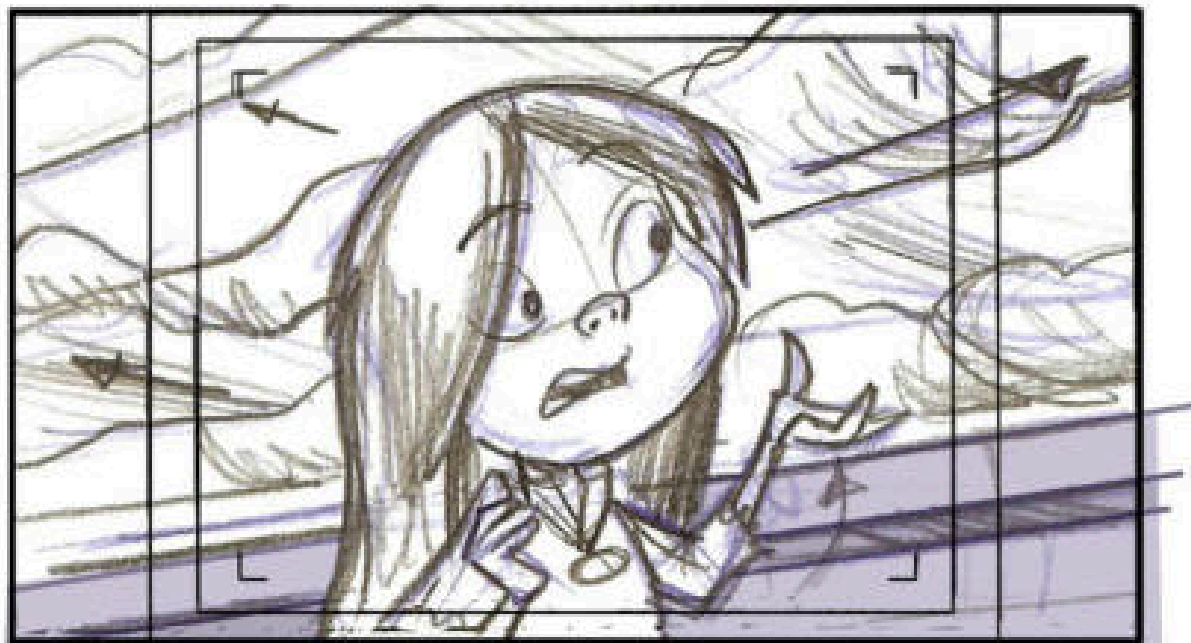
Dialogue : 90. BEAKY: (CONTD)
.....NOT EVEN CAPPY!

FX : DX SHADOWS, LIGHTNING EFX

Director's note



HU
▼



SC: BG: Cam: Timing:

Technical note

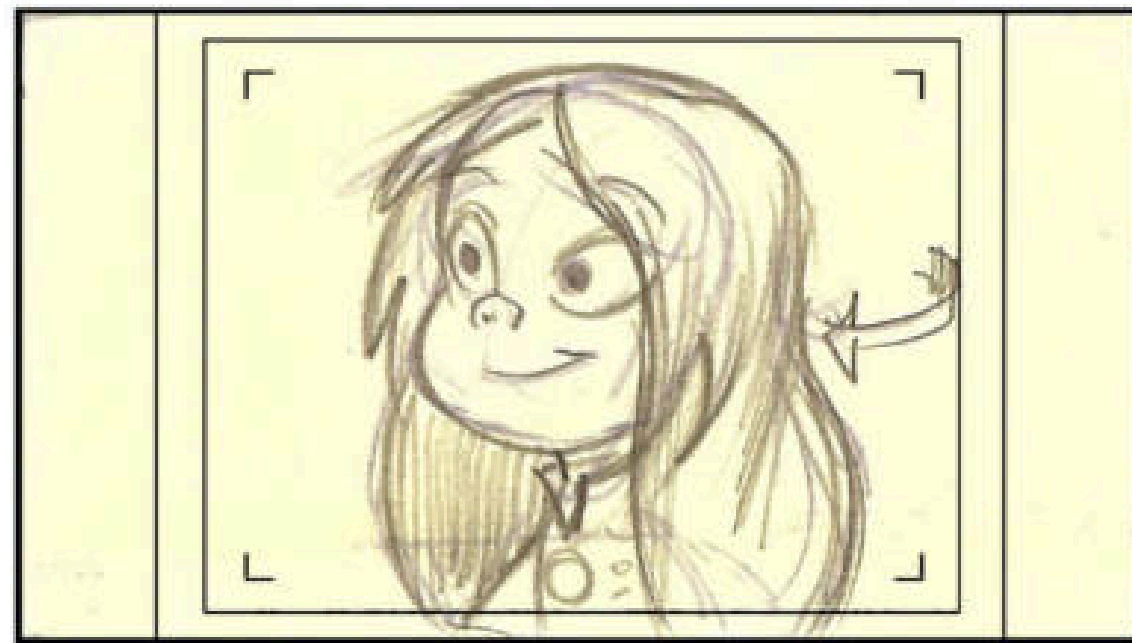
Action :
CLOSE ON MANTHA.

Dialogue : 91. MANTHA :
CASPER'S BEEN STUDYING ALL WEEK.

FX : DX SHADOWS, LIGHTNING EFX

Director's note

CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note

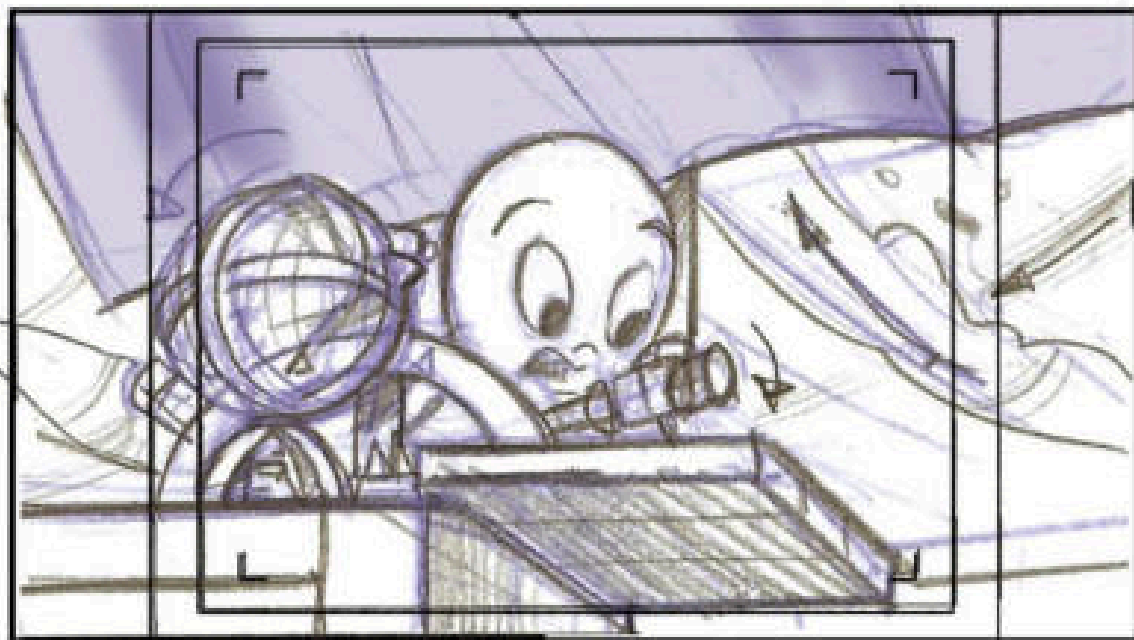
Action :
MANTHA TURNS SMILING CONFIDENTLY.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

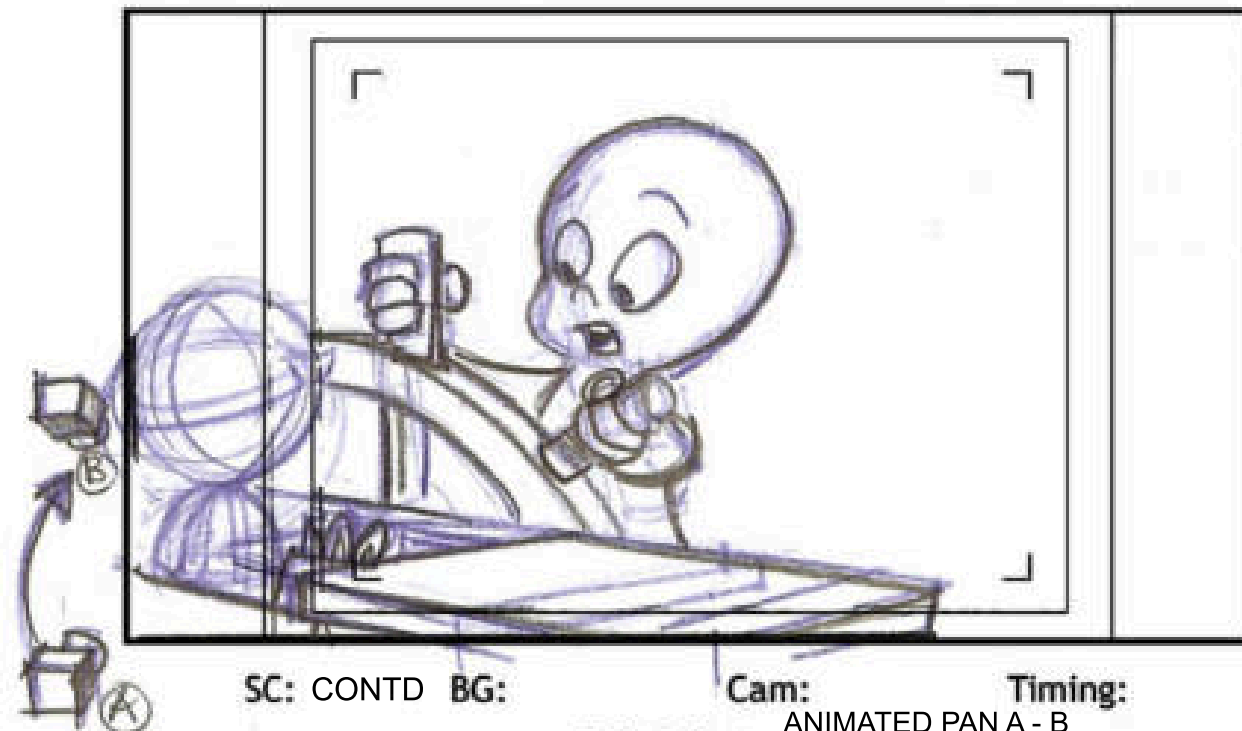
Director's note

CUT



SC: BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

ANIMATED PAN A - B

Action :
ANGLE ON CASPER...TAKING CHARGE. HE CALLS OUT ORDERS...

Dialogue : 92. CASPER :
MANTHA, RA : DROP THE MAIN SAIL.

FX : DX SHADOWS, LIGHTNING EFX

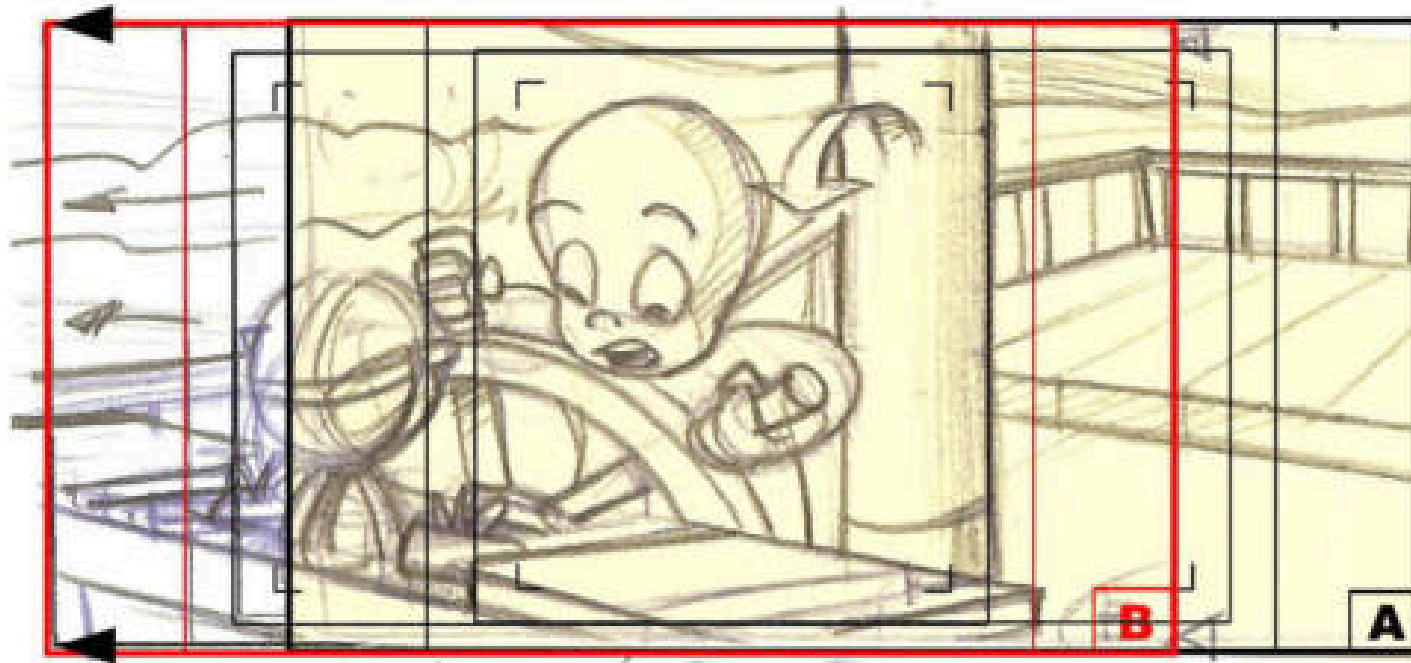
Director's note

Action :
THE CAMERA SWING UP AS CASPER TURNS TO LOOK AT THE SPINNING GPS. HE CALLS OUT MORE ORDERS.

Dialogue : 92. CASPER : (CONTD)
DUMMY GIRL, MOSSHEAD: GET EVERYONE ON THE PORT SIDE -

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG:

Cam: PAN ALL ART A - B.
Technical note

Timing:

SC:

BG:

Cam:

Timing:

Technical note

Action :

PAN WITH CASPER AS HE LEANS FORWARD TO CALL OUT TO ALDER AND DASH, (OS)

Dialogue : 92. CASPER : (CONTD)

- THAT'S THE LEFT. ALDER AND DASH....

FX : DX SHADOWS, LIGHTNING EFX

Director's note

Action :

Dialogue :

FX :

Director's note

CUT



SC:

BG:

Cam:

Timing:

Technical note

Action :

ANGLE ON ALDER AND DASH. THEIR STILL HIDING BEHIND THE SEATS.

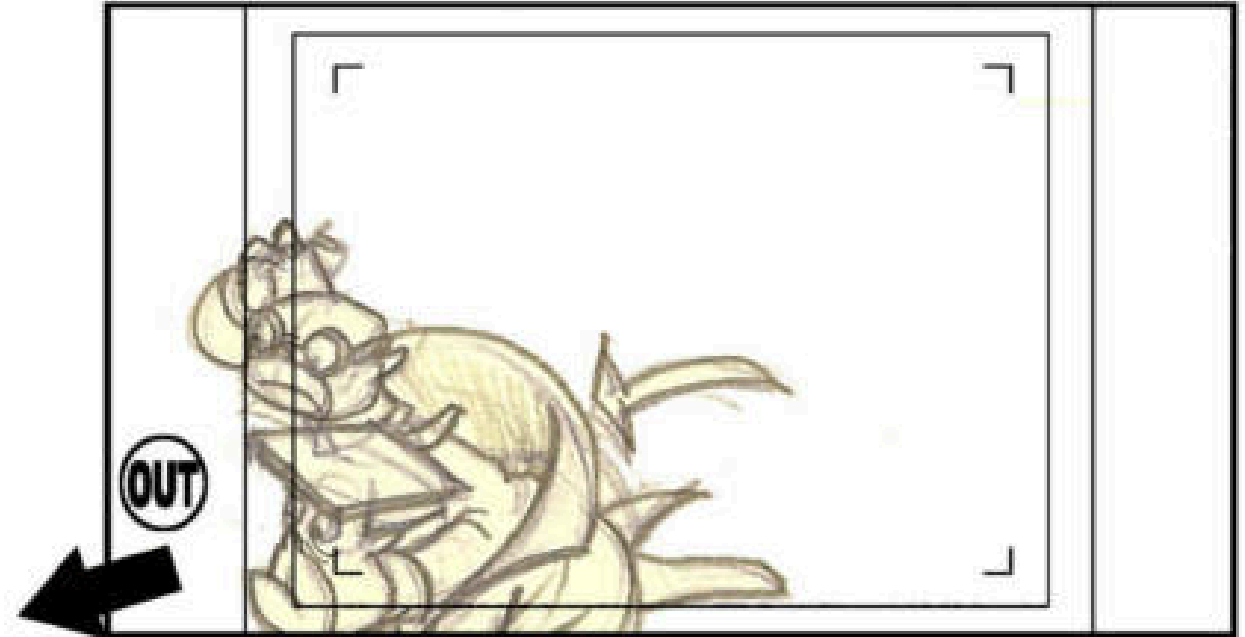
Dialogue : 92. CASPER : (CONTD)

MOVE ALL THE HEAVY BALLAST TO PORT.

FX : DX SHADOWS, LIGHTNING EFX

Director's note

CUT



SC: CONTD

BG:

Cam:

Timing:

Technical note

Action :

ALDER AND DASH HURRY TO COMPLY WITH CASPER'S ORDERS.

Dialogue : 92. CASPER : (CONTD)

NOW!

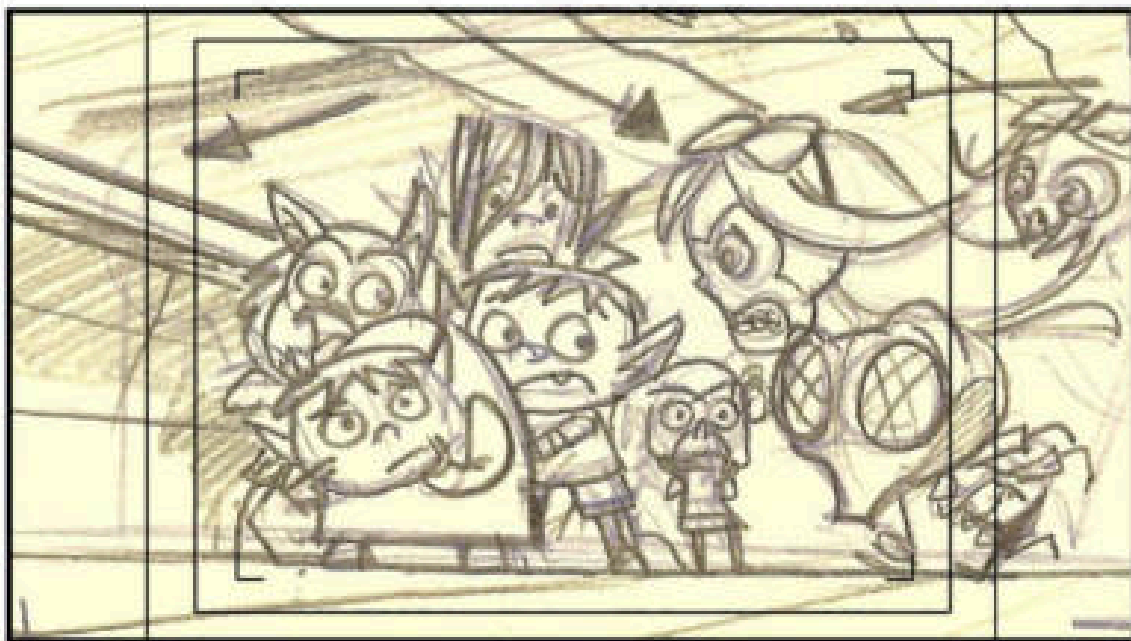
FX : DX SHADOWS, LIGHTNING EFX

Director's note

OUT



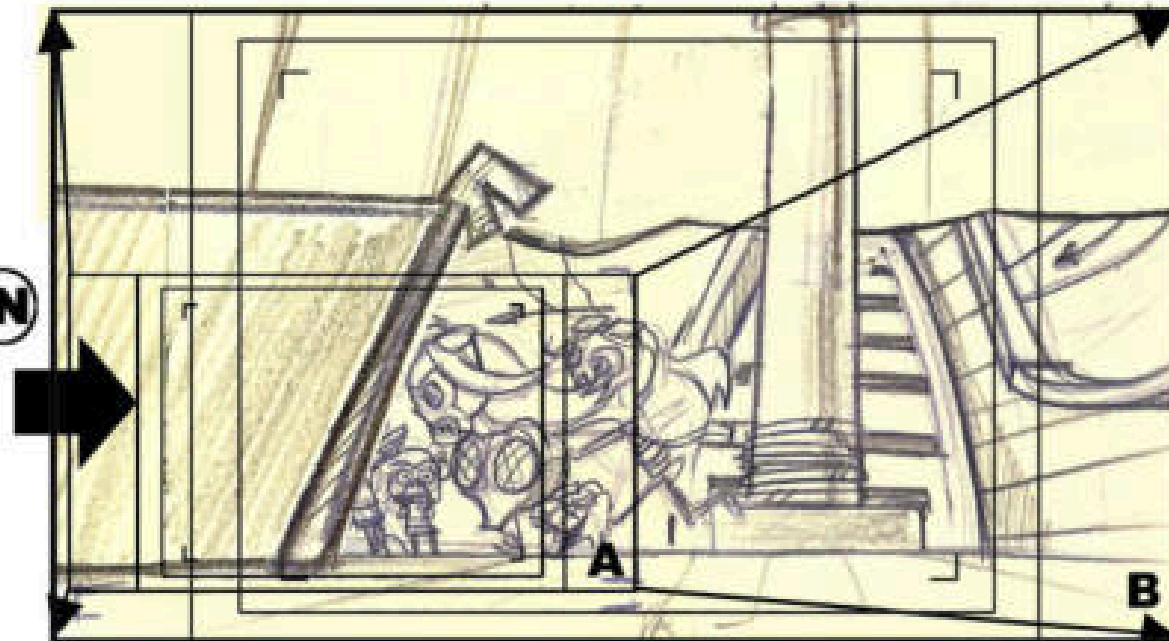
CUT



SC: BG: Cam: Timing:

Technical note

IN



SC: CONTD BG: Cam: Timing:

Technical note

TRUCK OUT A - B

Action :

ANGLE ON THE KIDS AS THEY HUDDLE AGAINST THE PORT SIDE OF THE SHIP. MICKEY, MONACO AND FLY BOY RUSH IN TO TAKE THEIR PLACE WITH THE OTHER KIDS.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note

Action :

ONE OF THE SEATS IS BEING PUSH THROUGH SCENE IN THE FOREGROUND. FAST TRUCK OUT A - B.

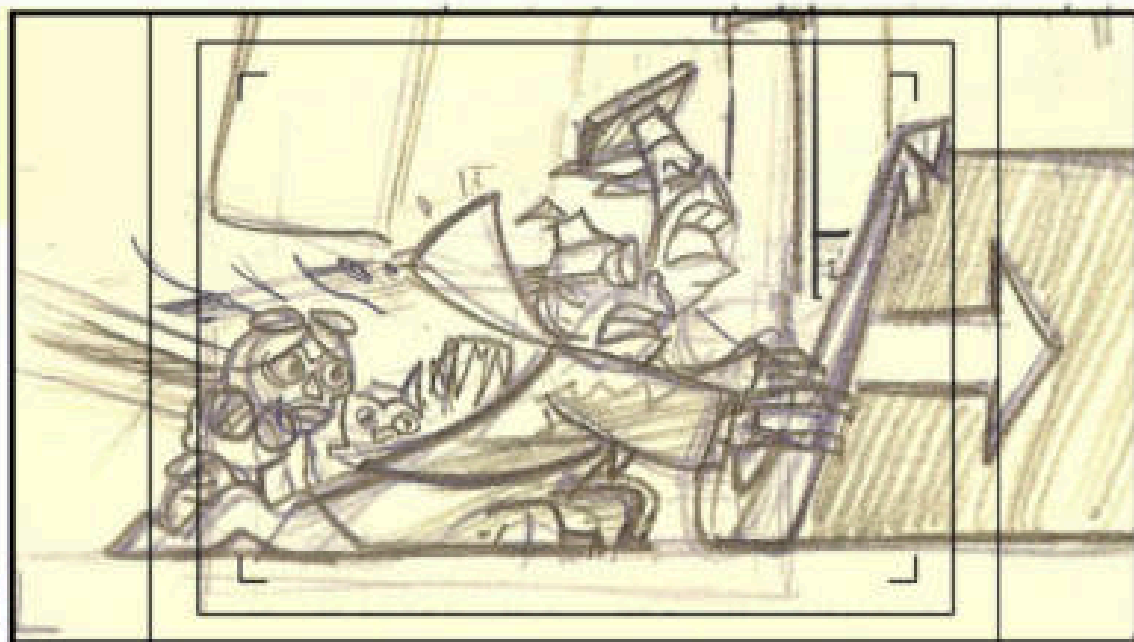
Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note

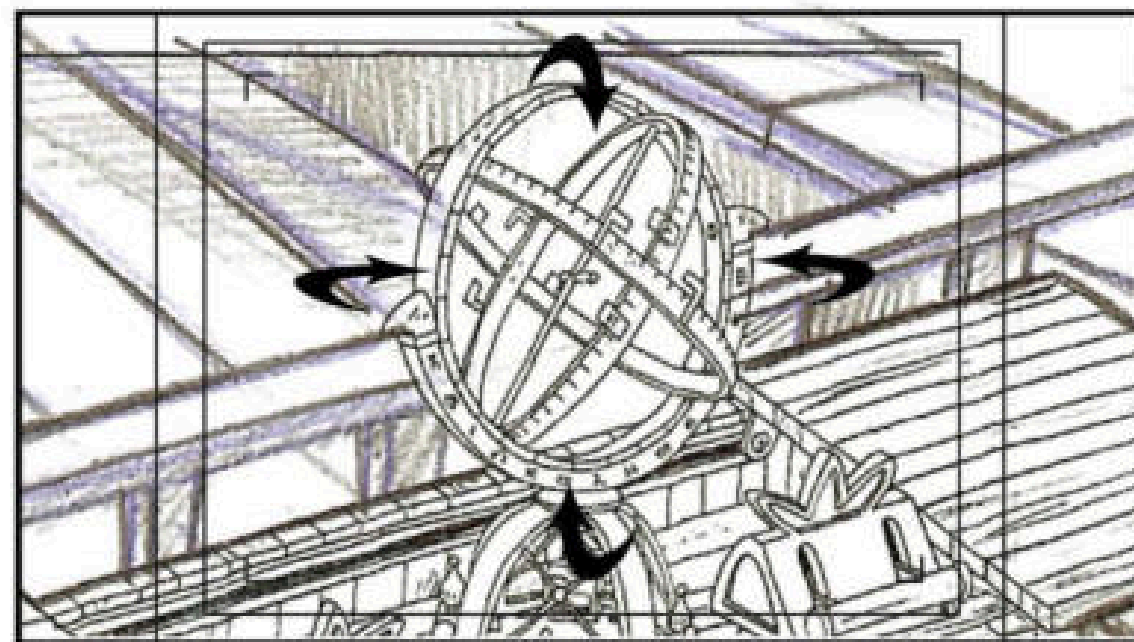


CU1
▼



SC: CONTD BG: Cam: Timing:


Technical note



SC: BG: Cam: Timing:

Technical note

Action :
ALDER AND DASH ARE STRAINING TO PUSH THE SEAT OVER TO THE OPPOSITE SIDE OF THE SHIP.

Dialogue :  ALDER AND DASH :
<STRAINING NOISES>

FX : DX SHADOWS, LIGHTNING EFX

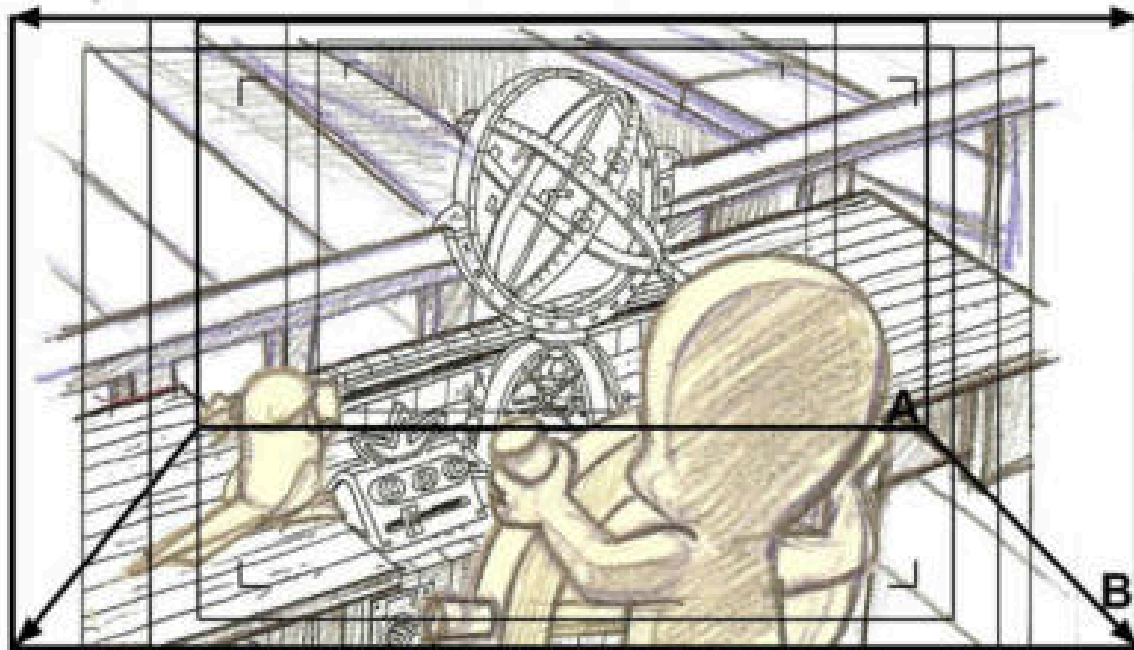
Director's note

Action : ANGLE ON THE SPINNING GHOUL POSITIONING SYSTEM. IT'S SPINNING AROUND MADLY ON ALL AXES.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



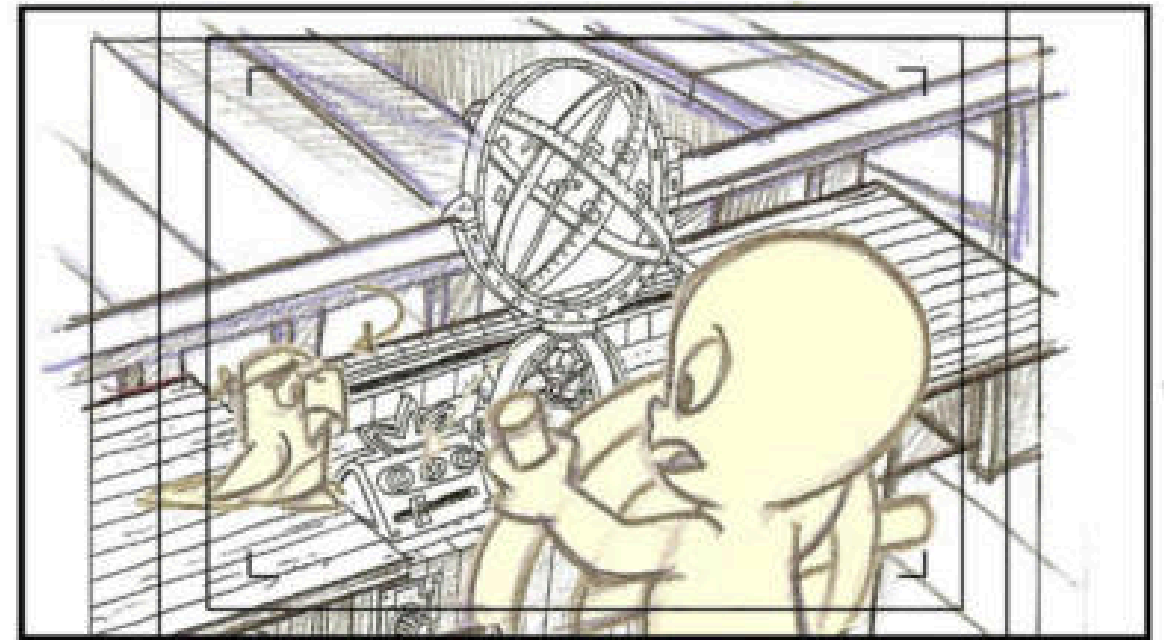
SC: BG: Cam: TRUCK OUT A - B
Timing: Technical note

Action :
TRUCK OUT AND ANIMATE CASPER AND BEAKY IN. THEY ARE BOTH LOOKING INTENTLY AT THE GPS.

Dialogue :
93. CASPER :
WE'VE GOT TO.....

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing: Technical note

Action :
CASPER TURNS TO BEAKY. HE LOOKS CONCERNED.

Dialogue : 93. CASPER : (CONTD)
....SLINGSHOT AROUND THE VORTEX.

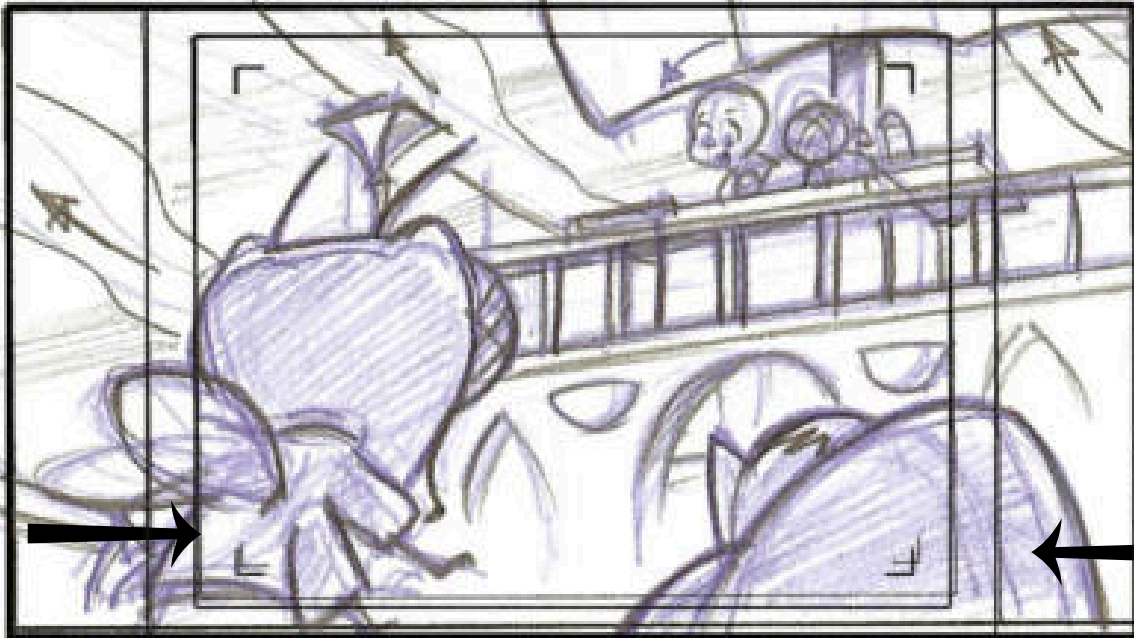
FX : DX SHADOWS, LIGHTNING EFX

Director's note



CUT
▼

IN



SC:

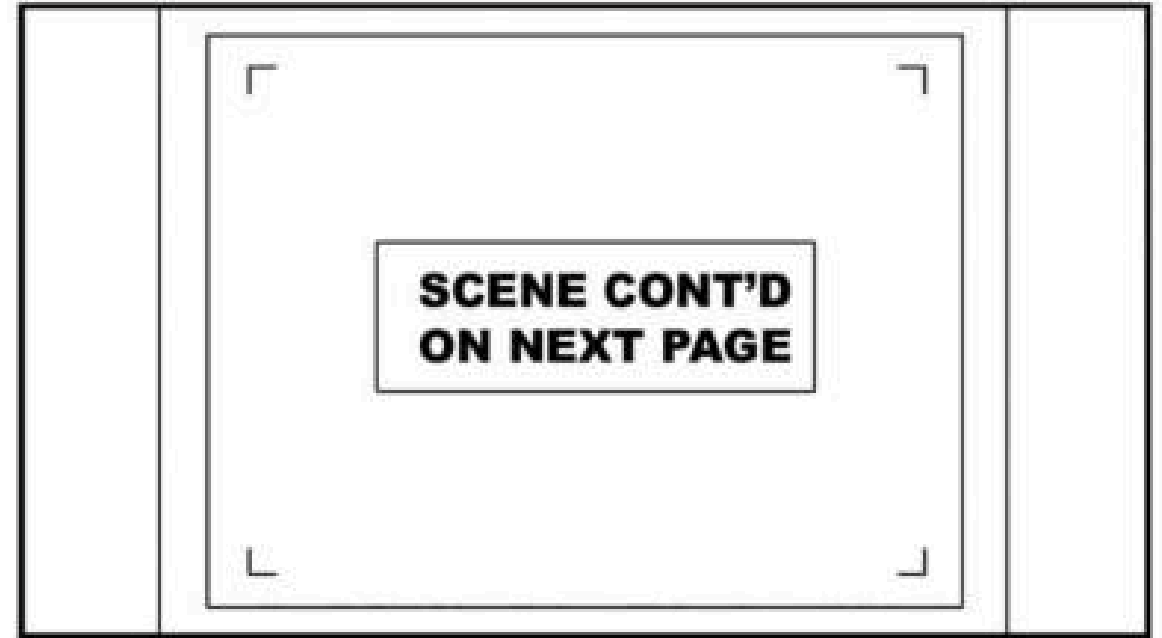
BG:

Cam:

Timing:

Technical note

IN



SC:

BG:

Cam:

Timing:

Technical note

Action :

WIDE ON SHIPS WHEEL. CASPER LEANS OVER AND CALLS OUT TO FLYBOY AND QUASI WHO ENTER SCENE.

Dialogue :

93. CASPER : (CONTD)

FLY BOY, QUASI - FIRE THE CANNONS ON MY COMMAND.

FX : DX SHADOWS, LIGHTNING EFX

Director's note

Action :

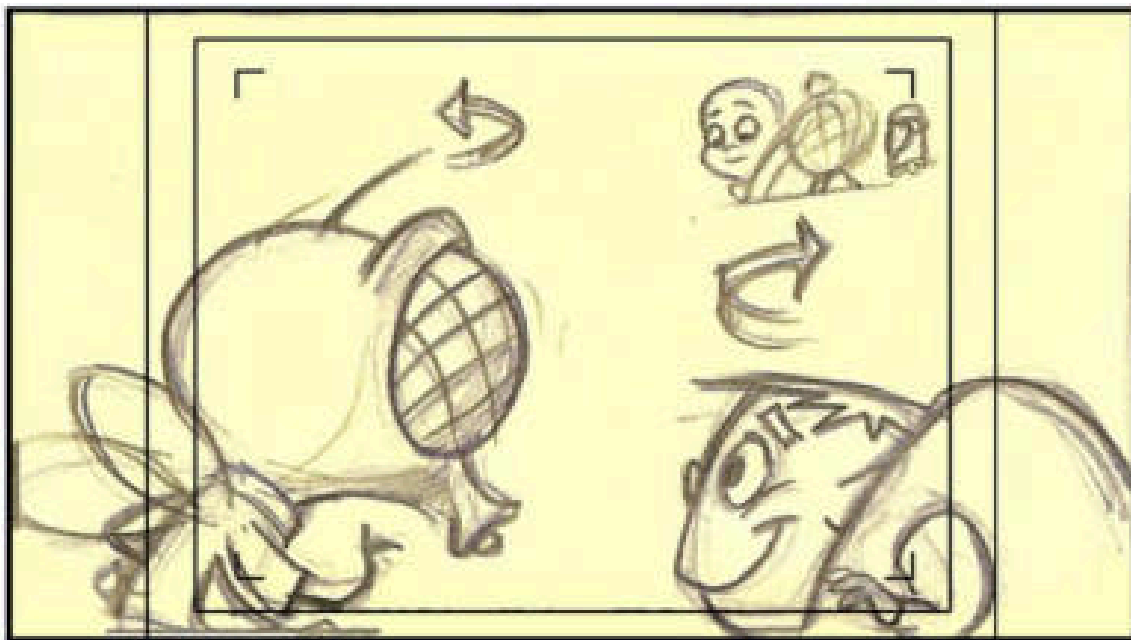
Dialogue :

FX :

Director's note



HU
↓



SC: CONTD BG: Cam: Timing:

Technical note

Action :

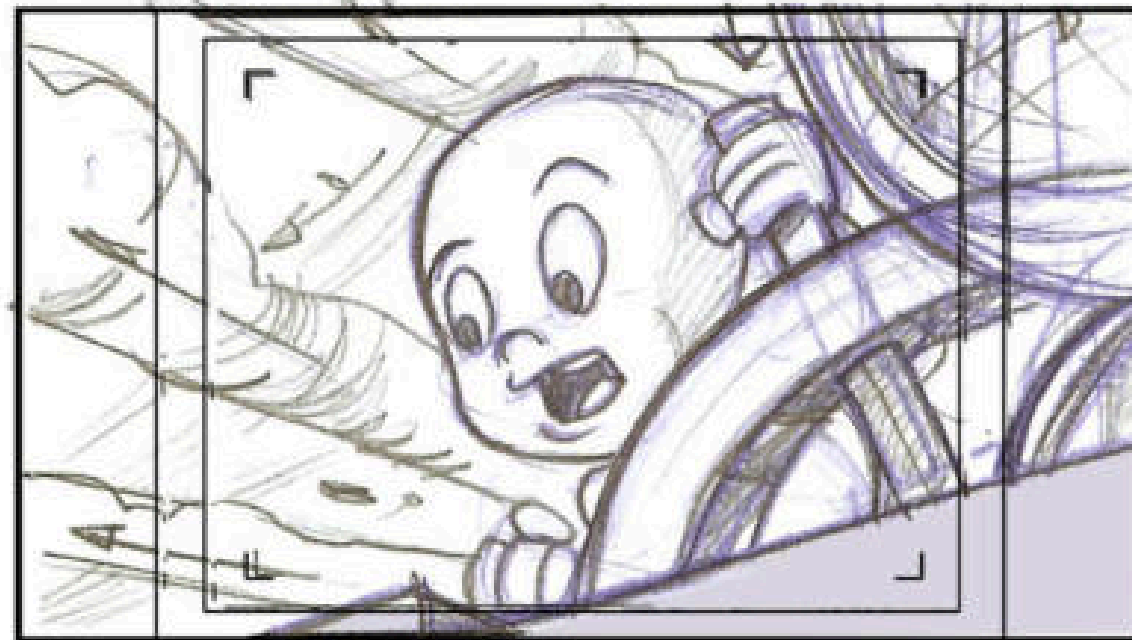
FLY BOY AND QUASI TURN TO EACH OTHER . FLYBOY IS PRETTY EXCITED.

Dialogue : 94. FLY BOY:

WE GET TO FIRE CANNONS?

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: BG: Cam: Timing:

Technical note

Action :

CLOSE ON CASPER. HE CALLS OUT SOME MORE ORDERS. WHAT A TAKE CHARGE KINDA GUY HE IS.

Dialogue : 95. CASPER :

MICKEY, MONACO: CLOSE THE HATCHES.

FX : DX SHADOWS, LIGHTNING EFX

Director's note

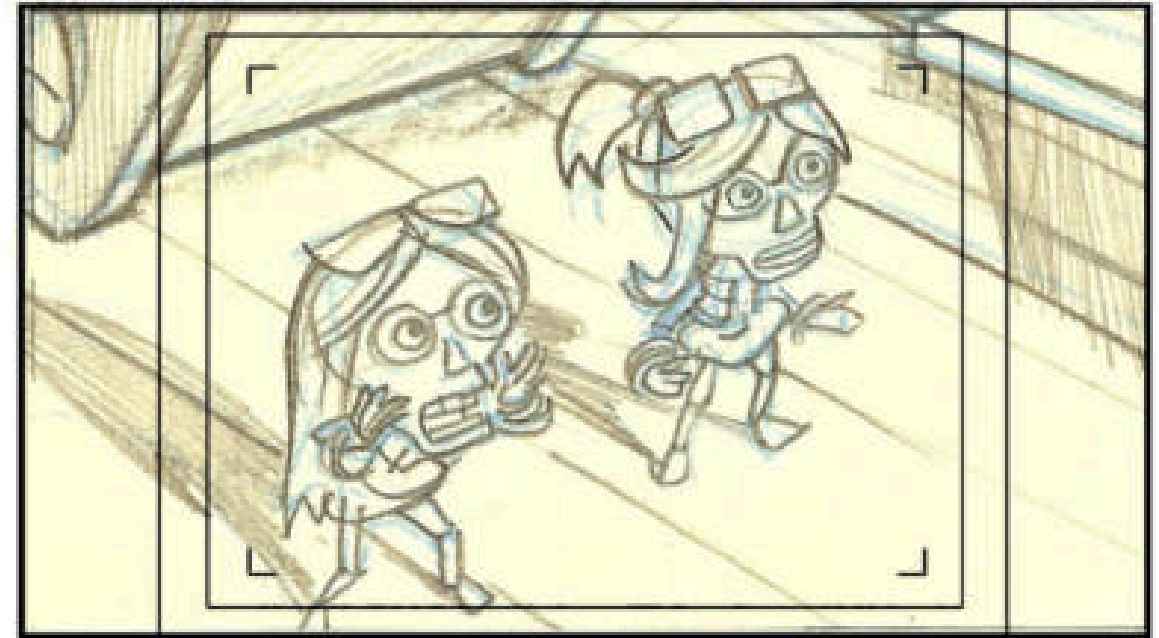


CUT



SC: BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :

AFTER A BEAT CASPER EXPLAINS TO THE GIRLS WHAT "HATCHES" ARE.

Dialogue : 94. CASPER : (CONTD)

THOSE ARE THE LITTLE DOOR-THINGS.

FX : DX SHADOWS, LIGHTNING EFX

Director's note

Action :

ANGLE ON MICKEY AND MONACO.

Dialogue : 96. MICKEY AND MONACO : (IN UNISON)

AYE ,AYE SIR!

FX : DX SHADOWS, LIGHTNING EFX

Director's note



CUT

OUT



SC: CONTD BG: Cam: Timing:

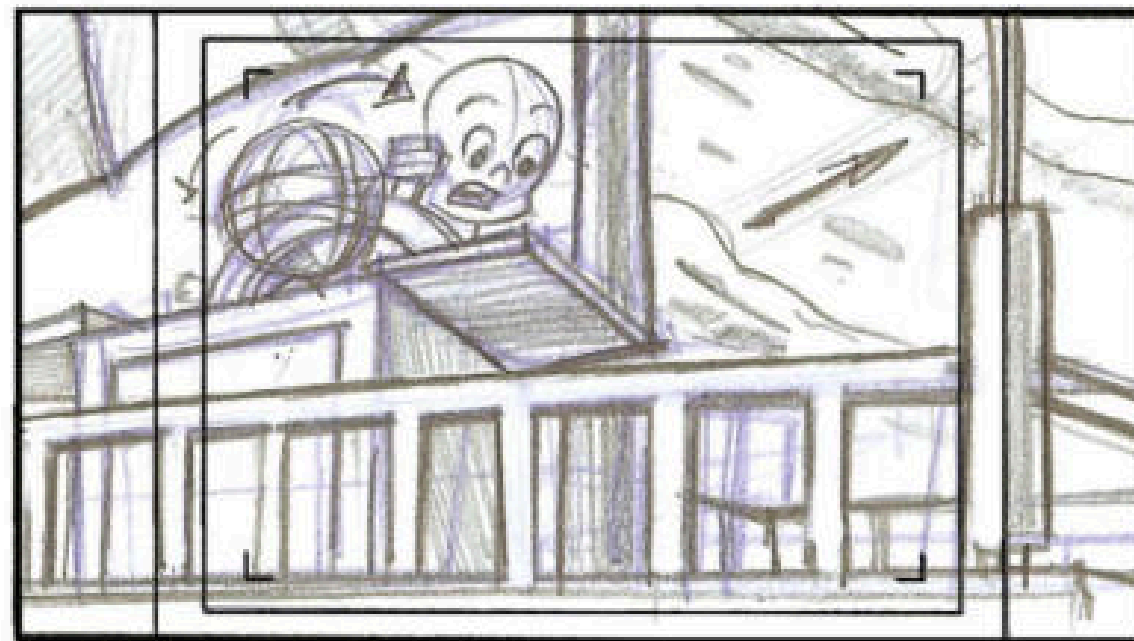
Technical note

Action : THE GIRLS RUN OUT.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: BG: Cam: Timing:

Technical note

Action : BACK ON CASPER. HE CALLS OUT THE THE LAST CREWMAN THAT ISN'T DOING ANYTHING.

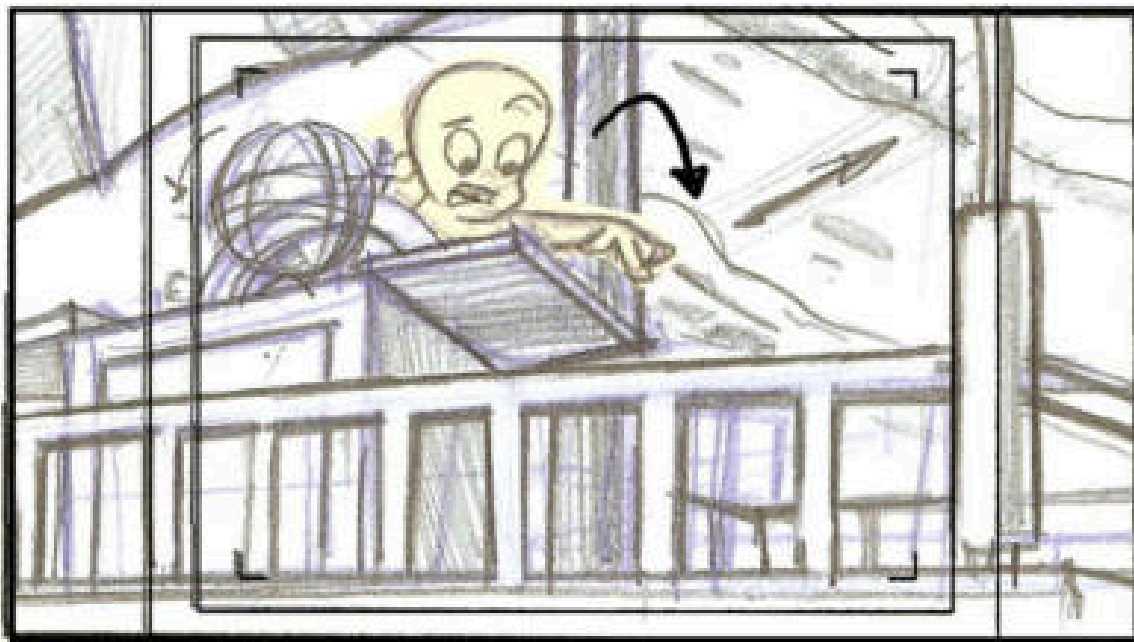
Dialogue : 97. CASPER :
THATCH, SIT ON....

FX : DX SHADOWS, LIGHTNING EFX

Director's note



CUT



SC: CONTD BG: Cam: Timing:

Technical note

CUT



SC: BG: Cam: Timing:

Technical note

Action : CASPER GESTURES TO SOMETHING OS.

Dialogue : 97. CASPER : (CONTD)
 ...THAT BUCKET, OVER THERE!

FX : DX SHADOWS, LIGHTNING EFX

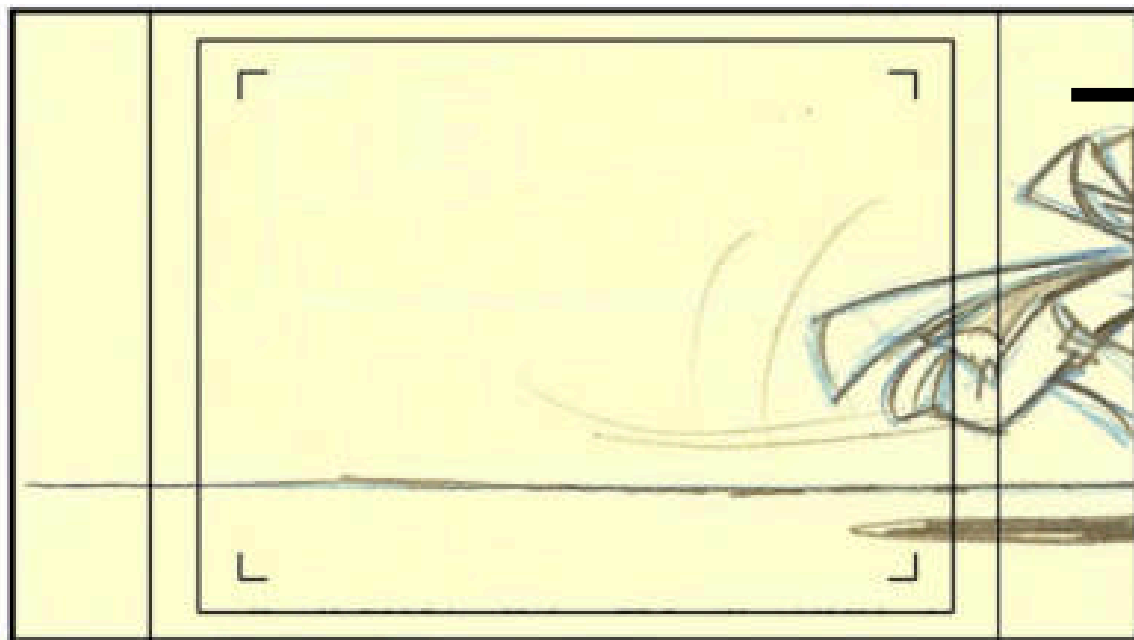
Director's note

Action : ANGLE ON THATCH LOOKING UP AT CASPER.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : THATCH RUNS OUT....

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



SC: BG: Cam: Timing:

Technical note

Action : THATCH RACES BACK IN WITH A DRIPPING BUCKET.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX, S/T WATER DRIPS

Director's note

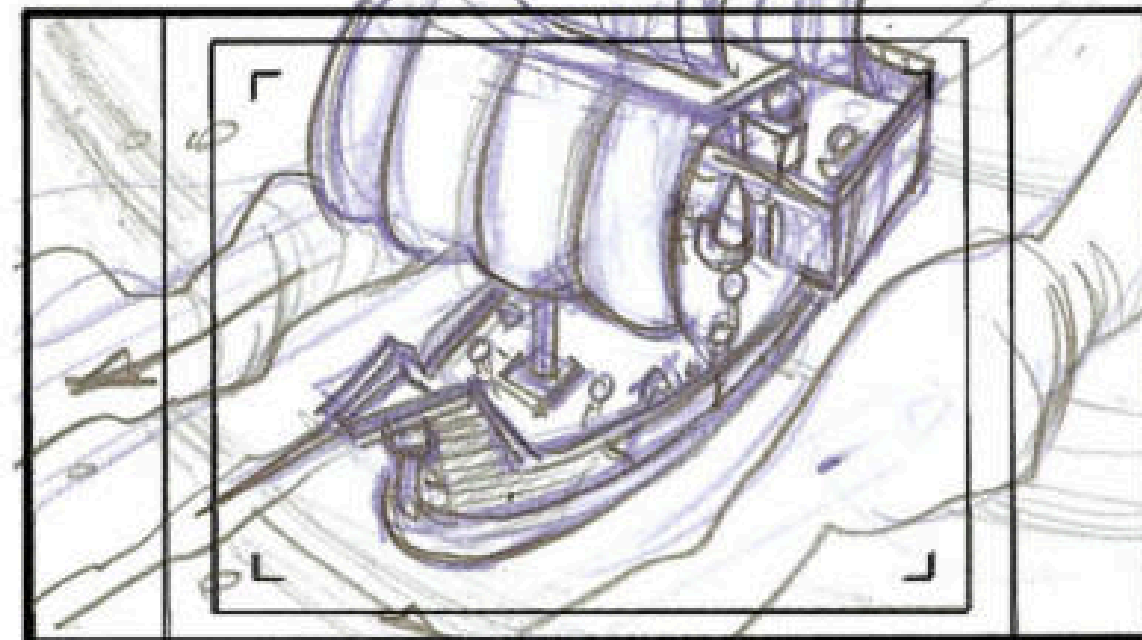


CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :
THATCH PLACES THE BUCKET ON DECK AND SITS IN IT. WATER SPLASHES AROUND HIS PANTS. HE TOSSES CASPER A SALUTE.

Dialogue : 98. THATCH :
SITTING ON BUCKET, SIR!

FX : DX SHADOWS, LIGHTNING EFX

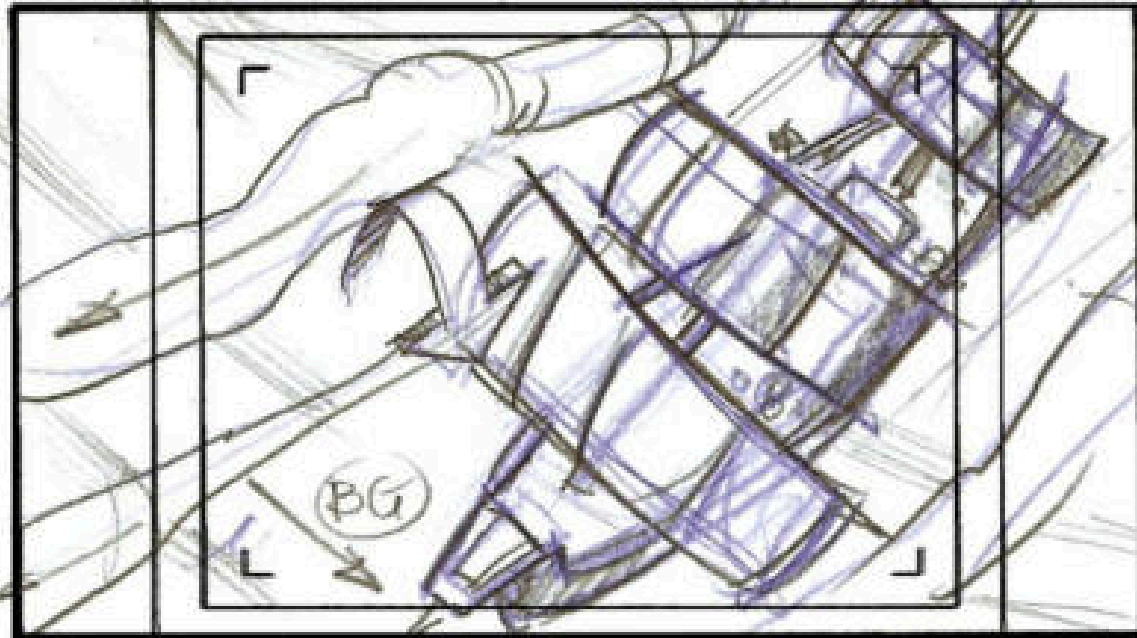
Director's note

Action :
ANGLE ON PIRATE SHIP AS IT BEGINS TO ROLL....

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX, S/T WATER DRIPS

Director's note



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

Technical note

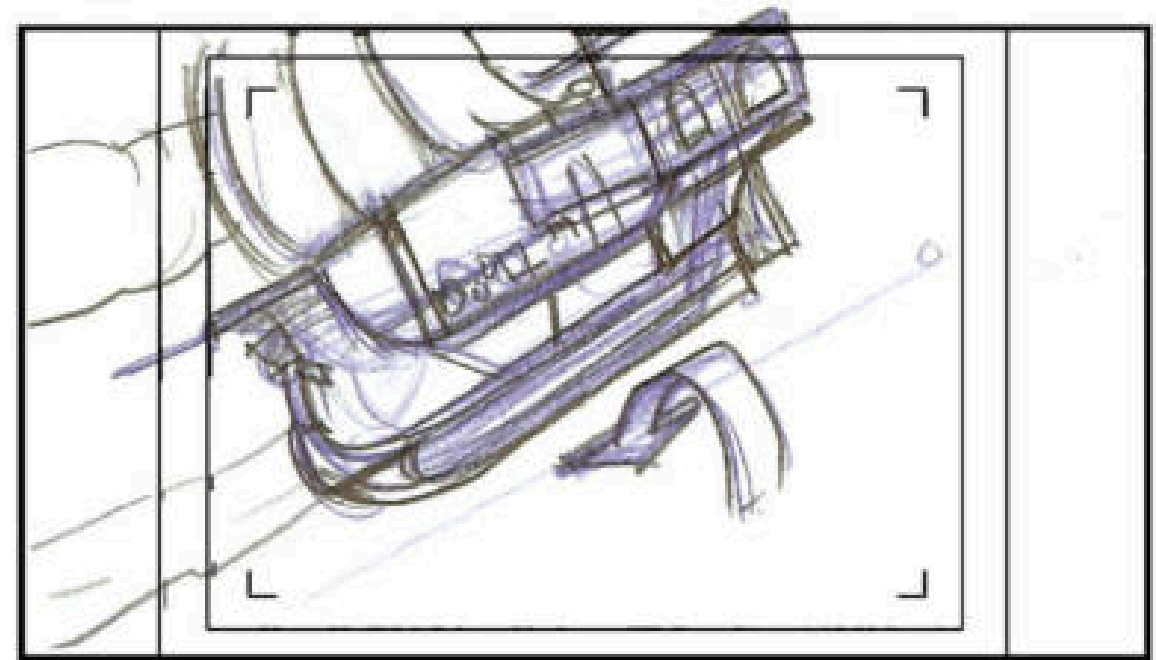
Action :

...FROM SIDE TO

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note



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

Technical note

Action :

.....TO SIDE.

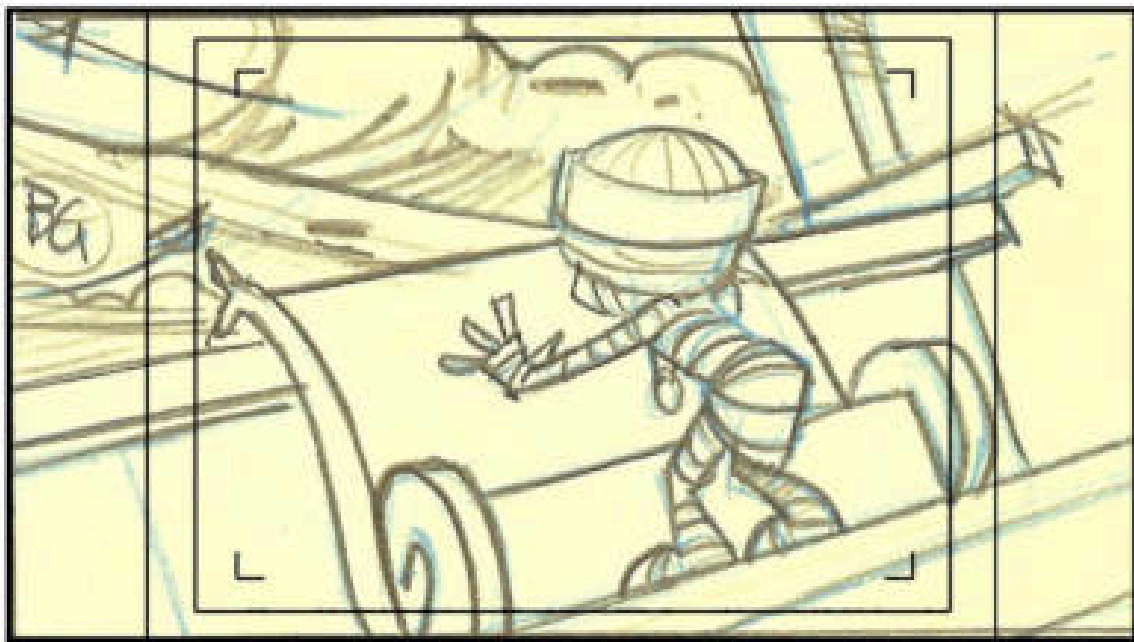
Dialogue :

FX : DX SHADOWS, LIGHTNING EFX, S/T WATER DRIPS

Director's note



CUT



SC: BG: Cam: Timing:

Technical note

Action :

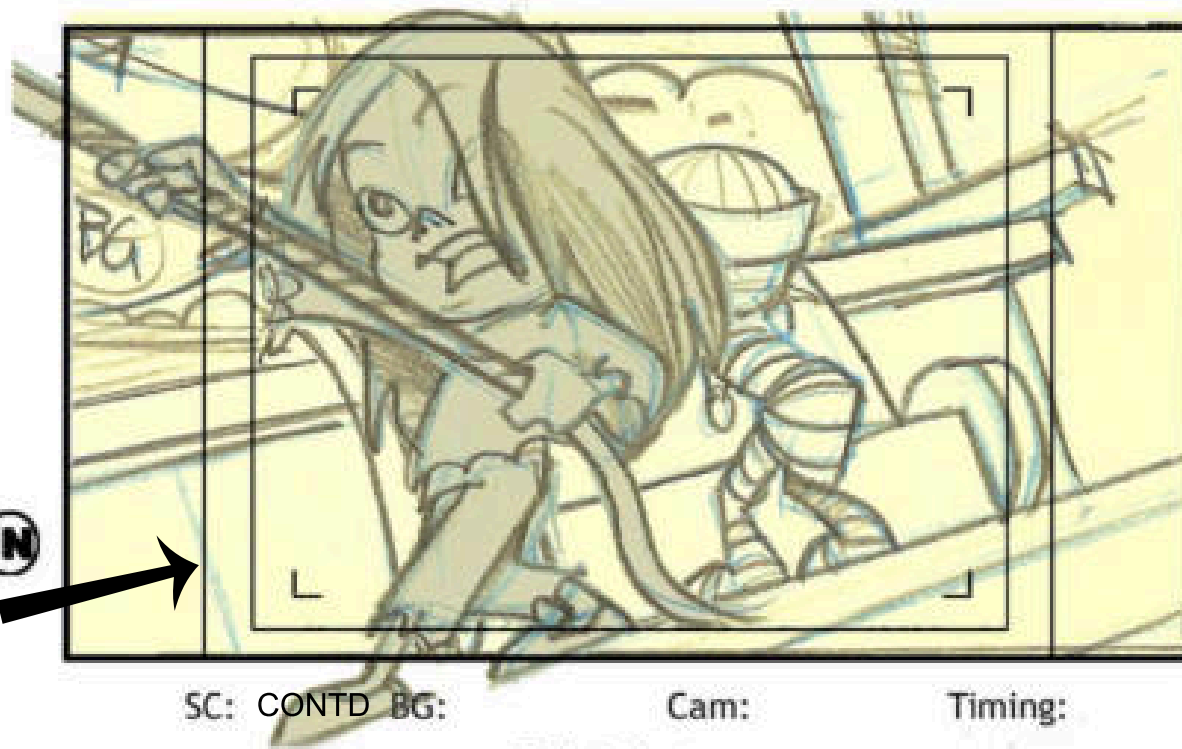
ANGLE ON DECK. RA IS TRYING TO KEEP THE SEATS FROM SLIDING AROUND.
THE SHIP IS ROLLING AND THE WIND IS FIERCE.

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note

IN



SC: CONTD BG: Cam: Timing:

Technical note

Action :

MANTHA ENTERS IN FOREGROUND. SHE HAULING ON SOME
ROPE.

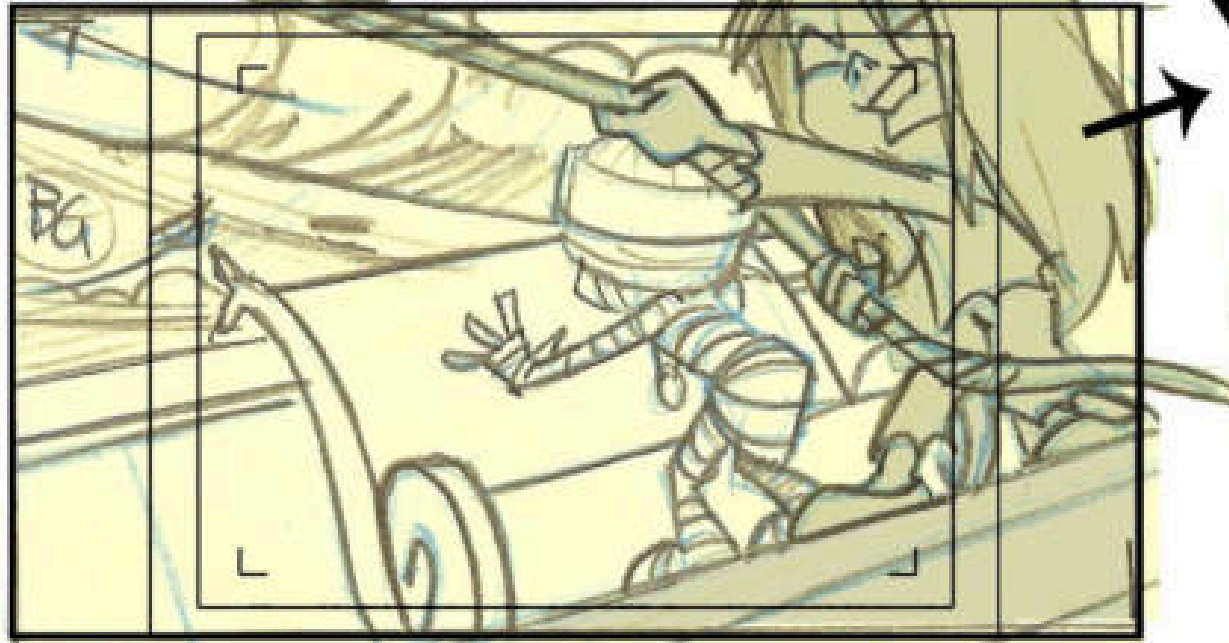
Dialogue :

FX : DX SHADOWS, LIGHTNING EFX, S/T WATER DRIPS

Director's note

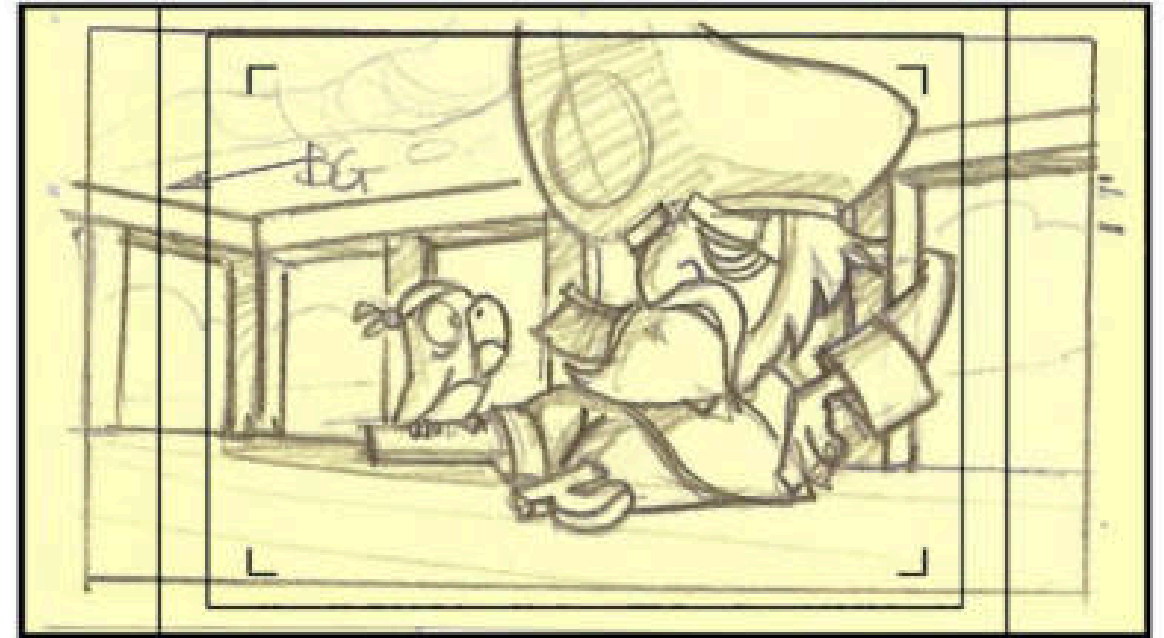


CUT



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :

MANTHA IS STRUGGLING WITH THE ROPE..

Dialogue :

FX : DX SHADOWS, LIGHTNING EFX

Director's note

Action :

ANGLE ON A SICK LOOKING CAPPY. HE'S HANGING ONTO THE RAILS. BEAKY IS LENDING HIM MORAL SUPPORT.

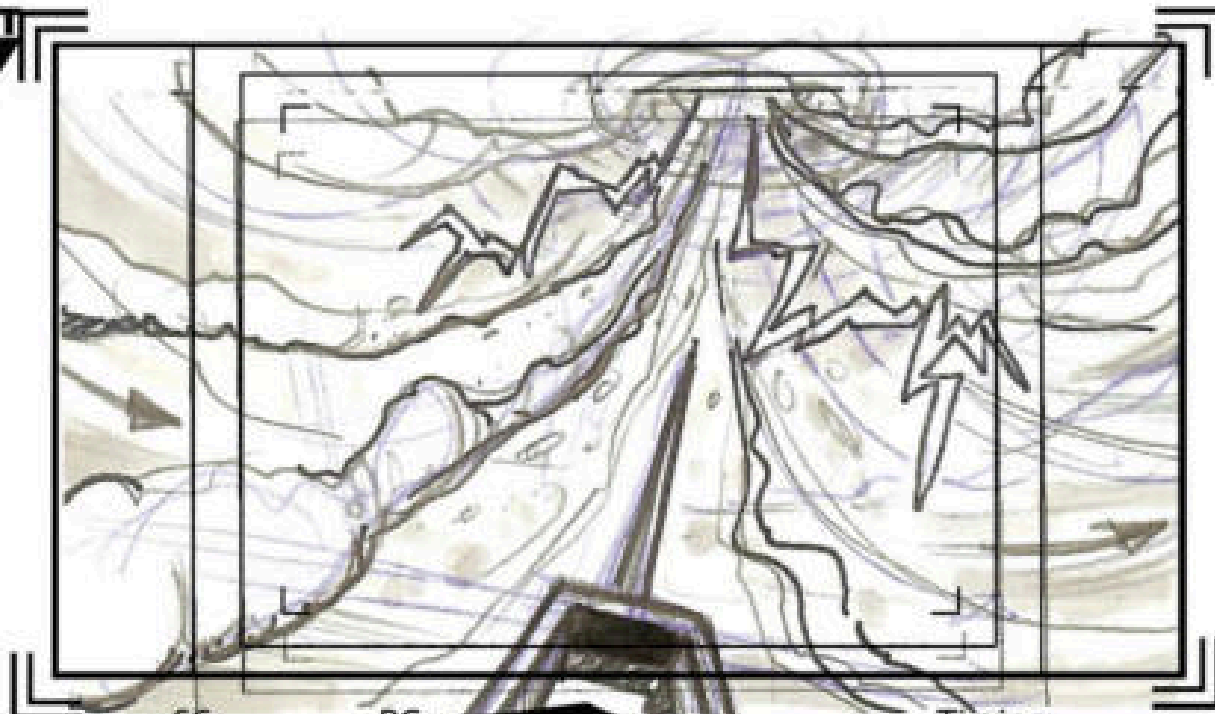
Dialogue :

FX : DX SHADOWS, LIGHTNING EFX, S/T WATER DRIPS

Director's note



CUT



SC:

BG:

Cam:

Timing:



Technical note

CAMERA SHAKE.

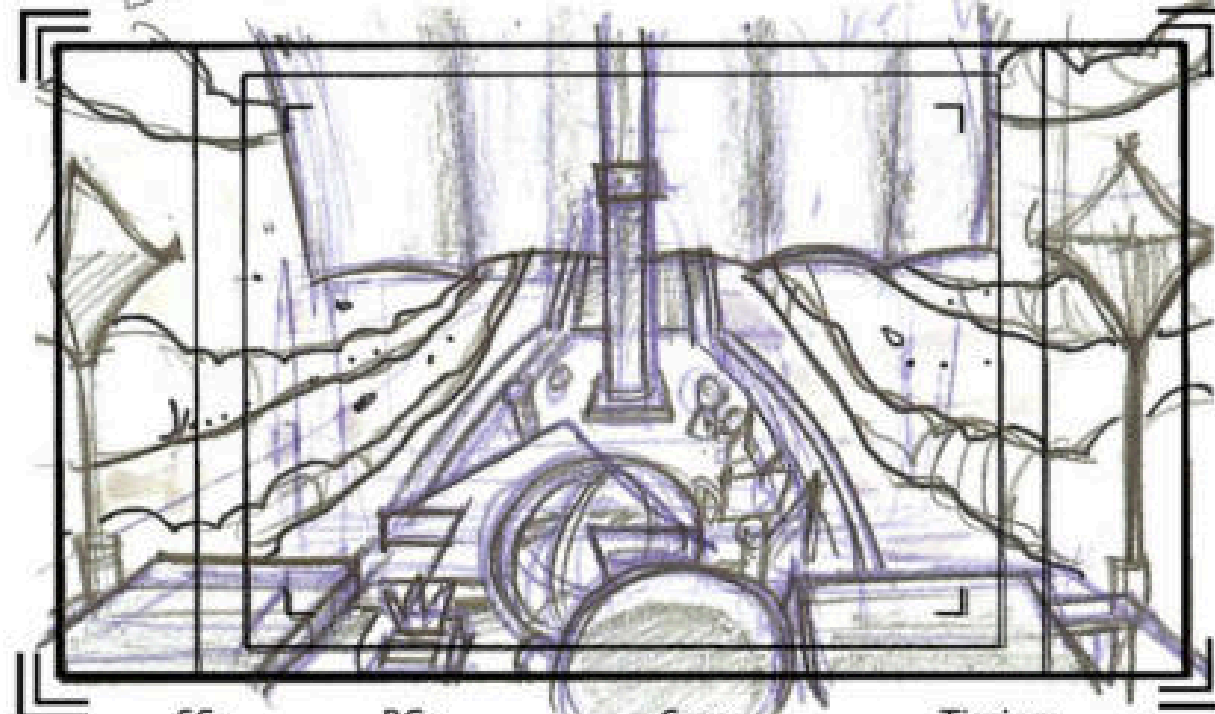
Action :

ANGLE ON THE VORTEX. IT HAS BECOME EVEN MORE VIOLENT. THE SHIP CAREENS TOWARDS IT.

Dialogue :

FX : LIGHTNING EFX

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

FX : LIGHTNING EFX

Director's note



CUT



SC:

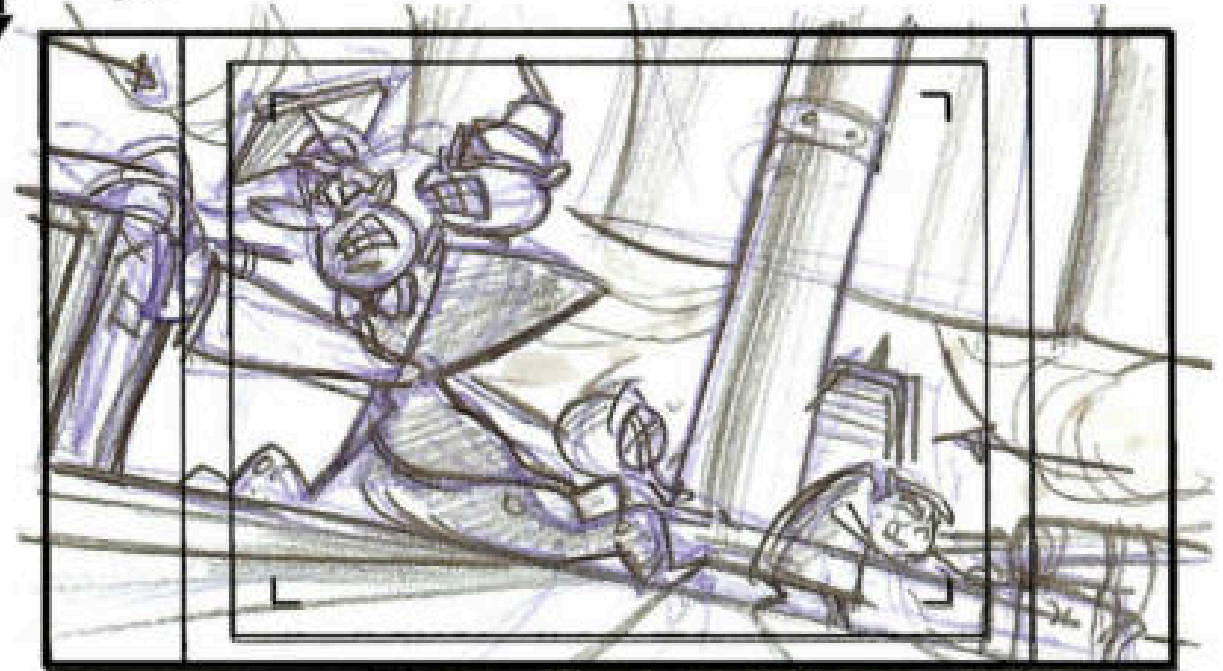
BG:

Cam:

Timing:

Technical note

CAMERA SHAKE.



SC:

BG:

Cam:

Timing:

Technical note

Action :

Dialogue :

FX : LIGHTNING EFX

Director's note

Action :

Dialogue :

FX : LIGHTNING EFX

Director's note

ANGLE ON THE DECK. ALDER AND DASH ARE STRUGGLING WITH A LARGE CHEST. IN THE BACKGROUND WE CAN SEE FLYBOY AND QUASI PULLING A COUPLE OF CANNONS ACROSS THE DECK.



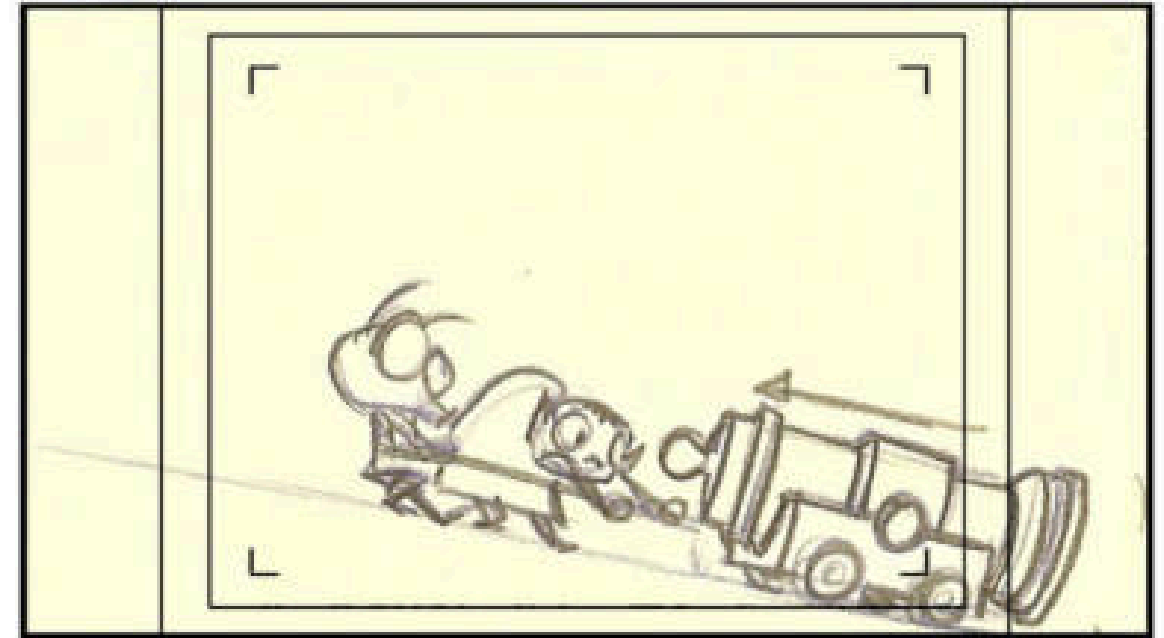
SC: CONTD BG:

Cam:

Timing:

Technical note

CAMERA SHAKE.



SC: CONTD BG:

Cam:

Timing:

Technical note

CUT

Action :

THE SHIP JERKS SUDDENLY AND ADLER AND DASH LOOSE THIER HOLD ON THE CHEST WHICH PUSHES THEM BACKWARDS.

Dialogue : 99. ALDER/DASH:

AAAAHHHHHHH!

FX : LIGHTNING EFX

Director's note

Action :

THE DECK PITCHING ABOUT DOSEN'T SEEM TO BOTHER QUASI OR FLYBOY.

Dialogue :

SFX: <OS CRUNCH!>

FX : LIGHTNING EFX

Director's note



CUT



SC: CONTD BG:

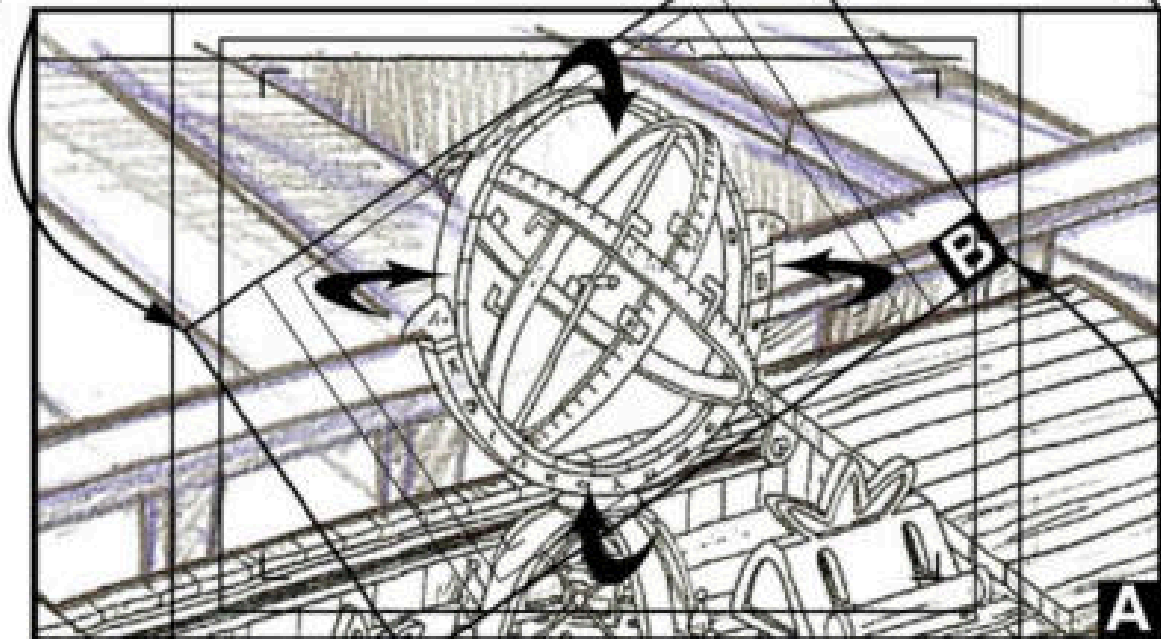
Cam:

Timing:

Technical note

CAMERA SHAKE.

CUT



SC:

BG:

Cam:

Timing:

ROTATE IN A - B

Technical note

CUT

Action :

CLOSE ON CASPER AT THE SHIPS WHEEL.

Dialogue : 100. CASPER:

HANG ON!

FX : LIGHTNING EFX

Director's note

Action :

CLOSE ON THE WILDLY SPINNING GPS. FAST ROTATE IN.

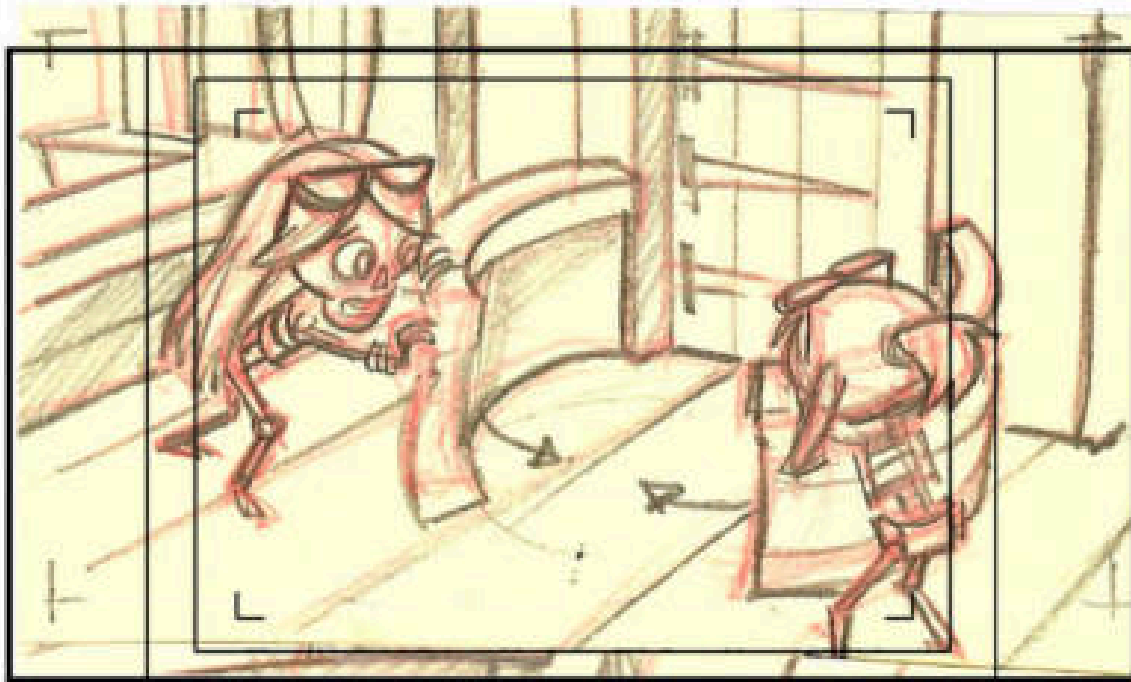
Dialogue :

FX : LIGHTNING EFX, D/B BLUR ON GPS

Director's note



CUT



SC:

BG:

Cam:

Timing:

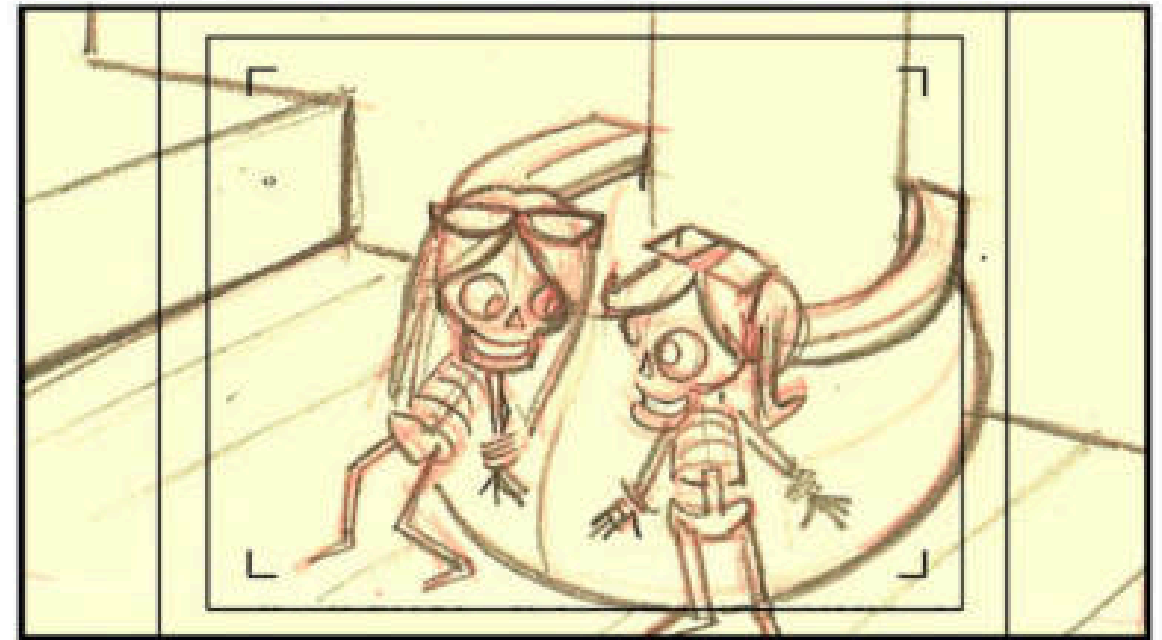
Technical note CAMERA SHAKE.

Action : ANGLE ON MIKEY AND MONACO SHOVES THE MAIN 'HATCH' SHUT.

Dialogue :

FX : LIGHTNING EFX

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : THEY SUCCEED!

Dialogue : 101. MONACO:
THAT WAS FUN!

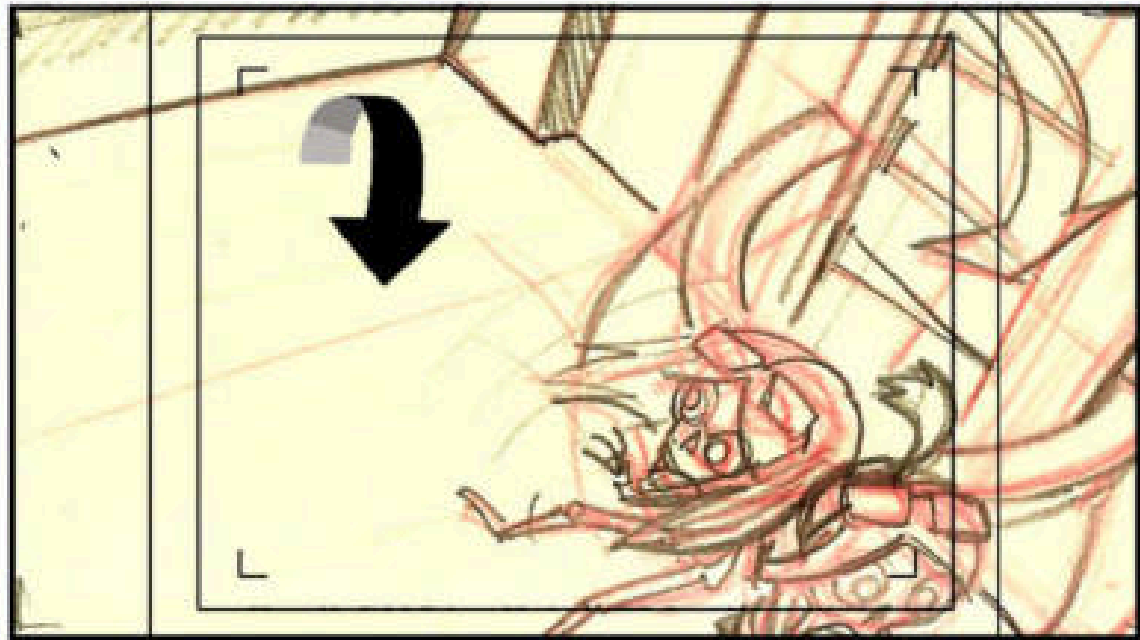
102. MICKEY:
LETS DO IT AGAIN!

FX : LIGHTNING EFX

Director's note



CUT



SC: CONTD BG:

Cam:

Timing:

OUT

Technical note

CAMERA SHAKE.

Action : THE SHIP LURCHS TOSSING THE TWO GIRLS OUT OF SCENE.

Dialogue : 103. MICKEY AND MONACO:
AAHH!

FX : LIGHTNING EFX

Director's note



SC:

BG:

Cam:

Timing:

Technical note

Action : ANGLE ON THE VORTEX. LIGHTENING FLASHES , CLOUDS
ARE BEING SUCKED INTO IT, ETC

Dialogue :

FX : LIGHTNING EFX

Director's note



CUT
▼

IN



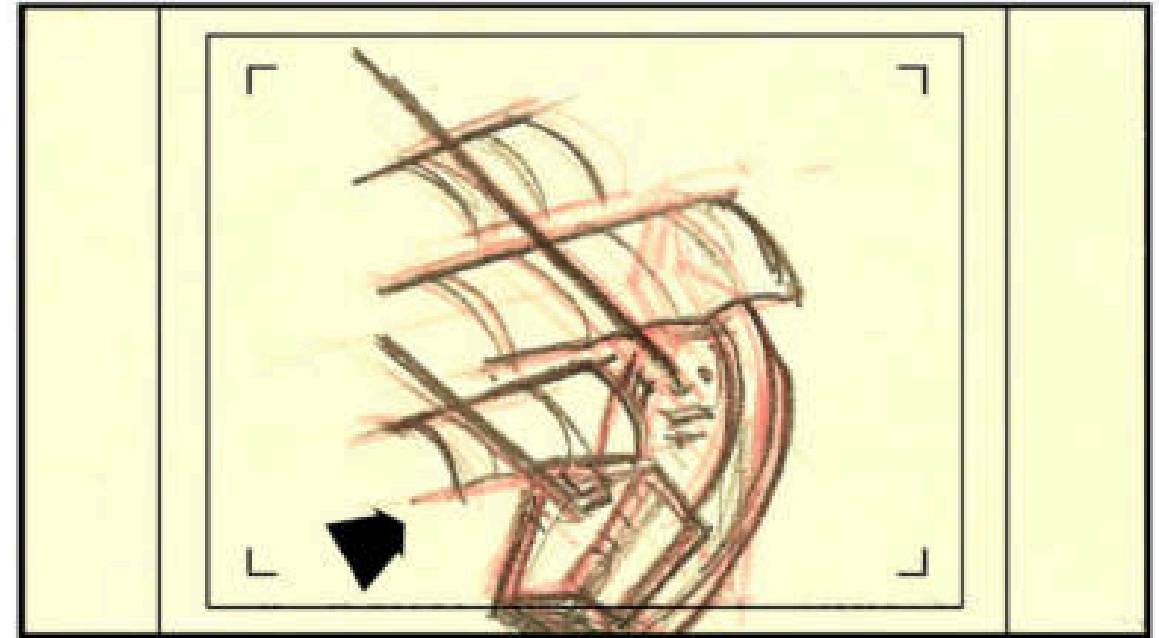
SC: CONTD BG: Cam: Timing: Technical note **CAMERA SHAKE.**

Action : THE SHIP FALLS TOWARDS THE VORTEX, BARELY UNDER CONTROL.

Dialogue :

FX : LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing: Technical note

Action :

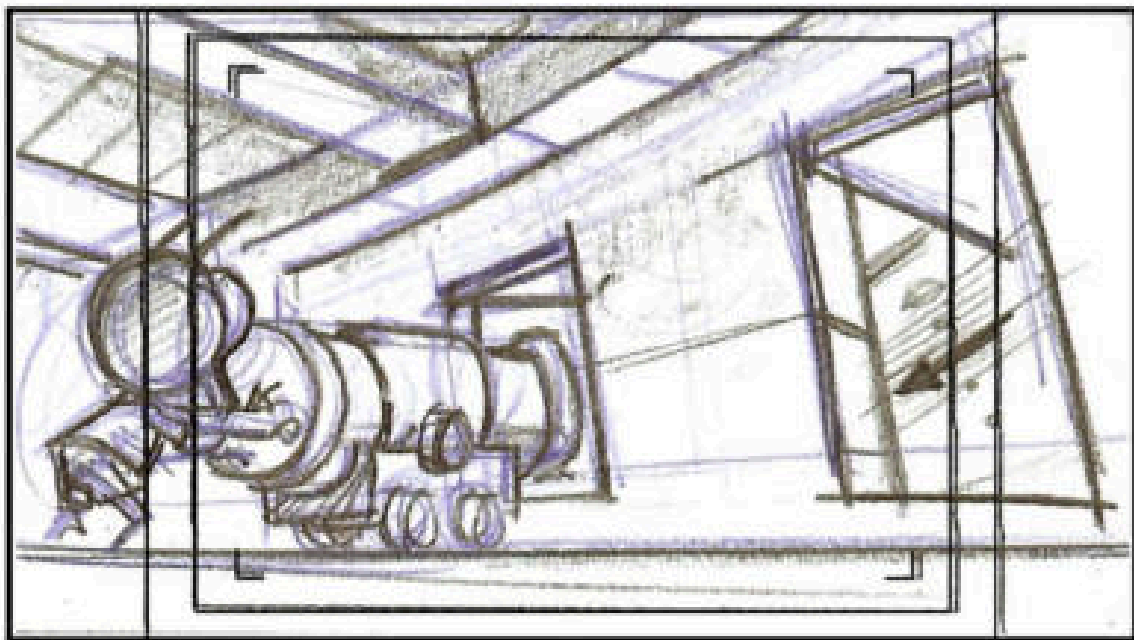
Dialogue :

FX : LIGHTNING EFX

Director's note



CUT



SC: CONTD BG: Cam: Timing:

Technical note

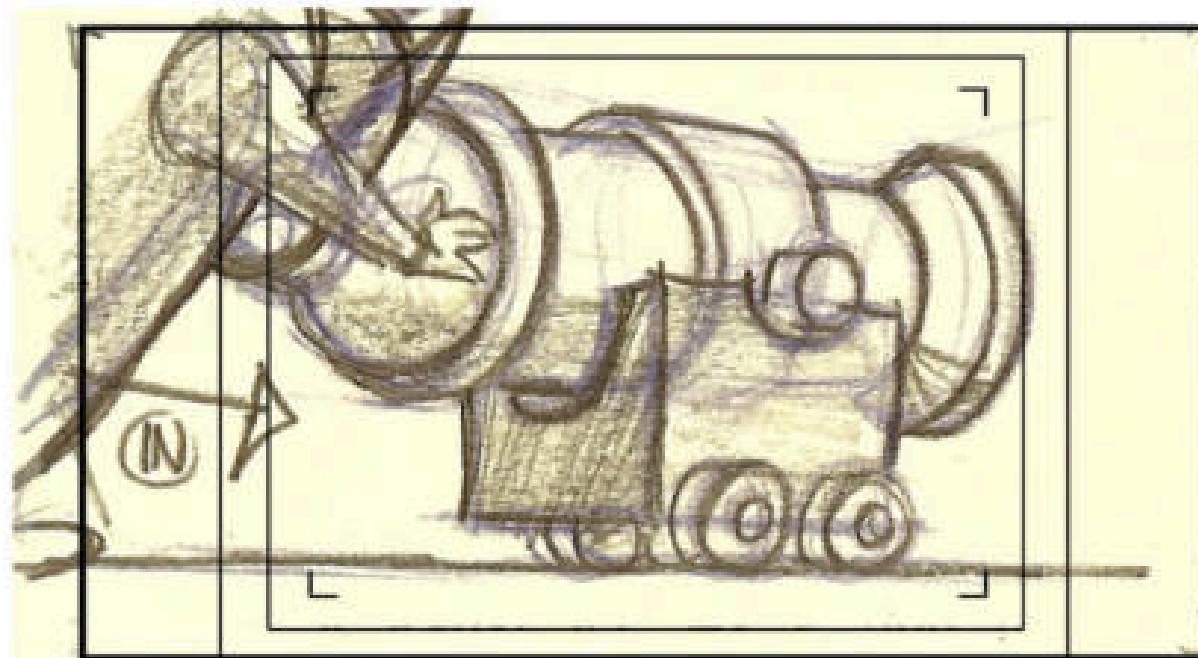
Action : ANGLE THE THE SHIPS GUN DECK - FLYBOY HAS ALREADY POSITIONED ONE OF THE GUNS...

Dialogue :

FX : LIGHTNING EFX

Director's note

CUT



SC: CONTD BG: Cam: Timing:

Technical note

Action : QUASI IS PUSHING HIS CANNONS INTO POSITION AS WELL.

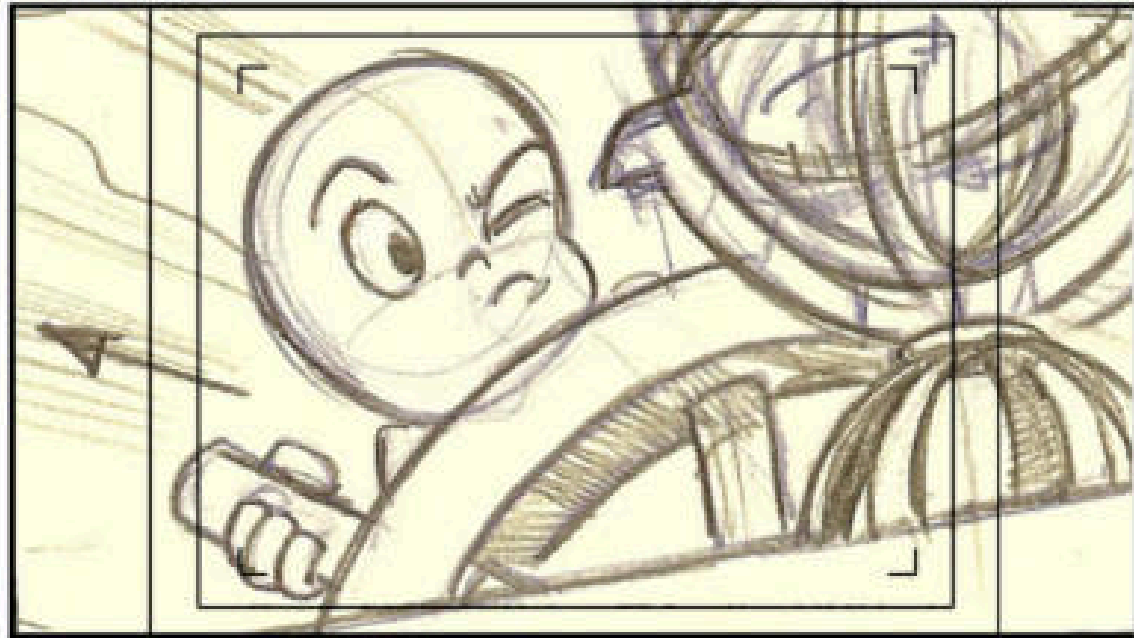
Dialogue :

FX : LIGHTNING EFX

Director's note



CUT



SC: BG: Cam: Timing:

Technical note

Action : ANGLE ON CASPER. HE'S STUDYING THE GPS.

Dialogue :

FX : LIGHTNING EFX, D/B BLUR ON GPS.

Director's note

CUT



SC: CONTD BG: Cam: Timing:

Technical note

Action : CASPER BARKS OUT AN ORDER.

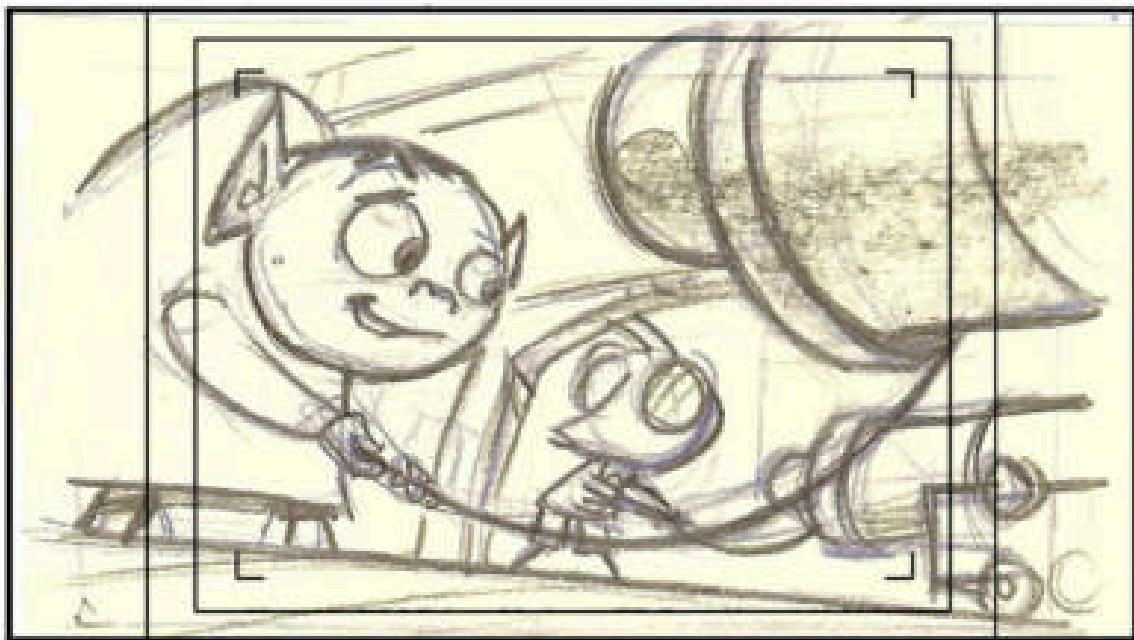
Dialogue : 104. CASPER:
FIRE CANNONS!

FX : LIGHTNING EFX

Director's note



CUT



SC: BG: Cam: Timing:

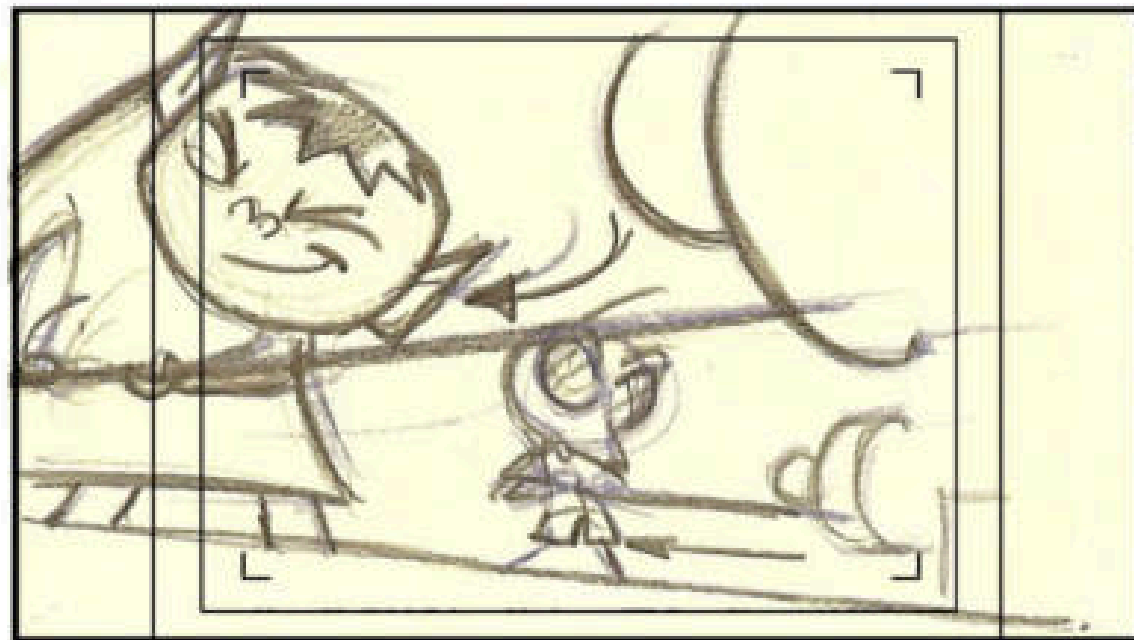
Technical note

Action : SHIPS GUNDECK, ANGLE ON QUASI AND FLYBOY.

Dialogue :

FX : LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing:

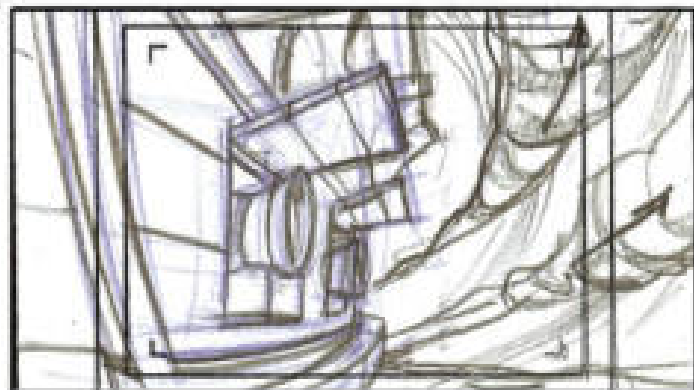
Technical note

Action : THEY PULL ON THEIR LANYARDS.

Dialogue :

FX : LIGHTNING EFX

Director's note



SC:

BG:

Cam:

Timing:

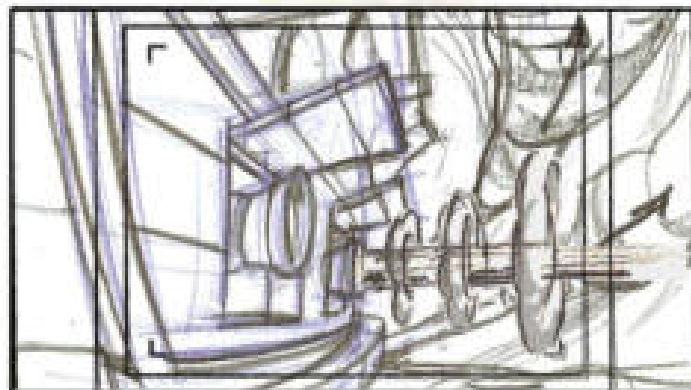
Technical note

Action : ANGLE ON SHIPS HULL, THE GUNPORTS.

Dialogue :

FX : LIGHTNING EFX .DX SMOKE

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

Action : THE GUNS FIRE, ALMOST IN UNISON.

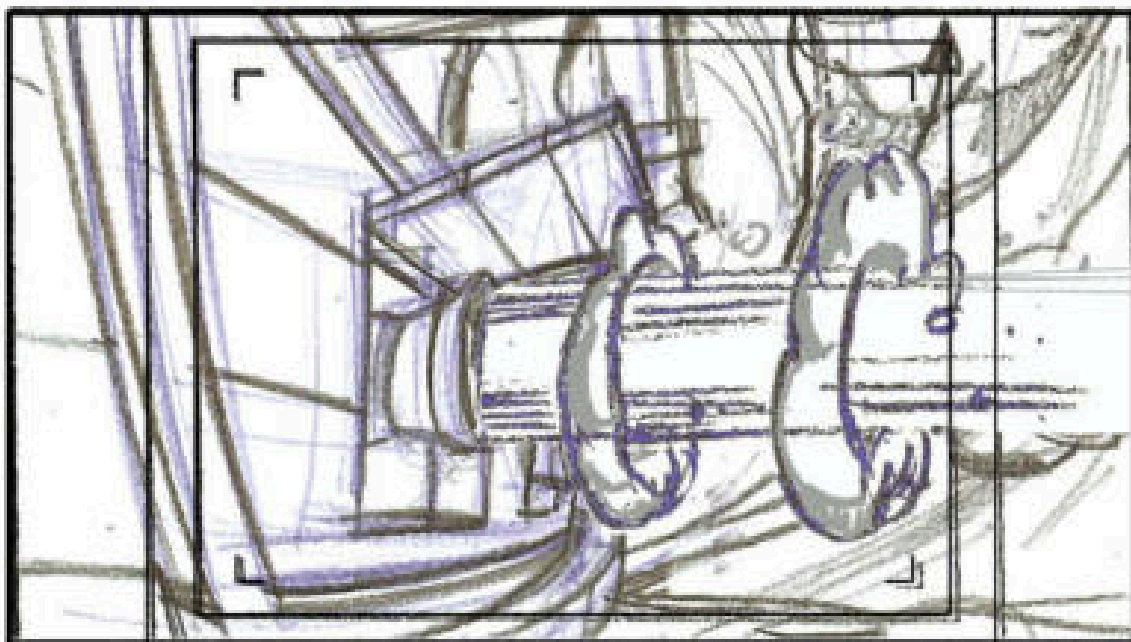
Dialogue : SFX: <BOOM!>

FX : LIGHTNING EFX .DX SMOKE

Director's note



CUT
▼



SC: CONTD BG: Cam: Timing:

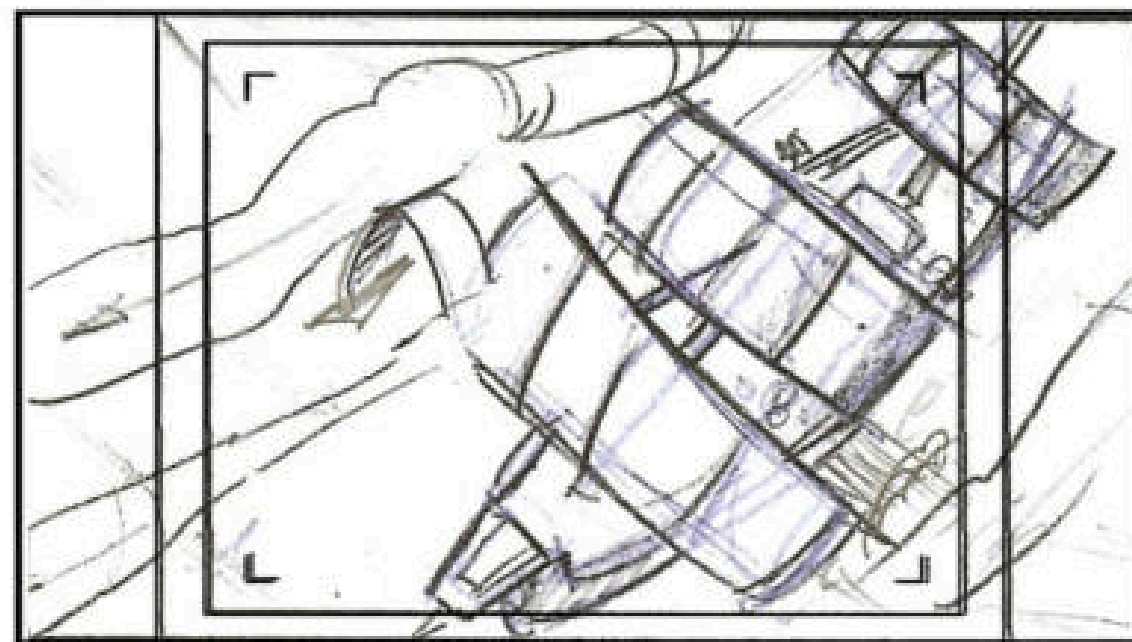
Technical note

Action : GUN TWO FIRES.

Dialogue : SFX: <BOOM!>

FX : LIGHTNING EFX, DX SMOKE

Director's note



SC: BG: Cam: Timing:

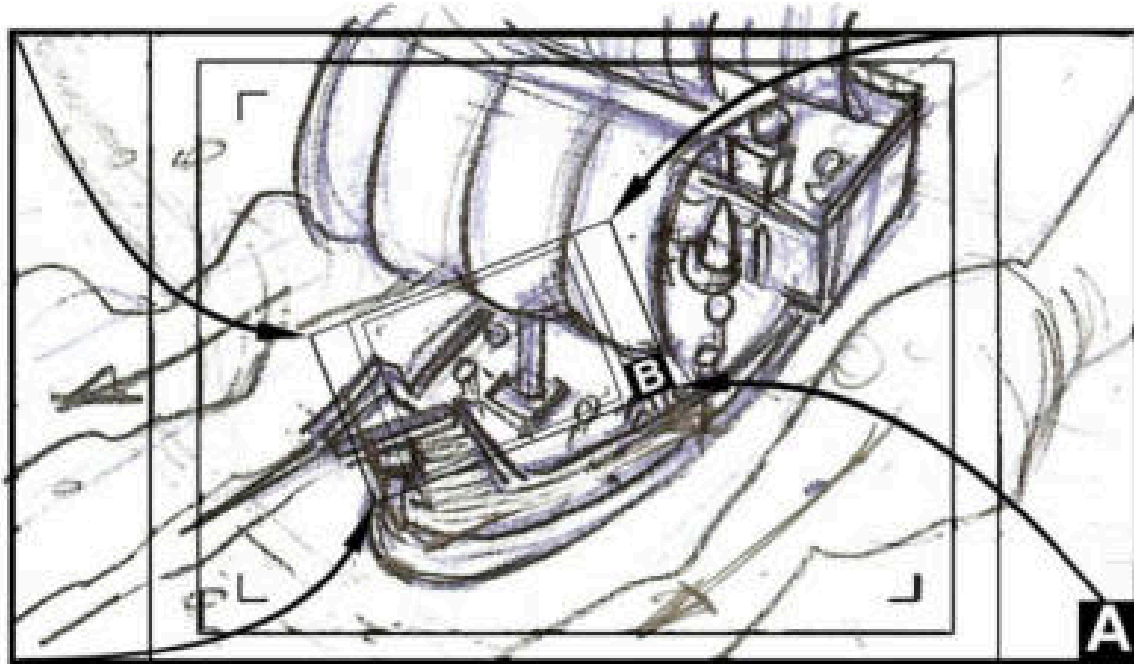
Technical note

Action : WIDE ON THE SHIP. AS THE GUNS FIRE THE SHIP HEELS OVER, PUSING IN WAY FROM THE CENTER OF THE VORTEX,

Dialogue : SFX: <BOOM!>

FX : LIGHTNING EFX, DX SMOKE.

Director's note



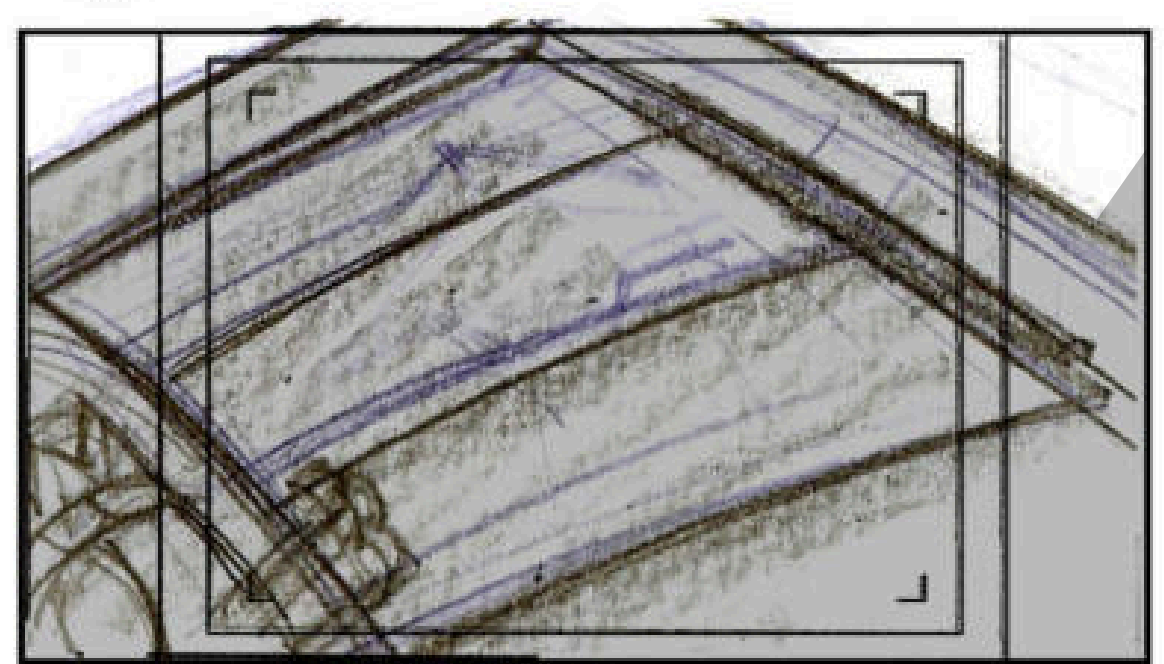
SC: CONTD BG: Cam: ROTATE IN A - B. Timing: Technical note

Action : ROTATE IN ON THE SHIP AS IT ANIMATES TO CAMERA.

Dialogue :

FX : LIGHTNING EFX

Director's note



SC: CONTD BG: Cam: Timing: Technical note

Action : THE SHIP FILLS THE SCREEN.

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

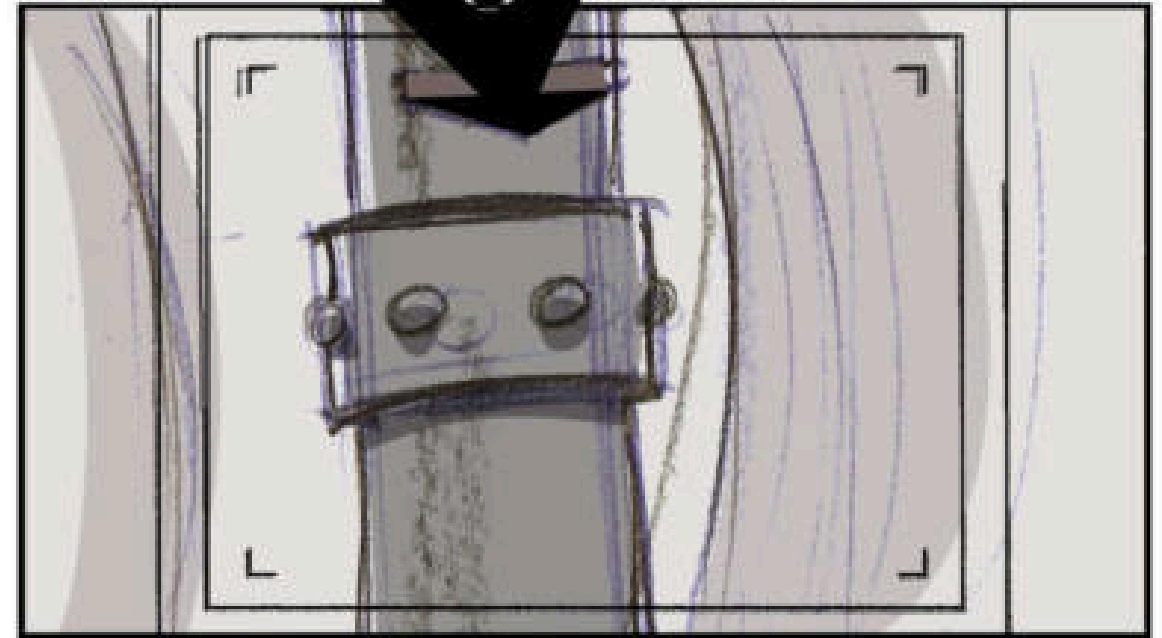
Technical note

Action : THE SCREEN GOES BLACK.

Dialogue :

FX :

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

Action : THE SHIP SAILS AWAY FROM CAMERA.

Dialogue :

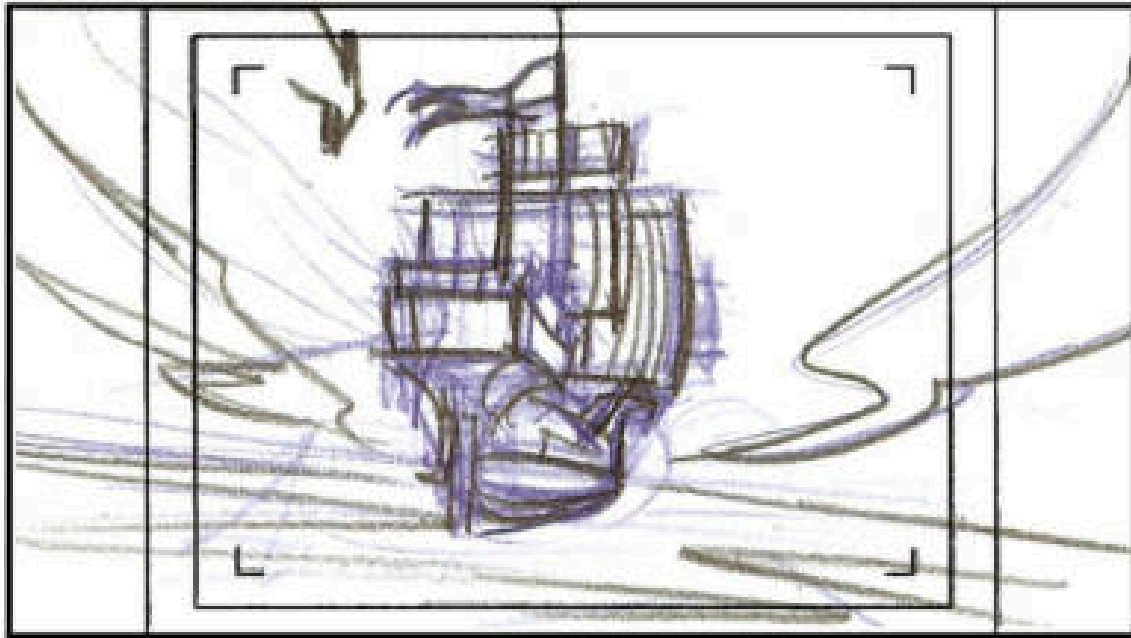
FX : DX SHADOWS.

Director's note

<HOLD A BEAT>

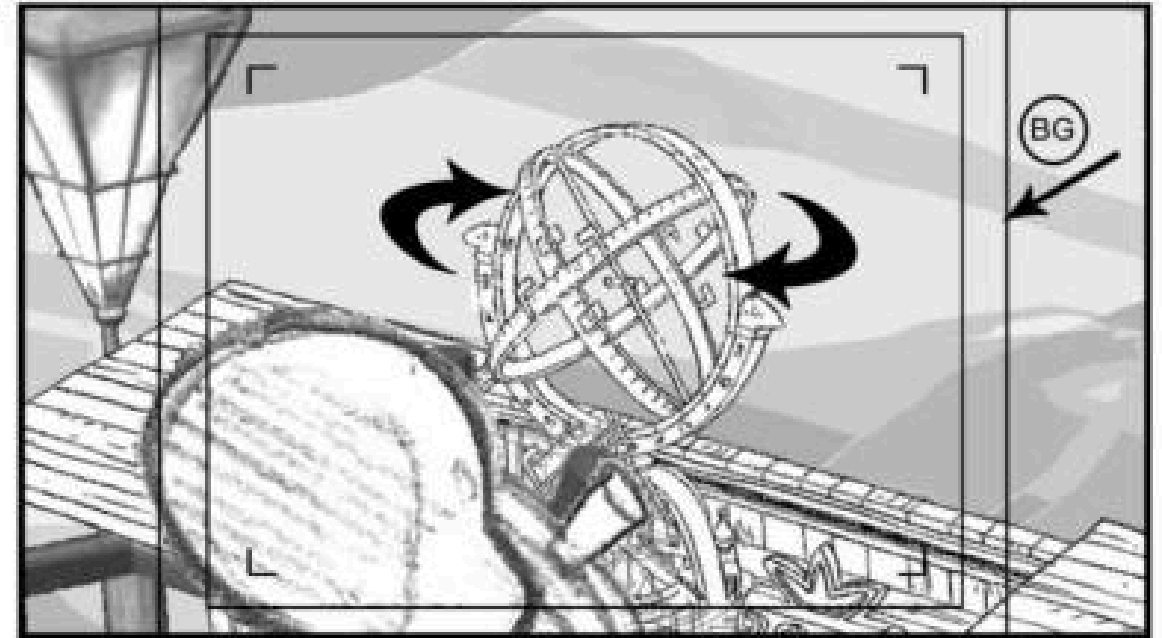


CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :

THE SHIP HAS EMERGED INTO THE CLEAR SKIES OF THE UNDERWORLD.

Dialogue :

FX :

Director's note

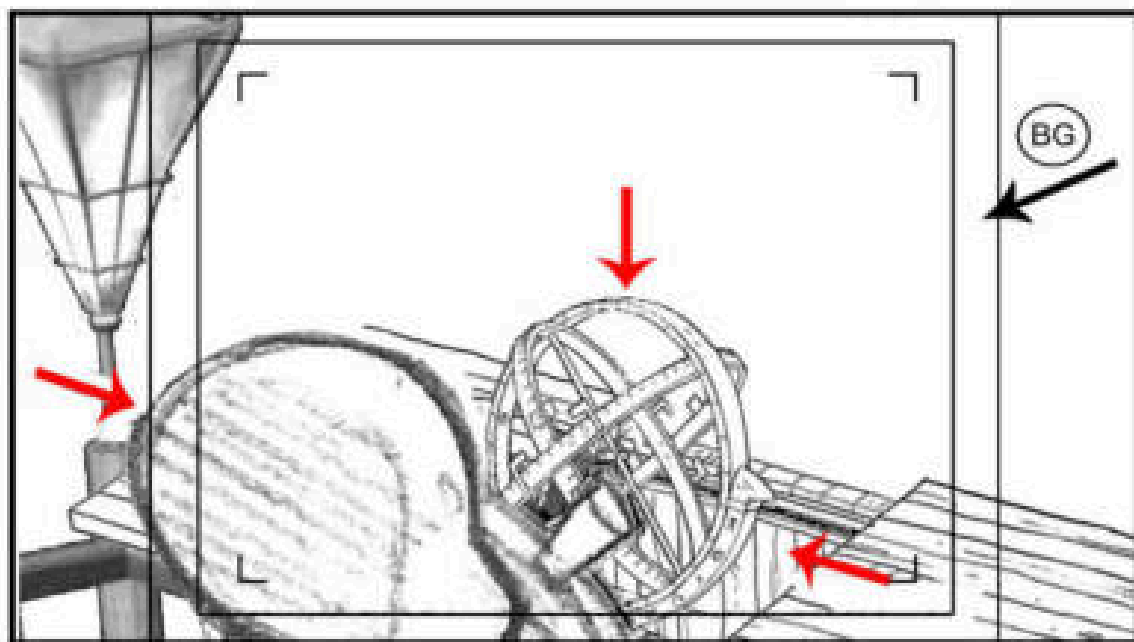
Action :

ANGLE ON THE GPS. IT'S SPINNING IS SLOWING DOWN.

Dialogue :

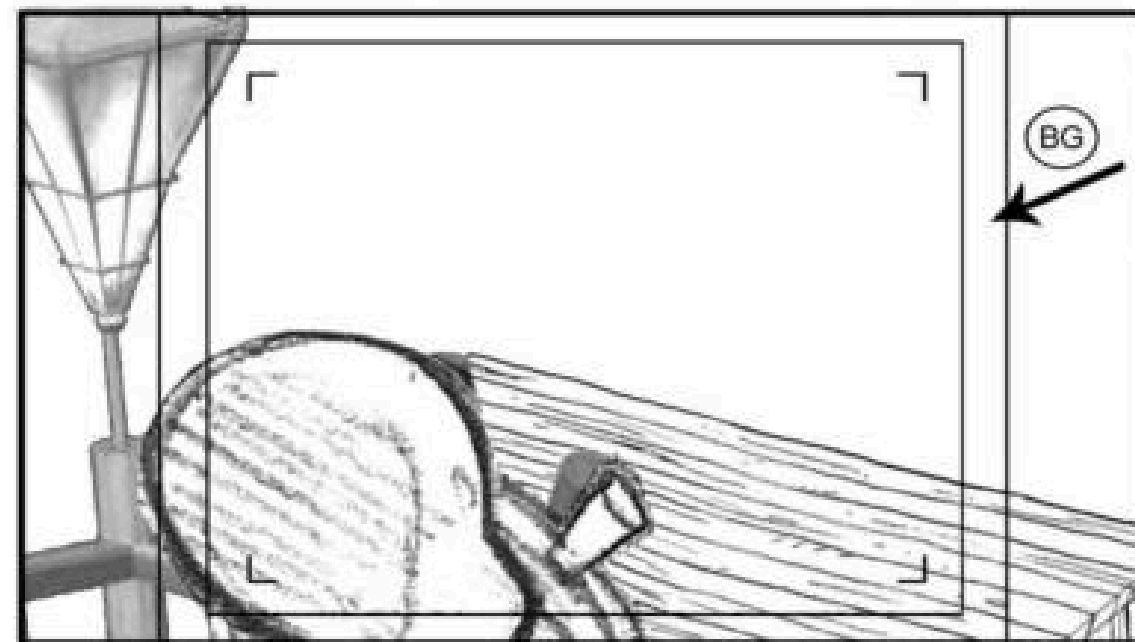
FX : DX SHADOWS.

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note

CUT

Action :
THE GPS HAS STOP SPINNING AND IS SLIDING BACK INTO IT'S PLACE.

Dialogue :

FX :

Director's note

Action :
THE DOORS CLOSE ON THE GPS.

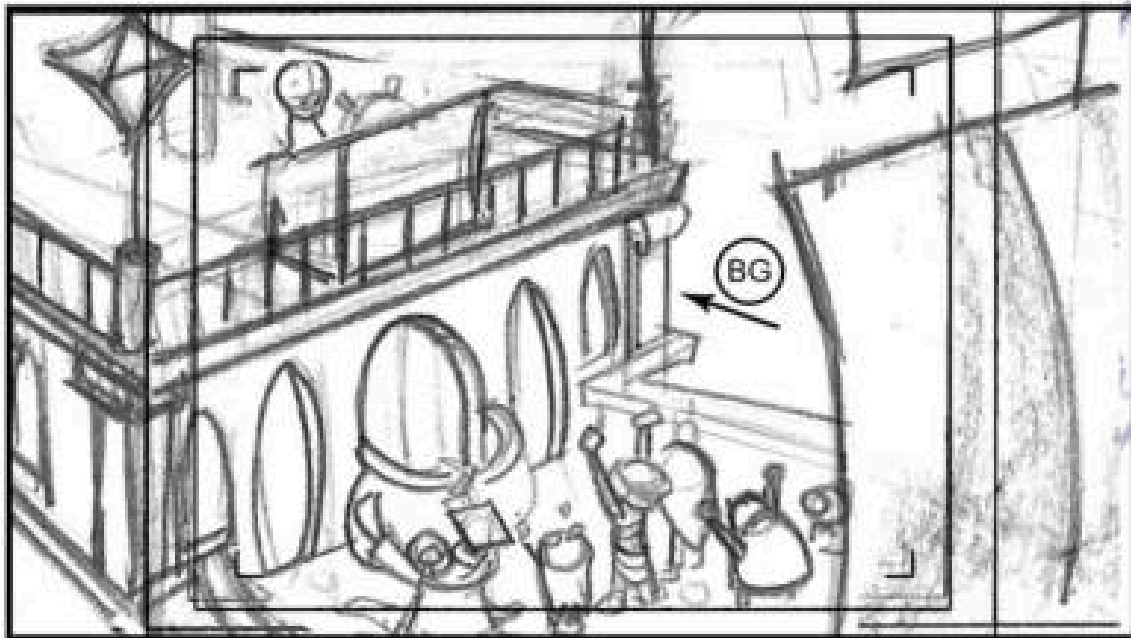
Dialogue :

FX : DX SHADOWS.

Director's note



CUT



CUT

SC: CONTD BG: Cam: Timing:

Technical note

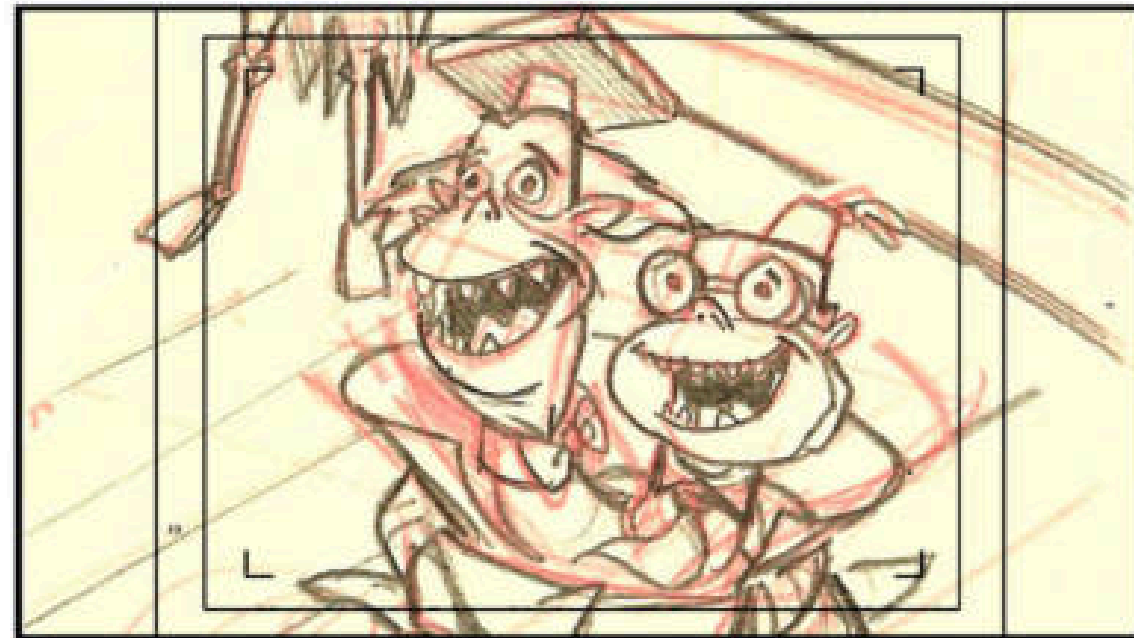
Action :
WIDE ON THE DECK. THE KIDS ARE CHEERING.

Dialogue : 105. KIDS:
<CHEERING!>

FX :

Director's note

CUT



SC: CONTD BG: Cam: Timing:

Technical note

Action :
CLOSE ON AN ECSTATIC ALDER AND DASH.

Dialogue :

FX : DX SHADOWS.

Director's note





Comic

Thinking

Theoretical notes

Abstracts:

ANGLE ON CASPER AT THE SHIPS WHEEL. CAPPY AND BEAKY WALK IN.
NONE THE WORSE FOR WEAR.

Dialogue : the carrier

YE KNOWN.....

FX: THE SHADOWS

Chloroform's melting



SC: CONTO BG:

15

Care

Discussion

Electrical motor

Activities:

THEY STOP BESIDE CASPER

Dialogue : 108 CAPPY (CONT'D)

...IT WEREN'T THE BARNACLES MADE ME SICK -...

FX = DX SHADOWS

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SC: CONTD BG: Cam: Timing:

Technical note

Action :
CAPPY TRIES TO PUT HIS HAND ON CASPERS' SHOULDER, BUT IT GOES RIGHT THROUGH CASPER.

Dialogue :

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

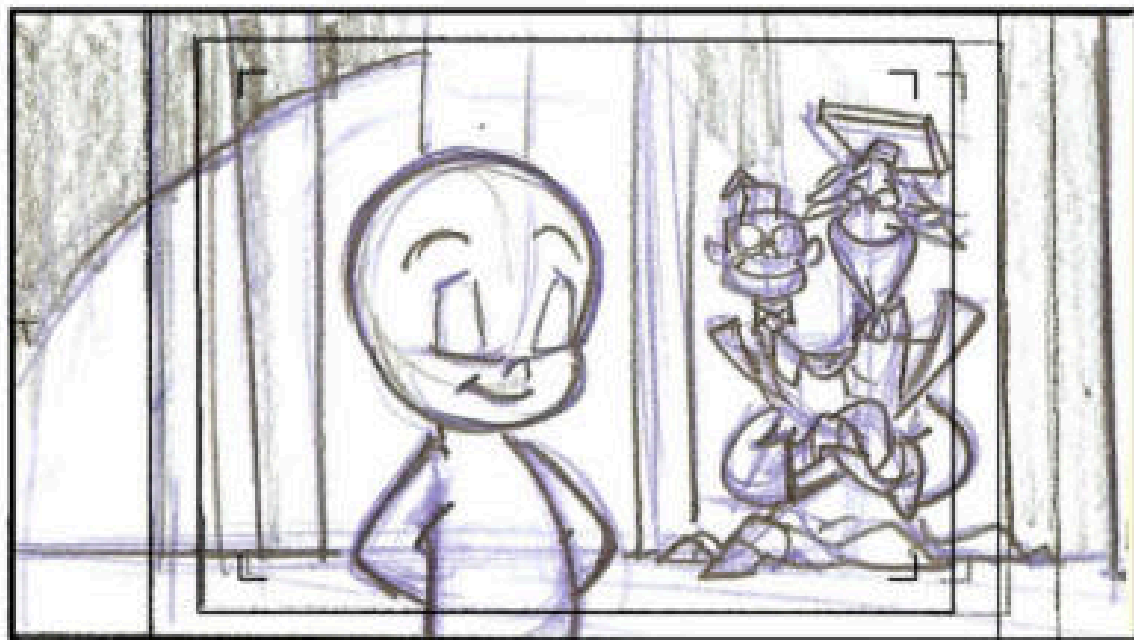
Technical note

Action :
CAPPY RECOVERS HIS DEMEANOR.

Dialogue : 106. CAPPY: (CONTD)
..IT WAS HAVEN' TO BE UNKIND TO SOMEONE I'M SO FOND OF.

FX : DX SHADOWS.

Director's note



SC: BG: Cam: Timing:

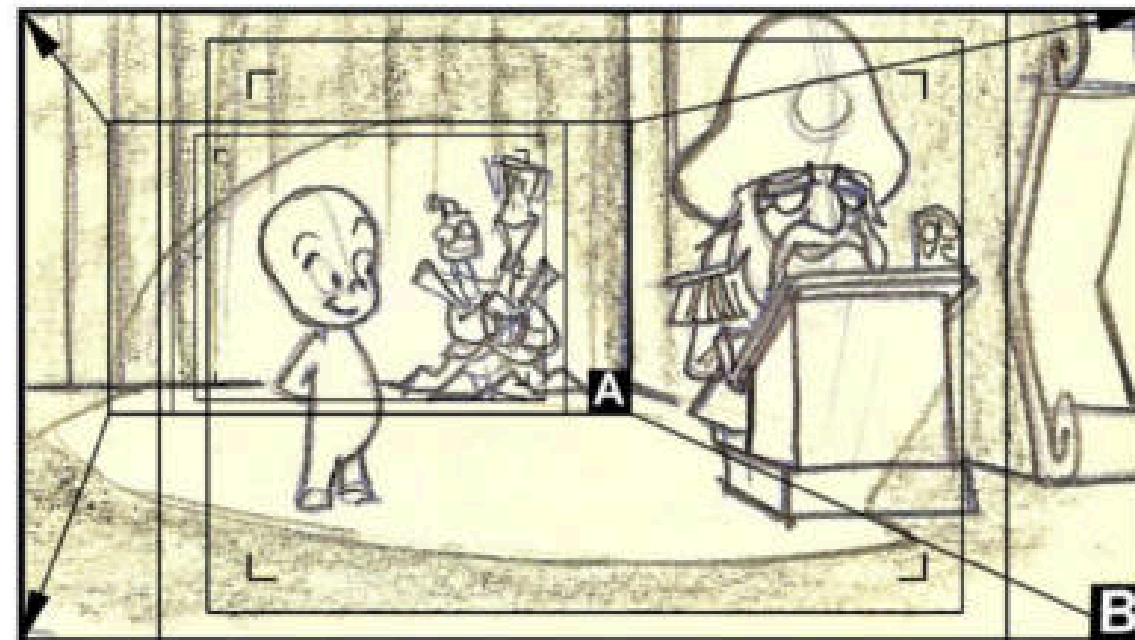
Technical note

Action : INT. SCHOOL AUDITORIUM - (LATER)
ANGLE ON CASPER STANDING IN THE SPOTLIGHT ON STAGE. ALDER AND DASH ARE
STANDING IN THE BACKGROUND, BEAMING WITH PRIDE

Dialogue : 106. CAPPY: (OS) [CONTD]
LET'S HEAR IT FOR....

FX : DX SHADOWS

Director's note



SC: CONTD BG: Cam: Timing:

Technical note

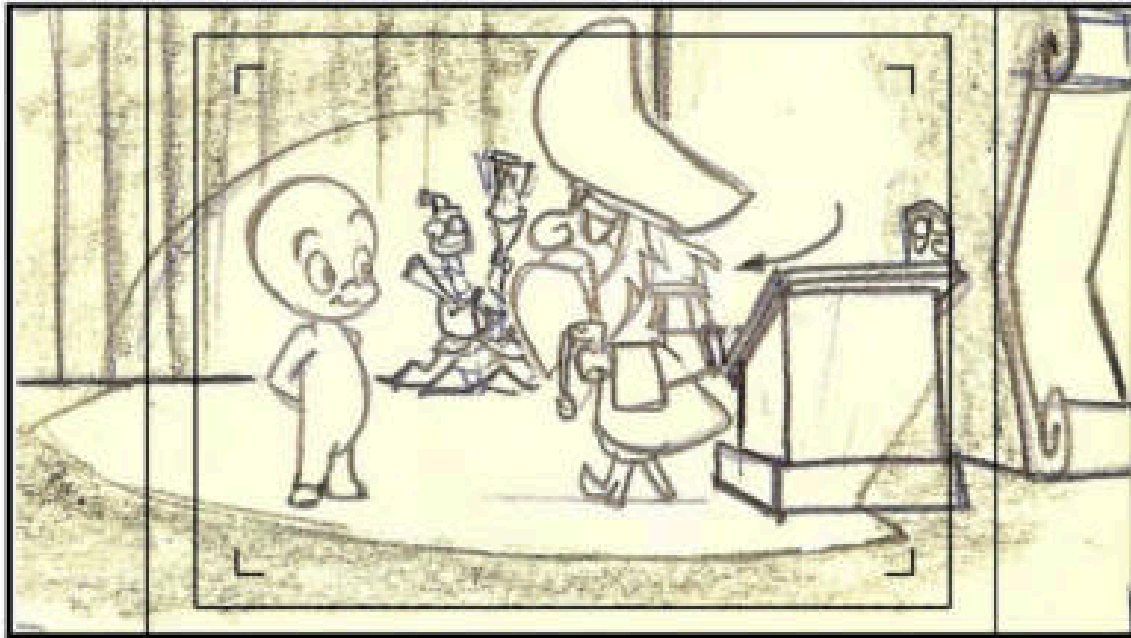
TRUCK OUT A - B

Action :
TRUCK OUT TO REVEAL CAPPY AND BEAKY STANDING ON THE
STAGE BEHIND THE PODIUM.

Dialogue : 106. CAPPY: (CONTD)
..FOR CASPER. HIP HIP --

FX : DX SHADOWS.

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

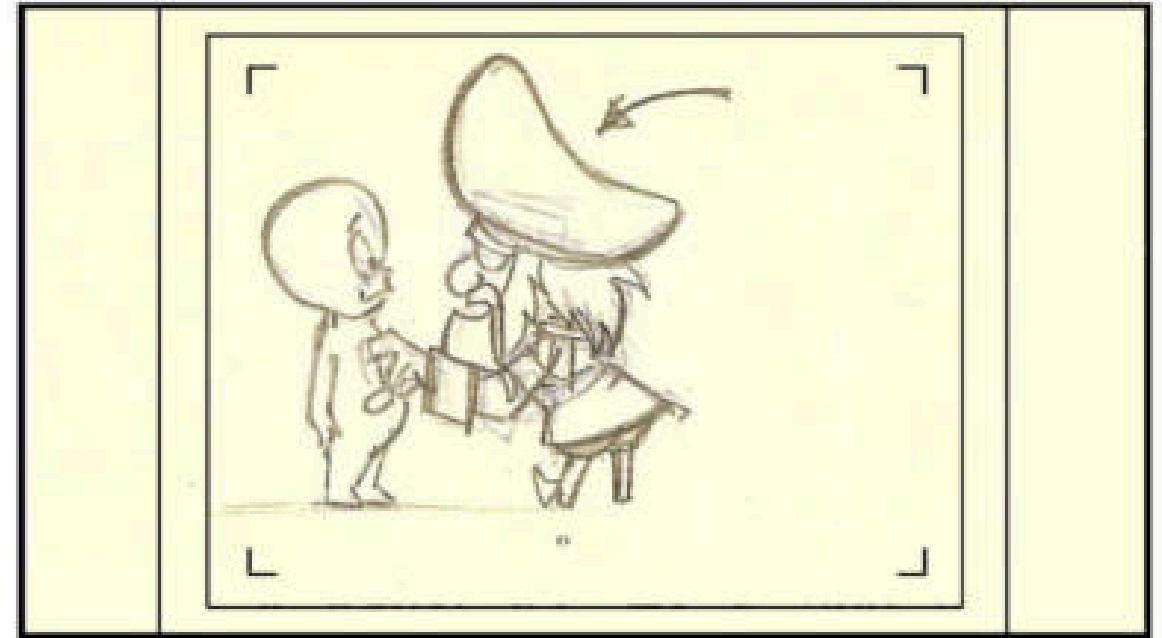
Action :

CAPPY STEPS OUT FROM BEHIND THE PODIUM HOLDING A MEDAL IN HIS HAND. HE WALKS TOWARDS CASPER.

Dialogue : 107. ALL THE STUDENTS: (OS)
HOORAY!

FX : DX SHADOWS

Director's note



SC: CONTD BG:

Cam:

Timing:

Technical note

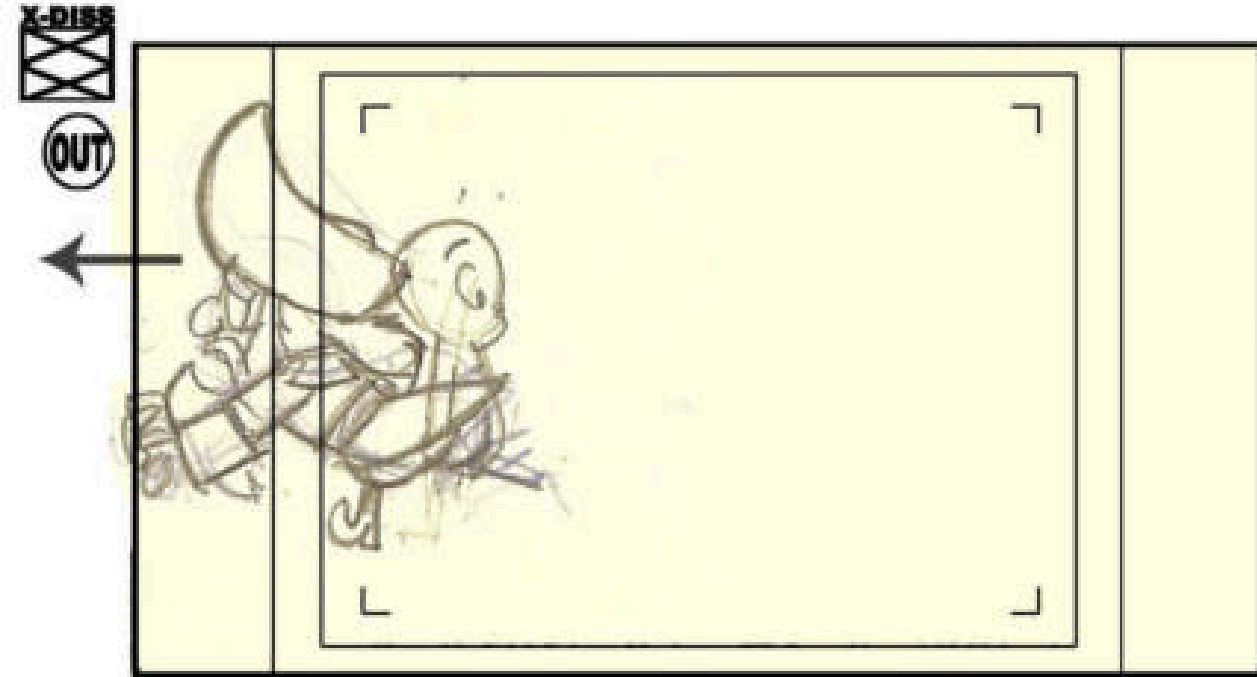
Action :

CAPPY LEANS FORWARD TO PIN THE MEDAL ON CASPER'S CHEST.

Dialogue : 108. CAPPY: (TO CASPER)
AND NOW MAY I PRESENT YE WITH THIS MEDAL.

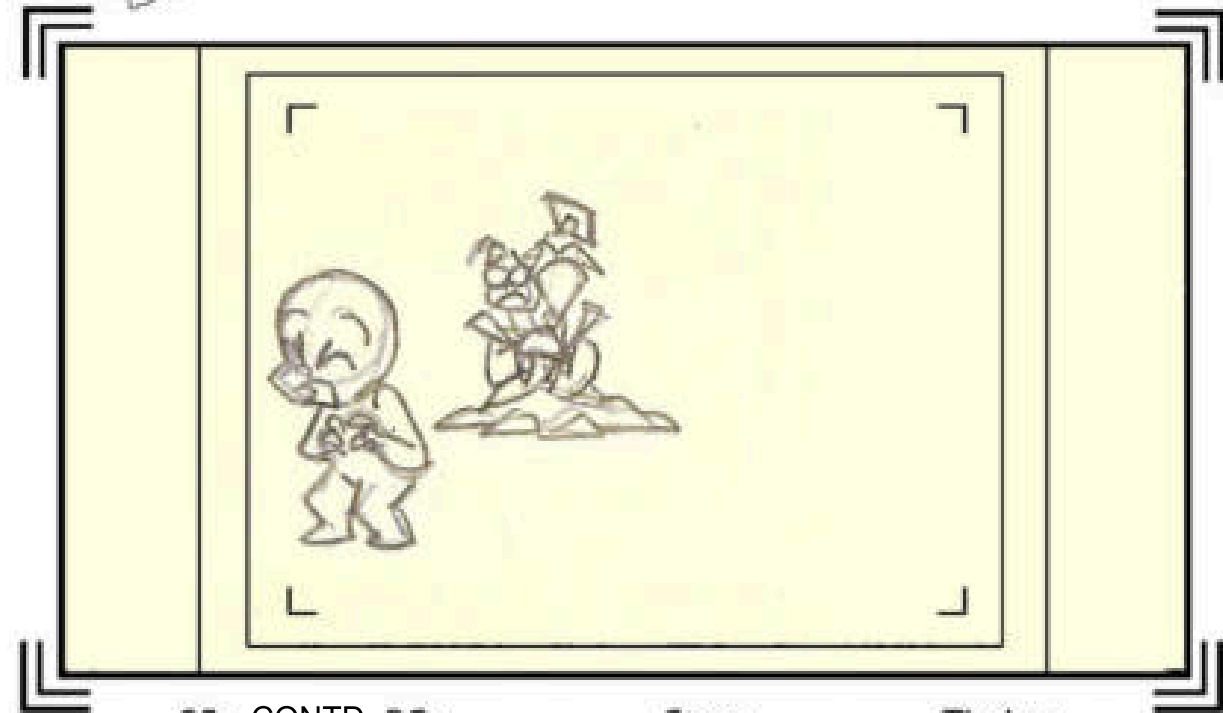
FX : DX SHADOWS.

Director's note



SC: CONTD BG: Cam: Timing:

Technical note



SC: CONTD BG: Cam: Timing:

Technical note CAMERA SHAKE

Action :
AS CAPPY TRIES TO PIN THE MEDAL ON CASPER, HE PASSES RIGHT THROUGH HIM, LOSSES HIS BALANCE AND STUMBLES OUT OF FRAME.

Dialogue :  CAPPY:
WOOOAHHHH!

FX : DX SHADOWS

Director's note

Action :
CASPER AND ALDER AND DASH WINCE AS OS CAPPY CRASHES INTO SOMETHING. ADD CAMERA SHAKE.

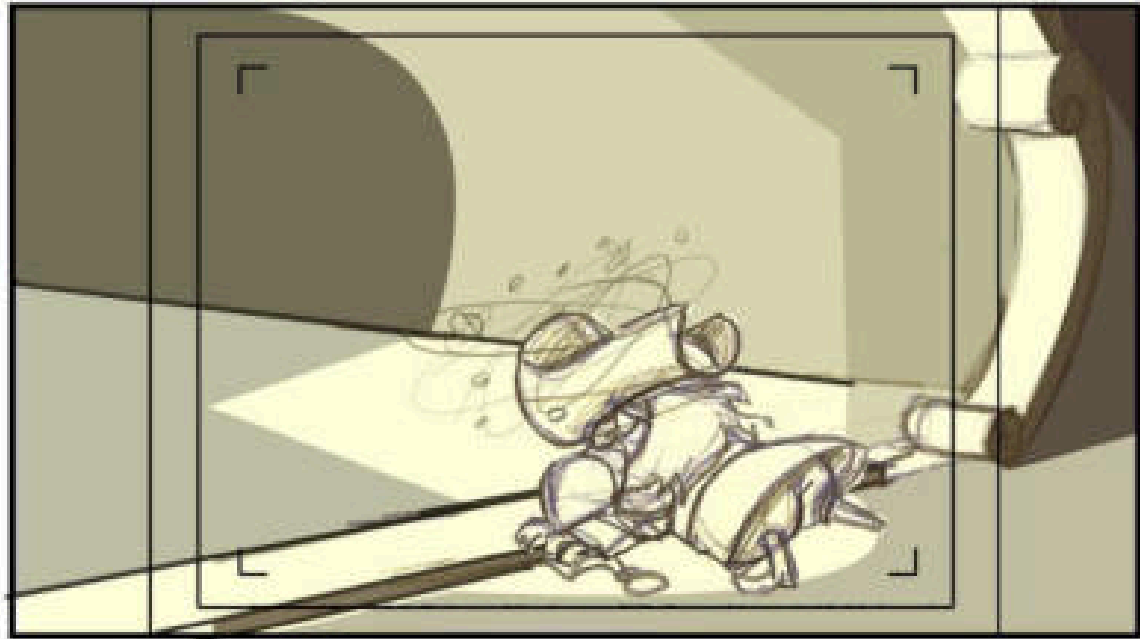
Dialogue :
(OS) <CRASH>

FX : DX SHADOWS.

Director's note



CUT



SC: BG: Cam: Timing:

Technical note

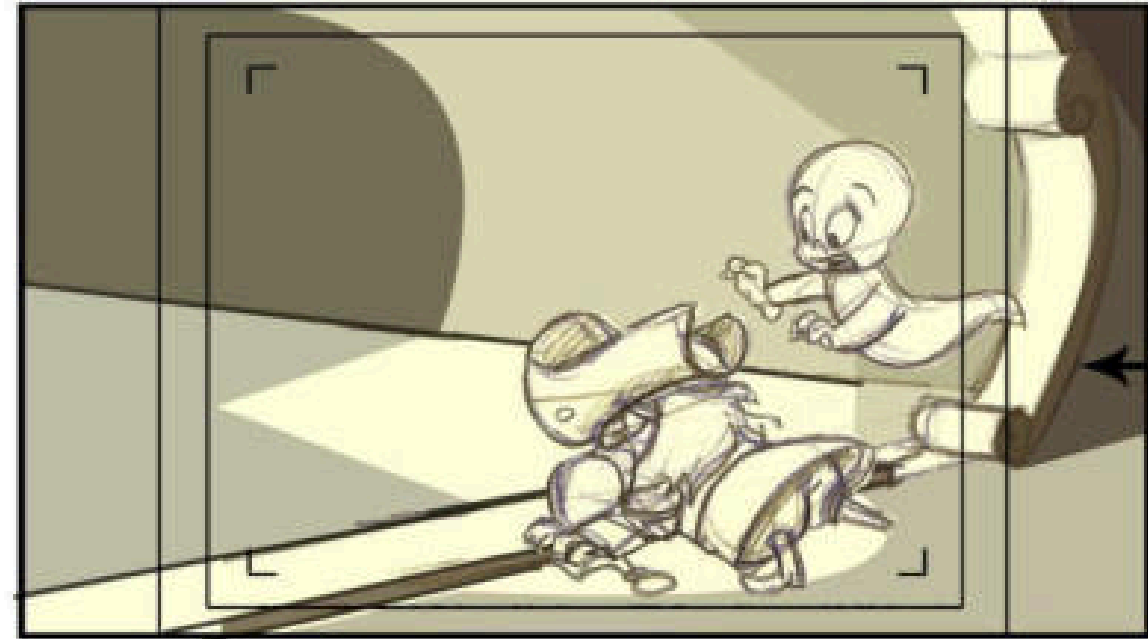
Action : INT. SCHOOL AUDITORIUM - EDGE OF STAGE

CAPPY IS IN A HEAP ON THE EDGE OF THE STAGE.

Dialogue :  CAPPY:
<GROAN>

FX : DX SHADOWS , D/B DIZZY EFX

Director's note



SC: CONTD BG: Cam: Timing:

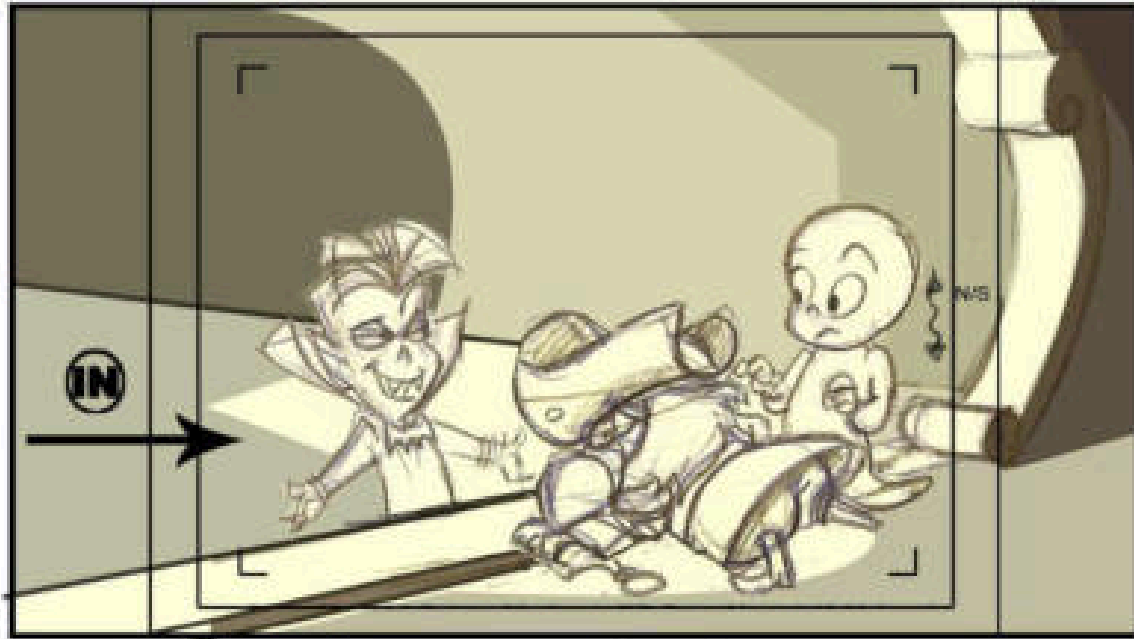
Technical note

Action :
CASPER SPEEDS IN BESIDE CAPPY TO HELP HIM.

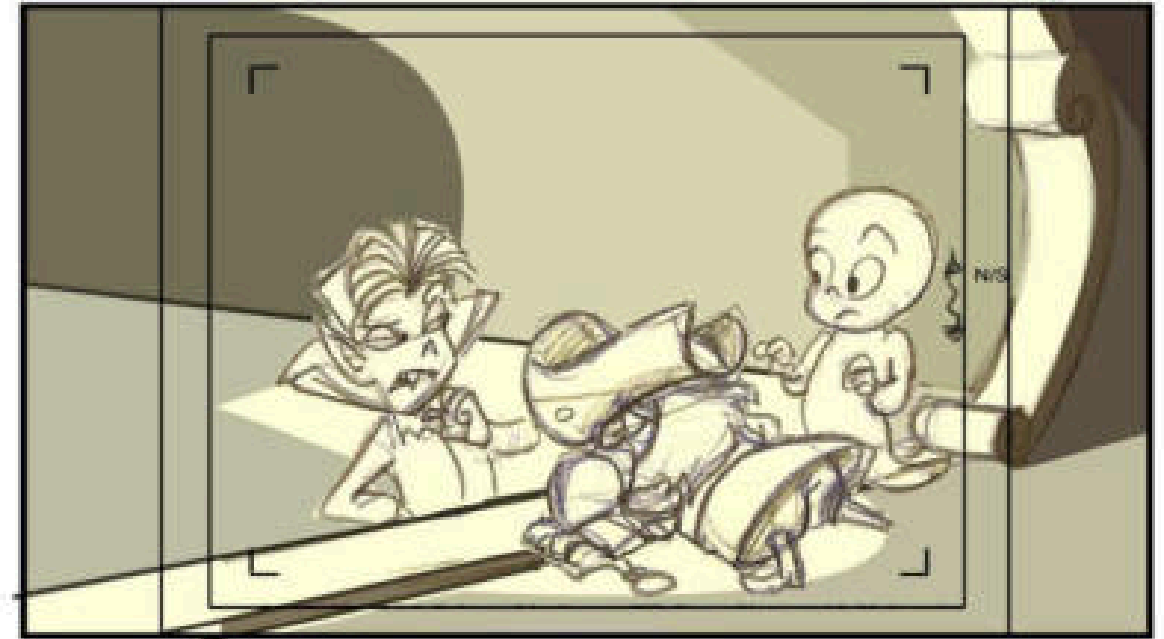
Dialogue :

FX : DX SHADOWS, D/B DIZZY EFX.

Director's note



SC: CONTD BG: Cam: Timing: Technical note



SC: CONTD BG: Cam: Timing: Technical note

Action :
AS CASPER LEANS DOWN TO GIVE CAPPY A HAND. THATCH RUSHES IN. ADD SLIGHT N/S MOTION ON CASPER.

Dialogue : 110. THATCH:
WHERE'S MY MEDAL?

FX : DX SHADOWS

Director's note

Action :
THATCH GESTURES TO HIMSELF.

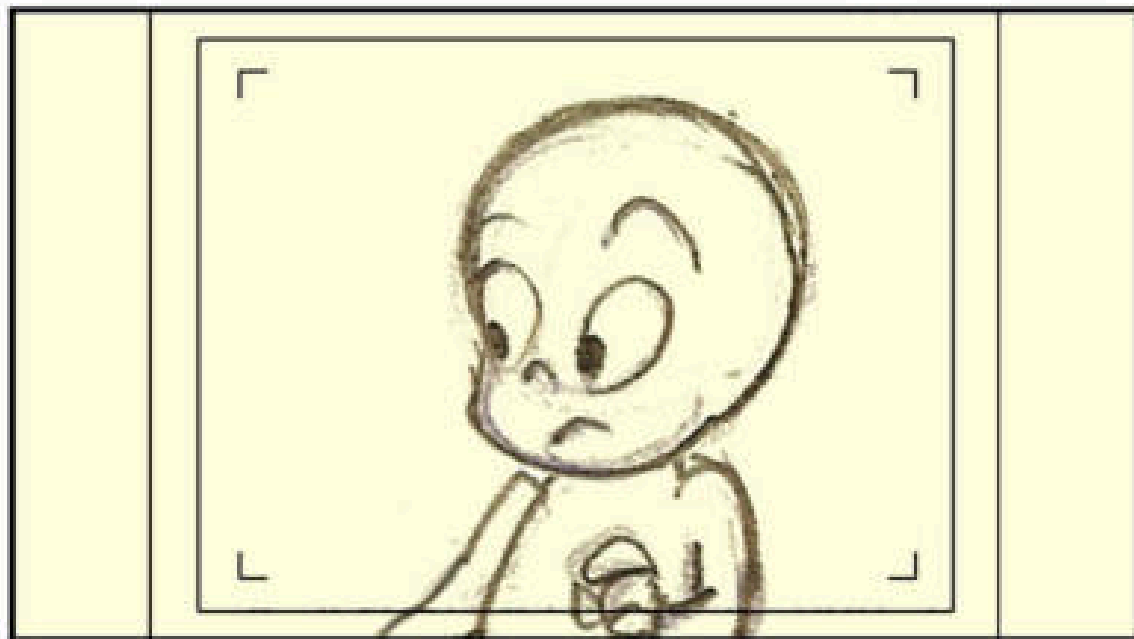
Dialogue : 110. THATCH: (CONTD)
DIDN'T I HELP?

FX : DX SHADOWS

Director's note



HU
▼



SC: BG: Cam: Timing:

Technical note

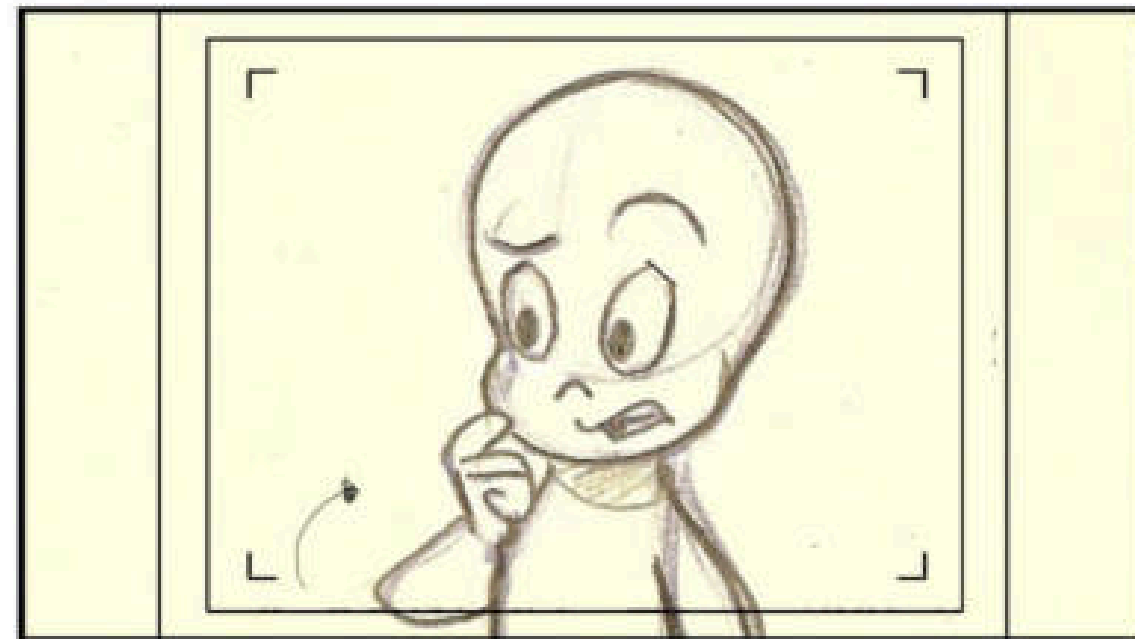
Action :
CLOSE ON CASPER, CONSIDERING.

Dialogue :
<HU POSE>

FX : DX SHADOWS

Director's note

CUT
▼



SC: CONTD BG: Cam: Timing:

Technical note

Action :

Dialogue : 111. CASPER:
NOT REALLY, THATCH.

FX : DX SHADOWS

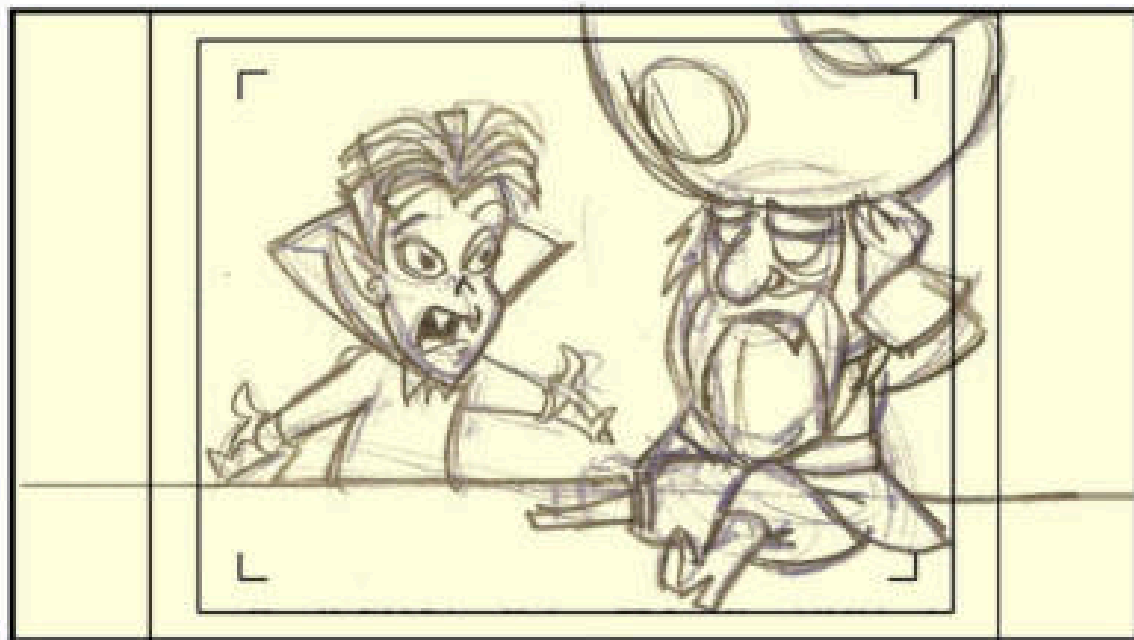
Director's note



CUT

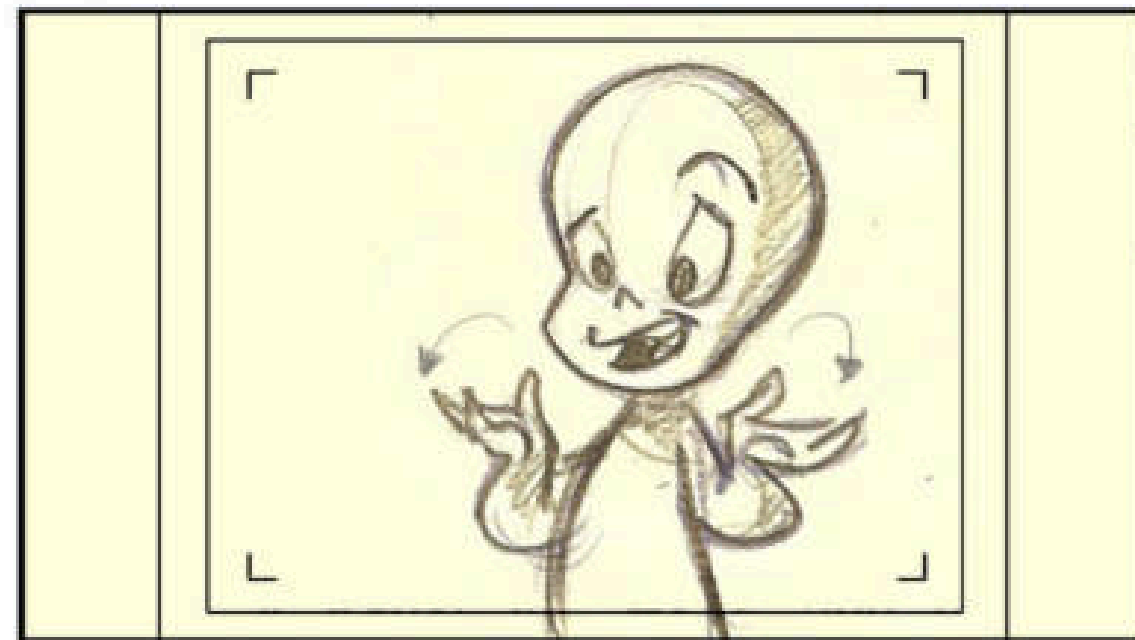
CUT

CUT



SC: BG: Cam: Timing:

Technical note



SC: BG: Cam: Timing:

Technical note

Action :

ANGLE ON THATCH AND CAPPY, WHO IS NO SITTING UP AND RUBBING HIS HEAD.

Dialogue : 112. THATCH:

BUT...I SAT IN THE BUCKET OF FILTHY WATER!
WHAT WAS THAT FOR?

FX : DX SHADOWS

Director's note

Action :

CLOSE ON CASPER.

Dialogue : 113. CASPER:

I WAS AFRAID IT'D TIP OVER AND....

FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

Technical note

Action : WIDER ON THATCH AND CAPPY. THE OTHER KIDS GATHER AROUND...THEY'RE LAUGHING AT THATCH'S EXPENSE. CASPER FLOAST IN WHILE DELIVERING HIS LINE. BEAKY ALSO FLIES IN.

Dialogue : 113. CASPER: (CONTD)
AND I'D HAVE TO SWAB THE DECK AGAIN.

FX : DX SHADOWS

Director's note



SC: BG: Cam: Timing:

Technical note

Action :

Dialogue : ALL THE KIDS:
LAUGHTER.....

FX : DX SHADOWS

Director's note