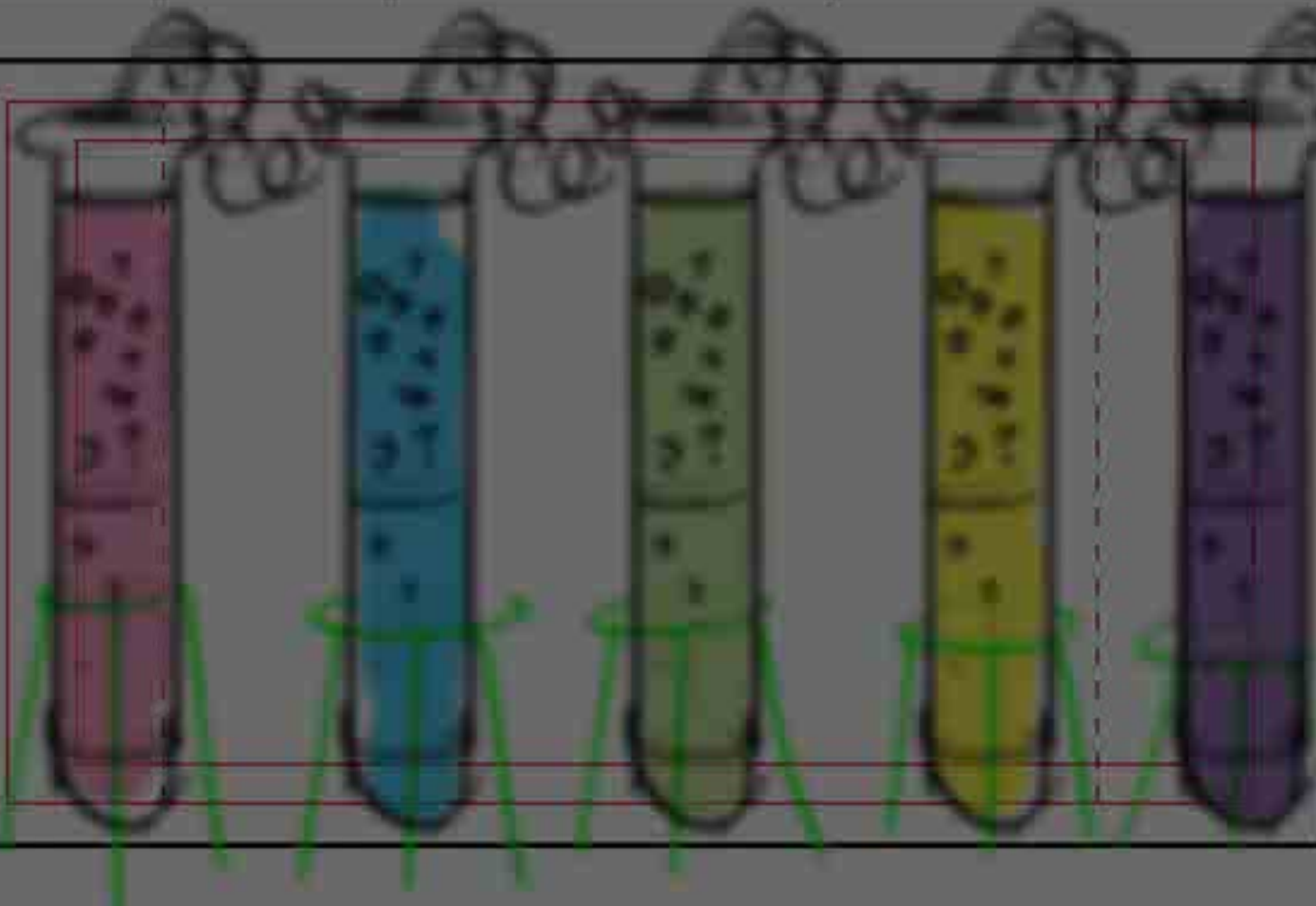
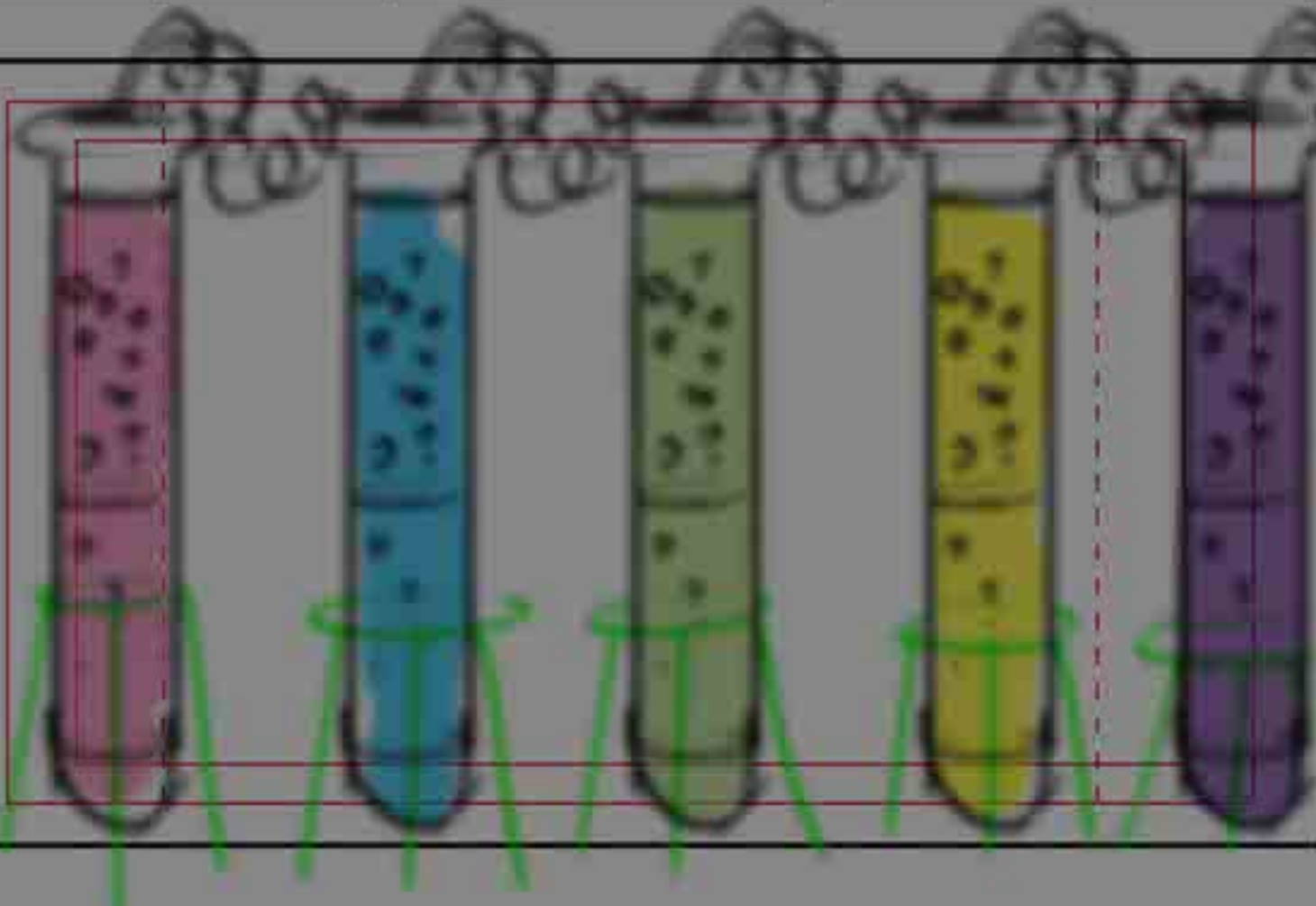


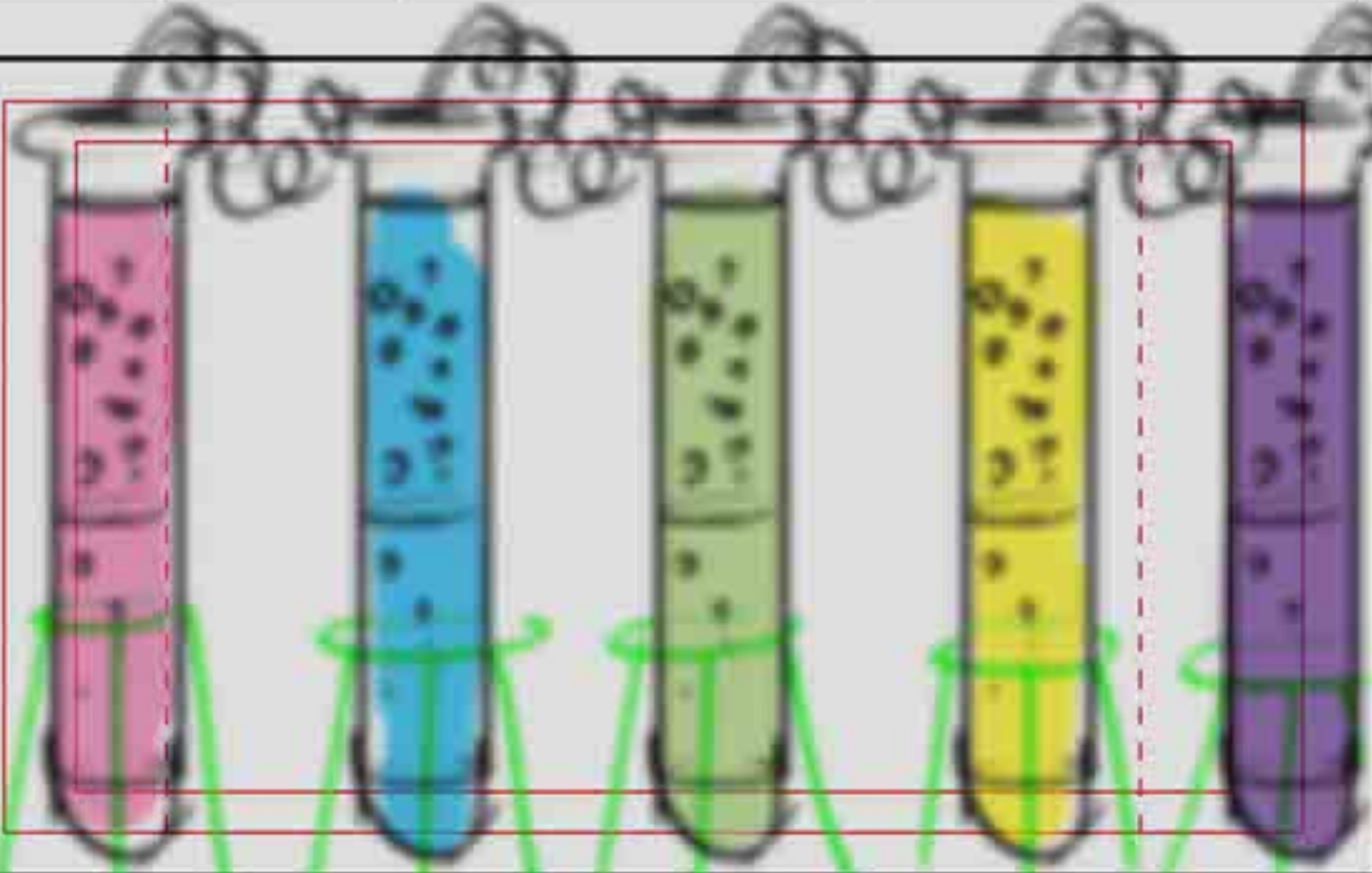


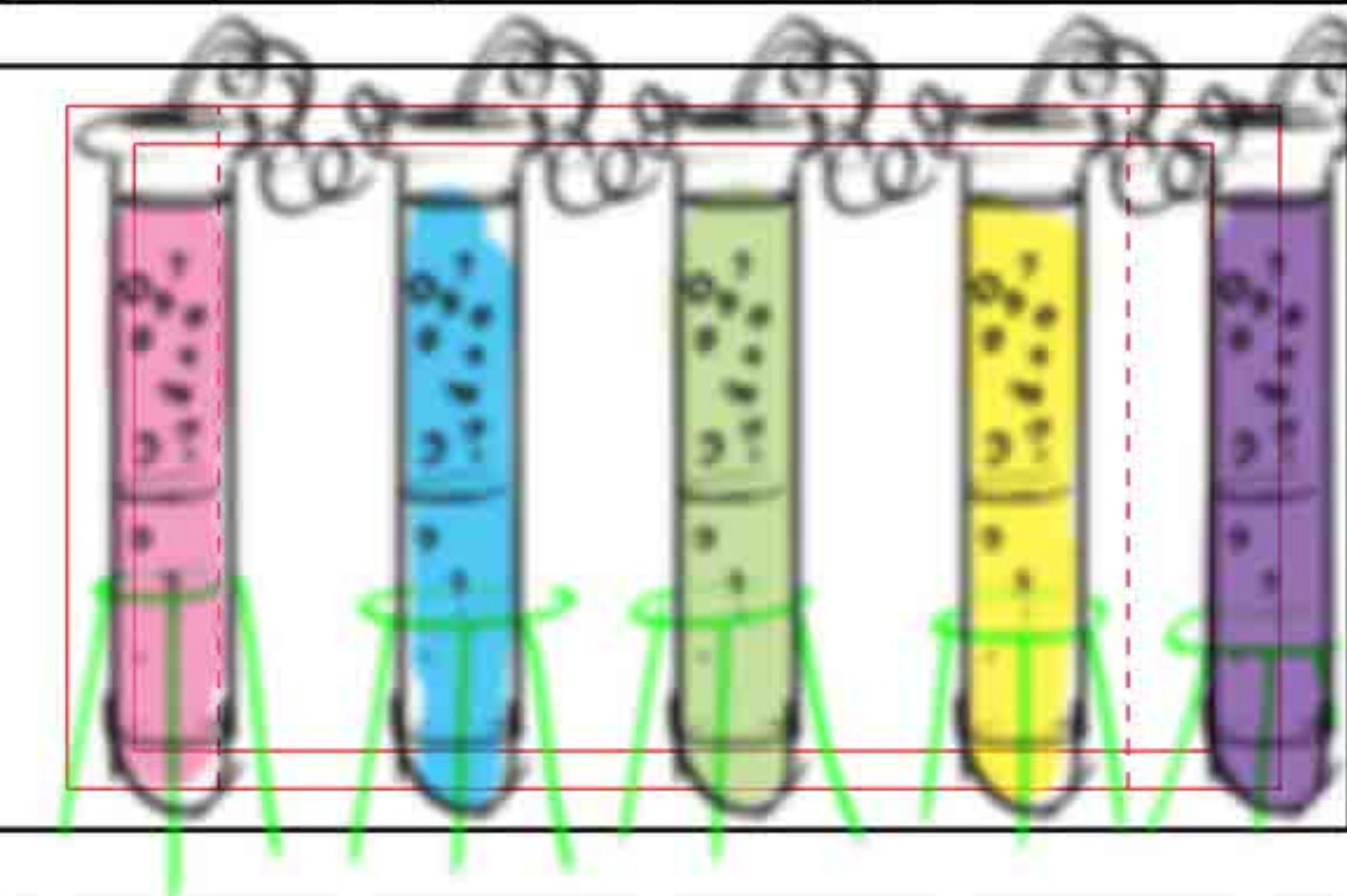
MONSTERS VS ALIENS
A SCRIPT DRIVEN TV SERIES
STORYBOARD BY JEREMY BERNSTEIN

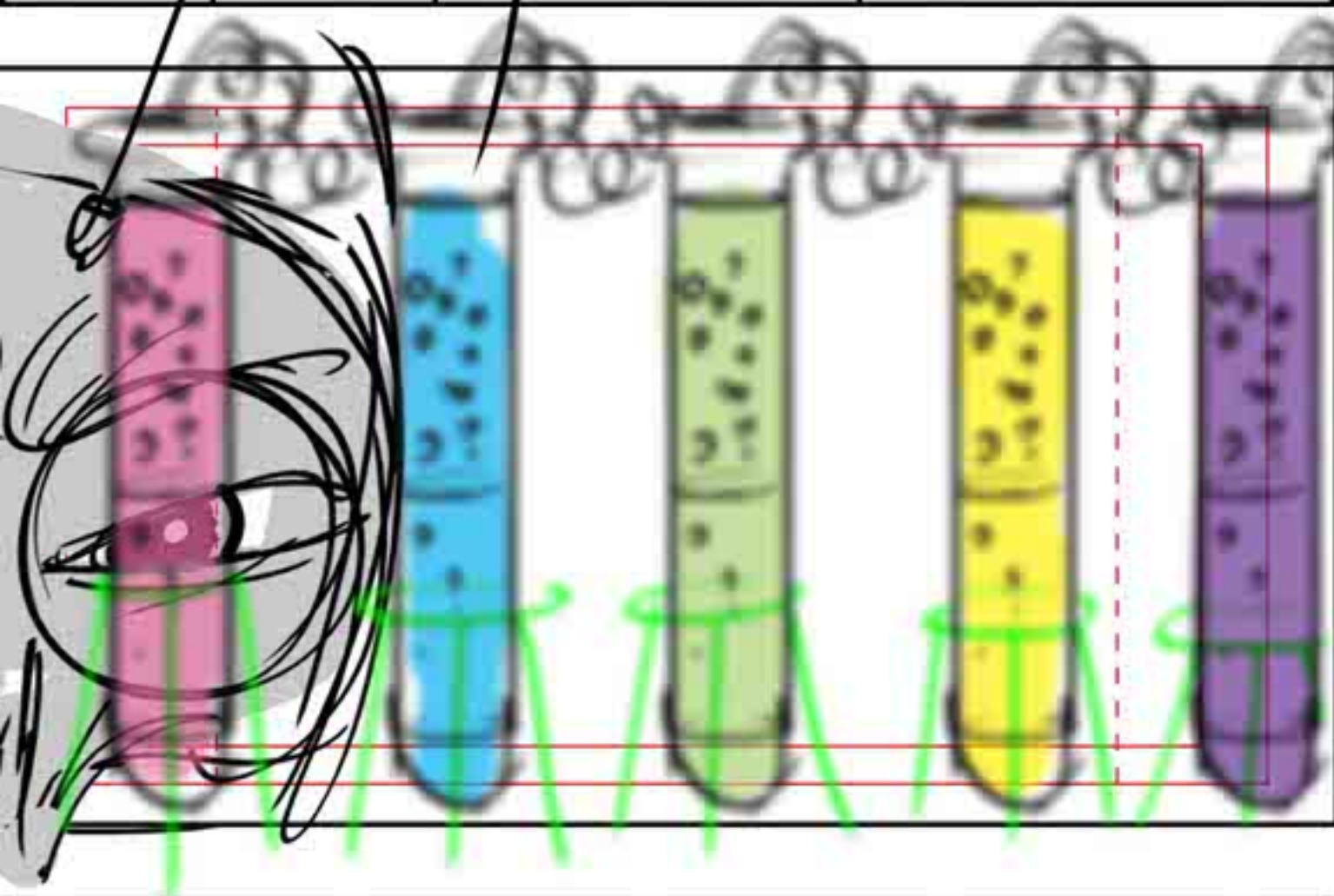
Screaming Your Calls

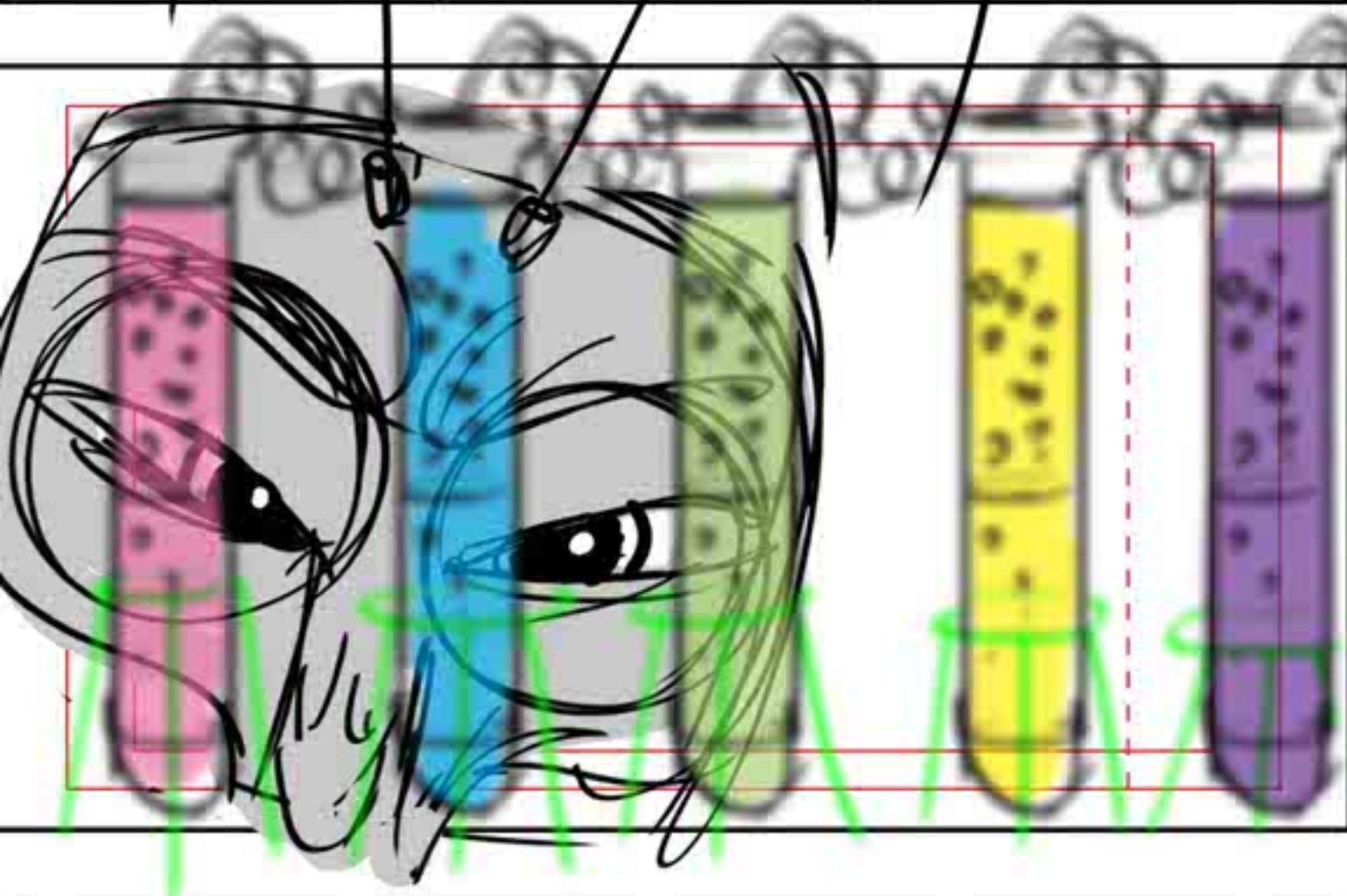
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

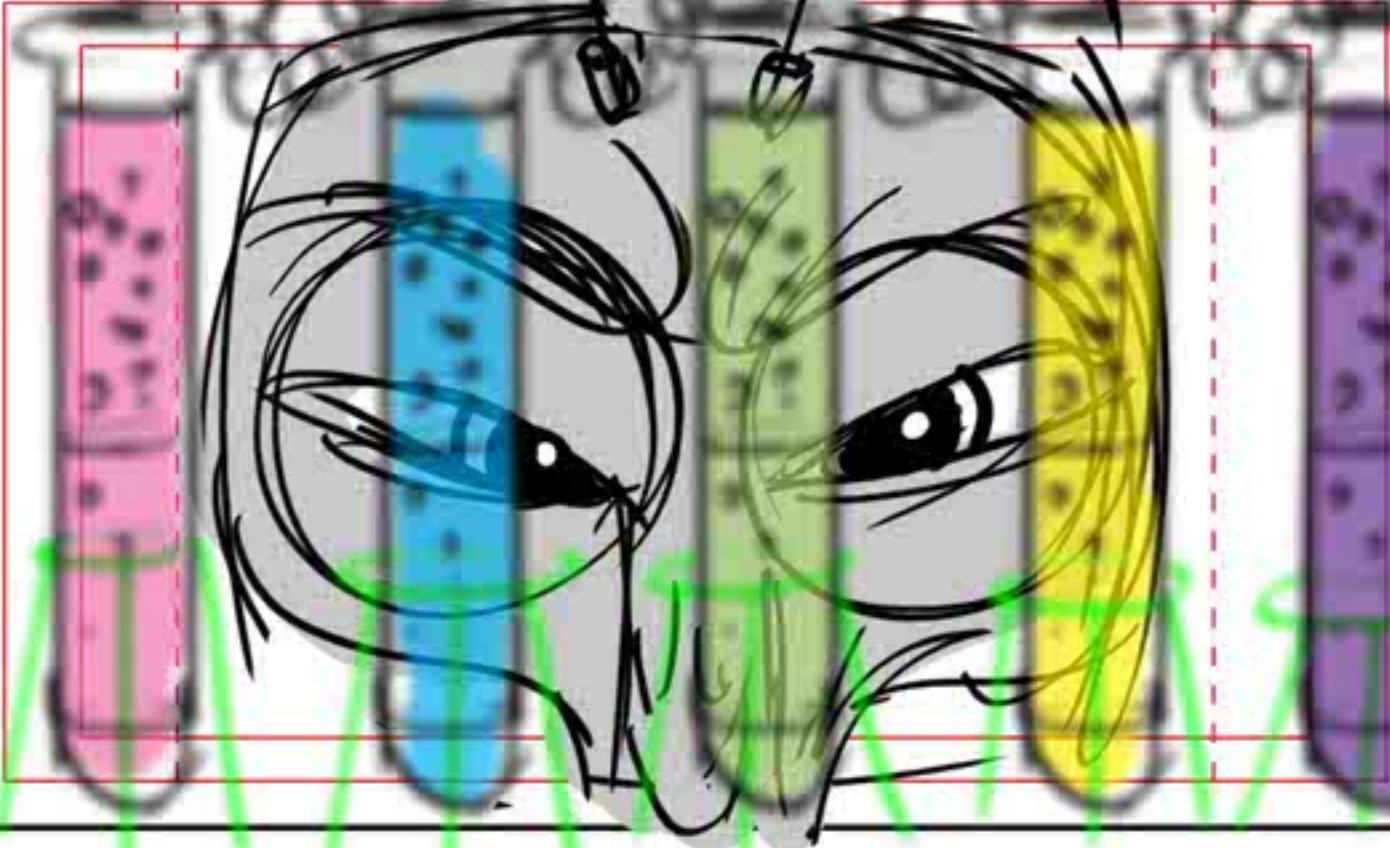
Sequence	Scene	Panel	Frames
 <p>The image shows five test tubes in a row, each containing a different colored liquid and small black bubbles. From left to right, the colors are pink, blue, green, yellow, and purple. A red dashed rectangular box encloses the first four test tubes. A green dashed rectangular box encloses the bottom portion of all five test tubes. The tubes are held in place by a white rack with a black outline.</p>			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			

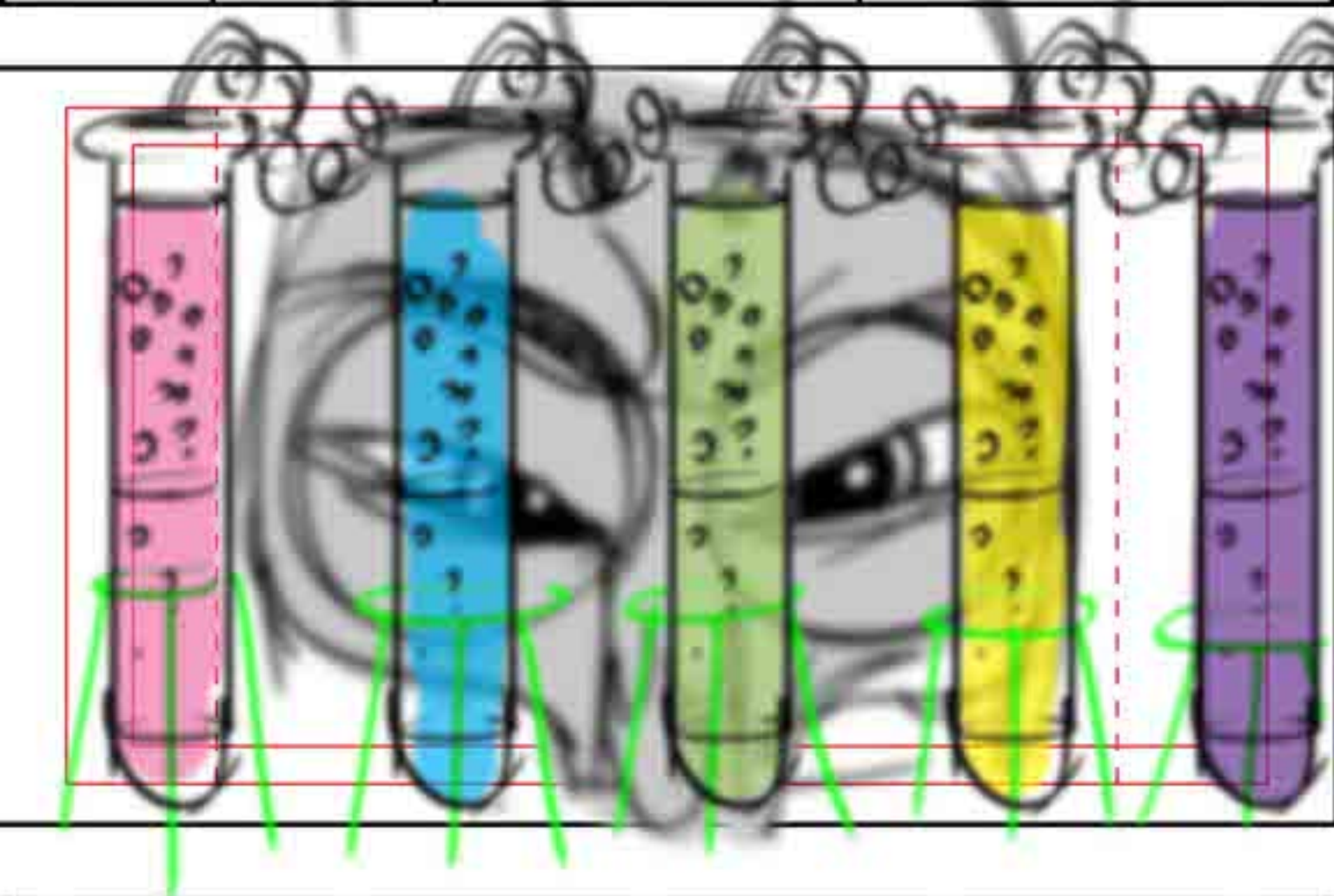
Sequence	Scene	Panel	Frames
 <p>The image shows five test tubes in a row, each containing a different colored liquid and small black bubbles. From left to right, the colors are pink, blue, green, yellow, and purple. A red dashed rectangular box encloses the first four test tubes (pink, blue, green, and yellow). A green dashed rectangular box encloses the last four test tubes (blue, green, yellow, and purple). The test tubes are held in place by green stands.</p>			
Dialogue/Action			

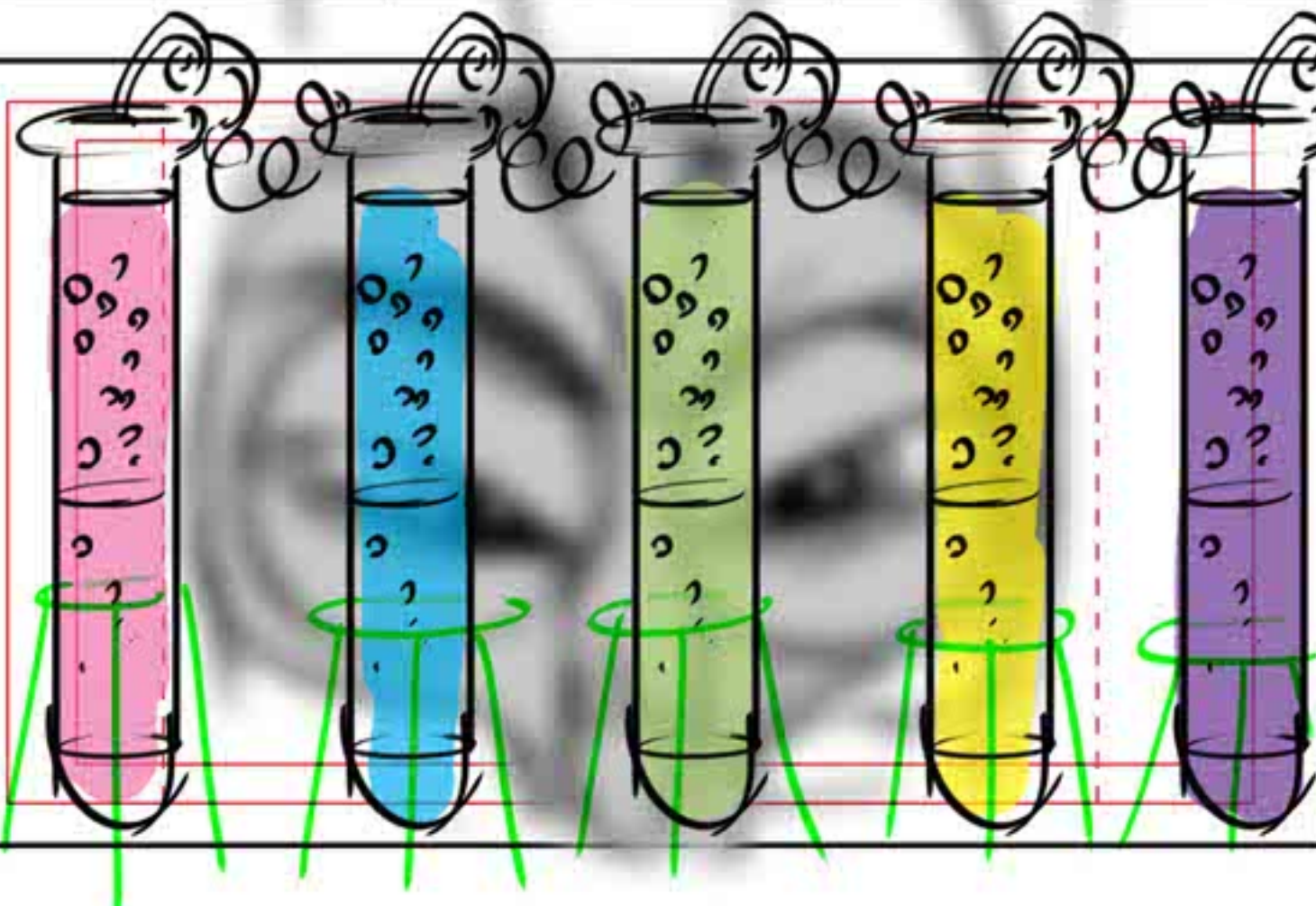
Sequence	Scene	Pane	Frames
 <p>A storyboard panel depicting a character with a large, expressive eye looking at five test tubes. The test tubes contain liquids of different colors: pink, blue, green, yellow, and purple. Each tube has small black bubbles rising from the bottom. The tubes are held in green stands. A red dashed box highlights the entire row of test tubes. A green dashed box highlights the character's eye. Two black lines originate from the top of the page, pointing to the 'Scene' and 'Pane' columns.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			



Sequence

Scene

Panel

Frames

DR. COCKROACH:
(HA- HA- HA- HA- HA-NANAN!)

Sequence

Scene

Panel

Frames

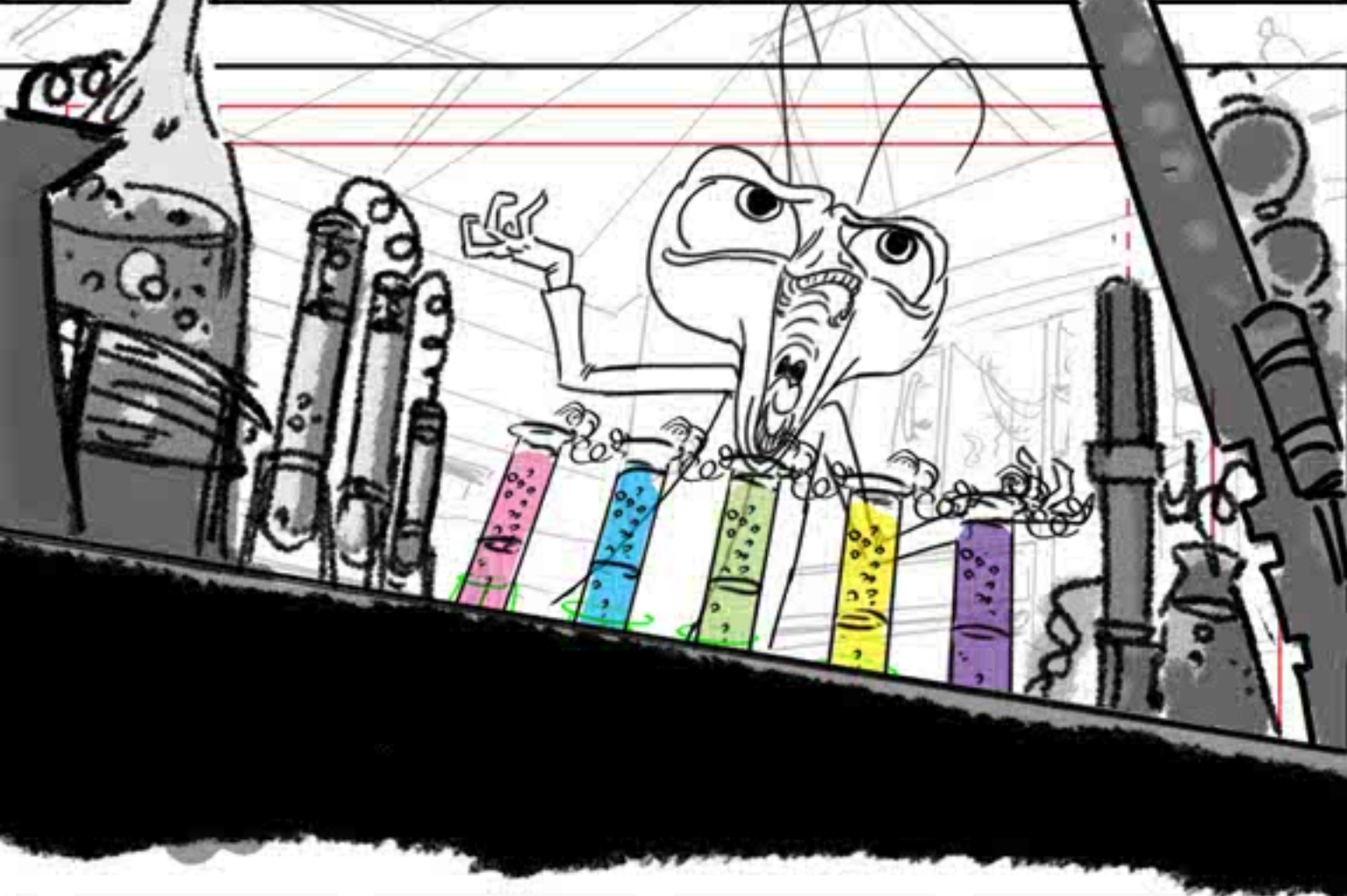


Dialogue/Action

DR. COCKROACH:
(HA- HA- HA- HA- HA-NANAN!)

Sequence	Scene	Panel	Frames
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="500 1223 962 1364">DR. COCKROACH: (HA- HA- HA- HA- HA-NANAN!)</p>			

Sequence	Scene	Panel	Frames
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="500 1223 988 1364">DR. COCKROACH: (HA- HA- HA- HA- HA-NANAN!)</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="500 1223 988 1364">DR. COCKROACH: (HA- HA- HA- HA- HA-NANAN!)</p>			

Sequence

Scene

Panel

Frames



Dialogue/Action

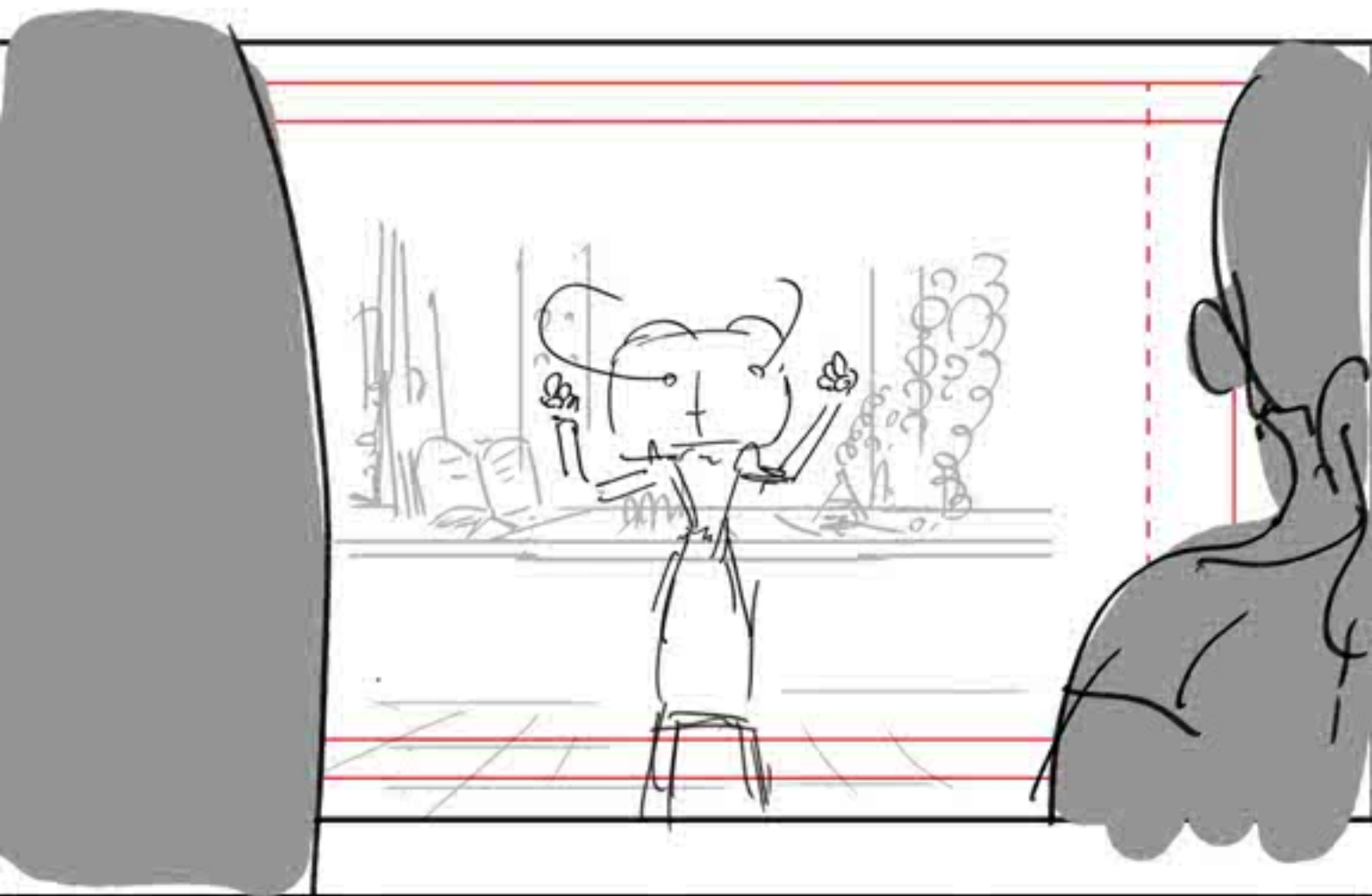
DR. COCKROACH:
(HA- HA- HA- HA- HA-NANAN!)

Sequence

Scene

Panel

Frames



Dialogue/Action

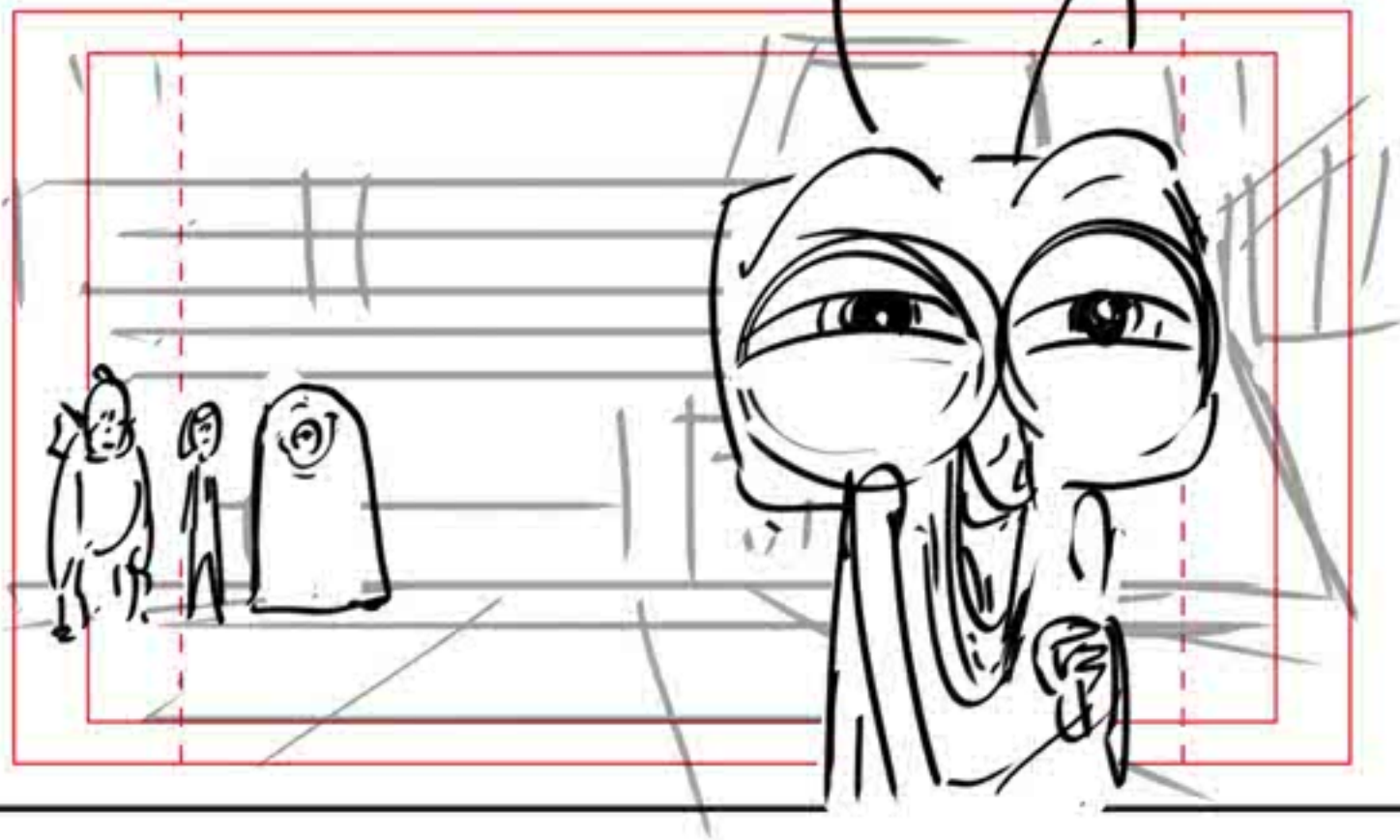
DR. COCKROACH:
(HA- HA- HA- HA- HA-NANAN!)

Sequence

Scene

Panel

Frames



Dialogue/Action

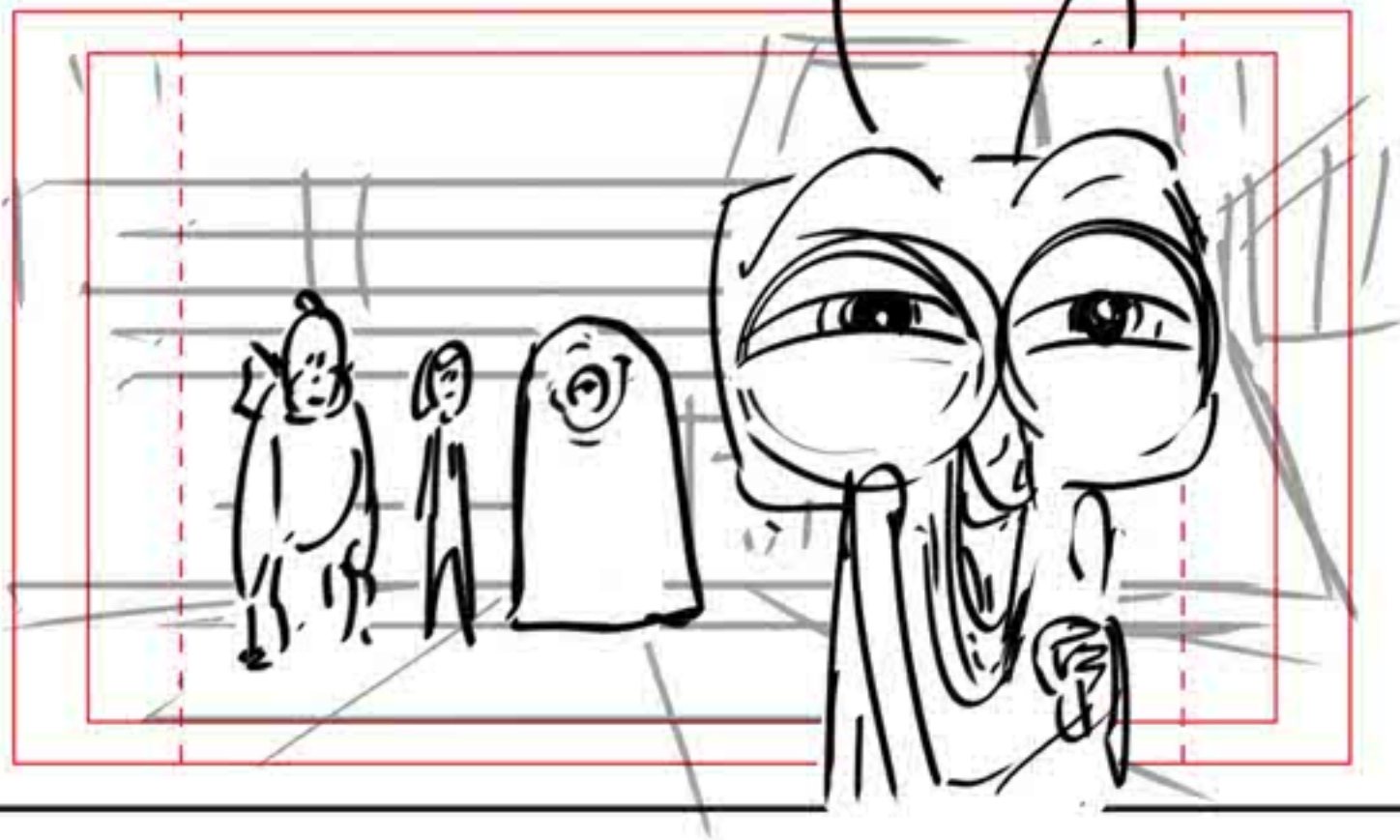
**DR. COCKROACH:
BEHOLD!**

Sequence

Scene

Panel

Frames



Dialogue/Action

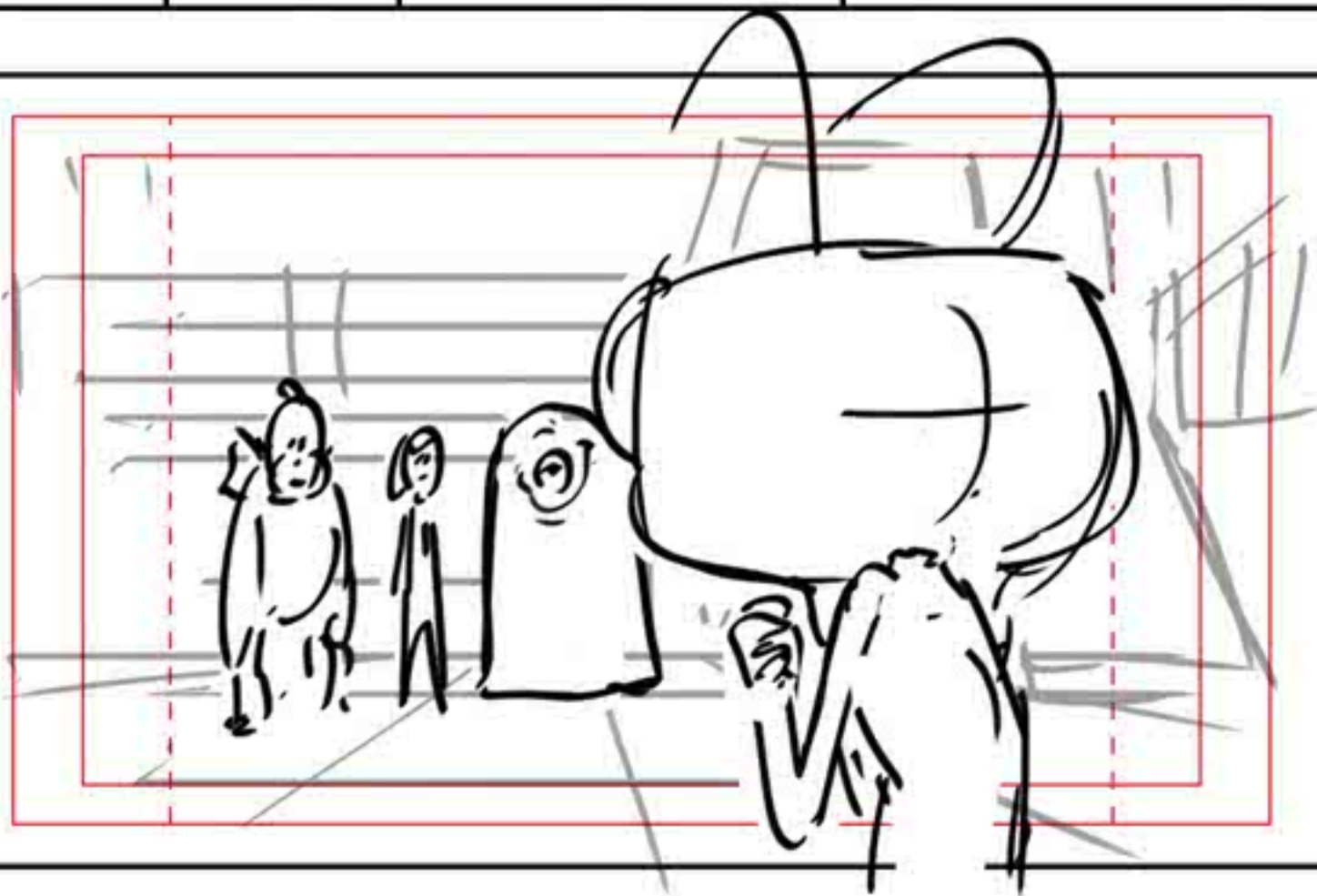
**DR. COCKROACH:
BEHOLD!**

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:

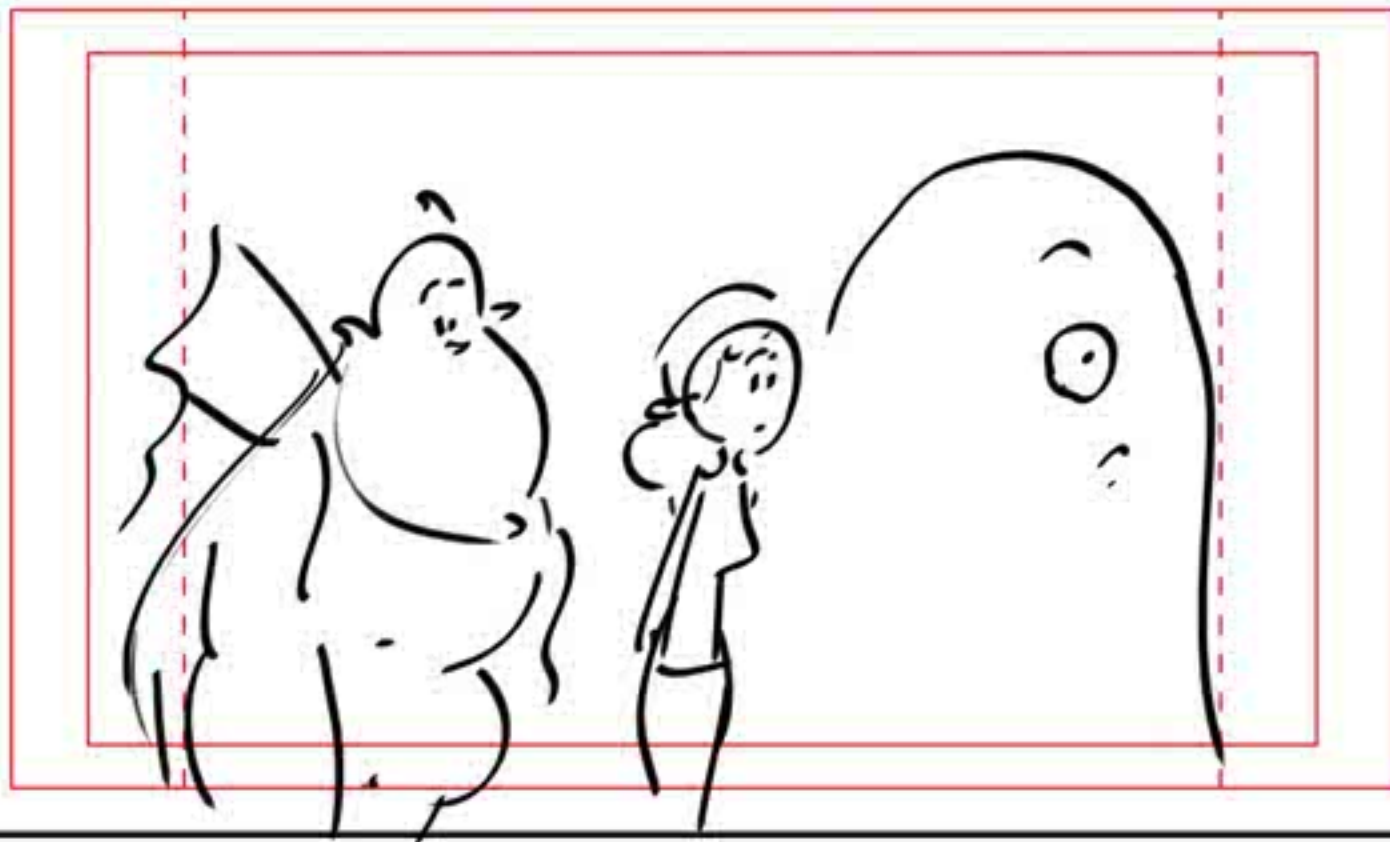
MY CROWNING ACHIEVEMENT!

Sequence

Scene

Panel

Frames



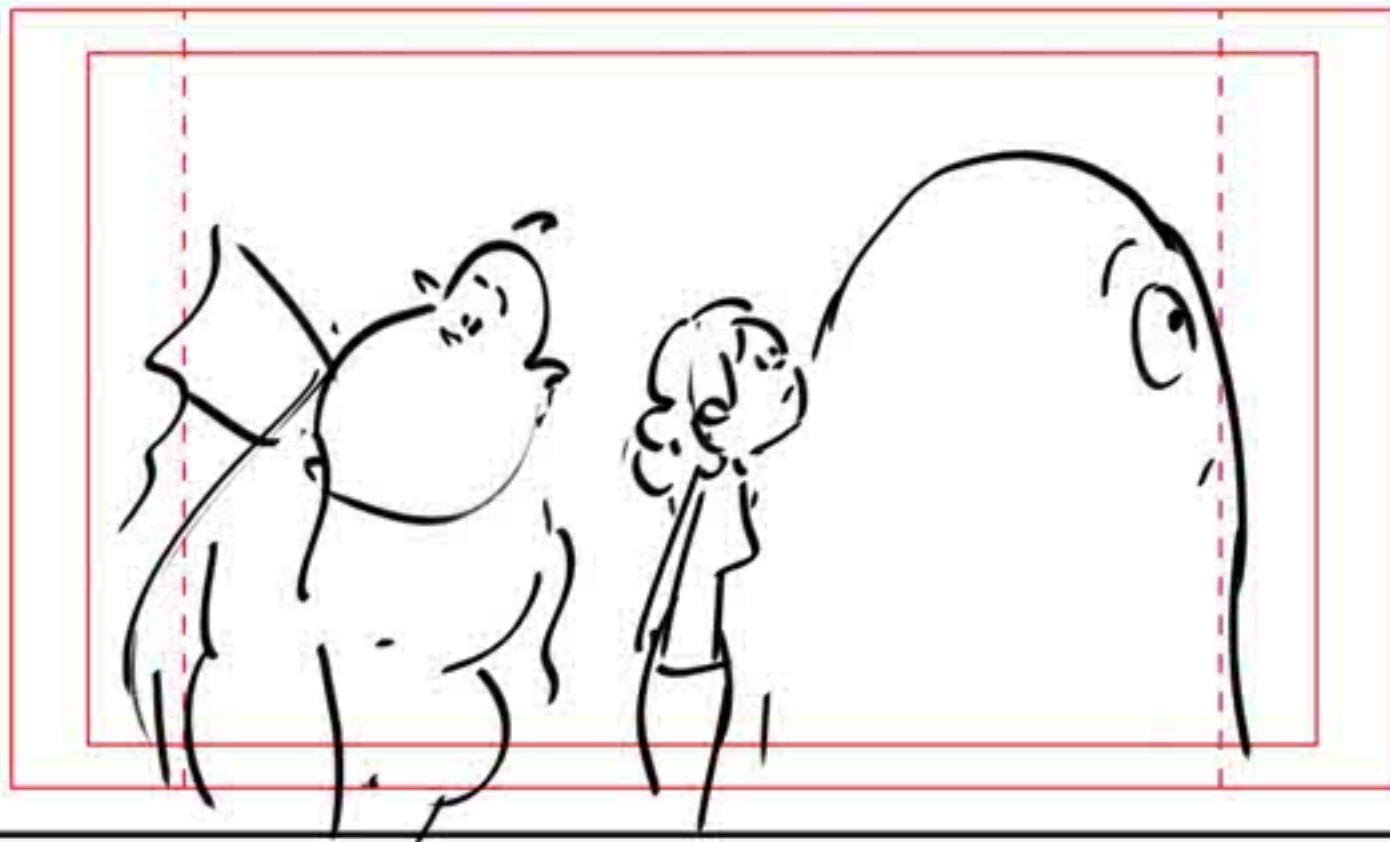
Dialogue/Action

Sequence

Scene

Panel

Frames



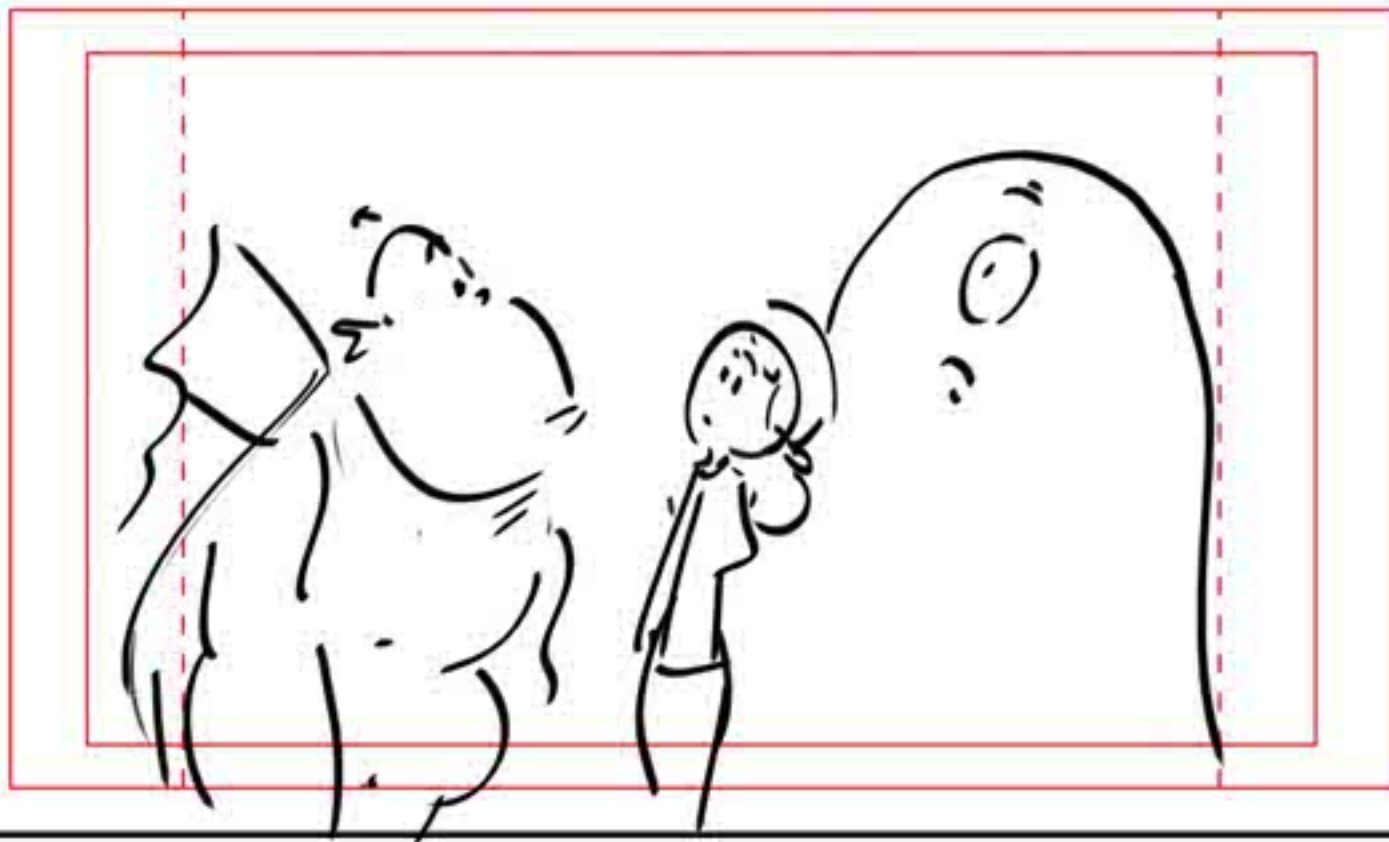
Dialogue/Action

Sequence

Scene

Panel

Frames



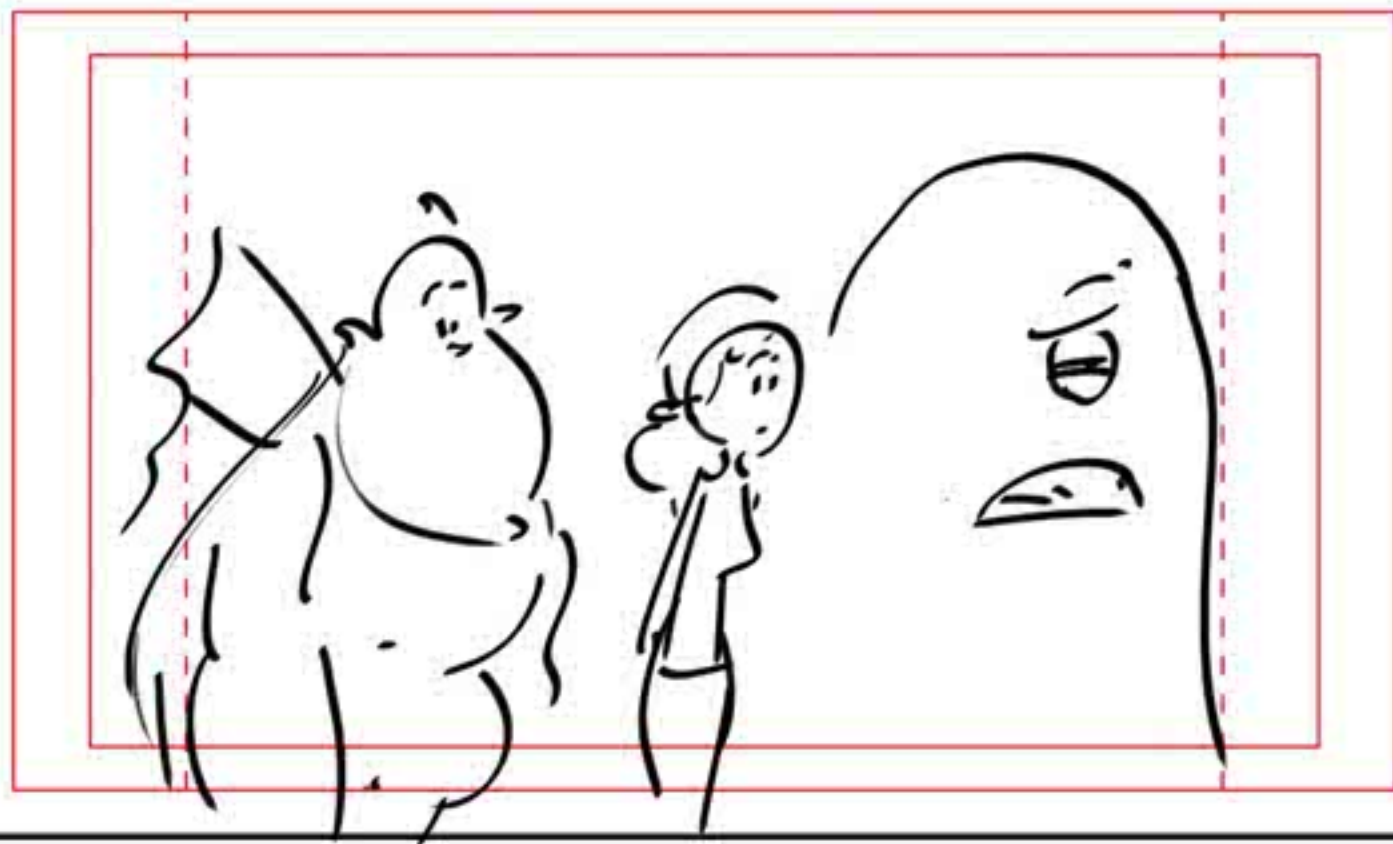
Dialogue/Action

Sequence

Scene

Panel

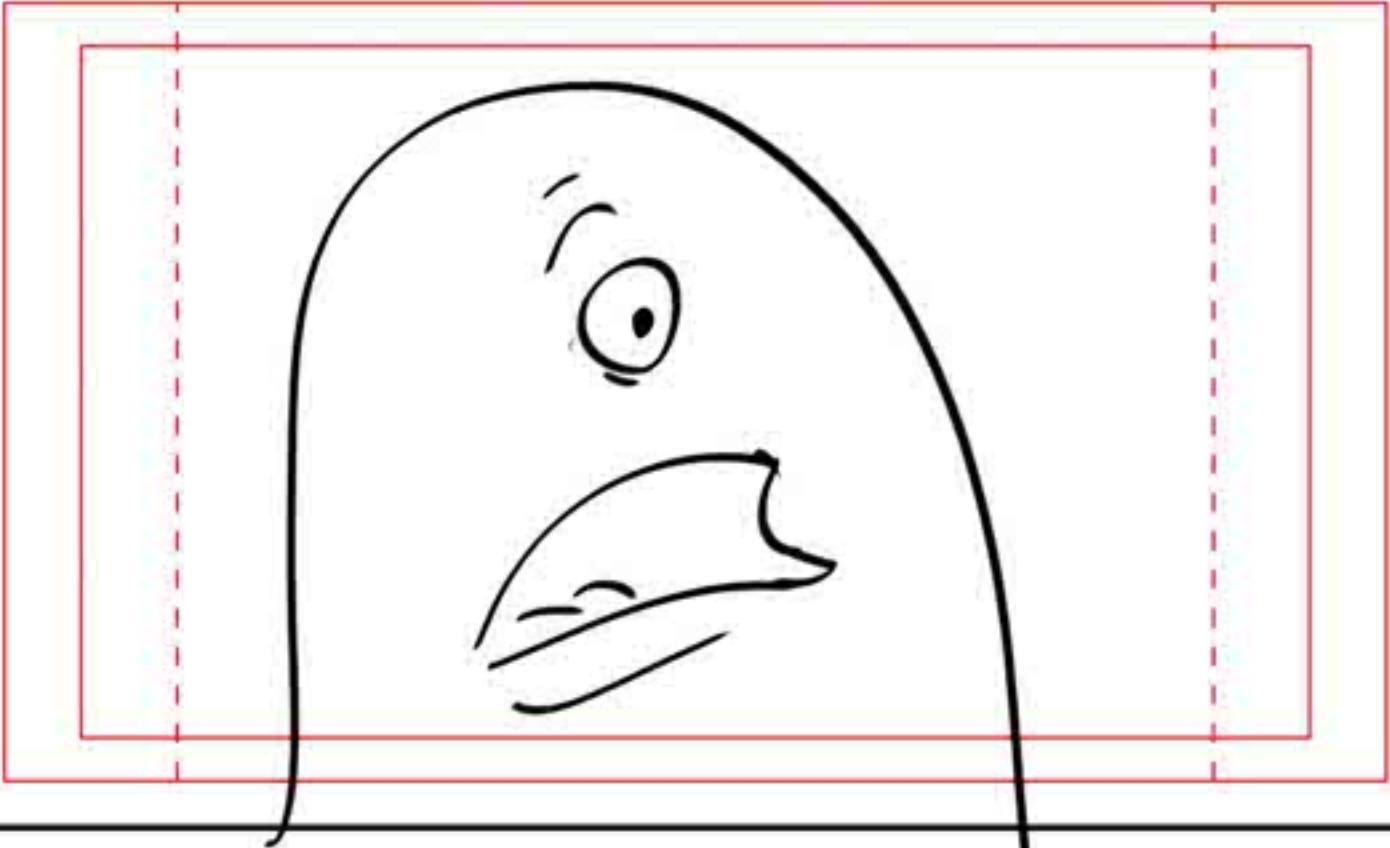
Frames




BOB:

Dialogue/Action

TWO THOUGHTS:

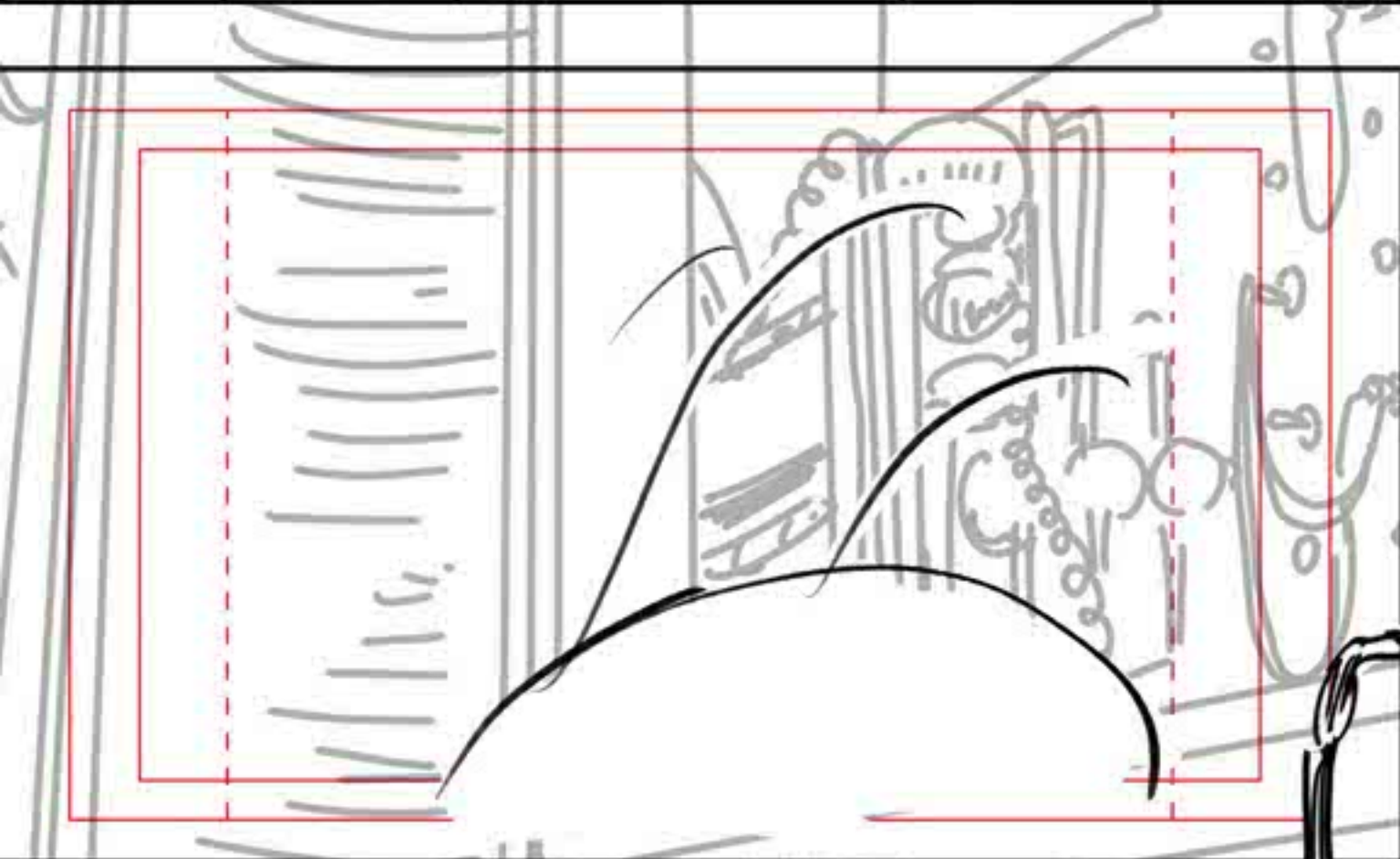

Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>BOB: ONE, I LOVE it. TWO: WHERE IS it?</p>		

BOB:
ONE,
I LOVE it.
TWO:
WHERE IS it?

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 1540 1254">Dialogue/Action</p> <p data-bbox="674 1323 942 1439">DR. COCKROACH: DOWN HERE.</p>			

Dialogue/Action

**DR. COCKROACH:
DOWN HERE.**

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 385 1238">Dialogue/Action</p>  <p data-bbox="723 1317 954 1442">COCKROACH: WIN HERE.</p>			

Sequence

Scene

Panel

Frames

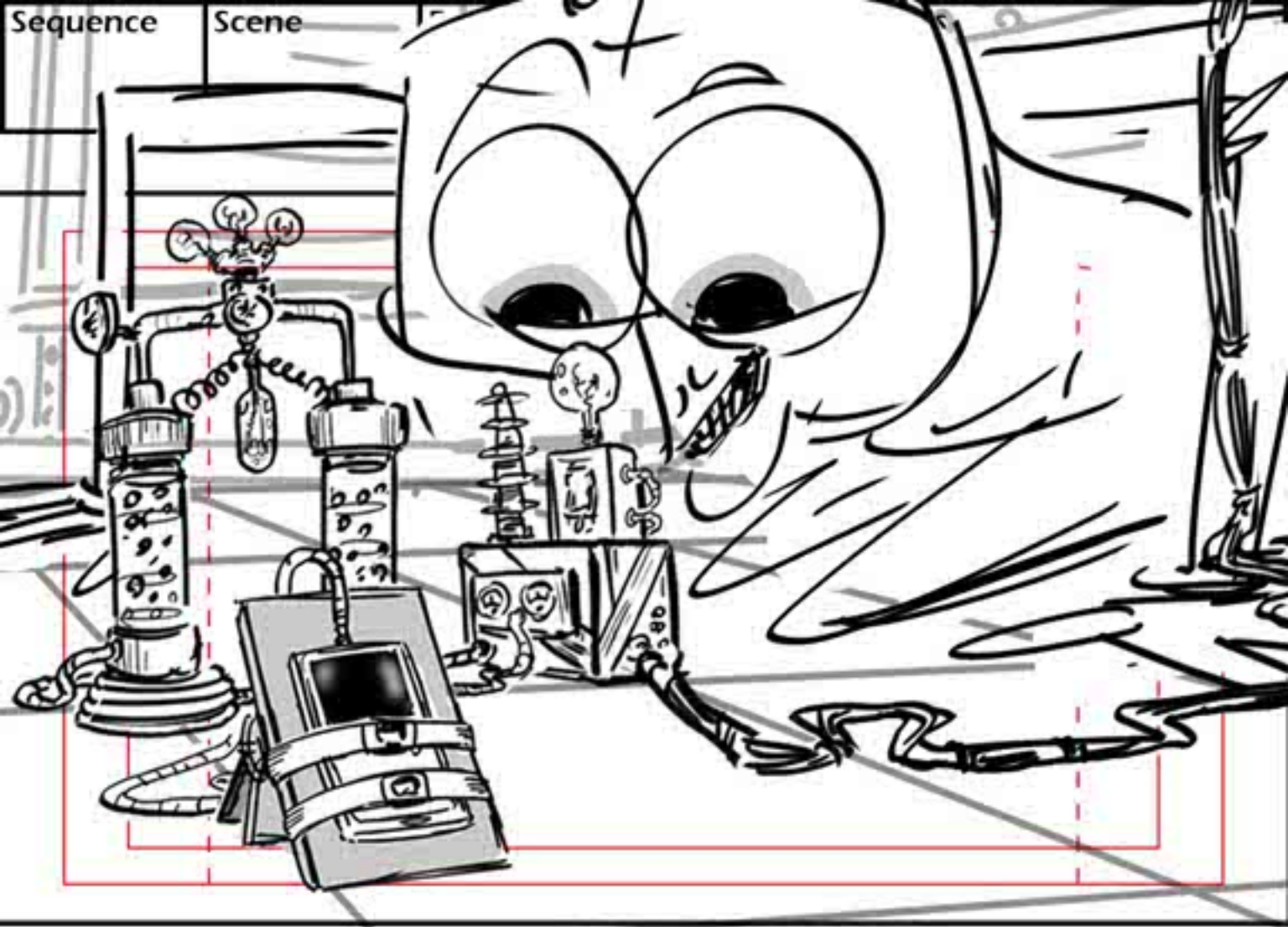


Dialogue/Action

**DR. COCKROACH:
DOWN HERE.**

Sequence

Scene



Dialogue/Action

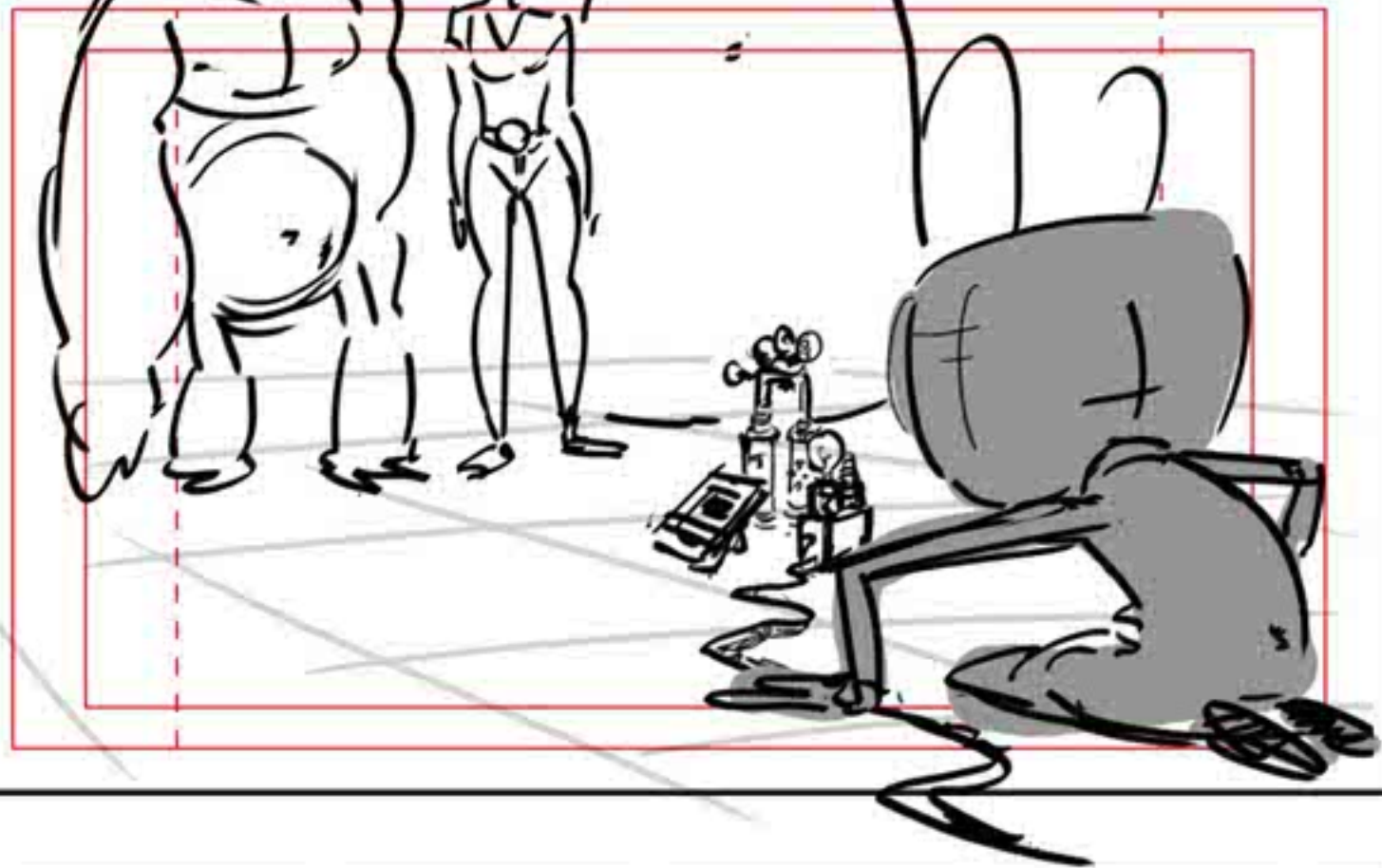
**DR. COCKROACH:
DOWN HERE.**

Sequence

Scene

Panel

Frames



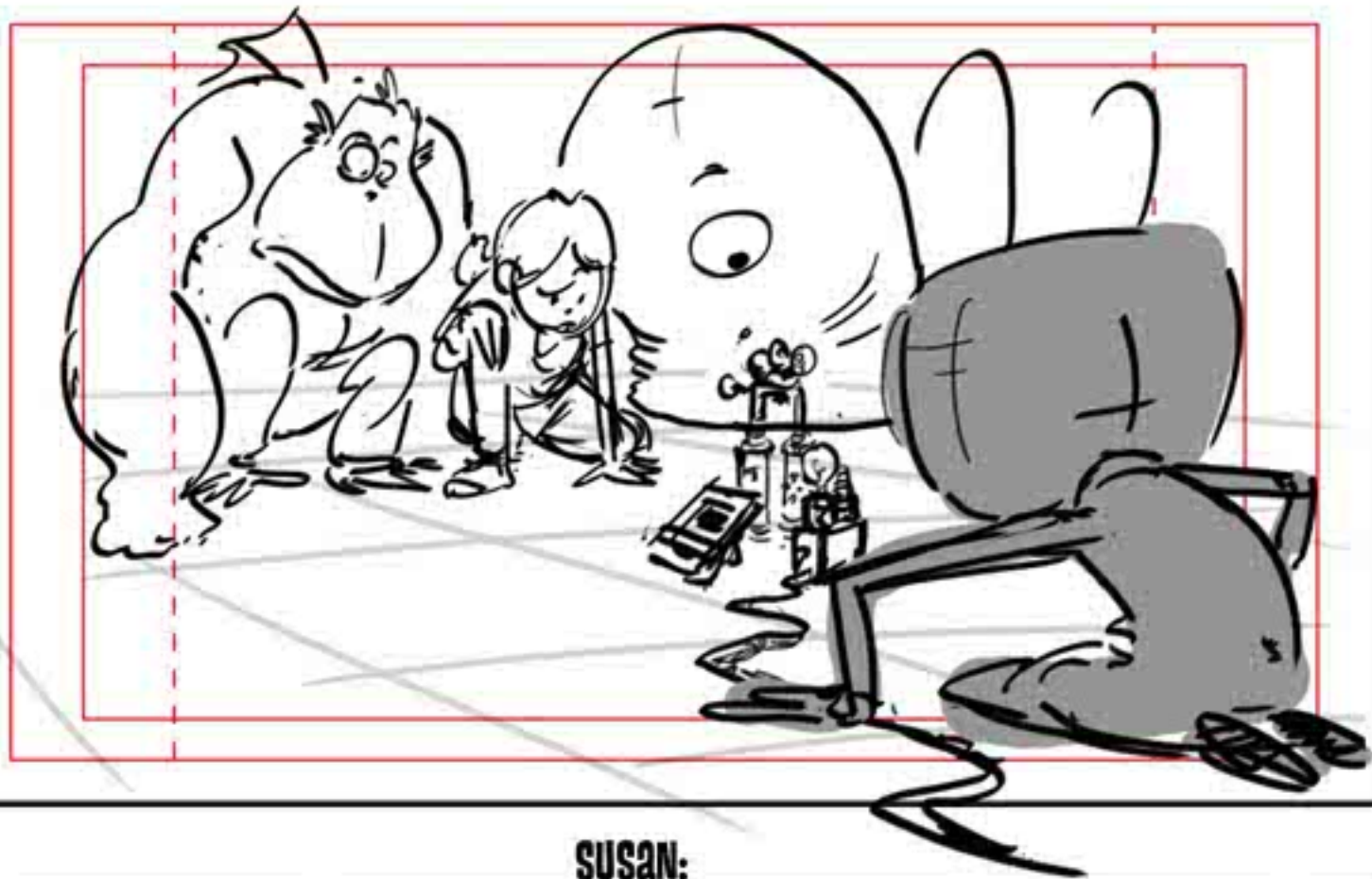
Dialogue/Action

Sequence

Scene

Panel

Frames



SUSAN:

Dialogue/Action

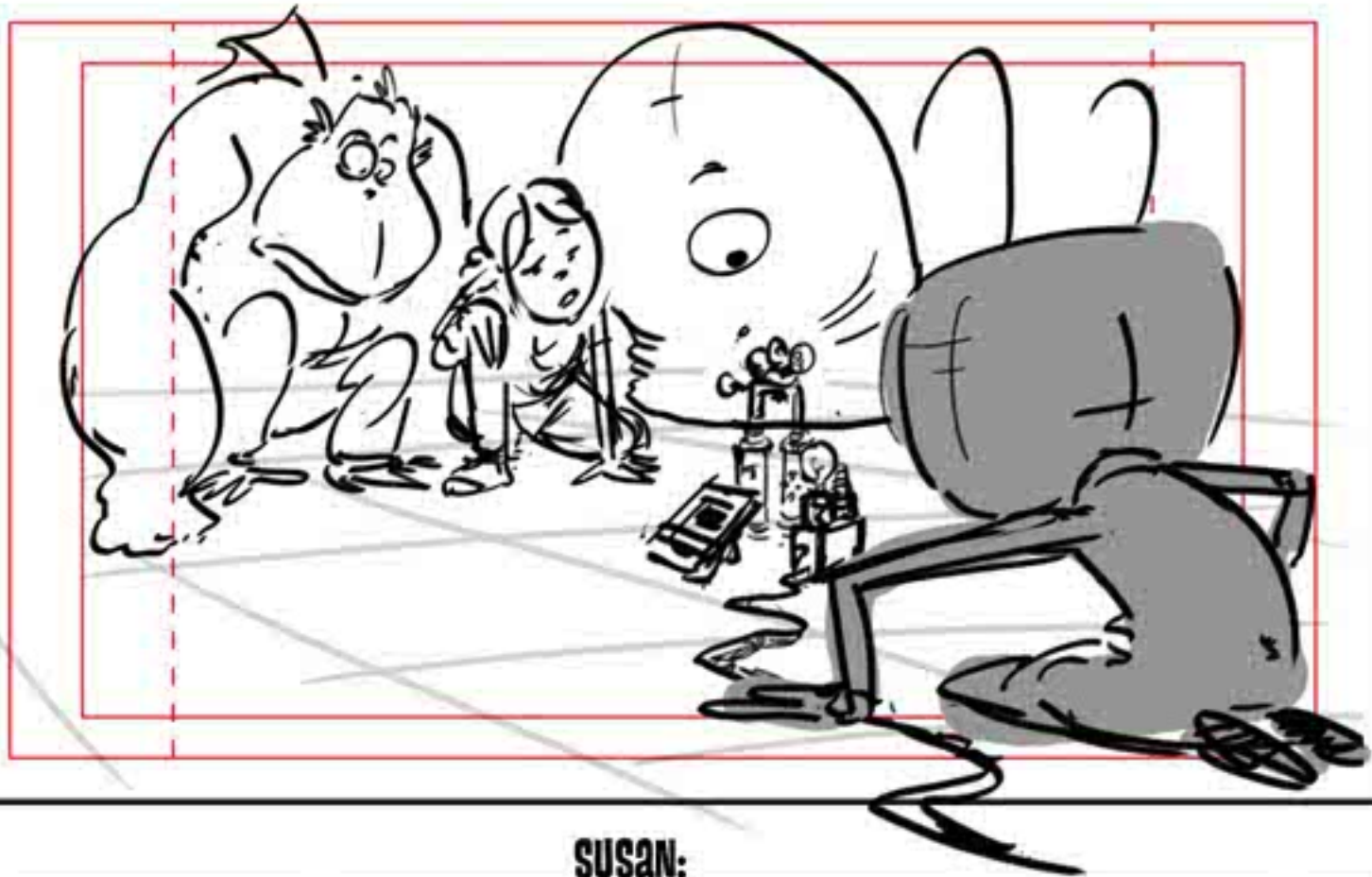
**OH,
YOUR NEW PHONE.
IS SOMETHING WRONG WITH IT, DR. C?**

Sequence

Scene

Panel

Frames



SUSAN:

Dialogue/Action

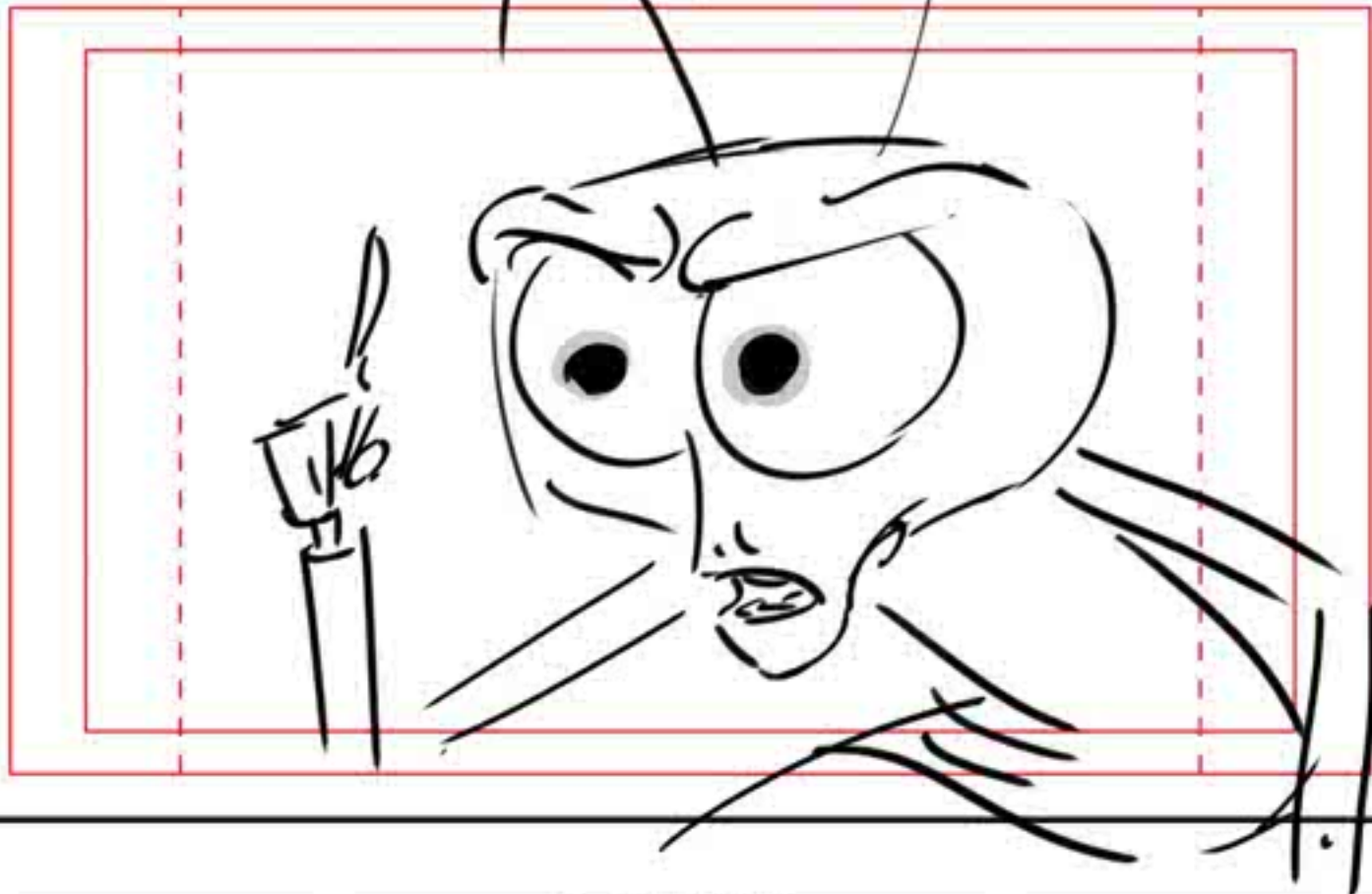
**BECAUSE I THINK THAT'S GOING TO VOID THE
WARRANTY.**

Sequence

Scene

Panel

Frames



Dialogue/Action

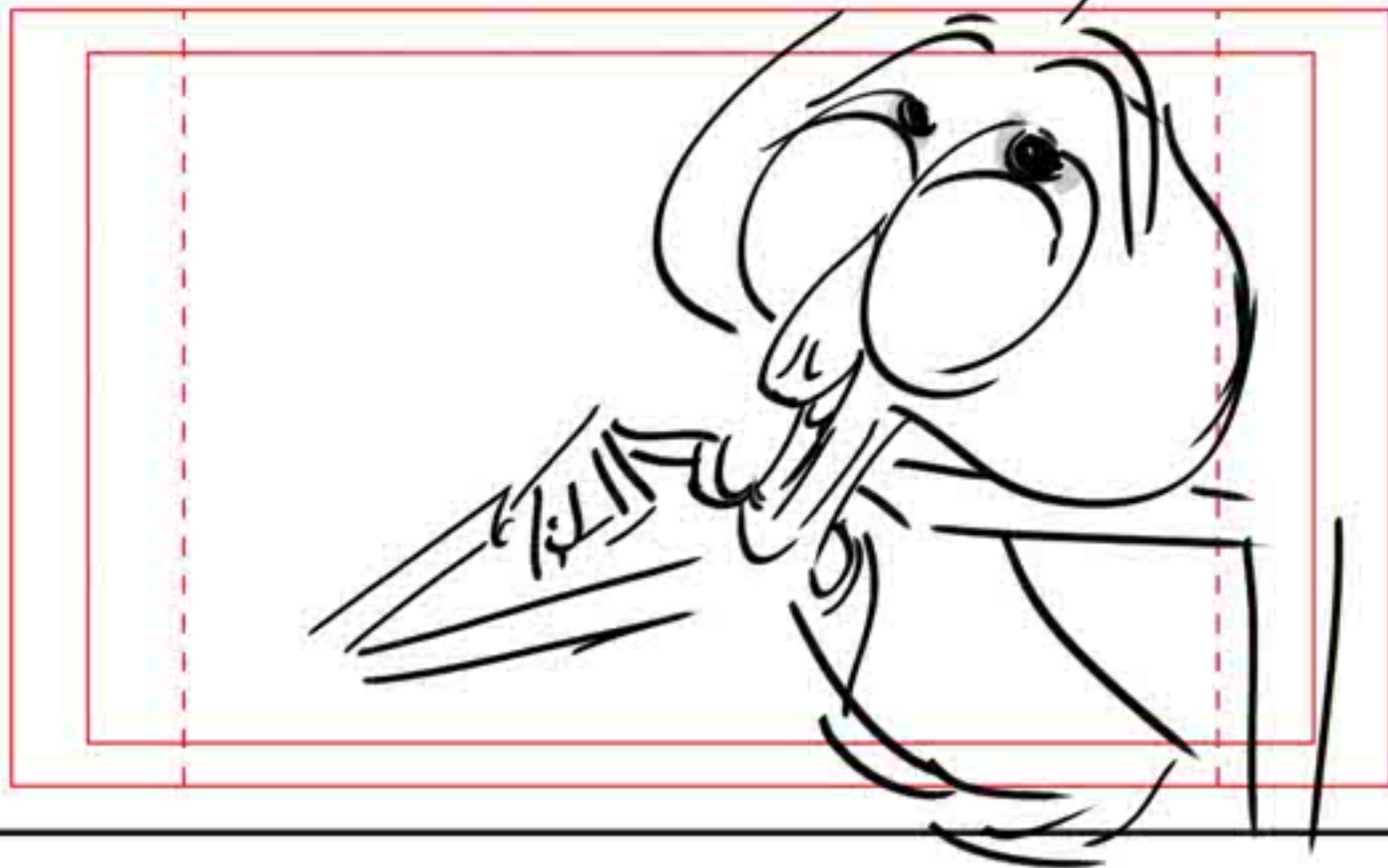
DR. COCKROACH:
yes,
SOMETHING'S WRONG!
THEY ADVERTISE IT AS A SMART-PHONE,
YET IT IS INCAPABLE OF INDEPENDENT THOUGHT.

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:

SO I DID SOME TINKERING

Sequence

Scene

Panel

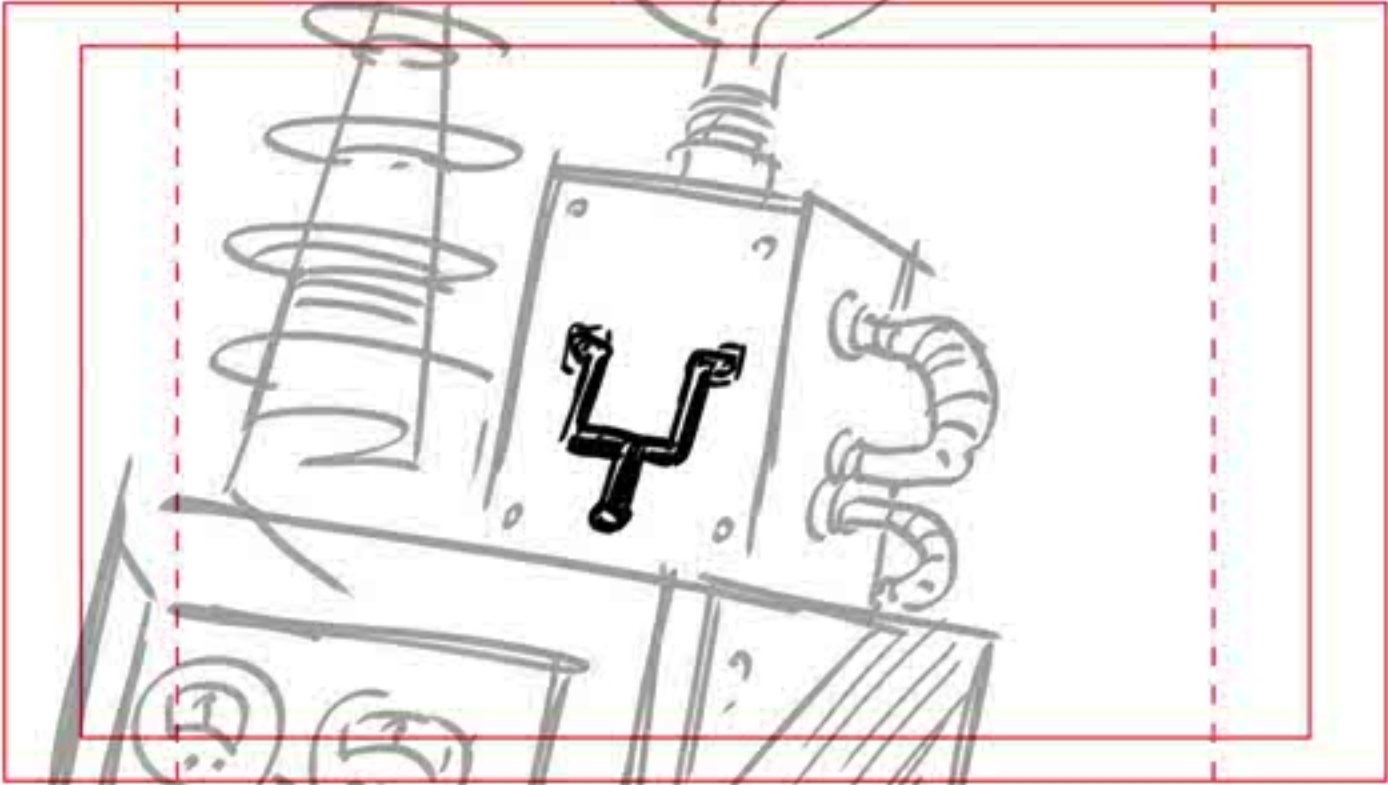
Frames

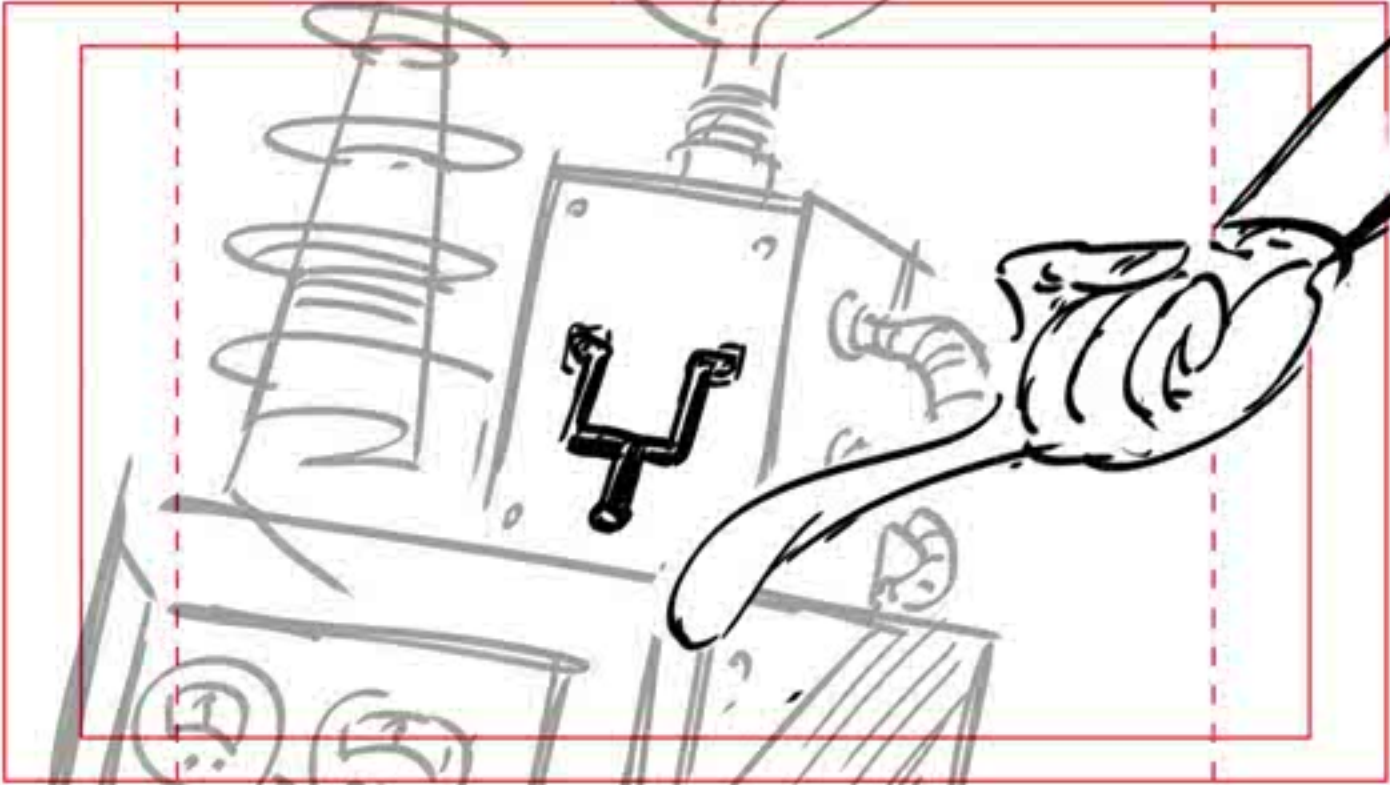


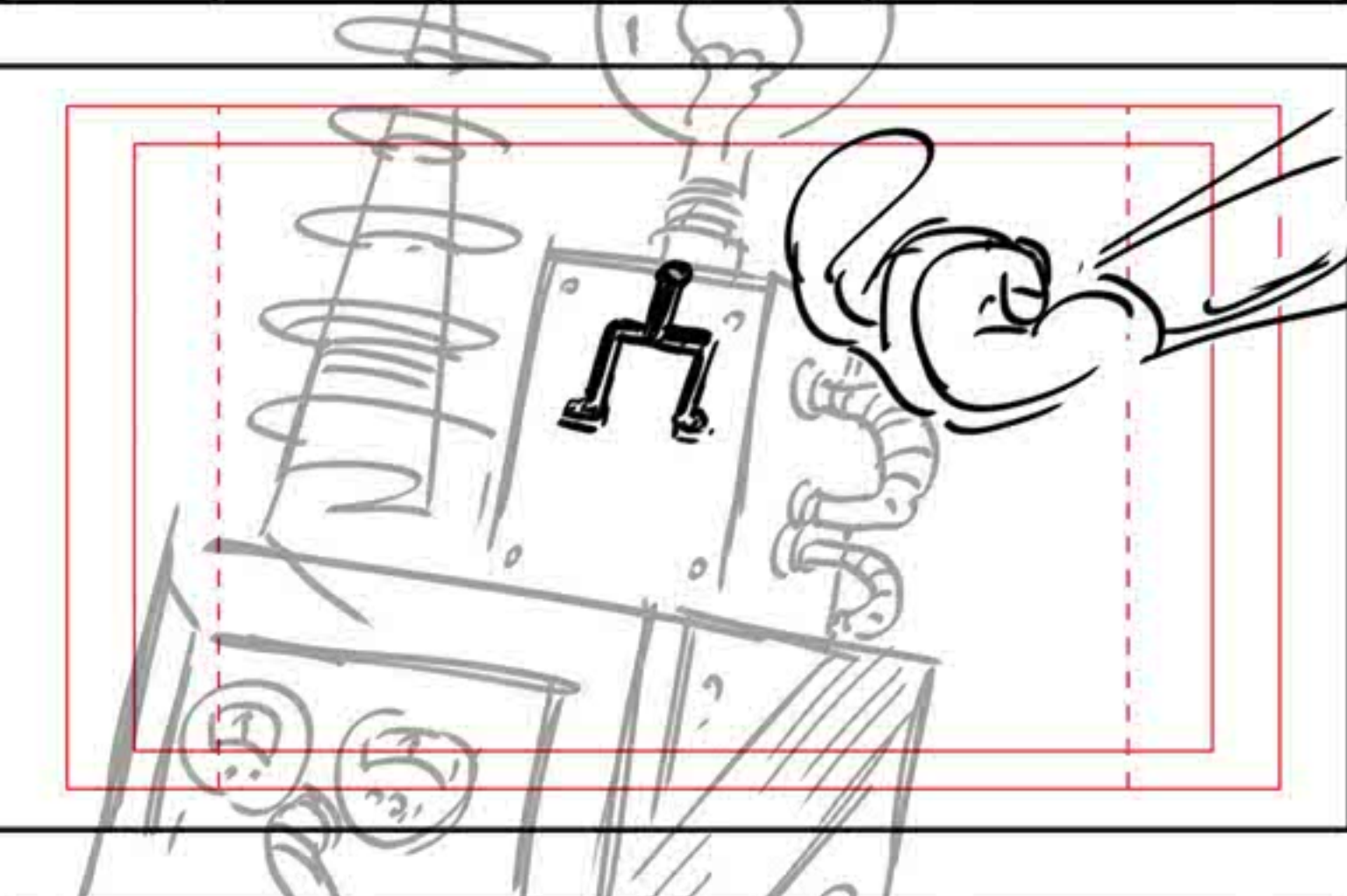
Dialogue/Action

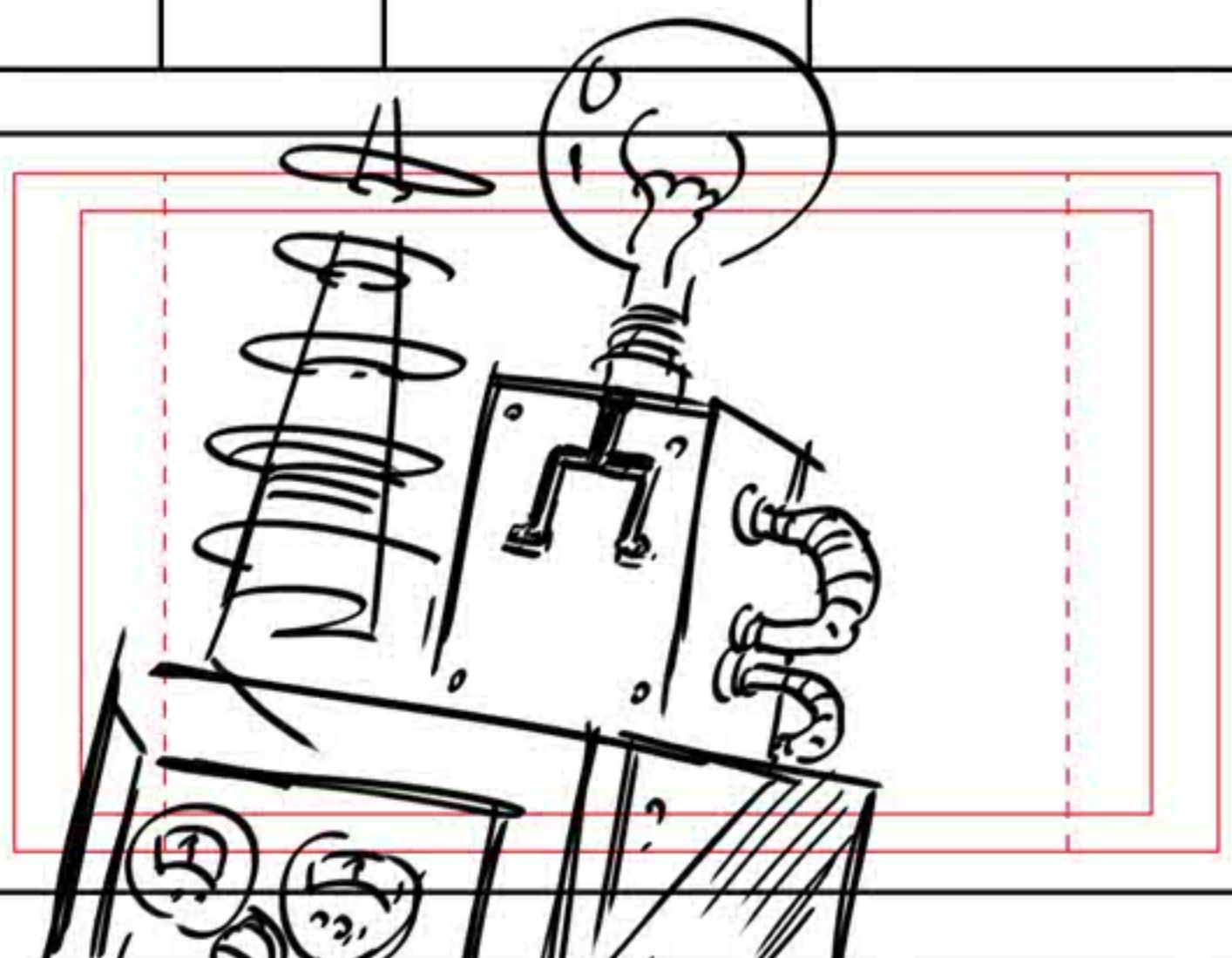
DR. COCKROACH:

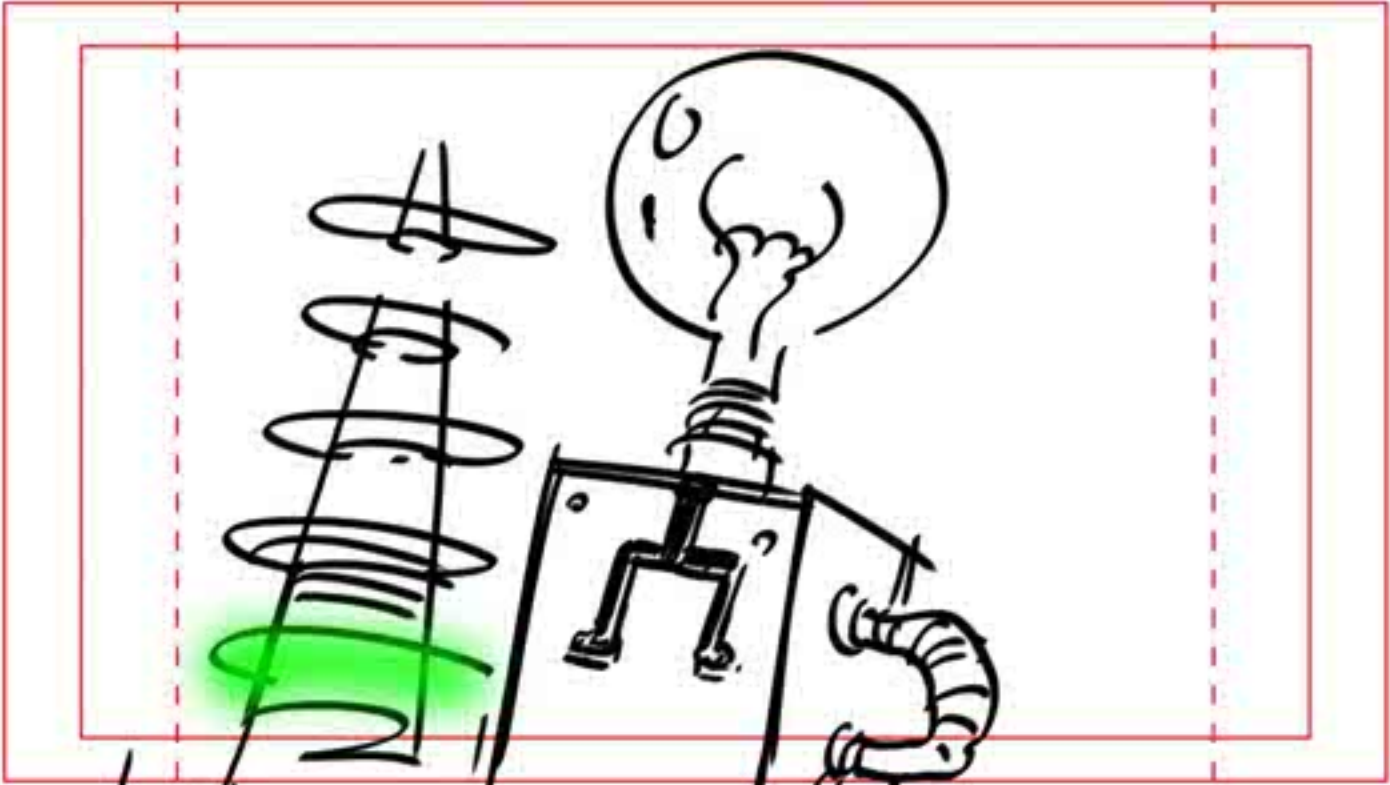

AND NOW--

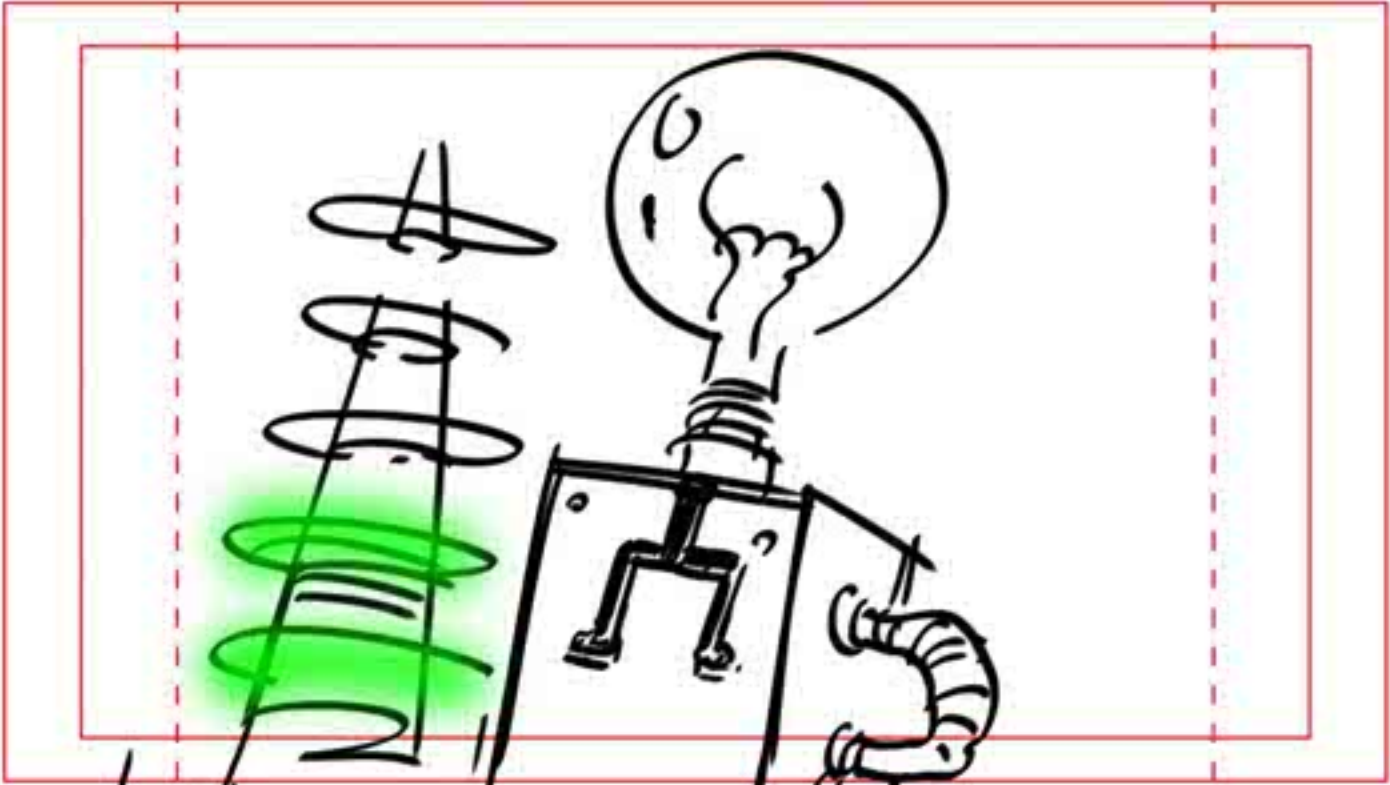

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

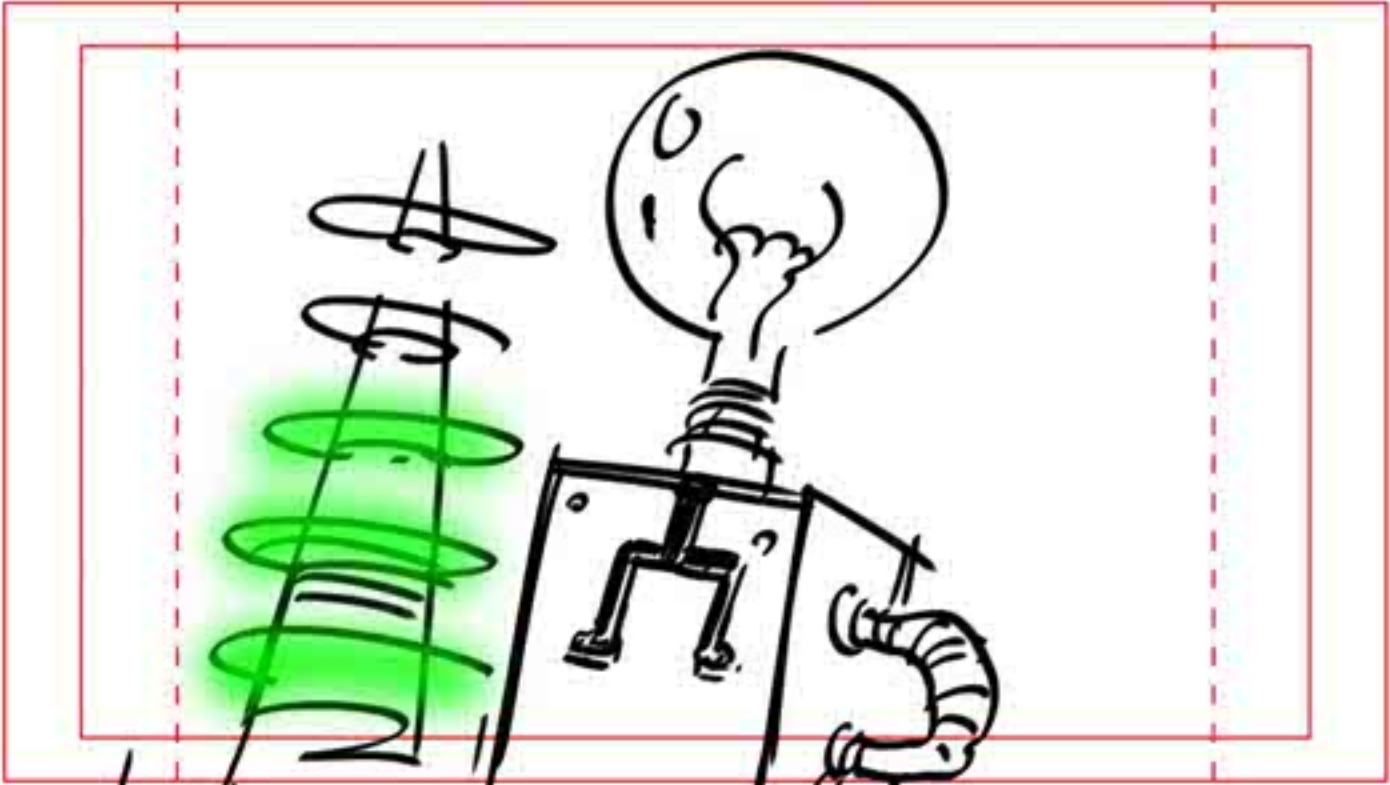

Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. At the top, a lightbulb is shown with a hand holding its base. Below it, a hand holds a pen, poised to write on a control panel. The panel features a large, stylized number '4' in the center. To the left of the panel is a vertical structure with several horizontal rings, resembling a spiral binding. Below the panel, there are some faint, scribbled lines and shapes, possibly representing a desk or other equipment. The entire scene is enclosed in a red rectangular border, with two vertical dashed red lines inside, suggesting a frame or a specific area of focus.</p>			
Dialogue/Action			

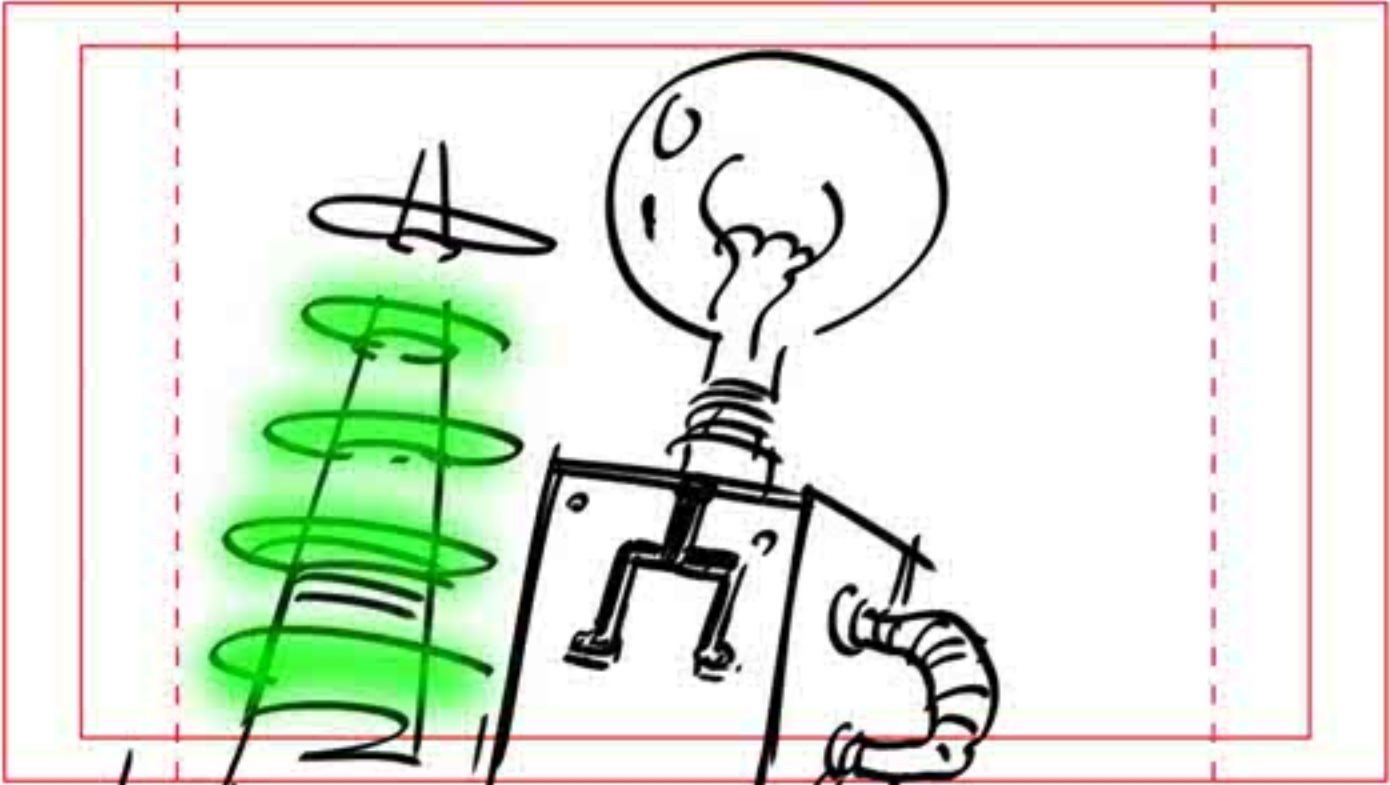

Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. The top half shows a character with a large lightbulb above their head, indicating an idea. The character is drawn in a simple, sketchy style. Below this, a character is shown shouting or speaking, with lines radiating from their mouth to indicate sound or breath. The scene is set in a room with a desk and a chair. A red rectangular box highlights the central part of the drawing, and dashed red lines indicate the frame boundaries. The bottom half of the panel is labeled 'Dialogue/Action' and contains some faint, illegible scribbles.</p>			
Dialogue/Action			

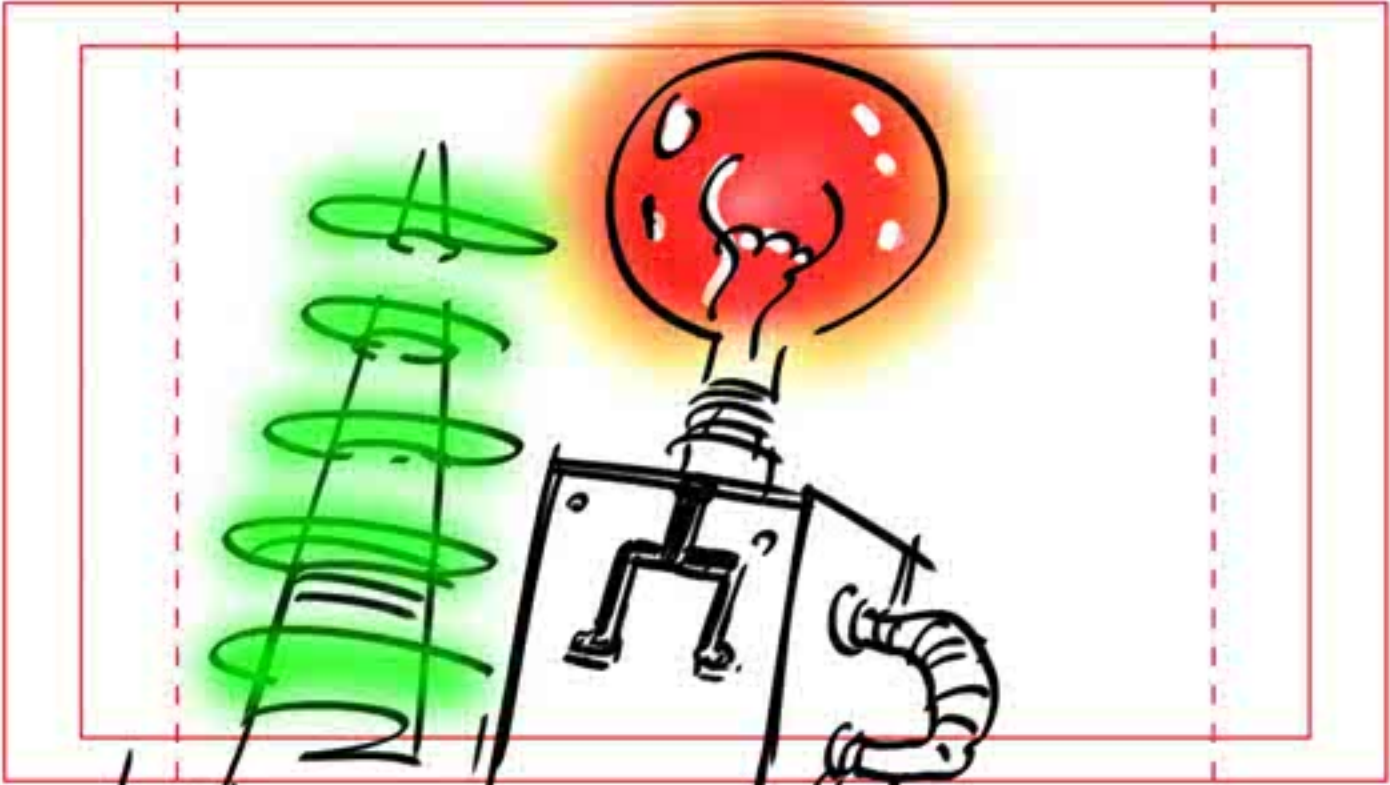

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

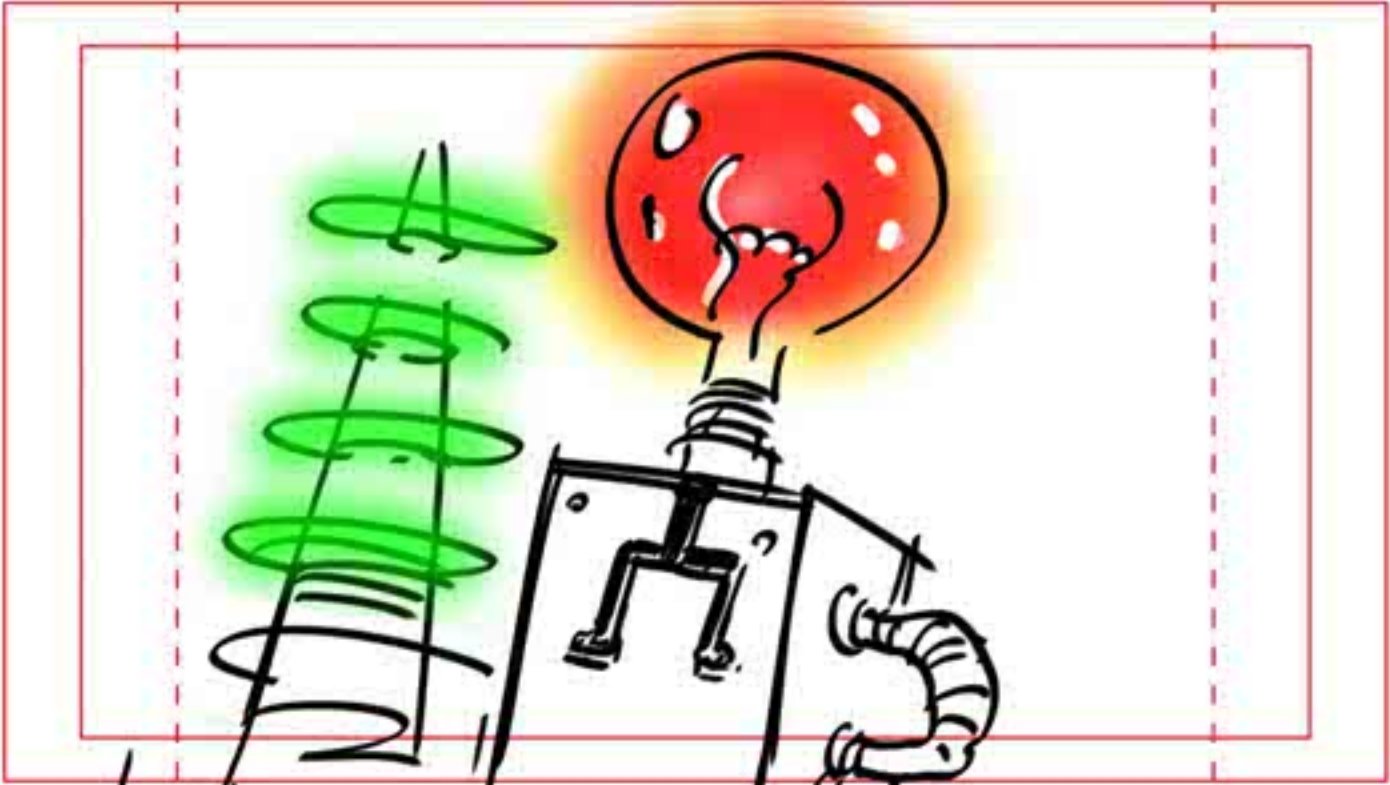

Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 308 1230">Dialogue / Action</p> 			

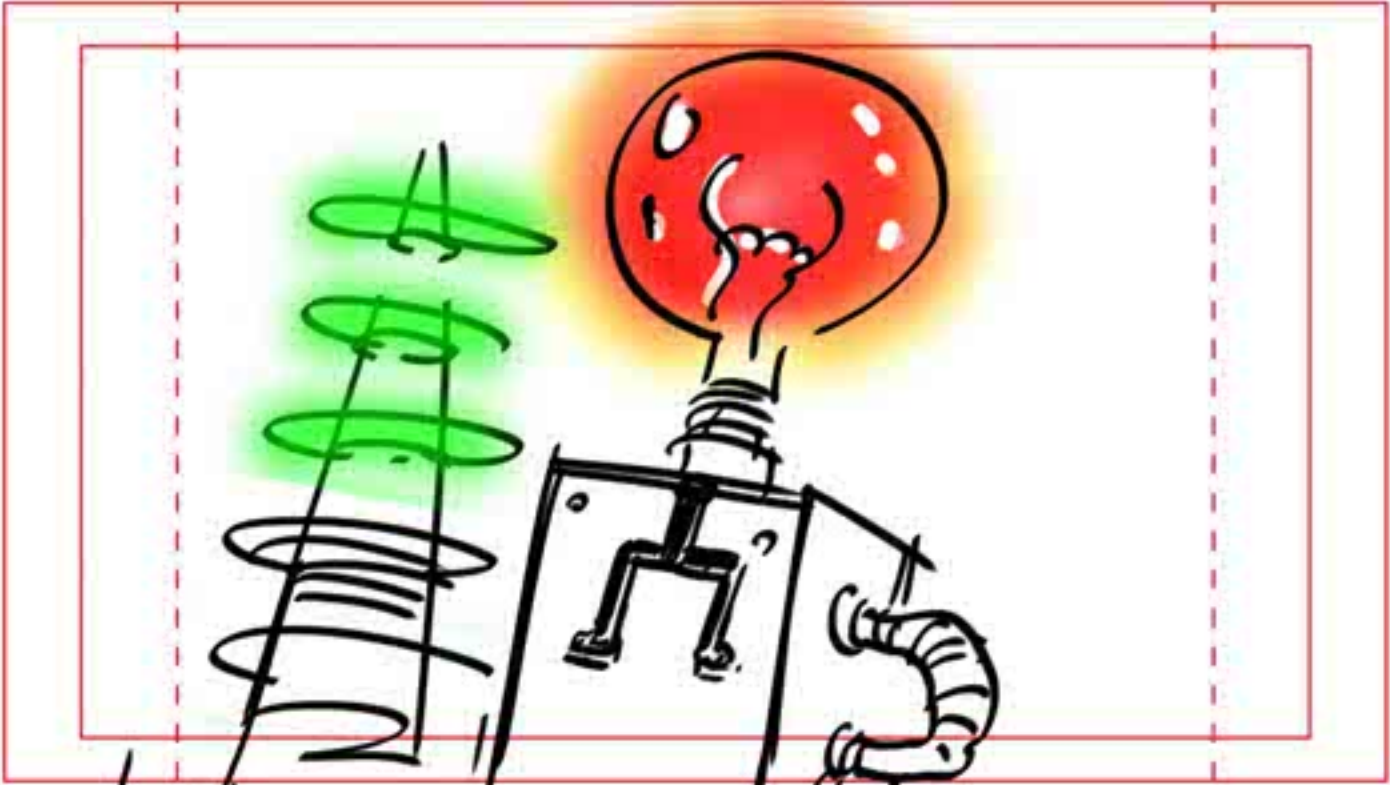

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1183 308 1230">Dialogue / Action</p> 			

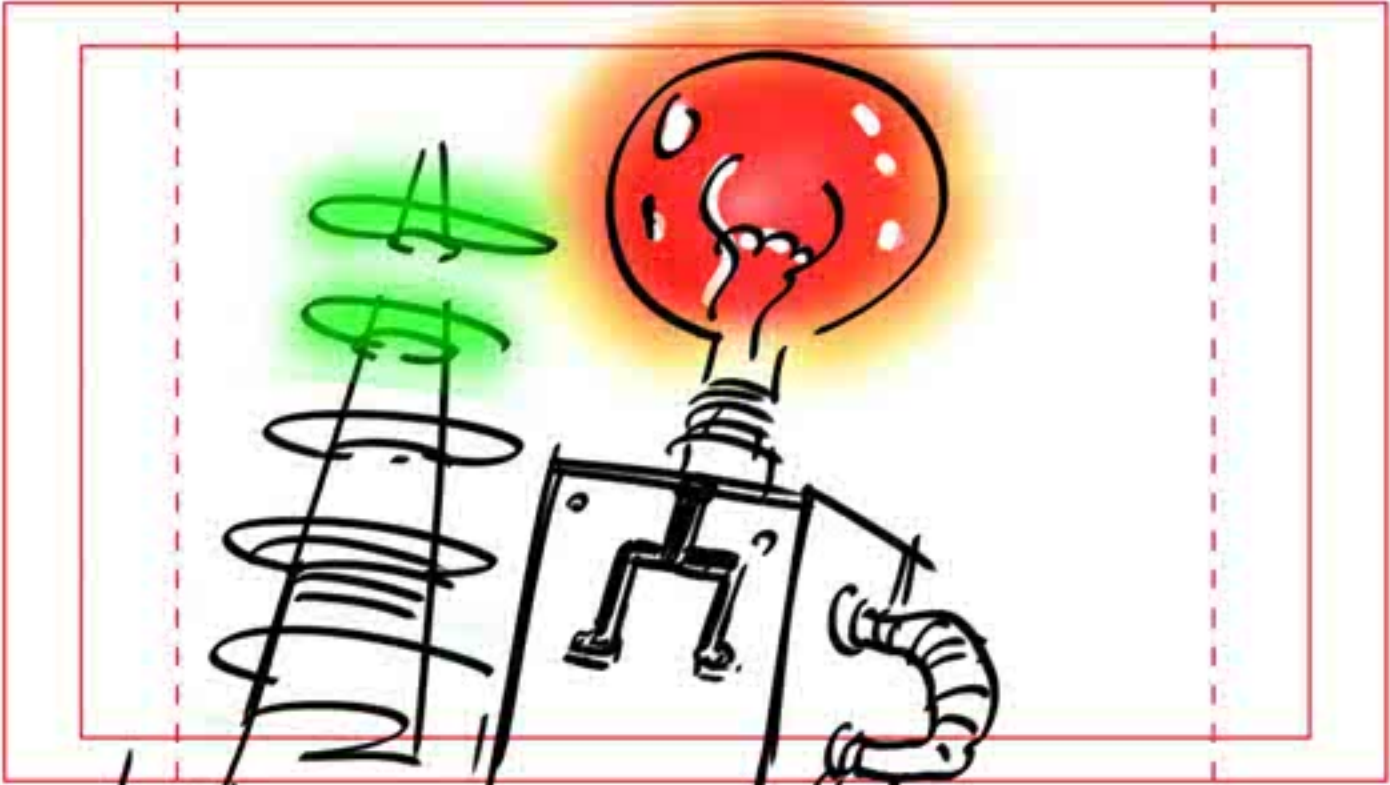

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1183 308 1230">Dialogue / Action</p> 			

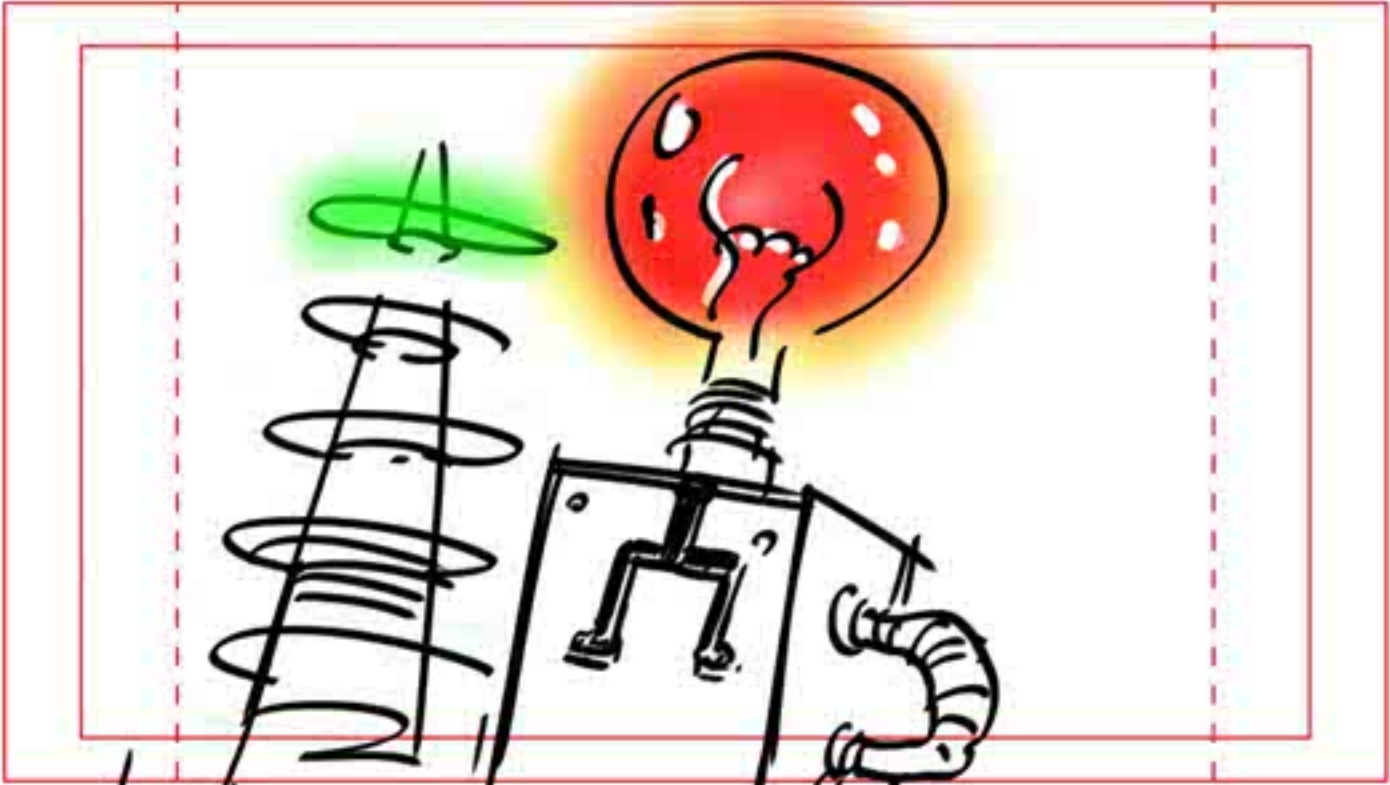

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1183 308 1230">Dialogue / Action</p> 			

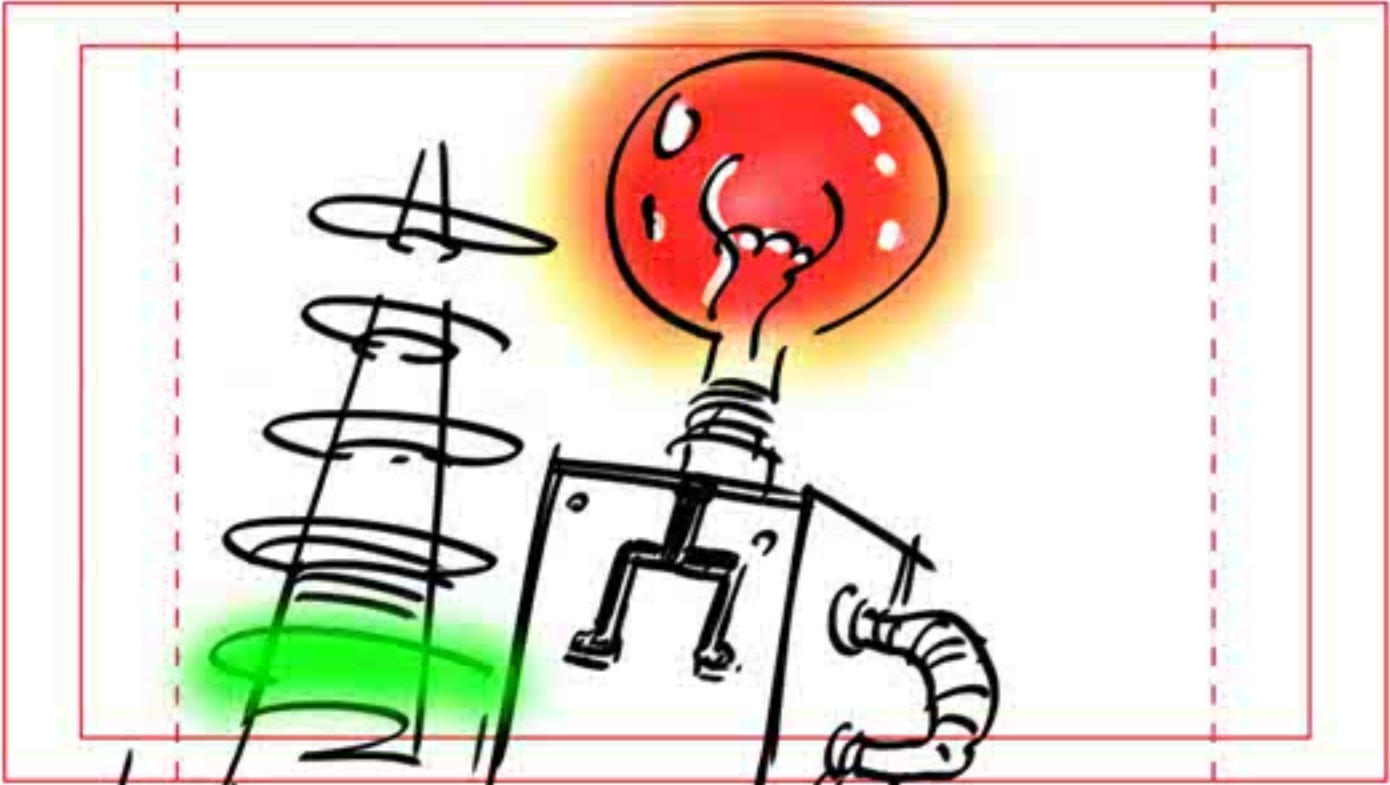

Sequence	Scene	Panel	Frames
 A cartoon illustration of a character whose head is a glowing red lightbulb. The character is sitting on a rectangular box. To the left of the character is a green, glowing, spiral-shaped object. The entire scene is enclosed in a red rectangular border with dashed vertical lines on the left and right sides.			
<p data-bbox="0 1183 308 1230">Dialogue / Action</p>  A cartoon illustration showing two characters from the chest up, looking upwards. They are positioned below the main scene, appearing to be observing the character with the lightbulb head. The drawing is done in a simple, sketchy style.			


Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 308 1230">Dialogue / Action</p> 			

Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 308 1230">Dialogue / Action</p> 			

Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 308 1230">Dialogue / Action</p> 			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1183 308 1230">Dialogue / Action</p> 			

Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 308 1230">Dialogue / Action</p> 			

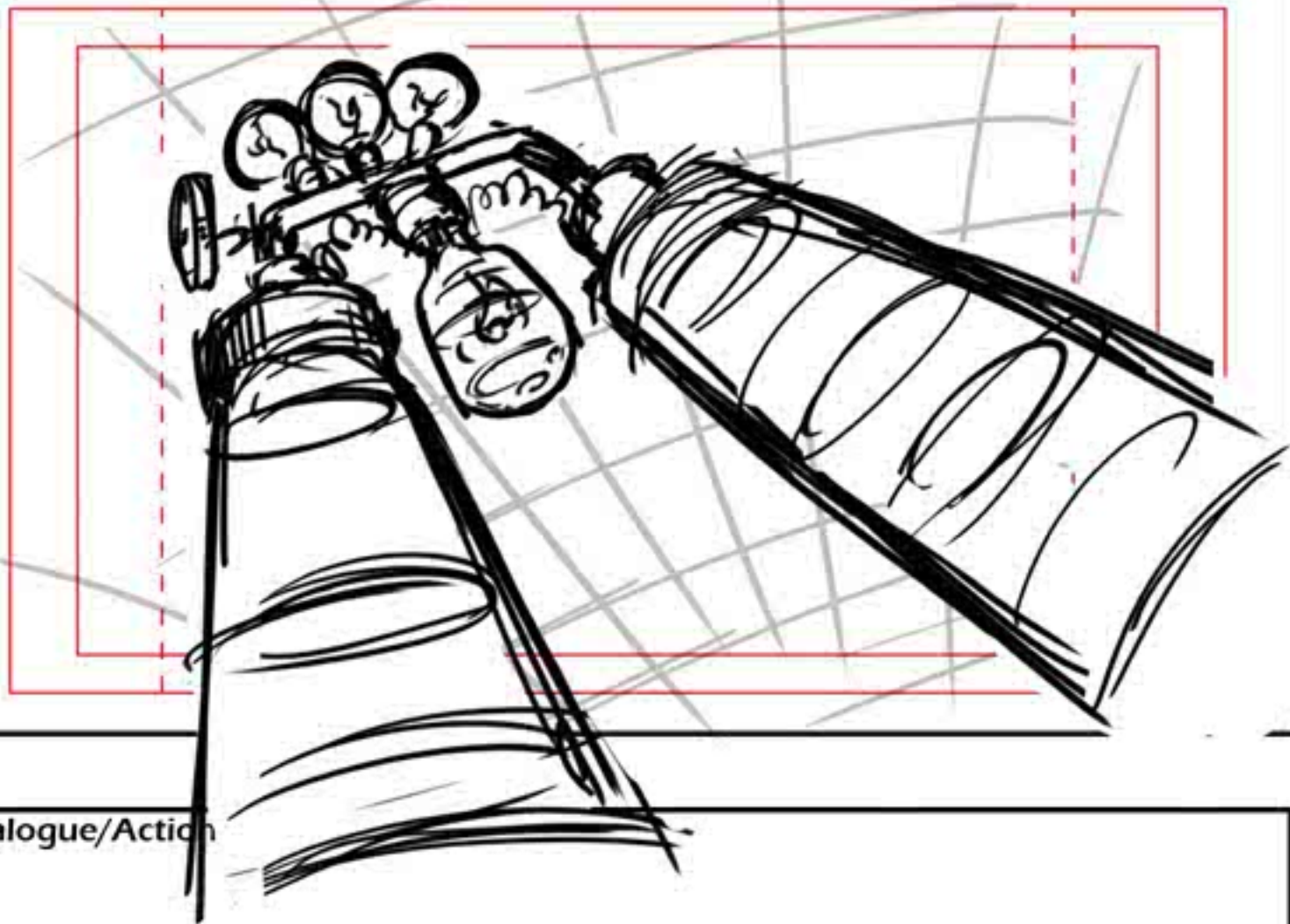
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

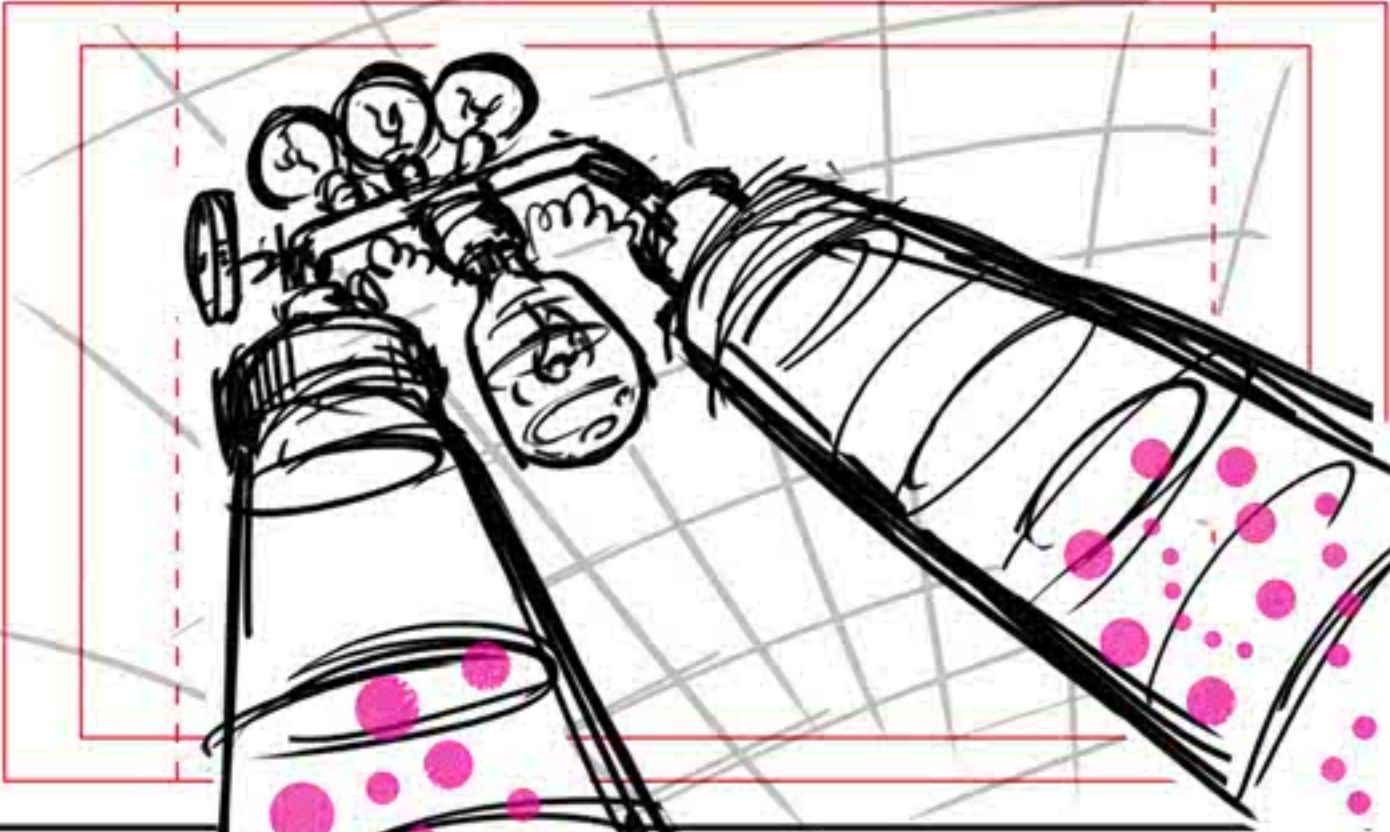
Scene

Panel

Frames



Dialogue/Action

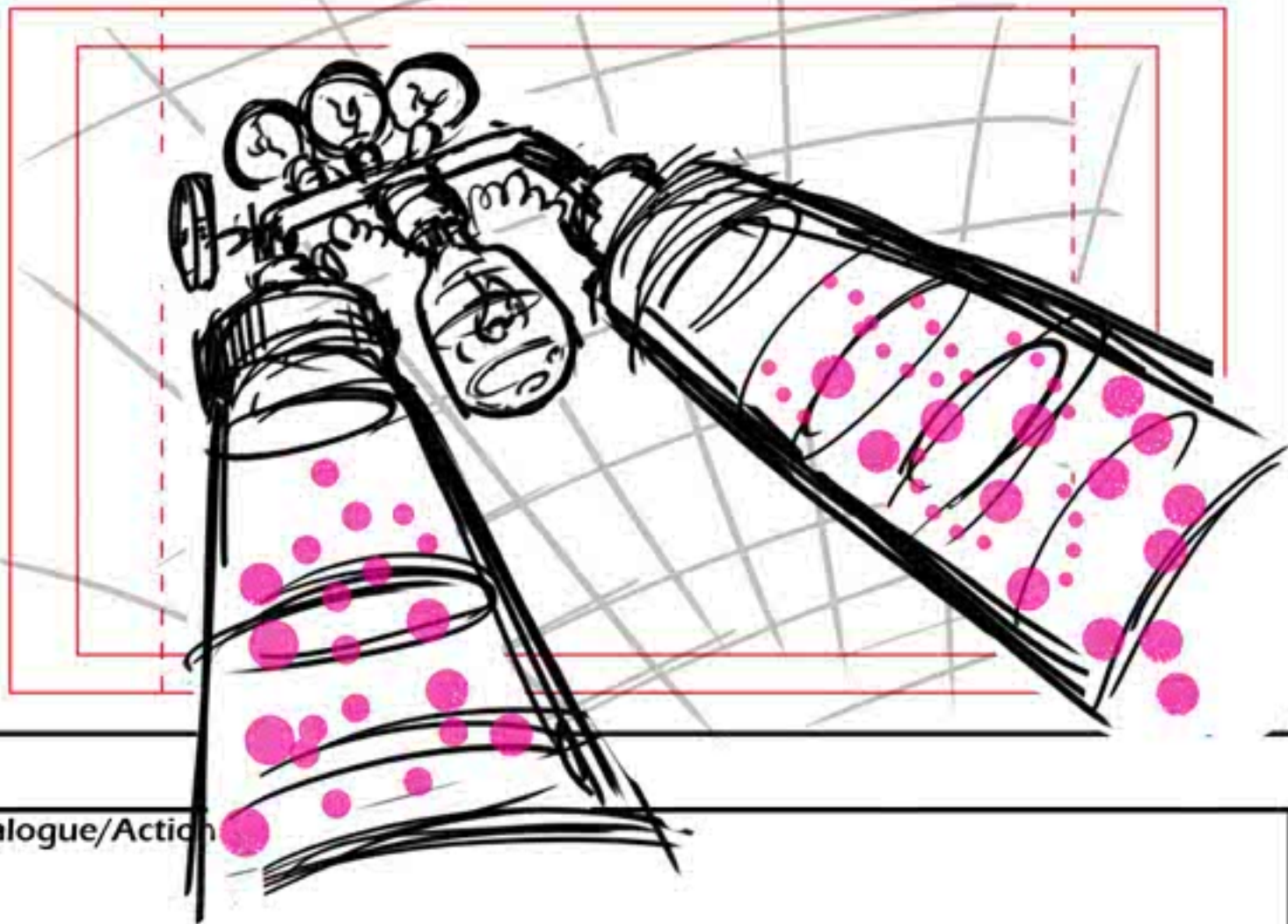
Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel depicting a character being pulled into a large, cylindrical tube. The character is shown in profile, with their head and upper body inside the tube. The tube is filled with numerous pink, circular particles of varying sizes, suggesting a vacuum or a specific environment. The drawing is done in a sketchy, expressive style with black ink and pink highlights. The scene is framed by a red border, and there are dashed lines indicating the character's position within the tube. The background is a simple grid of grey lines.</p>			
Dialogue/Action			

Sequence

Scene

Panel

Frames



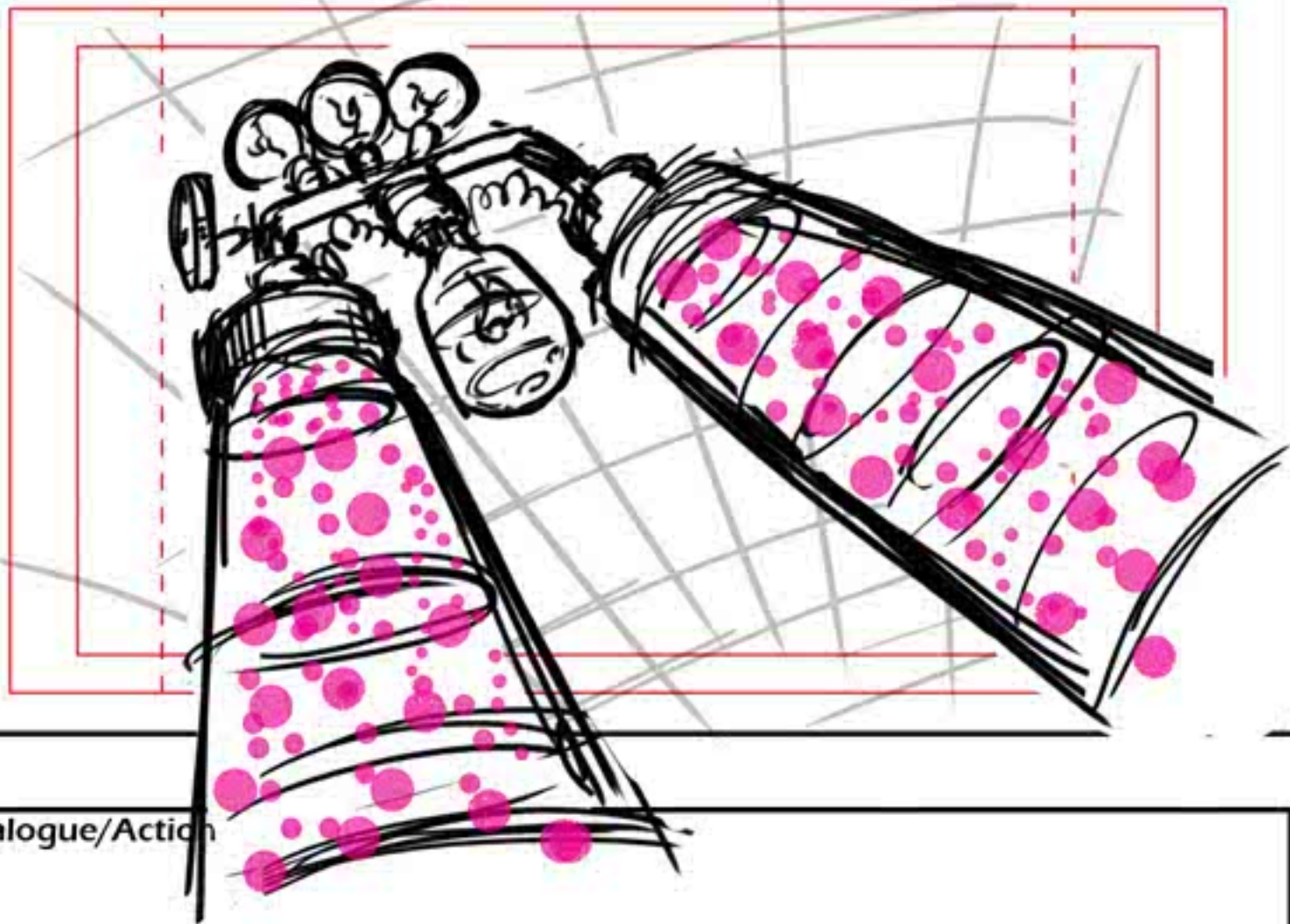
Dialogue/Action

Sequence

Scene

Panel

Frames



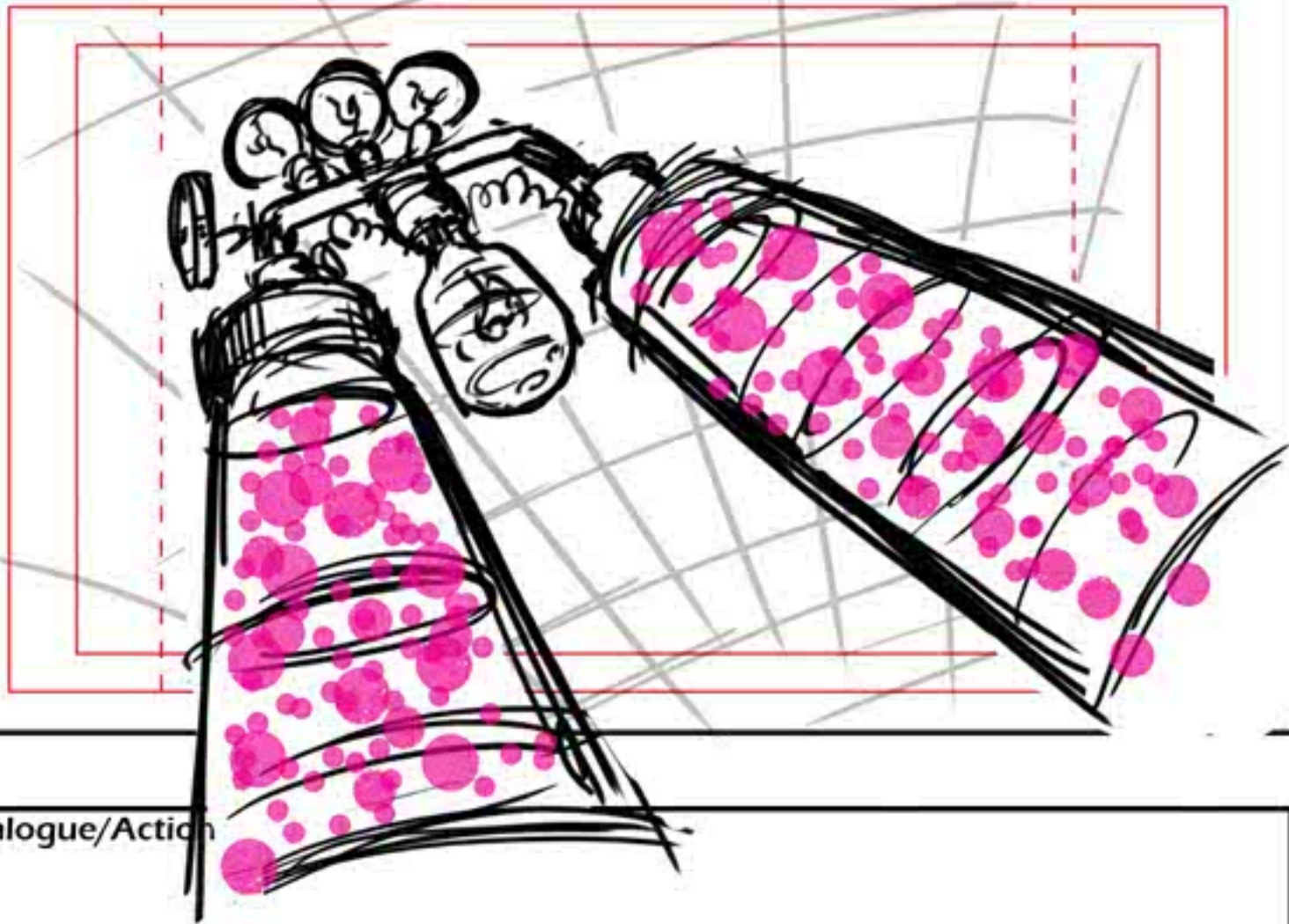
Dialogue/Action

Sequence

Scene

Panel

Frames



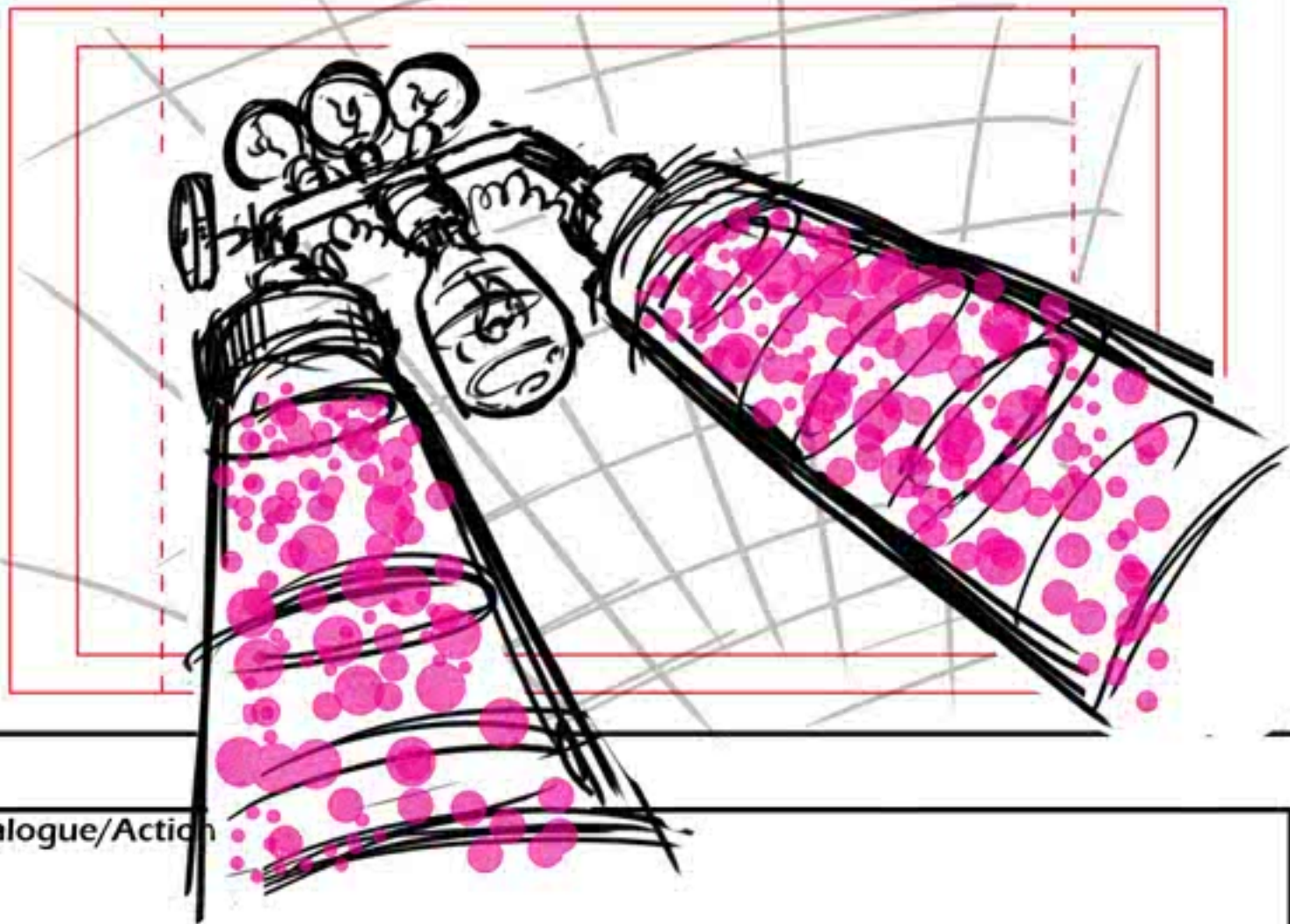
Dialogue/Action

Sequence

Scene

Panel

Frames



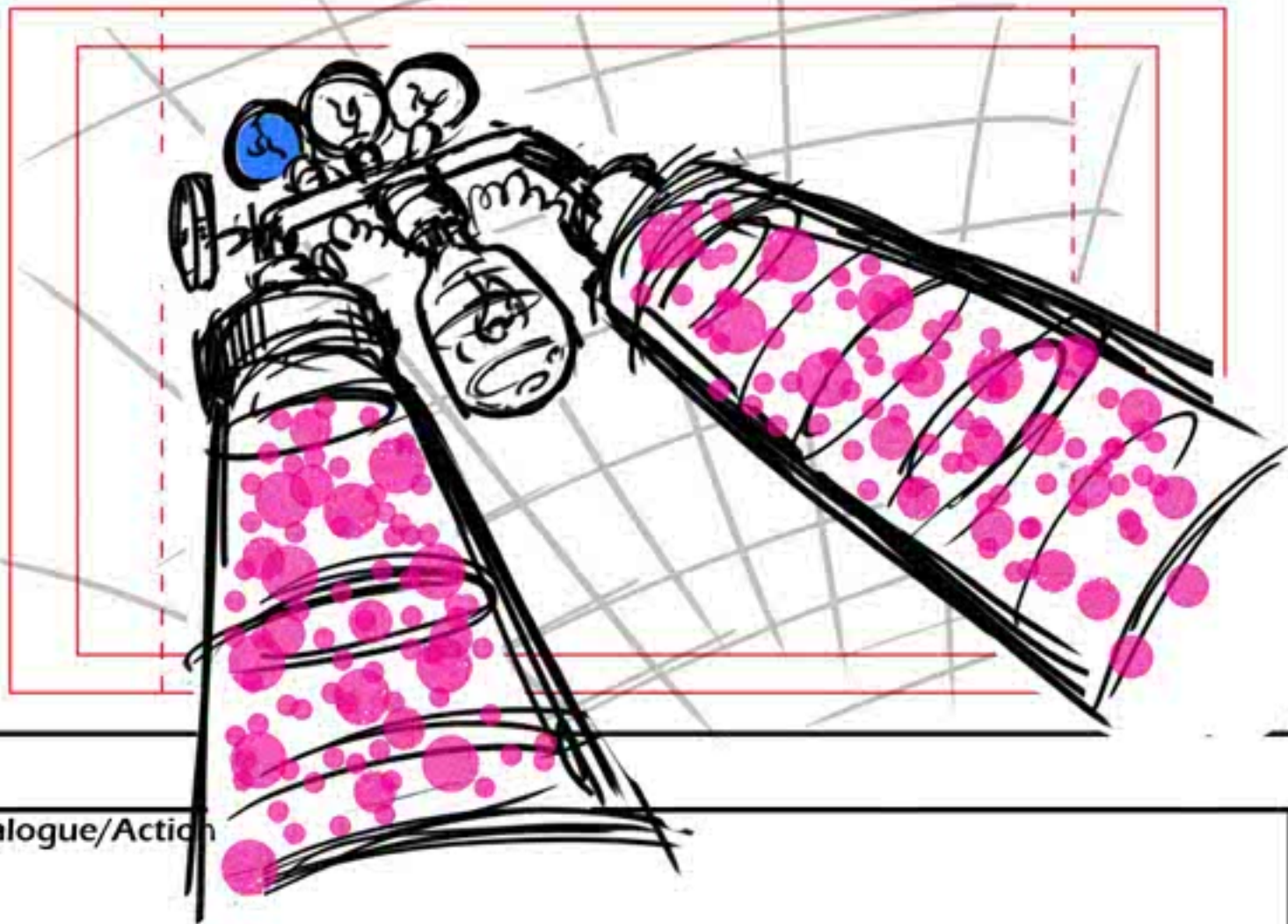
Dialogue/Action

Sequence

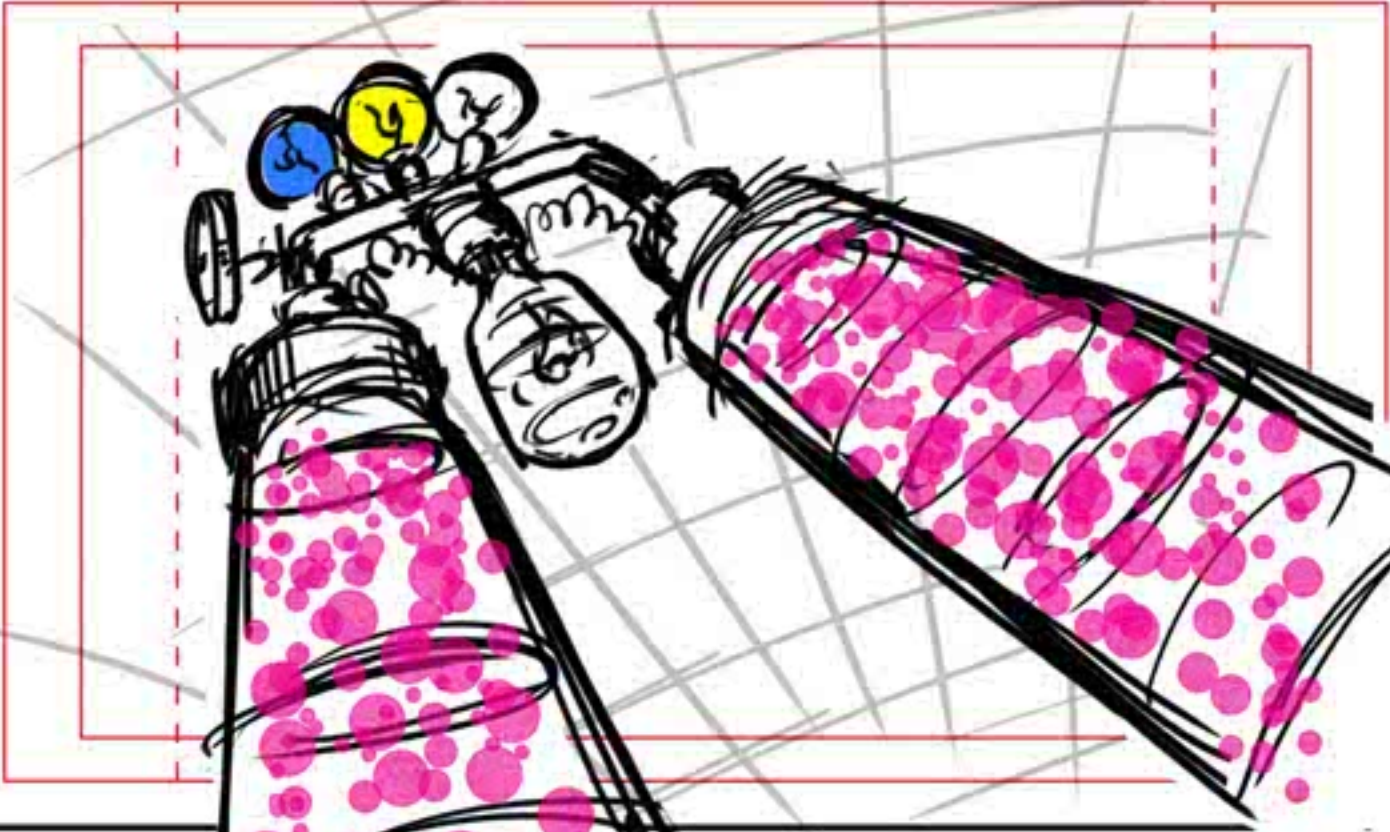
Scene

Panel

Frames



Dialogue/Action

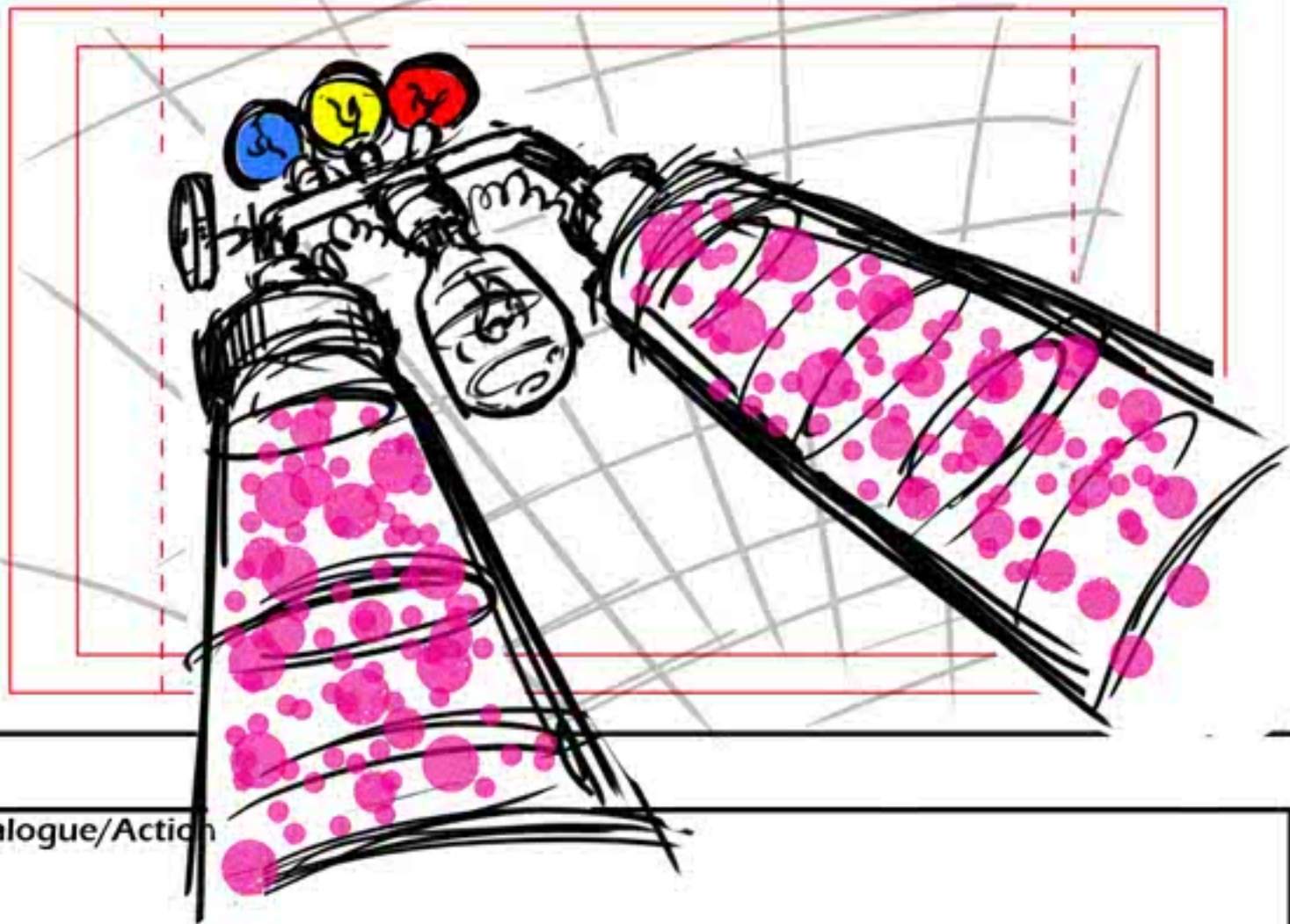
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

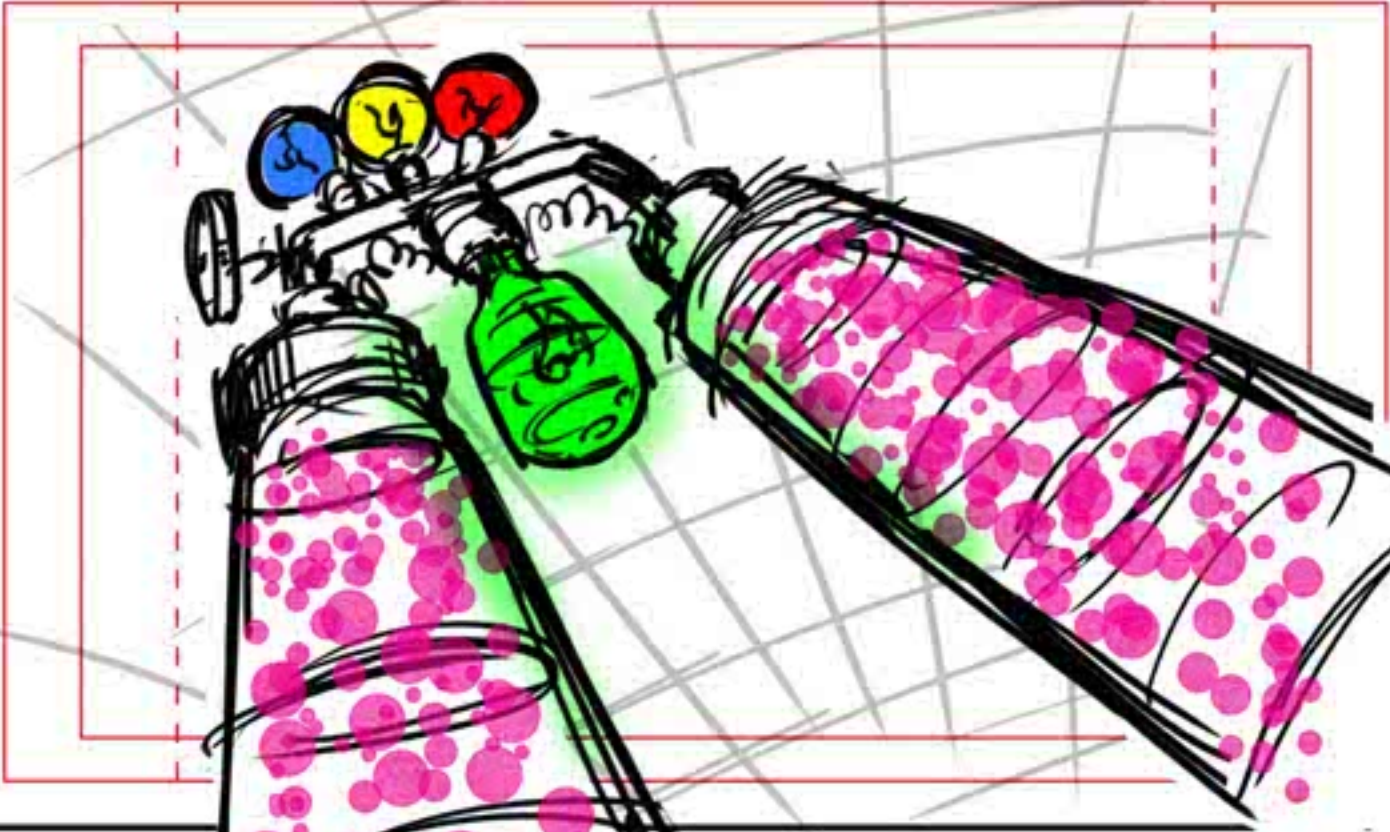
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

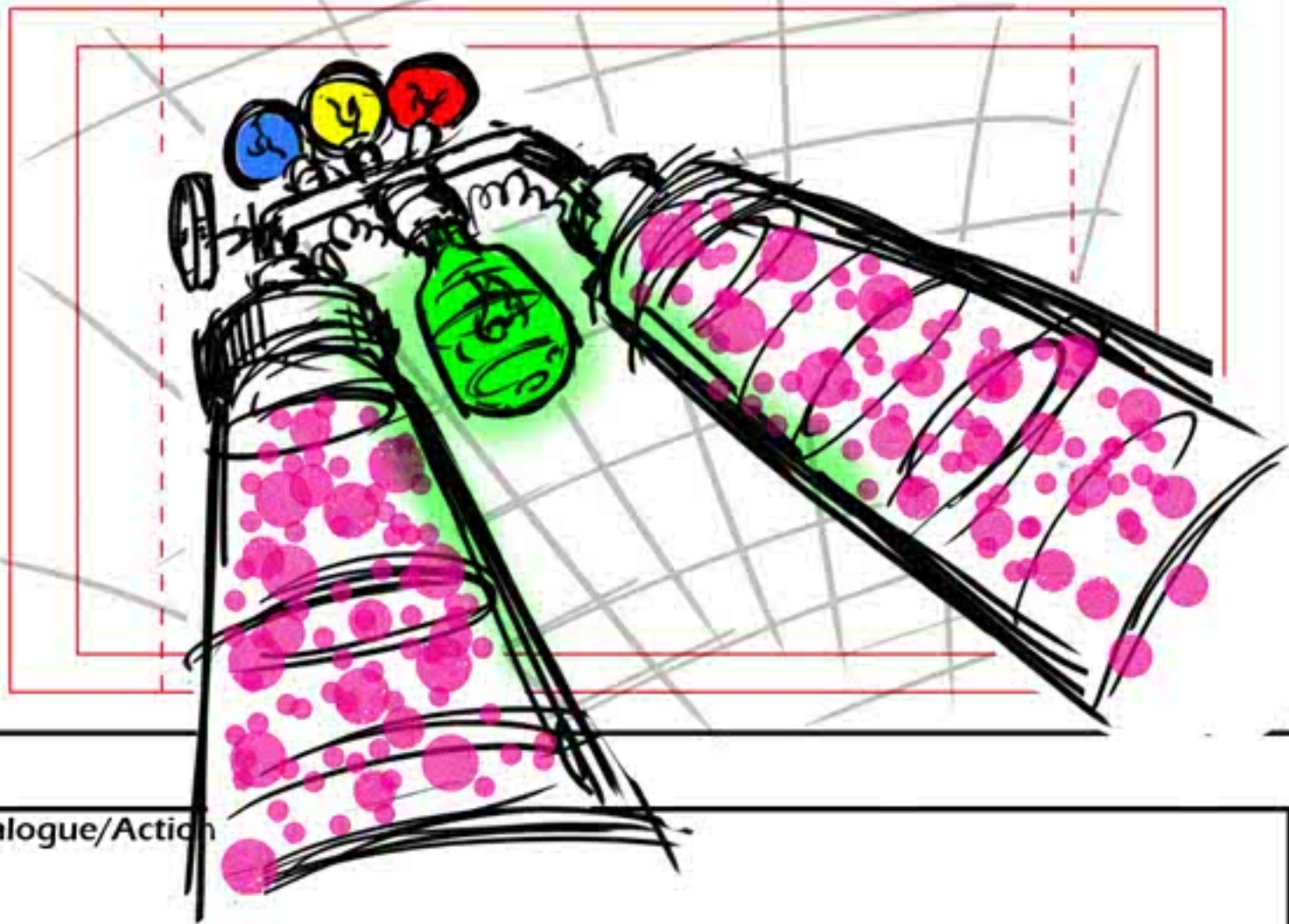
Dialogue/Action

Sequence


Scene

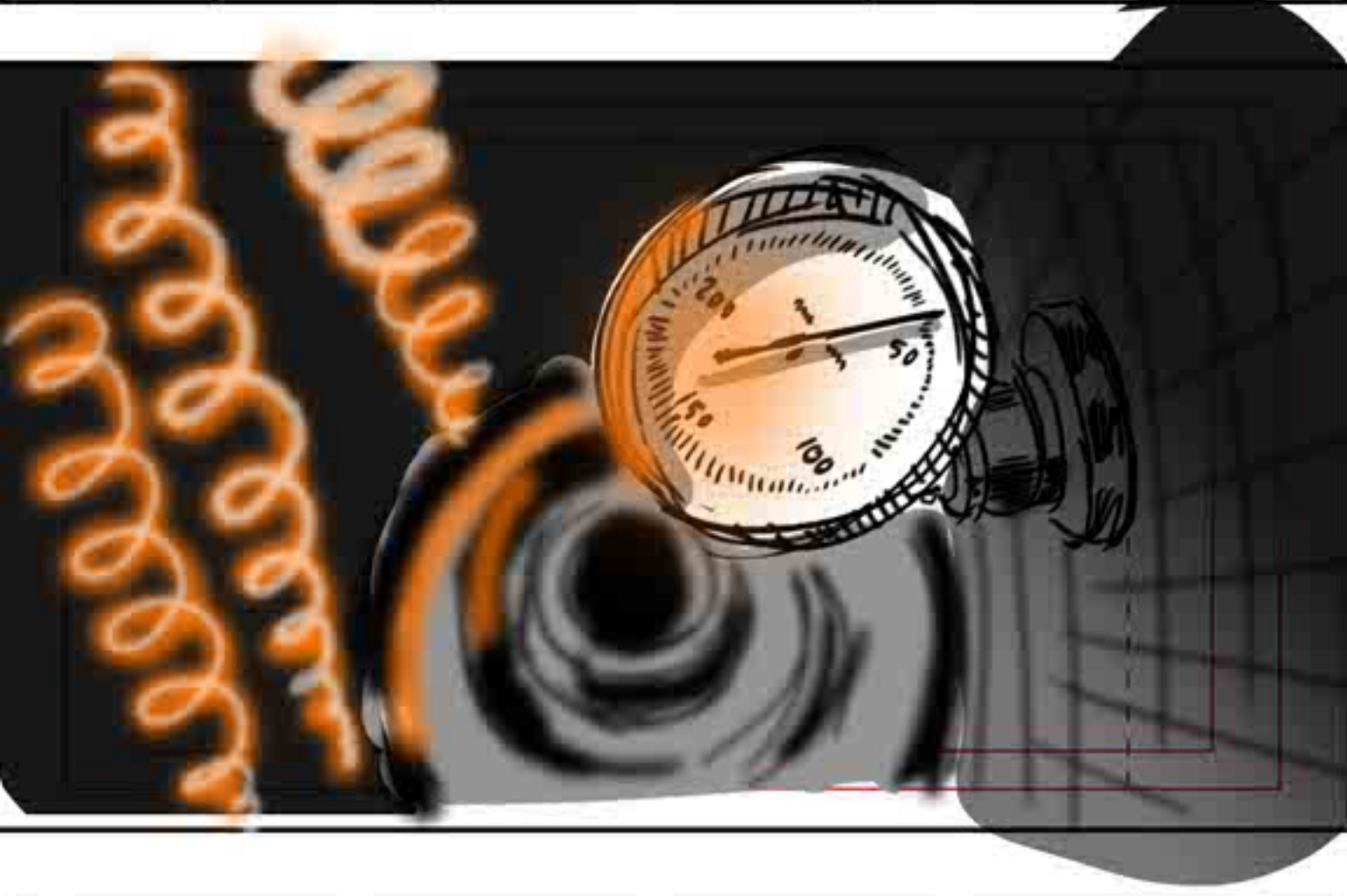
Panel

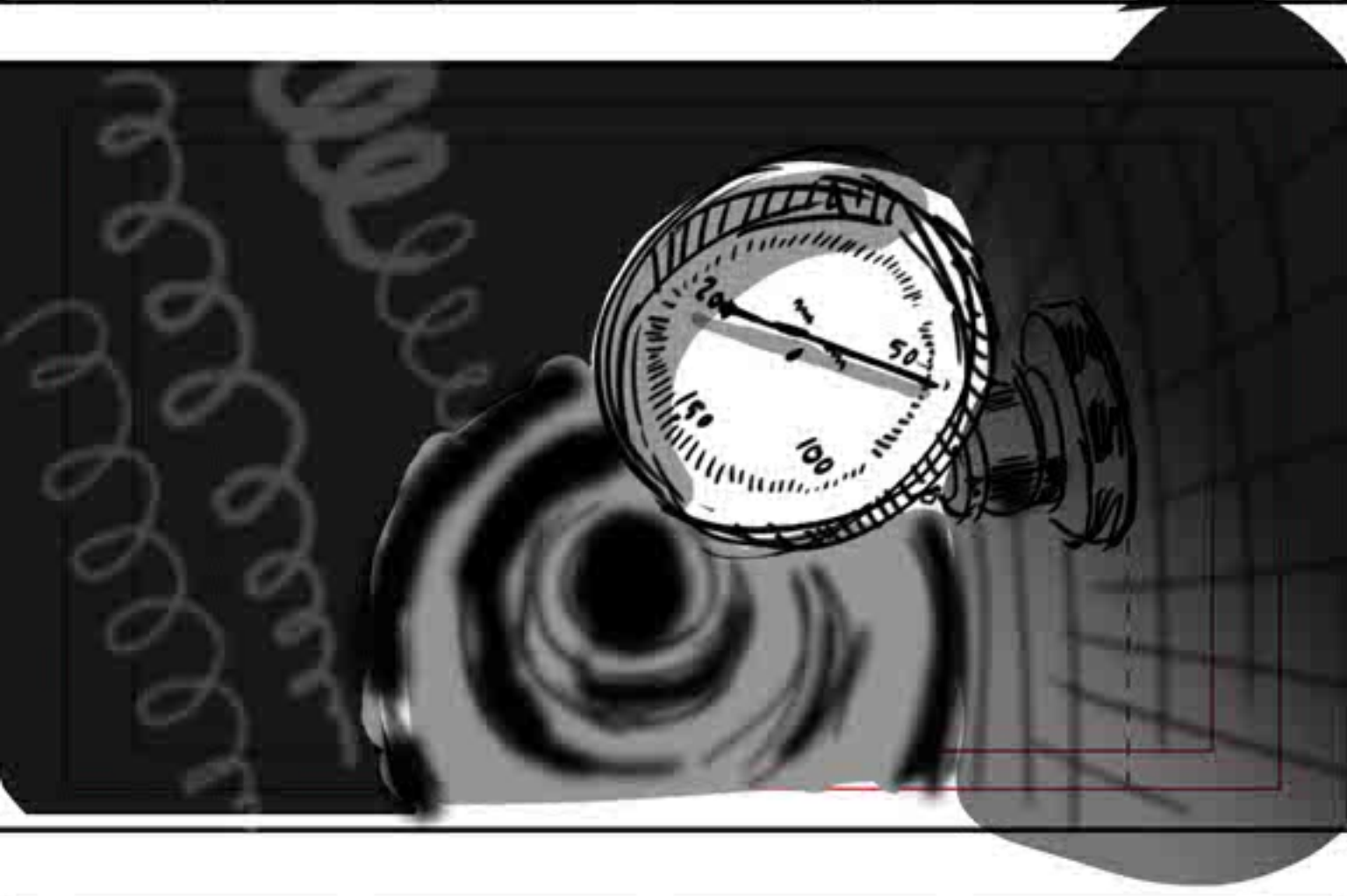
Frames

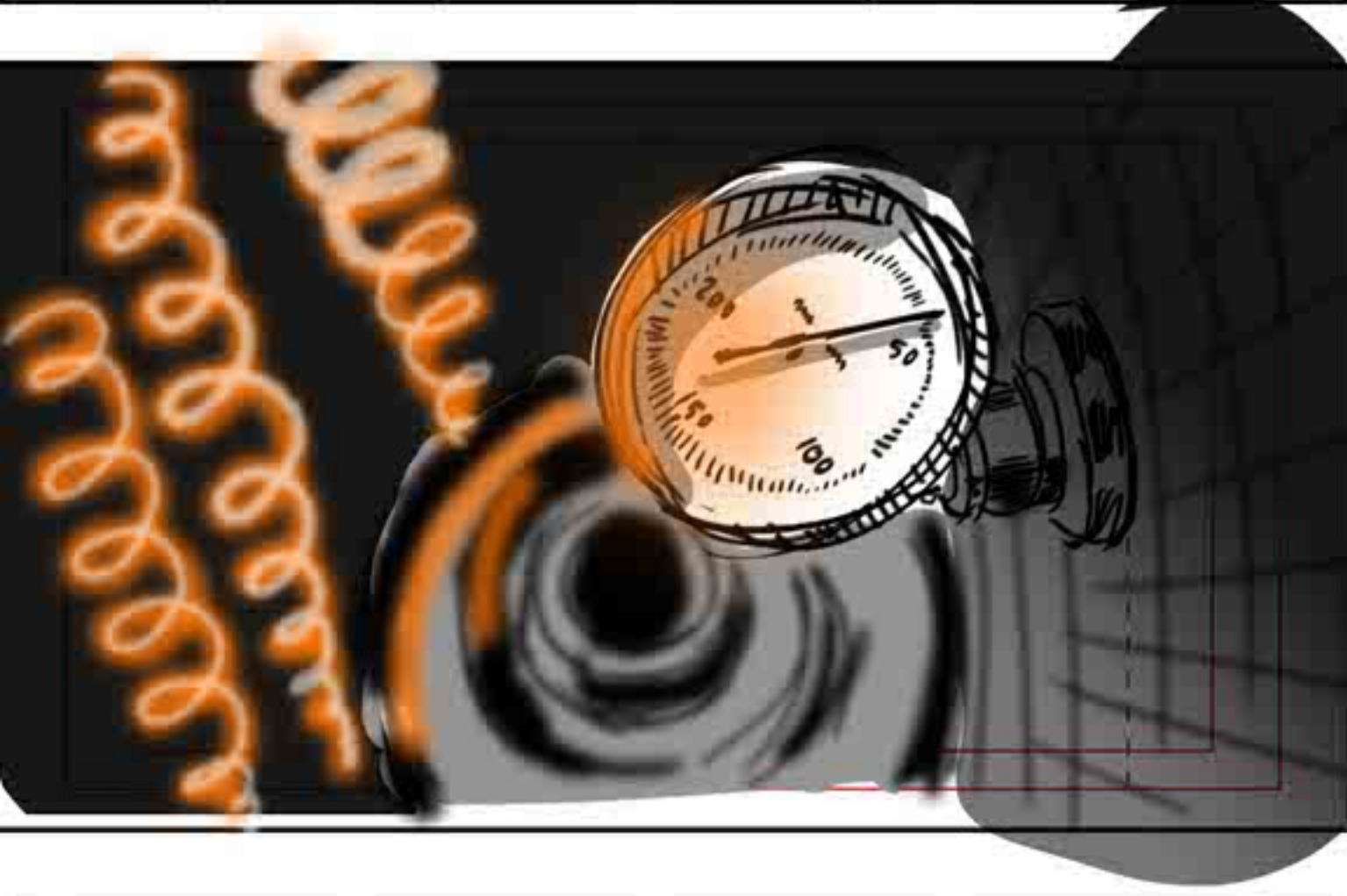


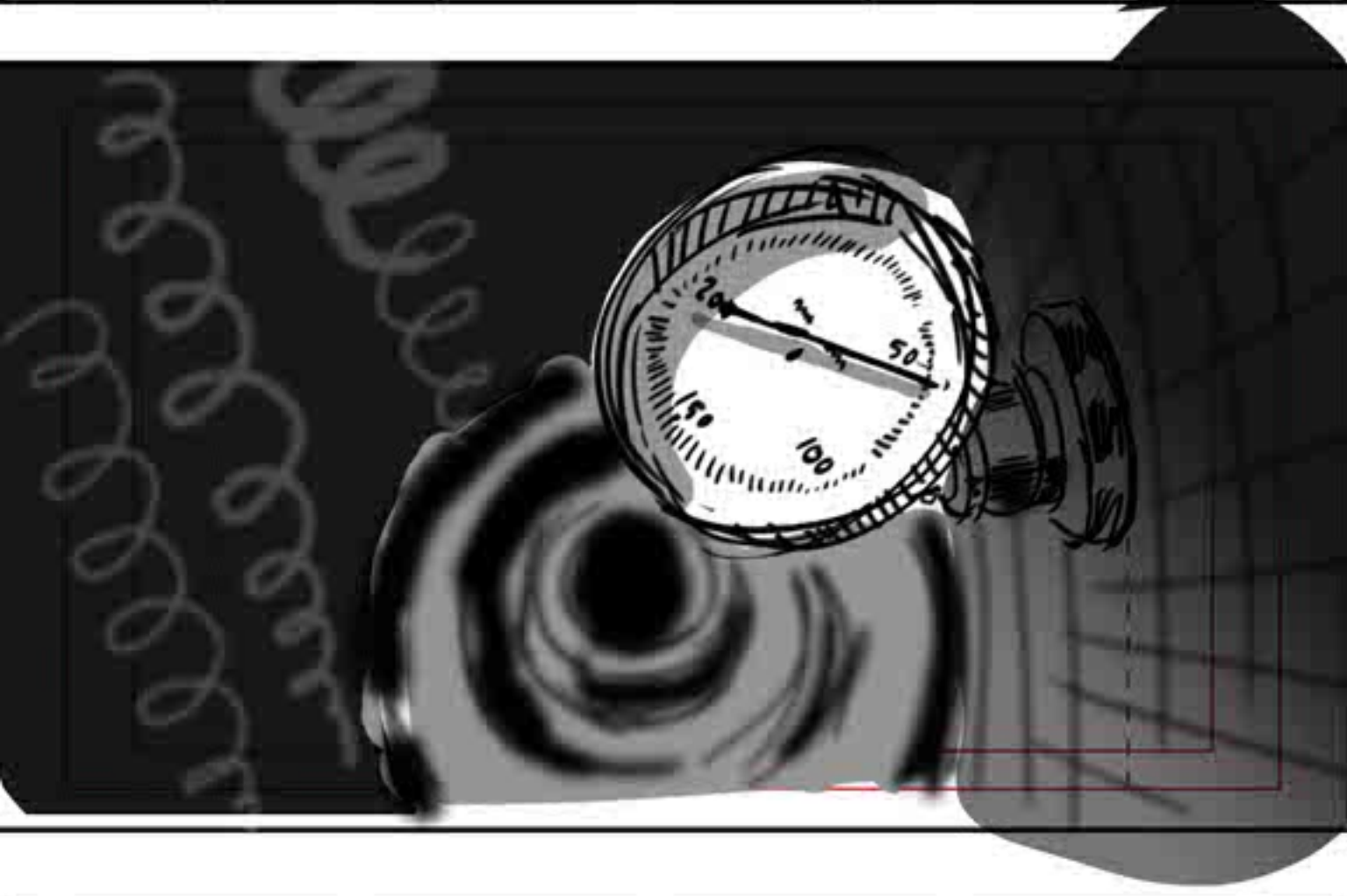
Dialogue/Action


Sequence	Scene	Panel	Frames
			
Dialogue/Action			



Sequence	Scene	Panel	Frames
 A hand-drawn illustration featuring a pocket watch as the central focus. The watch has a white face with black markings and hands, and a dark, textured case. To the left of the watch, two vertical, glowing orange energy waves or ripples emanate from the top, suggesting a source of power or a signal. The watch is positioned over a dark, swirling vortex or hole in the ground. The background is dark and textured, possibly representing a wall or a cave. The overall style is that of a comic book or a conceptual illustration.			
Dialogue/Action			


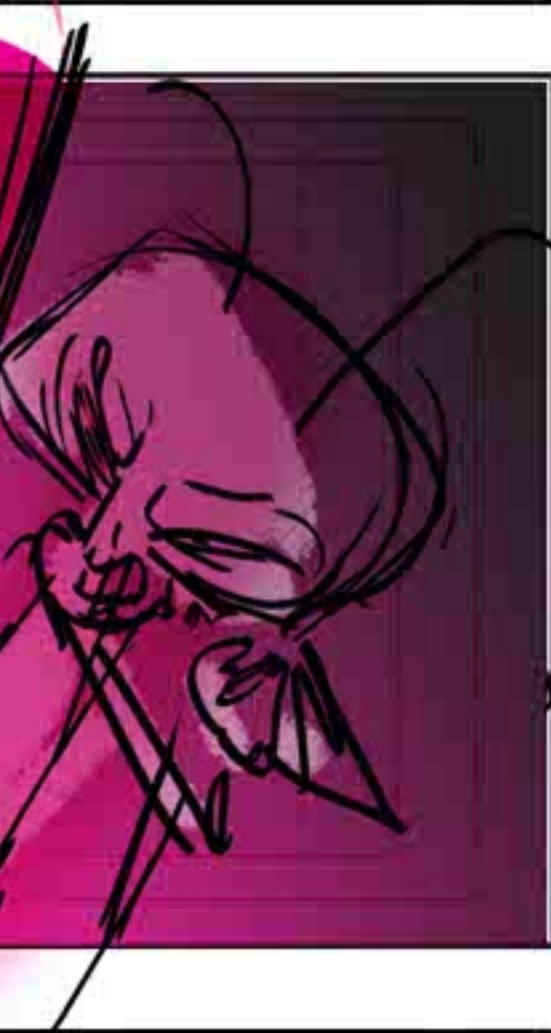
Sequence	Scene	Panel	Frames
 A black and white illustration of a hand holding a pocket watch. The watch face is white with black markings and numbers (20, 50, 100). The hand is rendered in dark, expressive strokes. The background is dark with a large, swirling, ripple-like effect. A red rectangular box is drawn on the right side of the illustration, overlapping the watch's reflection and the background.			
Dialogue/Action			



Sequence	Scene	Panel	Frames
			
Dialogue/Action			


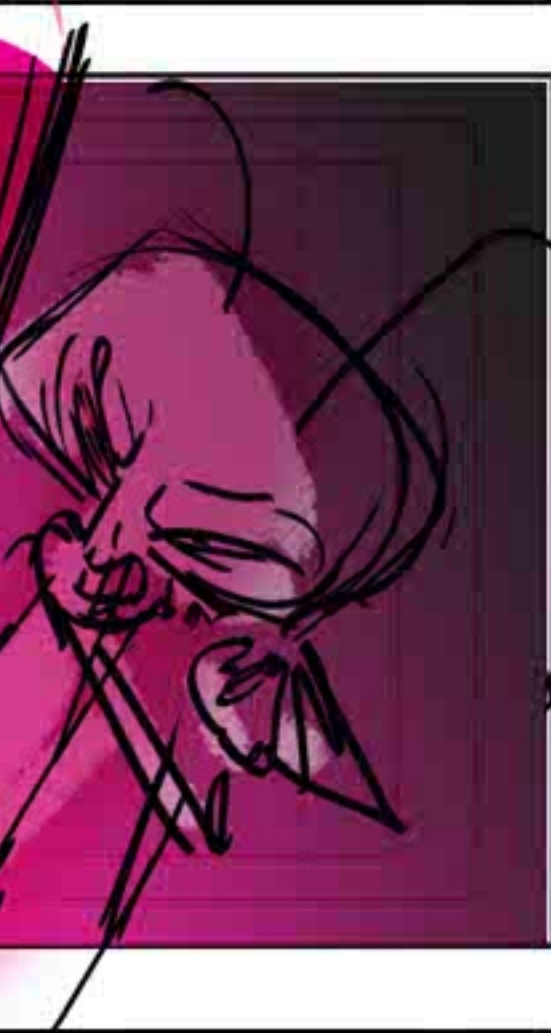
Sequence	Scene	Panel	Frames
 A black and white illustration of a hand holding a pocket watch. The watch face is visible, showing numbers 20, 50, and 100, and a needle pointing towards 50. Below the watch, a large, dark, swirling ripple effect is depicted on a surface, suggesting a disturbance in water or a similar medium. The background is dark with some faint, wavy lines on the left side. A red rectangular box is drawn on the right side of the illustration, partially overlapping the ripple effect.			
Dialogue/Action			

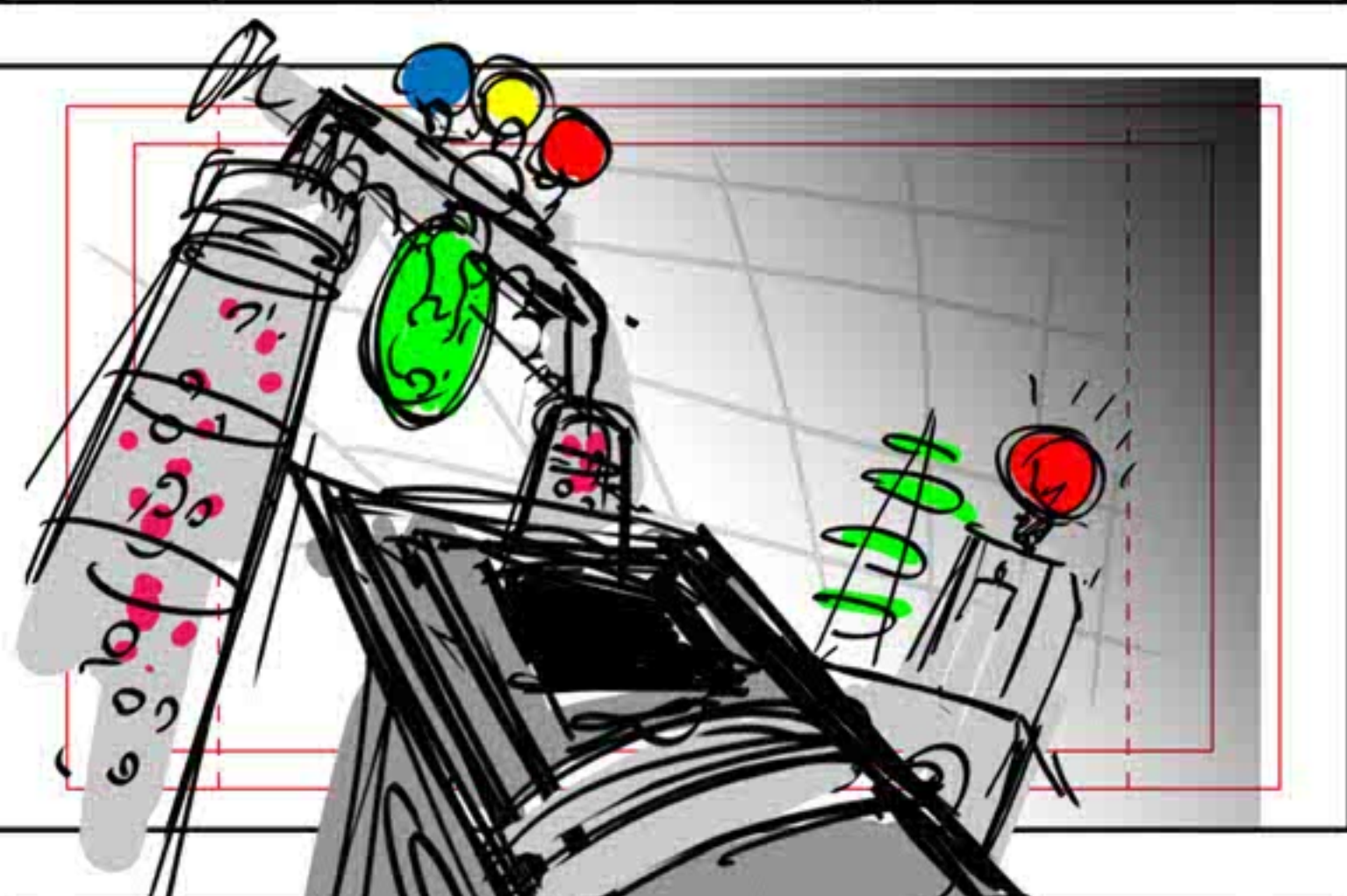
Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

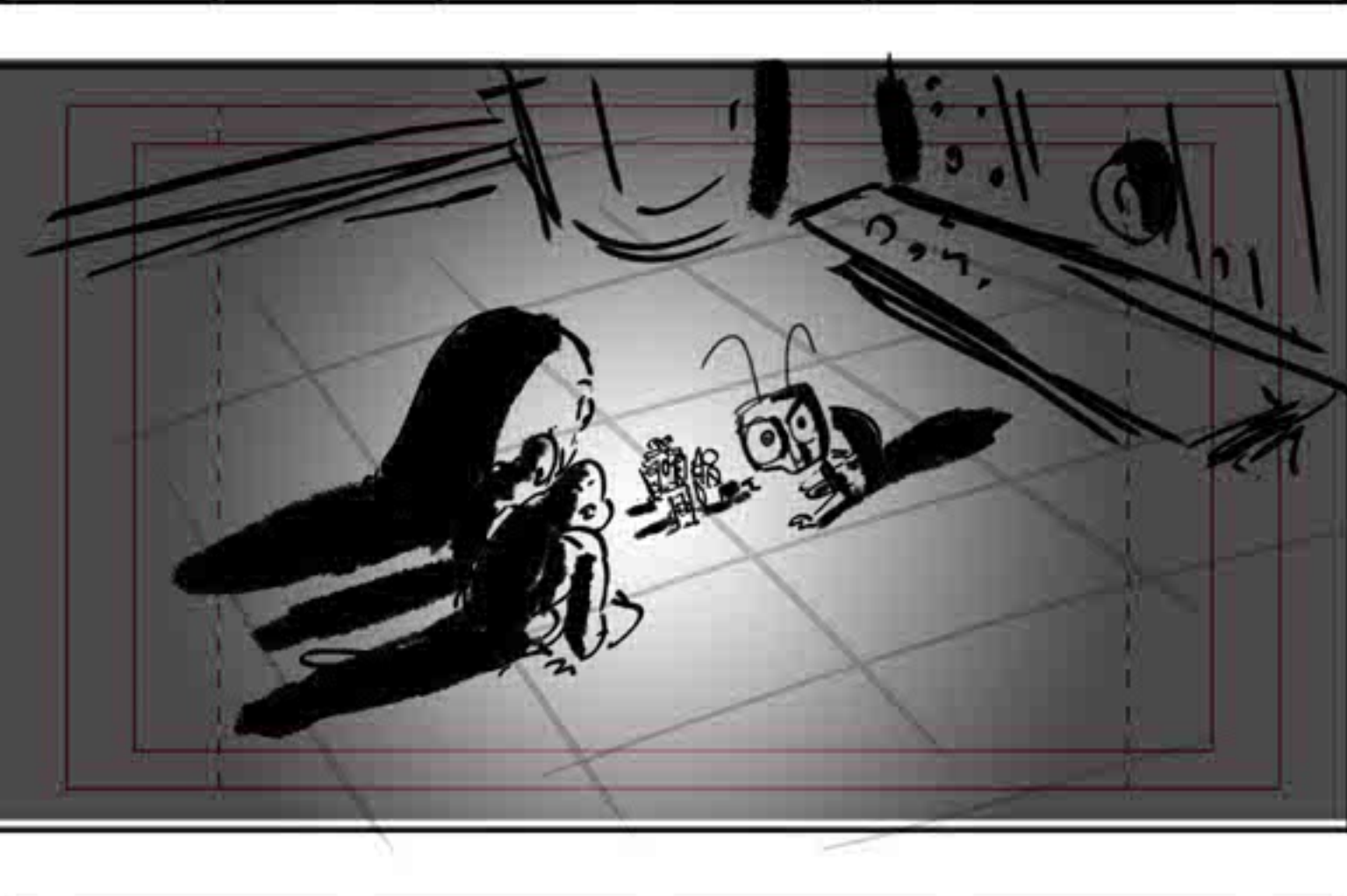
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

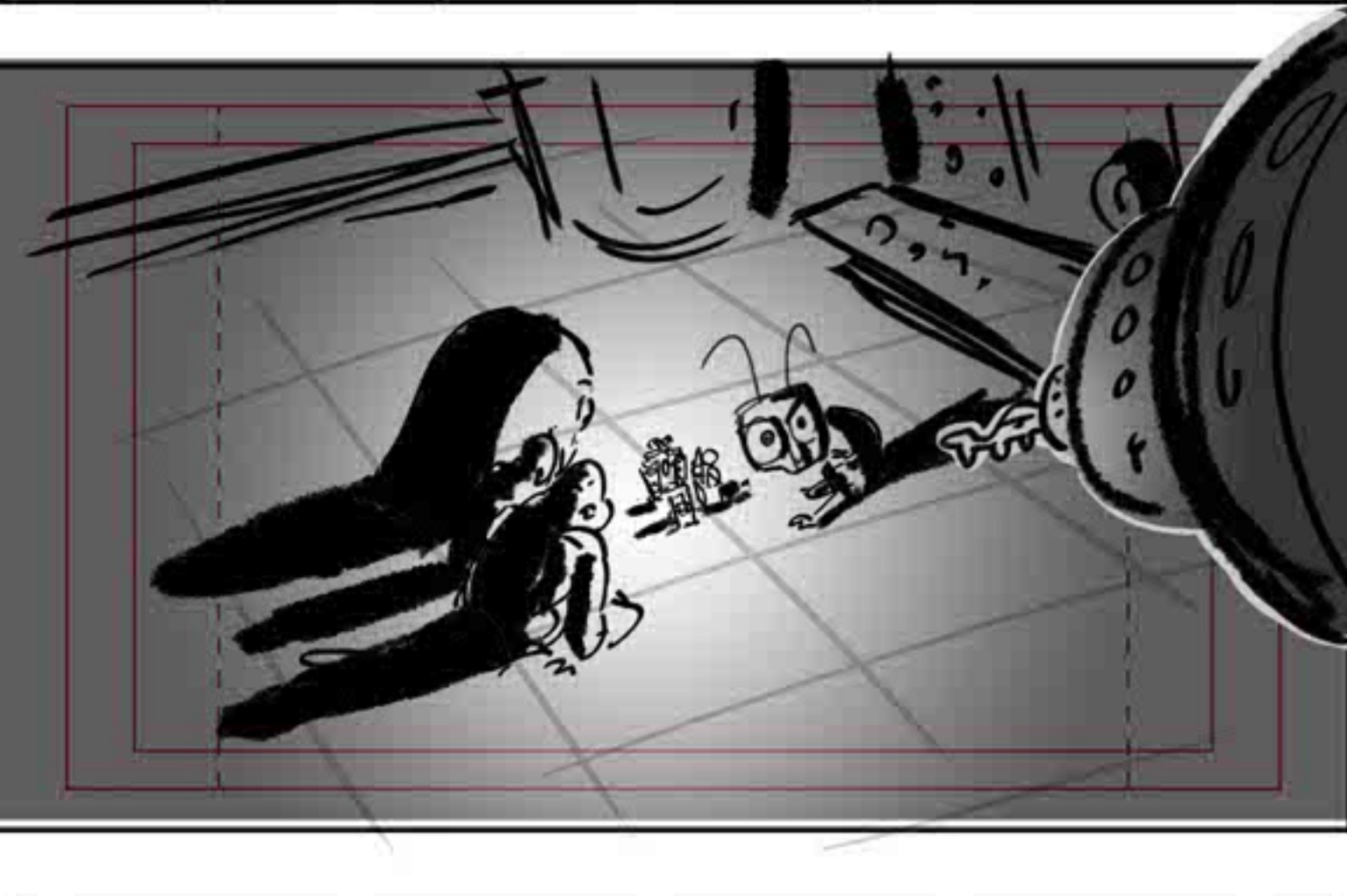
Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel depicting a character in a dark, industrial setting. The character is wearing a blue cap and a yellow visor, and is holding a large, cylindrical camera or scanner. The camera has several red dots on its side. The character is looking at a glowing green orb. To the right, there is a red light source and some green lines. The background is a grey wall with a grid pattern. The drawing is done in a sketchy, expressive style with black ink and some color.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel. The scene is set on a tiled floor. On the left, a character with a large black shadow is leaning forward. In the center, another character is sitting on the floor, looking towards the first character. To the right, there is a table with some items on it. The drawing is done in a sketchy, expressive style with black ink on a grey background. A red rectangular border frames the central scene.			
Dialogue/Action			

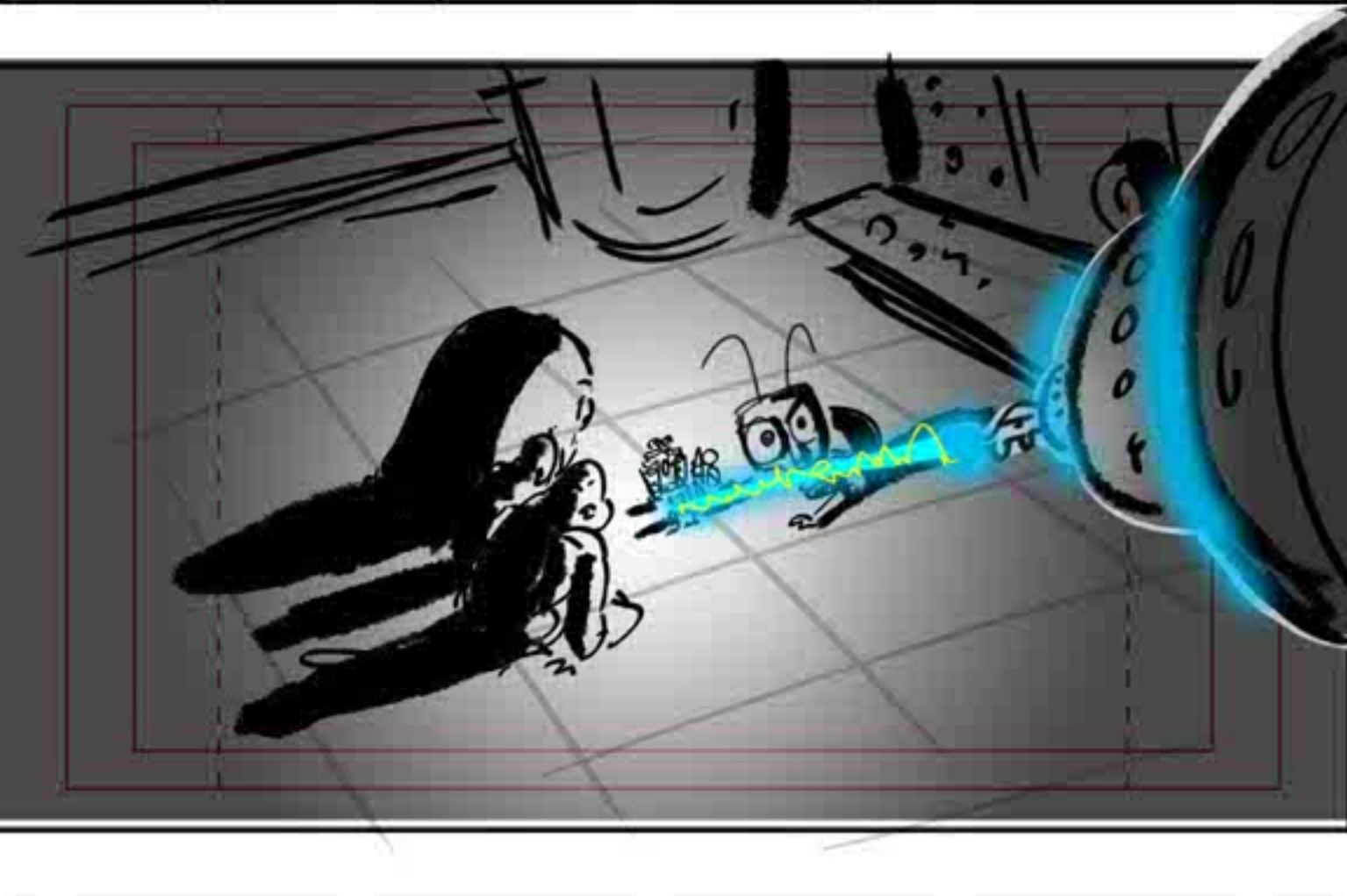
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

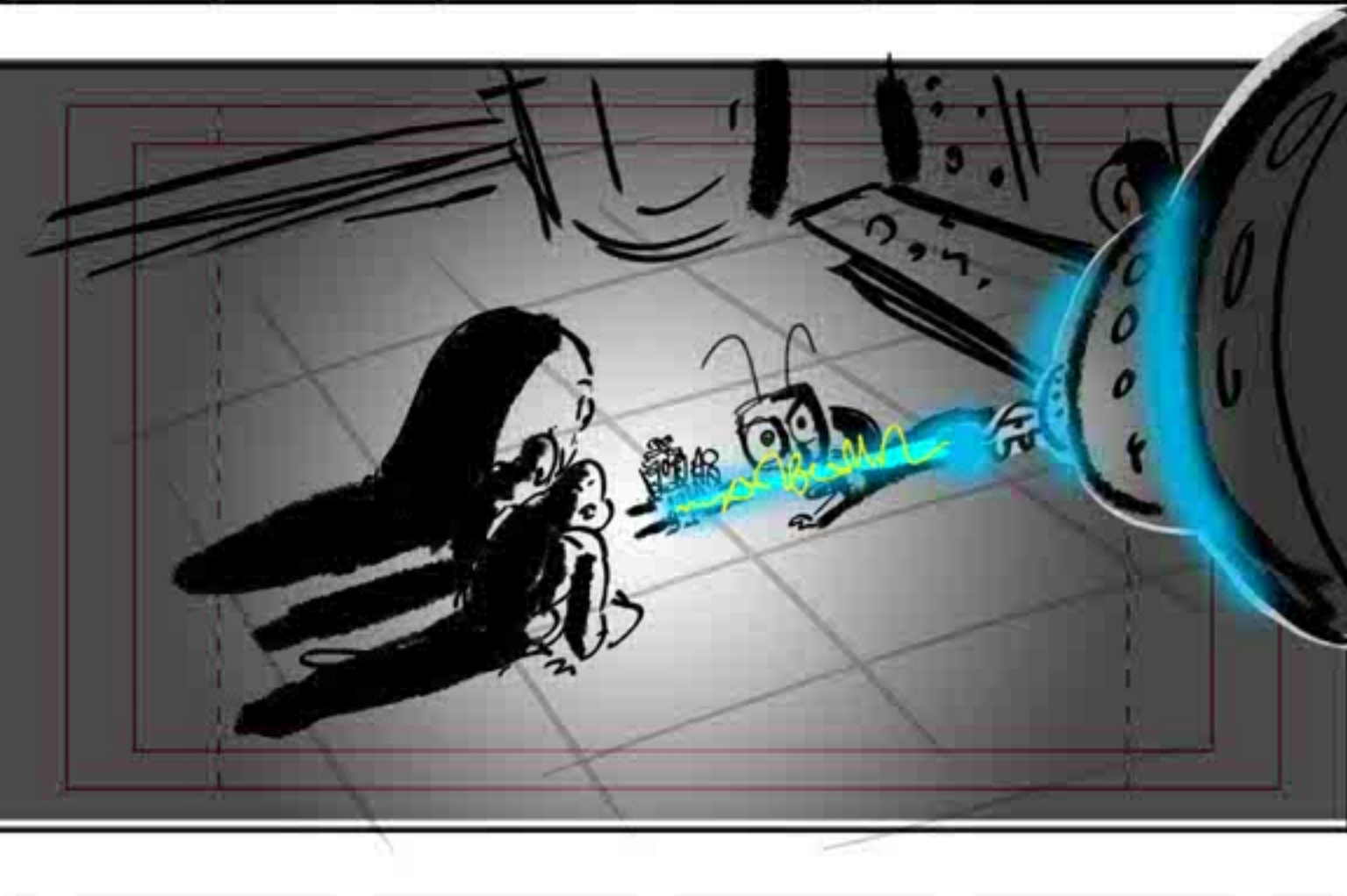
Sequence	Scene	Panel	Frames
Dialogue/Action			

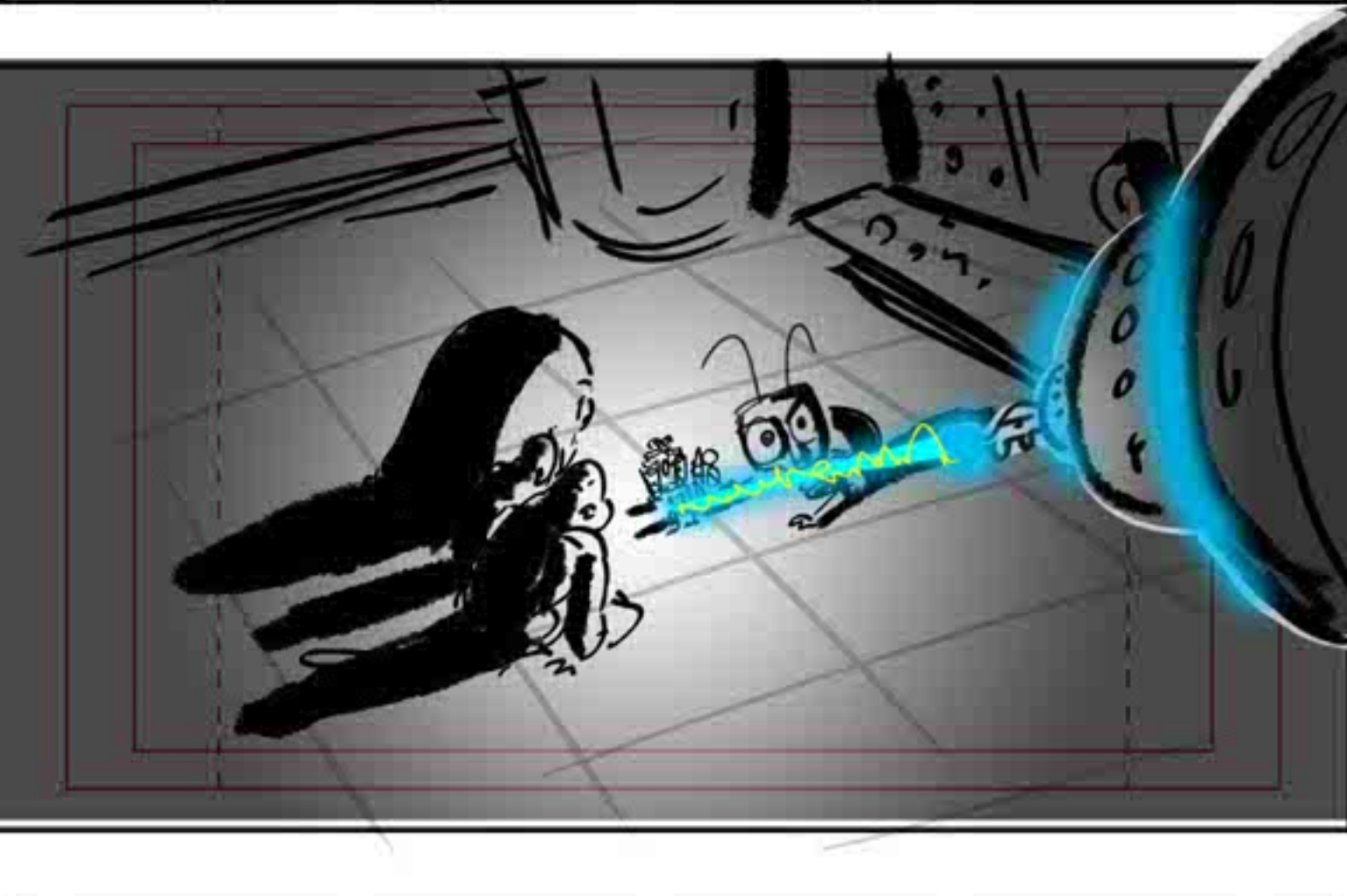
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn illustration in a sketchy, ink-like style. On the left, a man in a dark suit and tie is shown in profile, looking towards the right. In the center, a small, insect-like character with large eyes and antennae stands on a tiled floor. To the right, a large, stylized circular object, possibly a wheel or a large eye, is partially visible. The background is a simple tiled floor with some motion lines or scribbles above. The entire illustration is enclosed in a red rectangular border.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 1540 1223">Dialogue/Action</p> <p data-bbox="446 1223 1047 1489">(ZAPADOO!)</p>			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel. On the left, a character in a dark suit and white shirt is shown in profile, looking towards the center. In the center, a small, glowing blue insect with large eyes and antennae is on a tiled floor. A bright blue, wavy energy trail extends from the insect towards the right. On the right side of the panel, a large, glowing blue, circular object with a grid of small circles is partially visible. The background is dark with some sketchy lines suggesting a room or floor. The entire scene is enclosed in a red rectangular border.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence

Scene

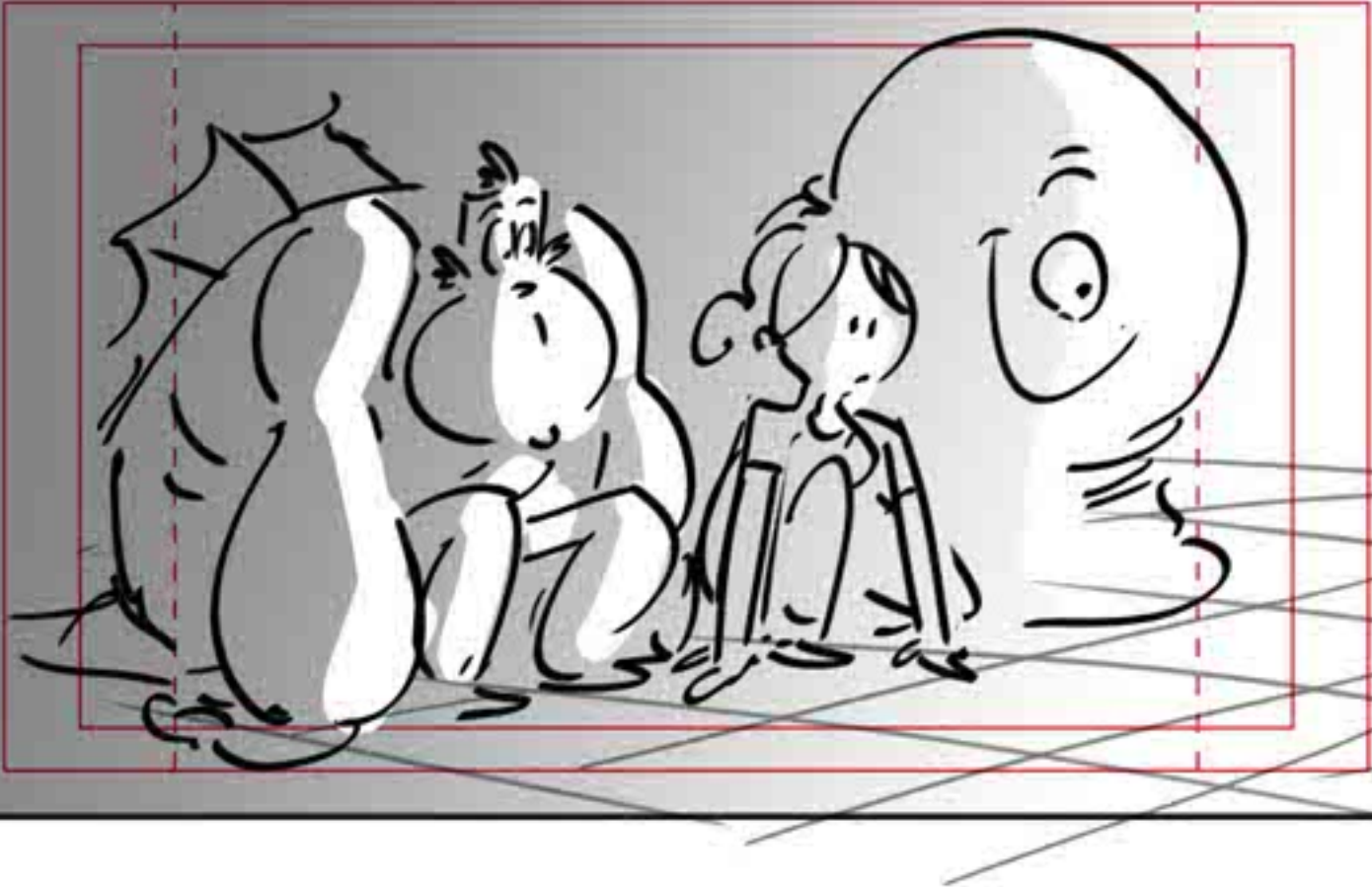
Panel

Frames



Dialogue/Action

(PSHHH!)

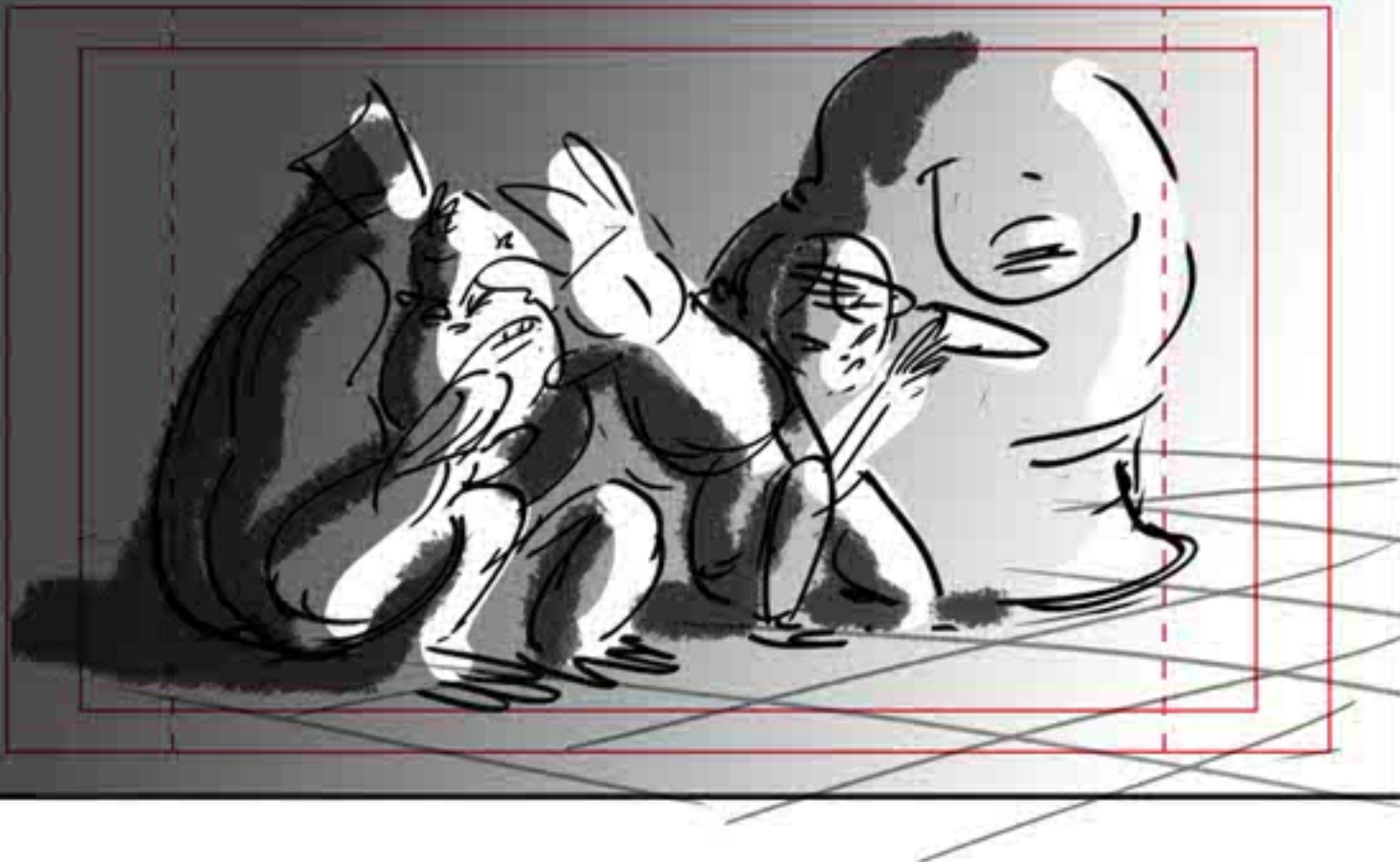
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



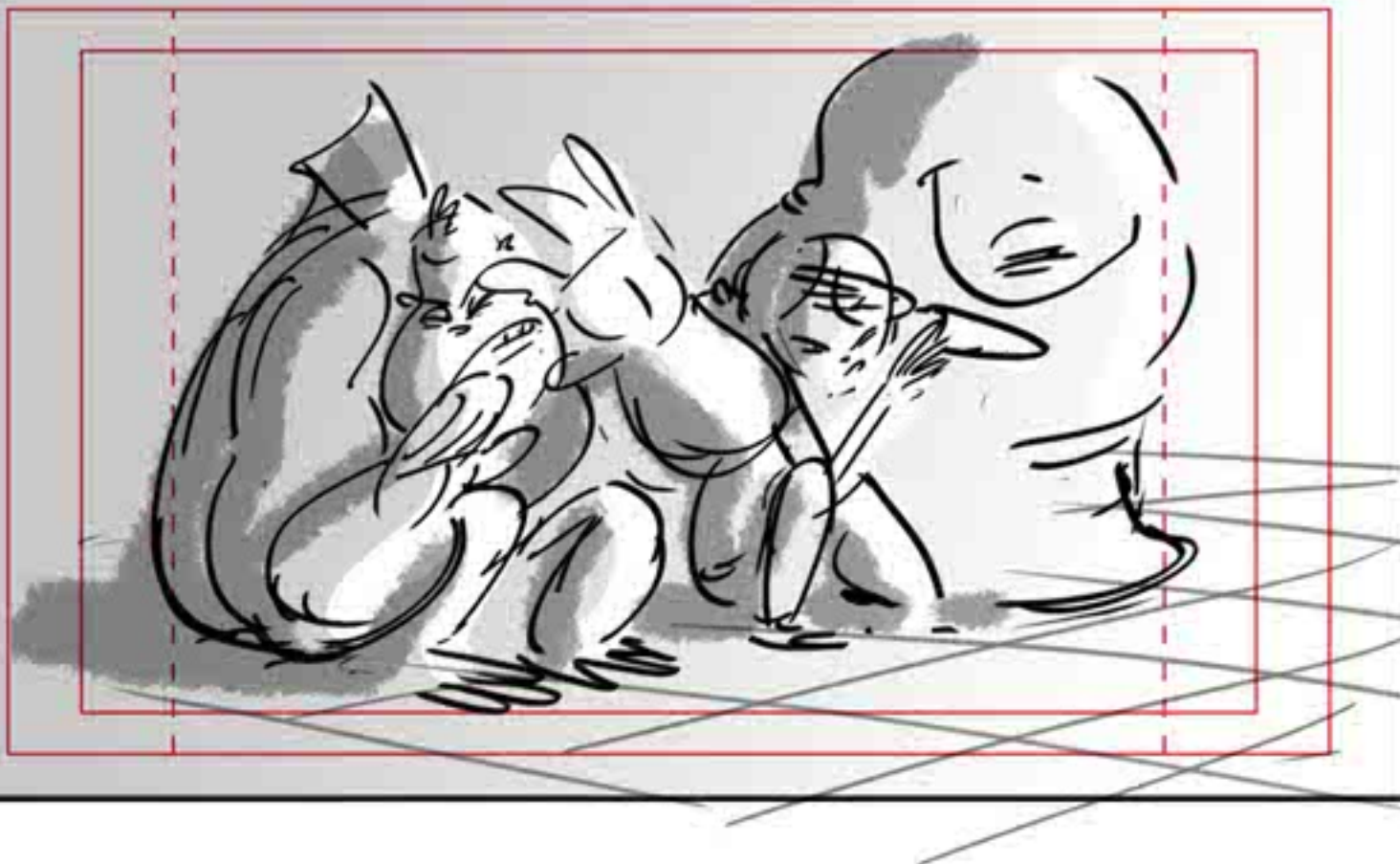
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 A storyboard panel showing two cartoon characters in a room. On the left, a character with a long, thick black beard and a wide, toothy grin is leaning forward. On the right, a character with large, round eyes and a black body is cowering on the floor. Between them is a table with several colorful drinks and a small house-shaped object. White lightning bolts are striking the table area. The scene is framed by a red border.			
<p data-bbox="0 1183 1540 1230">Dialogue/Action</p> <p data-bbox="531 1262 1178 1434">ZAP- ZAP</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1183 1540 1230">Dialogue/Action</p> <p data-bbox="531 1262 1178 1434">ZAP- ZAP</p>			

Sequence	Scene	Panel	Frames
 A storyboard panel showing two cartoon characters in a room. On the left, a character with a long, thick black beard and a wide, toothy grin is leaning forward. On the right, a character with large, round eyes and a black body is crouching. Between them is a table with several colorful drinks and a small structure. White lightning bolts are striking the table area. The scene is framed by a red border.			
<p data-bbox="0 1183 308 1230">Dialogue/Action</p> <p data-bbox="523 1254 1185 1426">ZAP- ZAP</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1183 1540 1230">Dialogue/Action</p> <p data-bbox="531 1262 1178 1434">ZAP- ZAP</p>			

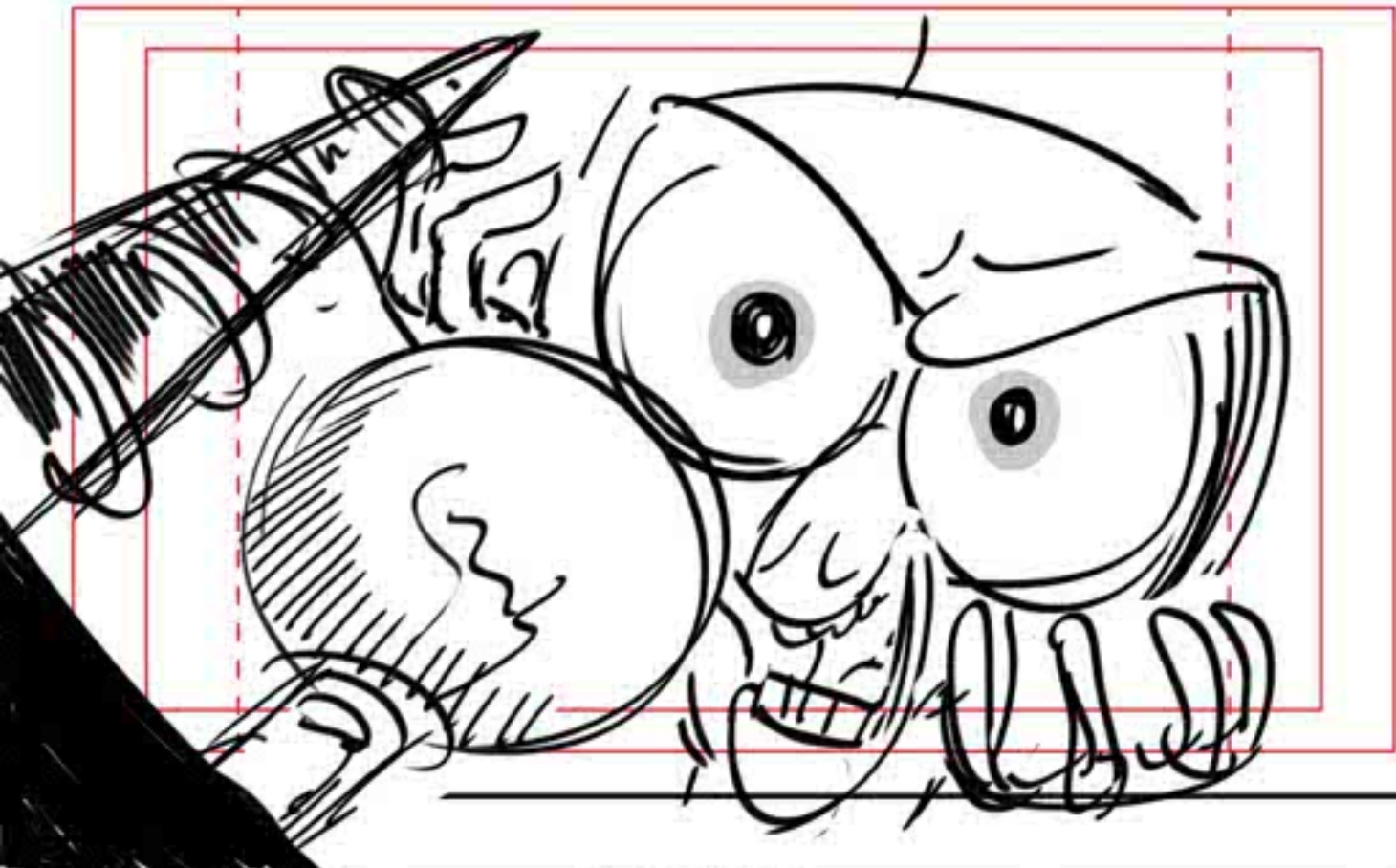
Sequence	Scene	Panel	Frames
 A storyboard panel showing two cartoon characters in a room. The character on the left is a large, black, stylized figure with a long, curved tail and a wide, toothy grin. The character on the right is a smaller, black, stylized figure with large, white, circular eyes and a long, thin tail. They are facing each other across a table with several colorful bottles and containers. The floor is tiled, and several jagged white lightning bolts strike the floor between the characters. The entire scene is enclosed in a red rectangular border.			
<p data-bbox="0 1183 308 1230">Dialogue/Action</p> <p data-bbox="523 1254 1170 1426">ZAP- ZAP</p>			

Sequence

Scene

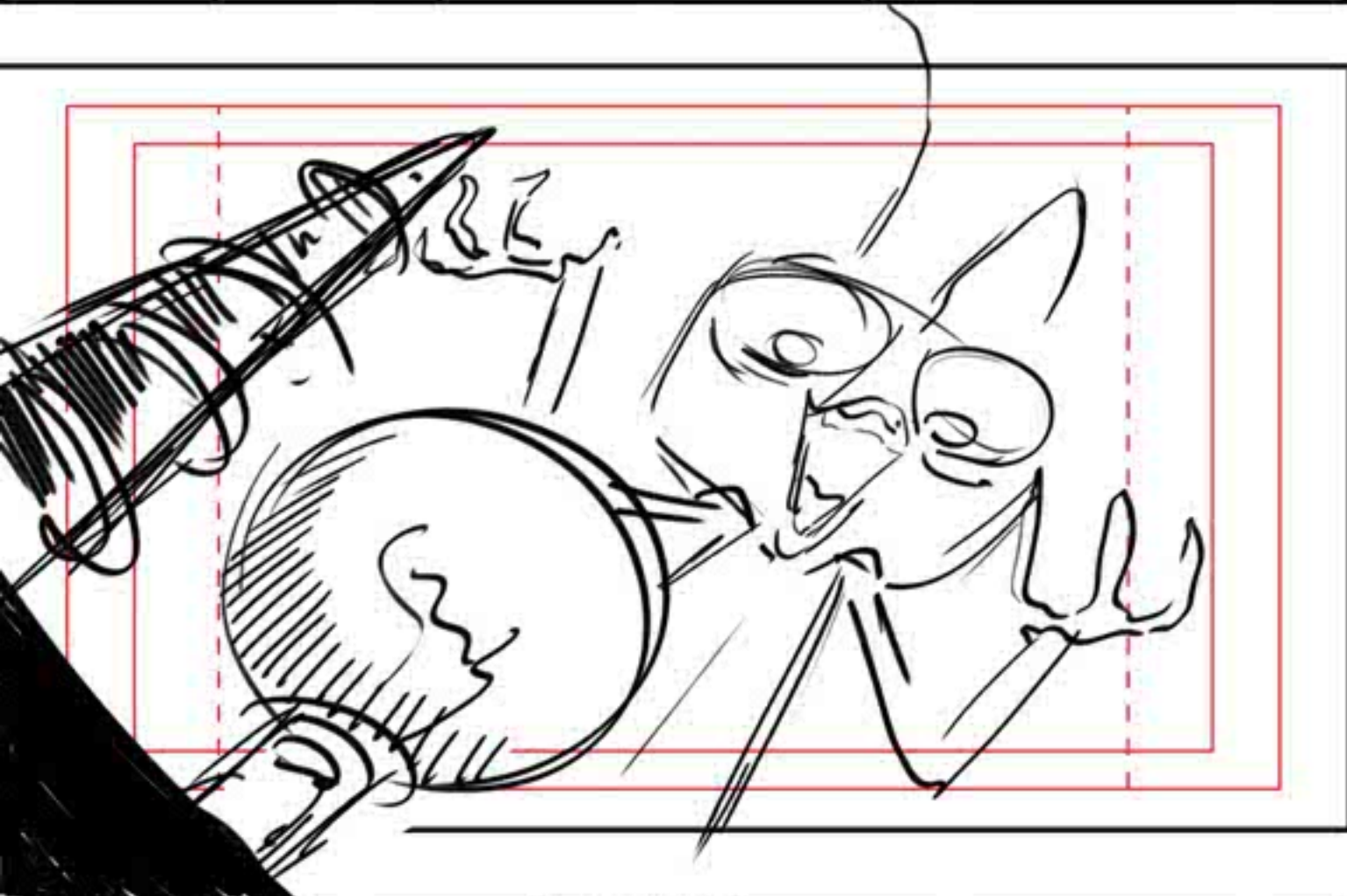
Panel

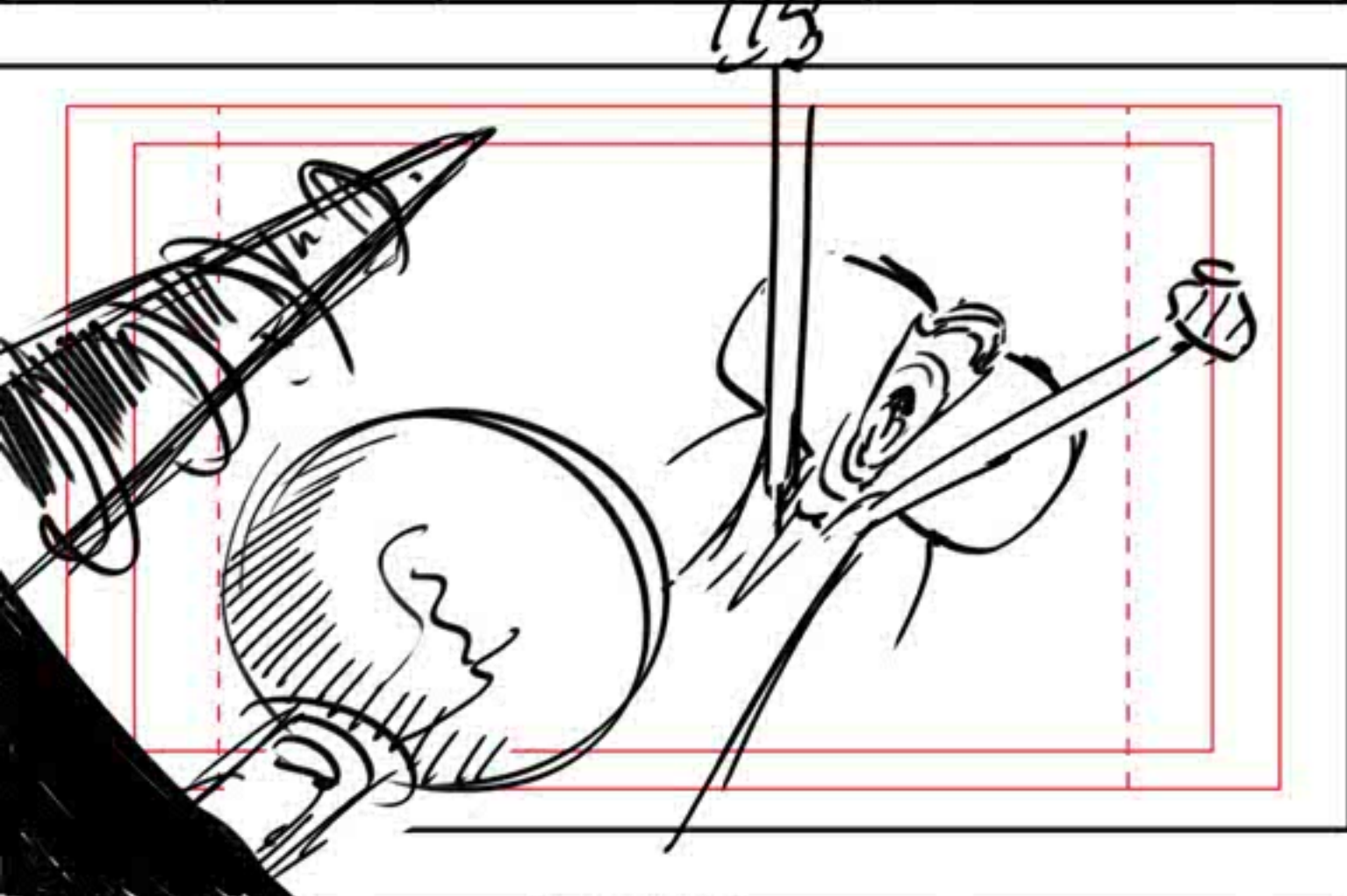
Frames

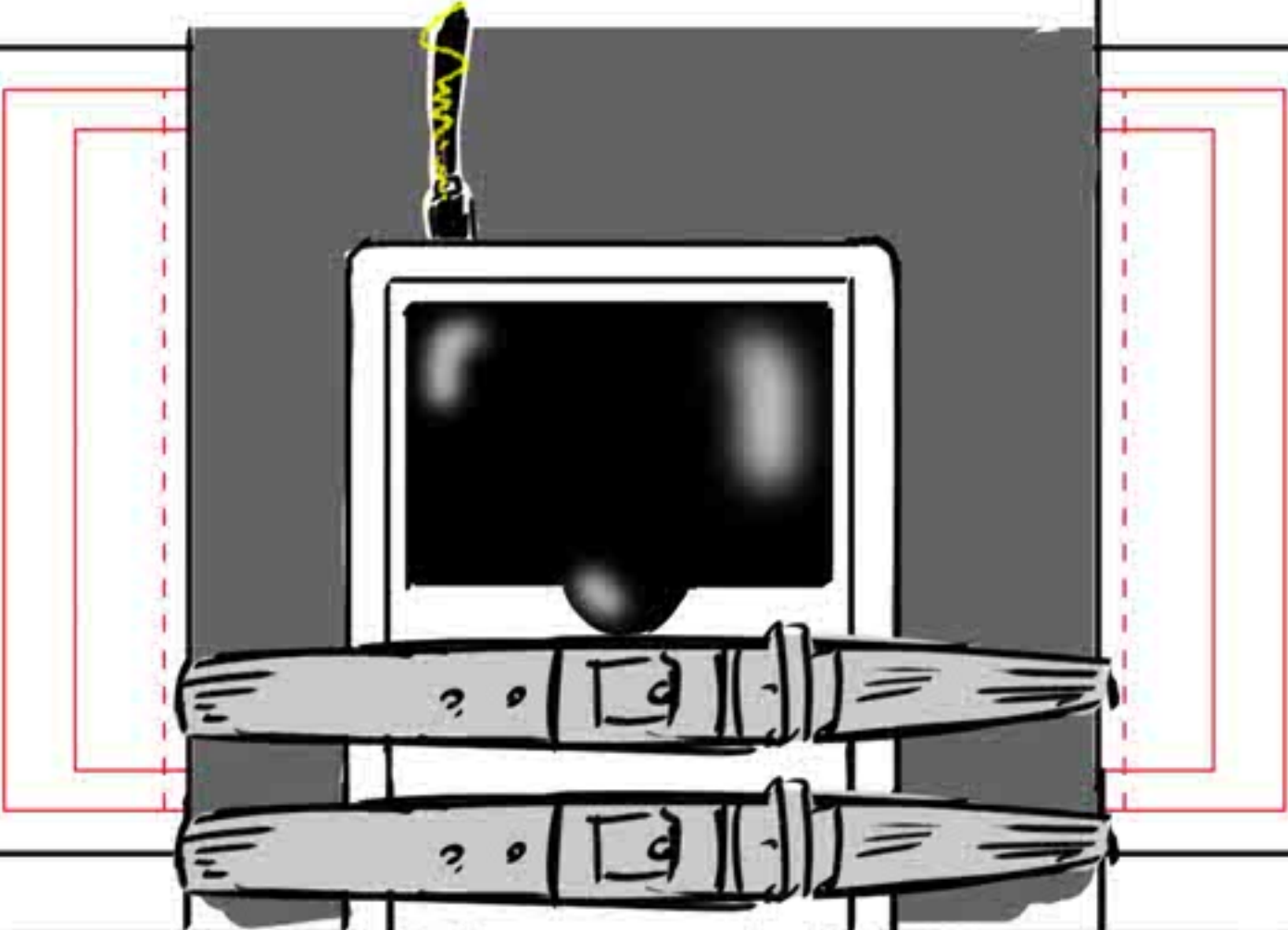


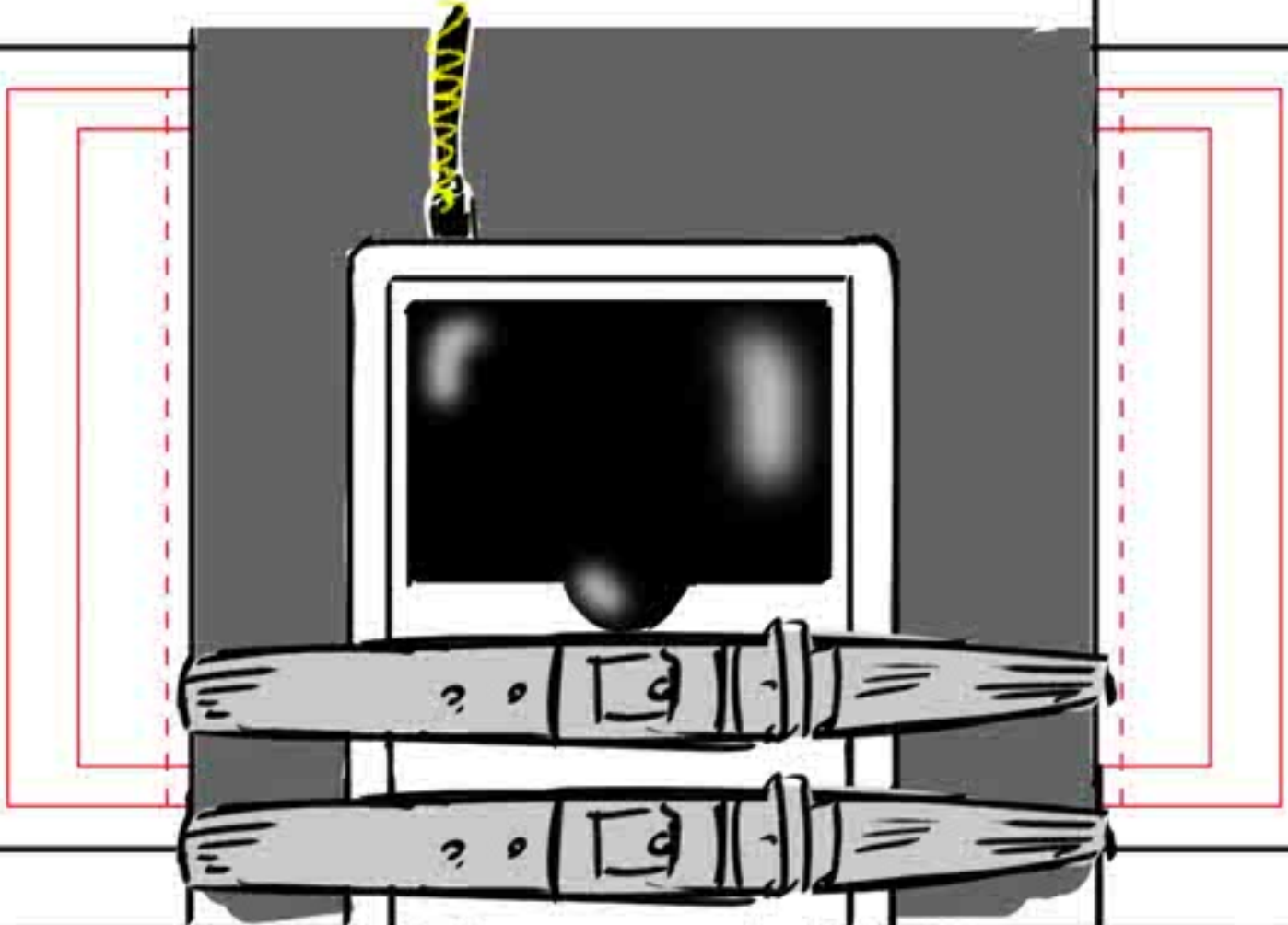
Dialogue/Action

**DR. COCKROACH:
-THIS SMARTPHONE IS A
SENTIENTPHONE!**

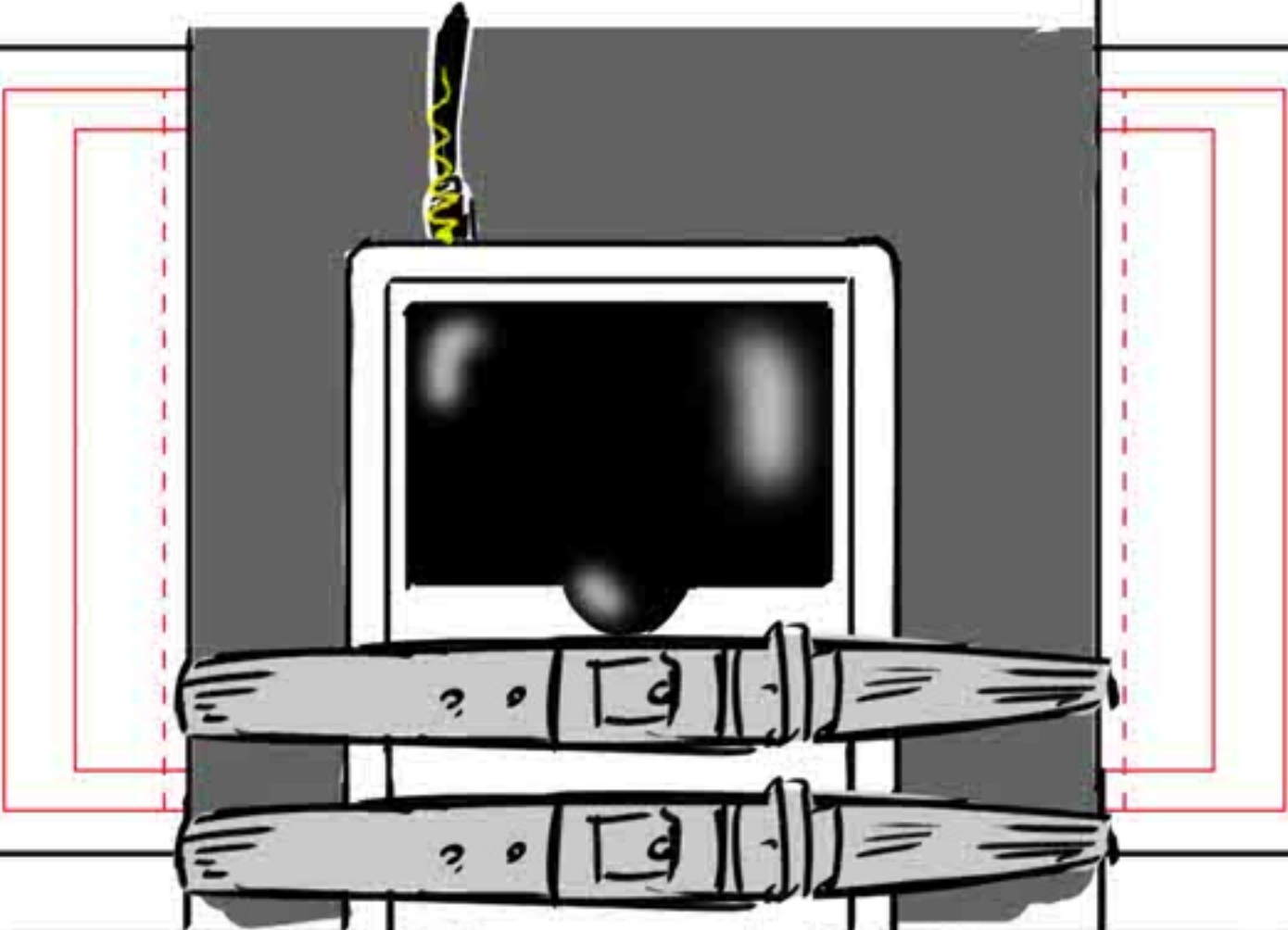
Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>DR. COCKROACH:</p> <p>It's alive!</p>		

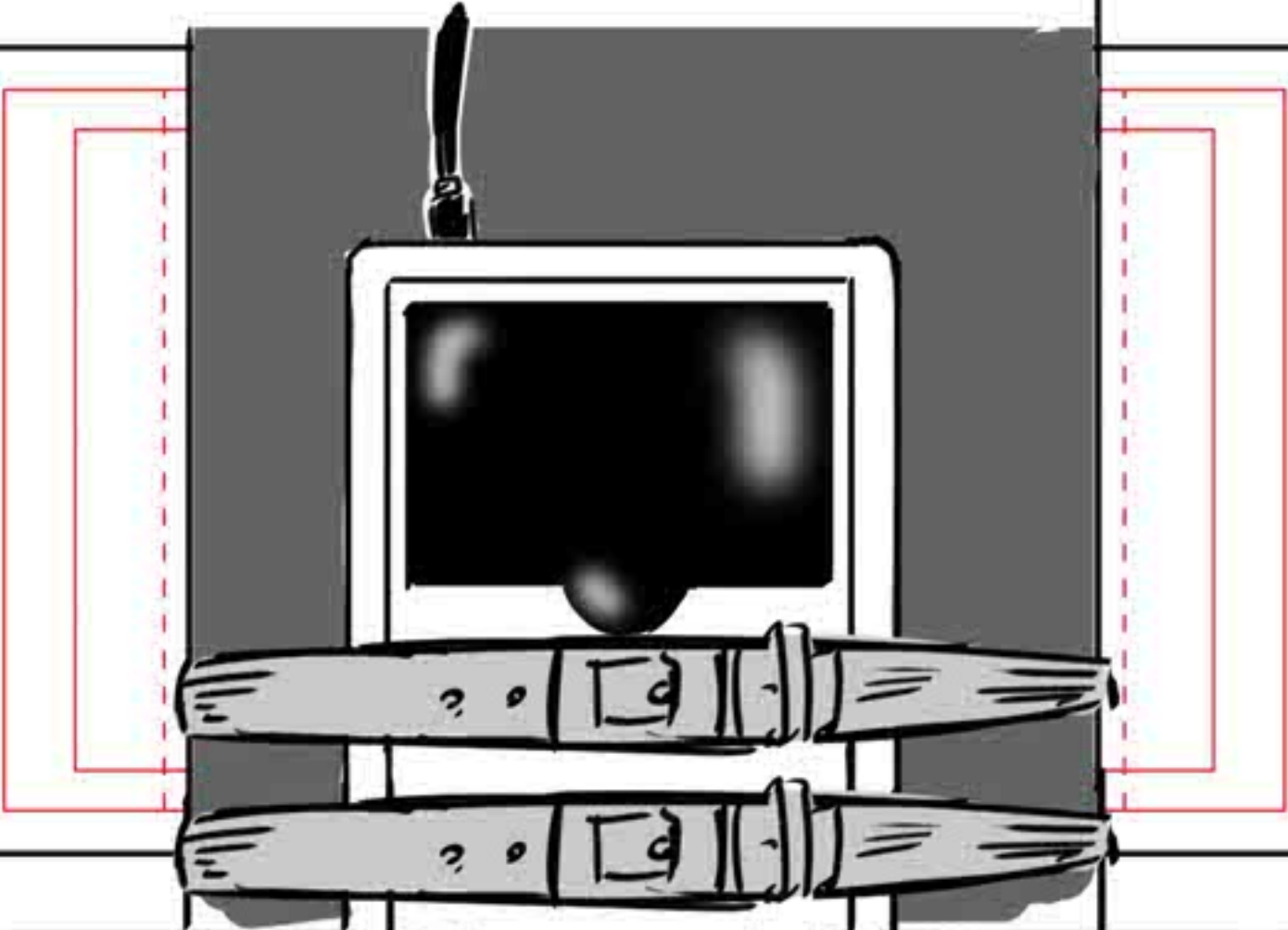
Sequence	Scene	Panel	Frames
			
Dialogue/Action		<p>DR. COCKROACH:</p> <p>(HA-HA-HA-HA-HAAAA!!)</p>	

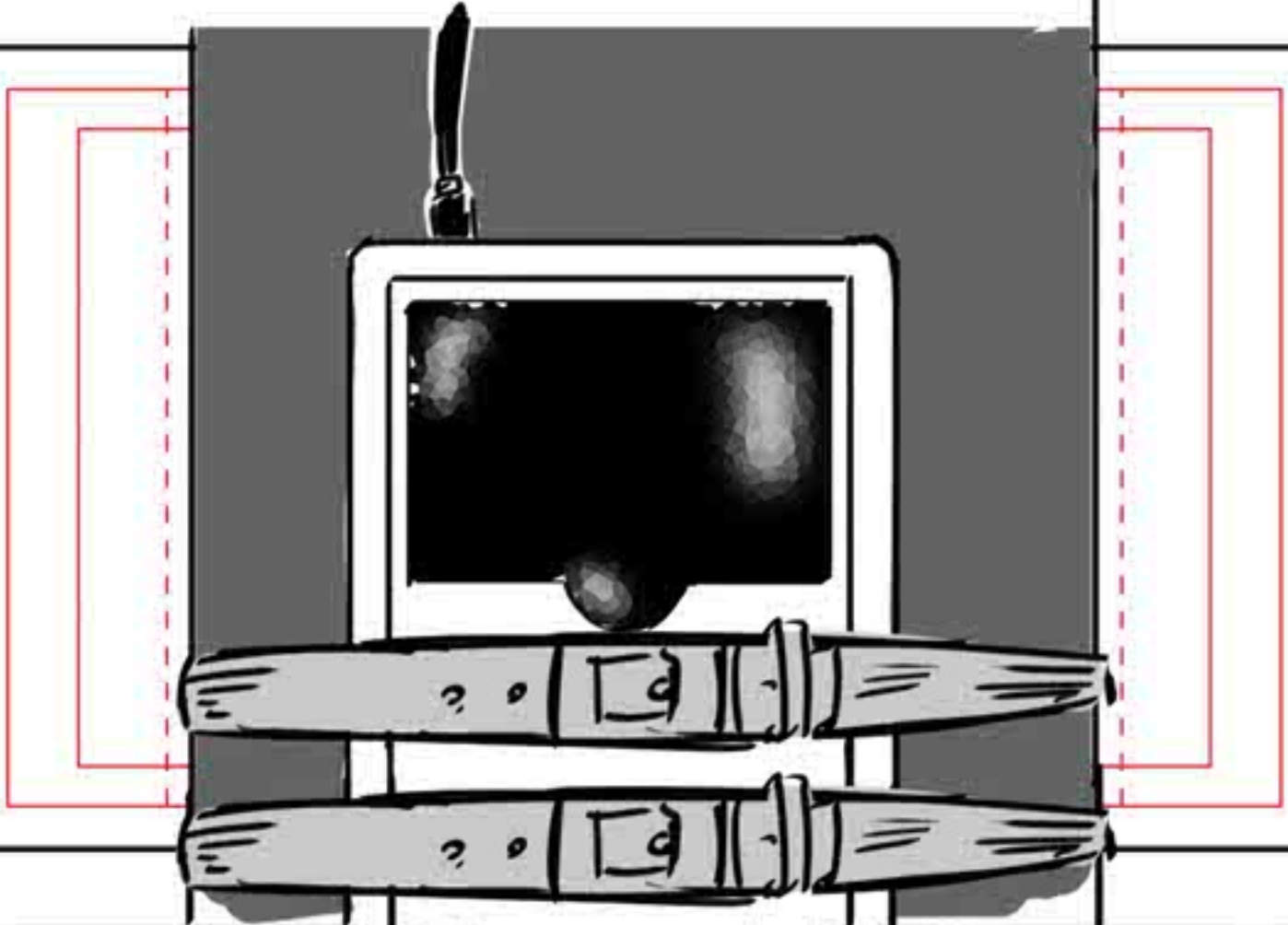
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

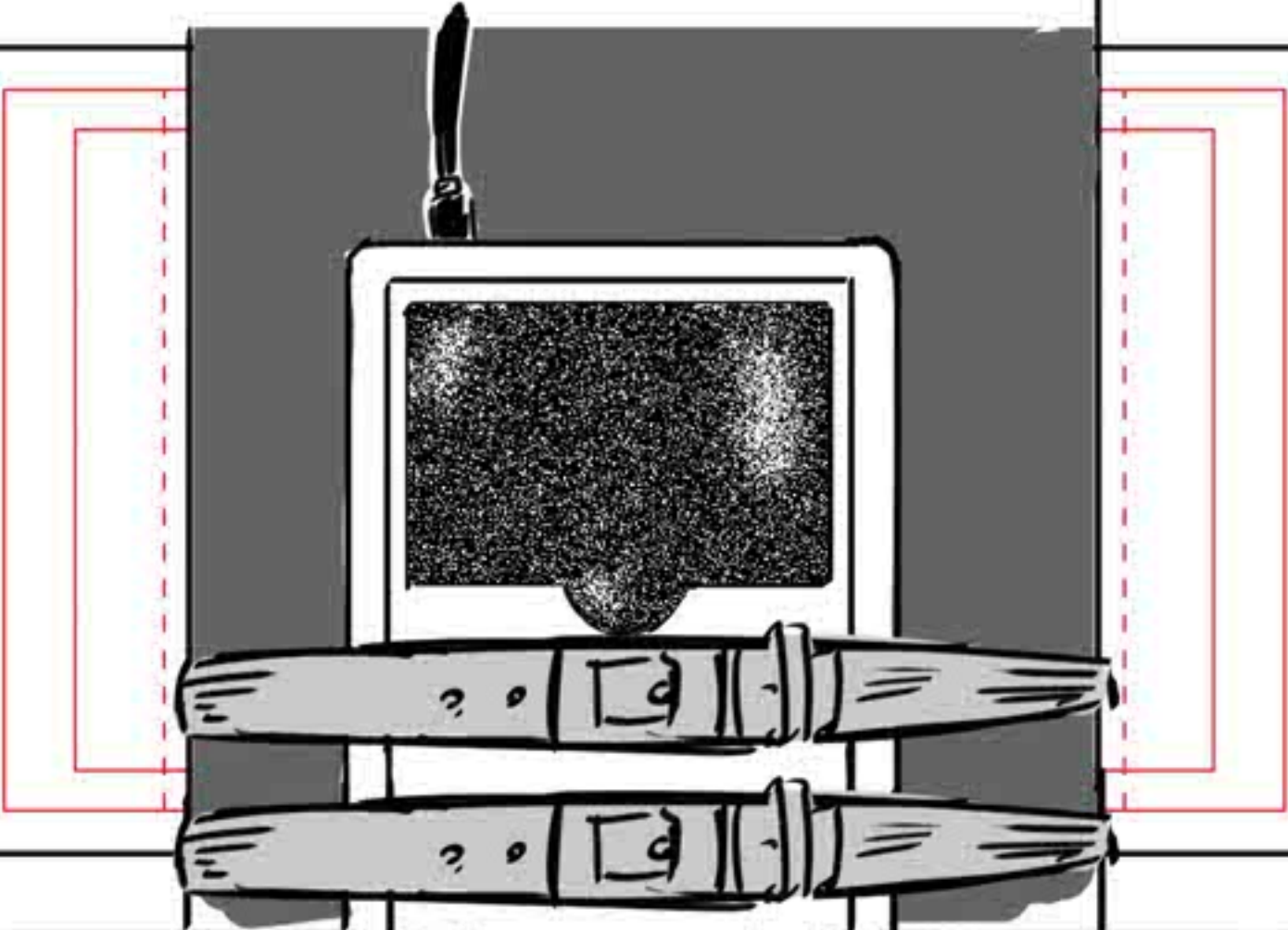
Dialogue/Action

Sequence	Scene	Panel	Frames
 <p>The illustration depicts a television set with a black screen and a white frame. A yellow-handled knife is balanced on top of the TV. Below the TV, two identical knives are stacked horizontally. The entire scene is set against a grey background. On either side of the TV, there are two red dashed rectangles, one inside the other, suggesting a framing or focus area.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Dialogue/Action

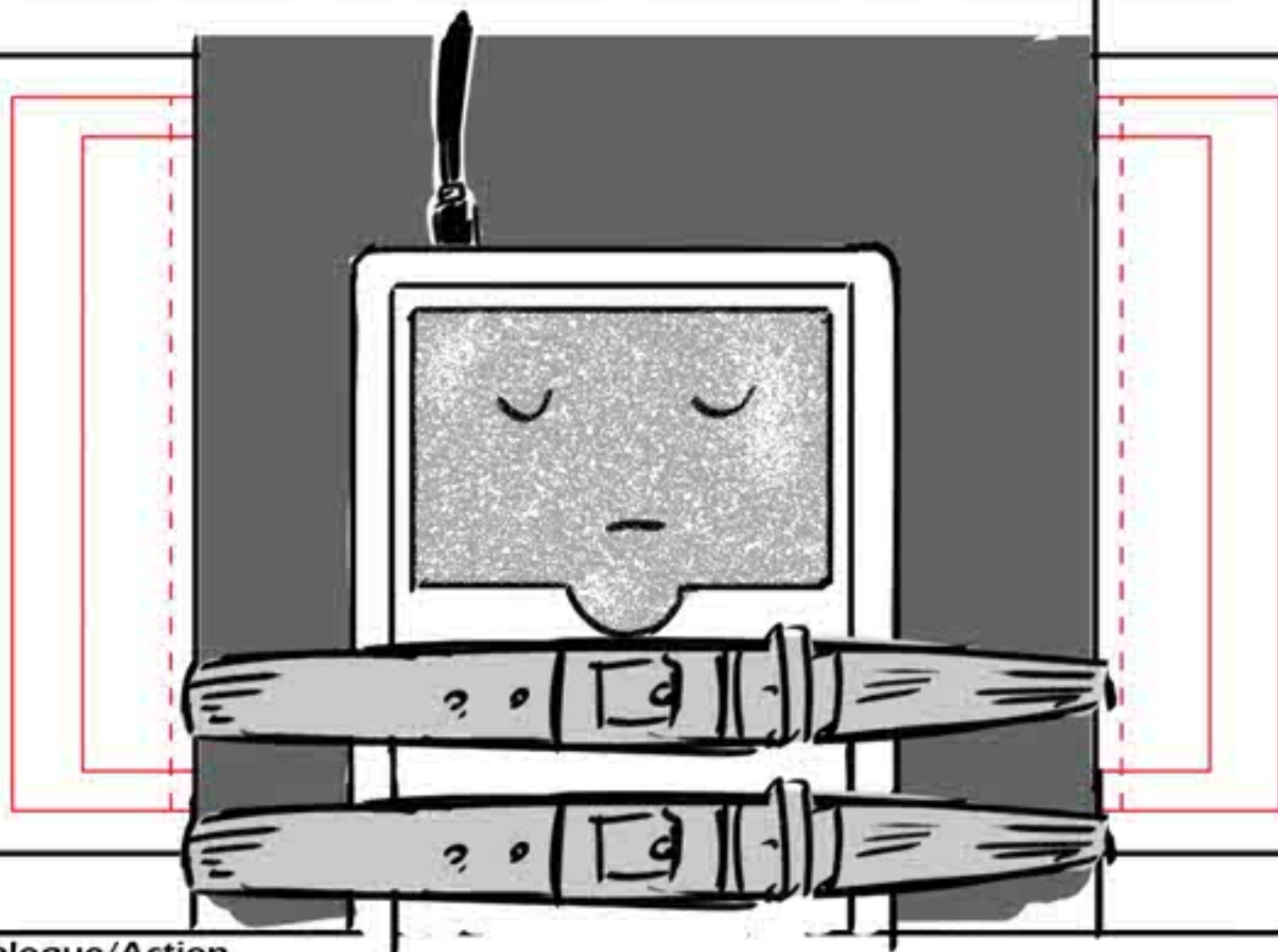
Sequence	Scene	Panel	Frames
 A hand-drawn illustration of a television set. The TV screen is filled with a dense, black and white stippled pattern. A knife is balanced on top of the TV. In front of the TV, two pens are stacked horizontally. The entire scene is set against a dark gray background. On either side of the TV, there are two concentric red rectangles: an inner one with a dashed border and an outer one with a solid border. The drawing is done in a simple, sketchy style with black outlines and some shading.			
Dialogue/Action			

Sequence

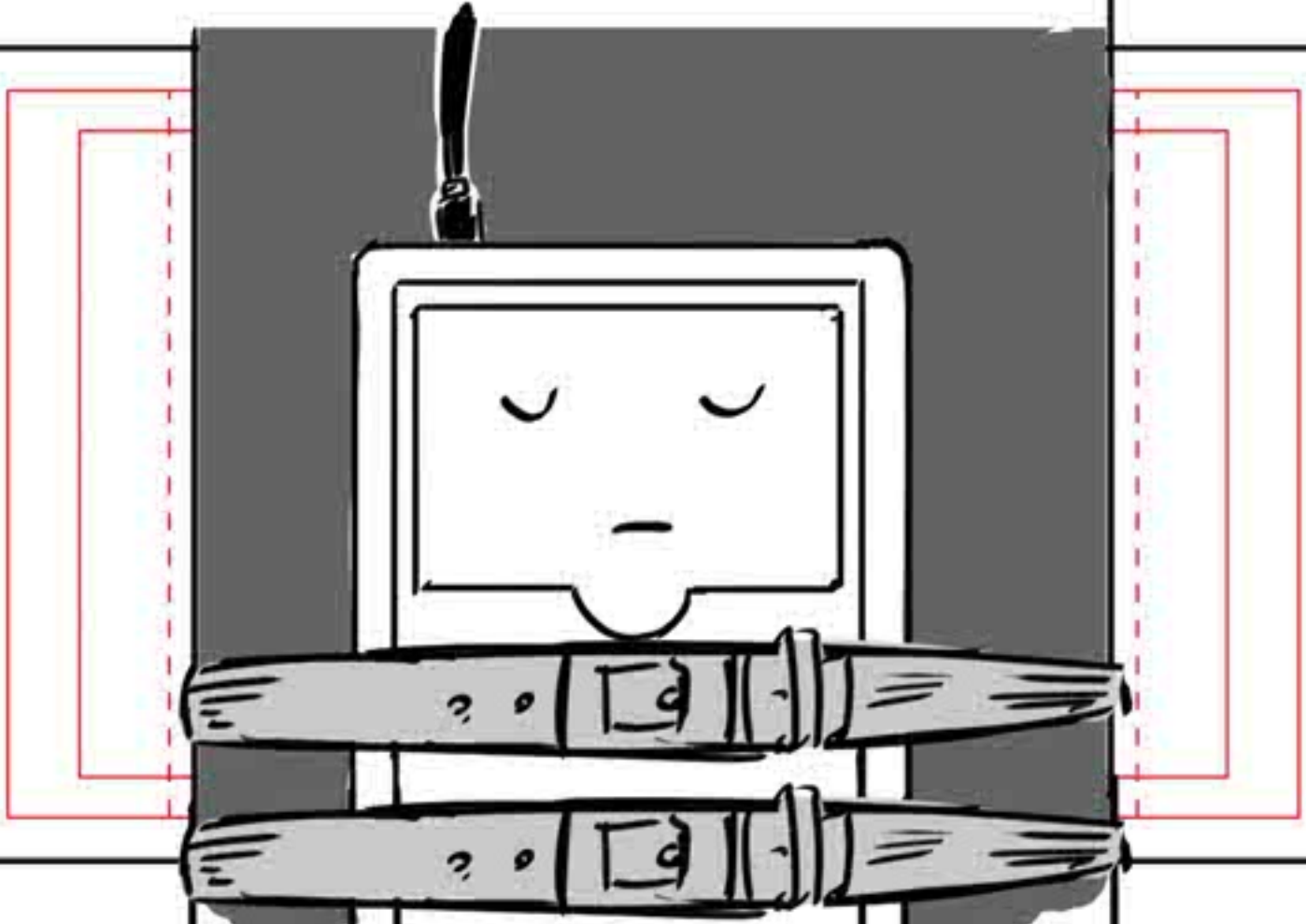
Scene

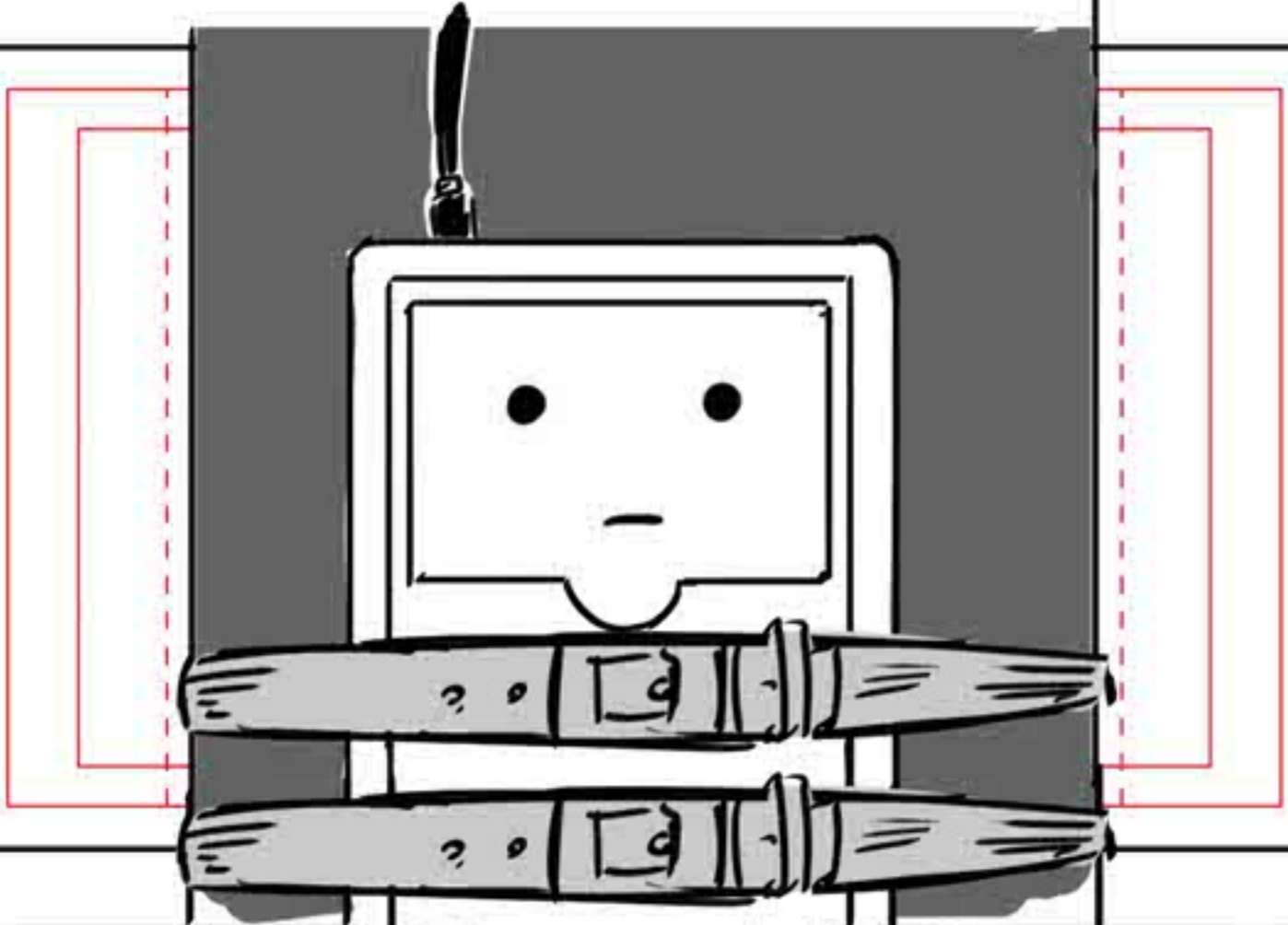
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

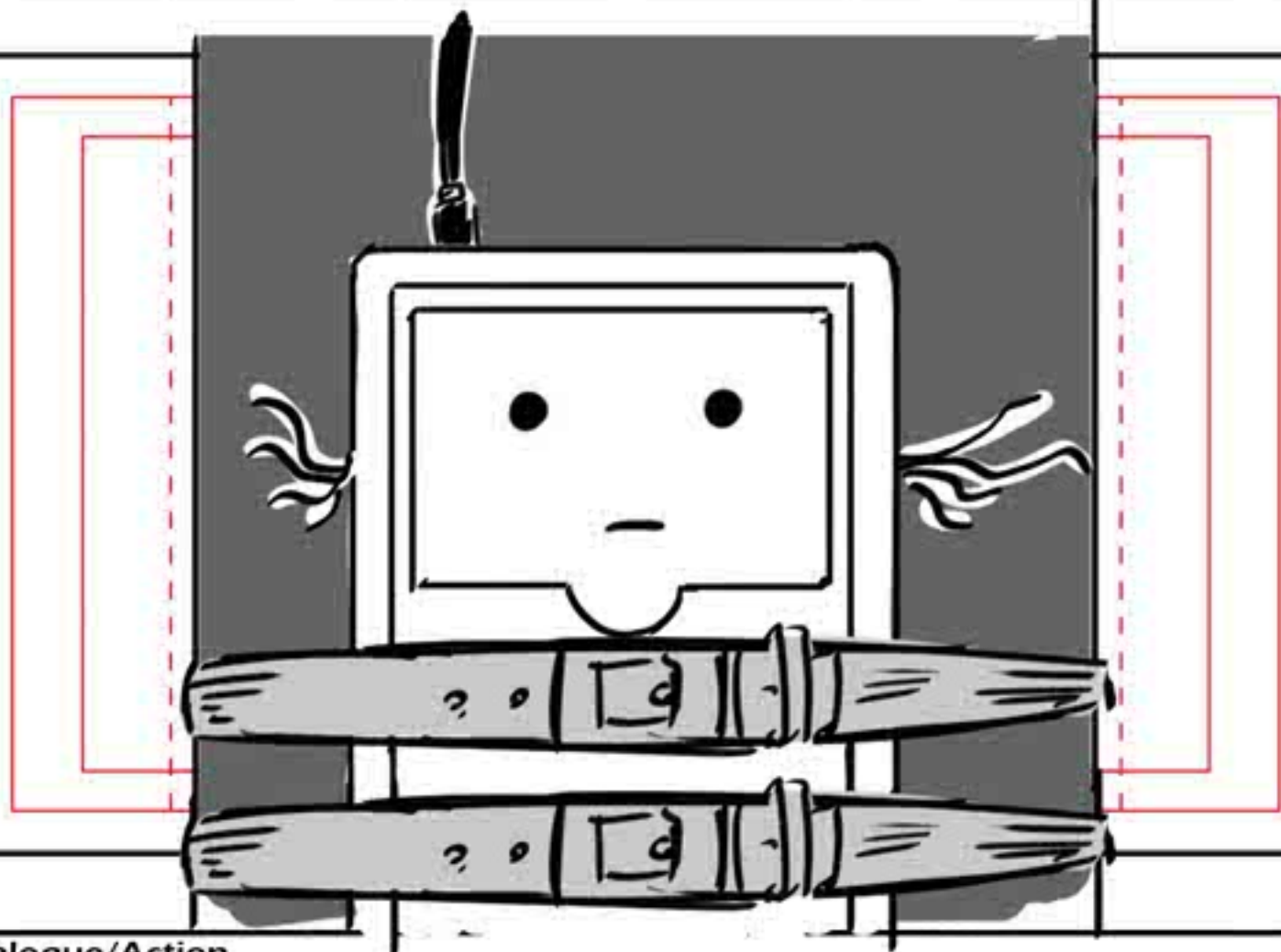
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

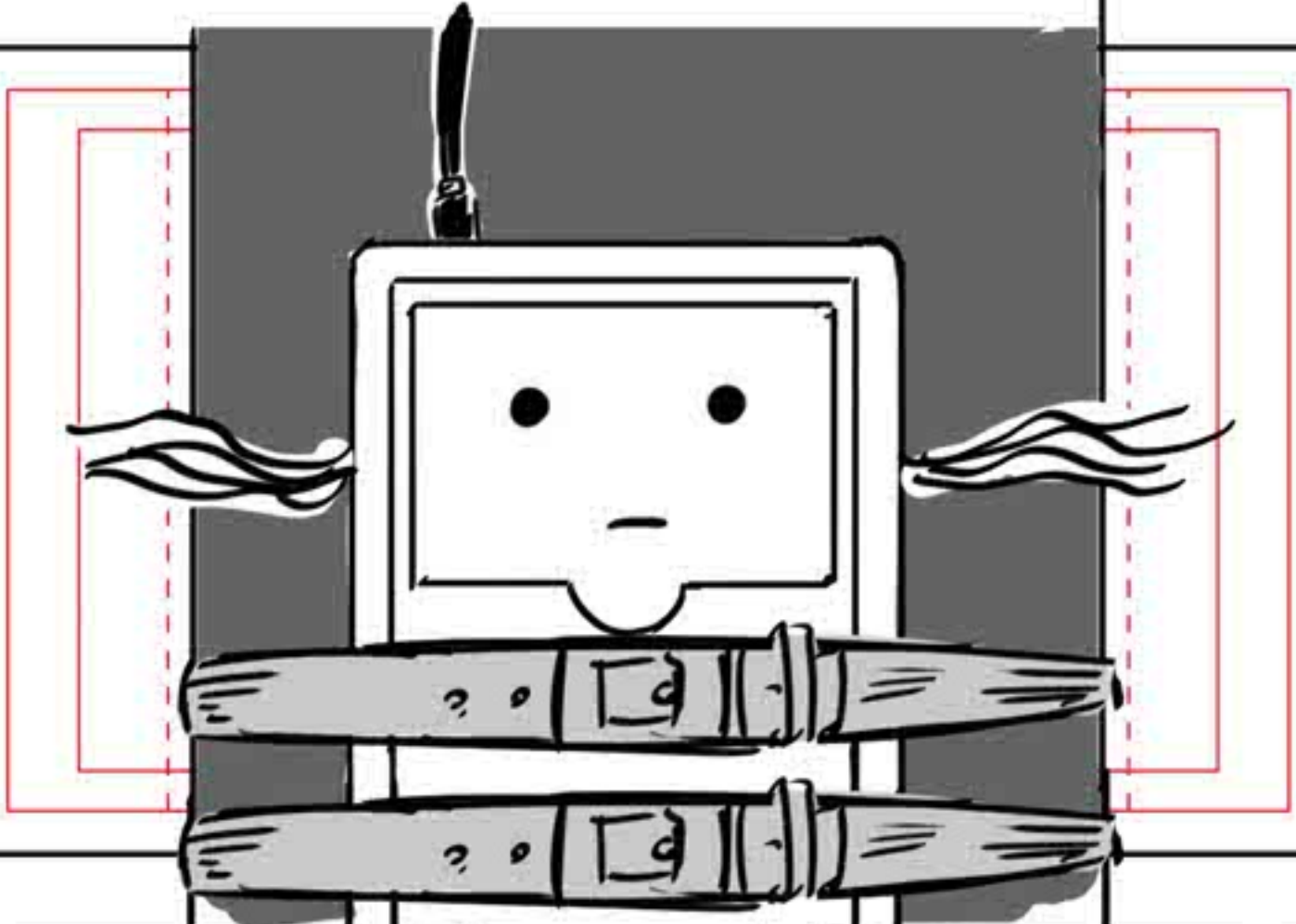
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

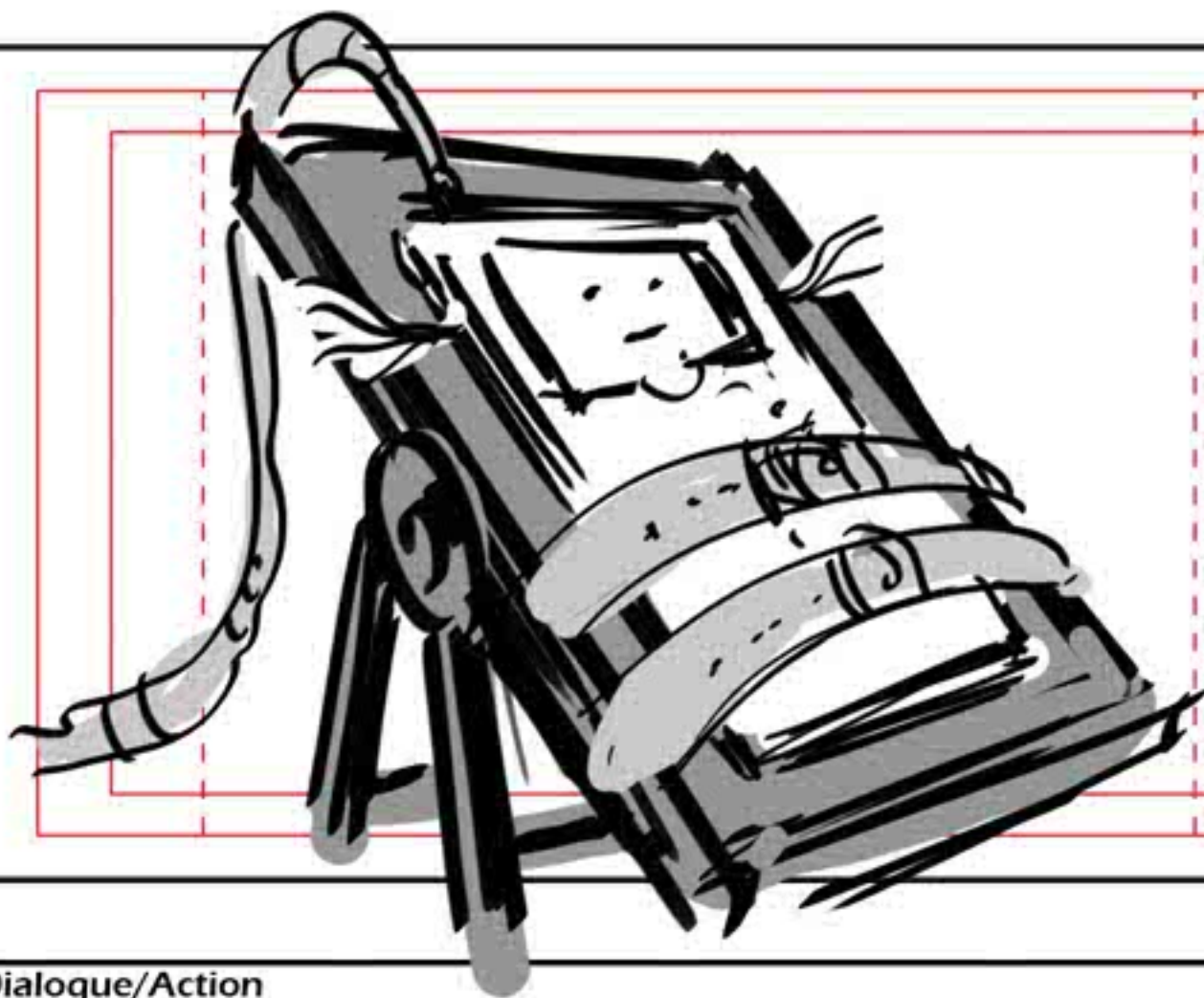
Dialogue/Action

Sequence

Scene

Panel

Frames



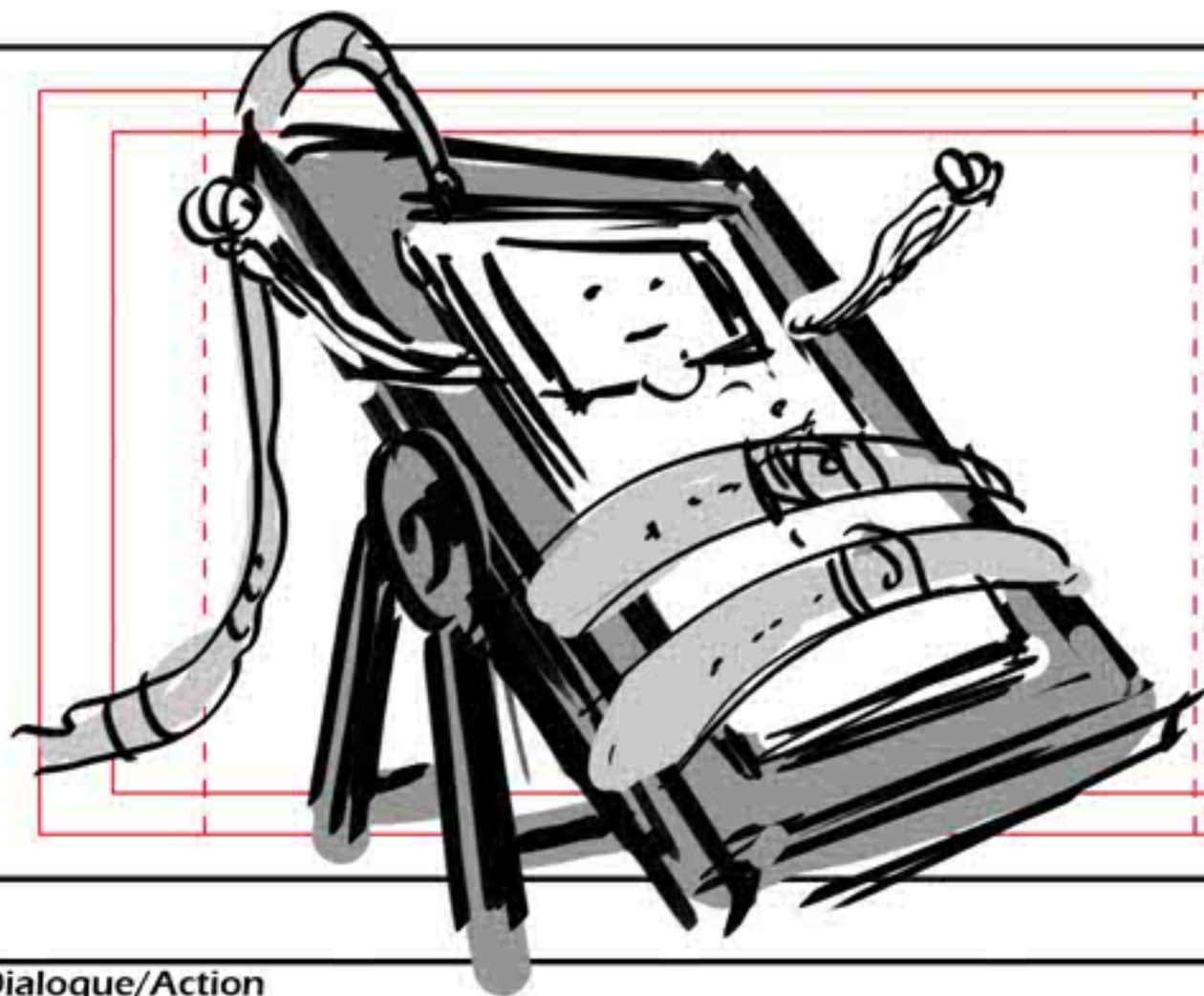
Dialogue/Action

Sequence

Scene

Panel

Frames



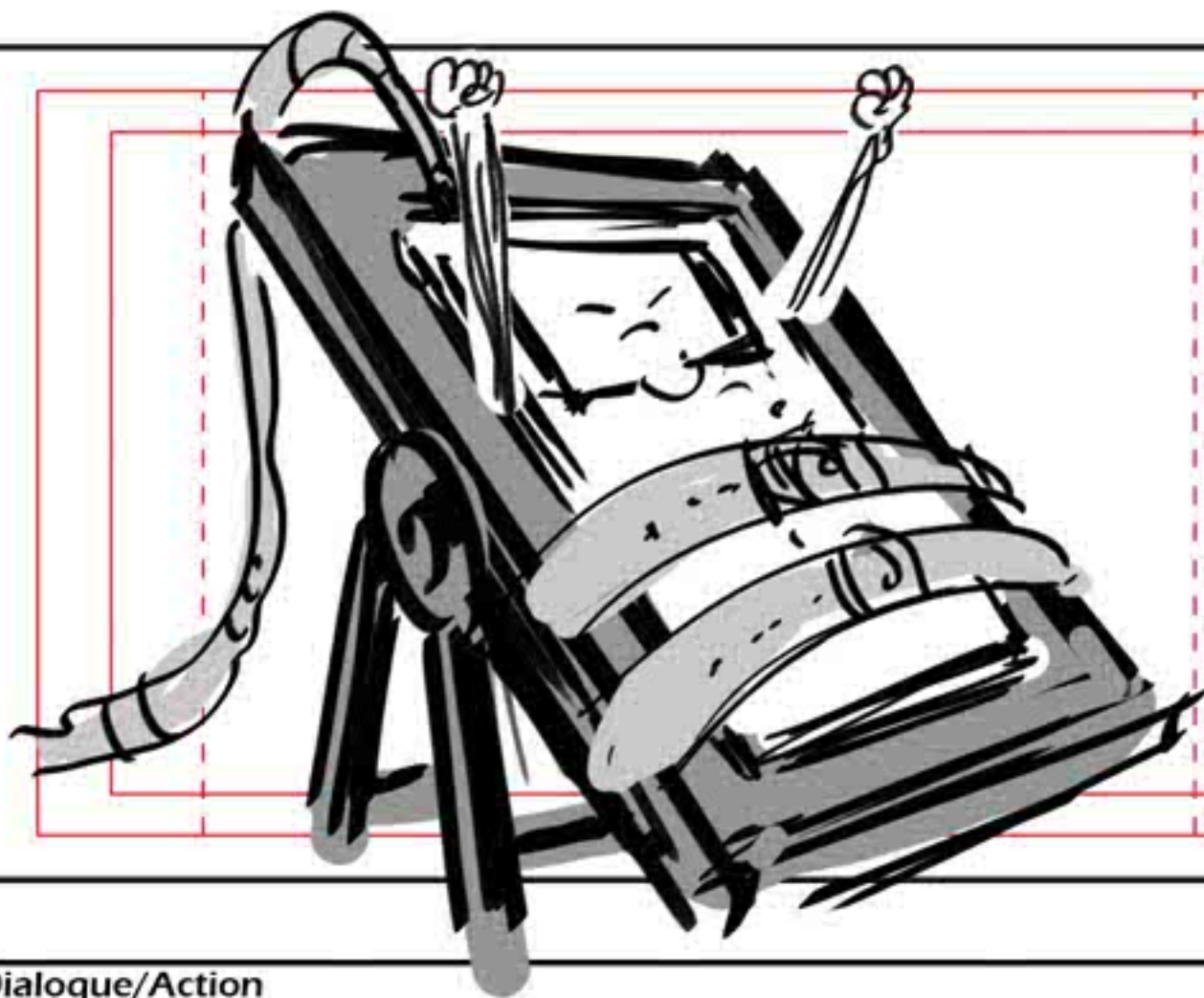
Dialogue/Action

Sequence

Scene

Panel

Frames



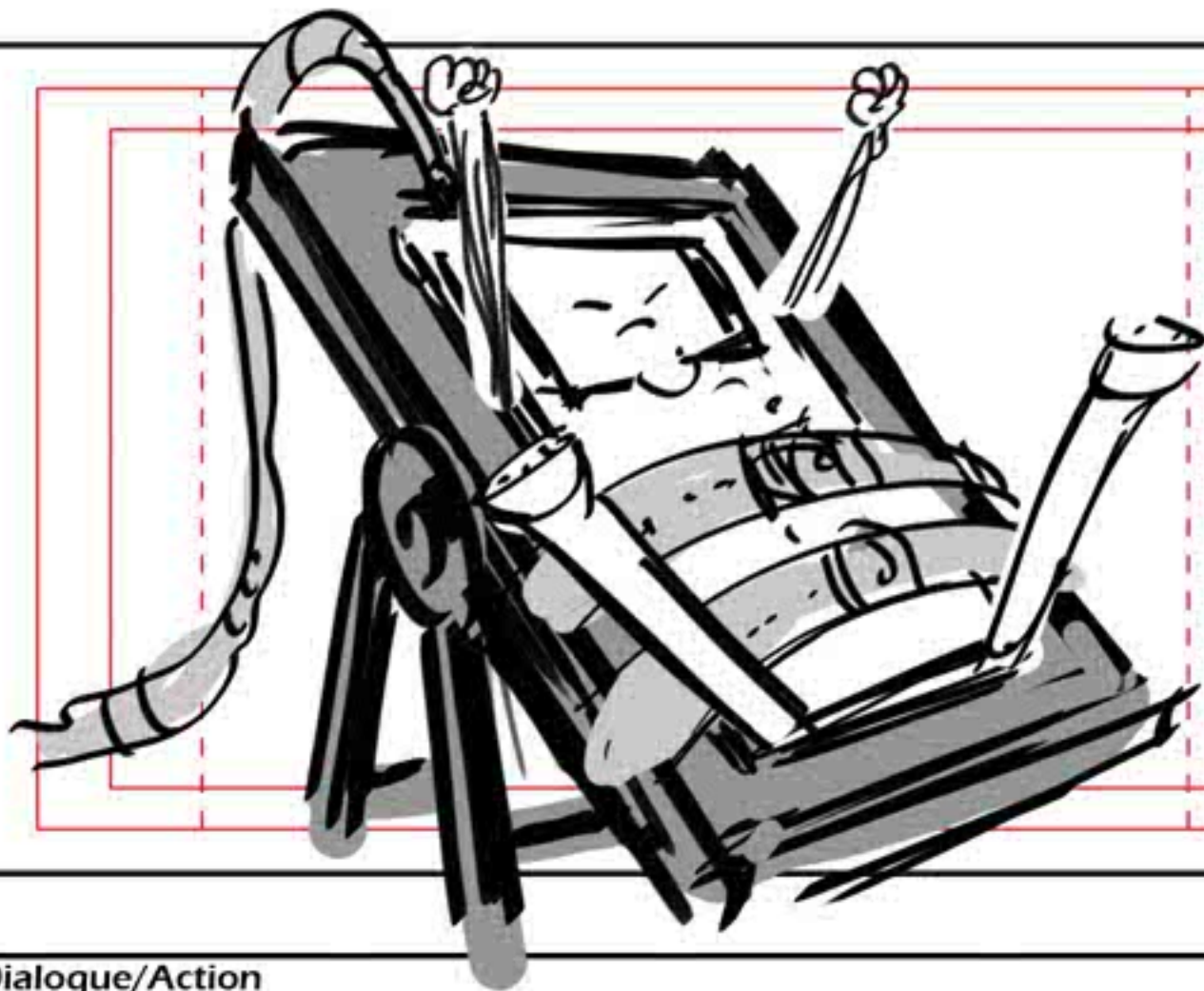
Dialogue/Action

Sequence

Scene

Panel

Frames



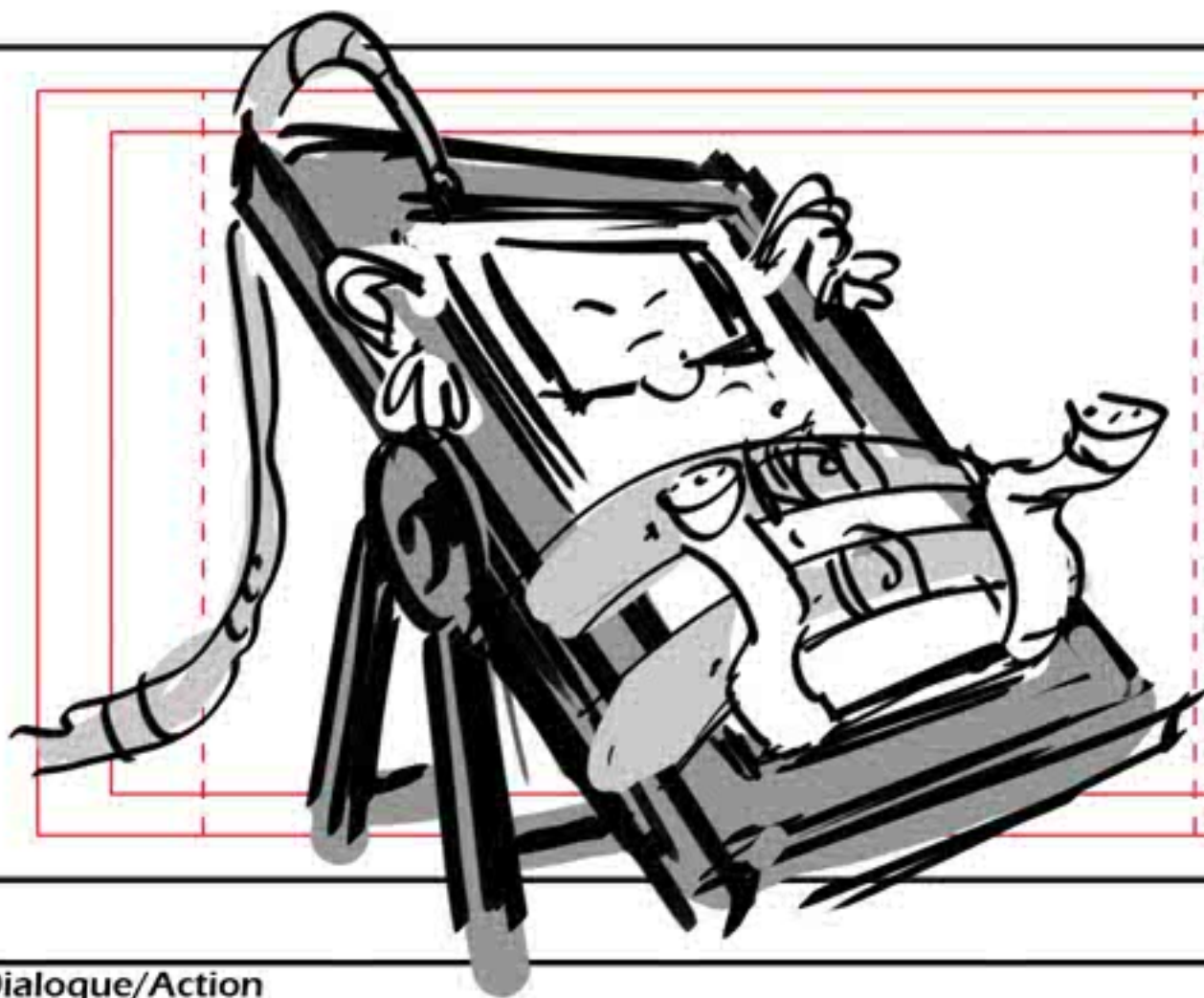
Dialogue/Action

Sequence

Scene

Panel

Frames



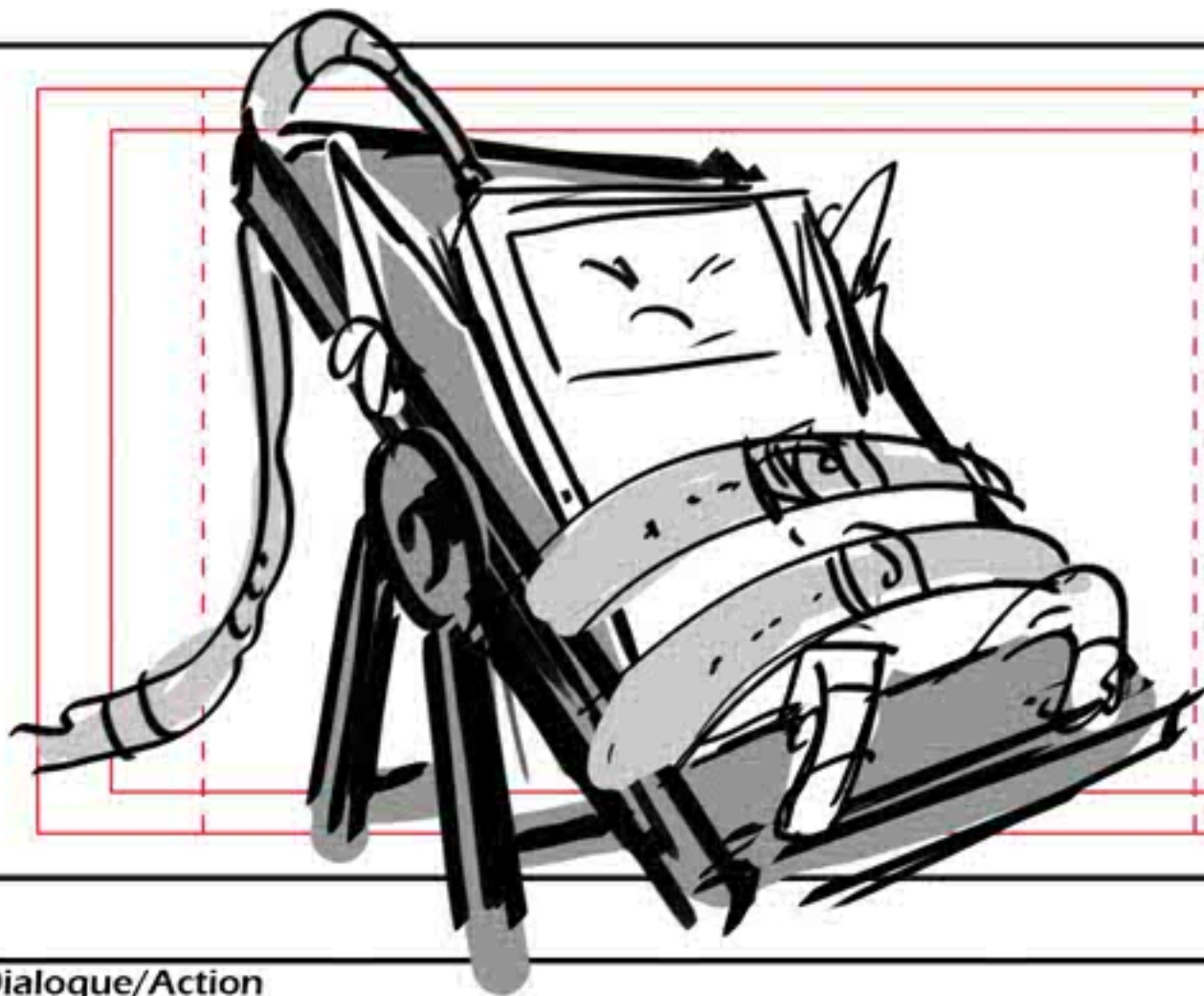
Dialogue/Action

Sequence

Scene

Panel

Frames



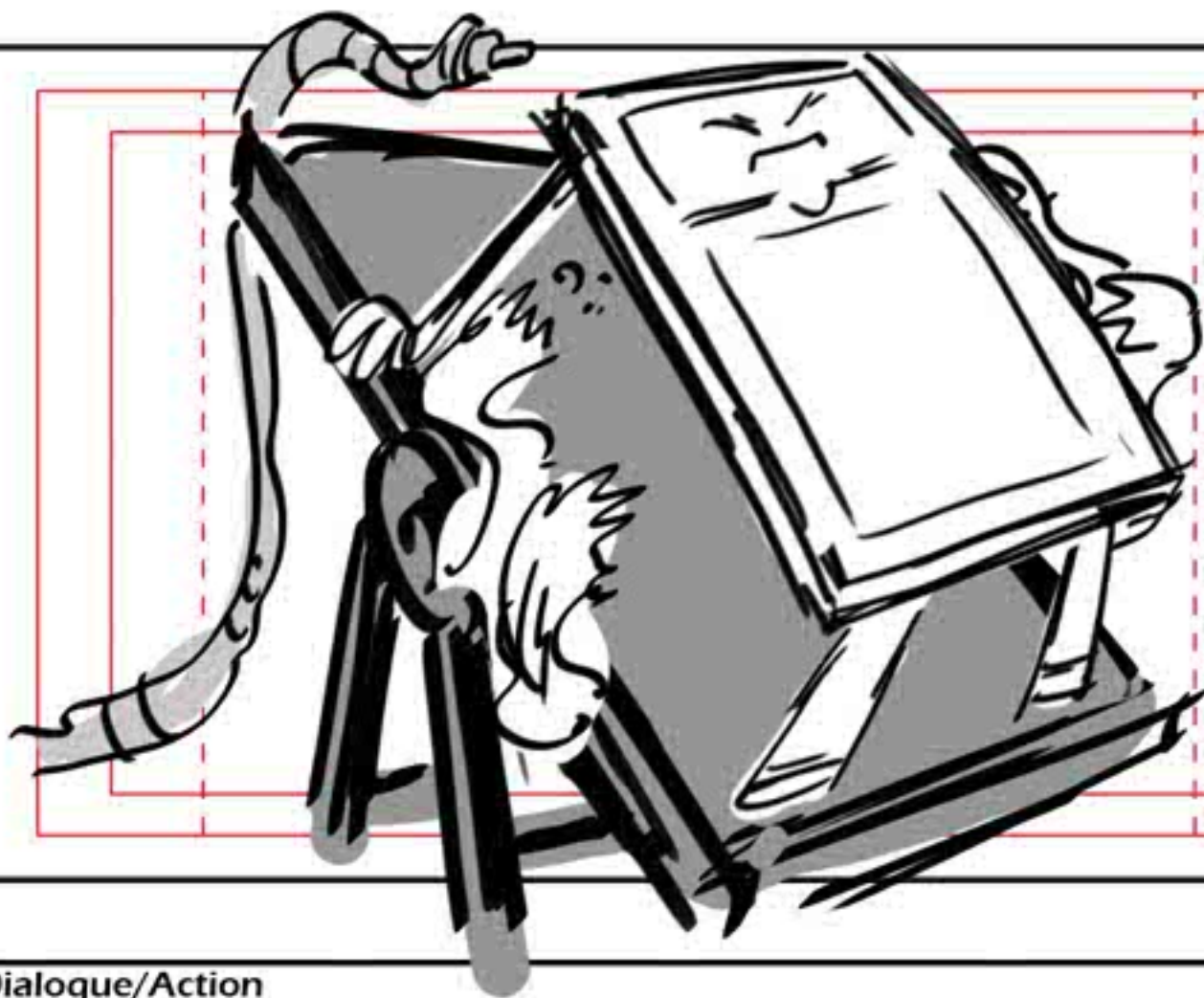
Dialogue/Action

Sequence

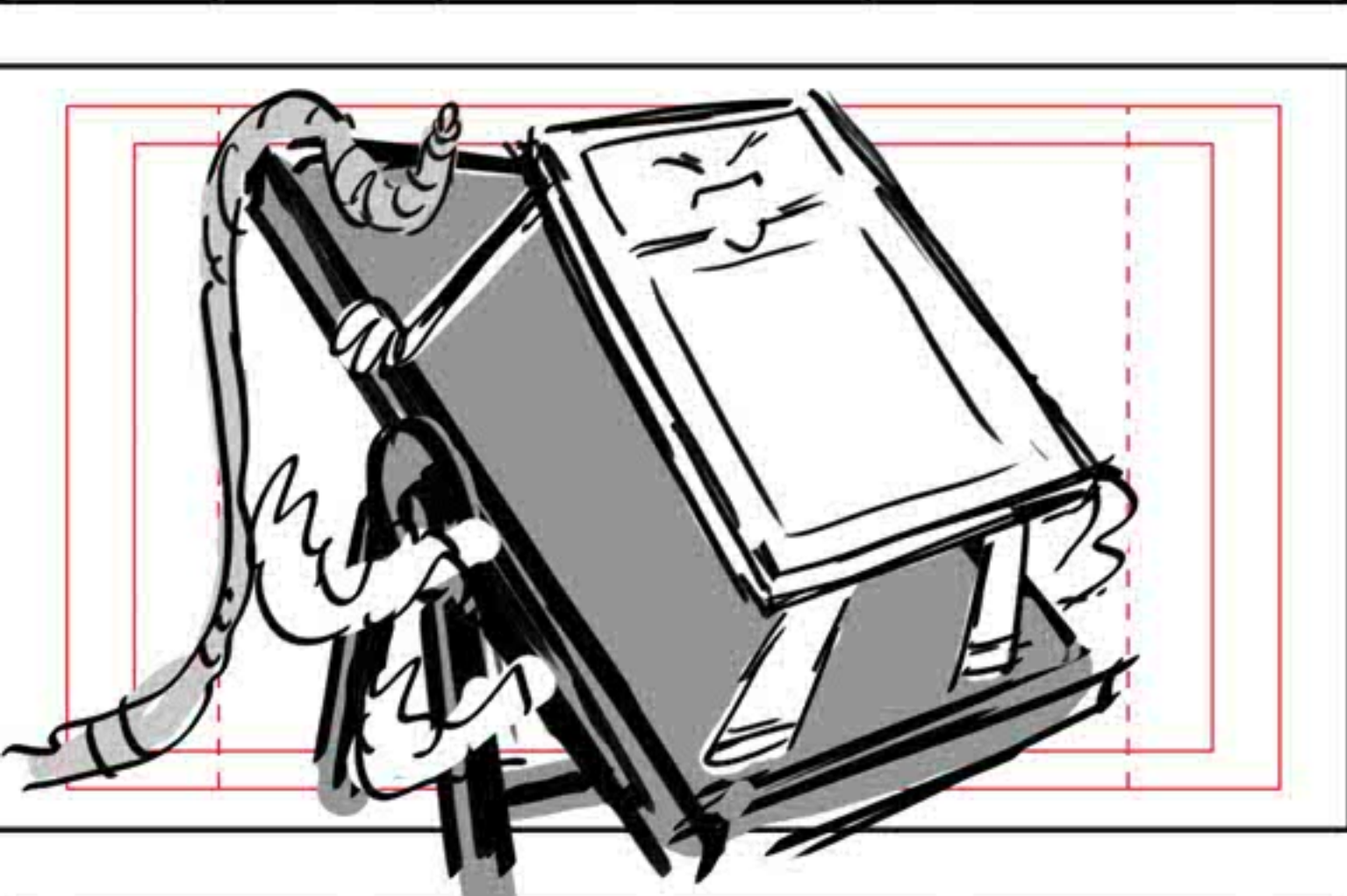
Scene


Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence


Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. On the left, a character with a very large, round head and a smaller body is shown in profile, looking towards the right. In the center, a smaller character with a more standard head size is looking at the large character. On the right, a large, detailed eye is drawn, looking towards the left. The entire scene is enclosed in a red rectangular border. There are two vertical dashed red lines within the border, one on the left and one on the right, possibly indicating frame boundaries or crop marks. The drawing style is simple and sketchy, using black ink on a white background with some grey shading for the characters' heads.</p>			
Dialogue/Action			

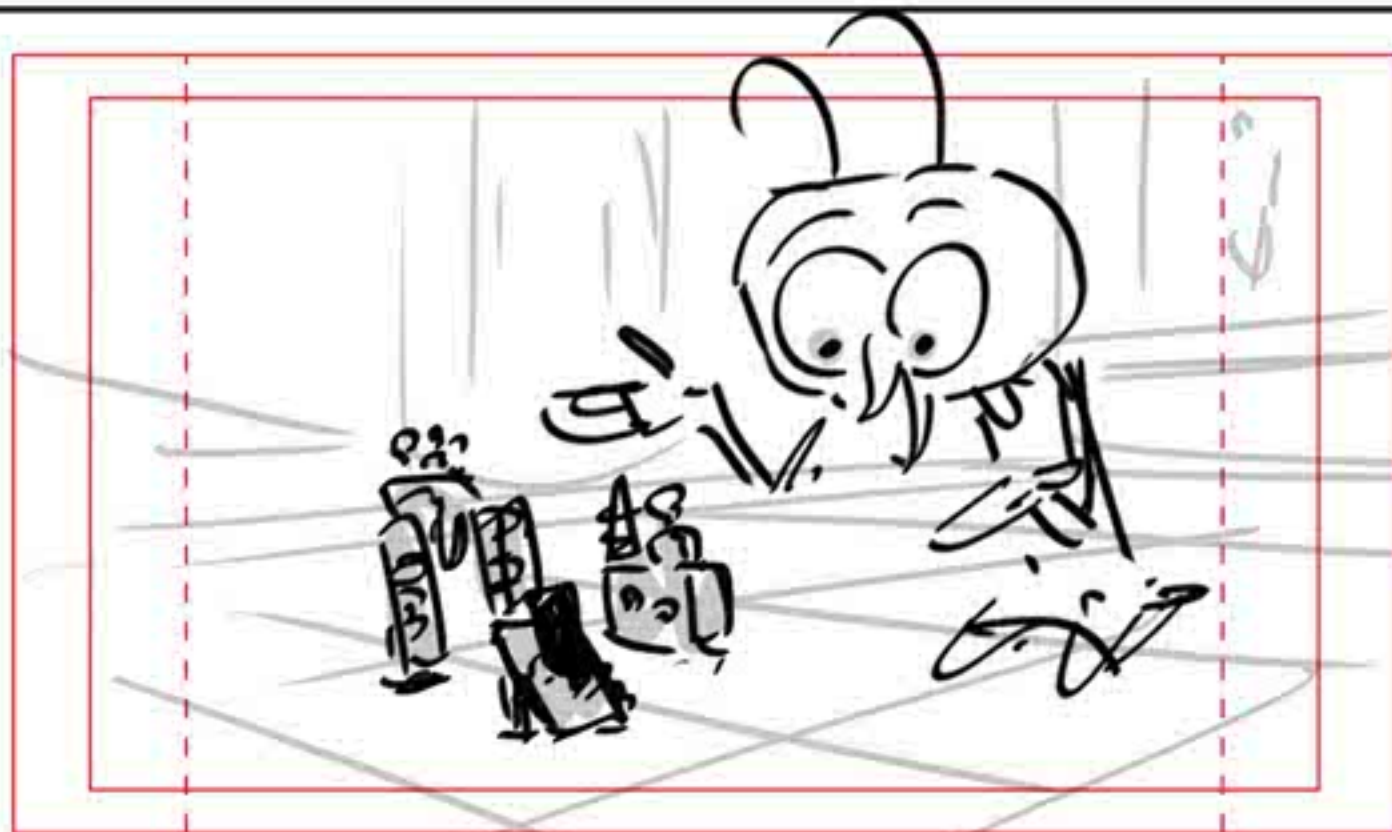
Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

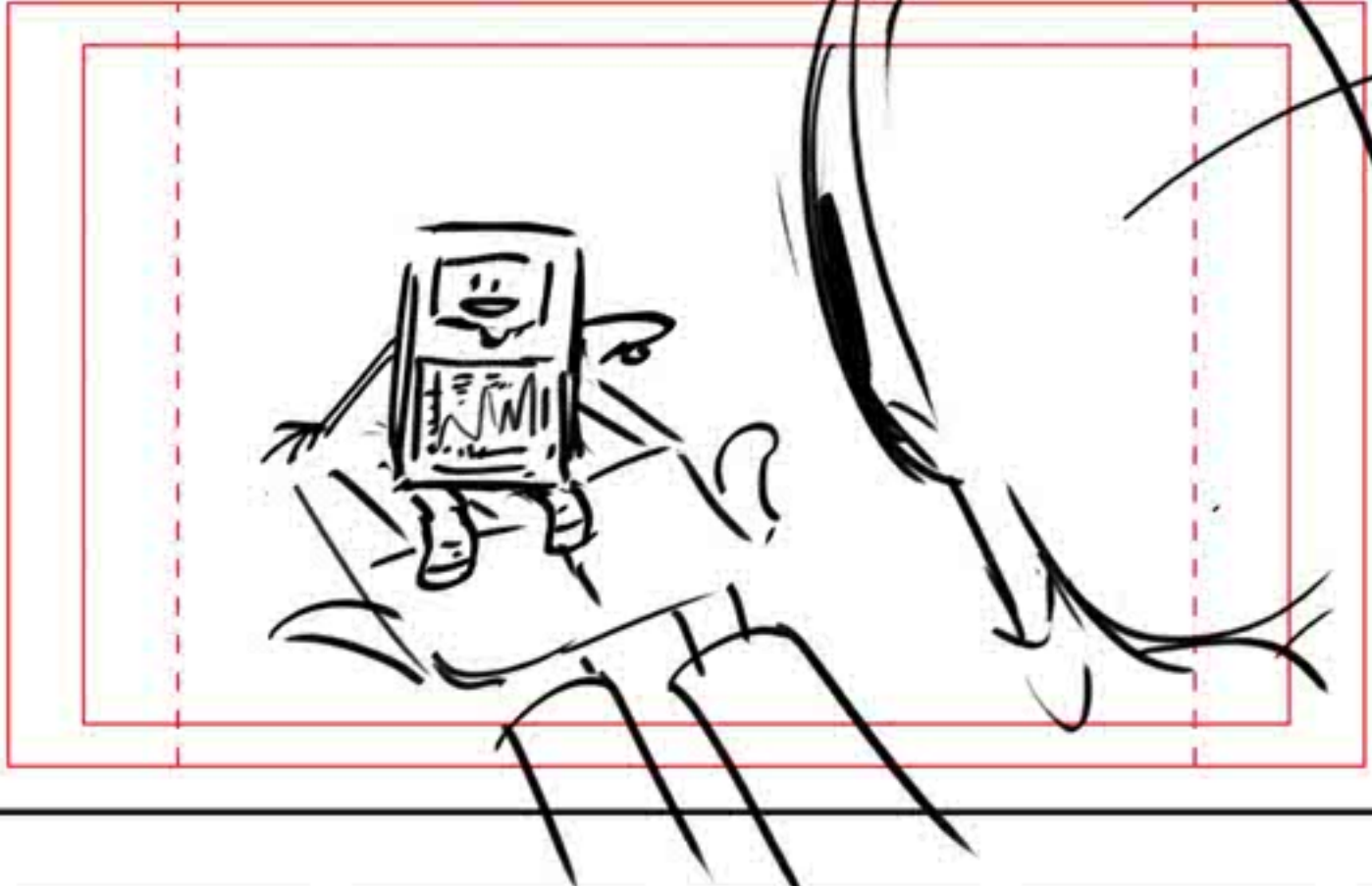
Panel

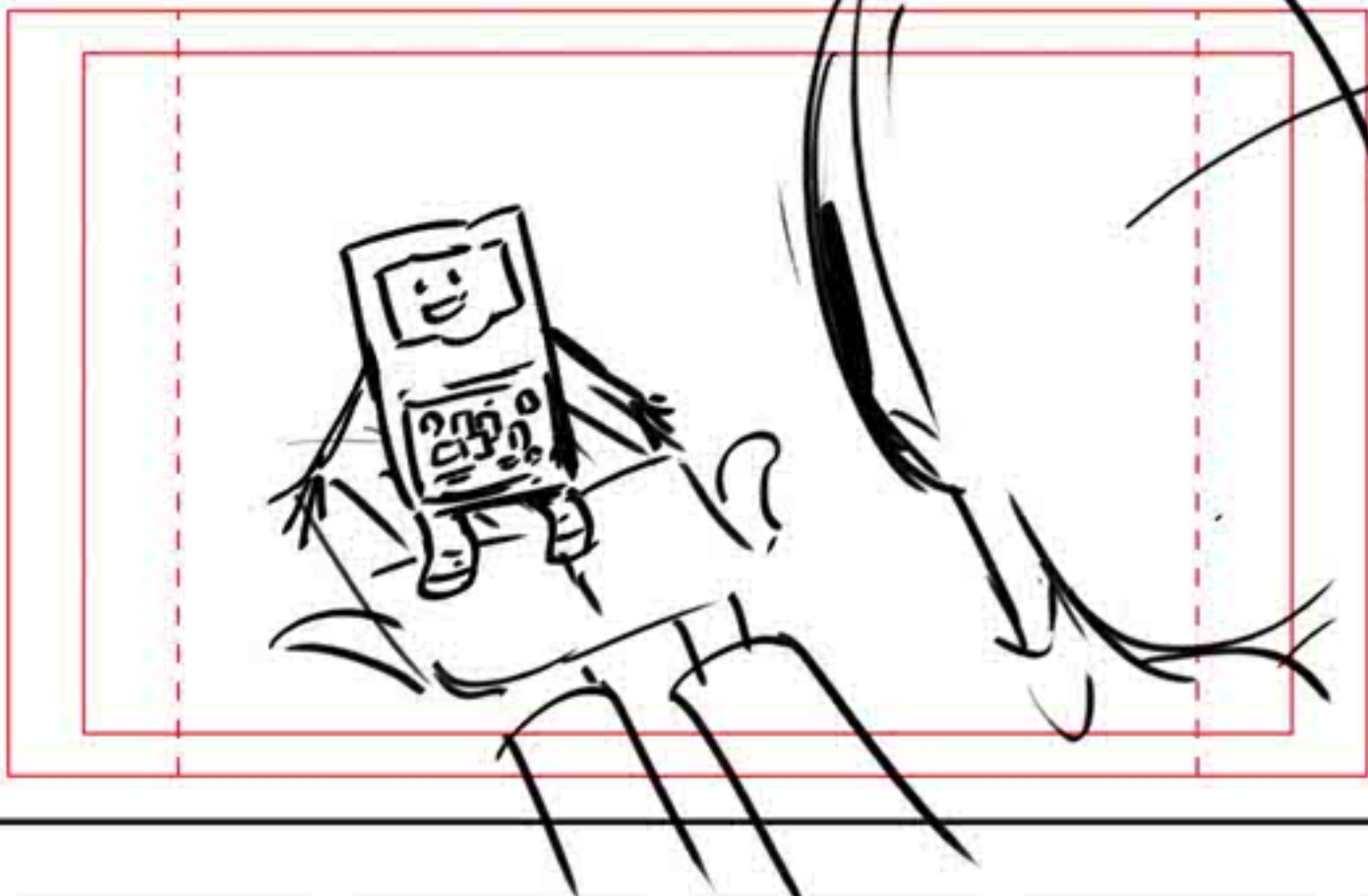
Frames

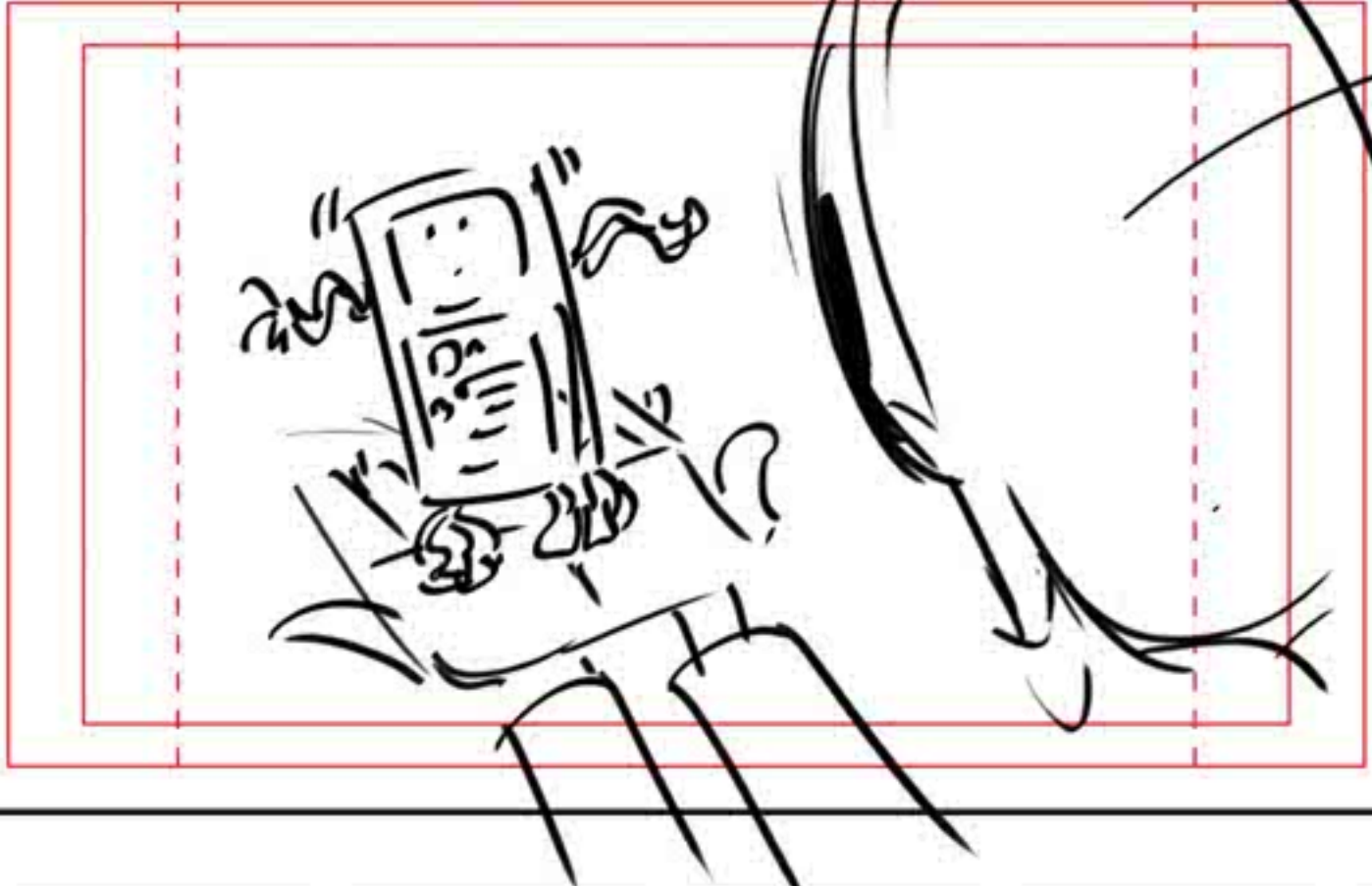


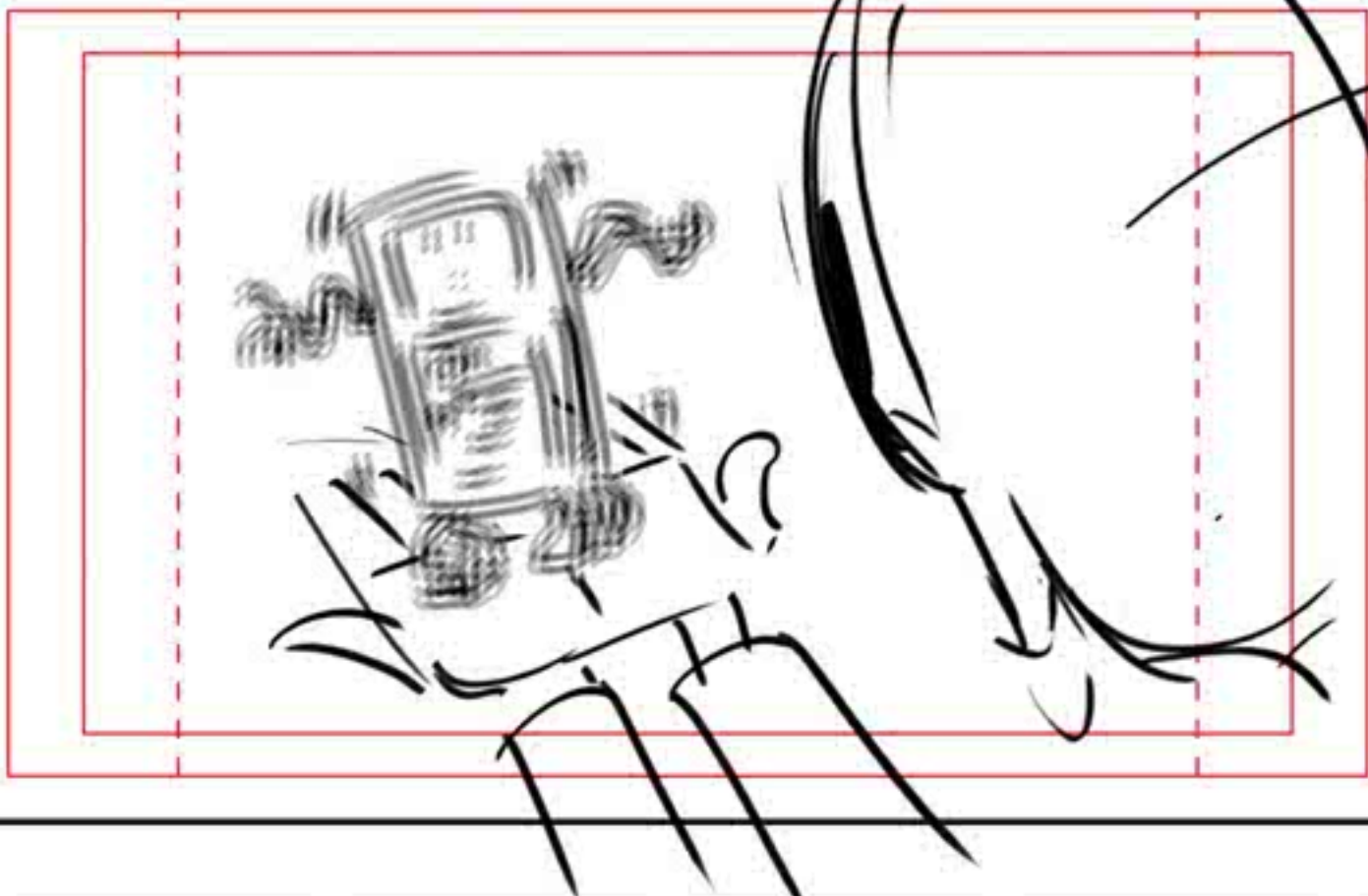
Dialogue/Action

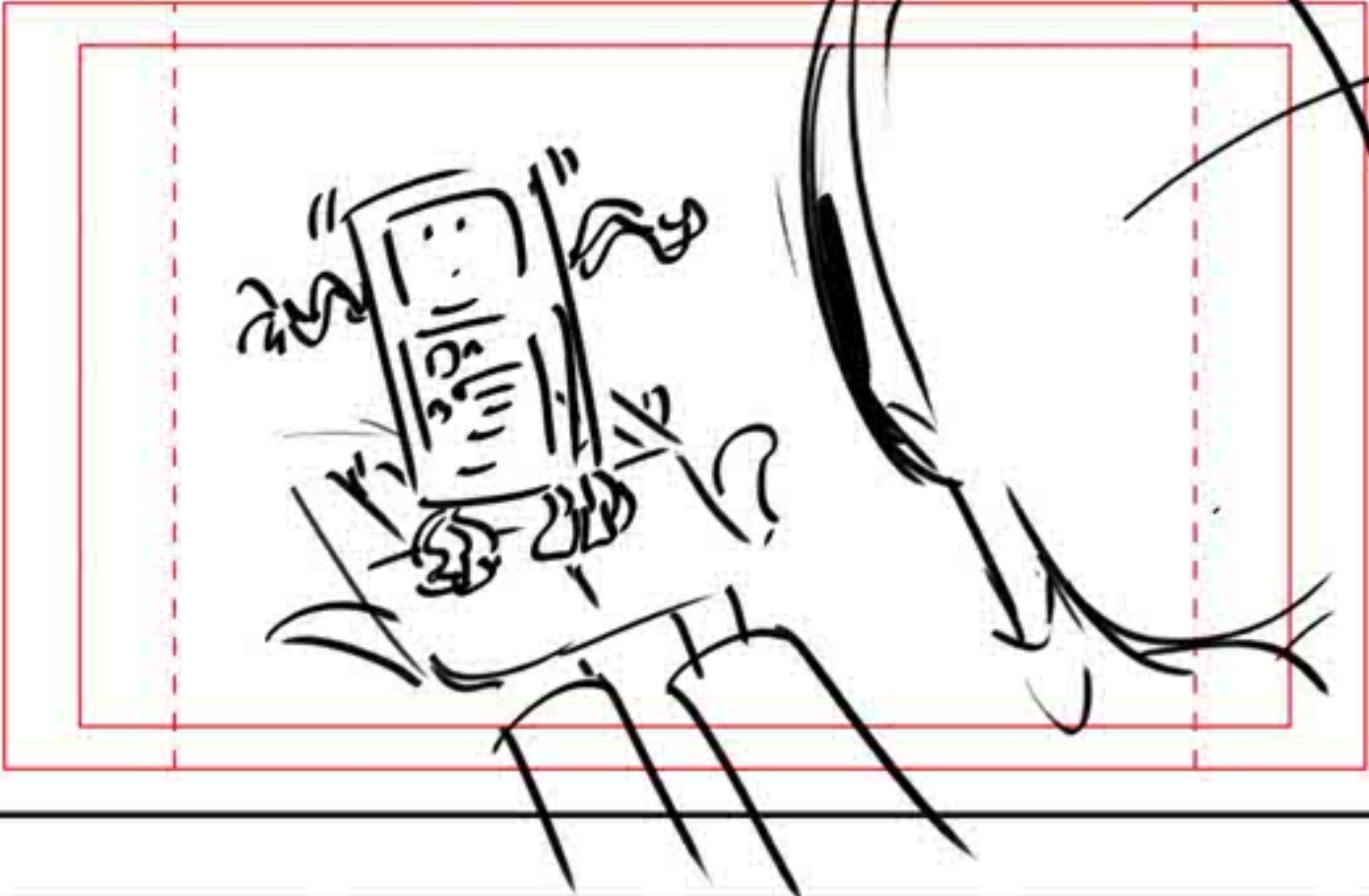
Sequence	Scene	Panel		Frames
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="554 1207 770 1332">SMARTY: BOOTING UP!</p>				


Sequence	Scene	Panel		Frames
				
<p data-bbox="7 1183 315 1230">Dialogue/Action</p> <p data-bbox="592 1207 746 1262">SMARTY:</p> <p data-bbox="369 1340 962 1403">STOCK MARKET'S DOWN 15.4 POINTS,</p>				

Sequence	Scene	Panel		Frames
				
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="431 1207 924 1332">SMaRty: it'S YOUR tURN ON WORDZY--</p>				

Sequence	Scene	Panel		Frames
				
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="523 1207 816 1332">SMARTY: --BING BING BING--</p>				

Sequence	Scene	Panel		Frames
				
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="523 1207 816 1332">SMARTY: --BING BING BING--</p>				

Sequence	Scene	Panel		Frames
				
<p data-bbox="0 1183 308 1230">Dialogue/Action</p> <p data-bbox="523 1207 816 1332">SMARTY: --BING BING BING--</p>				

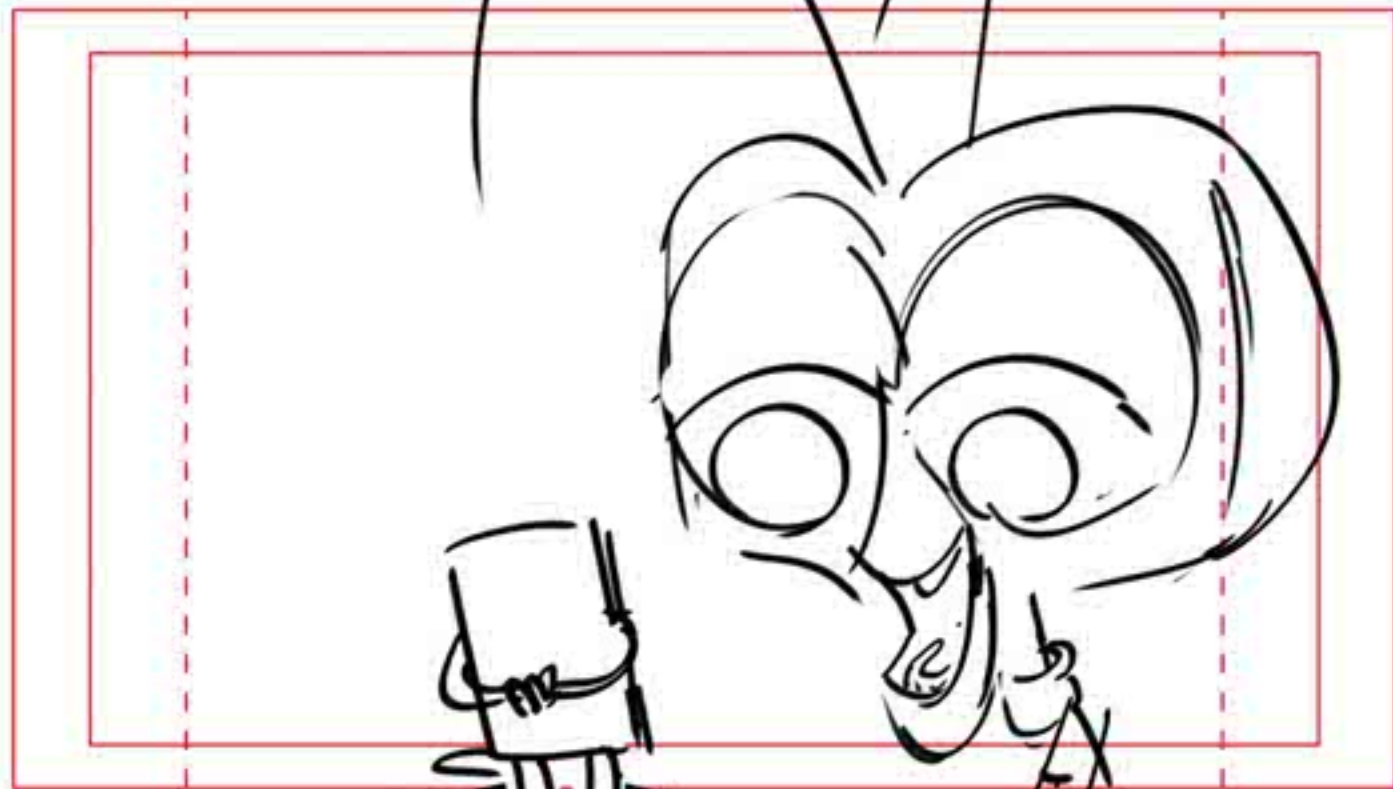
Sequence	Scene	Panel		Frames
				
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="585 1207 754 1270">SMARTY:</p> <p data-bbox="385 1332 970 1411">AND YOU'VE GOT THREE NEW TEXTS.</p>				

Sequence

Scene

Panel

Frames



Dialogue/Action

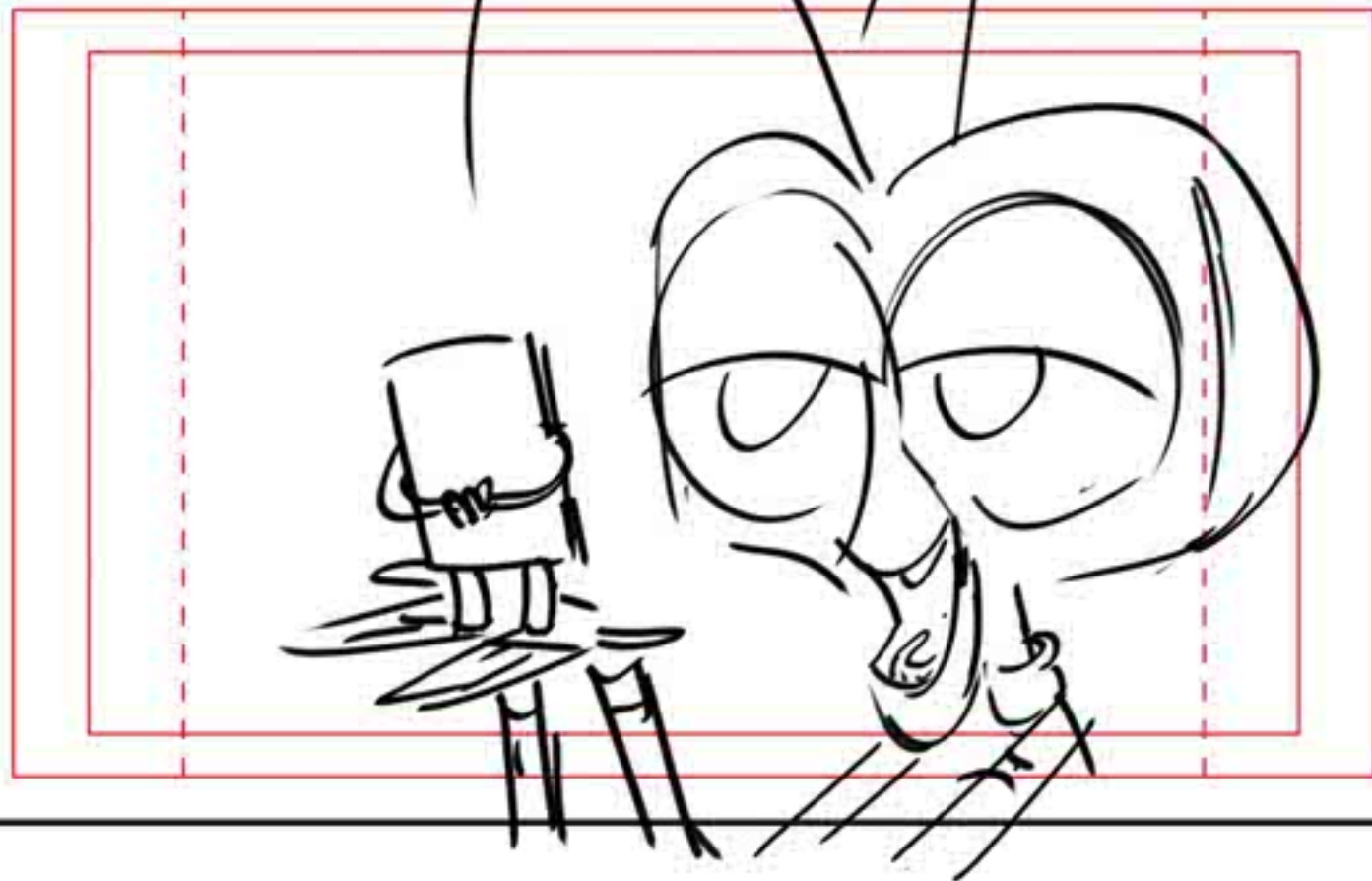
**DR. COCKROACH:
WHY THANK YOU,**

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:

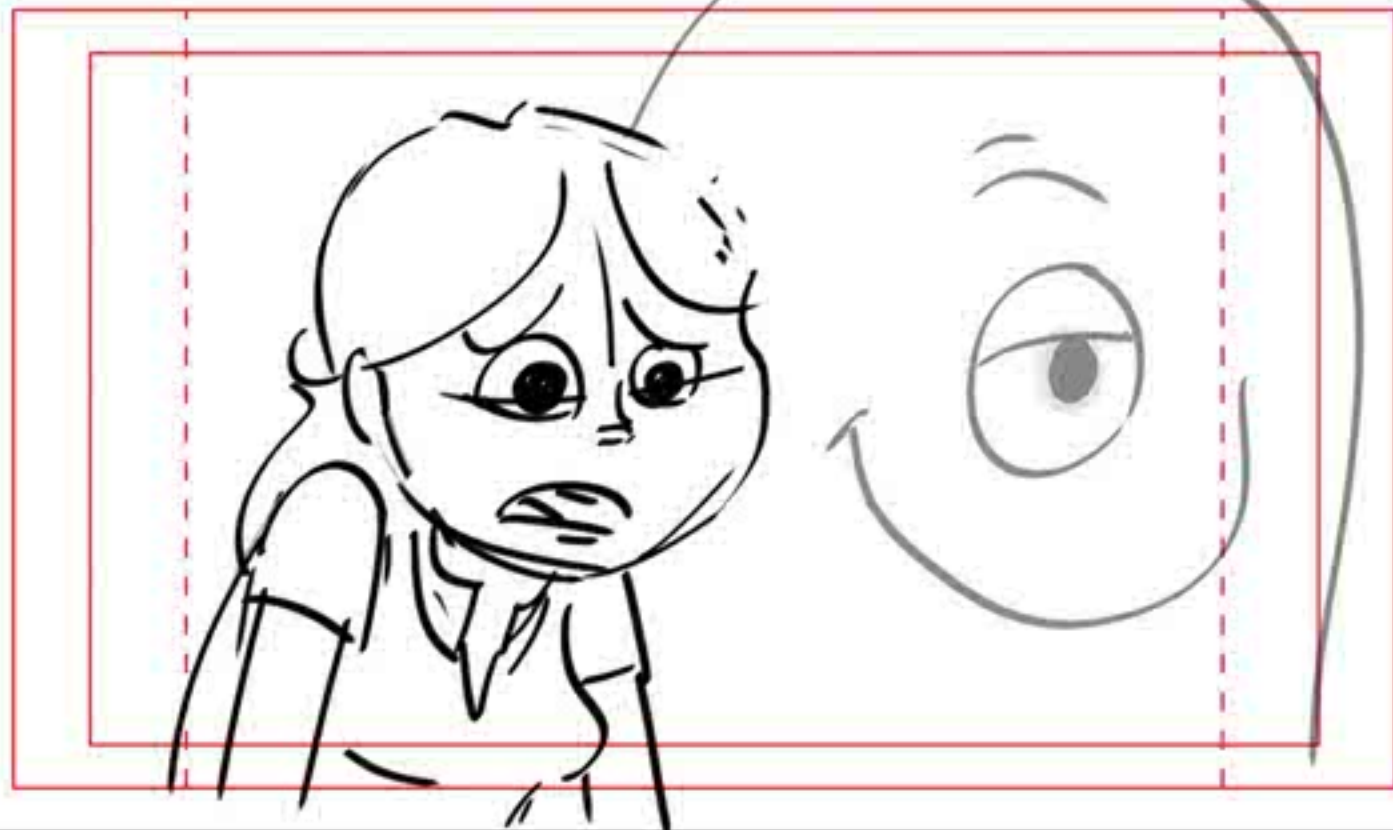
"SMARty."

Sequence

Scene

Panel

Frames



Dialogue/Action

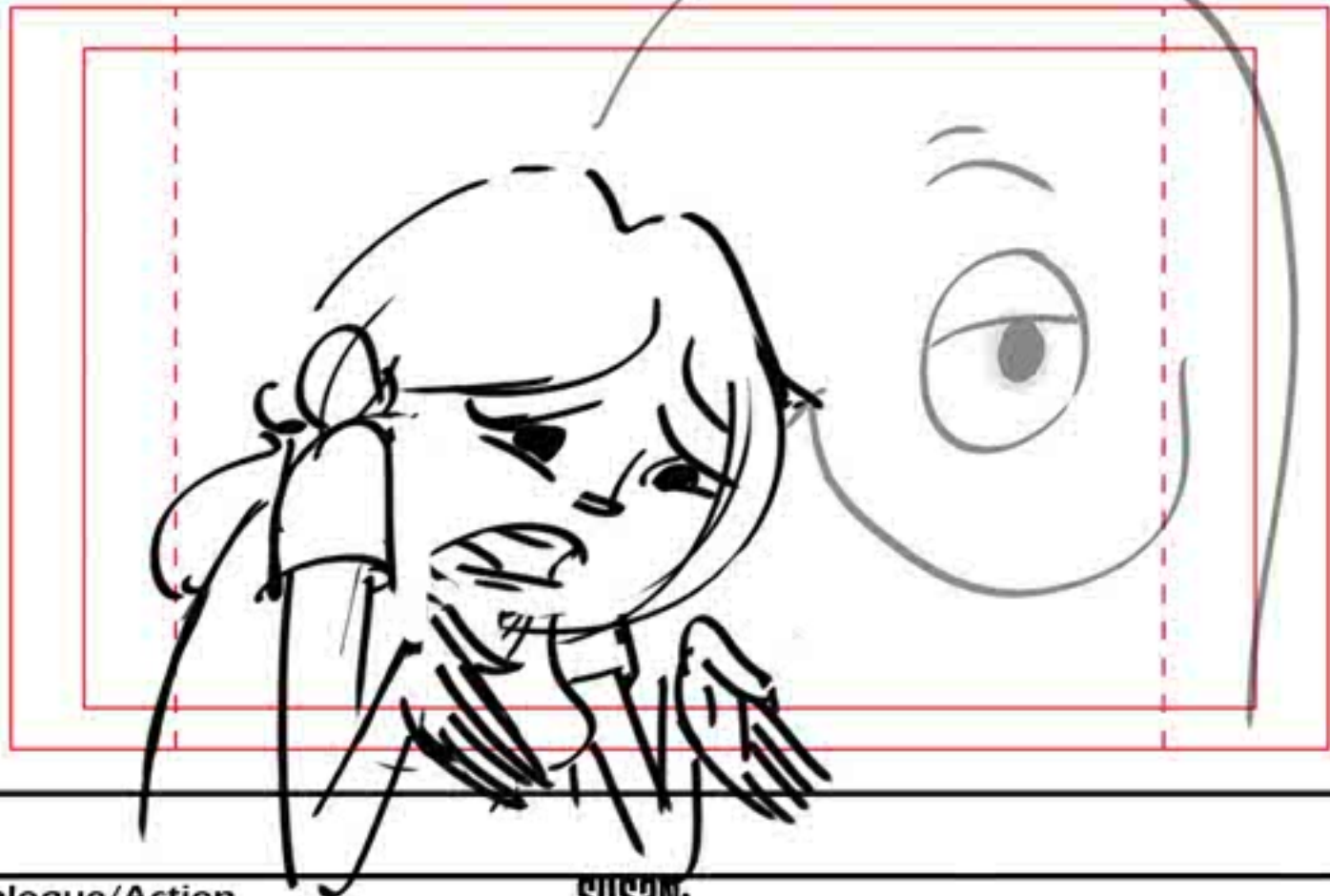
SUSAN:
DOC,
ARE YOU SAYING YOUR PHONE IS ALIVE?

Sequence

Scene

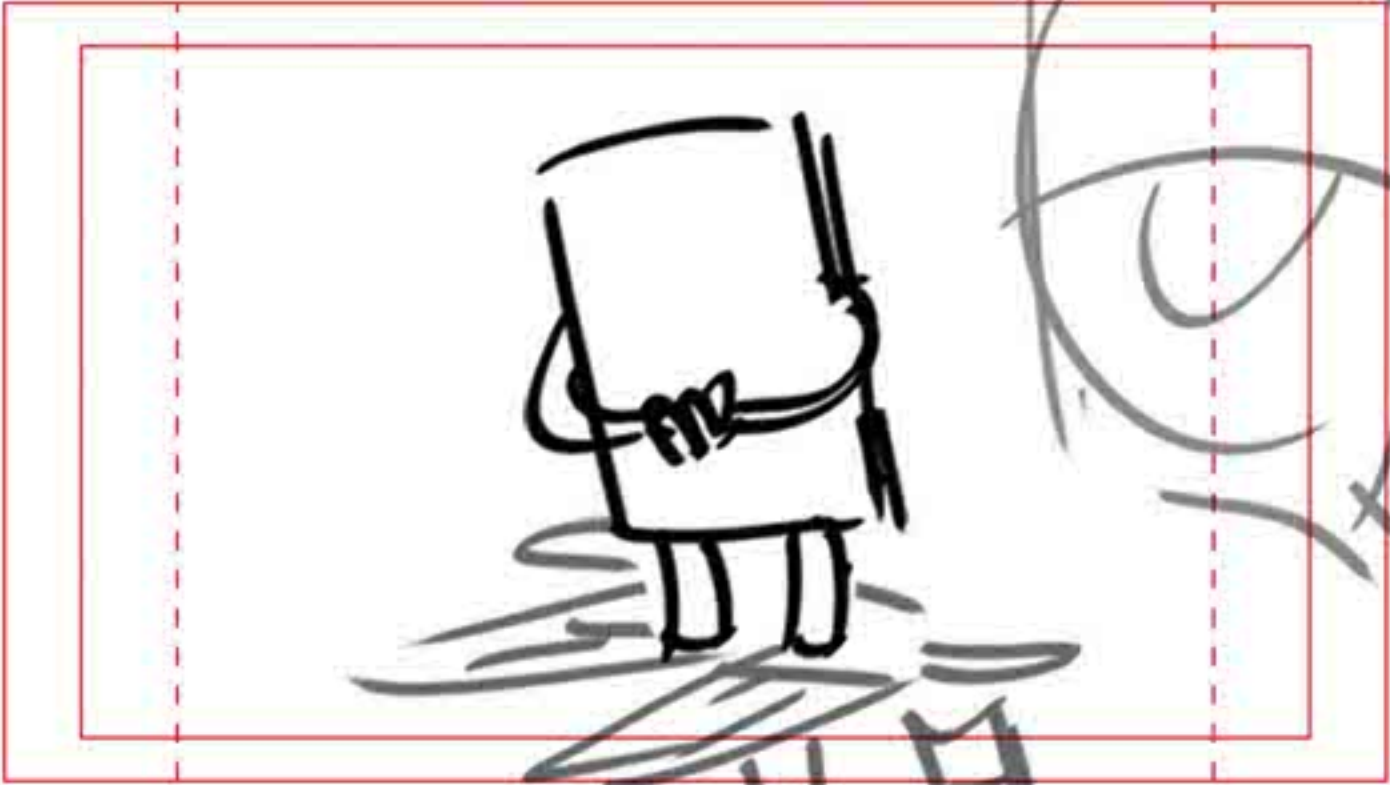
Panel

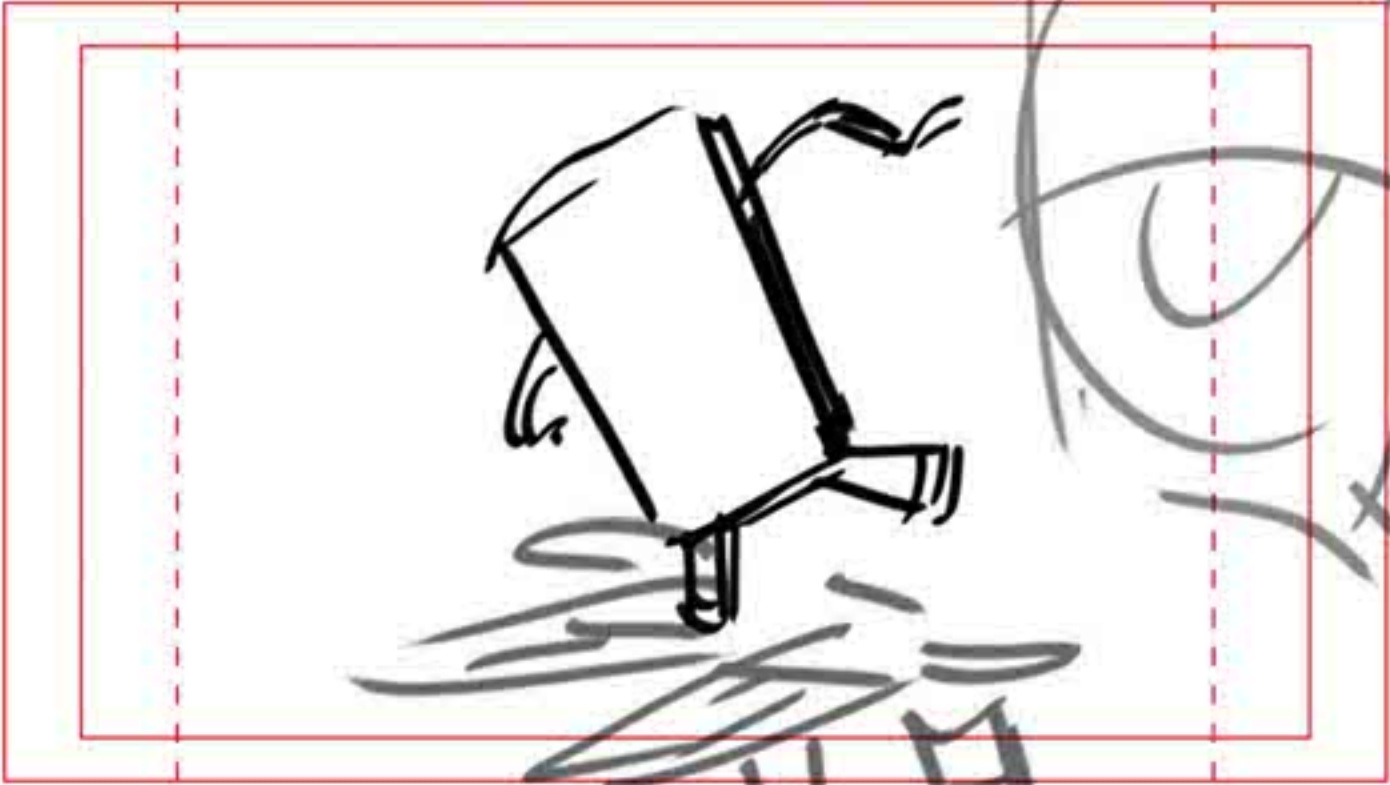
Frames

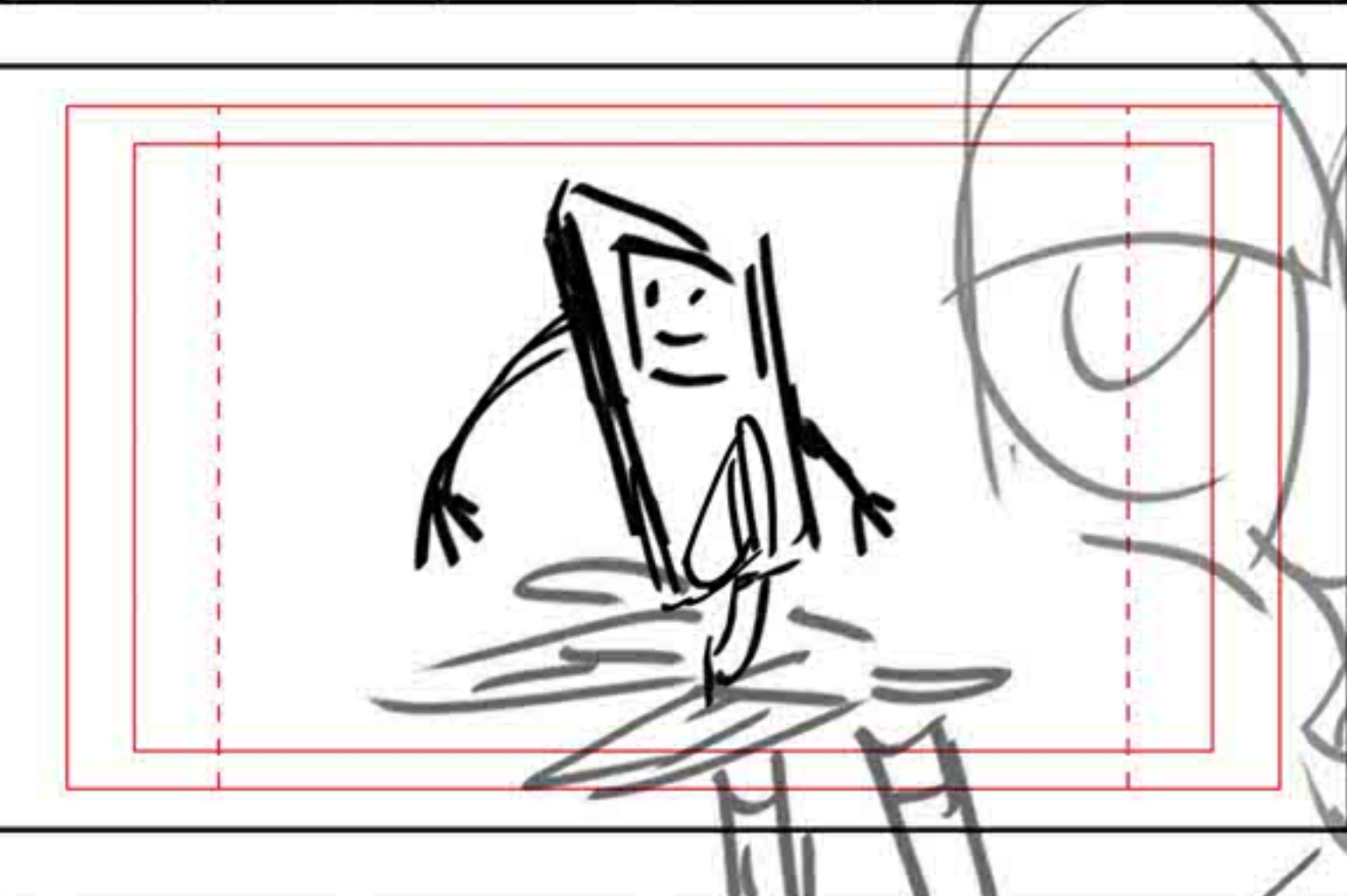


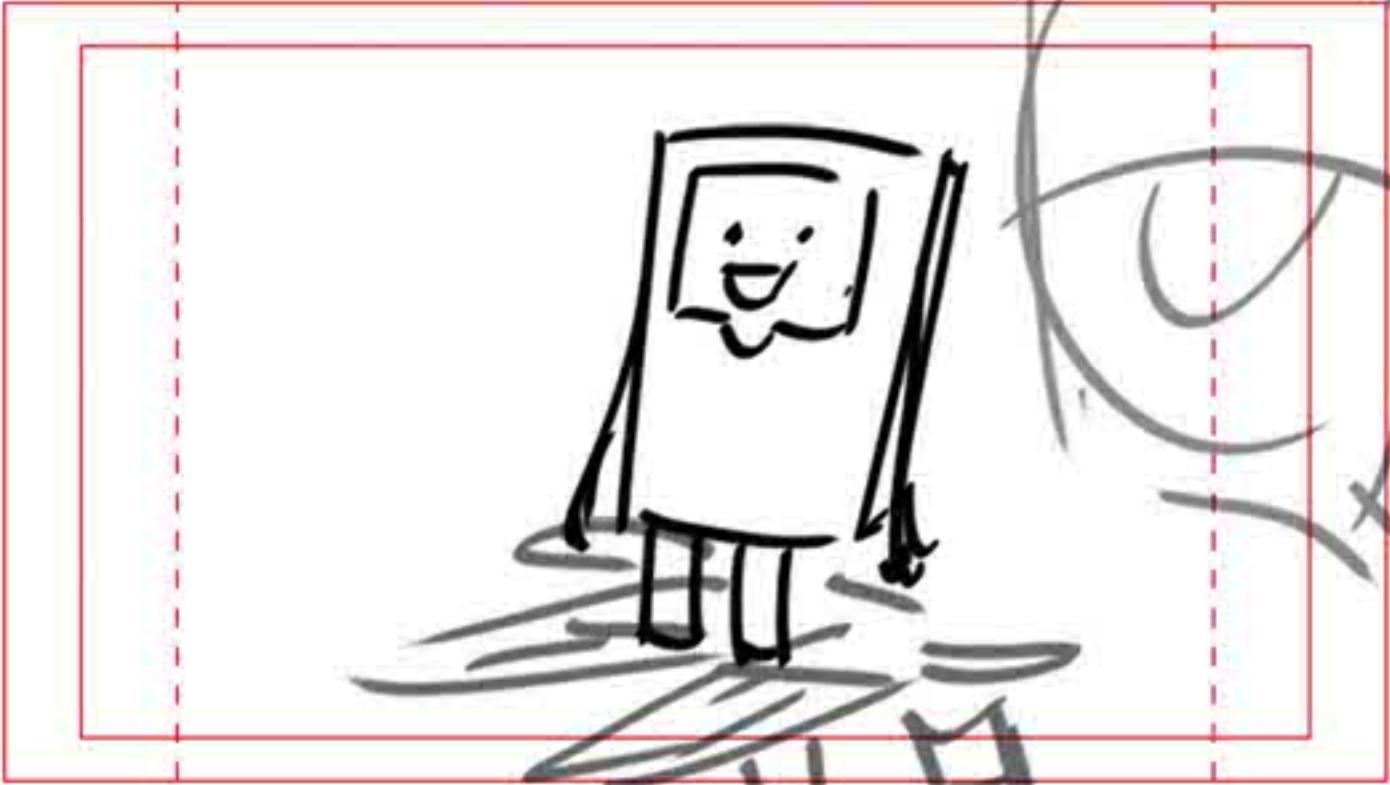
Dialogue/Action

SUSAN:
Like
alive alive?

Sequence	Scene	Panel	Frames
 <p>A storyboard panel containing two hand-drawn sketches. On the left, a character is seated in a chair, holding a book or tablet. On the right, a large, detailed sketch of a human eye is shown. The sketches are enclosed in a red rectangular frame with two vertical dashed lines. The entire panel is set against a background of faint, light gray sketches of a character's face and legs.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 <p>A storyboard panel containing two sketches. The left sketch shows a character in a dynamic running pose, leaning forward with arms and legs extended. The right sketch is a close-up of a character's face, showing a wide-eyed, intense expression. The sketches are contained within a red rectangular frame that has two vertical dashed lines, suggesting a sequence of frames or a specific timing. The background of the entire page is filled with faint, light gray sketches of a character's face and limbs, which appear to be the same character as in the main sketches.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A storyboard panel with a white background. On the left, a black ink sketch of a character with a rectangular head, a smiling face, and long limbs is shown in a dynamic pose. The character is surrounded by grey scribbles representing motion or a shadow. On the right, a large, faint grey sketch of a human eye is visible. A red rectangular border is drawn around the character and the eye. Two vertical dashed red lines are positioned on either side of the character, and two horizontal dashed red lines are positioned above and below the character, defining a central area.			
Dialogue/Action			

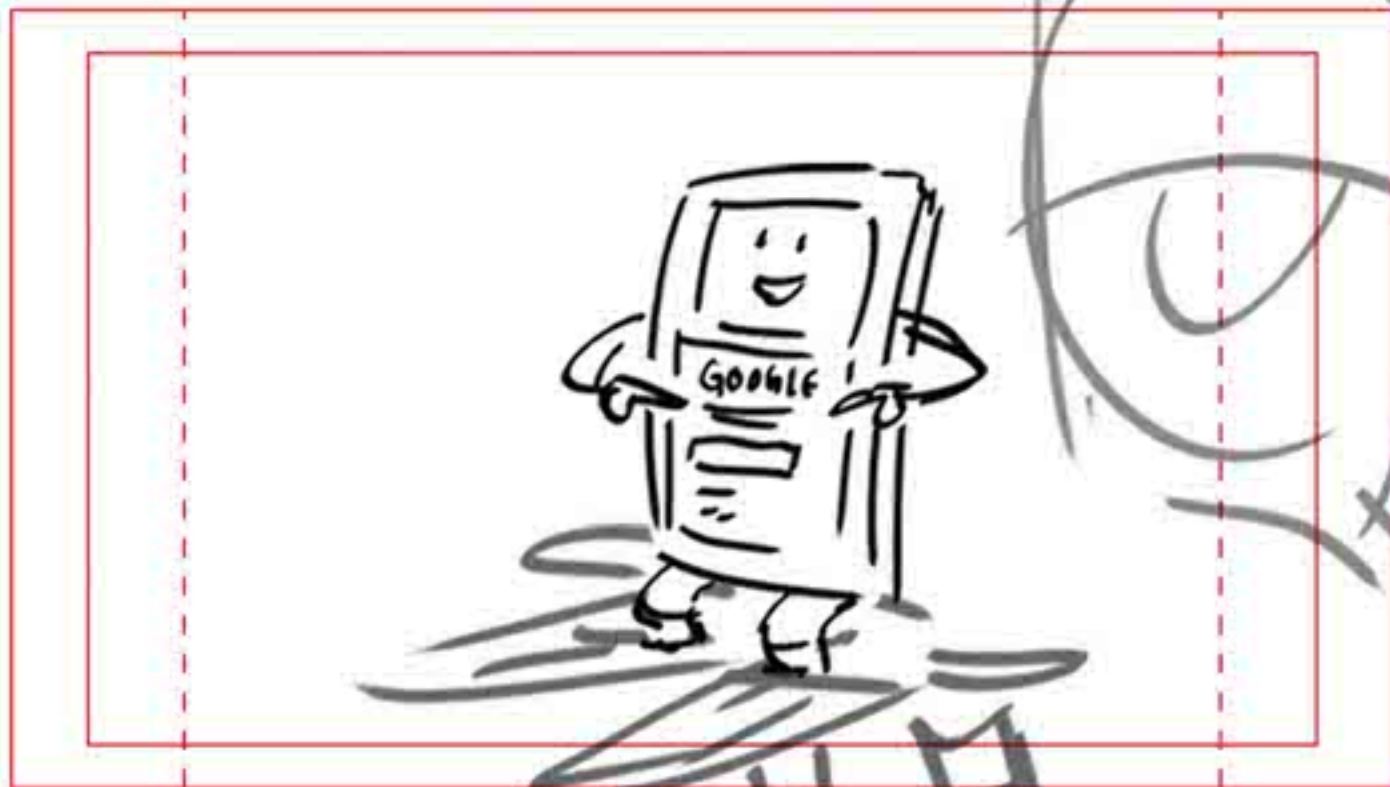
Sequence	Scene	Panel	Frames
			
Dialogue/Action		SMaRtY: yep!	

Sequence

Scene

Panel

Frames



Dialogue/Action

SMARTY:

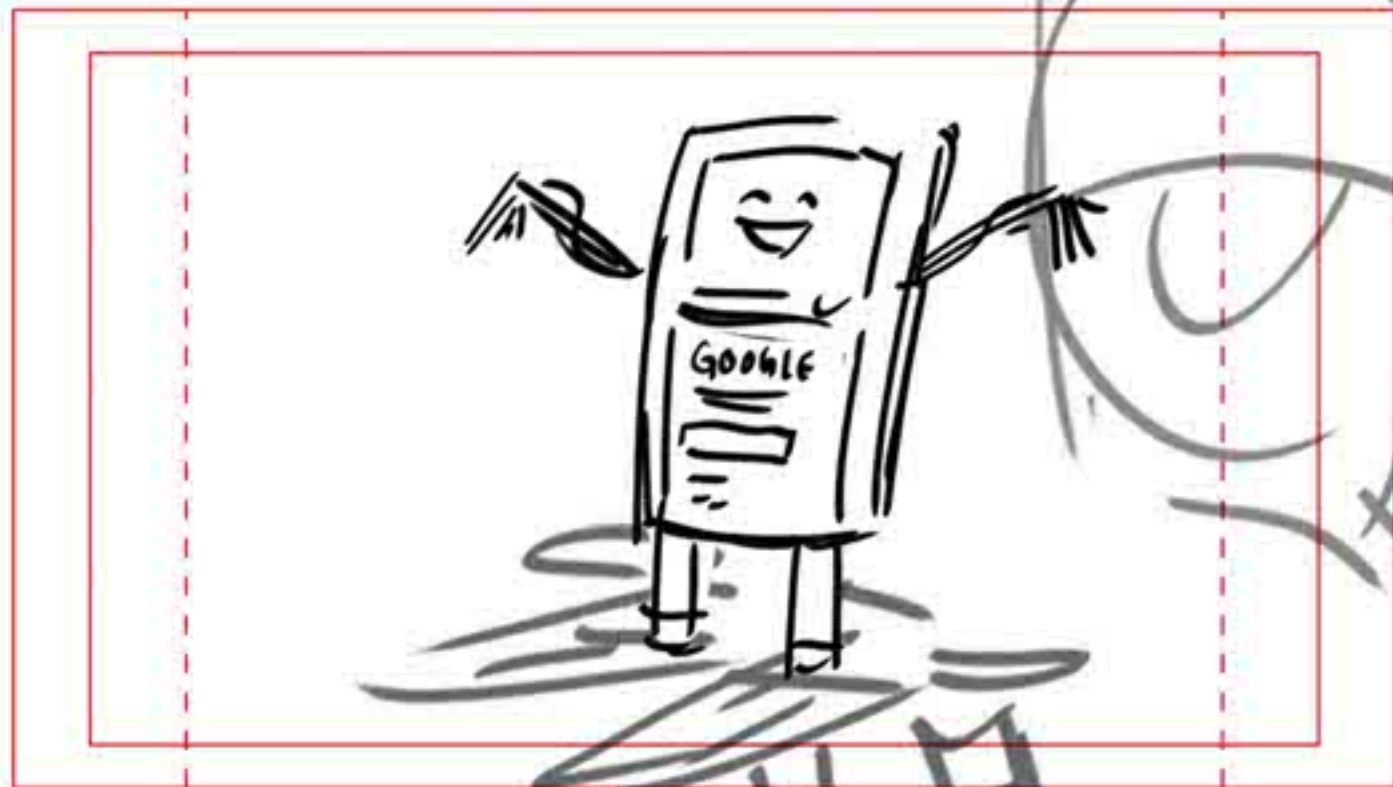
AND I'M JACKED INTO THE INTERNET 24-7.

Sequence

Scene

Panel


Frames



Dialogue/Action

SMARtY:

**I KNOW it all...
LiterALLY!**

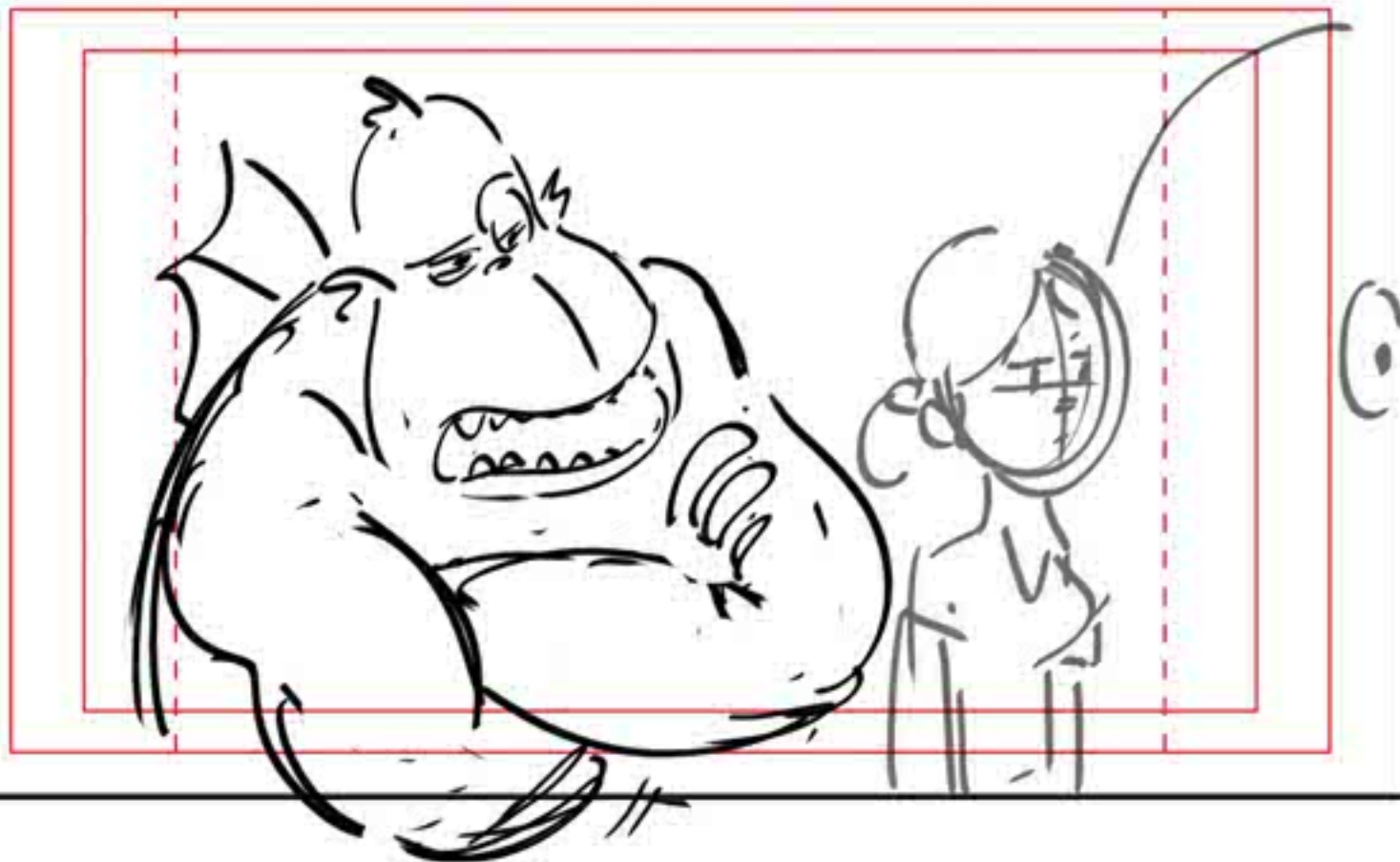
Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 315 1230">Dialogue/Action</p> <p data-bbox="639 1230 808 1364">LINK: OH YEAH?</p>			

Sequence

Scene

Panel

Frames



Dialogue/Action

LINK:

**THEN WHAT'S THE ATOMIC WEIGHT OF
RUBIDIUM?**

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRTy:
85.4678.

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRTy:
85.4678.

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRTy:
85.4678.

Sequence


Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Dialogue/Action

Sequence


Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:

nailed it.

Sequence

Scene

Panel

Frames



Dialogue/Action

LiNK:
I... Have NO iDea if tHat'S RiGht.

Sequence

Scene

Panel

Frames



Dialogue/Action

LINK:

I JUST wanted to SOUND smart.

Sequence

Scene

Panel

Frames



Dialogue/Action

LiNK:

**IS RUBIDIUM EVEN
a THING?**

Sequence

Scene

Panel

Frames



Dialogue/Action

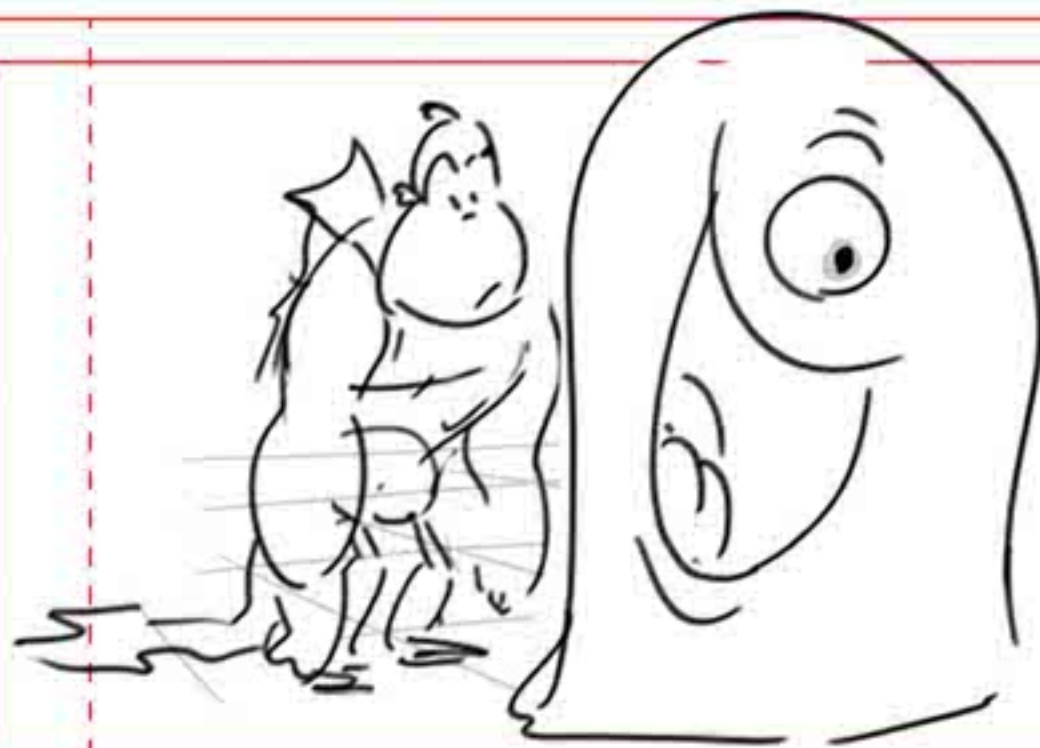
BOB:
OOH, OOH,

Sequence

Scene

Panel

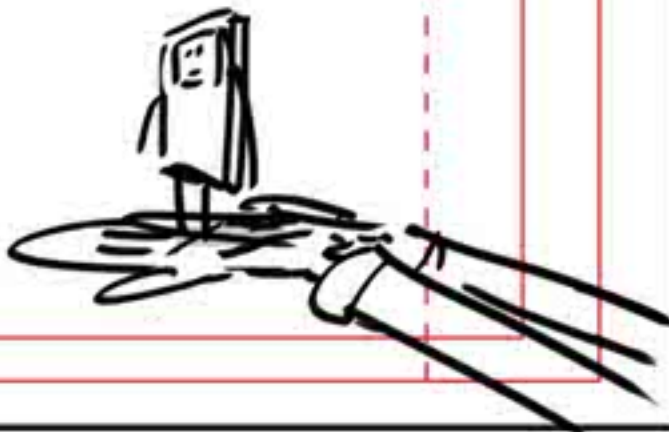
Frames



Dialogue/Action

BOB:

Let Me try!

Sequence	Scene	Panel	Frames
 A hand-drawn sketch of a character standing on a pile of scribbles. The character is a simple figure with a rectangular head and a small body. A hand holding a pen is pointing towards the character from the right. The entire scene is enclosed in a red rectangular border with two vertical dashed lines inside, suggesting a frame or a specific area of focus.			
Dialogue/Action			
<p>BOB: IF YOU'RE SO SMART, THEN WHAT COLOR AM I?</p>			

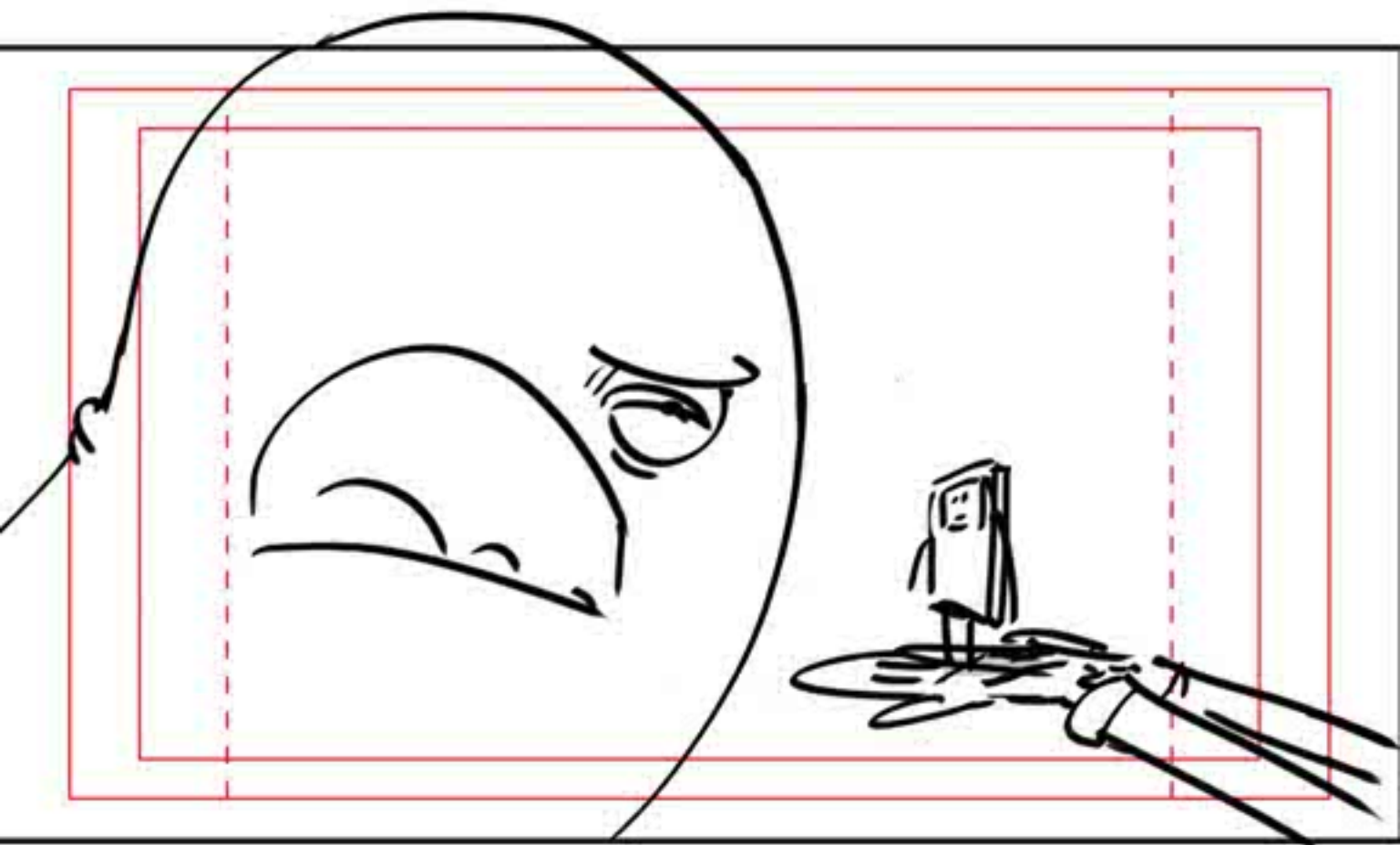
Sequence	Scene	Panel	Frames
<p data-bbox="0 1183 1540 1230">Dialogue/Action</p> <p data-bbox="531 1246 931 1450" style="text-align: center;">BOB: IF YOU'RE SO SMART, THEN WHAT COLOR AM I?</p>			

Sequence

Scene

Panel

Frames



Dialogue/Action

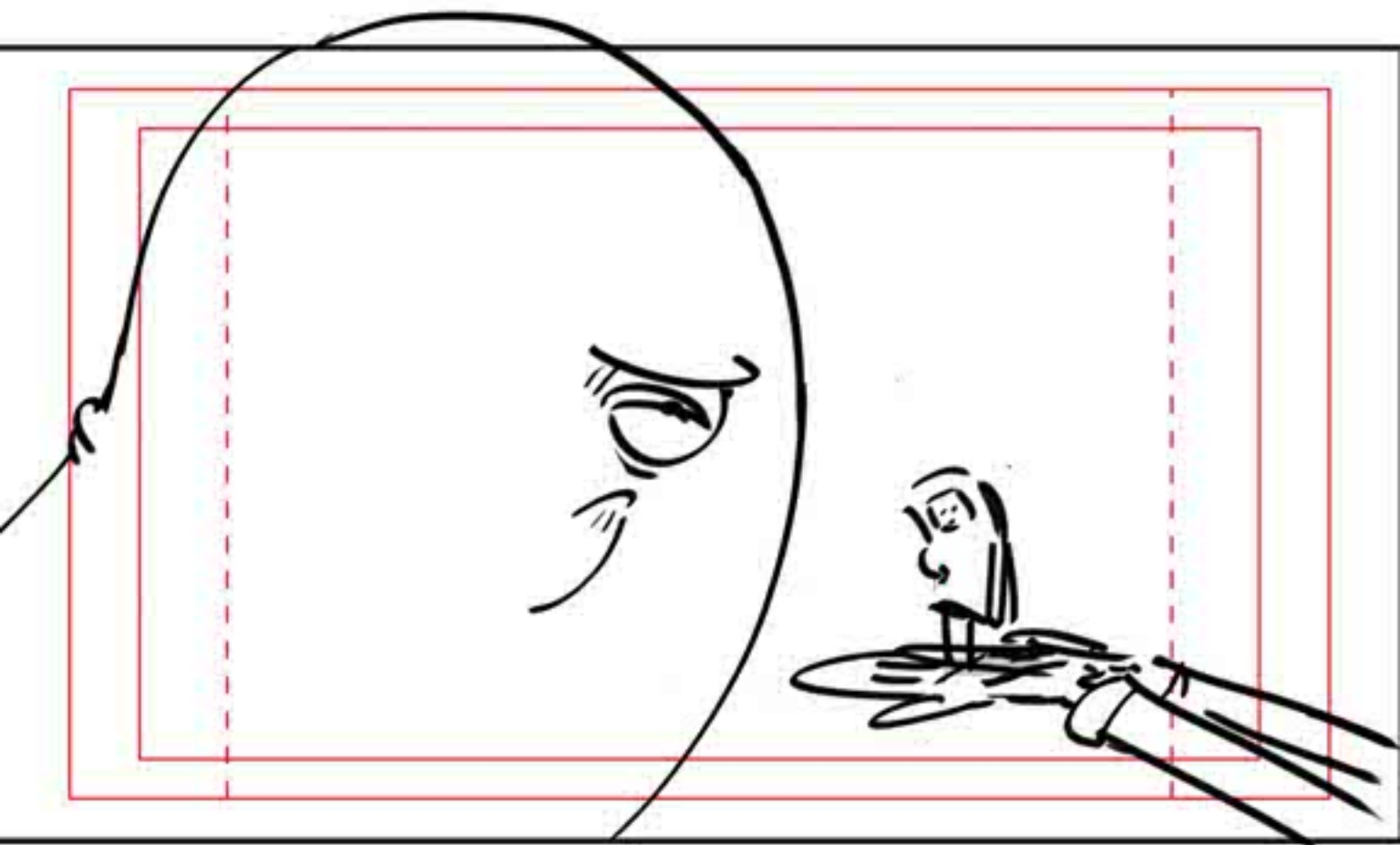
BOB:
IF YOU'RE SO SMART,
THEN WHAT COLOR AM I?

Sequence

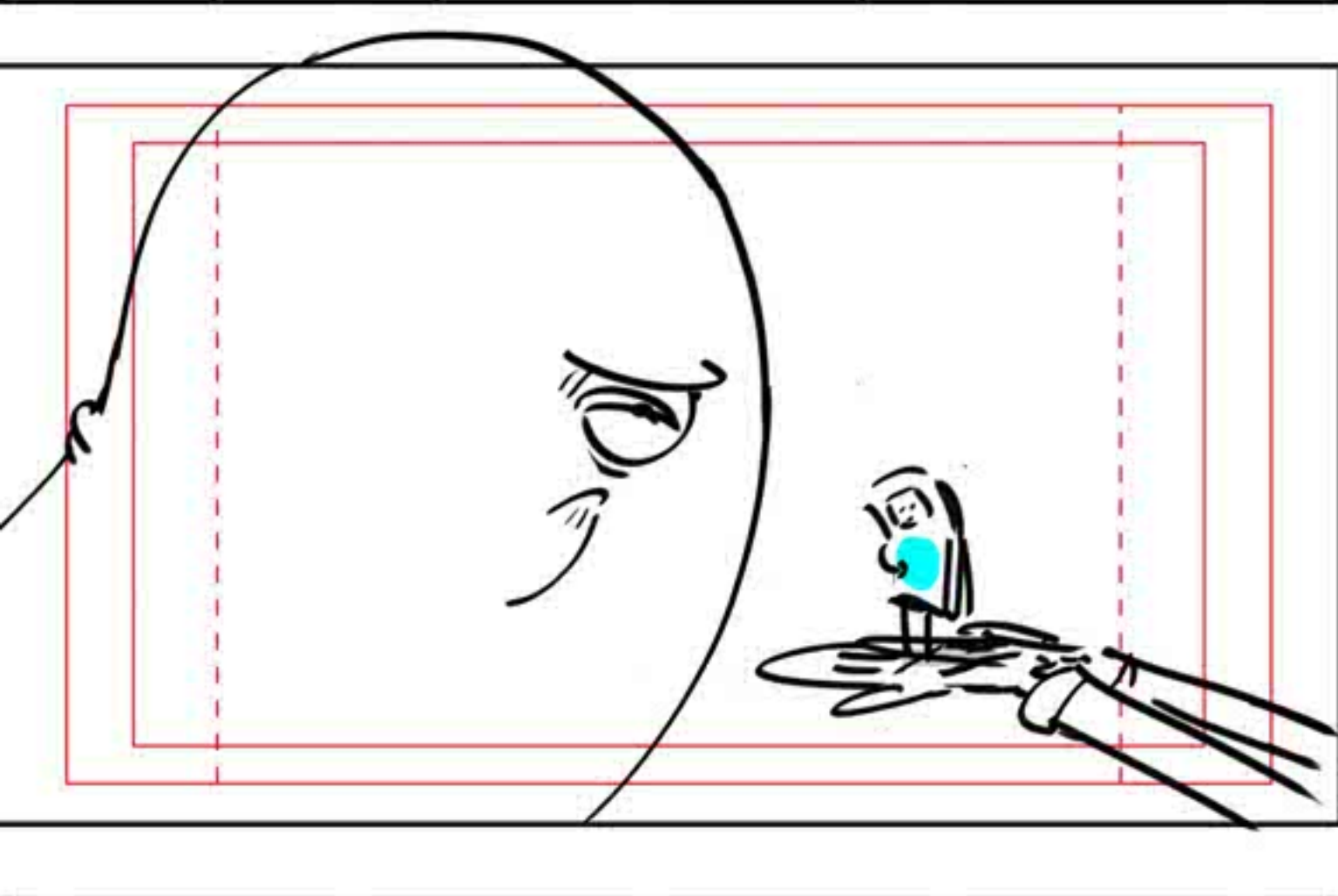
Scene

Panel

Frames



Dialogue/Action

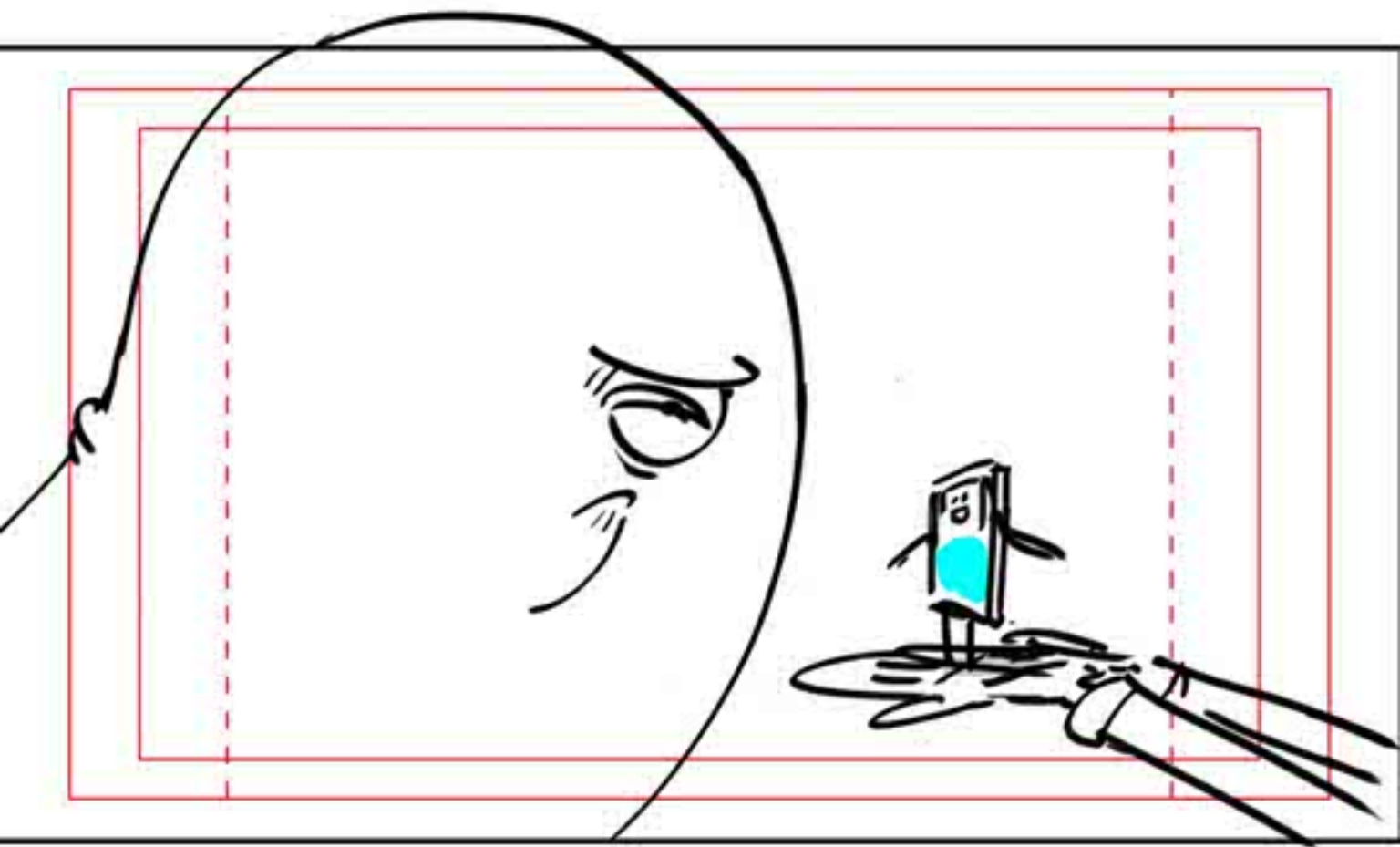
Sequence	Scene	Panel	Frames
 <p>The illustration depicts a large, stylized face on the left side of the frame, looking towards the right. The face has a prominent mustache and a simple, curved line for a mouth. To the right of the face, a small figure is shown holding a glowing blue sphere. The figure appears to be standing on a platform or a set of hands. The entire scene is enclosed within a red rectangular border, which is further divided into four quadrants by dashed red lines. The drawing style is simple and sketchy, using black lines on a white background.</p>			
Dialogue/Action			

Sequence

Scene

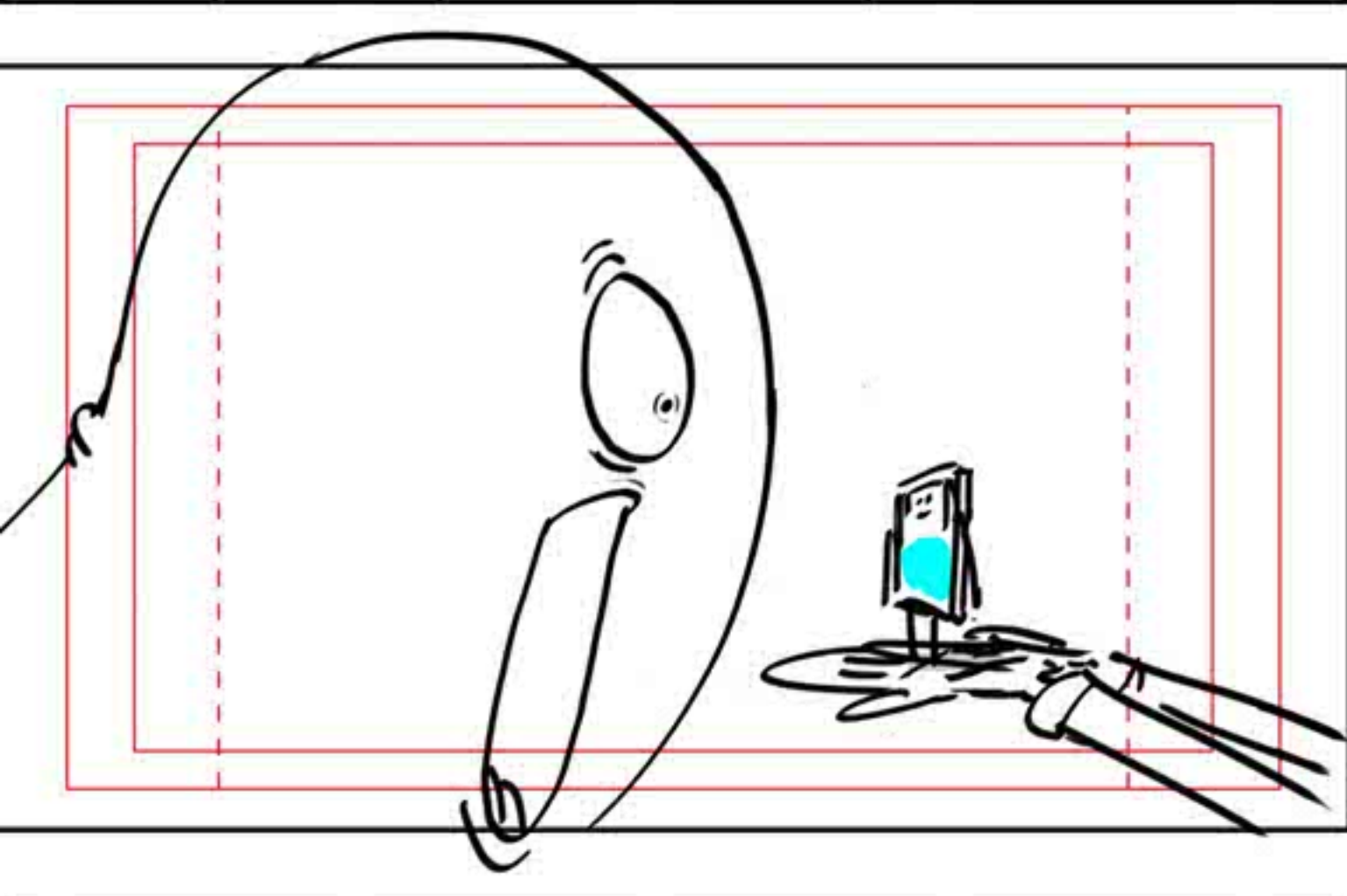
Panel

Frames



Dialogue/Action

SMARTY:
BLUE.

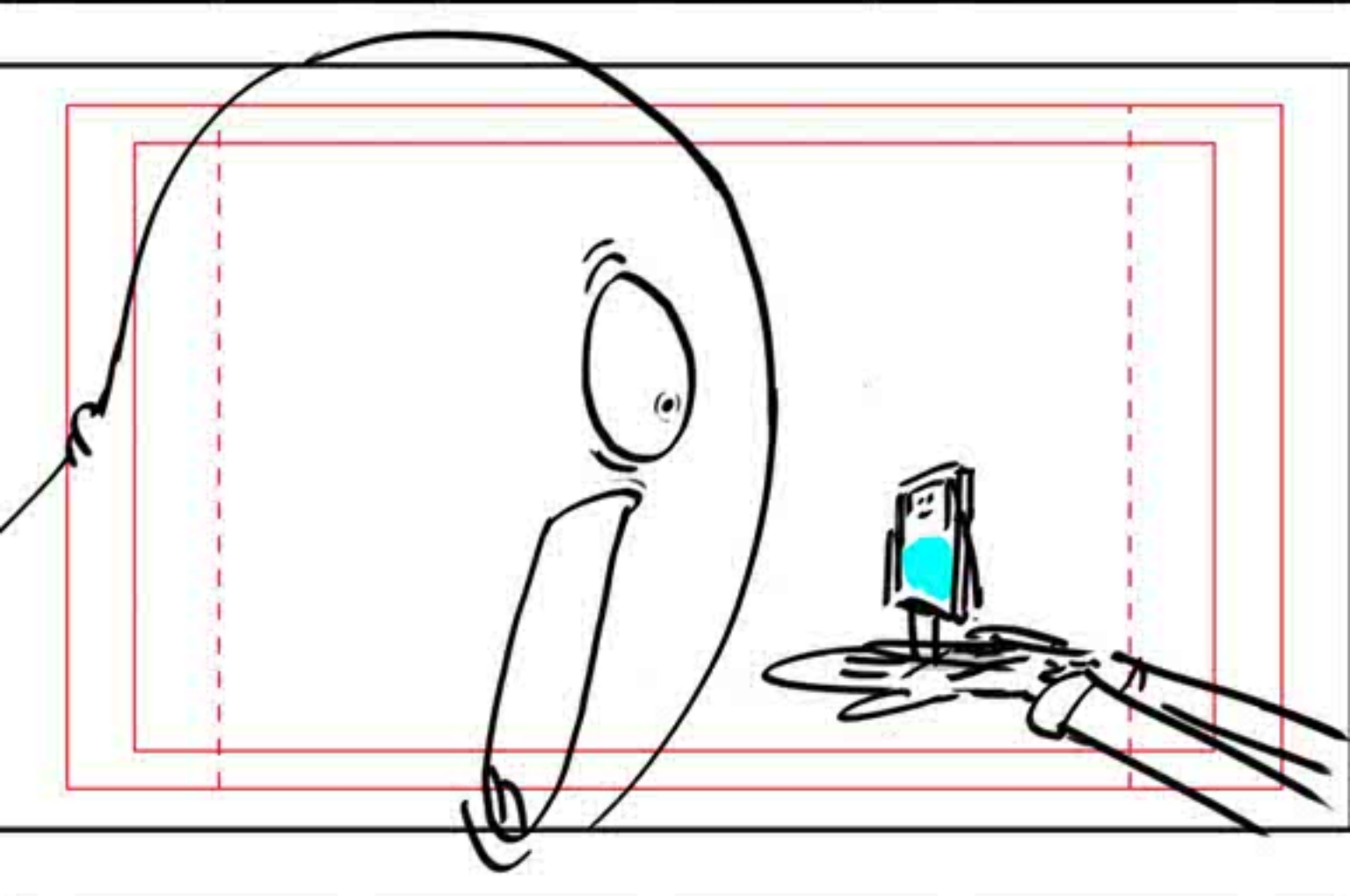
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

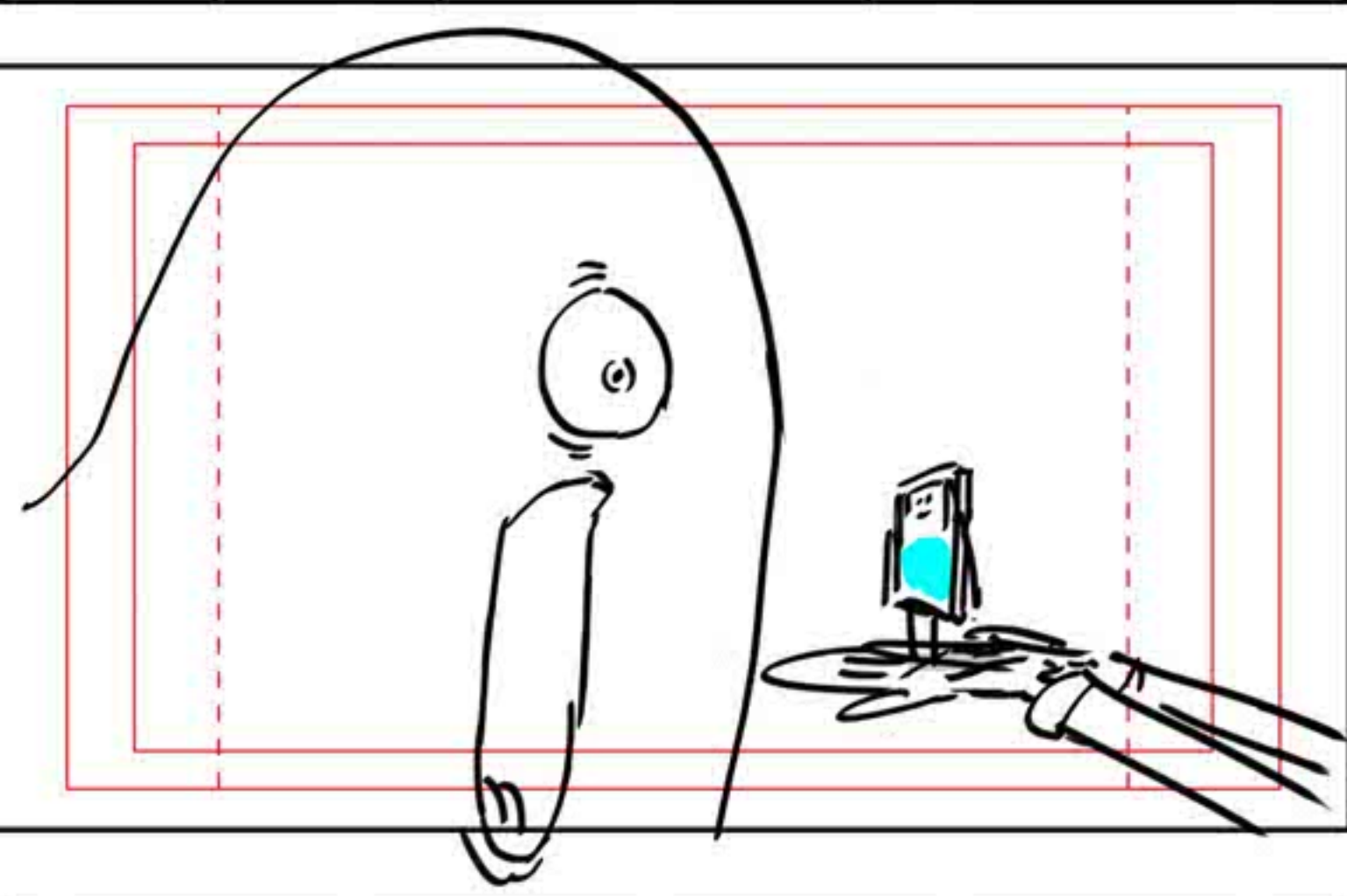
Scene

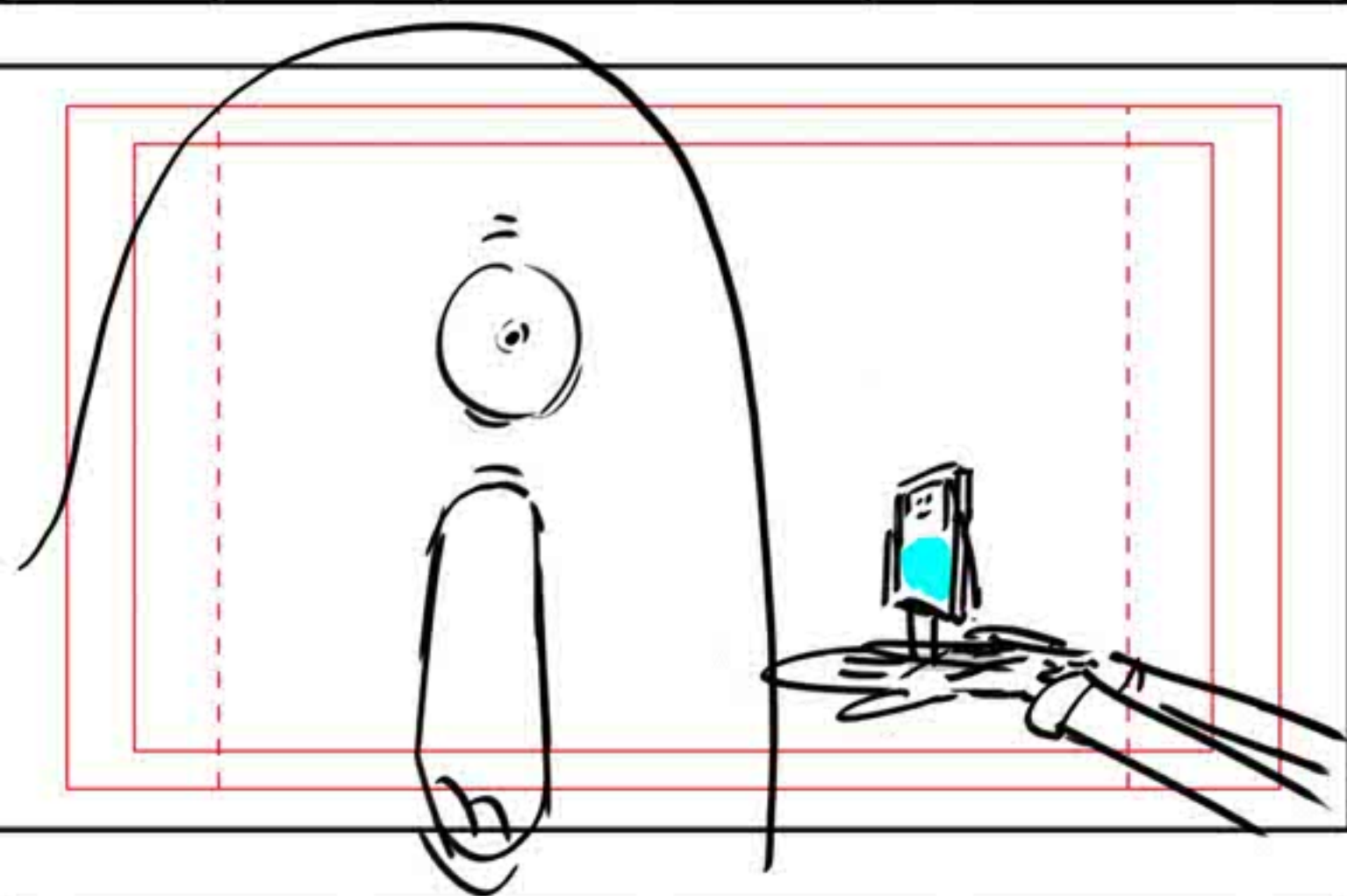
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel. On the left, a character with a large, rounded head and a long, thin body stands looking towards the right. On the right, a small, boxy robot with a blue circular feature on its front stands on a hand. The entire scene is enclosed in a red rectangular border with dashed vertical lines. A large black arch is drawn over the top of the character's head.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. On the left, a character with a large, round head and a simple body stands looking towards the right. A large, thin black arch is drawn over the character's head. On the right, a small, boxy robot with a blue circular feature on its front stands on a hand. The hand is holding a pen, suggesting the robot is being drawn or created. The entire scene is enclosed in a red rectangular border with dashed vertical lines, indicating a specific frame or sequence within a larger scene.</p>			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

BOB:
GUYS!

Sequence

Scene

Panel

Frames



Dialogue/Action

BOB:

SMARtY KNOWS EVERYTHING!!

Sequence

Scene

Panel

Frames



Dialogue/Action

**SMARTY:
OF COURSE!**

Sequence

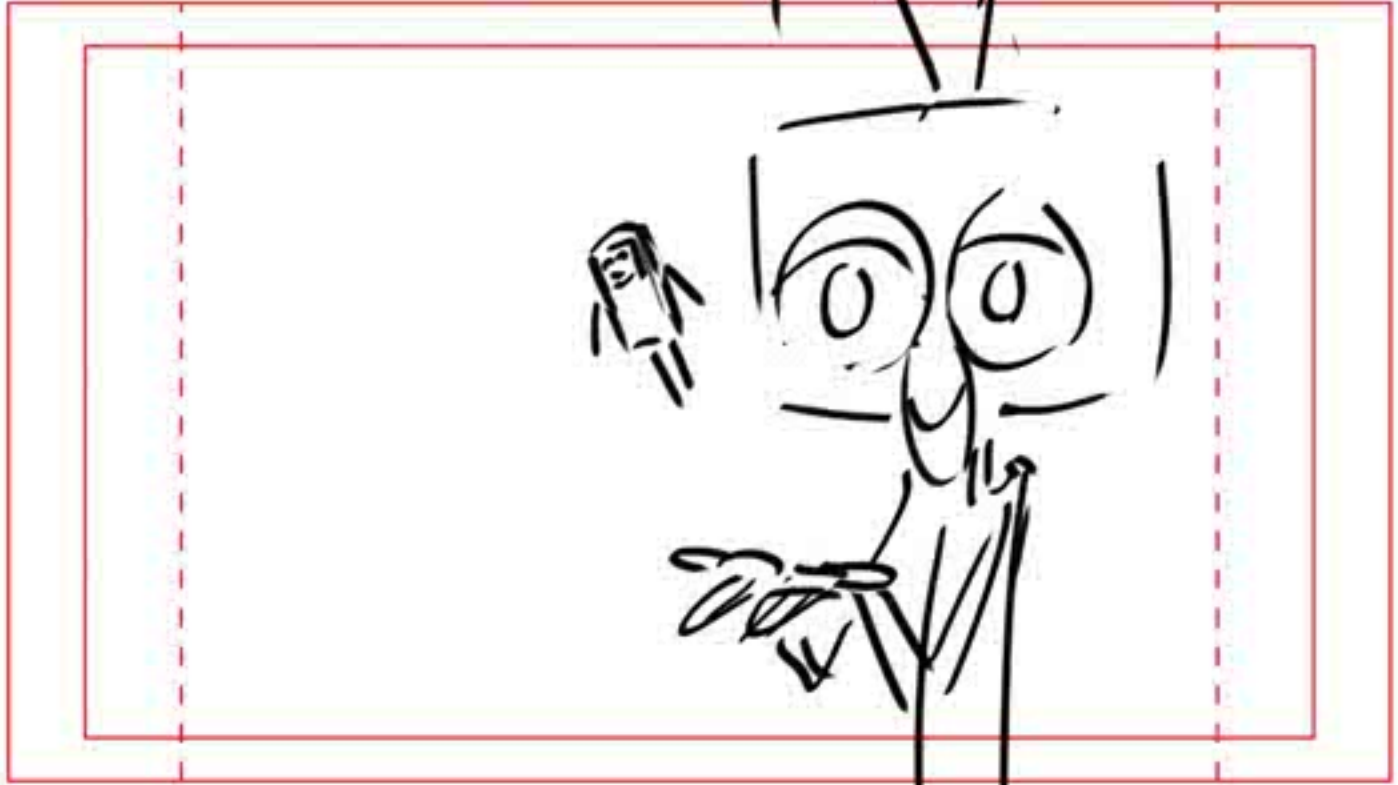
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



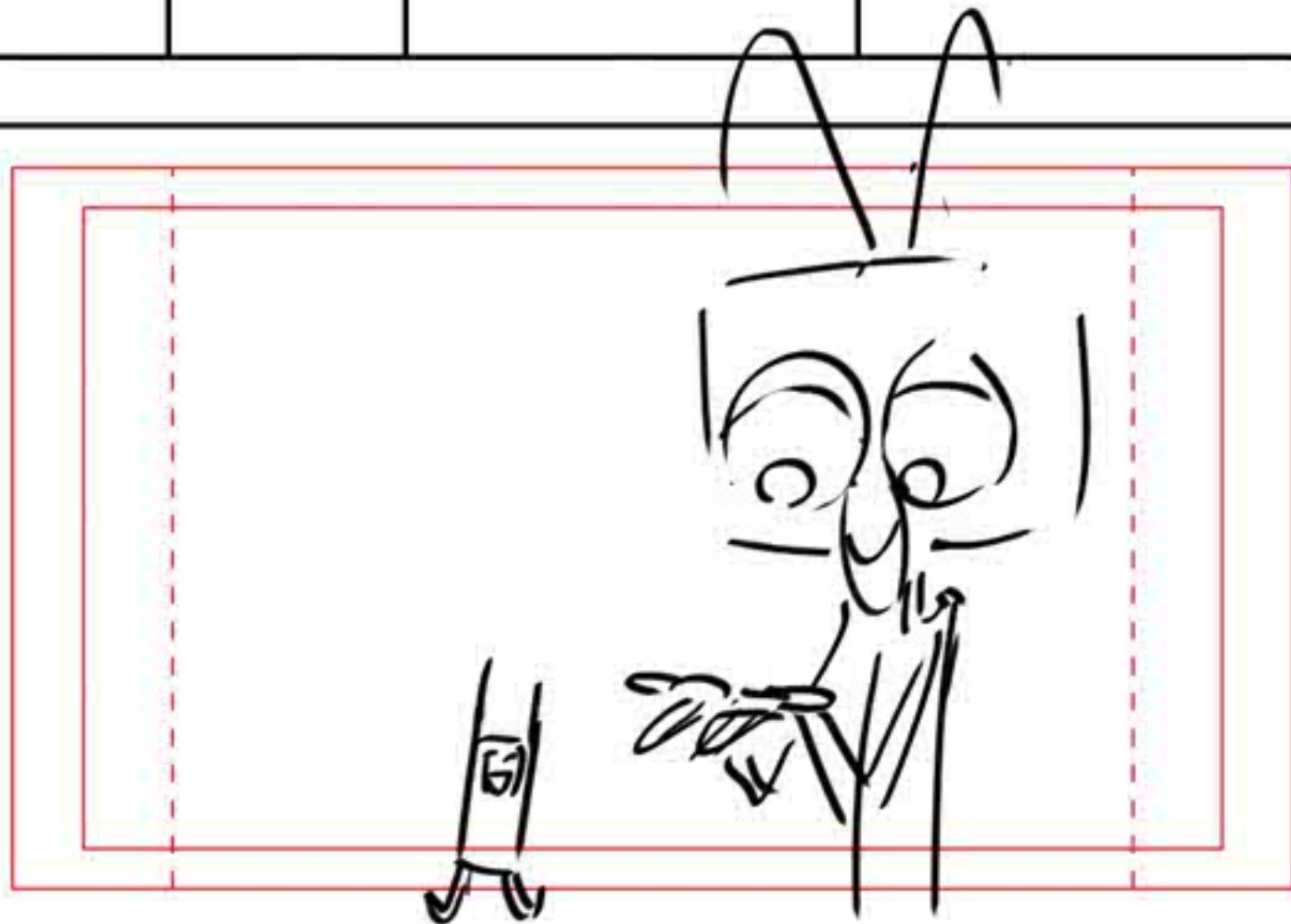
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

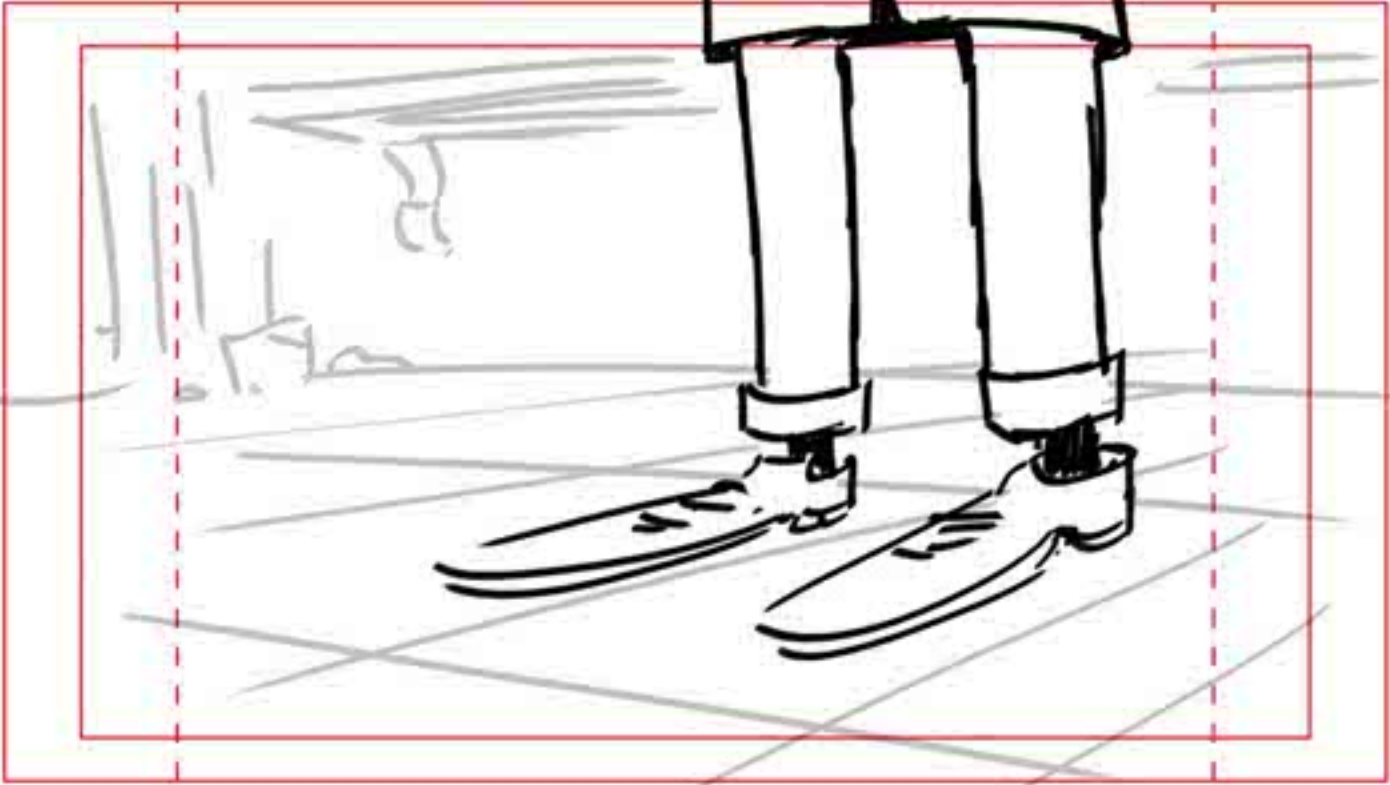
Scene

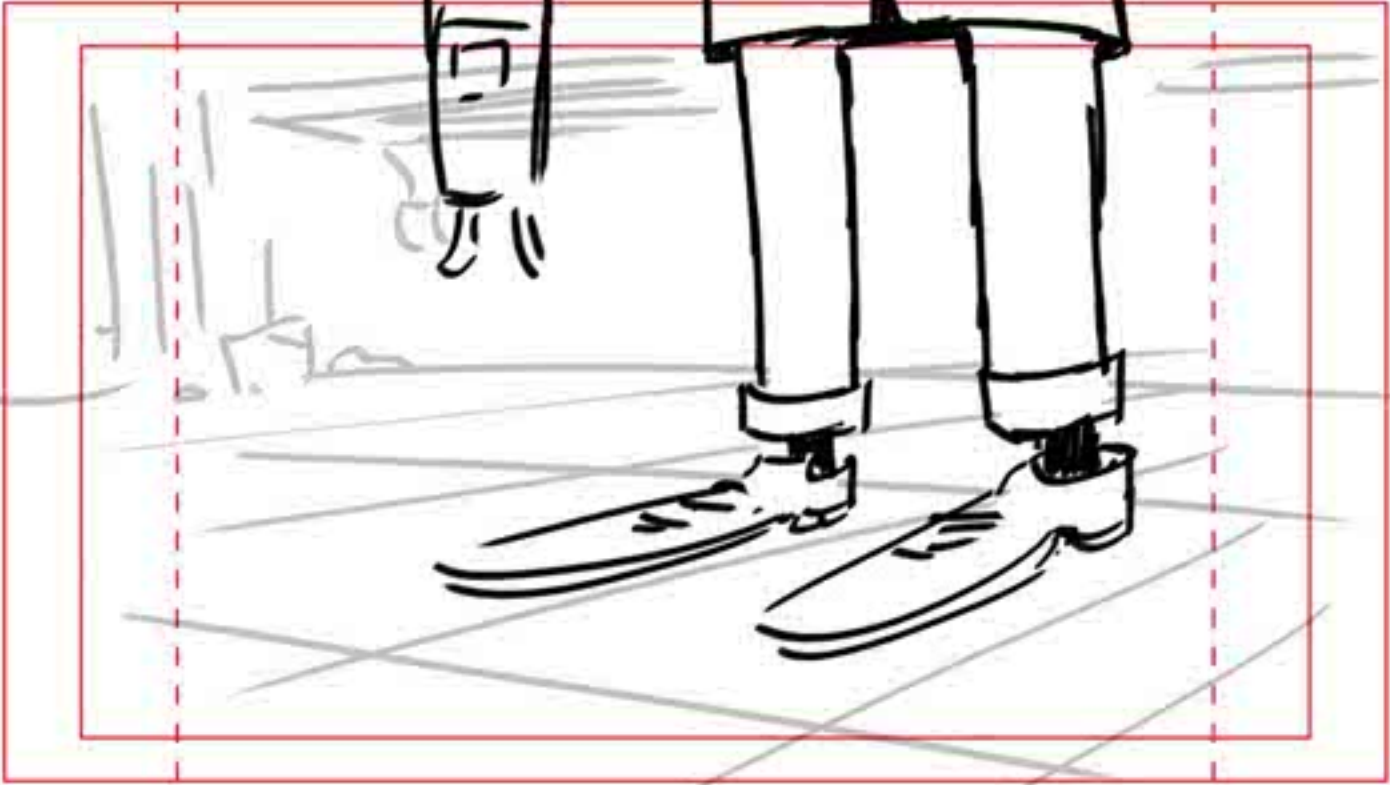
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

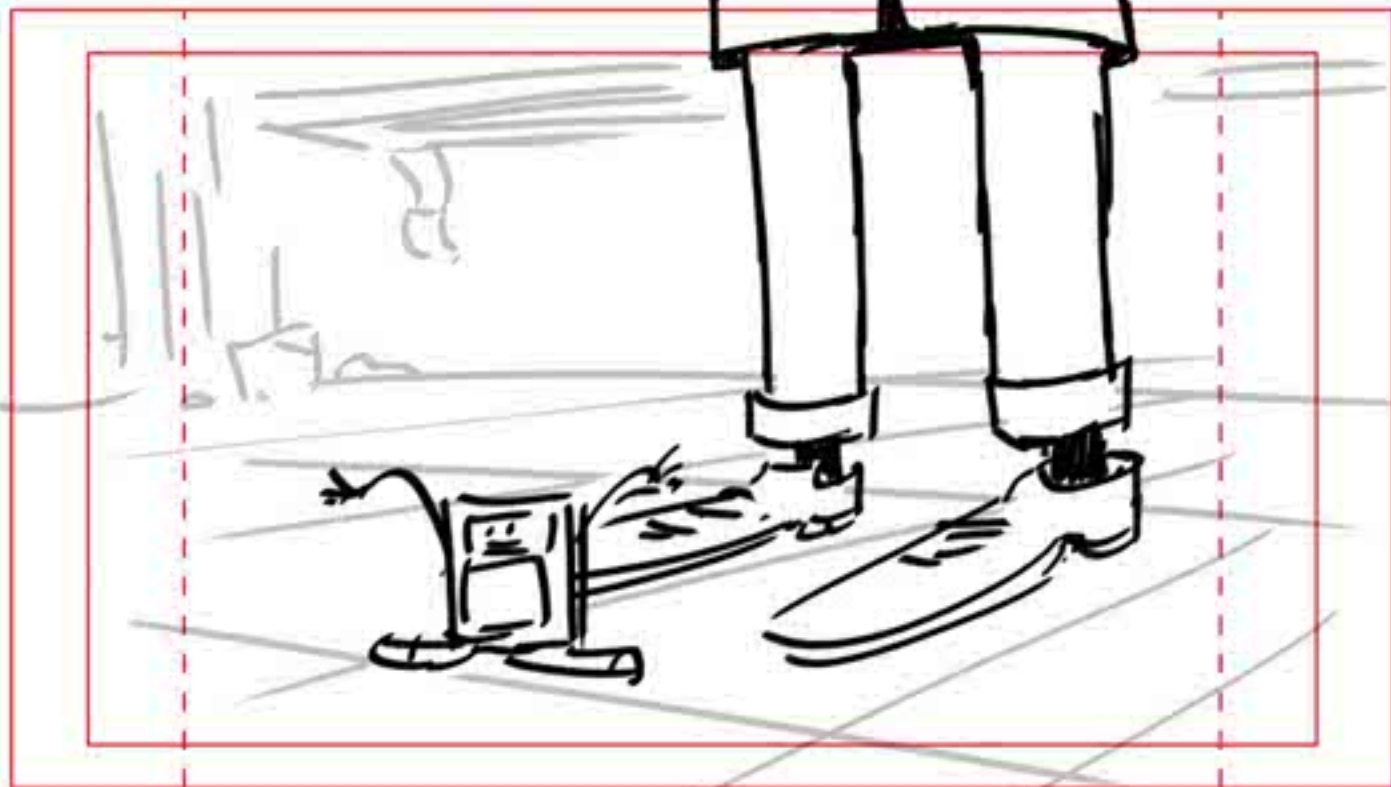
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



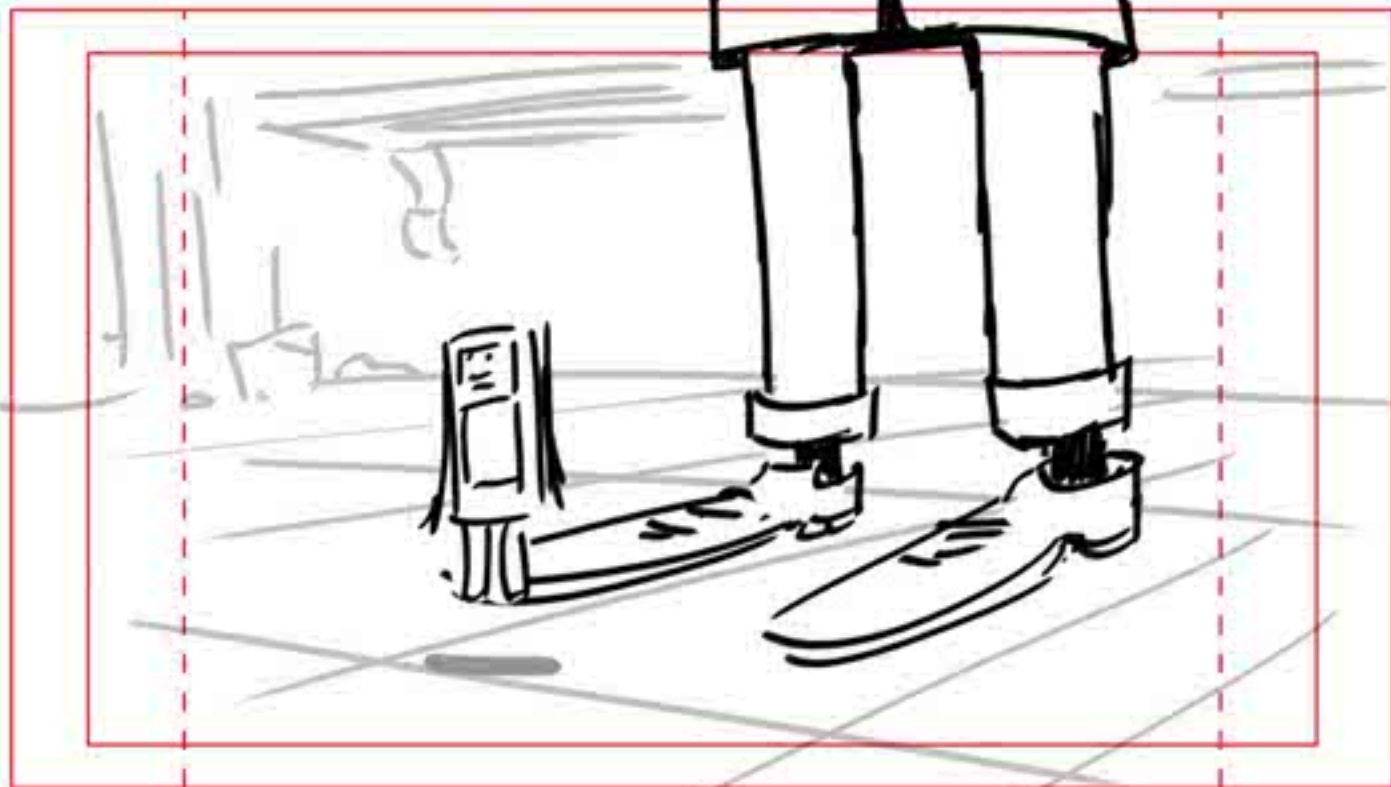
Dialogue/Action

Sequence

Scene

Panel

Frames



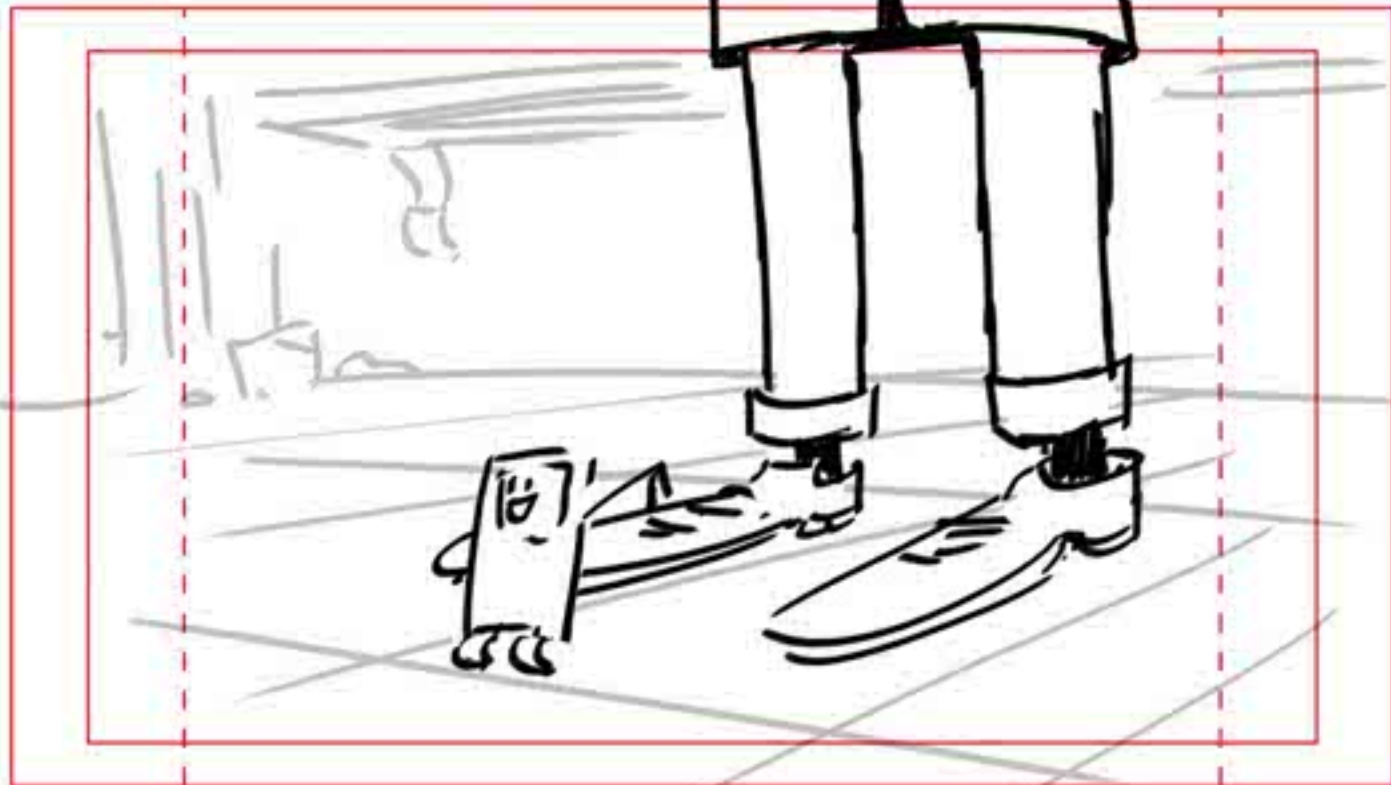
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

SMARTY:

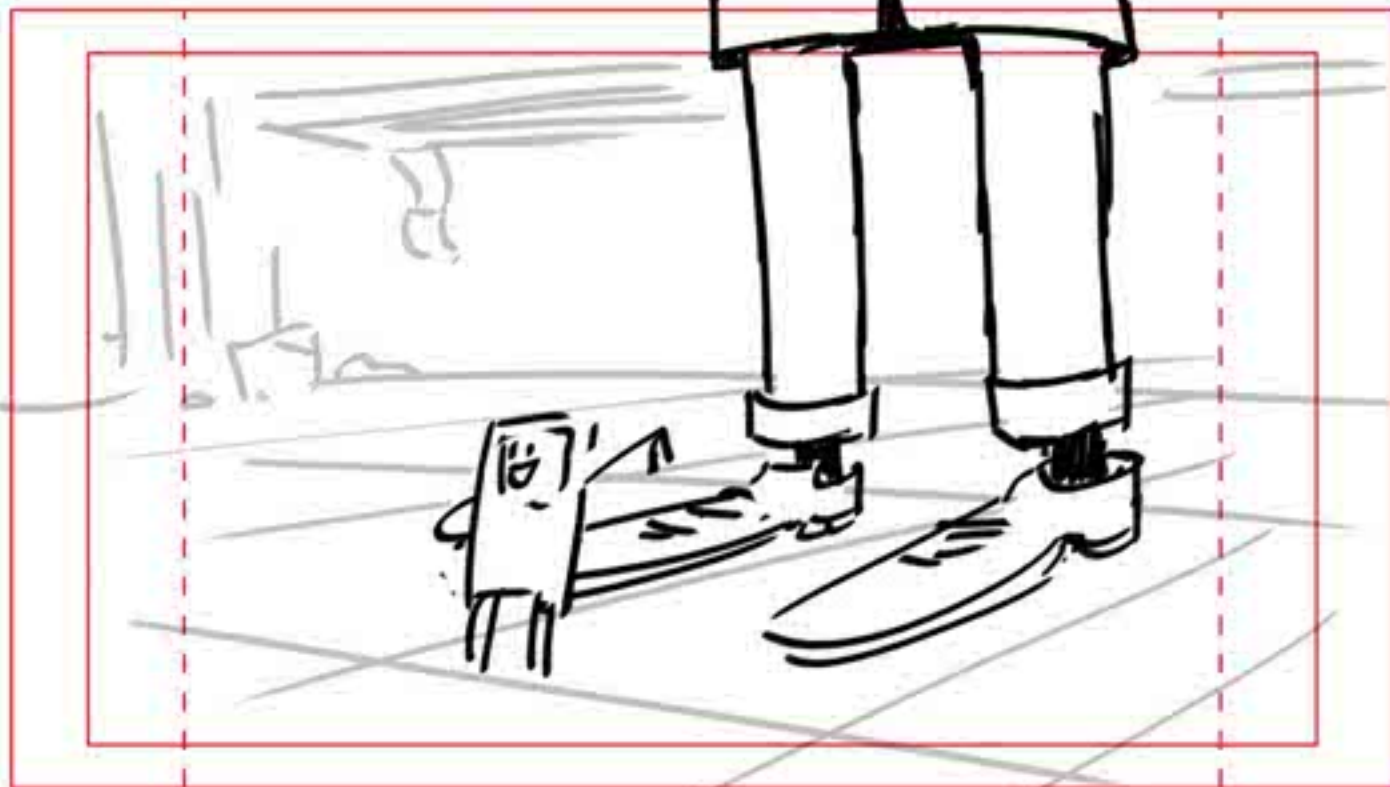
DADDY, MADE ME FULLY FUNCTIONAL!

Sequence

Scene

Panel

Frames



Dialogue/Action

SMARTY:

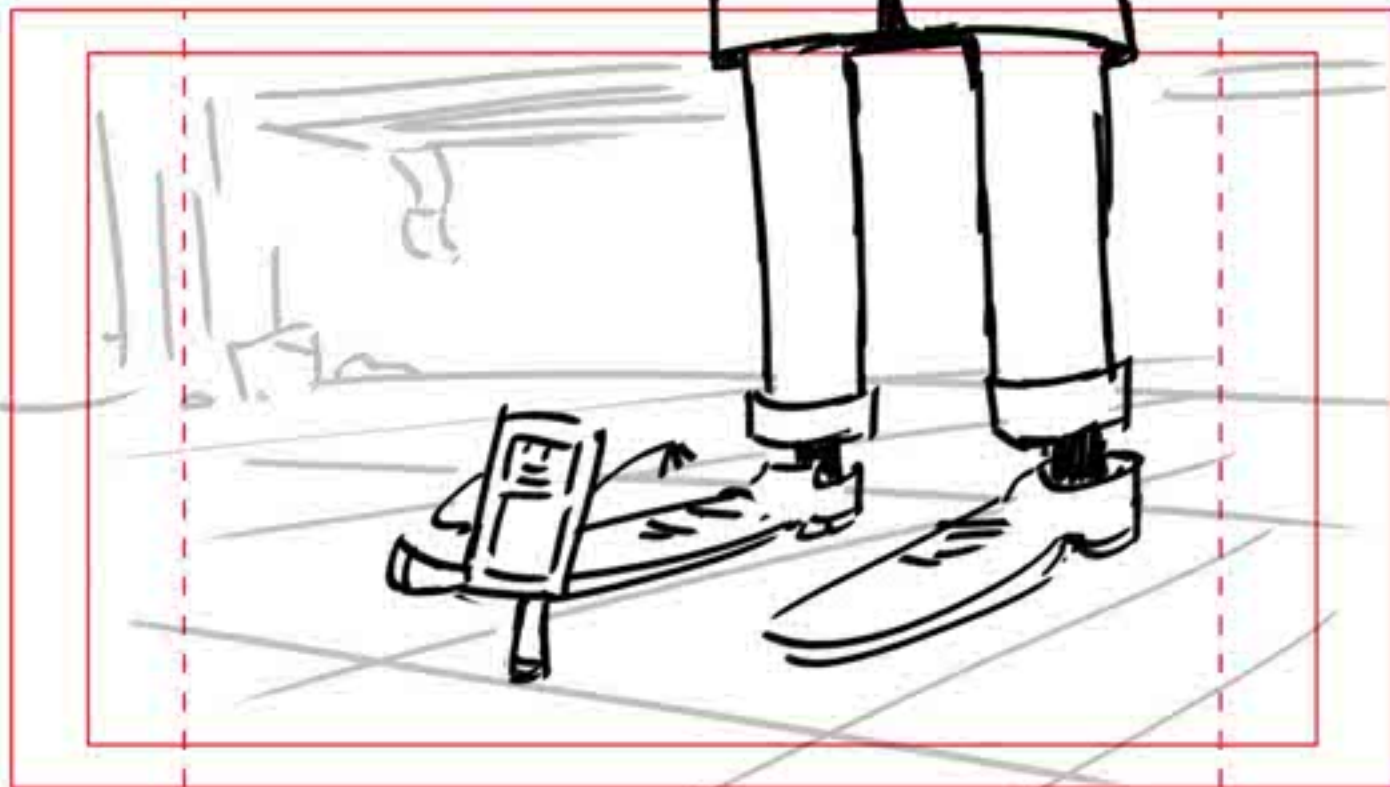
DADDY, MADE ME FULLY FUNCTIONAL!

Sequence

Scene

Panel

Frames



Dialogue/Action

SMARTY:

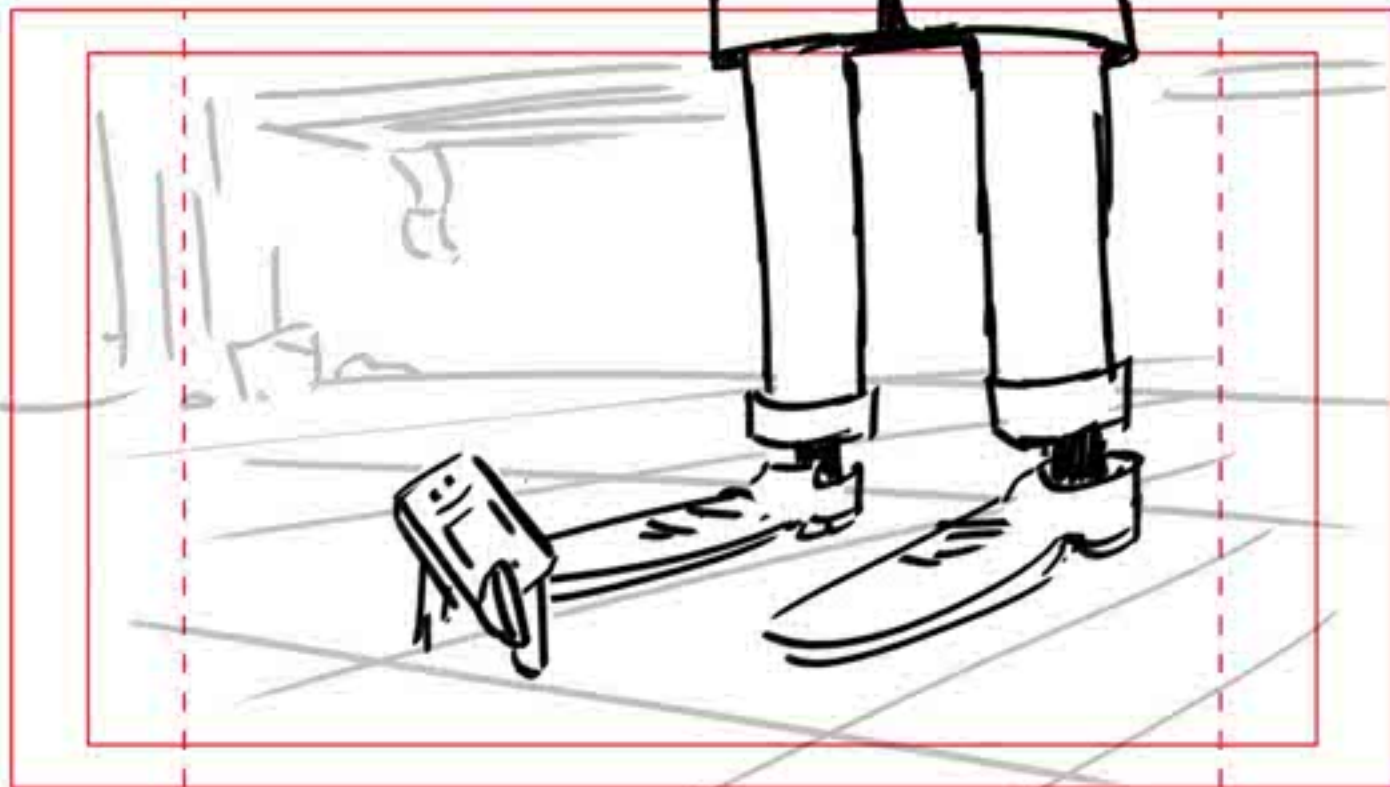
DADDY, MADE ME FULLY FUNCTIONAL!

Sequence

Scene

Panel

Frames



Dialogue/Action

SMARTY:

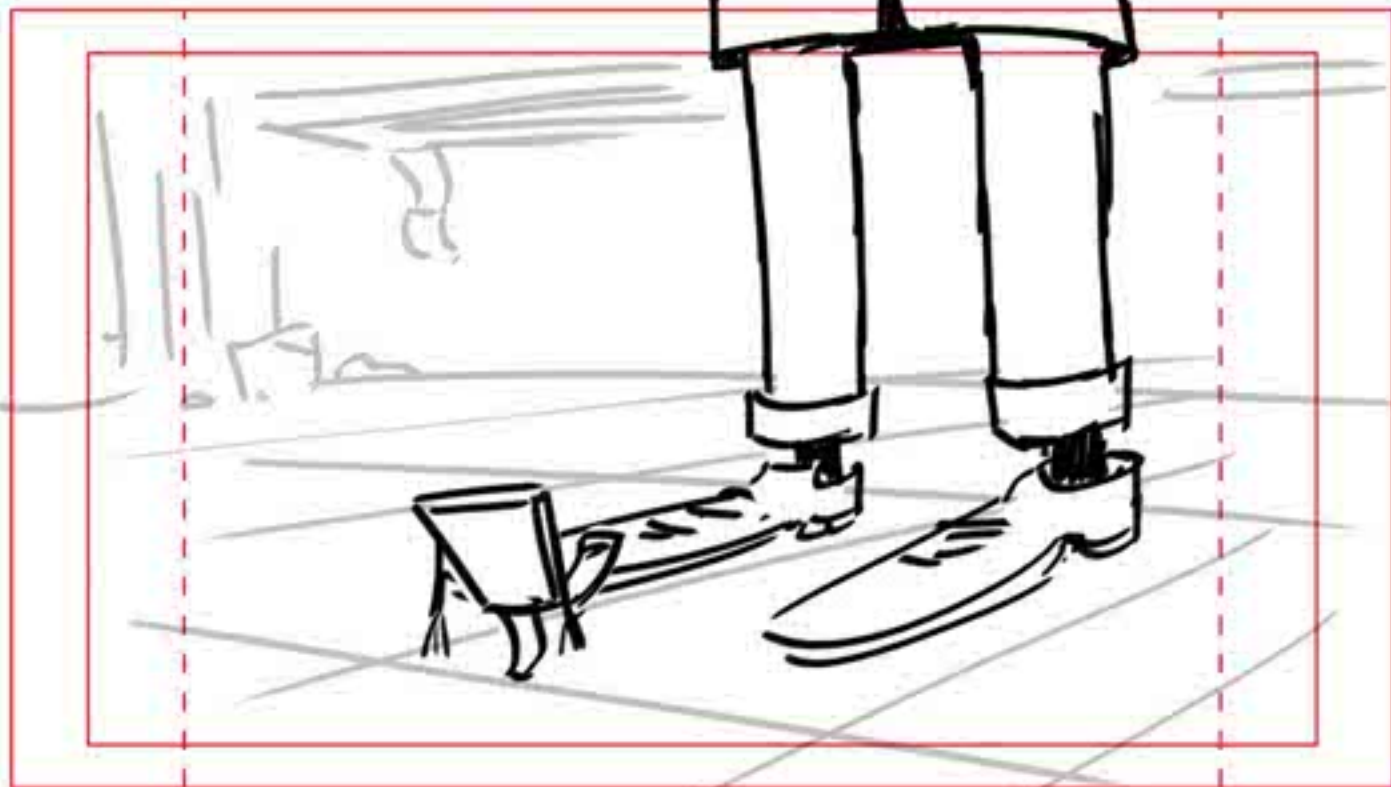
DADDY, MADE ME FULLY FUNCTIONAL!

Sequence

Scene

Panel

Frames



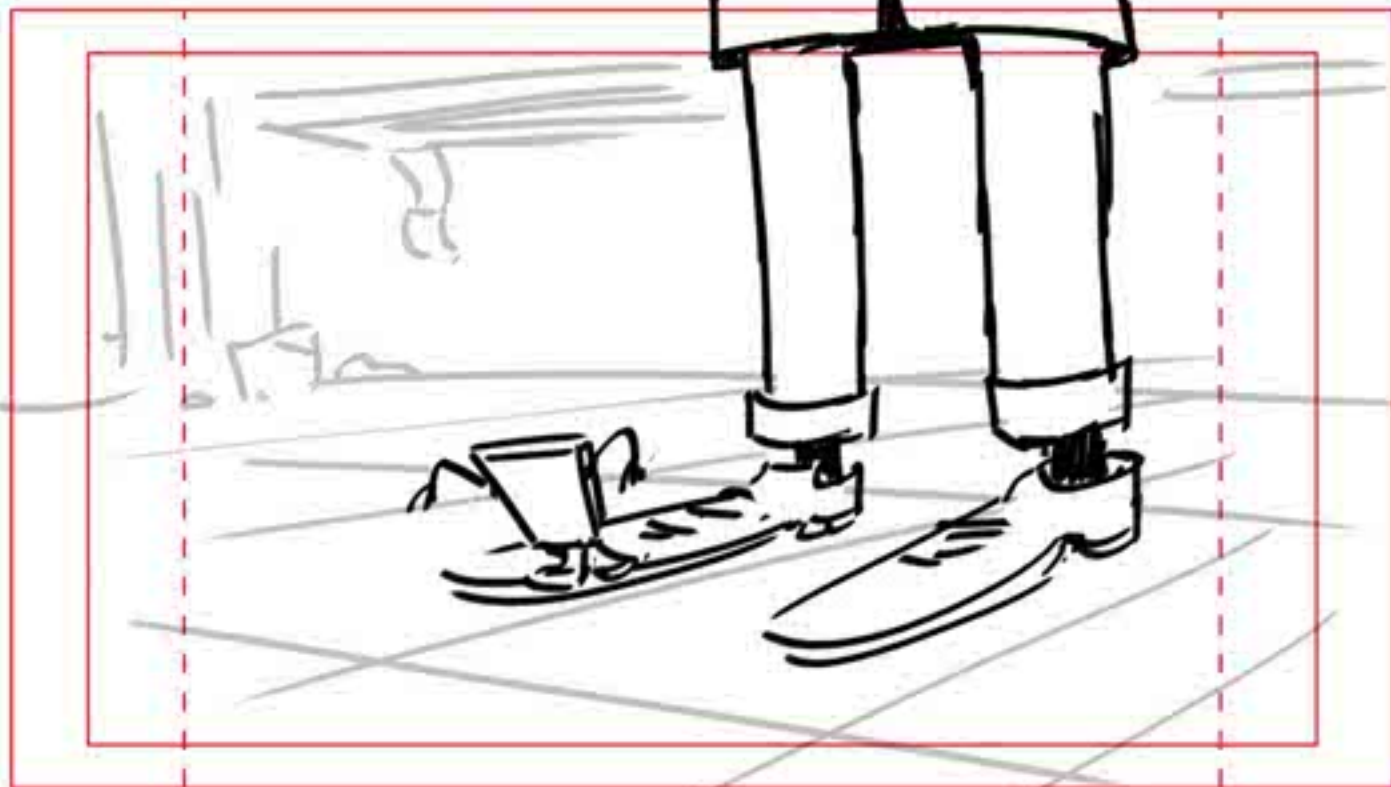
Dialogue/Action

Sequence

Scene

Panel

Frames



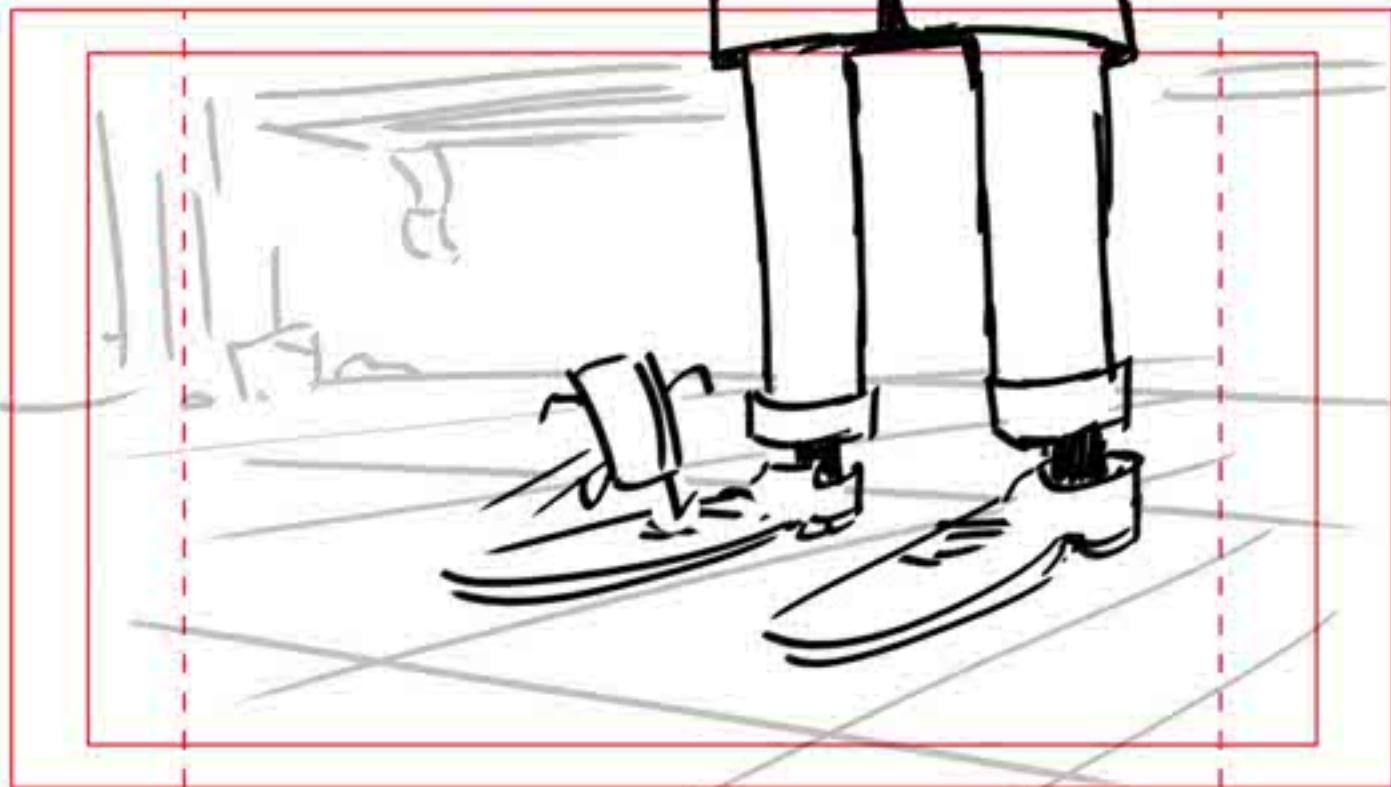
Dialogue/Action

Sequence

Scene

Panel

Frames



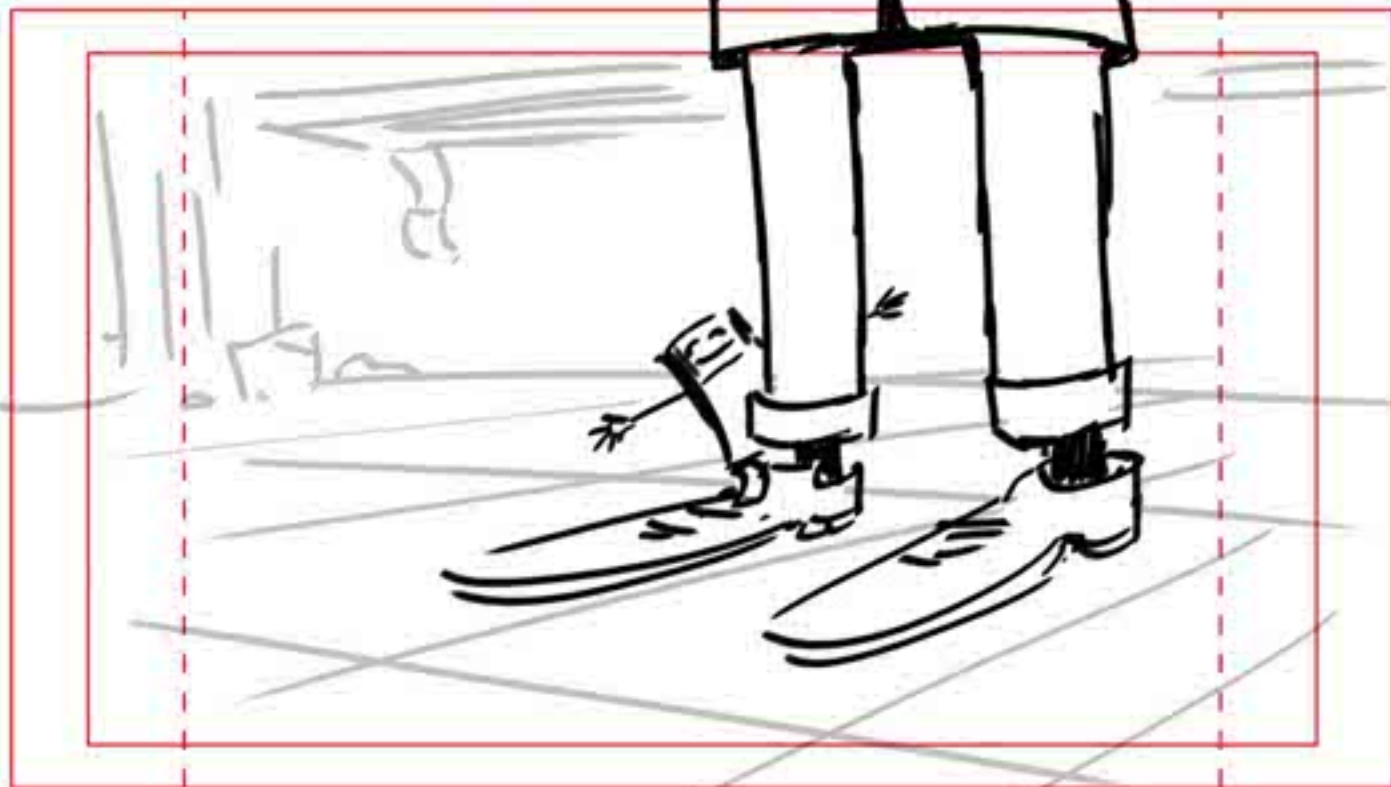
Dialogue/Action

Sequence

Scene

Panel

Frames



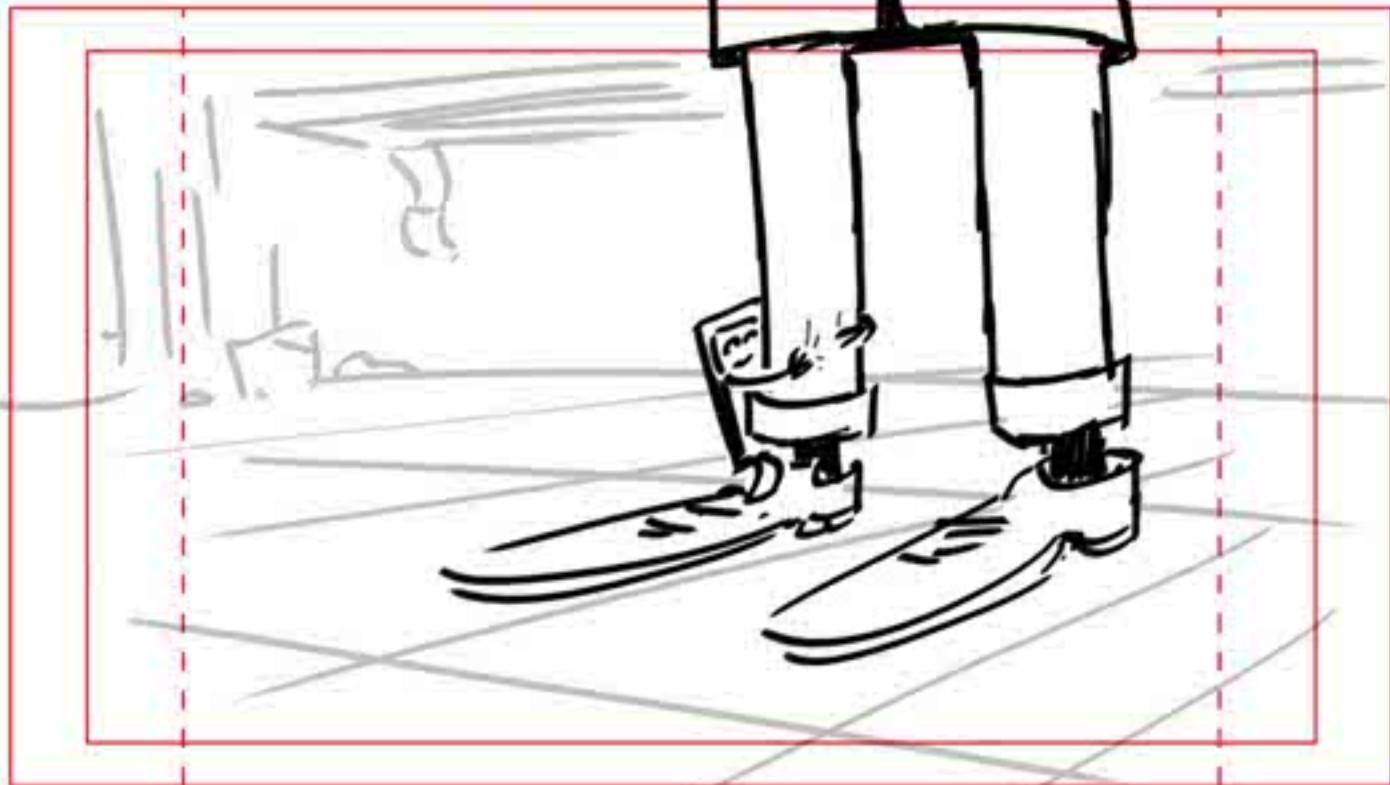
Dialogue/Action

Sequence



Scene


Panel


Frames



Dialogue/Action

Sequence	Scene	Panel		Frames
 A blurred image of a boat on water, framed by a red border with dashed vertical lines. The image is heavily blurred, making details difficult to discern. The boat appears to be in the center of the frame, with a dark hull and a lighter upper section. The water is a light, hazy color. The red border is solid, and the vertical lines are dashed.				
<p data-bbox="0 1183 315 1230">Dialogue/Action</p>  A blurred image of a boat on water, similar to the one above. The image is heavily blurred, making details difficult to discern. The boat appears to be in the center of the frame, with a dark hull and a lighter upper section. The water is a light, hazy color.				

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

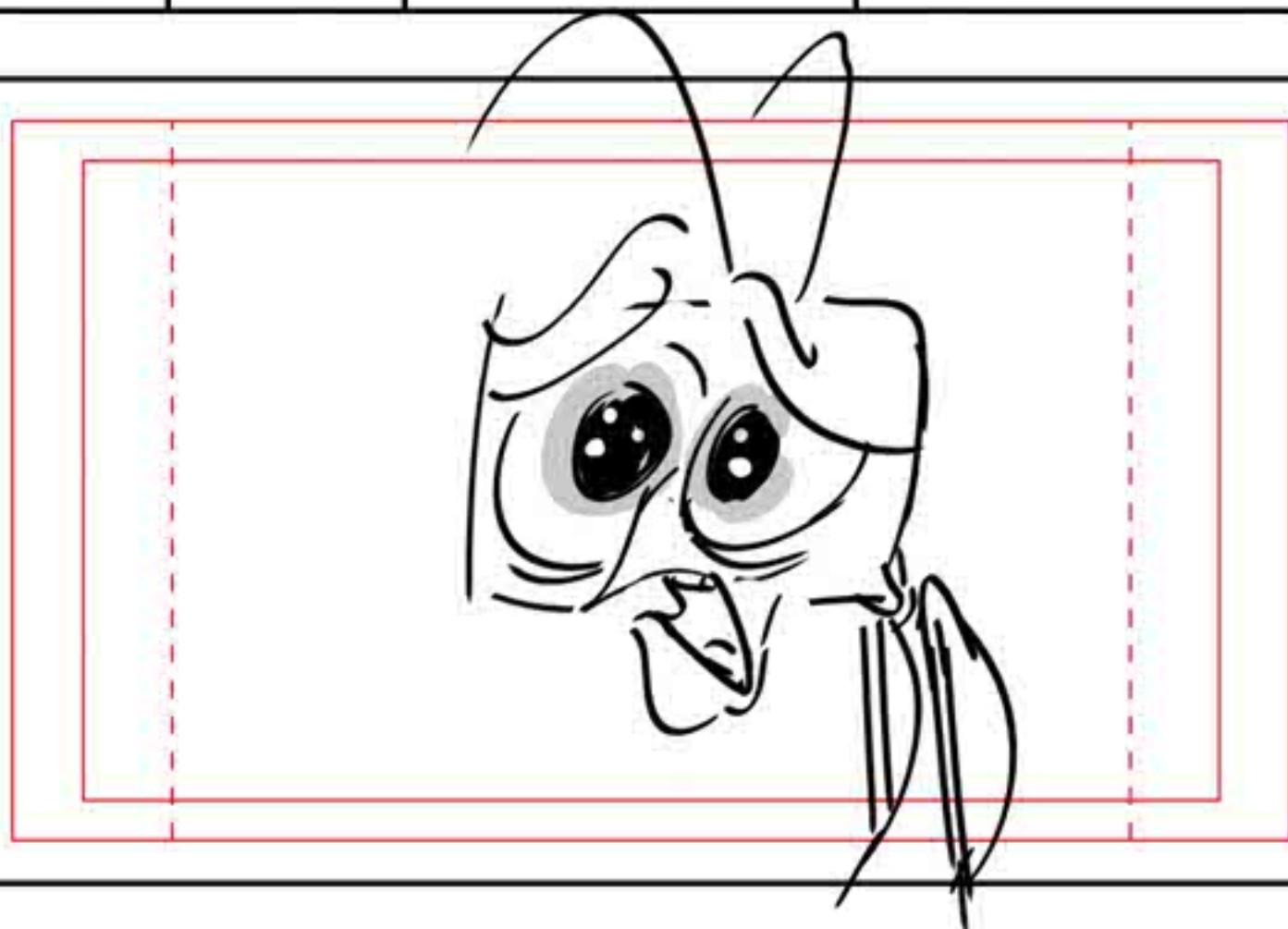
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene


Panel

Frames



Dialogue/Action

DR. COCKROACH:
"DADDY...?"

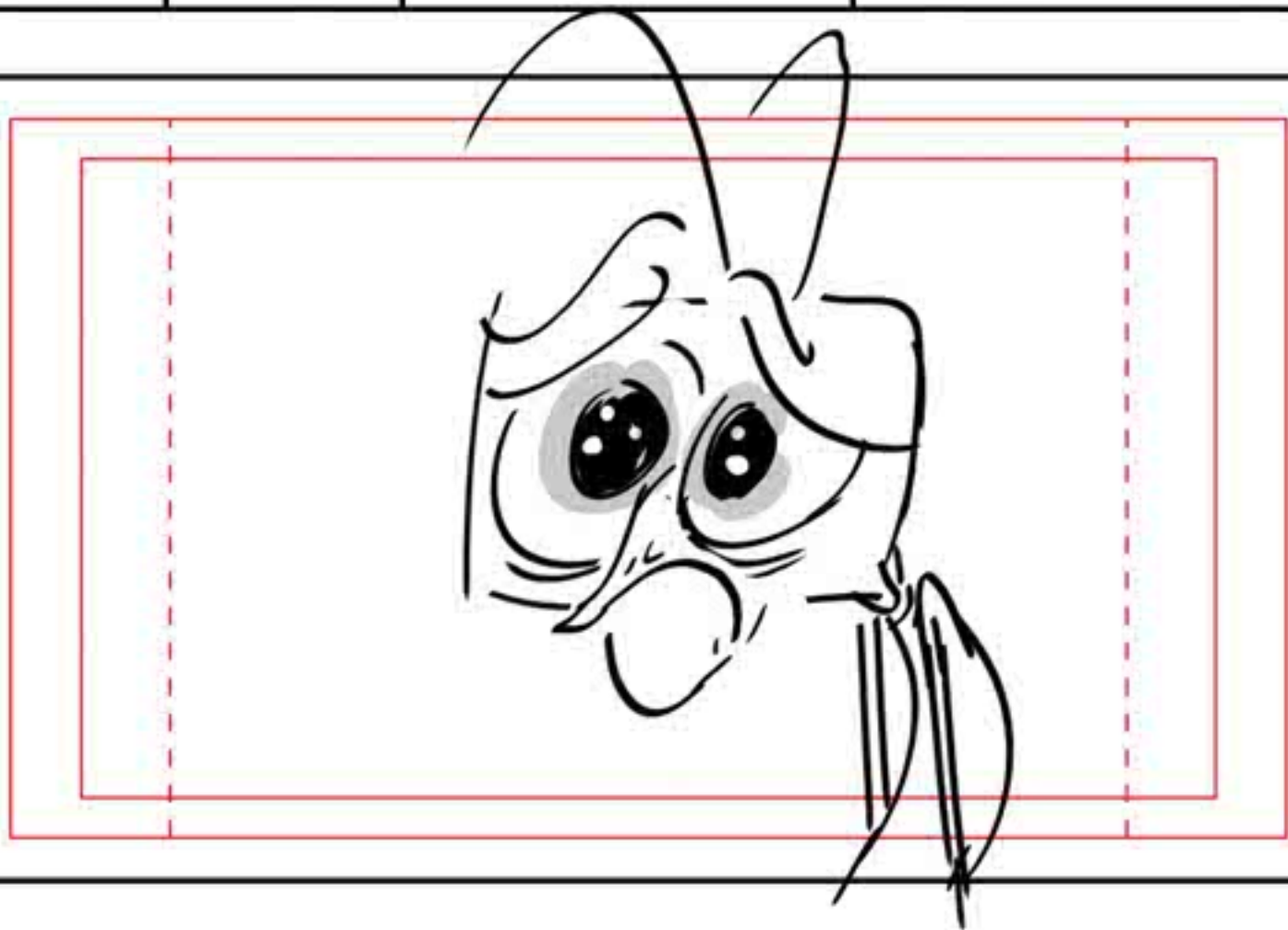
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



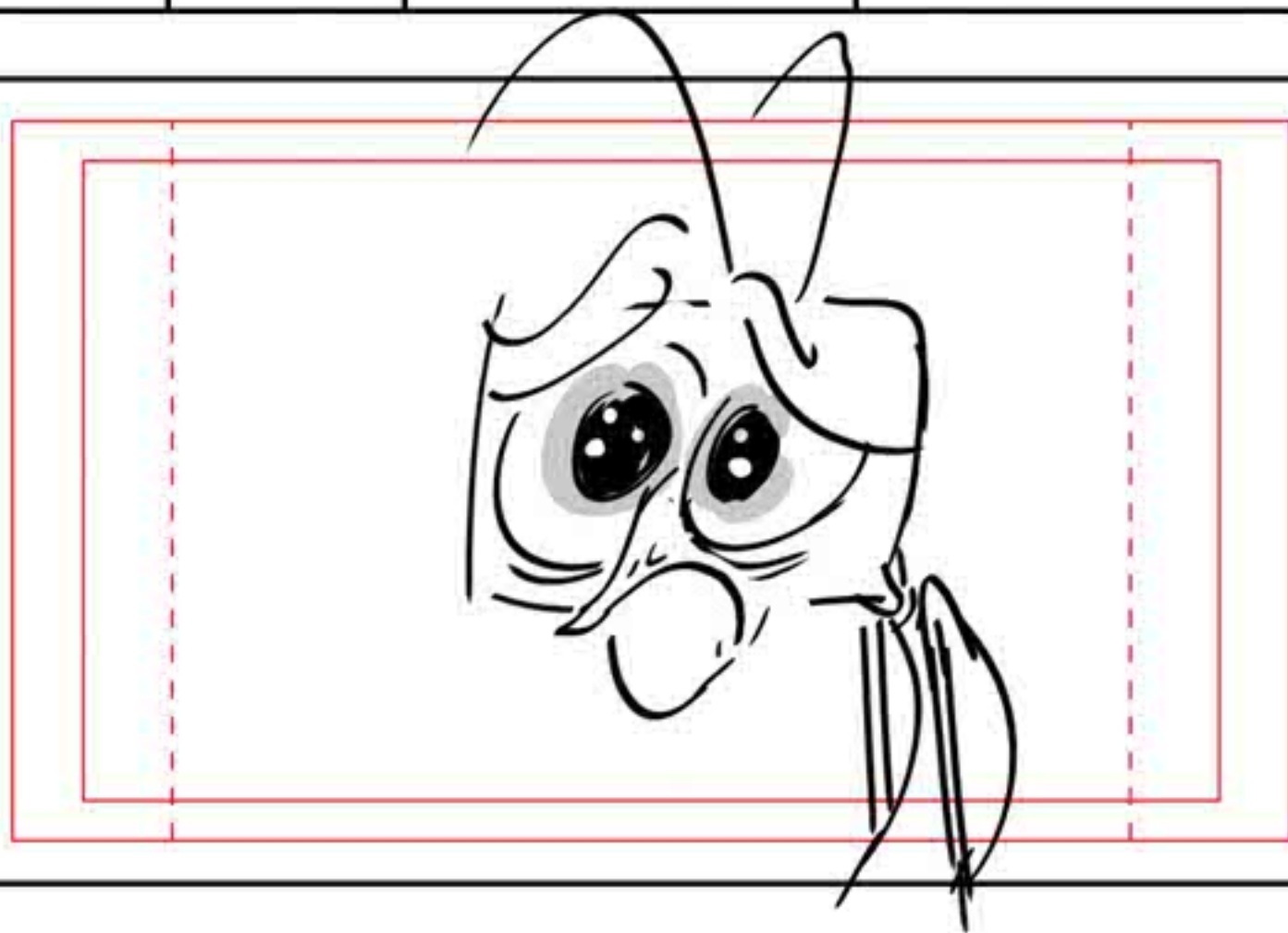
Dialogue/Action

Sequence

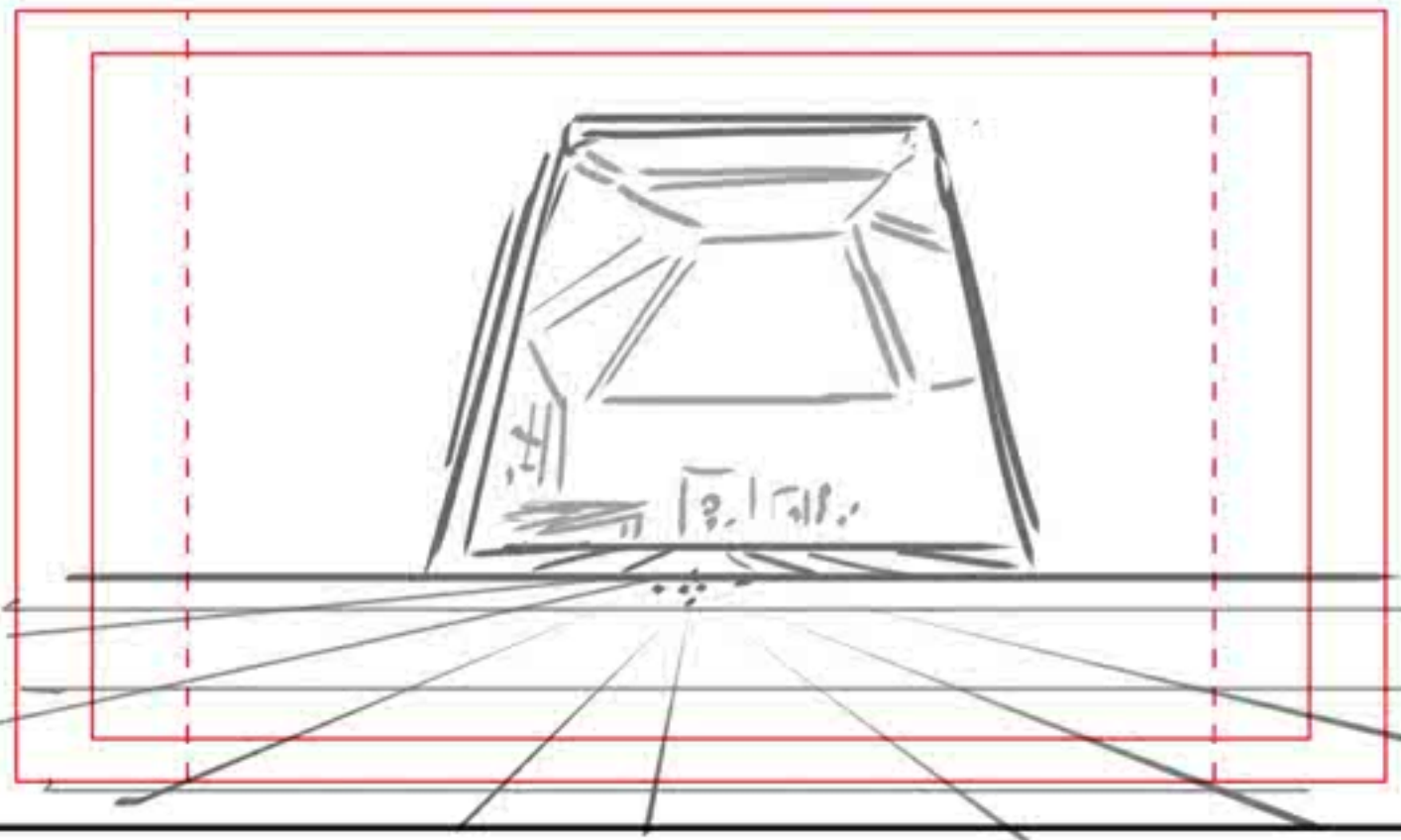
Scene

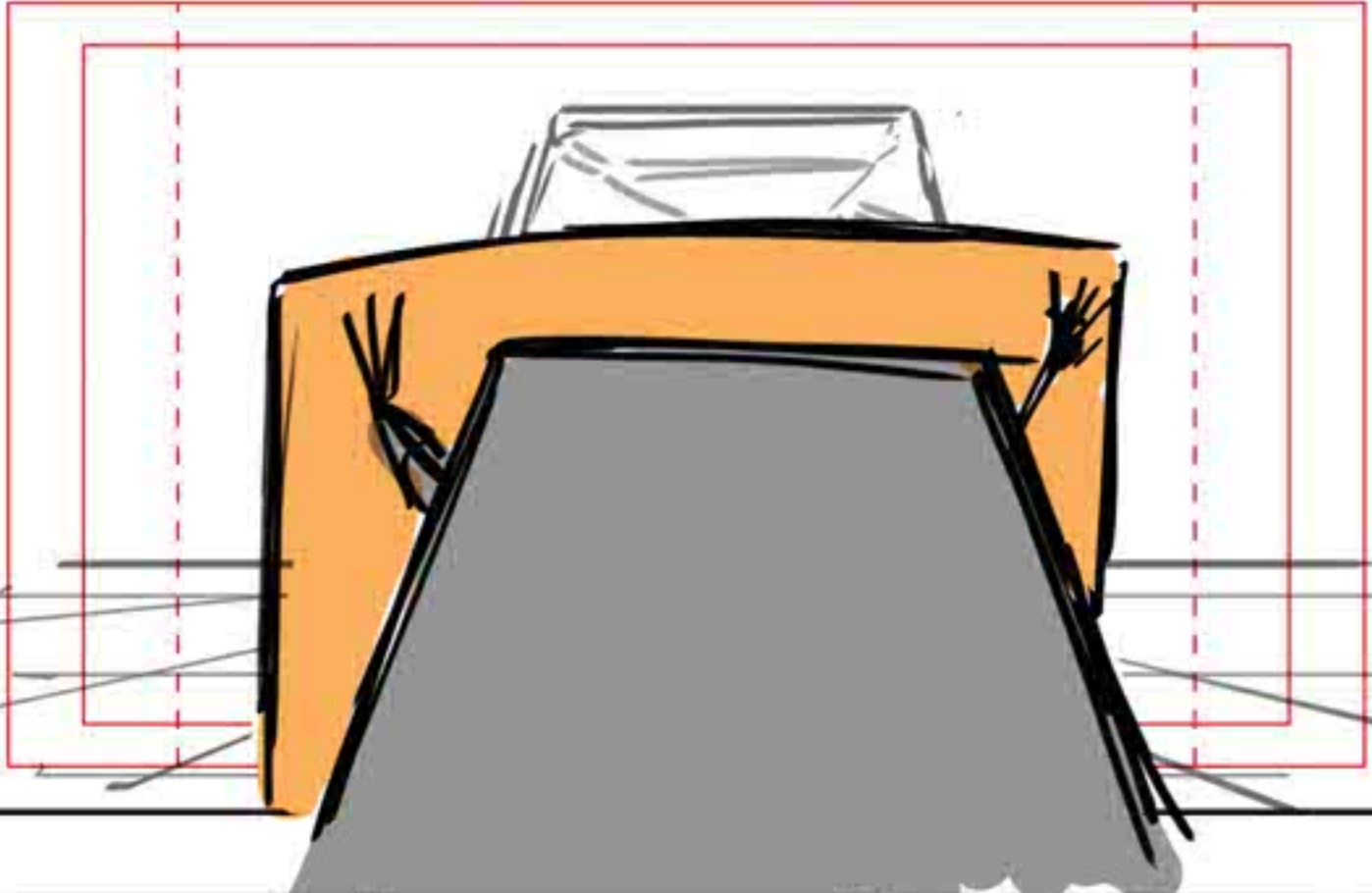
Panel

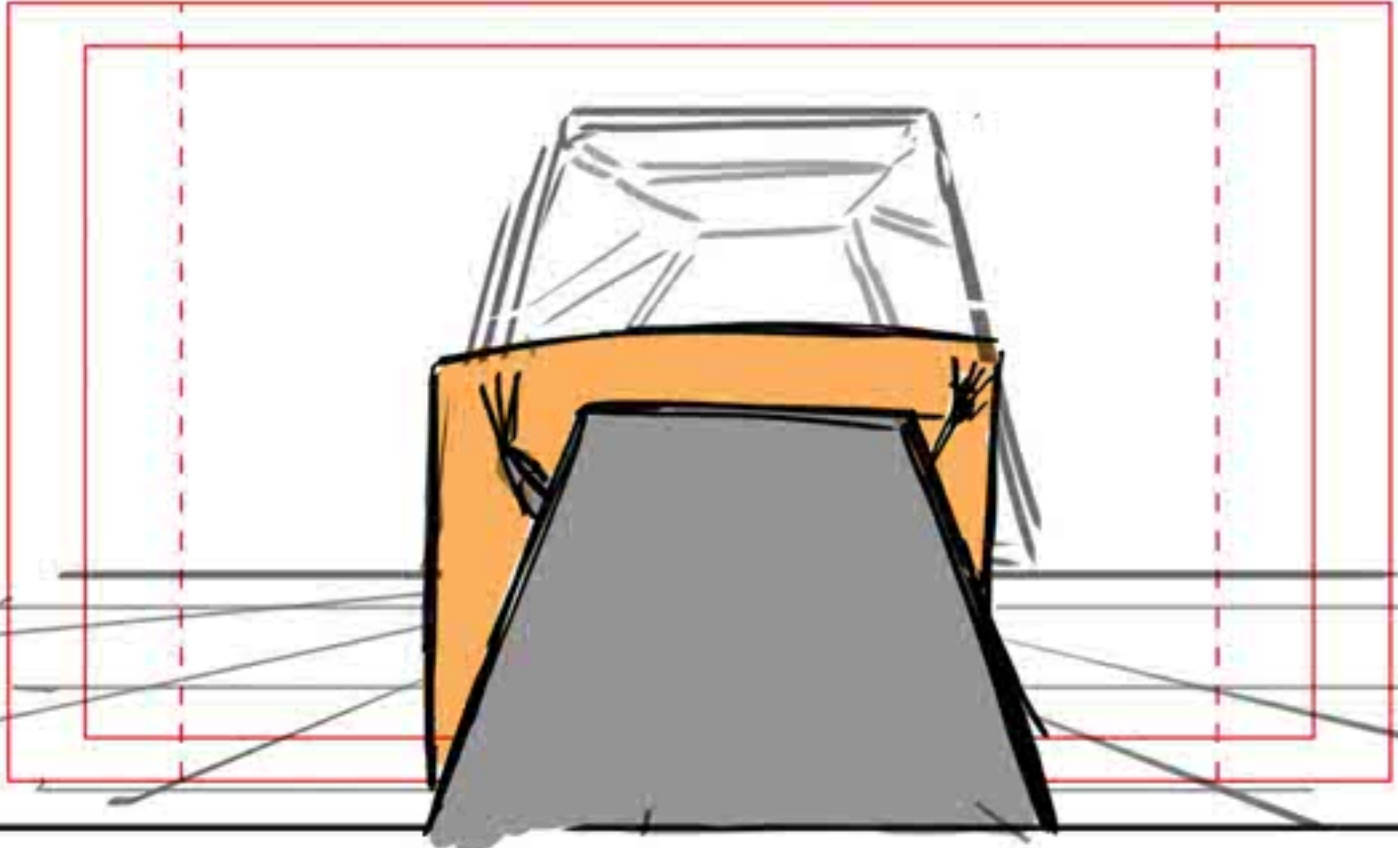
Frames

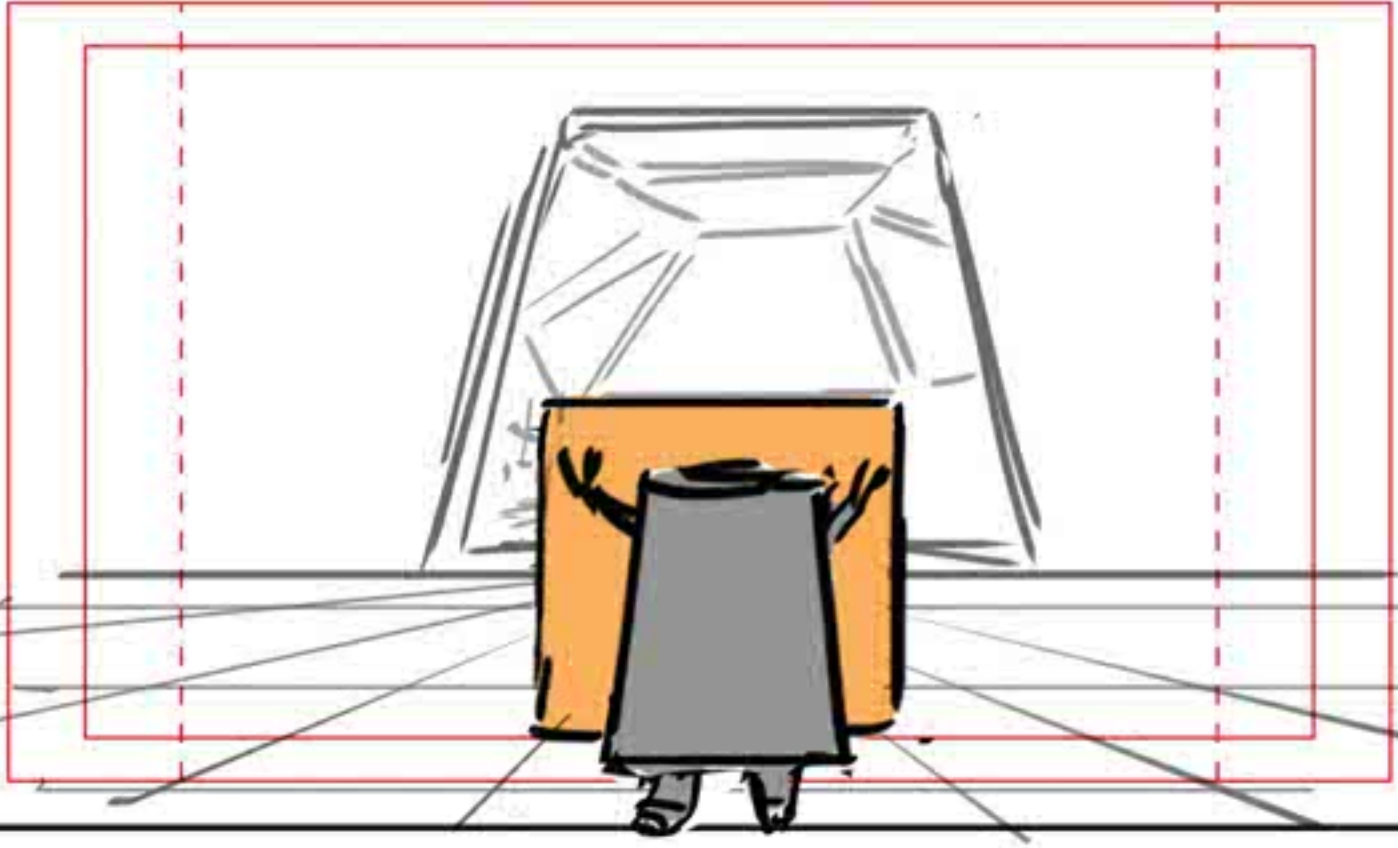


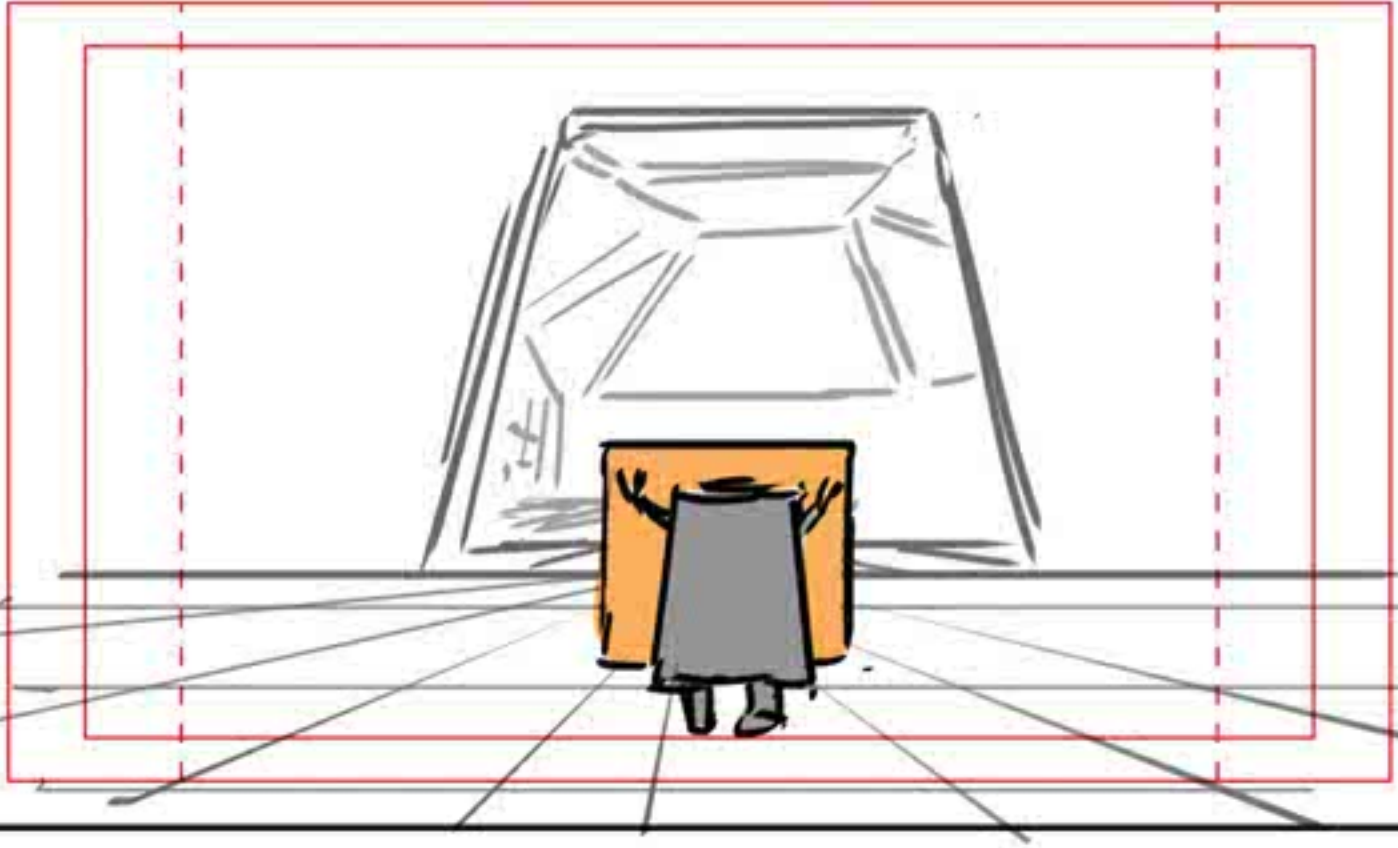
Dialogue/Action

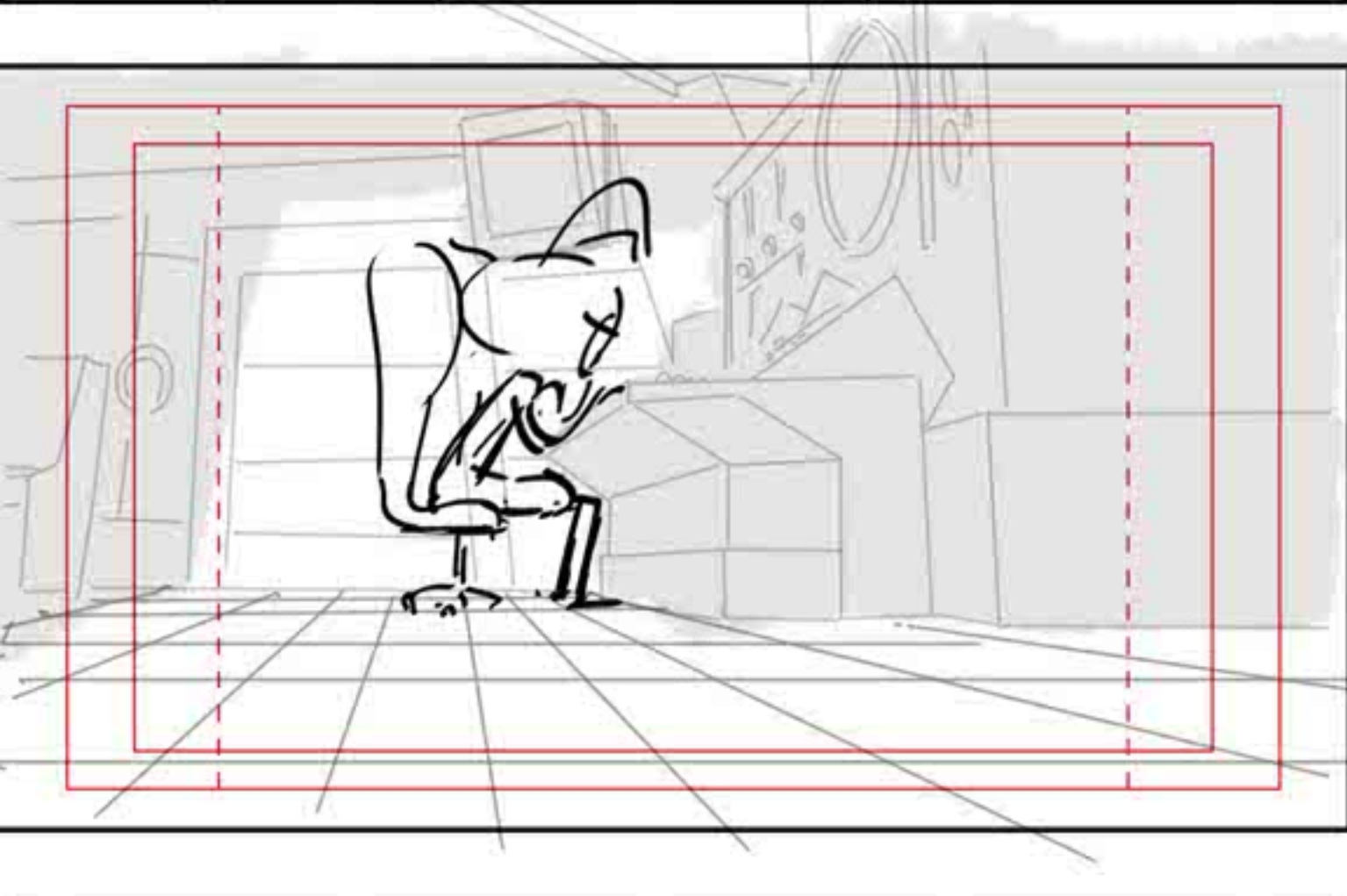
Sequence	Scene	Panel	Frames
			
Dialogue/Action			


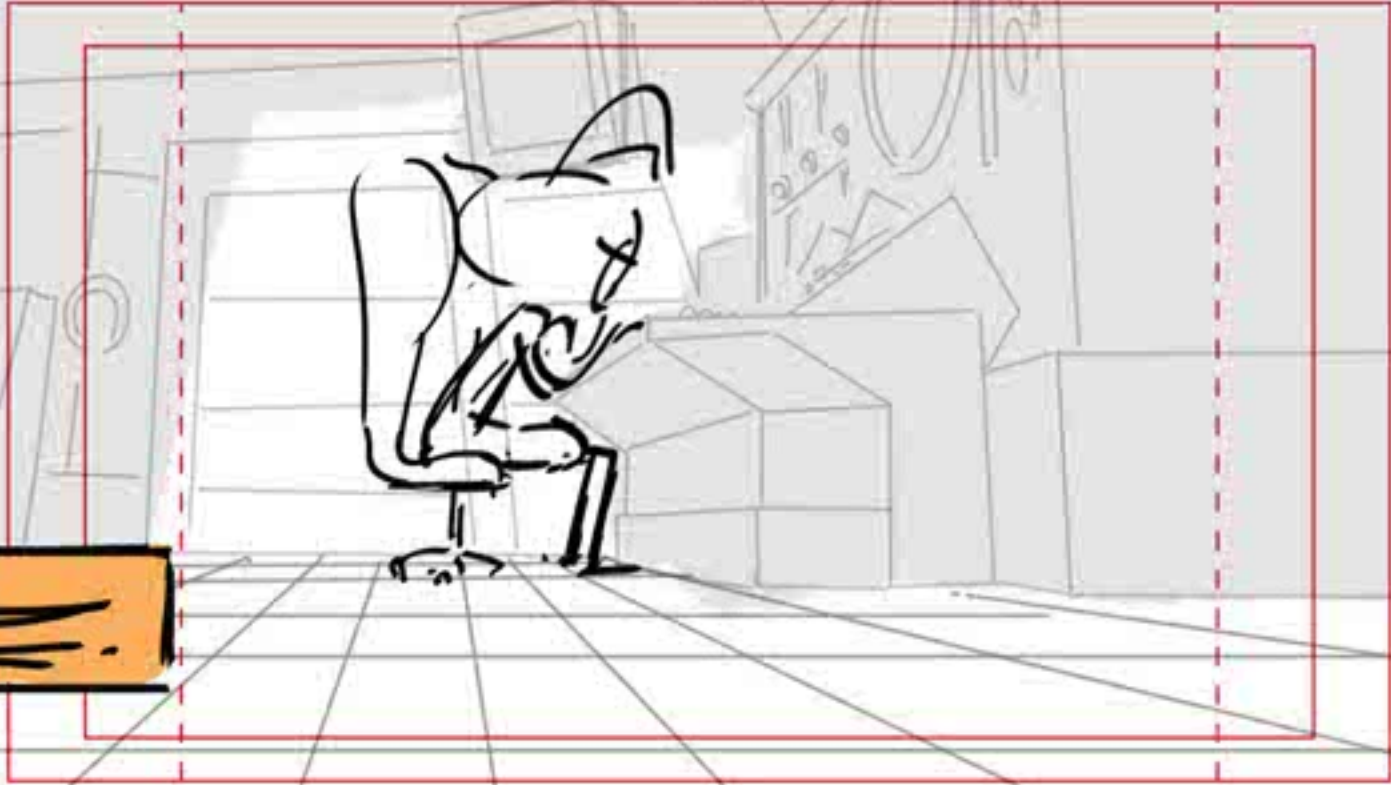
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

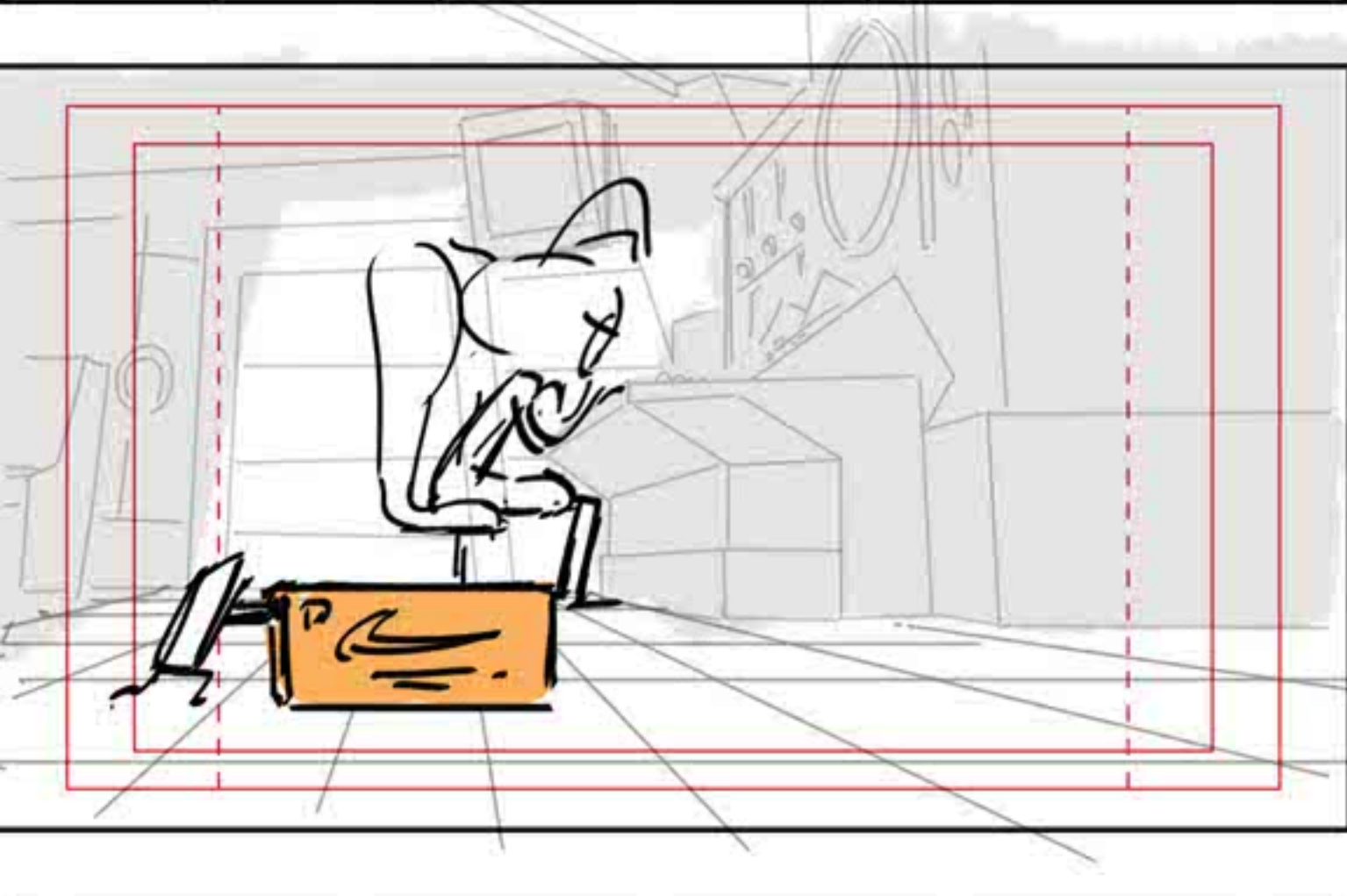
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

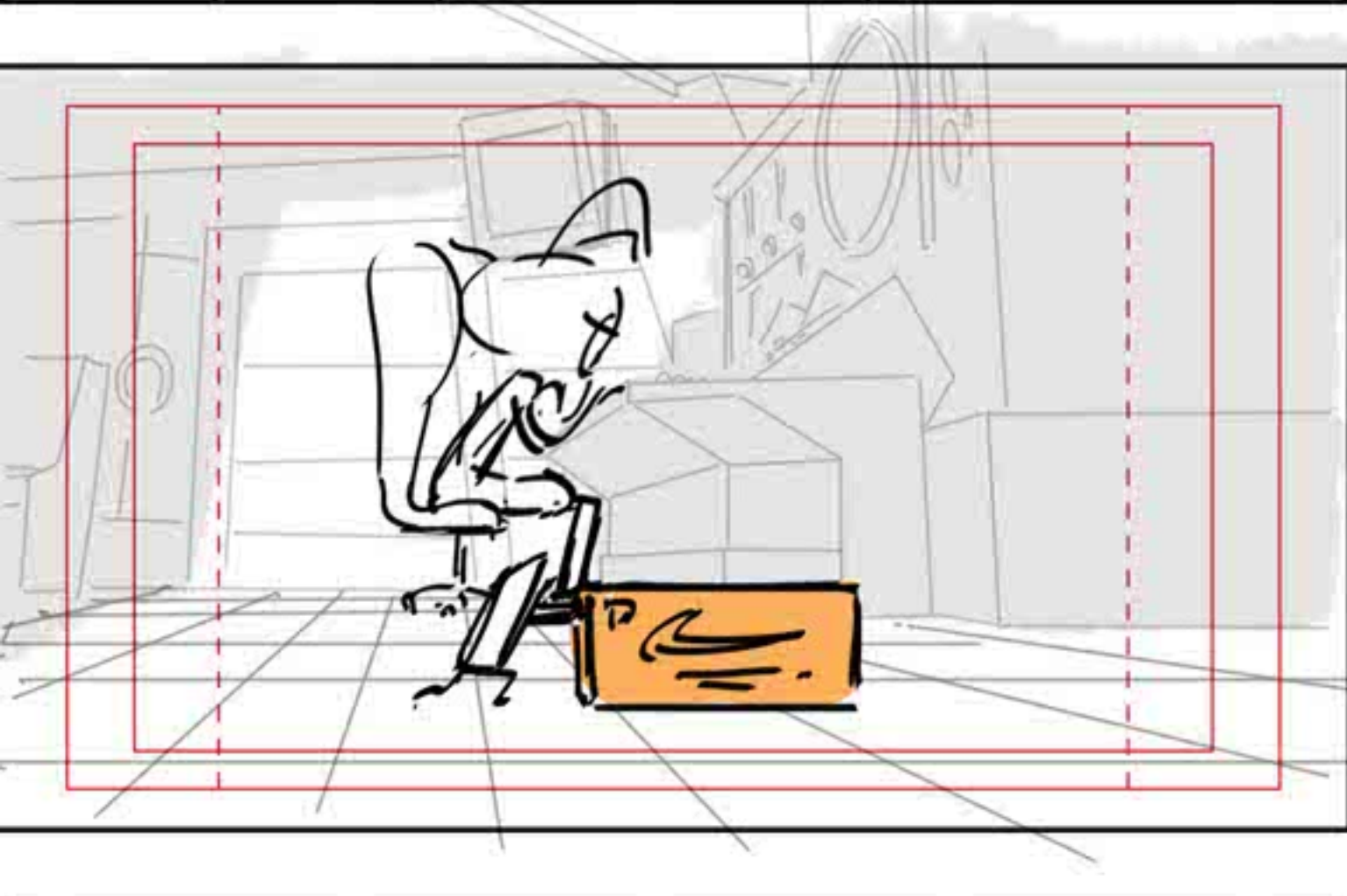
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character sitting in a chair in a room. The character is shown in profile, leaning forward with their hand to their face in a thoughtful or listening pose. The room contains a desk with a computer monitor, a chair, and various pieces of furniture. The floor is drawn with perspective lines. The entire scene is enclosed within a red rectangular border, with two vertical dashed red lines indicating the left and right margins of the frame.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character sitting on a large orange box in a room. The character is shown in profile, leaning forward with their hand to their face in a thoughtful or distressed pose. The room is sketched with simple lines, showing a desk, a chair, and some equipment in the background. The entire scene is framed by a red border, with two vertical dashed red lines indicating the start and end of the panel's duration. The floor is marked with perspective lines.			
Dialogue/Action			

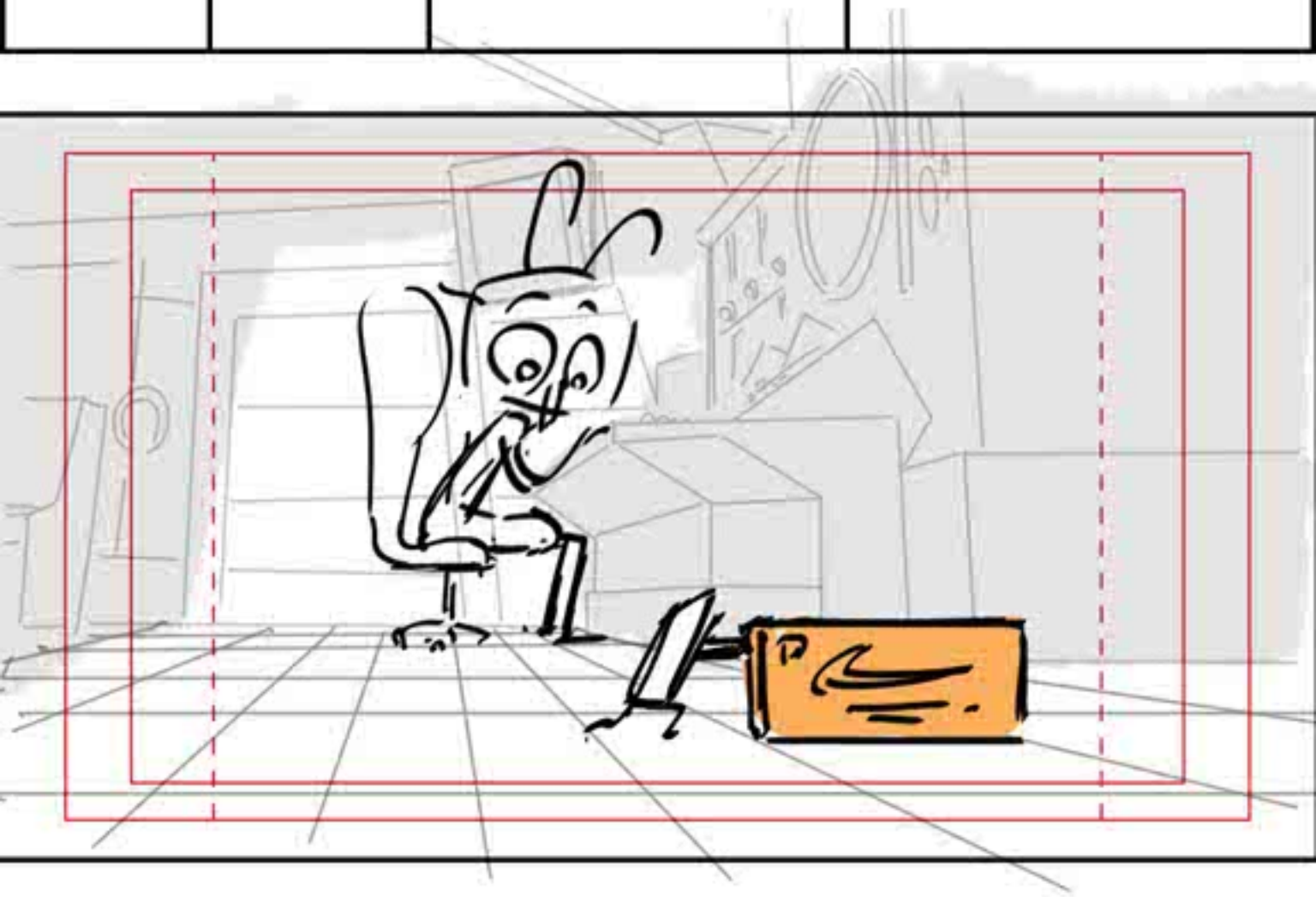
Sequence	Scene	Panel	Frames
 A storyboard panel showing a character sitting on a large orange box in a room. The character is drawn in a simple, sketchy style with black outlines. The room is sketched in light gray, showing a doorway, a window, and some furniture. The floor has perspective lines. A red rectangular frame is drawn around the character and the box, with two vertical dashed red lines on either side, indicating the frame boundaries. The character is looking down at the box.			
Dialogue/Action			

Sequence

Scene

Panel

Frames



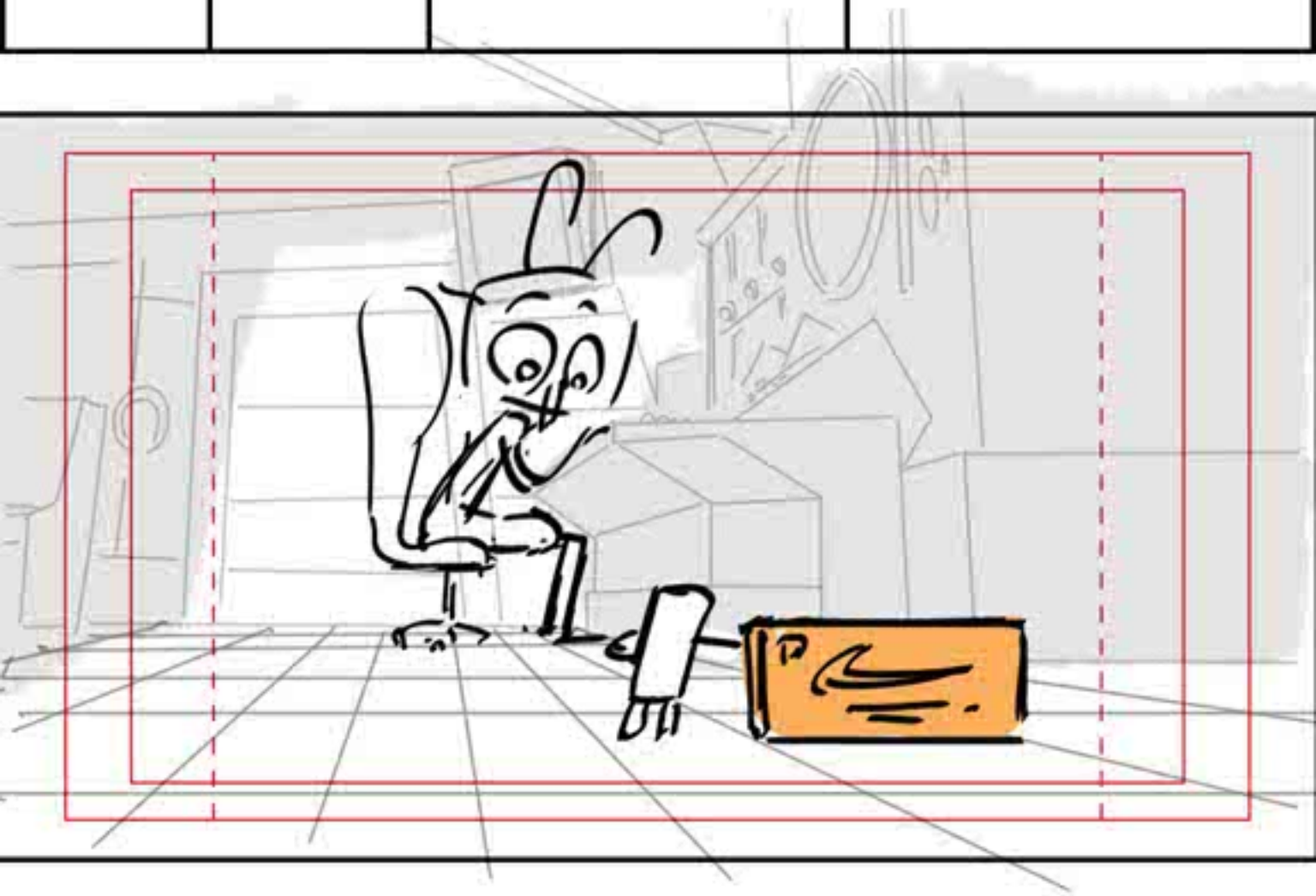
Dialogue/Action

Sequence

Scene

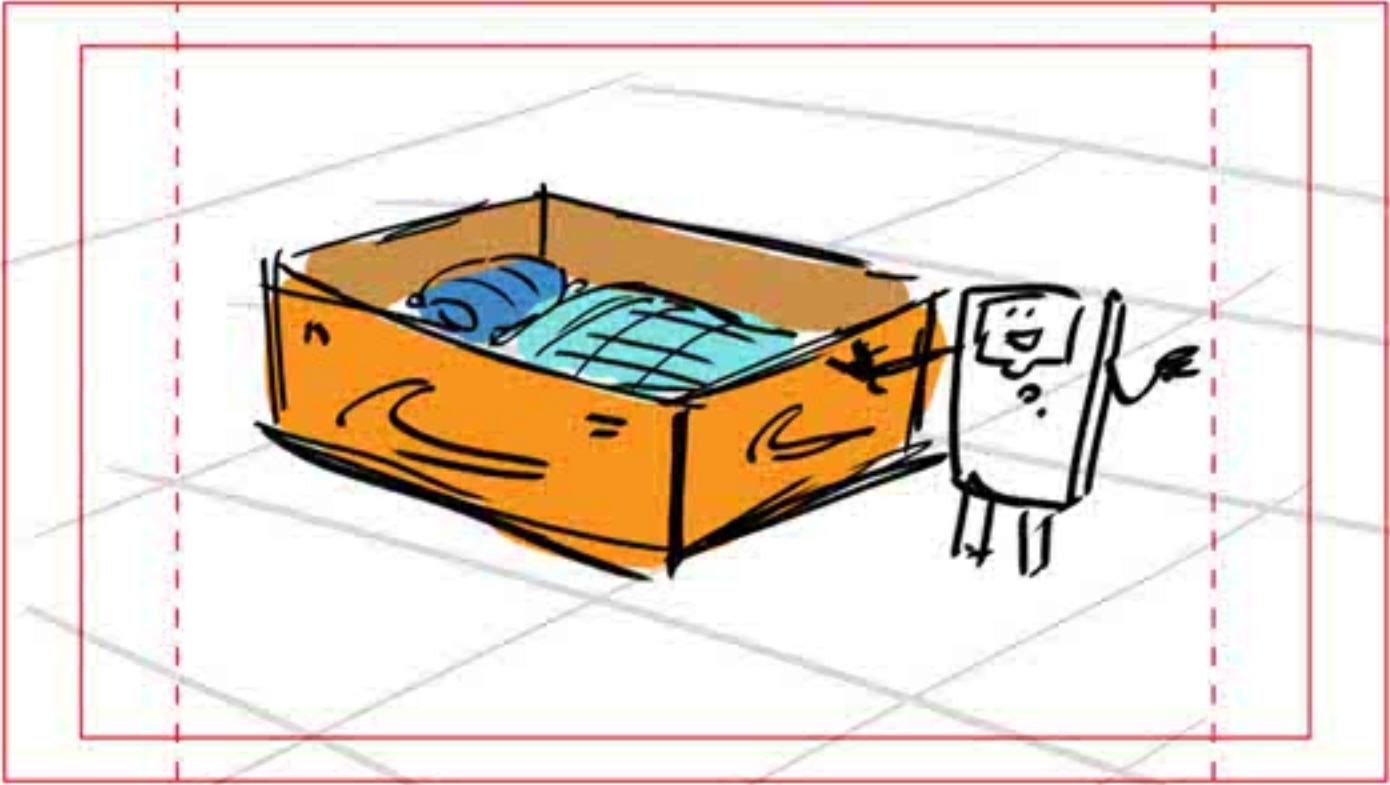
Panel

Frames



Dialogue/Action

SMARTY:
I'LL JUST PUT MY BED NEXT TO YOURS!

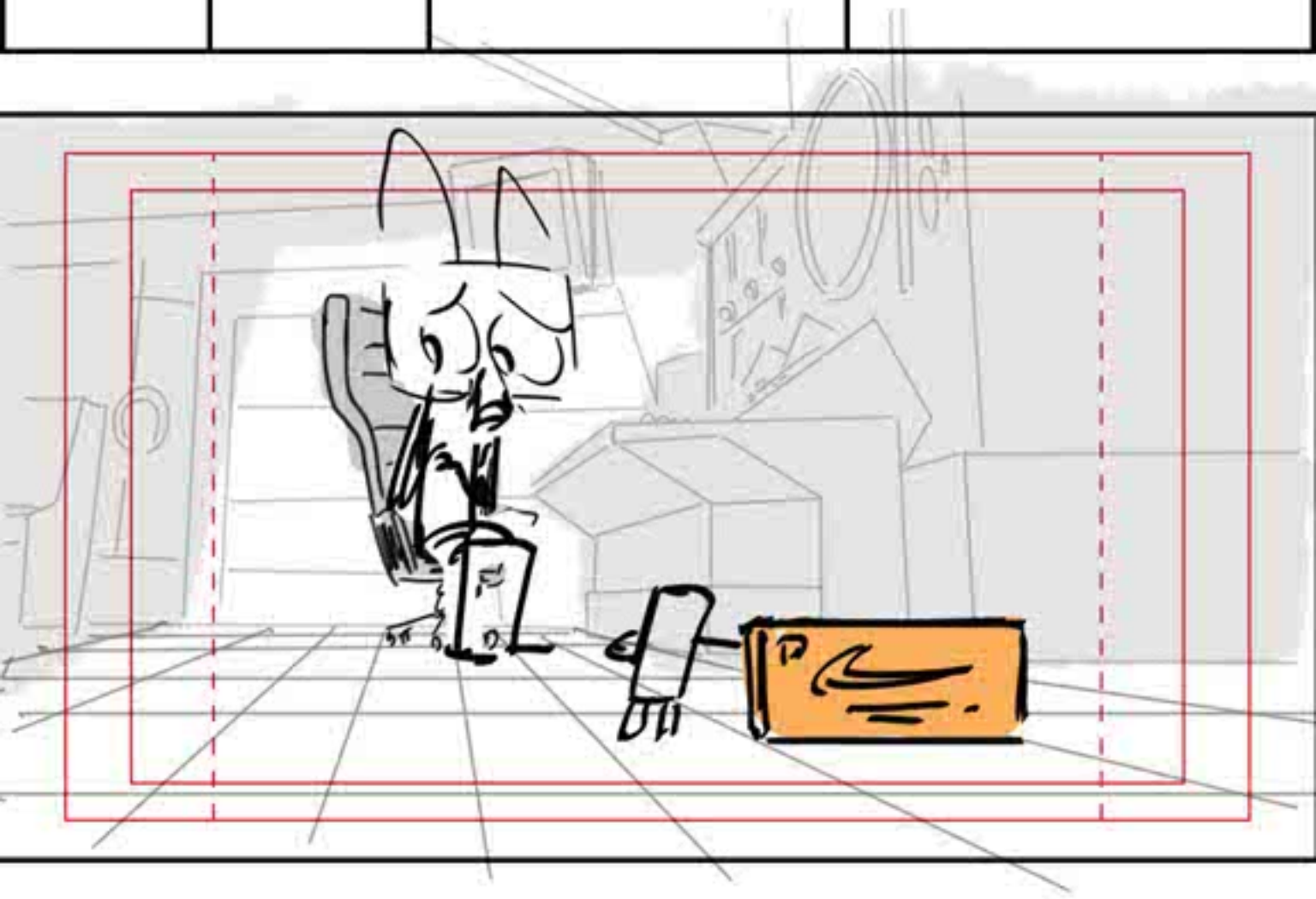
Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1183 308 1230">Dialogue/Action</p> <p data-bbox="585 1207 739 1262">SMarty:</p> <p data-bbox="169 1277 1155 1332">THAT way YOU can READ ME BEDtime STORIES EVERY NIGHT!</p> <p data-bbox="569 1348 770 1403">OKay, DaD?</p>			

Sequence

Scene

Panel

Frames



Dialogue/Action

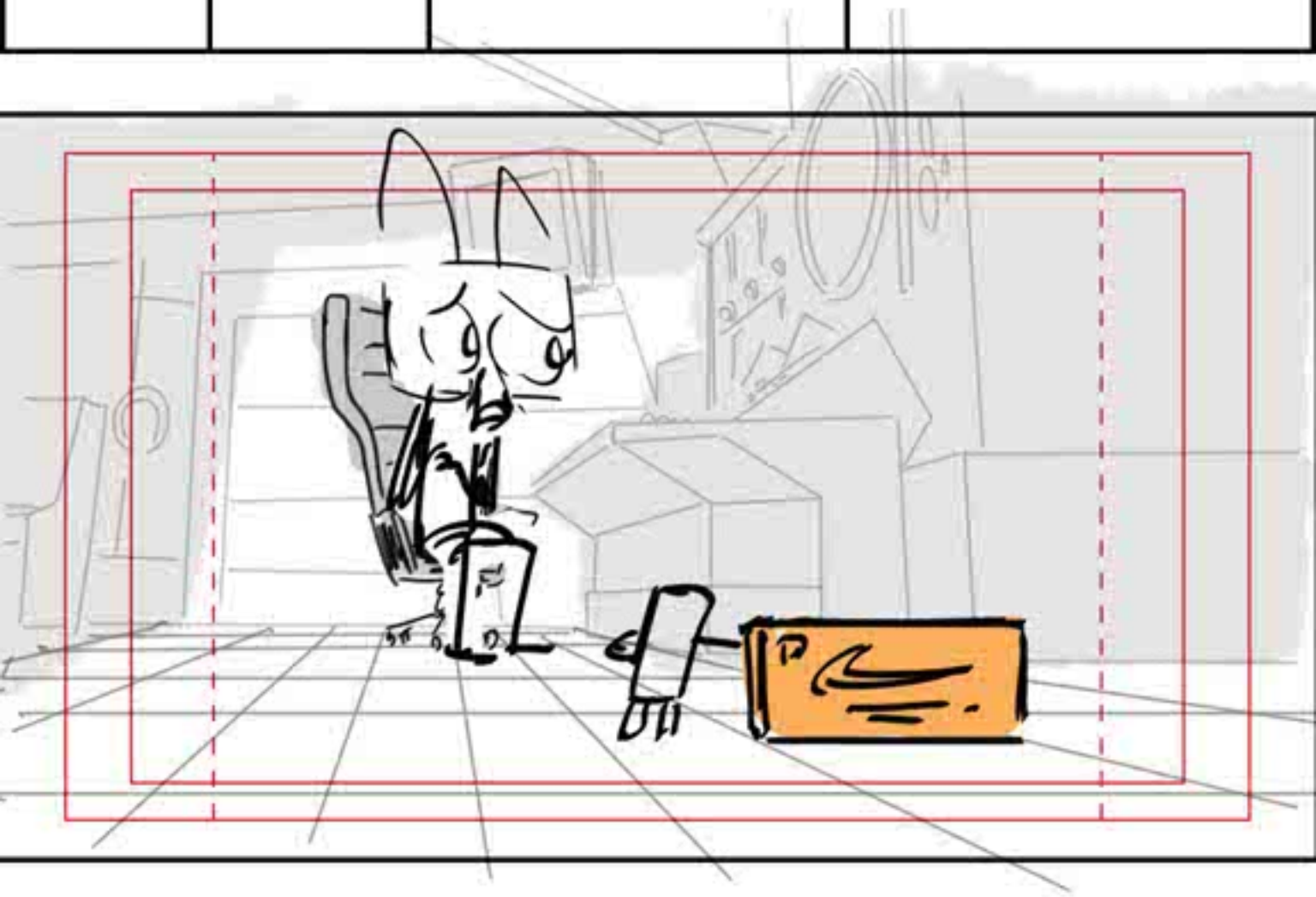
DR. COCKROACH:
FINE,

Sequence

Scene

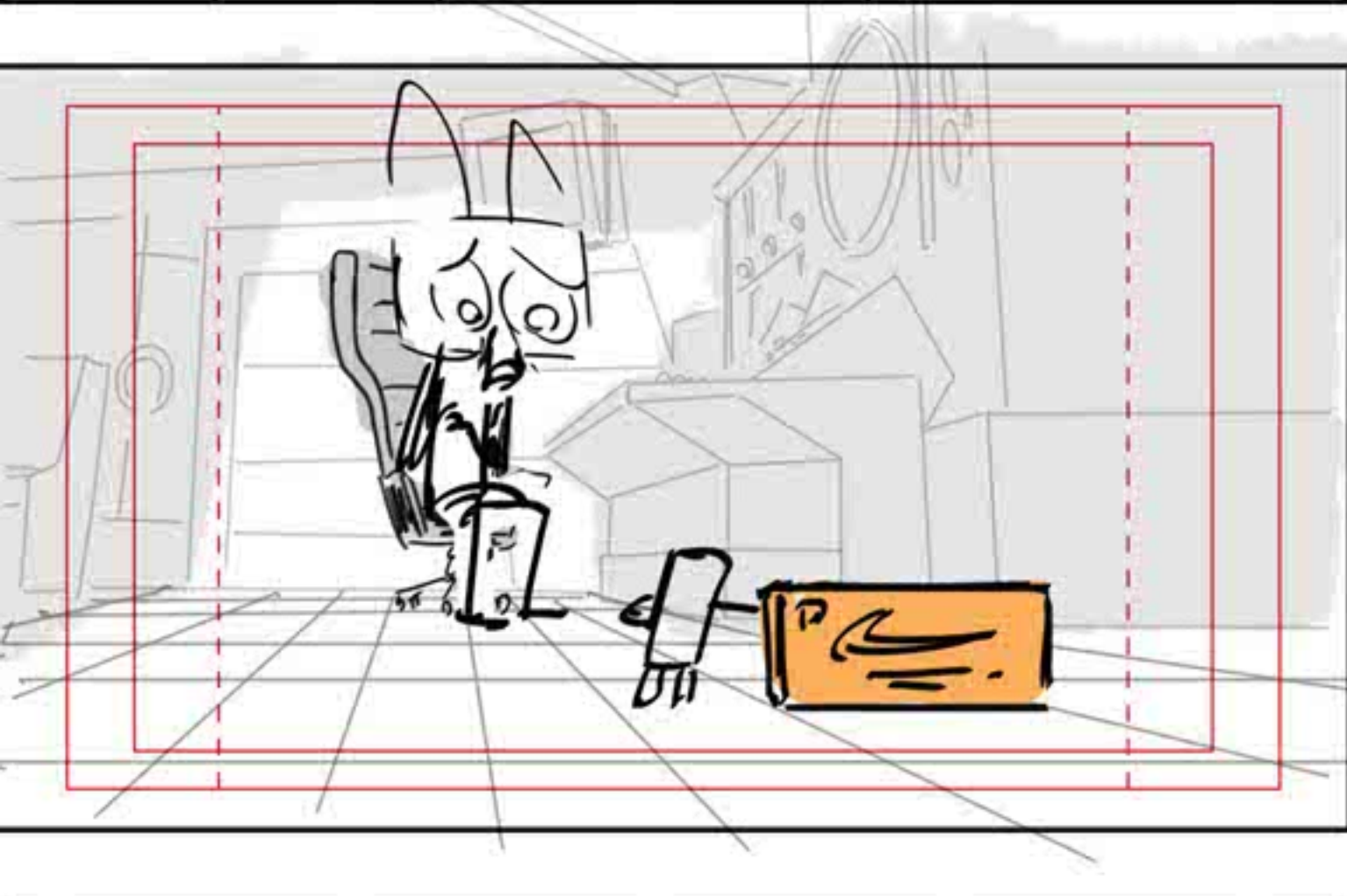
Panel

Frames



Dialogue/Action

**DR. COCKROACH:
SMARTY.**

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 1540 1223">Dialogue/Action</p> <p data-bbox="577 1254 854 1317">DR. COCKROACH:</p> <p data-bbox="669 1395 762 1458">Fine.</p>			

Sequence

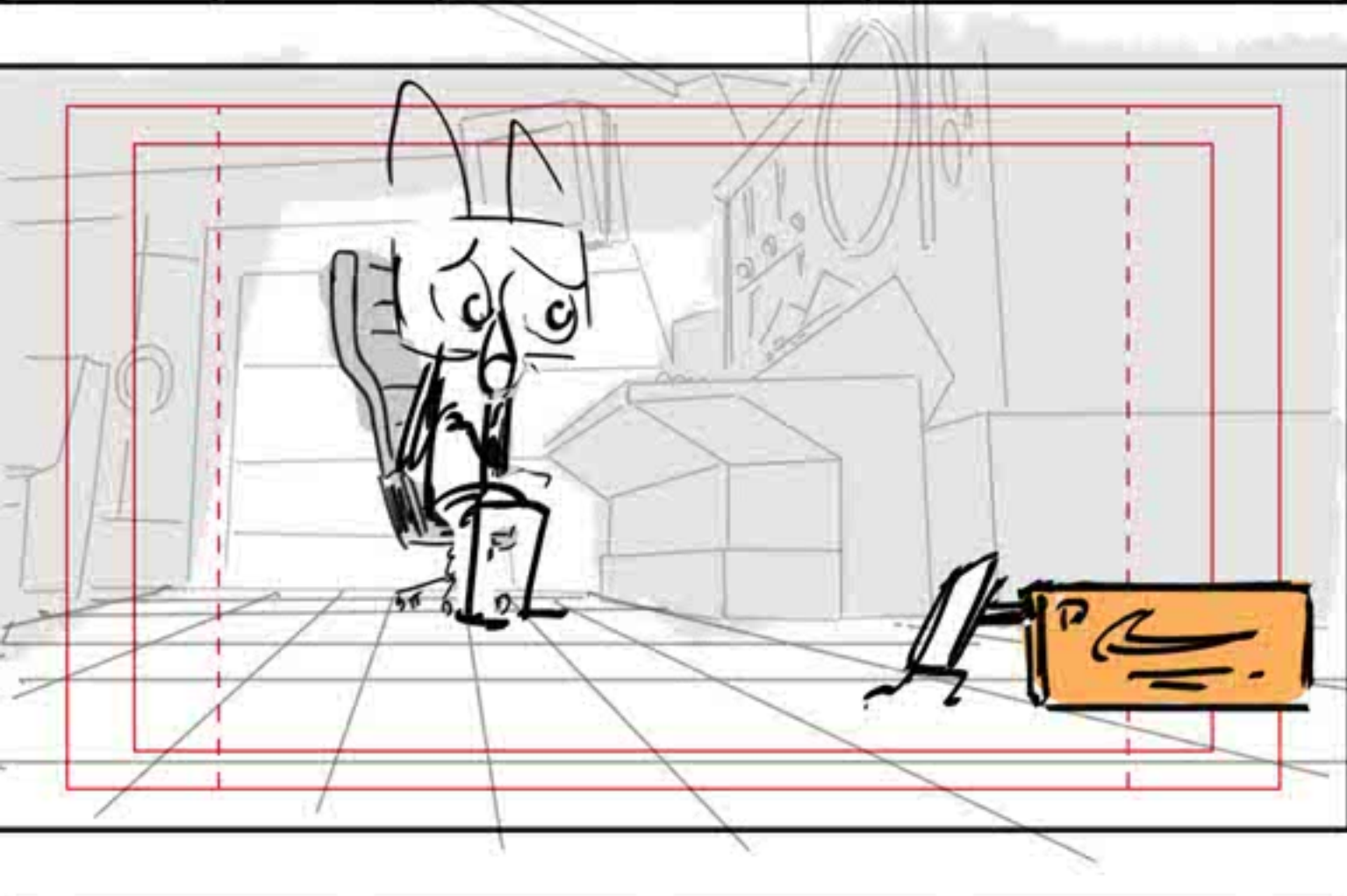
Scene

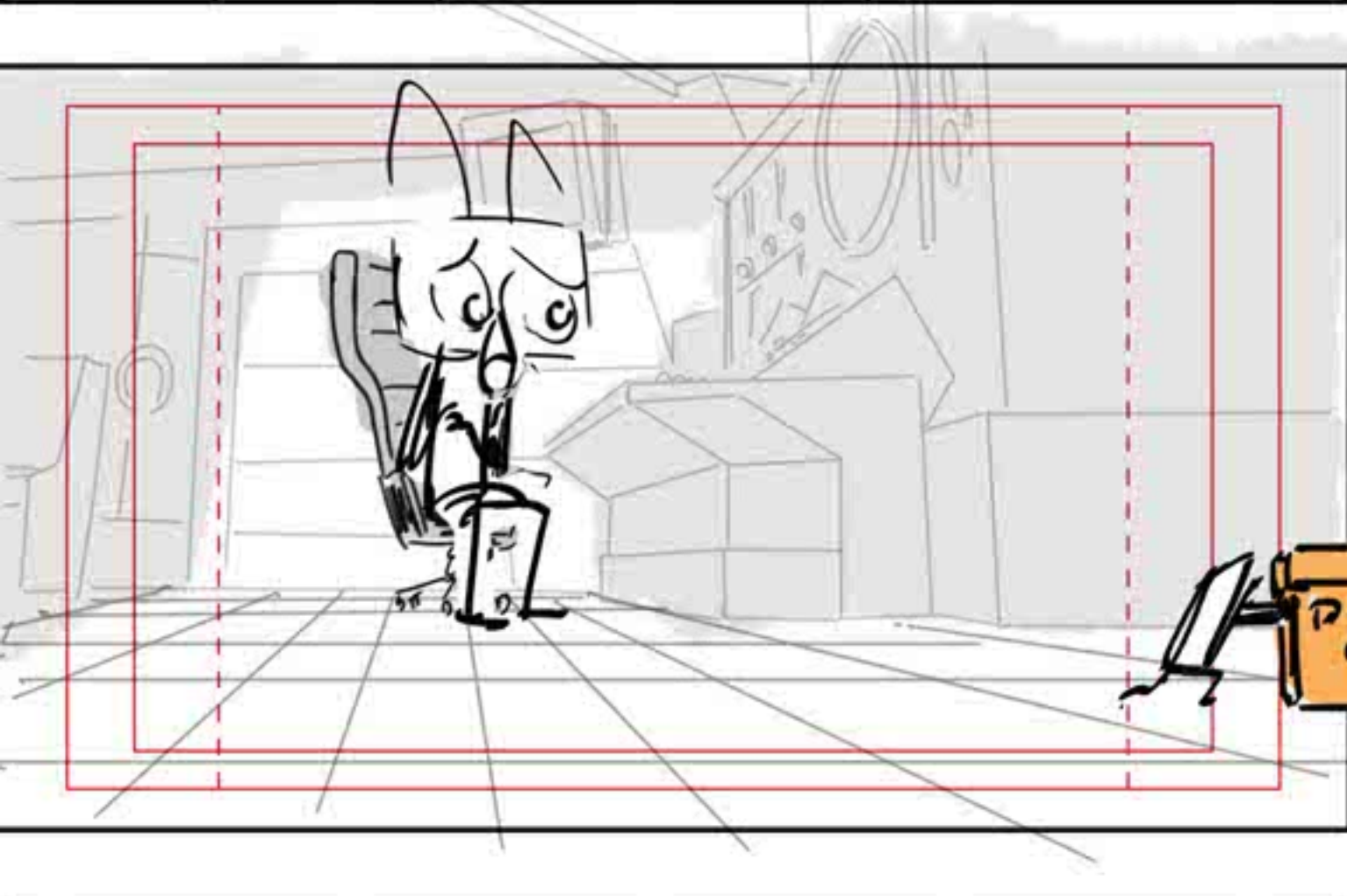
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a scene in a kitchen. On the left, a character with a large head, wide eyes, and a worried expression stands looking towards the right. The character is wearing a simple tunic and has a small 'P' on their chest. In the center-right, a chair is broken and lying on its side. Next to the broken chair is a large, orange rectangular object, possibly a box or a piece of furniture, also lying on its side. The background shows a kitchen with a stove, a sink, and various kitchen items. The floor is drawn with perspective lines. The entire scene is enclosed in a red rectangular border, with two vertical dashed red lines indicating the left and right margins of the frame.			
Dialogue/Action			

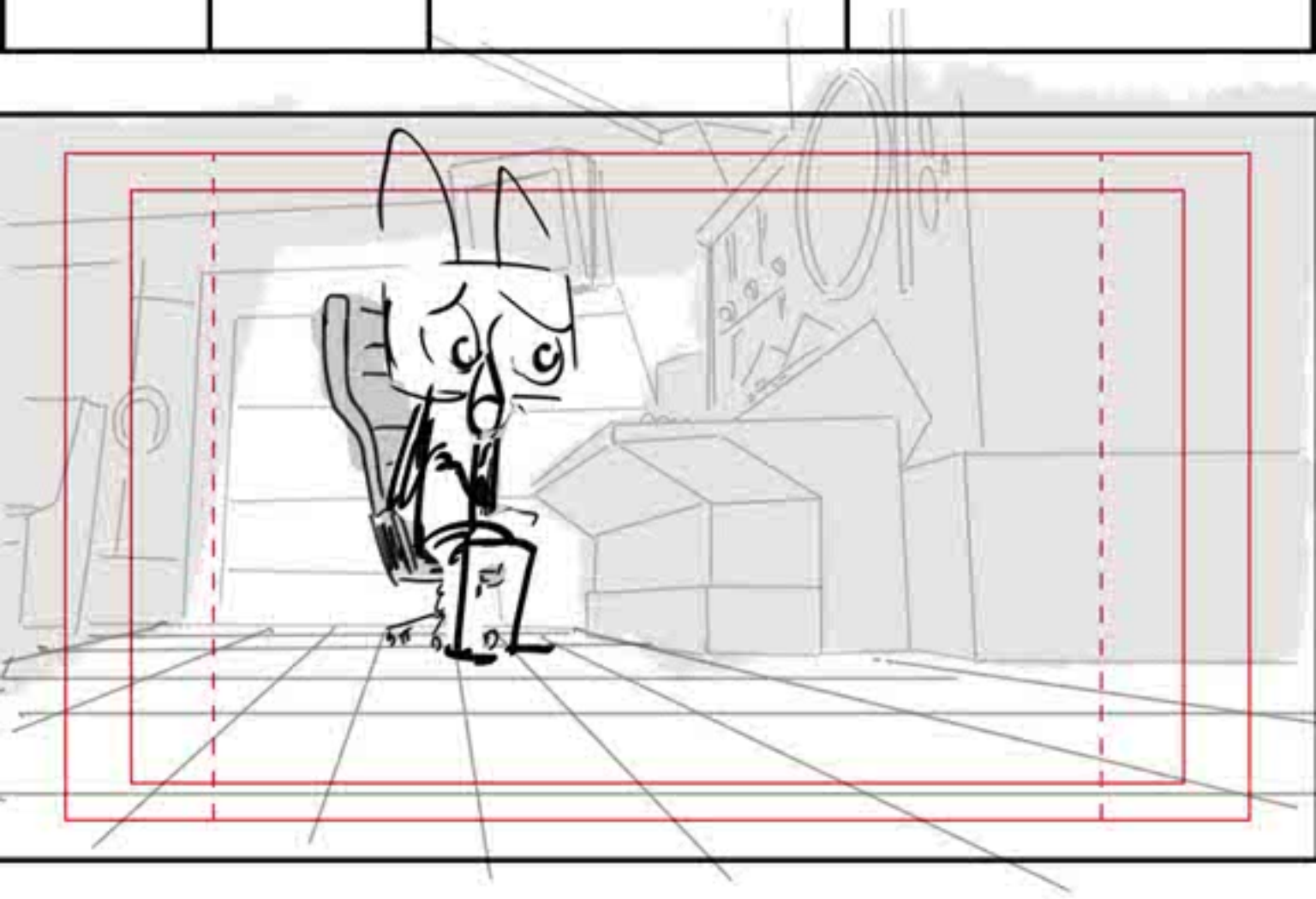
Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character in a kitchen. The character, a simple stick figure with large eyes and a worried expression, stands in the center-left, looking at a small box on the floor. The kitchen background includes a stove, a sink, and a window. A red rectangular frame is drawn around the character and the box, with two vertical dashed red lines indicating the start and end of the shot. On the right side of the frame, the rear end of another character, wearing a yellow shirt and a black hat, is visible, looking towards the first character. The floor is drawn with perspective lines.			
Dialogue/Action			

Sequence

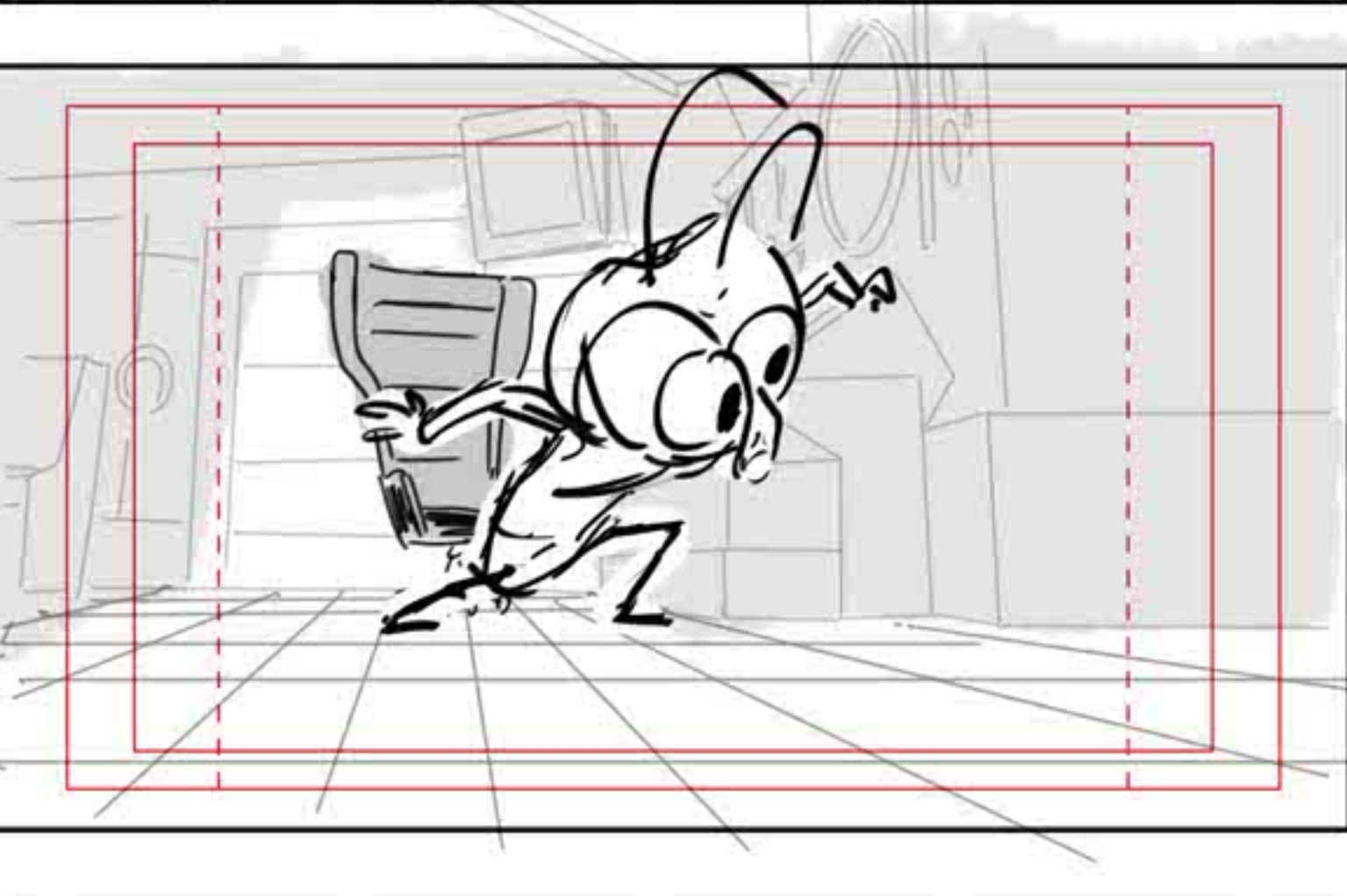
Scene

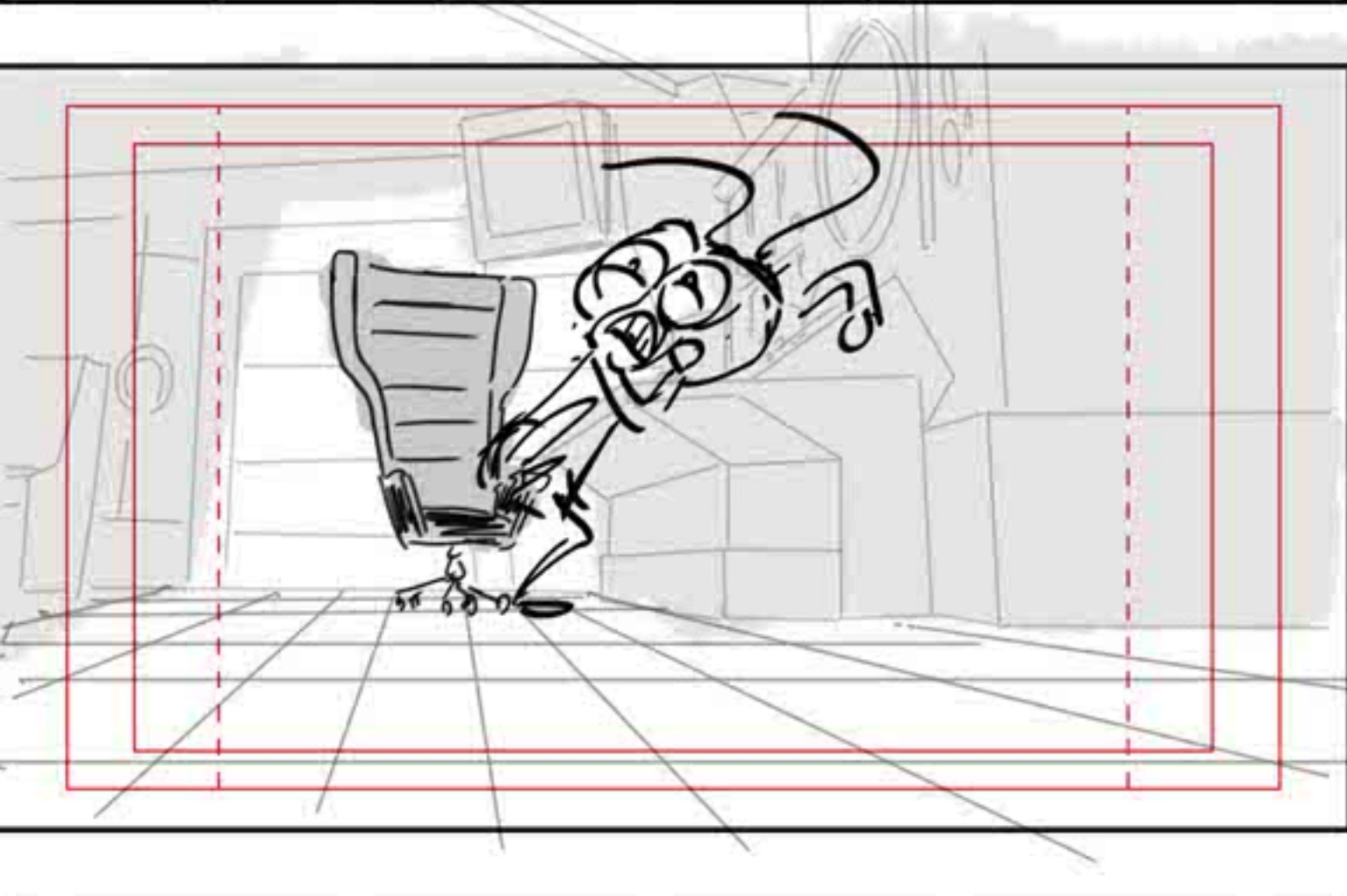
Panel

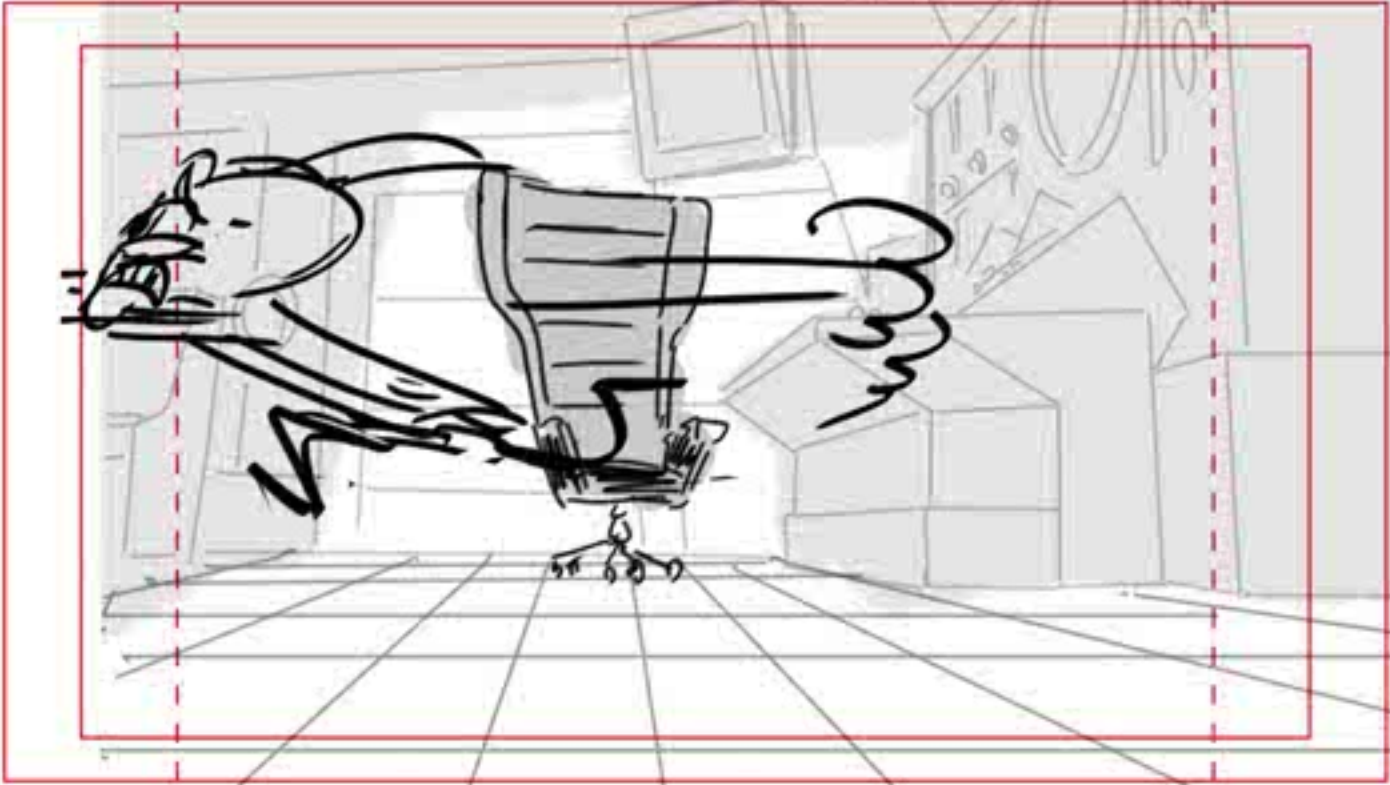
Frames

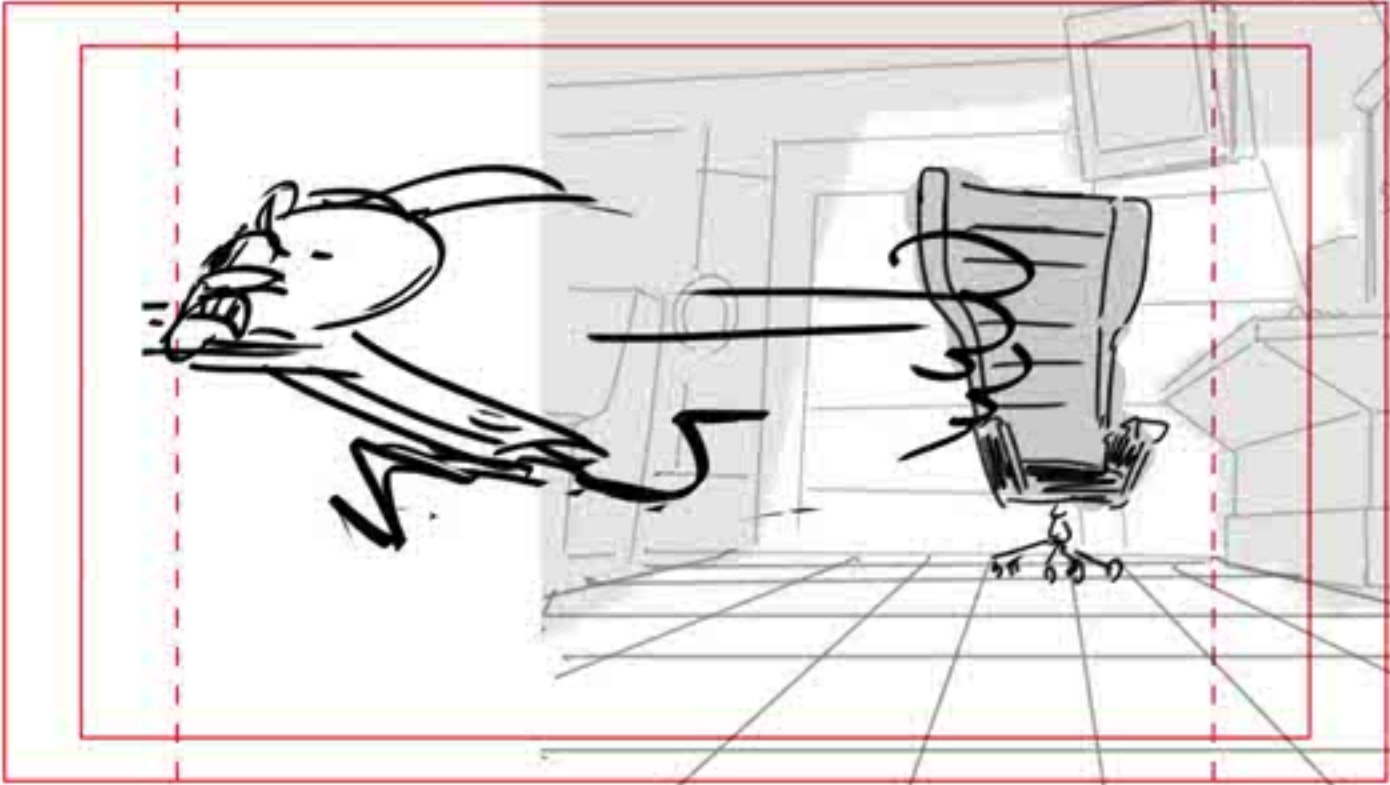


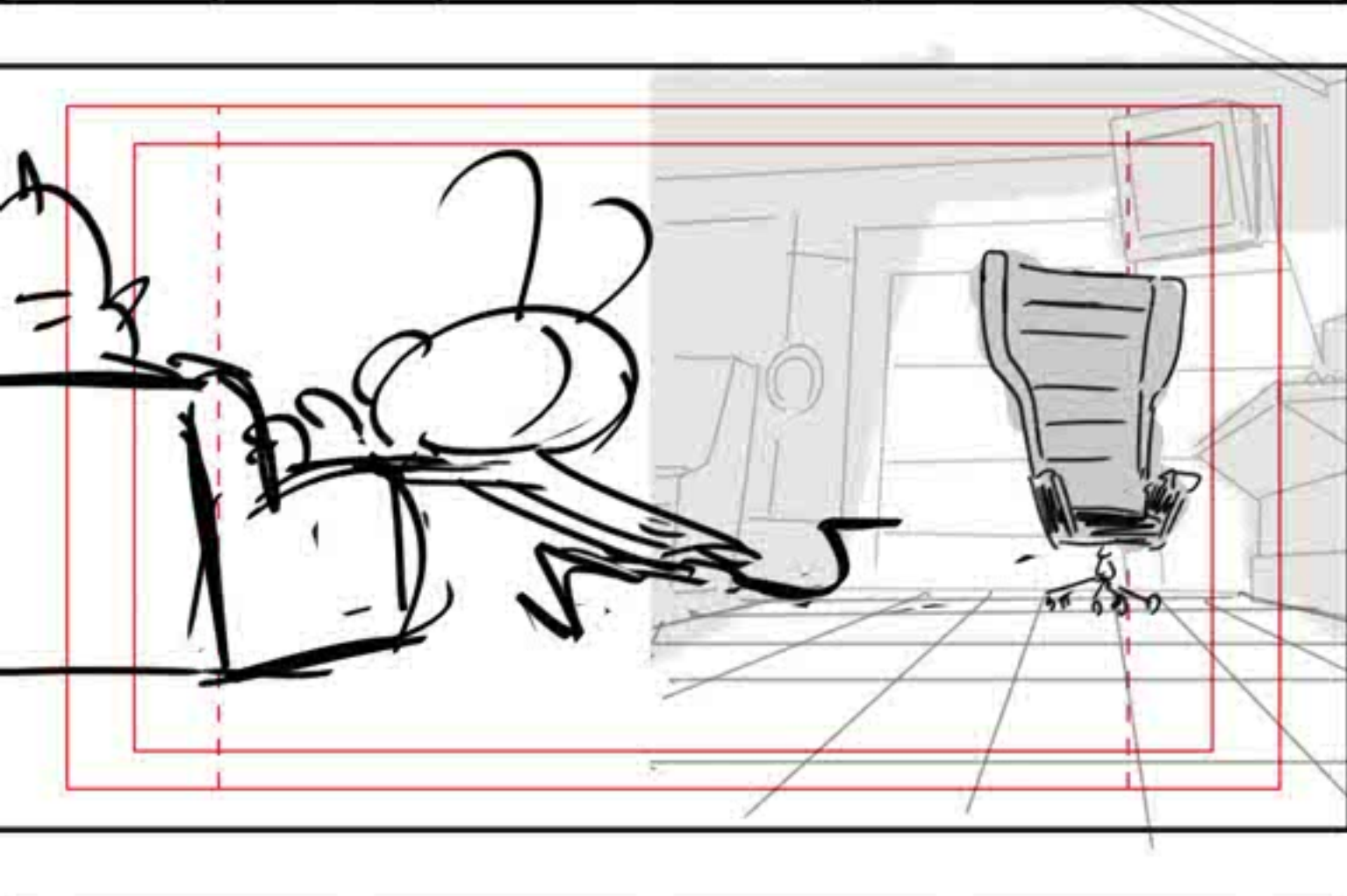
Dialogue/Action

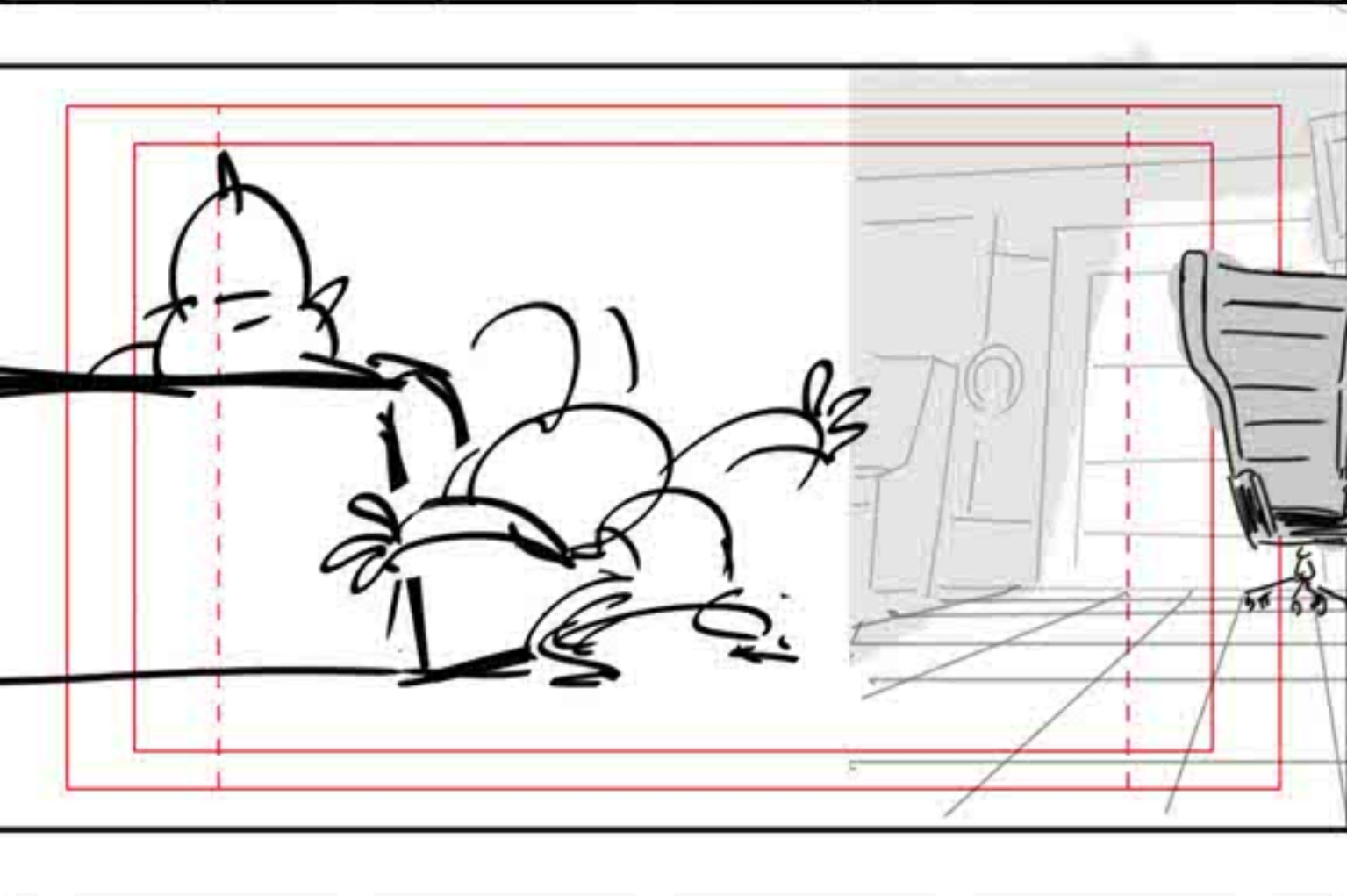
Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character in a room. The character is a stylized, round figure with large, wide eyes and a determined expression. It is leaning forward, holding a chair by its backrest with both hands. The room is sketched with simple lines, showing a floor with perspective lines, a door on the left, and some furniture or structures in the background. A red rectangular frame is drawn around the character and the chair, with two vertical dashed red lines inside it, suggesting a specific framing or focus area. The overall style is that of a rough sketch or storyboard.			
Dialogue/Action			

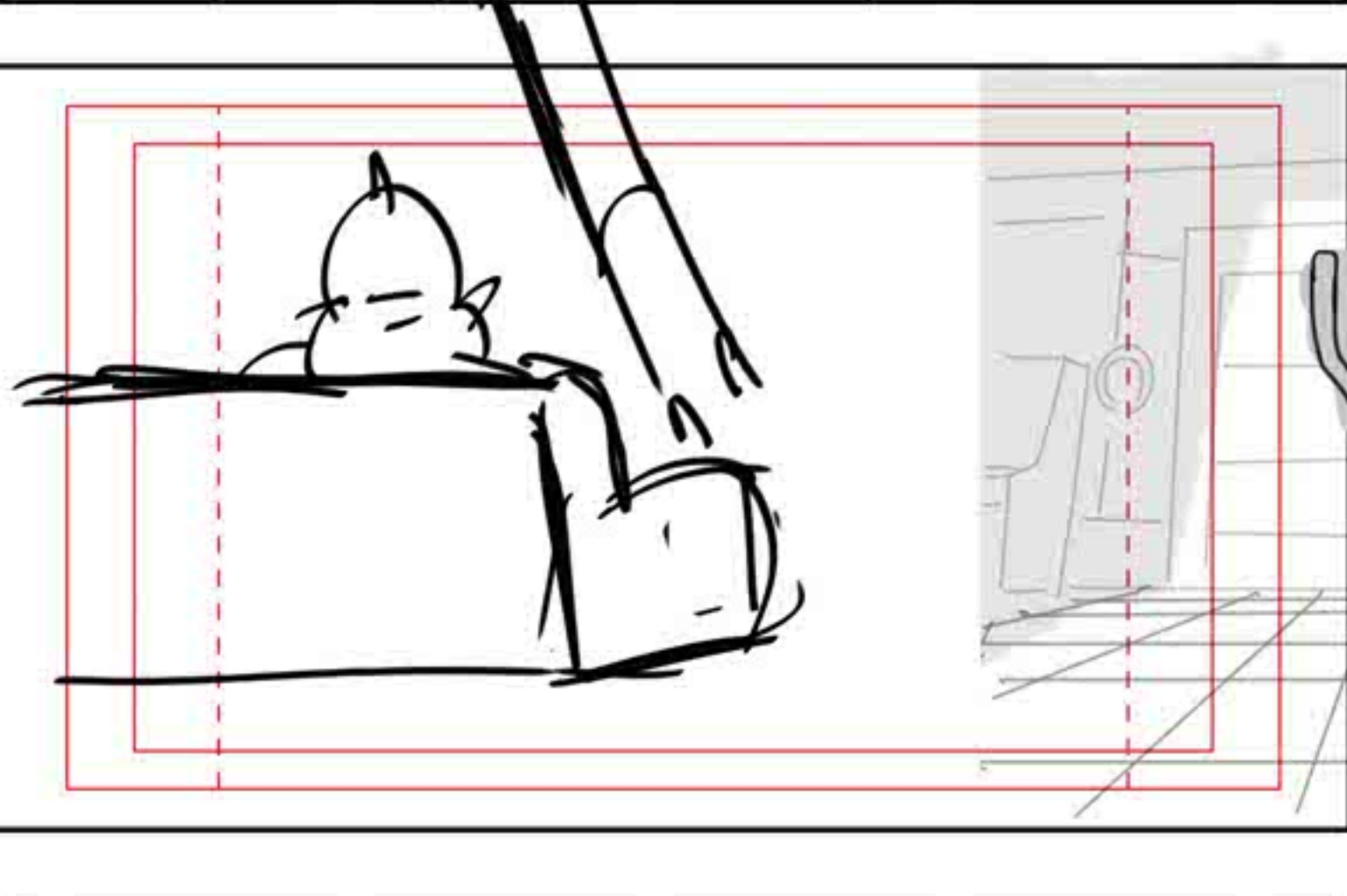
Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel. The central illustration shows a character with a large, round head, wide eyes, and a shocked expression, leaning over a chair. The character's mouth is open in a scream or gasp. The room is sketched with simple lines, showing a floor with perspective lines, a door on the left, and some furniture or boxes on the right. The entire scene is enclosed within a red rectangular border, with two vertical dashed red lines inside, suggesting a frame or a specific shot composition. The drawing style is loose and sketchy, typical of a storyboard.			
Dialogue/Action			


Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel depicting a character in a kitchen. The character is shown in profile, leaning forward and holding a large, cylindrical object (possibly a trash can or a large container) with both hands. The character has a determined or focused expression. The kitchen background includes a stove, a sink, and a window. The floor is marked with perspective lines. The entire scene is enclosed in a red rectangular border, with two vertical dashed red lines indicating the left and right margins of the frame.</p>			
<p>Dialogue/Action</p>			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character in a kitchen. The character, a stylized figure with a large head and a long, curved tail, is running from left to right. In the center of the frame is a large, cylindrical trash can on wheels. The kitchen background includes a window, a door, and kitchen cabinets. The scene is framed by a red border, with two vertical dashed red lines indicating the start and end of the action. The floor is drawn with perspective lines.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting an office scene. On the left, a character with a large, rounded head and a simple body is leaning forward over a desk, looking towards the right. The character's right arm is extended towards a large, grey office chair on the right side of the frame. The office environment is sketched in the background, showing a window, a door, and a desk with a computer monitor. The floor has perspective lines. A red rectangular border frames the entire scene, with a vertical dashed red line on the left side and another vertical dashed red line on the right side, near the chair. The drawing is done in black ink on a white background.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel. On the left, a character with a pointed head and closed eyes leans over a thick black horizontal line representing a desk. The character's body is drawn with loose, sketchy black lines. To the right, a room is sketched in light gray, featuring a door with a circular handle and a chair. The floor has perspective lines. A red rectangular border frames the entire scene, with two vertical dashed red lines indicating the left and right edges of the character's head and body. The number '5' is written in the bottom right corner of the red frame.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 <p>The storyboard panel is divided into two main visual areas. On the left, a hand-drawn sketch shows a character with a pointed, spiky head and closed eyes, peeking over a thick ledge. The character's body is mostly obscured by the ledge. On the right, a fainter sketch shows a room interior with a door, a window with horizontal blinds, and a floor with perspective lines. A red dashed vertical line is drawn through both sketches, indicating a specific frame or action point. A large, thick black arrow points from the top of the 'Panel' column down towards the sketches.</p>			
<p>Dialogue/Action</p>			

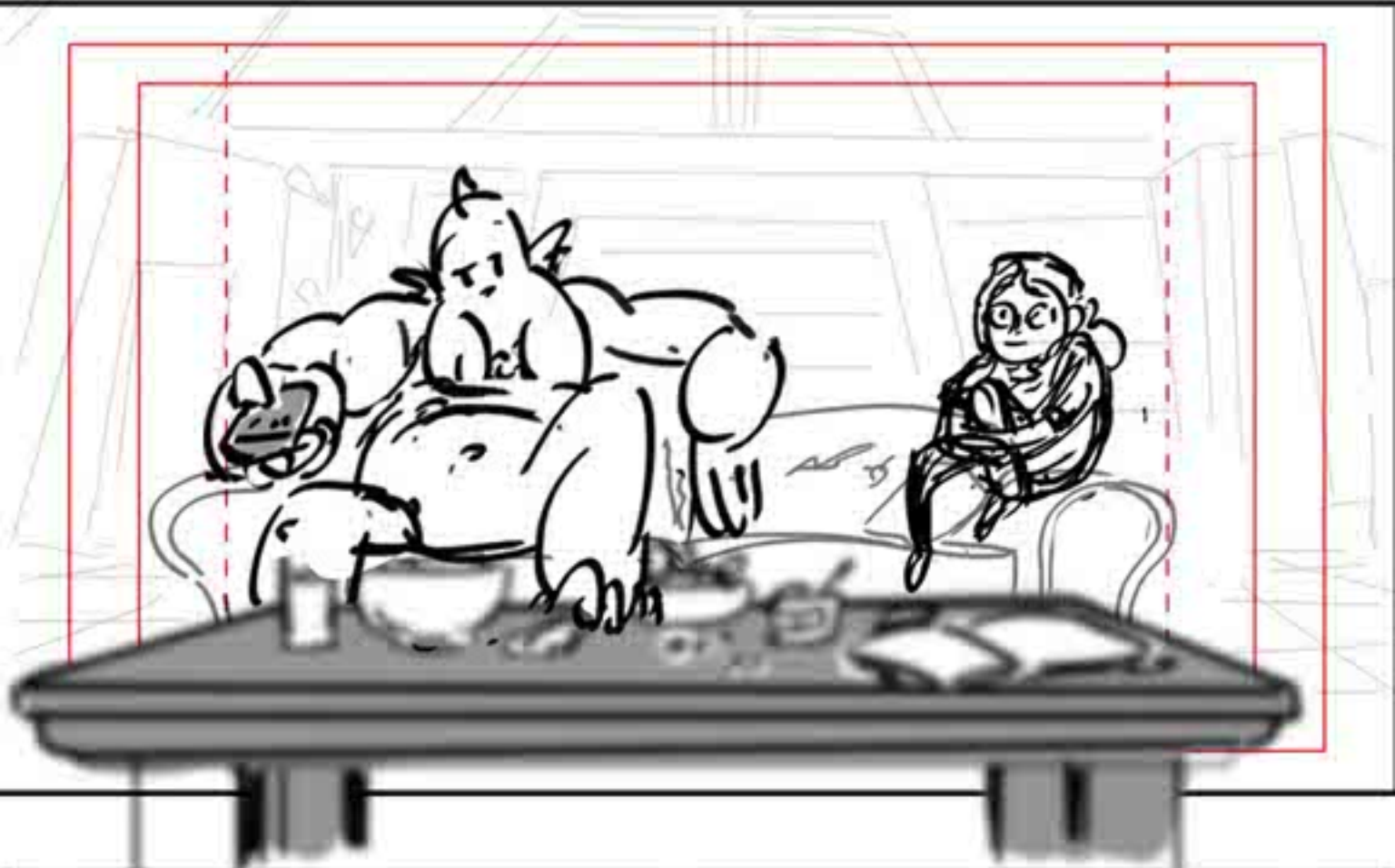
Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel. On the left, a character with a pointed head and closed eyes is peeking over a thick ledge. The character is drawn with simple black lines. To the right of the character is a faint, light-colored sketch of a room interior, showing a desk, a chair, and a door. The entire scene is enclosed in a red rectangular border. Two vertical dashed red lines are positioned on the left and right sides of the panel, likely indicating frame boundaries.			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

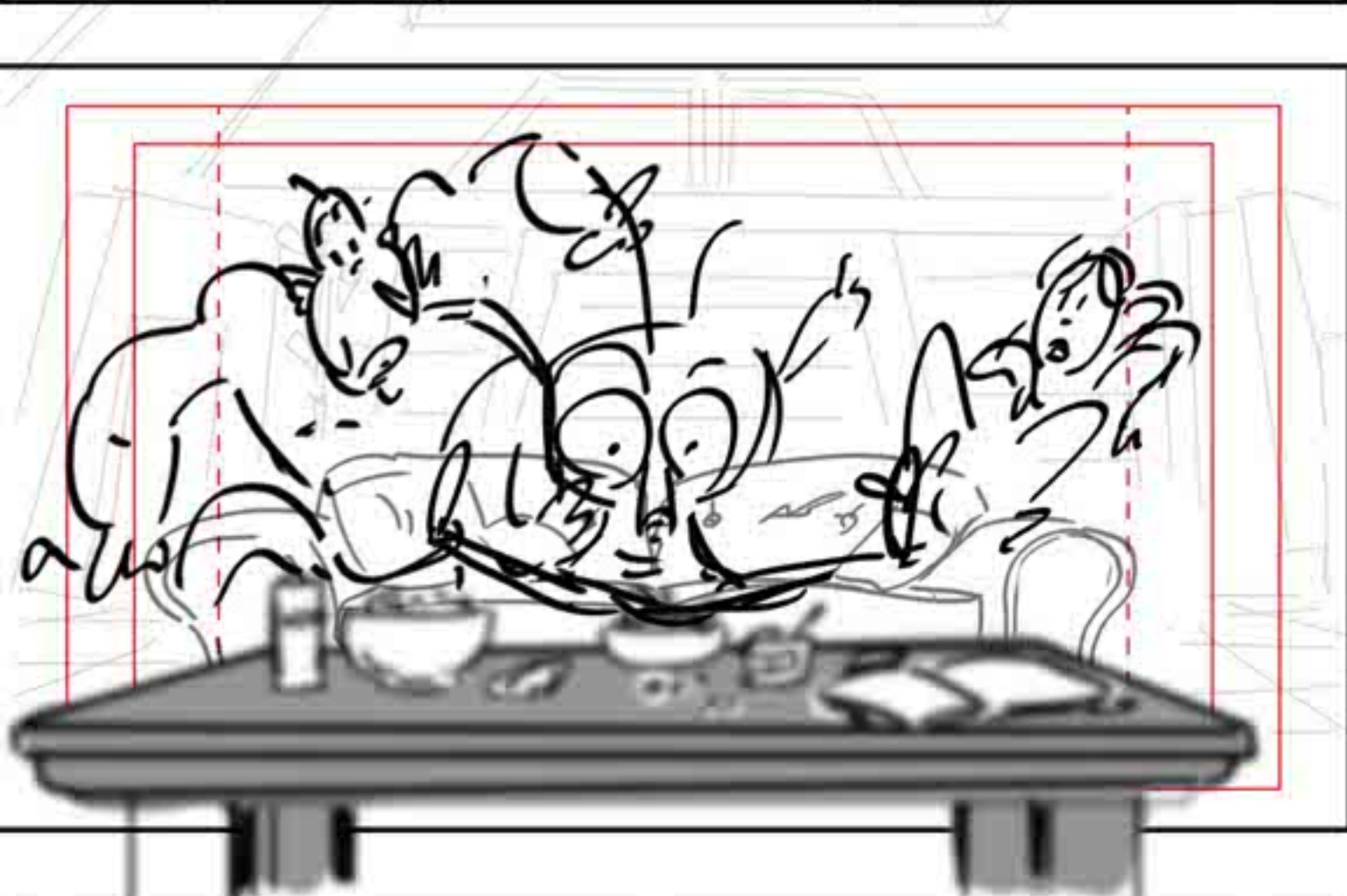
Scene

Panel

Frames



Dialogue/Action

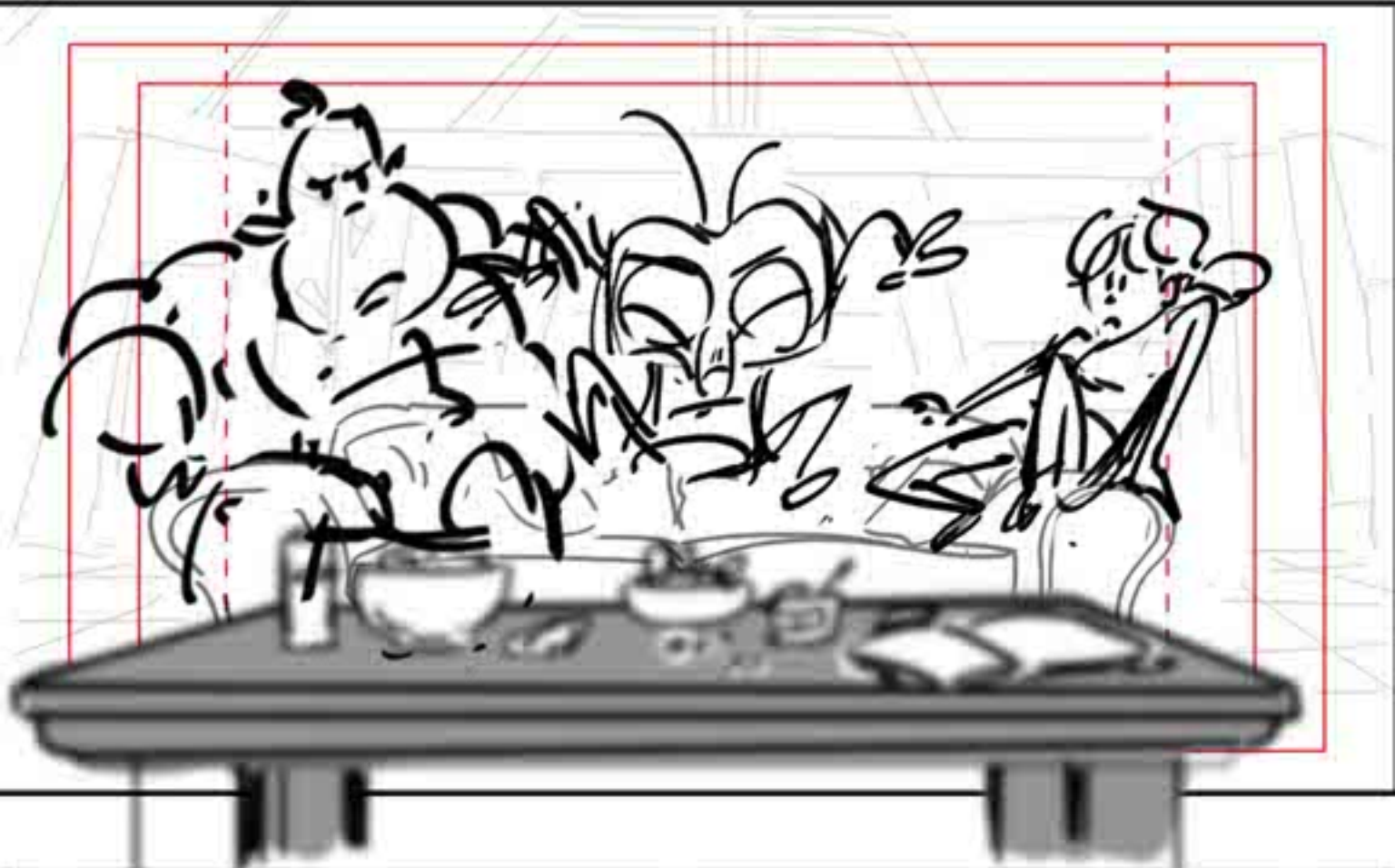
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



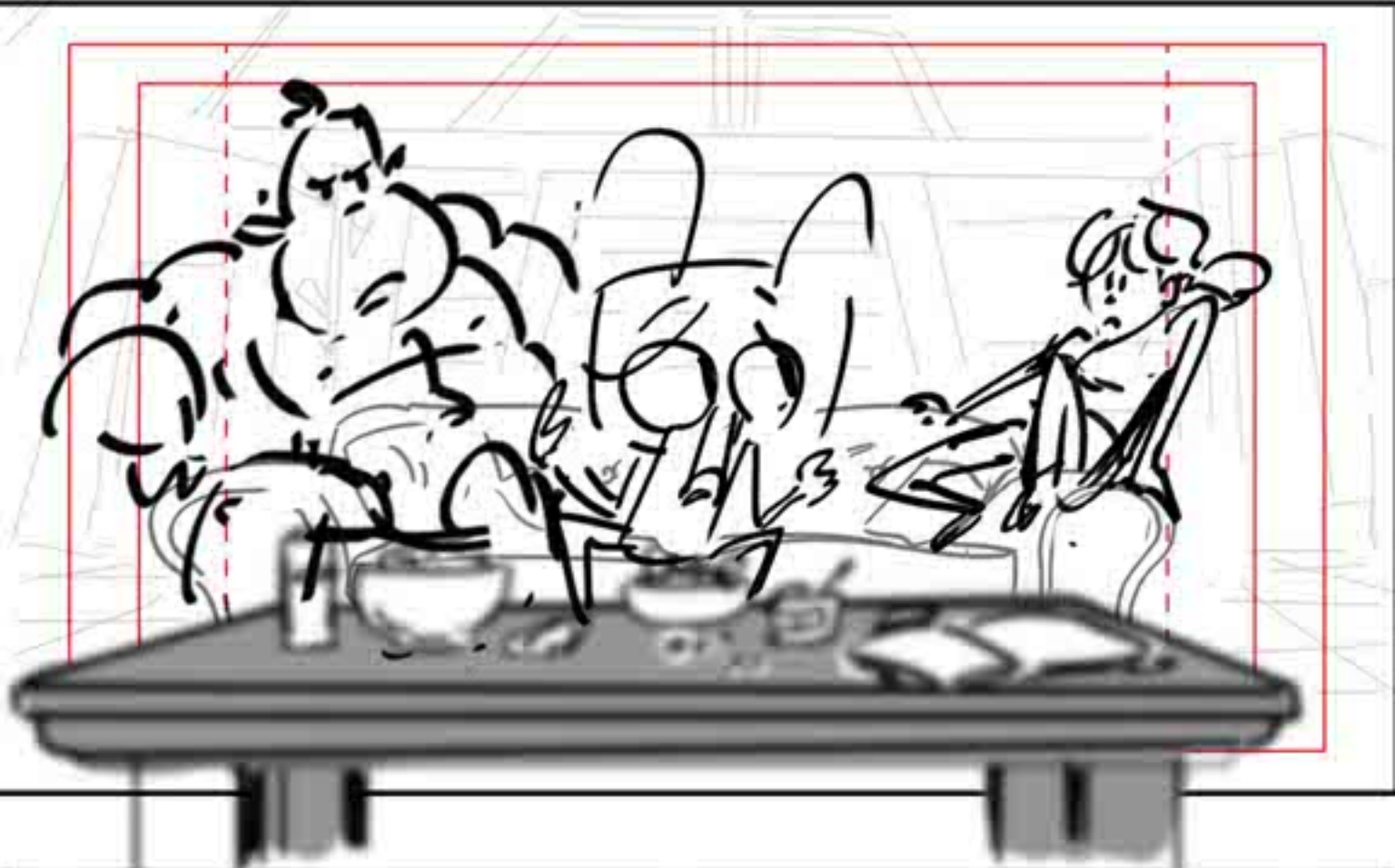
Dialogue/Action

Sequence

Scene

Panel

Frames



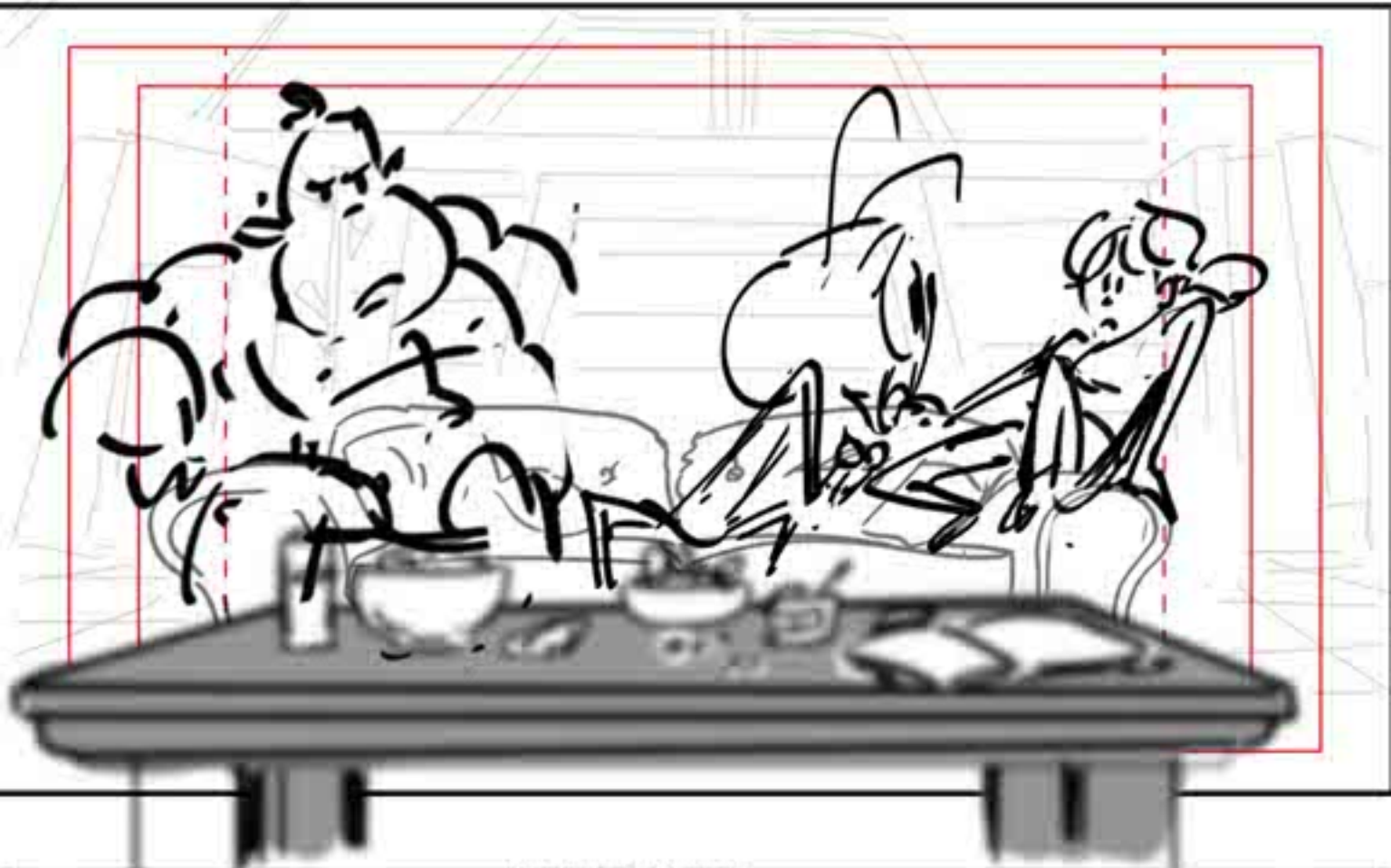
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:
SUSAN,

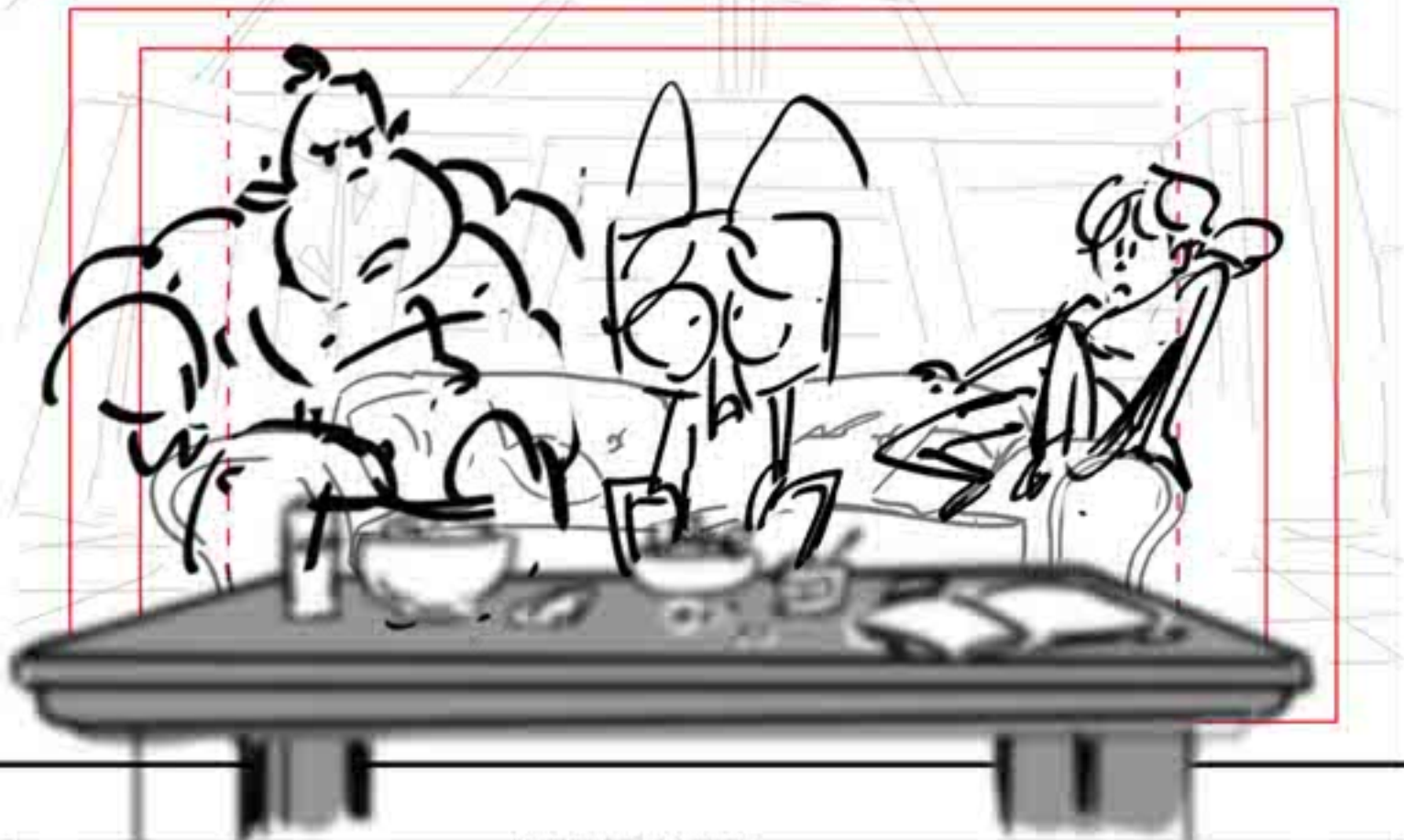
Sequence	Scene	Panel	Frames
Dialogue/Action	DR. COCKROACH: LINK!		

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:

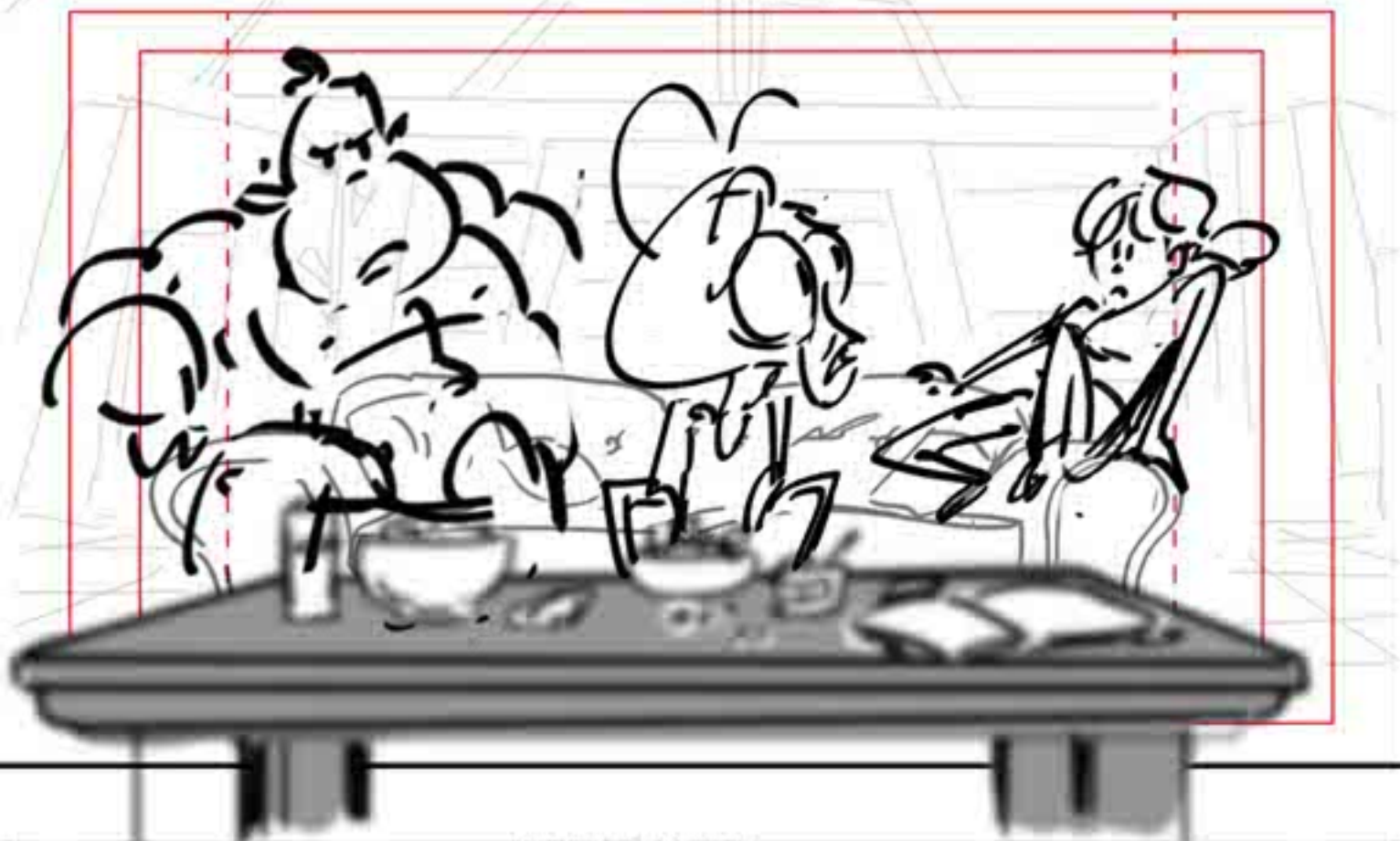
**THIS IS,
NOT TO PUT TOO FINE A POINT ON IT,**

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:

WEIRD.

Sequence

Scene

Panel

Frames



Dialogue/Action

SUSAN:
MAYBE NOT.
I MEAN YOU CREATED SMARTY.
YOU GAVE HIM LIFE.
SO YOU ARE KIND OF HIS FATHER.

Sequence

Scene

Panel

Frames



Dialogue/Action

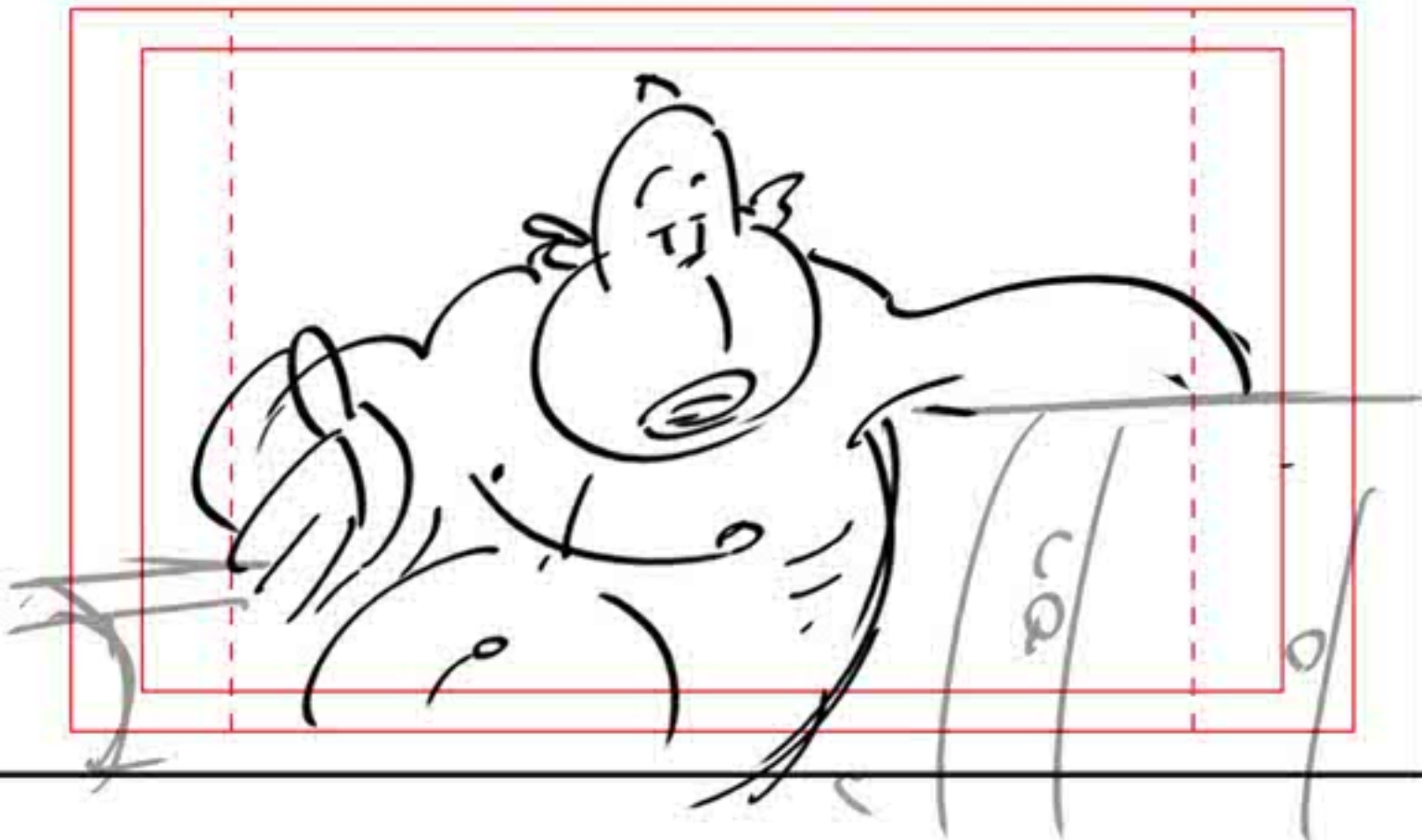
DR. COCKROACH:
TRUE.

Sequence

Scene

Panel

Frames



Dialogue/Action

LINK:

**AND, UNLIKE SOME OF YOUR OTHER CREATIONS,
THIS ONE ISN'T TRYING TO MANGLE, eat,
OR DISINTEGRATE ANYBODY.**

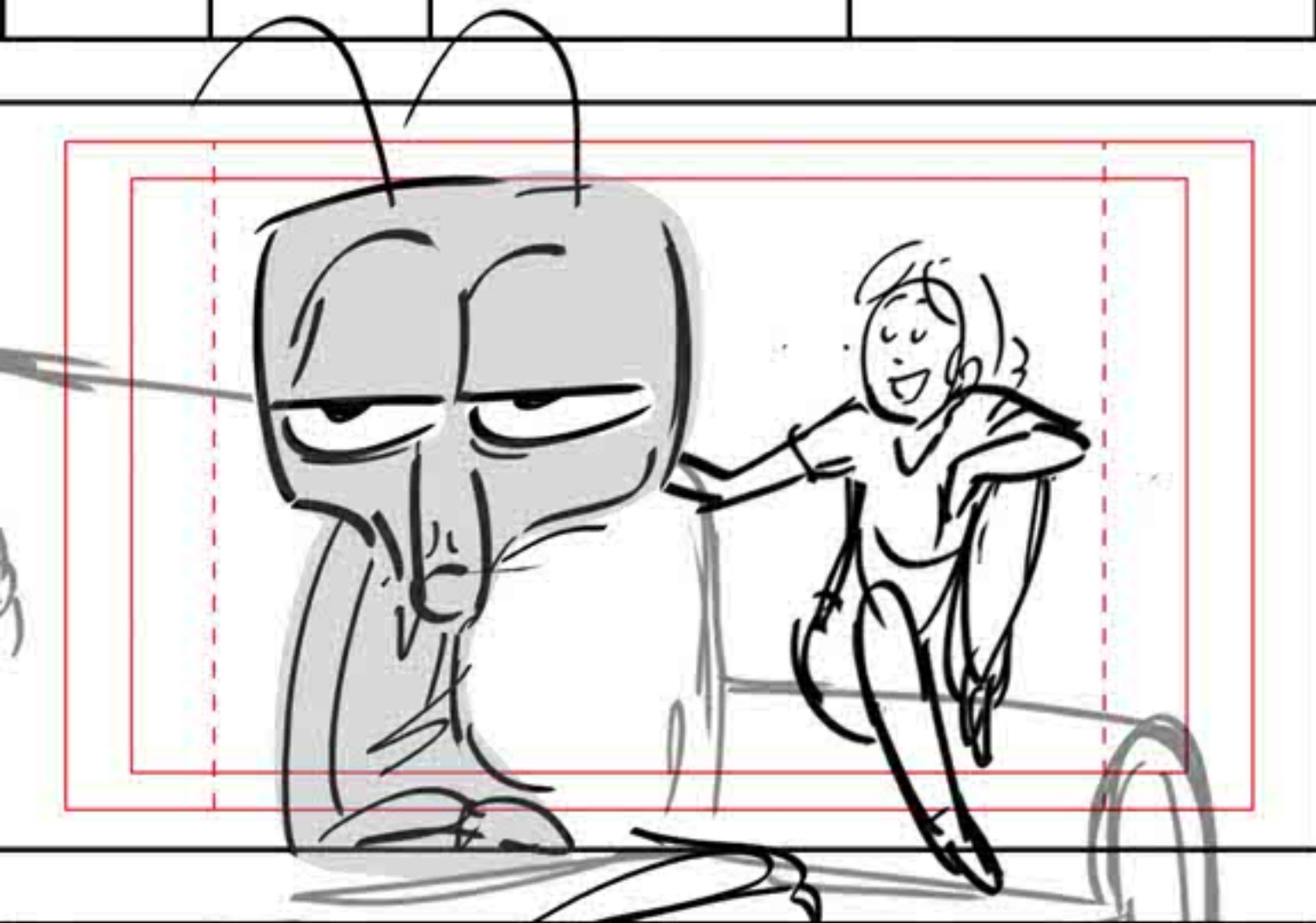
yet.

Sequence

Scene

Panel

Frames



Dialogue/Action

SUSAN:
WHICH I FIND REFRESHING.

Sequence

Scene

Panel


Frames



Dialogue/Action

SUSAN:

**LOOK,
HE JUST WANTS TO BE YOUR SON.
I SAY GIVE IT A TRY.**

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 1540 1223">Dialogue/Action</p> <p data-bbox="569 1285 970 1426">DR. COCKROACH: YOU MAKE GOOD POINTS.</p>			

Sequence

Scene

Panel

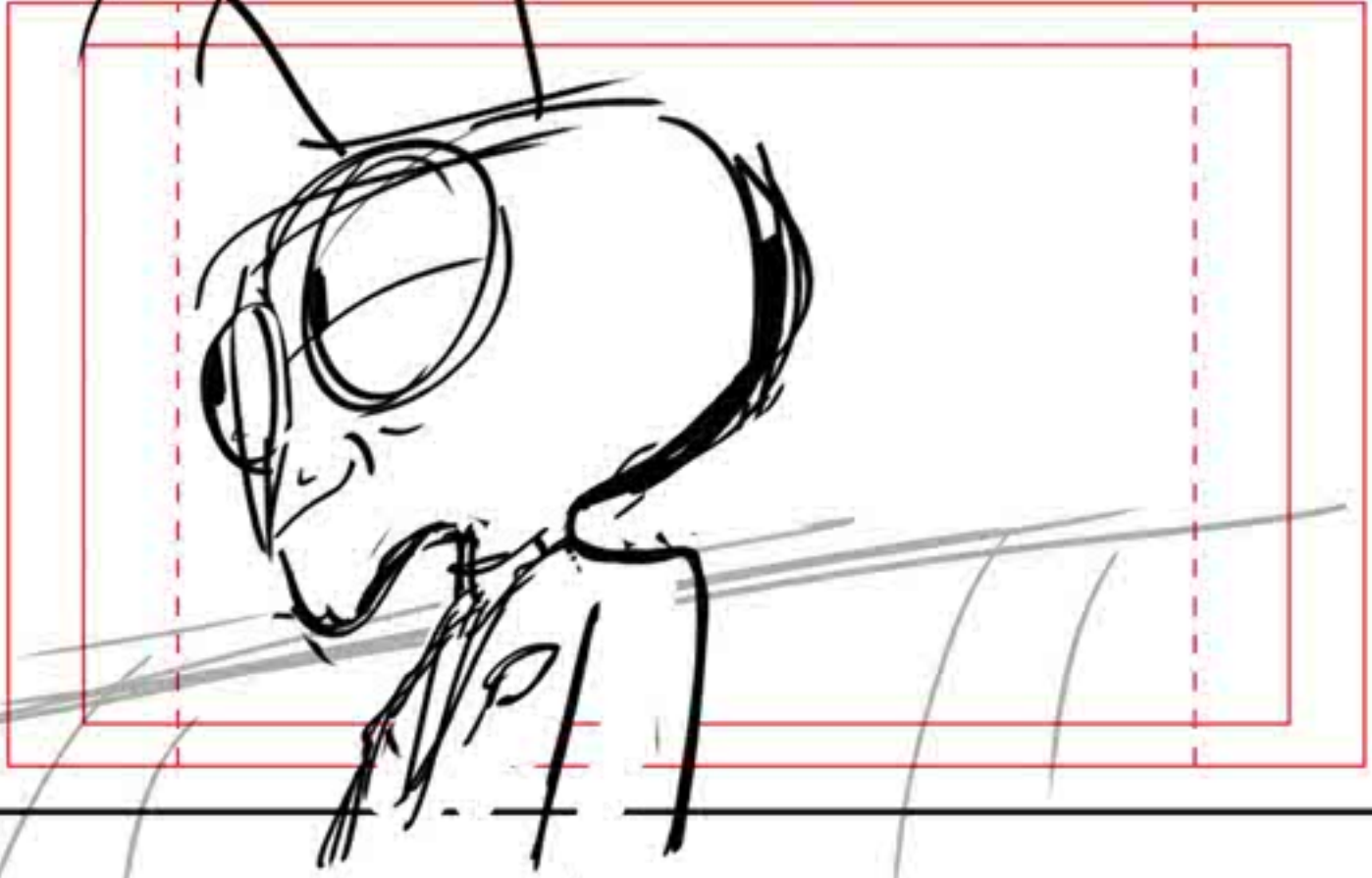
Frames



Dialogue/Action

DR. COCKROACH:

PERHAPS I WILL TRY.

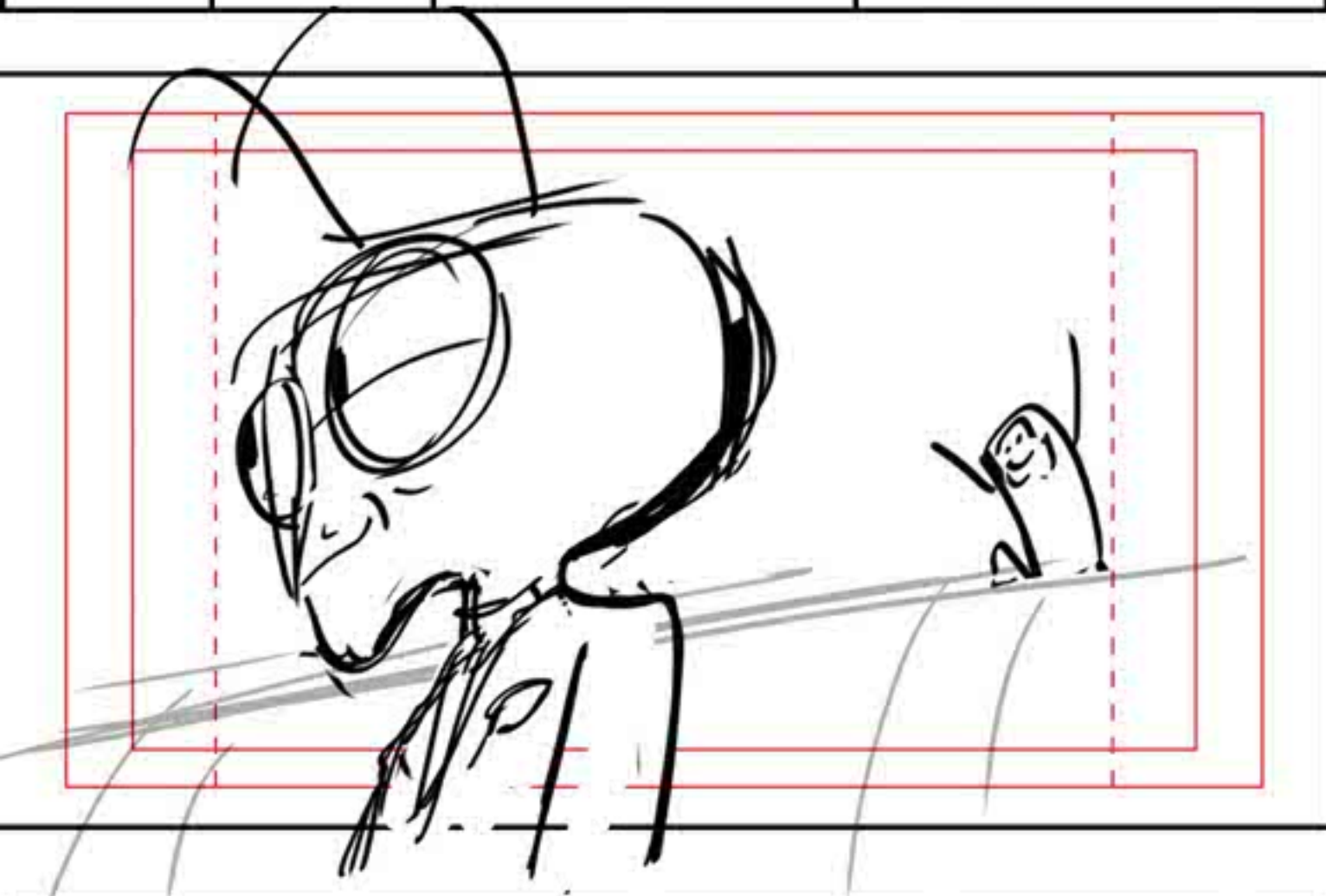
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



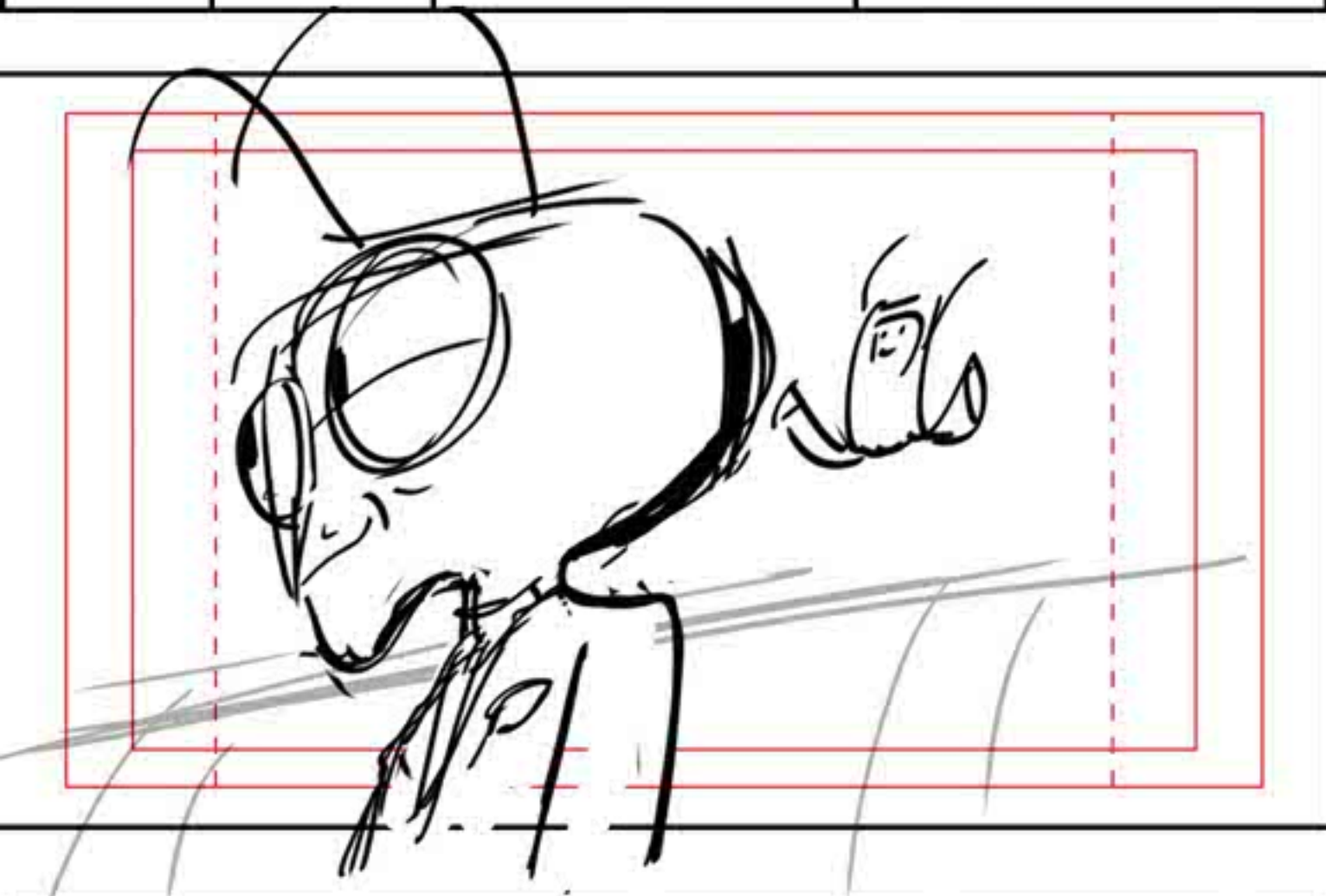
Dialogue/Action

Sequence

Scene

Panel

Frames



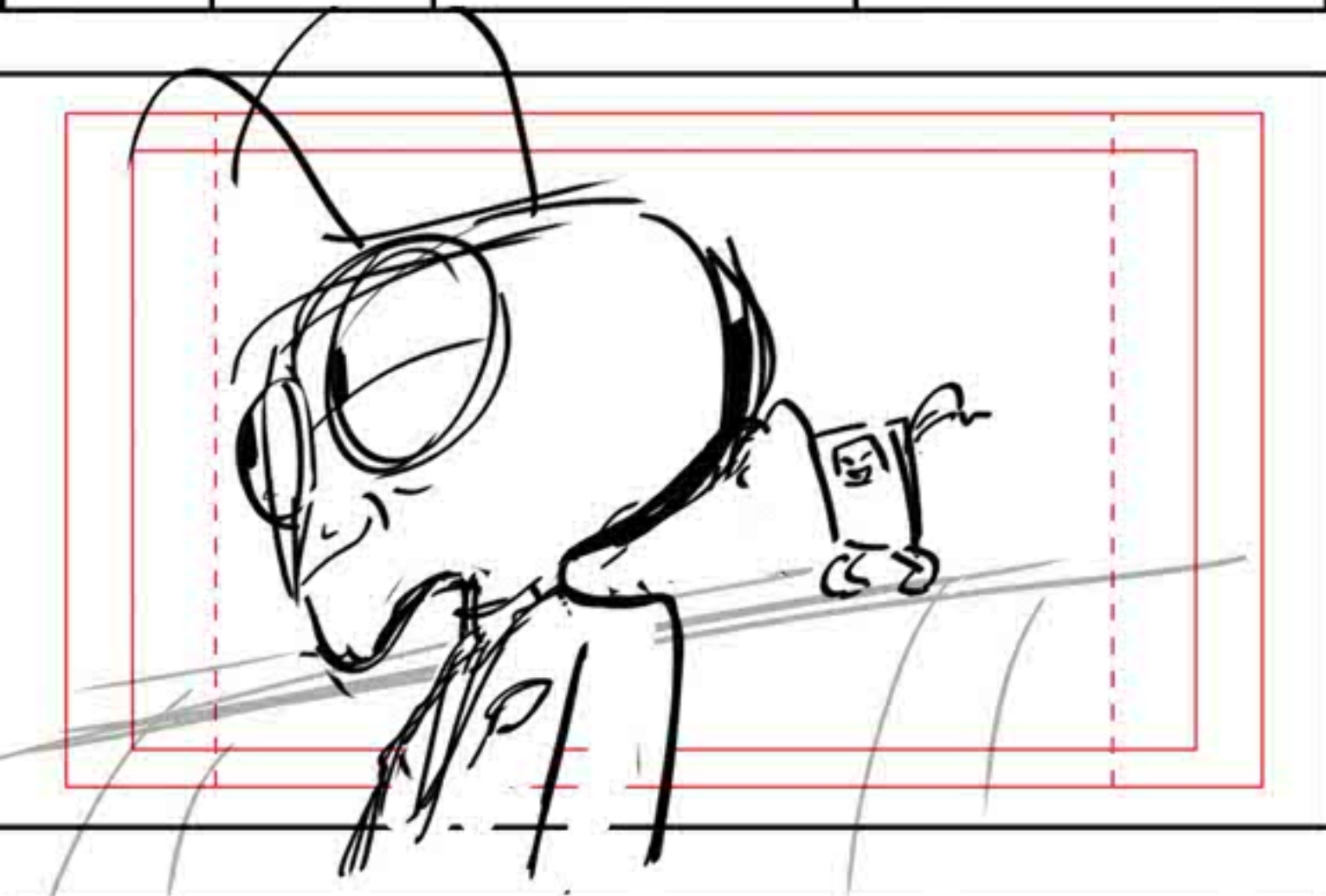
Dialogue/Action

Sequence

Scene

Panel

Frames



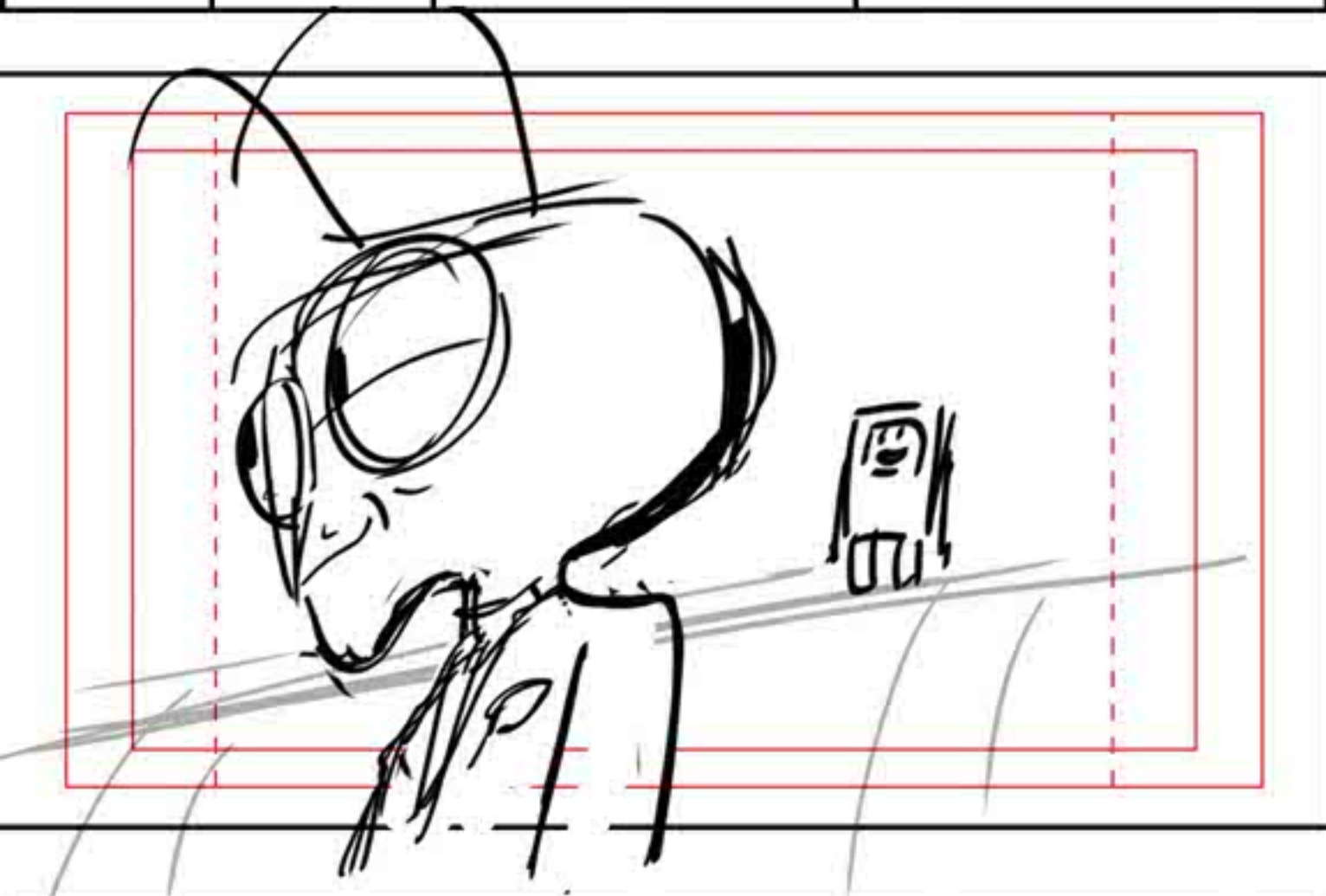
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

SMarty:
WHAT ARE WE GOING TO DO NOW, DAD?

Sequence

Scene

Panel

Frames



Dialogue/Action

SMarty:
WHAT ARE WE GOING TO DO NOW, DAD?

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:
A BETTER QUESTION, SMARTY, IS
WHAT
AREN'T
WE GOING TO DO?

Sequence

Scene

Panel

Frames



Dialogue/Action

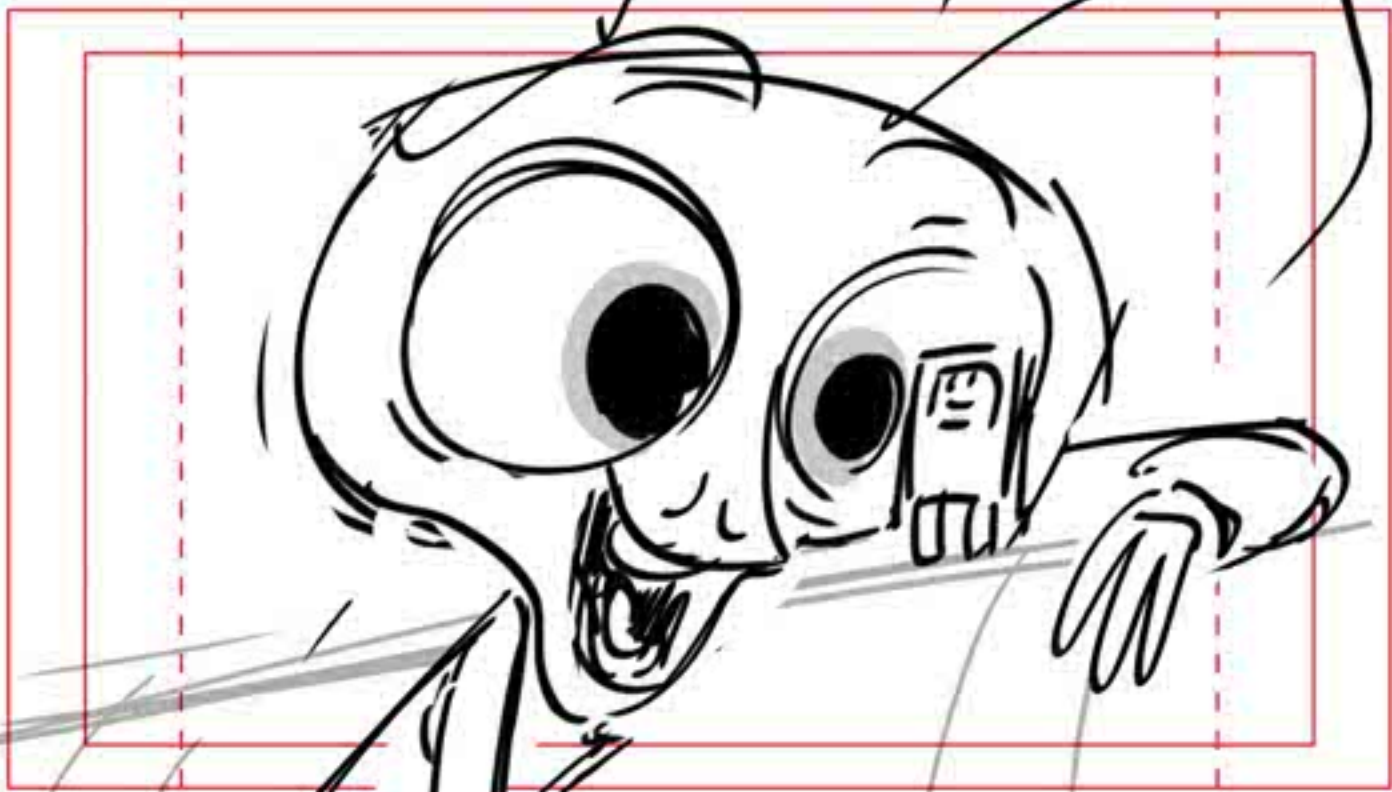
DR. COCKROACH:
A BETTER QUESTION, SMARTY, IS
WHAT
AREN'T
WE GOING TO DO?

Sequence

Scene


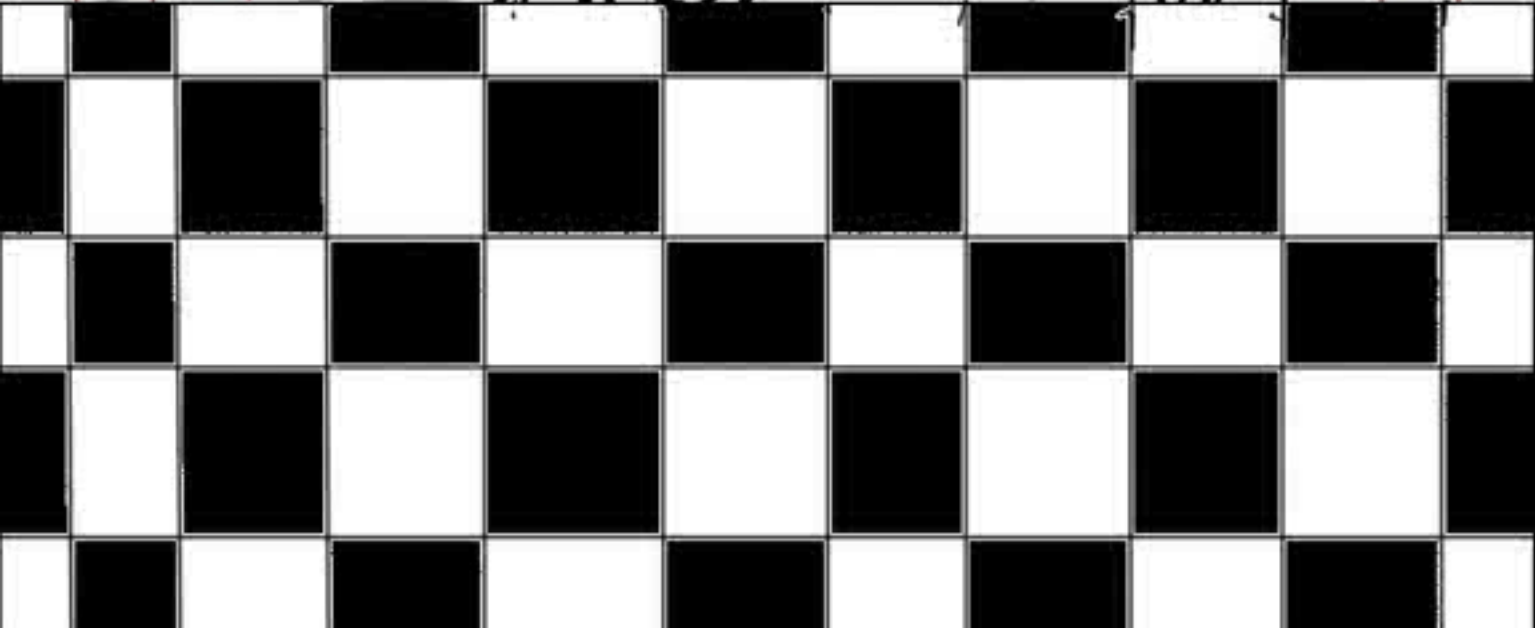
Panel


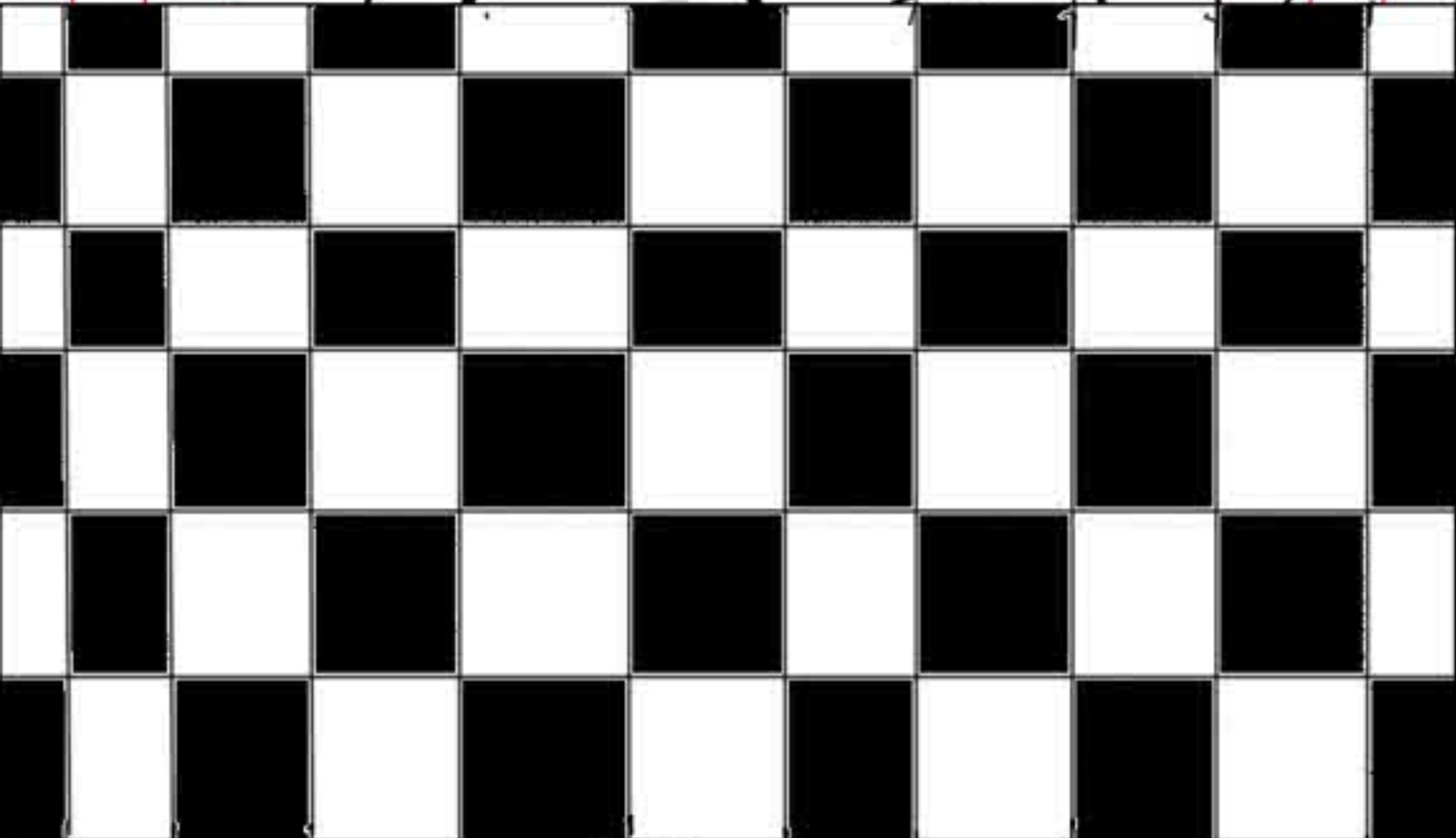
Frames

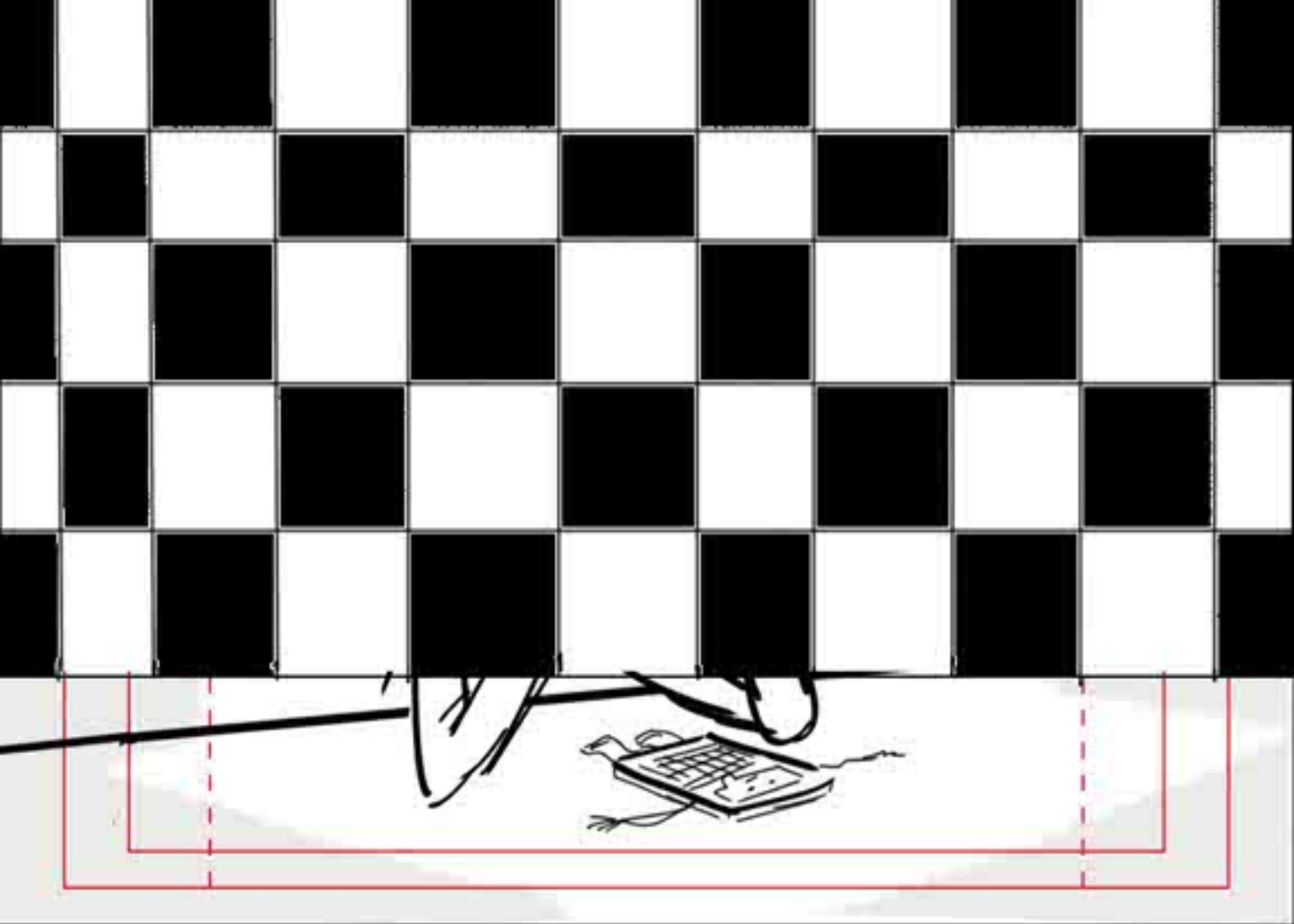


Dialogue/Action

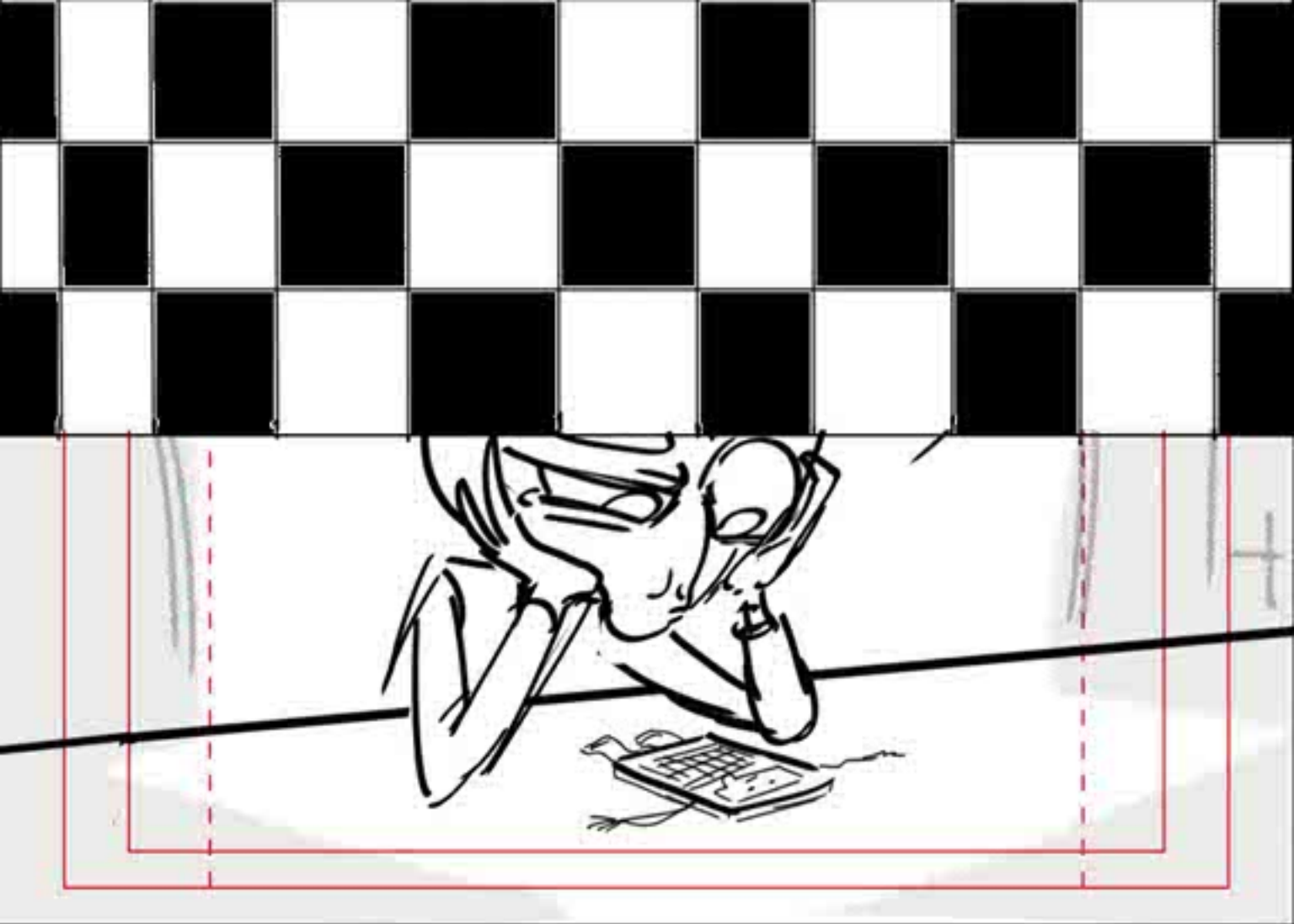
• **DR. COCKROACH:**
A BETTER QUESTION, SMARTY, IS
WHAT
AREN'T
WE GOING TO DO?

Sequence	Scene	Panel	Frames
			
			

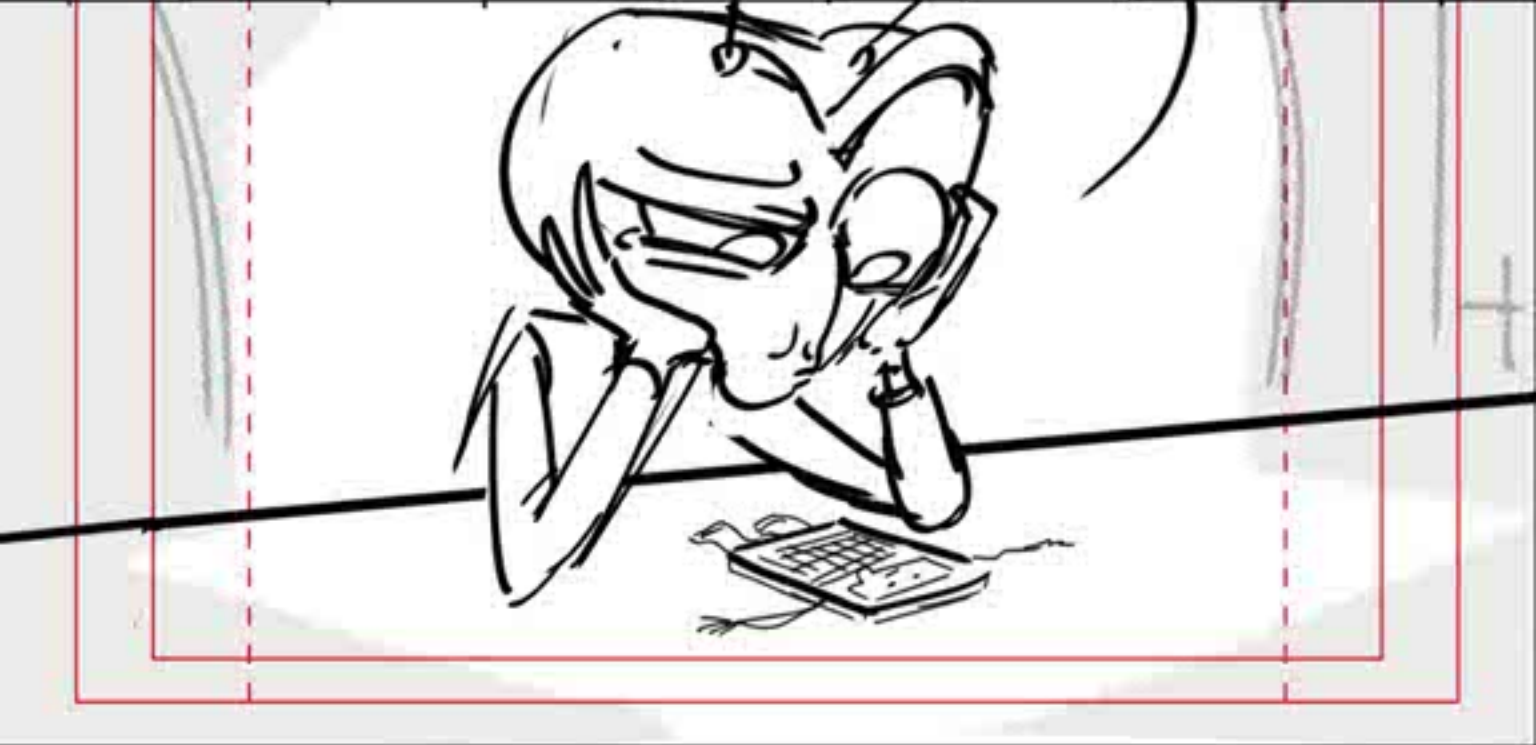
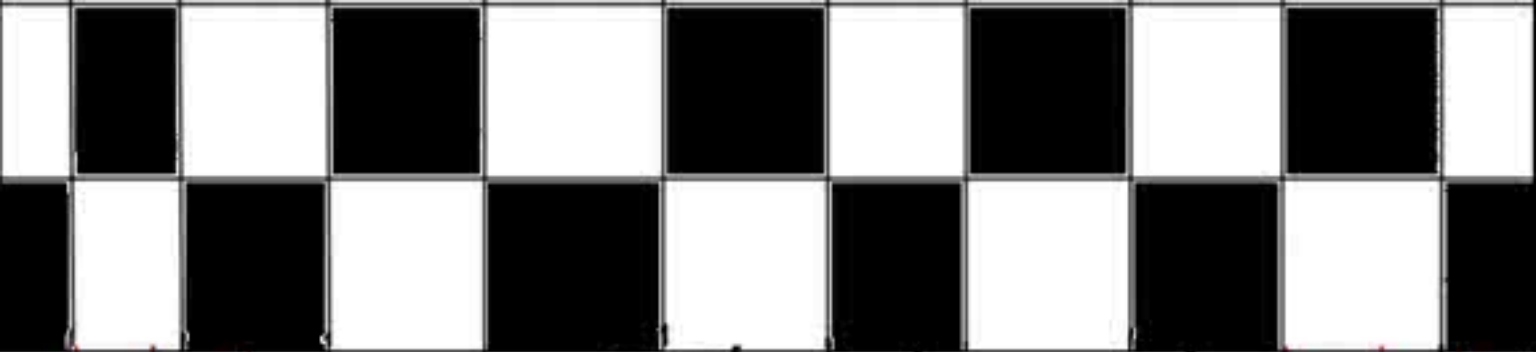
Sequence	Scene	Panel	Frames
			
			
<p data-bbox="551 1411 833 1536">aren't we going to do?</p>			



Dialogue/Action



Dialogue/Action



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

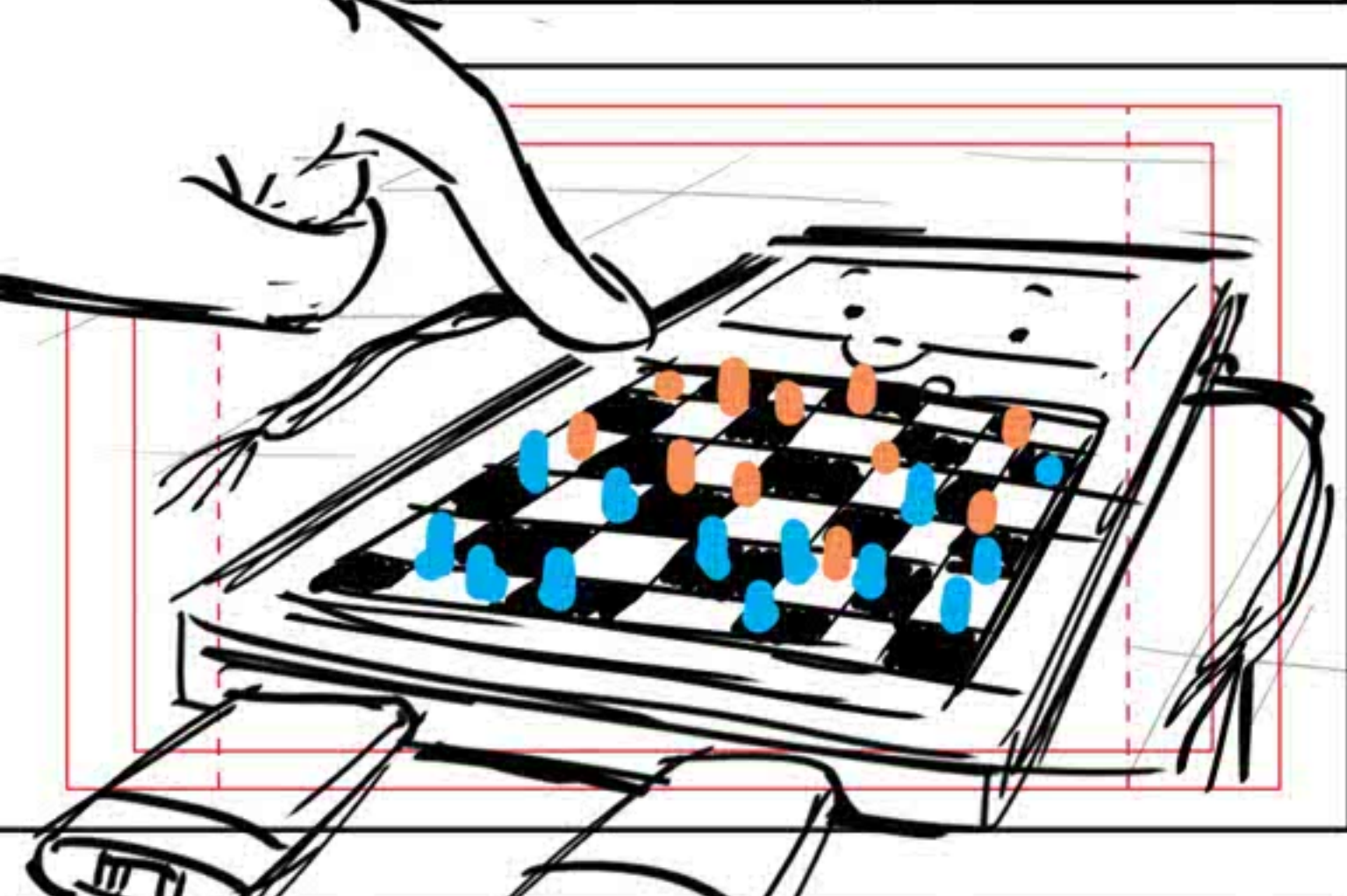
Scene

Panel

Frames

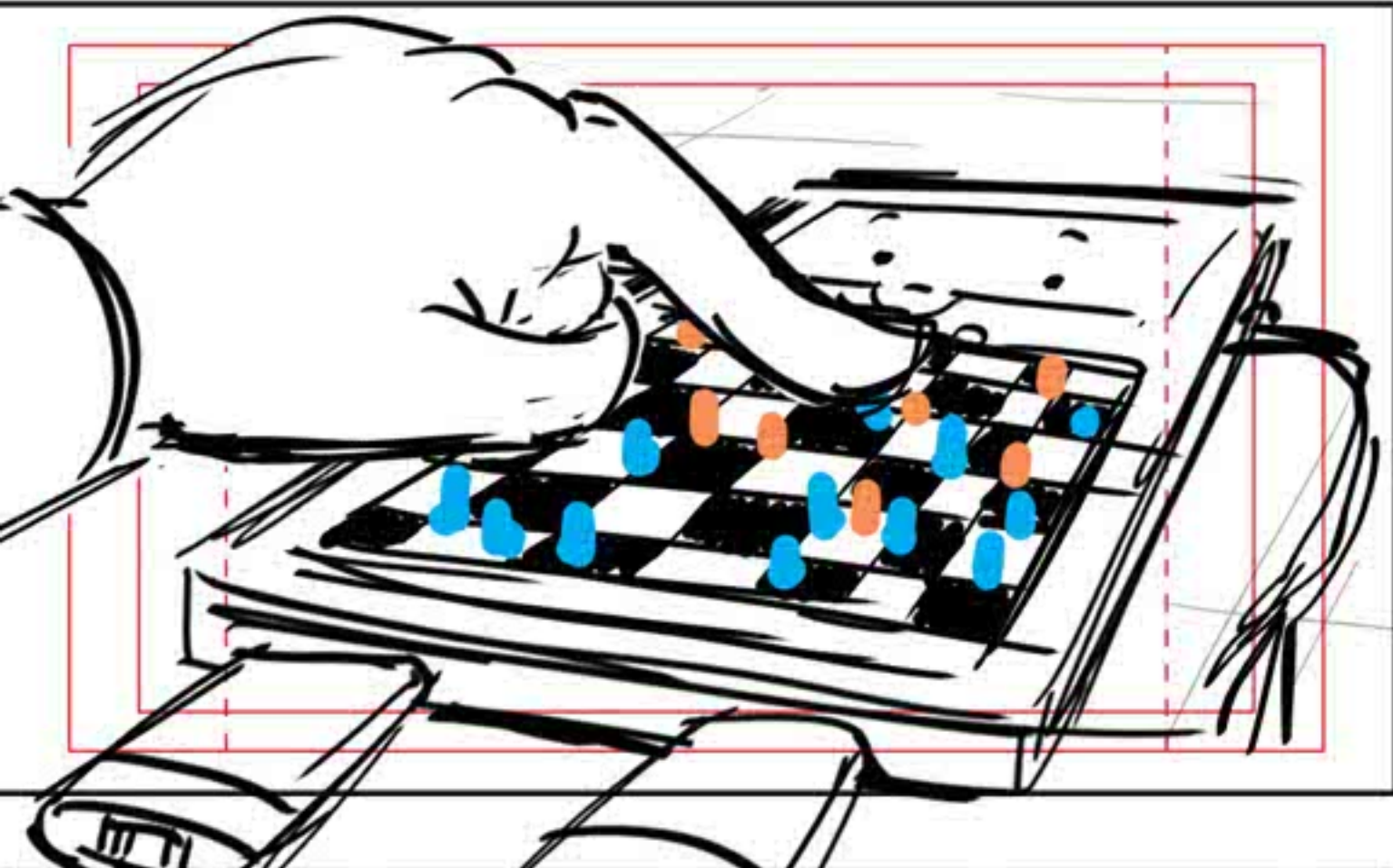


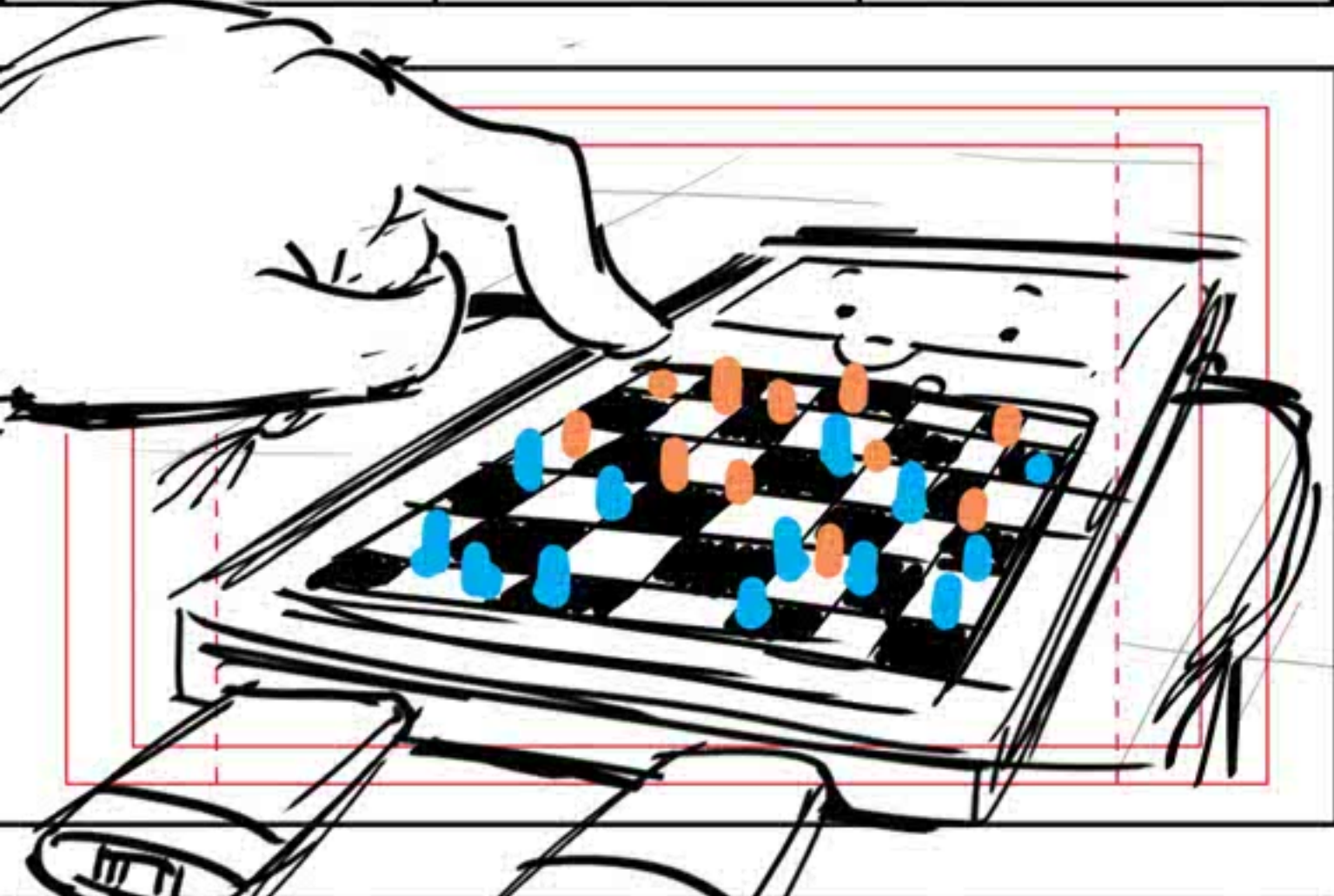
Dialogue/Action

Sequence	Scene	Panel	Frames
 <p>A hand is shown leaning over a chessboard. The chessboard has a smiling face on the top edge. The board is filled with blue and orange pieces. Below the board, two dice are shown, one slightly behind the other. The entire scene is enclosed in a red dashed border.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
A hand is shown in the process of moving a piece on a board game. The board is a checkered grid with alternating black and white squares. Several pieces are scattered across the board: blue pieces are on the left side, and orange pieces are on the right side. The board itself has a simple, smiling face with two dots for eyes and a curved line for a mouth. The hand is positioned at the top left, with fingers extended towards the board. The board is resting on a surface, and two cylindrical objects, possibly dice or tokens, are visible in the foreground. The entire scene is enclosed in a red rectangular border.			
Dialogue/Action			

Sequence	Scene	Panel	Frames

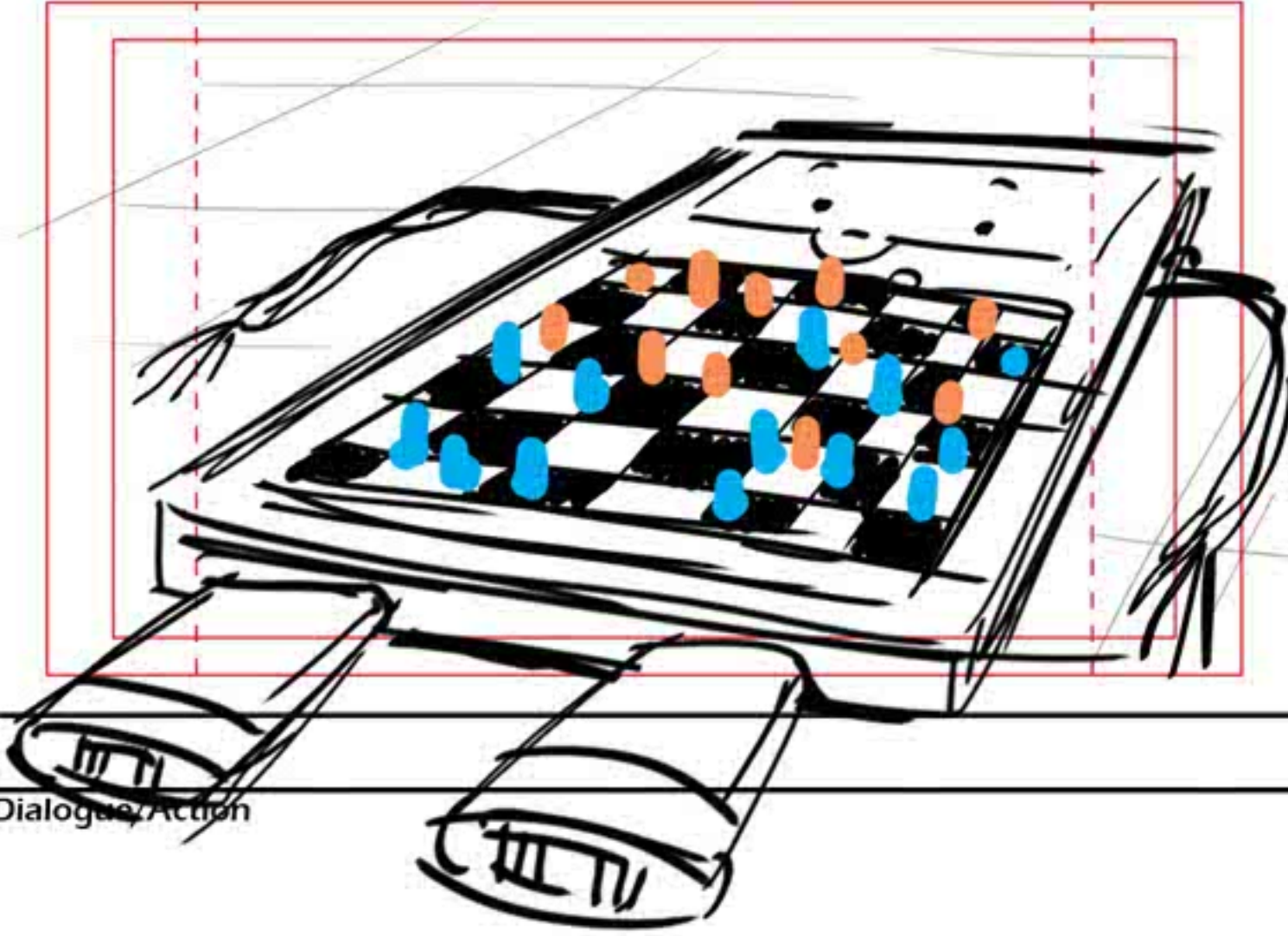
 A hand is shown moving a blue chess piece on a checkered board. The board is on a tray, and there are two glasses of water in front of it. The scene is framed by a red border. The chess pieces are colored blue and orange. The hand is white and is in the process of moving a blue piece from one square to another. The board is black and white checkered. The tray is white with a black border. The glasses are clear with some liquid inside. The background is white.
Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand is shown from the left, reaching over a board game. The board is a checkered grid with blue and orange pieces. The board itself has a smiling face with eyes and a mouth. Two dice are shown at the bottom, with numbers on their faces. A red dashed box highlights the board and the hand. The background is a simple grid.			
Dialogue/Action			

Sequence	Scene	Panel	Frames

Sequence	Scene	Panel	Frames

Sequence	Scene	Panel	Frames



The illustration shows a chessboard with a smiling face on the top edge. The board is tilted and has several blue and orange pieces on it. Below the board are two dice, one showing 'III' and the other showing 'IV'. The entire scene is enclosed in a red rectangular frame with dashed vertical lines. The drawing is done in a simple, sketchy style with black outlines and some colored dots for the pieces.

Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



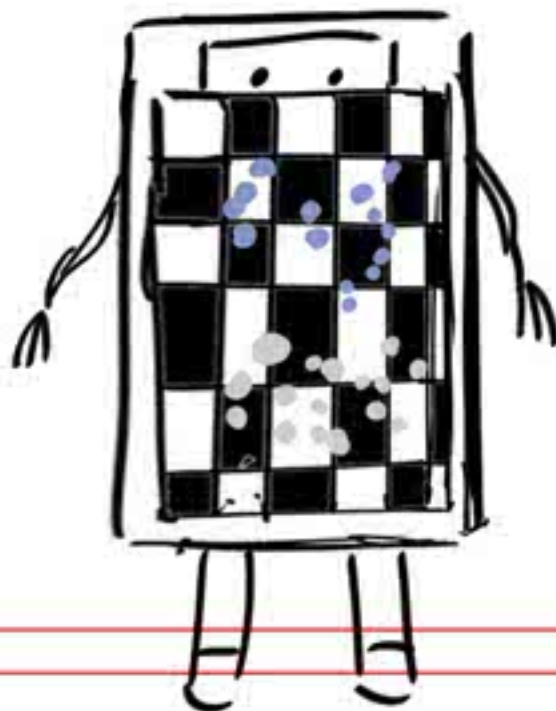
Dialogue/Action

Sequence

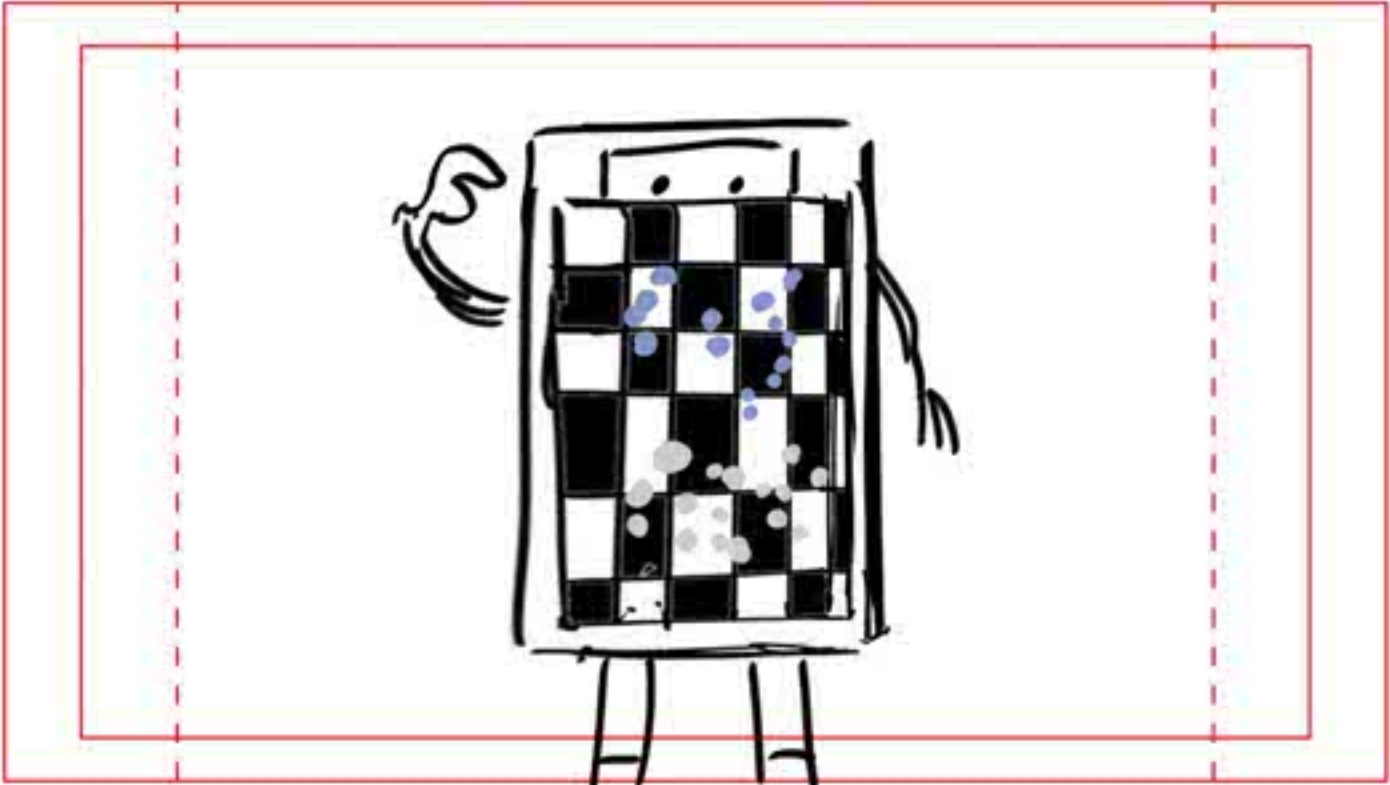
Scene

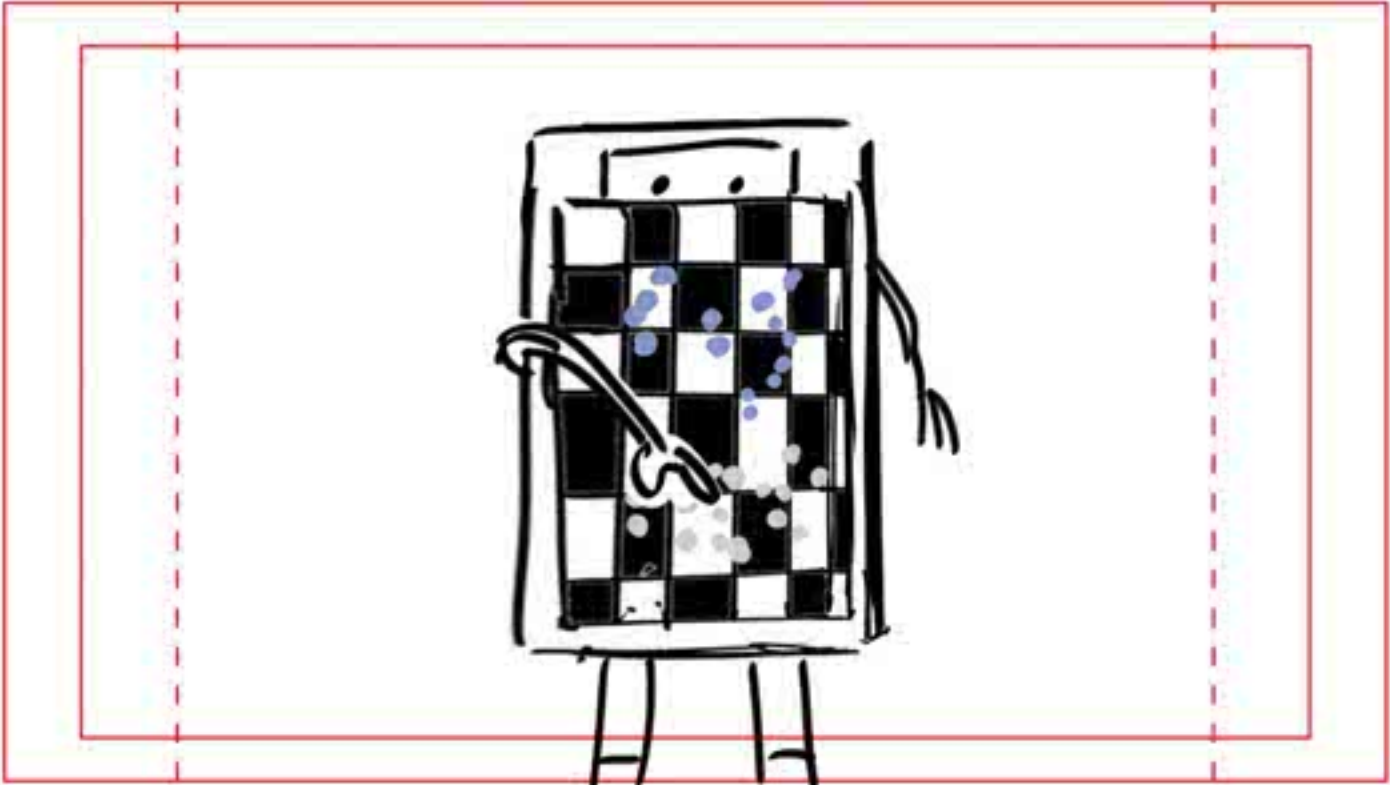
Panel

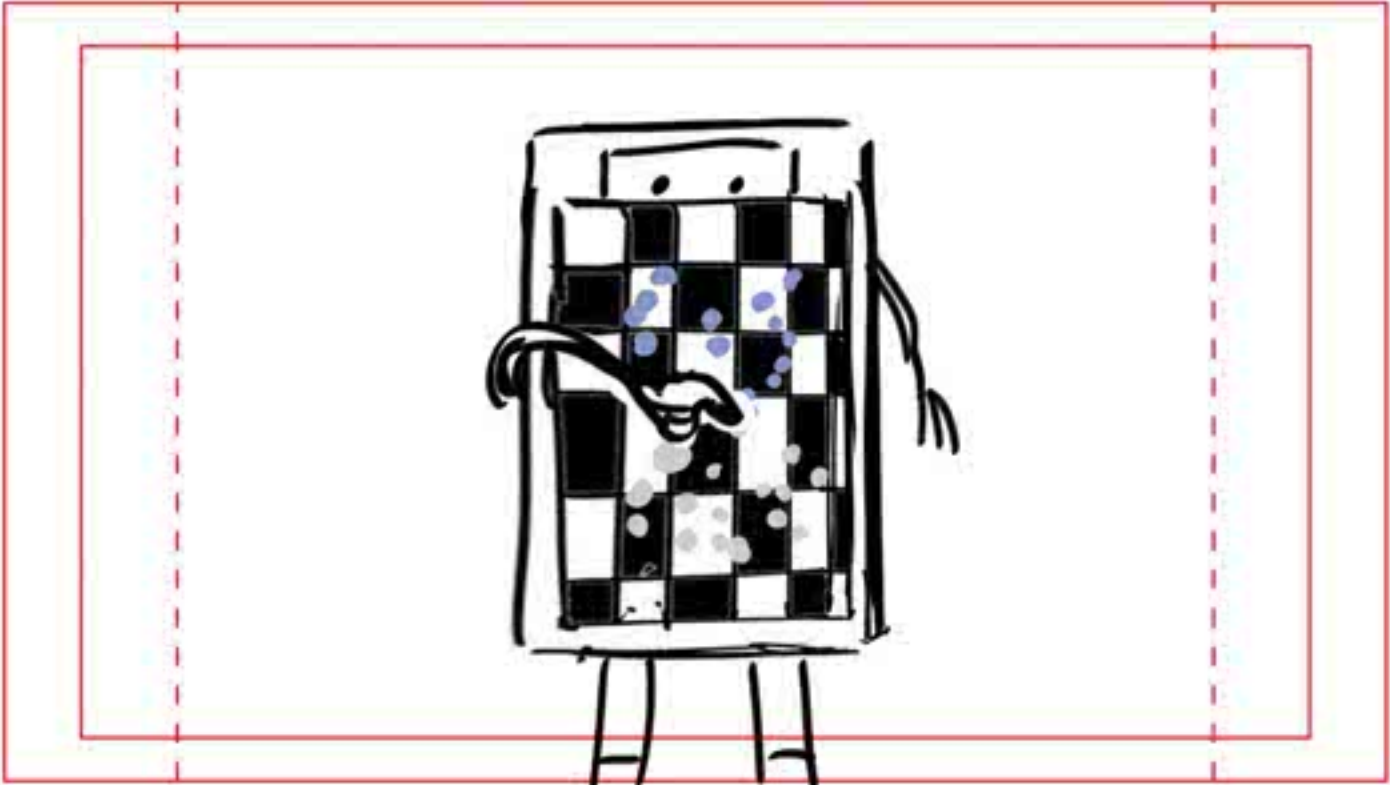
Frames

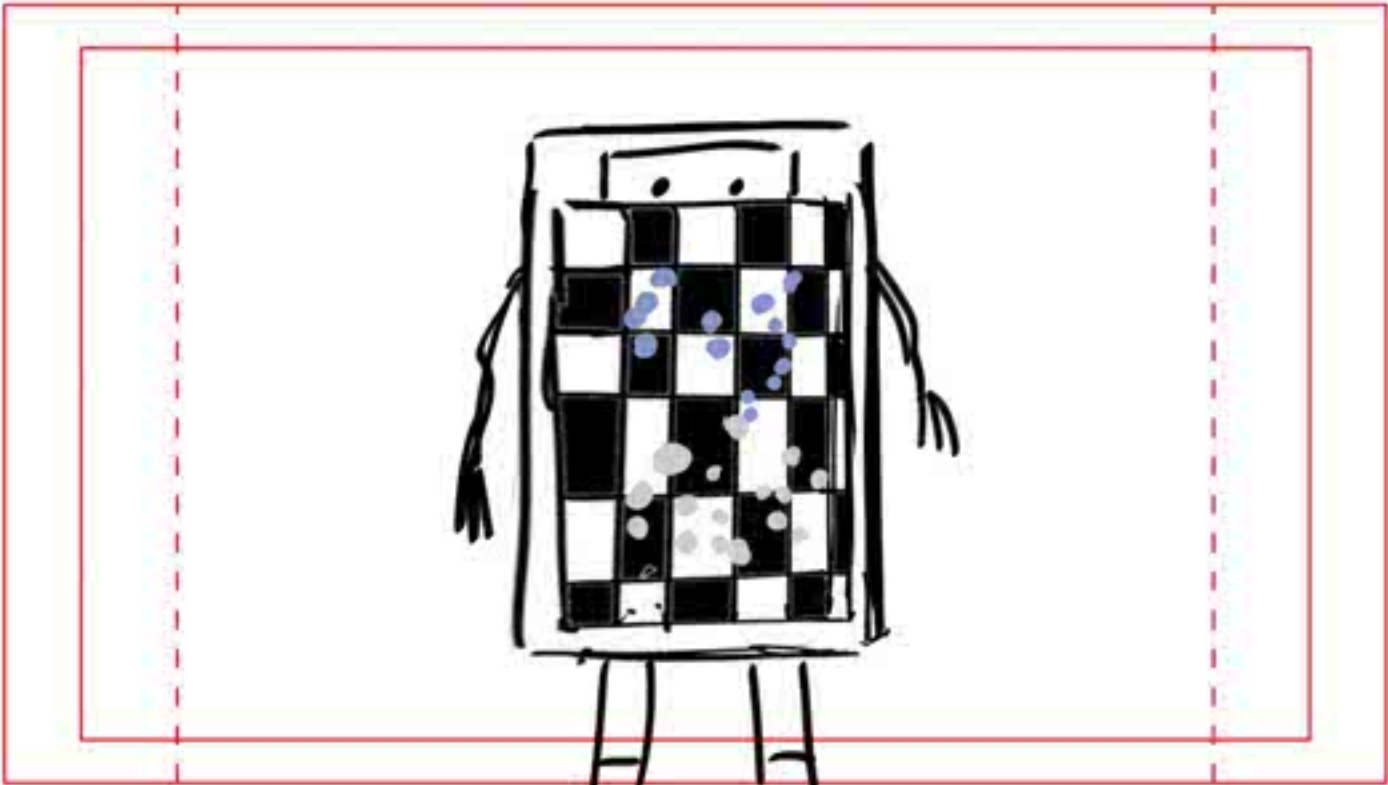


Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn illustration of a character with a checkered body and a mustache, standing within a red frame with dashed vertical lines. The character has a black and white checkered pattern on its torso, a mustache on the left side, and thin arms and legs. There are several blue and grey dots scattered on the checkered area. The character is centered within a red rectangular frame that has two vertical dashed lines on either side, suggesting a specific framing or focus area.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn illustration of a character with a checkered body and a cane, standing within a red-bordered frame with dashed vertical lines. The character has a black and white checkered torso, a white cane with a curved handle, and thin black limbs. The entire illustration is centered within a red rectangular frame that has two vertical dashed lines on either side of the character.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn illustration of a character with a checkered body and a long tongue sticking out, enclosed in a red frame with dashed vertical lines. The character has a black and white checkered pattern on its torso, with blue and grey dots scattered across it. It has a long, black, curled tongue sticking out of its mouth. The character has thin arms and legs. The entire illustration is centered within a red rectangular frame that has two vertical dashed lines on either side of the character.			
Dialogue/Action			

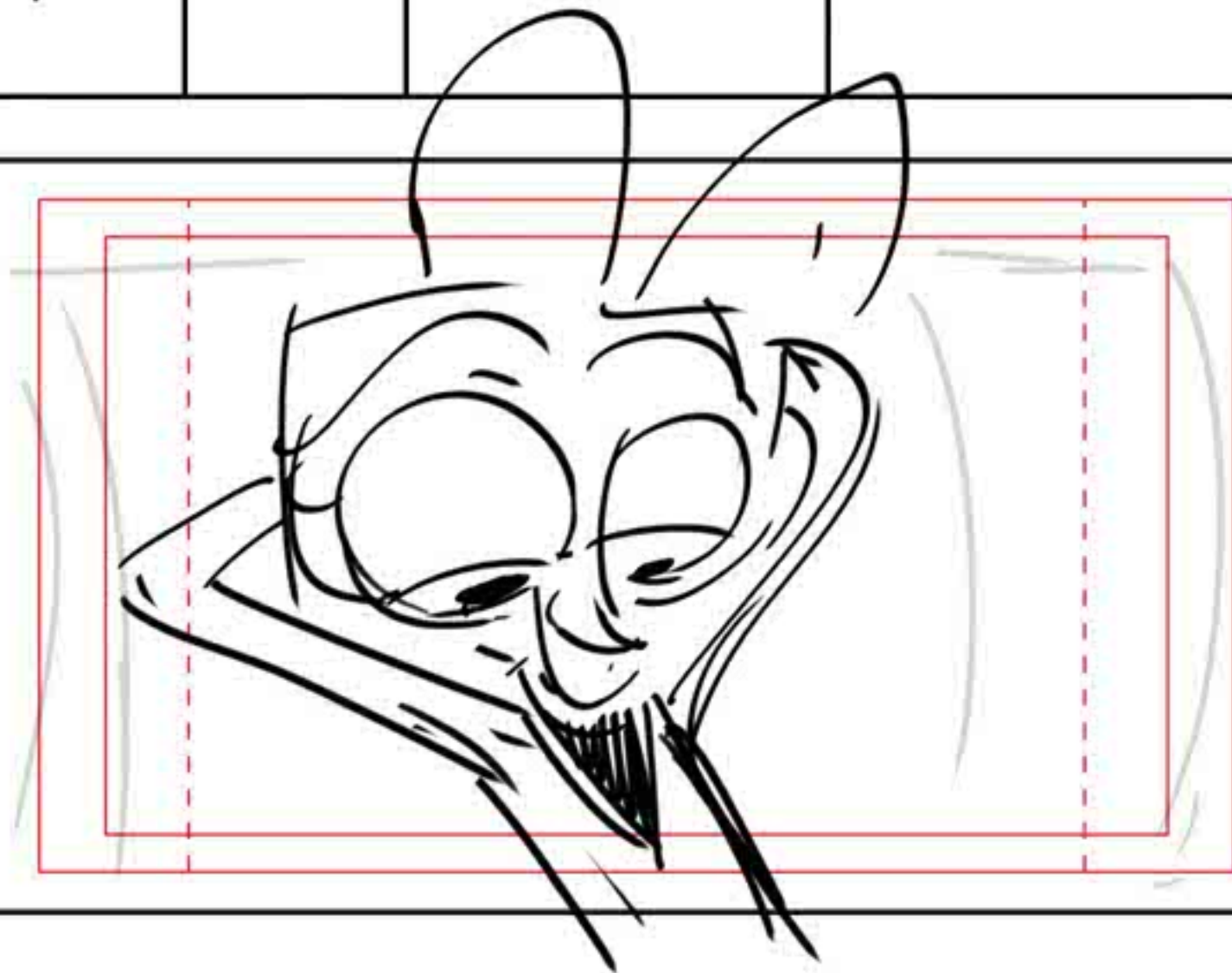
Sequence	Scene	Panel	Frames
 A hand-drawn illustration of a character with a checkered body and floating particles, centered within a red frame with dashed vertical lines. The character has a rectangular body with a black and white checkerboard pattern. It has two small black dots for eyes, thin arms, and thin legs. Several blue and grey circular particles are floating around the character's torso. The entire illustration is enclosed in a red rectangular border with two vertical dashed lines on either side of the character.			
Dialogue/Action			

Sequence


Scene

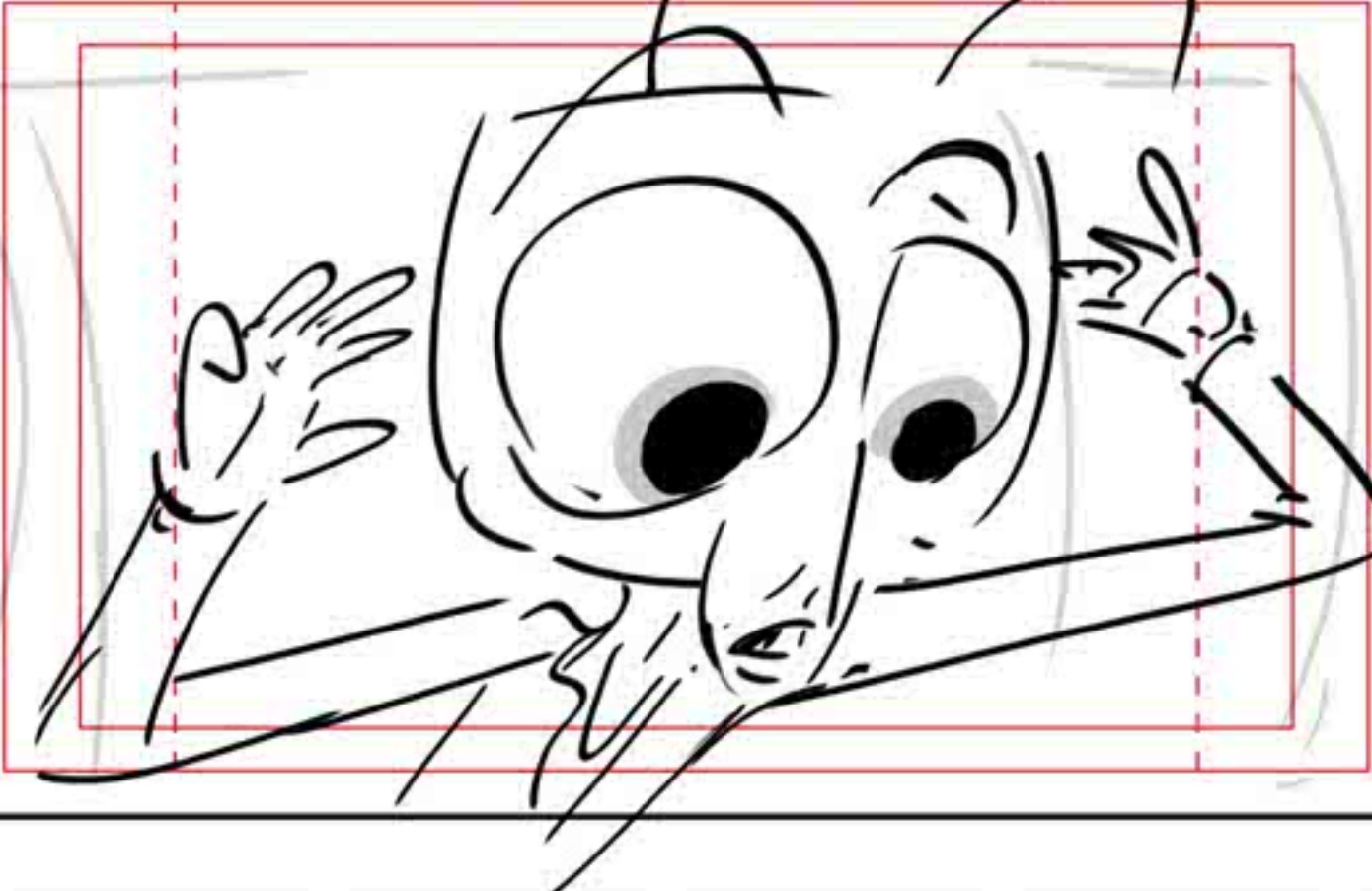
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

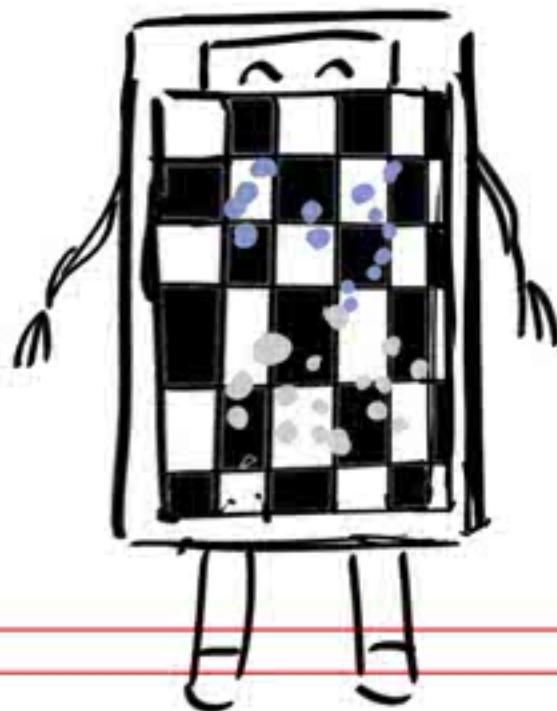
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



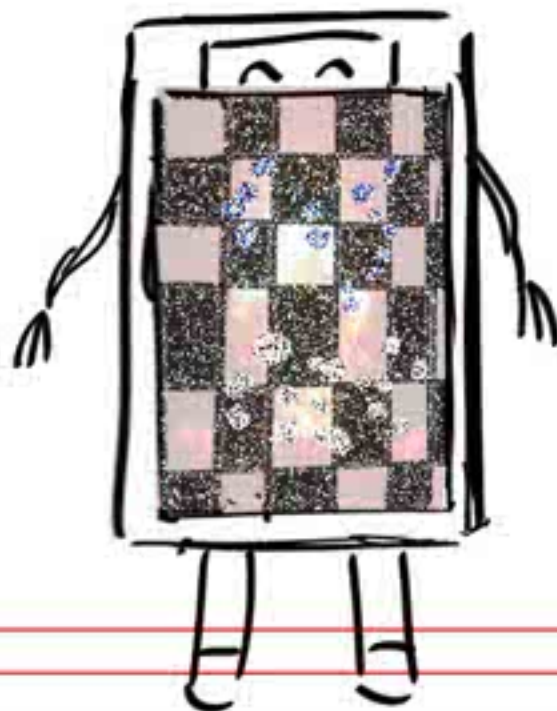
Dialogue/Action

Sequence

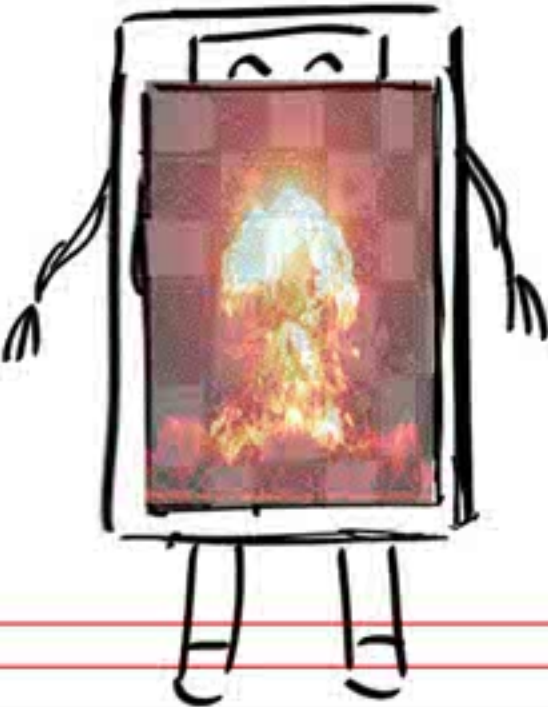
Scene

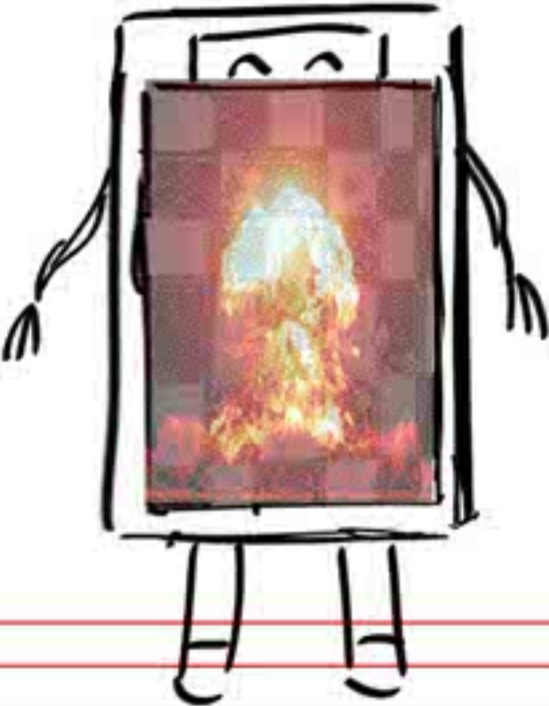
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			



Dialogue/Action

Sequence

Scene


Panel

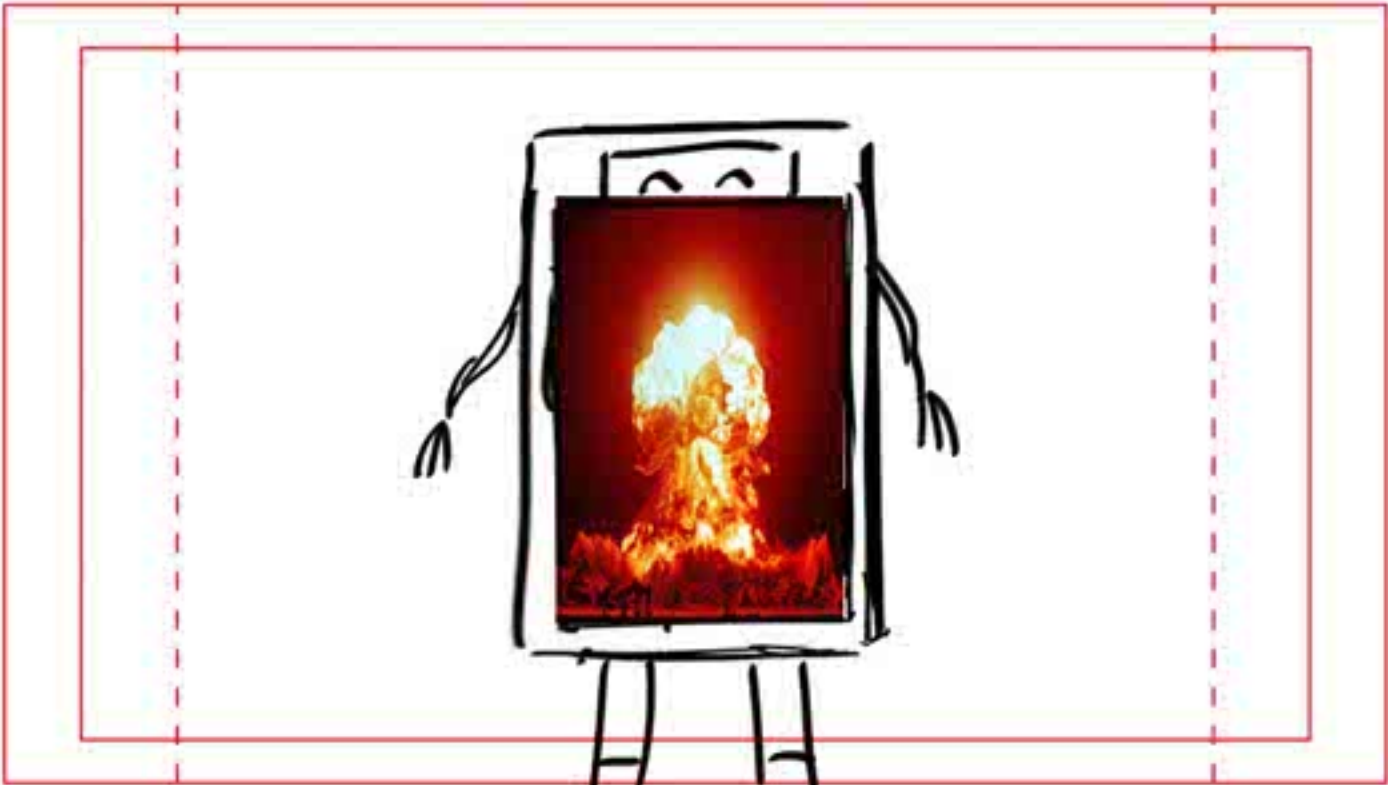
Frames




Dialogue/Action

(KA BOOM!)

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



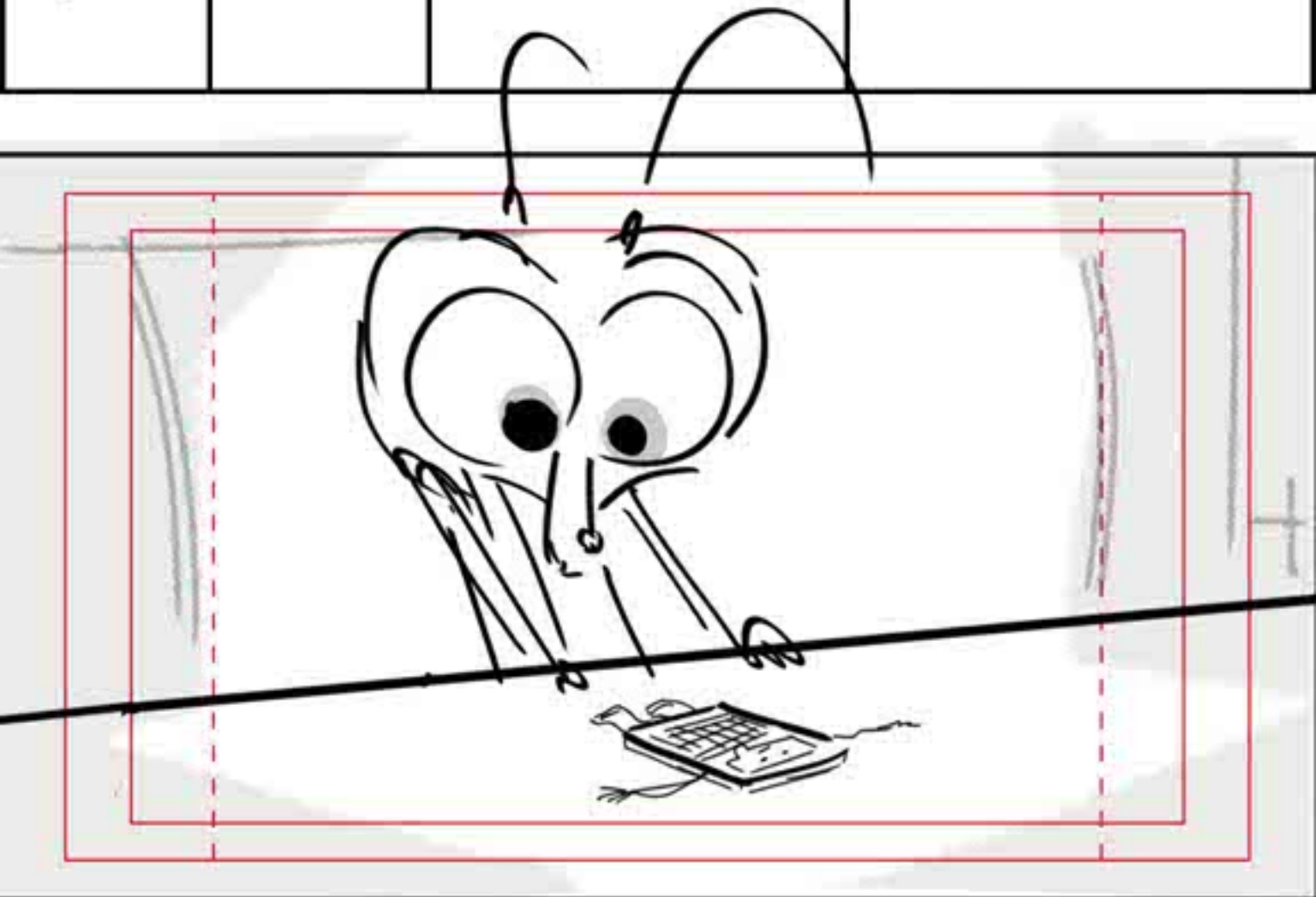
Dialogue/Action

Sequence

Scene

Panel

Frames



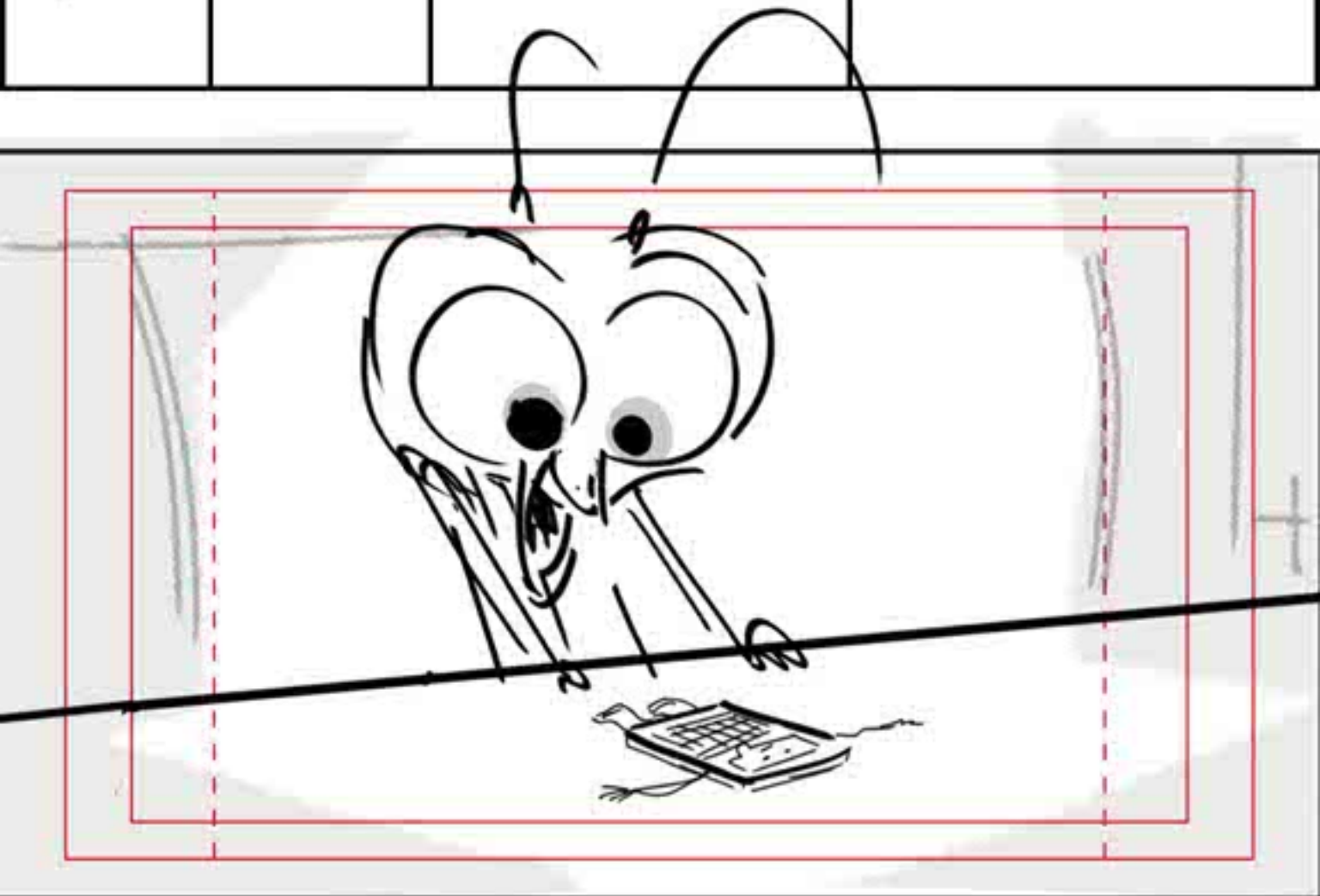
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence


Scene

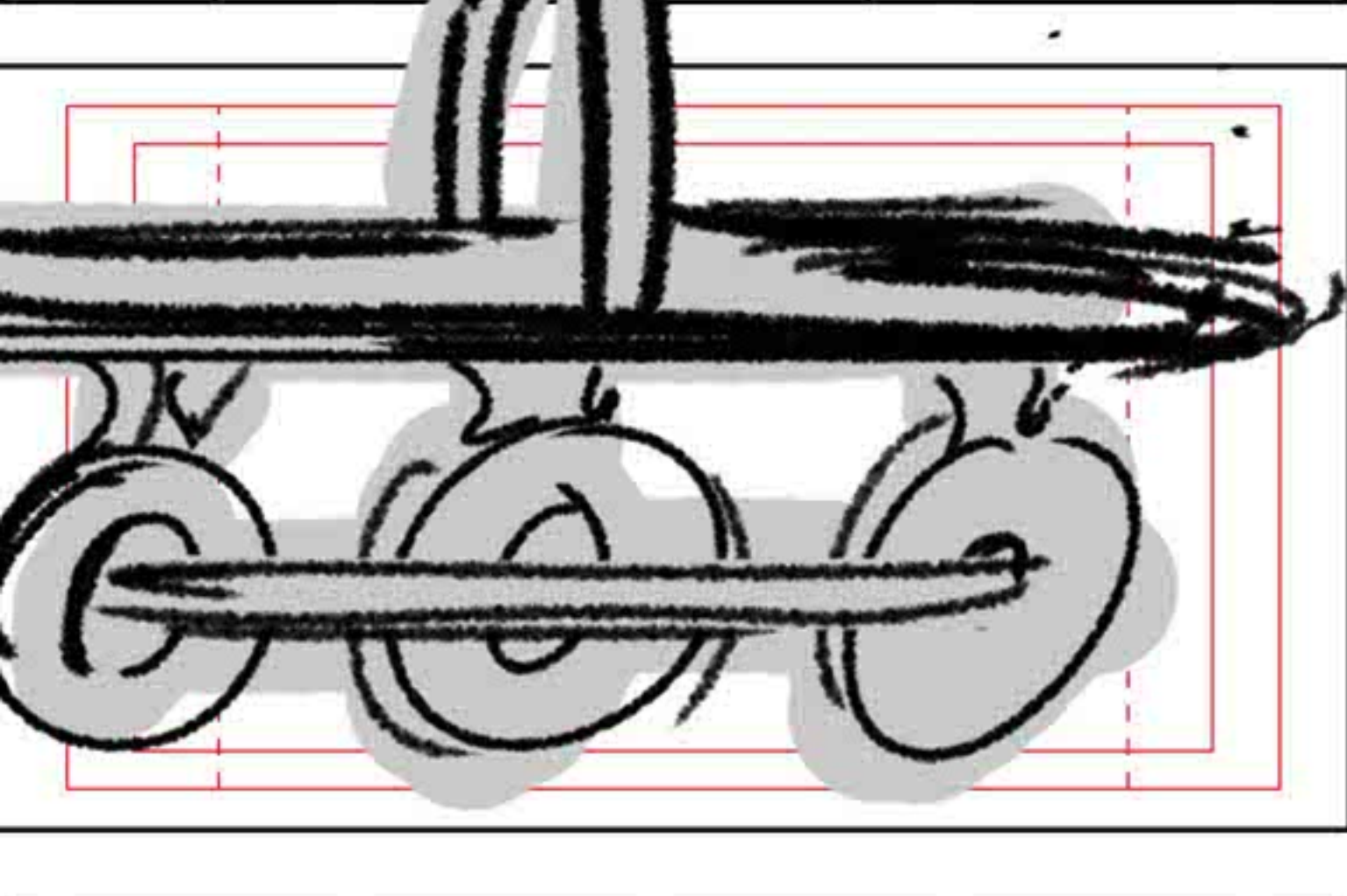
Panel

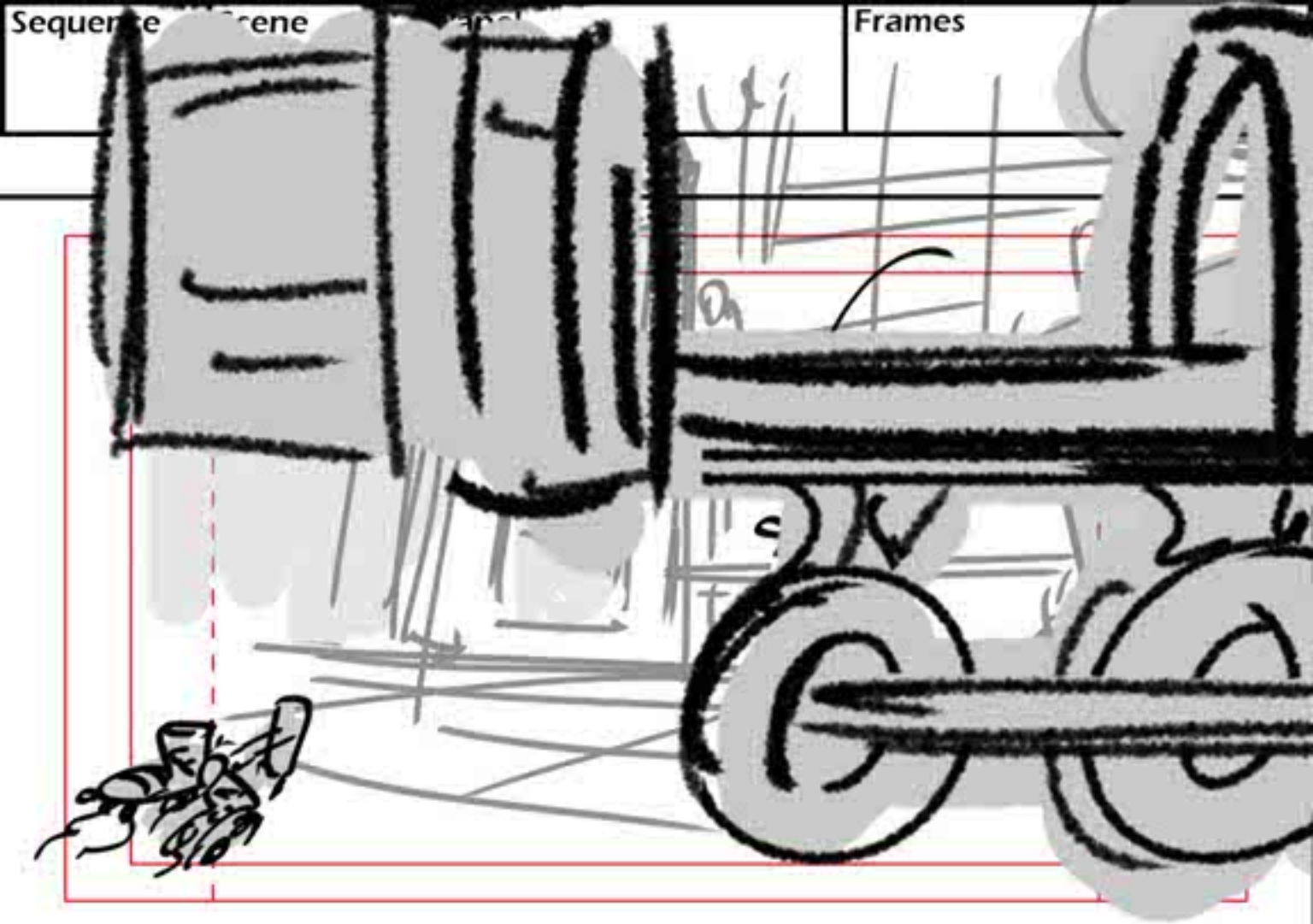
Frames



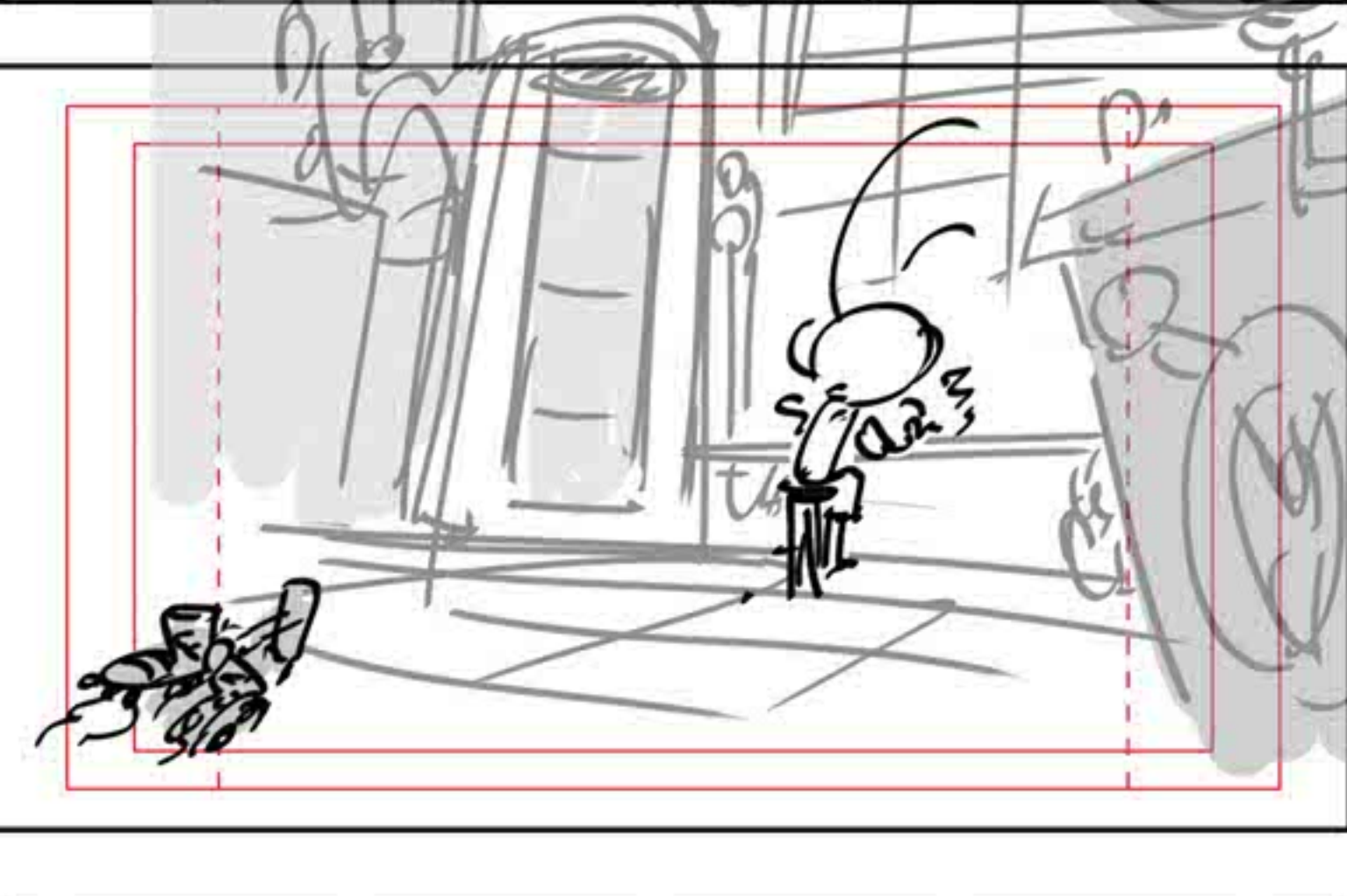
Dialogue/Action

Sequence	Scene	Panel	Frames
 A storyboard panel showing a character with large, upright ears sitting at a desk. The character is looking down at a mobile phone on the desk with a thoughtful expression. A large, dark, scribbled-out area is on the left side of the panel, partially obscuring the character's face. A red rectangular frame is drawn around the character and the phone. A vertical dashed red line is on the right side of the frame. A horizontal black line runs across the middle of the panel, possibly representing a desk or a window ledge. The background is a simple sketch of a wall with a door handle on the right.			
Dialogue/Action			

Sequence	Scene	Pa	Frames
 A hand-drawn storyboard panel. At the top, a hand holds a long, dark tray. Below the tray, three oranges are arranged in a row. A horizontal line passes through the center of the oranges. The entire scene is enclosed in a red rectangular frame with dashed vertical lines. The drawing style is simple and sketchy, using black outlines and grey shading.			
Dialogue/Action			



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



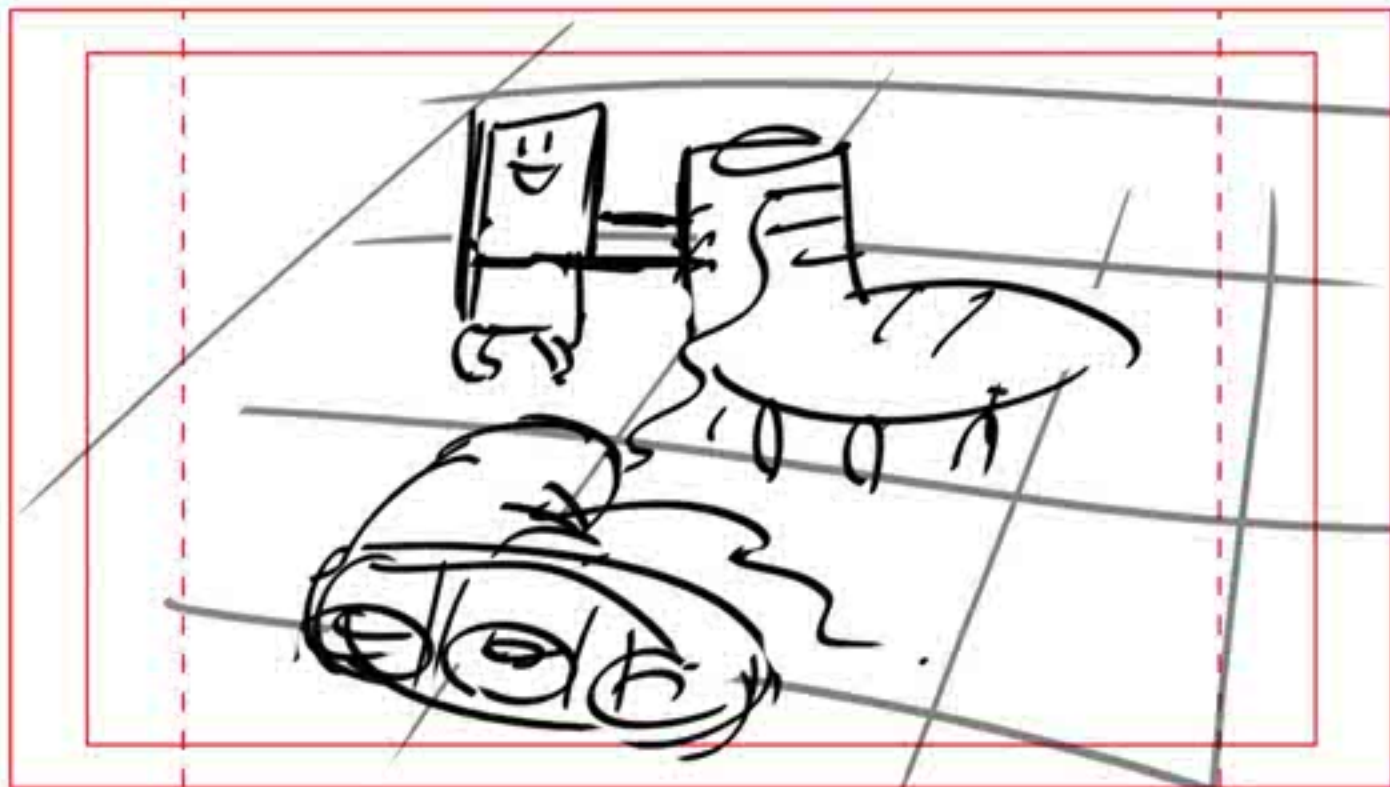
Dialogue/Action

Sequence

Scene

Panel

Frames



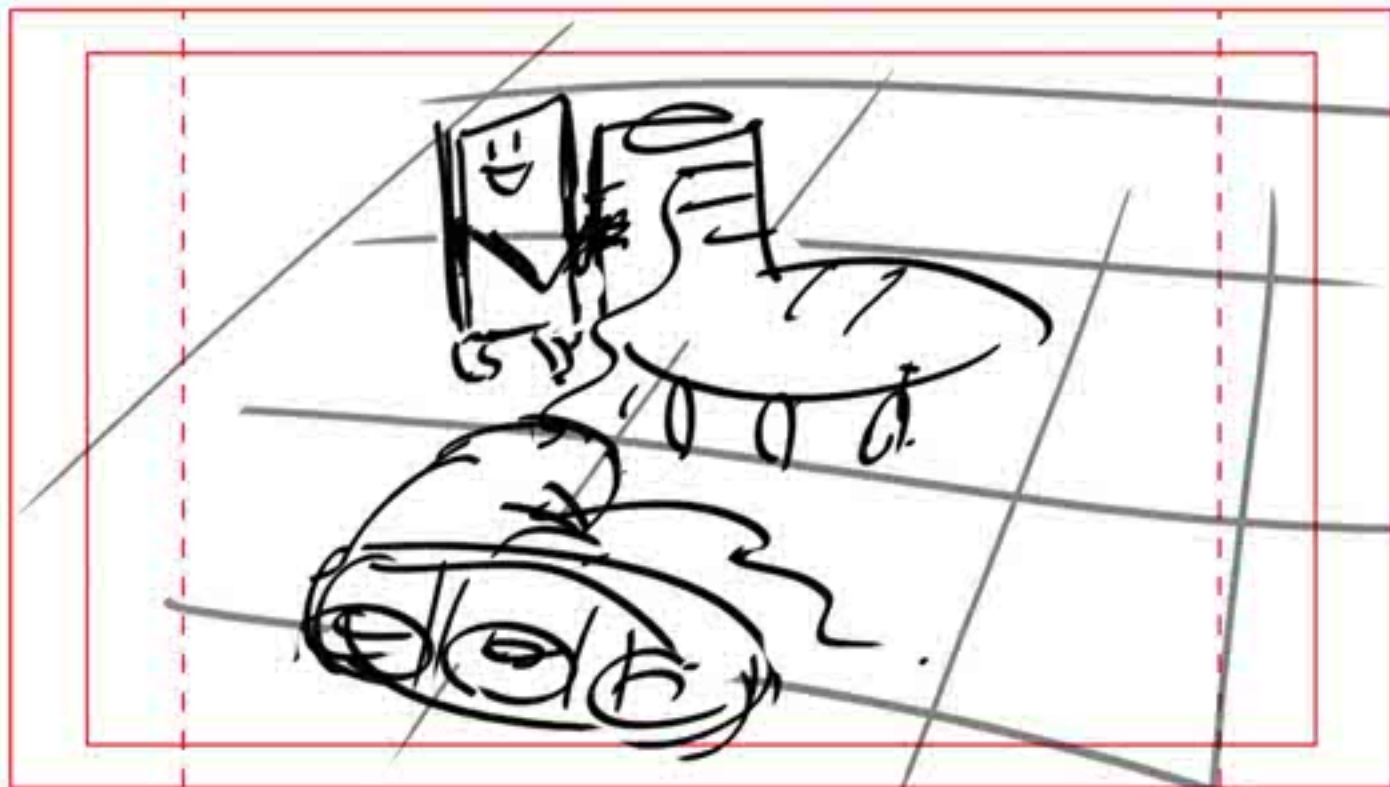
Dialogue/Action

Sequence

Scene

Panel

Frames



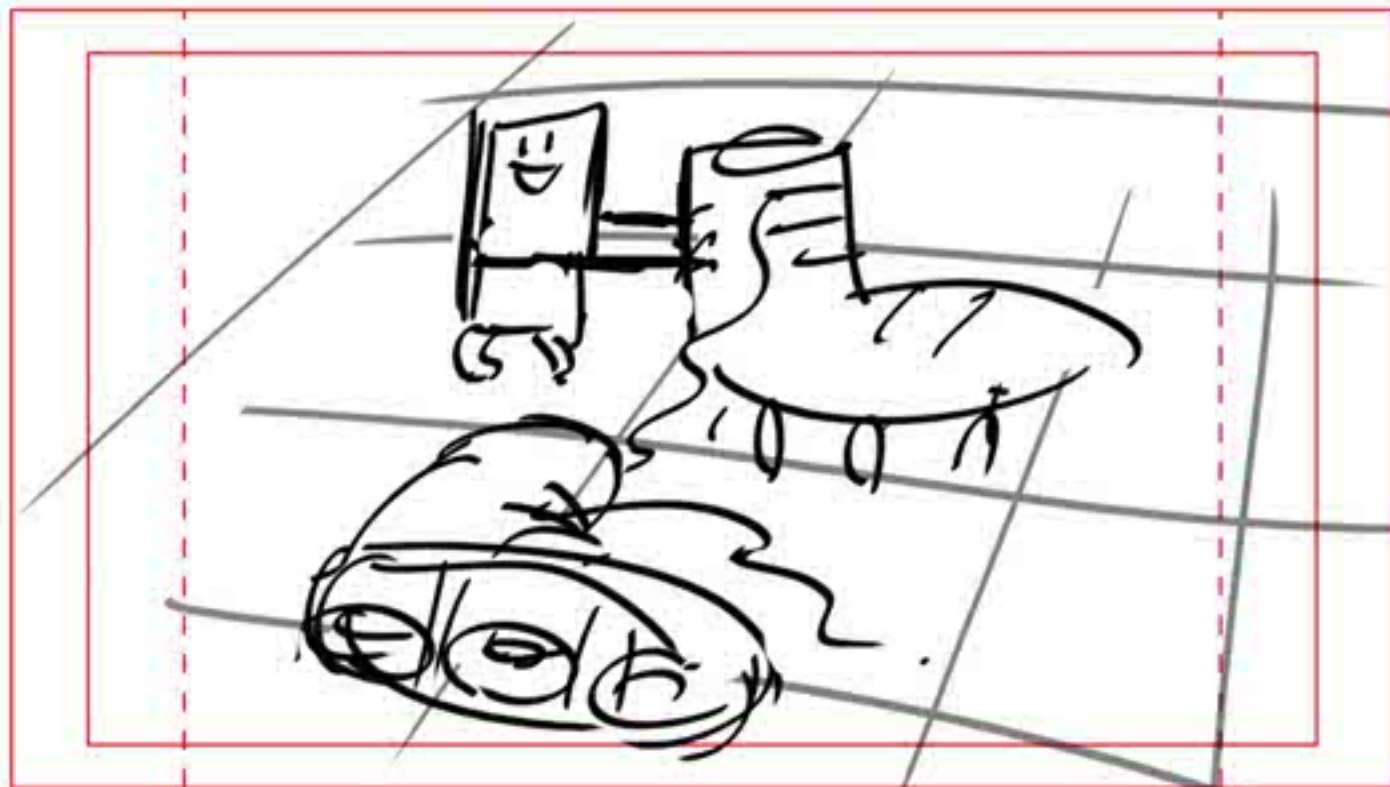
Dialogue/Action

Sequence

Scene

Panel

Frames



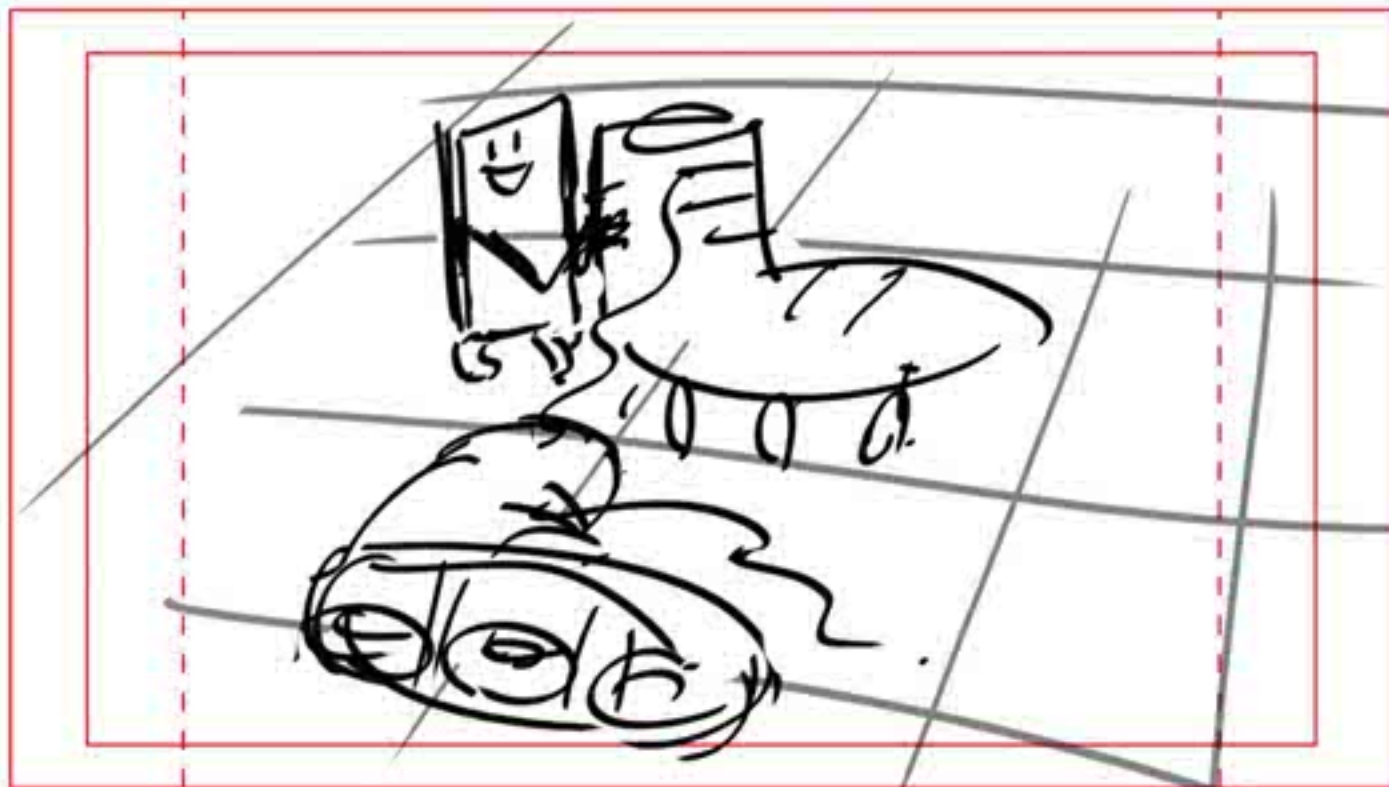
Dialogue/Action

Sequence

Scene

Panel

Frames



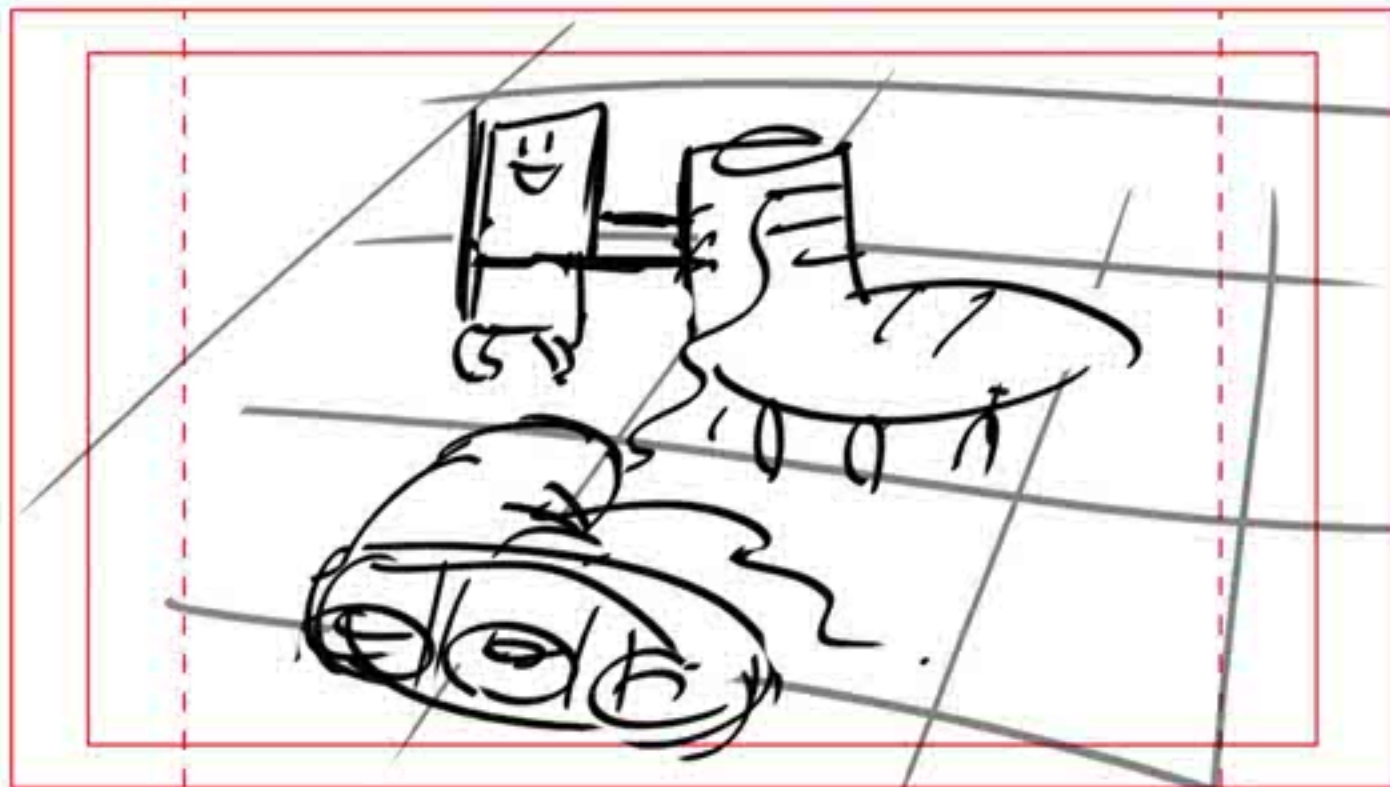
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



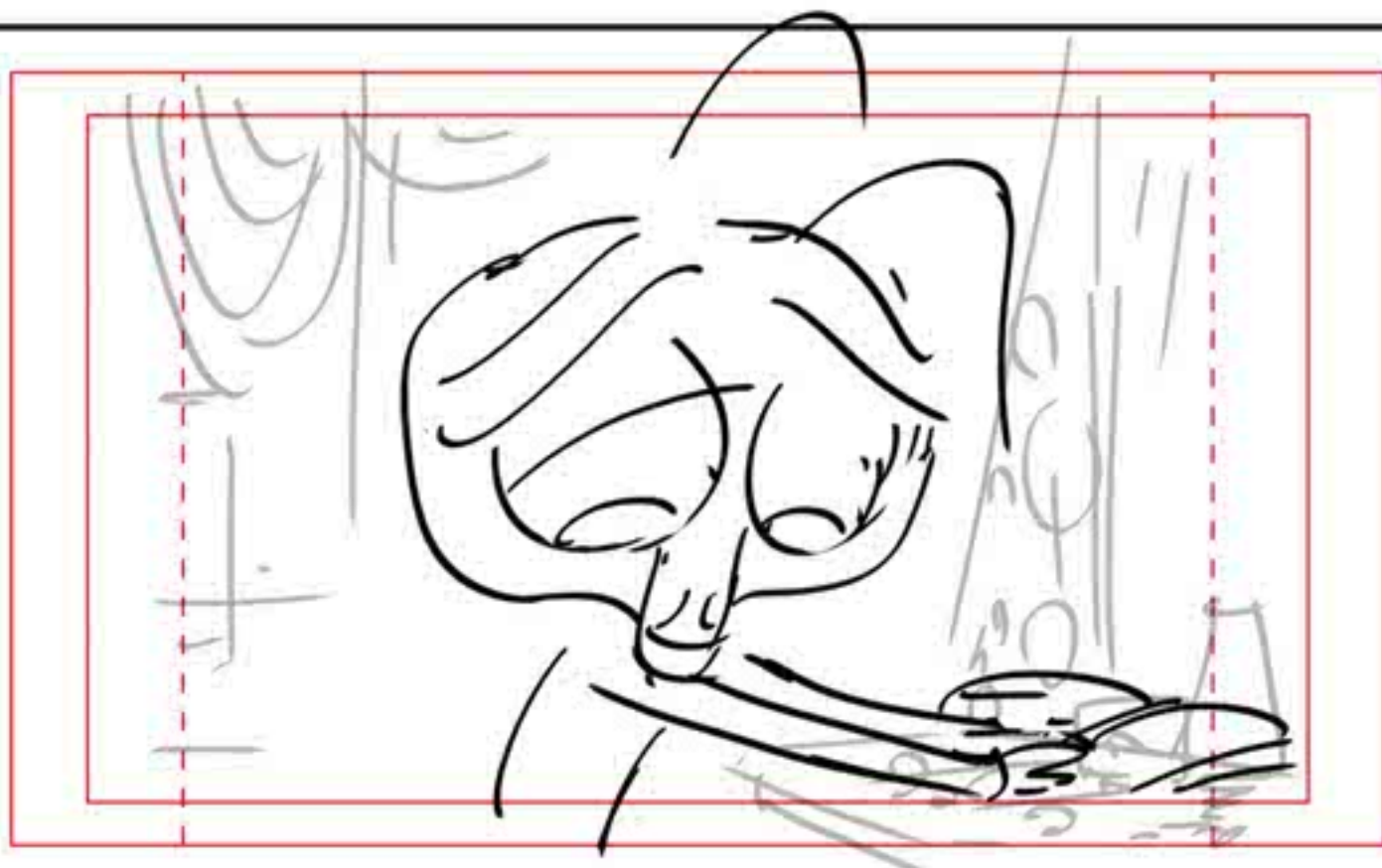
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence


Scene


Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

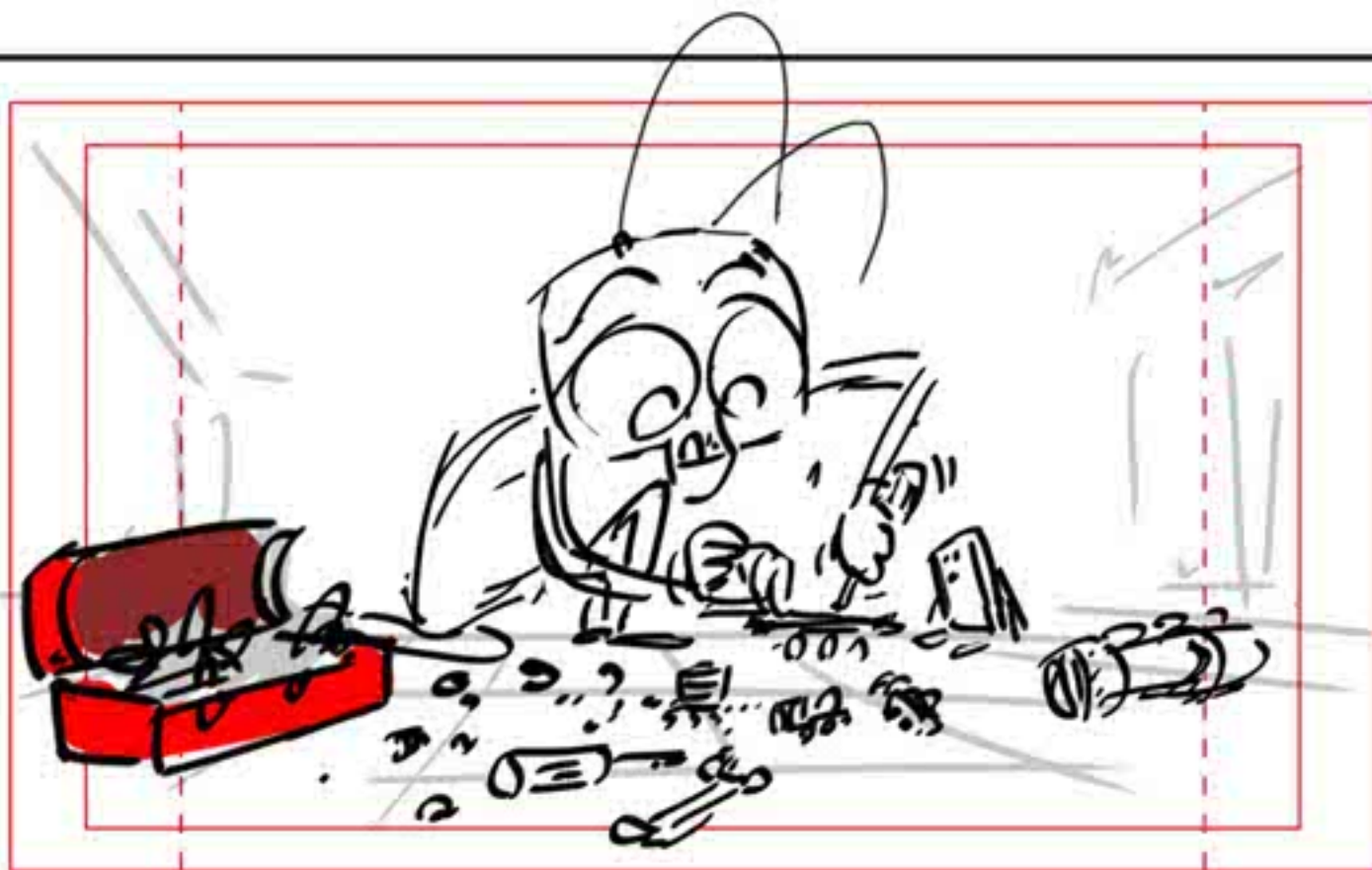
Sequence	Scene	Panel	Frames
 A hand-drawn cartoon illustration of a character with long antennae, looking shocked or surprised. The character is surrounded by spilled items, including a red box, a red cylindrical container, and various small objects. A green box highlights the character's face. The illustration is framed by a red border and contains dashed vertical lines.			
Dialogue/Action			

Sequence


Scene

Panel



Frames

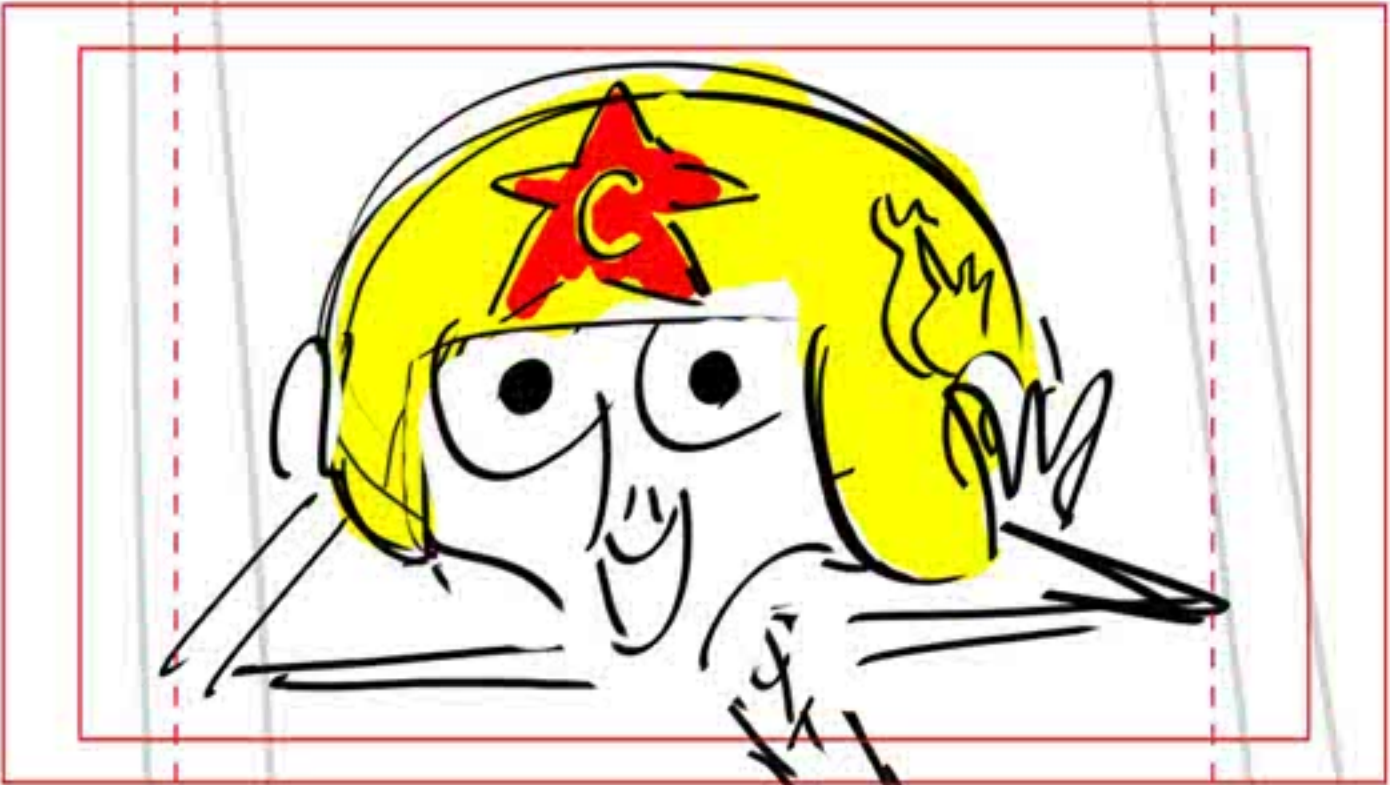





Dialogue/Action



Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 308 1238">Dialogue/Action</p> 			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 308 1238">Dialogue/Action</p> 			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1183 308 1238">Dialogue/Action</p> 			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 308 1238">Dialogue/Action</p> 			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

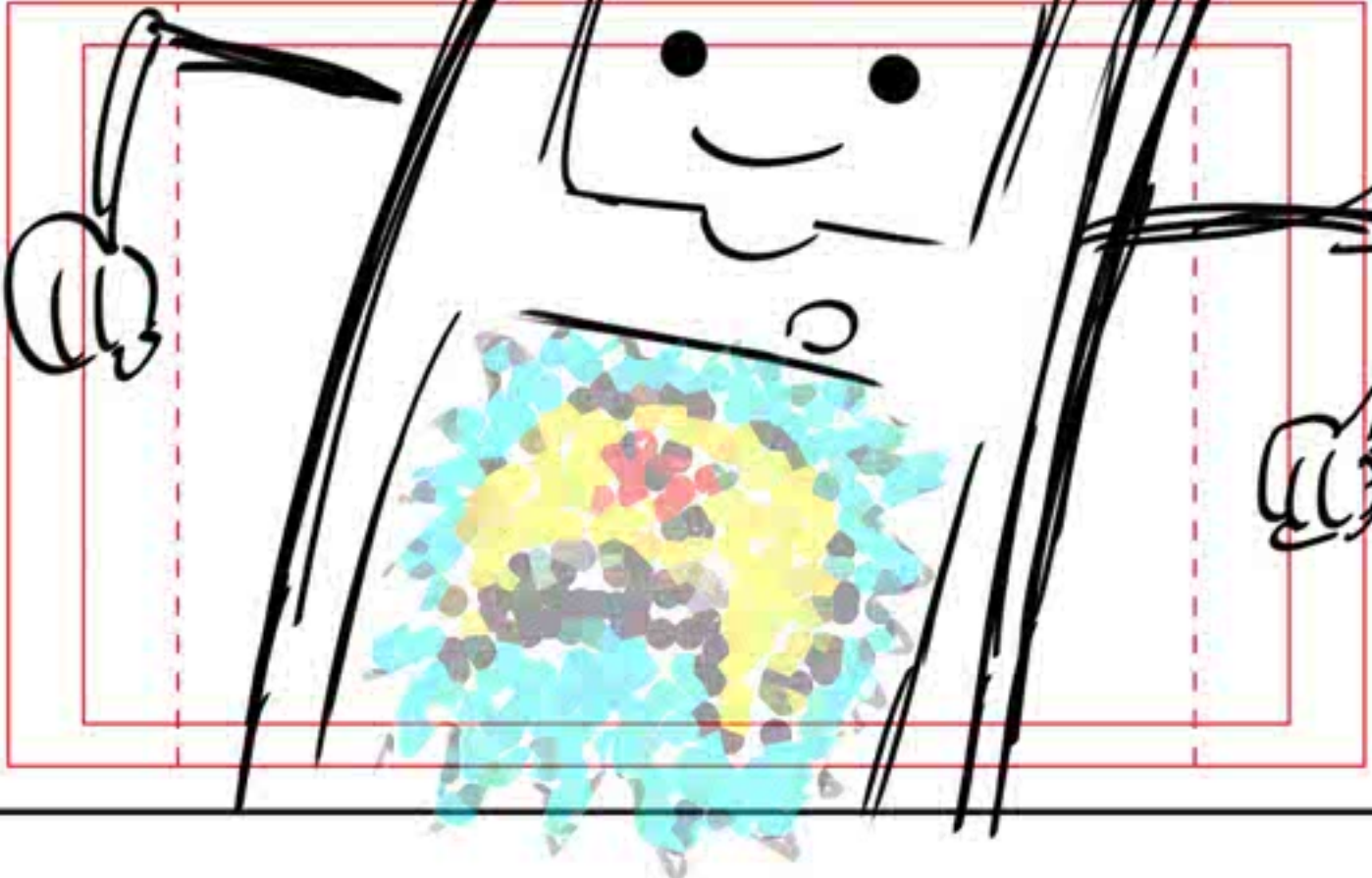
Panel

Frames

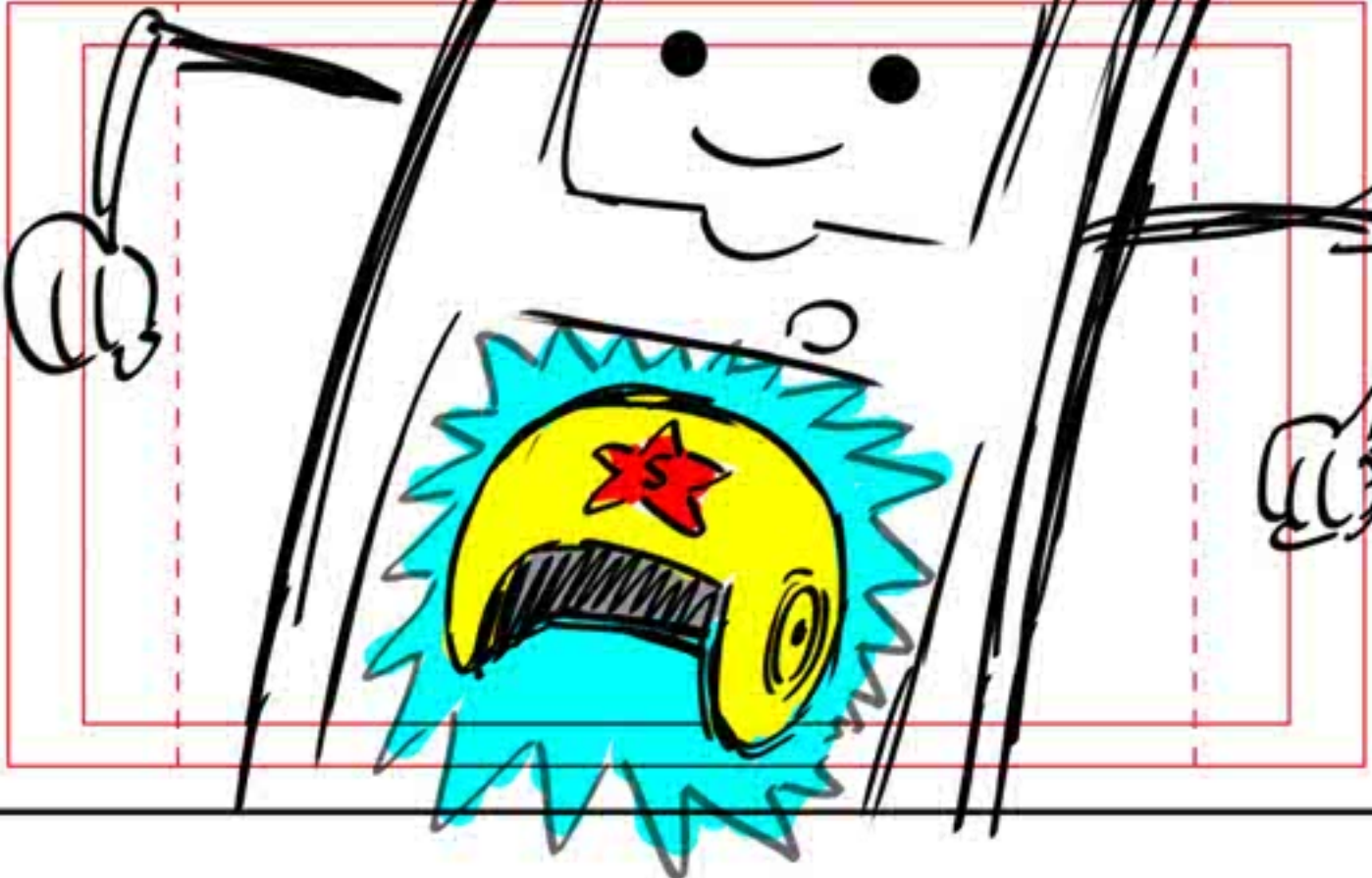


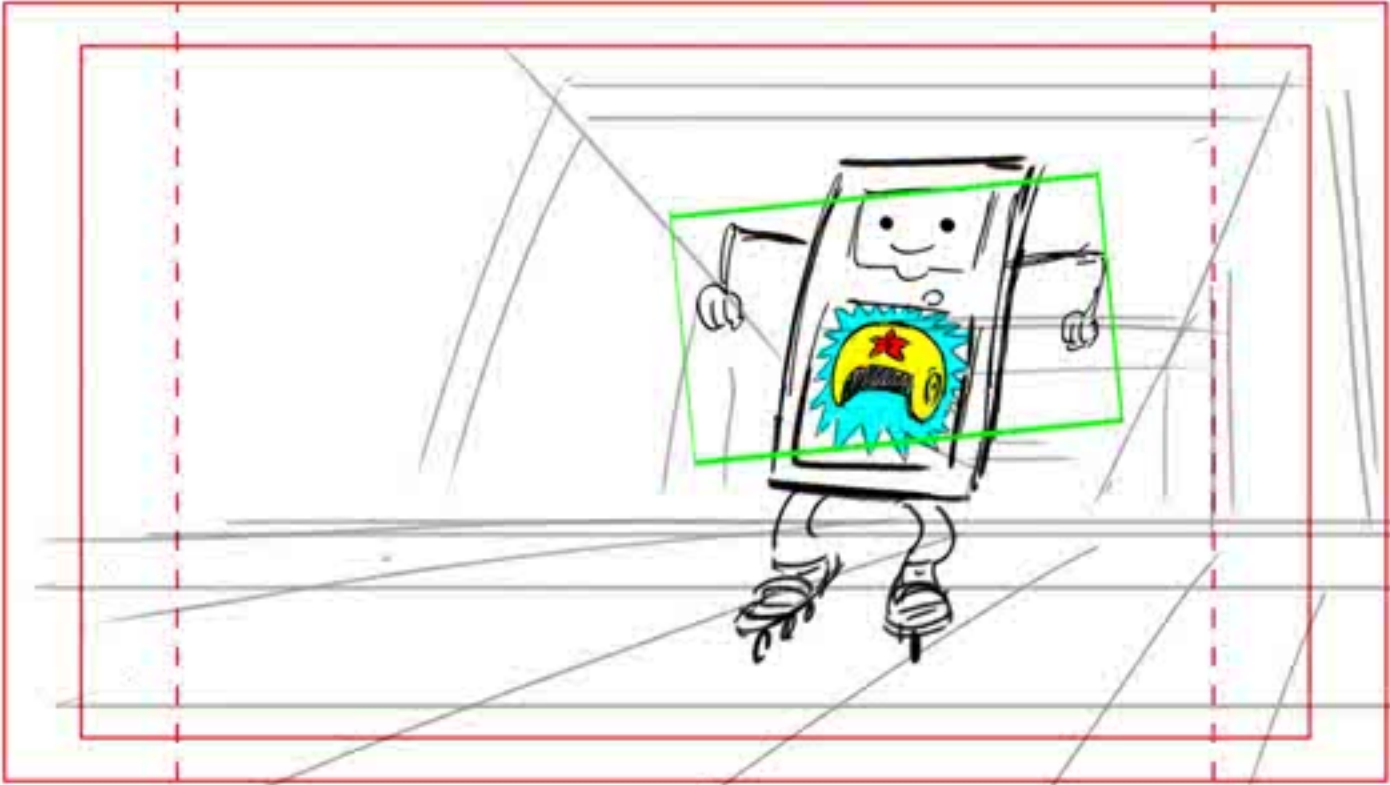
Dialogue/Action

Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

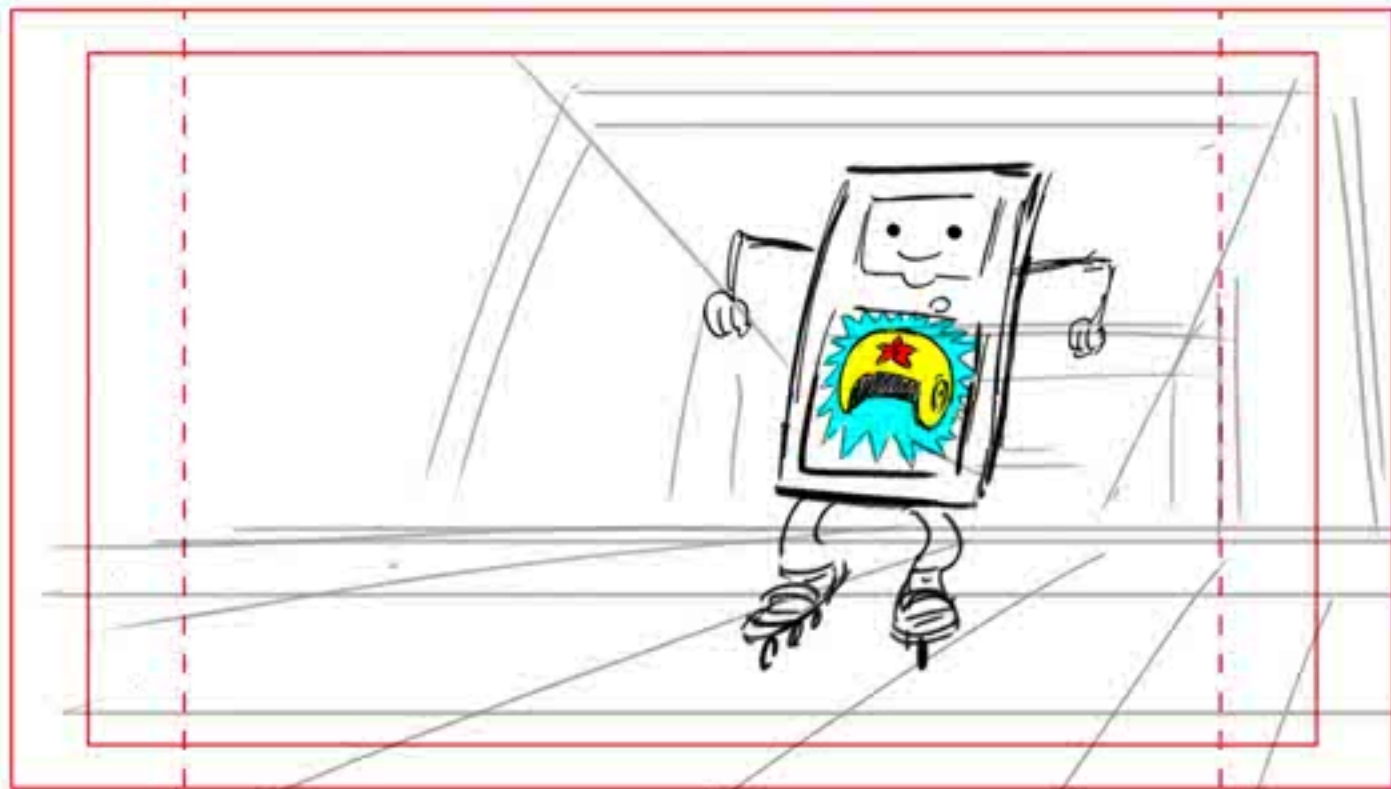
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

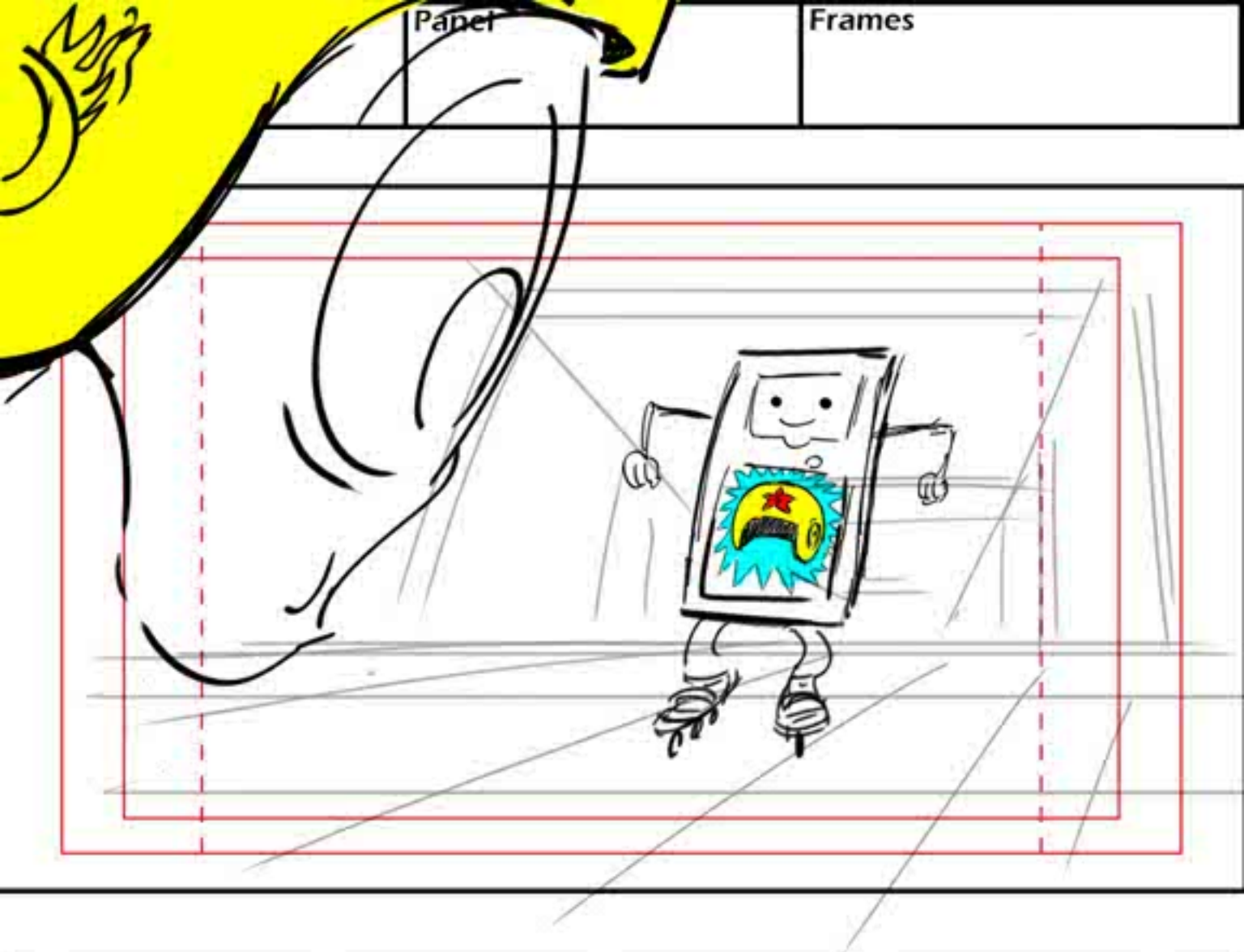
Frames



Dialogue/Action

Paper

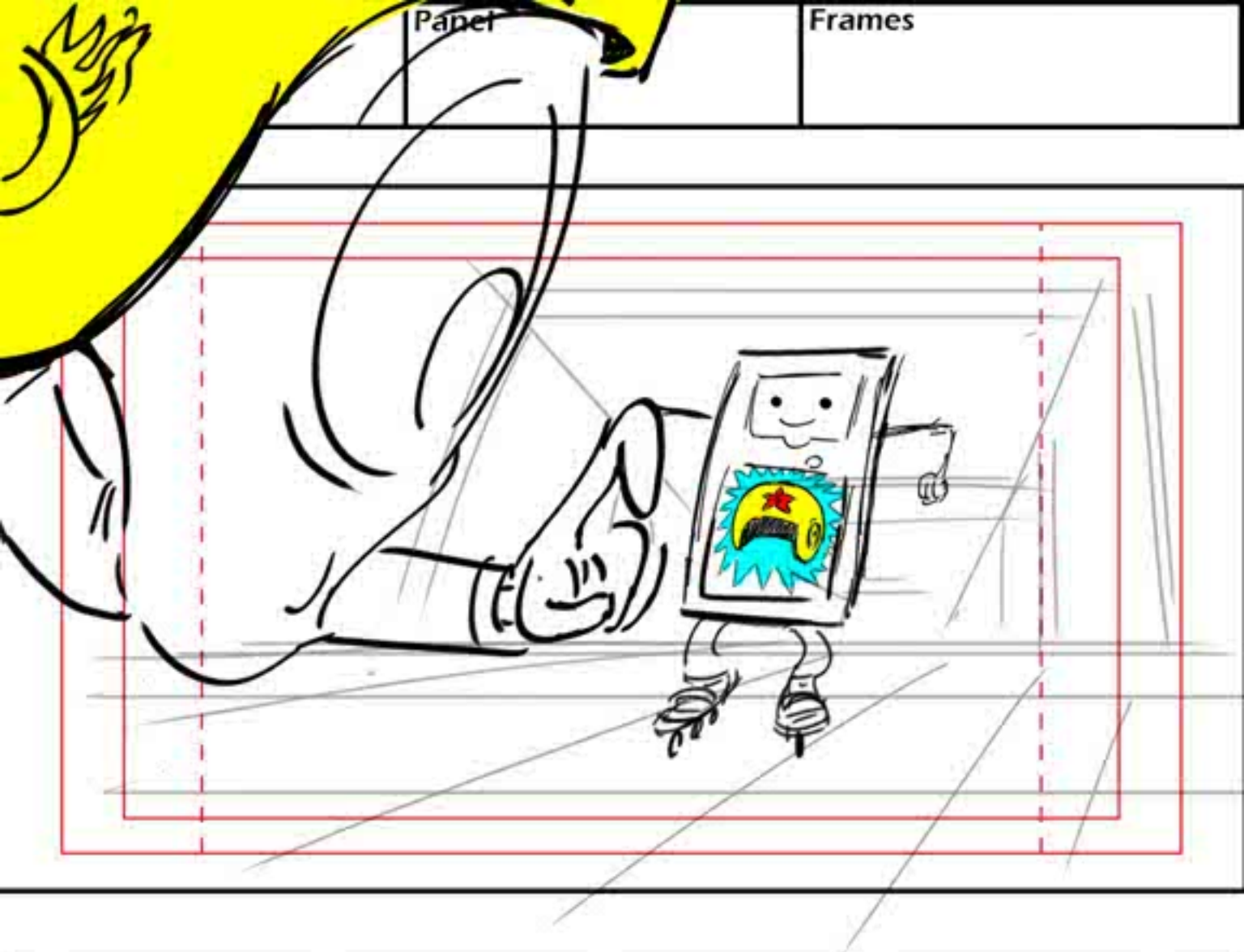
Frames



Dialogue/Action

Paper

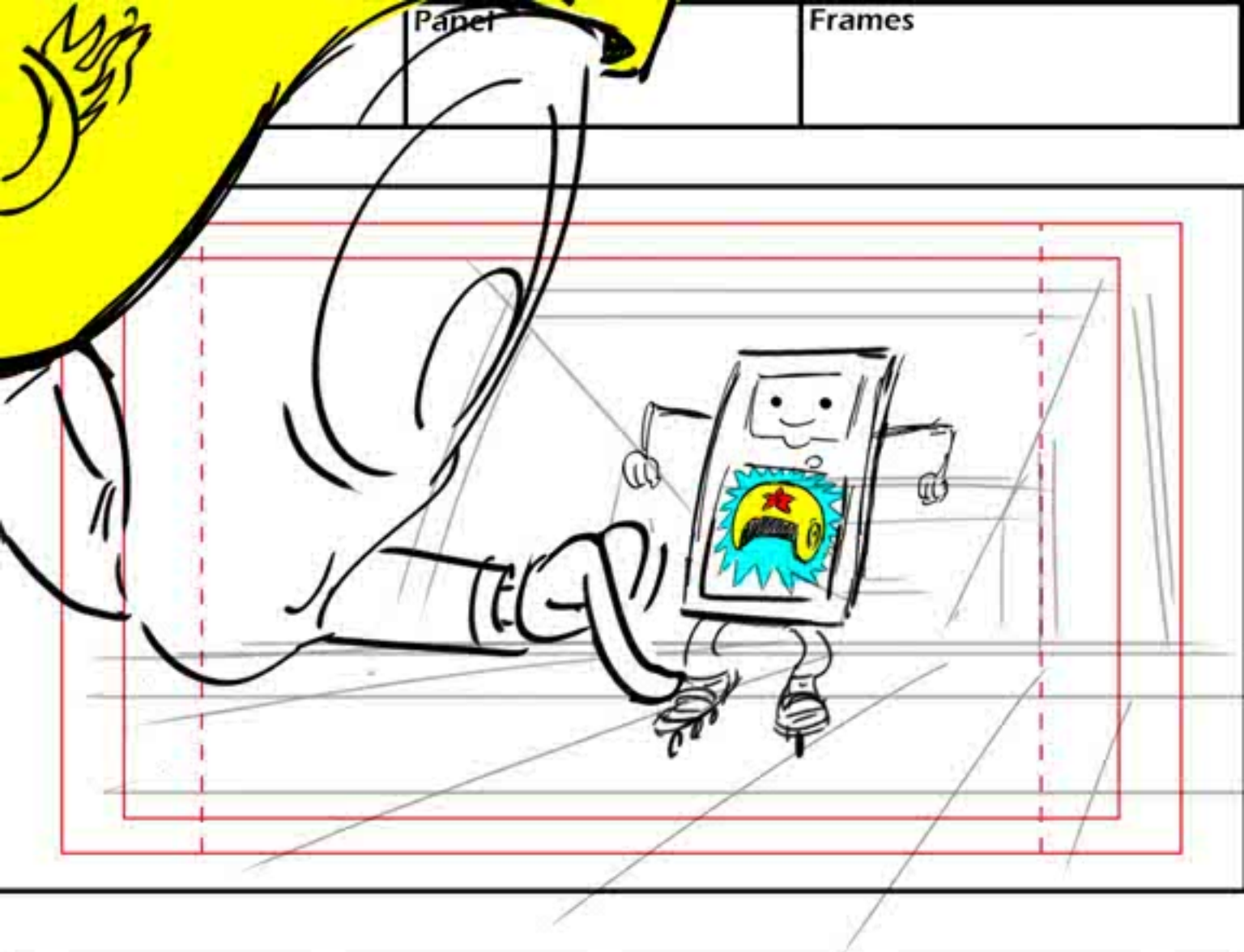
Frames



Dialogue/Action

Paper

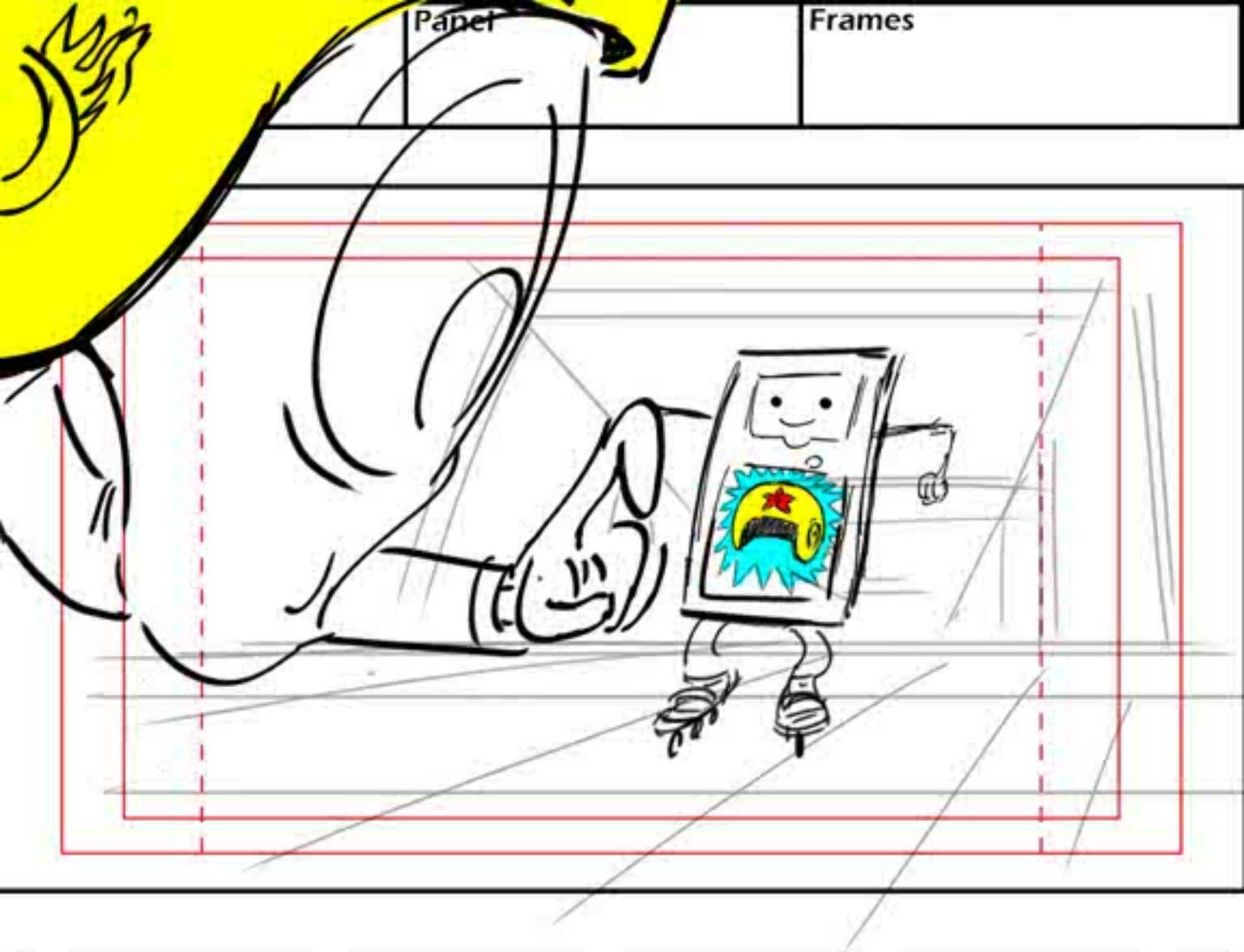
Frames



Dialogue/Action

Panel

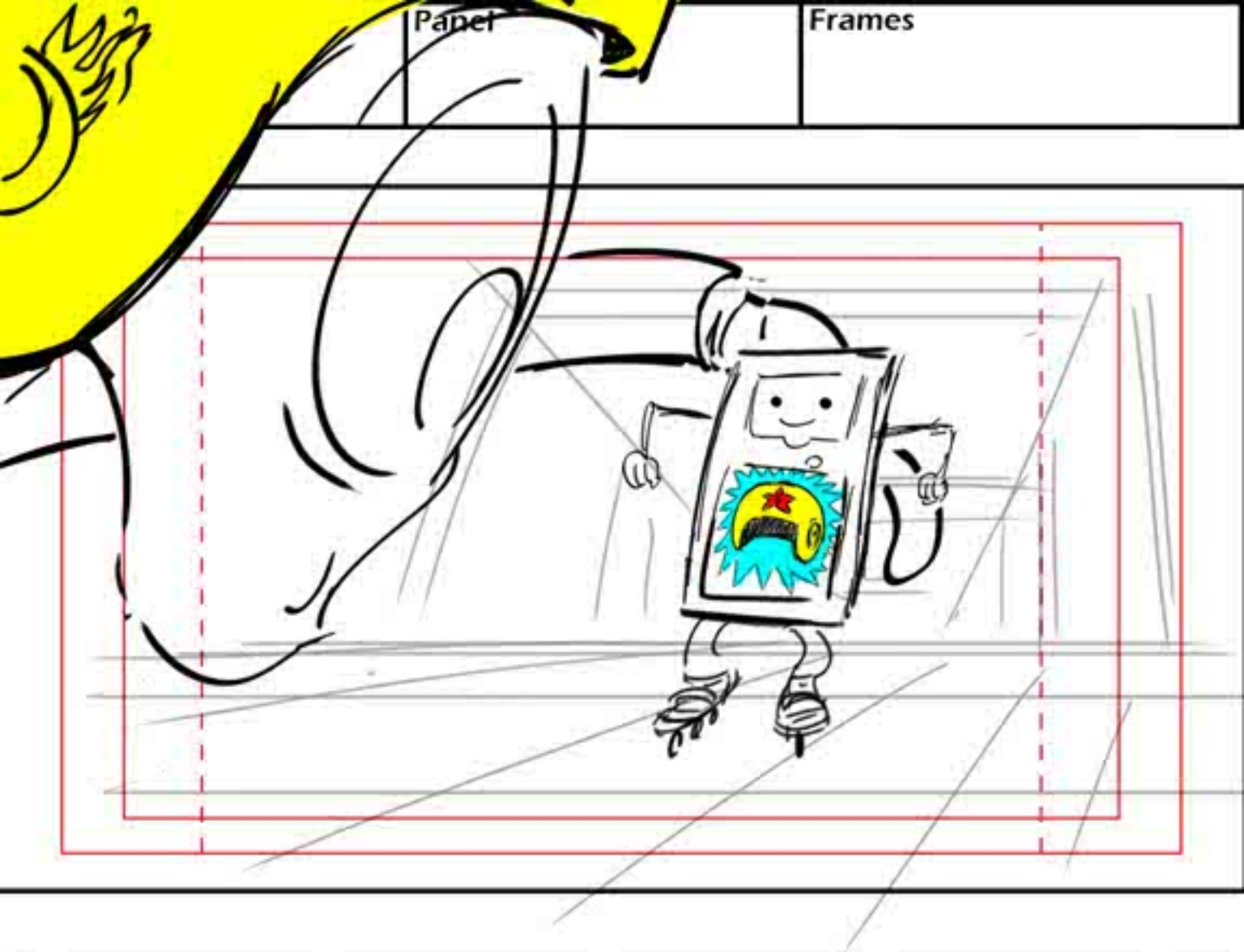
Frames



Dialogue/Action

Paper

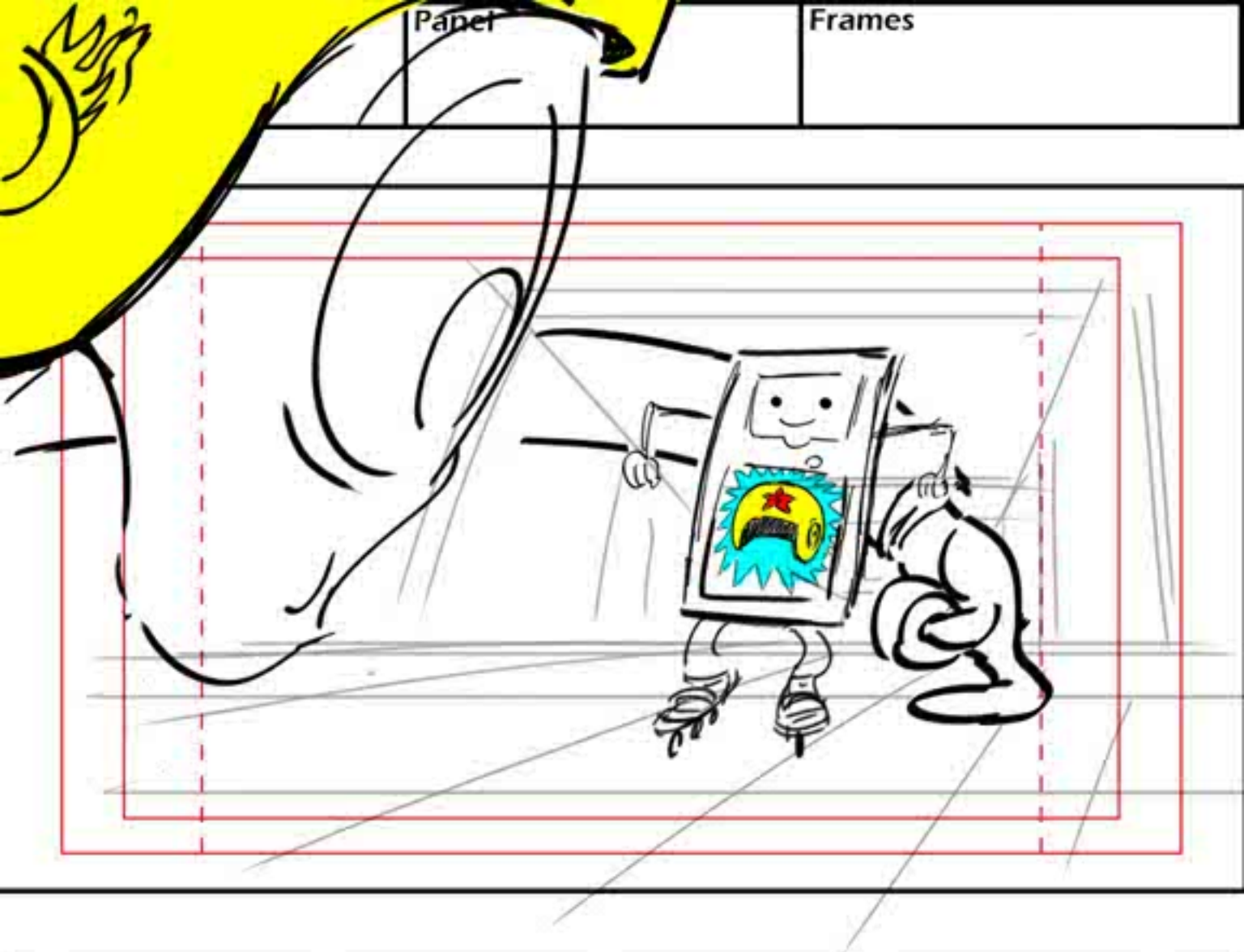
Frames



Dialogue/Action

Paper

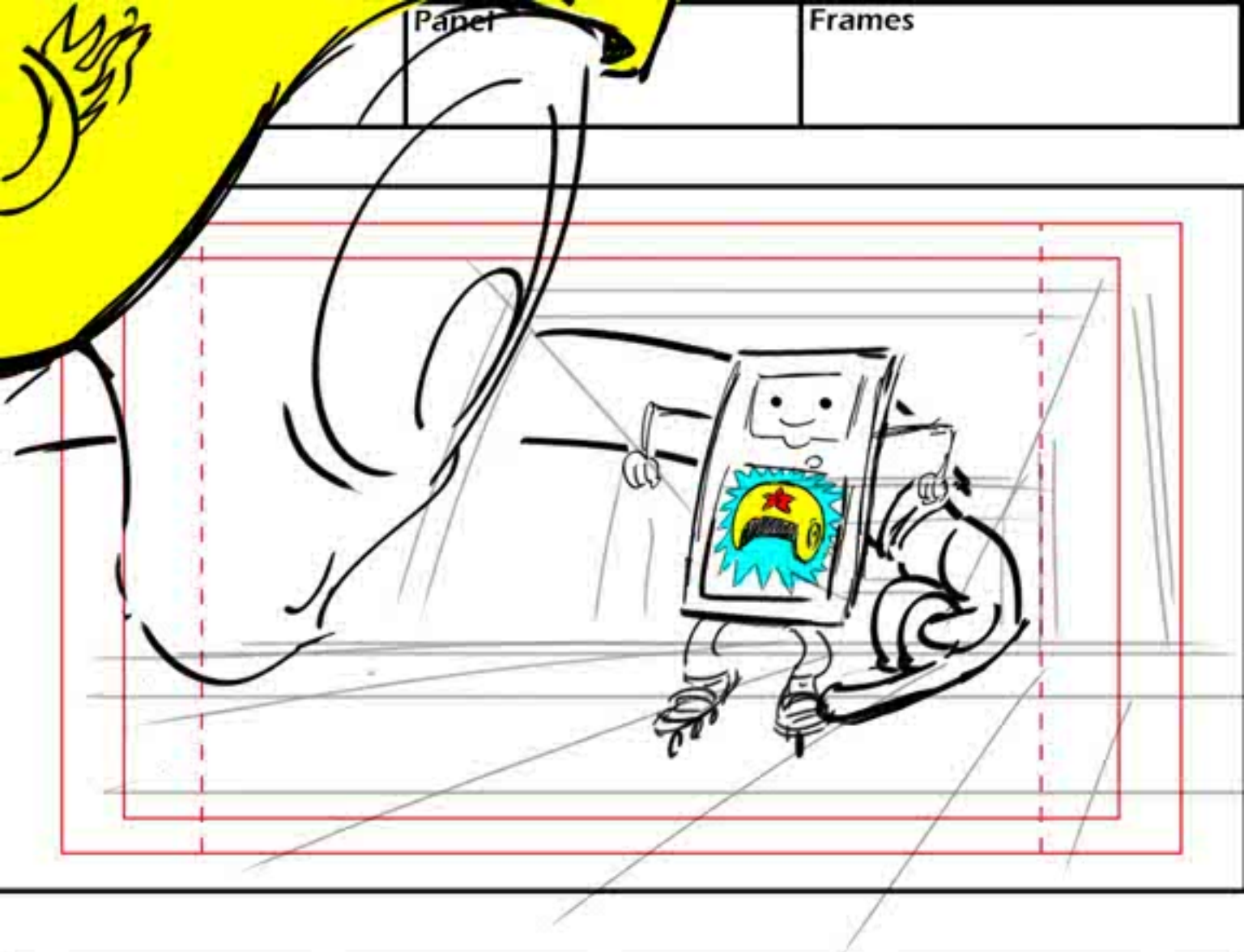
Frames



Dialogue/Action

Panel

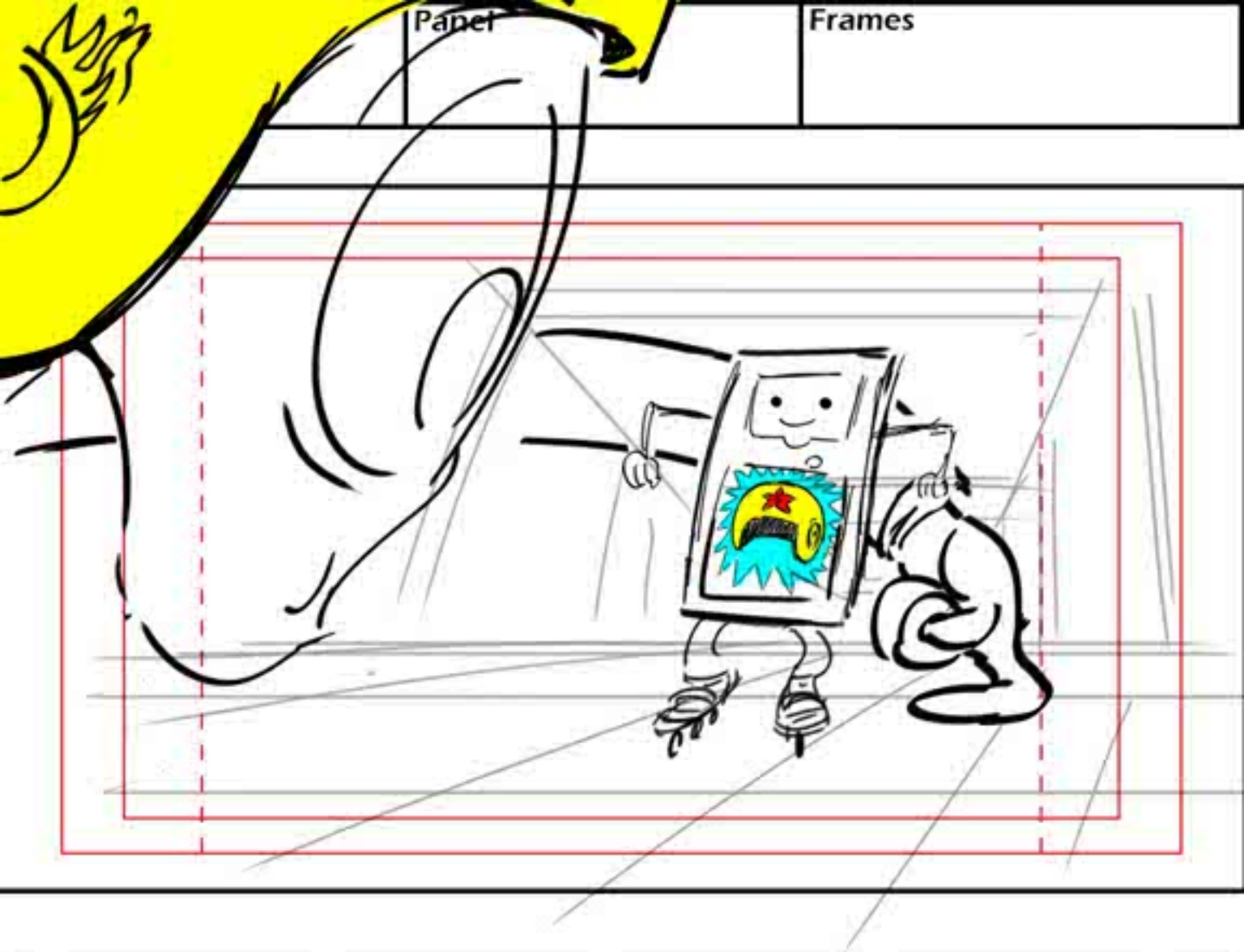
Frames



Dialogue/Action

Panel

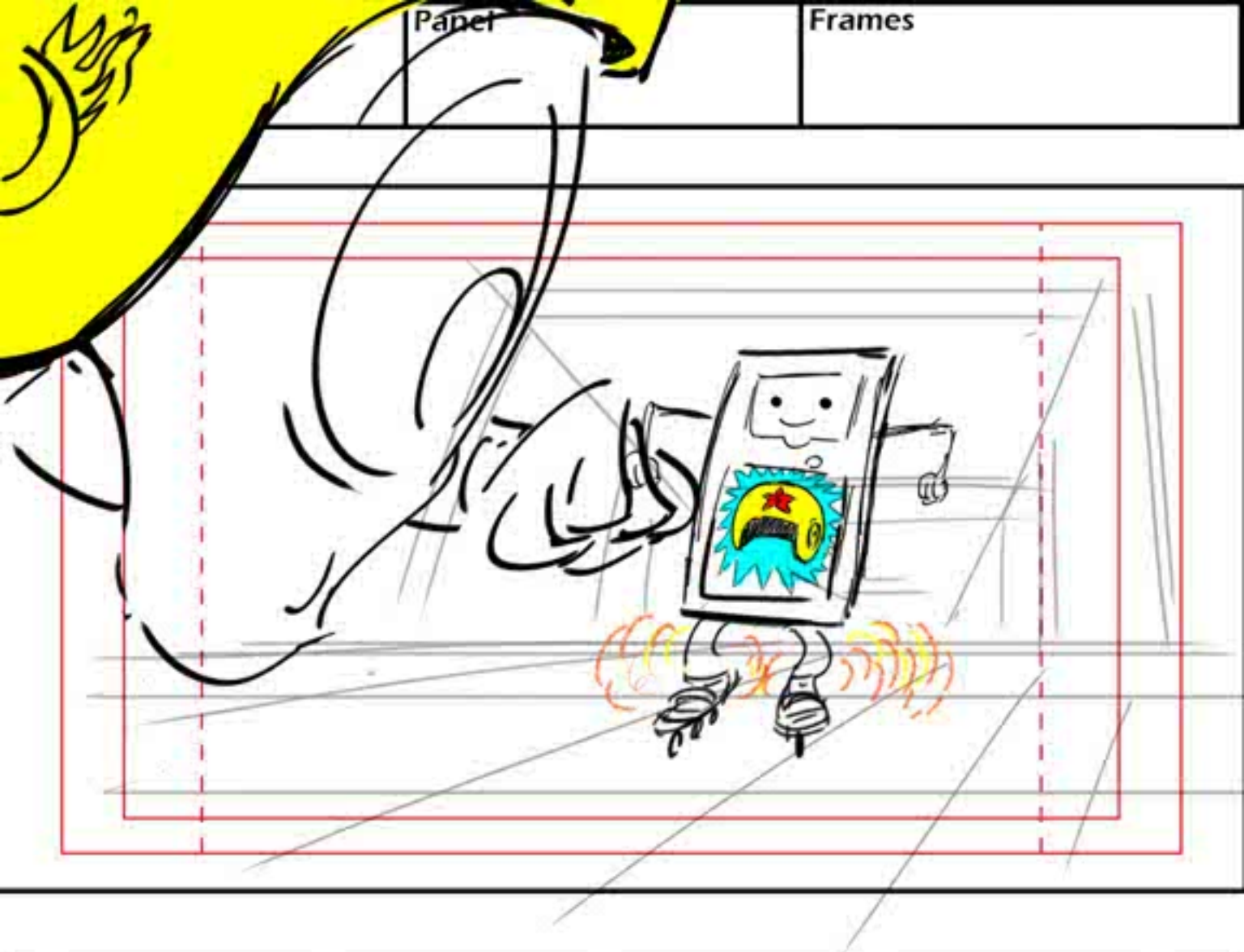
Frames





Dialogue/Action

Panel

Frames



Dialogue/Action

ence	Scene	Panel	Frames
			
Dialogue/Action			



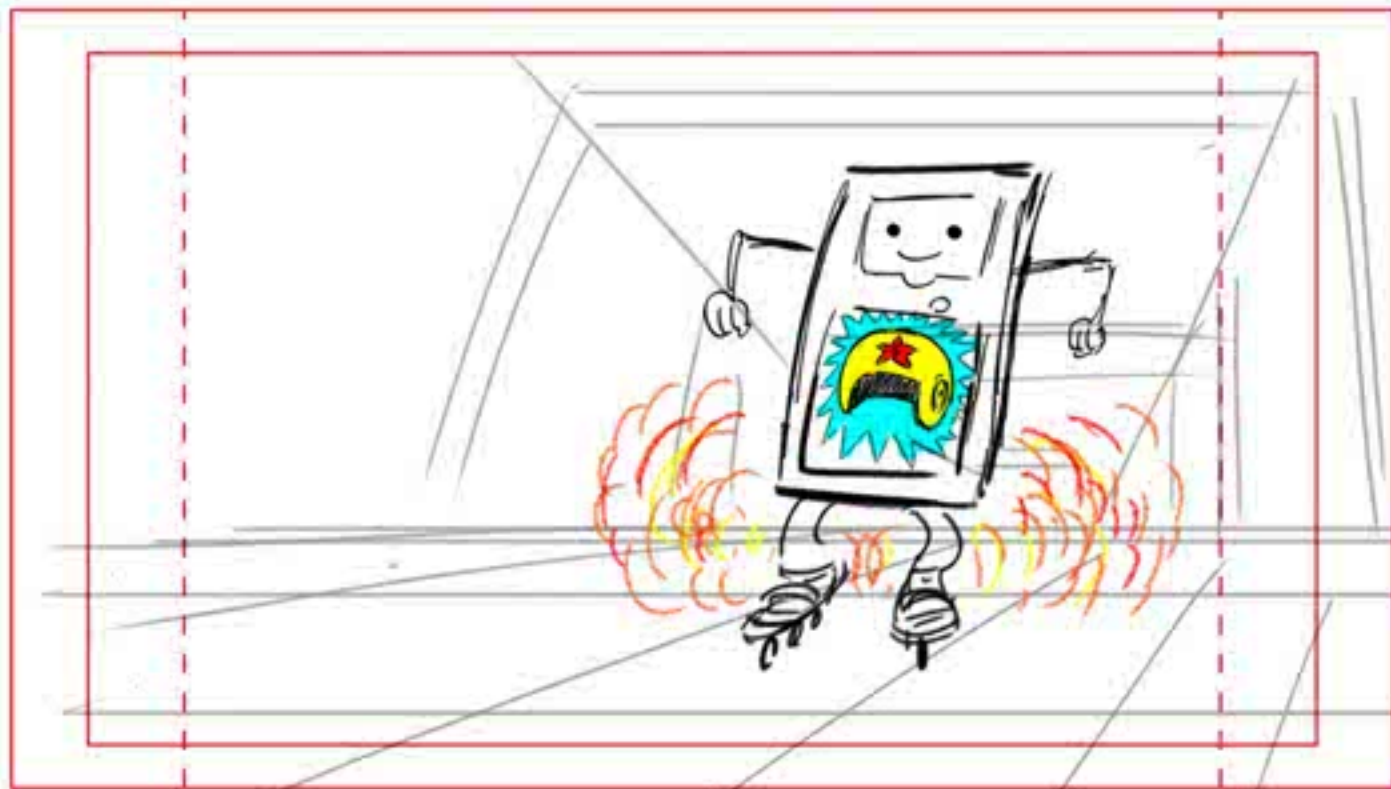
Dialogue/Action

Sequence

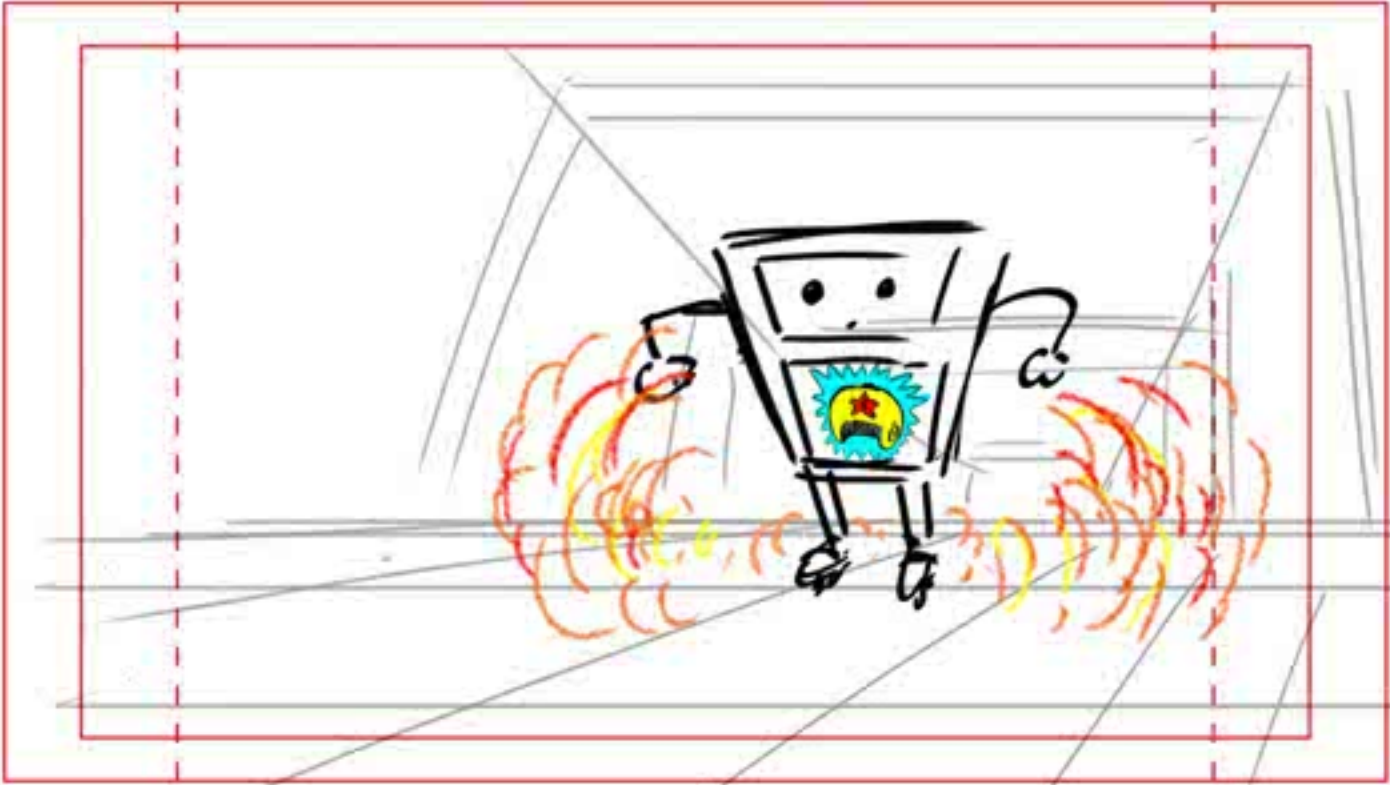
Scene

Panel

Frames



Dialogue/Action

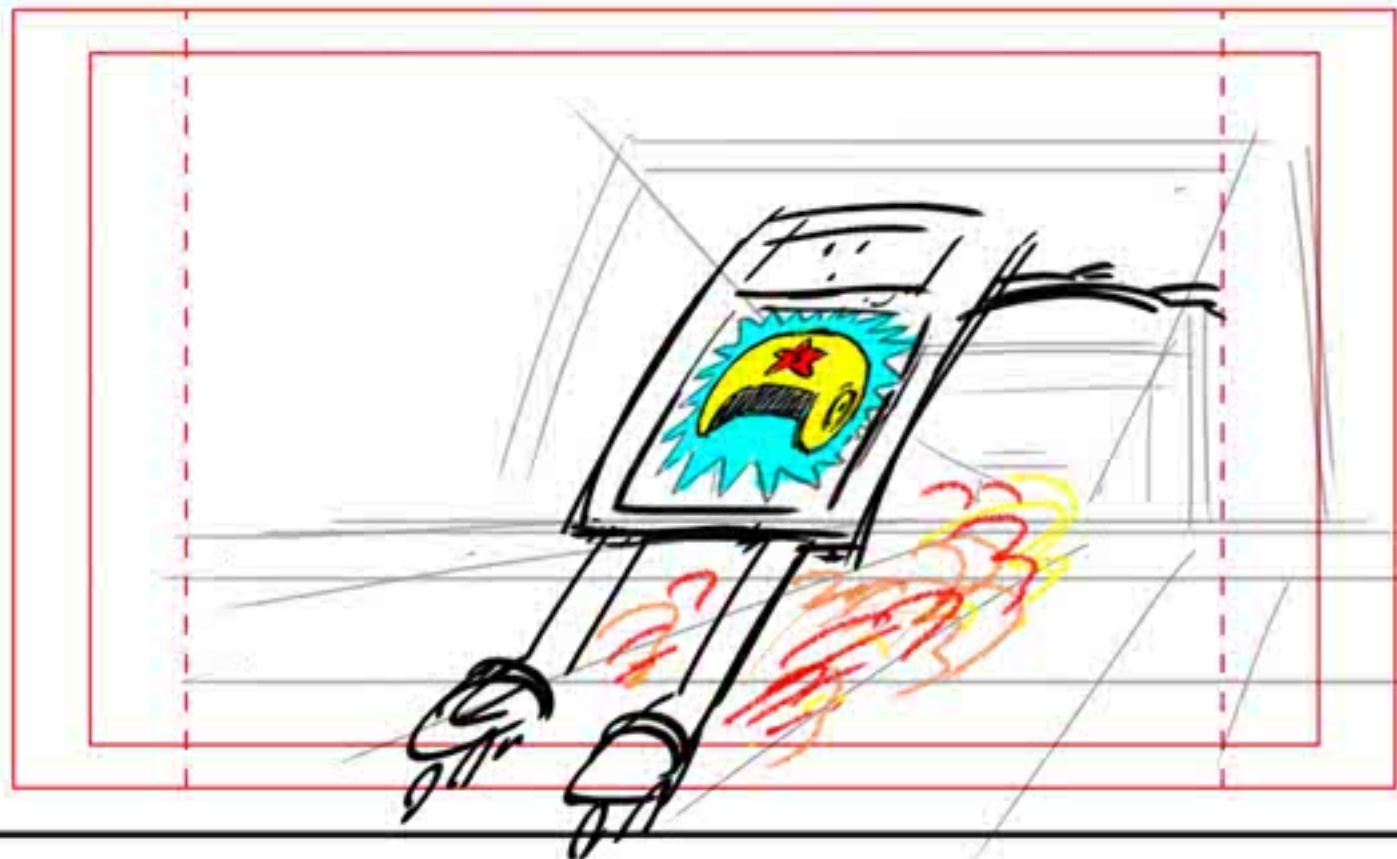
Sequence	Scene	Panel	Frames
 A hand-drawn illustration of a robot with a star on its chest, surrounded by flames, enclosed in a red frame with dashed vertical lines. The robot is a simple, boxy character with two dots for eyes and a blue star on its chest. It is surrounded by stylized, swirling flames in shades of orange and yellow. The entire scene is enclosed within a red rectangular border, with two vertical dashed lines indicating the left and right margins of the frame. The background consists of simple perspective lines suggesting a floor and walls.			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

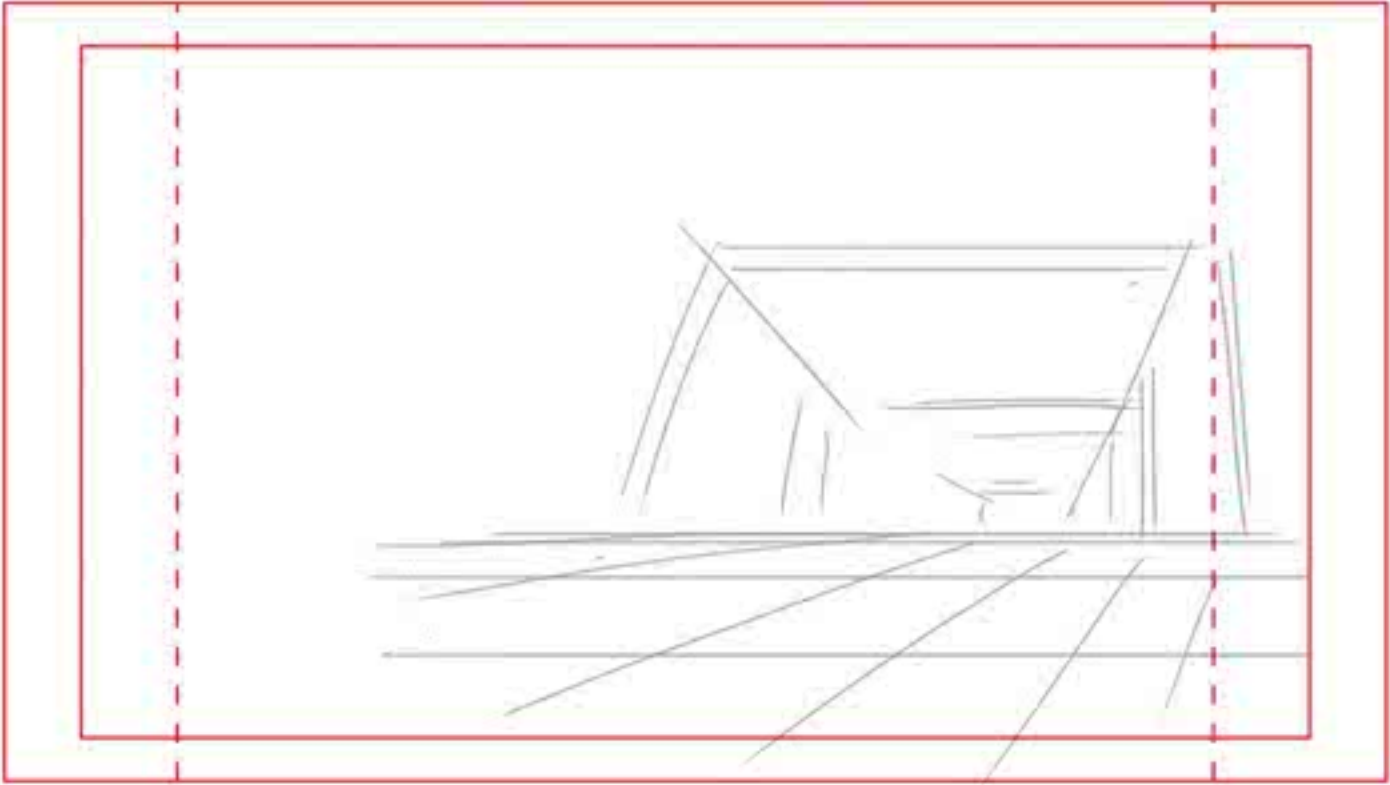
Scene

Panel

Frames



Dialogue Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



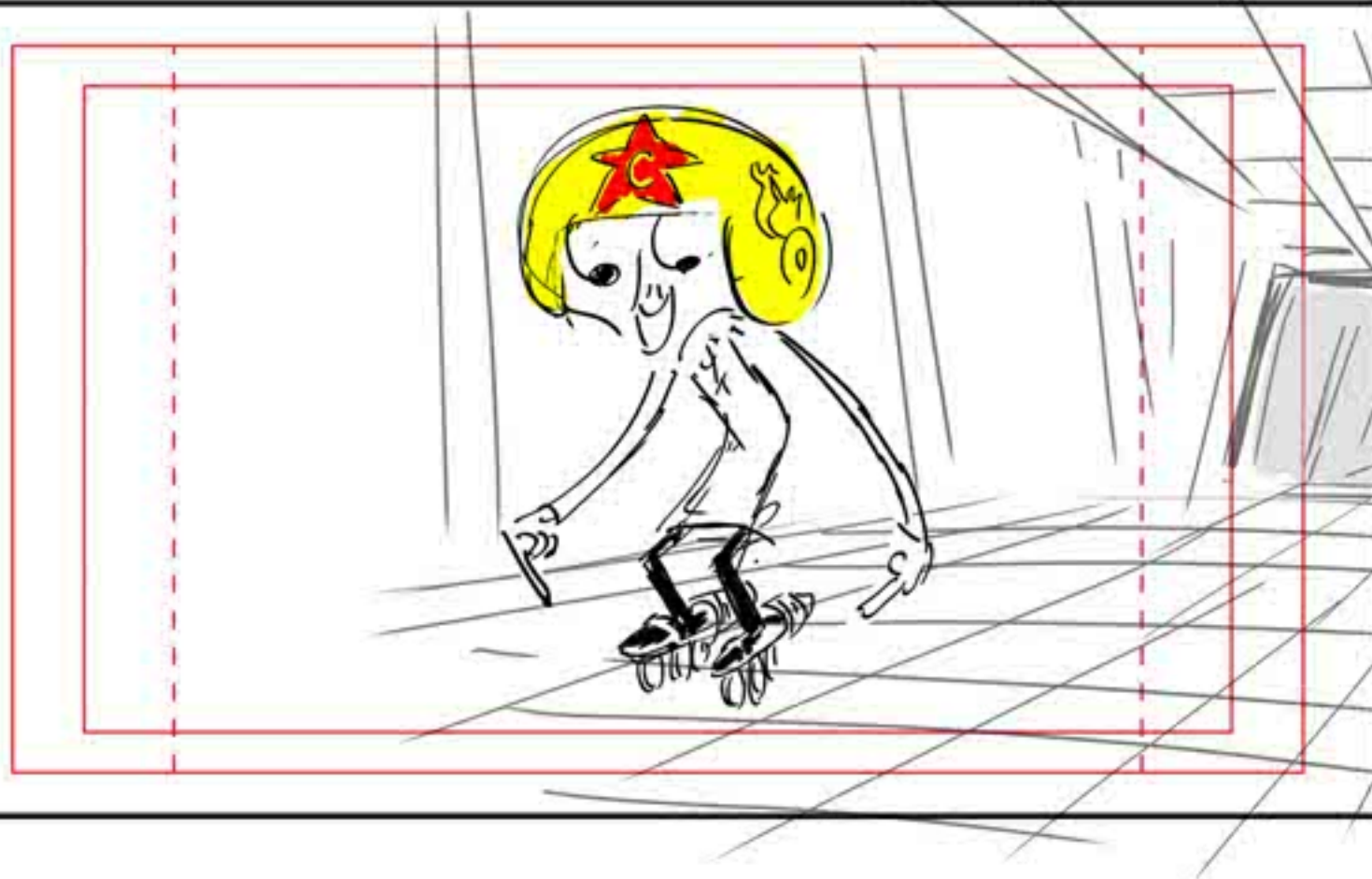
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



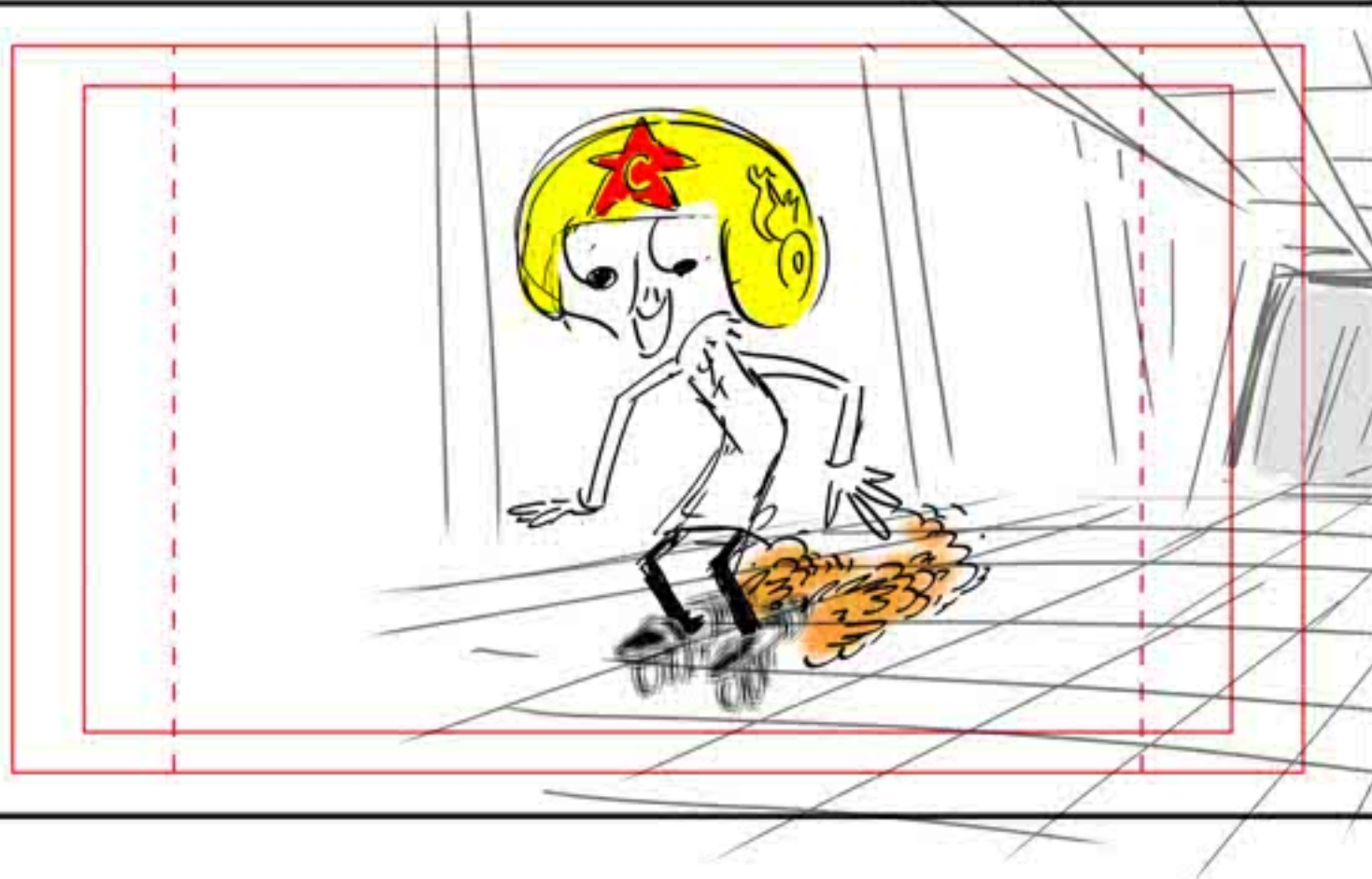
Dialogue/Action

Sequence

Scene

Panel

Frames



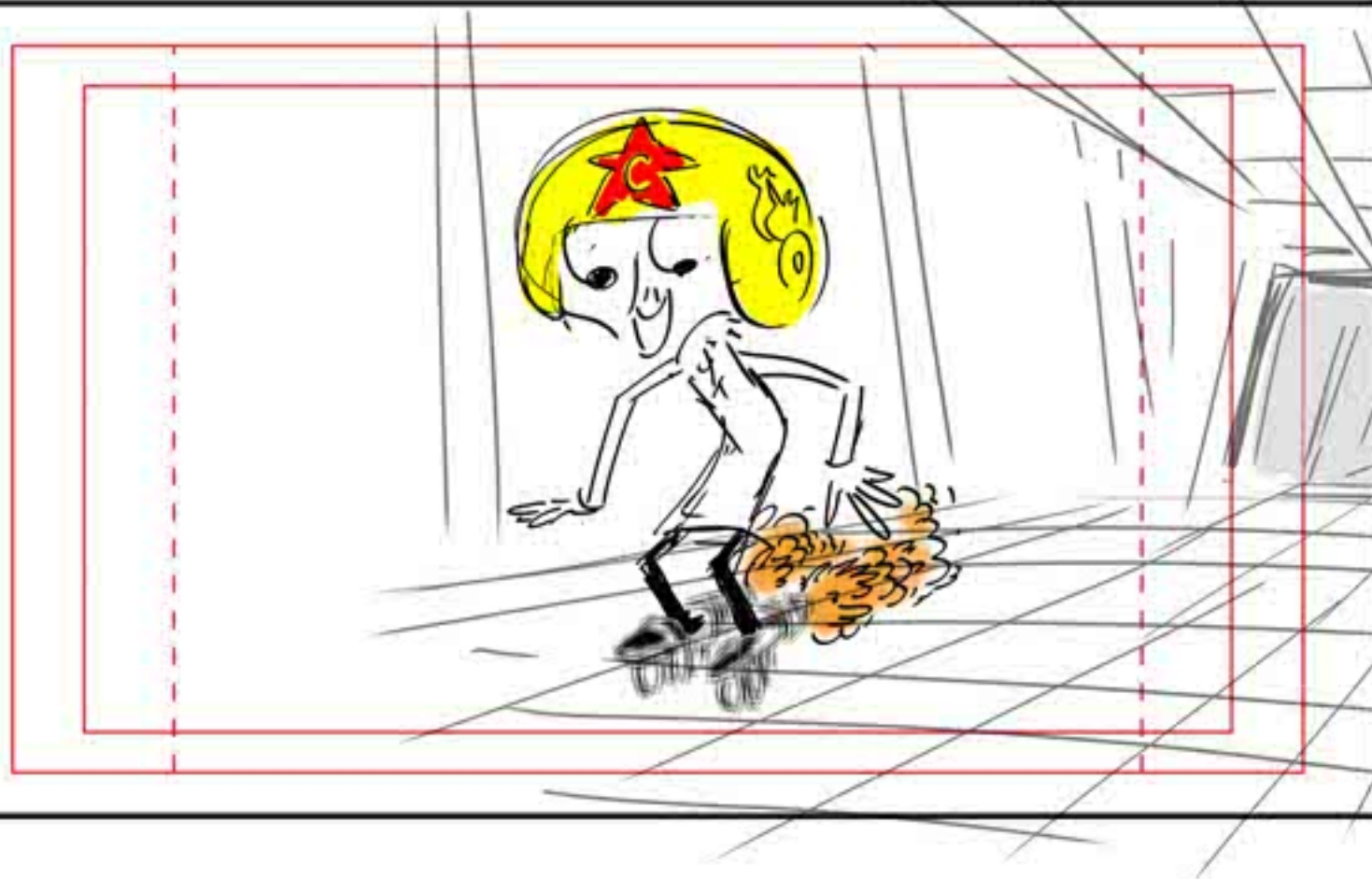
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



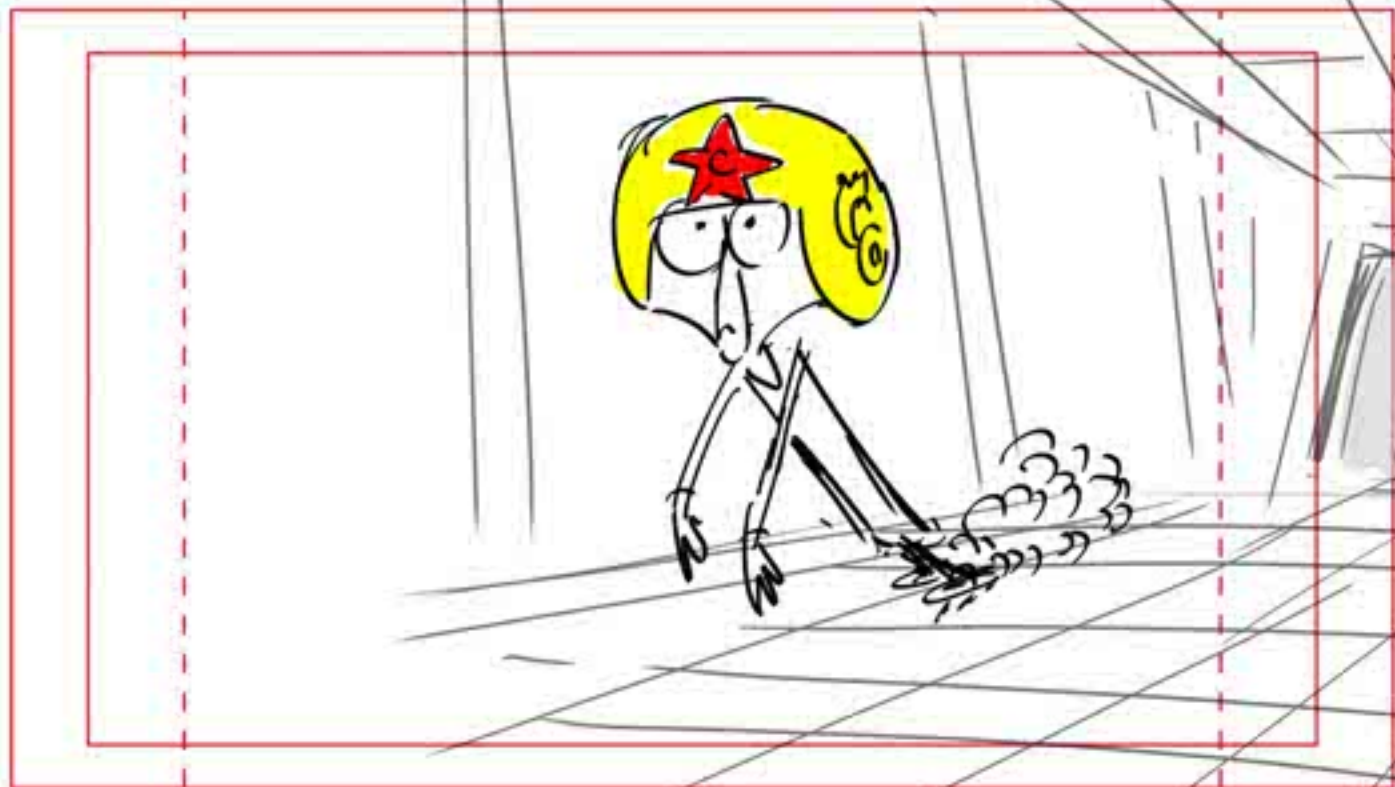
Dialogue/Action

Sequence

Scene

Panel

Frames



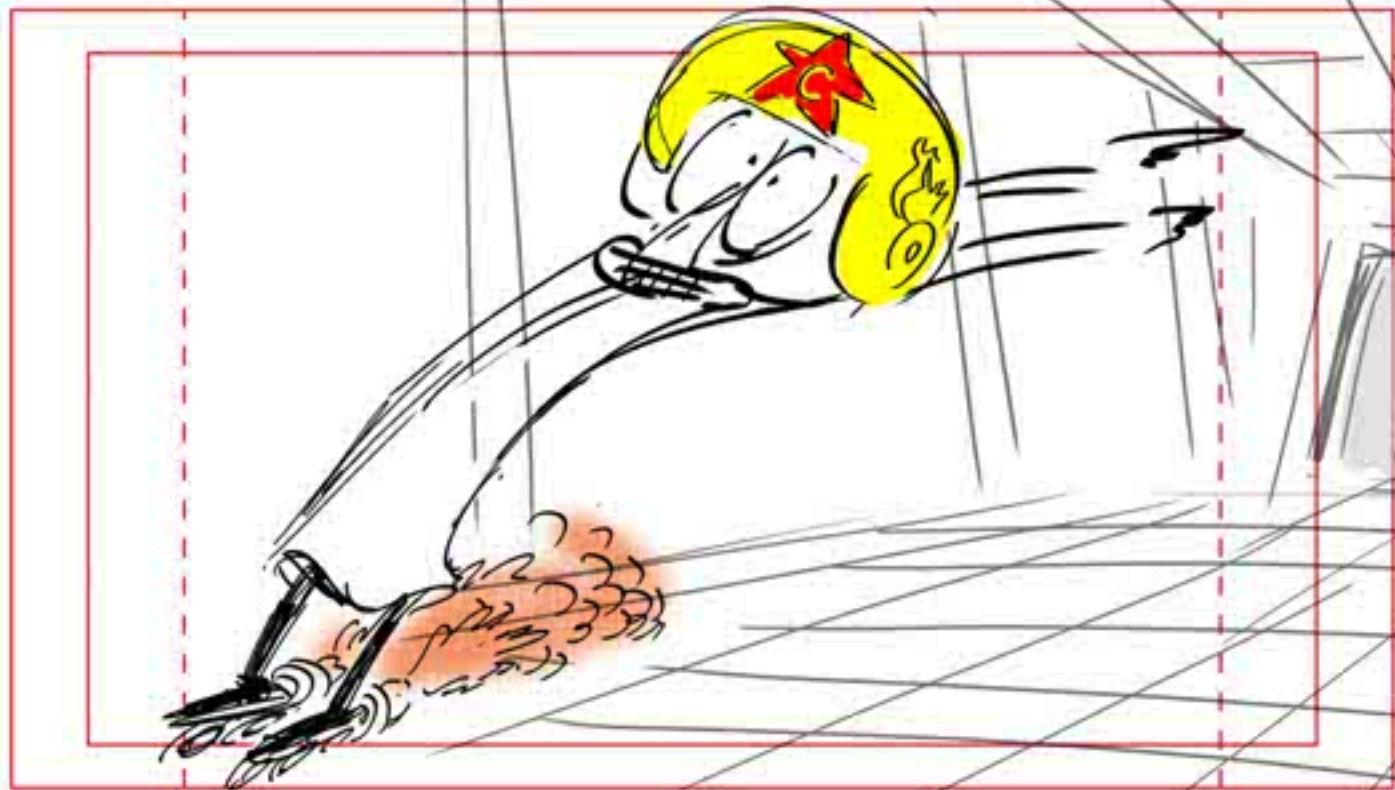
Dialogue/Action

Sequence

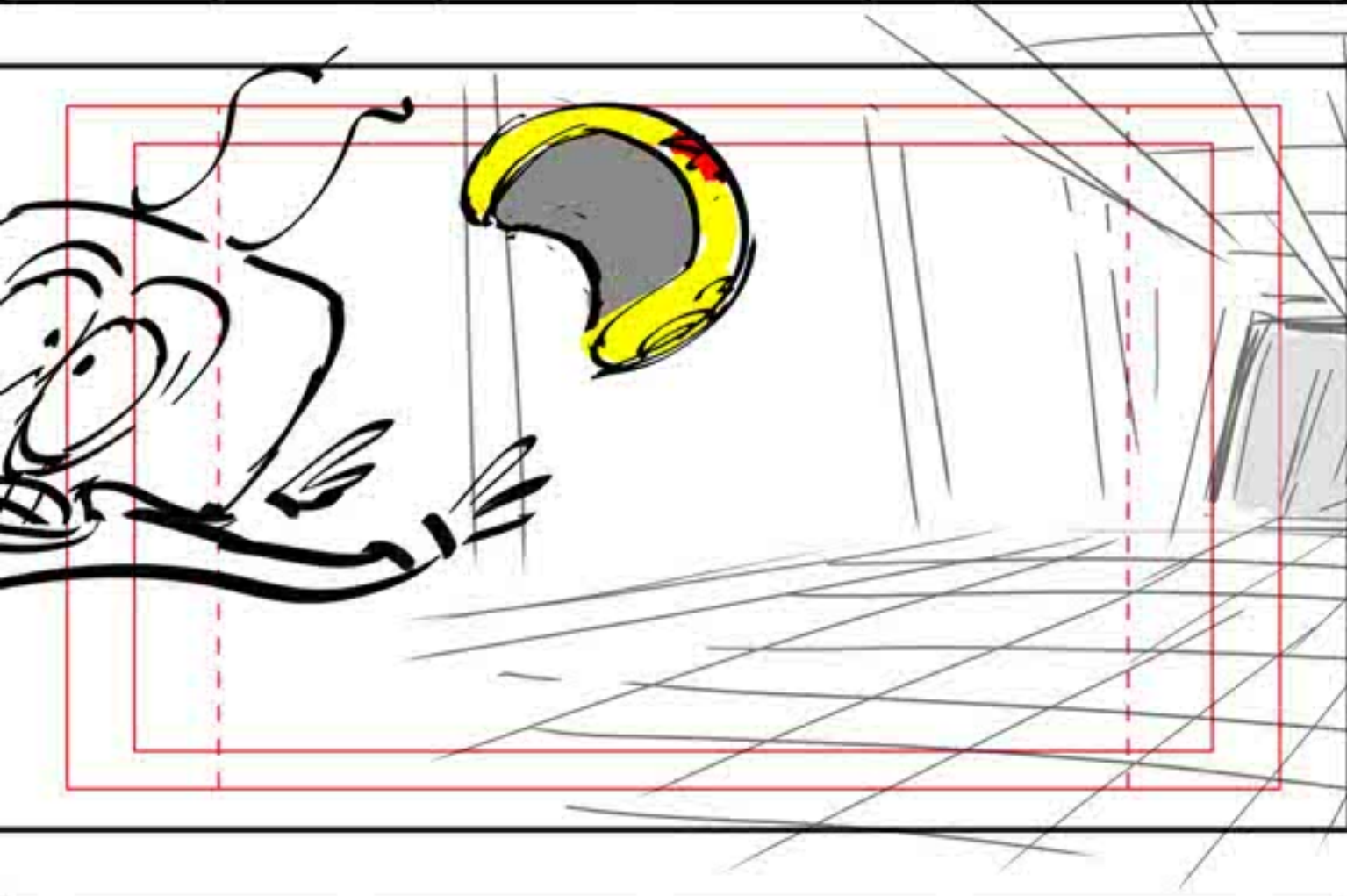
Scene

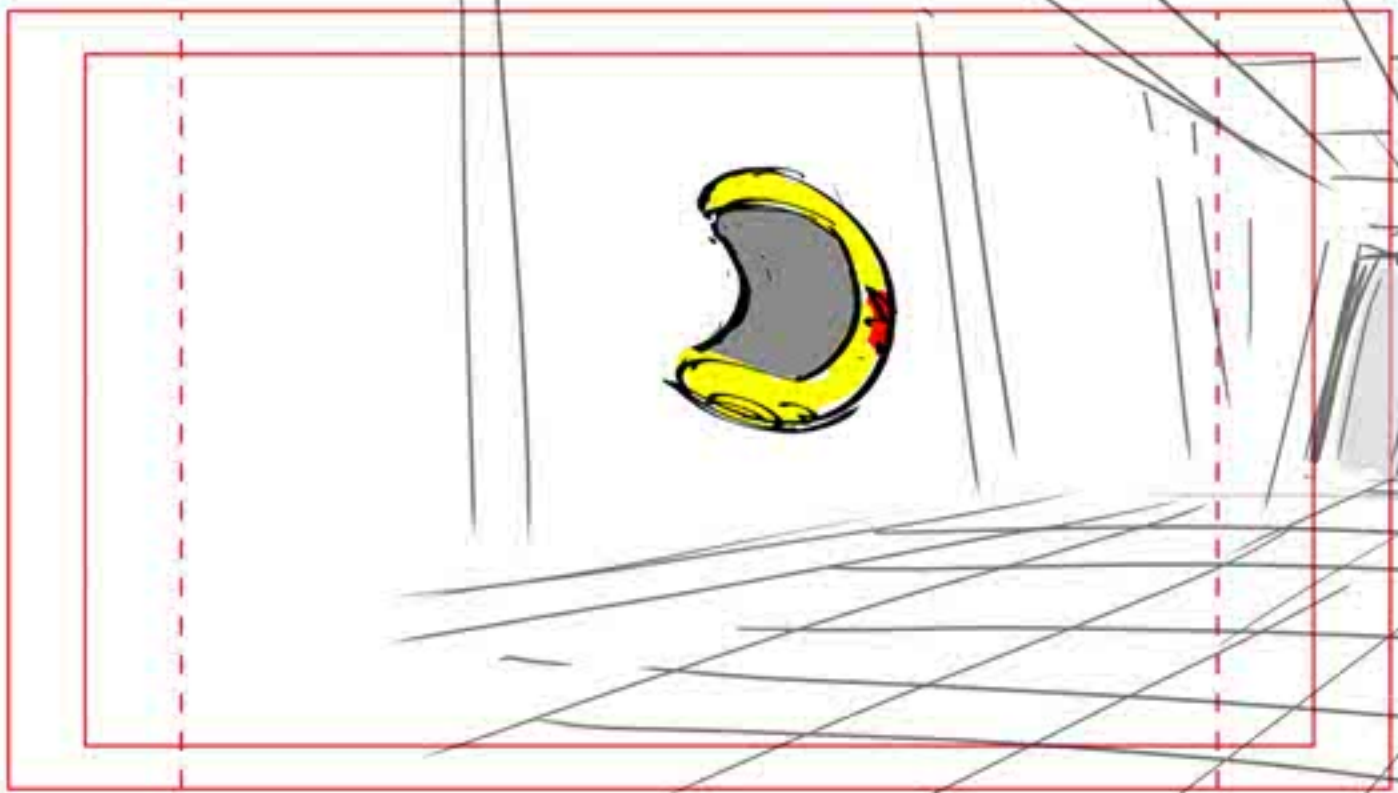
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel. On the left, a character with a large nose and wide eyes looks towards the right. In the center, a yellow crescent moon with a grey interior and a red and yellow pattern on its edge is suspended in the air. The background shows a room with a grid floor and vertical lines representing walls or a window. The entire scene is enclosed in a red rectangular border with two vertical dashed lines inside, suggesting a frame or shot composition.			
Dialogue/Action			

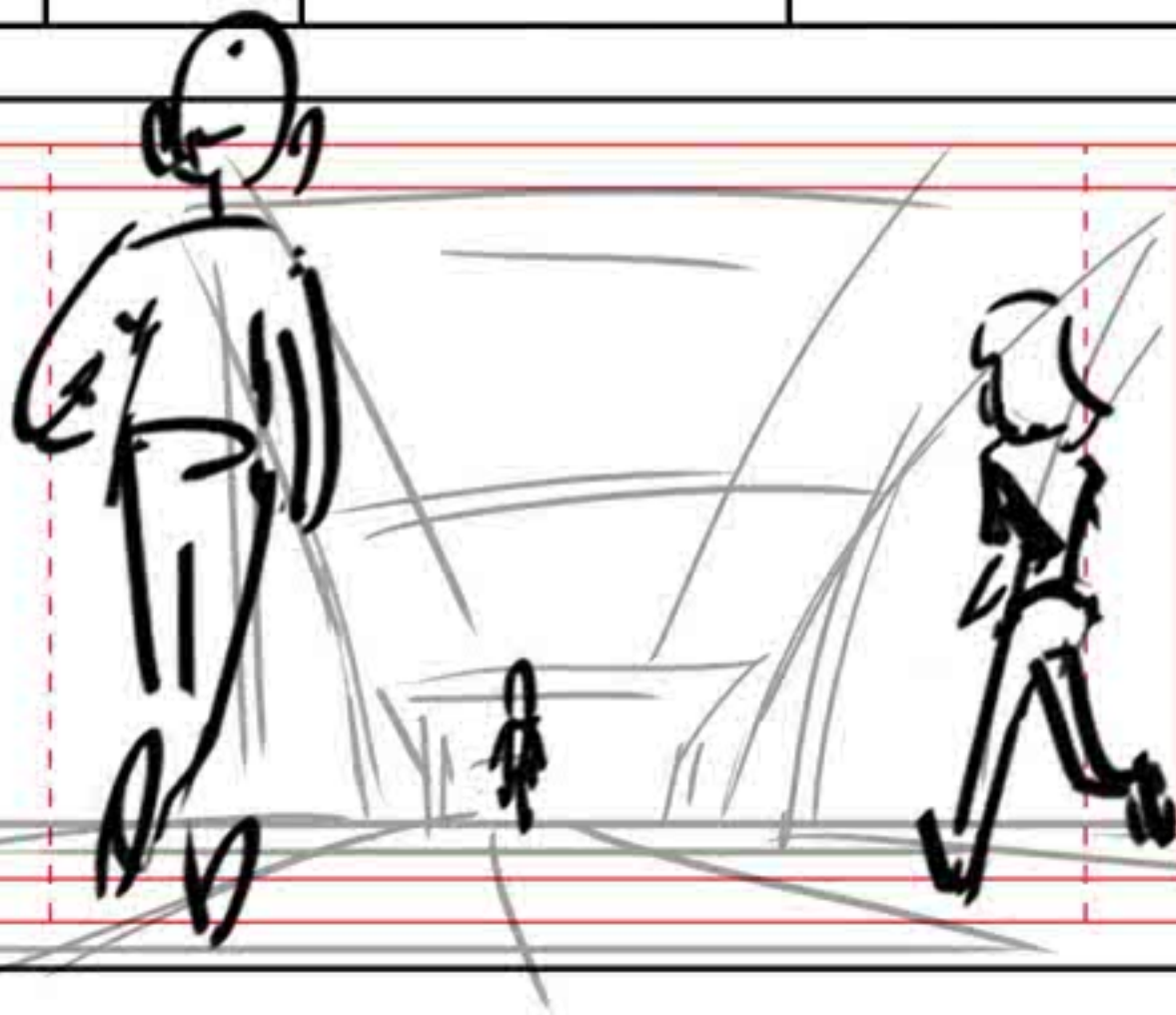
Sequence	Scene	Panel	Frames
 <p>A storyboard panel depicting a scene. The scene is a room with a floor grid and vertical lines representing walls or pillars. In the center, a yellow crescent moon with a grey interior and a red and black patterned edge is shown. The panel is framed by a red border, with two vertical dashed red lines indicating the start and end of the shot. The background is a rough sketch of a room with a floor grid and vertical lines.</p>			
<p>Dialogue/Action</p>			

Sequence

Scene

Panel

Frames



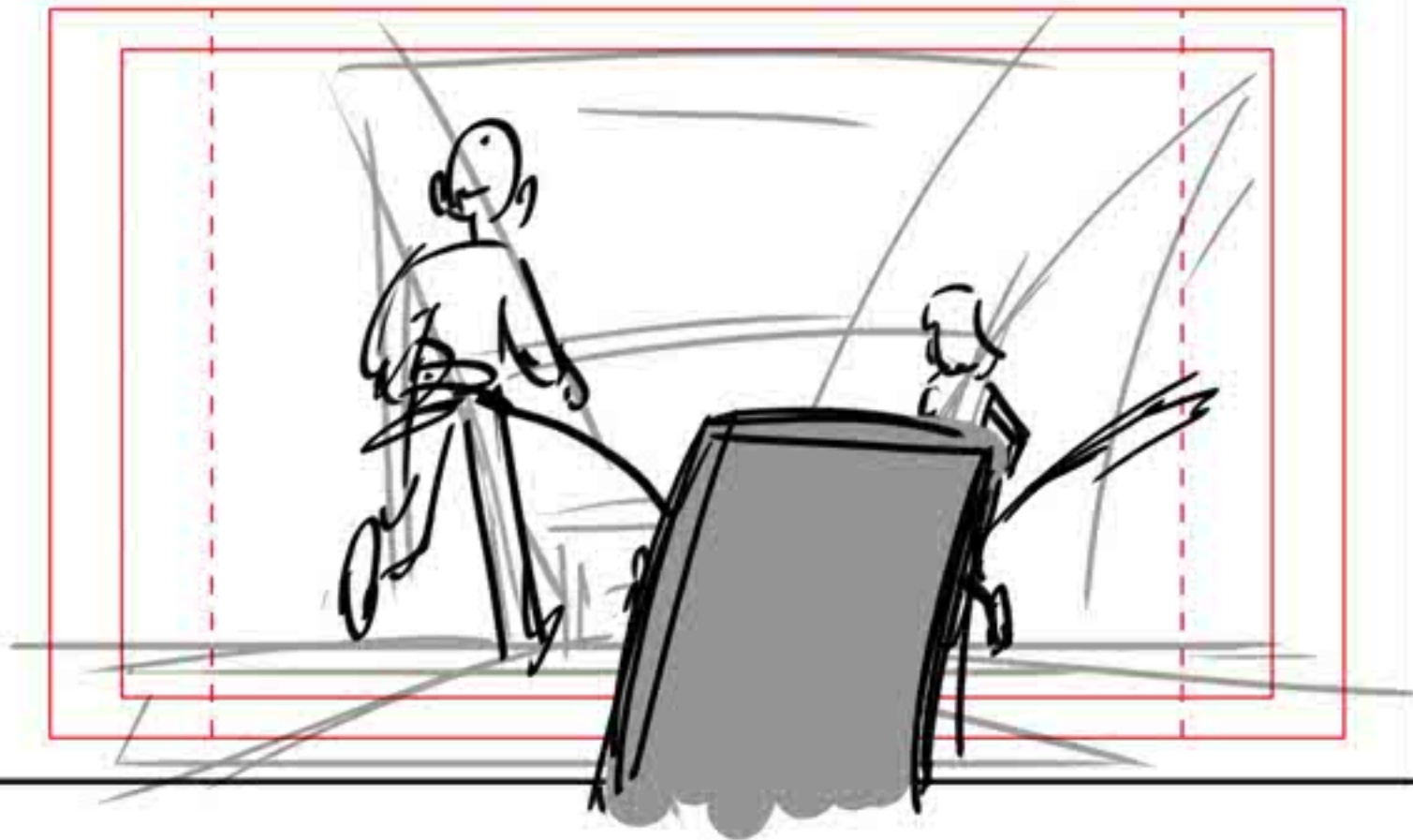
Dialogue/Action

Sequence

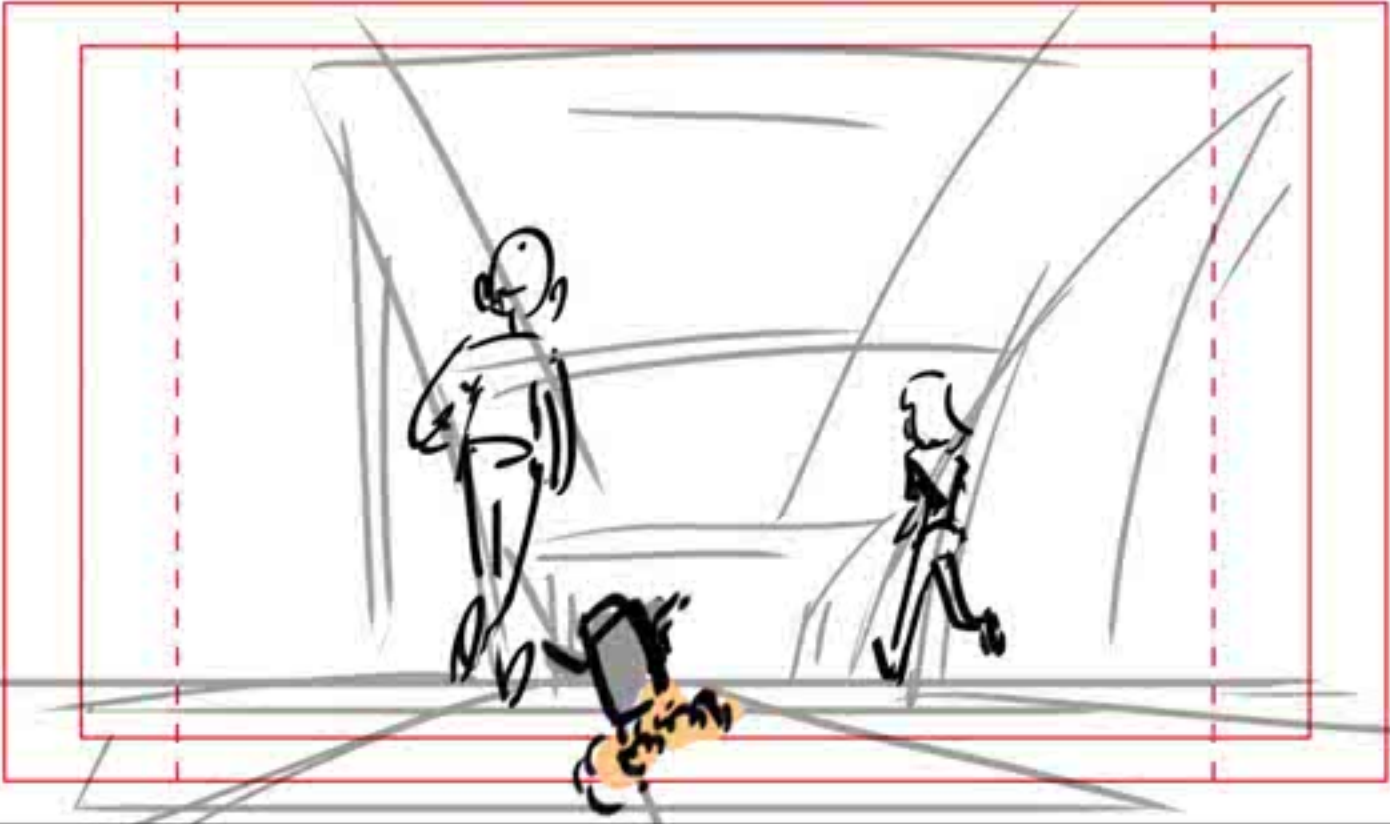
Scene

Panel

Frames



Dialogue/Action

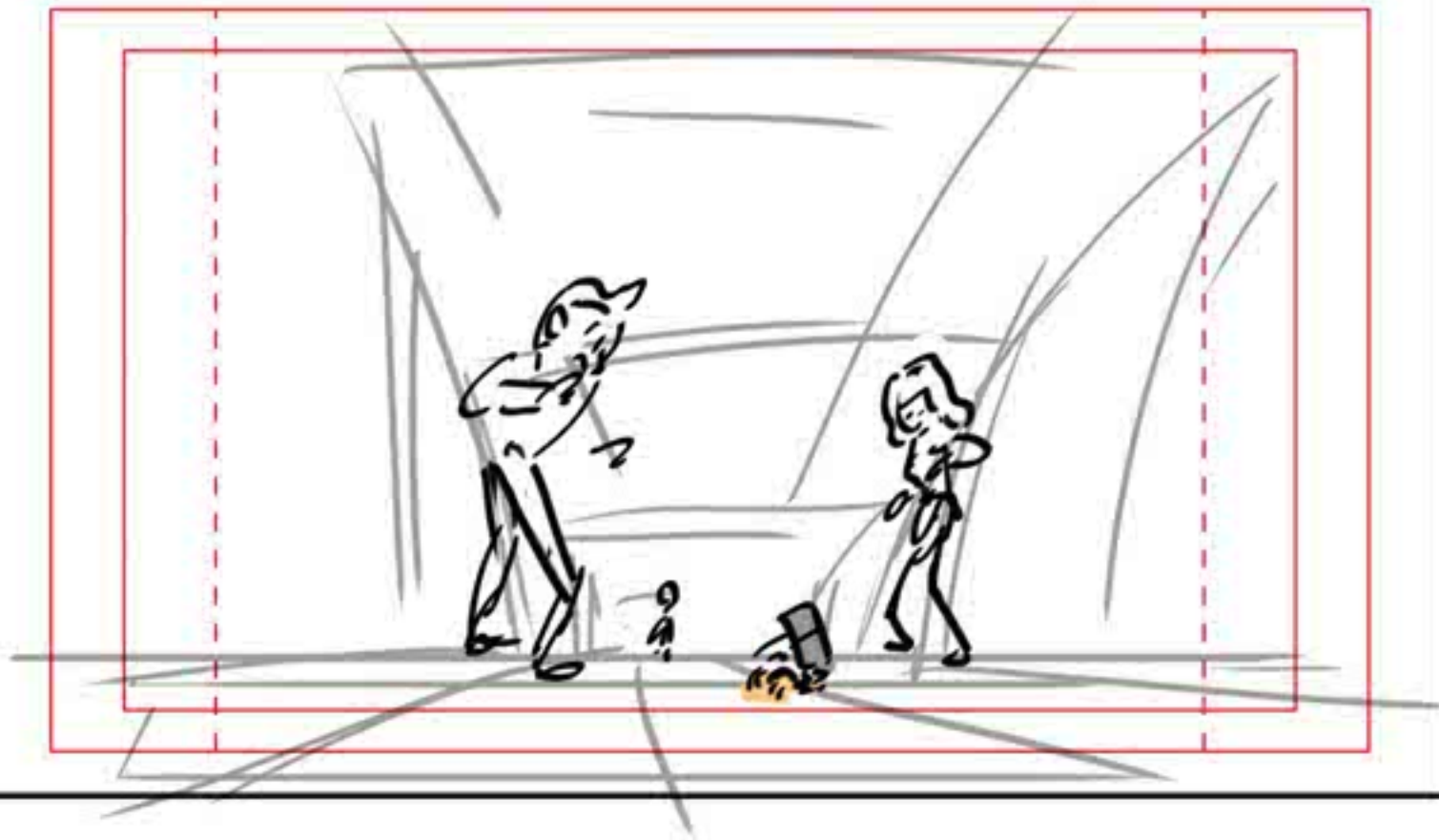
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



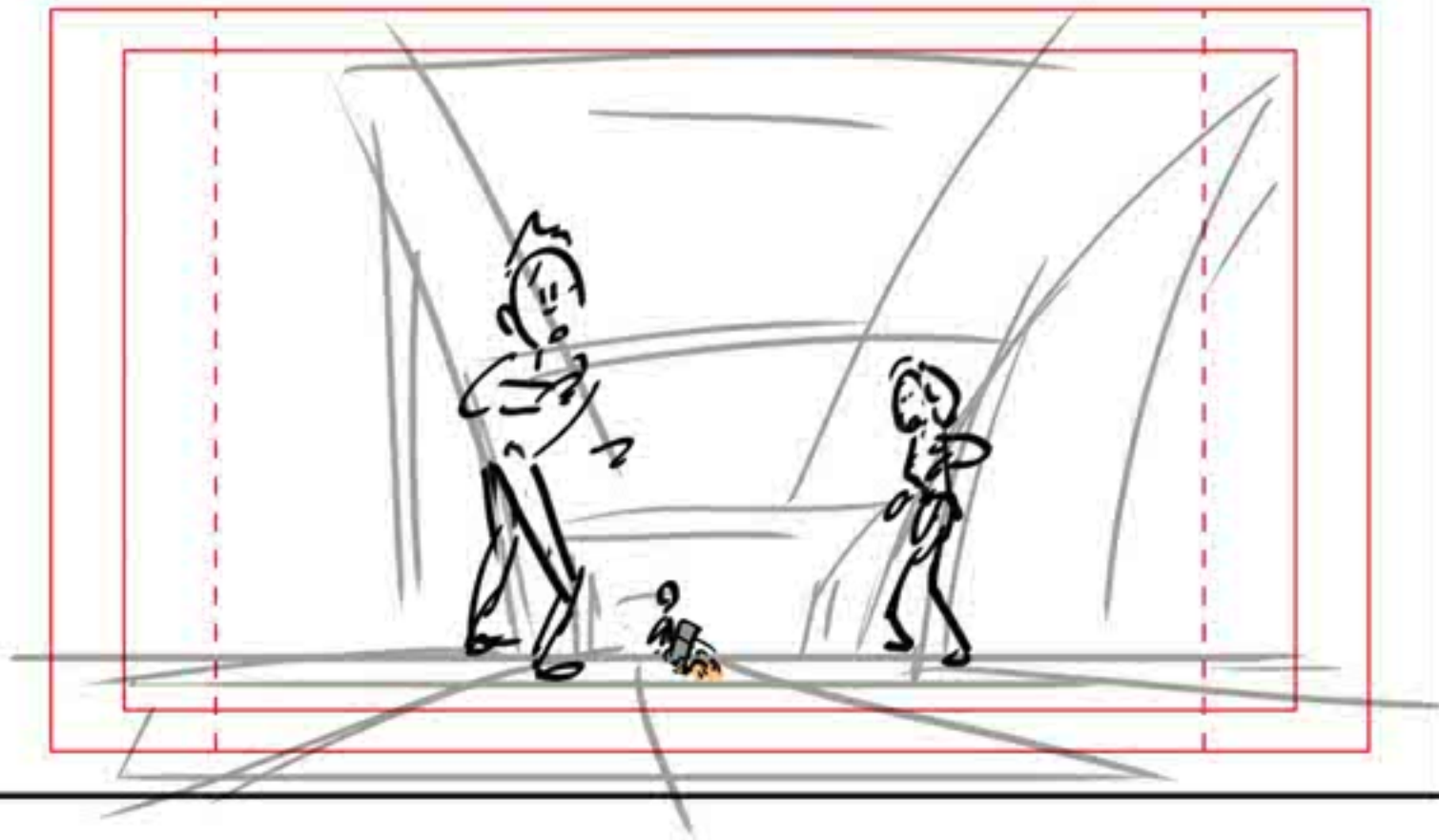
Dialogue/Action

Sequence

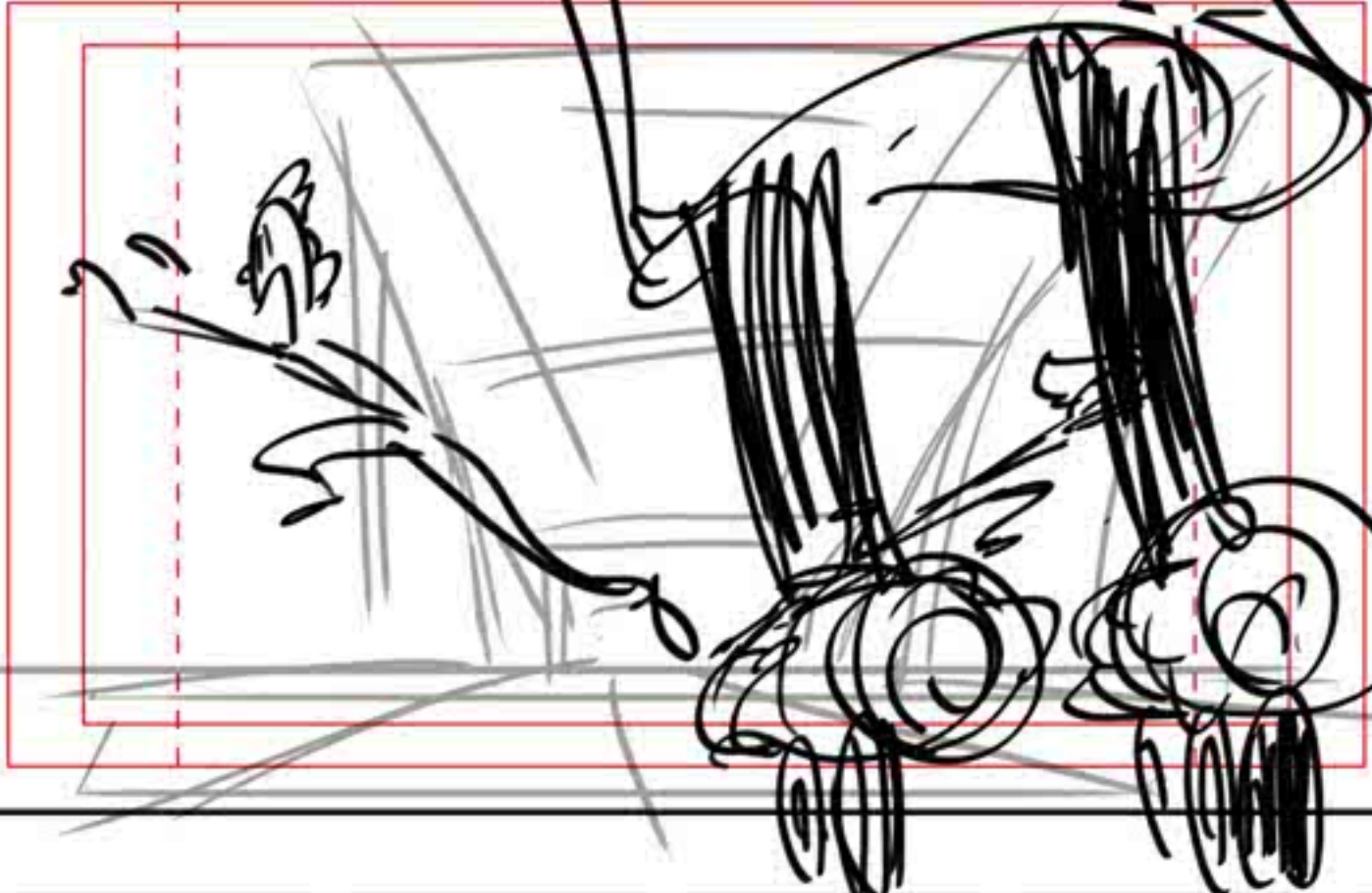
Scene

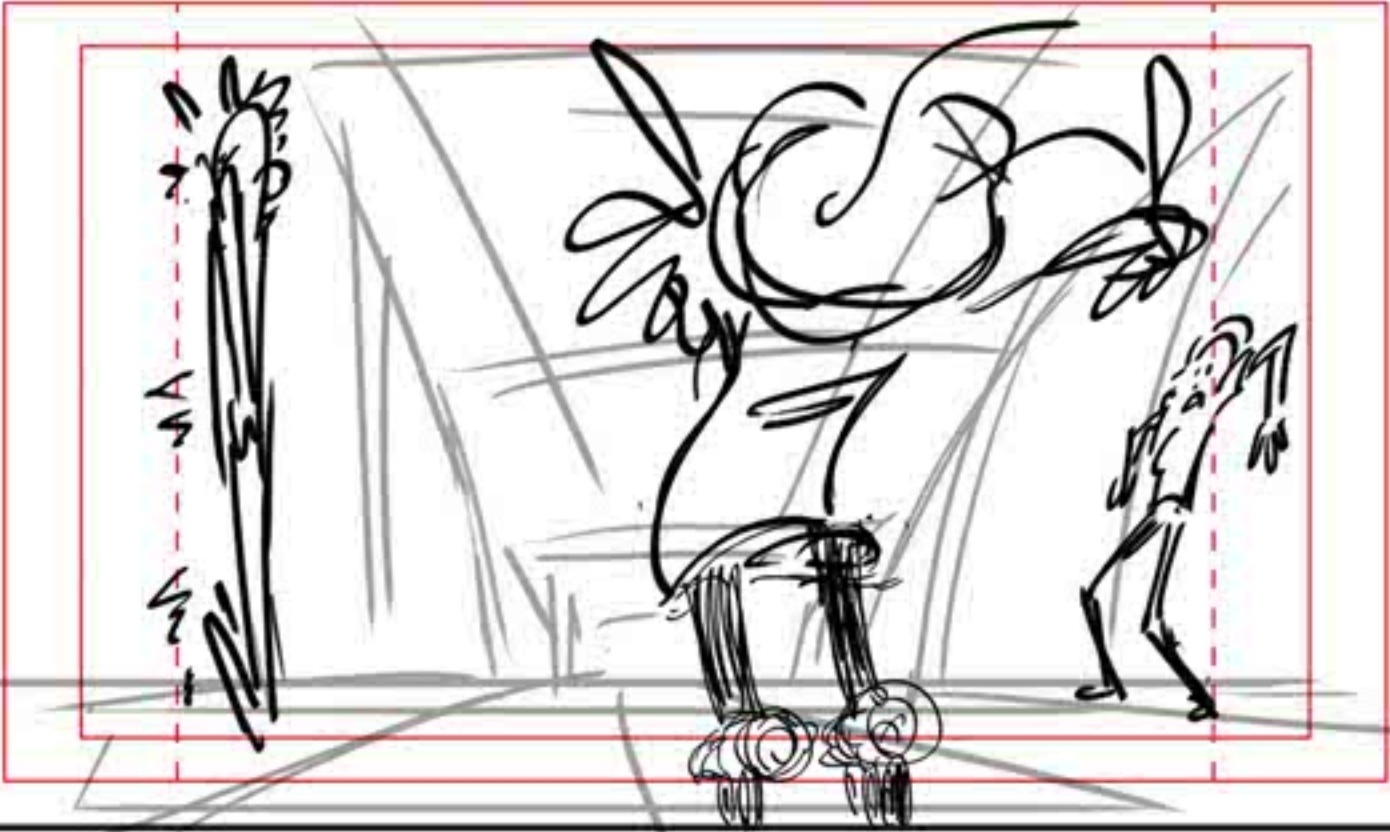
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

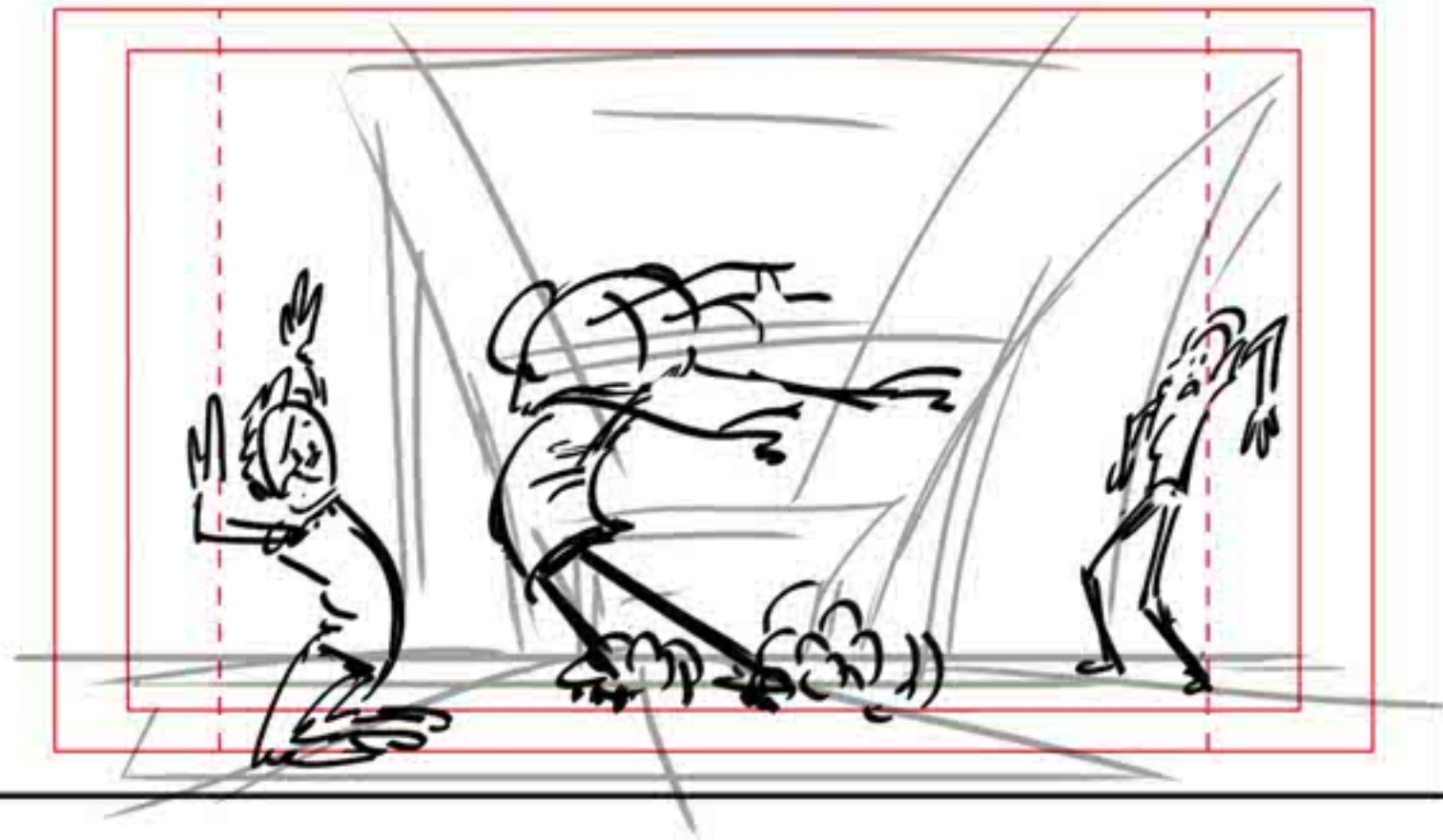
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



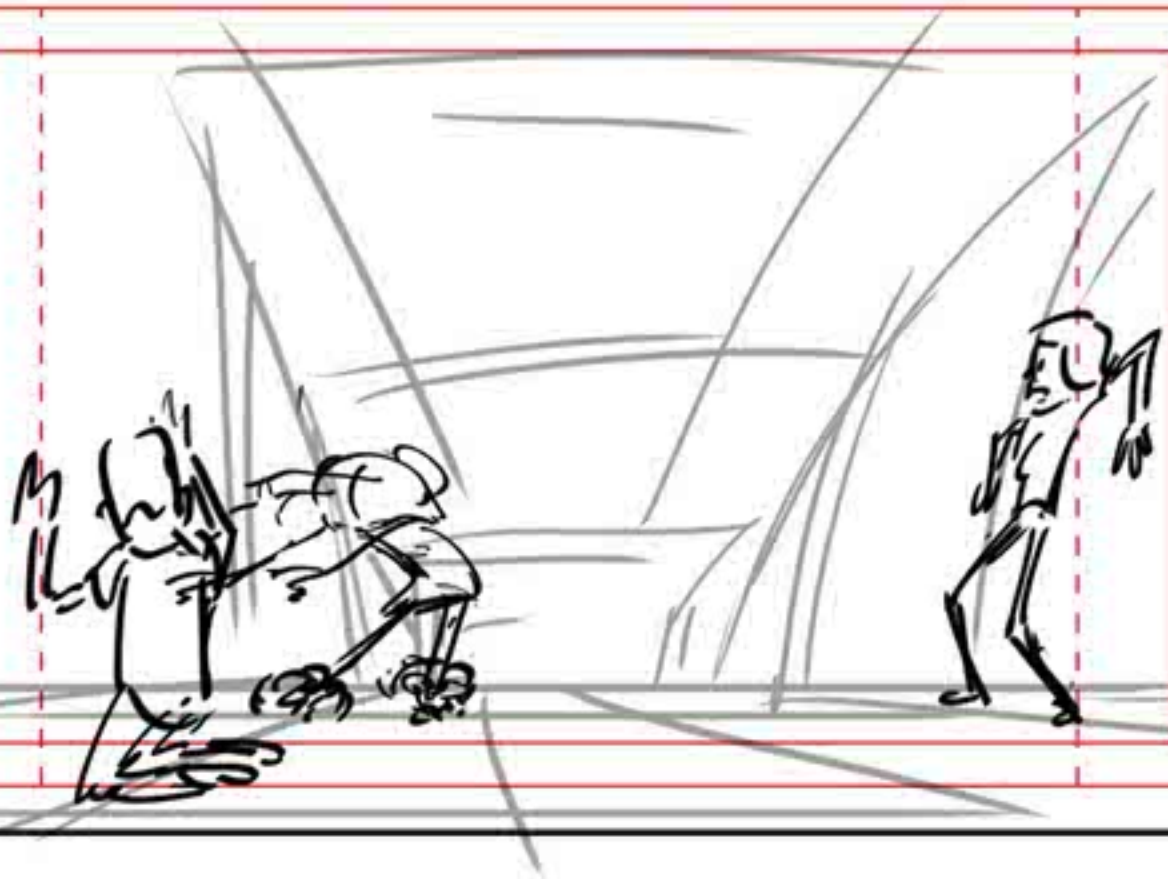
Dialogue/Action

Sequence

Scene

Panel

Frames



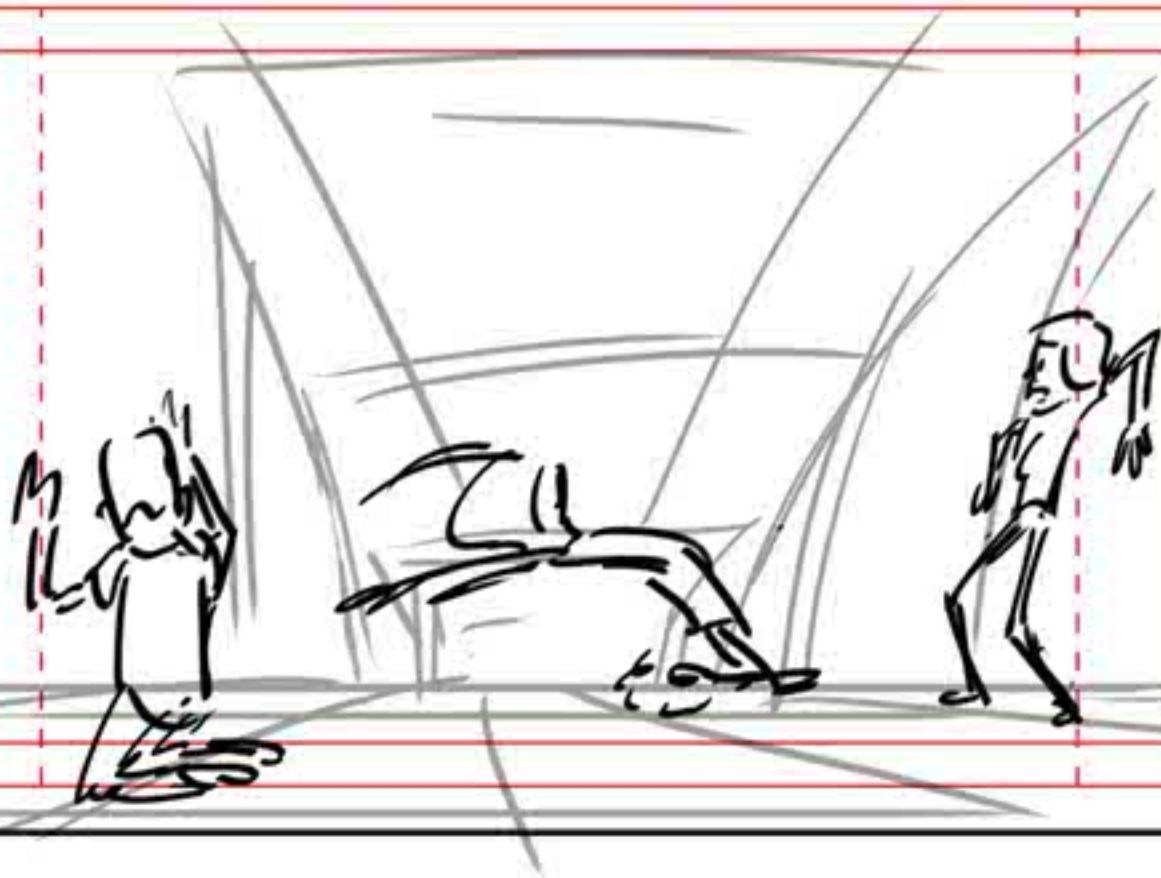
Dialogue/Action

Sequence

Scene

Panel

Frames



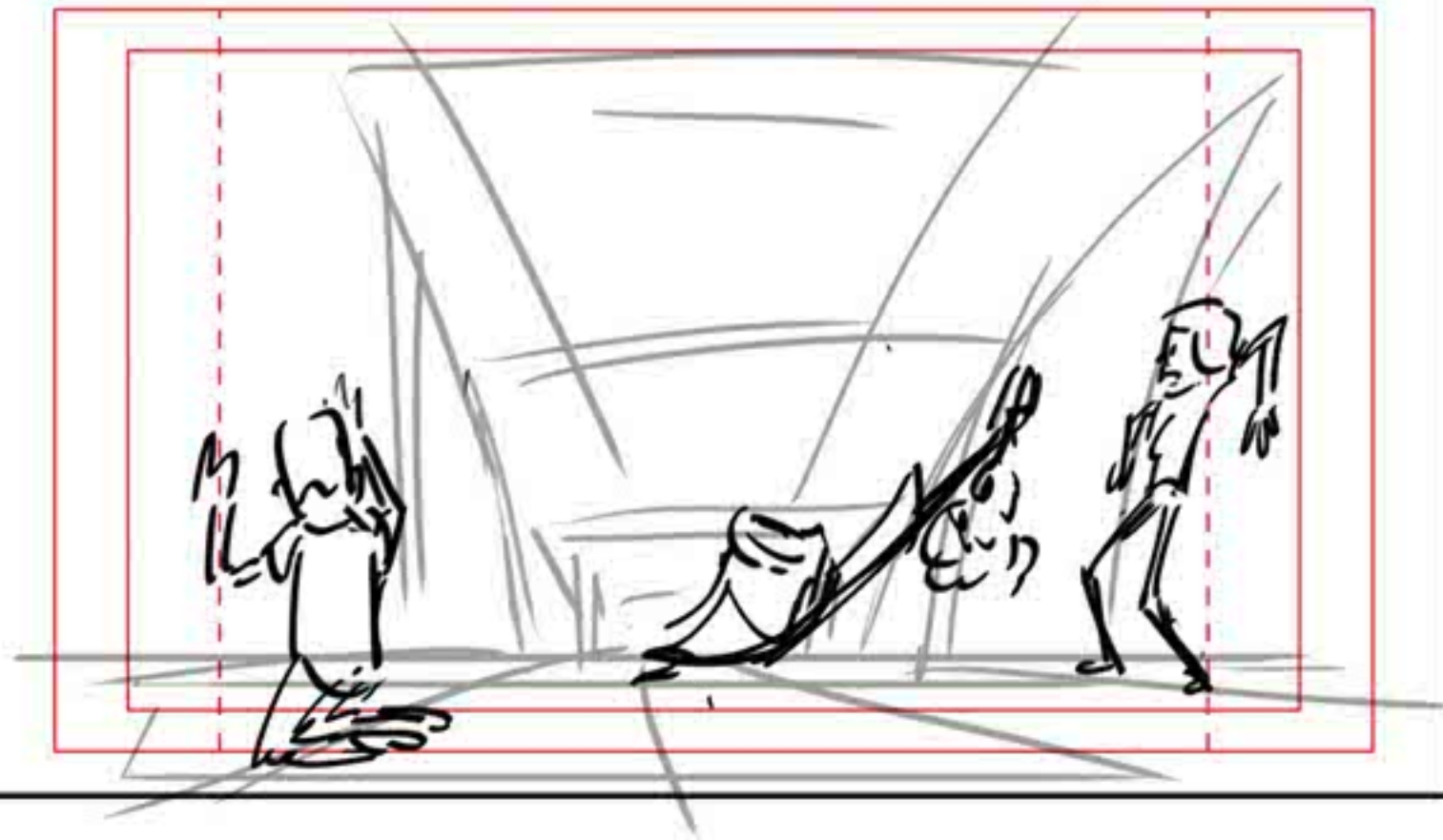
Dialogue/Action

Sequence

Scene

Panel

Frames



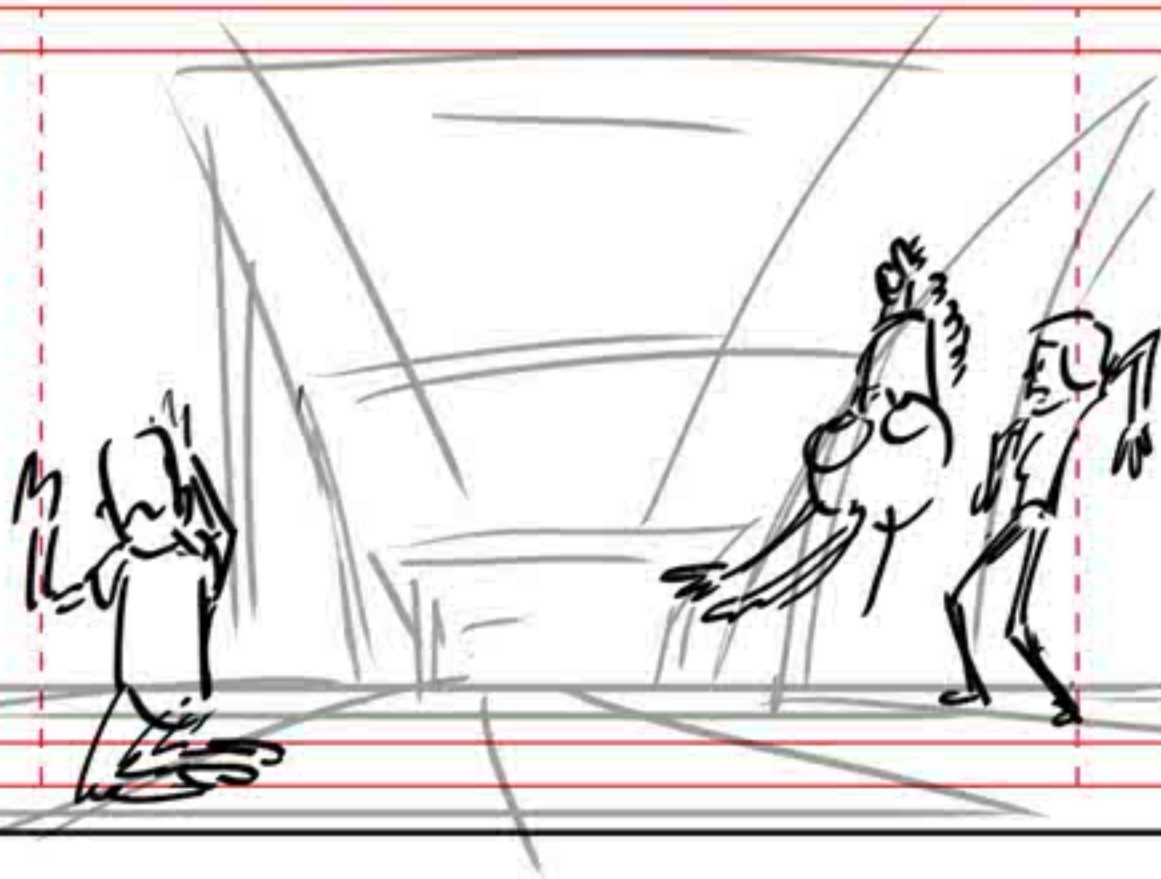
Dialogue/Action

Sequence

Scene

Panel

Frames



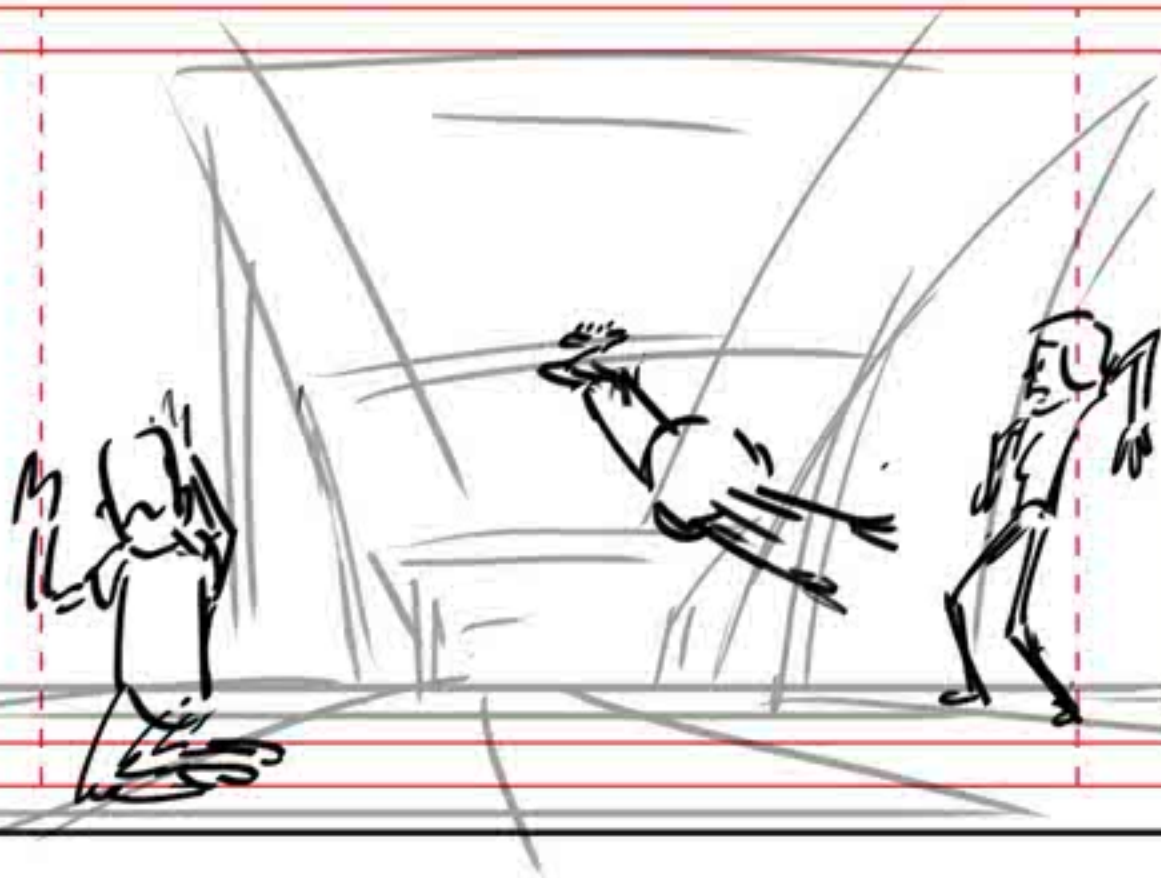
Dialogue/Action

Sequence

Scene

Panel

Frames



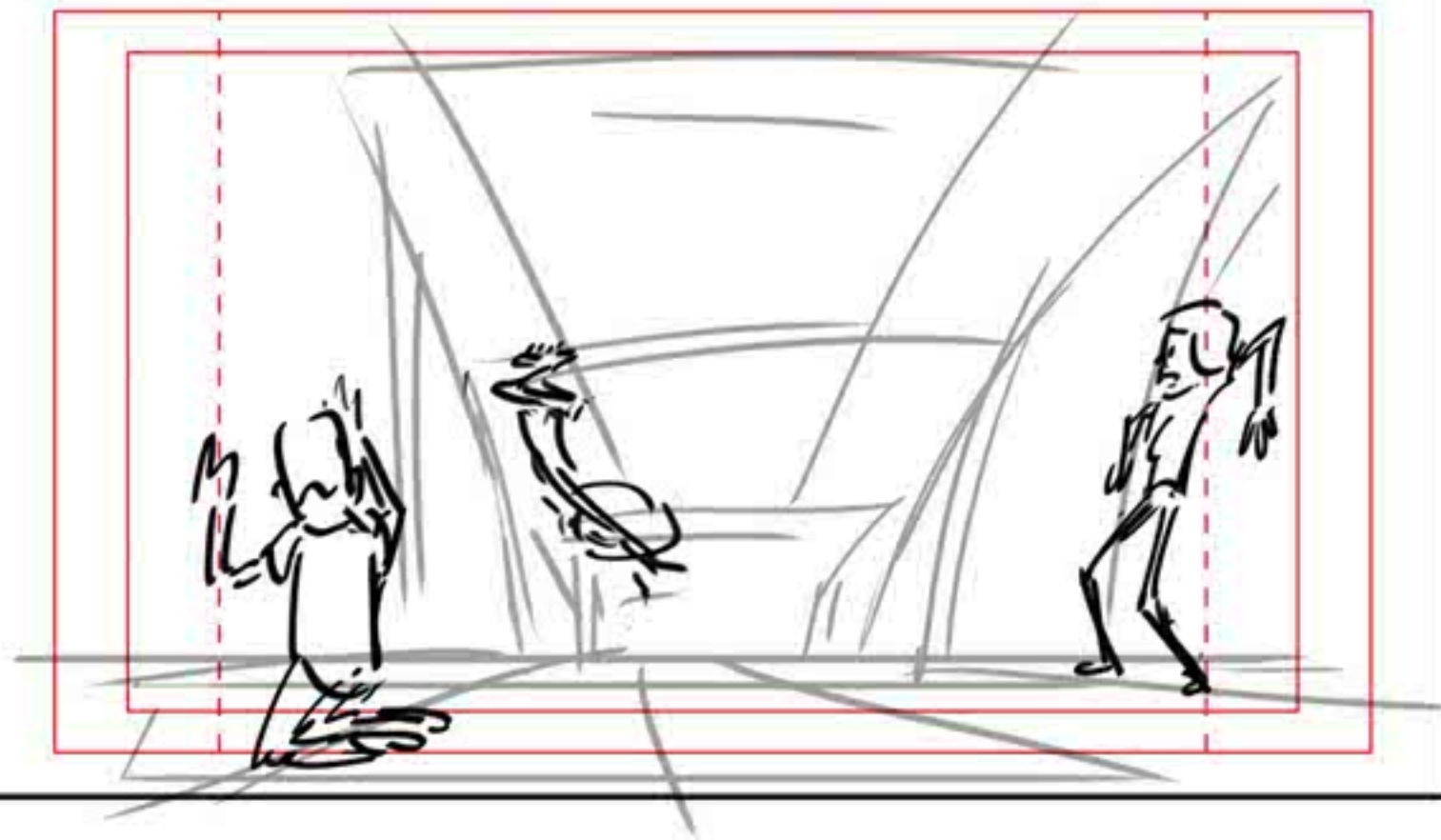
Dialogue/Action

Sequence

Scene

Panel

Frames



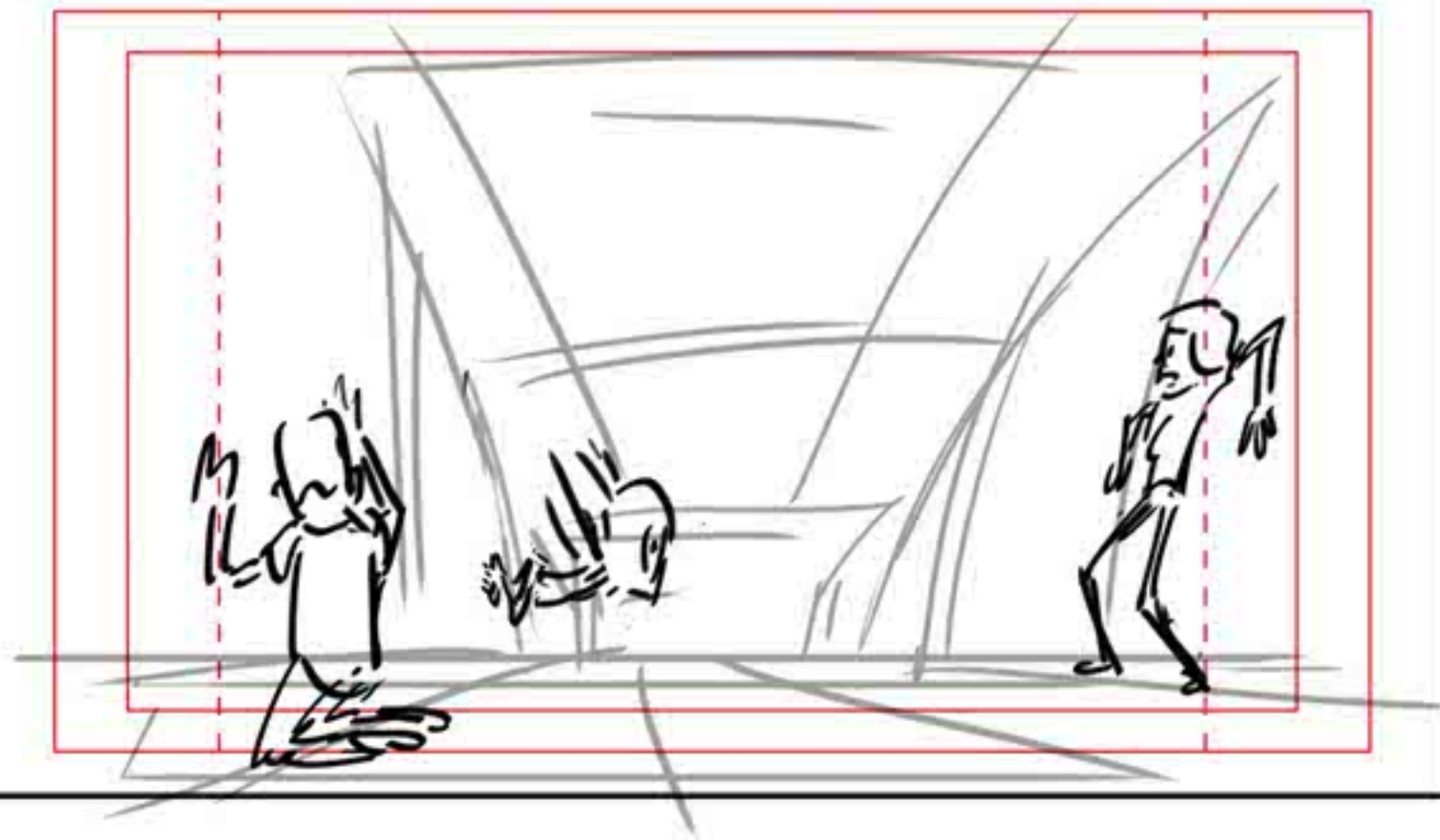
Dialogue/Action

Sequence

Scene

Panel

Frames



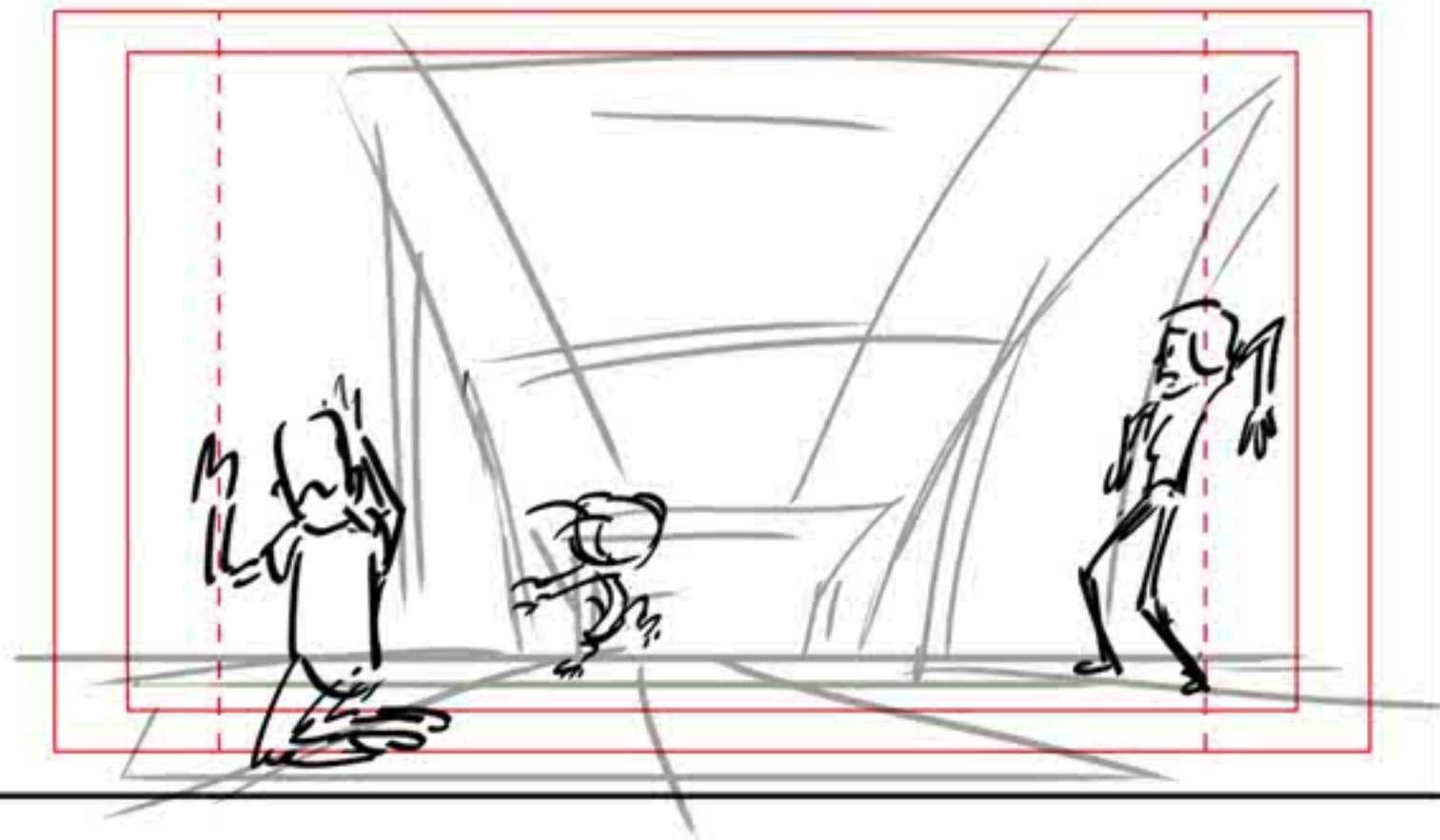
Dialogue/Action

Sequence

Scene

Panel

Frames



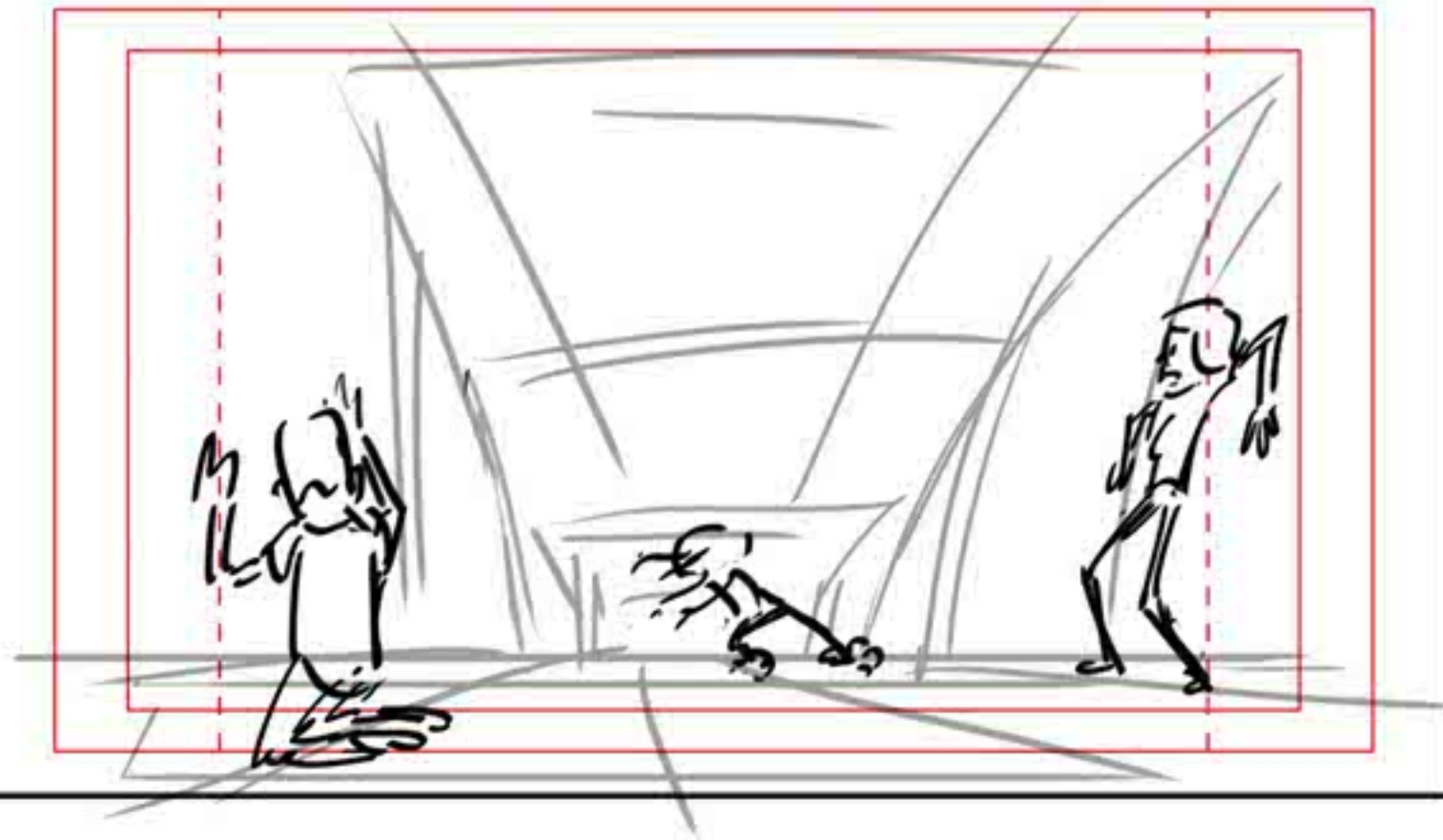
Dialogue/Action

Sequence

Scene

Panel

Frames



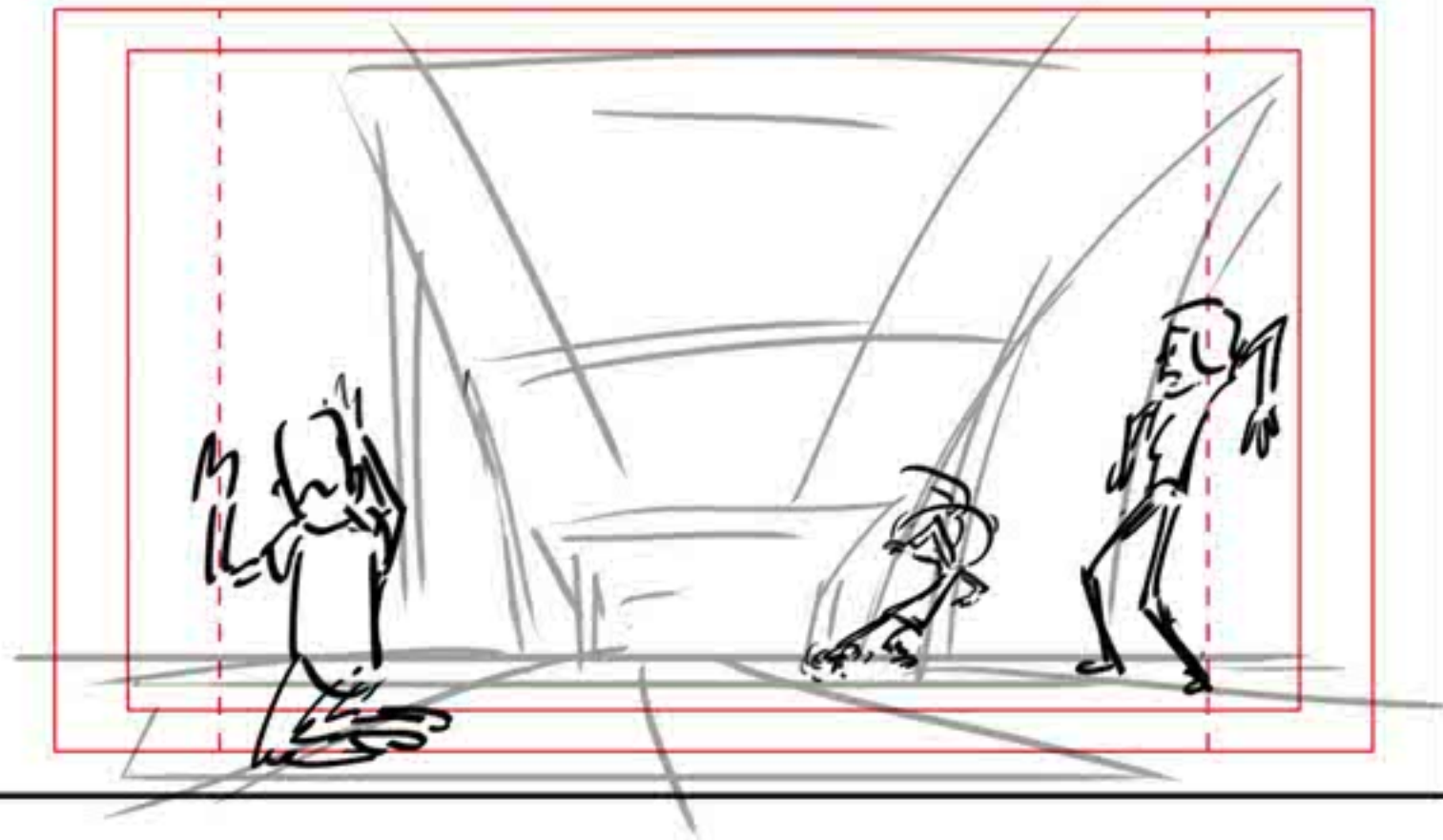
Dialogue/Action

Sequence

Scene

Panel

Frames



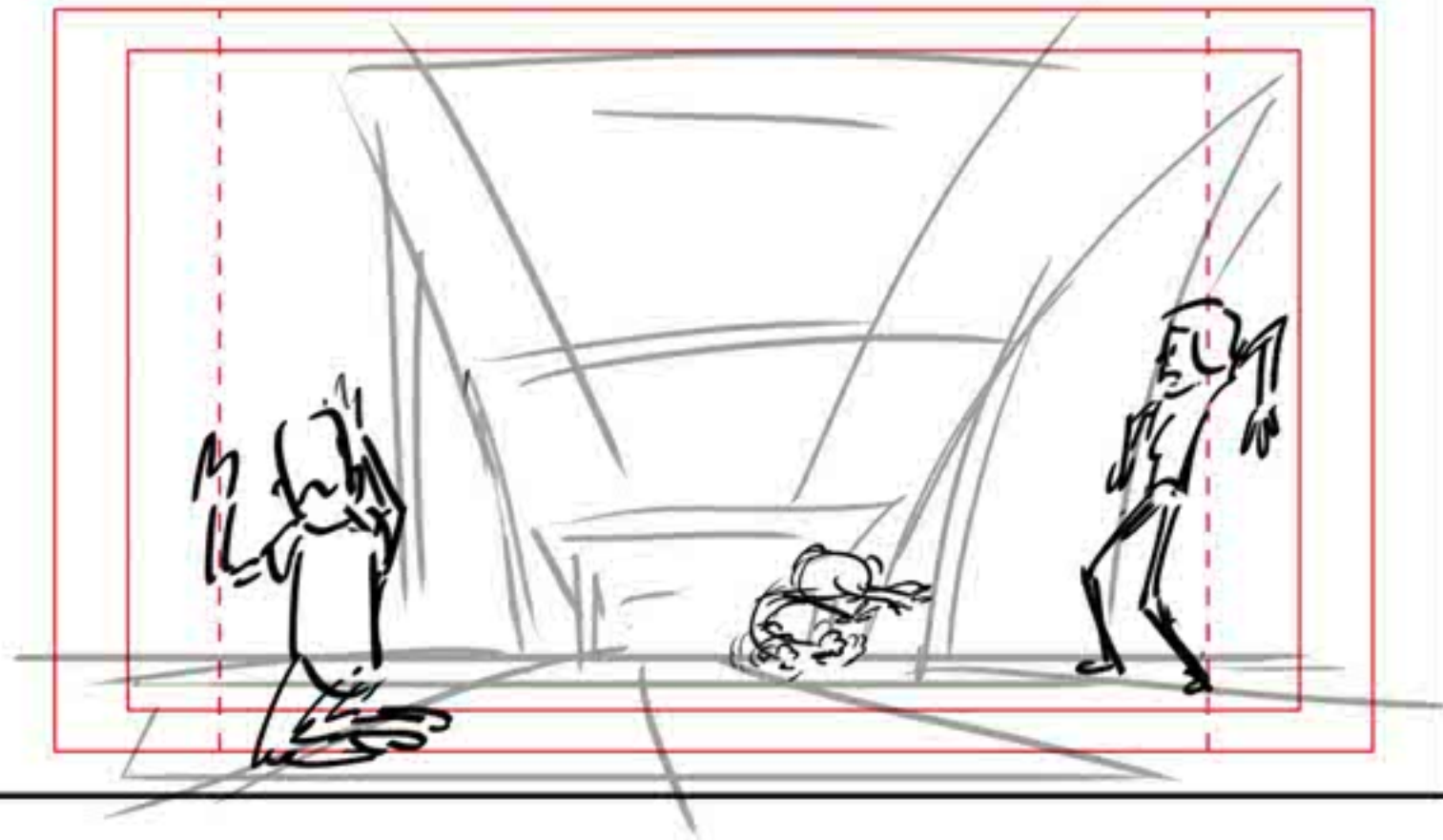
Dialogue/Action

Sequence

Scene

Panel

Frames



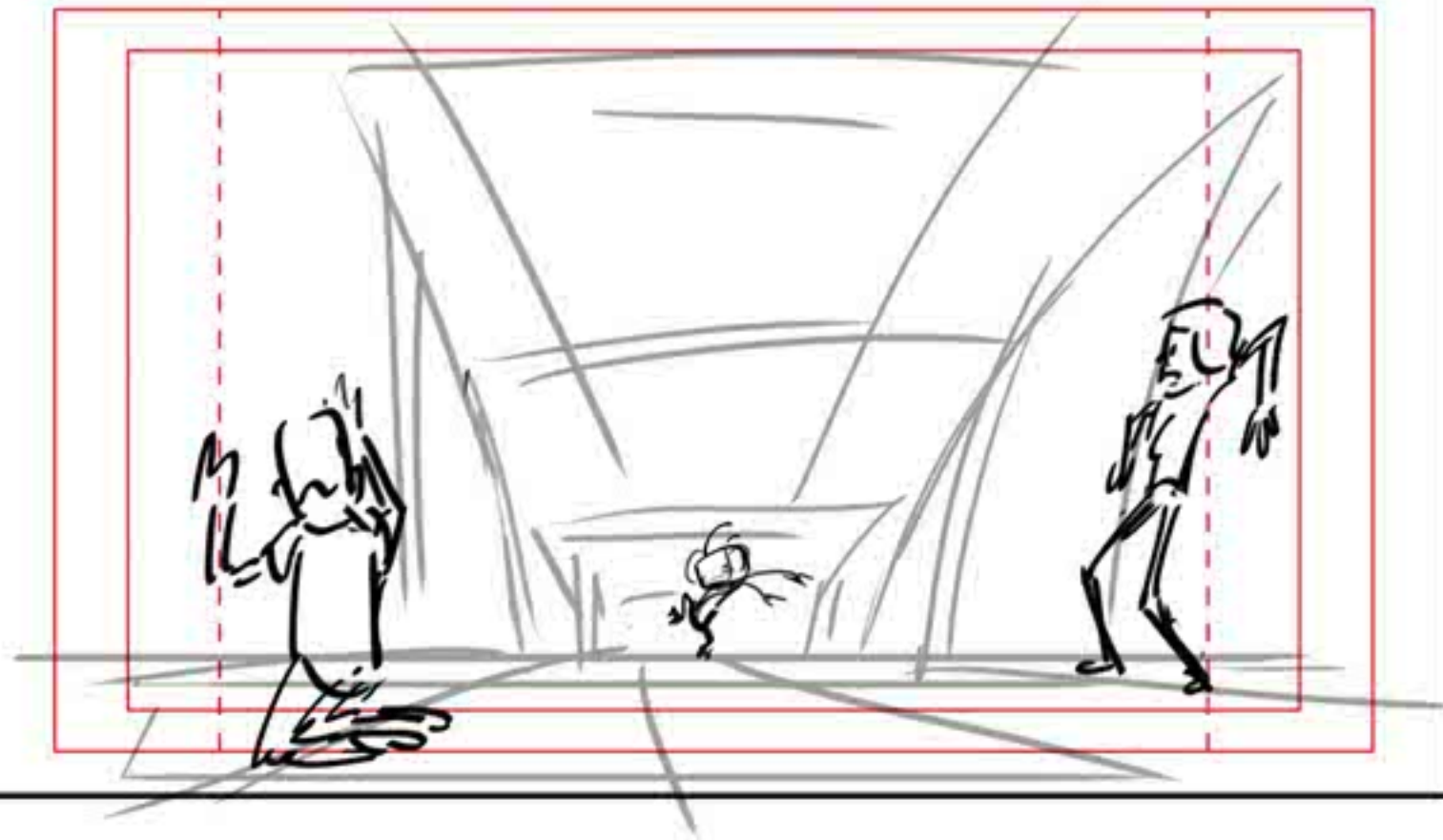
Dialogue/Action

Sequence

Scene

Panel

Frames



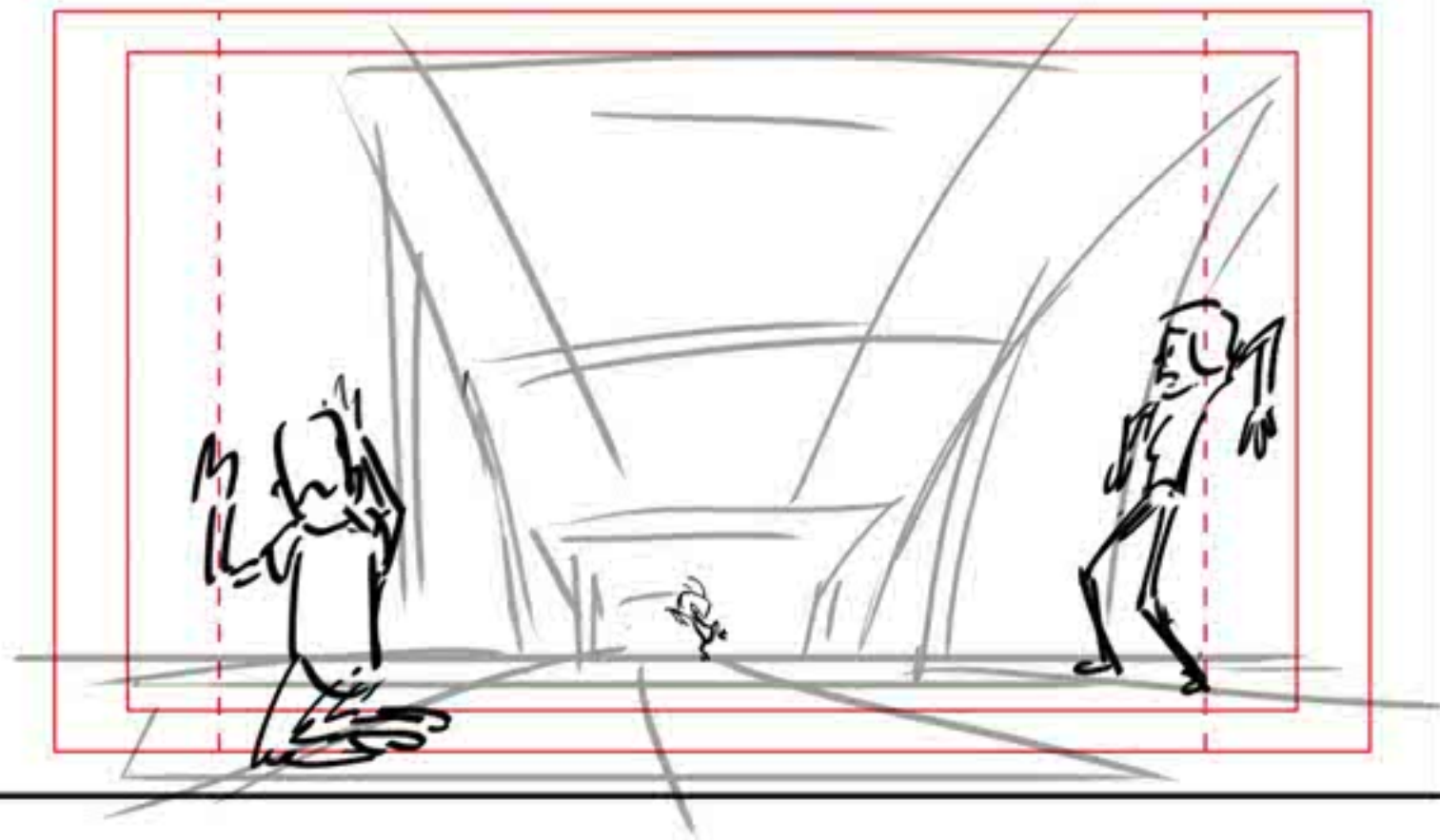
Dialogue/Action

Sequence

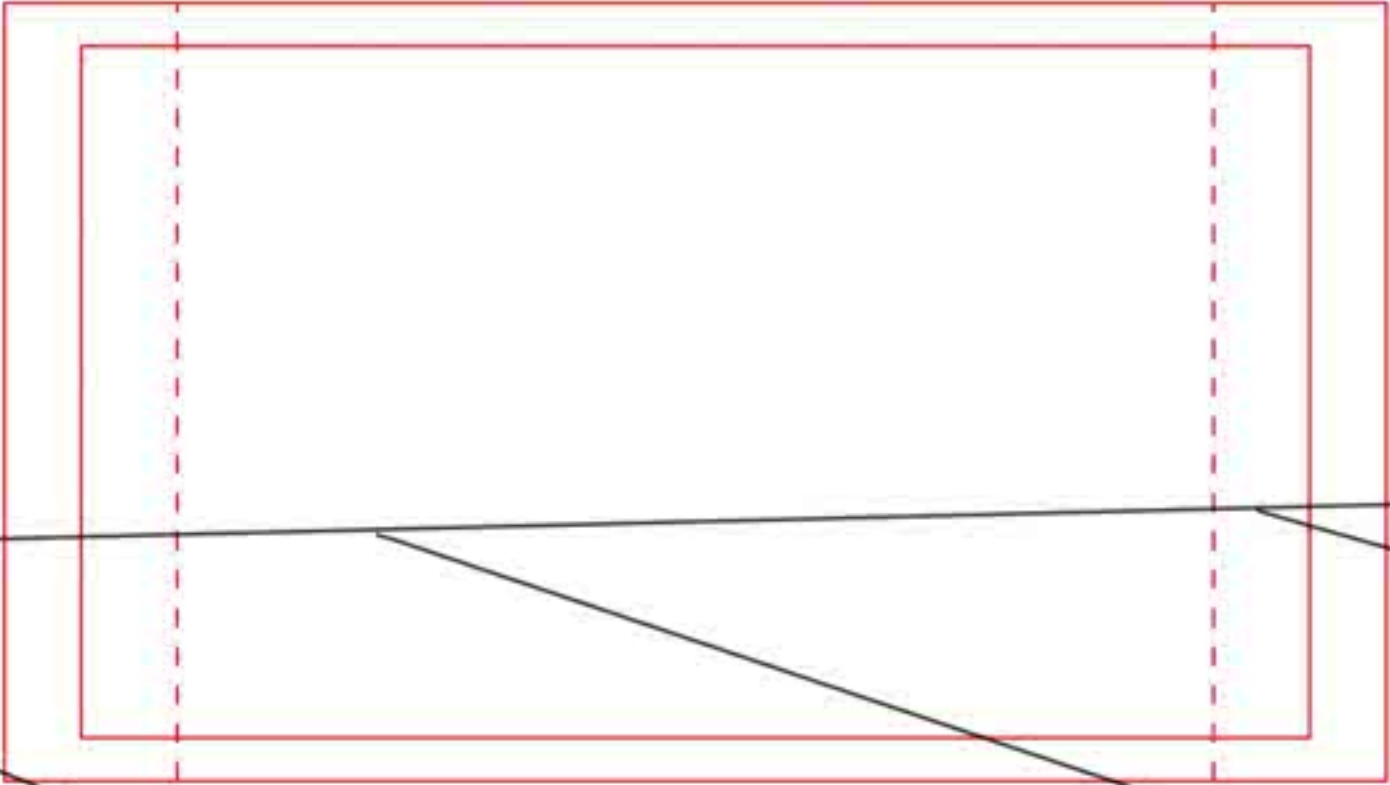
Scene

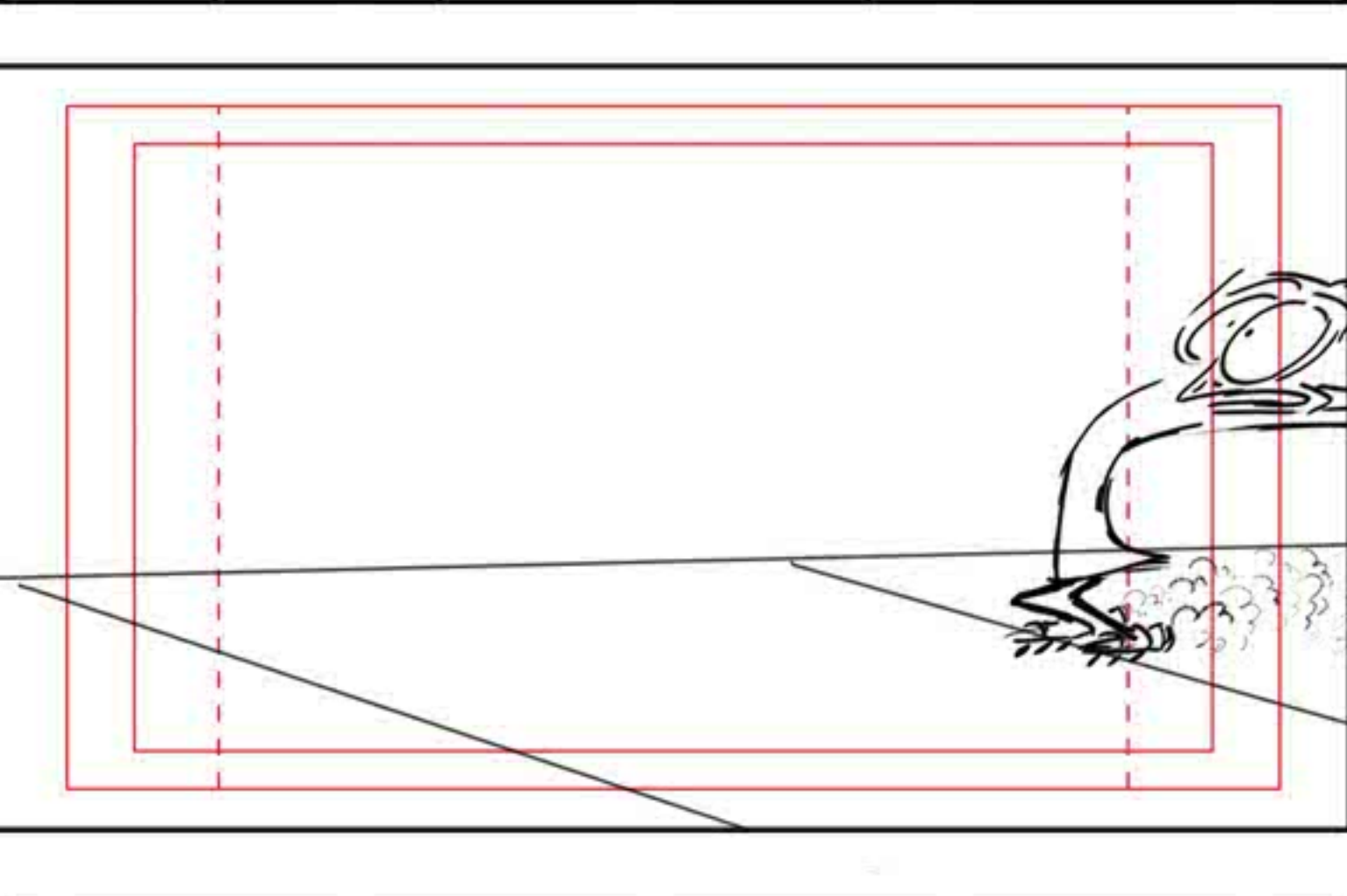
Panel

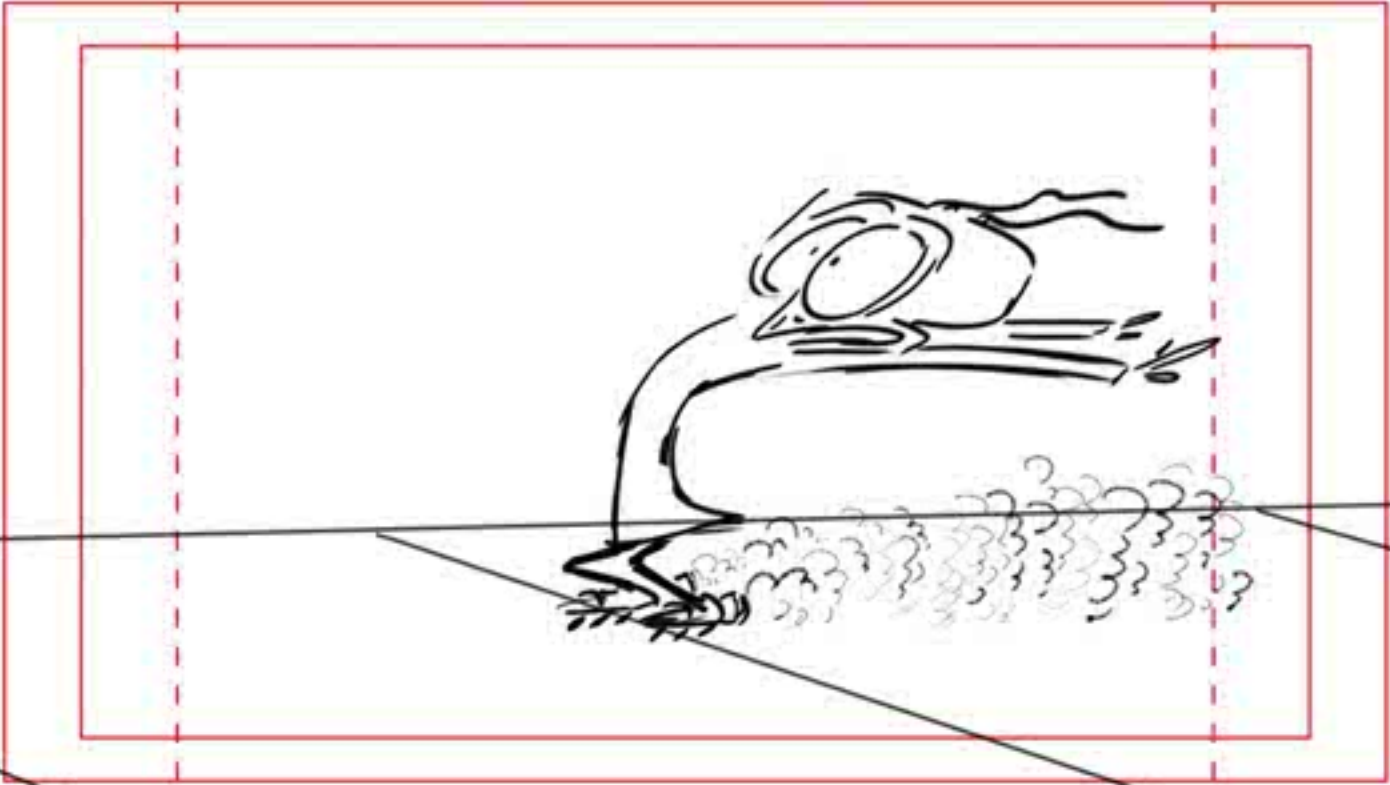
Frames

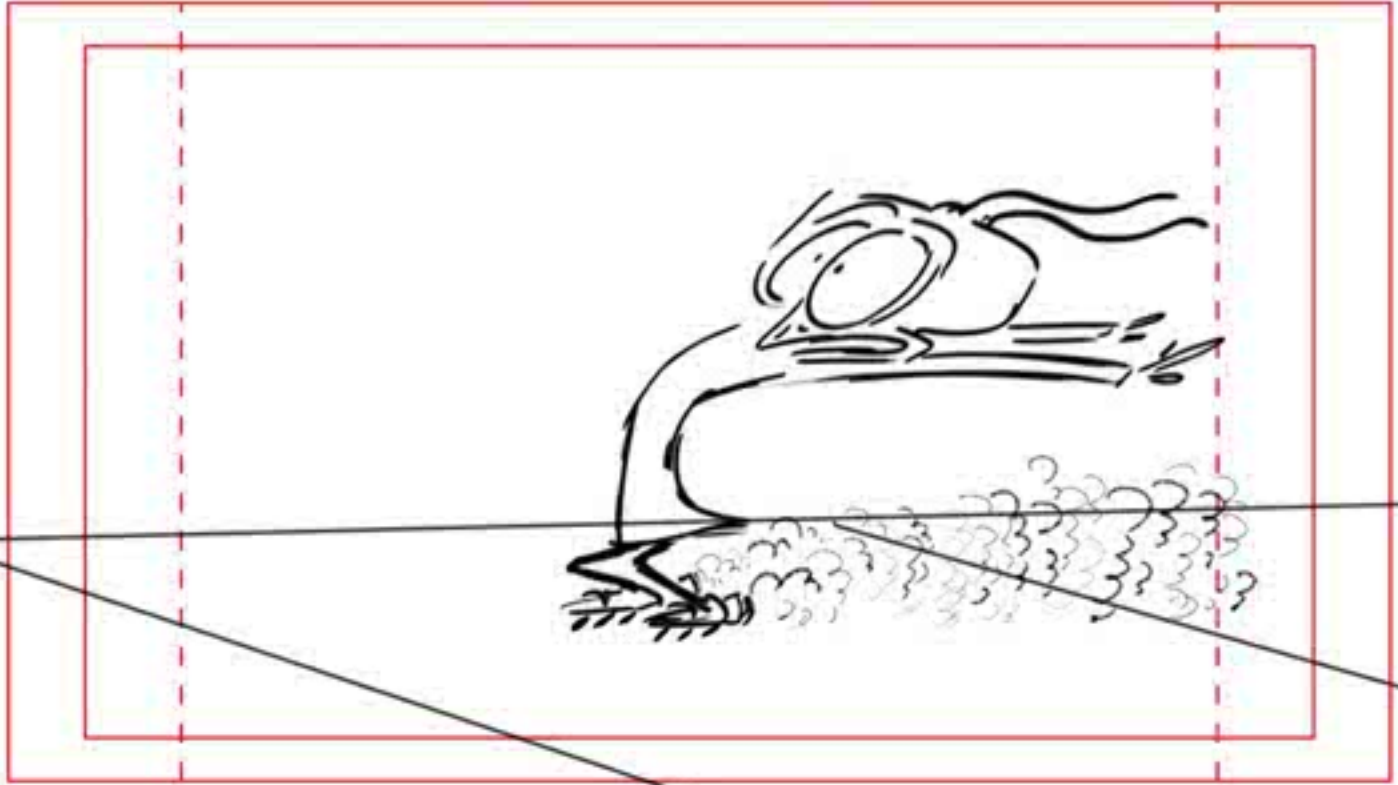


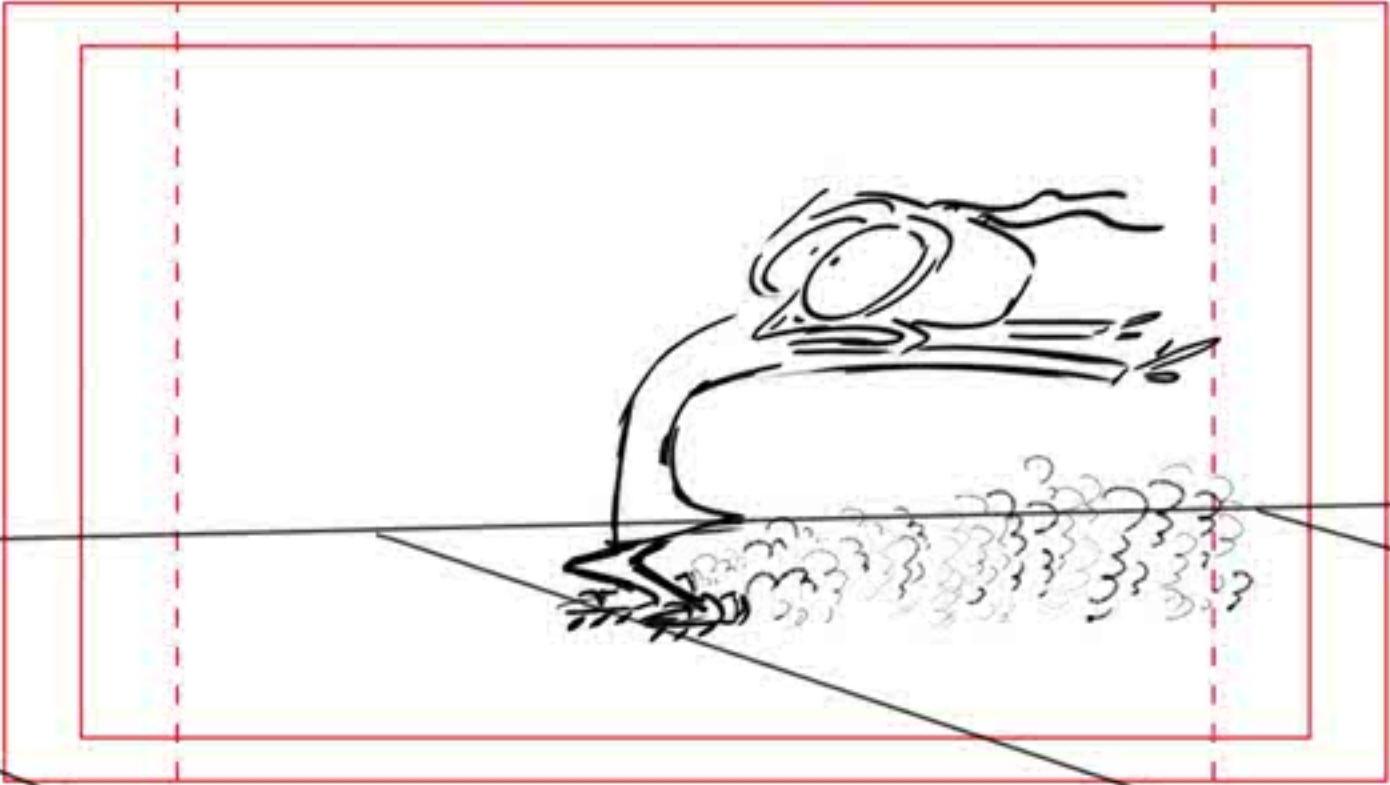
Dialogue/Action

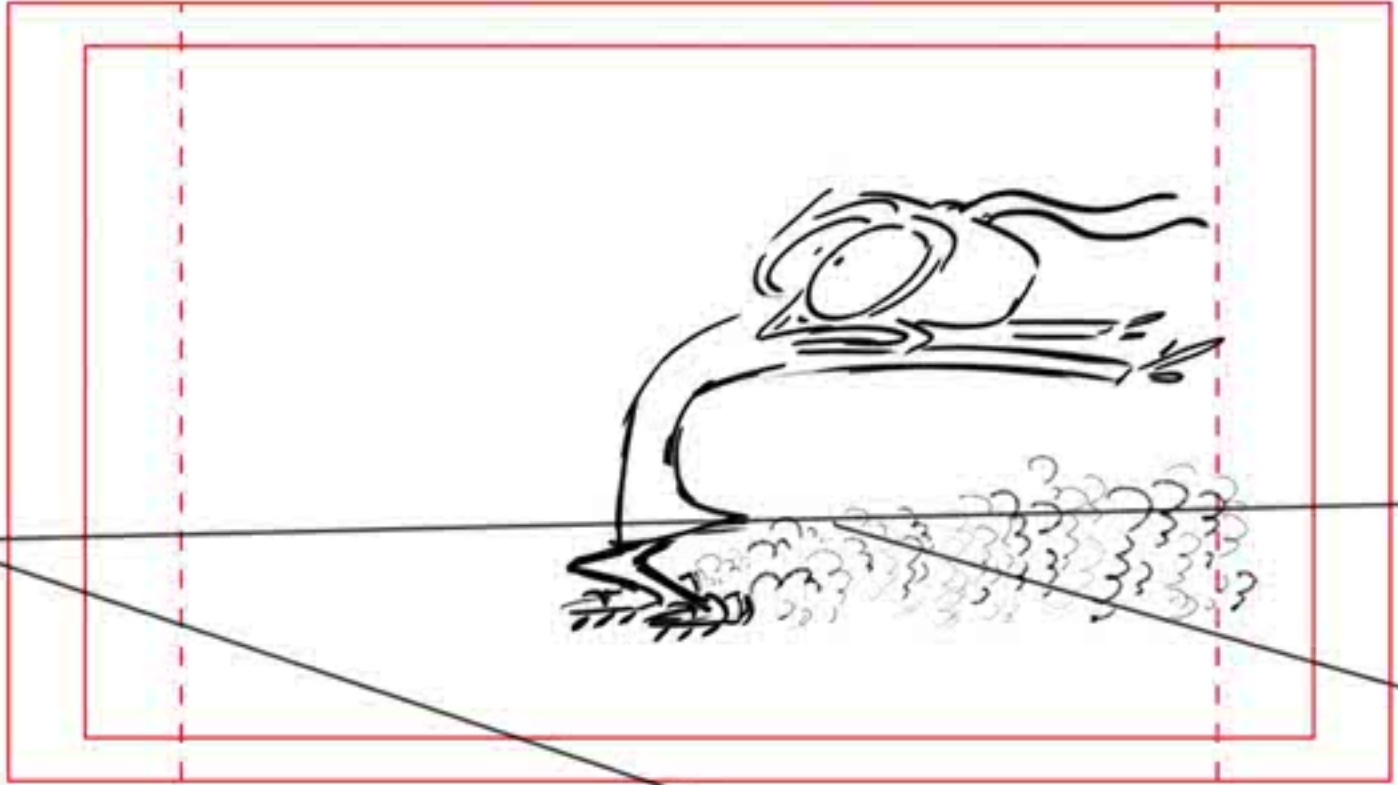
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

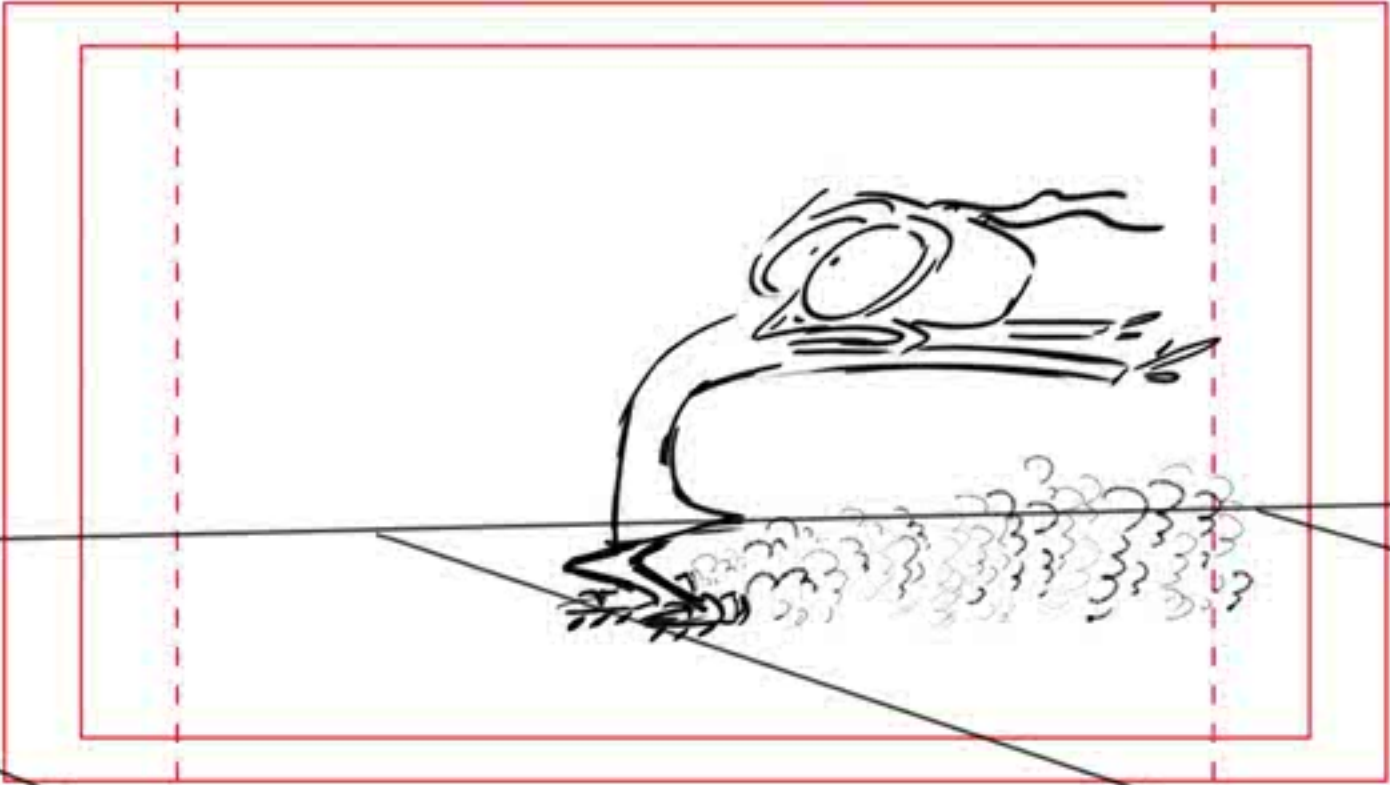
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

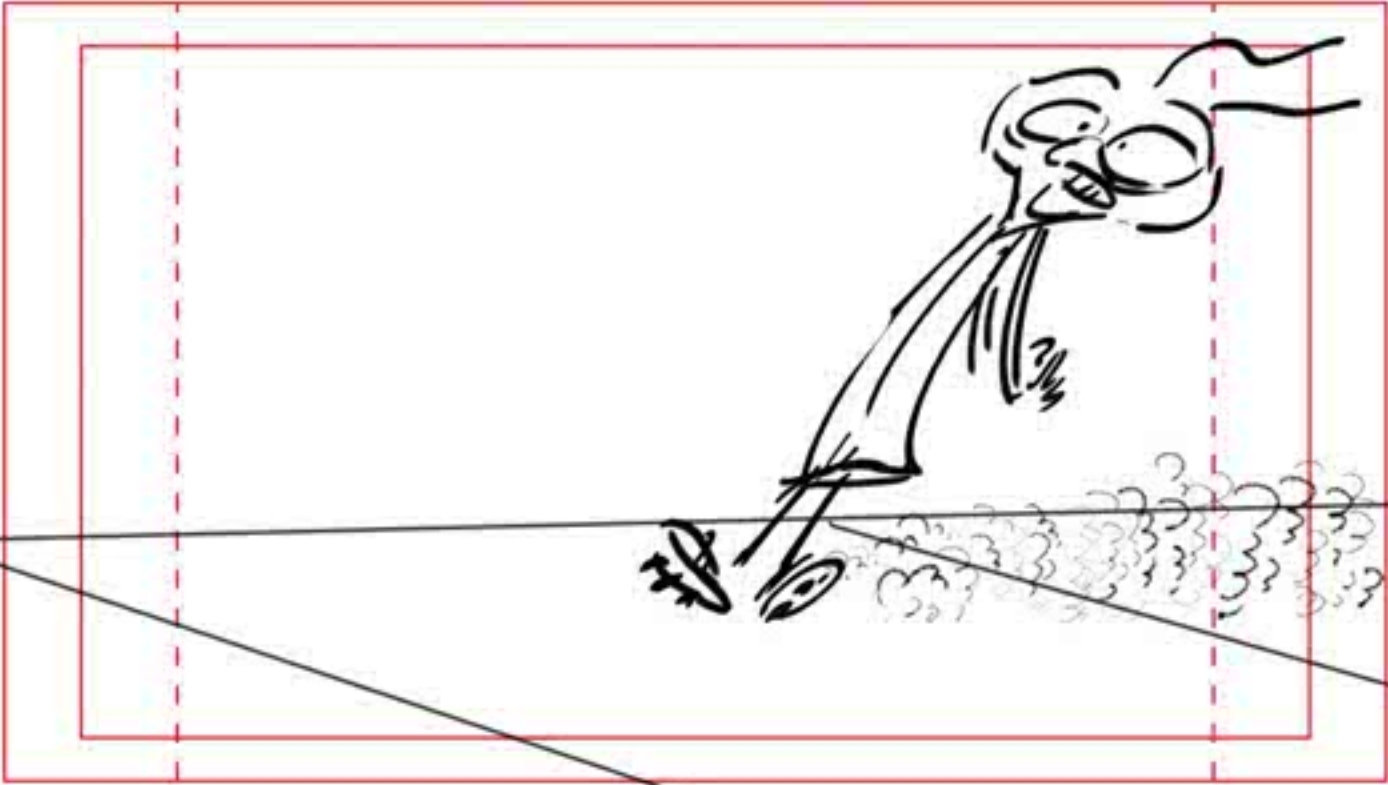
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

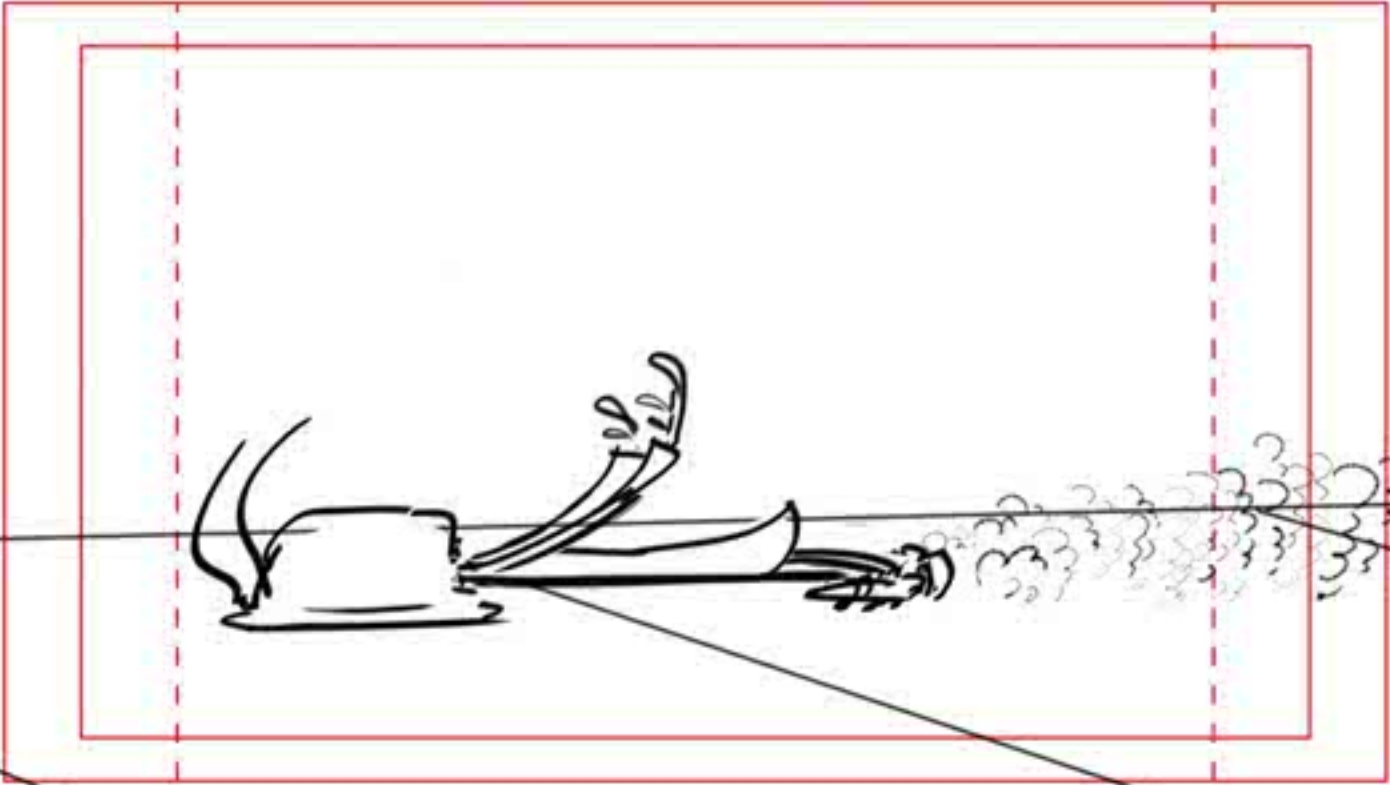
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

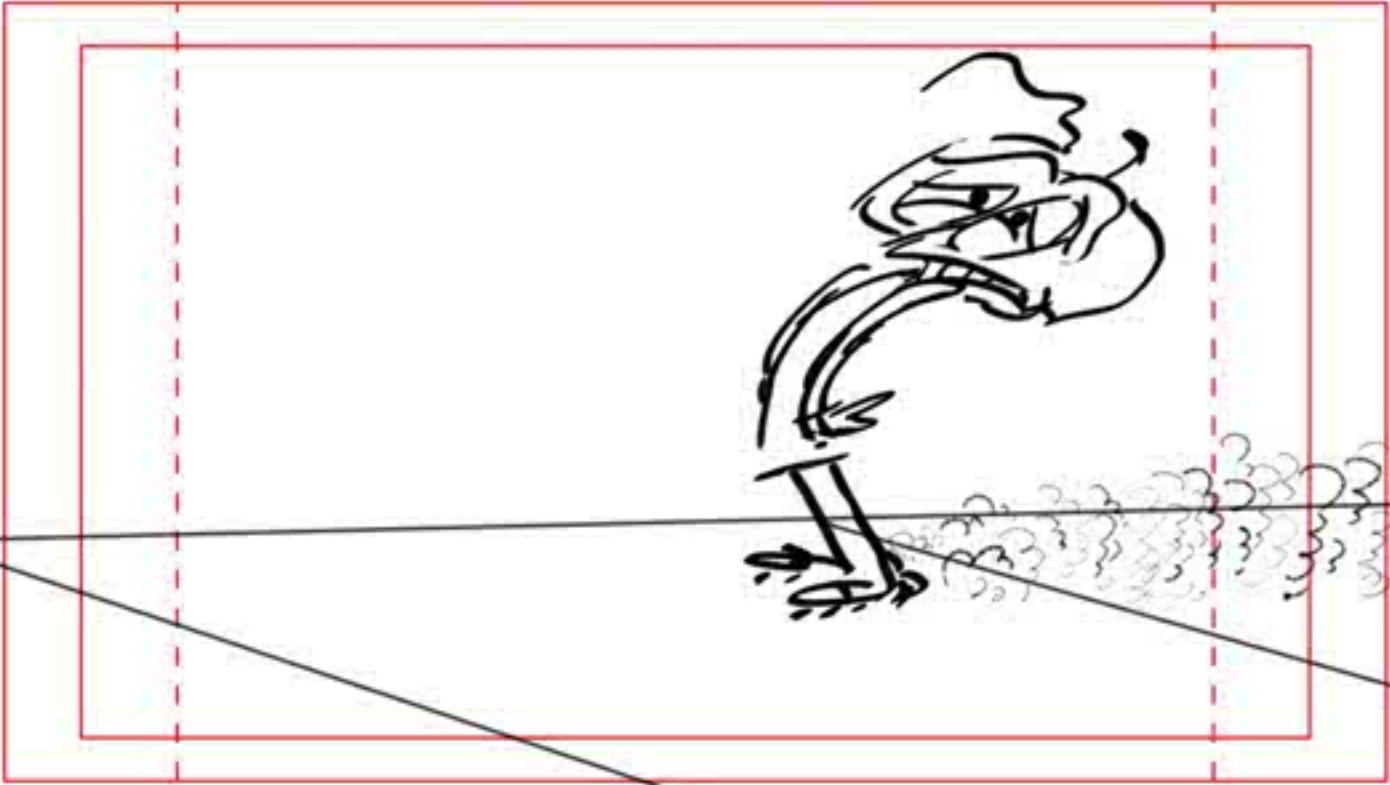
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

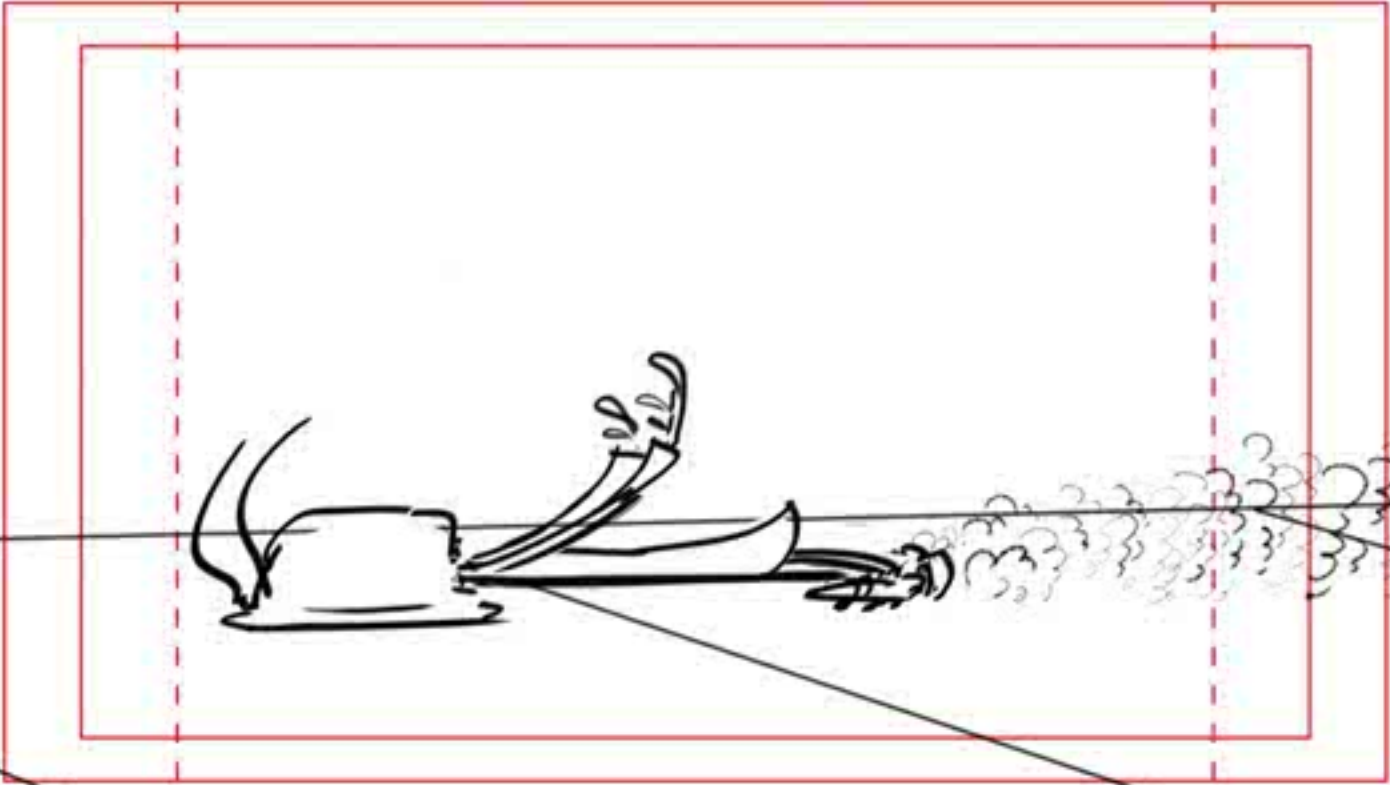
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

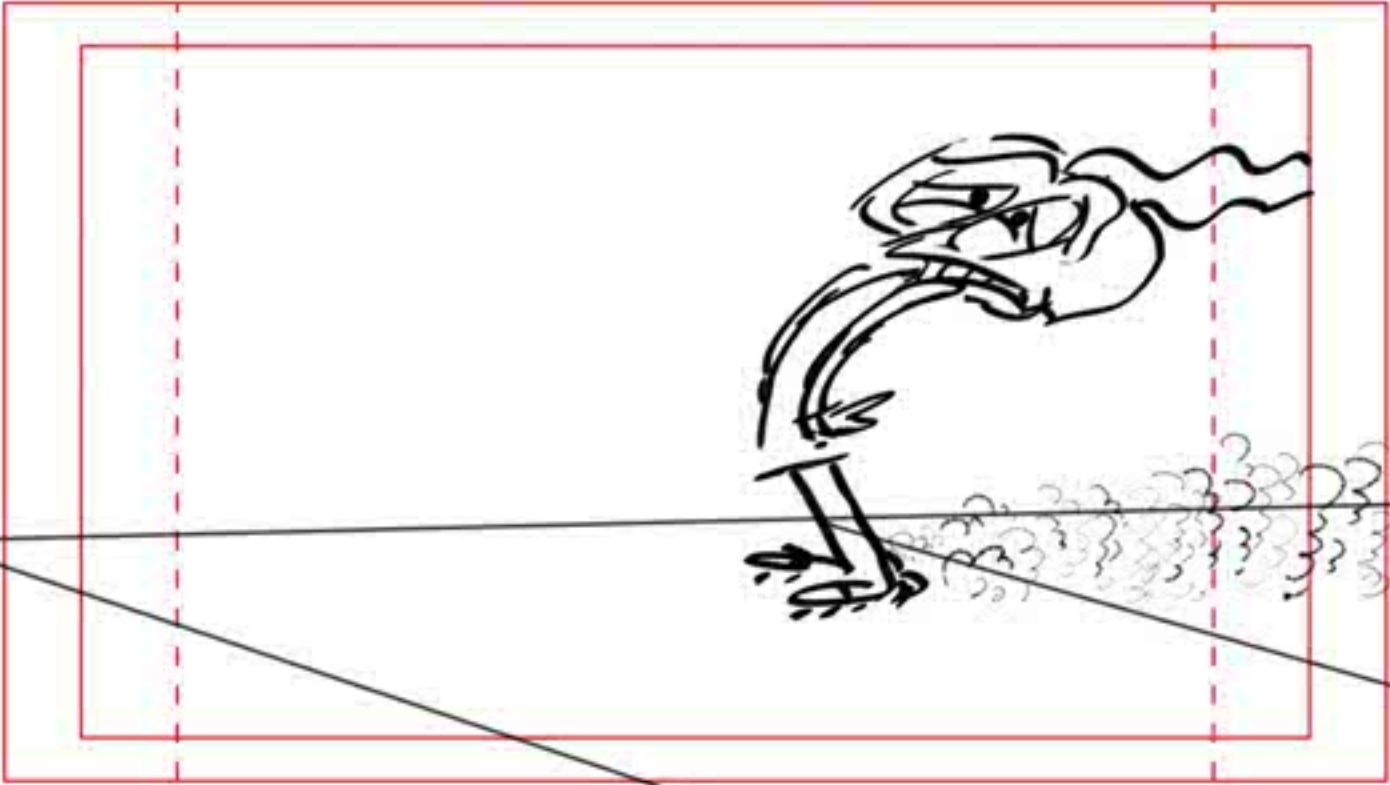
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

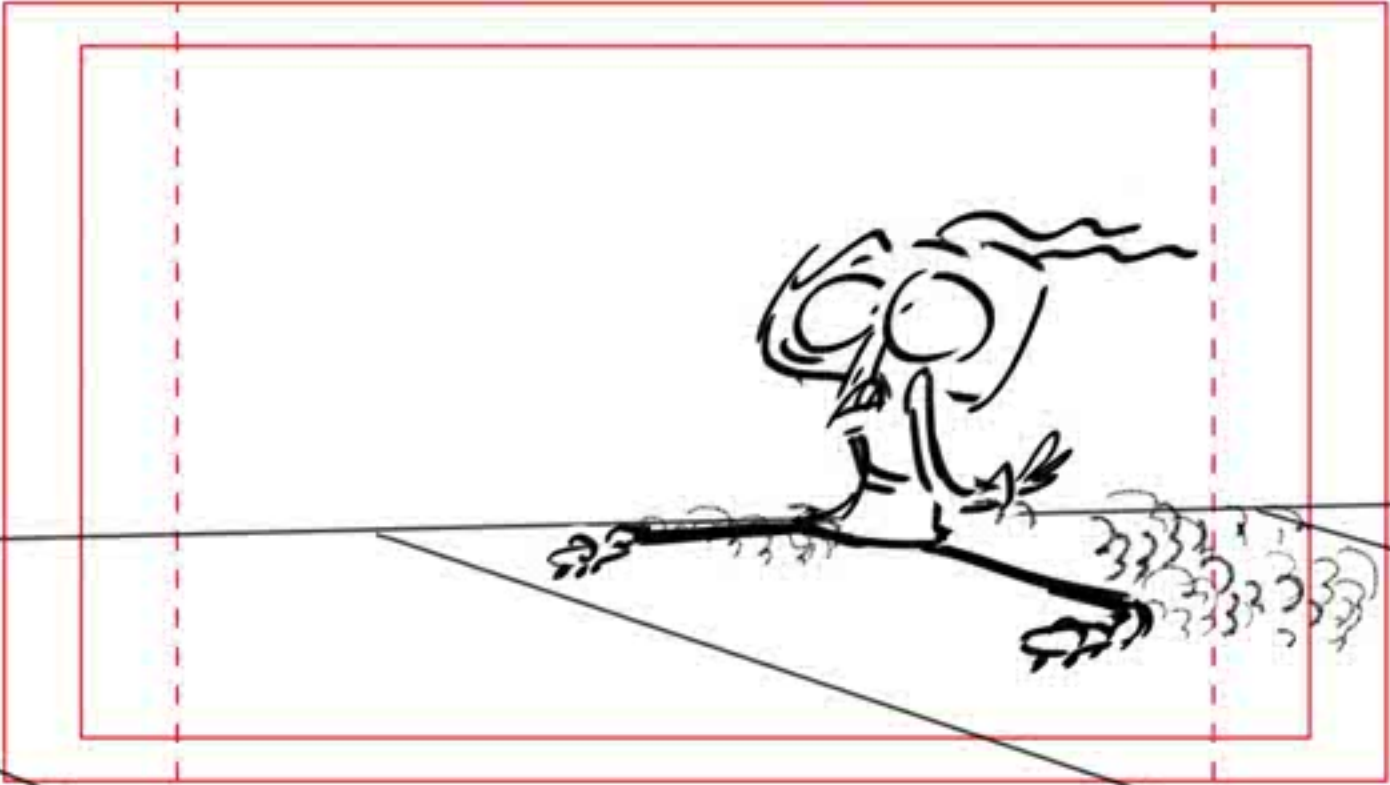
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

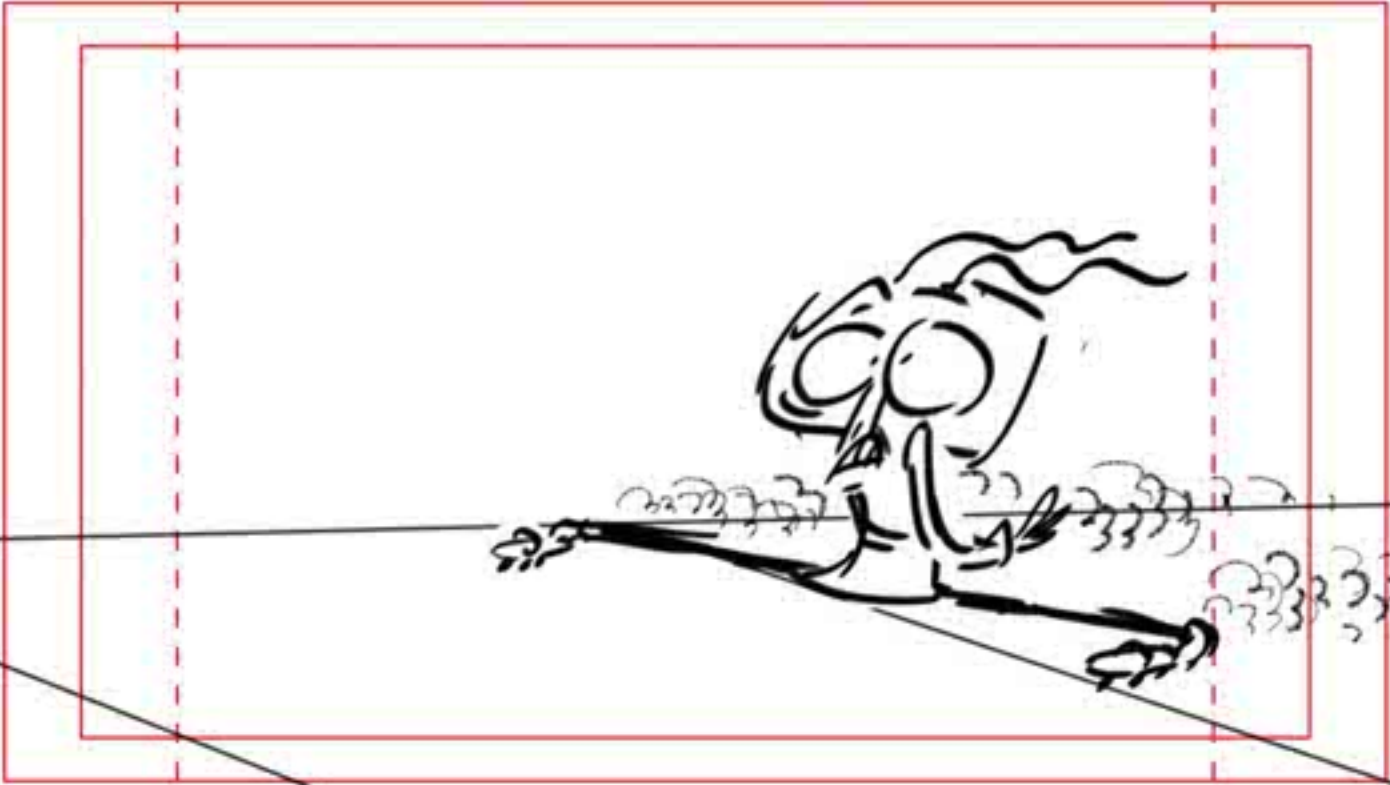
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

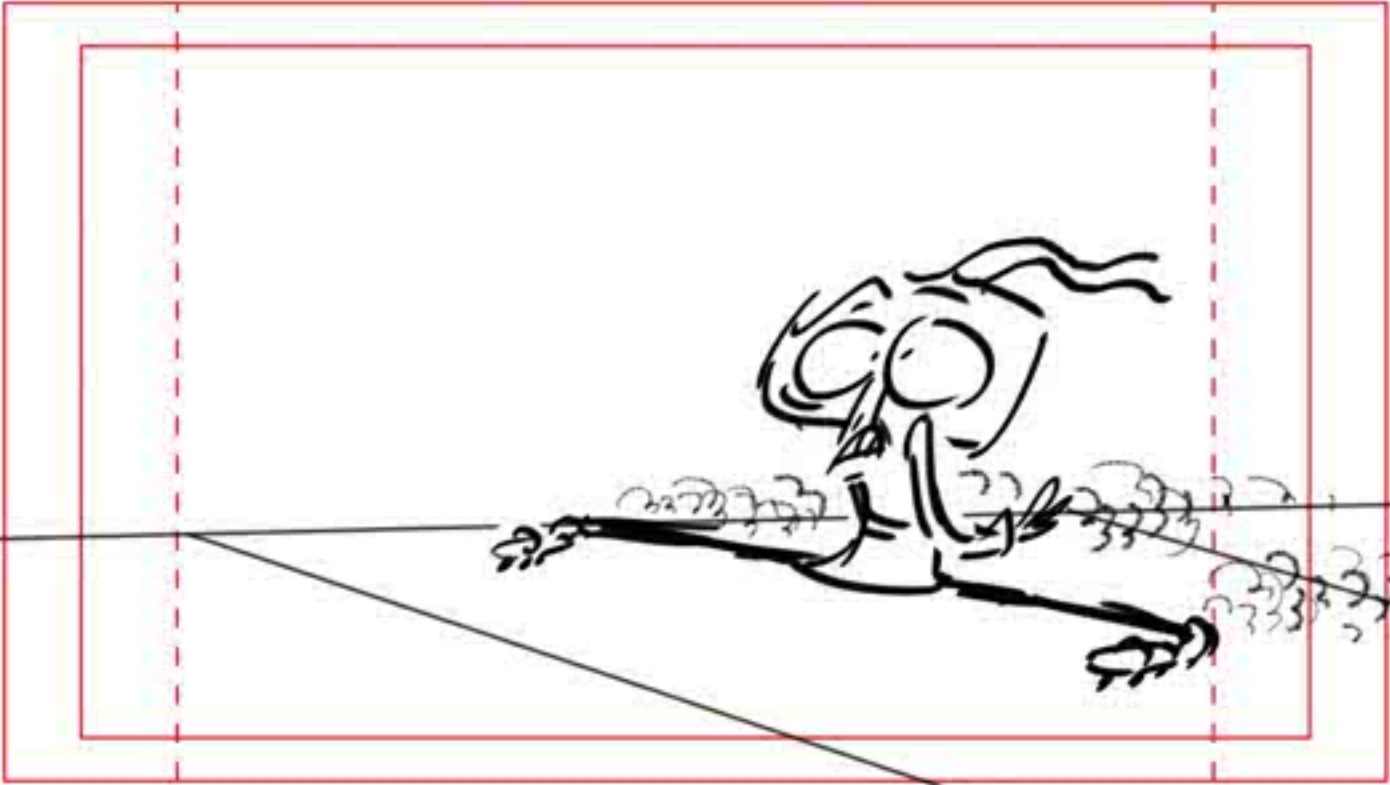
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

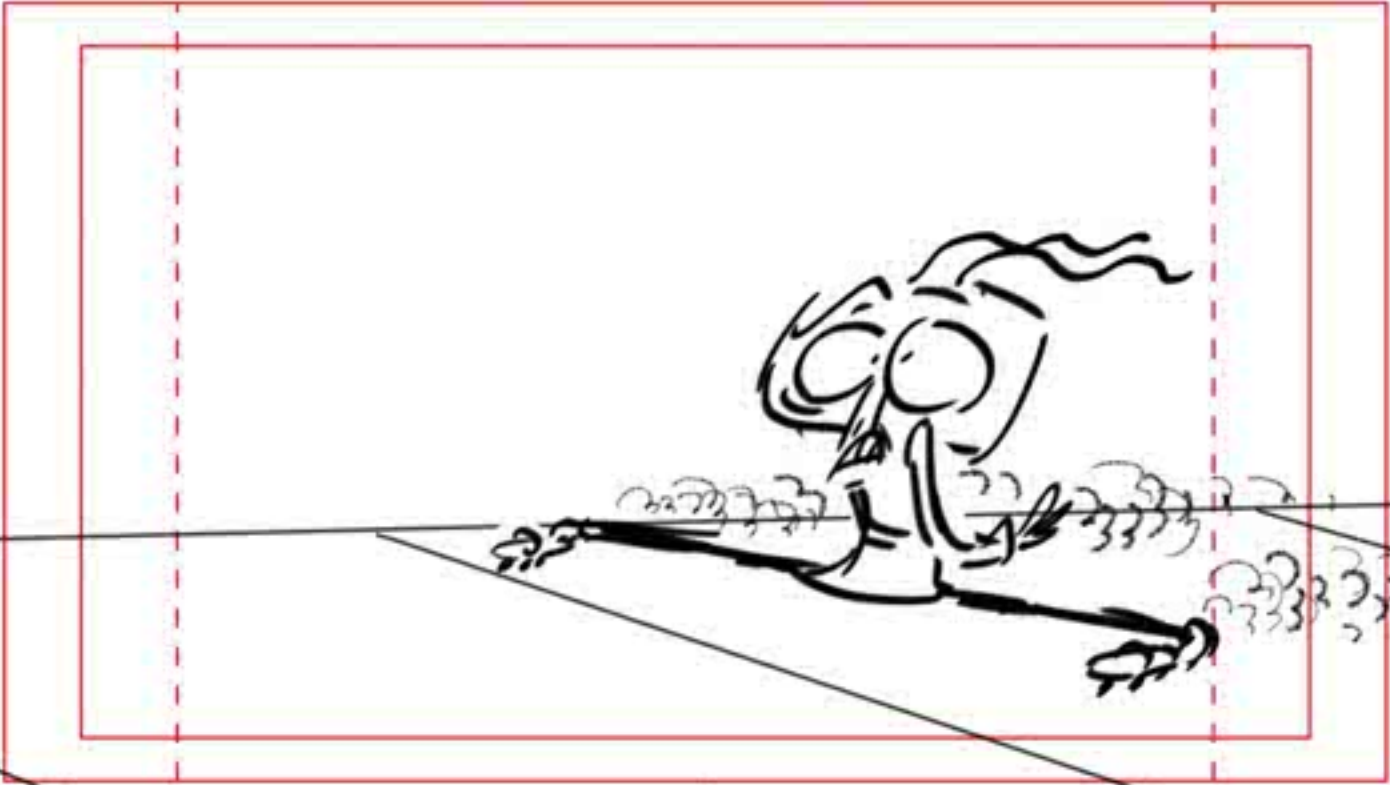
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

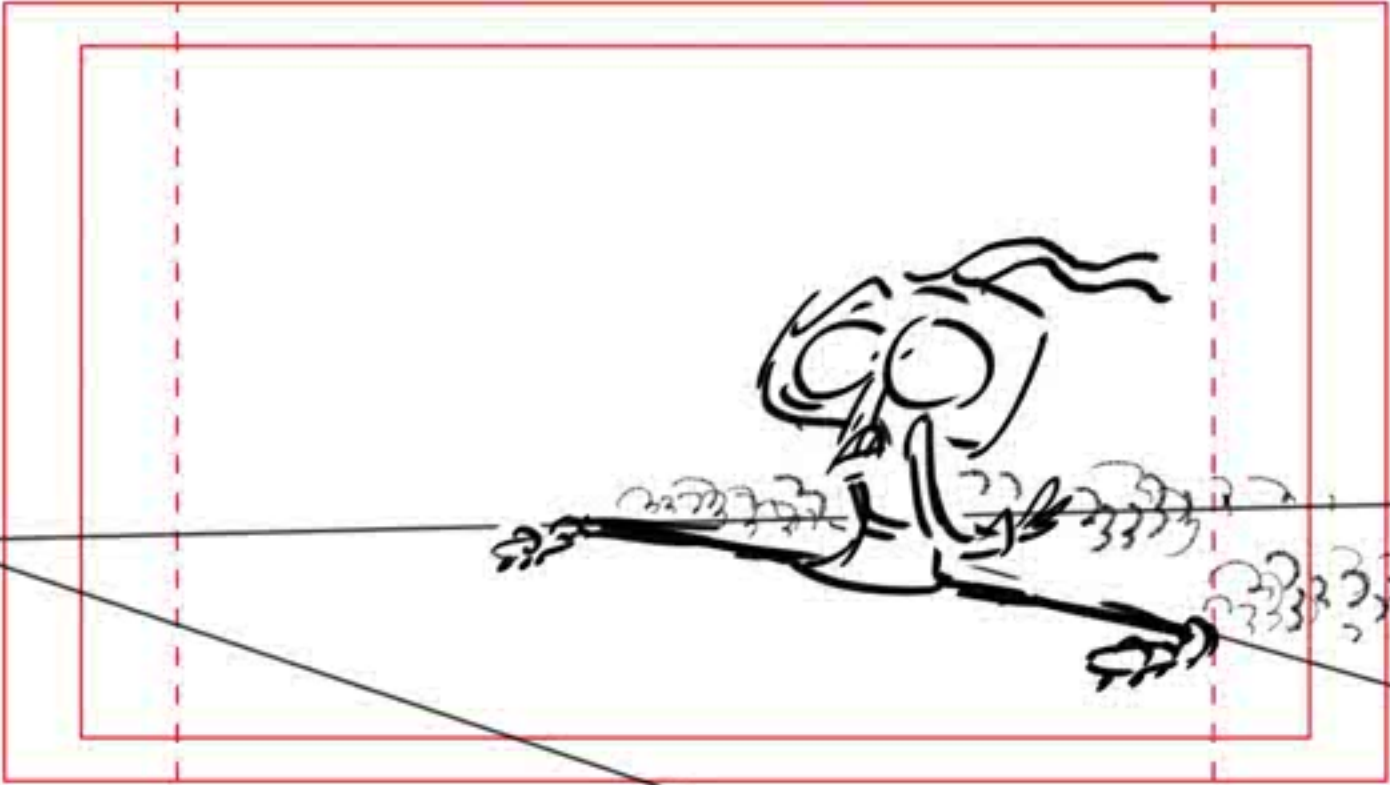
Sequence	Scene	Panel	Frames
 <p>A hand-drawn illustration of a hand holding a pencil, positioned as if writing. The hand is on the right side of the frame, with the pencil tip pointing towards the center. A cloud of question marks is drawn to the right of the pencil tip, suggesting a state of confusion or uncertainty. The drawing is contained within a red rectangular border, which is itself inside a larger white rectangular area. Two vertical dashed red lines are positioned on either side of the hand and pencil, and a horizontal solid black line passes through the pencil tip. The entire illustration is set against a white background.</p>			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			

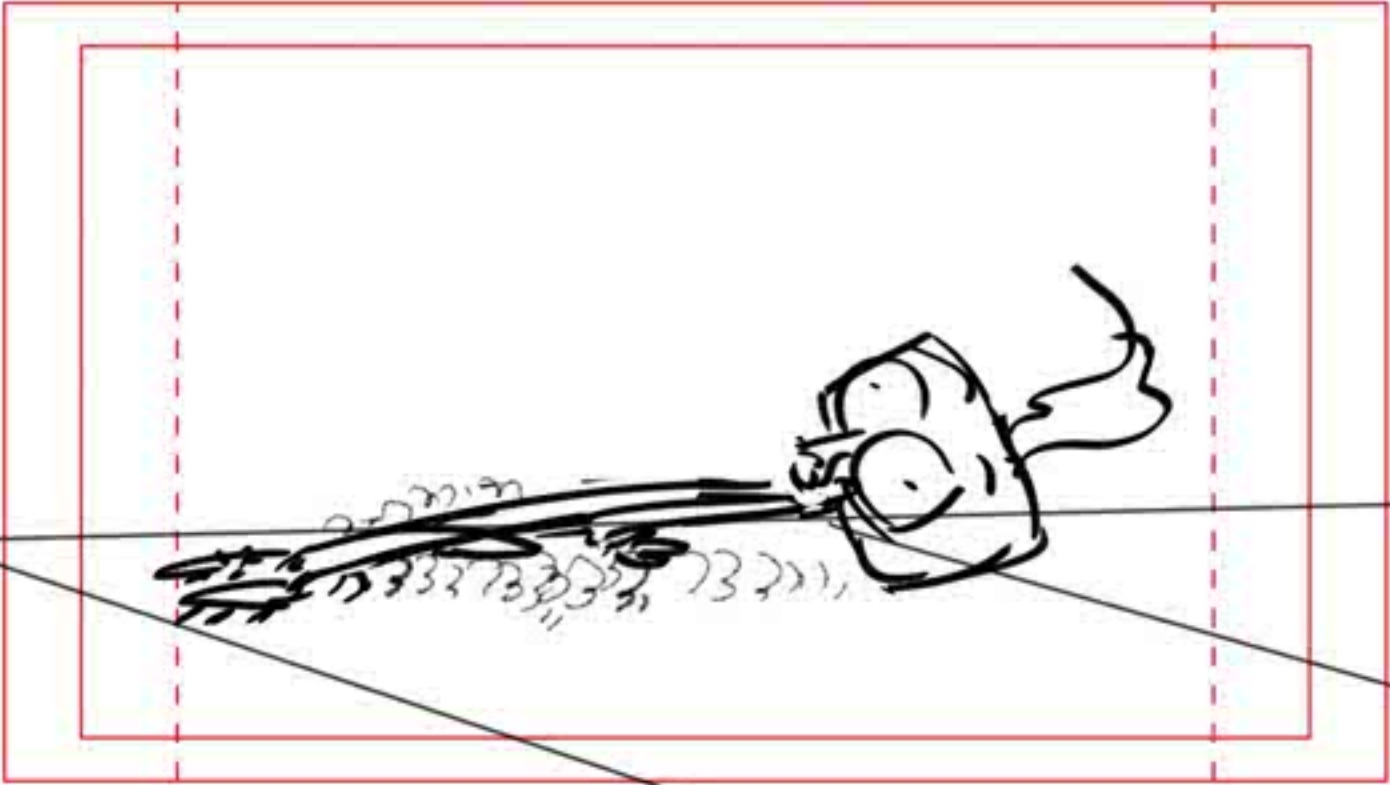
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

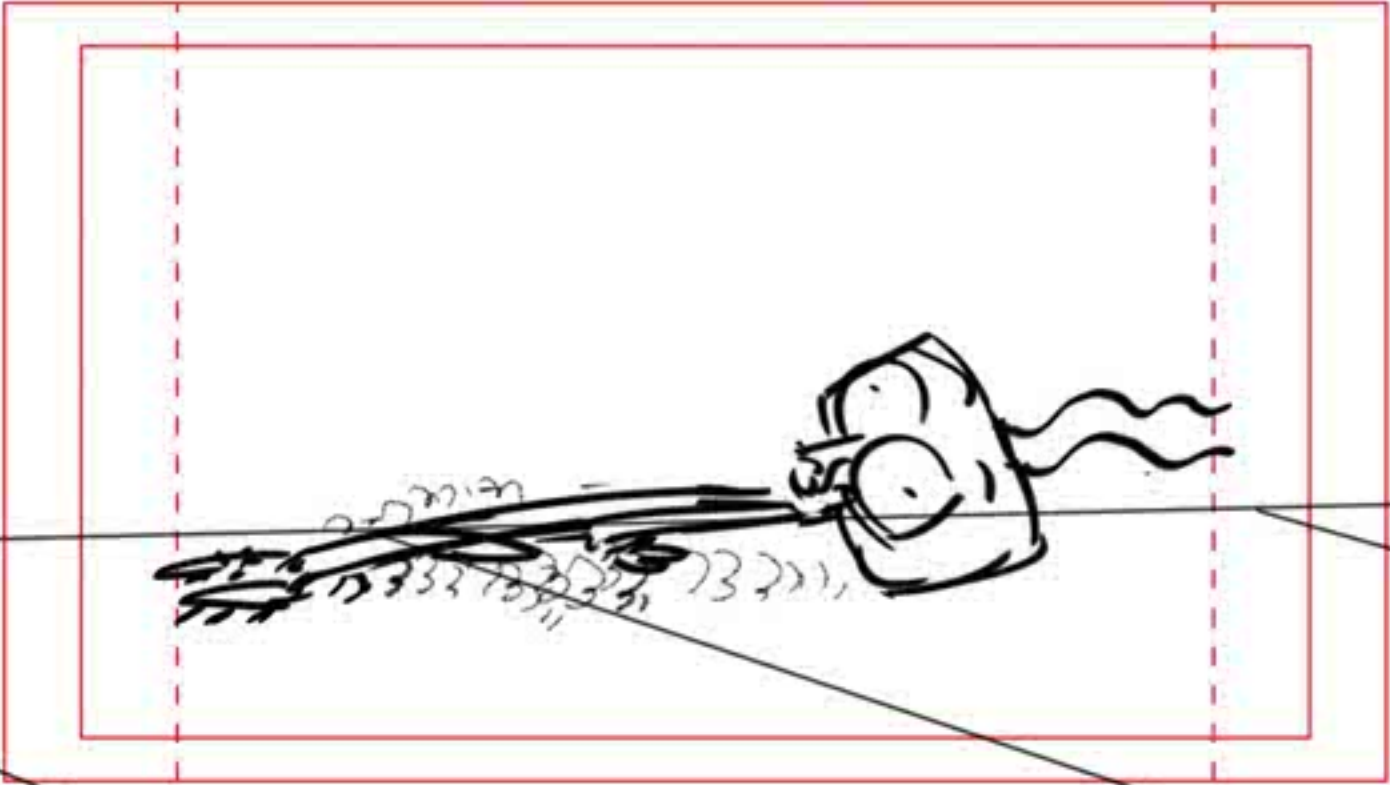
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

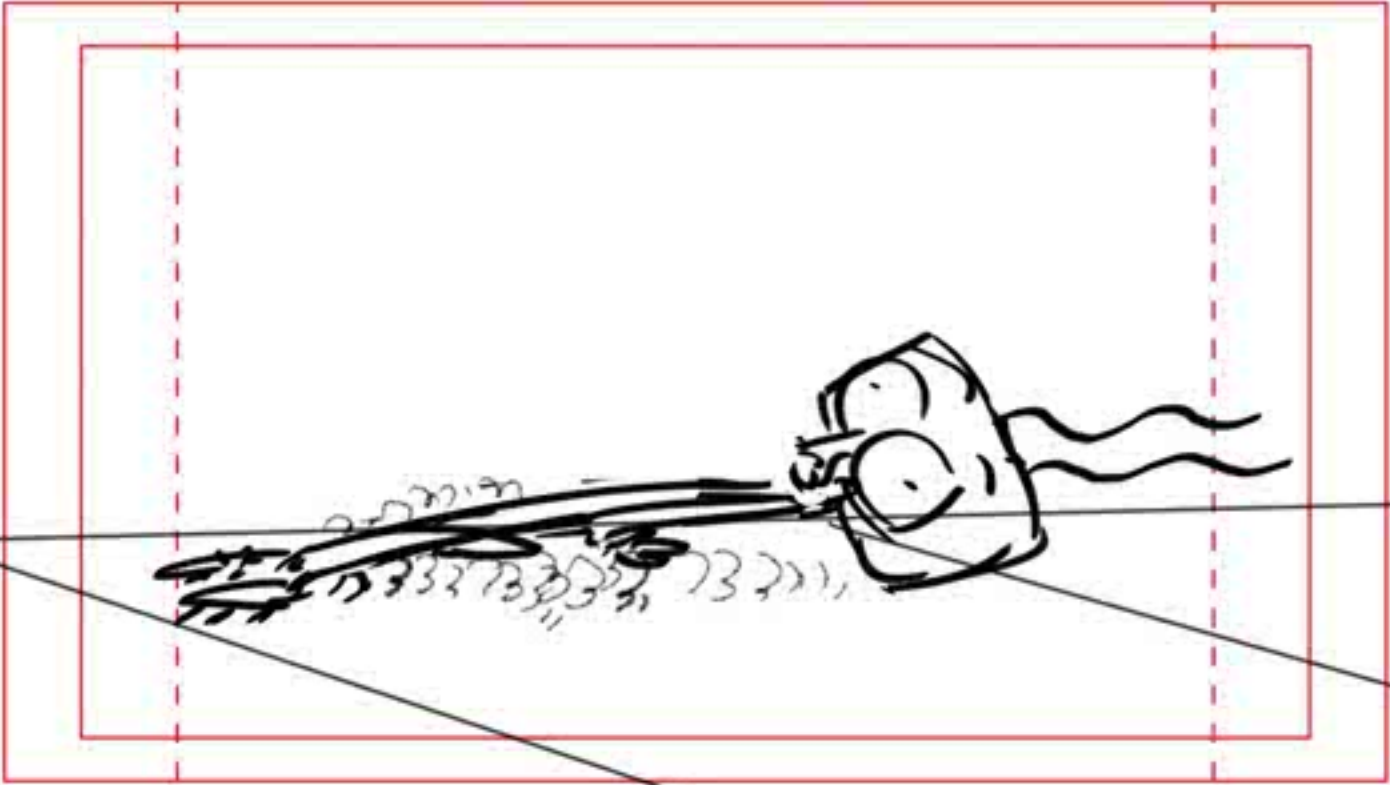
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

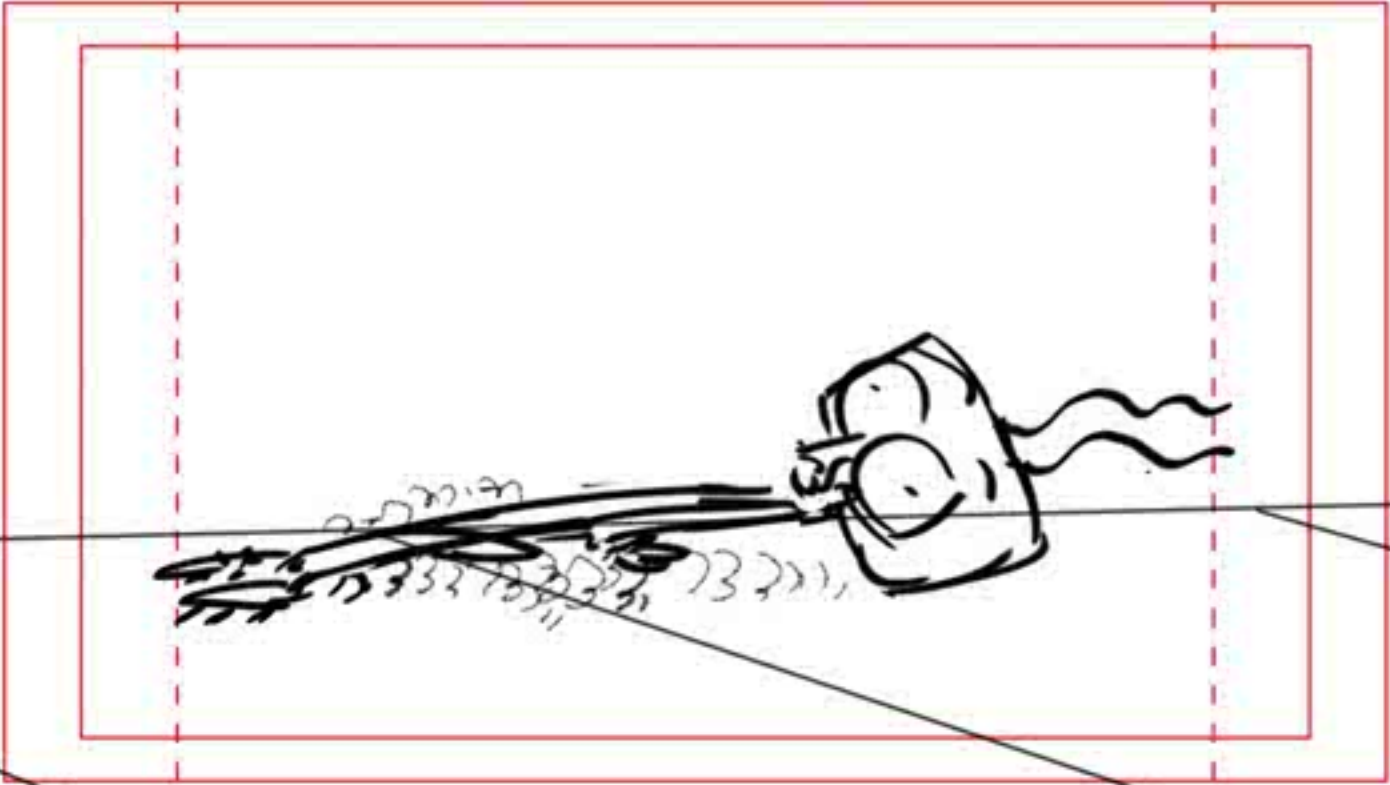
Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			

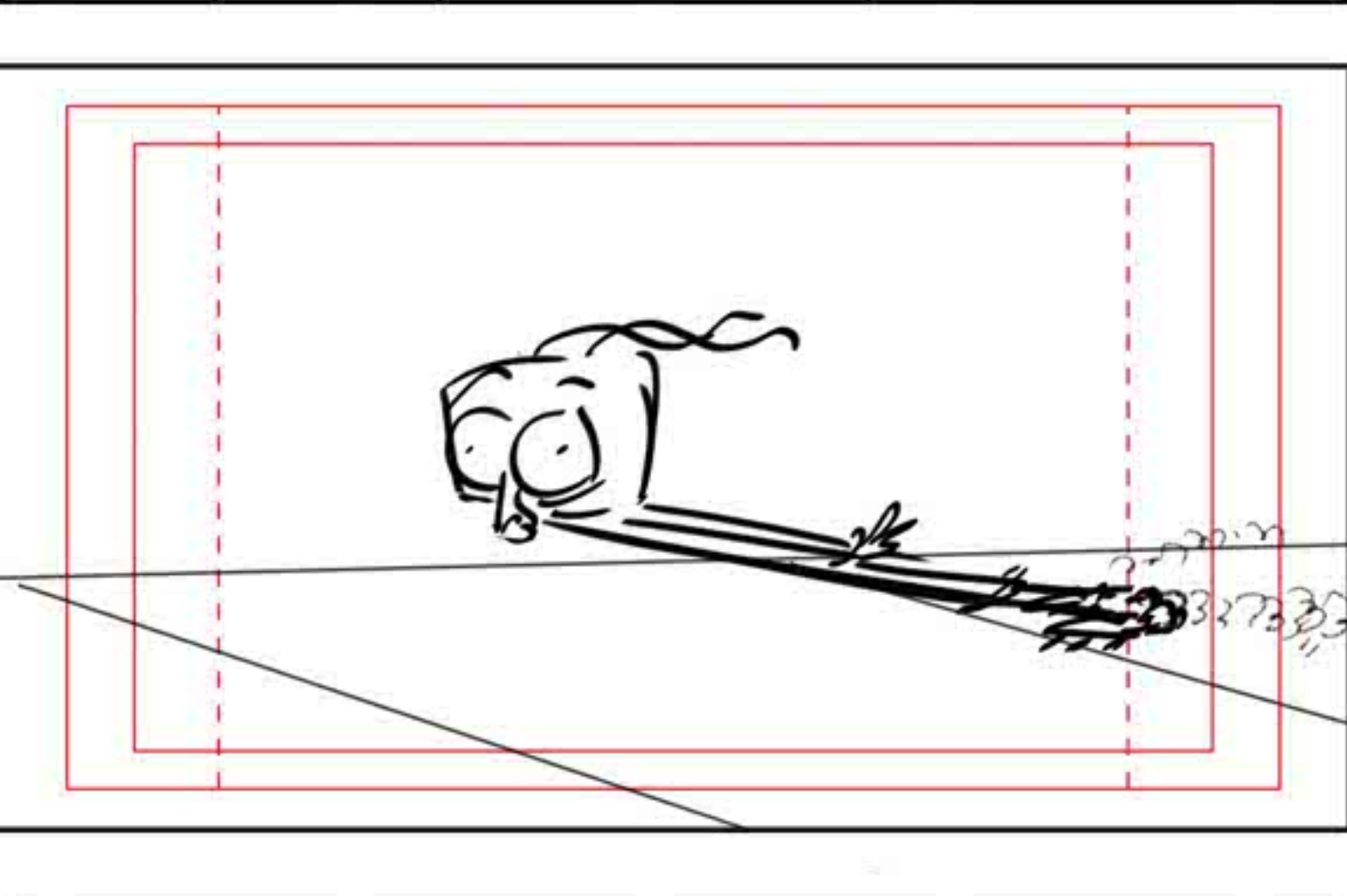
Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

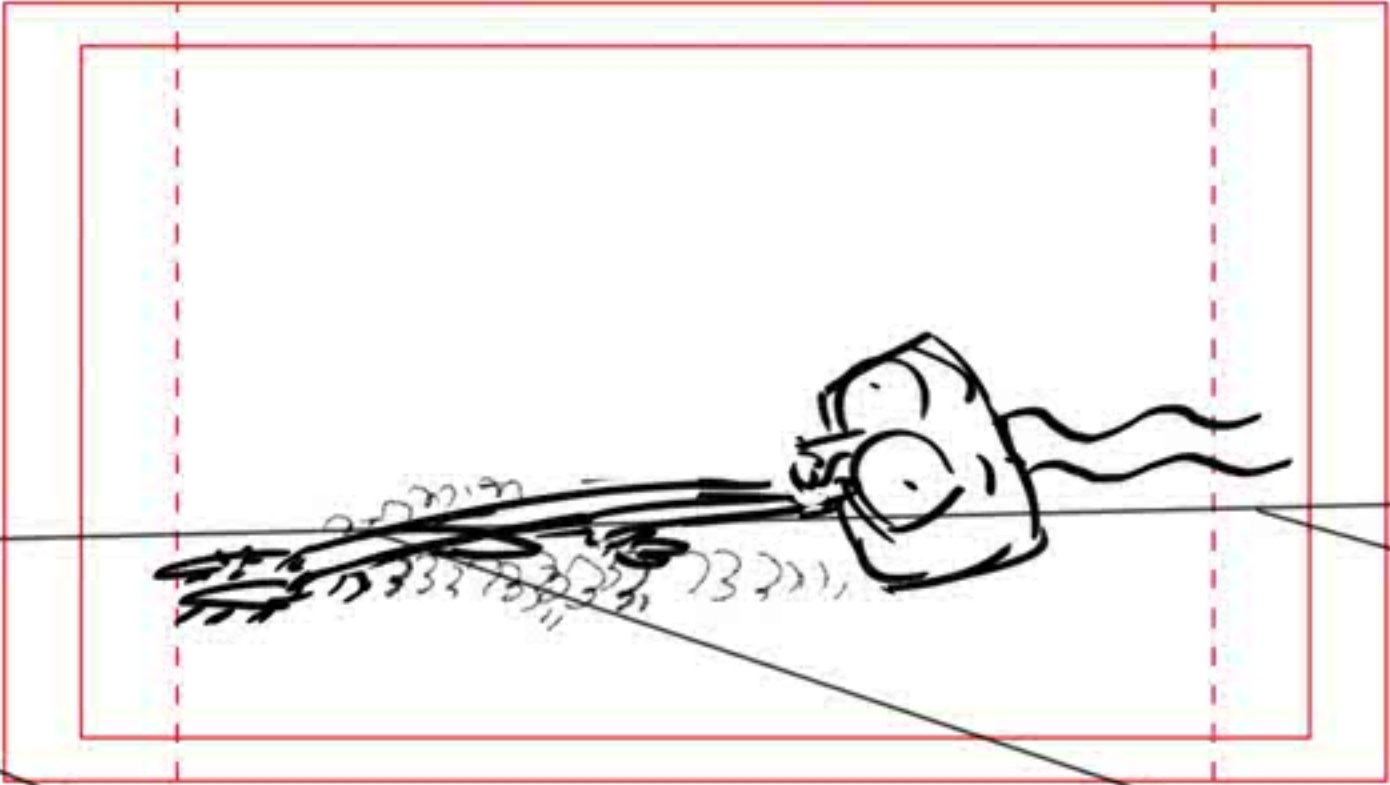
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

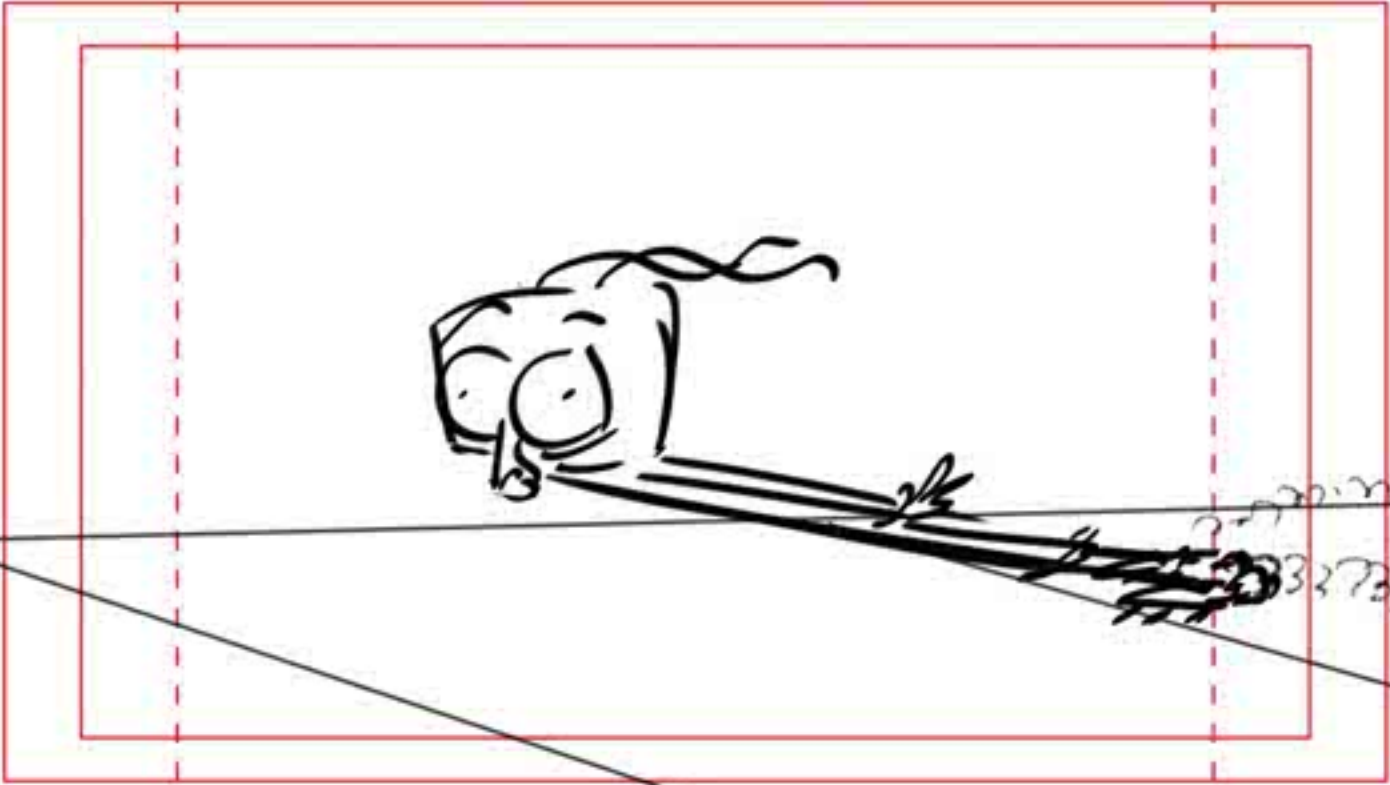
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

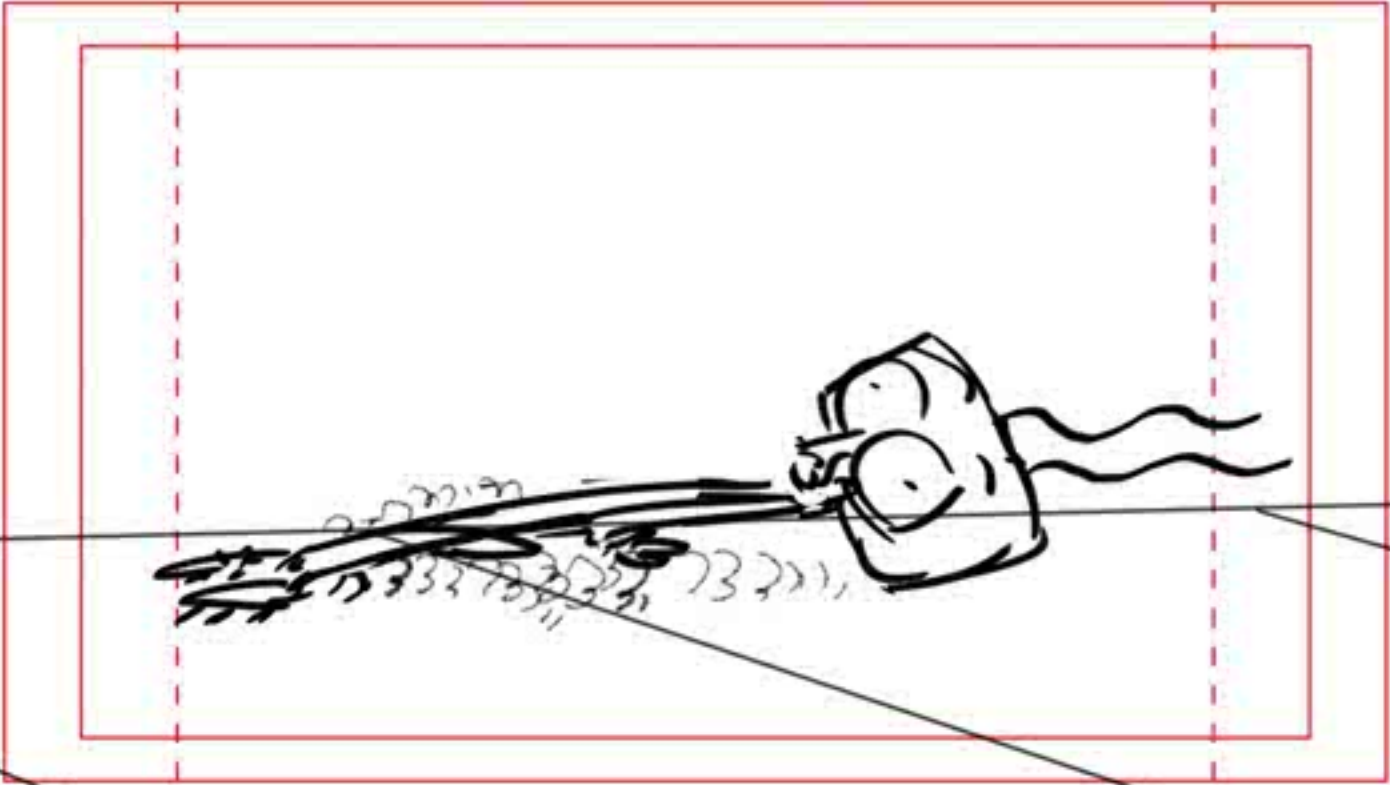
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

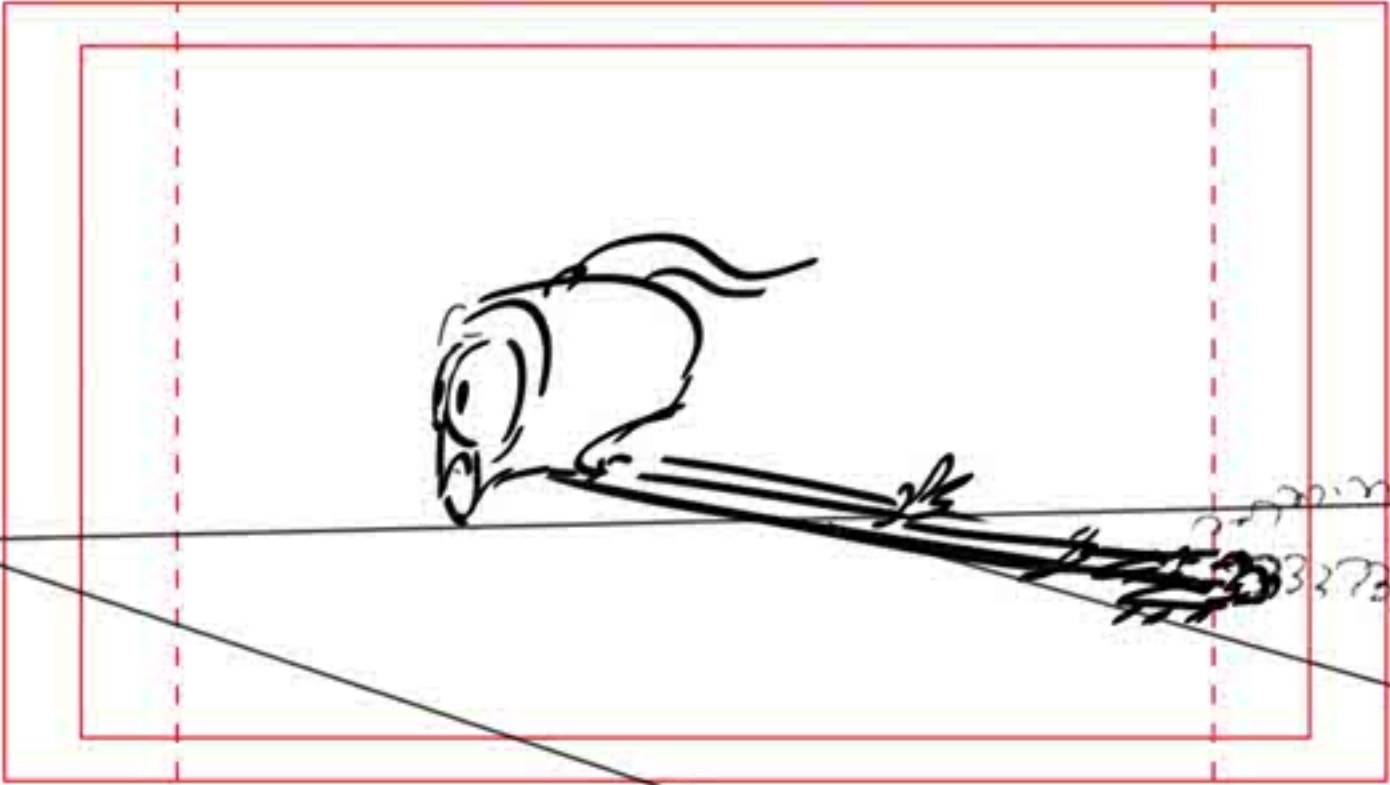
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

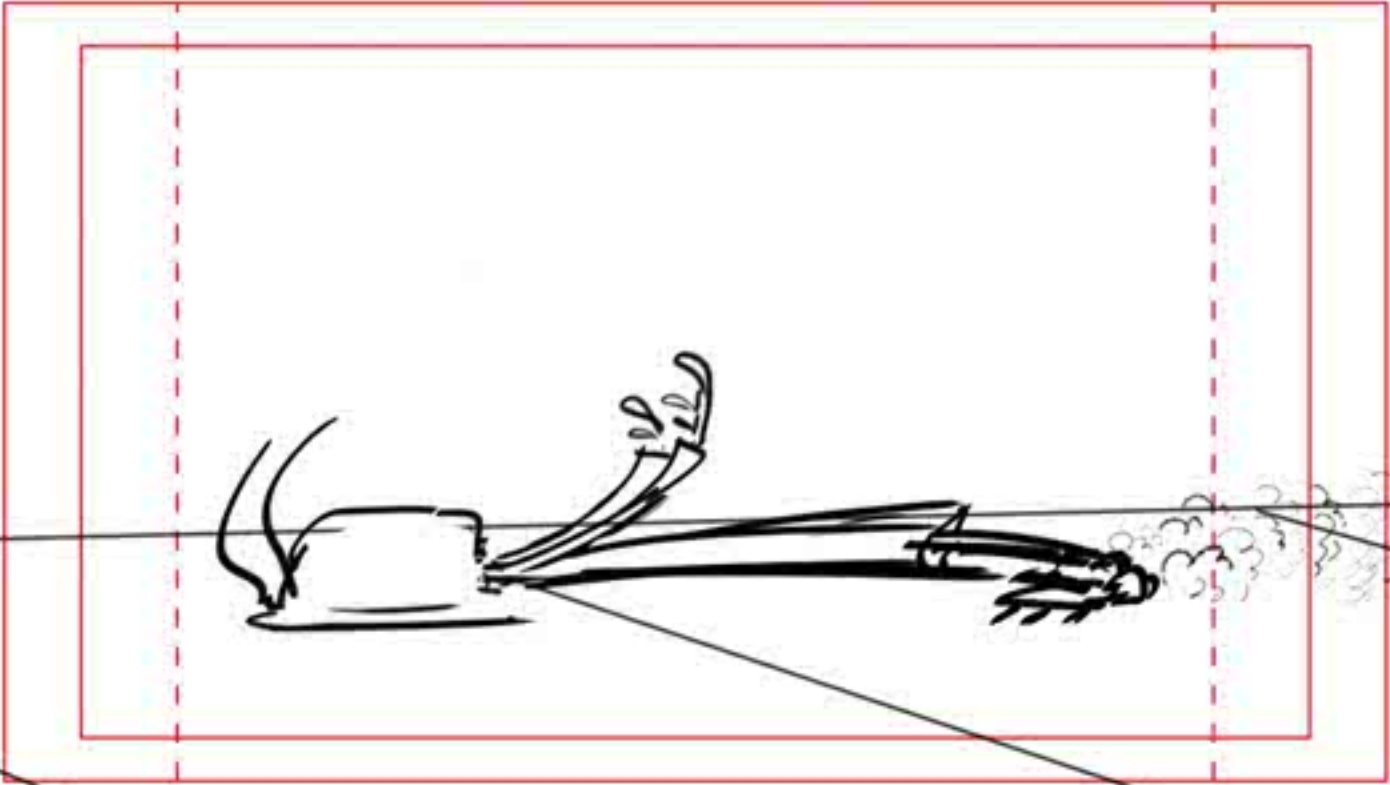
Sequence	Scene	Panel	Frames
Dialogue/Action			

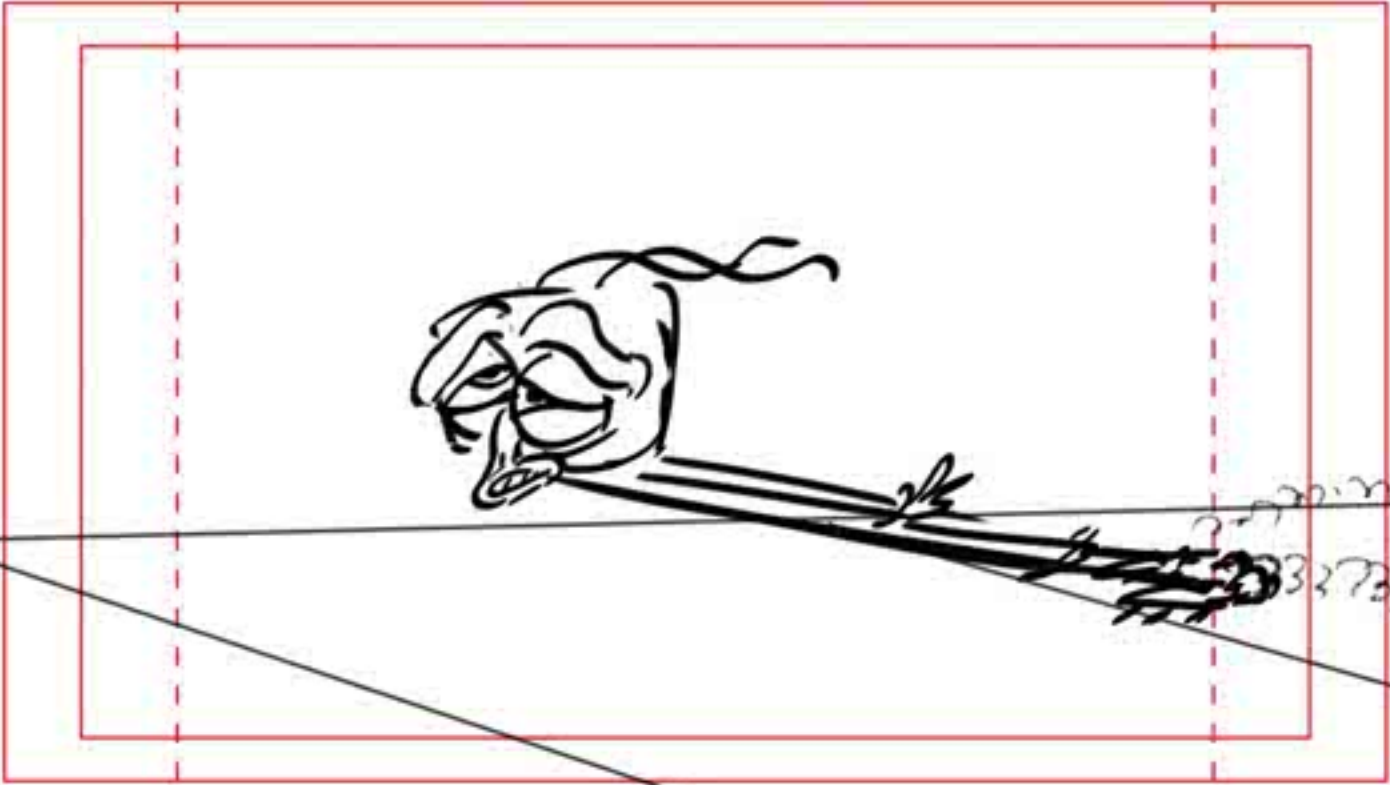
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

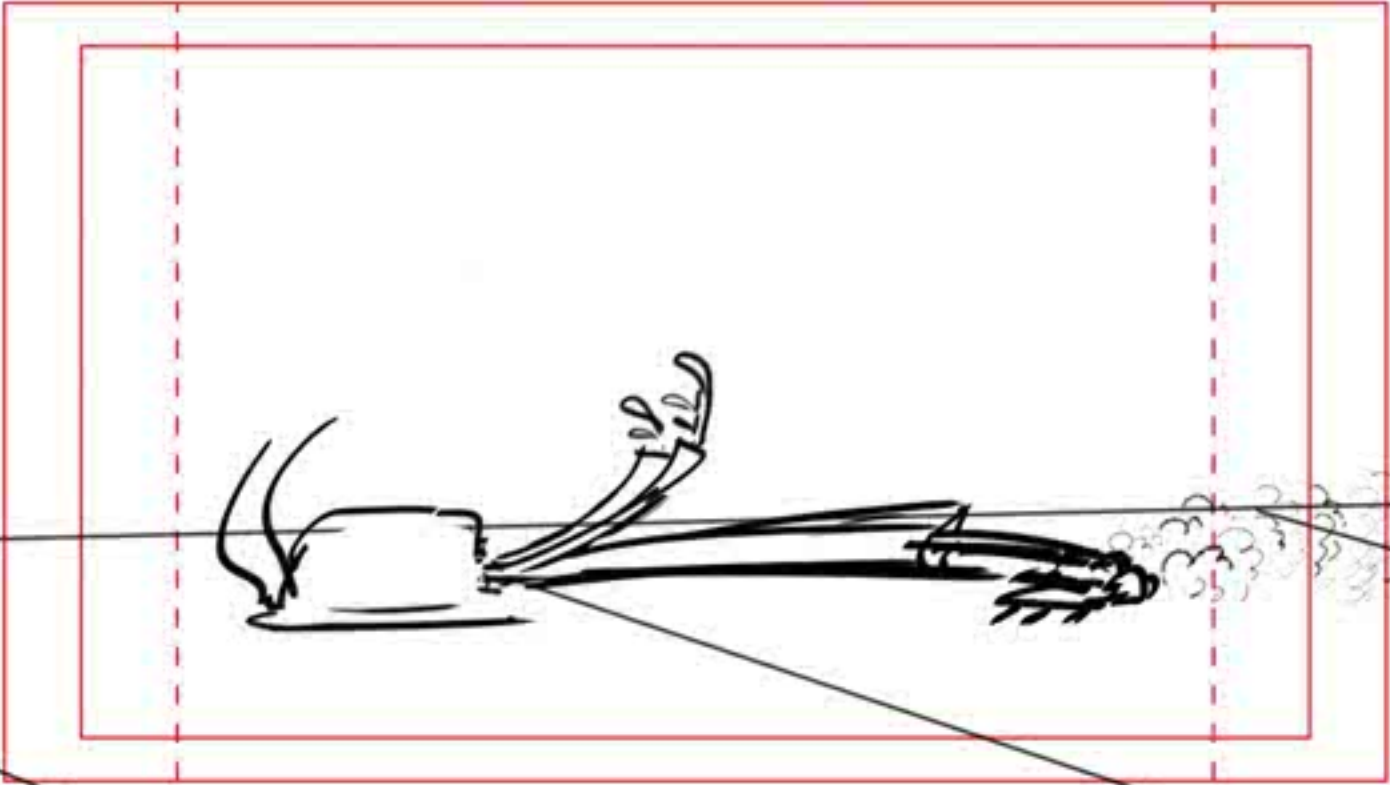
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

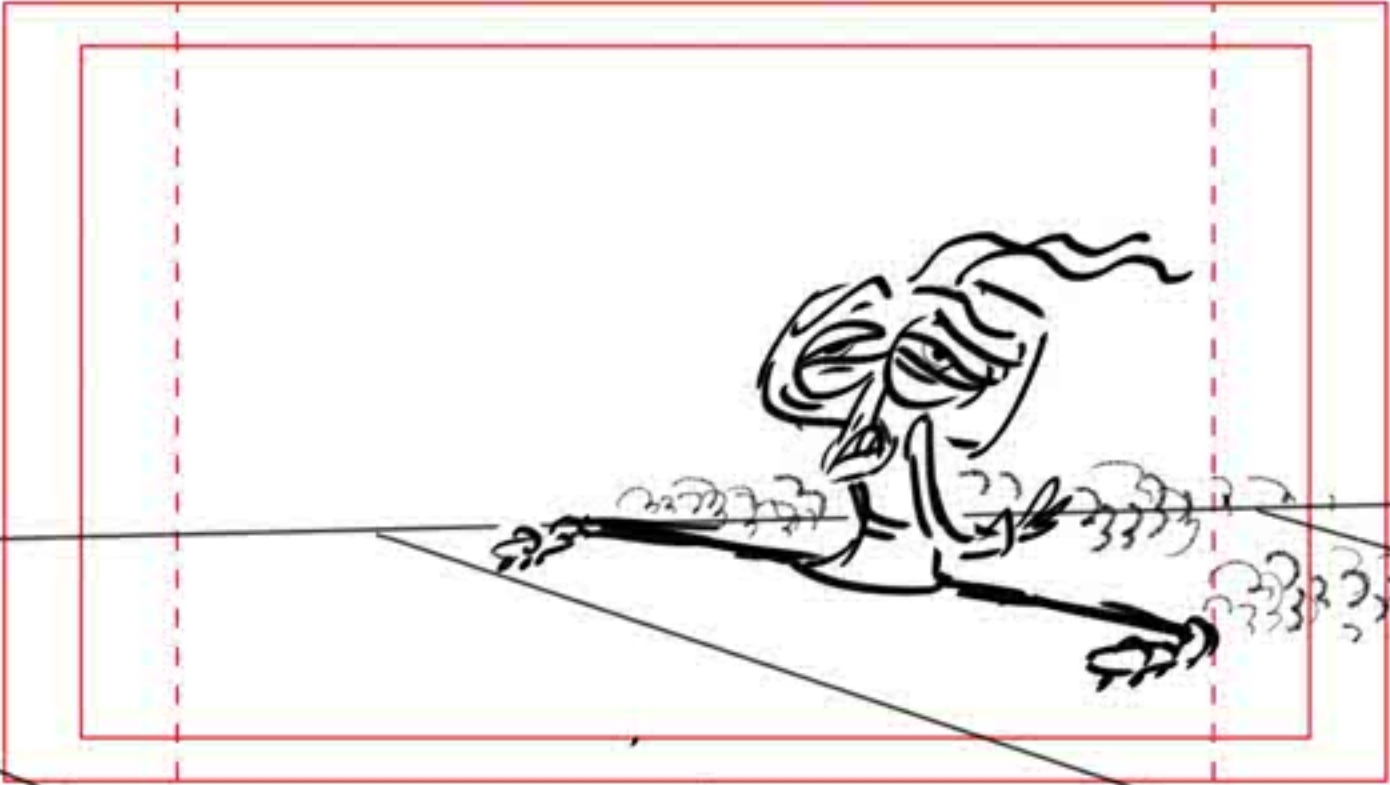
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

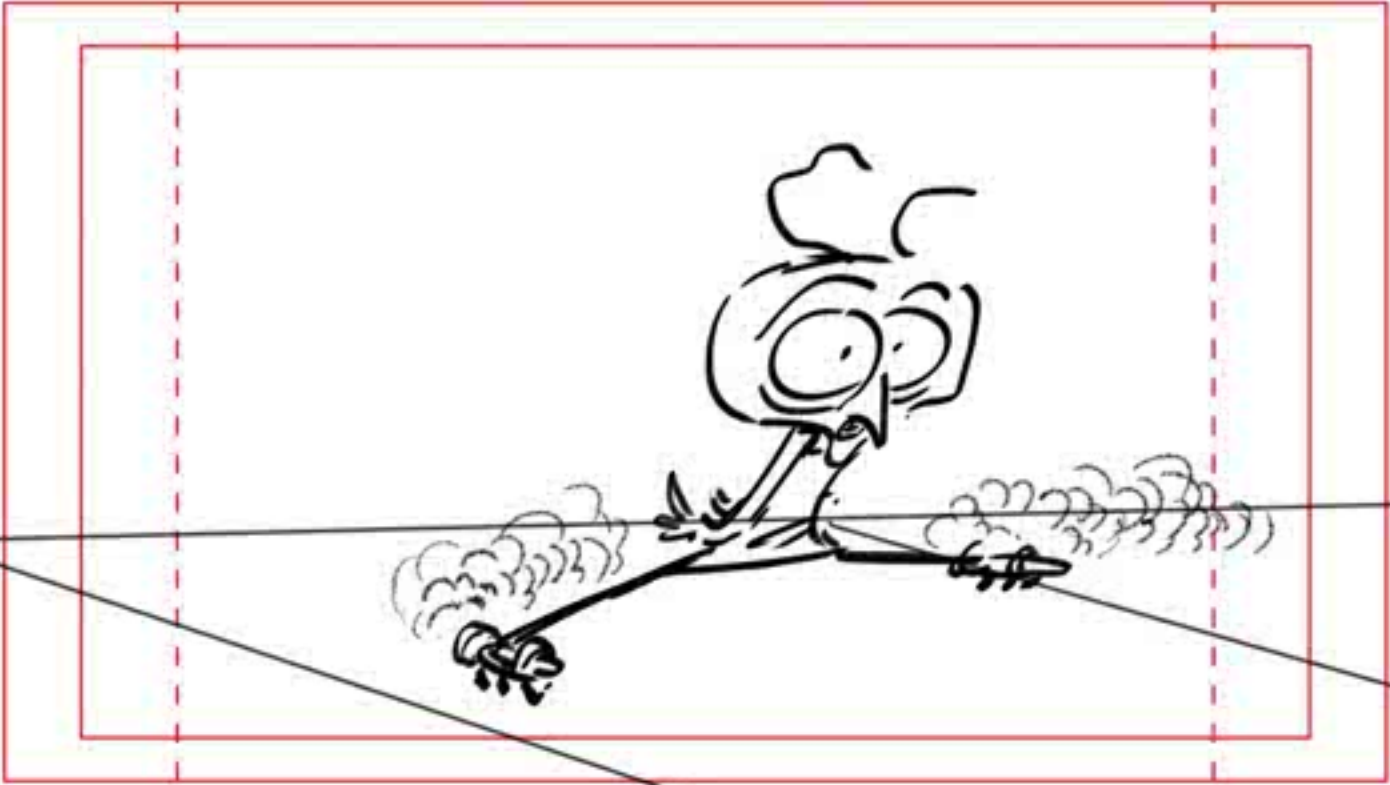
Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			

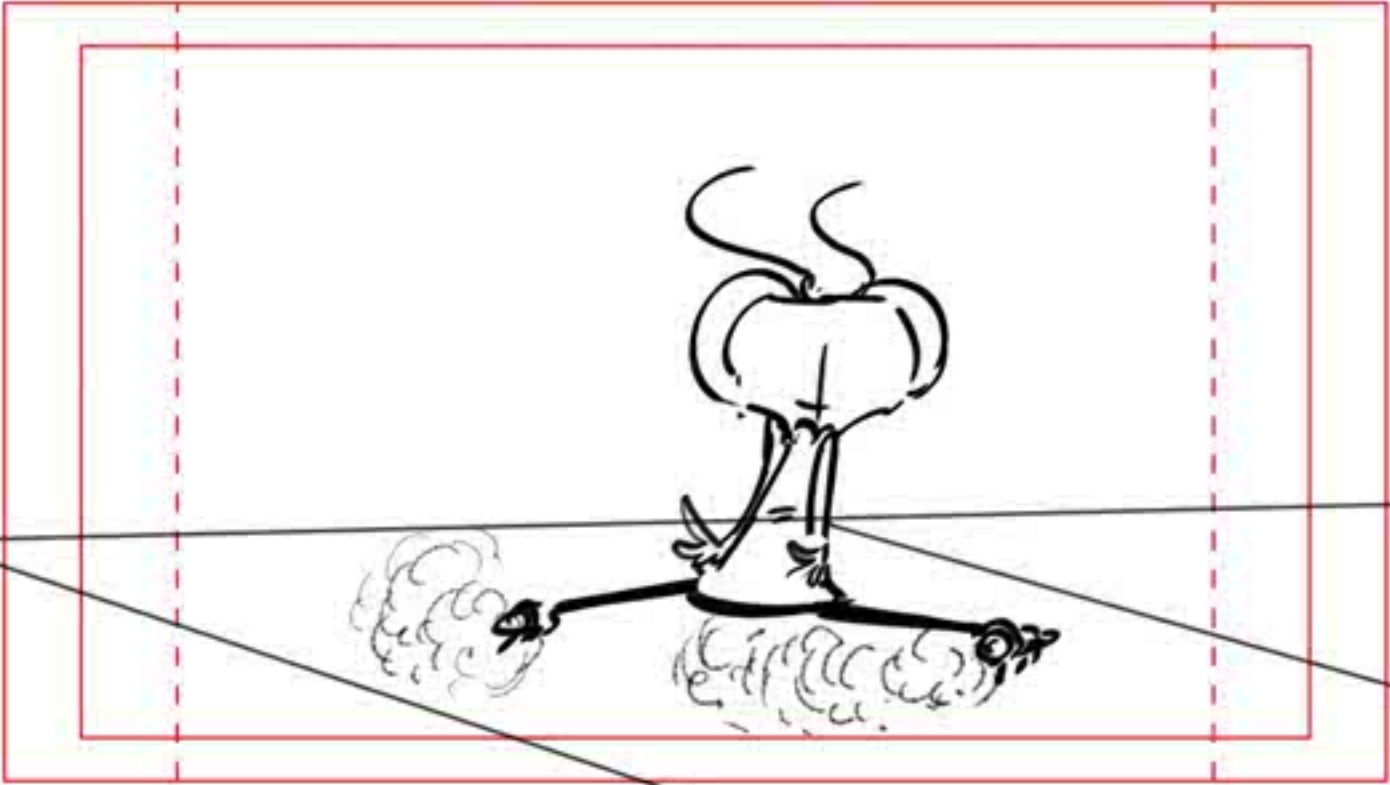
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

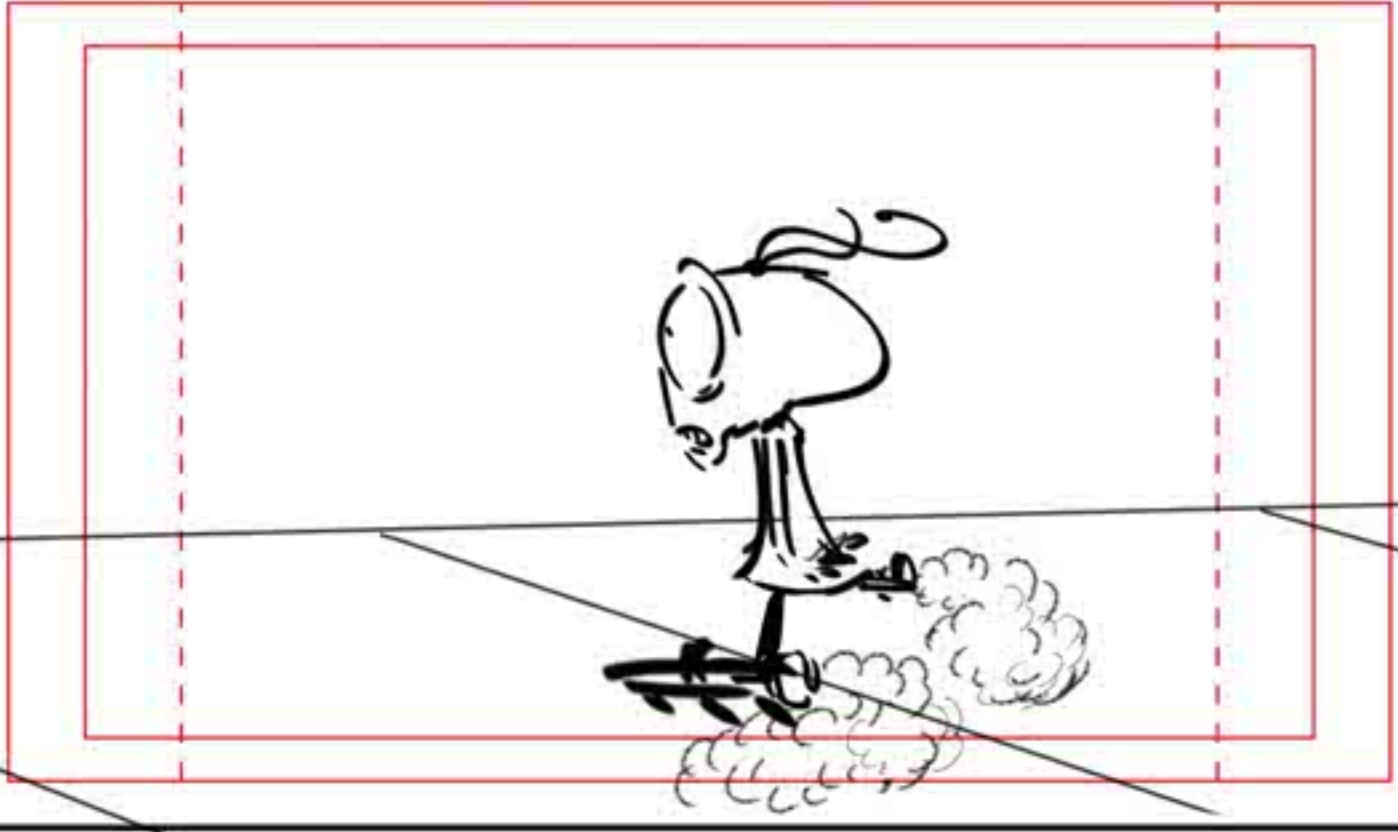
Sequence	Scene	Panel	Frames
Dialogue/Action			

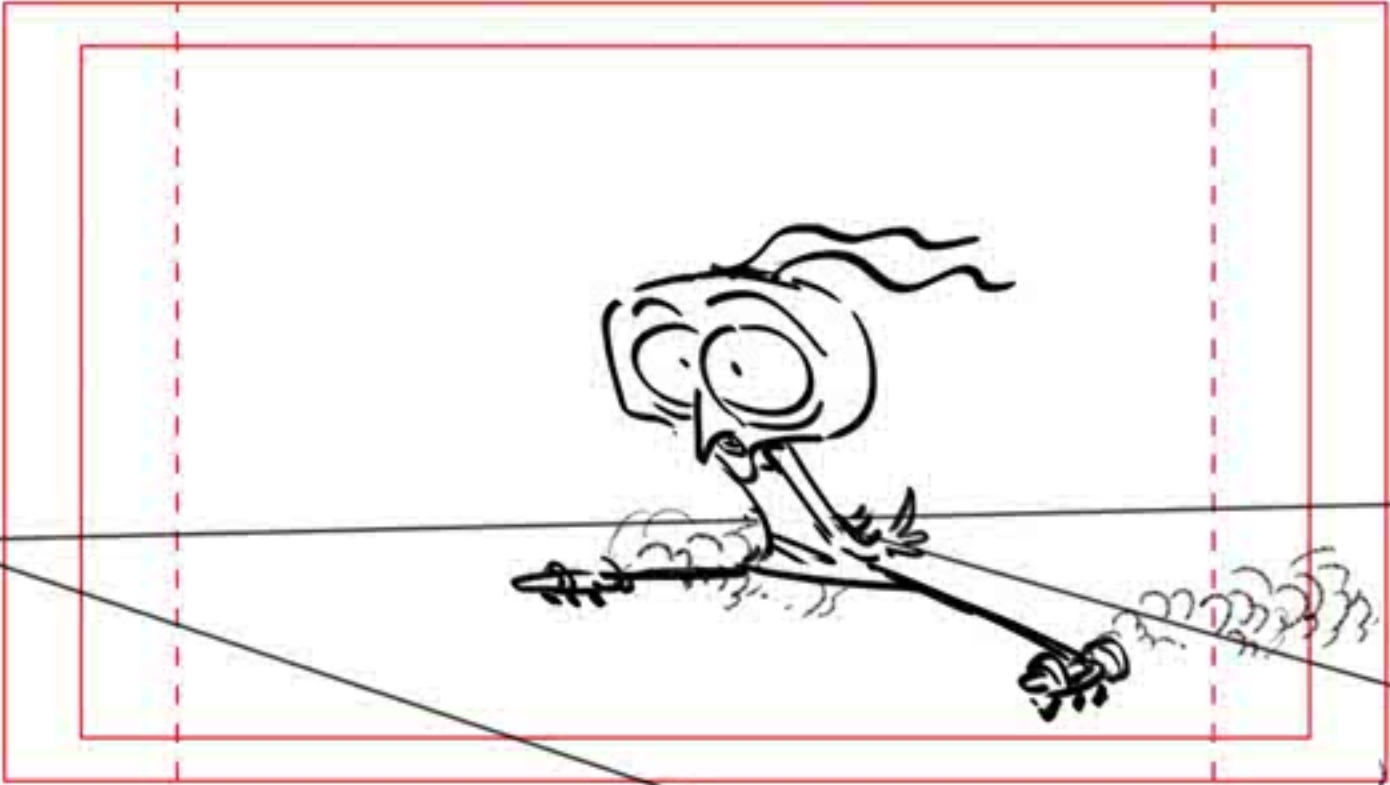
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

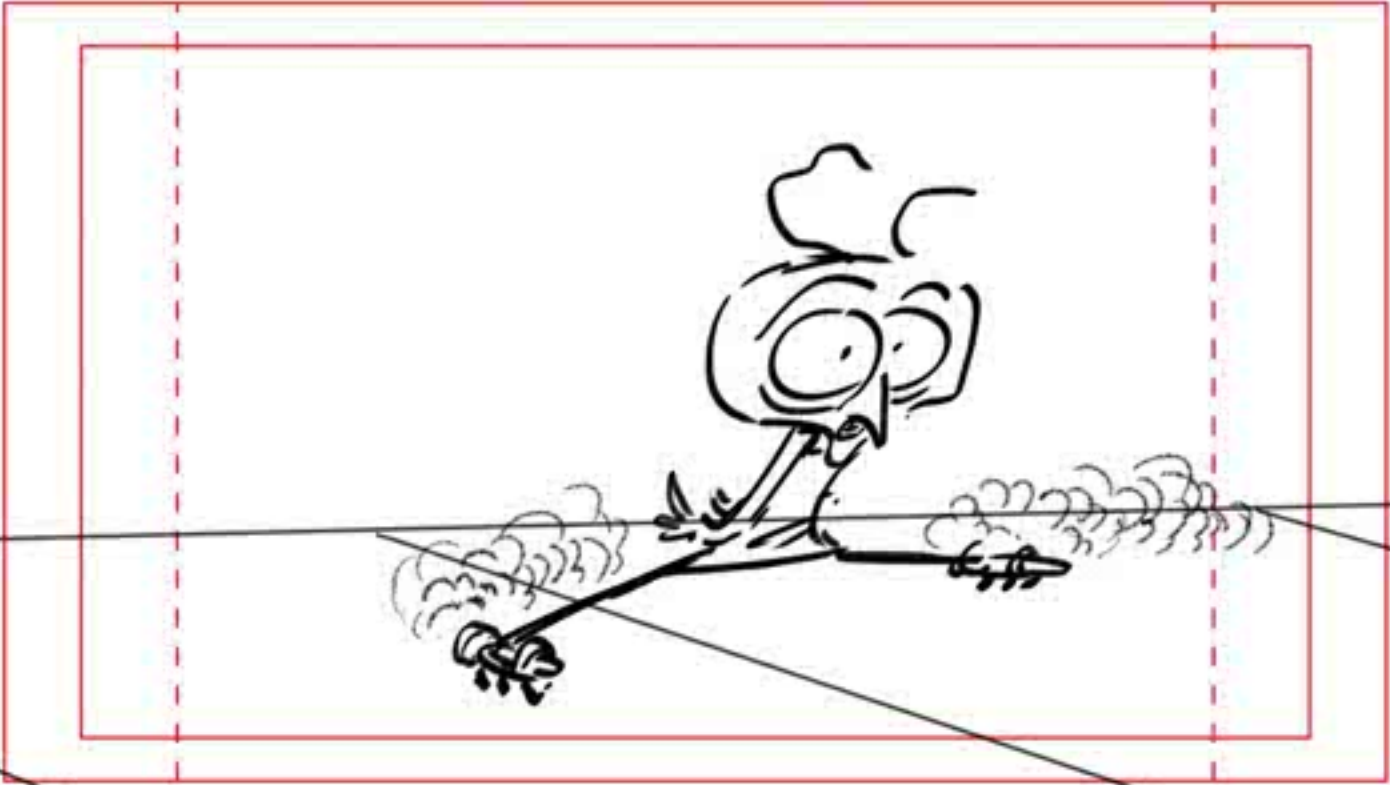
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

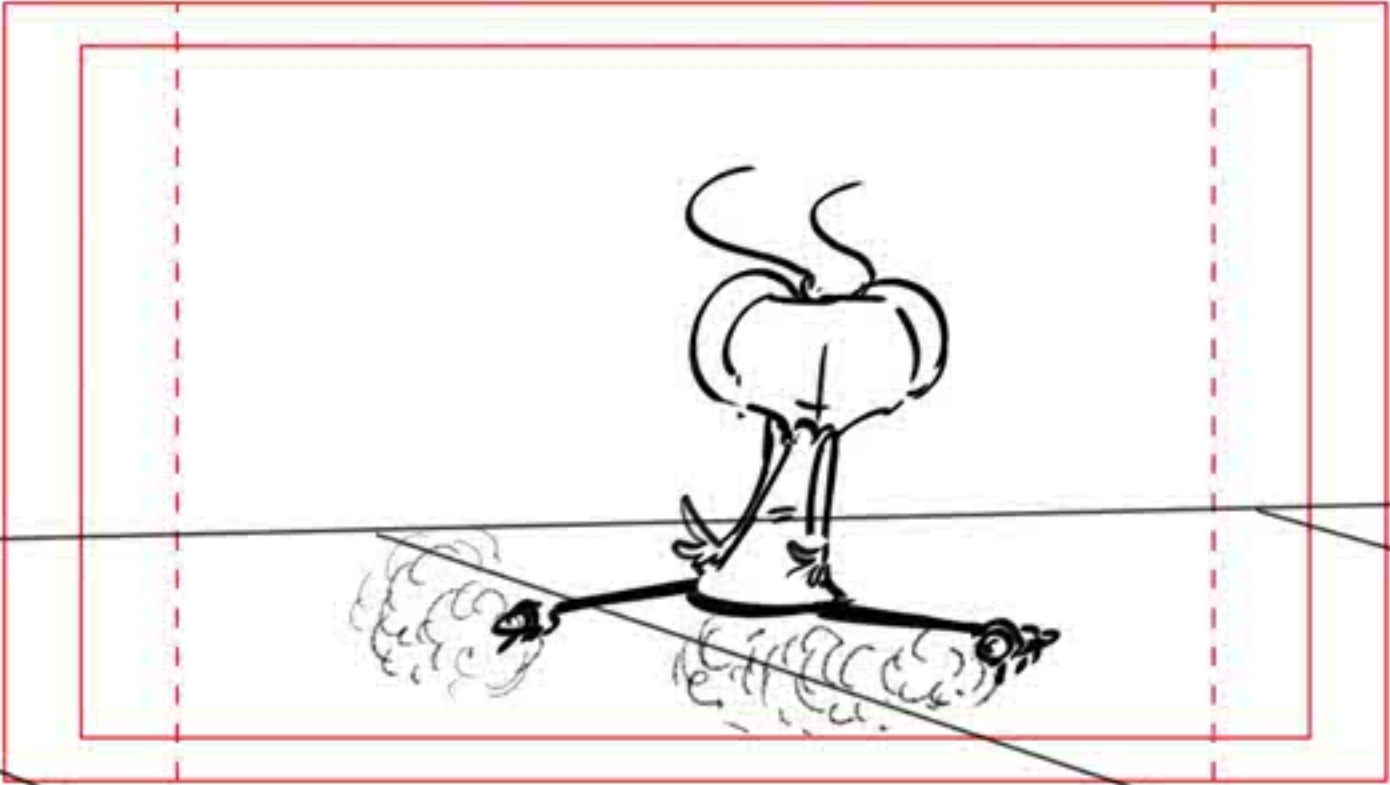
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

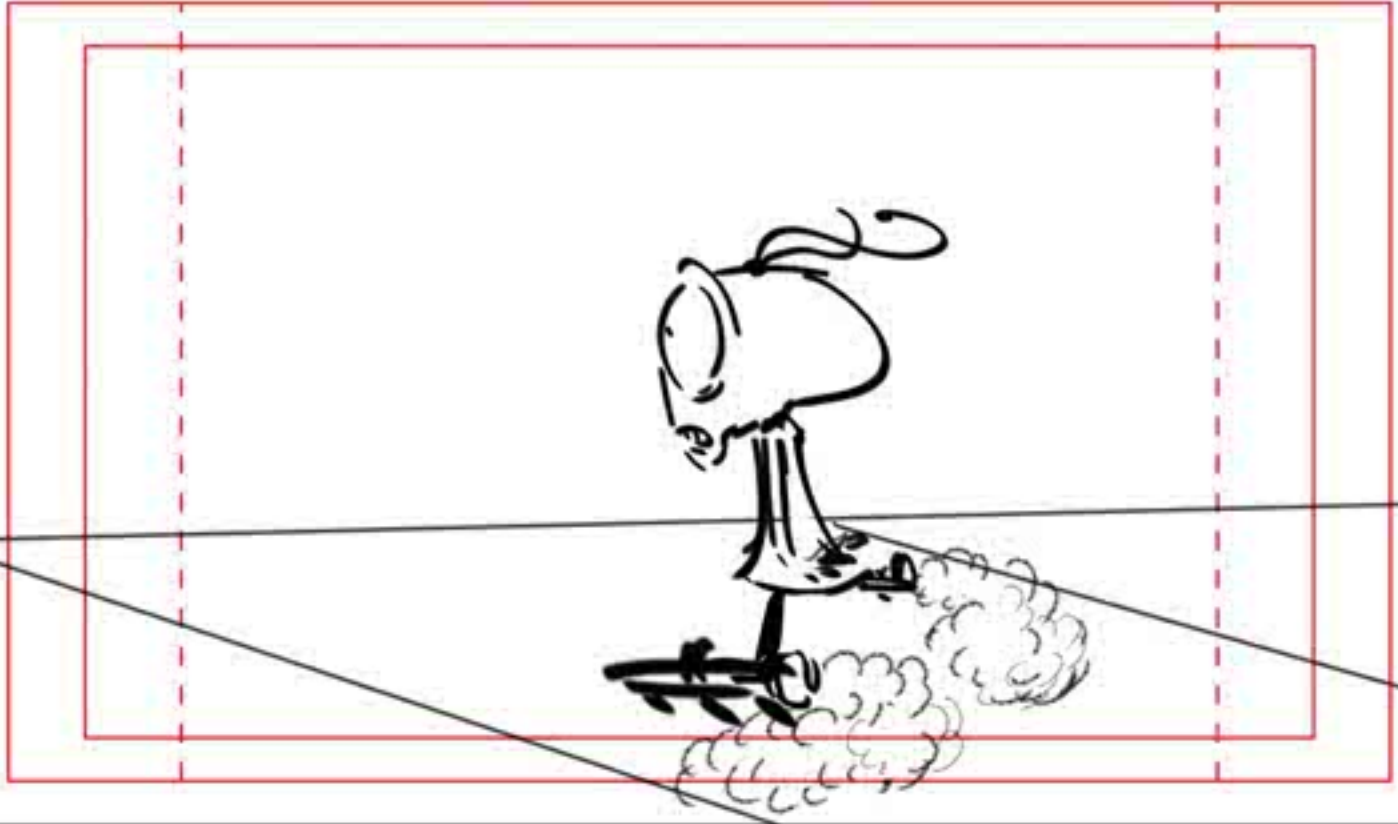
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

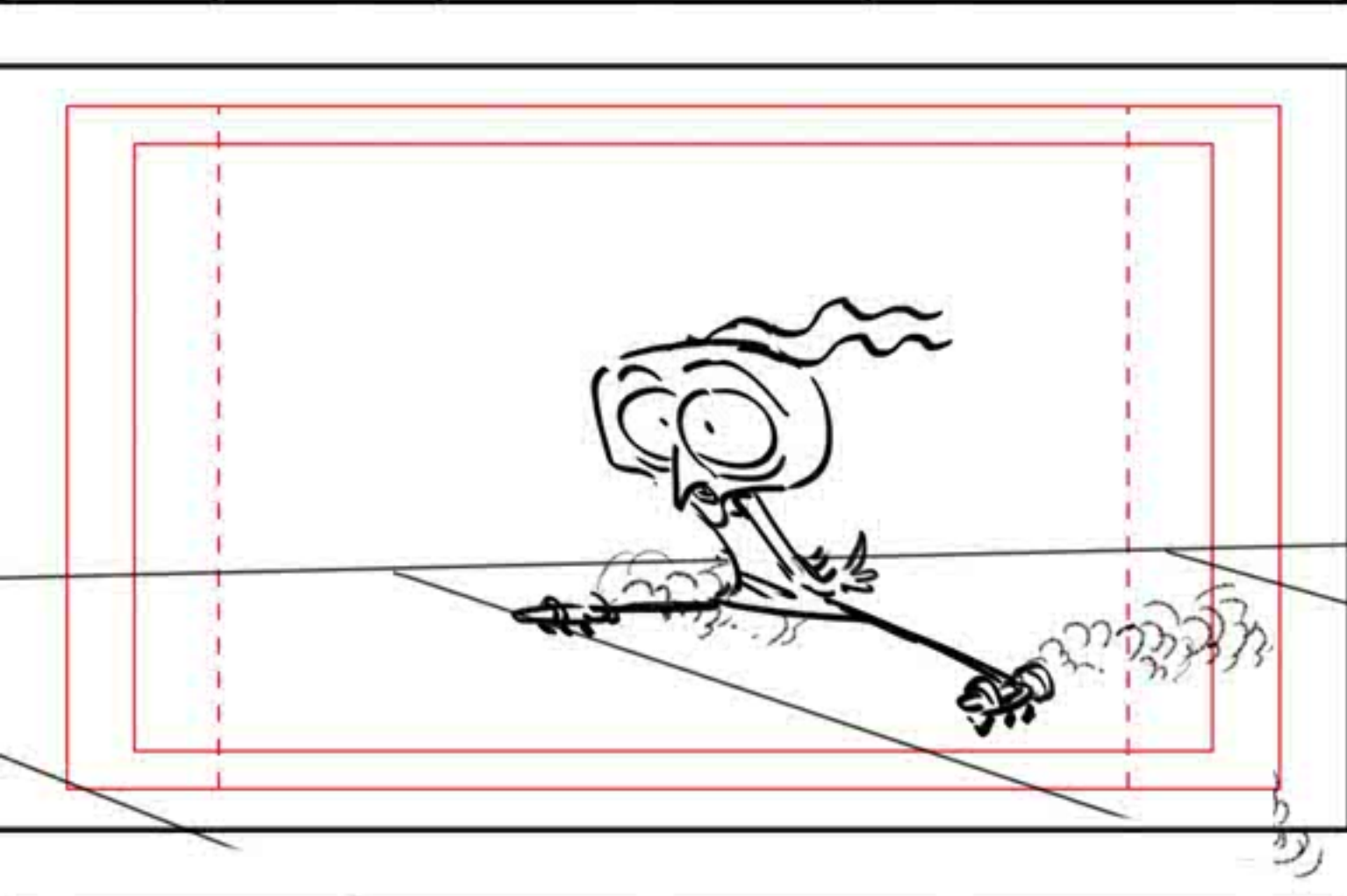
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

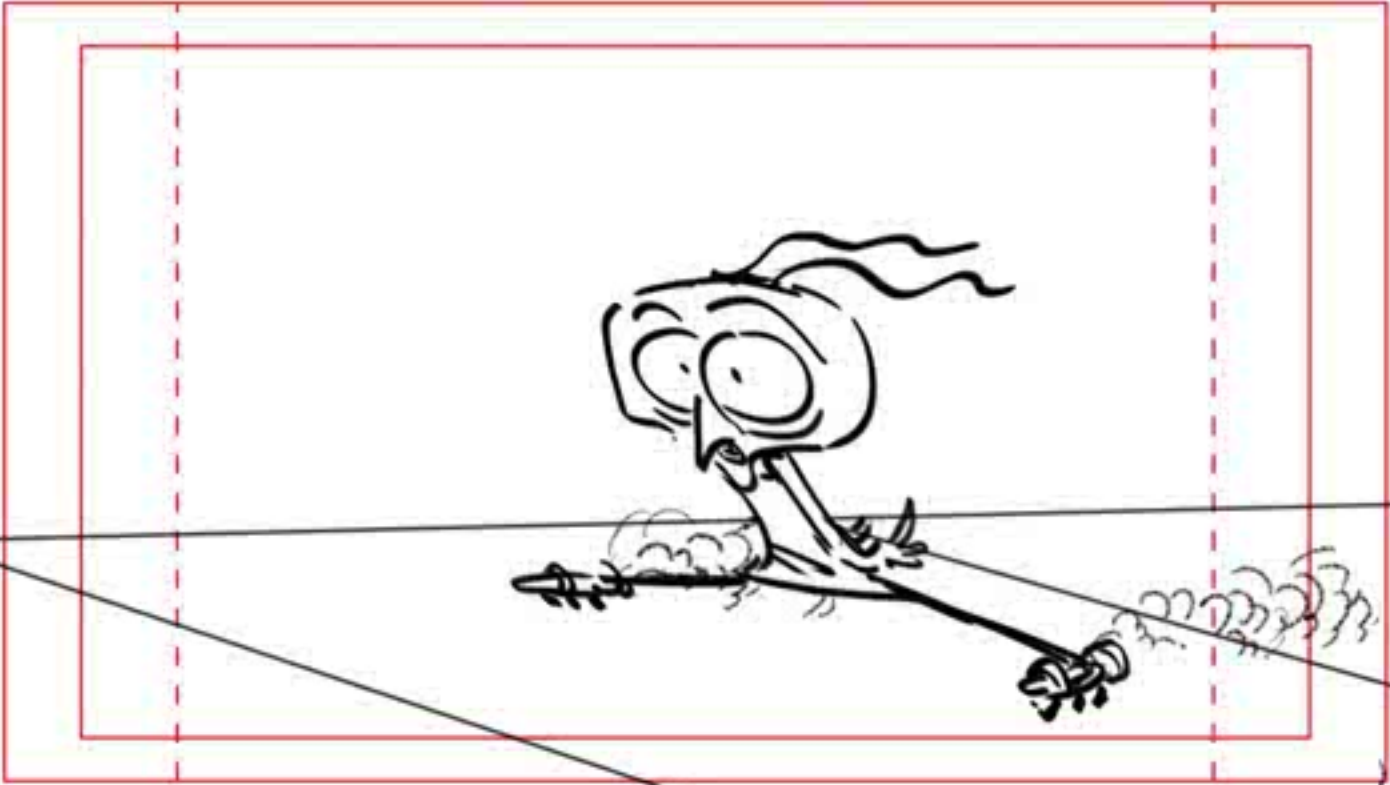
Sequence	Scene	Panel	Frames
 A storyboard panel for an animation. The central image shows a cartoon character with a large, round head and wide eyes, running quickly from left to right. The character is leaning forward, with motion lines behind their feet and hands to indicate speed. The drawing is in a simple, sketchy style. The image is enclosed in a red rectangular border. Inside this border, there are two vertical dashed red lines, one on the left and one on the right, which likely represent the start and end of the character's movement within the frame. The background is plain white.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
Dialogue/Action			

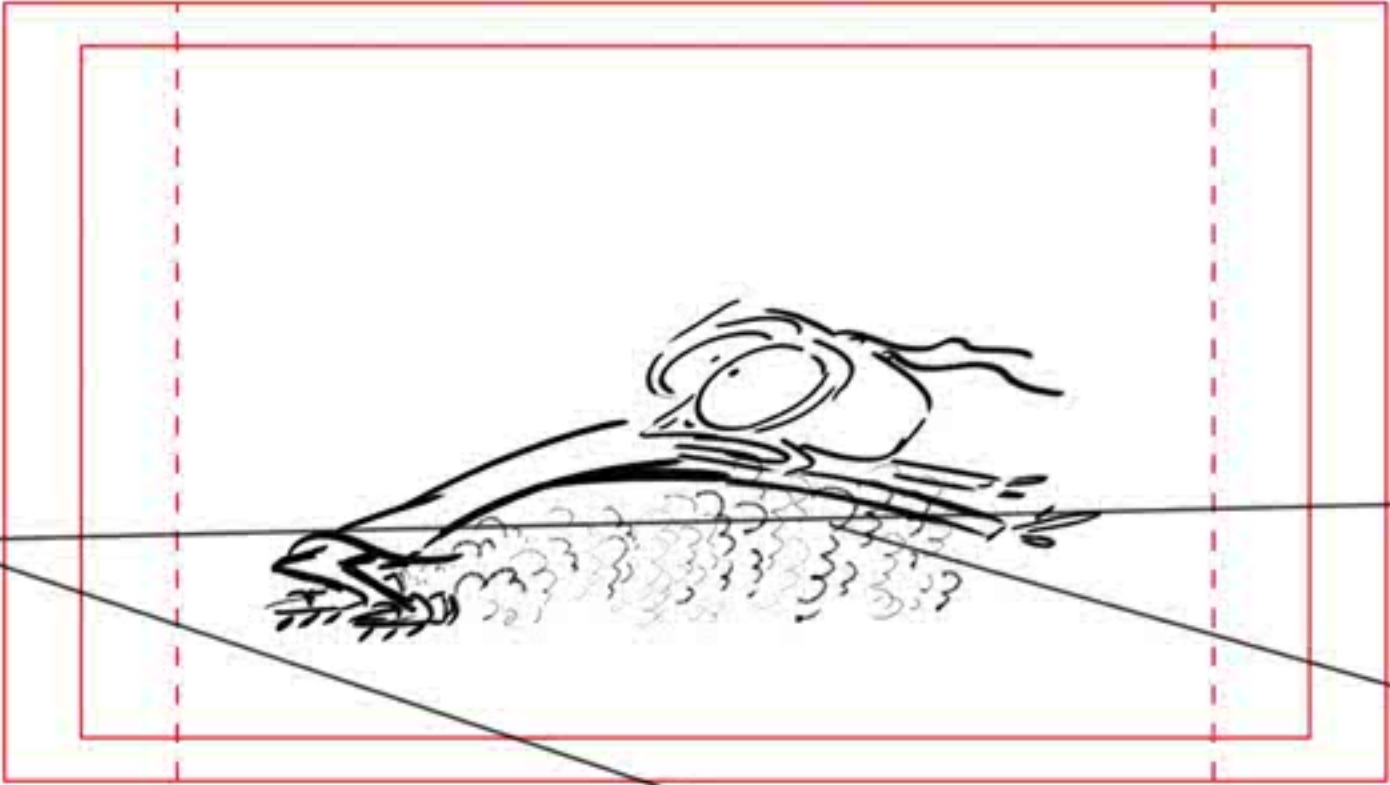
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

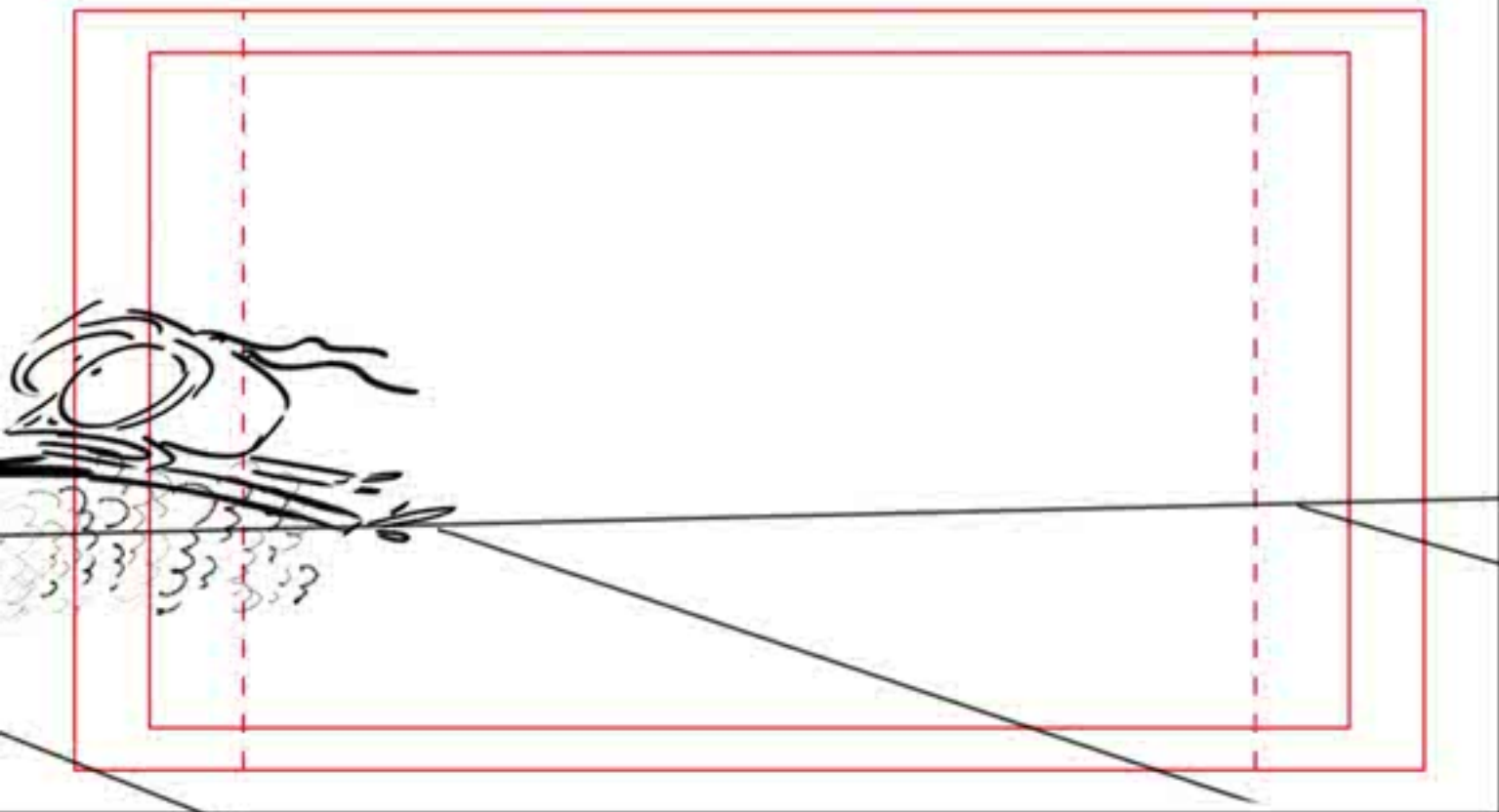
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

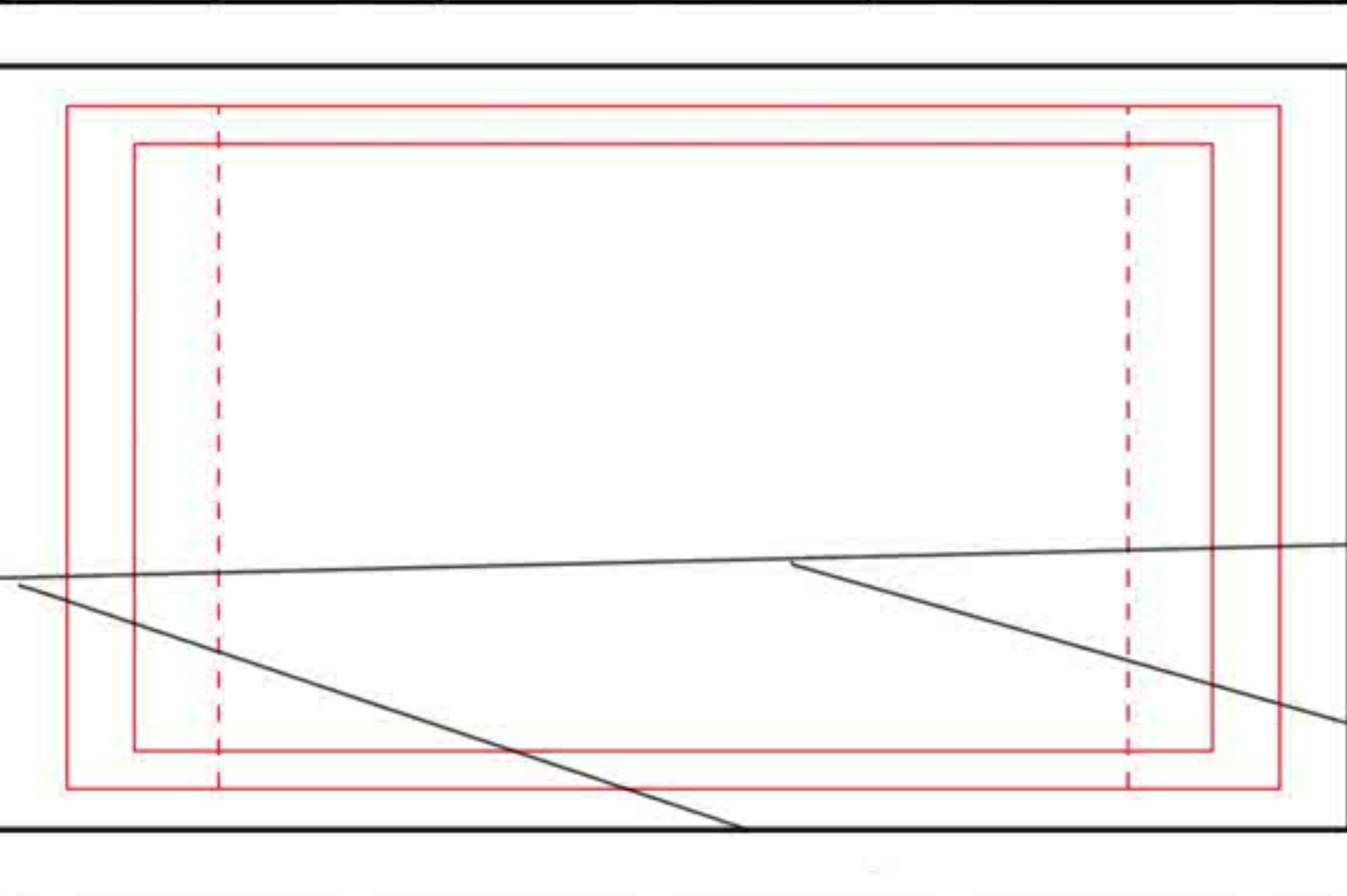
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

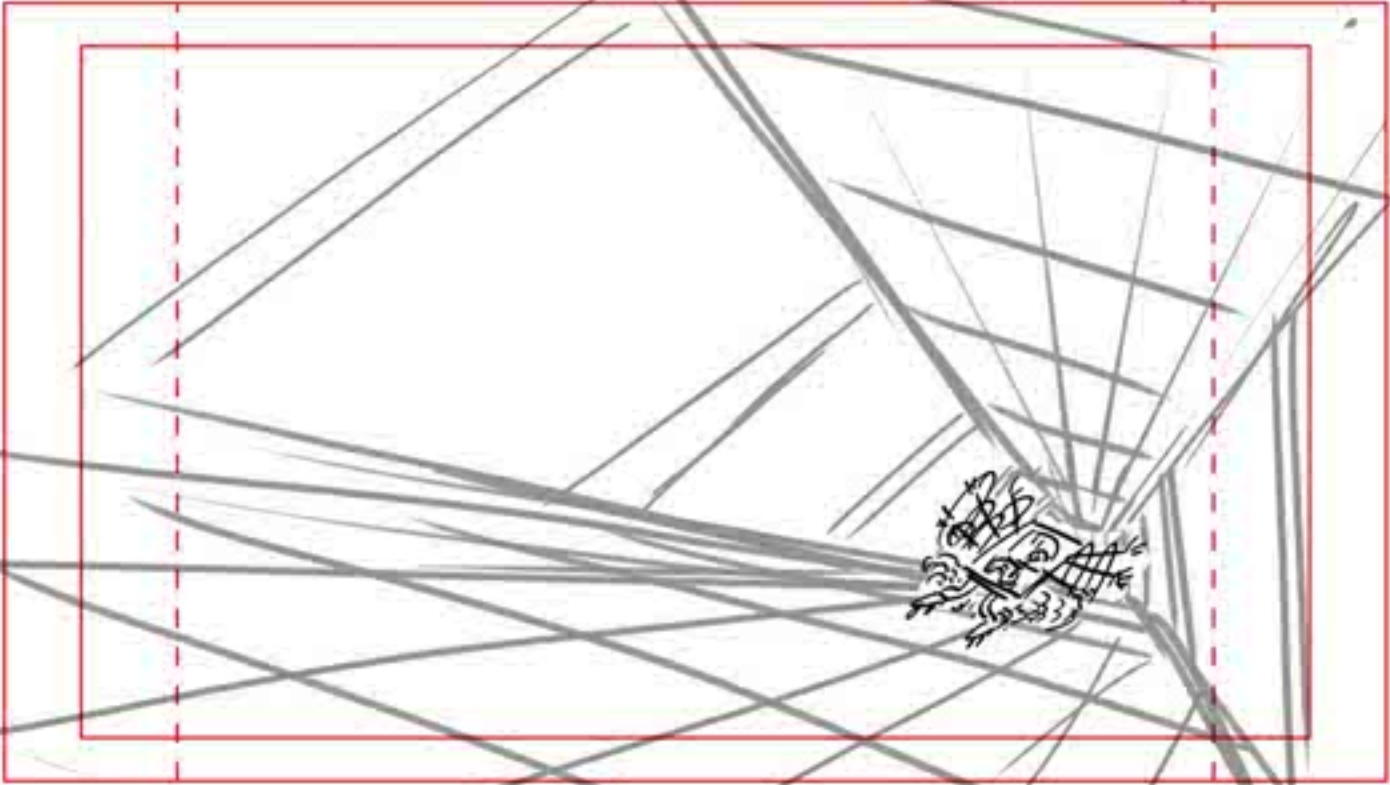
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

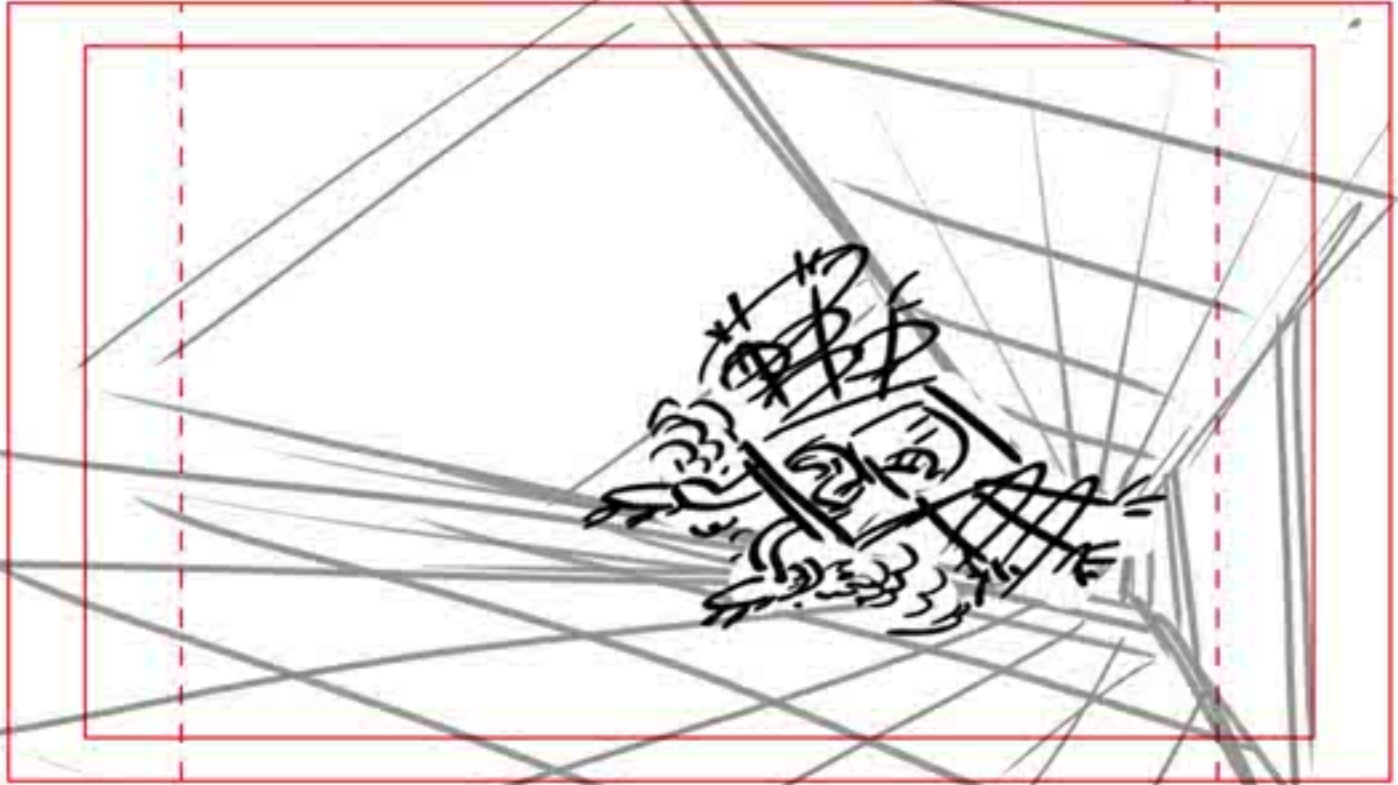
Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A diagram of a film strip frame. It features a large red rectangle representing the frame boundaries. Inside this, there is a smaller yellow rectangle representing the image area. Two vertical dashed red lines are positioned within the yellow rectangle, likely indicating the start and end of a shot or a specific frame. A horizontal line runs across the middle of the frame, and two diagonal lines cross it, suggesting a transition or a specific frame within a sequence.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

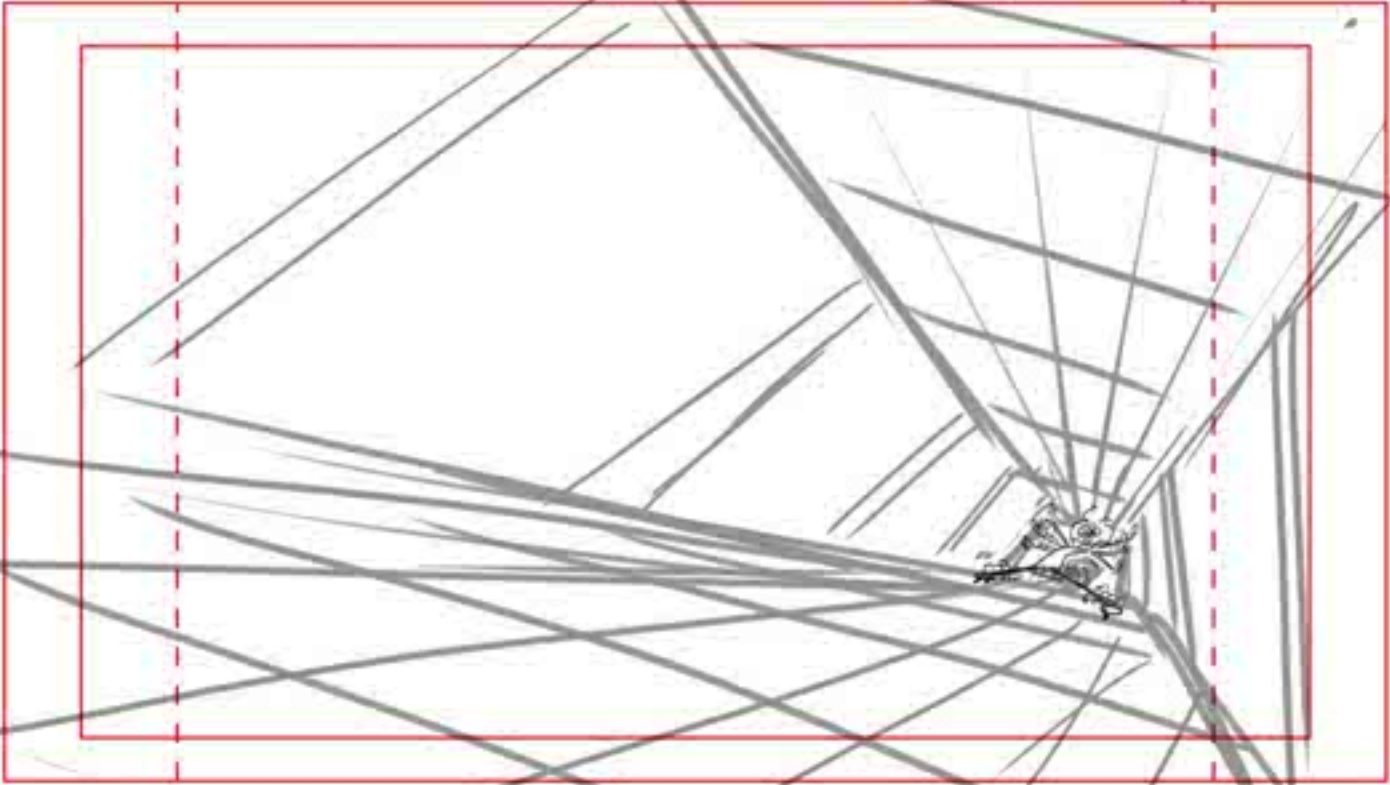
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

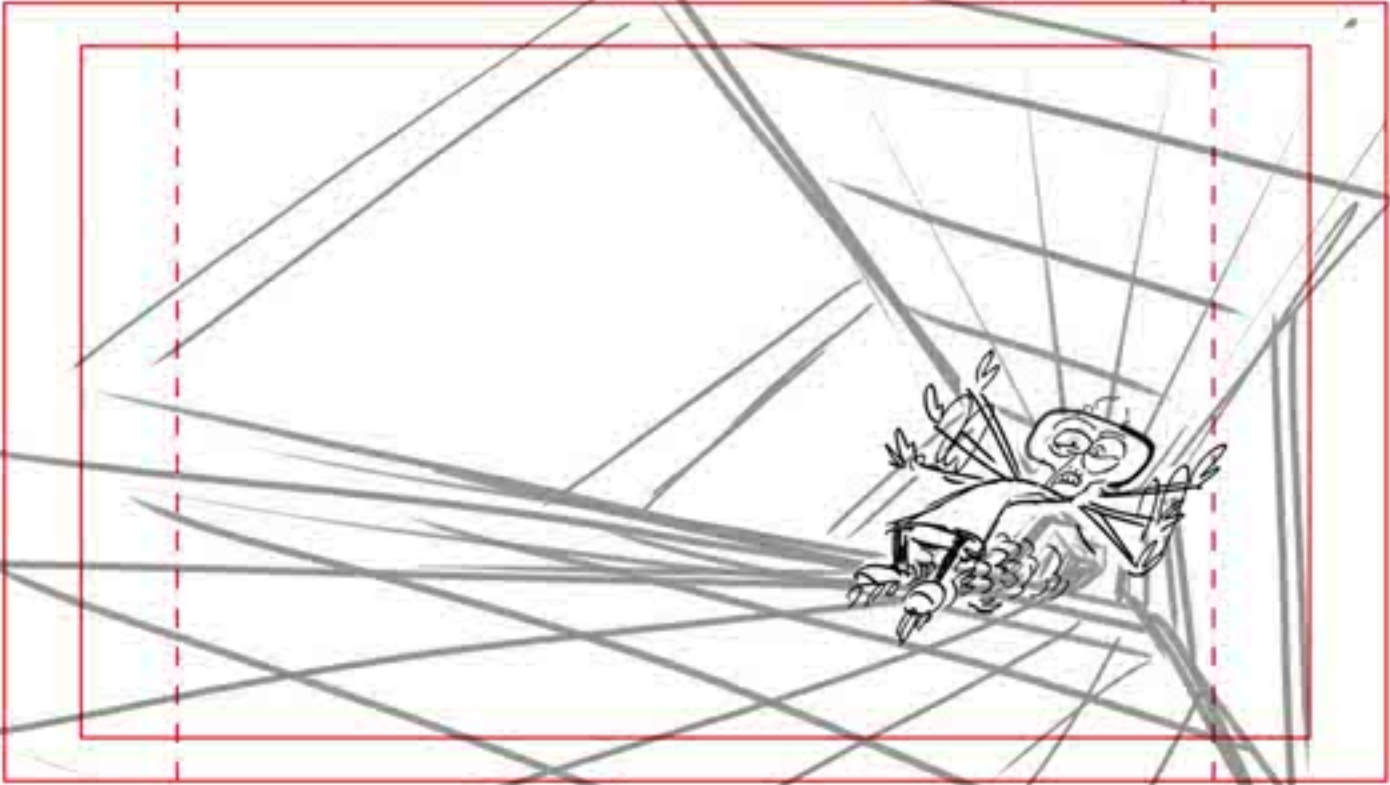
Scene

Panel

Frames



Sequence	Scene	Panel	Frames
 A storyboard panel showing a character in a dynamic pose, possibly running or jumping. The character is rendered in a sketchy, grey style. The panel is overlaid with a red rectangular frame. Inside this red frame, there is a smaller, inner red rectangular frame. Two vertical dashed red lines are positioned on either side of the inner frame, extending from the top to the bottom of the outer red frame. The entire panel is heavily obscured by a dense network of grey, diagonal lines that crisscross the entire area, suggesting a complex or chaotic scene or a heavily edited sequence.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames

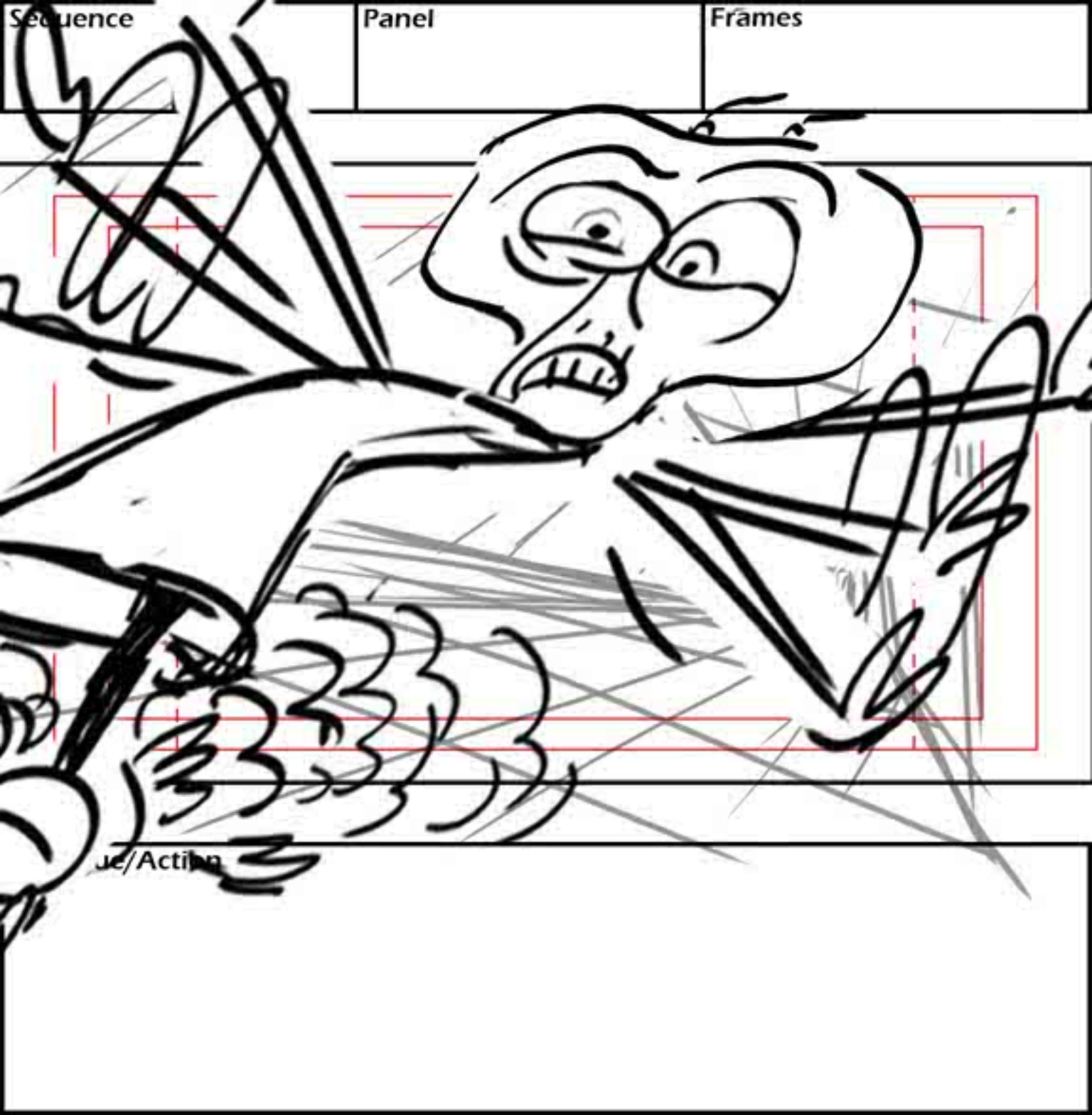


Dialogue/Action

Sequence

Panel


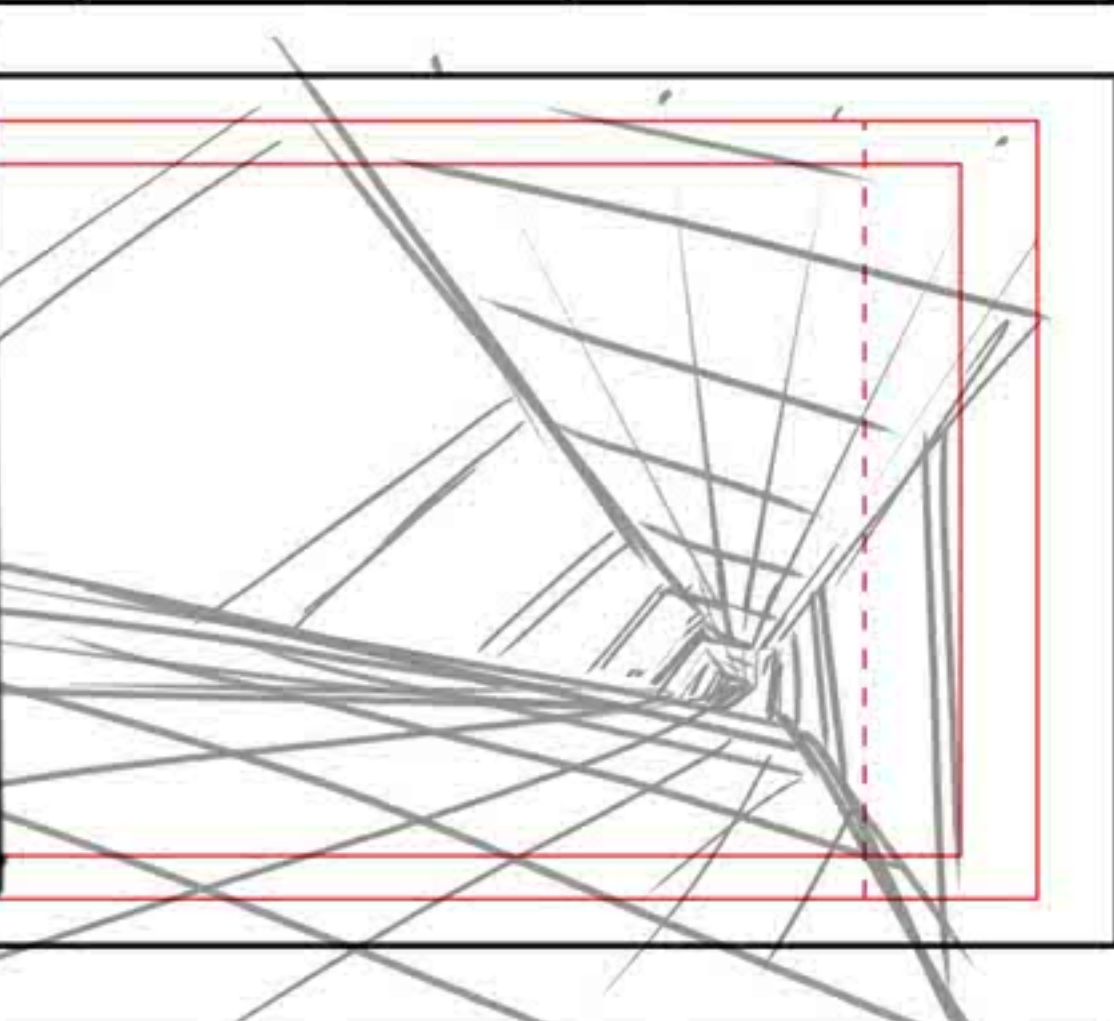
Frames

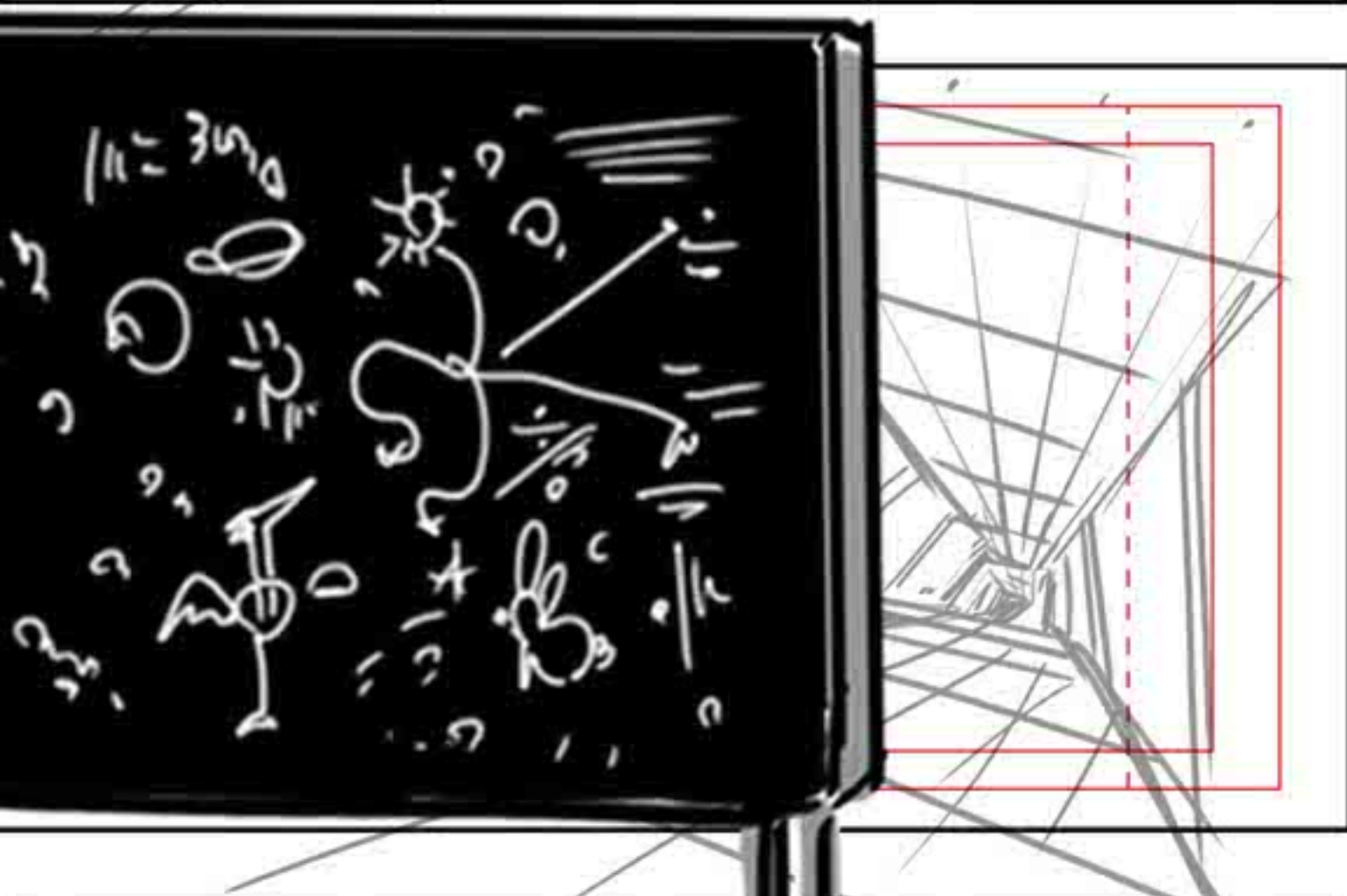


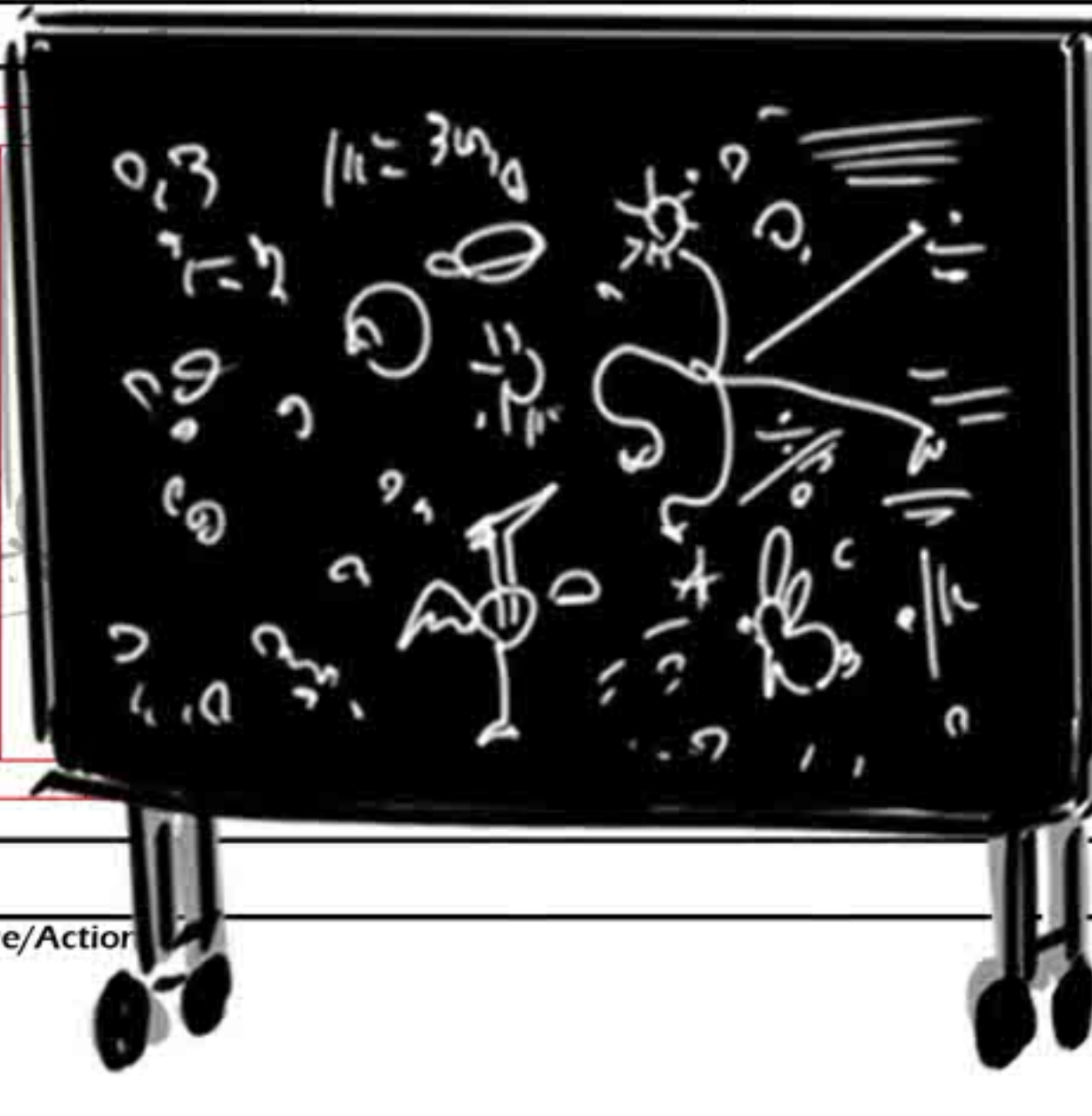
Uc/Action

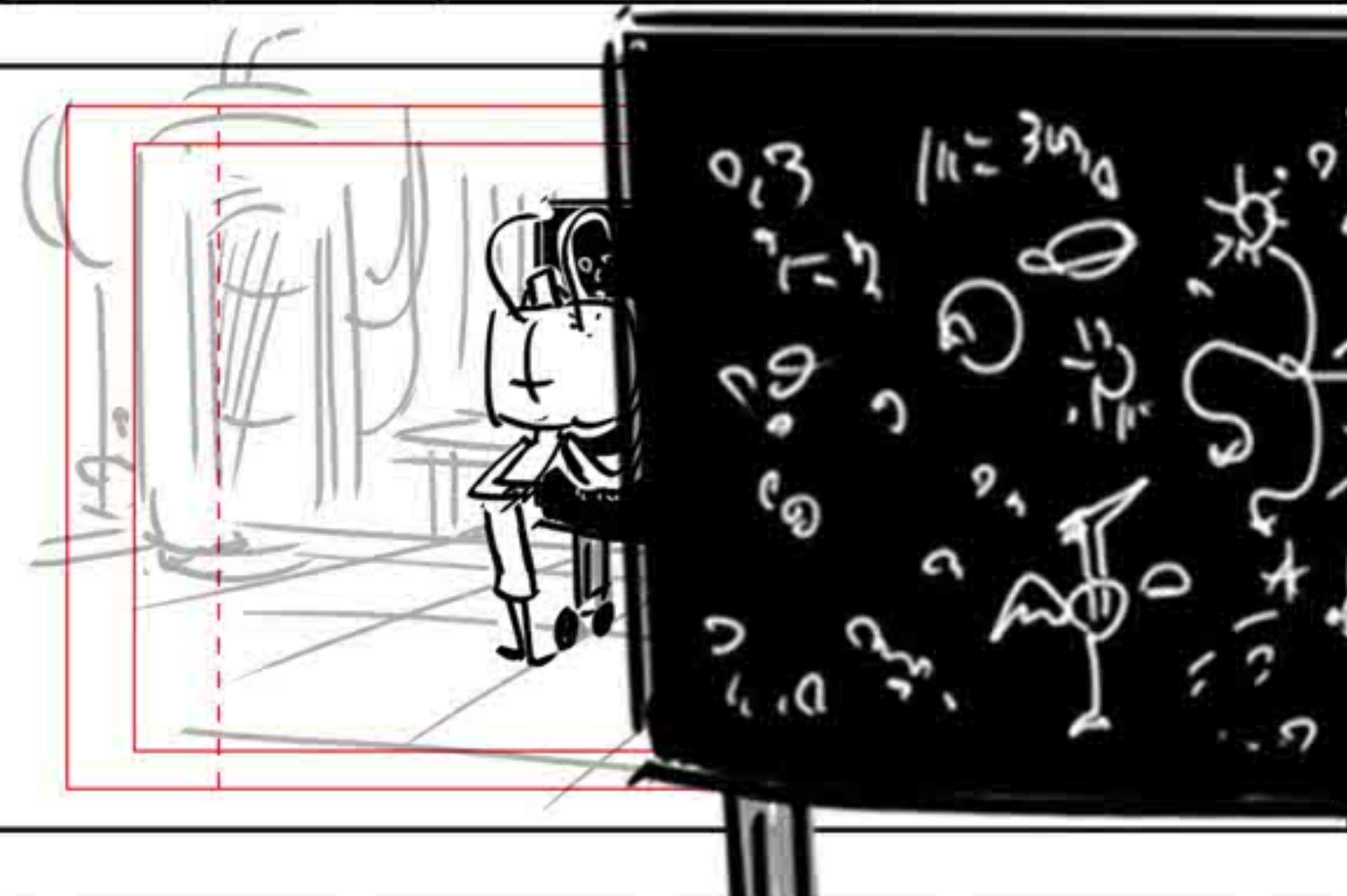
Sequence	Scene	Panel	Frames
Dialogue/Action			

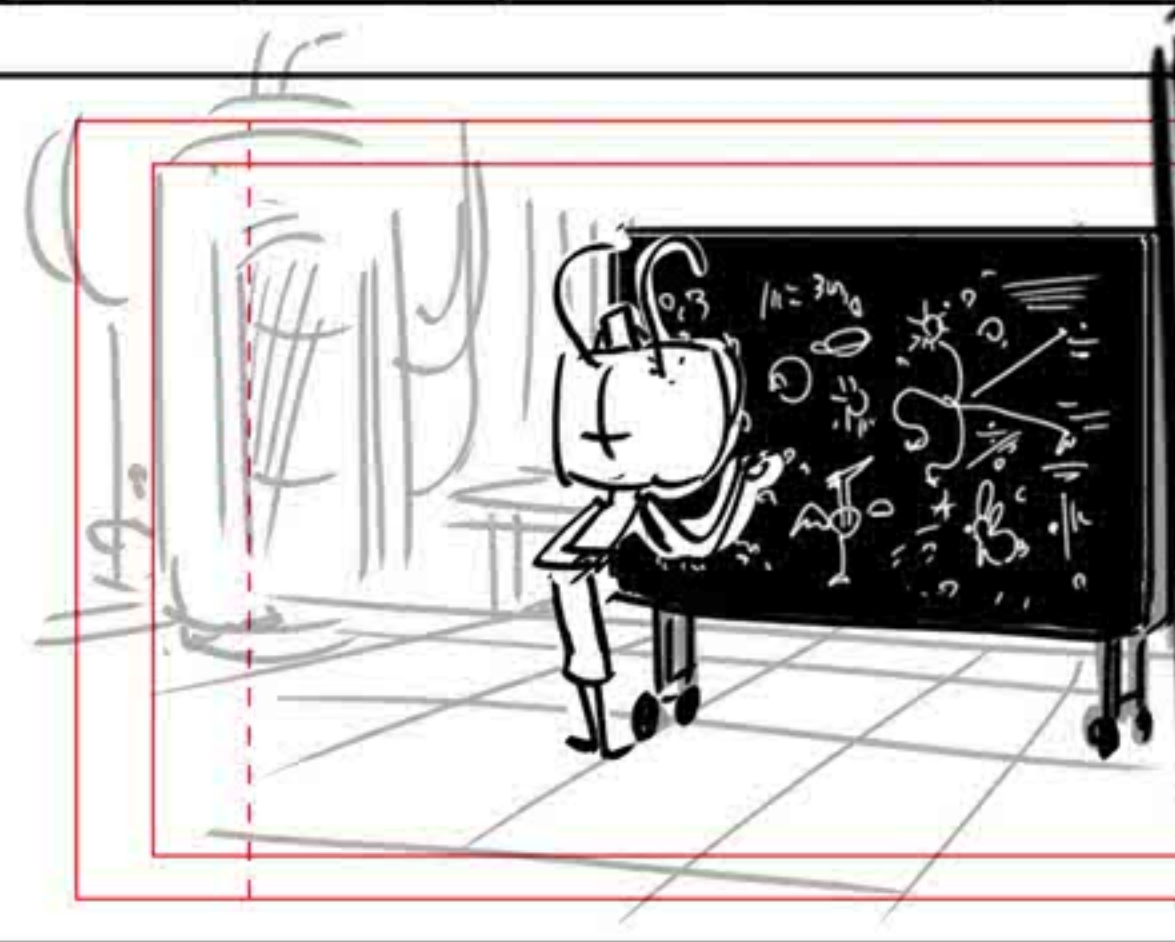
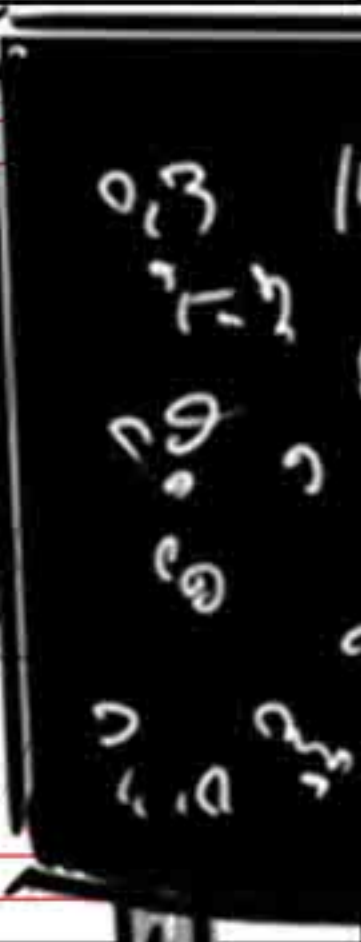
Sequence	Scene	Panel	Frames
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="539 1364 1047 1552">(CRASH!)</p>			

Sequence	Scene	Panel	Frames
			
Dialogue/Acti			

Sequence	Scene	Panel	Frames
 <p>The image shows a hand-drawn storyboard panel. On the left, a blackboard is filled with white chalk drawings. These include a stick figure with a circular head and a rectangular body, a large, stylized figure with a long neck and a circular head, and various scribbles and lines. On the right, a perspective sketch of a hallway is shown, with a red bounding box around it. The hallway has a grid floor and a dashed red line on the right wall. The entire scene is set against a white background with a grid pattern.</p>			
<p>Dialogue/Action</p>			

Sequence	Scene	Panel	Frames
<p>19.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 <p>The image is a hand-drawn storyboard panel. It is divided into four quadrants by a vertical line and a horizontal line. The top-left quadrant is empty. The top-right quadrant contains a character with a large, rounded head and a small body, standing next to a large blackboard. The blackboard is filled with white, scribbled text and diagrams, including a central figure with a circular head and a rectangular body. The bottom-left quadrant contains a red rectangular box that encloses the character and the blackboard. The bottom-right quadrant is empty.</p>			
<p>Dialogue/Action</p>			

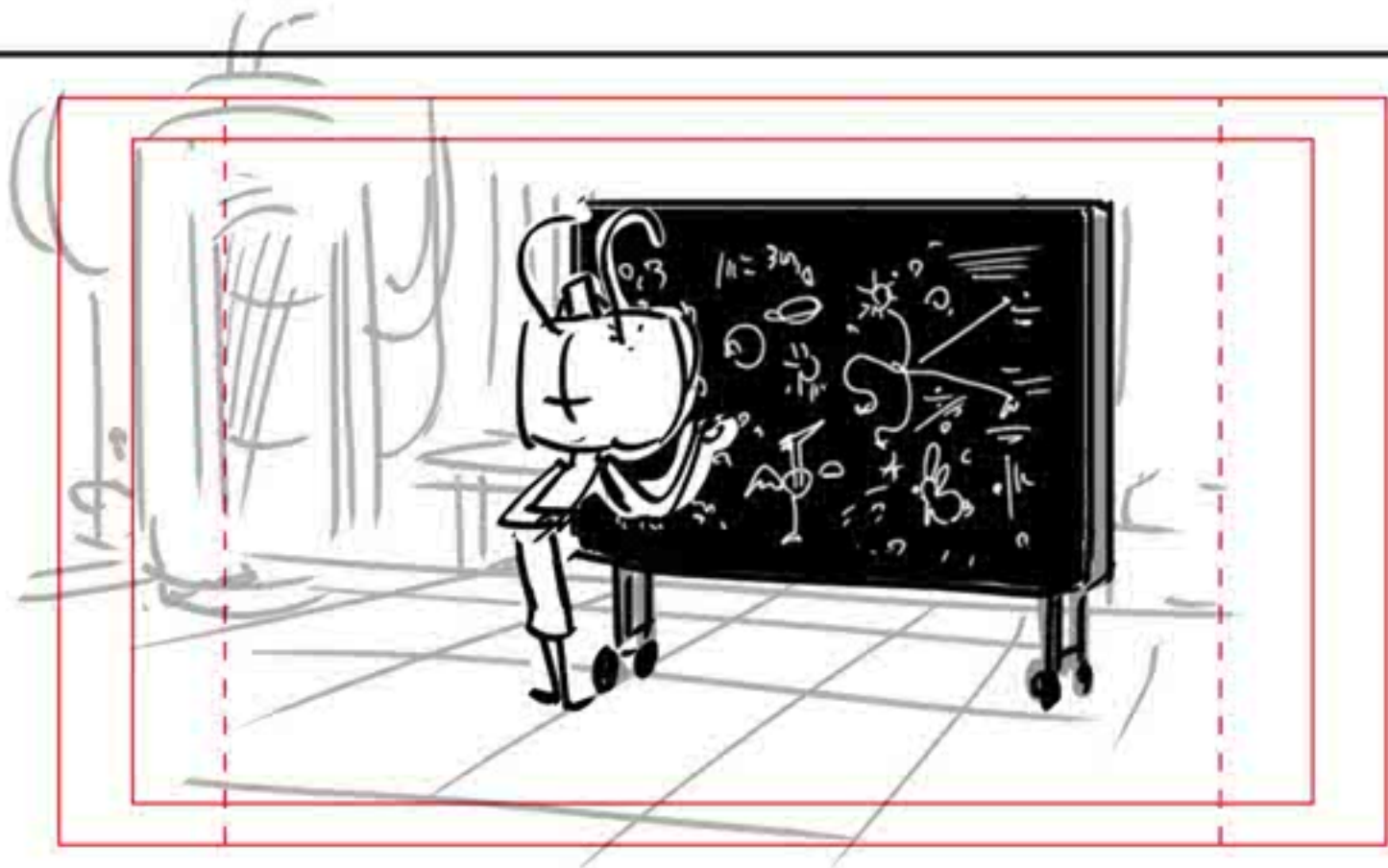
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



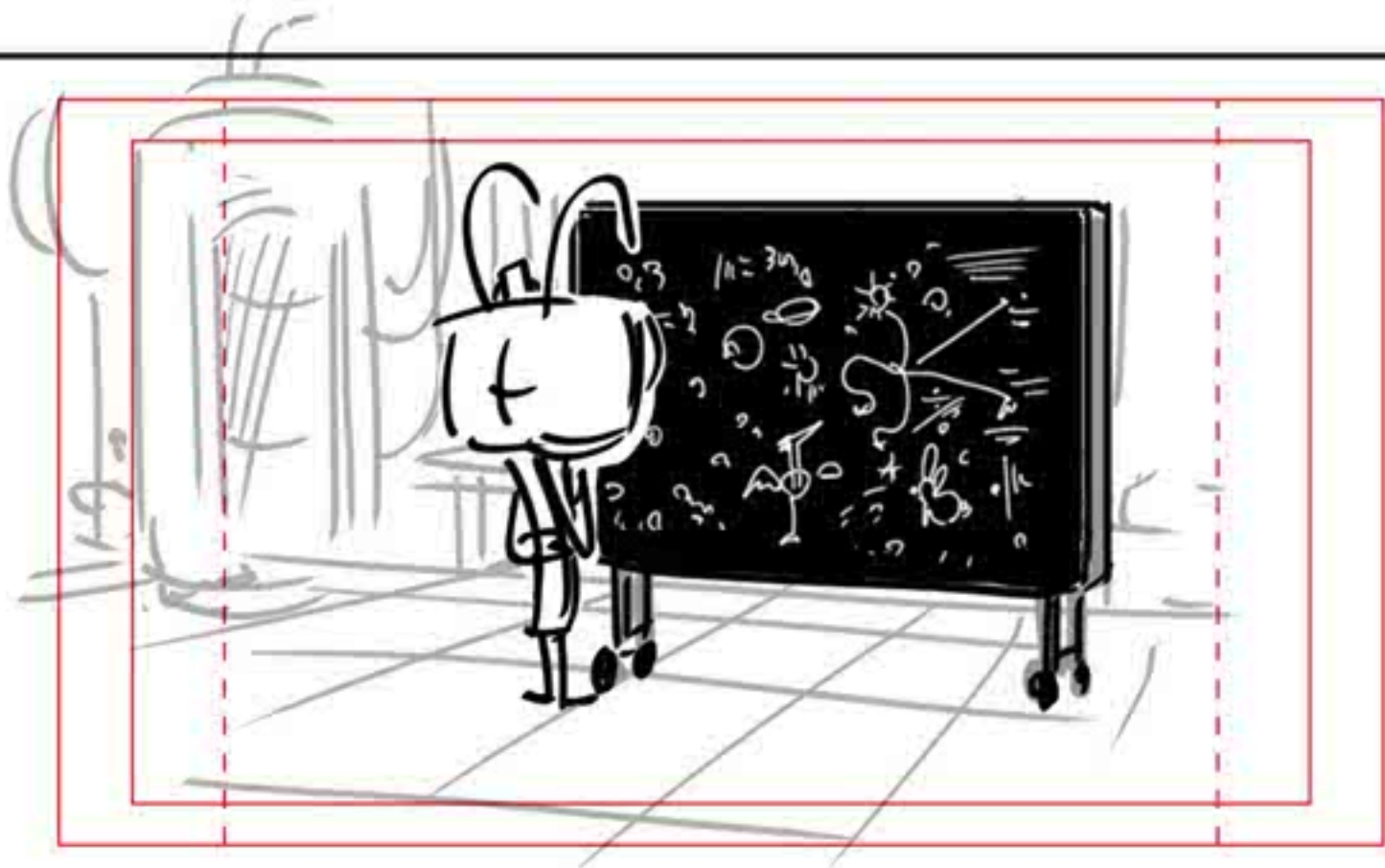
Dialogue/Action

Sequence

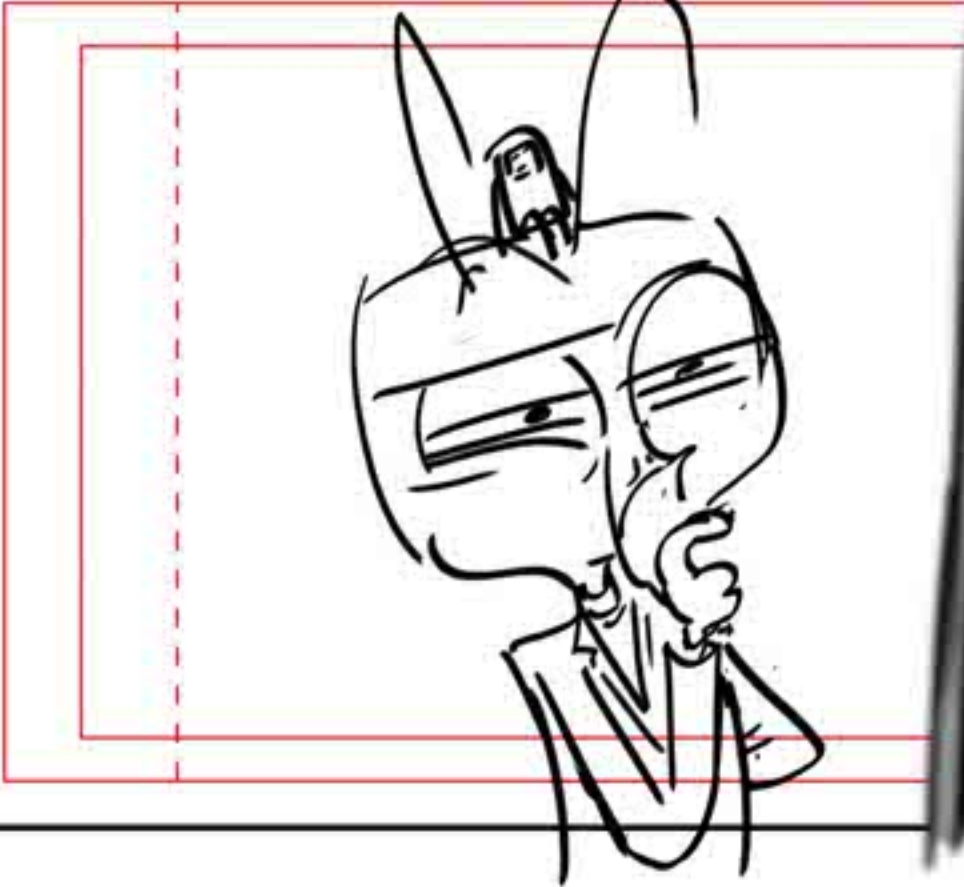
Scene

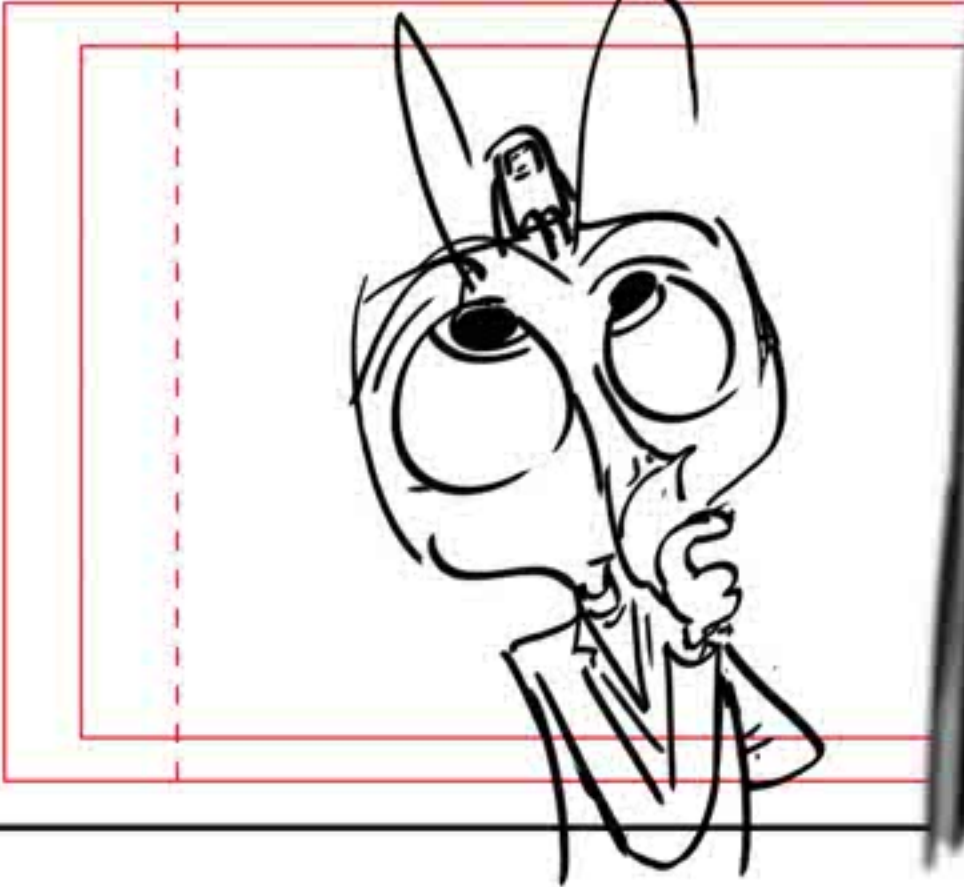
Panel

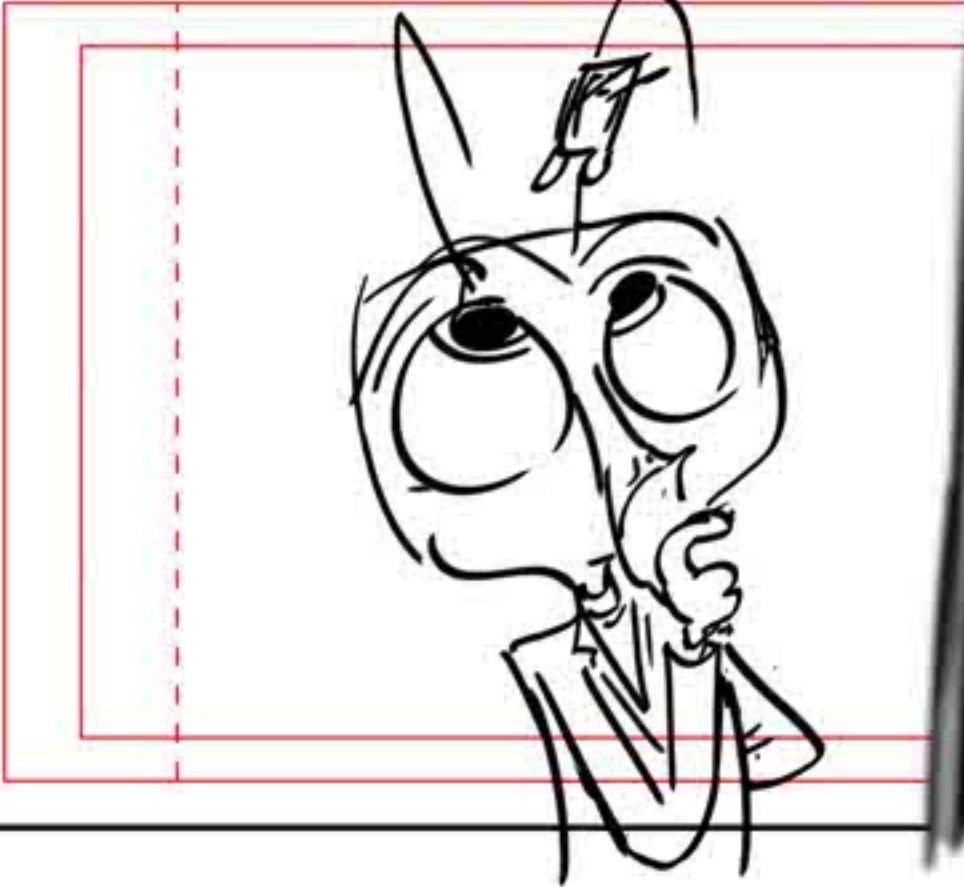
Frames

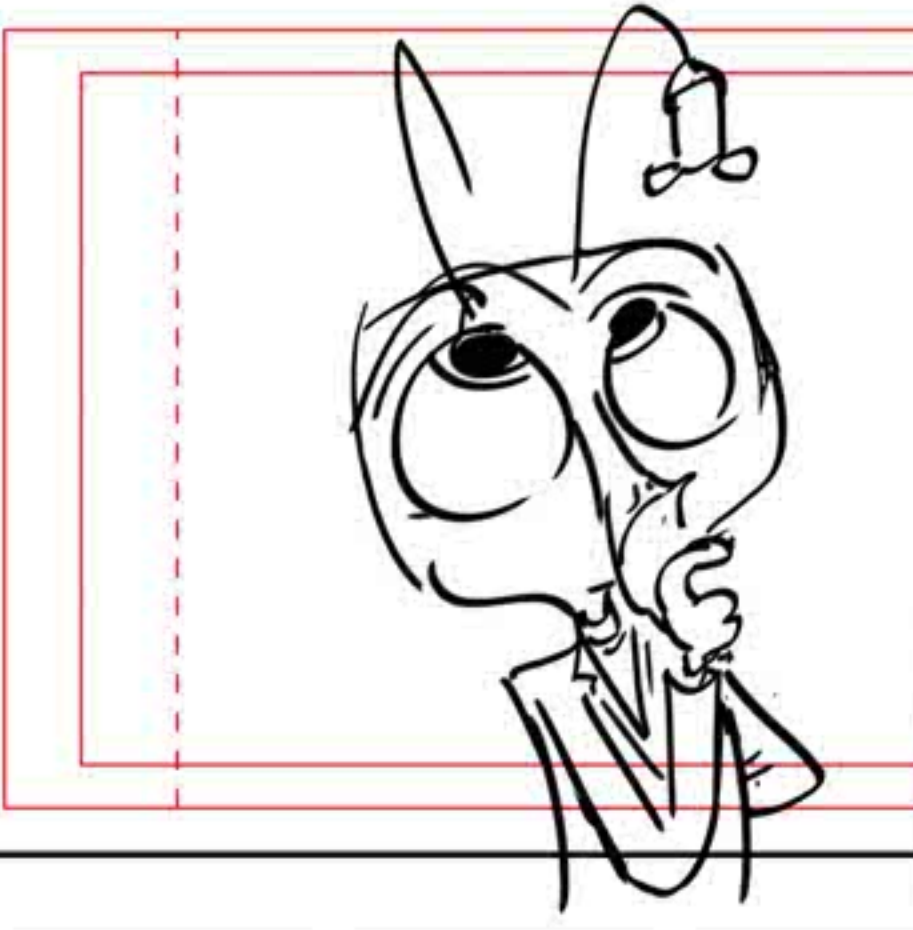


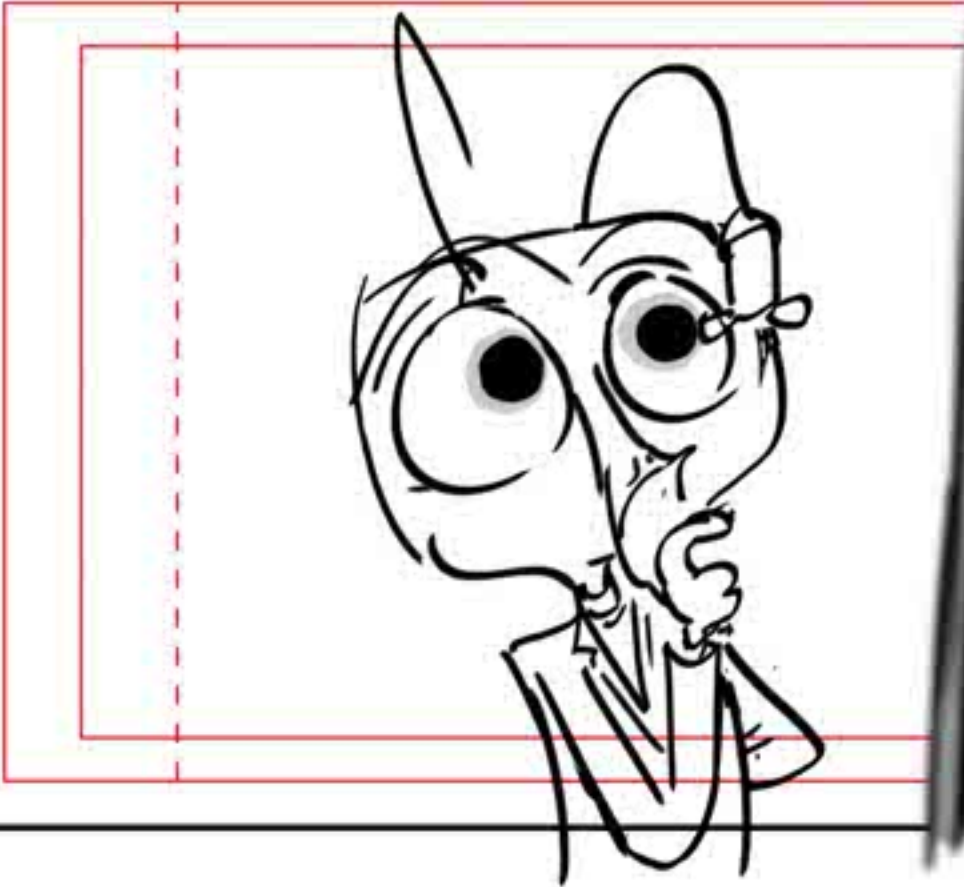
Dialogue/Action

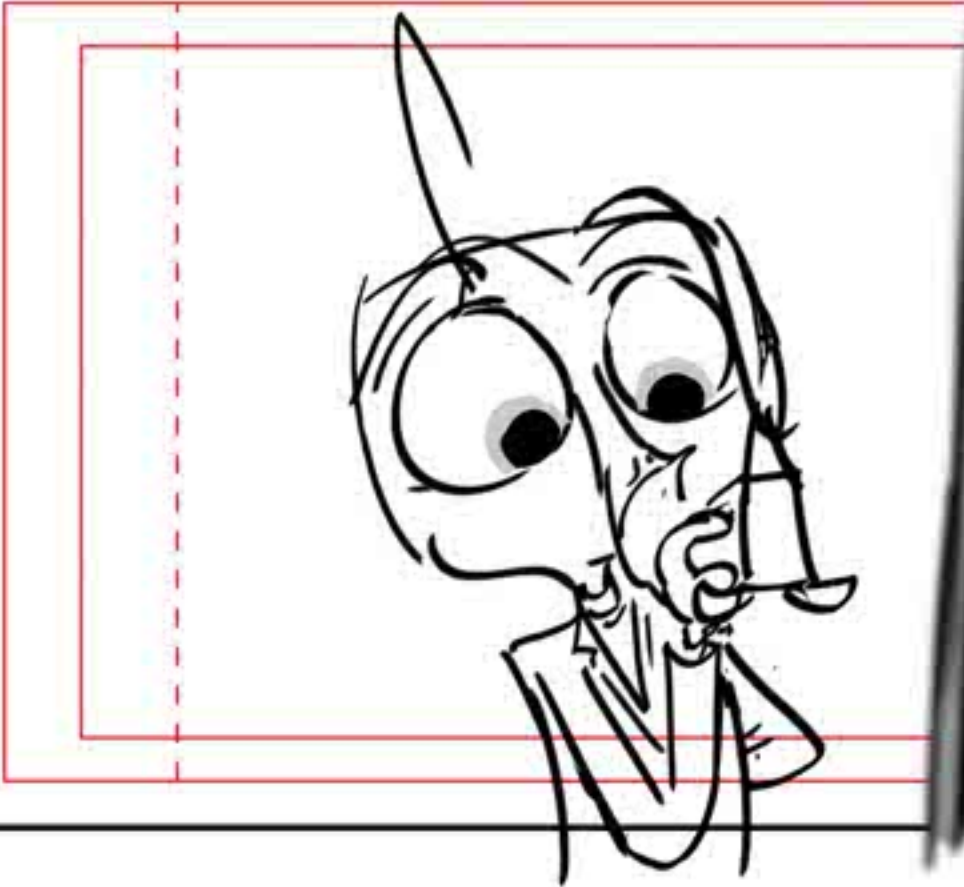
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

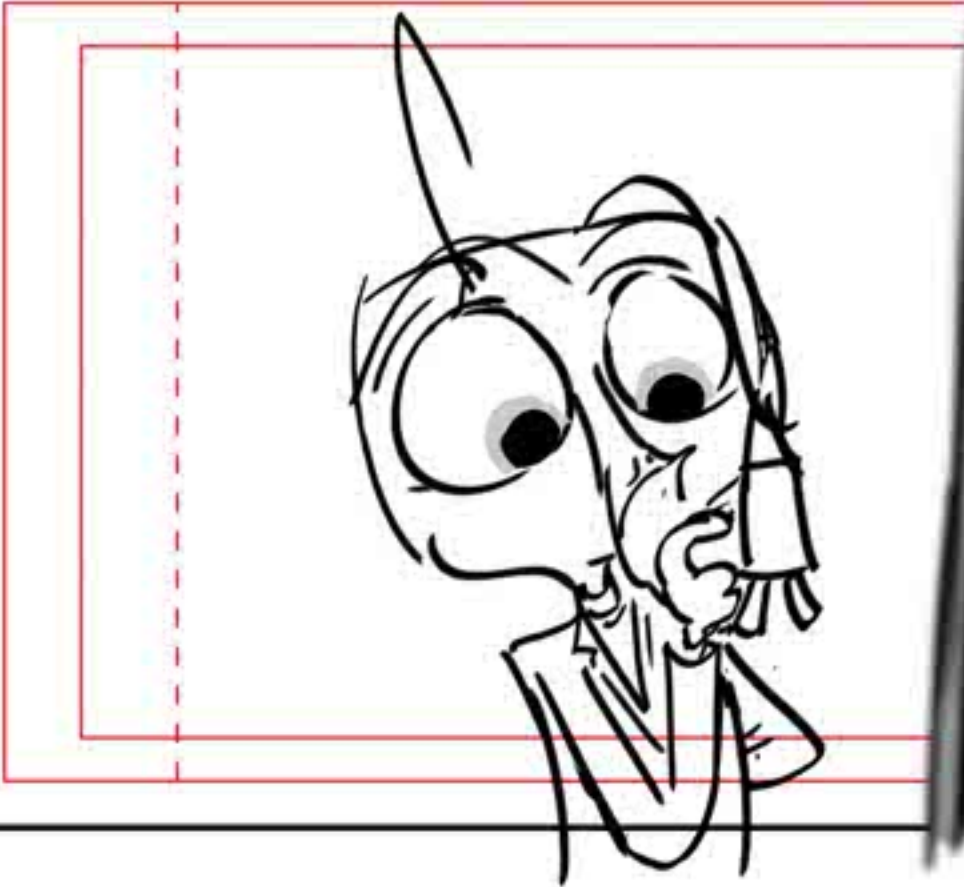
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

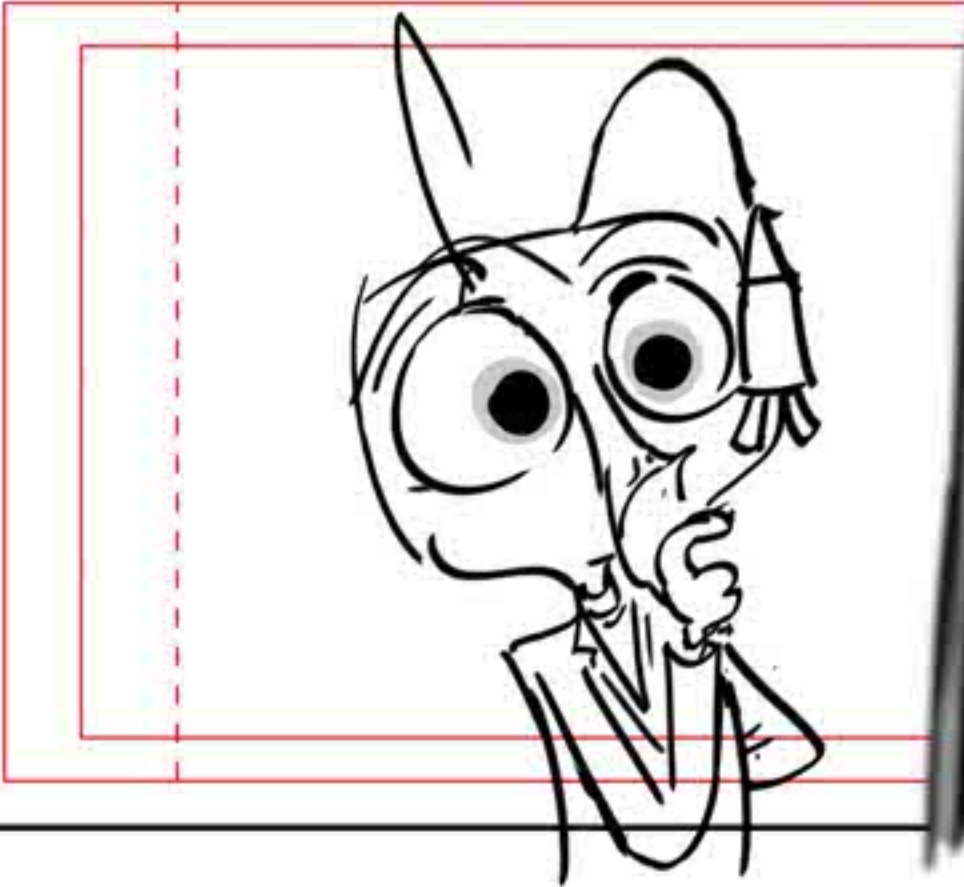
Sequence	Scene	Panel	Frames
			[Redacted]
Dialogue/Action			

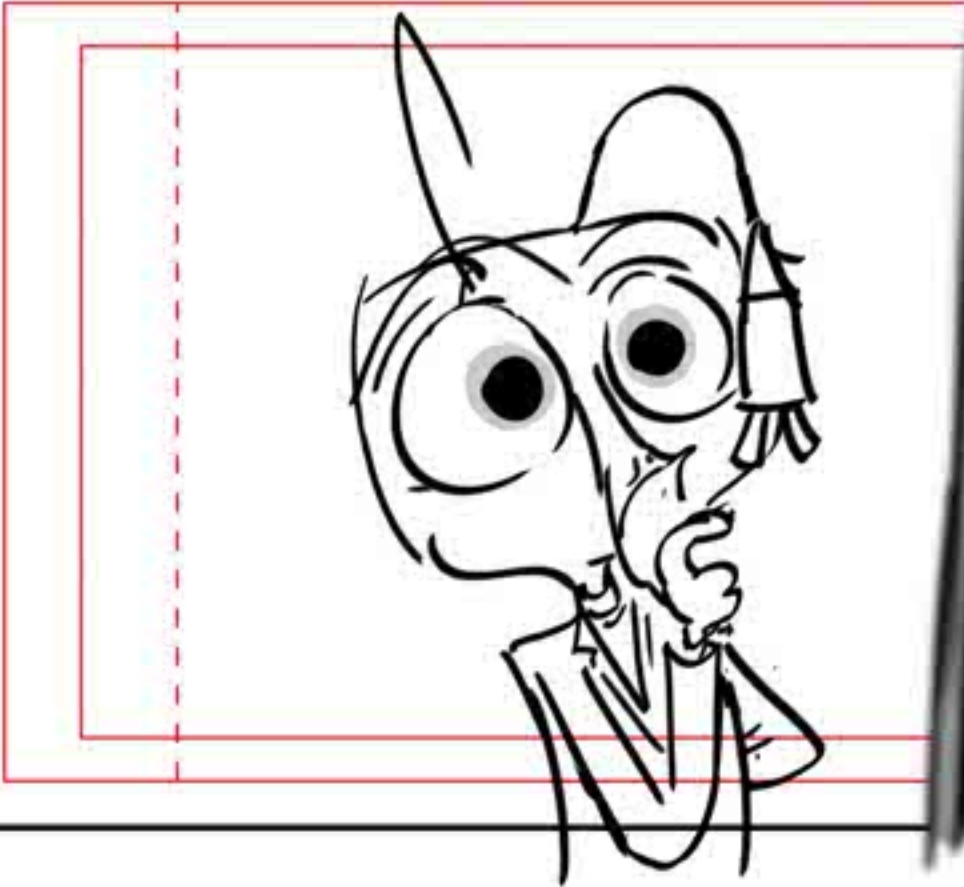
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

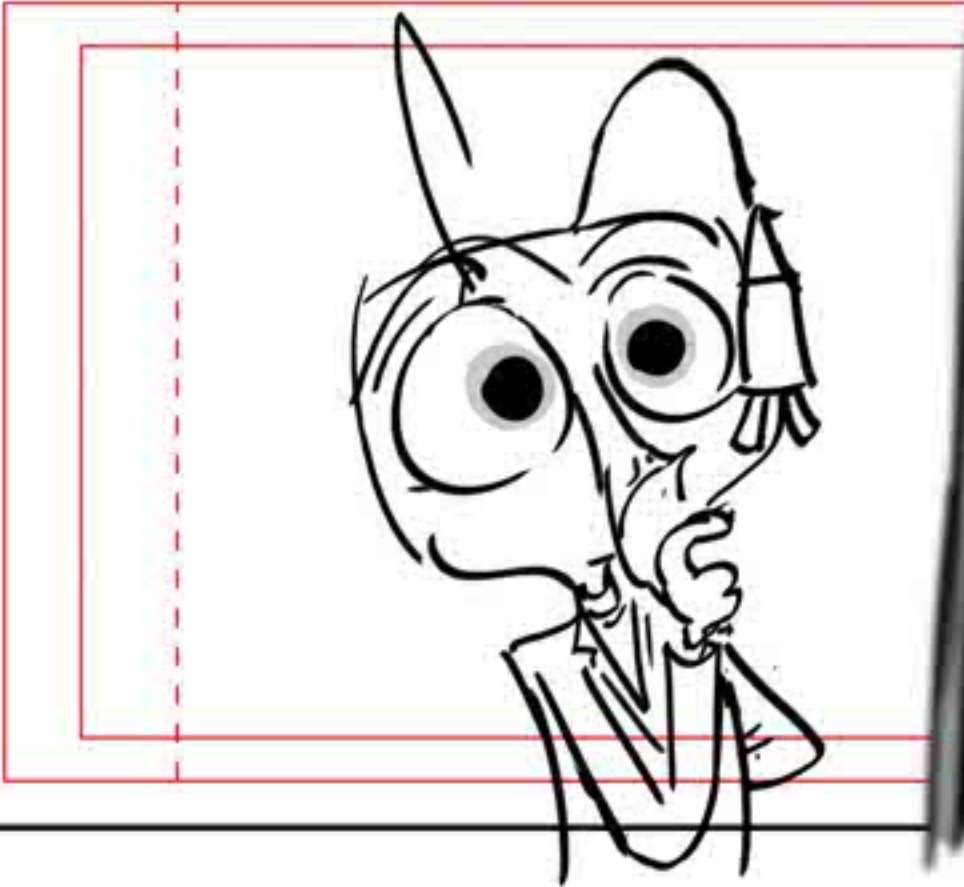
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

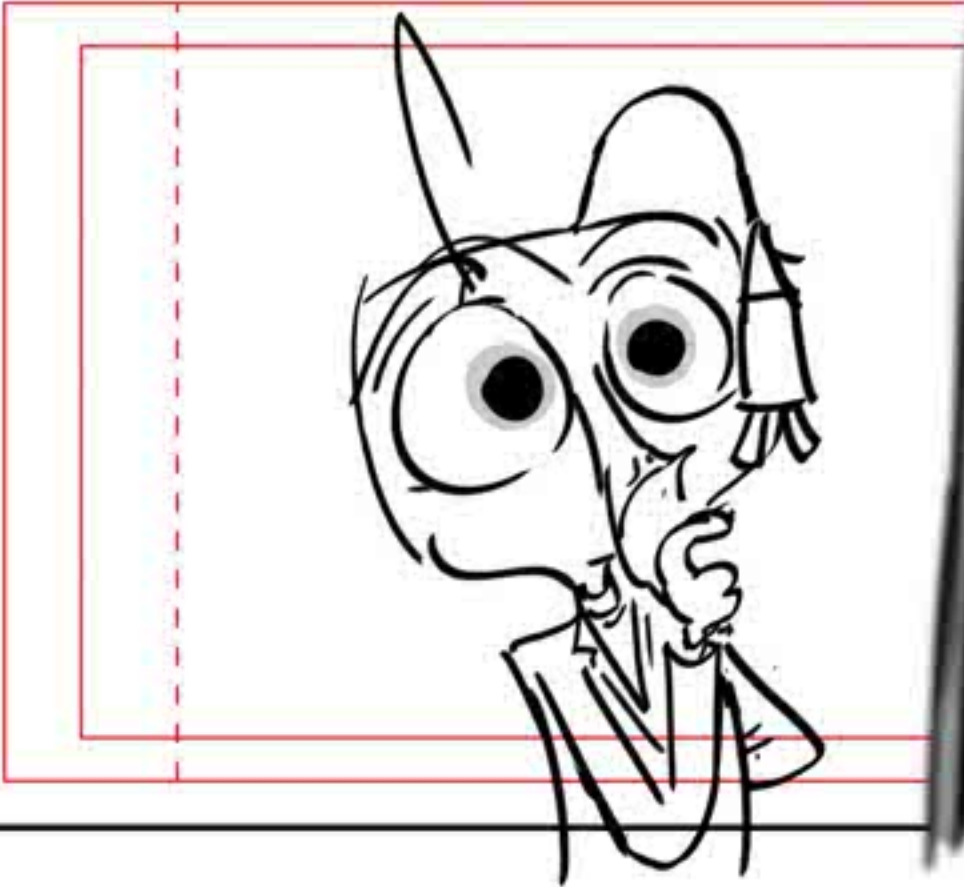
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

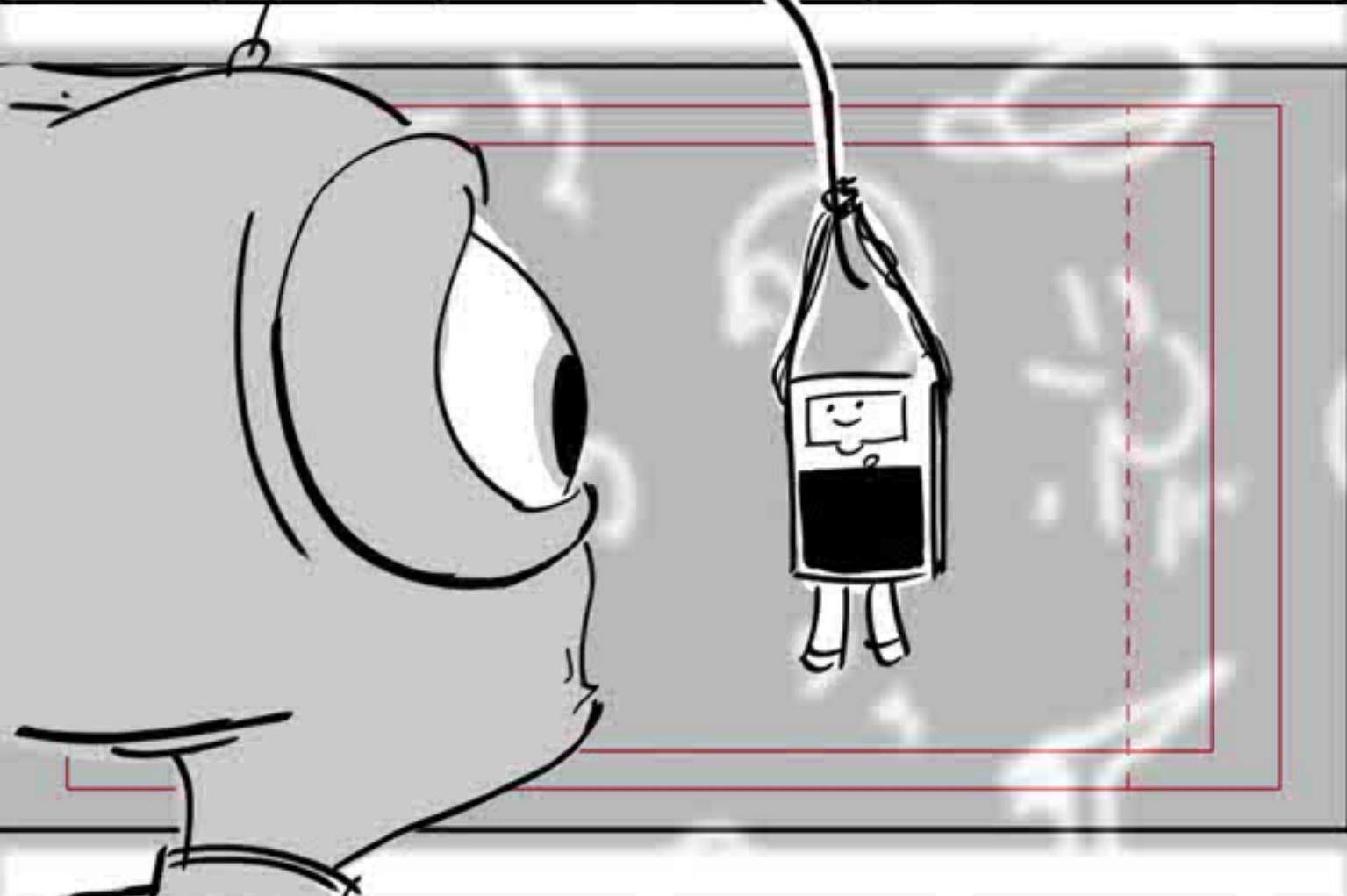
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 <p>A hand-drawn sketch of a character with large, wide eyes and a hand covering their mouth, suggesting a state of shock or surprise. The character has a pointed ear on the left side of their head. The drawing is enclosed in a red rectangular frame. A vertical dashed red line is positioned to the left of the character. A large black redaction covers the right side of the panel.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

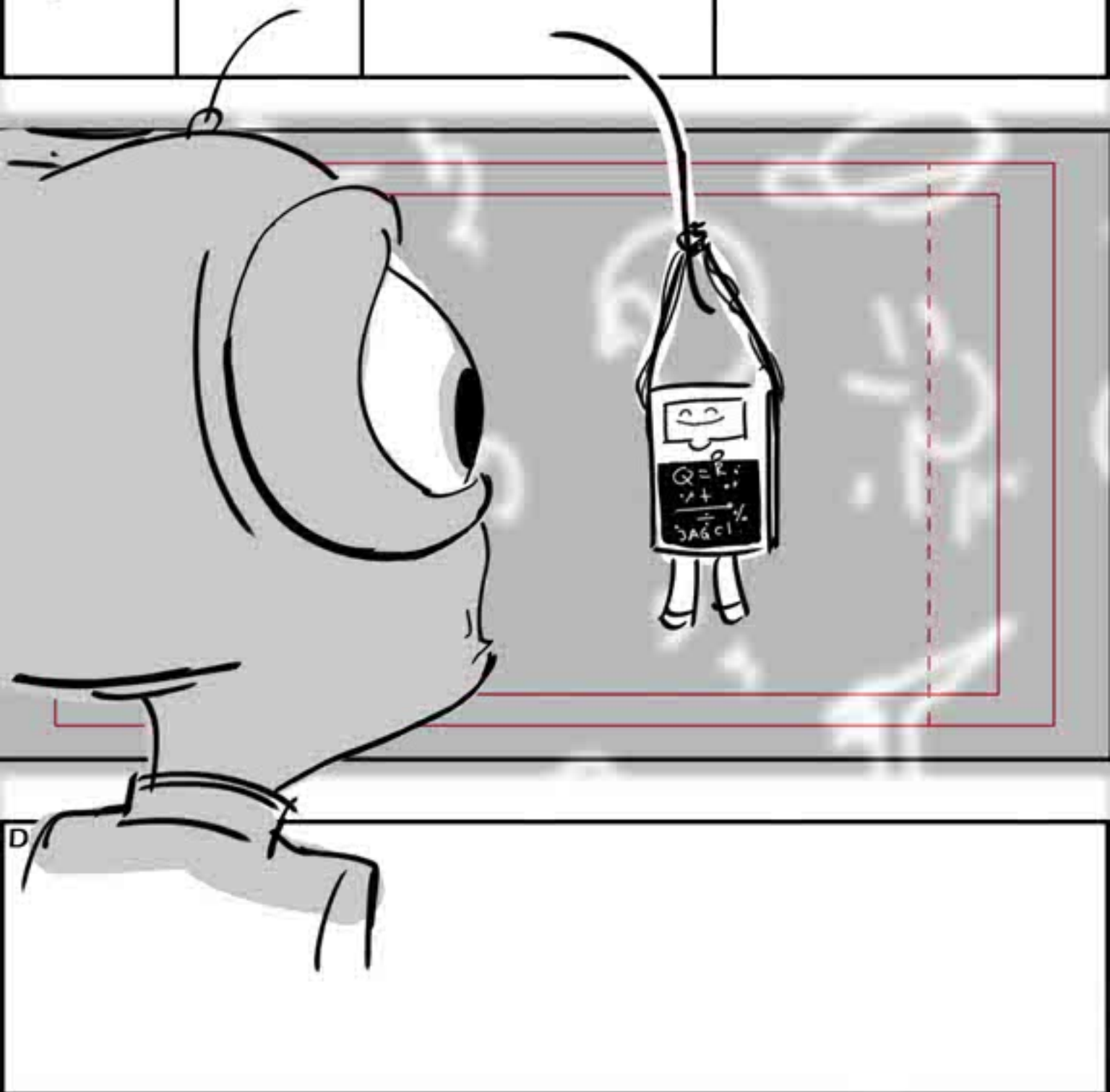
Sequence	Scene	Panel	Frames
 A cartoon illustration of a character with a large, round head and a wide, open mouth, looking towards a small, anthropomorphic bottle character hanging from a string. The bottle character has a smiling face, a black body, and two legs. The background is a light gray with faint, stylized floral patterns. A red rectangular frame is drawn around the bottle character, and a vertical dashed red line is positioned to the right of the bottle. A thin black line connects the top of the character's head to the top of the frame. A small red bracket is visible under the character's chin.			
<p data-bbox="0 1176 1540 1568">D</p>			

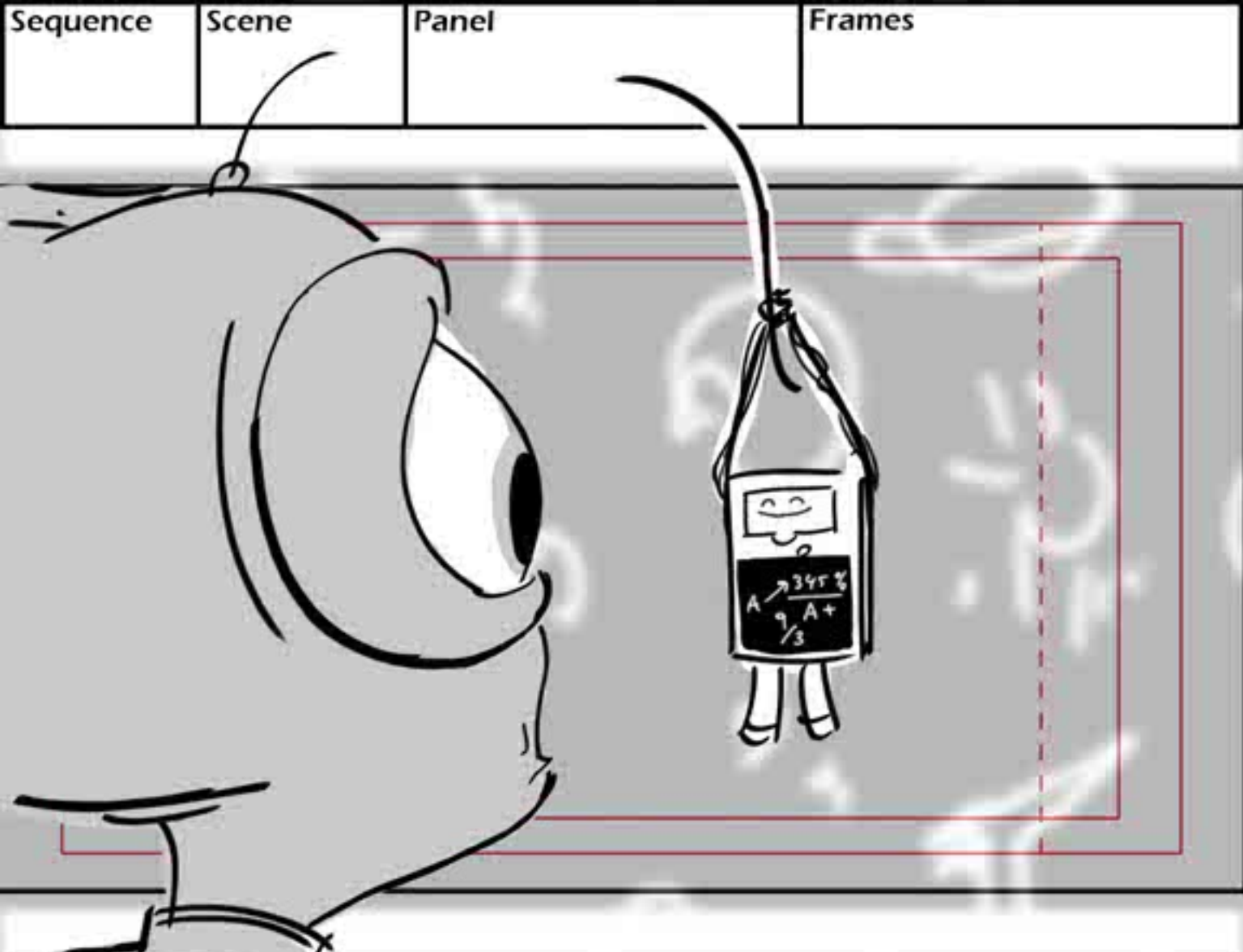
Sequence

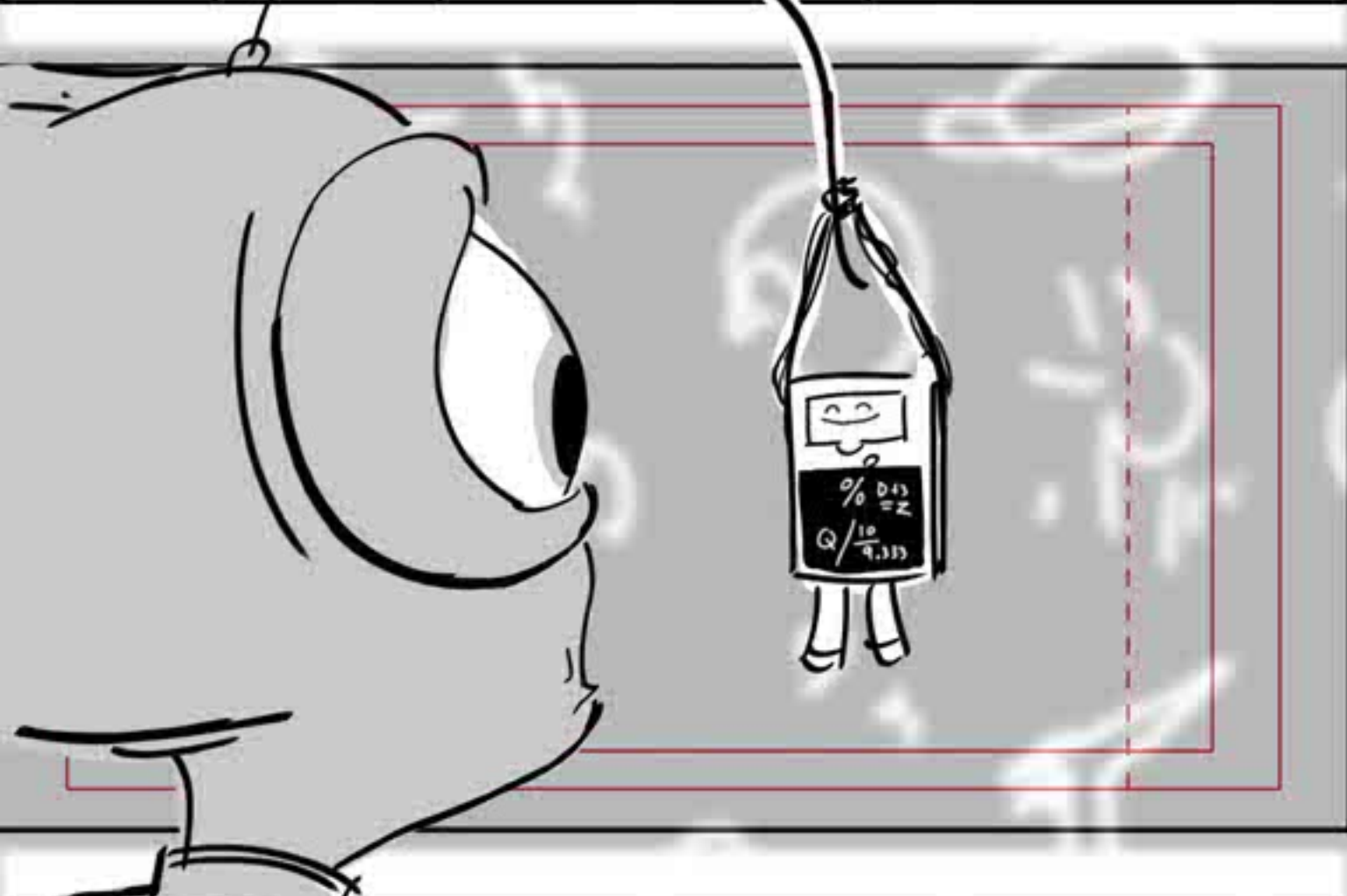
Scene

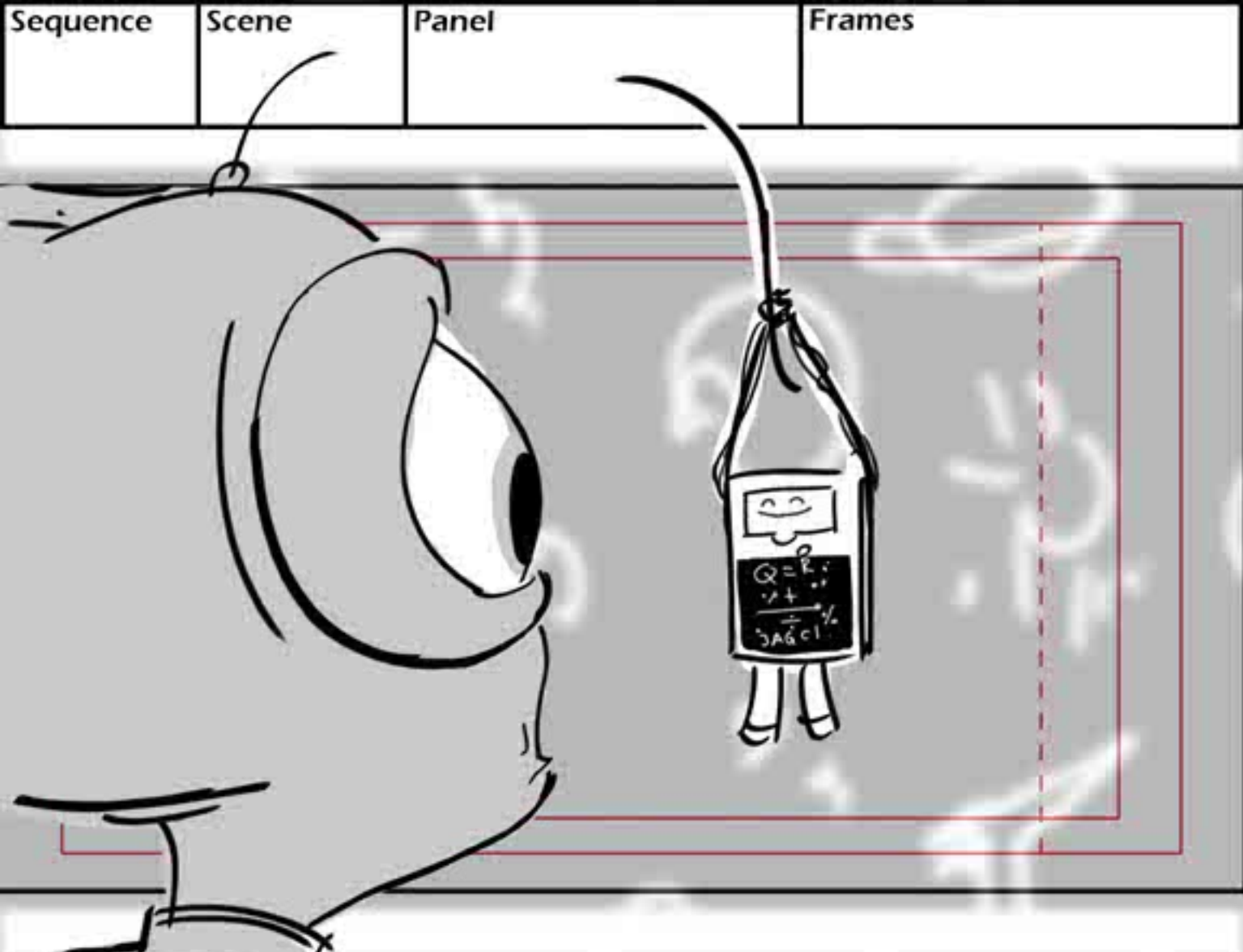
Panel

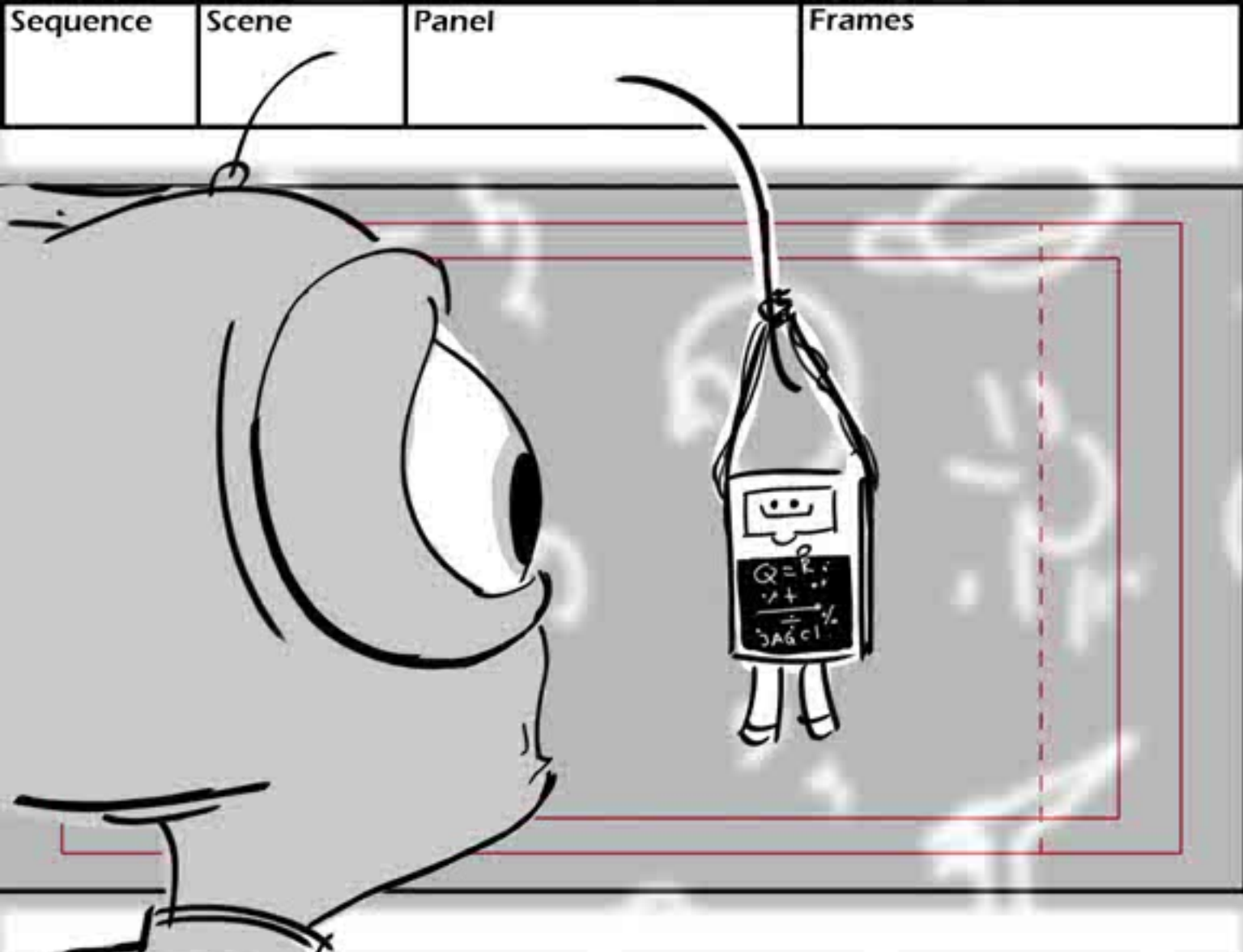
Frames



Sequence	Scene	Panel	Frames
		 <p>A cartoon character with a large eye and a mustache is looking at a bottle hanging from a string. The bottle has a smiling face and a sign that reads:</p> $A \rightarrow \frac{34\%}{9 \frac{A+}{3}}$	
D			

Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. On the left, a character's head is shown in profile, looking towards the right. The character has a large, expressive eye and a simple nose and mouth. A hand is visible at the bottom left, holding a pen. In the center, a bottle is hanging from a string. The bottle has a face with a smile and two legs. On the bottle's body, there are mathematical symbols: a percentage sign followed by $0.43 = 2$, and a fraction $Q / \frac{10}{9.33}$. The background is a light gray with faint, ghostly outlines of the bottle and character. A red rectangular border frames the central scene, with a vertical dashed red line on the right side. A small red line also points to the character's chin area.</p>			
D			

Sequence	Scene	Panel	Frames
		 A cartoon character with a large, wide-eyed expression is looking at a bottle hanging from a string. The bottle has a smiling face and a sign that reads "Q=R", "1+", and "JAGCI". The background is a grey wall with a red dashed line and a red solid line.	
D			

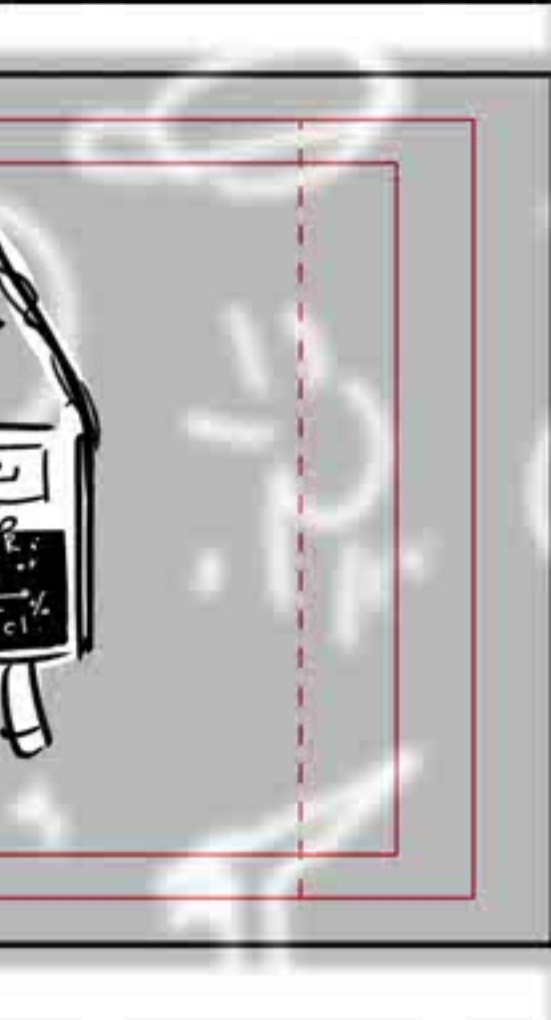
Sequence	Scene	Panel	Frames
		 A cartoon character with a large, wide-eyed expression is looking at a small bottle hanging from a string. The bottle has a face and a chalkboard with mathematical symbols. A red dashed line is visible in the background.	
D			

Sequence

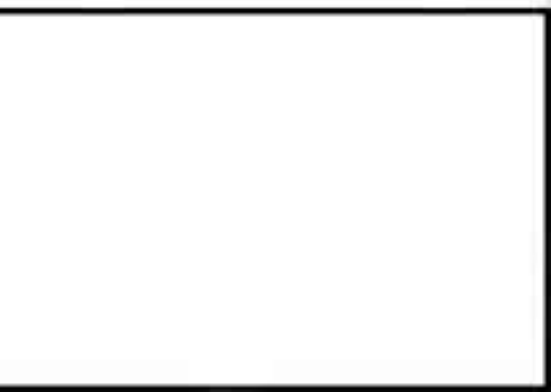
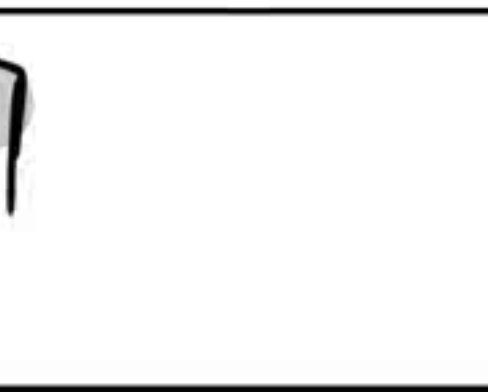
Scene

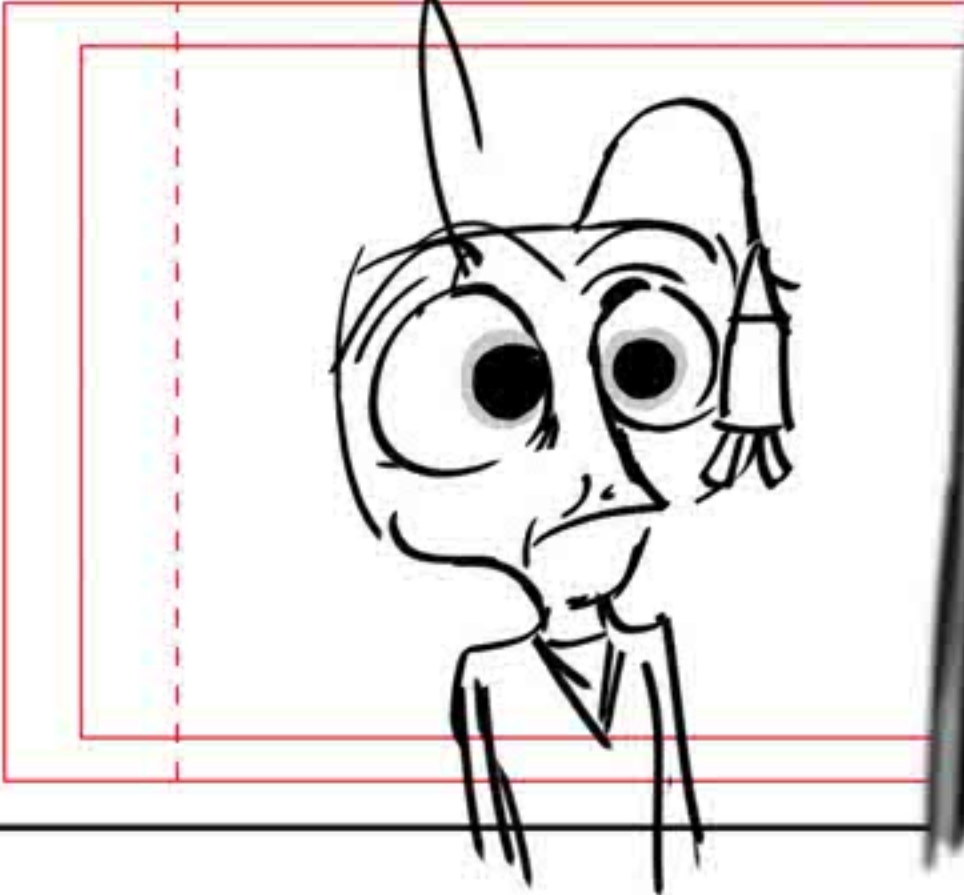
Panel

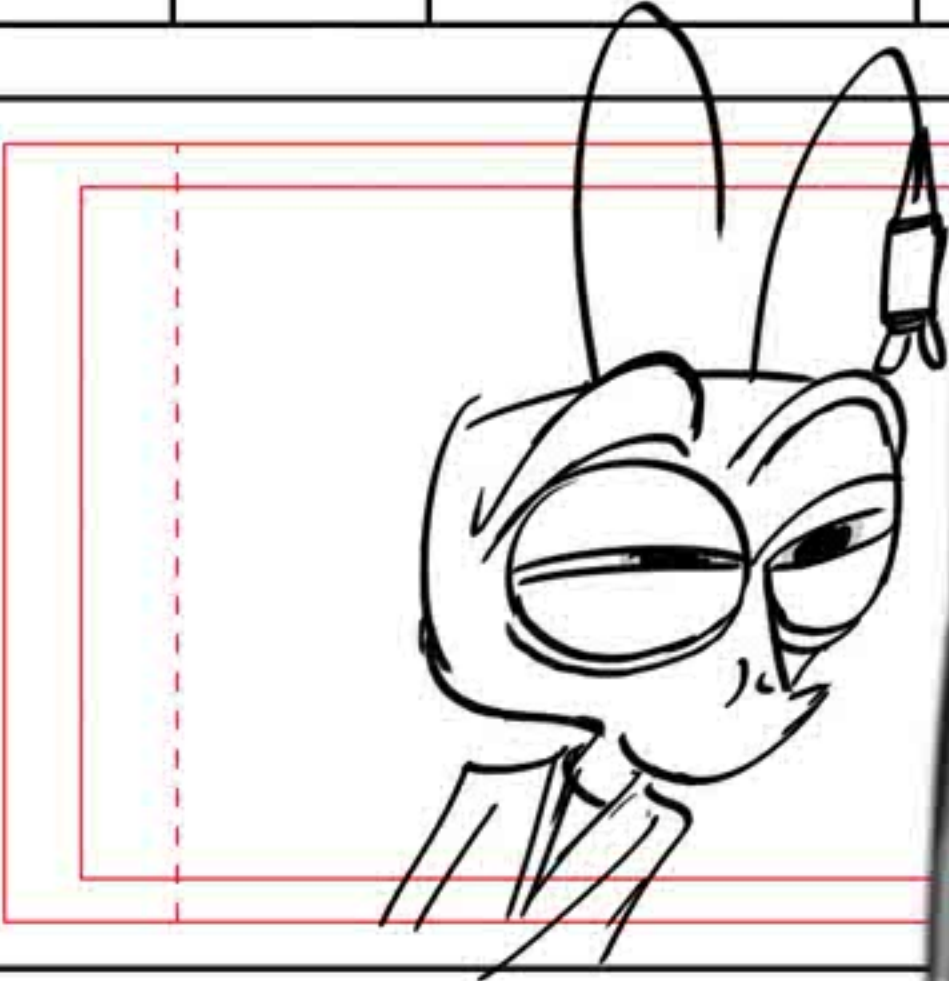
Frames

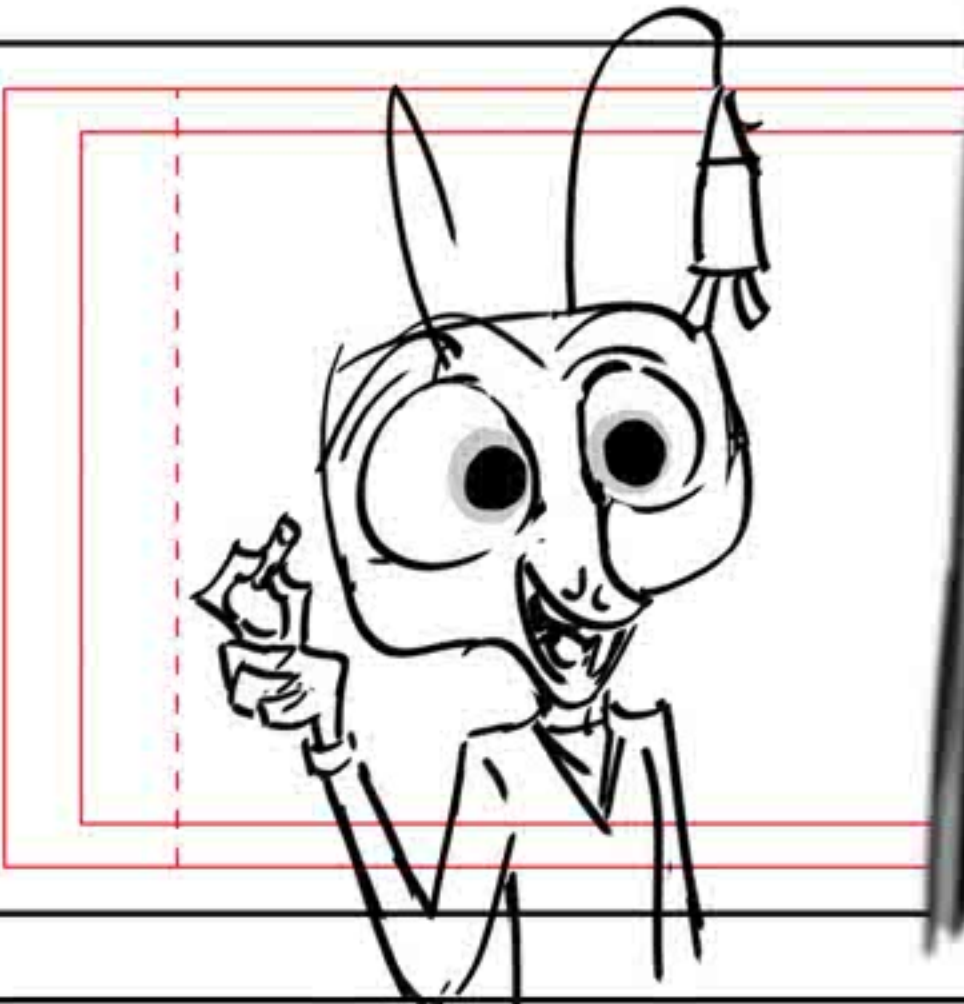


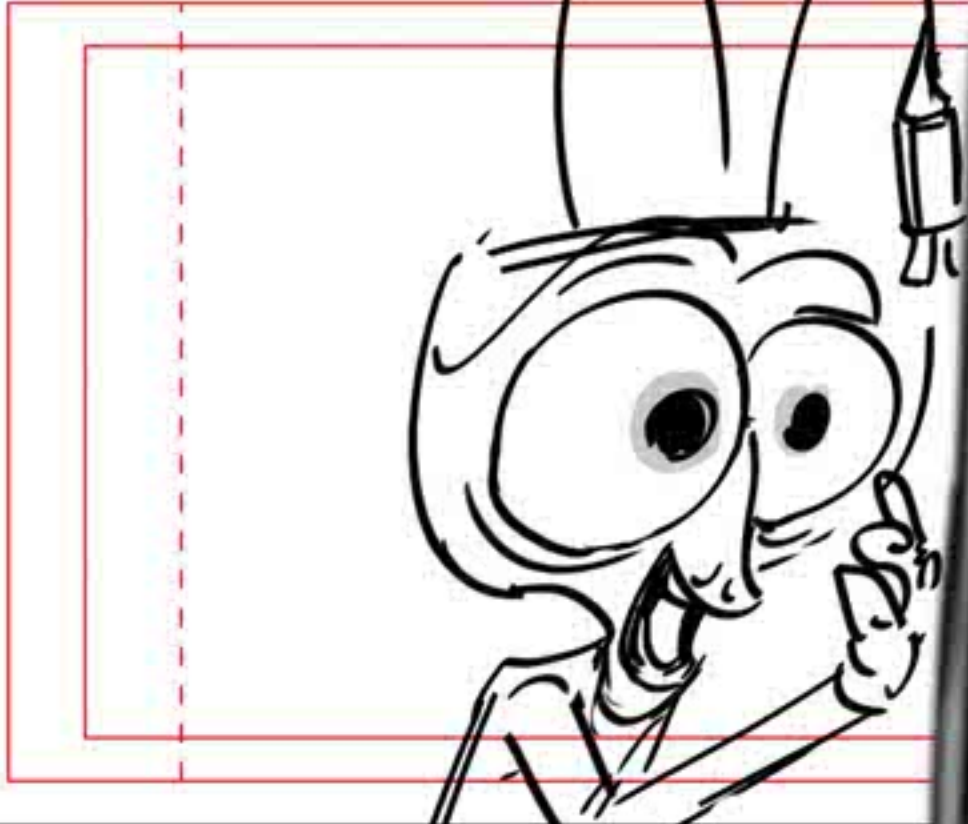
D




Sequence	Scene	Panel	Frames
			[Redacted]
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			

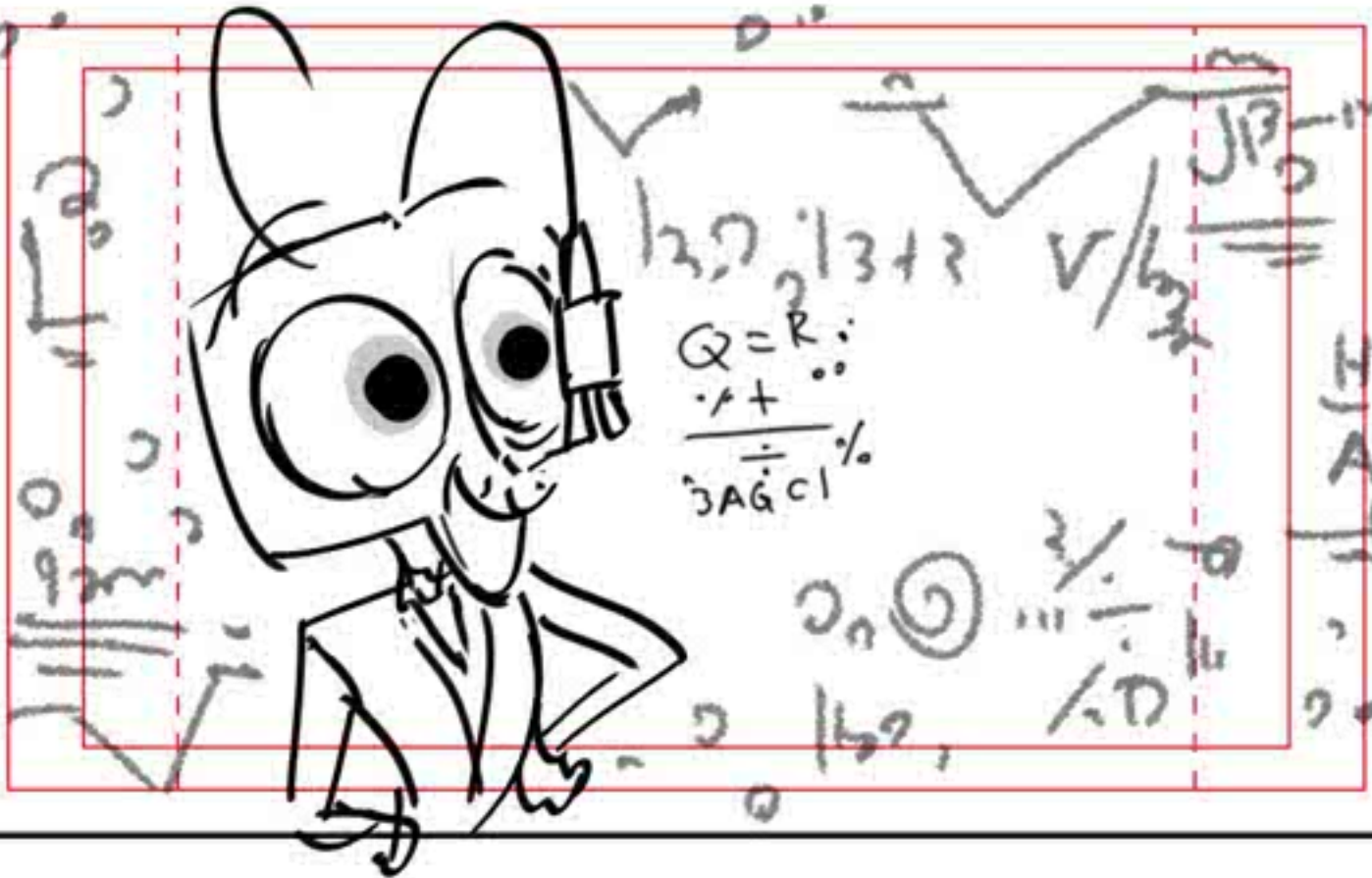
Sequence	Scene	Panel	Frames
			
<p>Dialogue/Action</p>			


Sequence	Scene	Panel	Frames
Dialogue/Action			

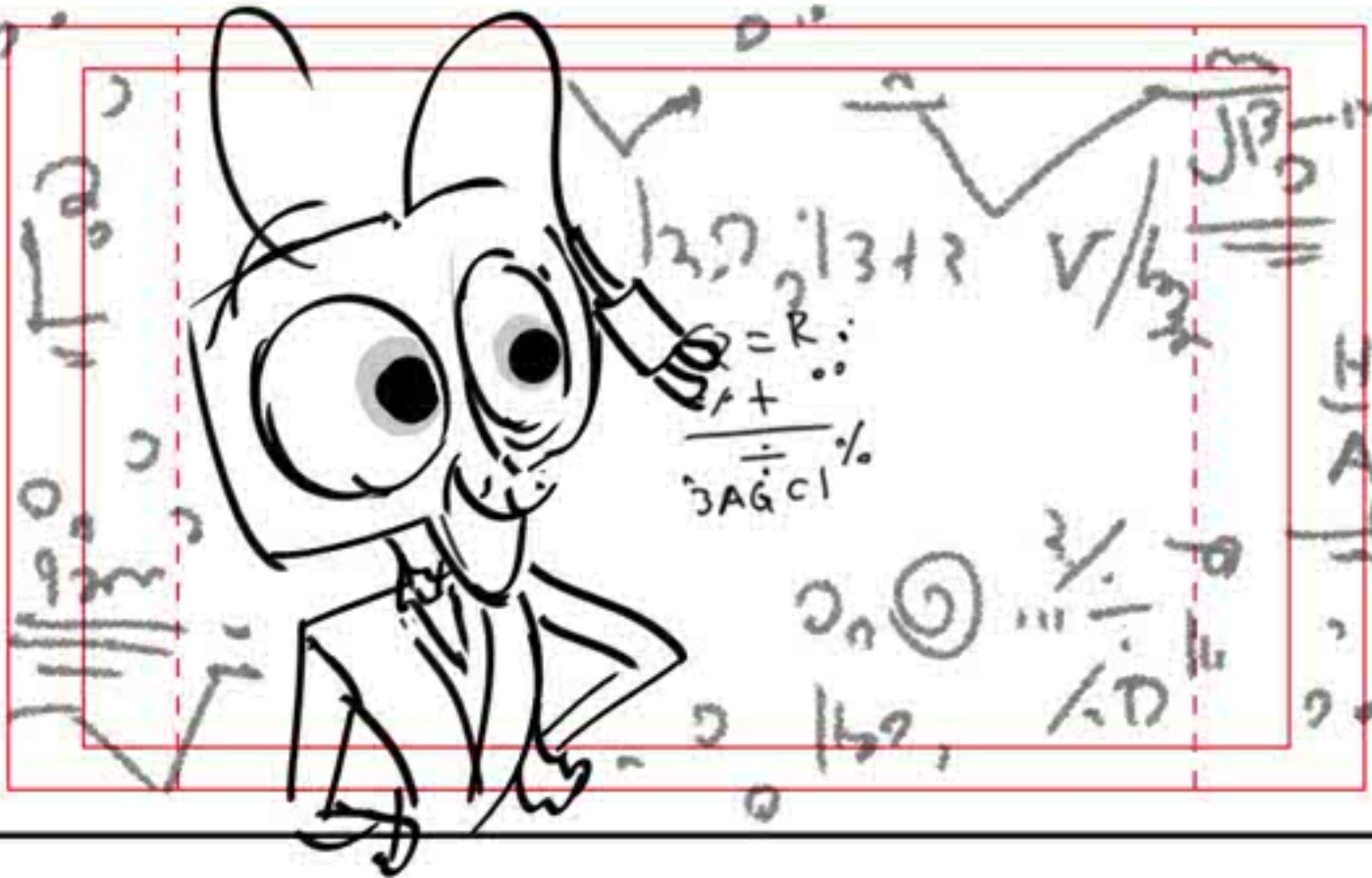
Sequence	Scene	Panel	Frames
<p>The sketch depicts a character with a pencil in their hair, pointing at a whiteboard. The whiteboard contains several mathematical expressions and diagrams:</p> <ul style="list-style-type: none"> Top left: $Q = R$ Below $Q = R$: $\frac{1}{4}$ Below $\frac{1}{4}$: $\frac{3AGC}{10}$ Top right: $V/\frac{1}{4}$ Bottom right: $\frac{H}{A}$ Other symbols include $\sqrt{}$, $\frac{1}{2}$, and $\frac{1}{10}$. 			
<p>Dialogue/Action</p>			

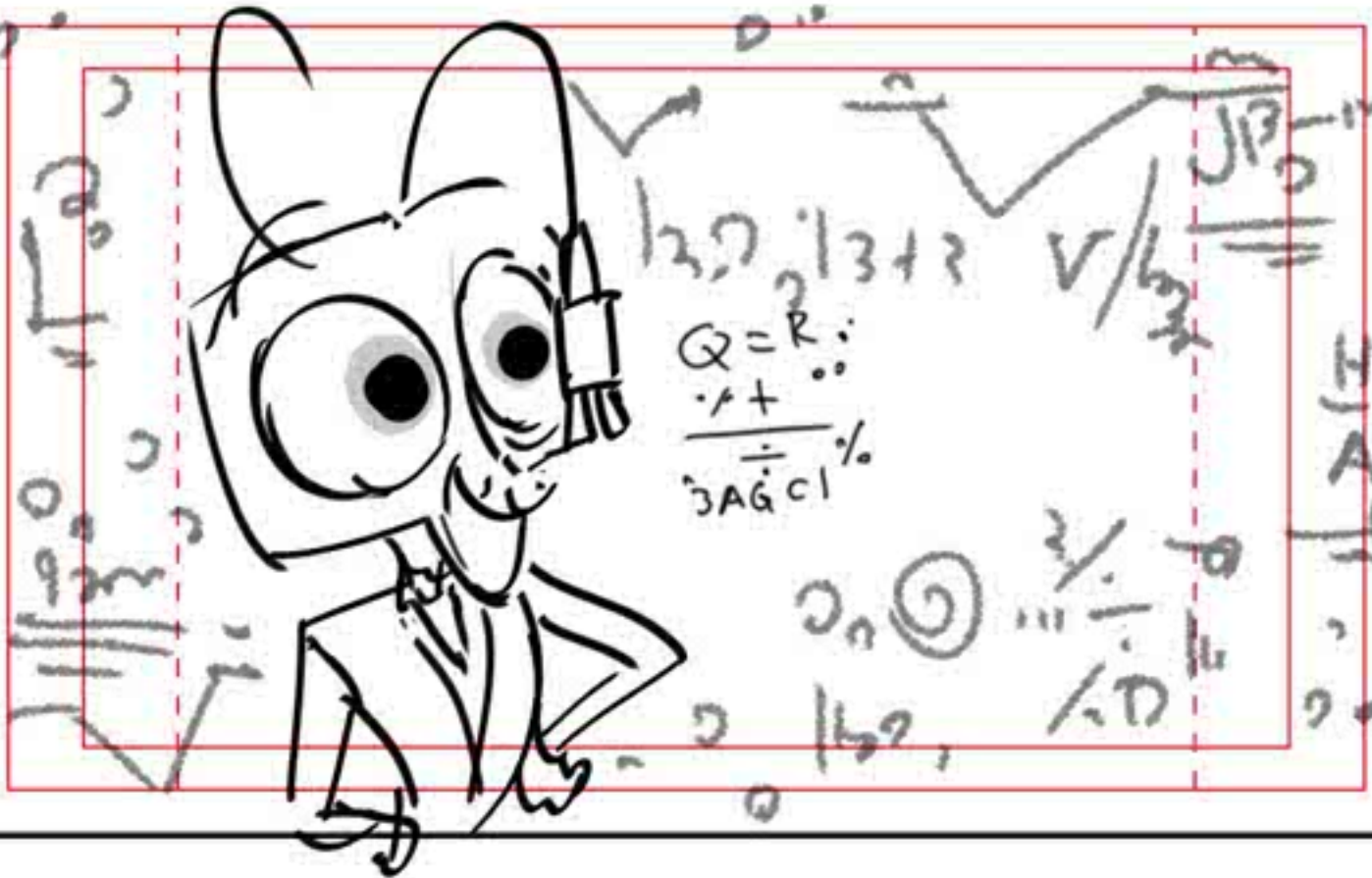
Sequence	Scene	Panel	Frames
			
<p>Dialogue/Action</p>			

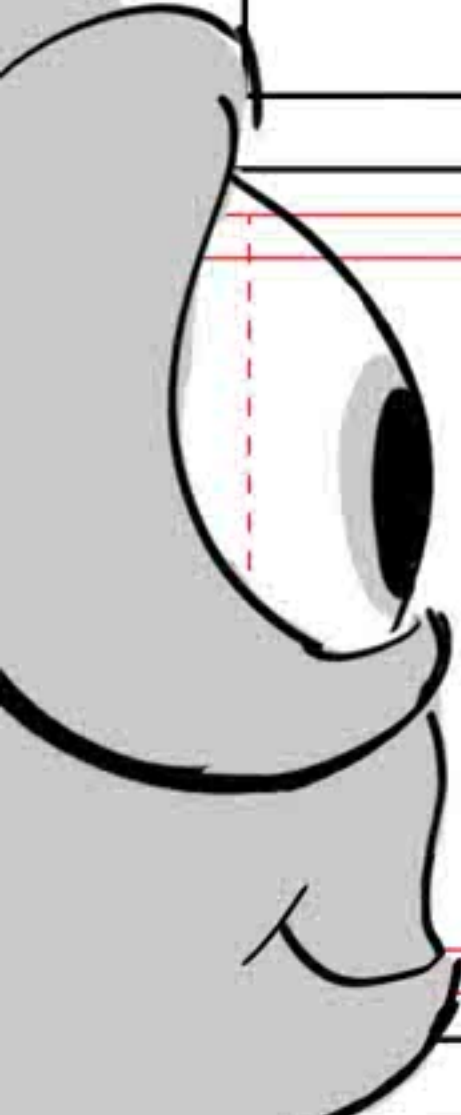

Sequence	Scene	Panel	Frames
			
Dialogue/Action			



Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
<p>Dialogue/Action</p>			

Sequence	Scene	Panel	Frames
		 <p>The illustration shows a cartoon rabbit character with large, expressive eyes, wearing a suit and tie. He is pointing his right hand towards a whiteboard. The whiteboard is covered in various mathematical notations and symbols, including: <ul style="list-style-type: none"> $\frac{1}{2} + \frac{1}{3} = ?$ $\frac{1}{2} = R$ $\frac{1}{2} + \frac{1}{3} = \frac{5}{6}$ $\frac{1}{2} \div \frac{1}{3} = \frac{3}{2}$ $\frac{1}{2} \times \frac{1}{3} = \frac{1}{6}$ $\frac{1}{2} - \frac{1}{3} = \frac{1}{6}$ $\frac{1}{2} \div \frac{1}{2} = 1$ $\frac{1}{2} \div \frac{1}{3} = \frac{3}{2}$ $\frac{1}{2} \div \frac{1}{4} = 2$ $\frac{1}{2} \div \frac{1}{5} = \frac{5}{2}$ $\frac{1}{2} \div \frac{1}{6} = 3$ $\frac{1}{2} \div \frac{1}{7} = \frac{7}{2}$ $\frac{1}{2} \div \frac{1}{8} = 4$ $\frac{1}{2} \div \frac{1}{9} = \frac{9}{2}$ $\frac{1}{2} \div \frac{1}{10} = 5$ $\frac{1}{2} \div \frac{1}{11} = \frac{11}{2}$ $\frac{1}{2} \div \frac{1}{12} = 6$ $\frac{1}{2} \div \frac{1}{13} = \frac{13}{2}$ $\frac{1}{2} \div \frac{1}{14} = 7$ $\frac{1}{2} \div \frac{1}{15} = \frac{15}{2}$ $\frac{1}{2} \div \frac{1}{16} = 8$ $\frac{1}{2} \div \frac{1}{17} = \frac{17}{2}$ $\frac{1}{2} \div \frac{1}{18} = 9$ $\frac{1}{2} \div \frac{1}{19} = \frac{19}{2}$ $\frac{1}{2} \div \frac{1}{20} = 10$ $\frac{1}{2} \div \frac{1}{21} = \frac{21}{2}$ $\frac{1}{2} \div \frac{1}{22} = 11$ $\frac{1}{2} \div \frac{1}{23} = \frac{23}{2}$ $\frac{1}{2} \div \frac{1}{24} = 12$ $\frac{1}{2} \div \frac{1}{25} = \frac{25}{2}$ $\frac{1}{2} \div \frac{1}{26} = 13$ $\frac{1}{2} \div \frac{1}{27} = \frac{27}{2}$ $\frac{1}{2} \div \frac{1}{28} = 14$ $\frac{1}{2} \div \frac{1}{29} = \frac{29}{2}$ $\frac{1}{2} \div \frac{1}{30} = 15$ </p>	
Dialogue/Action			

Sequence	Scene	Panel	Frames
		 <p>Hand-drawn cartoon of a rabbit character with large eyes and a wide smile, wearing a suit and tie. The character is standing in a room filled with various mathematical symbols and equations. A red dashed box highlights the character and the surrounding mathematical content.</p>	
Dialogue/Action			

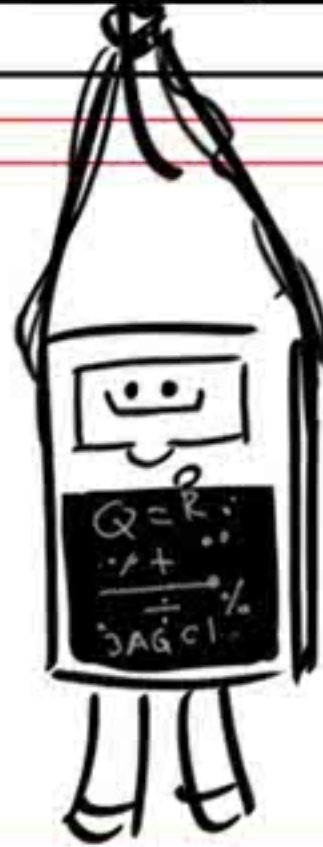
Scene	Panel	Frames
		
<p>on</p>		

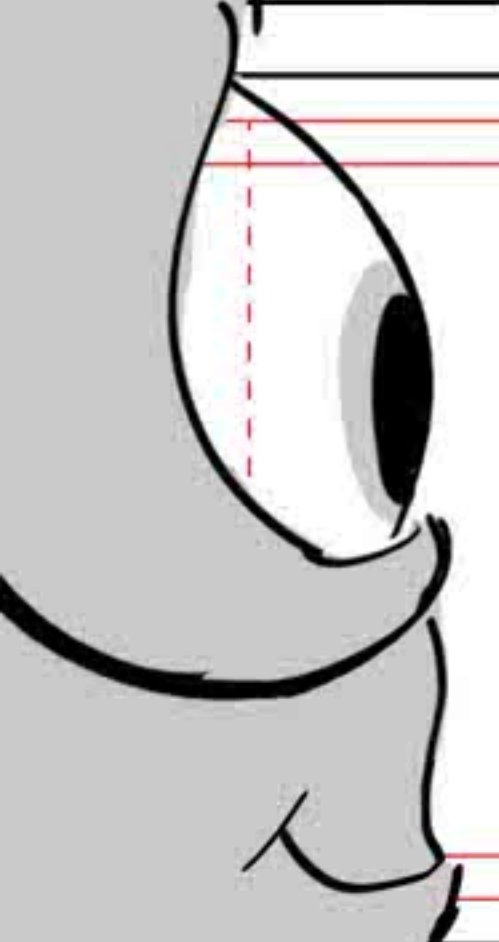

Scene	Panel	Frames
		



Scene



Panel


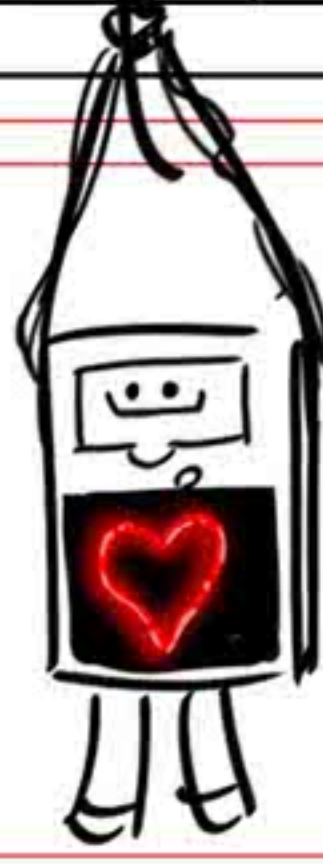
Frames






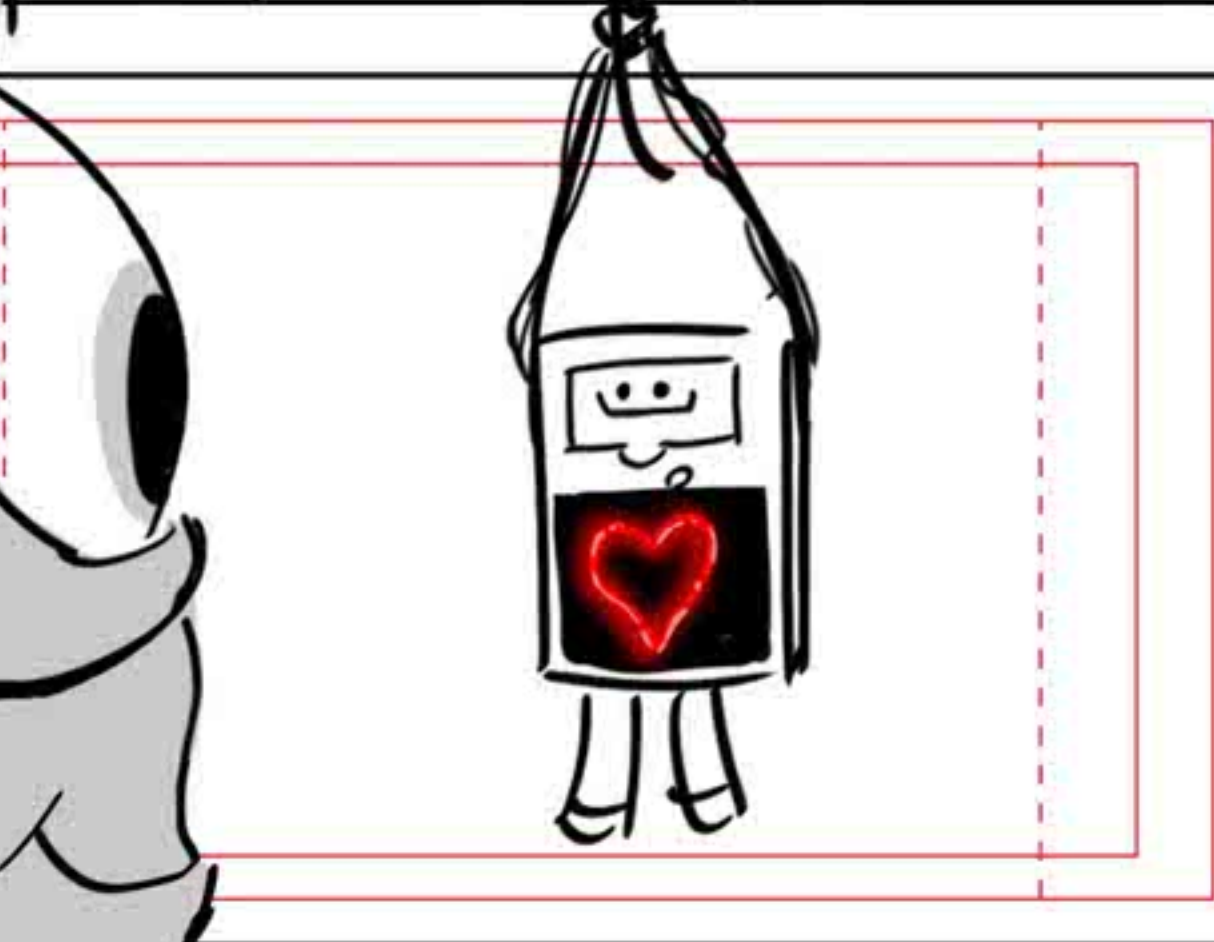
Scene	Panel	Frames
		
on		



Scene	Panel	Frames
		
on		

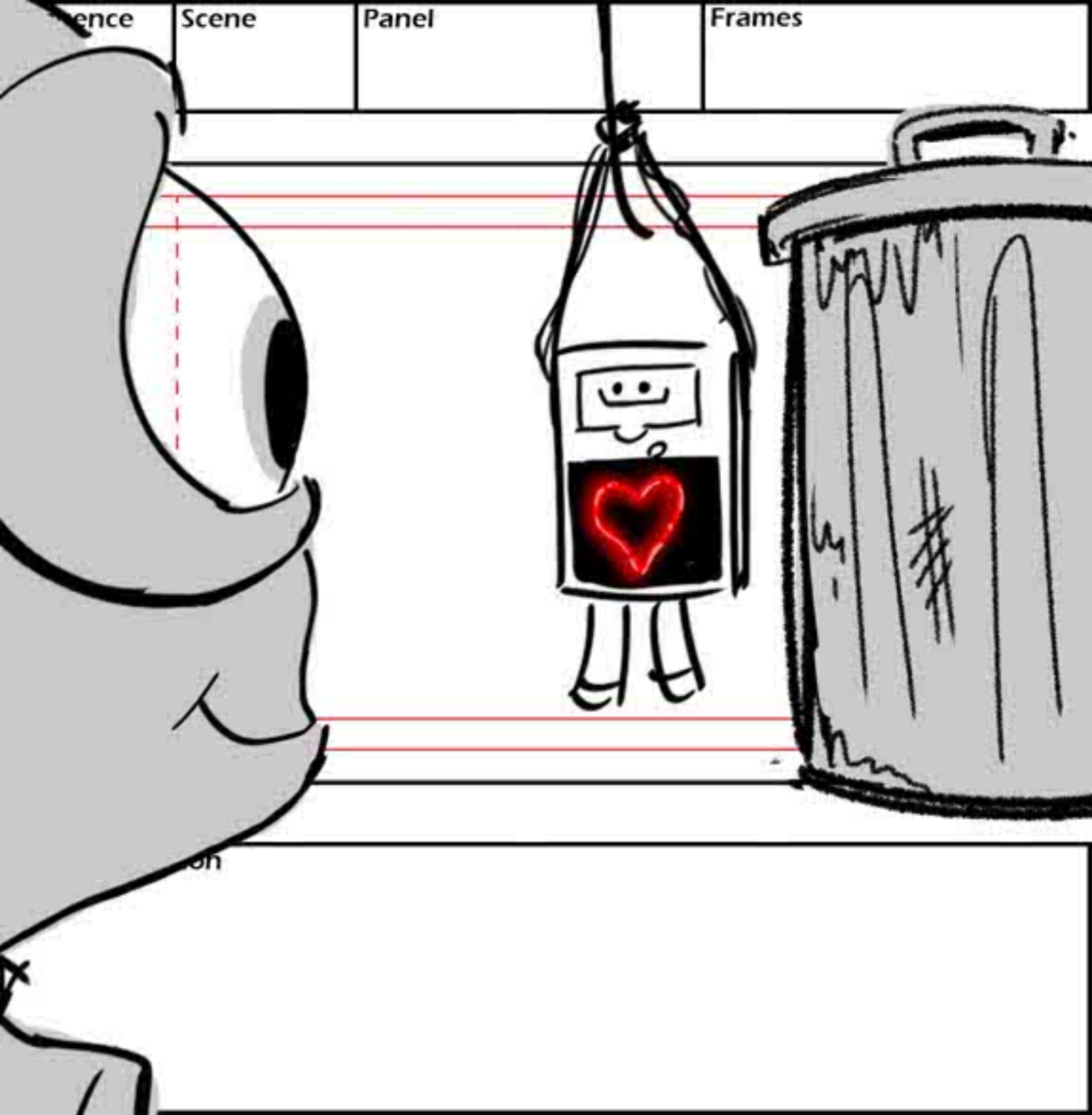
Scene	Panel	Frames
		
on		

Scene	Panel	Frames
		
on		

Scene	Panel	Frames
		
on		

Scene	Panel	Frames
		
on		

Scene	Panel	Frames
		
on		



ence

Scene

Panel

Frames

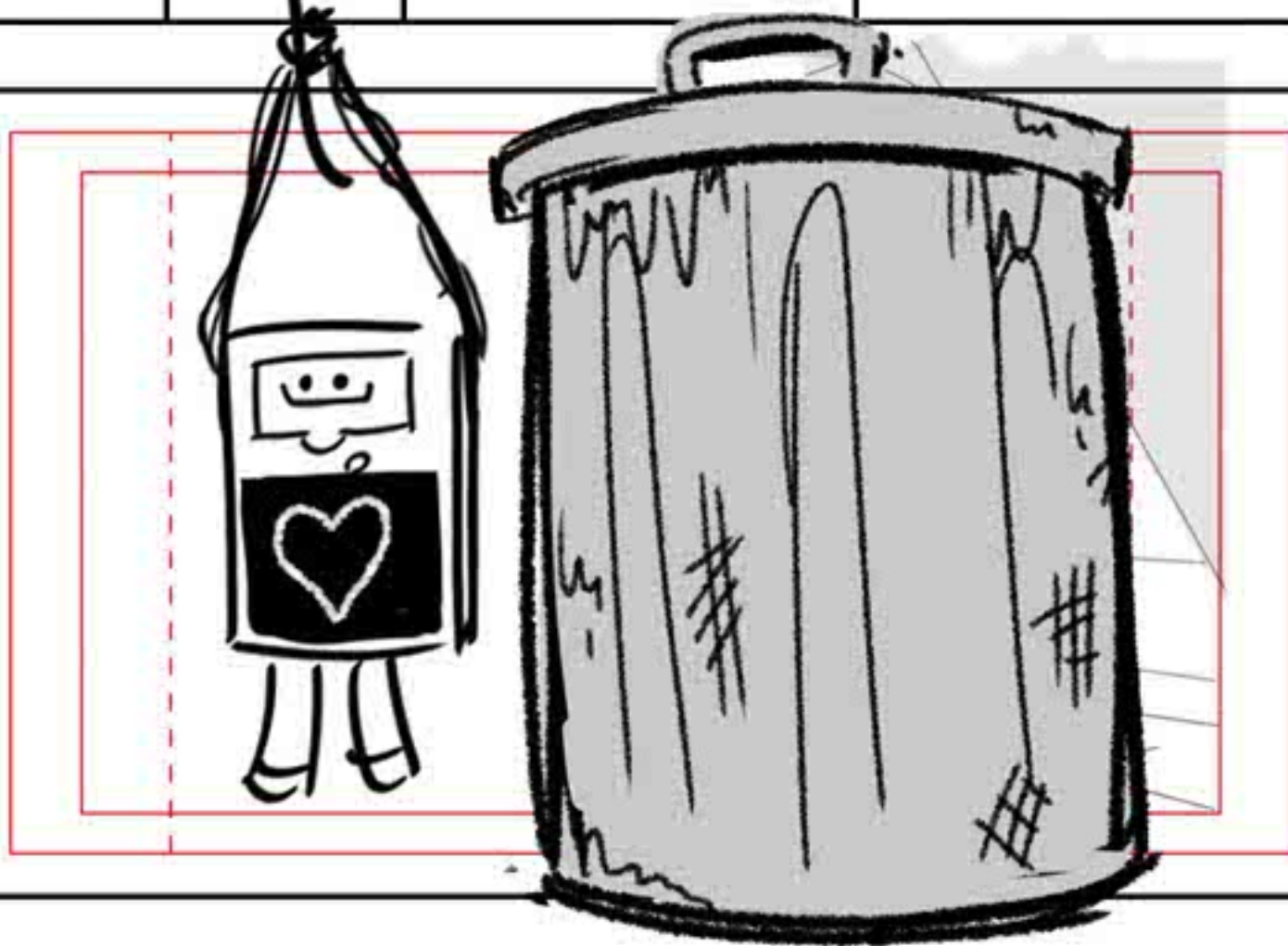
on

Sequence

Scene

Panel

Frames



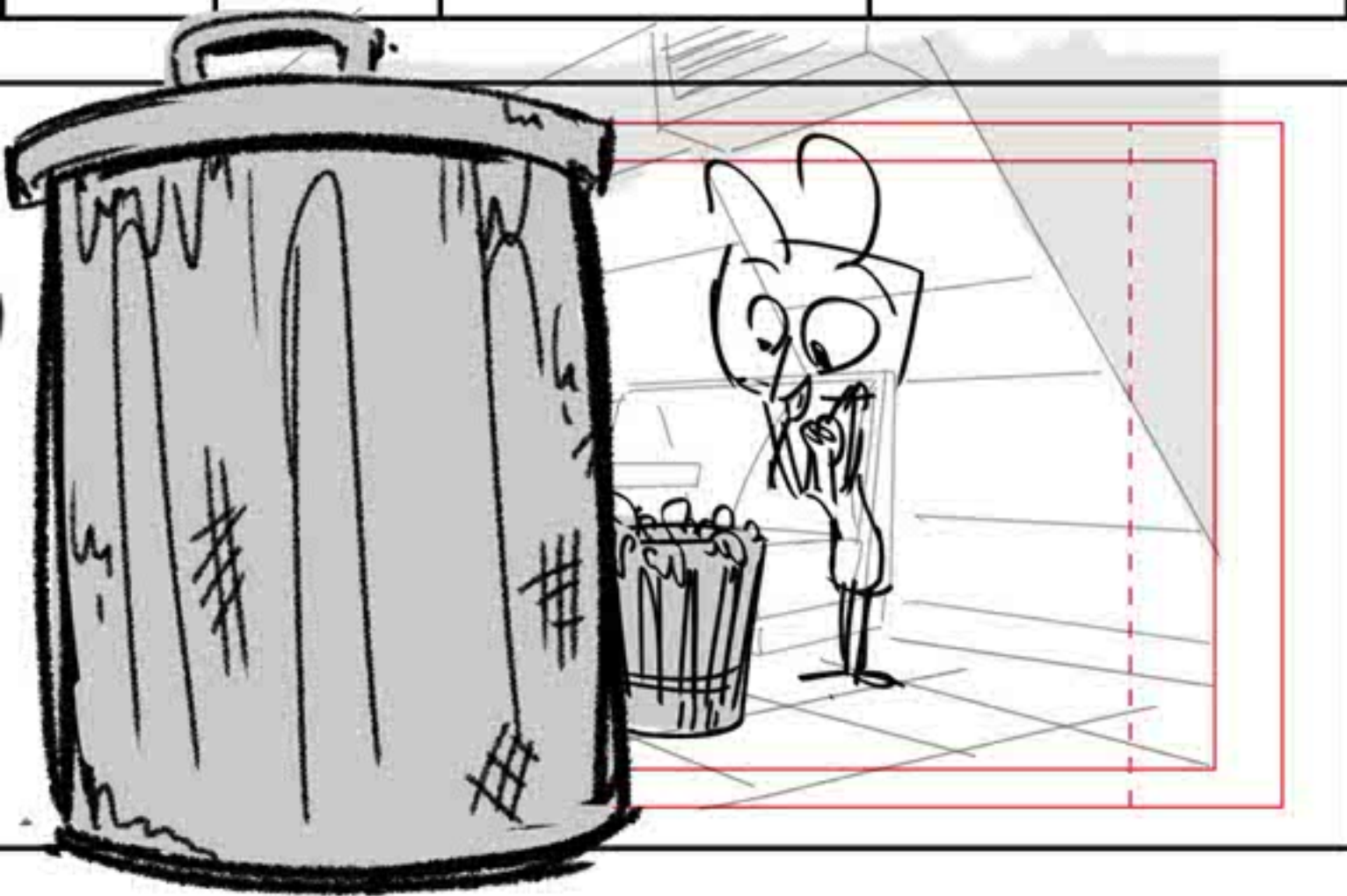
Dialogue/Action

Sequence

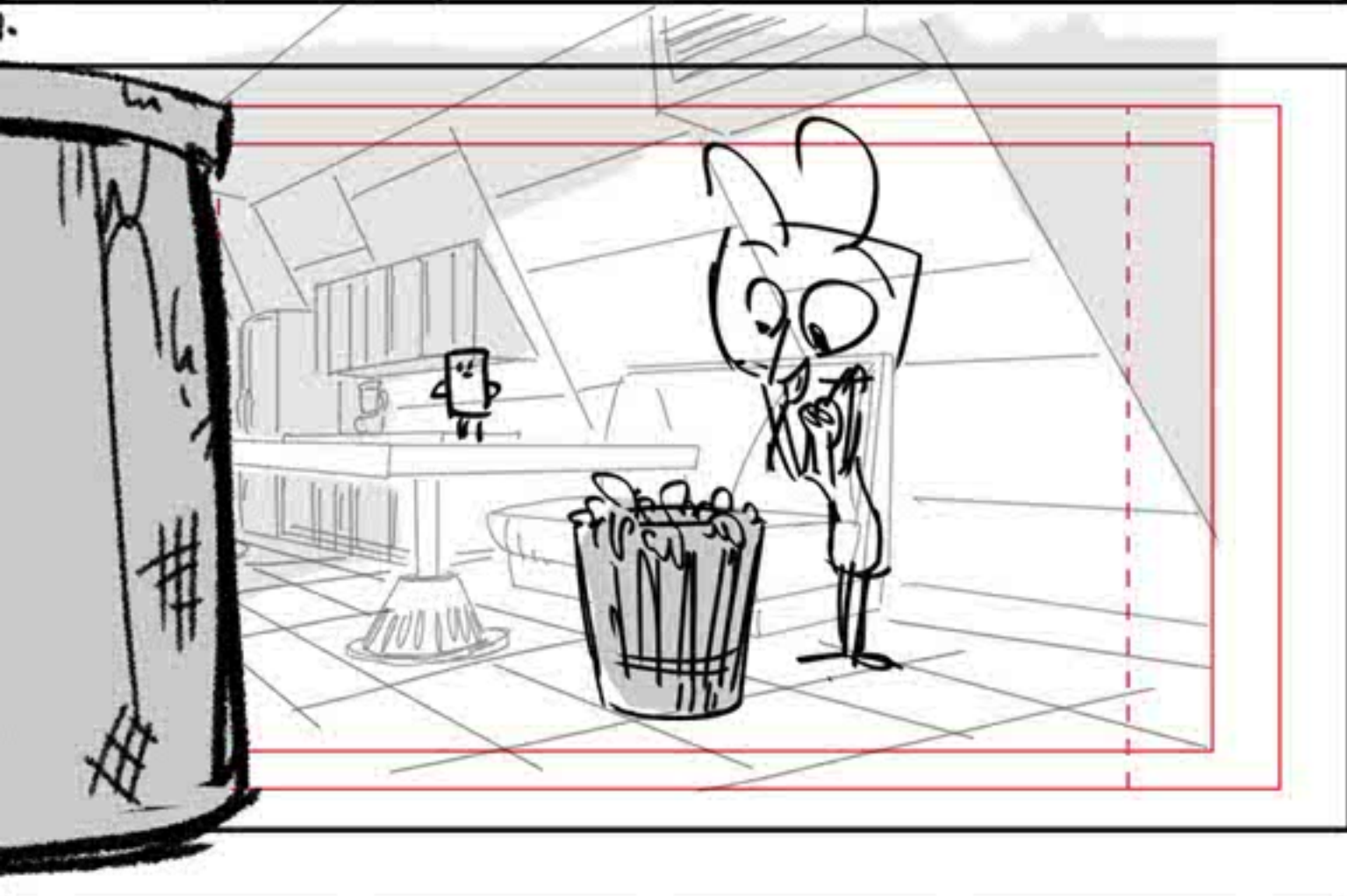
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
		 <p>A hand-drawn storyboard panel depicting a kitchen scene. In the foreground, a tall, thin, rectangular character with large, expressive eyes stands looking down at a large, overflowing trash can. The character's hands are near its mouth, suggesting a state of shock or realization. In the background, a kitchen counter is visible with a small, square character with a face standing behind it. To the left, a large, dark, textured object, possibly a door or a piece of furniture, is partially visible. The floor is tiled in a grid pattern. A red rectangular border frames the main scene, with a vertical dashed red line on the right side. The drawing style is simple and sketchy, typical of a storyboard.</p>	
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



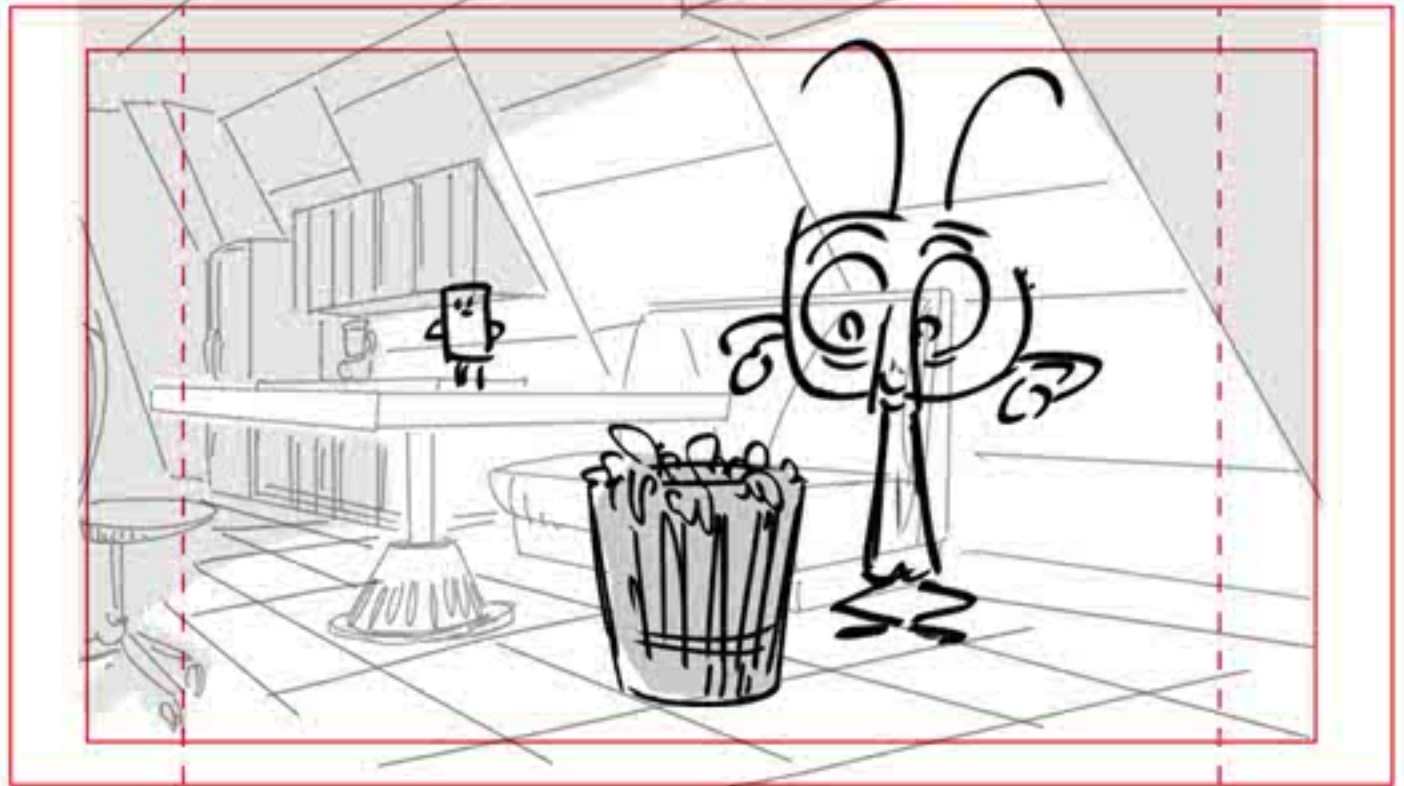
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



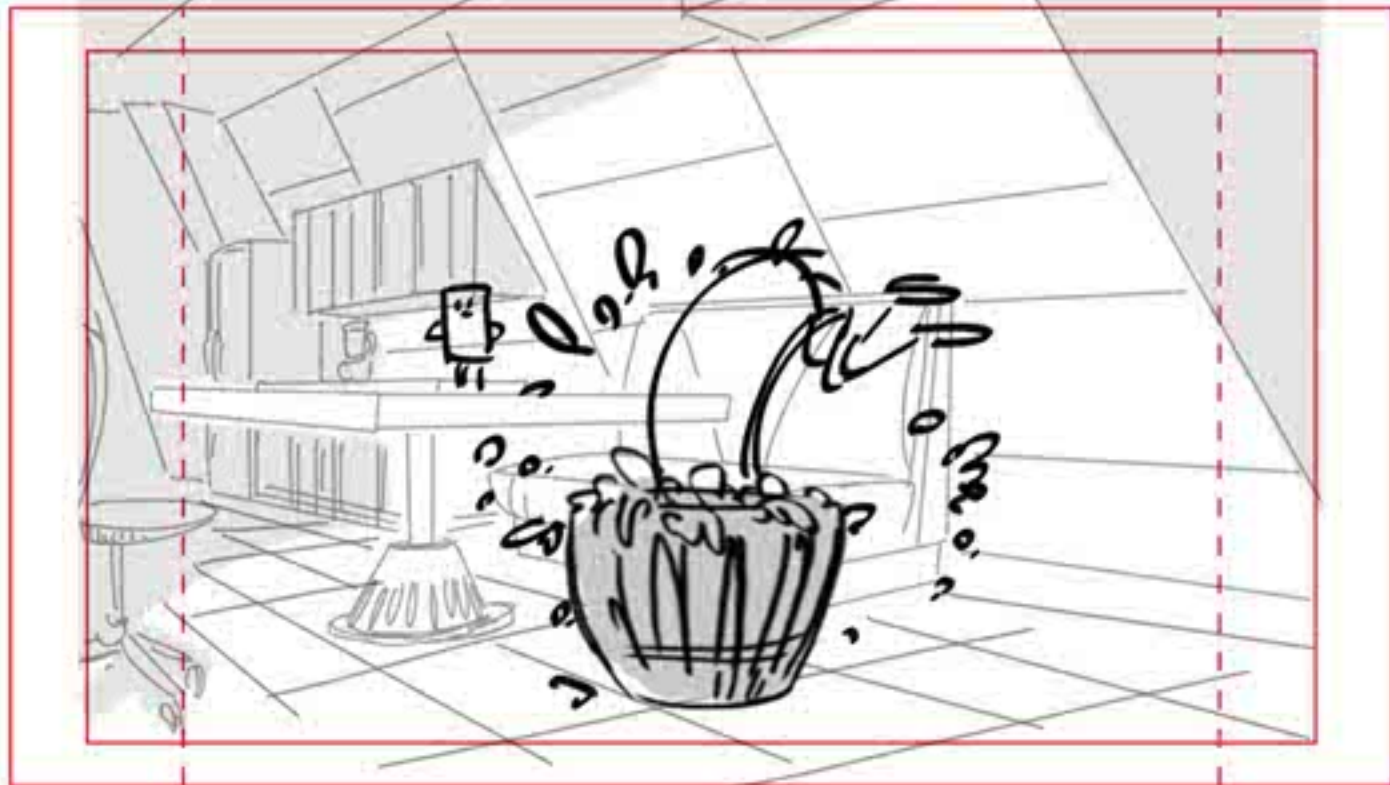
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

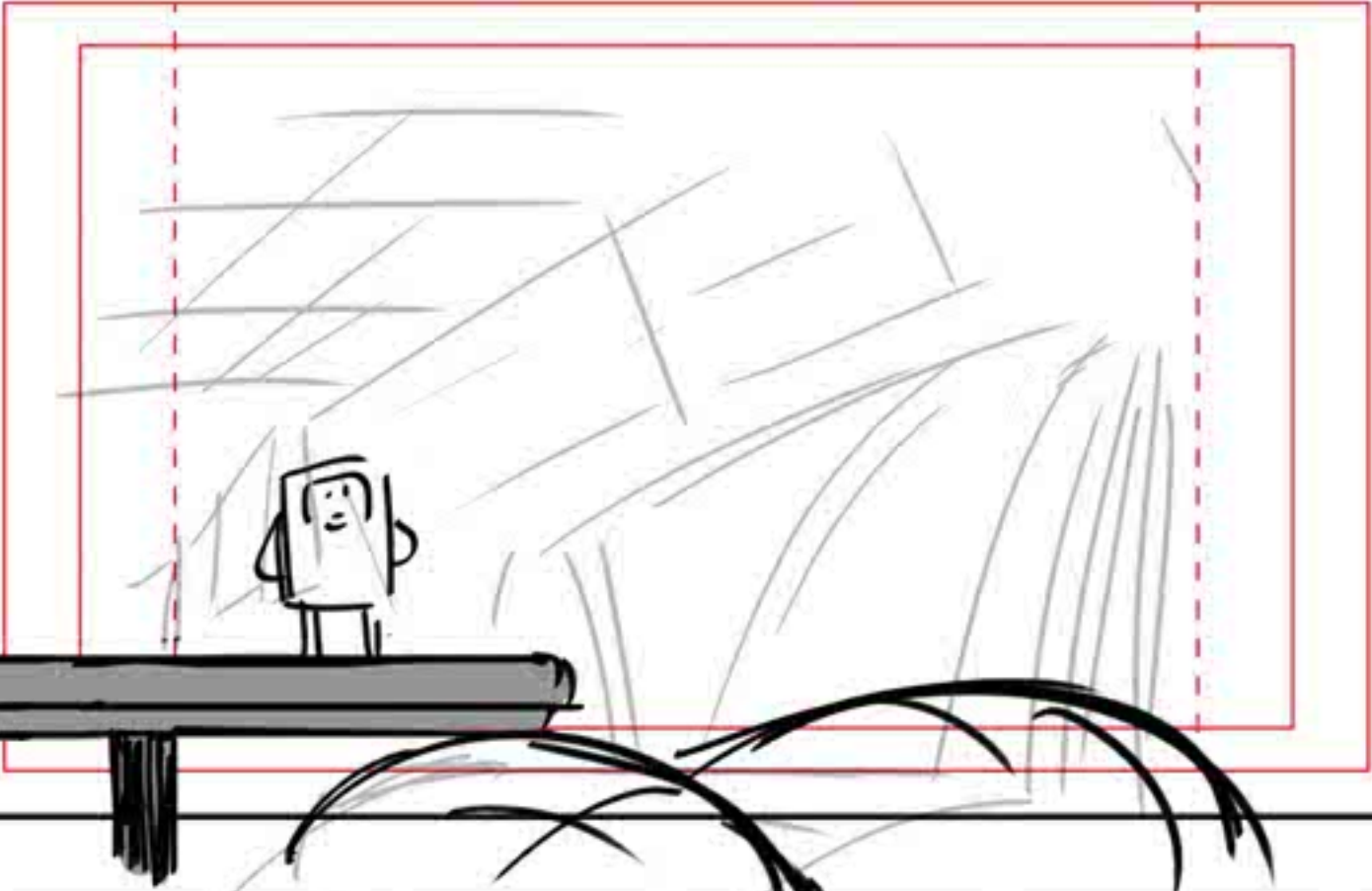
Scene


Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. The top portion is enclosed in a red rectangular border. Inside this border, a character with a square head and a simple body stands on a dark, horizontal log. The background is filled with numerous diagonal and curved lines, suggesting a storm or heavy rain. Below the log, there are several curved, brush-stroke-like lines representing grass or reeds. The bottom portion of the panel is a white space for text.</p>			
Dialogue/Action			

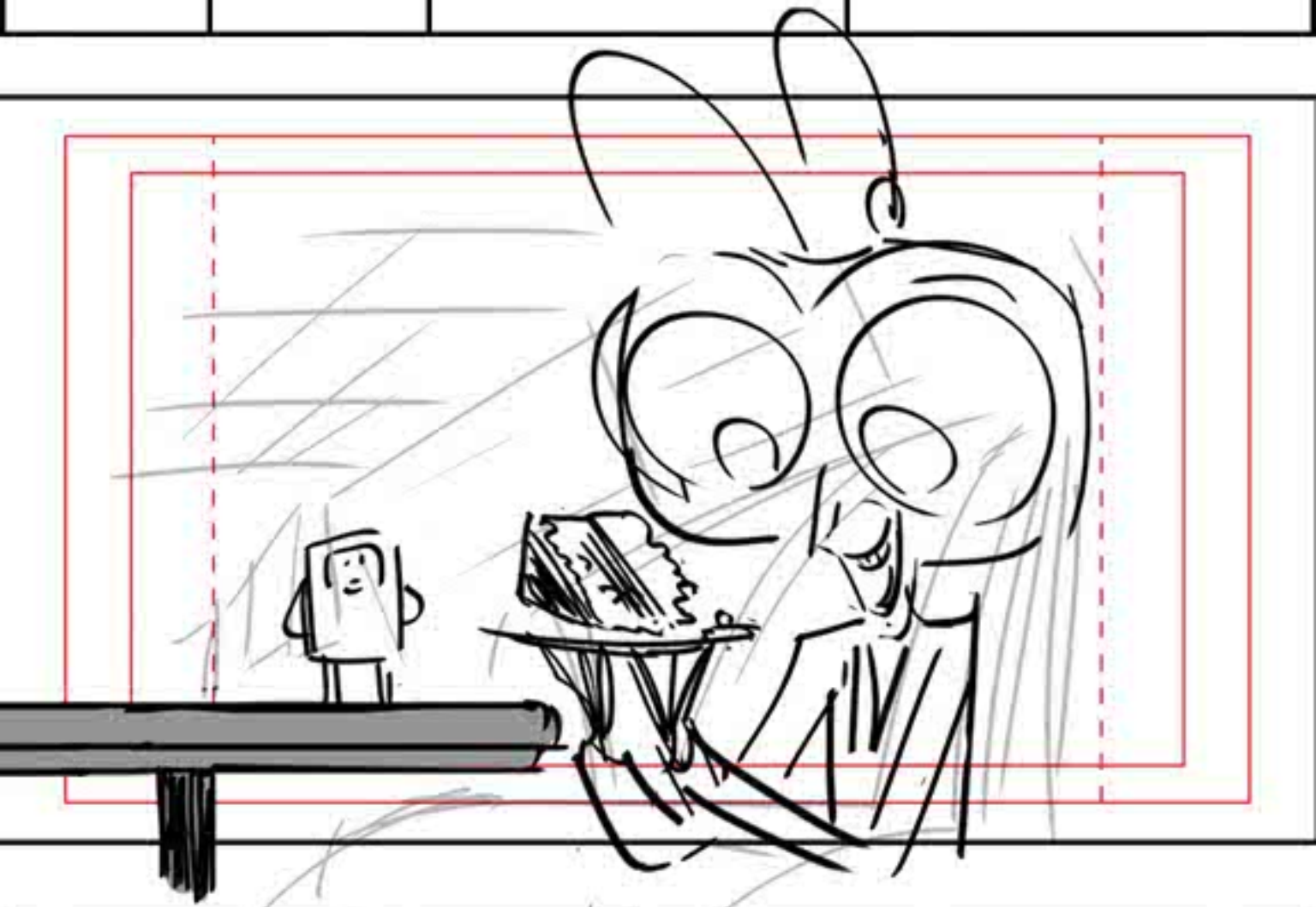
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

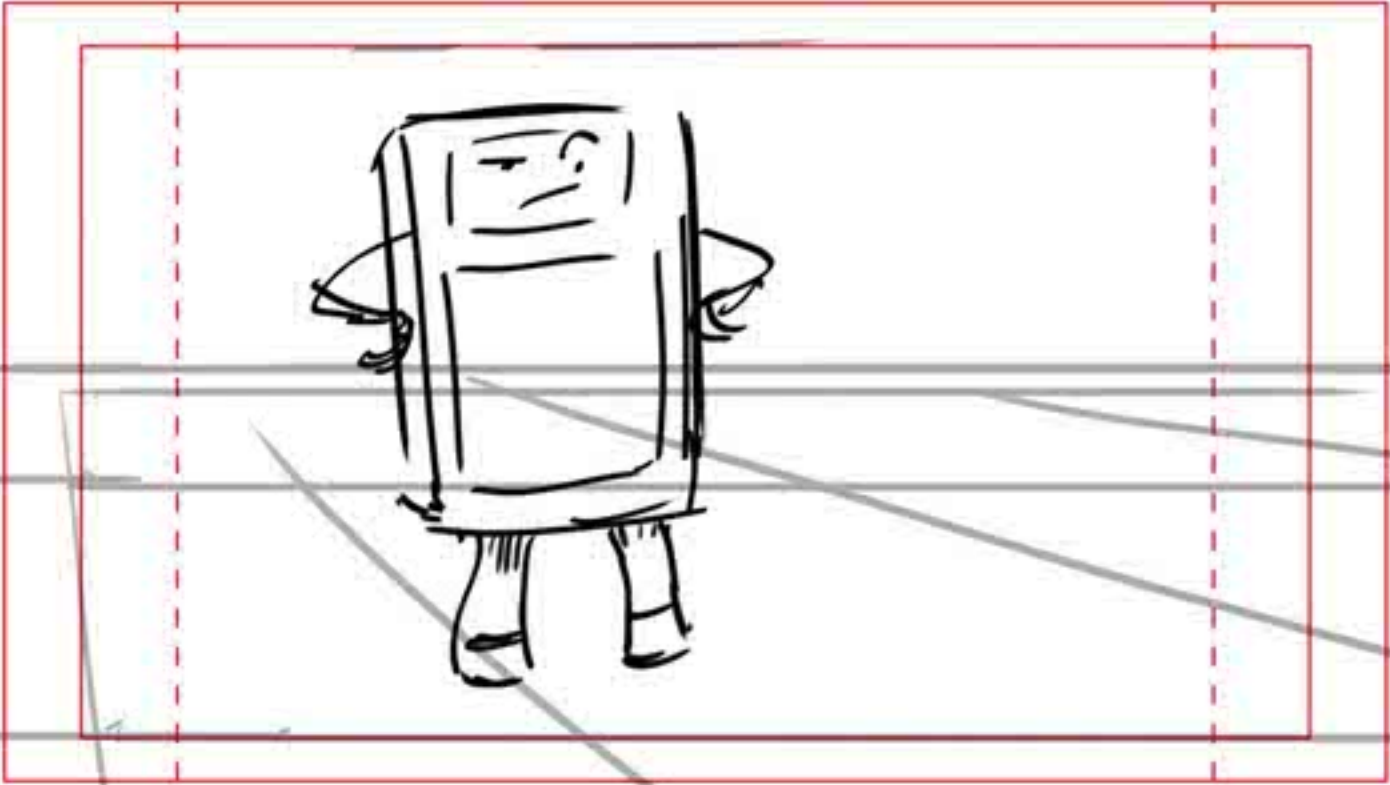
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character in a room. The character is a simple, rounded figure with a rectangular body, a small head with a neutral expression, and thin limbs. It stands in the center of the frame. The room is indicated by perspective lines for the floor and walls. A red rectangular border frames the entire scene, and two vertical dashed red lines are positioned on either side of the character, likely marking the start and end of a shot or a specific action. The drawing is done in black ink on a white background.			
Dialogue/Action			

Sequence

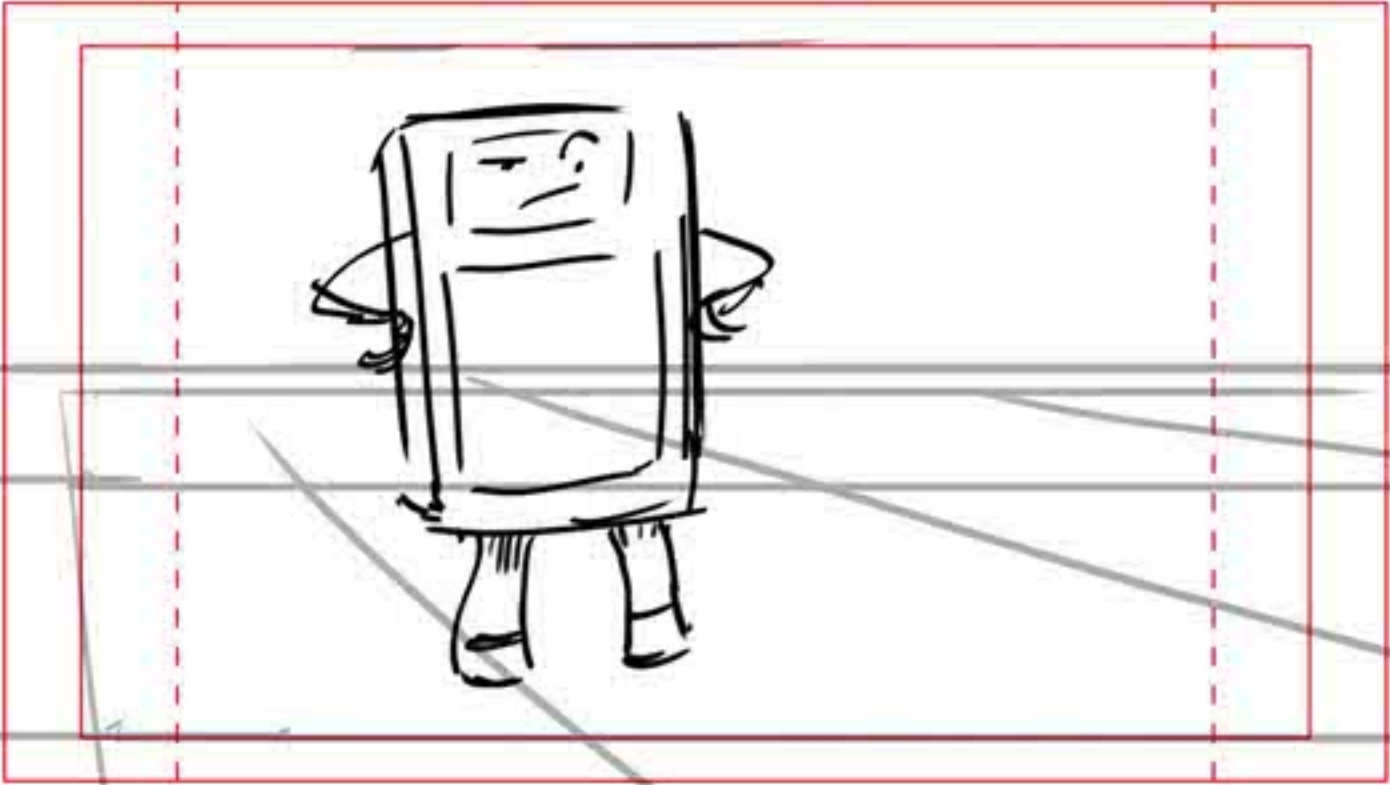
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character in a room. The character is a simple, rounded figure with a rectangular body, a small head with a single eye, and two legs. It stands in the center of the frame, facing slightly to the right. The room is indicated by a perspective drawing of a floor and walls. A red rectangular border frames the entire scene, and two vertical dashed red lines are positioned on either side of the character, likely indicating a specific frame range or a close-up shot. The drawing is done in black ink on a white background.			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

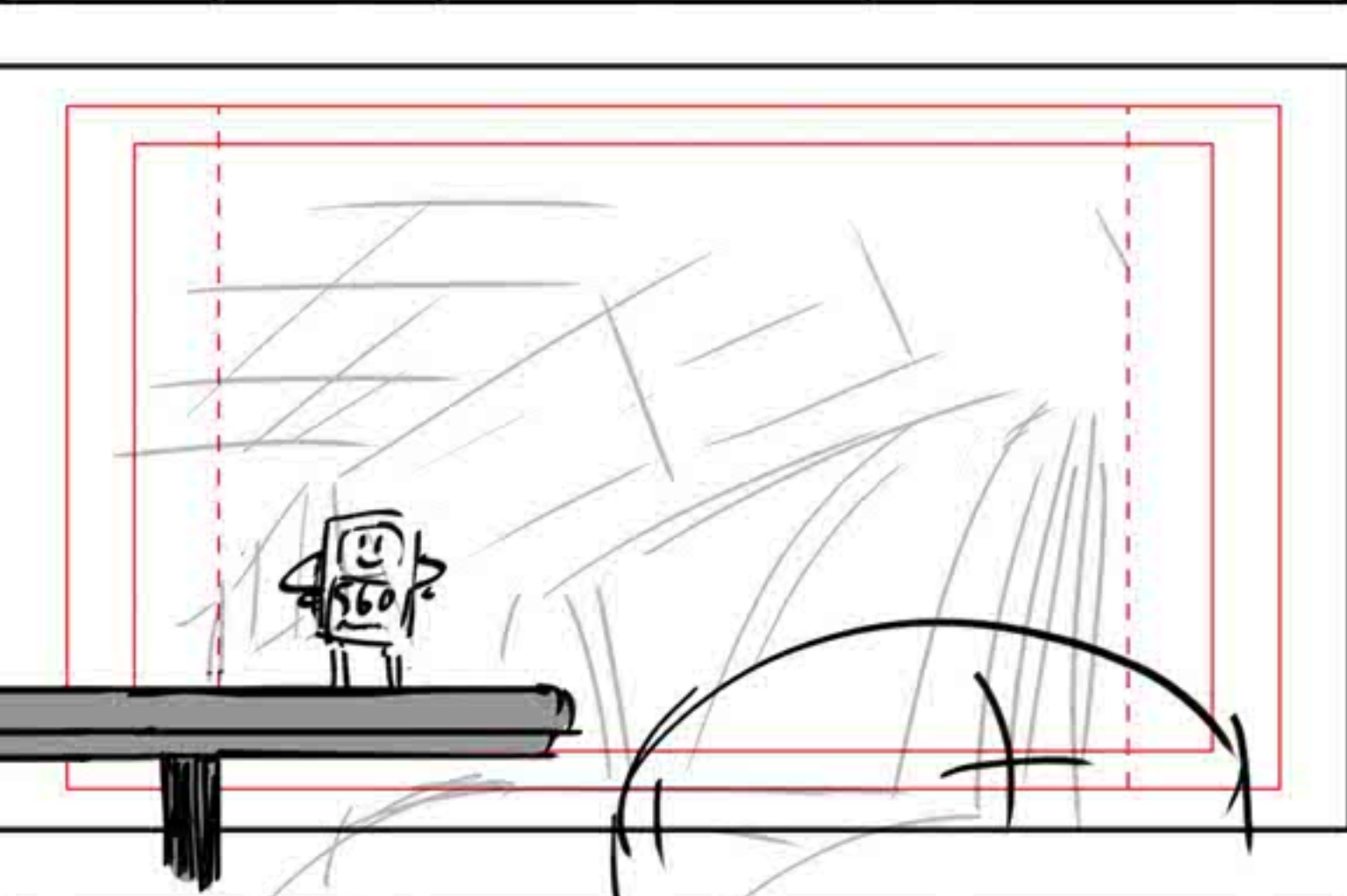
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. On the left, a character with a square head and a smiling face stands on a grey ledge. The character's chest has the number '560' written on it. To the right of the character, a large, thick, black curved arrow points from left to right, indicating a transition or a wide shot. The background is filled with various grey lines and scribbles, suggesting a dynamic or abstract environment. The entire scene is enclosed in a red rectangular border, with two vertical dashed red lines on either side of the character, possibly indicating a frame range or a specific focus area.</p>			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

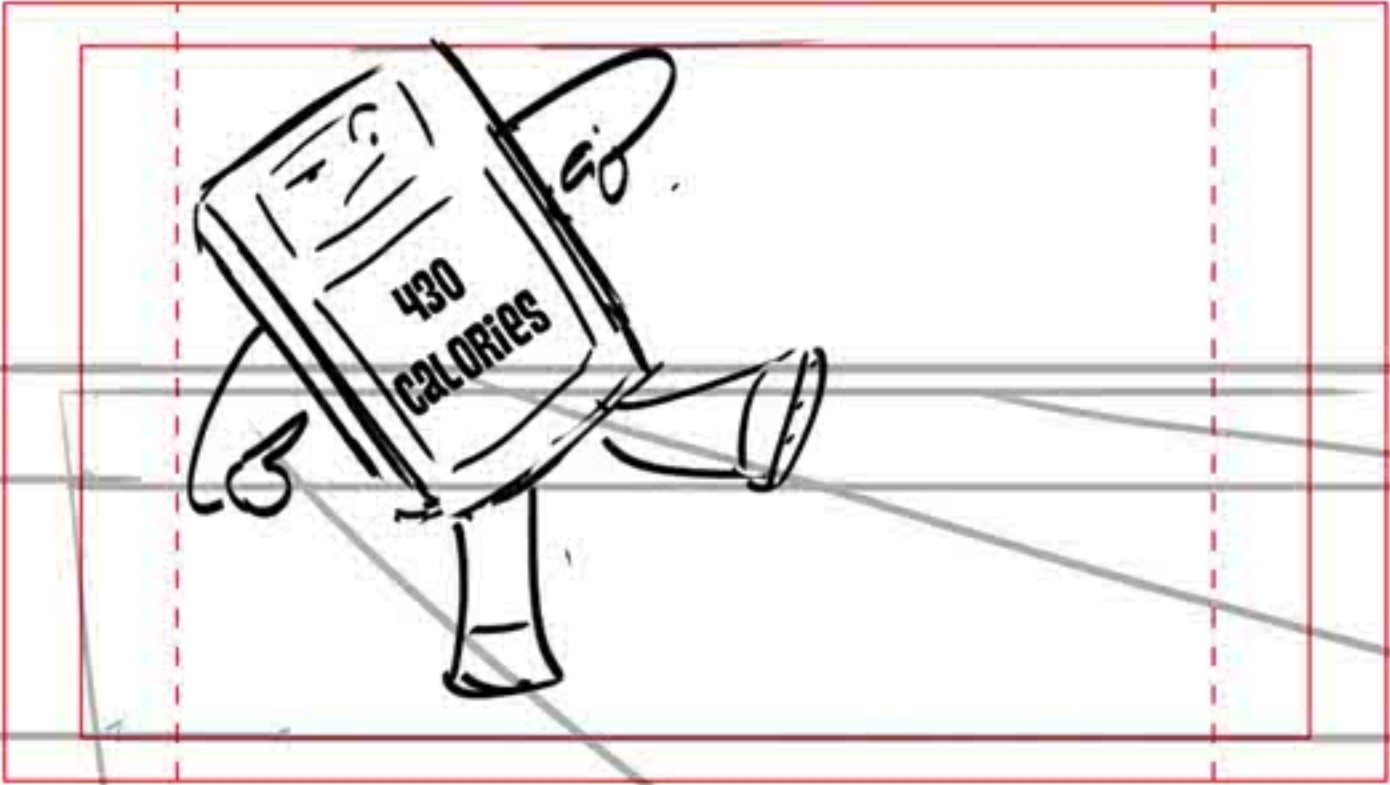
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character made of a can. The character has a smiling face, arms, and legs. The front of the can is labeled "430 CALORIES". The character is shown in a running or jumping pose, moving from left to right. The drawing is enclosed in a red rectangular frame with dashed vertical lines indicating the start and end of the panel. A grey shadow is cast on the ground beneath the character.			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



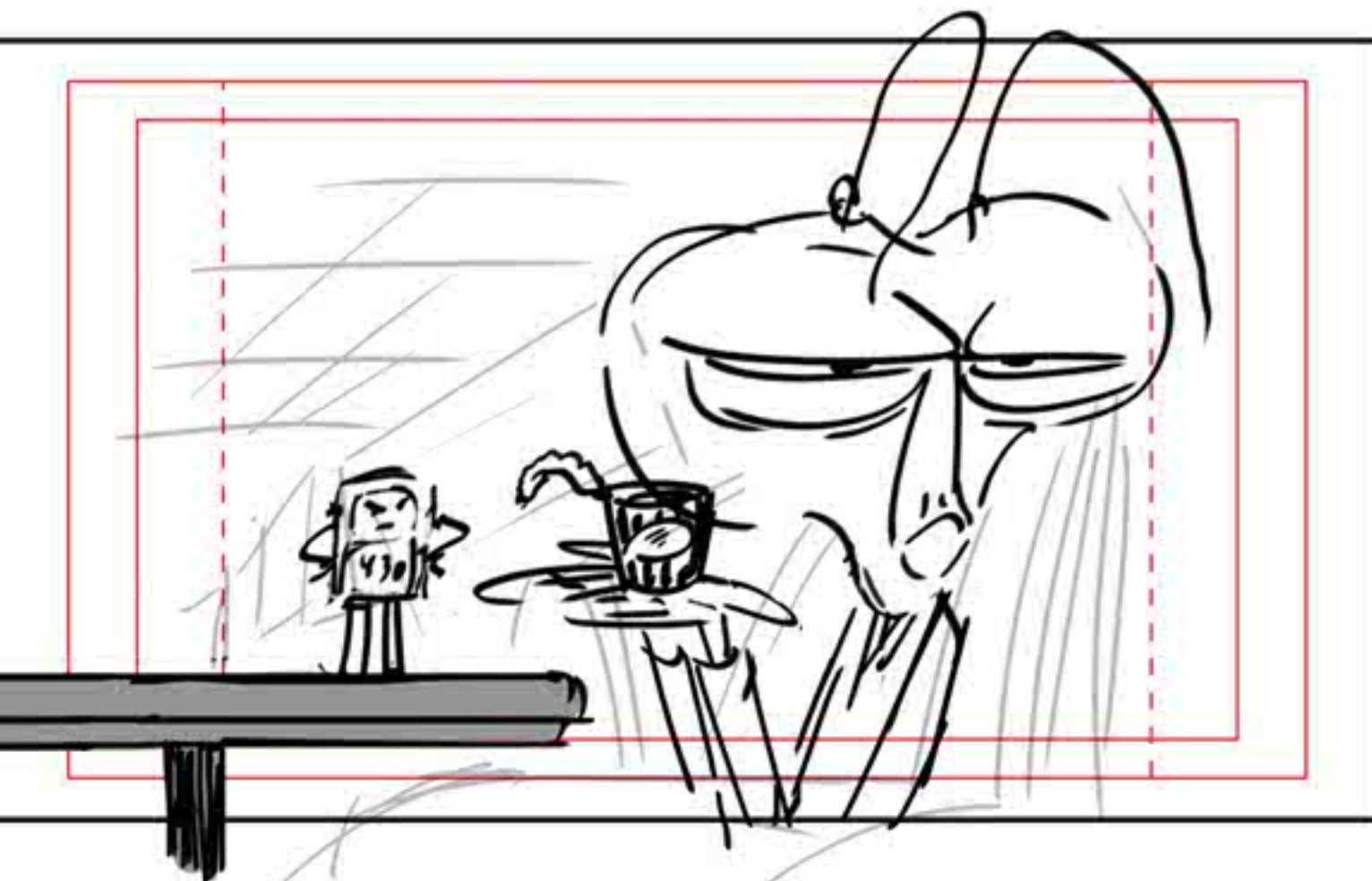
Dialogue/Action

Sequence

Scene

Panel

Frames



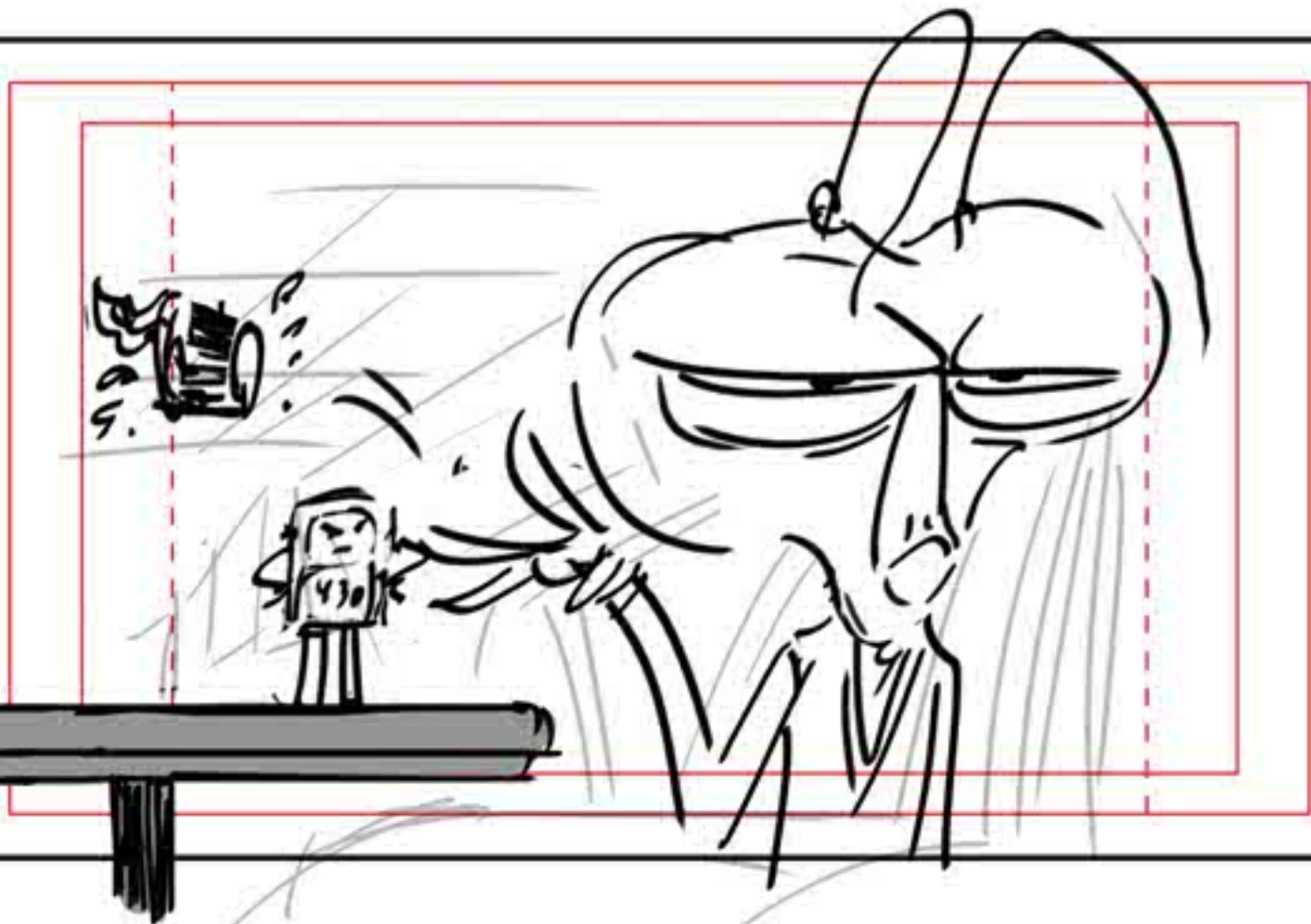
Dialogue/Action

Sequence

Scene

Panel

Frames



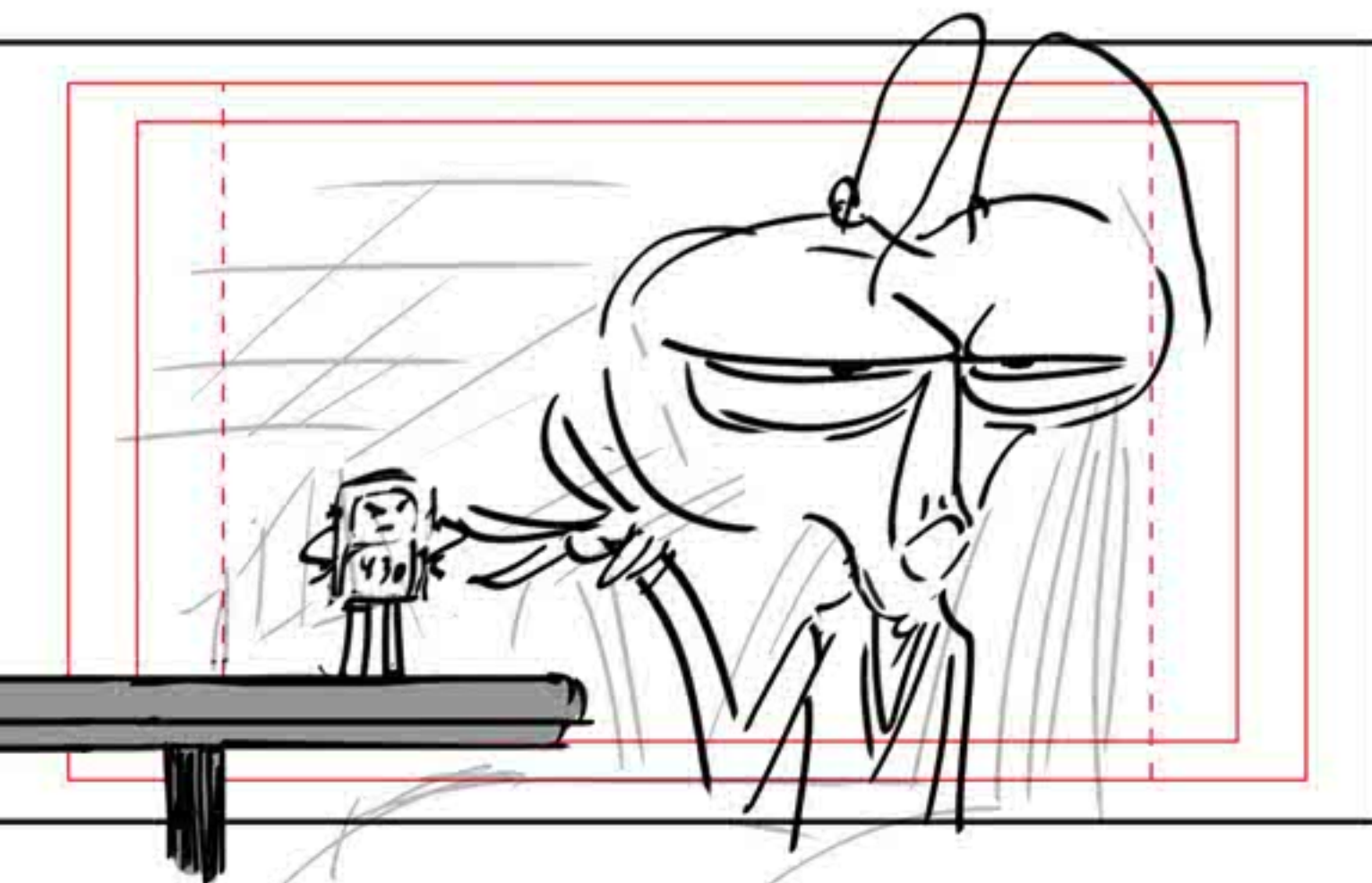
Dialogue/Action

Sequence

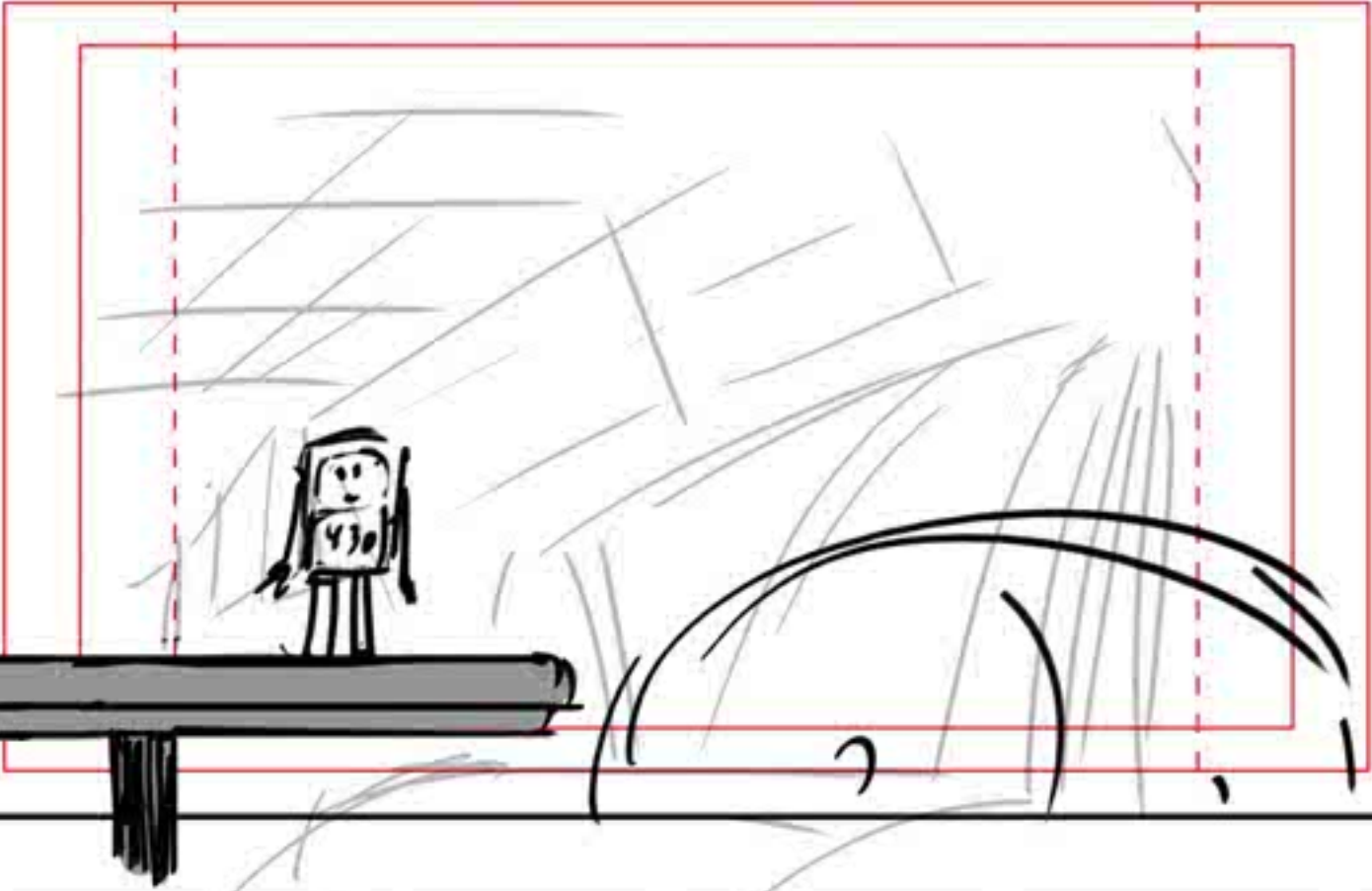
Scene

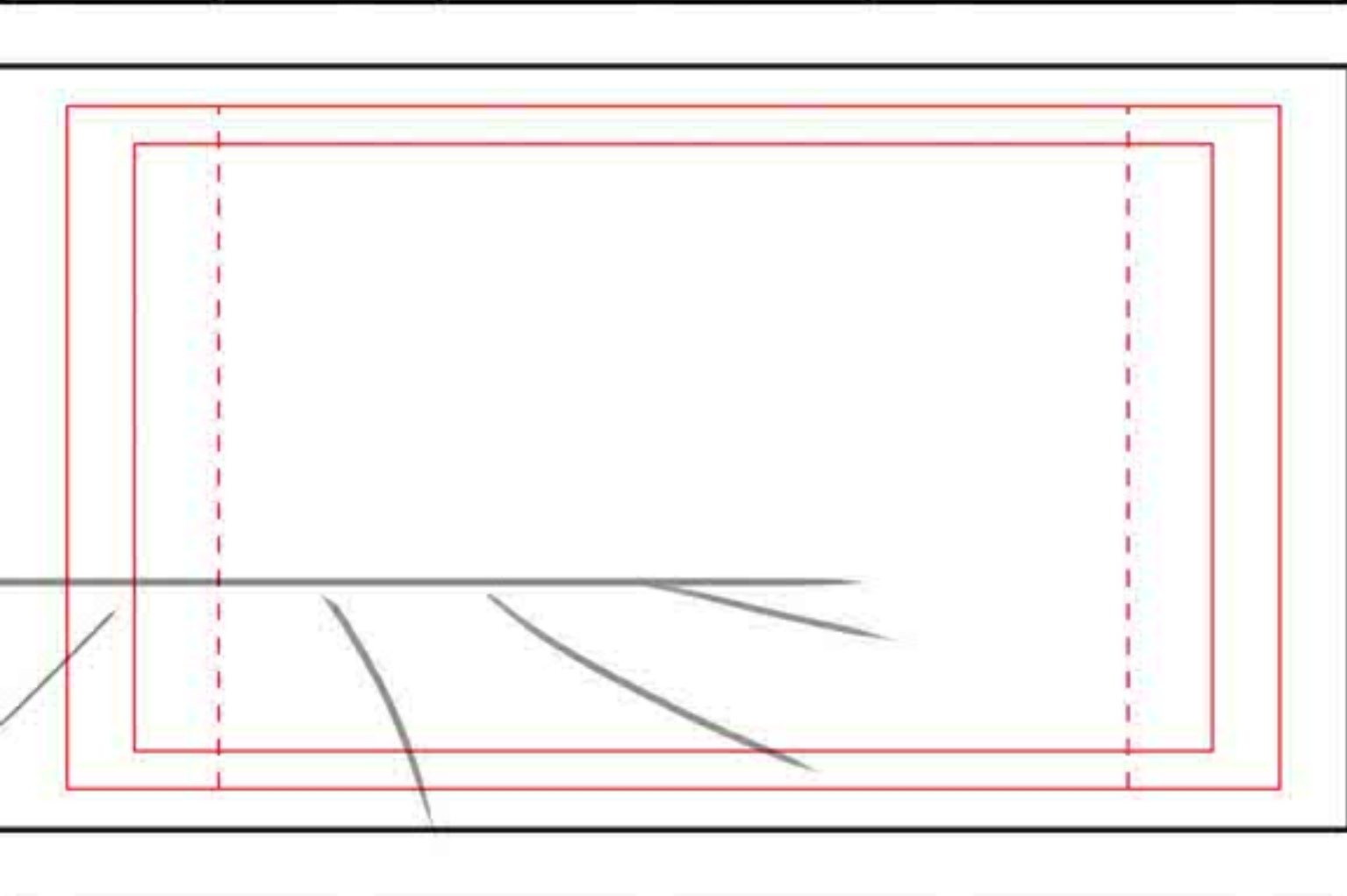
Panel

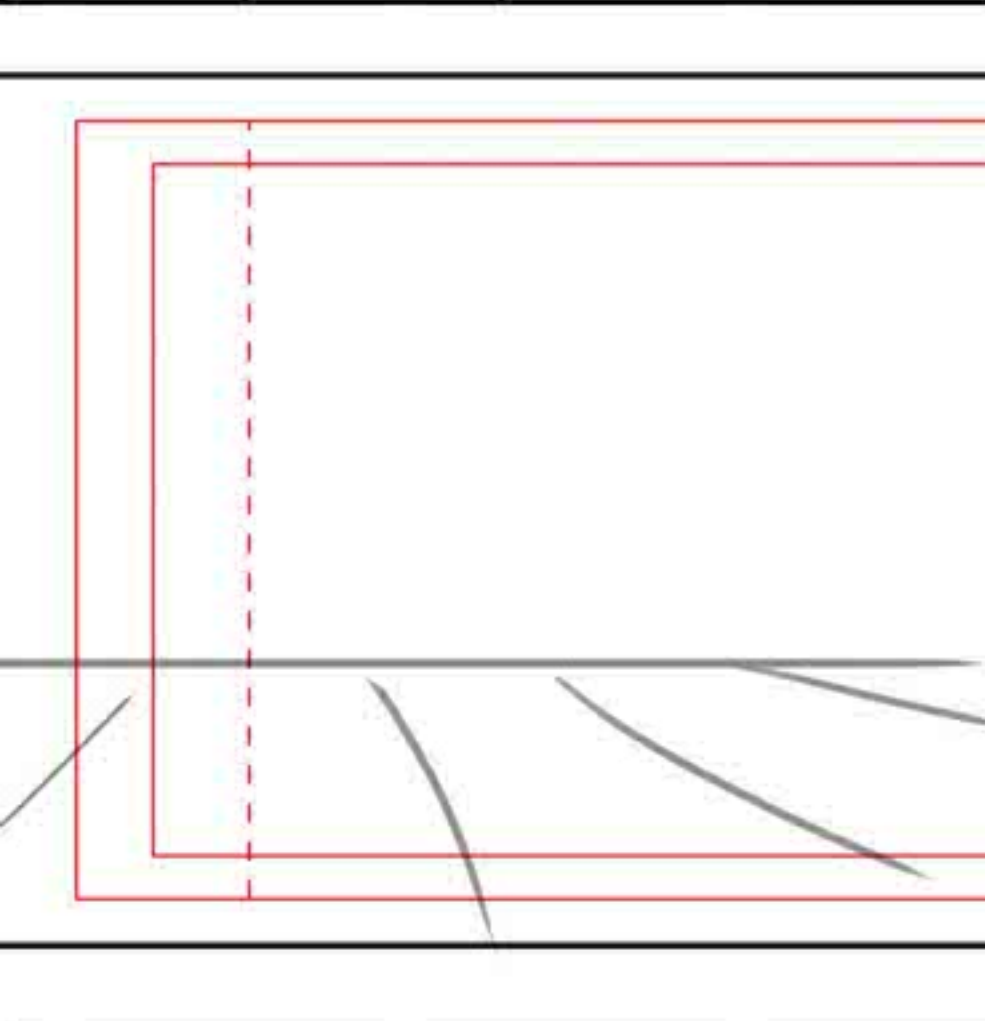
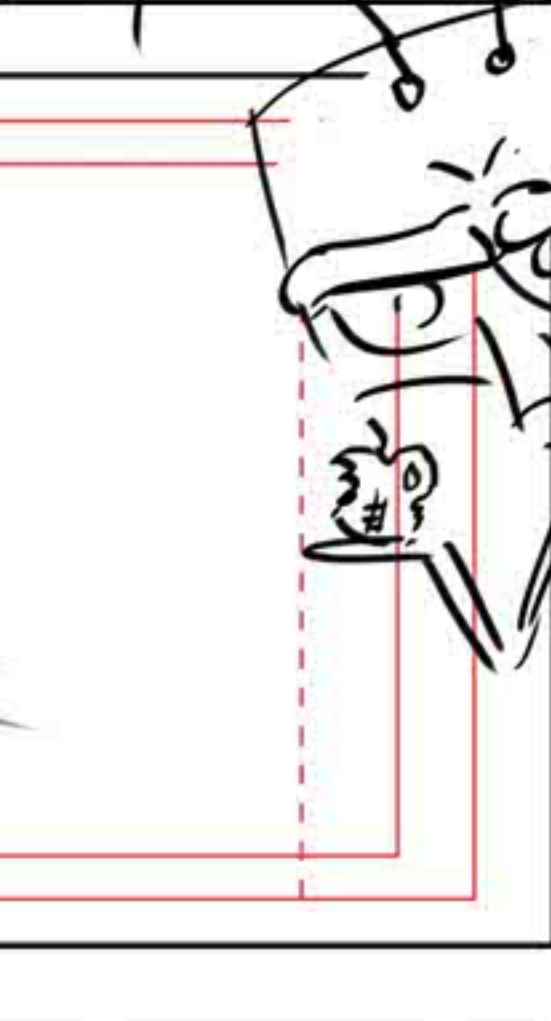
Frames

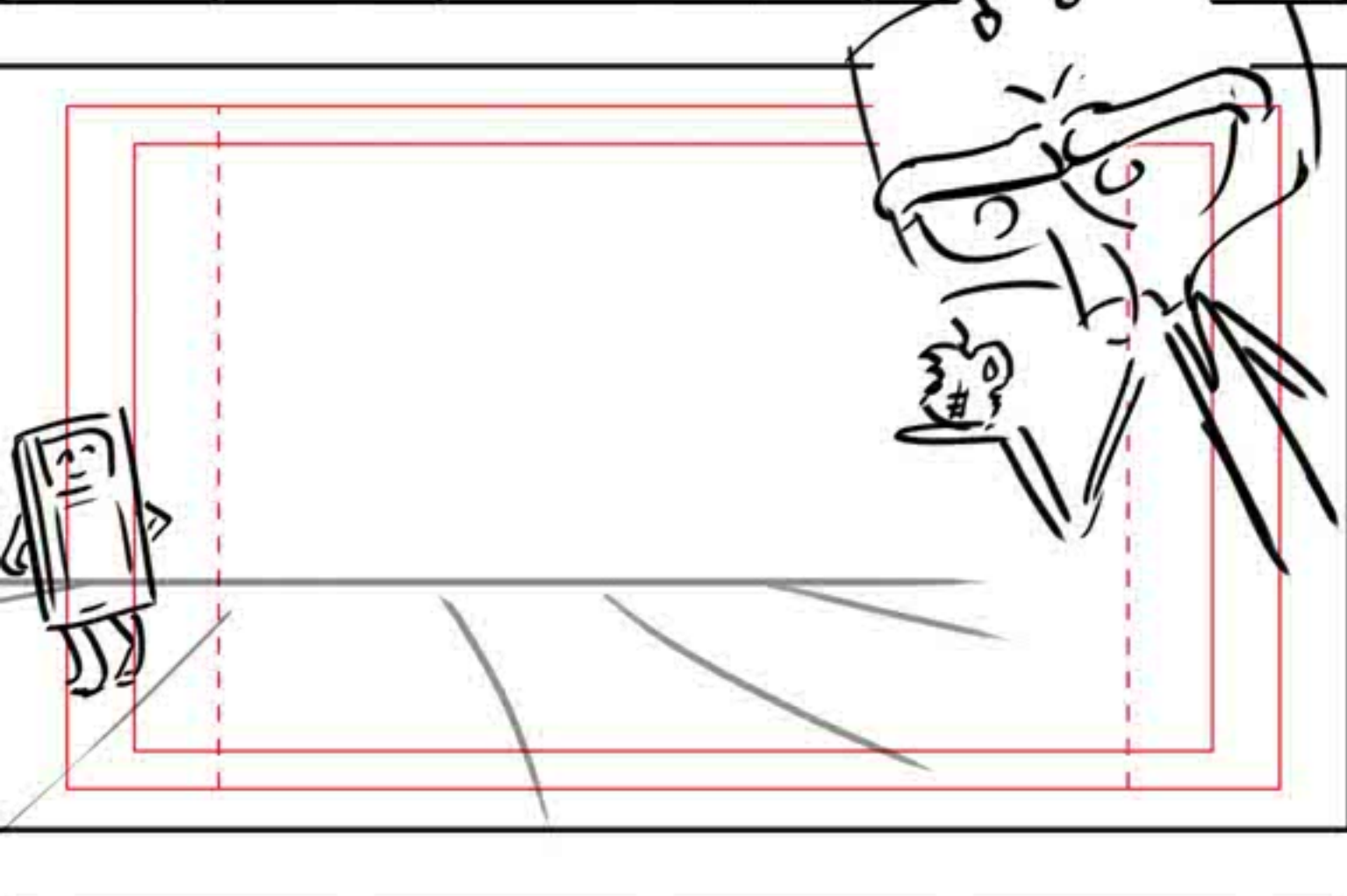


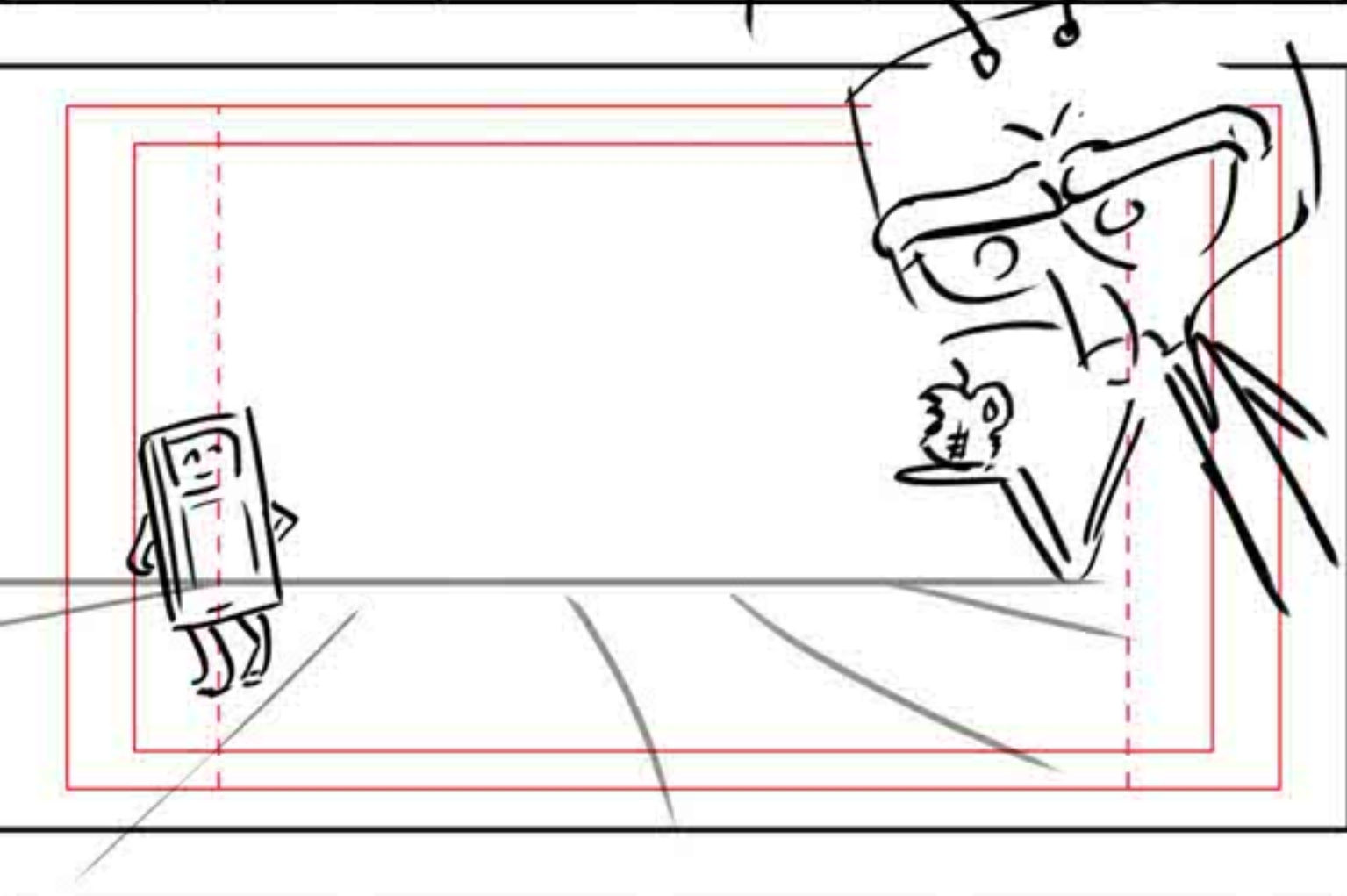
Dialogue/Action

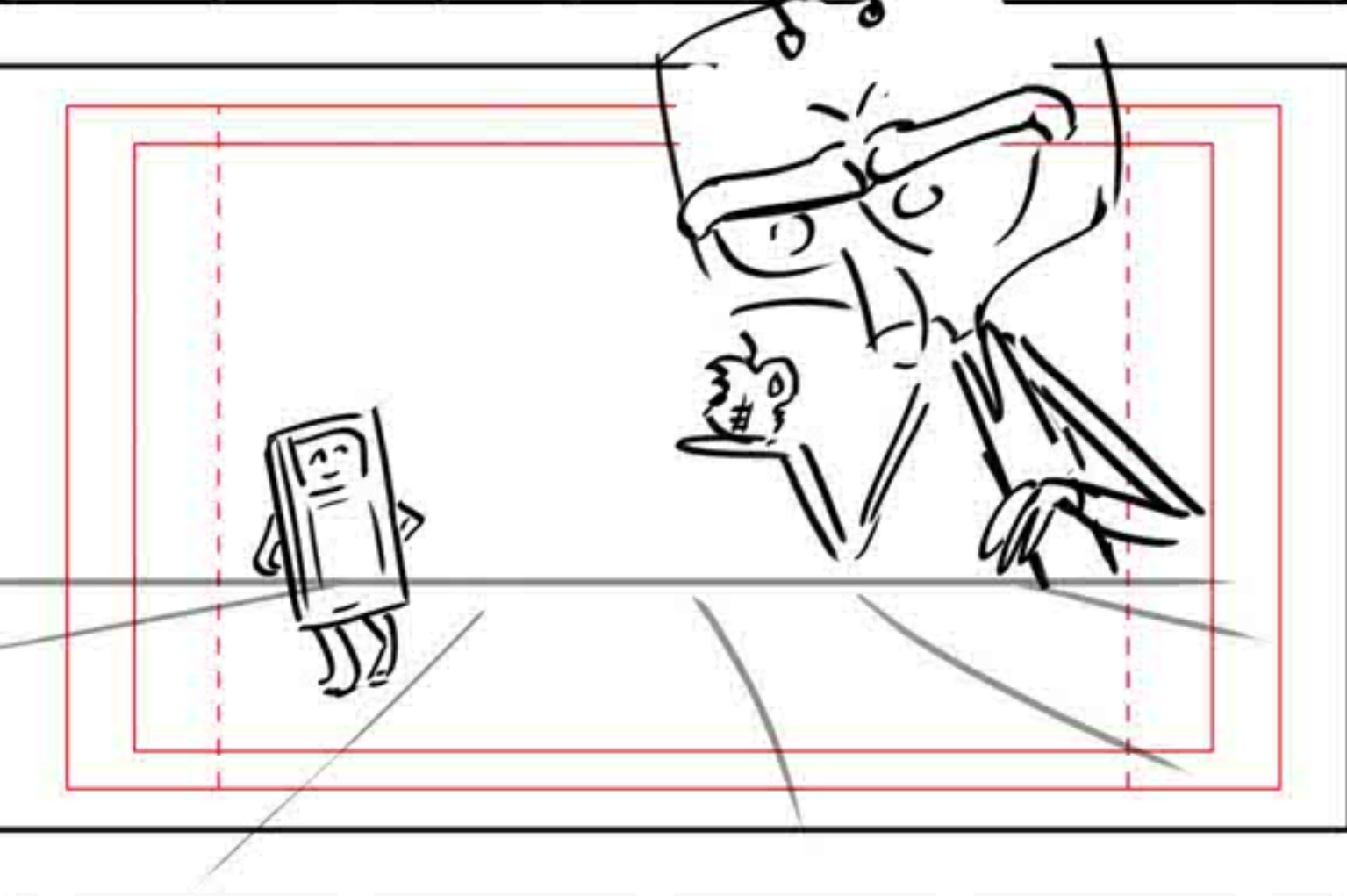
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. On the left, a small, simple character with a rectangular body and a smiling face stands on a horizontal ground line. On the right, a much larger, more complex character is depicted. This character has a very long, pointed nose, a wide, open mouth showing teeth, and a distorted, almost skeletal appearance. The character's body is composed of several overlapping, curved lines, suggesting a dynamic or perhaps grotesque form. The entire scene is enclosed within a red rectangular border. Inside this border, there are two vertical dashed lines, one on the left and one on the right, which likely indicate the start and end of the character's movement or a specific framing. The drawing style is simple and sketchy, typical of a preliminary storyboard.</p>			
Dialogue/Action			

Sequence

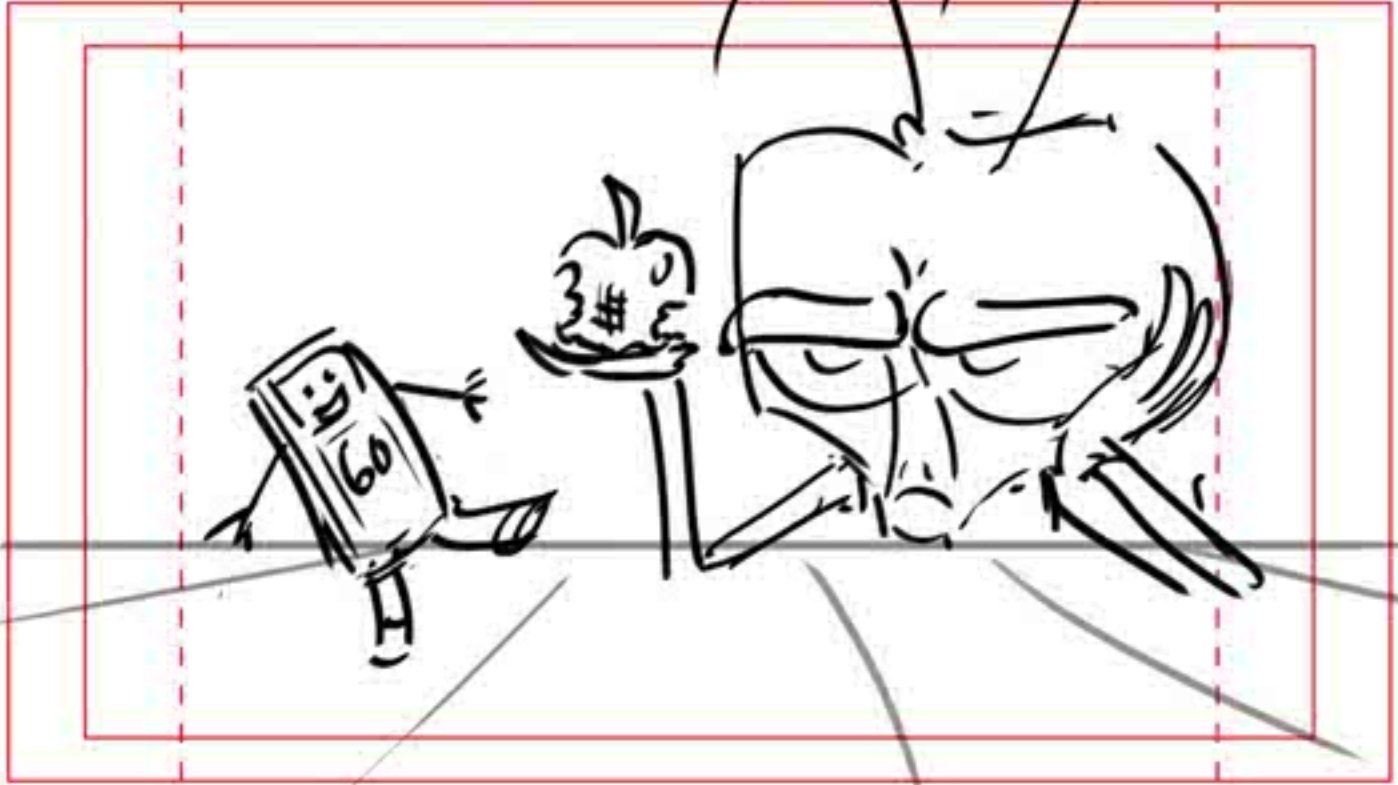
Scene

Panel

Frames



Dialogue/Action

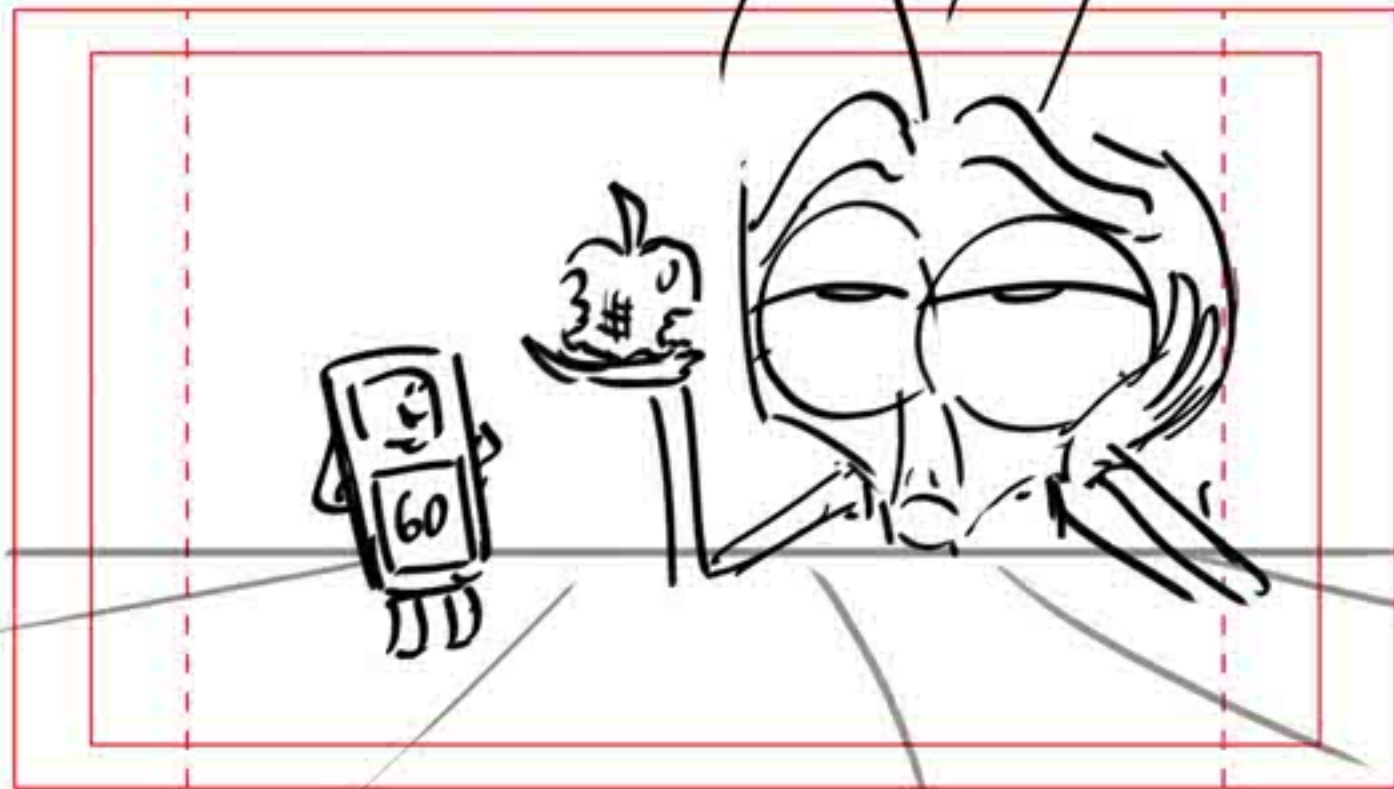
Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. On the left, a character whose body is a book with the number '60' on its cover is walking towards the right. On the right, a large, stylized rabbit-like character with long ears is sitting on the ground, looking towards the book character. The scene is enclosed in a red rectangular frame with two vertical dashed lines. The drawing is done in simple black lines on a white background.</p>			
Dialogue/Action			

Sequence

Scene

Panel

Frames



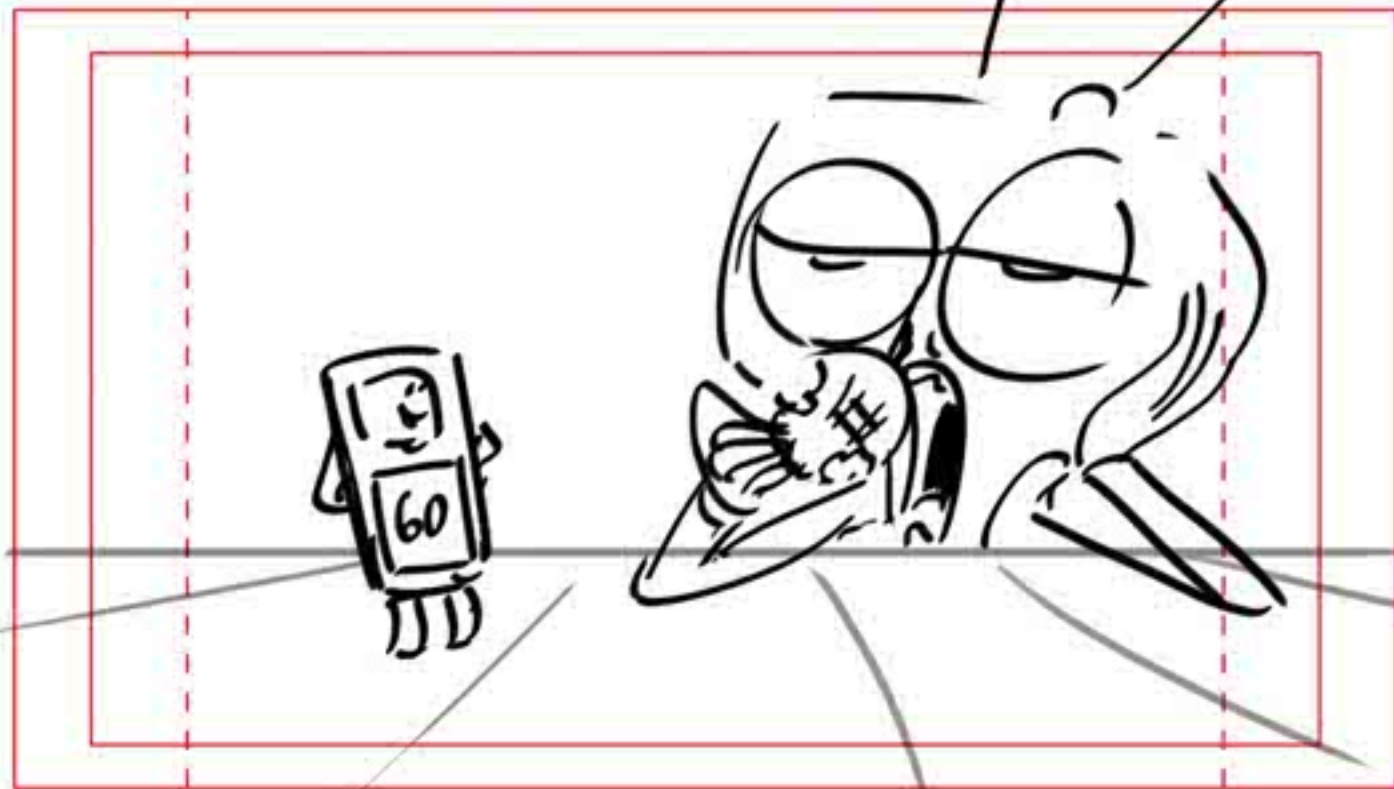
Dialogue/Action

Sequence

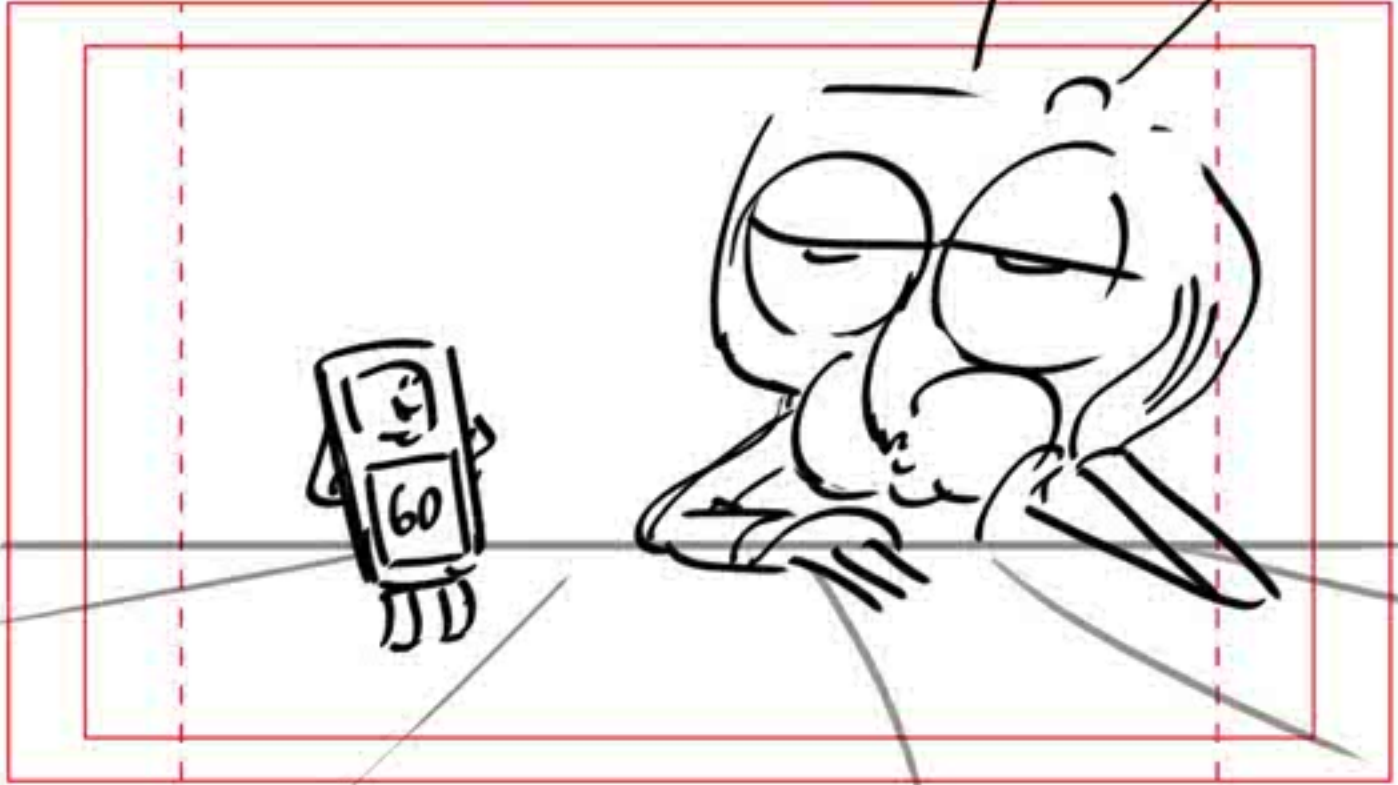
Scene

Panel

Frames



Dialogue/Action

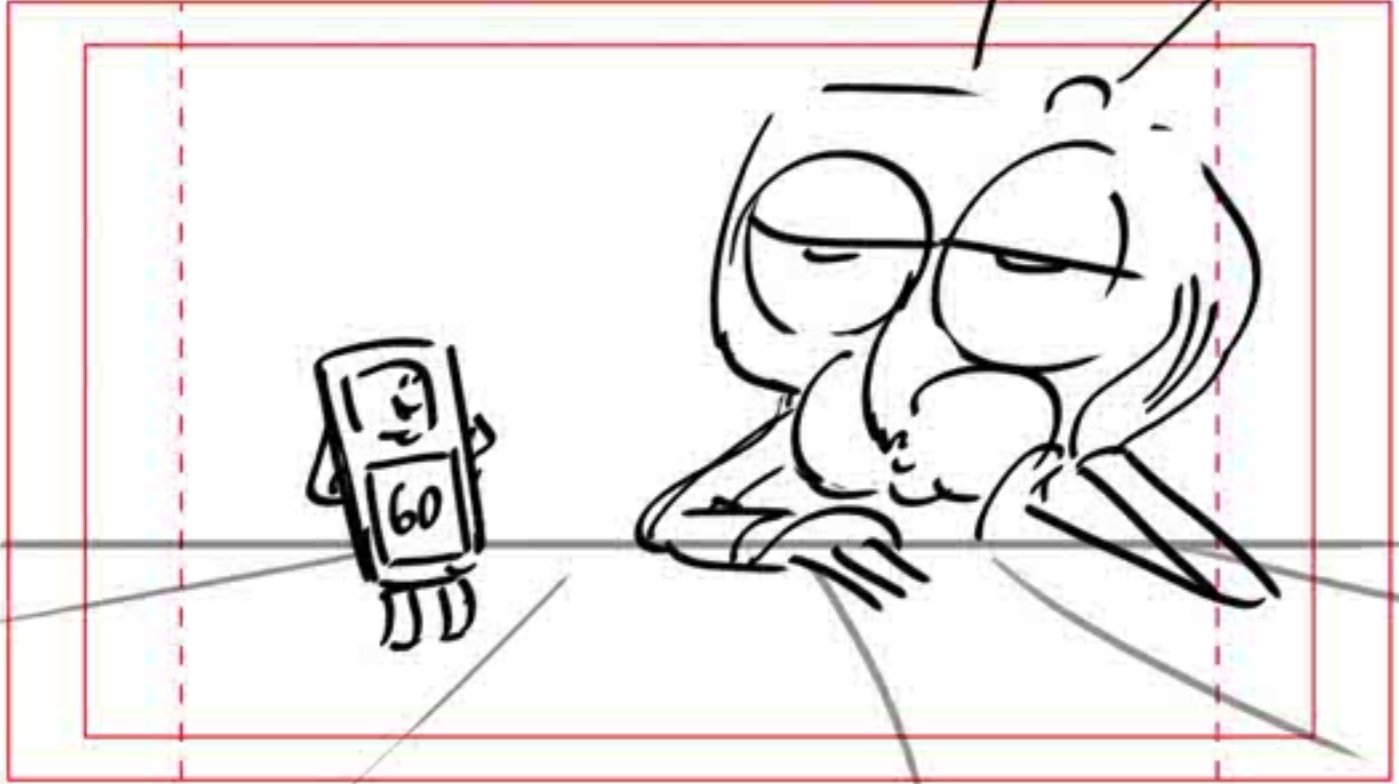
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

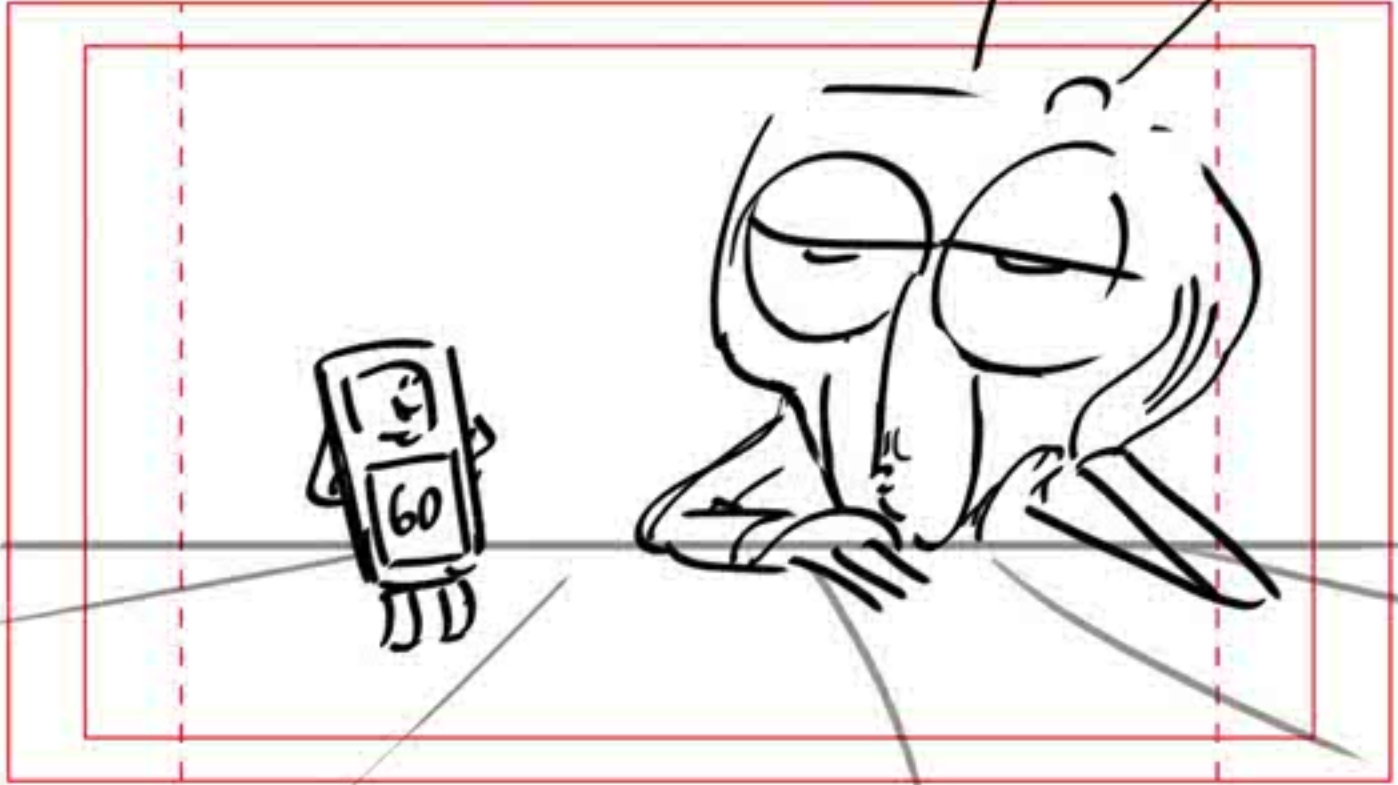
Scene

Panel

Frames



Dialogue/Action

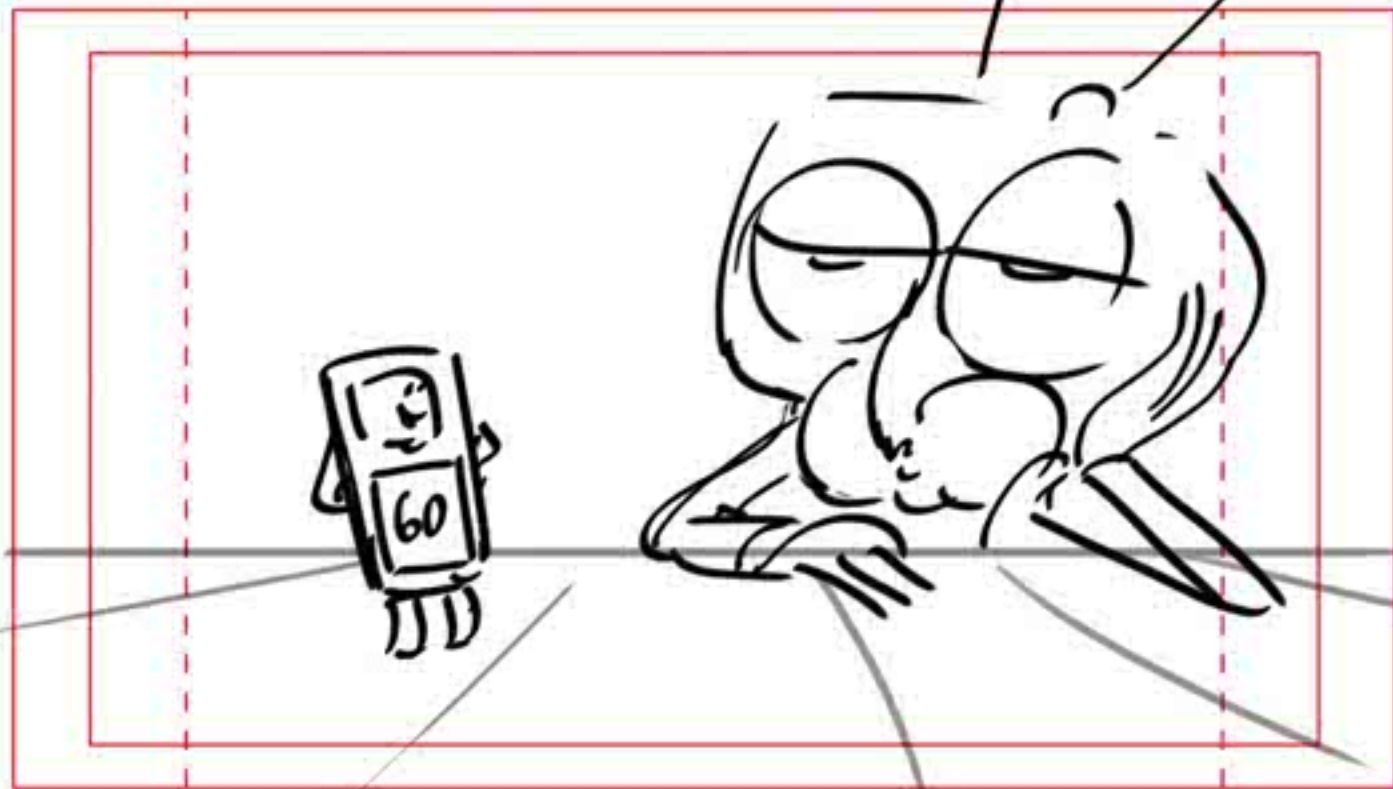
Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. On the right, a character with large, expressive eyes and a slightly downturned mouth looks towards the left. On the left, a small, boxy robot with a single eye and the number '60' on its chest stands on a floor. The scene is framed by a red border with dashed vertical lines. A horizontal line represents the ground level. The character's hands are clasped in front of them.</p>			
<p>Dialogue/Action</p>			

Sequence

Scene

Panel

Frames



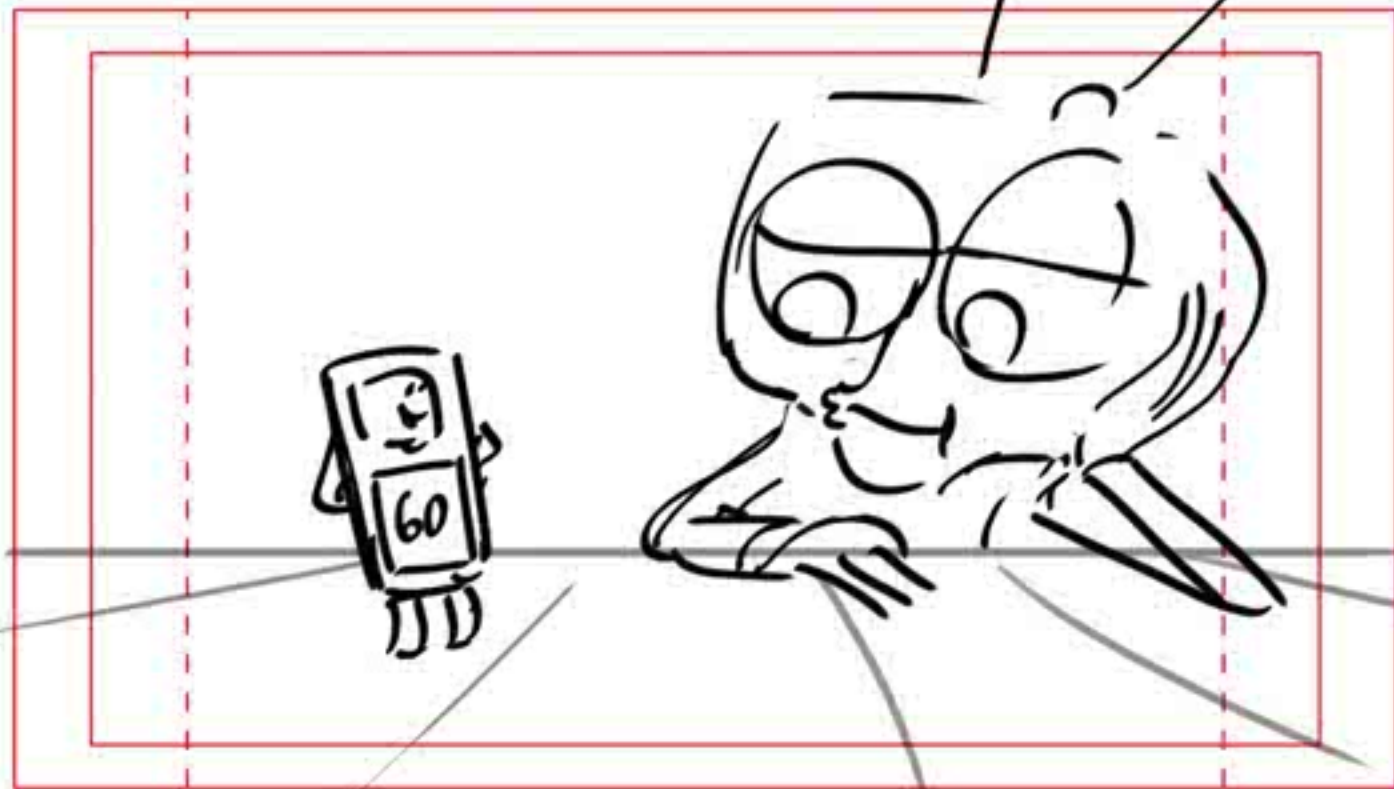
Dialogue/Action

Sequence

Scene

Panel

Frames



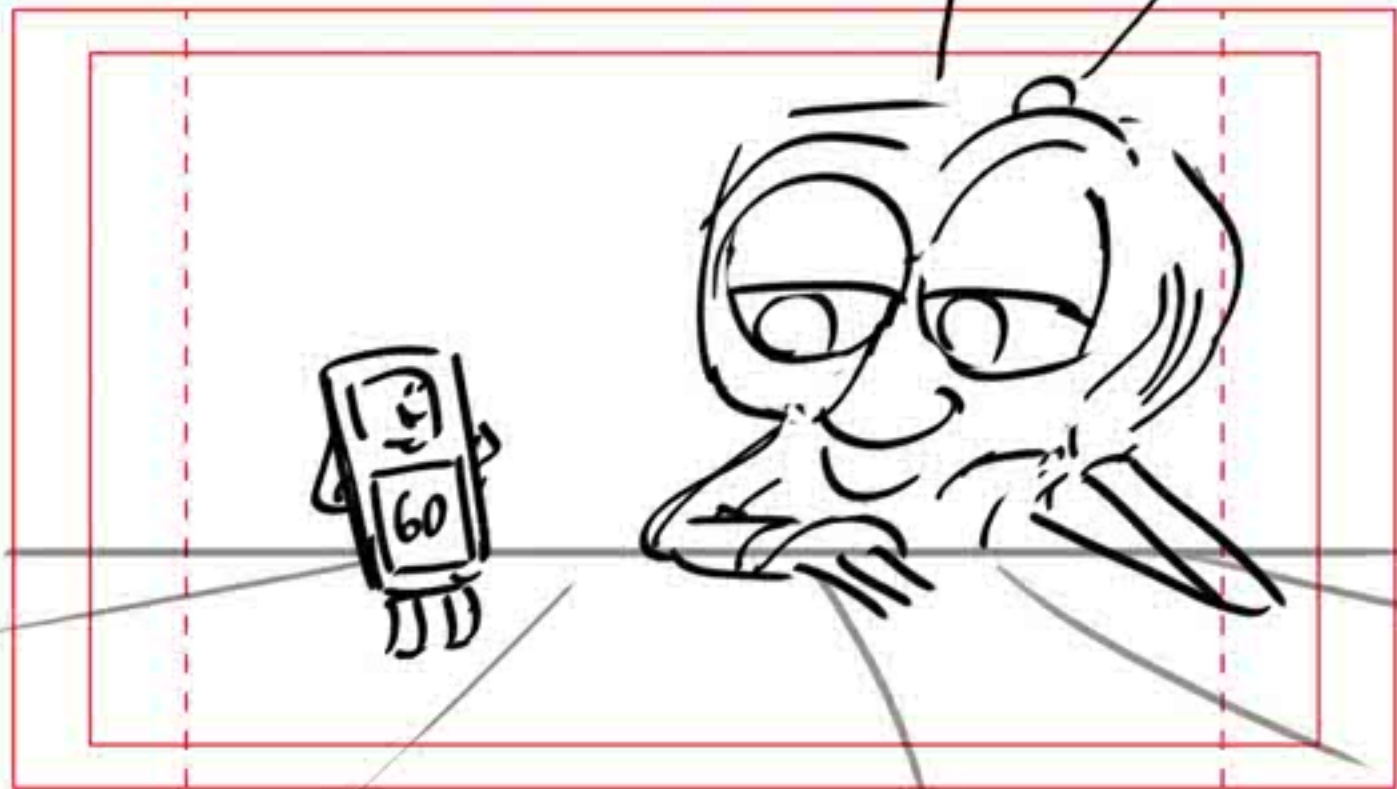
Dialogue/Action

Sequence


Scene

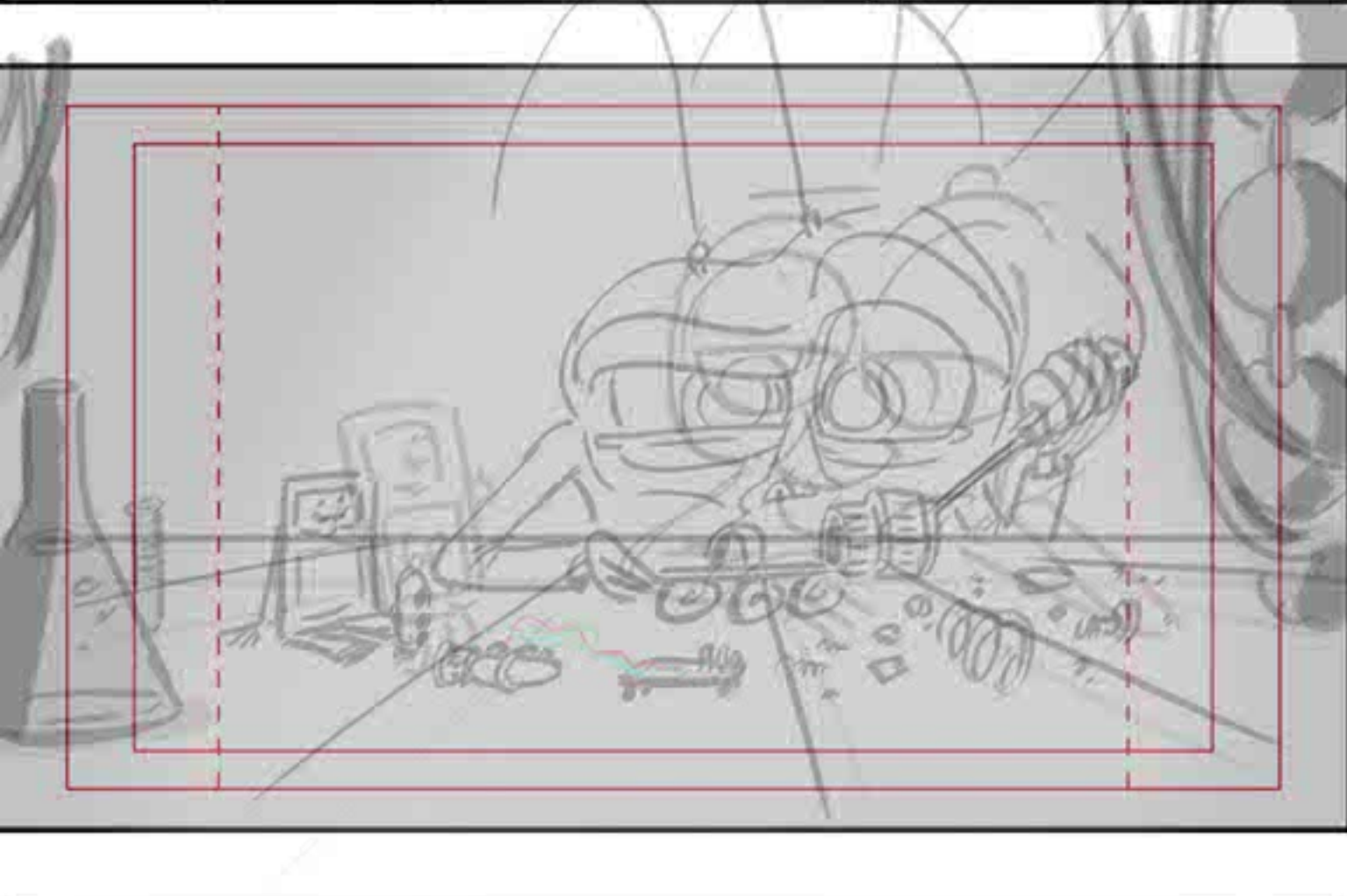
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel. On the left, a small, boxy robot with a screen on its chest displaying the number '60' and two small legs. On the right, a character with large, round glasses and a thoughtful expression, with one hand on their chin. The background is a faint sketch of an interior setting. The entire scene is enclosed in a red rectangular border, with two vertical dashed red lines indicating frame boundaries.			
Dialogue/Action			

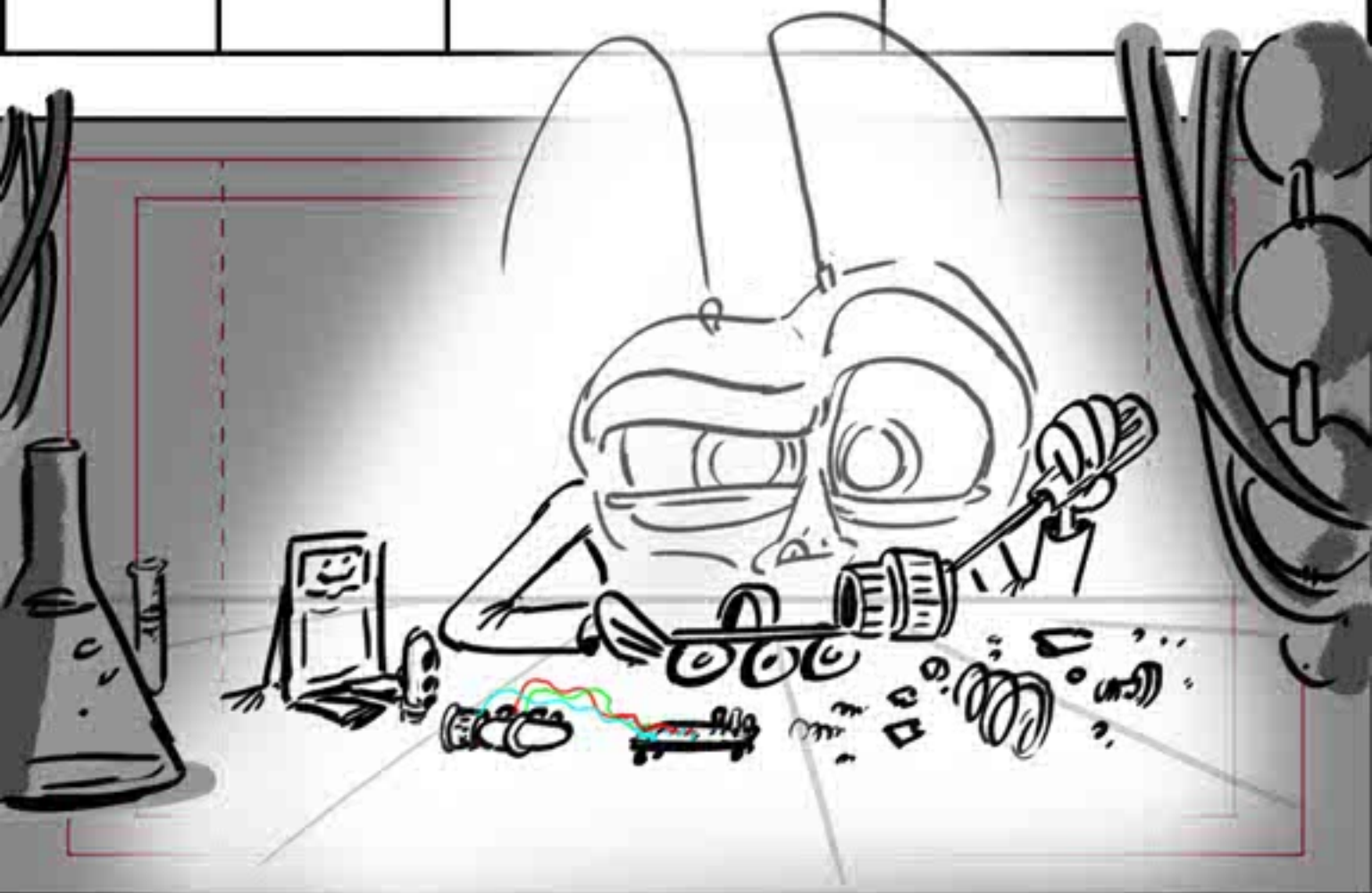
Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character with glasses and a ponytail, wearing a dark jacket, sitting at a desk. The character is looking down at a computer monitor. On the desk, there are several objects: a computer monitor, a keyboard, a mouse, a small red object, and some papers. To the left of the character is a large glass bottle. The background is a simple sketch of a room with some hanging wires or cables. The entire scene is enclosed in a red rectangular border, with two vertical dashed red lines indicating the panel's width. The drawing is done in a sketchy, hand-drawn style with grey and black lines.			
Dialogue/Action			

Sequence

Scene

Panel

Frames



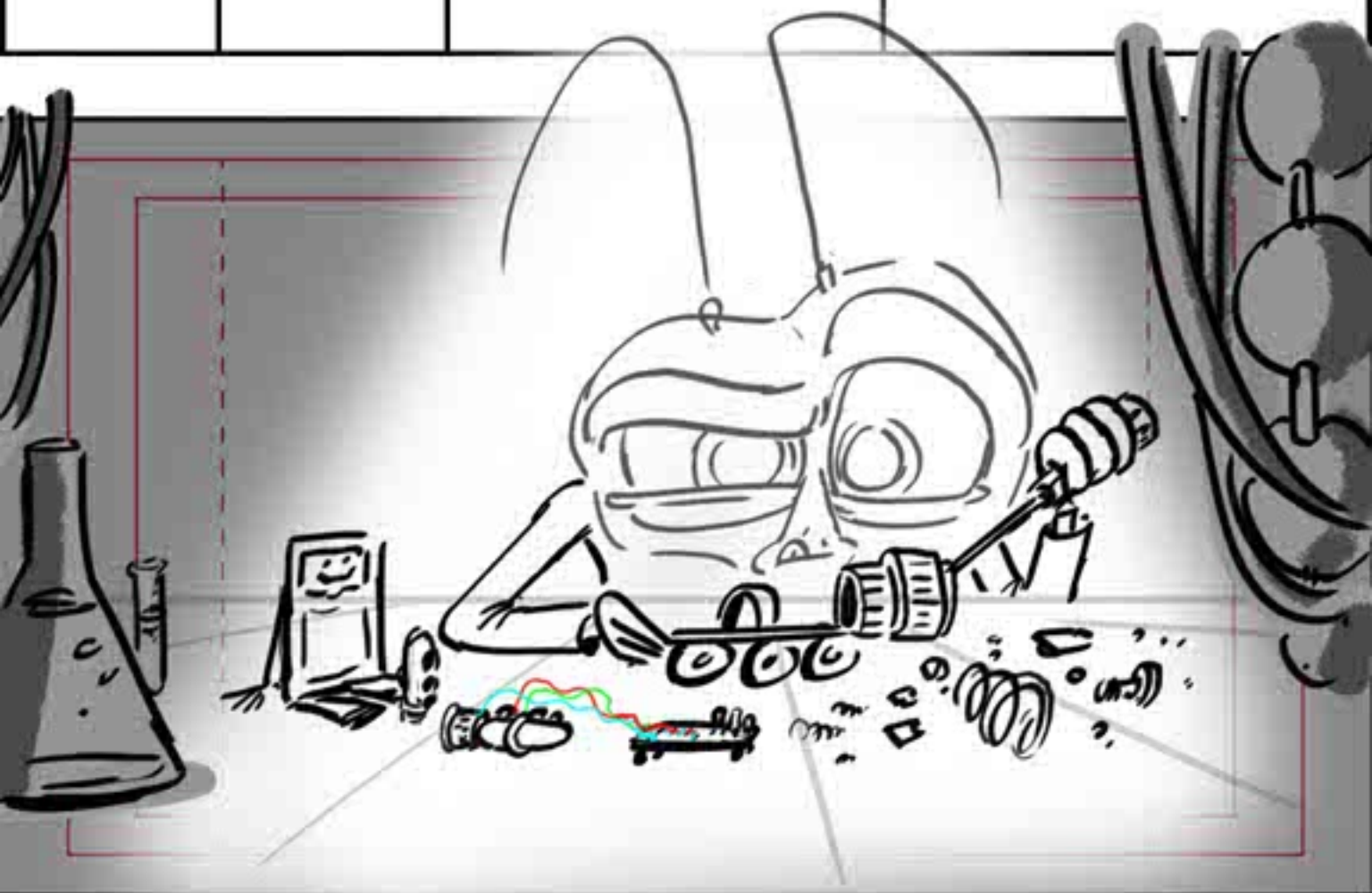
Dialogue/Action

Sequence

Scene

Panel

Frames



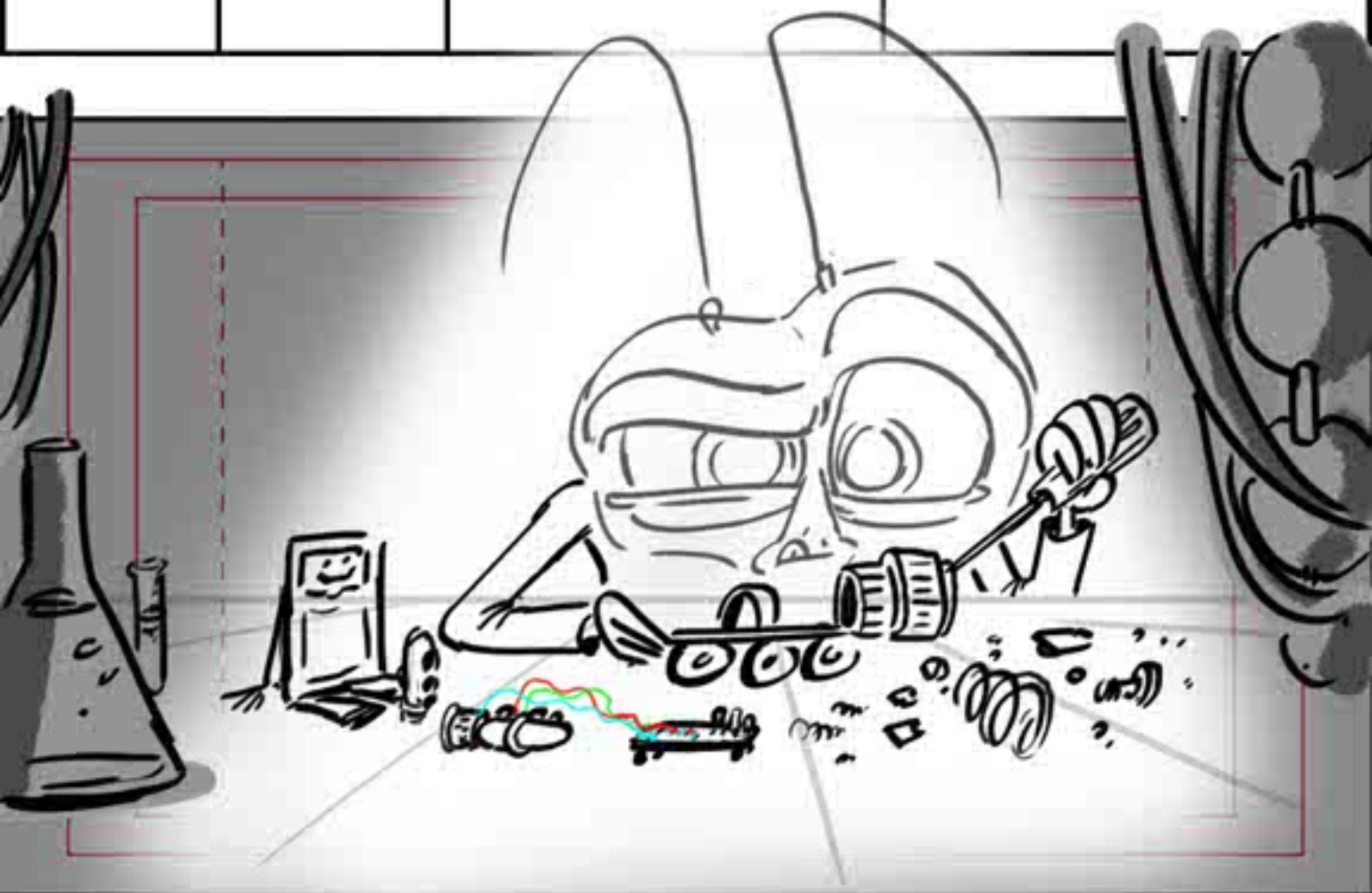
Dialogue/Action

Sequence

Scene

Panel

Frames



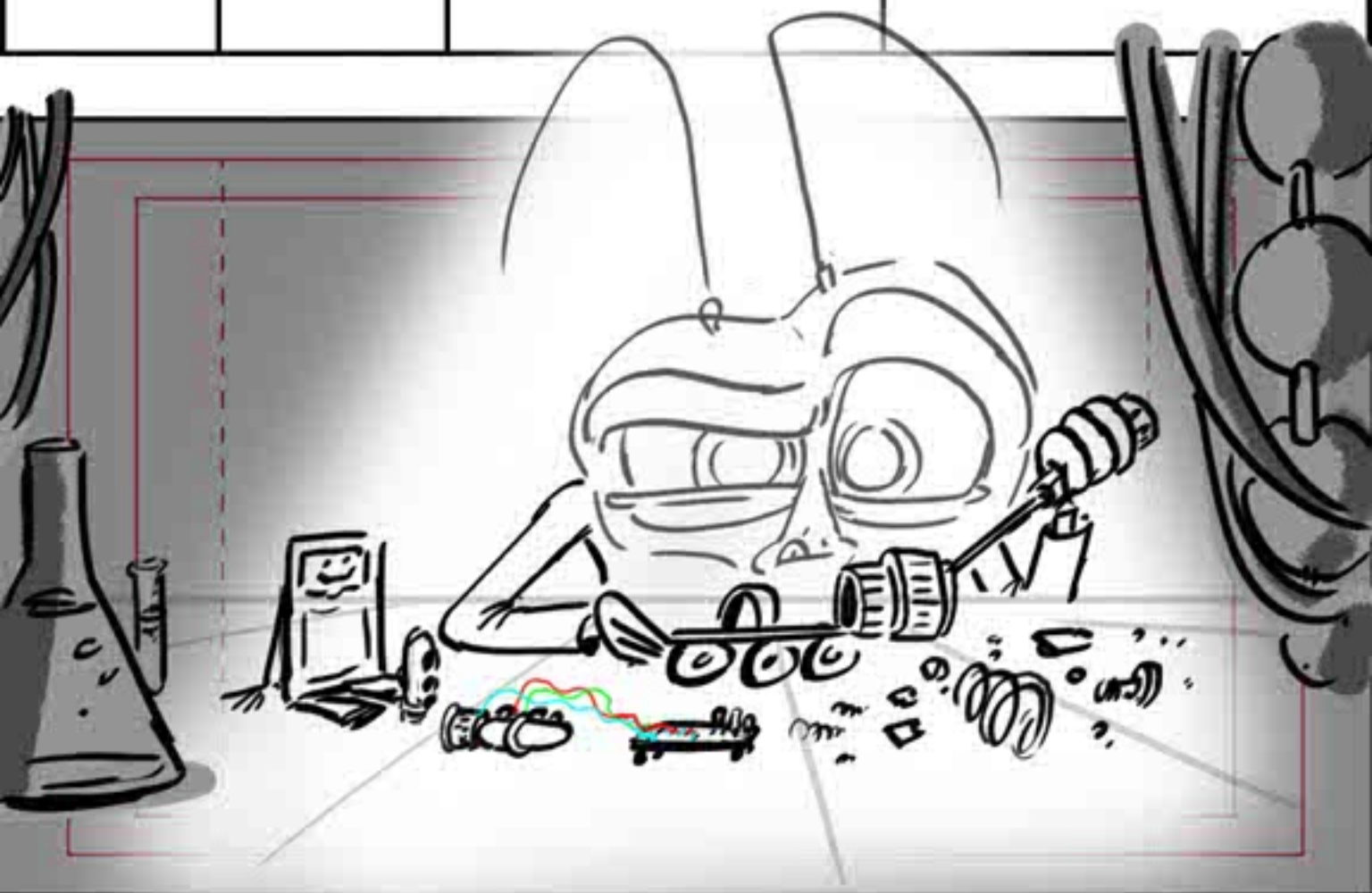
Dialogue/Action

Sequence

Scene

Panel

Frames



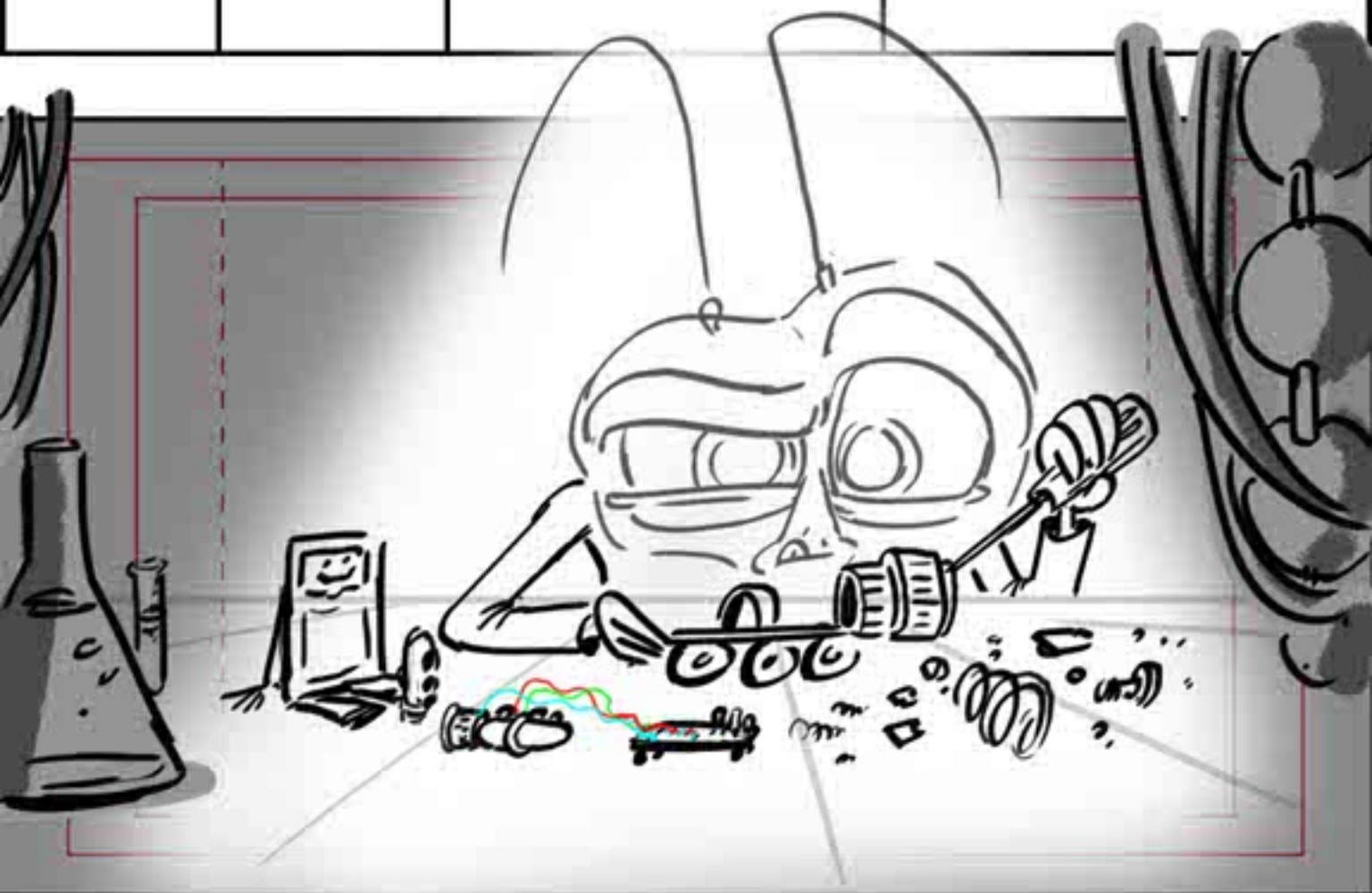
Dialogue/Action

Sequence

Scene

Panel

Frames



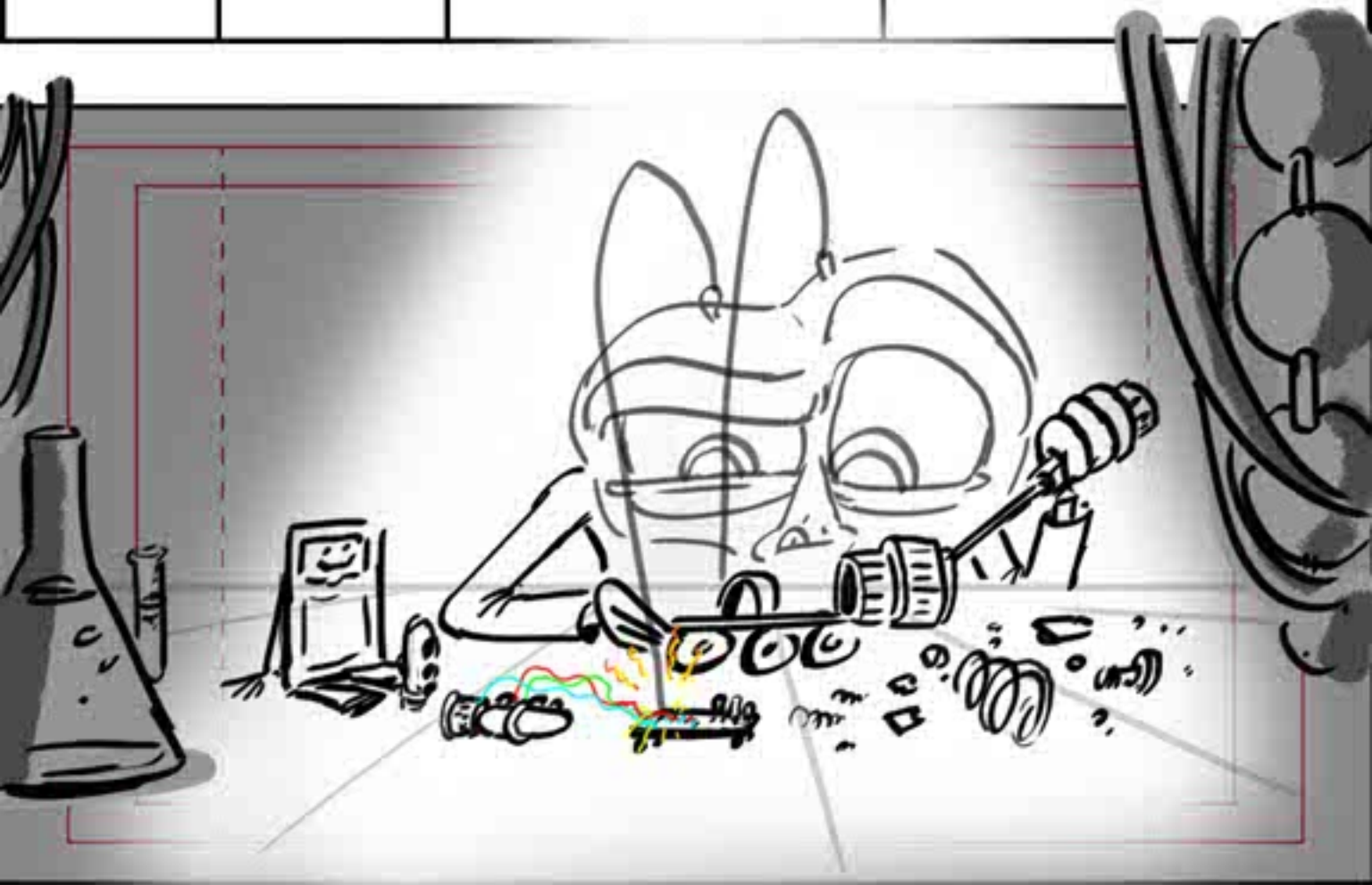
Dialogue/Action

Sequence

Scene

Panel

Frames



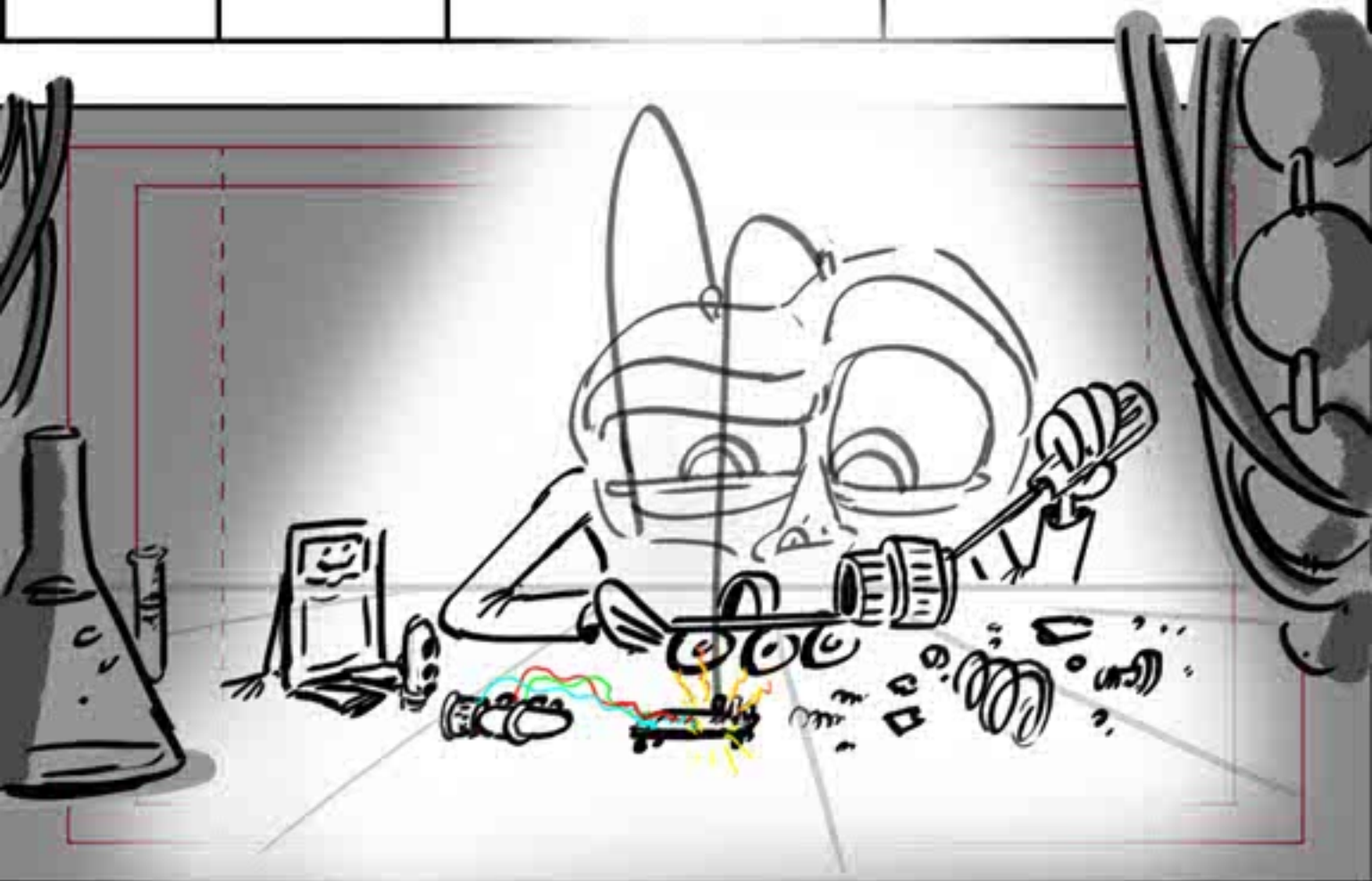
Dialogue/Action

Sequence

Scene

Panel

Frames



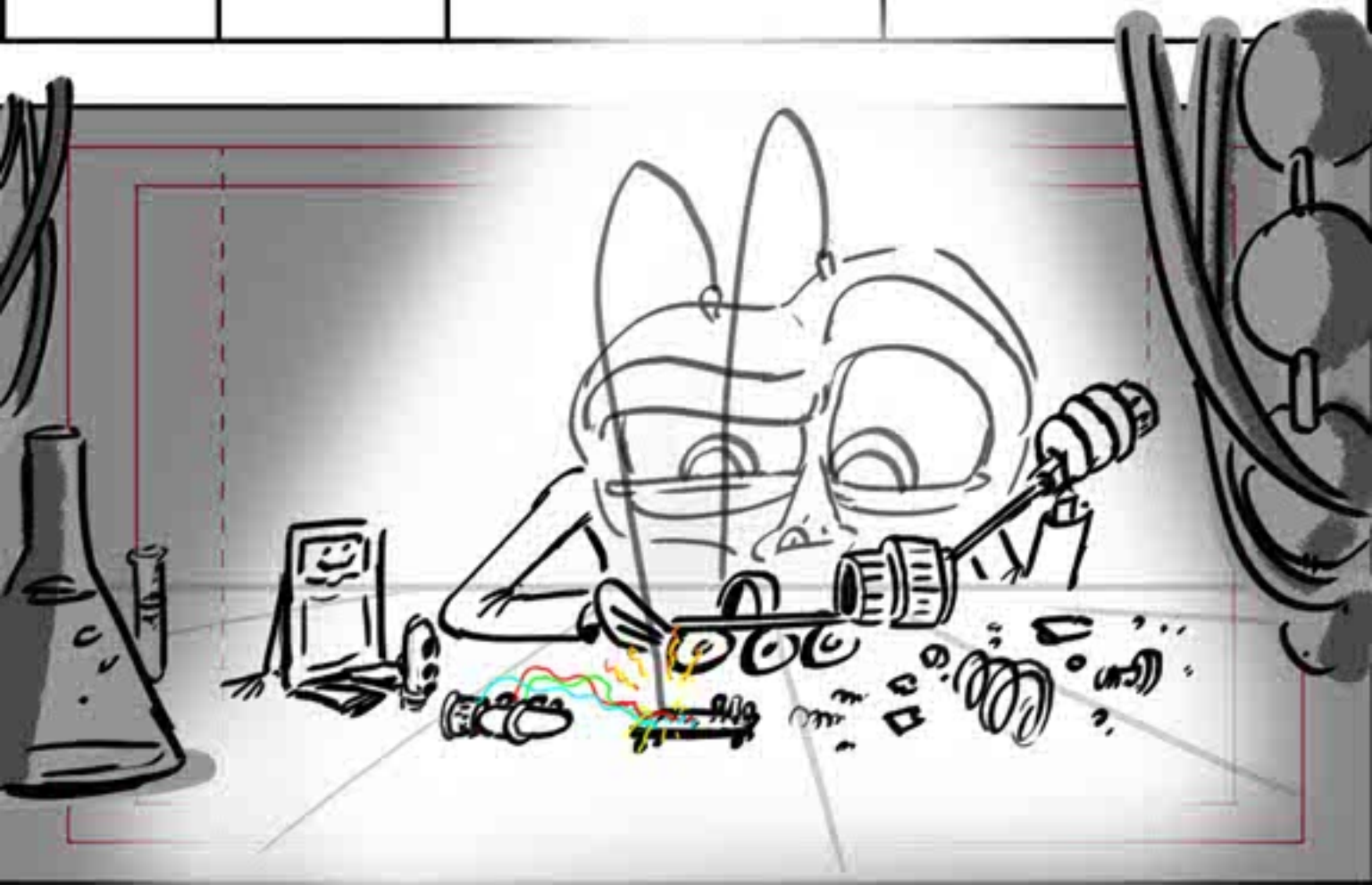
Dialogue/Action

Sequence

Scene

Panel

Frames



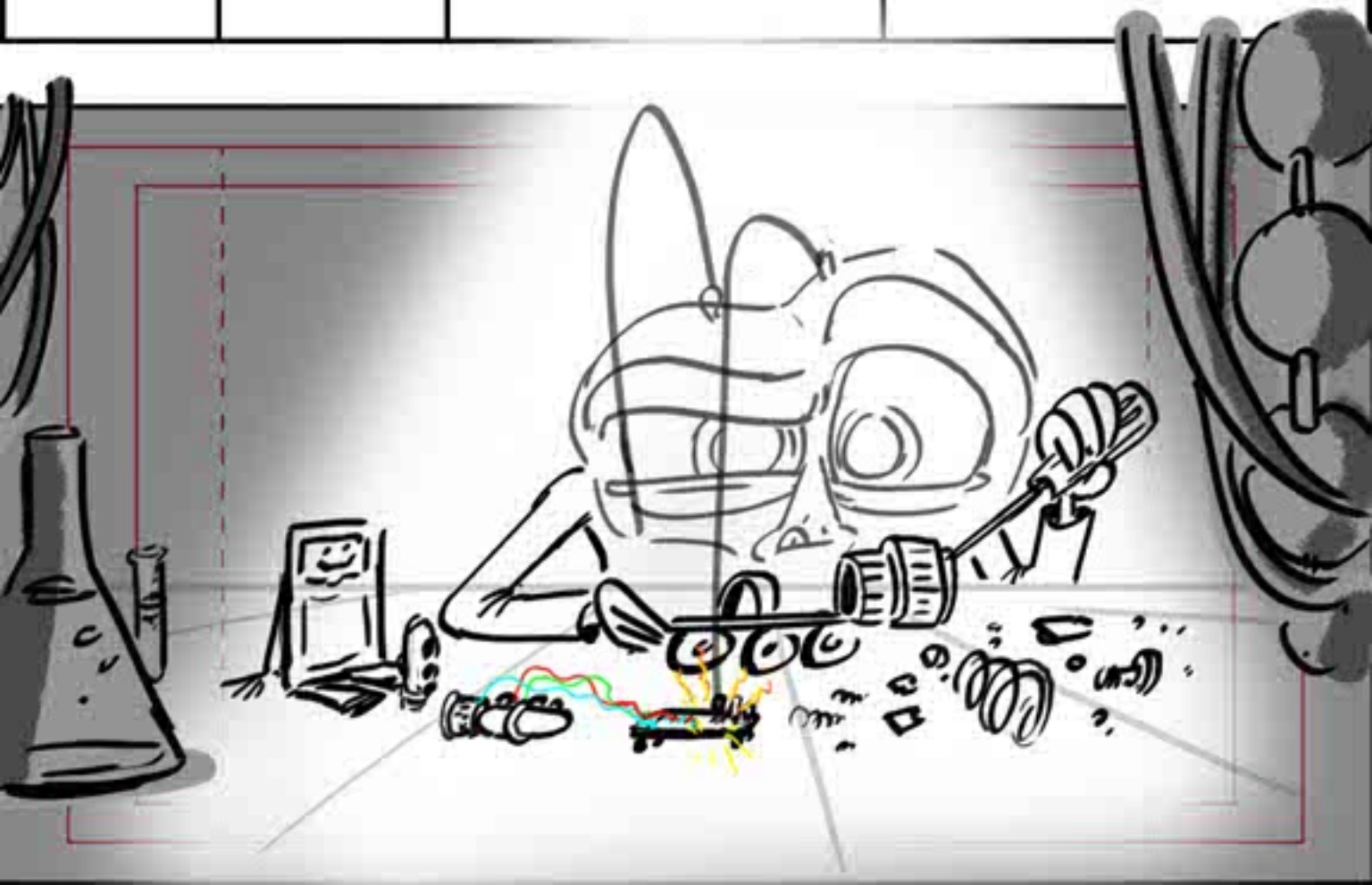
Dialogue/Action

Sequence

Scene

Panel

Frames



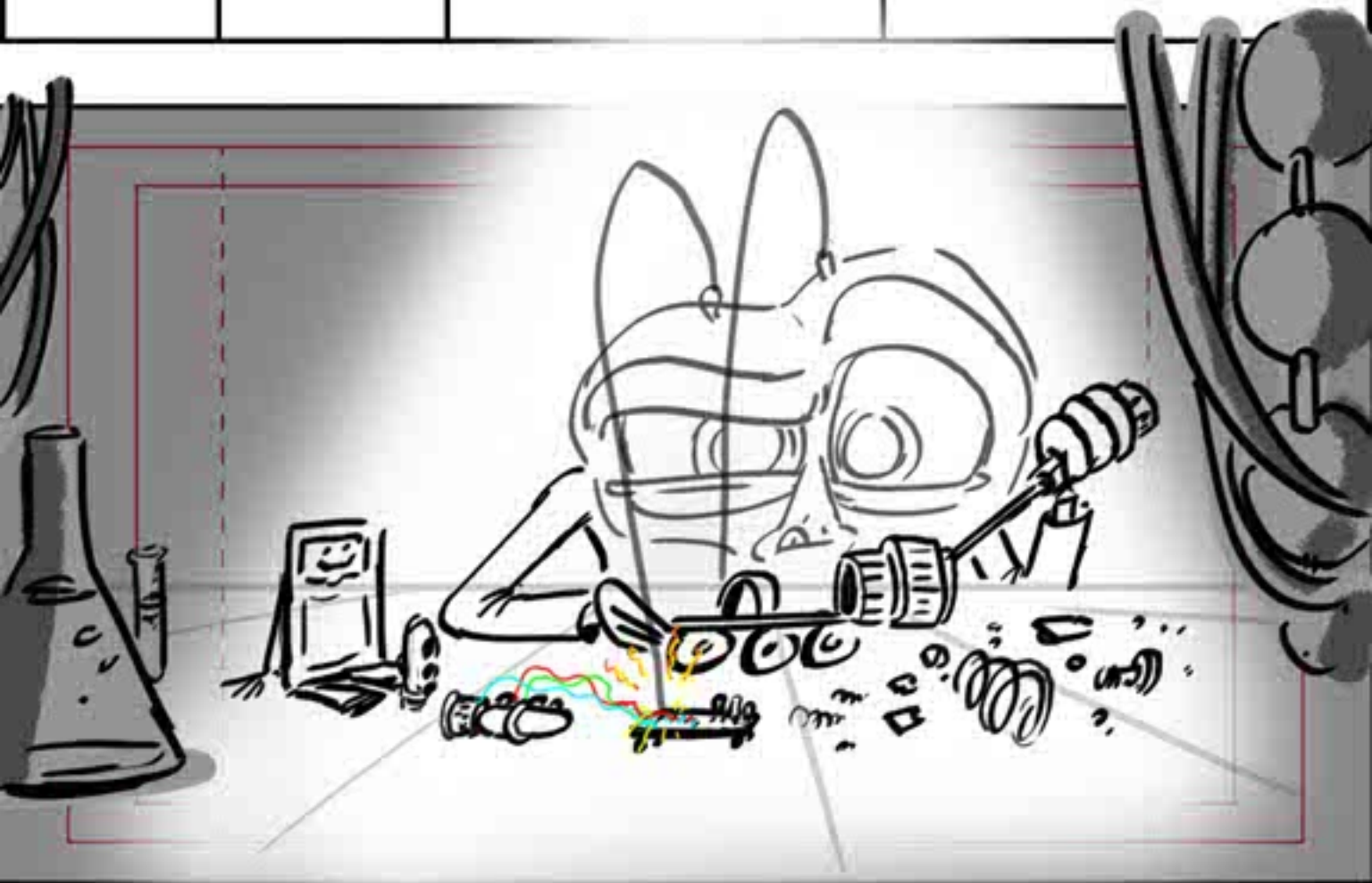
Dialogue/Action

Sequence

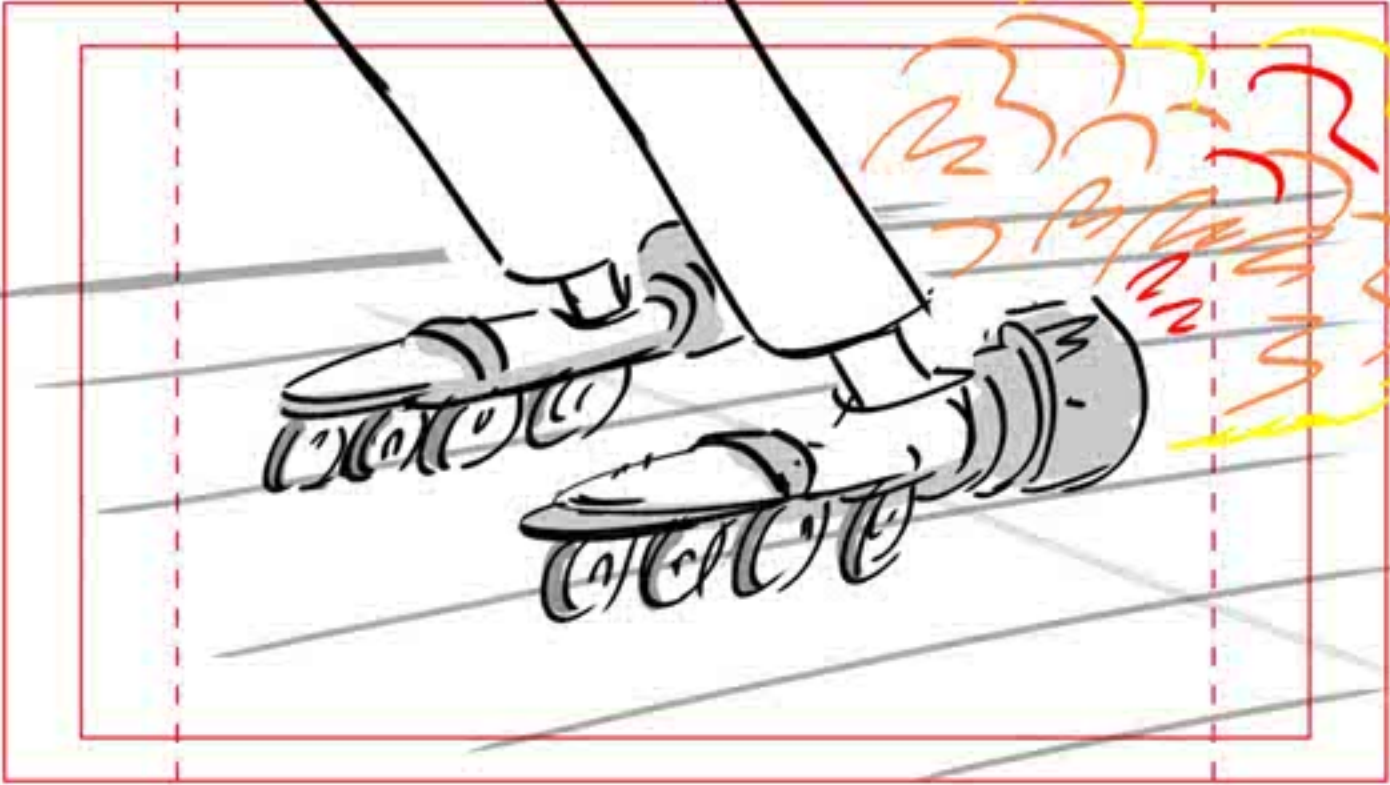
Scene

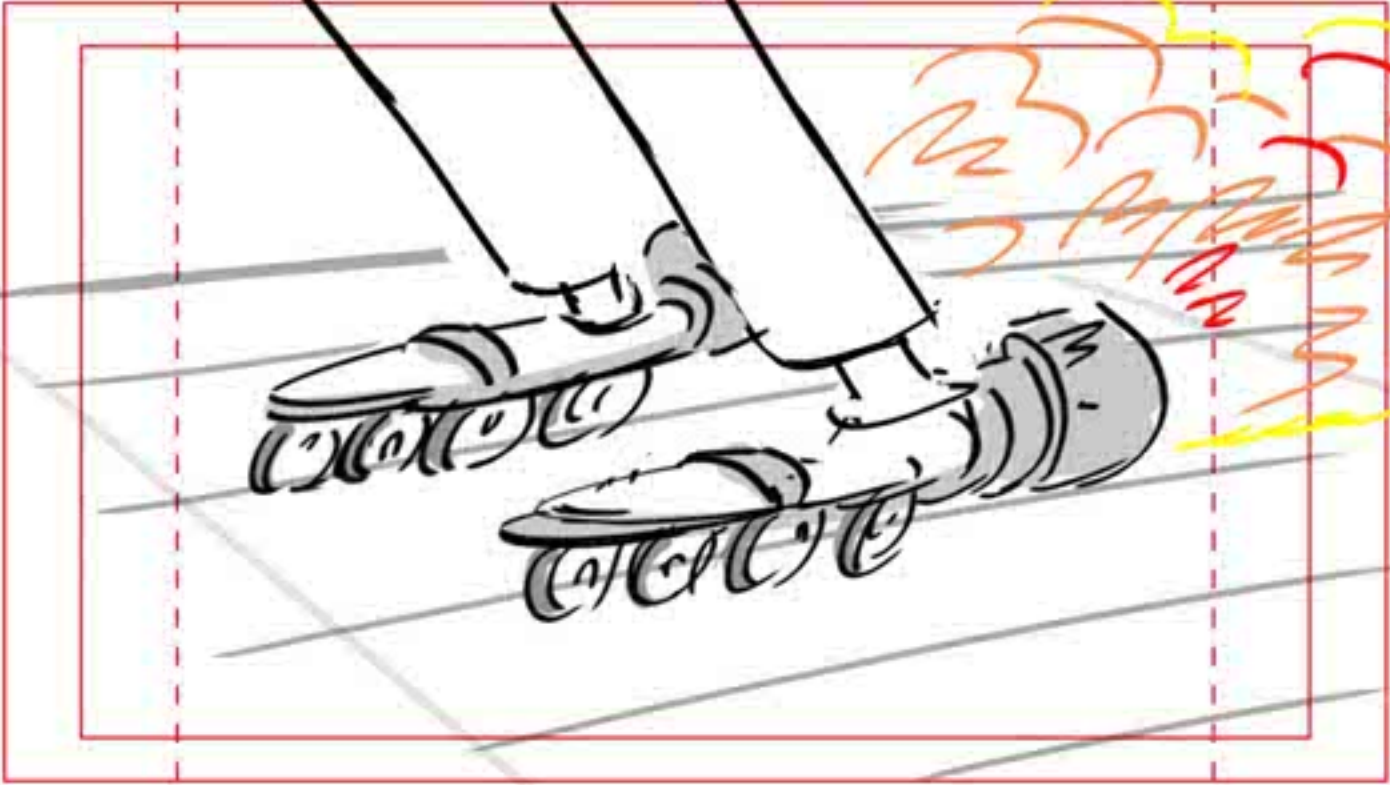
Panel

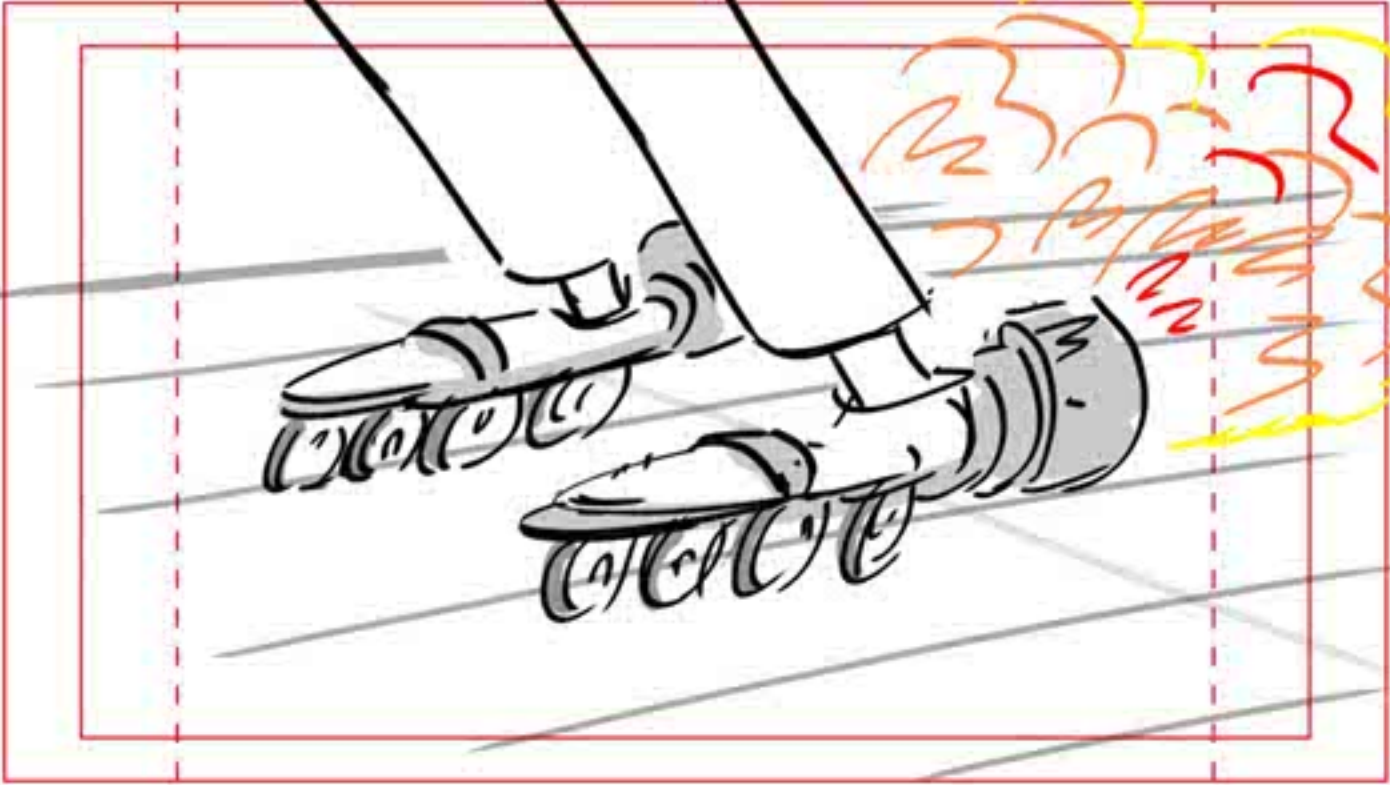
Frames

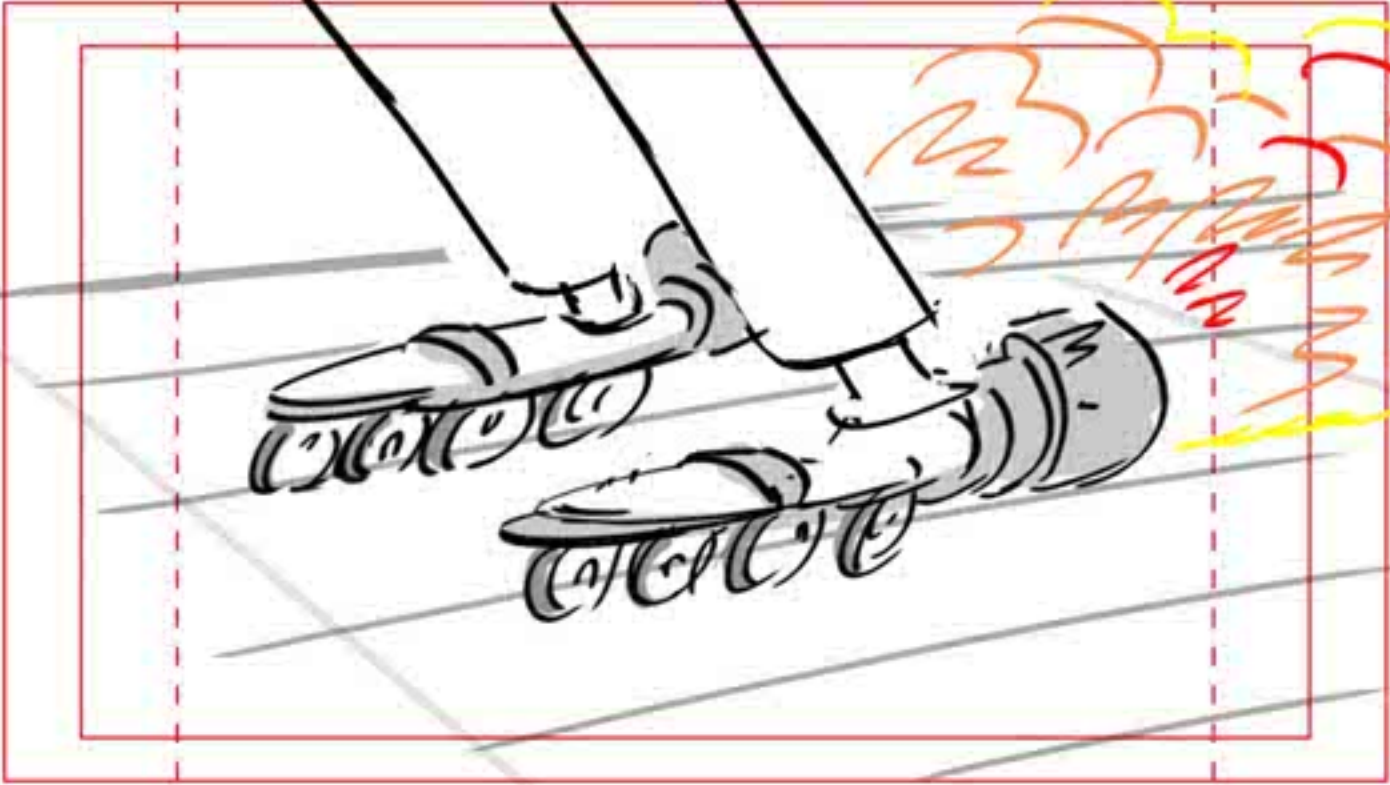


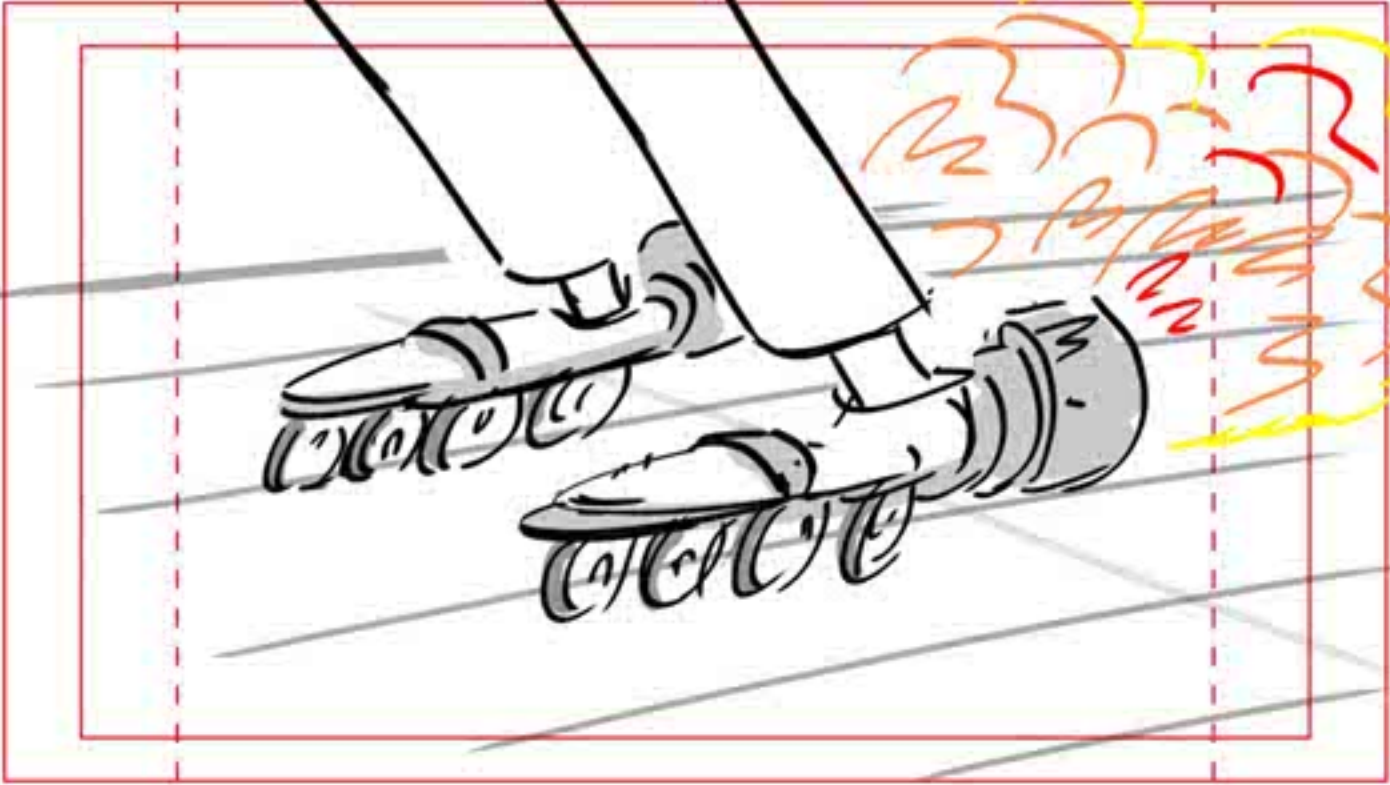
Dialogue/Action

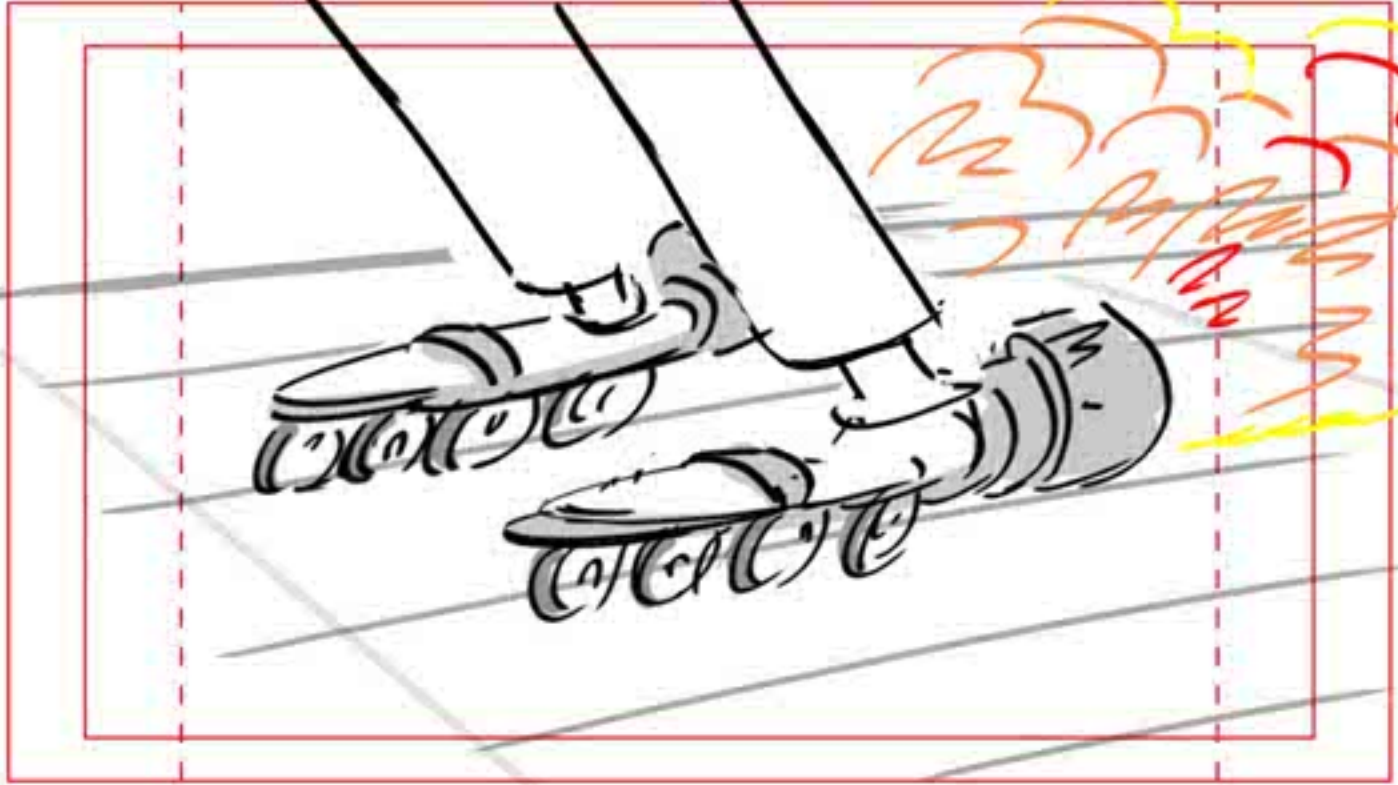
Sequence	Scene	Panel	Frames
 <p>A storyboard panel depicting a character's feet in roller skates. The skates are shown in a dynamic, forward-leaning position, with motion lines indicating movement. To the right of the skates, there is a stylized fire or explosion effect rendered in orange, red, and yellow wavy lines. The entire scene is enclosed within a red rectangular border, which is further divided into four quadrants by two vertical dashed lines. Three black lines extend from the top of the panel, pointing towards the skates.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 <p>A storyboard panel showing a character's feet on a vehicle. The character is wearing sandals and is positioned on a vehicle with four wheels. The vehicle is moving to the right, indicated by motion lines. A fire effect is shown on the right side of the vehicle, with orange and yellow flames. The scene is framed by a red border, and there are two vertical dashed lines indicating frame boundaries. Three black lines point from the top of the frame to the character's feet, suggesting they are the focus of the shot.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character's feet in roller skates. The skates are shown in a dynamic, forward-leaning position, with several curved motion lines trailing behind them to indicate speed. To the right of the skates, there is a stylized fire or explosion effect, rendered with wavy, flame-like shapes in shades of orange, red, and yellow. The entire scene is enclosed within a red rectangular border. Two vertical dashed red lines are positioned on the left and right sides of the frame, and two horizontal dashed red lines are positioned above and below the skates, creating a central area for the main action. Three black lines extend from the top of the frame down to the skates, likely indicating camera angles or focal points.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 <p>A storyboard panel showing a character's feet on a vehicle. The character is wearing sandals and is positioned on a vehicle with four wheels. The vehicle is moving to the right, indicated by horizontal motion lines. A large, stylized fire or explosion effect is shown on the right side of the vehicle, with orange and yellow flames. The entire scene is enclosed in a red rectangular border. Two vertical dashed lines are present within the red border, and three solid black lines extend from the top of the panel to the vehicle's feet.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character's feet in roller skates. The skates are shown in a dynamic, forward-leaning position, with several curved motion lines trailing behind them to indicate movement. To the right of the skates, there is a stylized fire or energy effect represented by wavy, flame-like shapes in shades of orange, red, and yellow. The entire scene is enclosed within a red rectangular border. Two vertical dashed red lines are positioned on the left and right sides of the frame, and two horizontal dashed red lines are positioned above and below the skates, defining a central area of focus. Three black lines extend from the top of the frame, pointing towards the skates.			
Dialogue/Action			

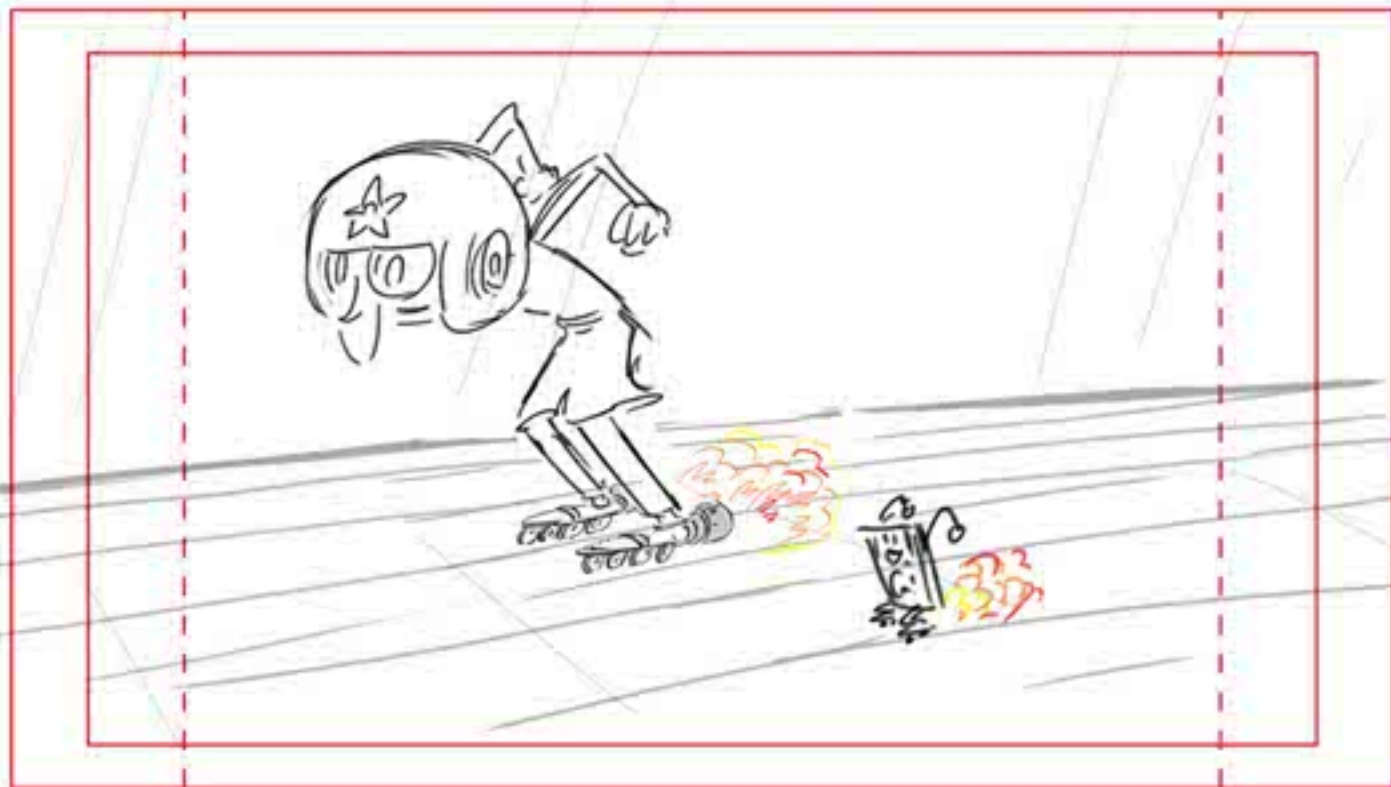
Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel depicting a character's legs and feet in a dynamic, mid-air pose. The character is wearing sandals with straps. The drawing is done in black ink with grey shading on the feet. To the right of the feet, there are colorful, wavy motion lines in orange, yellow, and red, suggesting movement or a transition. The entire scene is enclosed within a red dashed rectangular frame. Three black lines extend from the top of the frame, pointing towards the character's feet, likely indicating camera angles or focal points. The background is white with some faint grey lines suggesting a ground plane.			
Dialogue/Action			

Sequence

Scene

Panel

Frames



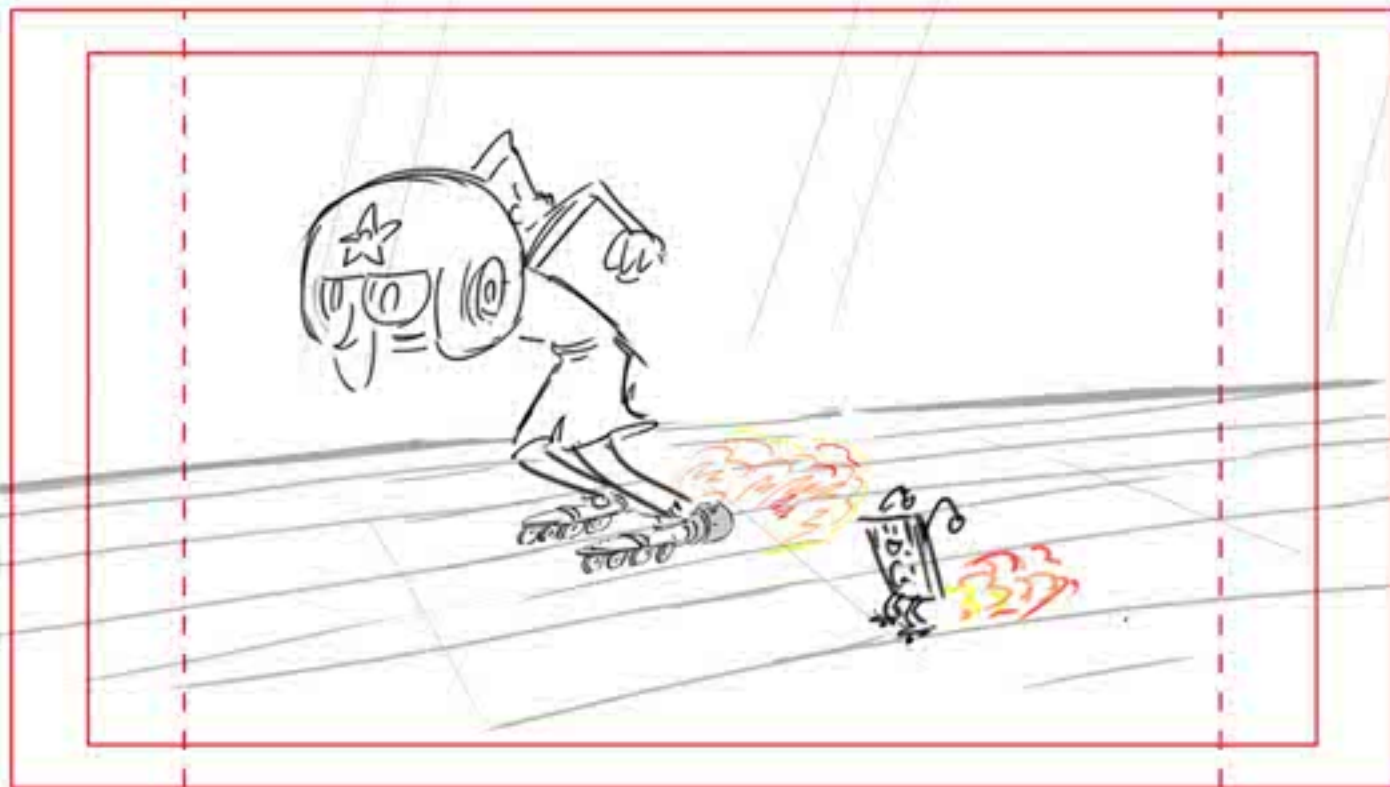
Dialogue/Action

Sequence

Scene

Panel

Frames



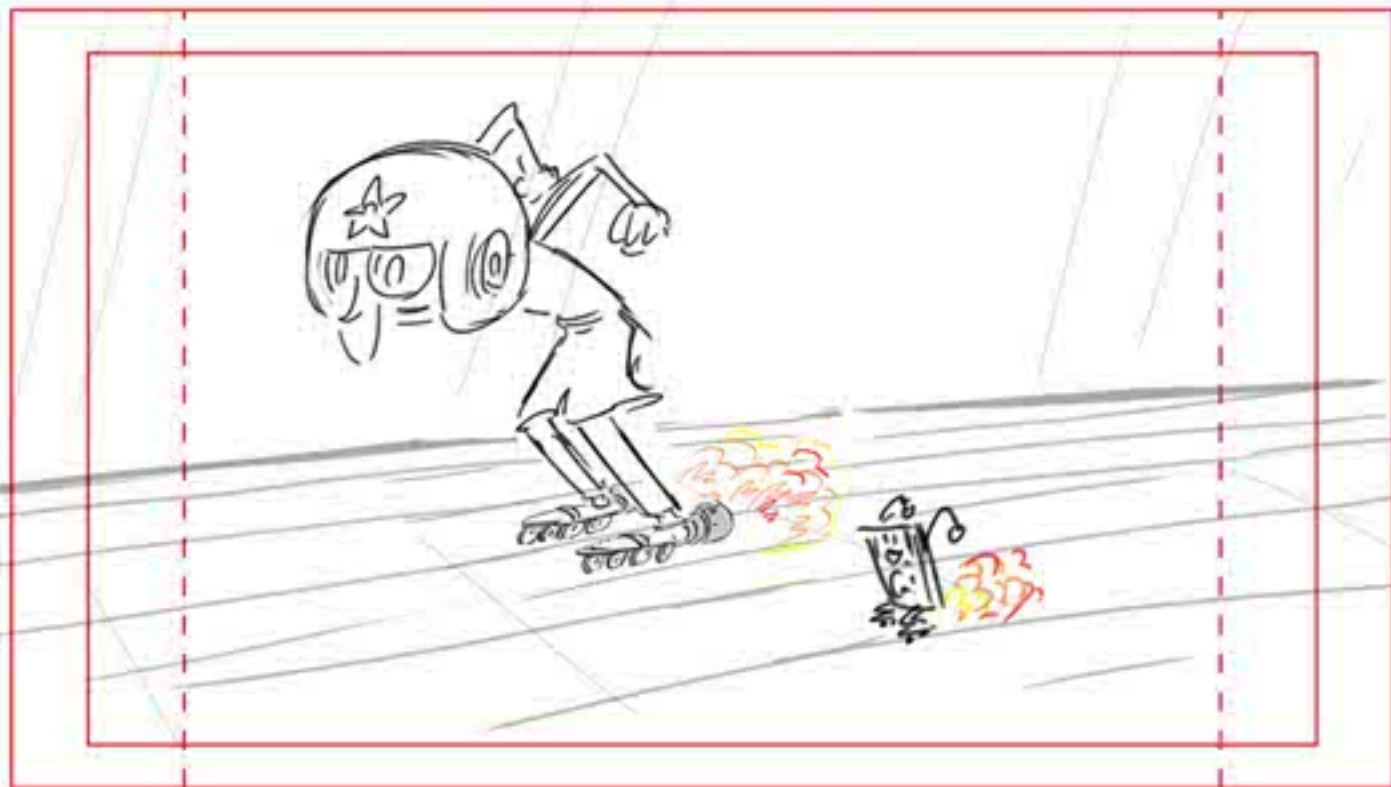
Dialogue/Action

Sequence

Scene

Panel

Frames



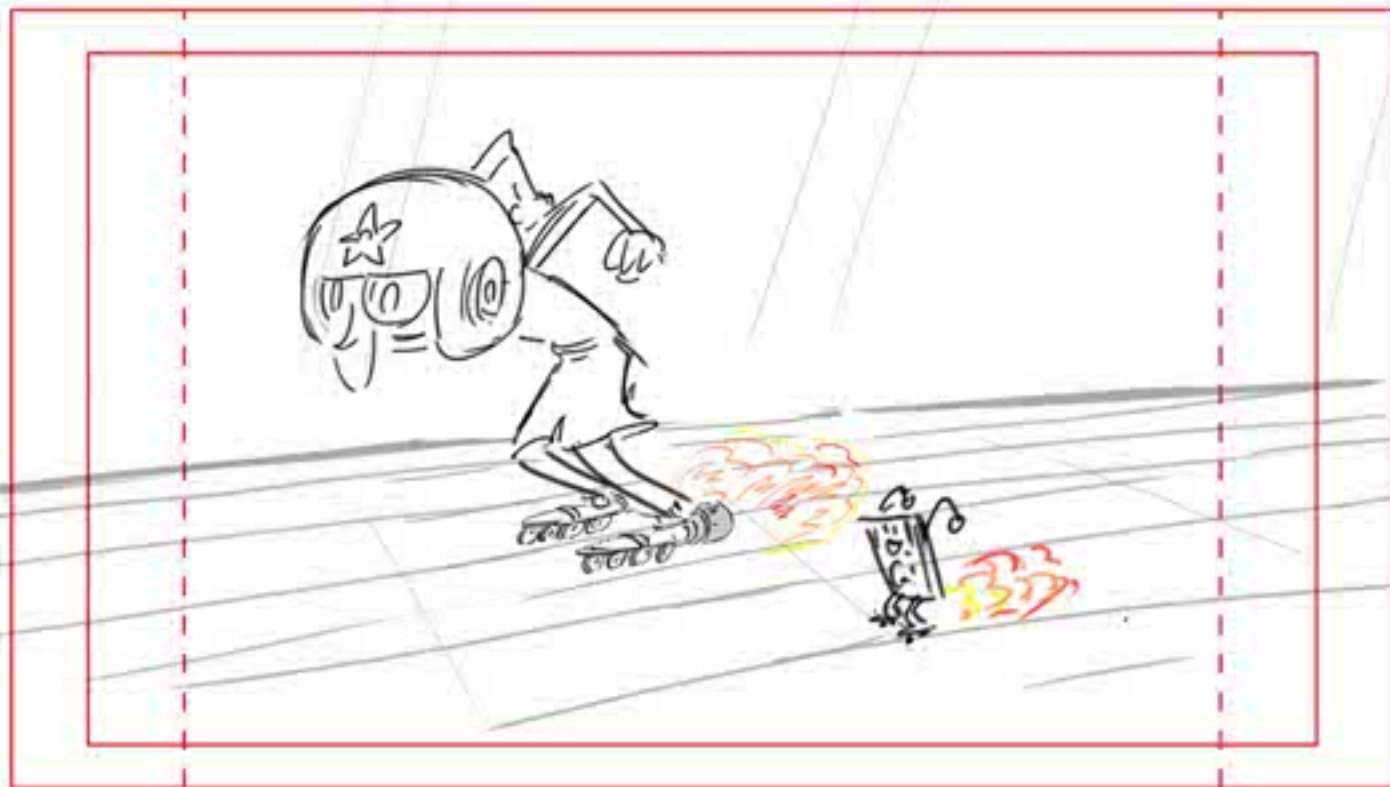
Dialogue/Action

Sequence

Scene

Panel

Frames



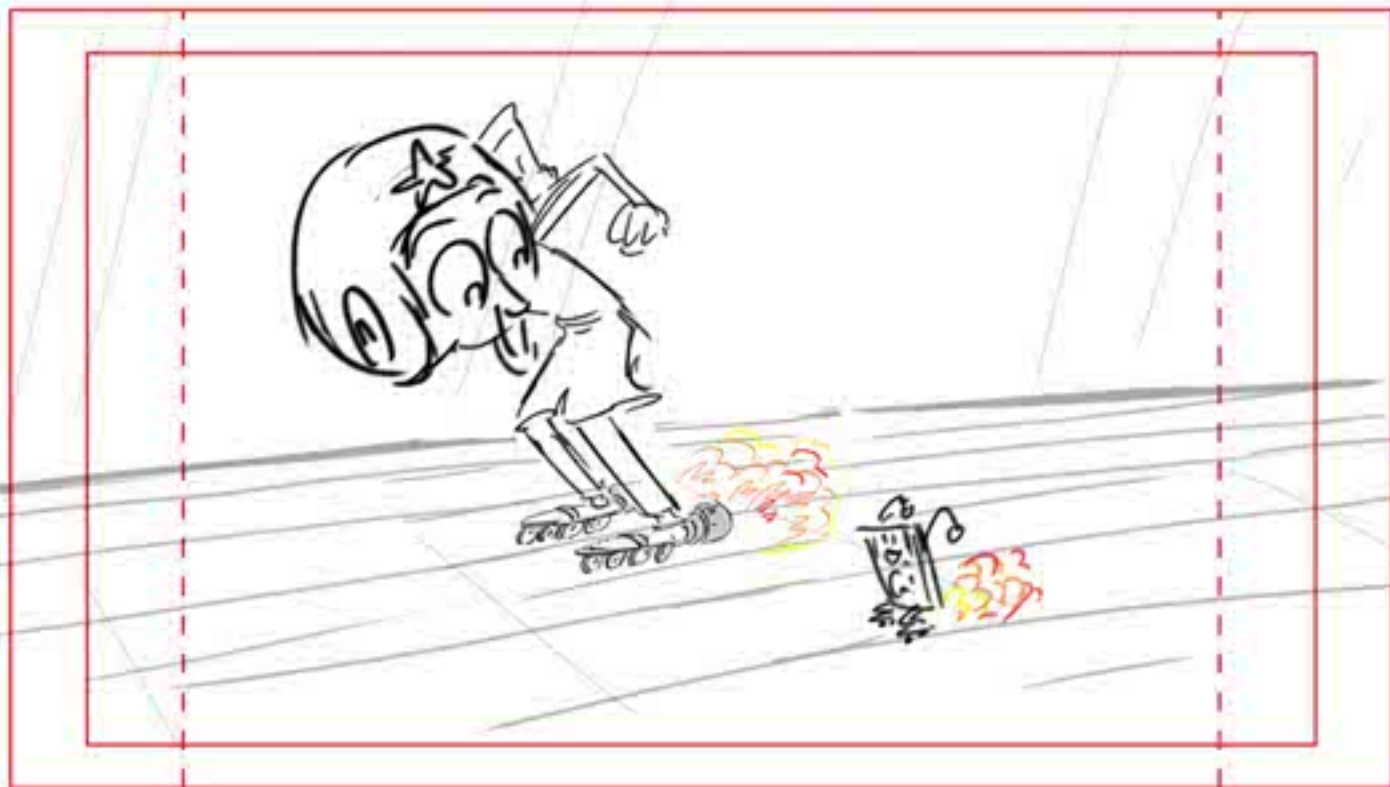
Dialogue/Action

Sequence

Scene

Panel

Frames



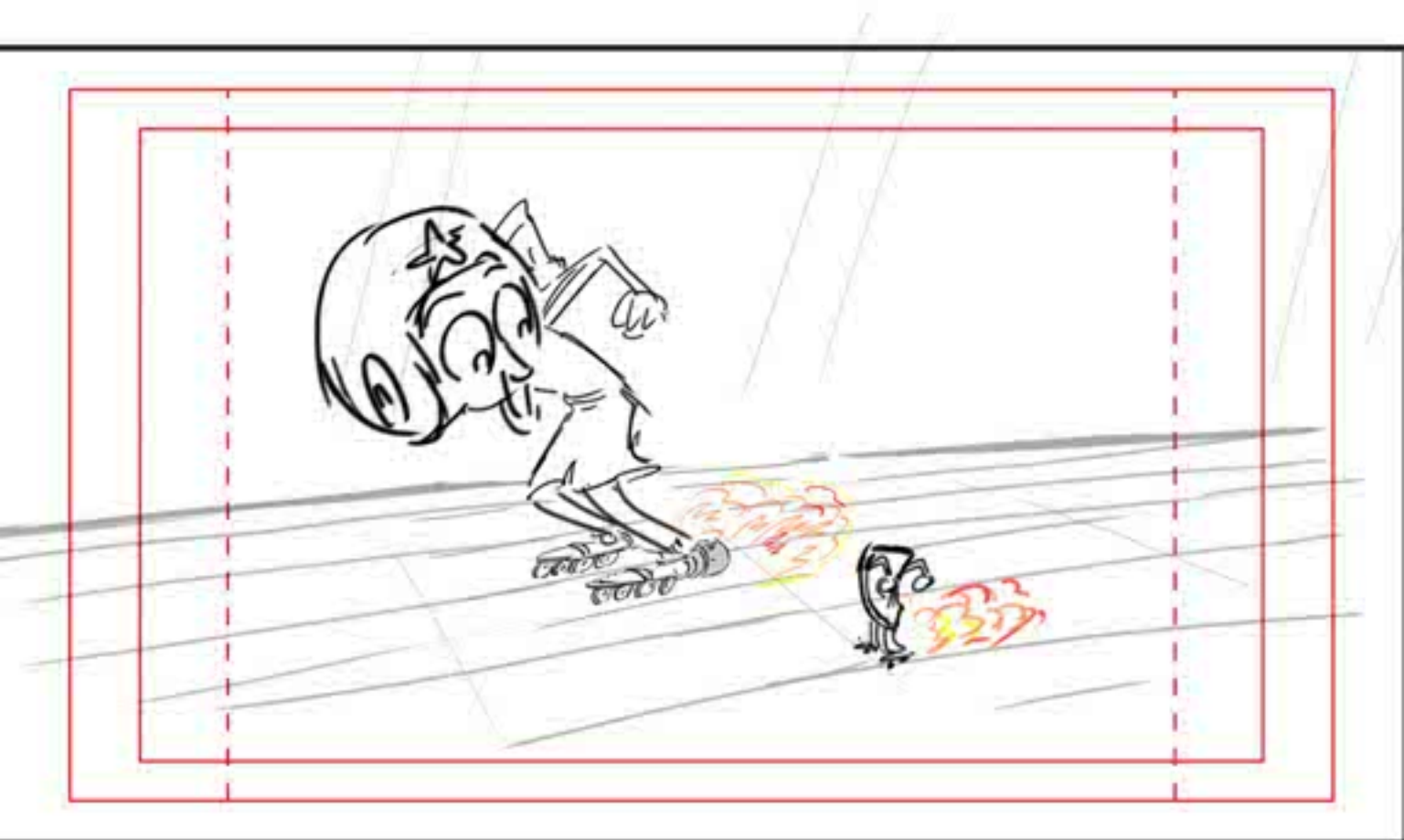
Dialogue/Action

Sequence

Scene

Panel

Frames



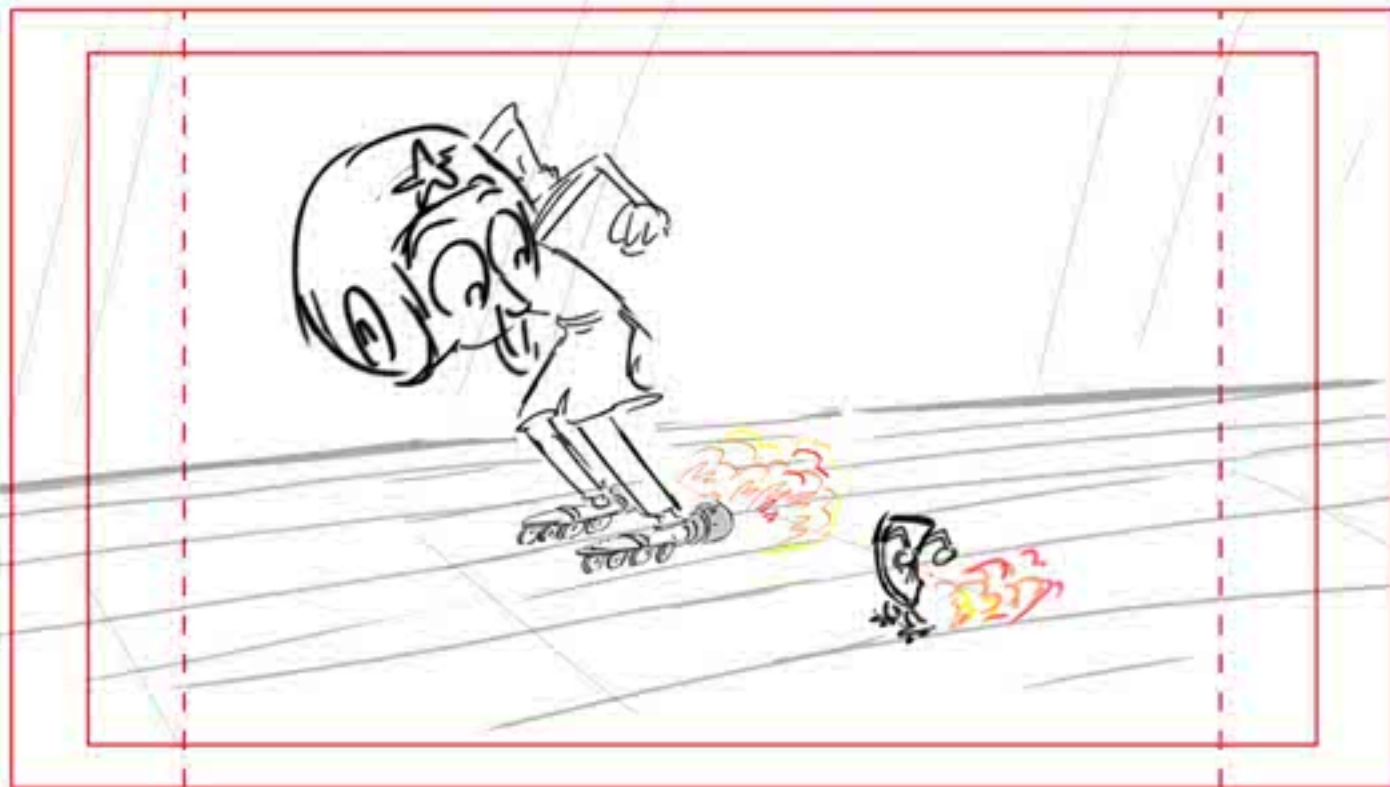
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



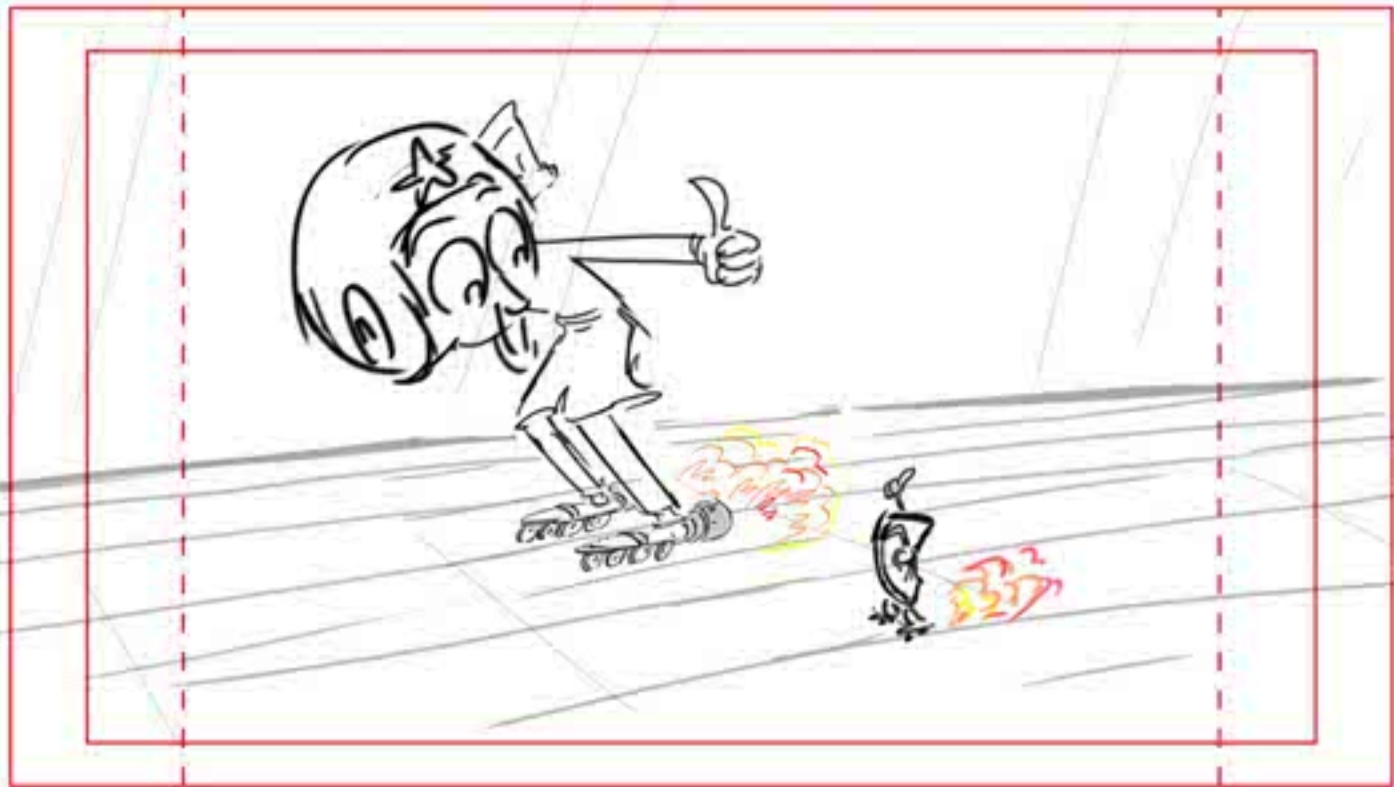
Dialogue/Action

Sequence

Scene

Panel

Frames



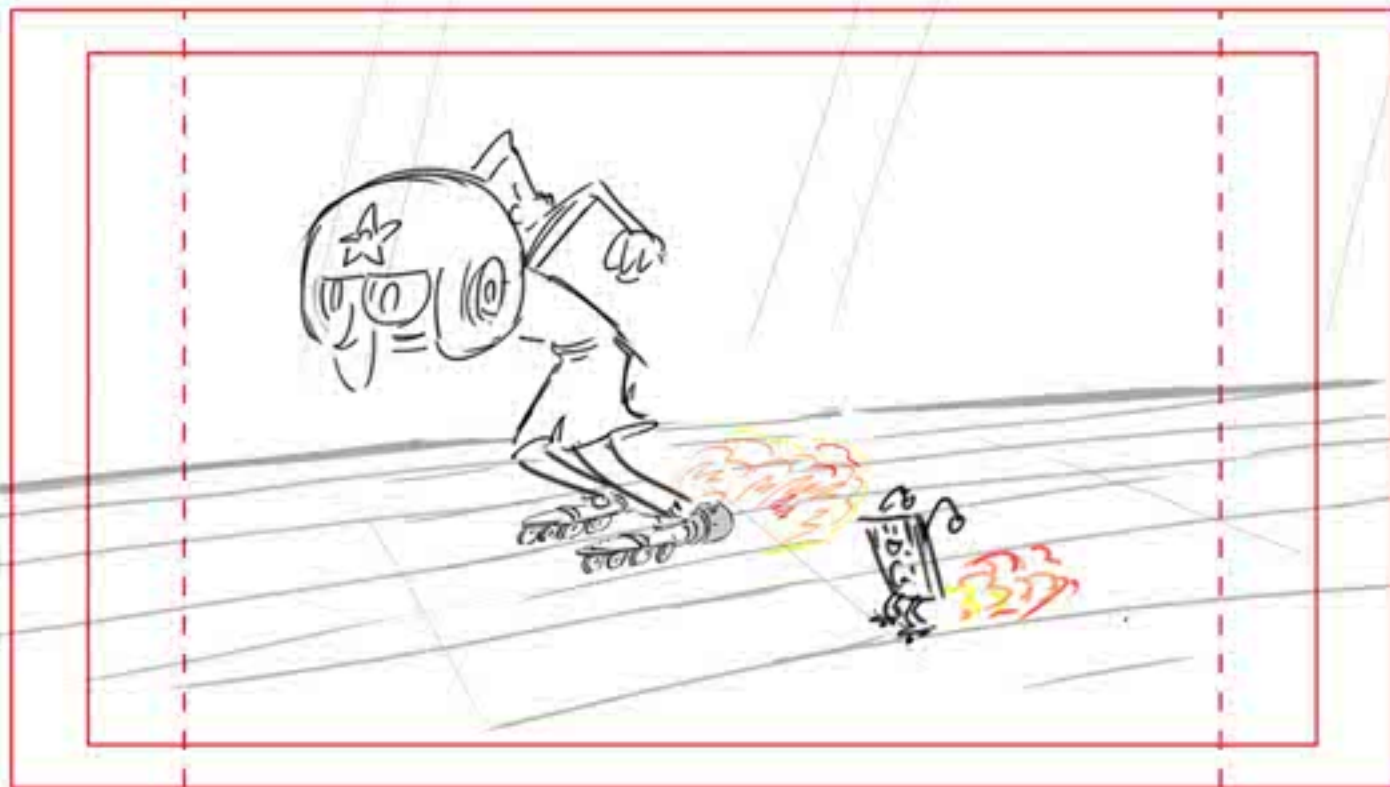
Dialogue/Action

Sequence

Scene

Panel

Frames



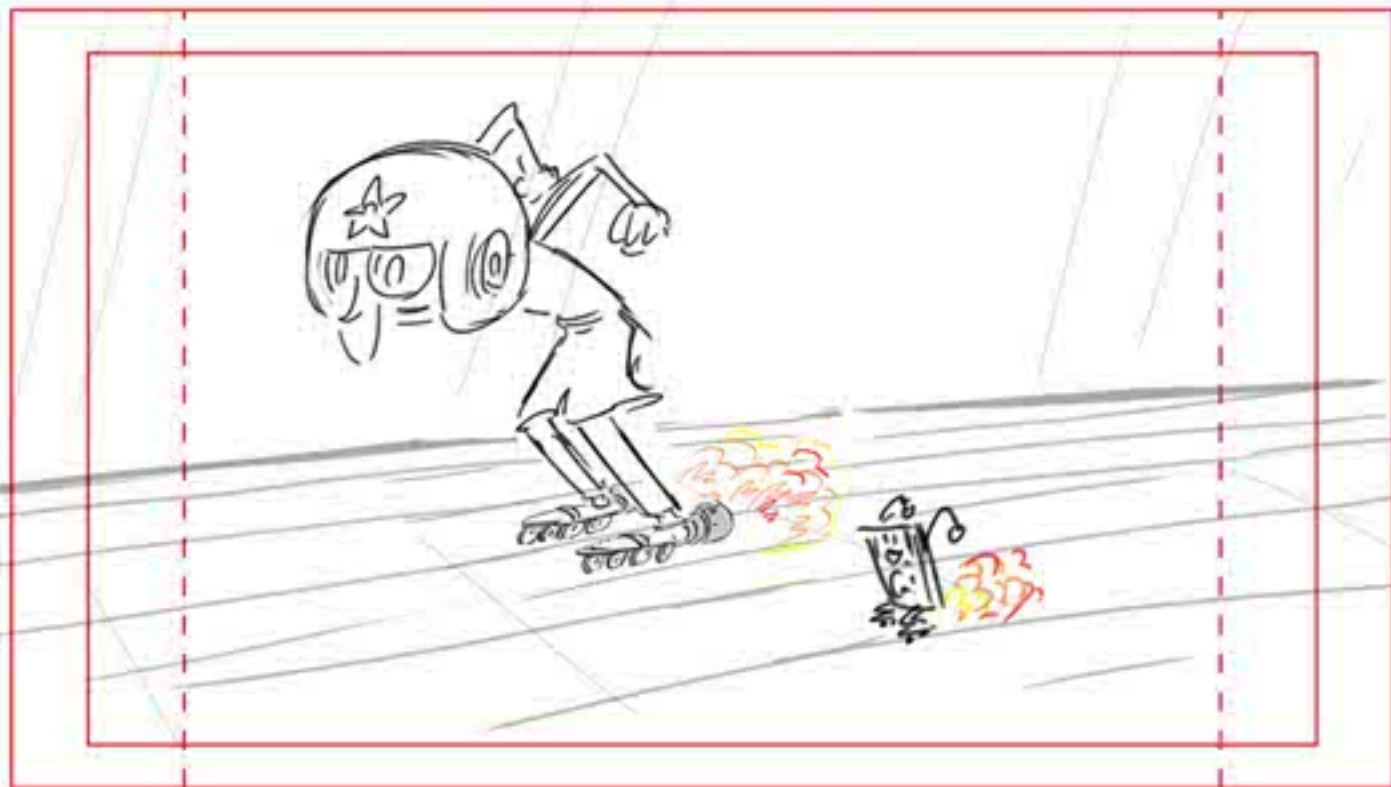
Dialogue/Action

Sequence

Scene

Panel

Frames



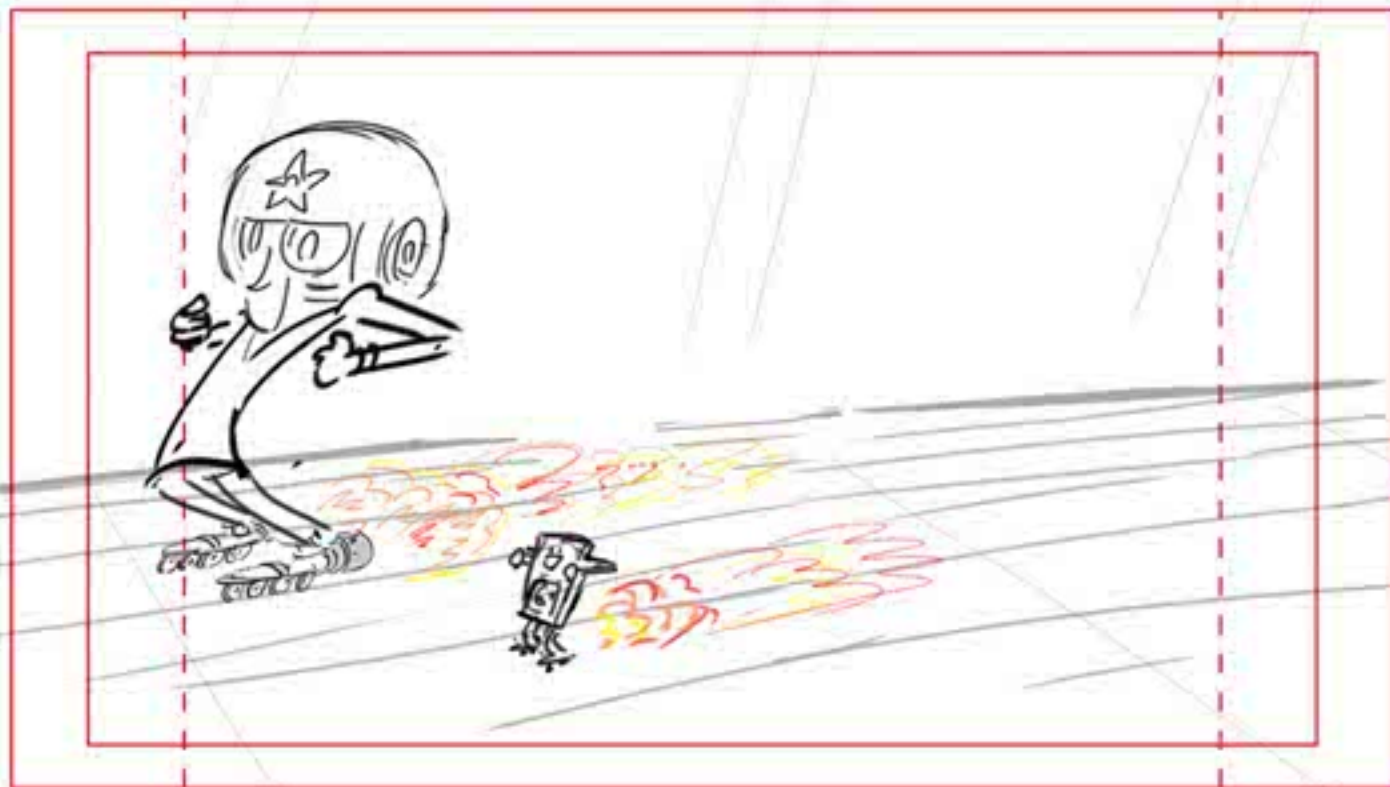
Dialogue/Action

Sequence

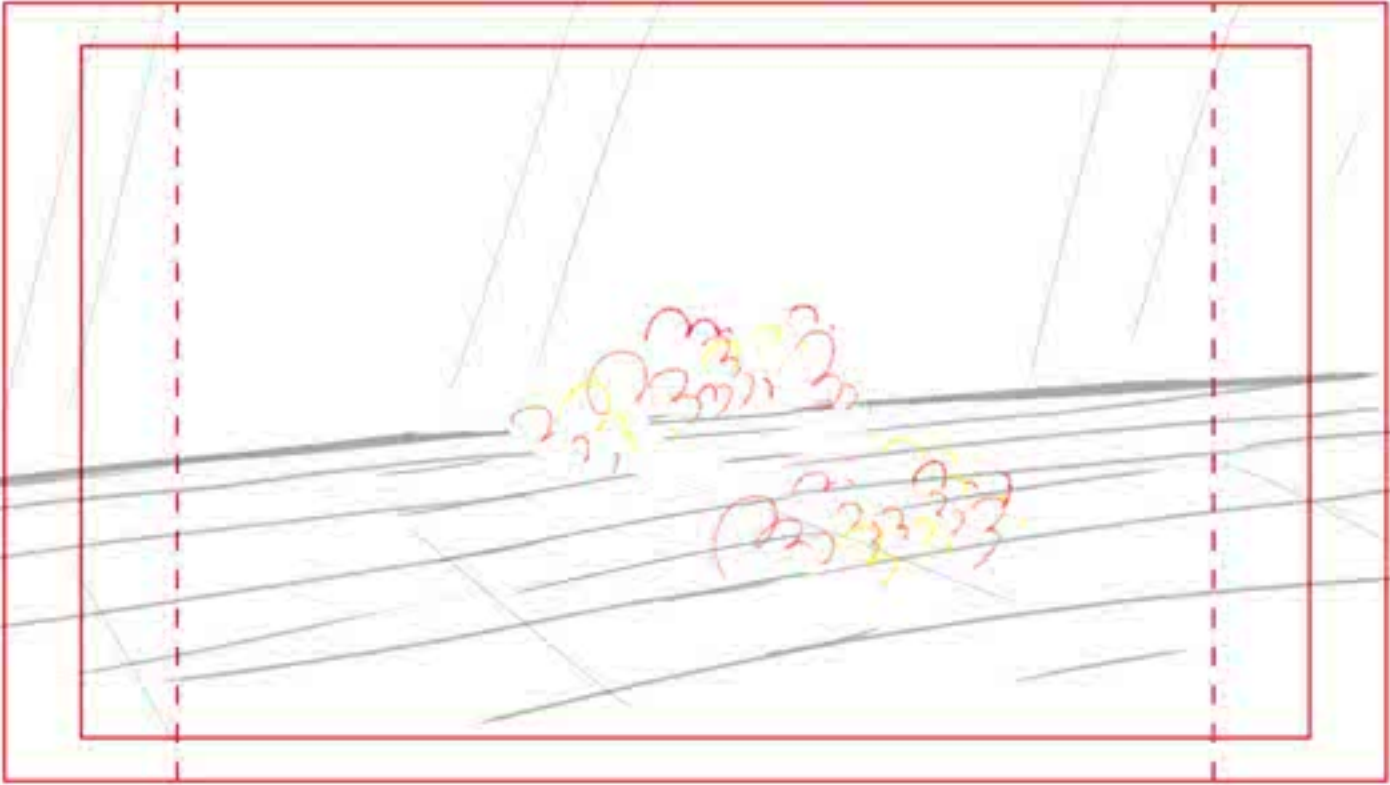
Scene


Panel

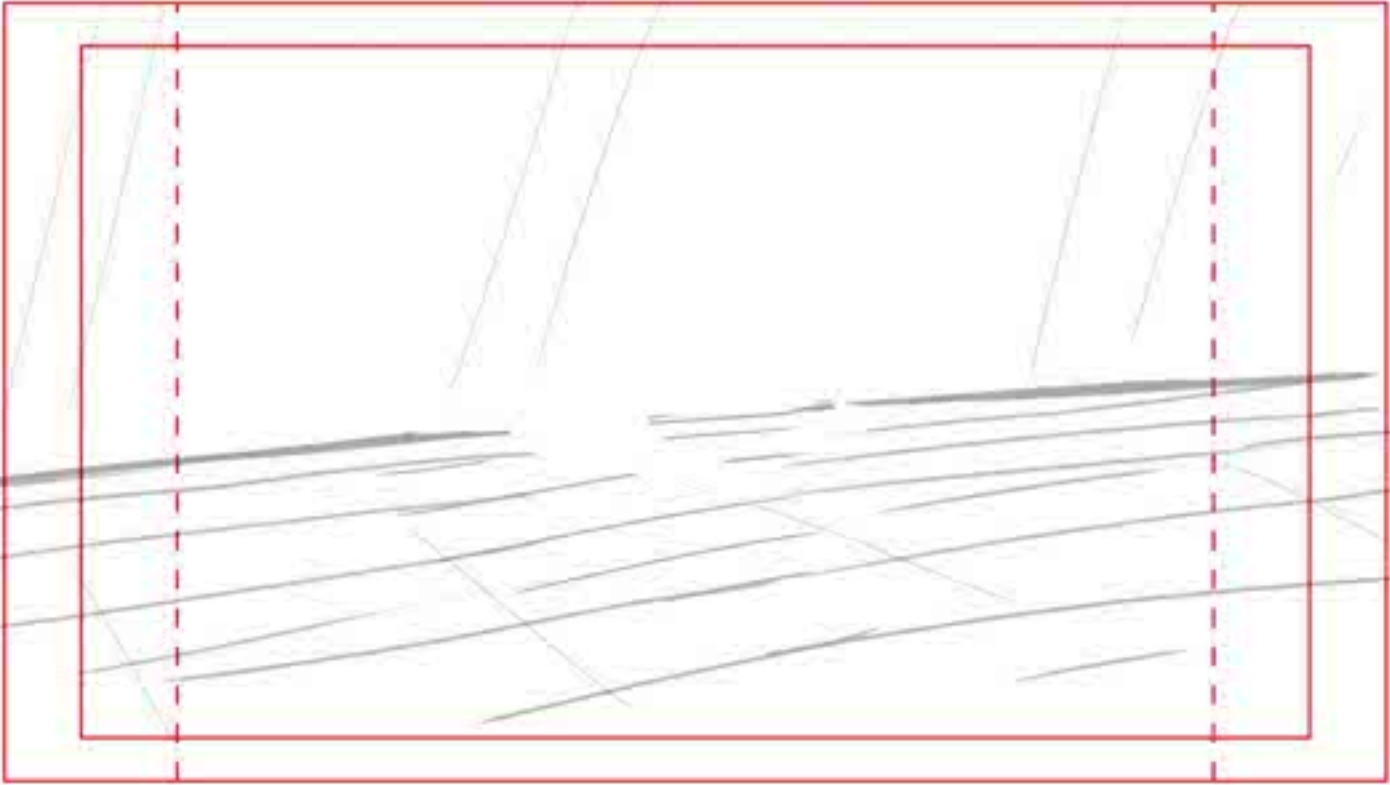
Frames



Dialogue/Action

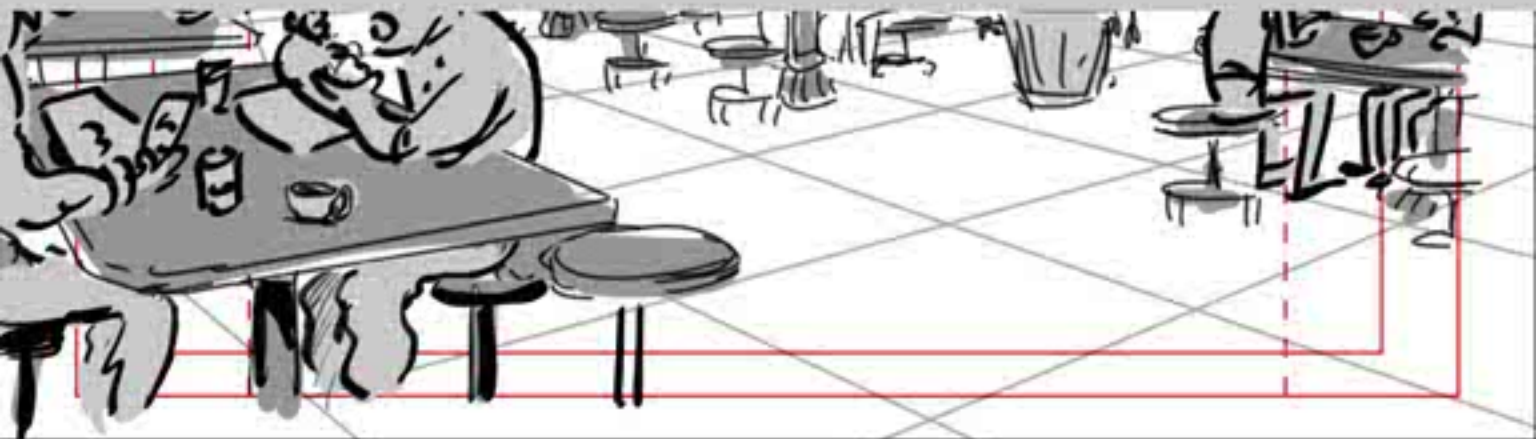
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames

Sequence	Scene	Panel	Frames
[Greyed out area]			
[Greyed out area]			
[Greyed out area]			
[Greyed out area]			
Dialogue/Action			



Dialogue/Action



Dialogue/Action

Sequence

Scene

Panel

Frames

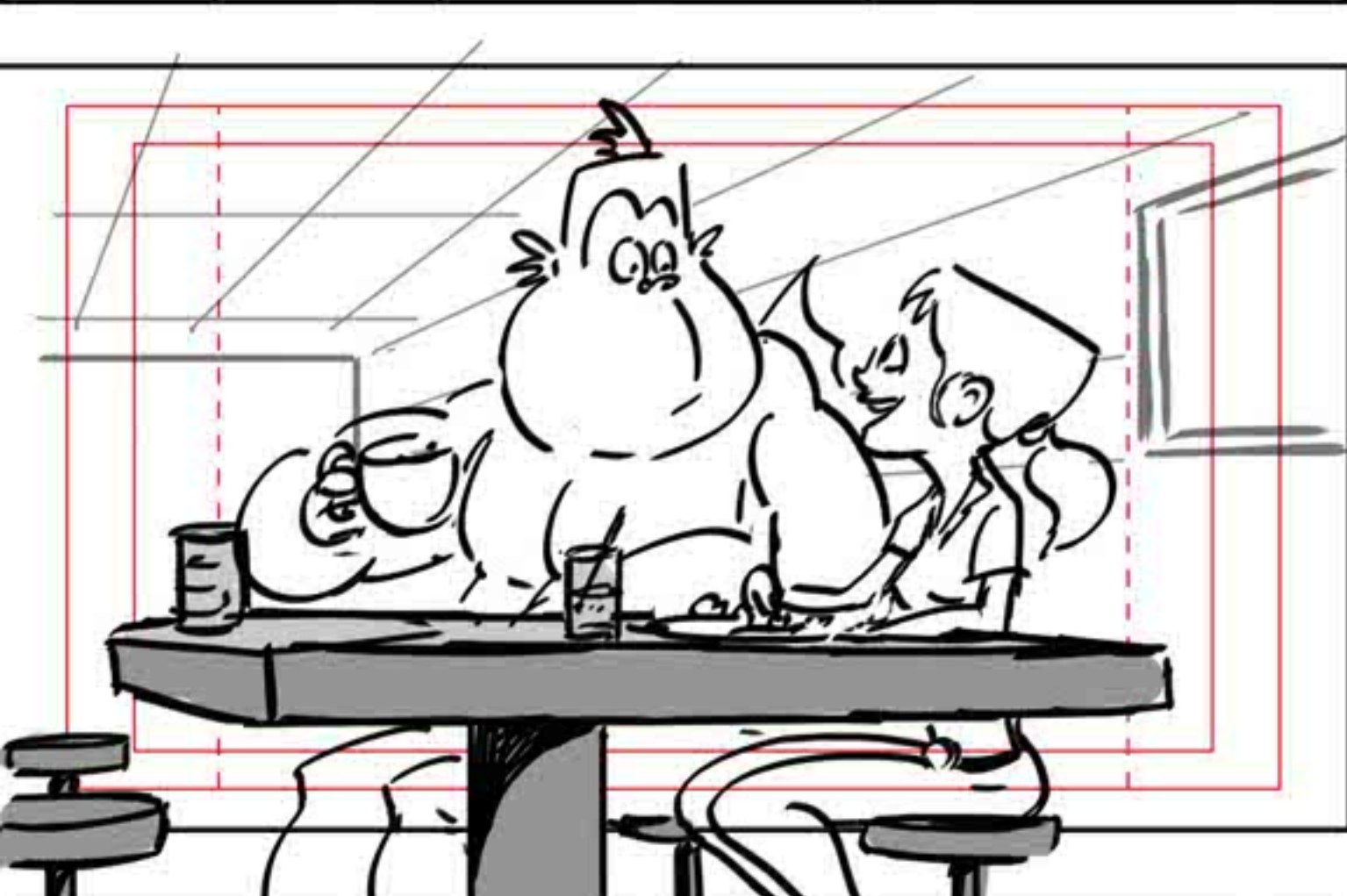


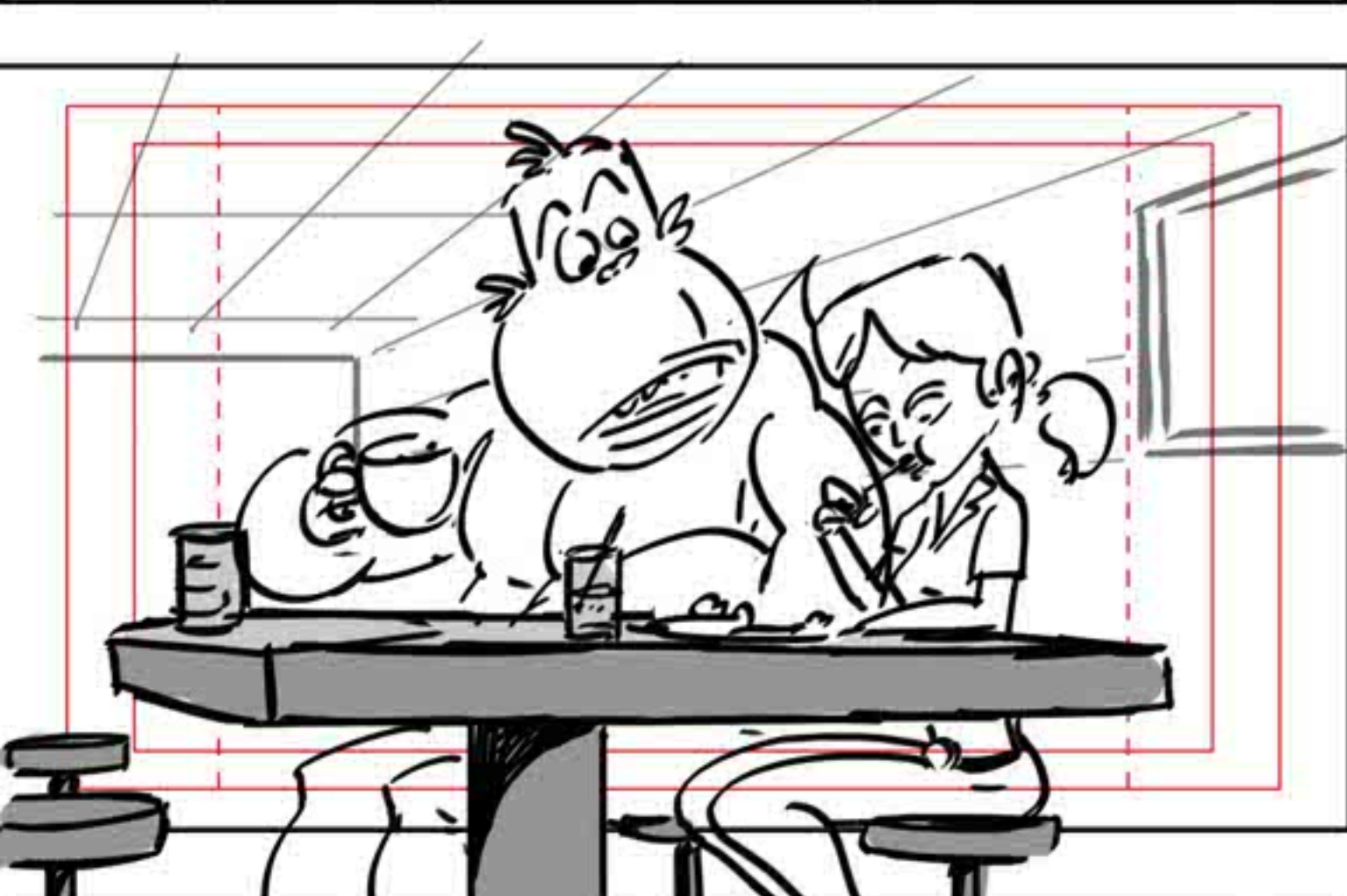
Dialogue/Action


SUSAN:


SO I THINK DOCTOR C IS TAKING TO THE DAD THING.


Sequence	Scene	Panel	Frames
Dialogue/Action	SAN: SO I THINK DOCTOR C IS TAKING TO THE DAD THING.		

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 243 1568">Dialogue/Action</p> <p data-bbox="243 1176 500 1568">SAN:</p> <p data-bbox="500 1176 988 1568">SO I THINK DOCTOR C IS TAKING TO THE DAD THING.</p> <p data-bbox="988 1176 1540 1568"></p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 243 1568">Dialogue/Action</p> <p data-bbox="500 1285 988 1568">LiNK: WHAT MAKES YOU SAY THAT?</p>			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
<p data-bbox="0 1176 1540 1223">Dialogue/Action</p> <p data-bbox="0 1223 1540 1568">DR. COCKROACH: WE COULD LAUNCH A MODEST-SIZED ROCKET PACKED WITH THOUSANDS OF MIRRORS--</p>			

Dialogue/Action

DR. COCKROACH:
WE COULD LAUNCH A MODEST-SIZED ROCKET
PACKED WITH THOUSANDS OF MIRRORS--

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:
WE COULD LAUNCH A MODEST-SIZED ROCKET
PACKED WITH THOUSANDS OF MIRRORS--

Sequence	Scene	Panel	Frames
<p data-bbox="0 1176 1540 1223">Dialogue/Action</p> <p data-bbox="0 1223 1540 1568">DR. COCKROACH: WE COULD LAUNCH A MODEST-SIZED ROCKET PACKED WITH THOUSANDS OF MIRRORS--</p>			

Sequence

Scene


Panel


Frames





Dialogue/Action

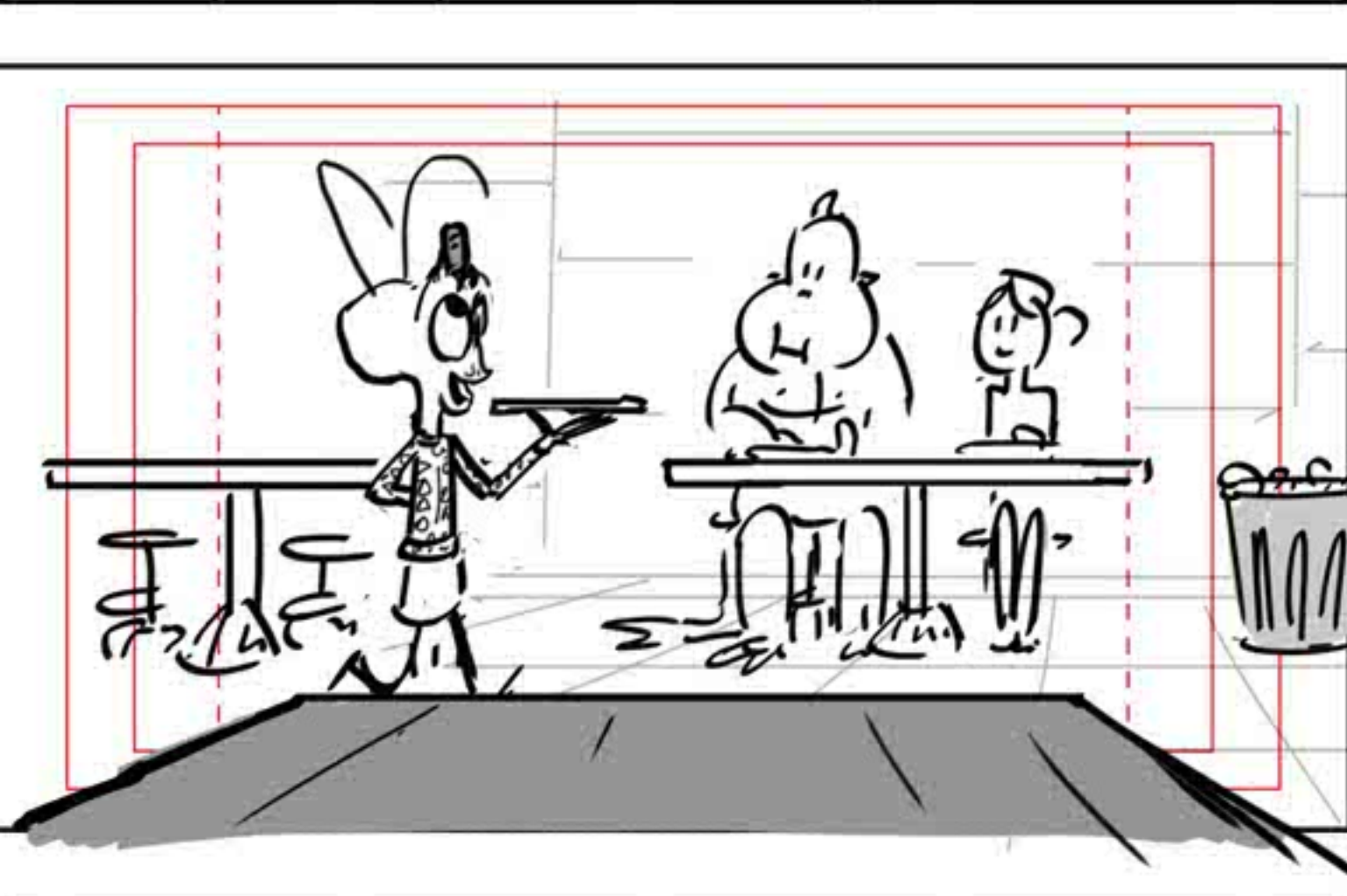
DR. COCKROACH:
WE COULD LAUNCH A MODEST-SIZED ROCKET
PACKED WITH THOUSANDS OF MIRRORS--

Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>SMARTY: 26.571 at a diameter of 21 inches.</p>		

Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>SMARBY: 26,571 at a diameter of 81 inches.</p>		

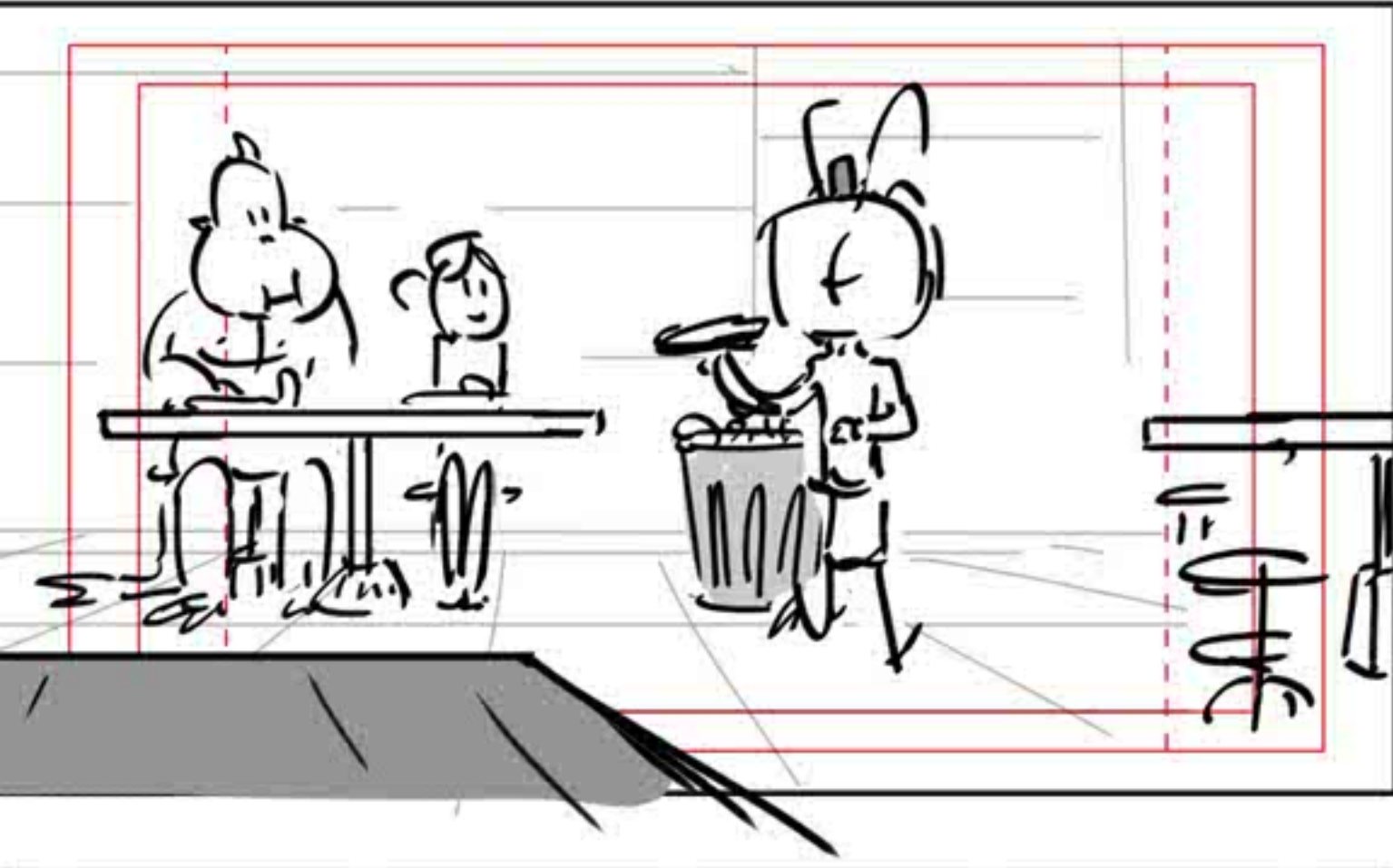
Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>SMARTY: 26.571 at a diameter of 21 inches.</p>		

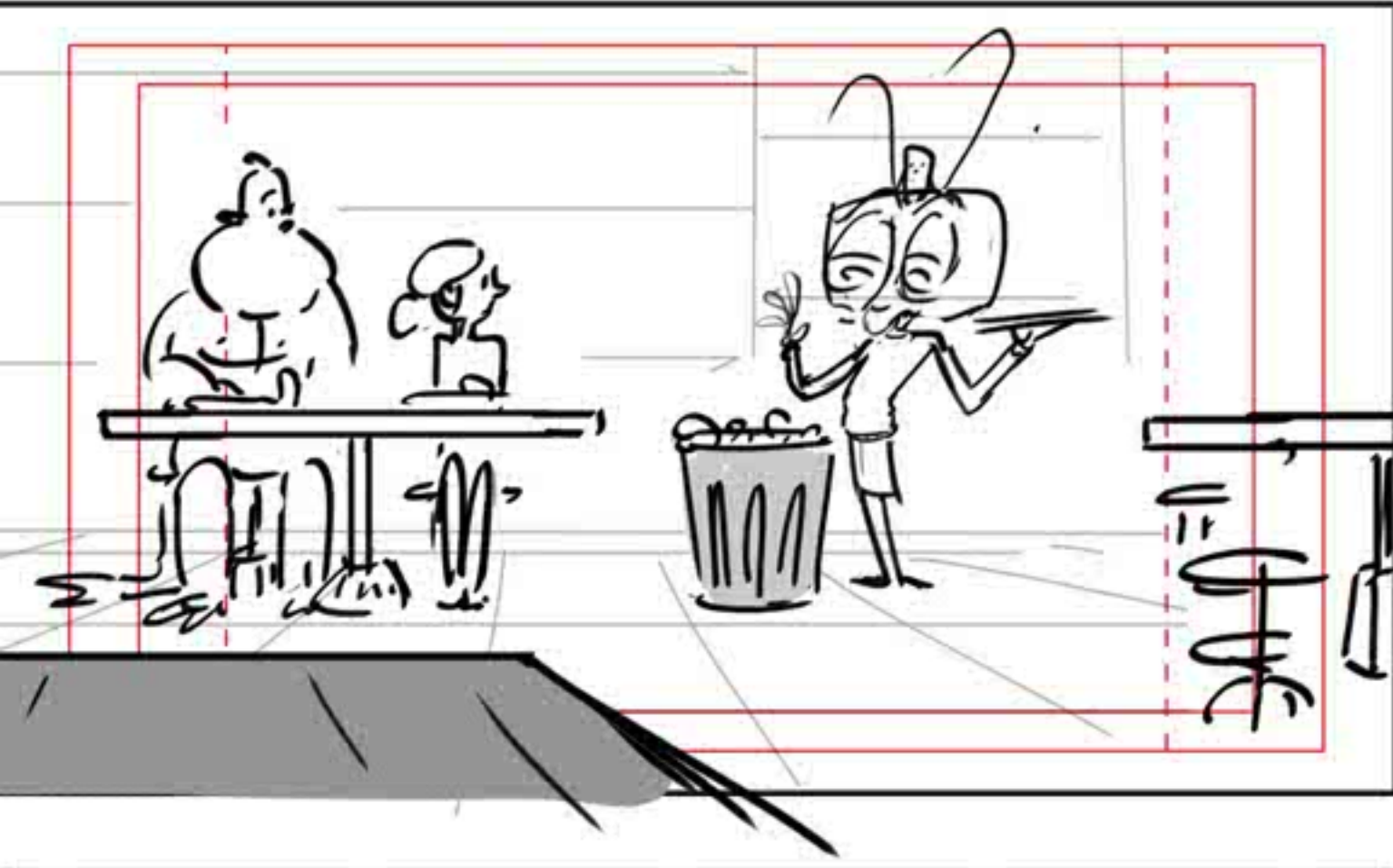
Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>SMARBY: 26,571 at a diameter of 81 inches.</p>		

Sequence	Scene	Panel	Frames
			
Dialogue/Action		<p>DR. COCKROACH: THANK YOU, SMARTY.</p>	

Sequence	Scene	Panel	Frames
<p data-bbox="0 1176 308 1568">Dialogue/Action</p> <p data-bbox="308 1176 1540 1568">DR. COCKROACH: THANK YOU, SMARTY.</p>			

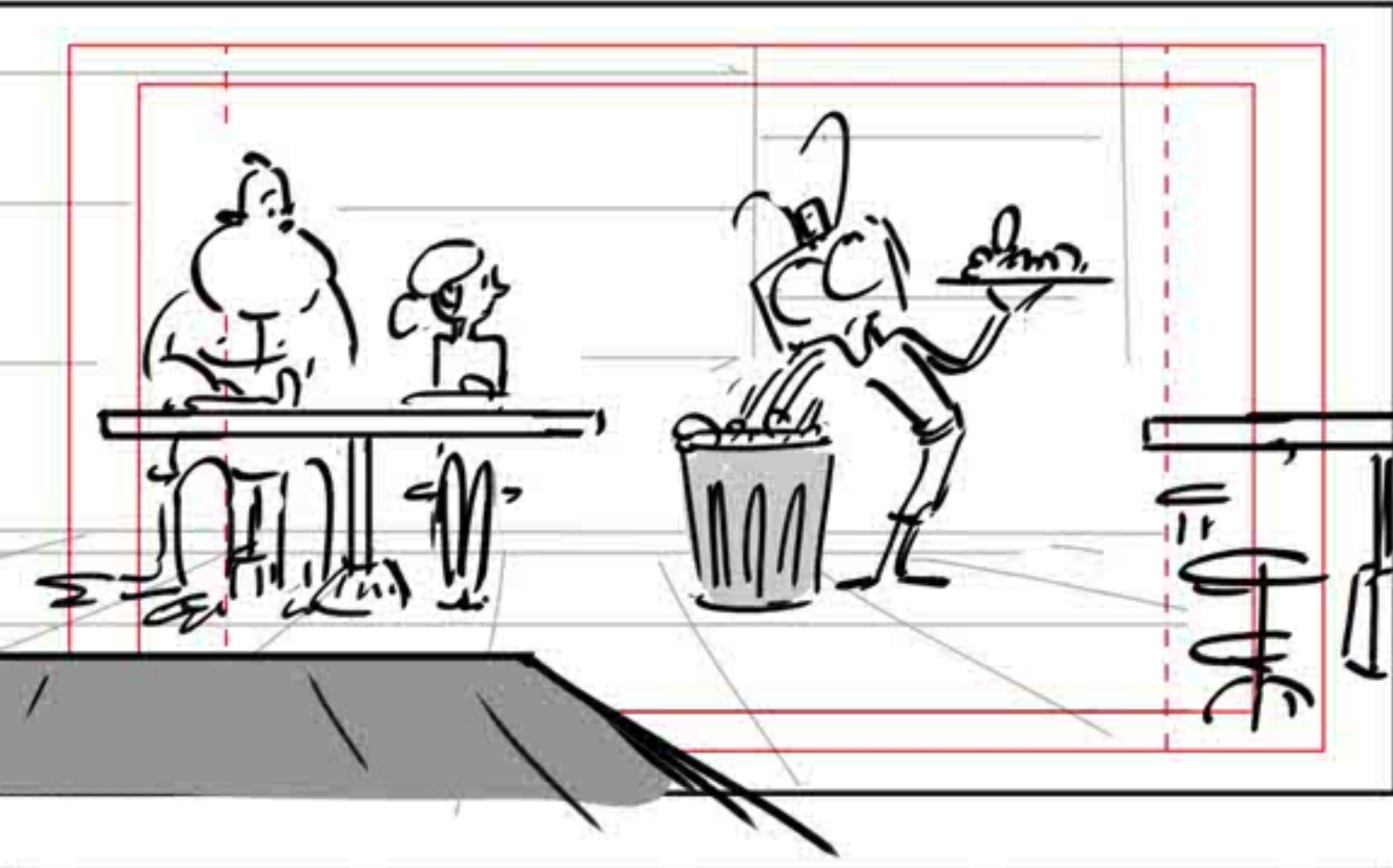
Sequence	Scene	Panel	Frames
Dialogue/Action			

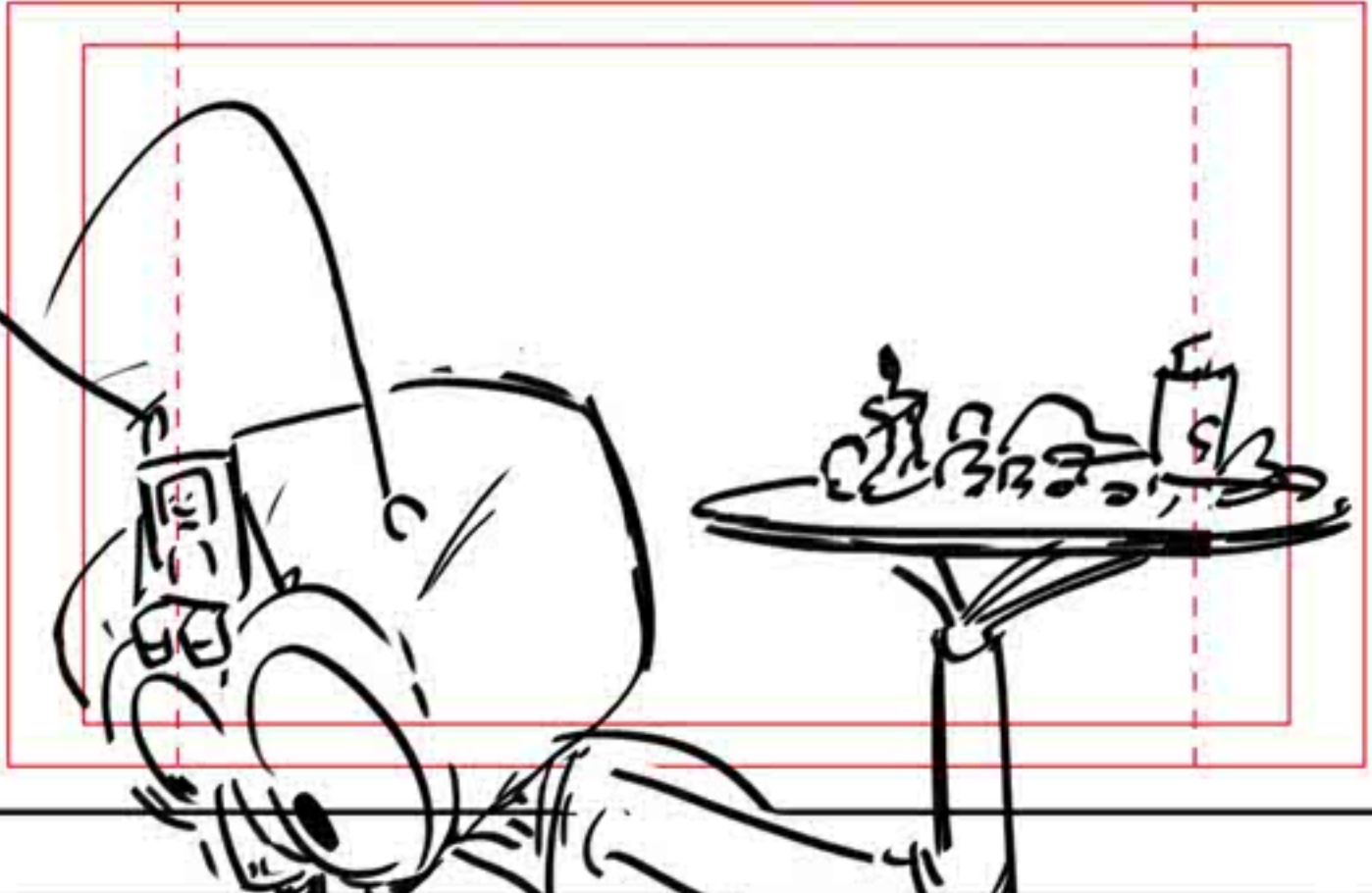
Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
<p>The storyboard panel is a hand-drawn sketch of a scene. On the left, a man with a large nose and a woman are seated at a table. In the center, a man wearing a top hat and a suit is leaning over a trash can, holding a tray. On the right, a man is seated at a desk, with the word 'Office' written vertically on the desk. The scene is framed by a red border with dashed lines indicating crop marks. A horizontal arrow points from left to right across the top of the scene. The bottom of the panel is shaded grey.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 315 1230">Dialogue/Action</p> <p data-bbox="331 1199 1039 1473" style="text-align: center;">DR. COCKROACH: With PRÉCISÉ INTERVAL DELIVERY tImING, we COULD, INDEED, Put a SMiley FACE ON THE MOON.</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 315 1230">Dialogue/Action</p> <p data-bbox="338 1199 1039 1466" style="text-align: center;">DR. COCKROACH: With precise interval, delivery timing, we could, indeed, put a smiley face on the moon.</p>			

Sequence

Scene


Panel


Frames




Dialogue/Action

DR. COCKMOACH:
With precise interval delivery timing,
we could, indeed,
put a smiley face on the moon.

Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 315 1230">Dialogue/Action</p> <p data-bbox="592 1207 746 1332">SMARTY, WHEN</p> <p data-bbox="308 1340 1031 1403">WHENEVER WE LOOKED UP AT THE NIGHT SKY.</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="7 1183 315 1230">Dialogue/Action</p> <p data-bbox="592 1207 746 1262">SMARTY:</p> <p data-bbox="616 1270 716 1324">THEN</p> <p data-bbox="308 1340 1039 1403">WHENEVER WE LOOKED UP AT THE NIGHT SKY,</p>			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			
SMARTY:			
WE'D THINK OF EACH OTHER.			

SMARTY:

WE'D THINK OF EACH OTHER.

Sequence

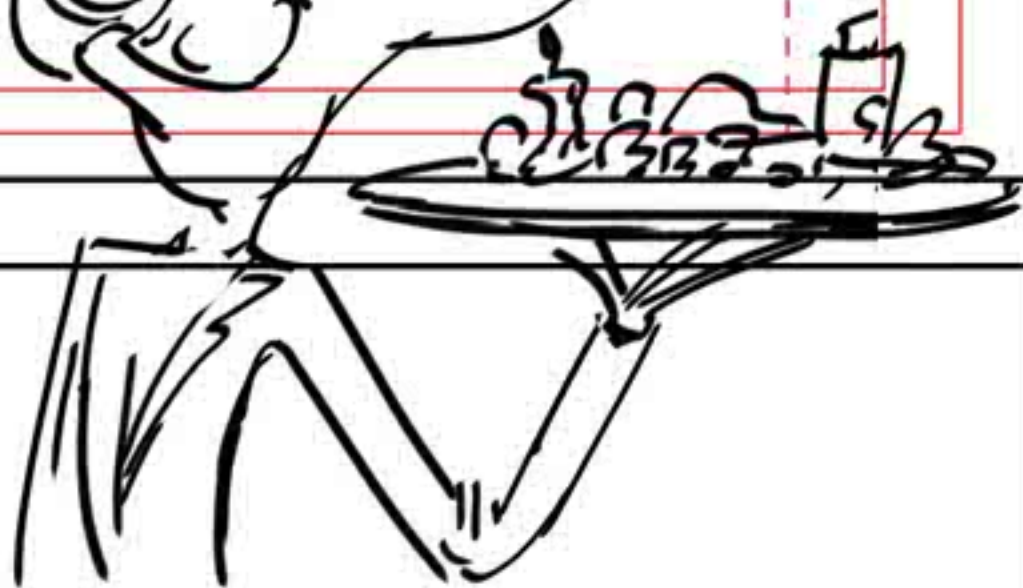
Scene

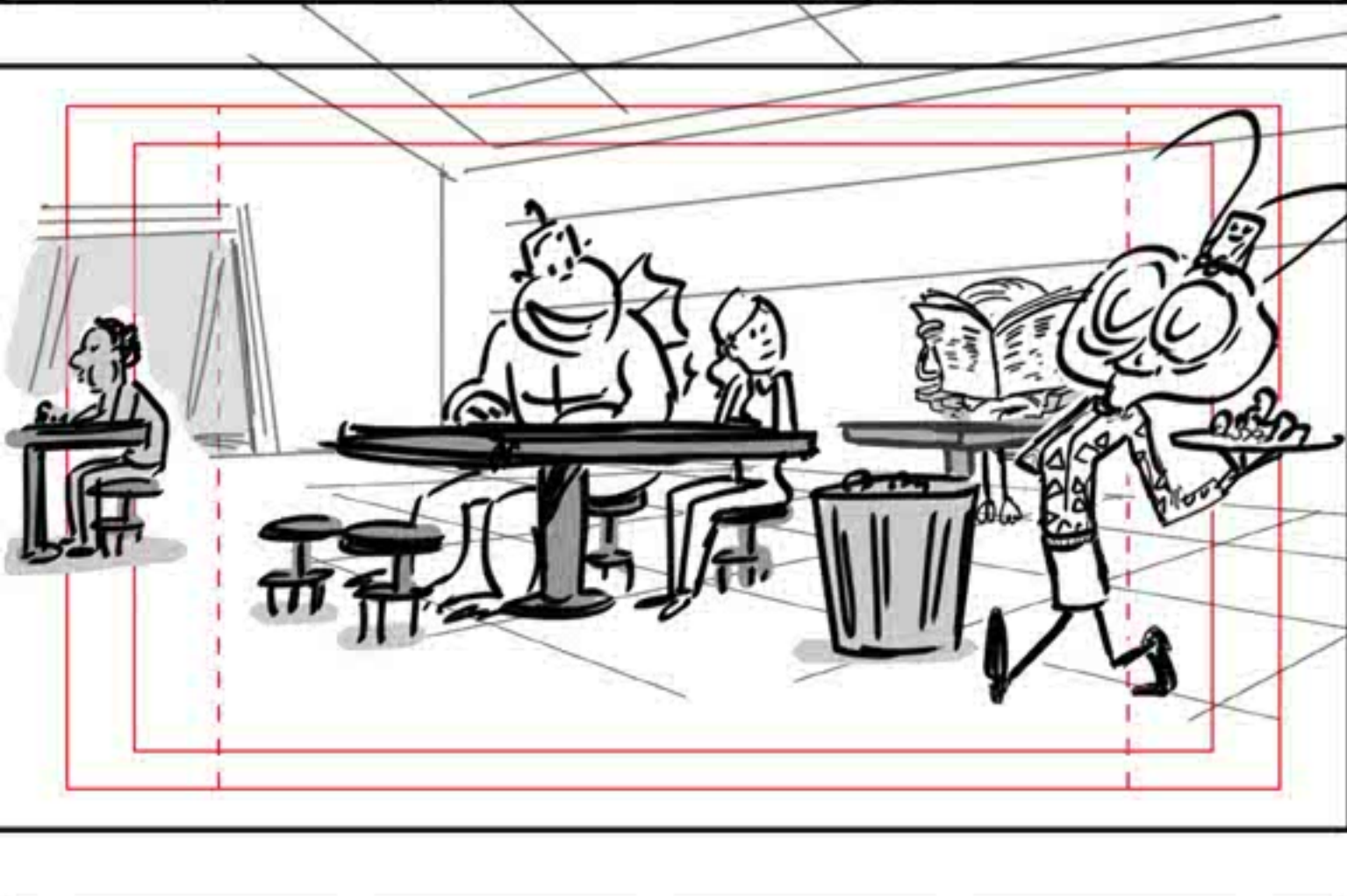
Panel

Frames



Dialogue/Action



Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="508 1207 847 1411">LINK: yep. HE'S TOPS IN POPS.</p>			

Sequence

Scene

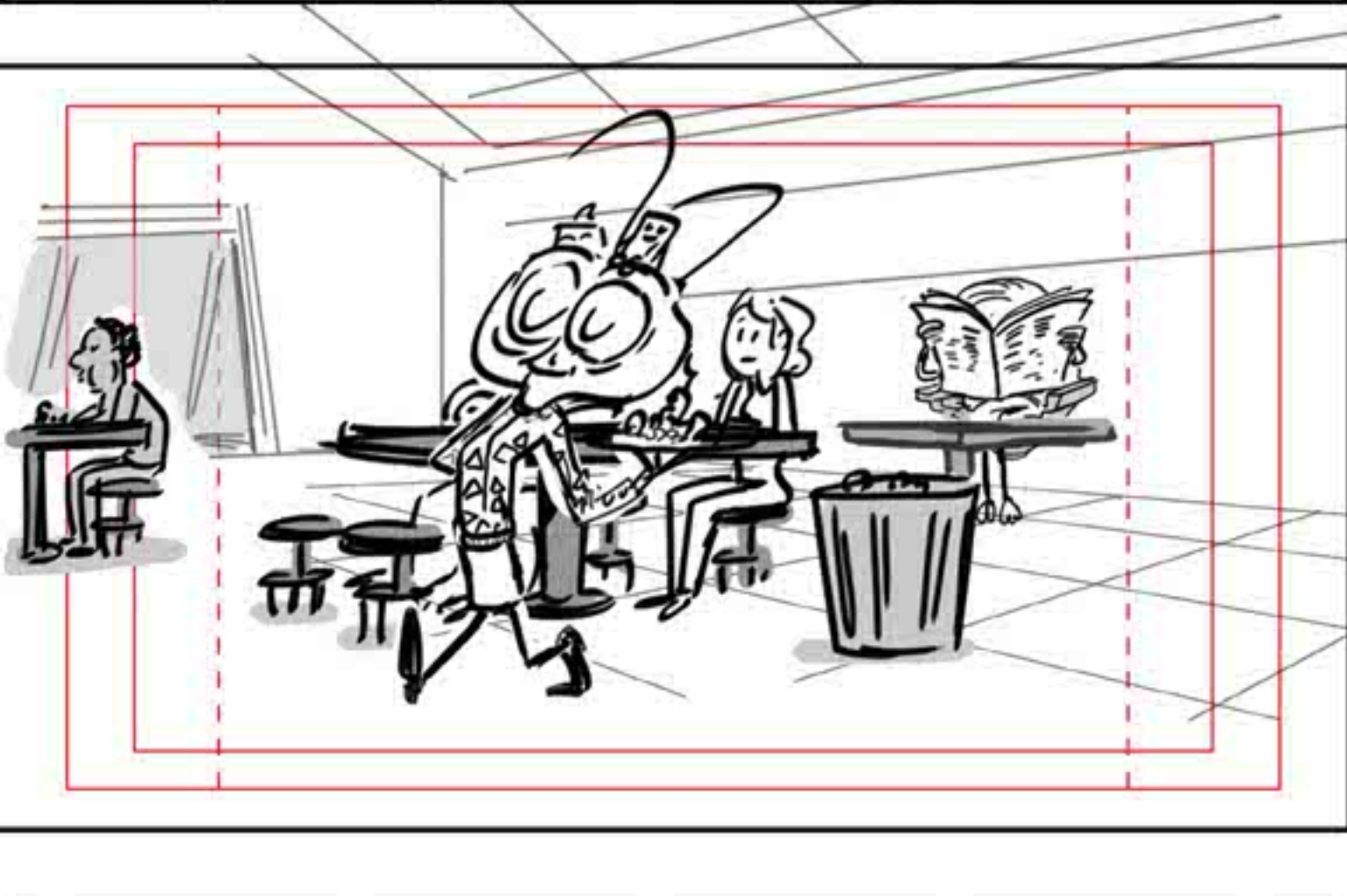
Panel

Frames

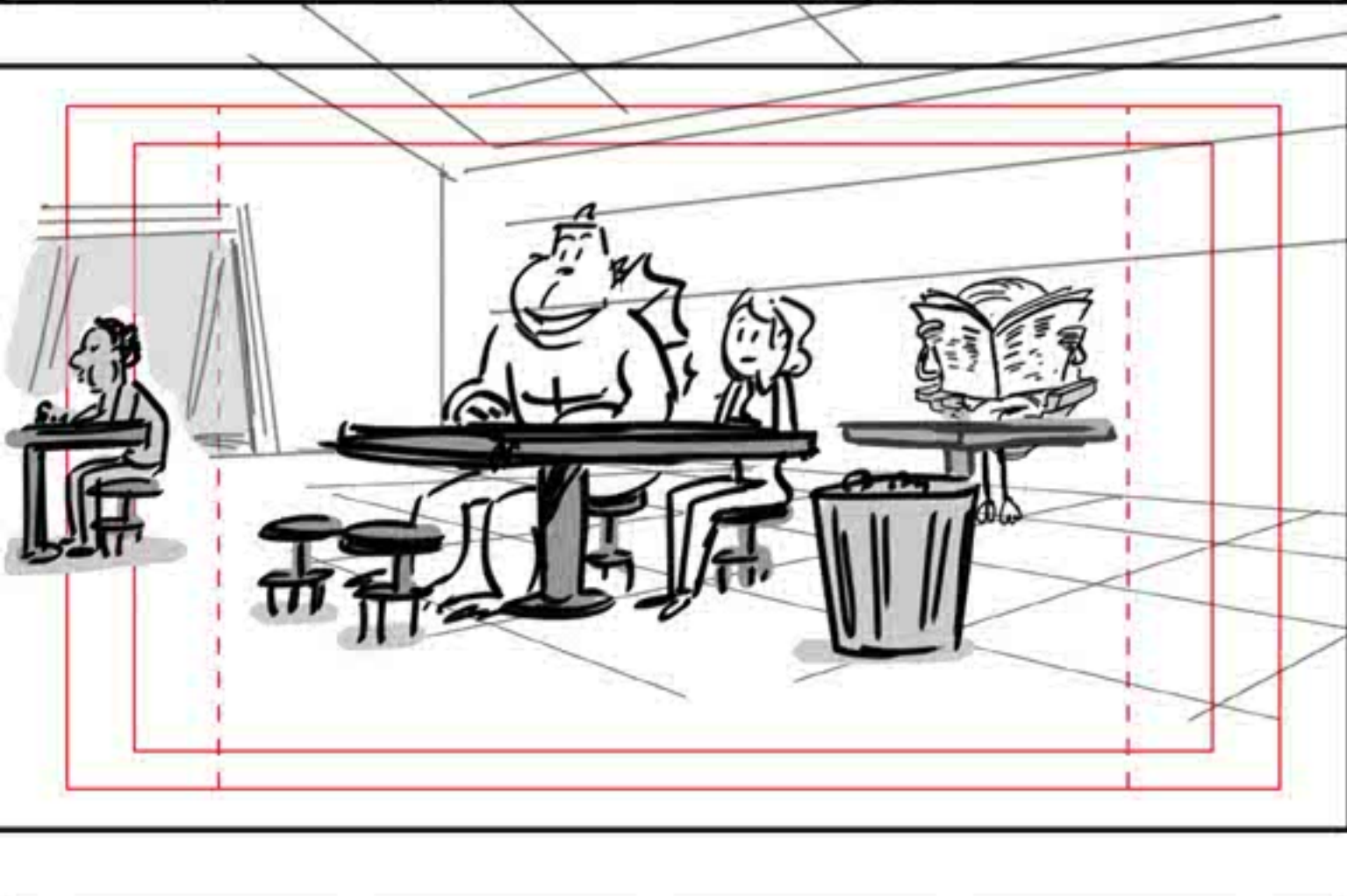


Dialogue/Action

LINK:
yep.
HE'S TOPS IN POPS.

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="508 1207 847 1411">LINK: yep. HE'S TOPS IN POPS.</p>			

Sequence	Scene	Panel	Frames
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="508 1207 847 1411" style="text-align: center;">LINK: yep. HE'S TOPS IN POPS.</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="508 1207 847 1411">LINK: yep. HE'S TOPS IN POPS.</p>			

Sequence

Scene

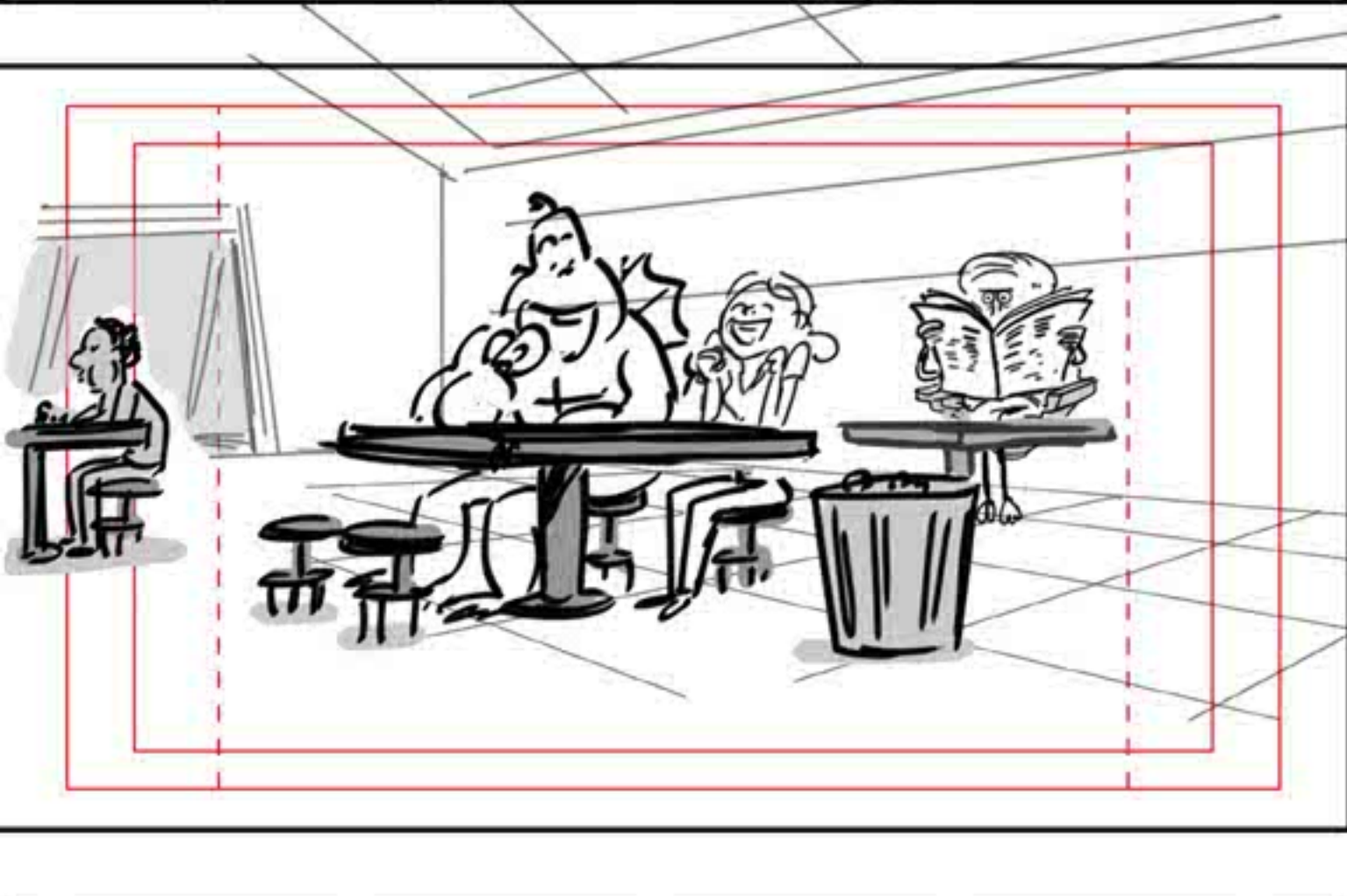
Panel

Frames

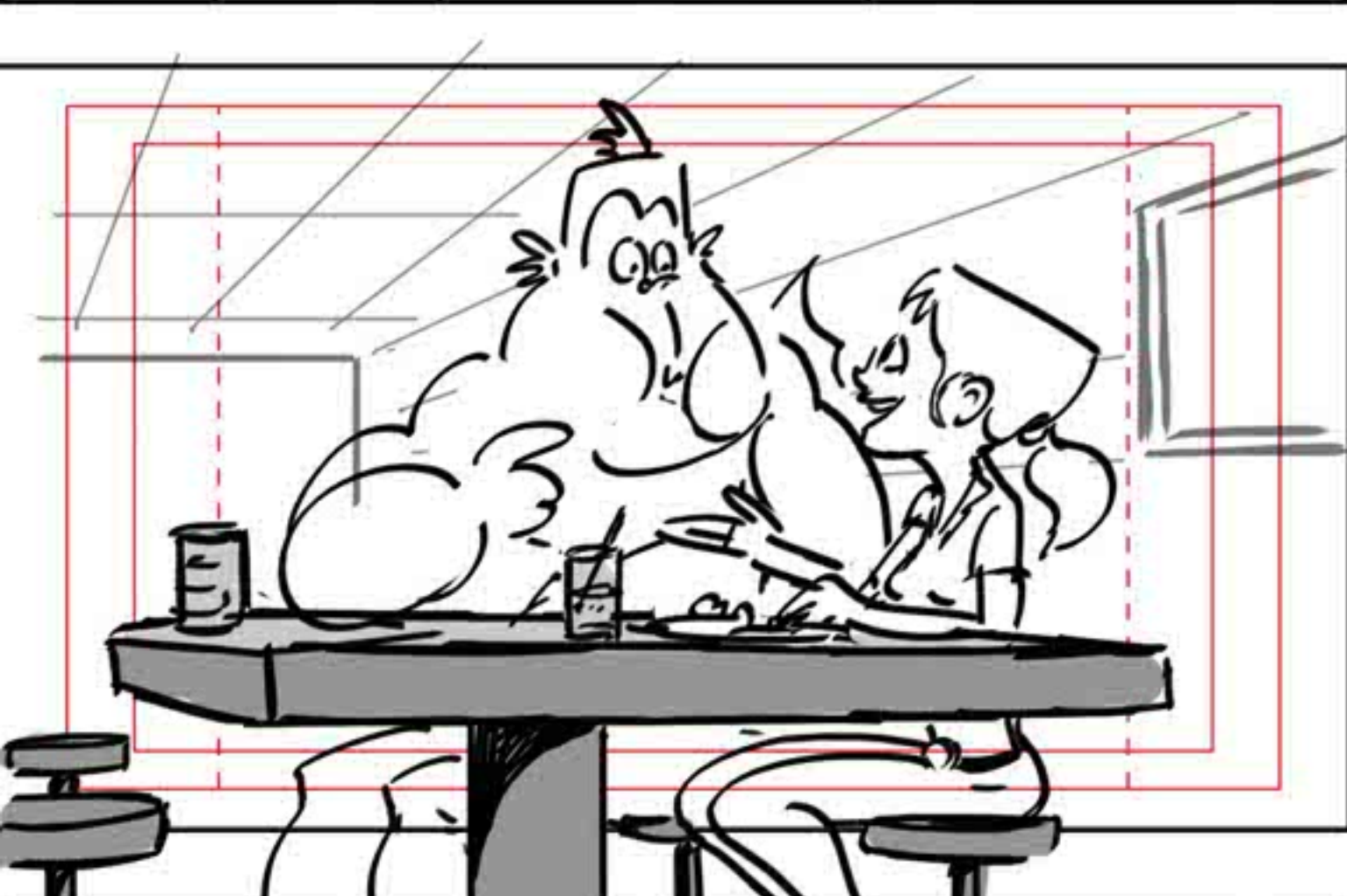



Dialogue/Action

SUSAN:
I KNOW, RiGht?

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 308 1223">Dialogue/Action</p> <p data-bbox="569 1207 847 1332">SUSAN: I KNOW, RiGht?</p>			


Sequence	Scene	Panel	Frames
<p data-bbox="0 1176 243 1223">Dialogue/Action</p> <p data-bbox="462 1285 924 1426">SUSAN: I LIKE SEEING DOC LIKE THIS,</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 243 1223">Dialogue/Action</p> <p data-bbox="462 1285 924 1426" style="text-align: center;">SUSAN: I LIKE SEEING DOC LIKE THIS,</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 243 1223">Dialogue/Action</p> <p data-bbox="508 1285 924 1505">SUSAN: ALL FATHERLY. IT'S A NEW SIDE TO HIM.</p>			


Dialogue/Action

SUSAN:
ALL FATHERLY.
IT'S A NEW SIDE TO HIM.

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 243 1223">Dialogue/Action</p> <p data-bbox="508 1285 924 1505">SUSAN: ALL FATHERLY. IT'S A NEW SIDE TO HIM.</p>			


Dialogue/Action

SUSAN:
ALL FATHERLY.
IT'S A NEW SIDE TO HIM.

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1176 243 1223">Dialogue/Action</p> <p data-bbox="508 1285 924 1505">SUSAN: ALL FATHERLY. IT'S A NEW SIDE TO HIM.</p>			

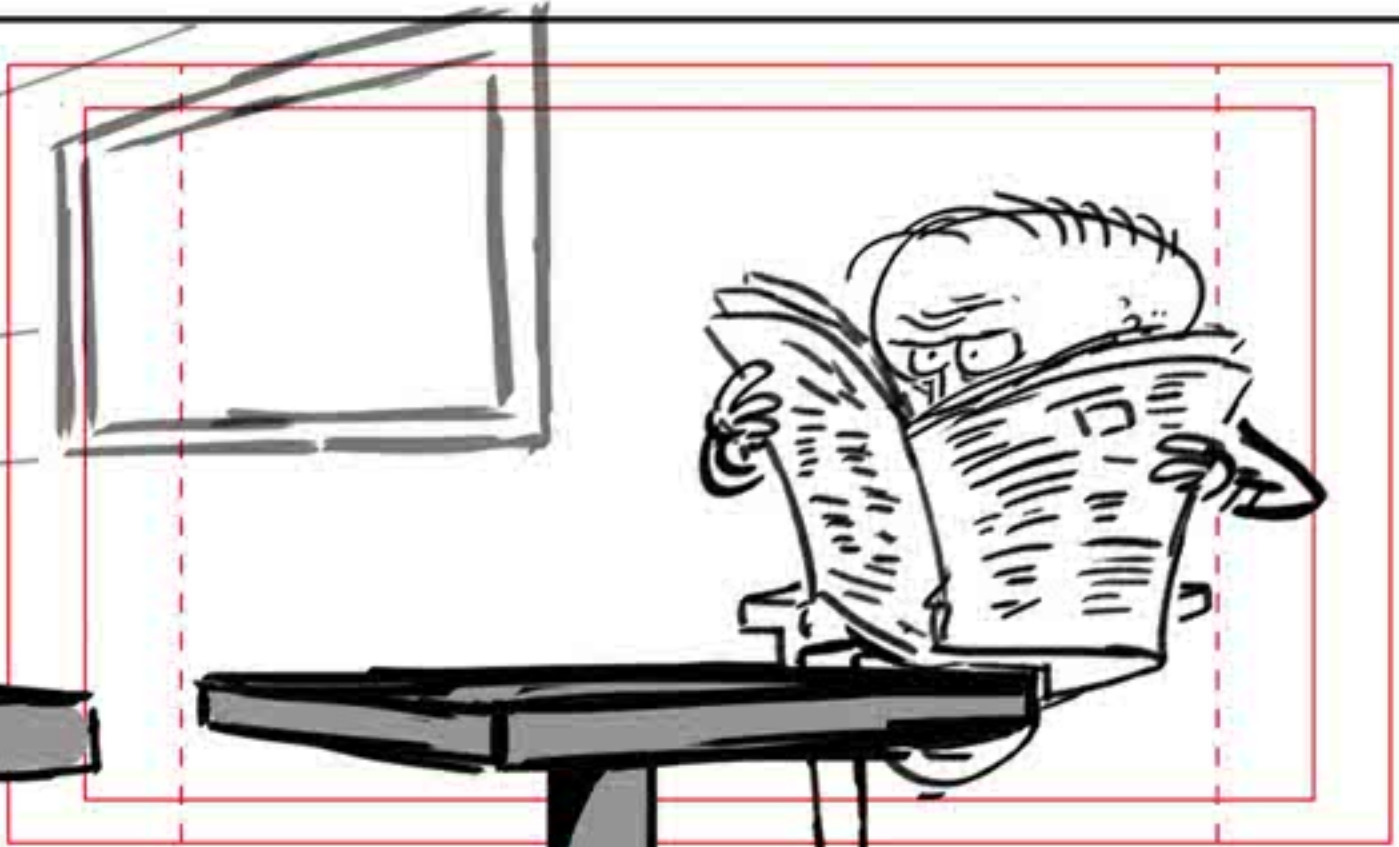
Dialogue/Action


SUSAN:
ALL FATHERLY.
IT'S A NEW SIDE TO HIM.

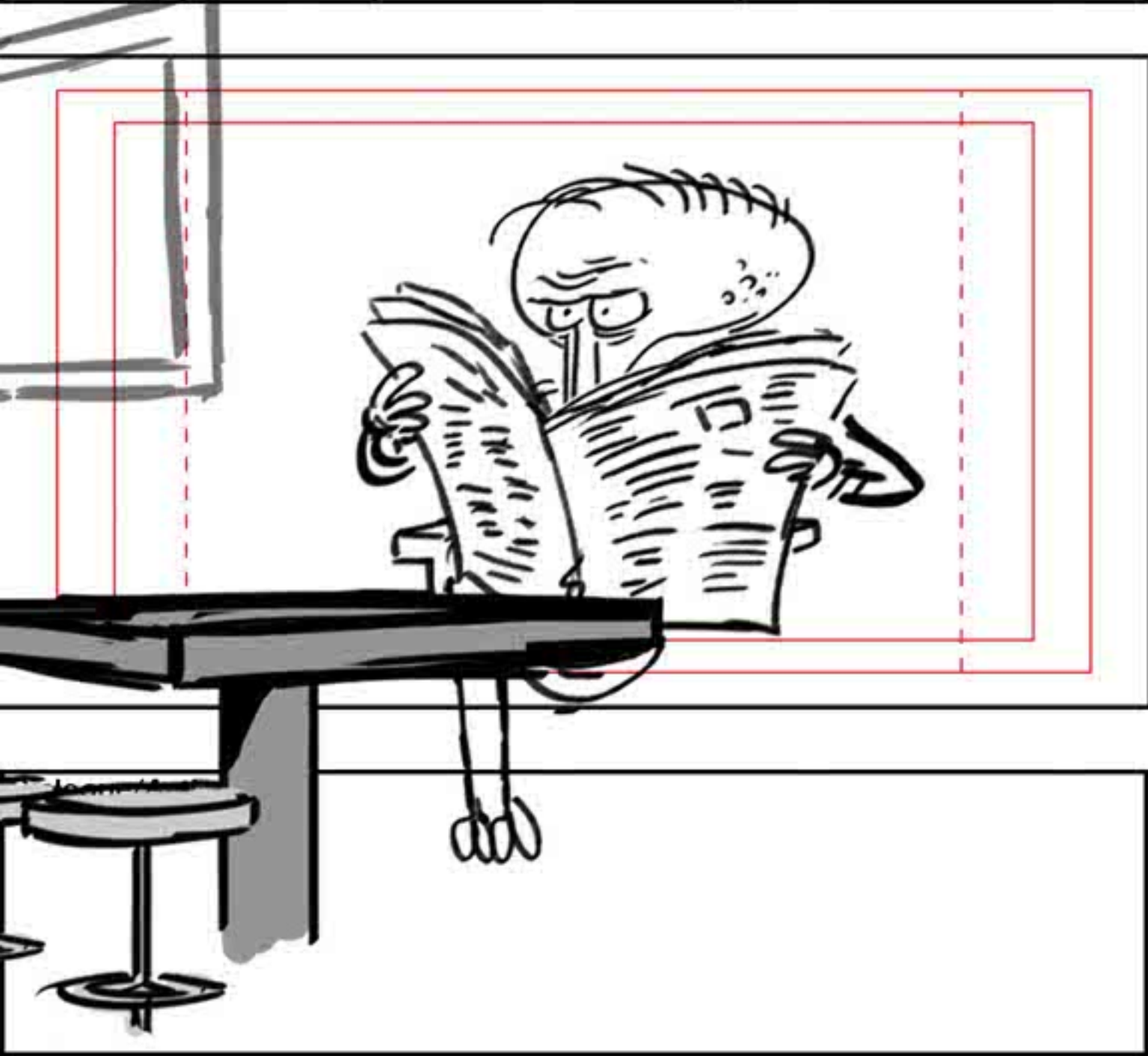
Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
			
Dialogue/Action			


Sequence	Scene	Panel	Frames
Dialogue/Action			




Sequence	Scene	Panel	Frames
			
Dialogue / Action			


Sequence	Scene	Panel	Frames
 <p>A cartoon illustration of a man sitting at a table reading a newspaper. The man has a large, bulbous nose and is wearing glasses. He is holding a newspaper open with both hands. The scene is framed by a red border with dashed lines indicating the panel boundaries. The man's legs are visible under the table, and a stool is visible in the foreground.</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="616 1223 1232 1364">COVERTON: THE BUG HAS STARTED A FAMILY, EH?</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="731 1223 1124 1356">COVERTON: I SMELL OPPORTUNITY...</p>			


COVERTON:
I SMELL OPPORTUNITY...

Sequence	Scene	Panel	Frames
			
<p data-bbox="797 1230 1054 1356">COVERTON: HUNNNNNNNNN...</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="797 1230 1054 1356">COVERTON: HUNNNNNNNNN...</p>			

Sequence	Scene	Panel	Frames
<p data-bbox="797 1230 1054 1356">COVERTON: HUNNNNNNNNN...</p>			

Sequence	Scene	Panel	Frames
<p data-bbox="797 1230 1054 1356">COVERTON: HUNNNNNNNNN...</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="797 1230 1054 1356">COVERTON: HUUUUUUUUUU...</p>			