

HOZE HÖUNDZ V

LIARS CLUB

pt.1

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk			
SC#	Panel #	of	Reuse
Location		Description	
		OL:	
		UL:	
		HC:	

Day / Night / Dusk			
SC#	Panel #	of	Reuse
Location		Description	
		OL:	
		UL:	
		HC:	

Day / Night / Dusk			
SC#	Panel #	of	Reuse
Location		Description	
		OL:	
		UL:	
		HC:	

Title LIAR'S CLUB		Page 1	
Day / Night / Dusk			
SC#	Panel #	of	Reuse
Location		Description	
EXT. MANSION - NIGHT		OL:	
		UL:	
		HC:	

Action



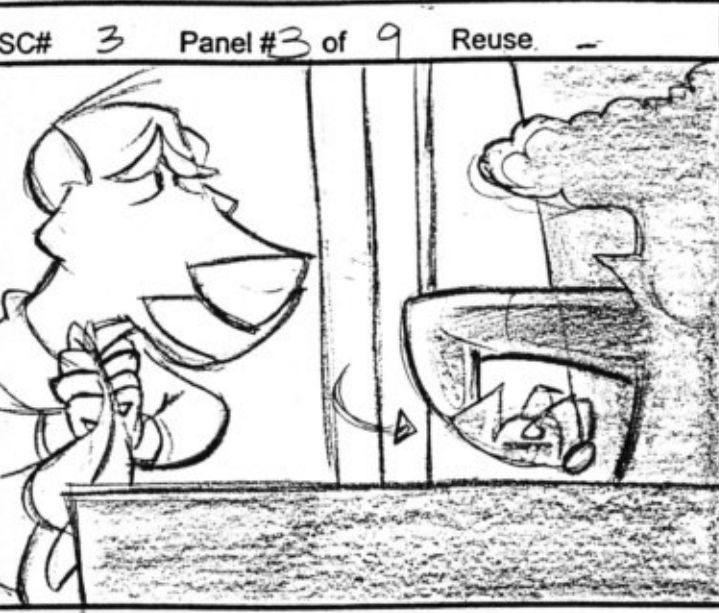
A MOONLIGHT NIGHT. A HUGE
MANSION SITS ATOP A HILL...
TRUCK IN ON UPPER FLOORS.
A LIGHT SHINES IN ONE OF THE
WINDOWS.
EFF: (BOT. LITE LIGHT)

Dialogue

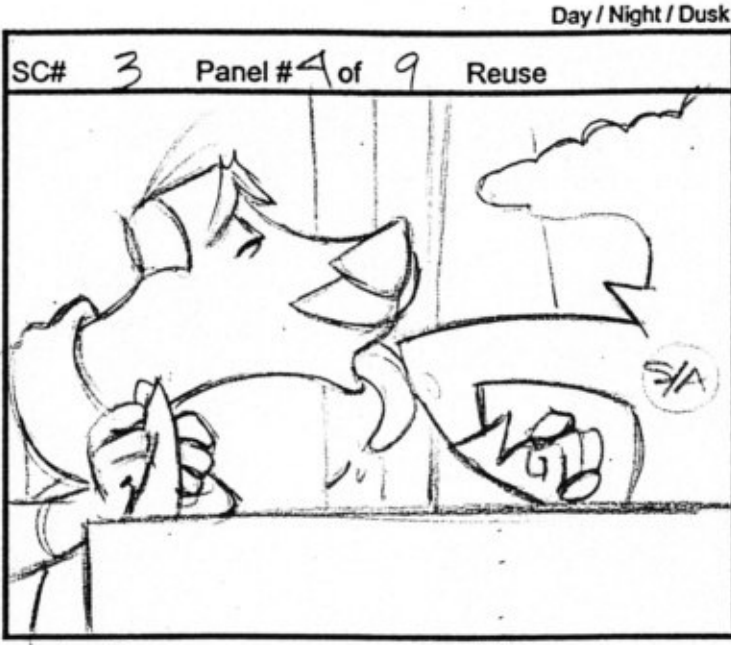
Timing/ Notes

Hoze Houndz V

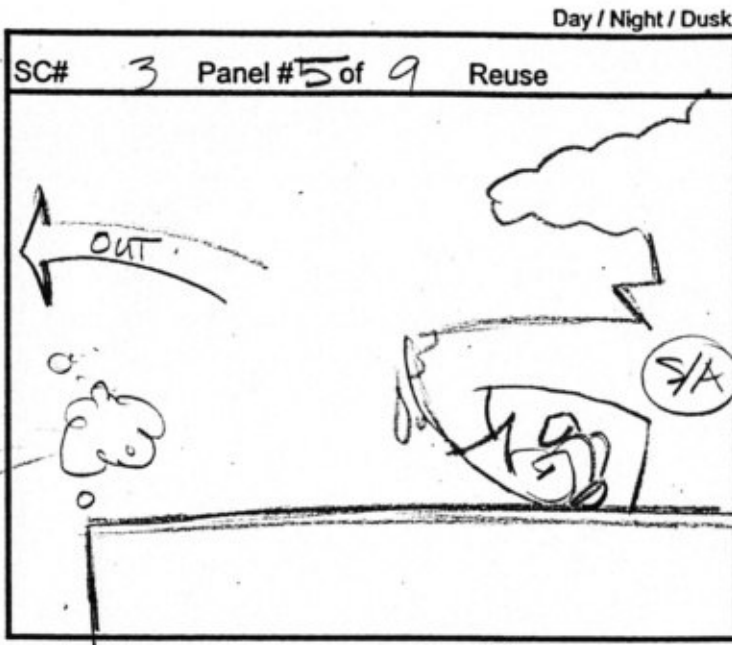
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk



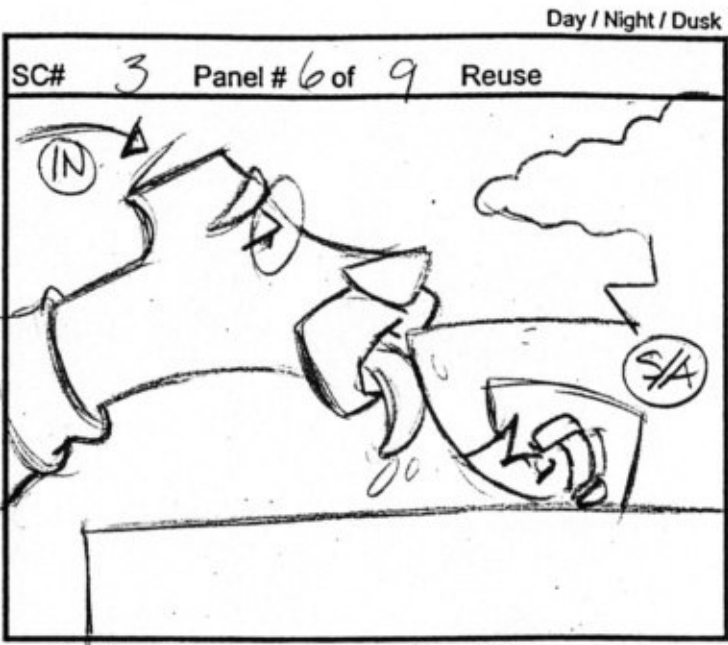
Location _____ Description
OL:
UL:
HC:



Location _____ Description
OL:
UL:
HC:



Location _____ Description
OL:
UL:
HC:



Location _____ Description
OL:
UL:
HC:

Action

HE BENDS HIS ELBOW.
<PAUSE>
ALPHA LEANS FORWARD AND LICKS IT.
*TIMER NOTE: ACTION HERE SHOULD BE RAPID
THEN LEANS OUT.
CRAIG LEANS IN AND LICKS MR BIGS ELBOW.

Dialogue

EFFX: (S/T. SALIVA)
SFX: <SLURP>
<DX DUST>
EFFX: <DRIPPING SALIVA>
SFX: <LICK>

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 3 Panel # 7 of 9 Reuse -

Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 3 Panel # 8 of 9 Reuse

Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 3 Panel # 9 of 9 Reuse

Location

Description

OL:

UL:

HC:

Title LIAR'S CLUB Page 4

Day / Night / Dusk

SC# Panel # of Reuse

Location

Description

OL:

UL:

HC:

Action

OMEGA LEANS IN . . . THEN OUT

THEN LEANS OUT MR BIG'S
ELBOW IS DRIPPING SPIT.

CUT

EFX: (DX DUST)

Dialogue

SFX: <SLURP>

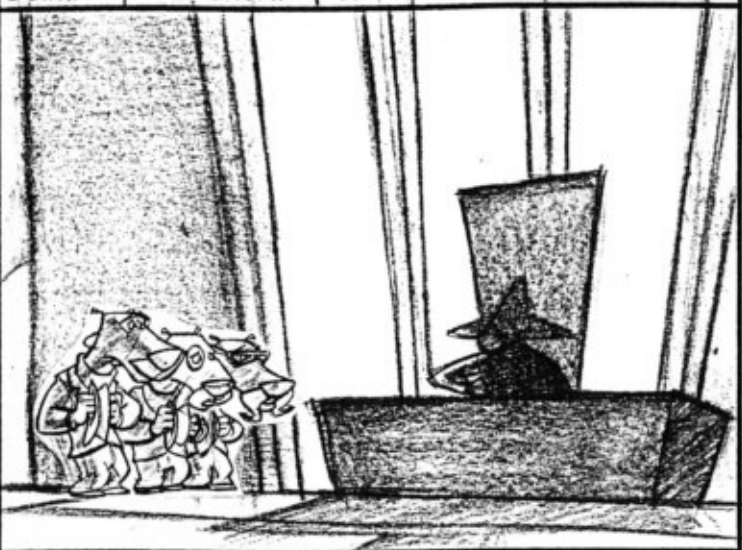
ST

Timing/ Notes

Hoze Houndz V

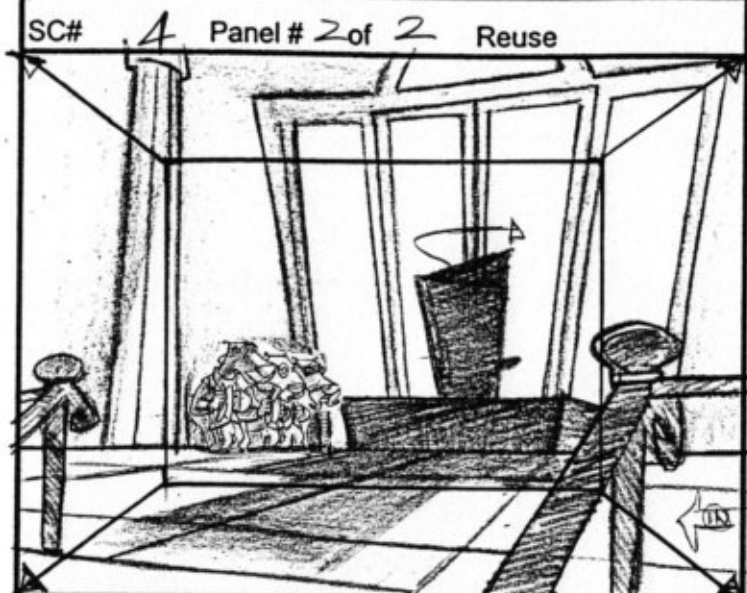
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 4 Panel # 1 of 2 Reuse -



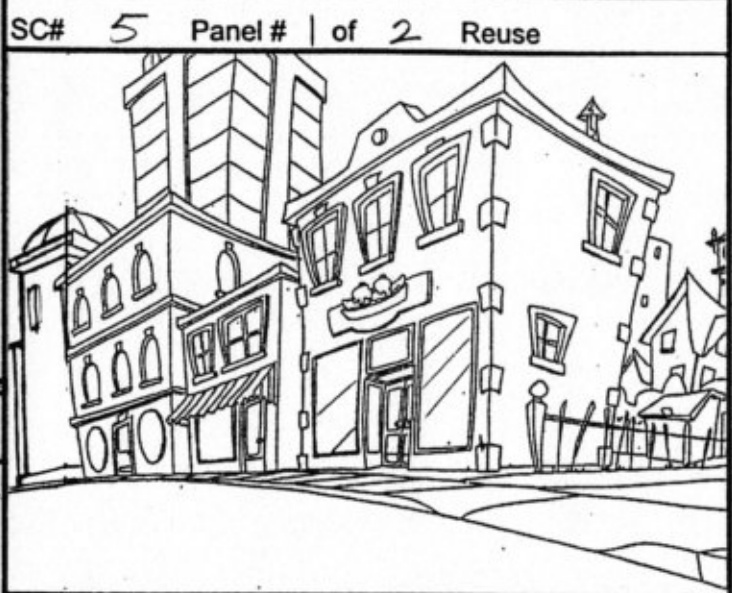
Location Description
OL:
UL:
HC:

SC# 4 Panel # 2 of 2 Reuse



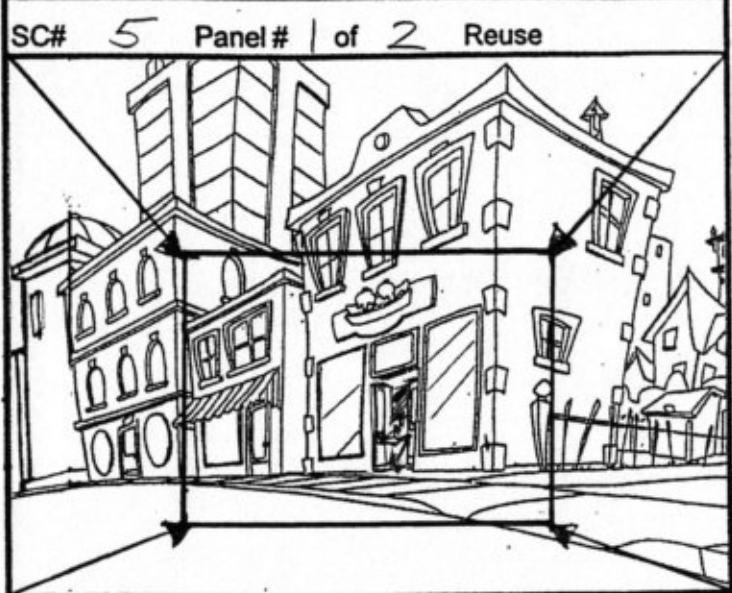
Location Description
OL:
UL:
HC:

SC# 5 Panel # 1 of 2 Reuse



Location Description
EXT. ICE CREAM STORE OL:
-DAY. UL:
HC:

SC# 5 Panel # 1 of 2 Reuse

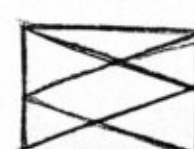


Location Description
OL:
UL:
HC:

Action WIDE ON DESK: THE SHADOWY MR BIG SWIVELS AWAY FROM ALPHA, OMEGA AND CRAIG

EFF: (DX SHADOW, 2 TONE CHARS)

Dialogue

TRUCK OUT & X-DISS TO:

X-DISS TO
MR BIG: (FULL OF MENACE)
NOW BRING HIM TO ME.

THE NEXT DAY. IT'S A BRIGHT AND SUNNY DAY

TRUCK IN ON ICE CREAM STORE, THE DOOR OPENS. SQUIRT IS COMING OUT

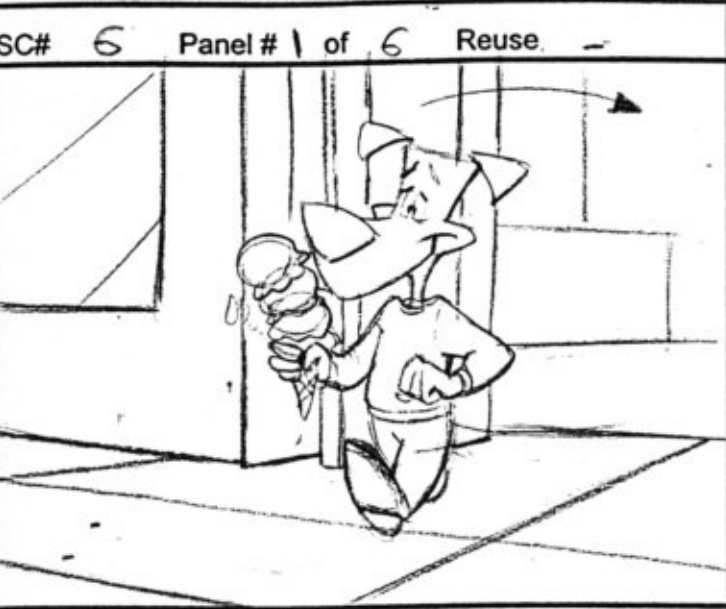
CUT

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

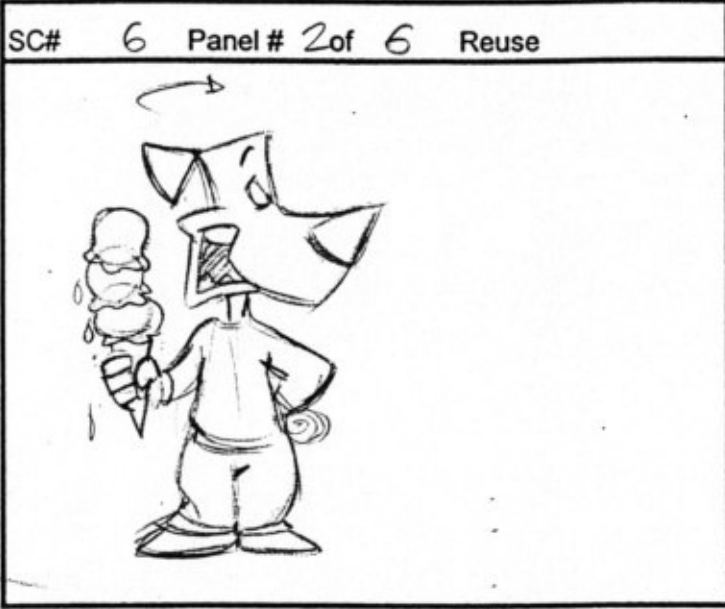
Day / Night / Dusk



Location Description
EXT ICE CREAM SHOP OL:
UL:
HC:

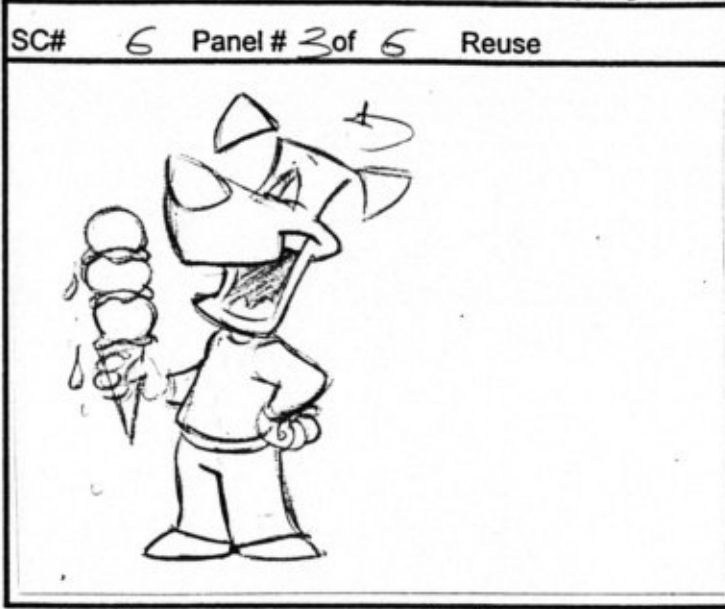
BG NOTE: INTERIOR SHOULD BE
SOFT FOCUS)

Day / Night / Dusk



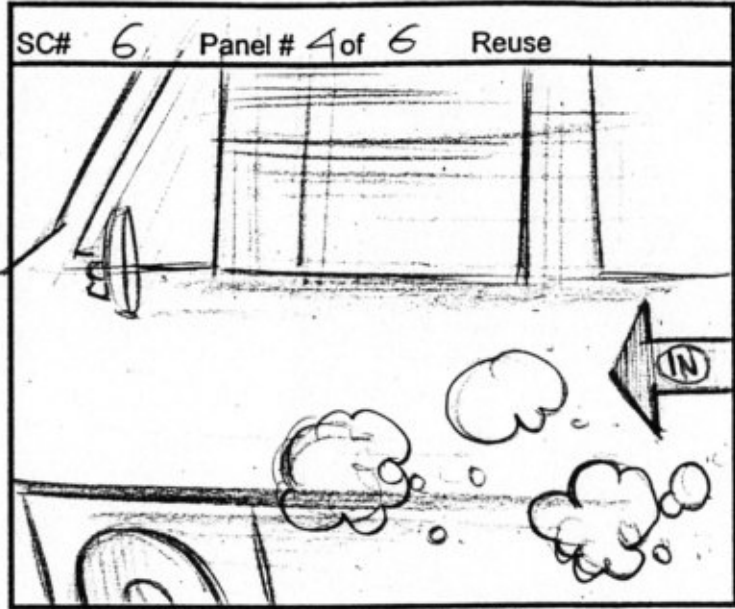
Location Description
OL:
UL:
HC:

Day / Night / Dusk



Location Description
OL:
UL:
HC:

Day / Night / Dusk



Location Description
OL:
UL:
HC:

Action
CLOSE ON FRONT OF STORE
SQUIRT STEPS TO THE EDGE
OF THE CURB. (2 STEPS)
HE'S HOLDING A DRIPPY
CONE.

HE STOPS AND TURNS.
CALLING OVER HIS SHOULDER

SQUIRT TURNS TO TAKE
A BITE OUTA HIS CONE

SUDDENLY A BLACK
SUV ZIPS THRU SCENE
THE WINDOWS ARE DARKENED

Dialogue

! SQUIRT:
HEM STEAM, YOU
COMING ?

EFX: (DX DUST/EXHAUST)
SFX: <JET ZOOM>

Timing/ Notes

Hoze Houndz V

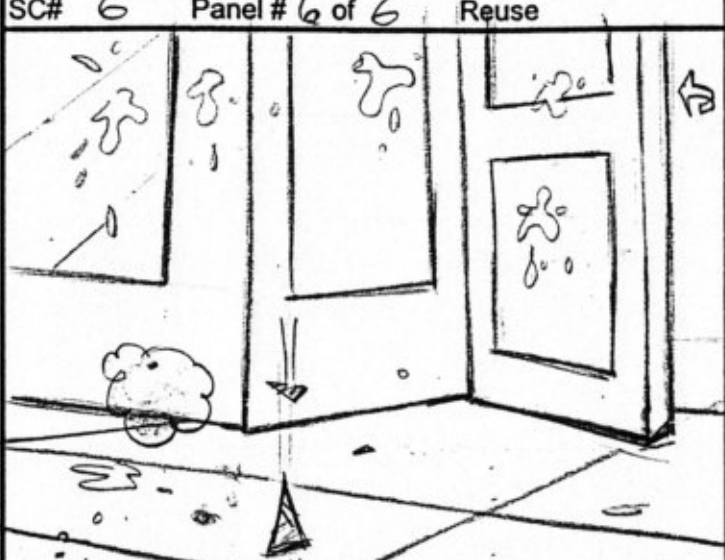
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 6 Panel # 5 of 6 Reuse -



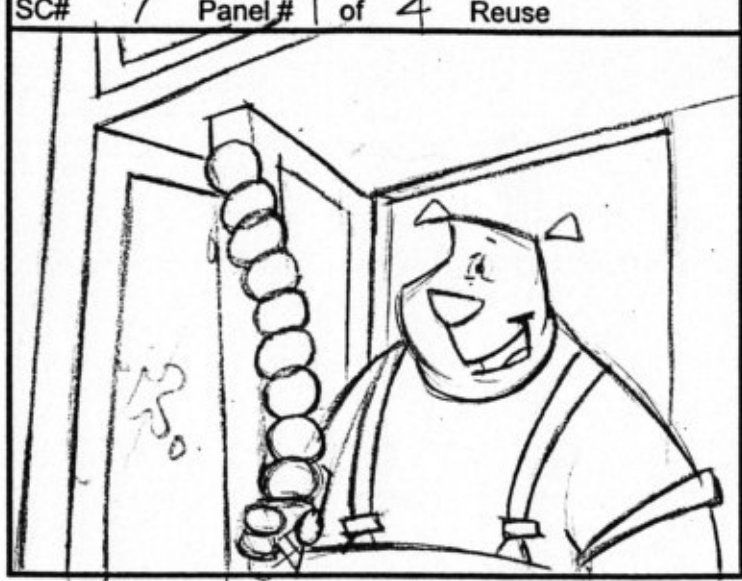
Location Description
OL:
UL:
HC:

SC# 6 Panel # 6 of 6 Reuse



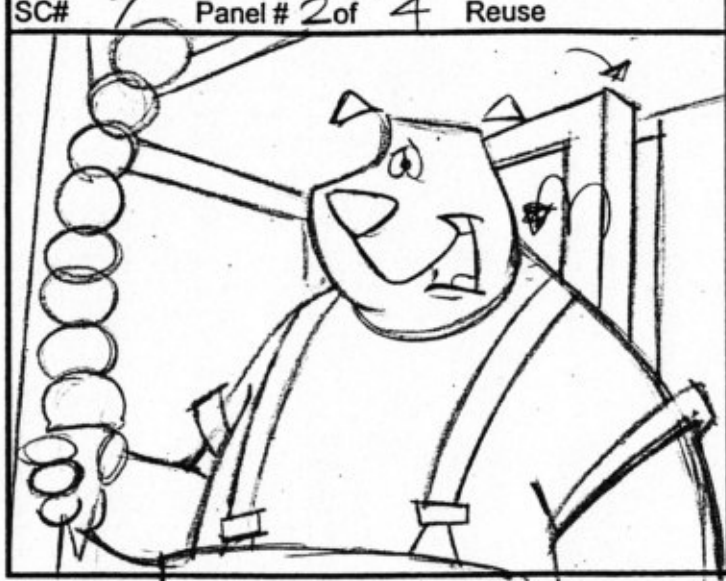
Location Description
OL:
UL:
HC:

SC# 7 Panel # 1 of 4 Reuse



Location Description
OL:
UL:
HC:

SC# 7 Panel # 2 of 4 Reuse



Location Description
OL:
UL:
HC:

Action

SUV ZIPS OUT, CONE
SPINS IN MID-AIR, SPRAYING
ICE CREAM EVERYWHERE ...

.. HANGS, THEN
FALLS OUT
THE DOOR BEGINS TO OPEN

CUT ANOTHER ANGLE ON FRONT
DOOR. STEAMER HOLDING
A STACKED CONE STEPS
FORWARD.

STEAMER STOP
THE DOOR CLOSES BEHIND
HIM

EFF (D/B SPIN) (DX DUST/EXHAUST)

Dialogue

! STEAMER:
SORRY 'BOUT THAT
SQUIRT.

! STEAMER:
I WAS WAITING FOR THAT
PISTACHIO BUTTER NUT RIPPLE
CHUCK CHIP...

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 7 Panel # 3 of 4 Reuse -



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 7 Panel # 4 of 4 Reuse



Location

Description

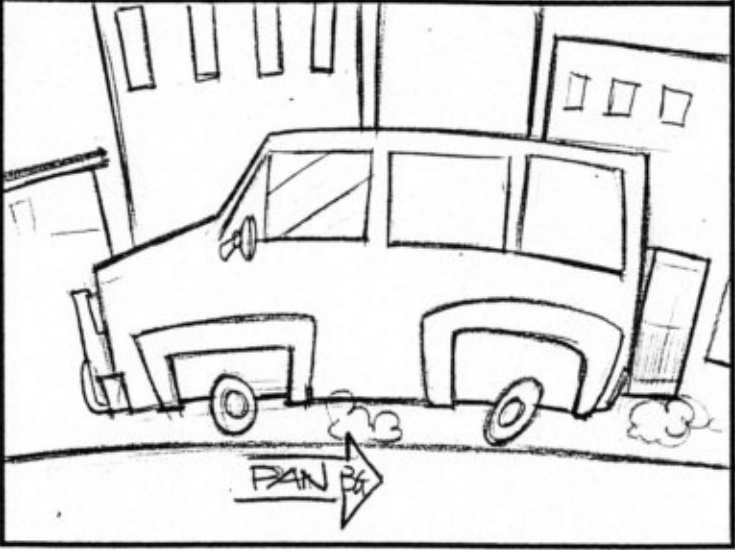
OL:

UL:

HC:

Day / Night / Dusk

SC# 8 Panel # of Reuse



Location

Description

OL:

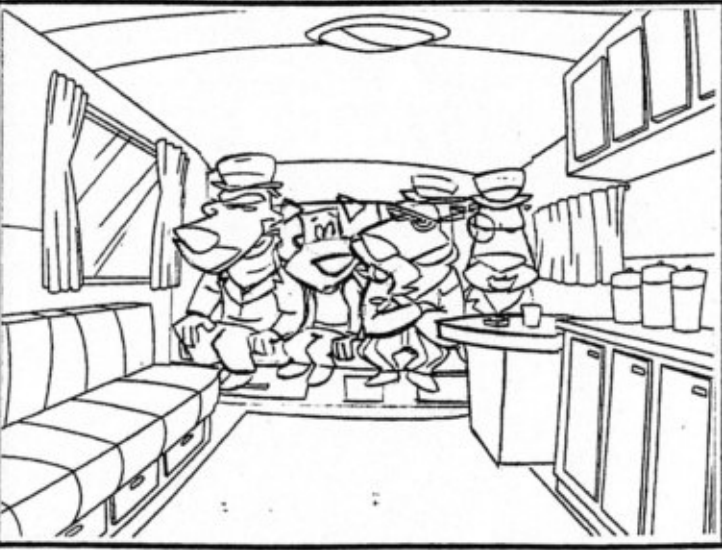
UL:

HC:

Day / Night / Dusk

Title LIAR'S CLUB Page 8

SC# 9 Panel # 1 of 2 Reuse -



Location

Description

OL:

UL:

HC:

Action STEAMER REALIZES THAT SQUIRT'S GONE. HE LOOKS AROUND -

CUT - ANGLE ON SUV. PAN BG (FAST)

CUT - SQUIRT IS SANDWICHED BETWEEN ALPHA, OMEGA, AND CRAIG. HE'S A BIT CONFUSED -

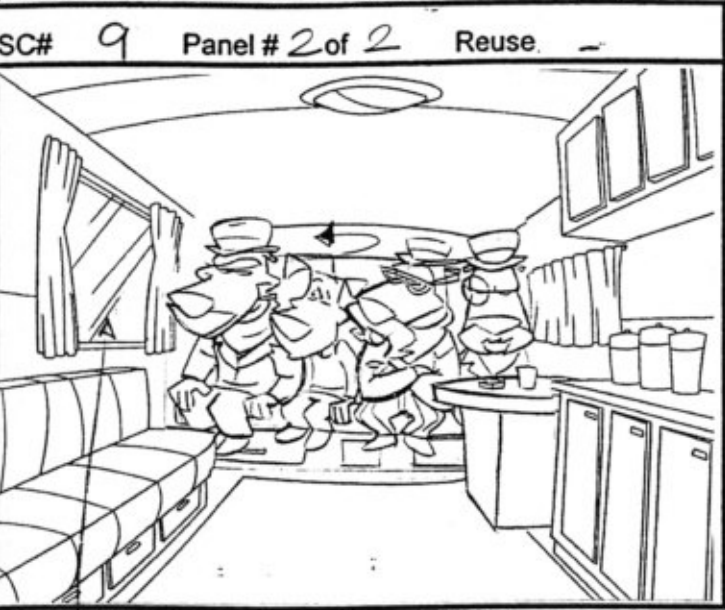
Dialogue STEAMER:
SQUIRT ?!?

STEAMER:
SQUIRT ?

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk



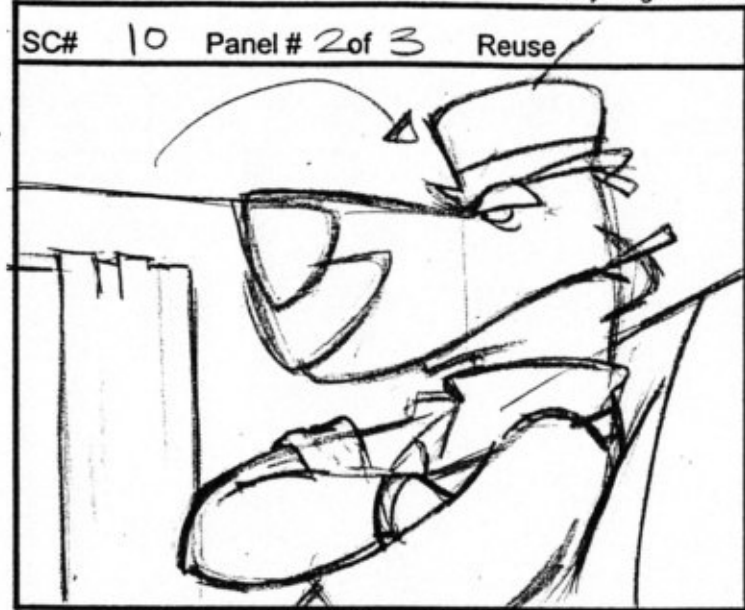
Location Description
OL:
UL:
HC:

WINDOW BLACKENED

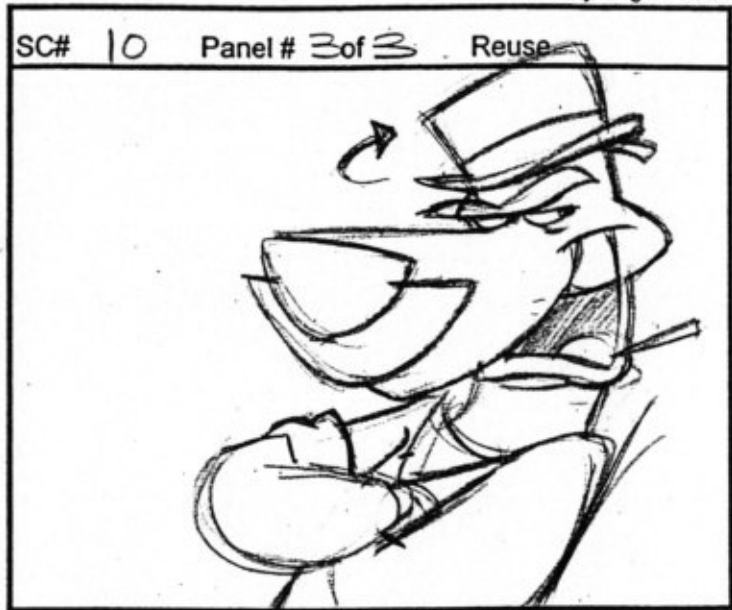


Location Description
OL:
UL:
HC:

* WINDOWS BLACKENED



Location Description
OL:
UL:
HC:



Location Description
OL:
UL:
HC:

Action
SQUIRT TURNS TO ALPHA
ANGLE ON ALPHA
THU
CUT

HE LEANS BACK INTO THE SEAT, FOLDING HIS ARMS. HE LOOKS AS IF HE'S THINKING HARD ABOUT SOMETHING

ALPHA TURNS TO SQUIRT (O.S.)

CUT

Dialogue
! ALPHA:
HMMM...

ALPHA: (CONT.)
HAVE YOU EVER HEARD OF THE BROTHERHOOD OF BROTHERS?

Timing/ Notes

Hoze Houndz V

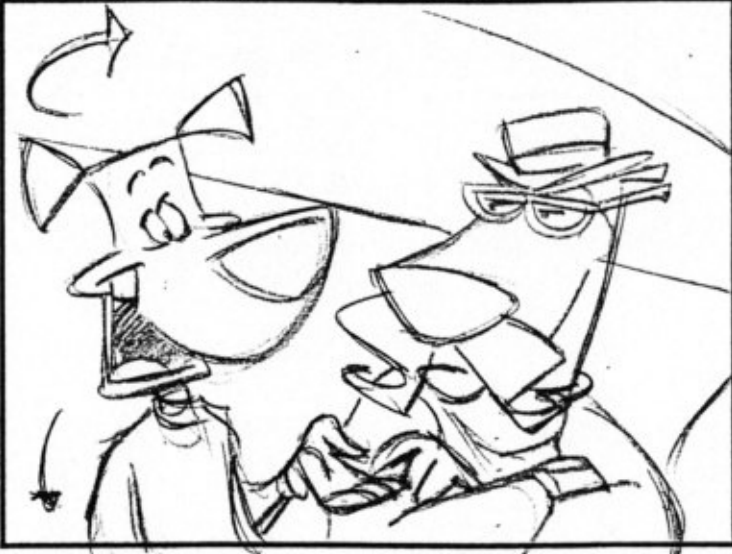
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

SC# 11 Panel # 1 of 5 Reuse -



Location _____ Description
OL:
UL:
HC:

SC# 11 Panel # 2 of 5 Reuse



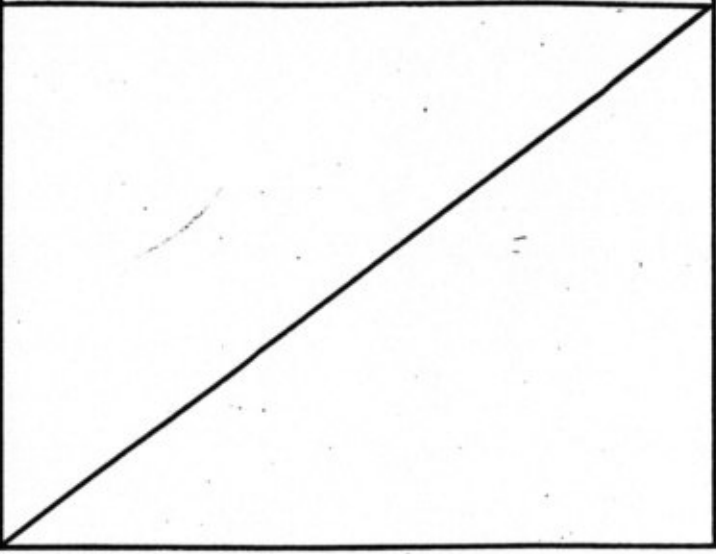
Location _____ Description
OL:
UL:
HC:

SC# 11 Panel # 3 of 5 Reuse



Location _____ Description
OL:
UL:
HC:

SC# Panel # of Reuse



Location _____ Description
OL:
UL:
HC:

Action ANGLE ON SQUIRT AND SQUIRT TURNS TO OMEGA

OMEGA GRINS.

<PAUSE>

Dialogue SQUIRT
YEAH! AREN'T THEY
LIKE A:...

SQUIRT (CONT'D)
..TOP SECRET SOCIETY
OR SOMETHING.

CRAIG: (O.S)
THAT'S RIGHT,

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 11 Panel # 4 of 5 Reuse.



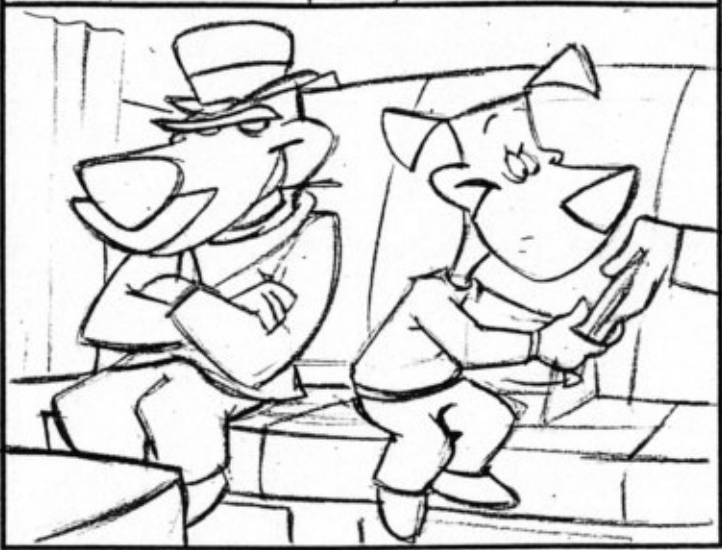
Location
START
Description
OL:
UL:
HC: STOP PAN

SC# 11 Panel # 5 of 5 Reuse Day / Night / Dusk



Location
Description
OL:
UL:
HC:

SC# 12 Panel # 1 of 5 Reuse Day / Night / Dusk



Location
Description
OL:
UL:
HC:

Action
PAN OVER TO CRAIG

CRAIG WHIPS OUT
A GLOSSY BROCHURE.

[HU]

ANGLE ON SQUIRT AND
ALPHA. SQUIRT TAKES
THE BROCHURE

CUT

Dialogue
CRAIG: (CONT'D)
.. SUPER SECRET!
IT'S ALL HERE...

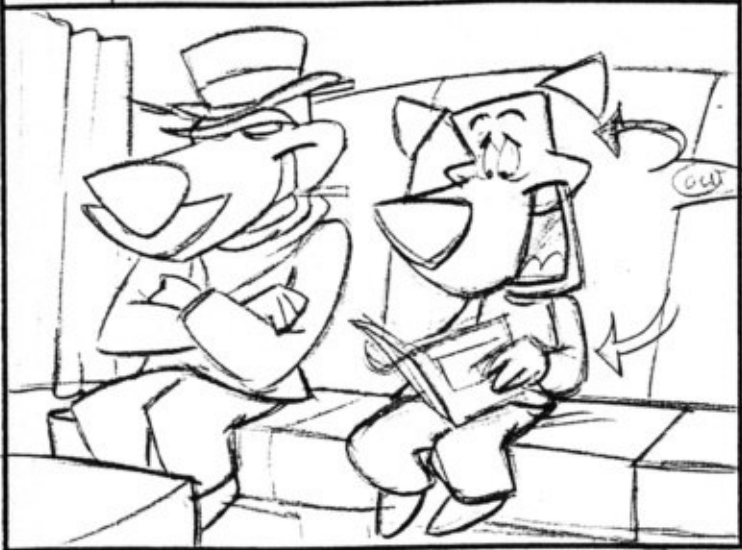
CRAIG: (CONT'D)
.. IN OUR BROCHURE!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 12 Panel # 2 of 5 Reuse. -



Location _____ Description _____
OL: _____
UL: _____
HC: _____

SC# 12 Panel # 3 of 5



Location _____ Description _____
OL: _____
UL: _____
HC: _____

SC# 12 Panel # 4 of 5 Reuse



Location _____ Description _____
OL: _____
UL: _____
HC: _____

SC# 12 Panel # 5 of 5 Reuse



Location _____ Description _____
OL: _____
UL: _____
HC: _____

Action

SQUIRT GRABS THE BROCHURE
AND START FLIPPING THROUGH IT.
(CRAIG'S HAND OUT.)

SQUIRT TURNS THE
PAMPHLET AND BEGINS
TO BLUSH ALPHA'S TOOTH-
PICK TWITCHES

SQUIRT TURNS TO
ALPHA

Dialogue

SQUIRT:
WOWWW! I'VE HEARD ABOUT
THESE....

SQUIRT: (CONT'D)
FABULOUS PARTIES. (TRAILS OFF)

SQUIRT: (REVERENTLY)
ARE THESE GIRLS
REAL?

ALPHA:
YESS!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

SC# 13 Panel # 1 of 4 Reuse -



Location _____ Description
OL:
UL:
HC:

SC# 13 Panel # 2 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

SC# 13 Panel # 3 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

SC# 13 Panel # 4 of 4 Reuse



Location _____ Description
OL:
UL:
HC:

Action

CLOSE ON ALPHA
ALPHA TURNS TO SQUIRT (O.S.)
CUT

Dialogue

ALPHA:
YOU SEE , ...
ALPHA (CONT'D)
WE'VE BEEN SEARCHING
ALPHA (CONT'D)
... FOR A FOURTH MEMBER FOR DECADES ...
ALPHA
... AND YOU ARE IT.

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper
Day / Night / Dusk

SC# 14 Panel # 1 of 3 Reuse -



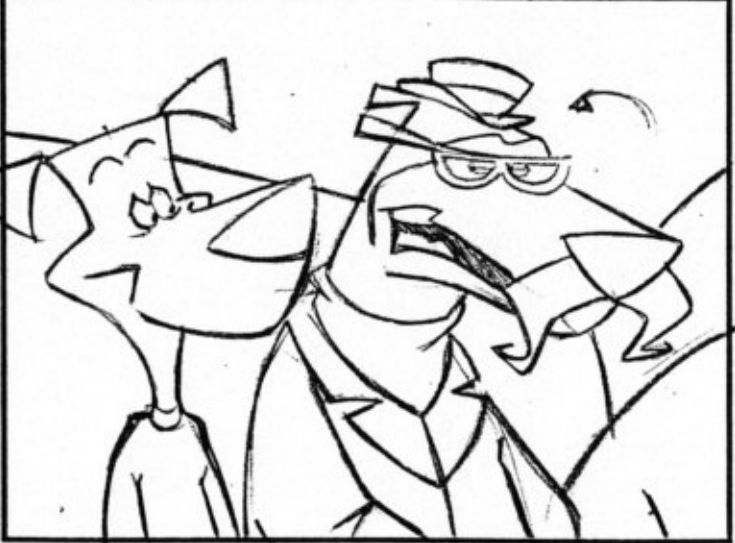
Location _____ Description _____
OL:
UL:
HC:

SC# 14 Panel # 2 of 3 Reuse



Location _____ Description _____
OL:
UL:
HC:

SC# 14 Panel # 3 of 3 Reuse



Location _____ Description _____
OL:
UL:
HC:

SC# 15 Panel # of Reuse



Location _____ Description _____
OL:
UL:
HC:

Action

OMEGA LEANS BACK. ANGLE ON CRAIG

Dialogue

OMEGA:
YOU HAVE THE LOOKS.

OMEGA (CONT'D)
YOU HAVE THE
INTELLIGENCE

OMEGA (CONT'D)
YOU HAVE THE
CHARISMA

CRAIG:
YOU WILL BE THE FOURTH
CORNER OF THE BROTHERHOOD
OF BROTHERS.

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk
SC# 16 Panel # of Reuse



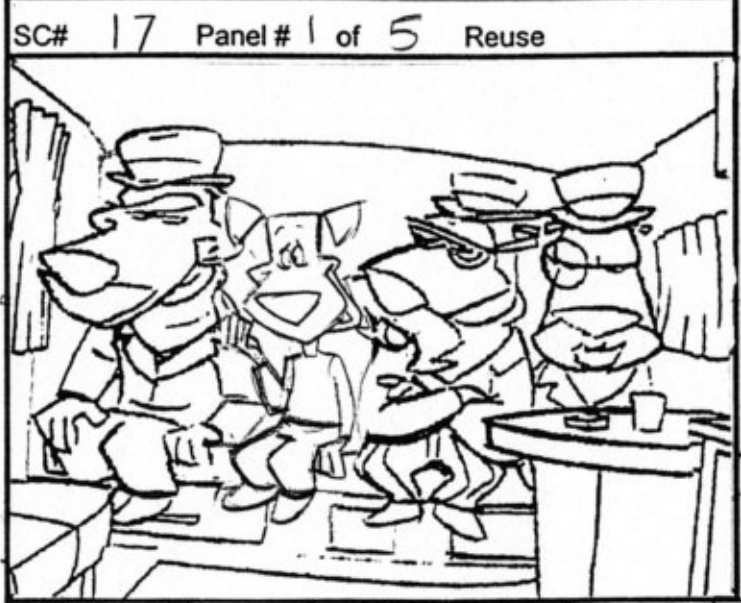
Location Description
OL:
UL:
HC: "OMEGA" (HC)

Action
ANGLE ON SQUIRT
[H]U
CUT

Dialogue
SQUIRT
WOWWW! I ALWAYS
KNEW I WAS DIFFERENT.

Timing/ Notes

Day / Night / Dusk
SC# 17 Panel # 1 of 5 Reuse

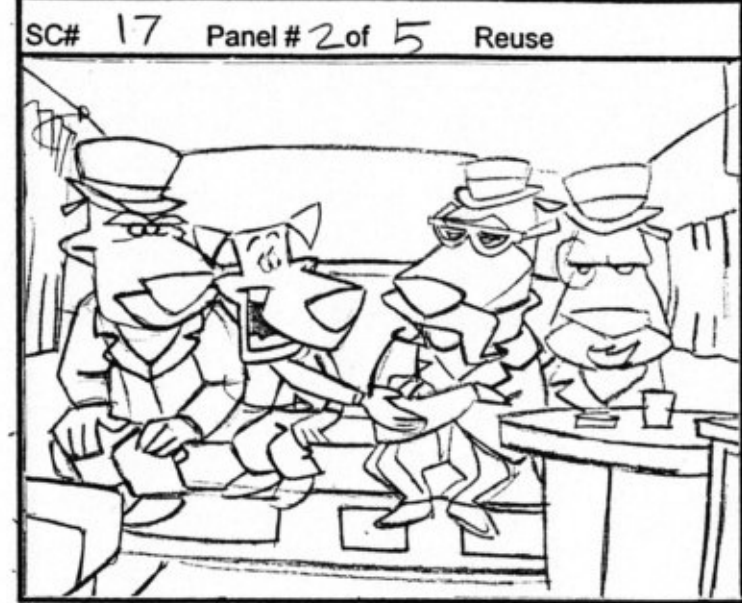


Location Description
OL:
UL:
HC:

WIDE ON GROUP
SQUIRT HOLDS OUT HIS
HAND TO SHAKE

SQUIRT: (CONT'D)
FINALLY I'M RECOGNIZED
BY A SECRET SOCIETY!

Day / Night / Dusk
SC# 17 Panel # 2 of 5 Reuse

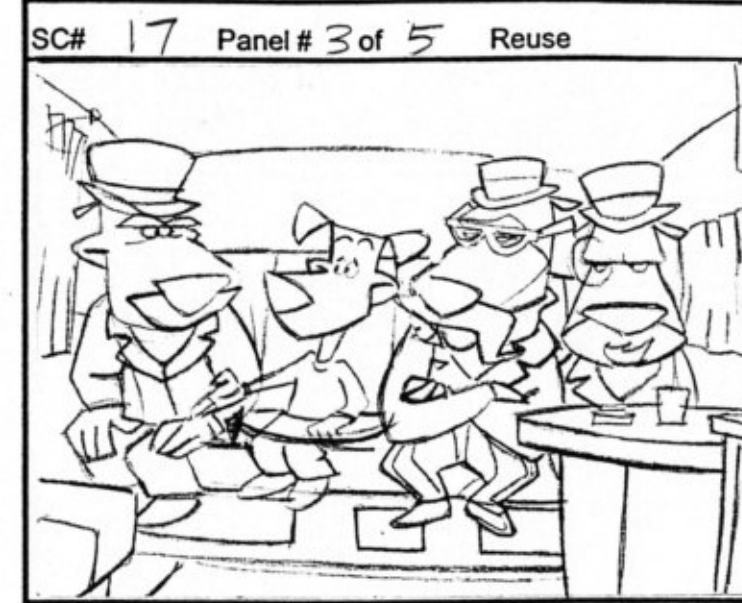


Location Description
OL:
UL:
HC:

SQUIRT REALLY FRIENDLY
BUT ALPHA, OMEGA & CRAIG
ARE HAVING NONE OF IT

SQUIRT: (CONT'D)
BY THE WAY, I'M
SQUIRT

Day / Night / Dusk
SC# 17 Panel # 3 of 5 Reuse



Location Description
OL:
UL:
HC:

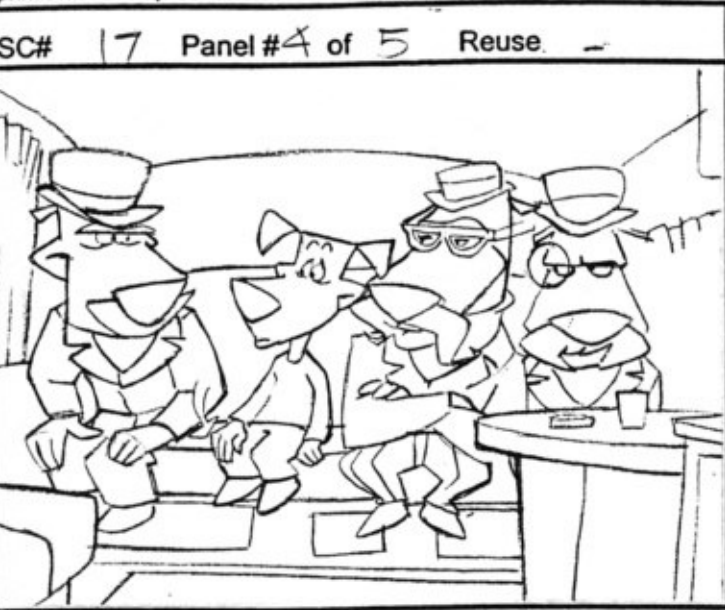
SQUIRT TURNS TO ALPHA

SFX: <CRICKETS>

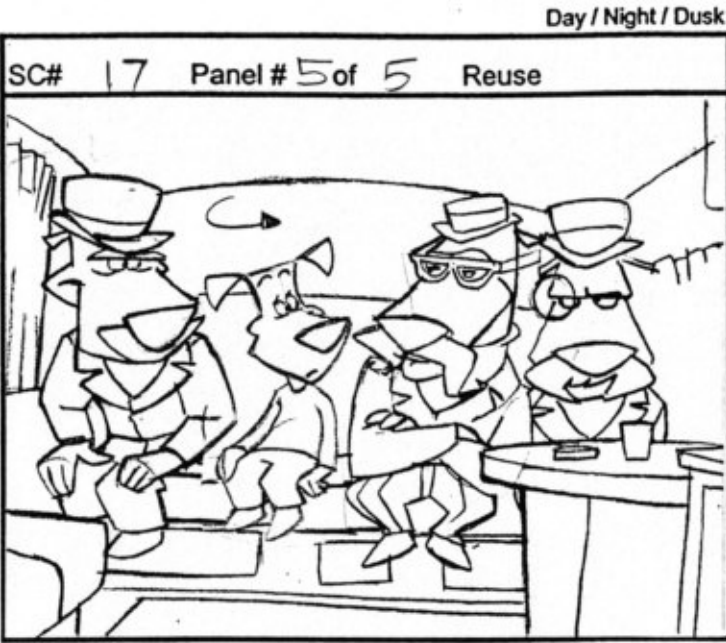
Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk



Location _____ Description
OL:
UL:
HC:



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

Action

SQUIRT'S HAND DROPS

HE TURNS TO OMEGA
AND CRAIG

HHIV

CUT

ANGLE ON OMEGA AND
CRAIG

THEY TURN TO EACH
OTHER

SFX (CRICKETS)

Dialogue

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17, paper

Day / Night / Dusk

SC# 18 Panel # 3 of 3 Reuse -



Location _____ Description _____
OL: _____
UL: _____
HC: _____

Day / Night / Dusk

SC# 19 Panel # 1 of 2 Reuse



Location _____ Description _____
OL: _____
UL: _____
HC: _____

Day / Night / Dusk

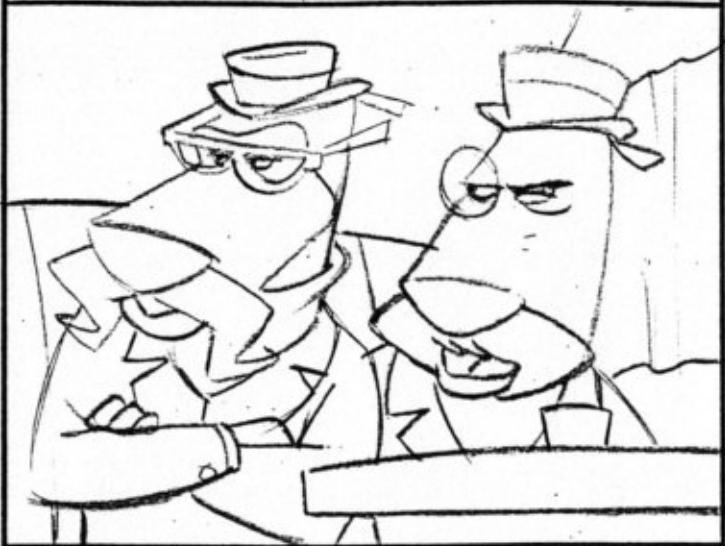
SC# 19 Panel # 2 of 2 Reuse



Location (AP) _____ Description _____
OL: _____
UL: _____
HC: _____

Day / Night / Dusk

SC# 20 Panel # 1 of 2 Reuse



Location _____ Description _____
OL: _____
UL: _____
HC: _____

Action

OMEGA TURNS BACK TO SQUIRT

ANGLE ON ALPHA

CUT

ANGLE ON OMEGA AND CRAIG

CUT

Dialogue

OMEGA: (DRONE)

WE DON'T SHAKE HANDS!

ALPHA:

WEE... (PREGNANT PAUSE)
12X

... LIKE EACH OTHERS
ELBOWS!

CRAIG: (CONSPIRATORIAL)

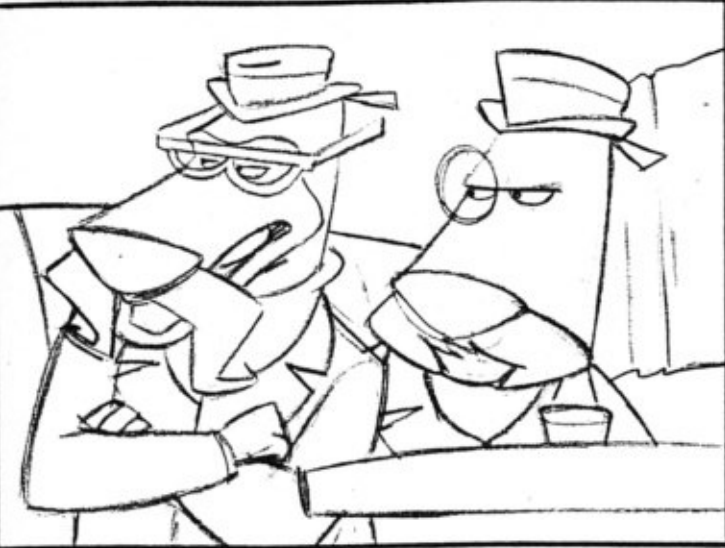
IT'S A SECRET SIGN TO...

Timing/ Notes

Hoze Houndz V

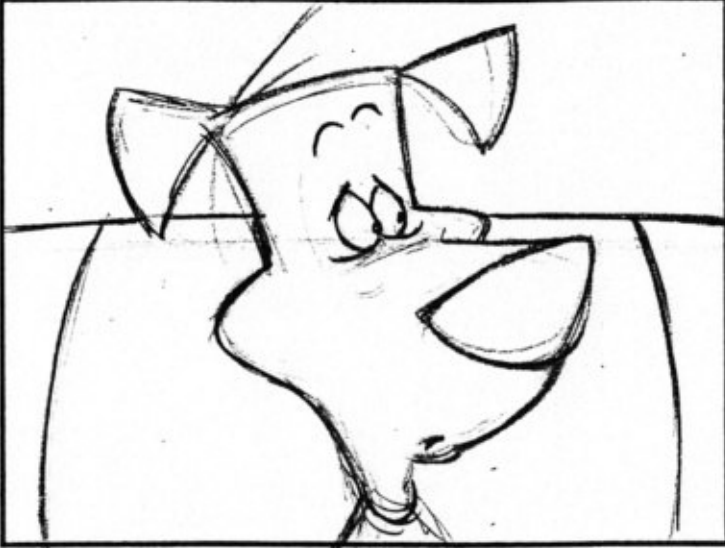
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk
SC# 20 Panel # 2 of 2 Reuse -



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 2 Panel # 1 of 10 Reuse



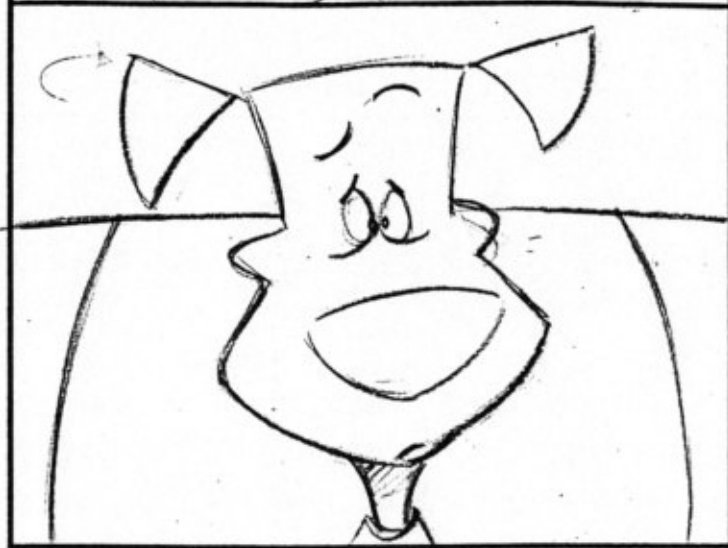
Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 2 Panel # 2 of 10 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 2 Panel # 3 of 10 Reuse



Location _____ Description
OL:
UL:
HC:

Action

OMEGA FINISHES THE LINE

CUT

CLOSE ON SQUIRT
HE'S LOOKING AT
OMEGA AND CRAIG

AND HE TURNS TO
ALPHA

SQUIRT TURNS TO
CAMERA

Dialogue

! OMEGA: (CUTS IN)

.. PROVE YOUR PART
OF THE CLUB

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHV inc.) 2001
print and blow up 137% onto 11 X 17 paper

SC# 2 | Panel # 4 of 10 Reuse



Location _____ Description _____

OL:
UL:
HC:

SC# 2 | Panel # 5 of 10 Reuse



Location _____ Description _____

OL:
UL:
HC:

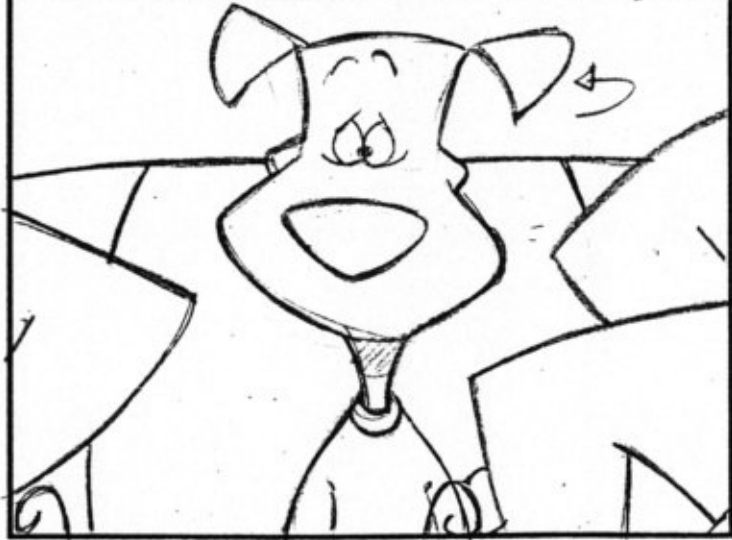
SC# 2 | Panel # 6 of 10 Reuse



Location _____ Description _____

OL:
UL:
HC:

SC# 2 | Panel # 7 of 10 Reuse



Location _____ Description _____

OL:
UL:
HC:

Action

ALPHA'S ELBOW IN
TRUCK OUT

OMEGA STICKS HIS
ELBOW IN

THEN CRAIG STICKS
HIS IN

SQUIRT LOOKS AT
CAMERA

Dialogue

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 2 | Panel # 8 of 10 Reuse -



Location Description OL: UL: HC:

Day / Night / Dusk

SC# 2 | Panel # 9 of 10 Reuse



Location Description OL: UL: HC:

Day / Night / Dusk

SC# 2 | Panel # 10 of 10 Reuse

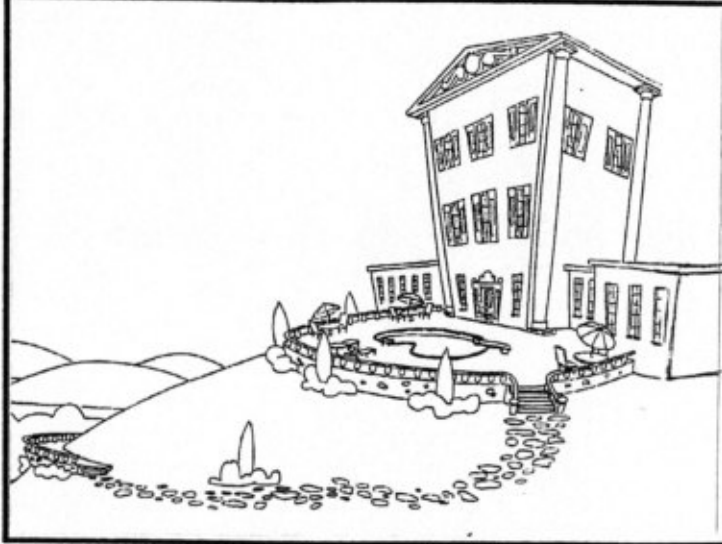


Location Description OL: UL: HC:

Title LIAR'S CLUB Page 20

Day / Night / Dusk

SC# 22 Panel # 1 of 2 Reuse



Location Description OL: UL: HC:
EXT. MANSION (DAY)

Action

SQUIRT LICKS ALPHA'S ELBOW.

EFFX: (S/T SPIT)

SFX: (SLURP)

Dialogue

⚠ SQUIRT: (DISGUSTED)

YEUCH!!

⚠ SQUIRT:

SO HOW DO I JOIN?

ANGLE ON MANSION - DAYTIME

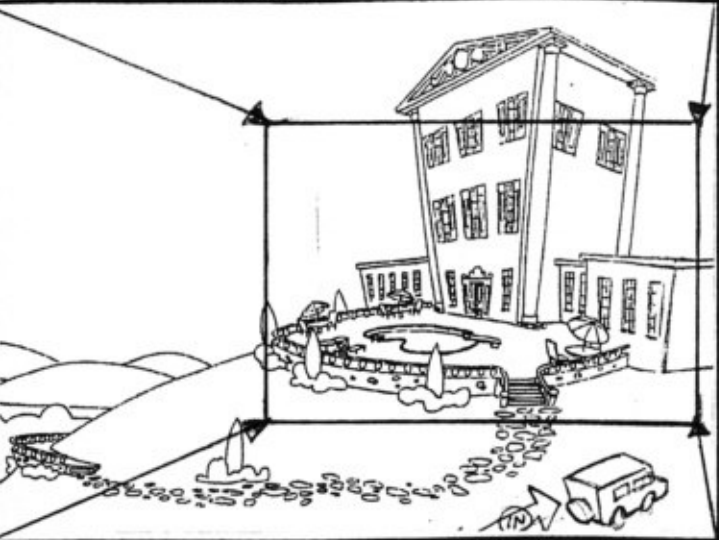
WIPE TO

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk
SC# 22 Panel # 2 of 2 Reuse



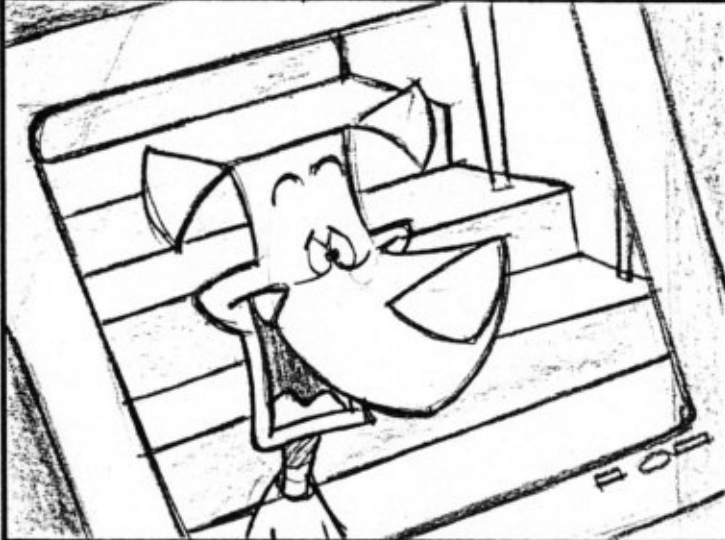
Location Description
OL:
UL:
HC: X-DISS

Day / Night / Dusk
SC# 23 Panel # 1 of Reuse



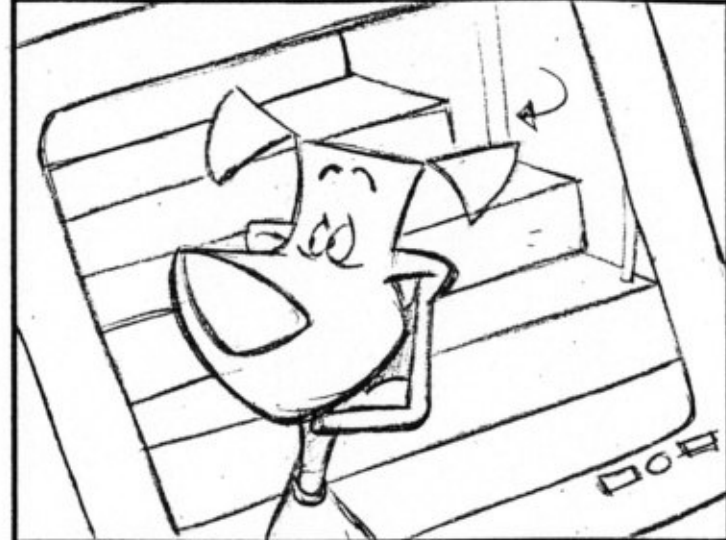
Location Description
OL:
UL:
HC: INT. MANSION (DAY)

Day / Night / Dusk
SC# 24 Panel # 1 of 5 Reuse



Location Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 24 Panel # 2 of 5 Reuse



Location Description
OL:
UL:
HC:

SUV PULLS INTO DRIVEWAY
AND STOPS
TRUCK IN ON MANSION
X-DISS DURING TRUCK IN

ANGLE ON SQUIRT STANDING
ON THE STAIRS. HE'S AWESTRUCK
BY WHAT HE'S SEEING
ALPHA, OMEGA AND CRAIG
LOOK ON



C.U. ON COMPUTER SCREEN
SECURITY CAM- ANGLE ON
SQUIRT

Dialogue

SQUIRT:

WOW!

! SQUIRT: (FROM MONITOR SPEAKERS)

WOWWWW

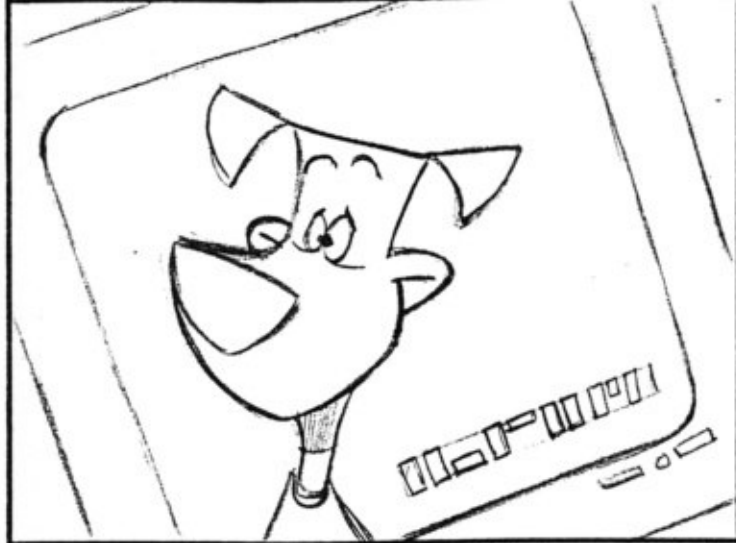
Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 24 Panel # 3 of 5 Reuse



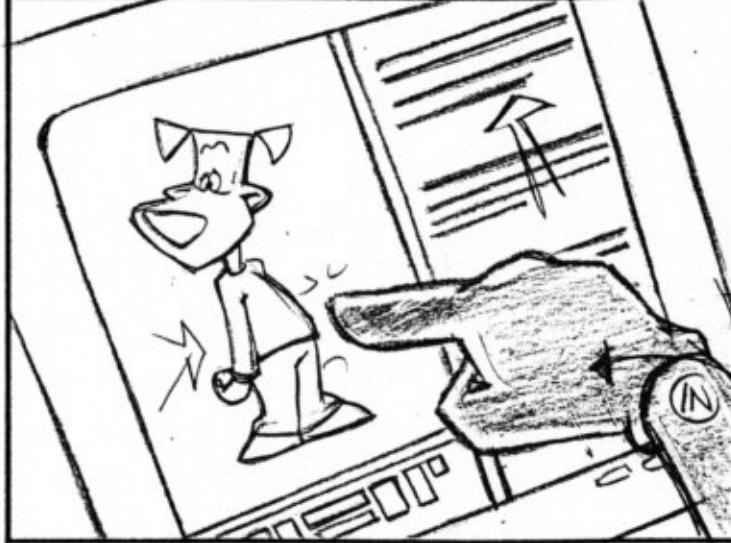
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 24 Panel # 4 of 5 Reuse



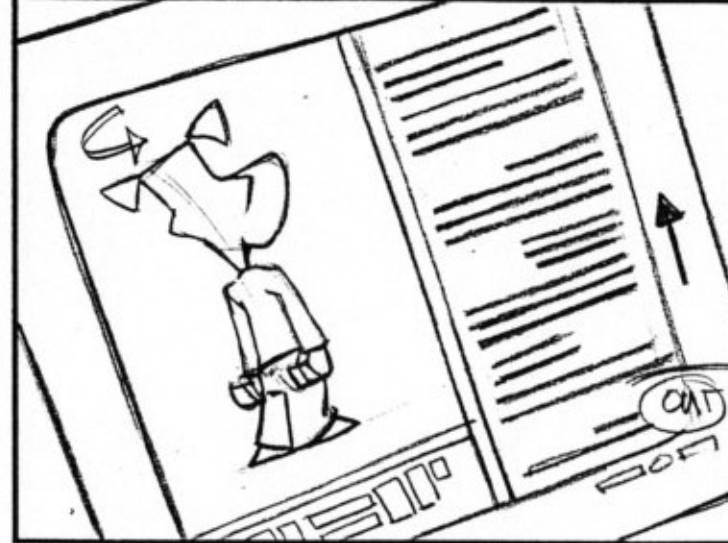
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 24 Panel # 5 of 5 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 25 Panel # of Reuse



Location

Description

OL:
UL:
HC:

Action

IMAGE FREEZES. BACK-
GROUND CHANGES TO BLUE
COLOR CARD FAUX LETTERS
SCROLL ONTO THE SCREEN.

ANIMATE SQUIRT BACK
DATA SCROLLS UP. SHADY
HAND IN, TAPPING SCREEN

THE IMAGE OF SQUIRT
ROTATES ON THE SPOT
LINES CONTINUE TO
SCROLL UP. MR. BIG'S HAND
OUT.

ANGLE ON ALPHA STANDING
IN FRONT OF MR. BIG'S DESK.
COMPUTER IMAGE OF SQUIRT
CONTINUES TO ROTATE ON
SCREEN.

Dialogue

Δ MR BIG: (BIGGLES) O.S.

YESS!

Δ MR BIG: (BIGGLES) O.S.

HE'S PERFECT!
HE'S GOT ACCESS ...

Δ MR BIG: (CONT'D) O.S.

..TO ALL THE
FIRE EQUIPMENT, HE'S TINY.

ALPHA:

AND HE'S PAINFULLY
DESPERATE FOR SOCIAL
STATUS.

(* SOUNDS LIKE SIDNEY GREENSTREET)

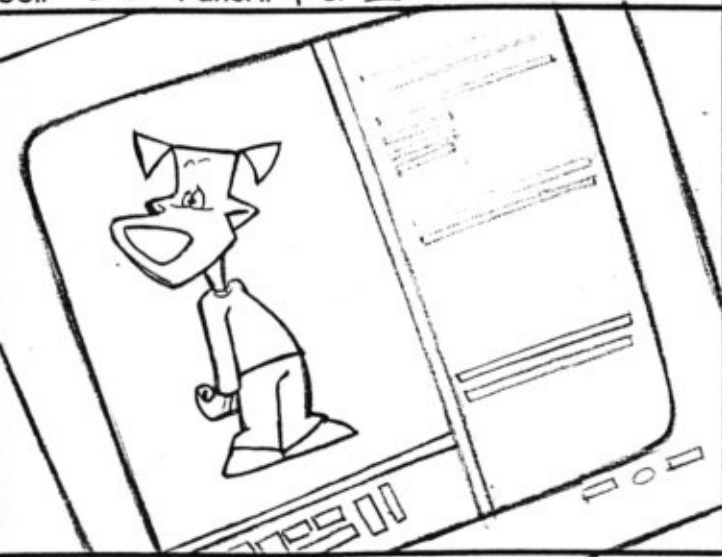
Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

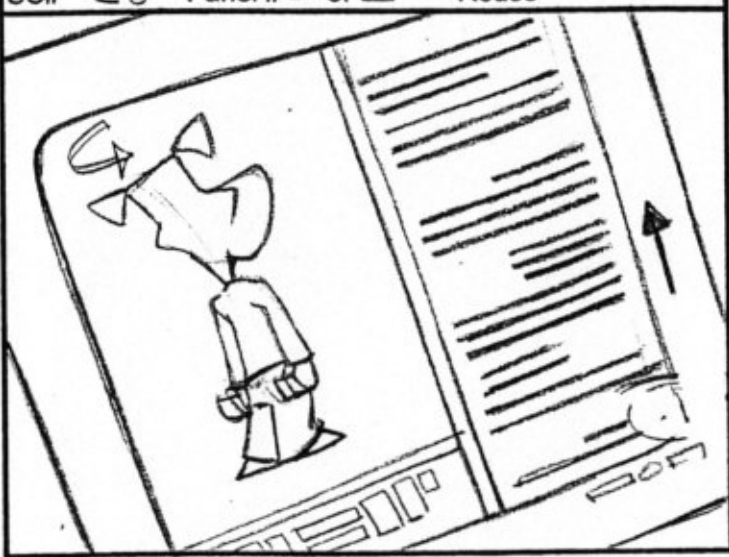
Day / Night / Dusk

SC# 26 Panel # 1 of 2 Reuse



Location Description
OL:
UL:
HC:

SC# 26 Panel # 2 of 2 Reuse



Location Description
OL:
UL:
HC:

SC# 27 Panel # 1 of 6 Reuse



Location Description
OL:
UL:
HC:

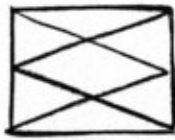
SC# 27 Panel # 2 of 6 Reuse



Location Description
OL:
UL:
HC:

Action
ANGLE ON COMPUTER
SCREEN SQUIRT'S IMAGE
CONTINUES TO ROTATE

X-DISS TO



X-DISS
TO:

ANGLE ON ALPHA, SQUIRT
AND CRAIG
(LATER THAT DAY)

CRAIG SNICKERS AT
WHAT ALPHA IS SAYING

Dialogue
MR BIG: (OS)

EVIL CHUCKLE

ALPHA:

WE HAVE A, (PAUSE) !! DIFFERENT KIND OF INITIATION

! CRAIG: <SNICKERS>

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

SC# 27 Panel # 3 of 6 Reuse



Location _____ Description
OL:
UL:
HC:

SC# 27 Panel # 4 of 6 Reuse



Location _____ Description
OL:
UL:
HC:

SC# 27 Panel # 5 of 6 Reuse



Location _____ Description
OL:
UL:
HC:

SC# 27 Panel # 6 of 6 Reuse



Location _____ Description
OL:
UL:
HC:

Action

SQUIRT TURNS

CRAIG GRINS

CUT

Dialogue

! CRAIG:
(CLEARS THROAT)

! CRAIG: (SERIOUS)
WE WILL CALL UPON YOU
AT ANYTIME.. TO PERFORM
CERTAIN TASKS OF LOYALTY.

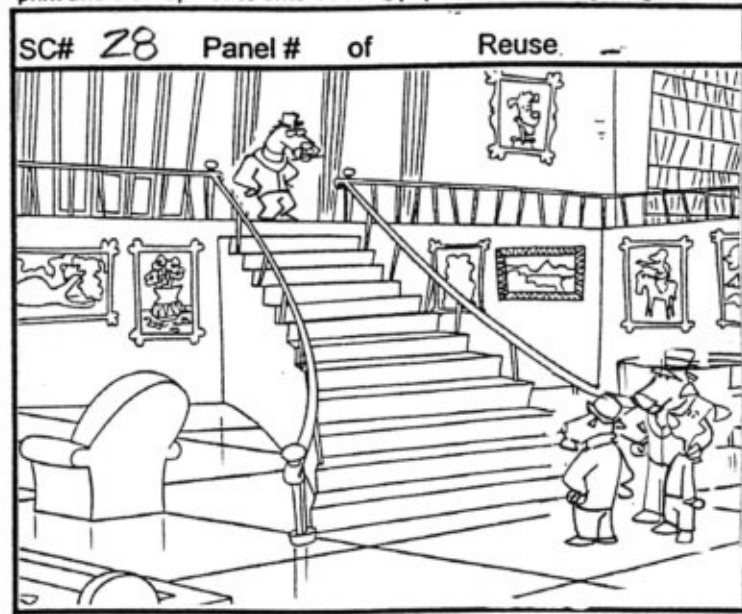
! CRAIG: (CONT'D)
THERE'S ONLY ONE
RULE...

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

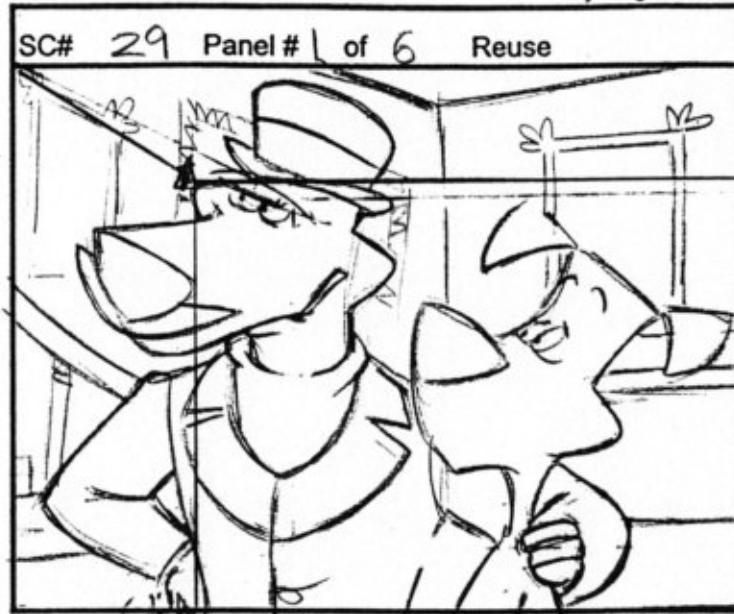


Location

Description

OL:
UL:
HC:

Day / Night / Dusk

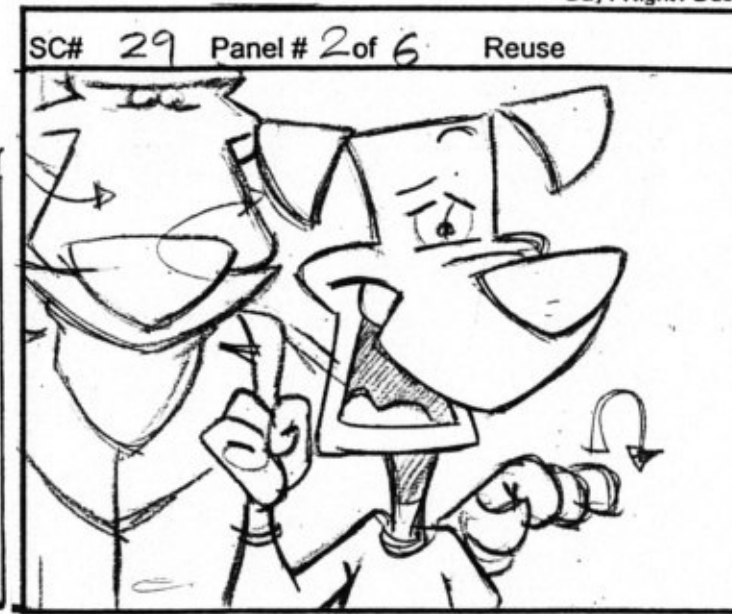


Location

Description

OL:
UL:
HC:

Day / Night / Dusk

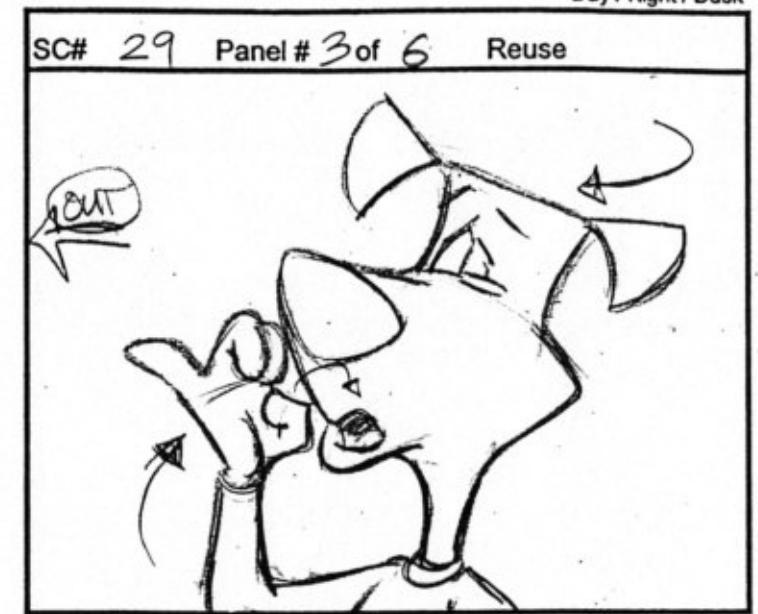


Location

Description

OL:
UL:
HC:

Day / Night / Dusk



Location

Description

OL:
UL:
HC:

Action

WIDE ON STAIRCASE

CUT CRAIG IS STANDING AT THE TOP OF THE STAIRS.

HU

CUT

CLOSE ON SQUIRT AND ALPHA

TRUCK IN ON SQUIRT AS ALPHA TURNS TO HIM

SQUIRT TURNS TO CAMERA. ALPHA TAKES HIS HAND FROM SQUIRT'S SHOULDER.

ALPHA STEPS OUT OF SCENE
SQUIRT PANTOMINES TURNING A KEY.

Dialogue

CRAIG:

YOU MUST COMPLETE THE TASKS WITHOUT TELLING ANYONE WHAT YOU'RE DOING...

CRAIG:

.. OR WHY YOU'RE DOING IT.

SQUIRT:

NO WORRIES.

SQUIRT: (CONT'D)

MY LIPS ARE SEALED.

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper
Day / Night / Dusk

SC# 29 Panel # 4 of 6 Reuse -



Location _____ Description _____
OL: _____
UL: _____
HC: _____

SC# 29 Panel # 5 of 6 Reuse



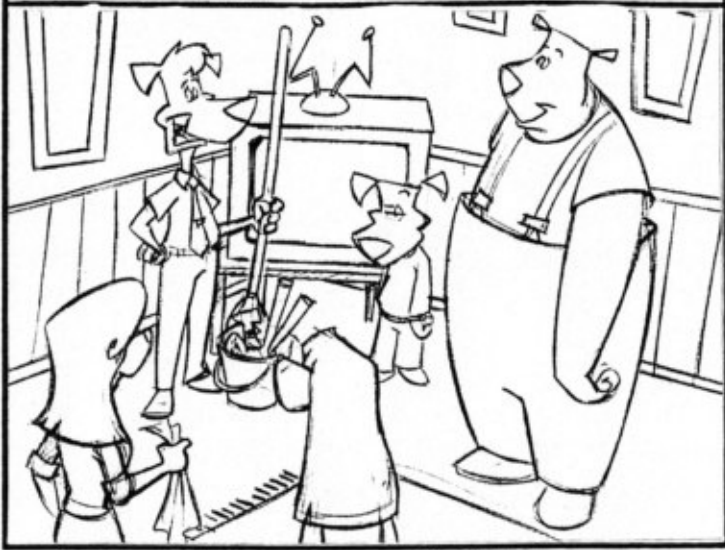
Location _____ Description _____
OL: _____
UL: _____
HC: _____

SC# 29 Panel # 6 of 6 Reuse



Location _____ Description _____
OL: _____
UL: _____
HC: _____

SC# 30 Panel # of Reuse

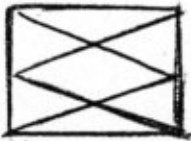


Location _____ Description _____
OL: _____
UL: _____
HC: _____

INT. FIREHALL - DAY

Action
SQUIRT TURNS TO ALPHA(OS)
HE RAISES THE PHONE INTO
SCENE
SQUIRT REACTS TO
OS ALPHA

SQUIRT REALIZES HIS
FAUX FAX HE BLUSHES
WITH EMBARRASSMENT



THE NEXT DAY HOZER
HAS THE HOUNDZ GATHERED
AROUND FOR AN ANNOUNCEMENT.

X-DISS
TO

CUT

Dialogue
SQUIRT: (EXCITED)
CAN I USE THE PHONE TO
CALL MY FRIENDS AND TELL
THEM ABOUT THIS PLACE? ...

<PAUSE>

! SQUIRT: (EMBARRASSED)
OH YEAH... FORGOT ABOUT
THAT RULE.

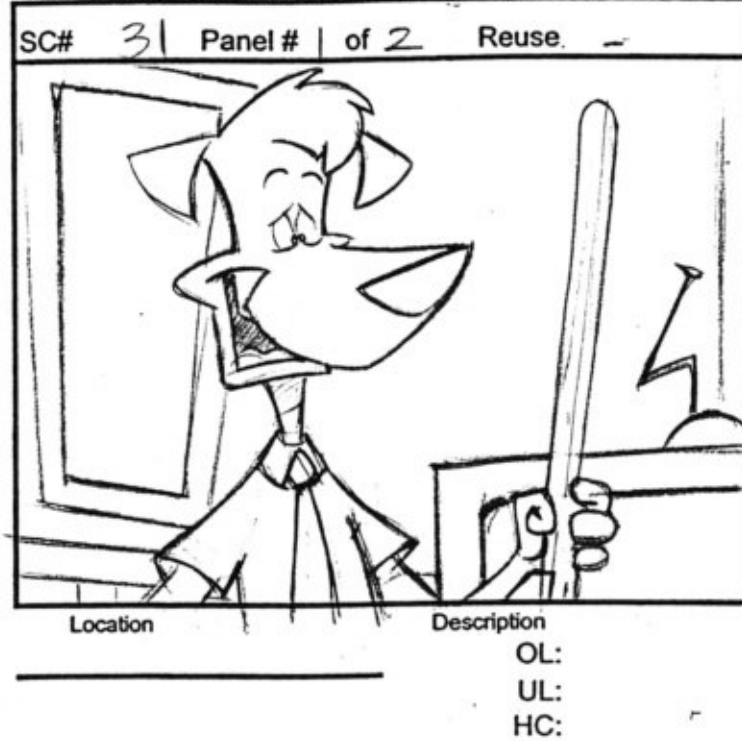
HOZER:
OKAY, AH GANG. IT'S
SPRING CLEANING TIME AGAIN.

Timing/ Notes

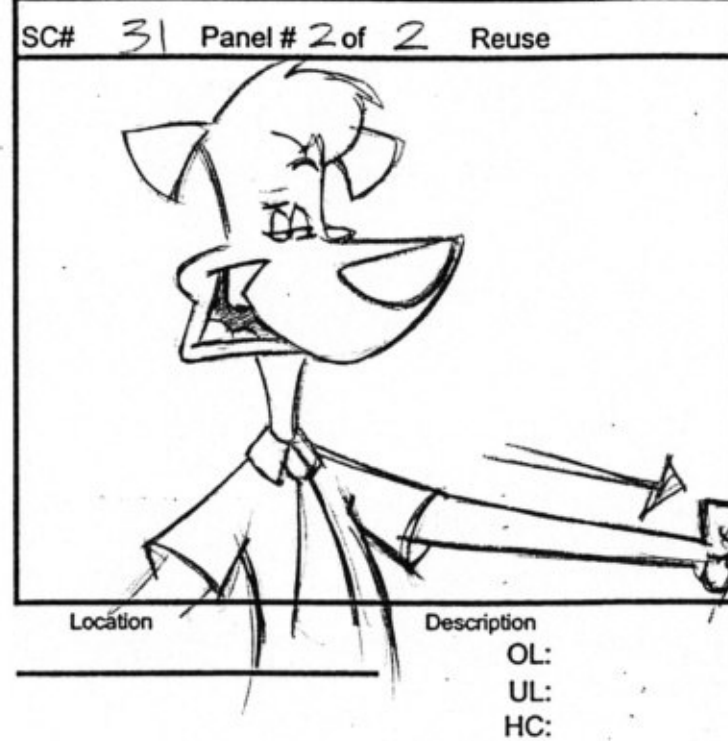
Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

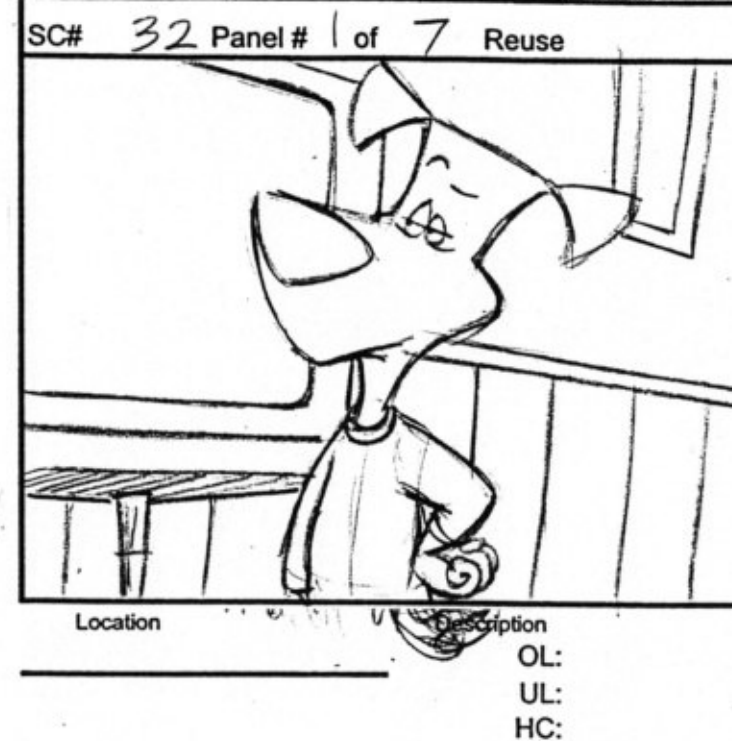
Day / Night / Dusk



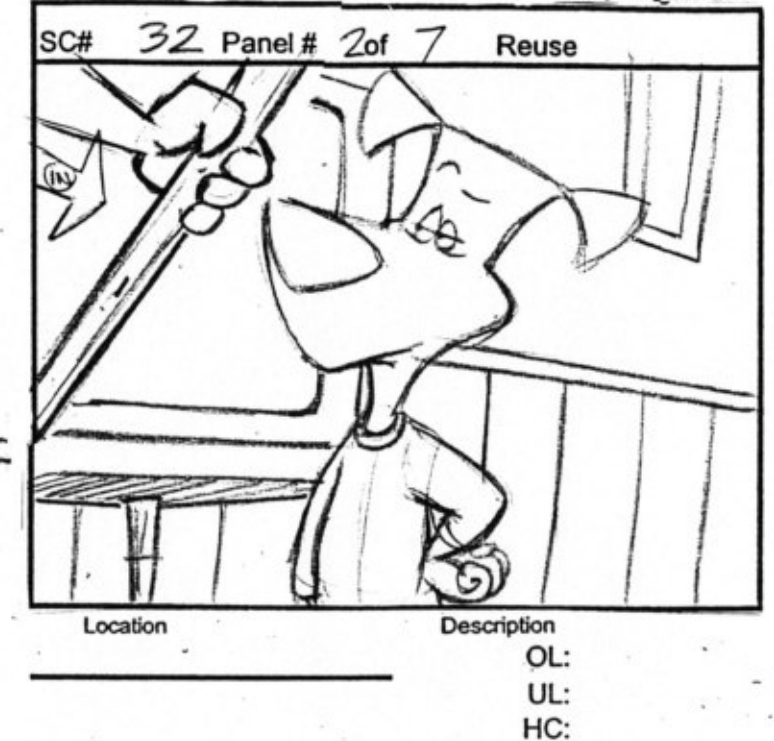
Day / Night / Dusk



Day / Night / Dusk



Day / Night / Dusk



Action ANGLE ON HOZER

HOZER EXTENDS THE
MOP O.S.

HU

CUT

ANGLE ON SQUIRT
HOZER'S HAND HOLDING
MOP, SETTLES IN SCENE

Dialogue

HOZER:

HOZER: (CONT'D)

ER, EVERYONE...

.. HAS TO PITCH IN

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 32 Panel # 3 of 7 Reuse -



Location _____
Description _____
OL:
UL:
HC:

Day / Night / Dusk

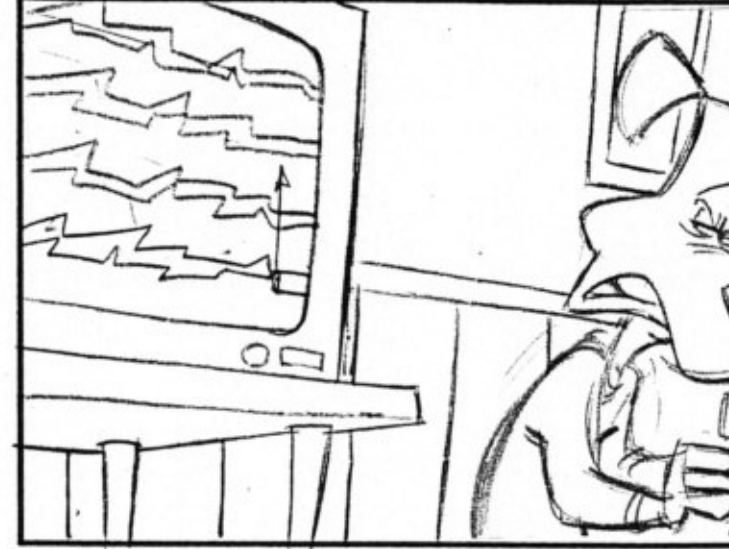
SC# 32 Panel # 4 of 7 Reuse



Location _____
Description _____
OL:
UL:
HC:

Day / Night / Dusk

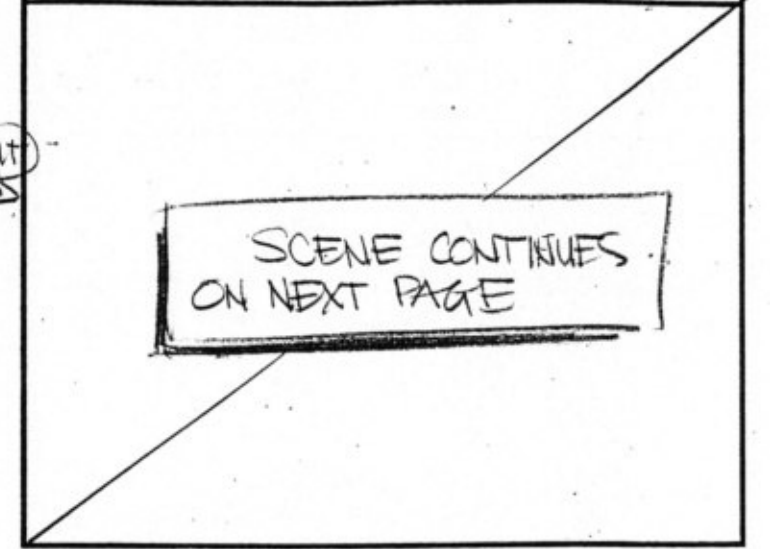
SC# 32 Panel # 5 of 7 Reuse



Location _____
Description _____
OL:
UL:
HC:

Day / Night / Dusk

SC# _____ Panel # _____ of _____ Reuse _____



Location _____
Description _____
OL:
UL:
HC:

Action

SQUIRT GRABS THE MOP

HOZERS HAND OUT. SQUIRT
TURNS TO HIS "WORK". HE'S
PRETTY ANNOYED AND MUTTERS
UNDER HIS BREATH!

T.V. STATIC CLEARS UP
AS SQUIRT STEPS OUT OF
SCENE. "NEWS AT 7" LOGO -
X-DISS'S ON.

MX: <NEWS AT 7 CUE>
SFX: <STATIC CLEARS>

<T.V. STATIC>
EFX: <D/B SPEEDLINES>

Dialogue
SFX: <STATIC>
SQUIRT:

FINE!

! SQUIRT. (MUTTER)

I'M IN THE BROTHERHOOD
OF THE BROTHERS
(MUTTER) (MUTTER)

SQUIRT

Timing/ Notes

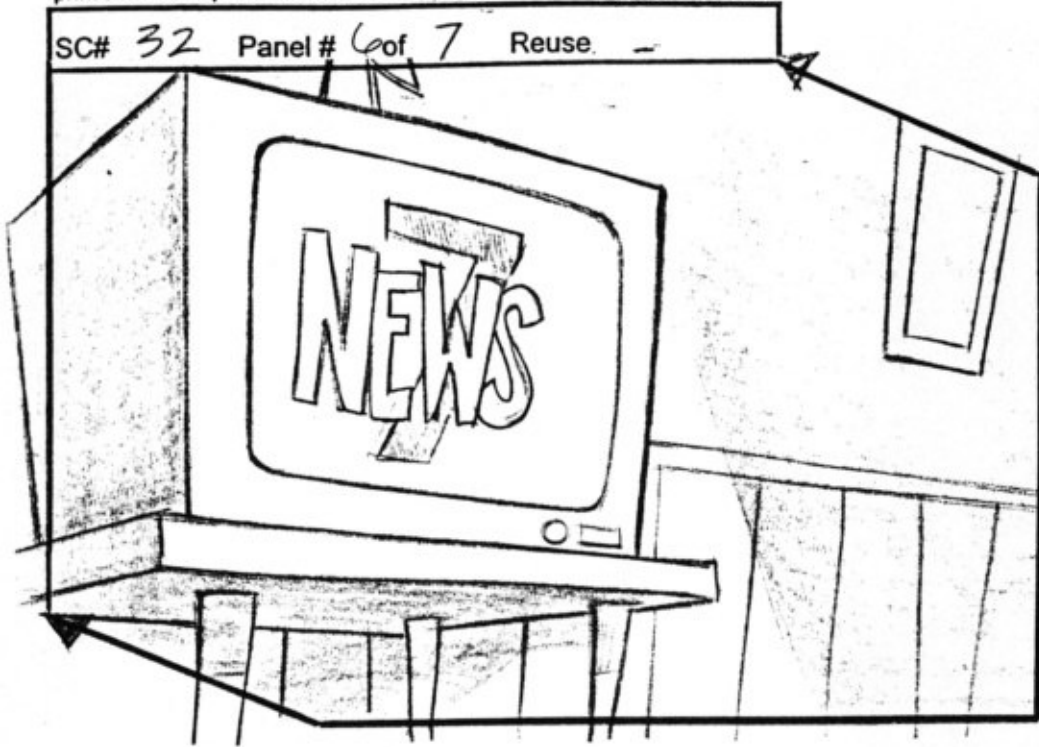
Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001

print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

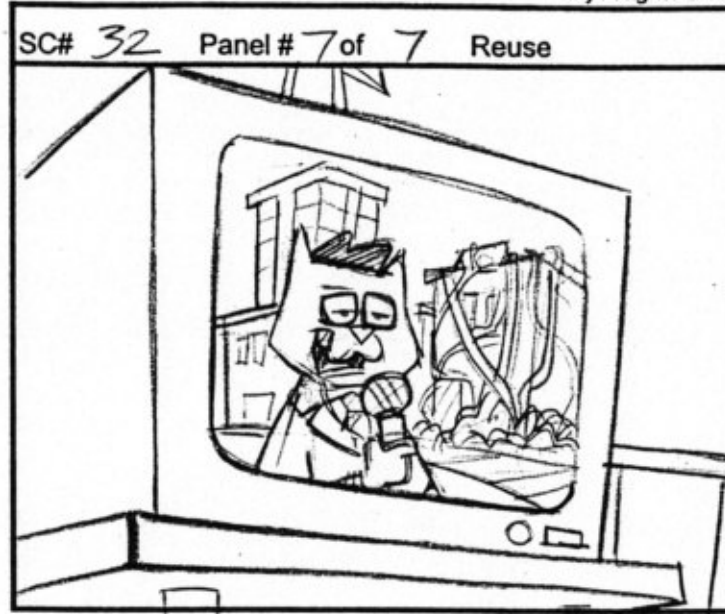
SC# 32 Panel # 6 of 7 Reuse -



OL:
UL:
HC:

Day / Night / Dusk

SC# 32 Panel # 7 of 7 Reuse



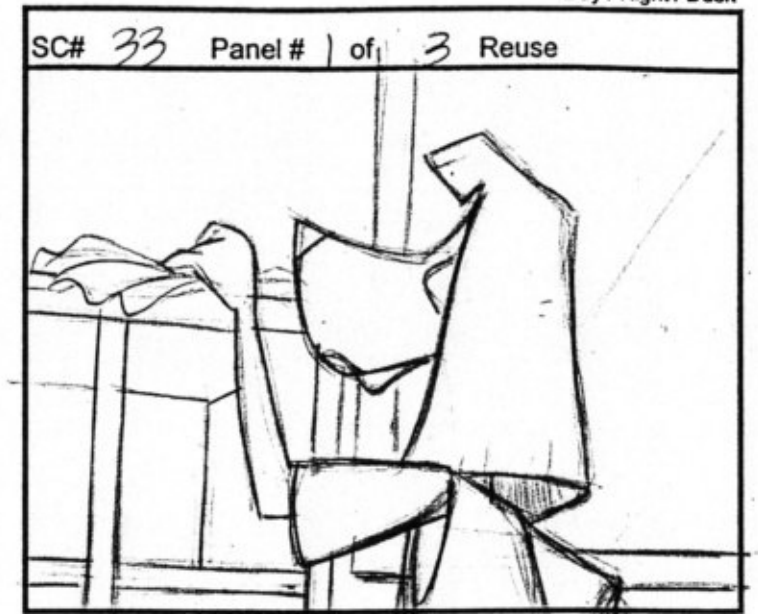
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 33 Panel # 1 of 3 Reuse



Location

Description

OL:
UL:
HC:

Action DIA PAN (CENTERS T.V.)

"NEWS AT 7" LOGO ON SCREEN.

MFx: <T.V. NEWS-TYPECUE SEQUENCES OFF>

Dialogue

PERRY SWINGER: (VO)

PERRY SWINGER HERE AT THE SCENE ..

! PERRY SWINGER

.. OF YET ANOTHER BIZZARE INCIDENT :..

! PERRY SWINGER: (OS)

.. IN A SERIES OF BIZZARE EVENTS.

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 33 Panel # 2 of 3 Reuse -



Location

Description

OL:

UL:

HC:

SC# 33 Panel # 3 of 3 Reuse



Location

Description

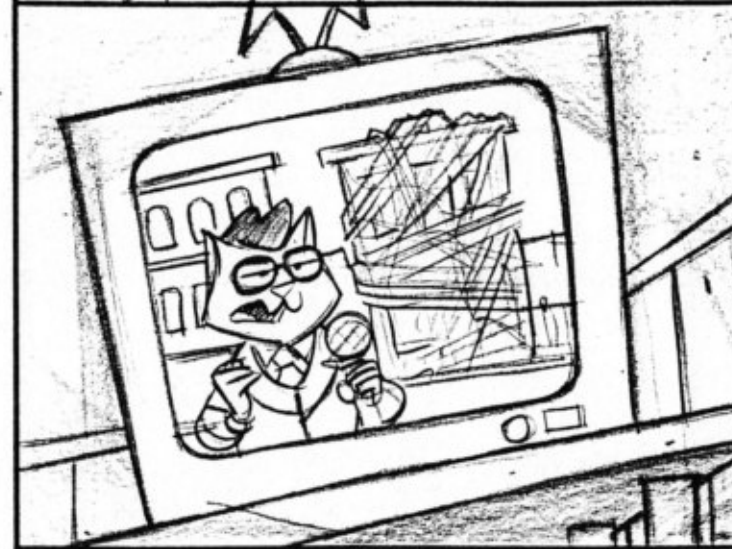
OL:

UL:

HC:

Day / Night / Dusk

SC# 34 Panel # of Reuse



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

SC# 35 Panel # 1 of 2 Reuse



Location

Description

OL:

UL:

HC:

Day / Night / Dusk

Action

CRYSTAL, PUZZLED BY THE
NEWS REPORT TURNS TO THE TUBE (OS)

ANGLE ON T.V.

LHA

CUT

WIDE ON CRYSTAL, FONTAINE & SQUIRT

CRYSTAL TURNS TO
FONTAINE. SQUIRT GETS
BUSY WITH HIS MOPPING

CUT

Dialogue

PERRY SWINGER

THE POLICE ARE BAFFLED.

CRYSTAL:

THIS SOUNDS...
LIKE SERIOUS!

PERRY SWINGER (SERIOUS-)

BEHIND ME.. AN INNOCENT
HARDWARE STORE... "T.P'D"

CRYSTAL:

FRAT PRANK GONE
WILD?

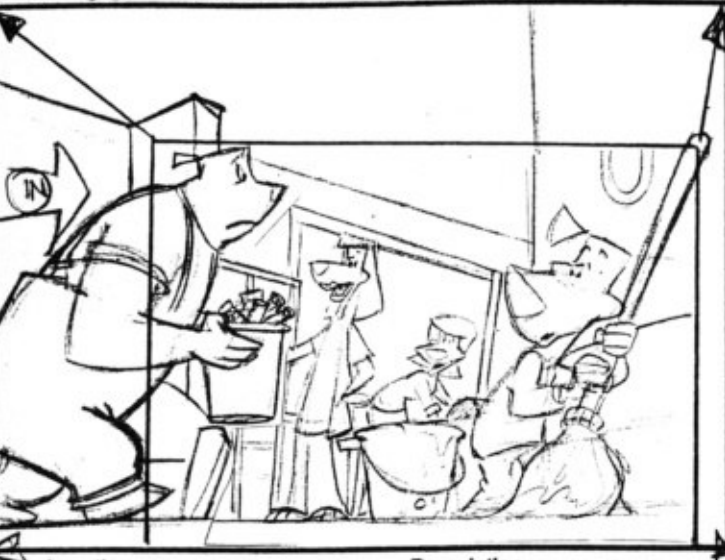
Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 35 Panel # 2 of 2 Reuse -



Location Description
OL:
UL:
HC:

Day / Night / Dusk

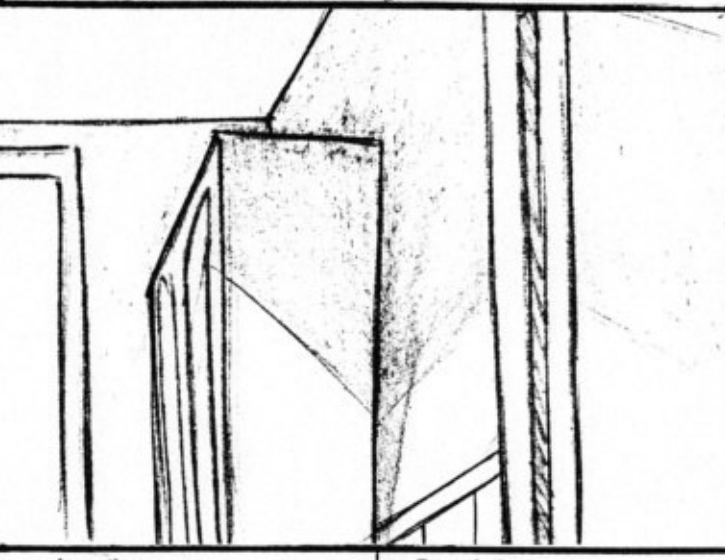
SC# 36 Panel # 1 of 3 Reuse



Location Description
START OL:
UL:
HC:

Day / Night / Dusk

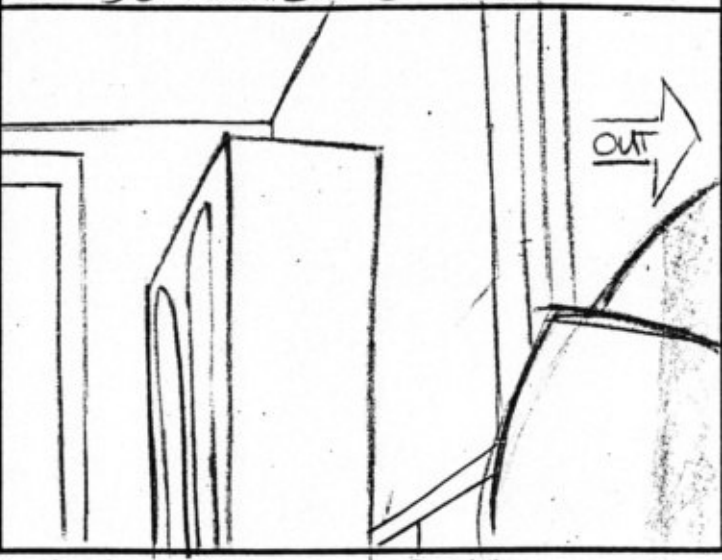
SC# 36 Panel # 2 of 3 Reuse



Location Description
STOP OL:
UL:
HC:

Day / Night / Dusk

SC# 36 Panel # 3 of 3 Reuse



Location Description
OL:
UL:
HC:

Action

TRUCK OUT AS STEAMER ENTERS SCENE. HE'S CARRYING A WASTE BASKET FULL OF EMPTY T.P ROLLS

HU

CUT

ANGLE ON STEAMER AS HE WALKS THRU HE HOLDS UP AN EMPTY T.P ROLL.
(PAN W/ANIM)
FONTAINE STOPS WHAT SHE'S DOING AND LOOKS UP

STEAMER EXIT.

CUT

Dialogue

CRYSTAL: (CONT'D)
.. YOU THINK?

! STEAMER: (MATTER OF FACT)

LOOKS LIKE WE'RE GONNA NEED ...

! STEAMER: (CONT'D)

.... MORE PAPER...

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 37 Panel # 1 of 2 Reuse -



Location _____ Description _____
OL:
UL:
HC:

Day / Night / Dusk

SC# 37 Panel # 2 of 2 Reuse



Location _____ Description _____
OL:
UL:
HC:

Day / Night / Dusk

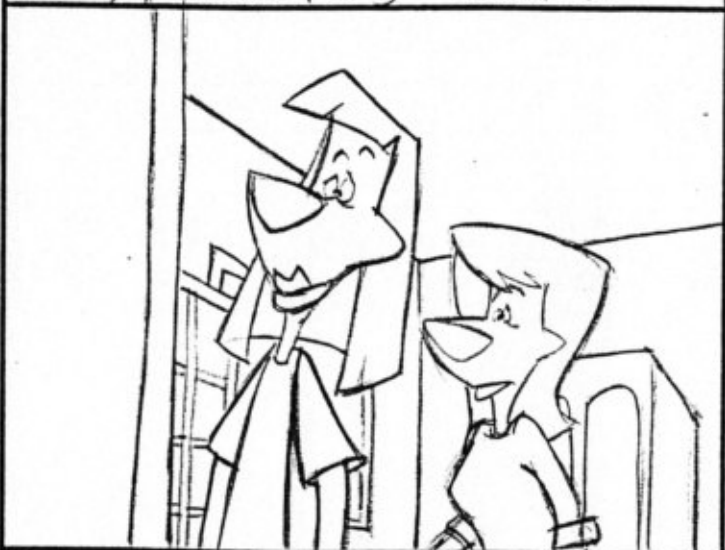
SC# 38 Panel # of Reuse SA



Location _____ Description _____
OL:
UL:
HC:

Day / Night / Dusk

SC# 39 Panel # 1 of 5 Reuse -



Location _____ Description _____
OL:
UL:
HC:

Action

CU ON SQUIRT

HE TURNS BACK TO
HIS WORK

CUT

ANGLE ON CRYSTAL
AND FONTAINE

CUT

Dialogue

! STEAMER (OS):
..AND WE JUST BOUGHT
A CASE.

! PERRY SWINGER
THIS SPORTING GOODS
STORE... BUNGEECORDS
TAKEN.. PRICE TAGS
SWITCHED

! PERRY SWINGER (OS):
.. A HOME IMPROVEMENT STORE..
.. A HOT TUB GOES MISSING..
PAINT LABELS REMOVED..

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 39 Panel # 2 of 5 Reuse -



Location _____
Description OL:
UL:
HC:

Day / Night / Dusk

SC# 39 Panel # 3 of 5 Reuse



Location _____
Description OL:
UL:
HC:

Day / Night / Dusk

SC# 39 Panel # 4 of 5 Reuse



Location _____
Description OL:
UL:
HC:

Day / Night / Dusk

SC# 39 Panel # 5 of 5 Reuse



Location _____
Description OL:
UL:
HC:

Action

CRYSTAL TURNS TO
FONTAINE

..SHE LIFTS UP SOME
PRICE TAGS

SQUIRT ZIPS IN LIKE A
RABID DOG AND SNATCHES
THE TAGS FROM CRYSTAL

HE WHEELS AROUND
AND MARCHES OFF.
CRYSTAL AND FONTAINE
ARE STUNNED

Dialogue

! CRYSTAL:
WOW.. THAT'S LIKE
SO WIERD:..

! CRYSTAL: (CONT'D)
I FOUND THESE
STUFFED BEHIND THE
SOFA

EFX: (D/B SPEEDLINES)
! SQUIRT: (ANGRY/EMBARRASSED)
THANK YOU! I'VE BEEN
LOOKING FOR THESE.

! SQUIRT (CONT'D)
THEY'RE PART OF MY
LABEL COLLECTION!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 40 Panel # 1 of 3 Reuse



Location _____
Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 40 Panel # 2 of 3 Reuse



Location _____
Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 40 Panel # 3 of 3 Reuse



Location _____
Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 41 Panel # 1 of 3 Reuse



Location _____
Description
OL:
UL:
HC:

Action
WIDE ON GROUP
SQUIRT SETTLES

SUDDENLY THE CELL
PHONE RINGS. SQUIRT
STIPENS

SQUIRT ANSWERS
THE PHONE

HU
HU POSE

CUT

Sfx: <cellphone music>

Dialogue
! SQUIRT (CHEERILY)
HELLO!

ALPHA: (THROUGH PHONE)
TONIGHT..

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

Title **LIAR'S CLUB**

Page **35**

Day / Night / Dusk

SC# **41** Panel # **2 of 3** Reuse. **-**



Location

Description

OL:
UL:
HC:

SC# **41** Panel # **3 of 3** Reuse



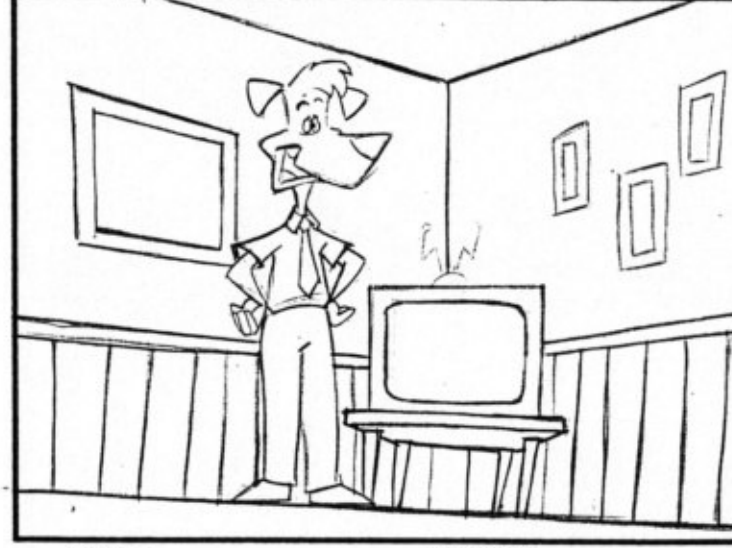
Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# **42** Panel # **1 of 5** Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# **42** Panel # **2 of 5** Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

Action

SQUIRT SNAPS TO
ATTENTION

ANGLE ON HOZER
(T.V IS OFF)

CUT

SQUIRT ZOOMS THRU
SCENE HANDING HOZER
THE MOP

Dialogue

△ SQUIRT:

SIR!

ALPHA: (THROUGH PHONE)

STARTS IN HALF AN
HOUR. BLACKTIE. DON'T
BE LATE

△ HOZER:

HEY GUYS. HOW'S
IT....

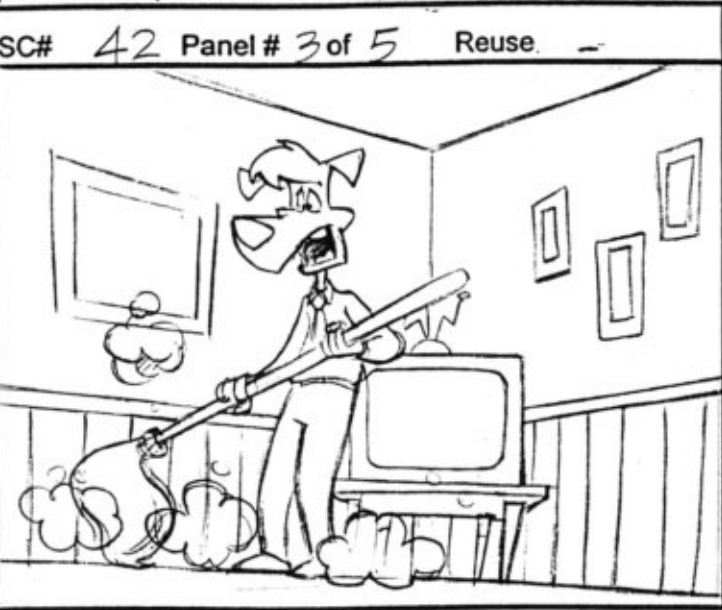
EFFX: (DX DUST, DB SPEEDLINES)
SPFX: (AIRPLANE ZOOM)

Timing/ Notes

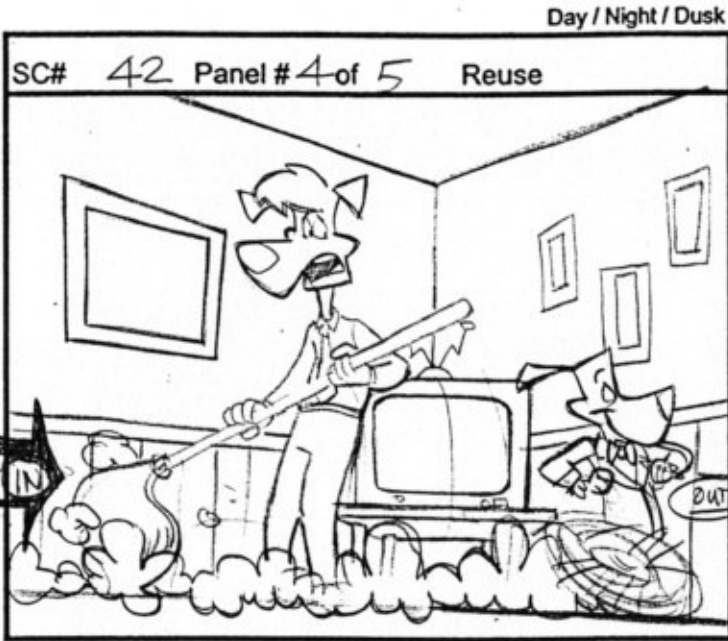
Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

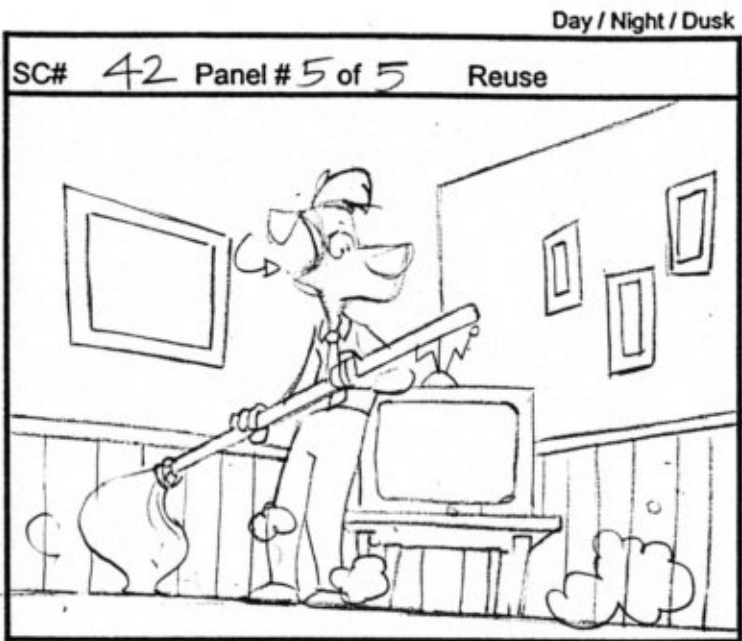
Day / Night / Dusk



Location _____ Description
OL:
UL:
HC:

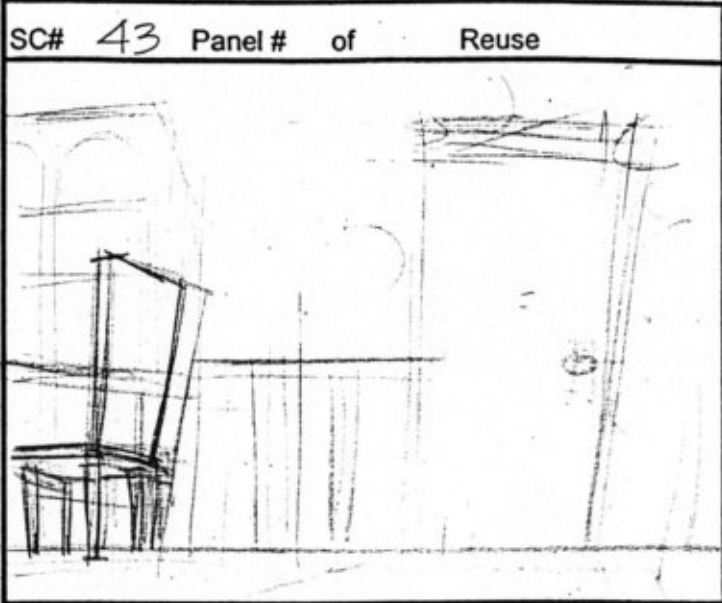


Location _____ Description
OL:
UL:
HC:



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk



Location _____ Description
OL:
UL:
HC:

Action

DUST BEGINS TO DISSIPATES

SQUIRT, WEARING A TUX,
ZOOMS THRU SCENE

ANGLE ON DOOR AS IT
SLAMS SHUT.

CUT

EPX: (PX DUST)

Dialogue

HOZER:

AH... WHERE..

(D/B SPEEDLINES)

HOZER: (CONT'D)

...ARE YOU GOING.

SQUIRT: (O.S)

GOTTA RESCUE...A
PENQUIN! LATER!!

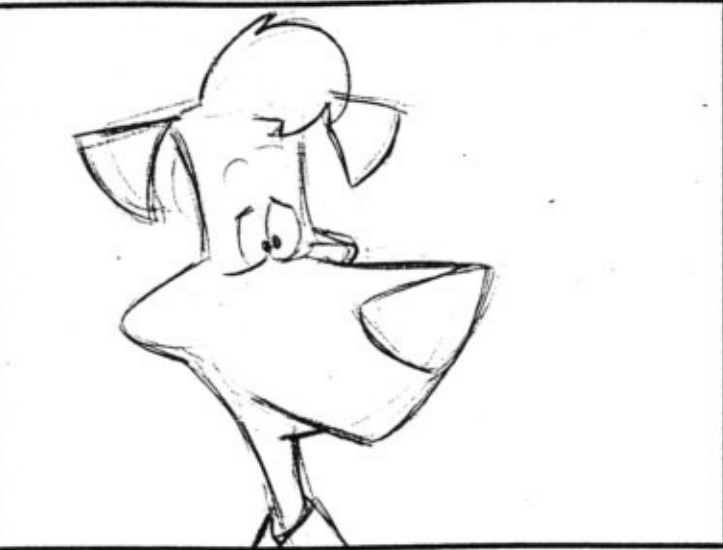
Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

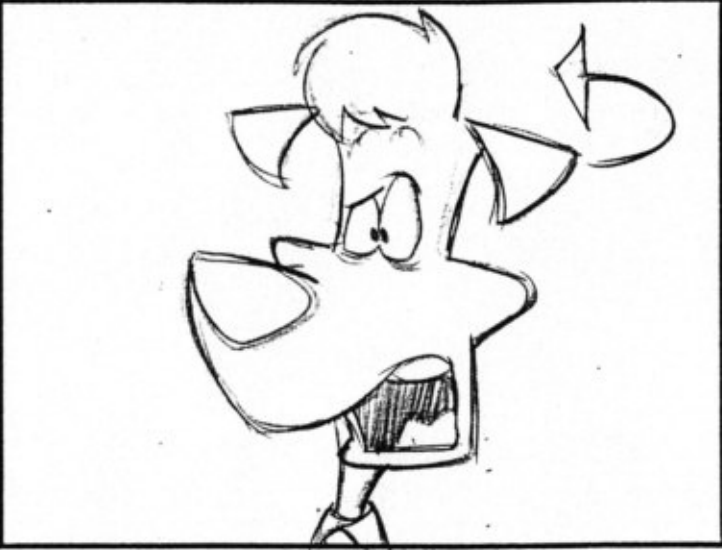
SC# 44 Panel # 1 of 2 Reuse -



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

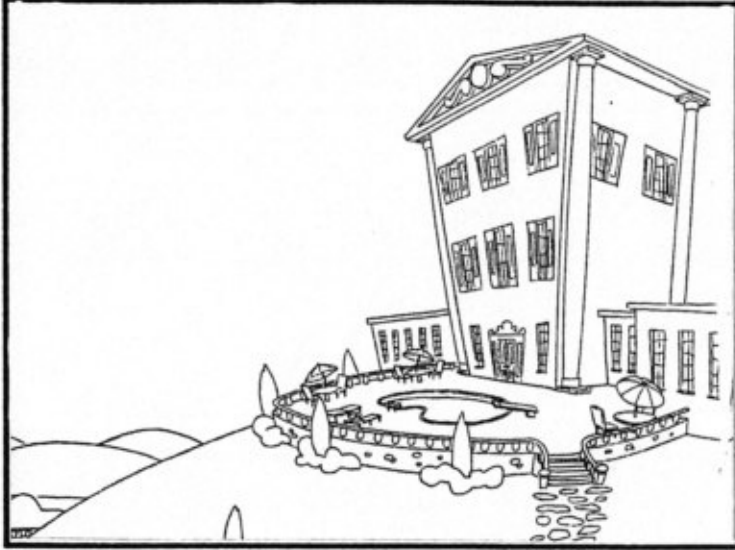
SC# 44 Panel # 2 of 2 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 45 Panel # of Reuse

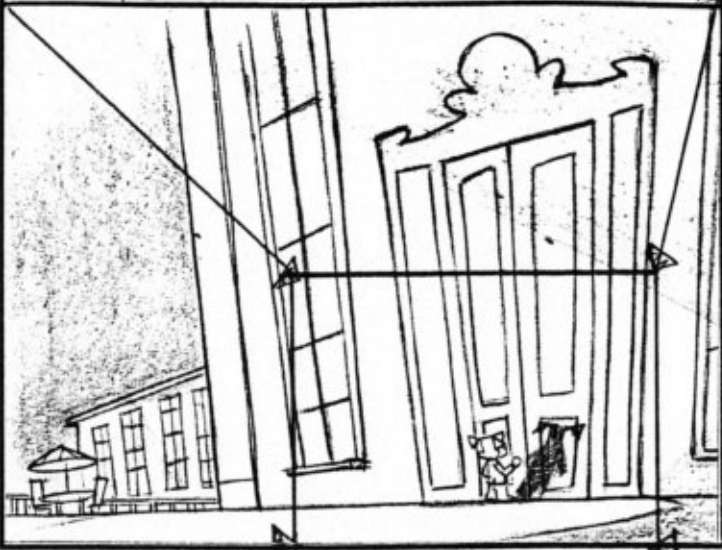


Location _____ Description
OL:
UL:
HC:

EXT. MANSION (NIGHT)

Day / Night / Dusk

SC# 46 Panel # 1 of 2 Reuse



Location _____ Description
OL:
UL:
HC:

Action

CLOSE ON A PERPLEXED
HOZER

HE TURNS TO CAMERA



EXT MANSION IT'S DARK

CLOSER ON MANSION'S
DOORS. SQUIRT IS STANDING
IN FRONT OF THEM
TRUCK IN

EFX: (DX SHADOW)

Dialogue

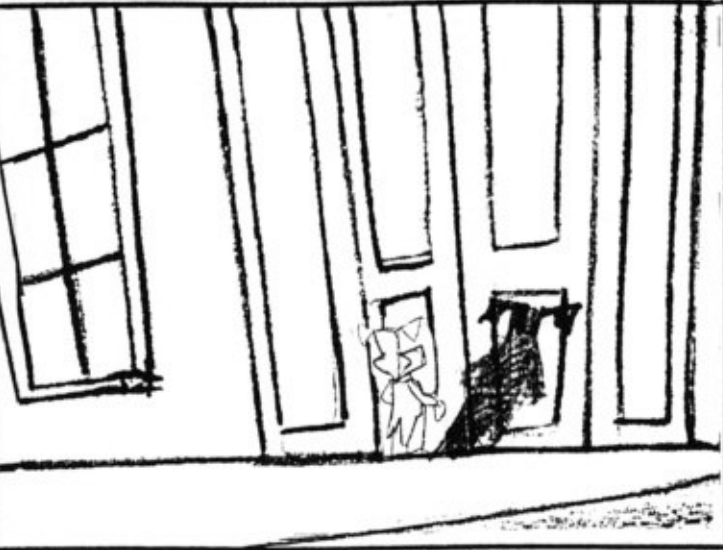
! HOZER:
RESCUE A PENGUIN?!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper
Day / Night / Dusk

SC# 46 Panel # 2 of 2 Reuse



Location Description
OL:
UL:
HC:

SC# 47 Panel # 1 of 6 Reuse



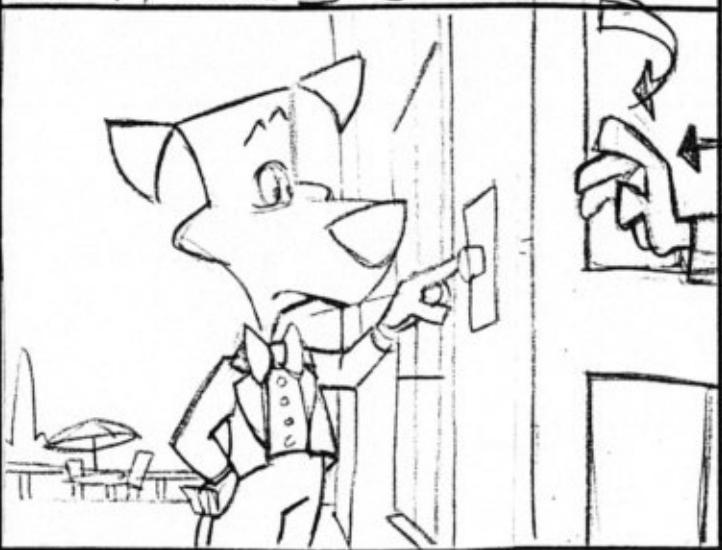
Location Description
OL:
UL:
HC:

SC# 47 Panel # 2 of 6 Reuse



Location Description
OL:
UL:
HC:

SC# 47 Panel # 3 of 6 Reuse



Location Description
OL:
UL:
HC:

Action

ANGLE ON SQUIRT.

SQUIRT GOES TO PUSH
THE DOOR BELL

BEFORE THE BELL IS PRESSED
THE DOOR QUICKLY SWINGS
OPEN AND A HAND ENTERS
SCENE

CUT

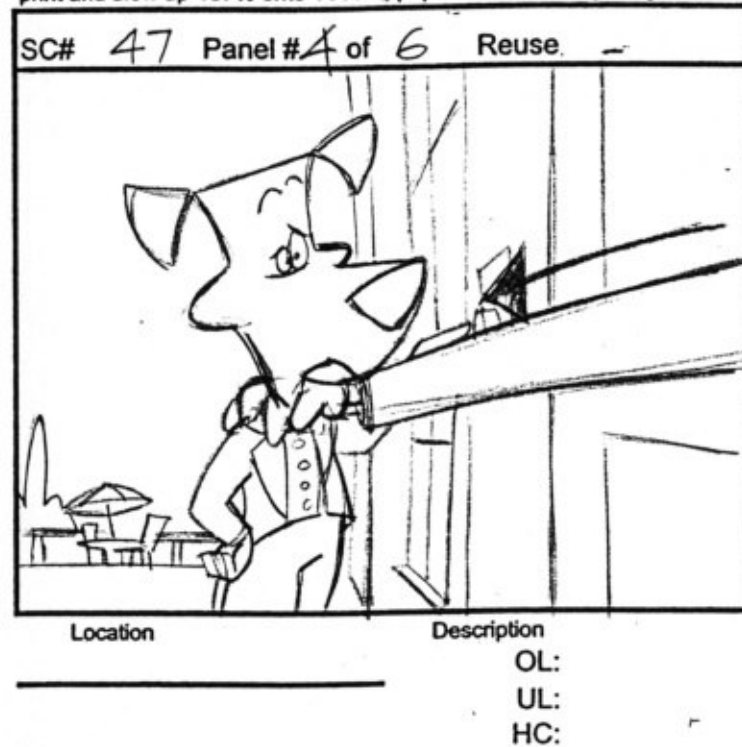
Dialogue

Timing/ Notes

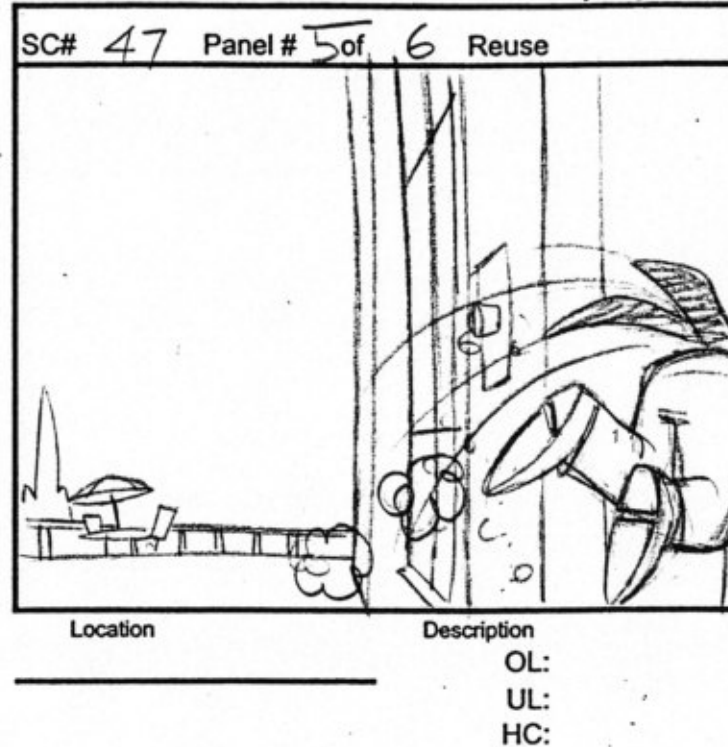
Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

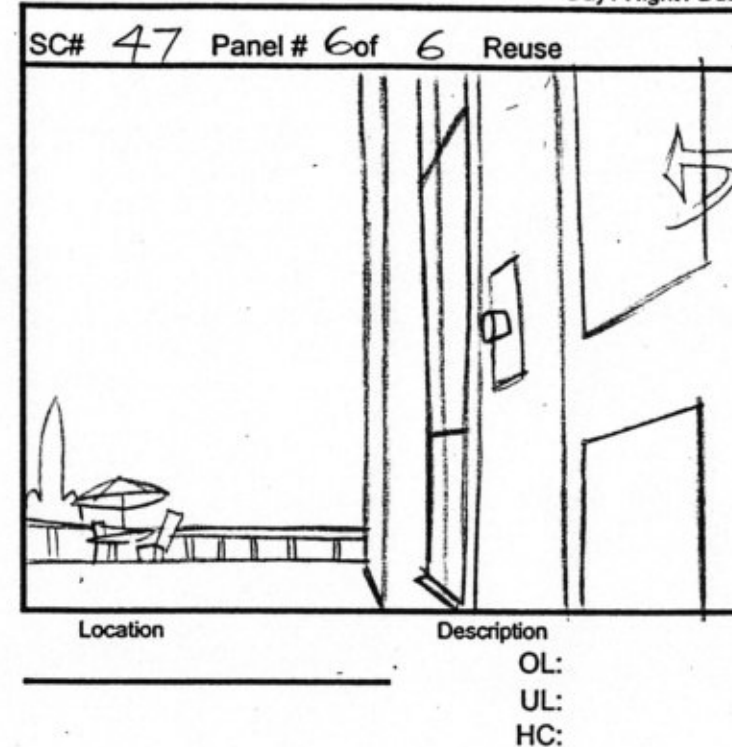
Day / Night / Dusk



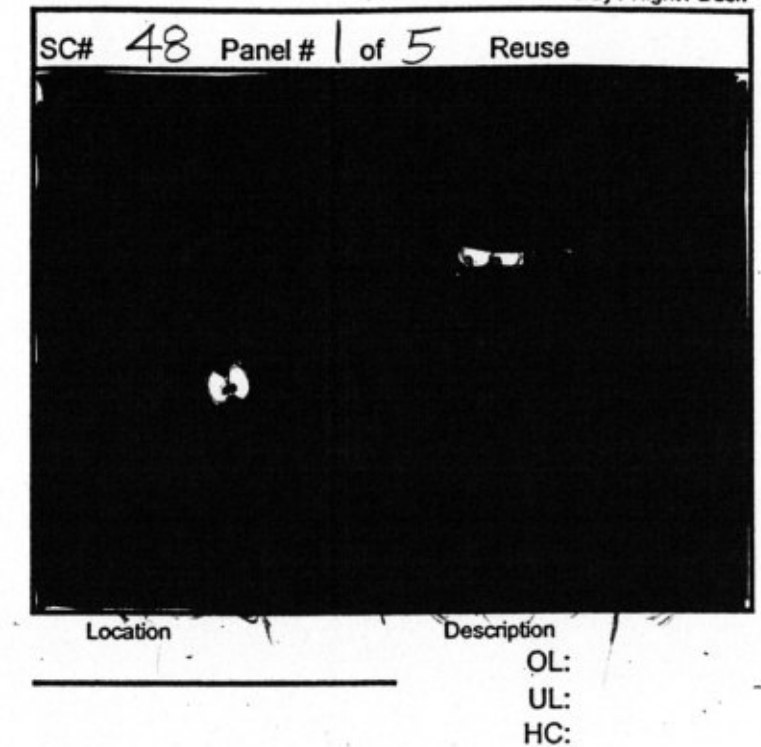
Day / Night / Dusk



Day / Night / Dusk



Day / Night / Dusk



Action

THE ARM REACHES OUT
AND GRABS SQUIRT ON THE
SHOULDER ...

.. DRAGGING HIM IN.

DOOR SLAMS SHUT

CUT

Dialogue

EFF: (D/B DUST)
SFX: <WOOSH!>

SFX: <DOOR SLAM>

ALPHA:

" GLAD YOU COULD MAKE
IT!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper Day / Night / Dusk

SC# 48 Panel # 2 of 5 Reuse -



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 48 Panel # 3 of 5 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 48 Panel # 4 of 5 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk

SC# 48 Panel # 5 of 5 Reuse



Location _____ Description
OL:
UL:
HC:

CUT

Action

SFX <PARTY NOISES , MUSIC>

Dialogue

△ ALPHA:
LIGHTS!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper
Day / Night / Dusk

SC# 49 Panel # of Reuse



Location Description
START OL: PAN
UL:
HC: STOP

(MED SPEED PAN)

Action
SQUIRT'S P.O.V. OF THE PARTY IN FULL SWING
BINGLES IS JUGGLING, GIRLS ARE IMPRESSED. OMEGA & CRAIG WATCH AS WELL.

Dialogue
! SQUIRT:
OH MAN!

Timing/ Notes

Day / Night / Dusk

SC# 50 Panel # of Reuse



Location Description
OL:
UL:
HC:

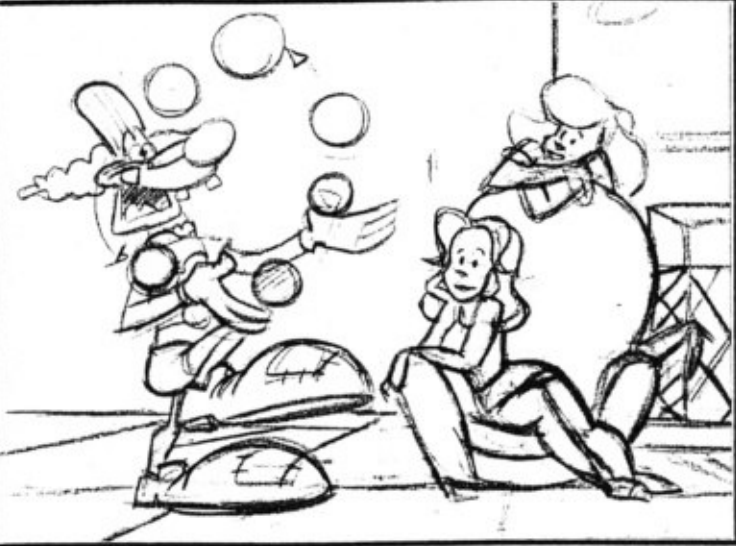
ANGLE ON SQUIRT AND ALPHA
SQUIRT'S IMPRESSED
(CUT)

! SQUIRT:
WOW!

Hoze Houndz V

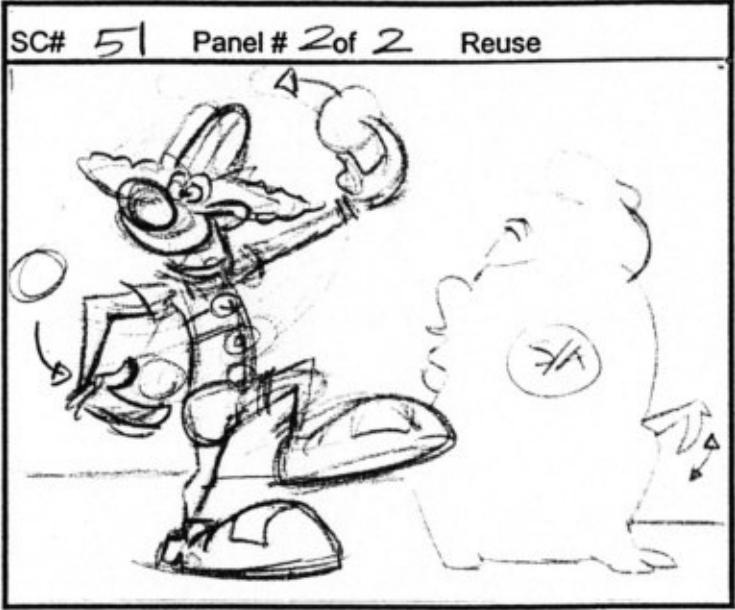
Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk
SC# 51 Panel # 1 of 2 Reuse -



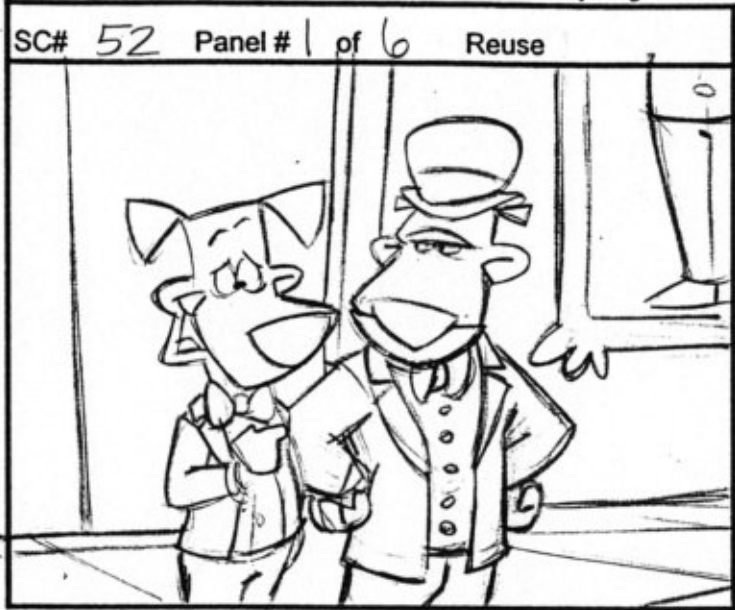
Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 51 Panel # 2 of 2 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 52 Panel # 1 of 6 Reuse



Location _____ Description
OL:
UL:
HC:

Day / Night / Dusk
SC# 52 Panel # 2 of 6 Reuse



Location _____ Description
OL:
UL:
HC:

Action SQUIRT'S P.O.V. BINGLES
THE CLOWN ENTERTAINING A
COUPLE OF THE LAPIDS

BINGLES TURNS TO
CAM.

CUT

ANGLE ON SQUIRT &
ALPHA STANDING BY
THE DOOR SQUIRT IS
WIDE EYED WITH EXCITEMENT

SQUIRT POINTS

Dialogue BINGLES
<GOOFY LAUGH/CACKLE>

! SQUIRT (IN AWE).
IS THAT REALLY ...

SQUIRT (CONT'D)
... BINGLES THE CLOWN

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

Title **LIAR'S CLUB**

Page **41B**

Day / Night / Dusk

SC# 52 Panel #3 of 6 Reuse -



Location

Description

OL:
UL:
HC:

SC# 52 Panel #4 of 6 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 52 Panel #5 of 6 Reuse



Location

Description

OL:
UL:
HC:

Day / Night / Dusk

SC# 52 Panel #6 of 6 Reuse



Location

Description

OL:
UL:
HC:

Action

OPPS ALPHA REALIZES
THAT HE'S SAYING THE
WRONG TITING
SQUIRT IS STAR STRUCK.
(ADD BLINKS)

ALPHA RECOVERS ... KIND OF.
SQUIRT DOESN'T NOTICE.

HU
CMT

Dialogue

⚠ ALPHA:

YUP! THAT'S MR B!

⚠ ALPHA (CONT'D):

AH..ER..

⚠ ALPHA (CONT'D):

.. I MEAN BINGLES!

⚠ SQUIRT:

HE'S MY HERO!

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

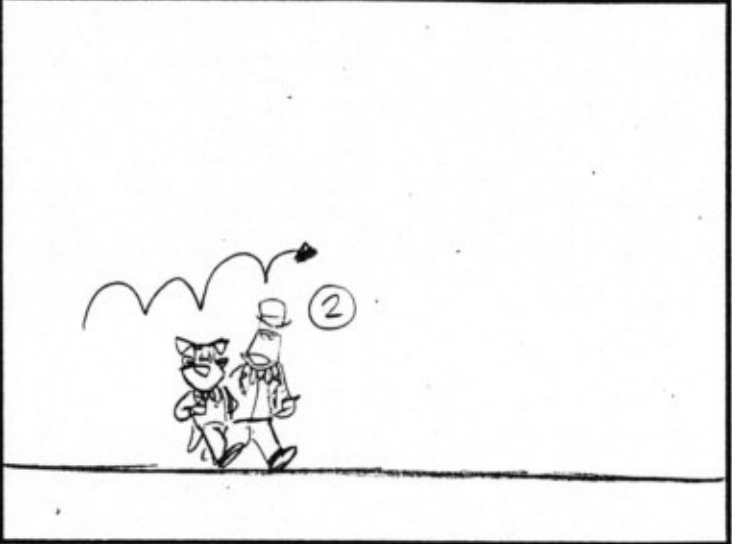
SC# 53 Panel # 1 of 2 Reuse -



Location START Description OL: PAN W/ANIM UL: HC: Location STOP Description OL: UL: HC:

Day / Night / Dusk

SC# 53 Panel # 2 of 2 Reuse



Location Description OL: UL: HC:

Day / Night / Dusk

Title LIAR'S CLUB Page 42

SC# 54 Panel # 1 of 3 Reuse



Location Description OL: UL: HC:

Action WIDE ON PARTY. ALPHA & SQUIRT STANDING BY THE DOOR. PAN W/ANIM AS ALPHA & SQUIRT WALK THRU THE ROOM.

*BG CLEARED FOR CLARITY

FAST
X-DISS
(8x)
ANGLE ON MONITOR. SQUIRT IS SITTING IN A CHAIR, SURROUNDED BY BEAUTIFUL GIRLS.

SFX: (PARTY NOISES)

Dialogue

▲ SQUIRT (THRU SPEAKERS)

" YEAH, I'M THE FOURTH CORNER IN A VERY SECRET SOCIETY.

Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper
Day / Night / Dusk

SC# 54 Panel # 2 of 3 Reuse



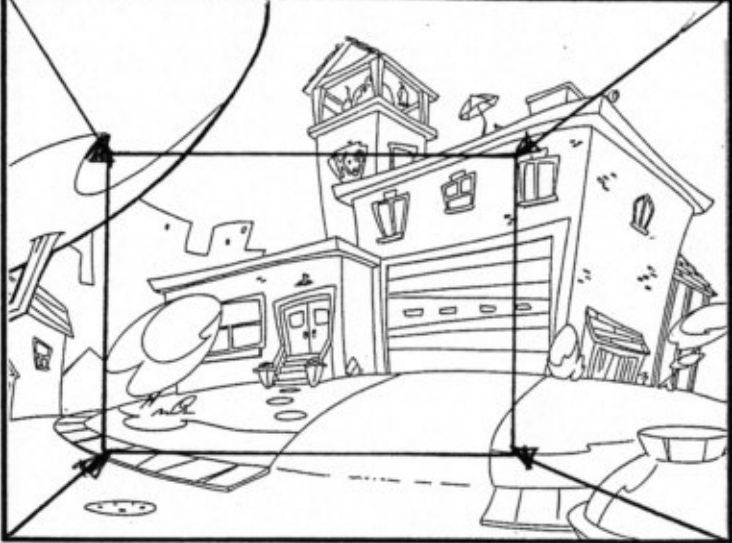
Location Description
OL:
UL:
HC:

SC# 54 Panel # 3 of 3 Reuse



Location Description
OL:
UL:
HC:

SC# 55 Panel # of Reuse



Location Description
EXT FIREHOUSE - (DAY) OL:
UL:
HC:

SC# 56 Panel # 1 of 2 Reuse



Location Description
OL:
UL:
HC:

Action

SCENE CHANGES IN MONITOR
CLOSER ON SQUIRT. HE'S IN
#OG HEAVEN.



EXT FIREHOUSE THE NEXT
DAY
TRUCK IN
X-DISS DURING TRUCK
IN



ANGLE ON GANG. IT'S
STEAMER'S BIRTHDAY.
SQUIRT IS HOLDING THE
BIRTHDAY CAKE

Dialogue

MR BIG: (BINGLES)
WHAT A SUCKER
WE HAVE HIM...

MR BIG (BINGLES): (CONT'D)
.. WHERE WE WANT HIM.

ALL: (SQUIRT, FONTAINE, CRYSTAL) (VO)
(SINGING)
HAPPY BIRTHDAY TO YOU...

FFX: (DX FLAME)
ALL: (CONT'D)
HAPPY BIRTHDAY TO
STEAMER...

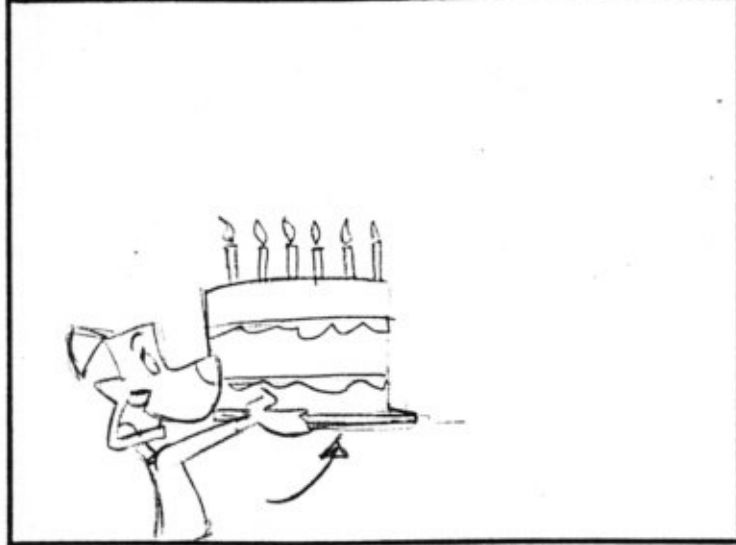
Timing/ Notes

Hoze Houndz V

Amberwood Animation (HHIV inc.) 2001
print and blow up 137% onto 11 X 17 paper

Day / Night / Dusk

SC# 56 Panel # 2 of 2 Reuse -



Location

Description

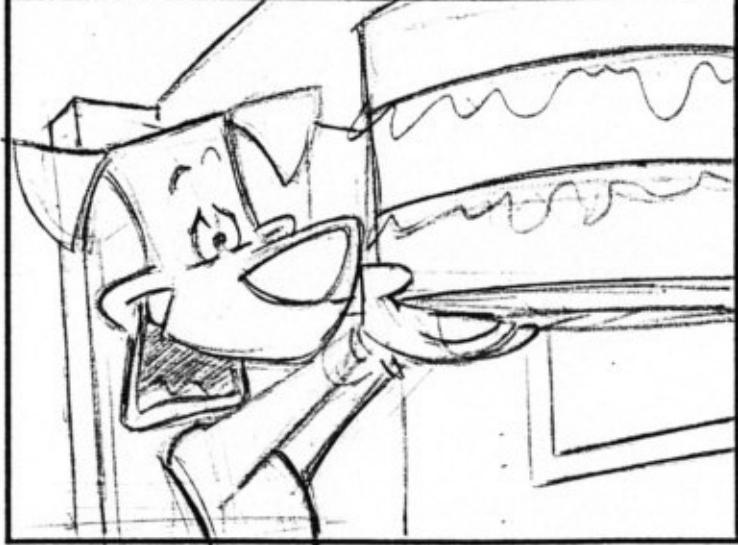
OL:

UL:

HC:

Day / Night / Dusk

SC# 57 Panel # 1 of 3 Reuse



Location

Description

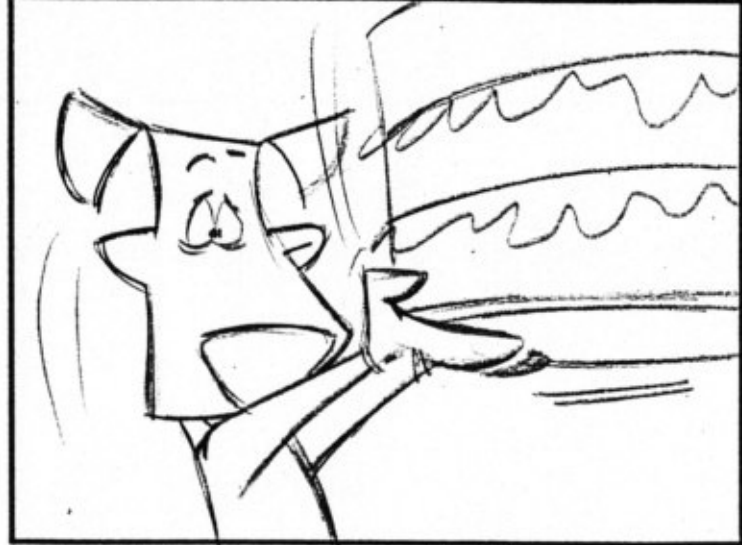
OL:

UL:

HC:

Day / Night / Dusk

SC# 57 Panel # 2 of 3 Reuse



Location

Description

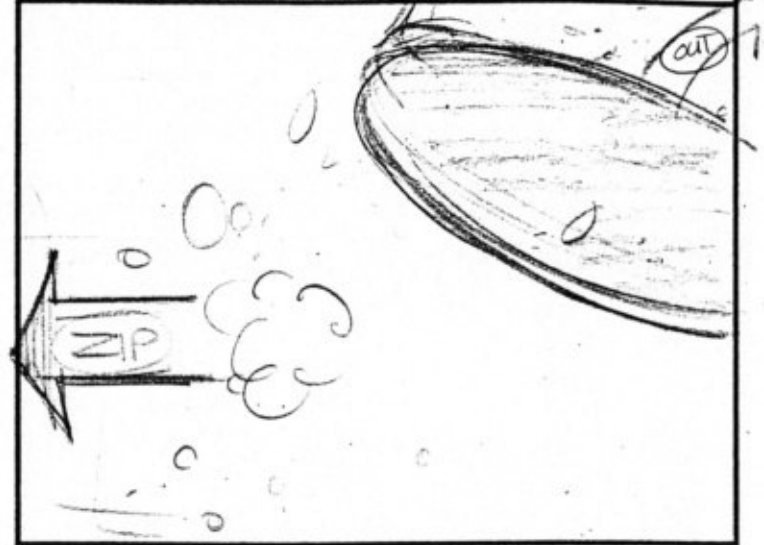
OL:

UL:

HC:

Day / Night / Dusk

SC# 57 Panel # 3 of 3 Reuse



Location

Description

OL:

UL:

HC:

Action

HU

CUT

ANGLE ON SQUIRT

~~SUDDENLY~~
THE CELL PHONE RINGS
SQUIRT STIFFENS

SQUIRT ZIPS OUT,
THE CAKE GOES FLYING

CUT

Dialogue

ALL: (SINGING) (CONT'D)
...TO STEAMER

ALL: (SINGING) [CONT'D]
HAPPY BIRTH ...

(CONT'D)

... DAYYY TOO...

SFX: <ROCKET ROAR>

SFX: <SPLAT!>

Timing/ Notes