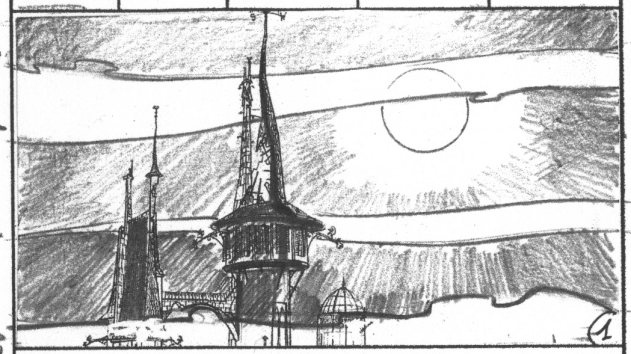
Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
09	01			VAMPIRE CASTLE EXT. 02



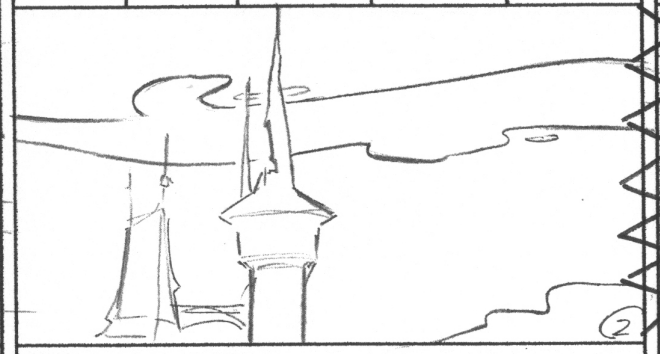
Action

VAMPIRE CASTLE / NIGHT

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



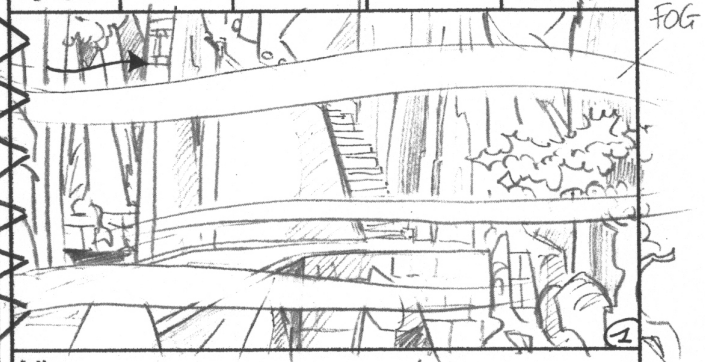
Action

ZIP PAN

Sound

Previous Time	Time	Total Time
		3"

Sequence	Scene CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
10	01			EXT. CASTLE MOAT AND SECRET DOOR



Action

EXT. CASTLE / NIGHT
2D FX FOG

Sound

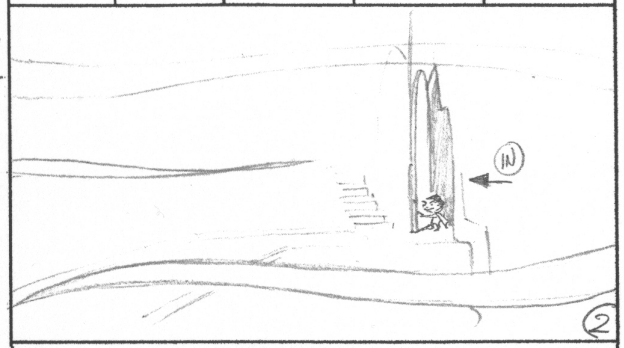
Previous Time	Time	Total Time

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
10	01 END			



Action

STOKER OPENS THE SECRET DOOR

H/O

IT IS FOGGY AND MISTY OUTSIDE

Sound

Previous Time	Time	Total Time
		2"4

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
10	02			



Action

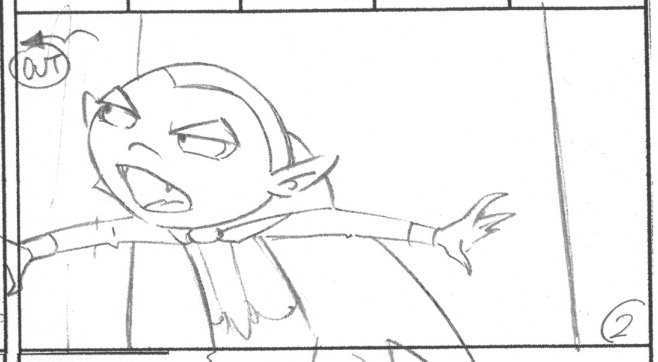
EXT CASTLE/SECRET DOOR/NIGHT

Sound

STOKER: ALL CLEAR.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

STOKER LOOKS AROUND AND STEPS OUT

Sound

LET'S GO!

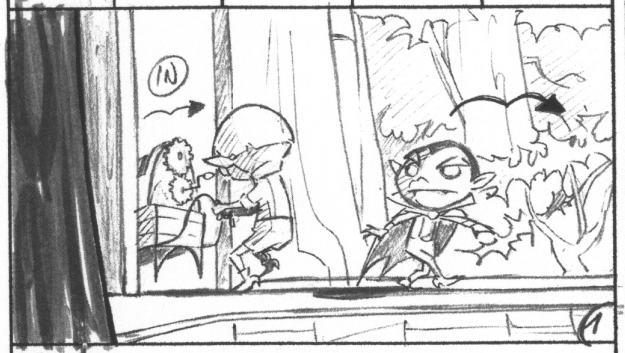
Previous Time	Time	Total Time
		1"4

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
10	03			



Action

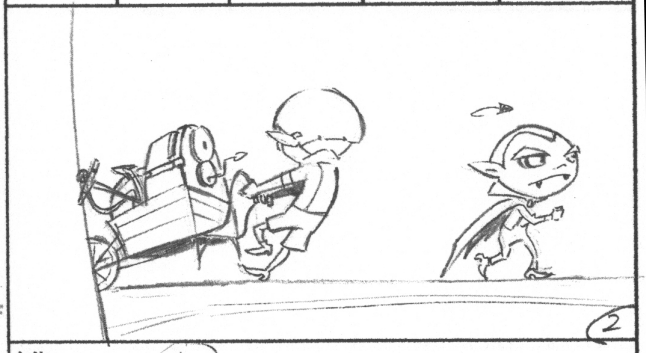
OL OUT OF FOCUS

A GROANING LEECHY COMES OUT PUSHING A WHEELBARROW LADEN HIGH WITH PIECES OF EQUIPMENT.

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

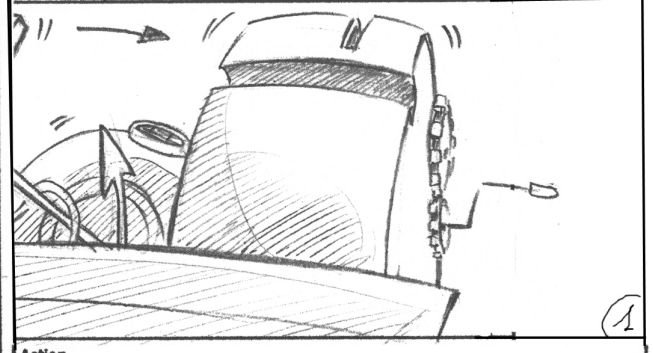
A/C

H/U

Sound

Previous Time	Time	Total Time
		3"

Sequence	Scene CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
10	04			



Action

Sound

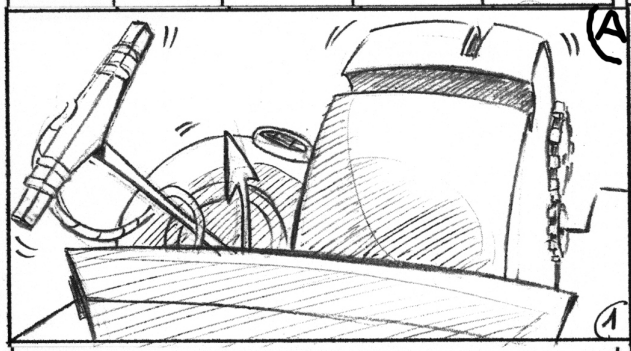
Previous Time	Time	Total Time

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
10	04 END			



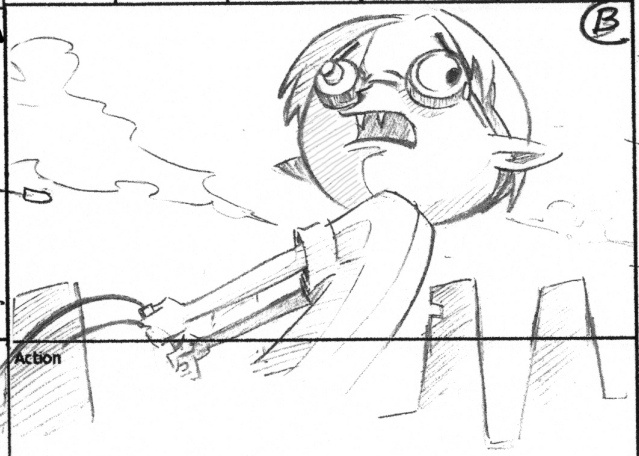
Action

A PAN B

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

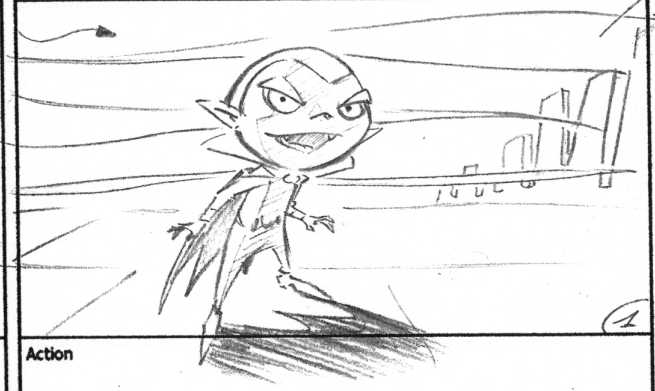
Sound

LEECHY : PUFF, PUFF. GIVE ME A HAND HERE STOKER, CAN'T YOU?

Previous Time	Time	Total Time
		4"6

Sequence	Scene CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
10	05			

FOG



Action

2D FX FOG

Sound

STOKER : I WISH I COULD LEECHMAN

Previous Time	Time	Total Time

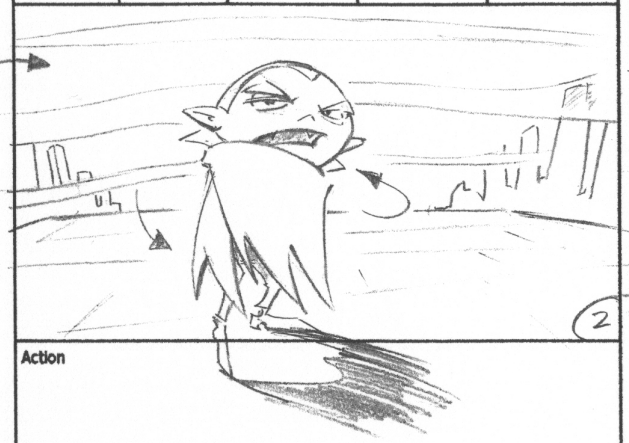
Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
10	05 CONT			

FOG



Action

2D FX FOG

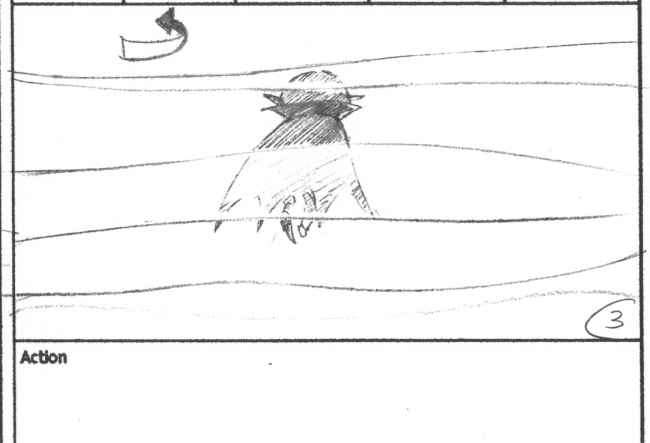
HE DRAPES HIS CLOAK OVER HIS ARM

Sound

STOKER: BUT SOMEBODY HAS TO MAKE SURE WE'RE NOT BEING FOLLOWED.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

AND DARTS AHEAD DRAMATICALLY INTO THE FOG.

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
	05 CONT 1			



Action

STOKER DISAPPEARS BACK TO THE FOG

Sound

Previous Time	Time	Total Time

Graphilm
ANIMATION + INFOGRAPHICS

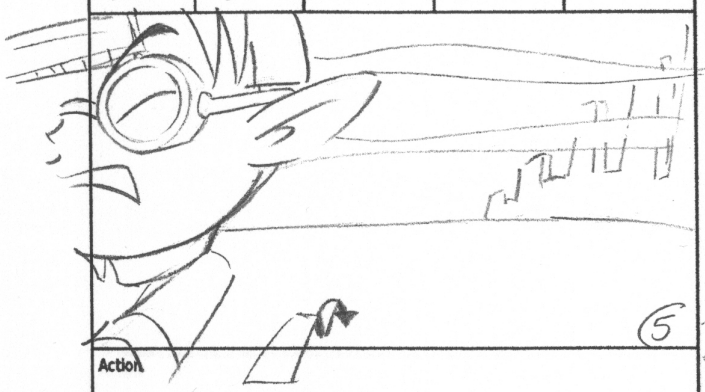
SCHOOL FOR VAMPIRES

EPISODE N° 32

EPISODE TITLE

PAGE N°

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
10	05 END			



Action

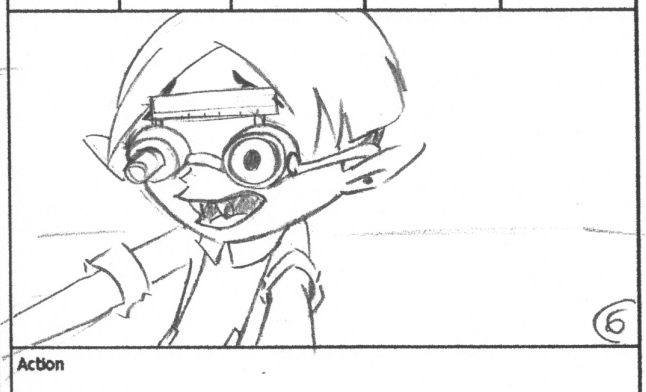
LEECHY (IN)

LEECHY FOLLOWS GROANING

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

WHEELBARROW (IN)

HIS BARROW SQUEAKING.

Sound

Previous Time	Time	Total Time
		7"4

Graphilm
ANIMATION AND GRAPHICS

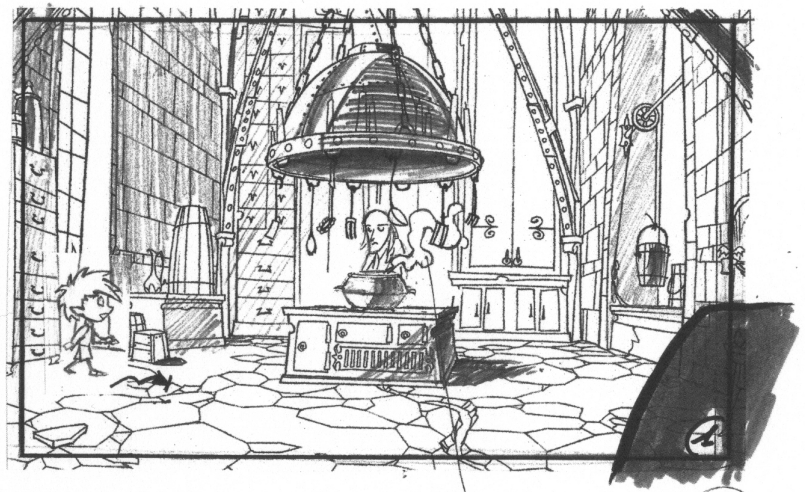
SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
11	06			

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



INT. KITCHEN / NIGHT

OUT OF FOCUS

LENNY IS STANDING AT HIS LARGE CAULDRON, FROWNING.
OSKAR COMES IN TOWARDS LENNY.

Sound	Previous Time	Time	Total Time
OSKAR: HAVE YOU SEEN LEECHY, LENNY ?			2"4

Sound	Previous Time	Time	Total Time

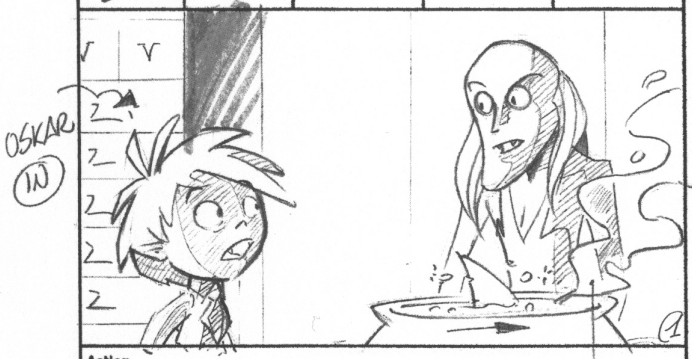
Sound	Previous Time	Time	Total Time

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
11	07			



Action

2D FX VAPOUR

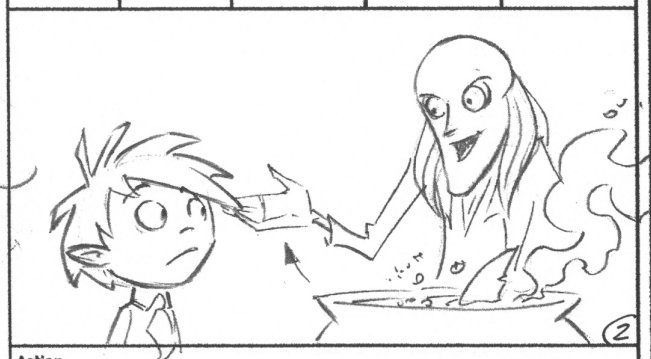
A SHARK'S FIN IS CIRCLING IN SOUP. OSKAR ENTERS.

Sound

LENNY: HE BORROWED MY SNORKEL FOR A SCHOOL PROJECT.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



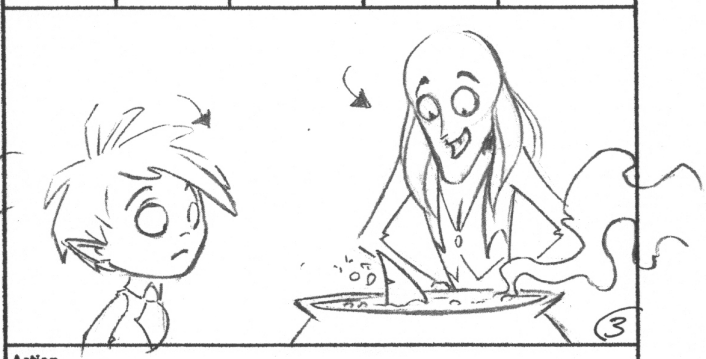
Action

Sound

TELL HIM I WANT IT BACK WHEN YOU SEE HIM.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

Sound

I NEED IT FOR THE SOUP.

Previous Time	Time	Total Time
		5"6

H/V Graphilm ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
11	08			



Action

2D FX VAPOUR

NOW IT IS OSKAR'S TURN TO FROWN.

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

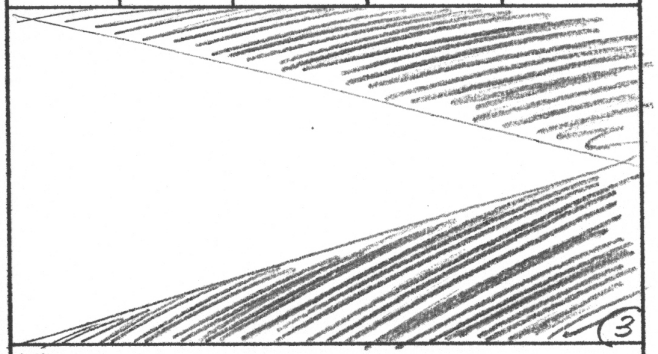
HAND IN

HE REALISES WHAT IS UP.

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

FADE OUT

Sound

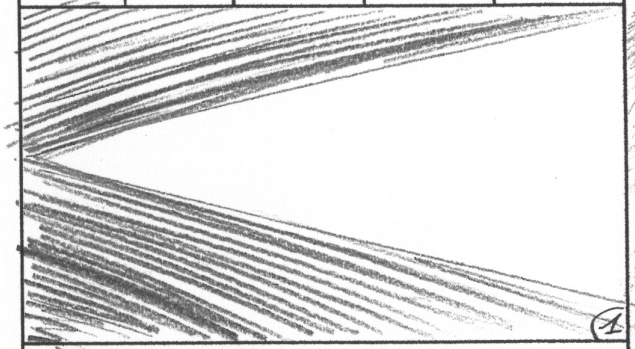
Previous Time	Time	Total Time
		2"8

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
12	01			



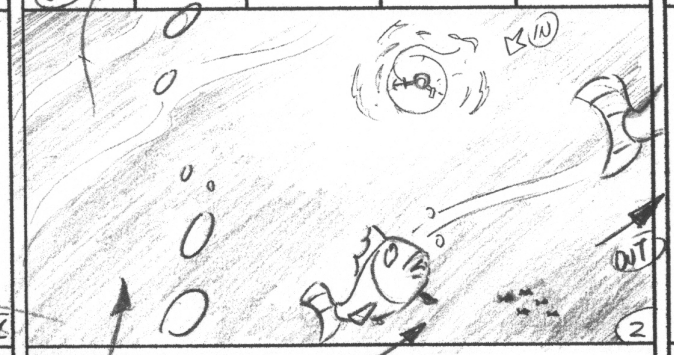
Action

FADE IN

Sound

Previous Time	Time	Total Time
	/	

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

IN

FISH IN

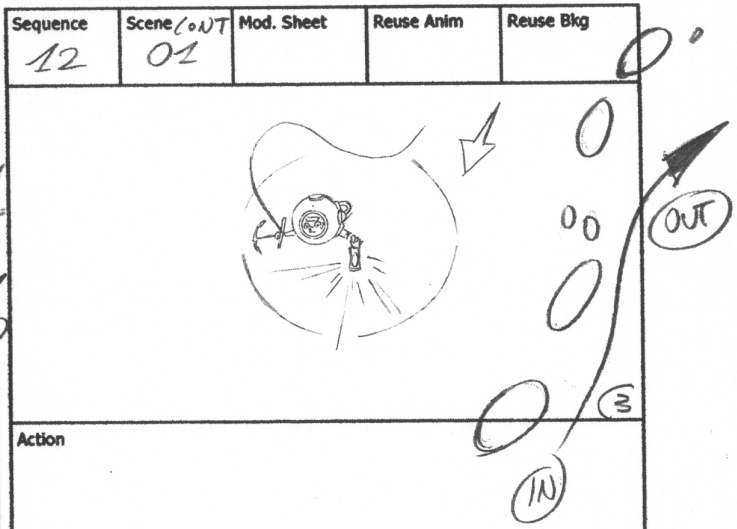
UNDERWATER / NIGHT
2D FX LIGHT UNDERWATER LAMP

LEECHY SWIMS DOWN TO THE SHIP. HE HAS A UNDERWATER LAMP.

Sound

Previous Time	Time	Total Time
	/	

Sequence	Scene / CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
12	01			



Action

Sound

Previous Time	Time	Total Time
	/	

Graphilm
ANIMATION AND GRAPHICS

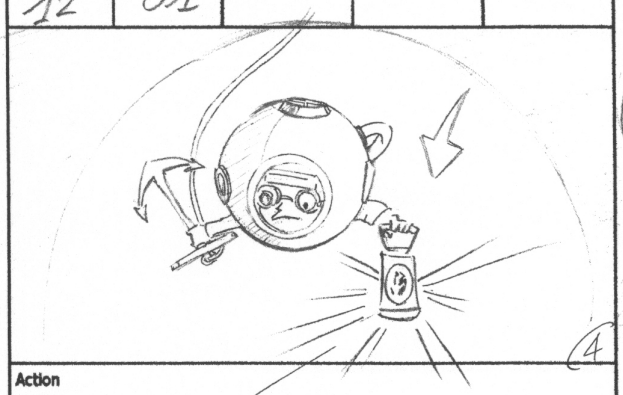
SCHOOL FOR VAMPIRES

EPISODE N° 32

EPISODE TITLE

PAGE N°

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
12	END 01			



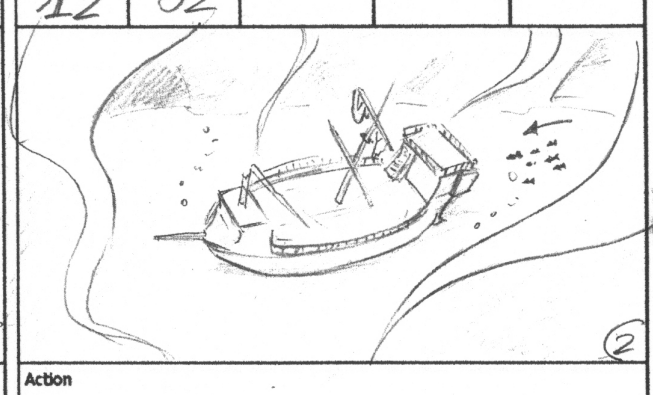
Action

2D FX LIGHT

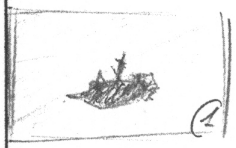
Sound

Previous Time	Time	Total Time
		3"8

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
12	02			



Action



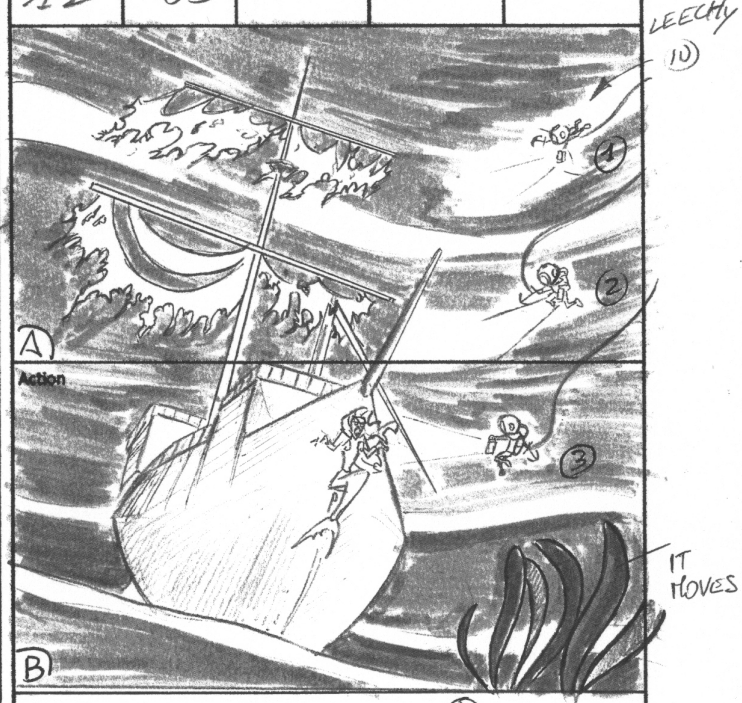
P.O.V. OF LEECHY
THE SHIP IS A SILOHUETTE

THE BLACK SHAPE OF THE SHIP SUDDENLY RISES UP IN FRONT OF HIM.

Sound

Previous Time	Time	Total Time
		1"4

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
12	03			



Action

LEECHY SWIPES DOWN AND ILLUMINATES THE GALLEON FIGURE

A
B
FOLLOW PAN

Sound

Previous Time	Time	Total Time
		4"4

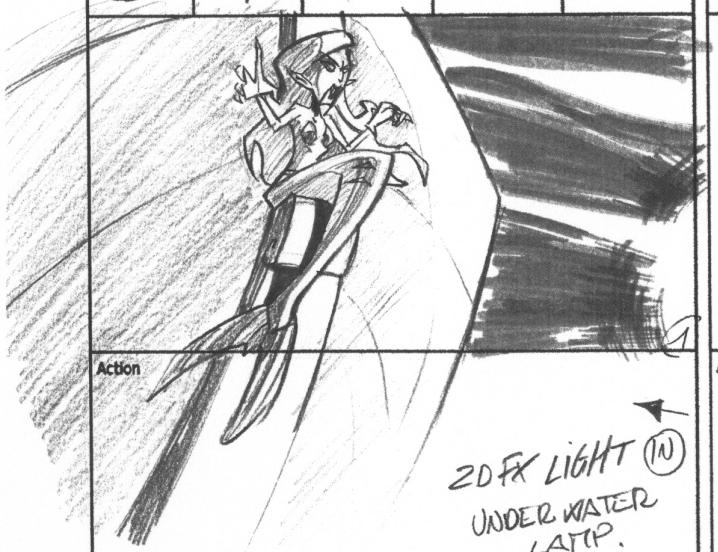
HIV

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
12	04			



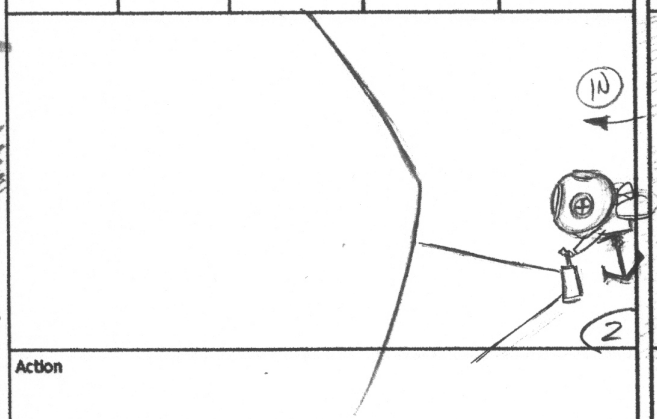
Action

2D FX LIGHT (IN)
UNDERWATER LAMP.

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg

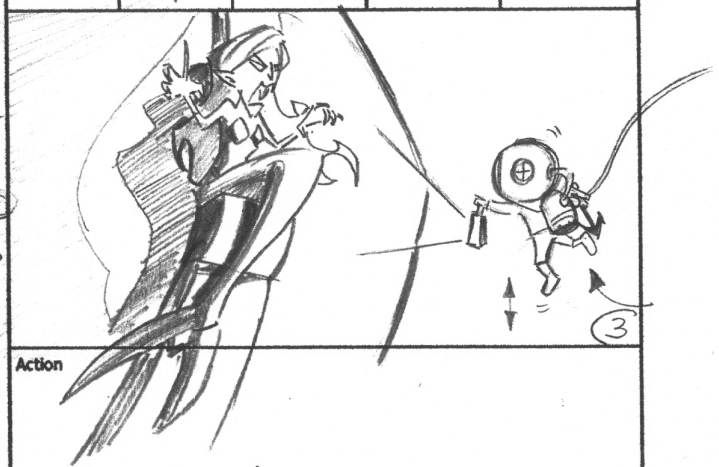


Action

Sound

Previous Time	Time	Total Time

Sequence	Scene (CONT)	Mod. Sheet	Reuse Anim	Reuse Bkg
	04			



Action

LEECHY WITH
THE UNDERWATER LAMP
ILLUMINATES THE GALLEON FIGURE
OF A MERMAID VAMPIRE.
SHE REALLY IS SCARY.

Sound

Previous Time	Time	Total Time

Graphilm ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene END	Mod. Sheet	Reuse Anim	Reuse Bkg
12	04			INT



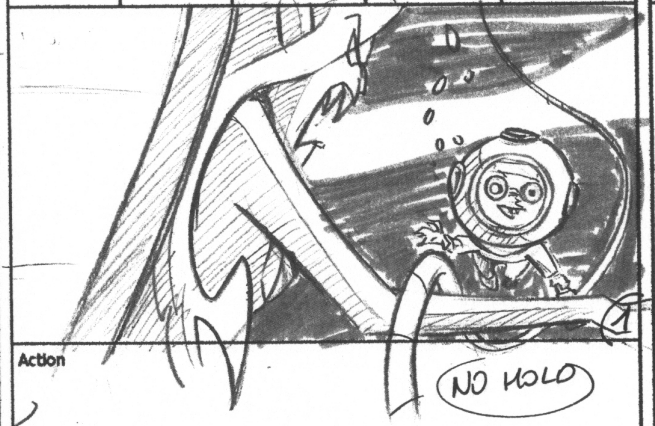
Action

LEECHY LAUNCHES THE ANCHOR UNDER THE GALLEON'S ARMS

Sound

Previous Time	Time	Total Time
		3"2

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
12	05			



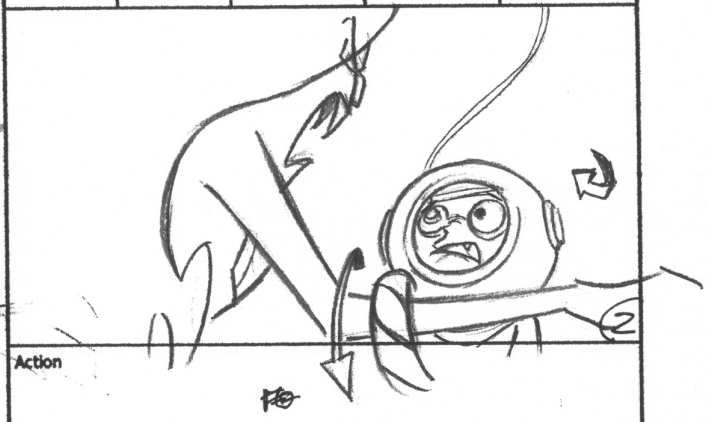
Action

UNDER WATER / NIGHT

Sound

Previous Time	Time	Total Time
	—	

Sequence	Scene CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
	05			



Action

HE LOOPS THE ANCHOR ROPE AROUND HER ARMS, KEEPING AS FAR AWAY FROM HER FANGS AS POSSIBLE,

Sound

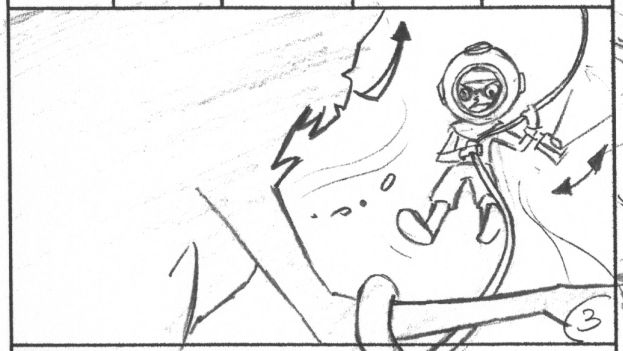
Previous Time	Time	Total Time
	—	

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene END	Mod. Sheet	Reuse Anim	Reuse Bkg
12	05			



Action

H/U

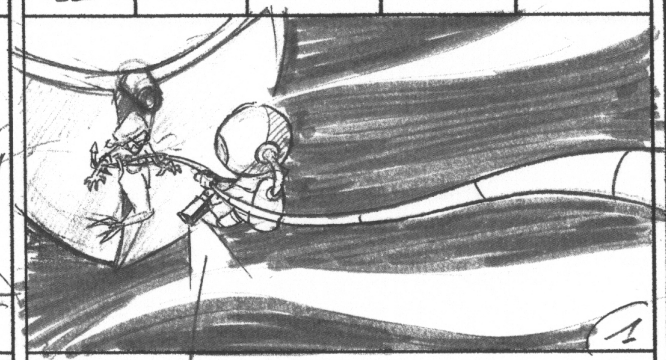
~~[illegible]~~.

LEECHY GOES AWAY

Sound

Previous Time	Time	Total Time
		3'6

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
12	06			



Action

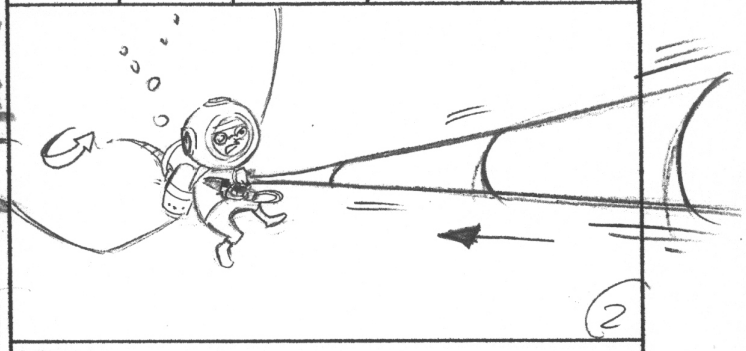
LIGHT OF LAMP.

UNDERWATER / NIGHT

Sound

Previous Time	Time	Total Time
	/	

Sequence	Scene CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
	06			



Action

THEN HE TURNS AND TUGS THE ROPE TWO TIMES.

Sound

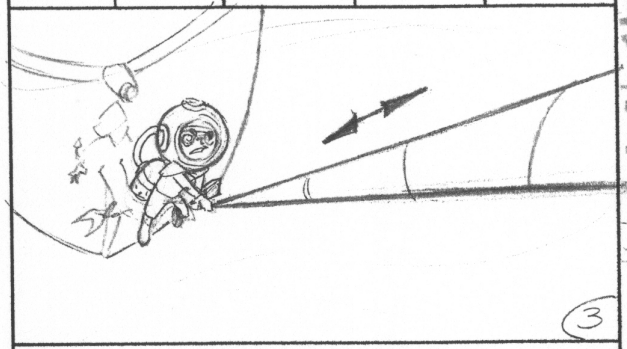
Previous Time	Time	Total Time
	/	

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

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32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
12	06 END			

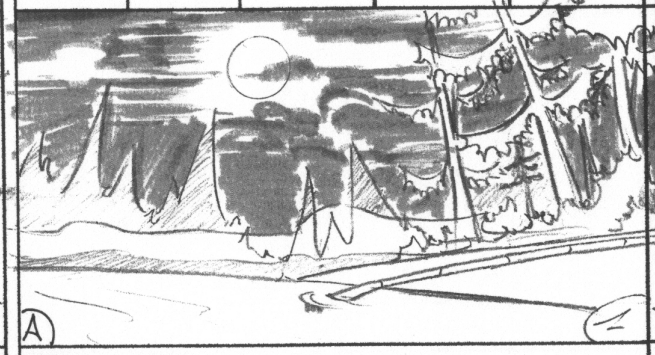


Action

Sound

Previous Time	Time	Total Time
		2"4

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
13	01			



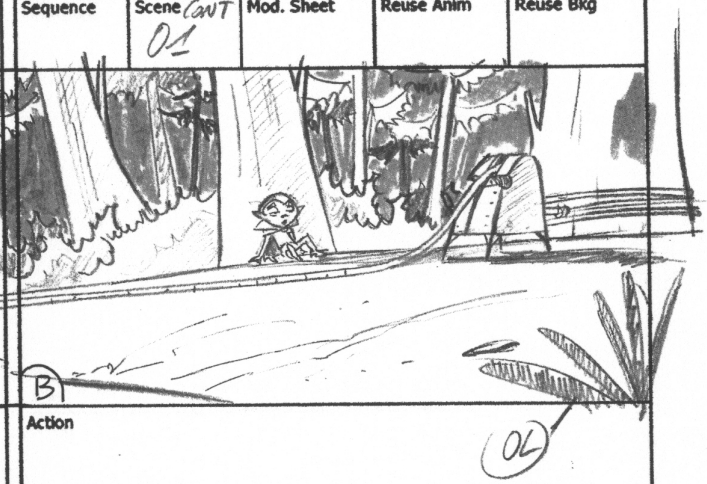
Action

EXT FOGGY LAKESHORE/NIGHT.
SLOW PAN
A → B

Sound

Previous Time	Time	Total Time
	/	

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
	01 CONT			



Action

STOKER STANDS RELAXED BESIDE THE WINCH. IT IS TIED TO A TREE

Sound

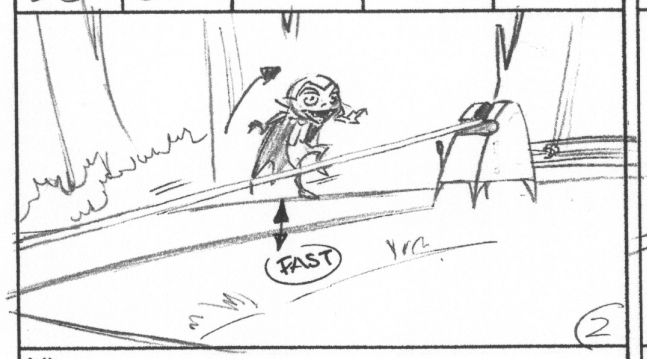
Previous Time	Time	Total Time
	/	

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
13	END 01			



Action

SUDDENLY THE LINE MOVES, TWICE.

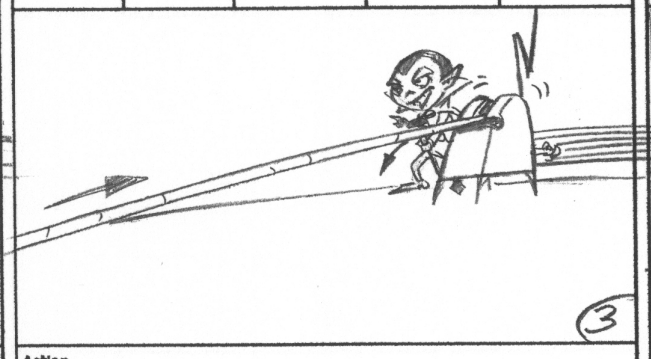
STOKER STANDS UP QUICKLY AND HE ~~GOES~~ RUNS TO THE WINCH.

Sound

STOKER: AHA, A BITE, BY DRACULA

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

H/U

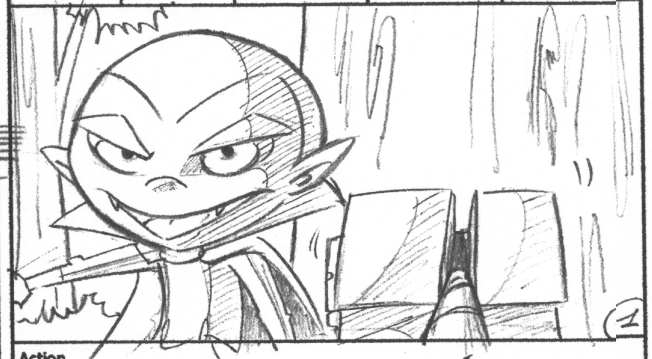
HE PULLS A LEVER AND IT STARTS TO HAUL THE LINE IN.

IT SQUEAKS AND SQUEALS.

Sound

Previous Time	Time	Total Time
		6"4

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
13	CONT 02			



Action

Sound

Previous Time	Time	Total Time
	/	

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
13	02 END			



Action

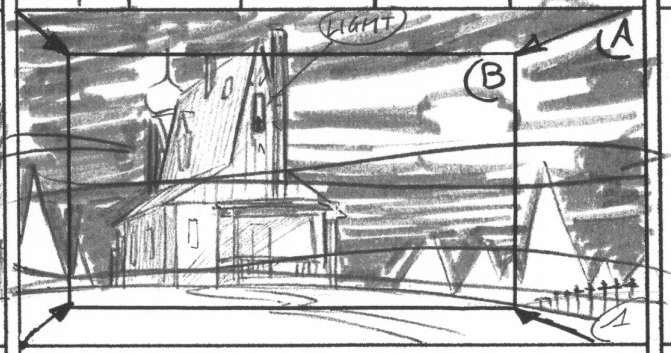
TRUCK OUT (A)–(B)
(SLOW)

STOKER RUBS HIS HANDS IN ANTICIPATION.

Sound

Previous Time	Time	Total Time
		3"4

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
14	01			



Action

SLOW TRUCK IN
(A)–(B)

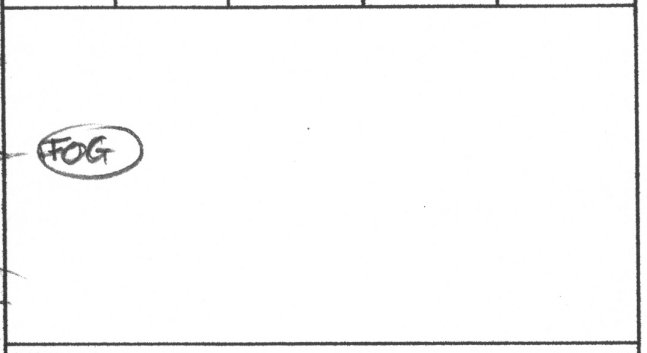
EXT. POLIDORI'S HOUSE/NIGHT

THE HOUSE IS SHROUDED IN FOG TOO. ONE LIGHT IS ON IN AN UPPER WINDOW AND WE SEE POLIDORI'S SILHOUETTE

Sound

Previous Time	Time	Total Time
		2"4

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

Sound

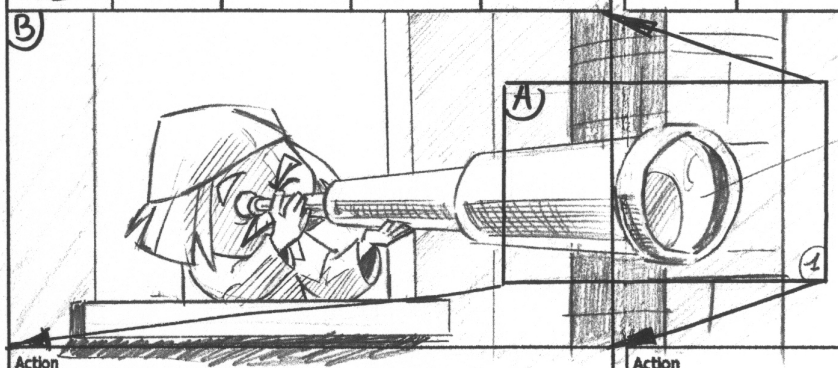
Previous Time	Time	Total Time

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
15	01			



2D FX
REFLEX

Action

TRUCK OUT (A) → (B)

EXT. WINDOW OF POLIDORI'S HOUSE/ NIGHT.

POLIDORI IS IN HIS DRESSING GOWN AND WATCHING TROUGH HIS TELESCOPE.

Sound

POLIDORI: ALL QUITE ON THE VAMPIRE FRONT TONIGHT. SUSPICIOUSLY SO!

Previous Time	Time	Total Time
		5"

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg

Action

Sound

Previous Time	Time	Total Time

Sequence	Scene/CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
15	02			



Action

PAN BG

2D FX FOG

TELESCOPE P.O.V. AS IT SWINGS FROM THE CASTLE TO THE LAKE.

Sound

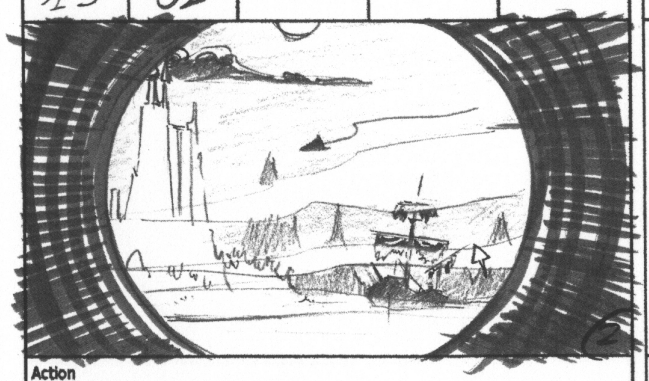
Previous Time	Time	Total Time

Graphilm ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N° 32 | EPISODE TITLE | PAGE N°

Sequence	Scene END	Mod. Sheet	Reuse Anim	Reuse Bkg
15	02			



Action

2D FX FOG

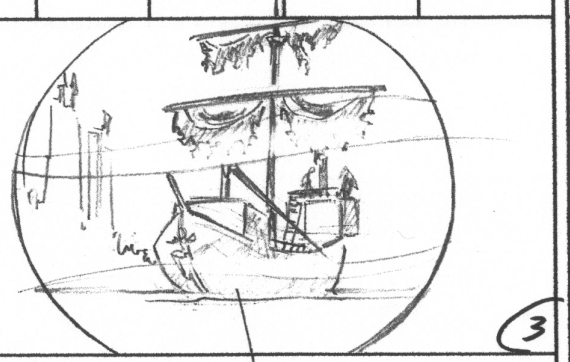
WE SEE A SHIP, A THREE-MASTER, LOOMING UP OUT OF THE ~~REG~~ FOG.

Sound

POLIDORI (O.S.): WAIT A SECOND,

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

OUT OF FOCUS

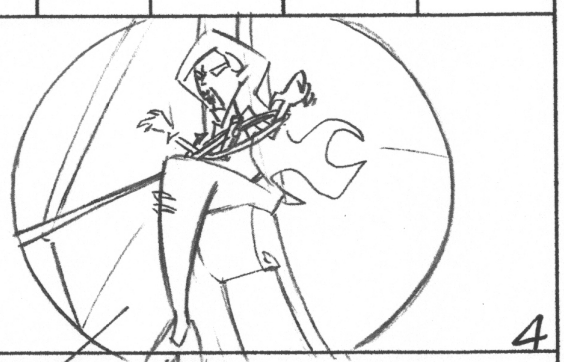
IT IS MOVING TOWARDS THE SHORE AND SUDDENLY STOPS.

Sound

WHAT THE HELSINKI IS THAT?

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

ON FOCUS

FAST TRUCK IN BG IN ANIMATION

THE P.O.V. FOCUSES IN ON THE VAMPIRE MERMAID FIGURE

Sound

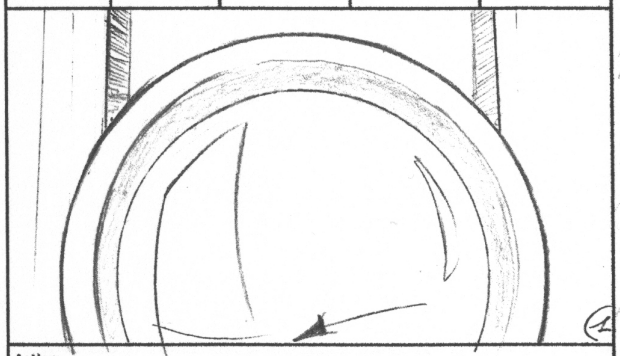
Previous Time	Time	Total Time
		5"4

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SCHOOL FOR VAMPIRES

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32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
16	01			



Action

2D FX REFLEX ON TELESCOPE

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

POLIDORI LOWERS THE SCOPE.

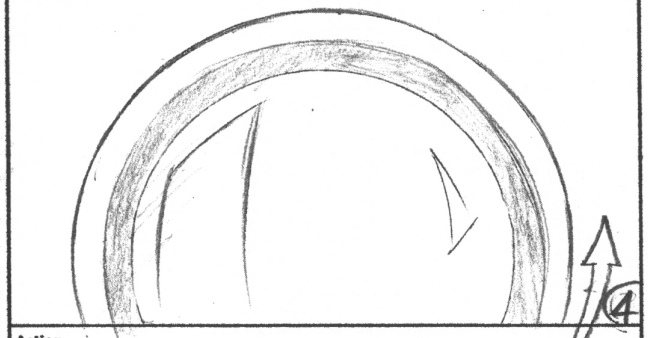


Sound

POLIDORY: BY VAN HELSING'S LEFT HERNIA, VAMPIRATES! AHOY, YOU APPALING PIRAHNA.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

HE RAISES THE TELESCOPE AGAIN AND SCOWLS THROUGH IT.

Sound

POLIDORI HAS YOU IN HIS SIGHTS.

Previous Time	Time	Total Time
		7"

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

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32		

LEECHY (IN)

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	01			



Action

INT. CAPTAIN'S CABIN / NIGHT

2D FX TREMBLING LIGHT (CANDLE)

STOKER IS PORING OVER A LARGE BOOK WITH A CANDLE. LEECHY JOINS HIM.

Sound

STOKER: IT'S BLACKFANG'S LOGBOOK. [illegible]

Previous Time	Time	Total Time
		2''2

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	02			



Action



STOKER MOVES HIS EYES

(H/N) STOKER IS BEEN INVOLVED FROM THE READING

2D FX TREMBLING LIGHT (CANDLE)

Sound

STOKER (READING): 1789, THE CREW ARE GETTING RESTLESS, THE DOGS. THEY DEMAND THEIR SHARE OF THE TREASURE BUT IT IS MINE, ALL MINE.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

STOKER IS IMPRESSED.

Sound

STOKER: SOUNDS LIKE QUITE A VAMPIRE, THIS BLACKFANG.

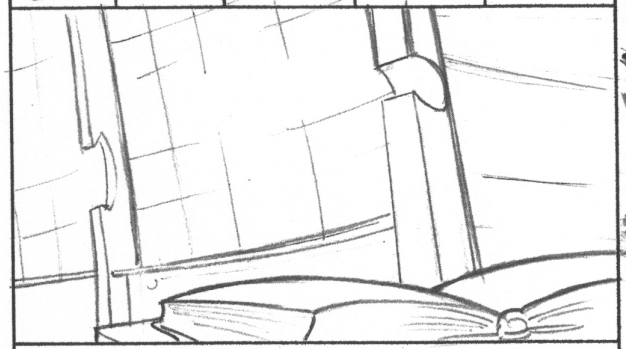
Previous Time	Time	Total Time
		9''6

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	02			



Action

⚠ ONLY FOR REFEREMENT
BG

INT. CAPTAIN'S CABIN/
NIGHT.

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	03			



Action

H/U — OL1 ON FOCUS — SHADOW — OL2 ON FOCUS

TREMBLING LIGHT 2D FX

INT. CAPTAIN'S CABIN/
NIGHT.

LEECHY AND STOKER ARE
OUT OF FOCUS

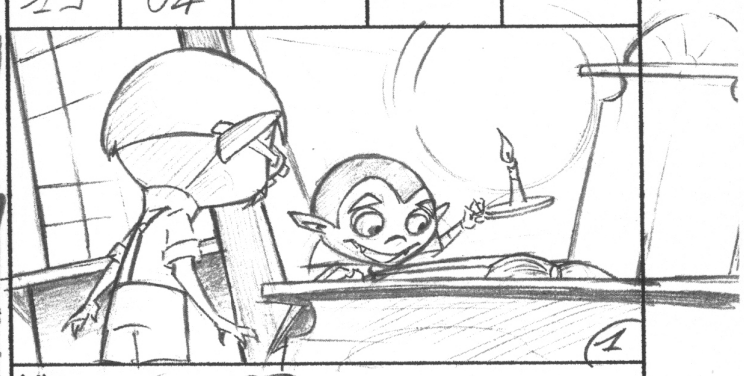
Sound

LEECHY: READ ON. MAYBE HE SAYS WHERE HE HID IT!

VOICE (O.S.): HID WHAT?

Previous Time	Time	Total Time
	-	3"6

Sequence	Scene/CUT	Mod. Sheet	Reuse Anim	Reuse Bkg
19	04			



Action

H/U — NO HOLD

TREMBLING LIGHT (CANDLE)
2D FX

Sound

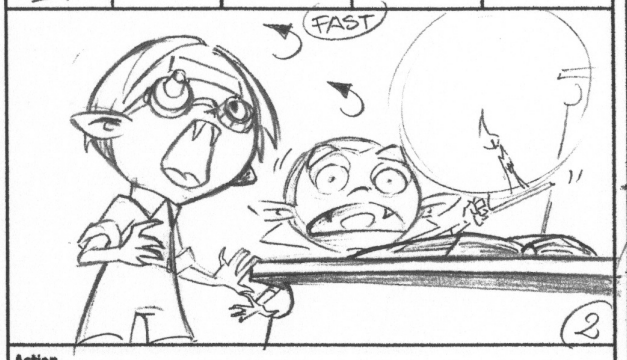
Previous Time	Time	Total Time
	—	

Graphilm ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	END 04			



Action

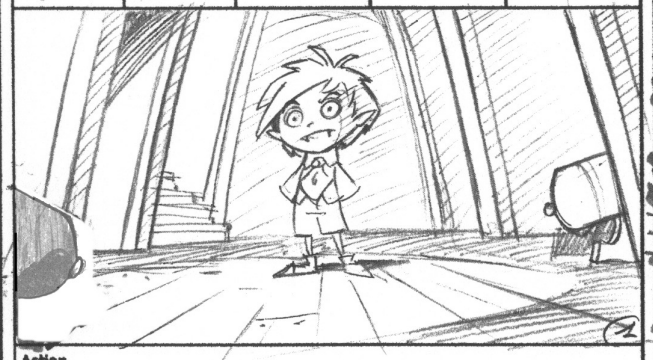
LEECHY AND STOKER TURN SCARED.

Sound

STOKER/LEECHY : AAHHHHHH!!!

Previous Time	Time	Total Time
		0"8

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	05			



Action

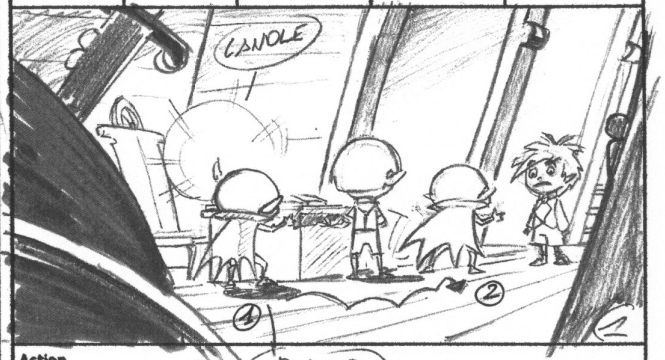
INT. CAPTAIN'S CABIN / NIGHT.
(REV. SHOT)

BUT IT IS ONLY OSKAR.

Sound

Previous Time	Time	Total Time
		0"8

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	06			SEQ. 19 SCENE 03



Action

HIV

TREMBLING LIGHT (CANDLE)

NOHOLO

STOKER RECOVERS FIRST.
STOKER RUNS TOWARD OSKAR

Sound

STOKER: NOTHING!

Previous Time	Time	Total Time
		1"4

Graphilm ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

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32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	07			



Action

TREMBLING LIGHT (CANDLE)

LEECHY TURNS AND LOOKS THE BOOK.

Sound

STOKER: AND AWAY, THE LOOT'S MINE.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg

Action

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

TRUCK IN +

PAN (A) ⇨ (B)

STOKER LOOKS TO LEECHY FOR SUPPORT.
STOKER GOES OUT IN THE PAN

LEECHY IS READING ON.

LEECHY LOOKS UP NERVOUSLY AT THE OTHERS.

Sound

STOKER: I MEAN. OURS, BECOUSE WE FOUND IT.

LEECHY:... BE WAR-NED HE, WHO'D STEAL MY PURSE. I'LL SHRIVE HIS SOUL WITH A VICIOUS CURSE. ULP! (3)

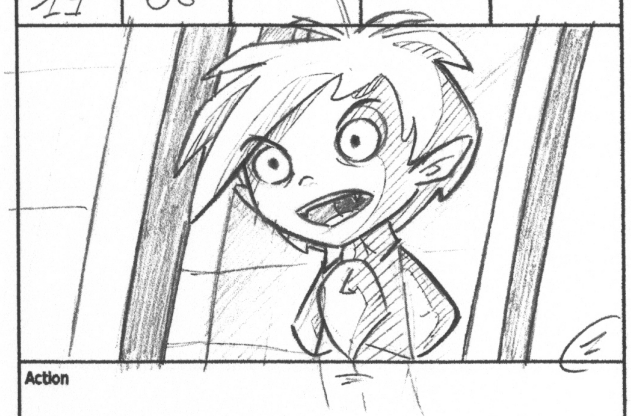
Previous Time	Time	Total Time
		9"

Graphilm ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	08			



Action

INT. CAPTAIN'S CABIN / NIGHT.

OSKAR IS SERIOUS

Sound

OSKAR: IF I WAS YOU, I'D GET OFF THIS SHIP RIGHT NOW!

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

AND WORRIED

H/U

Sound

ANCIENT VAMPIRE CURSES ARE NOTHING TO MEDDLE WITH.

Previous Time	Time	Total Time
		5"6

Sequence	Scene/CUT 1	Mod. Sheet	Reuse Anim	Reuse Bkg
19	09			SEQ 19 SCENE 07



Action

TREMBLING LIGHT (CANDLE)

Sound

STOKER: CURSE SHURSE OSKAR. YOU'RE WORSE THAN AN OLD MUMMY.

Previous Time	Time	Total Time
	/	

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ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene CONT 2	Mod. Sheet	Reuse Anim	Reuse Bkg
19	09			



Action

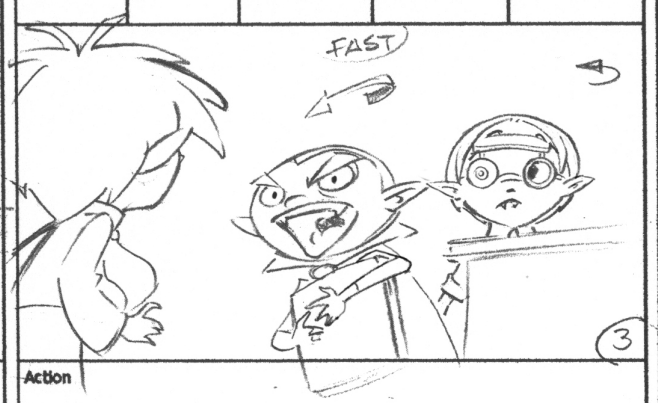
STOKER SNATCHES THE BOOK

Sound

STOKER: I'M NOT

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



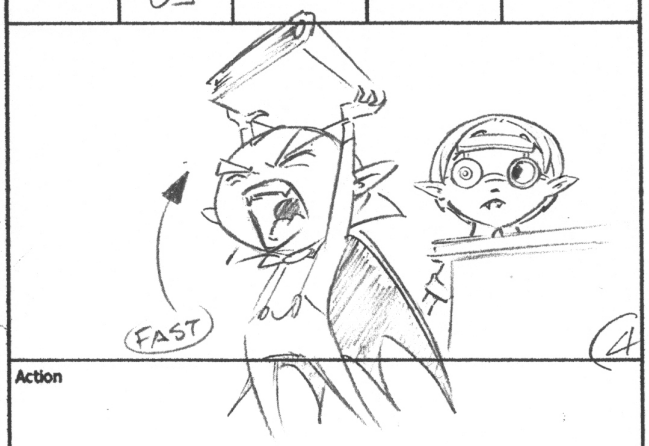
Action

Sound

LEAVING WITHOUT THE

Previous Time	Time	Total Time

Sequence	Scene CONT 2	Mod. Sheet	Reuse Anim	Reuse Bkg
	09			



Action

Sound

TREASUAA

Previous Time	Time	Total Time

Graphilm ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	09 END			



Action

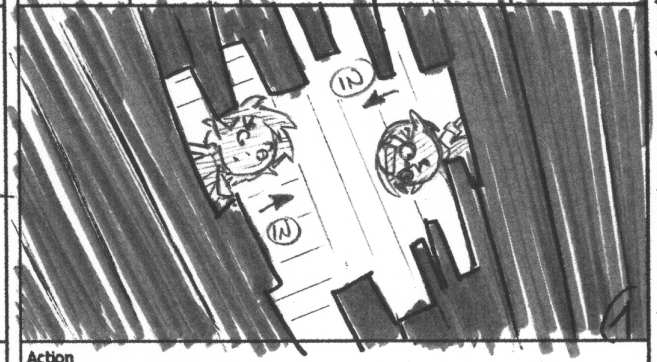
THE PLANK FLOOR GIVES WAY UNDER HIM AND HE FALLS THROUGH IT ~~WITH~~ WITH A CRASH.
OSKAR AND LEECHY ARE AMAZED.

Sound

STOKER: AAAHHH.RRR !!

Previous Time	Time	Total Time
		6"4

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
19	10			



Action

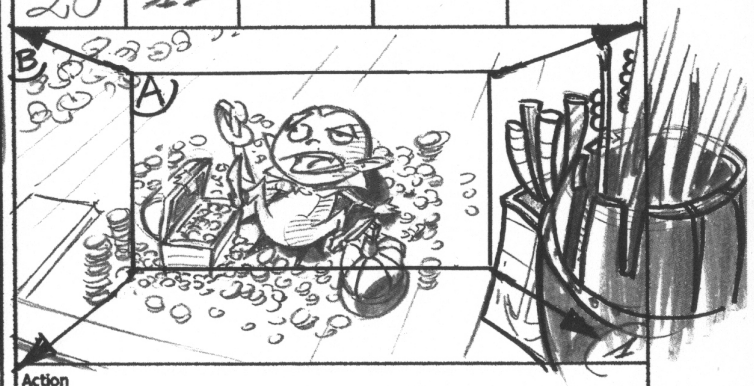
INT. CHAMBER WITH TREASURE ROOM /NIGHT

THEY SHOW ONESELF.

Sound

Previous Time	Time	Total Time
		1"2

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
20	11 CONT			



Action

TRUCK OUT (A) → (B)

INT. CHAMBER WITH TREASURE ROOM /NIGHT.

STOKER HAS LANDED ON A PILE OF GOLD.

Sound

Previous Time	Time	Total Time
	—	

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
20	11 END			



Action

HE LOOKS AROUND

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



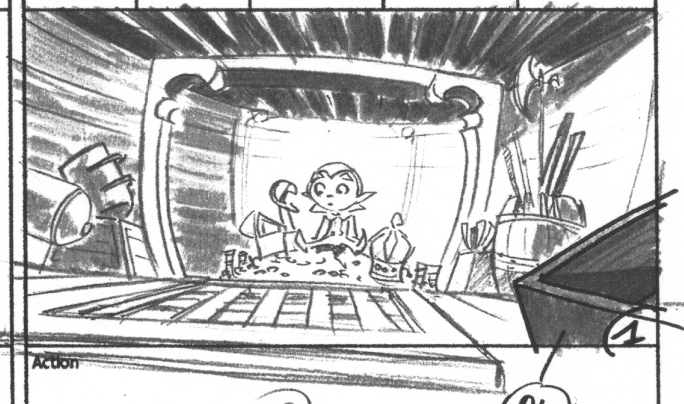
Action

H/U

Sound

Previous Time	Time	Total Time
		3"2

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
20	12 CONT			



Action

INT. CHAMBER WITH TREASURE ROOM / NIGHT (REV. SHOT)

Sound

Previous Time	Time	Total Time
	/	

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
20	12 END			



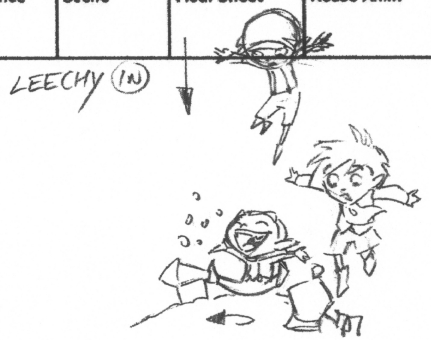
2

Action

Sound
STOKER : I'M RICH.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



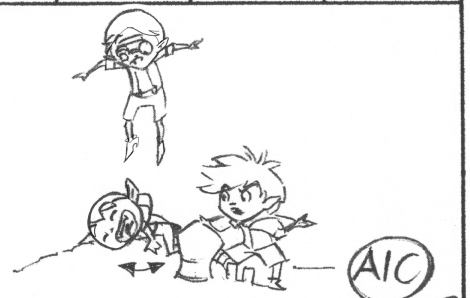
3

Action

Sound
I'M RICH...

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



4

Action
STOKER MOVES HIS ARM

Sound
HA HA HA!

Previous Time	Time	Total Time
		4"

Graphilm ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

H10

LEECHY FAST IN

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
20	13			



Action

NO HOLD

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

LEECHY IS CRAZY ABOUT THE GOLD.
OSKAR IS SERIOUS

ONLY FOR REFERENCEMENT
BG

Sound

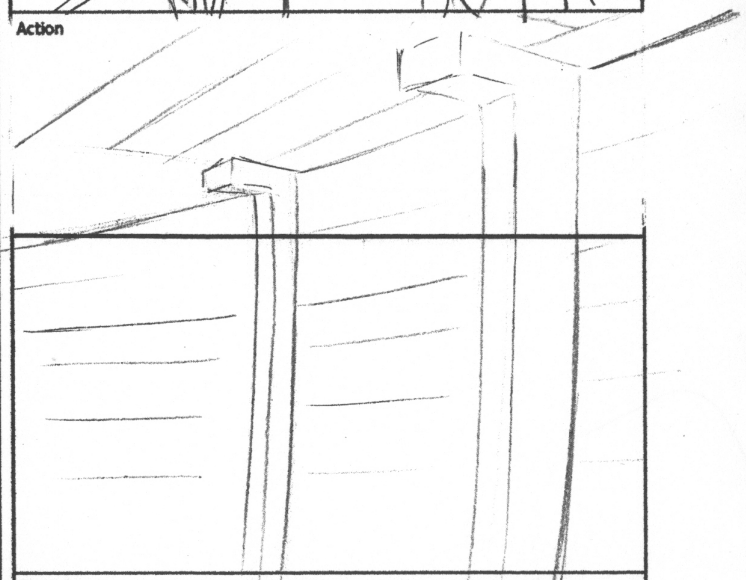
LEECHY: WE'RE RICH !!

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
	OUT			



Action



Sound

WE'RE RICH !!

OSKAR: AND WHAT ABOUT THE CURSE ?

Previous Time	Time	Total Time
		2"4

H/U

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
20	14			



OL OUT OF FOCUS

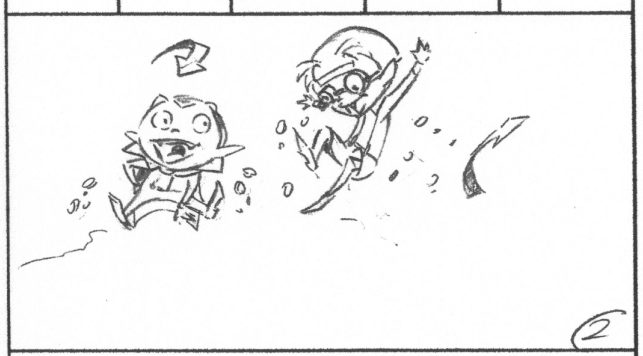
Action

Sound

STOKER! DO I LOOK CURSED OSKAR?

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

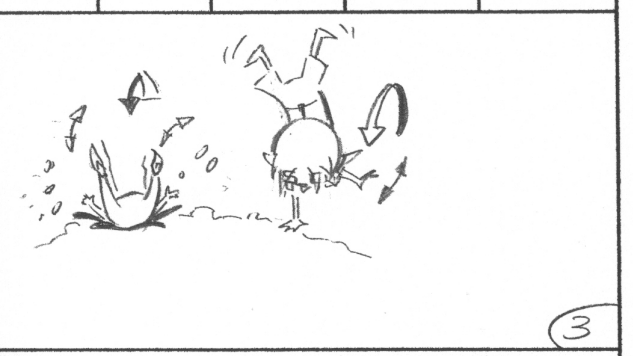
STOKER AND LEECHY ARE VERY HAPPY

Sound

STOKER: DO I?

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

THEY ARE AMUSED ~~BETWEEN~~ BETWEEN THE GOLD

Sound

STOKER: HA HA HA!! YIPEEEE!

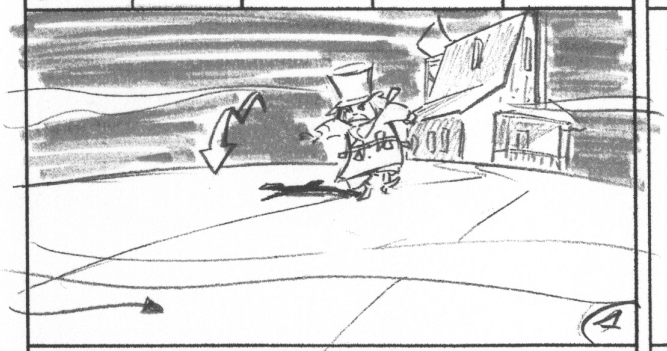
Previous Time	Time	Total Time
		5"4

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
21	01			



Action

2D FX FOG

EXT. LAKESHORE NEAR POLIDORI'S HOUSE/NIGHT

POLIDORI WALKS TO THE LAKE.

Sound

POLIDORI.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



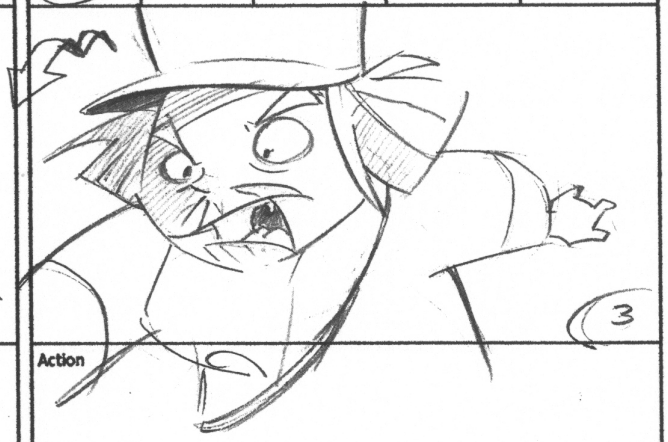
Action

HE IS HEAVILY ARMED, AS USUAL, WITH CROSSBOW, GARLIC BUD BELT AND VARIOUS STAKES.

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
OUT				



Action

HE IS MUCH DETERMINED

Sound

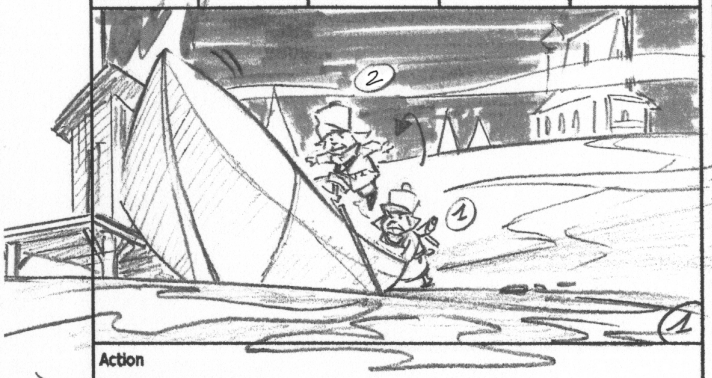
Previous Time	Time	Total Time
		5"

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
21	02			



Action

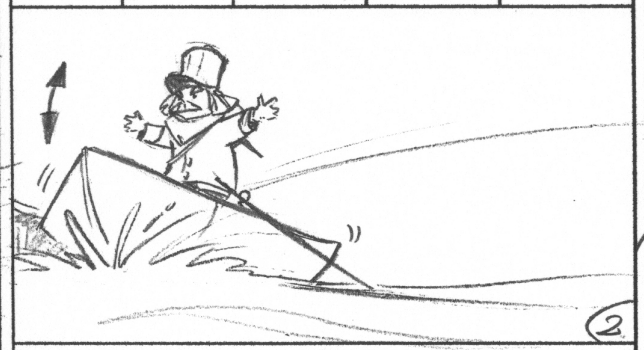
2D FX WATER.

HE HOPS INTO THE BOAT

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



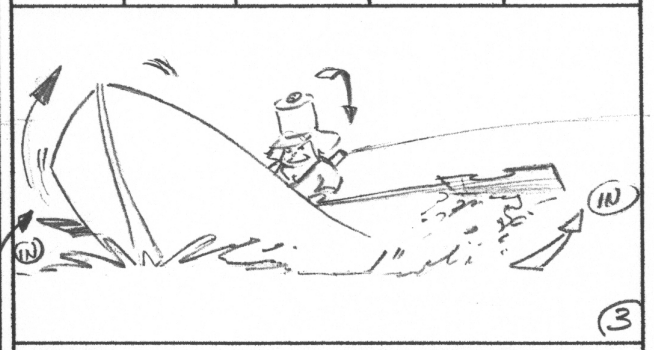
Action

AND IT WOBBLES A BIT BEFORE HE RECOVERS HIS BALANCE, AND MOVES ON.

Sound

Previous Time	Time	Total Time

Sequence	Scene CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
	02			



Action

THEN HE SITS DOWN AND HE START TO ROW.

Sound

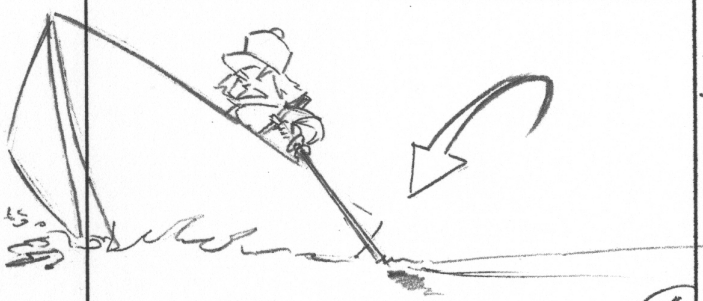
Previous Time	Time	Total Time

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
21	02 END			



4

Action

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



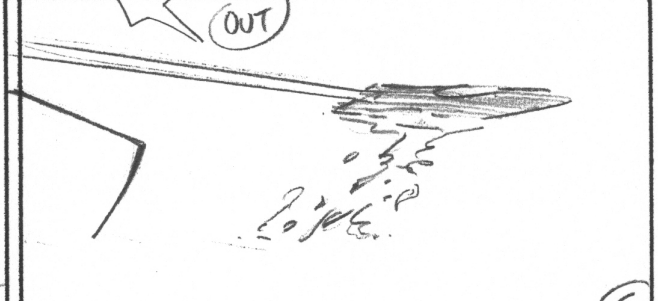
5

Action

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



6

Action

Sound

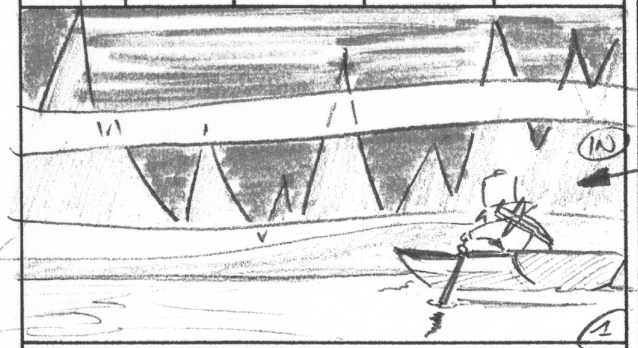
Previous Time	Time	Total Time
		4"4

Graphilm
ANIMATION-NOGRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
21	03			



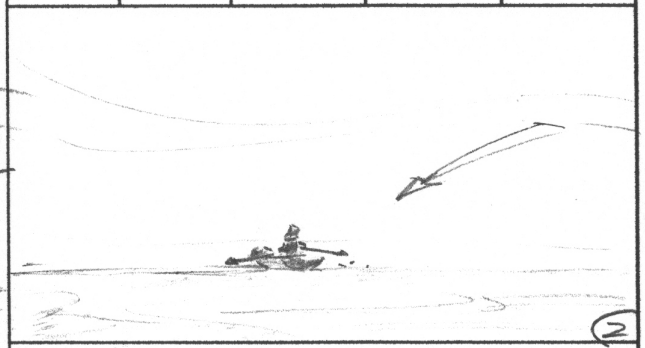
Action

2D FX FOG

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



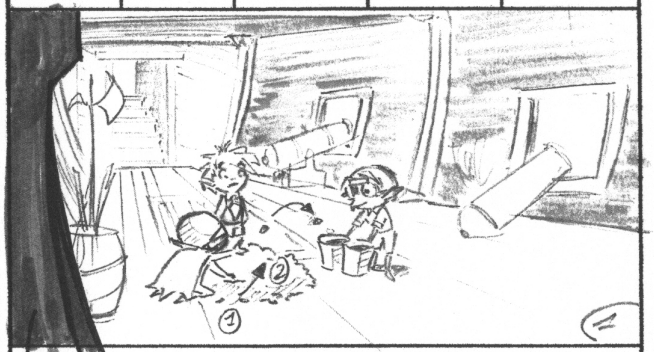
Action

POLIDORI BECOMES A SILHOUETTE IN THE FOG.

Sound

Previous Time	Time	Total Time
		3"

Sequence	Scene CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
22	01			



Action

OL INT. CHAMBER WITH TREASURE ROOM. / NIGHT.

STOKER AND LEECHY ARE DIVING UP THE TREASURE, TOSSING THE COINS INTO BUCKETS. OSKAR IS WATCHING.

Sound

STOKER: ONE FOR YOU, ONE FOR ME. TWO FOR ME.

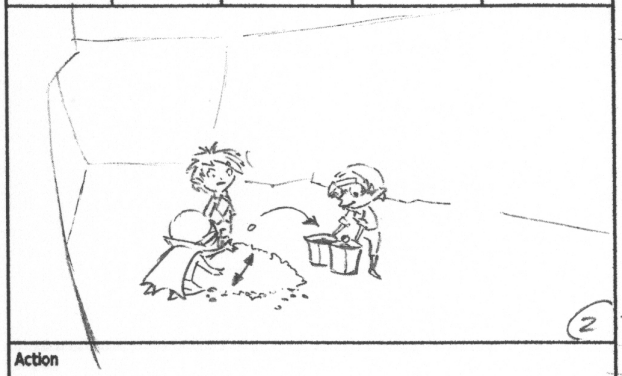
Previous Time	Time	Total Time
	/	

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	01 END			



Action

H/U

Sound

STOKER: ONE FOR YOU. THREE FOR...

Previous Time	Time	Total Time
		4"2

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	02			



Action

Sound

~~OSKAR:~~

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

Sound

OSKAR: IF YOU BRING THAT GOLD BACK TO THE SCHOOL, THE WHOLE SCHOOL COULD BE IN DANGER.

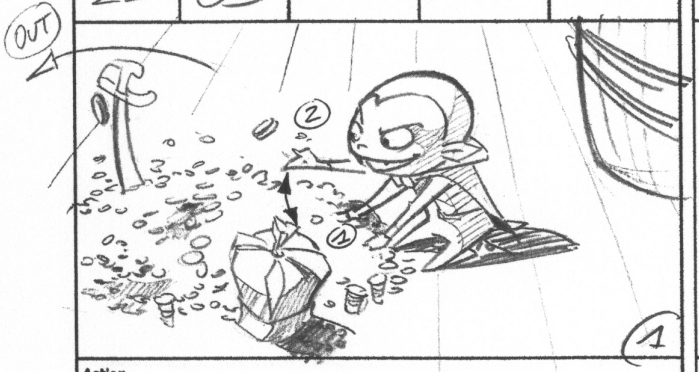
Previous Time	Time	Total Time
		3"6

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	03			



Action

STOKER IS SCORNFUL

Sound

STOKER: SCHOOL? WHAT MAKES YOU THINK I'M GOING BACK TO SCHOOL OSKAR.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

Sound

UNLESS I JUST BUY IT AND TURN IT INTO A PALACE.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

Sound

FOR ME! HAHA.

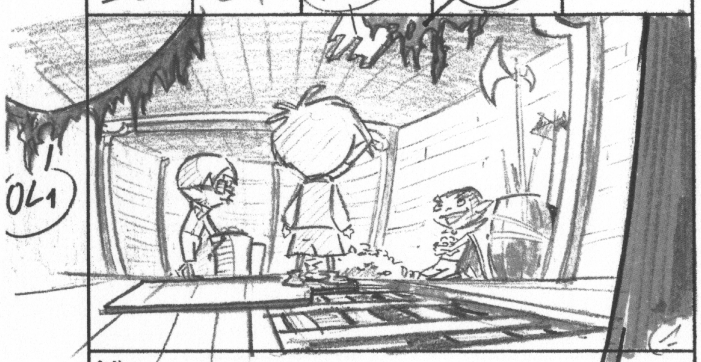
Previous Time	Time	Total Time
		7"2

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	~~Mod. Sheet~~	~~Reuse Anim~~	Reuse Bkg
22	04	HOLE	OL3	

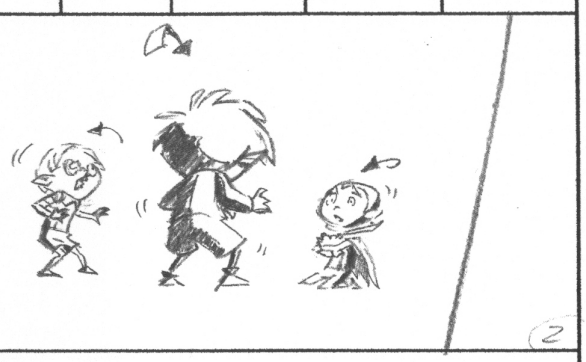


Action

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

2D FX THUNDER AND LIGHTNING BOLT

H/U

A SUDDEN CRACK OF THUNDER MAKES THEM ALL UNEASY. LIGHTNING FLASHES FOR A SECOND.

Sound

FX THUNDER

Previous Time	Time	Total Time
		1"2

Sequence	Scene CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
22	05			



Action

2D FX THUNDER. AND LIGHTNING BOLT.

ANOTHER THUNDER AND LIGHTNING BOLT.

Sound

FX THUNDER

~~SECOND~~ :

Previous Time	Time	Total Time
	/	

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	05 END			



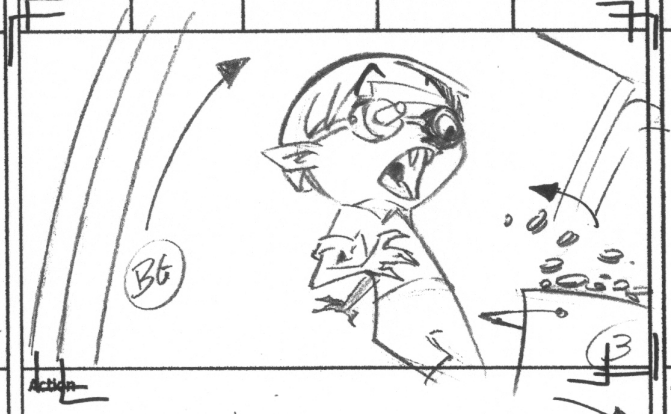
Action

Sound

LEECHY: I'M GOING TO USE MY SHARE TO SETUP A LABORATORY.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

TREMBLING CAMERA

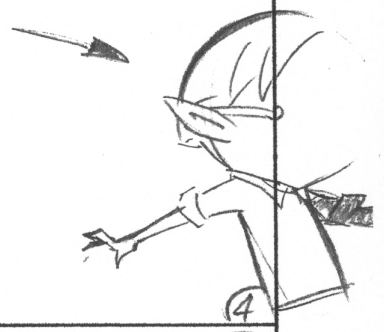
BUCKETS OUT

THERE IS A SUDDEN LURCH LEECHY SLIDES OUT WITH THE BUCKETS.
LEECHY IS FRIGHTENED

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

LEECHY OUT

Sound

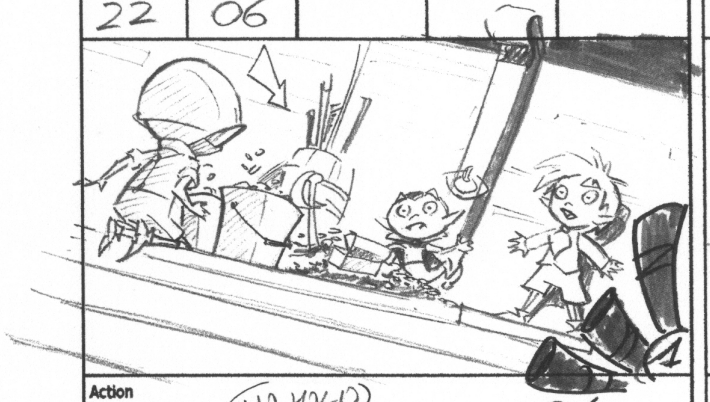
Previous Time	Time	Total Time
		5"6

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	06			



Action

NO HOLD

OL

AND THEY ALL STUMBLE TO ONE SIDE. THE BUCKETS OF GOLD SLIDE OVER THE PLANKS AND SPILL

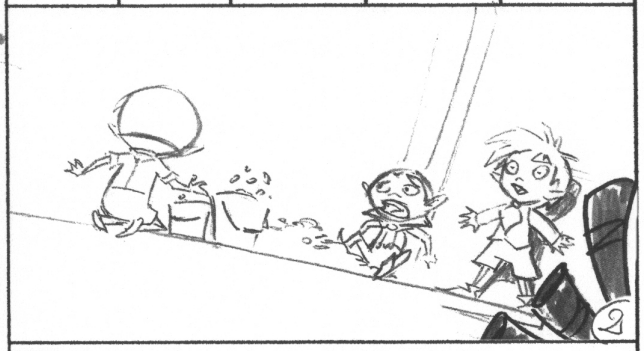
THEY ALL ARE FRIGHTENED

Sound

OSKAR: WHAT'S THAT?

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

H/U

Sound

Previous Time	Time	Total Time
		1"2

Sequence	Scene CONT	Mod. Sheet	Reuse Anim	Reuse Bkg
22	07			



Action

LEECHY (IN)

TREASURE

Sound

STOKER (UNEASILY): IT MUST BE THE SHIP SETTLING IN THE MUD.

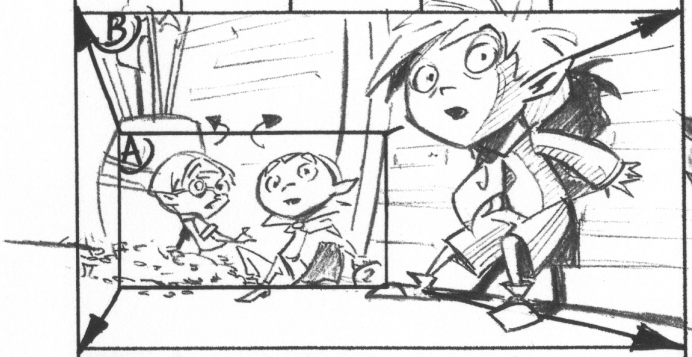
Previous Time	Time	Total Time
	/	

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	07 END			



Action

TRUCK OUT (FAST)

A → B

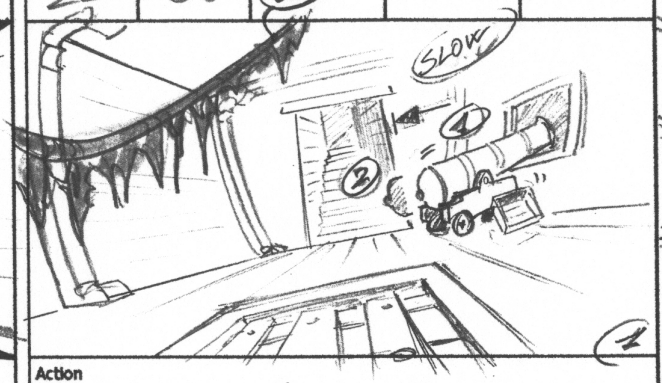
A RUMBLING MAKES THEN LOOK AROUND.

Sound

FX NOISE

Previous Time	Time	Total Time
		4"4

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	08	02		



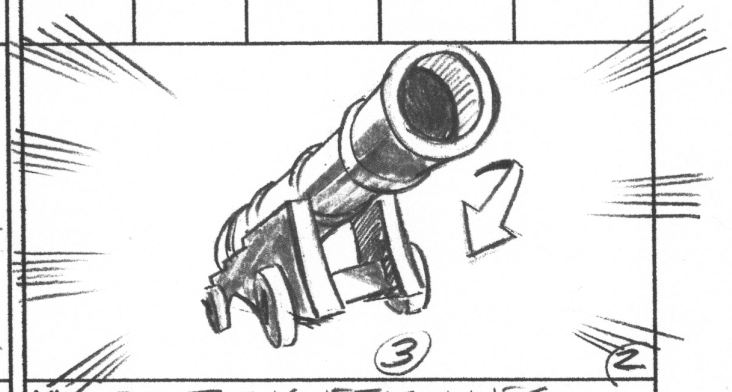
Action

AS A LARGE CANNON COMES ROLLING RIGHT AT THEM.

Sound

Previous Time	Time	Total Time
	1 — 1" — 2	

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

2D ~~FX~~ KINETIC LINES

THE CANNON COMES TO THE CAMERA WITH GRADUAL VELOCITY

Sound

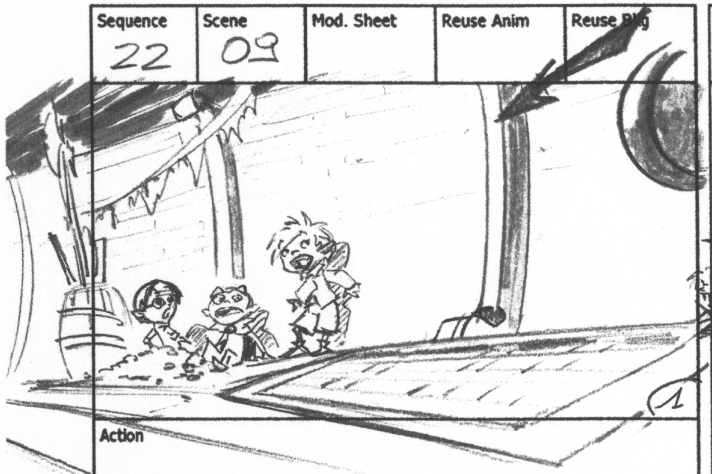
Previous Time	Time	Total Time
		2"8

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	09			



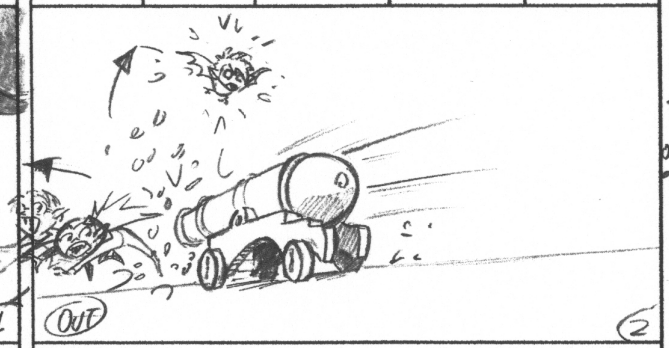
Action

CANNON FAST IN

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

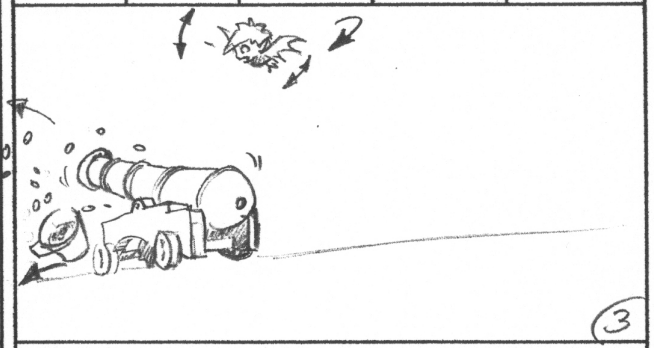
FX OSKAR TRANSFORMATION

THEY JUST MANAGE TO JUMP OVER IT, OSKAR CHANGING INTO A BAT AT THE LAST SECOND. IT SCATTERS THE GOLD EVERYWHERE

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

Sound

Previous Time	Time	Total Time
		2"4

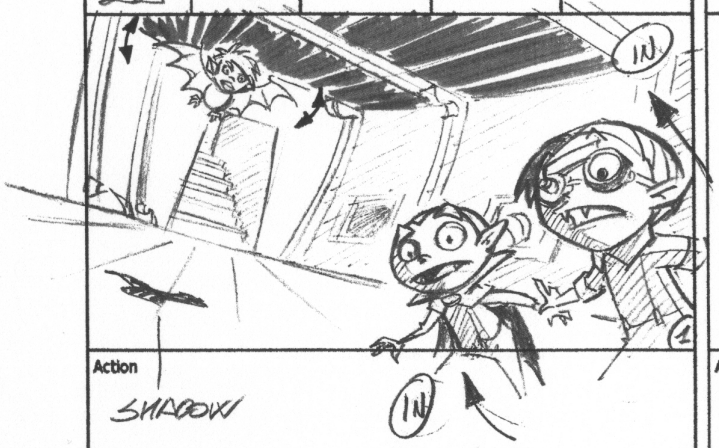
HIU

Graphilm ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE Nº	EPISODE TITLE	PAGE Nº
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	10			



Action

SHADOW

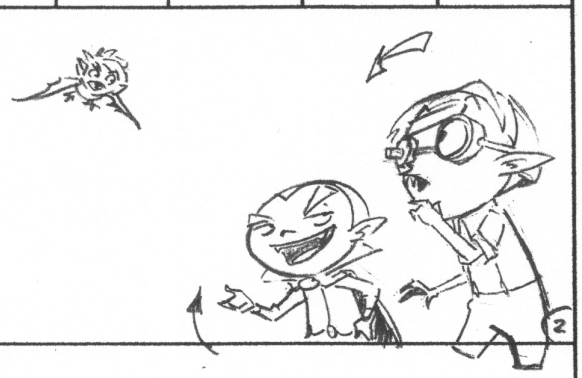
THEY ARE WORRIED AND NERVOUS.

Sound

OSKAR: THAT WAS THE SHIP SETTLING TOO I SUPPOSE.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

BUT STOKER GATHERS HIMSELF.

Sound

OSKAR: LEECHY, I'M OUTTA HERE. ARE YOU COMING?

STOKER: GO ON LEECHY. BE A VAMPIRE CHICKEN. THAT JUST MEANS MOREGOLD FOR ME.

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

Sound

LEECHY: OH YOU'D LIKE THAT, WOULD YOU STOKER. WELL I'M NOT LEAVING WITHOUT MY SHARE.

Previous Time	Time	Total Time
		13"

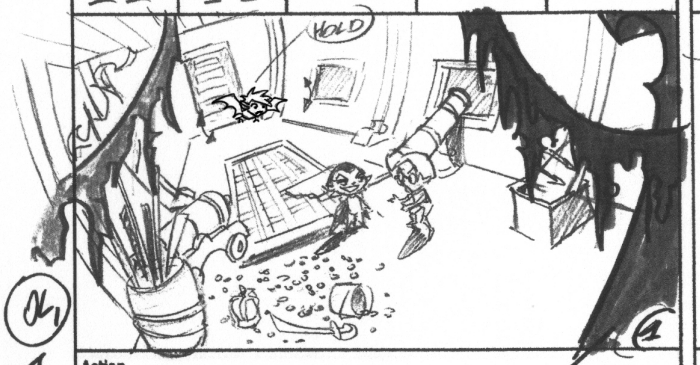
H/O

Graphilm
ANIMATION AND GRAPHICS

SCHOOL FOR VAMPIRES

EPISODE N°	EPISODE TITLE	PAGE N°
32		

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg
22	11			



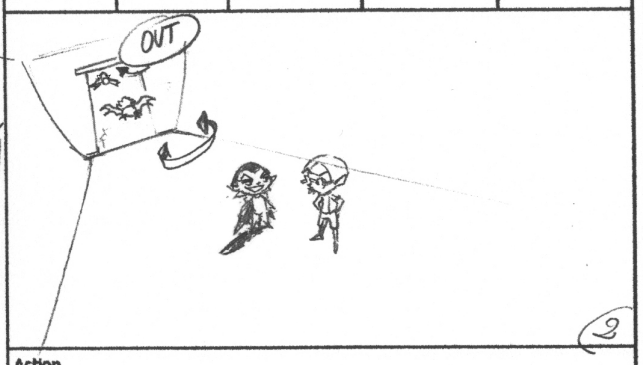
Action

OSKAR LEAVES.

Sound

Previous Time	Time	Total Time

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg



Action

Sound

Previous Time	Time	Total Time
		2"4

Sequence	Scene	Mod. Sheet	Reuse Anim	Reuse Bkg

Action

Sound

Previous Time	Time	Total Time