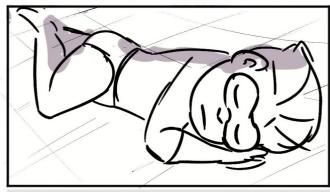
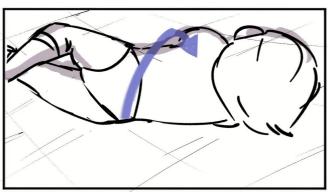


AV	
Size: Angle:	Movement: pan in
Transition:	Action:
Audio 1:	
Audio 2:	

•



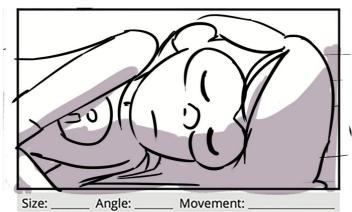
Size: Angle:	Movement:
Transition:	Action:
Audio 1:	
Audio 2:	



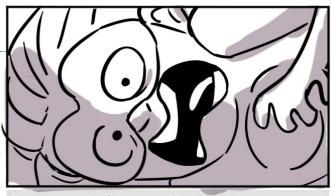
Size: Angle:	Movement:
Transition:	Action: _turn
Audio 1:	
Audio 2:	



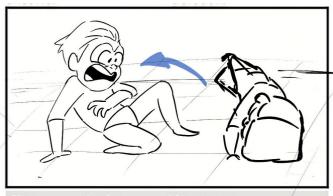
Size: Angle:	Movement:
Transition:	Action: wakes up
Audio 1:	
Audio 2:	



Transition:	Action:	
Audio 1:		
Audio 2:		



Size:	Angle:	Movement:	
Transition:	Action:		
Audio 1	Dash· "ΔΗΗΗΗ	ши	_



	/
Size: Angle:	Movement:
Transition:	Action: jumps back
Audio 1:	
Audio 2:	

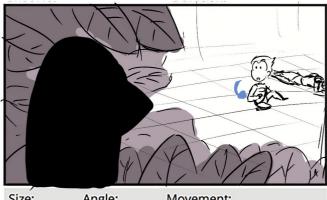


Size: Angle:	Movement:
Transition:	Action:
Audio 1:	
Audio 2:	



Jizei / iiiBiei _	movement
Transition:	Action:

Audio 1: Bird: "Identification?" ______



Audio 1:		
Transition:	Action: _turn	
Size: Angle:	Movement:	



JILC	_ /		
Transition:		Action: tilts head	_

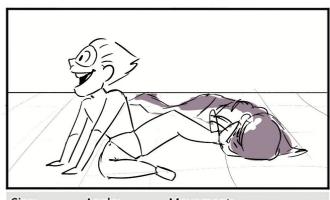
Audio 1: Bird: "Identification, please?" Audio 2: ____



Size:	Angle:	Movement:
Transition:		Action:
Audio 1:		



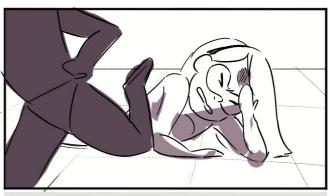
Size: Angle:	Movement:
Transition:	Action:
Audio 1: Dash: "Hey \ Audio 2:	/iolet?"



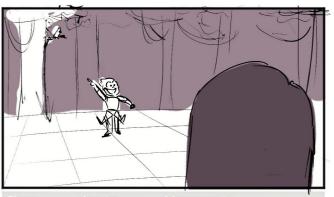
Size:	Angle:	Movement:	
Transition	:	Action: kicking	

Audio 1: Dash" "Look! It talks!"

Audio 2: _____



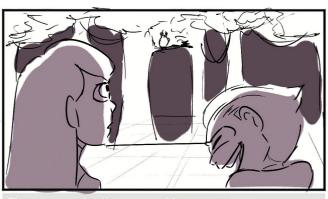
Size: Angle:	Movement:	
Transition:	Action: rubbing	
——————————————————————————————————————	What?"	



Size: Angle:		Movement:	
Transition:		Action: jumping	_
Audio 1:	Dash: "Look!	That one!"	



1			
Size:	Angle:	Movement:	
Transitio	on:	Action:	-
Audio 1:			
Audio 2:			



Size: A	ngle:	Movem	ent:
Transition:		Action:	laughing
Audio 1: bird:	"Voice	key incor	rect."



Size: Angle:	Movement:
Transition:	Action:
	ce key?Wait a second"



Size: Angle:	Movement:
Transition:	Action:
Audio 1:	
Audio 2:	



Size: Angle:	Movement:
Transition:	Action:
 Audio 1:	
Audio 1: Audio 2:	



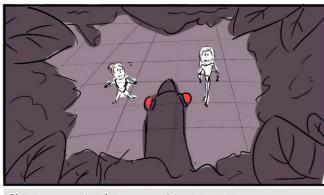
P	
Size: Angle:	Movement: slow pan in
Transition:	Action:
Audio 1:	
Audio 2:	



Size: Angle:	Movement:
Transition:	Action: eye's flash to red
Audio 1:	
Audio 2:	



Size: Angle:	Movement:	_
Transition:	Action:	_
Audio 1: Bird: "SCREECH	!!!"	_



 Size: _____ Angle: ____ Movement: ____

 Transition: _____ Action: _____

Audio 1: Bird: "SCREECH!!!"
Audio 2: