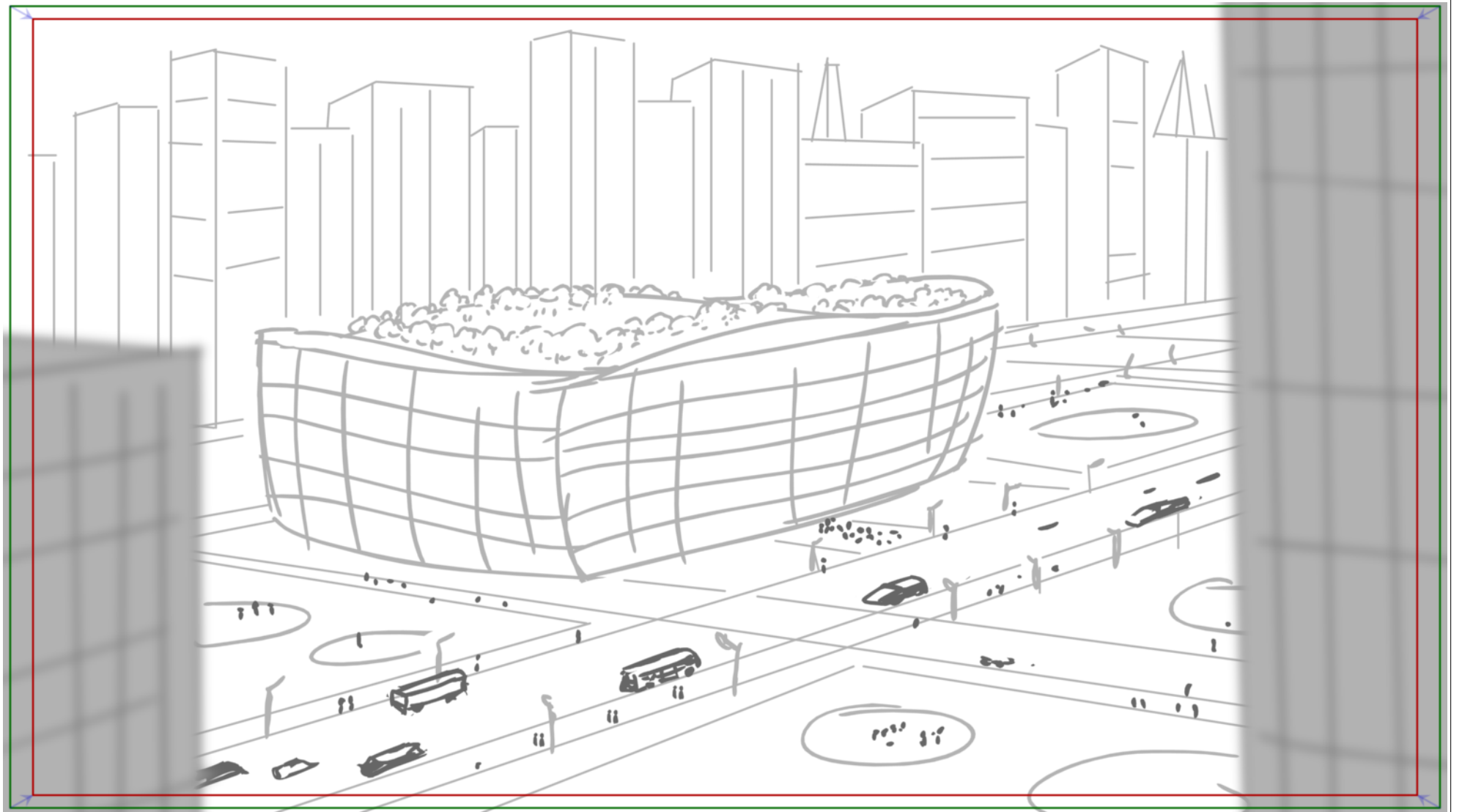


Scene	Duration	Panel	Duration
00010	01:13	1	00:11



Dialog

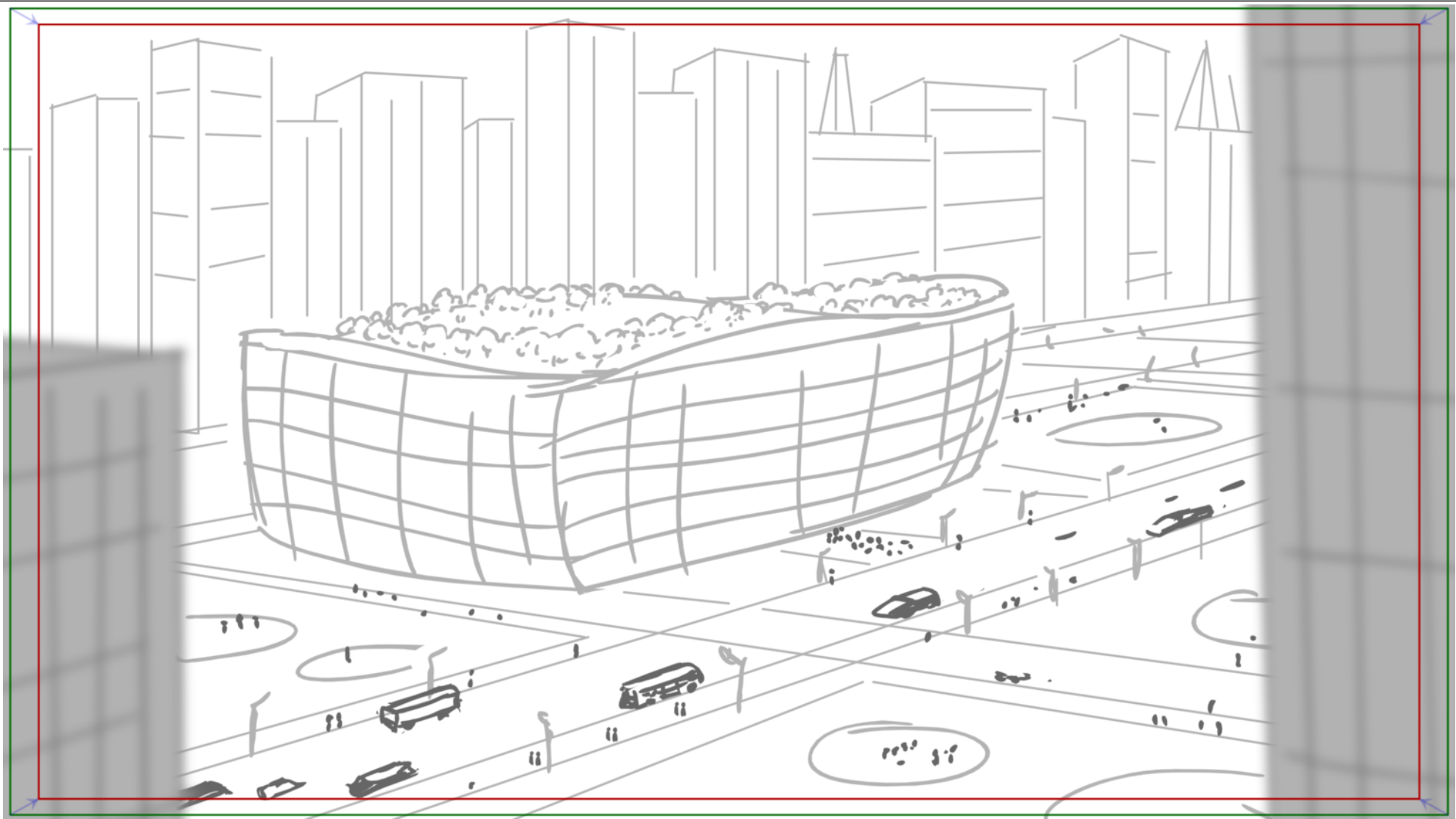
6 IRONWOOD

Please proceed to the nearest underground subway station for shelter.

Notes

Cut to Wide Shot of city recreational complex - Camer Truck in slightly [...]

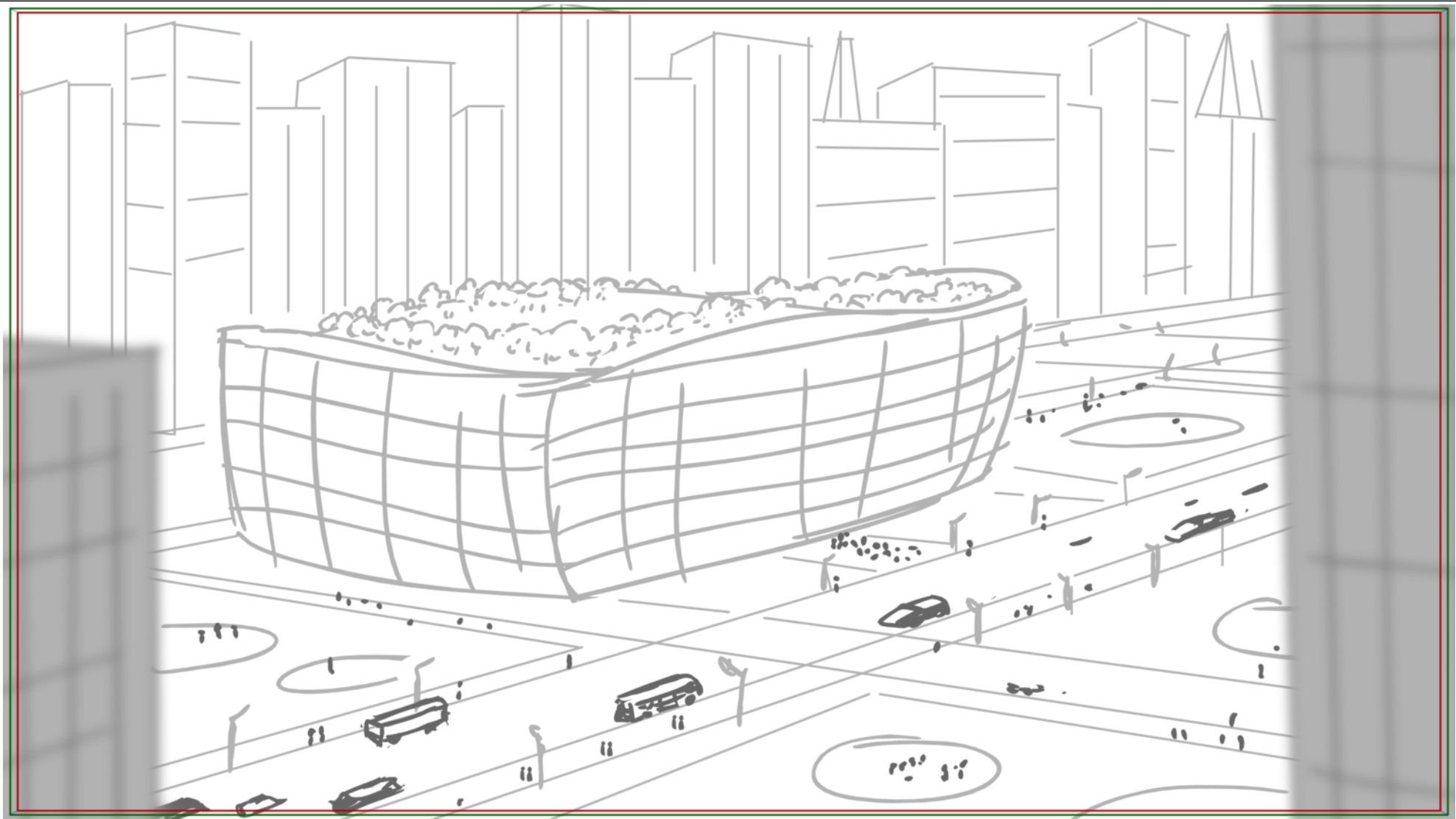
Scene	00010	Duration	01:13	Panel	2	Duration	00:13
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Dialog
6 IRONWOOD
Please proceed to the nearest underground subway station for shelter.

Notes

Scene	Duration	Panel	Duration
00010	01:13	3	00:13



Dialog
6 IRONWOOD
Please proceed to the nearest underground subway station for shelter.

Notes

Scene	Duration	Panel	Duration
00020	03:00	1	01:00



Dialog

6 IRONWOOD

Please proceed to the nearest underground subway station for shelter.

Notes

Cut to closer wide shot - ground level with Atlas citizens walking [...]

Scene	Duration	Panel	Duration
00020	03:00	2	01:00



Dialog
6 IRONWOOD
Please proceed to the nearest underground subway station for shelter.

Notes

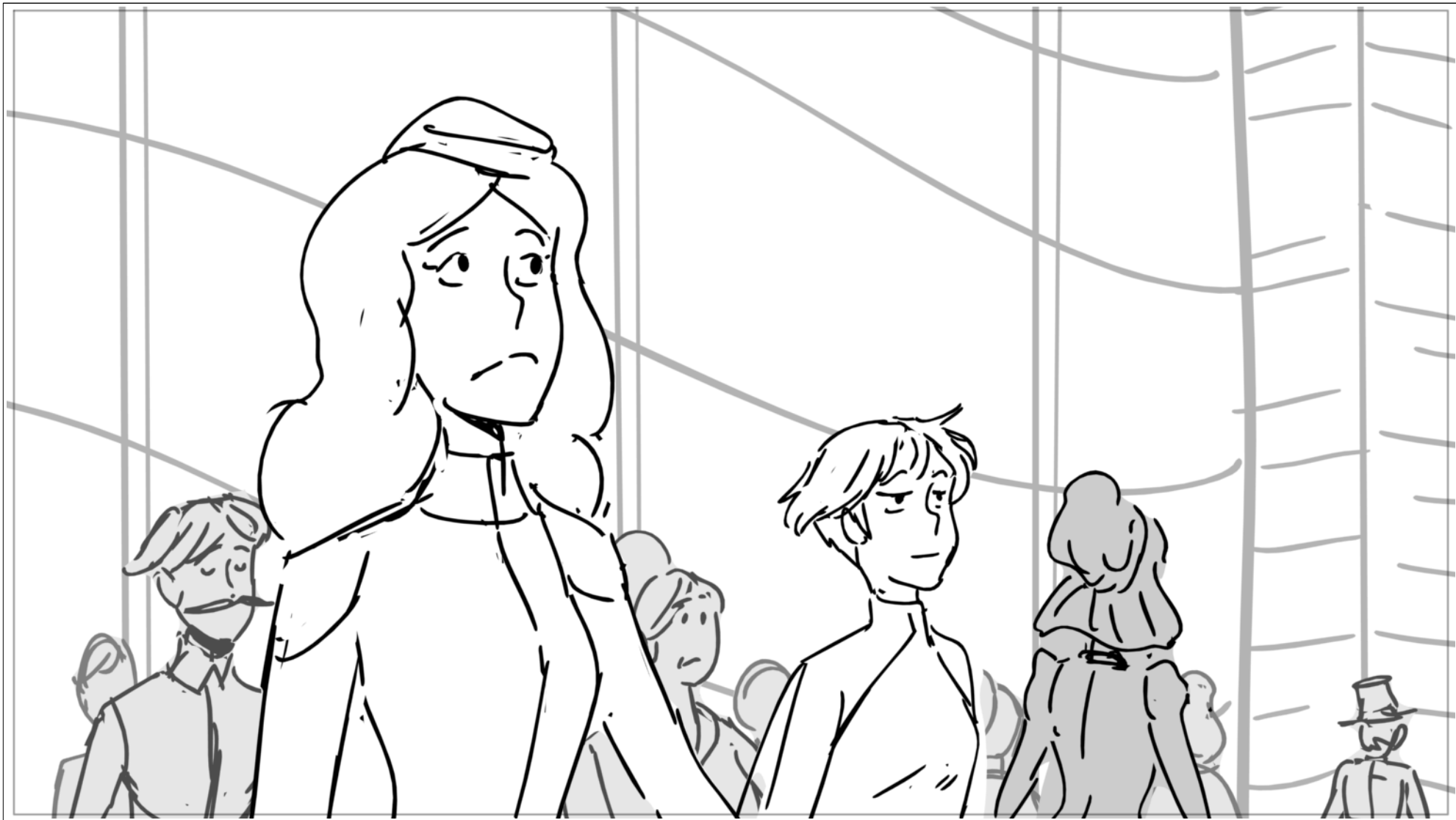
Scene	Duration	Panel	Duration
00020	03:00	3	01:00



Dialog
6 IRONWOOD
Please proceed to the nearest underground subway station for shelter.

Notes

Scene	Duration	Panel	Duration
00030	07:00	1	01:00



Dialog

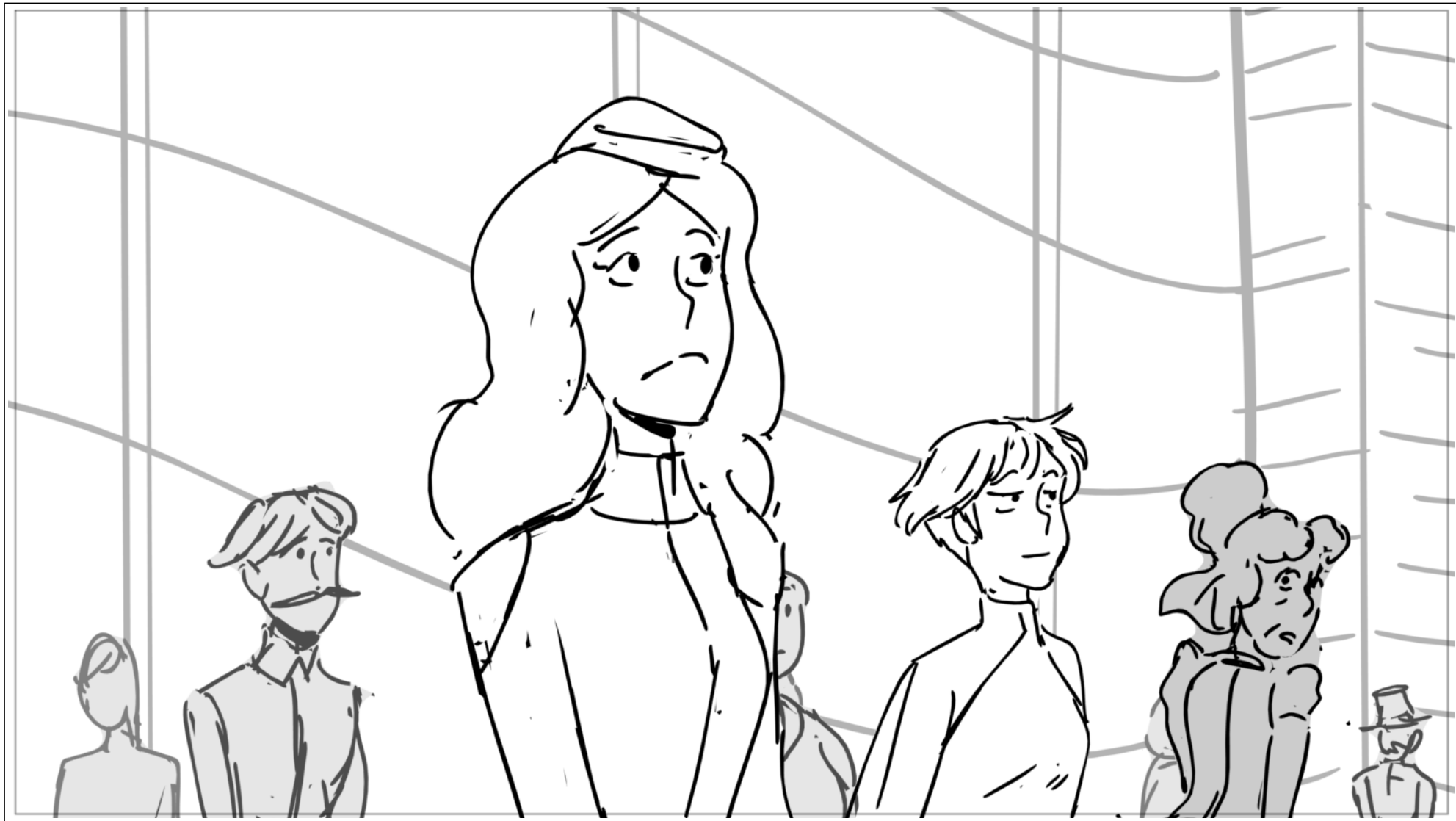
6 IRONWOOD

Please proceed to the nearest underground subway station for shelter.

Notes

Cut to Medium Shot [...]

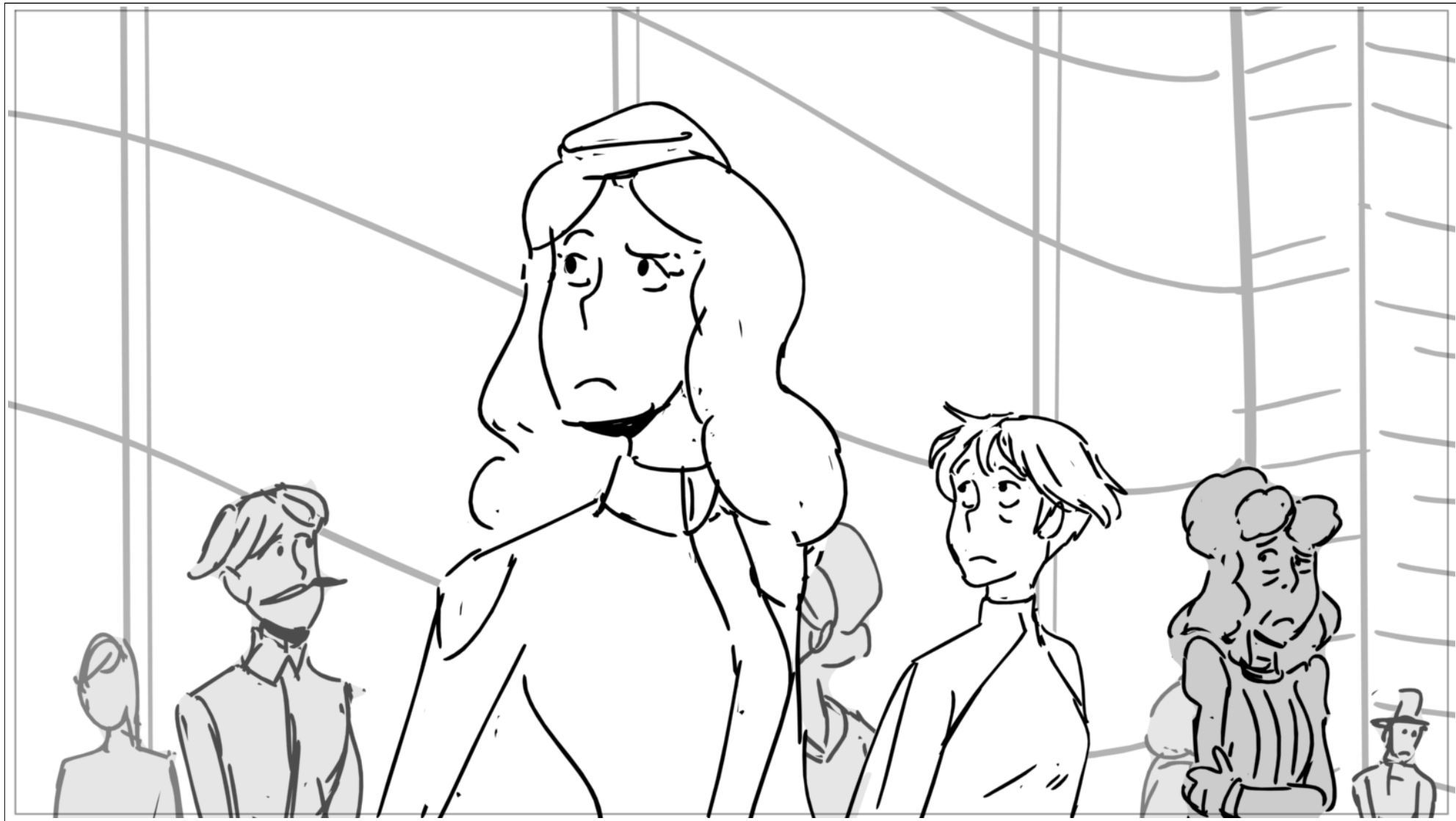
Scene	Duration	Panel	Duration
00030	07:00	2	01:00



Dialog
6 IRONWOOD
Please proceed to the nearest underground subway station for shelter.

Notes

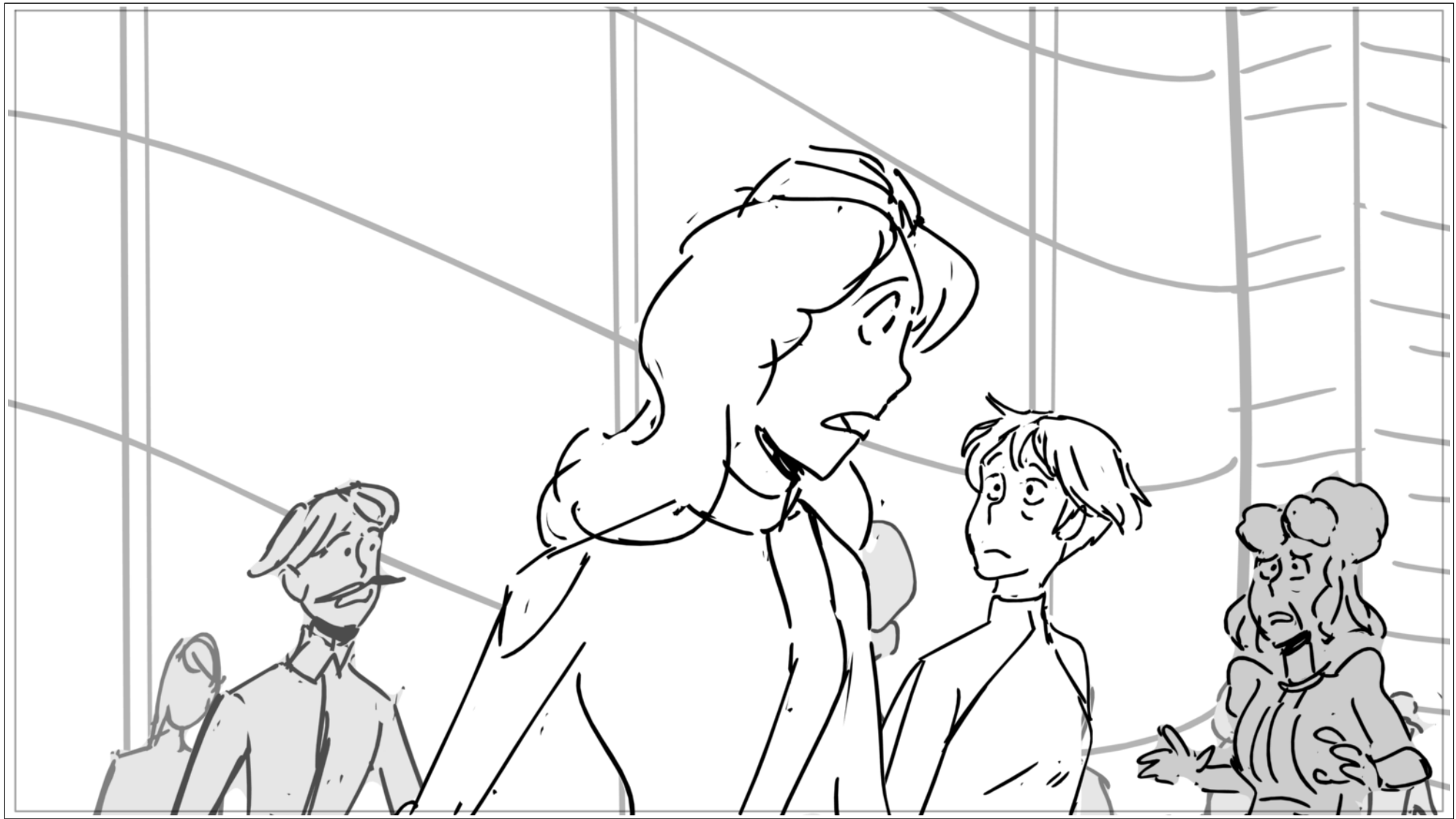
Scene	Duration	Panel	Duration
00030	07:00	3	01:00



Dialog
6 IRONWOOD
Please proceed to the nearest underground subway station for shelter.

Notes

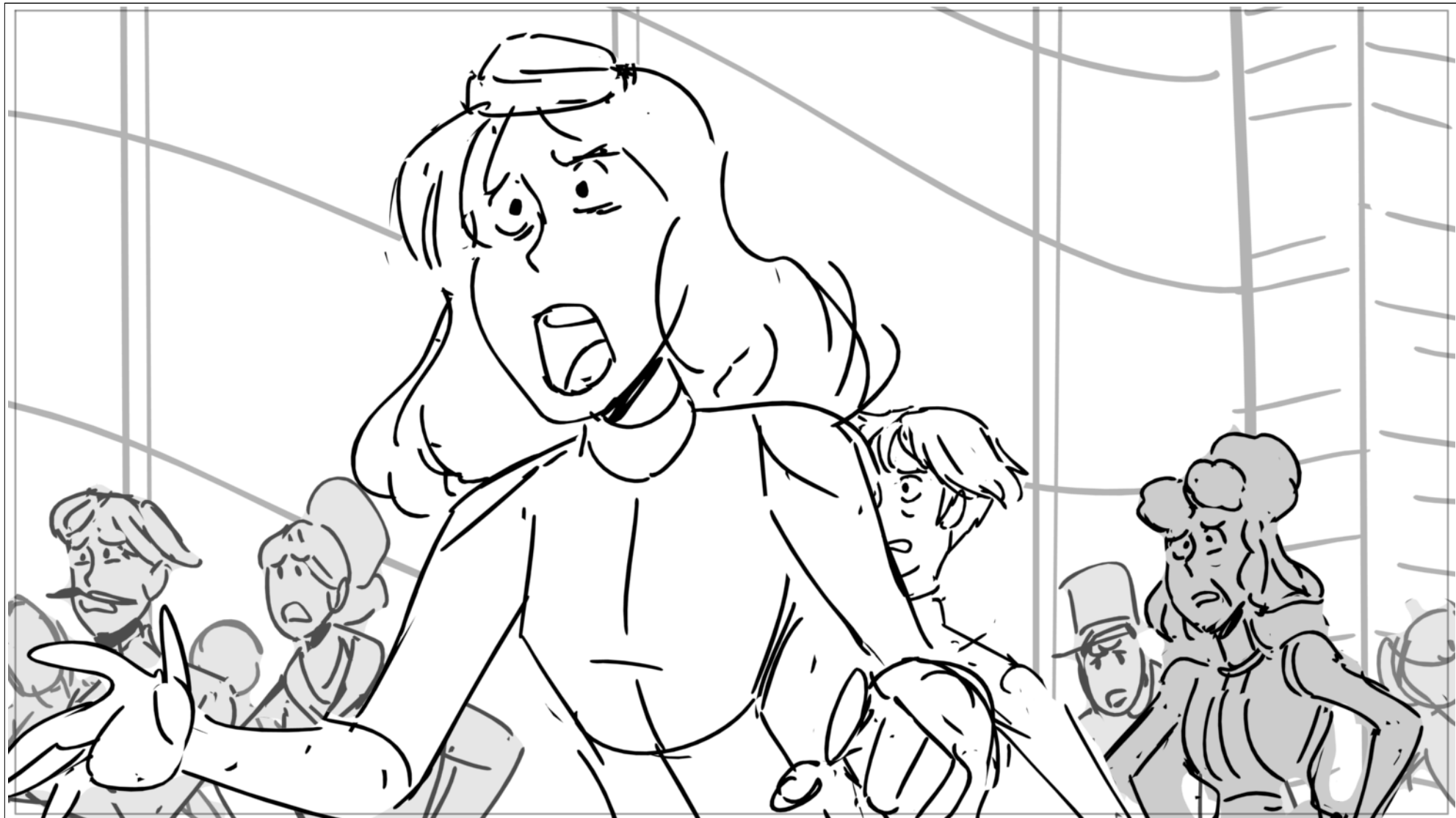
Scene	00030	Duration	07:00	Panel	4	Duration	01:00
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Dialog

Notes
Citizens react to VO

Scene	Duration	Panel	Duration
00030	07:00	5	01:00



Dialog

Notes
Start running screen left and OS

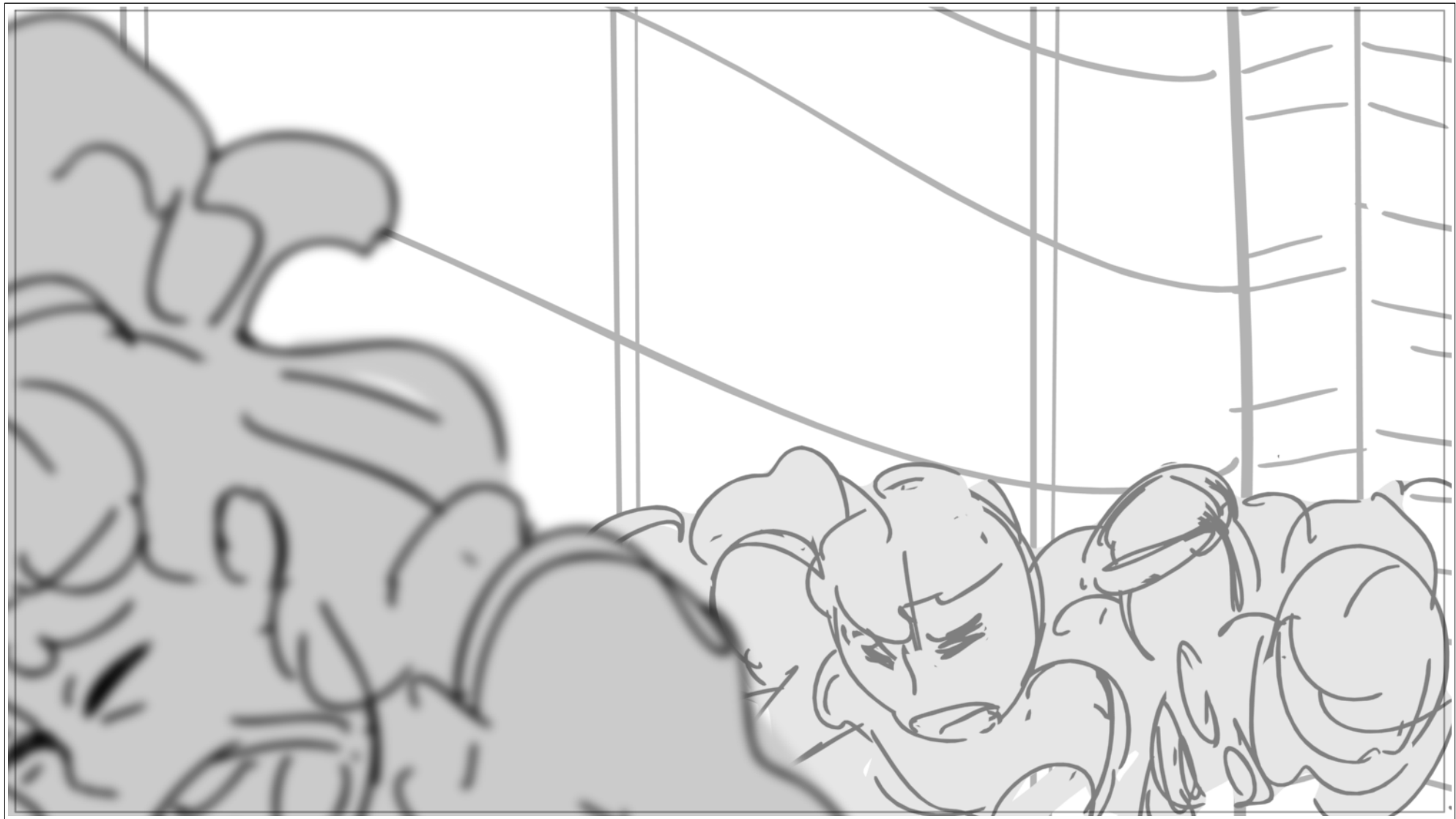
Scene	Duration	Panel	Duration
00030	07:00	6	01:00



Dialog

Notes

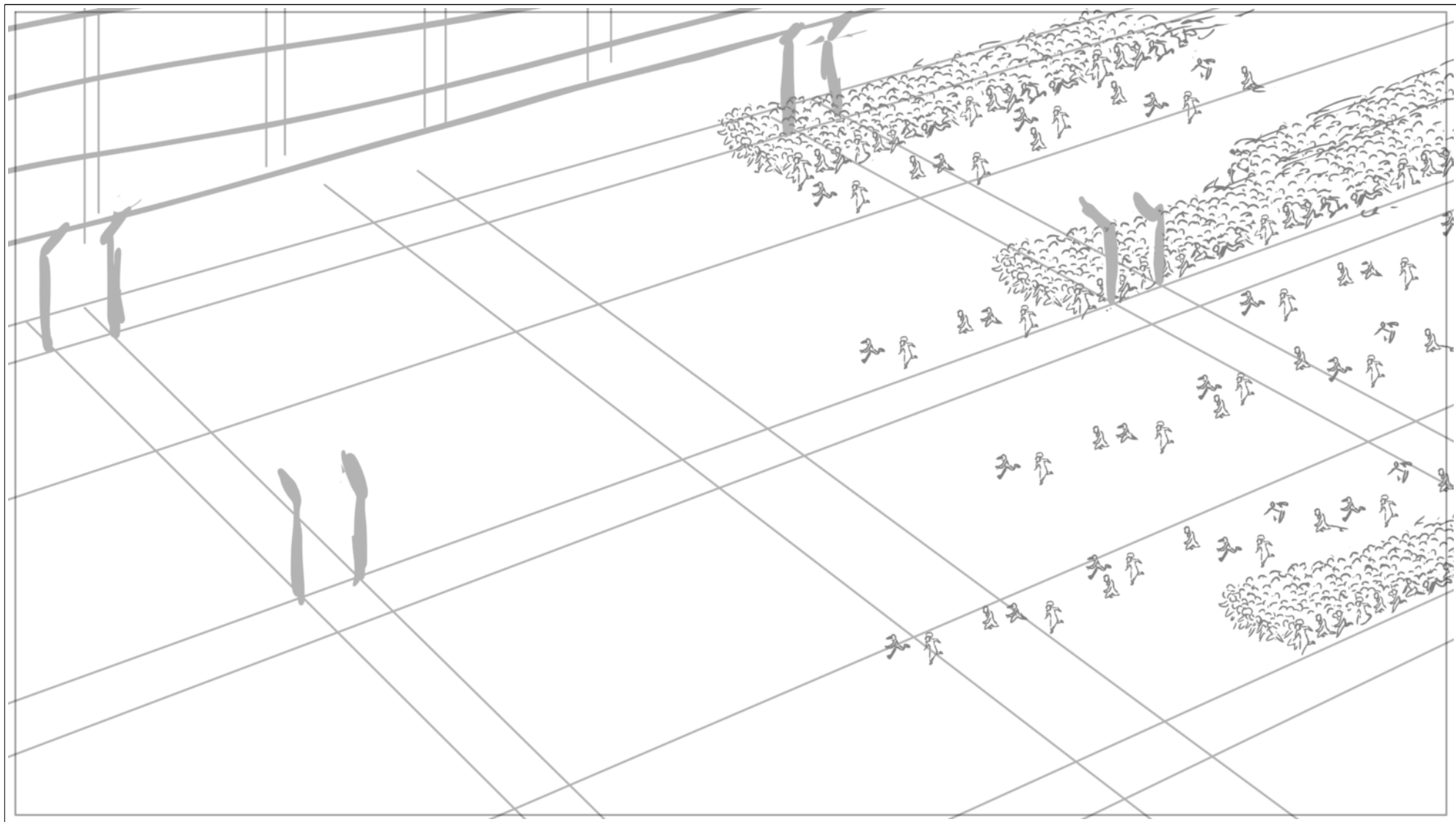
Scene	Duration	Panel	Duration
00030	07:00	7	01:00



Dialog

Notes

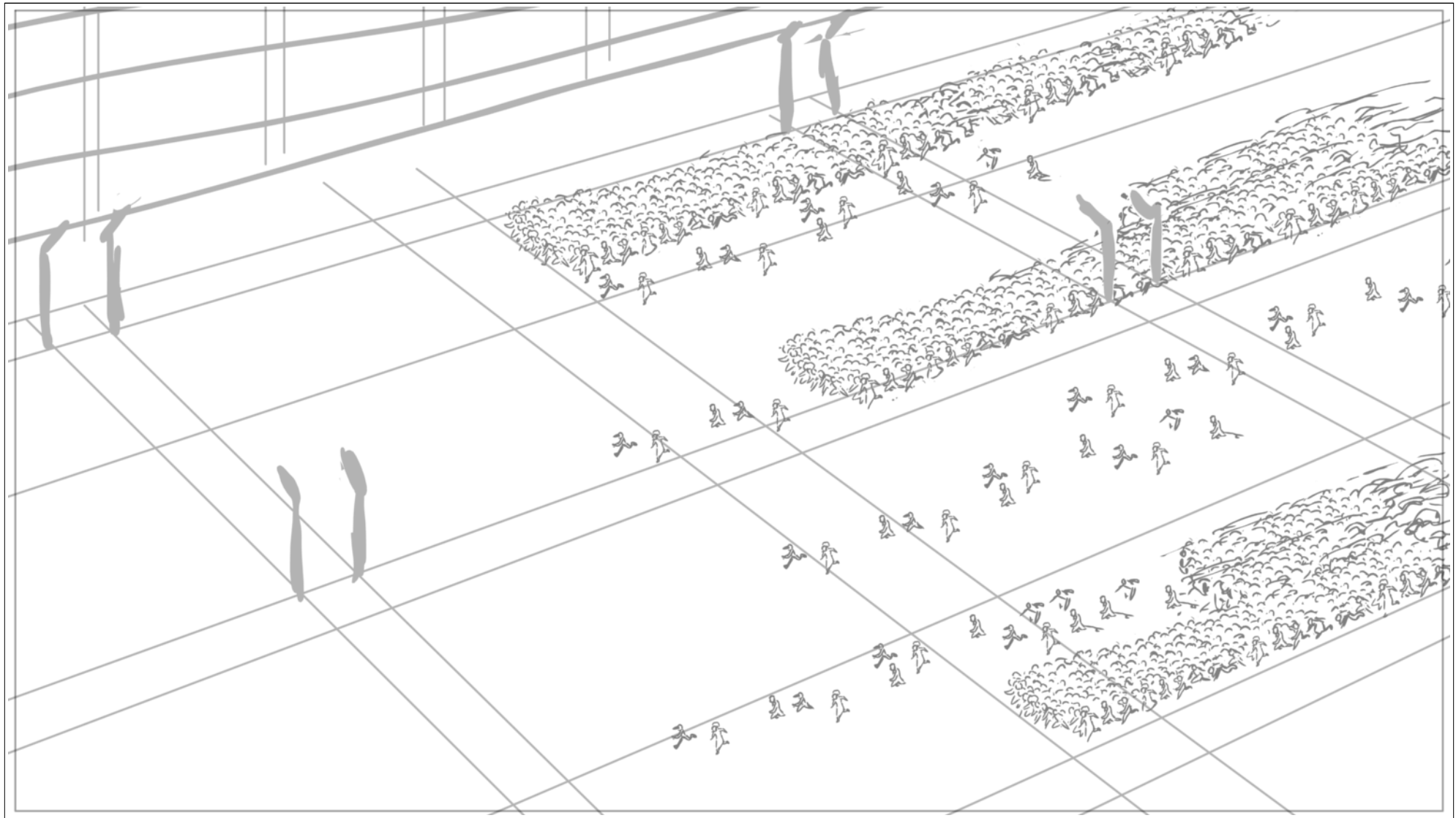
Scene	00040	Duration	03:00	Panel	1	Duration	01:00
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Dialog

Notes
Cut to Wide High Angle Shot - huge crowds run through the streets
Changed character outline colors

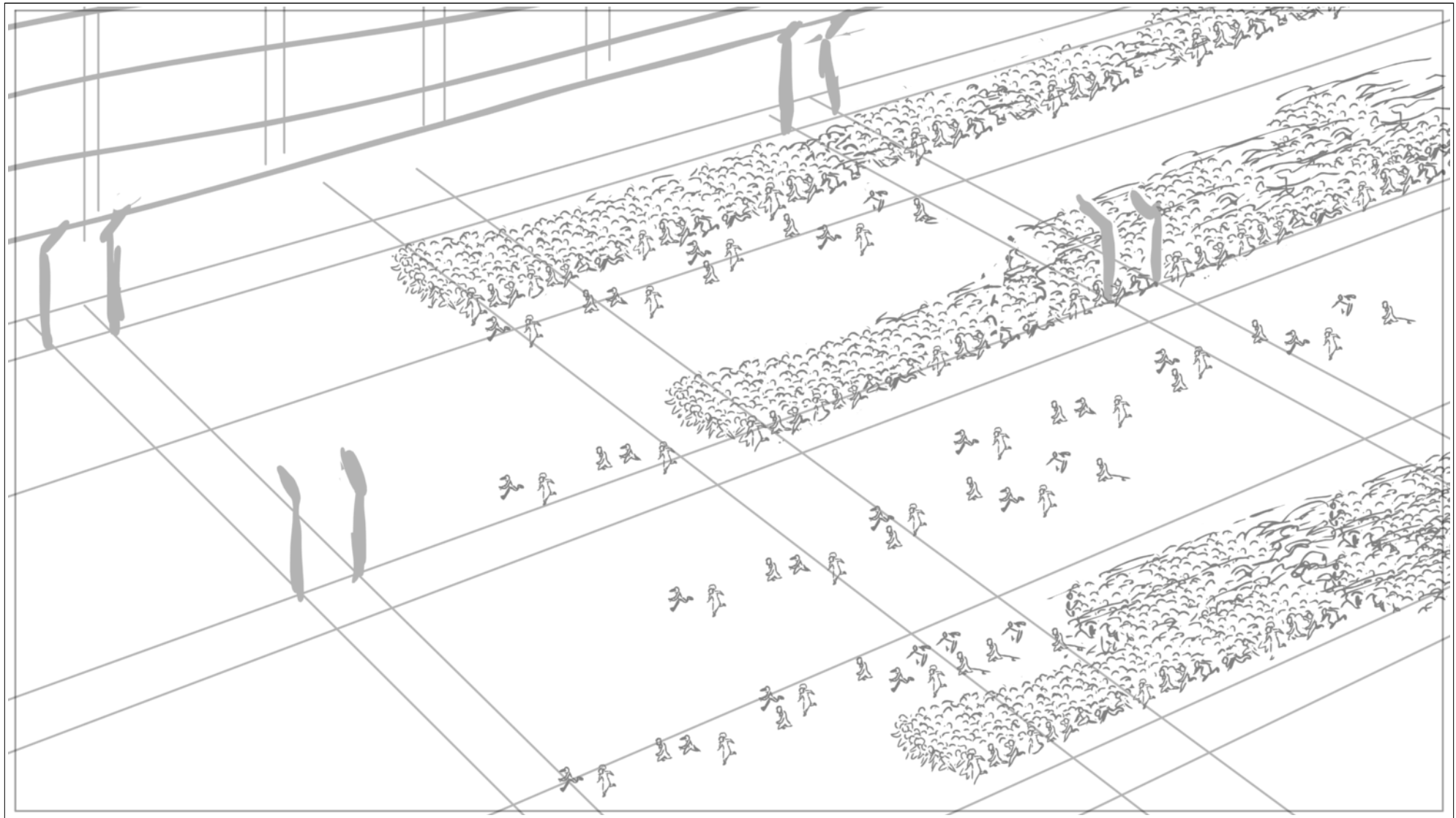
Scene	00040	Duration	03:00	Panel	2	Duration	01:00
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Dialog

Notes

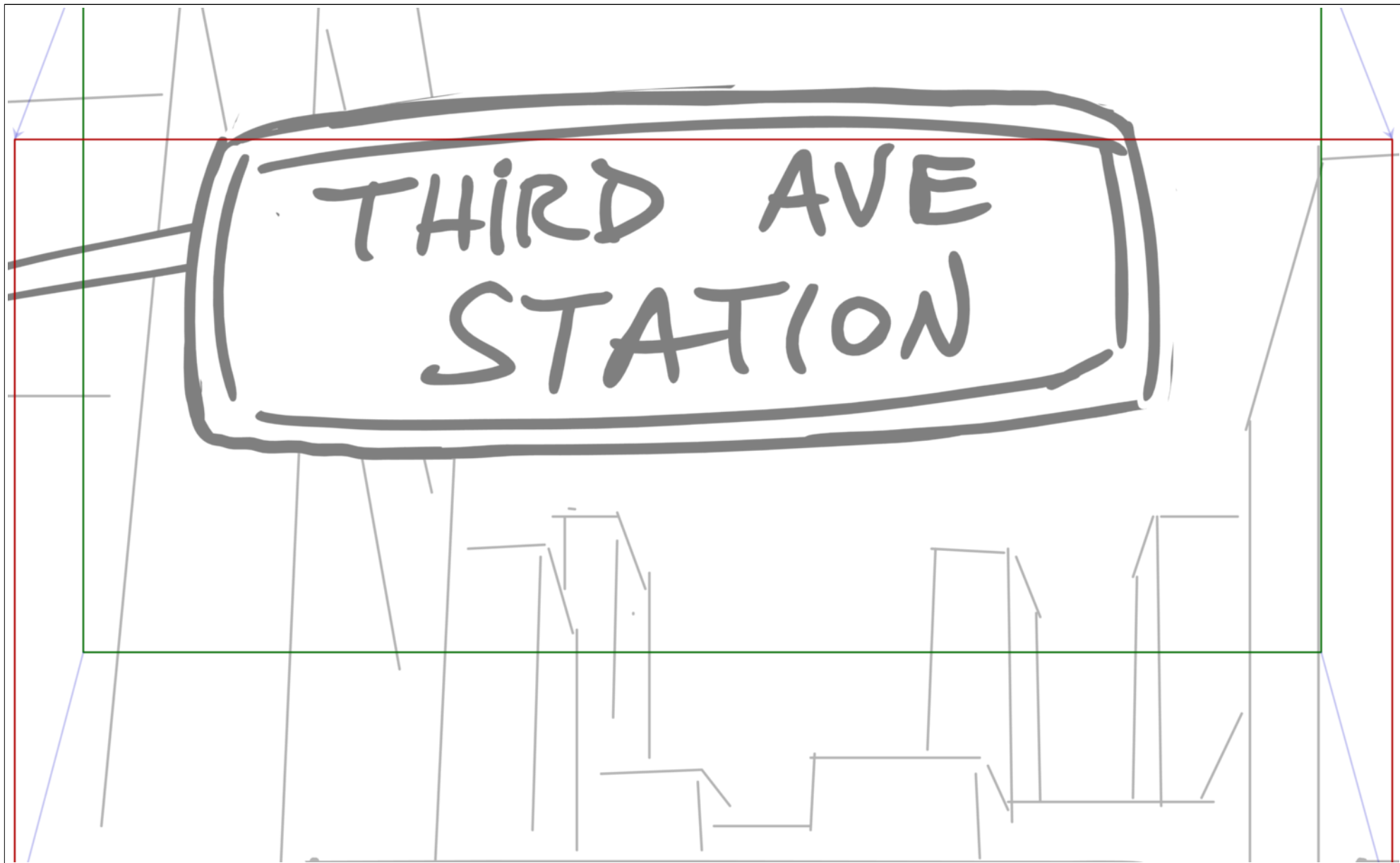
Scene	00040	Duration	03:00	Panel	3	Duration	01:00
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Dialog

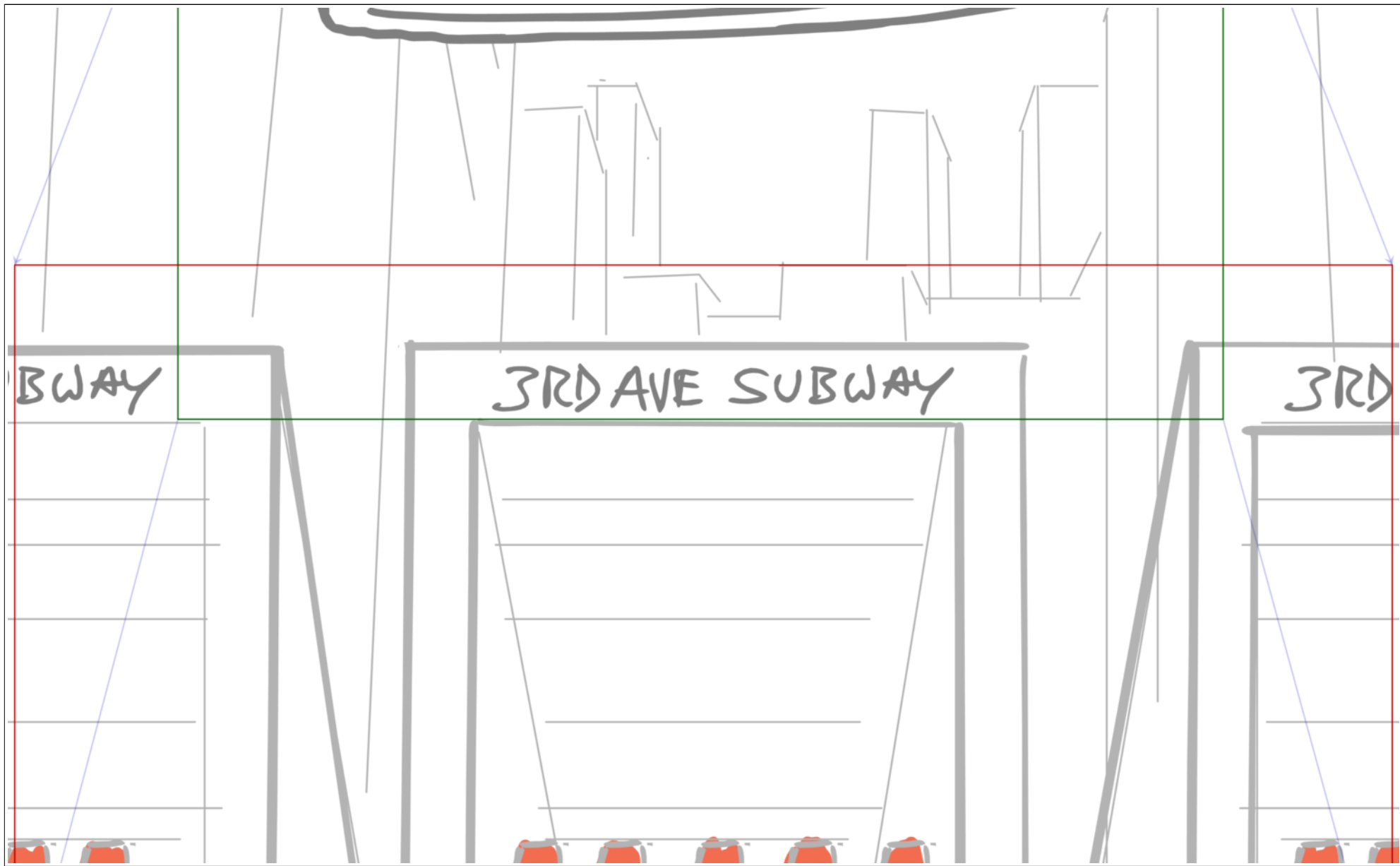
Notes

Scene	00050	Duration	05:05	Panel	1	Duration	01:00
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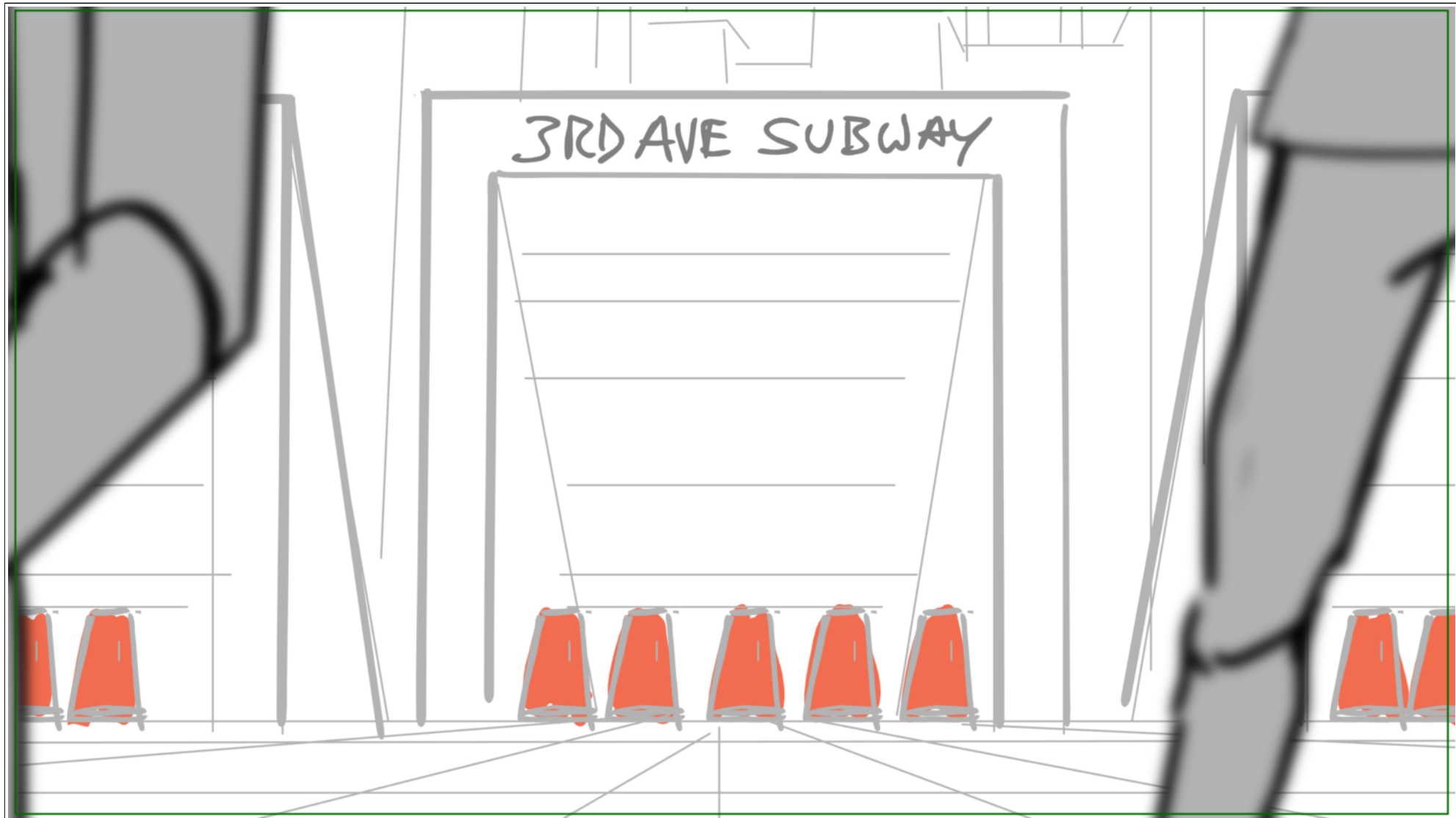
Dialog

Scene	00050	Duration	05:05	Panel	2	Duration	00:17
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Dialog

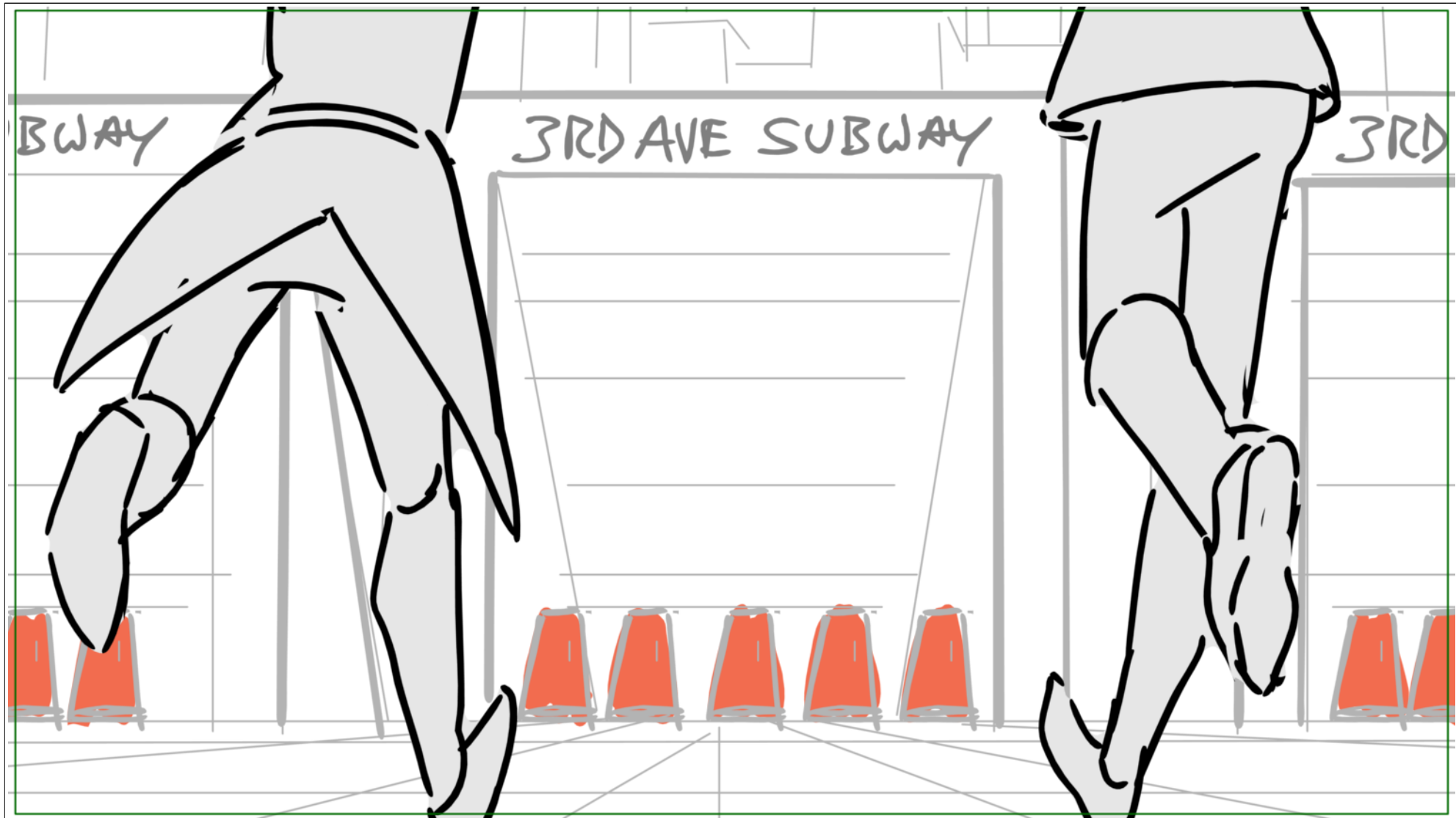
Scene	Duration	Panel	Duration
00050	05:05	3	00:12



Dialog

Notes
Citizens come into frame

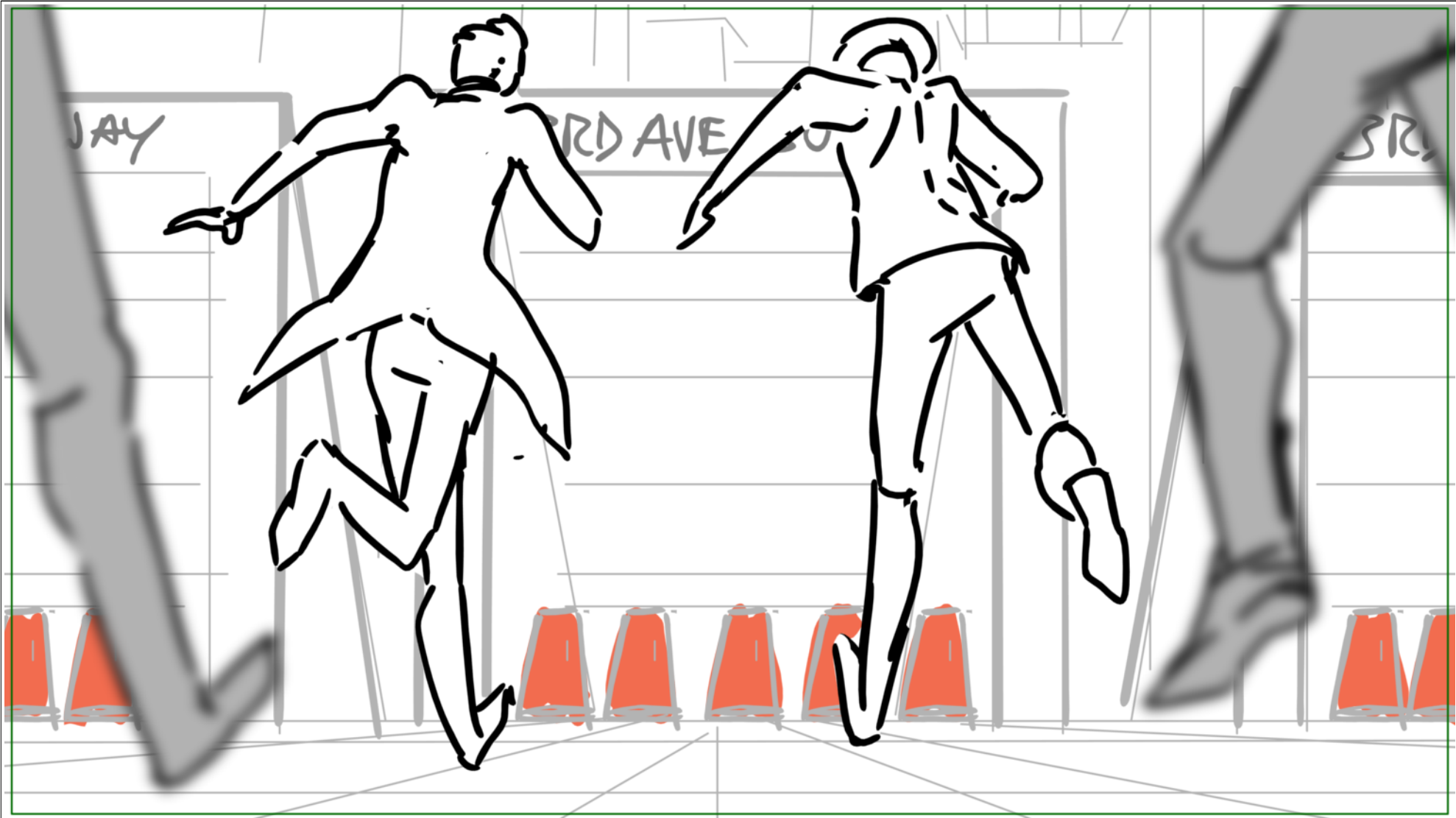
Scene	00050	Duration	05:05	Panel	4	Duration	01:00
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Dialog

Notes

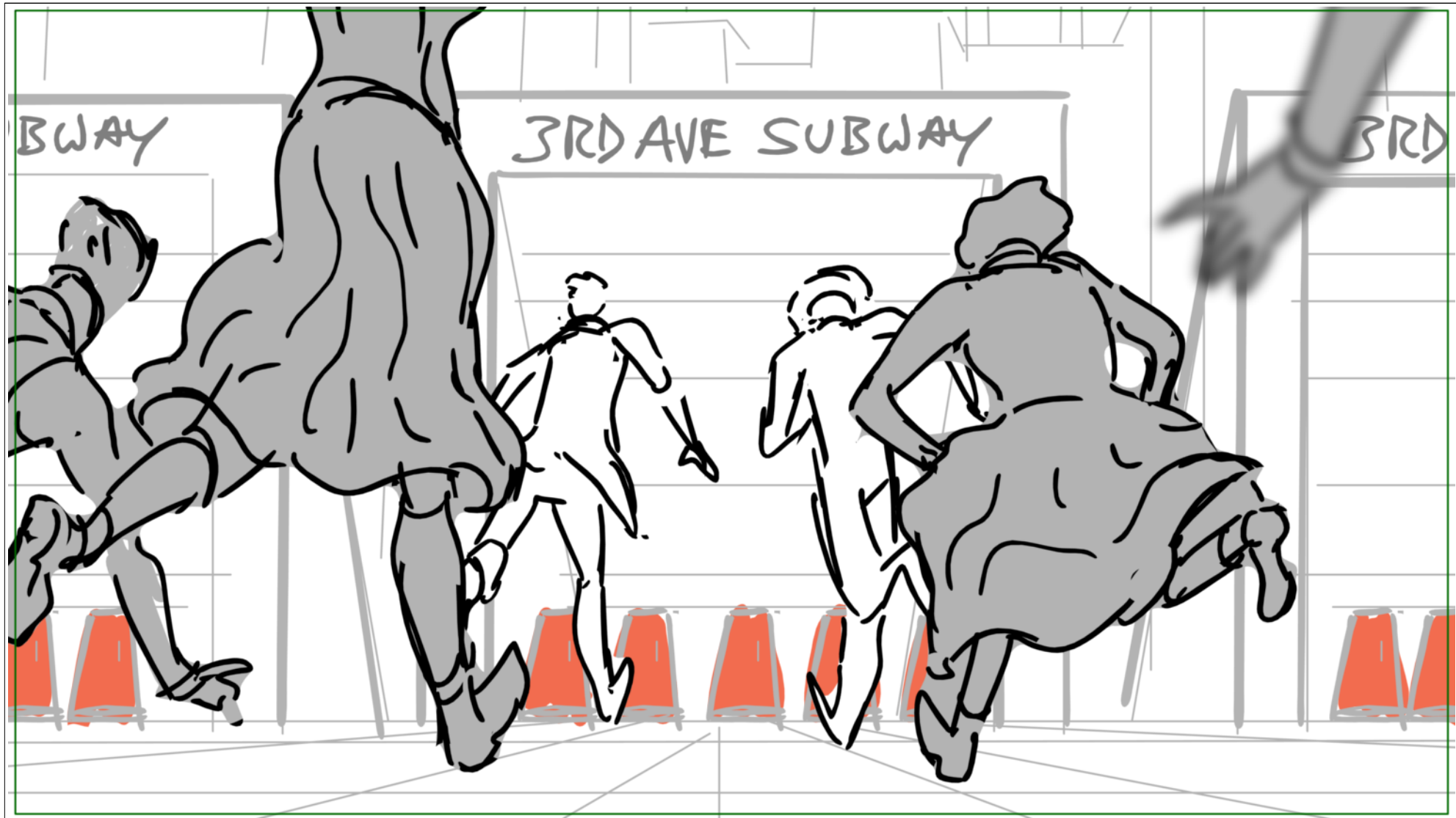
Scene	00050	Duration	05:05	Panel	5	Duration	01:00
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Dialog

Notes

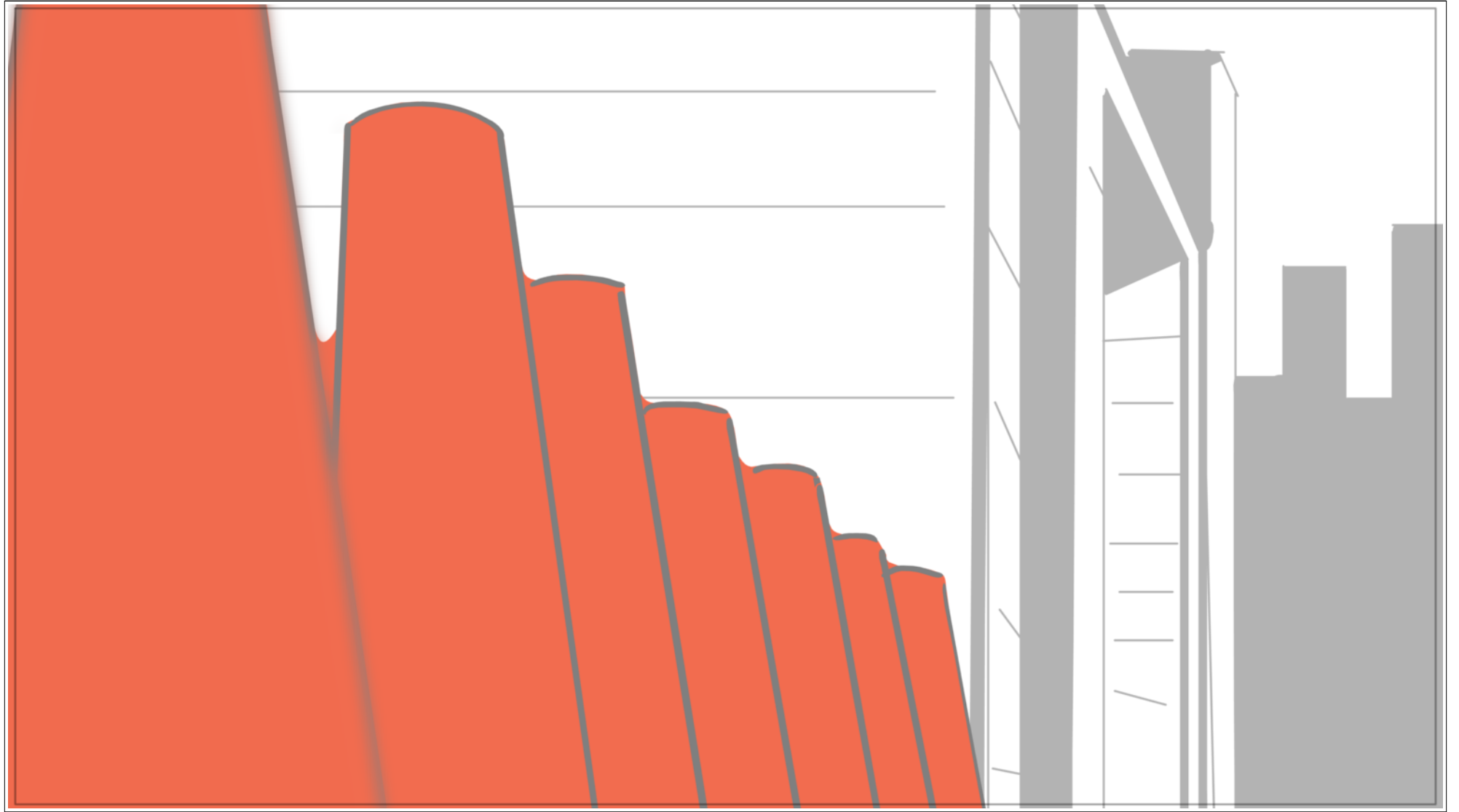
Scene	00050	Duration	05:05	Panel	6	Duration	01:00
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Dialog

Notes

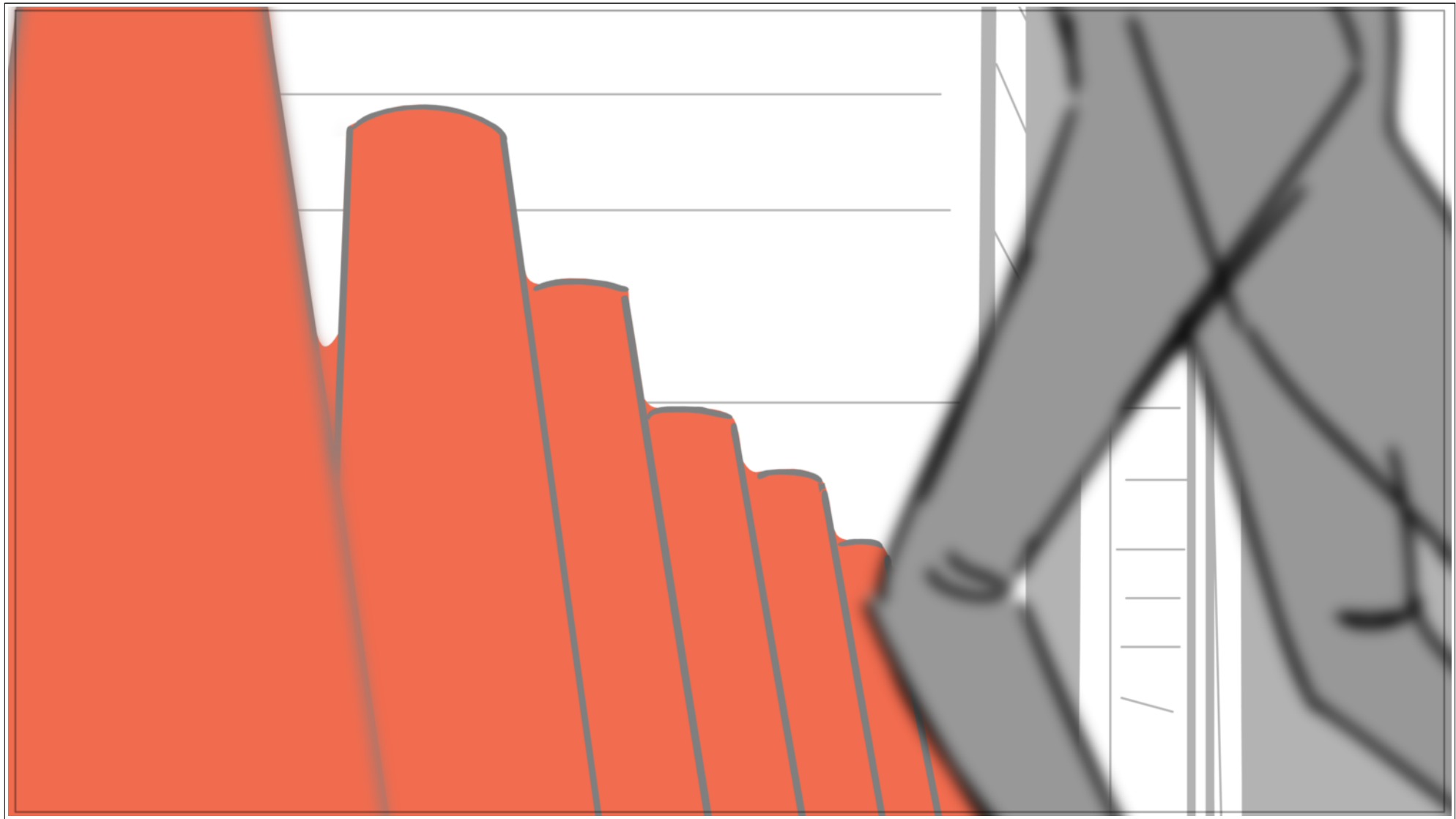
Scene	00060	Duration	05:00	Panel	1	Duration	01:00
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Dialog

Notes
Cut to MCU of safety cones

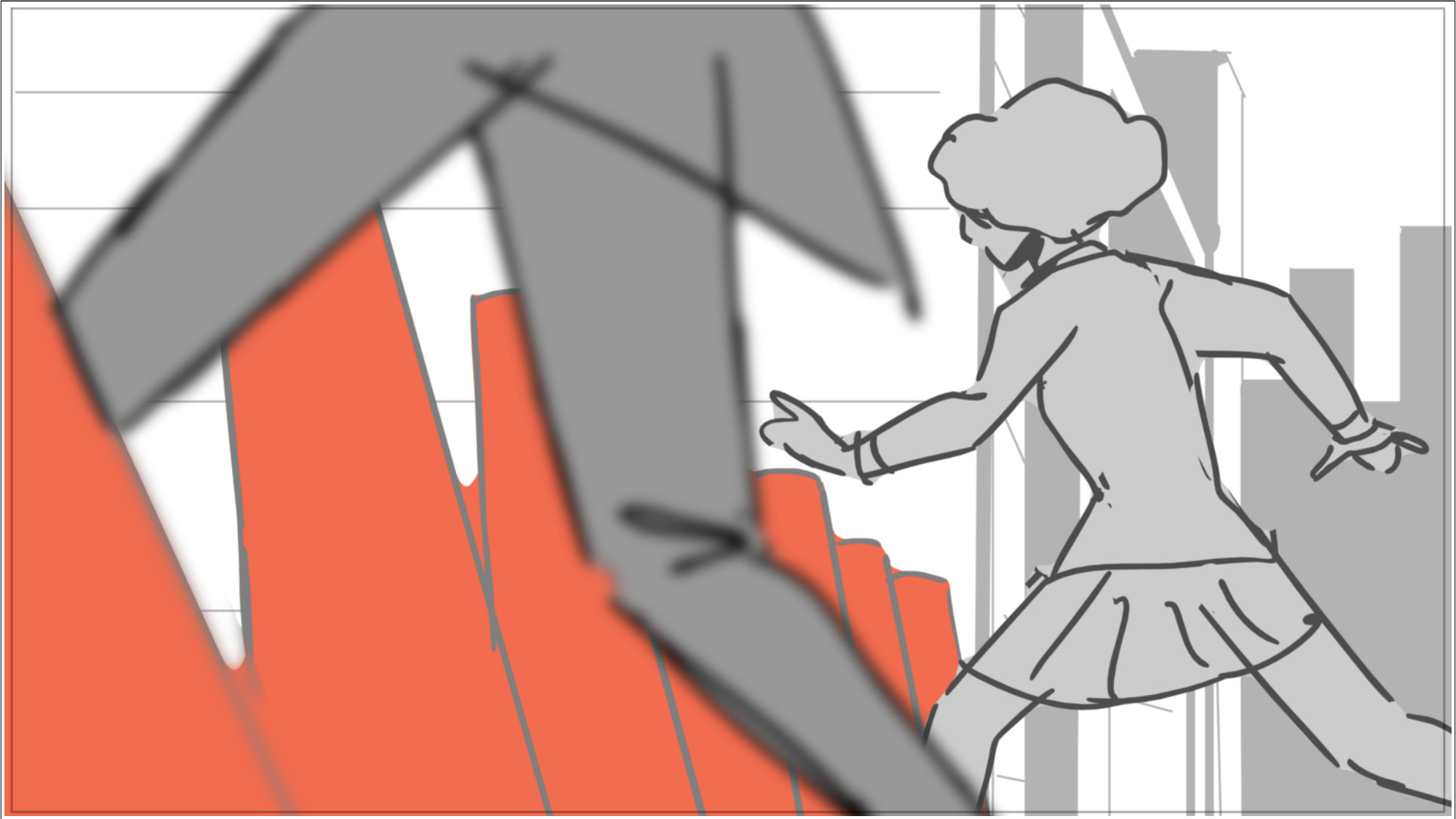
Scene	00060	Duration	05:00	Panel	2	Duration	01:00
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Dialog

Notes

Scene	00060	Duration	05:00	Panel	3	Duration	01:00
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Dialog

Notes
Citizens run over cones
Changed BG character outline colors

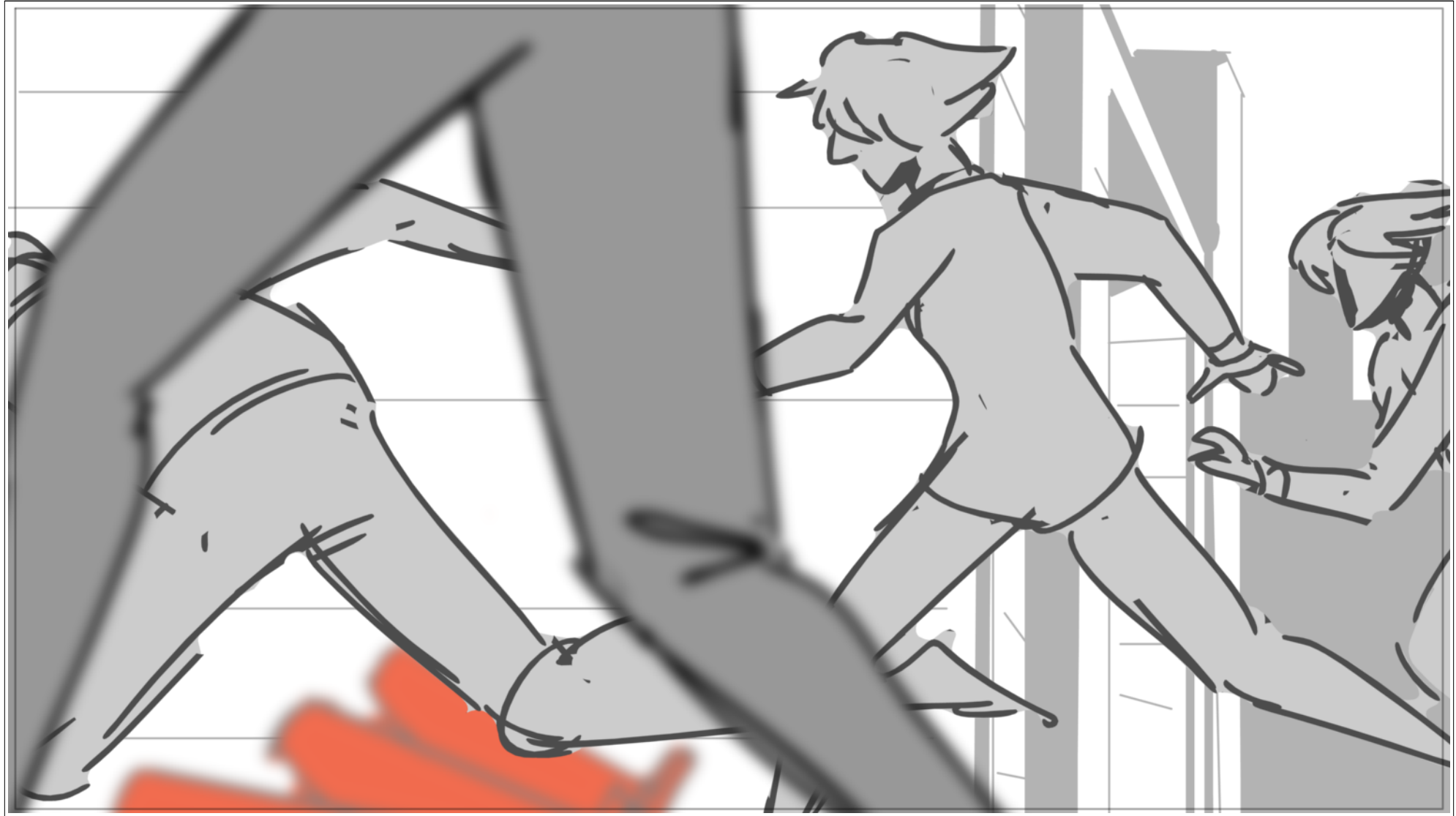
Scene	00060	Duration	05:00	Panel	4	Duration	01:00
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Dialog

Notes

Scene	00060	Duration	05:00	Panel	5	Duration	01:00
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Dialog

Notes

Scene	Duration	Panel	Duration
00070	03:00	1	01:00



Dialog

Notes

Cut to MCU shot of citizens running into subway entrance and running by camera

Changed BG character outline colors

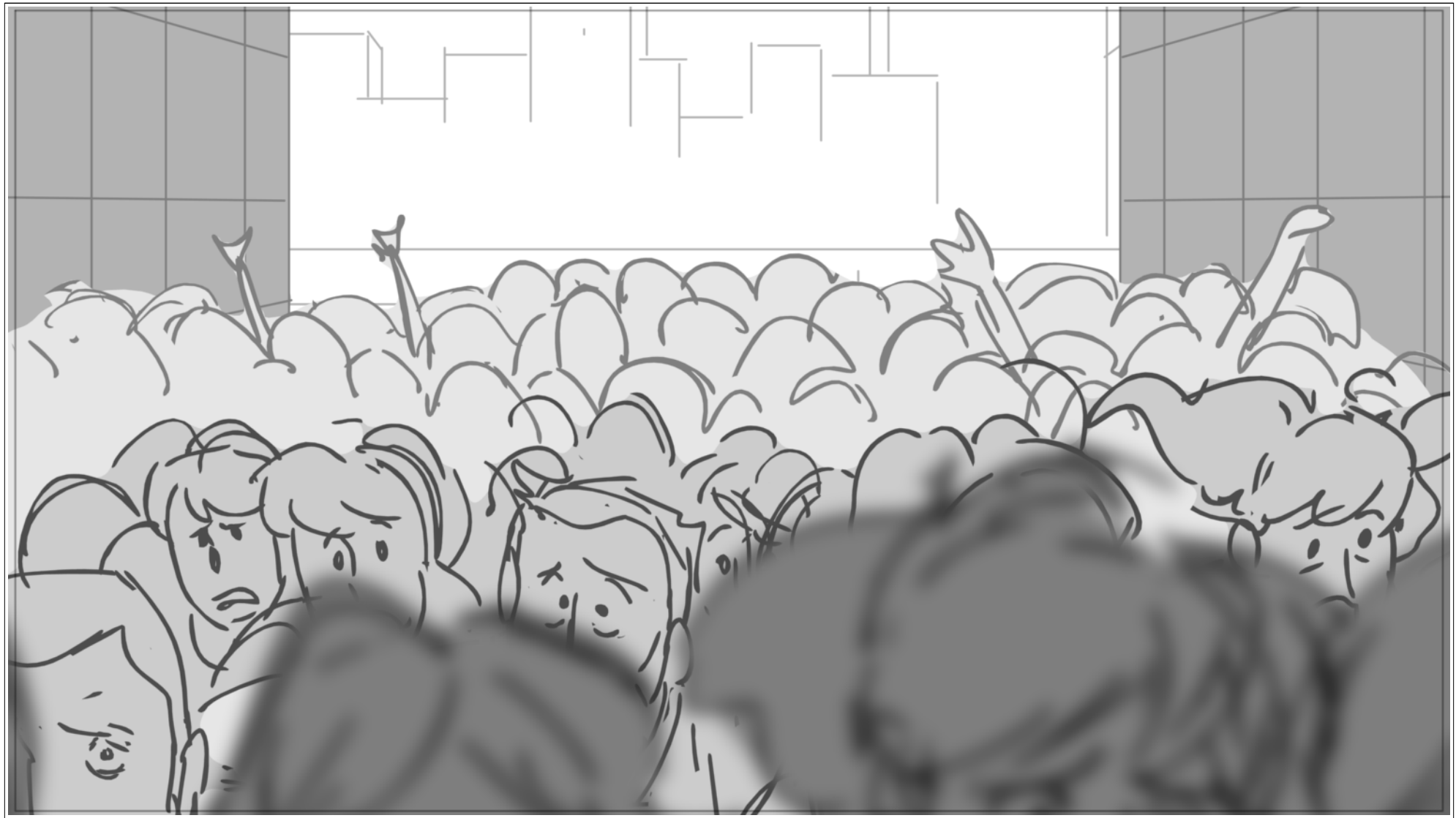
Scene	Duration	Panel	Duration
00070	03:00	2	01:00



Dialog

Notes

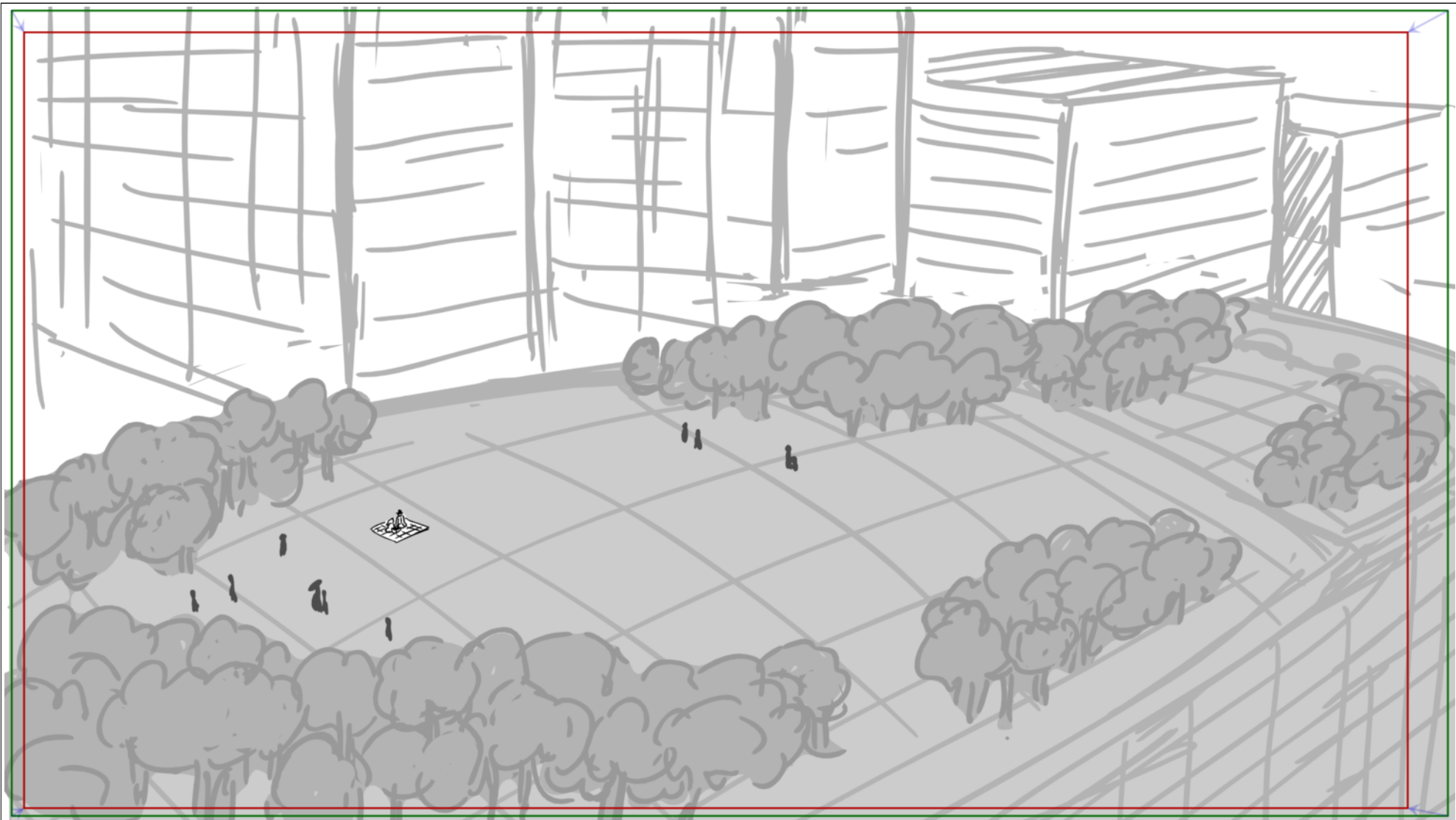
Scene	Duration	Panel	Duration
00070	03:00	3	01:00



Dialog

Notes

Scene	00080	Duration	01:00	Panel	1	Duration	01:00
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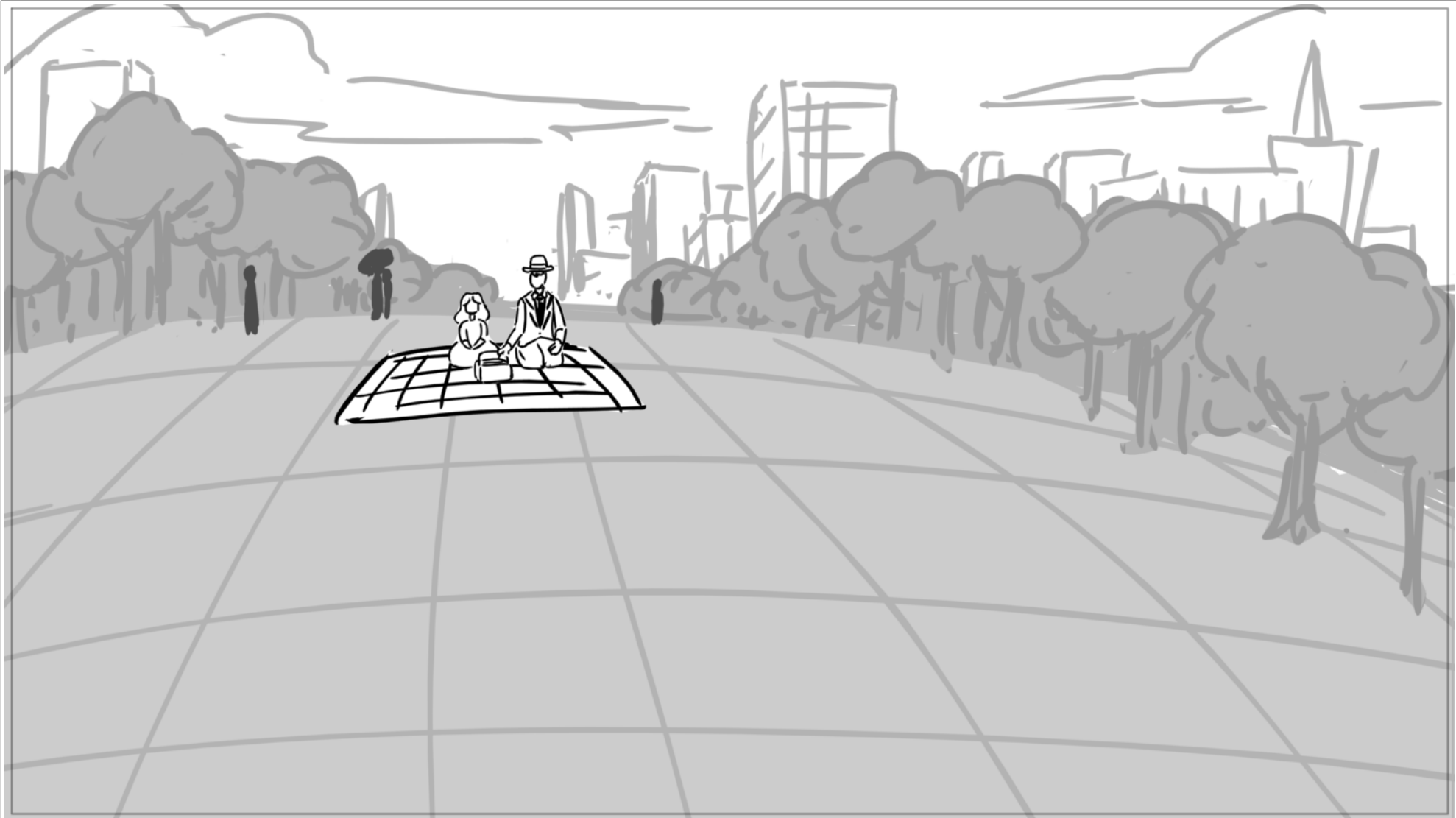
Dialog

Notes

Cut to Wide Downshot of grassy park on top of complex

Added trees and some bg characters to the park

Scene	00090	Duration	04:00	Panel	1	Duration	01:00
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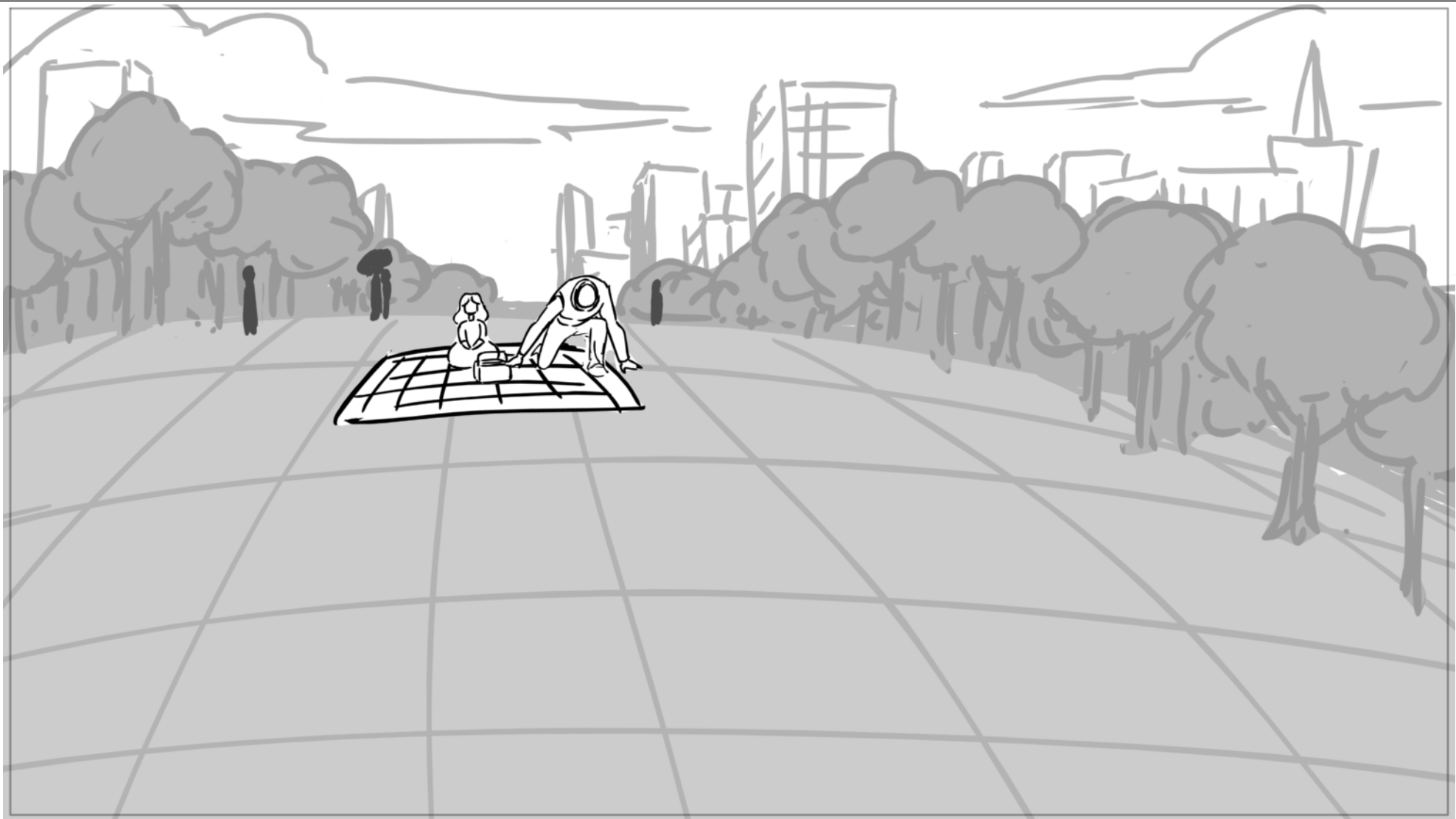
Dialog

Notes

Cut to FULL SHOT of father and daughter

[...]

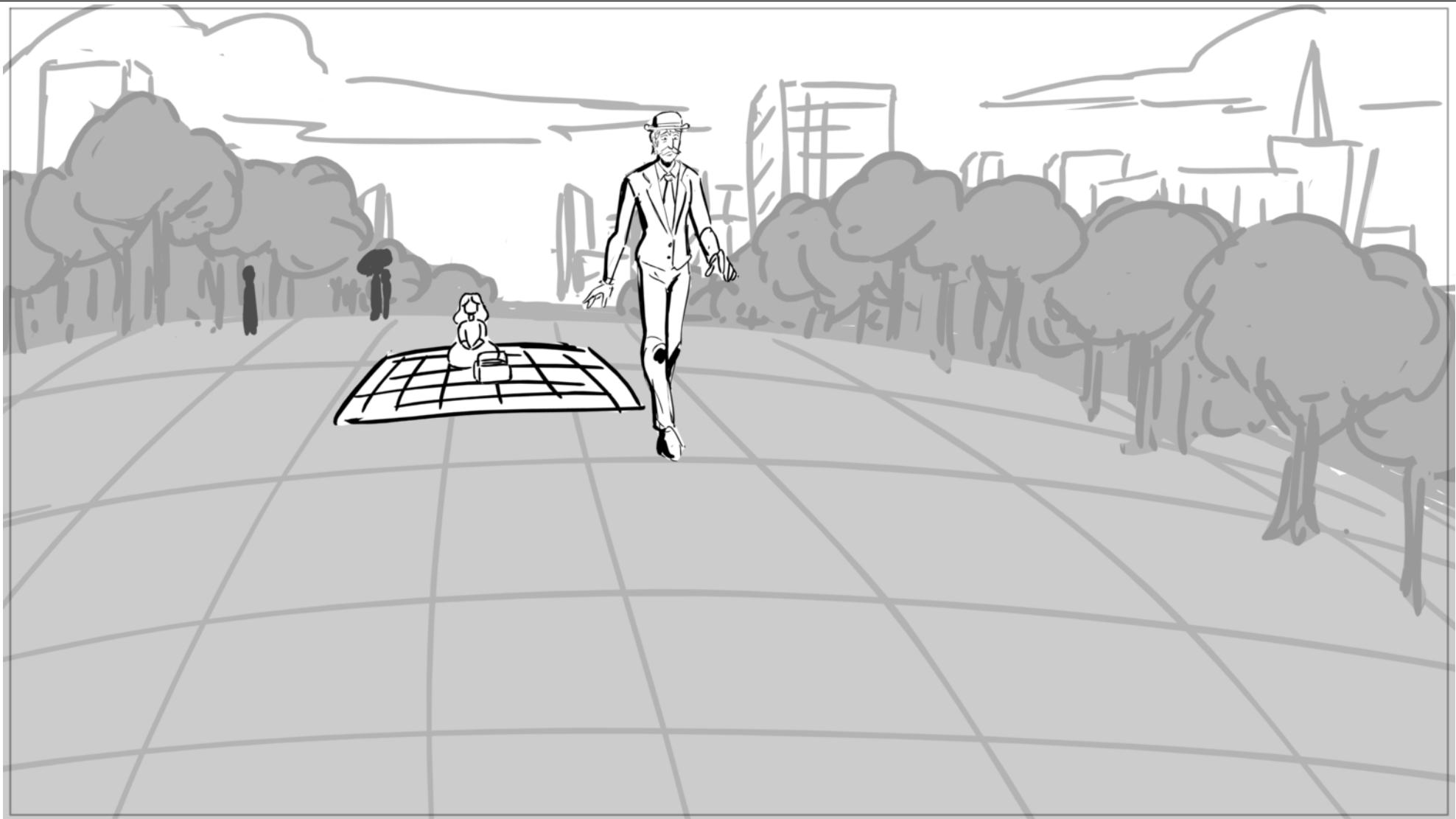
Scene	Duration	Panel	Duration
00090	04:00	2	01:00



Dialog

Notes

Scene	Duration	Panel	Duration
00090	04:00	3	00:12



Dialog

Notes
Father approaches camera

Scene	Duration	Panel	Duration
00090	04:00	4	00:12



Dialog

Notes

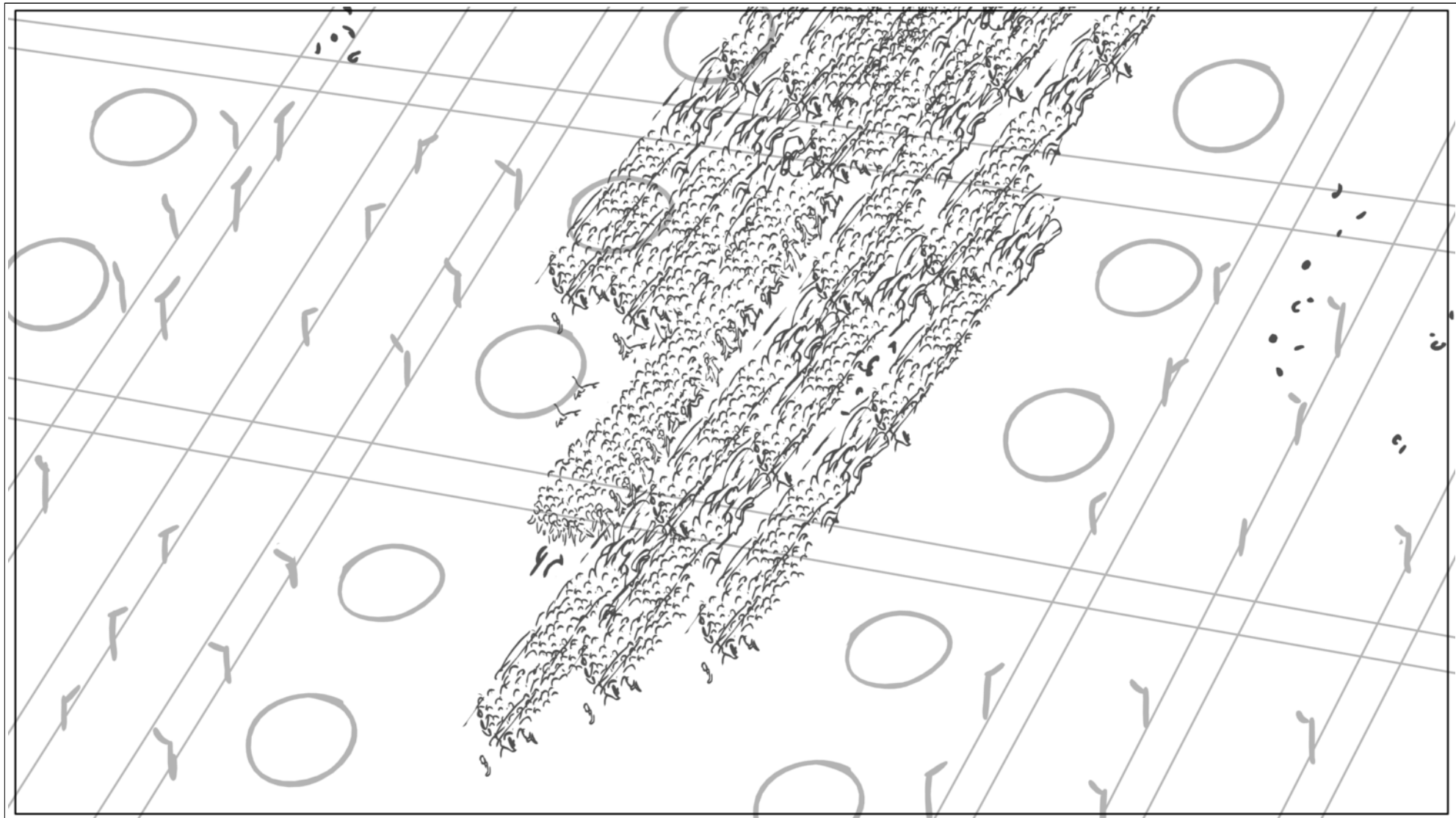
Scene	Duration	Panel	Duration
00090	04:00	5	01:00



Dialog

Notes

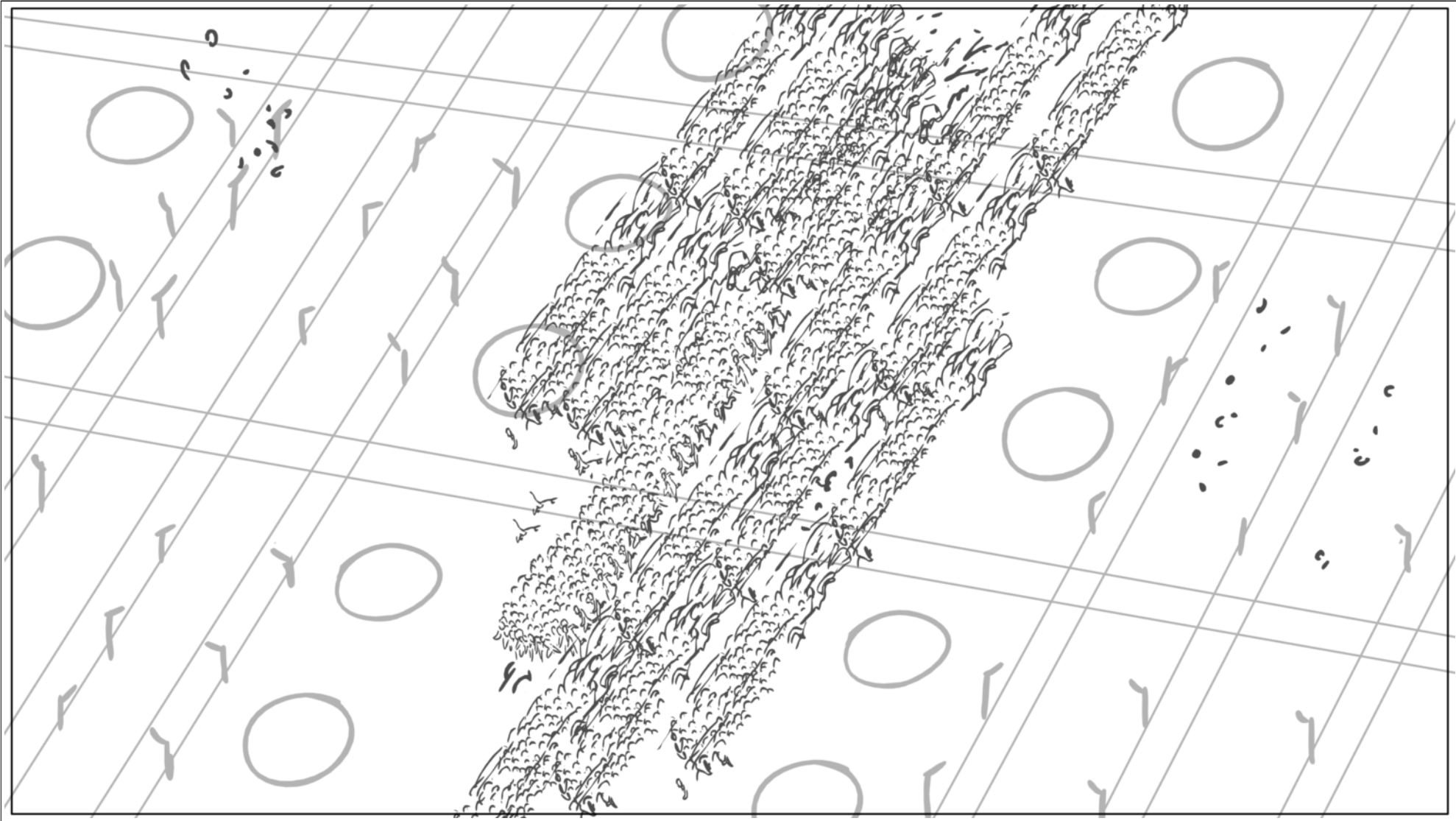
Scene	00100	Duration	02:00	Panel	1	Duration	00:14
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Dialog

Notes
Cut to Wide Downshot of crowd running in the streets
Changed BG character outline colors

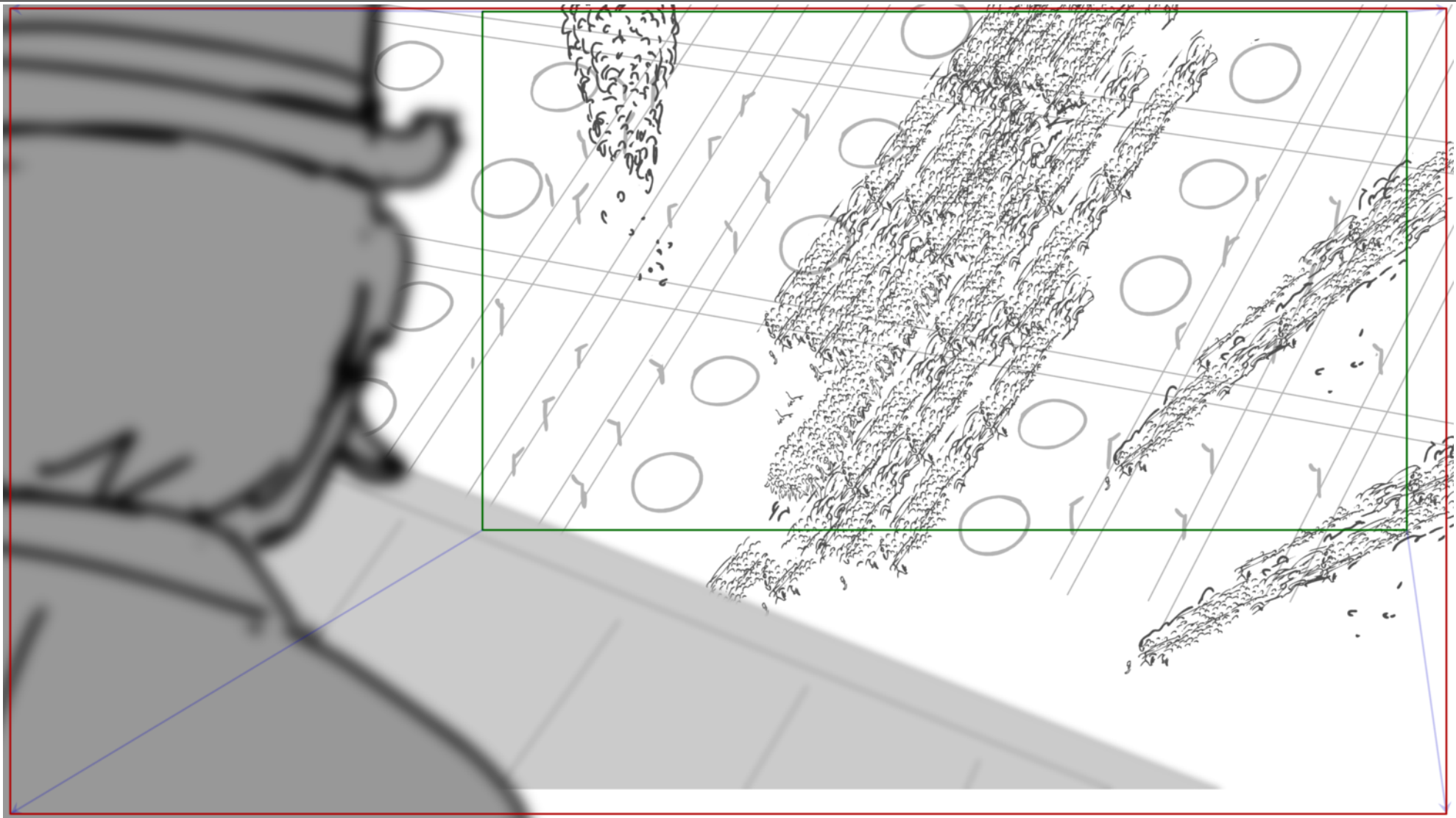
Scene	00100	Duration	02:00	Panel	2	Duration	00:10
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Dialog

Notes

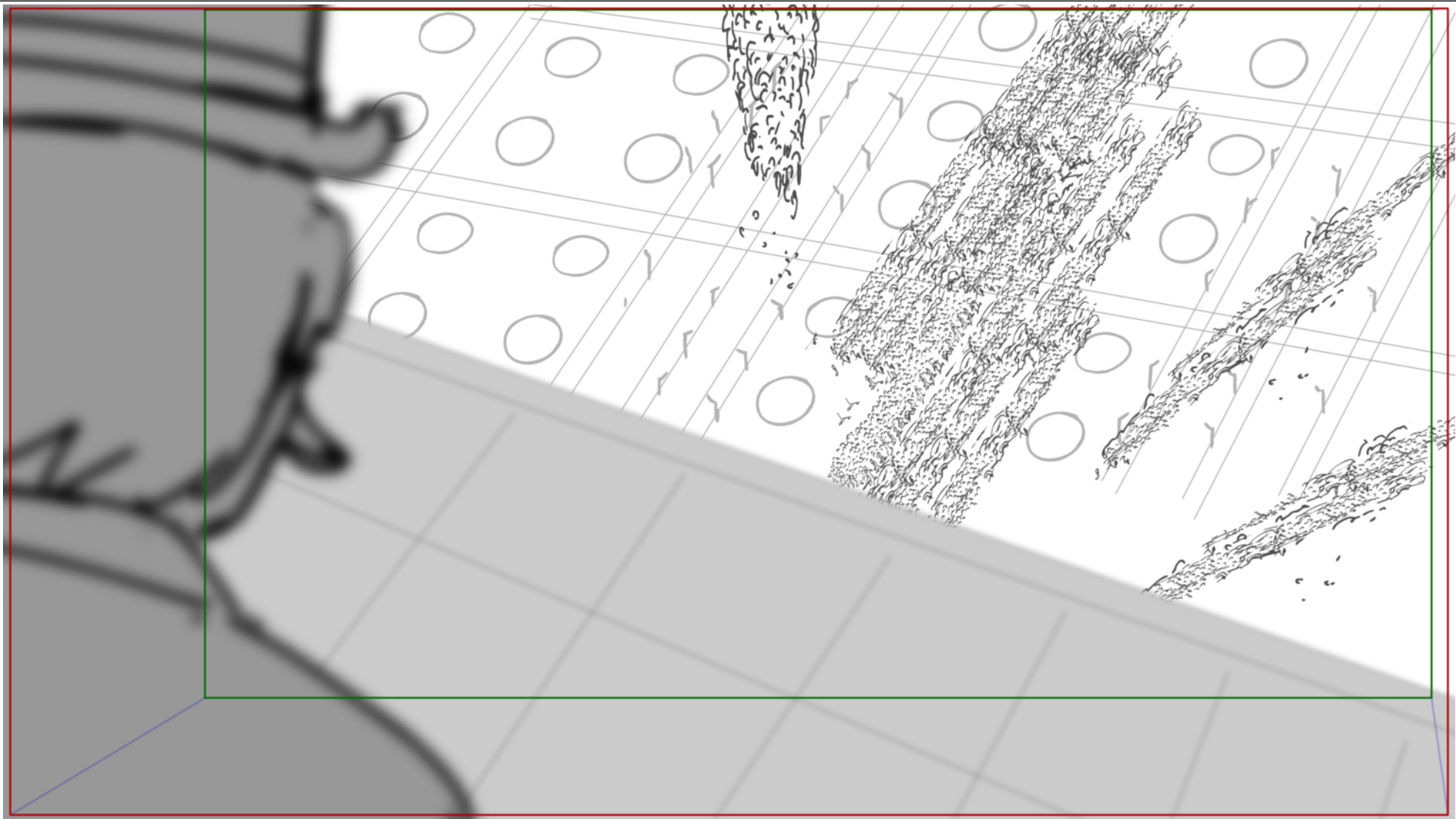
Scene	00100	Duration	02:00	Panel	3	Duration	00:11
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Dialog

Notes

Scene	00100	Duration	02:00	Panel	4	Duration	00:13
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Dialog

Notes
T.O. and SLIDE OL in

Scene	00110	Duration	09:00	Panel	1	Duration	01:00
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Dialog

Notes
Cut to MCU of Father in FG and daughter in BG - Rack focus blur fx
Added trees and bg characters

Scene	Duration	Panel	Duration
00110	09:00	2	01:00



Dialog

Notes
Crowd runs in MG across

Scene	Duration	Panel	Duration
00110	09:00	3	01:00



Dialog

Notes

Scene	00110	Duration	09:00	Panel	4	Duration	01:00
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Dialog

Notes
Daughter gets up and points to screen left

Scene	00110	Duration	09:00	Panel	5	Duration	01:00
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Dialog

Notes

Scene	Duration	Panel	Duration
00110	09:00	6	01:00



Dialog
7 CHILD (pointing)
Look!

Notes

Scene	Duration	Panel	Duration
00110	09:00	7	01:00



Dialog
7 CHILD (pointing)
Look!

Notes

Scene	Duration	Panel	Duration
00110	09:00	8	01:00



Dialog

Notes

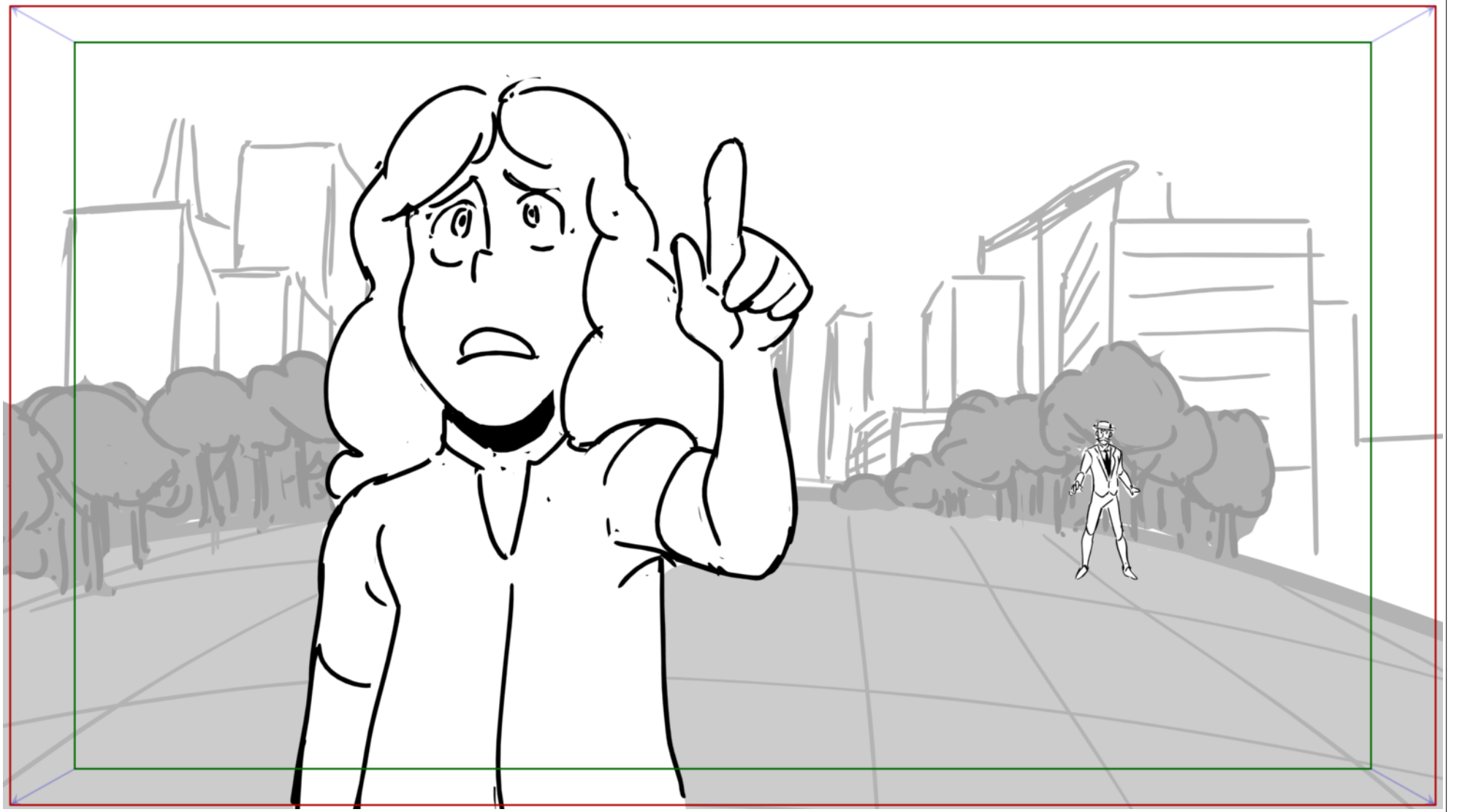
Scene	00110	Duration	09:00	Panel	9	Duration	01:00
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Dialog

Notes

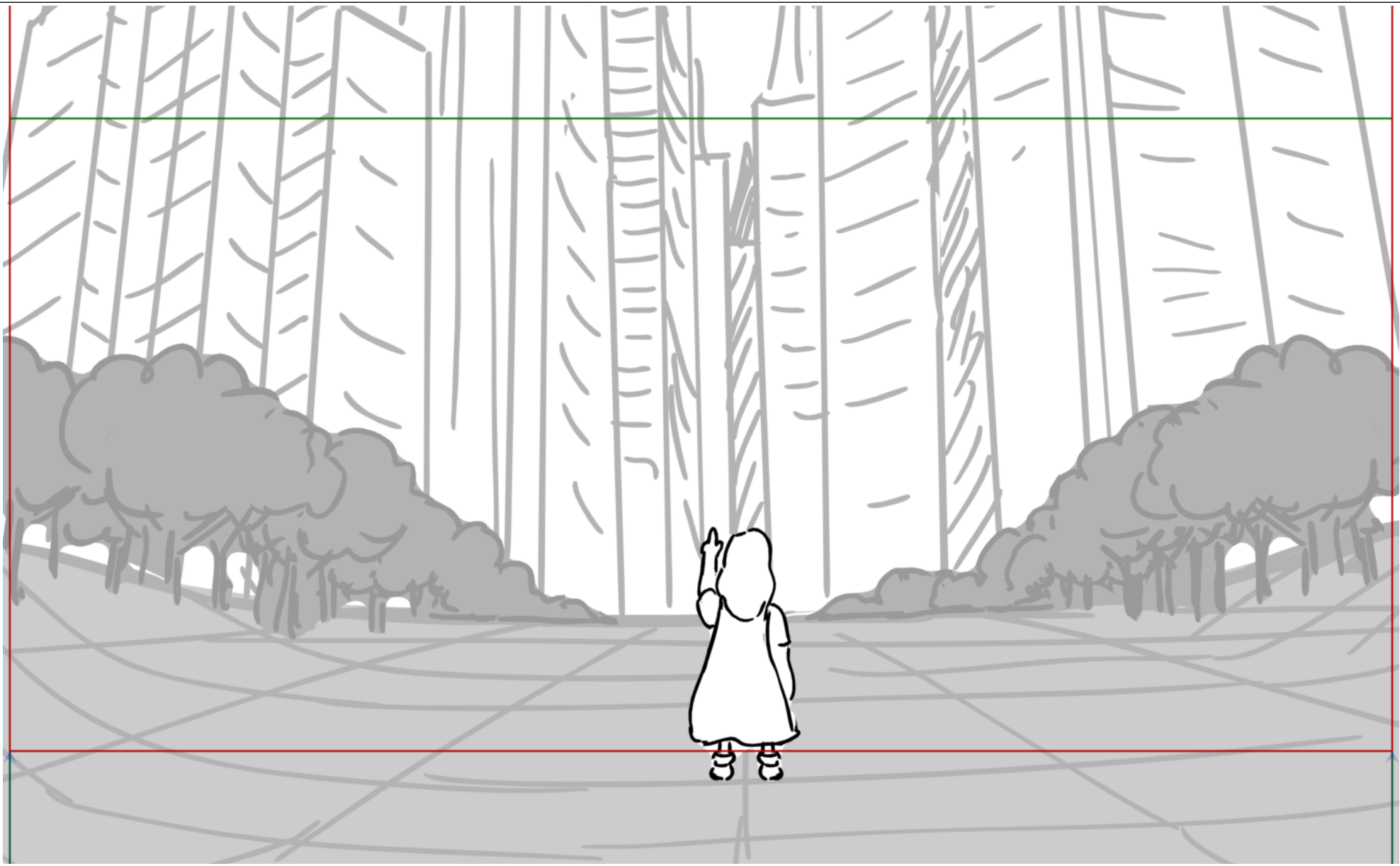
Scene	Duration	Panel	Duration
00120	01:00	1	01:00



Dialog

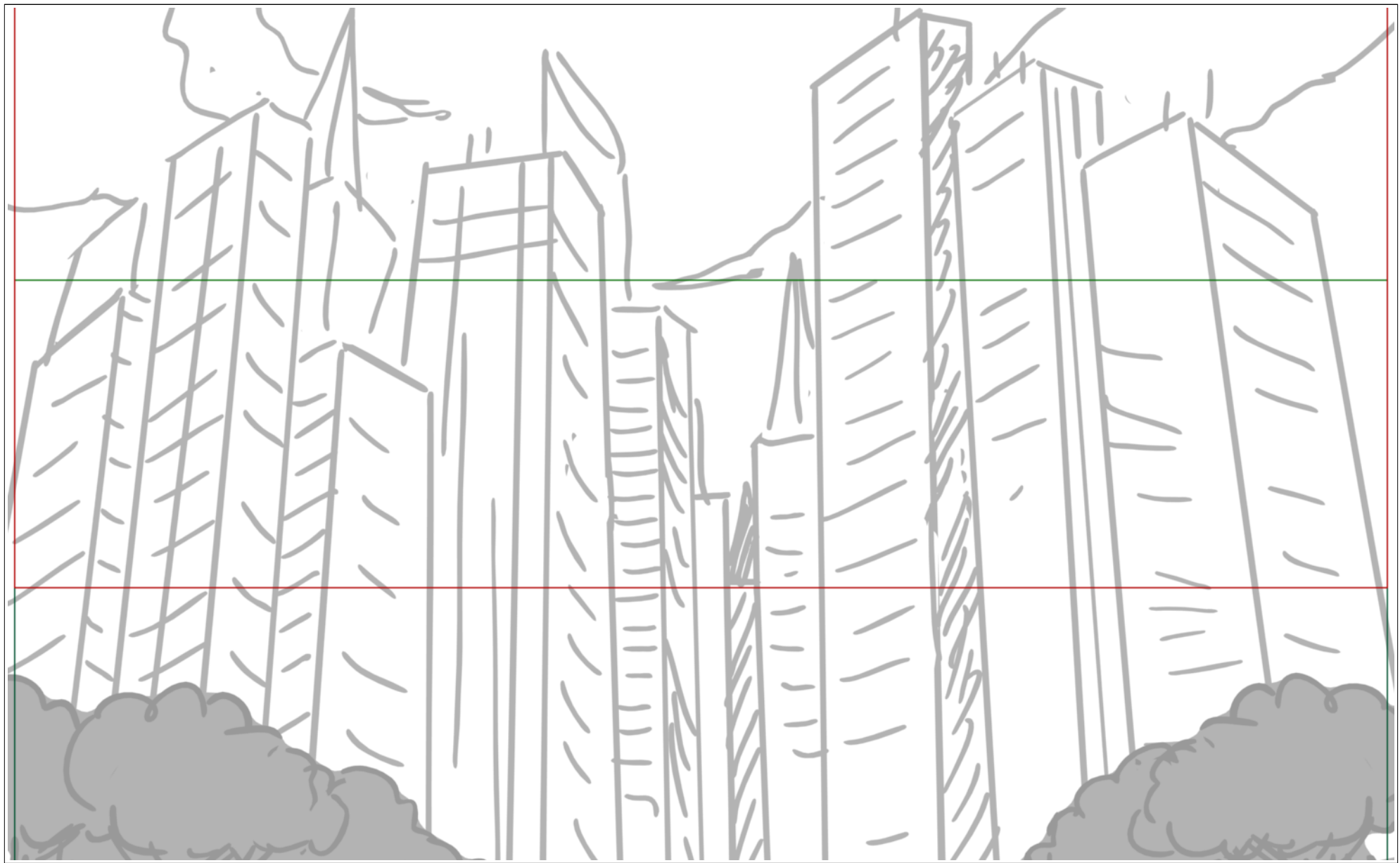
Notes
Cut to MCU of Daughter with father in BG
Added trees to bg

Scene	00130	Duration	05:00	Panel	1	Duration	01:00
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Dialog

Scene	00130	Duration	05:00	Panel	2	Duration	01:00
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Dialog

Scene	00130	Duration	05:00	Panel	3	Duration	01:00
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Dialog

Notes
Reveals LANCERS coming into frame through buildings

Scene	Duration	Panel	Duration
00130	05:00	4	01:00



Dialog

Notes

Scene	00130	Duration	05:00	Panel	5	Duration	01:00
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Dialog

Notes

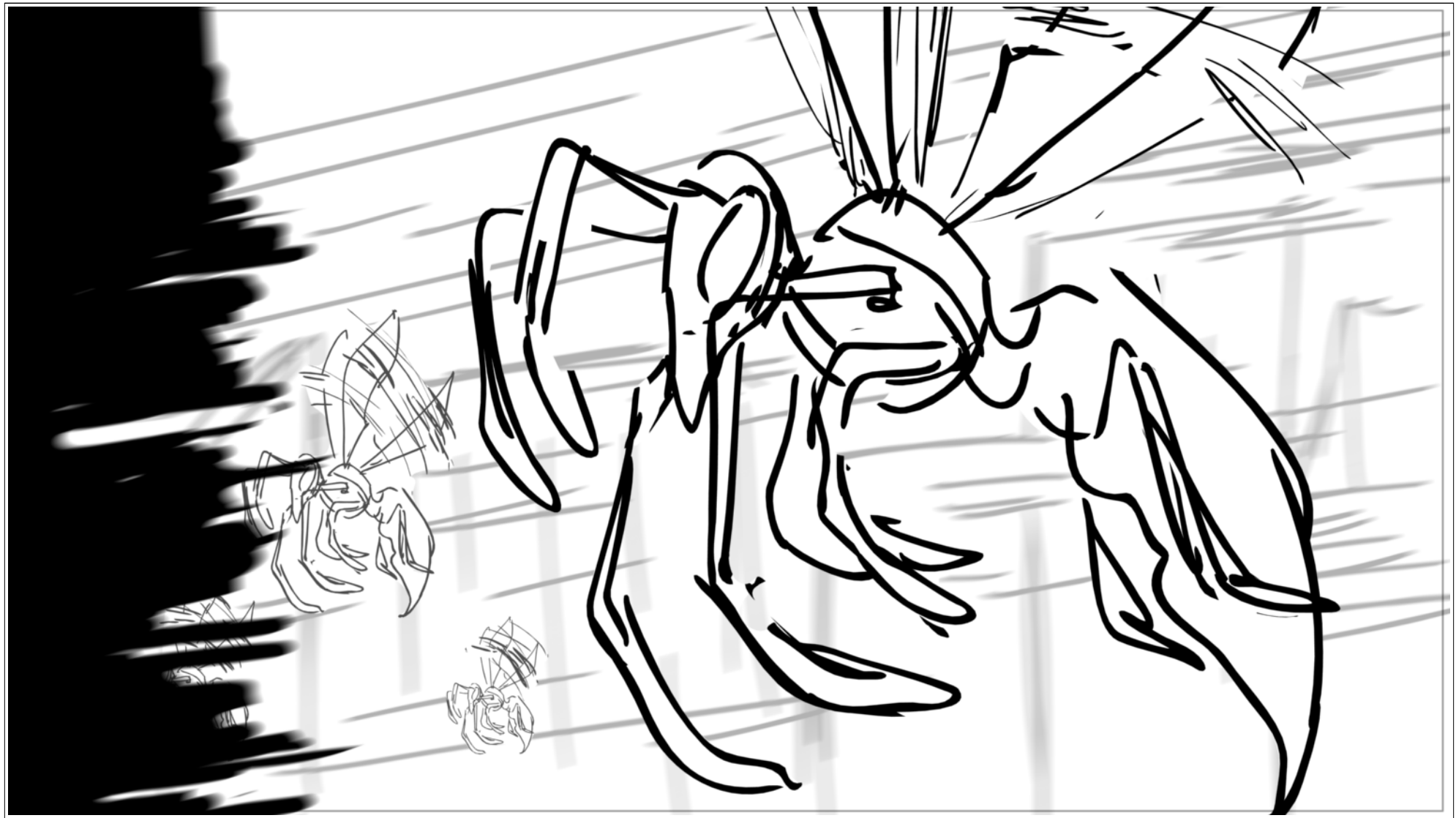
Scene	00140	Duration	09:00	Panel	1	Duration	01:00
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Dialog

Notes
CUT to FULL SHOT of Lancers whizzing by buildings

Scene	00140	Duration	09:00	Panel	2	Duration	01:00
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Dialog

Notes

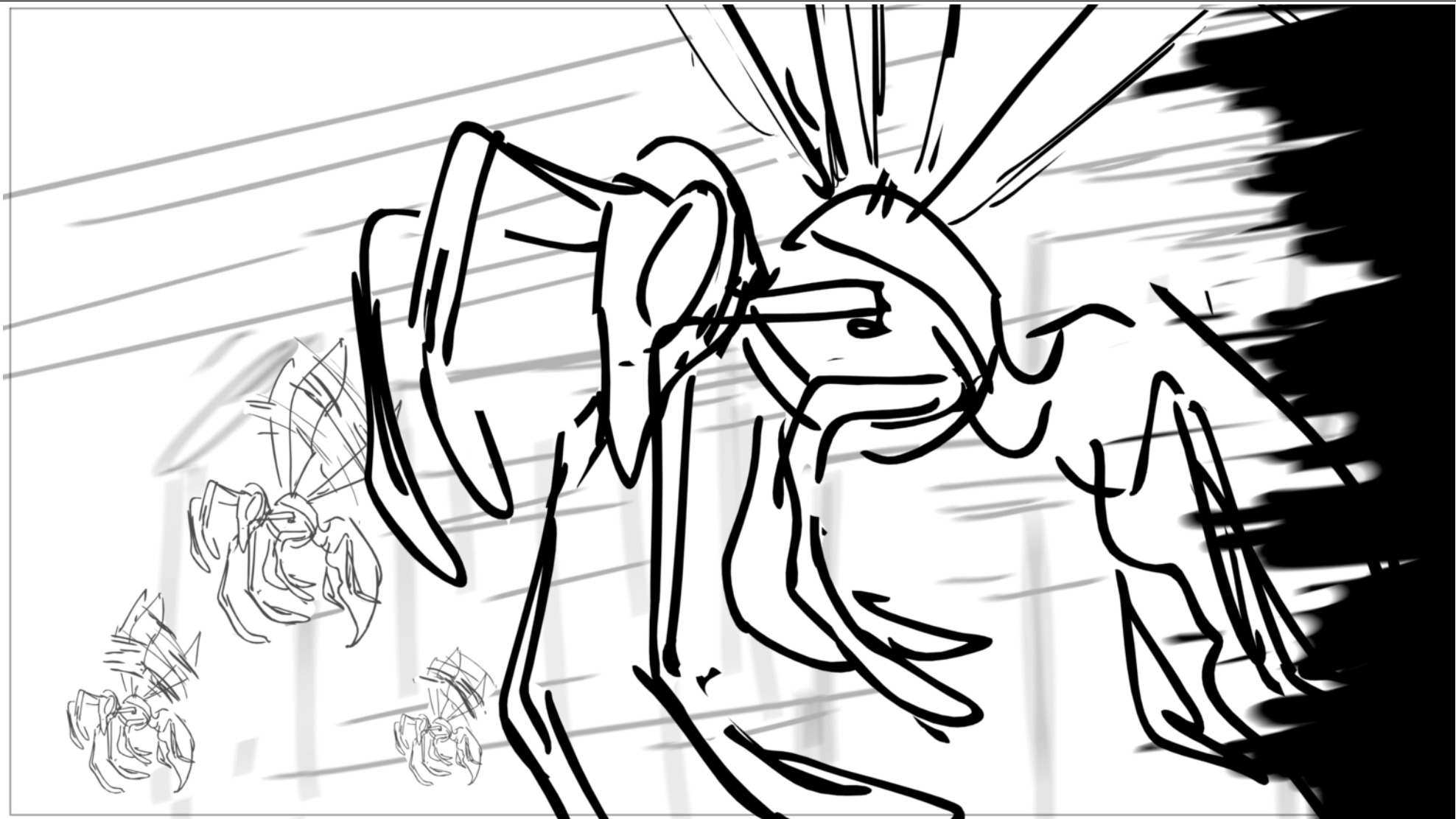
Scene	00140	Duration	09:00	Panel	3	Duration	01:00
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Dialog

Notes

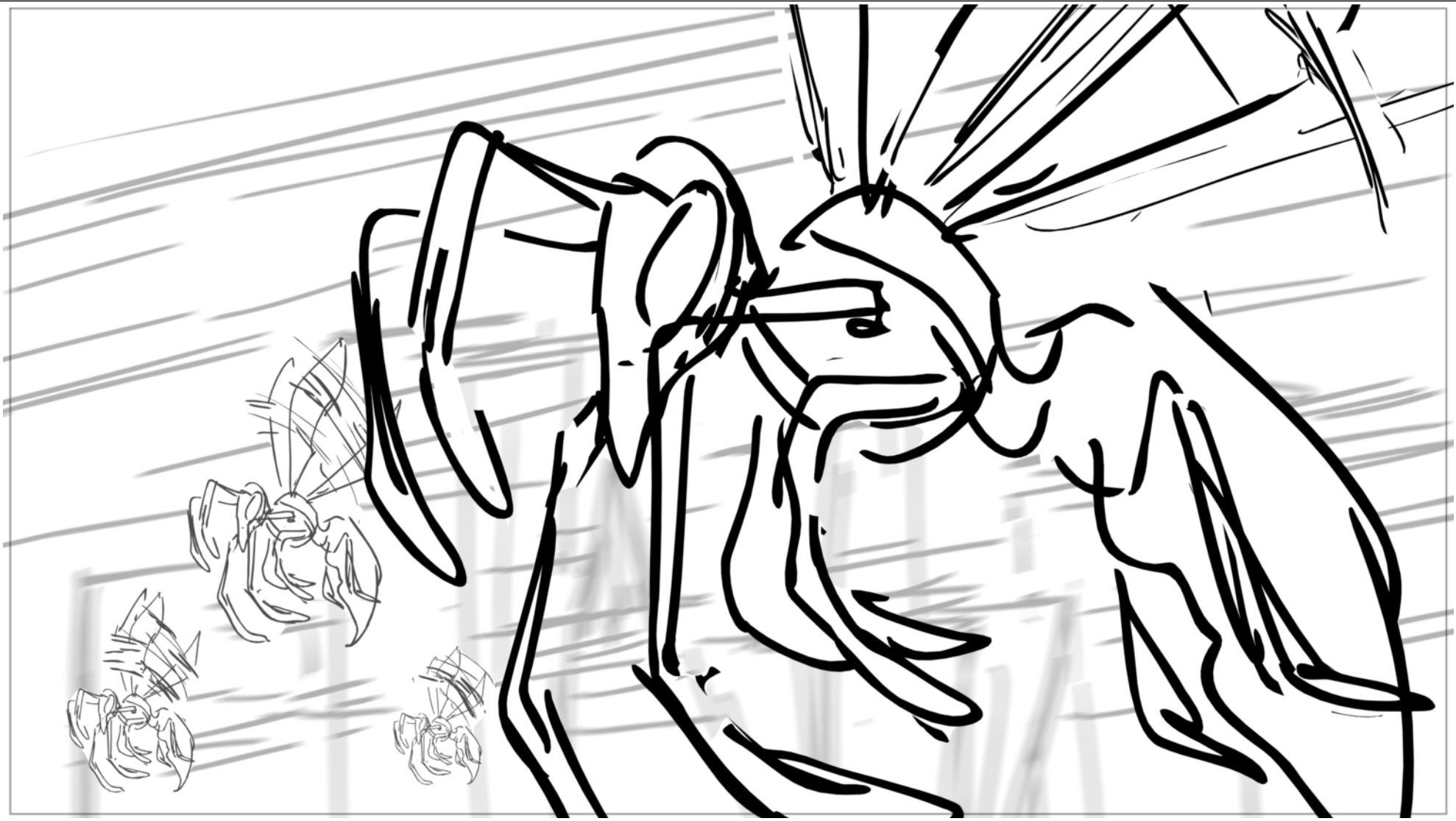
Scene	00140	Duration	09:00	Panel	4	Duration	01:00
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Dialog

Notes

Scene	00140	Duration	09:00	Panel	5	Duration	01:00
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Dialog

Notes

Scene	00140	Duration	09:00	Panel	6	Duration	01:00
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Dialog

Notes

Scene	00140	Duration	09:00	Panel	7	Duration	01:00
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Dialog

Notes

Scene	00140	Duration	09:00	Panel	8	Duration	01:00
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Dialog

Notes

Scene	00140	Duration	09:00	Panel	9	Duration	01:00
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Dialog

Notes

Scene	00150	Duration	05:00	Panel	1	Duration	01:00
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Dialog

Notes
CUT TO MCU of Father reacting
Added trees to BG

Scene	00150	Duration	05:00	Panel	2	Duration	01:00
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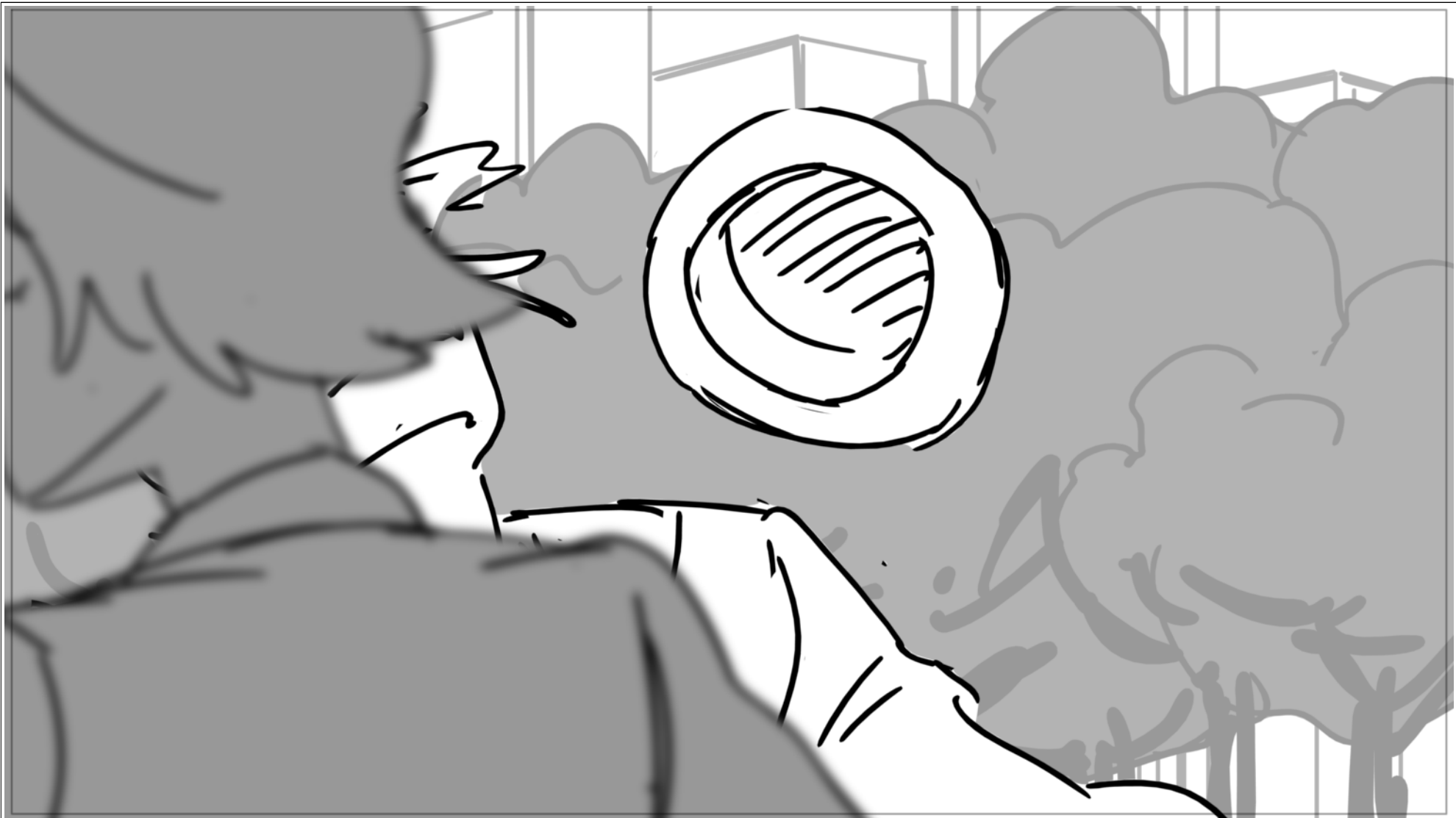


Dialog

Notes

Person comes into frame

Scene	Duration	Panel	Duration
00150	05:00	3	01:00



Dialog

Notes

Knocks Father down and OS - hat comes off

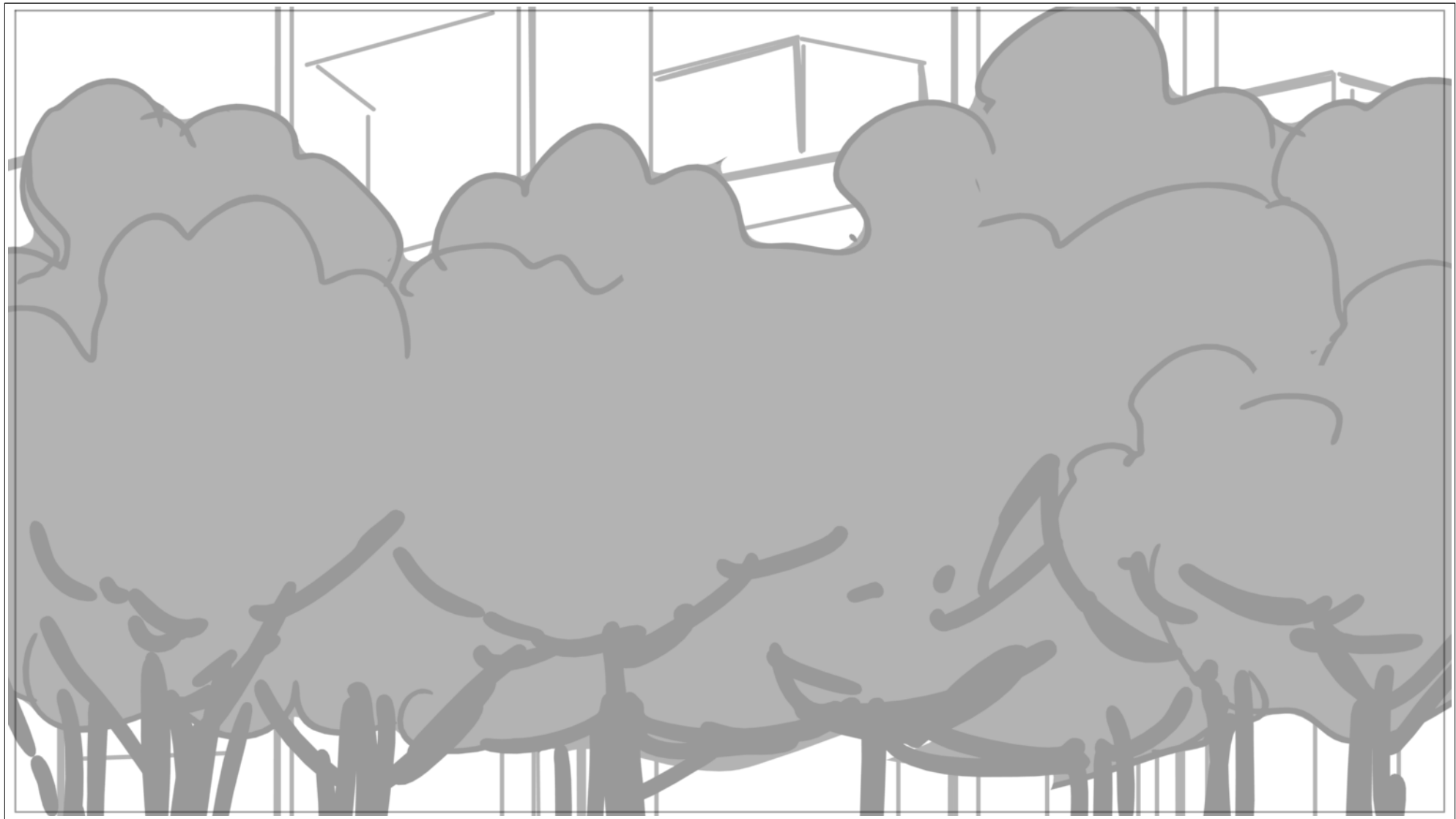
Scene	00150	Duration	05:00	Panel	4	Duration	01:00
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Dialog

Notes

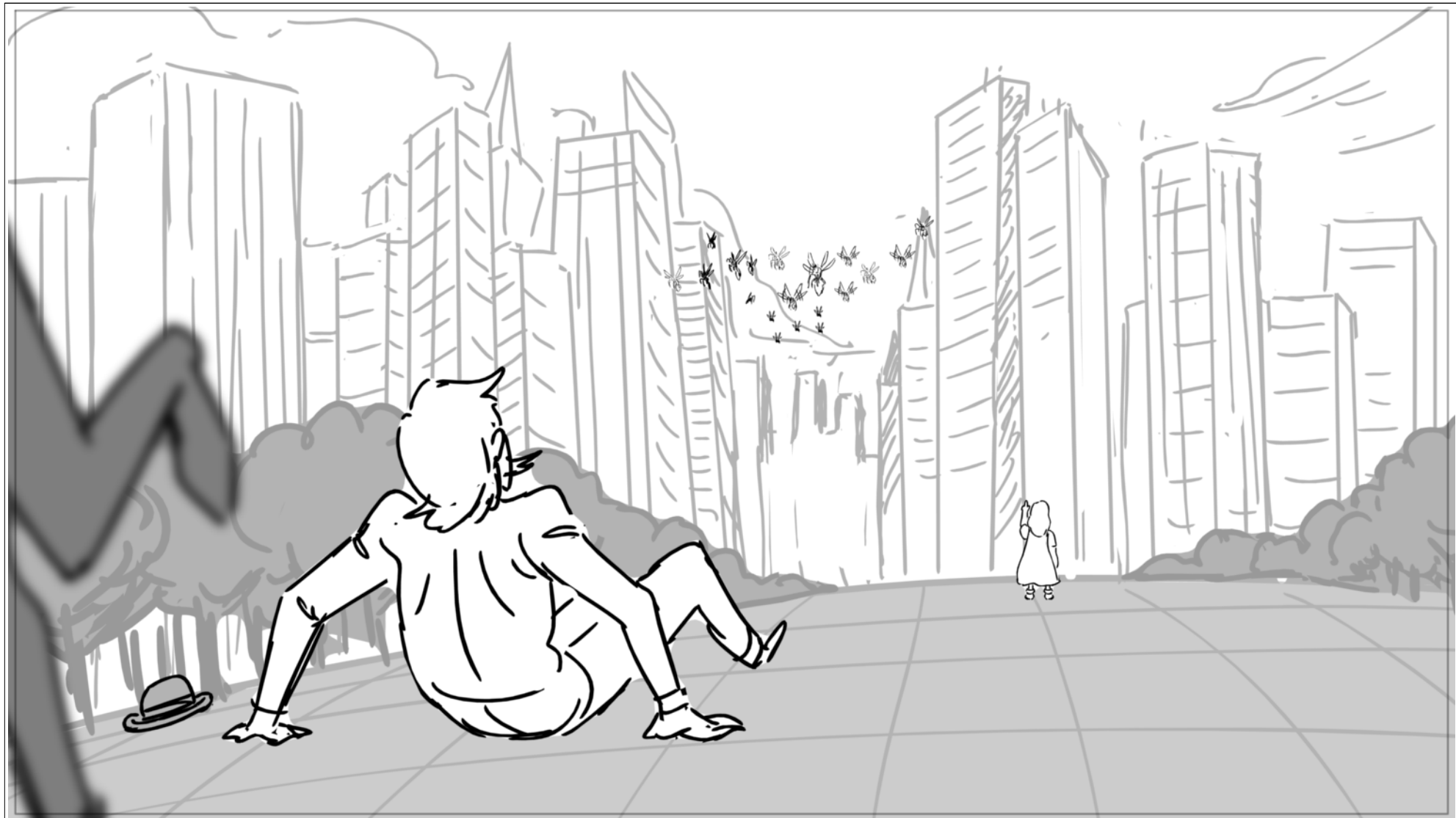
Scene	00150	Duration	05:00	Panel	5	Duration	01:00
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Dialog

Notes

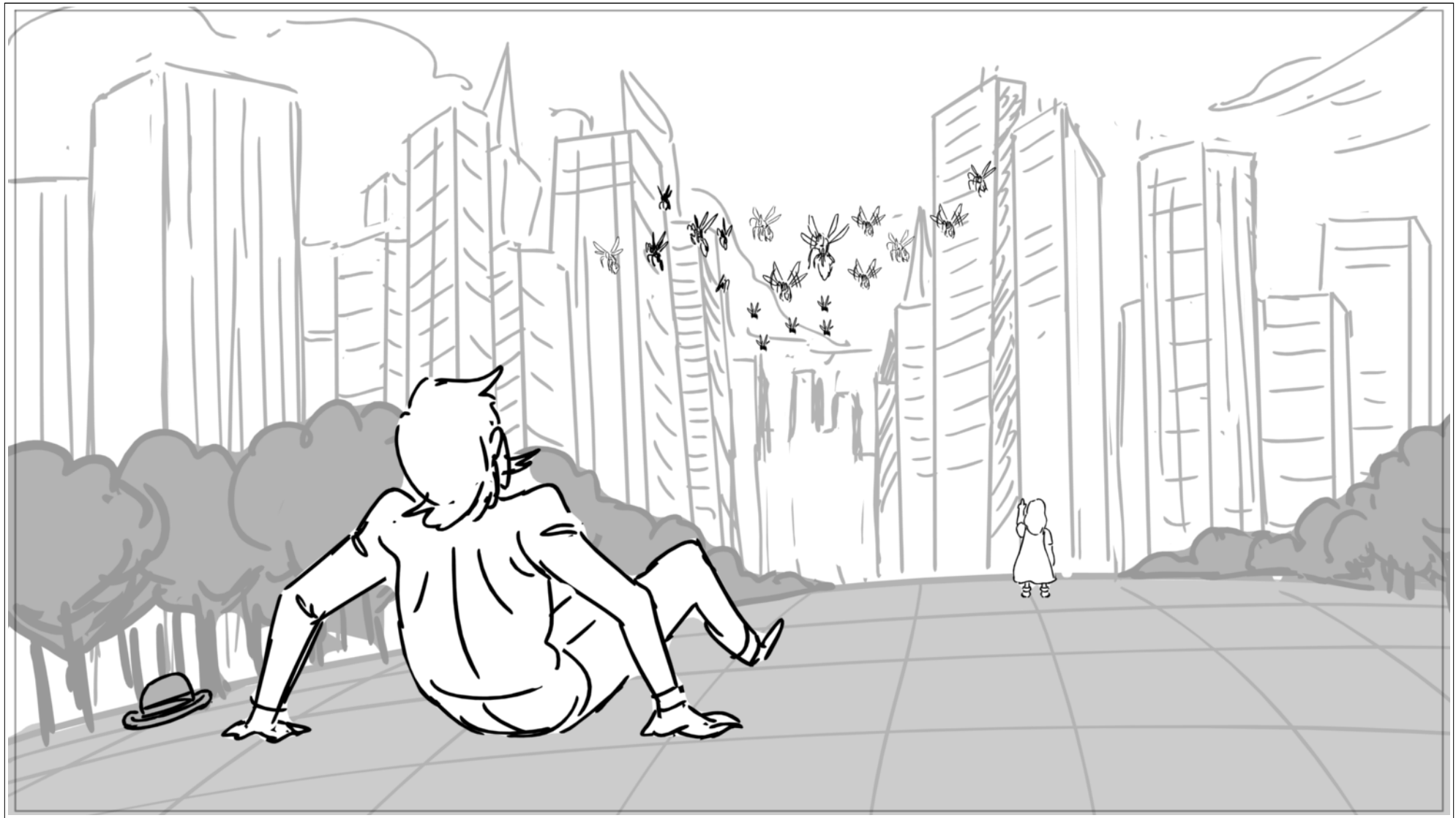
Scene	Duration	Panel	Duration
00160	03:00	1	01:00



Dialog

Notes
Cut to MS of Father and Daughter, with LANCERS approaching in BG
Added trees to BG

Scene	Duration	Panel	Duration
00160	03:00	2	01:00



Dialog

Notes

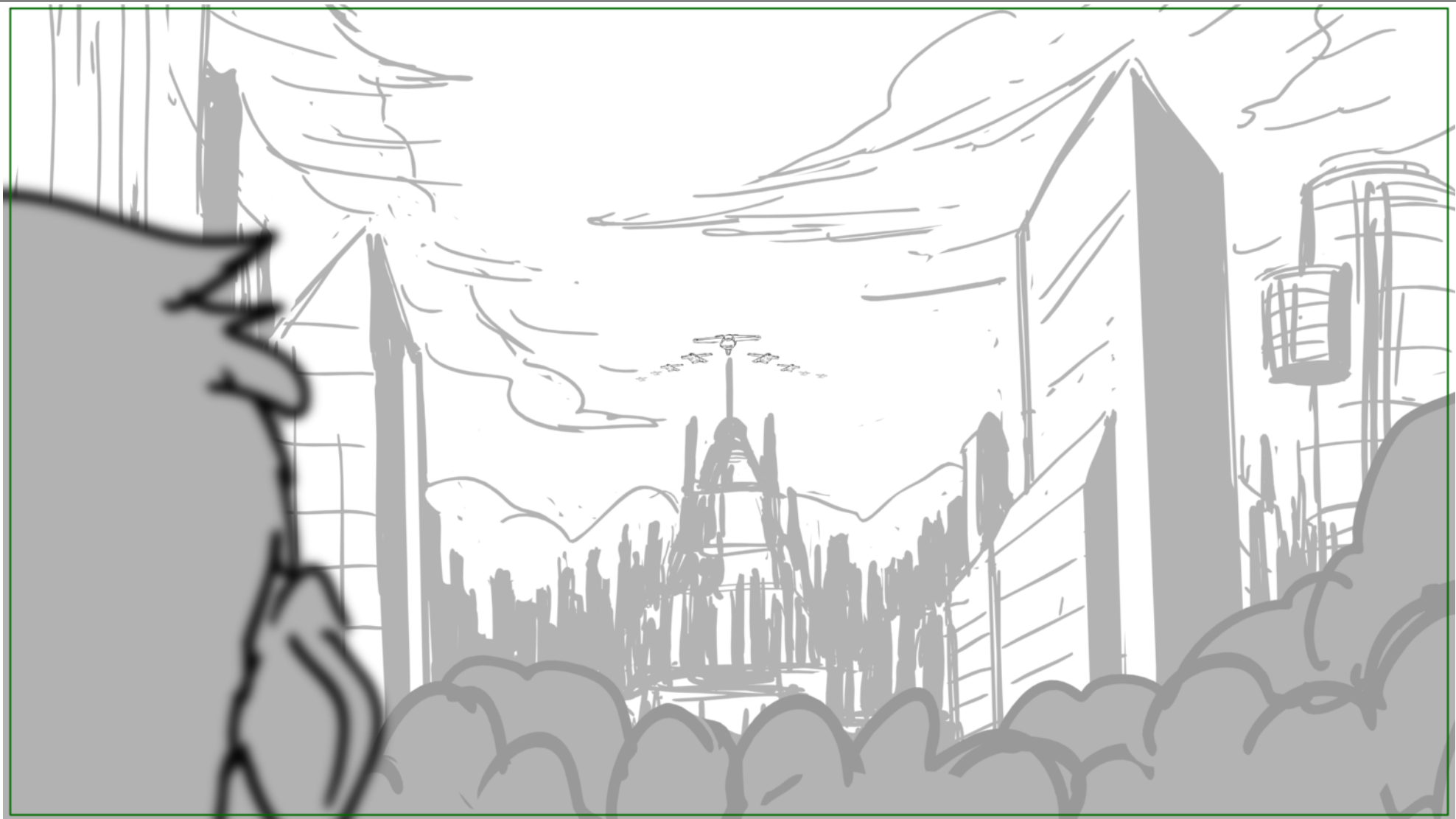
Scene	Duration	Panel	Duration
00160	03:00	3	01:00



Dialog

Notes

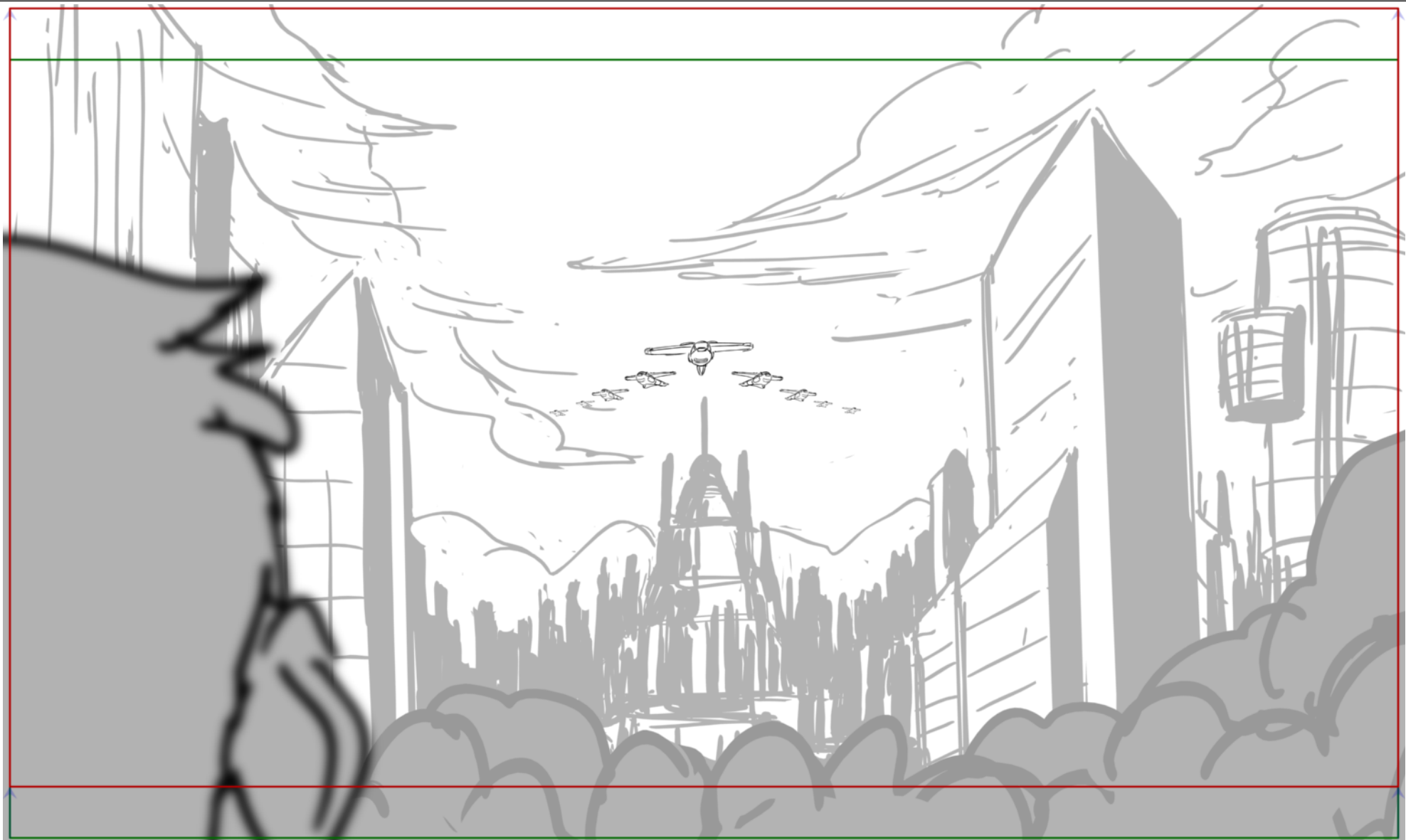
Scene	Duration	Panel	Duration
00170	04:00	1	01:00



Dialog

Notes
CUT TO Academy in BG - Mantas emerge from Academy and approach
Father in FG [...]

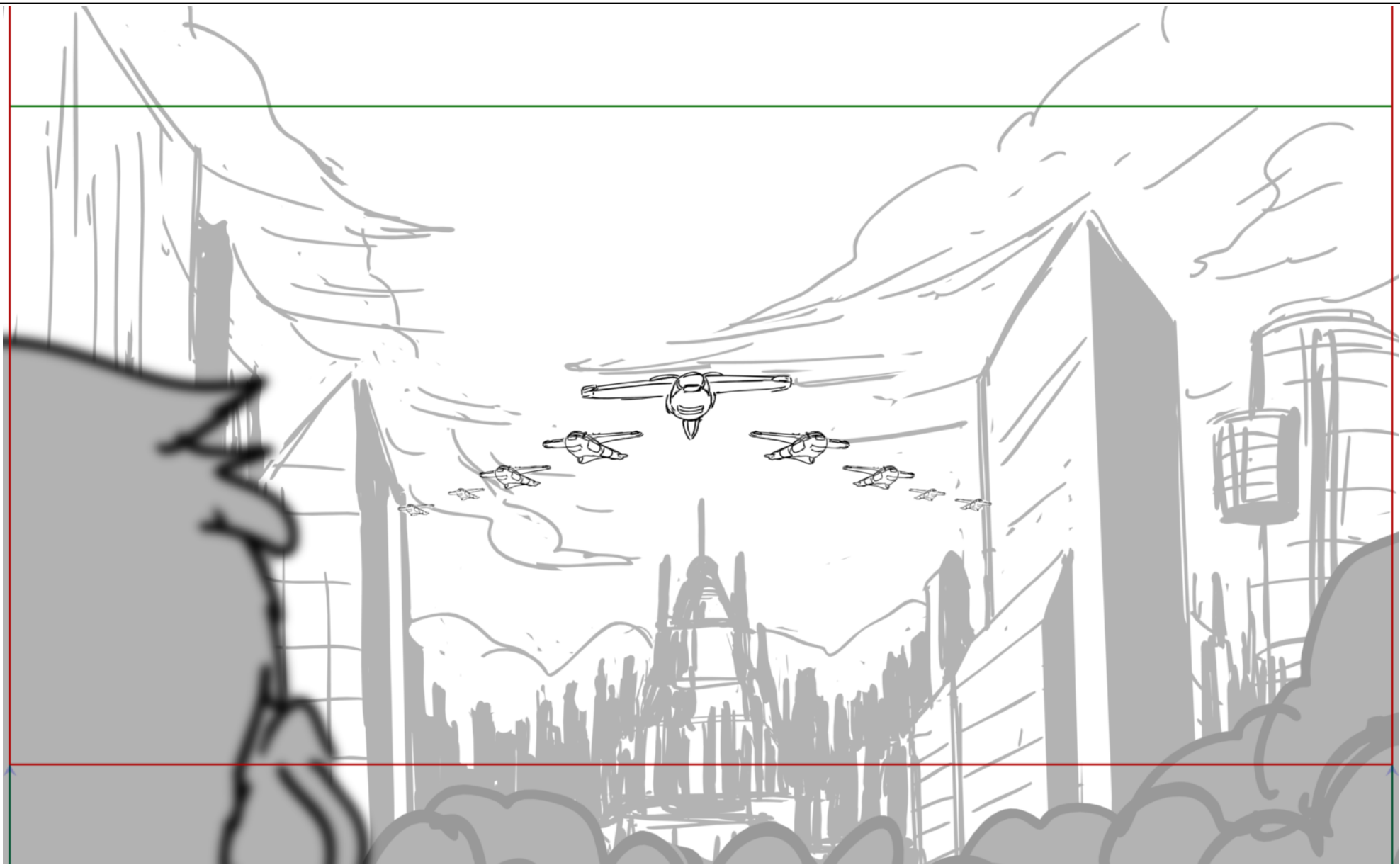
Scene	00170	Duration	04:00	Panel	2	Duration	01:00
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Dialog

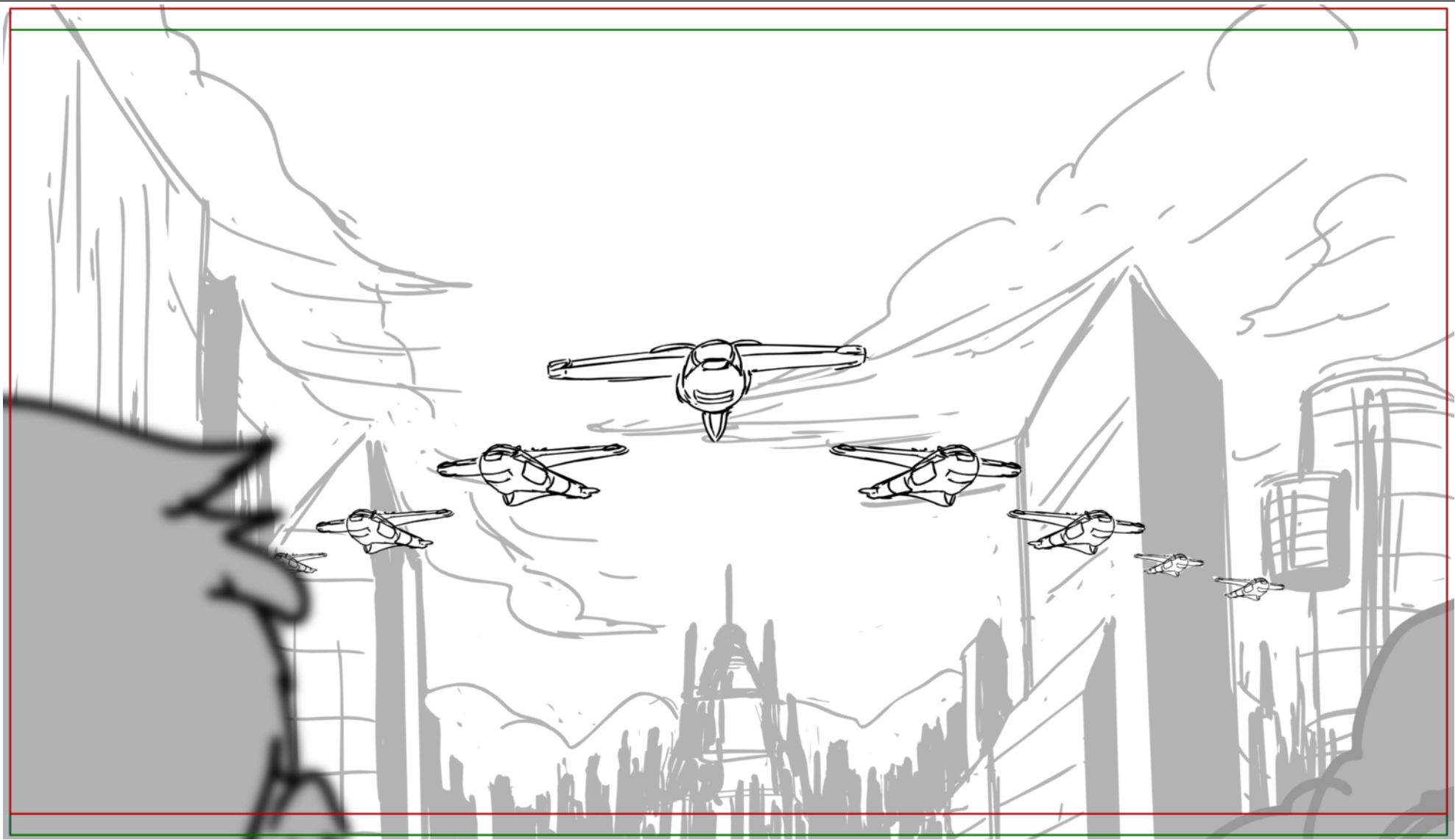
Notes

Scene	00170	Duration	04:00	Panel	3	Duration	01:00
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Dialog

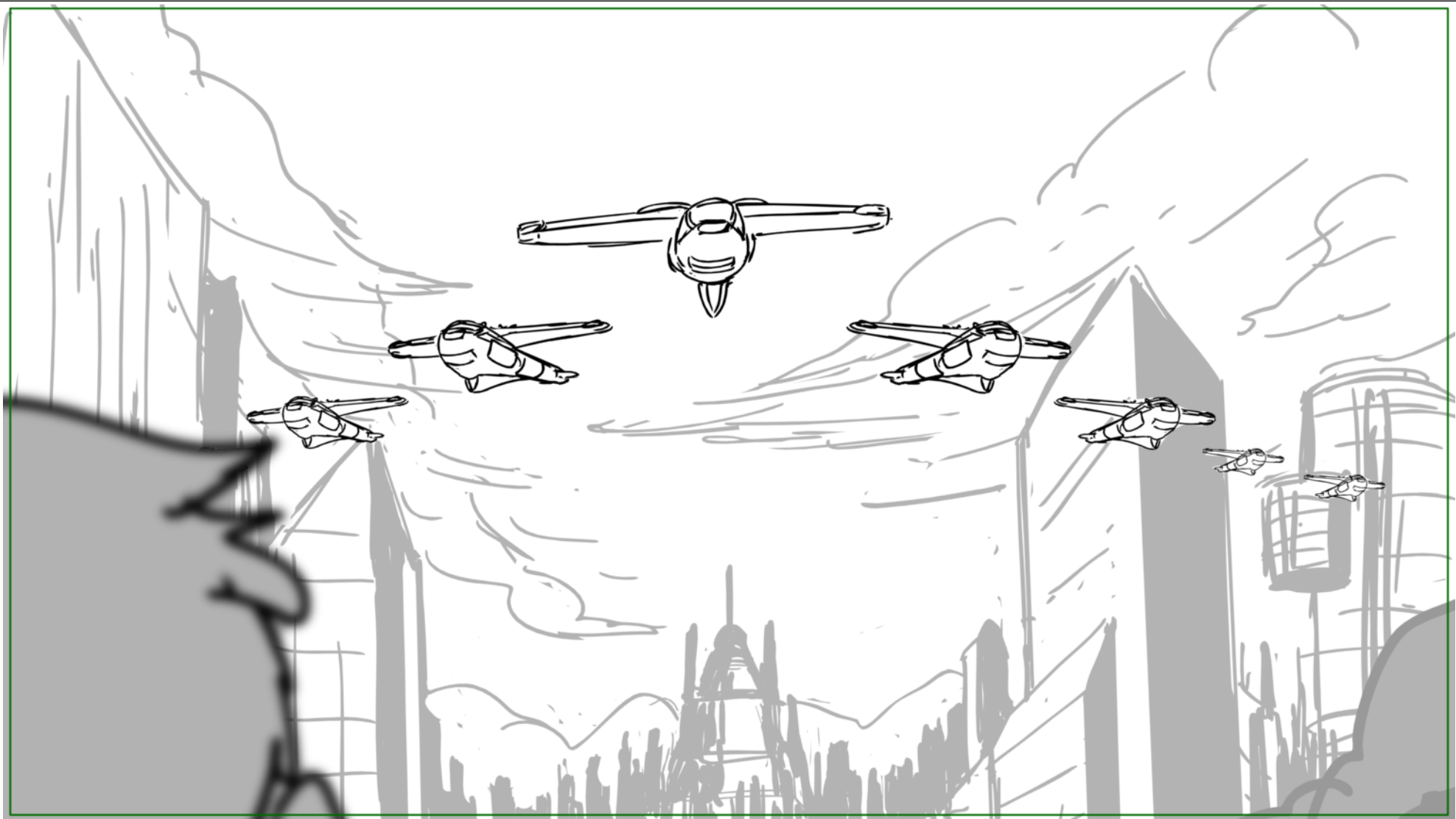
Scene	00170	Duration	04:00	Panel	4	Duration	00:14
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Dialog

Notes

Scene	00170	Duration	04:00	Panel	5	Duration	00:10
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Dialog

Notes

Scene	00180	Duration	05:00	Panel	1	Duration	01:00
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Dialog

Notes
Cut to MCU of Father

Added trees in BG

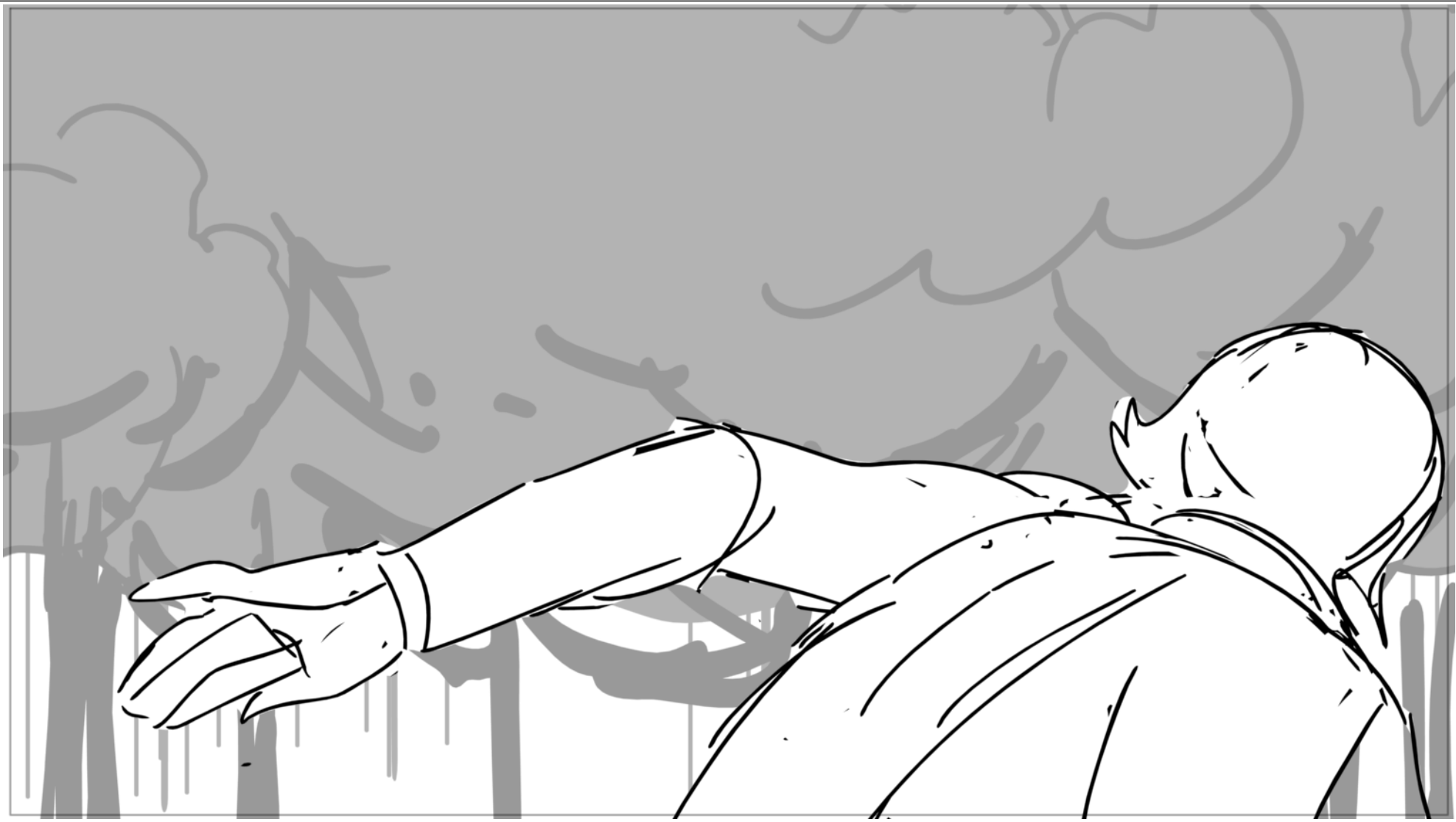
Scene	00180	Duration	05:00	Panel	2	Duration	01:00
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Dialog
8 FATHER
We need to go!

Notes

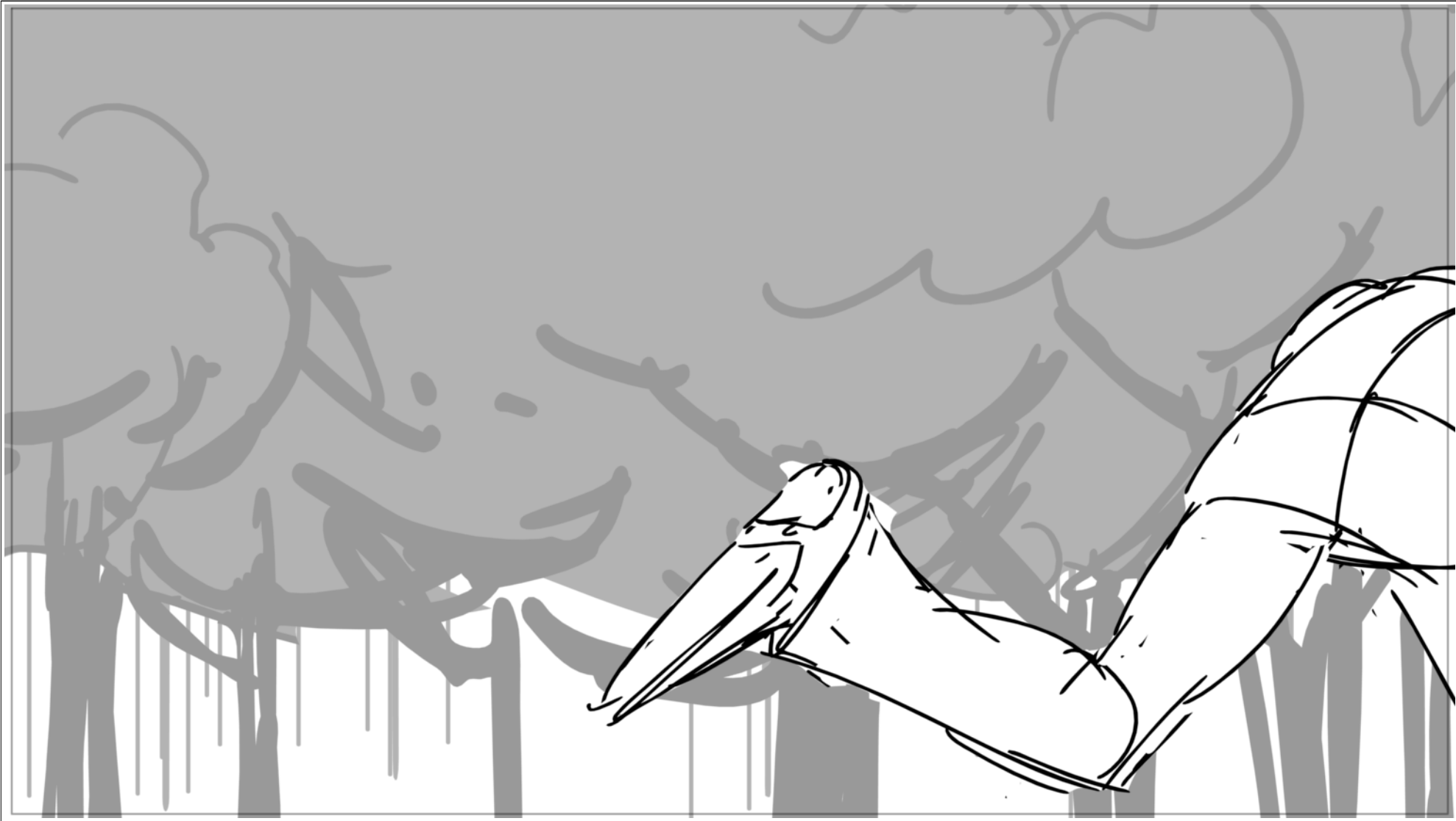
Scene	00180	Duration	05:00	Panel	3	Duration	01:00
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Dialog
8 FATHER
We need to go!

Notes

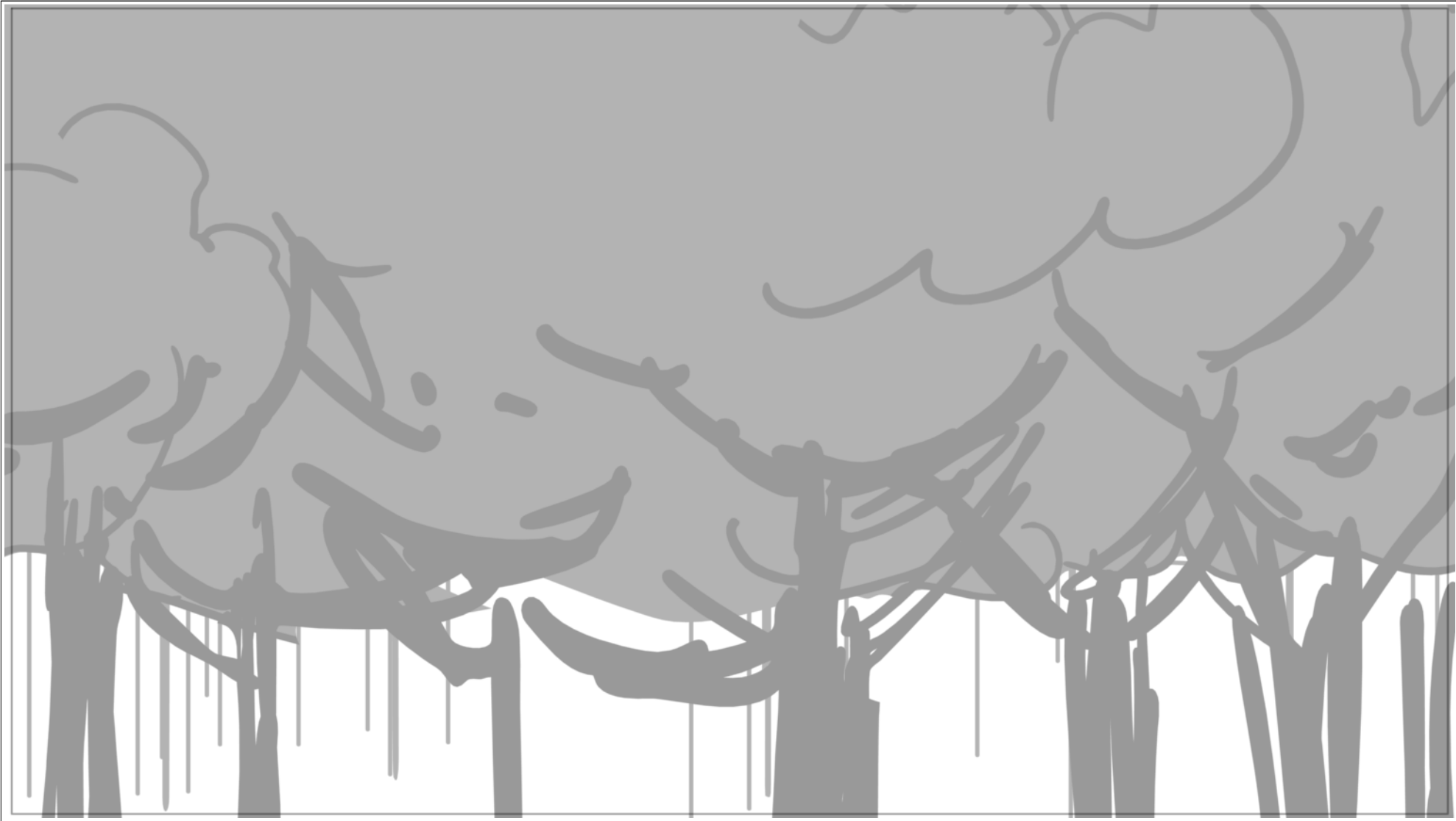
Scene	00180	Duration	05:00	Panel	4	Duration	01:00
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Dialog

Notes
Runs OS

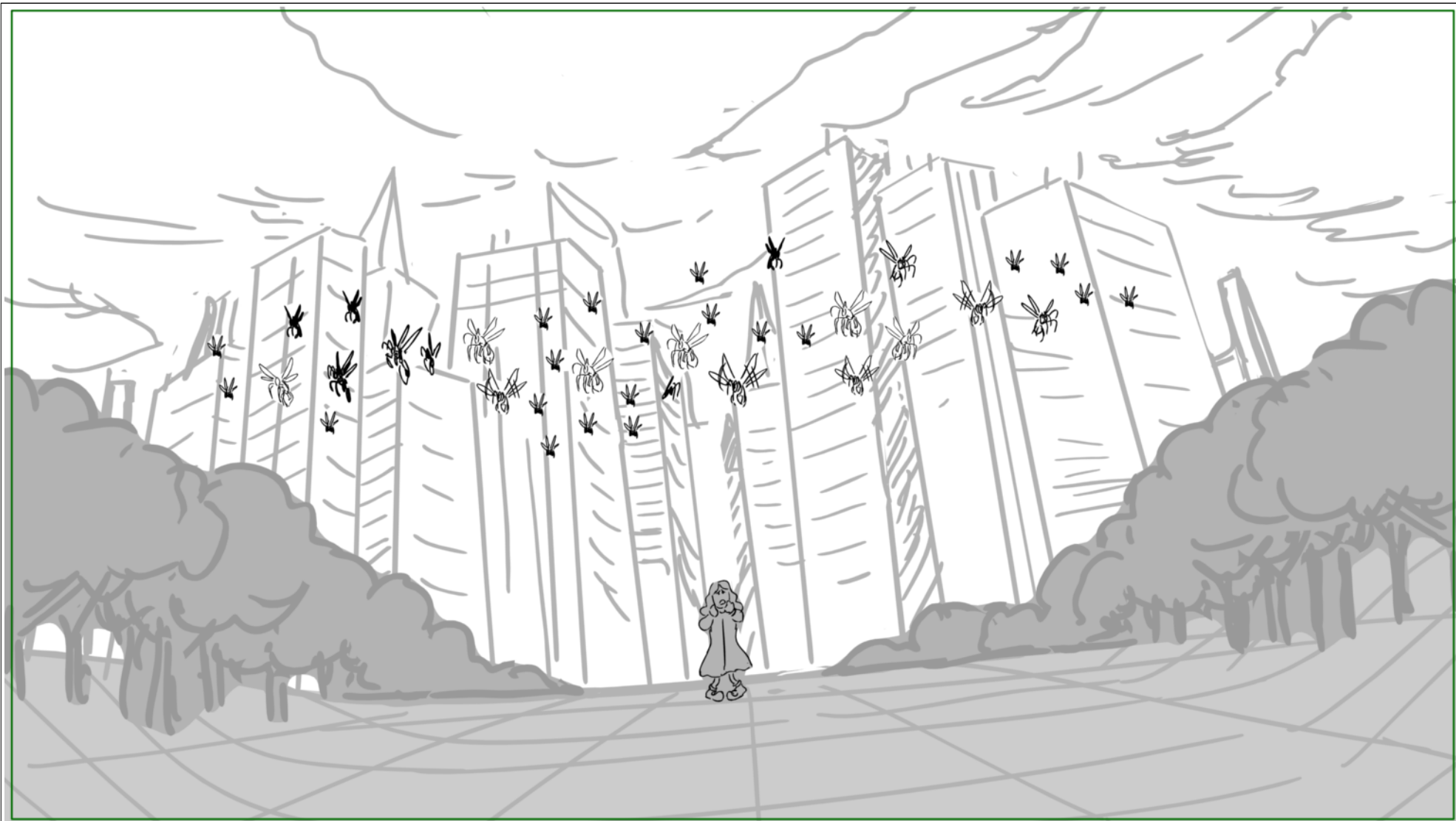
Scene	00180	Duration	05:00	Panel	5	Duration	01:00
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Dialog

Notes

Scene	Duration	Panel	Duration
00190	10:13	1	01:01



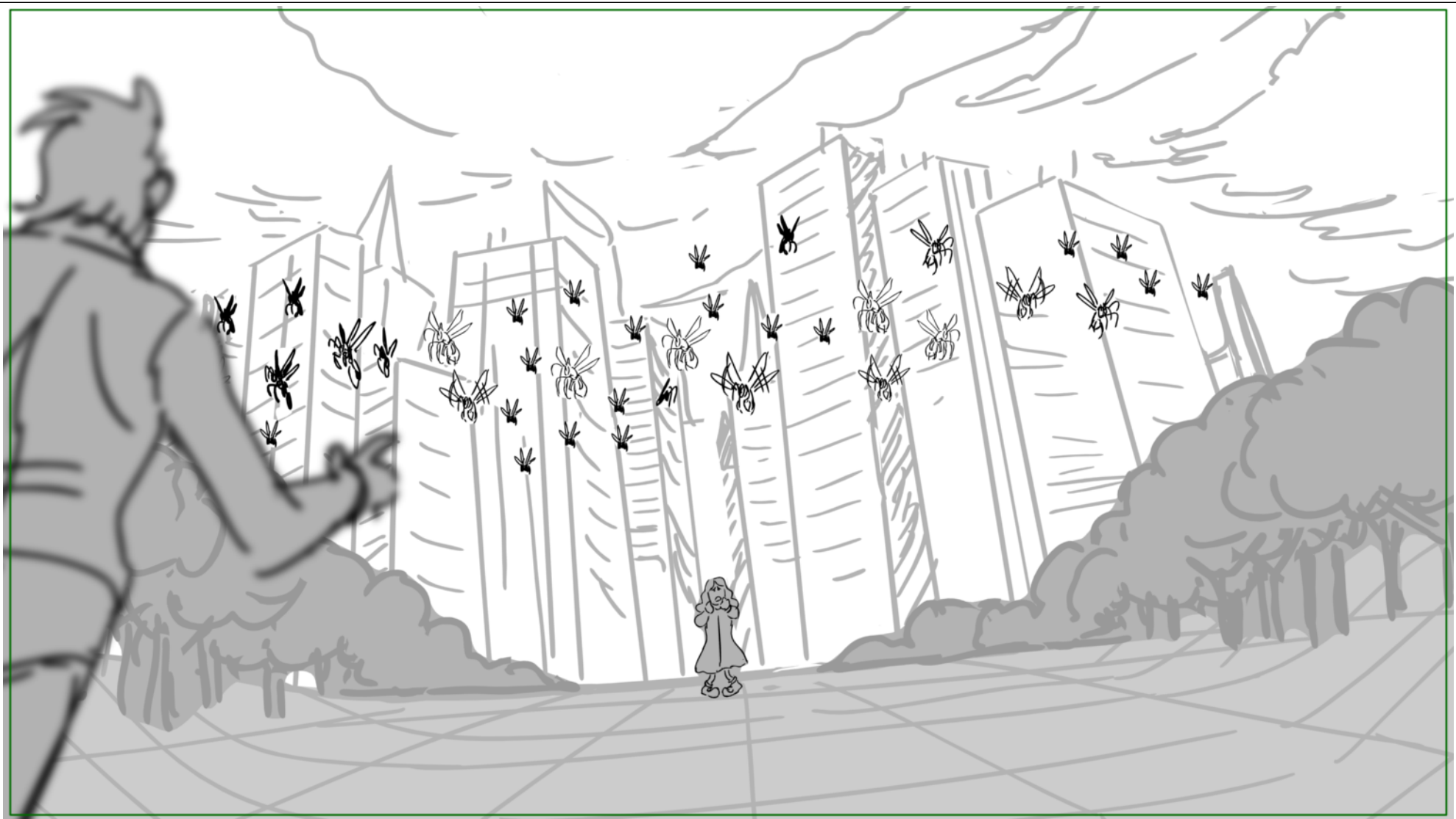
Dialog

Notes

Cut to Wide shot of Daughter in BG with LANCERS approaching closer and closer

Added trees to BG

Scene	Duration	Panel	Duration
00190	10:13	2	00:12



Dialog

Notes

Father comes into frame

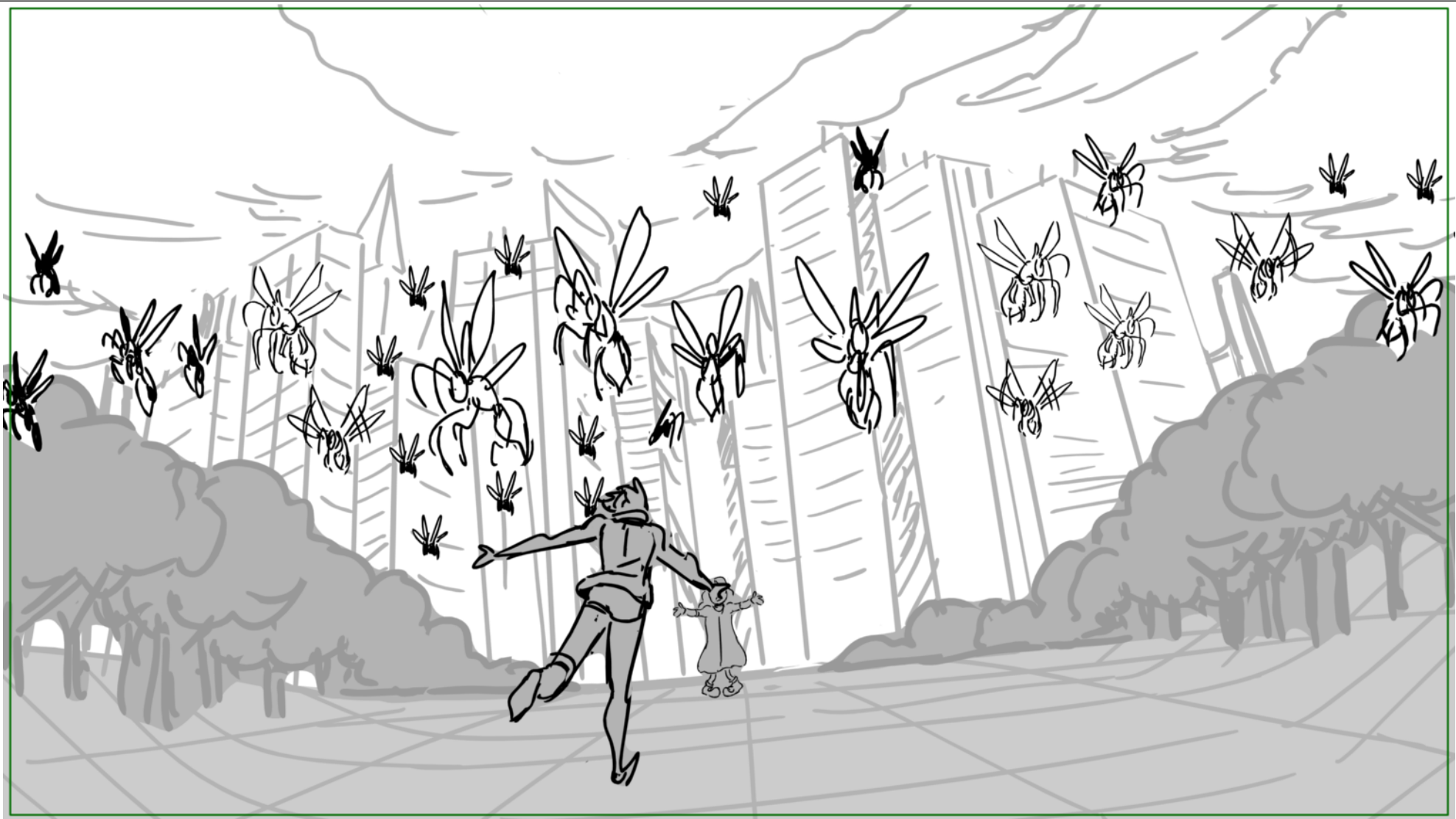
Scene	Duration	Panel	Duration
00190	10:13	3	01:00



Dialog

Notes
Runs towards Daughter

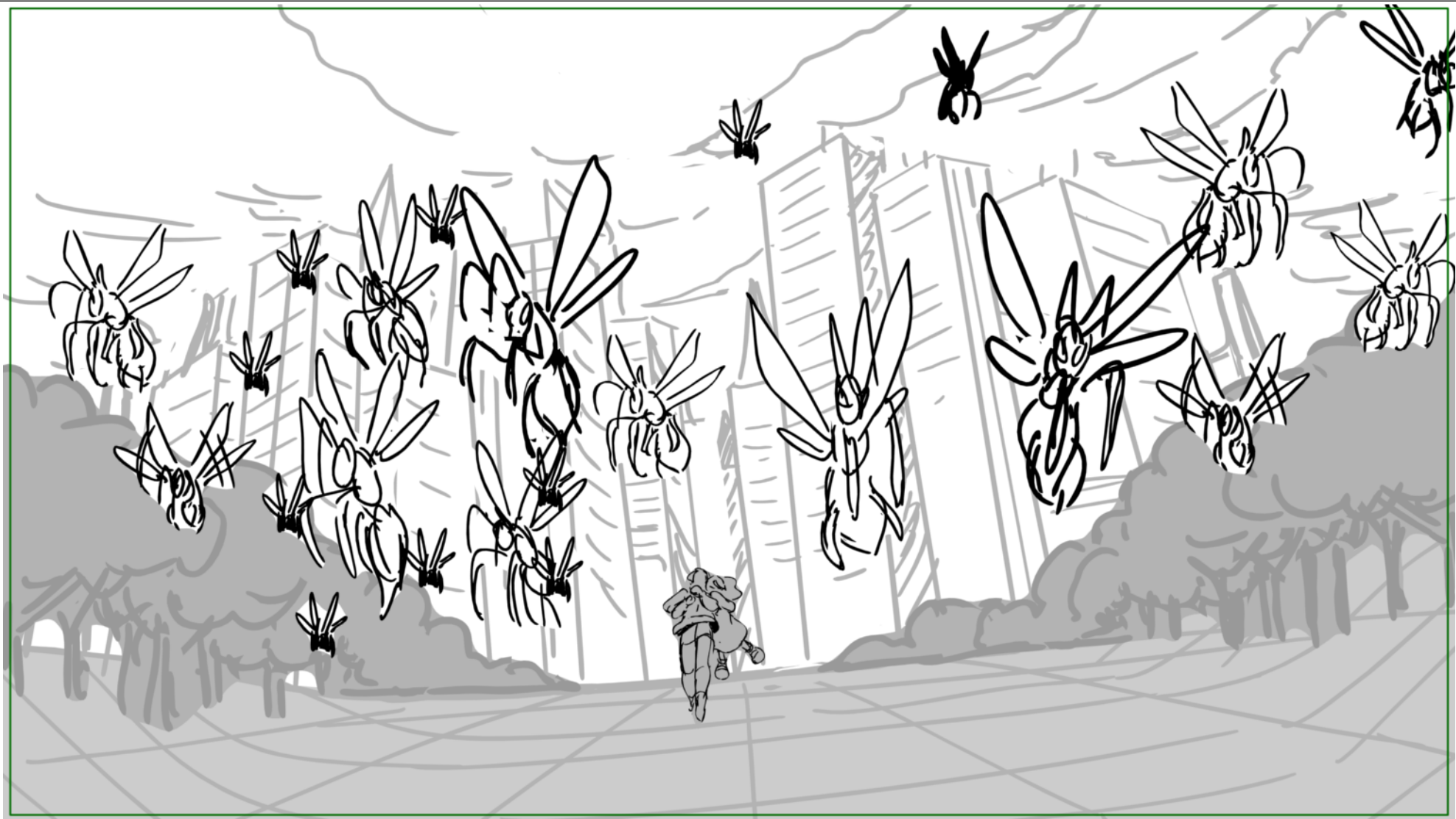
Scene	Duration	Panel	Duration
00190	10:13	4	01:00



Dialog

Notes

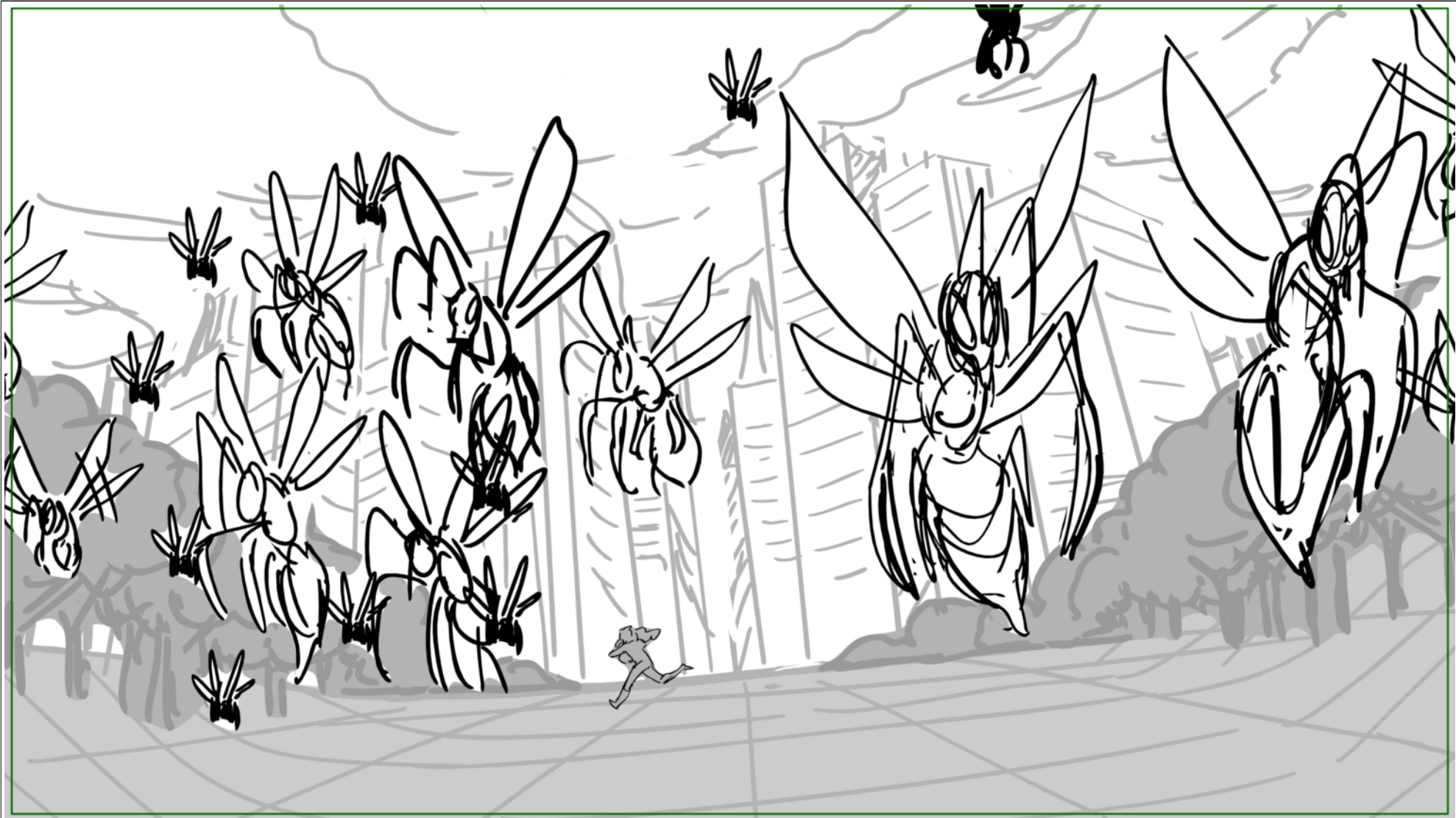
Scene	Duration	Panel	Duration
00190	10:13	5	01:00



Dialog

Notes
Father hugs and picks up Daughter

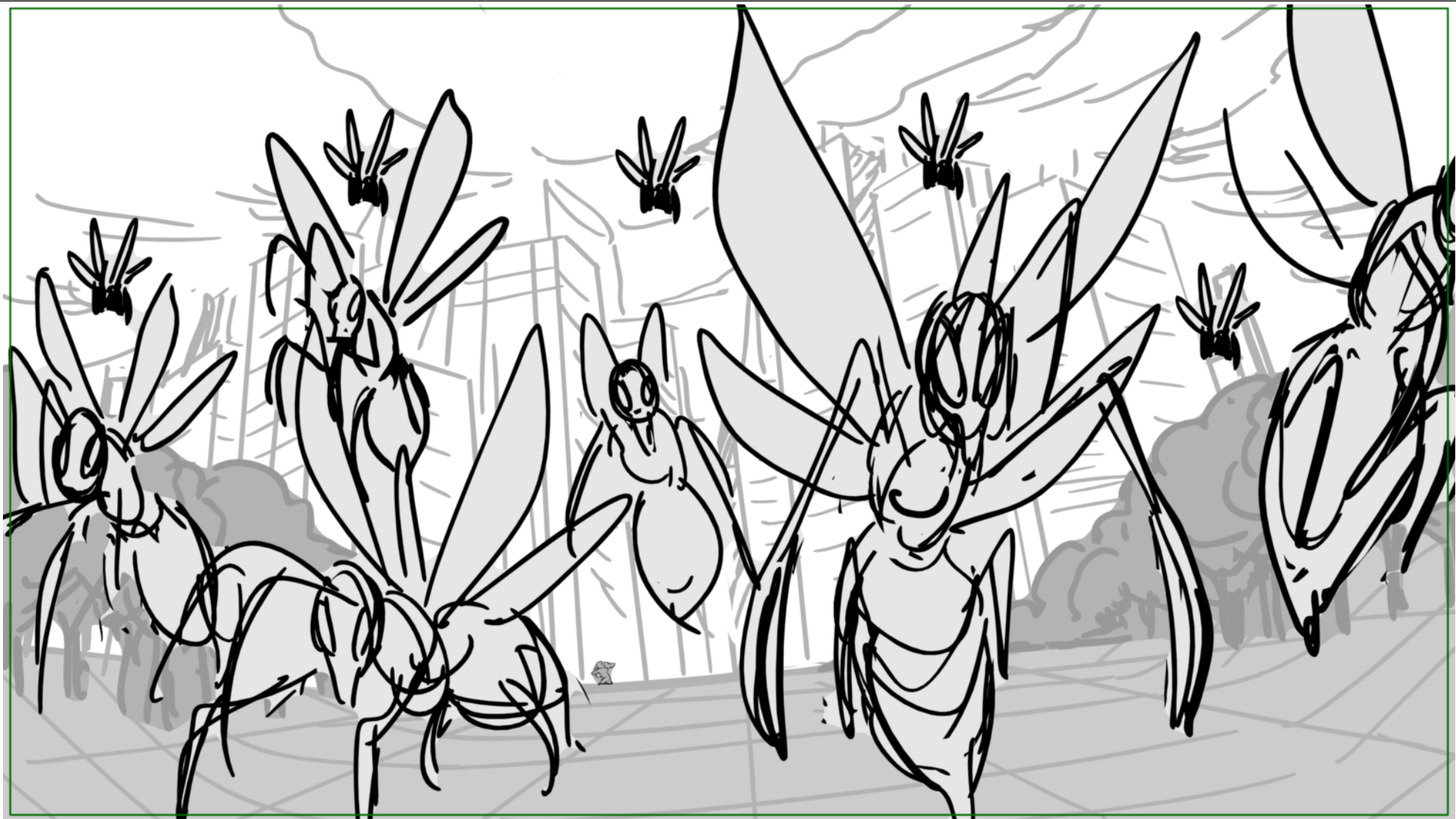
Scene	Duration	Panel	Duration
00190	10:13	6	01:00



Dialog

Notes

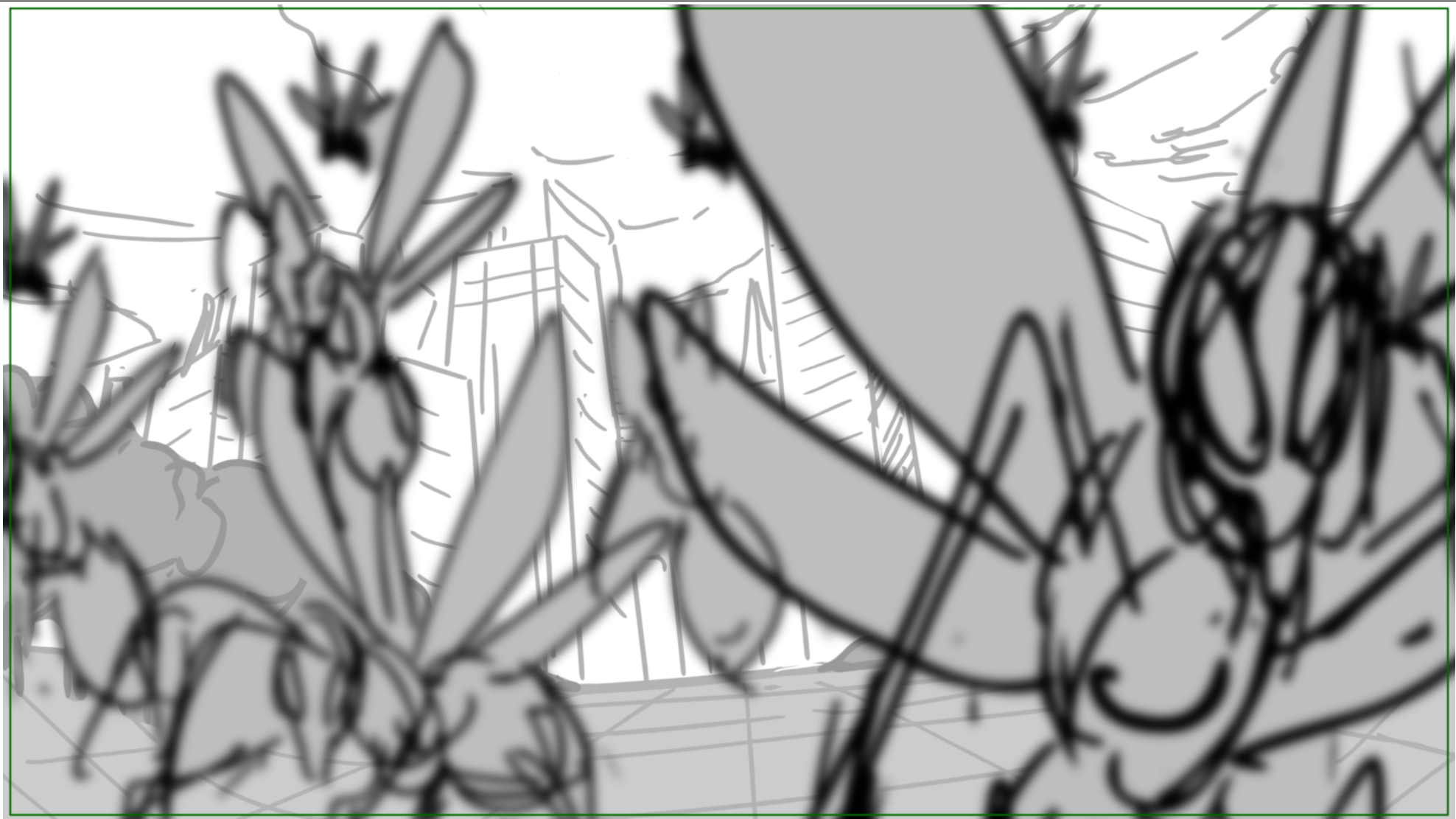
Scene	Duration	Panel	Duration
00190	10:13	7	01:00



Dialog

Notes
Runs OS in BG

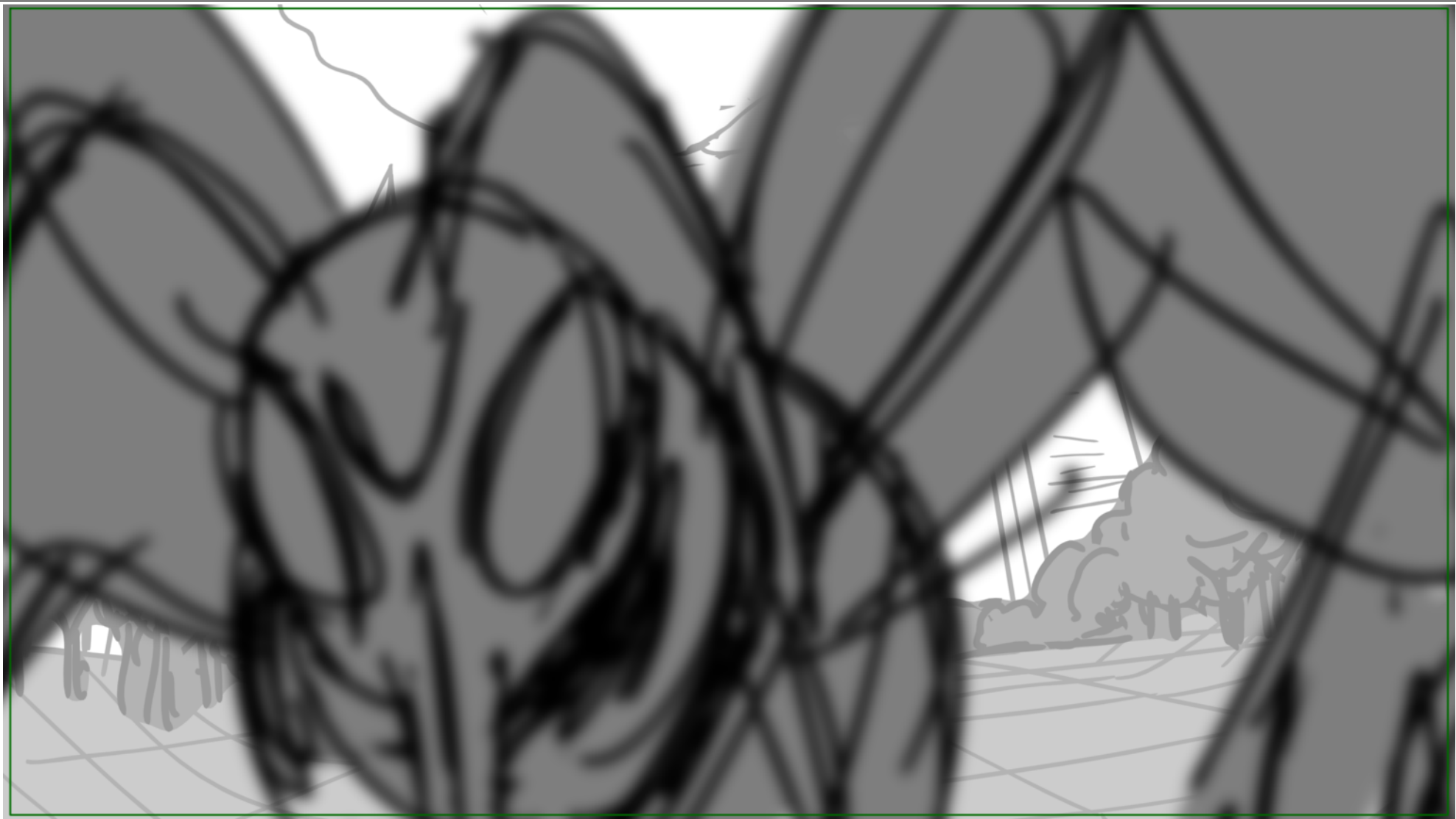
Scene	00190	Duration	10:13	Panel	8	Duration	01:00
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Dialog

Notes

Scene	00190	Duration	10:13	Panel	9	Duration	01:00
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Dialog

Notes
LANCERS fly by Camera

Scene	Duration	Panel	Duration
00190	10:13	10	01:00



Dialog

Notes

Scene	00190	Duration	10:13	Panel	11	Duration	01:00
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Dialog

Notes
FILL to BLACK