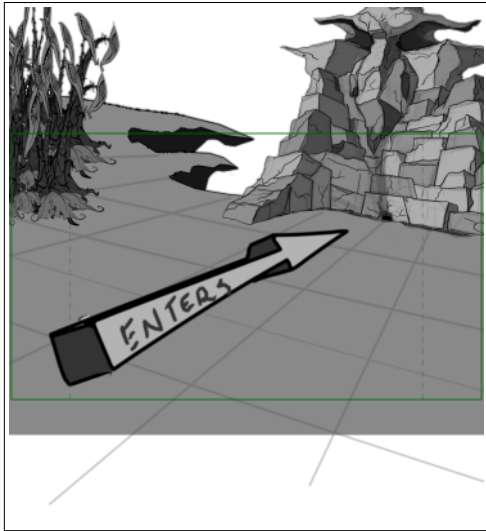


Scene	Duration	Panel	Duration
12	03:12	1	00:04

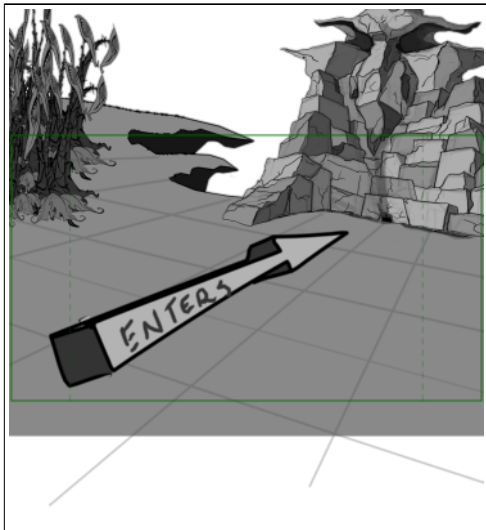


**Action Notes**

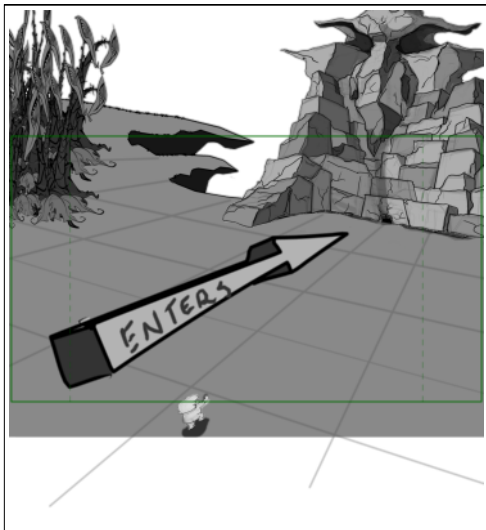
START SCENE 12

Establish a BIRDS EYE VIEW-SHOT of the scene as the main character (JR) enters bottom frame running back to the hole

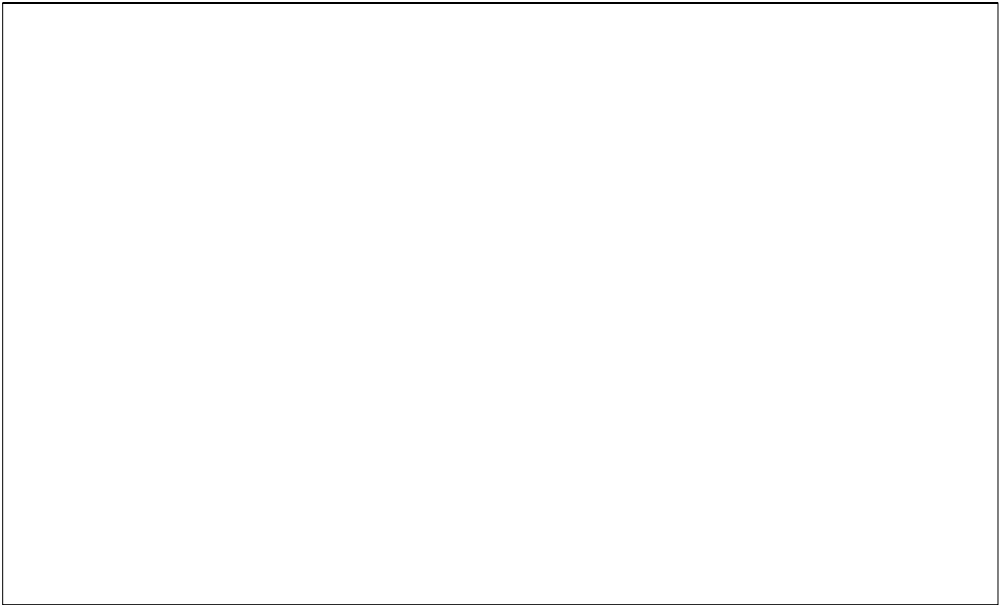
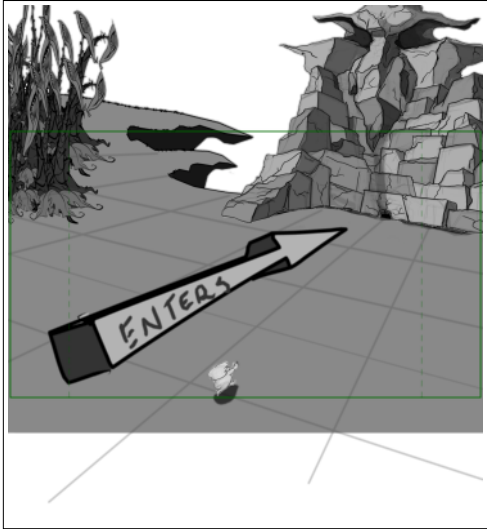
Scene	Duration	Panel	Duration
12	03:12	2	00:04



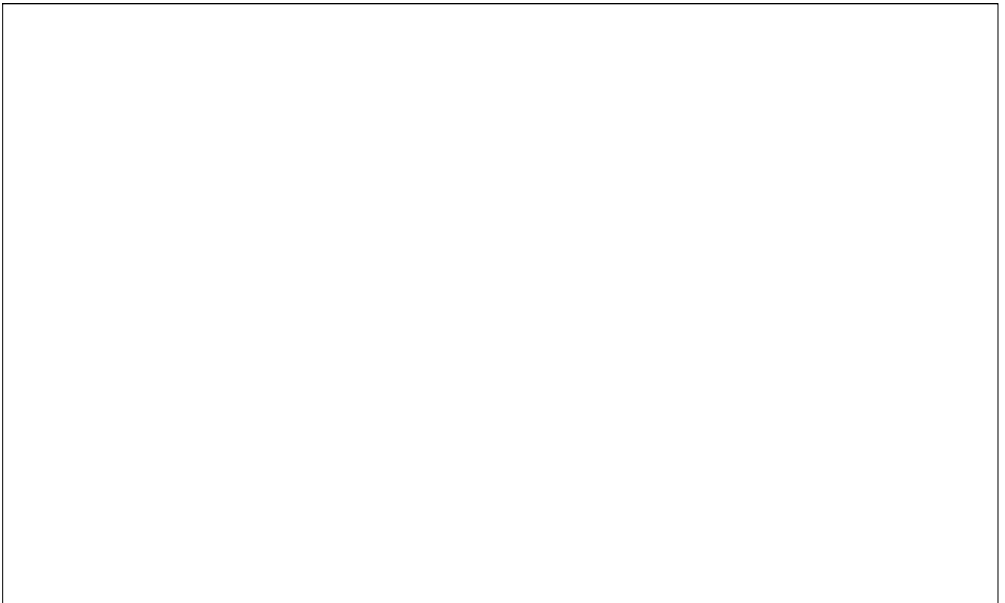
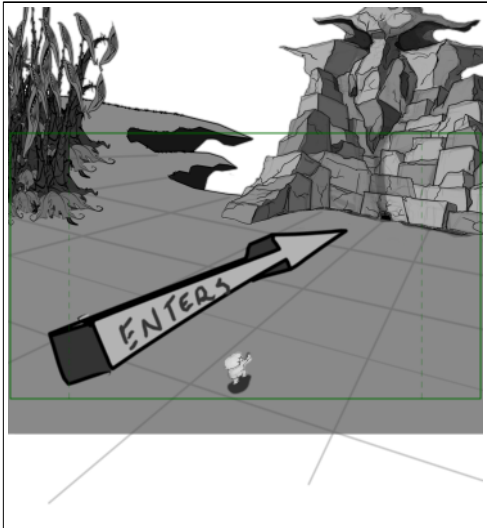
Scene	Duration	Panel	Duration
12	03:12	3	00:04



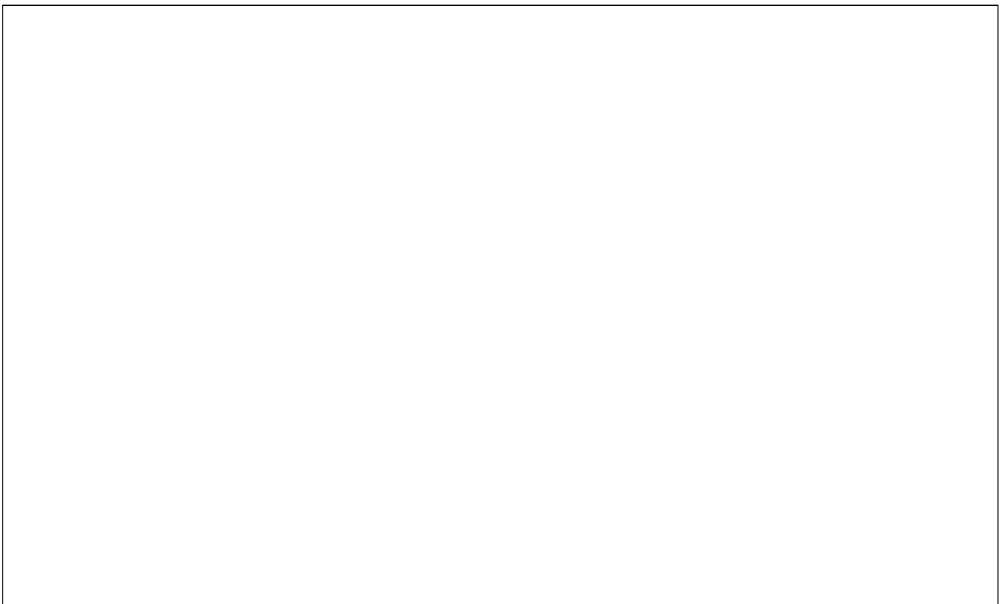
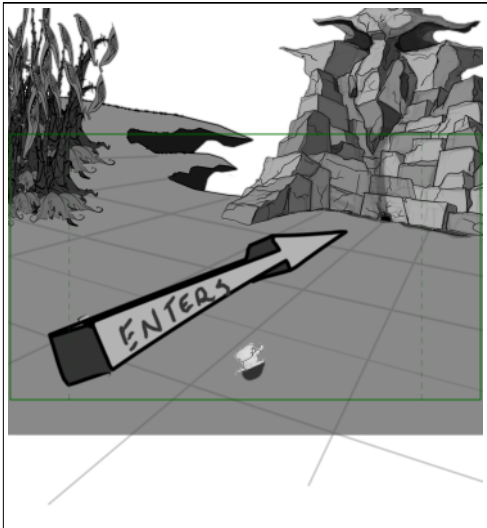
Scene	Duration	Panel	Duration
12	03:12	4	00:04



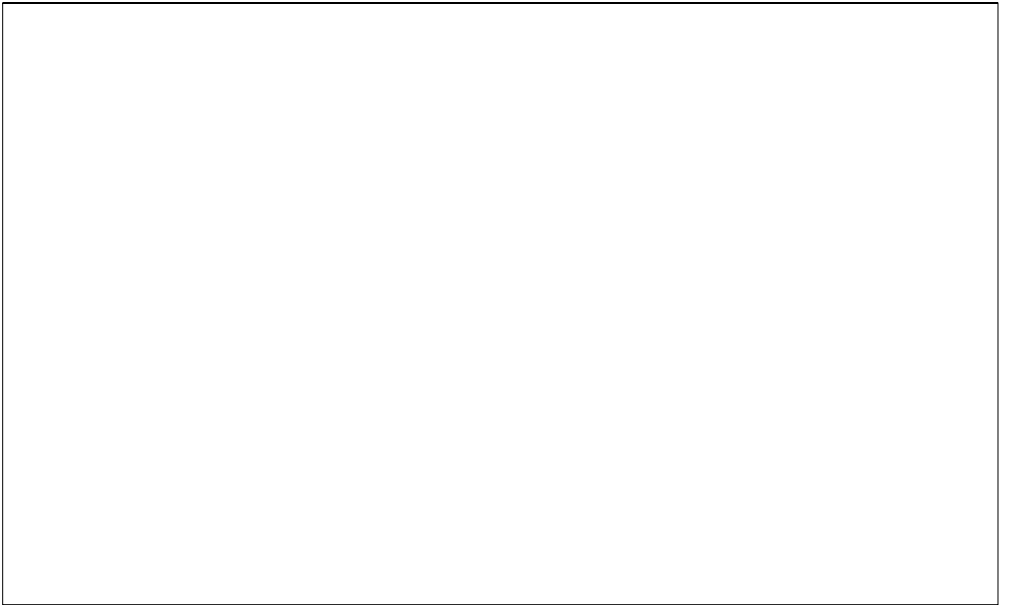
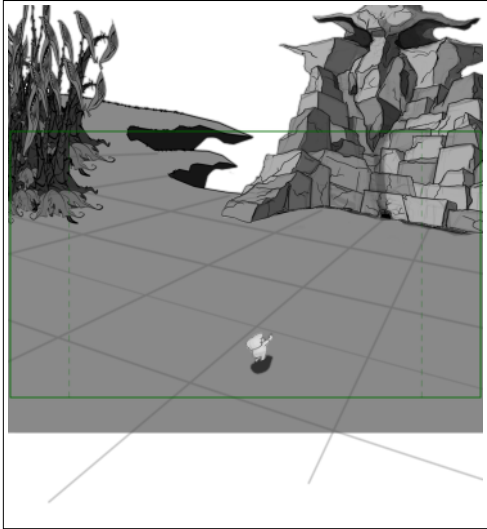
Scene	Duration	Panel	Duration
12	03:12	5	00:04



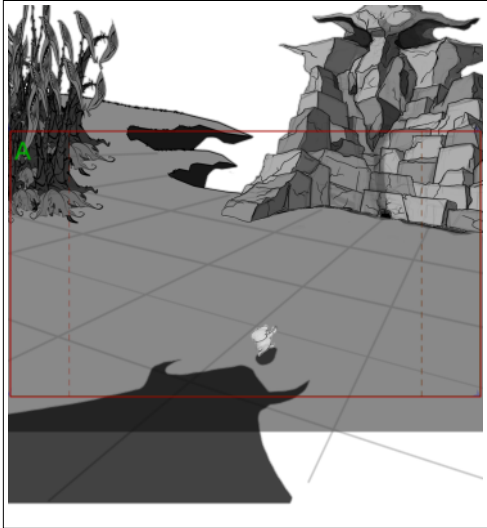
Scene	Duration	Panel	Duration
12	03:12	6	00:04



Scene	Duration	Panel	Duration
12	03:12	7	00:04



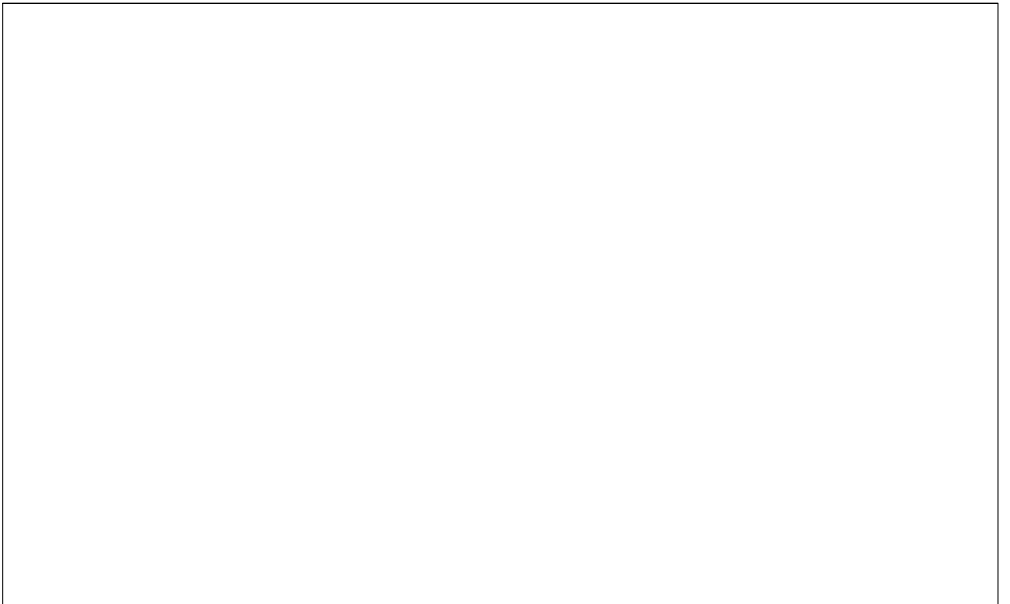
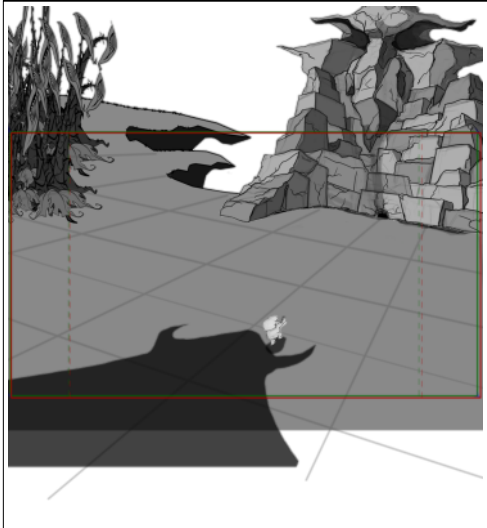
Scene	Duration	Panel	Duration
12	03:12	8	00:04



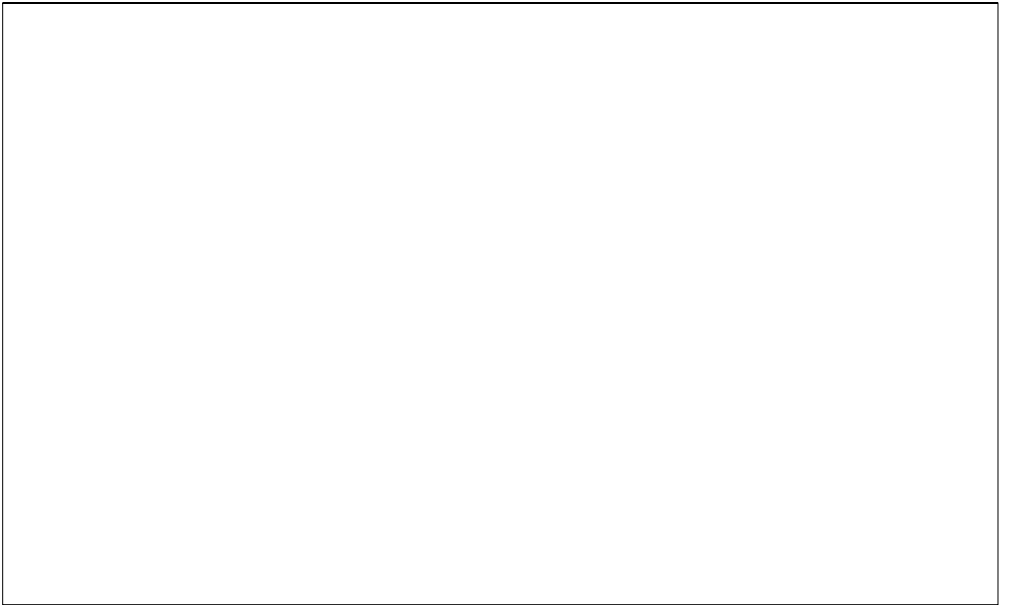
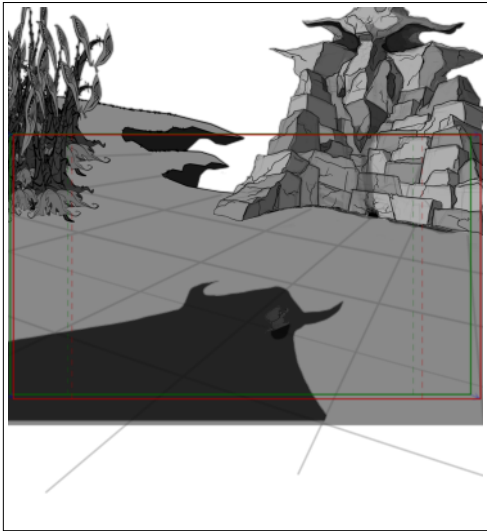
**Action Notes**  
Shadow of the secondary character (THE CREATURE), appears to be chasing behind the main character (JR)

**Notes**  
START TRUCKING-OUT to transition to a WIDE BIRDS EYE VIEW-SHOT

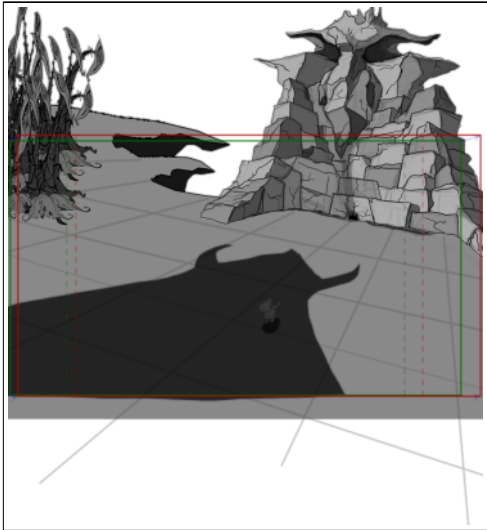
Scene	Duration	Panel	Duration
12	03:12	9	00:04



Scene	Duration	Panel	Duration
12	03:12	10	00:04

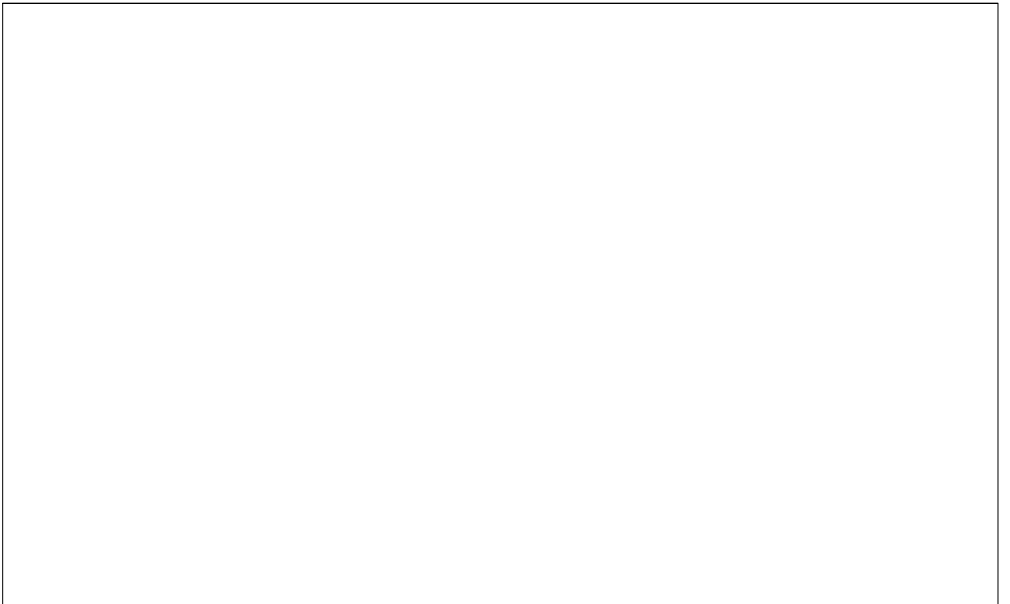
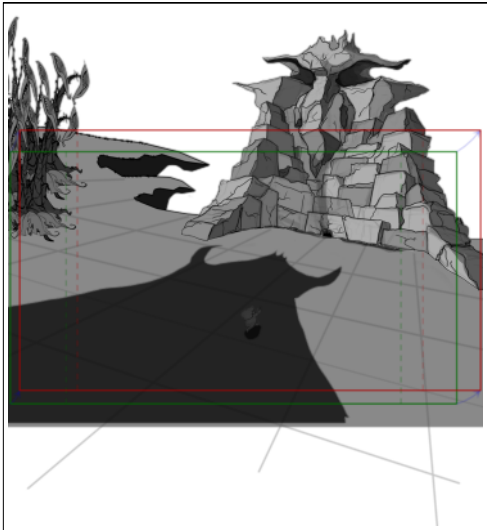


Scene	Duration	Panel	Duration
12	03:12	11	00:04

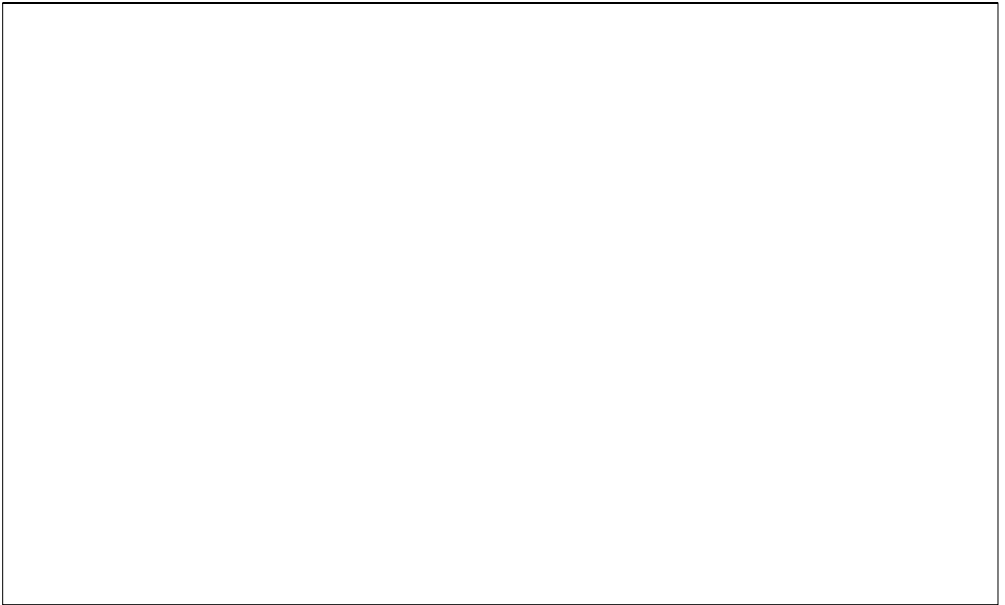
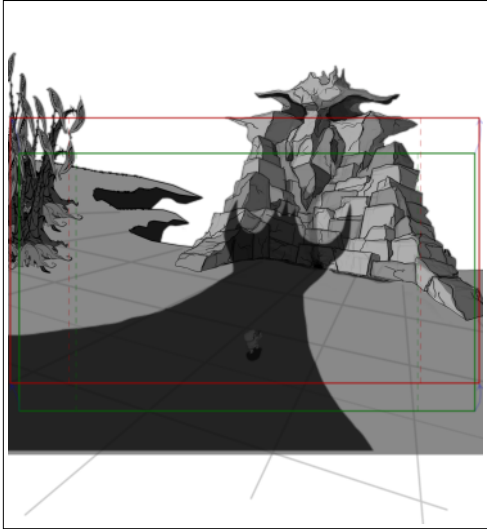


**Action Notes**  
The secondary characters (THE CREATURE) shadow over- takes the main characters (JR) path towards the hole

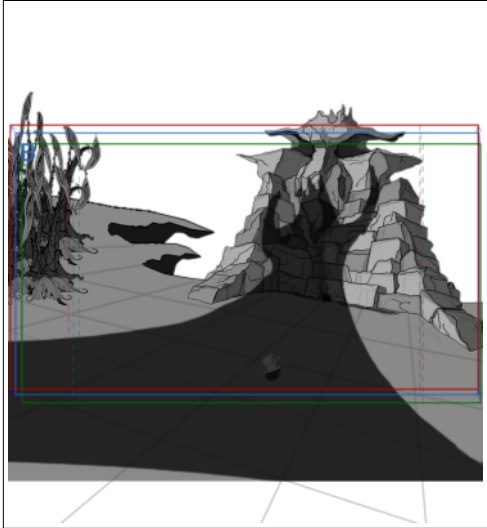
Scene	Duration	Panel	Duration
12	03:12	12	00:04



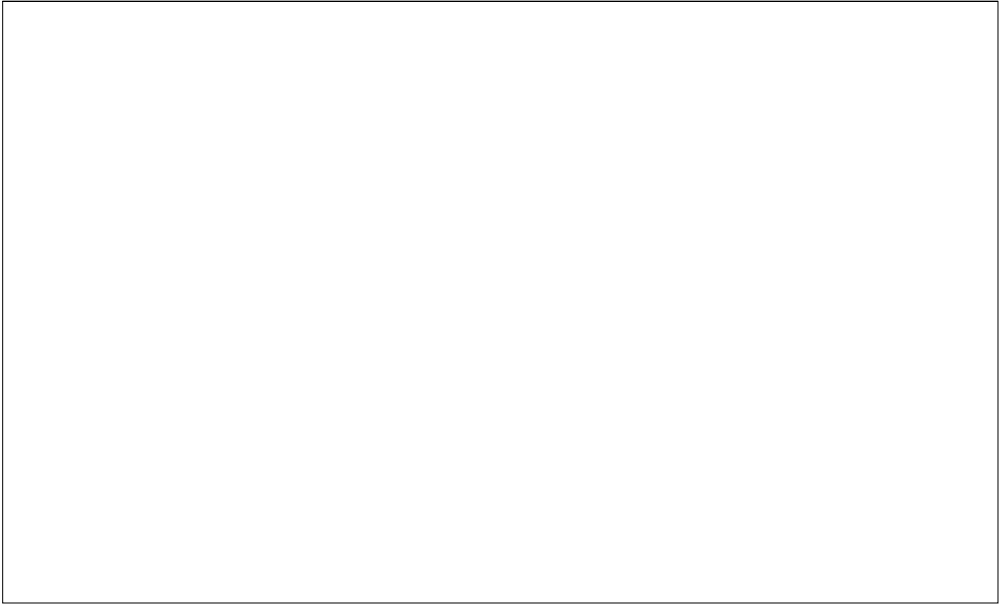
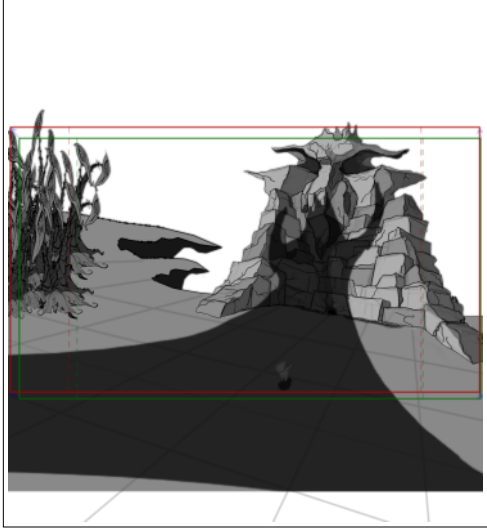
Scene	Duration	Panel	Duration
12	03:12	13	00:04



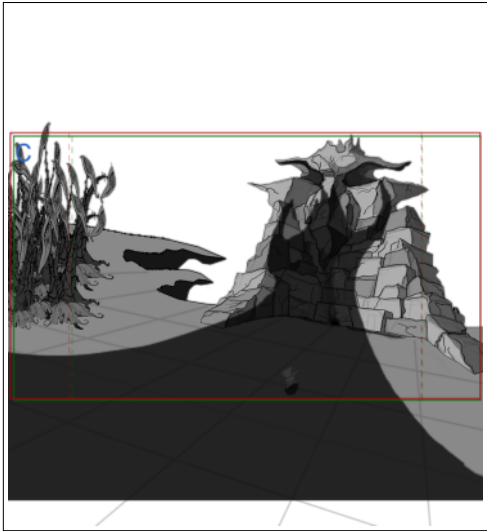
Scene	Duration	Panel	Duration
12	03:12	14	00:04



Scene	Duration	Panel	Duration
12	03:12	15	00:04



Scene	Duration	Panel	Duration
12	03:12	16	00:04



**Action Notes**

.END SCENE 12

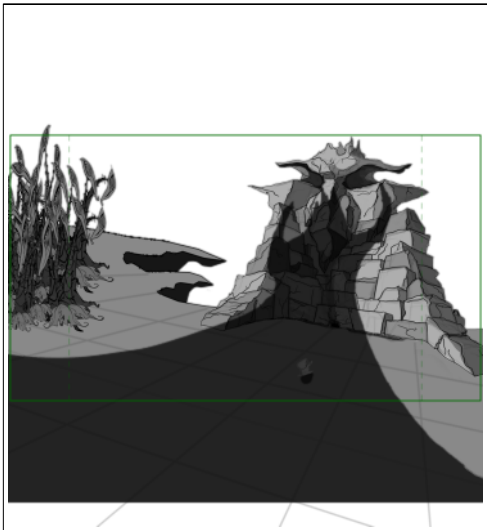
The main character (JR) runs towards the hole as the secondary character (THE CREATURE) reflects and appears off the stone structure

**Notes**

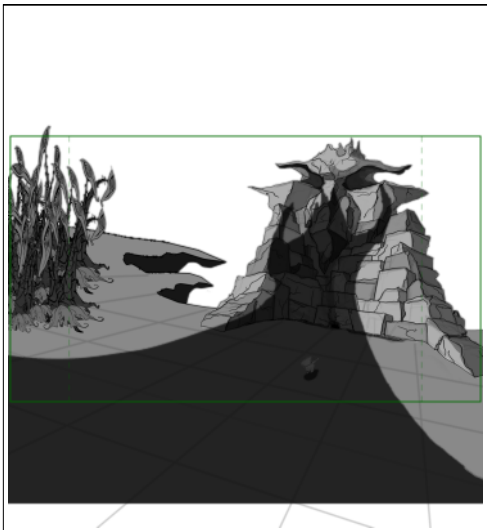
END transition to a wide long shot looking down at a birds eye view OF THE SCENE

END SCENE 12 CUT TO SCENE 13

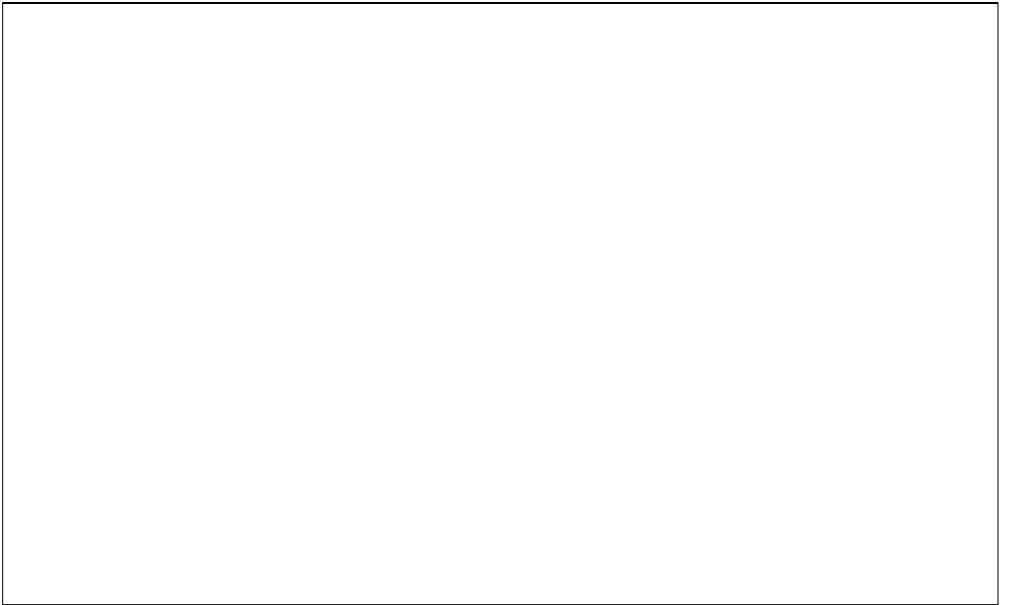
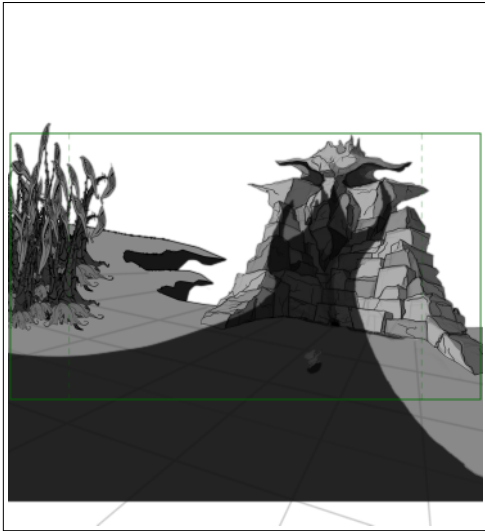
Scene	Duration	Panel	Duration
12	03:12	17	00:04



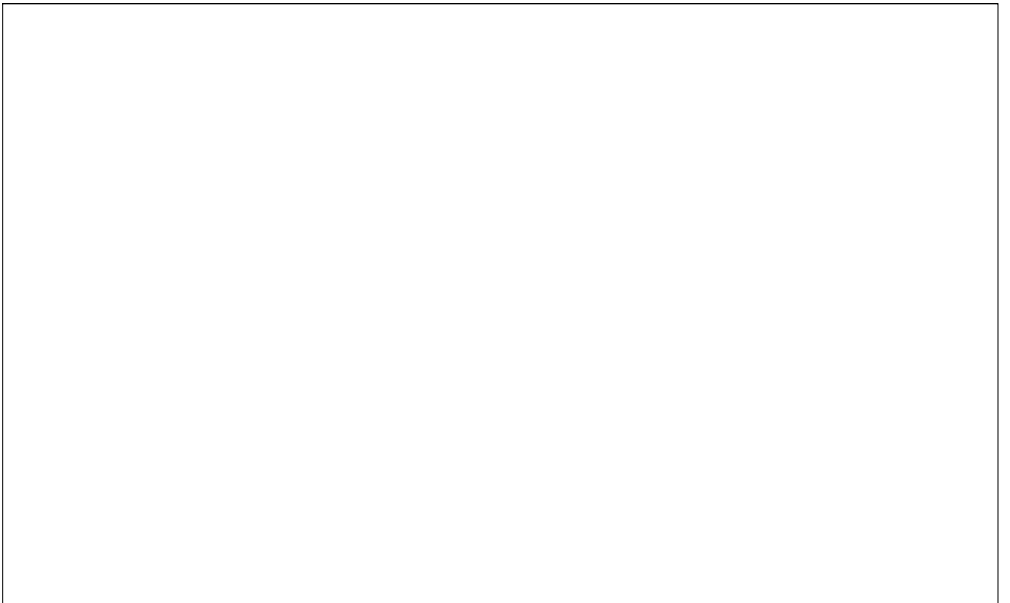
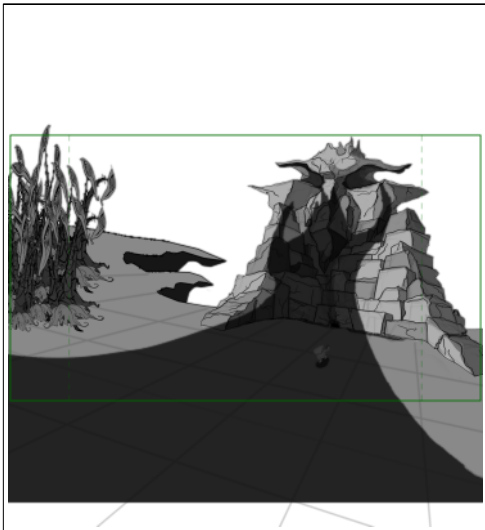
Scene	Duration	Panel	Duration
12	03:12	18	00:04



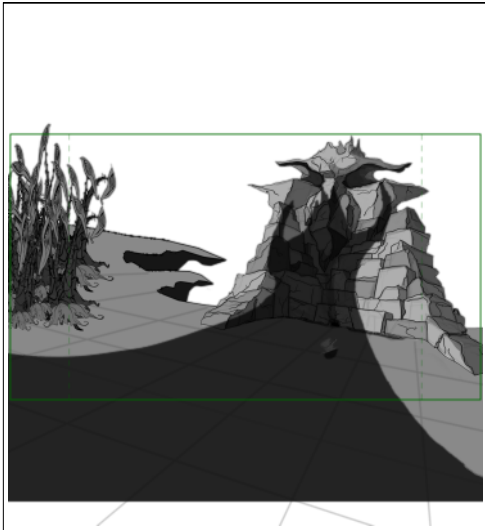
Scene	Duration	Panel	Duration
12	03:12	19	00:04



Scene	Duration	Panel	Duration
12	03:12	20	00:04



Scene	Duration	Panel	Duration
12	03:12	21	00:04



**Action Notes**  
 END SCENE 12  
 The main character (JR) runs towards the hole as the secondary character (THE CREATURE) reflects and appears off the stone structure

**Notes**  
 END transition to a wide long shot looking down at a birds eye view OF THE SCENE  
 END SCENE 12 CUT TO SCENE 13