

#### Exercise 4 Animation/Cartoon

When you storyboard an animated TV episode, you may not get much guidance from the director. The script is written with much more detail regarding shots and camera angles than live action, but you probably won't be going over a shot list with a director. You will, most likely, get notes from the storyboard supervisor and/or director. Remember to illustrate every little nuance of action or character reaction. Your drawings will probably be sent overseas to be animated. If you don't have an action in your storyboards, it won't show up on the screen.

This script is from an animated pilot I produced called *The Winkles*. Work with the character designs I've given you to draw them accurately ("on character") and try to match the style of the art in your boards. This is very important in animation. One thing you need to know is that Winkles don't walk, they bounce kind of like kangaroos. I've also given you some backgrounds. You can use the entire background, or just a portion of one for close shots.

All you get here is the script. You do all the breakdowns yourself, but you may want to have someone give you creative notes before you do your clean-ups.

#### The Winkles - "Material Girl"

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Written by Jeanne Pappas Simon

Fade in:

SEGMENT 1 - EXT YARD

As we open, we are flying behind two Gorks, delusional ducks who think they're World War II fighter pilots. They are flying, gliding actually, holding their arms out from their sides like a kid does when she pretends to fly. We see below them the fantastic rolling landscape of their planet Mirth.

We cut to a low angle looking up at Gork 1.

GORK 1

Pilot to bombardier, pilot to bombardier! We have the targets in sight!

Gork 2 is looking down past the camera and is holding a blueberry pie out in one hand.

GORK 2

Roger that, Gorkmeister, blueberry bombs loaded and ready to fly.

Down on the ground Walter and Winnie Winkle, no relation, are playing Nurflatee, a nonsensical game where there are sticks placed in a circle and you roll an eight-sided die. If you lose a point you put a stick in your hair. Walter and Winnie each have two sticks in their hair.

Walter has one eye closed as he concentrates on rolling the die.  
Winnie is impatiently waiting for him to do so.

WINNIE

Come on Walter, roll your Bink.

Back up in the sky, we are close on Gork 1. Gork 1 yells excitedly and pumps his left arm as he says it.

GORK 1

Targets are in positionnnnn ... Now! Go! Go! Go!

Gork 2 holds the pie up behind his head with both hands. His posture is bent backward to get the hardest possible throw. As he throws the pie, his feet fly up and his hands go down between and beneath his legs.

GORK 2

WAHOO!

Walter has wound up ... hesitates...and throws the die. As he throws it he leans forward with the force of the throw. The pie from above barely misses him and hits the screen, totally covering it with blue.

As the blue drips off the screen, we reveal a close-up of Walter, angry, pumping his fist up in the air, yelling at the Gorks.

WALTER

You stupid Gorks.

Cut to close shot of Gork 1 with his head stretched down looking at Walter. He lifts his head and looks back at Gork 2.

GORK 1

Pilot to bombardier. The enemy has turned aggressive. Take evasive measures.

Medium shot, both Gorks fly in formation and bank off into the clouds as they glide away.

Winnie shrugs off the attack. Then she turns and hops off towards the fence to fetch the Bink, an eight-sided die.

WINNIE

Forget those Gorks, they always miss. Come on, let's keep playing. I'll get the Bink.

Winnie hops into frame by the fence. She looks down and spots a shiny rock, which looks like a colorful quartz crystal sticking out of a hardened mass of mud. She picks it up holding it up high, right in front of her face, and looks at it carefully and with a lot of pleasure. As she calls out to Walter behind her, she never stops looking at the rock.

WINNIE

Oh, Walter, look at what I've found! Isn't it pretty?

Walter comes up behind her. He tries to look over both of her shoulders, popping up over her left, then her right, then her left, and so on, to see the sparkly rock.

WALTER

Winnie, lemme see.

Winnie shrugs up her shoulder and tries to keep Walter from getting too close. She now holds the sparkly rock close to her chest with excessive pride.

WINNIE

Finders keepers Walter. You can look, but you can't touch.

Walter backs away hurt. He then gets mad, puts his hands on his hips, and lets Winnie have it. As he talks he wags his head from side to side for emphasis.

WALTER

Hmph.) . . . I don't like you very much. I don't wanna hold it. I don't wanna see it. I don't wanna play with YOU.) . . .

Walter's finger points right at camera, getting very close.

WALTER

(cont.) . . . anymore.

Walter then turns away from us and Winnie, hangs his head low, and slowly walks (not bounces) away. We slowly pull out to reveal Winnie in the foreground looking at her rock, oblivious to Walter or what he just said.

SEGMENT 2 - EXT. STREET

We see an adult Winkle sitting on a park bench, reading his paper. Winnie comes bouncing into frame, stops at his feet, and proudly presents her sparkly rock to him.

WINNIE

Look at my very special rock. It's my treasure beyond measure.

The adult Winkle smiles and pats Winnie on her head dismissively.

In the background we see the gorks approach, unaware that they're about to walk up on Winnie.

Close on gorks as they saunter through the frame. Gork 2 stops on the edge of frame, does a double take, and his head and neck stretch back to the center of the frame as he excitedly yells

GORK 2

Code red! Code red! Enemy at twelve o'clock.

Gork 1's head stretches into frame to look, his eyes bug out, and his mouth hangs open in surprise.

GORK 1

Wha??

Medium shot as Winnie bounces up to the gorks. She stops in front of them smiling.

WINNIE

Hi!

Close on the two gorks. Gork 1 has his hands tightly around Gork 2's neck and is vigorously shaking Gork 2's head back and forth.

GORK 1

We've been spotted!

Gork 2's eyes are bugging out and his tongue is swinging around and turning blue.

GORK 2

Urp!

Shot of the park. Gork 1 slides his head in from Camera Right; he's holding a microphone and is talking to the camera.

GORK 1

Houston, we have a problem.

Gork 1 pulls his head back out of frame.

Cut to a 3 shot.

GORK 1

Activate Operation Camouflage.

The gorks quickly duck their heads down into their jackets. Gork 1 remains standing and Gork 2 ends up sitting in the middle.

Winnie is presenting her sparkly rock in her presentation pose with her eyes closed. She's more interested in vogueing than in their reaction, so she's not paying any attention to what they're doing.

Gork 1's eyes pop up out of his jacket, he looks around, and then slowly brings his entire head up. Winnie is not moving. He leans forward and looks at the rock. He then pulls out a blueberry pie and proudly presents it to Winnie with a mischievous grin. Gork 1 turns to the audience in a close up

GORK 1

(to camera)

This is too easy.

Once Winnie's sure they're adequately impressed she turns and bounces away

WINNIE

Okay . . .Bye bye.

Gork 1 winds up with his pie, ready to throw it at Winnie . . .

Gork 2 suddenly pops his head up in between them . . .

Gork 1 lets the pie fly and it hits Gork 2 in the back of the head.

We see Winnie bouncing away into the distance, happy and pie-free.