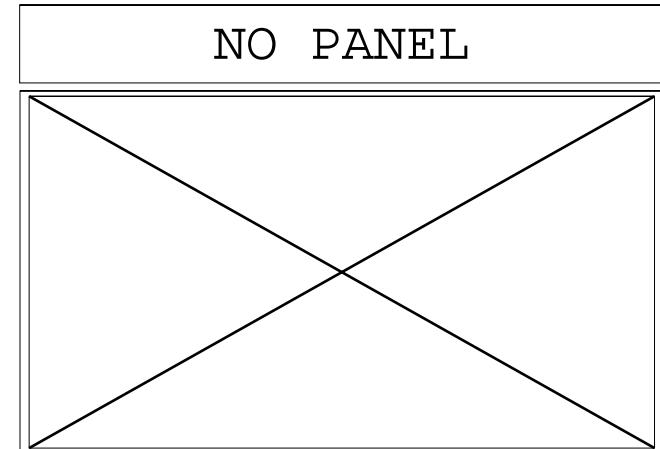
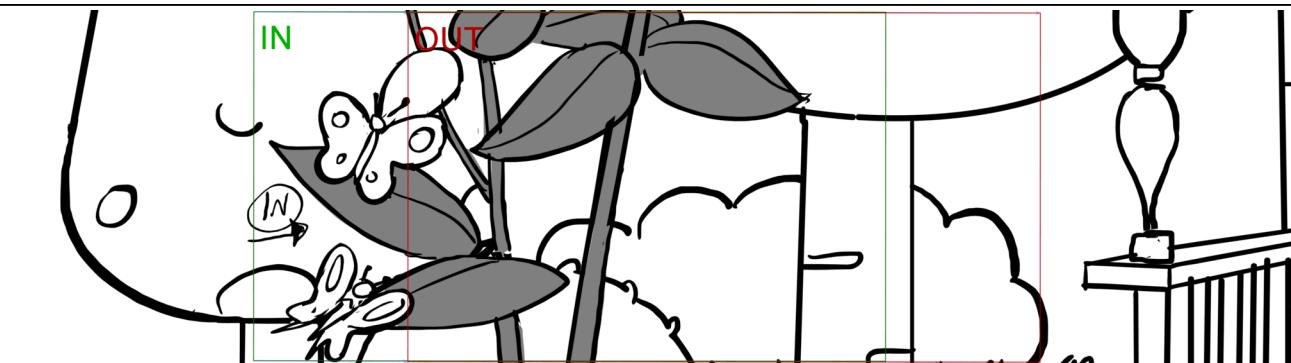


DXLD2 202

Scene	Duration	Panel	Duration
001	05:16	1	00:23

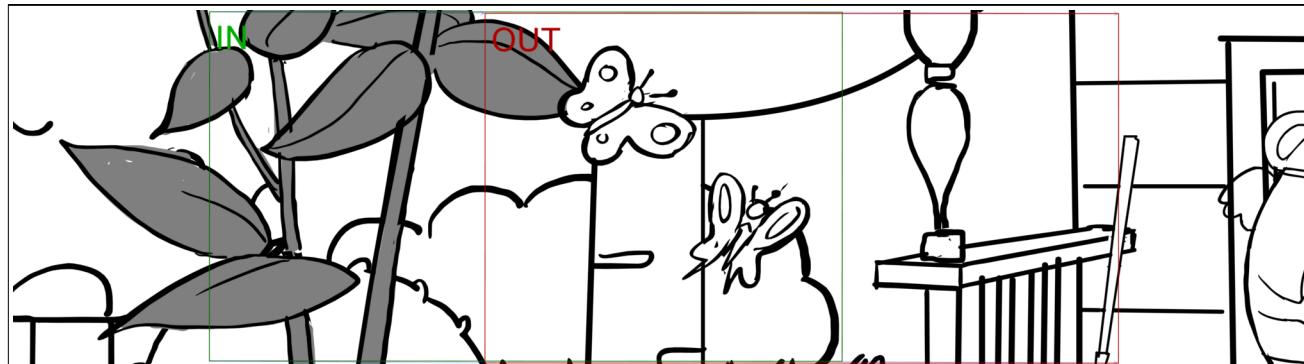
**Design**

DXLD2_bg_202_01_05_ext_Dixi_house_rtkU
DXLD2_props_202_rtkU

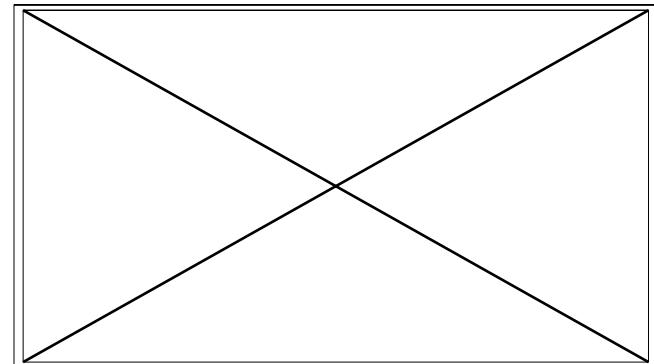
CHS

Flip, Fleep, Dixie, Bebe

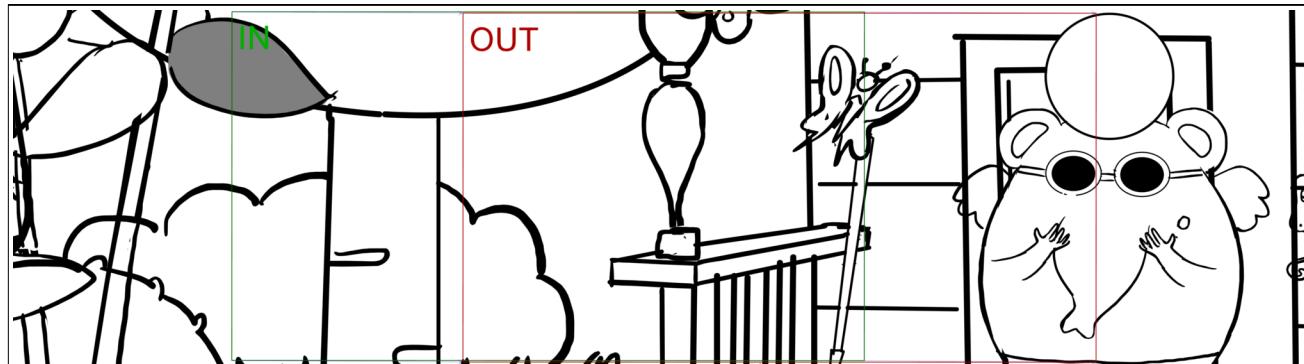
Scene	Duration	Panel	Duration
001	05:16	2	01:01



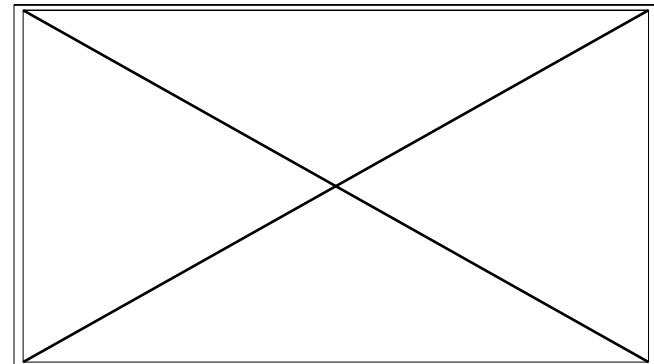
NO PANEL



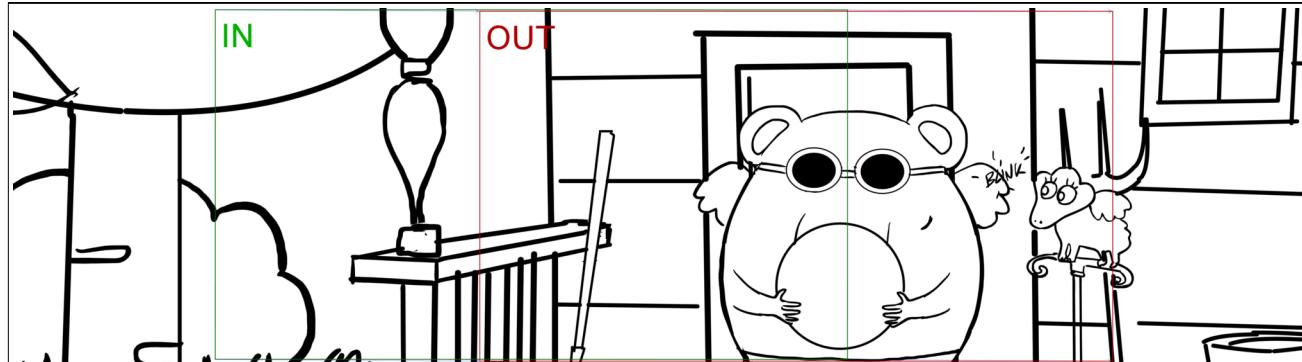
Scene	Duration	Panel	Duration
001	05:16	3	00:22



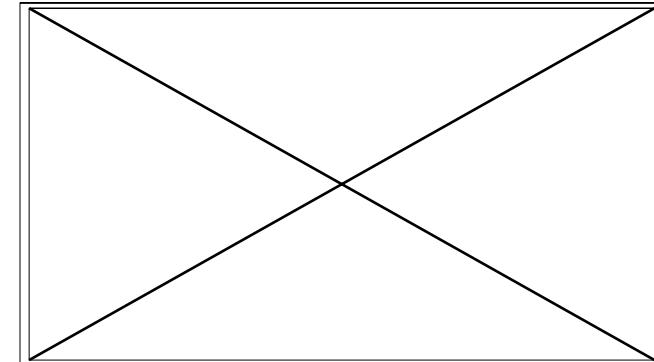
NO PANEL



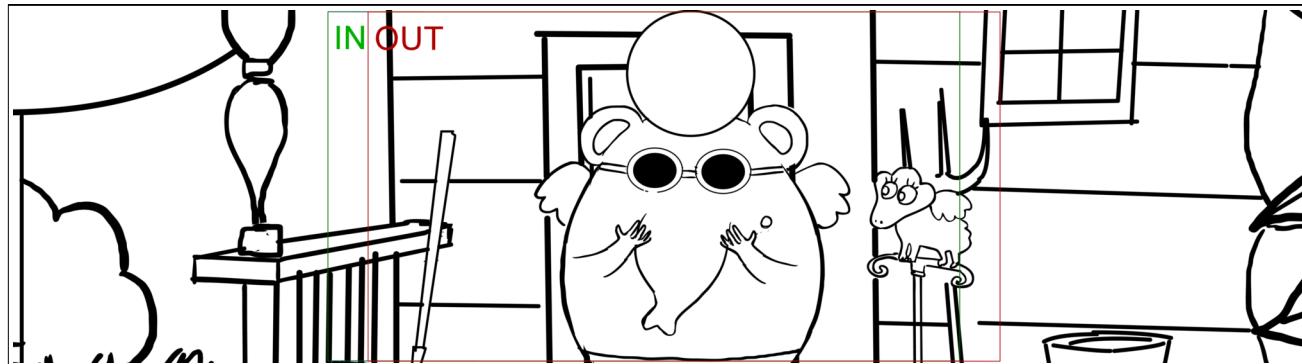
Scene	Duration	Panel	Duration
001	05:16	4	01:01



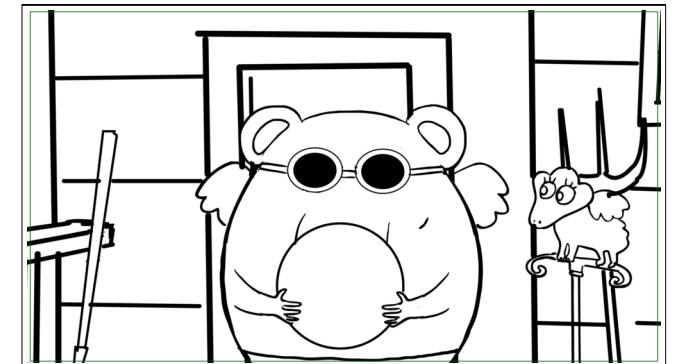
NO PANEL



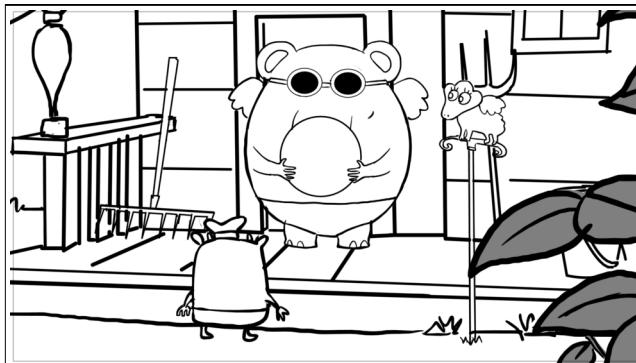
Scene	Duration	Panel	Duration
001	05:16	5	01:02



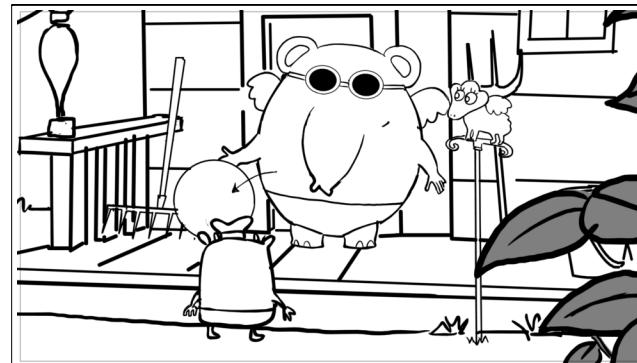
Scene	Duration	Panel	Duration
001	05:16	6	00:17



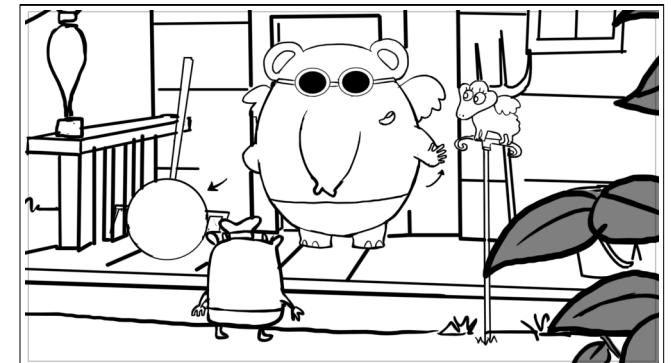
Scene	Duration	Panel	Duration
002	02:12	1	00:17



Scene	Duration	Panel	Duration
002	02:12	2	00:16



Scene	Duration	Panel	Duration
002	02:12	3	01:04

**Design**

DXLD2_bg_202_01_05_ext_Dixi_house_rtkU
DXLD2_props_202_rtkU

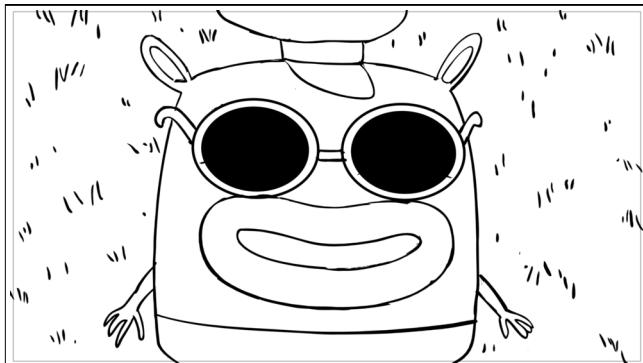
CHS

Dixie, Bebe, Tribor

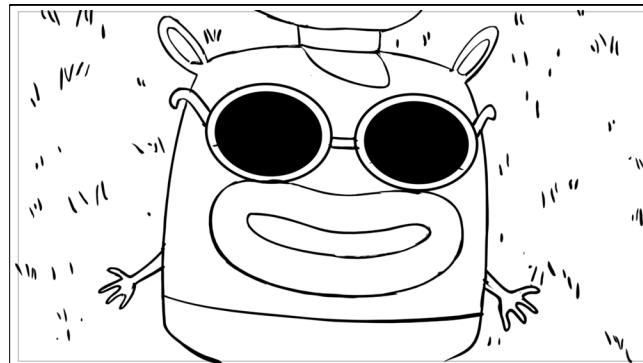
Dialog

DIXI: Hello Tribor.

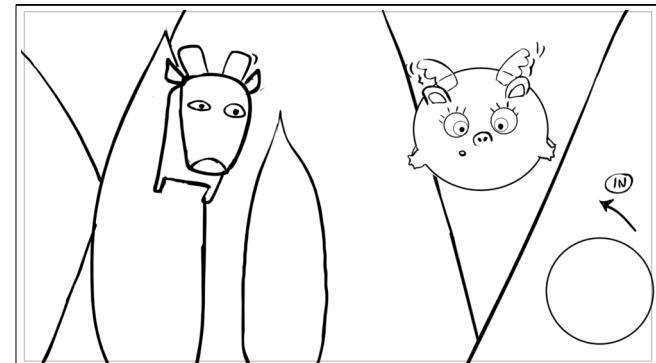
Scene	Duration	Panel	Duration
003	03:14	1	00:22



Scene	Duration	Panel	Duration
003	03:14	2	02:17



Scene	Duration	Panel	Duration
004	02:03	1	00:14

**Dialog**

TRIBO: We had a lot of fun didn't we,
Dixie my friend!

Design

DXLD2_bg_202_01_ext_Dixi_house_rs
(detail)
DXLD2_props_202_rtkU

CHS
Tribo

Dialog

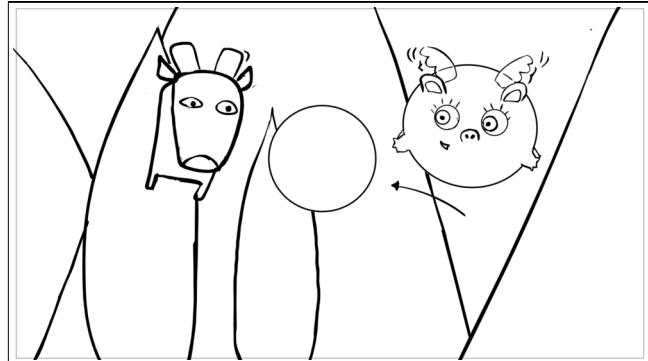
Narrator: What a lovely morning that
had been!

Design

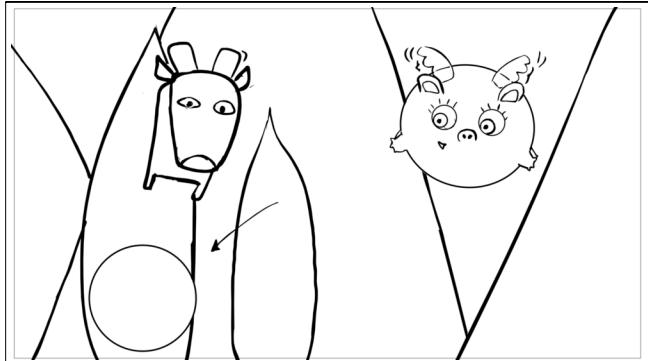
DXLD2_bg_202_02_ext_football_field_2
(detail)
DXLD2_props_202_rtkU

CHS
Kumo, Ram

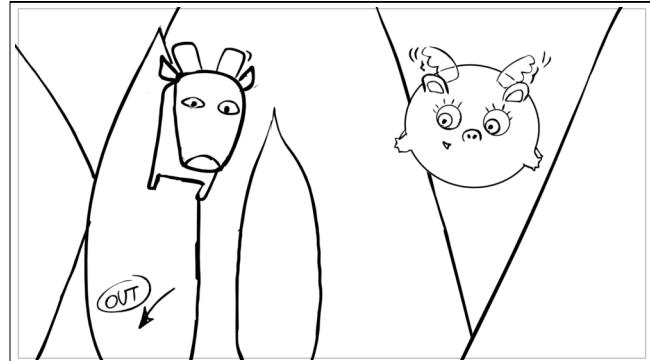
Scene	Duration	Panel	Duration
004	02:03	2	00:13



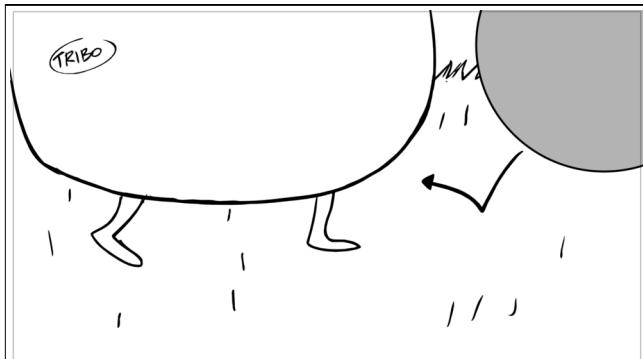
Scene	Duration	Panel	Duration
004	02:03	3	00:13



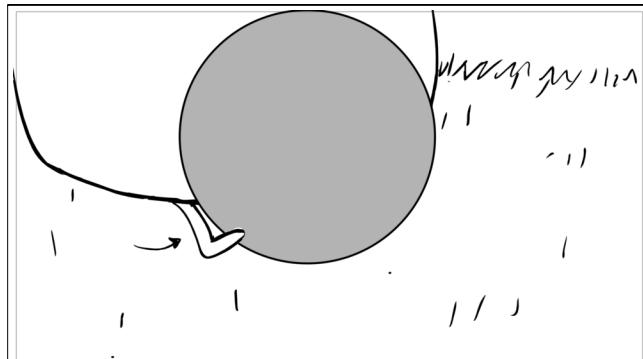
Scene	Duration	Panel	Duration
004	02:03	4	00:13



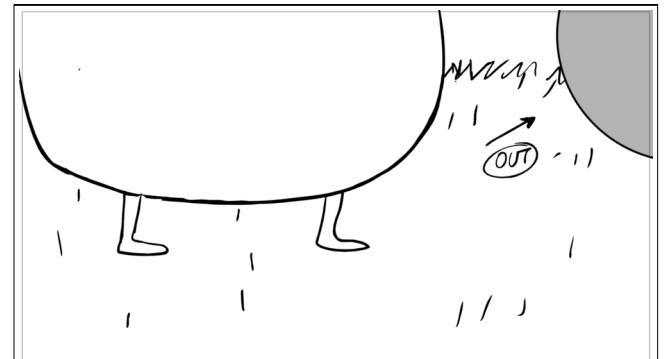
Scene	Duration	Panel	Duration
005	01:24	1	00:16



Scene	Duration	Panel	Duration
005	01:24	2	00:16



Scene	Duration	Panel	Duration
005	01:24	3	00:17

**Design**

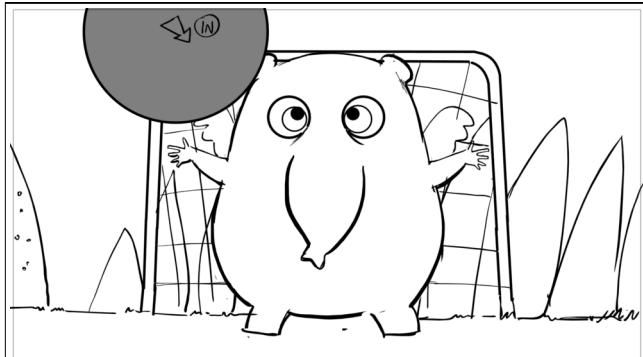
DXLD2_bg_202_02_ext_football_field_2
(detail)
DXLD2_props_202_rtkU

CHS
Tribo

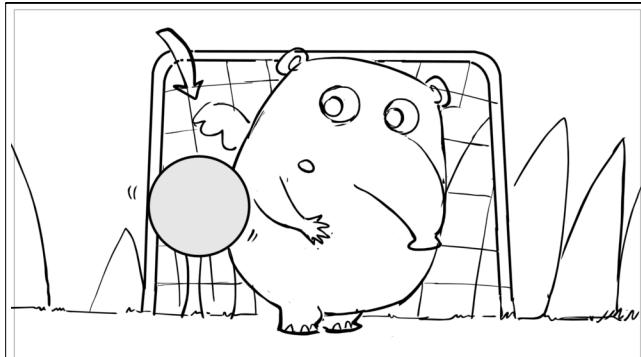
Dialog

N: At first they played football

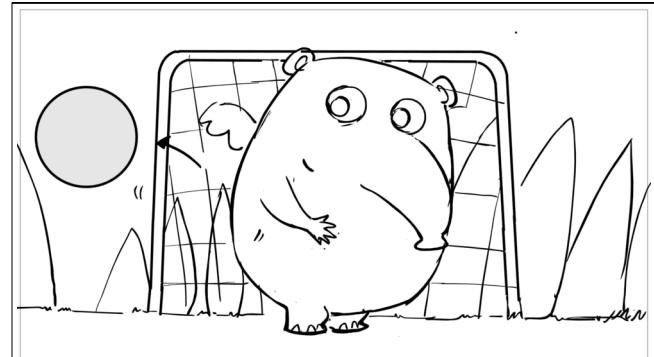
Scene	Duration	Panel	Duration
006	03:03	1	00:09



Scene	Duration	Panel	Duration
006	03:03	2	00:09



Scene	Duration	Panel	Duration
006	03:03	3	00:10

**Dialog**

N: and Dixi pulled off some amazing saves!

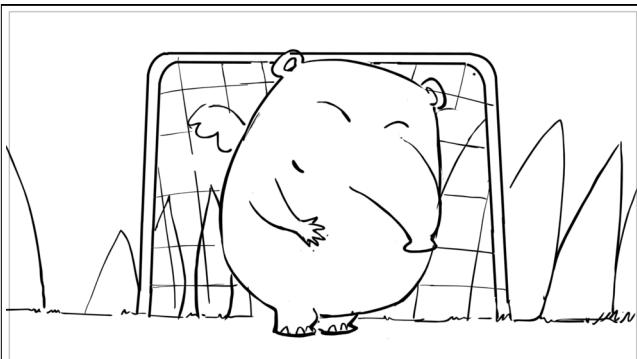
Design

DXLD2_bg_202_02_ext_football_field_2
DXLD2_props_202_rtkU

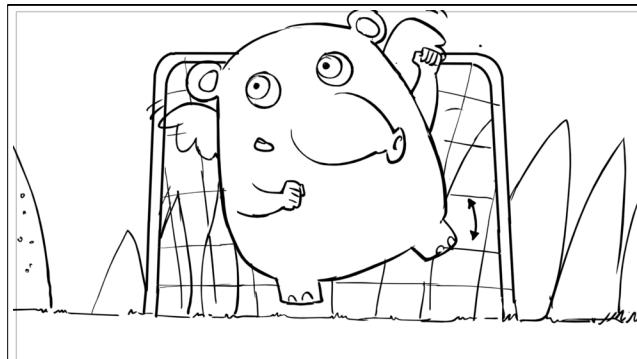
CHS

Dixie

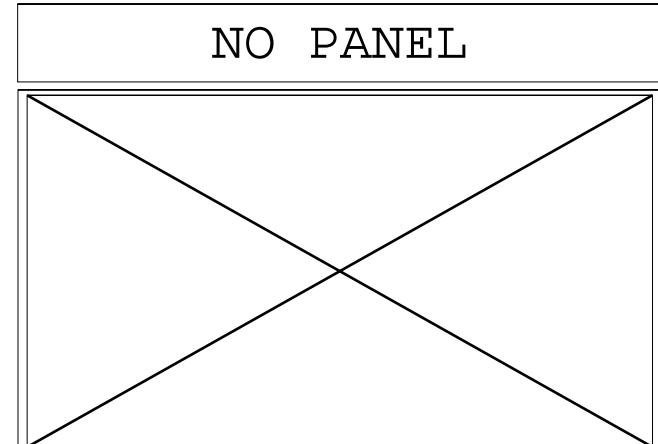
Scene	Duration	Panel	Duration
006	03:03	4	01:00



Scene	Duration	Panel	Duration
006	03:03	5	01:00



NO PANEL

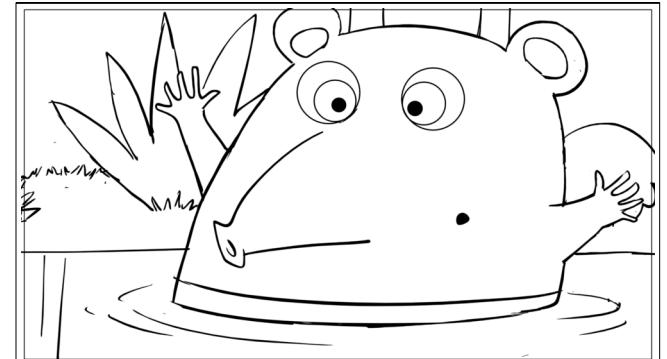


Scene	Duration	Panel	Duration
007	02:01	1	02:01

**Dialog**

N: Then they went for a swim in the river.

Scene	Duration	Panel	Duration
008	02:13	1	00:10

**Dialog**

N: What fun they had splashing around!

Design

DXLD2_bg_202_03_ext_lake
DXLD2_props_202_rtkU

CHS

Cip1, Cip2, Tribo, Igor, Lolalu

Design

DXLD2_bg_202_03_ext_lake
DXLD2_props_202_rtkU

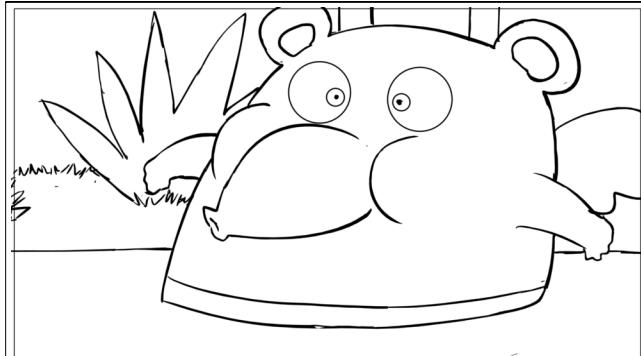
CHS

Dixie

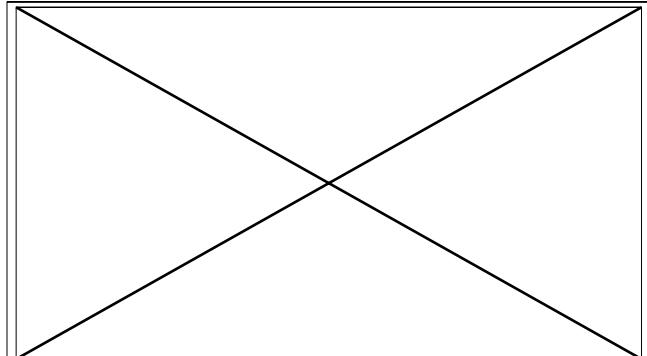
Scene	Duration	Panel	Duration
008	02:13	2	00:14



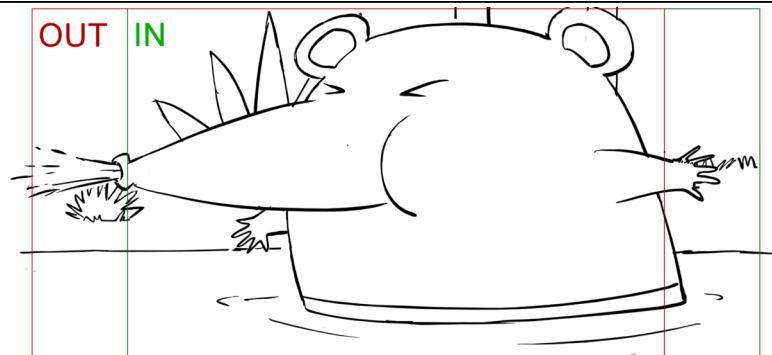
Scene	Duration	Panel	Duration
008	02:13	3	00:21



NO PANEL



Scene	Duration	Panel	Duration
008	02:13	4	00:18



Scene	Duration	Panel	Duration
009	01:01	1	01:01



Design

DXLD2_bg_202_03_ext_lake
DXLD2_props_202_rtkU

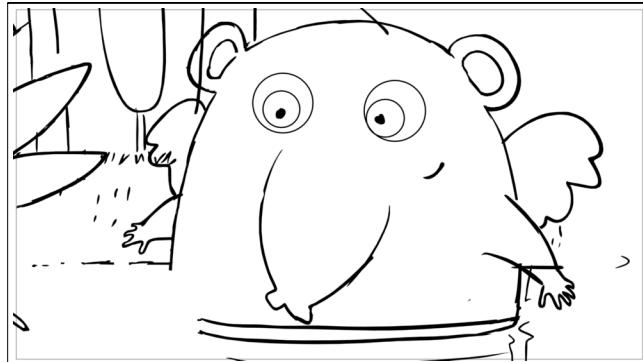
CHS

Tribo, Igor, Lolalu

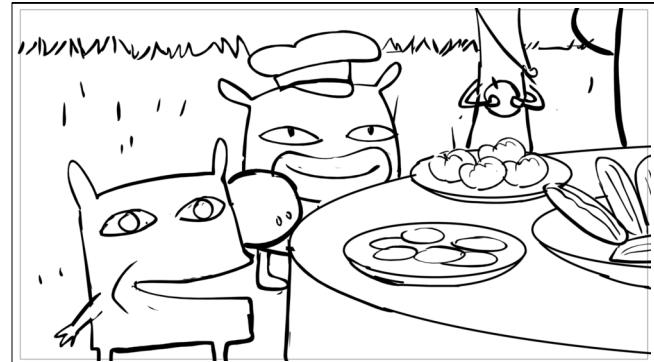
Scene	Duration	Panel	Duration
010	00:18	1	00:11



Scene	Duration	Panel	Duration
010	00:18	2	00:07



Scene	Duration	Panel	Duration
011	02:03	1	00:21

**Design**

DXLD2_bg_202_03_ext_lake
DXLD2_props_202_rtkU

CHS

Dixie

Dialog

N: And what a snack they had!

Design

DXLD2_bg_202_04_ext_big_pratone
DXLD2_props_202_rtkU

CHS

Bumbo, Tribo, Otu

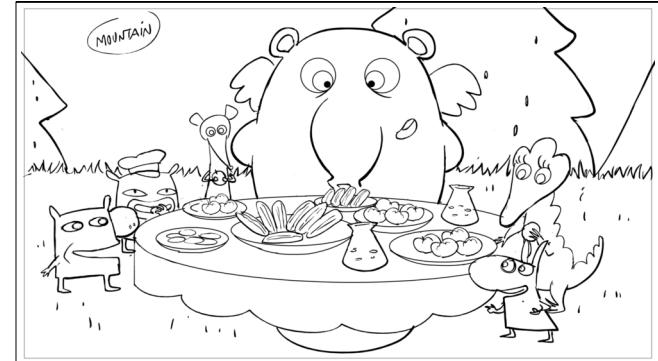
Scene	Duration	Panel	Duration
011	02:03	2	00:16



Scene	Duration	Panel	Duration
011	02:03	3	00:16



Scene	Duration	Panel	Duration
012	04:09	1	00:17



Dialog

D: Ohhhh watch out ... ohhhh
Little tomato. Cucumber ...

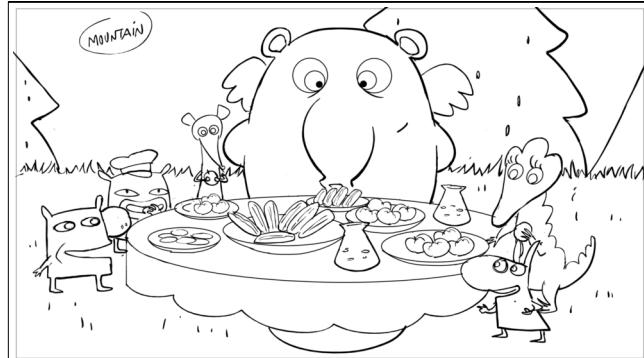
Design

DXLD2_bg_202_04_ext_big_pratone
DXLD2_props_202_rtkU

CHS

Bumbo, Tribo, Otu, Ledi, Igor

Scene	Duration	Panel	Duration
012	04:09	2	00:14



Scene	Duration	Panel	Duration
012	04:09	3	00:21



Scene	Duration	Panel	Duration
012	04:09	4	01:15



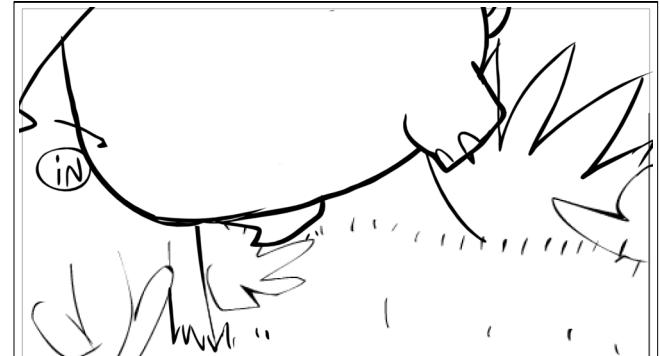
Scene	Duration	Panel	Duration
012	04:09	5	00:17



Scene	Duration	Panel	Duration
013	06:01	1	00:07



Scene	Duration	Panel	Duration
013	06:01	2	00:11

**Design**

DXLD2_bg_202_04_ext_big_pratone_rs
DXLD2_props_202_rtkU

CHS

Dixie

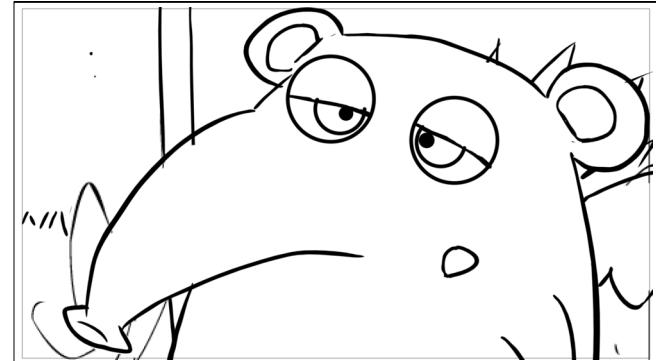
Scene	Duration	Panel	Duration
013	06:01	3	00:14



Scene	Duration	Panel	Duration
013	06:01	4	00:14



Scene	Duration	Panel	Duration
013	06:01	5	00:16

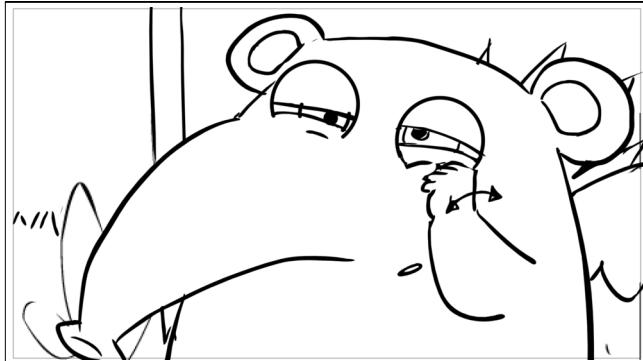
**Dialog**

N: Dixi was so happy ? and now he could slink off for a well deserved lie down!

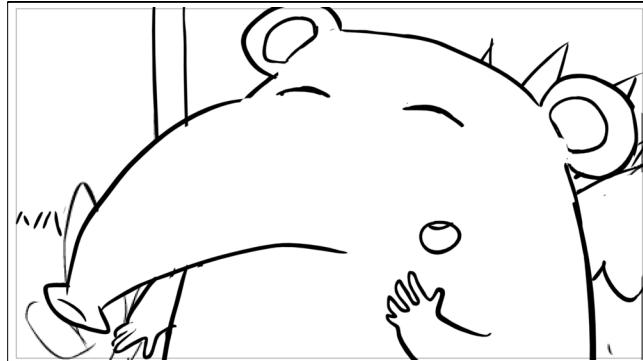
Dialog

N: Dixi was so happy ? and now he could slink off for a well deserved lie down!

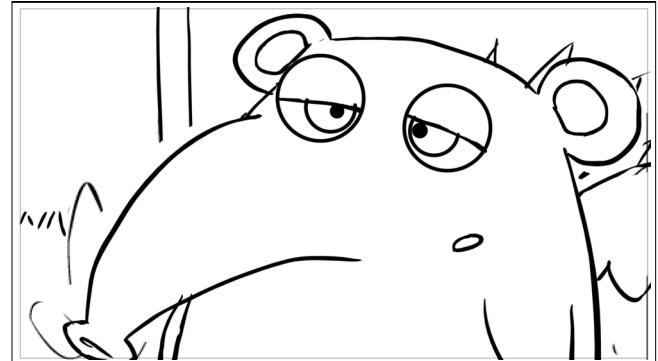
Scene	Duration	Panel	Duration
013	06:01	6	01:02



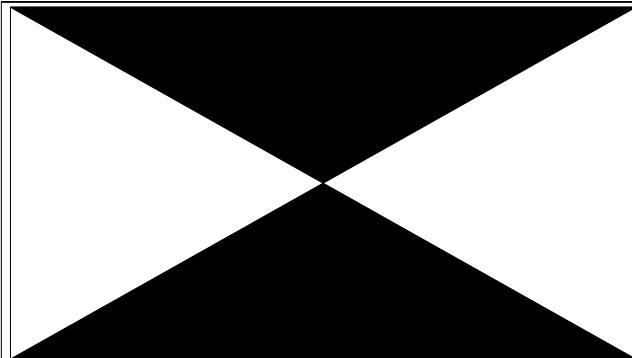
Scene	Duration	Panel	Duration
013	06:01	7	00:23



Scene	Duration	Panel	Duration
013	06:01	8	01:14



Dissolve

Duration
00:10

Scene 014 Duration 02:22 Panel 1 Duration 00:24



Scene 014 Duration 02:22 Panel 2 Duration 01:23

**Dialog**

T: Are you going for a lie down Dixi?

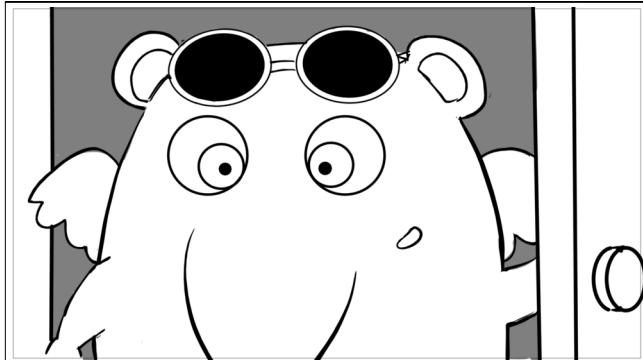
Design

DXLD2_bg_202_01_ext_Dixi_house_rs
(to adapt)
DXLD2_props_202_rtkU

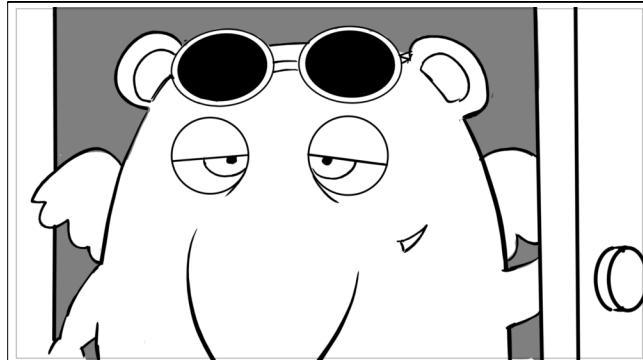
CHS

Dixie, Tribo

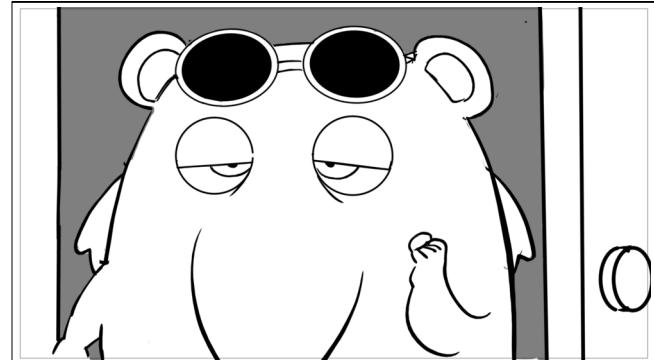
Scene	Duration	Panel	Duration
015	03:09	1	00:22



Scene	Duration	Panel	Duration
015	03:09	2	01:02



Scene	Duration	Panel	Duration
015	03:09	3	00:10

**Dialog**

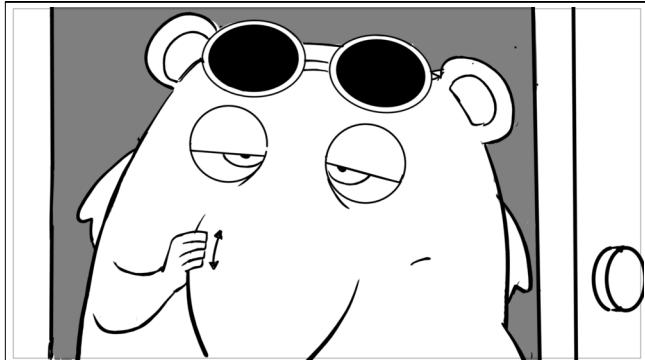
D: Eh ...? L-Lie down? Oh oh

Design

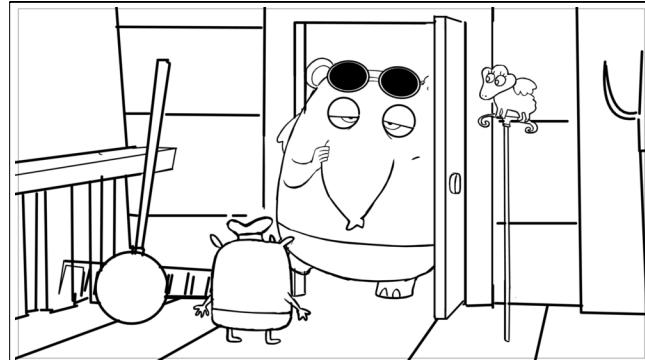
DXLD2_bg_202_01_05_ext_Dixi_house_rtkU
(detail with door opened)
DXLD2_props_202_rtkU

CHS
Dixie

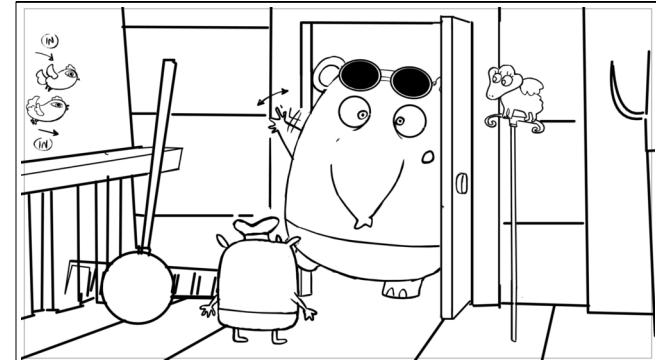
Scene	Duration	Panel	Duration
015	03:09	4	01:00



Scene	Duration	Panel	Duration
016	03:04	1	00:17



Scene	Duration	Panel	Duration
016	03:04	2	00:24

**Dialog**

T: A lie down!

Dialog

T: A snooze.

Dialog

D: Oh oh ...

N: Yes, when we talk about

Design

DXLD2_bg_202_01_05_ext_Dixi_house_rtkU

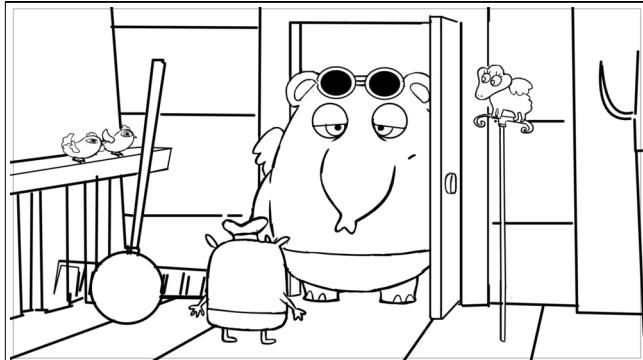
(with door opened)

DXLD2_props_202_rtkU

CHS

Dixie, Tribo, Bebe, Cip1 , Cip2

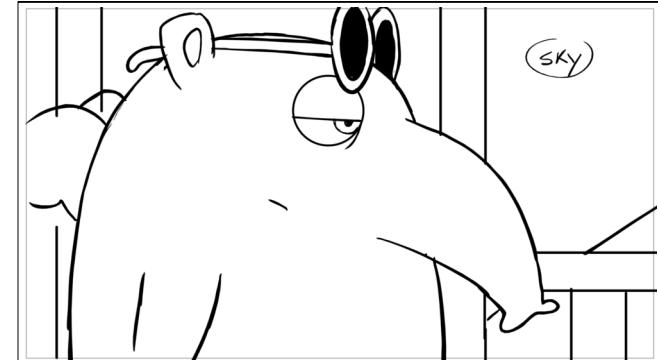
Scene	Duration	Panel	Duration
016	03:04	3	01:13



Scene	Duration	Panel	Duration
017	01:13	1	01:13



Scene	Duration	Panel	Duration
018	05:03	1	00:18

**Dialog**

N: lie down we actually mean

Dialog

N: a snooze ... and Dixi really felt like going for a lie down at that moment.

Design

DXLD2_bg_202_01_05_ext_Dixi_house_rtkU

CHS

Bebe

Design

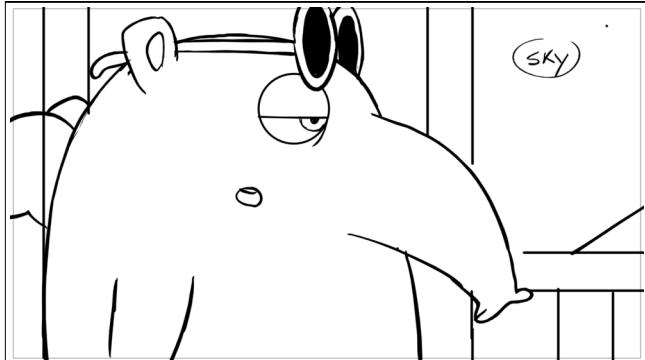
DXLD2_bg_202_01_05_ext_Dixi_house_rtkU

DXLD2_props_202_rtkU

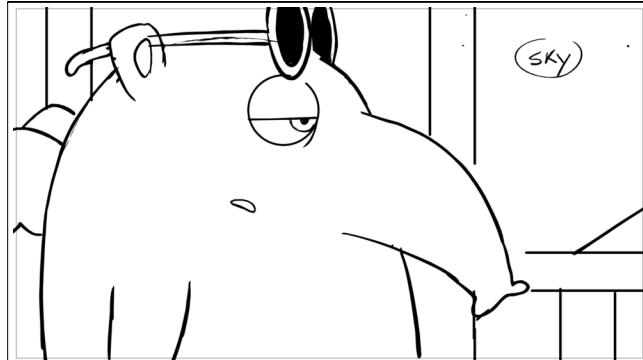
CHS

Dixie

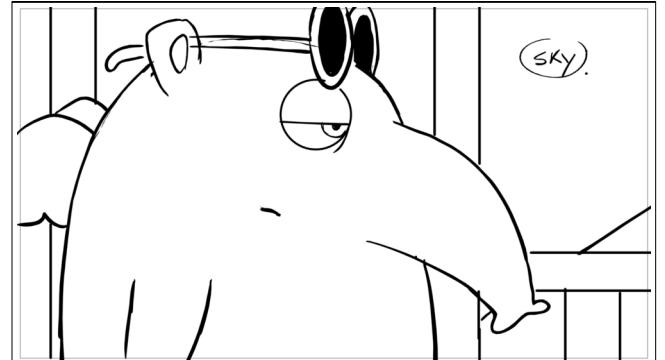
Scene	Duration	Panel	Duration
018	05:03	2	00:12



Scene	Duration	Panel	Duration
018	05:03	3	01:09



Scene	Duration	Panel	Duration
018	05:03	4	01:15

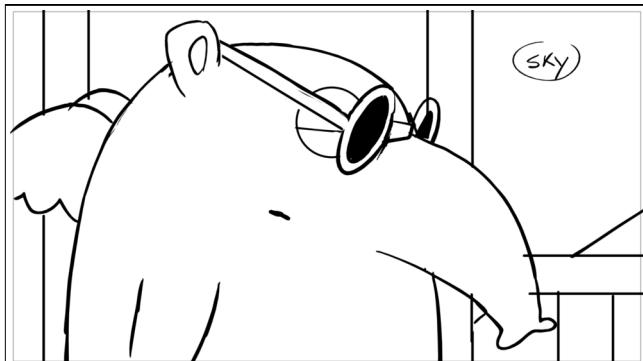
**Design**

DXLD2_bg_202_01_05_ext_Dixi_house_rtkU
DXLD2_props_202_rtkU

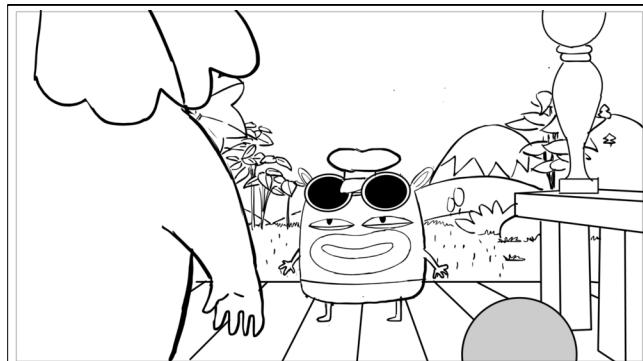
CHS

Dixie

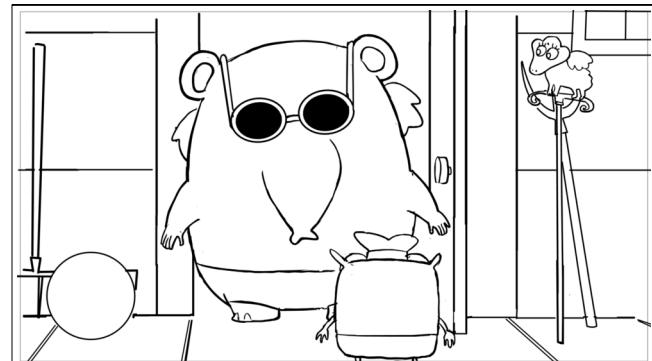
Scene	Duration	Panel	Duration
018	05:03	5	00:24



Scene	Duration	Panel	Duration
019	01:20	1	01:20



Scene	Duration	Panel	Duration
020	03:09	1	00:15

**Dialog**

T: See you later Dixi.

Dialog

T: I?fm off home for a lie down too.

Design

DXLD2_bg_202_01_ext_Dixi_house_rs
DXLD2_props_202_rtkU

CHS

Dixie, Tribo

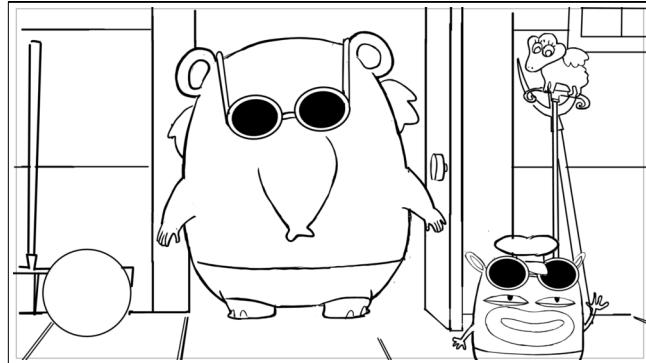
Design

DXLD2_bg_202_01_05_ext_Dixi_house_rtkUD
XLD2_props_202_rtkU

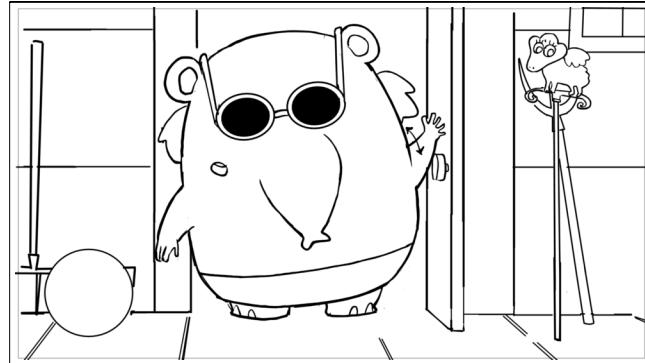
CHS

Dixie, Tribo, Bebe

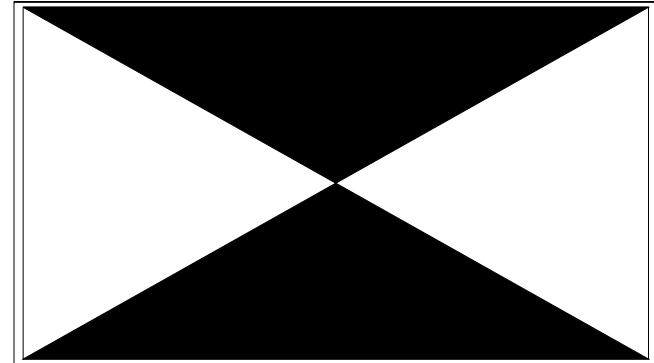
Scene	Duration	Panel	Duration
020	03:09	2	01:20



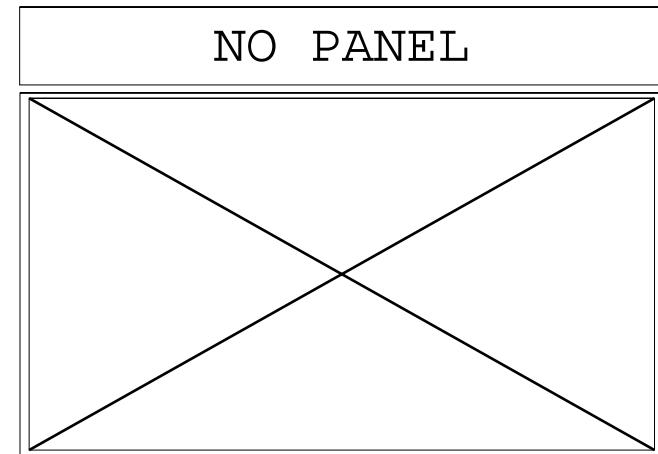
Scene	Duration	Panel	Duration
020	03:09	3	00:24



Dissolve	Duration
	00:12



Scene	Duration	Panel	Duration
021	03:09	1	01:06

**Design**

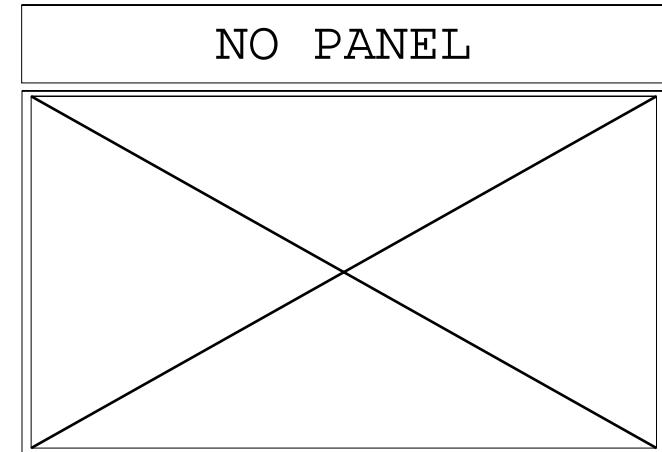
DXLD2_bg_202_06_int_Dixi_bedroom

DXLD2_props_202_rtkU

CHS

Dixie, Bebe, Donna Luna

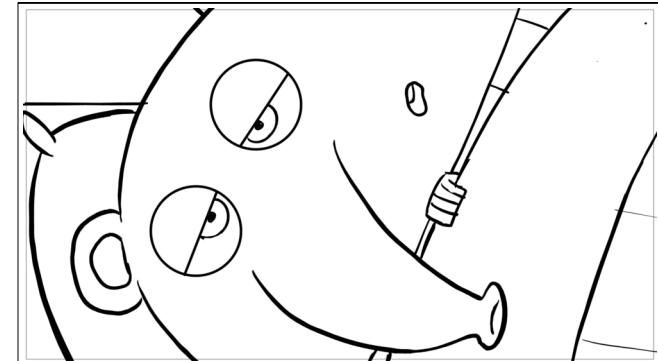
Scene	Duration	Panel	Duration
021	03:09	2	01:06



Scene	Duration	Panel	Duration
021	03:09	3	00:22



Scene	Duration	Panel	Duration
022	08:07	1	00:20

**Dialog**

N: Dixi

Dialog

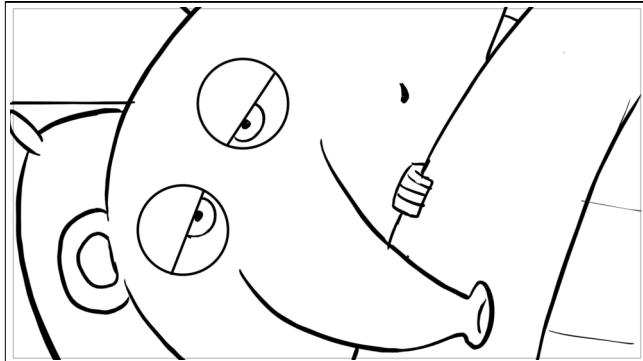
N: snuggled up happily beneath the covers and fell off to sleep straight away.

Design

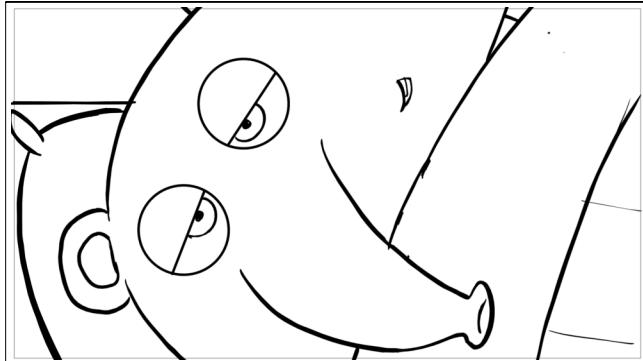
DXLD2_bg_202_06_42_int_Dixi_bedroom
 (To adapt)
 DXLD2_props_202_rtkU

CHS
 Dixie

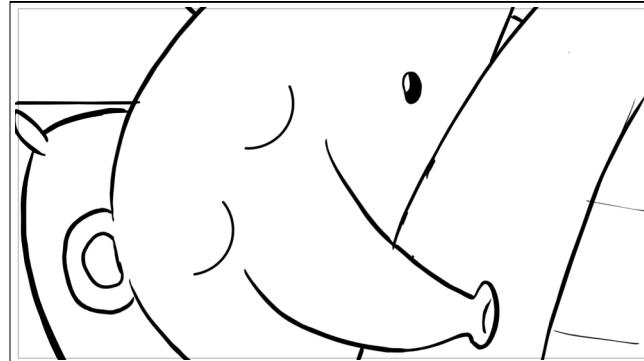
Scene	Duration	Panel	Duration
022	08:07	2	00:23



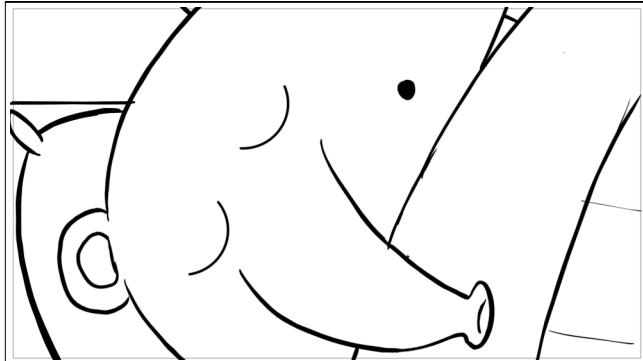
Scene	Duration	Panel	Duration
022	08:07	3	00:16



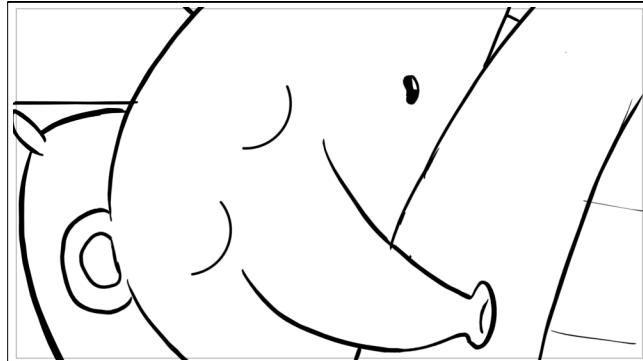
Scene	Duration	Panel	Duration
022	08:07	4	00:18



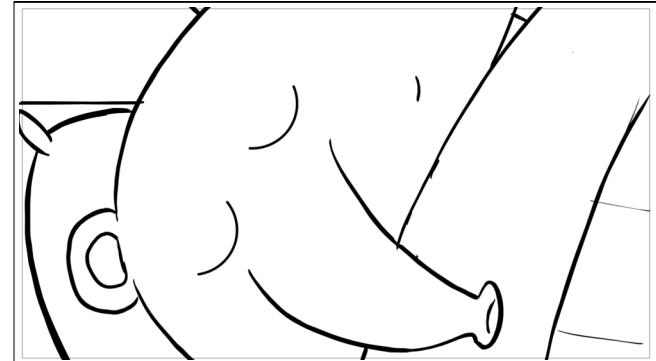
Scene	Duration	Panel	Duration
022	08:07	5	00:20



Scene	Duration	Panel	Duration
022	08:07	6	00:17

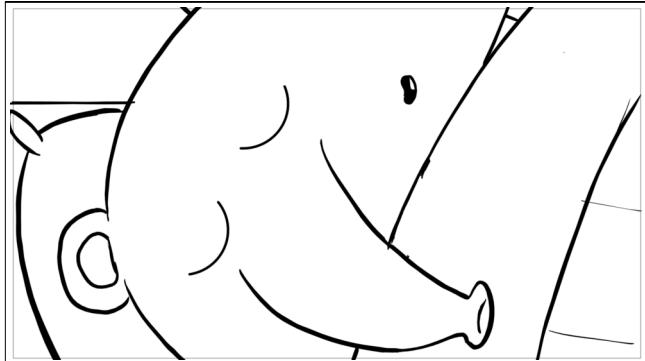


Scene	Duration	Panel	Duration
022	08:07	7	00:17

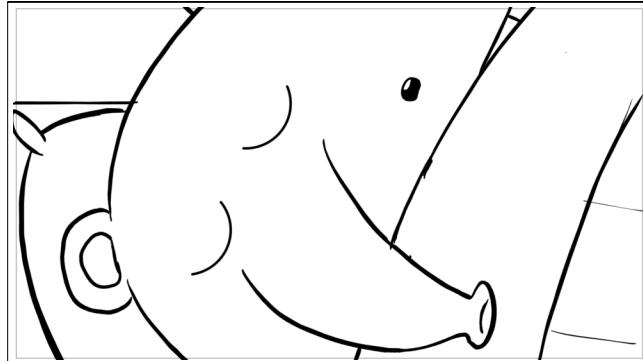
**Dialog**

Dixi: Ohh ... ummm ... ZZZZ ZZZZ

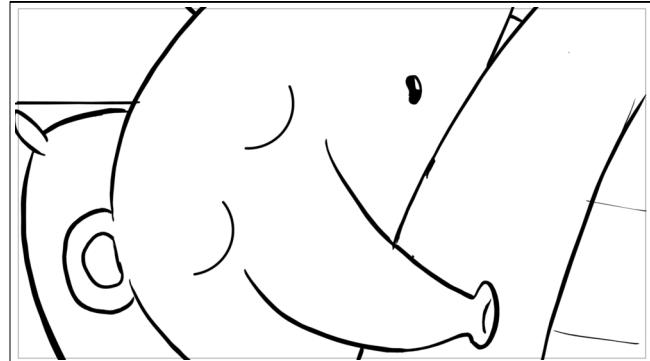
Scene	Duration	Panel	Duration
022	08:07	8	00:10



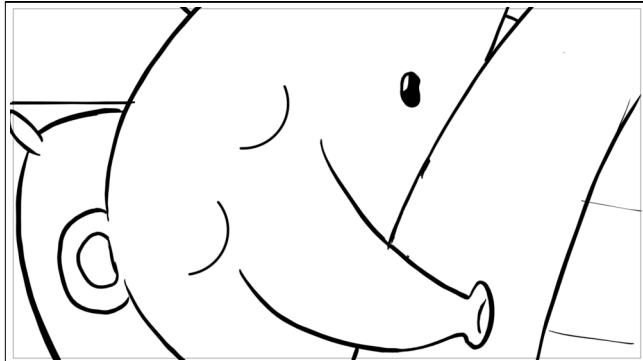
Scene	Duration	Panel	Duration
022	08:07	9	00:09



Scene	Duration	Panel	Duration
022	08:07	10	01:18



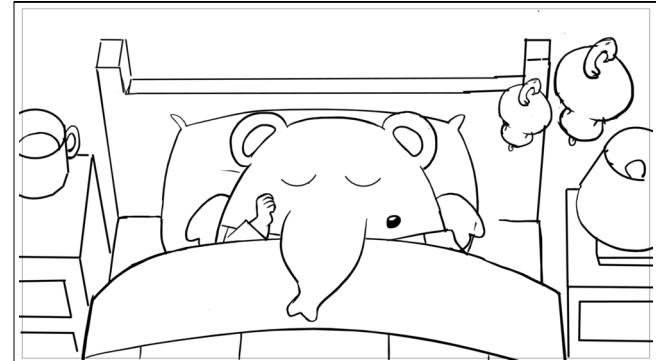
Scene	Duration	Panel	Duration
022	08:07	11	00:14



Scene	Duration	Panel	Duration
023	10:00	1	01:12



Scene	Duration	Panel	Duration
023	10:00	2	01:12

**Design**

DXLD2_bg_202_06_23_int_Dixi_bedroom
DXLD2_props_202_rtkU

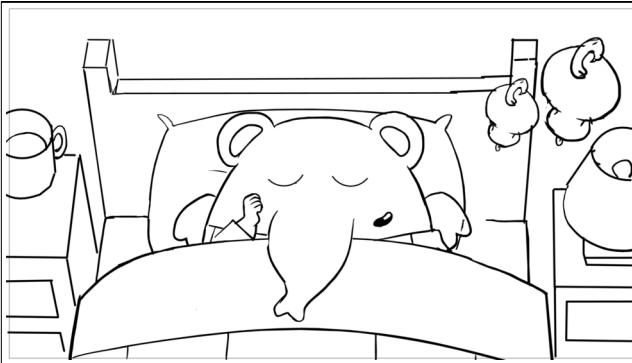
CHS

Dixie

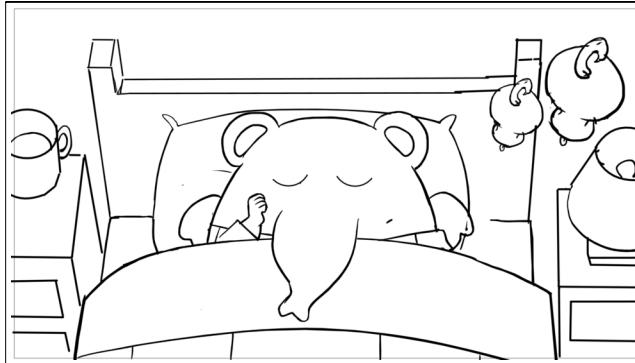
Dialog

N: He was fast asleep when a tiny little voice woke him up.

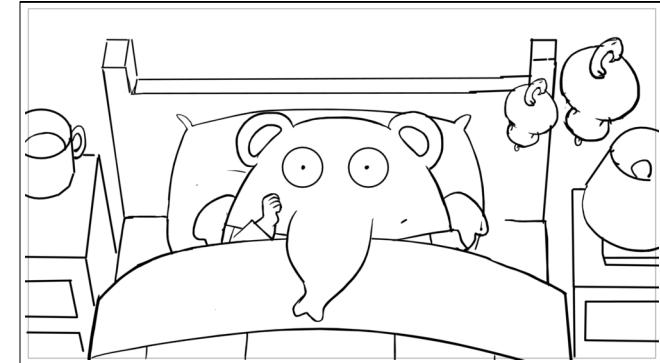
Scene	Duration	Panel	Duration
023	10:00	3	02:13



Scene	Duration	Panel	Duration
023	10:00	4	01:12



Scene	Duration	Panel	Duration
023	10:00	5	01:10

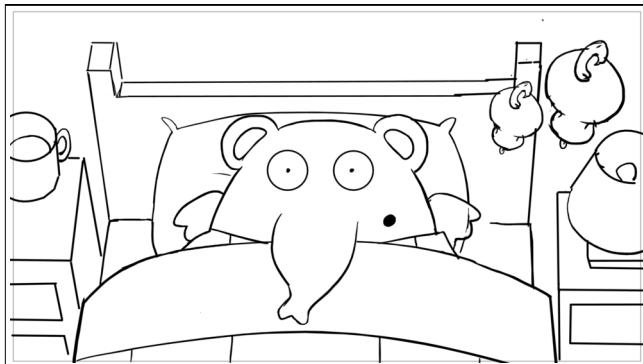
**Dialog**

Lie Down: Help me... Hey!.... help me
...

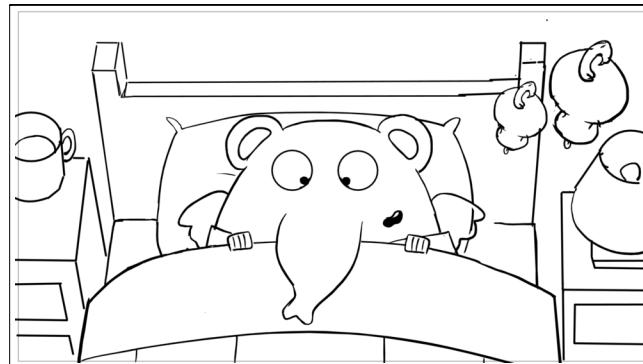
Dialog

Lie Down: Help me... Hey!.... help me
...

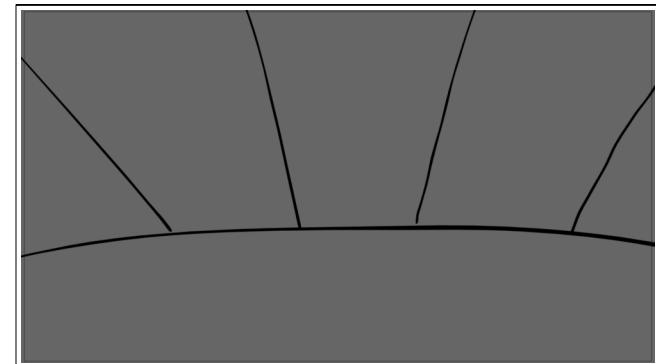
Scene	Duration	Panel	Duration
023	10:00	6	01:01



Scene	Duration	Panel	Duration
023	10:00	7	00:15



Scene	Duration	Panel	Duration
024	04:22	1	00:07

**Dialog**

Dixi: Ohhh

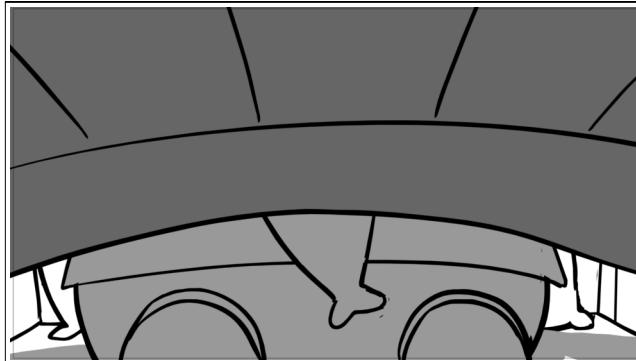
Design

DXLD2_bg_202_06_24_int_Dixi_bedroom
DXLD2_props_202_rtkU + COVERED

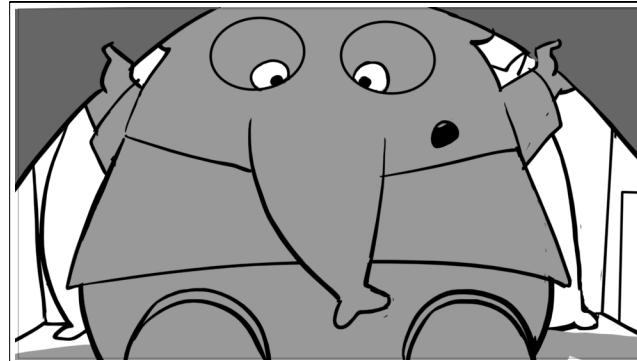
CHS

Dixie

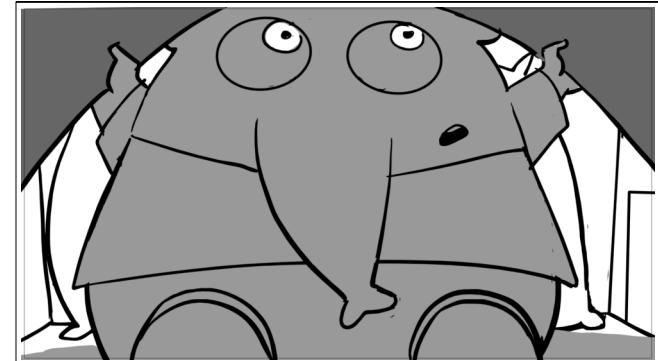
Scene	Duration	Panel	Duration
024	04:22	2	00:06



Scene	Duration	Panel	Duration
024	04:22	3	00:08

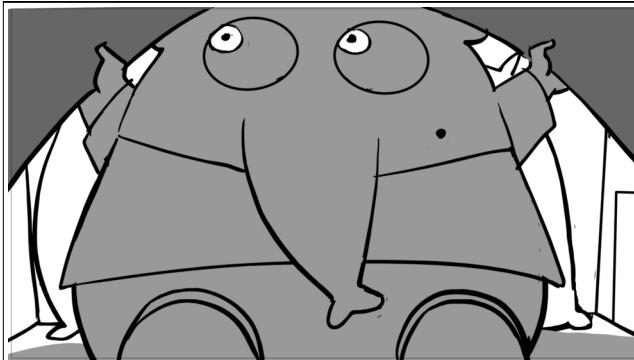


Scene	Duration	Panel	Duration
024	04:22	4	00:19

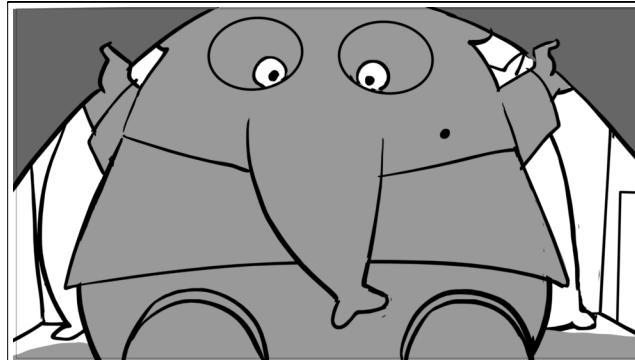
**Dialog**

Dixi: who is it ...? ...

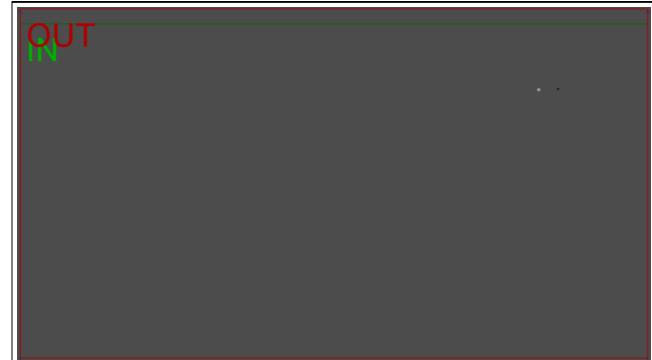
Scene	Duration	Panel	Duration
024	04:22	5	01:14



Scene	Duration	Panel	Duration
024	04:22	6	01:18



Scene	Duration	Panel	Duration
025	02:12	1	00:15

**Dialog**

N: asked Dixie, worried about where the cry for help was coming from.

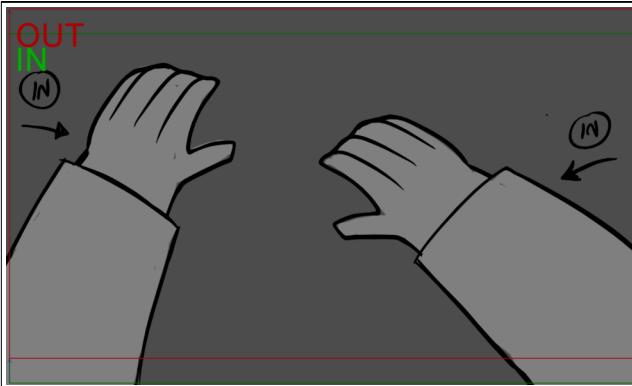
Design

DXLD2_props_202_rtkU

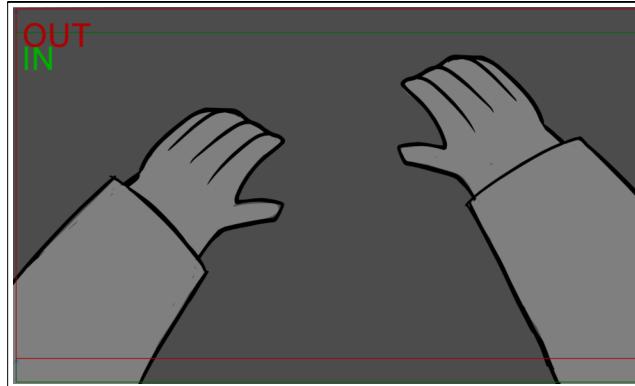
CHS

Dixie

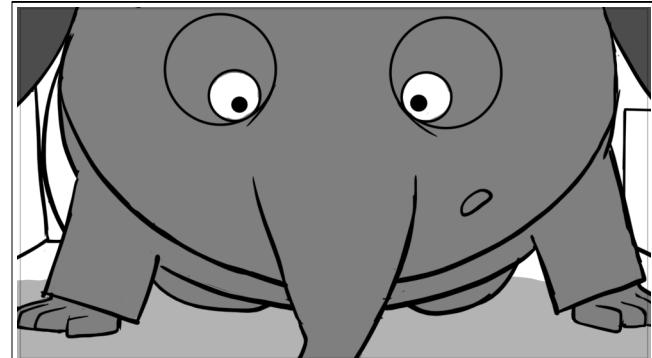
Scene	Duration	Panel	Duration
025	02:12	2	00:24



Scene	Duration	Panel	Duration
025	02:12	3	00:23



Scene	Duration	Panel	Duration
026	04:08	1	02:01



Dialog

Lie Down: I?fm over here! It?'s me!

Dialog

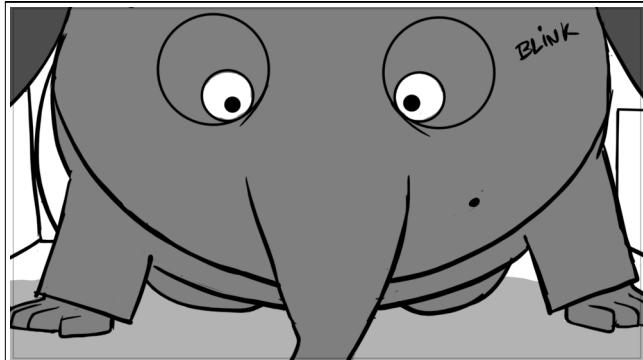
D: Who is it? Oh oh ...
Lie Down: Liedown!
D: Oh ... oh ... Lionel?

Design

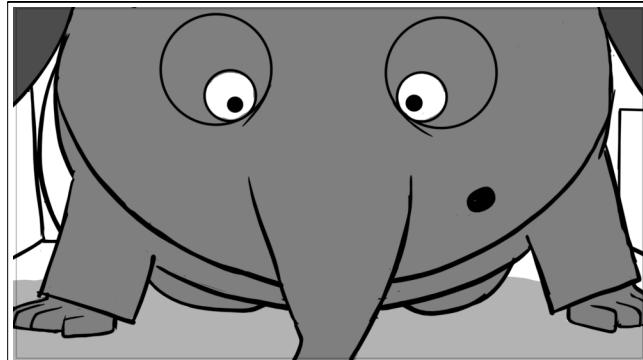
DXLD2_bg_202_06_24_int_Dixi_bedroom
DXLD2_props_202_rtkU + COVERED

CHS
Dixie

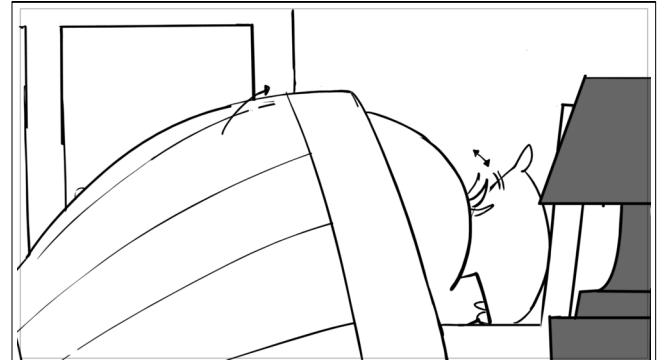
Scene	Duration	Panel	Duration
026	04:08	2	01:13



Scene	Duration	Panel	Duration
026	04:08	3	00:19



Scene	Duration	Panel	Duration
027	04:14	1	00:14



Dialog

Lie Down: Liedown. And you?'re lying down on me!
D: Oh ... really?

Design

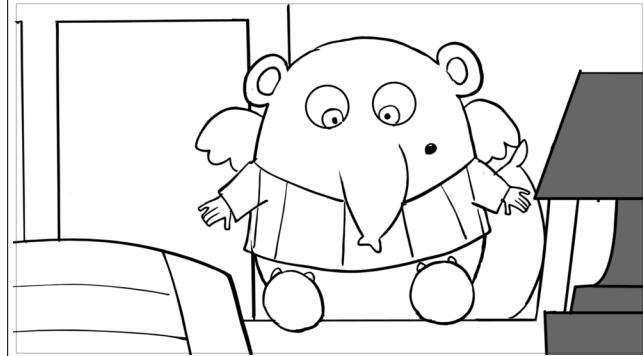
DXLD2_bg_202_06_54_int_Dixi_bedroom
(to adapt)
DXLD2_props_202_rtkU + COVERED

CHS
Dixie

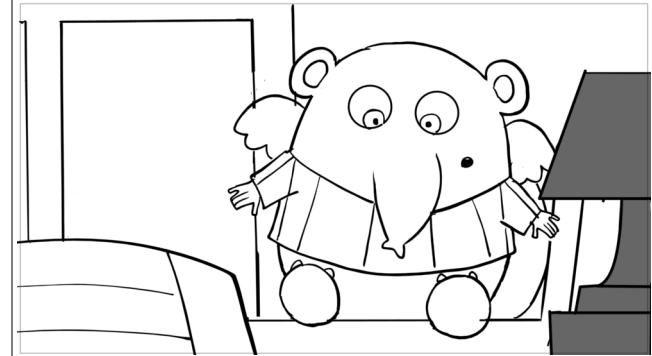
Scene	Duration	Panel	Duration
027	04:14	2	01:23



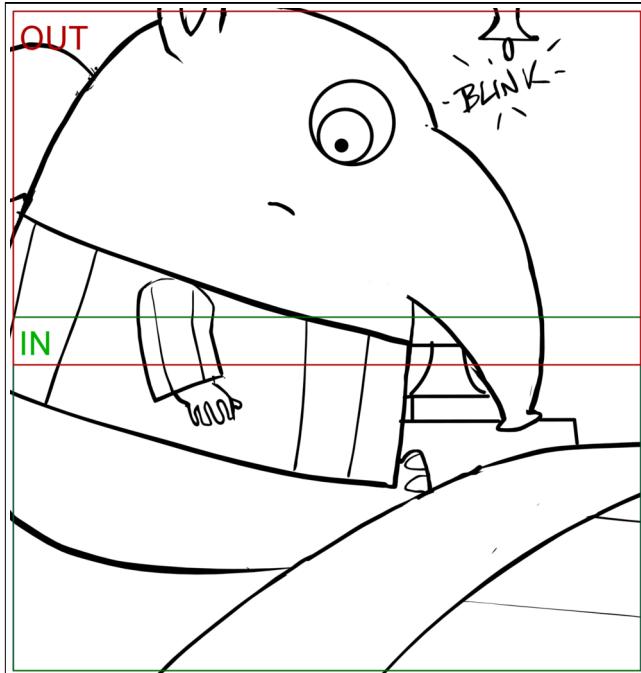
Scene	Duration	Panel	Duration
027	04:14	3	01:02



Scene	Duration	Panel	Duration
027	04:14	4	01:00

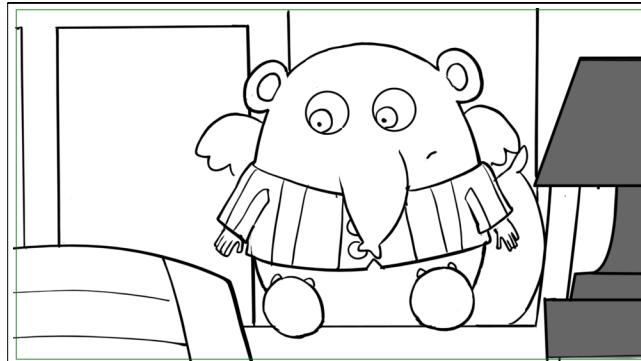


Scene	Duration	Panel	Duration
028	06:11	1	06:11

**Dialog**

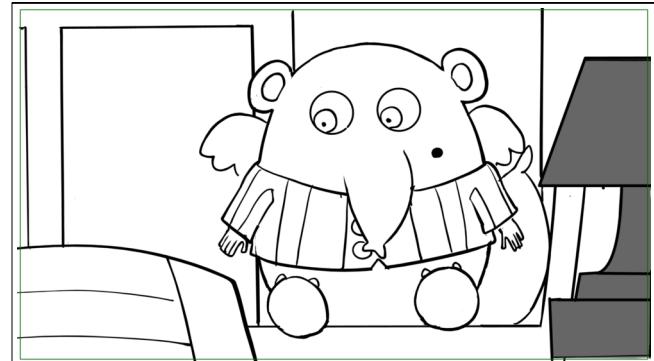
N: It was true! Dixi was lying down on Liedown. He must have been so uncomfortable!

Scene	Duration	Panel	Duration
029	09:03	1	01:05

**Dialog**

Lie Down: If you lie down on me I'm going to feel some discomfort for sure! You're an elephant!

Scene	Duration	Panel	Duration
029	09:03	2	01:15

**Design**

DXLD2_bg_202_06_42_int_Dixi_bedroom
(to adapt)
DXLD2_props_202_rtkU

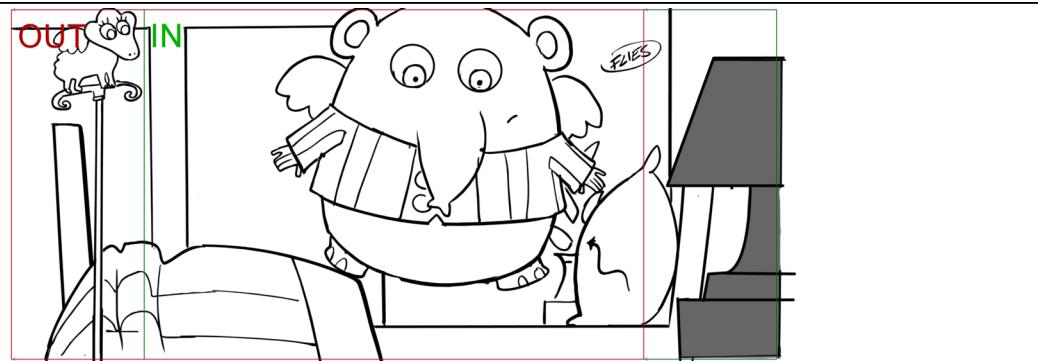
CHS
Dixie

Design

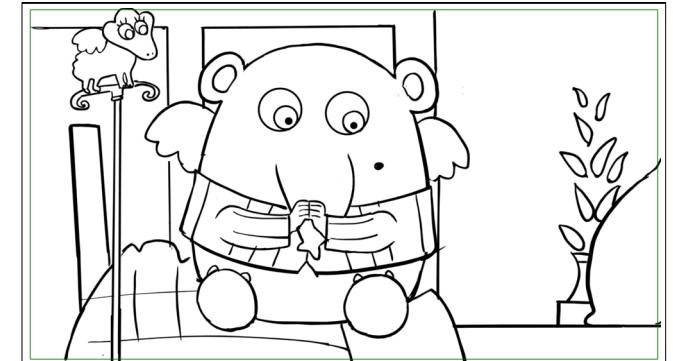
DXLD2_bg_202_06_54_int_Dixi_bedroom
(to adapt)
DXLD2_props_202_rtkU

CHS
Dixie

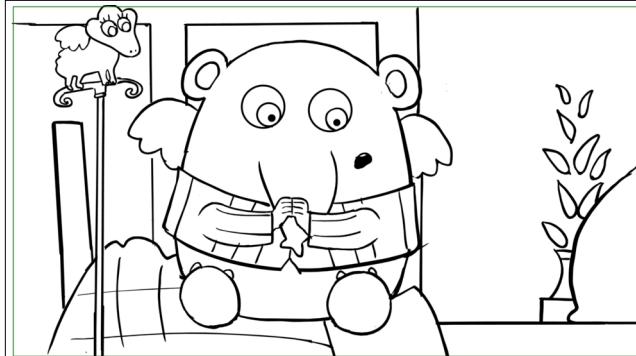
Scene	Duration	Panel	Duration
029	09:03	3	02:14



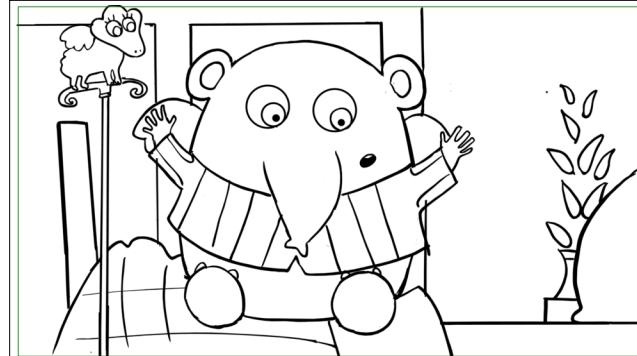
Scene	Duration	Panel	Duration
029	09:03	4	00:19



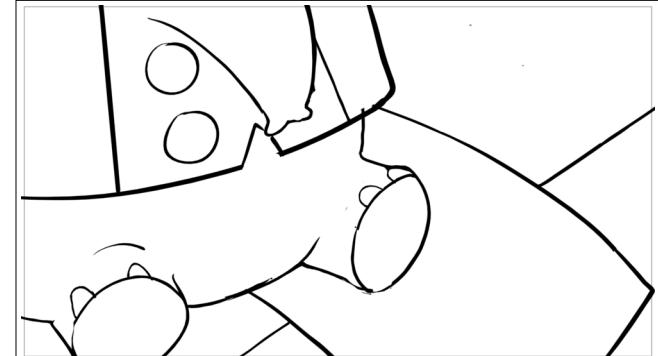
Scene	Duration	Panel	Duration
029	09:03	5	01:08



Scene	Duration	Panel	Duration
029	09:03	6	01:17



Scene	Duration	Panel	Duration
030	04:09	1	04:09

**Dialog**

Dixi: A baby elephant, I still have to grow ... oh oh

Dialog

Lie Down: Grow?! Lying down on me is bad enough!

Design

DXLD2_bg_202_06_int_Dixi_bedroom_rs_
(detail with blanket lowered + bedsheets)

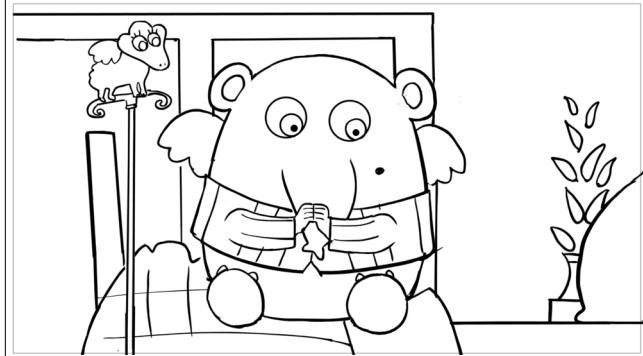
TO ADAPT

DXLD2_props_202_rtkU

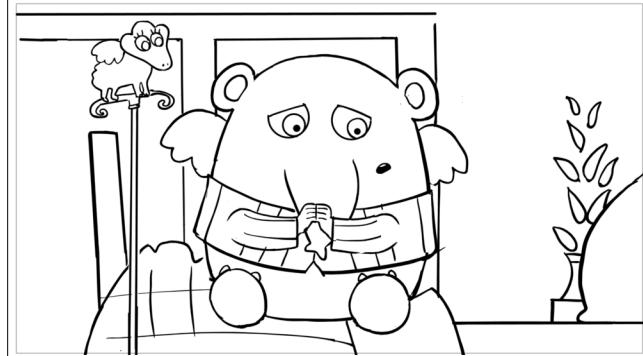
CHS

Dixie

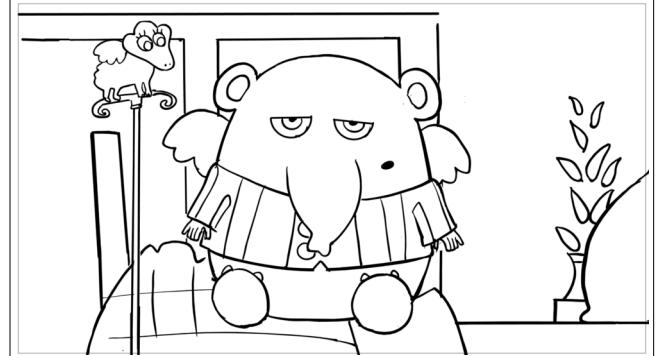
Scene	Duration	Panel	Duration
031	06:16	1	00:20



Scene	Duration	Panel	Duration
031	06:16	2	00:20



Scene	Duration	Panel	Duration
031	06:16	3	00:21

**Dialog**

Dixi: So ... sorry ...

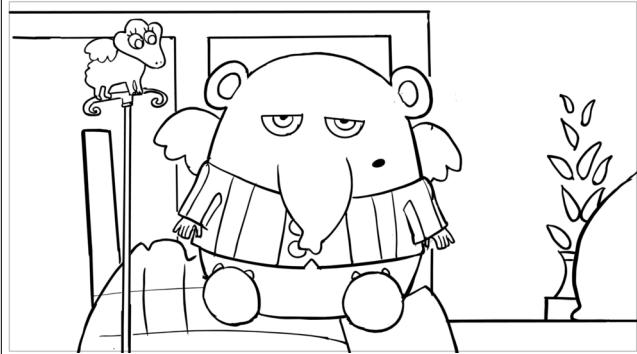
Design

DXLD2_bg_202_06_54_int_Dixi_bedroom
(to adapt)
DXLD2_props_202_rtkU

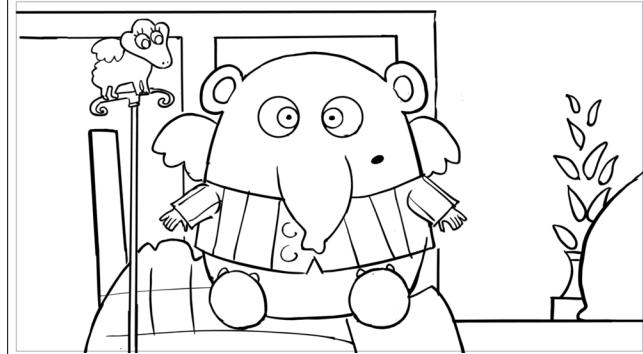
CHS

Dixie, Bebe

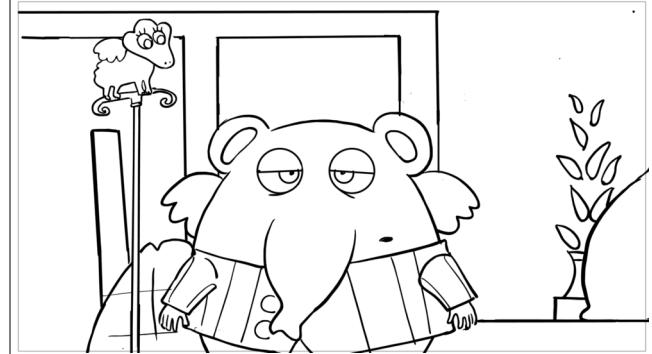
Scene	Duration	Panel	Duration
031	06:16	4	01:06



Scene	Duration	Panel	Duration
031	06:16	5	00:21

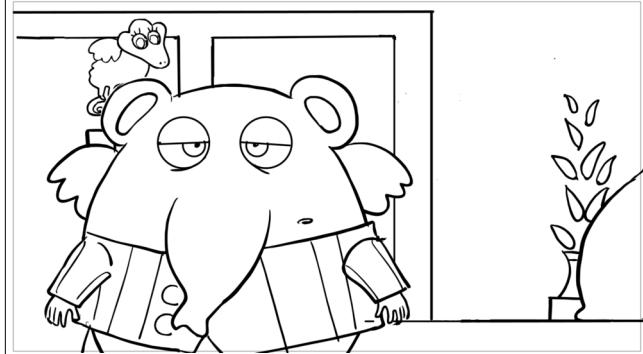


Scene	Duration	Panel	Duration
031	06:16	6	01:01

**Dialog**

N: Half asleep, Dixi got up off the bed

Scene	Duration	Panel	Duration
031	06:16	7	01:02

**Dialog**

N: and started looking for Liedown.

Scene	Duration	Panel	Duration
032	06:22	1	01:12

**Dialog**

N: looking for Liedown.

Scene	Duration	Panel	Duration
032	06:22	2	01:00

**Dialog**

Dixi: L-Lied-down? Where are you?

Design

DXLD2_bg_202_06_int_Dixi_bedroom_rs_
DXLD2_props_202_rtkU

CHS

Dixie, Bebe

Scene	Duration	Panel	Duration
032	06:22	3	01:03



Scene	Duration	Panel	Duration
032	06:22	4	01:03



Scene	Duration	Panel	Duration
032	06:22	5	01:11

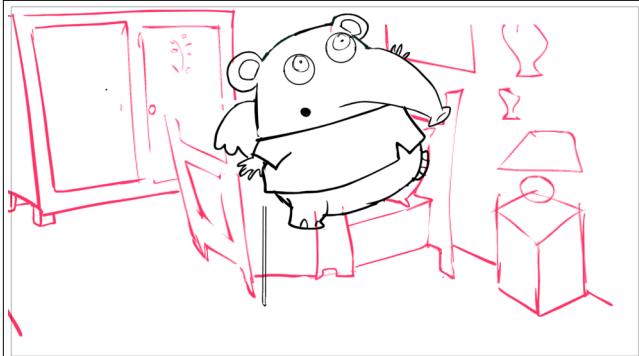
**Dialog**

LD: Here!

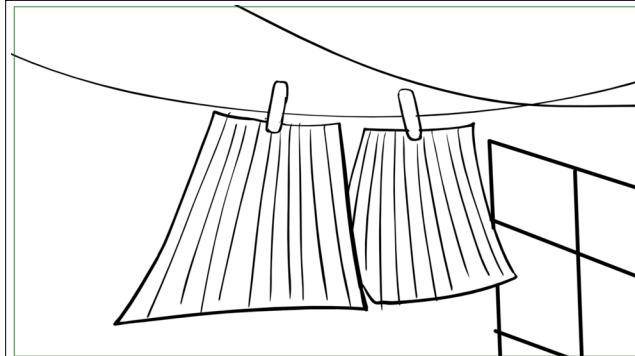
Dialog

D: I can?ft see you ... oh ...oh

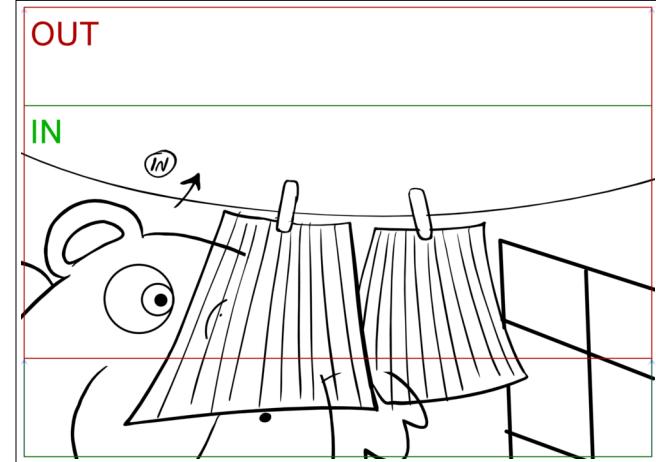
Scene	Duration	Panel	Duration
032	06:22	6	00:18



Scene	Duration	Panel	Duration
033	05:14	1	00:08



Scene	Duration	Panel	Duration
033	05:14	2	00:16

**Dialog**

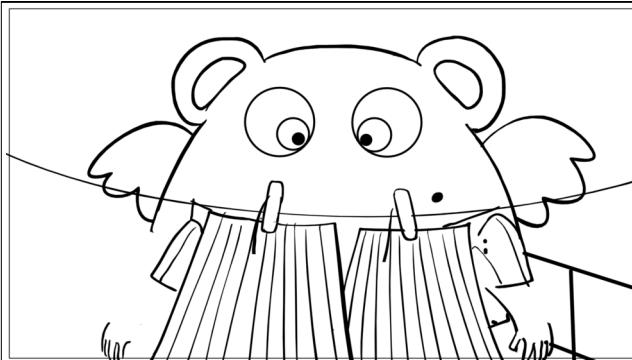
LD: Of course you can?ft ? I?fm
invisible!

Design

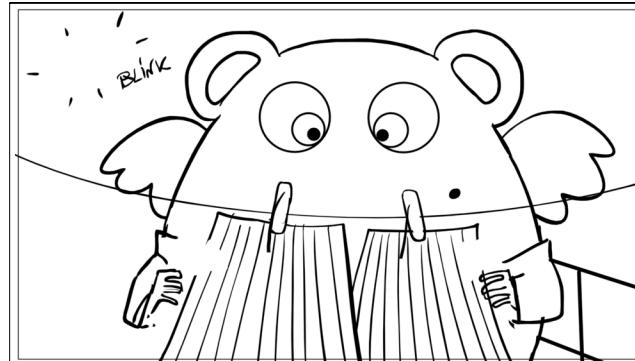
DXLD2_bg_202_06_int_DIxI_bedroom
(detail)
DXLD2_props_202_rtkU

CHS
Dixie

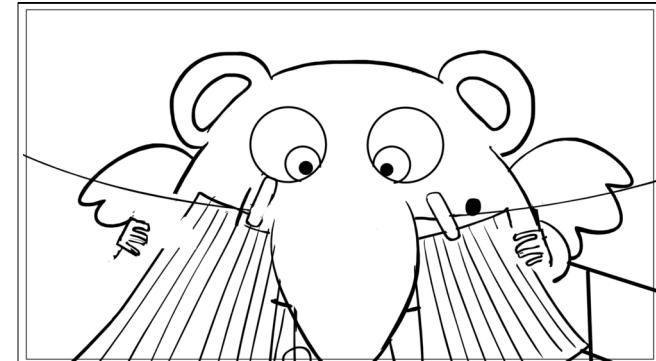
Scene	Duration	Panel	Duration
033	05:14	3	00:07



Scene	Duration	Panel	Duration
033	05:14	4	01:06



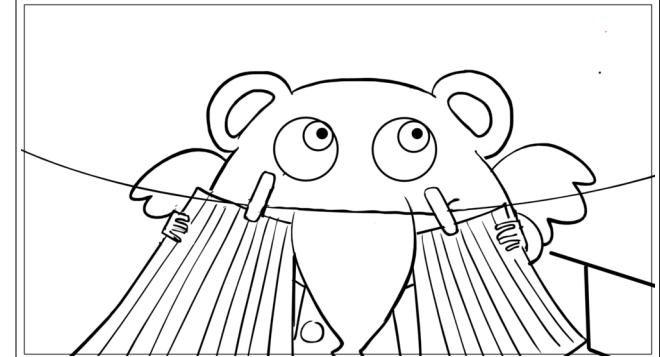
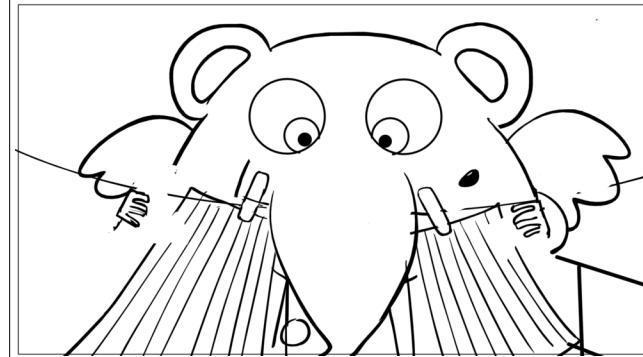
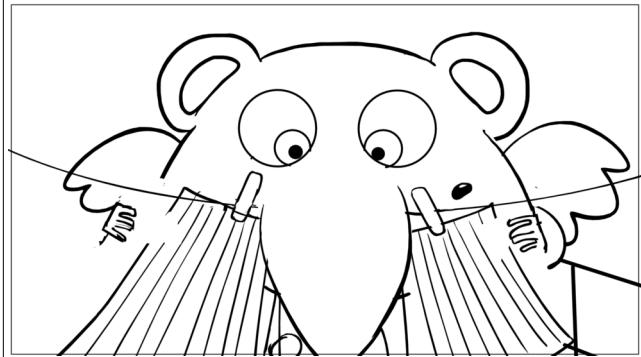
Scene	Duration	Panel	Duration
033	05:14	5	00:17



Scene	Duration	Panel	Duration
033	05:14	6	00:19

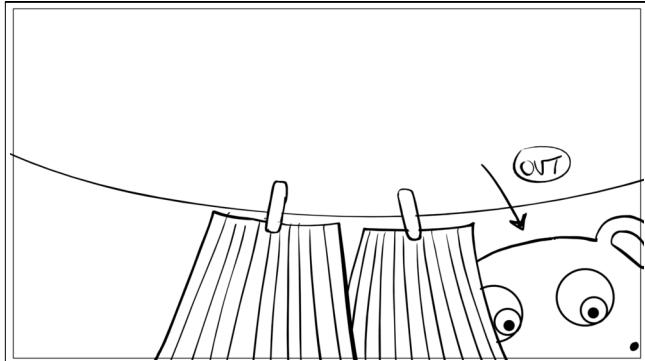
Scene	Duration	Panel	Duration
033	05:14	7	00:16

Scene	Duration	Panel	Duration
033	05:14	8	00:13

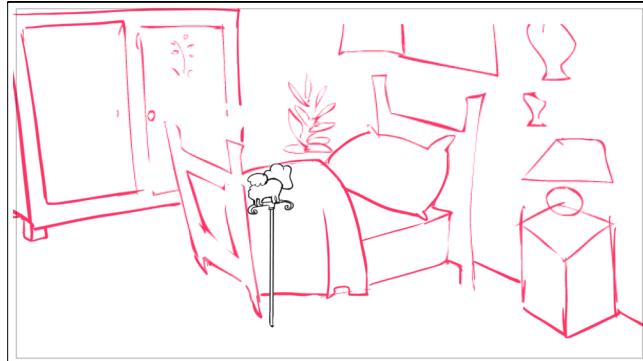
**Dialog**

D: Y-you?fre not here?

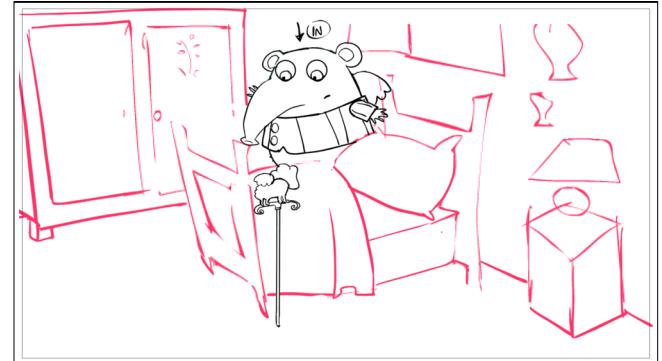
Scene	Duration	Panel	Duration
033	05:14	9	00:12



Scene	Duration	Panel	Duration
034	01:11	1	00:04



Scene	Duration	Panel	Duration
034	01:11	2	00:14

**Dialog**

LD: I am here: but I?fm invisible!

Design

DXLD2_bg_202_06_int_Dixi_bedroom_rs_
DXLD2_props_202_rtkU

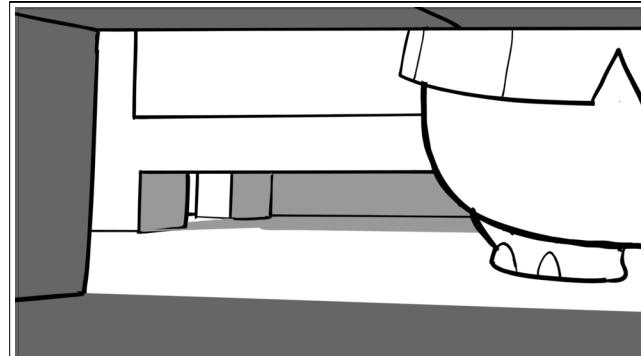
CHS

Dixie, Bebe

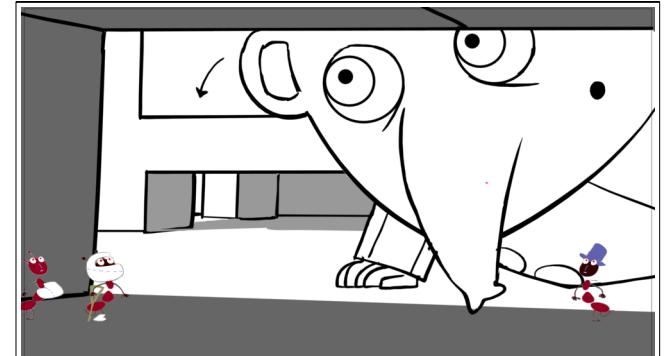
Scene	Duration	Panel	Duration
034	01:11	3	00:18



Scene	Duration	Panel	Duration
035	02:22	1	00:07



Scene	Duration	Panel	Duration
035	02:22	2	00:20

**Design**

DXLD2_bg_202_06_35_int_Dixi_bedroom
DXLD2_props_202_rtkU

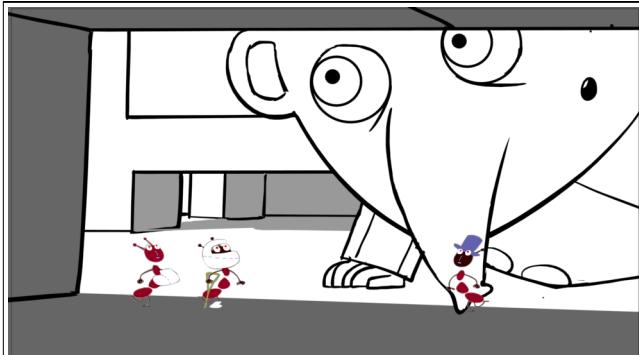
CHS

Dixie, Tu Pi Du

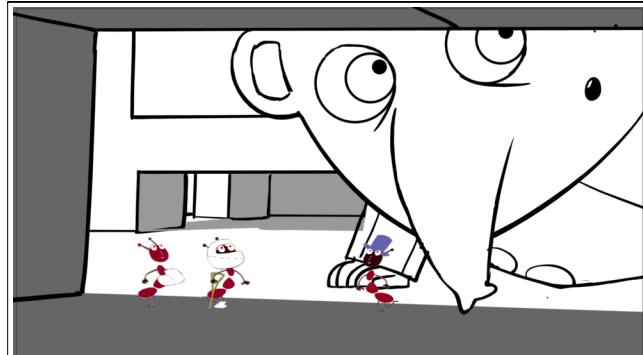
Dialog

D: Ohhhhh so you don?ft exist?

Scene	Duration	Panel	Duration
035	02:22	3	01:01



Scene	Duration	Panel	Duration
035	02:22	4	00:19



Scene	Duration	Panel	Duration
036	01:10	1	00:07



Dialog

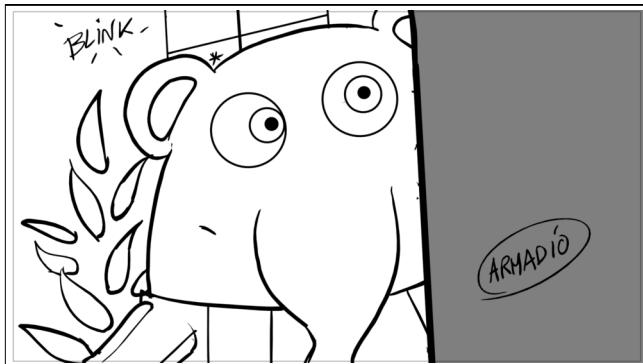
LD: I do exist,

Design

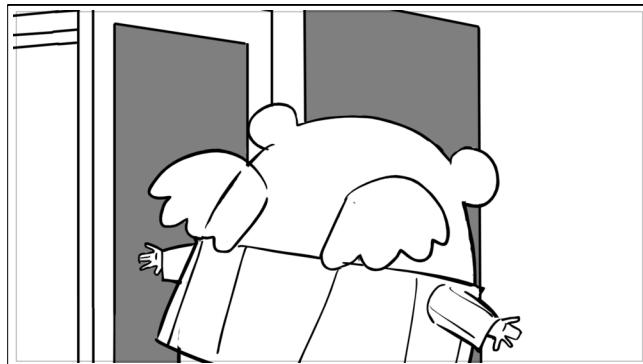
DXLD2_bg_202_06_int_DIxI_bedroom
(to adapt)
DXLD2_props_202_rtkU

CHS
Dixie

Scene	Duration	Panel	Duration
036	01:10	2	01:03



Scene	Duration	Panel	Duration
037	01:19	1	01:19



Scene	Duration	Panel	Duration
038	01:24	1	00:06



Dialog

LD: but I?fm invisible!

Design

DXLD2_bg_202_06_int_DIxI_bedroom
(to adapt)
DXLD2_props_202_rtkU

CHS

Dixie

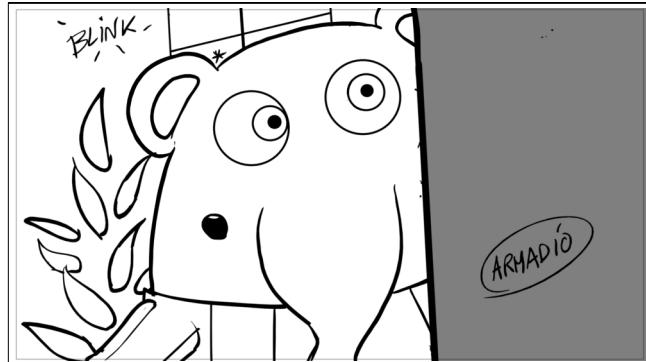
Design

DXLD2_bg_202_06_37_int_Dixi_bedroom
DXLD2_props_202_rtkU

CHS

Dixie

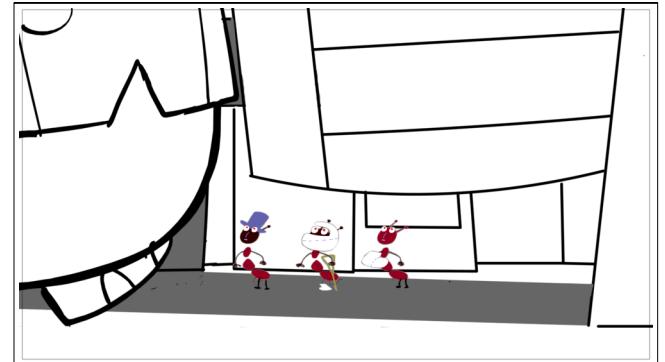
Scene	Duration	Panel	Duration
038	01:24	2	01:07



Scene	Duration	Panel	Duration
038	01:24	3	00:11



Scene	Duration	Panel	Duration
039	01:07	1	00:10


Dialog

LD: I? 'm a Lie-Down

Dialog

LD: and Lie-Downs

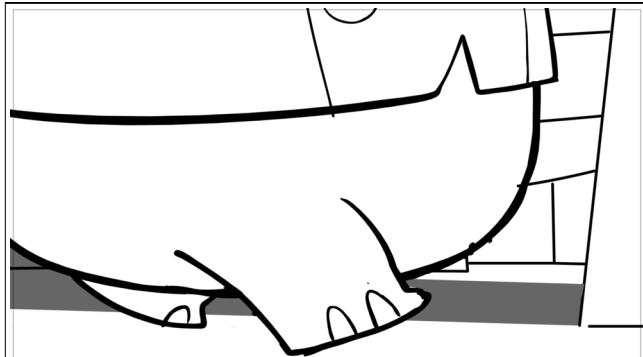
Design

DXLD2_props_202_rtkU

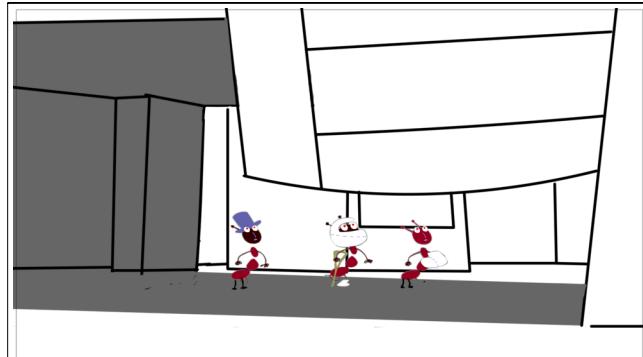
CHS

Dixie, Tu Pi Du

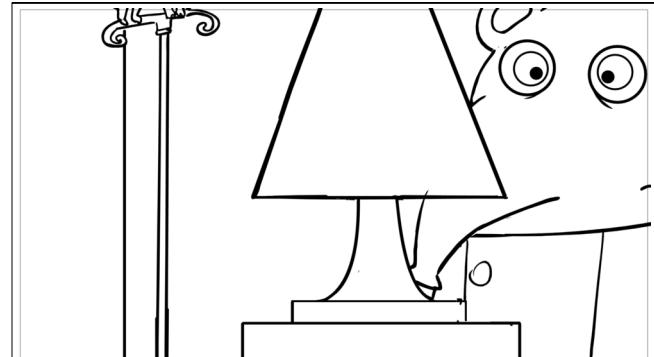
Scene	Duration	Panel	Duration
039	01:07	2	00:10



Scene	Duration	Panel	Duration
039	01:07	3	00:12



Scene	Duration	Panel	Duration
040	02:10	1	00:18



Dialog

LD: can? 't be seen.

D: Oooo ...

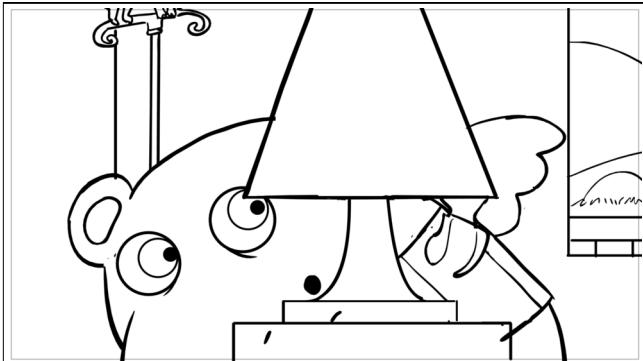
Design

DXLD2_props_202_rtkU

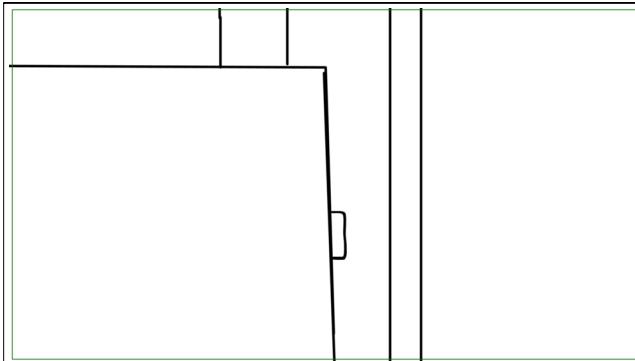
CHS

Dixie, Bebe

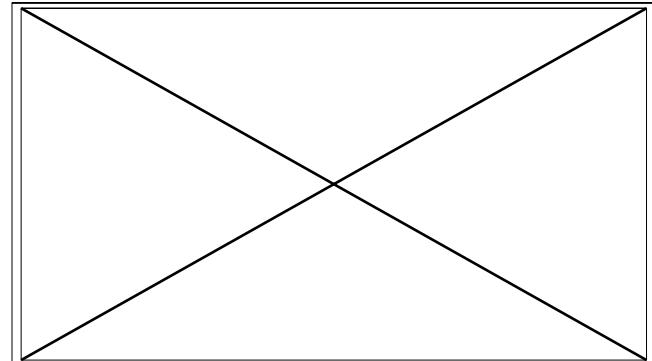
Scene	Duration	Panel	Duration
040	02:10	2	01:17



Scene	Duration	Panel	Duration
041	01:10	1	00:05



NO PANEL



Dialog

LD: You can?'t see me,

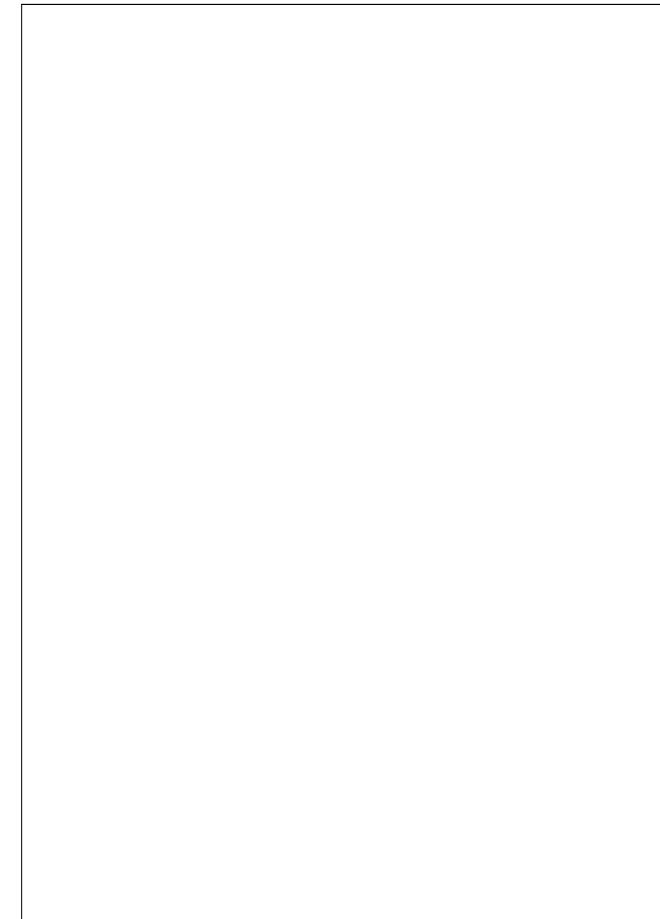
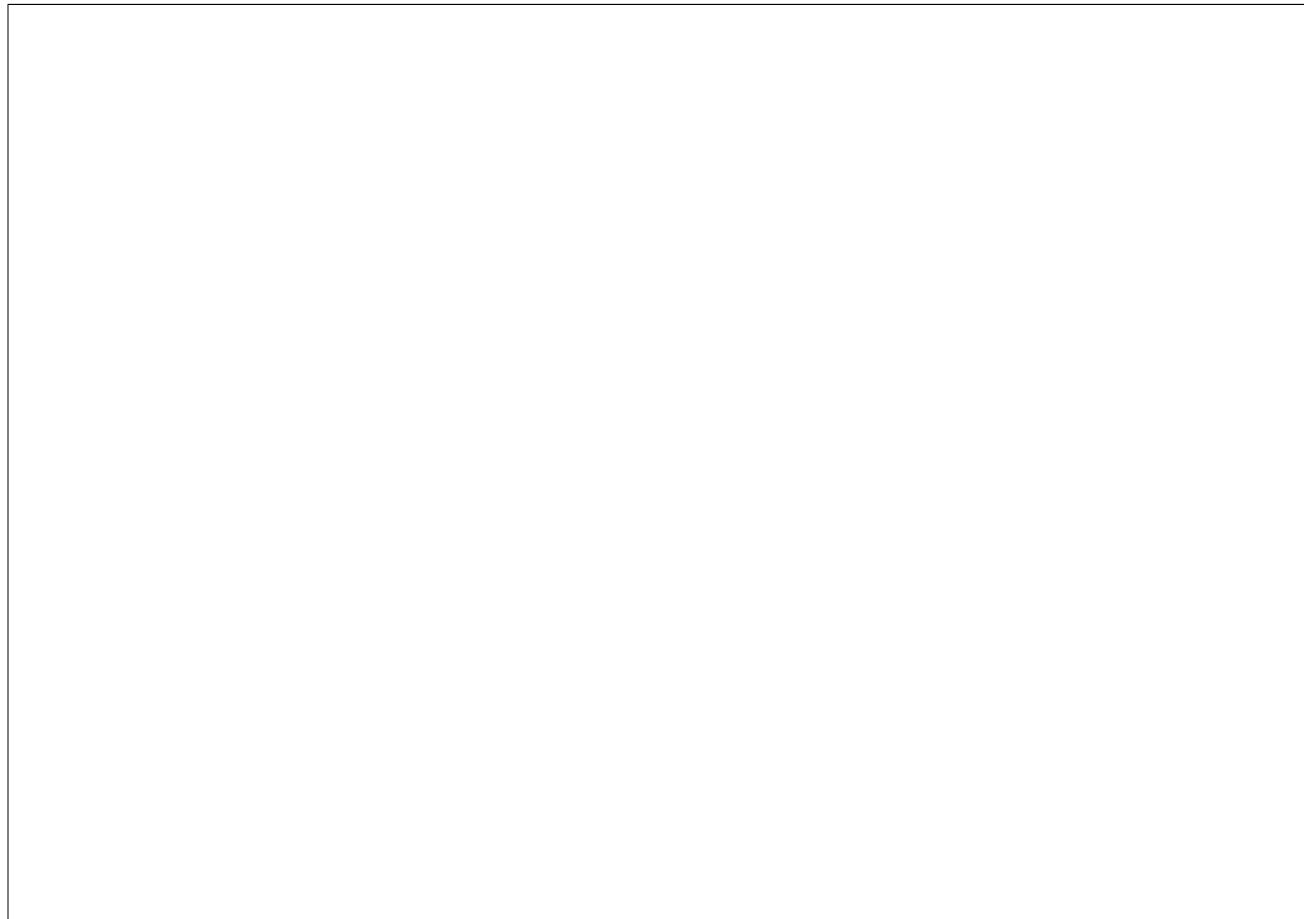
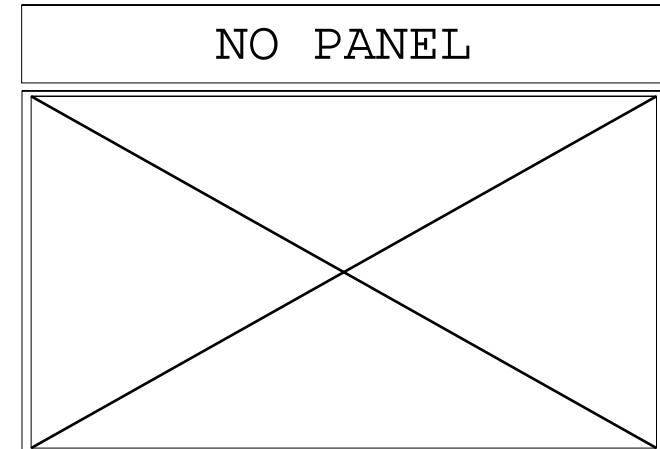
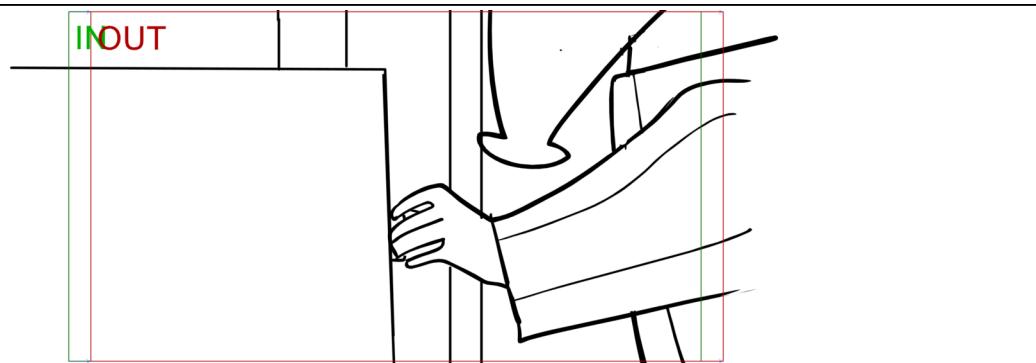
Design

DXLD2_props_202_rtkU

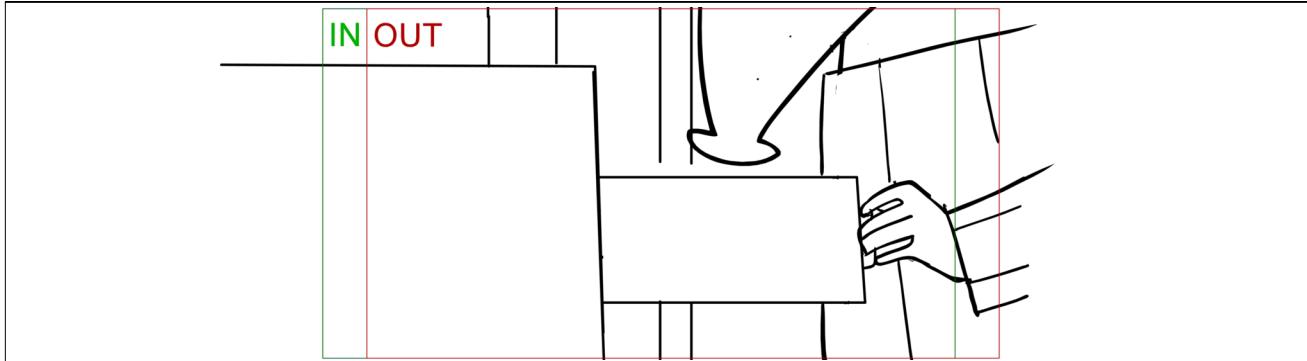
CHS

Dixie

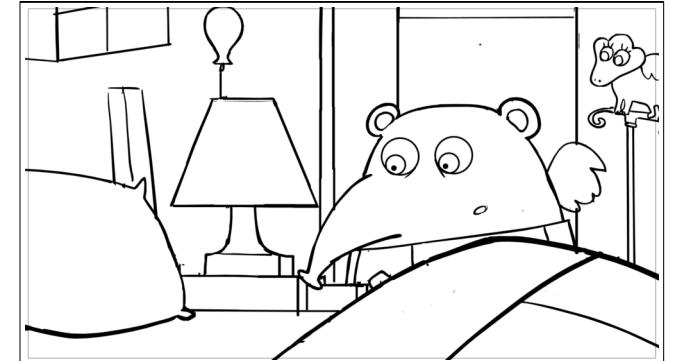
Scene	Duration	Panel	Duration
041	01:10	2	00:11



Scene	Duration	Panel	Duration
041	01:10	3	00:19



Scene	Duration	Panel	Duration
042	04:08	1	01:10



Dialog

LD: You can?'t see me, but I can feel you. You?re heavy!

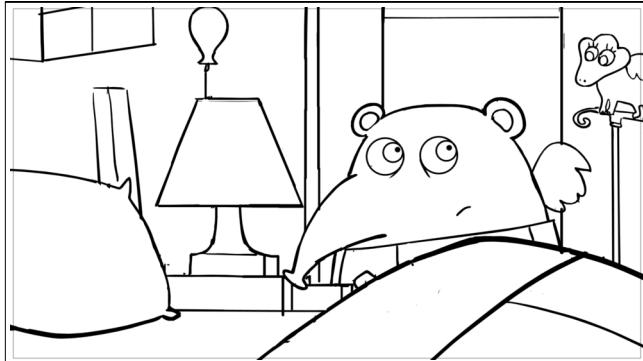
N: Dixi wasn?'t sure

Design

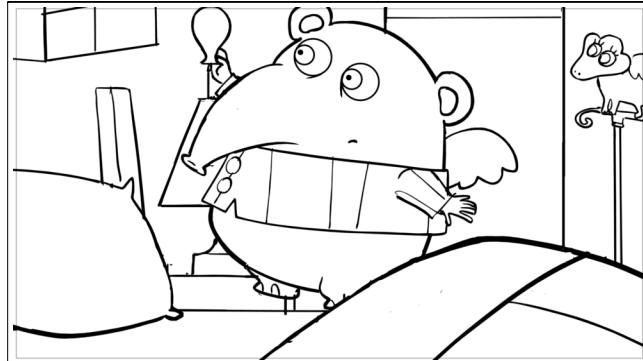
DXLD2_bg_202_06_42_int_Dixi_bedroom
DXLD2_props_202_rtkU + Little Bell

CHS
Dixie, Bebe

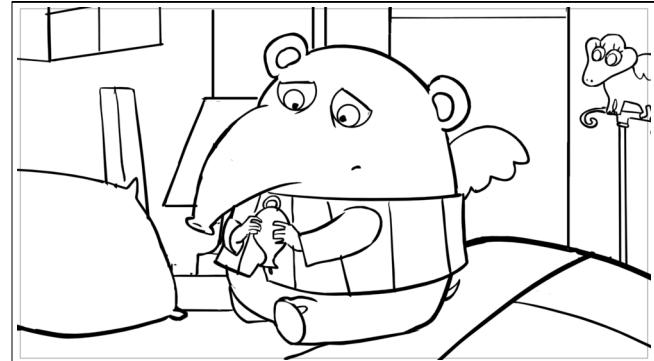
Scene	Duration	Panel	Duration
042	04:08	2	01:10



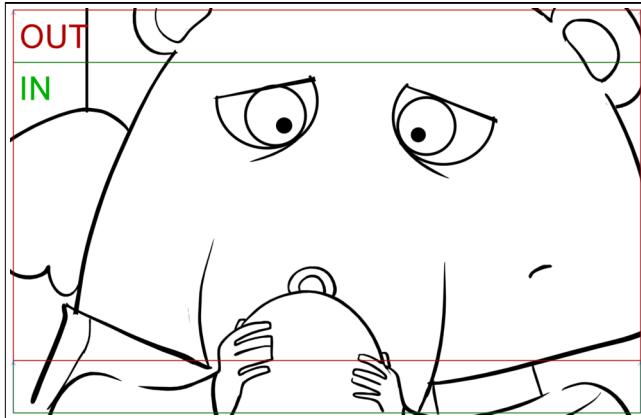
Scene	Duration	Panel	Duration
042	04:08	3	00:19



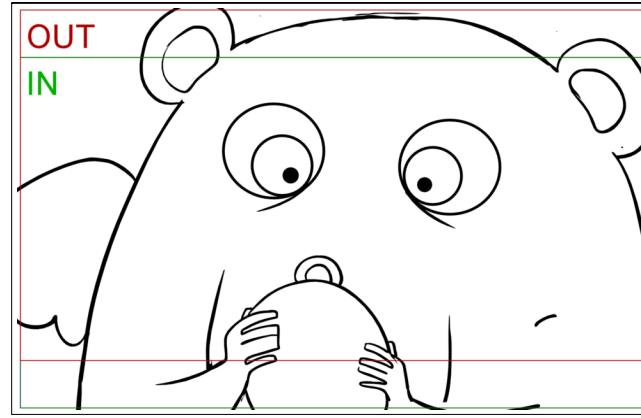
Scene	Duration	Panel	Duration
042	04:08	4	00:19



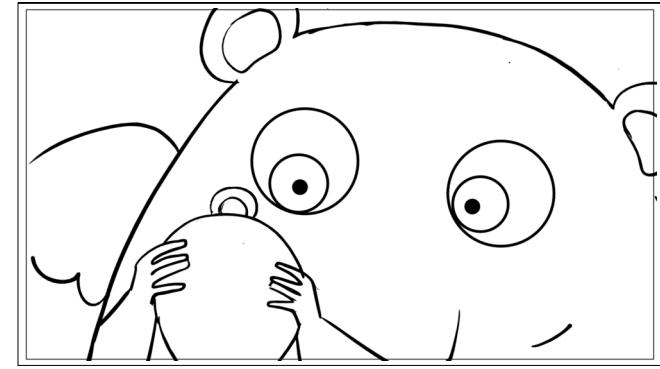
Scene	Duration	Panel	Duration
043	05:22	1	01:05



Scene	Duration	Panel	Duration
043	05:22	2	01:00



Scene	Duration	Panel	Duration
043	05:22	3	01:16



Dialog

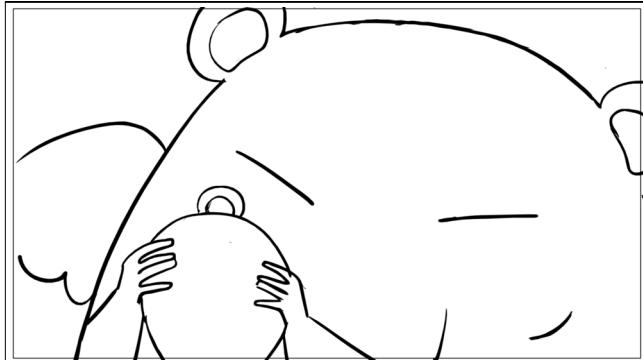
N: how he could help the Lie-Down, but something had to be done. And so he decided he wouldn't go for a lie down that afternoon:

Design

DXLD2_bg_202_06_42_int_Dixi_bedroom
(detail)
DXLD2_props_202_rtkU + Little Bell

CHS
Dixie

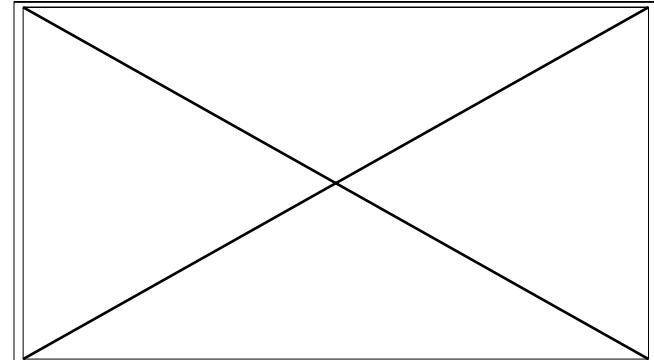
Scene	Duration	Panel	Duration
043	05:22	4	02:01



Scene	Duration	Panel	Duration
044	03:17	1	01:03



NO PANEL



Dialog

N: that way he wouldn?ft lie down on
Liedown!

Design

DXLD2_bg_202_06_int_Dixi_bedroom
DXLD2_props_202_rtkU + Little Bell

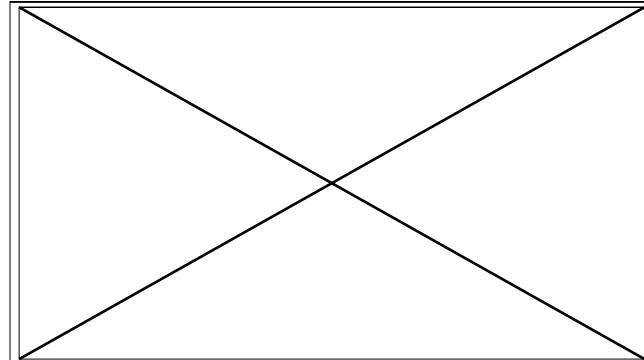
CHS

Dixie, Bebe, Donna Luna

Scene	Duration	Panel	Duration
044	03:17	2	01:03



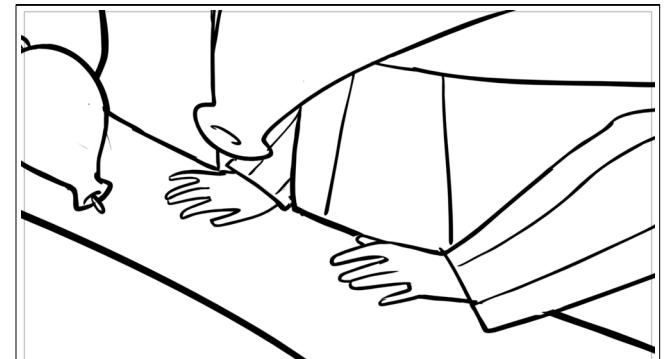
NO PANEL



Scene	Duration	Panel	Duration
044	03:17	3	01:11



Scene	Duration	Panel	Duration
045	02:20	1	02:20



Dialog

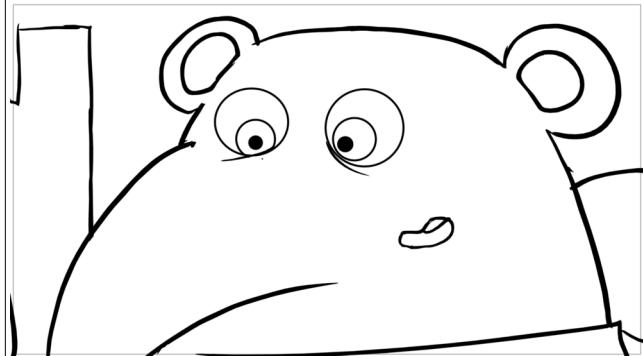
LD: Come on back beneath the covers.

Design

DXLD2_bg_202_06_50_int_Dixi_bedroom
(To adapt)
DXLD2_props_202_rtkU

CHS
Dixie

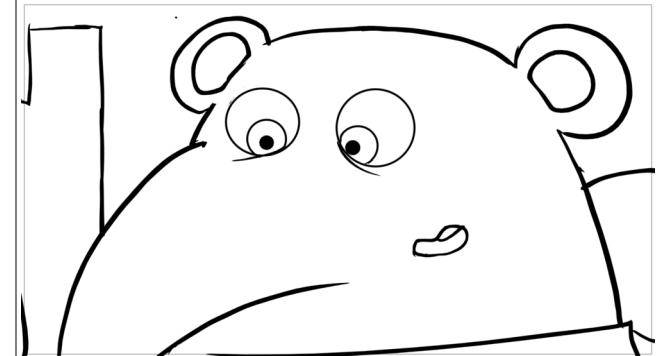
Scene	Duration	Panel	Duration
046	03:24	1	00:12



Scene	Duration	Panel	Duration
046	03:24	2	00:14



Scene	Duration	Panel	Duration
046	03:24	3	00:19

**Dialog**

D: Oh no ... oh oh ... No more beddy-byes for me...

Action Notes

Dixie shakes its head

Action Notes

Dixie shakes its head

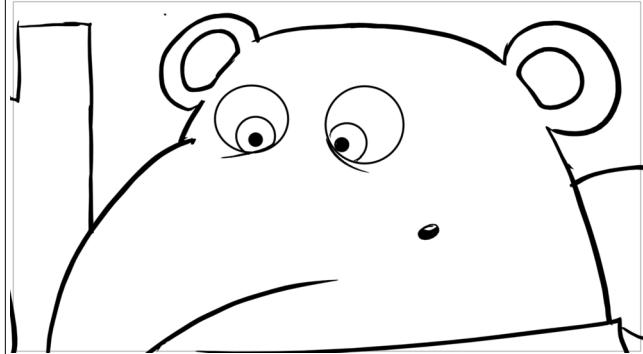
Design

DXLD2_bg_202_06_int_Dixi_bedroom
(detail to adapt)
DXLD2_props_202_rtkU

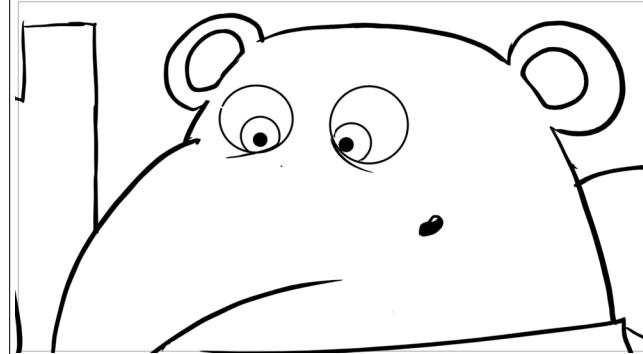
CHS

Dixie

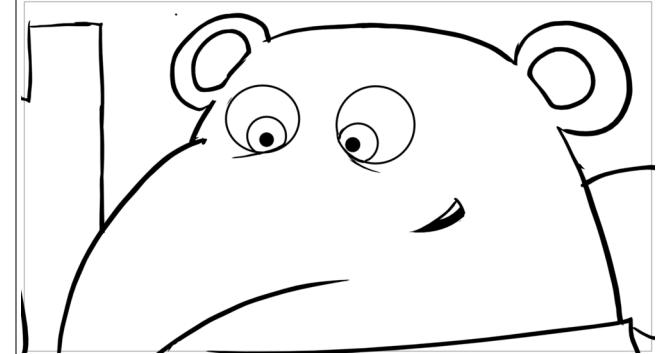
Scene	Duration	Panel	Duration
046	03:24	4	00:17



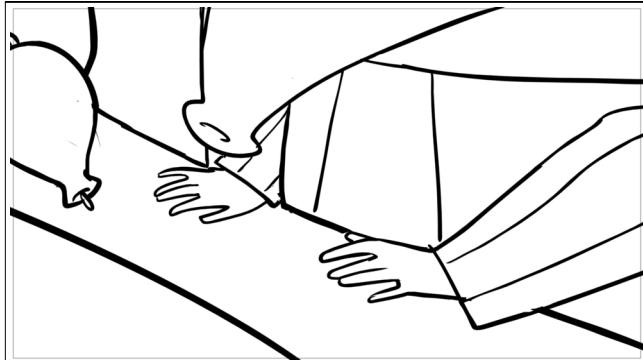
Scene	Duration	Panel	Duration
046	03:24	5	00:17



Scene	Duration	Panel	Duration
046	03:24	6	00:20



Scene	Duration	Panel	Duration
047	00:19	1	00:19



Scene	Duration	Panel	Duration
048	02:23	1	00:15



Scene	Duration	Panel	Duration
048	02:23	2	00:24

**Dialog**

LD: Why? 's that?

Dialog

D: Oh oh ... I don?'t want to lie down
on you ...

Design

DXLD2_bg_202_06_50_int_Dixi_bedroom
(To adapt)
DXLD2_props_202_rtkU

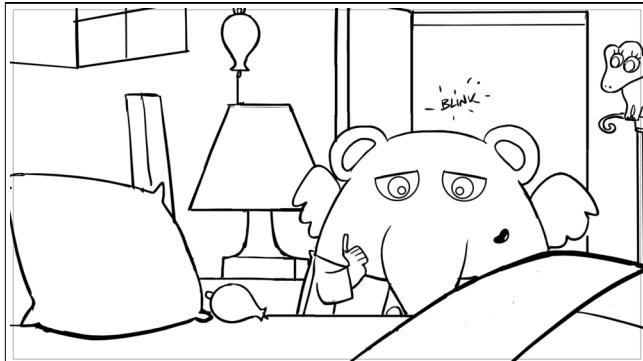
CHS
Dixie

Design

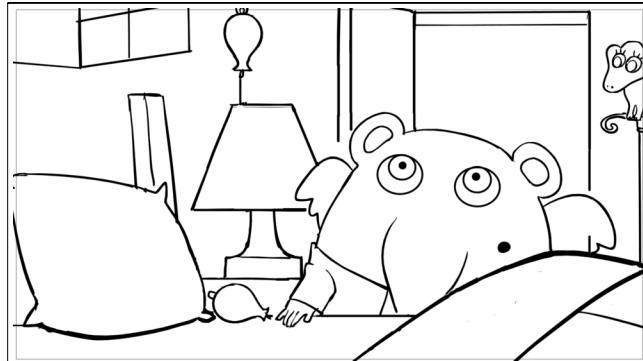
DXLD2_bg_202_06_42_int_Dixi_bedroom
DXLD2_props_202_rtkU

CHS
Dixie, Bebe

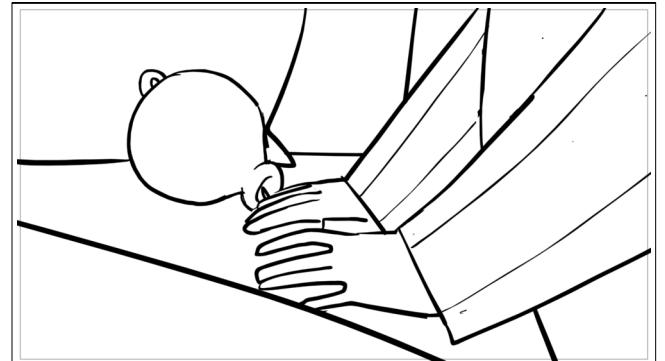
Scene	Duration	Panel	Duration
048	02:23	3	00:15



Scene	Duration	Panel	Duration
048	02:23	4	00:19



Scene	Duration	Panel	Duration
049	03:12	1	03:12



Dialog

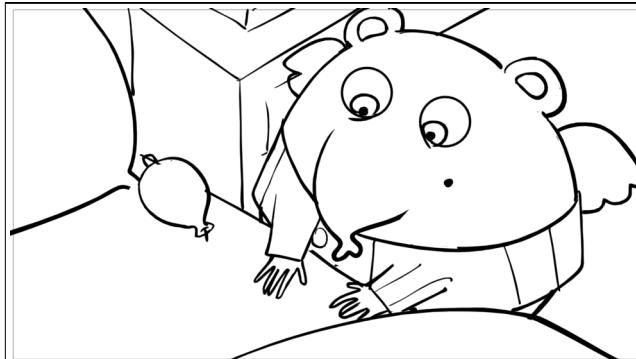
LD: Oh Dixi! Nooo! I was joking!

Design

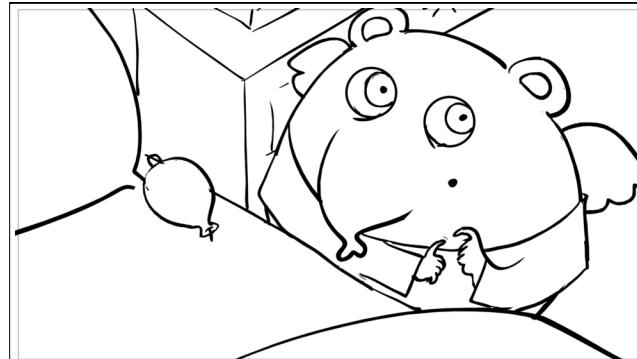
DXLD2_bg_202_06_int_DIXI_bedroom
(To adapt)
DXLD2_props_202_rtkU

CHS
Dixie

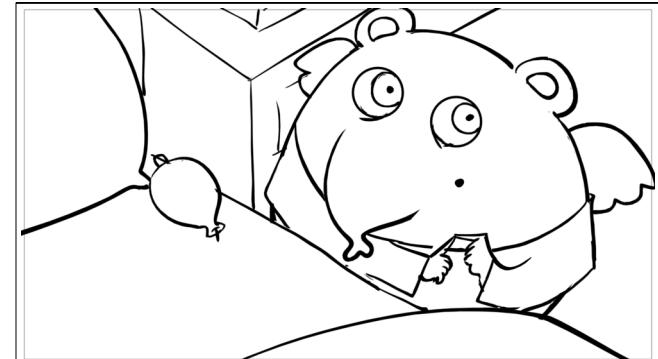
Scene	Duration	Panel	Duration
050	04:22	1	01:16



Scene	Duration	Panel	Duration
050	04:22	2	01:01



Scene	Duration	Panel	Duration
050	04:22	3	00:09

**Dialog**

LD: I?m a Lie-Down and we actually like it when you lie down on us!

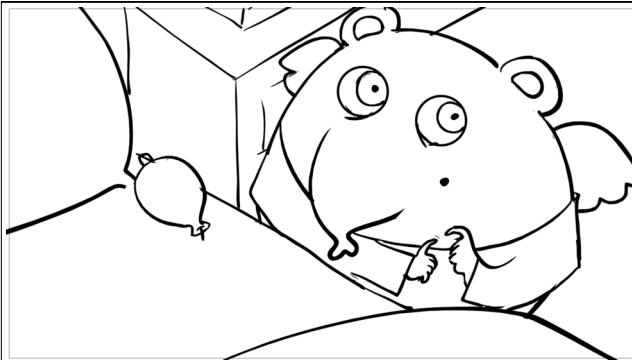
Design

DXLD2_bg_202_06_50_int_Dixi_bedroom
DXLD2_props_202_rtkU

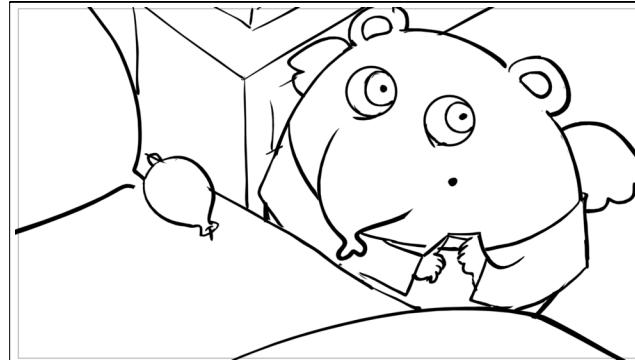
CHS

Dixie

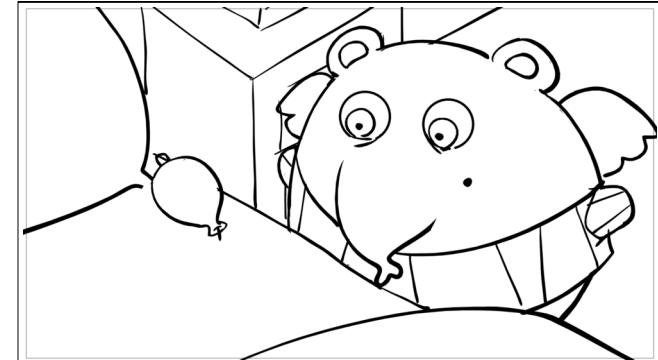
Scene	Duration	Panel	Duration
050	04:22	4	00:08



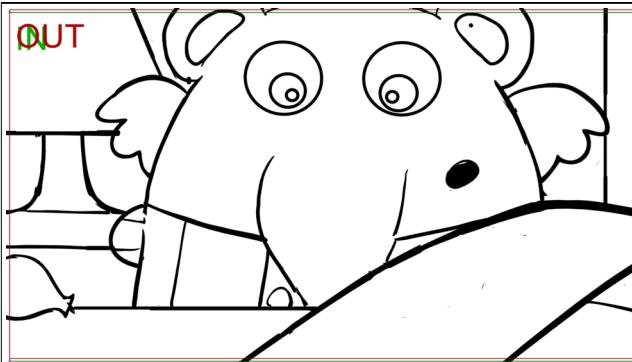
Scene	Duration	Panel	Duration
050	04:22	5	00:12



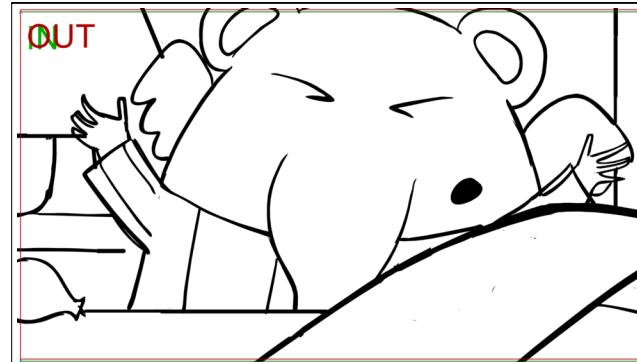
Scene	Duration	Panel	Duration
050	04:22	6	01:01



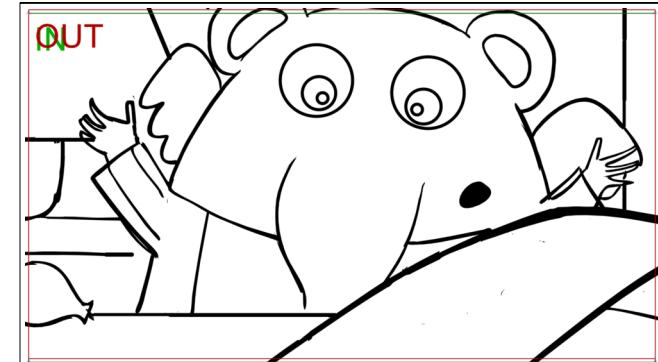
Scene	Duration	Panel	Duration
051	05:13	1	00:15



Scene	Duration	Panel	Duration
051	05:13	2	00:07



Scene	Duration	Panel	Duration
051	05:13	3	00:11



Dialog

D: But ... oh oh ... you- you cried out
for help ...

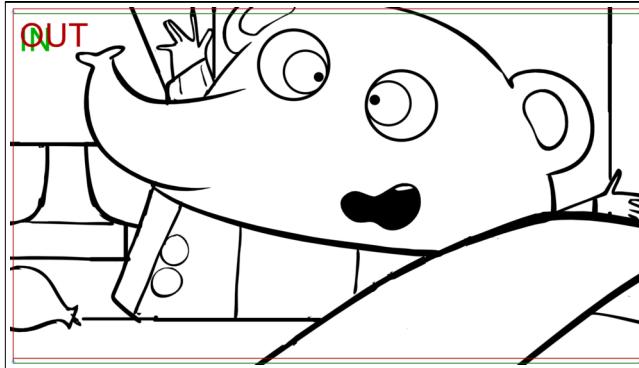
Design

DXLD2_bg_202_06_42_int_Dixi_bedroom
DXLD2_props_202_rtkU

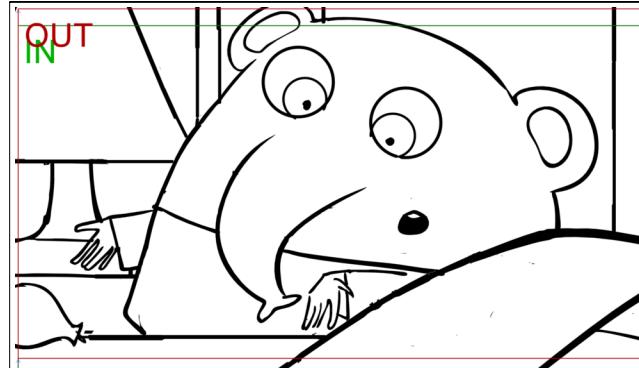
CHS

Dixie

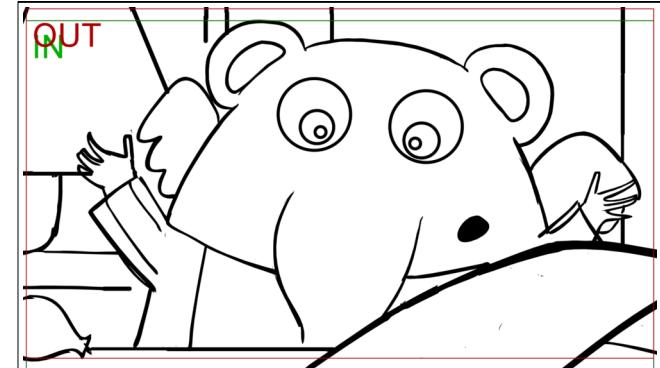
Scene	Duration	Panel	Duration
051	05:13	4	00:15



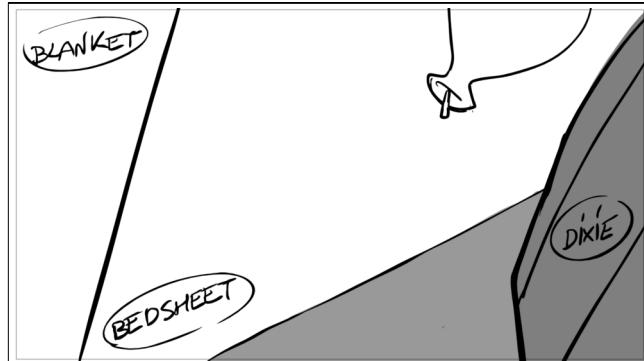
Scene	Duration	Panel	Duration
051	05:13	5	01:24



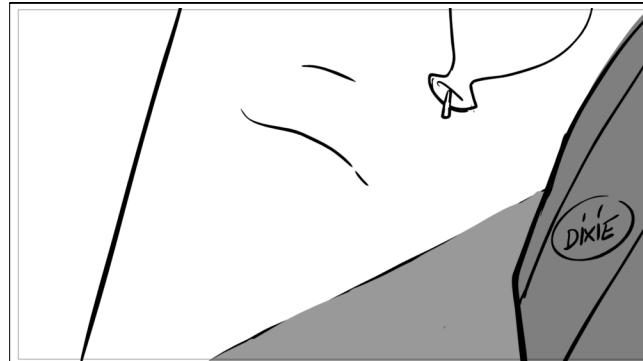
Scene	Duration	Panel	Duration
051	05:13	6	01:16



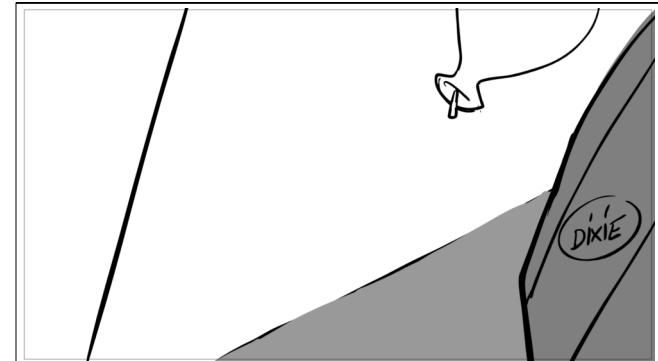
Scene	Duration	Panel	Duration
052	03:13	1	00:07



Scene	Duration	Panel	Duration
052	03:13	2	01:08



Scene	Duration	Panel	Duration
052	03:13	3	00:03



Dialog

LD: I was making fun of you ? I just wanted to have a bit of a laugh.

Design

DETAIL OF BED

DXLD2_props_202_rtkU

CHS

Dixie

Scene	Duration	Panel	Duration
052	03:13	4	01:20



Scene	Duration	Panel	Duration
053	01:08	1	00:06



Scene	Duration	Panel	Duration
053	01:08	2	01:02

**Dialog**

D: Ohhh

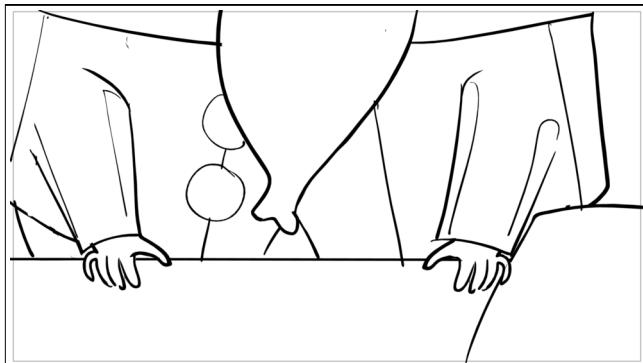
Design

DXLD2_bg_202_06_int_Dixi_bedroom
(detail to adapt)
DXLD2_props_202_rtkU

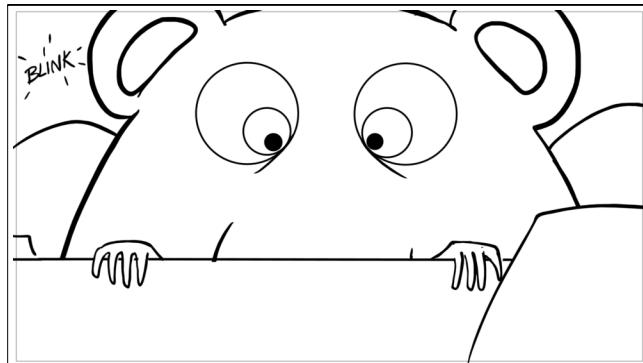
CHS

Dixie

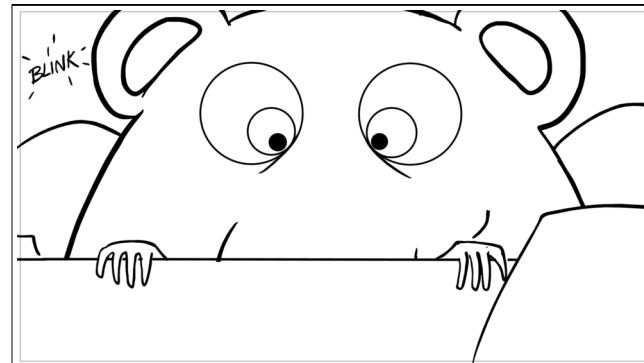
Scene	Duration	Panel	Duration
054	03:22	1	01:02



Scene	Duration	Panel	Duration
054	03:22	2	01:06



Scene	Duration	Panel	Duration
054	03:22	3	01:14



Dialog

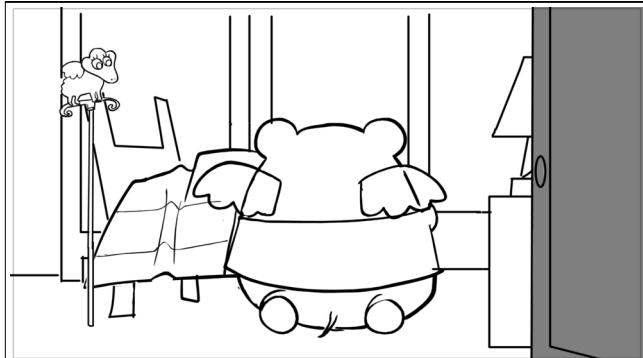
LD: Yes, believe me: we Lie-Downs like it when you lie down on us ?

Design

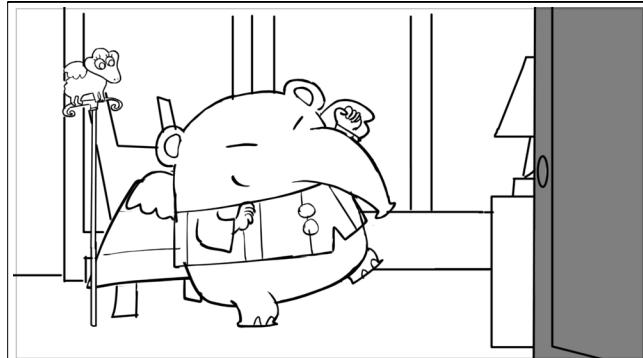
DXLD2_bg_202_06_42_int_Dixi_bedroom
(to adapt)
DXLD2_props_202_rtkU

CHS
Dixie

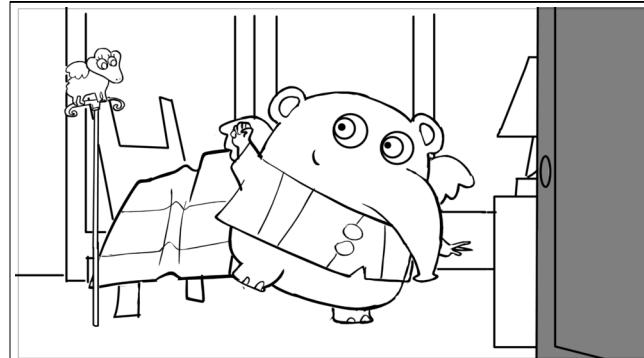
Scene	Duration	Panel	Duration
055	03:10	1	00:19



Scene	Duration	Panel	Duration
055	03:10	2	01:00



Scene	Duration	Panel	Duration
055	03:10	3	01:00

**Dialog**

LD: baby elephants with wings are especially welcome!

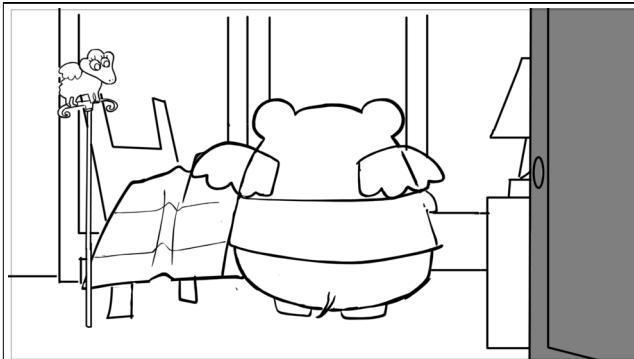
Design

DXLD2_bg_202_06_54_int_Dixi_bedroom
DXLD2_props_202_rtkU

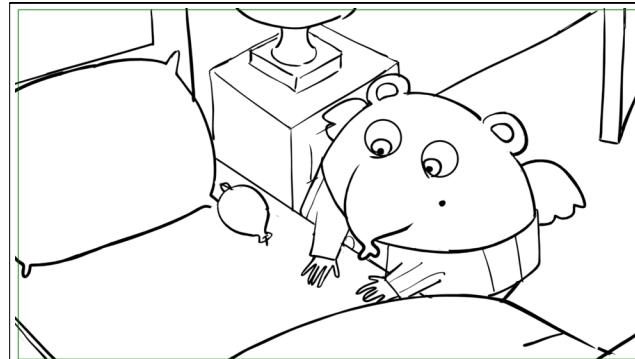
CHS

Dixie, Bebe

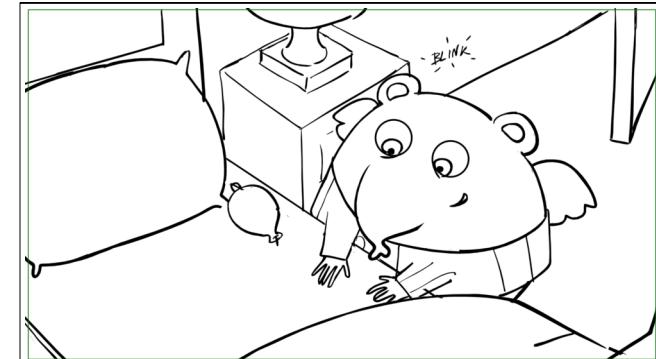
Scene	Duration	Panel	Duration
055	03:10	4	00:16



Scene	Duration	Panel	Duration
056	05:19	1	00:08



Scene	Duration	Panel	Duration
056	05:19	2	02:14



Dialog

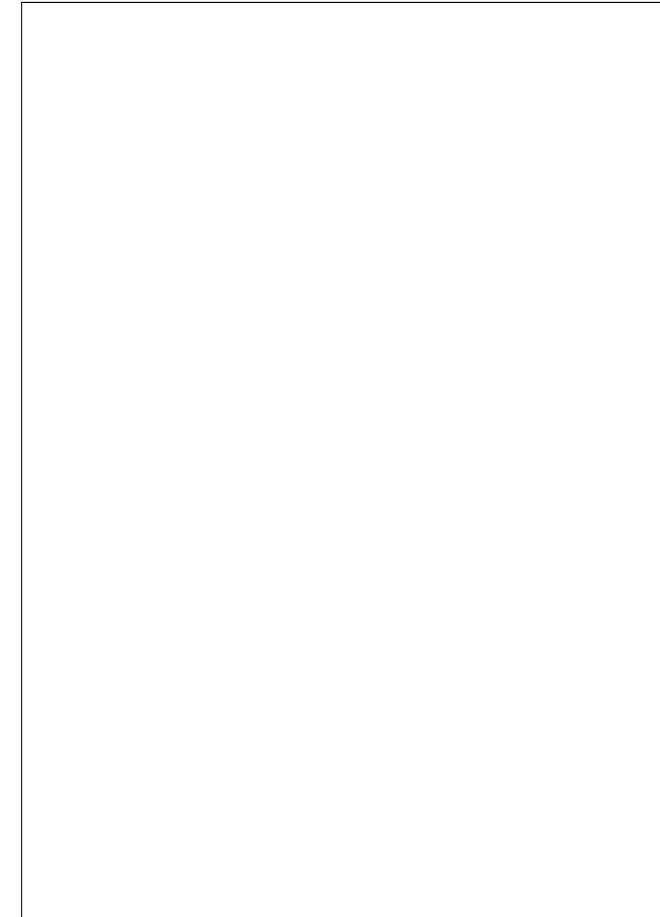
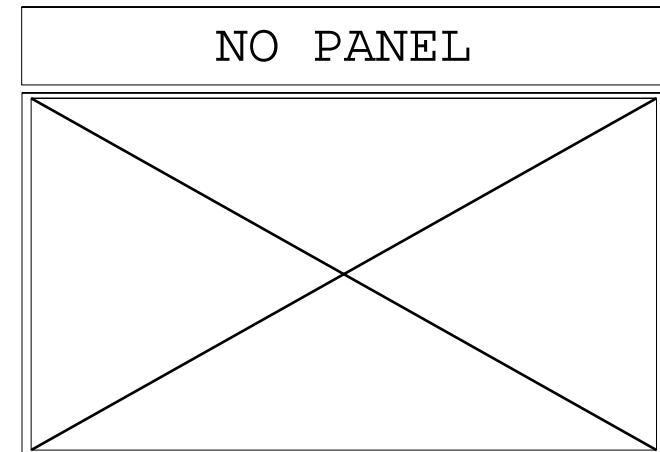
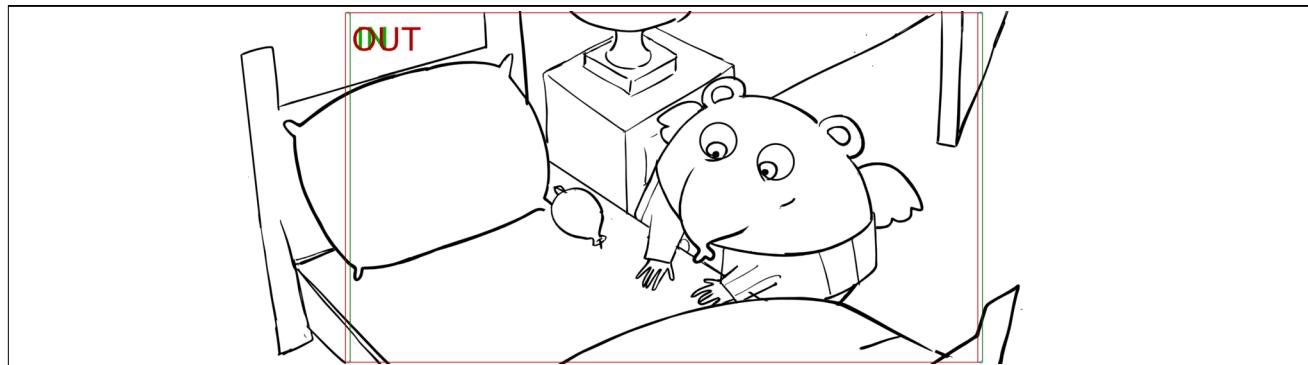
D: Ohhhh ... w-well then ... Shall I go back to beddy-byes?
LD: Yes, go on! Back to bed-babies!

Design

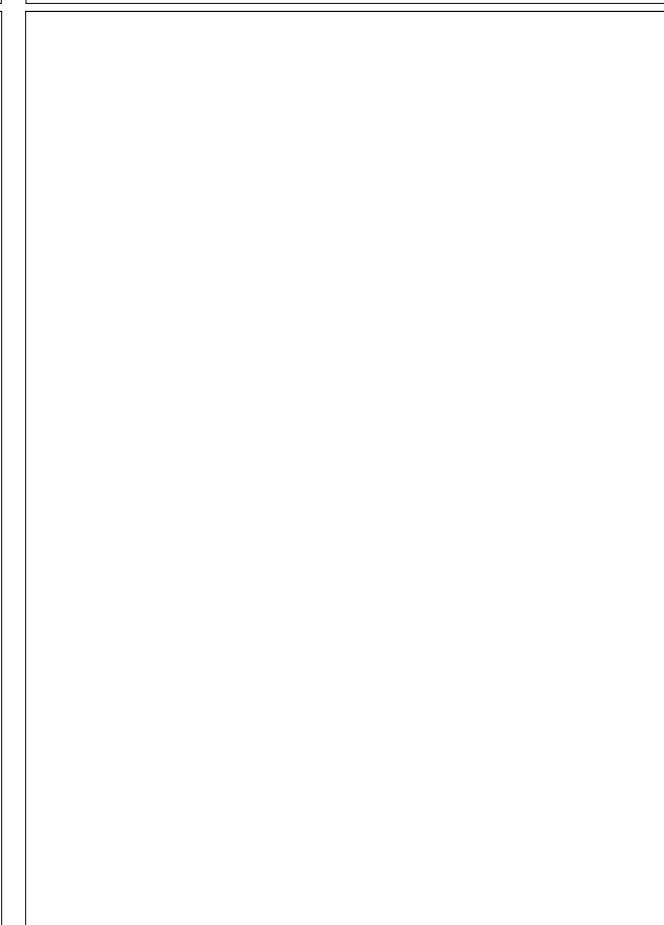
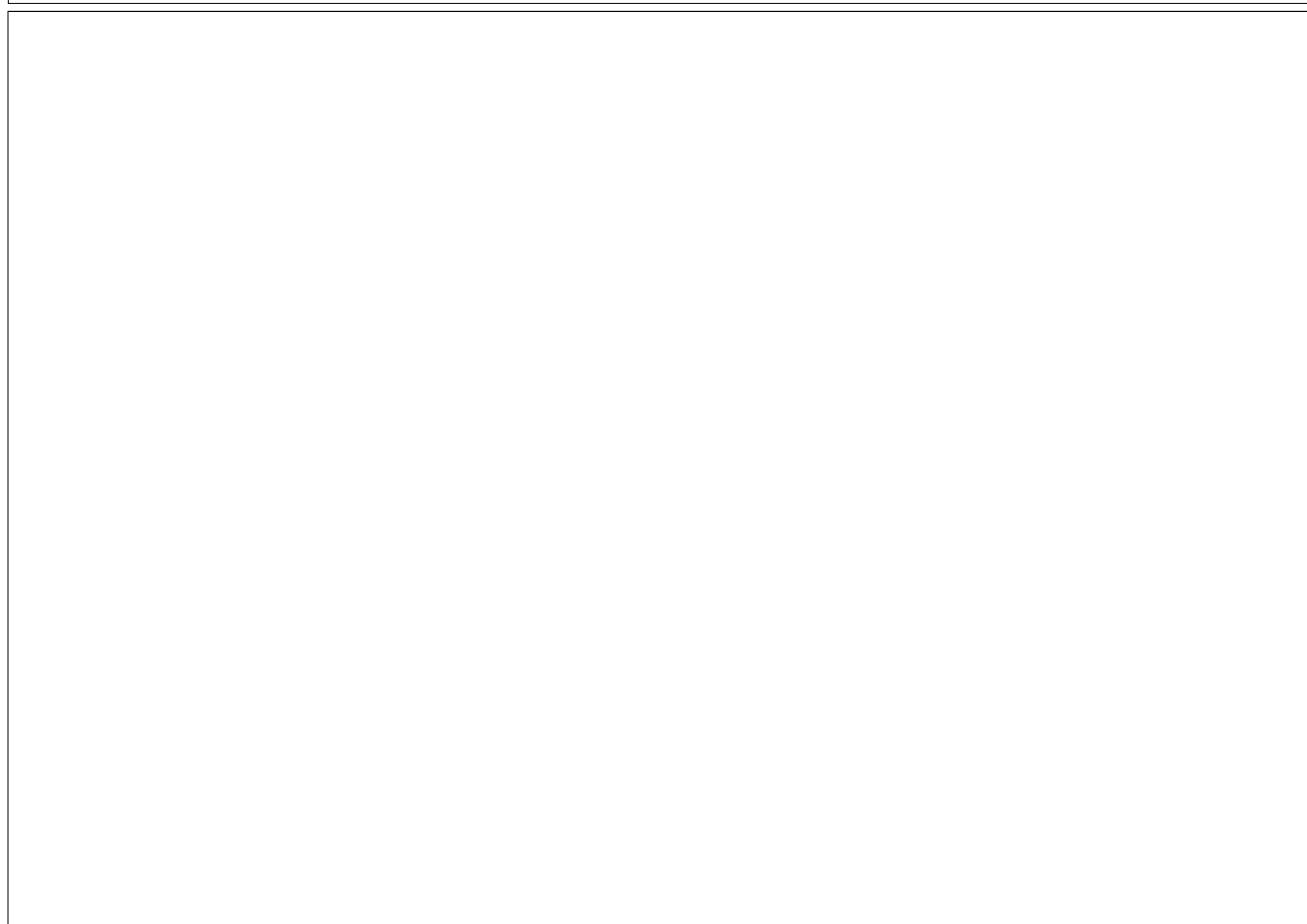
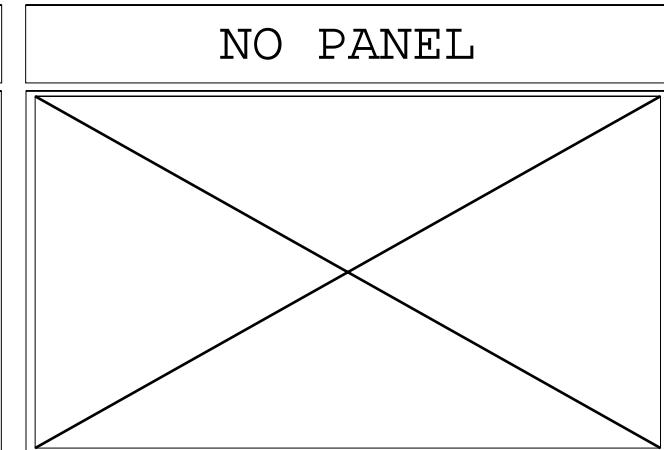
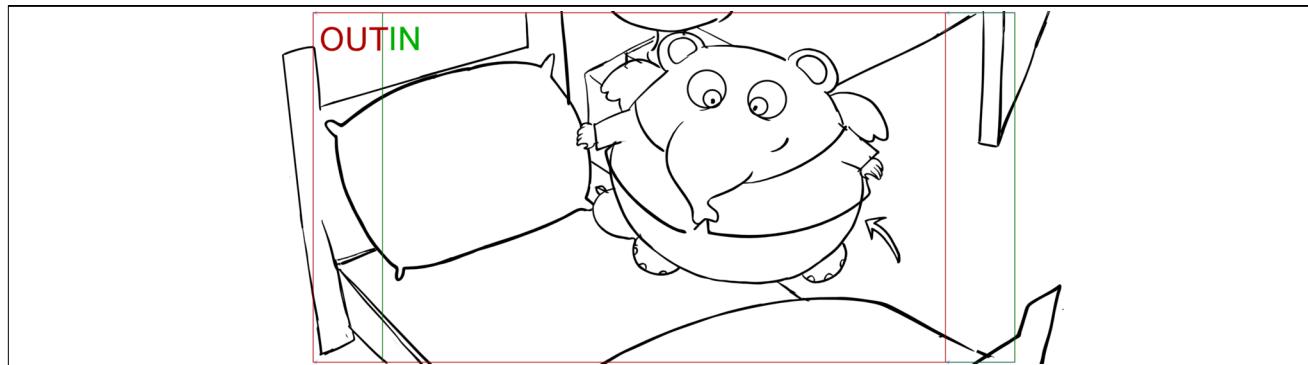
DXLD2_bg_202_06_50_int_Dixi_bedroom
DXLD2_props_202_rtkU

CHS
Dixie

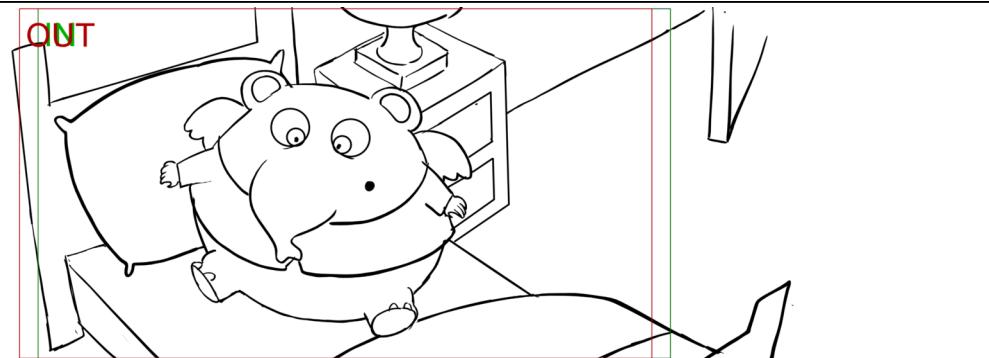
Scene	Duration	Panel	Duration
056	05:19	3	01:07



Scene	Duration	Panel	Duration
056	05:19	4	00:16



Scene	Duration	Panel	Duration
056	05:19	5	00:24



Scene	Duration	Panel	Duration
057	02:08	1	00:16

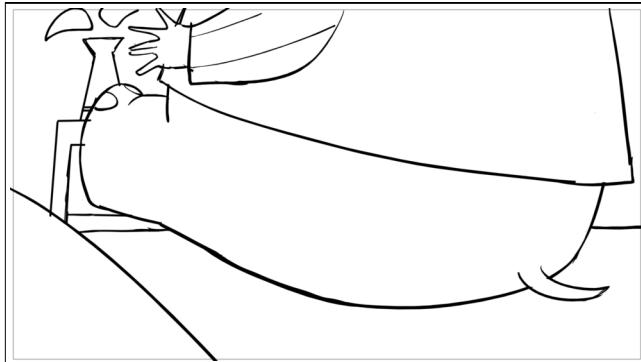
**Dialog**

LD: Lie down on me.

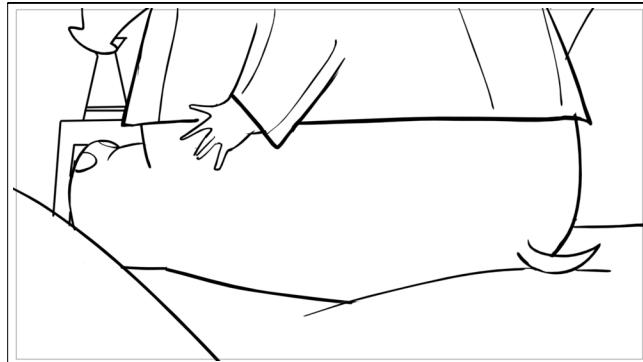
Design

DXLD2_bg_202_06_int_Dixi_bedroom_rs_
(to adapt)
DXLD2_props_202_rtkU

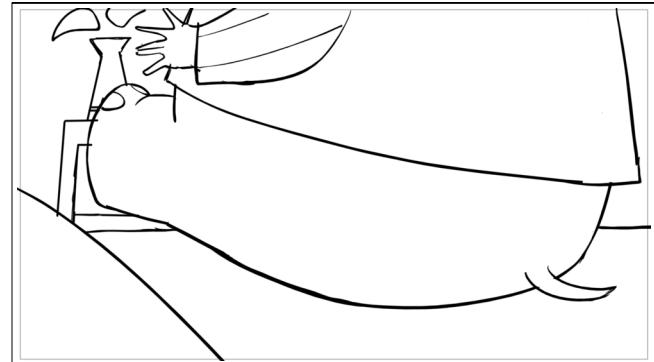
Scene	Duration	Panel	Duration
057	02:08	2	00:13



Scene	Duration	Panel	Duration
057	02:08	3	00:16



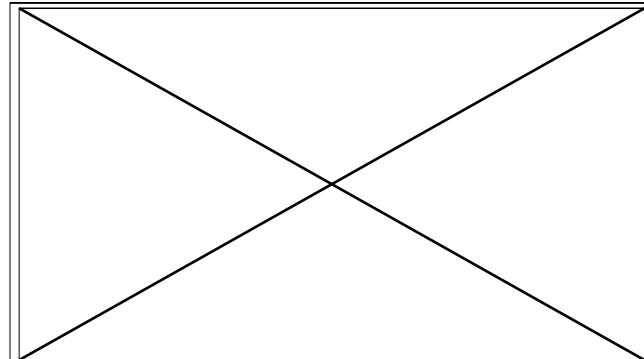
Scene	Duration	Panel	Duration
057	02:08	4	00:13



Scene	Duration	Panel	Duration
058	04:19	1	00:18



NO PANEL

**Dialog**

N: And so it was that Dixi went back for a lie down.

Design

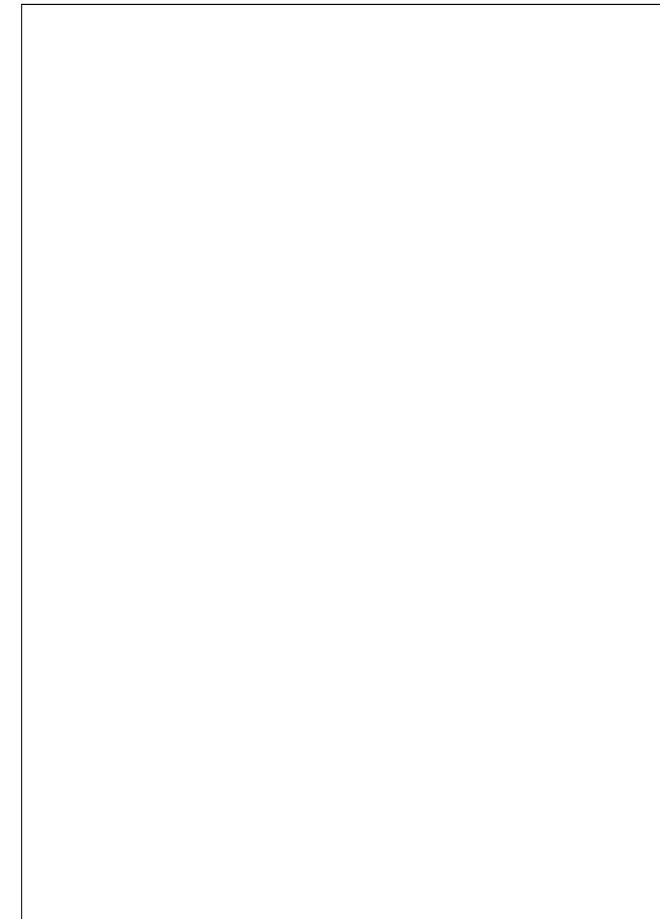
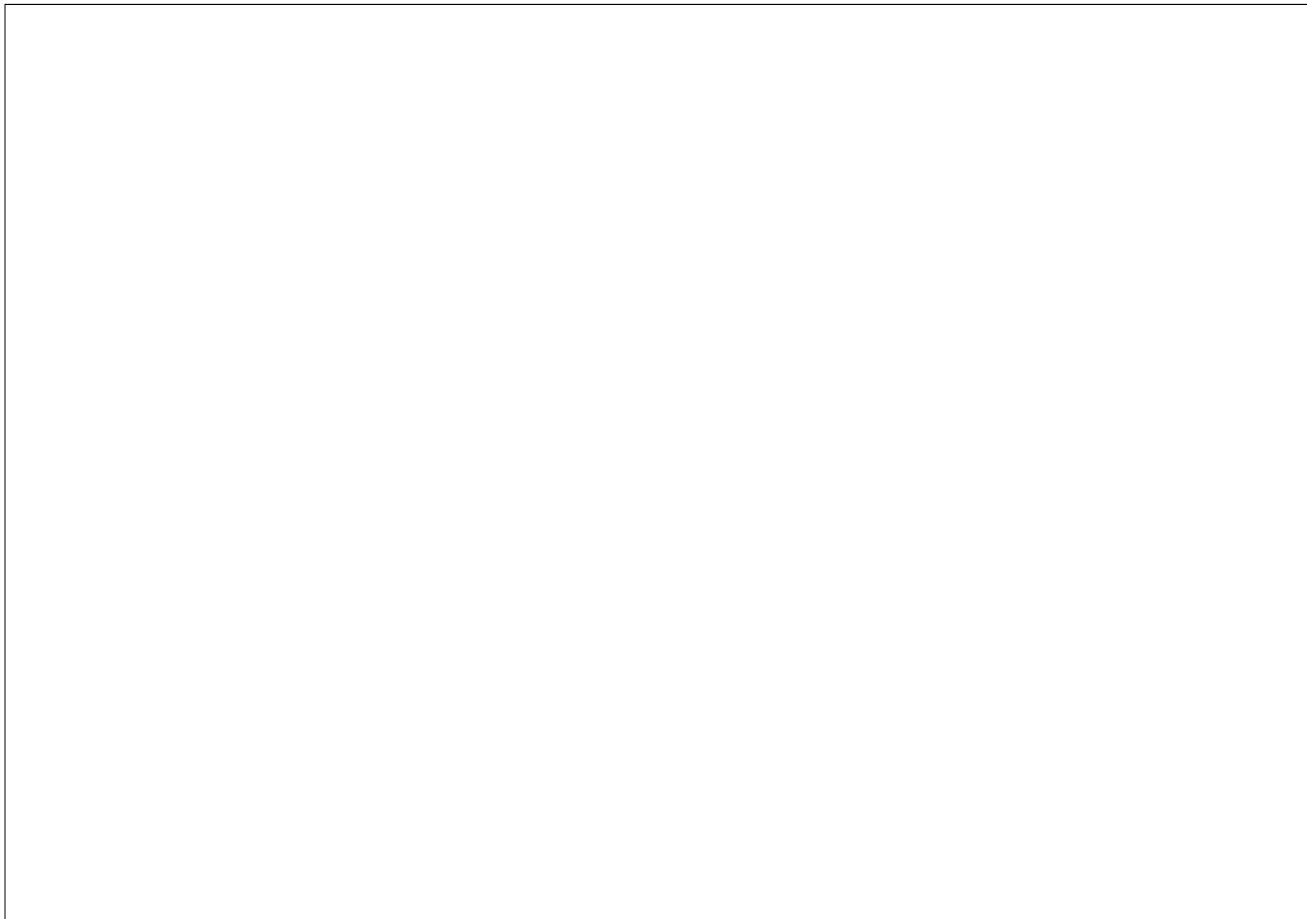
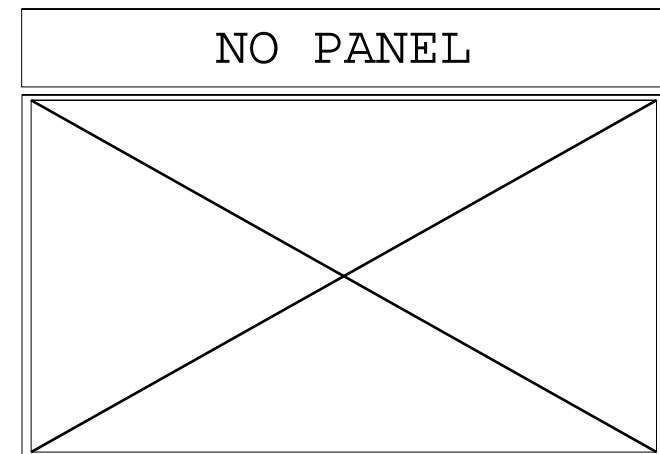
DXLD2_bg_202_06_int_Dixi_bedroom

DXLD2_props_202_rtkU

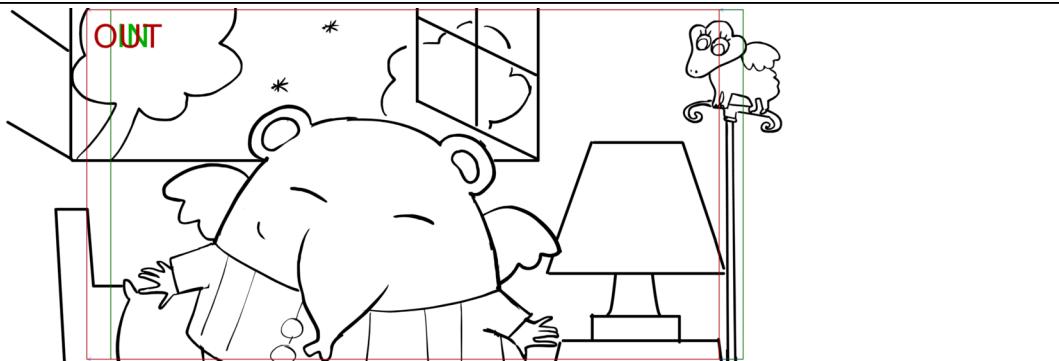
CHS

Dixie, Bebe

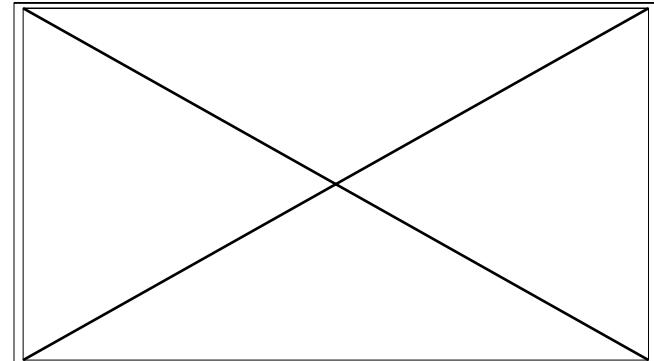
Scene	Duration	Panel	Duration
058	04:19	2	00:18



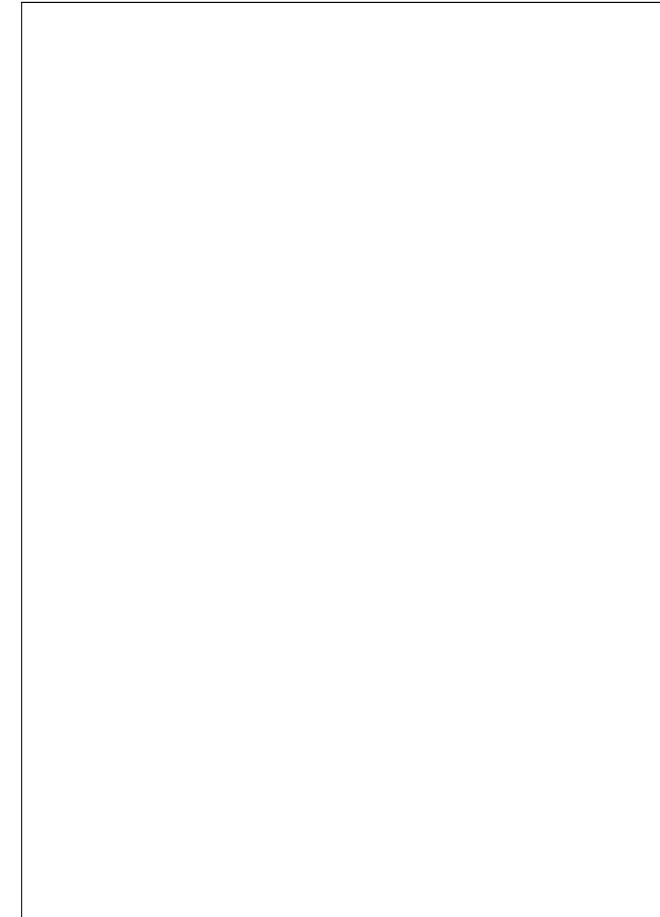
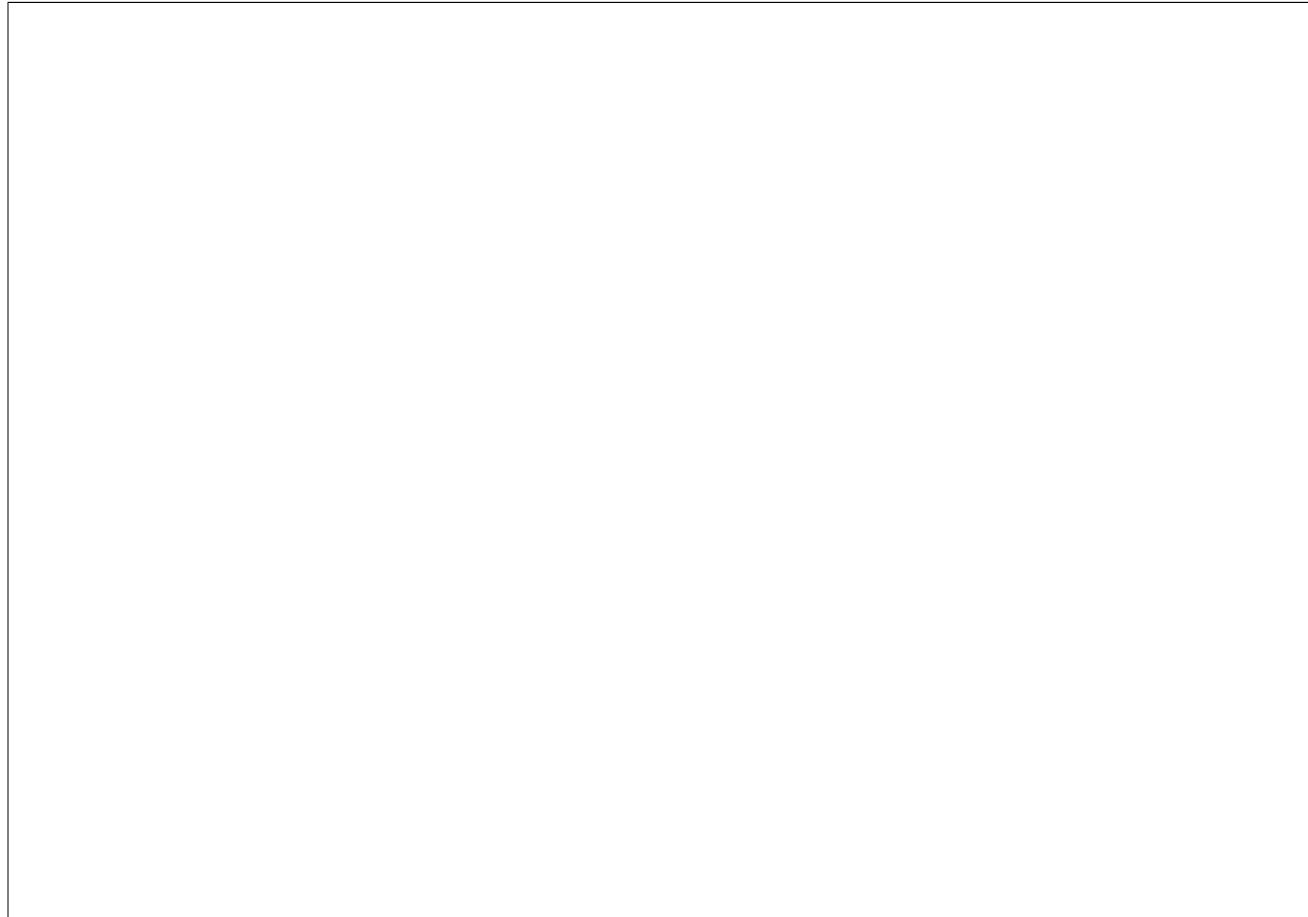
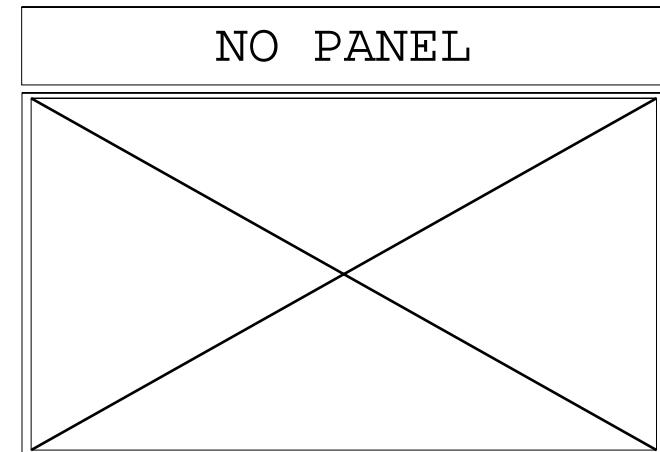
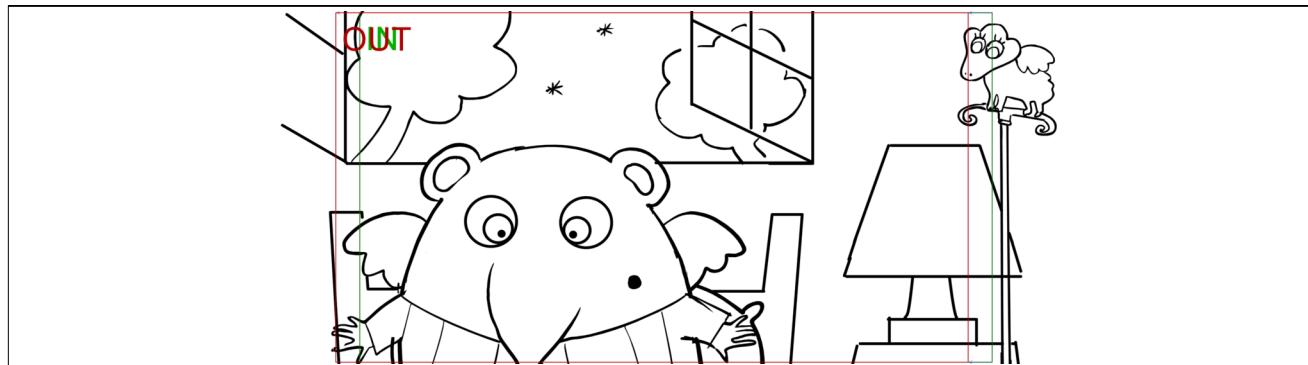
Scene	Duration	Panel	Duration
058	04:19	3	00:17



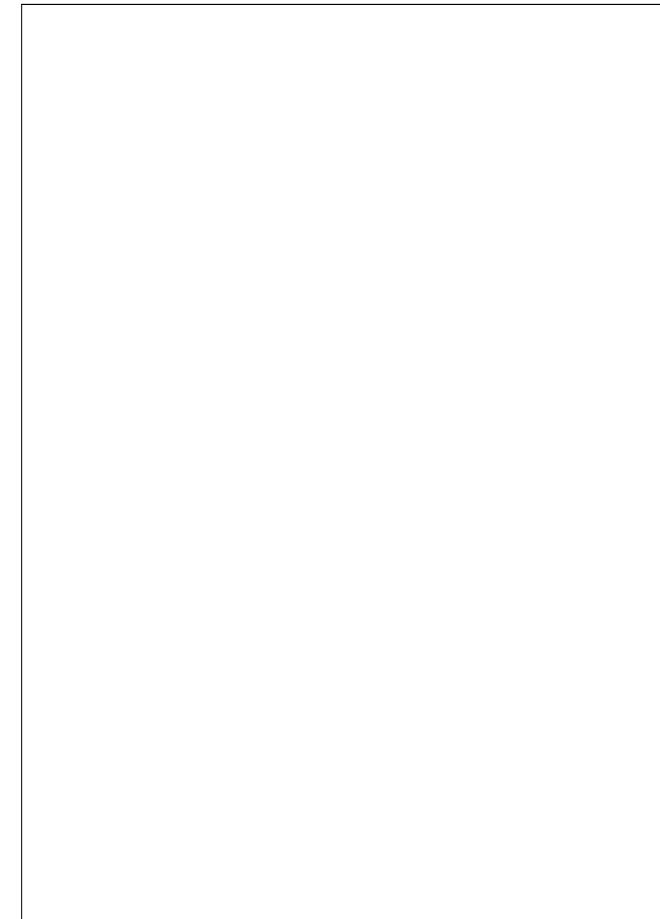
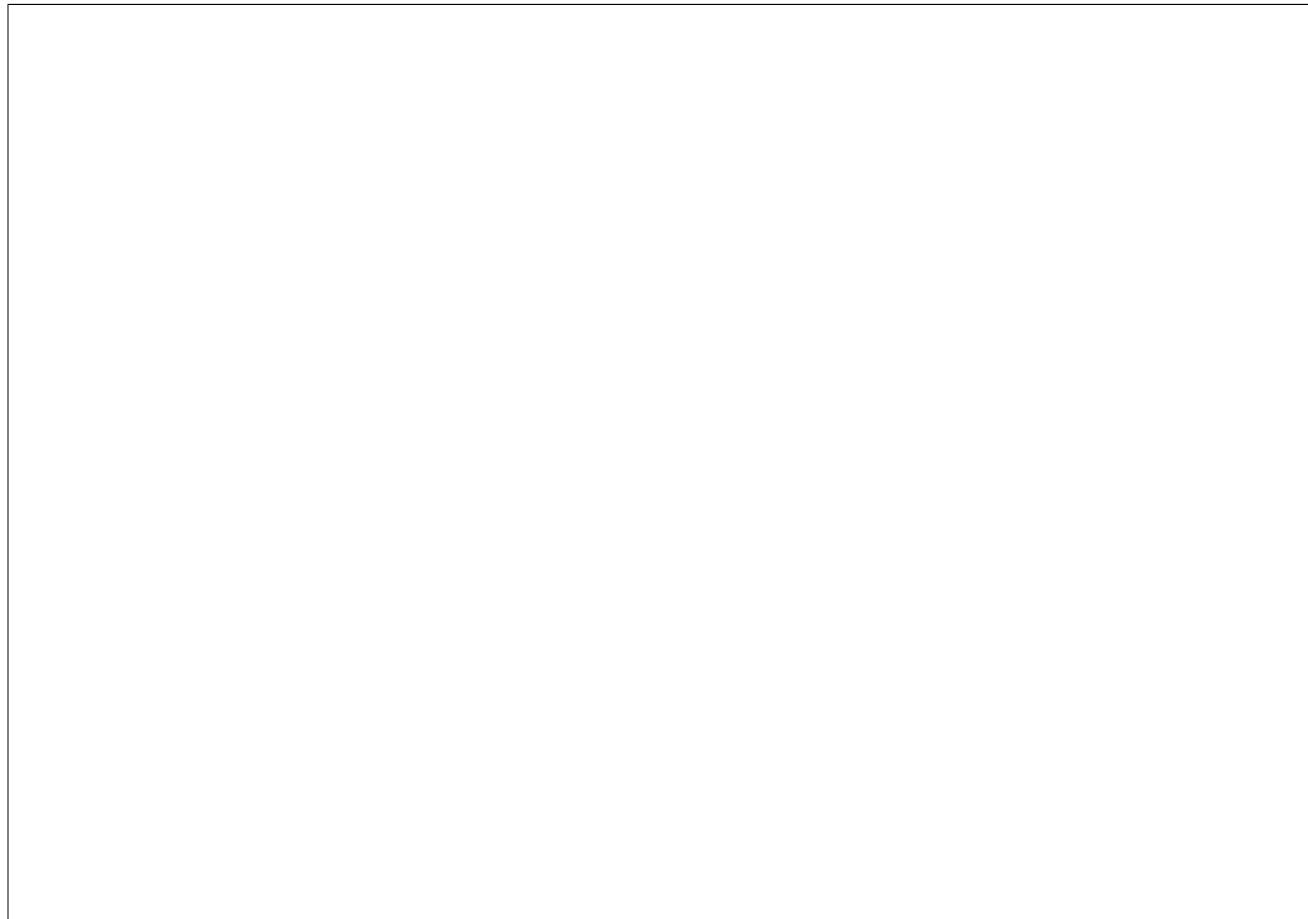
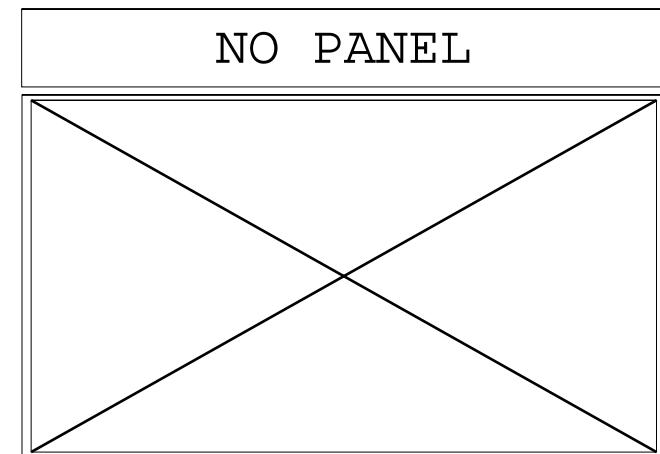
NO PANEL



Scene	Duration	Panel	Duration
058	04:19	4	00:17



Scene	Duration	Panel	Duration
058	04:19	5	00:17



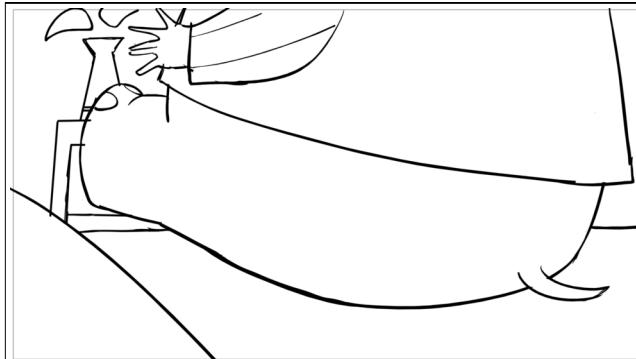
Scene	Duration	Panel	Duration
058	04:19	6	00:17



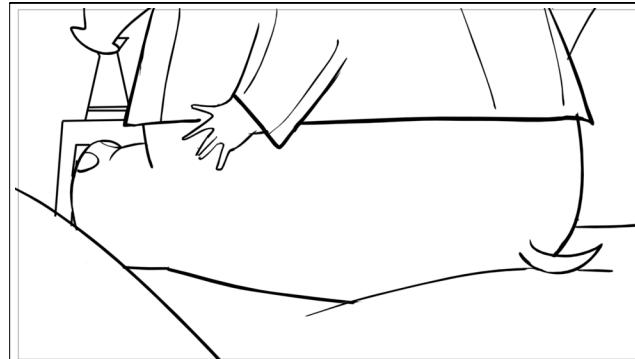
Scene	Duration	Panel	Duration
058	04:19	7	00:15



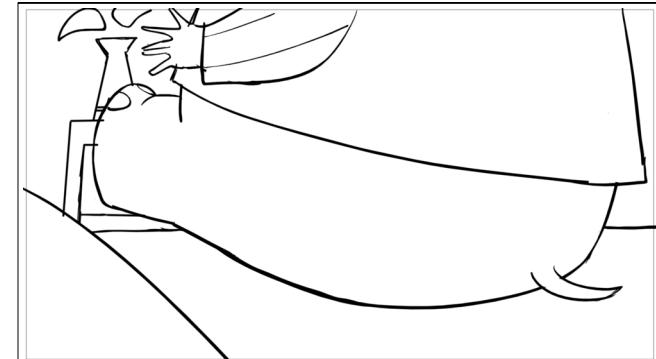
Scene	Duration	Panel	Duration
059	01:17	1	00:13



Scene	Duration	Panel	Duration
059	01:17	2	00:16



Scene	Duration	Panel	Duration
059	01:17	3	00:13

**Dialog**

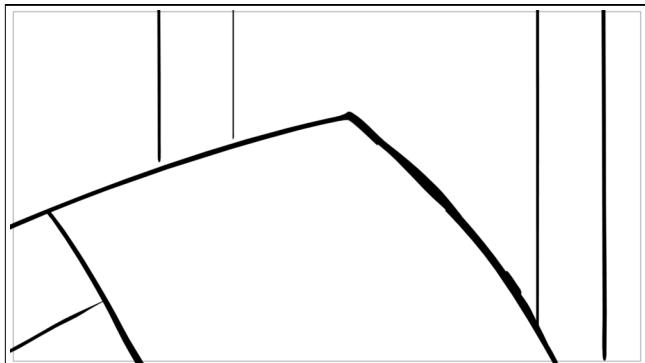
N: And once he?fd settled himself
beneath

Design

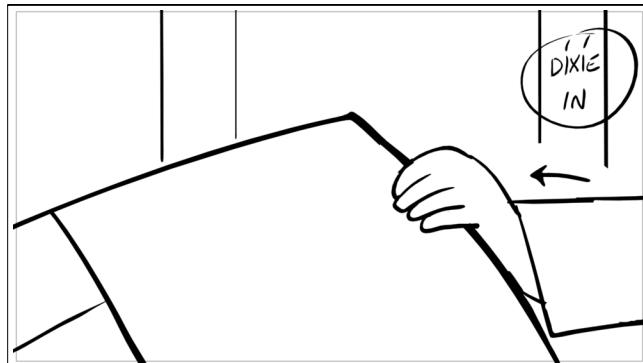
DXLD2_bg_202_06_int_Dixi_bedroom_rs_
(to adapt)
DXLD2_props_202_rtkU

CHS
Dixie

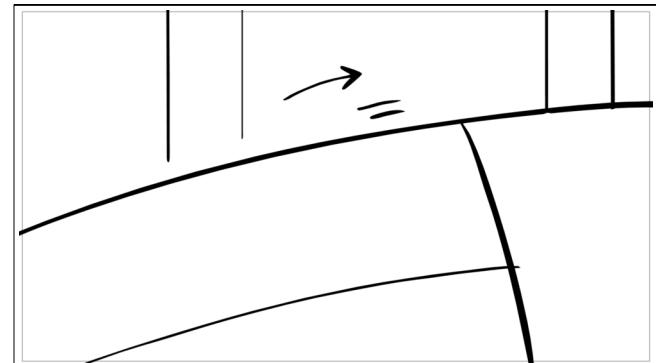
Scene	Duration	Panel	Duration
060	01:06	1	00:07



Scene	Duration	Panel	Duration
060	01:06	2	00:15



Scene	Duration	Panel	Duration
060	01:06	3	00:09

**Dialog**

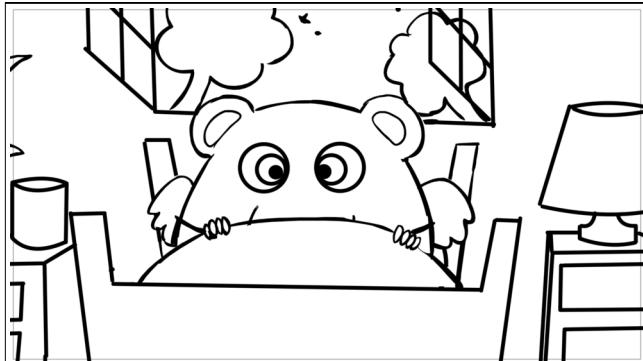
N: the coversand

Design

DXLD2_bg_202_06_54_int_Dixi_bedroom
(Detail)
DXLD2_props_202_rtkU + Covered

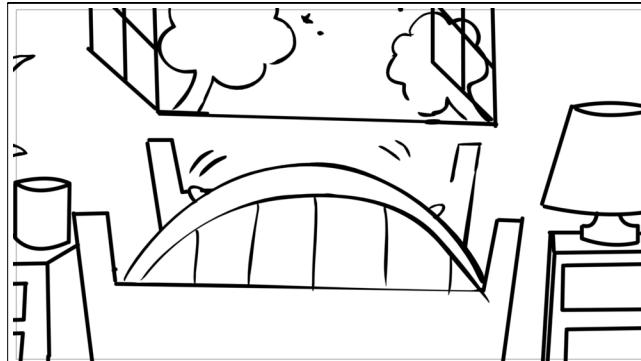
CHS
Dixie

Scene	Duration	Panel	Duration
061	02:03	1	00:21

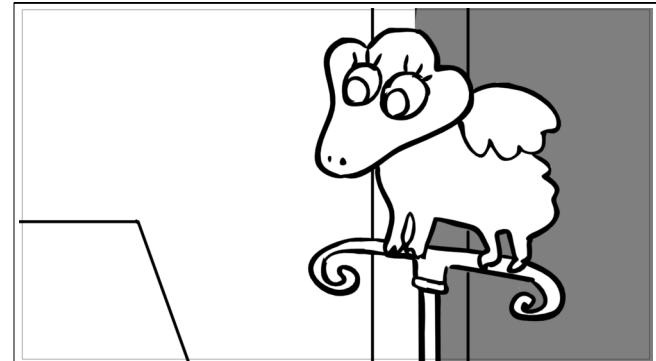
**Dialog**

N: was lying down comfortably,

Scene	Duration	Panel	Duration
061	02:03	2	01:07



Scene	Duration	Panel	Duration
062	02:00	1	00:16

**Dialog**

N:Liedown started giggling out loud

Design

DXLD2_bg_202_06_int_Dixi_bedroom
DXLD2_props_202_rtkU

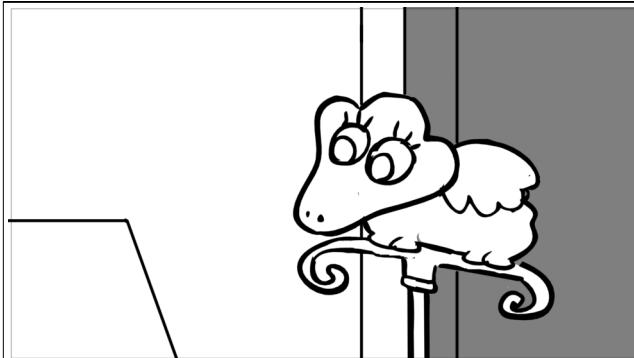
CHS
Dixie

Design

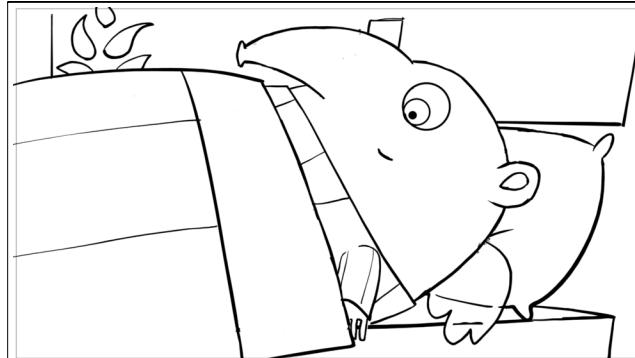
DXLD2_bg_202_06_42_int_Dixi_bedroom
(to adapt)

CHS
Bebe

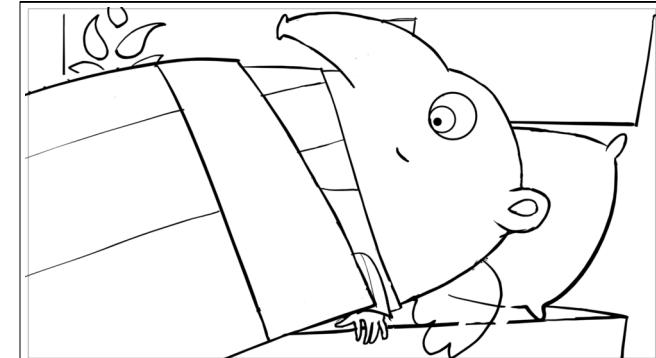
Scene	Duration	Panel	Duration
062	02:00	2	01:09



Scene	Duration	Panel	Duration
063	03:21	1	00:16



Scene	Duration	Panel	Duration
063	03:21	2	00:16

**Dialog**

N: for sheer joy!

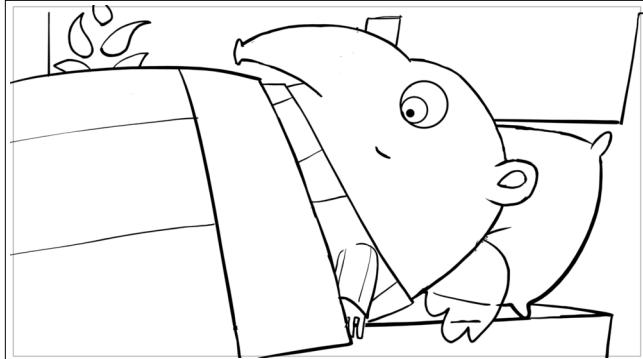
Design

DXLD2_bg_202_06_int_Dixi_bedroom_rs_
(to adapt)
DXLD2_props_202_rtkU

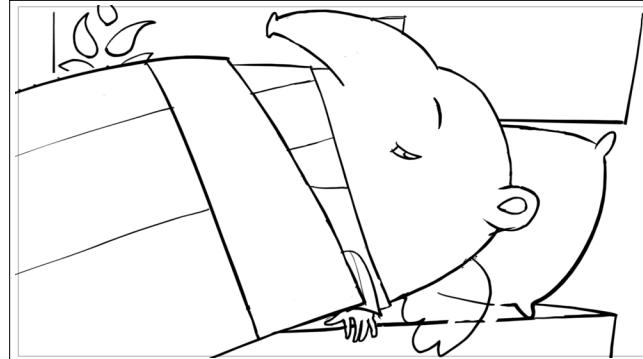
CHS

Dixie

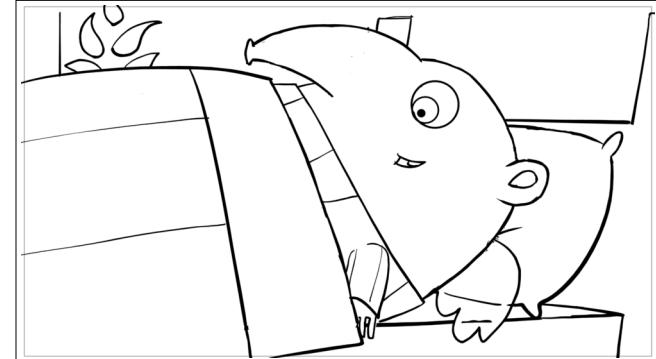
Scene	Duration	Panel	Duration
063	03:21	3	00:16



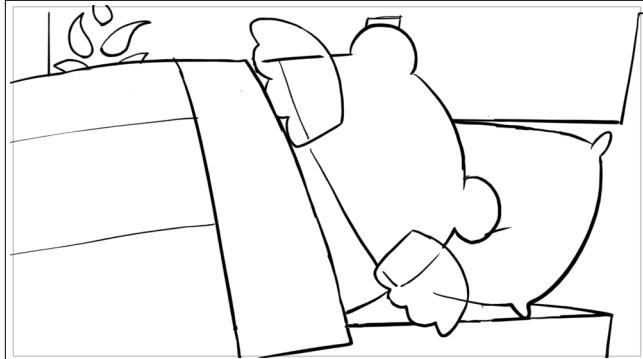
Scene	Duration	Panel	Duration
063	03:21	4	00:16



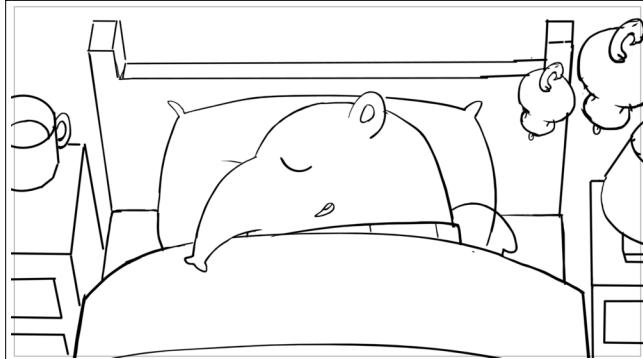
Scene	Duration	Panel	Duration
063	03:21	5	00:16



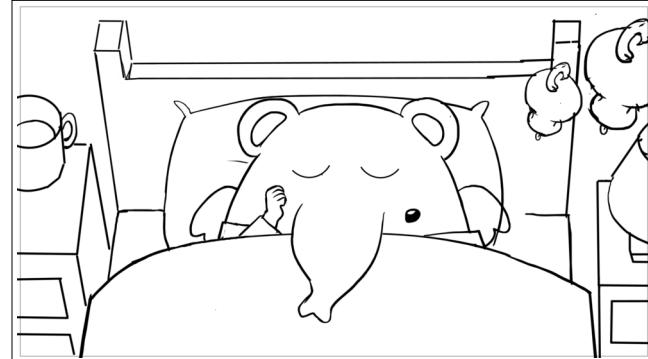
Scene	Duration	Panel	Duration
063	03:21	6	00:16



Scene	Duration	Panel	Duration
064	04:21	1	01:03



Scene	Duration	Panel	Duration
064	04:21	2	00:21

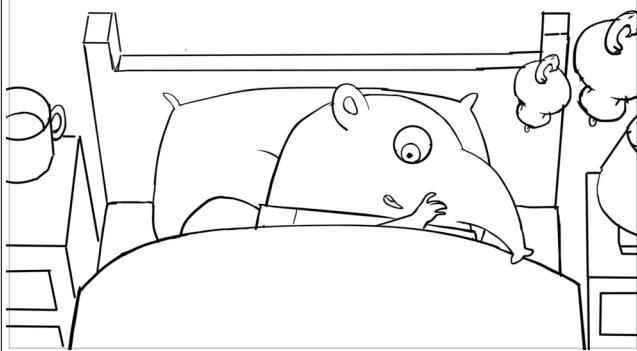
**Design**

DXLD2_bg_202_06_23_int_Dixi_bedroom
DXLD2_props_202_rtkU

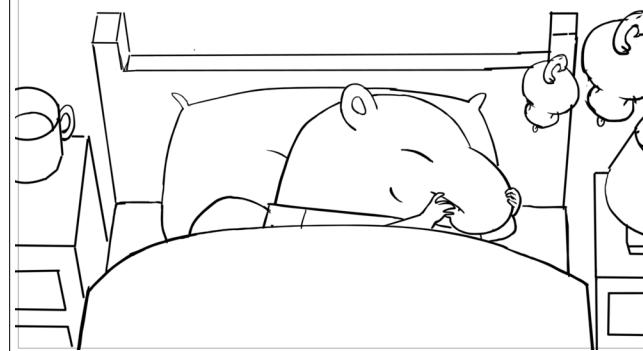
CHS

Dixie

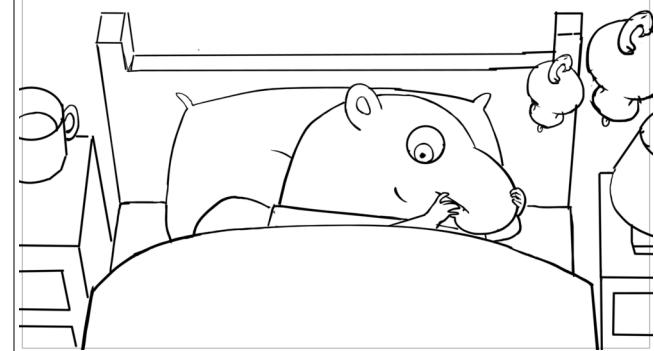
Scene	Duration	Panel	Duration
064	04:21	3	00:16



Scene	Duration	Panel	Duration
064	04:21	4	01:03



Scene	Duration	Panel	Duration
064	04:21	5	01:03



Scene	Duration	Panel	Duration
065	04:00	1	01:01



Scene	Duration	Panel	Duration
065	04:00	2	00:12



Scene	Duration	Panel	Duration
065	04:00	3	00:15

**Design**

DXLD2_bg_202_06_42_int_Dixi_bedroom
DXLD2_props_202_rtkU + Covered

CHS

Dixie, Bebe

Scene	Duration	Panel	Duration
065	04:00	4	00:14



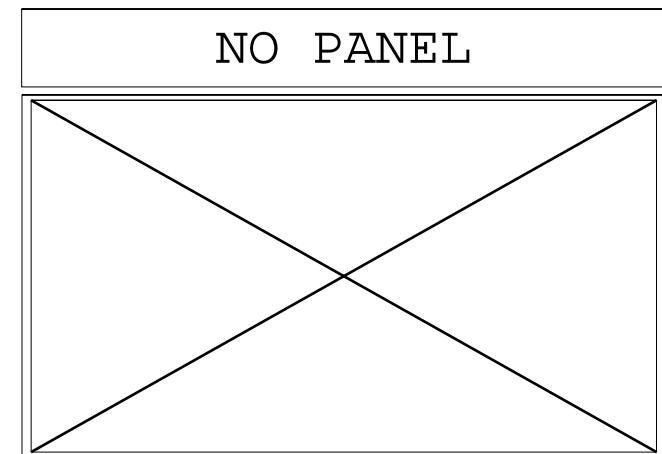
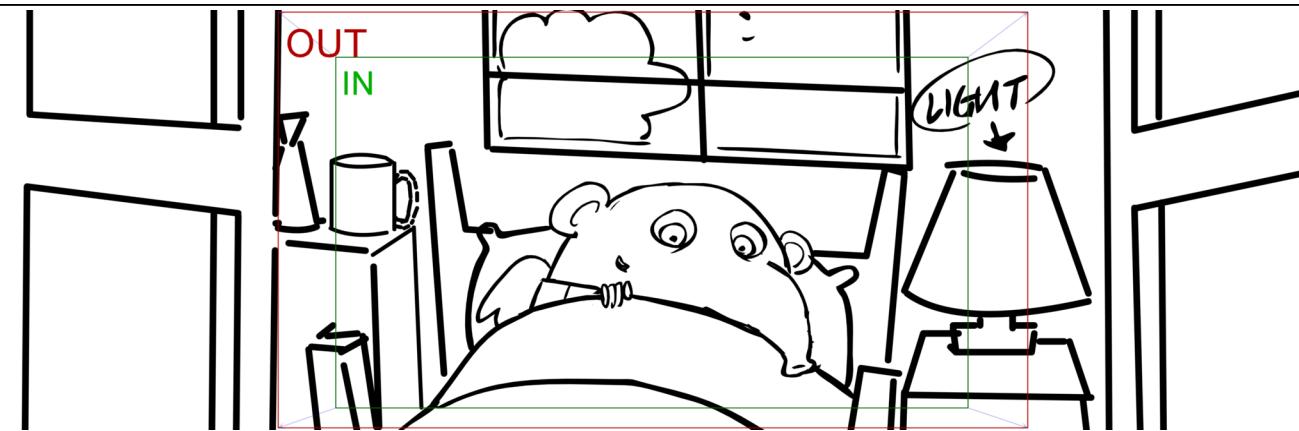
Scene	Duration	Panel	Duration
065	04:00	5	00:15



Scene	Duration	Panel	Duration
065	04:00	6	00:18



Scene	Duration	Panel	Duration
066	07:19	1	01:07

**Design**

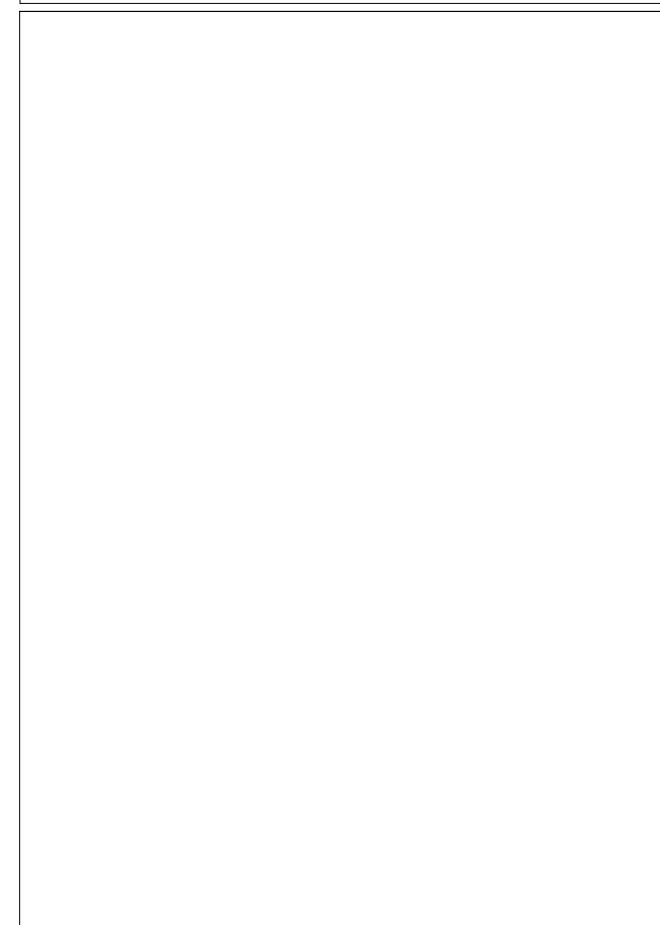
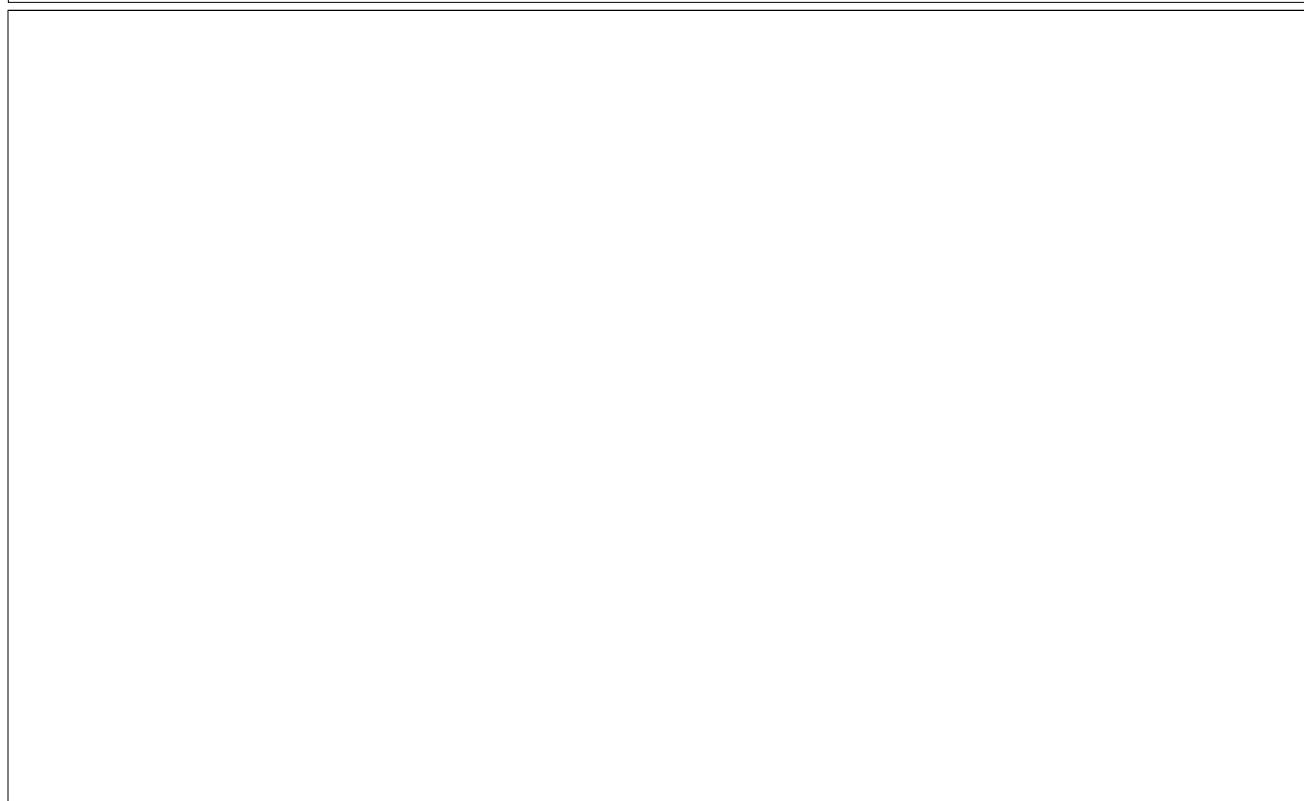
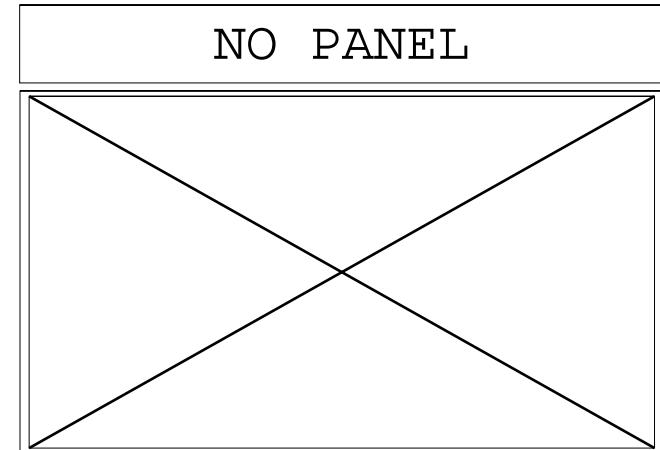
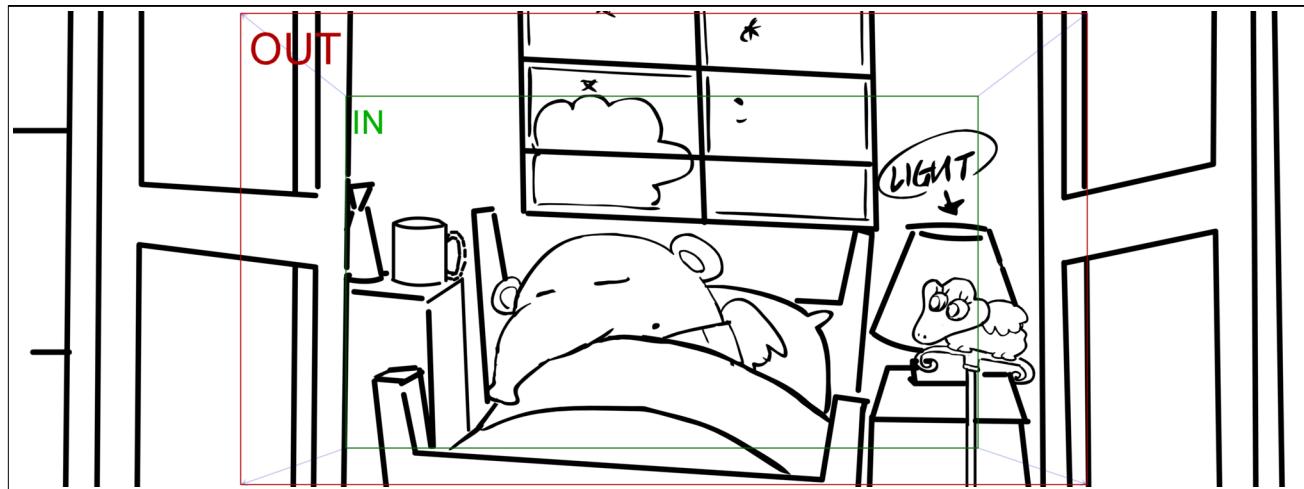
DXLD2_BG_202_06_60_ext_dixihome

DXLD2_props_202_rtkU

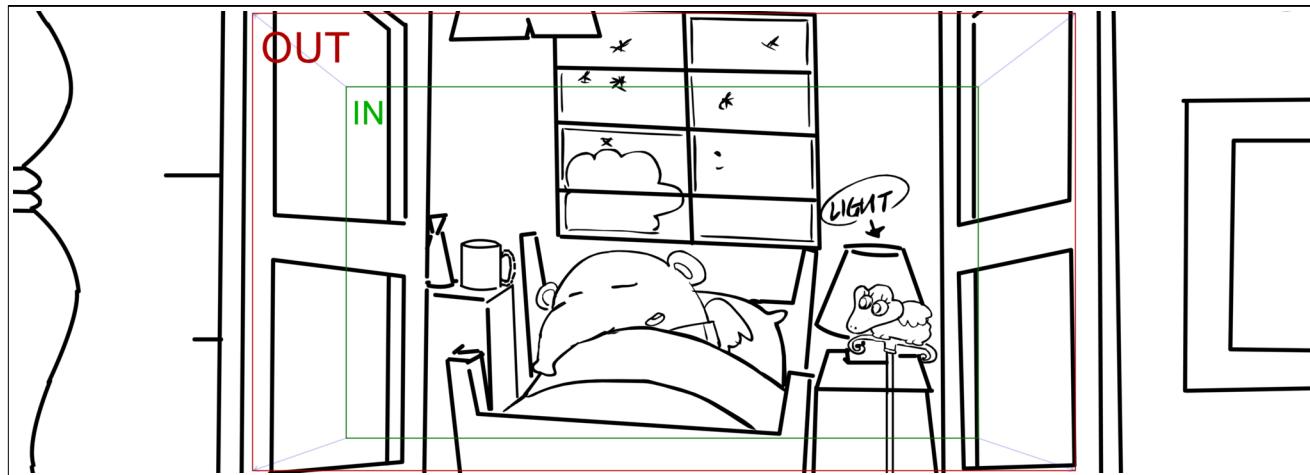
CHS

Dixie, Bebe

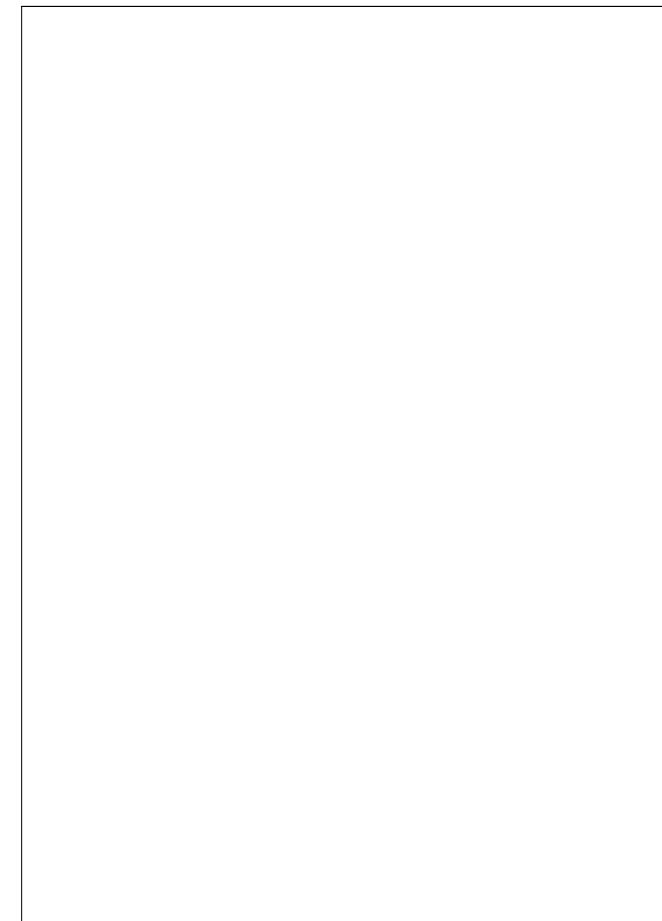
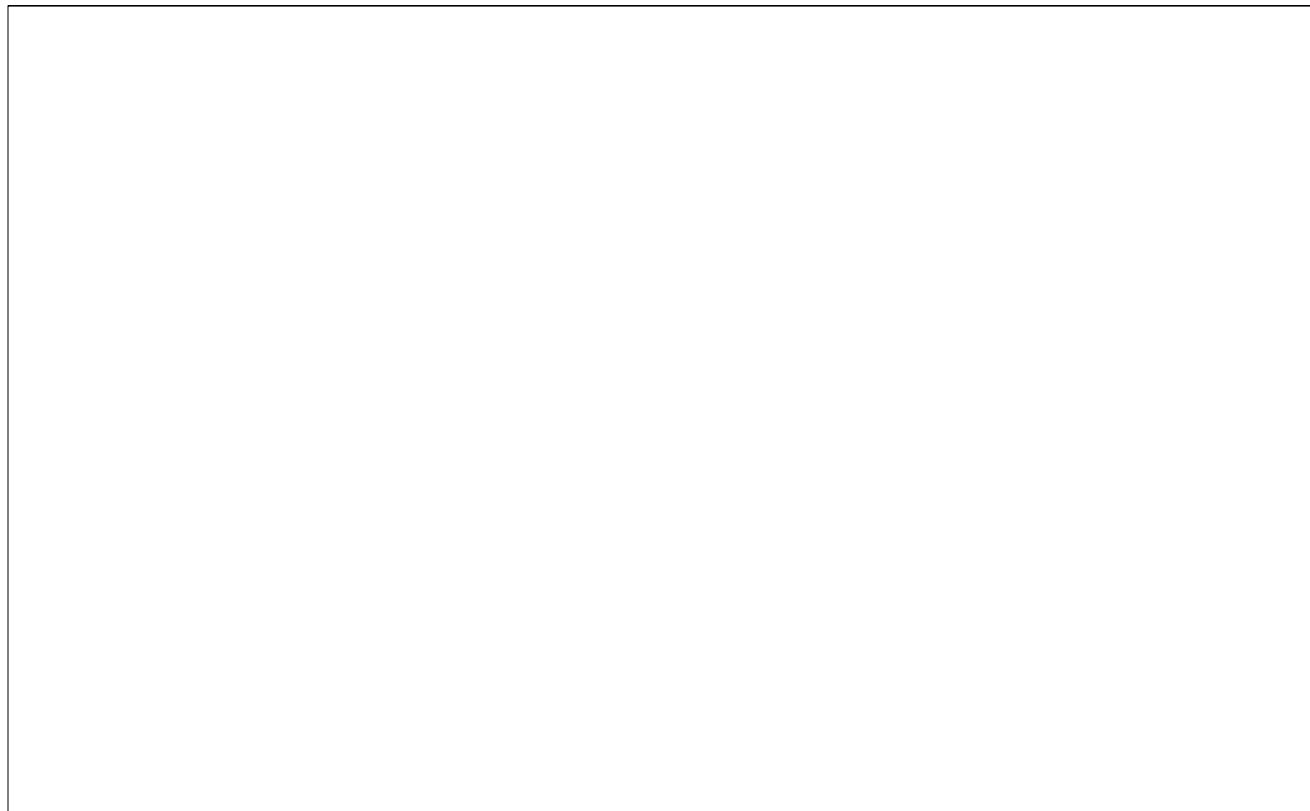
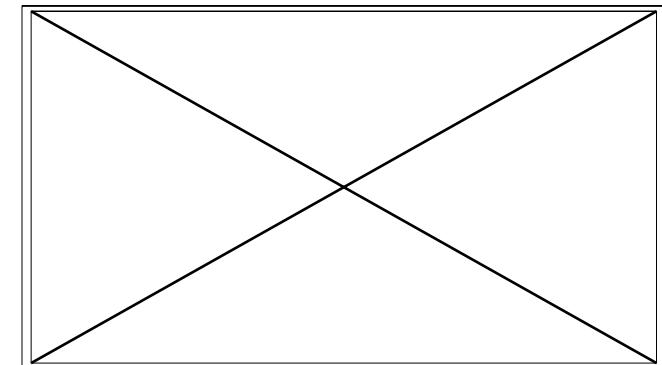
Scene	Duration	Panel	Duration
066	07:19	2	01:11



Scene	Duration	Panel	Duration
066	07:19	3	01:18



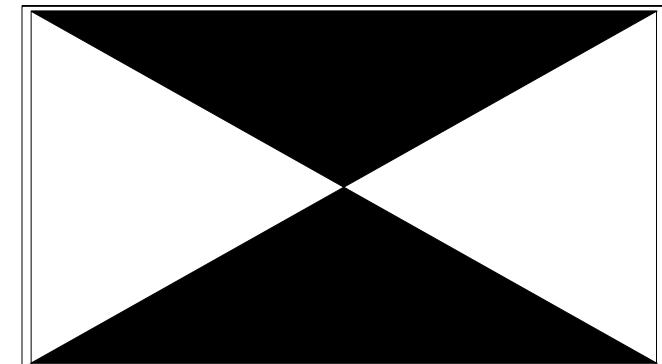
NO PANEL



Scene	Duration	Panel	Duration
066	07:19	4	03:08



Dissolve	Duration
	01:02





Scene	Duration	Panel	Duration
067	02:23	1	02:23

