EPISODE 16 SEQUENCE 00 SCENE 000 SECONDS 4" FRAMES _____

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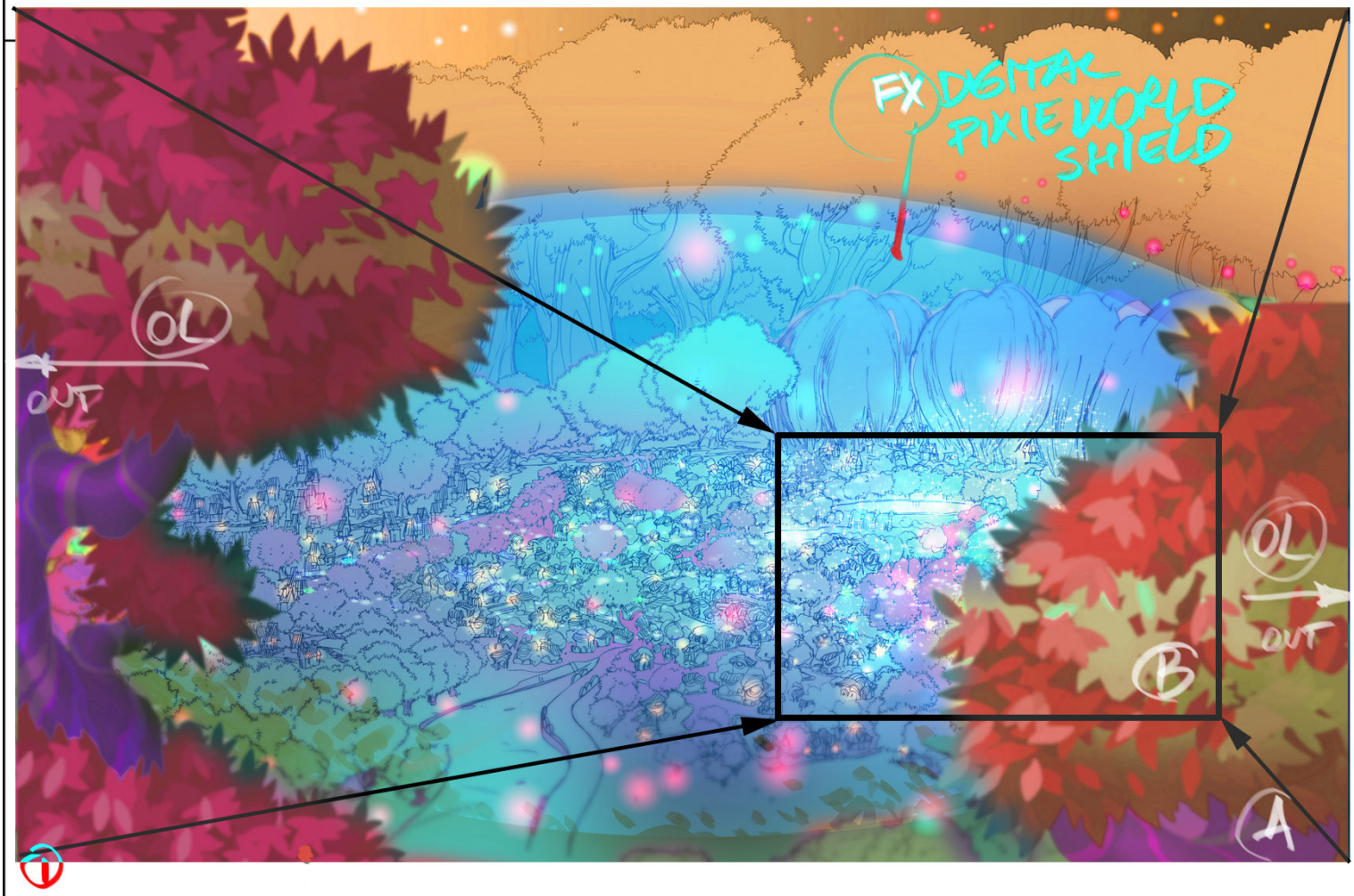

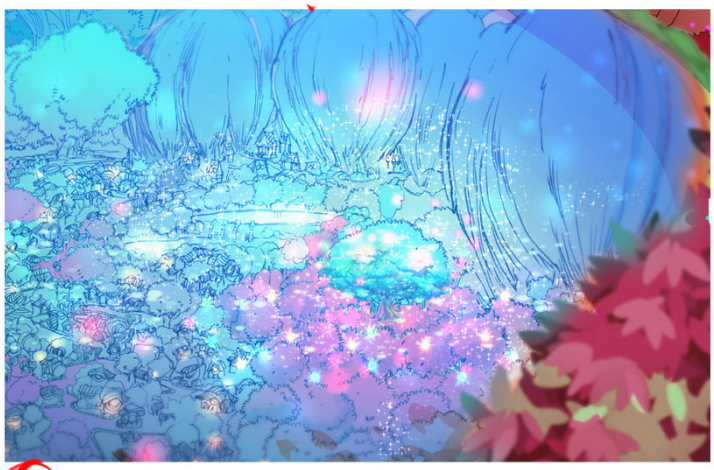

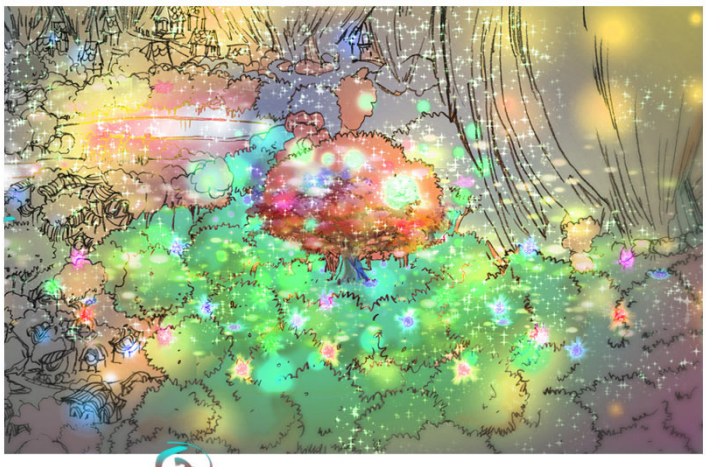

FX DIGITAL
DONE BY RAINBOW

DAY

ACTION

TIME OF DAY: DAY

LOCATIONS: PIXIE WORLD - 01

MECHANICS NOTES:

CHARACTERS/COSTUME:

LAYOUT/BG NOTES:

SCALING NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

SCENE DONE BY RAINBOW

RE-USES:

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EPISODE 16 SEQUENCE 01 SCENE 001 SECONDS 4 11 FRAMES _____

RAINBOW Pop Pixie © RBW ALL RIGHTS RESERVED

OL

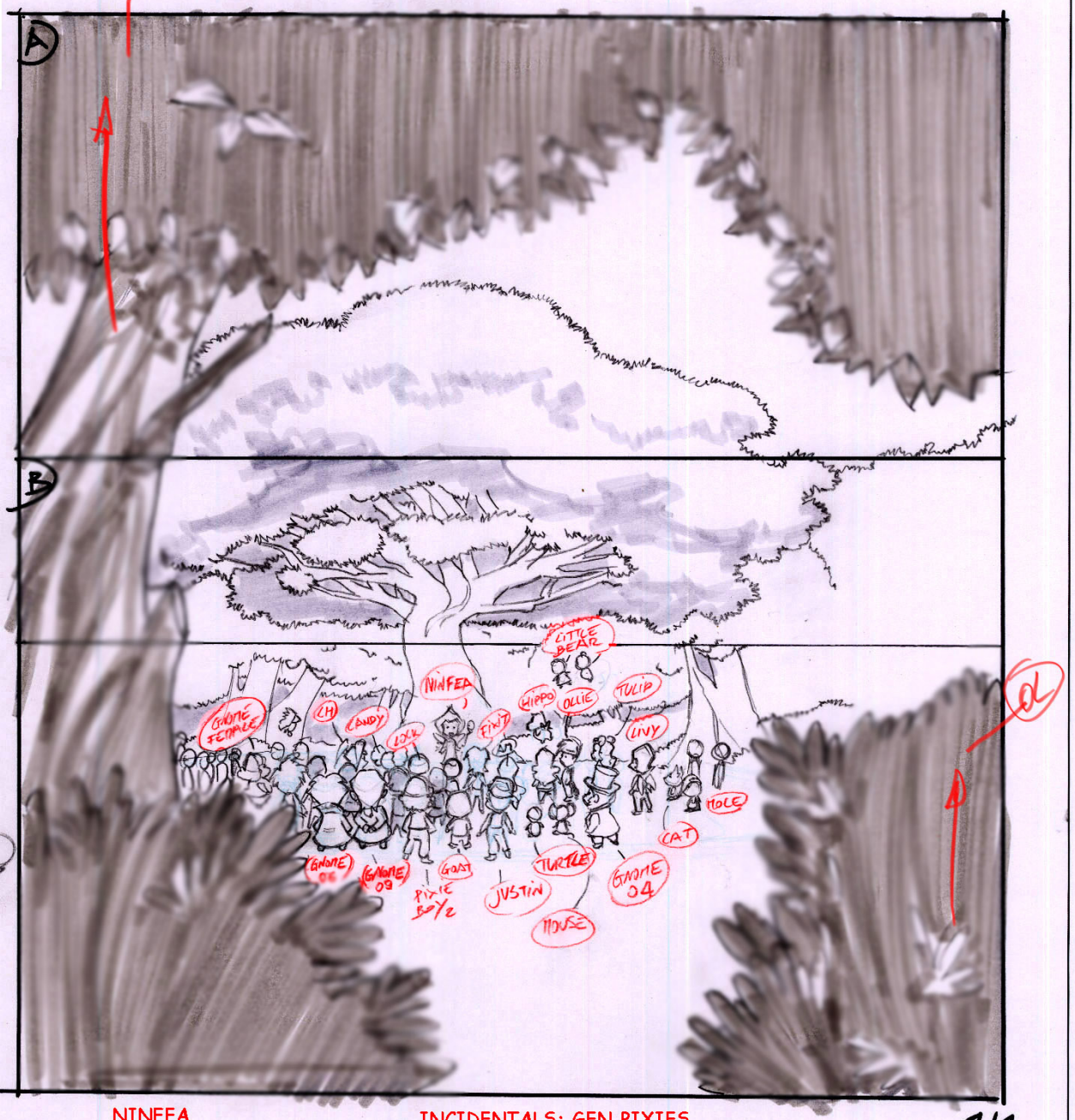
A

B

CONSTANT PAN

REF. FOR NINFEA'S ATTITUDE

SHE STARTS TO FLY



1/1

NINFEA
CHATTA, AMORE, LOCKETTE, CANDY, OLLIE, FIXIT, TULIP, LIVY, CHERIE (MAIN DRESS)

INCIDENTALS: GEN. PIXIES
GEN. ANIMALS
GEN. GNOMES

DIALOGUE	ACTION	TIME OF DAY: DAY
	Around the Tree of Life there's a crowd made of: CHATTA, AMORE, LOCKETTE, CANDY, OLLIE, FIXIT, TULIP, LIVY, CHERIE and generic PIXIES, GNOMES and ANIMALS. NINFEA is standing before the tree.	LOCATIONS: TREE OF LIFE - EXT.
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES:	RE-USES: △ ○ □	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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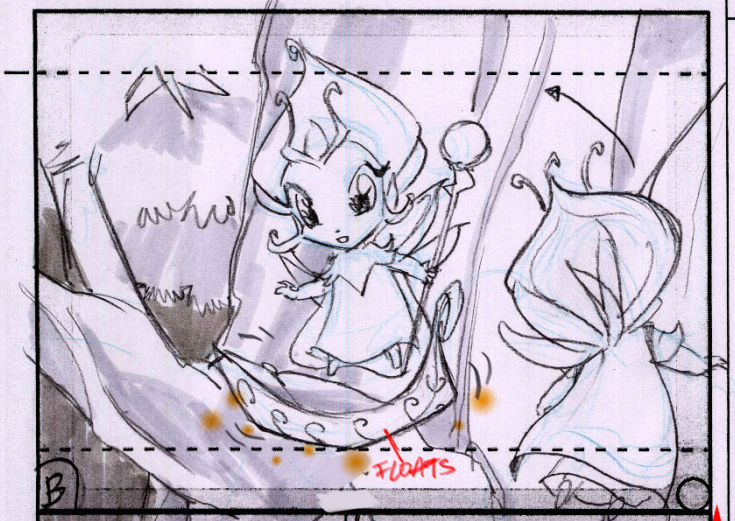
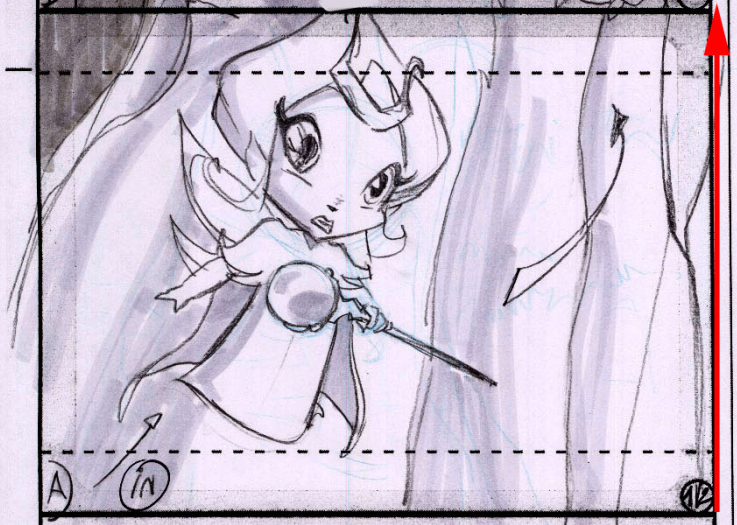
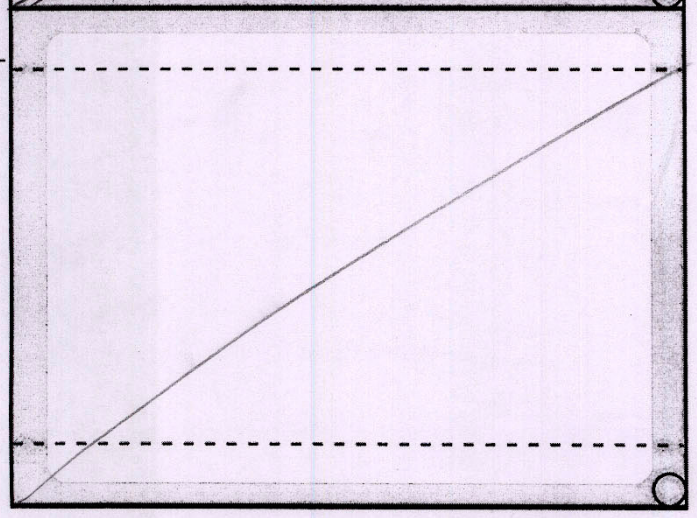
EPISODE 16 SEQUENCE 01 SCENE 002

SECONDS 2"6 FRAMES 65

RAINBOW PONYVILLE © RBW ALL RIGHTS RESERVED







DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

GEN. SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 01 SCENE 003

SECONDS 2"4 FRAMES 35

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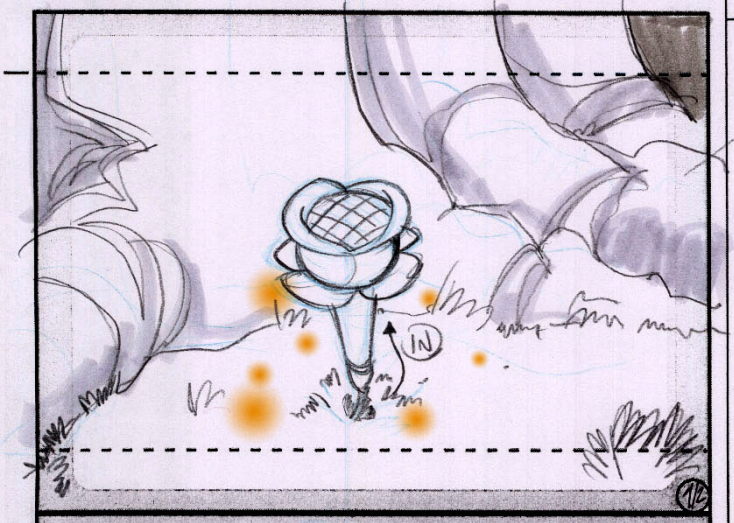

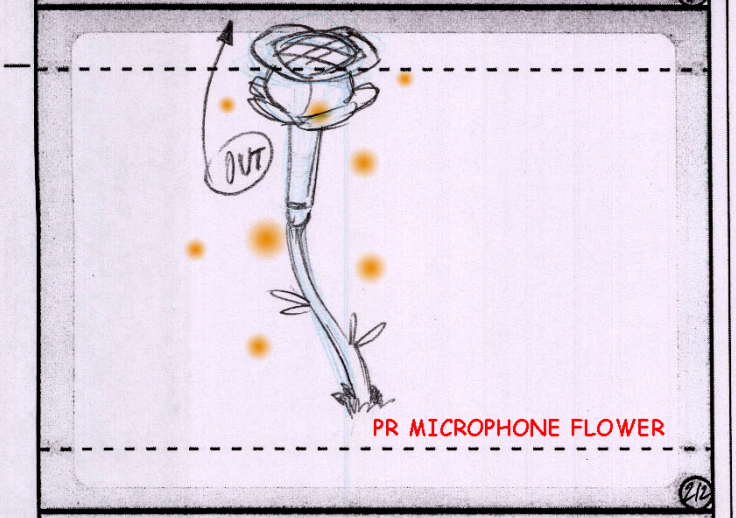

PR MICROPHONE FLOWER

TREE OF LIFE

DIALOGUE

ACTION

. A flower-microphone comes up from the ground

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 01 SCENE 004

SECONDS 2'16 FRAMES 65

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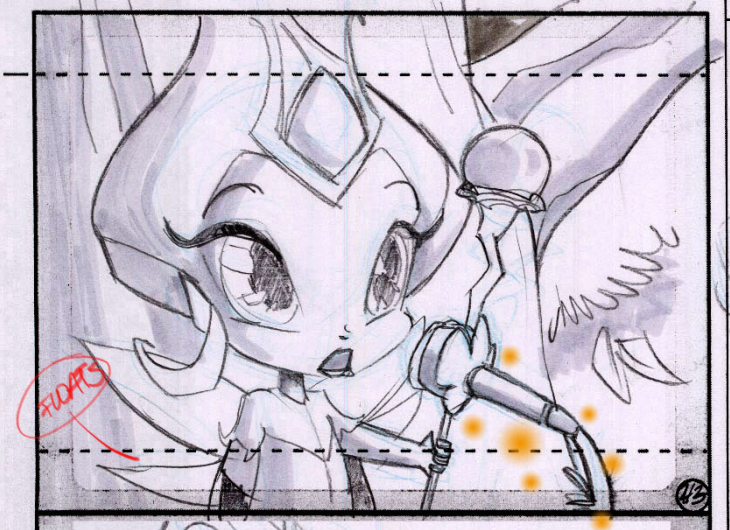

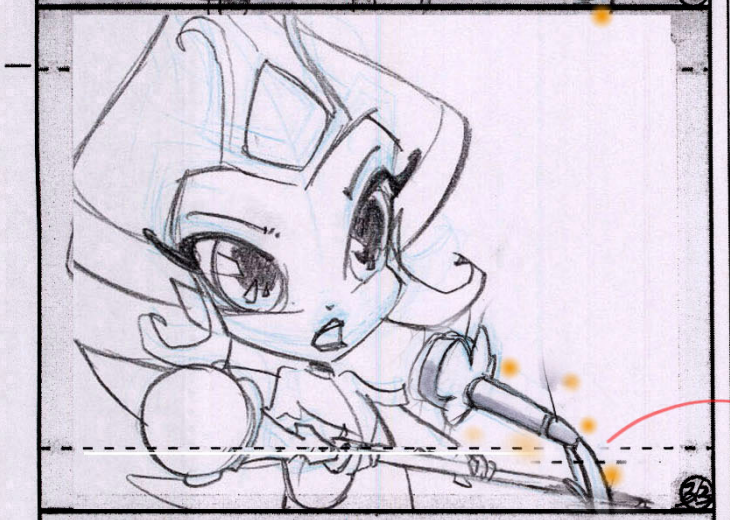

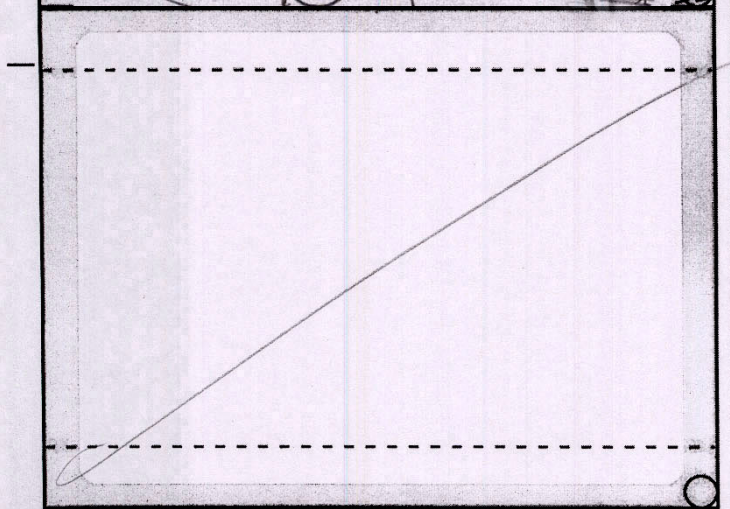

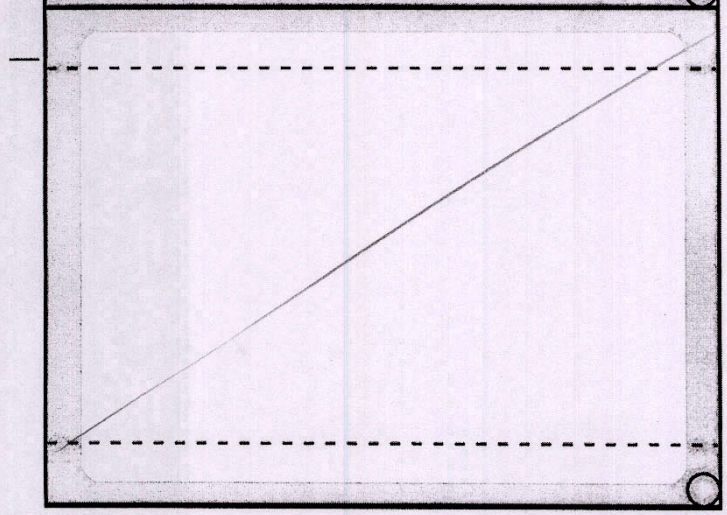

FX DISAPPEARS

DIALOGUE

1., NINFEA
Dear friends! I gathered you here today, because Pixieville needs you!

A murmur spreads through the crowd.

ACTION

DIALOGUE

2. NINFEA
As you well know, if Pixieville is not clean,

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 01 SCENE 005

SECONDS 2,8 FRAMES 70

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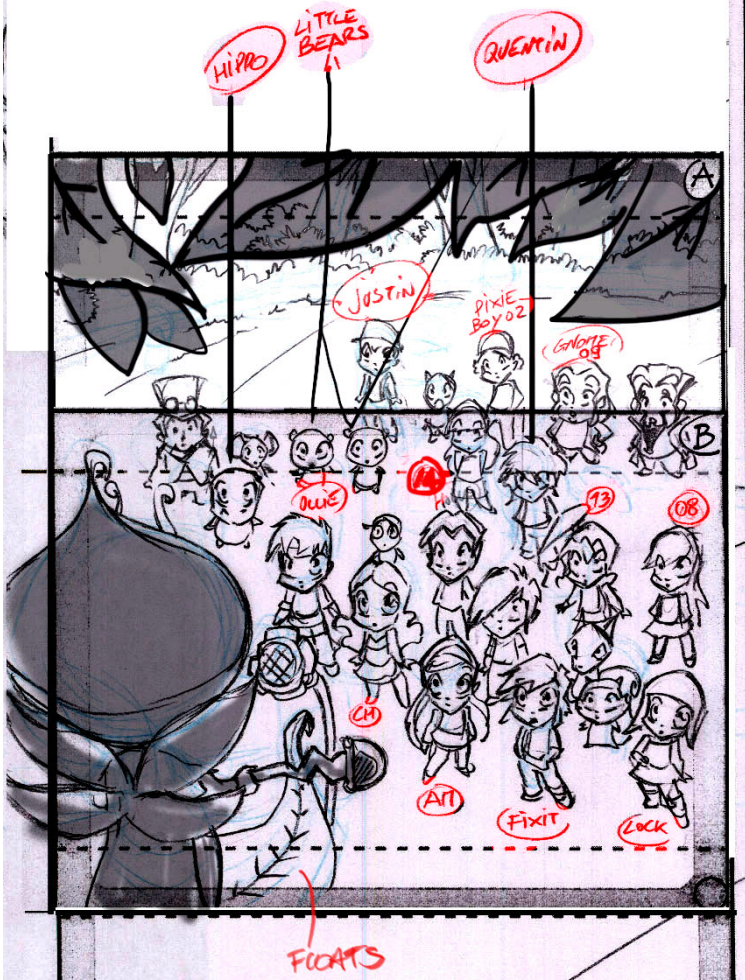

H/U

PAN

DIALOGUE

2. NINFEA
the magic barrier that protects our city weakens.

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 01 SCENE 006

SECONDS 4" FRAMES _____

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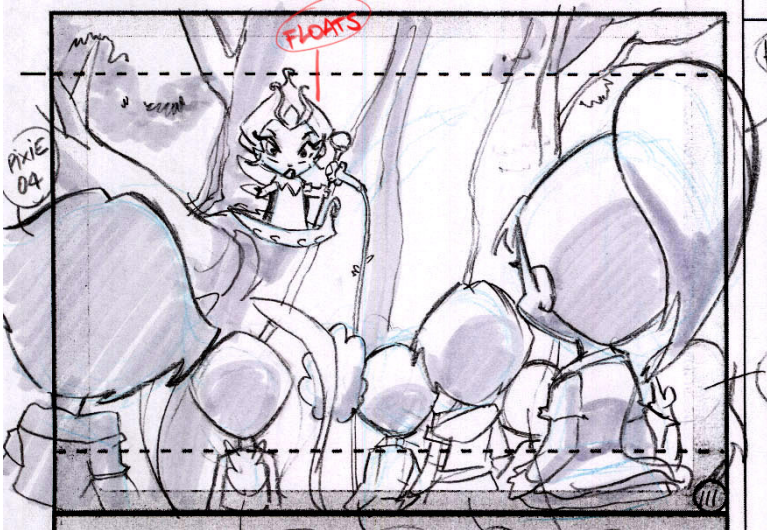
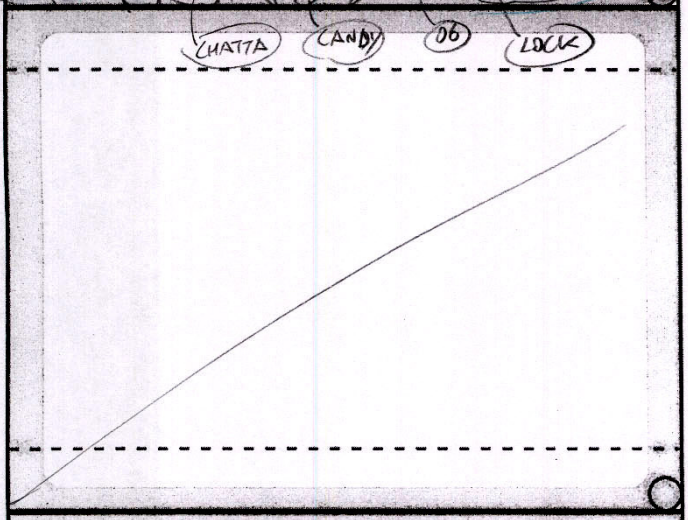
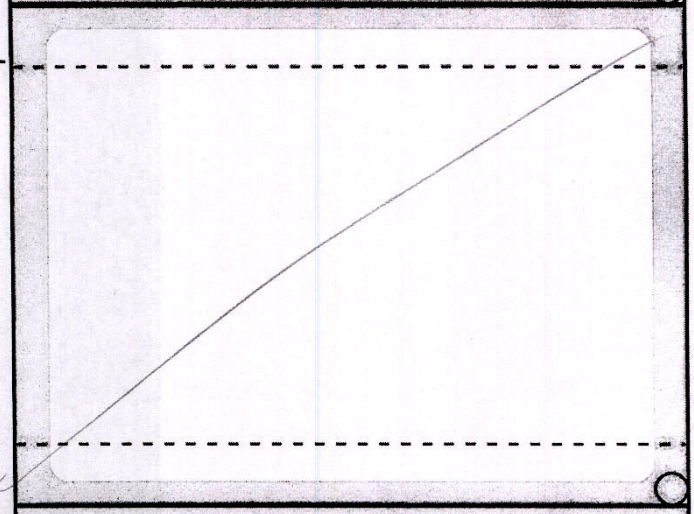


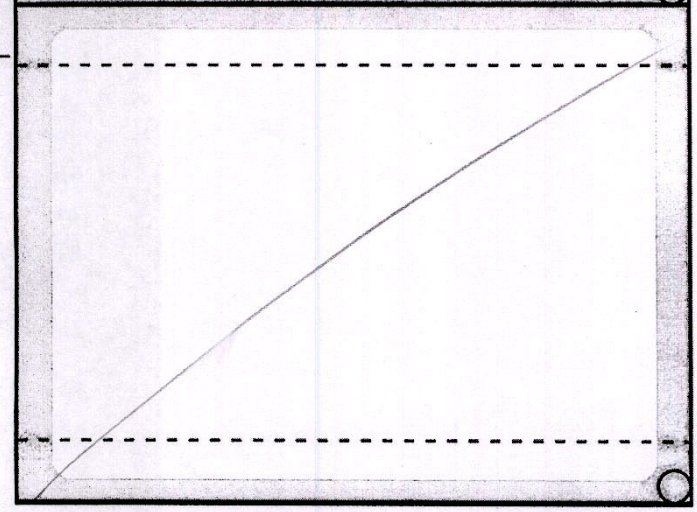
HIV

05

PIXIE 08







DIALOGUE

2. NINFEA
The Elves' neighbourhood is now so dirty that is jeopardizing the whole city!

The murmur gets even louder.

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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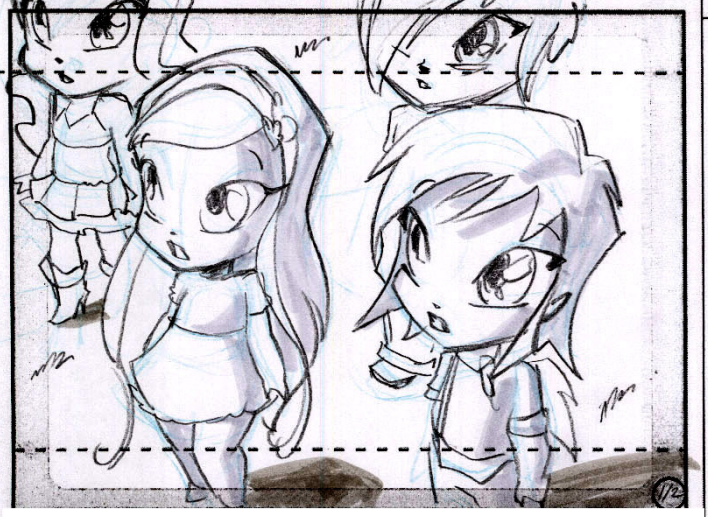
EPISODE 16 SEQUENCE 01 SCENE 007

CHERIE QUENTIN



SECONDS 11 FRAMES

RAINBOW Pupoche

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DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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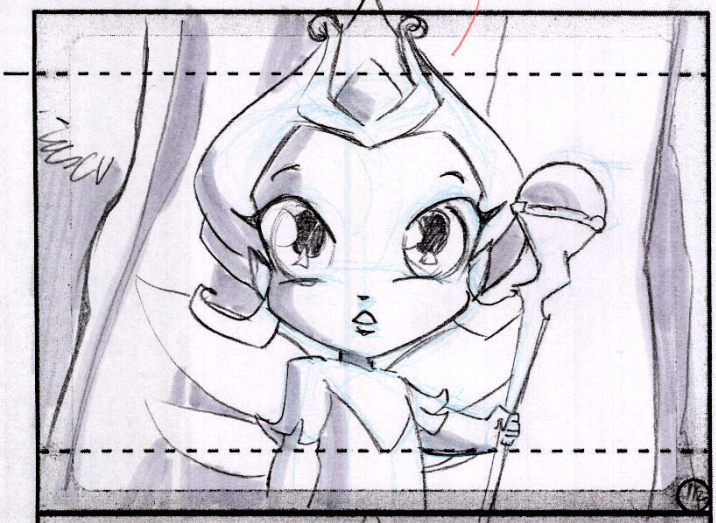

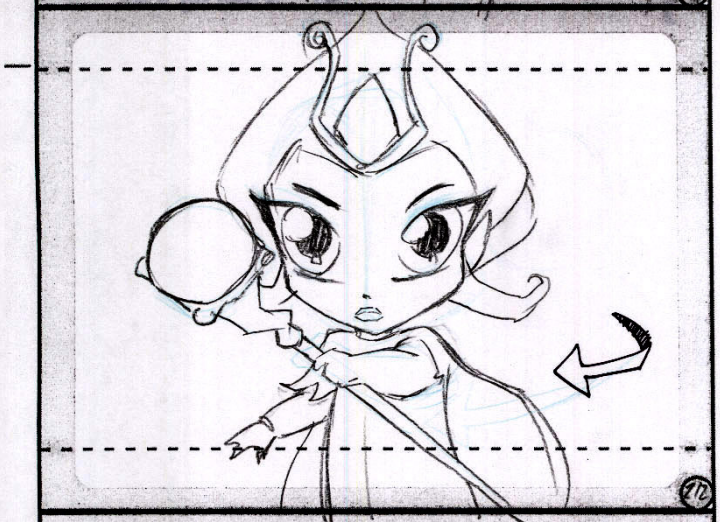

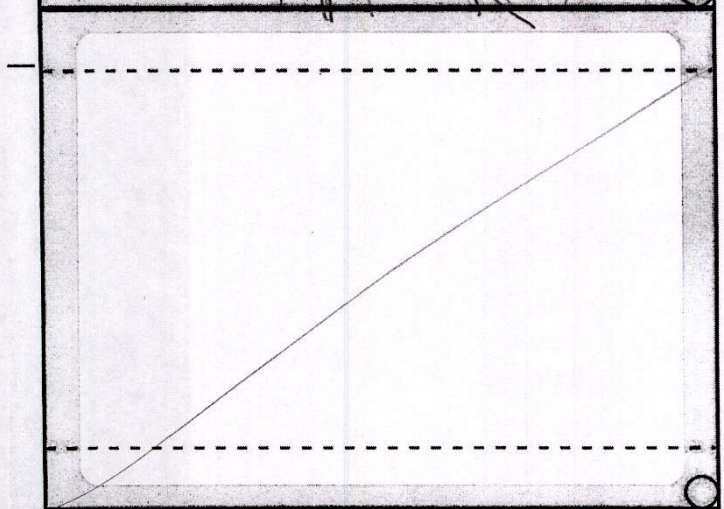

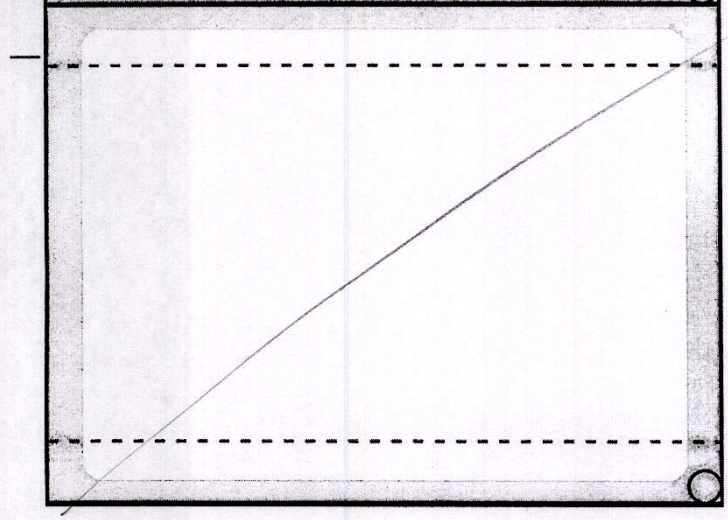

SECONDS 1"2 FRAMES 30

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DIALOGUE

ACTION

DIALOGUE

4. NINFEA
Go

ACTION

With a magic gesture,

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 01 SCENE 009

SECONDS 3" FRAMES 75

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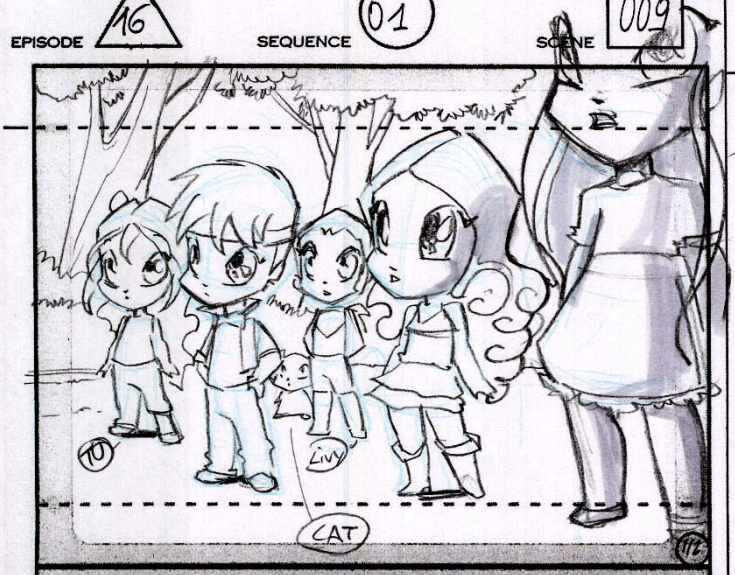

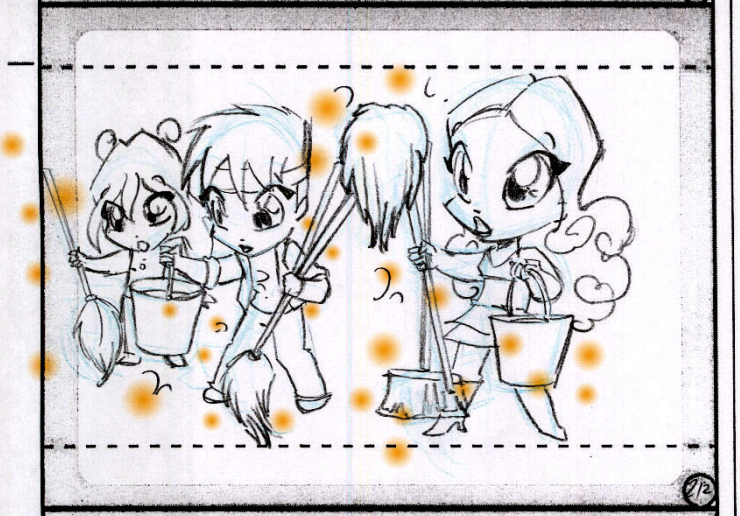

PR BROOM
PR CLEANING CLOTH
PR BUCKET

ANORE

DIALOGUE

4. NINFEA o/s
and clean the Elves' neighbourhood,

ACTION

DIALOGUE

ACTION

Ninfea makes a tool appears in the
hands of each person: a broom
a floor brush and a bucket with a cloth

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 01 SCENE 010

SECONDS 2" FRAMES 50

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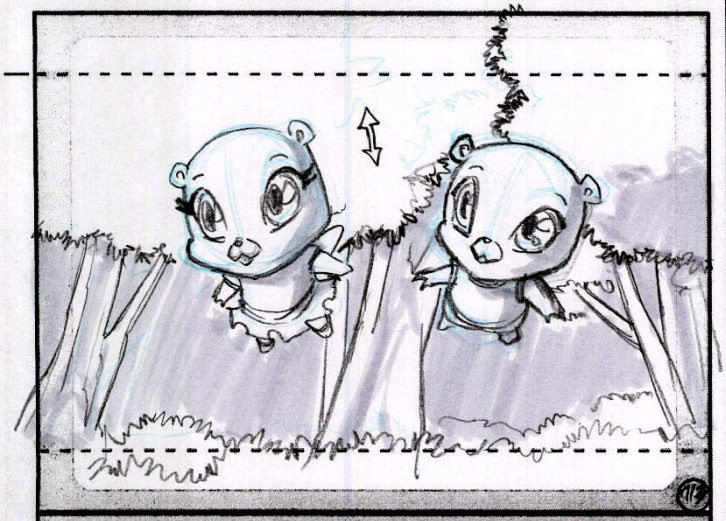

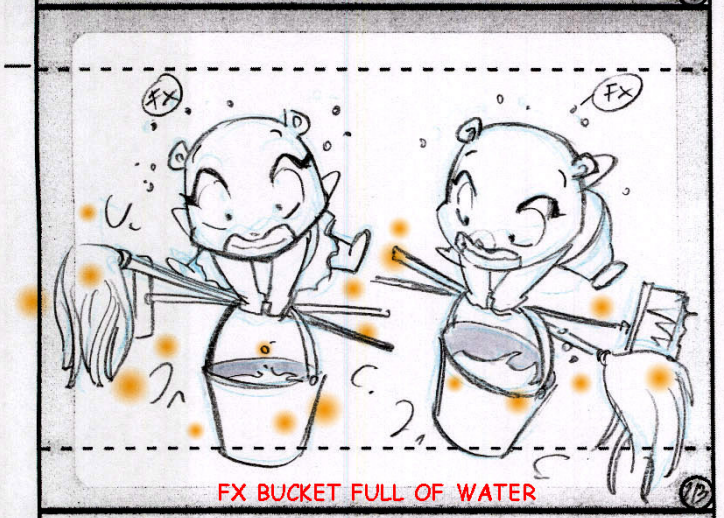

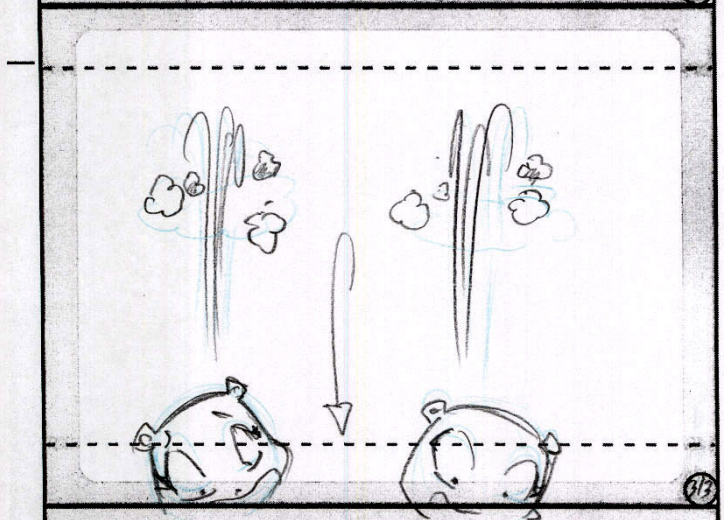

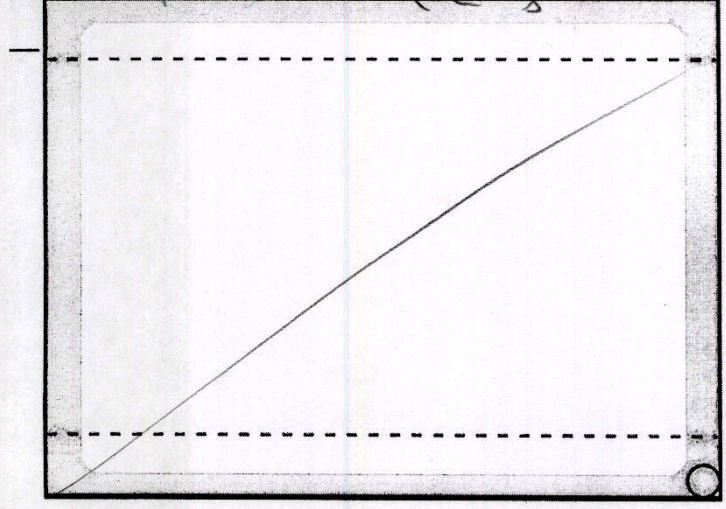

HOLD

FAST OUT

DIALOGUE

4. NINFEA (0.S.)
so the barrier will get stronger

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

(FX) GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 01 SCENE 011

SECONDS 3'' FRAMES

RAINBOW Pony ie

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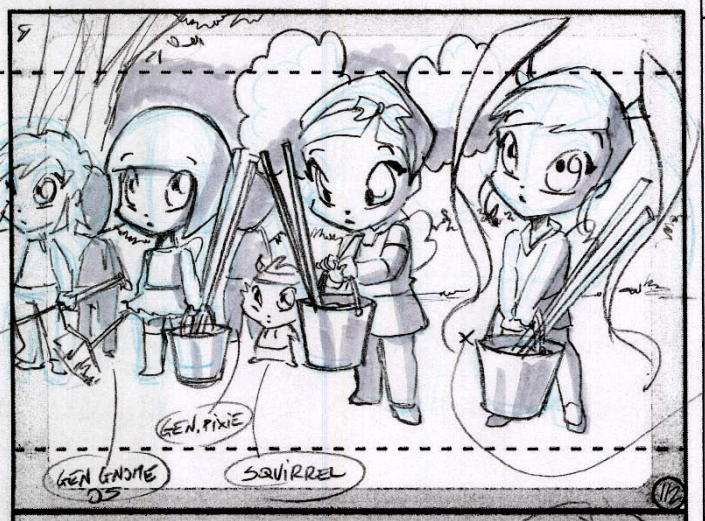

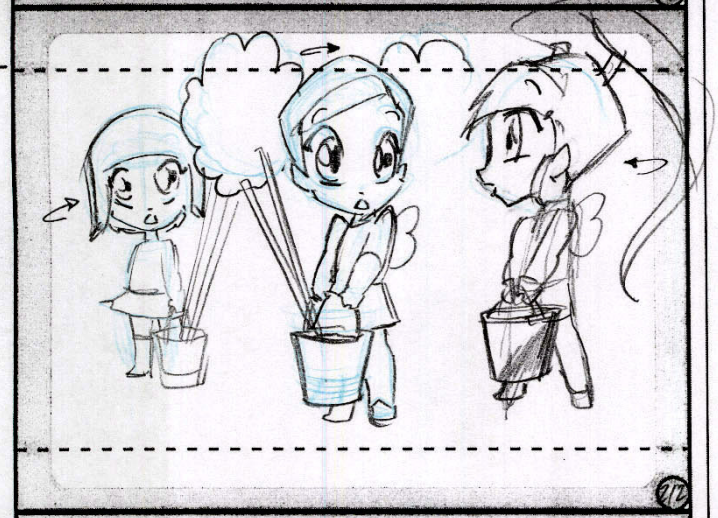

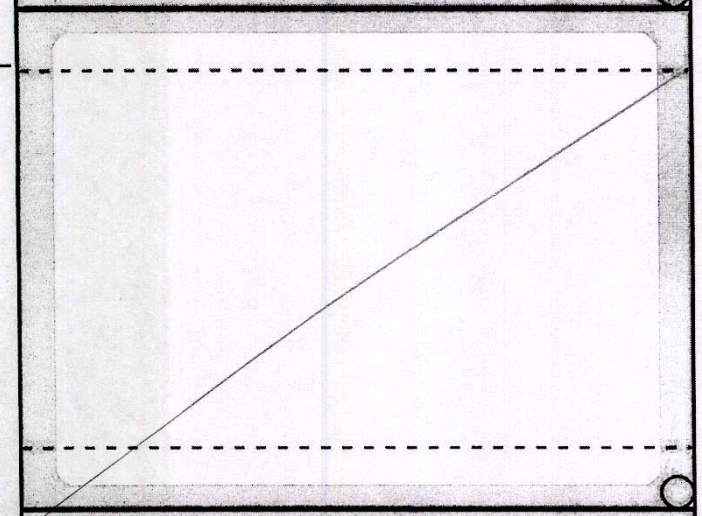

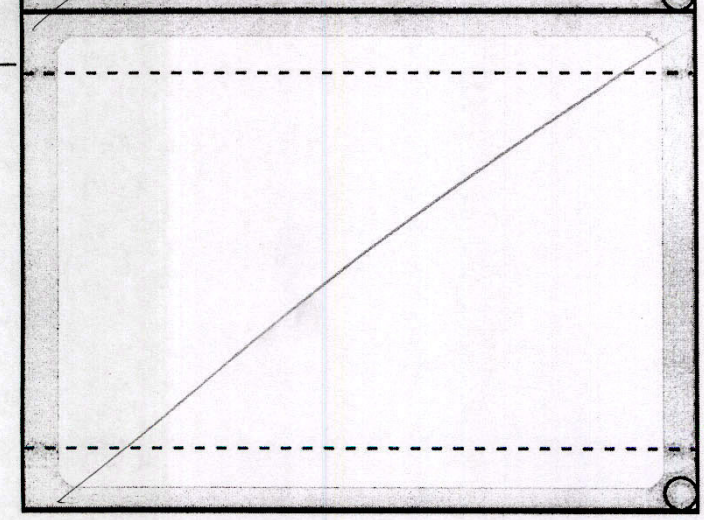

DIALOGUE

4. NINFEA (0.S.)

and Pixieville will be protected by external threats again!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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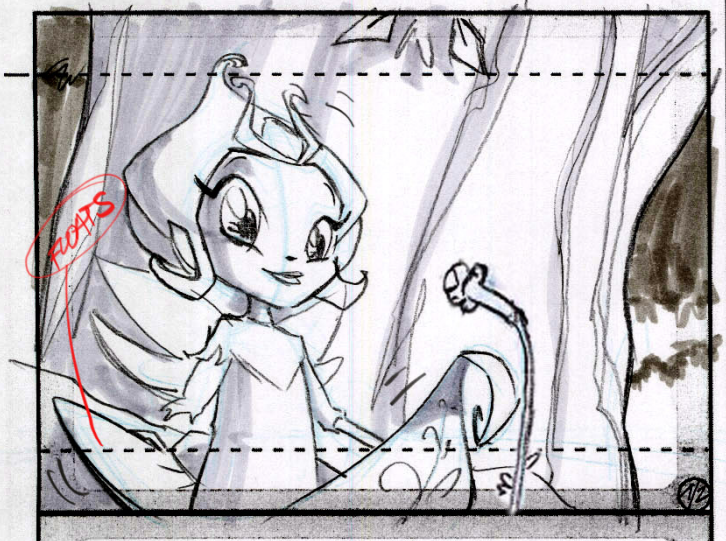
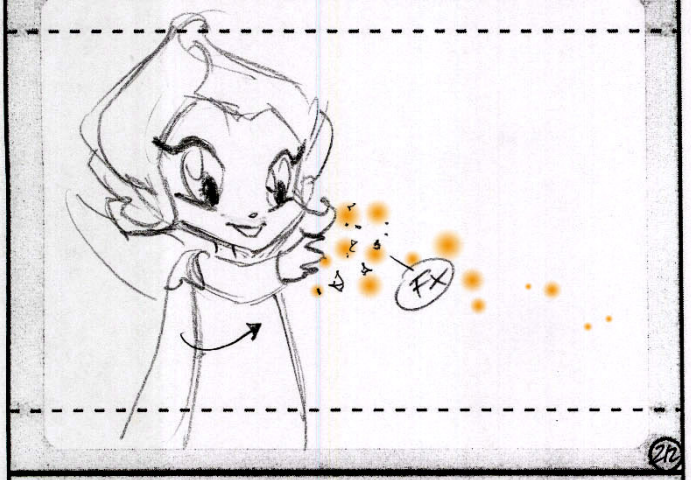
EPISODE 16 SEQUENCE 01 SCENE 012





SECONDS 1"6 FRAMES 40

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DIALOGUE

ACTION

DIALOGUE

ACTION

With a magic gesture,

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SPARCLE

FX GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 01 SCENE 013 SECONDS 5" FRAMES

RAINBOW Ponyville

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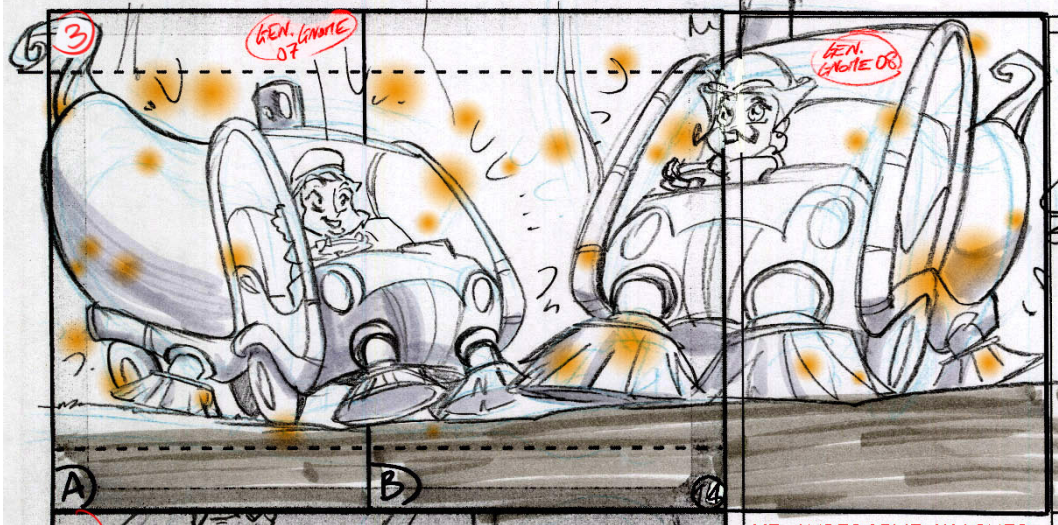
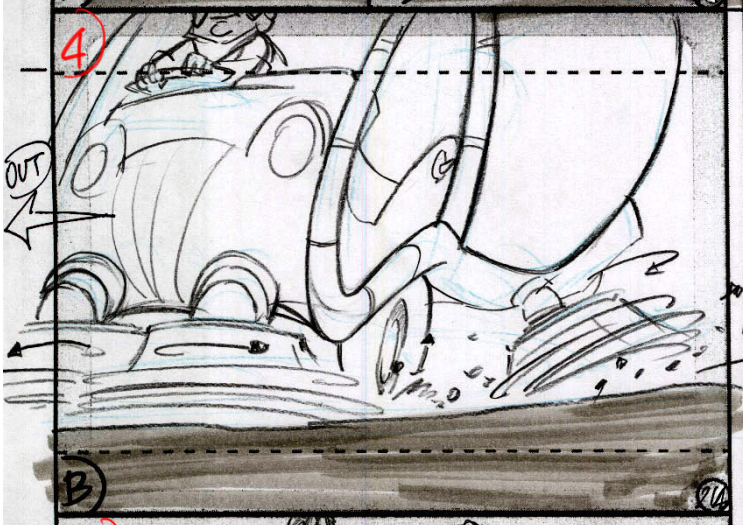
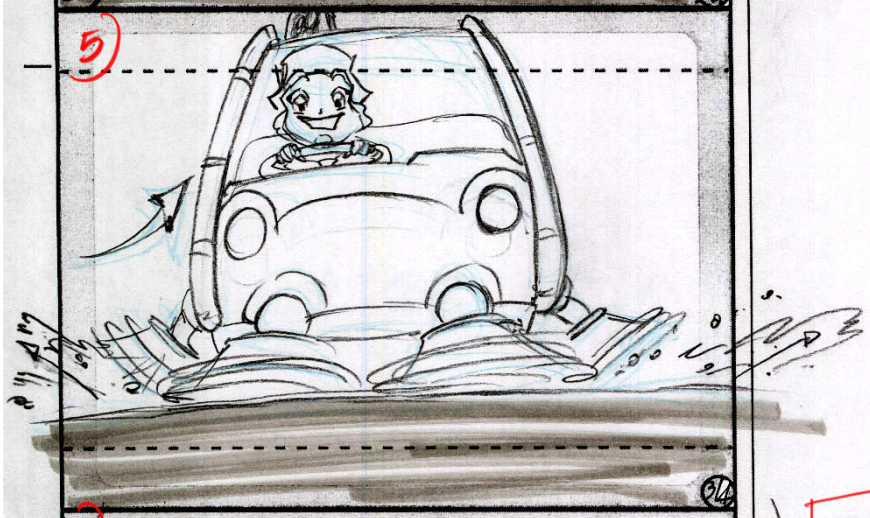


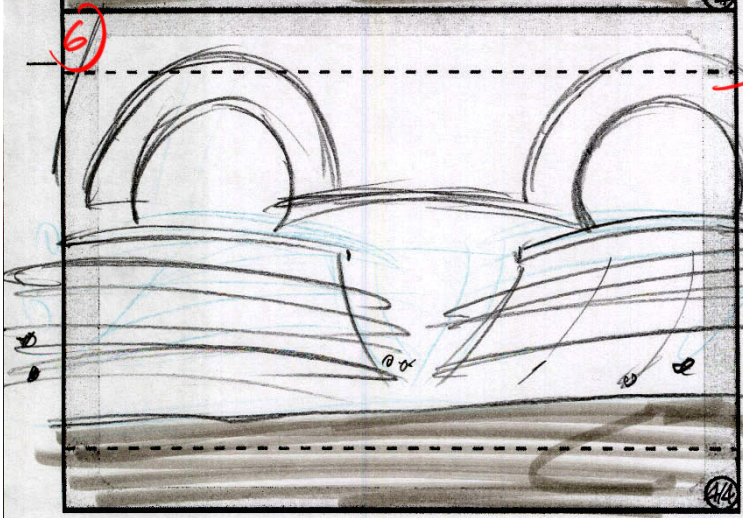


VE AUBERGINE WASHER
FAST PAN.

OUT

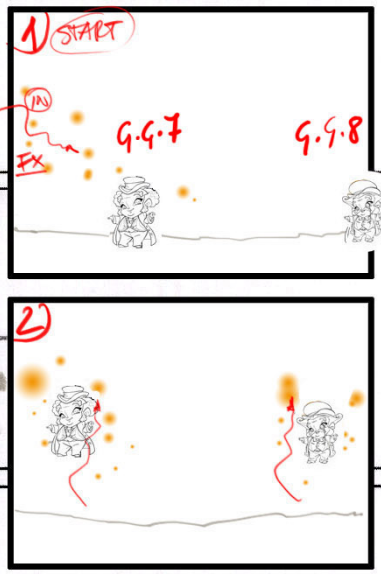
FX ROTATION BRUSH





TO FULL SCREEN.
BLACK SCREEN

DIALOGUE



ACTION

Ninfea makes some big aubergines with several spinning brushes spraying water appear under
two gnomes (GEN. GNOME 07 - 08).
The gnomes take off with an amused expression on their faces.

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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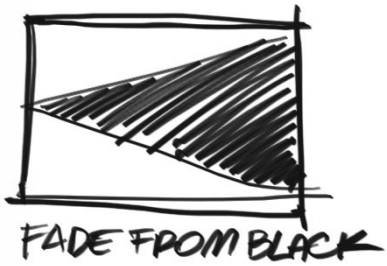
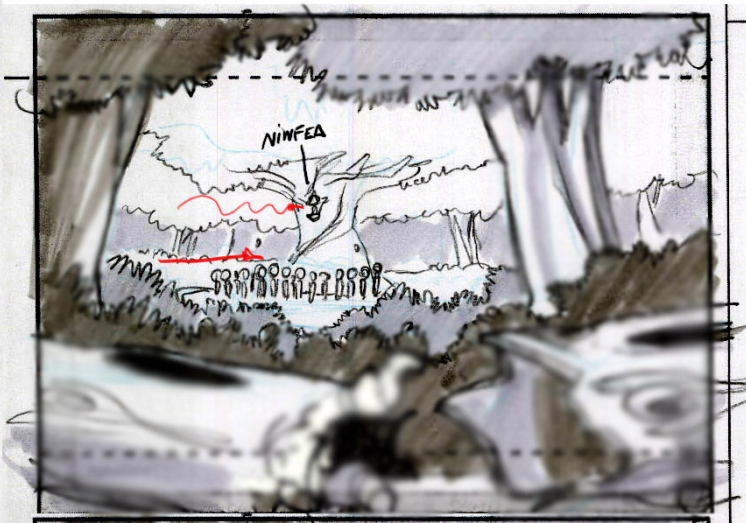
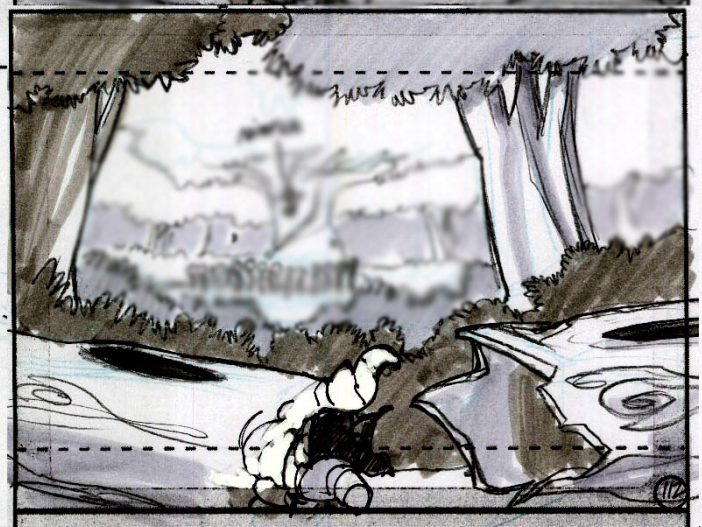
EPISODE 16 SEQUENCE 01 SCENE 014 SECONDS 1"8 FRAMES 45

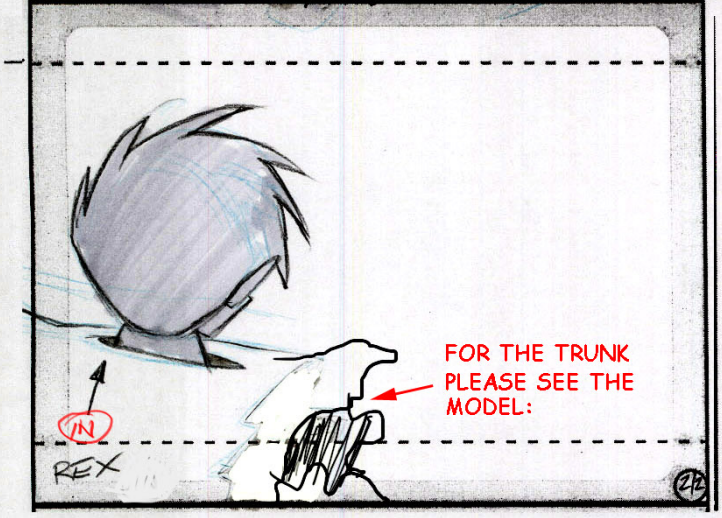




HOLD



FOR THIS TRUNK PLEASE SEE THE MODEL: CH FLOXY AND NARCISSA INSIDE TRUNK



FOR THE TRUNK PLEASE SEE THE MODEL:

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DIALOGUE

ACTION

DIALOGUE

ACTION

REX pops out from the trunk

CH REX AND MAXINE INSIDE TRUNK

EXTRA NOTES:

RE-USES:

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PAGE

EPISODE 16 SEQUENCE 01 SCENE 015

SECONDS 7 11 FRAMES _____

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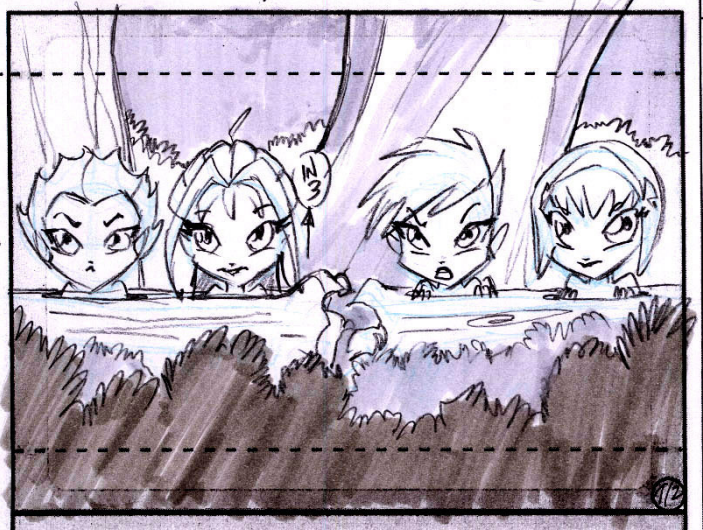

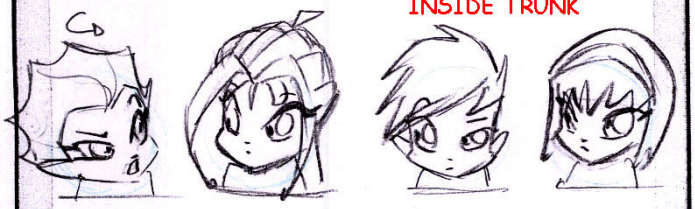

CH FLOXY AND NARCISSA
INSIDE TRUNK

H/O

MAXINE IN 1

DIALOGUE

5. REX
A meeting under the Tree of Life doesn't promise anything good.

ACTION

On the clearing's edges, MAXINE, FLOXI and NARCISSA pop out, one after the other, from two cut trunks with two holes on each one.

DIALOGUE

6. FLOXI
What will all those brooms and brushes be for? The Pixies' houses are disgustingly clean!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 01 SCENE 016

SECONDS 2'8 FRAMES 70

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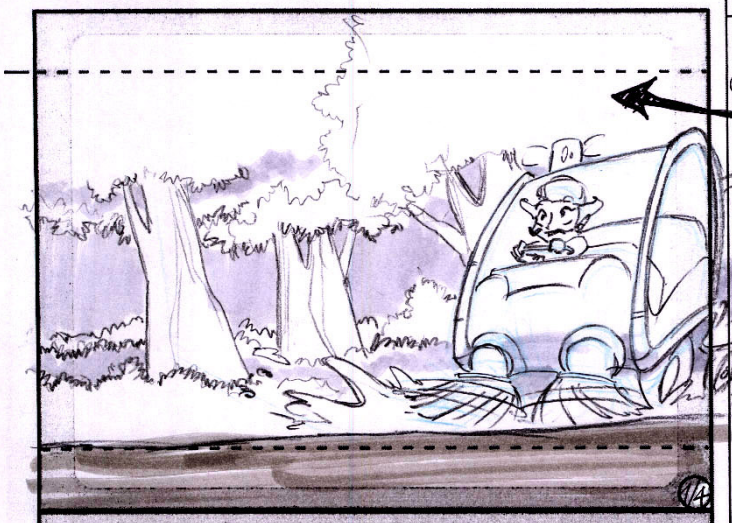

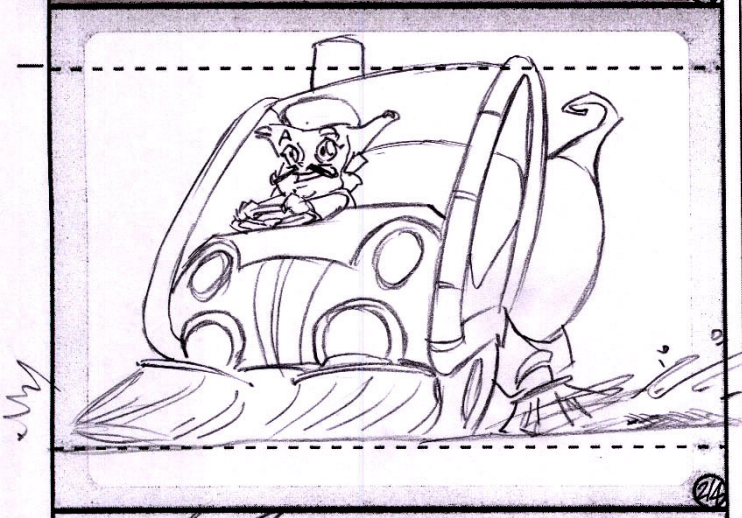

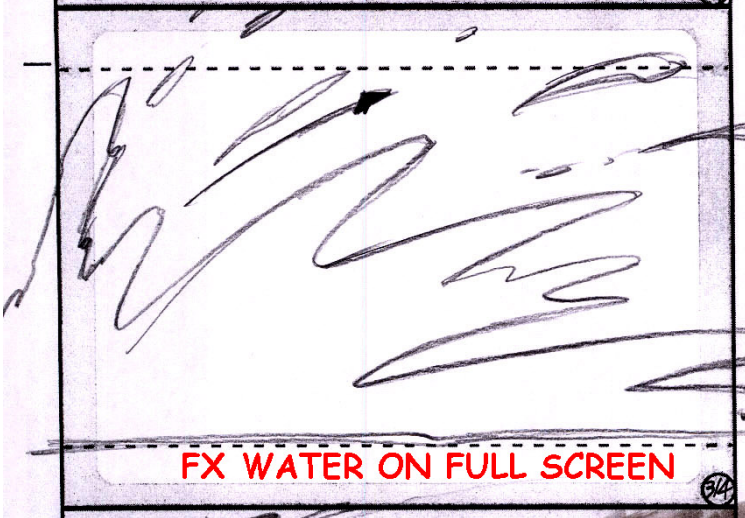

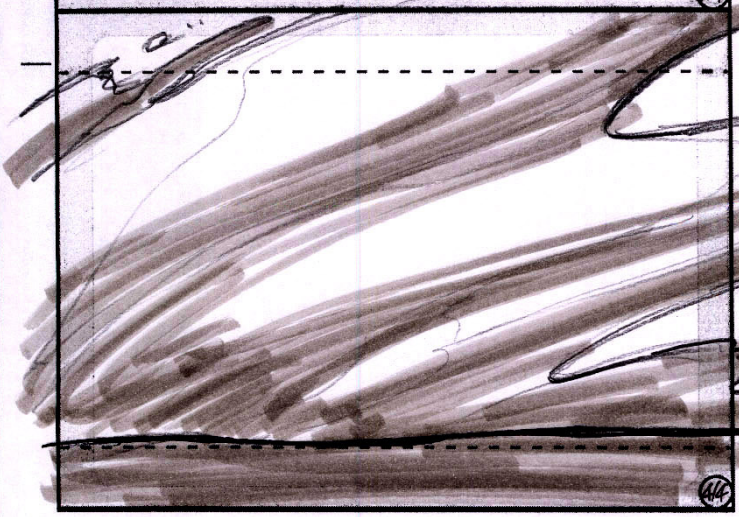

WATER ON FULL SCREEN

DIALOGUE

ACTION

DIALOGUE

The cleaning aubergine passes by next to the trunks: the brushes quickly spin and spray soapy water.

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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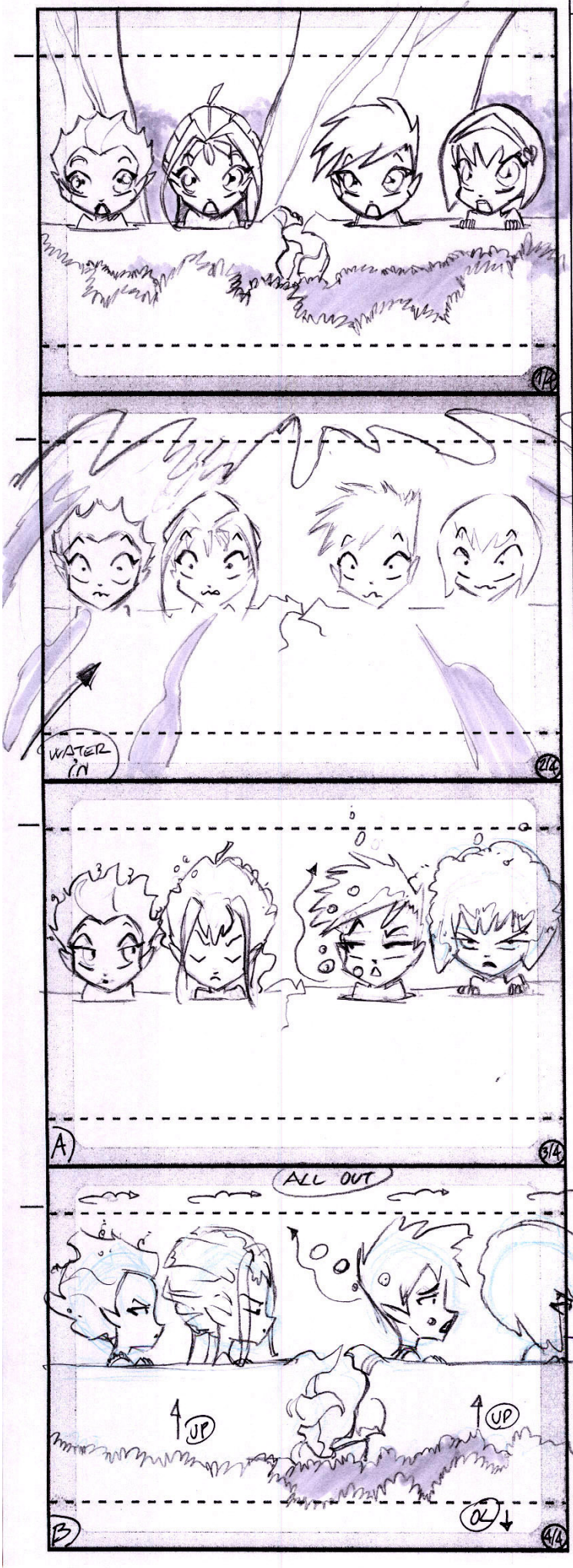
EPISODE 16 SEQUENCE 01 SCENE 017

SECONDS 7 11 FRAMES _____

RAINBOW Ponyville © RBW ALL RIGHTS RESERVED



DIALOGUE

ACTION

DIALOGUE

ACTION

The Elves have their heads stuck and they get washed out. After the vehicle passed by, the four elves have extremely messy and back combed hair.
When Rex speaks soap bubbles come out of his mouth.

DIALOGUE

7. REX (worried)
Exactly, Floxi, we'd better go back home immediately…

I can smell water and soap!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

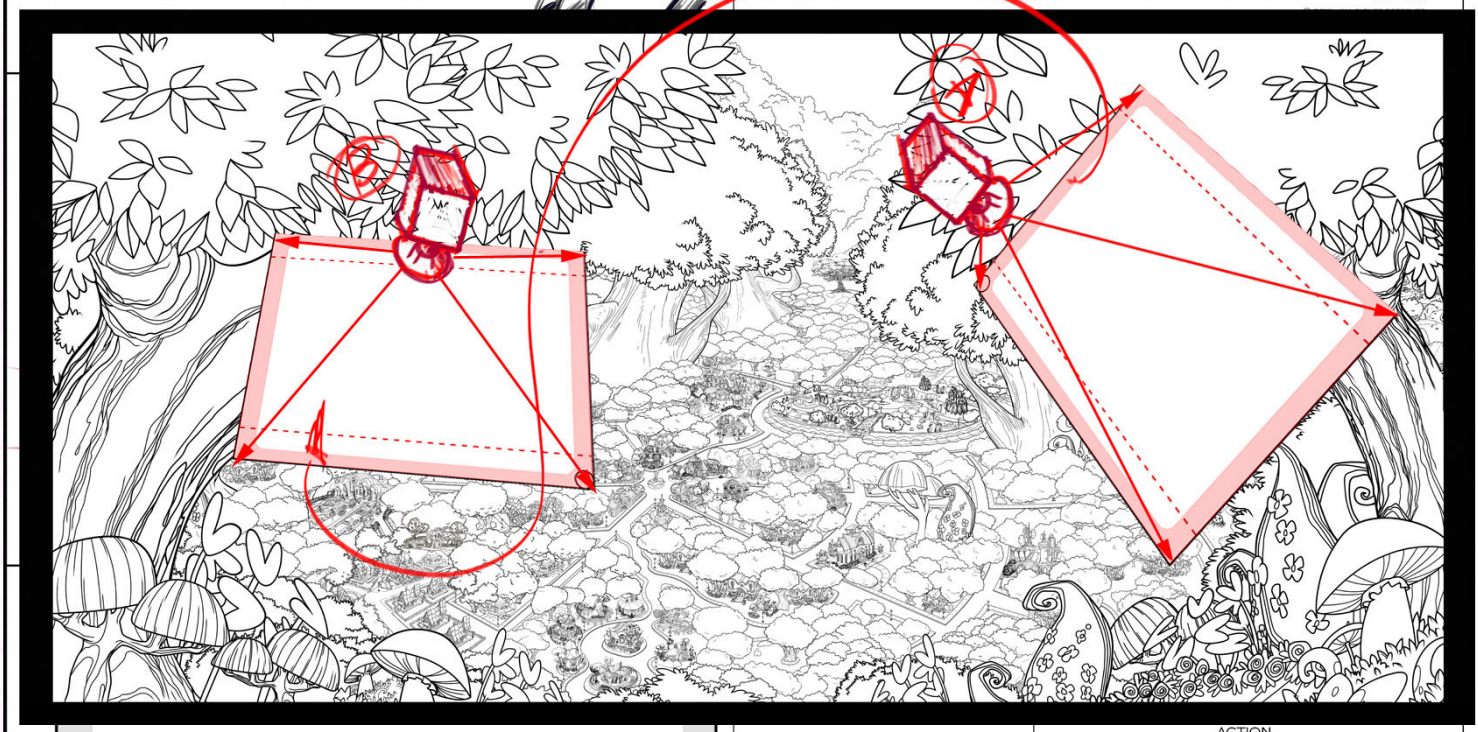
EFFECT NOTES:

CGI TYPE/NOTES:

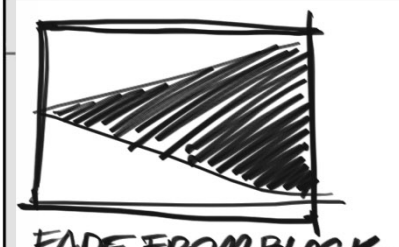
RE-USES: BG 16 01 015

This m... duplic... withou... so, ies. ny.

EP. 16 SEQUENCE 02 SCENE 017A SECONDS 3" FRAMES



NOTE A RAINBOW:
LA CAM SI SPOSTA DA TOTALE AL QUARTIERE DEGLI ELFI!
NON AVVICINARE TROPPO LA CAM AL QUARTIERE DEGLI ELFI!



FADE FROM BLACK

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

SCENE DONE BY RAINBOW

RE-USES:

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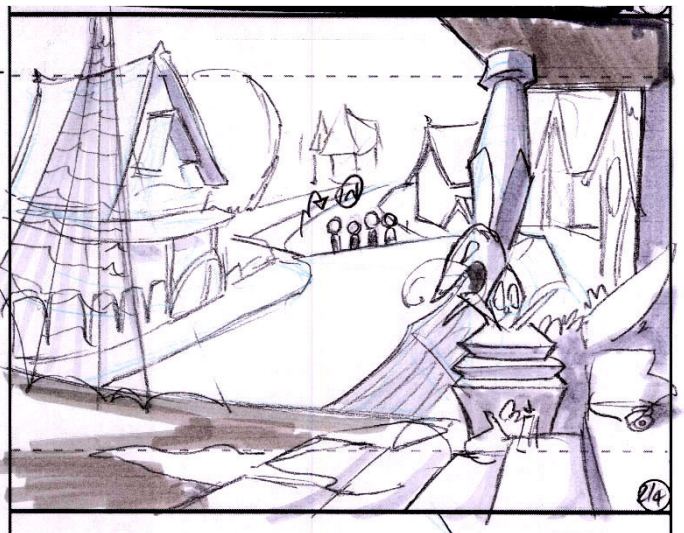
EPISODE 16 SEQUENCE 02 SCENE 018

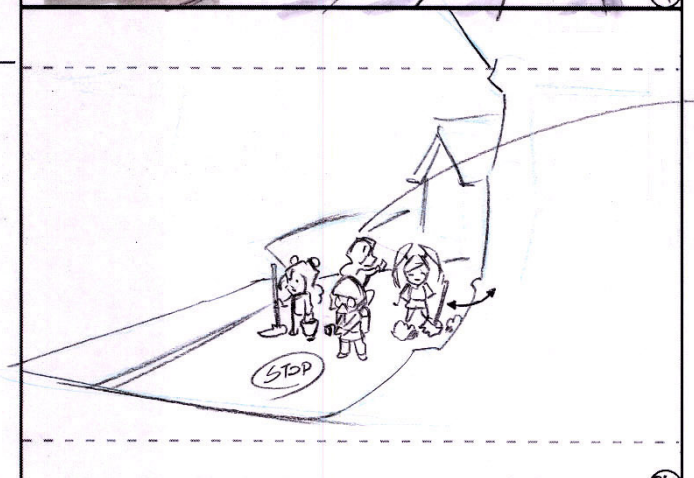
SECONDS 5" FRAMES 125

RAINBOW

action

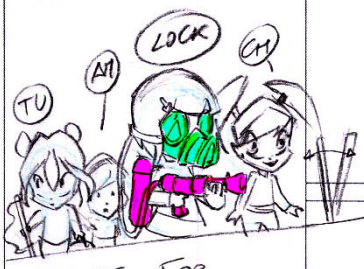
Chatta, Tulip, Lockette and Amore are in front a generic Elves' house.
The streets are very dirty: we see rubbish, spider webs and junk stuff everywhere.
Chatta has a broom in front of her that magically moves by itself, Tulip is holding a mop, with drenched and slimy ends, and a bucket with water, Lockette is wearing a sort of gas mask and is holding a flamethrower.
Amore is at the end of the line, shyly spraying some perfume around.





PR GAS MASK

PR FLAME THROWER

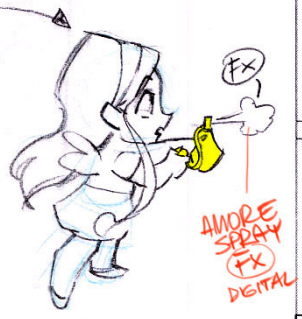


REF. FOR CHS 'S ATTITUDES

ACTION

DIALOGUE

PR AMORE PERFUME



ACTION

TIME OF DAY: DAY

LOCATIONS: EXT. ELVES NEIGHBOURHOOD - GEN. ROAD 01

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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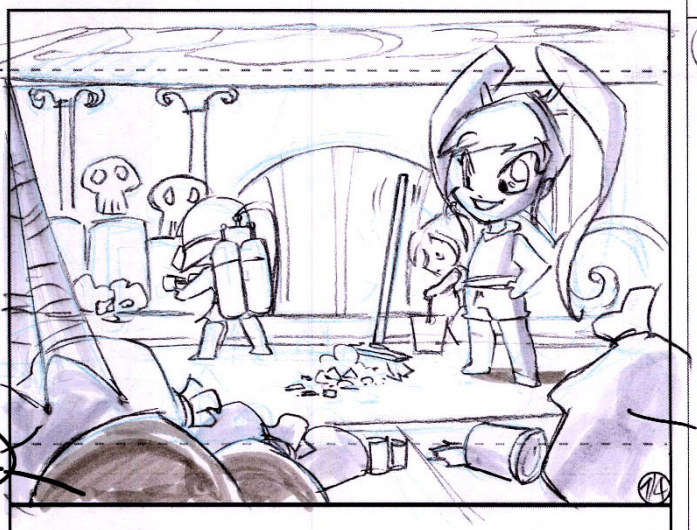
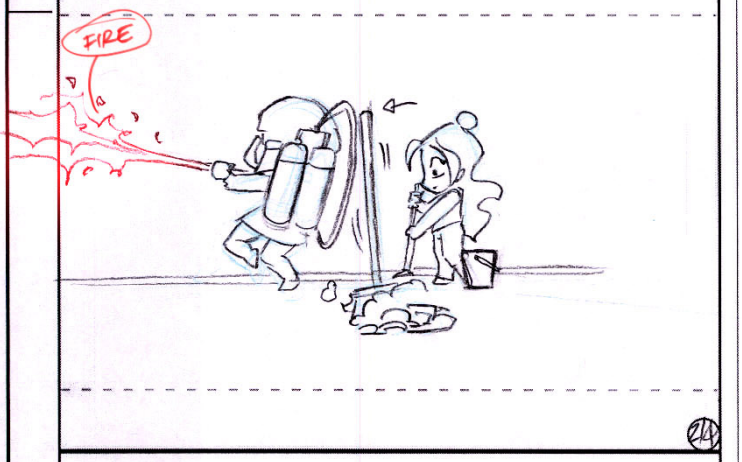
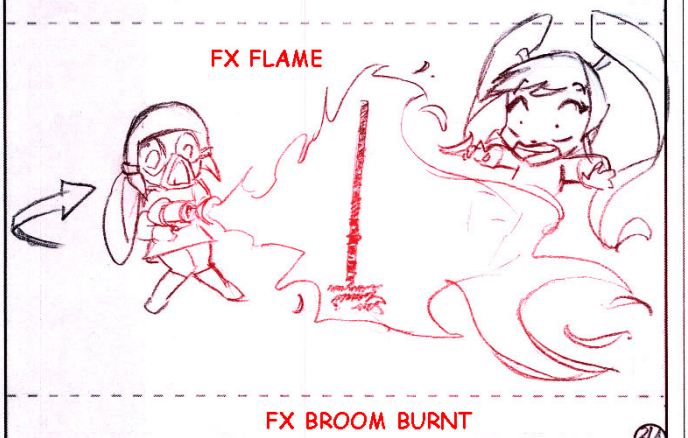
BY PAGE

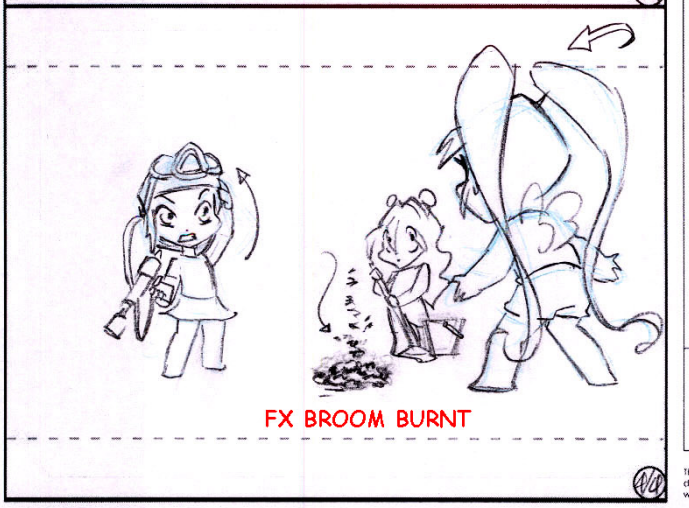
EPISODE 16 SEQUENCE 02 SCENE 019

SECONDS 8" FRAMES 200









HIU

NO HOLD

OL

DIALOGUE

ACTION

DIALOGUE

ACTION

Lockette fires some flames on the rubbish in the street, but the flame is so strong that the recoil makes Lockette take the wrong aim, burning Chatta's broom.

DIALOGUE

ACTION

8. CHATTA
Lockette! Areyoucrazy?!?
9. LOCKETTE
This is the only way to clean the Elves' neighbourhood!

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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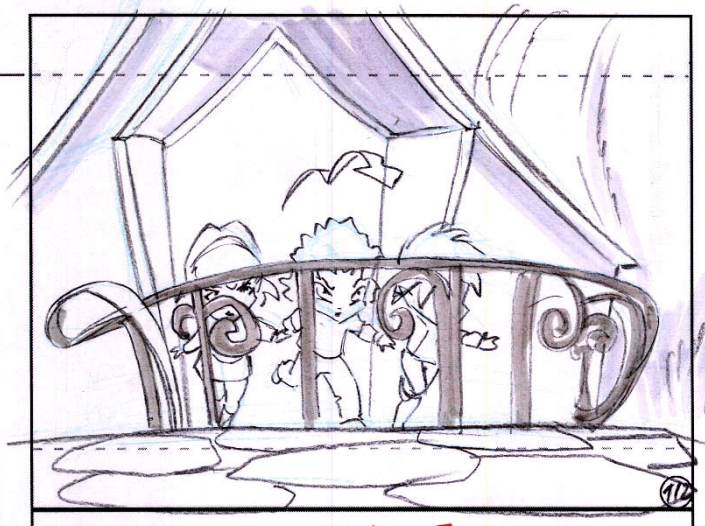
EPISODE 16 SEQUENCE 02 SCENE 020

SECONDS 4" FRAMES 100



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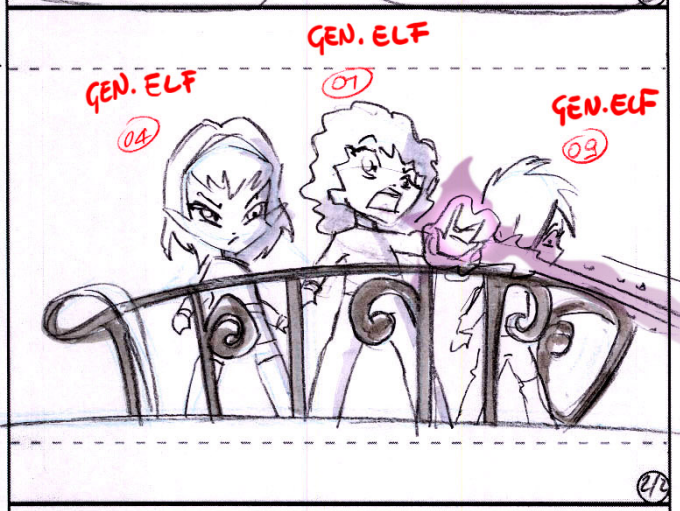

DIALOGUE

ACTION

At one point, 3 GENERIC ELVES
(GEN. ELF 01 - 04 - 09)
come out of the house and cast a spell:

DIALOGUE

10. ELF # 1
Leave our wonderful dirt alone!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: ELVE'S RAY
FX GENERIC RAY/ELVES

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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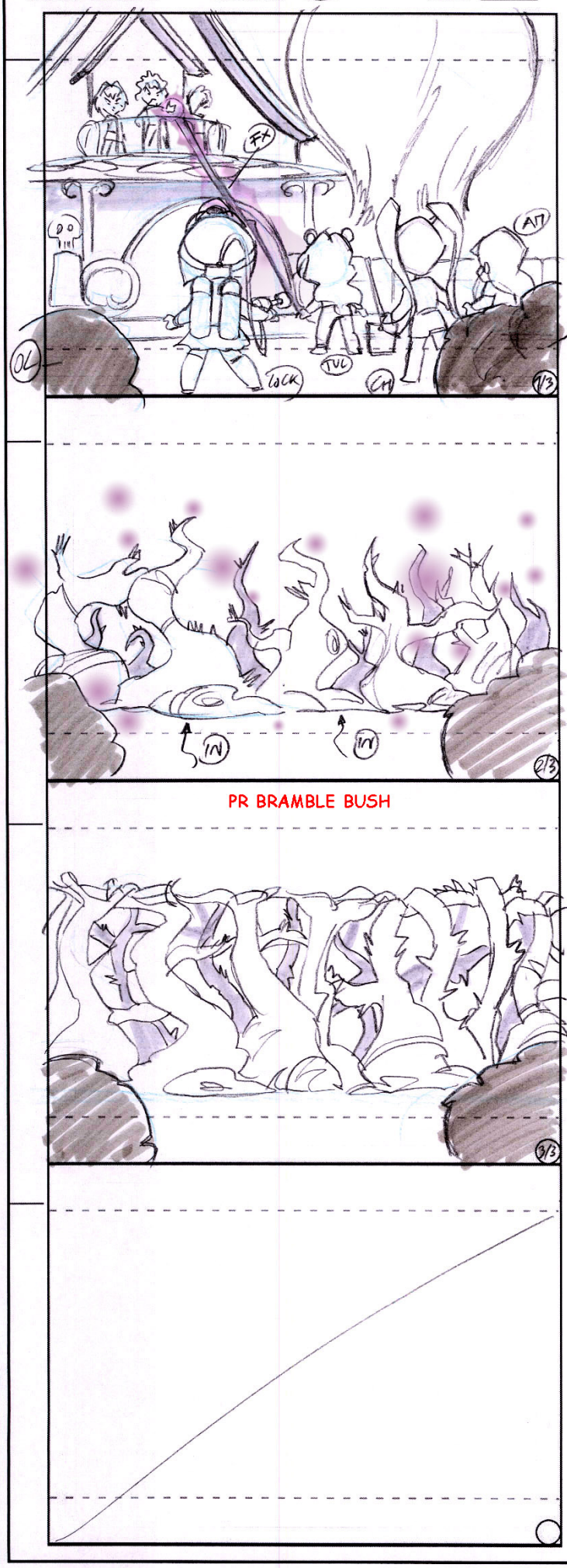
PAGE

EPISODE 16 SEQUENCE 02 SCENE 021

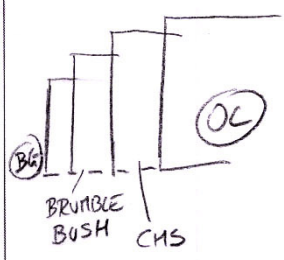
SECONDS 3" FRAMES 75



PR BRAMBLE BUSH

H/U

+H/UP
whit previous
scene



DIALOGUE

ACTION

DIALOGUE

a huge thorn bush appears in front of the garden.

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: ELVE'S RAY

FX GENERIC RAY ELVES

FX ~~GENERIC SPARKLE ELVES~~

COMMENTS:

EXTRA NOTES:

PLEASE,
SEND TO RAINBOW
THE TGA FILES.
-SEPARATED LEVELS-

RE-USES:

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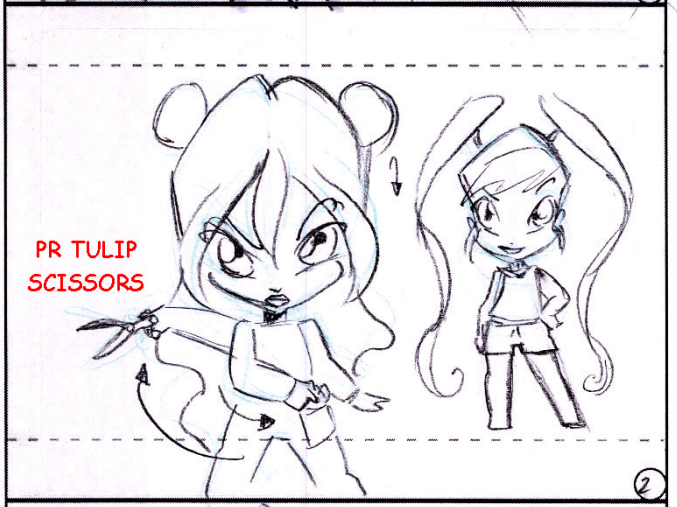
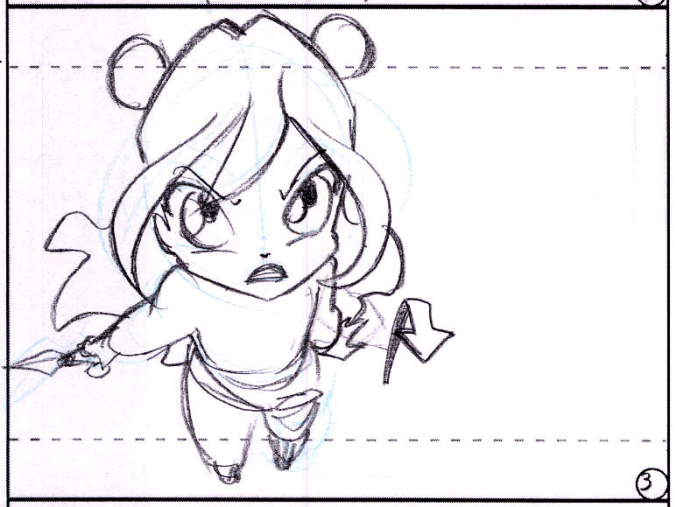
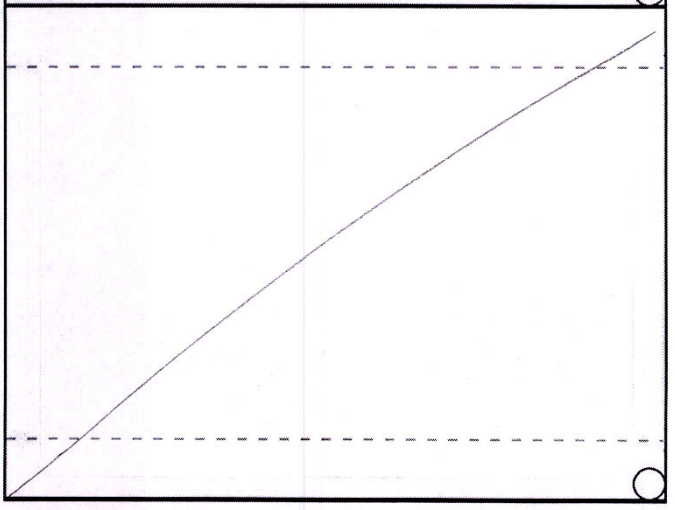
EPISODE 16 SEQUENCE 02 SCENE 022

SECONDS 2"6 FRAMES 65

RAINBOW Puppy Up







H/N

CUT

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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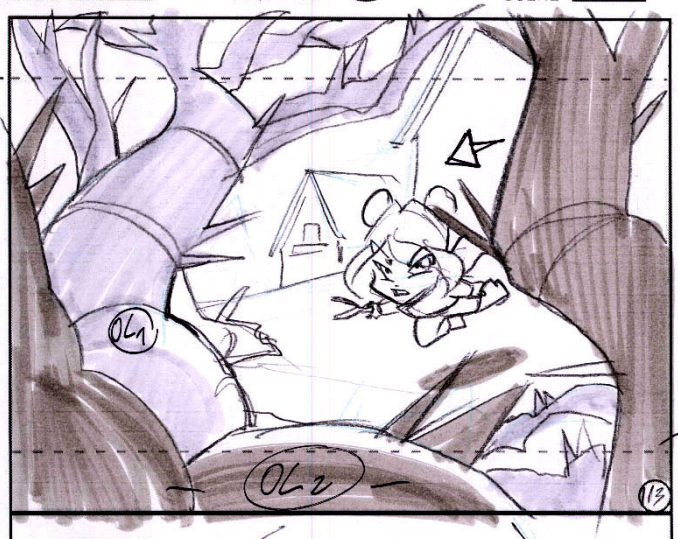
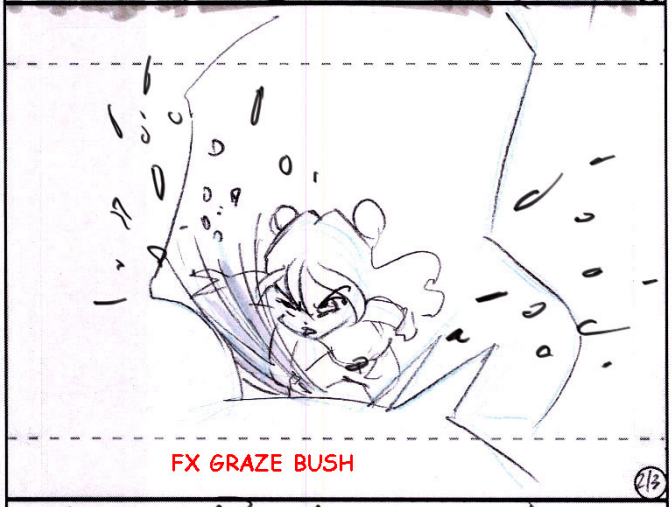
PAGE _____

EPISODE 16 SEQUENCE 02 SCENE 023

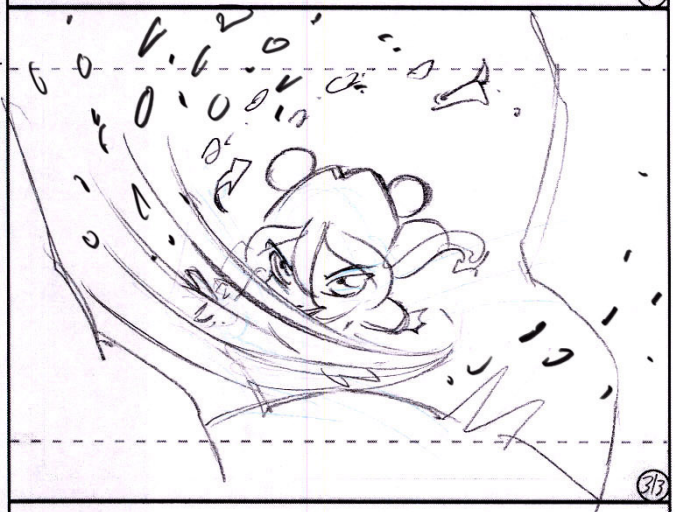
SECONDS 2"6 FRAMES 65



TULIP FAST IN



FX GRAZE BUSH



DIALOGUE

ACTION

DIALOGUE

ACTION

Tulip makes her scissors appear and graze the thorn bush to the ground;

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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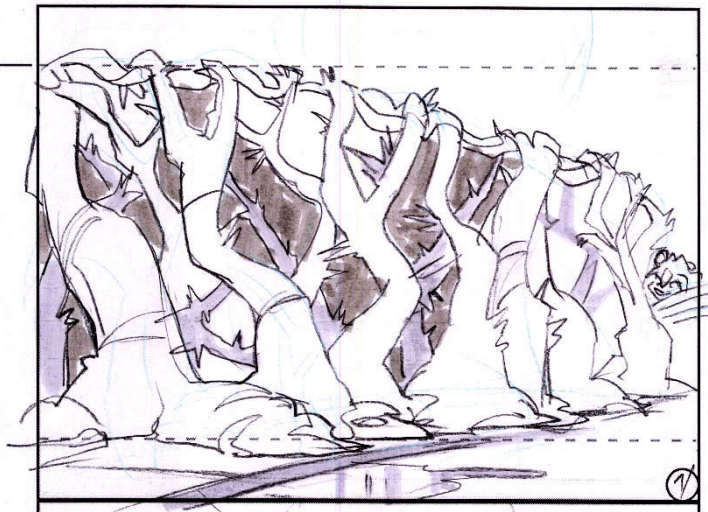
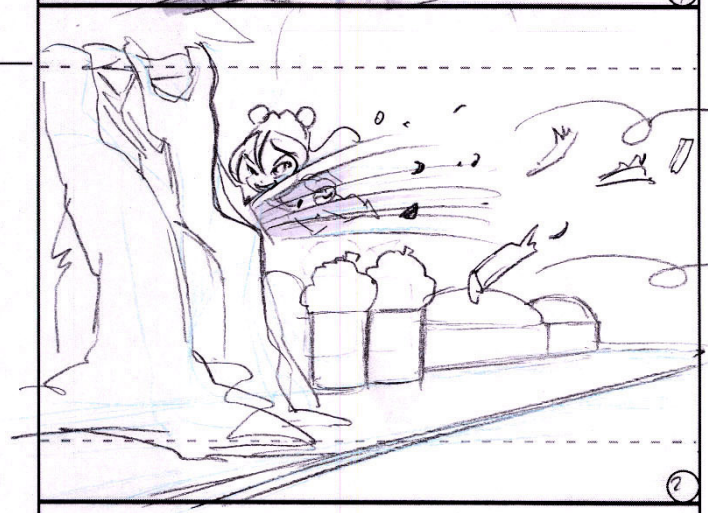
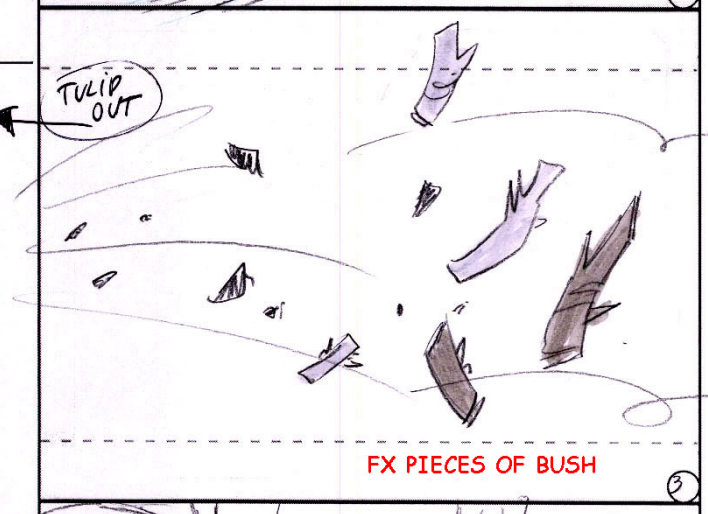
EPISODE 16 SEQUENCE 02 SCENE 024 CONT

SECONDS FRAMES

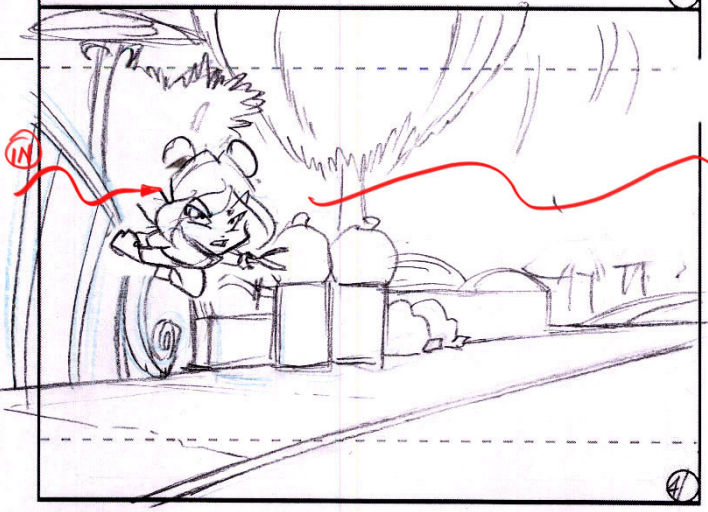
RAINBOW Puppet Up







FX PIECES OF BUSH



DIALOGUE

ACTION

DIALOGUE

ACTION

Tulip makes her scissors appear and graze the thorn bush to the ground; then she waters with the bucket the place

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

CONTINUED ON NEXT PAGE

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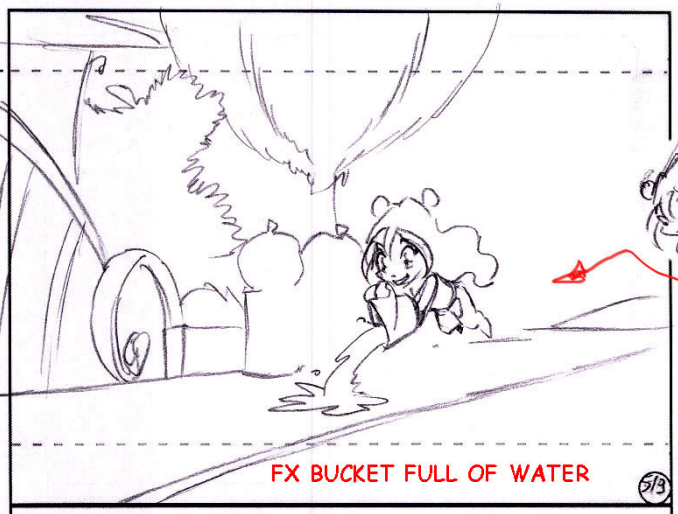
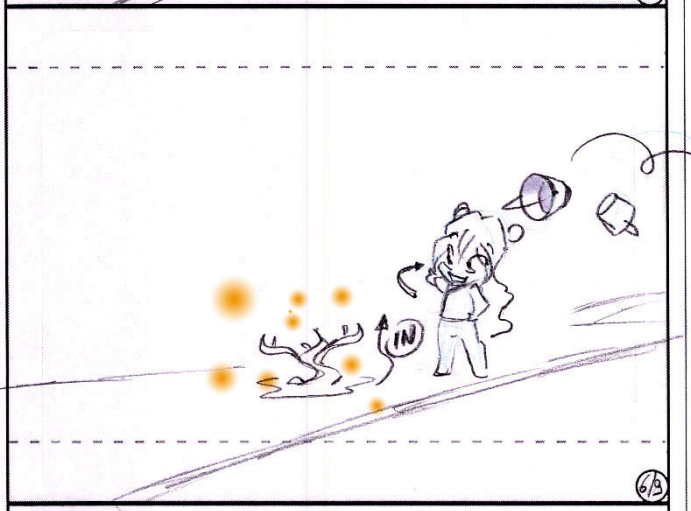
EPISODE 16 SEQUENCE 02 SCENE 024 END

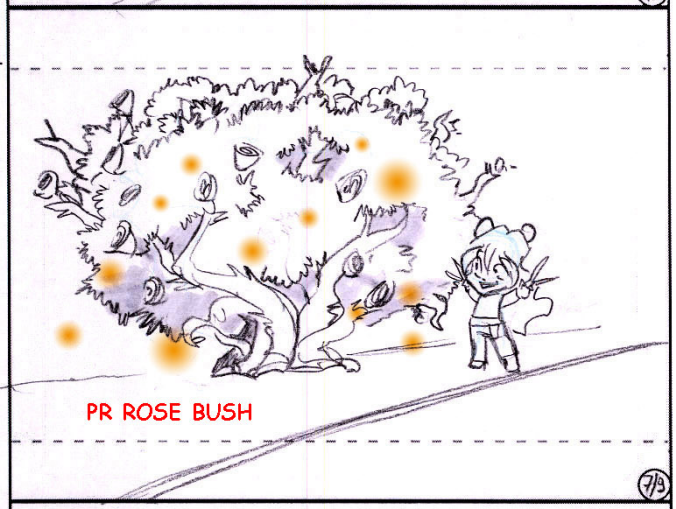
SECONDS 8 11 FRAMES

RAINBOW Popples © RBW ALL RIGHTS RESERVED

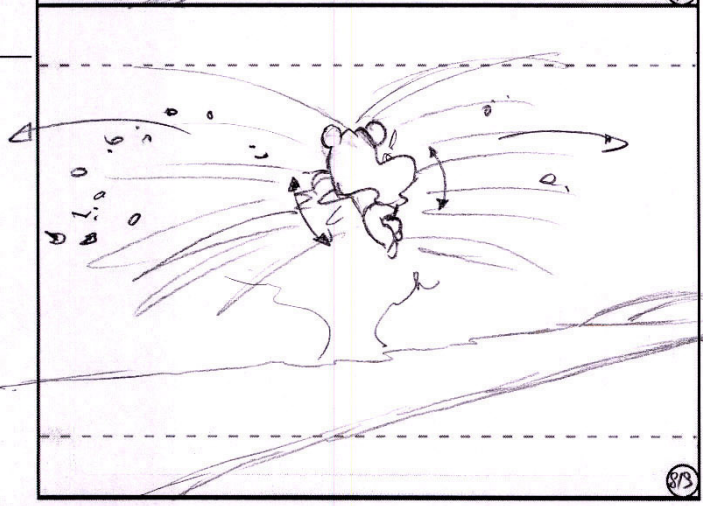


TULIP IN

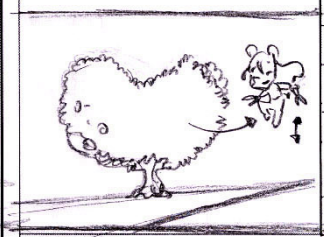




FX ROSE HEART HEDGE



9/3



DIALOGUE

ACTION

DIALOGUE

ACTION

where the thorn bush was and instantly a rose hedge appears;
Tulip quickly cuts some hearts out with her scissors.

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

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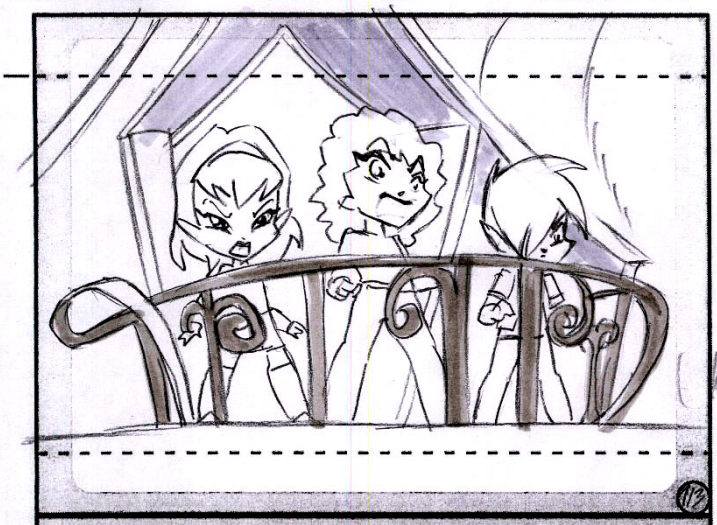
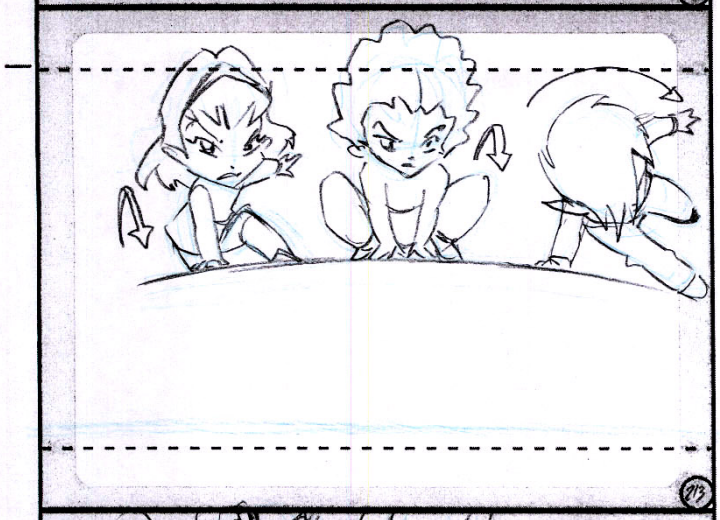
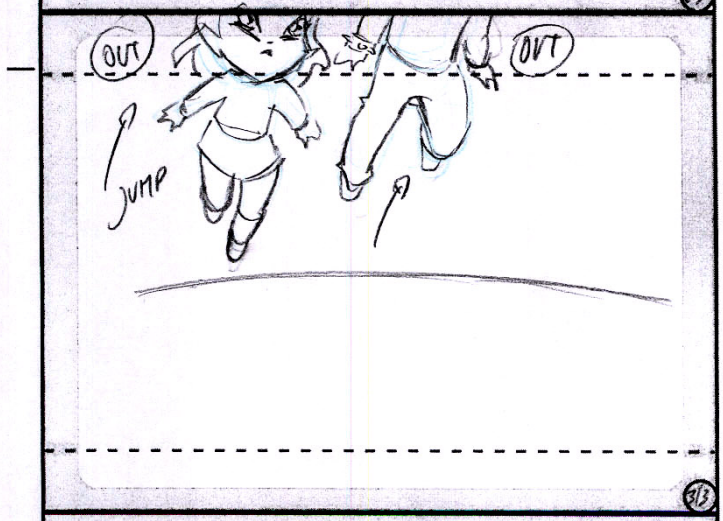
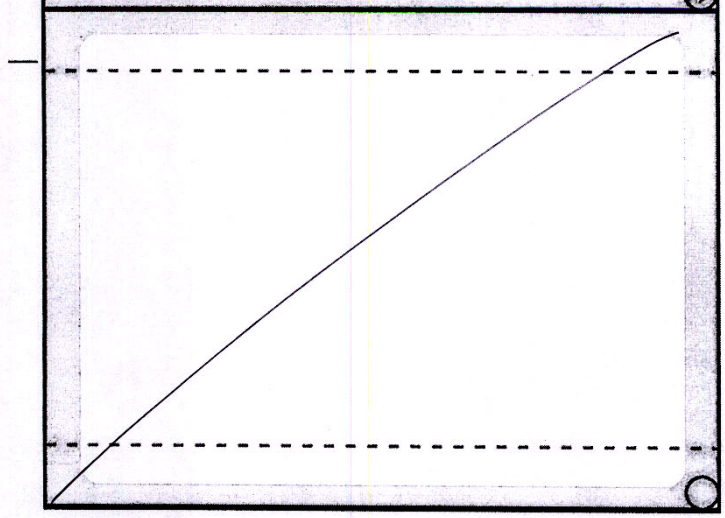
PAGE

EPISODE 16 SEQUENCE 02 SCENE 025









SECONDS 4" FRAMES 100

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DIALOGUE

11. ELF # 2
We won't stay a minute longer in this horrible clean place!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:
BG 16 02 020

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EPISODE 16 SEQUENCE 02 SCENE 026

SECONDS 7" FRAMES

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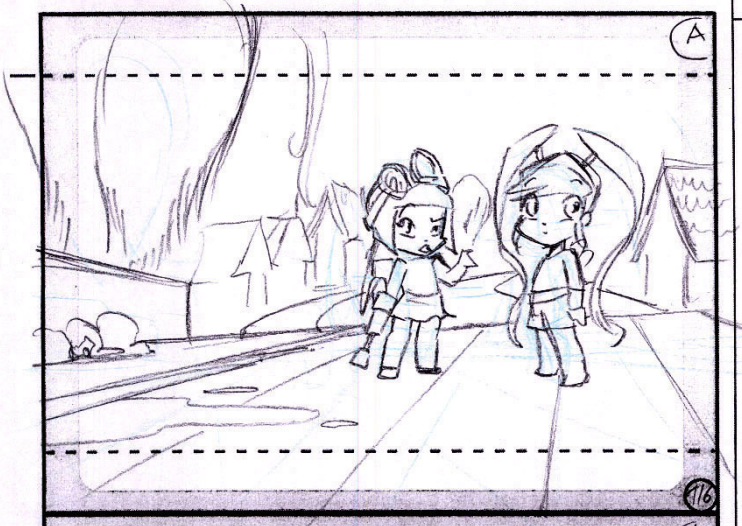
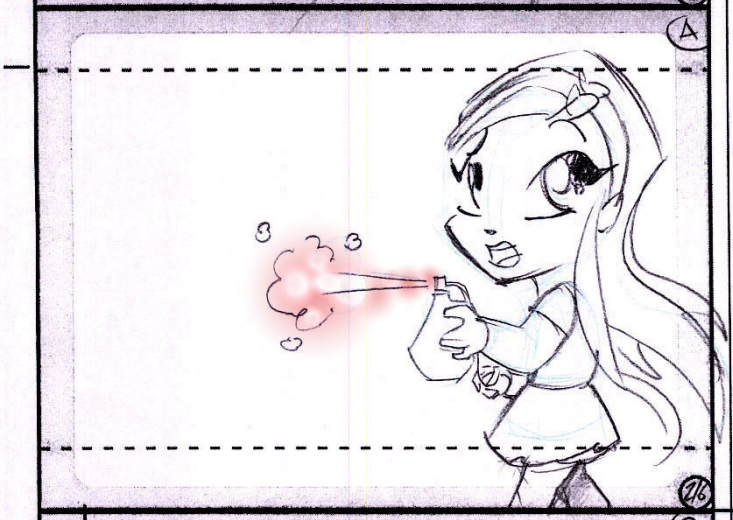


DIALOGUE

12. LOCKETTE
(to Amore)
How about giving us a hand?

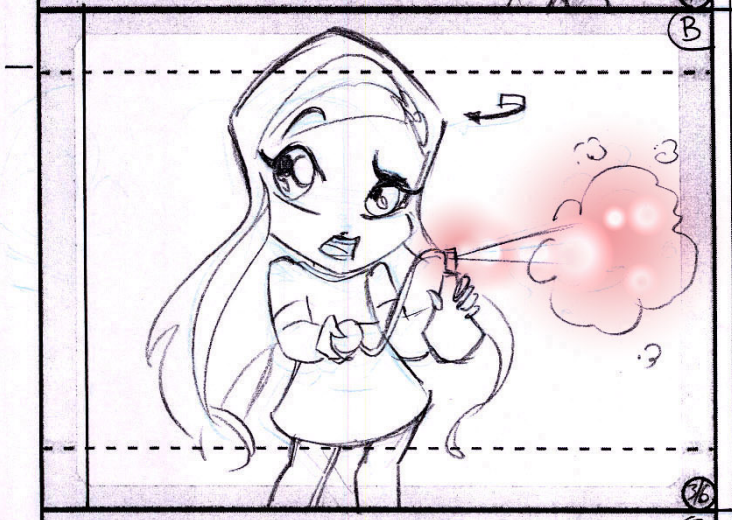
ACTION



DIALOGUE

13. AMORE
(shaking)
This place makes me nervous,

ACTION



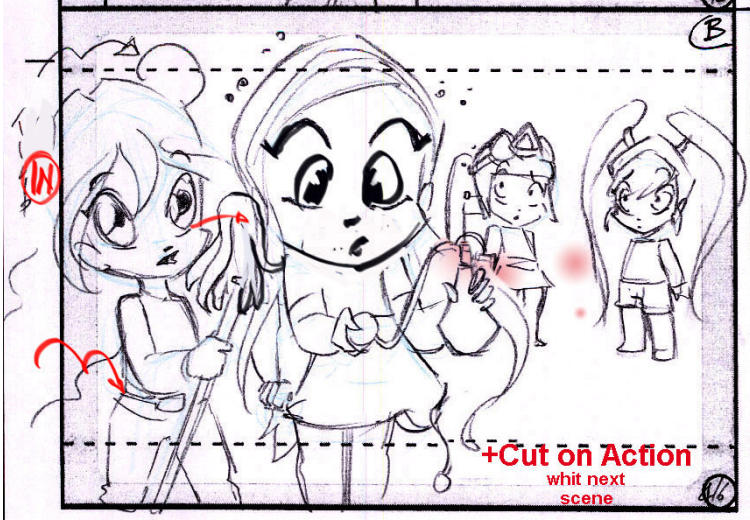
FOLLOW PAN

DIALOGUE

you know I have some problems with…

ACTION

Tulip approaches her from behind to hand her the mop: the ends of the mop brush Amore's face, as if they were spider legs.



TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:
AMORE SPRAY

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 02 SCENE 026A

SECONDS 3" FRAMES ____

RAINBOW Pop Idle

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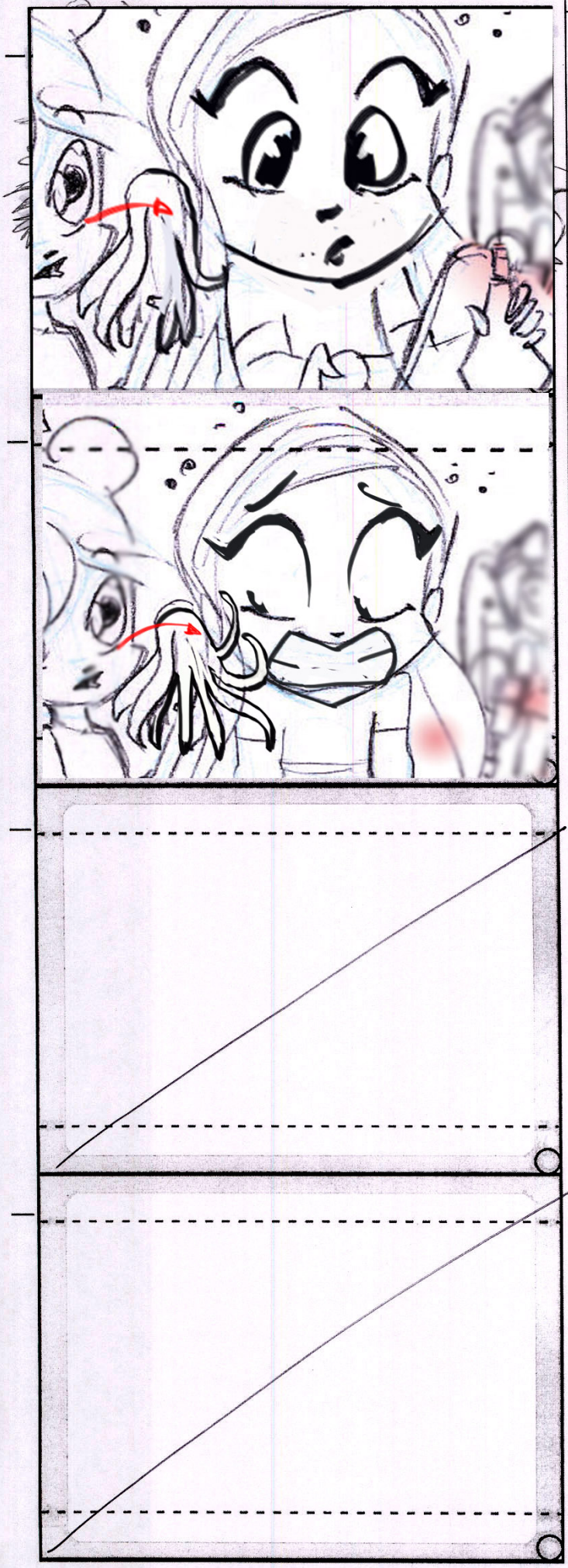

+Cut on Action
whit previous
scene

DIALOGUE

ACTION

Amore feels just the touch, without seeing it's actually a mop. She freezes, crosses her eyes and starts screaming, terrified.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 02 SCENE 026B

SECONDS 3" FRAMES

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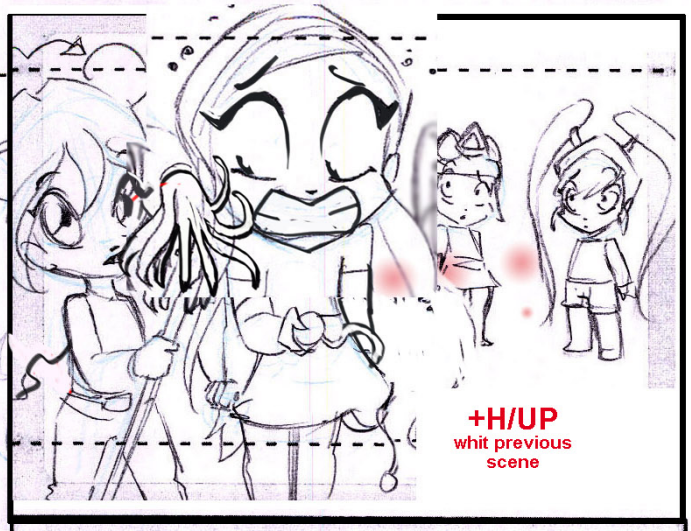

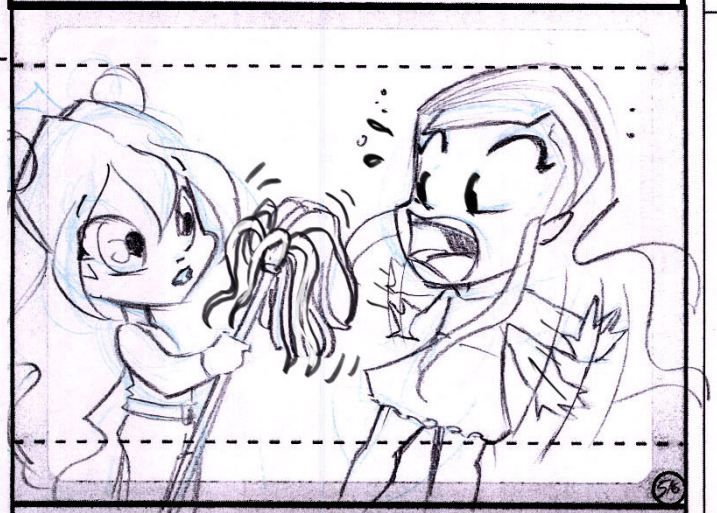

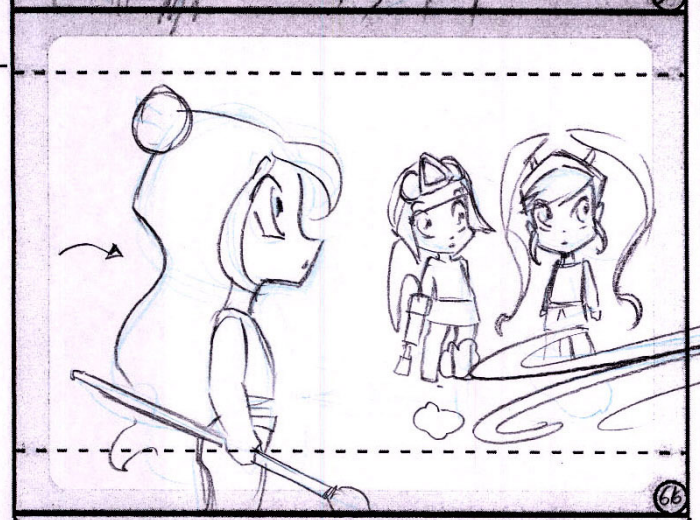

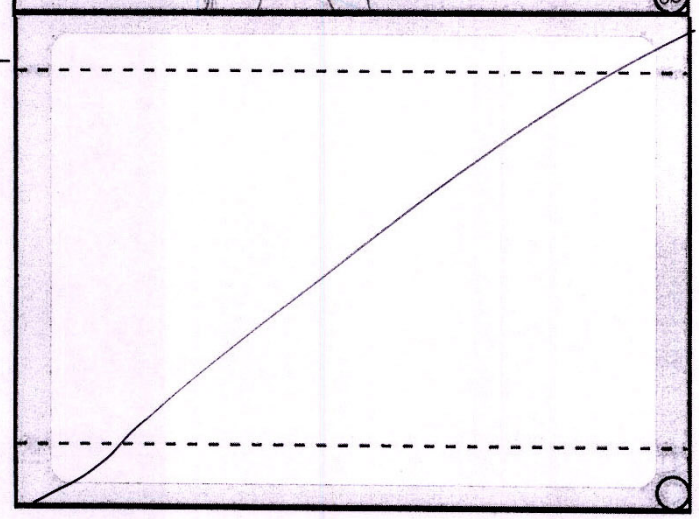

DIALOGUE

14. AMORE
(screaming)
Spiders!

ACTION

Tulip takes the mop to show her that it has NOTHING to do with spiders, but Amore is hysterical and she starts fluttering,

DIALOGUE

ACTION

ME OF DAY:

CATIONS:

CHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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☞ PAGE

EPISODE 16 SEQUENCE 02 SCENE CONT 027 SECONDS / FRAMES /

RAINBOW Pop Pixie
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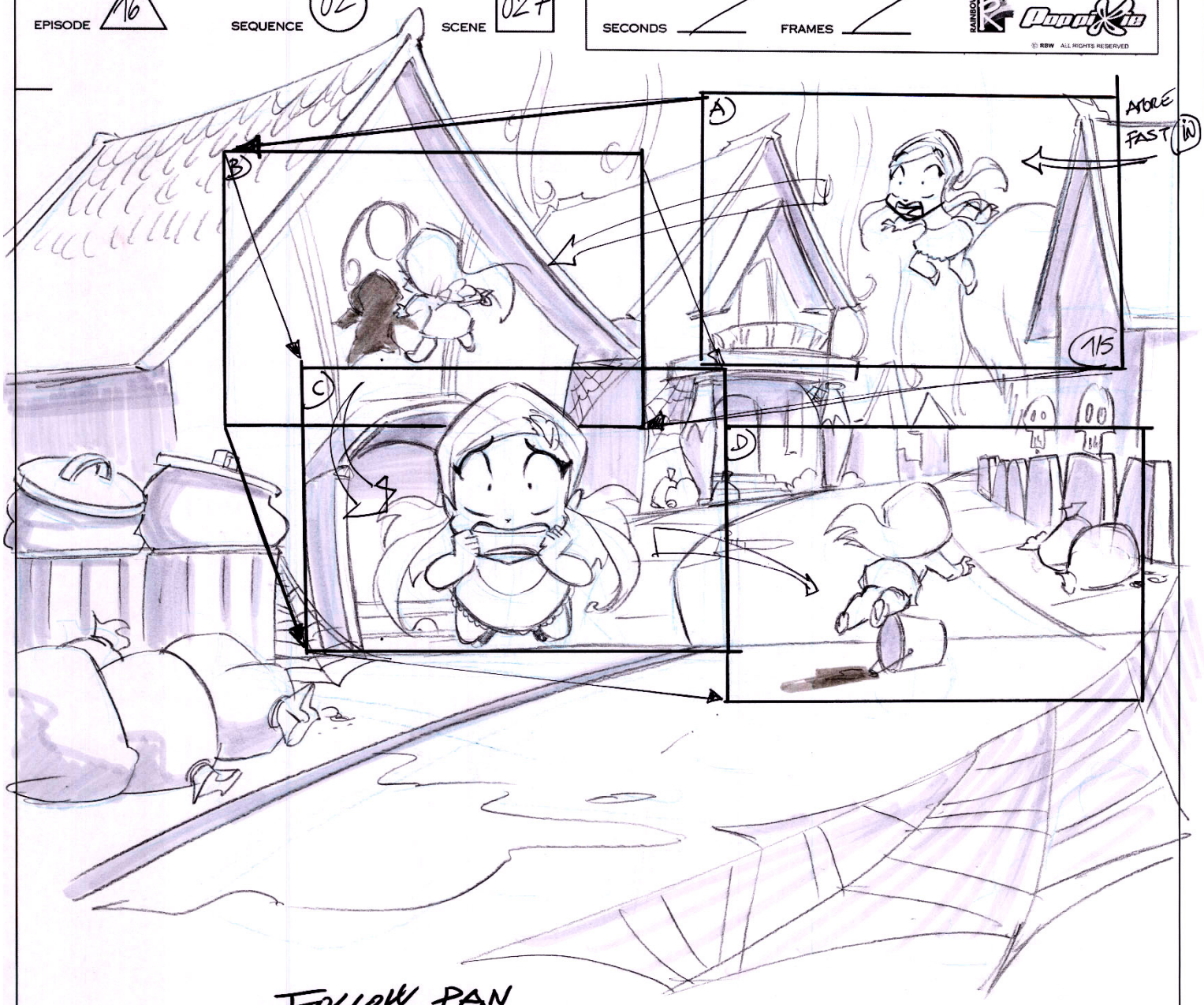
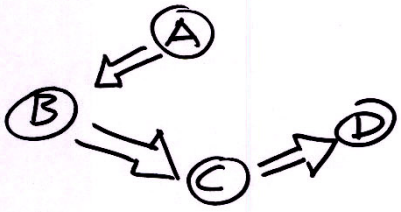


FOLLOW PAN



DIALOGUE	ACTION	
14. AMORE (screaming) Spiders! Spiders! Spideeeers!	Amore is hysterical and she starts fluttering, crazily bouncing like a trapped bird;	TIME OF DAY: LOCATIONS: MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: CGI TYPE/NOTES:
EXTRA NOTES: CONTINUED ON NEXT PAGE	RE-USES: △ ○ □	

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SECONDS 5" FRAMES _____

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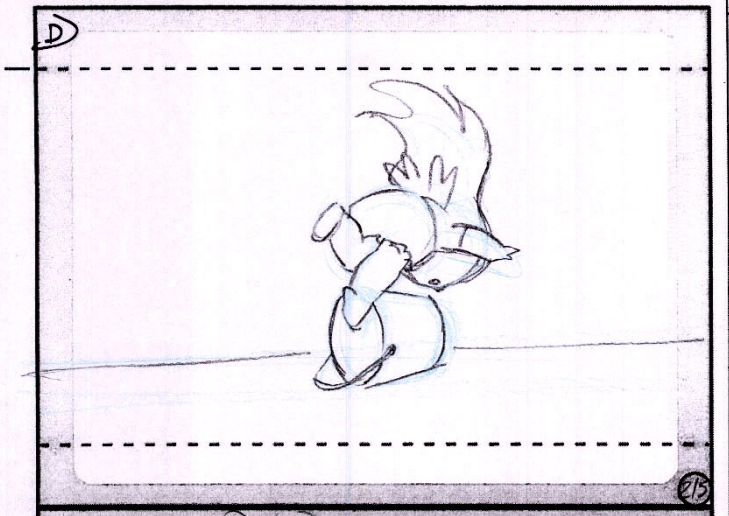
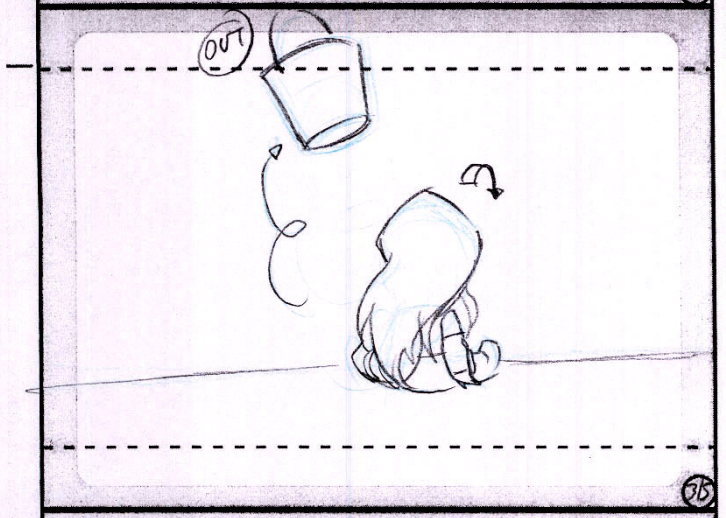


DIALOGUE

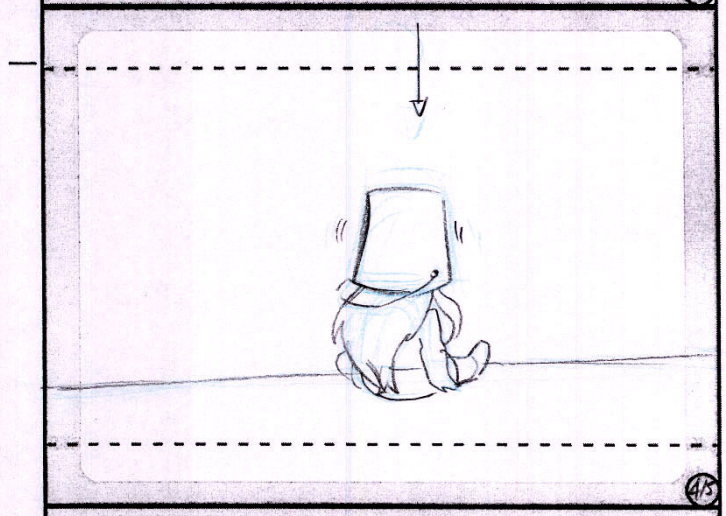
ACTION

she bounces and trips in Tulip's bucket, which, flying in the air, falls down on her head.



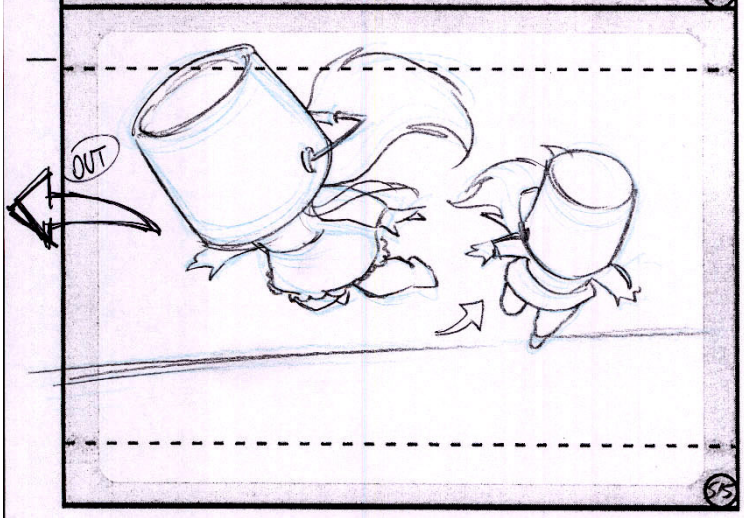
DIALOGUE

ACTION



DIALOGUE

ACTION



TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 02 SCENE 028

SECONDS 3 11 FRAMES _____

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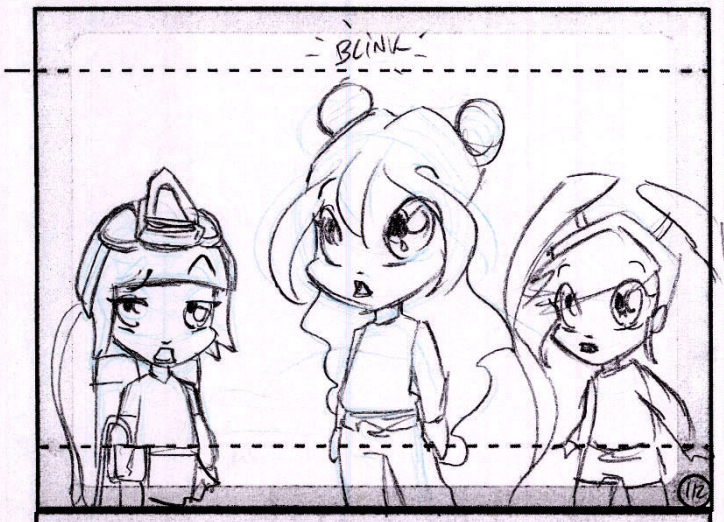

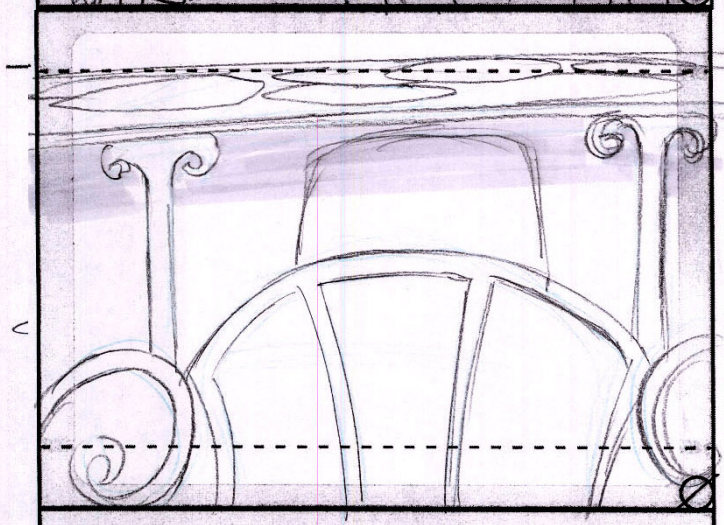

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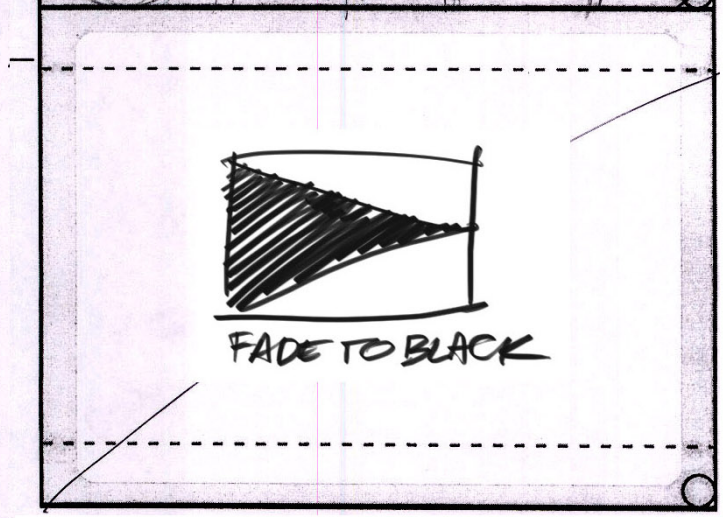
BG



DIALOGUE

15. LOCKETTE
We'd better calm Amore down!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 03 SCENE 029

SECONDS 3" FRAMES _____

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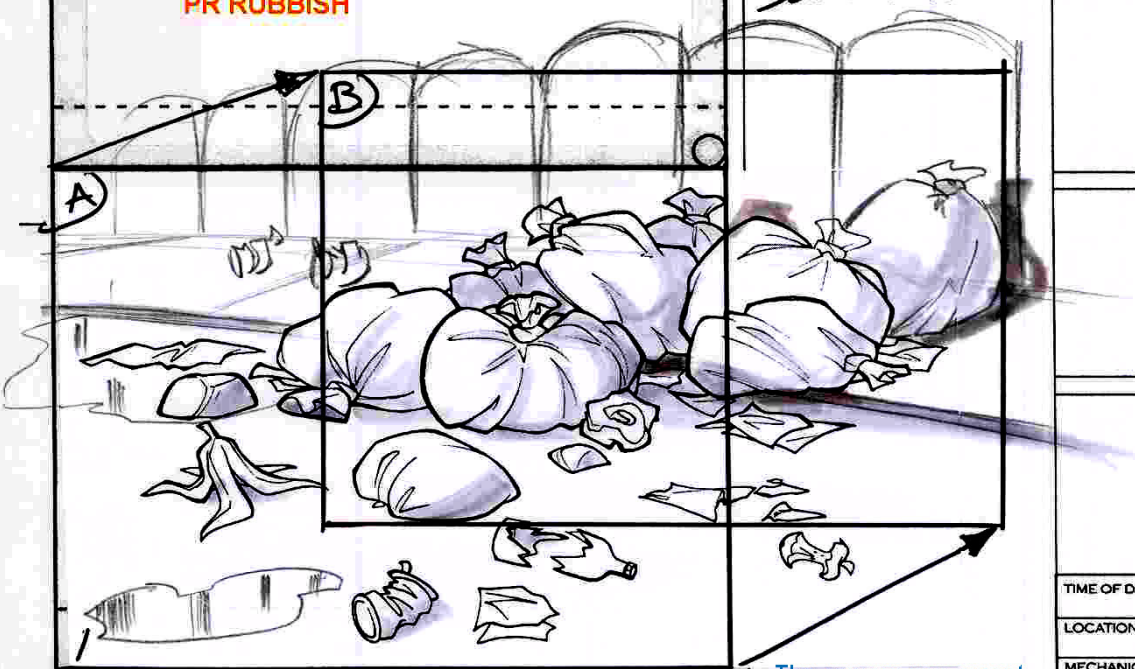
FADE IN

PR RUBBISH

SLOW PAN



The camera movement must last from the beginning till the end of the scene

DIALOGUE

ACTION

DIALOGUE

ACTION

The neighbourhood is very dirty;

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 03 SCENE 031

SECONDS 2" FRAMES 50

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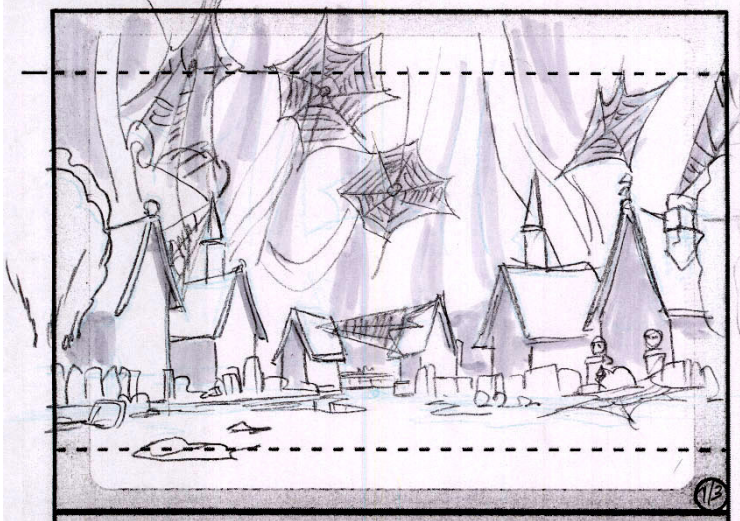
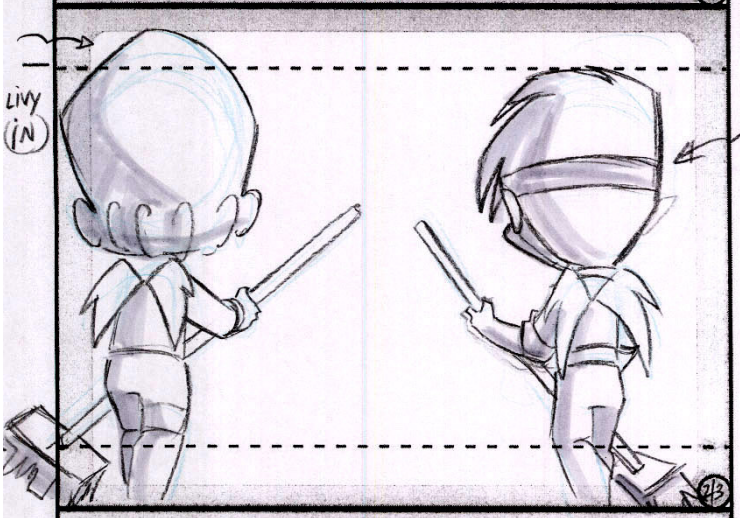
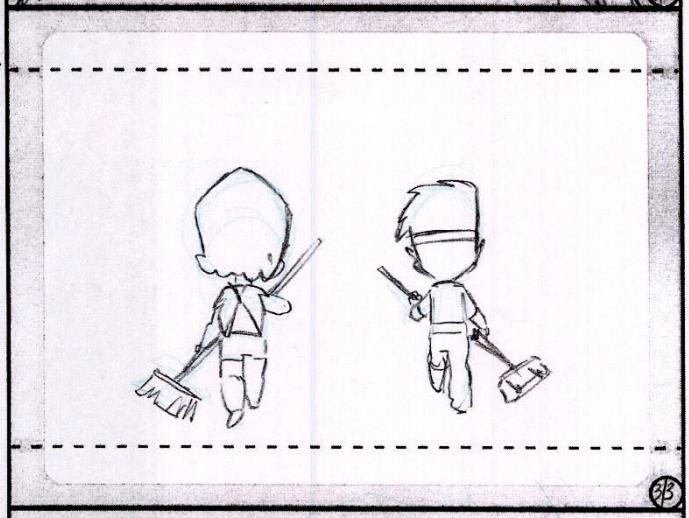


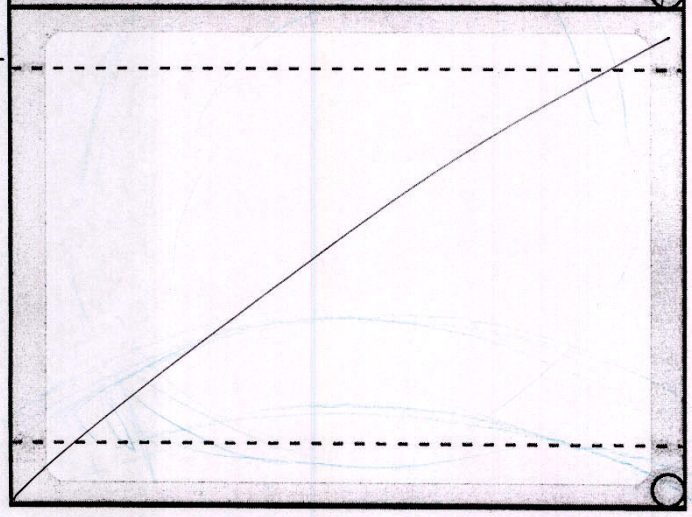


FADE IN

OLLIE IN



A/C



DIALOGUE

SFX AUBERGINE WASHER (O.S.)

ACTION

The neighbourhood is very dirty; streets are full of waste papers, the gardens are uncultivated.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY: DAY

LOCATIONS: T3-BG-EXT-ELVES GENERIC ROAD 02

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES: SCENE 030 CUT

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EPISODE 16 SEQUENCE 03 SCENE 032

SECONDS 2,6 FRAMES 65

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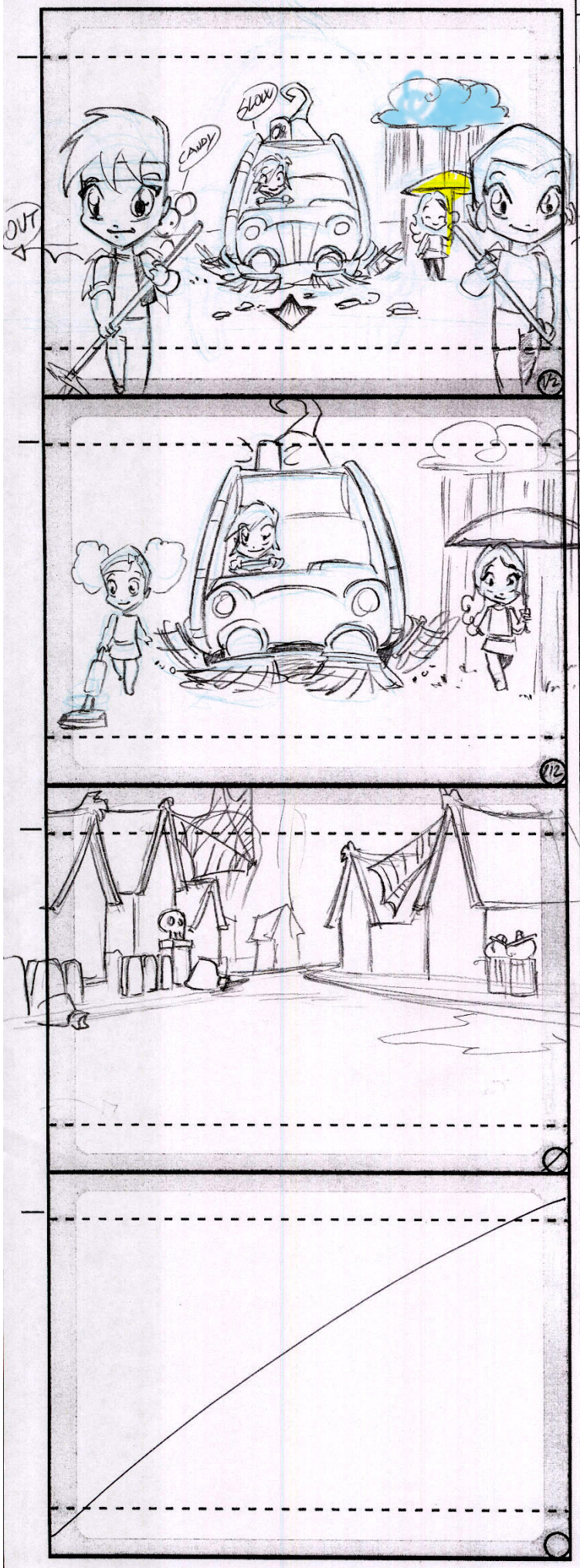

H1U

PR CHERIE UMBRELLA

FX CHERIE CLOUD

ONLY FOR REF. BG

DIALOGUE

ACTION

In the street, like a military patrol, Ollie and Livy march armed with floor brushes, escorting one of the cleaning aubergines driven by Fixit On one side of the cleaning aubergine there is Candy, with a hoover and, on the other side, Cherie, who's holding an umbrella and is making it rain from a cloud above her head, washing the street.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX RAIN

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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SECONDS 4" FRAMES _____

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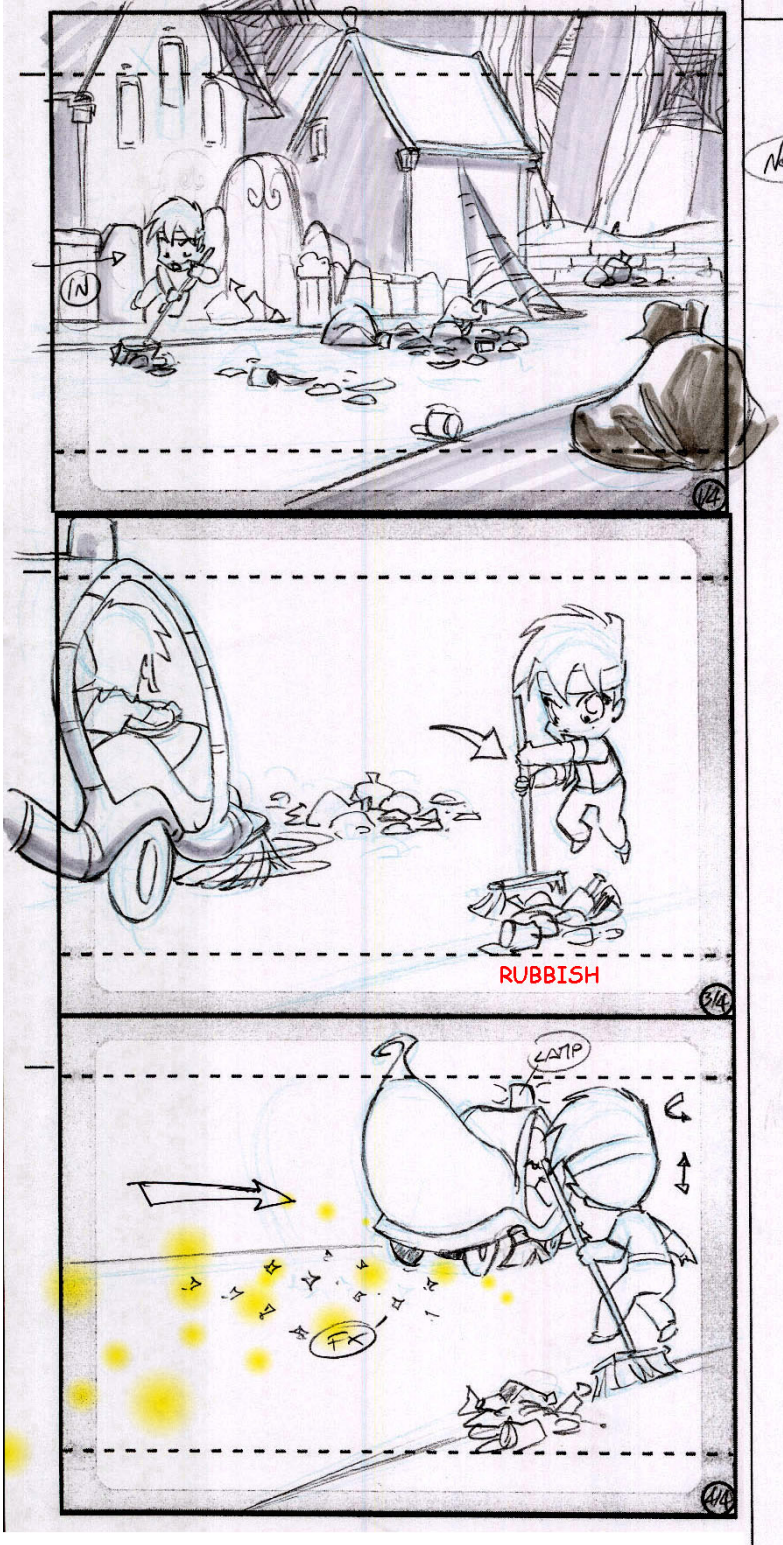

NO HOLD

DIALOGUE

ACTION

DIALOGUE

ACTION

Ollie flies and sweeps the streets, piling up a heap of mixed rubbish.

DIALOGUE

ACTION

Fixit is driving the vehicle and behind it, everything is spick and span.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:
FX SPARKLE CLEAN

CGI TYPE/NOTES:

EXTRA NOTES:
SCENE
34 - 35 CUT

RE-USES:

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EPISODE 16 SEQUENCE 03 SCENE 036 SECONDS 3" FRAMES _____

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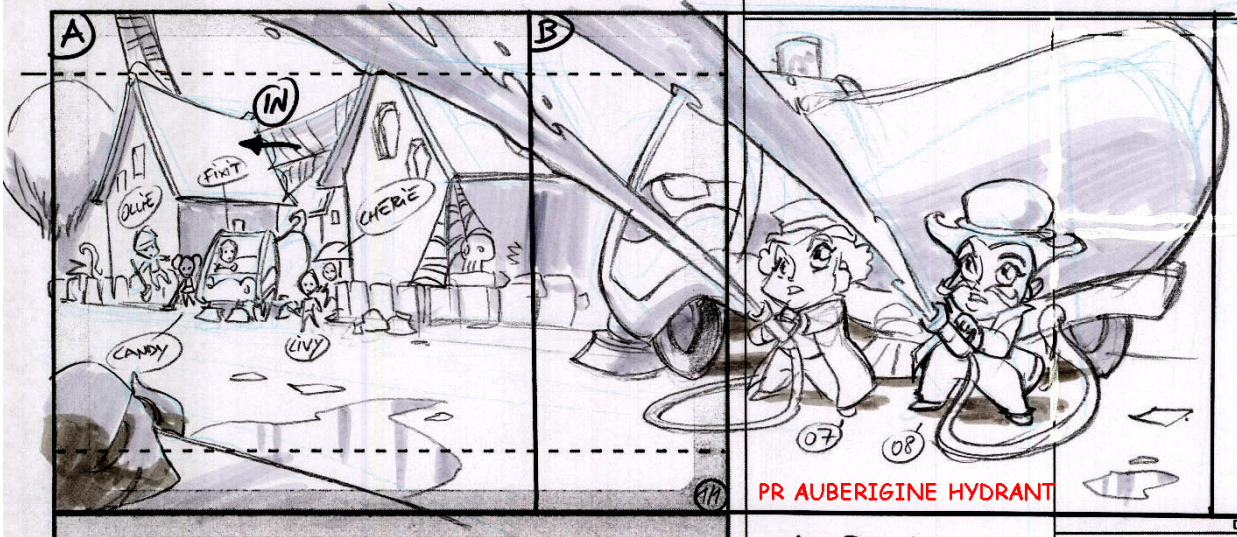

PR AUBERIGINE HYDRANT

FX AUBERGINE WATER JET

PAN FAST

DIALOGUE

ACTION

When the Pixies go round the corner, they see 2 GNOMES
(GEN. GNOME 07 - 08, the same gnomes from seq. 1)
who are using some water cannons, connected to a cleaning aubergine,

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:
SCENE
34 - 35 CUT

RE-USES:

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EPISODE 16 SEQUENCE 03 SCENE 037 SECONDS 4 FRAMES

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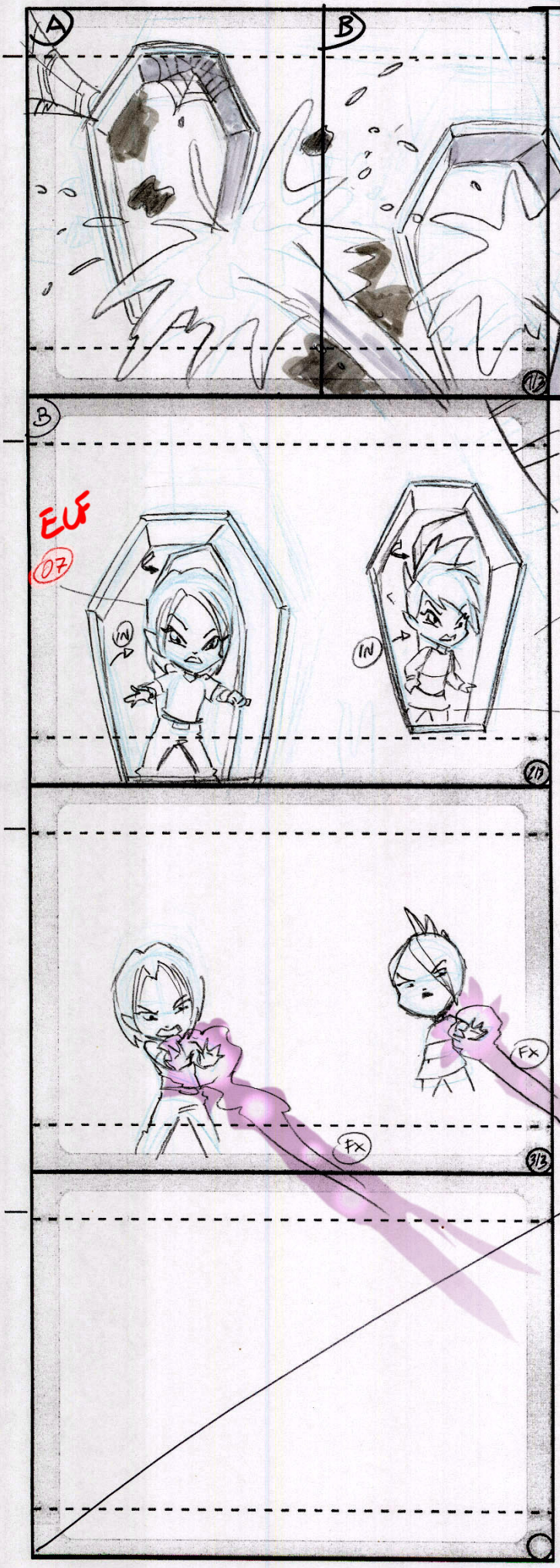

DIALOGUE

ACTION

to clean the front of an elf's generic house. 2 GENERIC ELVES (GEN. ELF 05 - 07) appear at the window and cast a spell,

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: ELVES ' FX

FX GENERIC RAY ELVES

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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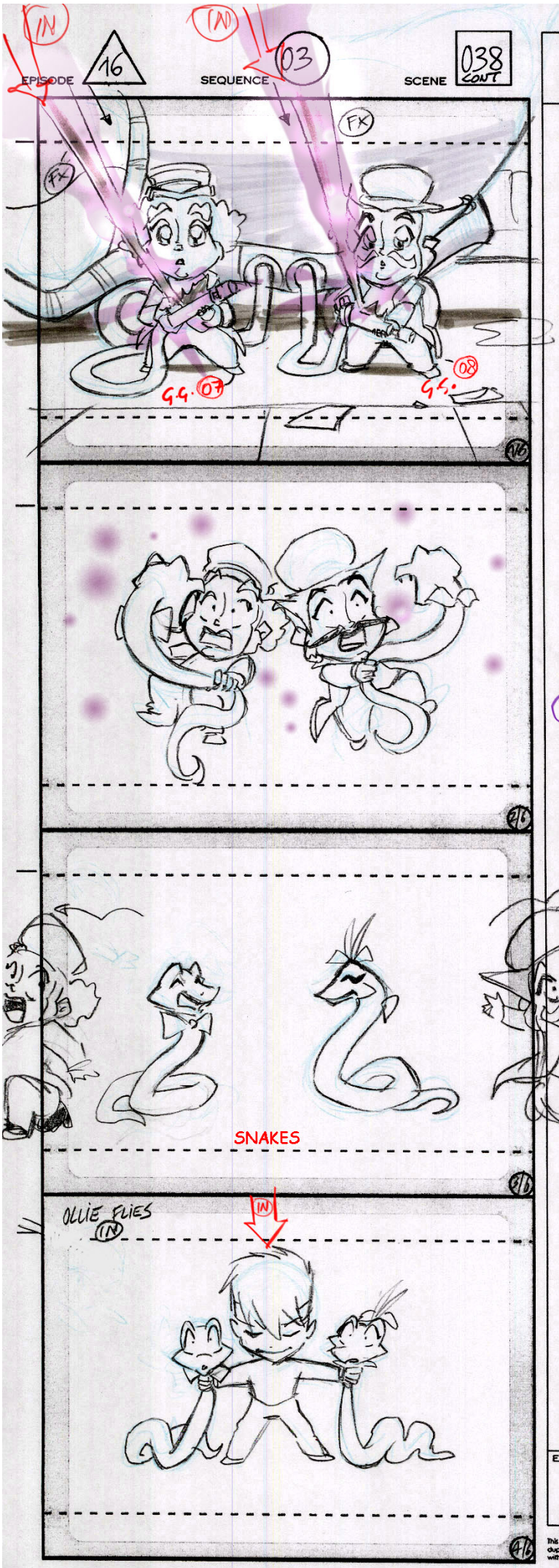

FX GENERIC RAY ELVES

FX GENERIC SPARKLE ELVES

DIALOGUE

ACTION

DIALOGUE

ACTION

urning the water cannons into snakes.

DIALOGUE

19. GNOMES
Heeeelp!

ACTION

Ollie does an acrobatic move

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: ELVES 'RAY

CGI TYPE/NOTES:

EXTRA NOTES:

CONTINUED
ON NEXT PAGE

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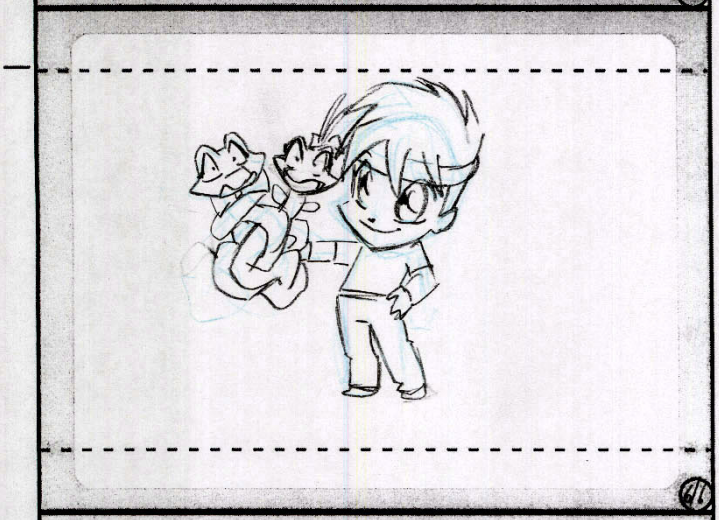

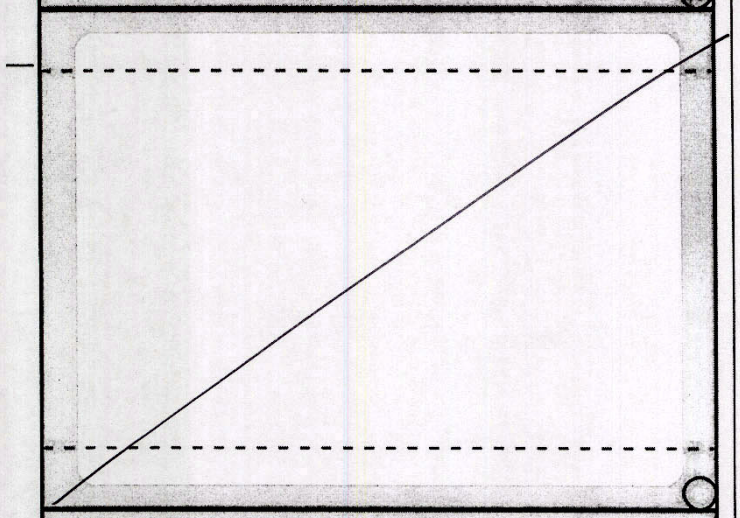

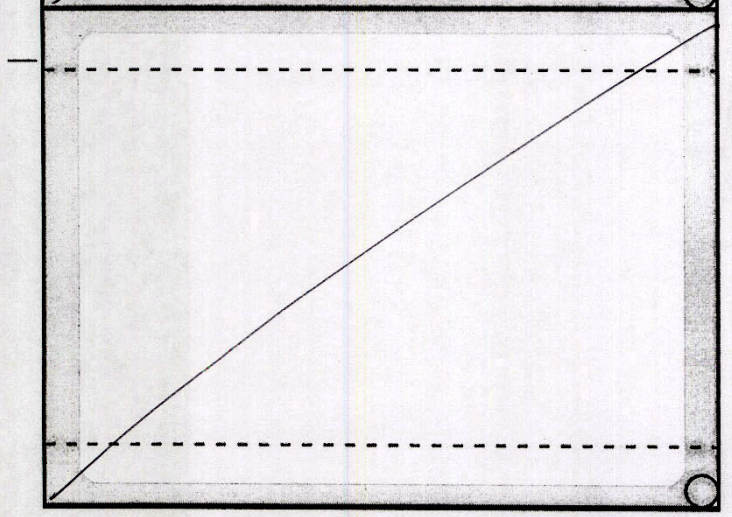

DIALOGUE

ACTION

and grabs the snakes, tying them together.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES: PLEASE, SEND TO RAINBOW THE TGA FILES. -SEPARATED LEVELS-

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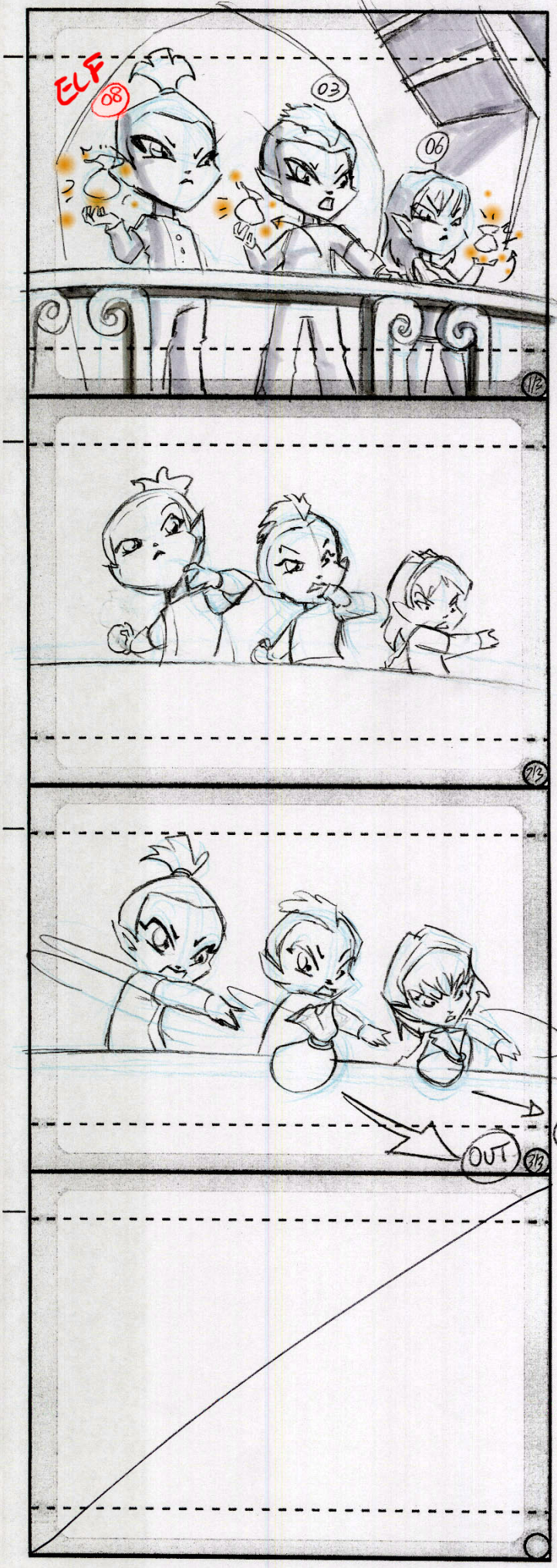
EPISODE 16 SEQUENCE 03 SCENE 040

SECONDS 3" FRAMES



H/U FROM PREVIOUS SCENE

PR GEN. BAGS

FX GENERIC SPARKLE ELVES

ANTIC

DIALOGUE

20. ELVE 03: GO AWAY!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES: SCENE 039 CUT

RE-USES:

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EPISODE 16 SEQUENCE 03 SCENE CONT 041

SECONDS FRAMES

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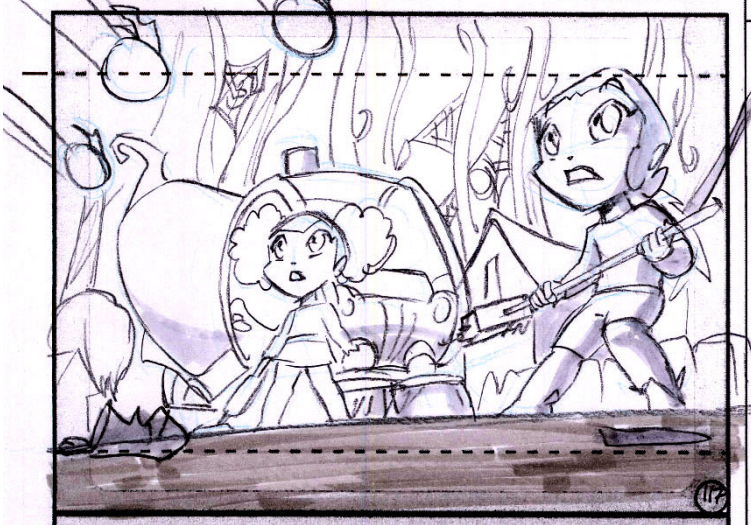
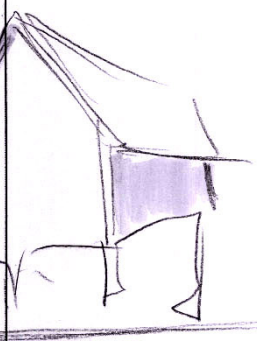
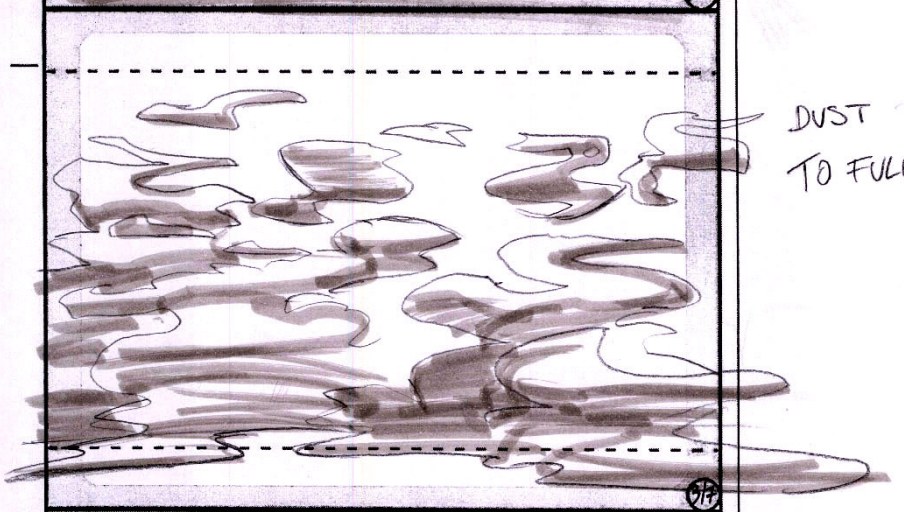




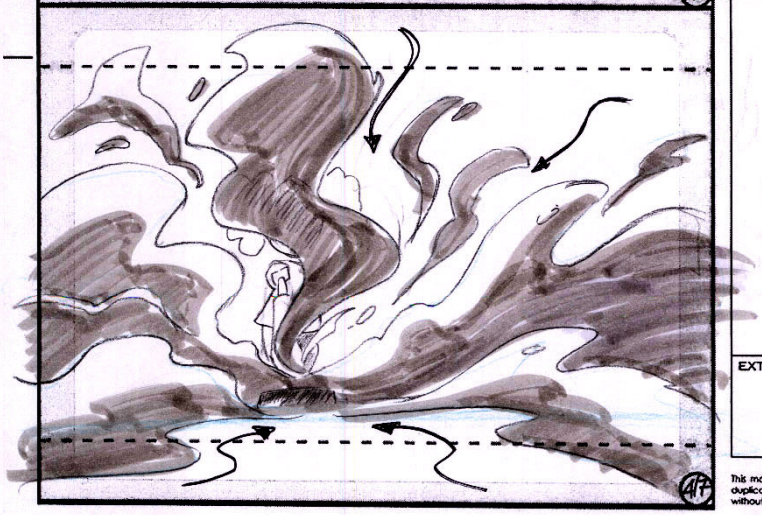
LIVY MAIN DRESS

CANDY MAIN DRESS

FX DUST ELVES



DUST TO FULL SCREEN



DIALOGUE

ACTION

DIALOGUE

ACTION

some bags that explode when they hit the ground, letting out a dust cloud.

DIALOGUE

SFX VACUUM CLEANER (O.S.)

ACTION

Candy turns the hoover on and quickly hoovers, one after the other, the dust clouds that came out of the bags.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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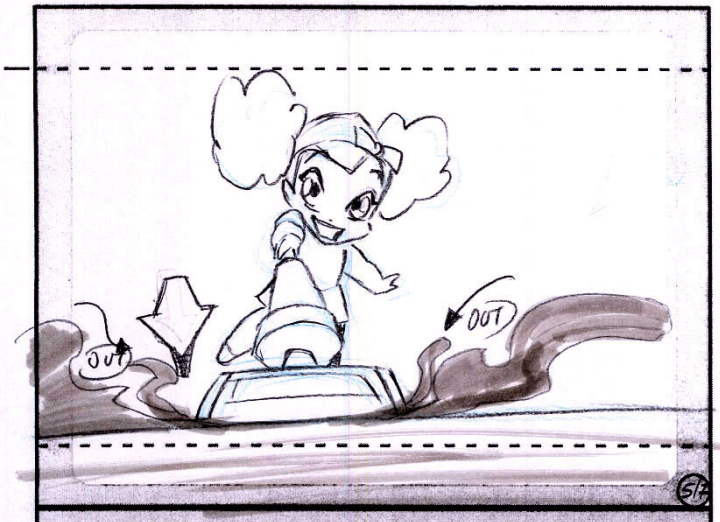

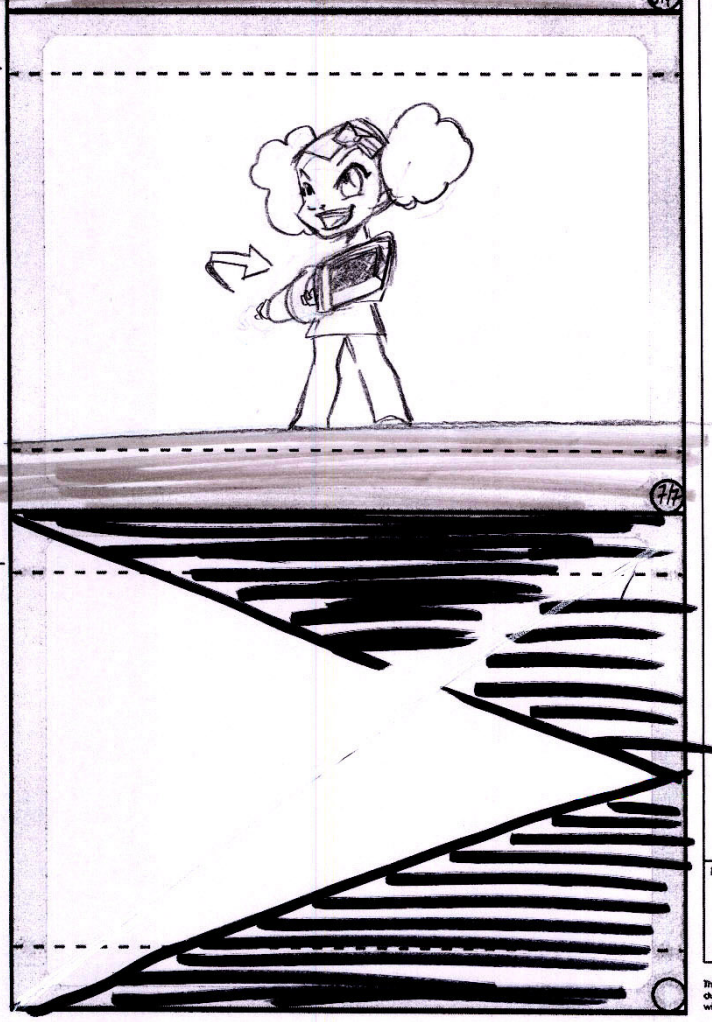

FADE OUT

DIALOGUE

ACTION

DIALOGUE

21 Candy
We'll make this place shine !

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 04 SCENE 042 SECONDS 3"6 FRAMES 90

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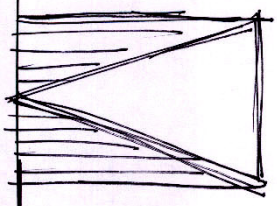
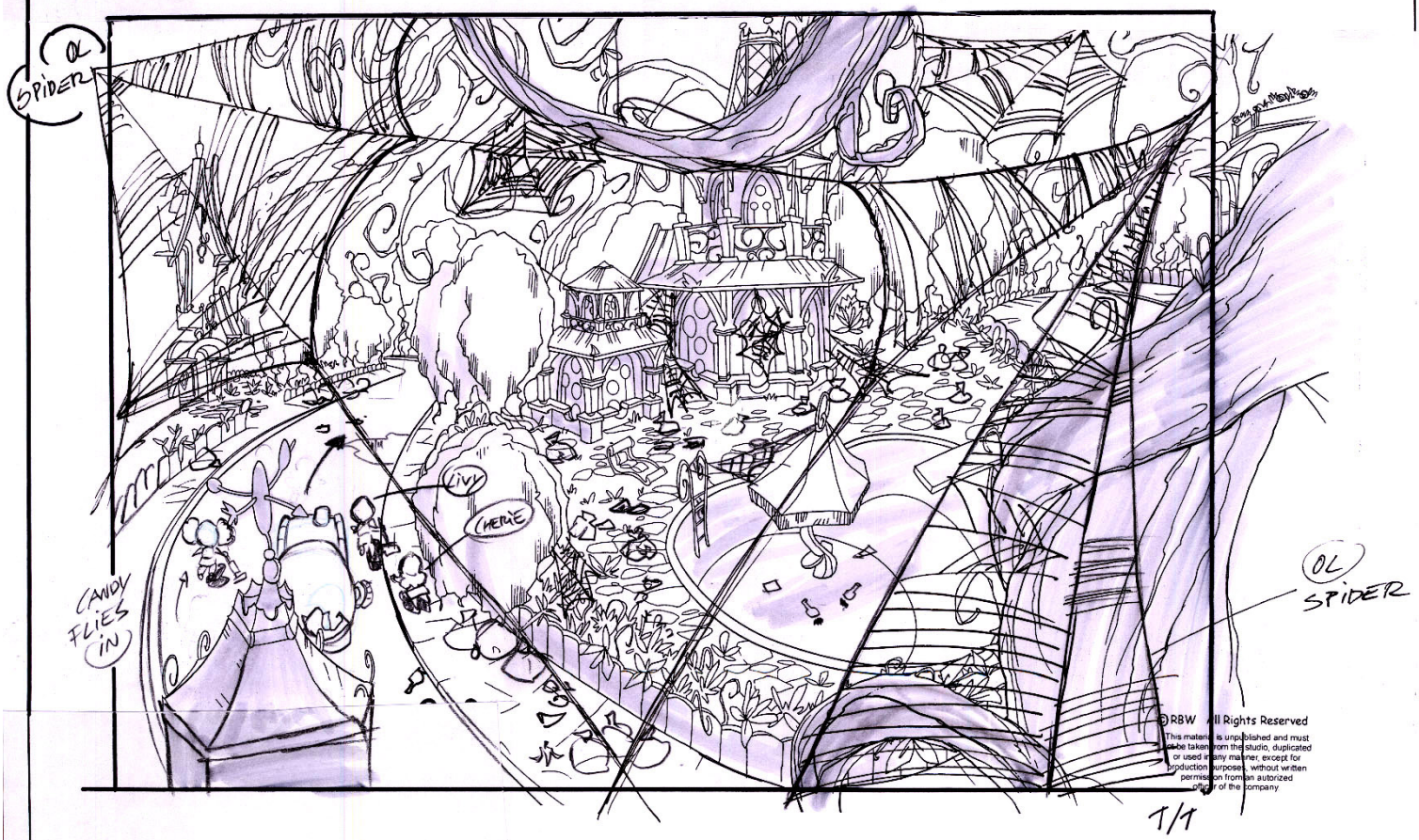
FADE IN





CANDY
LIVY
CHERIE } FLY

DIALOGUE	ACTION	TIME OF DAY: DAY
	The Pixies approach Rex's house, where nobody's in. The garden is very dirty.	LOCATIONS: EXT - REX HOUSE GARDEN - TOP VIEW
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES: BG IS VERY DIRTY	RE-USES: △ ○ □	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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EPISODE 16 (OL SPIDER) SEQUENCE 04 SCENE 043

SECONDS 5 11 FRAMES _____

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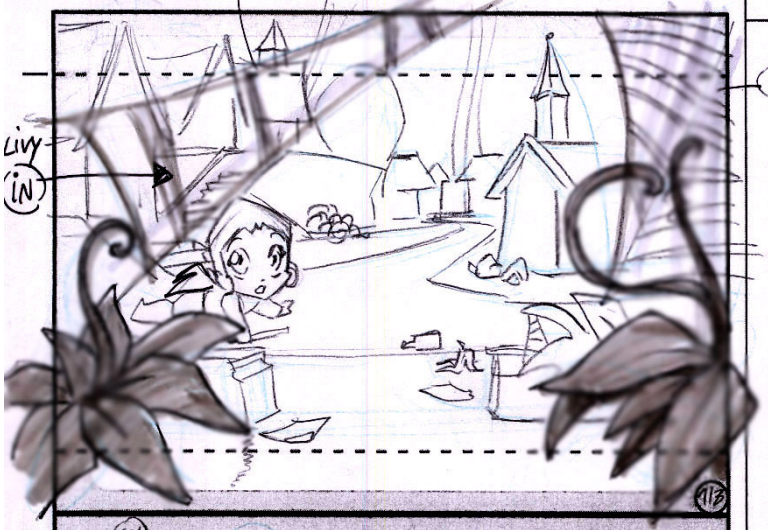

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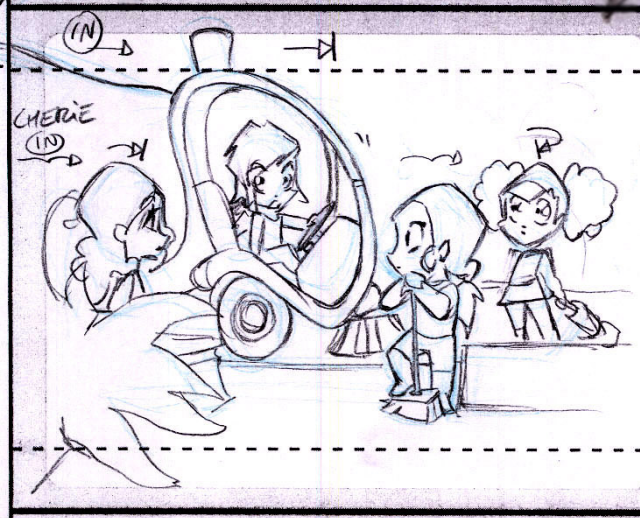

2/3

3/3

OL SPIDER

DIALOGUE

22. LIVY
It looks like Rex and his gang are not around.

ACTION

DIALOGUE

23. FIXIT
(activating the brushes of the cleaning aubergine)
Good! They'll find a nice surprise when they get back!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 04 SCENE 044

SECONDS 2" FRAMES 50

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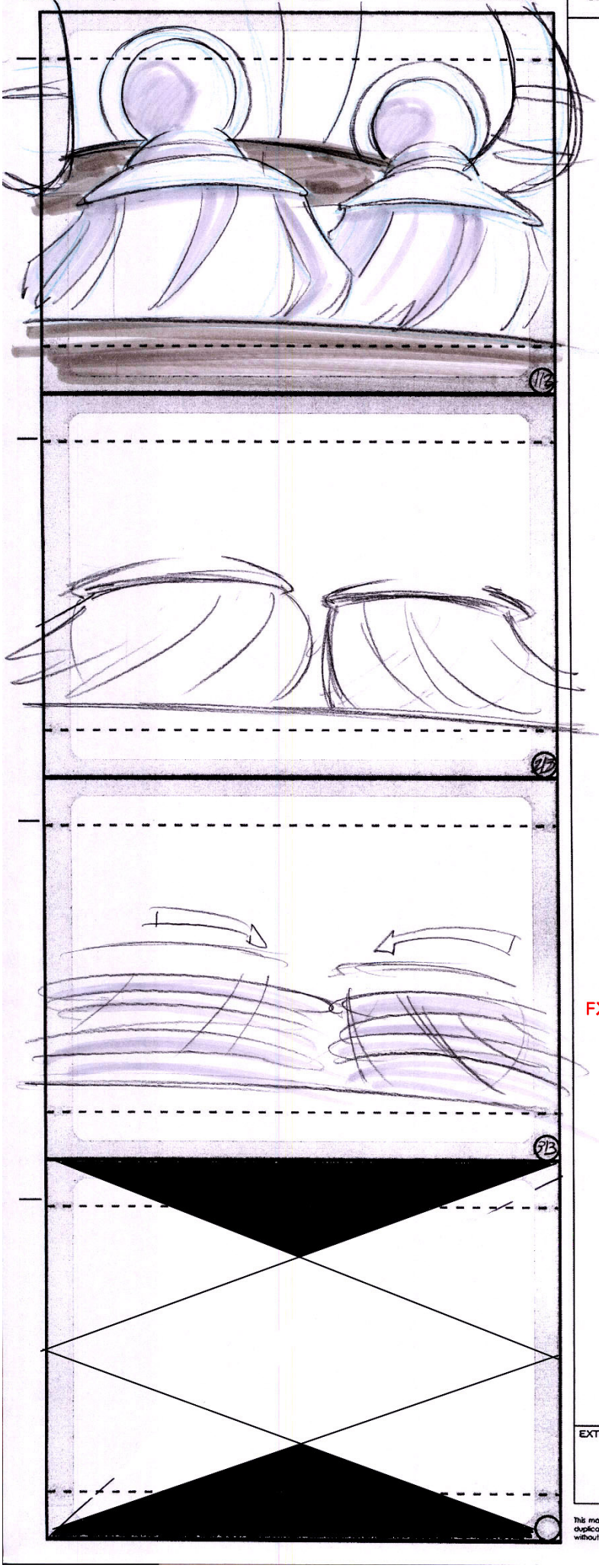

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

FX ROTATION BRUSH

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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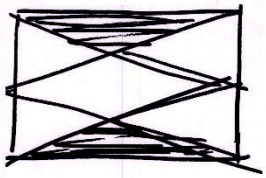
EPISODE 16 SEQUENCE 04 SCENE 045 SECONDS ___ FRAMES ___



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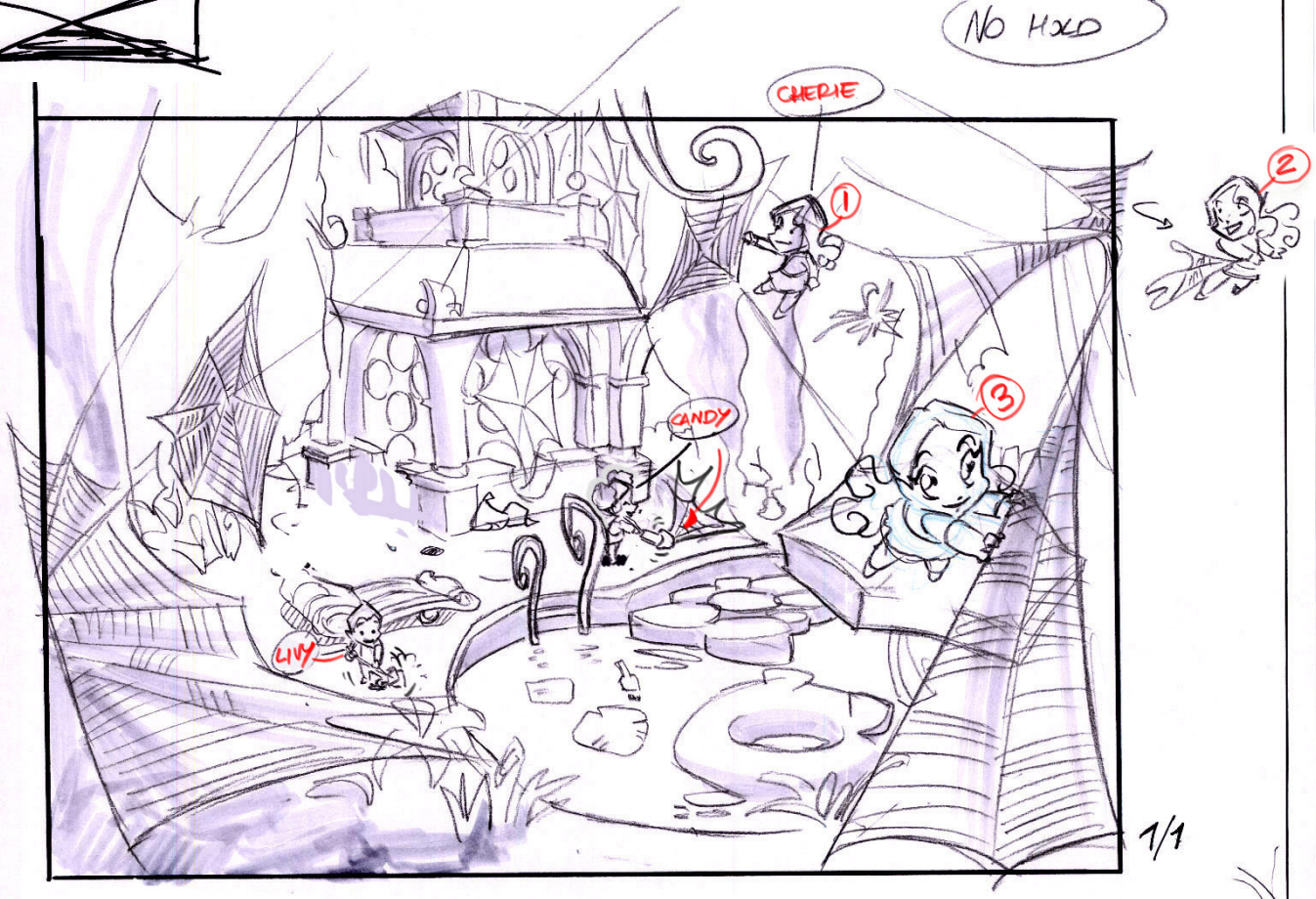

SPIDERWEB

DIALOGUE	ACTION	TIME OF DAY:
	the Pixies starts cleaning the garden.	LOCATIONS:
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES: CONTINUED ON NEXT PAGE	RE-USES: △ ○ □	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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\\Nas04\pop pixie serie1 (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

EPISODE 16 SEQUENCE 04 SCENE 045 SECONDS ___ FRAMES ___

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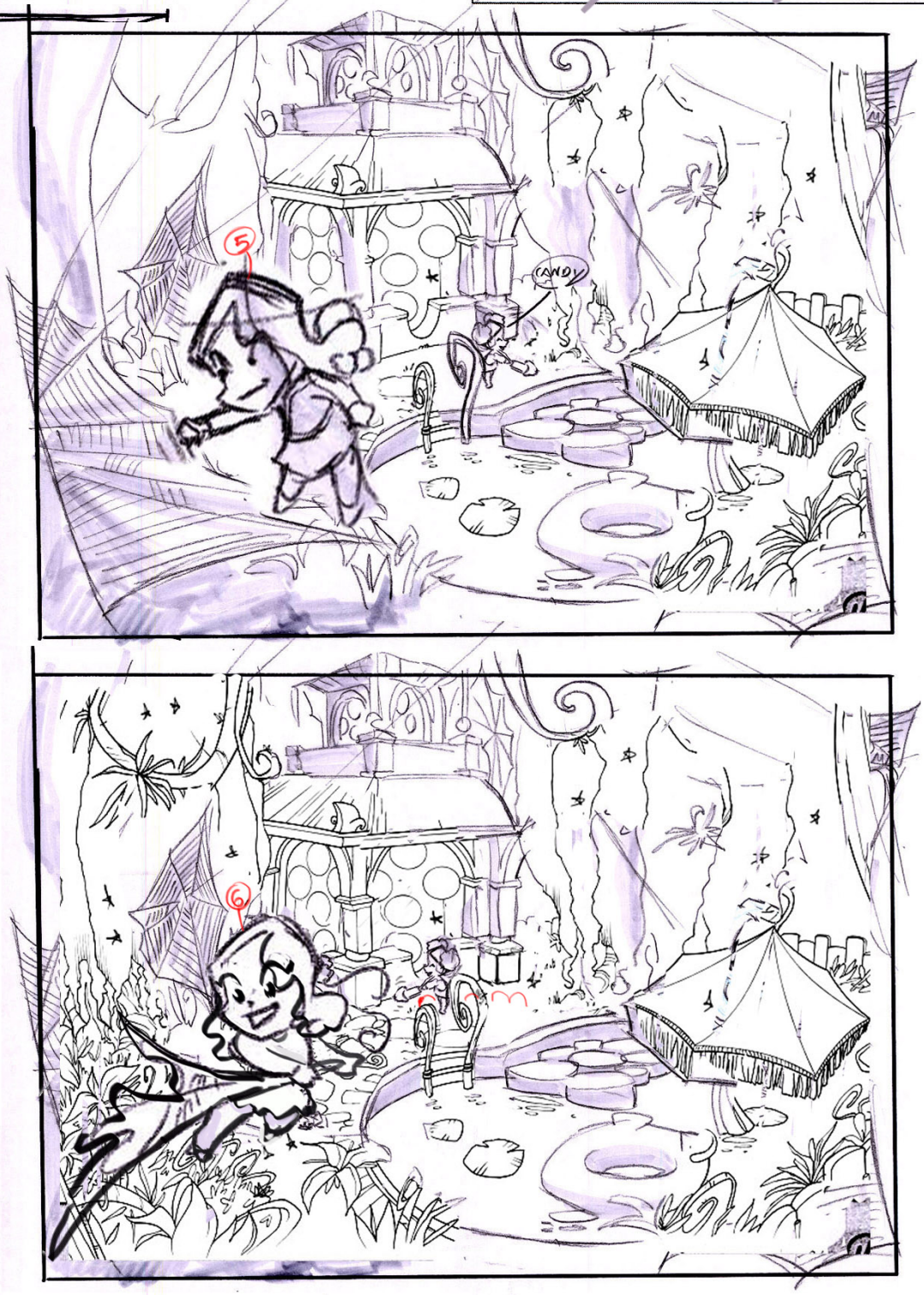

DIALOGUE	ACTION	TIME OF DAY:
	the Pixies starts cleaning the garden.	LOCATIONS:
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES: CONTINUED ON NEXT PAGE	RE-USES: △ ○ □	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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\\Nas04\pop pixie serie1 (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

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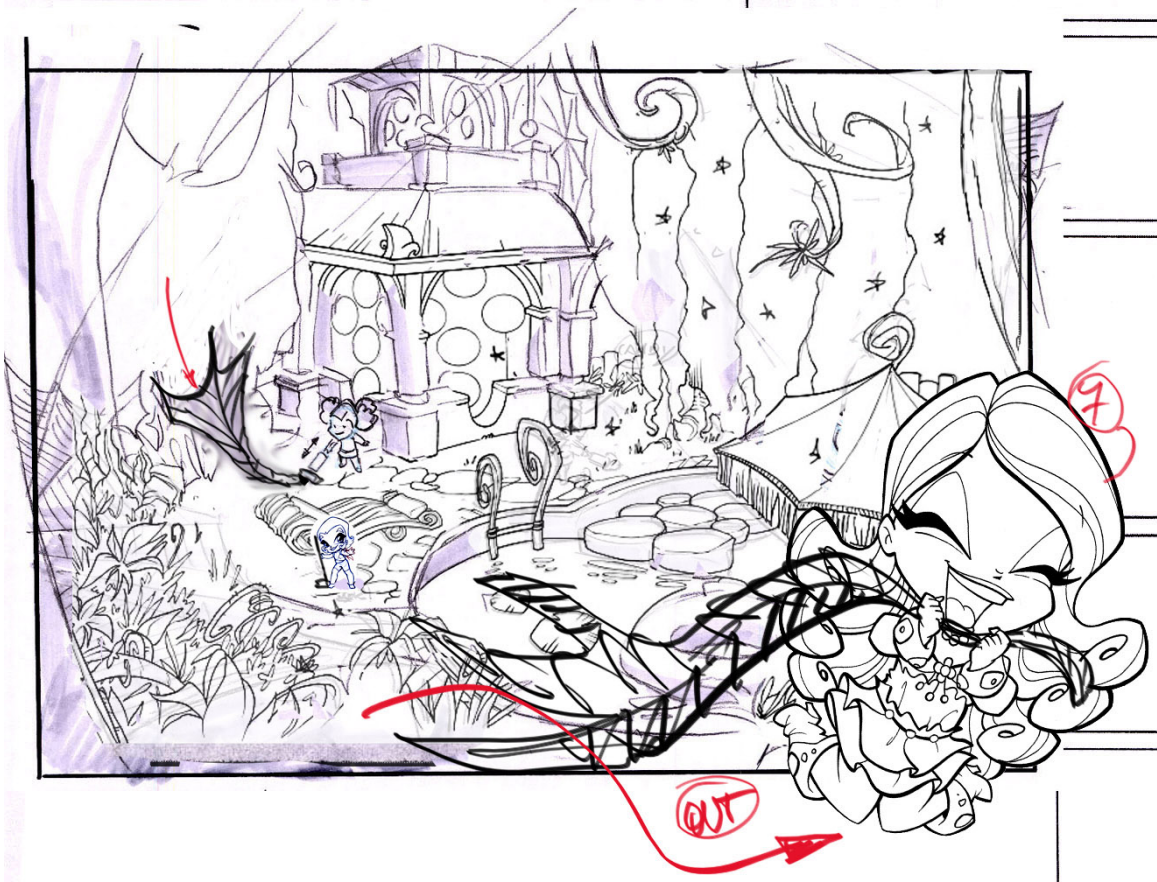


DIALOGUE

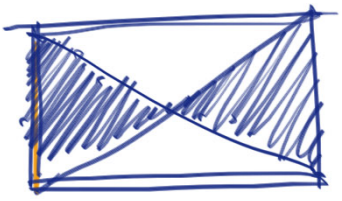
ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION



X DIS

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 05 SCENE 046

SECONDS 2'16 FRAMES 65

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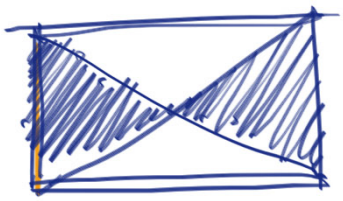

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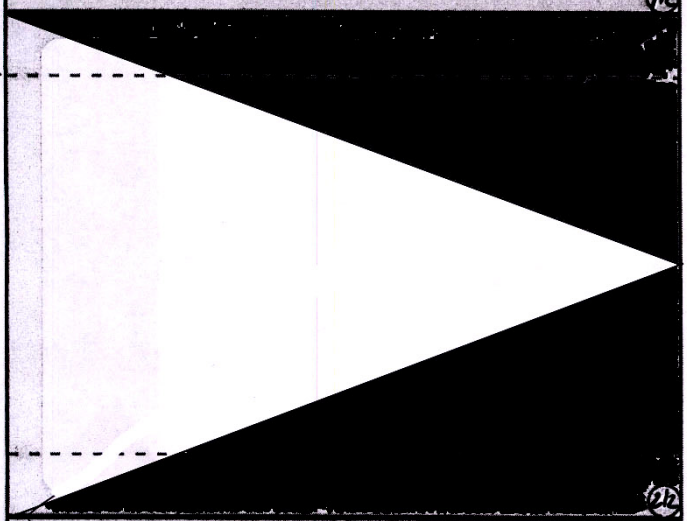

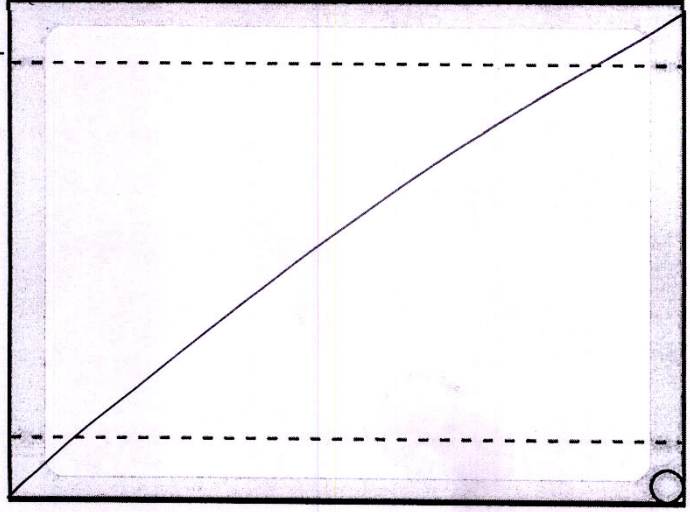

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY: DAY

LOCATIONS: REX'S HOUSE, GARDEN - EXT. DAY. CLEAN

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SPARCLE CLEAN

CGI TYPE/NOTES:

FX DIGITAL DONE BY RAINBOW

EXTRA NOTES:

SCENE DONE BY RAINBOW

RE-USES:

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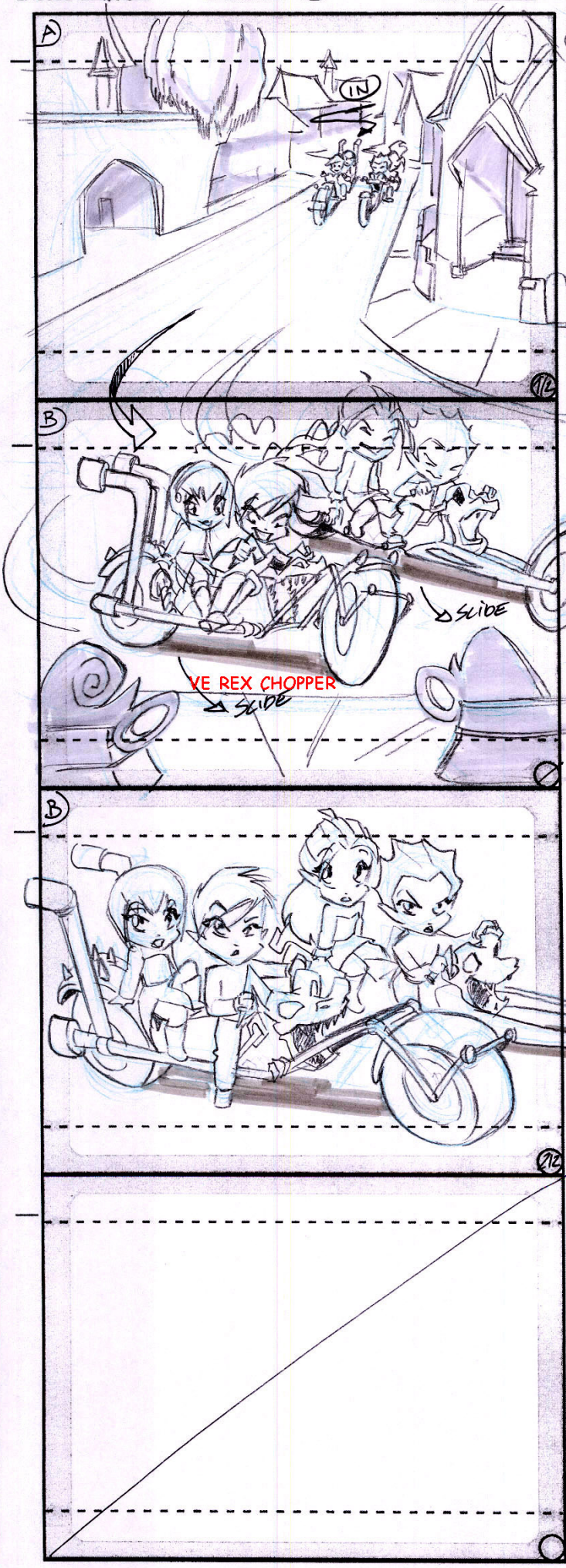

NO HOLD

FOLLOW PAN

VE FLOXY CHOPPER

STOP

DIALOGUE

ACTION

The Pixies are no longer in the scene.
We see Rex and Maxine arriving on
Venom and Floxi and Narcissa on Discord.

DIALOGUE

ACTION

P.O.V. OF REX'S HOUSE

DIALOGUE

ACTION

The Elves, surprised,

TIME OF DAY: DAY

LOCATIONS: REX'S HOUSE, GARDEN - EXT.

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 05 SCENE 048

SECONDS 1" FRAMES _____

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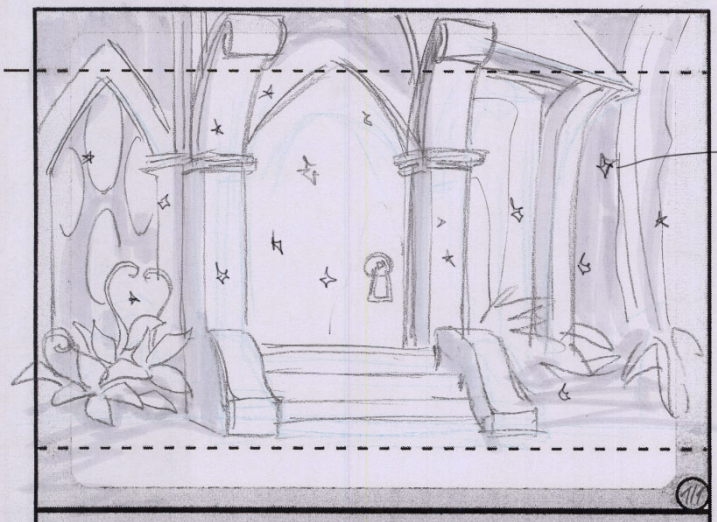

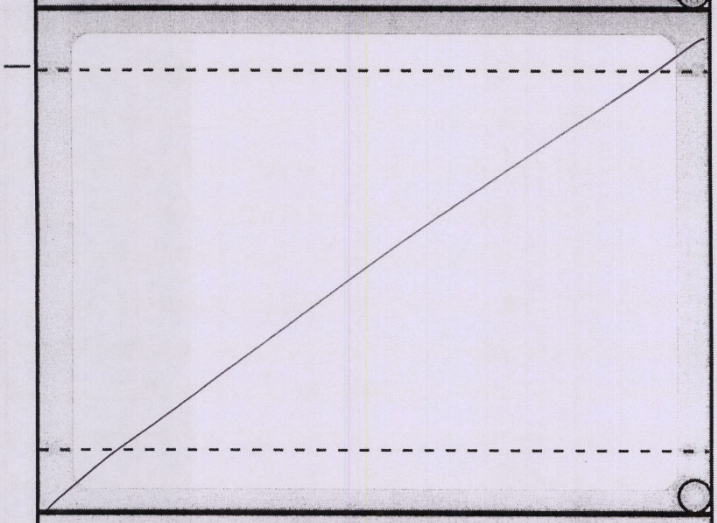

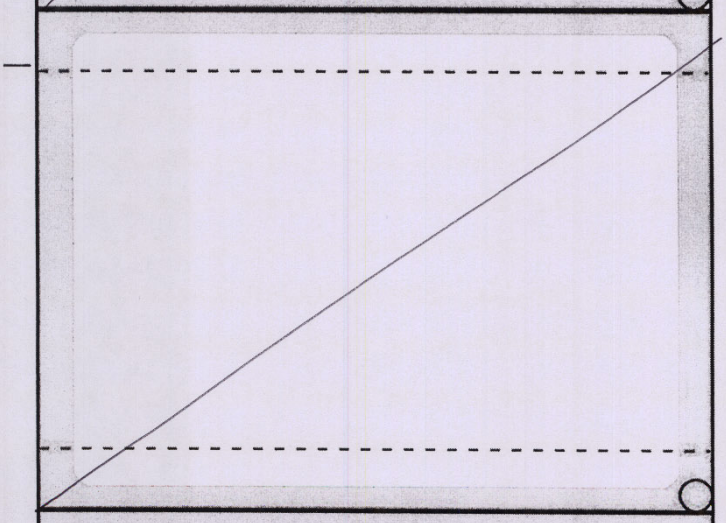

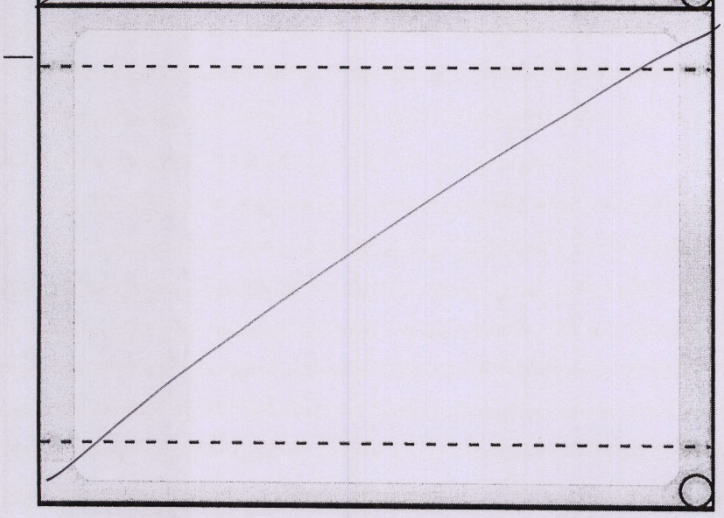

DIALOGUE

ACTION

THE REX'S HOUSE IS VERY CLEAN.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:
sparcle clean

CGI TYPE/NOTES:

FX DIGITAL
DONE BY RAINBOW

EXTRA NOTES:
SCENE DONE
BY RAINBOW

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EPISODE 16 SEQUENCE 05 SCENE 049

SECONDS 3" FRAMES 75

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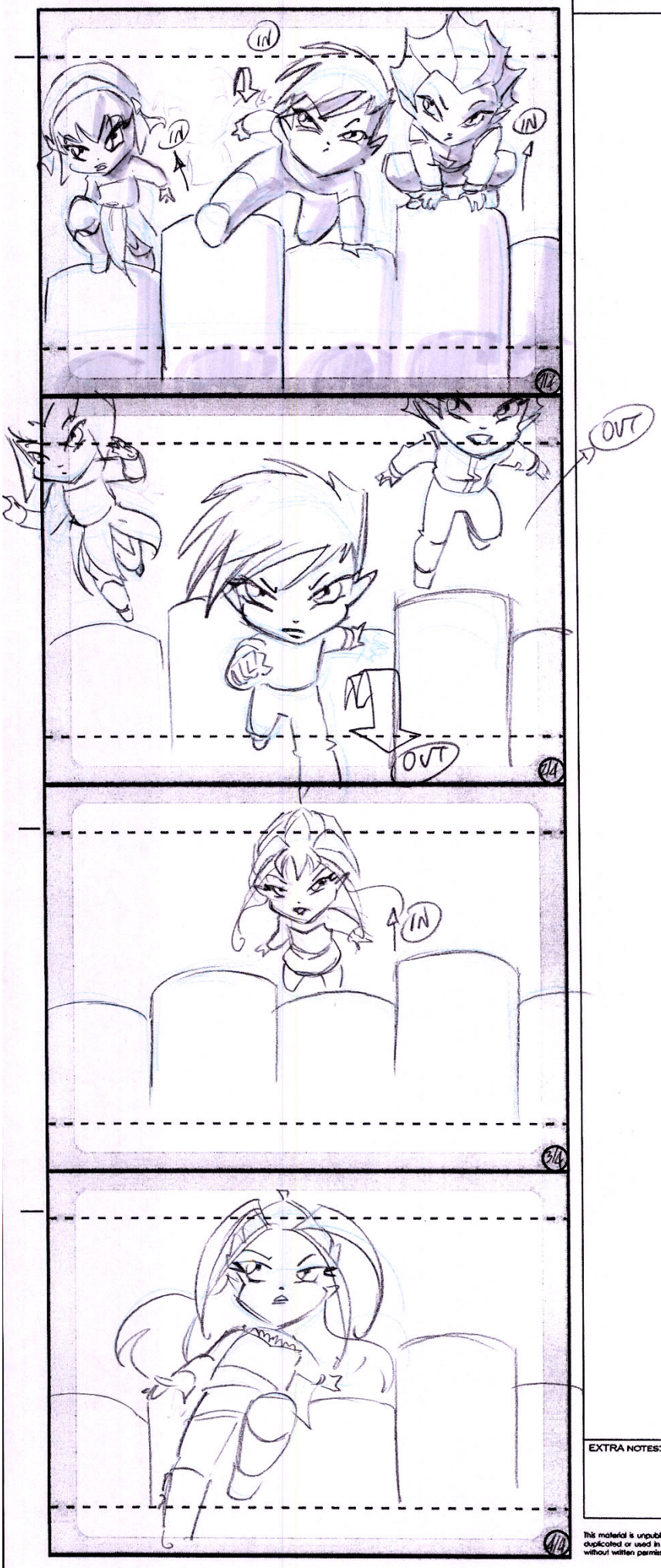

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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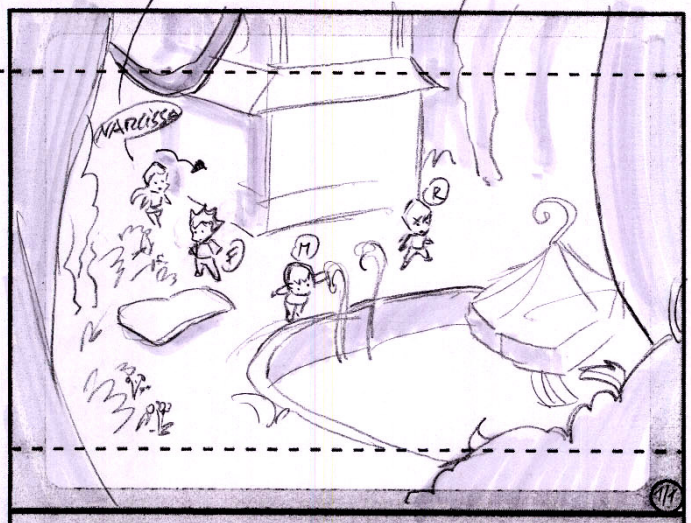
EPISODE 16 (HIV) SEQUENCE 05 SCENE 050



SECONDS 1"8 FRAMES 45

RAINBOW Pupuoka

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DIALOGUE

ACTION

The Elves, surprised, look at their garden all clean and neat: instead of the rubbish there's a lawn full of flowers.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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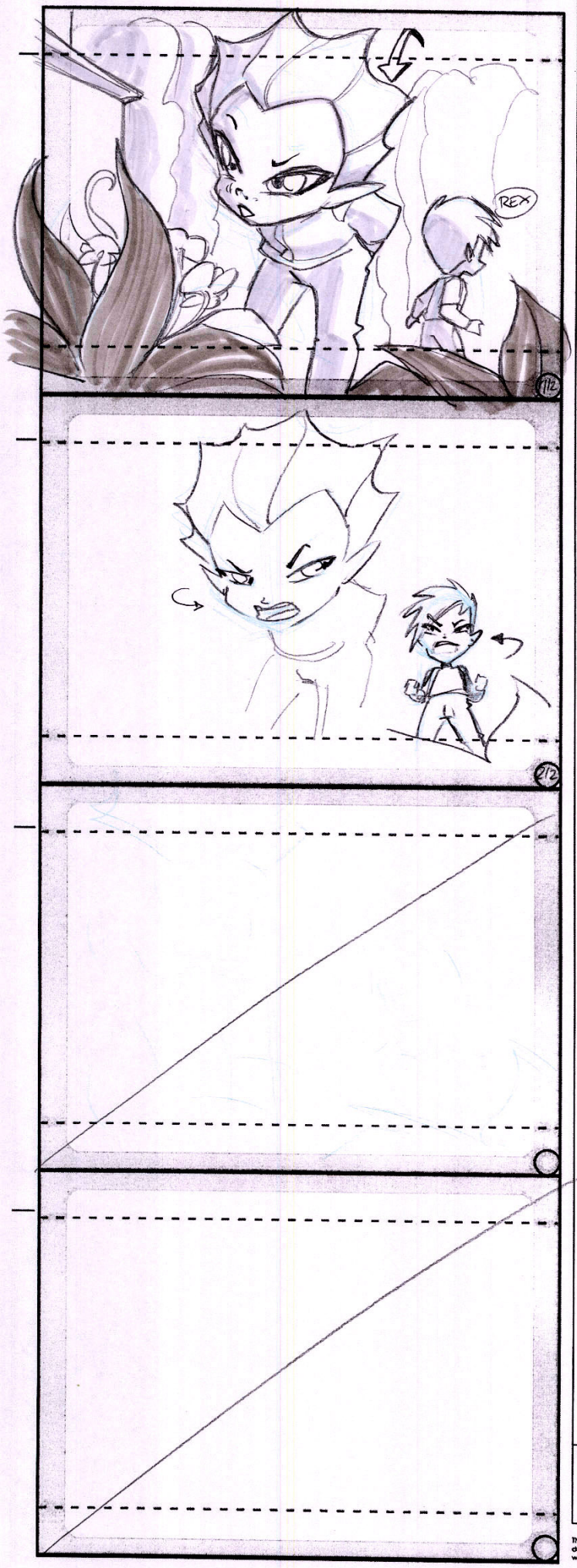

SECONDS 3" FRAMES

RAINBOW Powerpuff Girls © RBW ALL RIGHTS RESERVED

H10

DIALOGUE

24. FLOXI
But this is (he smells)… scent!

ACTION

DIALOGUE

How disgusting!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 H/U SEQUENCE 05 SCENE 052

SECONDS 3" FRAMES _____

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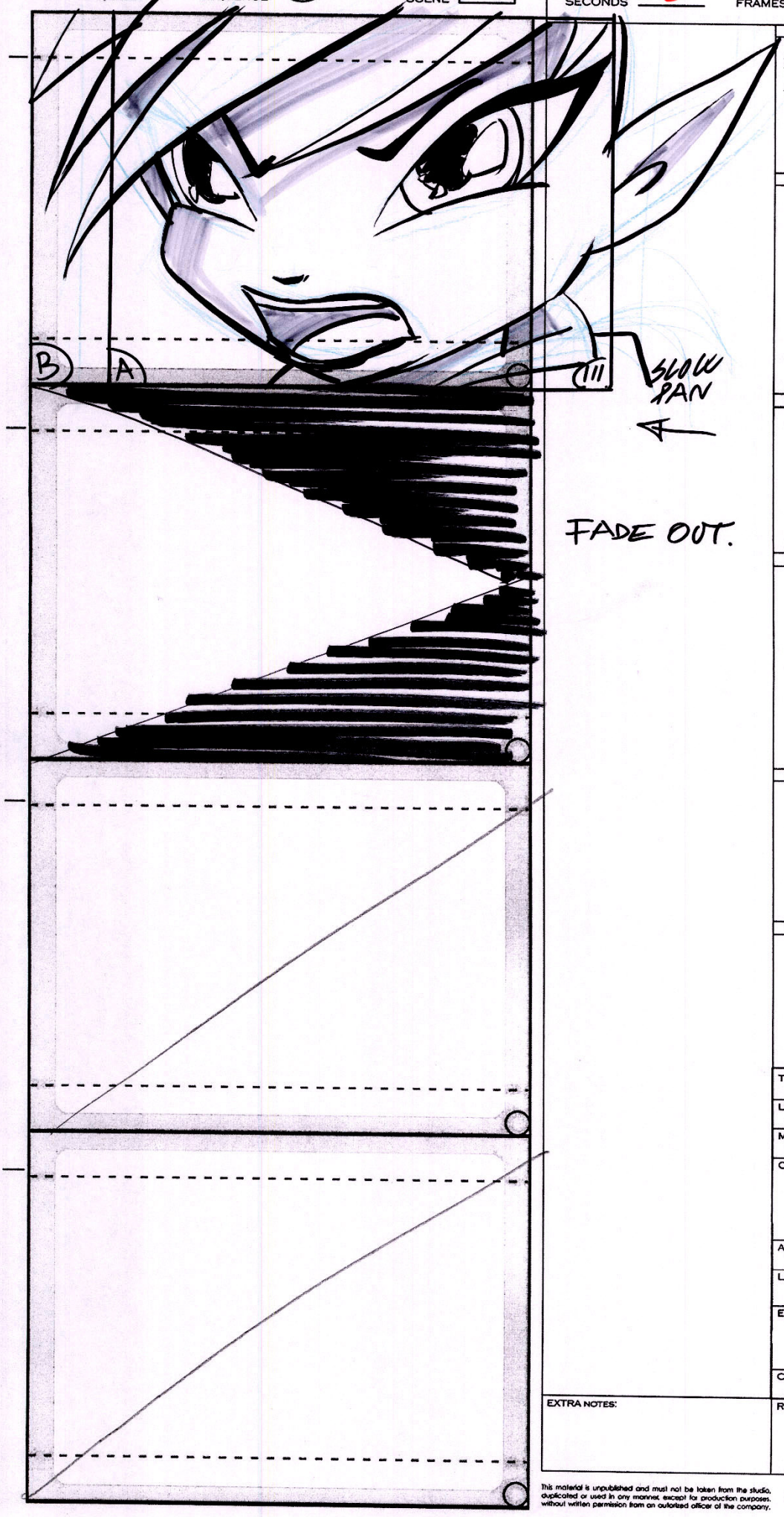

DIALOGUE

25. REX (furious)
All this cleanliness cries out for revenge!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 06 SCENE CONT 053

SECONDS / FRAMES /

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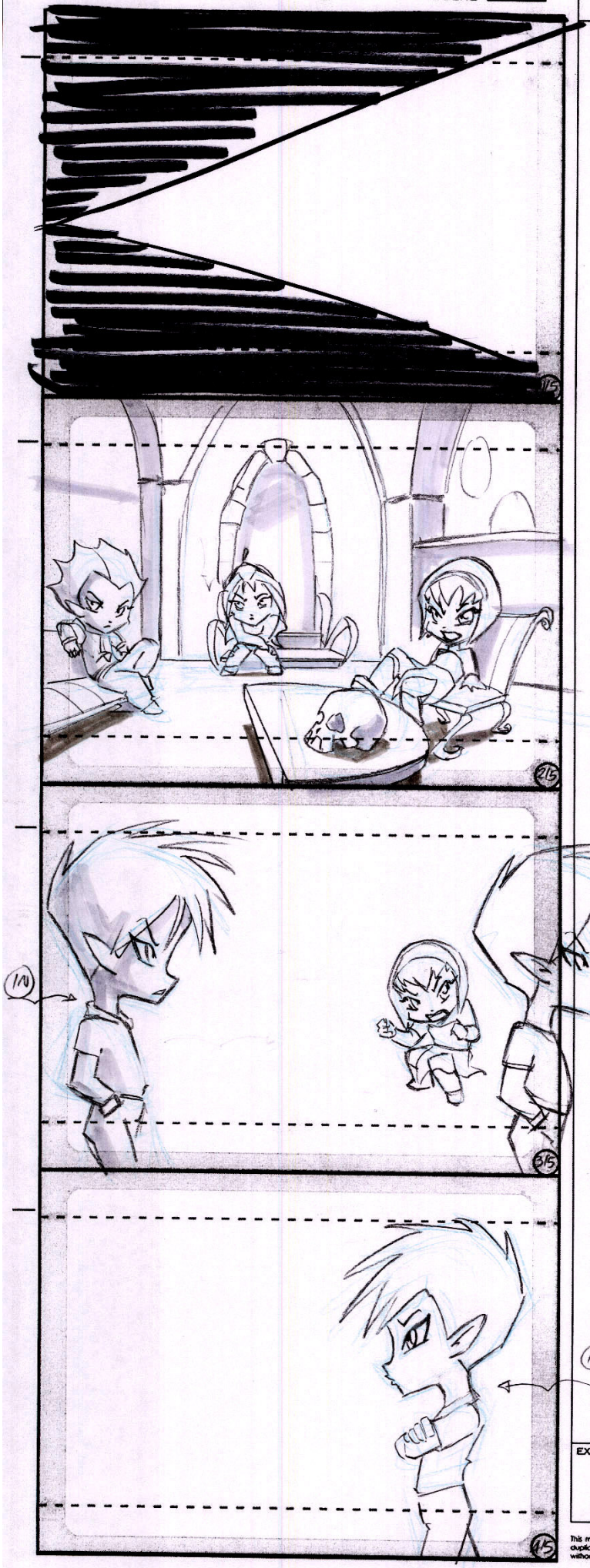

FADE IN.

DIALOGUE

ACTION

DIALOGUE

ACTION

Maxine, furious, presses Rex, who's thoughtfully walking in circle, looking for an idea.

DIALOGUE

26. MAXINE
Do something, Rex!

ACTION

TIME OF DAY: DAY

LOCATIONS: INT. REX'S HOUSE - LIVING ROOM

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

CONTINUED
ON NEXT PAGE

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EPISODE 16 SEQUENCE 06 SCENE END 053

SECONDS 5 FRAMES 11

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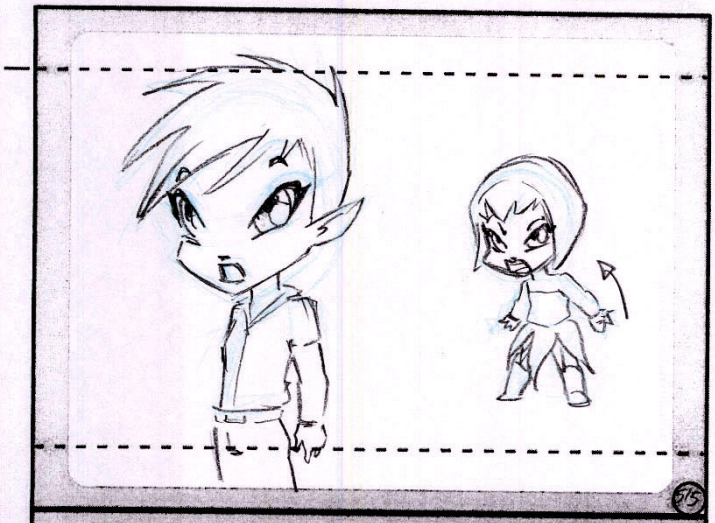

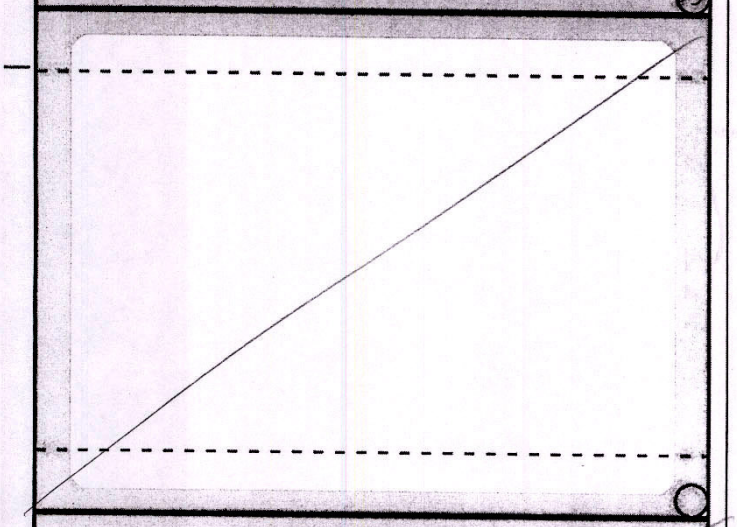

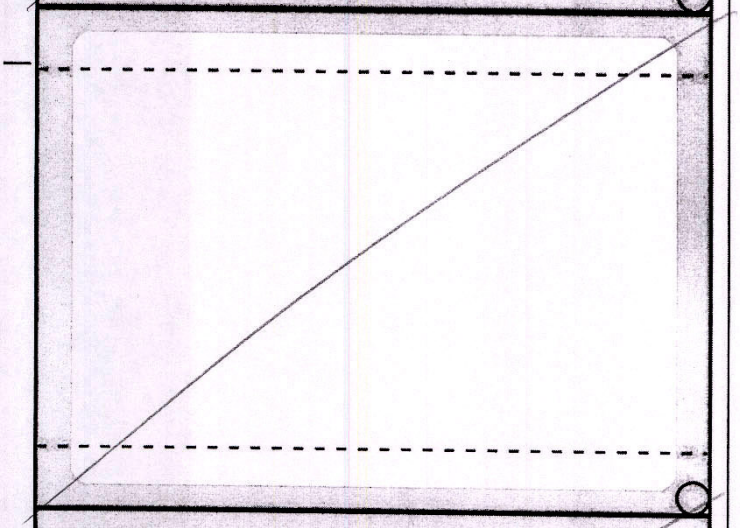

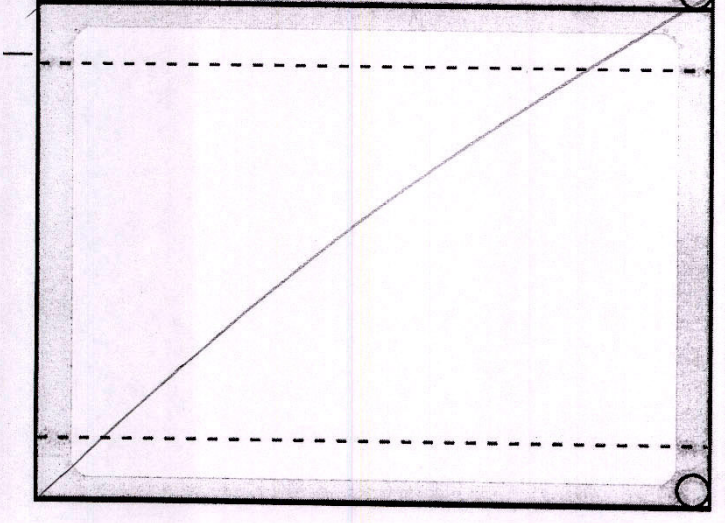

DIALOGUE

26. MAXINE

They can't treat us like this!

ACTION

Rex freezes, enlightened,

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 OL SPIDER SEQUENCE 06 SCENE 054

SECONDS 2 1/2 FRAMES 55

RAINBOW Puppyhu

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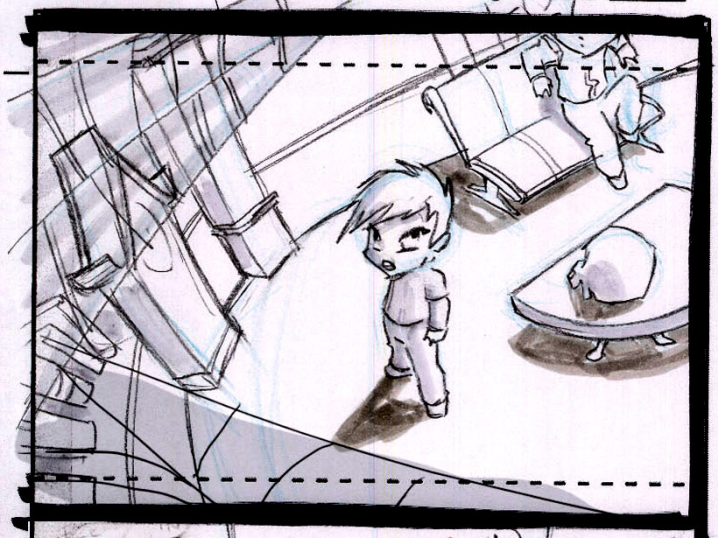
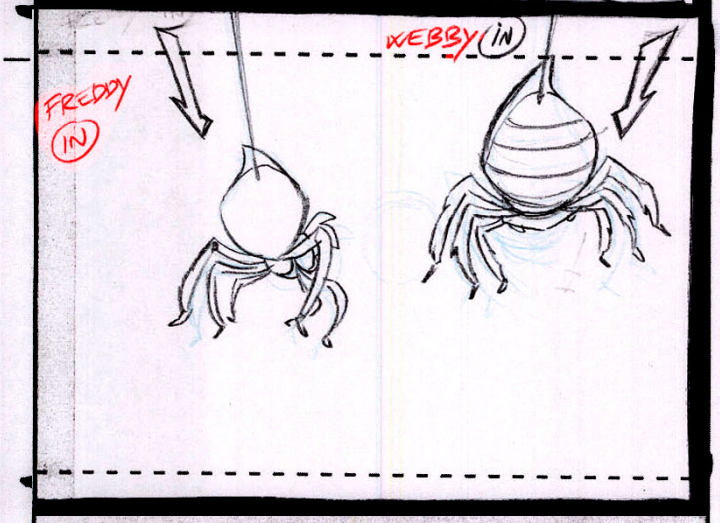


H/U

DIALOGUE

ACTION

Rex freezes, enlightened, and looks at two spiders that are hanging from a spider web in a corner of the room.



FX SPIDERWEB YARN

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 06 SCENE 055

SECONDS 31 FRAMES _____

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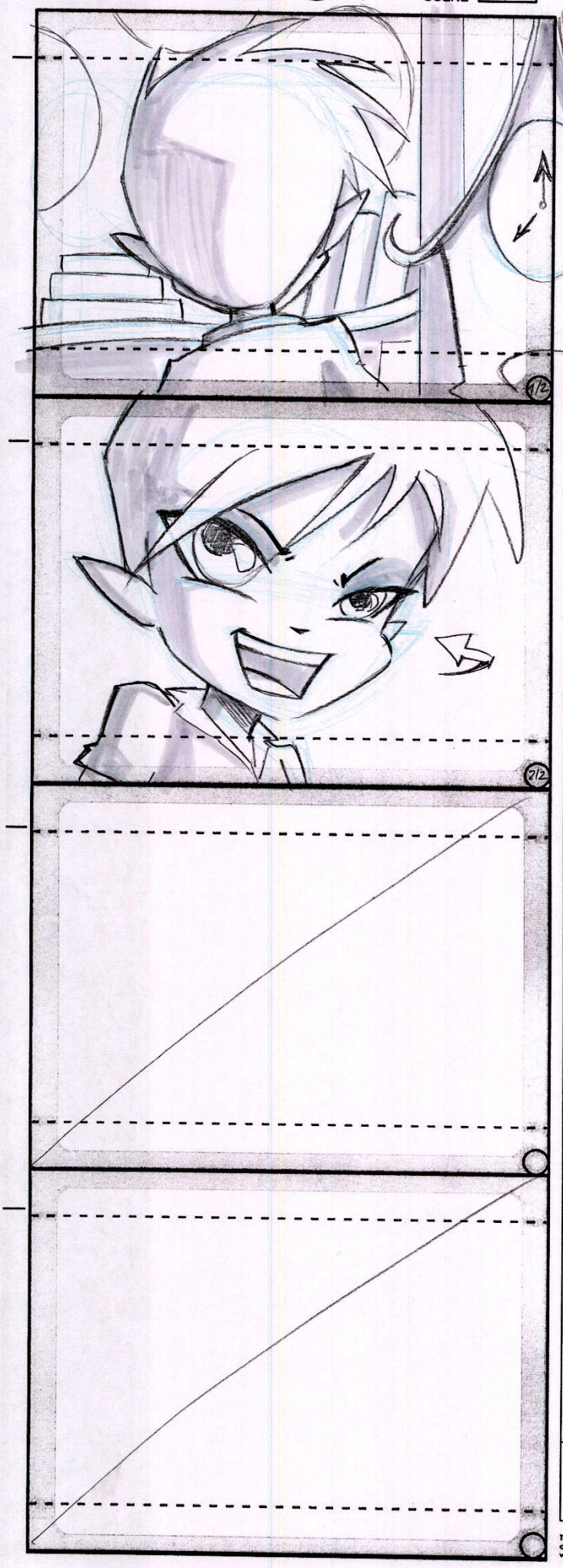

H/U

NO HOLD

DIALOGUE

27. REX (enlightened by the idea) Maxine…

ACTION

DIALOGUE

did I ever tell you that you are really evil?

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 06 SCENE 056

SECONDS 2" FRAMES _____

RAINBOW Pixie

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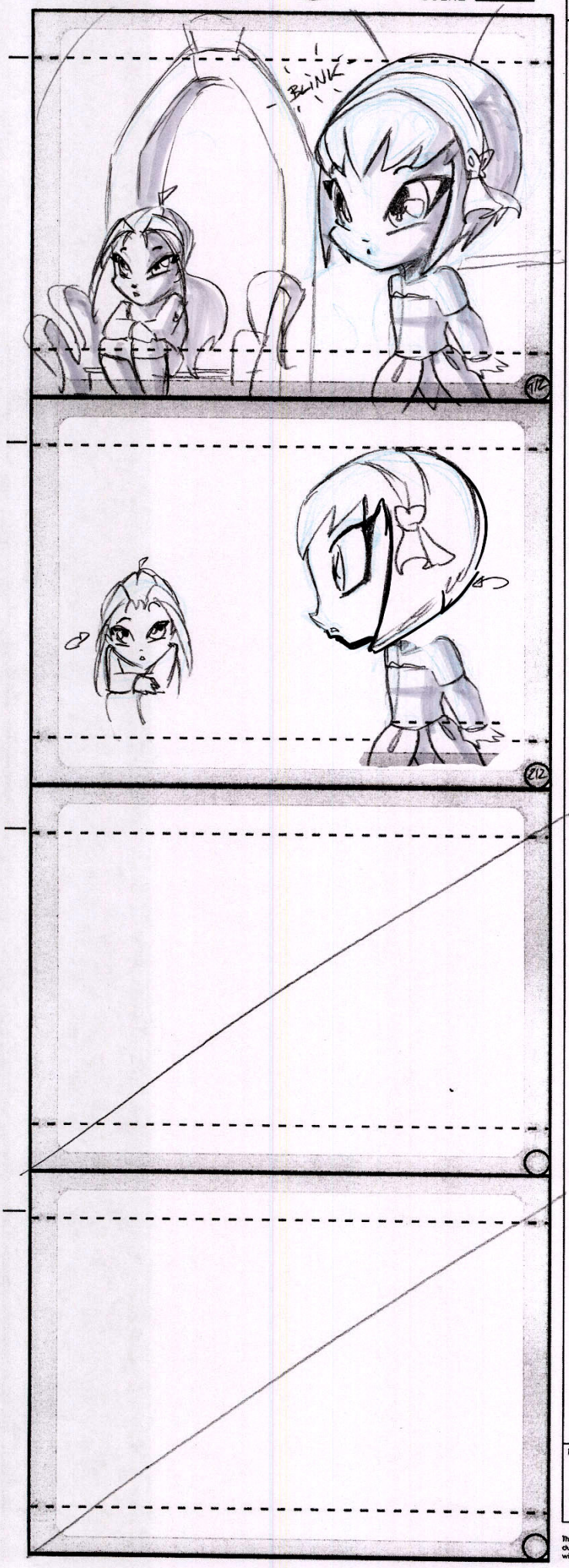

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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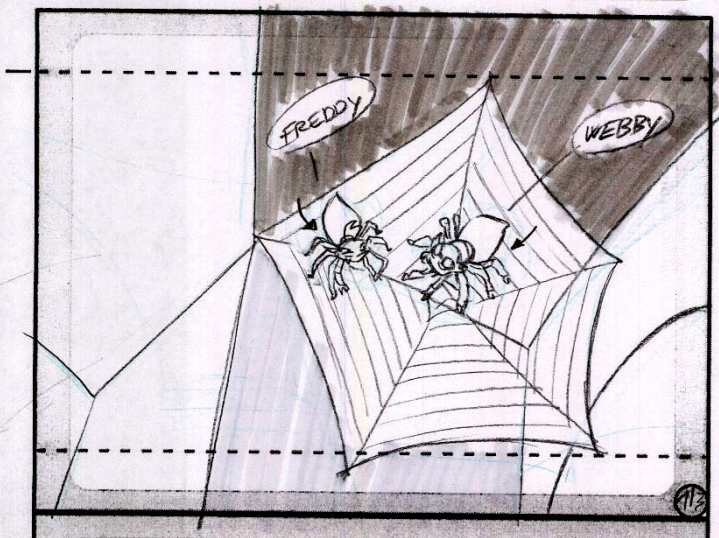
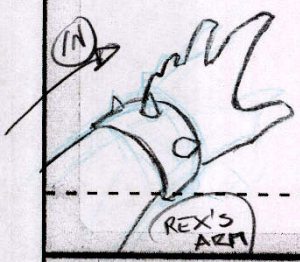
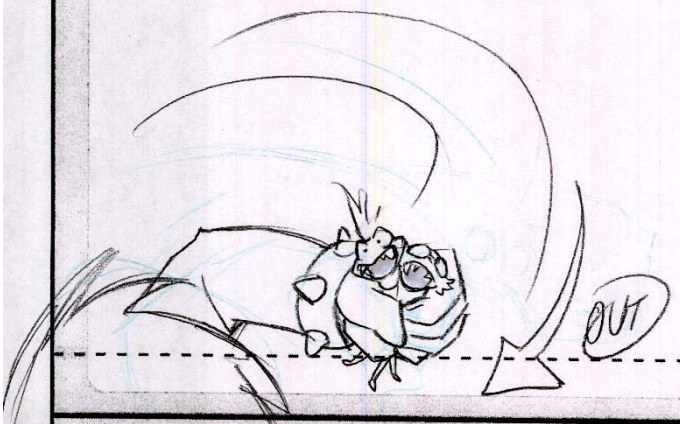
EPISODE 16 SEQUENCE 06 SCENE 057



PR SPIDERWEB 2





SECONDS 2" FRAMES 50

RAINBOW Pupstar

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DIALOGUE

ACTION

DIALOGUE

ACTION

Rex grabs with a jump the two little spiders.

DIALOGUE

28. WEBBY/FREDDY
(with a screeching voice)
Help! Help!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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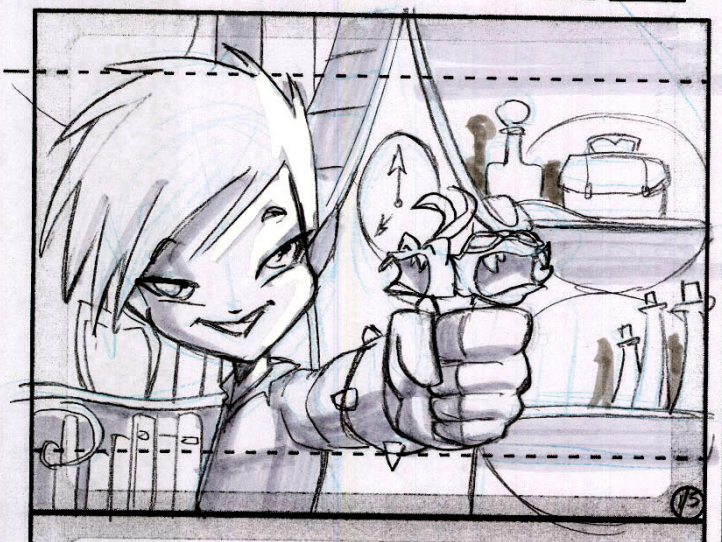
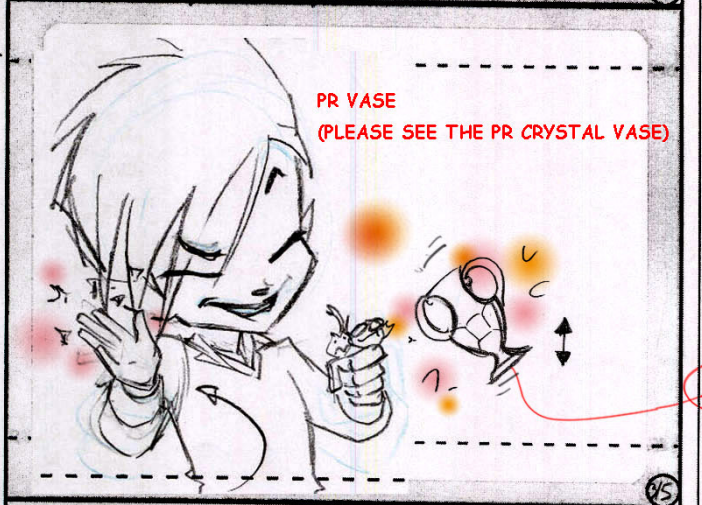
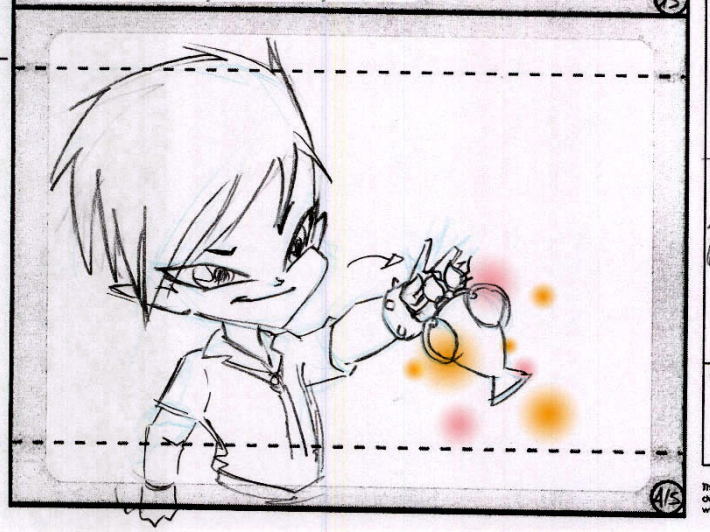
EPISODE 16 SEQUENCE 06 SCENE 058

SECONDS 7 FRAMES 11







DIALOGUE

28. WEBBY/FREDDY
(with a screeching voice)
Help! Help!

ACTION

DIALOGUE

29. REX
(Laugh) Heeeello, little ones!
I have big plans for you, you know?

ACTION

DIALOGUE

ACTION

Rex makes magically appear a jar and places the two spiders inside;
then he makes a magic gesture

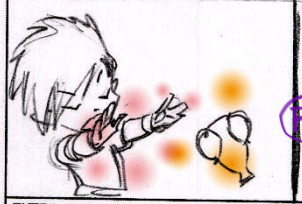
TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

4/5



ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:
FX GENERIC SPARKLE ELVES

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 06 TREMBLE SCENE 059

SECONDS 3" FRAMES 75

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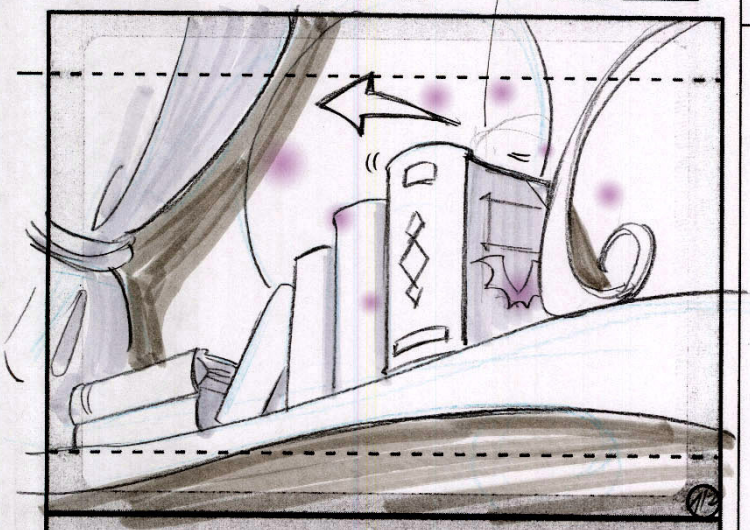

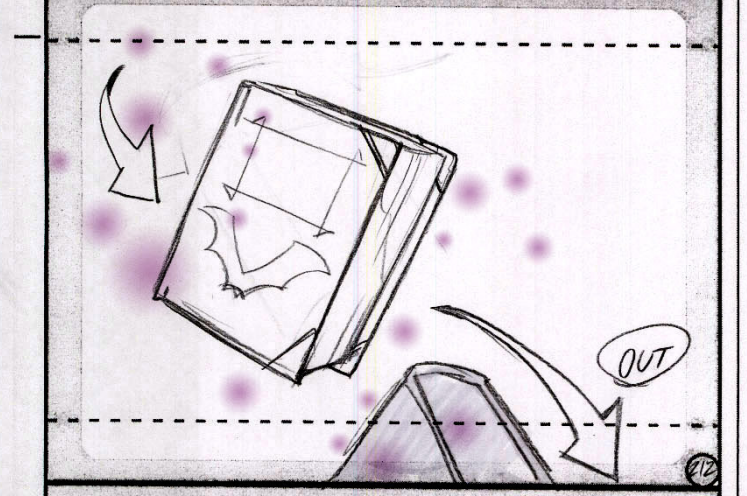

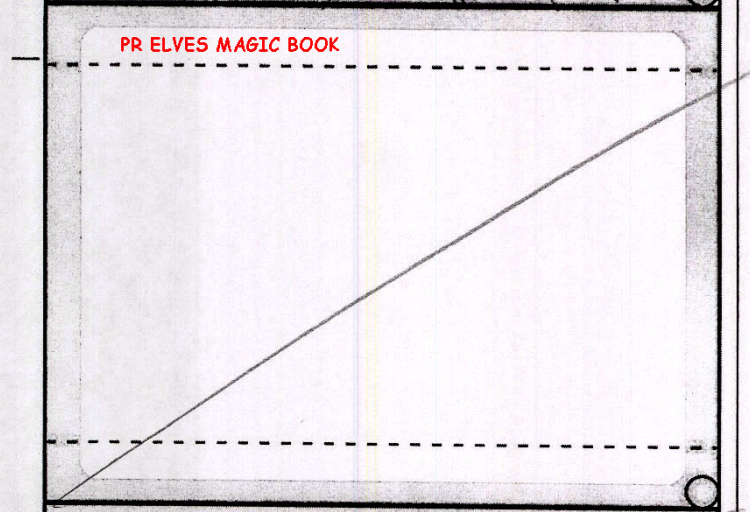

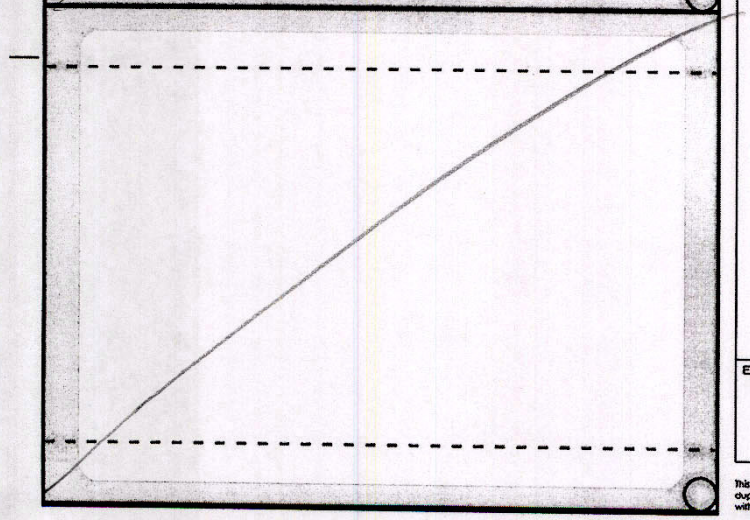

DIALOGUE

30. REX o/s
Book of spells! Come to me!

ACTION

and a dusty book comes off a shelf, flying towards him.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE ELVES

CGI TYPE/NOTES:

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EPISODE 16 SEQUENCE 06 SCENE 060

SECONDS 4"6 FRAMES 115

RAINBOW Pupuce

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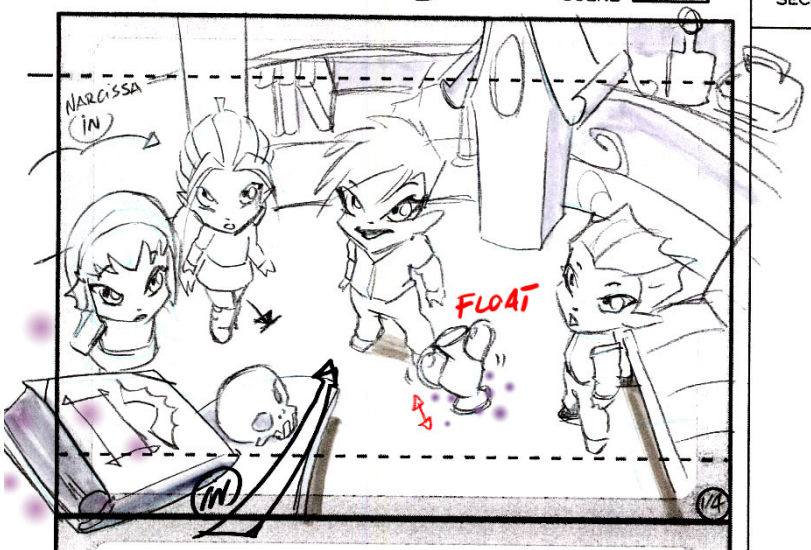

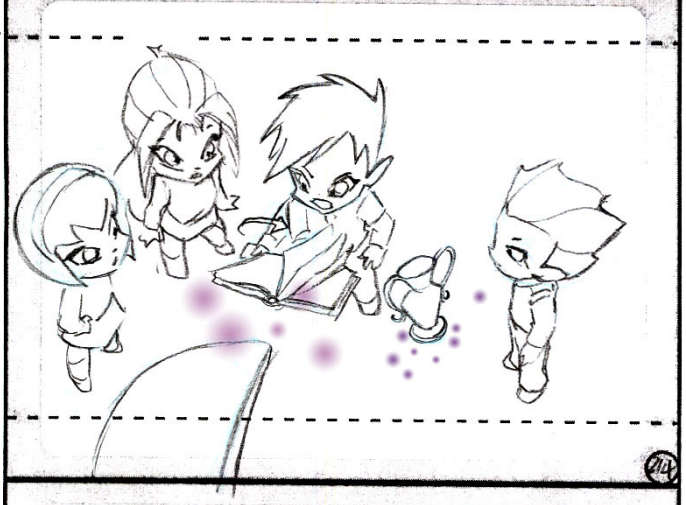

DIALOGUE

ACTION

DIALOGUE

31. REX
Let's see…

ACTION

The book opens, staying in mid-air.
Rex starts leafing through the book.

DIALOGUE

here it is!

ACTION

He finds the page he's looking for and tears it off.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE ELVES

CGI TYPE/NOTES:

EXTRA NOTES:

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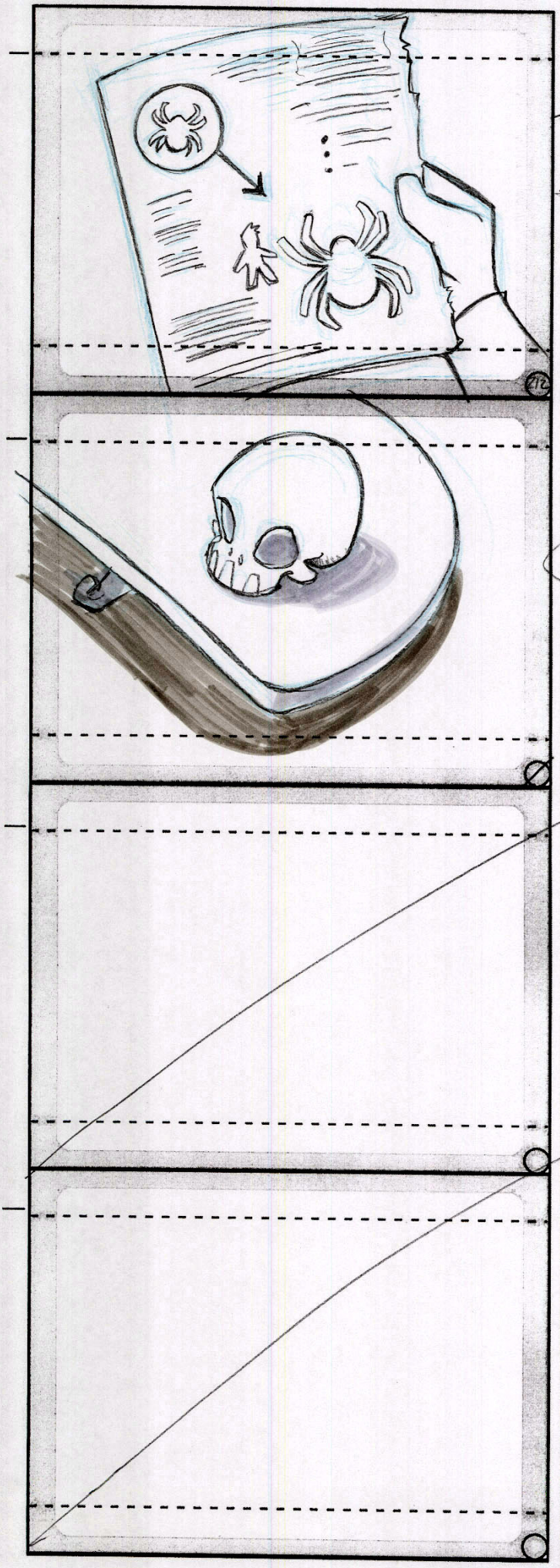
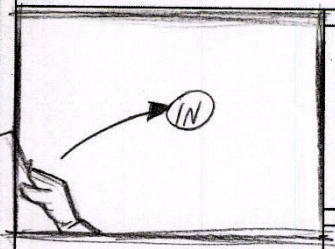
EPISODE 16 SEQUENCE 06 SCENE 061

SECONDS 31 FRAMES _____





1/2

PR ELVES MAGIC
BOOK BROKEN PAGE

ONLY FOR REF.
BG

DIALOGUE

31. REX
(Announces)
The Gigantus method! Special enlarging potion!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 06 SCENE 062

SECONDS 1"6 FRAMES 40

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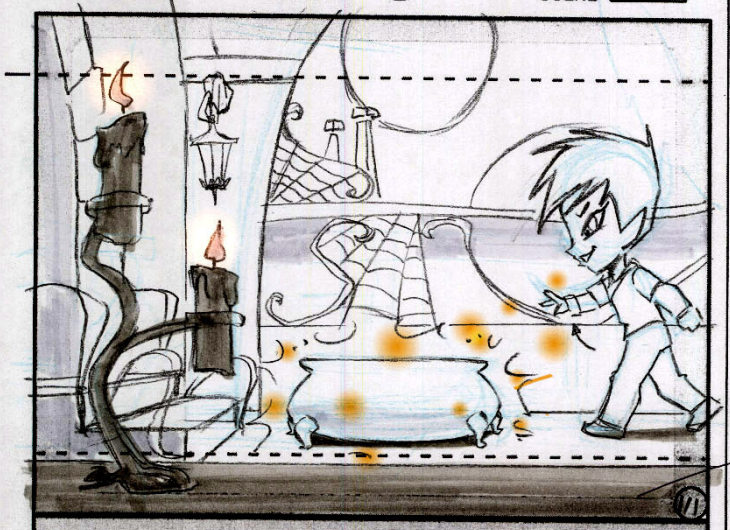

REX IN

OL

PR ELVES POT (PLEASE SEE THE MODEL PR BIG POT)

DIALOGUE

ACTION

We see Rex pouring the elements into a cauldron, which he made appeared out of thin air, to prepare a potion.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE ELVES

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 06 REX'S REFLEX SCENE 063

SECONDS 4" FRAMES _____

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DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

The liquid change the colour

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: REX'S REFLEX

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 06 SCENE 064

SECONDS 2" FRAMES _____

RAINBOW Ponyville

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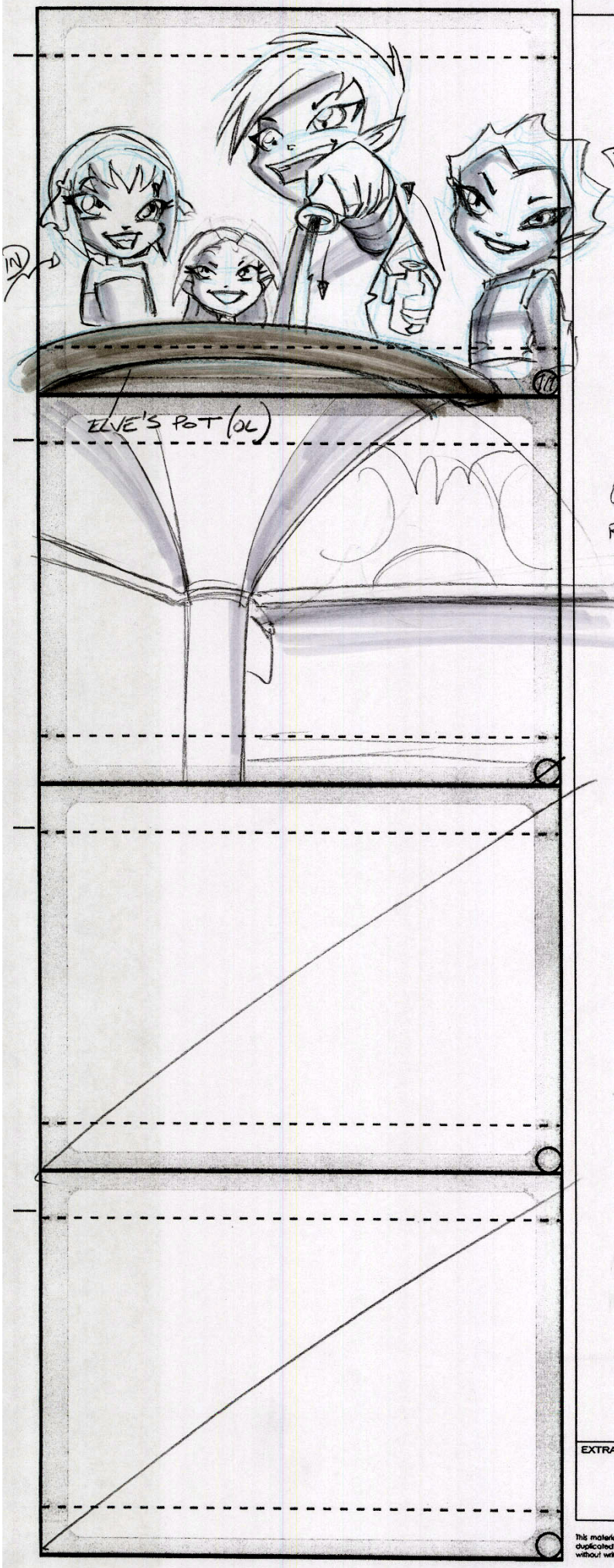

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 06 SCENE 065

SECONDS 2,6" FRAMES _____

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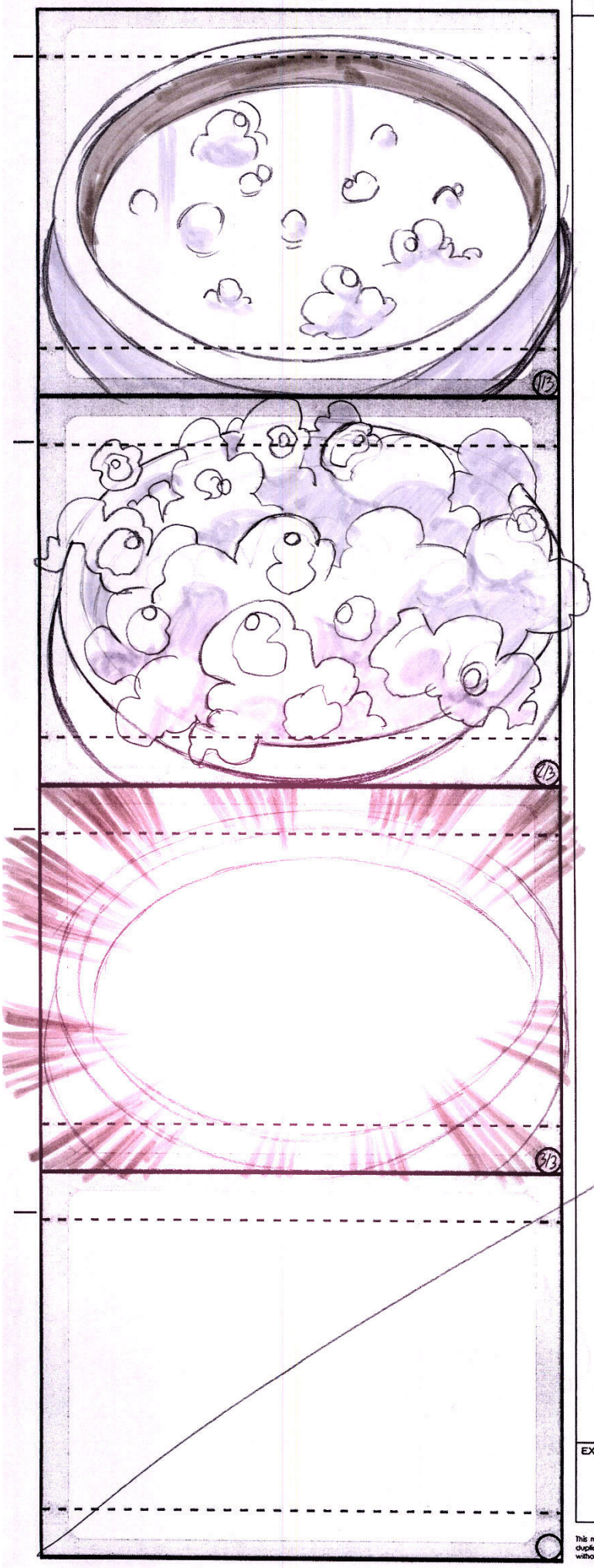

FX BOIL

DIALOGUE

ACTION

Inside the cauldron, the potion starts to boil.

DIALOGUE

ACTION

DIALOGUE

ACTION

(The potion glows of a disturbing light)

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:
PLEASE,
SEND TO RAINBOW
THE TGA FILES.
-SEPARATED LEVELS-

RE-USES:
BG 16 06 063

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EPISODE 16 SEQUENCE 06 SCENE 066

SECONDS 4 11 FRAMES

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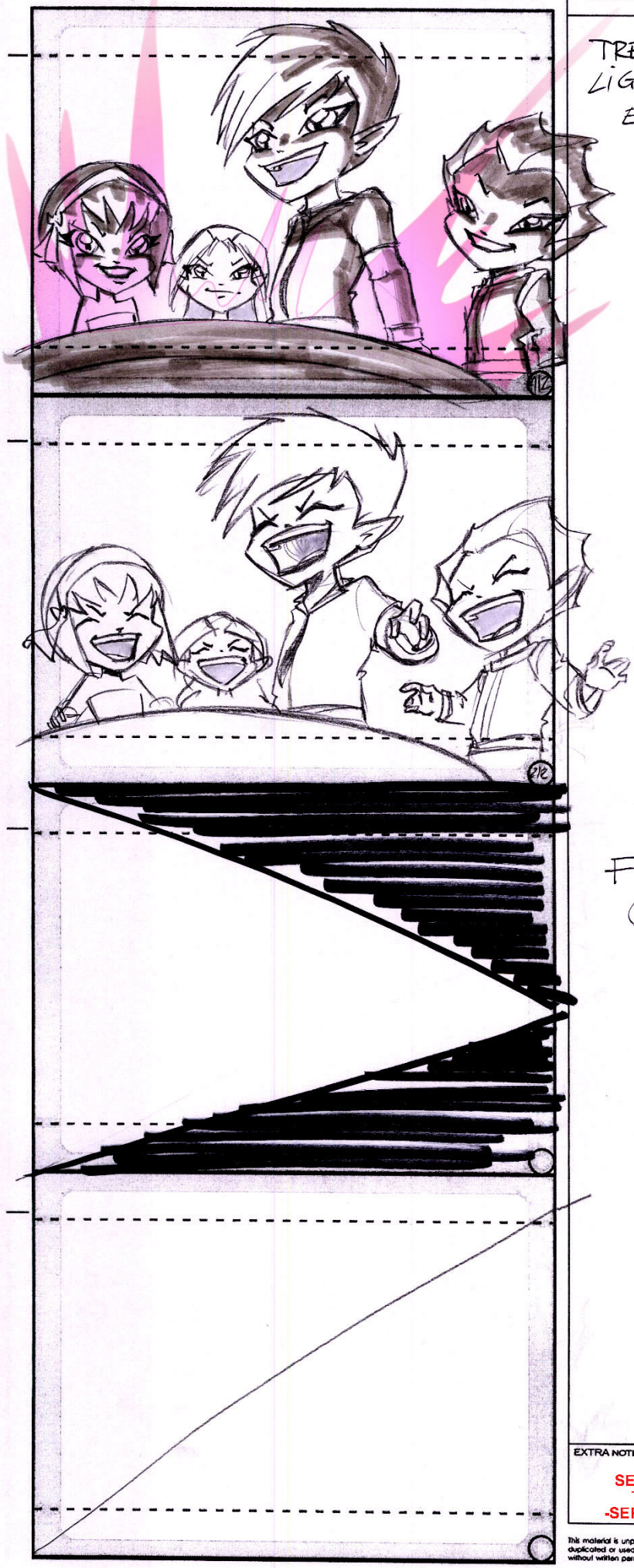

TREMBLING LIGHT ON ELVES

FADE OUT

DIALOGUE

32. REX
(The potion glows of a disturbing light)
I think it's ready!

ACTION

DIALOGUE

(evil laughter)

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:
FX DIGITAL
DONE BY RAINBOW

CGI TYPE/NOTES:

EXTRA NOTES:
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THE TGA FILES.
-SEPARATED LEVELS-

RE-USES:
BG 16 06 064

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EPISODE 16 SEQUENCE 07 SCENE 067

SECONDS 1"8 FRAMES 45

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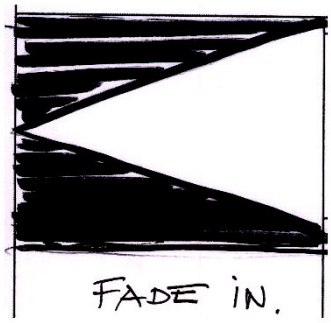

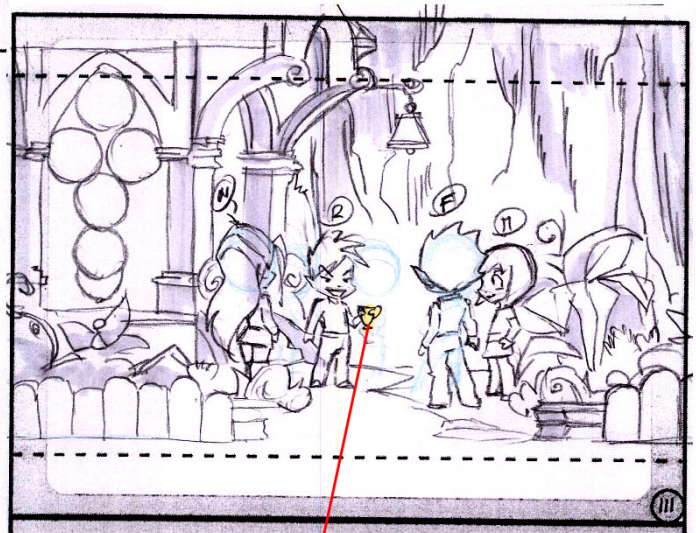

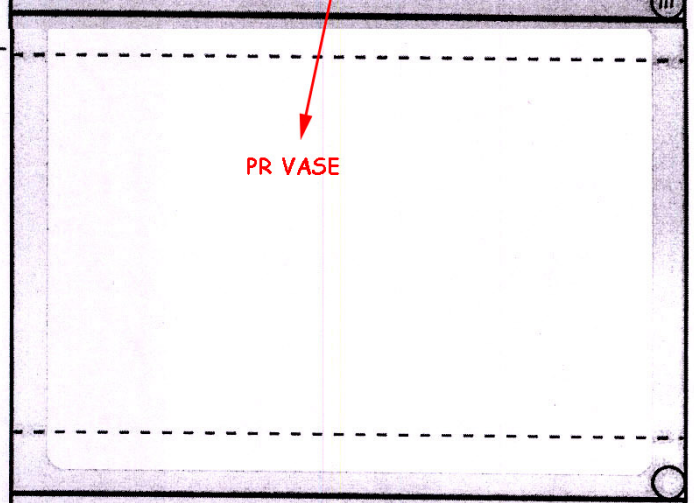

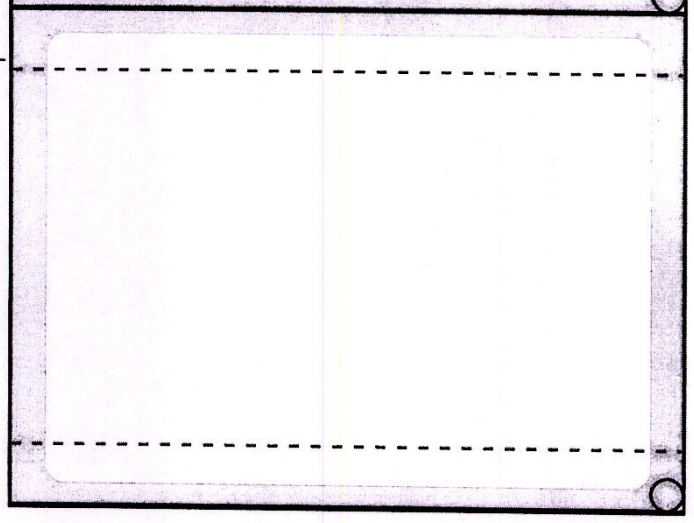

DIALOGUE

ACTION

DIALOGUE

ACTION

Rex, Maxine, Floxi and Narcissa are out of the house. Rex is holding the jar

DIALOGUE

ACTION

TIME OF DAY: DAY

LOCATIONS: EXT - REX'S HOUSE

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 07 SCENE 068

SECONDS 3"8 FRAMES 95

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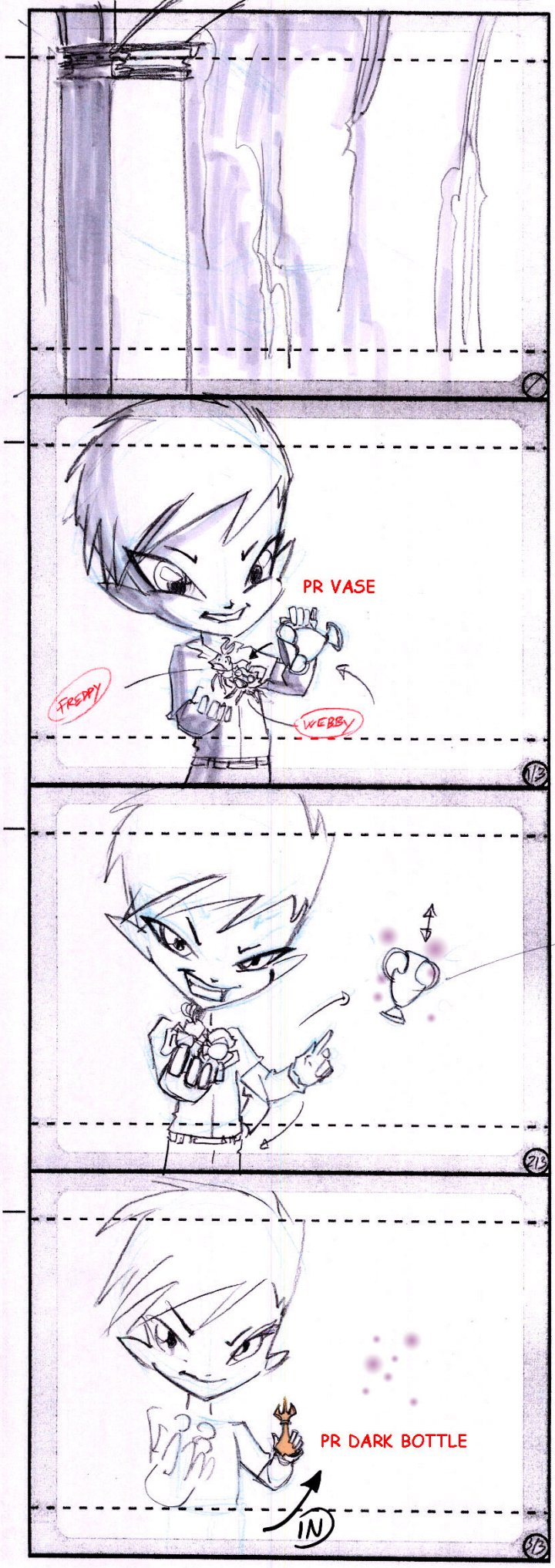

H/U

+H/UP
whit previous scene

DIALOGUE

ACTION

DIALOGUE

ACTION

Rex is holding the jar with the two spiders inside, he makes them come out of it

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE ELVES

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 07 SCENE 069

SECONDS 4" FRAMES

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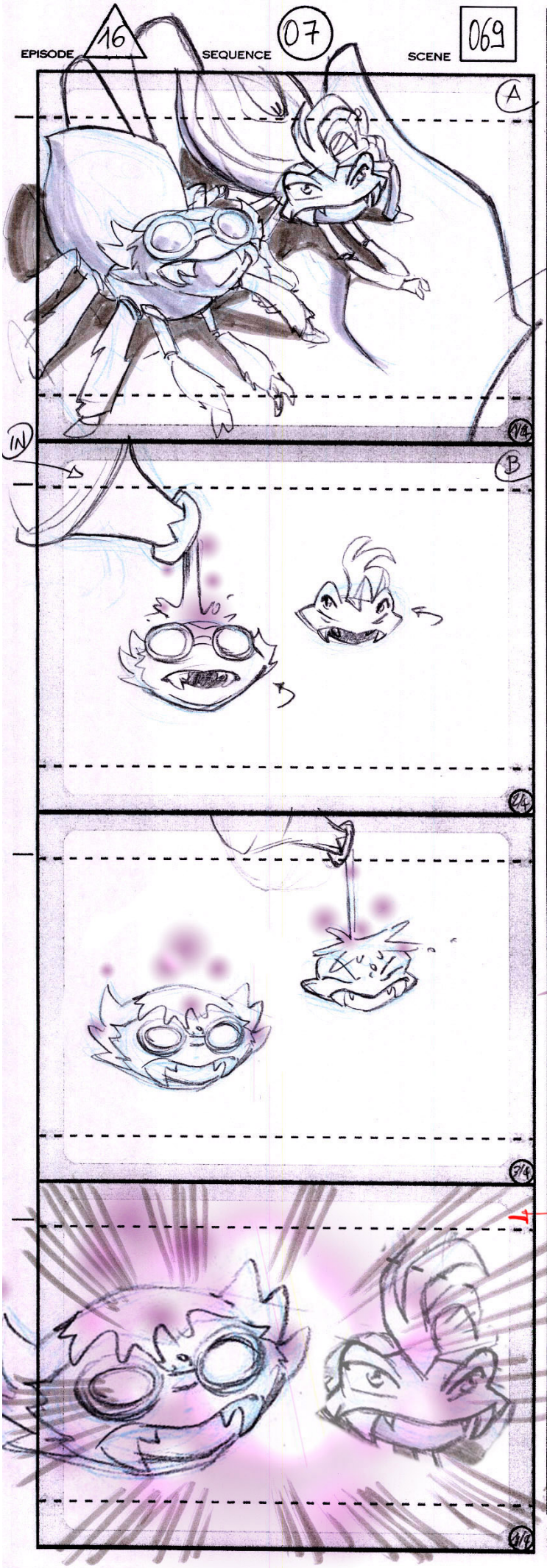
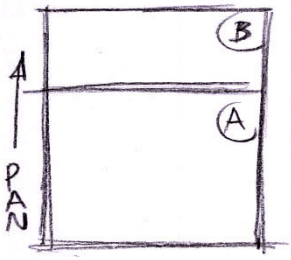


HIV

REX'S HAND



START SPIDERS INCREASE

FX DIGITAL DONE BY RAINBOW

EXTRA NOTES: PLEASE, SEND TO RAINBOW THE TGA FILES. -SEPARATED LEVELS-

DIALOGUE

ACTION

DIALOGUE

ACTION

Rex makes them come out of it and pours the potion on top of them.

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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EPISODE 16 SEQUENCE 07 SCENE 070

SECONDS 4 11 FRAMES

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GIANT WEBBY

FADE IN FROM WHITE FRAME

GIANT FREDDY

DIALOGUE

ACTION

DIALOGUE

33. REX
Ah!

ACTION

The 4 elves are on the ground, among the spiders' legs, which have grown up excessively.

DIALOGUE

It worked!

ACTION

CONSTANT PAN

FX DIGITAL
DONE BY RAINBOW

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:
PLEASE,
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THE TGA FILES.
-SEPARATED LEVELS-

RE-USES:

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EPISODE 16 SEQUENCE H/U 07 SCENE 071

SECONDS 1"6 FRAMES 40

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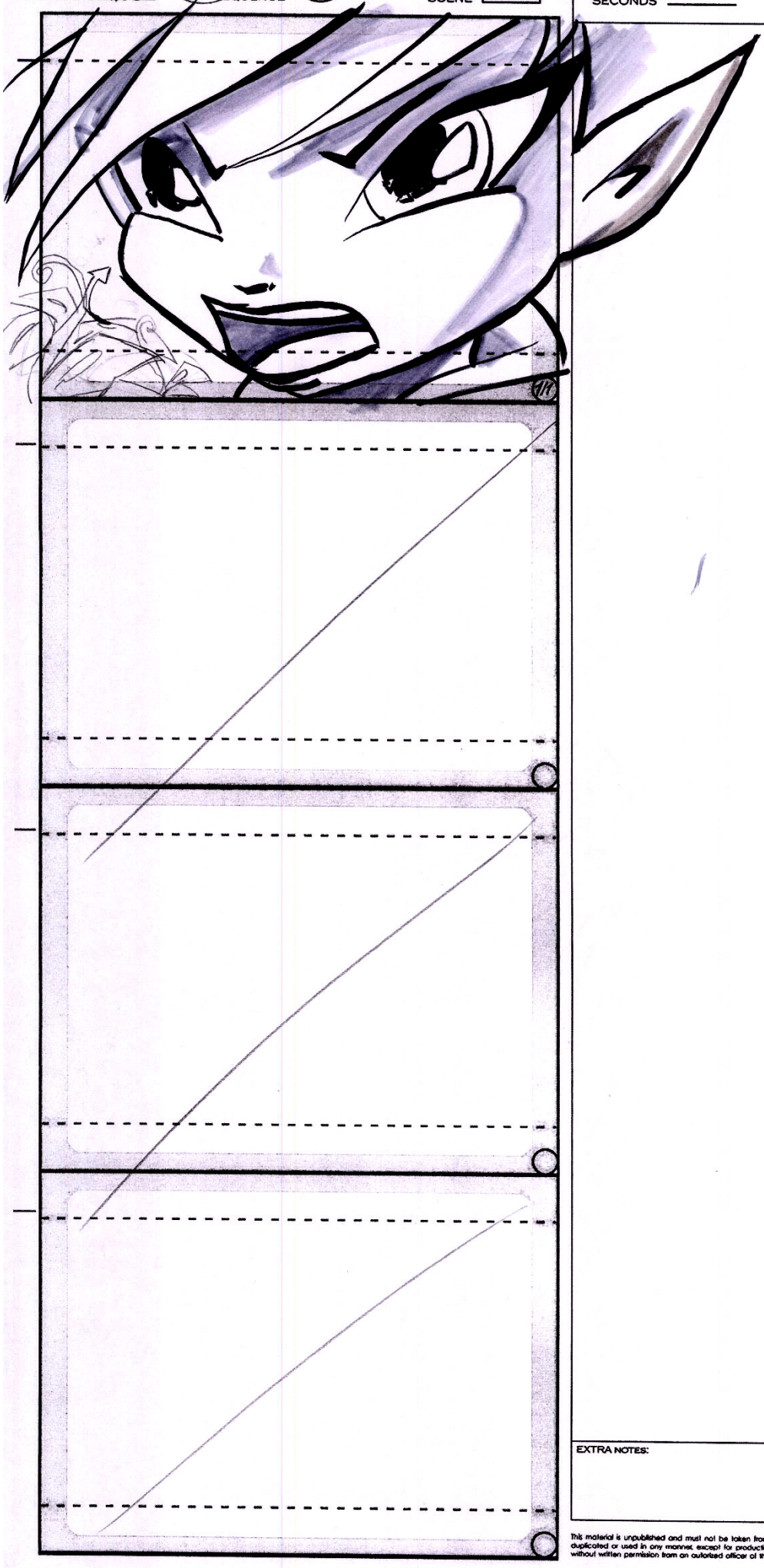

DIALOGUE

33. REX
Watch out, Pixieville…

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 07 SCENE 072 CONT SECONDS FRAMES

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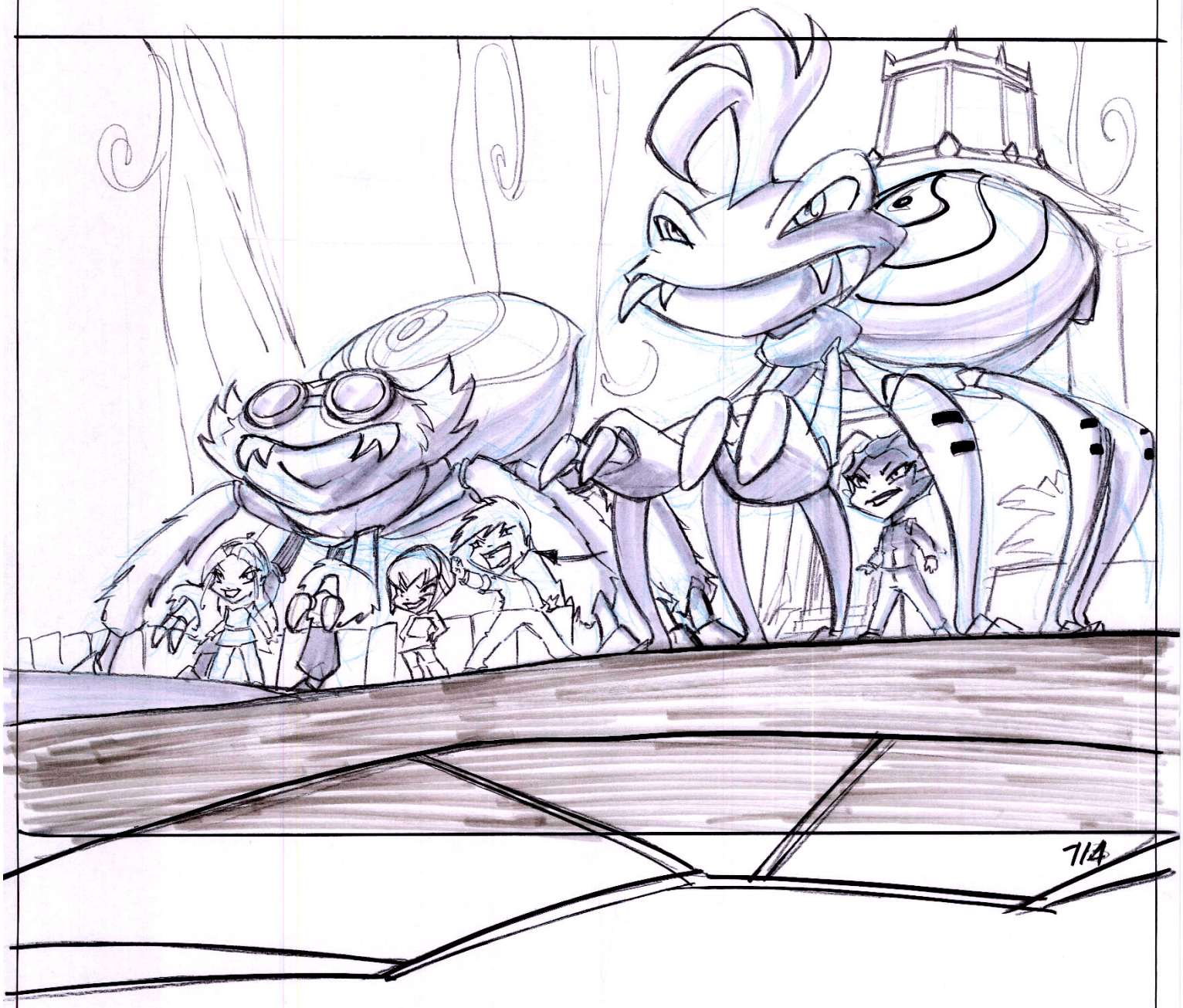

DIALOGUE	ACTION	TIME OF DAY:
33. REX we're coming!		LOCATIONS:
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES: CONTINUED ON NEXT PAGE	RE-USES: △ ○ □	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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SECONDS 4,6" FRAMES ____

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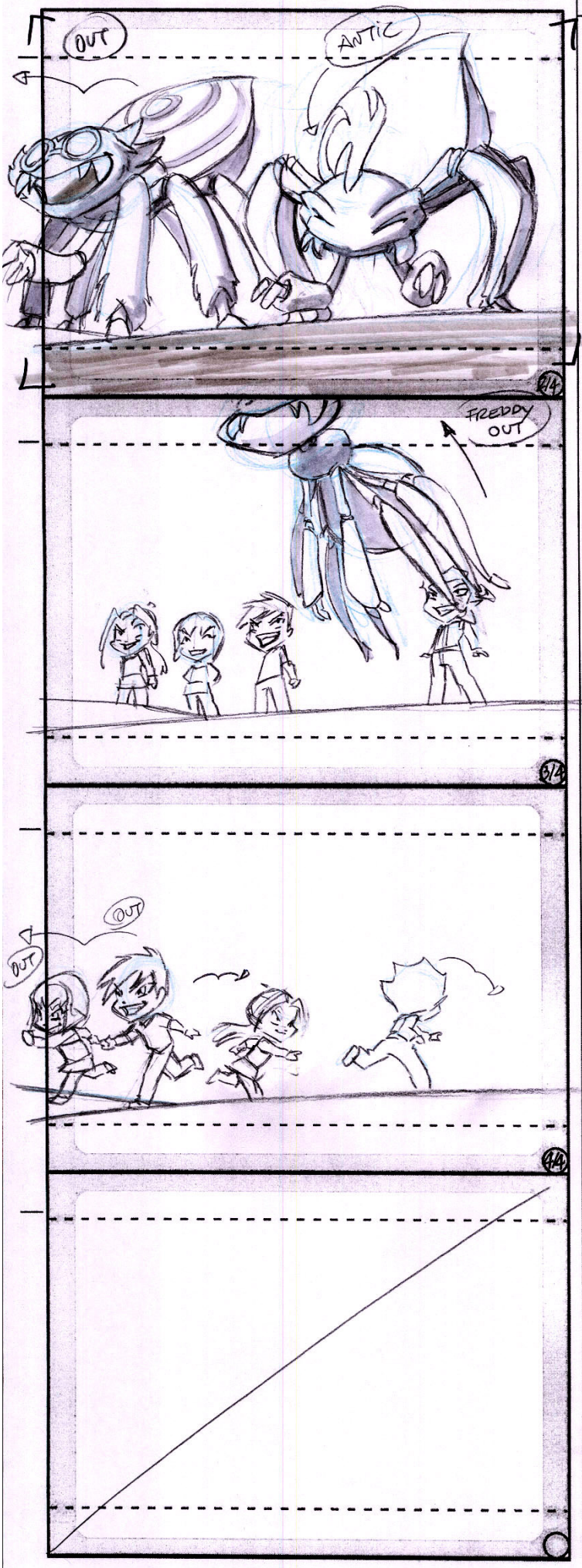

CAMERA SHAKE

CUT ON NARCISSA AND FLOXI

DIALOGUE

34. WEBBY
(with low voice)
Hey! It's great being so big!

ACTION

The spiders start walking (trembling camera effect), they're huge when compared to the scenery. Webby smiles, surprised, while Freddy tests its new size, jumping around and making the take tremble.
Note for dubbing:
when the spiders grow up, they speak with a low voice.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 3" FRAMES _____

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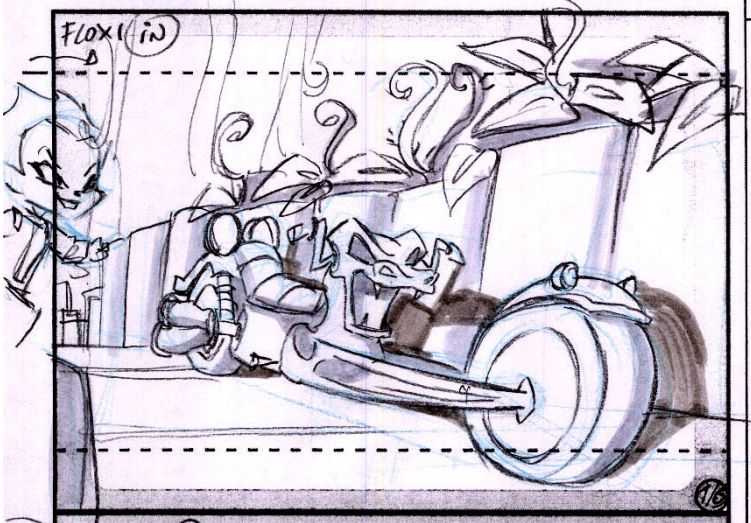

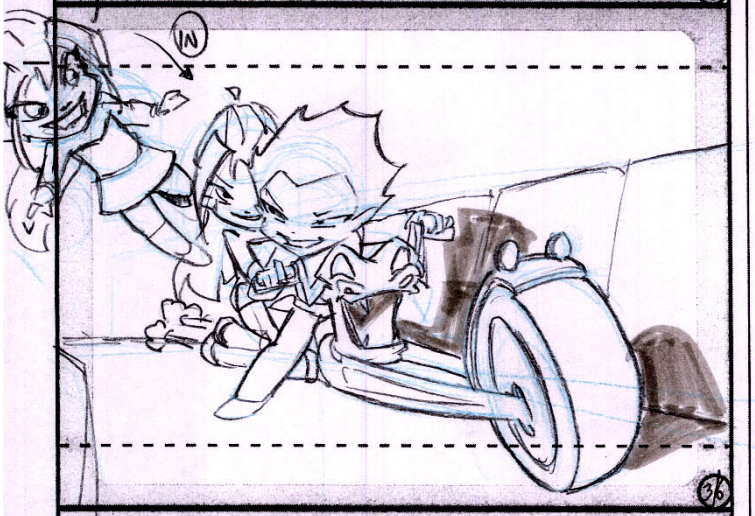

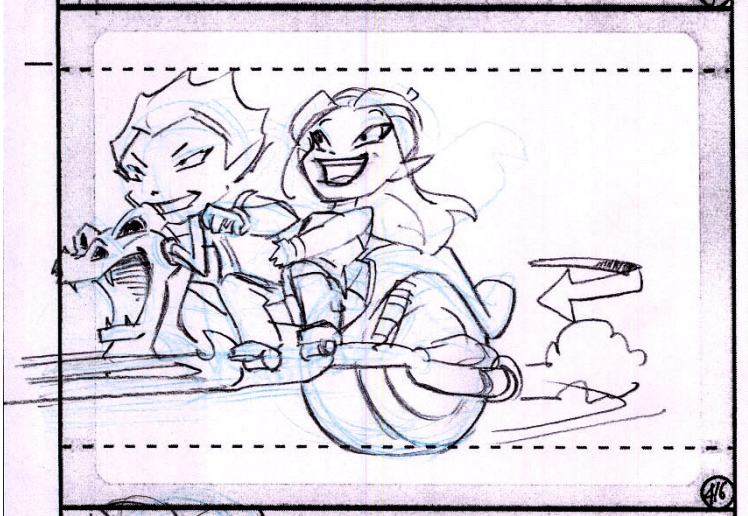

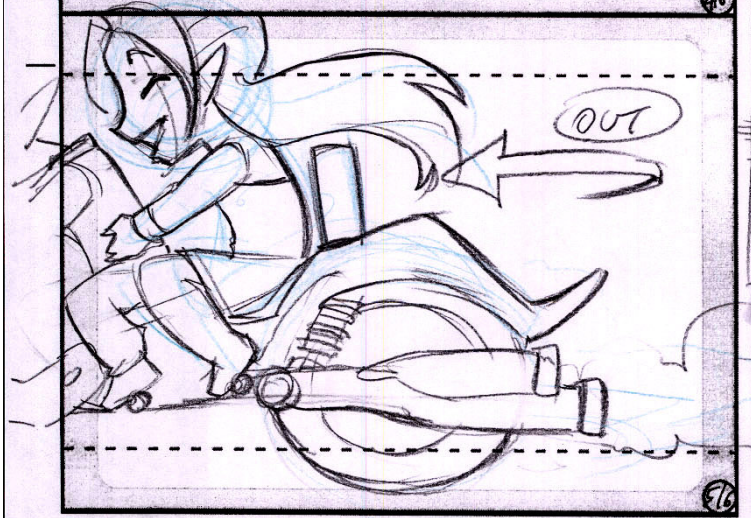

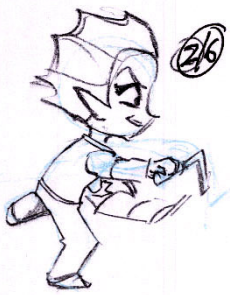

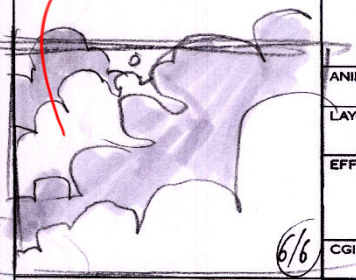

DIALOGUE

ACTION

DIALOGUE

ACTION

FLOXI STARTS THE MOTORCYCLE

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 07 SCENE 074

SECONDS 5" FRAMES

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IN

OUT

REX

WEBBY

MAXIME

FREDDY IN

CAMERA SHAKE

FOLLOW PAN

SUSPENSION

FOLLOW PAN + TRK OUT

OUT

DIALOGUE

35. FREDDY
(with low voice)
I think we're going to have fun,

ACTION

DIALOGUE

ACTION

DIALOGUE

FREDDY

oohps…

35.

ACTION

Freddy keeps on jumping,
but it struggles with its new size
its eight legs tangle among
themselves at the umpteenth jump.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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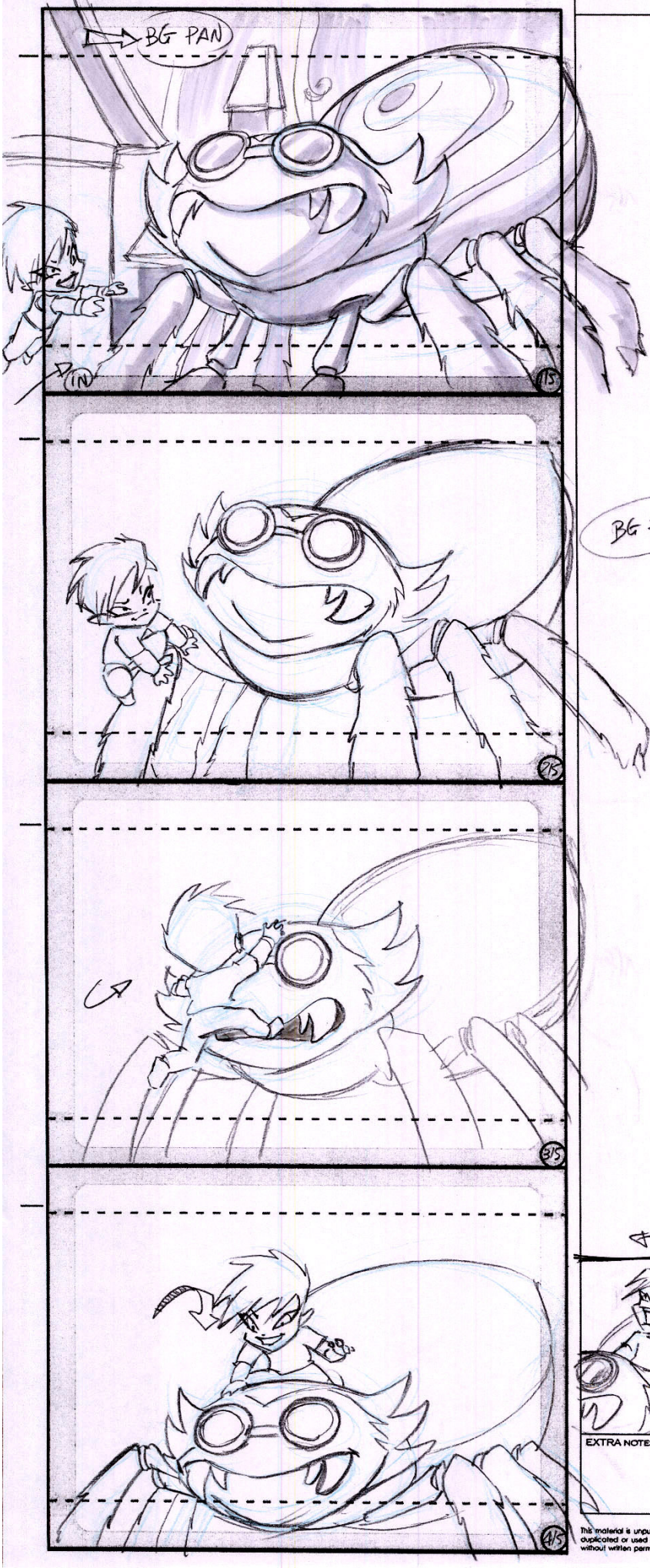

DIALOGUE

ACTION

DIALOGUE

ACTION

Rex climbs up on Webby, without caring if he hurts the spider: he puts his foot on its face and finally he manages to get on its back.

DIALOGUE

36. REX
Let's go! We have a city to conquer!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 07 SCENE CONT 076

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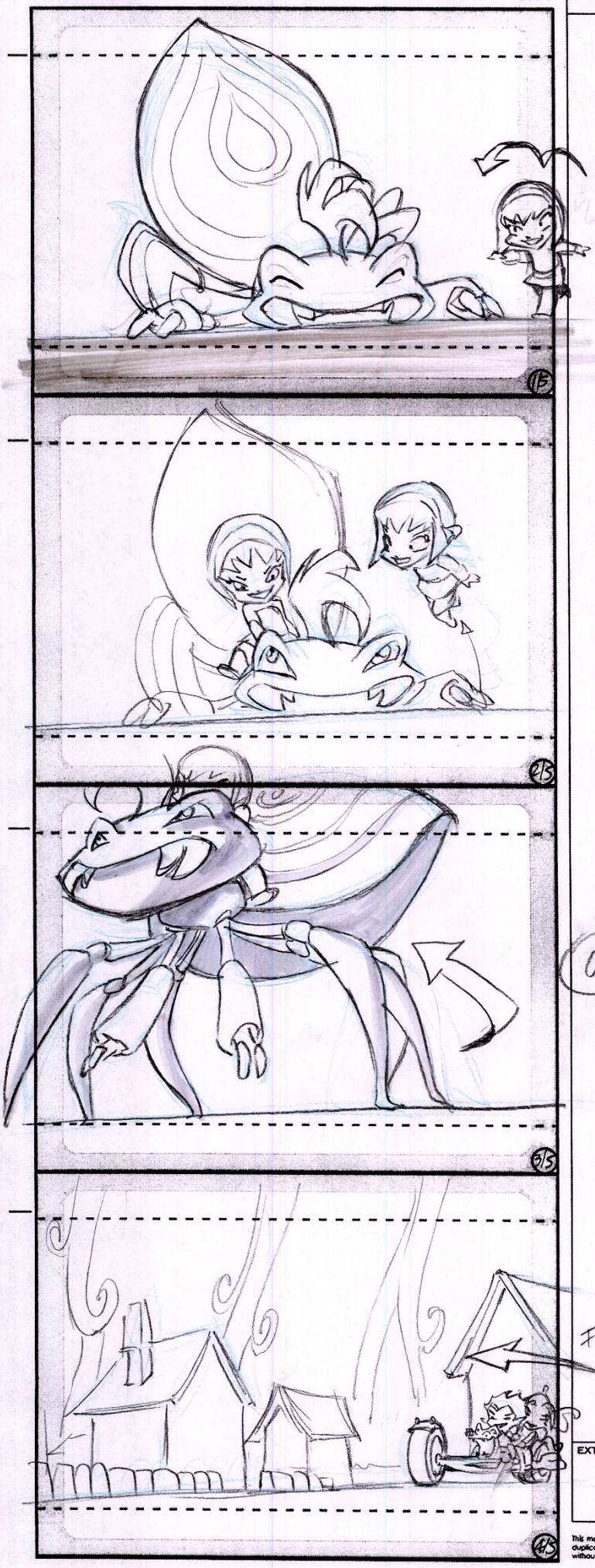

DIALOGUE

ACTION

DIALOGUE

ACTION

Maxine is on Freddy,

DIALOGUE

ACTION

which starts moving to follow Webby, while Floxi is driving Discord with Narcissa sat behind him.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

CONTINUED ON NEXT PAGE

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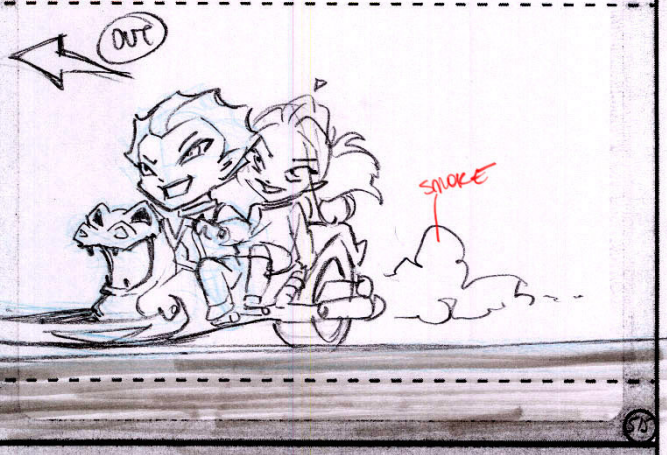

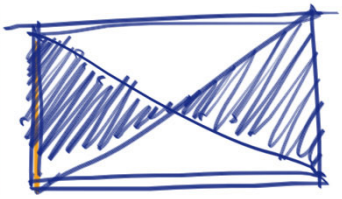

X DIS

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 08 SCENE 077 SECONDS 3" FRAMES 75

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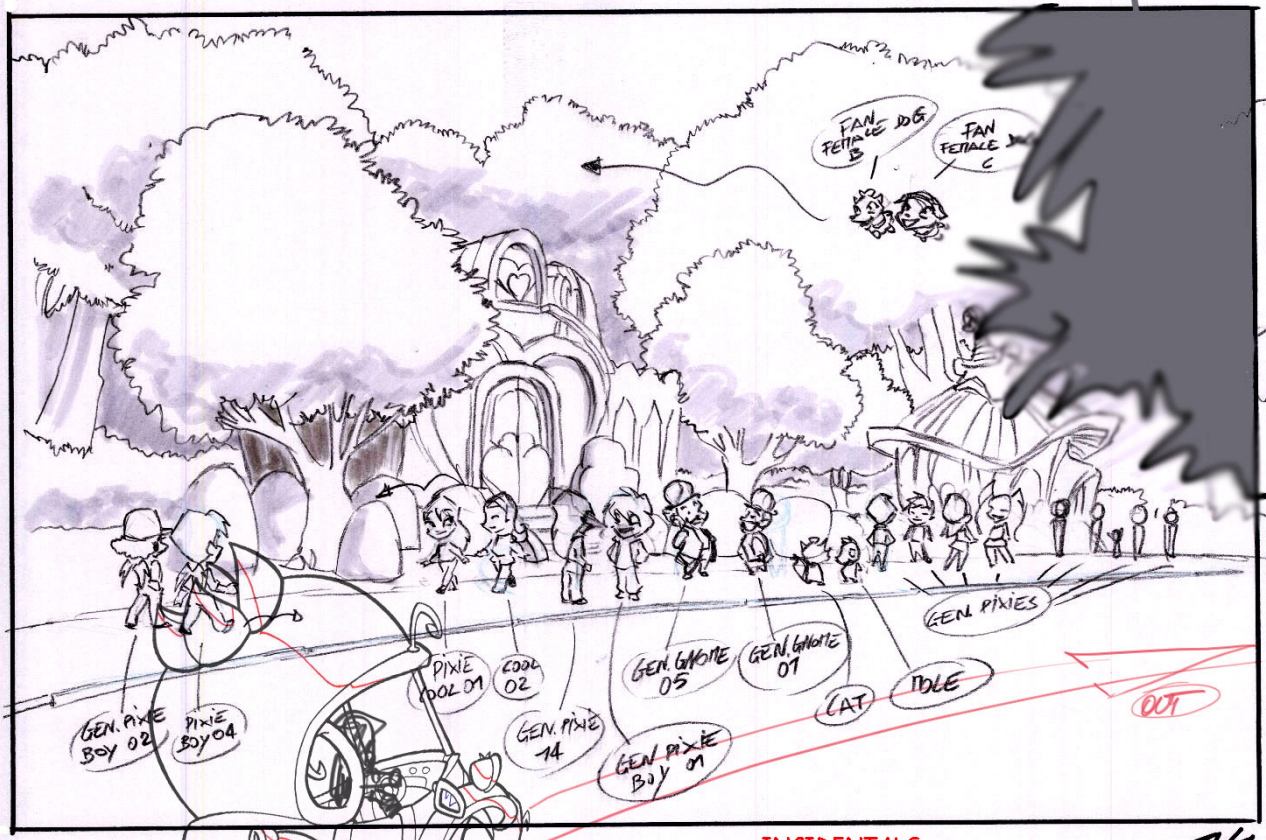
XDIS



INCIDENTALS

7/1

GEN. CAR

DIALOGUE	ACTION	
37. OTIS (O.S.) Herbal tea for everyone!		TIME OF DAY: DAY LOCATIONS: EXT. LOVE SHOP STREET MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: CGI TYPE/NOTES:
EXTRA NOTES:	RE-USES: △ ○ □	

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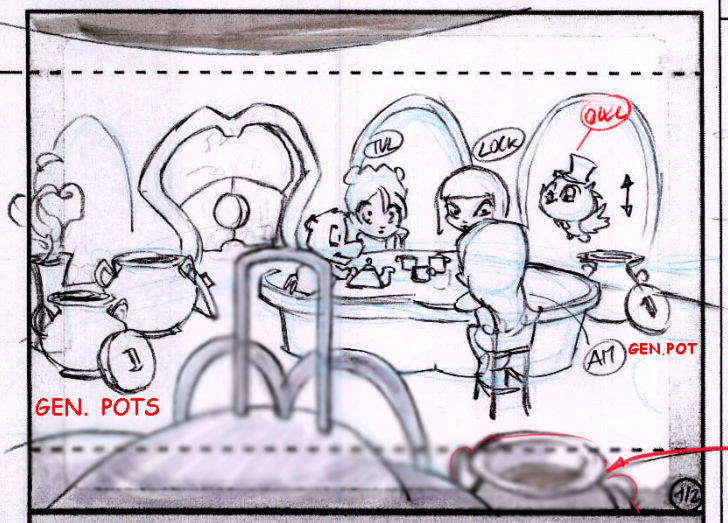
EPISODE 16 SEQUENCE 09 SCENE 078

SECONDS 1''8 FRAMES _____



GEN.POT

TEA CUPS

TEA POT

DIALOGUE

ACTION

Amore, Tulip and Lockette are sitting at the counter. There's also OTIS, who's pouring some herbal tea into three cups and the OWL. In the room, there are some big empty pots, with their lids nearby

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY: DAY

LOCATIONS: INT. LOVE SHOP - HALL

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 09 SCENE 079

SECONDS 7" FRAMES _____

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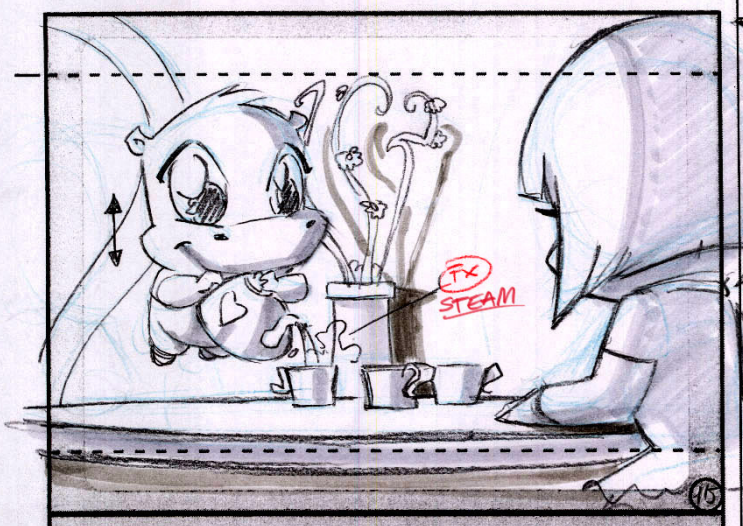
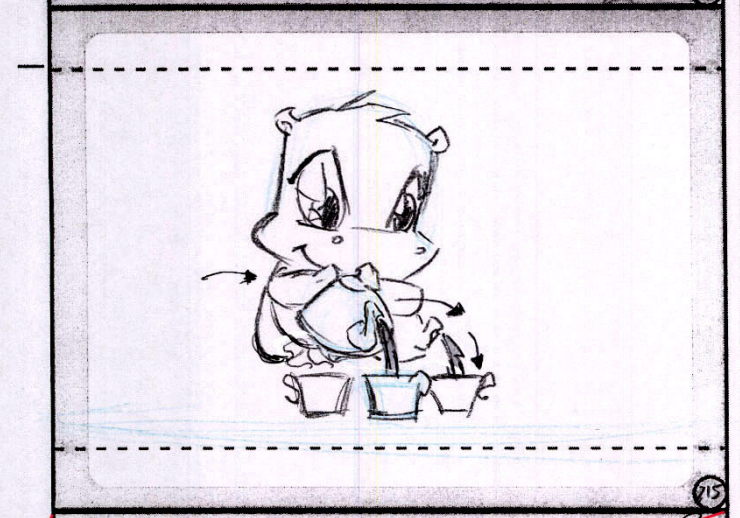
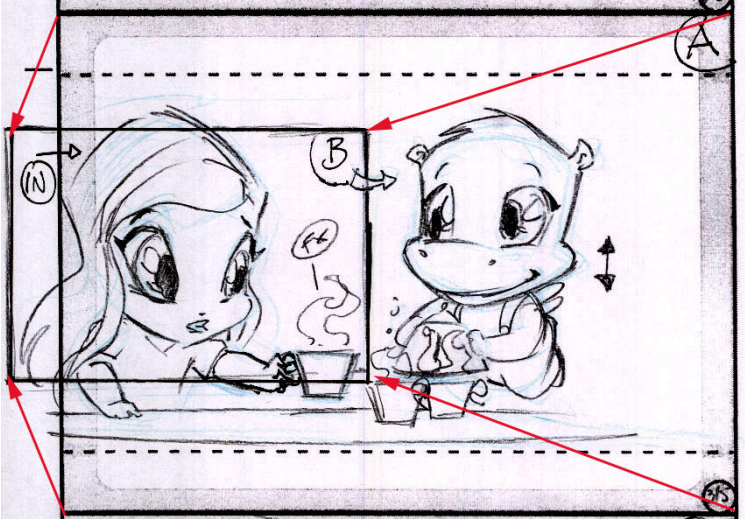
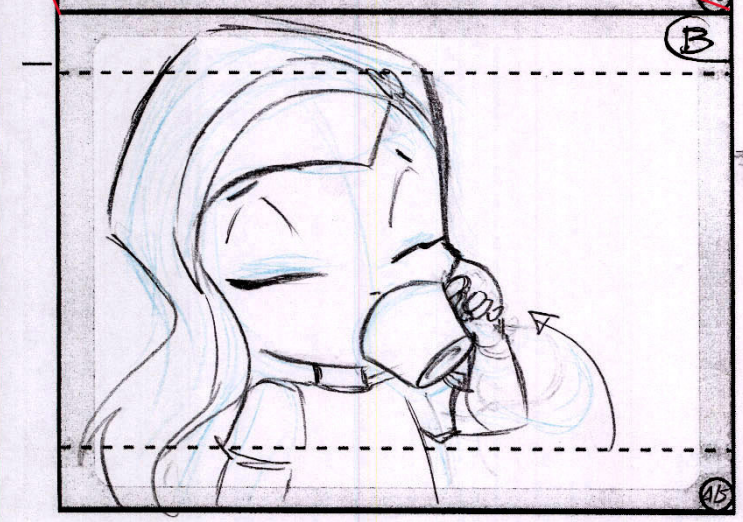






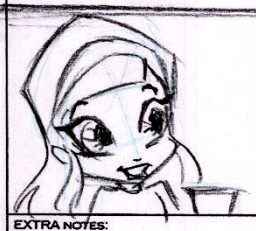


H10

LOCKETTE

TRK IN + PAN

5/5



DIALOGUE

ACTION

OTIS, pours some herbal tea into three cups

DIALOGUE

ACTION

DIALOGUE

38. LOCKETTE (o.s.
(to Amore)
Do you feel better now?!
39. AMORE
Thanks, my friends! I feel calmer now.

ACTION

Amore drinks her herbal tea all in one go.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: VAPOUR

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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SECONDS / FRAMES /

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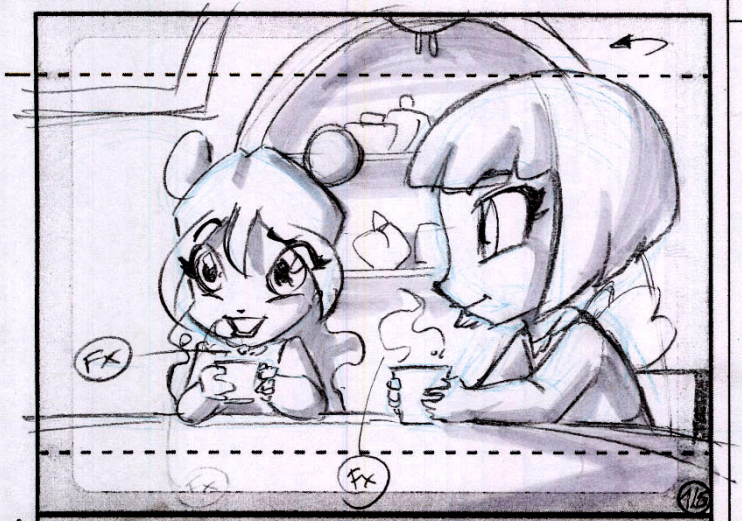
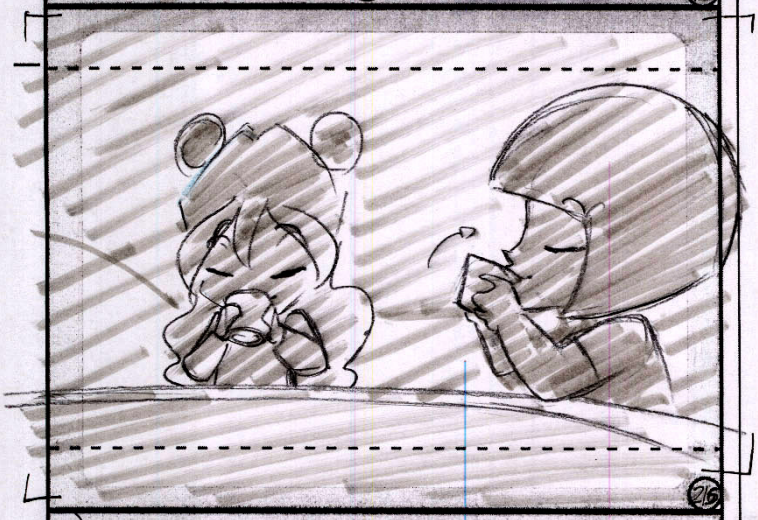
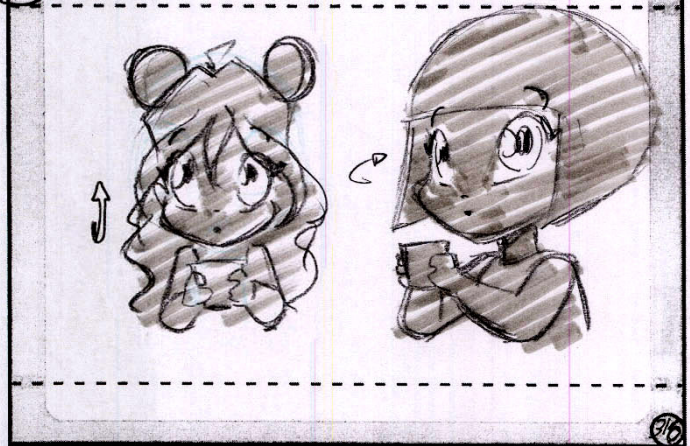
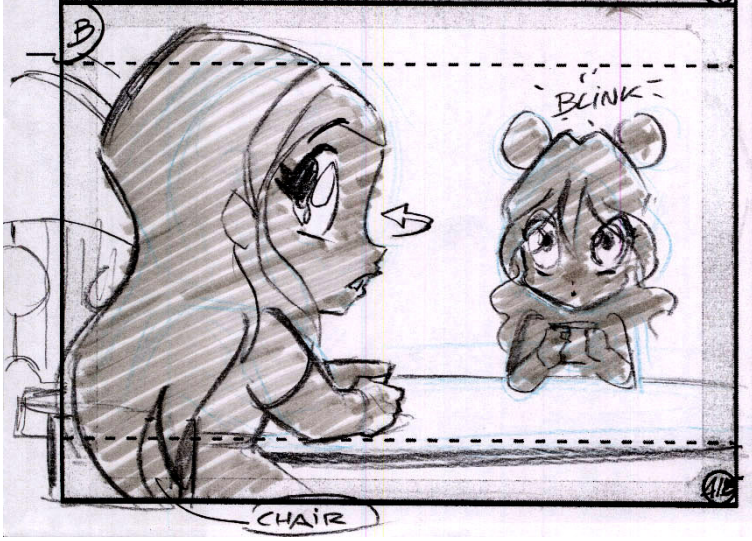
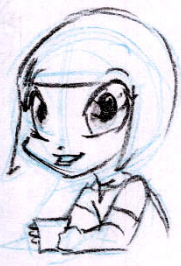




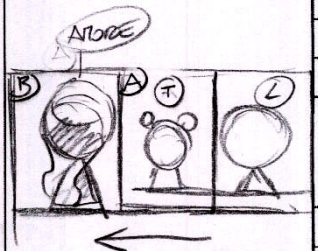




LOCKETTE START POSE



CAMERA SHAKE FOR A BIT



QUICK PAN B—A

DIALOGUE

40. TULIP
Of course, there's no trace of spiders here!

ACTION

DIALOGUE

ACTION

WE HEAR A SPIDER STEP OUTSIDE THE LOVESHOP.
Suddenly the light coming from the Hall's windows darkens (it's one of the two spiders' body that casts a shadow).
—COLOR TONING—DONE BY RBW

DIALOGUE

41. AMORE
But… w-what is going on?

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: STEAM

CGI TYPE/NOTES:

EXTRA NOTES:
CONTINUED ON NEXT PAGE

RE-USES:

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EPISODE 16 SEQUENCE 09 SCENE 080 END

SECONDS 6" FRAMES _____

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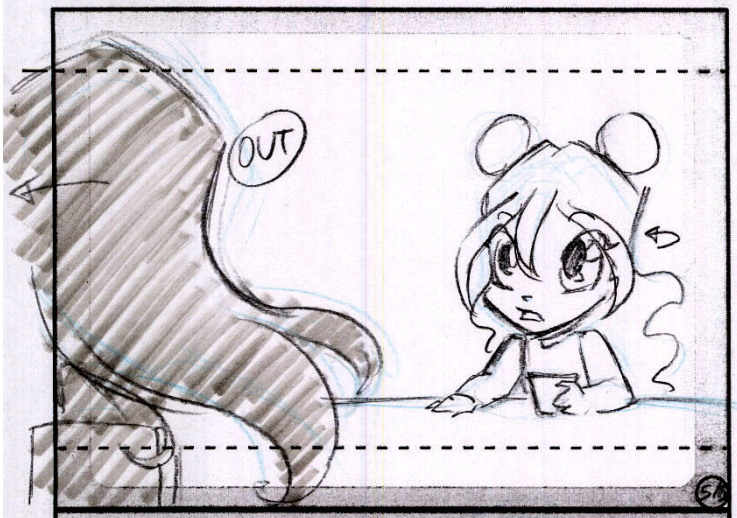

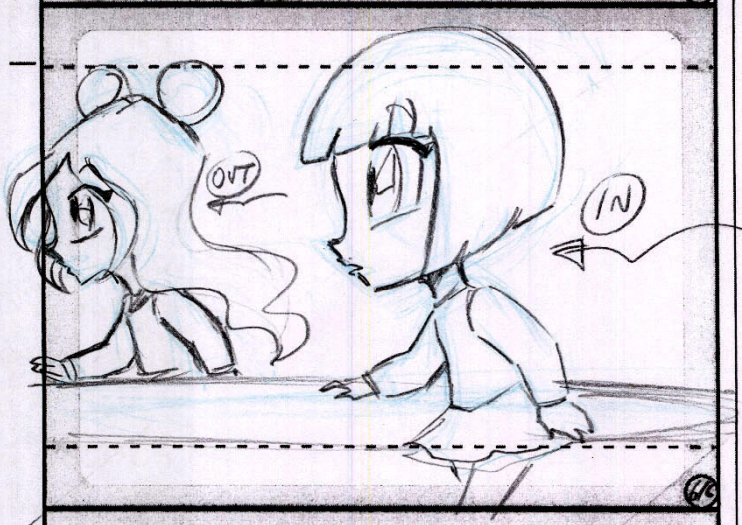

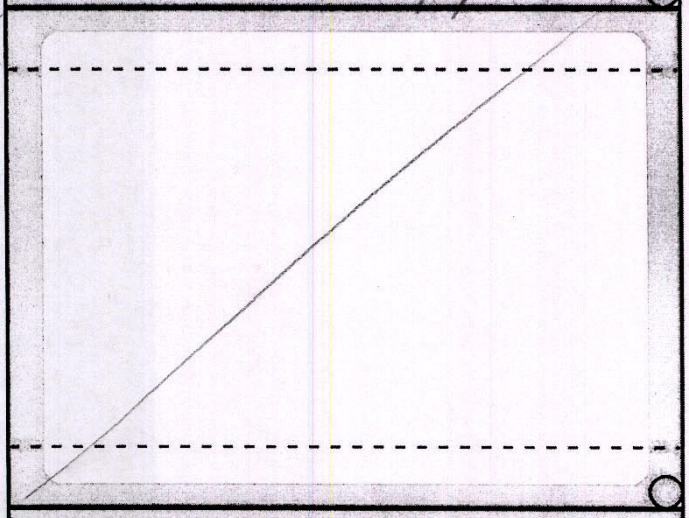

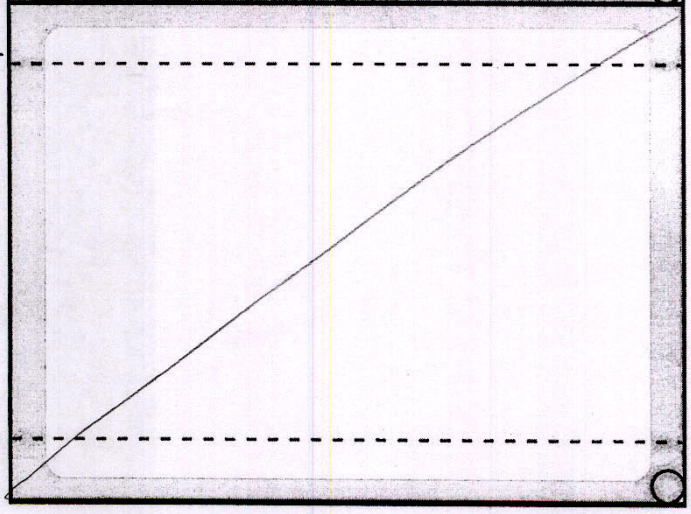

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

PLEASE,
SEND TO RAINBOW
THE TGA FILES.
-SEPARATED LEVELS-

RE-USES:

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EPISODE 16 SEQUENCE 09 SCENE 081

SECONDS 3"4 FRAMES 85

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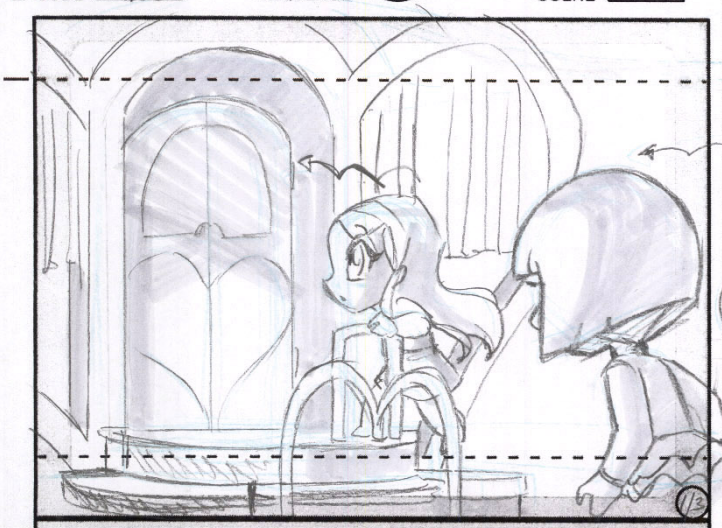


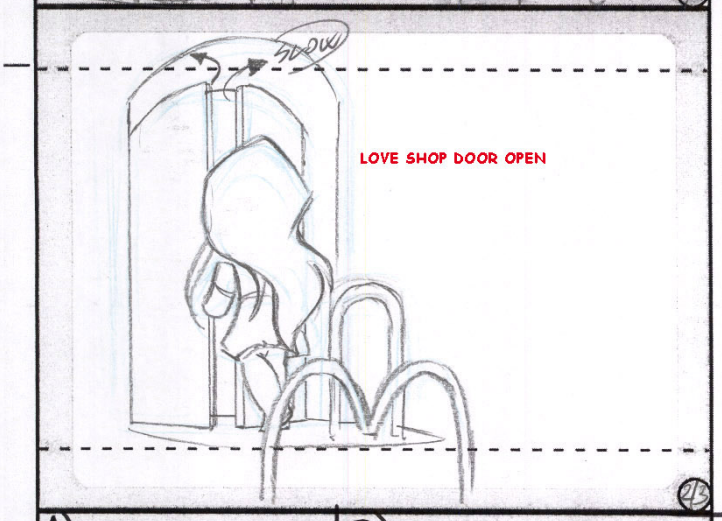
NO HOLD
LOCKETTE IN AFTER A MOMENT

DIALOGUE

ACTION

Amore quickly opens the door of the shop, but in front of her there's a spider web,

-COLOR TONING- DONE BY RBW

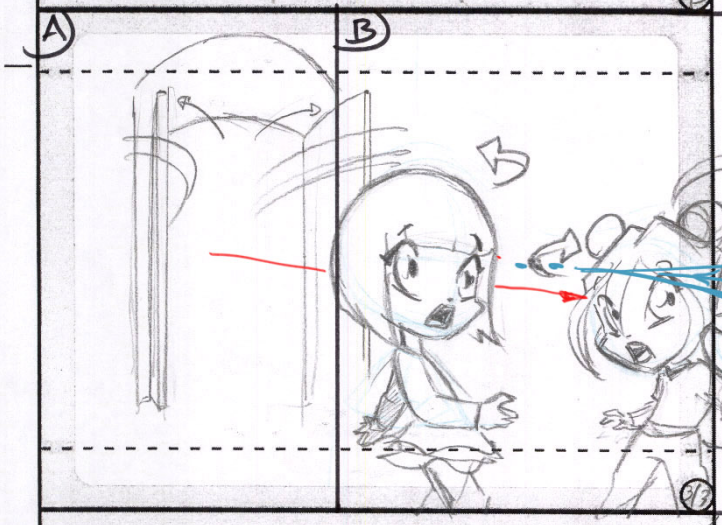


DIALOGUE

ACTION

which very strongly pushes her backwards.
Lockette and Tulip dodge Amore, who speeds off like a bullet

AMORE OUT



DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

FOLLOW PAN (FAST)

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 09 SCENE 082

SECONDS 2"2 FRAMES 55

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IN

OUT

1/2

2/2

DIALOGUE

ACTION

and lands inside an empty pot.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 09 SCENE 083

SECONDS 2"2 FRAMES 55

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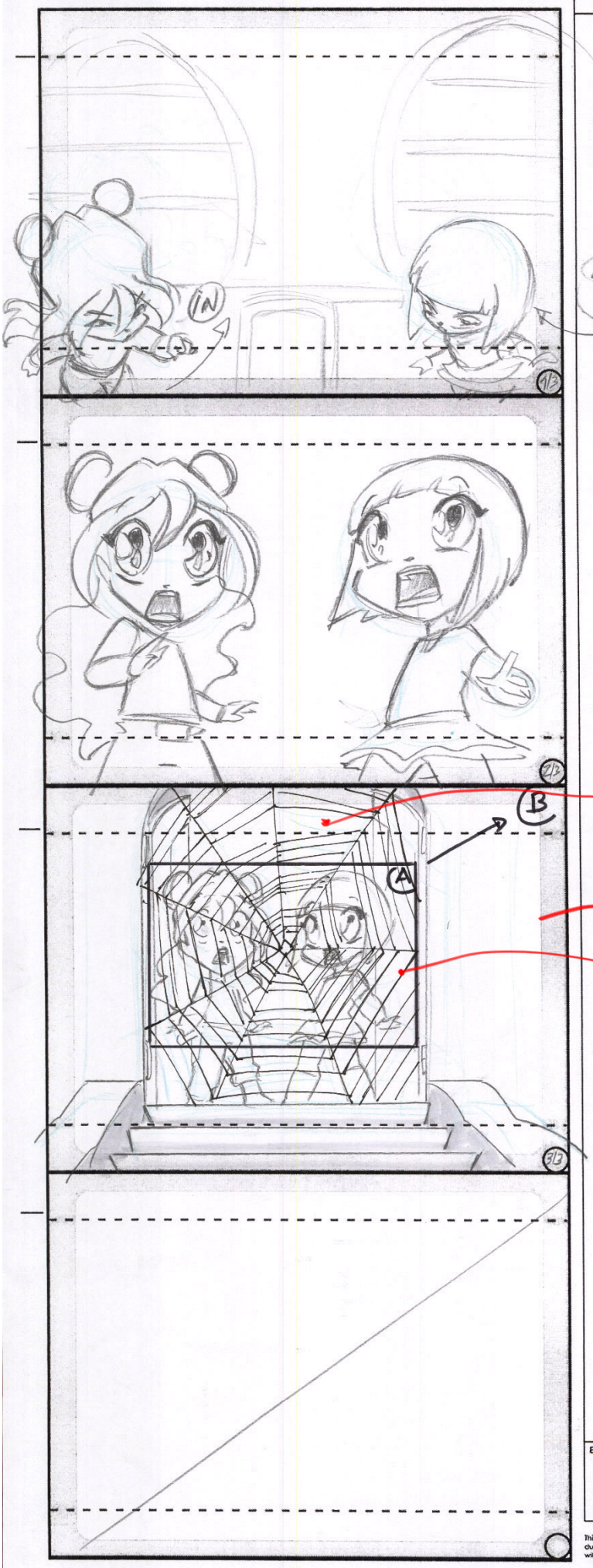

DIALOGUE

ACTION

DIALOGUE

42. TULIP/LOCKETTE
Aaaaahh!

ACTION

Lockette and Tulip look outside the door, beyond the spider web that is spread. They see the two huge spiders.

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES: PLEASE, SEND TO RAINBOW THE TGA FILES. -SEPARATED LEVELS-

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EPISODE 16 SEQUENCE 09 SCENE 084

SECONDS 3" FRAMES _____

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DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

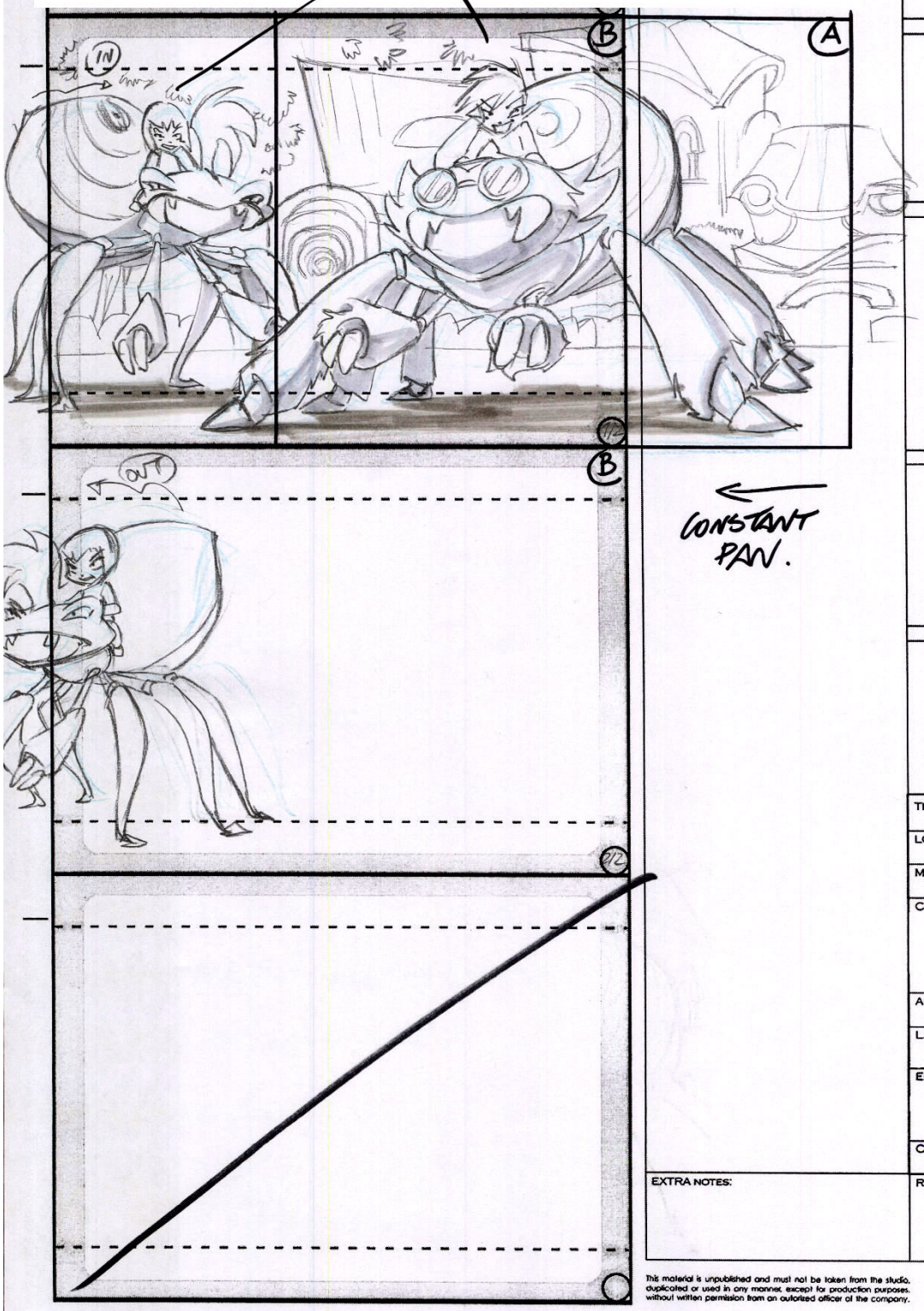
LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:



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EPISODE 16 SEQUENCE 09 SCENE 085

SECONDS 3"6 FRAMES 90

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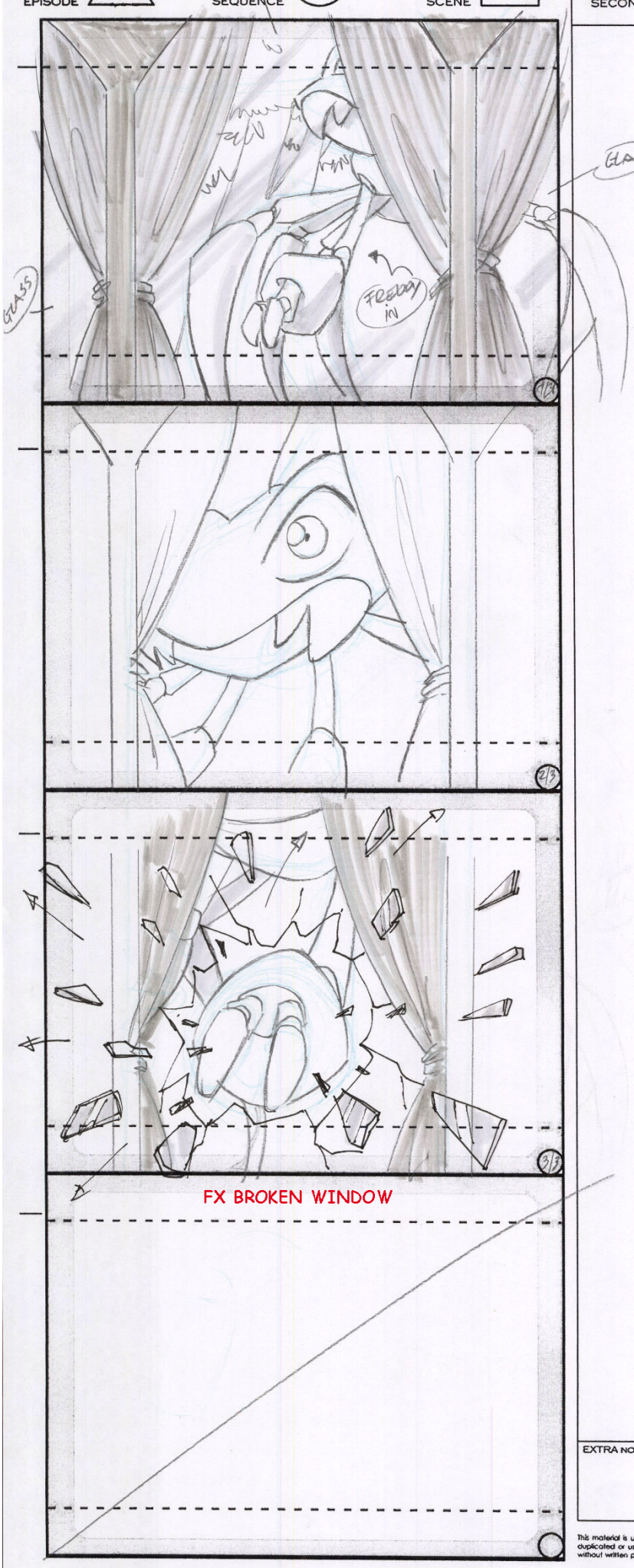

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

A spider leg breaks a window and gets into the shop.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 09 SCENE CONT 086

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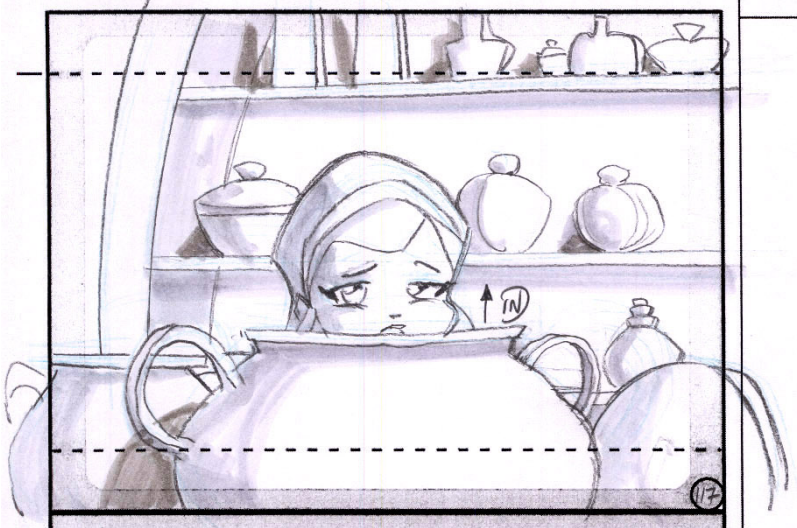

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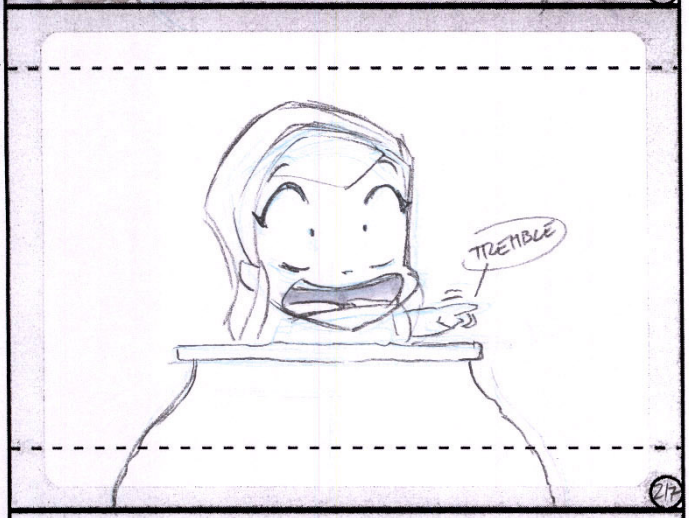

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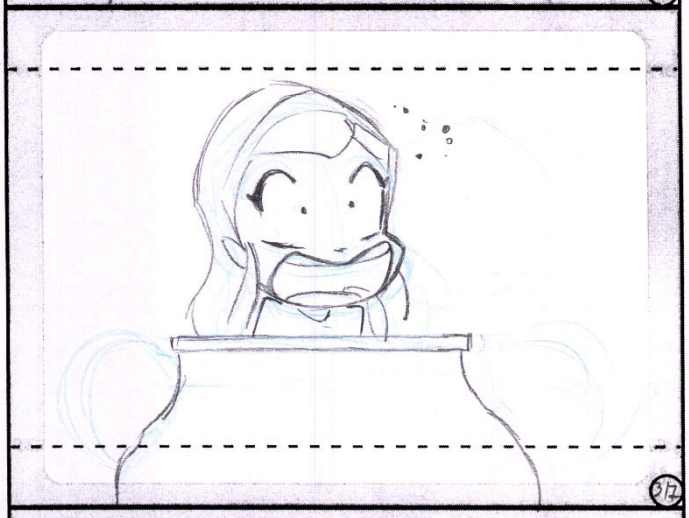

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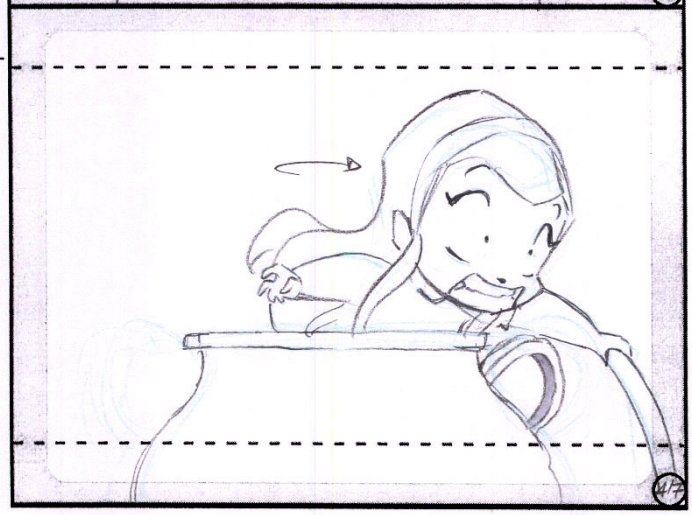

417

DIALOGUE

ACTION

DIALOGUE

43. AMORE
Spiders! Spiders!

ACTION

DIALOGUE

Huge Spideeeers!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 09 SCENE END 086

SECONDS 5,8" FRAMES _____

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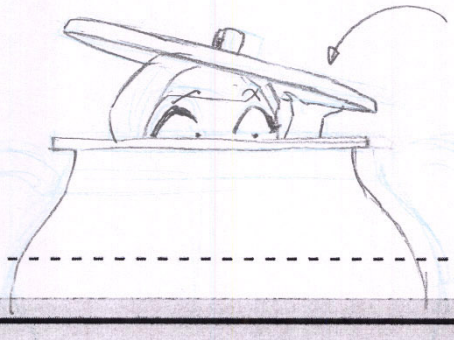
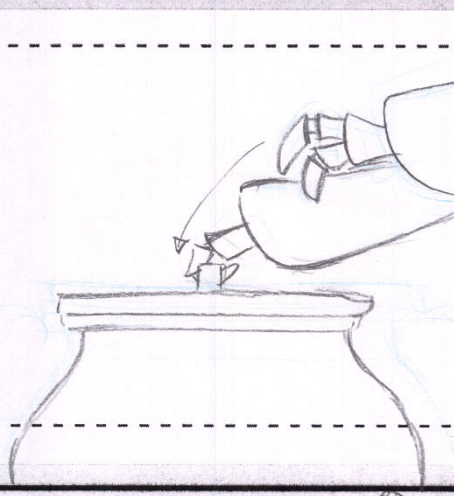
FOR THE COVER
PLEASE SEE THE MODEL PR
GEN.POT





DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

44. AMORE
Ghhhhhhhhh!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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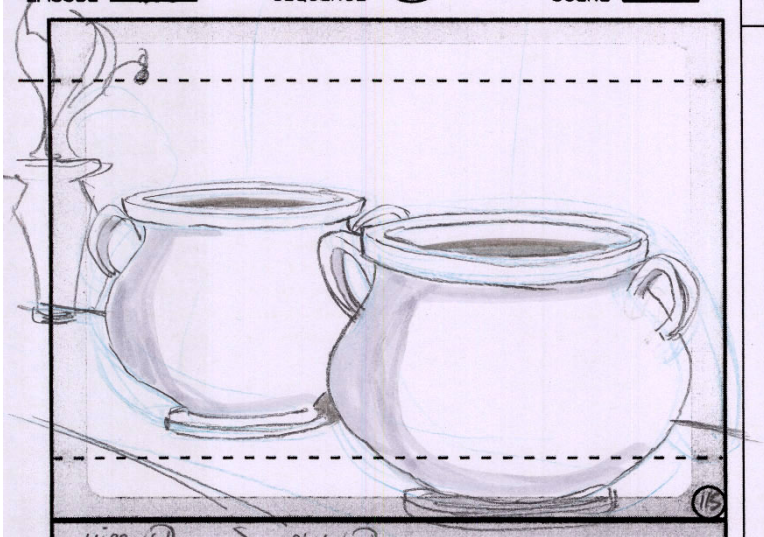
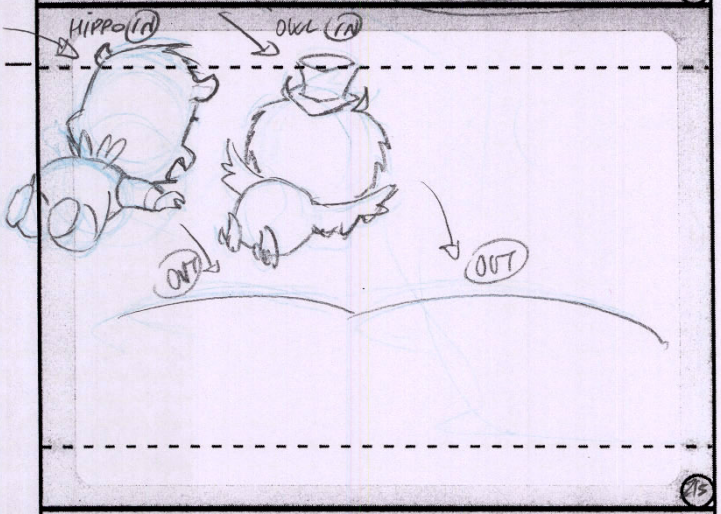
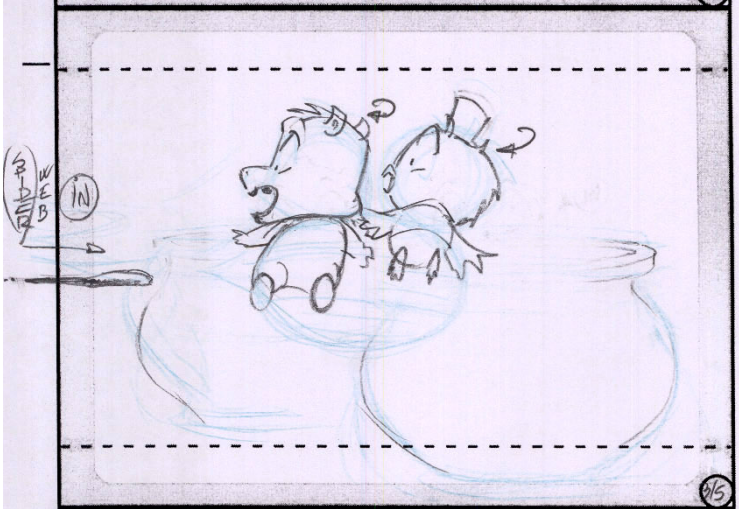
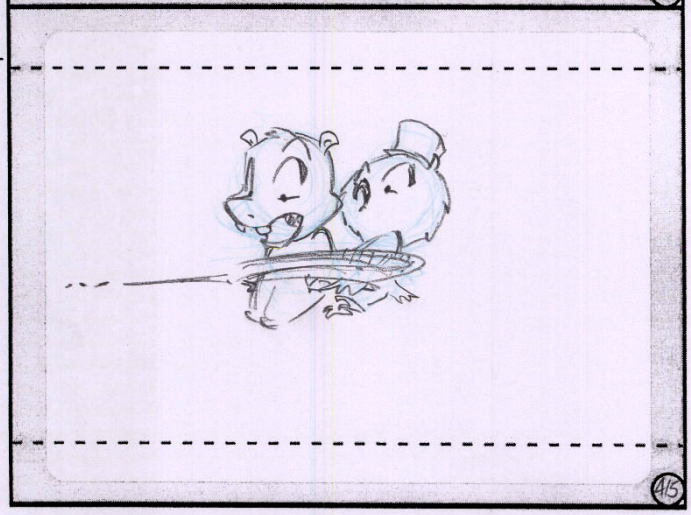
EPISODE 16 SEQUENCE 09 SCENE 087

SECONDS 3" FRAMES 75









CH OWL AND OTIS IN SPIDER SACK 5/5

DIALOGUE

ACTION

DIALOGUE

ACTION

Otis and the Owl try to hide behind the e mpty big pots, but Webby wraps them up into a cocoon with his long-ride spider web

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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EPISODE 16 SEQUENCE 09 FREDDY SCENE 088

SECONDS 4" FRAMES _____

RAINBOW Pupoxie © RBW ALL RIGHTS RESERVED

NO HOLD

OUT

DIALOGUE

45. TULIP / LOCKETTE
Ahhaaaaaaaaa!

ACTION

DIALOGUE

ACTION

Amore, like a fly that's gone crazy, bounces against the wall several times. Tulip and Lockette run through the shop , incredulous and scared.

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 09 SCENE 089

SECONDS 4" FRAMES 100

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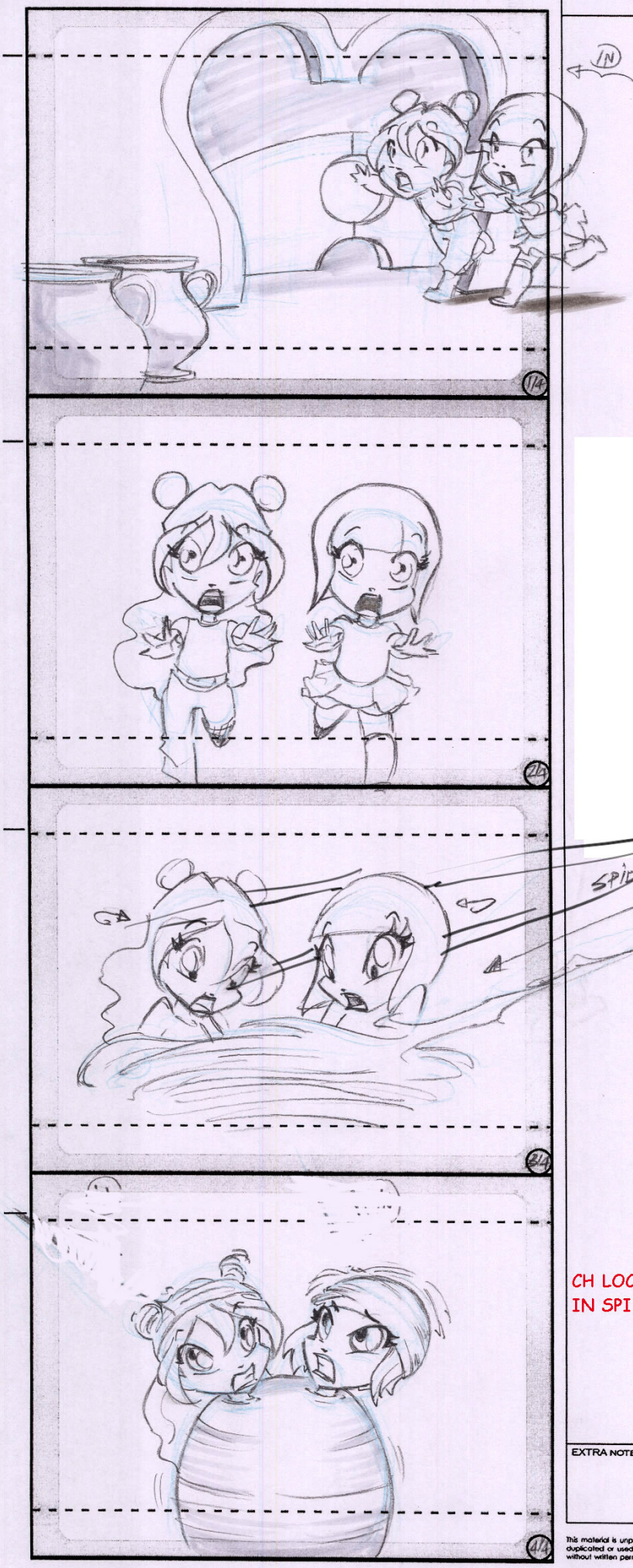

DIALOGUE

45. TULIP / LOCKETTE
Ahhaaaaaaaaa!

ACTION

Two spider webs arrive from outside and completely wrap Tulip and Lockette up in a cocoon.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 09 SCENE 090

SECONDS 3" FRAMES _____

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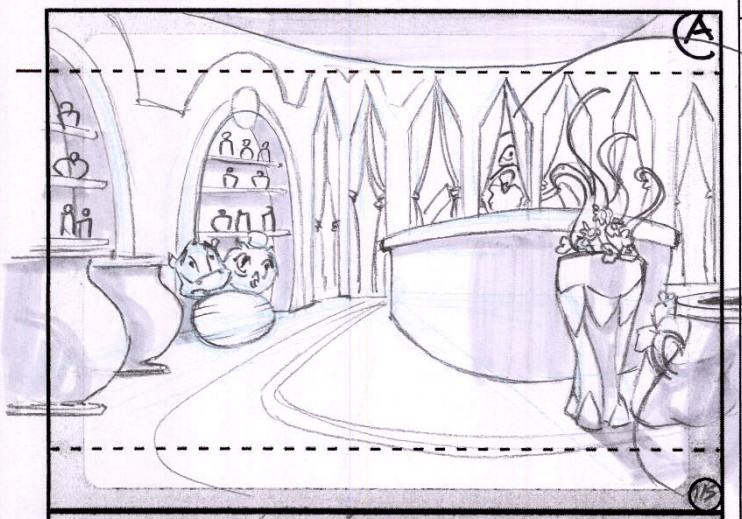
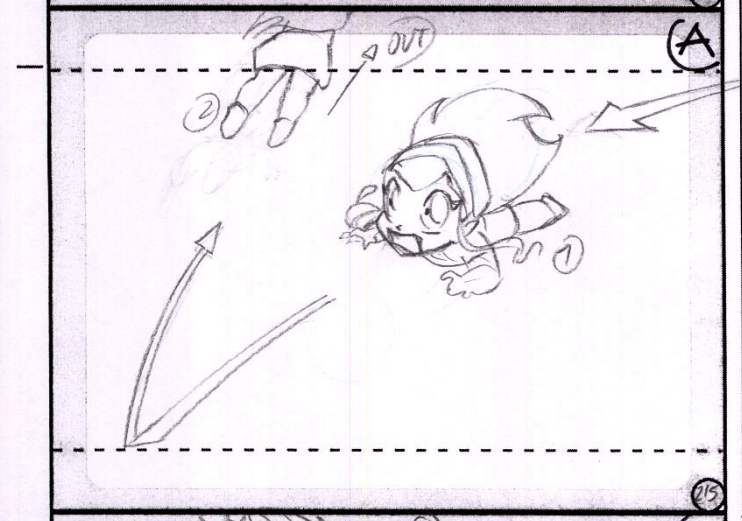


DIALOGUE

ACTION

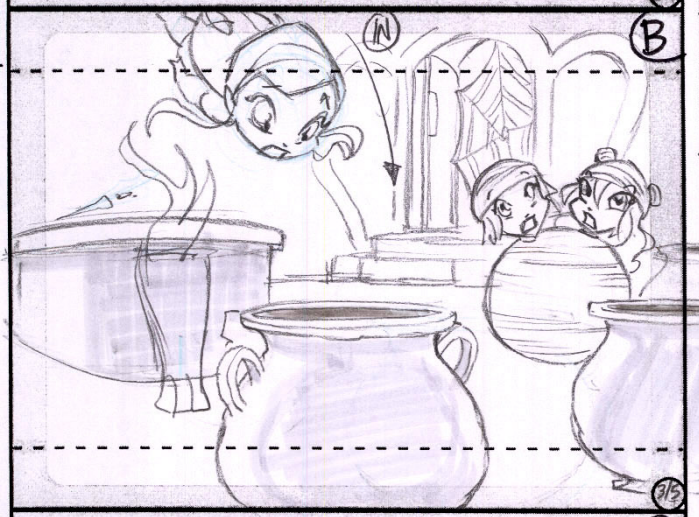
Amore, like a fly that's gone crazy, bounces against the wall several times.

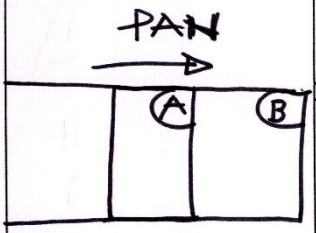


DIALOGUE

ACTION

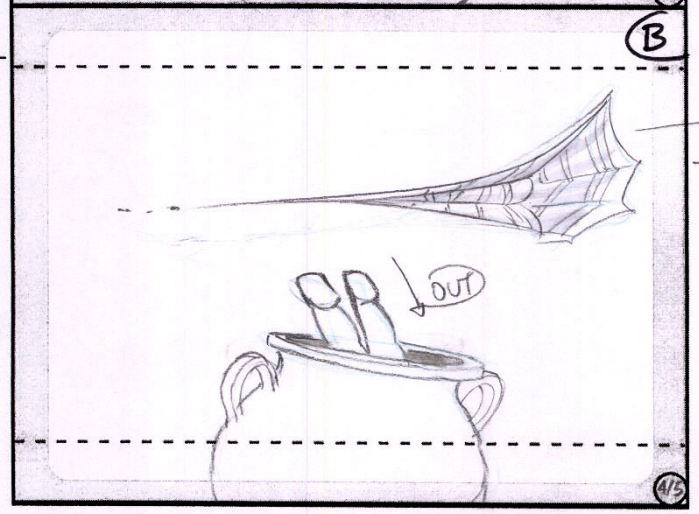
A third spider web misses Amore, who dodges it thanks to her continuous bouncing, which makes her end up into a big empty pot.





DIALOGUE

ACTION



BLACK FRAME

TIME OF DAY:

LOCATIONS: 00-BG-INT-LOVE SHOP-HALL-DETAIL 01

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 091 SECONDS 4" FRAMES _____

FADE IN

GEN. CAR 01

A

B

OL

GEN.06 COCOONED LIKE MUMMY

ARTICHOKE TAXI

CAR 03

OL SPIDER

CAR 04

OL

CONSTANT TRK OUT

The camera movement must last from the beginning till the end of the scene

FX GENERIC SPIDERWEBS

FADE CROSS

DIALOGUE	ACTION	TIME OF DAY: DAY
	The whole street is wrapped into a cocoon: spider web's threads and large spider webs stretch from one house to the other, between a tree and a lamp post. We see one PIXIE (GEN. PIXIE 06) cocooned like Egyptian mummies and 4GENERIC CARS tangled in the spider webs. The Molly Moo is closed.	LOCATIONS: EXT. : MOLLY MOO MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: CGI TYPE/NOTES:
EXTRA NOTES:	RE-USES:	

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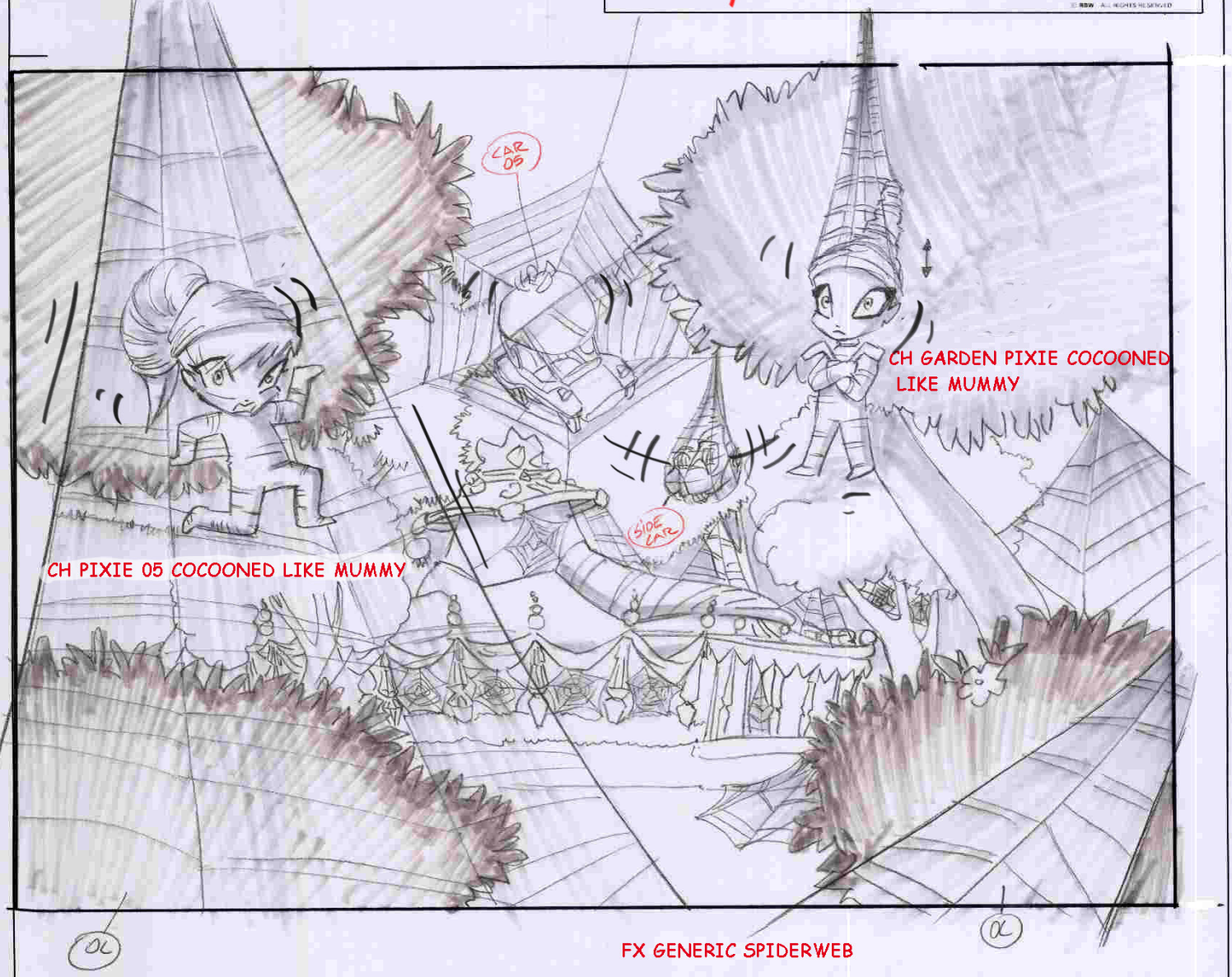
PAGE _____

EPISODE 16 SEQUENCE 10 SCENE 092 SECONDS 2,6" FRAMES _____



DIALOGUE	ACTION	TIME OF DAY: DAY
		LOCATIONS: EXT- Nally Noo.
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES:	RE-USES: △ ○ □	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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\\Nas04\pop pixie seriel (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

EPISODE 16 SEQUENCE 10 SCENE 093

SECONDS 6" FRAMES

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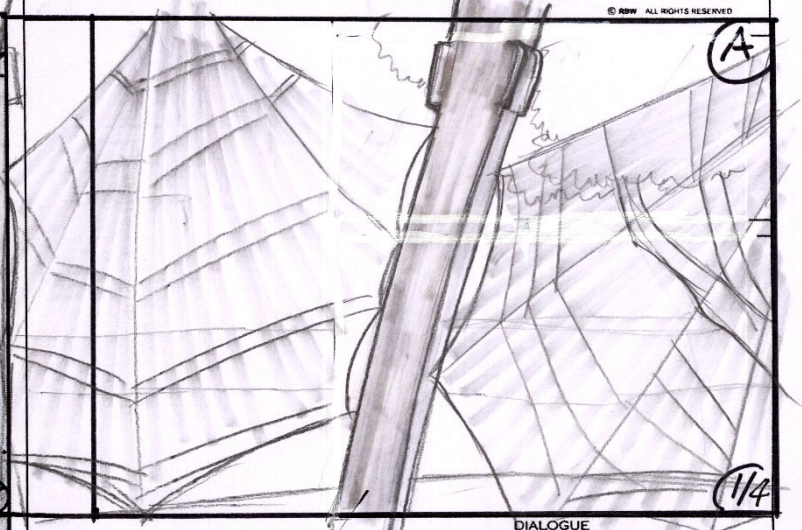

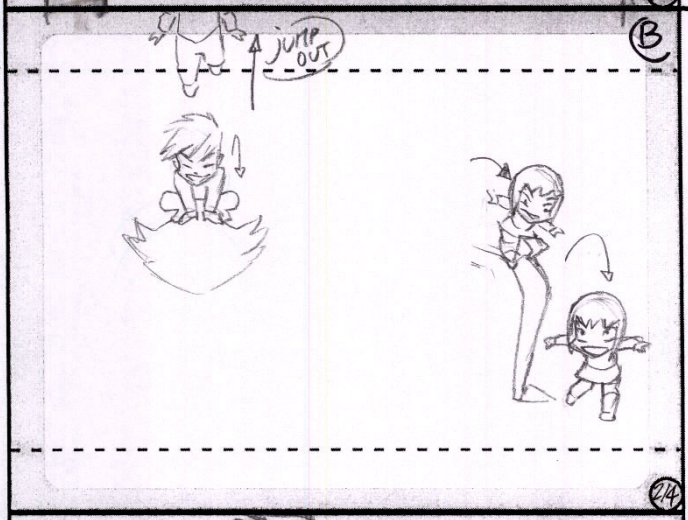

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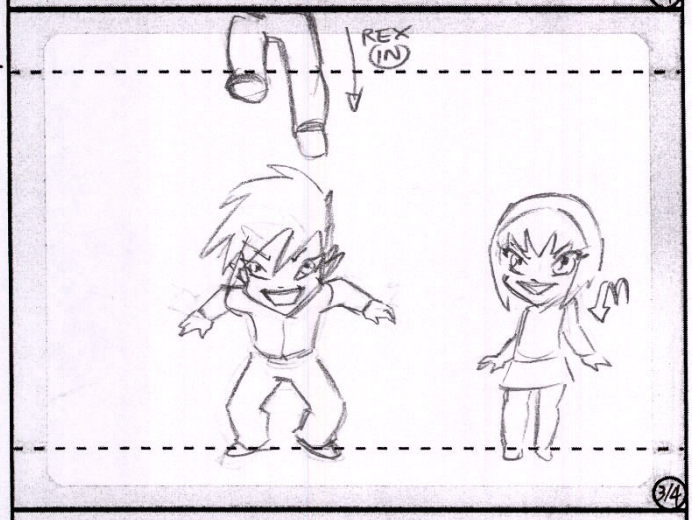

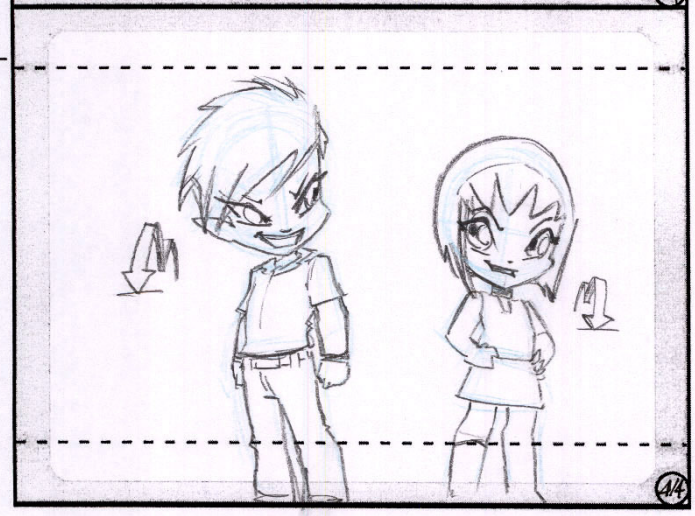

DIALOGUE

46. REX
That's great!

ACTION

Rex and Maxine nimbly get off the spiders' back and go towards the gazebo.

DIALOGUE

Our spiders are doing an exceptionally wicked job!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 3" FRAMES _____

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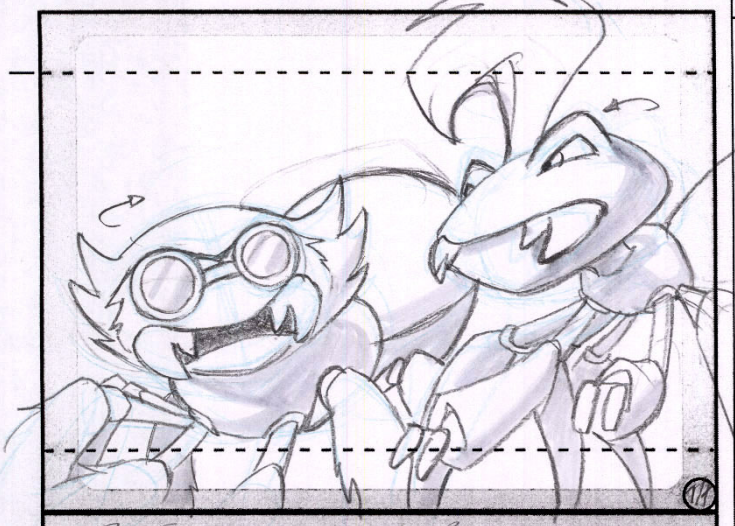

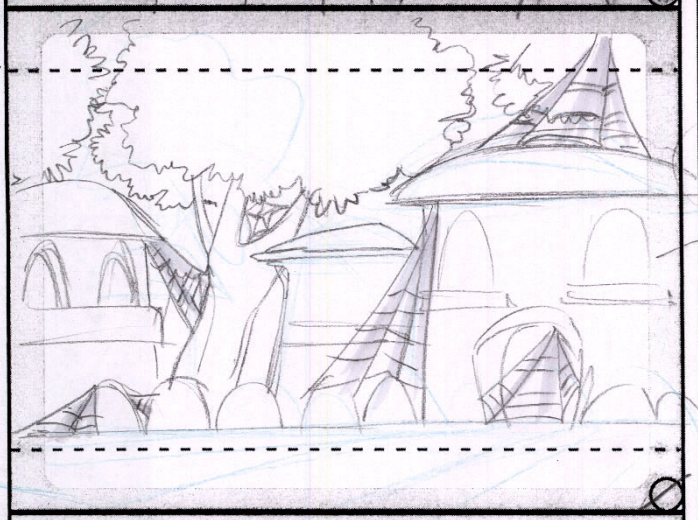

H/U

DIALOGUE

47. WEBBY
(with low voice)
Did I hear wrong or that little guy actually said "Our spiders"?

ACTION

Webby makes a surprised expression and turns towards Freddy.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 1" FRAMES 25

RAINBOW Pupuche

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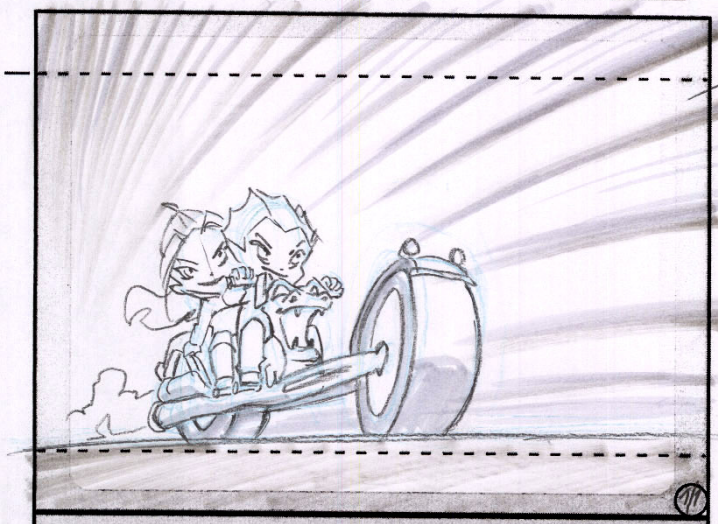

KINETIC LINES

GROUND ANIMATED

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS FRAMES

RAINBOW Popotte

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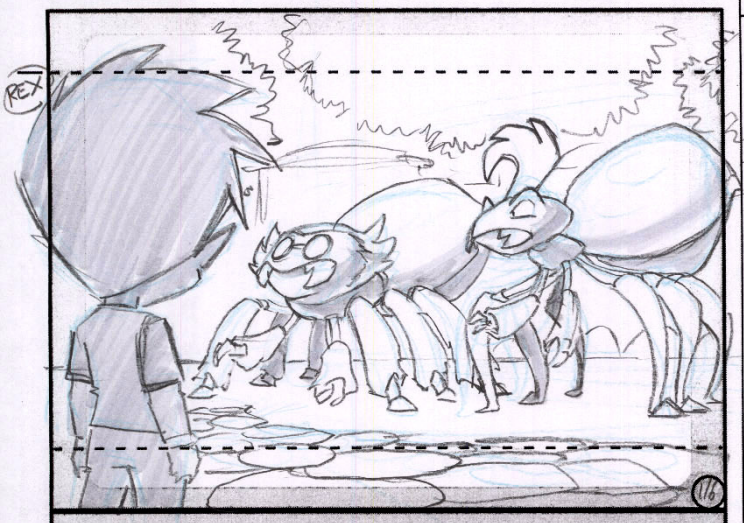

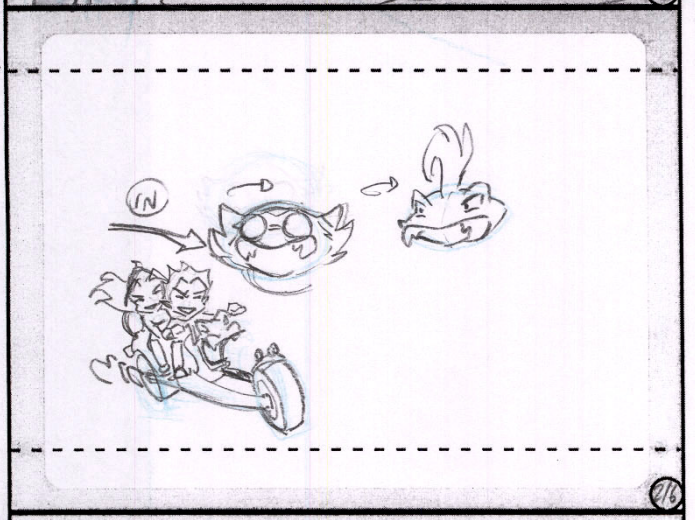

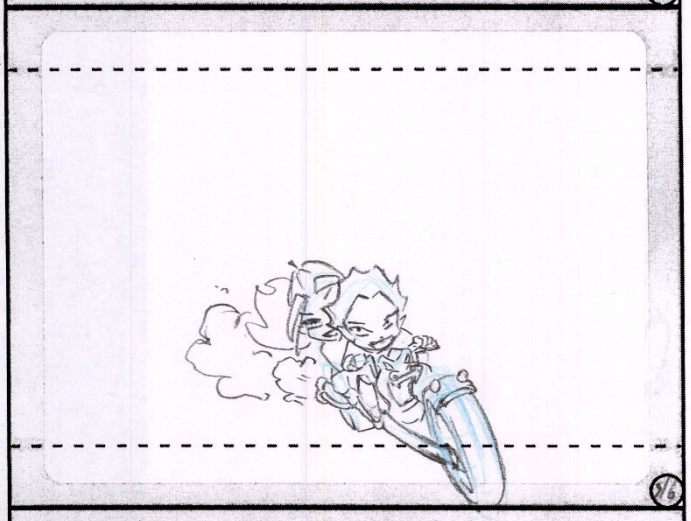

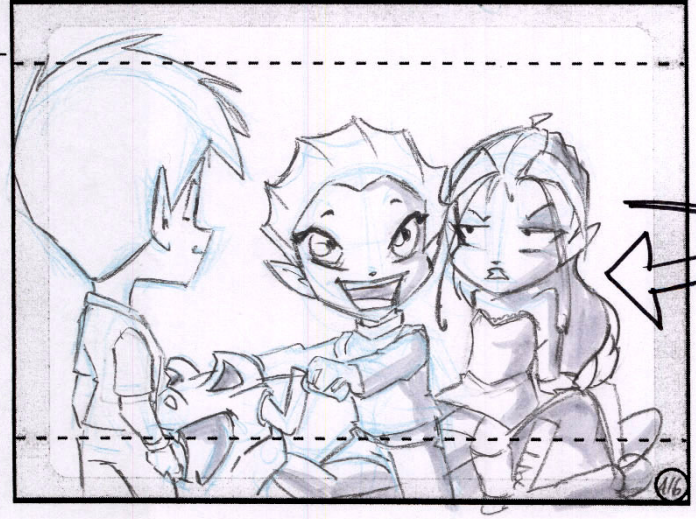

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

48. FLOXI
Ah! The Molly Moo!
The gluttons paradise…

ACTION

Floxi gets off his bike: h''s clearly excited. Narcissa gets off behind him and she seems a bit annoyed about his enthusiasm.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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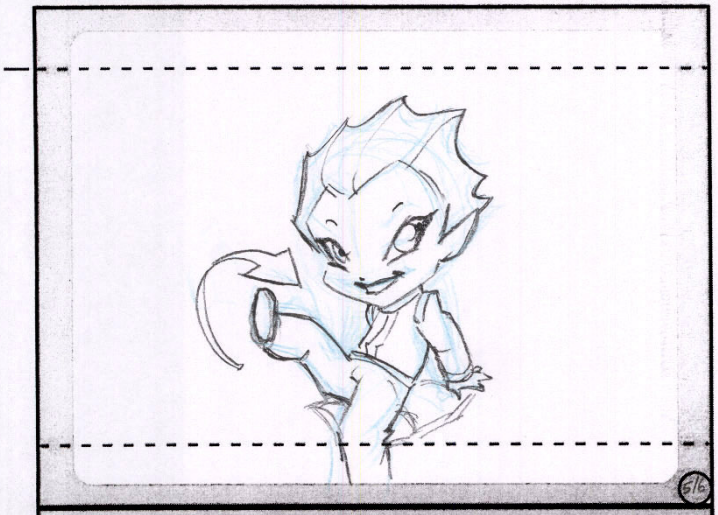

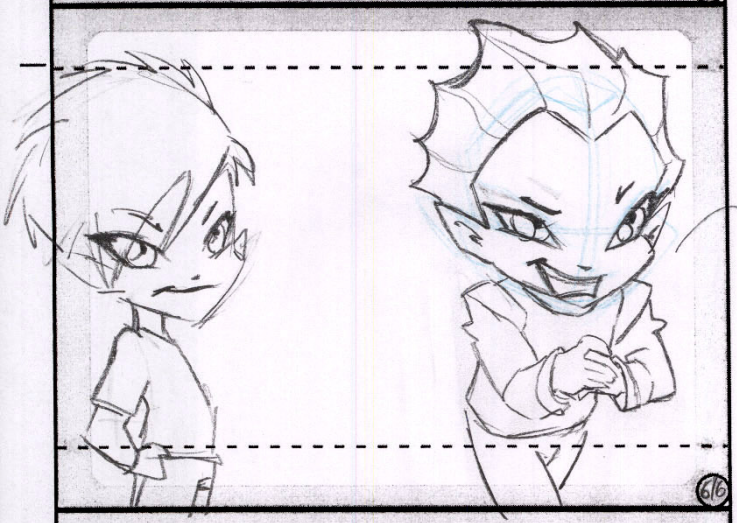

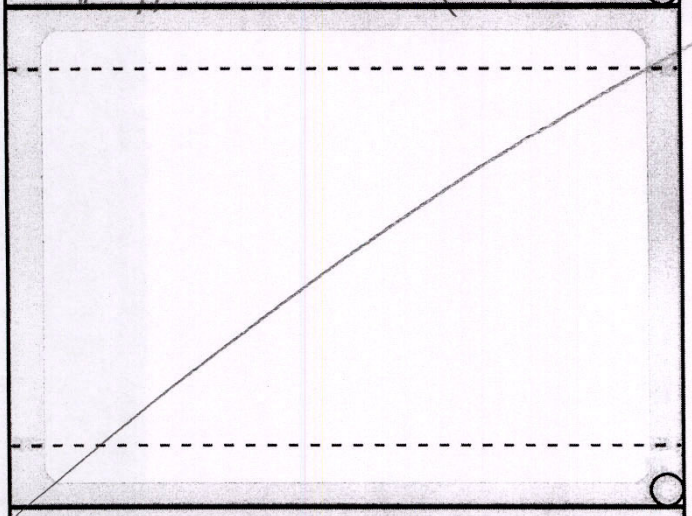

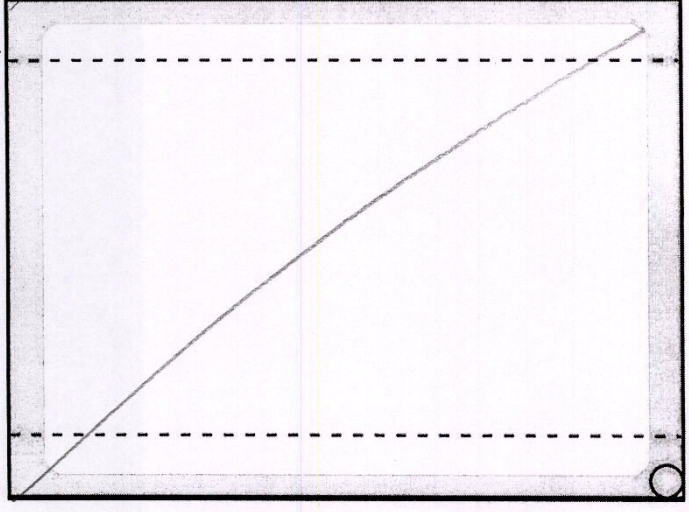

DIALOGUE

ACTION

DIALOGUE

9.

48. FLOXI
and now it's mine!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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SECONDS 2'' FRAMES

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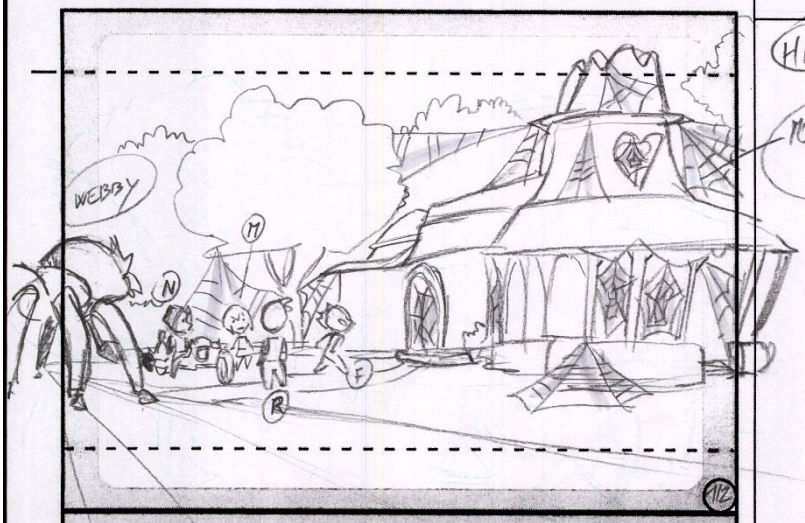

H/U

HOLLY HOO

SATISFIED EXPRESSION

DIALOGUE

ACTION

DIALOGUE

48. FLOXI
All mine!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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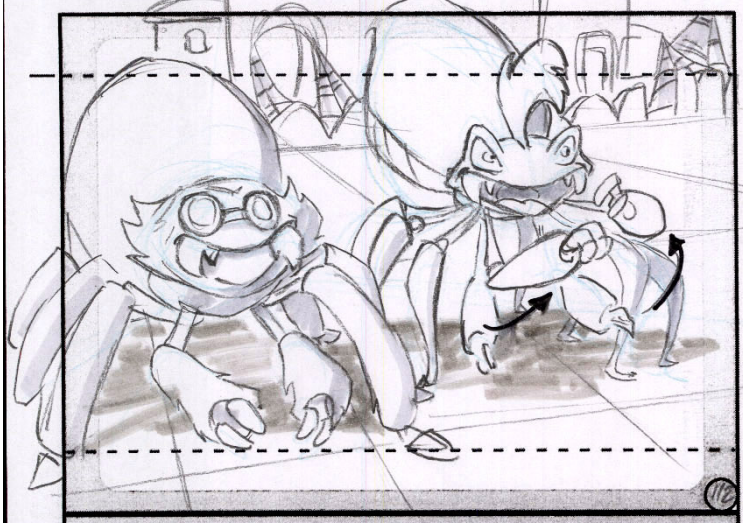
HOUSE HOUSE



SECONDS 4" FRAMES

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DIALOGUE

49. FREDDY
(with low voice)
…it's all ours, you mean!

ACTION

DIALOGUE

Actually they're all ours!

50. WEBBY
(with low voice, pointing at the Elves)
You're right Freddy,

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 3" FRAMES

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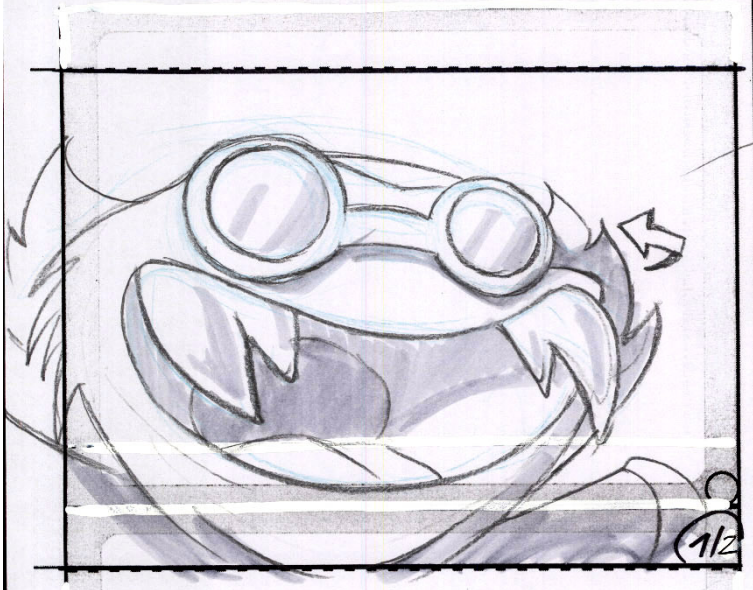

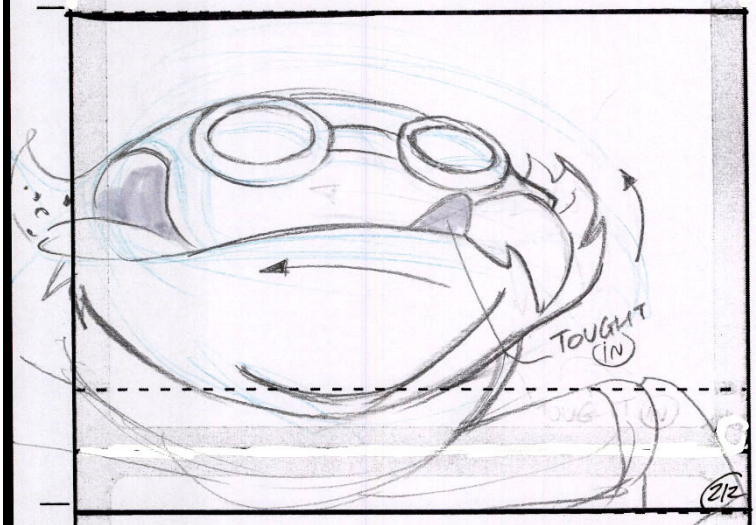

DIALOGUE

50. WEBBY
(with low voice, pointing at the Elves)
they really seem delicious appetizers!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

The spiders lick their mouth greedily.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 REX SCENE 101

SECONDS 2"8 FRAMES 70

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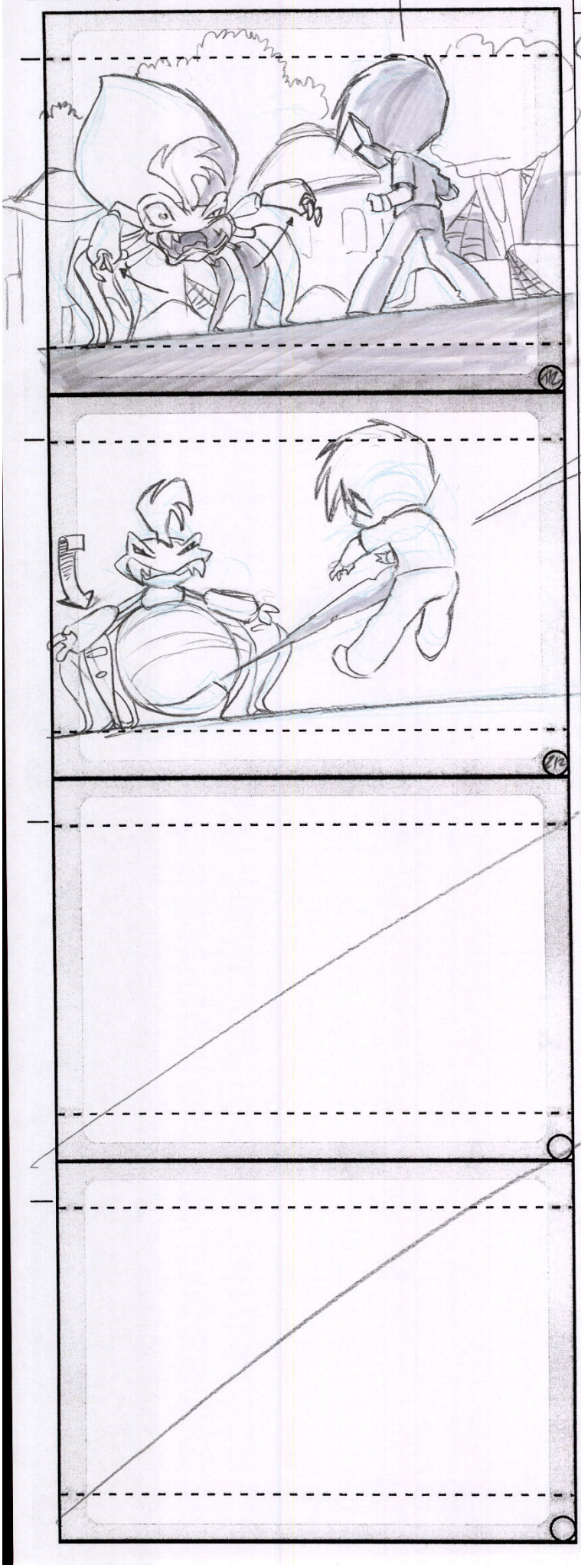

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:
SCENE 100 CUT

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SECONDS 2" FRAMES _____

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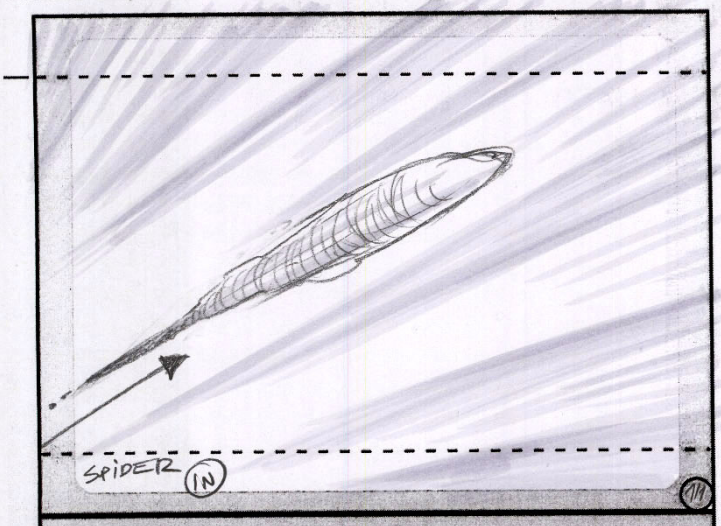

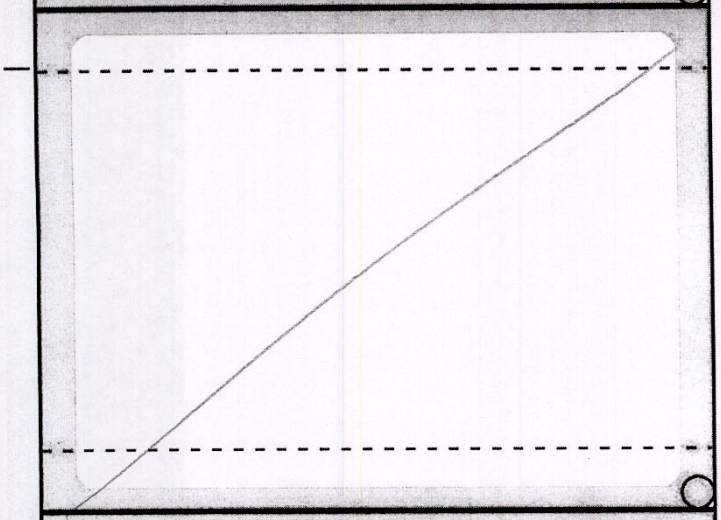

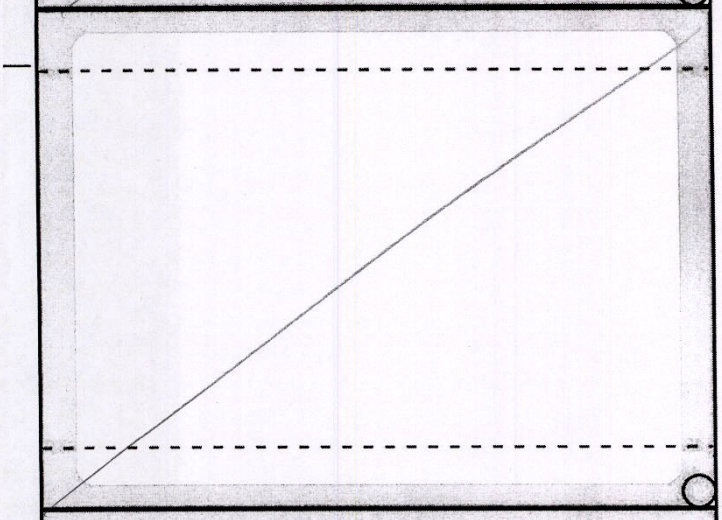

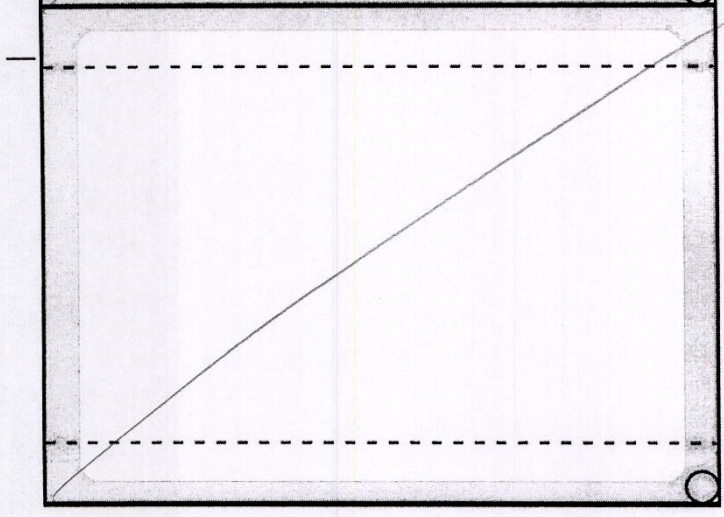

KINETIC LINES

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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SECONDS 4" FRAMES _____

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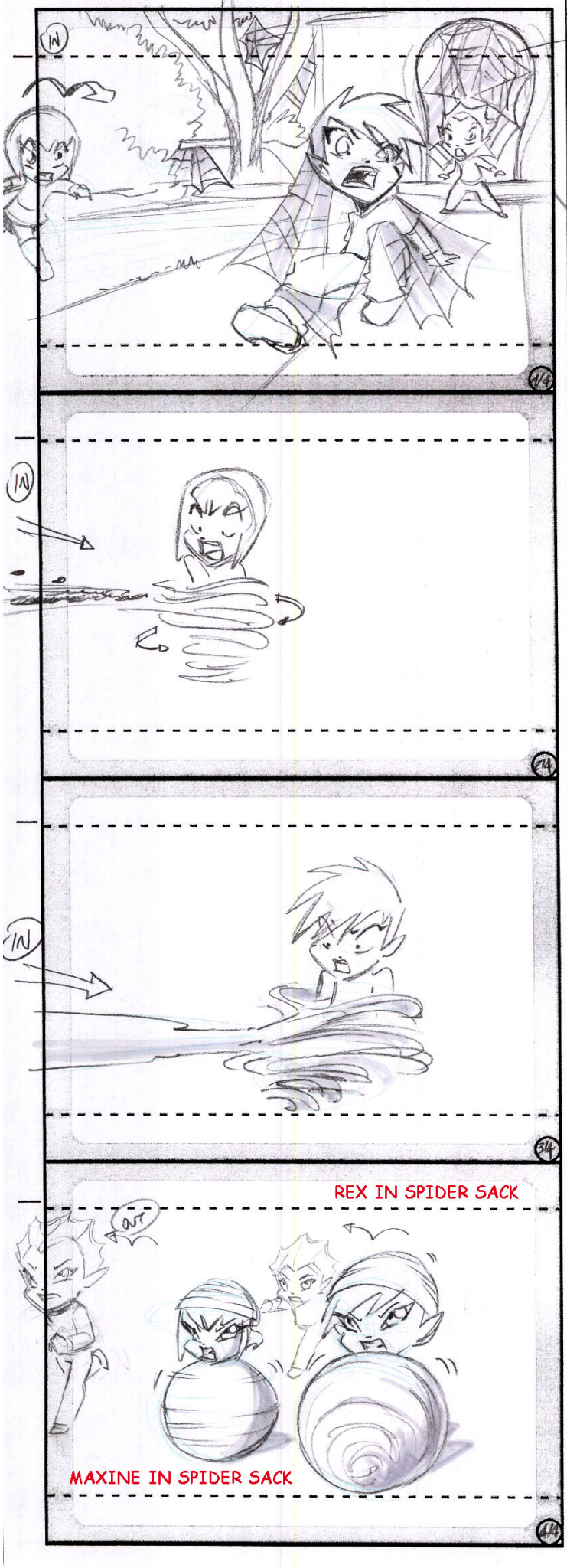

MOLLY MOO ENTRANCE WITH SPIDER

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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SECONDS 1"4 FRAMES 35

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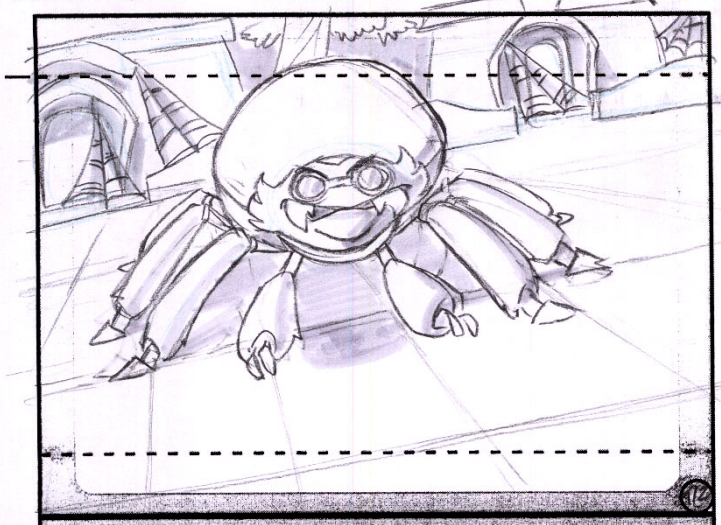

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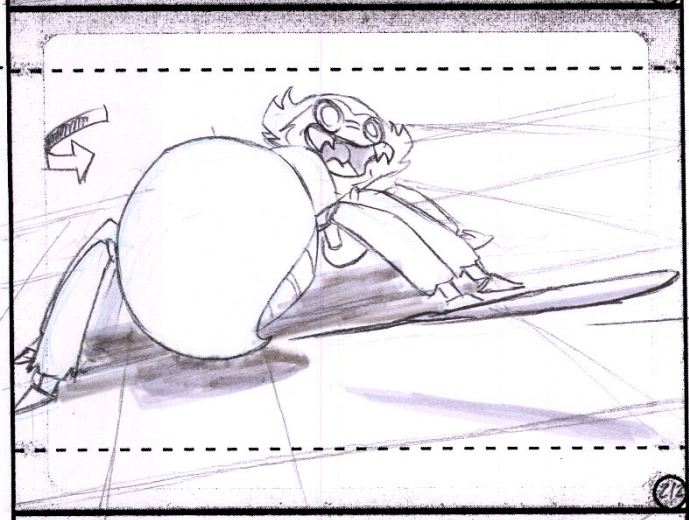

SPIDER WEB OUT

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

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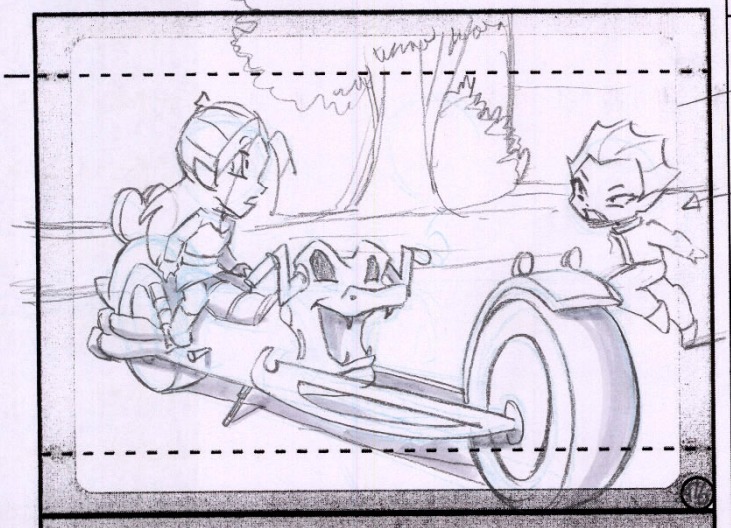

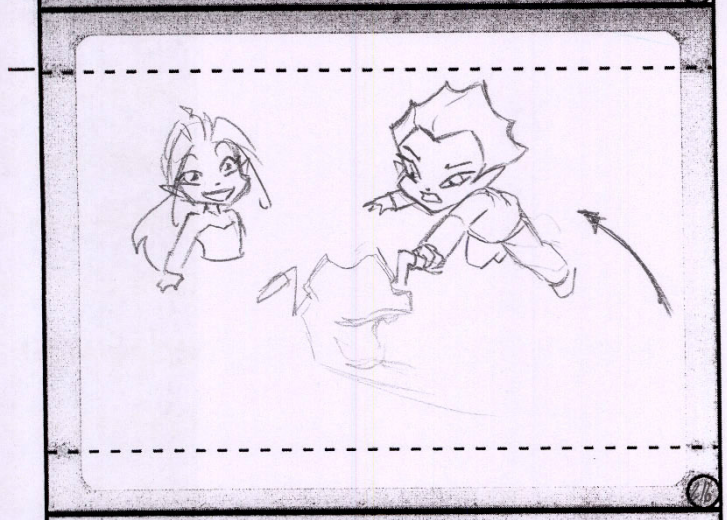

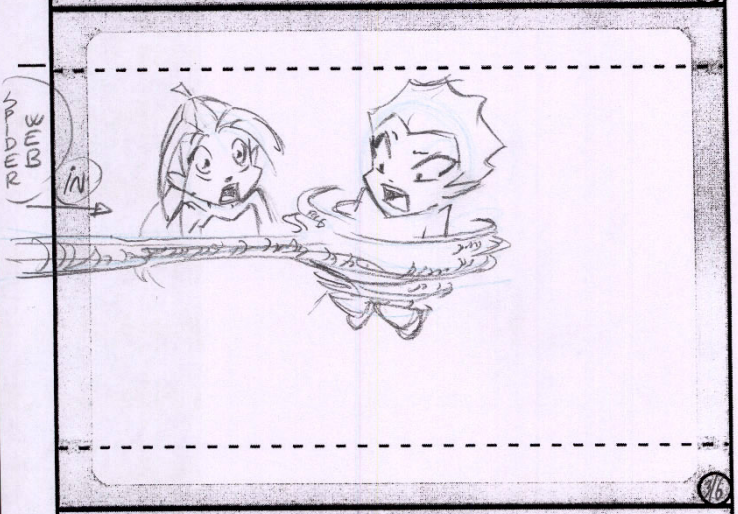

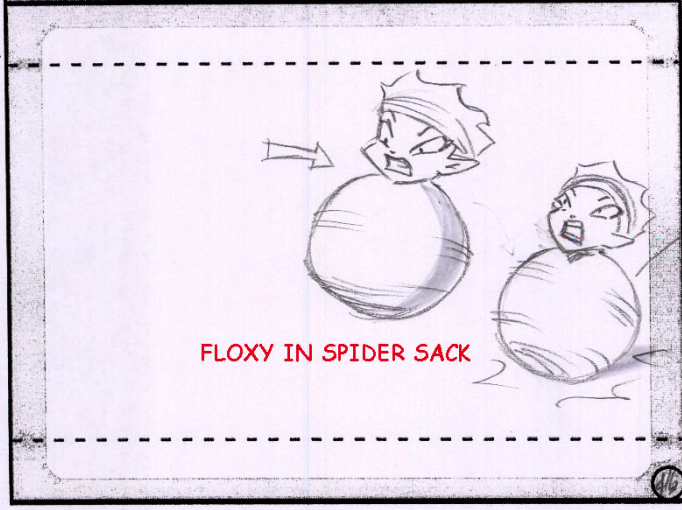

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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SECONDS 5" FRAMES _____

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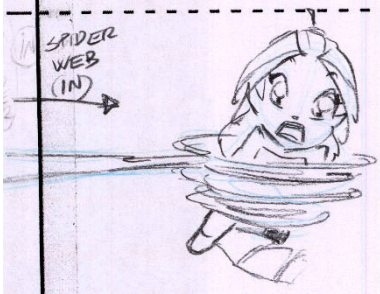
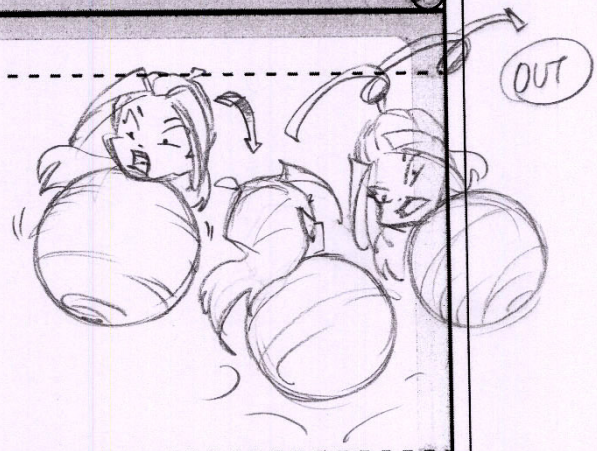


NARCISSA IN SPIDER SACK



DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

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SECONDS 21 FRAMES _____

RAINBOW Poppixie

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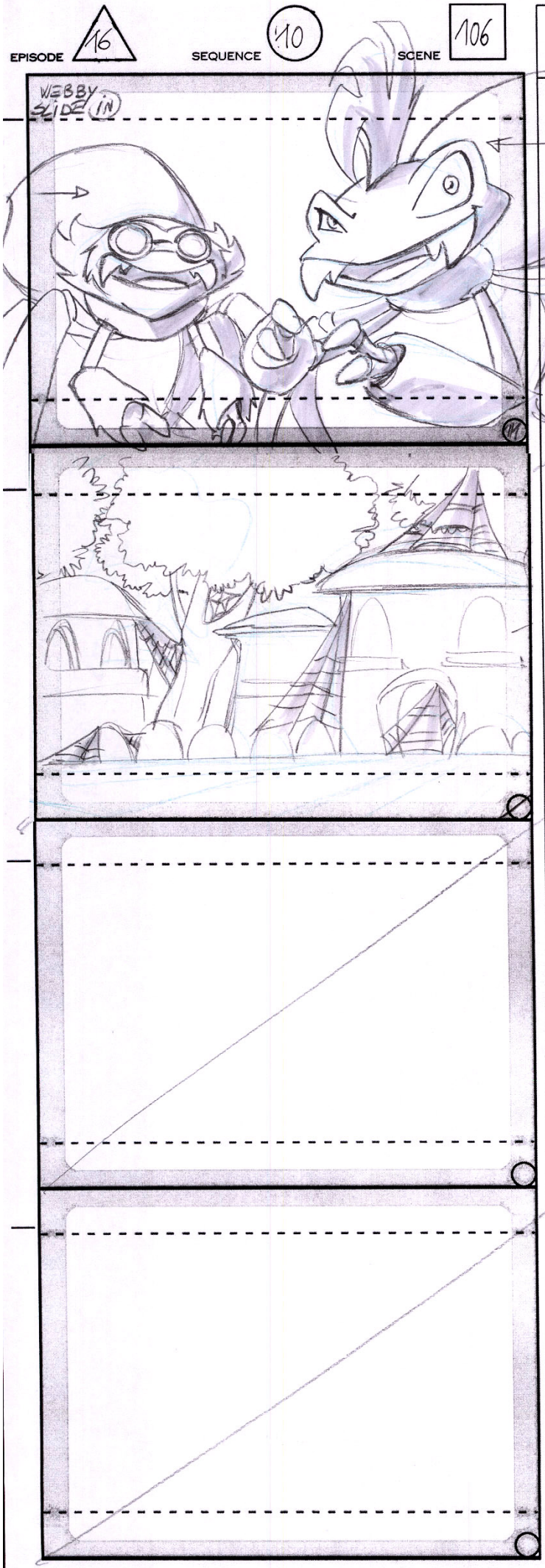

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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EPISODE 16 | SEQUENCE OL 10 ORANGE VAN | SCENE 107

SECONDS 2"8 | FRAMES 70

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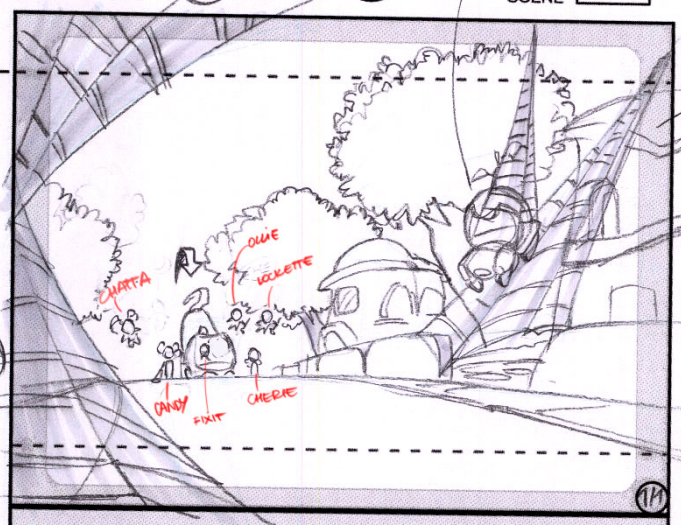

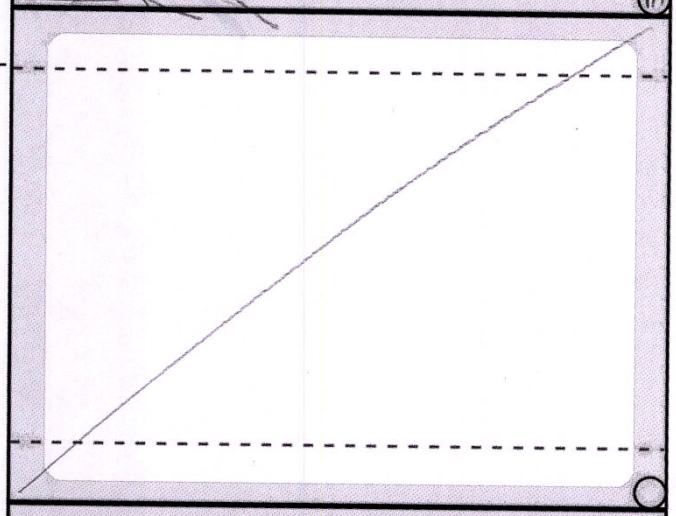

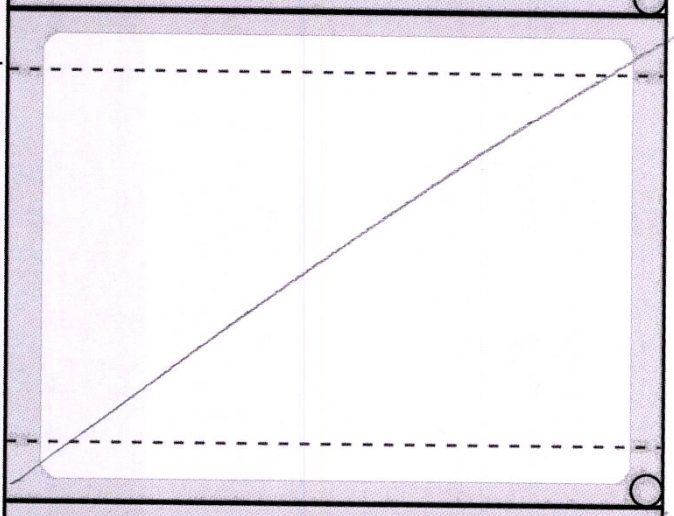

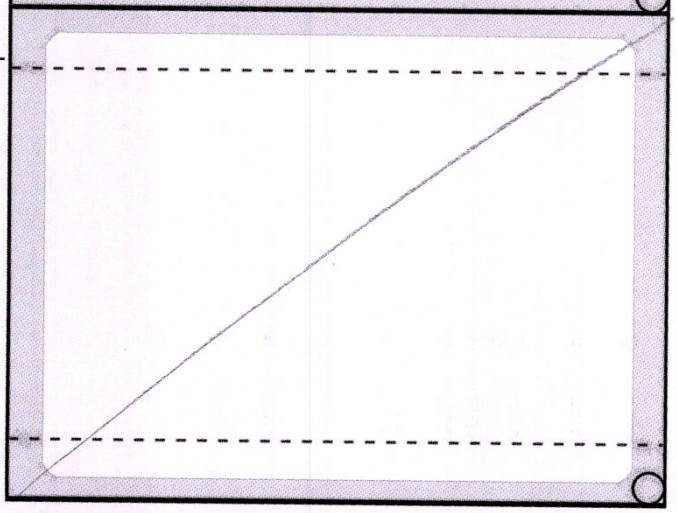

BG STREET FOR THE Molly Moo

ALL IN

DIALOGUE

53. CHATTA
After working so hard,
we really deserve

ACTION

In that moment, Fixit, on the cleaning aubergine, Ollie and Livy armed with floor brushes, Candy, armed with a hoover, and Cherie arrive in the street.
Even Chatta is with them.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 10 SCENE 108

SECONDS 2"8 FRAMES 70

RAINBOW Pappy Kid
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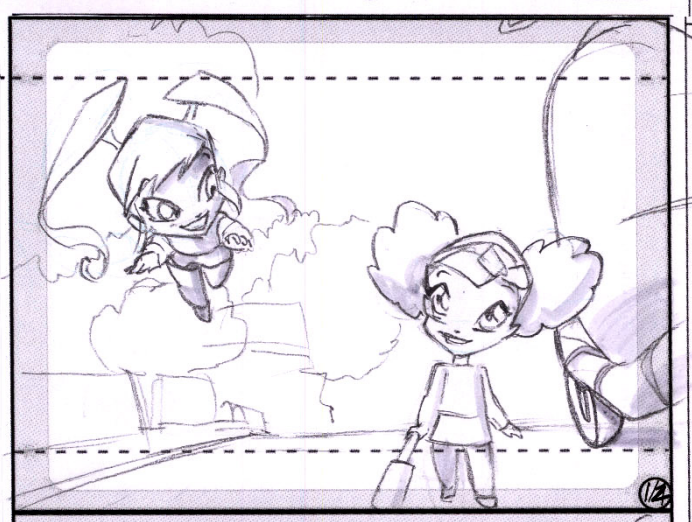

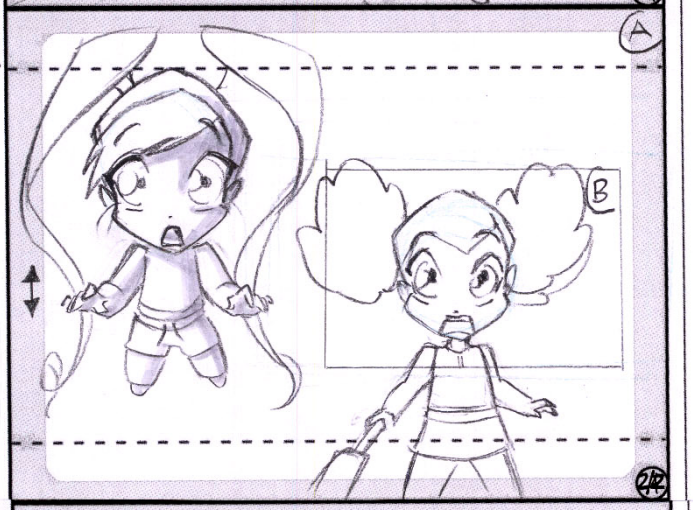

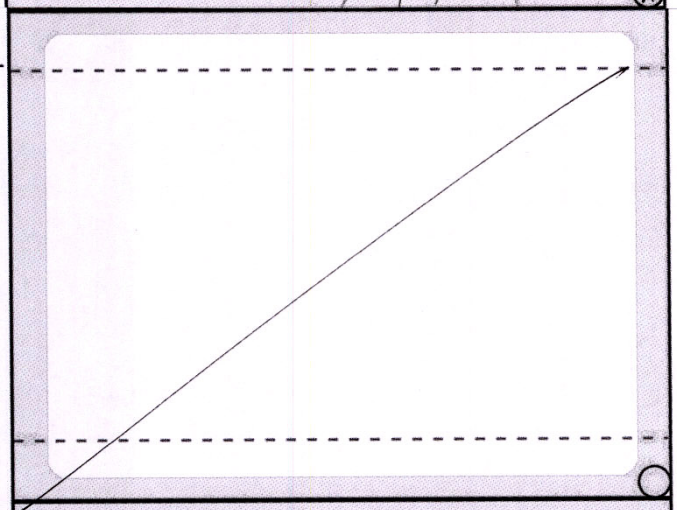

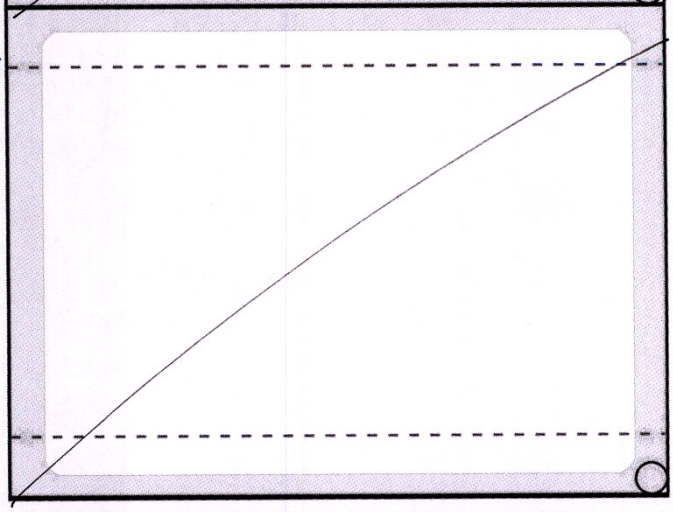

DIALOGUE

53. CHATTA
a nice cake!

ACTION

DIALOGUE

ACTION

The group sees the two spiders in front of the gazebo

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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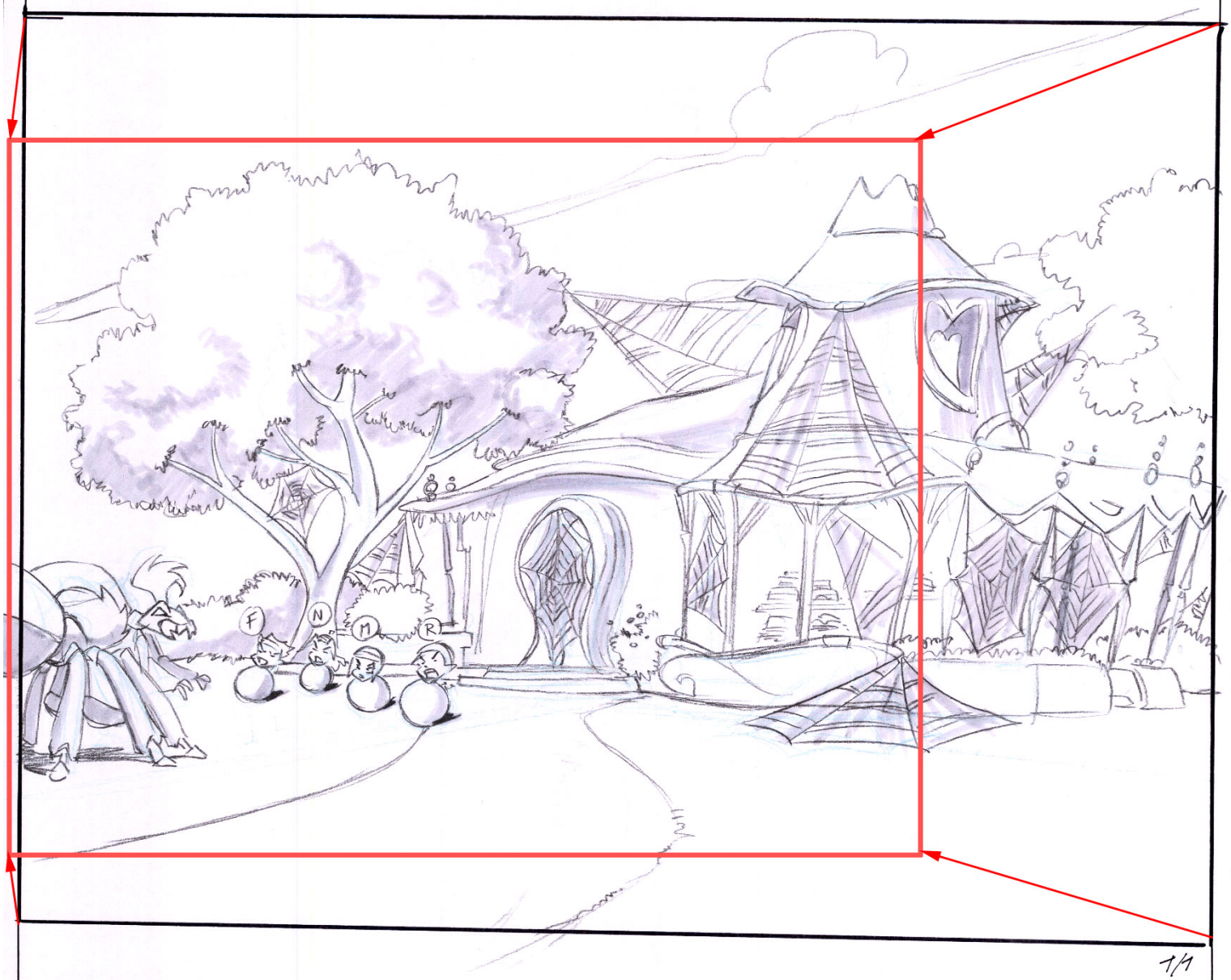
EPISODE 16 SEQUENCE 10 SCENE 109 SECONDS 2" FRAMES _____

RAINBOW Pop Pixie © RBW ALL RIGHTS RESERVED



1/1

DIALOGUE	ACTION	TIME OF DAY:
		LOCATIONS:
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES:	RE-USES: △ ○ □	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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☞ PAGE _____

\\Nas04\pop pixie serie1 (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

EPISODE 16 SEQUENCE 10 SCENE 110

SECONDS 3" FRAMES _____

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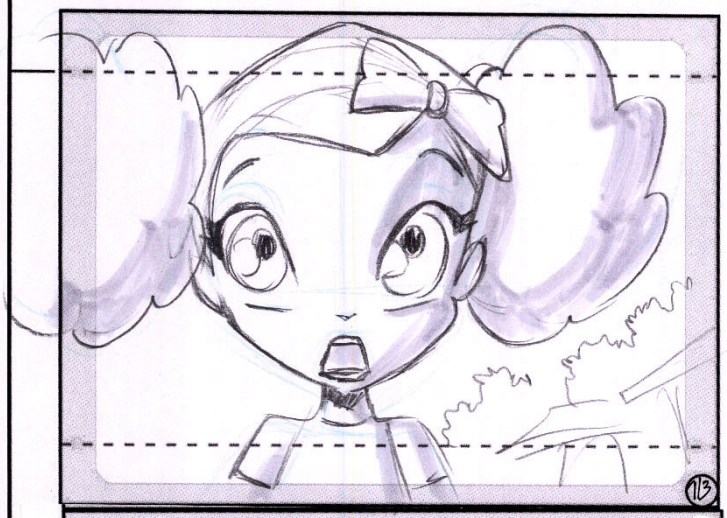

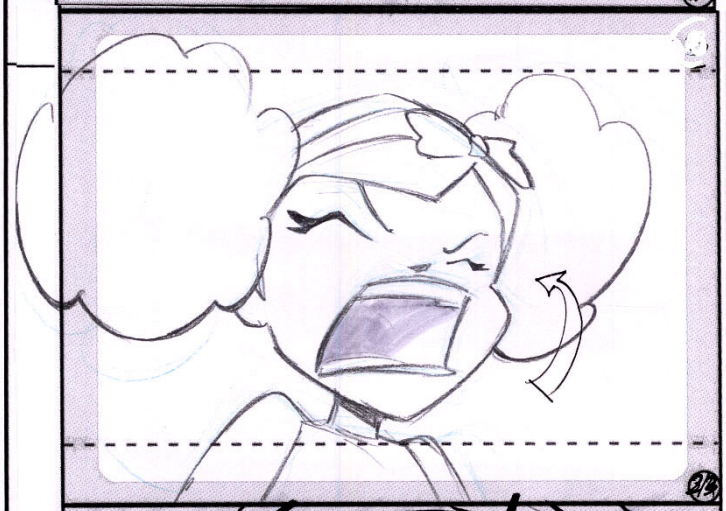

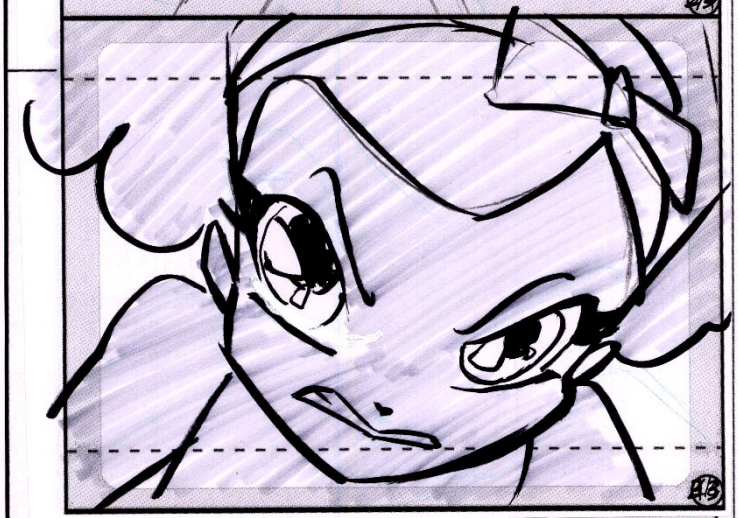

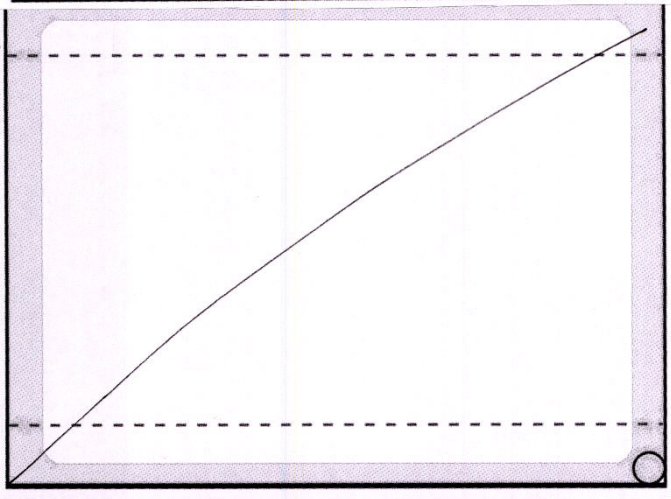

DIALOGUE

ACTION

DIALOGUE

54. CANDY
(she screams)
Hey, what's going on here?

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 111 CONT

SECONDS / FRAMES /

RAINBOW Puppet
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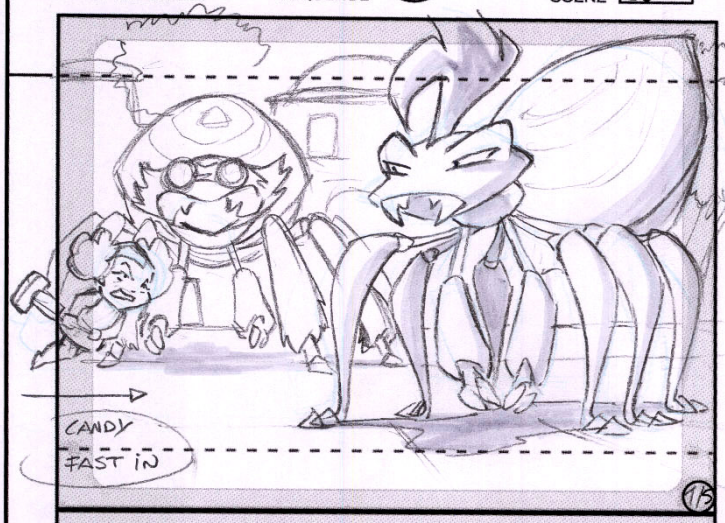

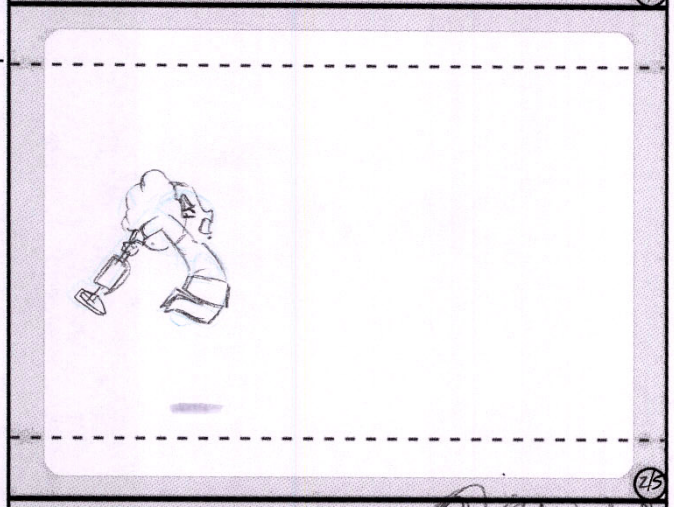

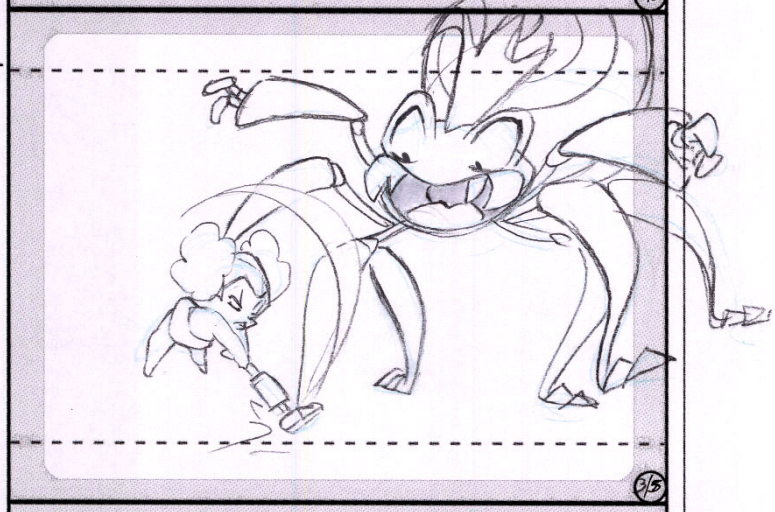

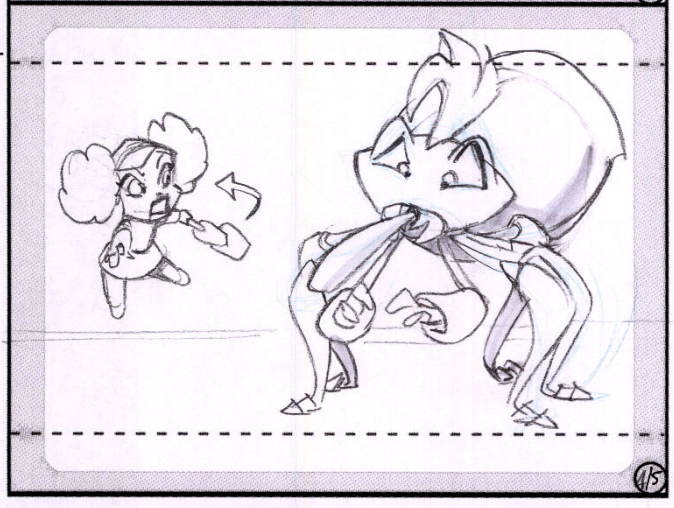

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

55. CANDY
Get rid of these spider webs from my shop immediately!

ACTION

Candy hits Freddy's leg with the hoover tube, and the spider withdraws it in pain and starts sucking it.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 111 END

SECONDS 5" FRAMES 125

RAINBOW Pony Tale

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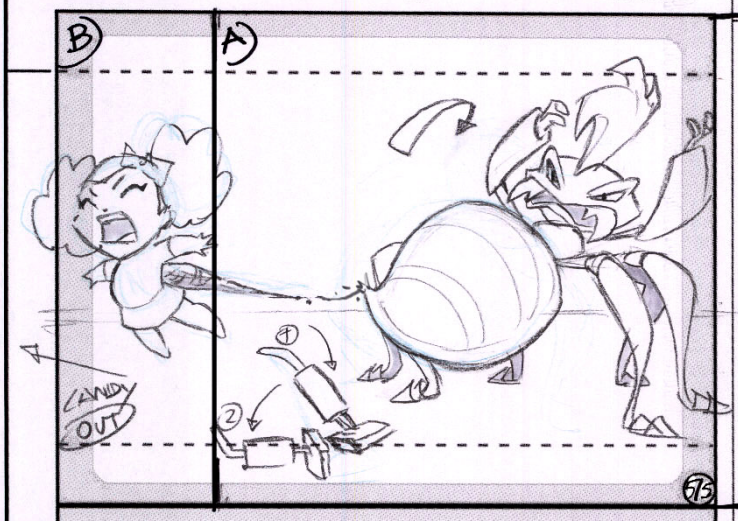

FOLLOW PAN.

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 112 CONT

SECONDS FRAMES

RAINBOW Pixie

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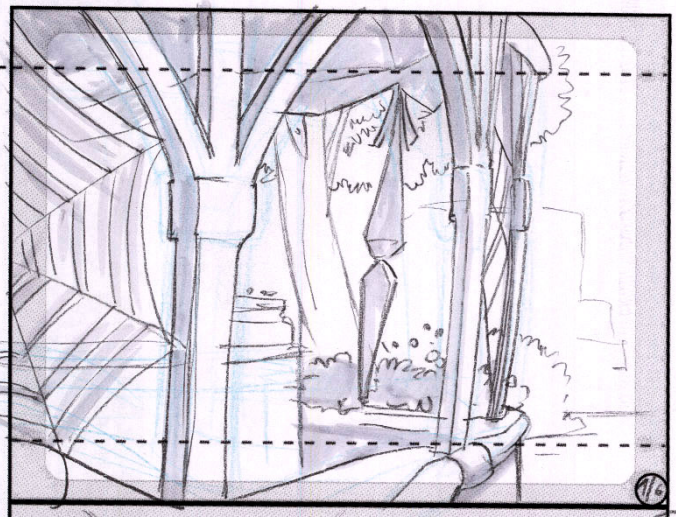

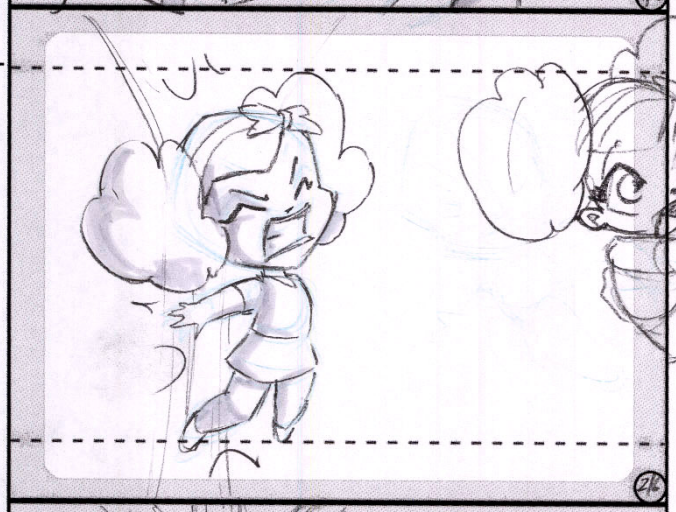

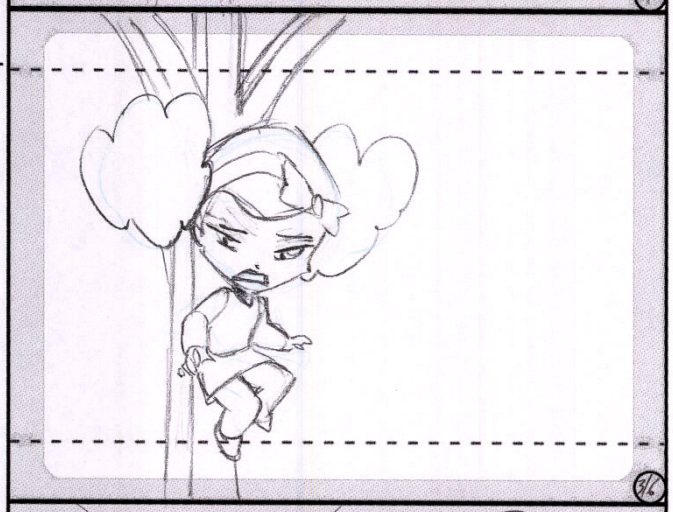

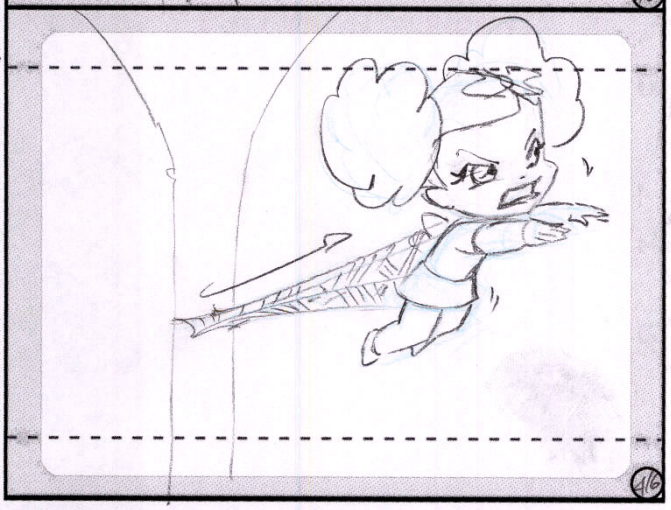

DIALOGUE

ACTION

DIALOGUE

ACTION

the web sticks to the Pixie's bum and the other end is tied by the spider around one of the gazebo's small columns. The Pixie flies, but the web pulls her backwards,

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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SECONDS 42 FRAMES 11

RAINBOW Production

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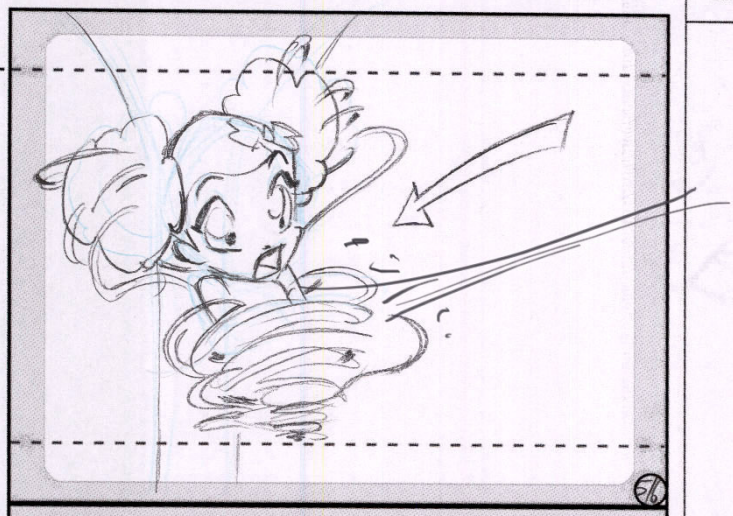

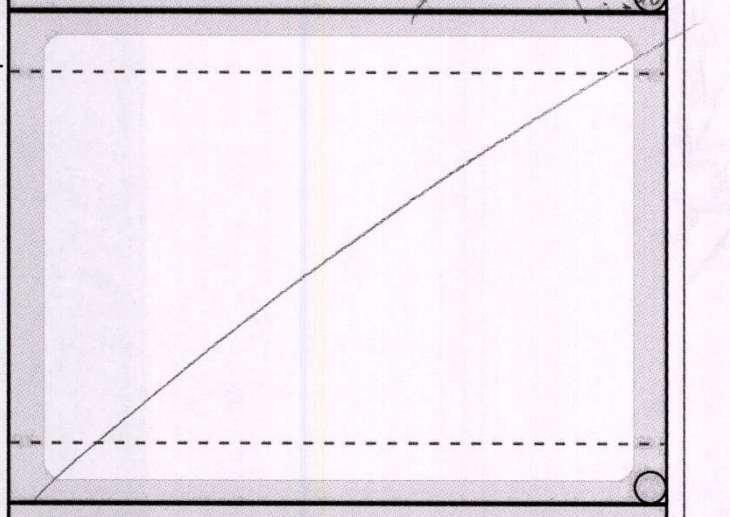

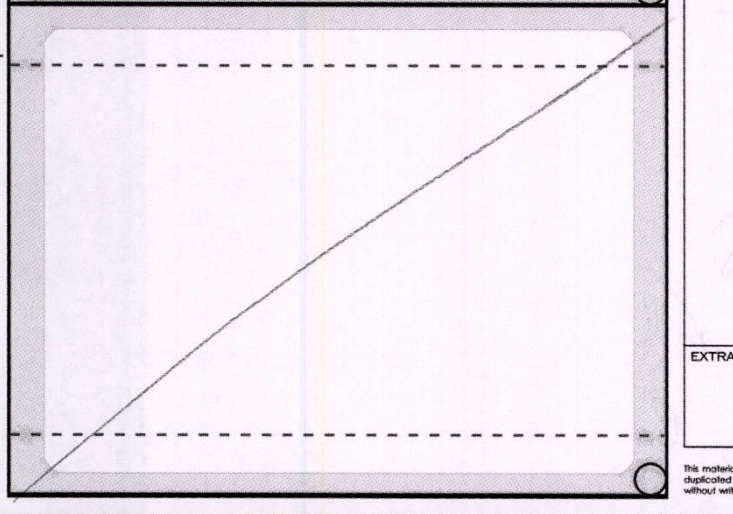

DIALOGUE

ACTION

wrapping her up
and trapping her

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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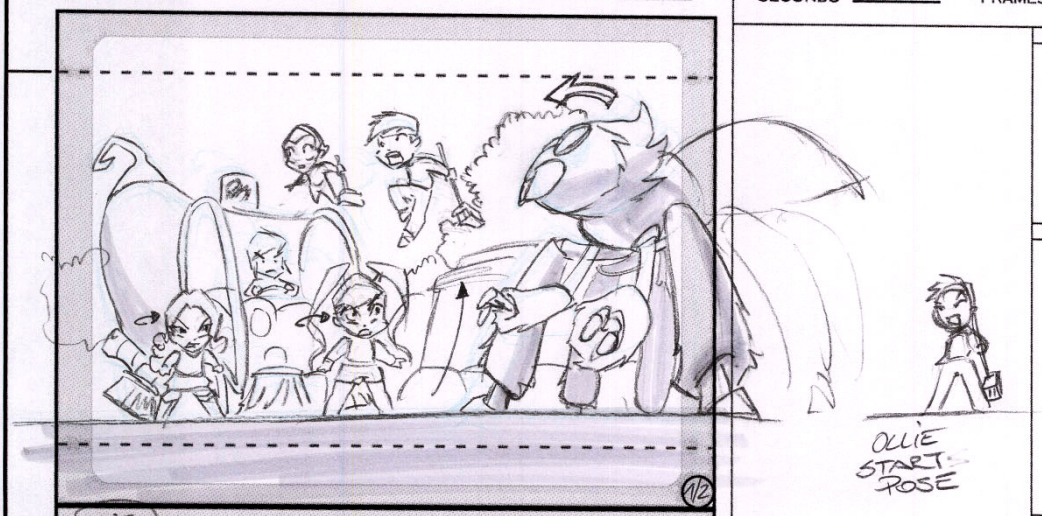
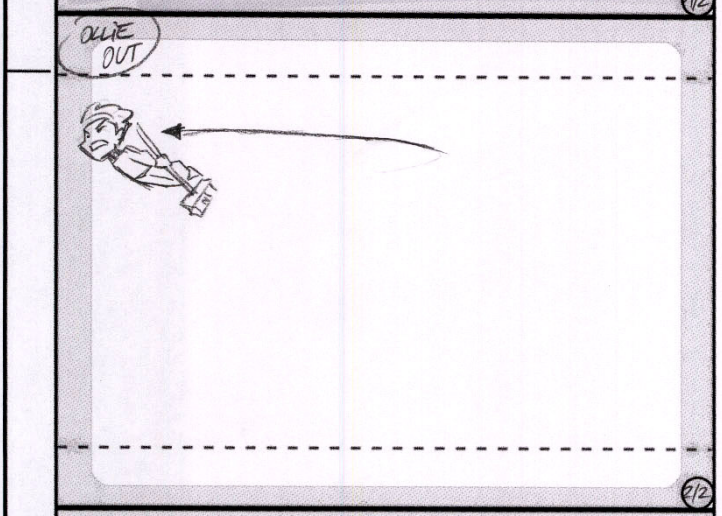
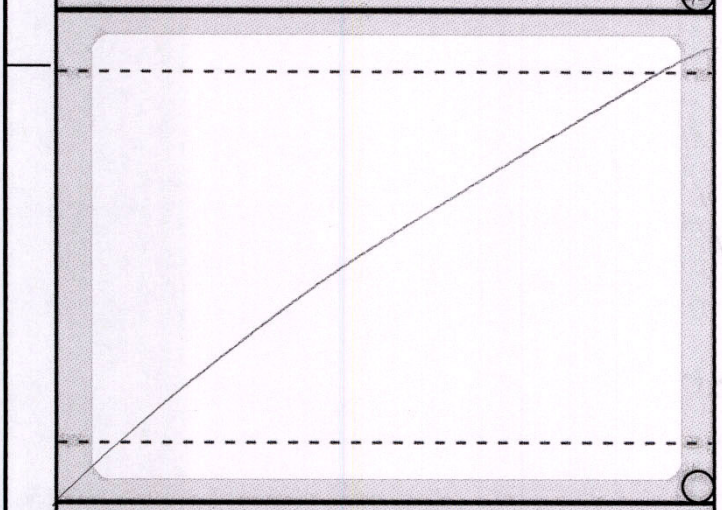
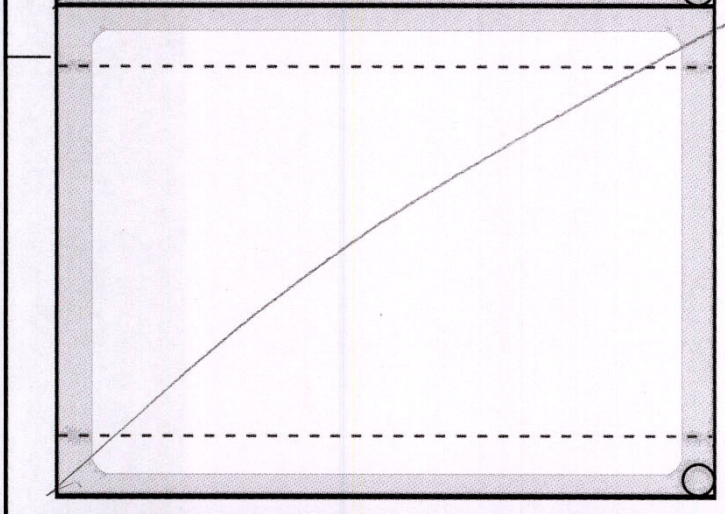
SECONDS 2"6 FRAMES 65

RAINBOW Pony Life © RBW ALL RIGHTS RESERVED









DIALOGUE

56. OLLIE
Hold on, sis!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 2" FRAMES 50

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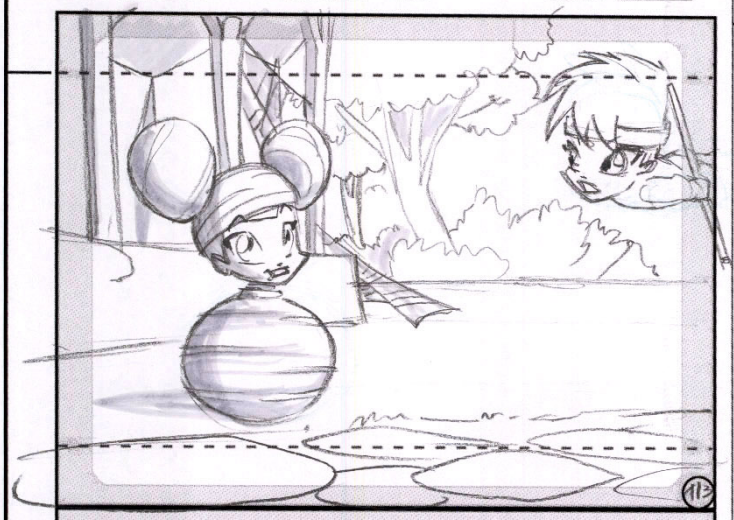

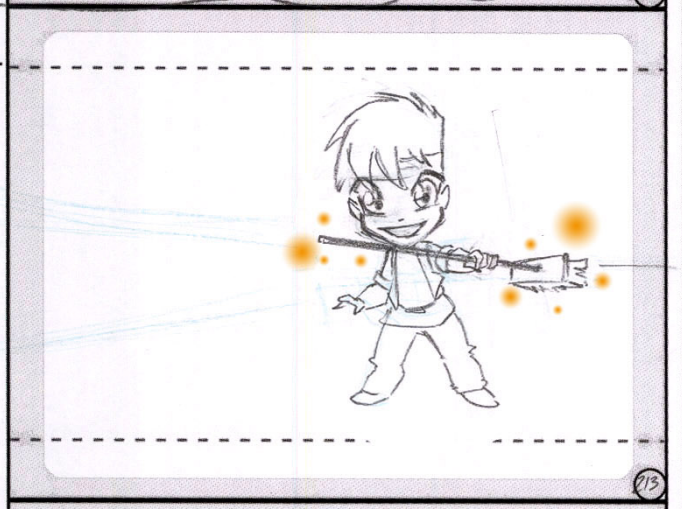

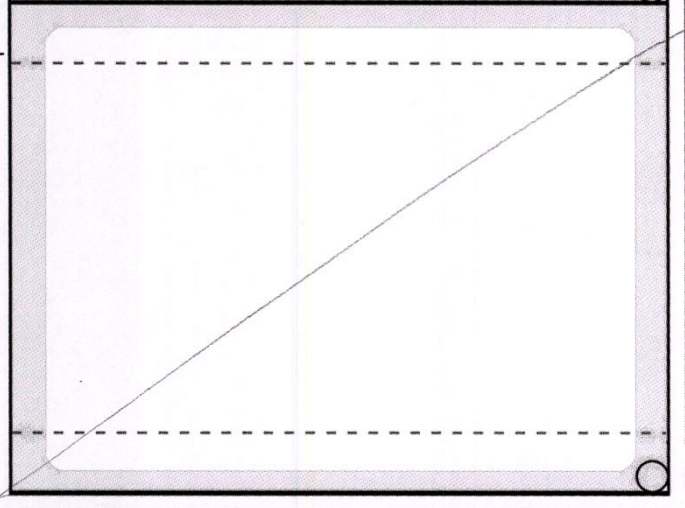

OLLIE IN

DIALOGUE

ACTION

Ollie flies forward

DIALOGUE

ACTION

and turns the floor brush into a shaker.

DIALOGUE

56. OLLIE
I'll free you !!!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLES PIXIE

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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SECONDS 1" FRAMES 25

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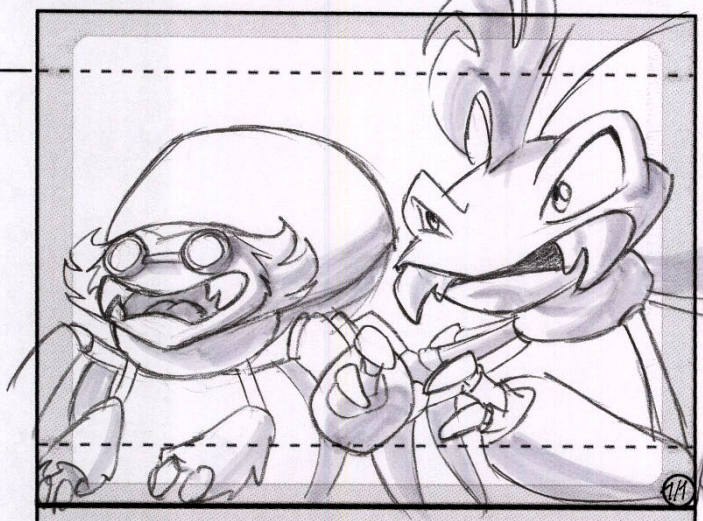

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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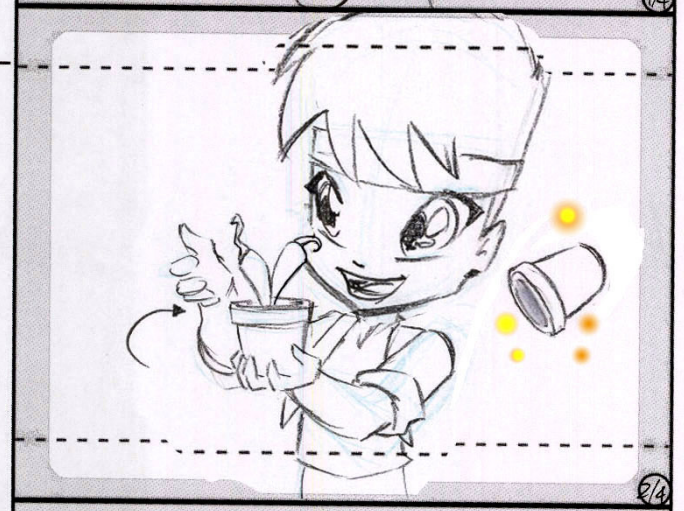

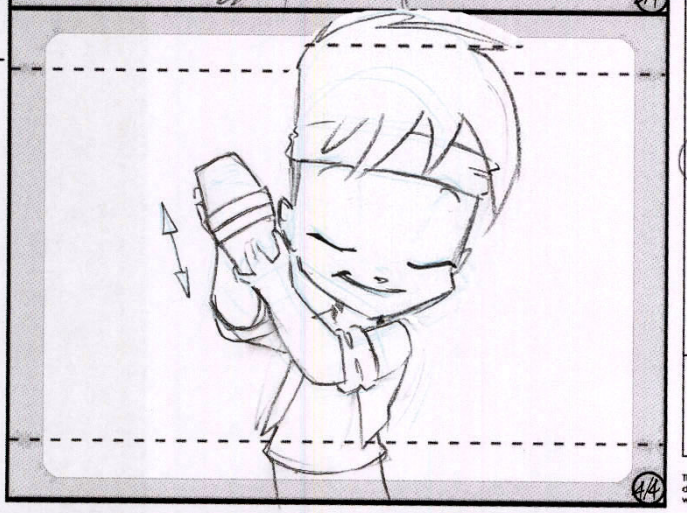

SECONDS 4" FRAMES 125

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SHAKER FLOATS

DIALOGUE

56. OLLIE
from that poultice in a flash ,,,

ACTION

DIALOGUE

cocktails!

ACTION

The Pixie makes several burning chilli peppers appear in his hand, he shakes them

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

A/C

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:
BG 16 10 114

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EPISODE 16 SEQUENCE 10 SCENE 117 CONT

SECONDS FRAMES

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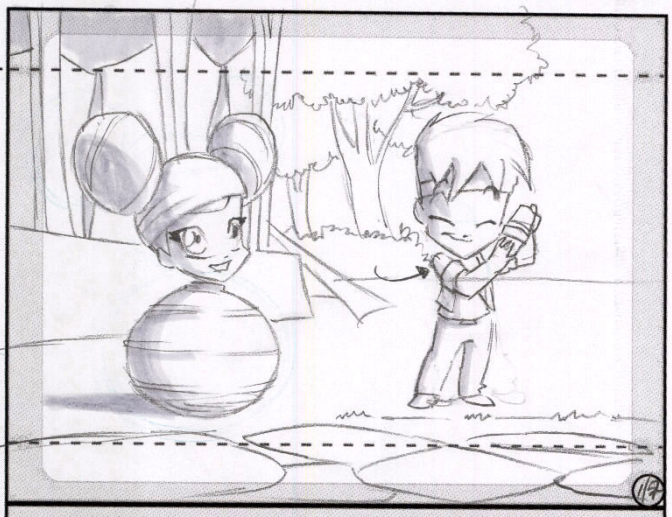
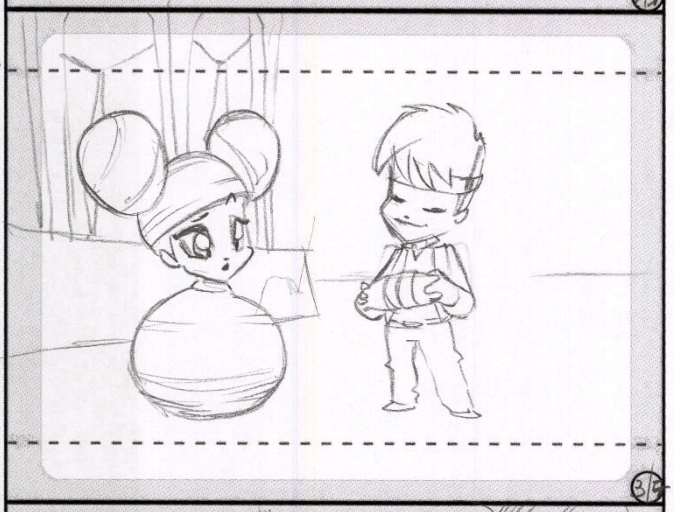
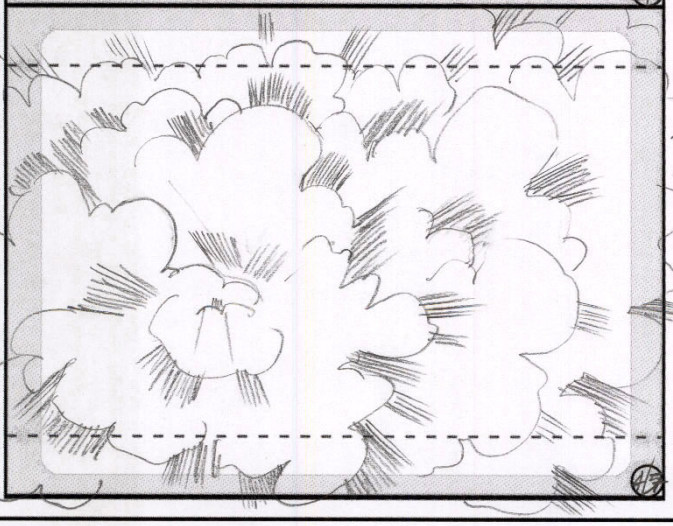


FX LIQUID CHILLI





FX EXPLOSION

DIALOGUE

56. OLLIE

with one of my explosive

ACTION

he shakes them

DIALOGUE

ACTION

and then pours the liquid on the spider web.

DIALOGUE

ACTION

An explosion bursts in the scene

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

CONTINUED ON NEXT PAGE

RE-USES: BG 16 10 114

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EPISODE 16 SEQUENCE 10 SCENE 117 END

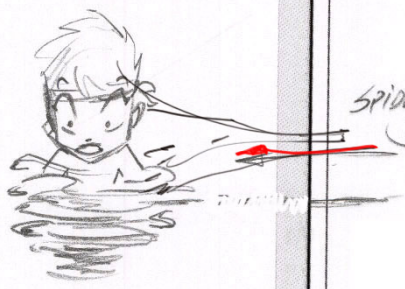
SECONDS 8 11 FRAMES

RAINBOW Popotte © RBW ALL RIGHTS RESERVED

FX OLLIE BURNT

FX CANDY IN SPIDER SACK BURNT

SMOKE OUT



SPIDER WEB IN

OLLIE IN SPIDERSACK

DIALOGUE

57. CANDY
Thanks a lot, Martino!
What would I do without you?

ACTION

and when the smoke clears, Candy is blackened and Ollie is charred. The spider web is still on its place.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 10 SCENE 118

SECONDS 3"4 FRAMES 85

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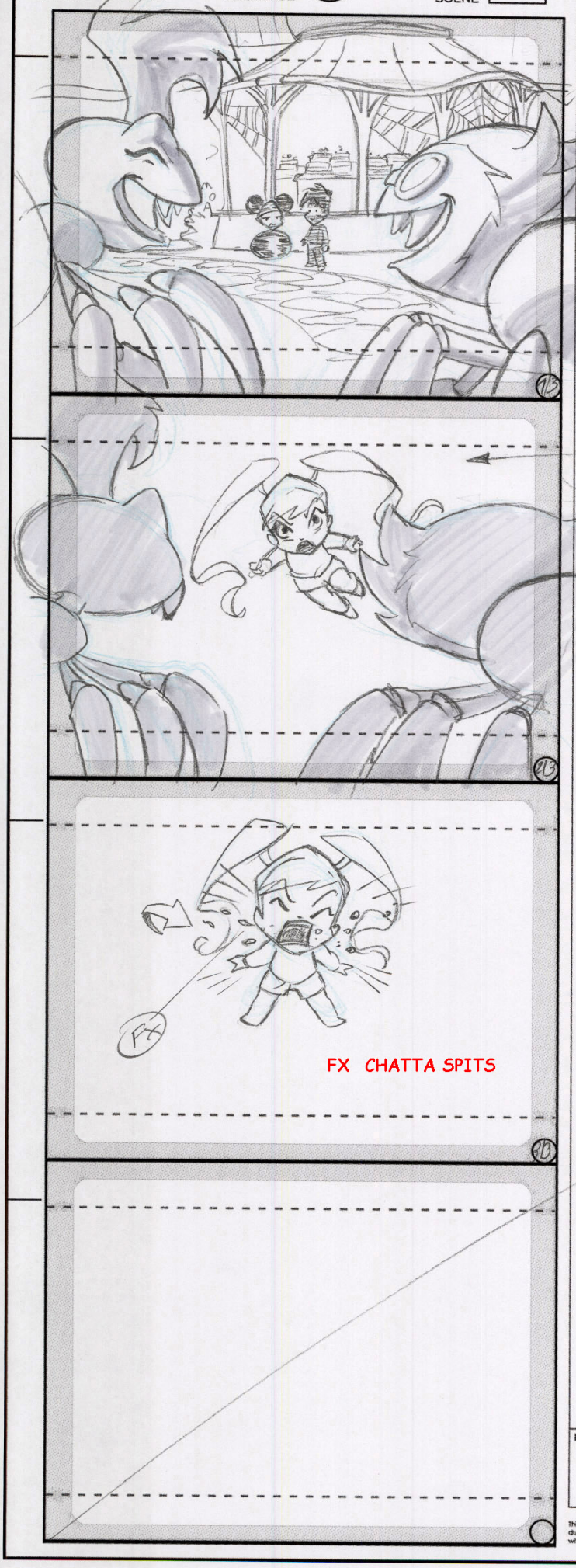

DIALOGUE

ACTION

DIALOGUE

58. CHATTA
(spitting up quickly)
Hey! You big beasts!

ACTION

DIALOGUE

58. CHATTA
(spitting up quickly)
Leavemyfriendsalone!!!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SPITTLE

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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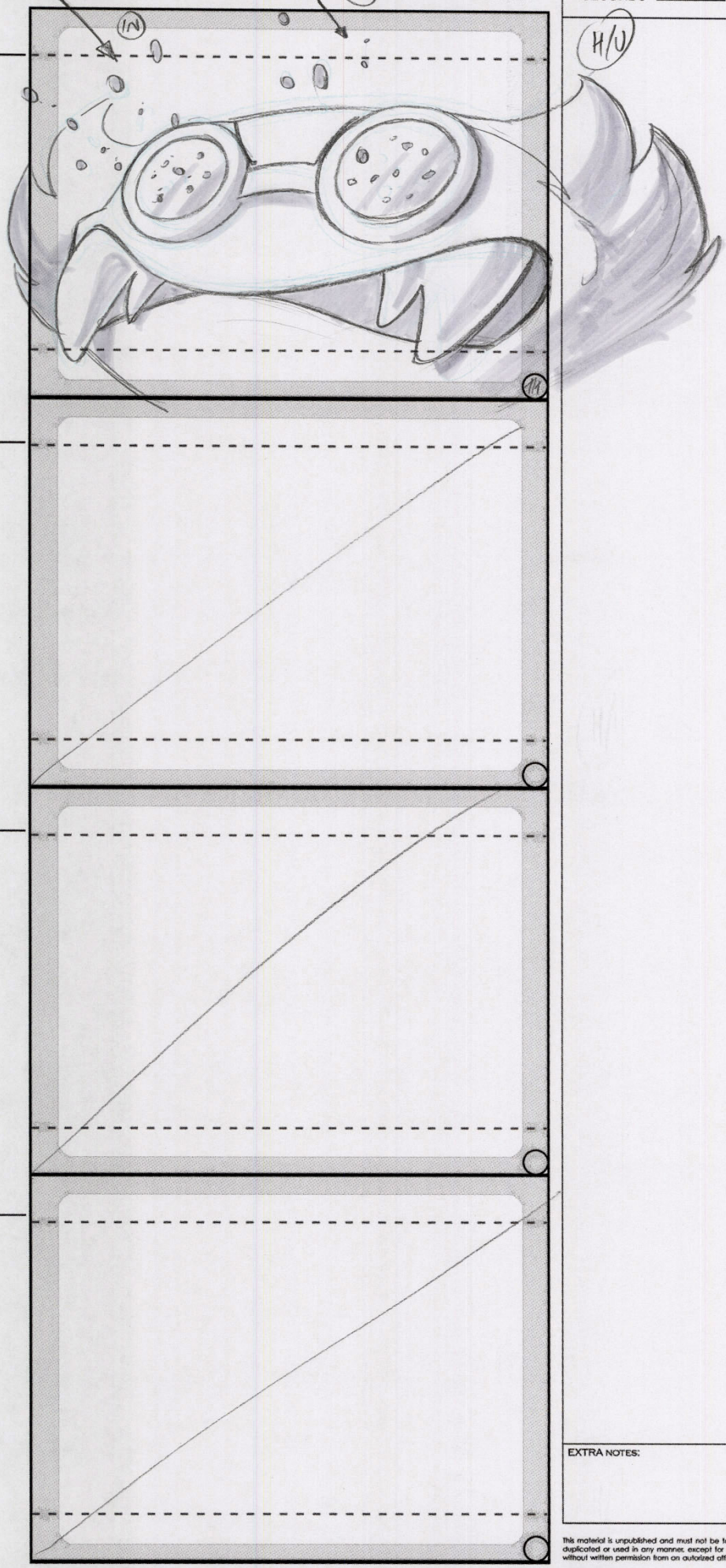
EPISODE 16 SEQUENCE 10 SPITTLE IN SCENE 119

SECONDS 1"4 FRAMES 35

RAINBOW Pupoxie ©RBW ALL RIGHTS RESERVED



DIALOGUE

58. CHATTA(o.s
(spitting up quickly)
Leavemyfriendsalone!!!

ACTION

Webby's glasses get dirty with saliva when Chatta screams

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SPITTLE

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 120

SECONDS 1 1/2 FRAMES 30

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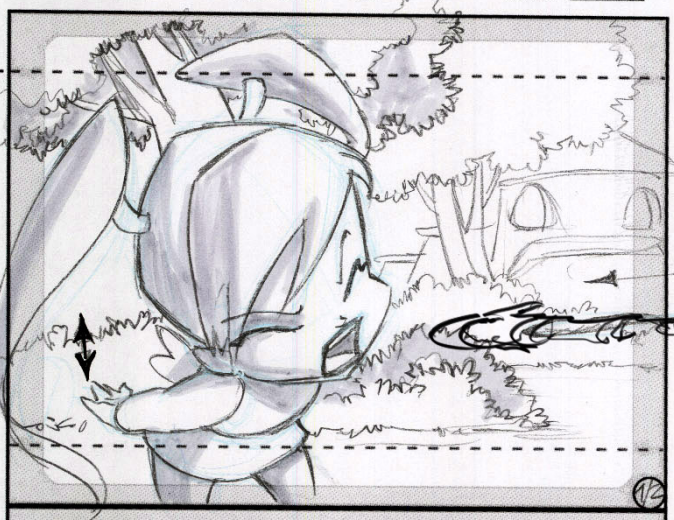
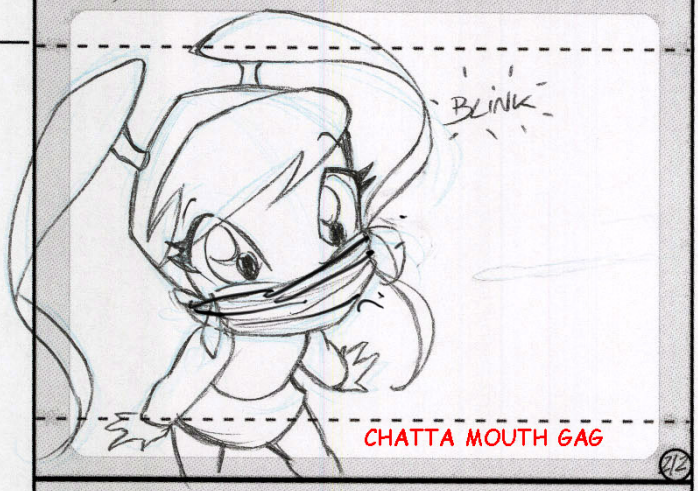


SPIDER WEB IN



DIALOGUE

ACTION

a spider web immediately shuts her mouth like a gag.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 121

SECONDS 1"6 FRAMES 40

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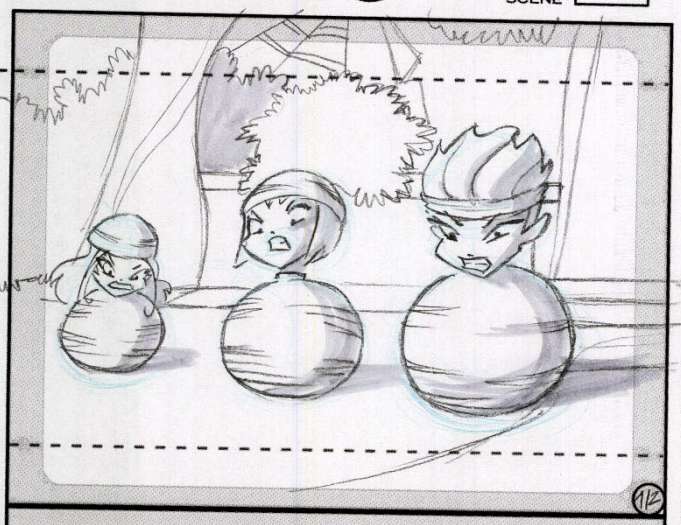

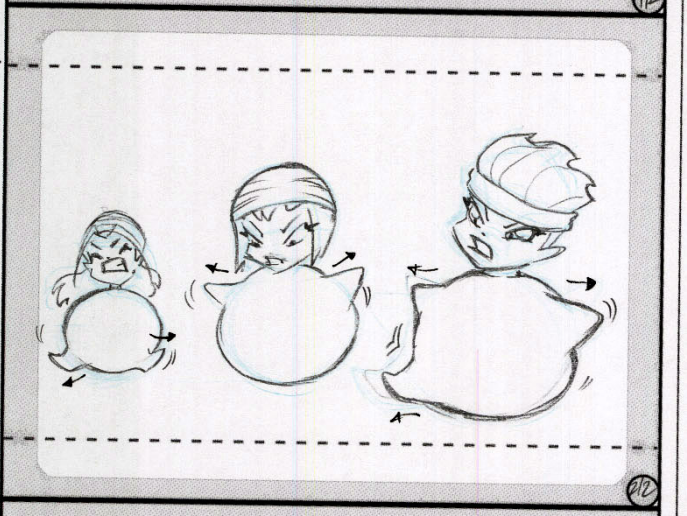

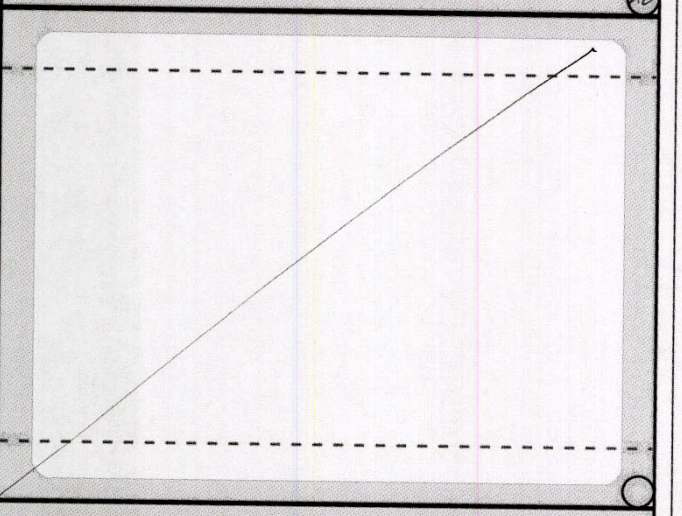

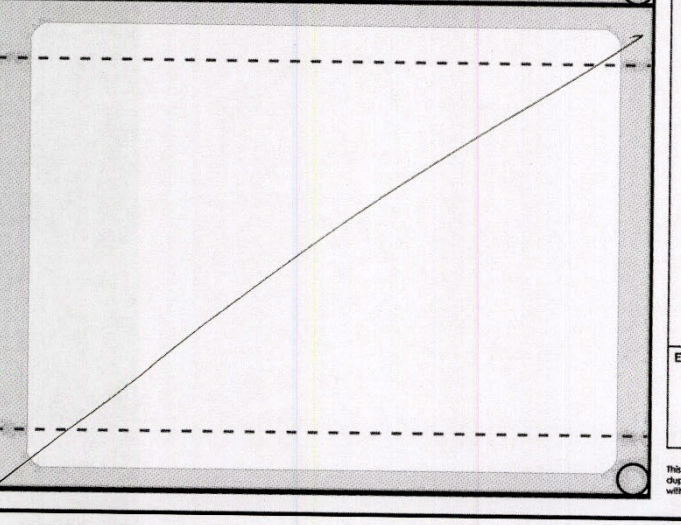

DIALOGUE

ACTION

DIALOGUE

ACTION

the elves proves to free theirself

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 122

SECONDS 2" FRAMES _____

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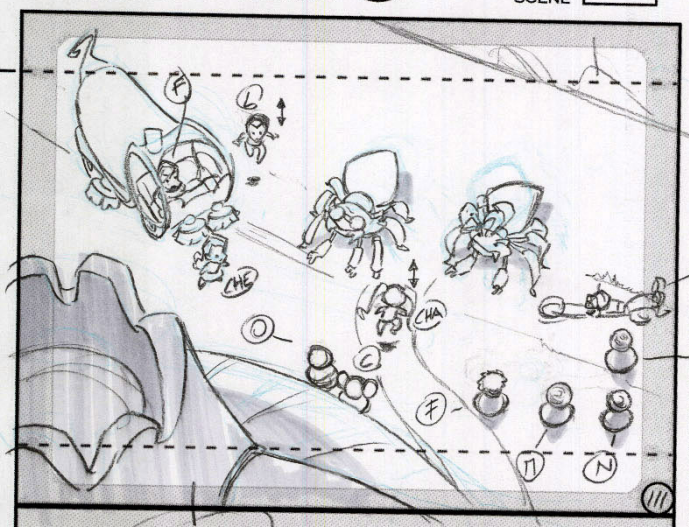

DIALOGUE

59. CHERIE/FIXIT/LIVY
Now you'll have

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 123

SECONDS 2" FRAMES

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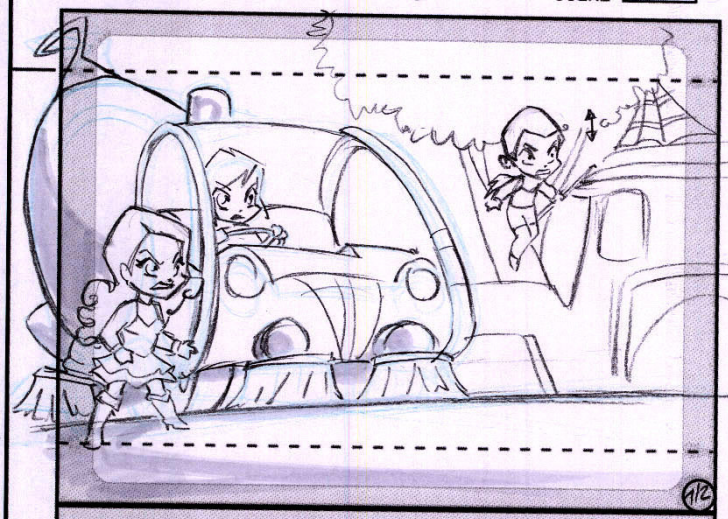

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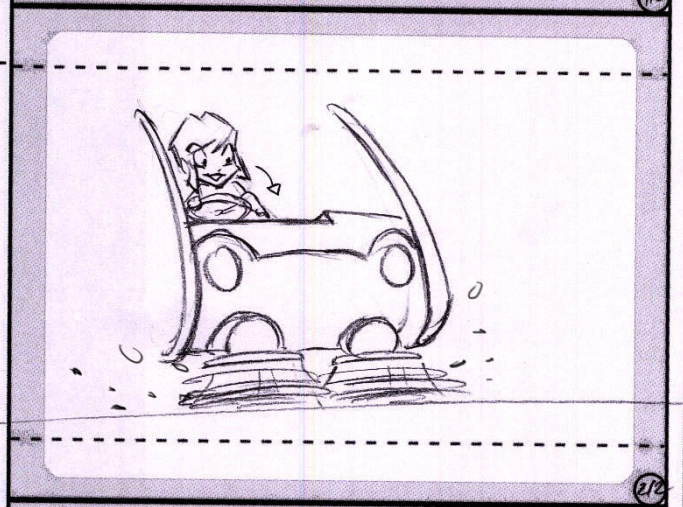

2/2

H/U

DIALOGUE

59. CHERIE/FIXIT/LIVY
to deal with us!

ACTION

Fixit turns the cleaning aubergine's brushes

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:
SCENE 124 OUT

RE-USES:

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EPISODE 16 SEQUENCE 10 SCENE 125

SECONDS 1" FRAMES 25

RAINBOW Pupoxie

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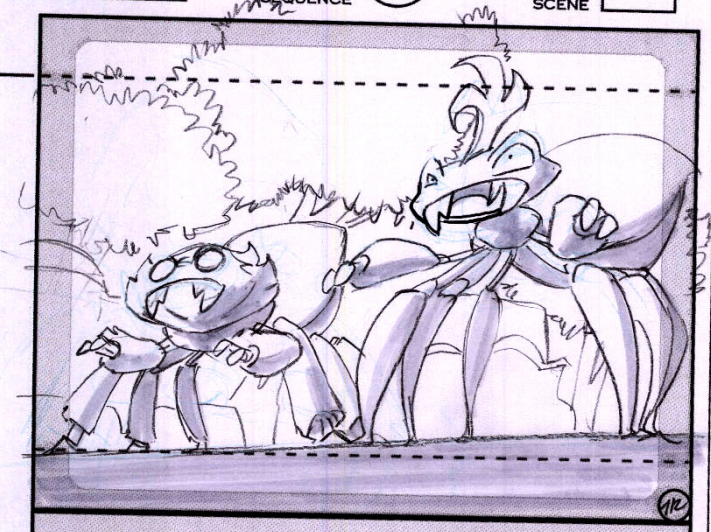

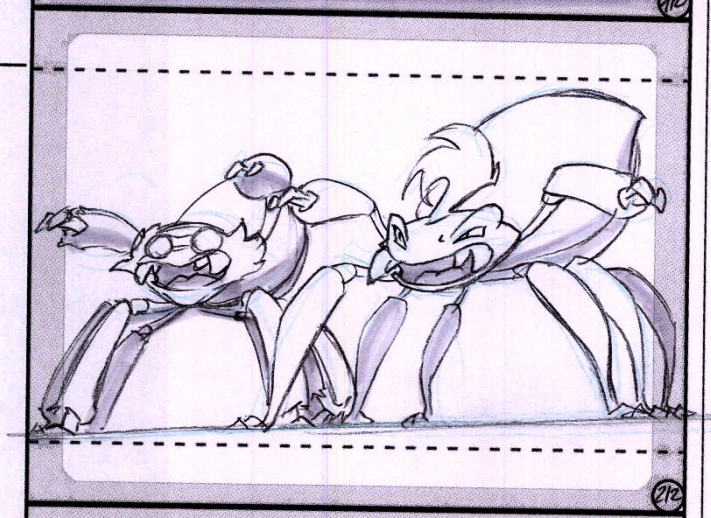

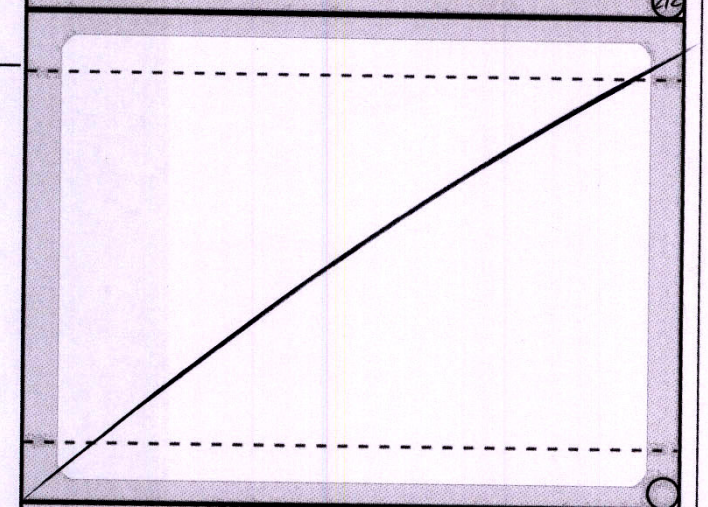

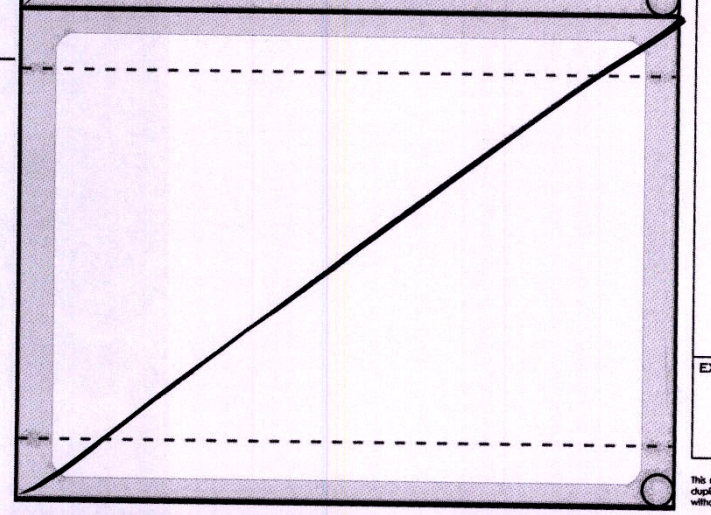

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 126

SECONDS 2"8 FRAMES 70

RAINBOW Popotie

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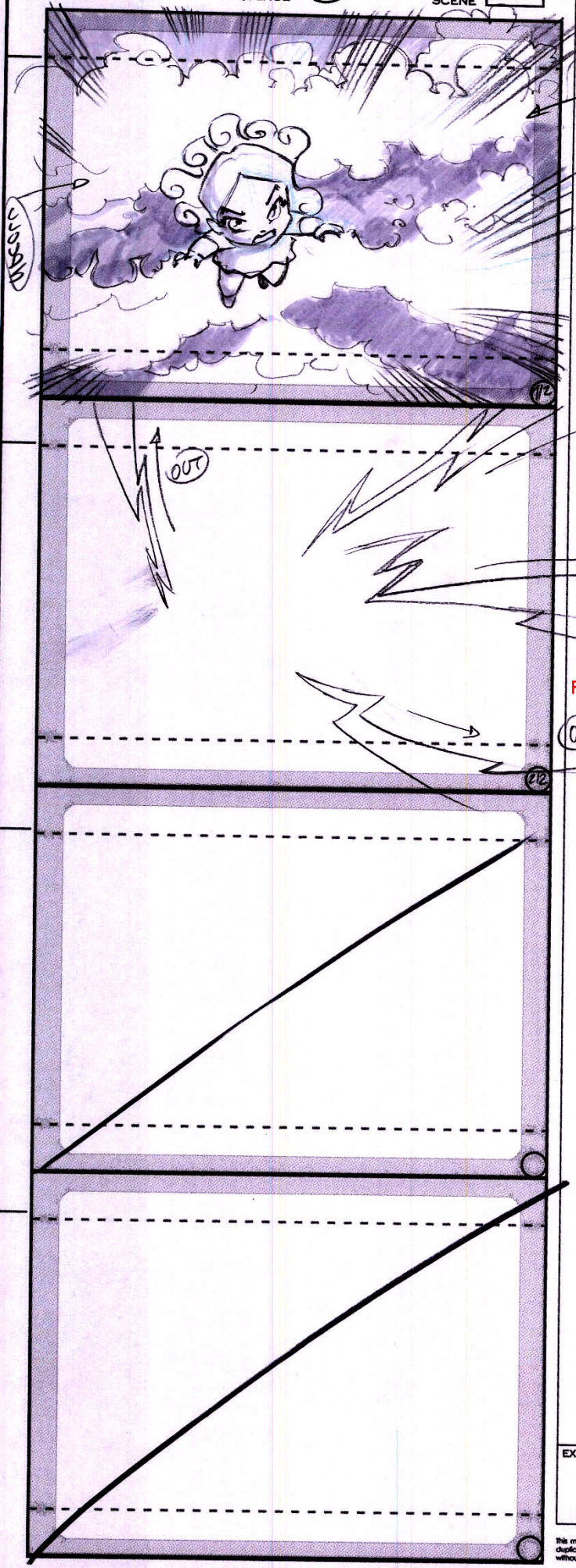

CHERIE CLOUDS

DIALOGUE

ACTION

Some clouds full of thunderstorm appear over Cherie. Thunders come down from the clouds.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: LIGHTNING

CGI TYPE/NOTES:

EXTRA NOTES:

PLEASE,
SEND TO RAINBOW
THE TGA FILES.
~~SEPARATED LEVELS.~~

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EPISODE 16 SEQUENCE 10 SCENE 127

SECONDS 2"2 FRAMES 55

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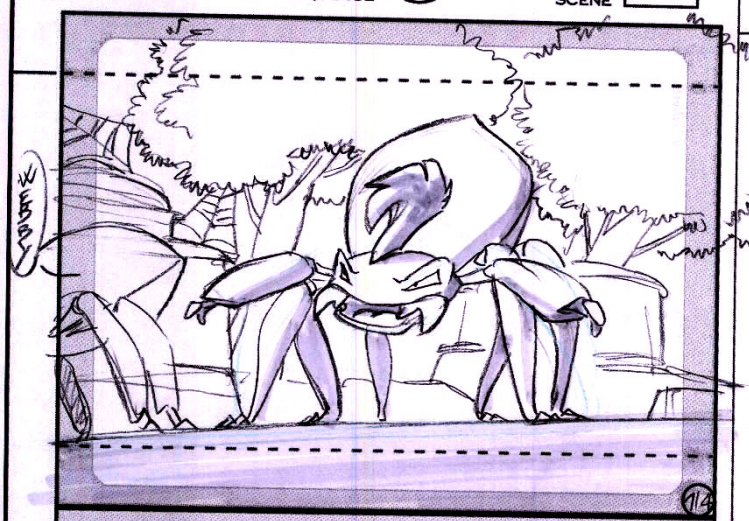
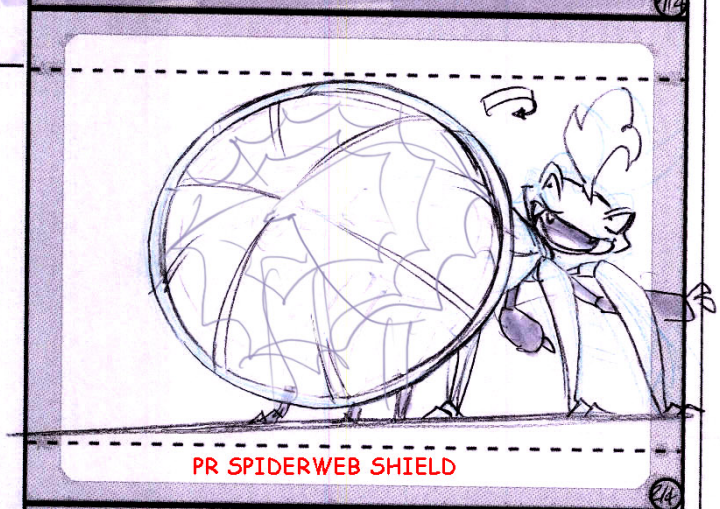


1/4



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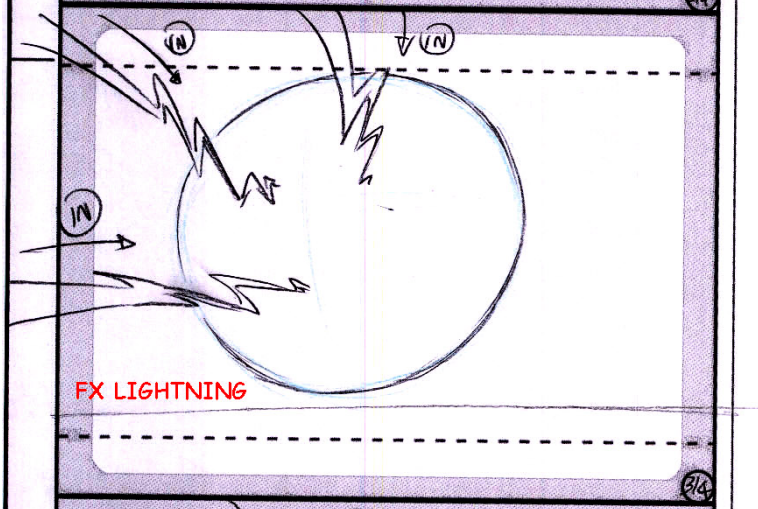

3/4

4/4

DIALOGUE

ACTION

DIALOGUE

ACTION

Freddy create a spider web convex shield

DIALOGUE

ACTION

the thunder arrives,
bounces on the shield, goes back and ends up on Cherie ;

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: LIGTHNING

CGI TYPE/NOTES:

EXTRA NOTES: PLEASE, SEND TO RAINBOW THE TGA FILES. -SEPARATED LEVELS-

RE-USES:

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EPISODE 16 SEQUENCE 10 SCENE 128

SECONDS 2" FRAMES _____

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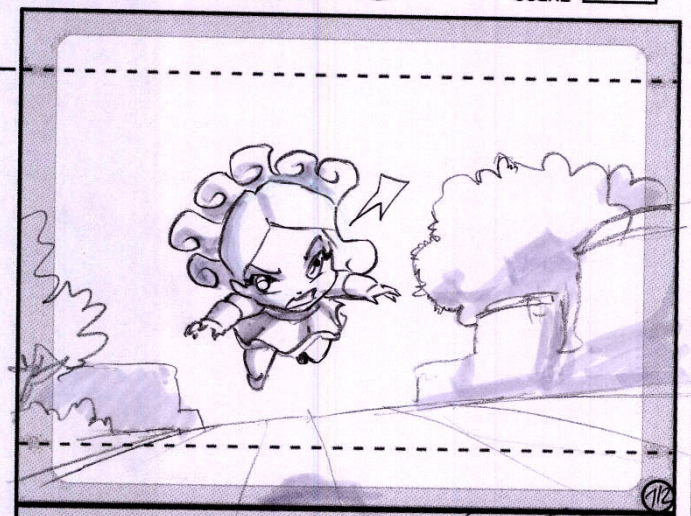
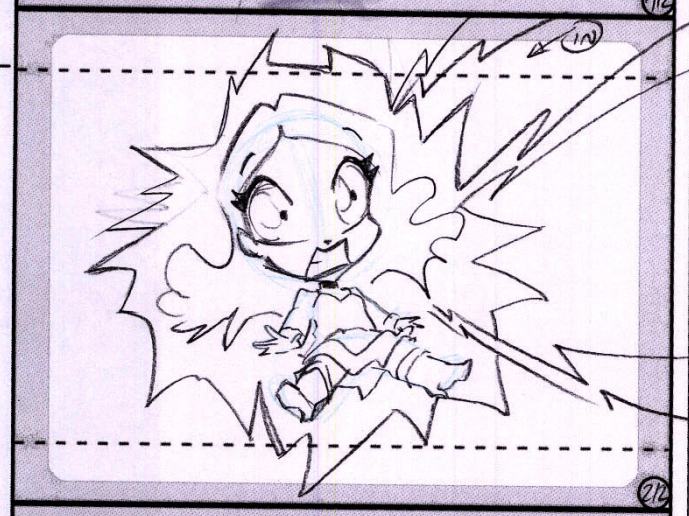
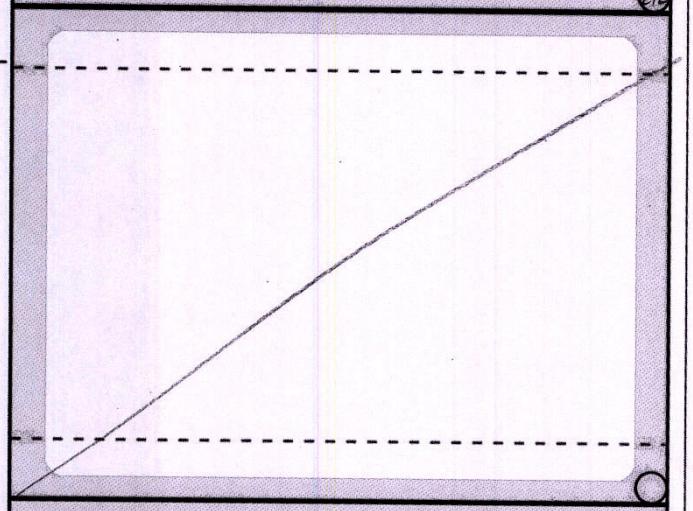
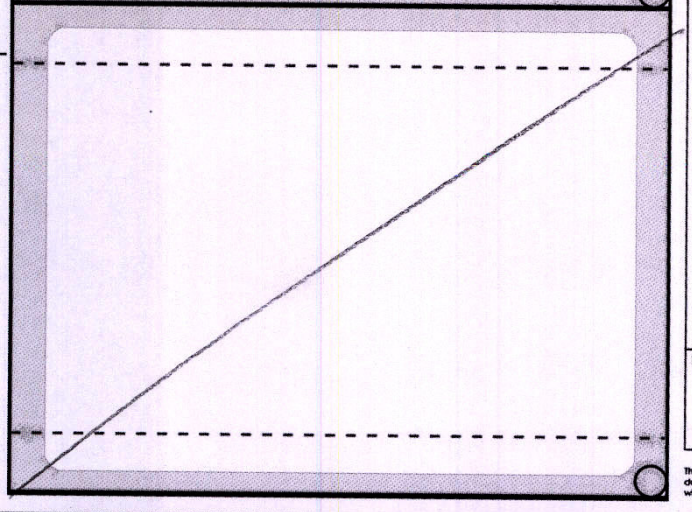




LIGHTNING
IN

IN





DIALOGUE

ACTION

DIALOGUE

ACTION

The Pixie is struck by the thunder.

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: LIGHTNING.

CGI TYPE/NOTES:

EXTRA NOTES:
PLEASE,
SEND TO RAINBOW
THE TGA FILES.
-SEPARATED LEVELS-

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EPISODE 16 SEQUENCE 10 SCENE 129

SECONDS 3" FRAMES _____

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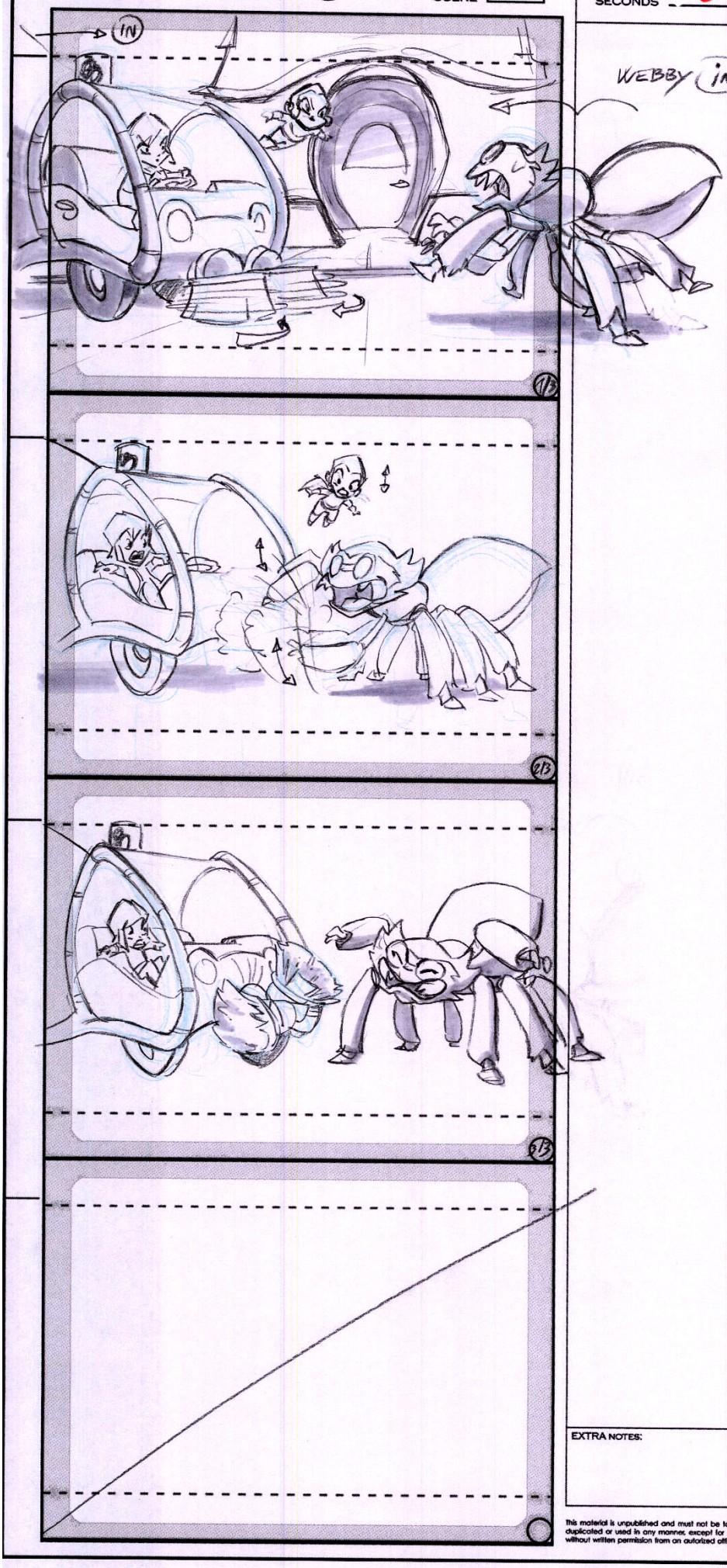

DIALOGUE

ACTION

DIALOGUE

ACTION

Webby grabs with two legs the cleaning aubergine brushes and blocks them;

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 130

SECONDS 3 1/2 FRAMES 80

RAINBOW Puppet
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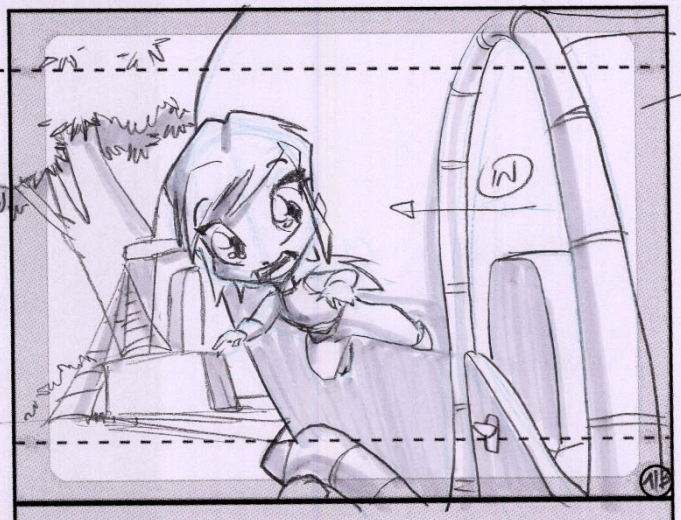
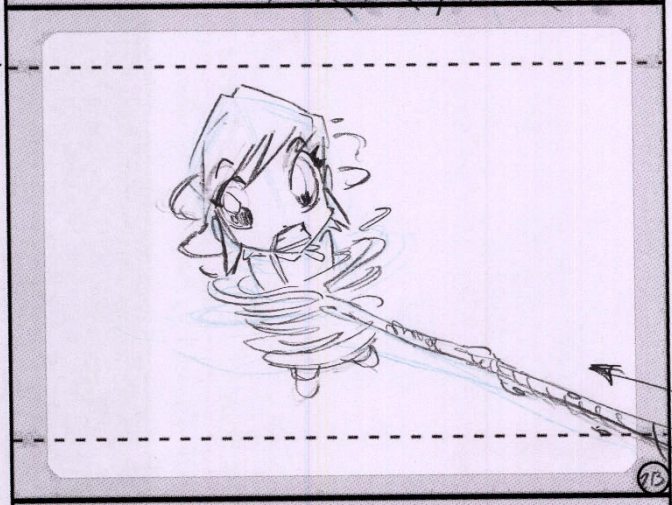
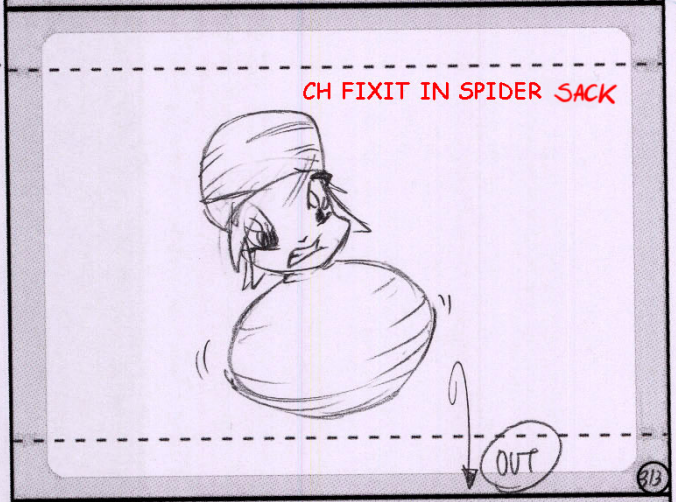
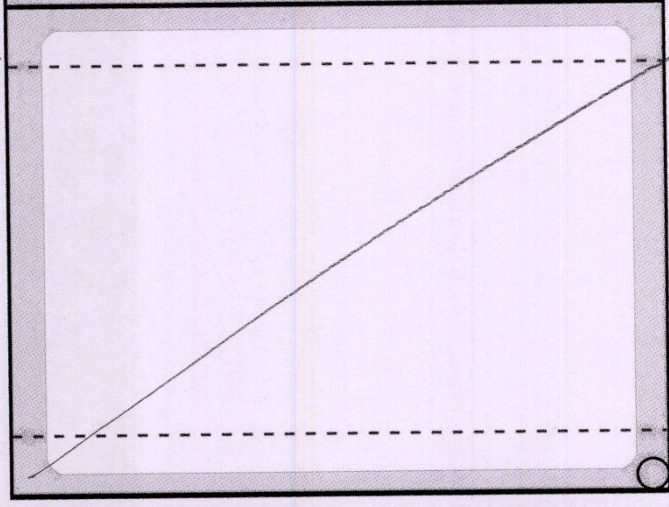


AUBERGINE WASHER



SPIDER WEB IN





DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 131

SECONDS 4,4" FRAMES _____

RAINBOW Puppet
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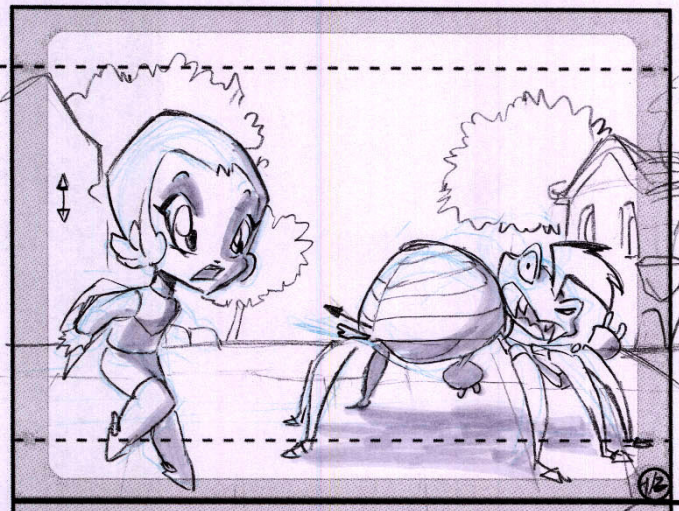
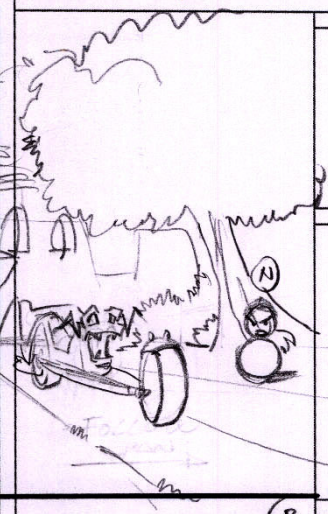
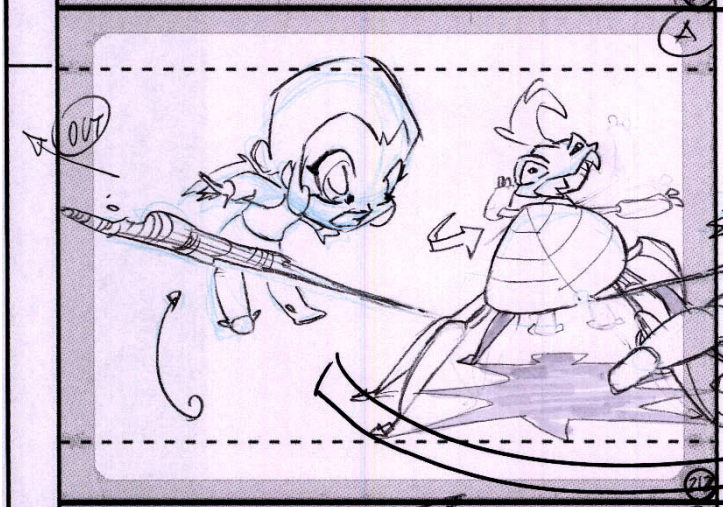




DIALOGUE

60. LIVY
Oh no! I need to warn Ninfea!

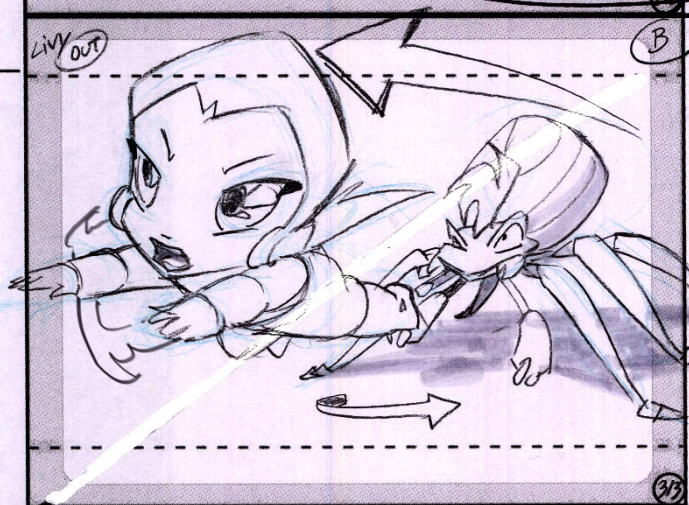
ACTION



DIALOGUE

ACTION

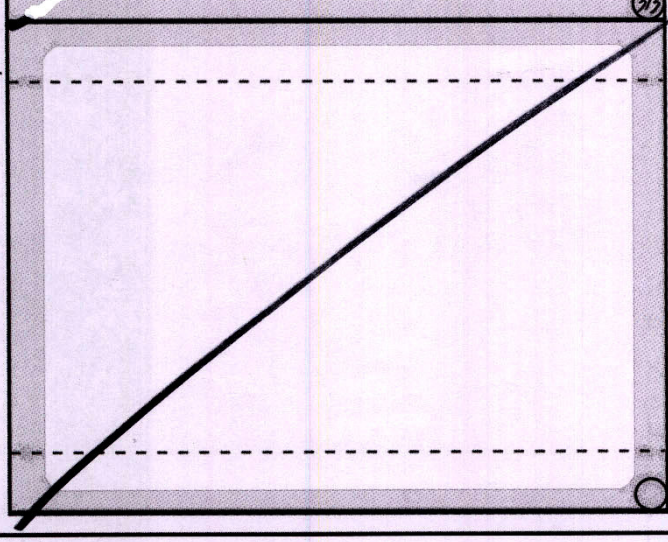
Livy runs away, dodging Freddy's webs as the spider chases him.



Follow PAN.

DIALOGUE

ACTION



TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 AUBERGINE WASHER SEQUENCE 10 SCENE 132

SECONDS 3" FRAMES 75

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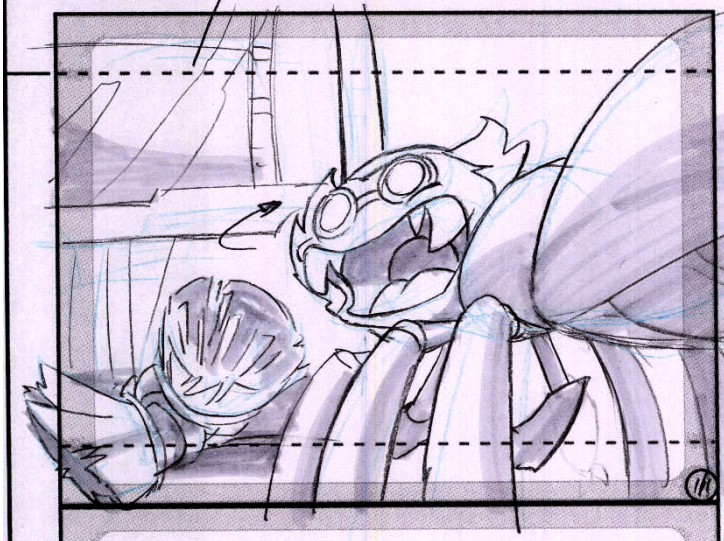

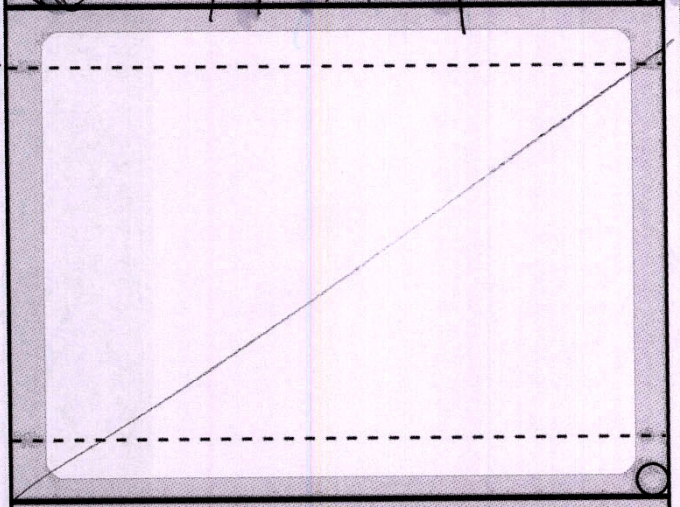

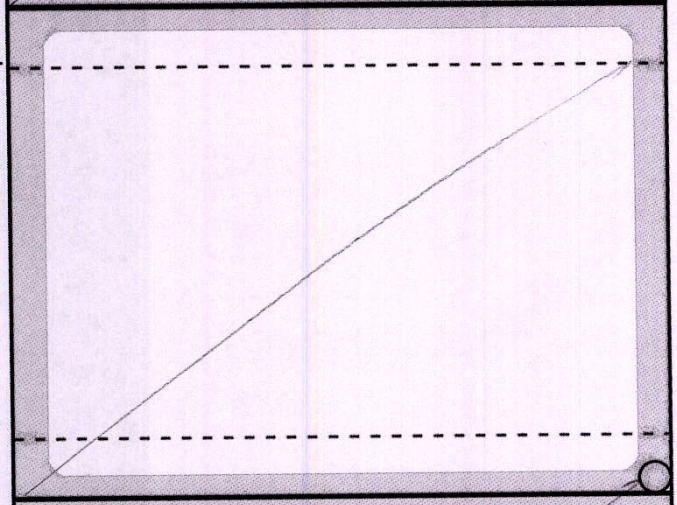

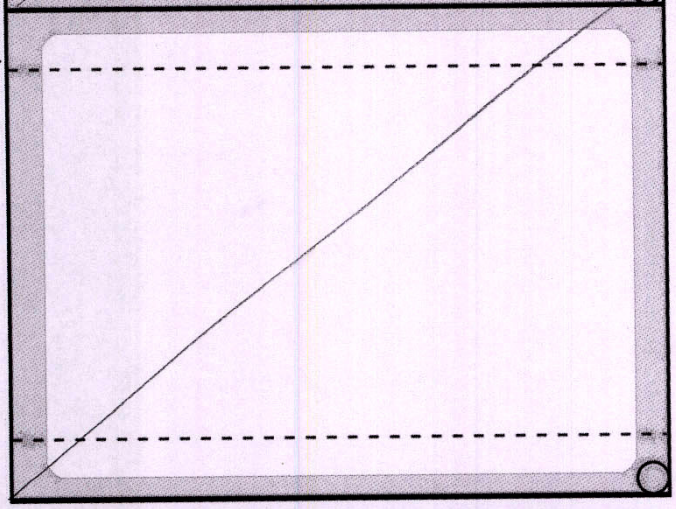

DIALOGUE

(1) 61. WEBBY
(with low voice)
Quickly Freddy, don't let our dinner run away!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 10 SCENE 133

SECONDS 2"8 FRAMES 70

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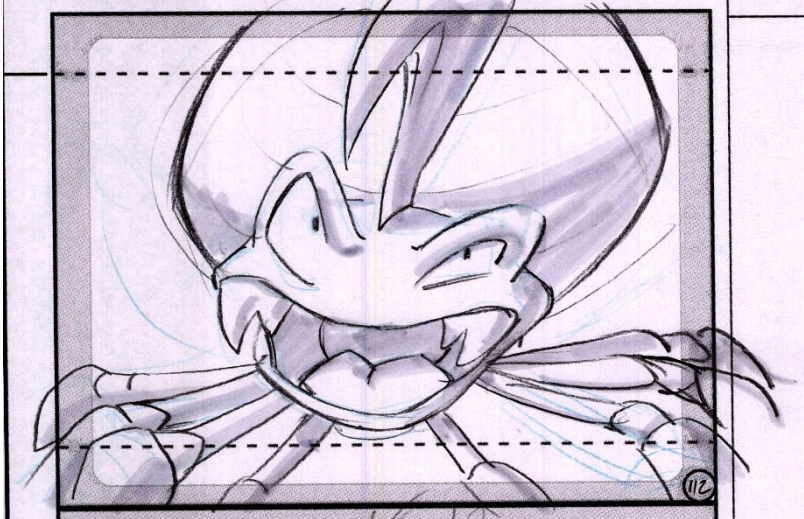

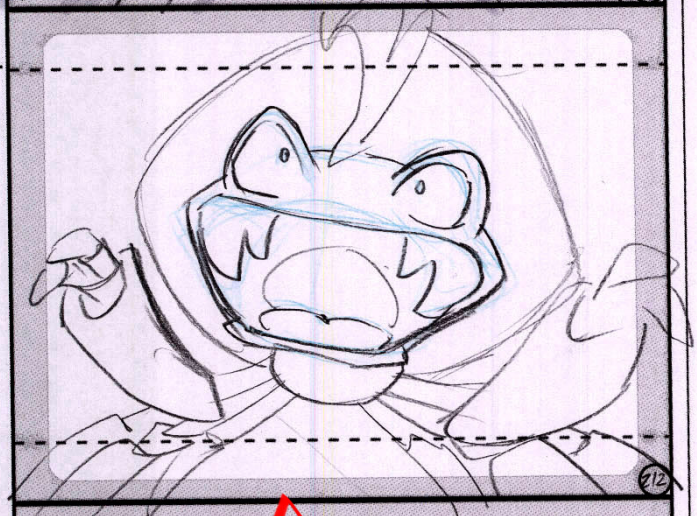

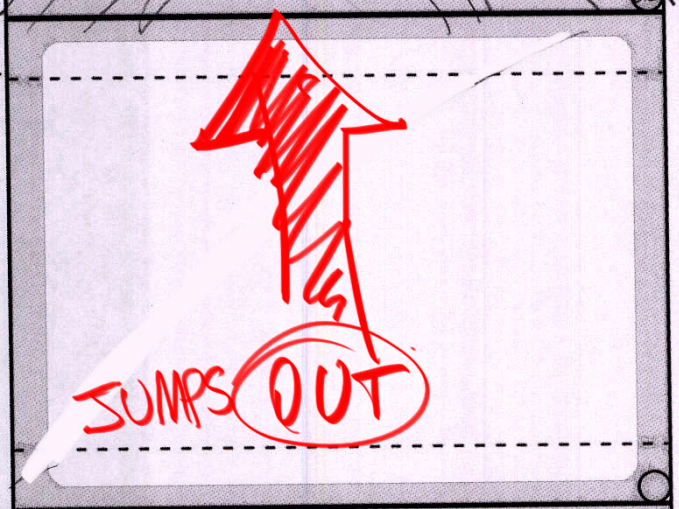

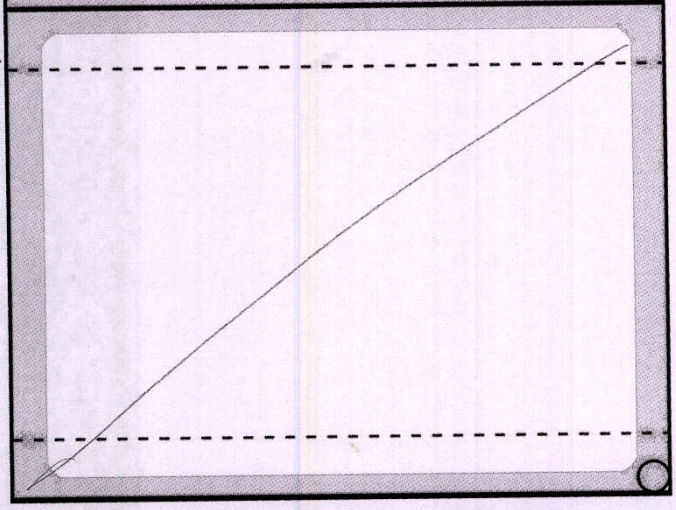

DIALOGUE

62. FREDDY
(with low voice)
Ok, Webby!
I'll see you at the Magic Court!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 135 SECONDS 2"2 FRAMES 55

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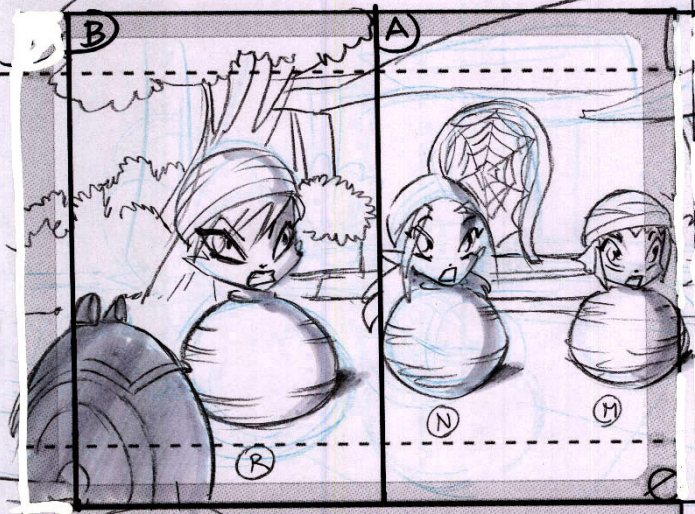
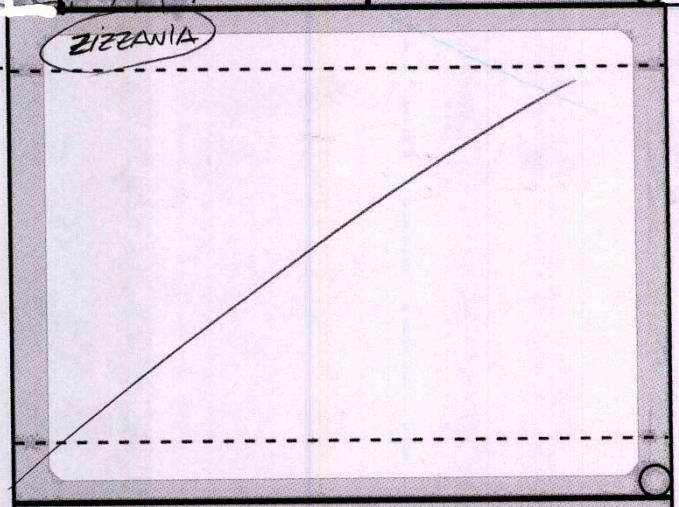


DIALOGUE

63. WEBBY o.s.
(with low voice, turning towards the cocooned Pixies)
I'll bring the dessert

ACTION

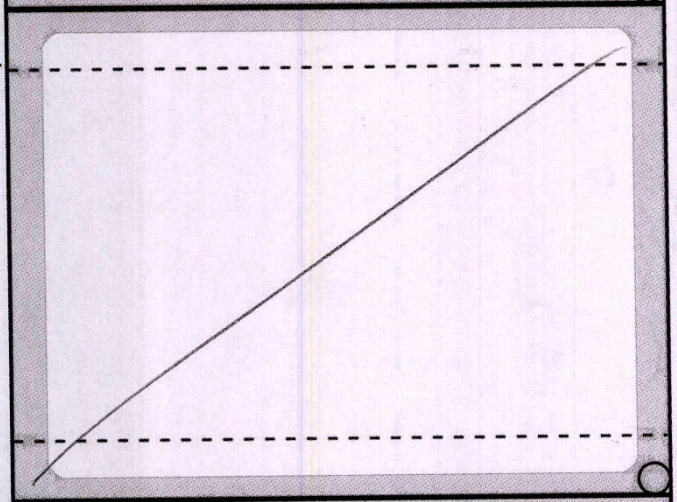


CONSTANT PAN

The camera movement must last from the beginning till the end of the scene

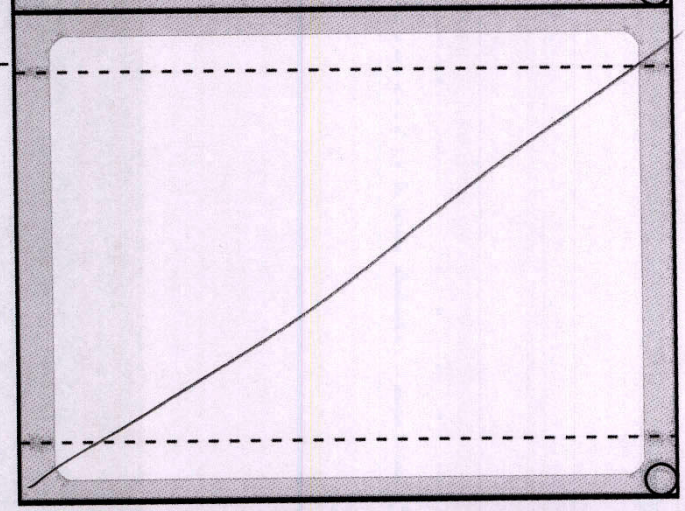
DIALOGUE

ACTION



DIALOGUE

ACTION



TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES: SCENE 134 CUT

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EPISODE 16 SEQUENCE 10 SCENE 136

SECONDS 2'' FRAMES _____

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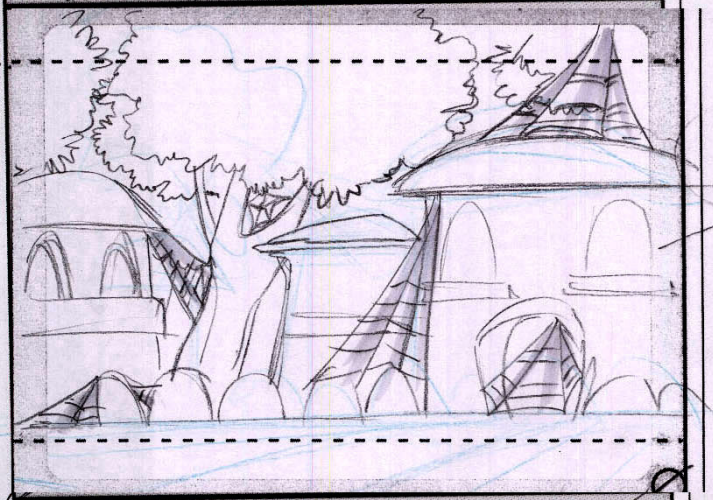
FAST TRK OUT

DIALOGUE

63. WEBBY
and…
(it takes out a long horn made of spider web)

ACTION

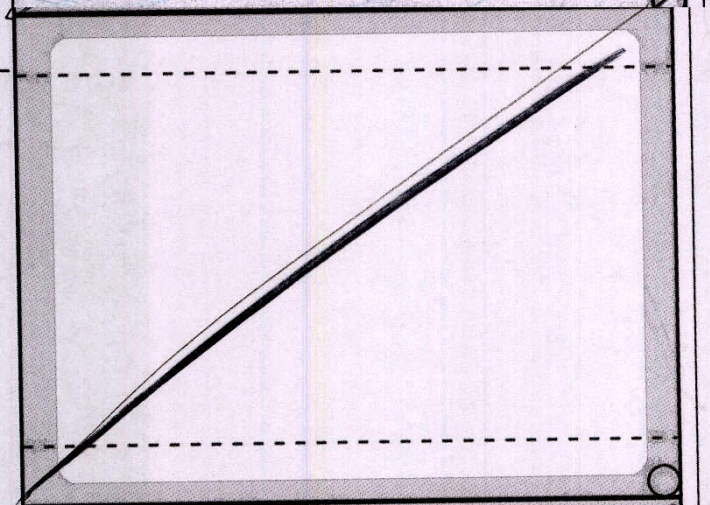


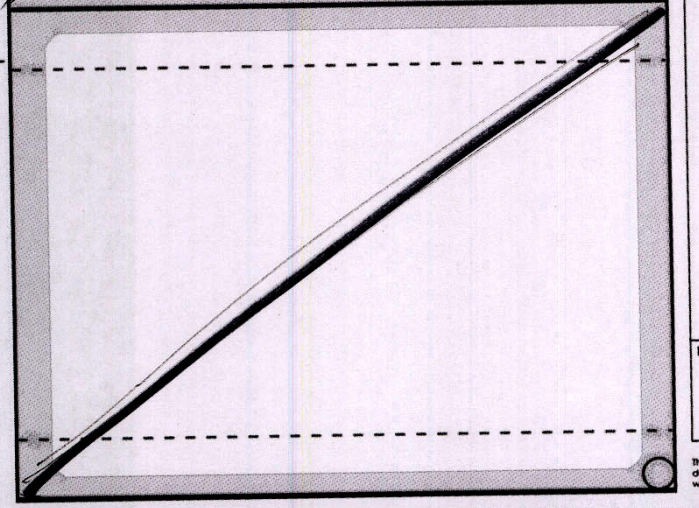
ONLY FOR REF.
BG

BUILDING OPPOSITE AT MOLLY MOO ENTRANG

DIALOGUE

ACTION





DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:
BG 16 10 094

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EPISODE 16 SEQUENCE 10 SCENE 137

SECONDS 2"6 FRAMES 65

RAINBOW Pop Xie

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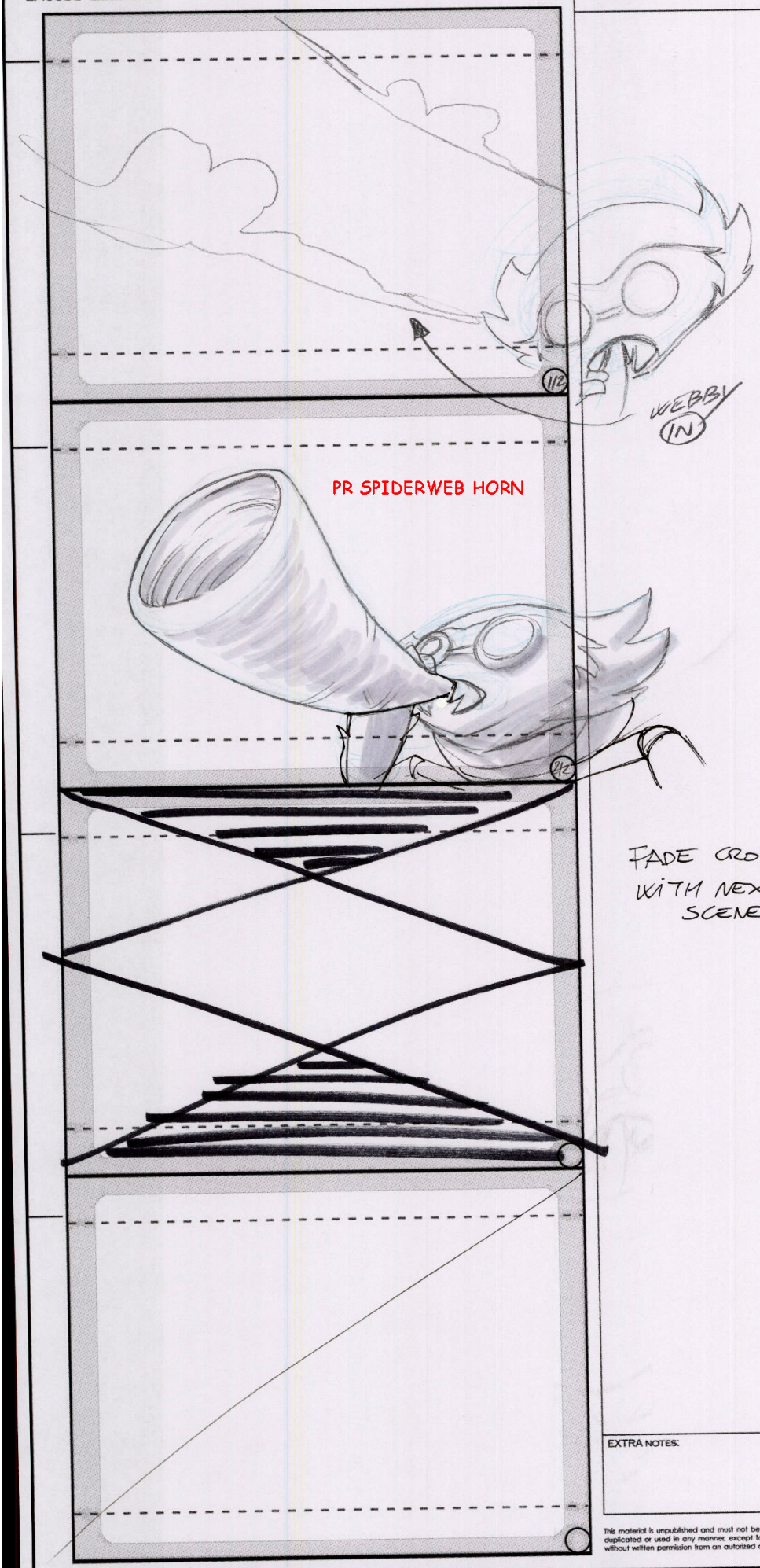

DIALOGUE

ACTION

DIALOGUE

SFx CORN

and blows inside)

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 138 SECONDS 2'' FRAMES —

RAINBOW Pop Pixie © RBW ALL RIGHTS RESERVED

FAST TRK OUT + VIDEO DISTORSION

111

DIALOGUE	ACTION	TIME OF DAY:
SFX CORN.		LOCATIONS:
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
		SCALING NOTES:
EXTRA NOTES: SCENE DONE BY RAINBOW	RE-USES:	EFFECT NOTES:
		CGI TYPE/NOTES:

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\\Nas04\pop pixie serie1 (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

EPISODE 16 SKY SEQUENCE 10 SCENE 139

SECONDS 1"4 FRAMES 35

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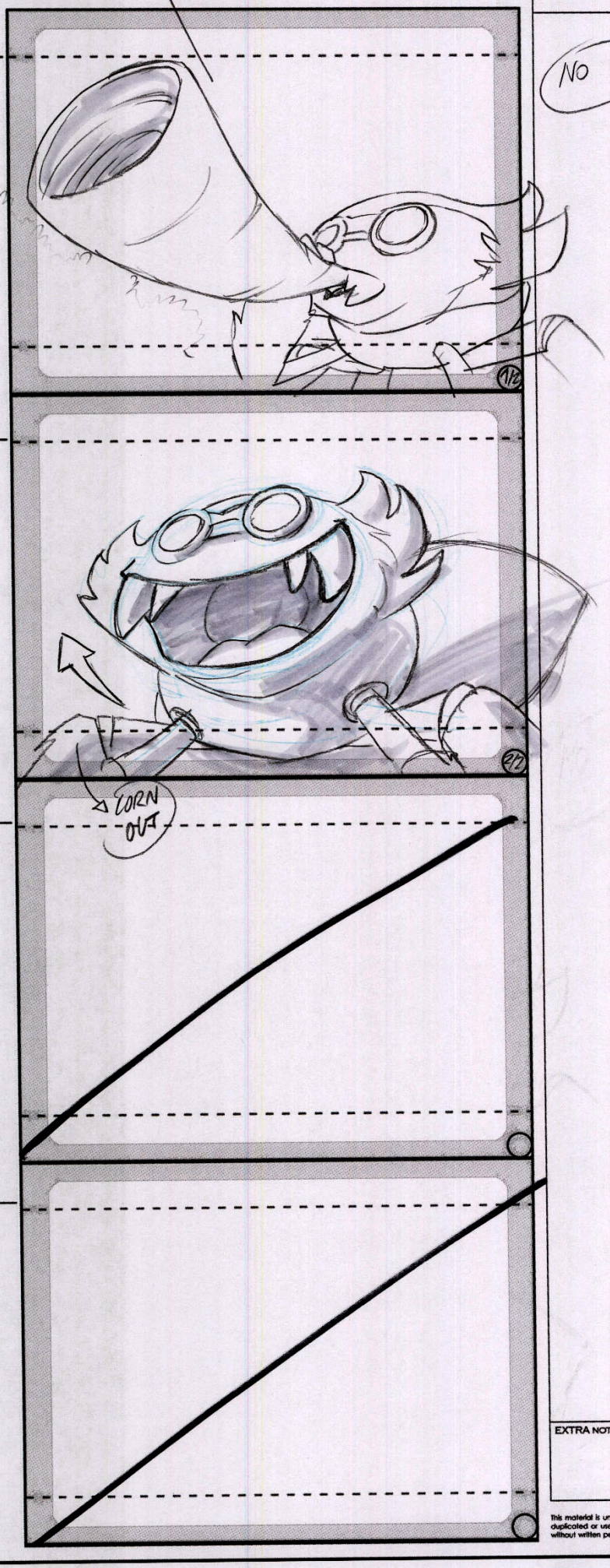

NO HOLD

DIALOGUE

ACTION

DIALOGUE

63. WEBBY
some friends!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 10 SCENE 140

SECONDS 3"4 FRAMES 85

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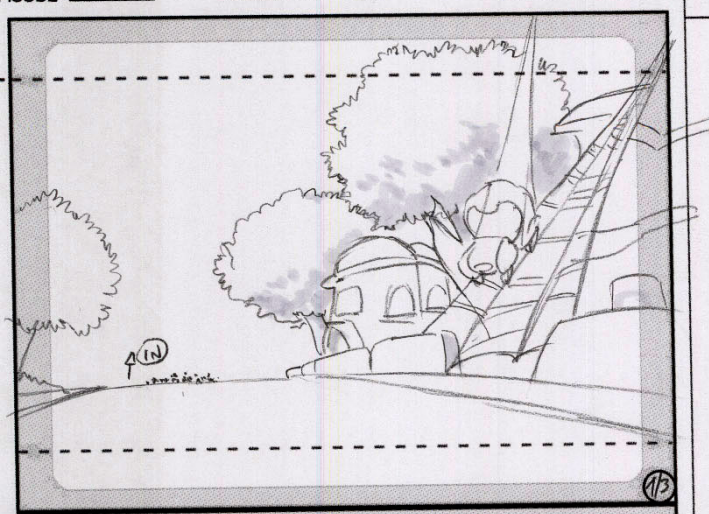

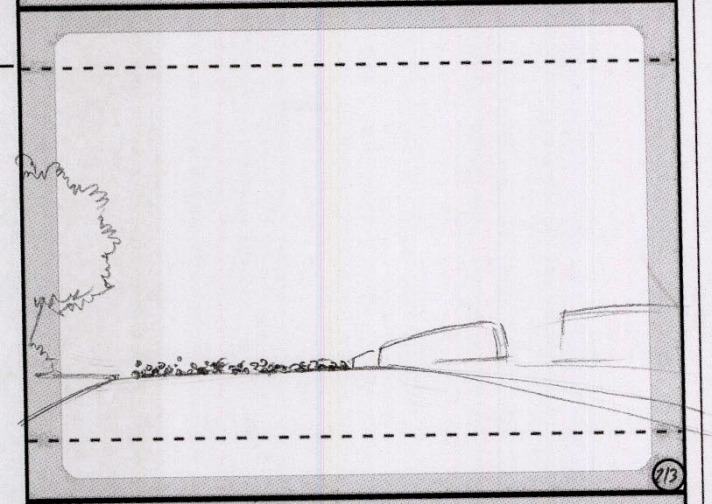

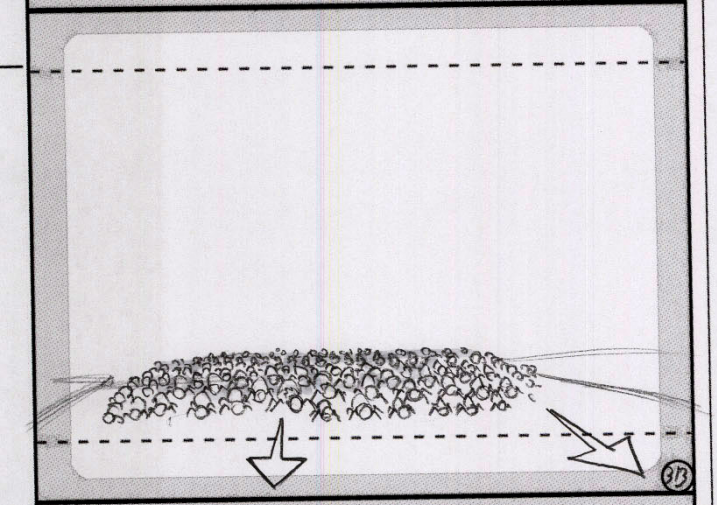

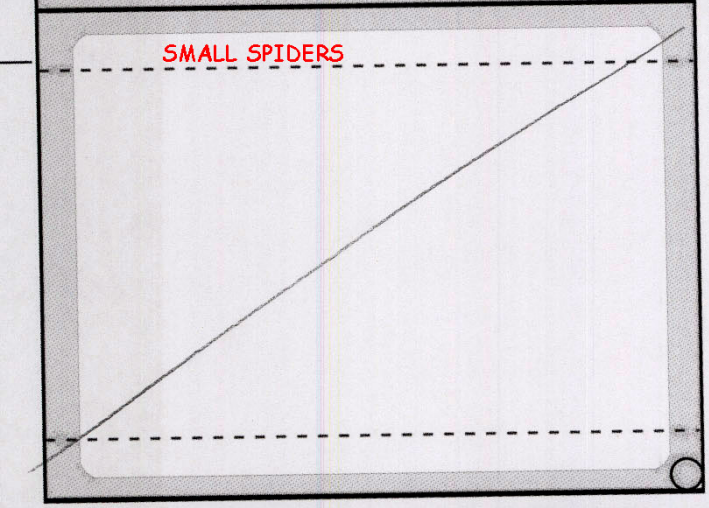

DIALOGUE

ACTION

From the street in front of the Molly Moo, we see some tiny dots appear, at first hardly visible, and then getting more and more definite:
they're many SMALL SPIDERS.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:
BG 16 10 107

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EPISODE 16 SEQUENCE 10 SCENE 141

SECONDS 2"12 FRAMES 55

RAINBOW Pumpkin
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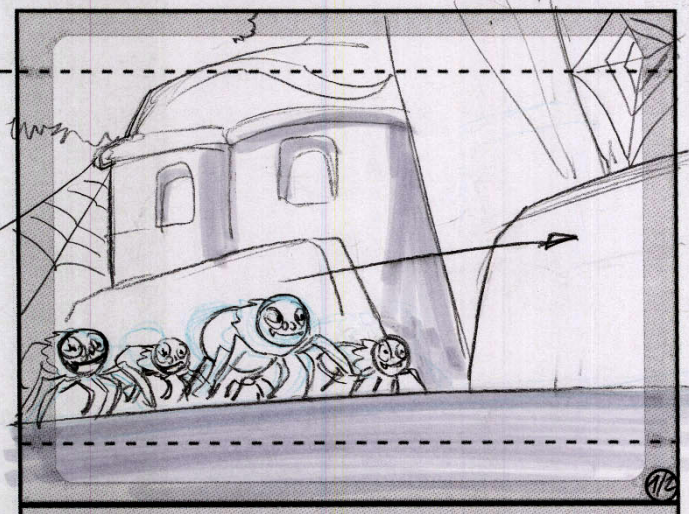

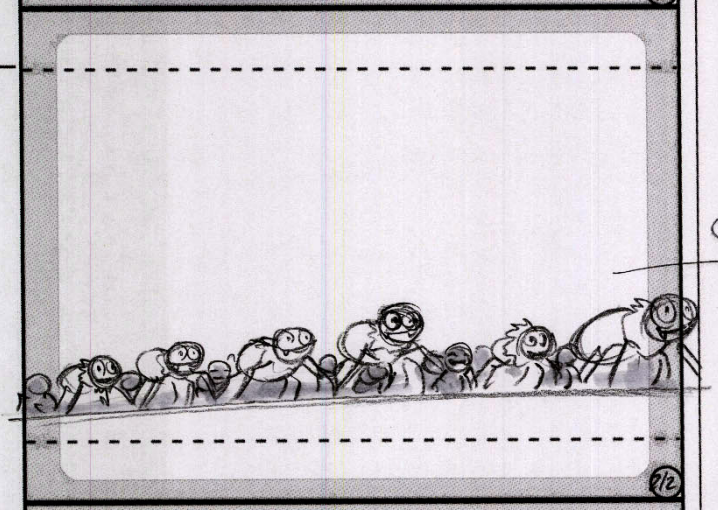

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 CHATTA IN SEQUENCE 10 SCENE 142

SECONDS 2" FRAMES 50

RAINBOW Powerpuff

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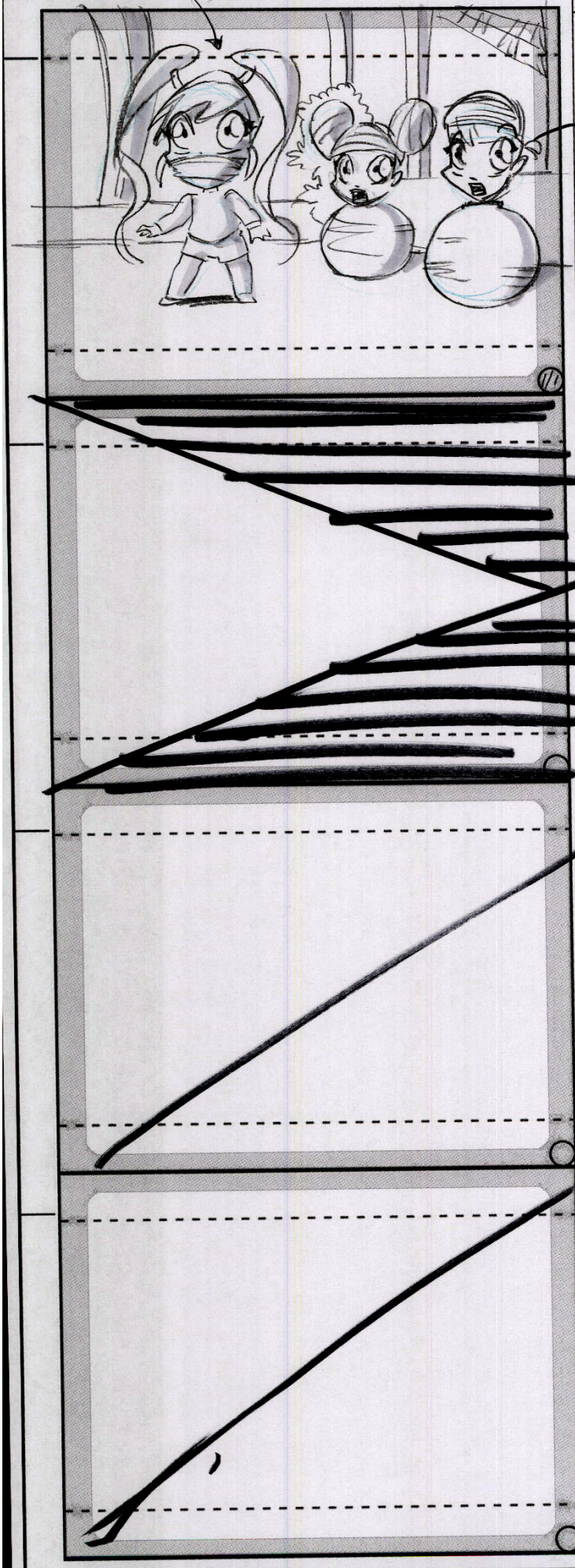

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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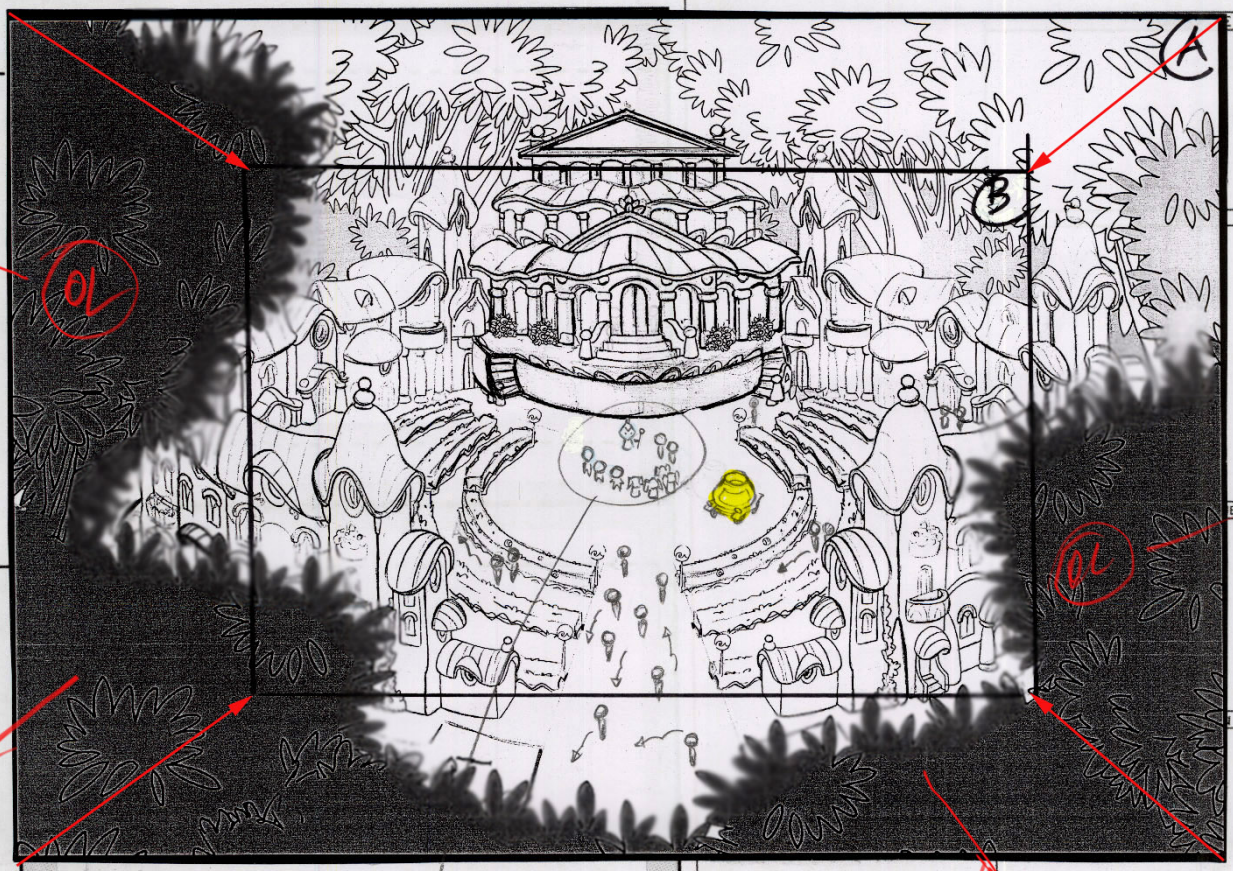
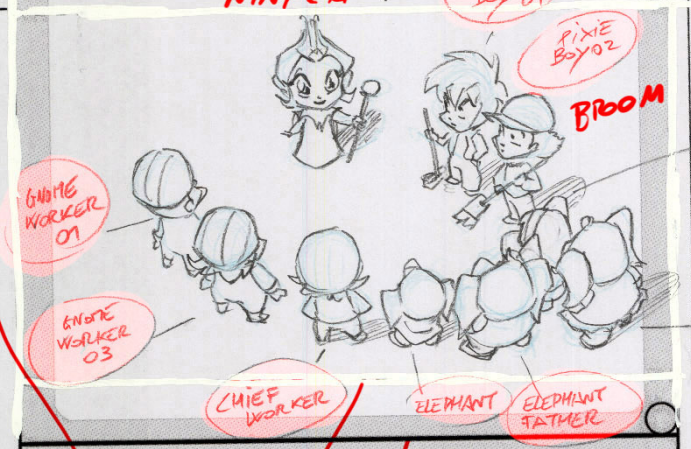
EPISODE 16 SEQUENCE 11 SCENE 143 SECONDS 3:6" FRAMES _____

RAINBOW Pixie ® RAW ALL RIGHTS RESERVED





DETAIL OF CHARACTERS

WORKER GNOMES

ELEPHANT FAMILY

FISH BALL CAR

ACTION

Ninfea is setting up a group made up by 3 GNOMES (WORKER GNOMES 01 - 03 - CHIEF WORKER GNOME), 1 ELEPHANTS FAMILY and 2 PIXIES (PIXIE BOY 01 - 02).
The two Pixies are holding some floor brushes.
There is a car with a shape of a fish bowl (re-use ep. "A fish out of water").

TIME OF DAY: DAY-

LOCATIONS: MAGIC COURT

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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PAGE _____

EPISODE 16 SEQUENCE 11 SCENE 144

SECONDS 3 11 FRAMES

RAINBOW Pinocchio © RBW ALL RIGHTS RESERVED

B

NINFEA

A

ELEPHANT FAMILY

WORKER GNOMES

DIALOGUE

CONSTANT PAN

ACTION

DIALOGUE

64. NINFEA (to the Elephants)
You'll use your trunks as water cannons,

ACTION

GENERICS

FISH BALL CAR

REF. BG

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 10 SCENE 145

SECONDS 3' FRAMES _____

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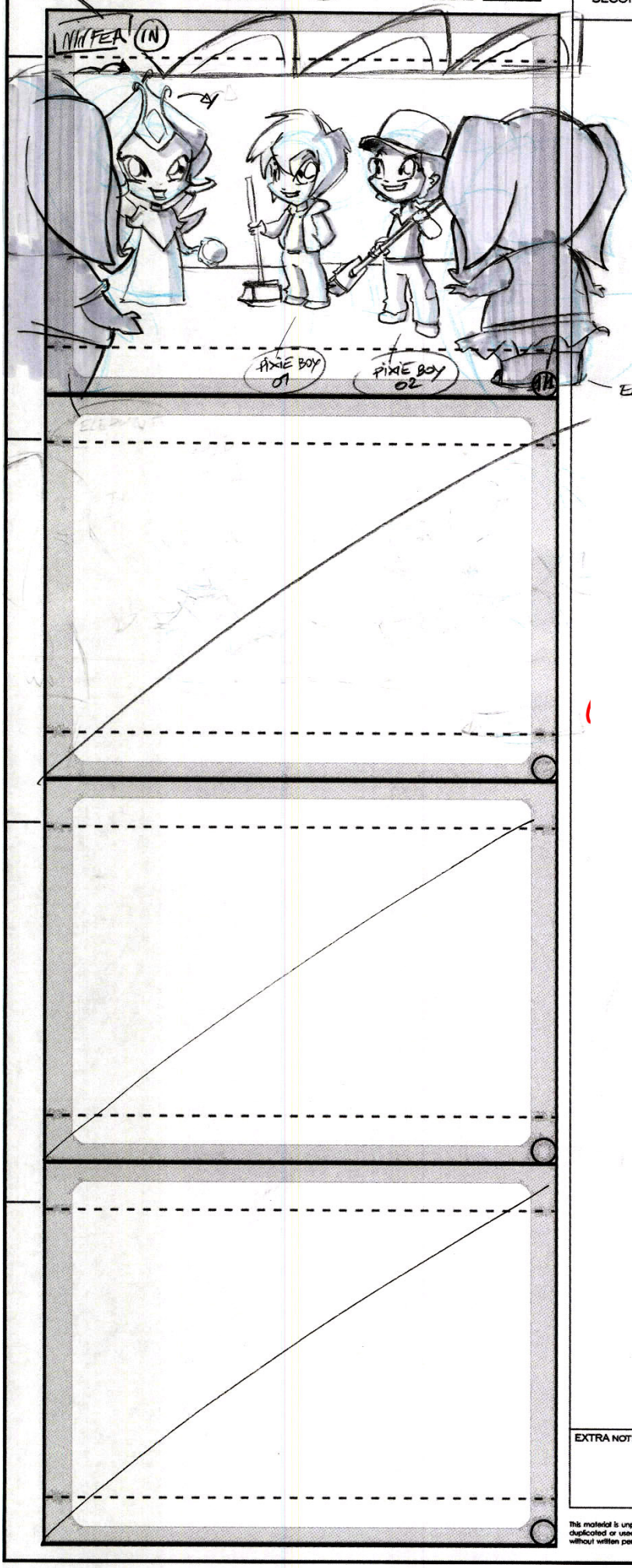

DIALOGUE

64. NINFEA (to the Pixie) while you'll finish the job with the floor brushes!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 11 SCENE 145A

SECONDS 2" FRAMES 50

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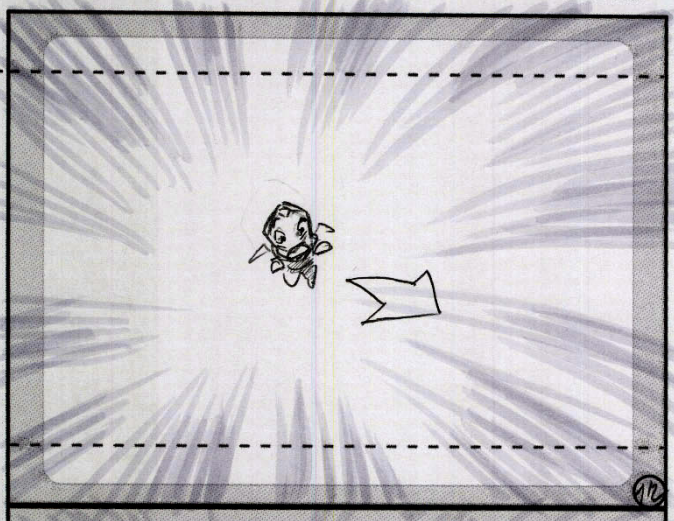

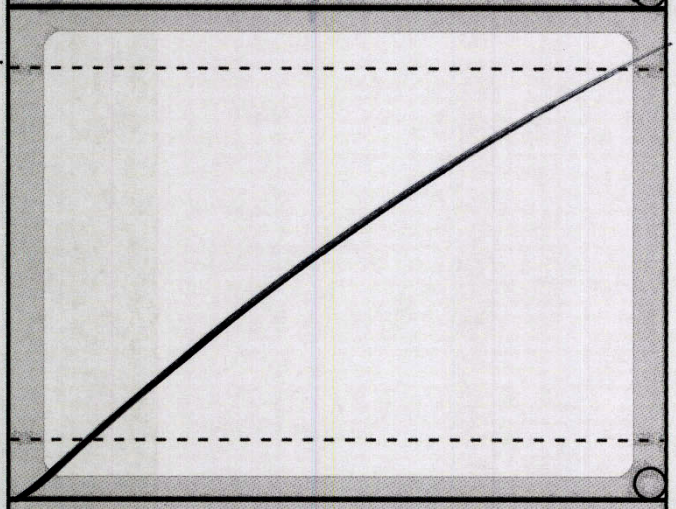

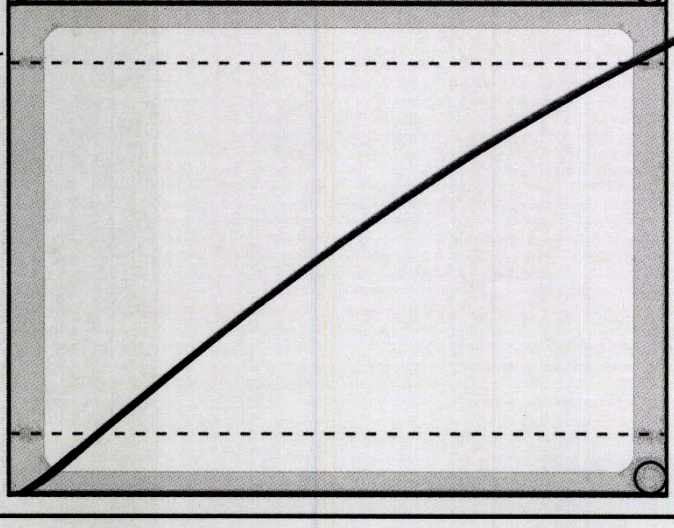

DIALOGUE

65. LIVY
Ninfea!

ACTION

DIALOGUE

Ninfea!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 11 SCENE 146

SECONDS 3"6 FRAMES 90

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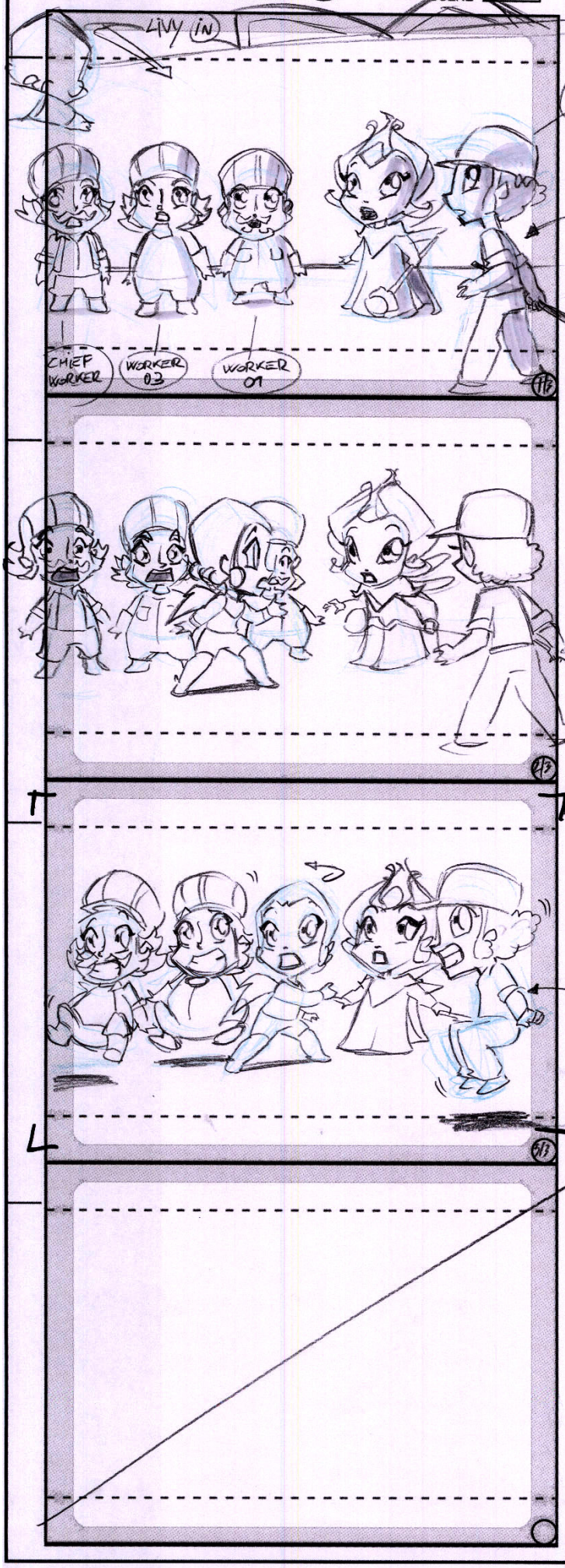

DIALOGUE

ACTION

DIALOGUE

65. LIVY
Pixieville has been invaded by spiders!

ACTION

DIALOGUE

sfx (o.s.)
spider's steps

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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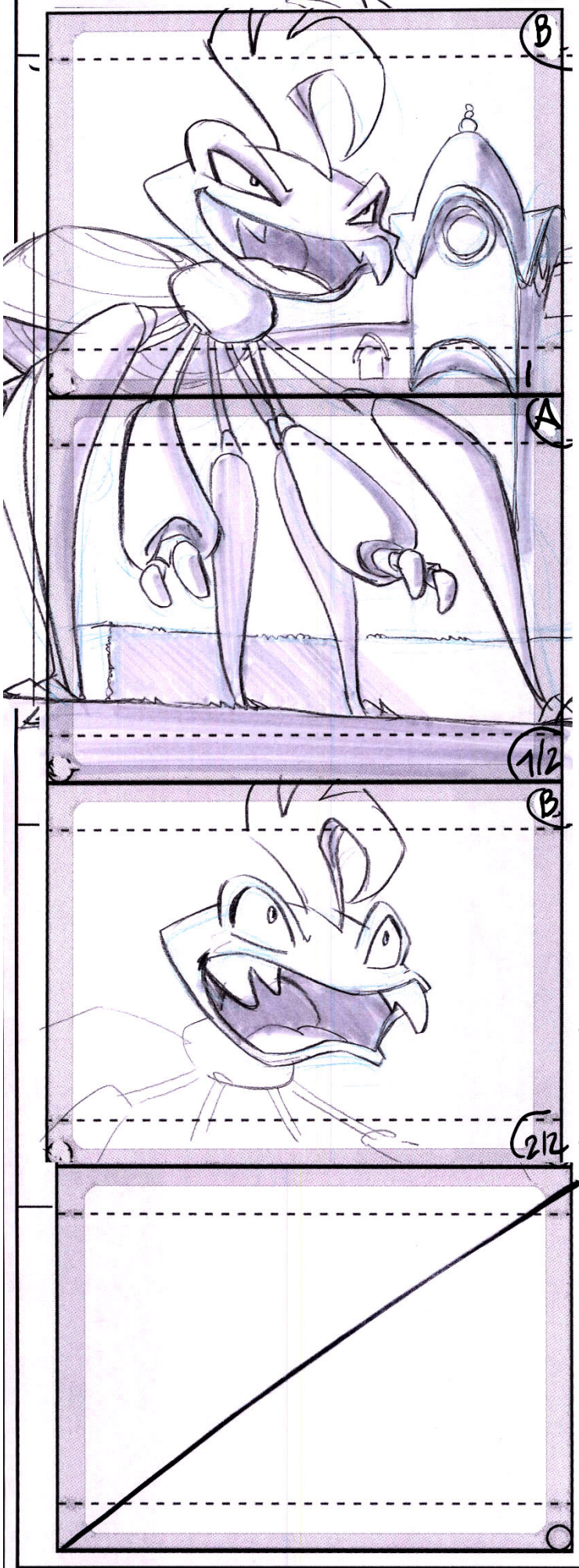
EPISODE 16 SEQUENCE 11 SCENE 147



SECONDS 2,8" FRAMES _____

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DIALOGUE

66. FREDDY (mocking)
Sorry!

ACTION

QUICK PAN

DIALOGUE

ACTION

DIALOGUE

No houseworks today!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 11 SCENE 147A

SECONDS 2" FRAMES 50

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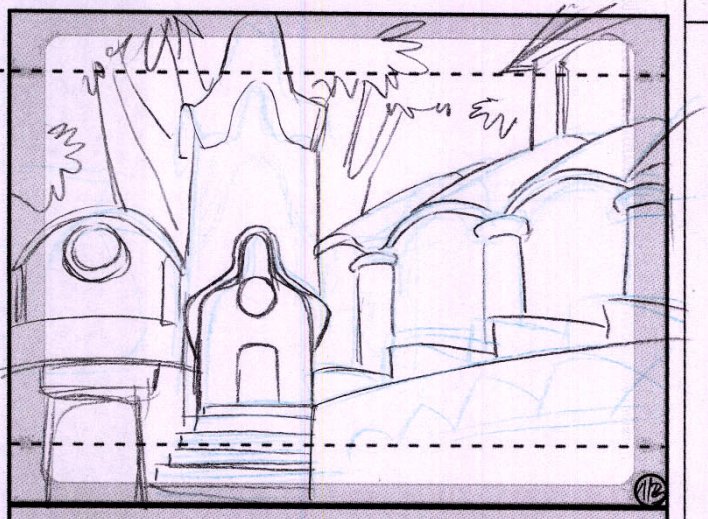

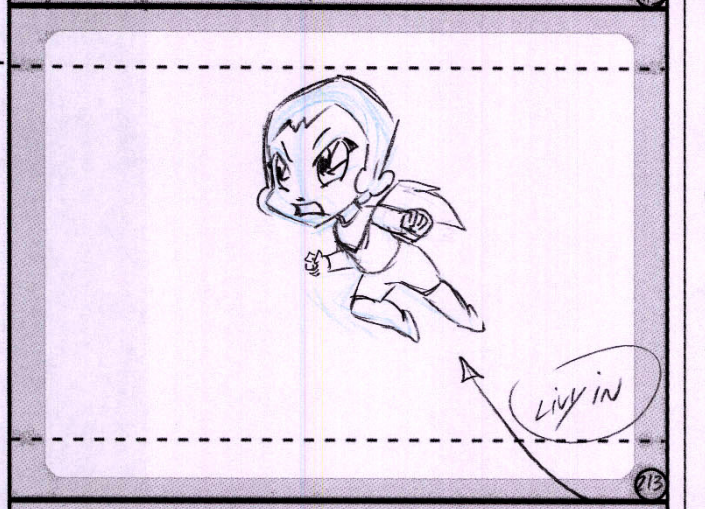

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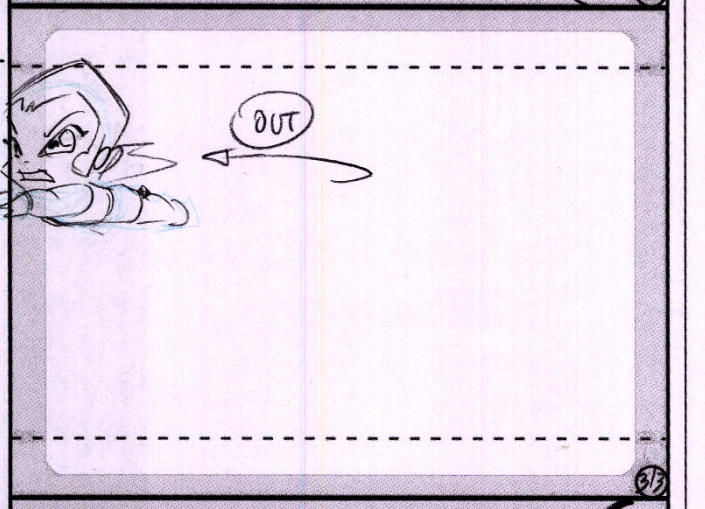

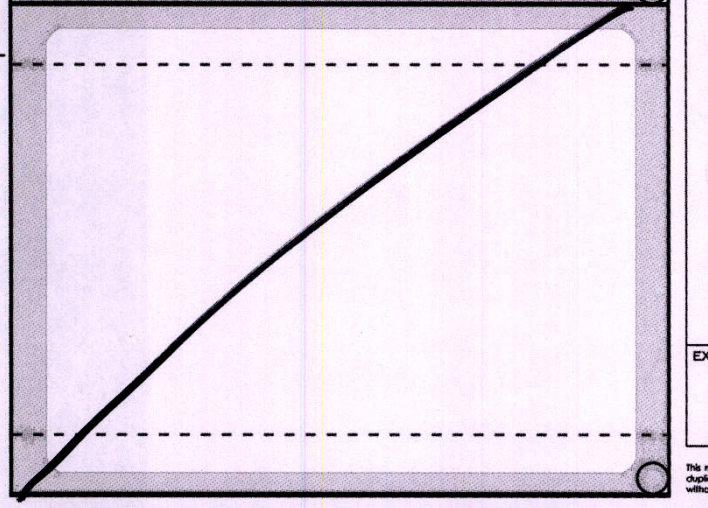

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 11 SCENE 148 CONT

SECONDS / FRAMES /

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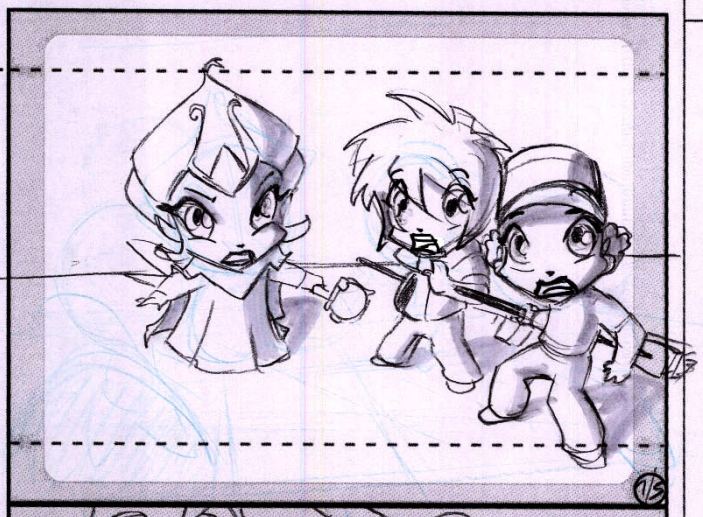

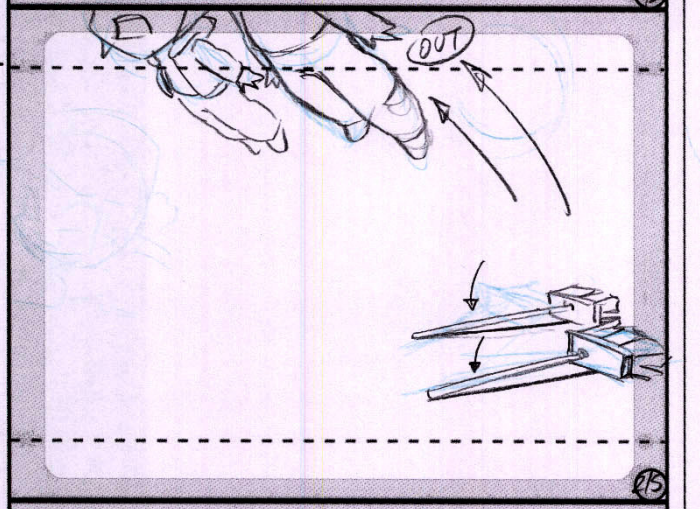

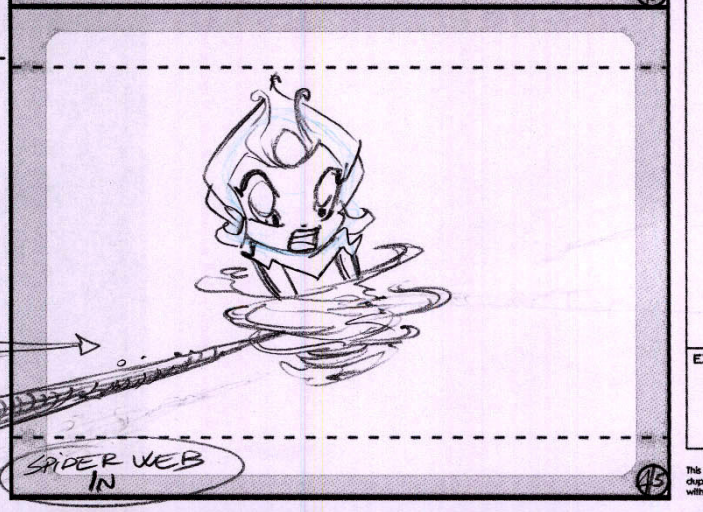

SPIDER WEB (IN)

DIALOGUE

67. Pixies # 1 and # 2
Let's run away!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

Freddy hits Ninfea with a spider web, cocooning her before she can react.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

CONTINUED
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EPISODE 16 SEQUENCE 11 SCENE 148 END

SECONDS 3,6" FRAMES

RAINBOW Pucca
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CH NINFEA IN SPIDER SACK

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 CHIEF WORKER SEQUENCE 11 WORKER 03 SCENE 148A

SECONDS 2'1 FRAMES 50

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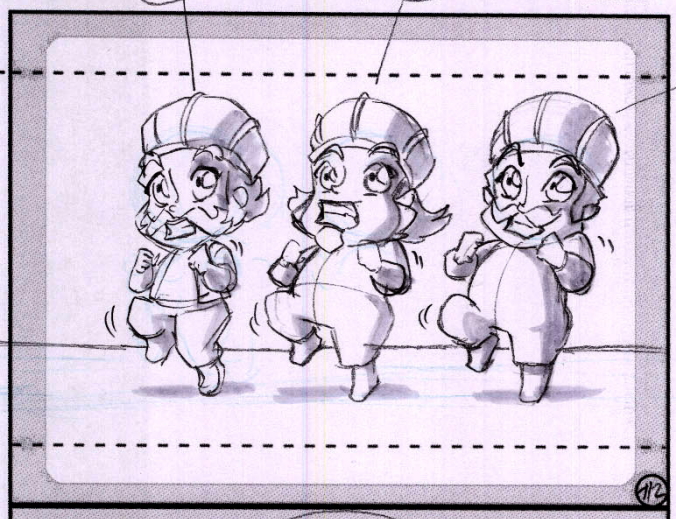

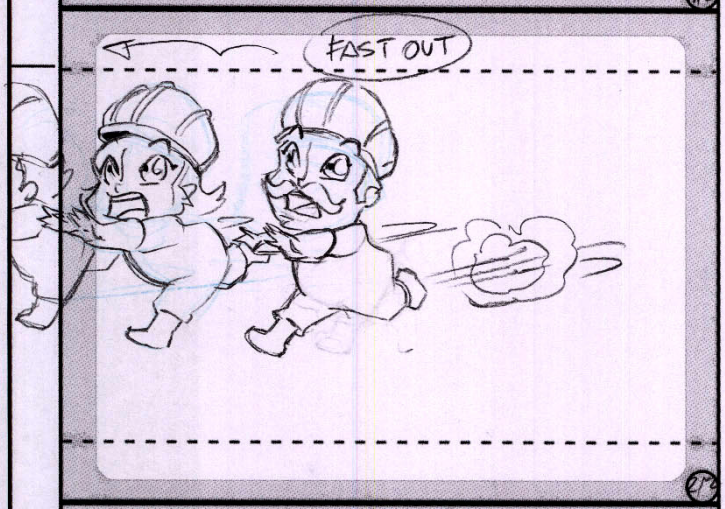

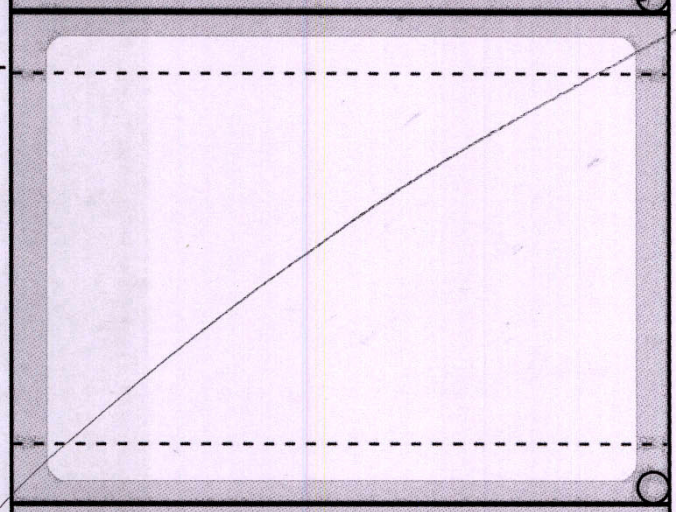

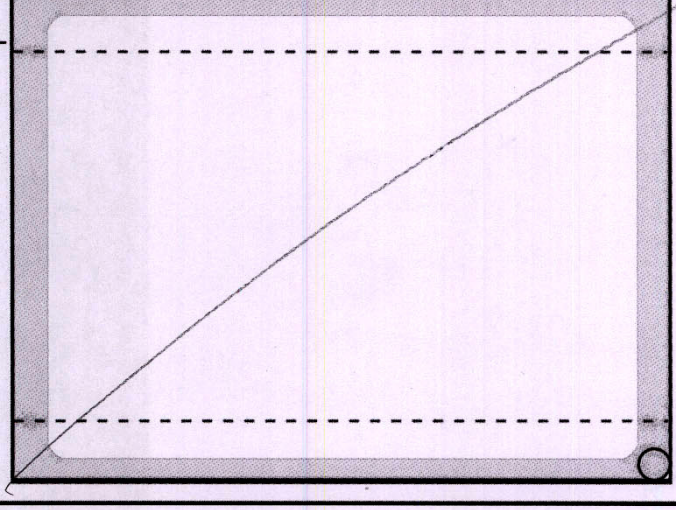

DIALOGUE

ACTION

THE GNOME WORKER RUN ON SPOT FOR A MOMENT

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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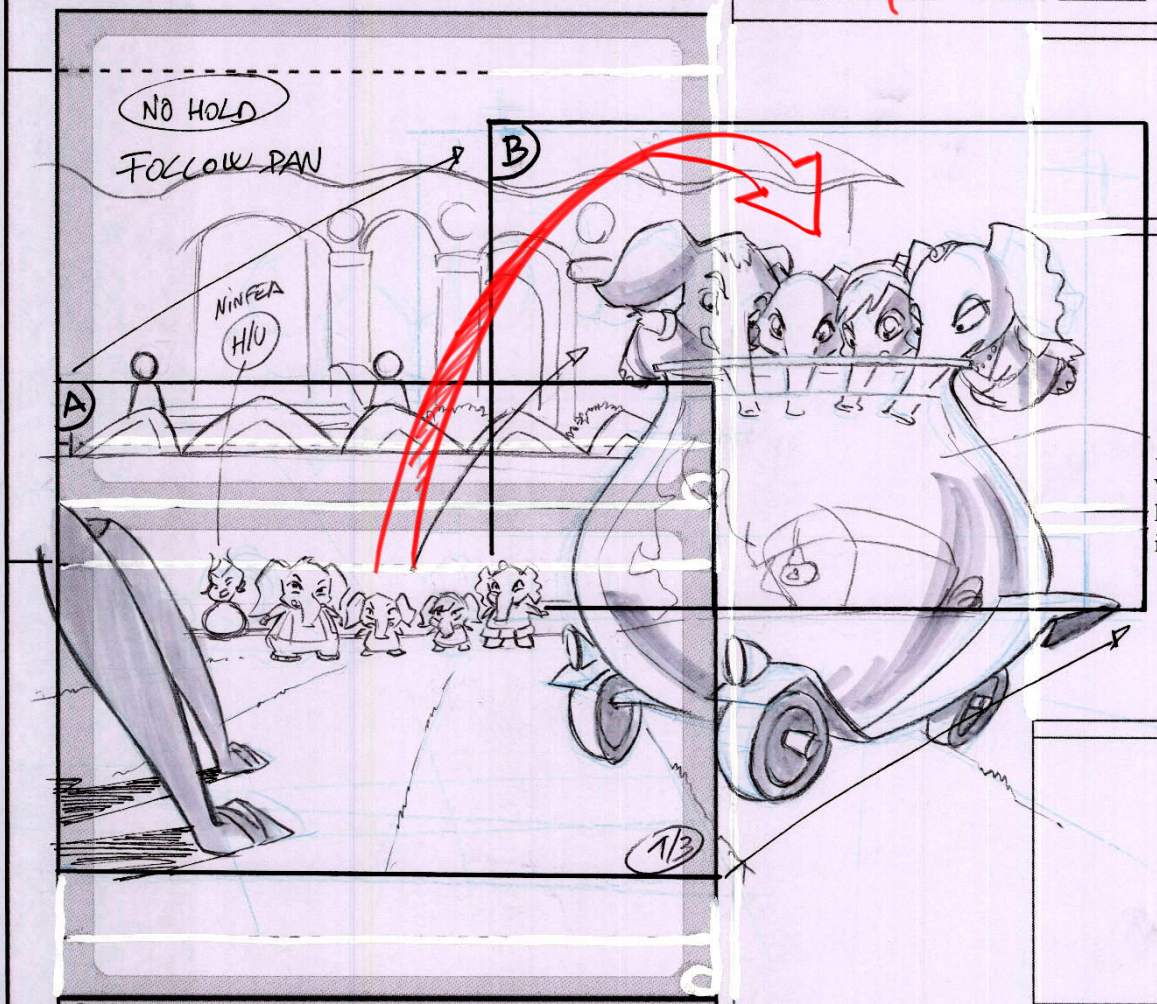
EPISODE 16 SEQUENCE 11 SCENE 149

SECONDS 4 11 FRAMES

RAINBOW Pumpkin ® RBW ALL RIGHTS RESERVED

DIALOGUE



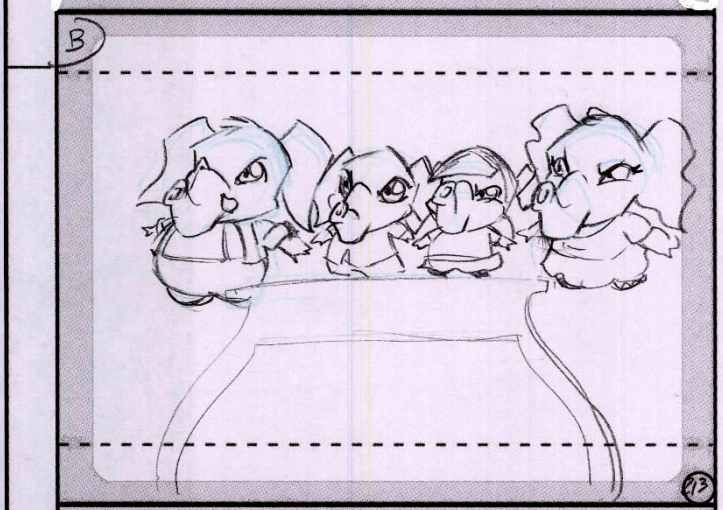
ACTION

THE ELEPHANTS FLY TOWARDS THE CAR

. The elephants fill their trunks with the water of the car shaped like a fish bowl and sprays it against Freddy,

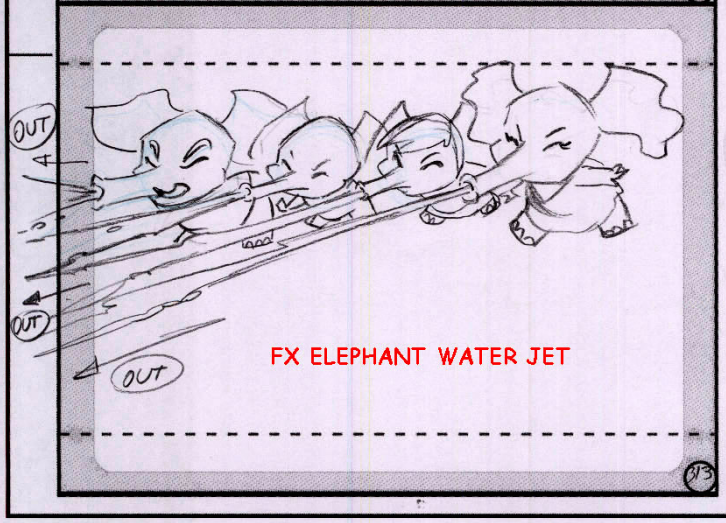
THE LEVEL OF WATER GOES DOWN A LITTLE

ACTION



DIALOGUE

ACTION



FX ELEPHANT WATER JET

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 11 SCENE 150

SECONDS 3" FRAMES 75

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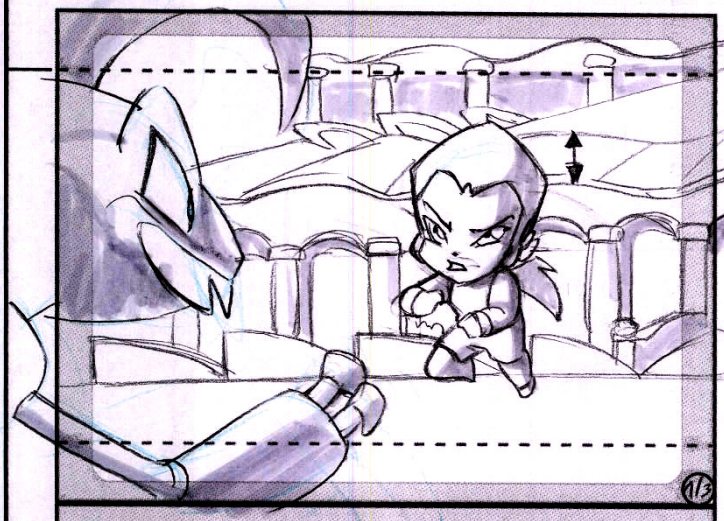

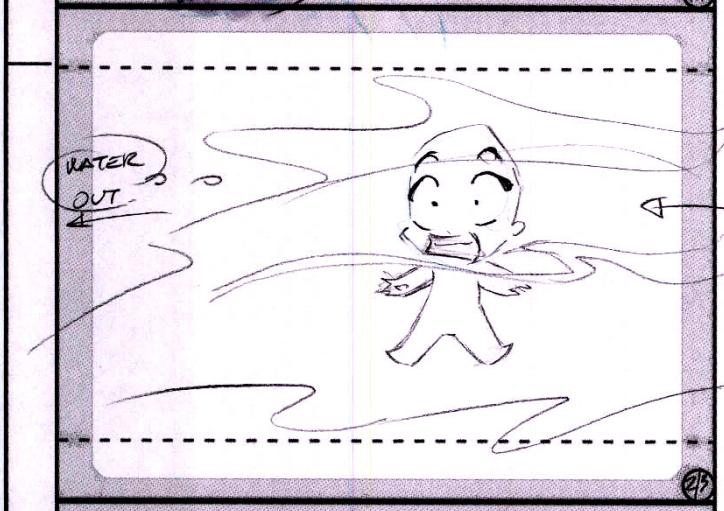

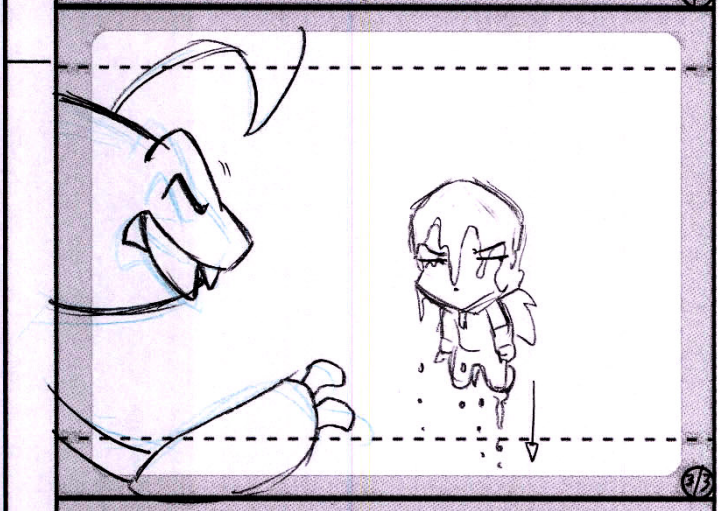

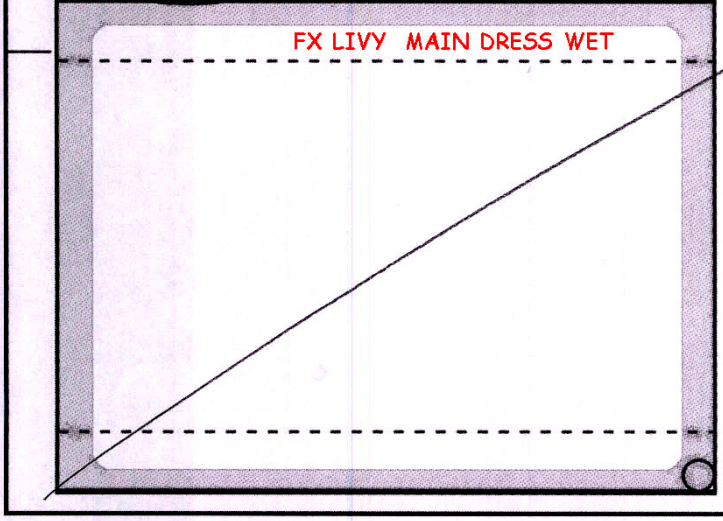

DIALOGUE

ACTION

DIALOGUE

ACTION

but they take their aim wrong and hit Livy instead, drenching him

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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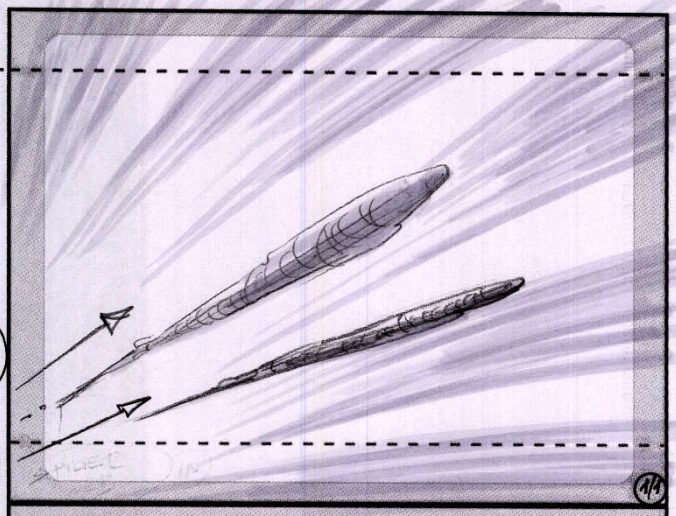
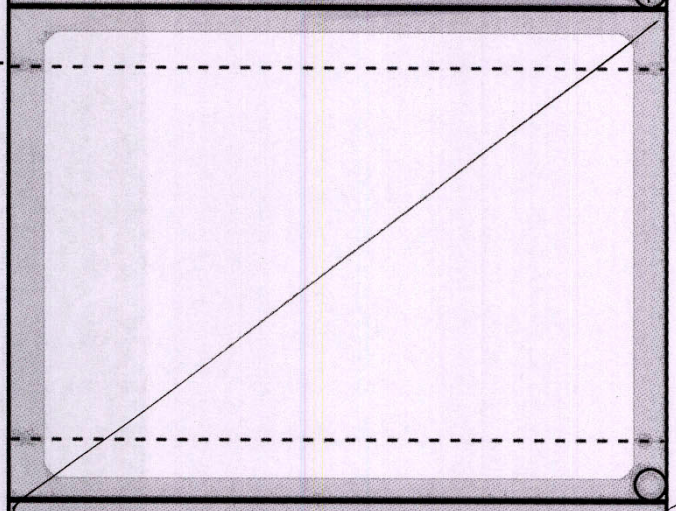
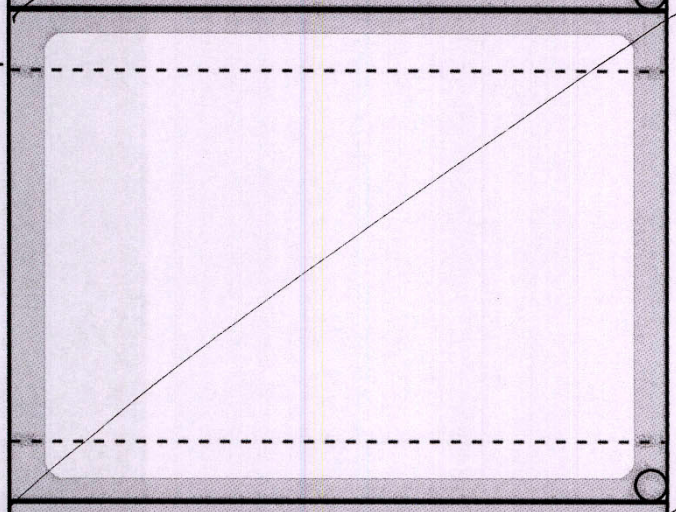
EPISODE 16 SEQUENCE 11 SCENE 151

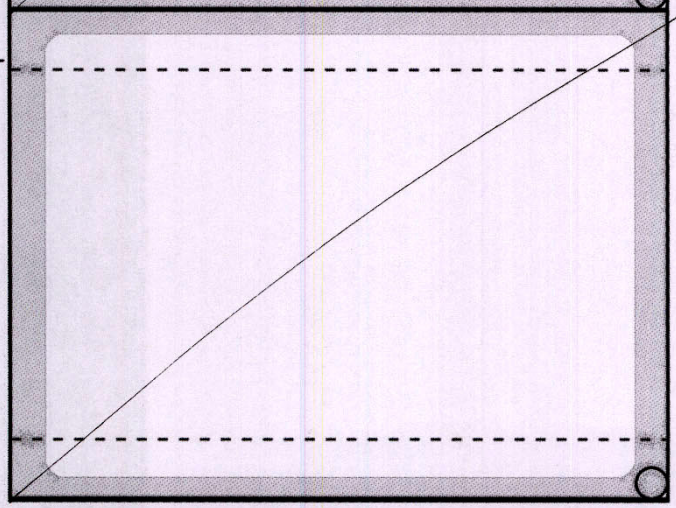
SECONDS 2" FRAMES

RAINBOW PUPPET ©RBW ALL RIGHTS RESERVED









DIALOGUE

ACTION

THE SPIDER WEBS ARE SHOOTING BY FREDDY

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 11 SCENE 152

SECONDS 3" FRAMES _____

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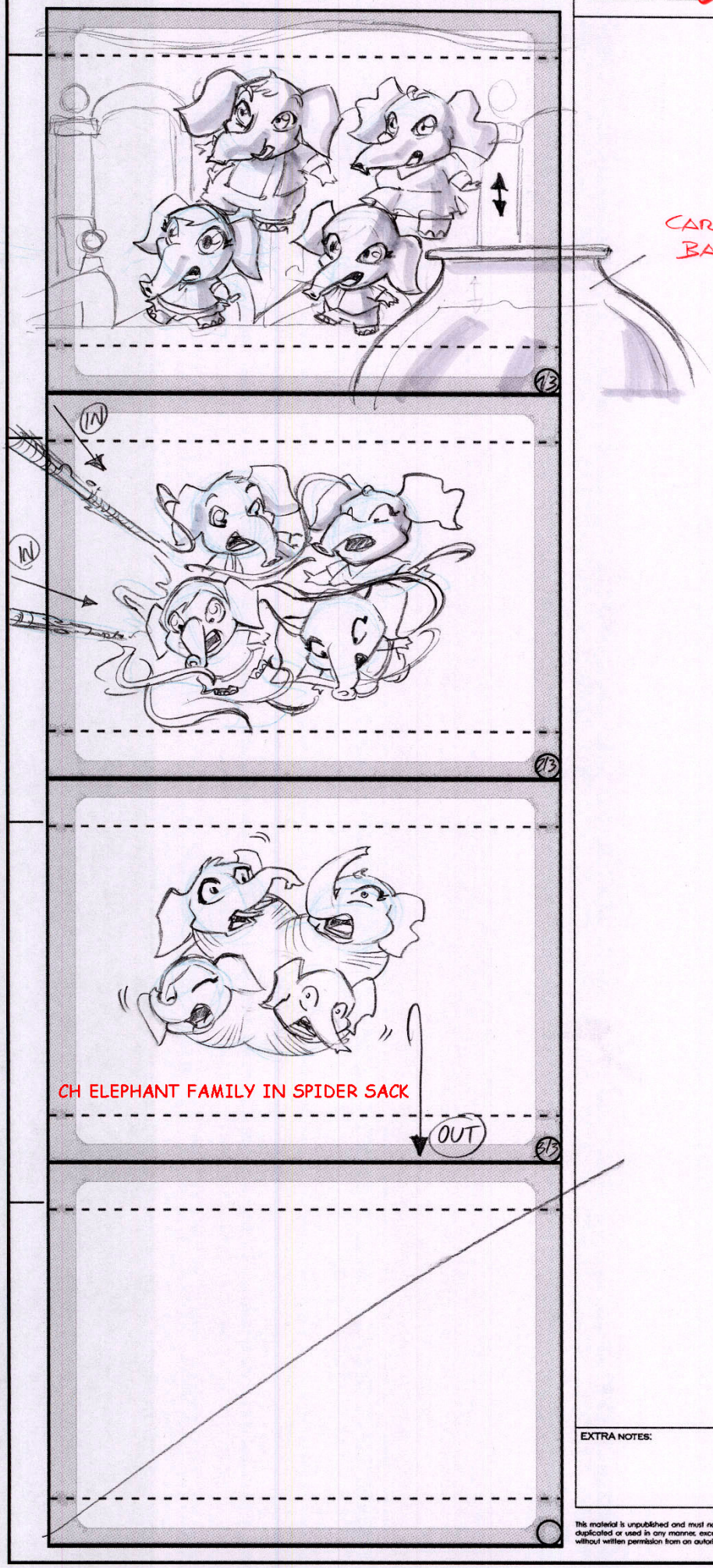

DIALOGUE

ACTION

. Freddy fires another spider web and traps the whole Elephants family, creating one single mummy.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES: BG 16 11 149

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EPISODE 16 SEQUENCE 11 SCENE 153 CONT

SECONDS FRAMES

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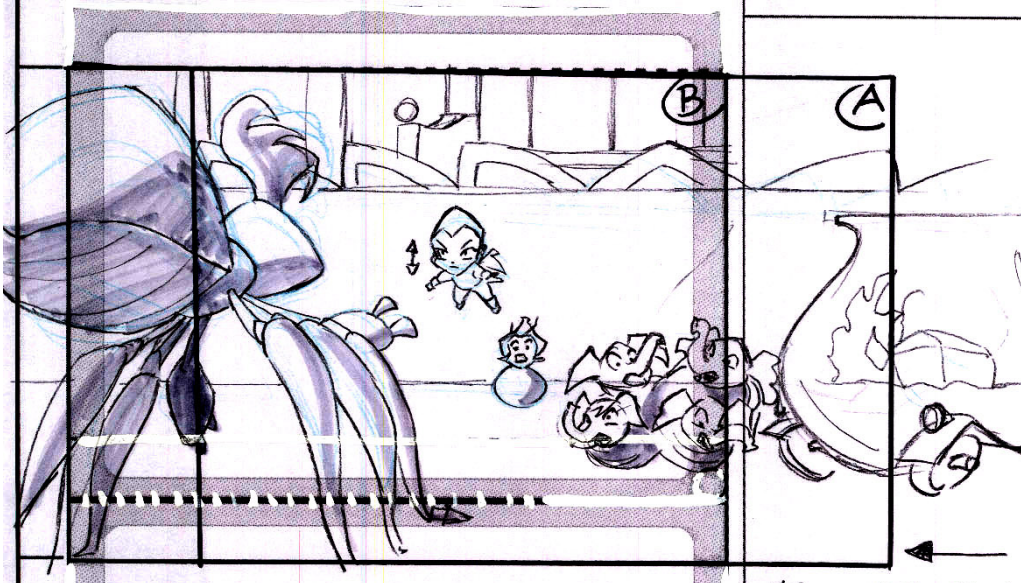
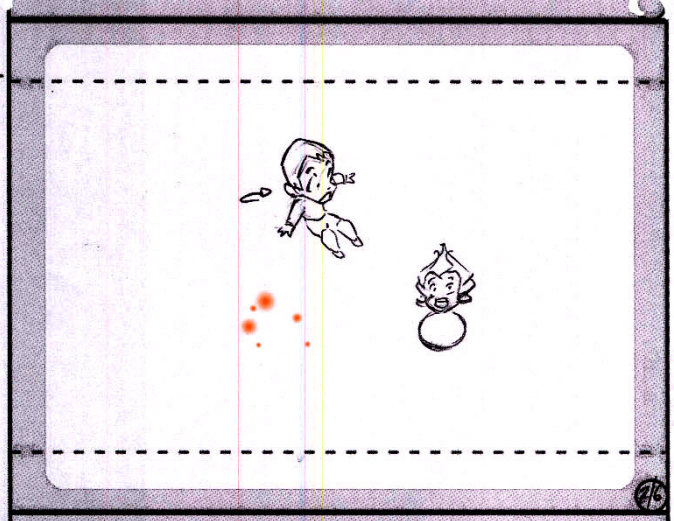
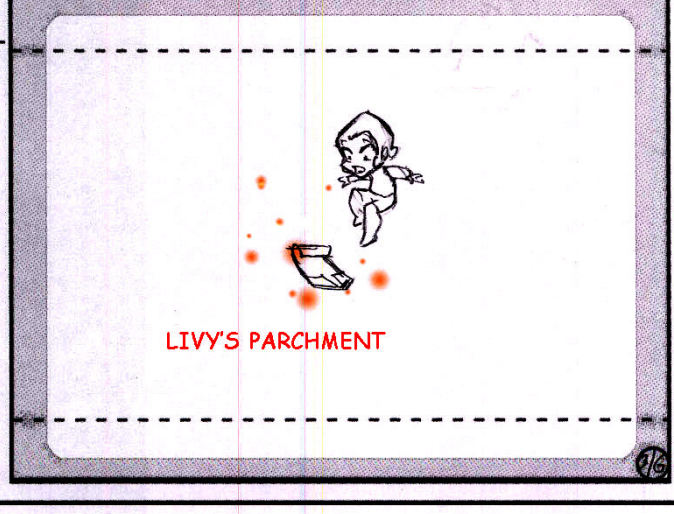


1/6 QUICK PAN





DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

68. NINFEA
Quickly, Livy! Find Amore, she's the only one who can save us with one of her potions!

69. LIVY
We'll come back and rescue you!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 6" FRAMES

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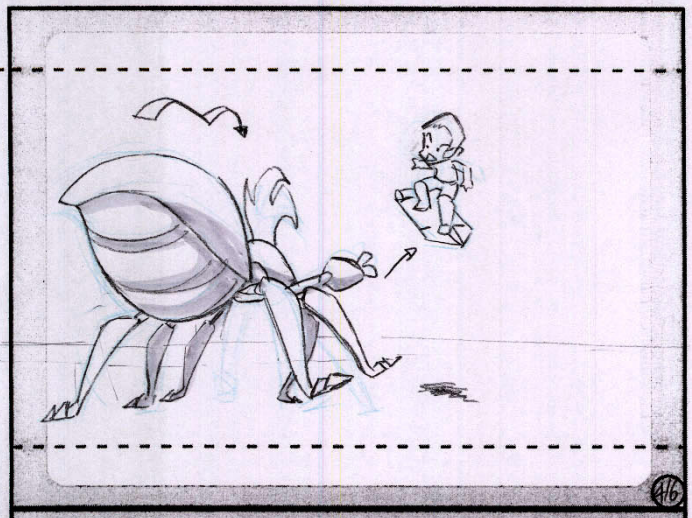

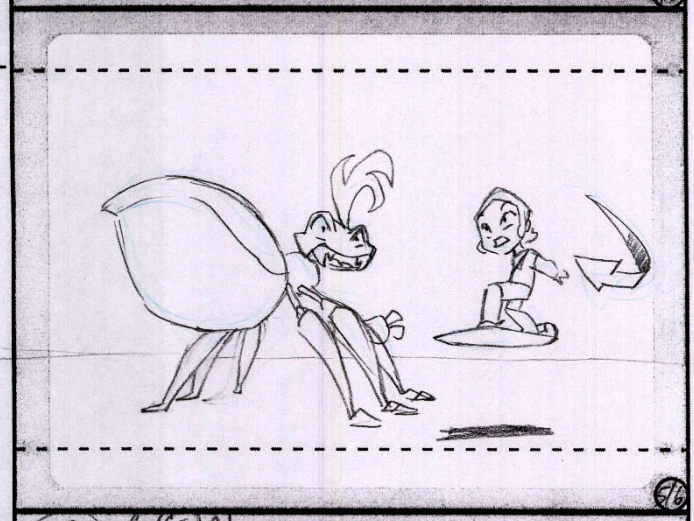

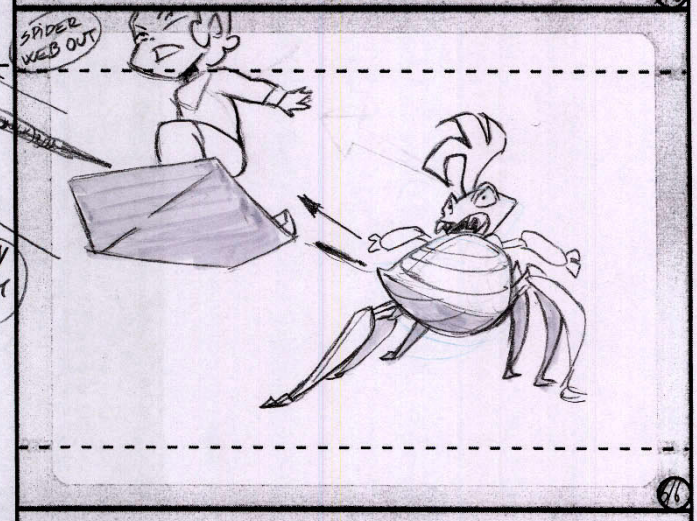

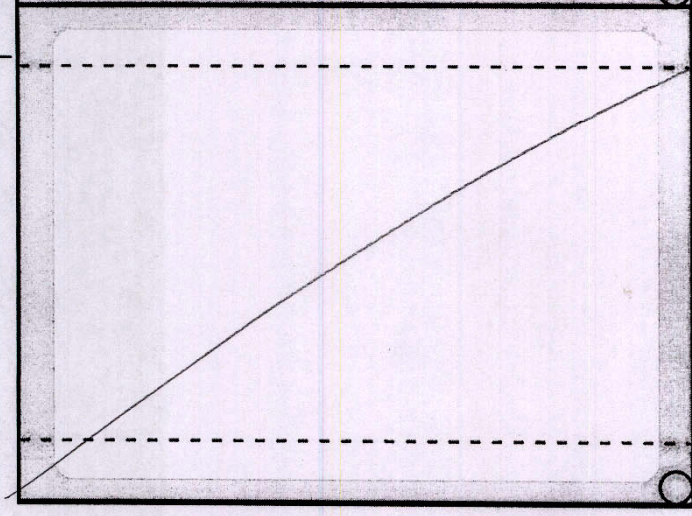

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 11 SCENE 154

SECONDS 2'8 FRAMES 70

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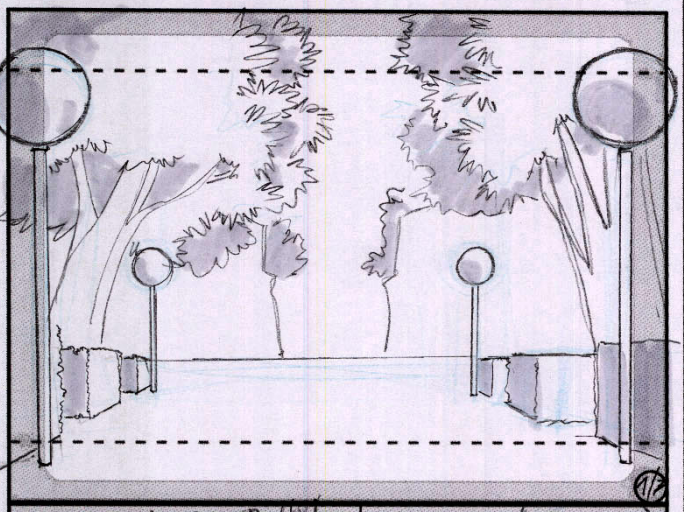

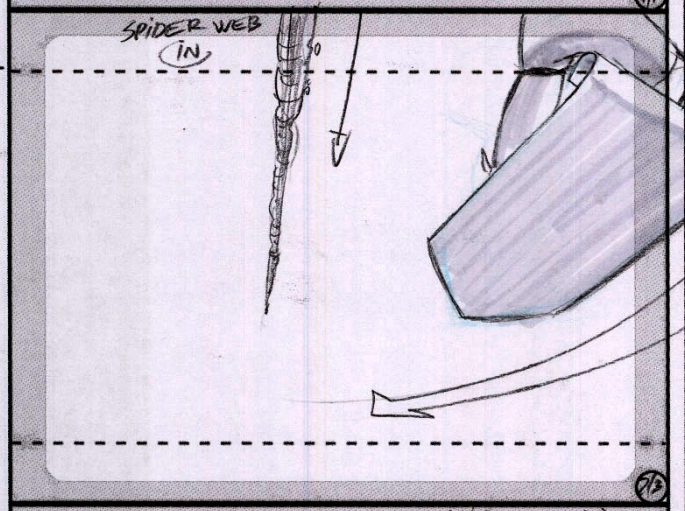

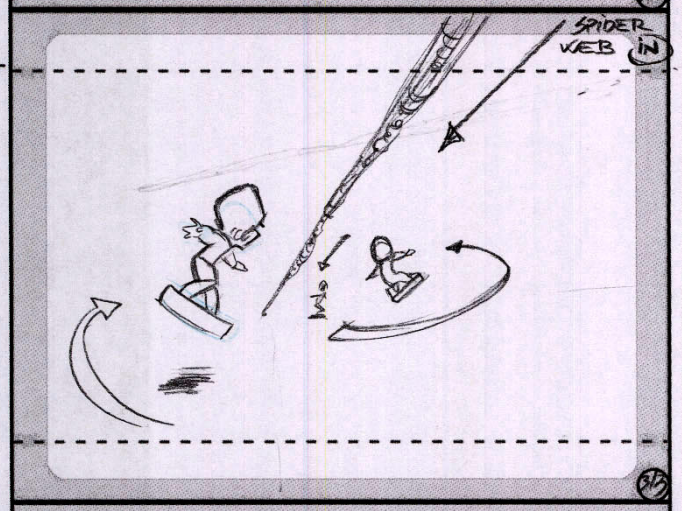

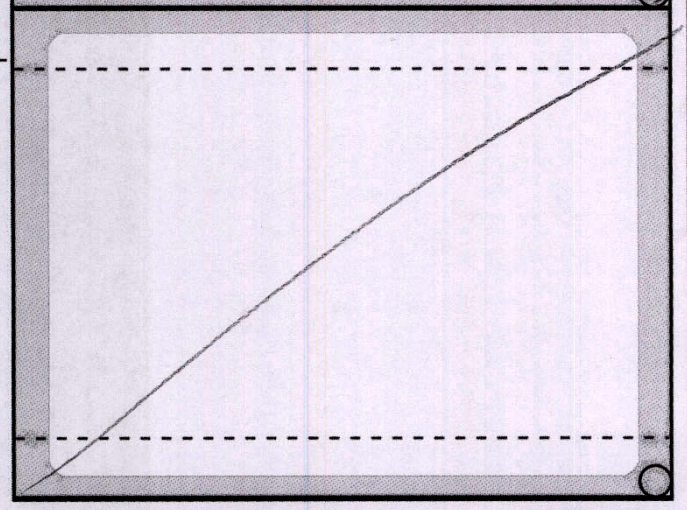

DIALOGUE

ACTION

DIALOGUE

ACTION

Livy withdraws, dodging the umpteenth spider web.

DIALOGUE

ACTION

LIVY DISAPPEARS IN THE DISTANCE

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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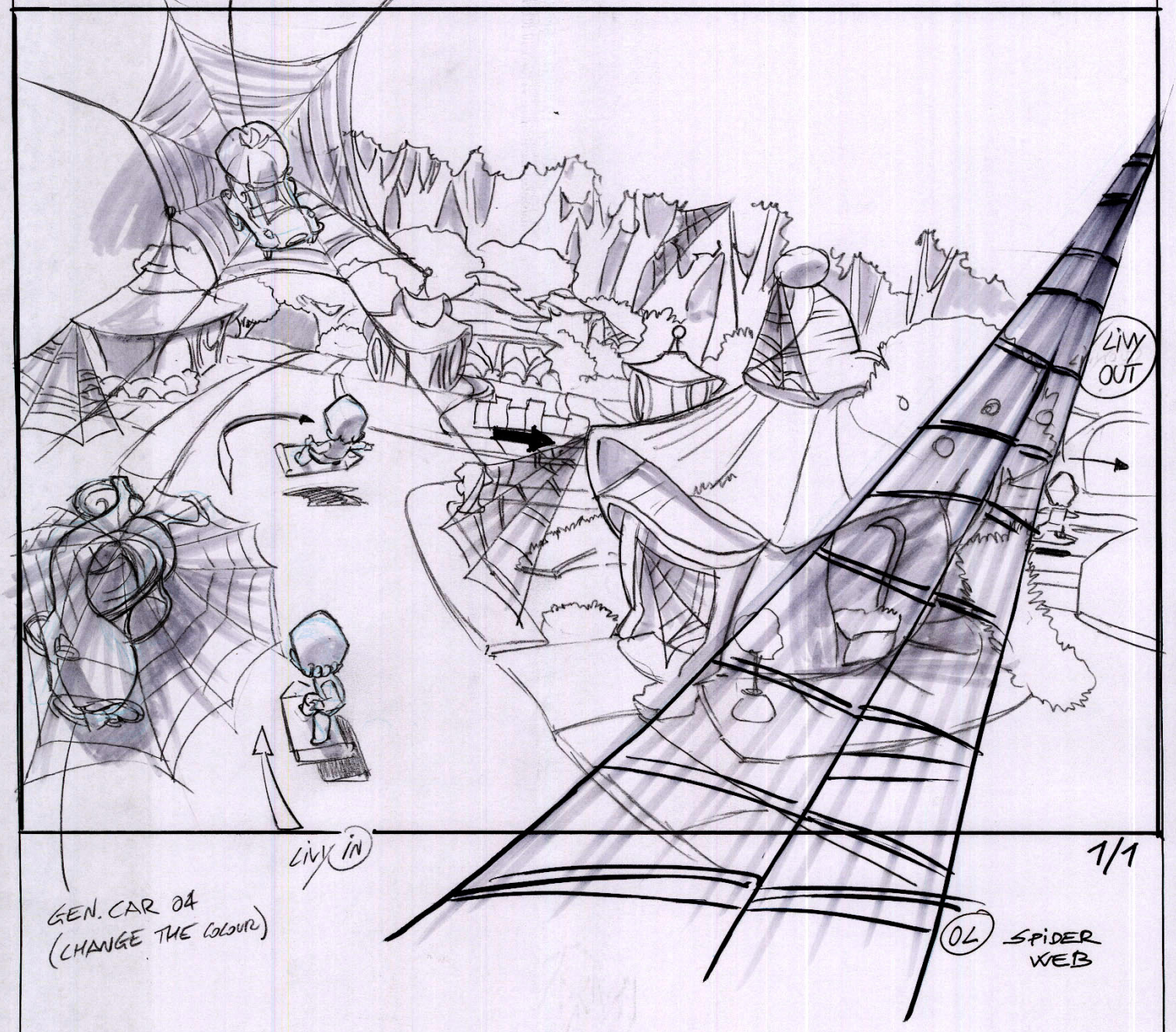
EPISODE 16 SEQUENCE 12 SCENE 156 SECONDS 2"4 FRAMES 60

GEN.CAR 05 (CHANGE THE COLOUR)



DIALOGUE	ACTION	TIME OF DAY: DAY
		LOCATIONS: EXT. GEN. ROAD 08A
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES: SCENE 155 OUT	RE-USES: △ ○ □	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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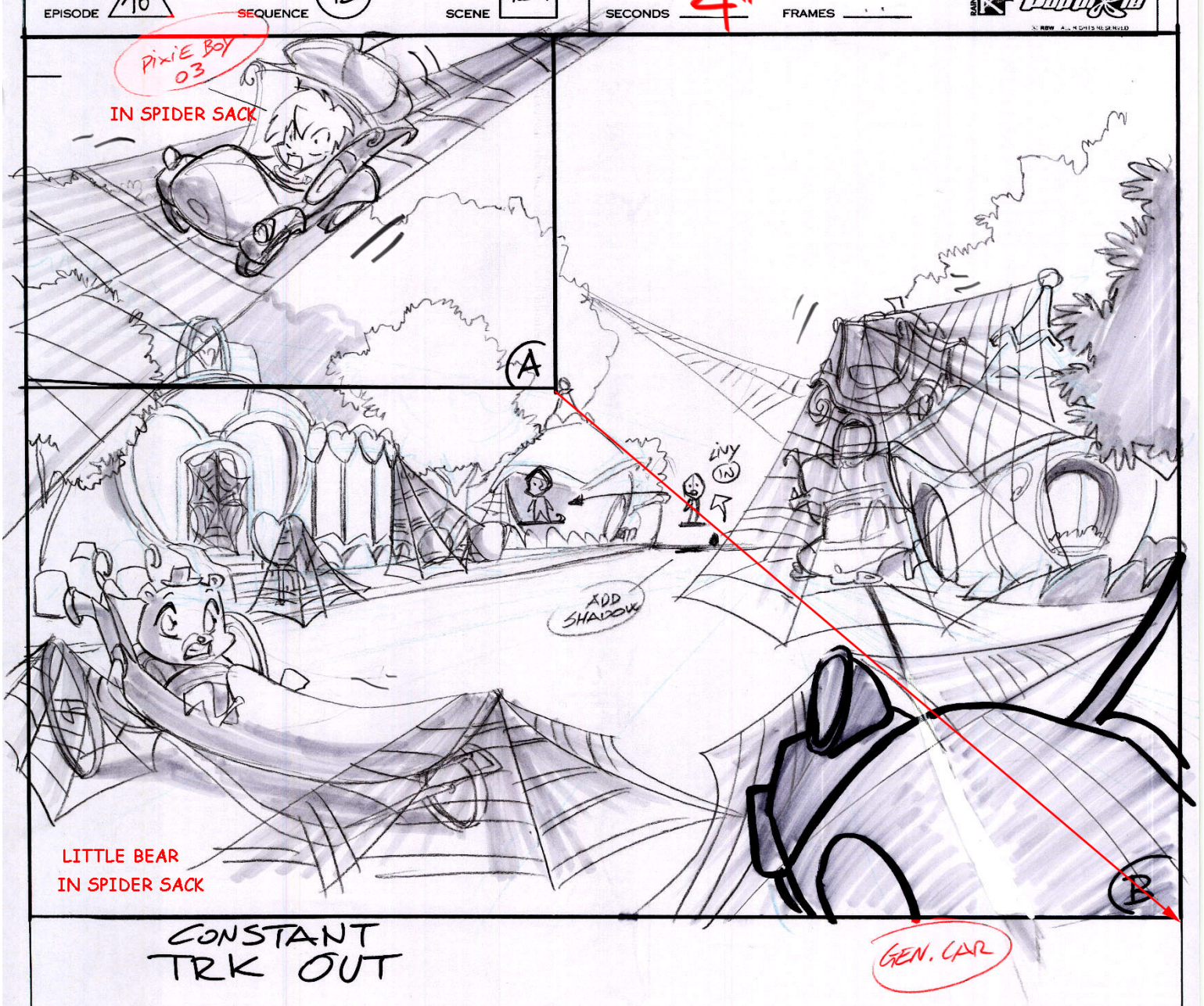
EPISODE 16 SEQUENCE 12 SCENE 157 SECONDS 4" FRAMES



CONSTANT TRK OUT

GEN. VEHICLES (PLEASE SEE THE FOLDER GEN.VE)

DIALOGUE	ACTION	
70. LIVY It's a disaster! There's spider webs everywhere!	LIVY COMES ON THE SCENE ON HIS LETTER SLOWLY. Livy arrives nearby the Love Shop on his flying scroll/carpet. The street is completely jammed by cars tied to one another through the spider webs: 1 PIXIE (PIXIE BOY 03) in an ORANGE CAR and 1 BEAR in a BANANA CAR are tied to their seats by the spider webs.	TIME OF DAY: DAY LOCATIONS: EXT- LOVE SHOP STREET MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: CGI TYPE/NOTES:
EXTRA NOTES:	RE-USES:	

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EPISODE 16 SEQUENCE 12 SCENE 158

SECONDS 2" FRAMES 50

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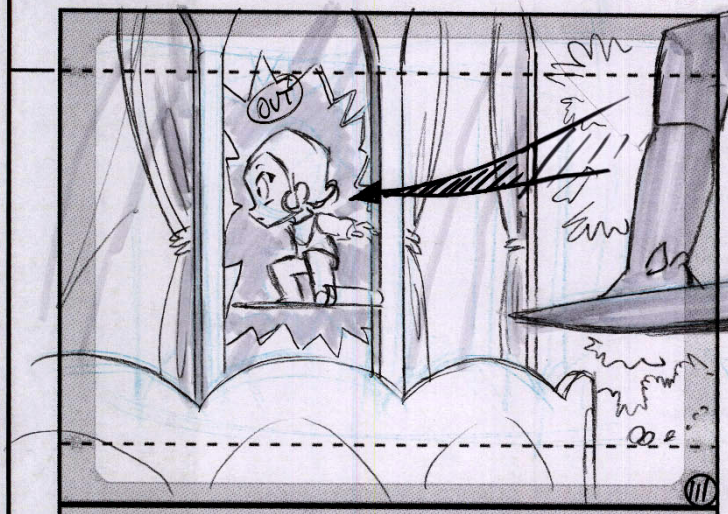

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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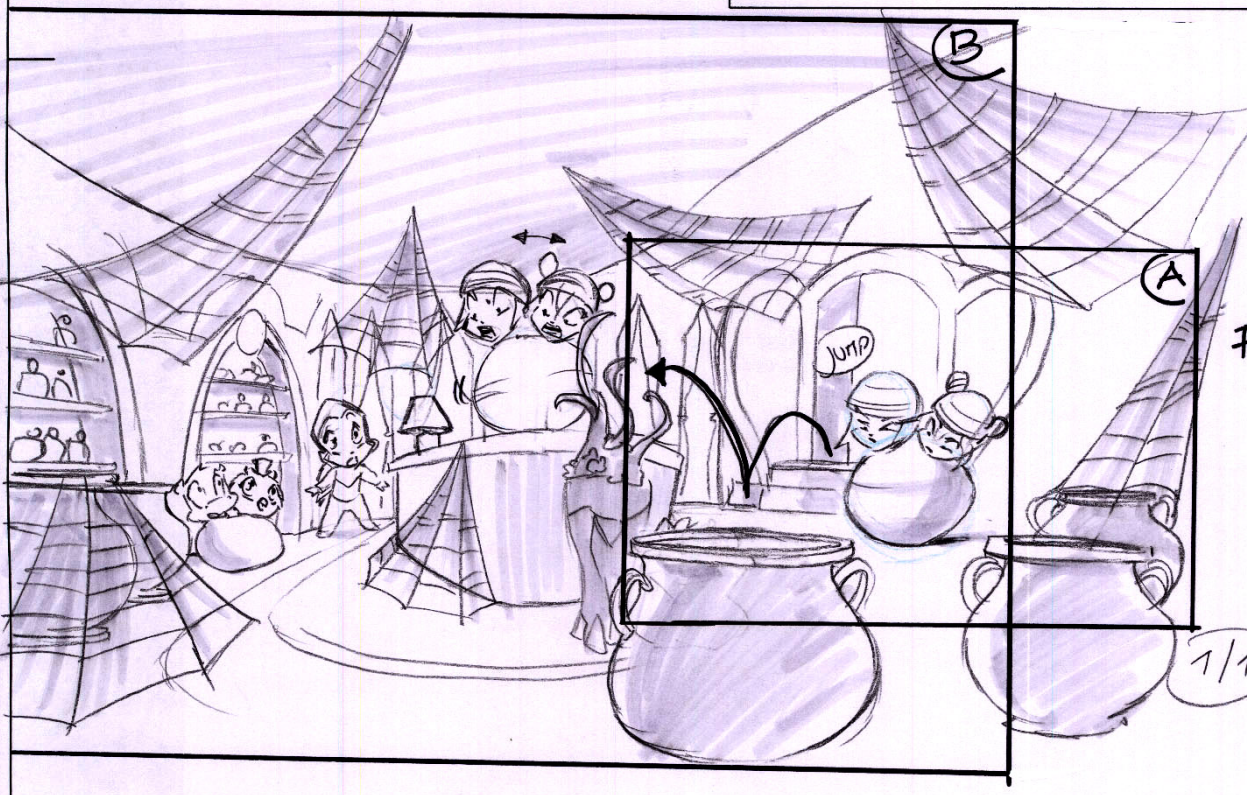
EPISODE 16 SEQUENCE 13 SCENE 159 SECONDS 2"6 FRAMES 65



DIALOGUE	ACTION	
71. LIVY Pam! Lockette!	Livy immediately sees Lockette and Tulip cocooned together and Otis and the Owl cocooned too, in another cocoon. The two Pixies are comically bouncing, trying to get free. Some spider webs are hanging from the ceiling.	TIME OF DAY: day LOCATIONS: Int. love shop - hall MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: CGI TYPE/NOTES:
EXTRA NOTES:	RE-USES: BG 16 09 090	

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EPISODE 16 SEQUENCE 13 SCENE 160 CONT

SECONDS ____ FRAMES ____

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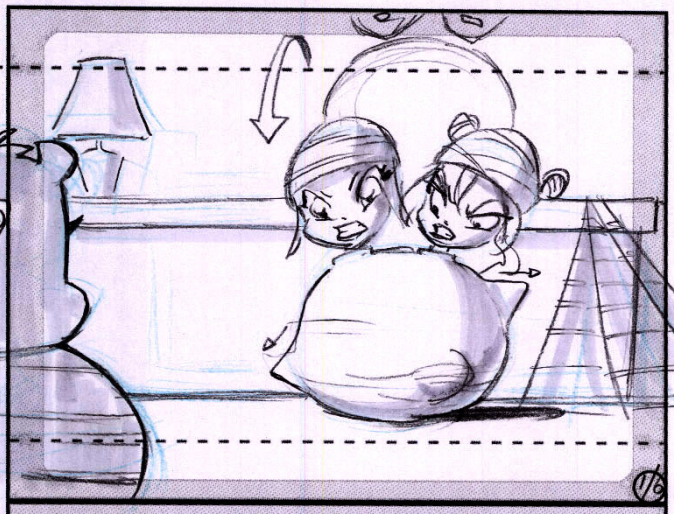

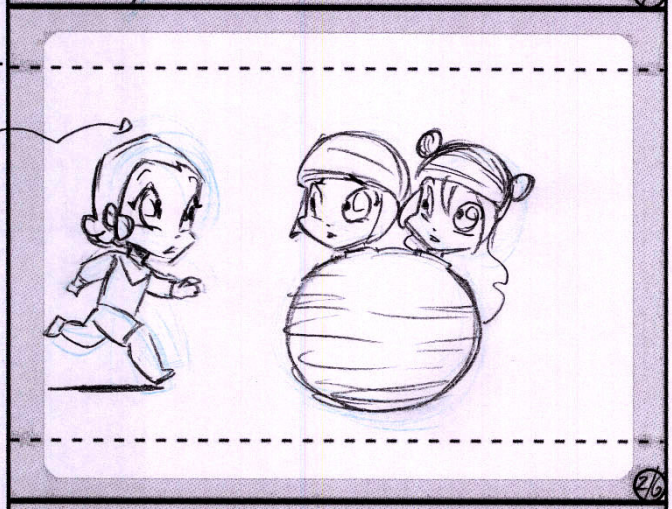

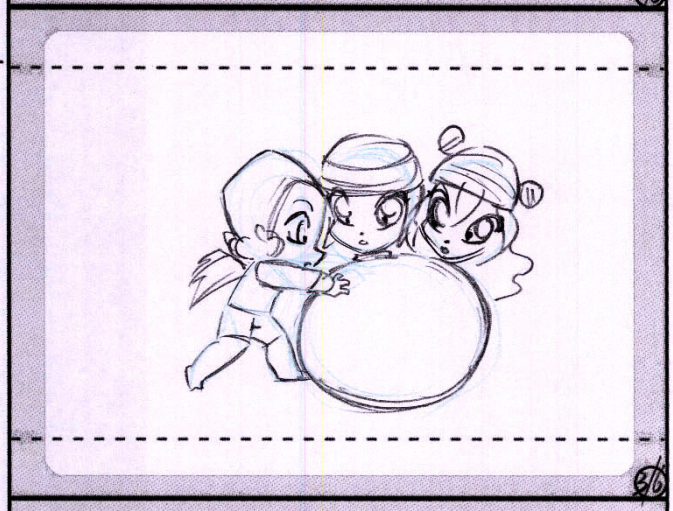

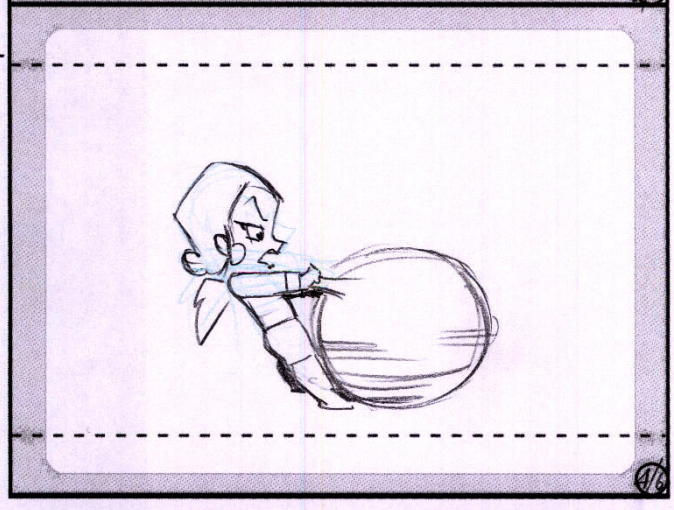

DIALOGUE

72. TULIP AND LOCKETTE
Free us, Livy!

ACTION

Livy tries to free Tulip and Lockette from the cocoon, but in vain, the spider webs are too strong.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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ON NEXT PAGE

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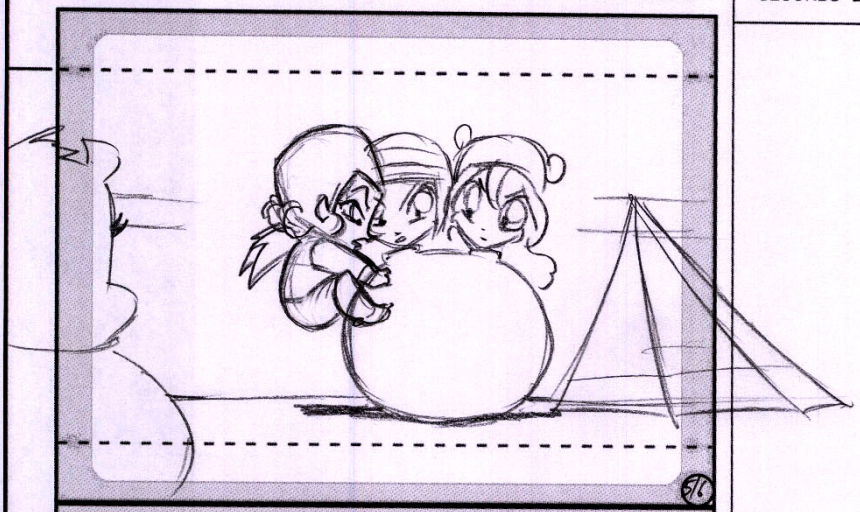
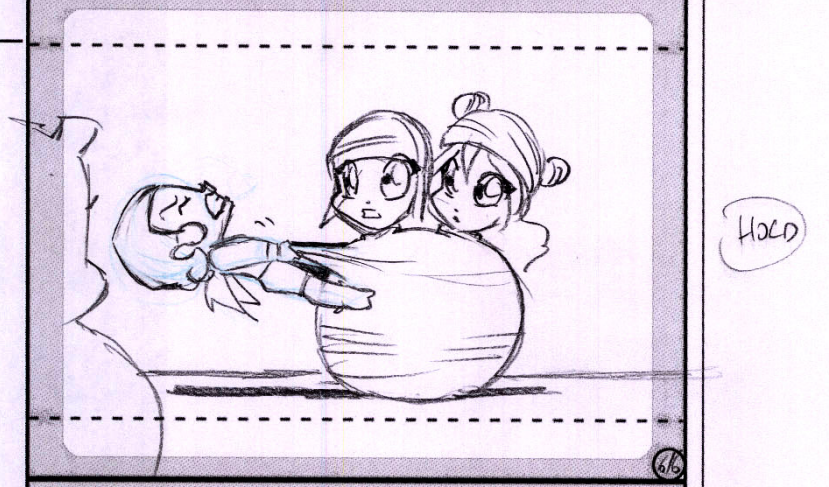
EPISODE 16 SEQUENCE 13 SCENE 160 END

SECONDS 4" FRAMES 100

RAINBOW Pumpkin © RBW ALL RIGHTS RESERVED



5/6



HOLD

6/6

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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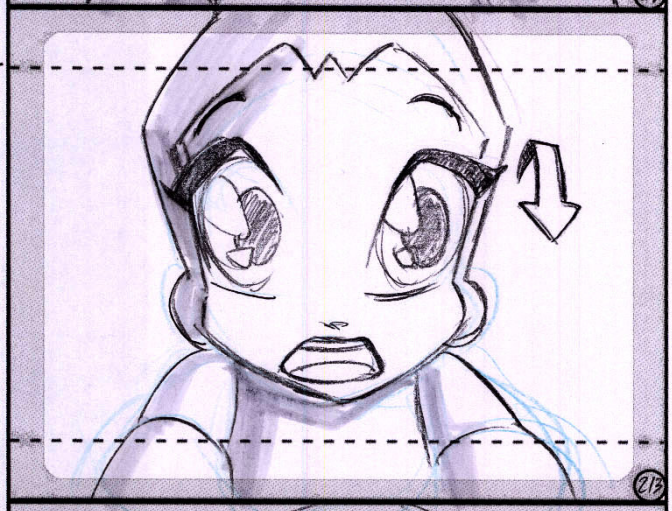
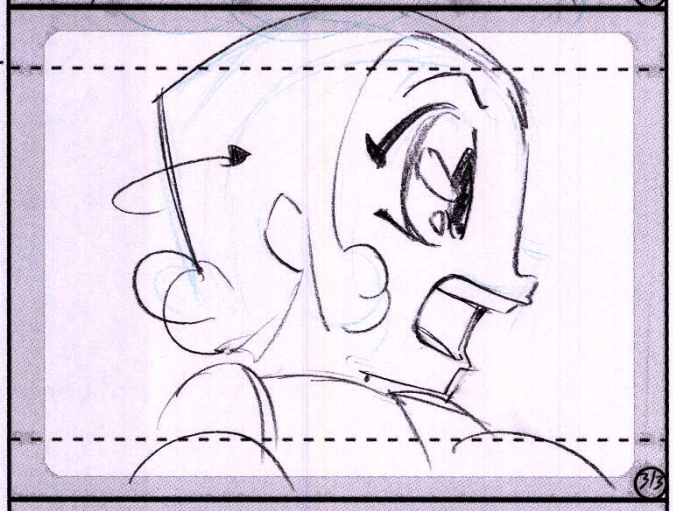
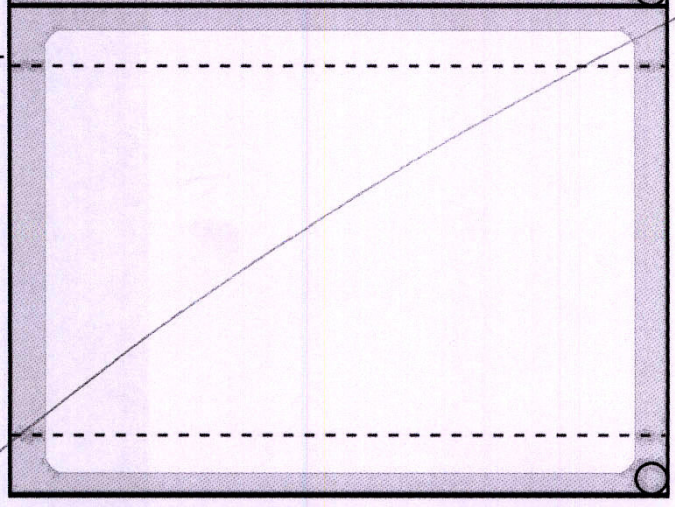
EPISODE 16 SEQUENCE 13 SCENE 161

SECONDS 4" FRAMES _____

RAINBOW Pixieville © RAW ALL RIGHTS RESERVED







HIV

NO HOLO

DIALOGUE

ACTION

DIALOGUE

73. LIVY
Amore, where are you?

ACTION

DIALOGUE

We need your help!
Pixieville is under the spiders' attack …

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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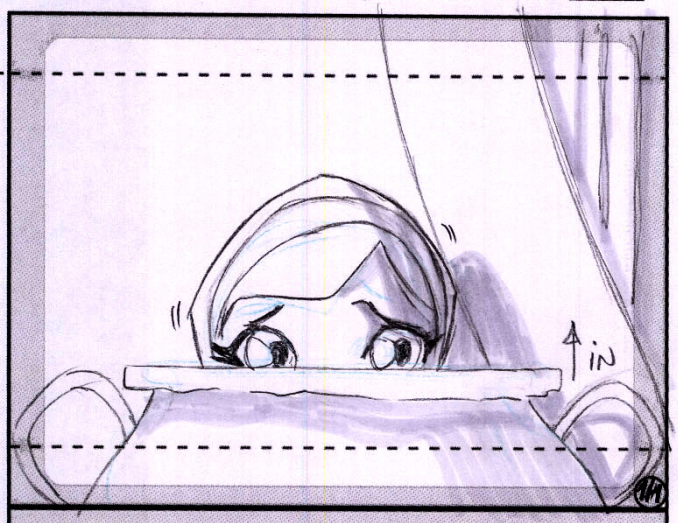

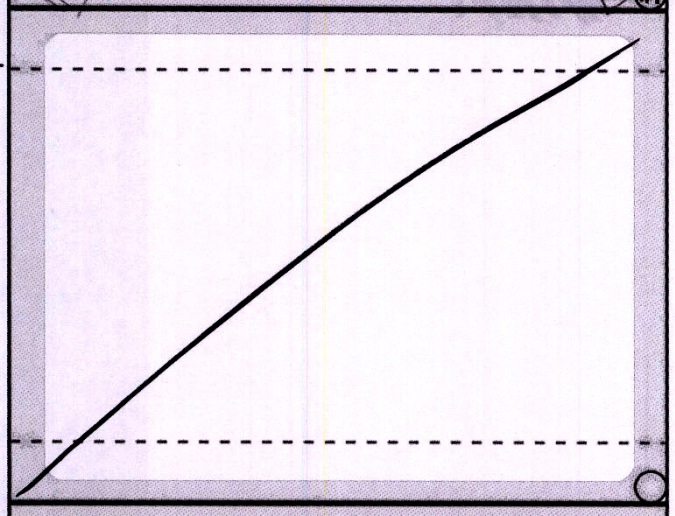

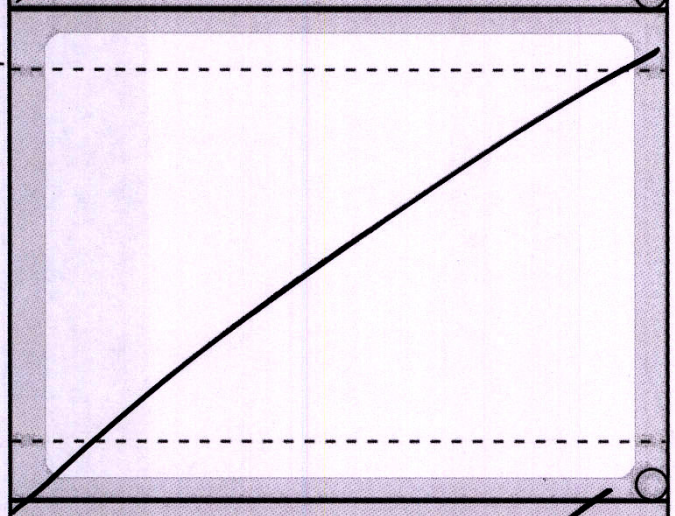

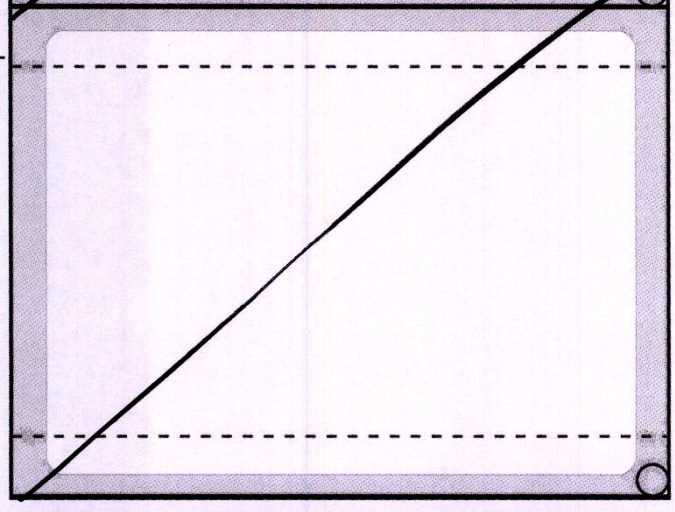

SECONDS 2"2 FRAMES 55

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DIALOGUE

74. AMORE
I know! They are monsters!

ACTION

Amore comes out of the pot, shaking, and she looks at Livy.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 13 SCENE 163

SECONDS 4"2 FRAMES 105

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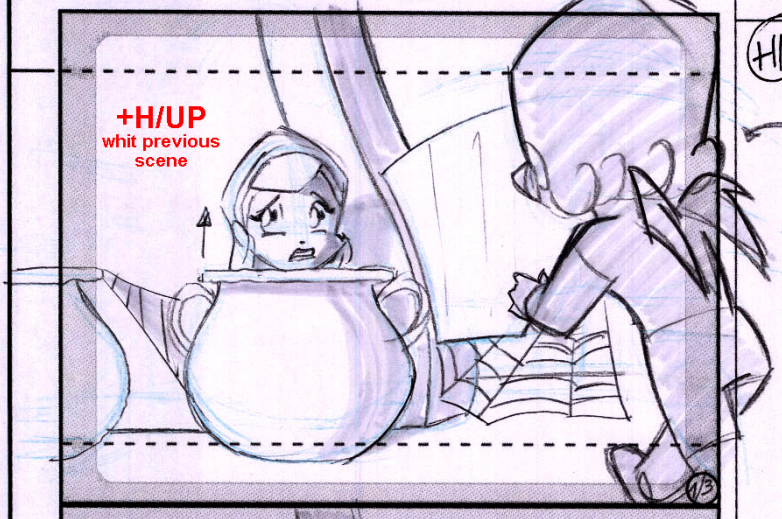

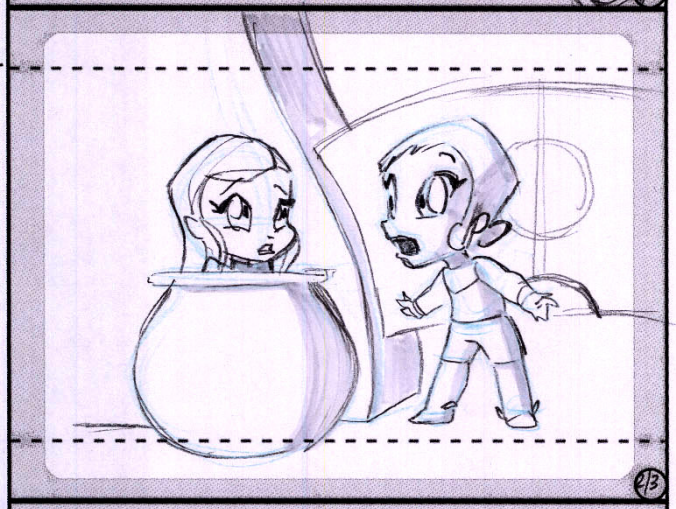

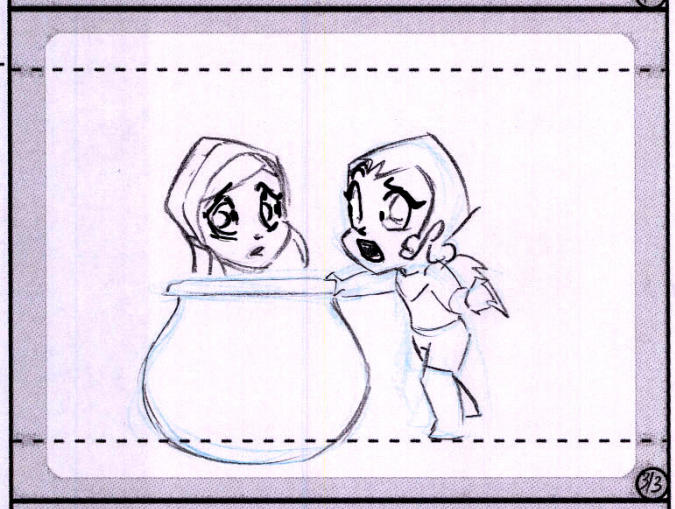

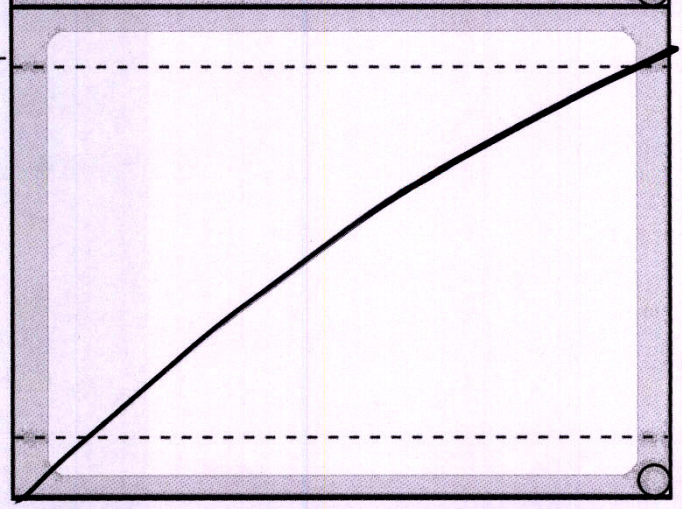

H/U

LIVY (IN)

DIALOGUE

ACTION

DIALOGUE

75. LIVY
Whatever they are, we need to stop them!

ACTION

DIALOGUE

Ninfea said you are the only one
who can save us!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 13 SCENE 164

SECONDS 1"2 FRAMES 30

RAINBOW Pupa

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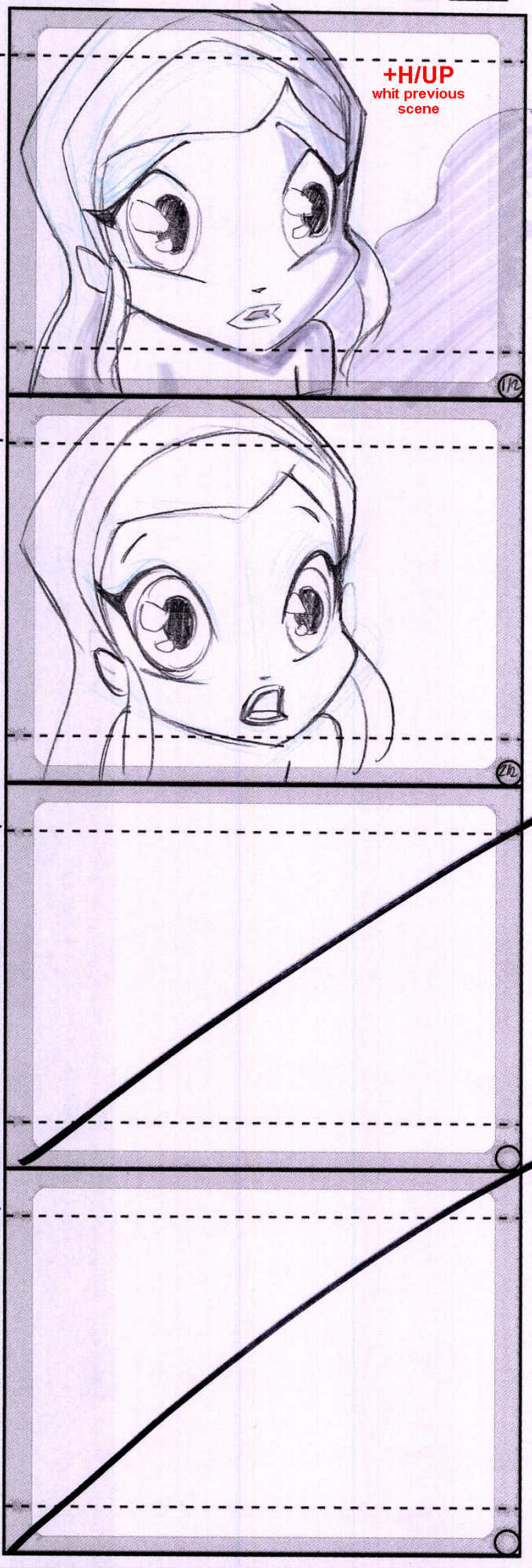

H/U

NO HOLD

DIALOGUE

ACTION

DIALOGUE

76. AMORE
Really???

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 4 1/2 FRAMES 105

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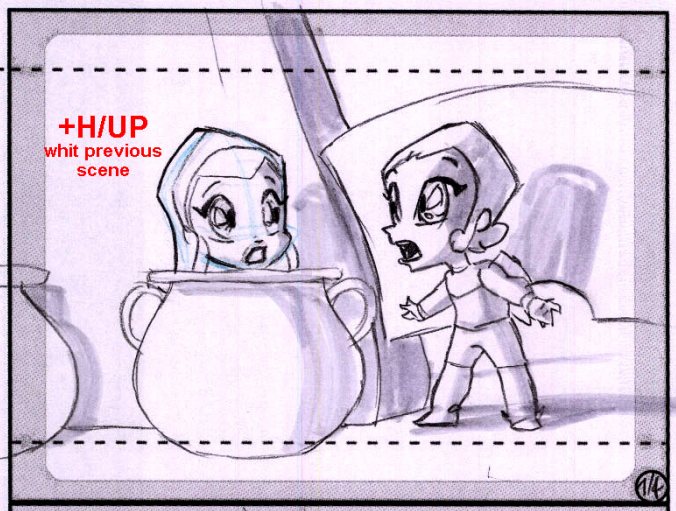

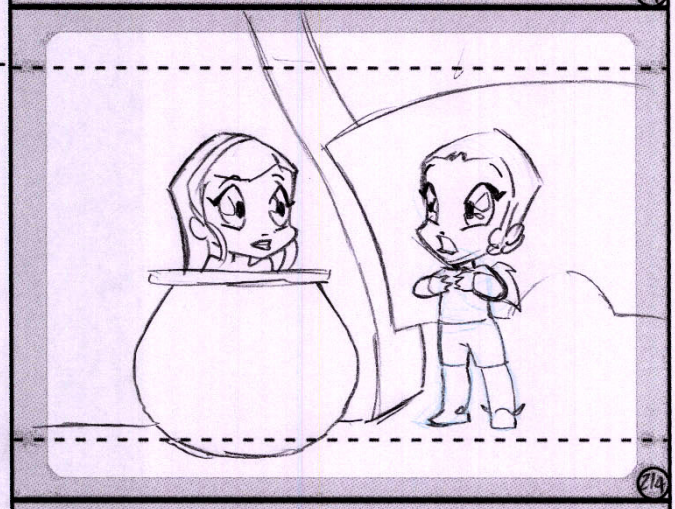

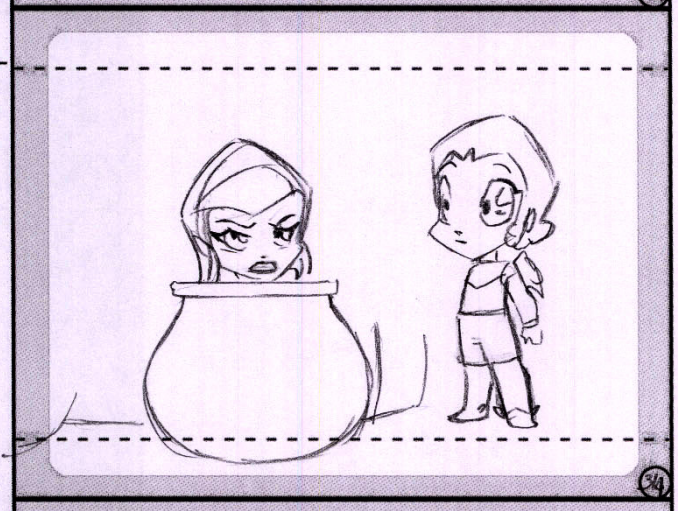

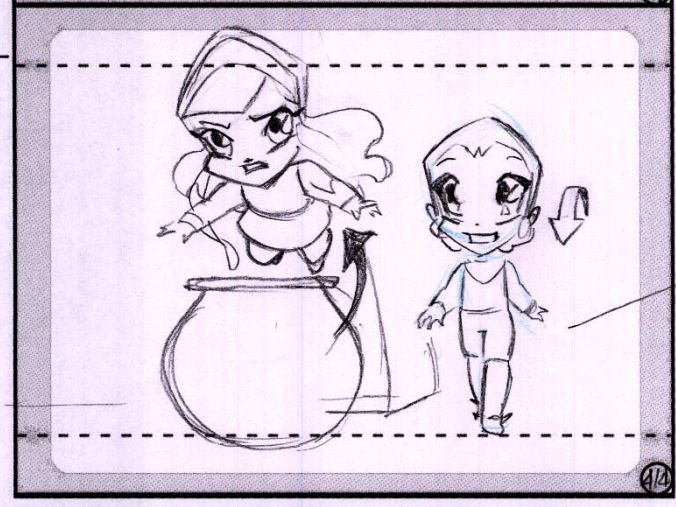

H/U

3 STEPS TOWARDS THE CAMERA

DIALOGUE

77. LIVY
Yes, Amore!

ACTION

DIALOGUE

We do believe in you!

ACTION

DIALOGUE

ACTION

Amore, still shaking, but determined at the same time, goes towards a pot.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES: BG 16 13 163

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EPISODE 16 SEQUENCE 13 SCENE 166

SECONDS 2"2 FRAMES 55

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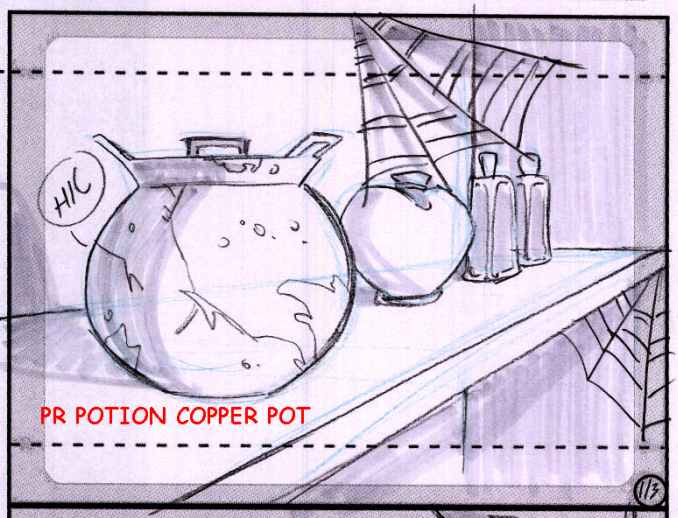

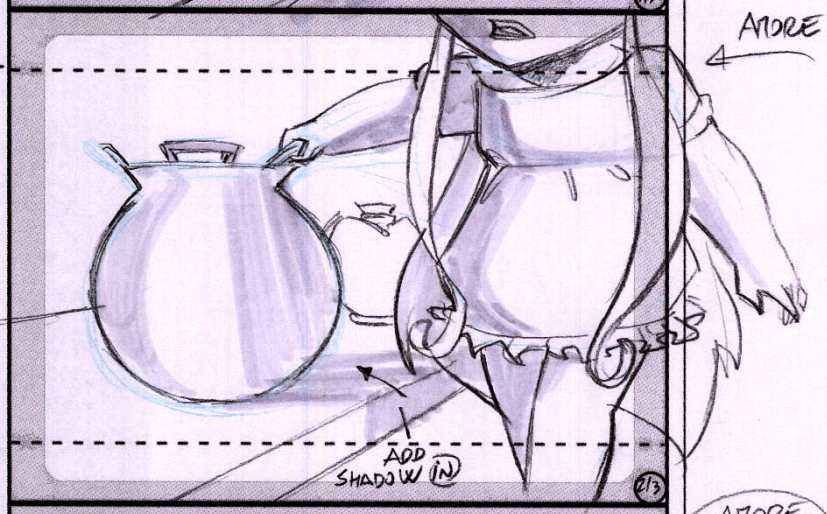

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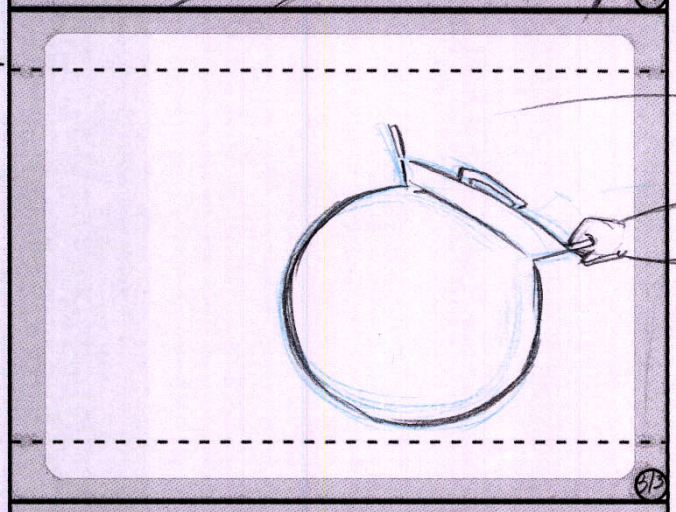
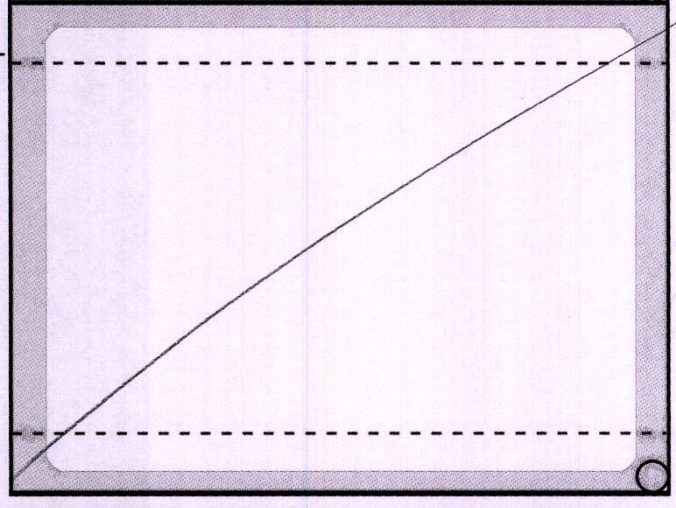


ADORE OUT



DIALOGUE

ACTION

she takes the pot

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 13 SCENE 167 CONT

SECONDS / FRAMES /

RAINBOW Pupa

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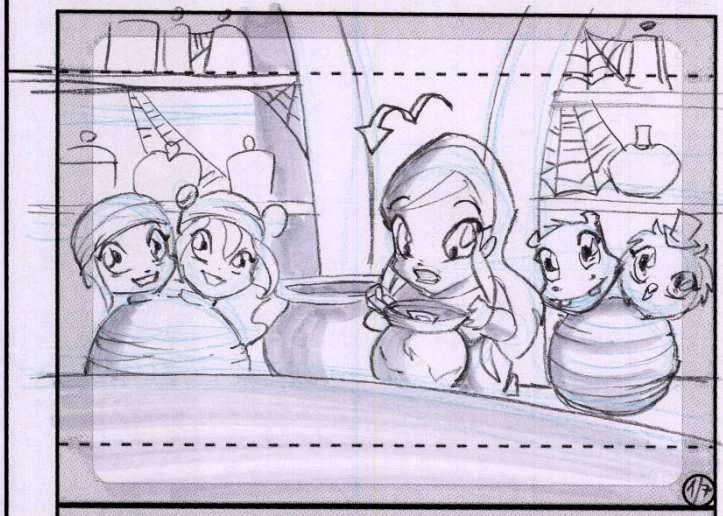

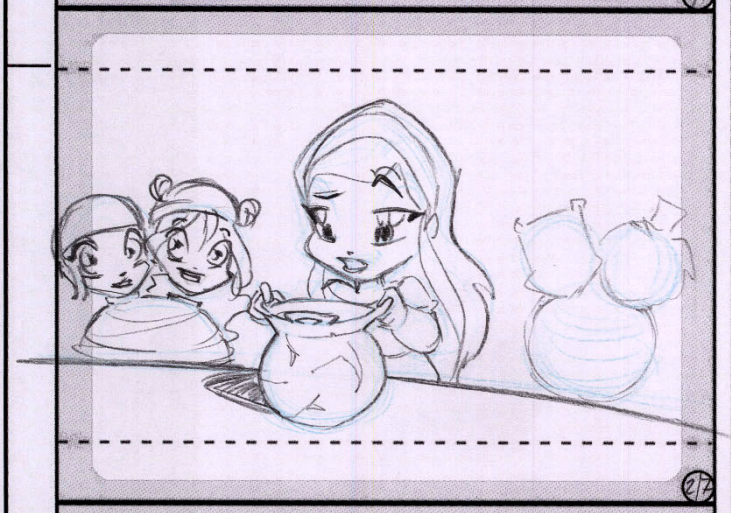

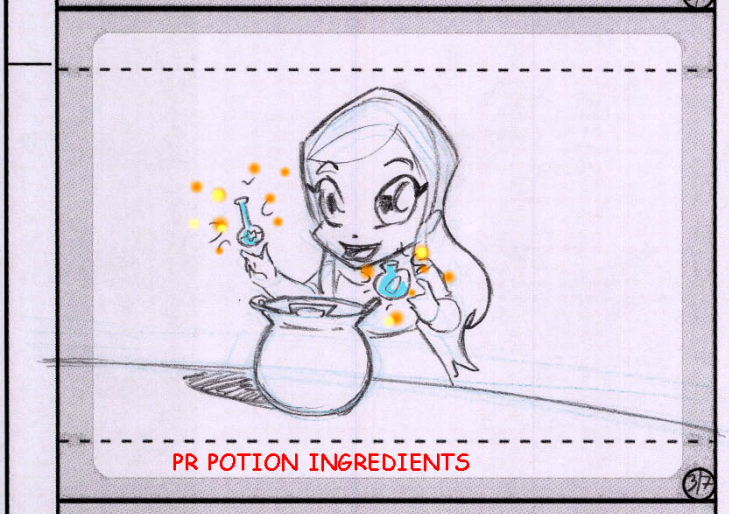

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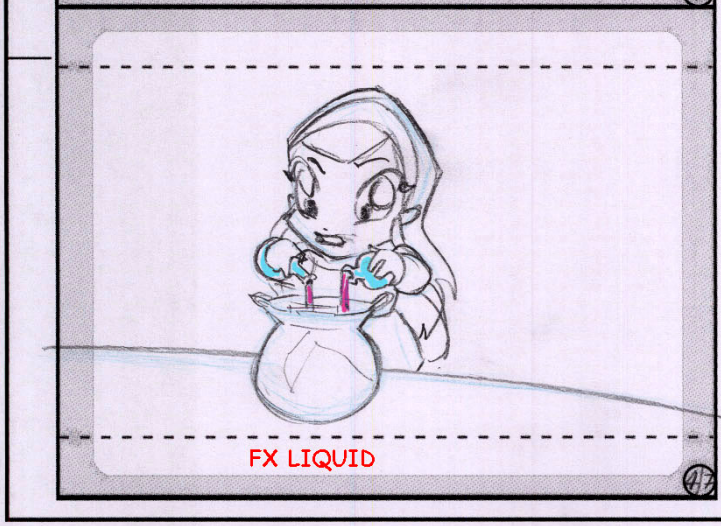

FX LIQUID

DIALOGUE

78. AMORE
My potion against clingy

ACTION

DIALOGUE

lovers could work.

ACTION

DIALOGUE

ACTION

She appears two vials and mixes them in the cauldron

REF. MODELS

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

GEN. SPARKLES PIXIE

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 9" FRAMES 225

RAINBOW Pupoletta

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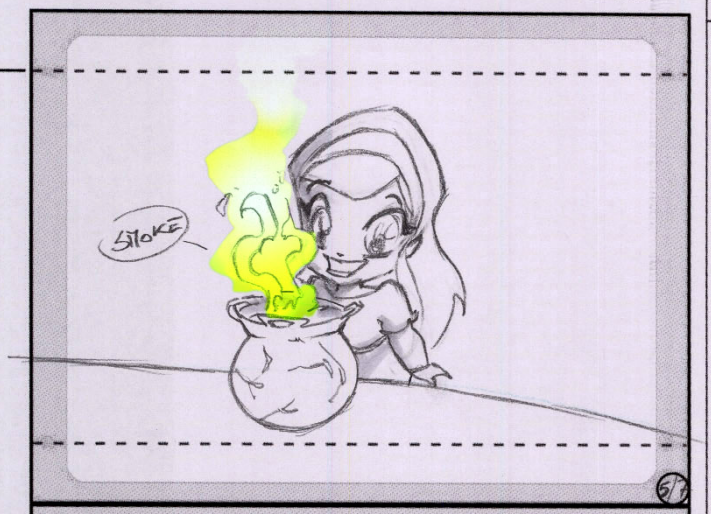

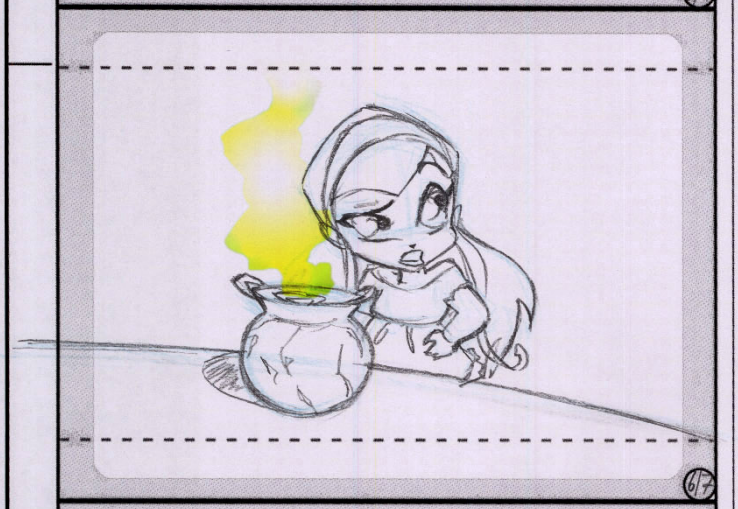

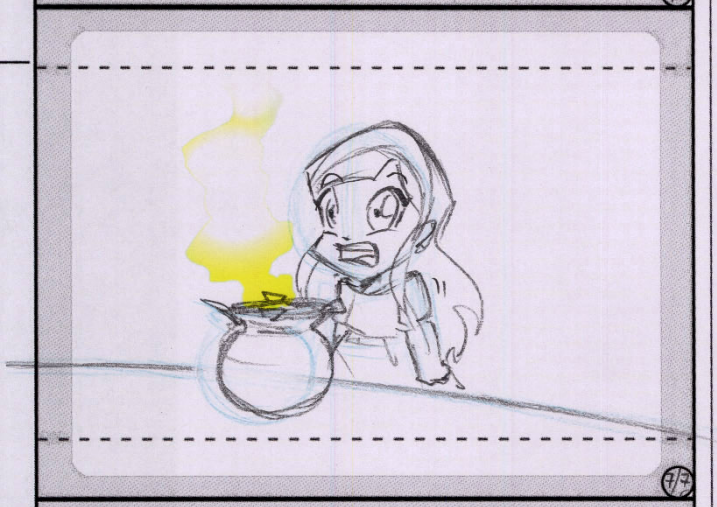

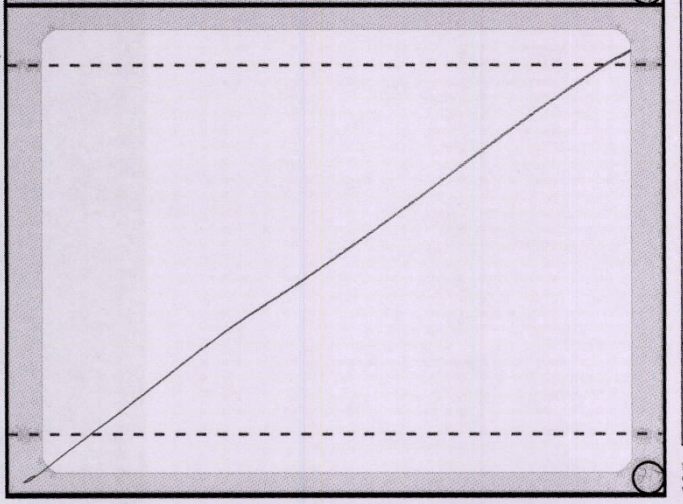

DIALOGUE

ACTION

DIALOGUE

78. AMORE
(thoughtful)
If it can melt love, it can also melt…

ACTION

DIALOGUE

(shakes, scared) spider webs!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE
FX AMORE POTION GREEN

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 LOCKETTE + TULIP SPIDER SACK SEQUENCE 13 SCENE 168

SECONDS 3"2 FRAMES 80

RAINBOW PONYVILLE

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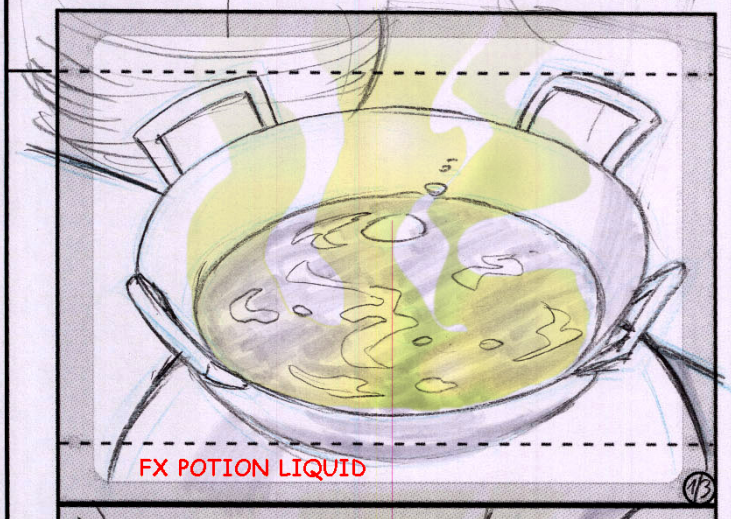
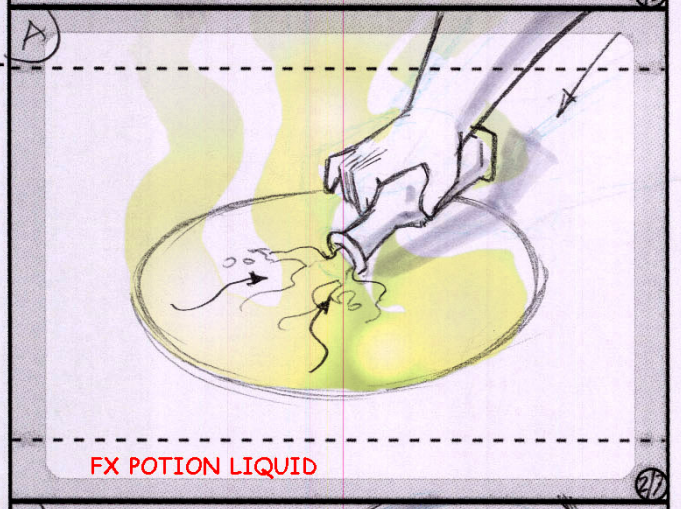
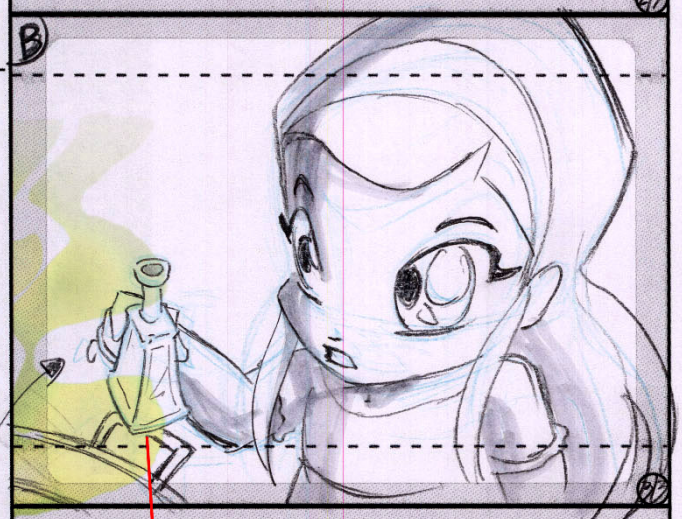
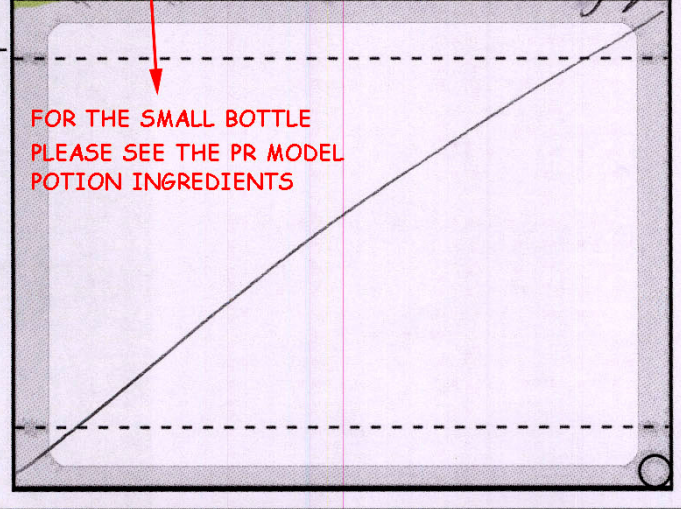


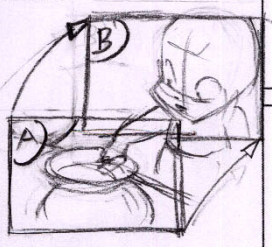






AMORE'S ARM IN

FOLLOW PAN



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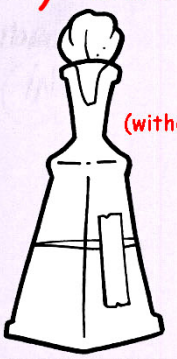

DIALOGUE

ACTION

DIALOGUE

ACTION

Amore takes a small bottle, fills it up with the potion

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE FX AMORE POTION GREEN

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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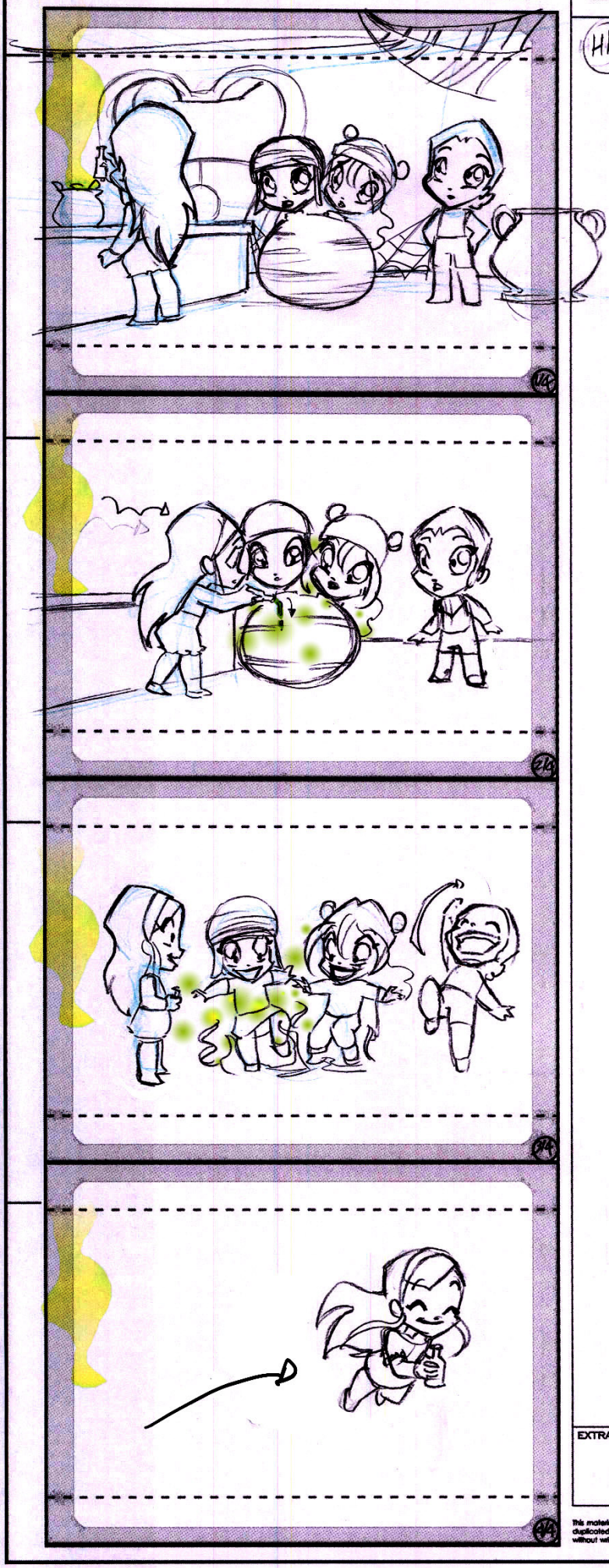
EPISODE 16 SEQUENCE 13 SCENE 169



SECONDS 4"4 FRAMES 110

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HIV NO HOLD

DIALOGUE

ACTION

and then pours it onto the spider webs that are trapping Tulip, Lockette,
The spider webs melt, vanishing rapidly.

DIALOGUE

ACTION

DIALOGUE

79. LIVY
It works!

80. LOCKETTE/TULIP/OTIS/OWL
Hurray!!!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

EFFECT NOTES: SMOKE
FX ANIMATE POTION GREEN

EFFECT NOTES:
FX ANIMATE POTION GREEN SPIDER VANISH

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 ANUBE FLIES IN SEQUENCE 13 SCENE 170

SECONDS 4,4" FRAMES _____

RAINBOW Popotixie

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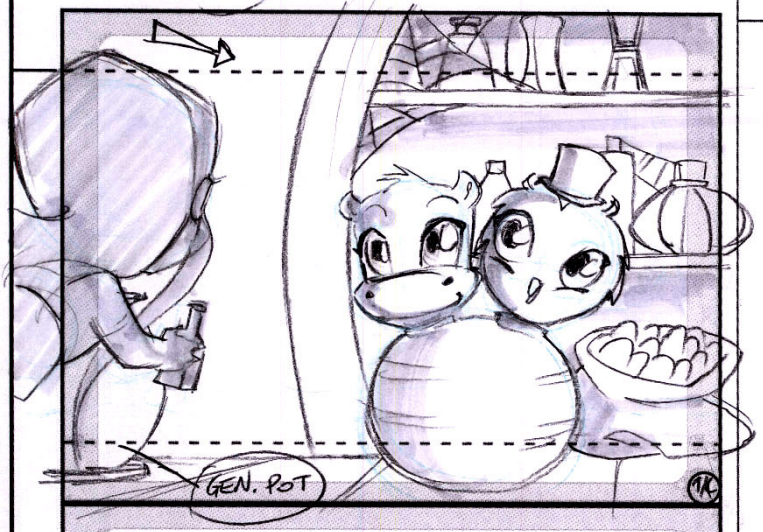

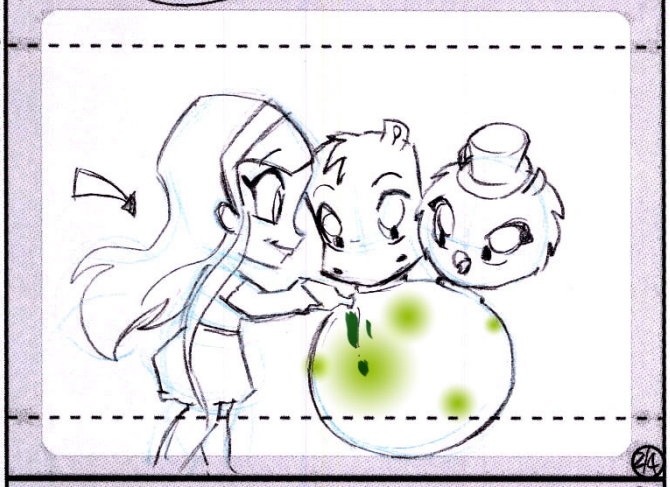

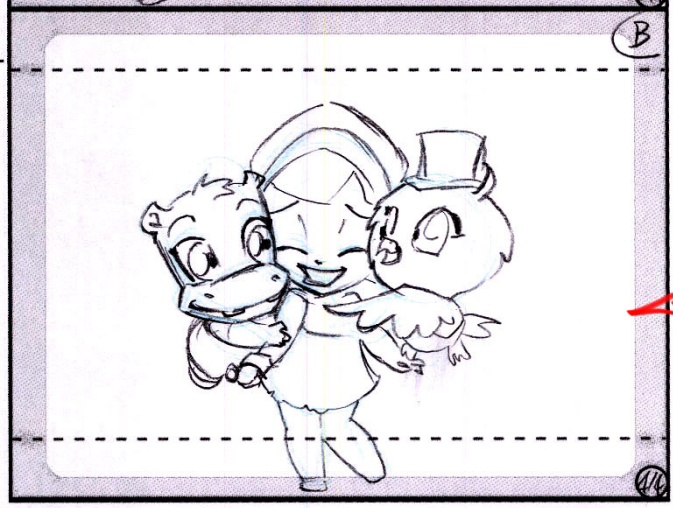

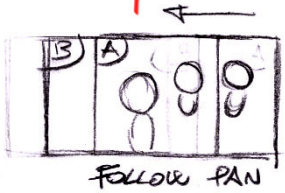

DIALOGUE

ACTION

she makes the same thing with Otis and the Owl

DIALOGUE

ACTION

DIALOGUE

ACTION

The pets hug her

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

FX ANUBE POTION GREEN SPIDER VANISH

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 13 SCENE 171

SECONDS 2"4 FRAMES 60

RAINBOW Pixieville

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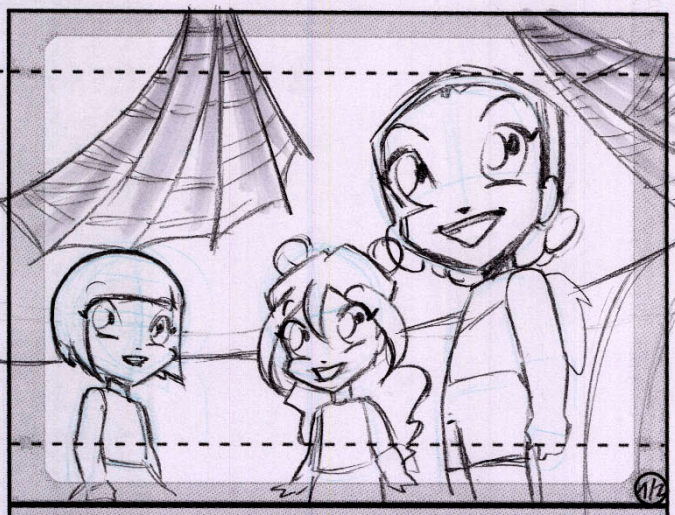

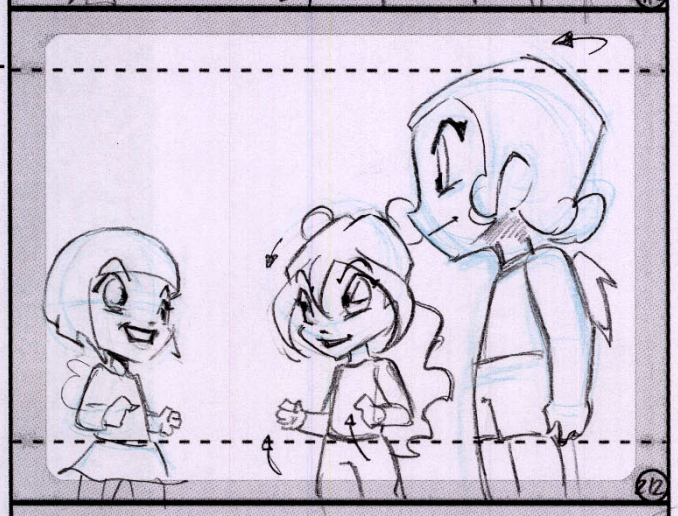

DIALOGUE

81. LIVY
Now, let's go and rescue Pixieville!

ACTION

Lockette, Tulip and Livy share a knowing look.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 13 SCENE 172

SECONDS 2"4 FRAMES 60

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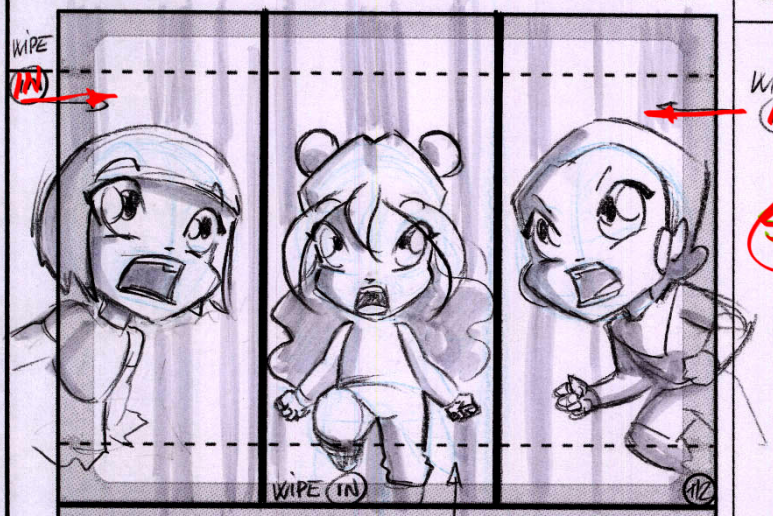

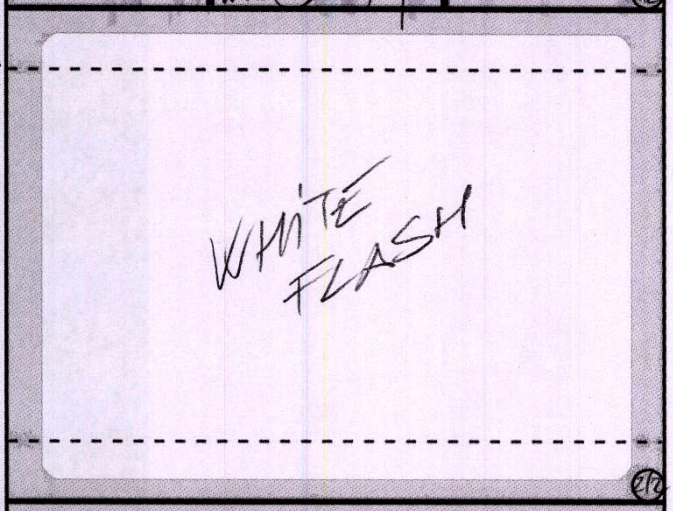

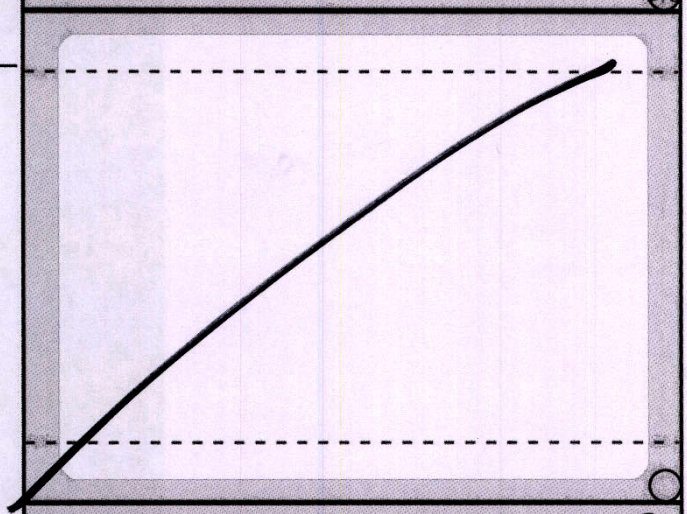

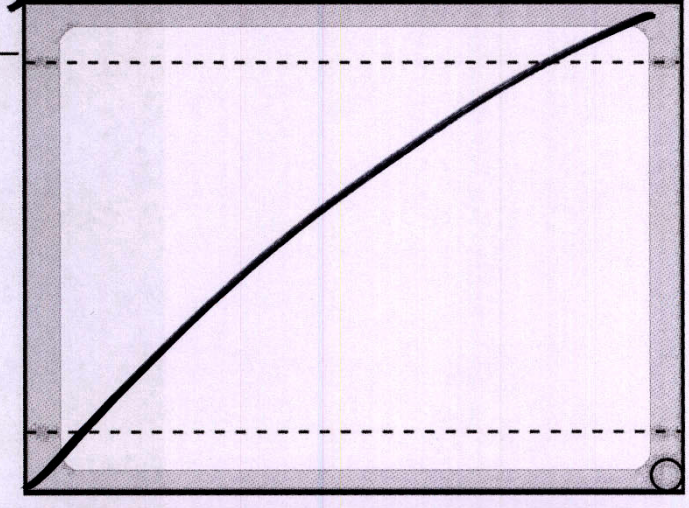

WIPE IN

SPLIT SCREEN

DIALOGUE

82. LOCKETTE/TULIP/LIVY
PopPixie Power!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES: PLEASE, SEND TO RAINBOW THE TGA FILES. -SEPARATED LEVELS-

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EPISODE 16 SEQUENCE 13 SCENE 173

SECONDS _____ FRAMES _____

RAINBOW PopPixie

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NOTE 4 RBW:
EDIT → FATE SPLIT SCREEN ANGLE DELLE TRASFORMAZIONI (!?)
EP. WINGO

DIALOGUE

83. LOCKETTE
PopPixie of Thresholds!

ACTION

TRANSFORMATION OF LOCKETTE TO POPPIXIE

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

SCENE DONE BY RAINBOW

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EPISODE 16 SEQUENCE 13 SCENE 174

SECONDS _____ FRAMES _____

RAINBOW PopPixie

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DIALOGUE

84. TULIP
PopPixie of Hands Speed!

ACTION

TRANSFORMATION OF TULIP TO POP PIXIE

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:
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PAGE _____

EPISODE 16 SEQUENCE 13 SCENE 175

SECONDS _____ FRAMES _____

RAINBOW PopPixie

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DONE BY "RBW"

DIALOGUE

85. LIVY
PopPixie of Velocity!

ACTION

TRANSFORMATION OF LIVY TO POPPIXIE

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

SCENE DONE BY RAINBOW

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EPISODE 16 SEQUENCE 13 SCENE 176

SECONDS 3'6 FRAMES 90

RAINBOW Pupuche

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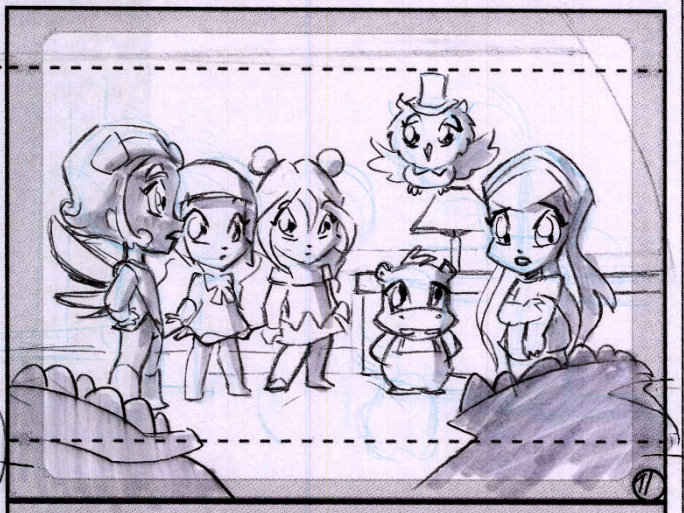

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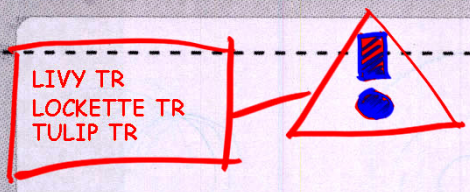

AMORE MAIN DRESS

SACK

DIALOGUE

86. LIVY
Amore, what are you doing, aren't you coming?

87. AMORE
No, no! I'm scared…

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 13 SCENE 177

SECONDS 2" FRAMES 50

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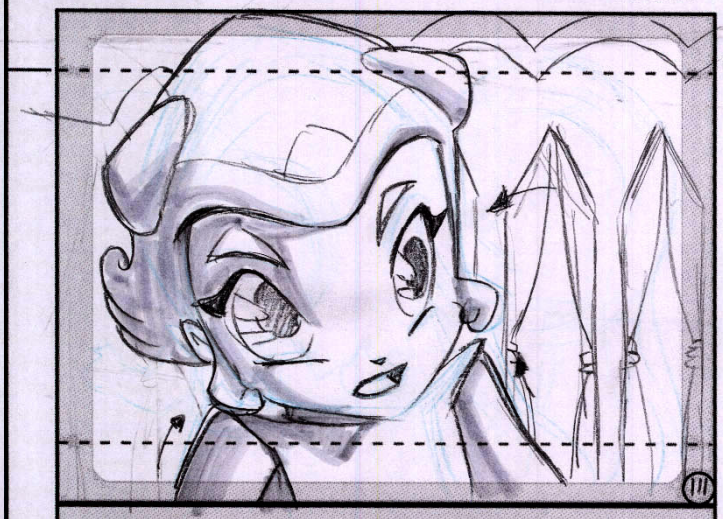

H/U

DIALOGUE

88. TULIP
But only together we can make it!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 13 SCENE 177A

SECONDS 4 FRAMES

RAINBOW Pupuce

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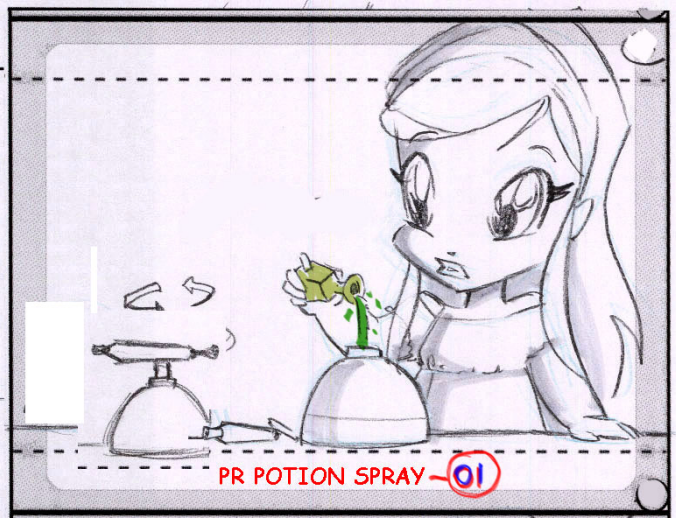
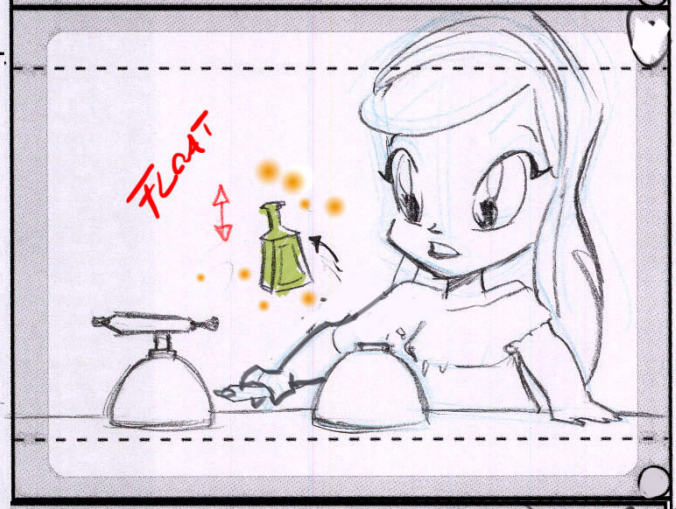
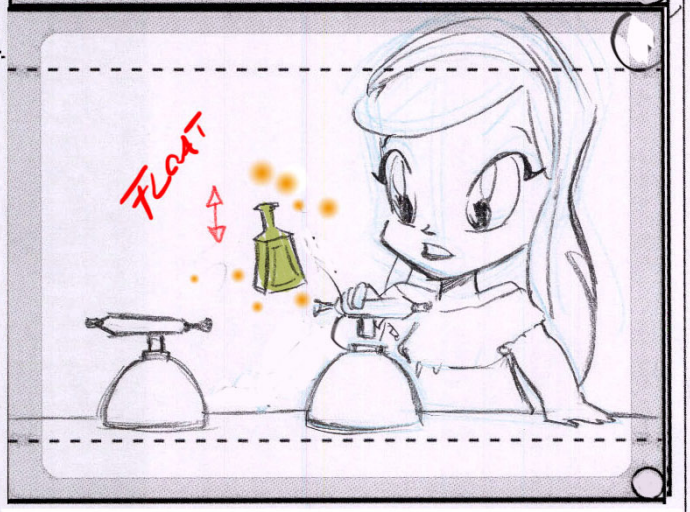
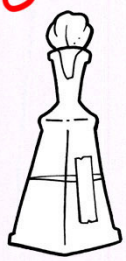






REF. LITTLE BOTTLE



DIALOGUE

ACTION

Amore takes three blue spray bottles, fills them up with the potion

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

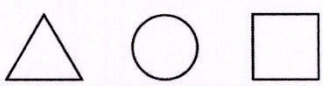
EFFECT NOTES:

FX GENERIC SPARKLE PIXIES

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:



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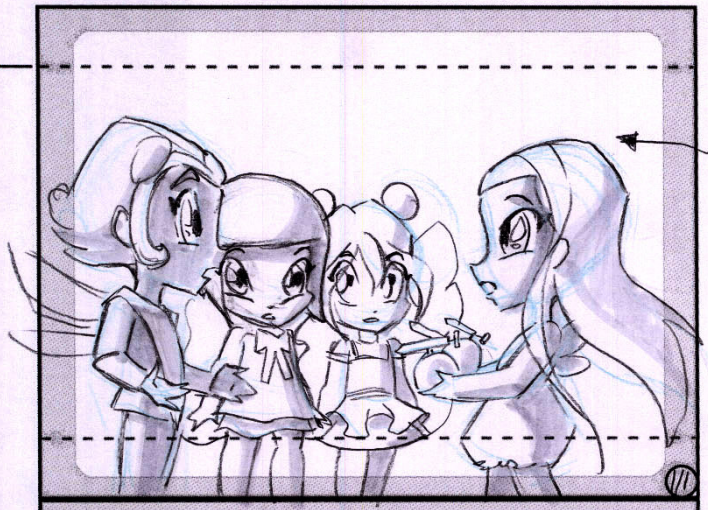
SECONDS 2'' FRAMES

RAINBOW Pumpkin © RBW ALL RIGHTS RESERVED



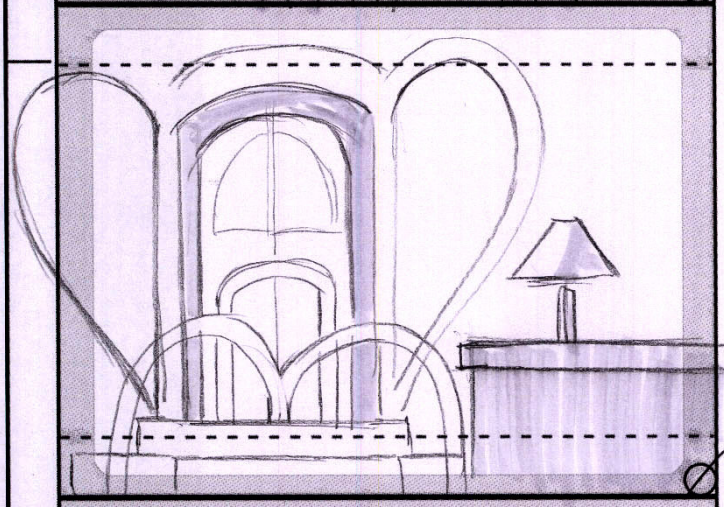
H/U

ARBRE IN

DIALOGUE

ACTION

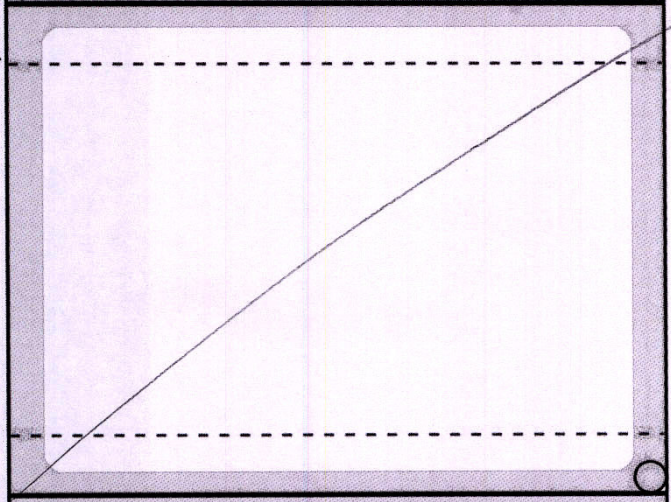
DIALOGUE



ONLY FOR. REF. BG

ACTION

DIALOGUE



ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

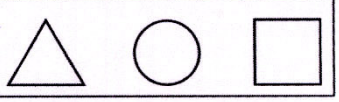
LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:



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EPISODE 16 SEQUENCE 13 AMORE SCENE 179

SECONDS 2'14 FRAMES 60

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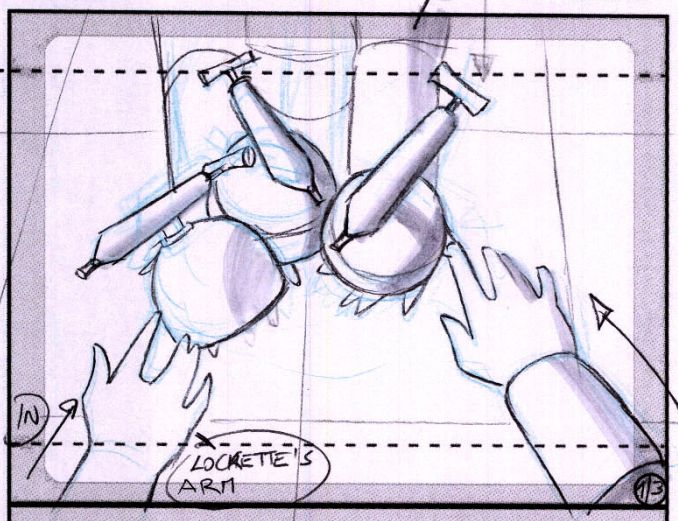
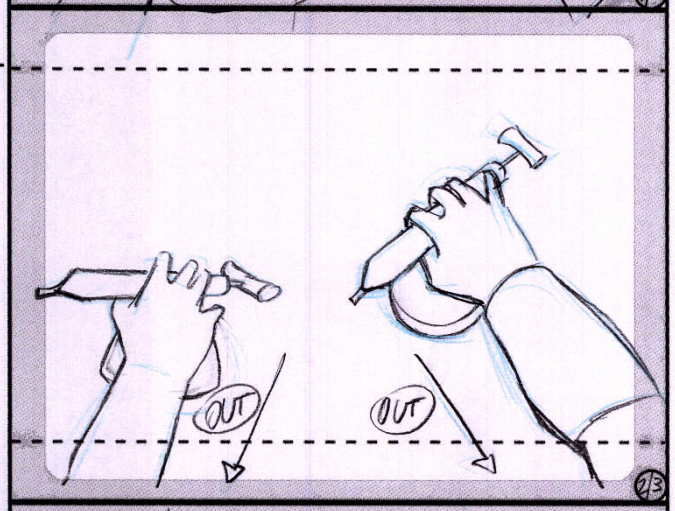
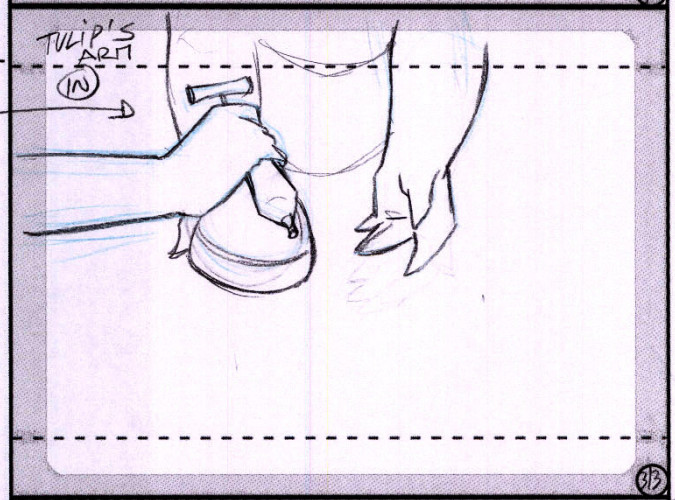


H/U

CIVV'S ARM IN





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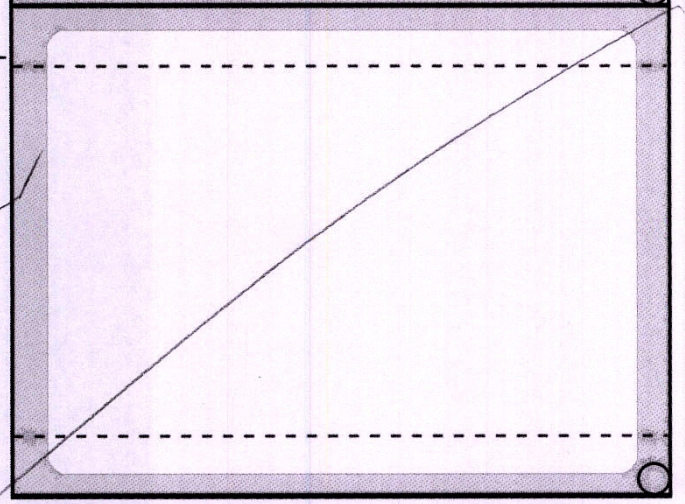

DIALOGUE

89. AMORE (CONT'D)
You can make

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 13 SCENE 180

SECONDS 21 FRAMES ___

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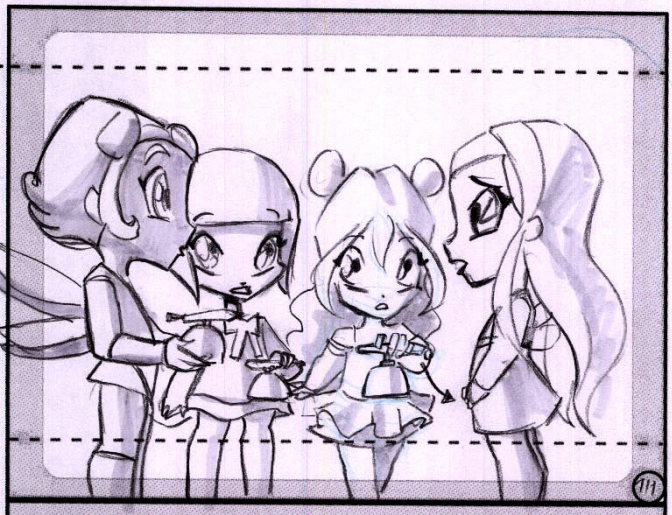

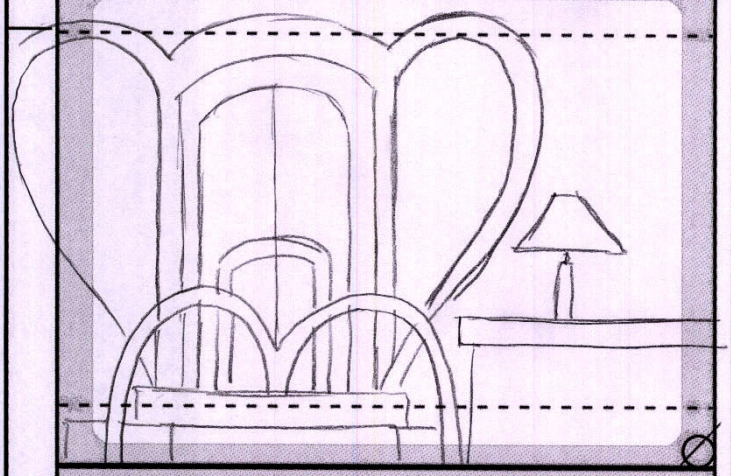

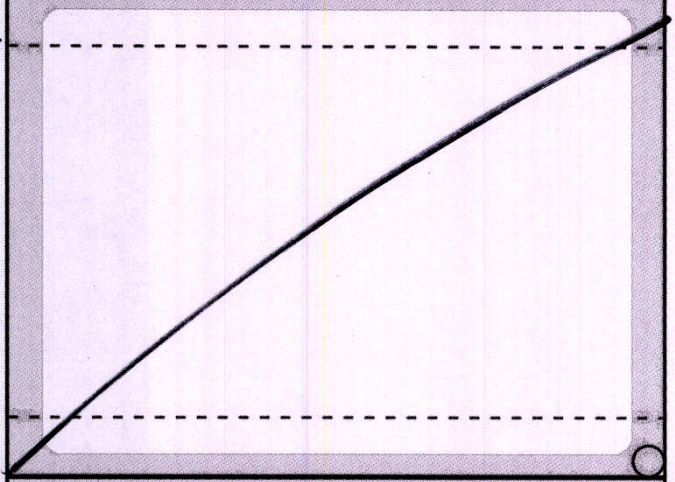

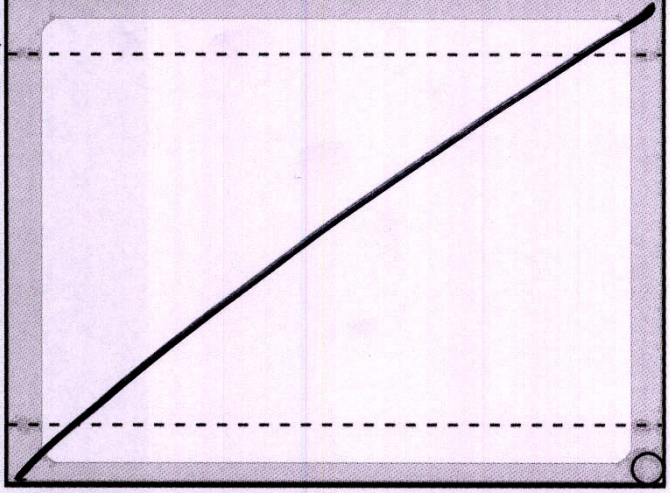

H/U

DIALOGUE

89. AMORE (CONT'D)
...it even without me!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 (OL) GLASS SEQUENCE 13 H/U SCENE 181

SECONDS 3" FRAMES

RAINBOW Pupuce

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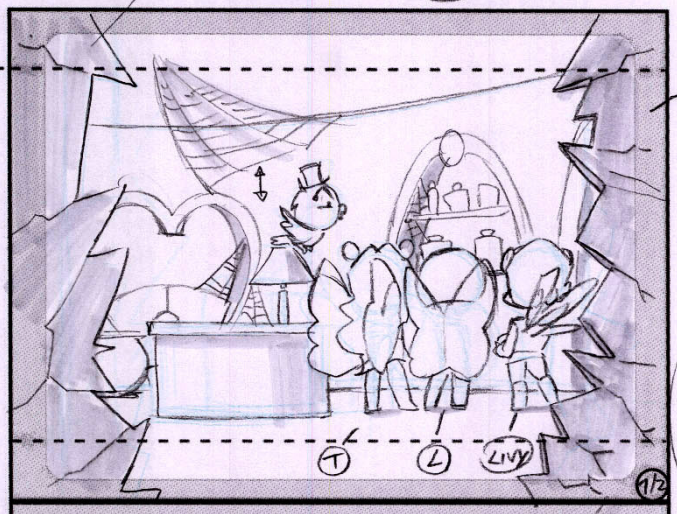

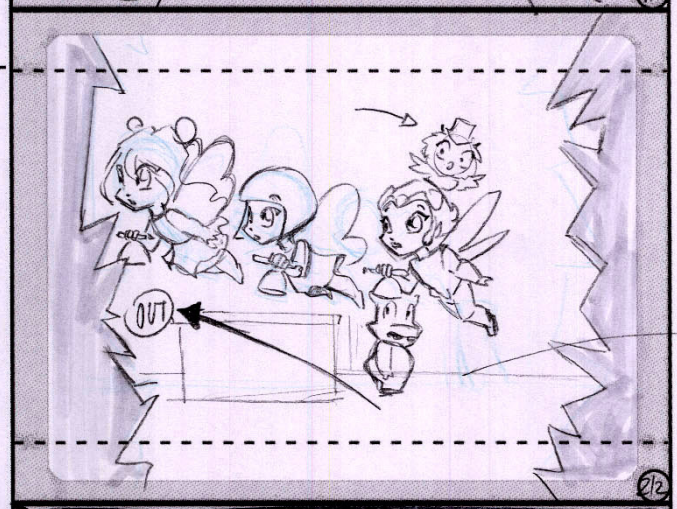

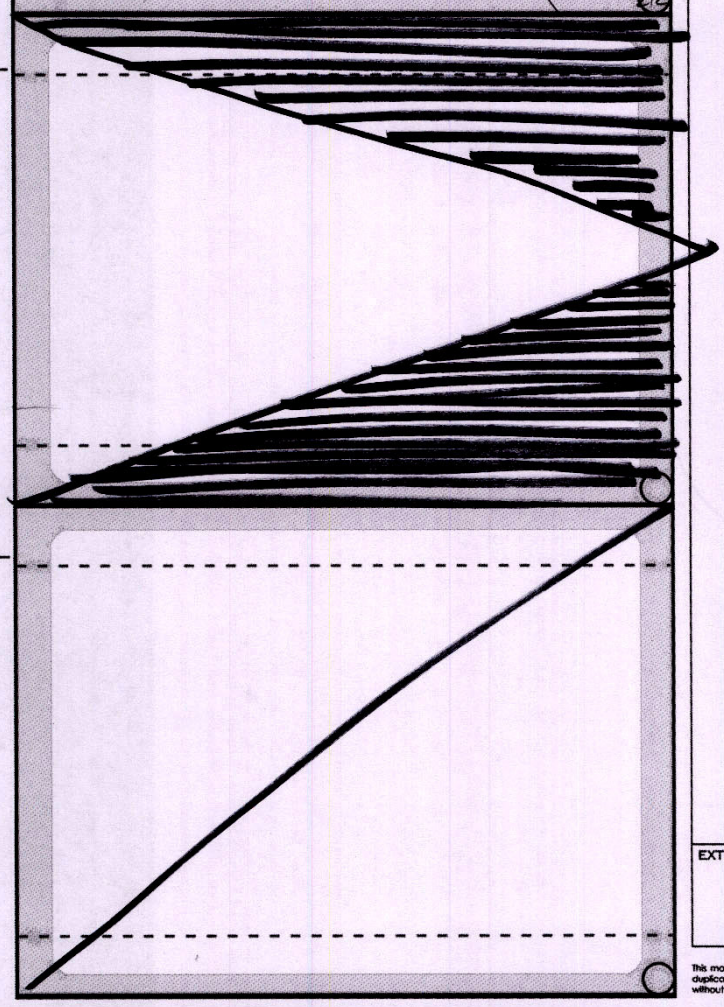

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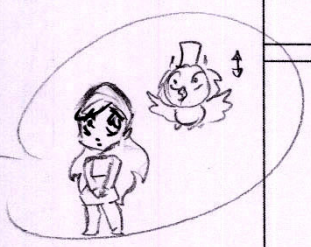

FADE OFF

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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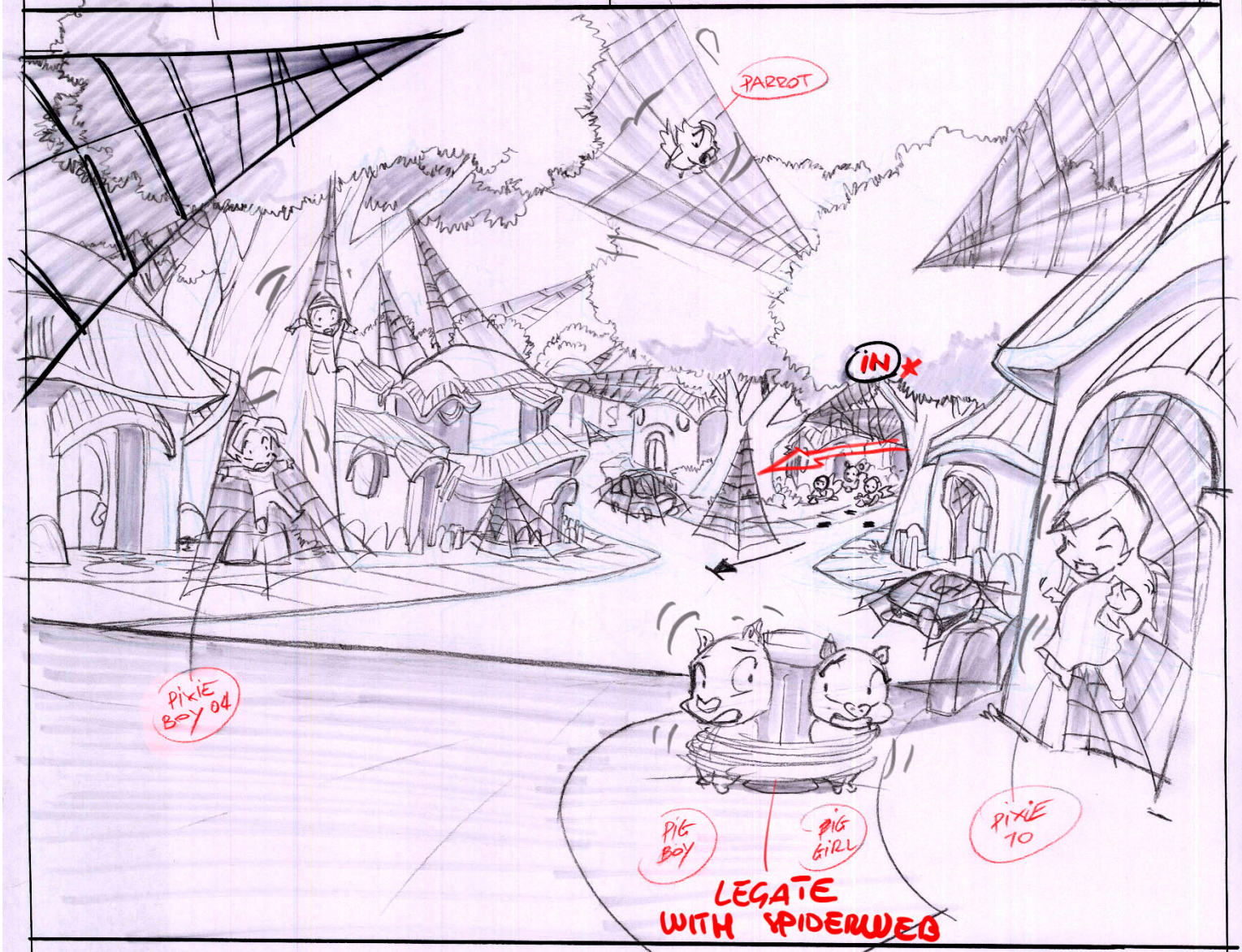
EPISODE 16 02 SEQUENCE 14 SCENE 182 SECONDS 4" FRAMES 100



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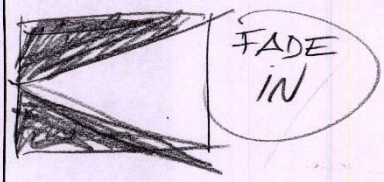

REF. OF CMS

DIALOGUE	ACTION	TIME OF DAY: DAY
	Lockette, Tulip and Livy, in their Pop Pixie version, go across a neighbourhood attacked by the spiders. The nearby houses are full of spider webs	LOCATIONS: PIXIEVILLE NEIGHBOURHOOD - EXT.
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES:	RE-USES:	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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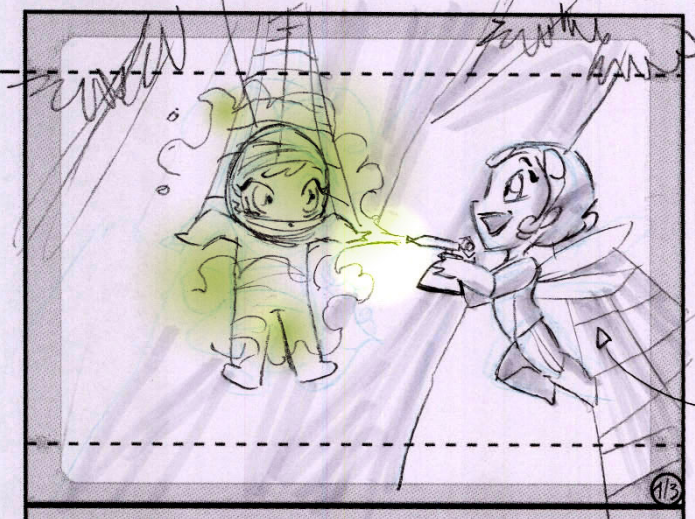
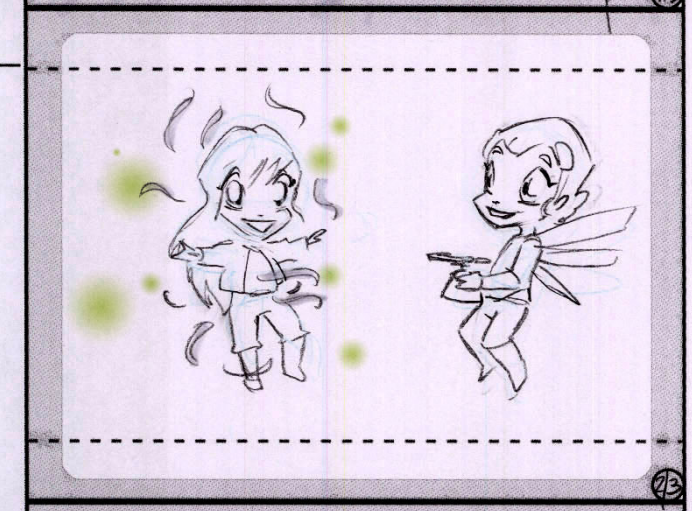
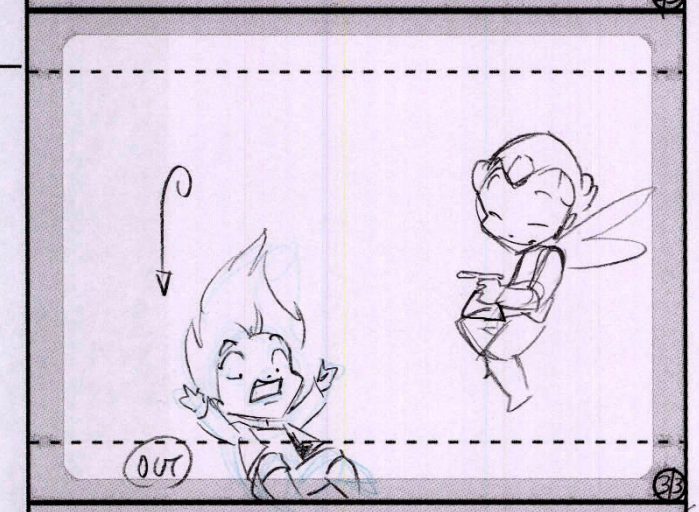
PAGE

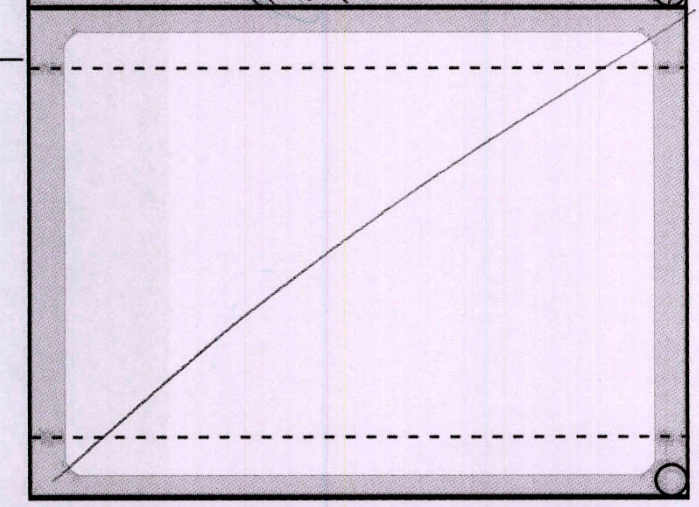
\\Nas04\pop pixie serie1 (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

EPISODE 16 DIXIE COOL 01 SEQUENCE 14 SCENE 184









SECONDS 3"2 FRAMES 80

RAINBOW Pupoxie

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Livy IN

DIALOGUE

ACTION

Livy makes the same thing with a pixie

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT NOTES: SMOKE

EFFECT NOTES: FX ANODE POTION GREEN

EFFECT NOTES:

CGI TYPE/NOTES: FX ANODE POTION GREEN SPIDER WEB

EXTRA NOTES: SCENE 183 CUT

RE-USES:

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EPISODE 16 TREE SEQUENCE 14 SCENE 185

SECONDS 2"6 FRAMES 65

RAINBOW Pixie

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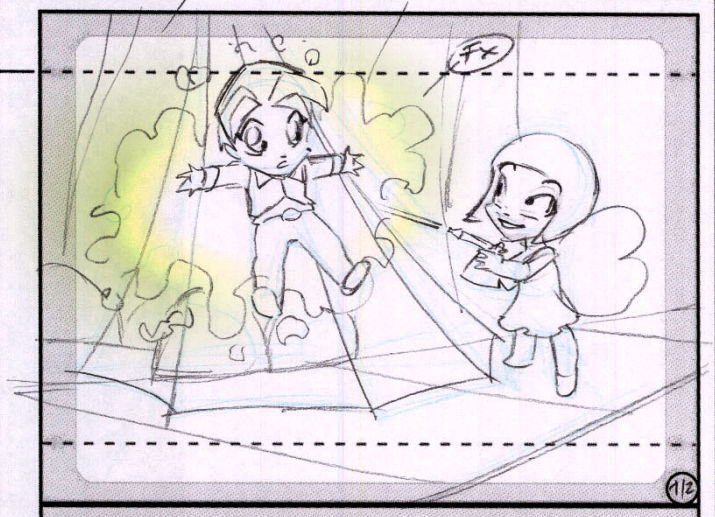

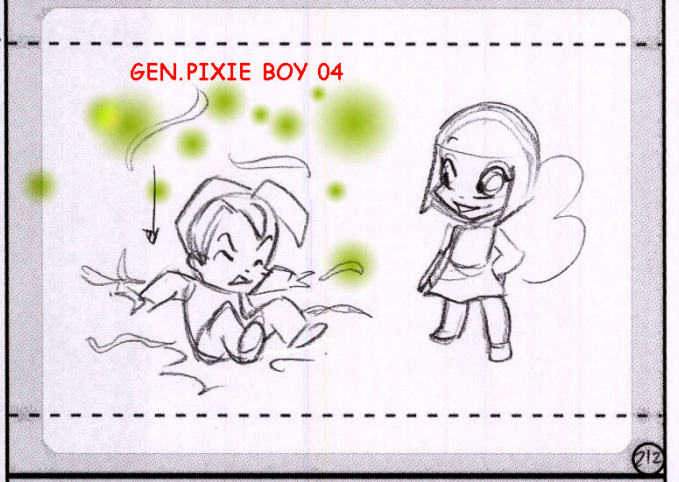

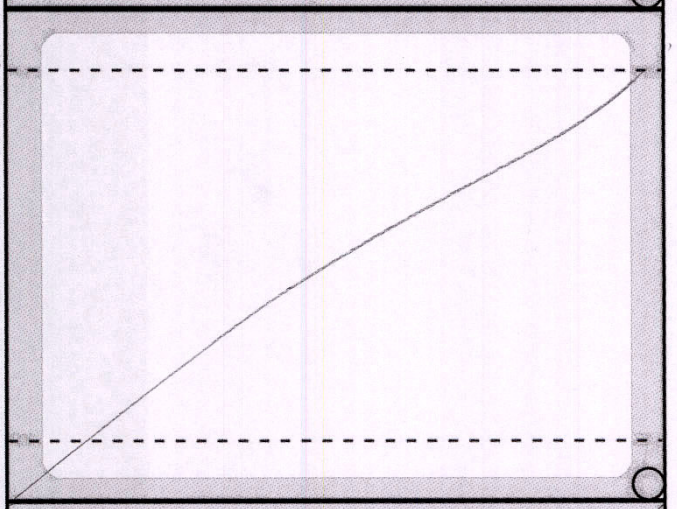

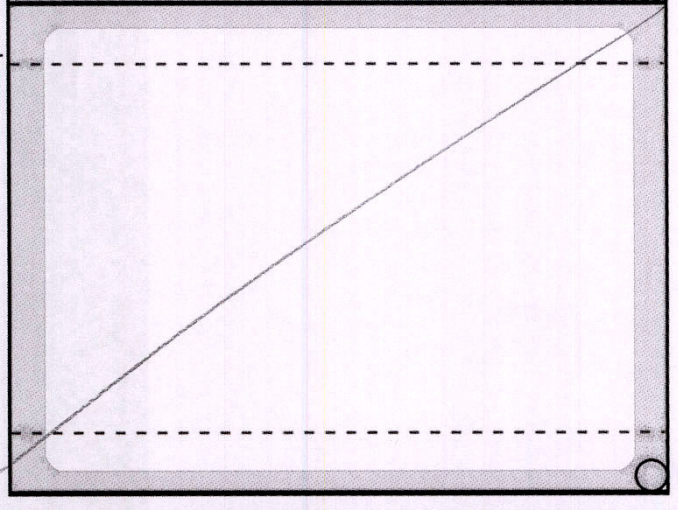

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

EFFECT NOTES: SMOKE
FX ANIMATE POTION GREEN

EFFECT NOTES:
FX ANIMATE POTION GREEN
SPIDER VANISH

EXTRA NOTES:

RE-USES:

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EPISODE 16 (pixie 10) SEQUENCE 14 SCENE 186

SECONDS 7" FRAMES 175

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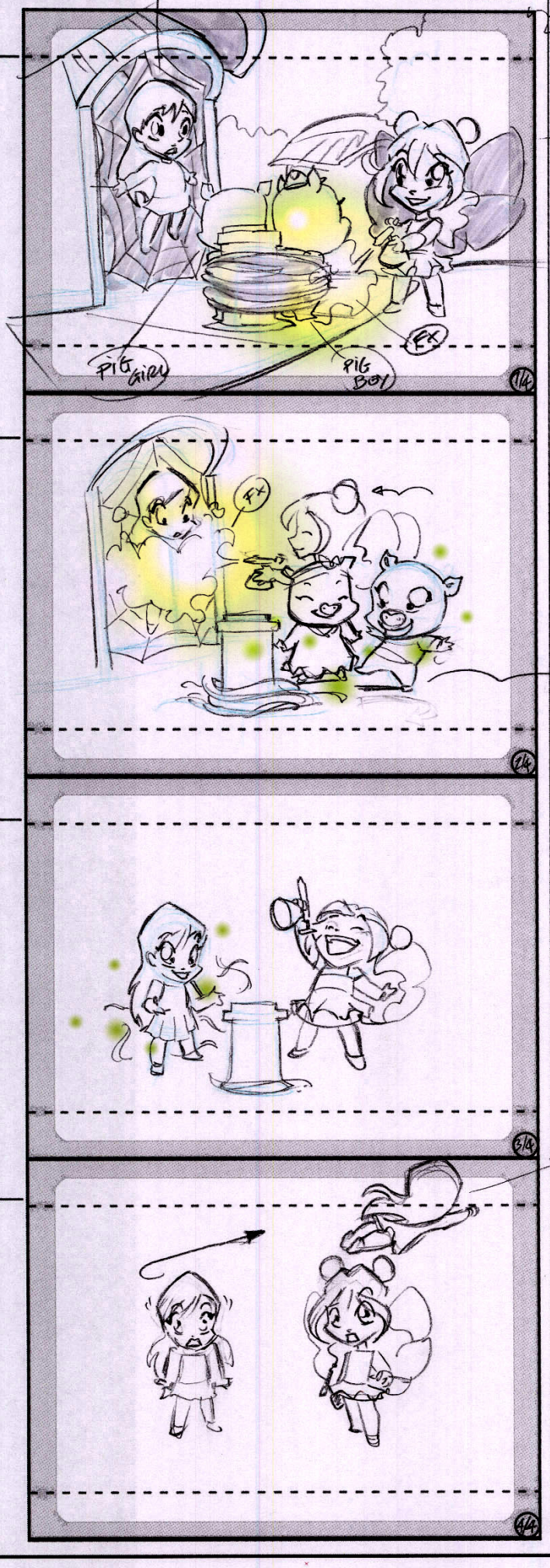

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

90. TULIP
We'll get rid of those nasty spiders!

91. TULIP (CONT'D - looking towards OS)
Uh-oh… I spoke too soon!

ACTION

tulip looks out of the scene.
the generic pixie flies away crying.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

EFFECT NOTES: SMOKE
FX ANIMATE POTION GREEN

EFFECT NOTES:
FX ANIMATE POTION GREEN
SPIDER VANISH

EXTRA NOTES:

RE-USES:

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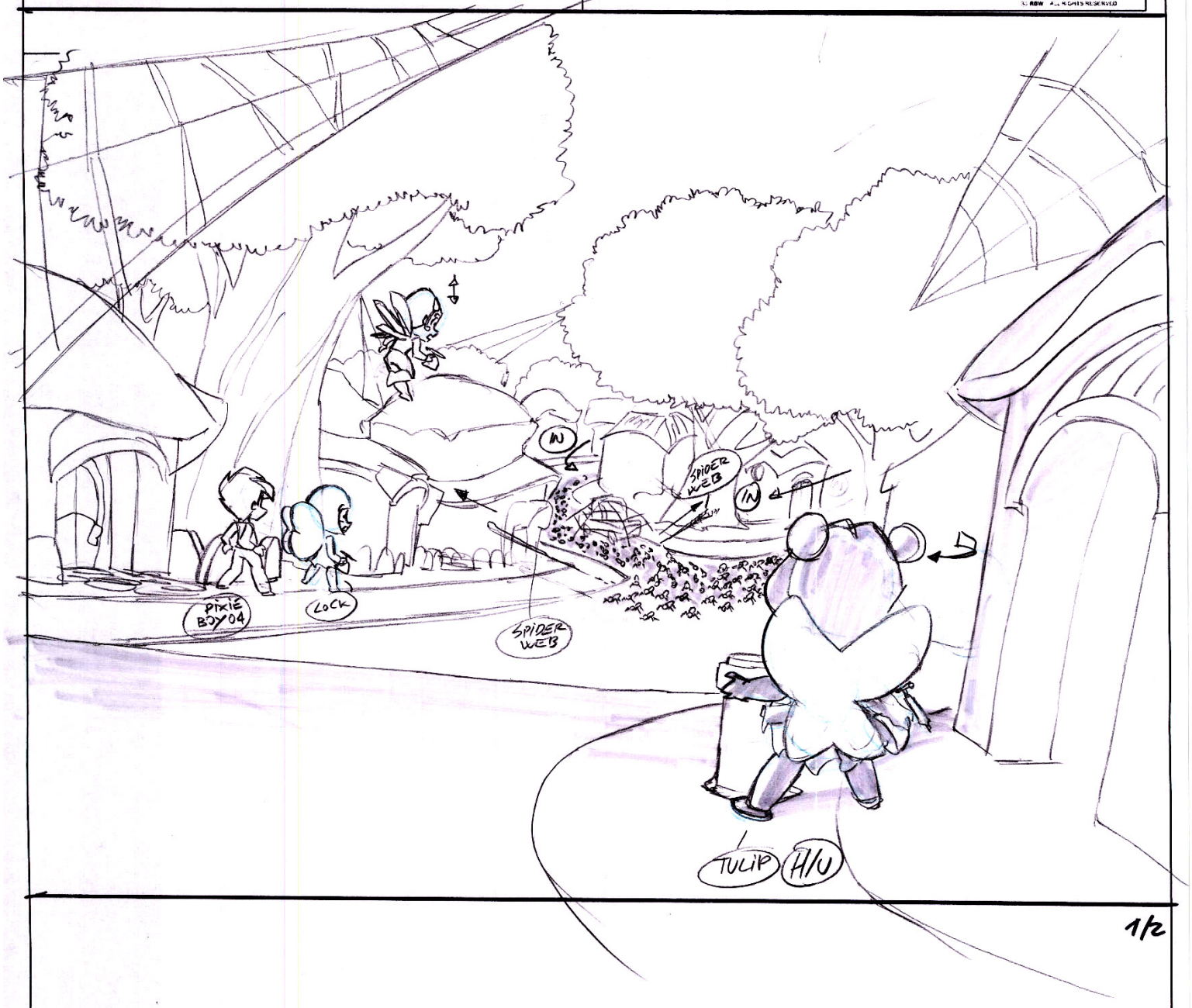
EPISODE 16 SEQUENCE 14 SCENE 187 CONT SECONDS FRAMES



1/2

DIALOGUE	ACTION	
	they see a huge little black spiders' army that is invading from the end of the street the surrounding area, heading towards the Pixies and firing spider webs everywhere, making even more chaos. The three Pixies fly up, dodging the last spider web attack	TIME OF DAY: LOCATIONS: MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: CGI TYPE/NOTES:
EXTRA NOTES: WE SEE MORE LESS SPIDER WEB ON SCENE	RE-USES: BG 16 14 182	

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EPISODE 16 SEQUENCE 14 SCENE 187 END

SECONDS 3"8 FRAMES 95

RAINBOW Pupuce

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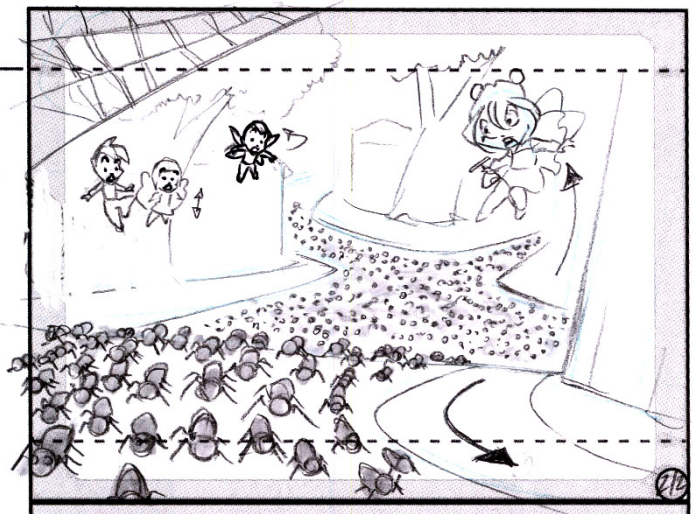

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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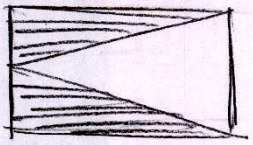
EPISODE 16 SEQUENCE 15 SCENE 188 SECONDS 3" FRAMES

FADE IN.



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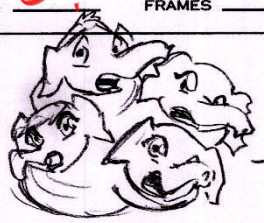

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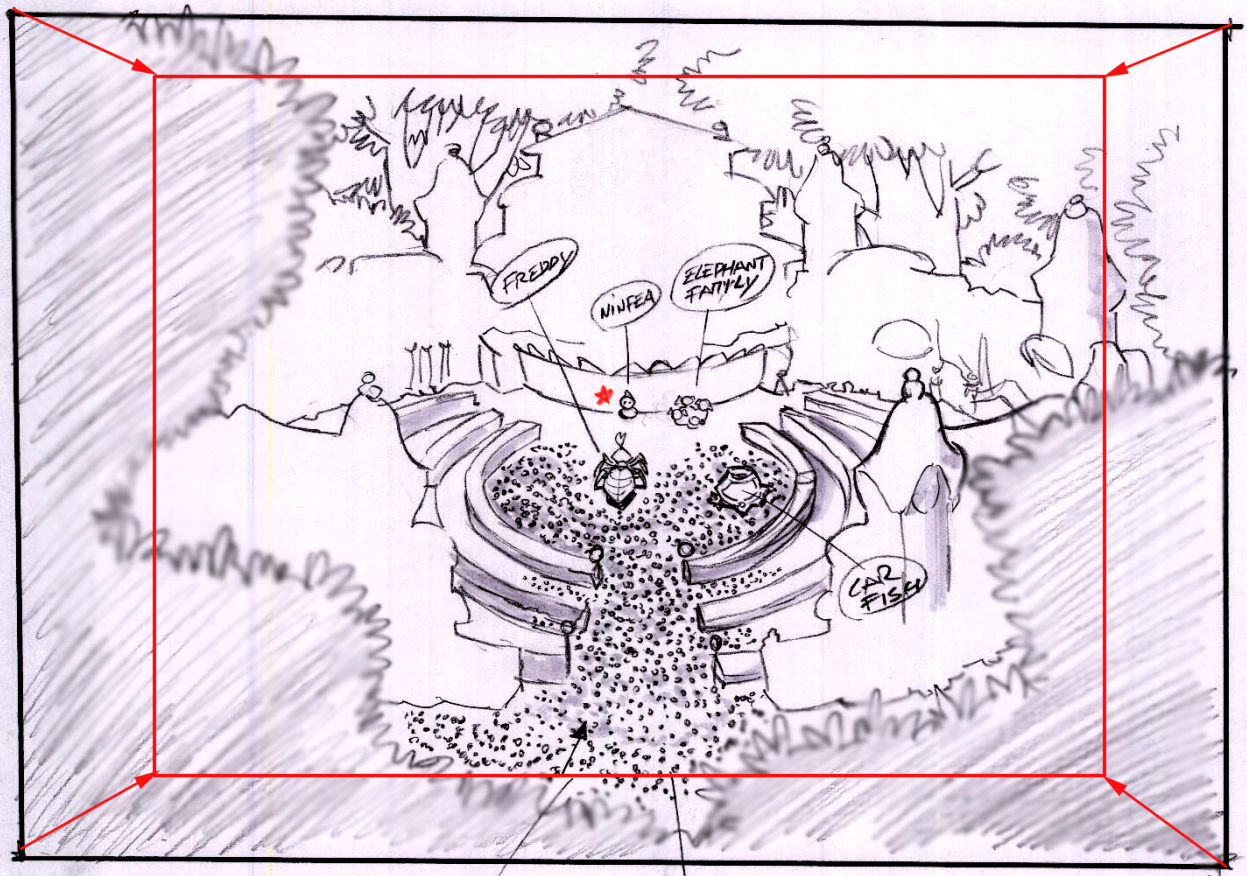

1/1

The camera movement must last from the beginning till the end of the scene

LITTLE SPIDERS

THE LITTLE SPIDERS IN THIS ZONE MOVE TOWARDS THE COURT FOR A MOMENT

DIALOGUE	ACTION	TIME OF DAY: Day
	A little spiders' army has invaded the Magic Court, where, in the middle, there's Freddy; Ninfea and the Elephants family are in the scene, cocooned.	LOCATIONS: MAGIC COURT - EXT.
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES:	RE-USES: BG 16 11 143	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 189

SECONDS 4" FRAMES 100

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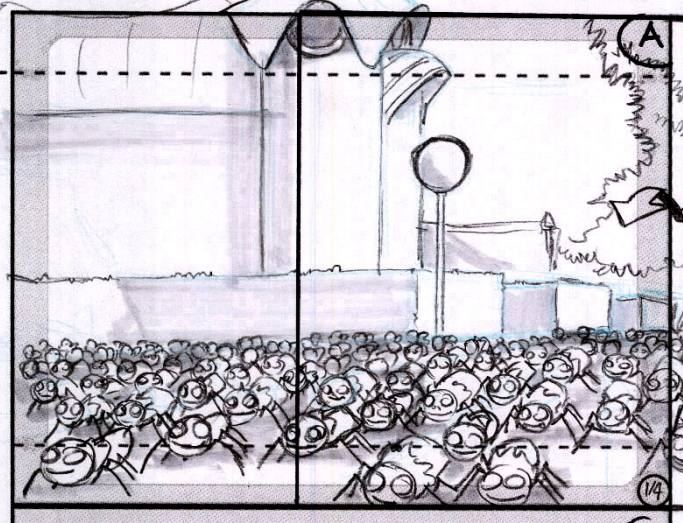
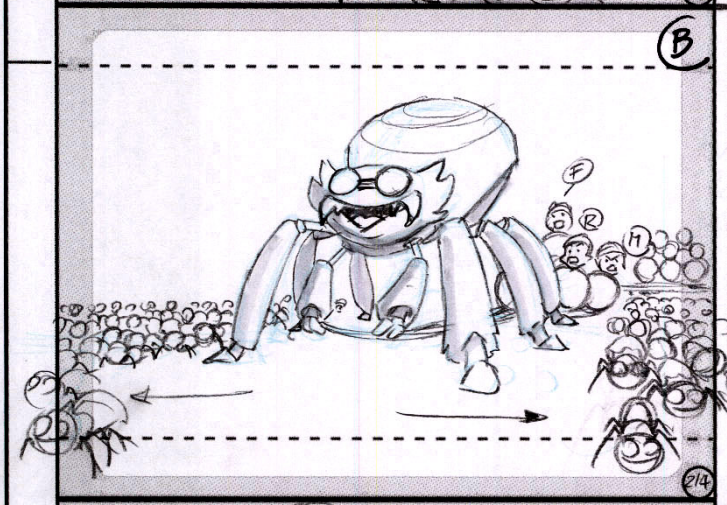
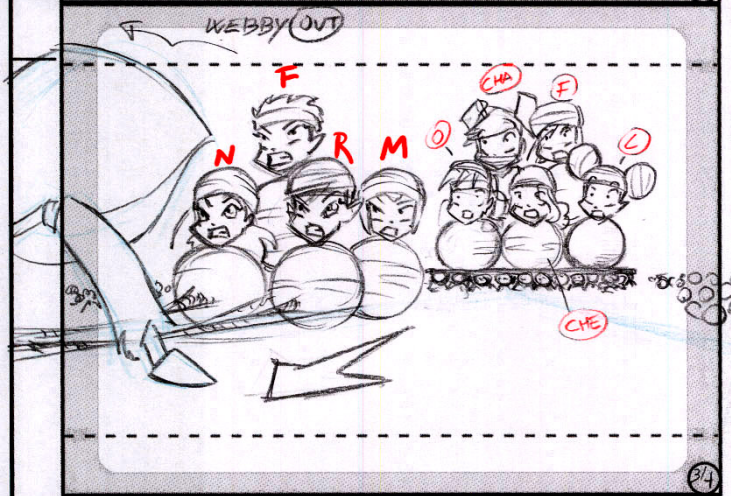
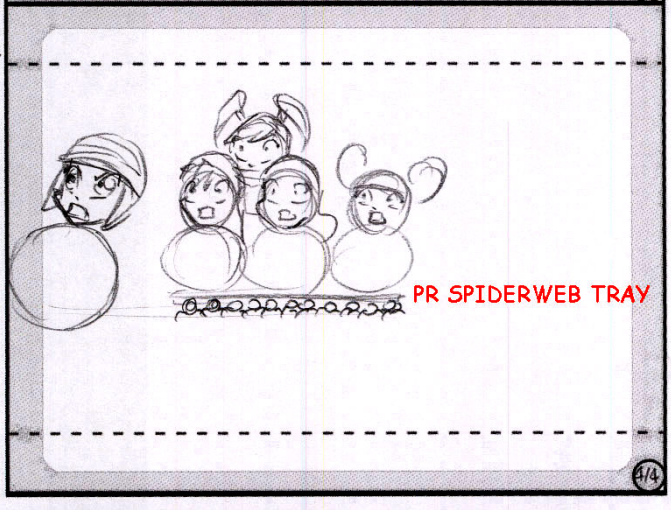




SLOW PAN



N=NARCISSA IN SPIDER SACK
F=FLOXY IN SPIDER SACK
R=REX IN SPIDER SACK
M=MAXINE IN SPIDER SACK
O=OLLIE IN SPIDER SACK
CHA=CHATTA MOUTH GAG
F=FIXIT IN SPIDER SACK
C=CANDY IN SPIDER SACK
CHE=CHERIE IN SPIDER SACK



DIALOGUE

ACTION

Webby enters the scene,

DIALOGUE

92. FREDDY (o.s.)
(with low voice, to all the little spiders)
Now everybody is here!

ACTION

dragging behind him, tied to a spider web,
the cocoons with Rex, Maxine, Floxi and
Narcissa inside;
some little spiders carry on a spider web tray
the Pixies - Chatta, Candy, Cherie, Ollie
and Fixit - as if they were a profiterole cake.

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 15 SCENE 190

SECONDS 3 1/4 FRAMES 85

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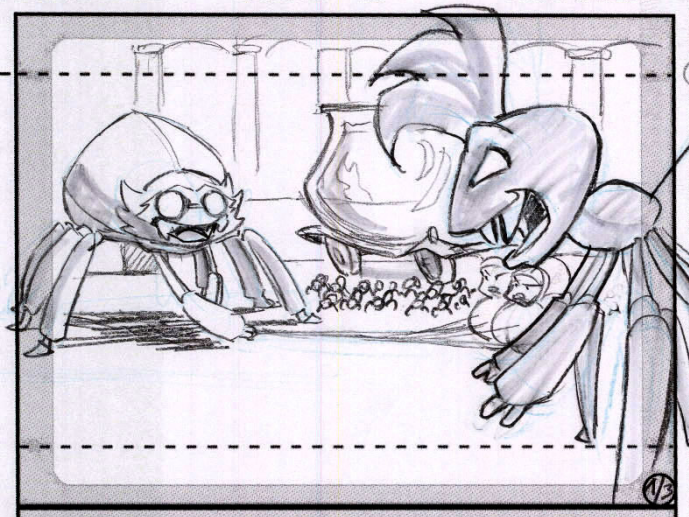

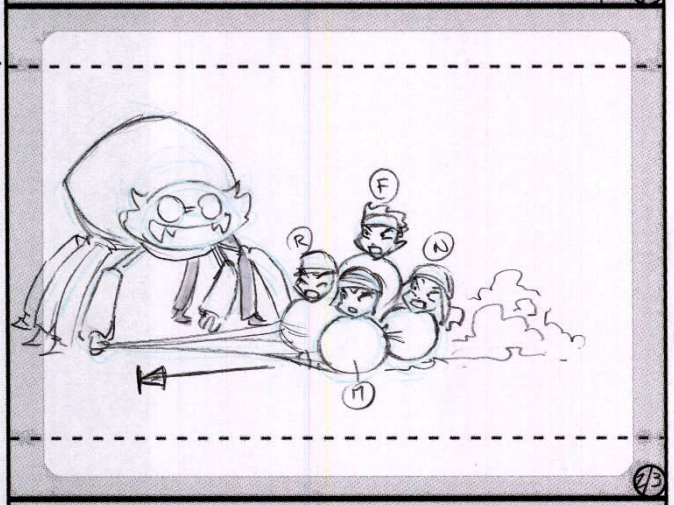

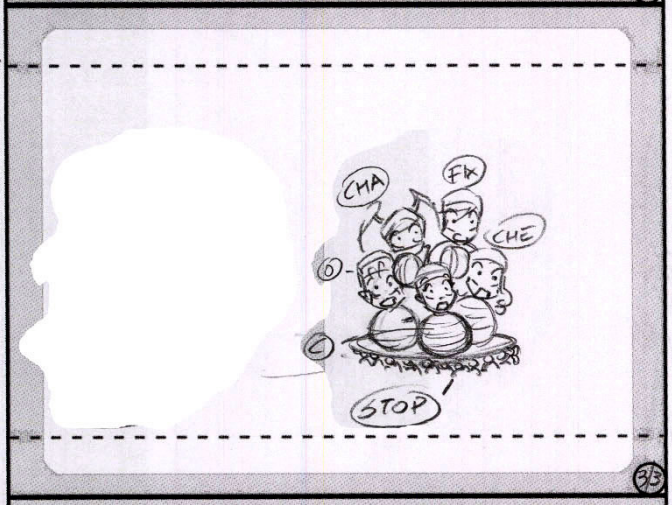

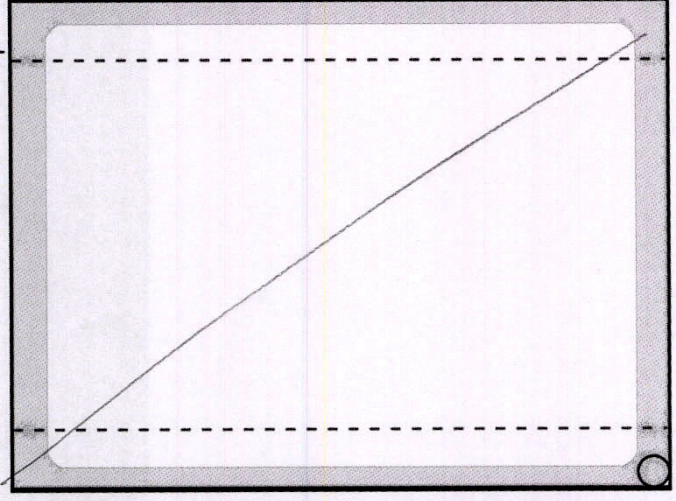

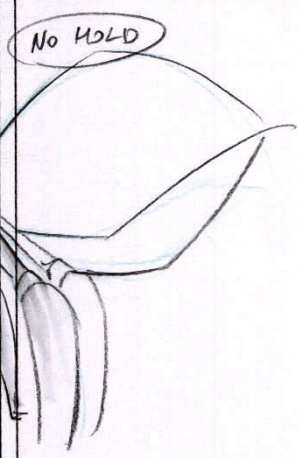

DIALOGUE

92. FREDDY
(with low voice, to all the little spiders)
Let the banquet begin!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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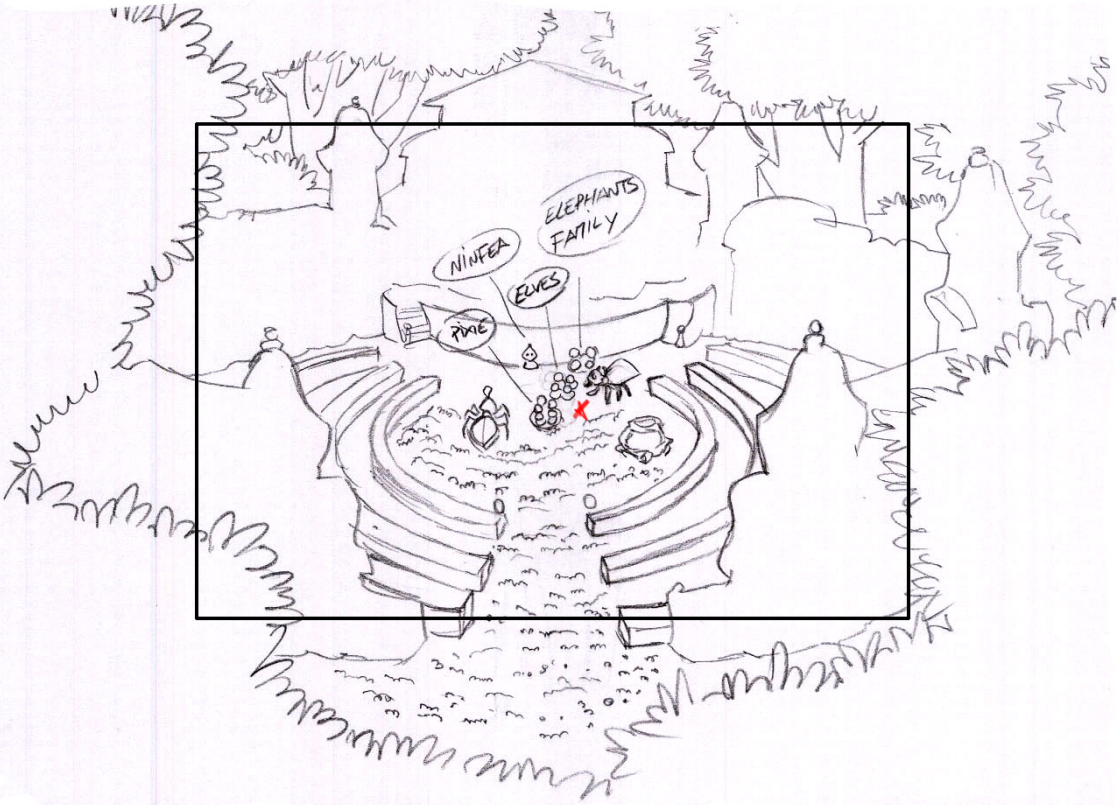
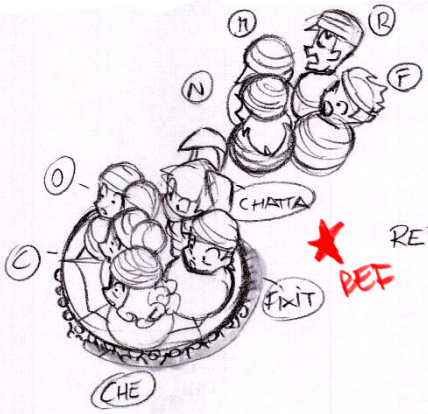
EPISODE 16 SEQUENCE 15 SCENE 191 SECONDS 2" FRAMES _____





REF. FOR ELVES AND PIXIE

DIALOGUE	ACTION	TIME OF DAY:
93. LITTLE SPIDERS (roar)		LOCATIONS:
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES:	RE-USES: BG + CHS 16 15 188	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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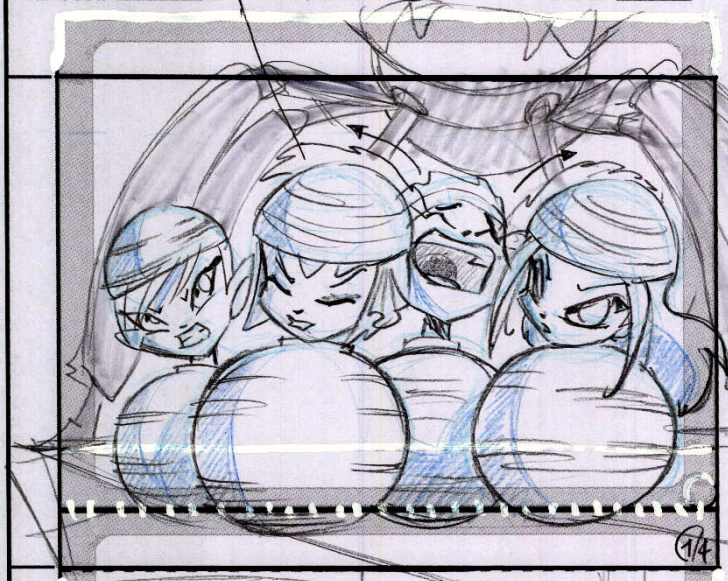
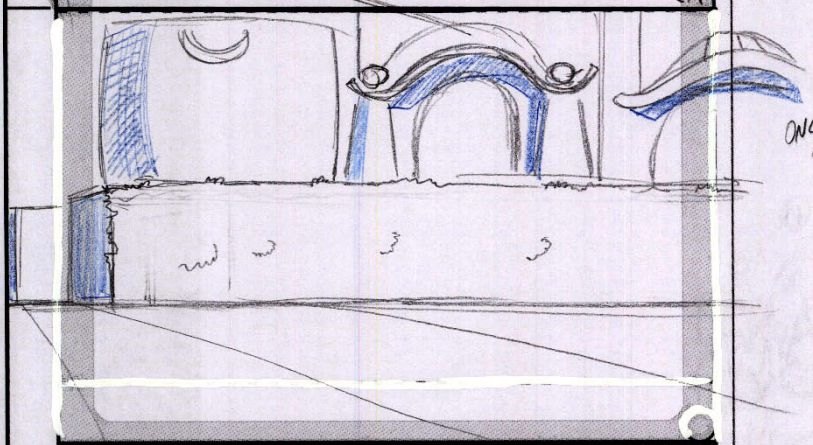
\\Nas04\pop pixie serie1 (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

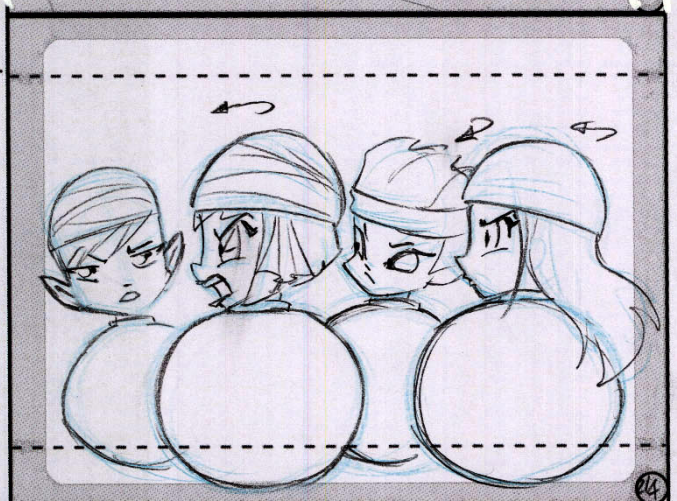
EPISODE 16 (FX) SEQUENCE 15 SCENE 192

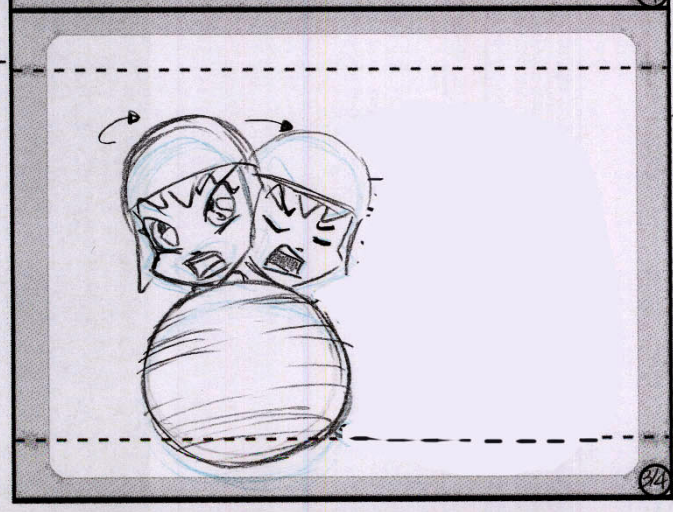
SECONDS 7 FRAMES

RAINBOW Pixieville © RBW ALL RIGHTS RESERVED









DIALOGUE

94. FLOXI
(crying)
I don't want to be eaten by the spiders!

ACTION

DIALOGUE

ACTION

DIALOGUE

95. MAXINE
(furious, to Rex)

We'll conquer Pixieville?!?
Find a solution to get us out of this trouble, now!

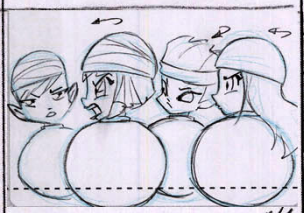
ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:



ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: Floxi's tears

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 15 SCENE 193

SECONDS 2" FRAMES 50

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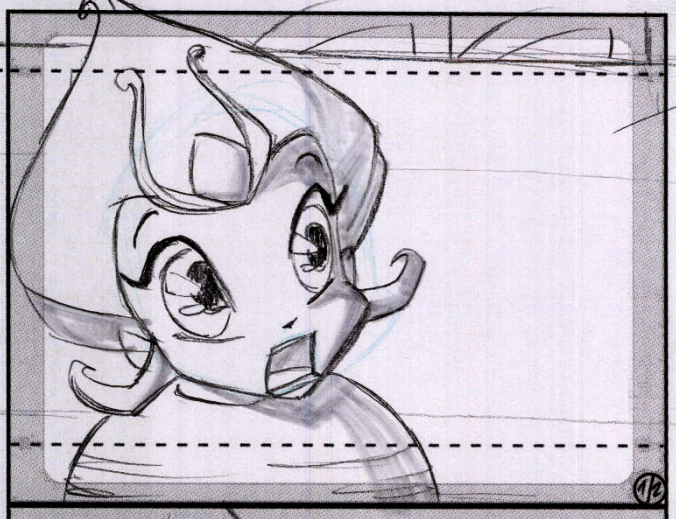
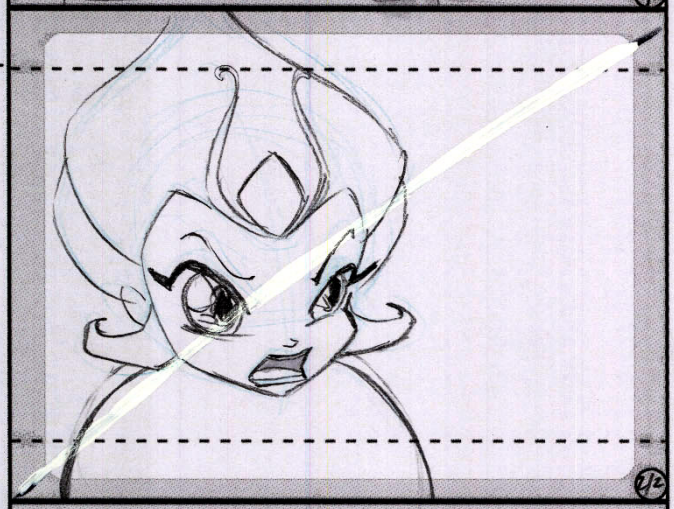
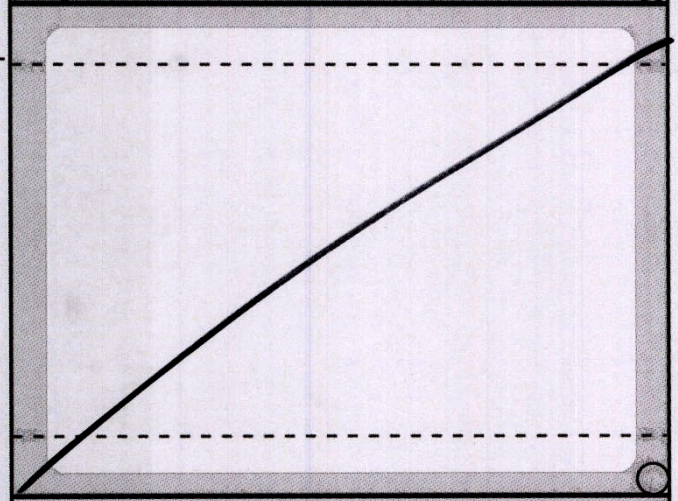
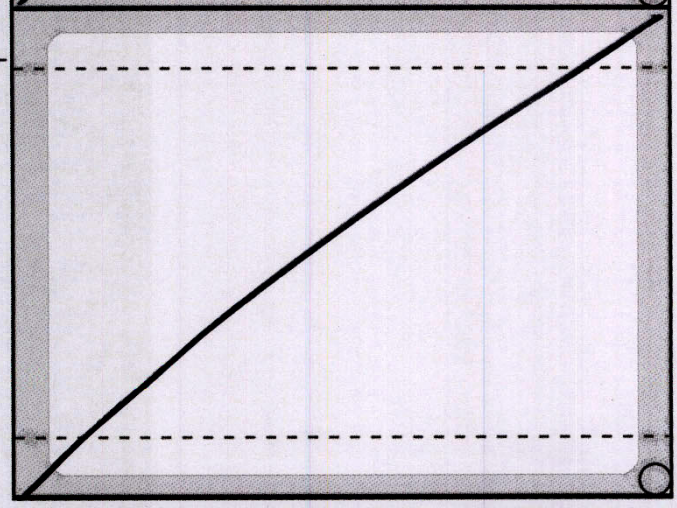


WALL







DIALOGUE

96. NINFEA
(angry, to the Elves)
This disaster is your fault, then!!!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 15 SCENE 194

SECONDS 4"6 FRAMES 115

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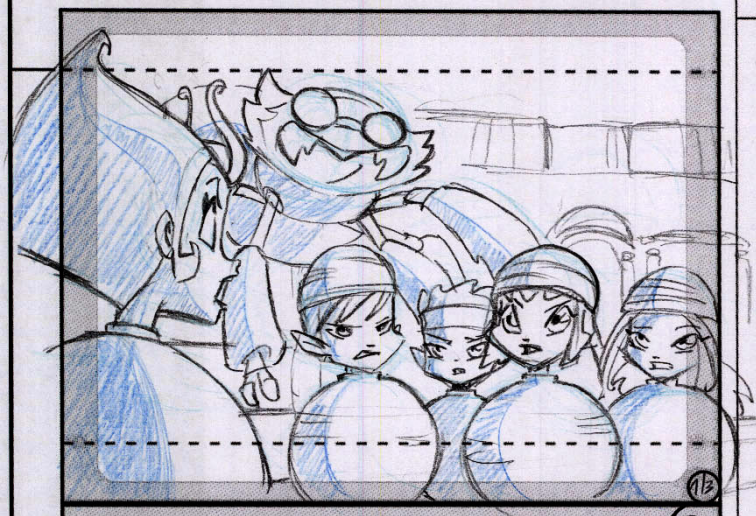

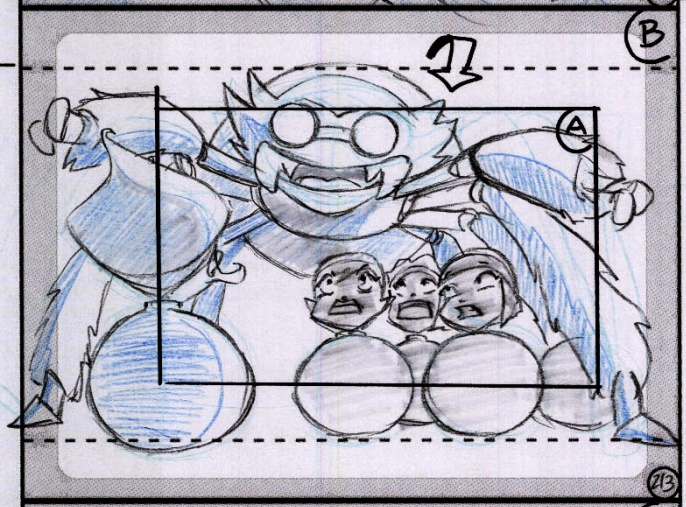

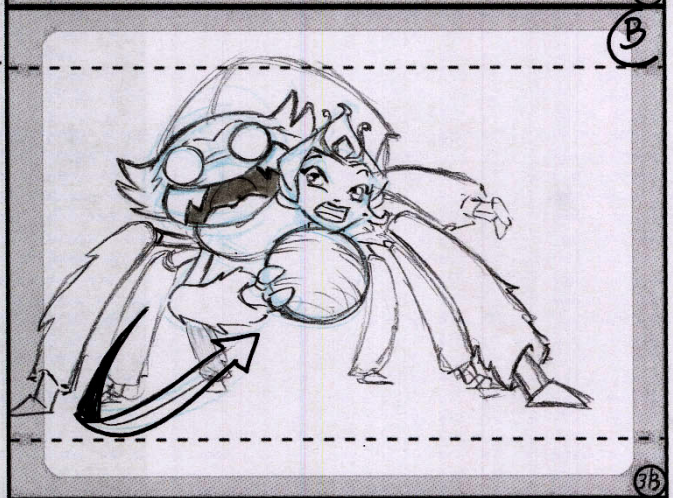

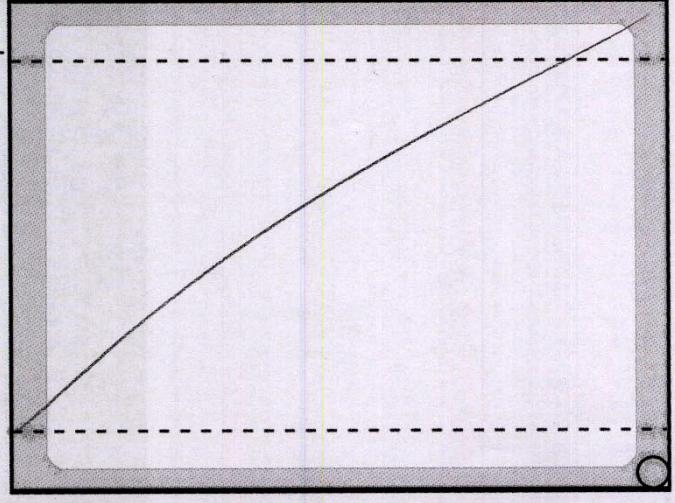

H/U

TRK OUT

DIALOGUE

96. NINFEA
(angry, to the Elves)
I should have know!

ACTION

DIALOGUE

97. WEBBY
(with low voice, ravenous)
Don't worry, Ninfea!

ACTION

DIALOGUE

It's time to celebrate!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 195

SECONDS 1"6 FRAMES 40

RAINBOW Pinwheel

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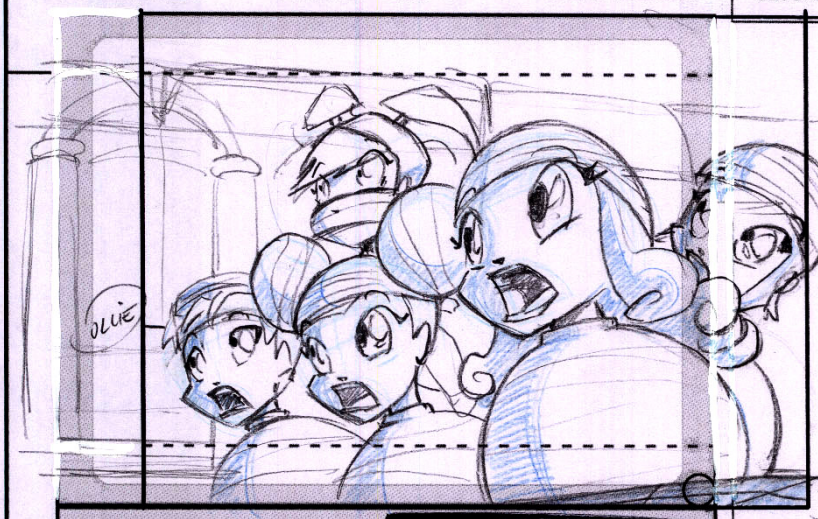

1/1

ZIP PAN

DIALOGUE

98. CHATTA/CANDY/CHERIE/OLLIE/FIXIT
(scream)
Nooo!!!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 KINETIC LINES SCENE 196

SECONDS 2"4 FRAMES 60

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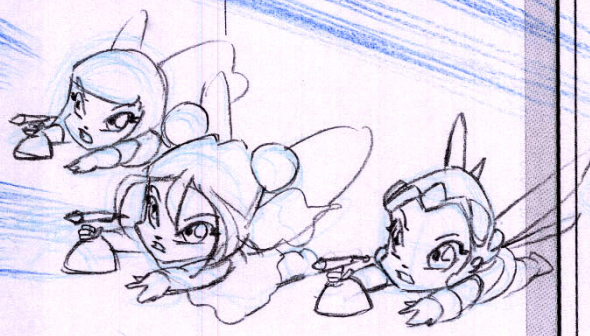

A

1H

FOLLOW PAN.

DIALOGUE

99. LOCKETTE
Come on, Pam! It's your turn!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 197

SECONDS 2"6 FRAMES 65

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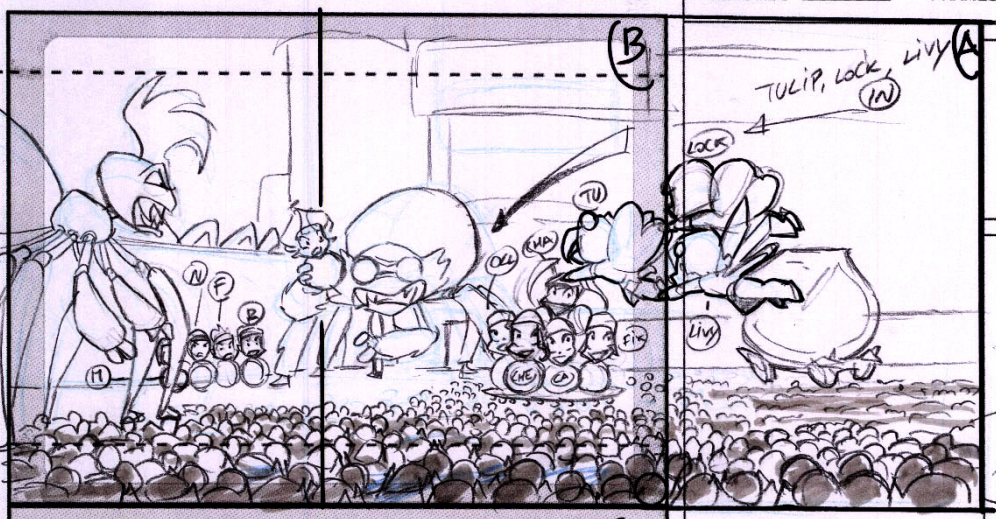
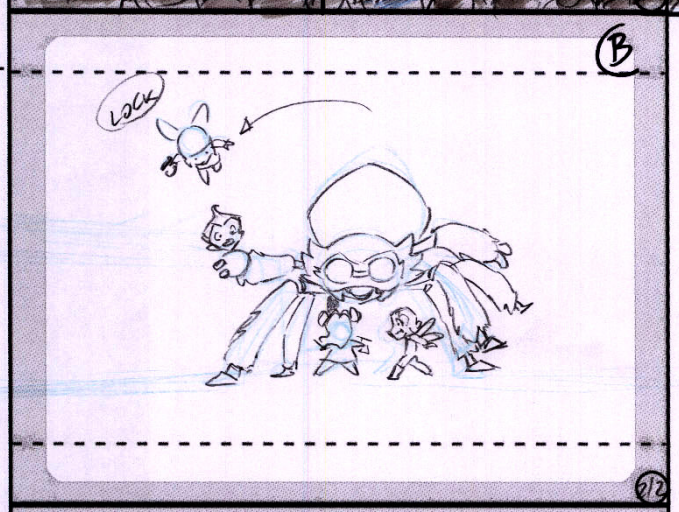
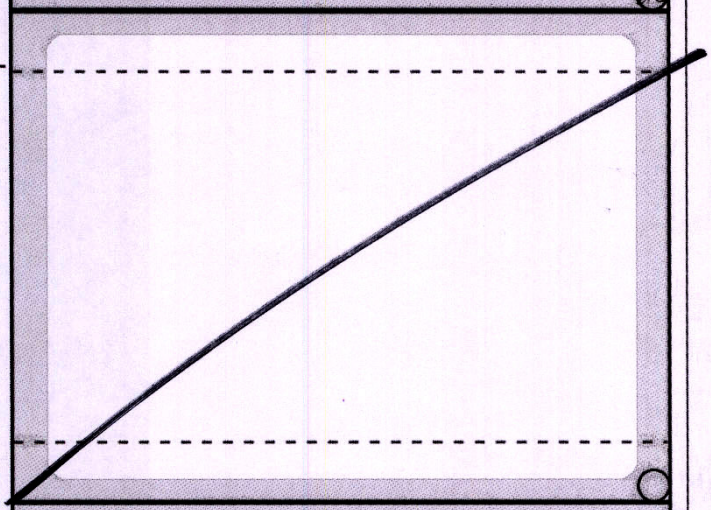
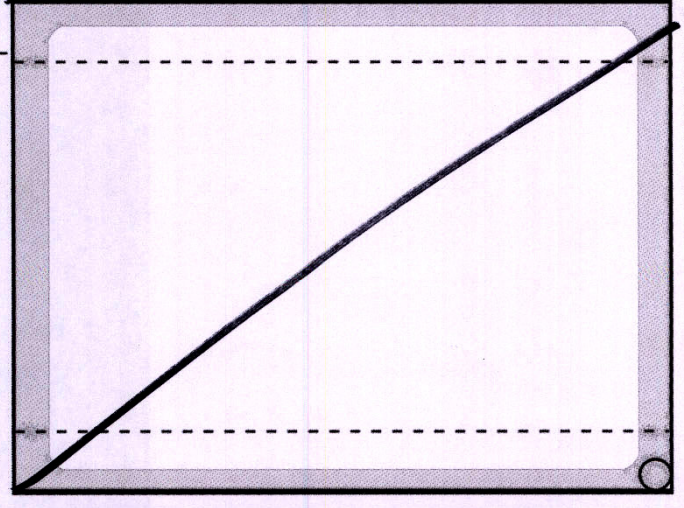




FOLLOW PAN





DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 1"4 FRAMES 35

RAINBOW Pupoxie

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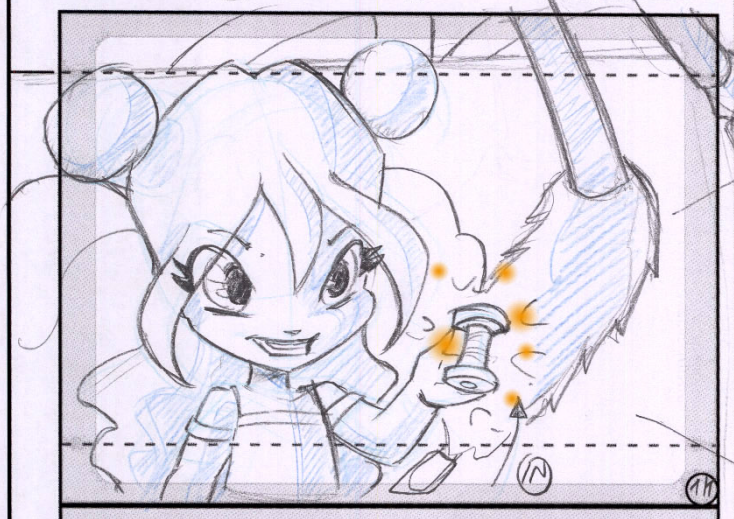

PR MAGIC YARN

DIALOGUE

ACTION

MAGIC YARN APPEARS

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

GEN. SPARKLE PIXIE

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 WIPE SEQUENCE 15 SCENE 199

SECONDS 2" FRAMES 50

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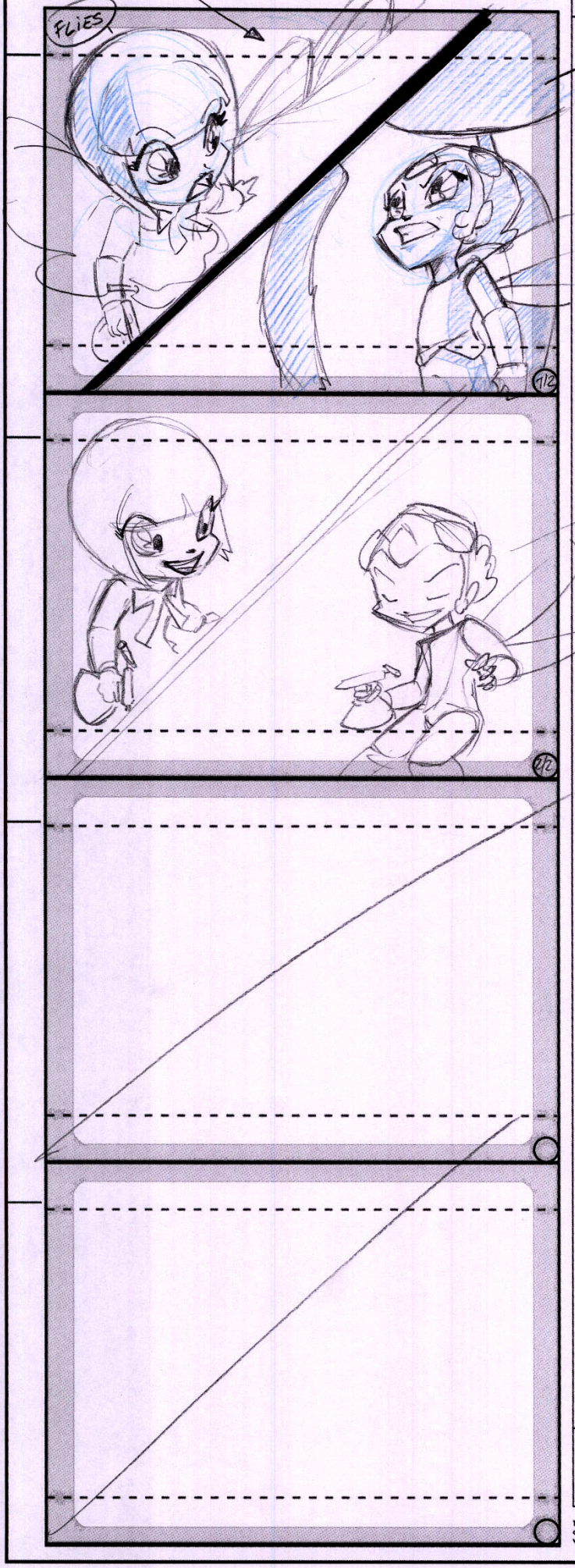

DIALOGUE

100. LOCKETTE (CONT'D)
Livy!

ACTION

DIALOGUE

Disturbing action!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES: PLEASE, SEND TO RAINBOW THE TGA FILES. -SEPARATED LEVELS-

RE-USES:

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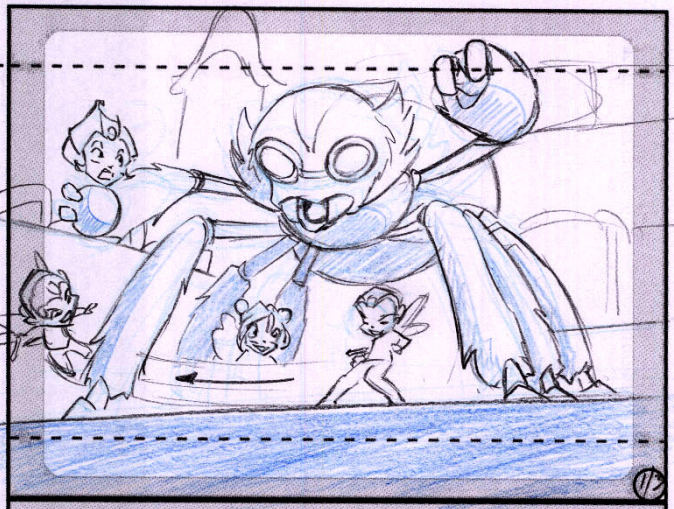
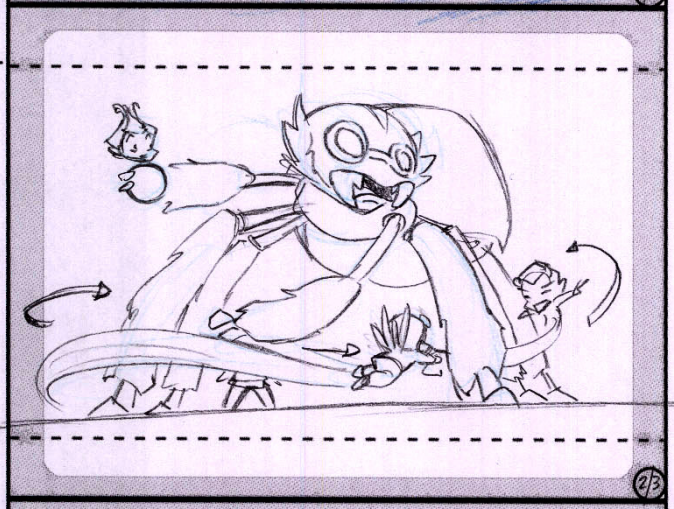
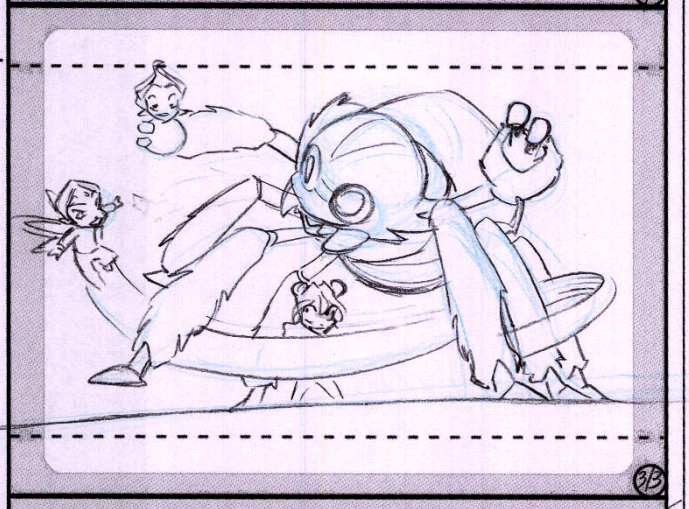
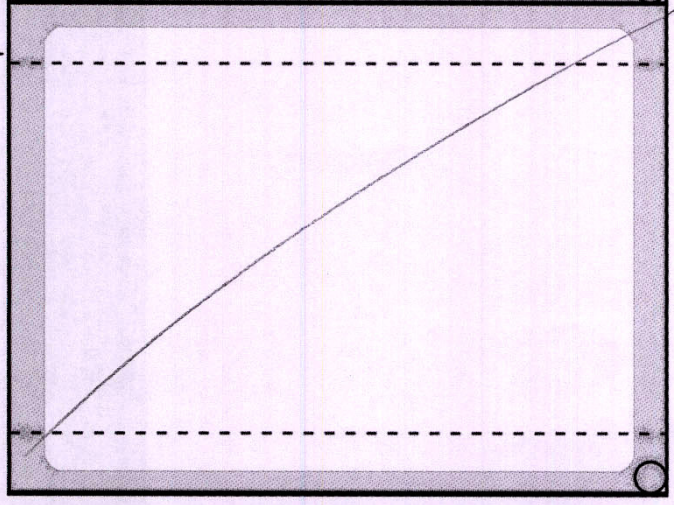
EPISODE 16 SEQUENCE 15 SCENE 200









SECONDS 2"4 FRAMES 60

H19 NO HOLD

RAINBOW Purple Sky © RBW ALL RIGHTS RESERVED

DIALOGUE

ACTION

DIALOGUE

ACTION

Livy takes off like a rocket and starts running between Webby's legs, as the spider tries in vain to stop him

DIALOGUE

101. WEBBY
(with low voice)
Hey, little guys!

→

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 H/U SEQUENCE 15 SCENE 201

SECONDS 4" FRAMES 100

RAINBOW Pupuce

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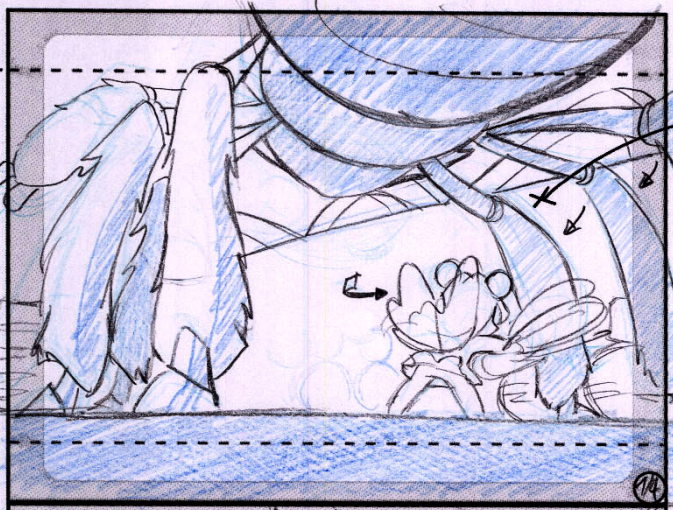
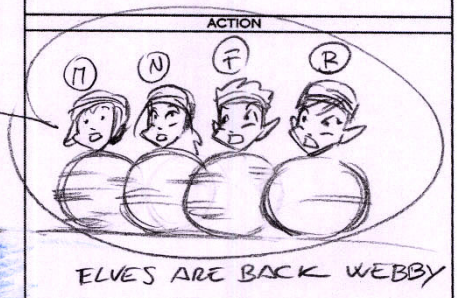
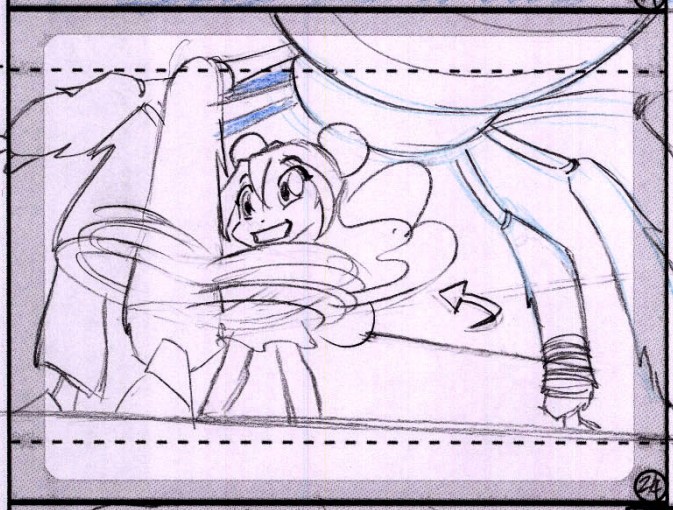


DIALOGUE

ACTION

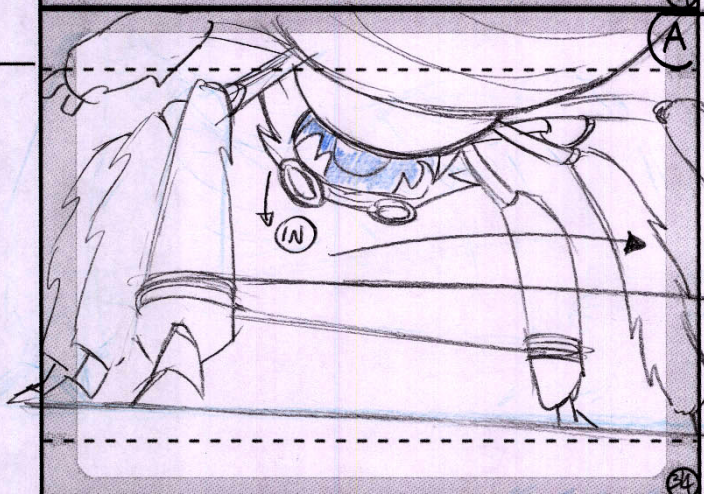


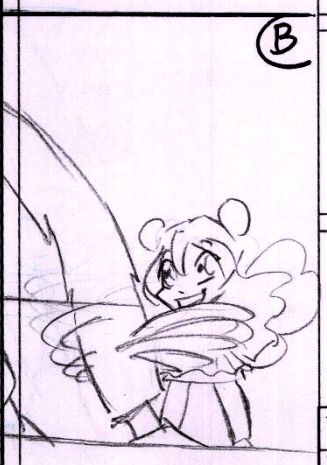


DIALOGUE

ACTION

Tulip takes that chance to wrap the spider's legs with the thread from the magic reel.
Her hand movements are incredibly fast, we see a whirl with thread, legs and Tulip's face.

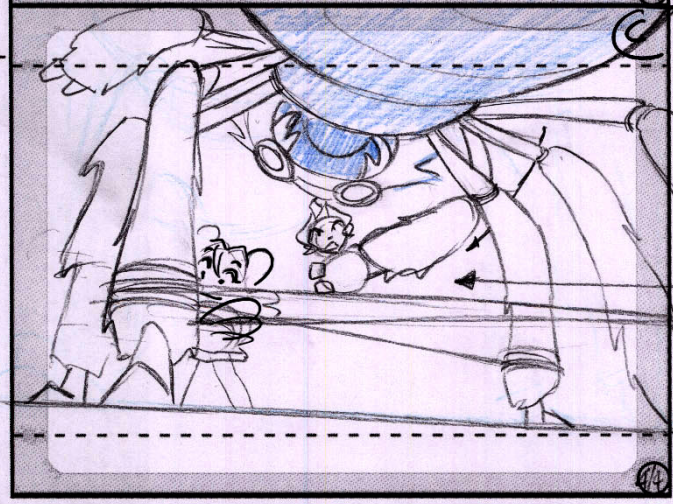


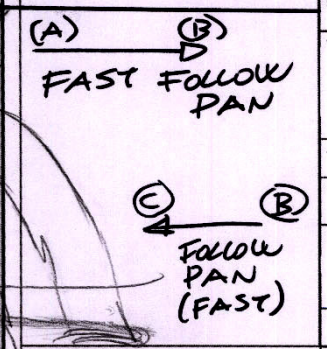


DIALOGUE

101. WEBBY
(with low voice)
What are you thinking of doing?

ACTION





TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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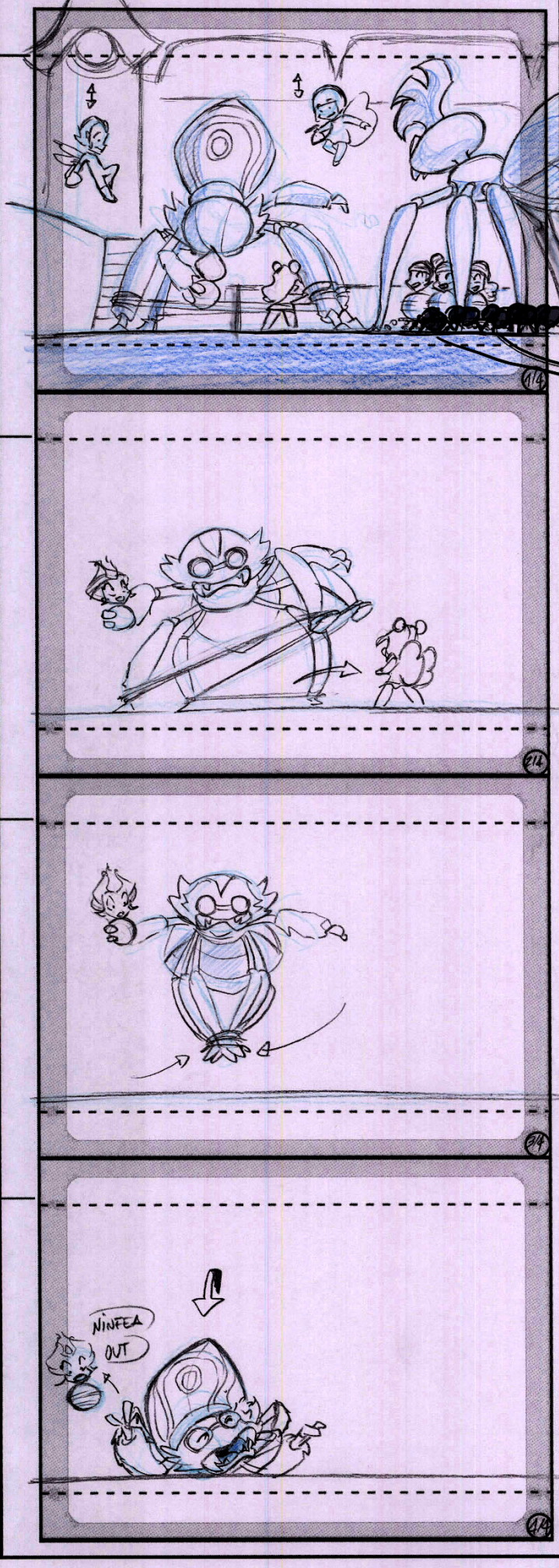
EPISODE 16 SEQUENCE 15 SCENE 202

SECONDS 3'11 FRAMES

RAINBOW Pupuce © R&W ALL RIGHTS RESERVED



DIALOGUE

ACTION

DIALOGUE

ACTION

Webby tries to break the thread, but in vain. Then it trips forward.

DIALOGUE

103. WEBBY
(with low voice)
Ahhhhhhh!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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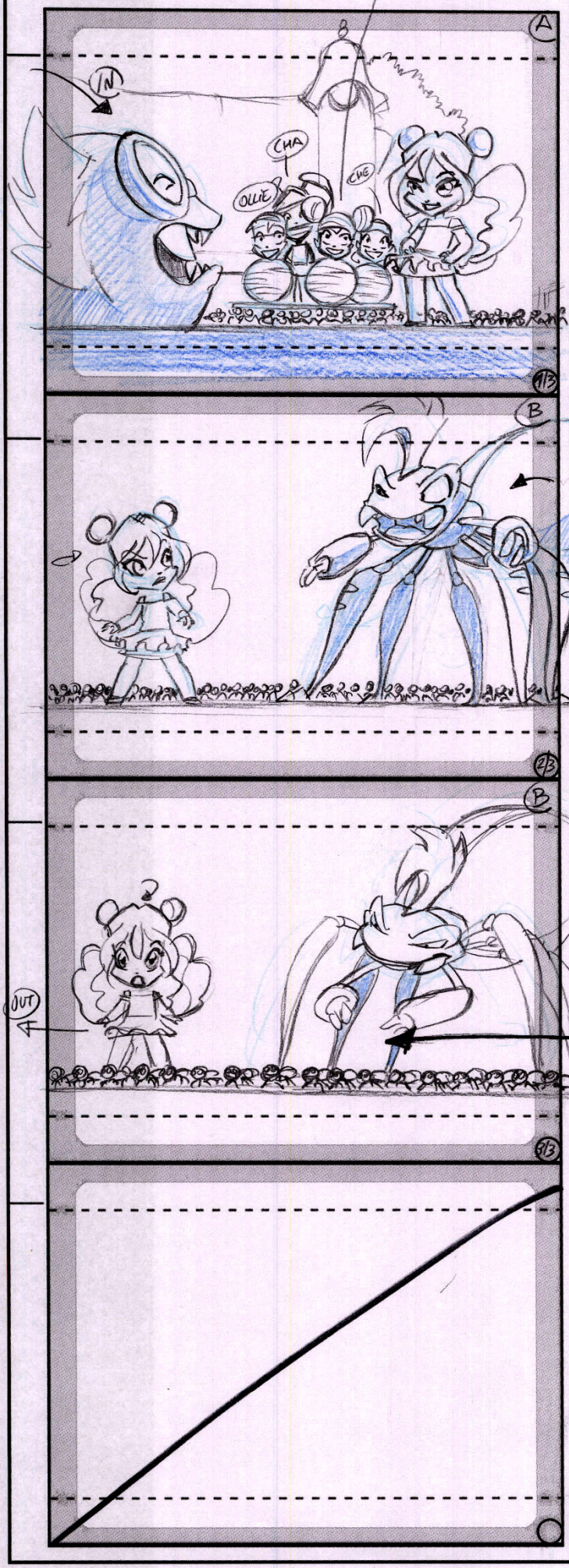
EPISODE 16 SEQUENCE 15 FIXIT IS BACK SCENE 203

SECONDS 5" FRAMES

RAINBOW Pumpkin © RBW ALL RIGHTS RESERVED



H/U

DIALOGUE

102. TULIP
Something like that, more or less...

ACTION

DIALOGUE

104. FREDDY
(with low voice, stepping forward)
You need something more to stop us!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 204

SECONDS 2"4 FRAMES 60

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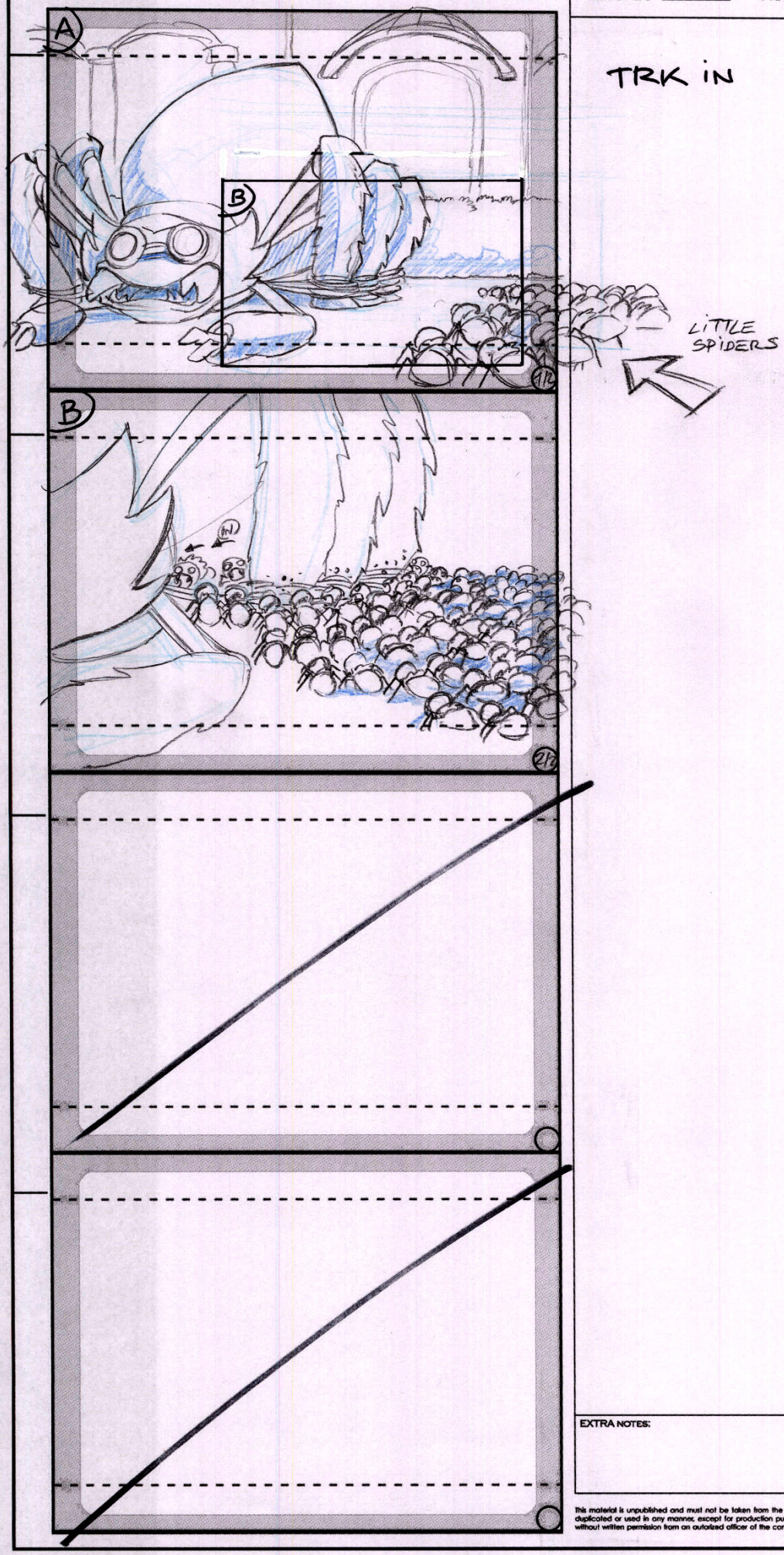

TRK IN

DIALOGUE

ACTION

In no time at all, many little spiders fling themselves on Webby and start gnawing the threads to free him.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 | WEBBY | SEQUENCE 15 | SCENE 205

SECONDS 1" | FRAMES 25

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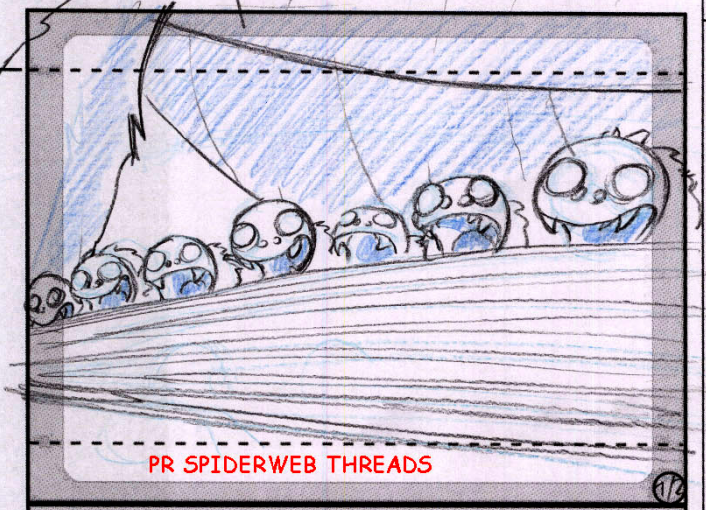

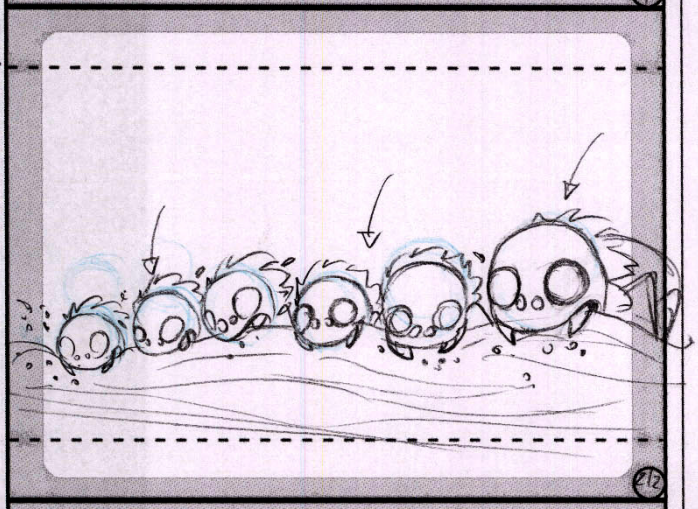

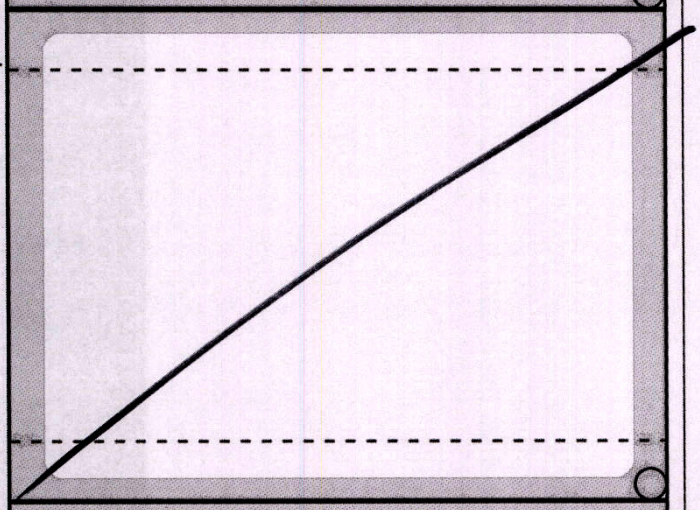

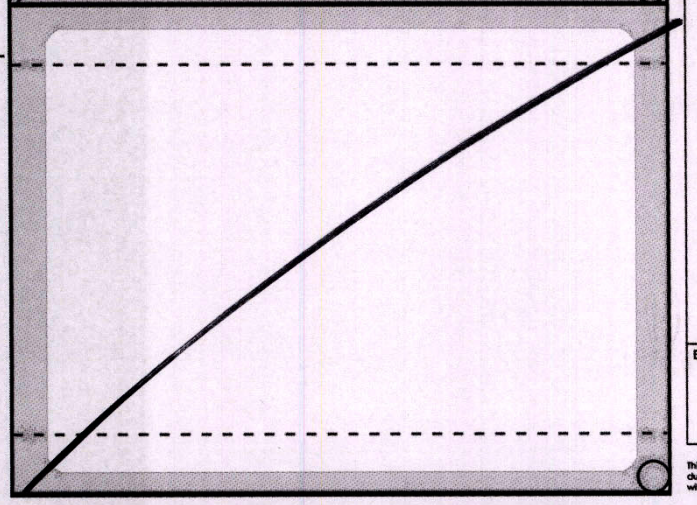

NO HOLD

DIALOGUE

ACTION

little spiders gnaws the threads to free him.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 206

SECONDS 1" FRAMES 25

RAINBOW Pound Puppies

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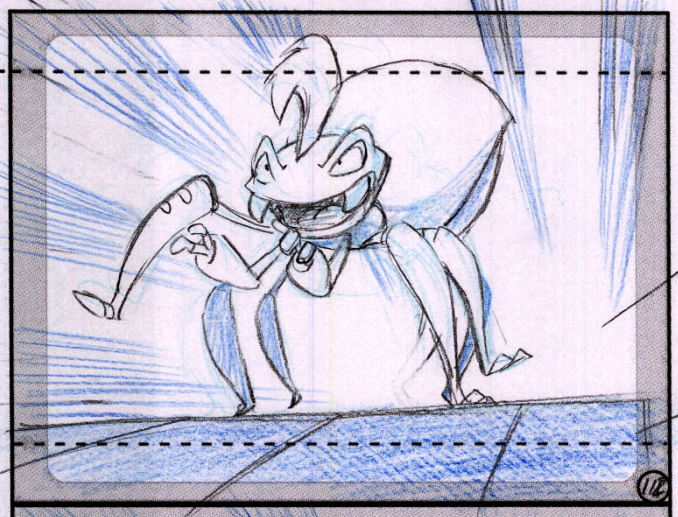
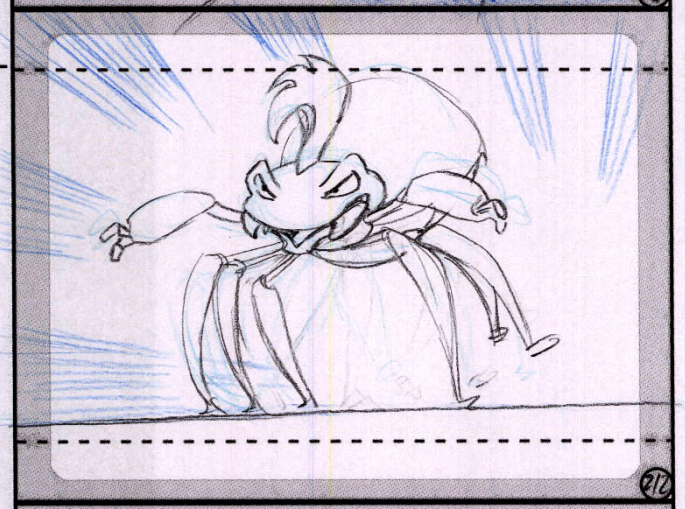
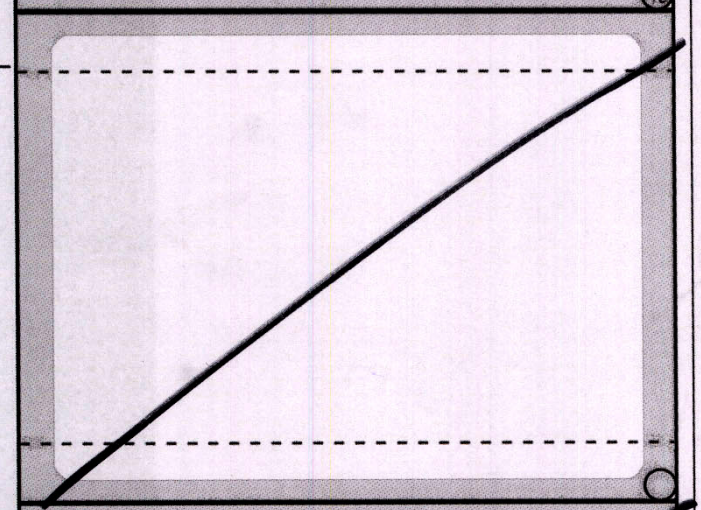
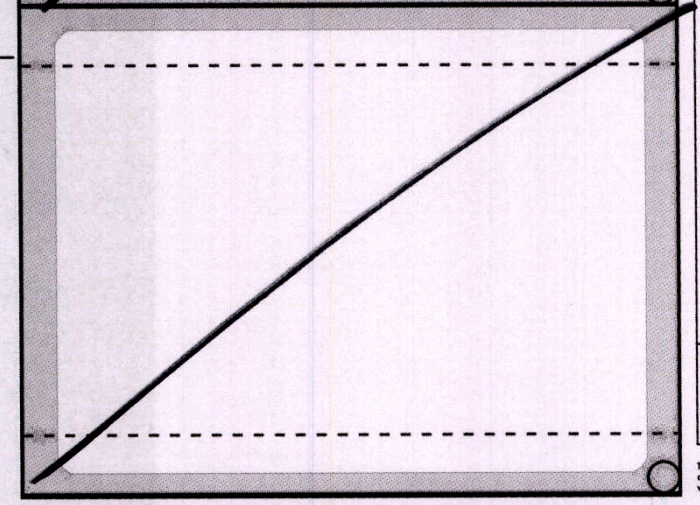


LOOP ANIMATION

GROUND ANIMATED







DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 207

SECONDS 3"6 FRAMES 90

RAINBOW Poppixie

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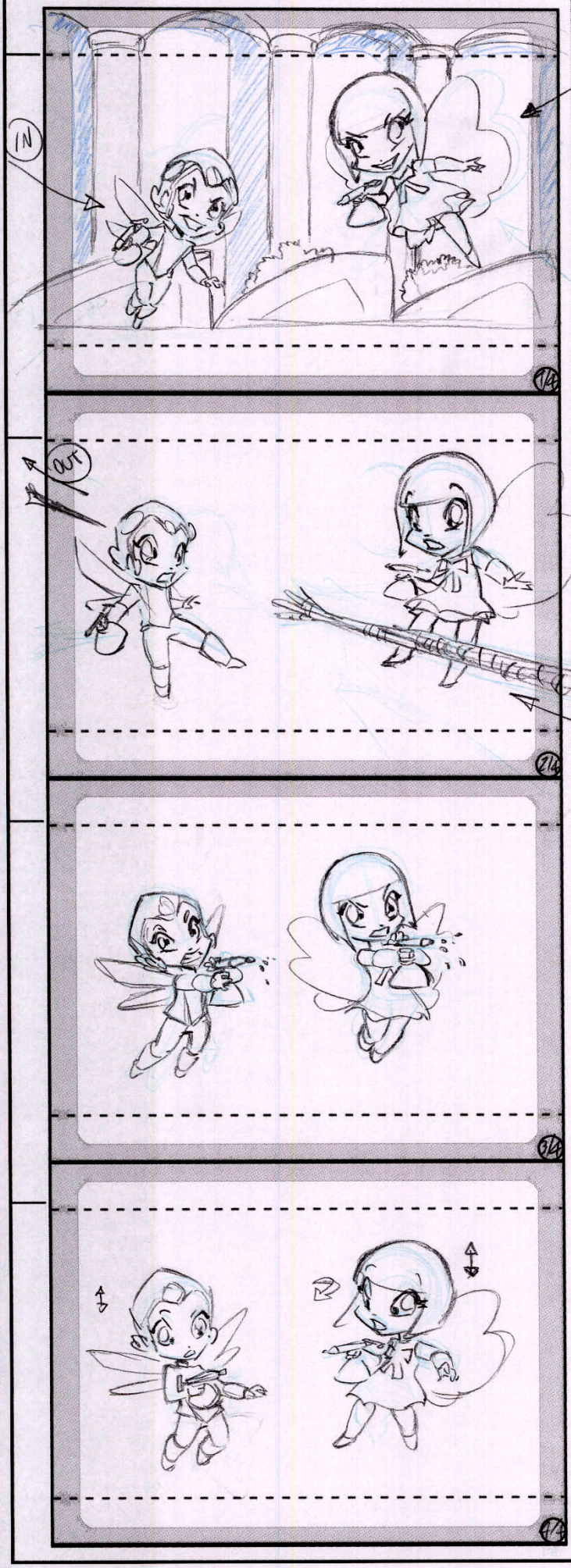

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

105. LOCKETTE
(worried)
Oh no…! We ran out of potion!

ACTION

Lockette and Livy use the spray bottles,
but they are empty and barely spray a few drops.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 Fixit and Chatta are back SEQUENCE 15 SCENE 208

SECONDS 1"4 FRAMES 35

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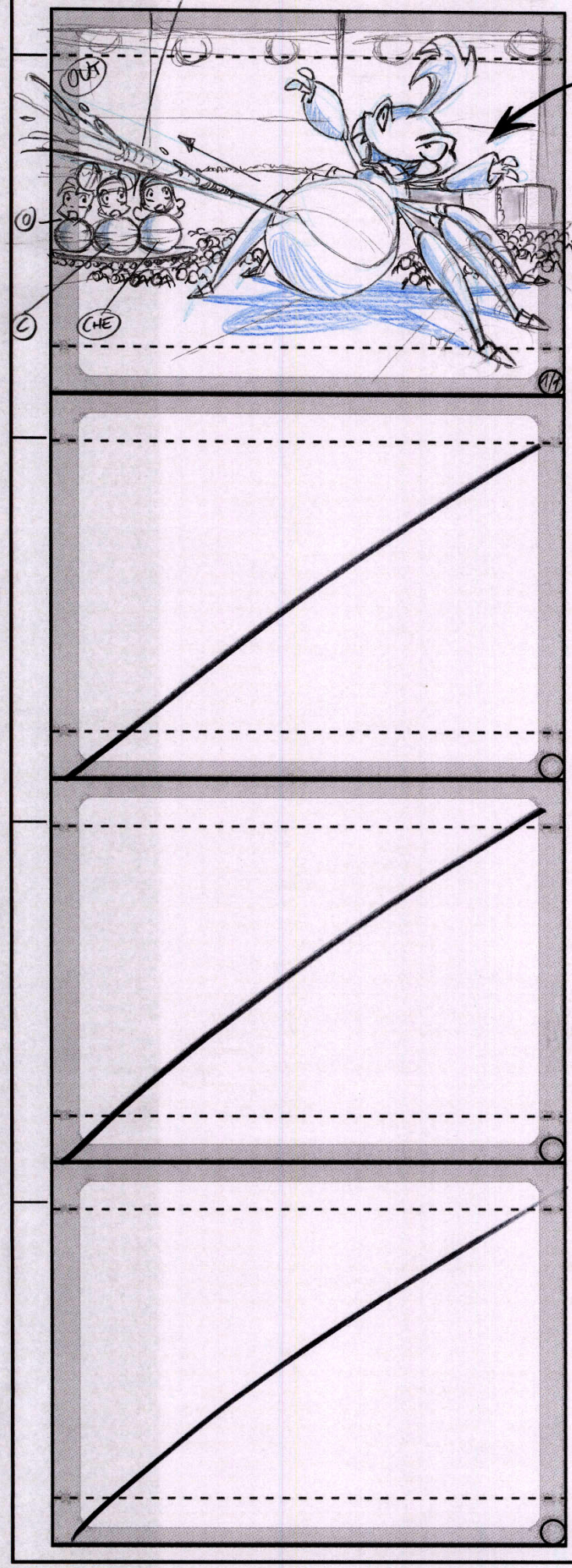

DIALOGUE

ACTION

Freddy takes advantage of that moment and fires a spider web,

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 209

SECONDS 2"8 FRAMES 70

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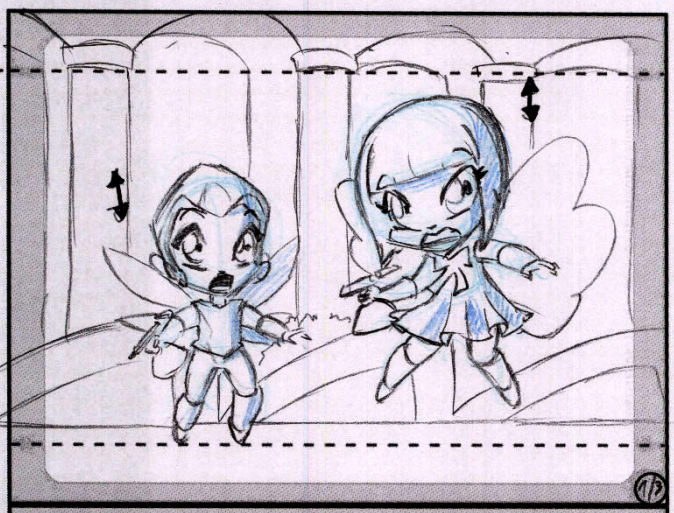

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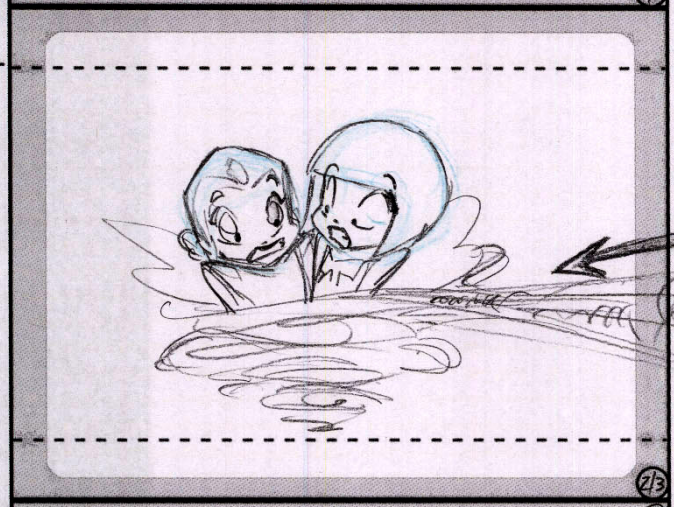

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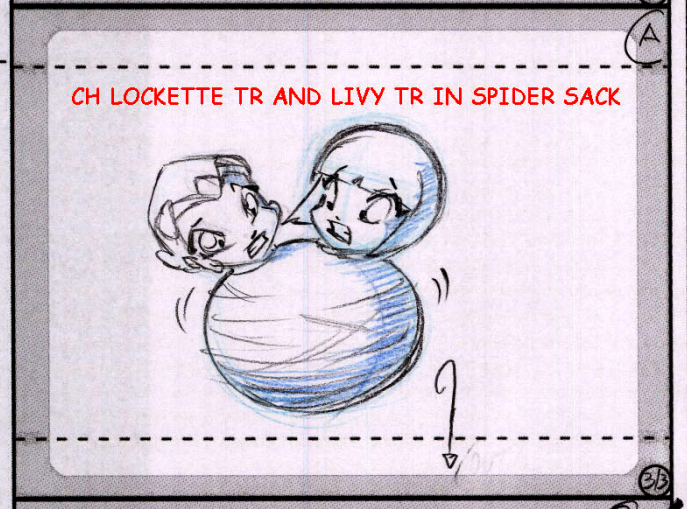

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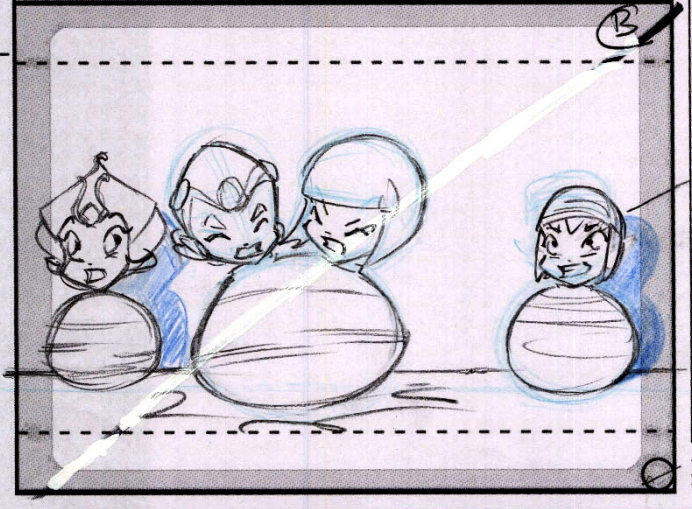
B



DIALOGUE

ACTION

DIALOGUE

ACTION

trapping Lockette and Livy in a cocoon.

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 210

SECONDS 3'' FRAMES 75

RAINBOW Puppet

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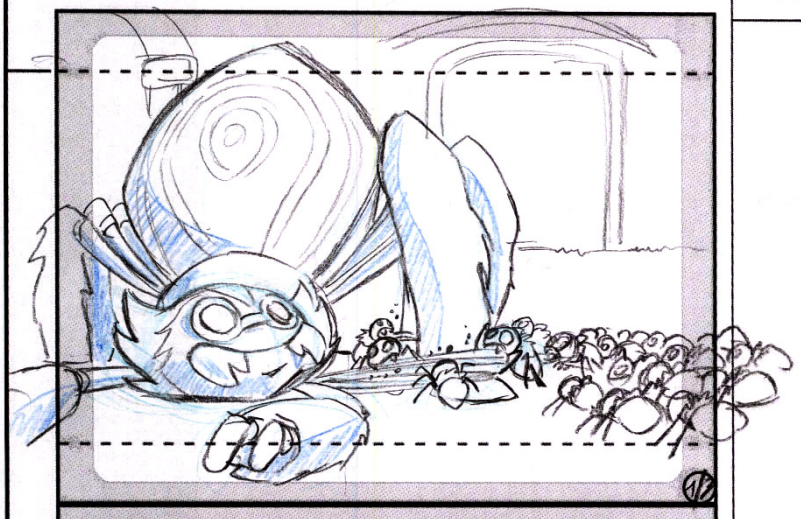
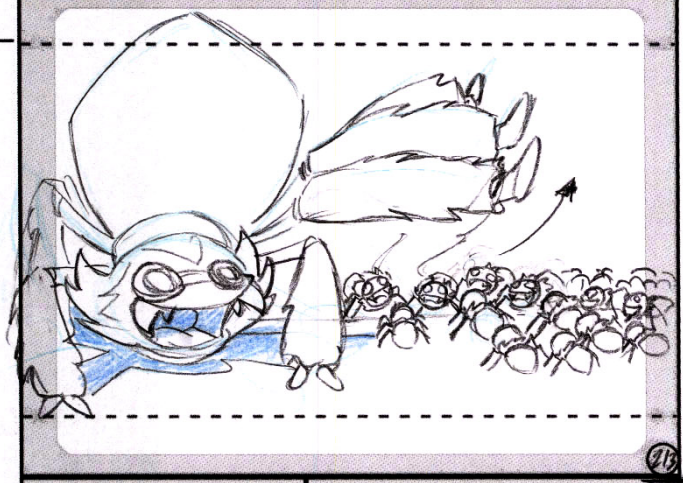


DIALOGUE

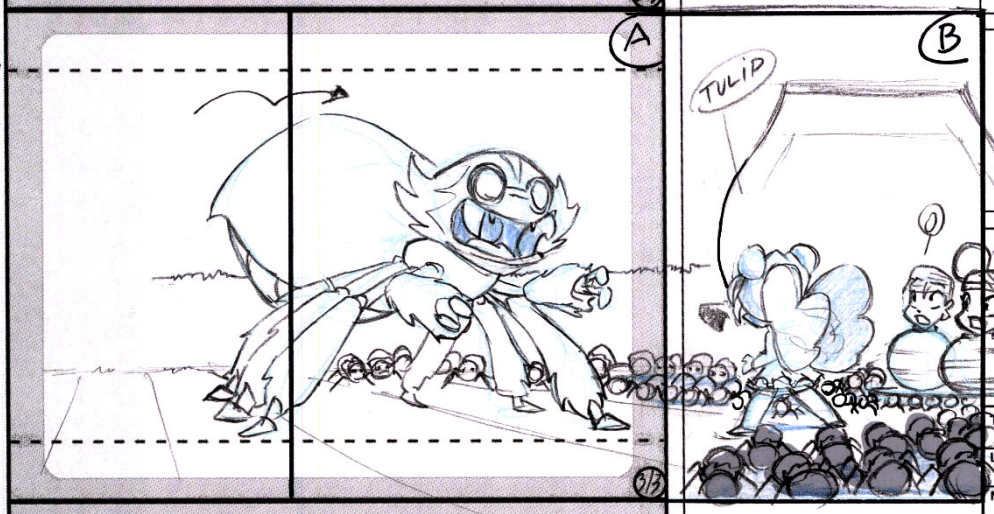
ACTION



DIALOGUE

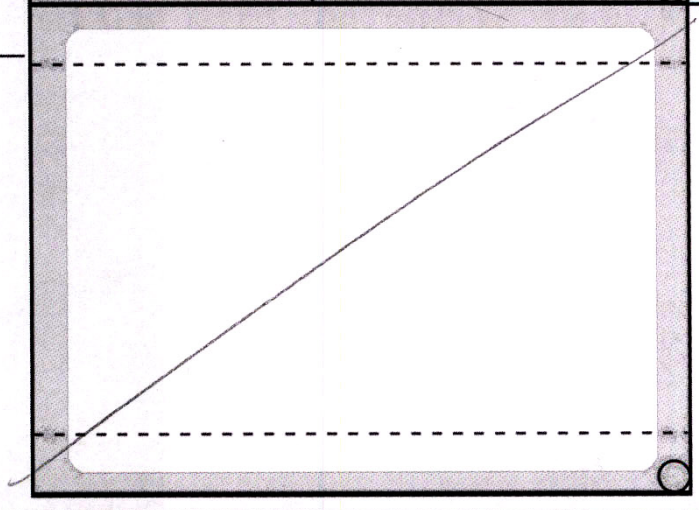
ACTION

Webby, which is now free again, approaches Tulip ,



DIALOGUE

ACTION



TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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16 15 204

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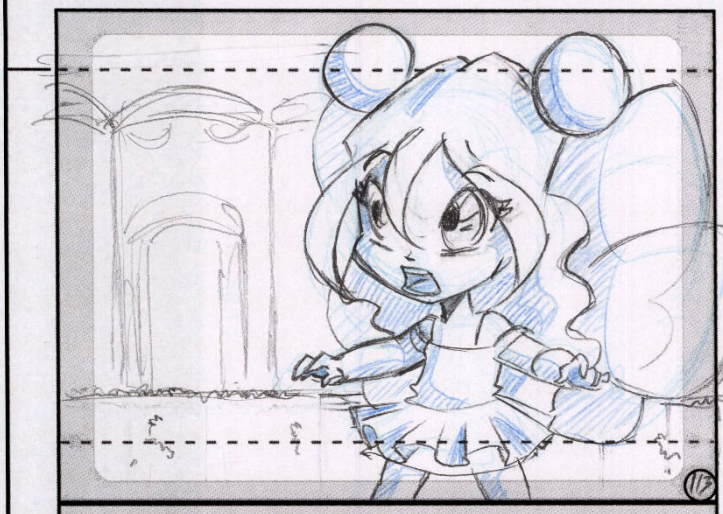

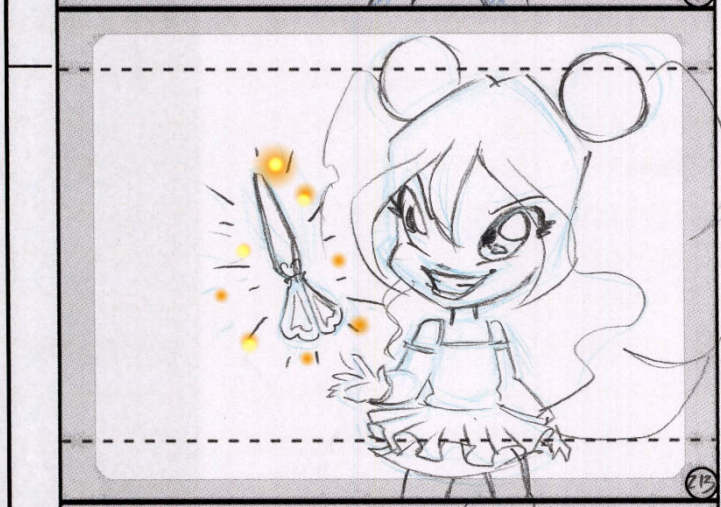

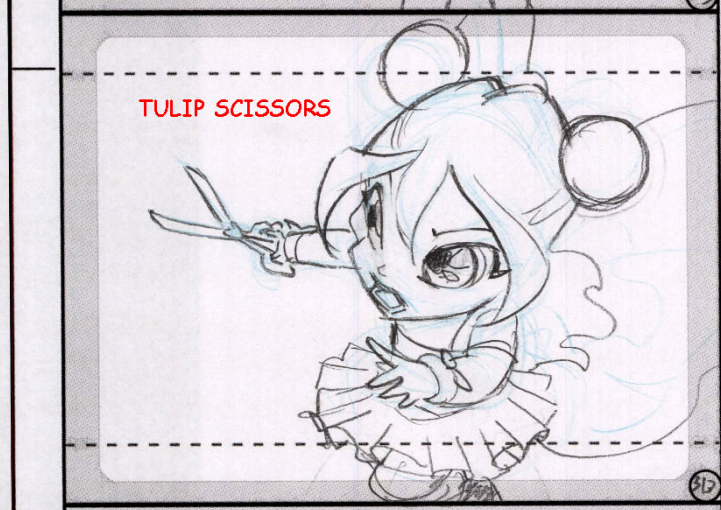

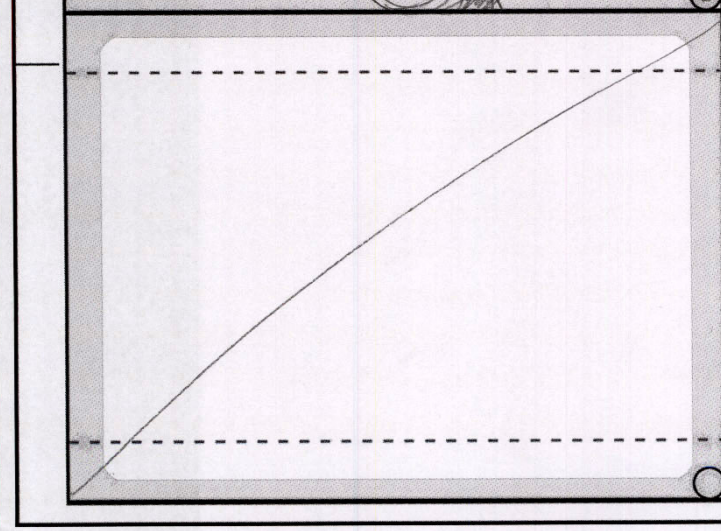

SECONDS 1"8 FRAMES 45

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H/U

HOLD

DIALOGUE

ACTION

DIALOGUE

ACTION

Tulip makes a pair of scissors magically appear.

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

GEN. SPARKLE PIXIE

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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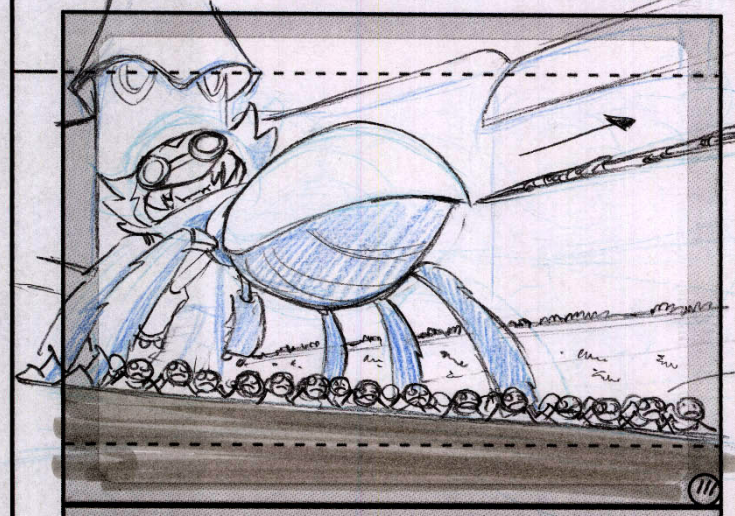
SECONDS 1,4" FRAMES _____

RAINBOW Pony Tale ©RBW ALL RIGHTS RESERVED



SPIDER WEB OUT

REFERENCE FOR SPIDERS' ATTITUDE

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 213 CONT

SECONDS / FRAMES /

Popoi & Pupa

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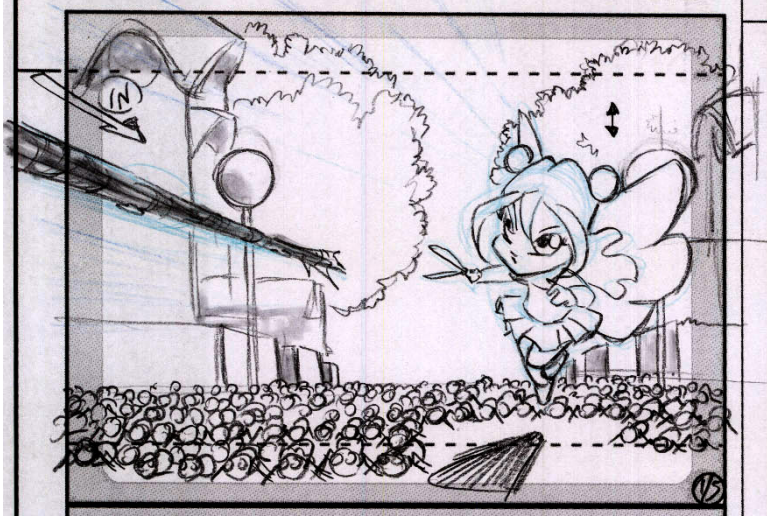
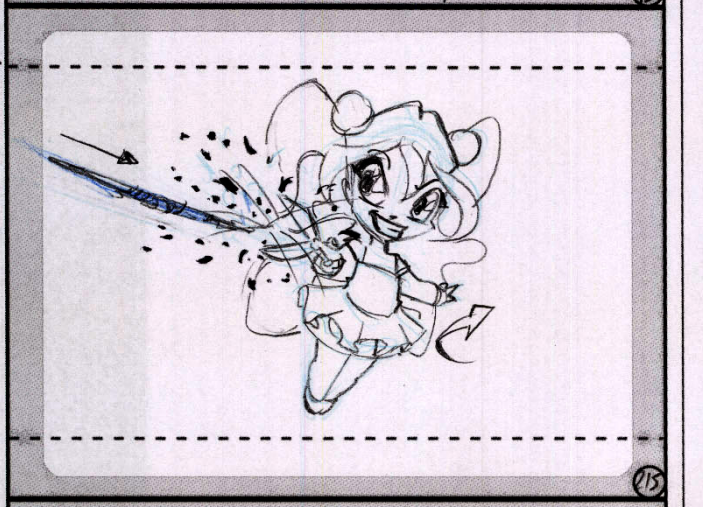
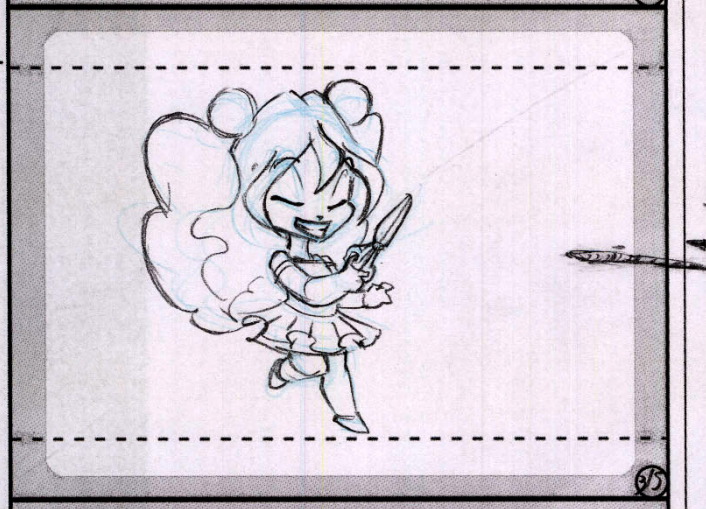
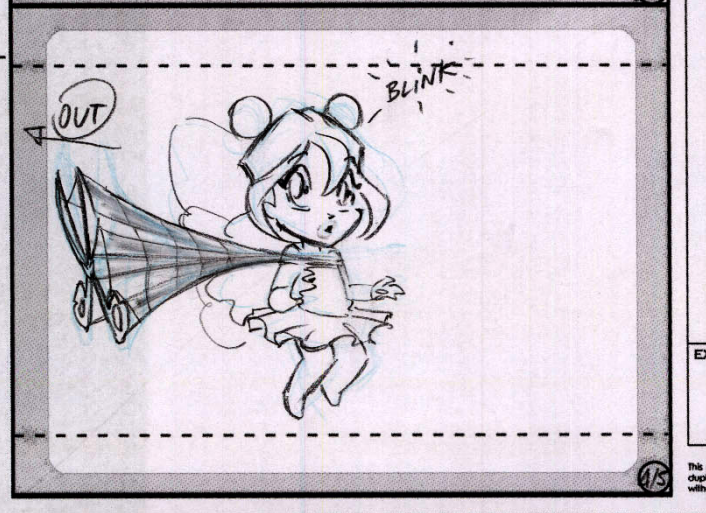






SPIDER WEB
(IN)



DIALOGUE

ACTION

Tulip is super fast and uses her scissors to cut the spider web as it approaches her

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 4" FRAMES 100

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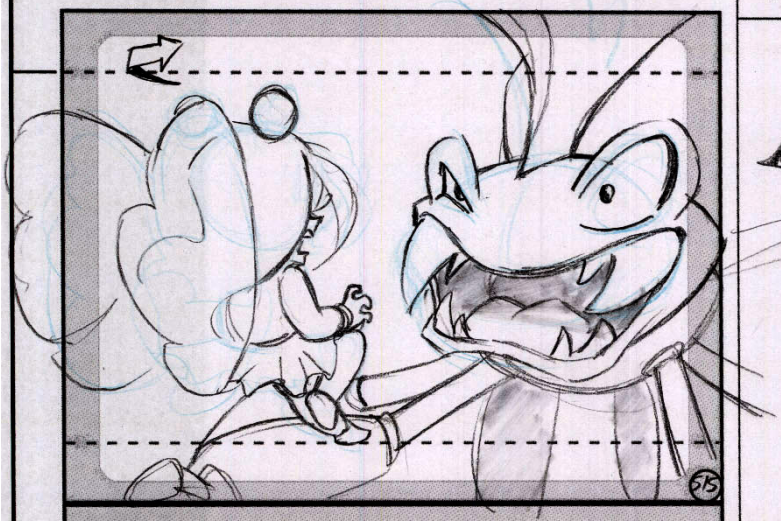

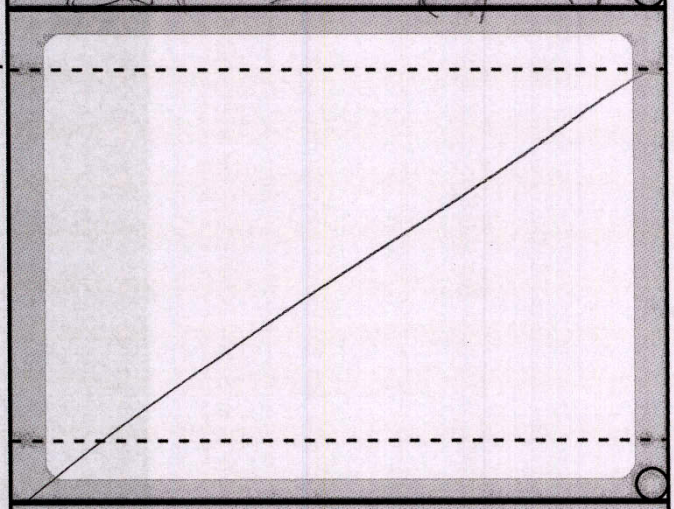

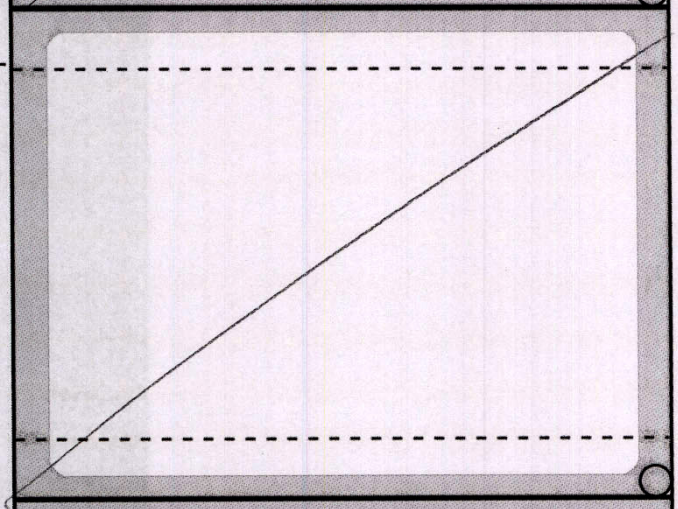

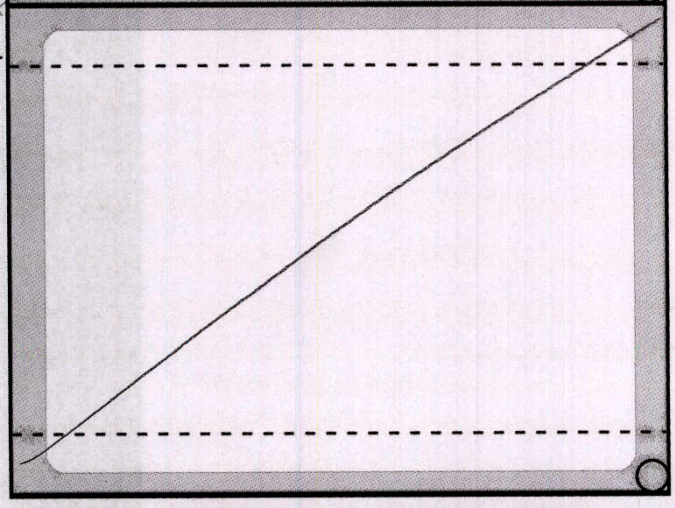

DIALOGUE

106. FREDDY
(with low voice)
It's time we cut it out!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 1"2 FRAMES 30

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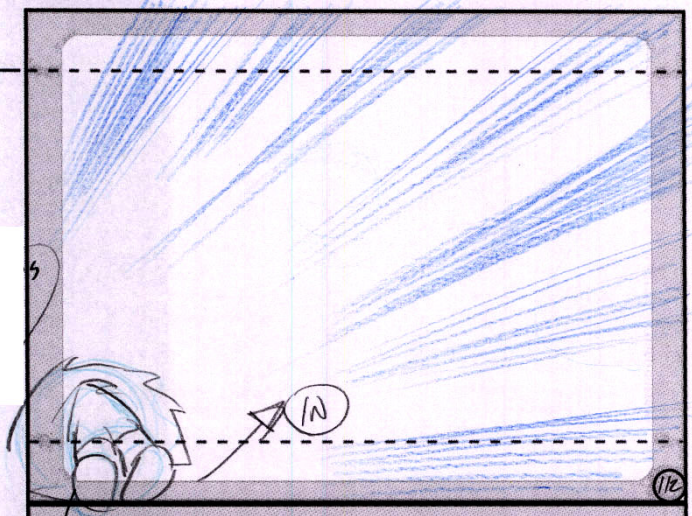

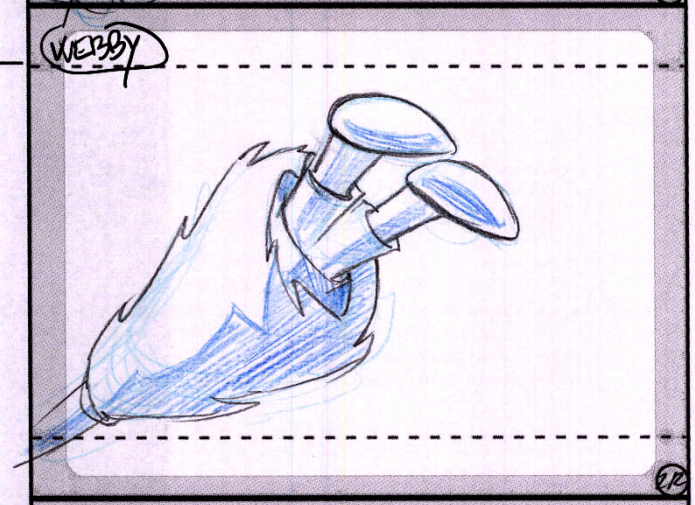

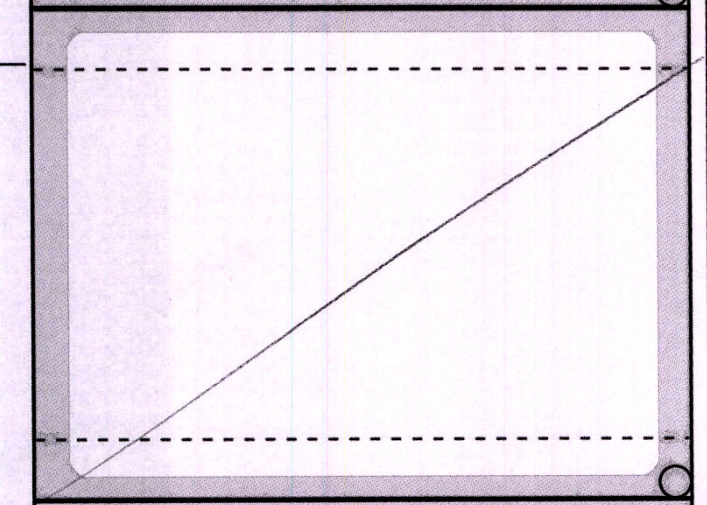

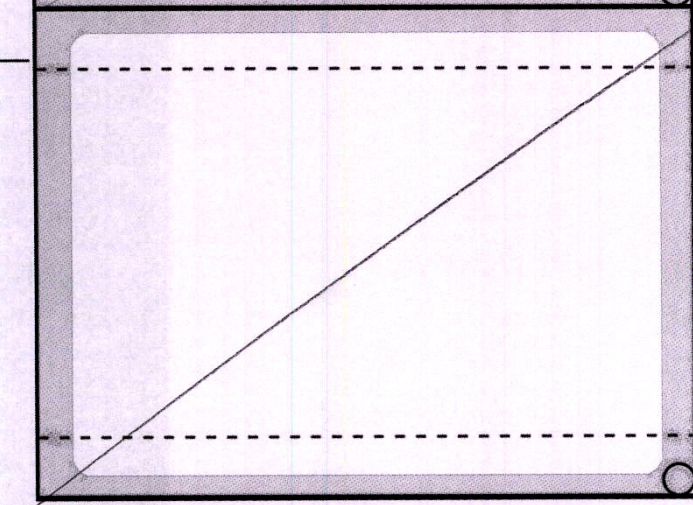

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS / FRAMES /

RAINBOW Powerpuff

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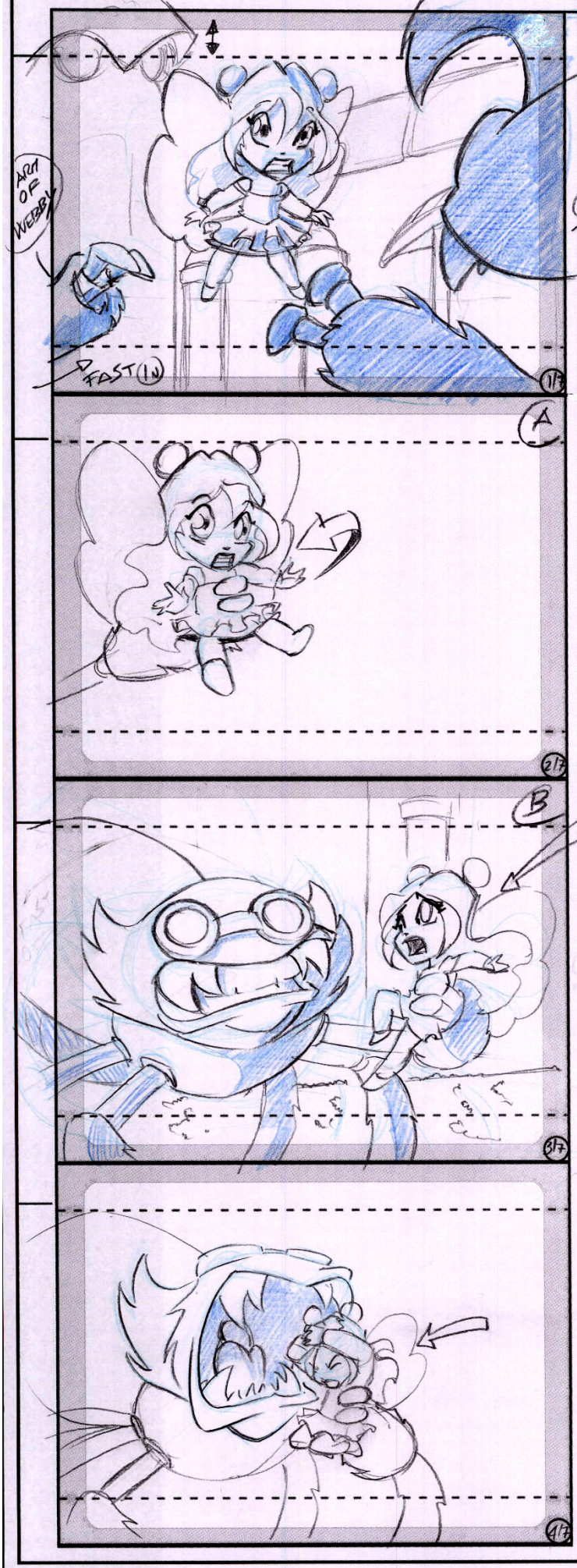

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

108. TULIP
(screams)

109. AMORE (OS)
Leave my friend alone!

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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SECONDS 4"6 FRAMES 115

RAINBOW Pupuxia

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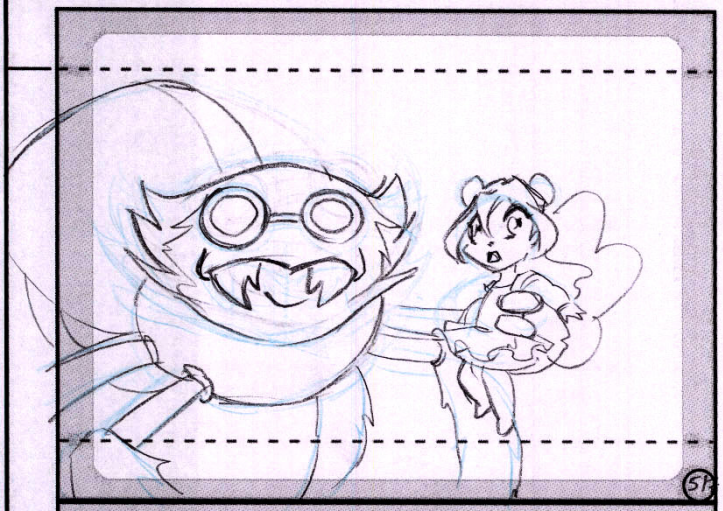

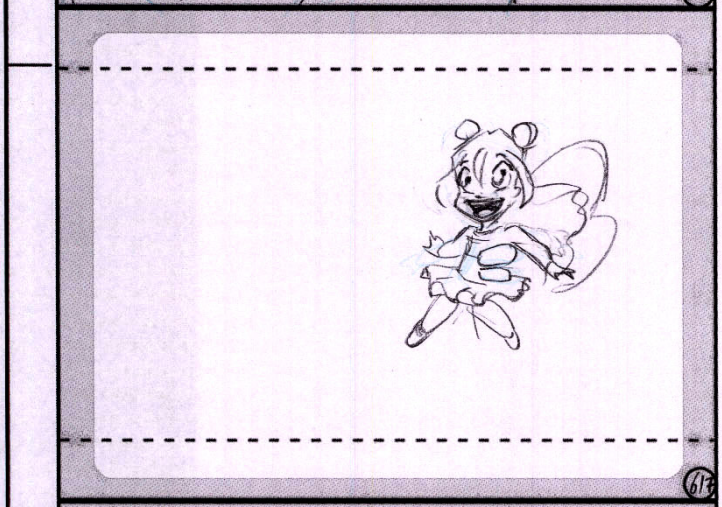

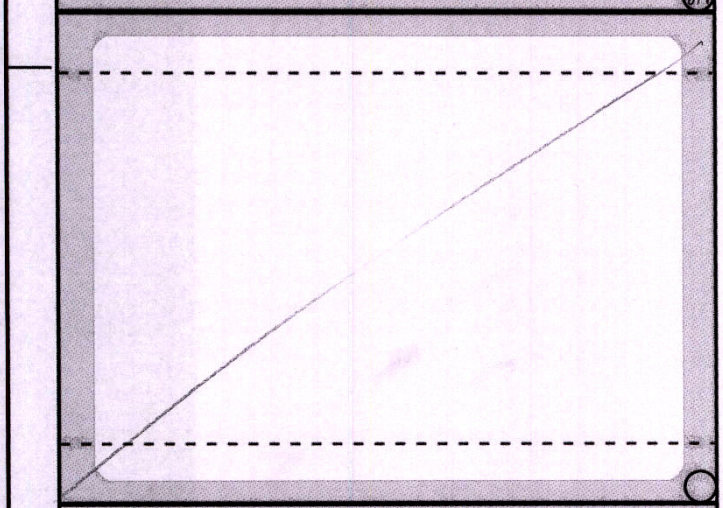

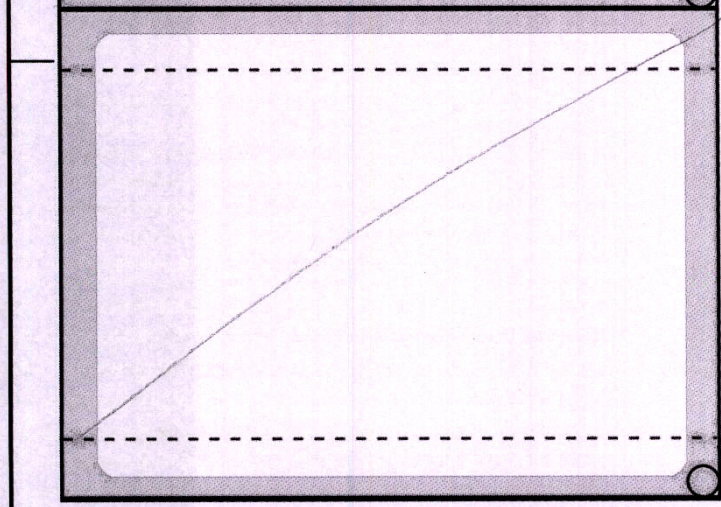

DIALOGUE

ACTION

DIALOGUE

110. TULIP
Amore!

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 216 SECONDS 2" FRAMES 50

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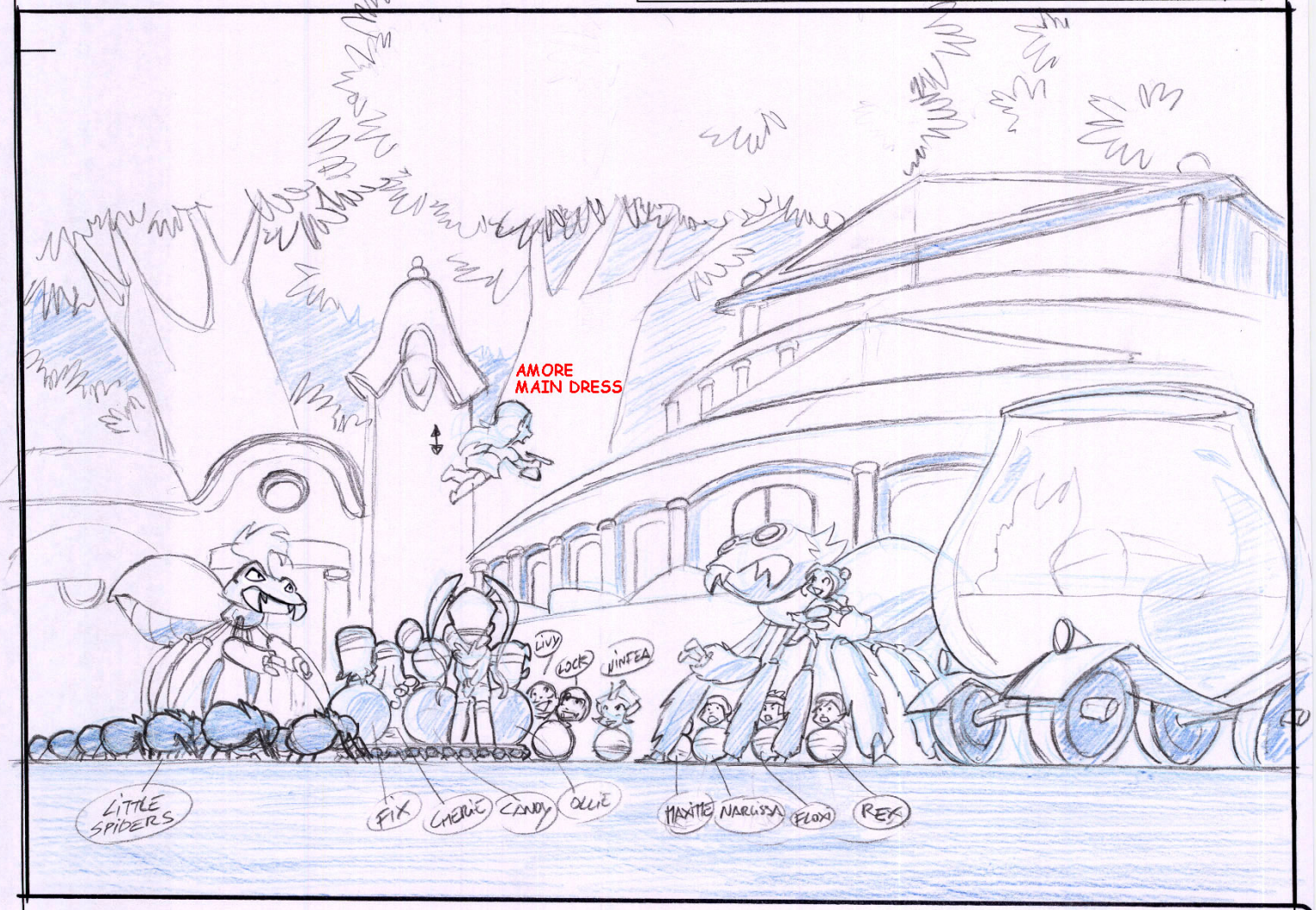

1/1

PR-POTION SPRAY.02

DIALOGUE	ACTION	TIME OF DAY:
110. TULIP I knew you wouldn't abandon us!	The all pixie are happy to see Amore,while the elves are surprised. Webby and Freddy are doubtful	LOCATIONS: MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: CGI TYPE/NOTES:
EXTRA NOTES:	RE-USES: △ ○ □	

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\\Nas04\pop pixie serie1 (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

EPISODE 16 SEQUENCE 15 SCENE 217

SECONDS 1"2 FRAMES 30

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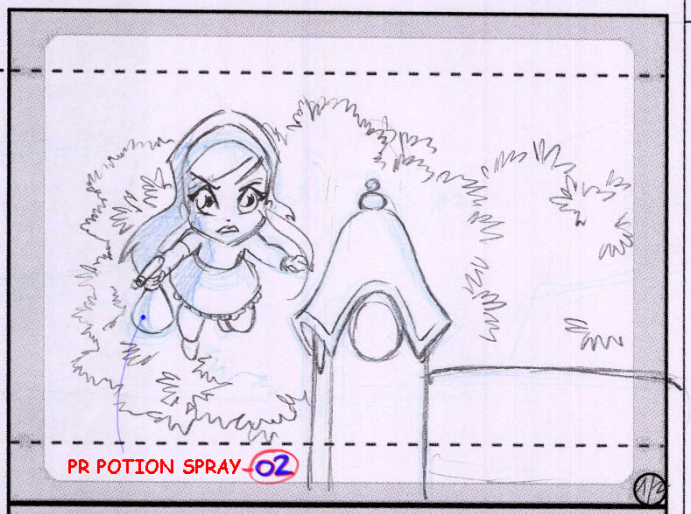

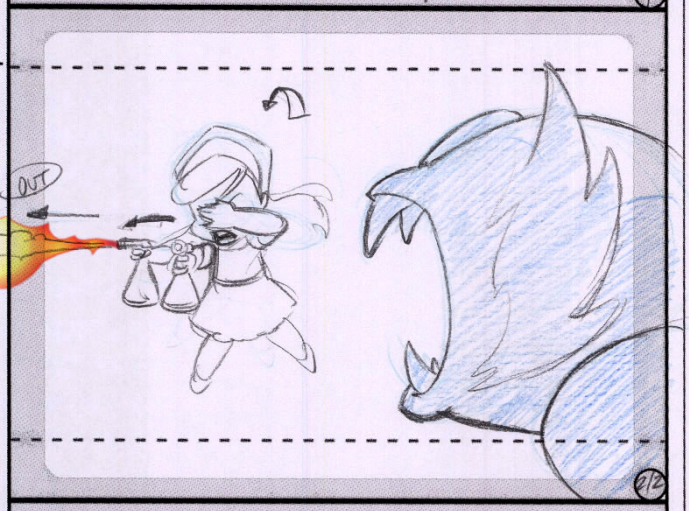

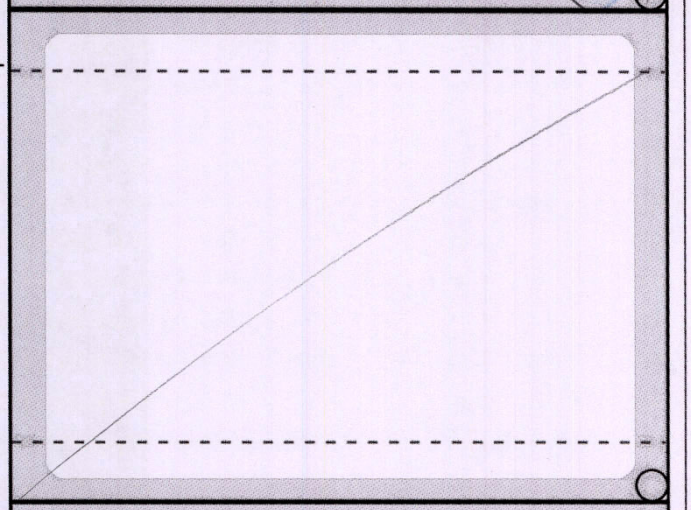

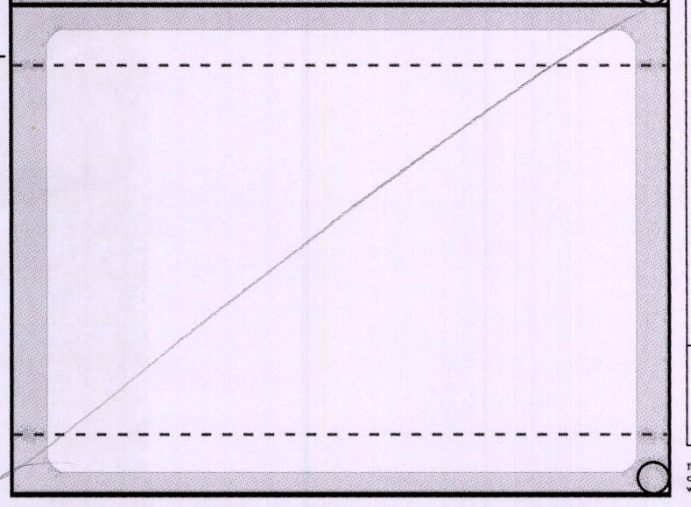

H/U

POTION SPRAY IS RED

WEBBY IN

DIALOGUE

ACTION

We see Amore floating behind Webby with a red spray bottle in her hand.

DIALOGUE

scream of Webby

111. AMORE
Ahhhhhhhh!!!

ACTION

Amore instinctively puts her hand on her eyes and fires her spray bottle.
The spray misses the spider,

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE FX AMORE POTION RED

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 15 FX SCENE 218

SECONDS 3" FRAMES _____

RAINBOW Pupoxie

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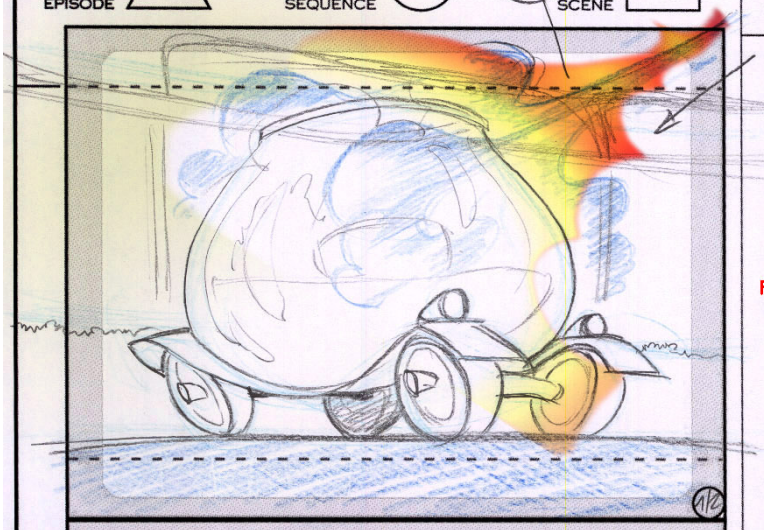


1/2

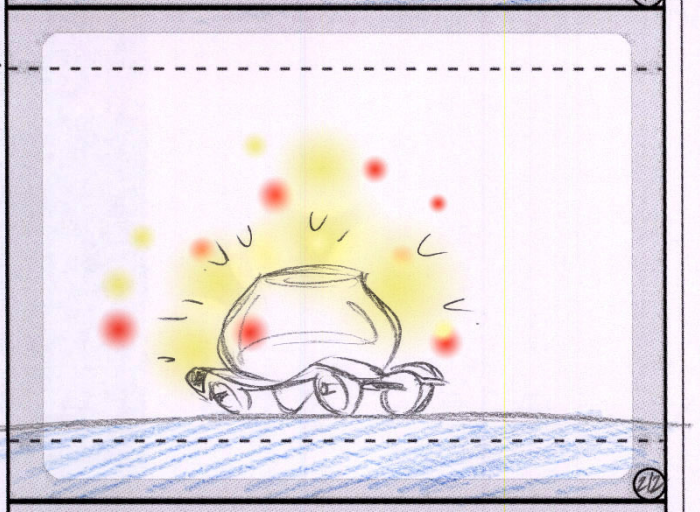
POISON FX (IN)

FISH BALL CAR

DIALOGUE

ACTION

hitting the fish car ,which shrinks



2/2

DIALOGUE

ACTION

(FX) GENERIC SPARKLE PIXIES

FISH BALL CAR SMALL

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE (FX) ANIME POTION RED

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 219

SECONDS 5"2 FRAMES 130

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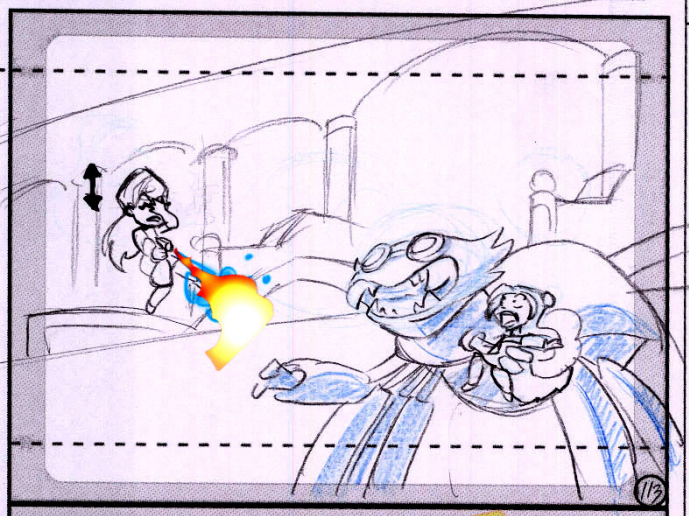

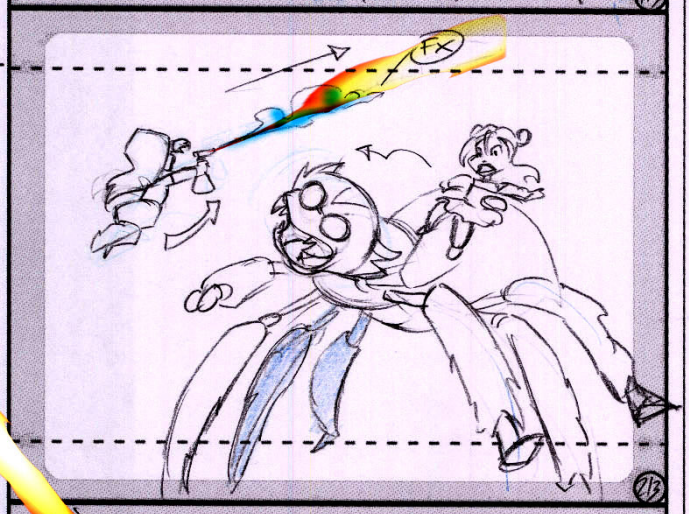

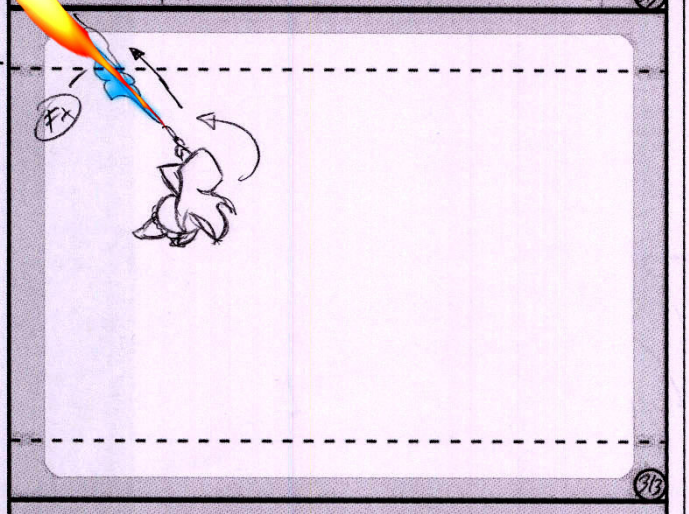

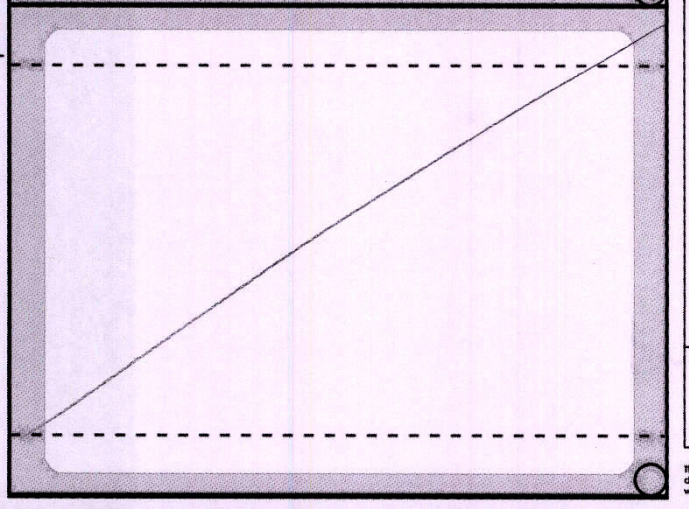

DIALOGUE

112. TULIP
(irritated)
Amore, what are you doing?!?
113. AMORE
(panicking)
I'm trying to use my shrinking potion!

ACTION

DIALOGUE

114. WEBBY
(with low voice to Amore
his mouth wide again)
Hey you!

ACTION

Amore keeps on spraying:
Webby dodges the spray

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE FX AMORE POTION RED

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES: DETAIL OF BG 16 15 216

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EPISODE 16 SEQUENCE 15 SCENE 220

SECONDS 2"6 FRAMES 65

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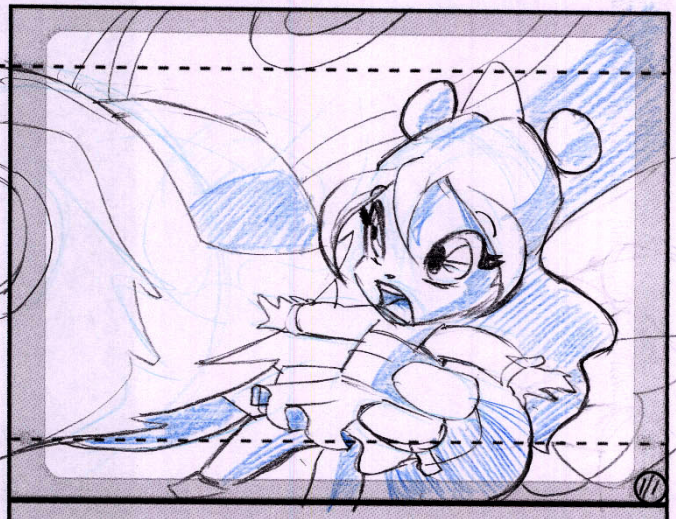

H/U

DIALOGUE

115. TULIP
You almost got it, Amore! A bit more on your right, more on your right…

ACTION

Webby is holding in one hand Tulip who, yelling, tries to give the right indications to Amore to hit it.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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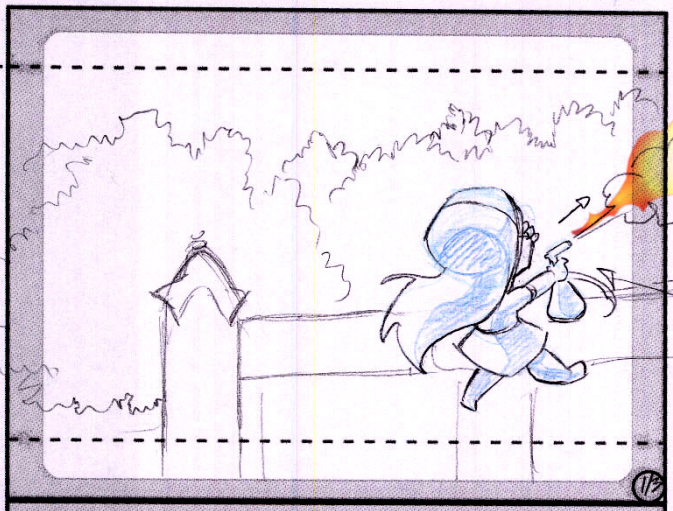
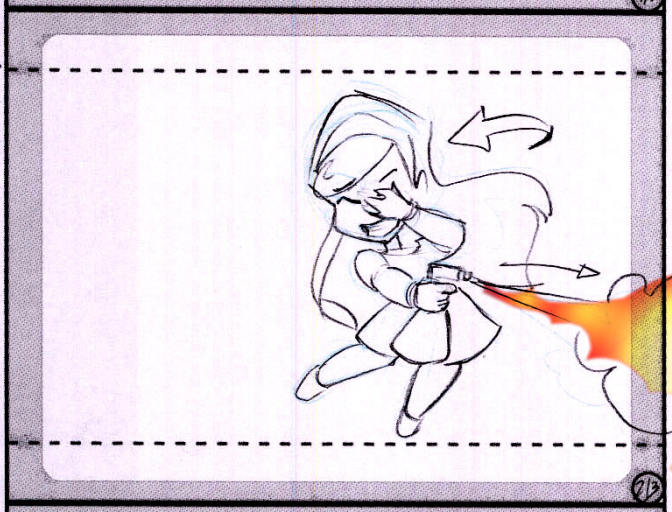
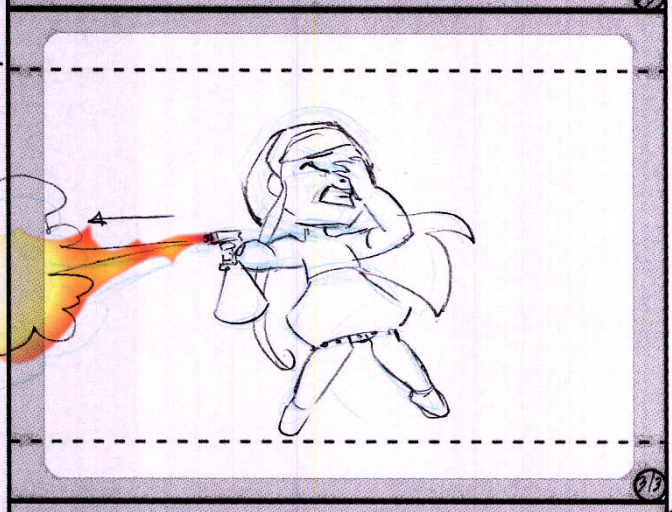
EPISODE 16 SEQUENCE 15 SCENE 221

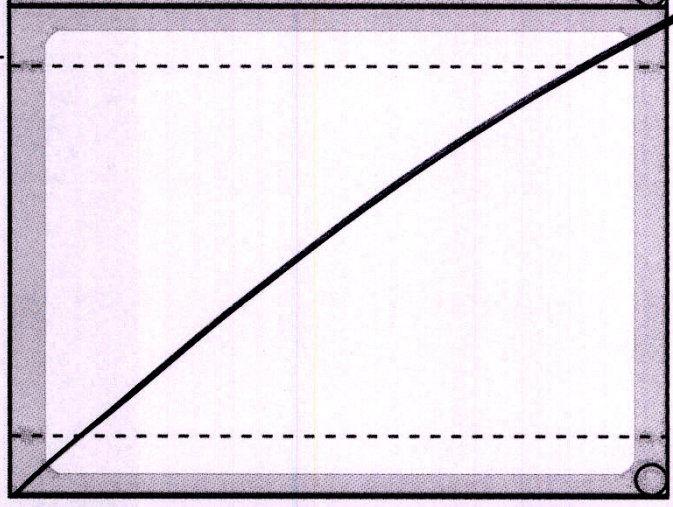
SECONDS 3" FRAMES 75

RAINBOW PONYXIE © RBW ALL RIGHTS RESERVED









DIALOGUE

ACTION

Amore sprays, keeping on flying gropingly:

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE FX AMORE POTION RED

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 O F SEQUENCE 15 SCENE 222

SECONDS 2.16" FRAMES ____

RAINBOW Production

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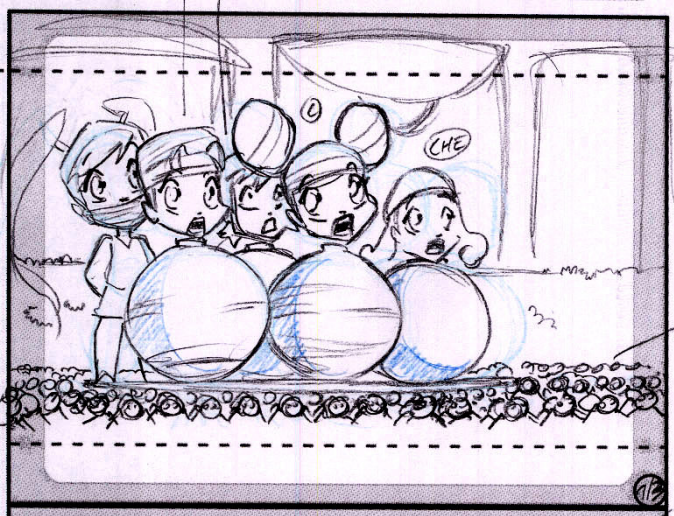

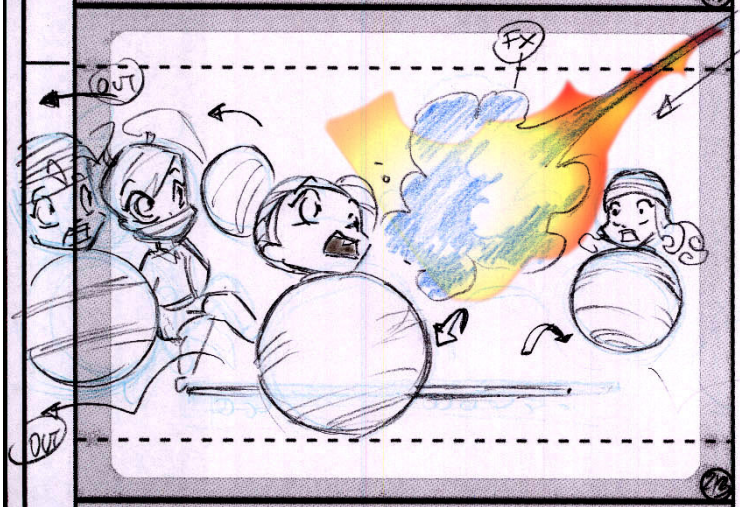

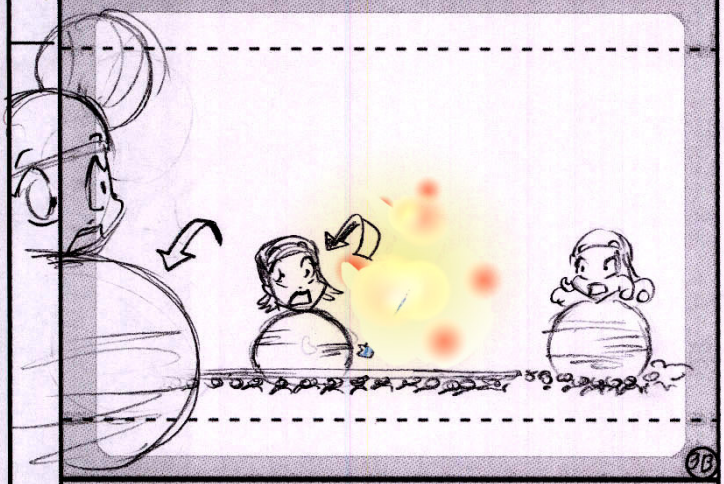

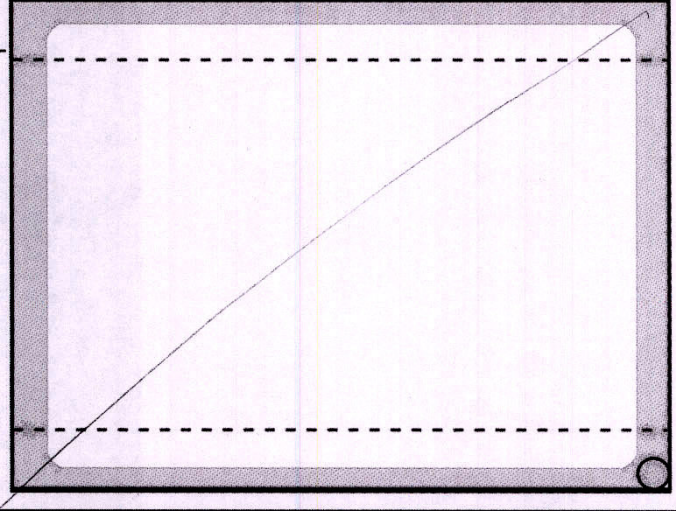

DIALOGUE

ACTION

DIALOGUE

ACTION

the Pixies' cocoons (which are on the spider web tray) hop in order to avoid to be hit by the shrinking filter.

DIALOGUE

ACTION

THE POISON DESAPPEARS

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE FX ANIME POTION RED

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 15 SCENE 224

SECONDS 3" FRAMES 75

RAINBOW Pumpkie

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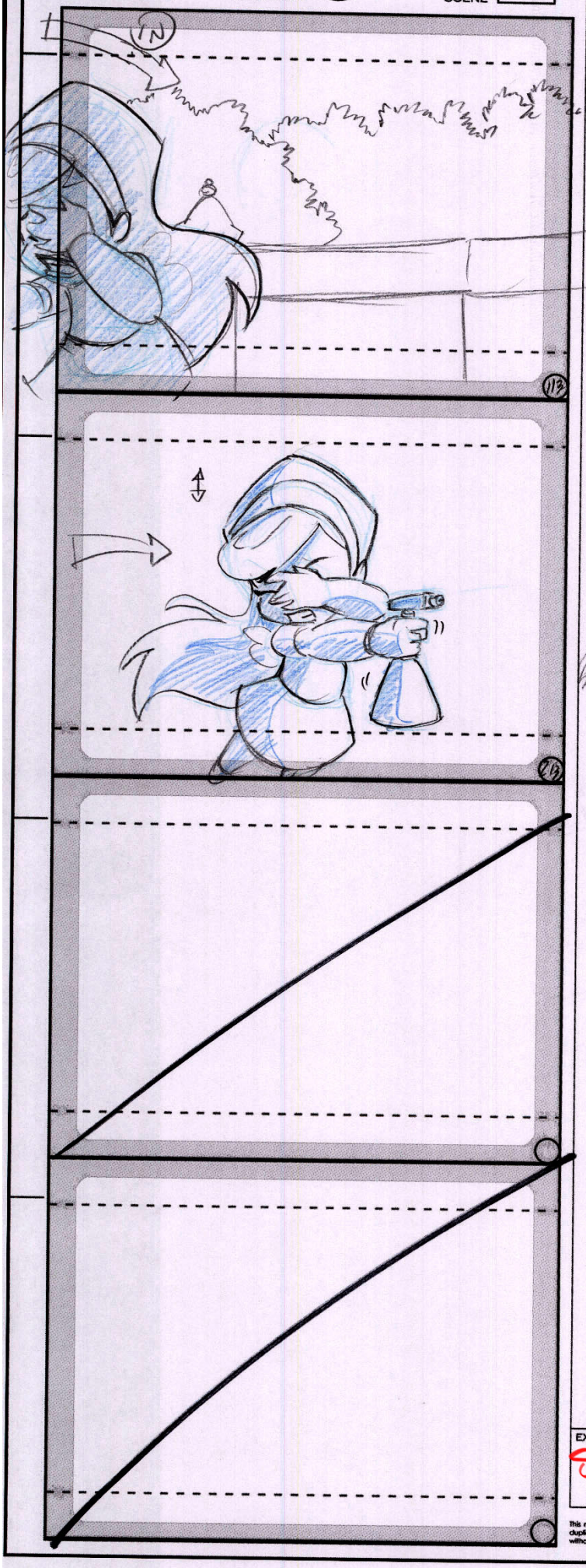

DIALOGUE

ACTION

DIALOGUE

116. FREDDY (o.s)
(with low voice)
Can I help you, Pixie?

ACTION

Ffeddy moves behind Amore.
We see the spider's shadow obscuring her.

AMORE'S HAND TREMBLES

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES: SCENE 224 CUT

RE-USES: BG 16 15 221

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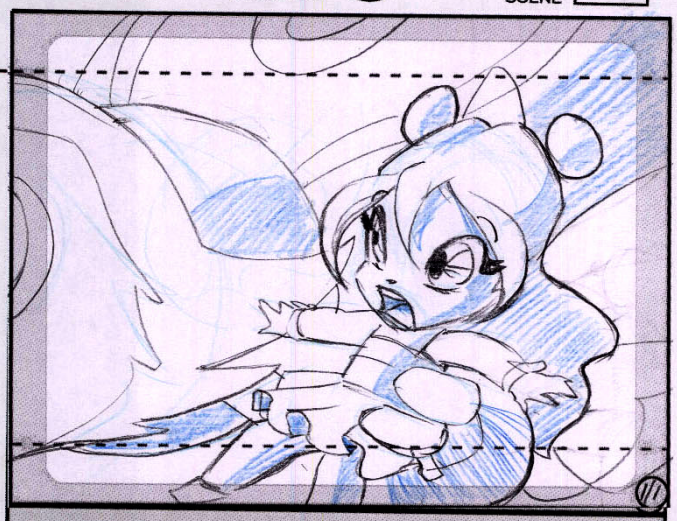
EPISODE 16 SEQUENCE 15 SCENE 225

SECONDS 2" FRAMES 50

RAINBOW Pupoo ® RBW ALL RIGHTS RESERVED



DIALOGUE

117. TULIP
Spider at 6 o' clock!

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:
BG+
CMS

16 15 220

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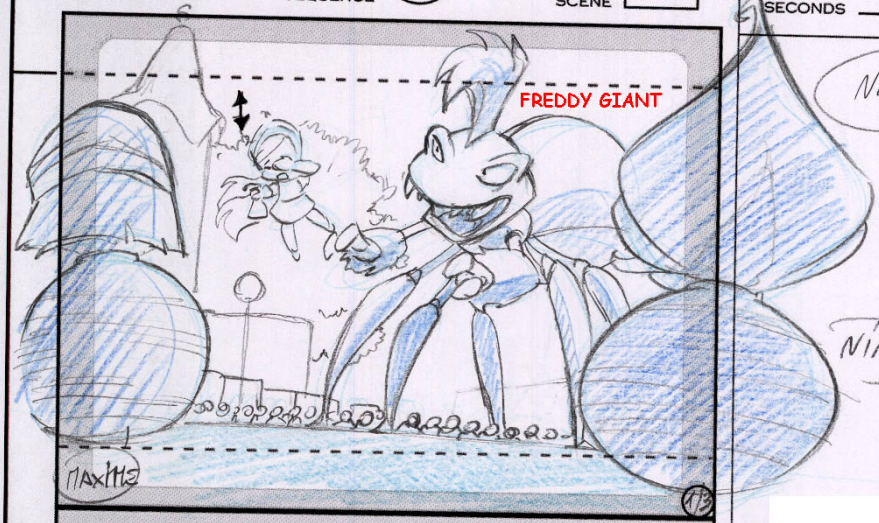
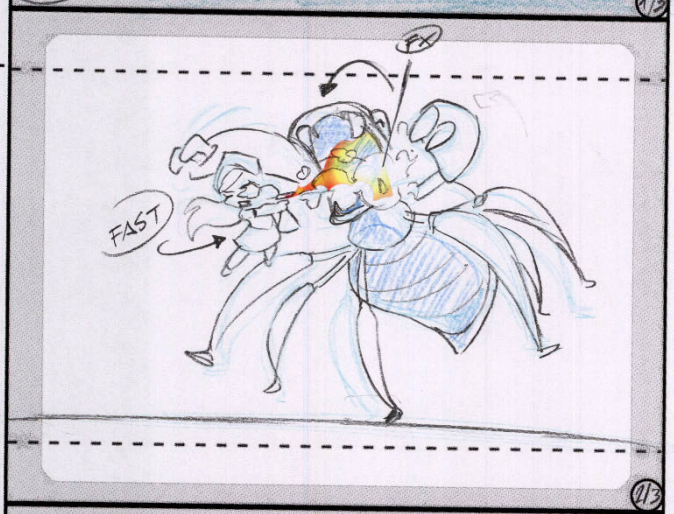
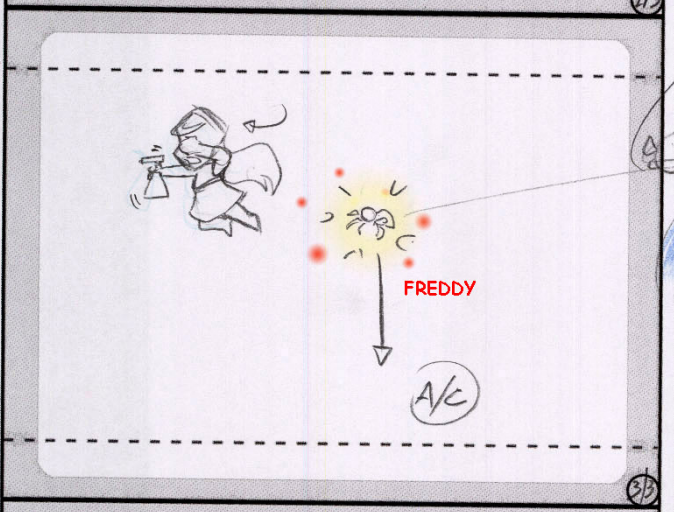
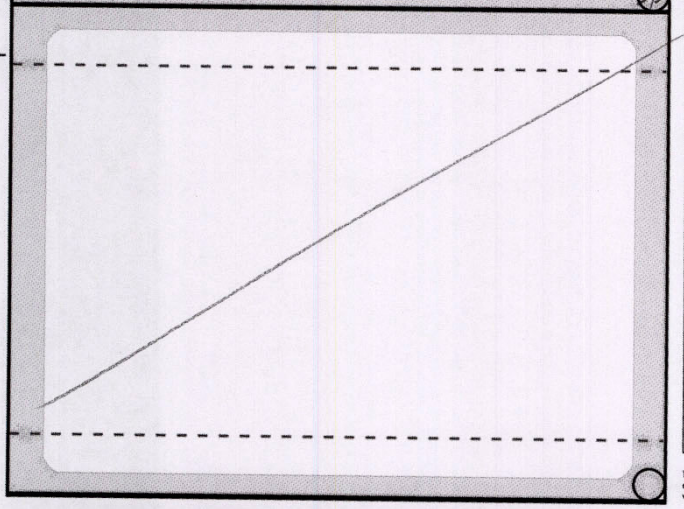
EPISODE 16 SEQUENCE 15 SCENE 226

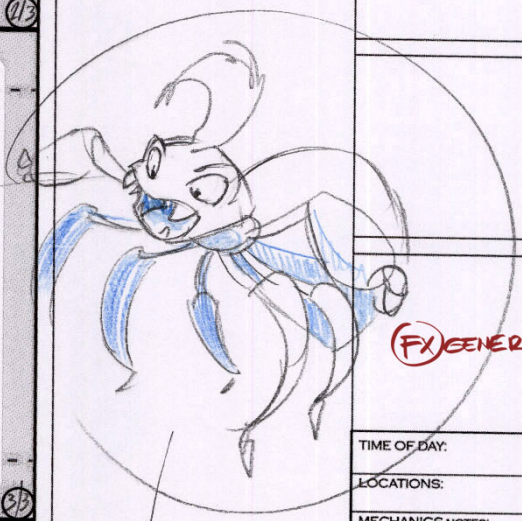
SECONDS 2"2 FRAMES 55











REF. FOR FREDDY'S ATTITUDE.

DIALOGUE

ACTION

DIALOGUE

Amore turns and hits Freddy, which shrinks.

ACTION

DIALOGUE

ACTION

FX GENERIC SPARKLE PIXIES

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: STOKE

FX AMORE POTION RED

CGI TYPE/NOTES:

EXTRA NOTES: PLEASE, SEND TO RAINBOW THE TGA FILES. -SEPARATED LEVELS-

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EPISODE 16 FREDDY IN SEQUENCE 15 SCENE 227

SECONDS 1"2 FRAMES 30

RAINBOW Puppy Run

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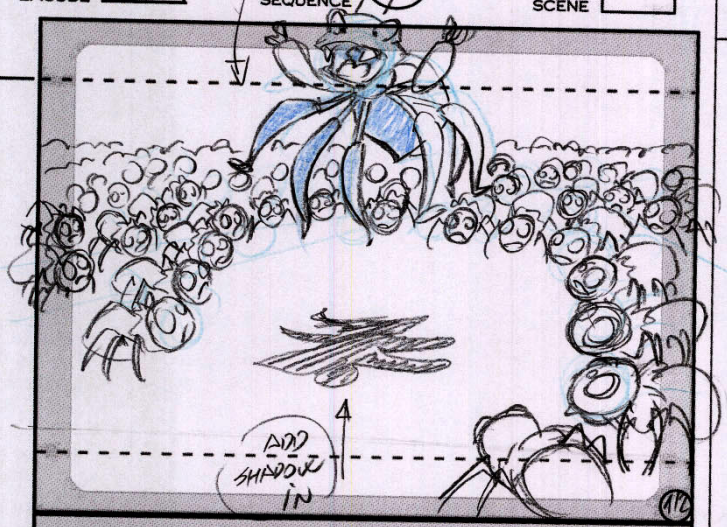

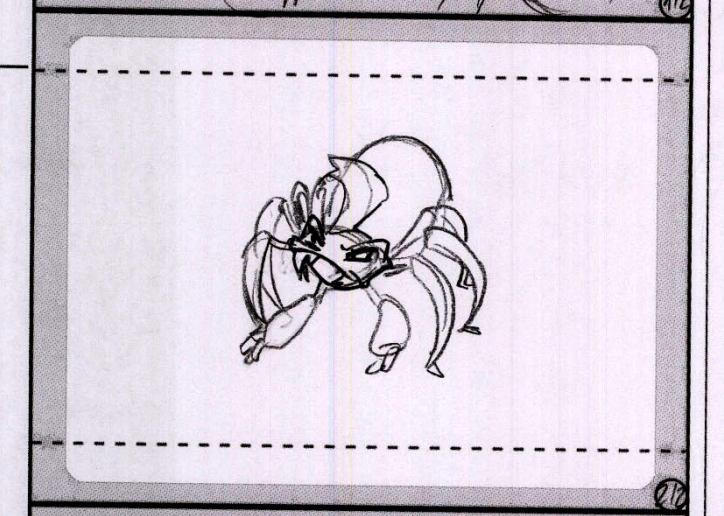

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 228

SECONDS 1"2 FRAMES 30

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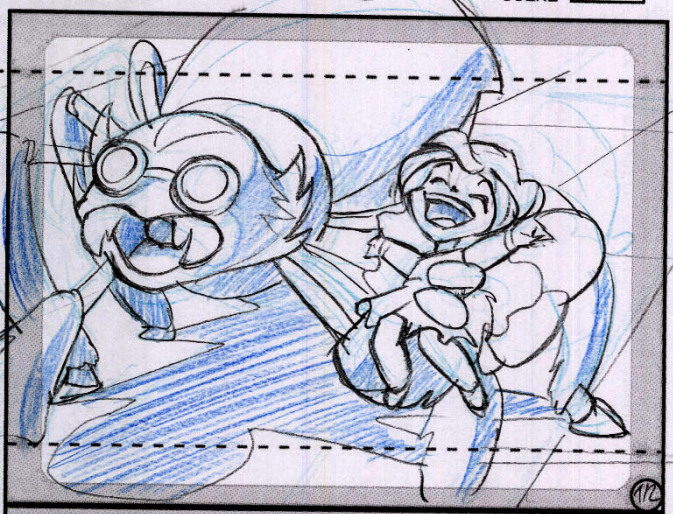

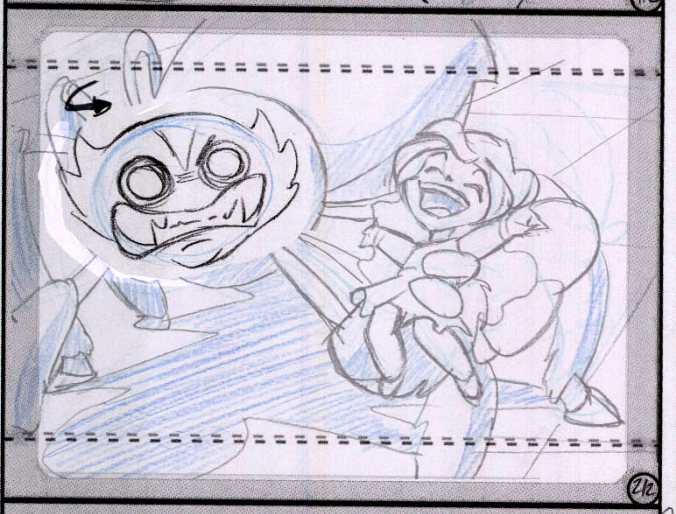

DIALOGUE

118. TULIP
(rejoice)

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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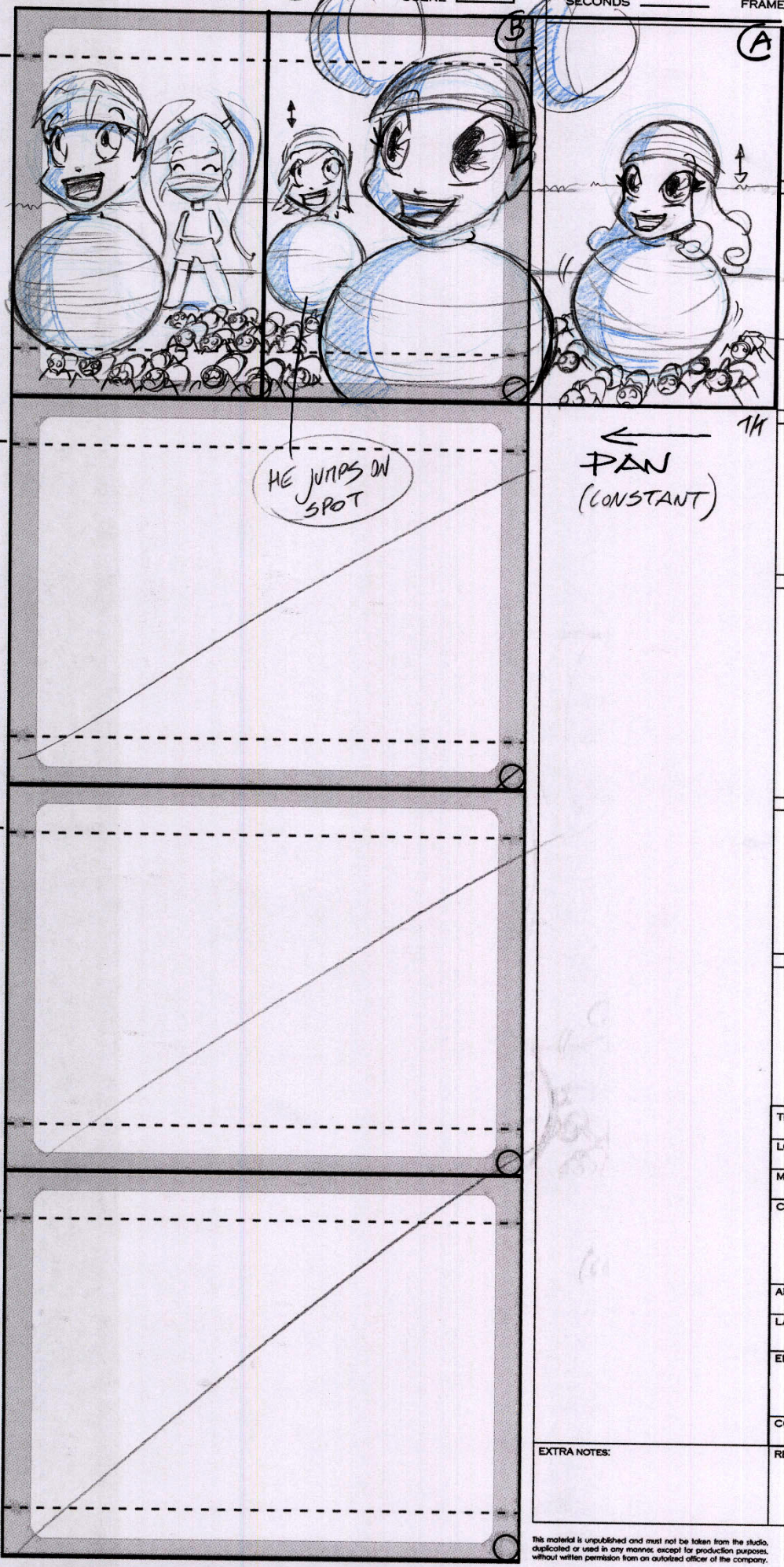
EPISODE 16 SEQUENCE 15 SCENE 229 SECONDS 2"2 FRAMES 55

RAINBOW Pony Life © RBW ALL RIGHTS RESERVED



DIALOGUE

118 LOCKETTE/CHATTA/CHERIE/CANDY/OLLIE/FIXIT (rejoice)

ACTION

SHE JUMPS ON SPOT

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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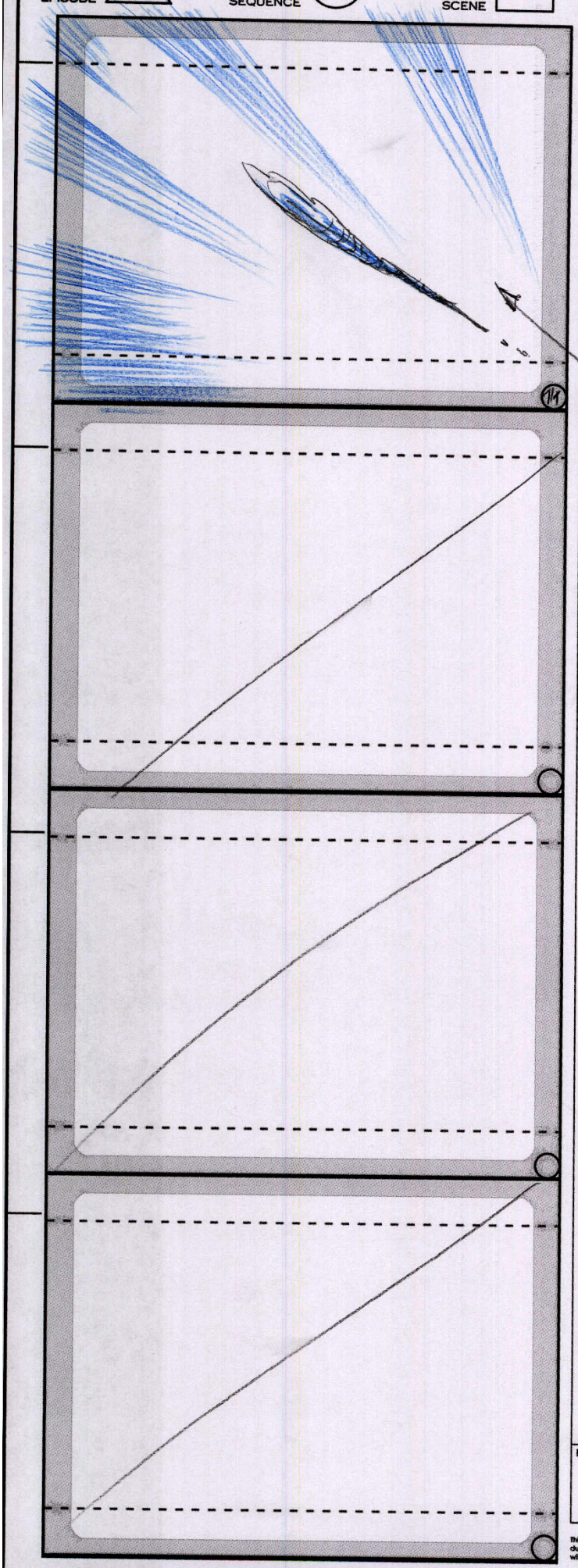
EPISODE 16 SEQUENCE 15 SCENE 230

SECONDS 1" FRAMES 25

RAINBOW Puppet Lab © RBW ALL RIGHTS RESERVED



DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

SCENE DONE BY RAINBOW

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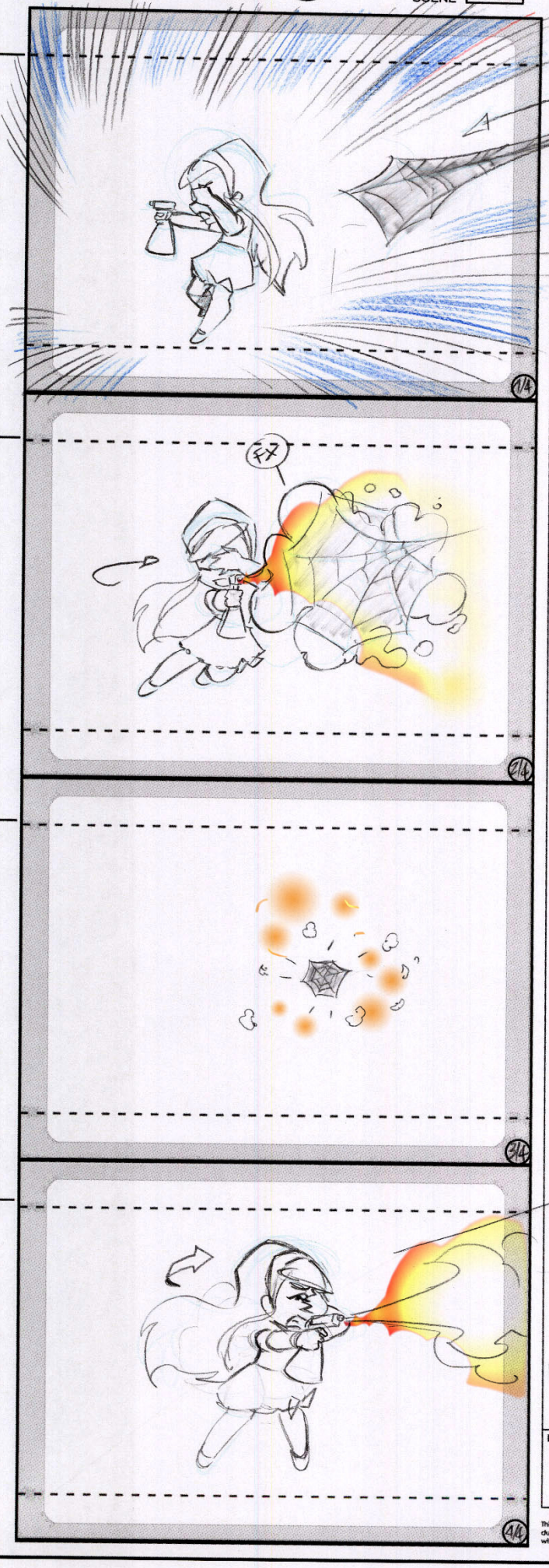
EPISODE 16 SEQUENCE 15 SCENE 231

SECONDS 3" FRAMES 75

RAINBOW Rainbow Toons © RBW ALL RIGHTS RESERVED



DIALOGUE

ACTION

Webby throws a spider web against Amore who sprays determinedly, hitting it: the spider web shrinks.

DIALOGUE

ACTION

DIALOGUE

ACTION

FX GENERIC SPARKLE PIXIES

Amore sprays one more time and hits Webby

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE FX AMORE POTION RED

CGI TYPE/NOTES:

EXTRA NOTES: PLEASE, SEND TO RAINBOW THE TGA FILES. -SEPARATED LEVELS-

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EPISODE 16 SEQUENCE 15 SCENE 232

SECONDS 5"2 FRAMES 130

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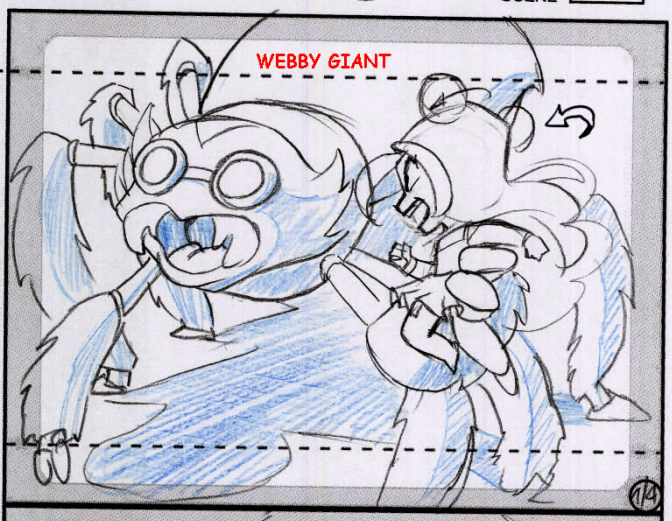

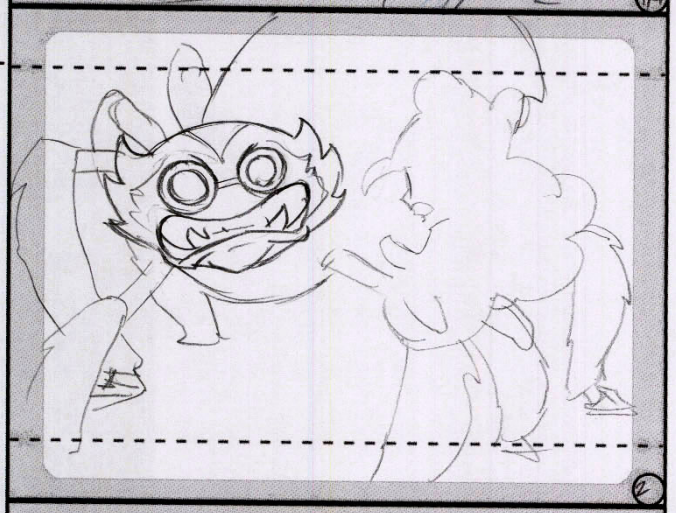

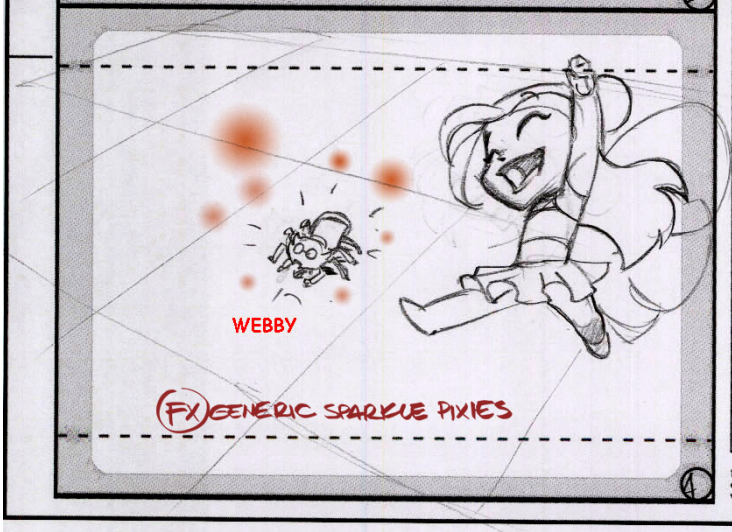

NO HOLD

DIALOGUE

119. TULIP
(distracting the spider)
Missed!

ACTION

DIALOGUE

ACTION

DIALOGUE

120. TULIP
Aha! Amore, you made it!

ACTION

Webby hit by the spray goes back to its normal size

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE
FX AMORE POTION RED

CGI TYPE/NOTES:

EXTRA NOTES:
PLEASE,
SEND TO RAINBOW
THE TGA FILES.
-SEPARATED LEVELS-

RE-USES:
BG 16 15 228

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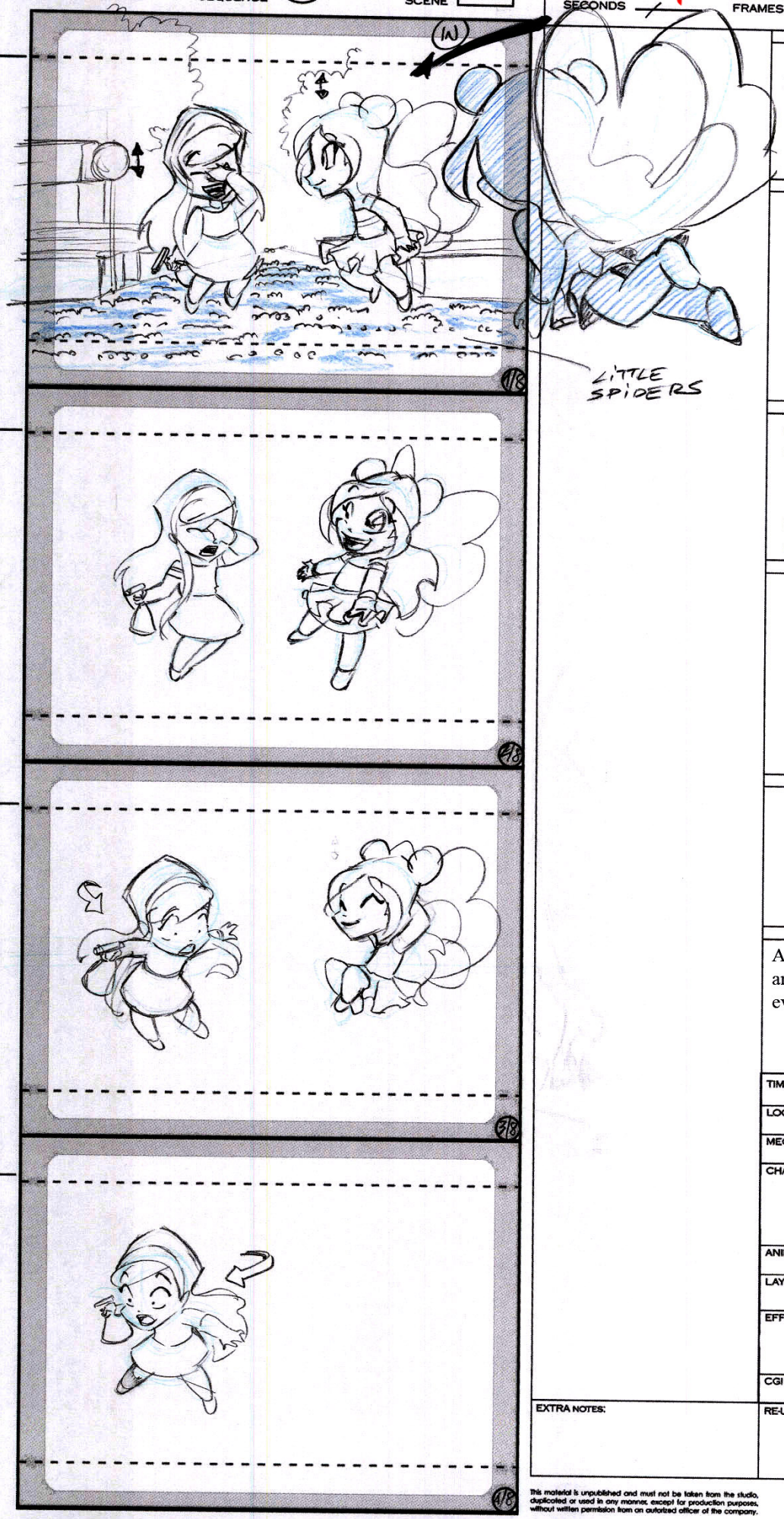
EPISODE 16 SEQUENCE 15 SCENE 233

SECONDS 7 FRAMES

RAINBOW Pumpkin © RAW ALL RIGHTS RESERVED



DIALOGUE

121. AMORE
No! We made it!

ACTION

DIALOGUE

t122. AMORE
C- can I look, now?

123. TULIP
Of course! The spiders are back to normal!

ACTION

DIALOGUE

ACTION

Amore takes her hand off her eyes, and sees the little spiders that are still everywhere,

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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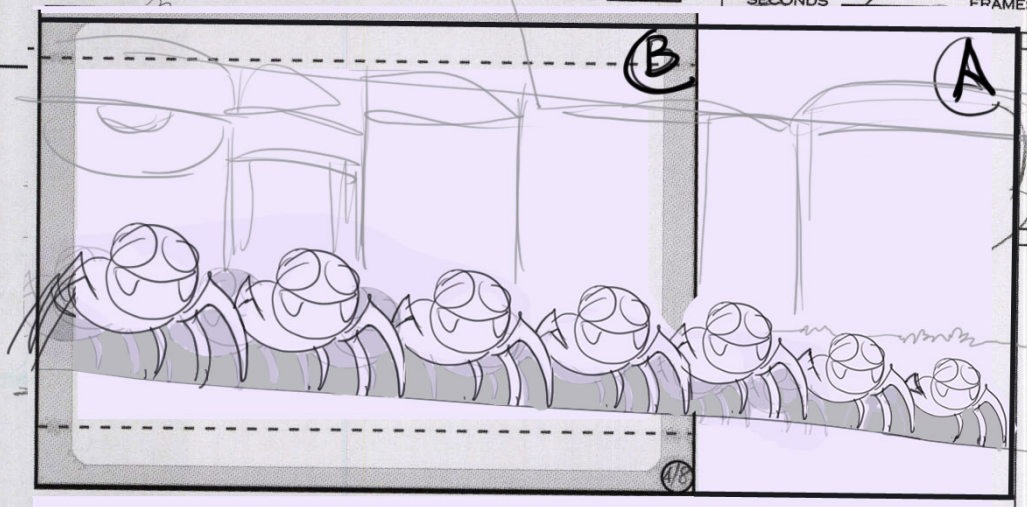
EPISODE 16 SEQUENCE 15 PALACE OF COURT SCENE 233A

SECONDS 1,4 FRAMES 35

RAINBOW Puppet Up © RRW ALL RIGHTS RESERVED



PAN

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 15 SCENE 233 B

SECONDS 3"6 FRAMES 90

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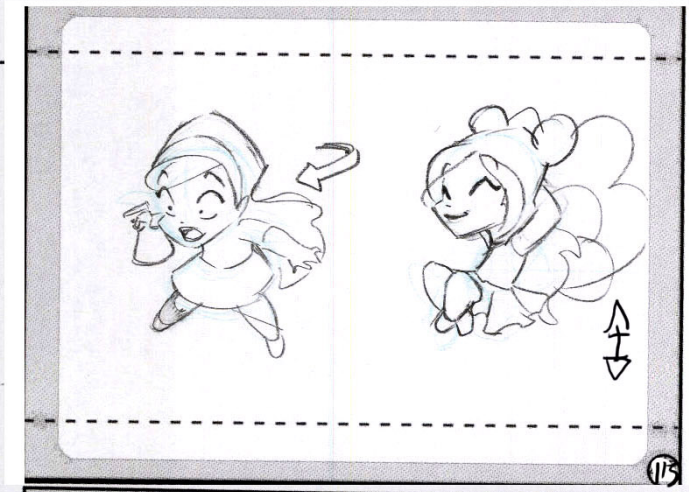
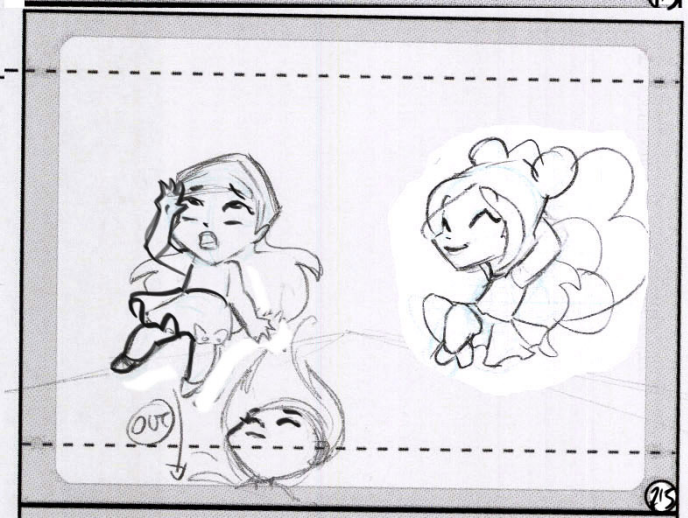


DIALOGUE

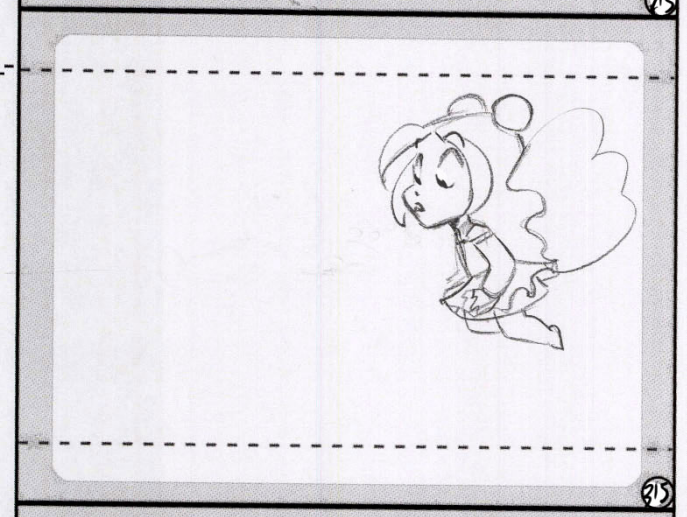
ACTION



DIALOGUE

ACTION

she lifts up her eyes and suddenly collapses to the ground.



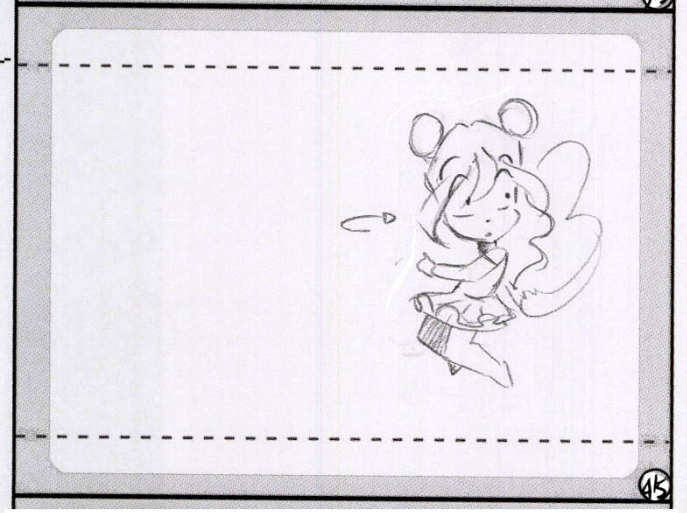
DIALOGUE

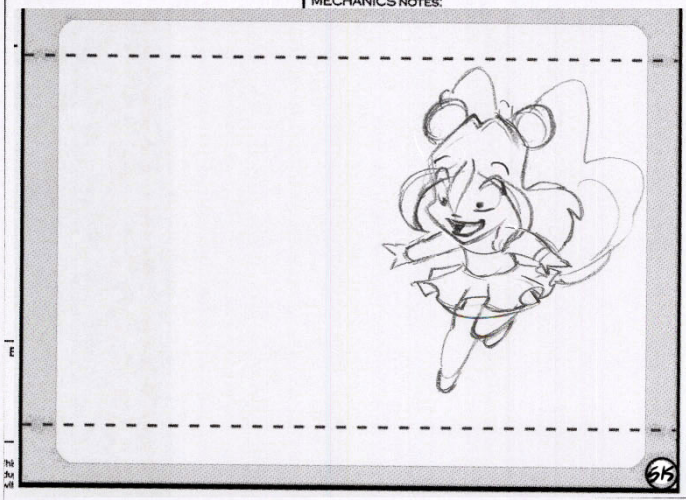
Re-use bg
scene 233

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

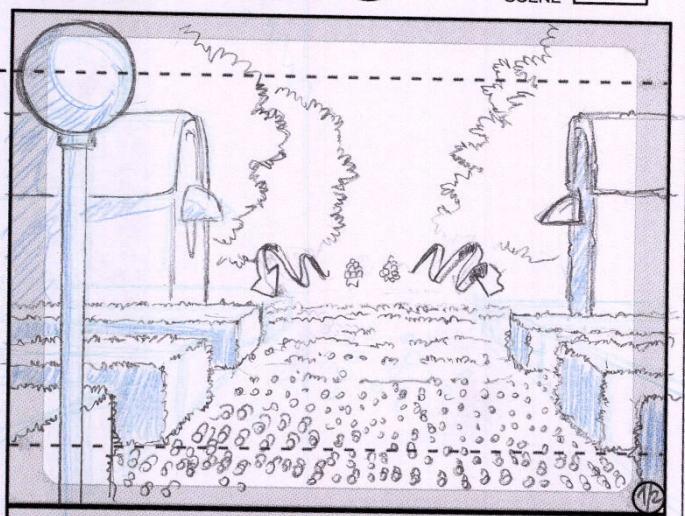


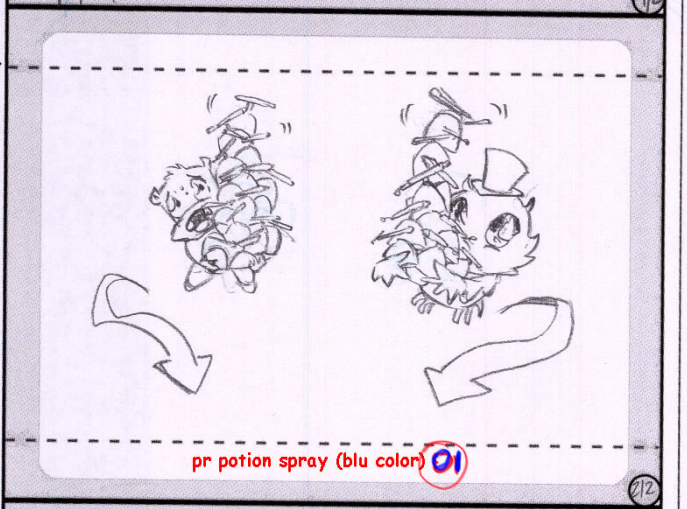


EPISODE 16 SEQUENCE 15 SCENE 234

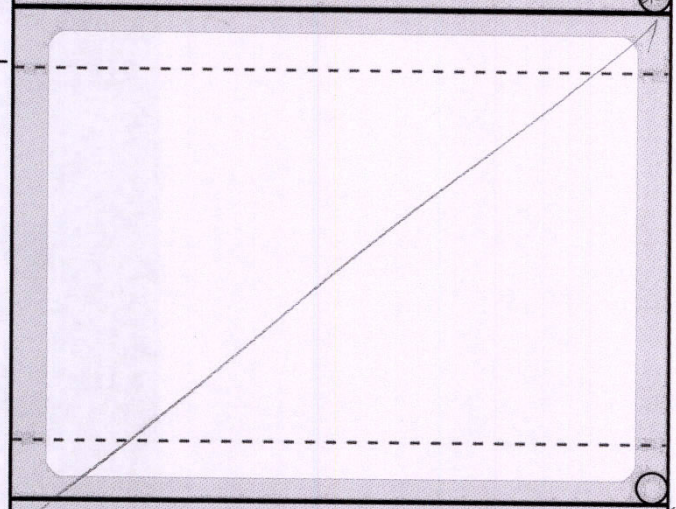
SECONDS 4" FRAMES

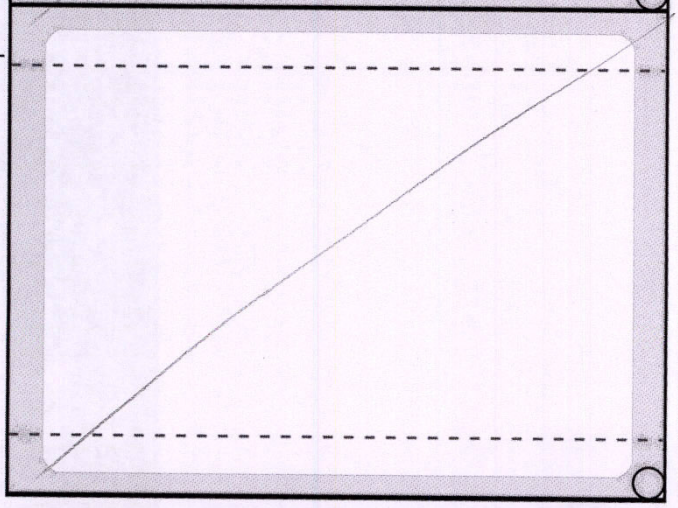
RAINBOW Pupuxiu © RBW ALL RIGHTS RESERVED





pr potion spray (blu color) 01





DIALOGUE

124. OTIS
Here are the "Spider web melting" potion's supplies!

ACTION

In that moment, Otis and the Owl arrive, full of blue spray bottles.
The two of them struggle to fly, exhausted by the spray bottles' weight.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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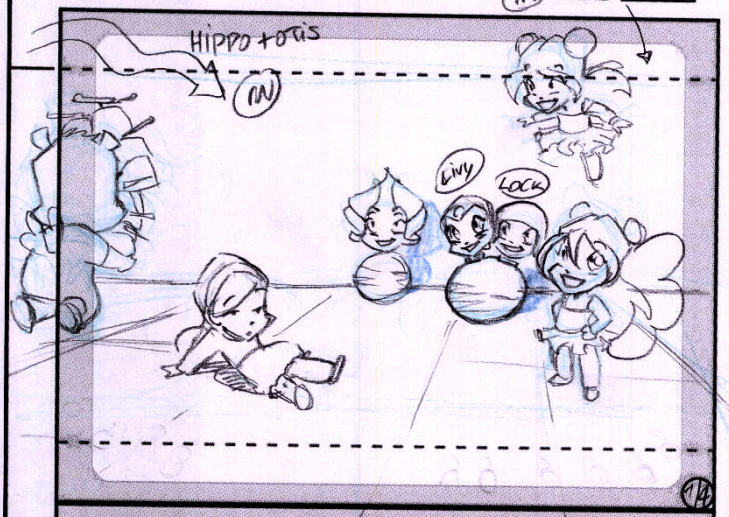
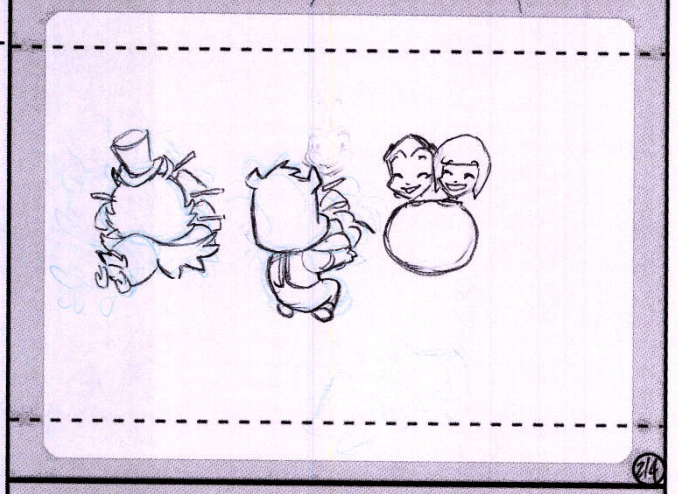
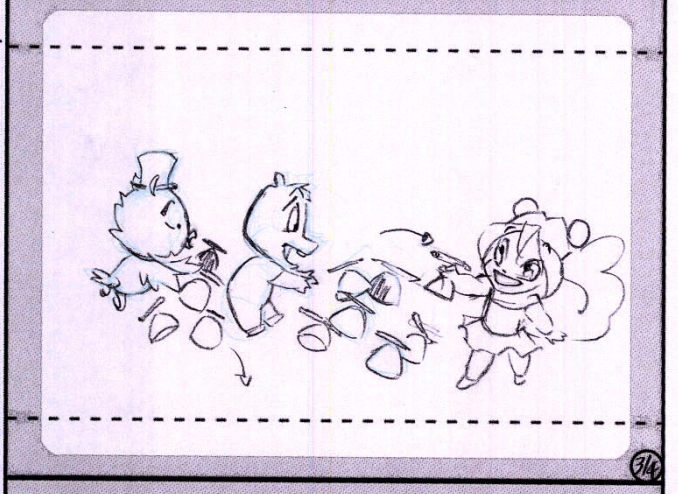
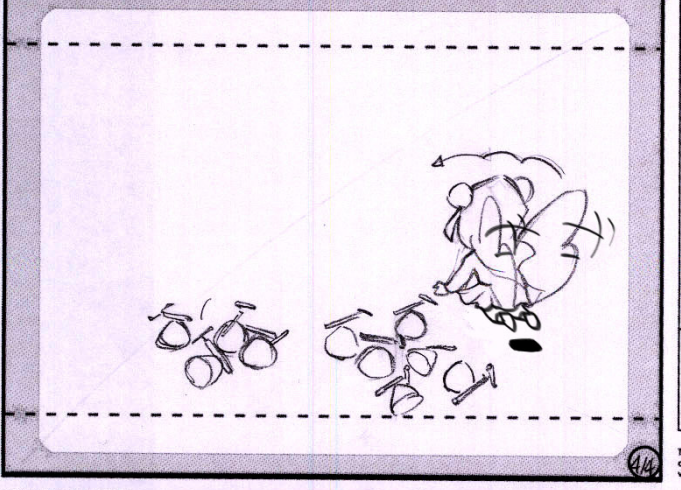
EPISODE 16 SEQUENCE 15 TULIP (IN) SCENE 235









SECONDS 3"6 FRAMES 90

RAINBOW Pop'n'Kate © RAW ALL RIGHTS RESERVED

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

125

ACTION

Tulip grabs a spray bottle and come towards livy and lockette

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 15 SCENE 236

SECONDS 7" FRAMES _____

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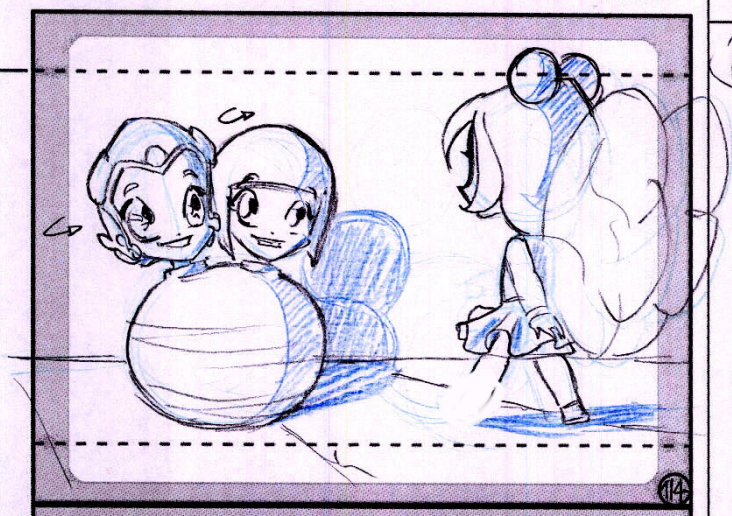
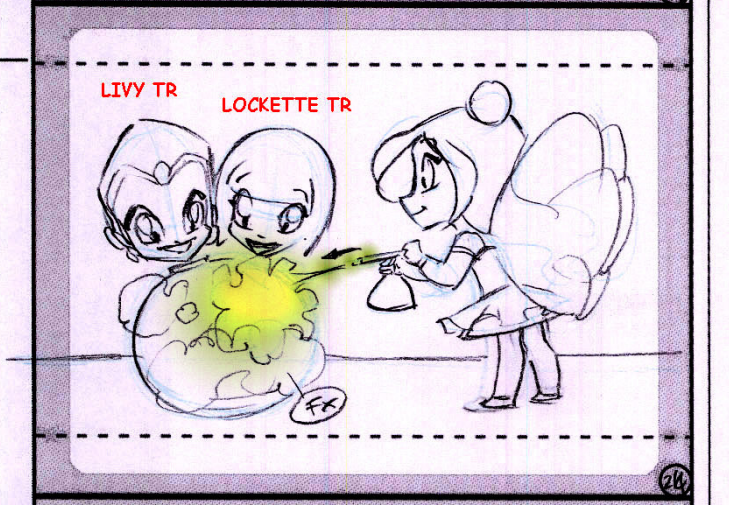


DIALOGUE

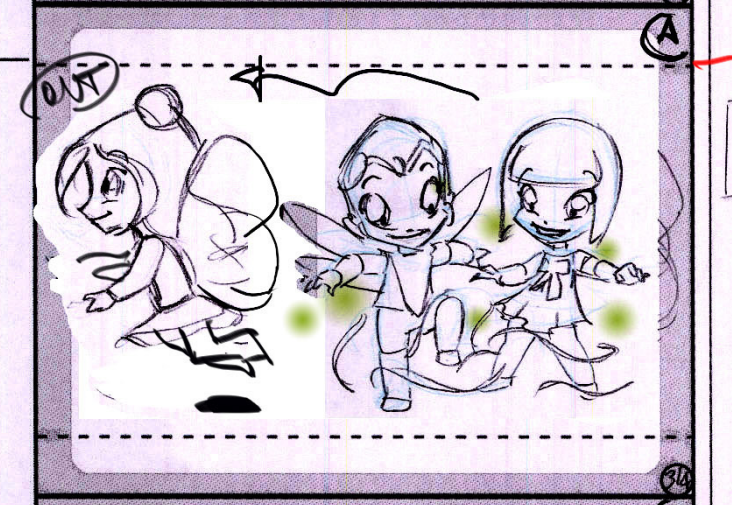
ACTION

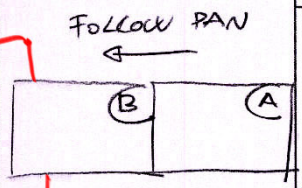


DIALOGUE

ACTION

Tulip free Lockette and Livy, who where cocooned together



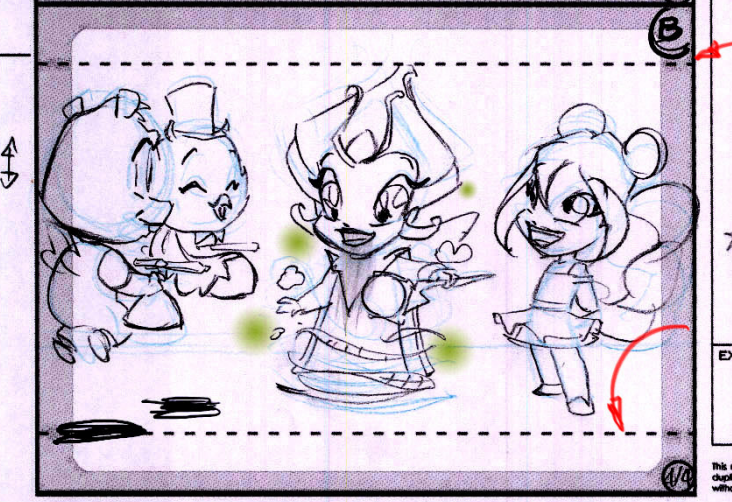


DIALOGUE

125. TULIP
Good! Help me freeing the others!
126. NINFEA
Thanks to you, now Pixieville is safe!

ACTION

Otis and the owl free ninfea



TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: SMOKE
FX AMORE POTION GREEN

FX AMORE POTION GREEN SPIDER VANISH

EXTRA NOTES:

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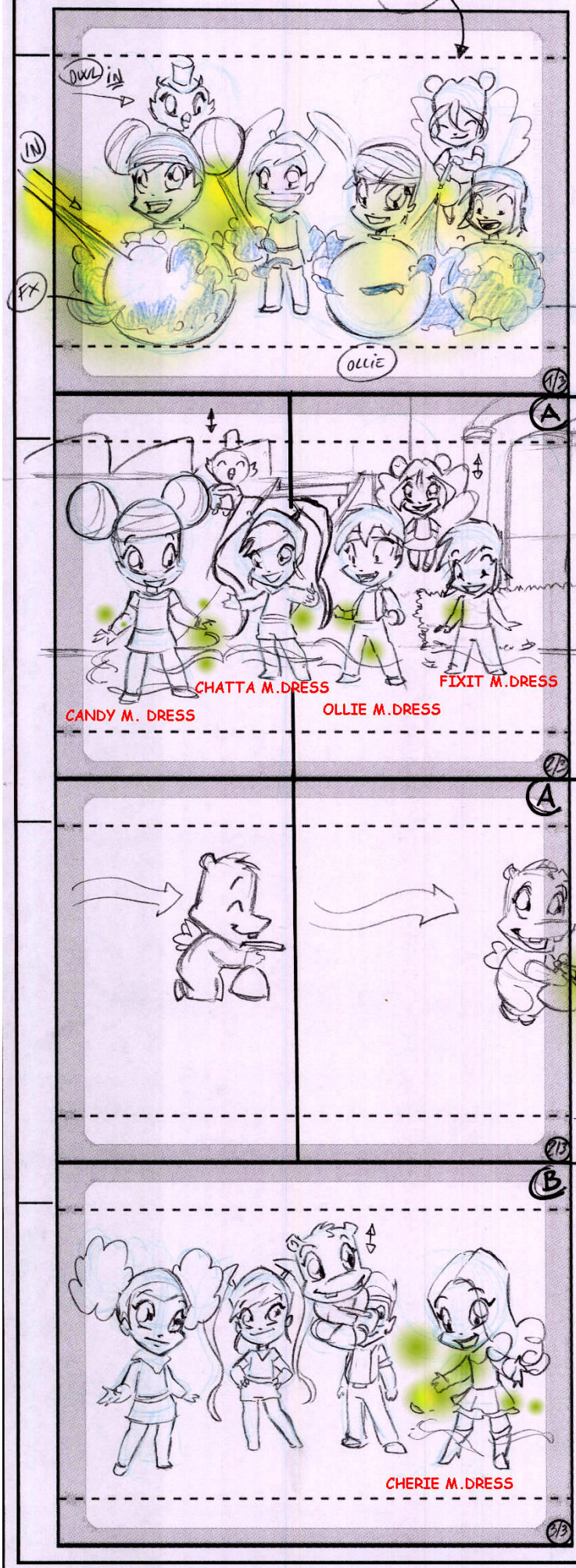
EPISODE 16 SEQUENCE 15 TULIP IN TR SCENE 237

SECONDS 5"8 FRAMES 145

RAINBOW Pixie © RBW ALL RIGHTS RESERVED



DIALOGUE

ACTION

Tulip, Otis and the Owl turn the spray bottles towards the other Pixies - Chatta, Cherie, Candy, Ollie and Fixit - who are still cocooned . The spider webs dissolve and the Pixies rejoice

DIALOGUE

127. CHATTA/CHERIE/CANDY /FIXIT/OLLIE (rejoice)

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

EFFECT NOTES: FX ANIMATE POTION GREEN SMOKE

EFFECT NOTES: FX ANIMATE POTION GREEN SPIDER VANISH

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 15 SCENE 238

SECONDS 3'2 FRAMES 80

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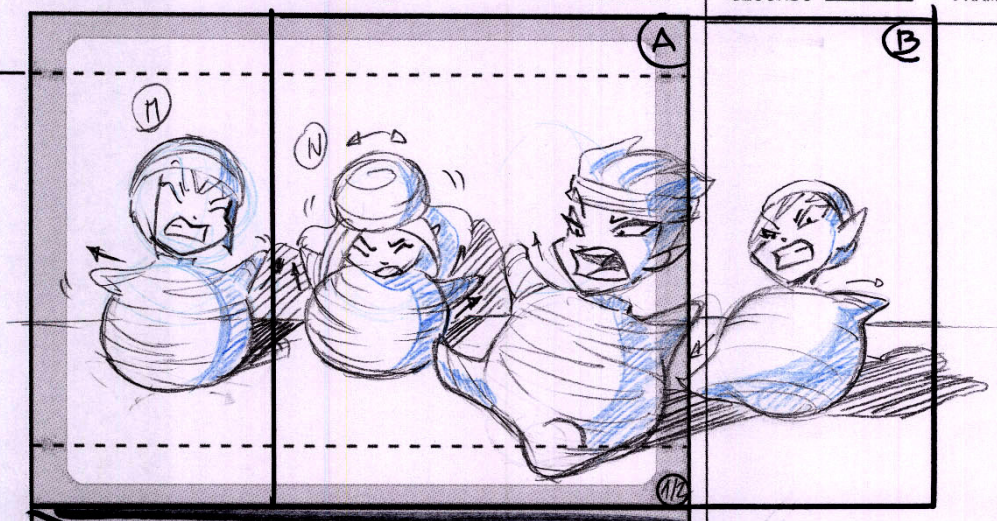

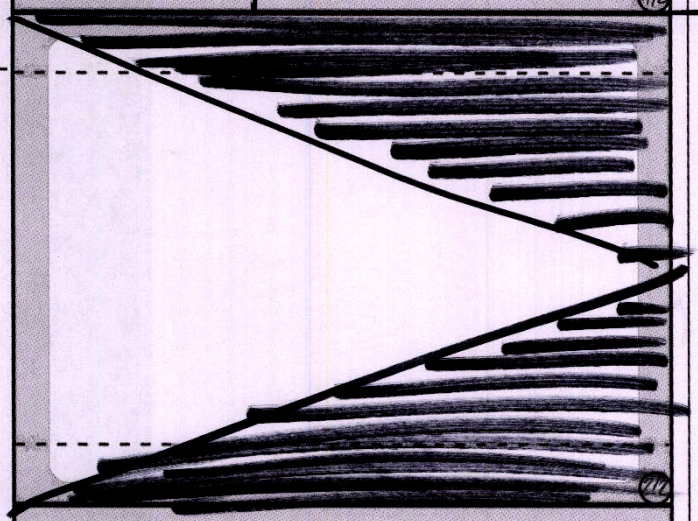

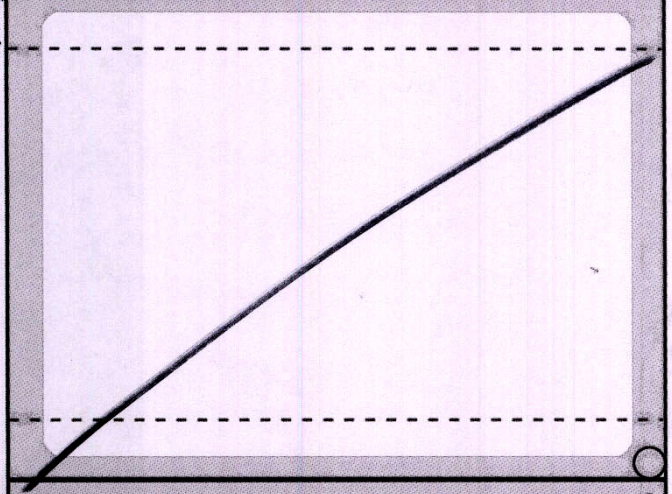

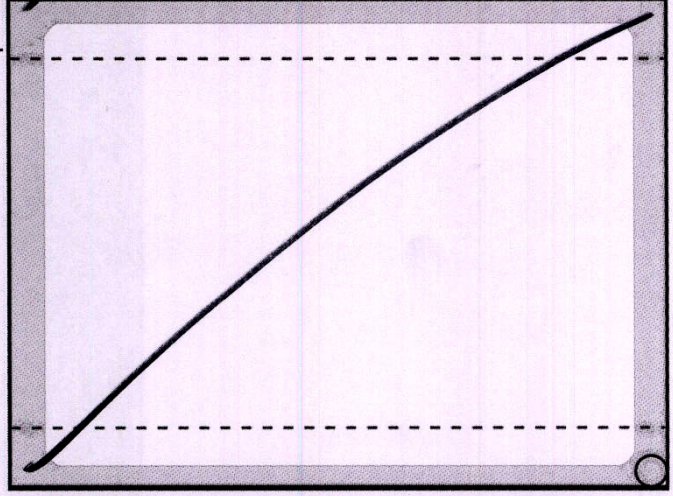

DIALOGUE

ACTION

The elves still cocooned ,trying to rid

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

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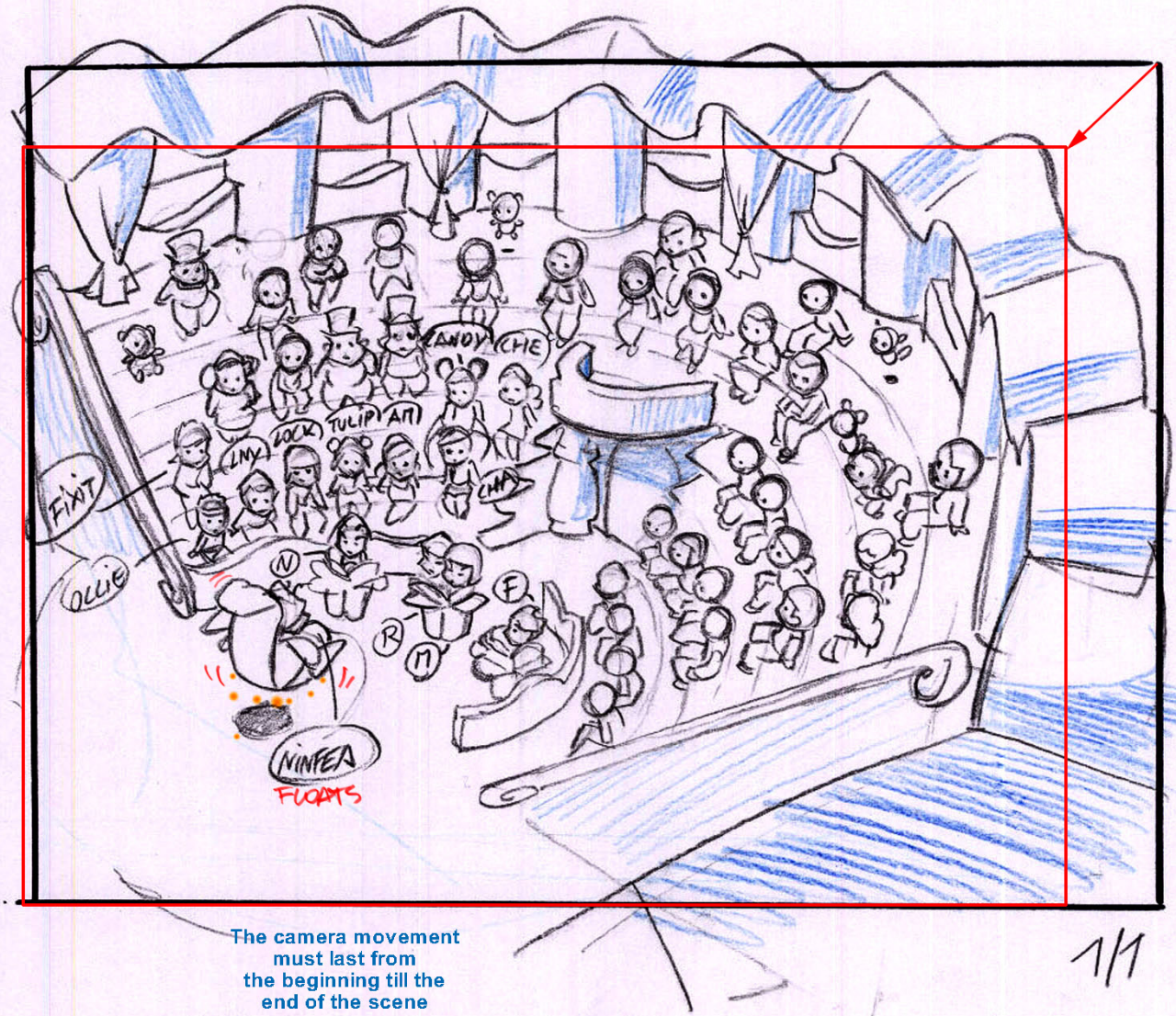
EPISODE 16 SEQUENCE 16 SCENE 239

SECONDS 4"6 FRAMES 115

FADE IN



The camera movement must last from the beginning till the end of the scene

1/1

DIALOGUE	ACTION	
128. NINFEA The Elves neighbourhood is cleaner and our magic barrier is strong again! →	The Magic Court is crowded with GENERIC PIXIES, GNOMES AND ANIMALS. In the crowd we see Livy, Lockette, Tulip, Amore, Otis, the Owl, Chatta, Candy, Cherie, Ollie and Fixit. Ninfea is sitting on a magic chair, similar to a judge's chair, but not as serious and it's in mid hair, as if it was floating. Rex, Narcissa, Floxi and Maxine are in the dock.	TIME OF DAY: DAY LOCATIONS: INT. MAGIC COURT MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: FX GENERIC SPARKLE PIXIES CGI TYPE/NOTES:
EXTRA NOTES:	RE-USES: △ ○ □	

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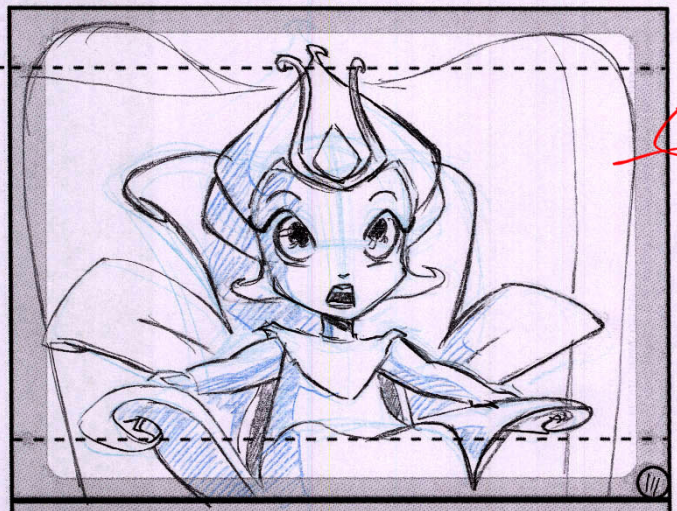
\\Nas04\pop pixie serie1 (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

EPISODE 216 SEQUENCE 16 SCENE 240

SECONDS 3" FRAMES _____



FLOATS

DIALOGUE

128. NINFEA
Now we just need to clean Pixieville from the left spider webs…

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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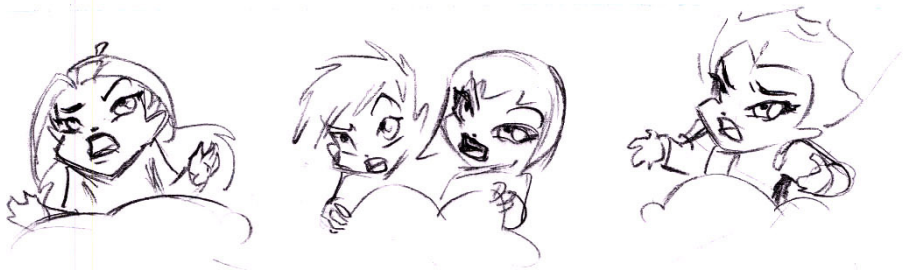
EPISODE 16 (H/U) SEQUENCE 16 CONT SCENE 241 SECONDS / FRAMES /

FLOATS

OLLIE LIVY N MORE R M ≠

1/3



2/3

DIALOGUE	ACTION	
128. NINFEA (to the Elves) You will do it and very quickly! 129. THE FOUR ELVES Oh, noooooo!		TIME OF DAY: LOCATIONS: MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: (FX) GENERIC SPARKLE PIXIES CGI TYPE/NOTES:
EXTRA NOTES: CONTINUED ON NEXT PAGE	RE-USES: △ ○ □	

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EPISODE 16 SEQUENCE 16 SCENE END 241

SECONDS 4"4 FRAMES 110

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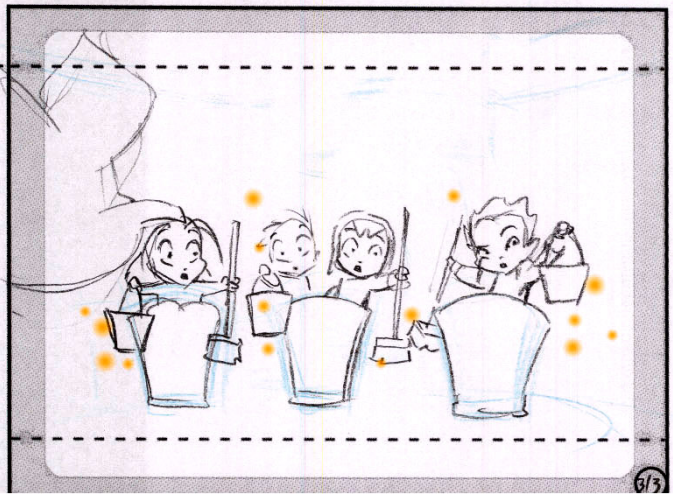


DIALOGUE

ACTION

PR BUCKET
PR BROOM

4 floor brushes and 4 buckets magically appear in the hands of the Elves.

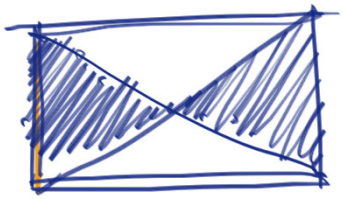
FX GENERIC SPARKLE PIXIES

DIALOGUE

ACTION

DIALOGUE

ACTION



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TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

GEN.SPARKLE PIXIE

CGI TYPE/NOTES:

EXTRA NOTES:

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EPISODE 16 SEQUENCE 17 SCENE 242

SECONDS 3"6 FRAMES 90

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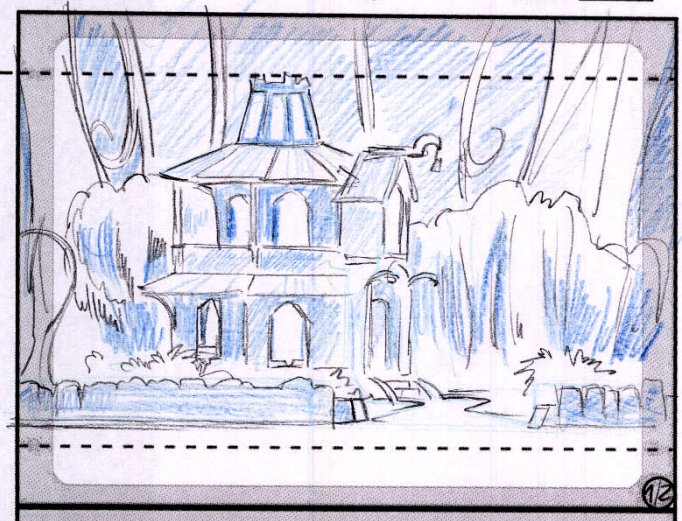

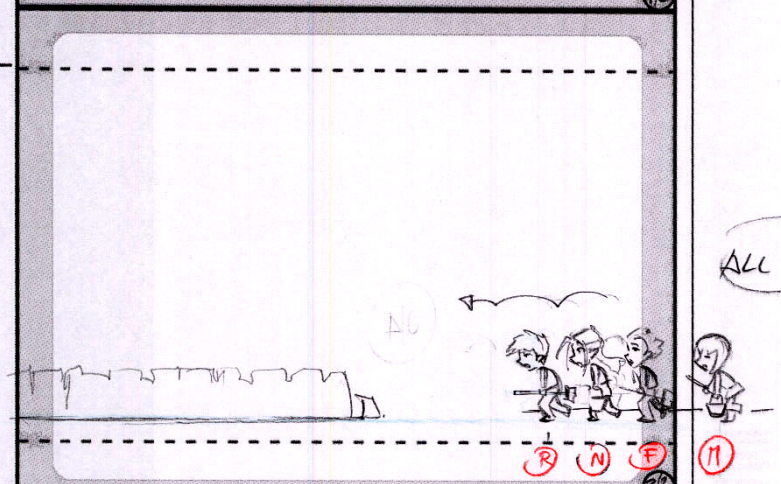

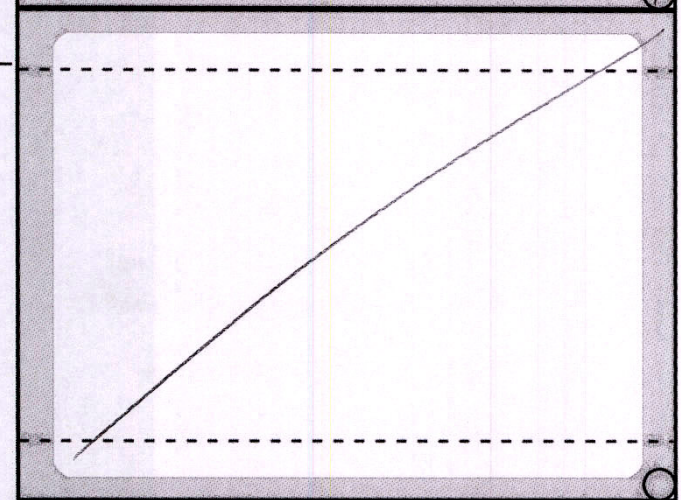

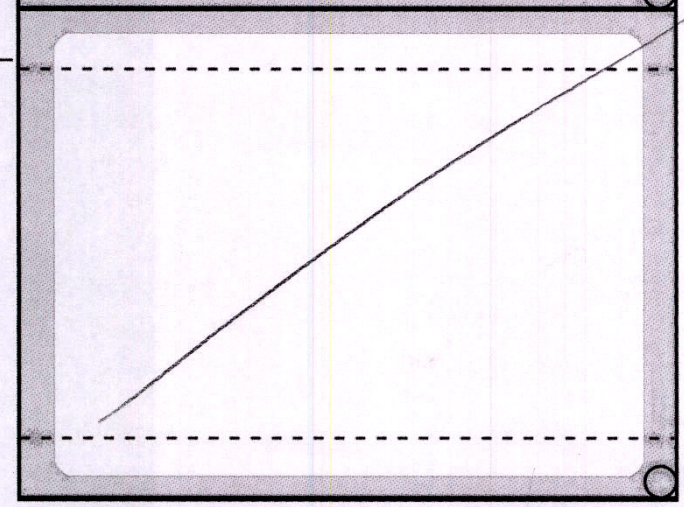

DIALOGUE

SFX MUSIC FROM THE HOUSE

ACTION

The Elves, exhausted, arrive in front of their house. The house is fully lit, we hear some loud music coming from the inside.

DIALOGUE

130. REX
I'm exhausted!

ACTION

DIALOGUE

ACTION

TIME OF DAY: NIGHT

LOCATIONS: EXT- REX'S HOUSE

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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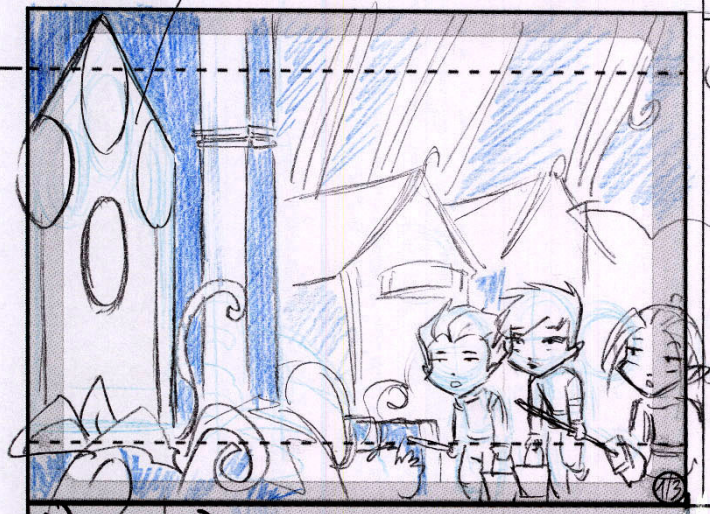
EPISODE 16 — INTERMITTENT LIGHT FROM INSIDE — SEQUENCE 17 — SCENE 243

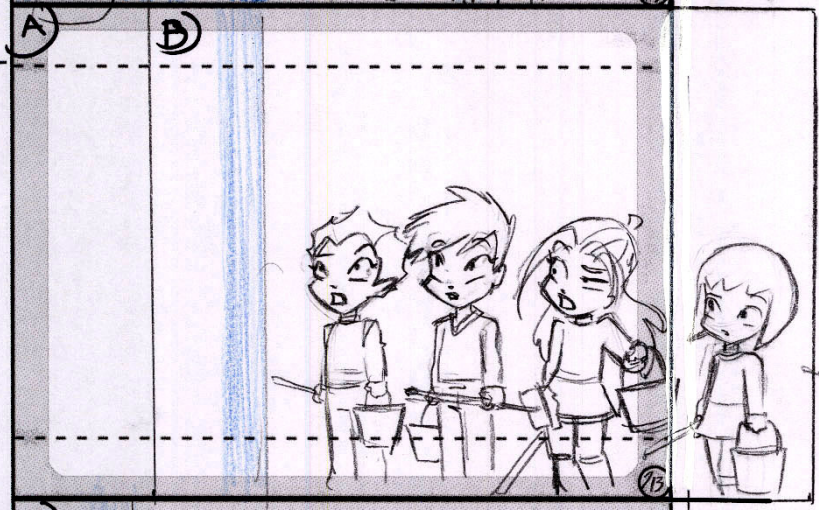
SECONDS 7,4" FRAMES —



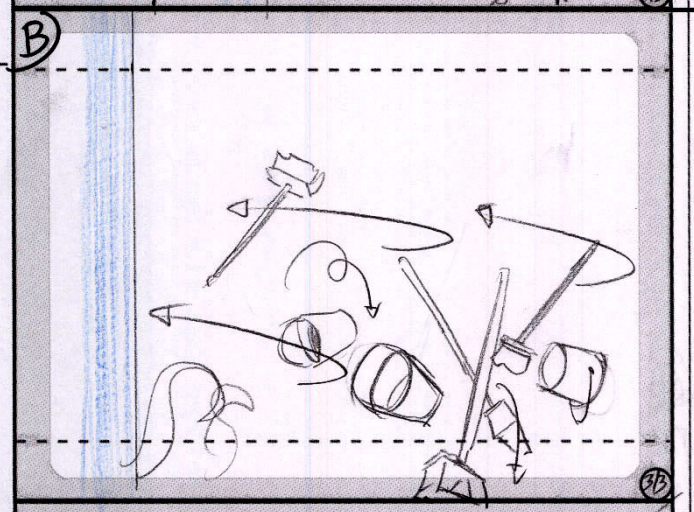
H/U

ALL IN ON PAN

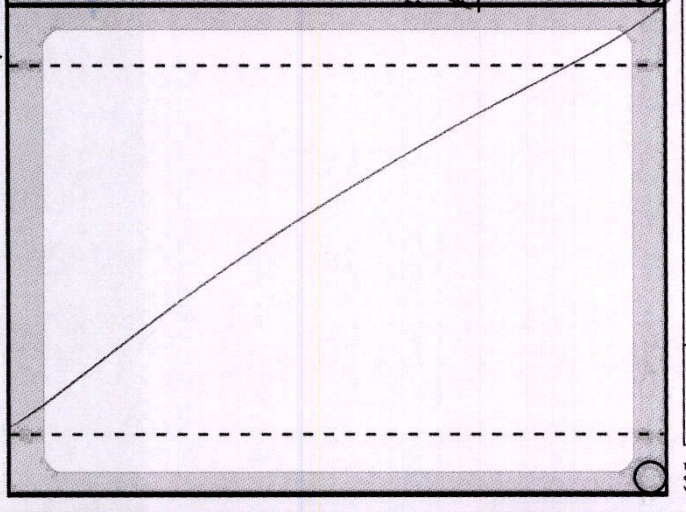
HOLD



SLOW PAN



ALL FAST OUT



DIALOGUE

SFx MUSIC (D.S.)

ACTION

DIALOGUE

131. FLOXI
Hey! Look at our house! We're having a party!

132. NARCISSA
(looking at Floxi, annoyed)
Wake up, Floxi! If we are here… who's in there?

ACTION

DIALOGUE

ACTION

The Elves run into their house.

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES: intermittent light

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 17 SCENE 244 SECONDS 3"8 FRAMES 95

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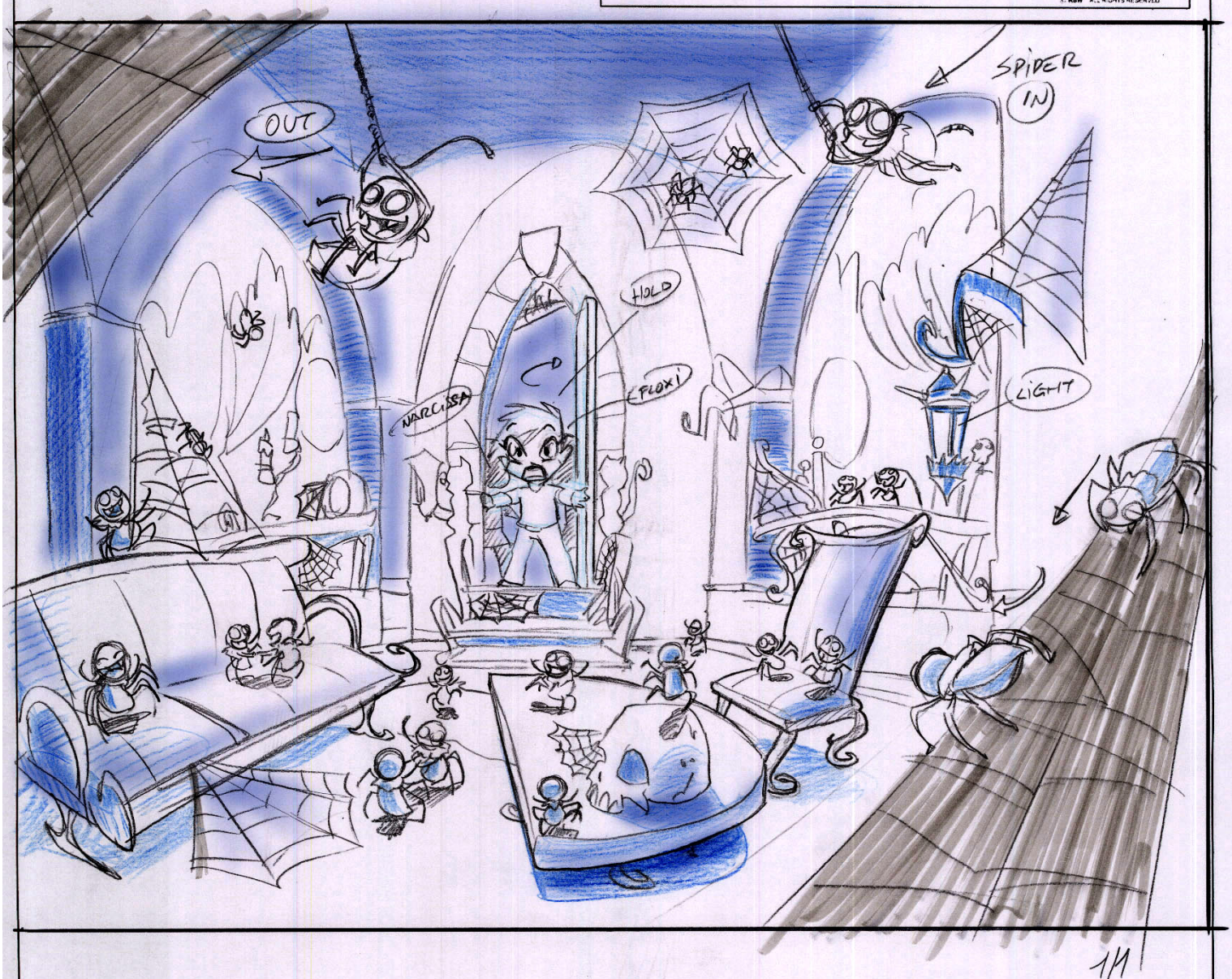

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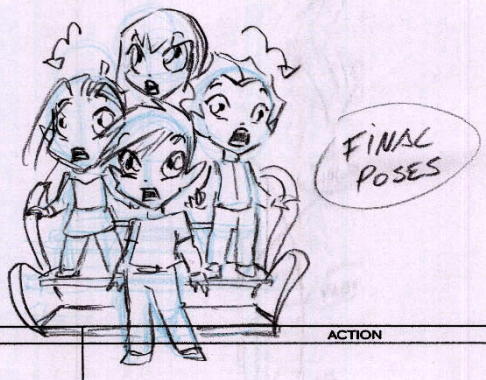

DIALOGUE	ACTION	
	The Elves open the door wide and there's music and spider webs everywhere. There's a big party, with dozens of spiders jumping to the music rhythm.	TIME OF DAY: NIGHT LOCATIONS: INT. REX'S HOUSE MECHANICS NOTES: CHARACTERS/COSTUME: LAYOUT/BG NOTES: SCALING NOTES: EFFECT NOTES: CGI TYPE/NOTES:
EXTRA NOTES:	RE-USES: △ ○ □	

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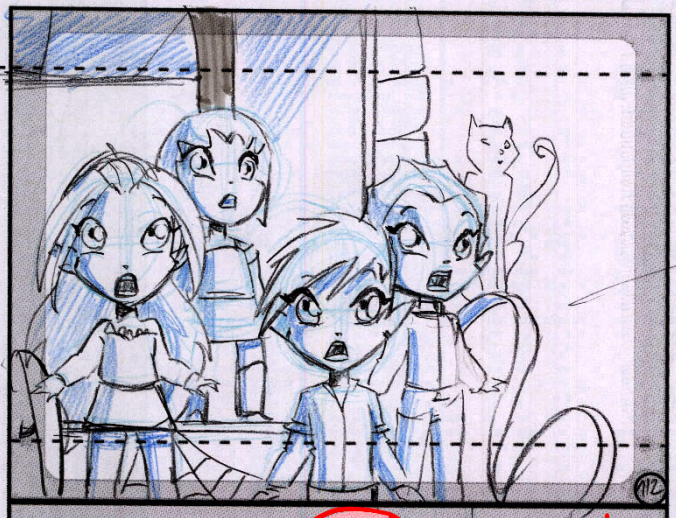
\\Nas04\pop pixie serie1 (serverdati2)\G_TEMPLATE\NEW TEMPLATE STB\

EPISODE 16 SEQUENCE 17 SCENE 245

SECONDS 2" FRAMES 50

RAINBOW Pupa ® RBW ALL RIGHTS RESERVED



H/U

+H/UP
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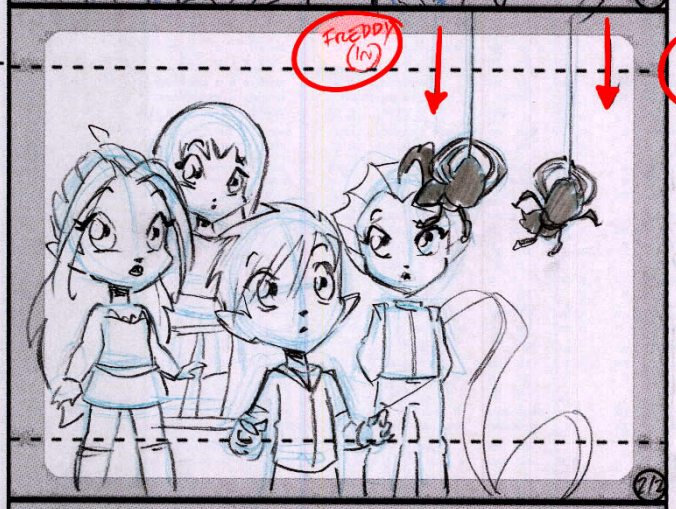
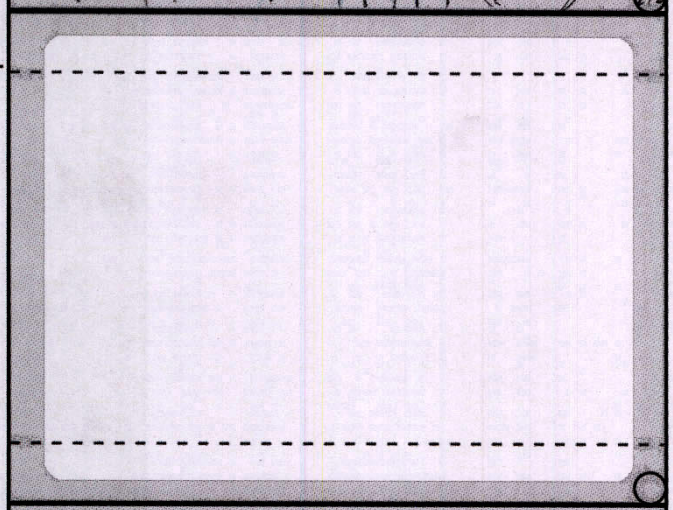
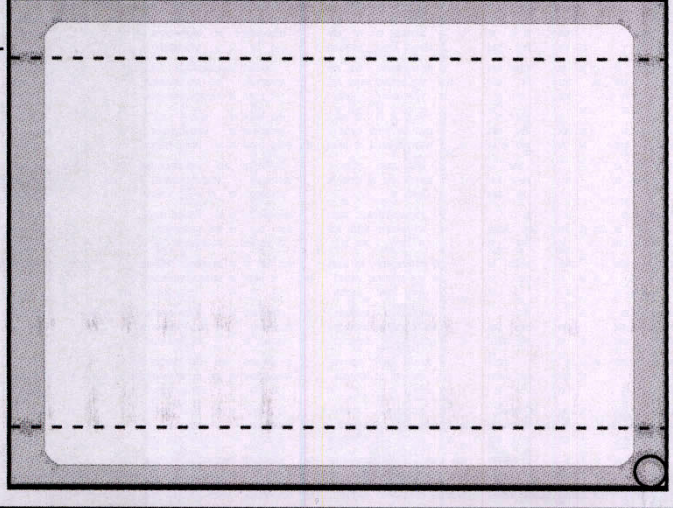
scene

TREMBLING
LIGHT ON
CHS







DIALOGUE

ACTION

The two main spiders go down a spider web beyond the door, swinging right in front of the Elves.

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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EPISODE 16 SEQUENCE 18 SCENE 246

SECONDS 6" FRAMES _____

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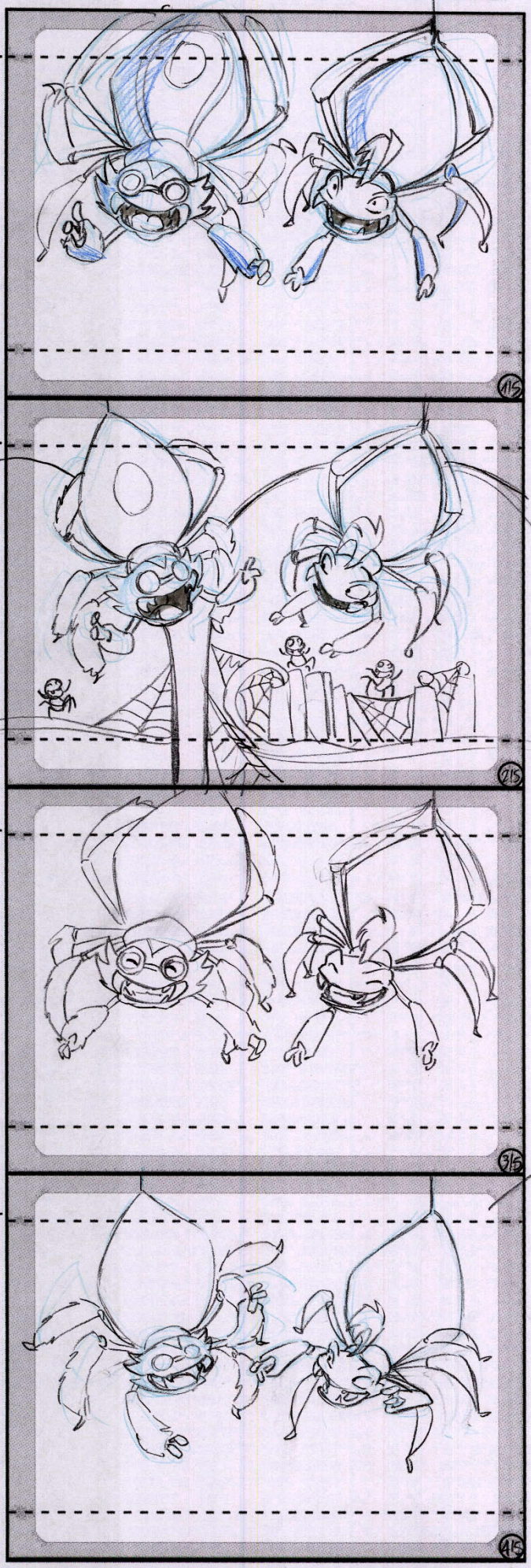


H/U

DIALOGUE

133. WEBBY
(with a screeching voice)
You're not mad at us, are you?

ACTION

DIALOGUE

With everything being so clean out there, we didn't have a dusty place

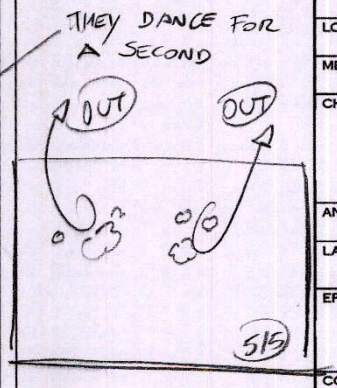
ACTION

DIALOGUE

to go.

ACTION

. The spiders, still cheerful, start dancing again



TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES:

RE-USES:

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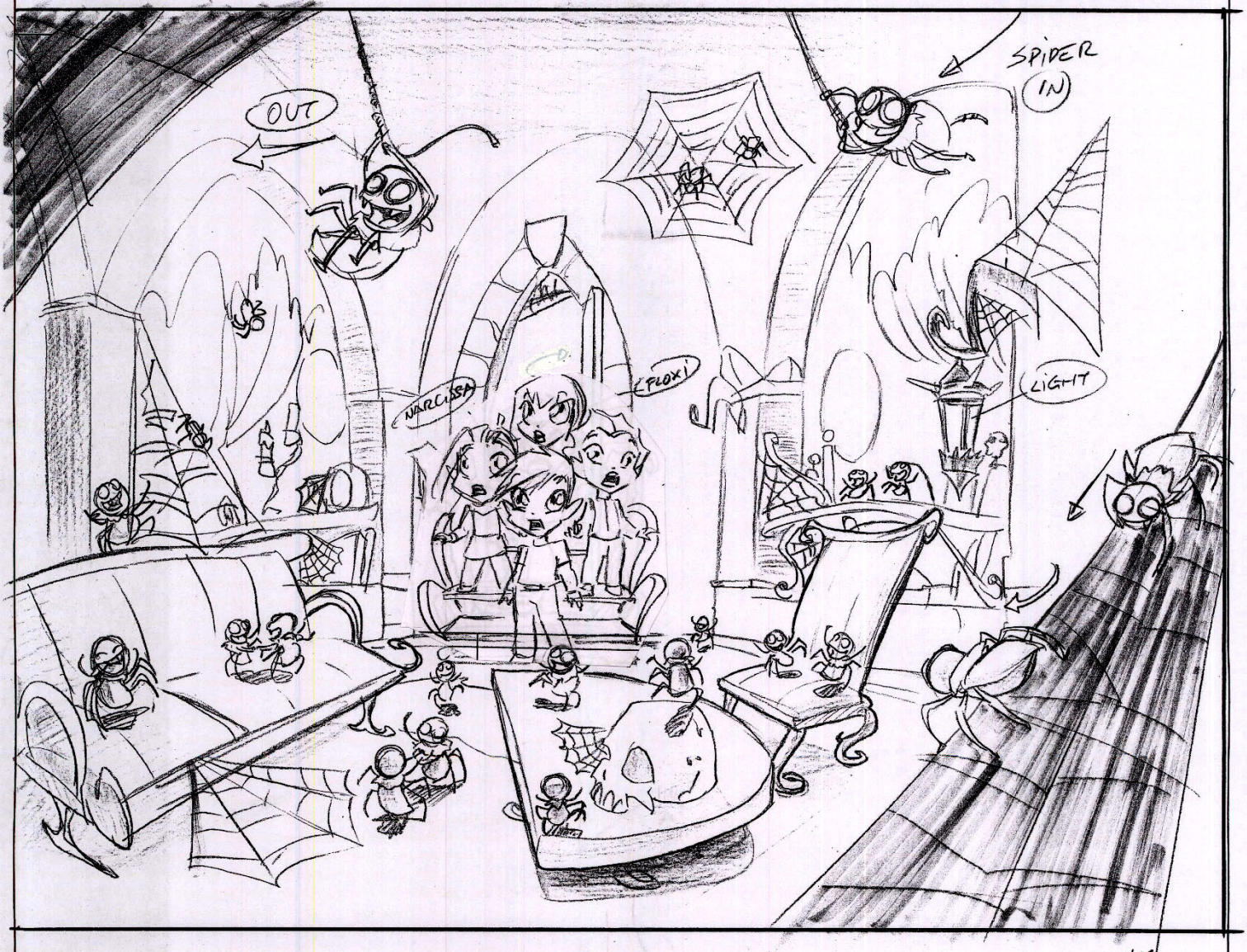
EPISODE 16 SEQUENCE 18 SCENE CONT 247 SECONDS / FRAMES /



1/6

2/6

3/6

FX TEARS

DIALOGUE	ACTION	TIME OF DAY: NIGHT
	The four Elves look at each other and start CRYING together, hysterically	LOCATIONS: INT. REX'S HOUSE
		MECHANICS NOTES:
		CHARACTERS/COSTUME:
		LAYOUT/BG NOTES:
EXTRA NOTES: CONTINUED ON NEXT PAGE	RE-USES: BG 16 17 244	SCALING NOTES:
		EFFECT NOTES:
		CGI TYPE/NOTES:

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EPISODE 16 SEQUENCE 18 SCENE 247 END

SECONDS 4"6 FRAMES 115

RAINBOW Pupoxie

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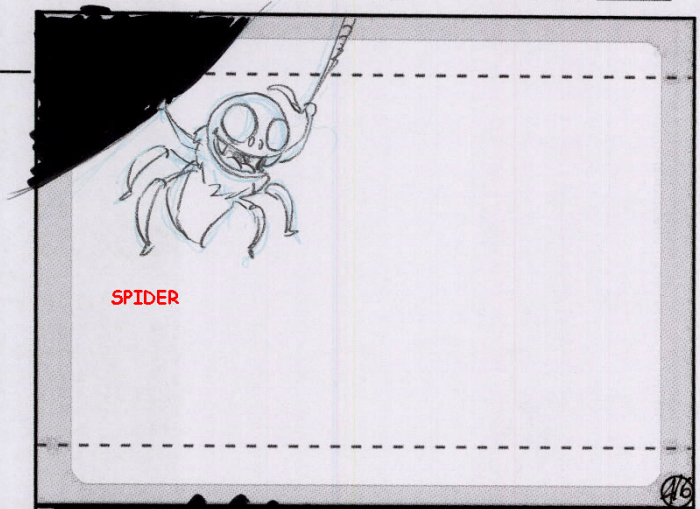
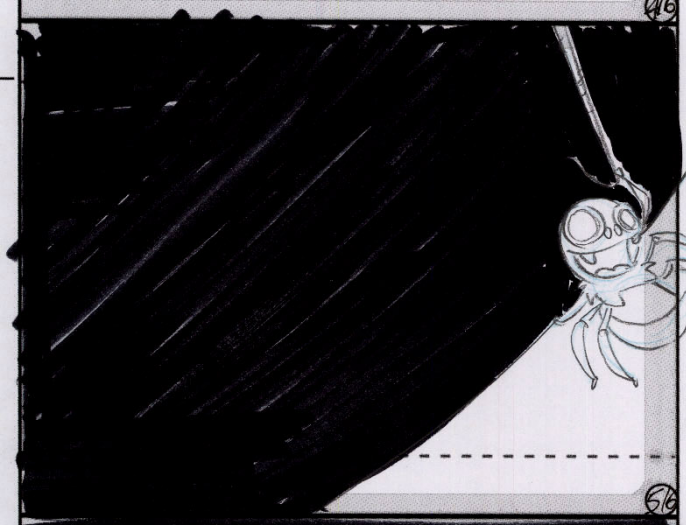
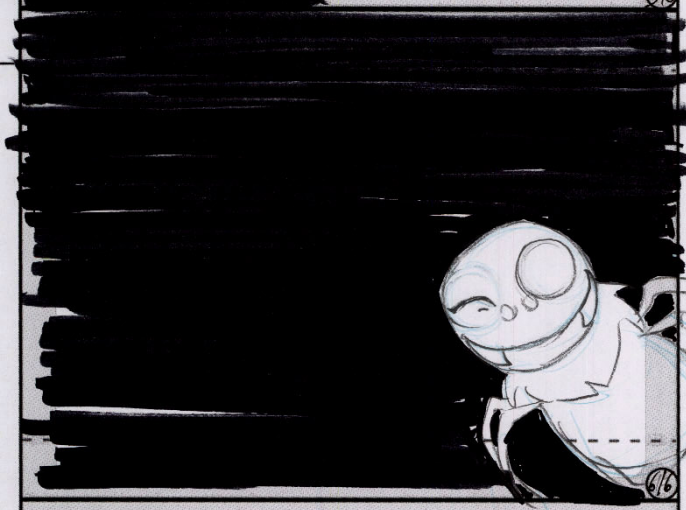


SPIDER





FAST IN

THE END

DIALOGUE

ACTION

DIALOGUE

ACTION

DIALOGUE

ACTION

TIME OF DAY:

LOCATIONS:

MECHANICS NOTES:

CHARACTERS/COSTUME:

ANIMATION NOTES:

LAYOUT/BG NOTES:

EFFECT NOTES:

CGI TYPE/NOTES:

EXTRA NOTES: PLEASE, SEND TO RAINBOW THE TGA FILES. -SEPARATED LEVELS-

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