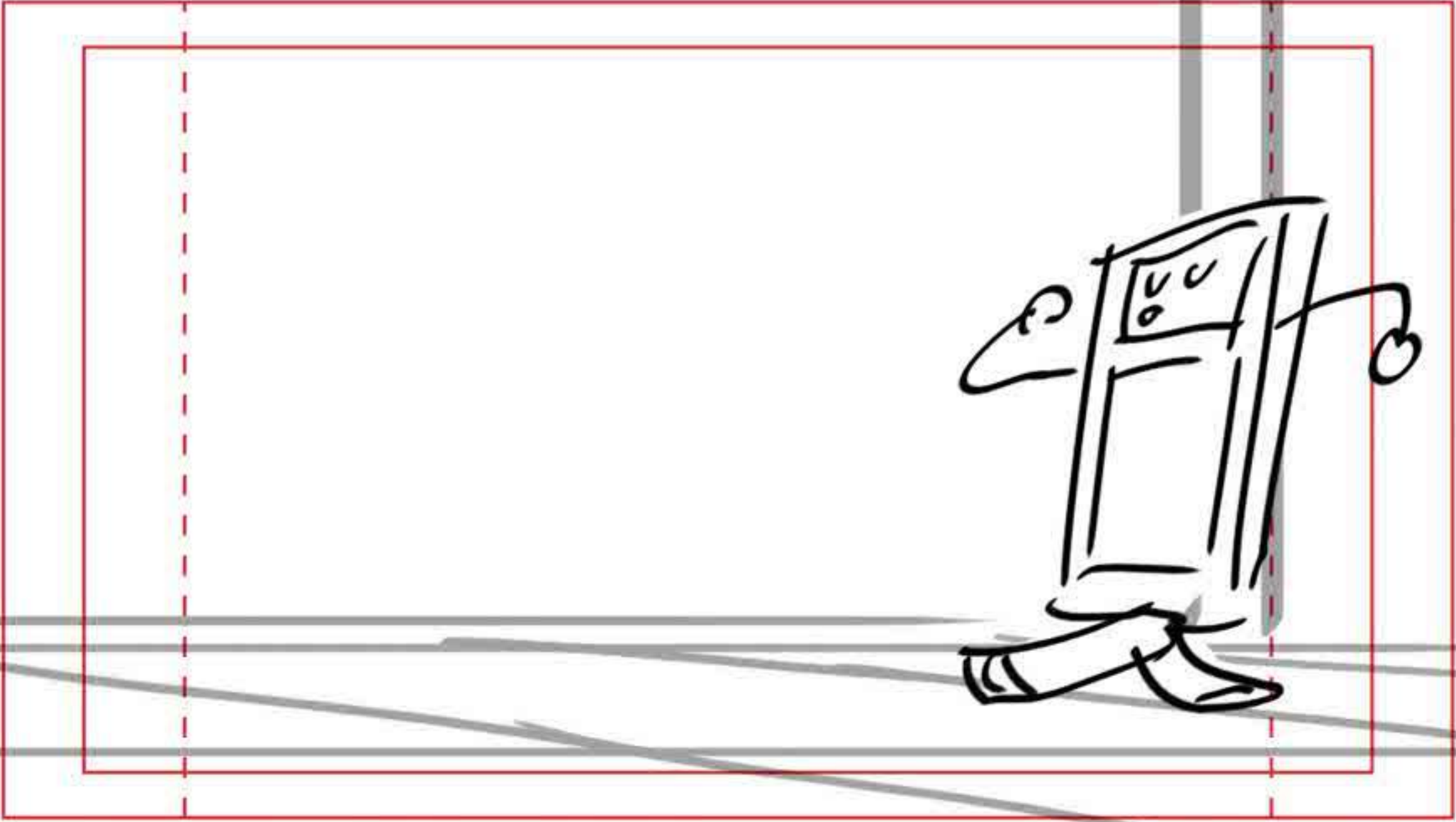
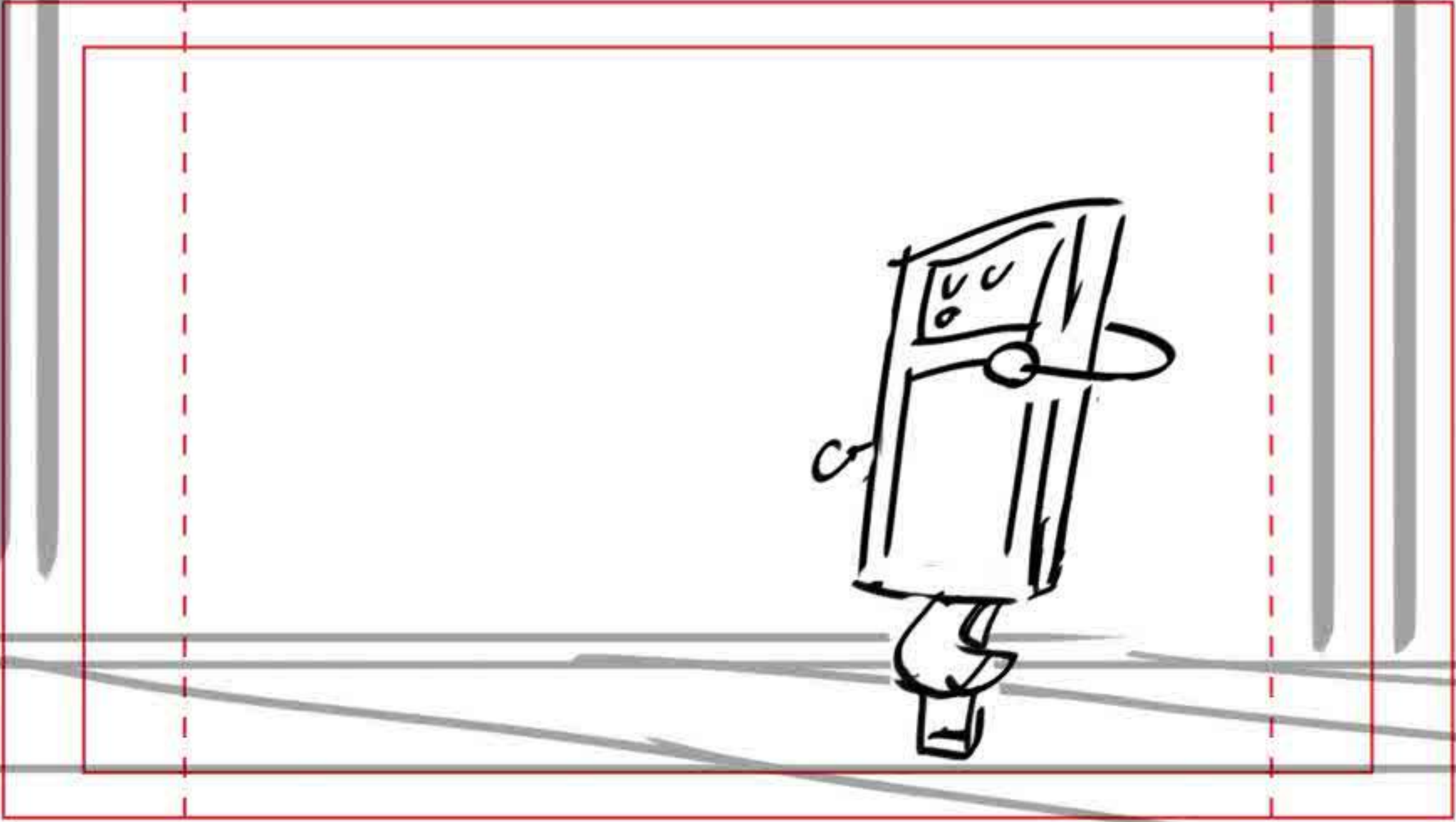
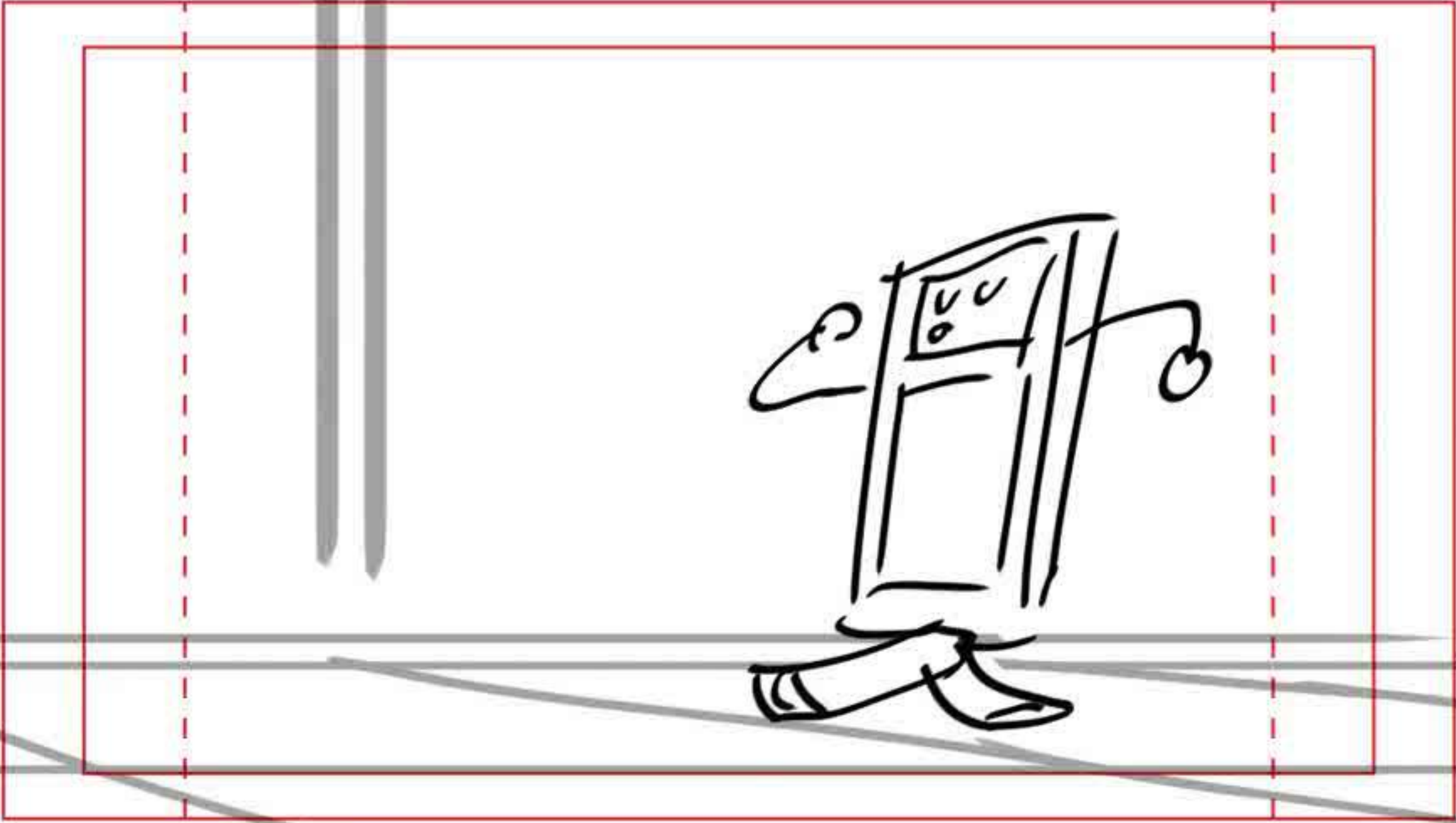
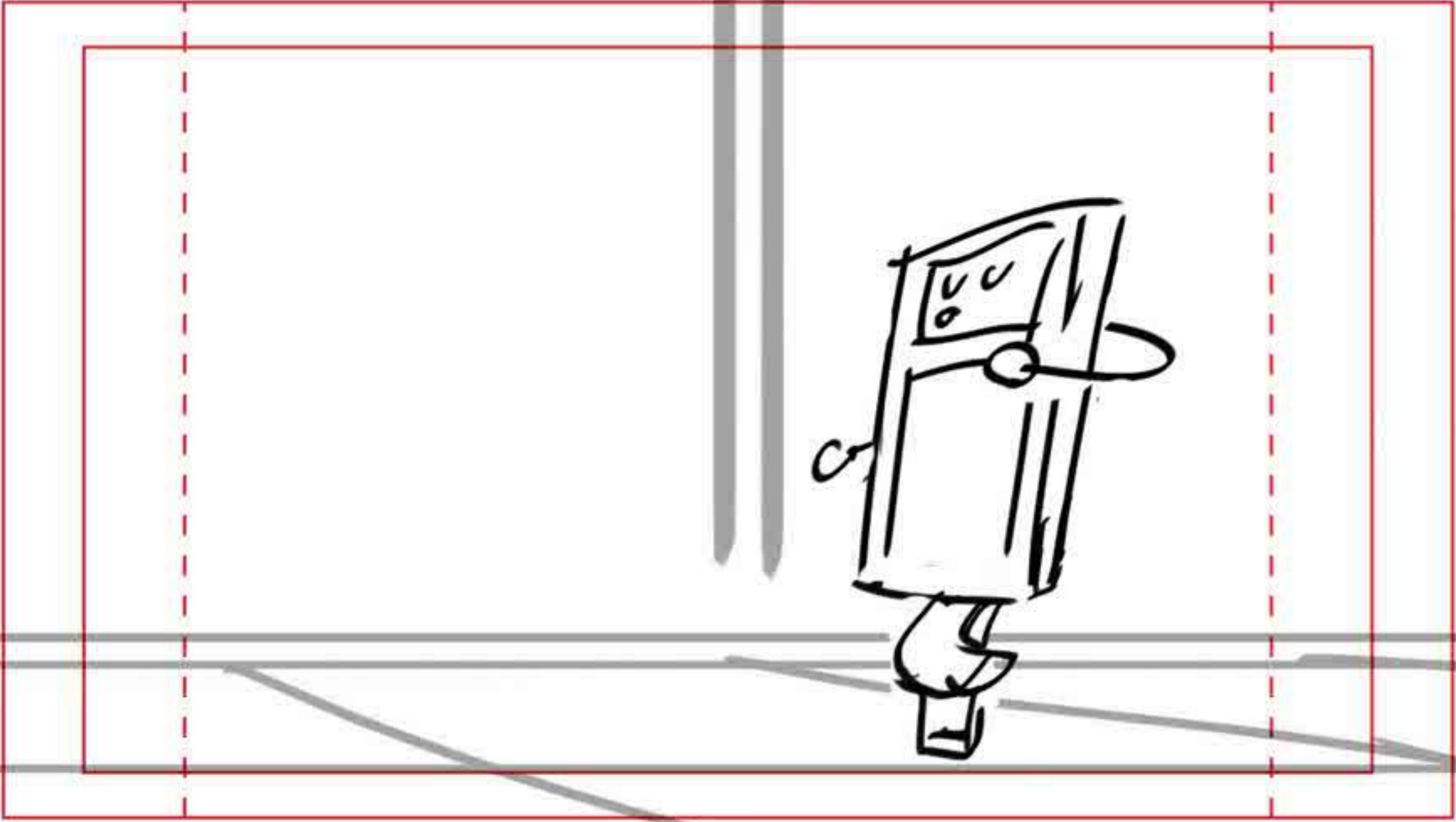


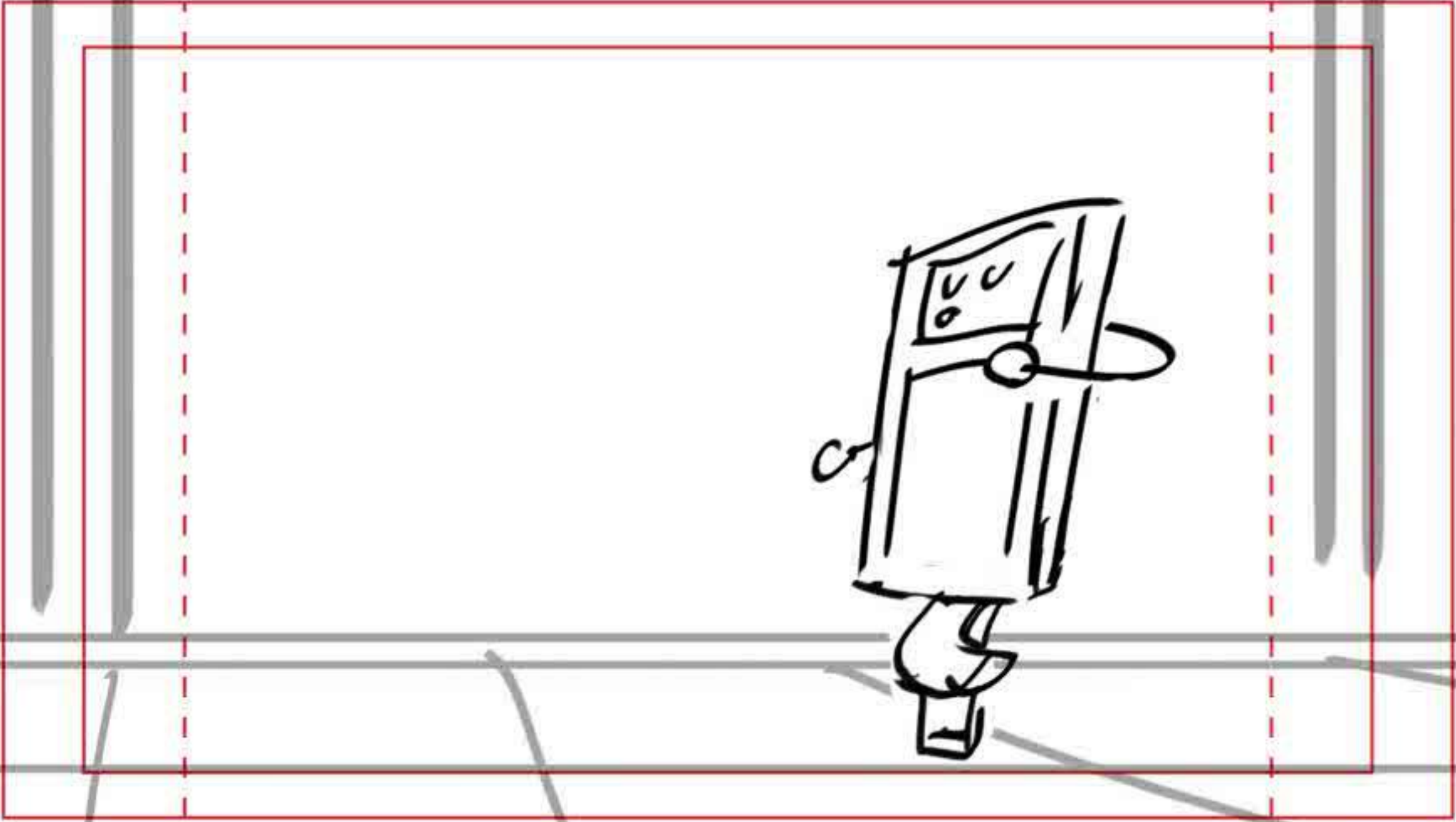
Sequence	Scene	Panel	Frames
 A storyboard panel showing a character walking from left to right. The character is a simple line drawing with a rectangular body, a head with a single eye, and a tail. The character is walking on a floor with perspective lines. The panel is framed by a red border and a green border. There are dashed red lines indicating the start and end of the character's path.			
<p data-bbox="12 1902 510 1978">Dialogue/Action</p> <p data-bbox="1121 2079 1358 2154">SMaRtY:</p> <p data-bbox="436 2179 2055 2255">D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00</p>			

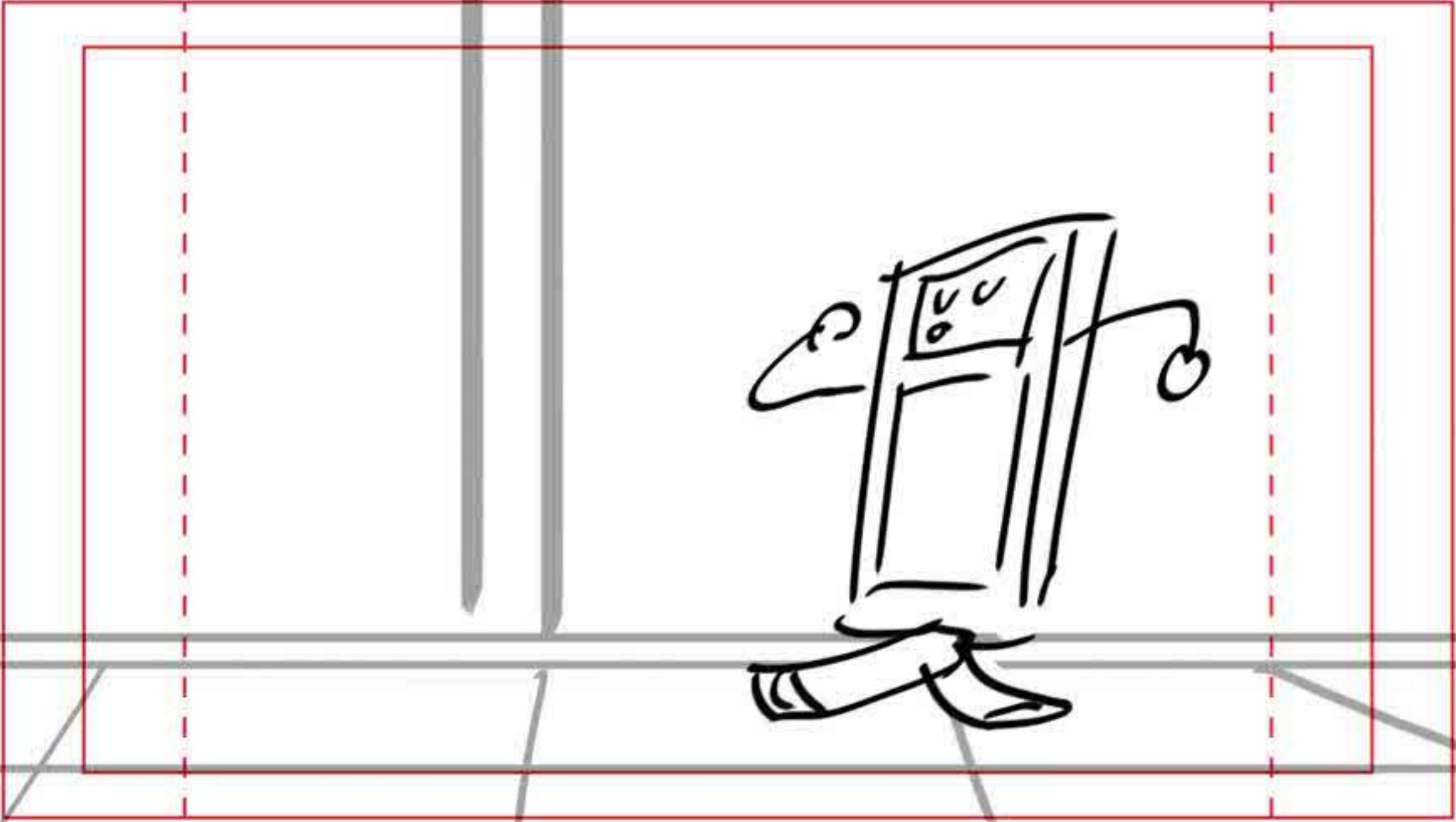
Sequence	Scene	Panel	Frames
			
<p data-bbox="12 1910 510 1978">Dialogue/Action</p> <p data-bbox="1121 2079 1358 2154">SMaRty:</p> <p data-bbox="436 2179 2055 2255">D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00</p>			

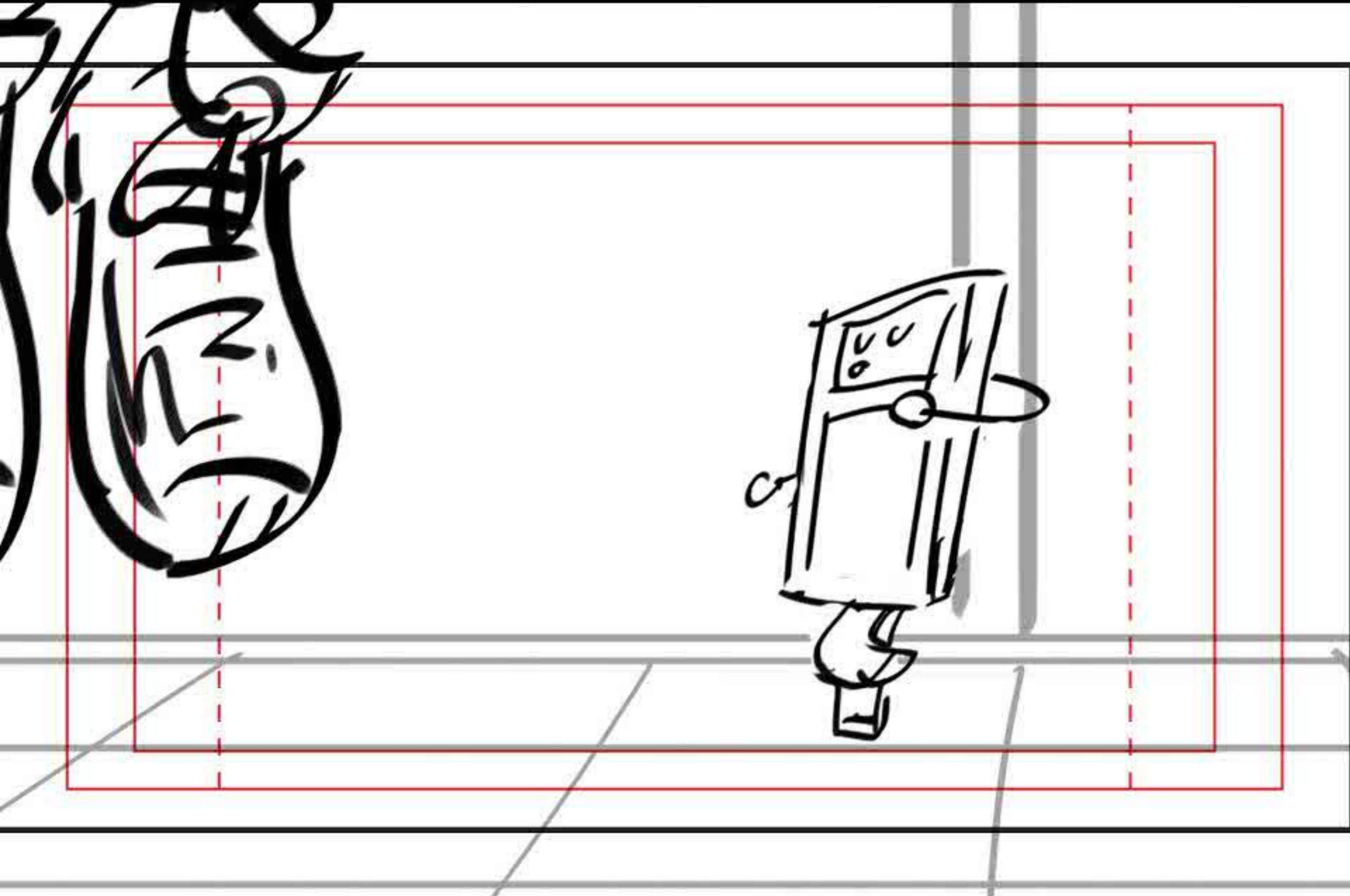
Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="1121 2066 1370 2167">SMaRty:</p> <p data-bbox="423 2167 2068 2268">D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="12 1902 510 1978">Dialogue/Action</p> <p data-bbox="1121 2079 1358 2154">SMaRty:</p> <p data-bbox="436 2179 2055 2255">D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00</p>			

Sequence	Scene	Panel	Frames
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="1121 2066 1370 2167">SMaRtY:</p> <p data-bbox="423 2167 2068 2268">D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="1121 2066 1370 2167">SMaRtY:</p> <p data-bbox="423 2167 2068 2268">D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="1121 2066 1370 2167">SMaRtY:</p> <p data-bbox="423 2167 2068 2268">D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 2492 1965">Dialogue/Action</p> <p data-bbox="1121 2066 1370 2167">SMaRtY:</p> <p data-bbox="423 2167 2068 2268">D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00</p>			

SMaRtY:

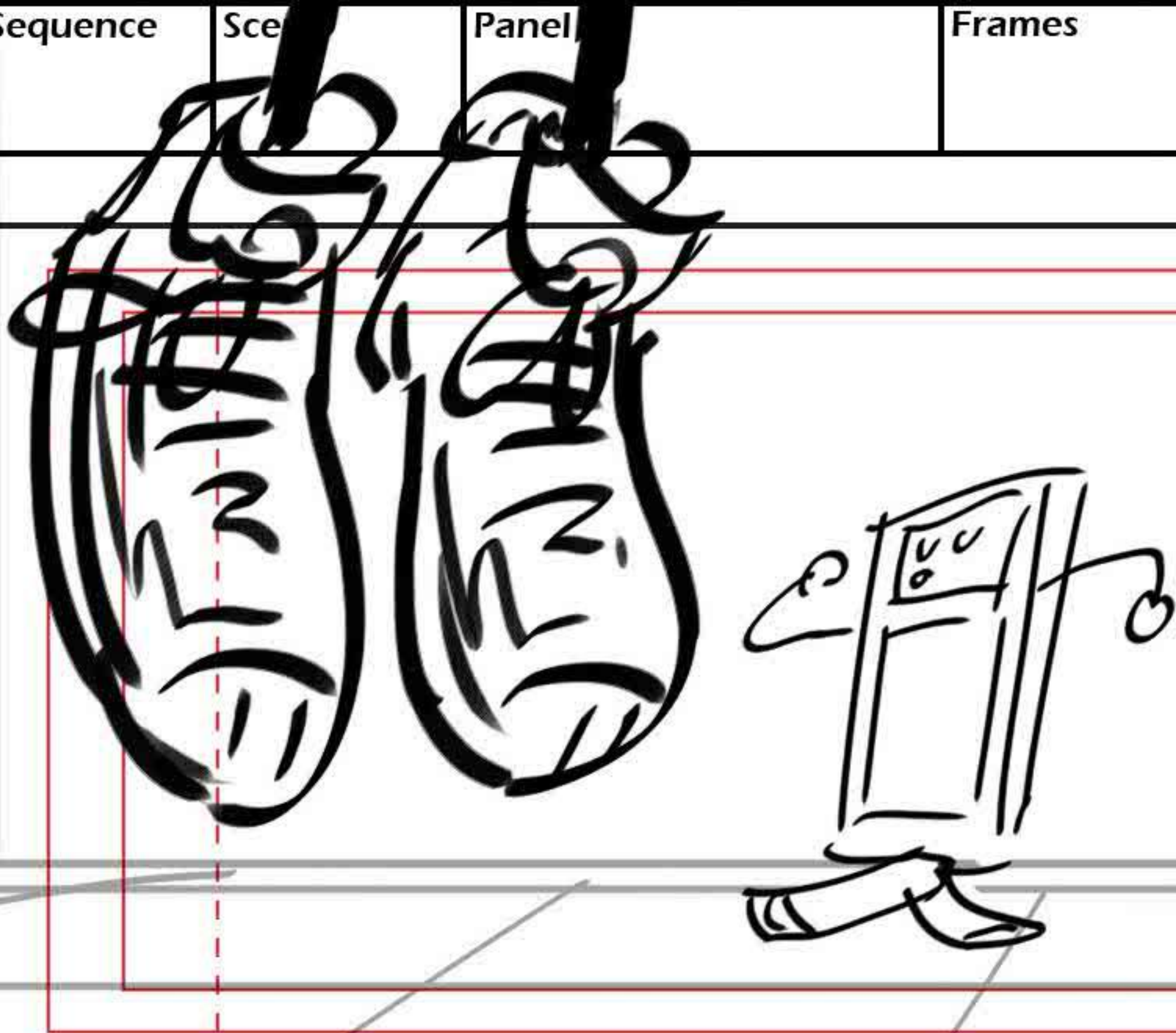
D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRtY:

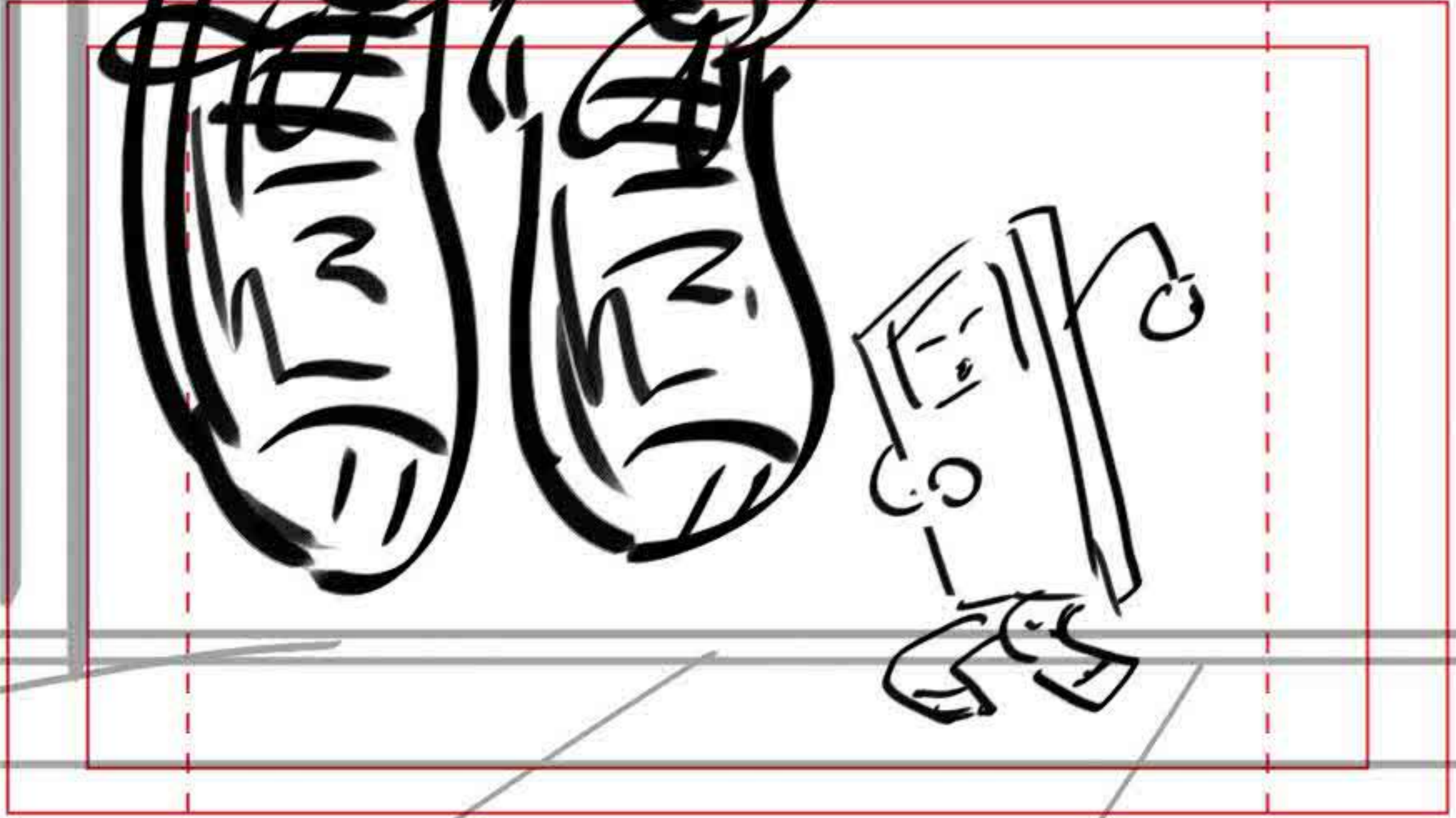
D00- t00- D00 -t00 -D00- t00 -D00-t00-D00-t00-D00-t00-D00-t00

Sequence

Scene

Panel

Frames



Dialogue/Action

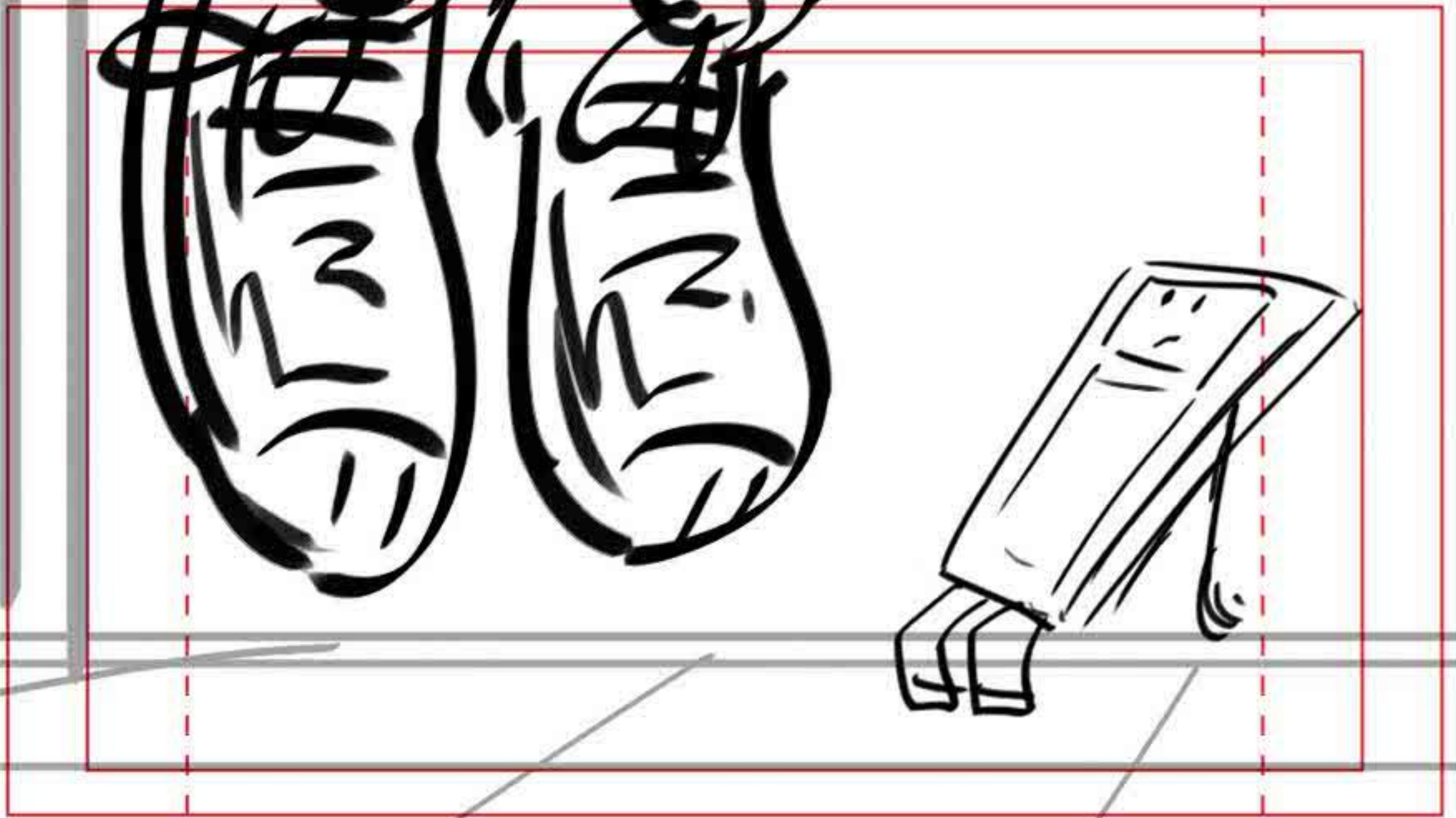
**COVERTON:
UM, 90,
LITTLE EARTH PHONE.**

Sequence

Scene

Panel

Frames



Dialogue/Action

**COVERTON:
UM, YO,
LITTLE EARTH PHONE.**

Sequence

Scene

Shot

Frames



Dialogue/Action

COVERTON:
UM, 90,
LITTLE EARTH PHONE.

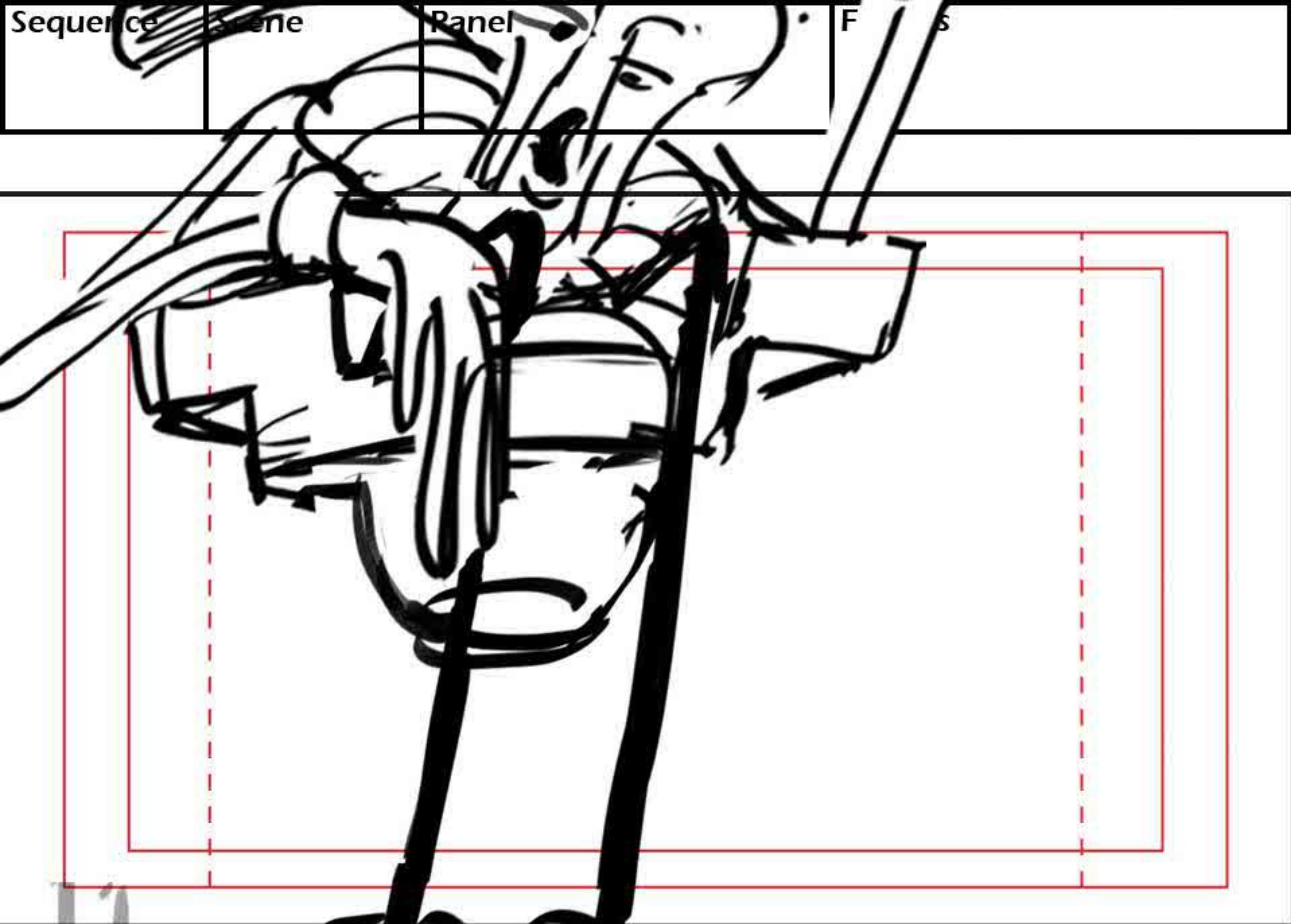
Sequence

Scene

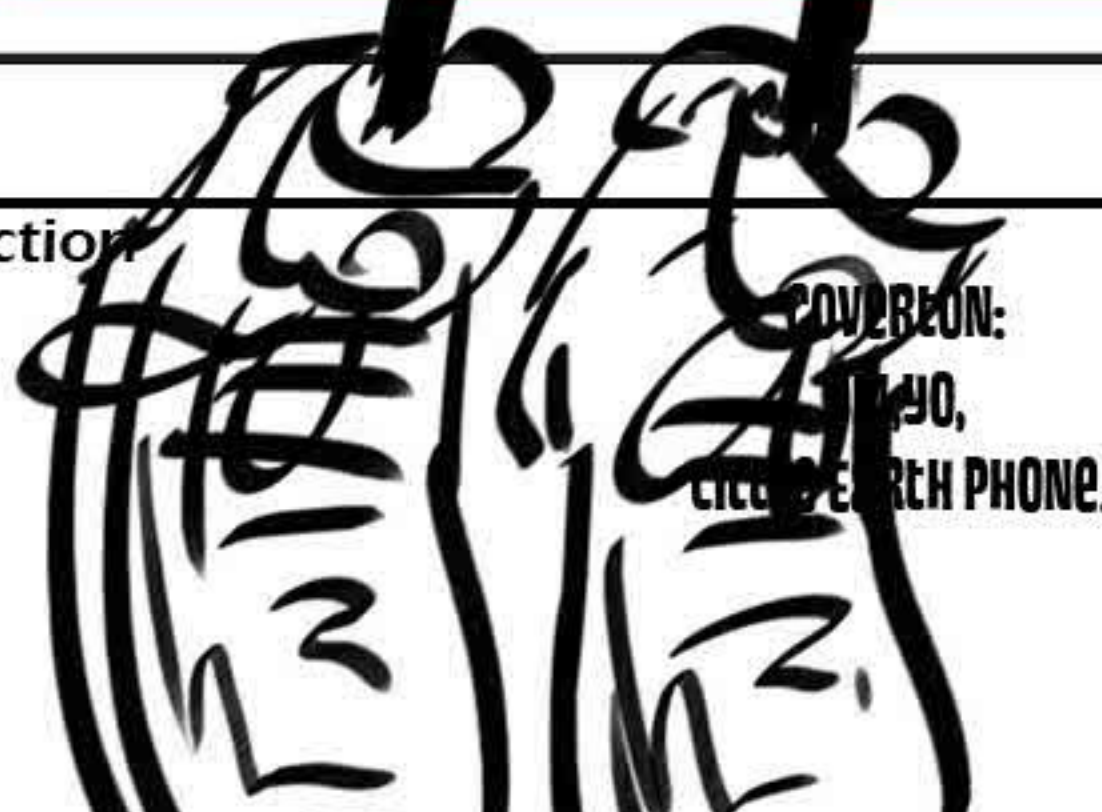
Panel

F

S



Dialogue/Action



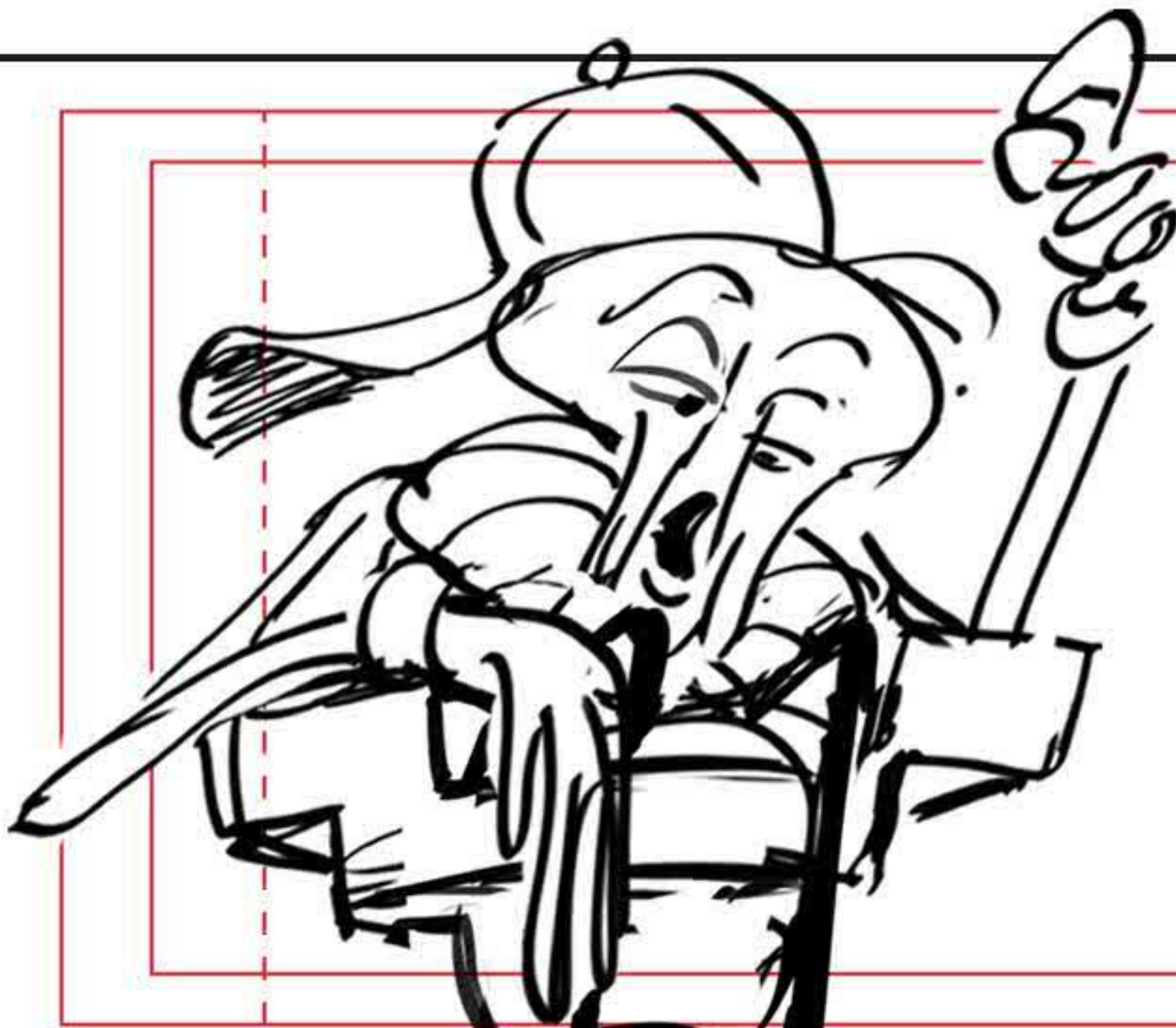
COVERLON:
1140,
CALL EARTH PHONE.

Sequence

Scene

Panel

Frames



Dialogue/Action

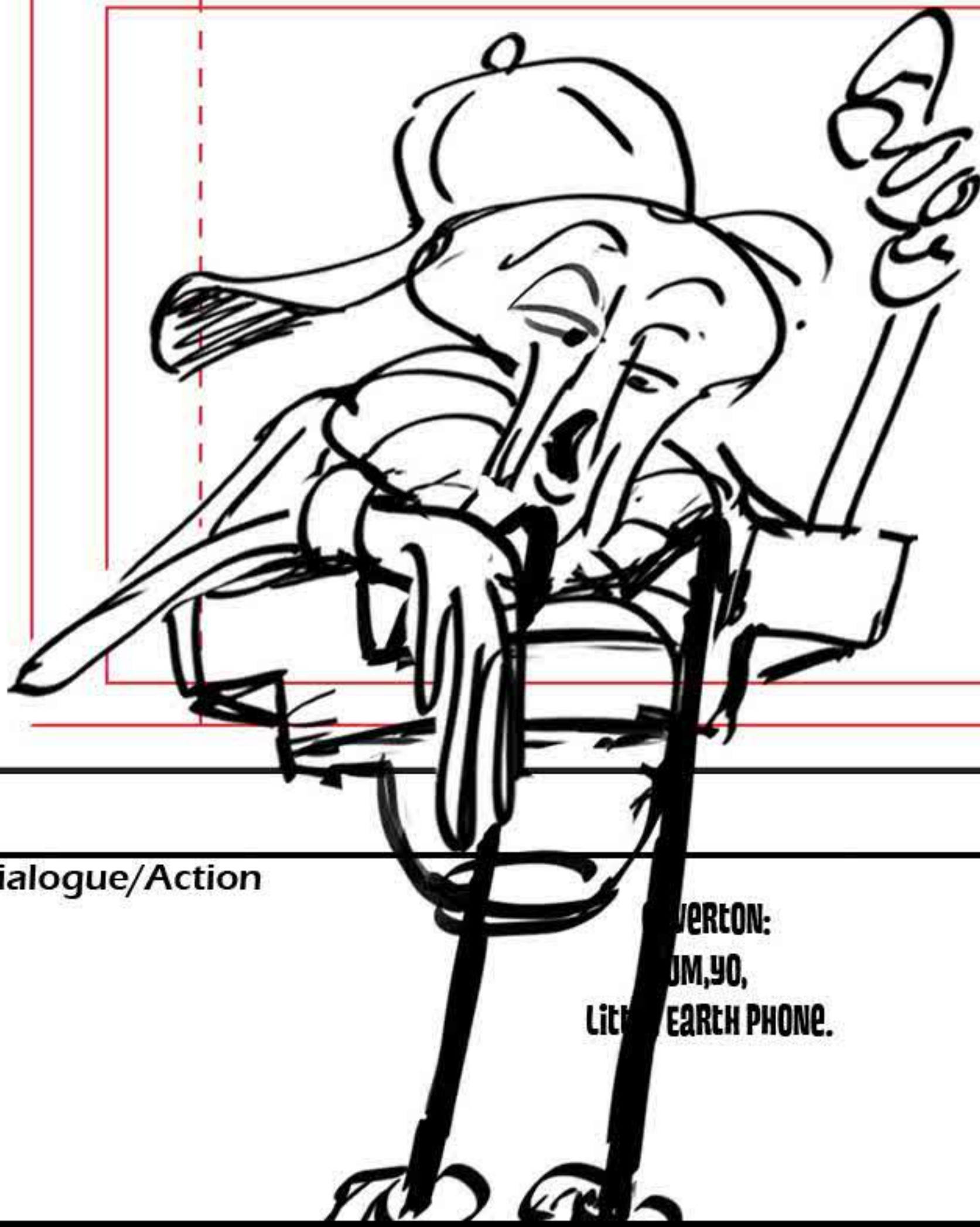
COVERTON:
UM, 90,
ITTLE EARTH PHONE.

Sequence

Scene

Panel

Frames



Dialogue/Action

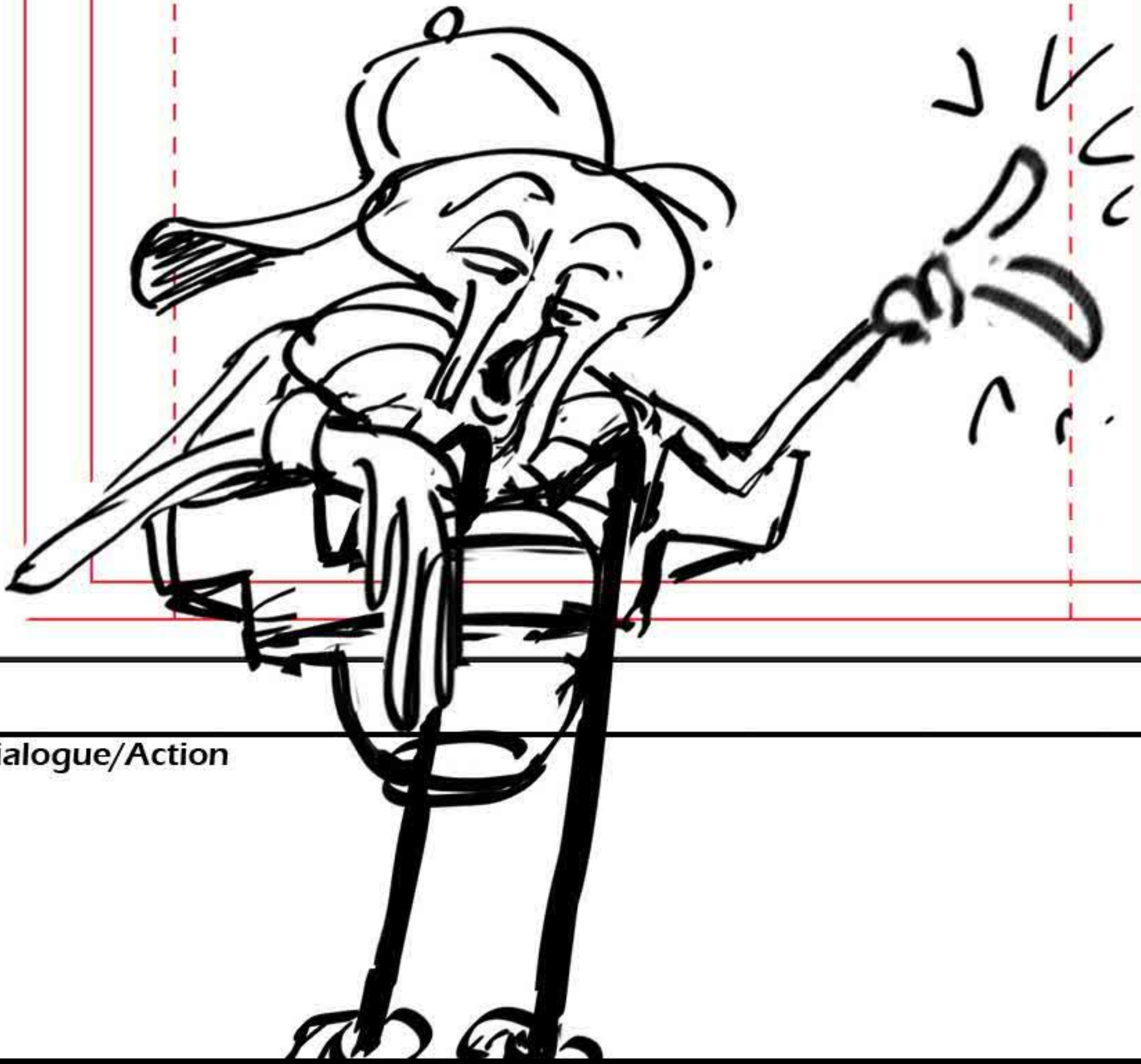
VERTON:
M, 90,
LIT EARTH PHONE.

Sequence


Scene

Panel

Frames



Dialogue/Action

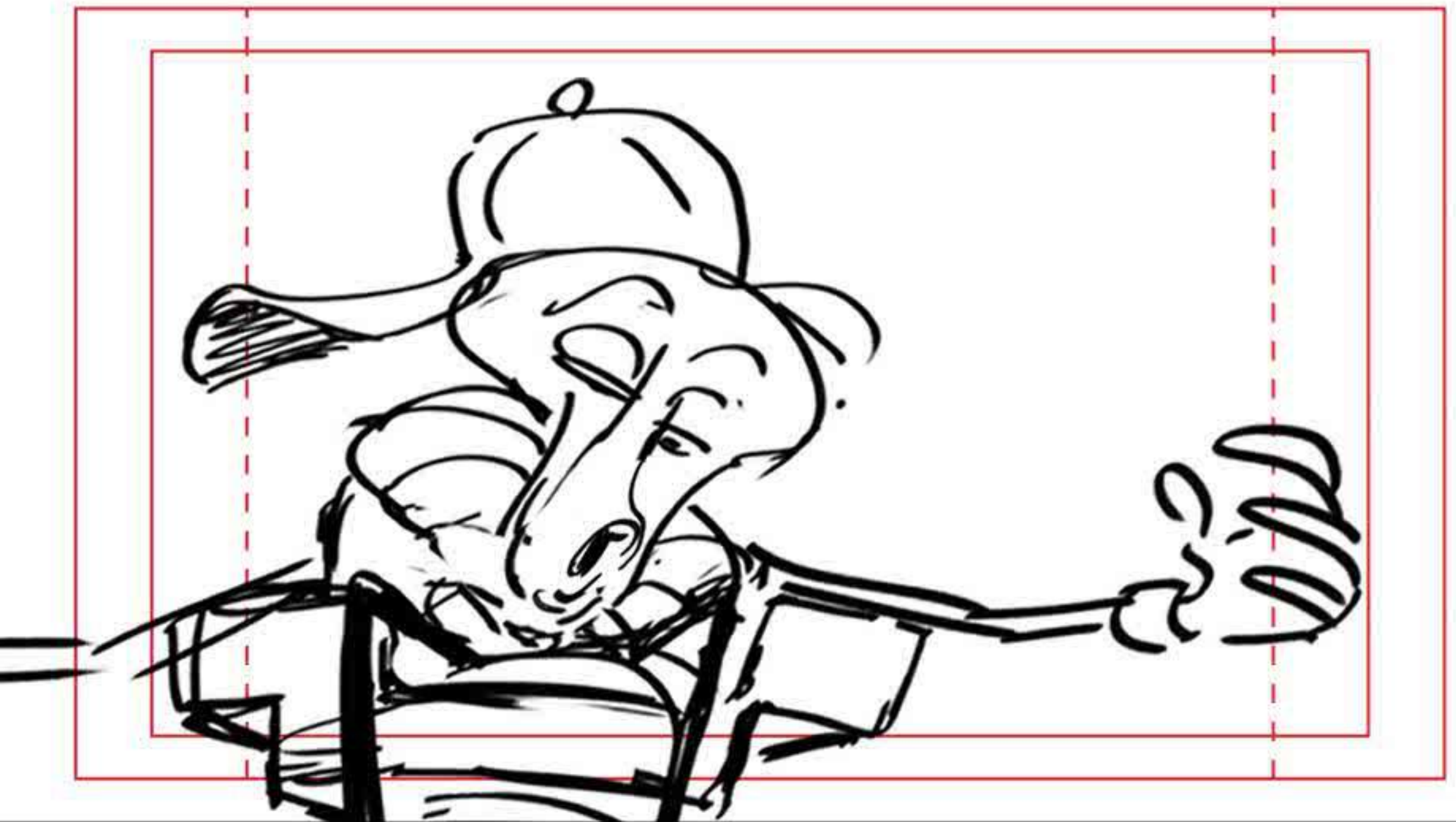
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

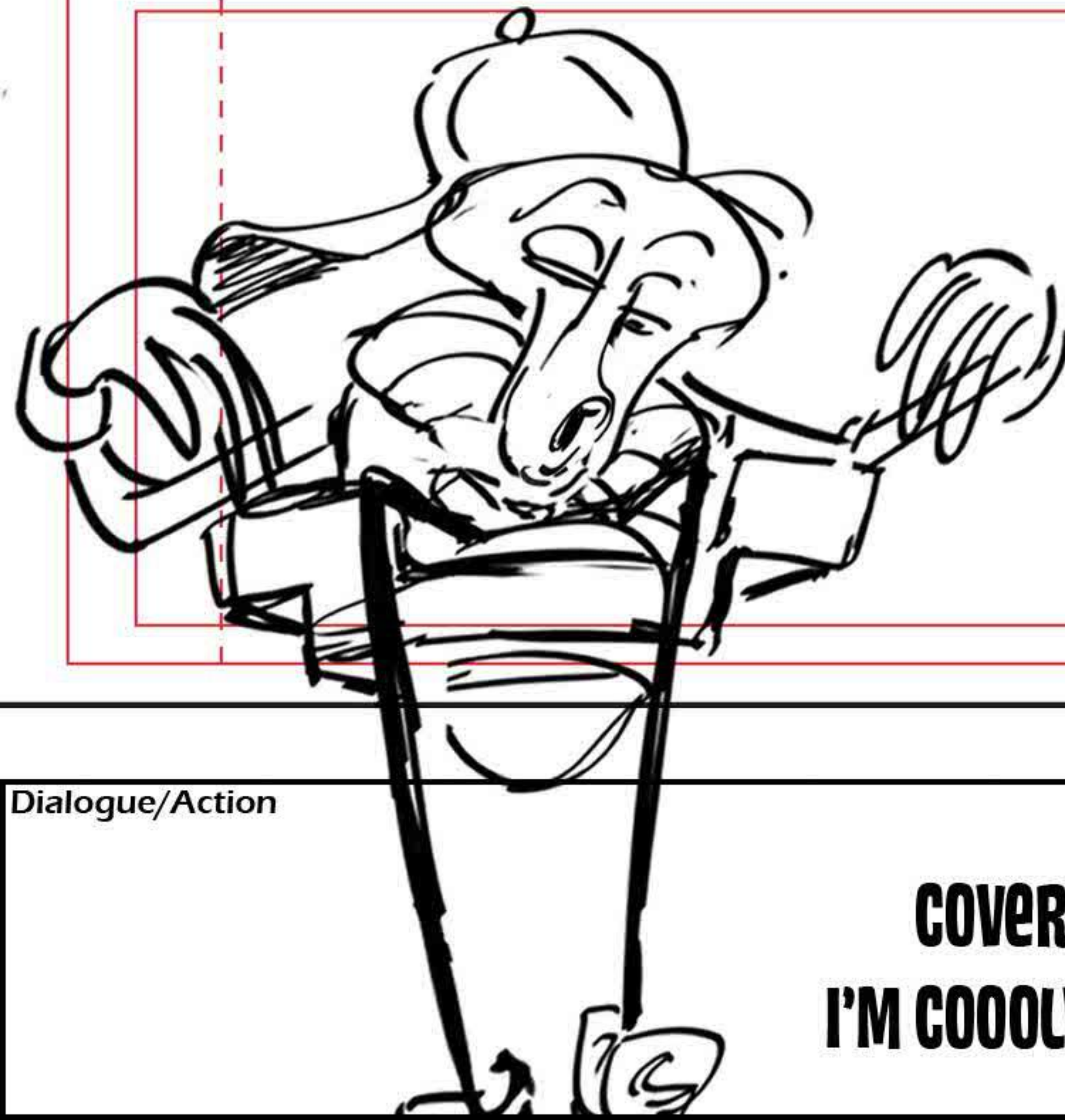
**COVERTON:
I'M COOLVERTON.**

Sequence

Scene

Panel

Frames



Dialogue/Action

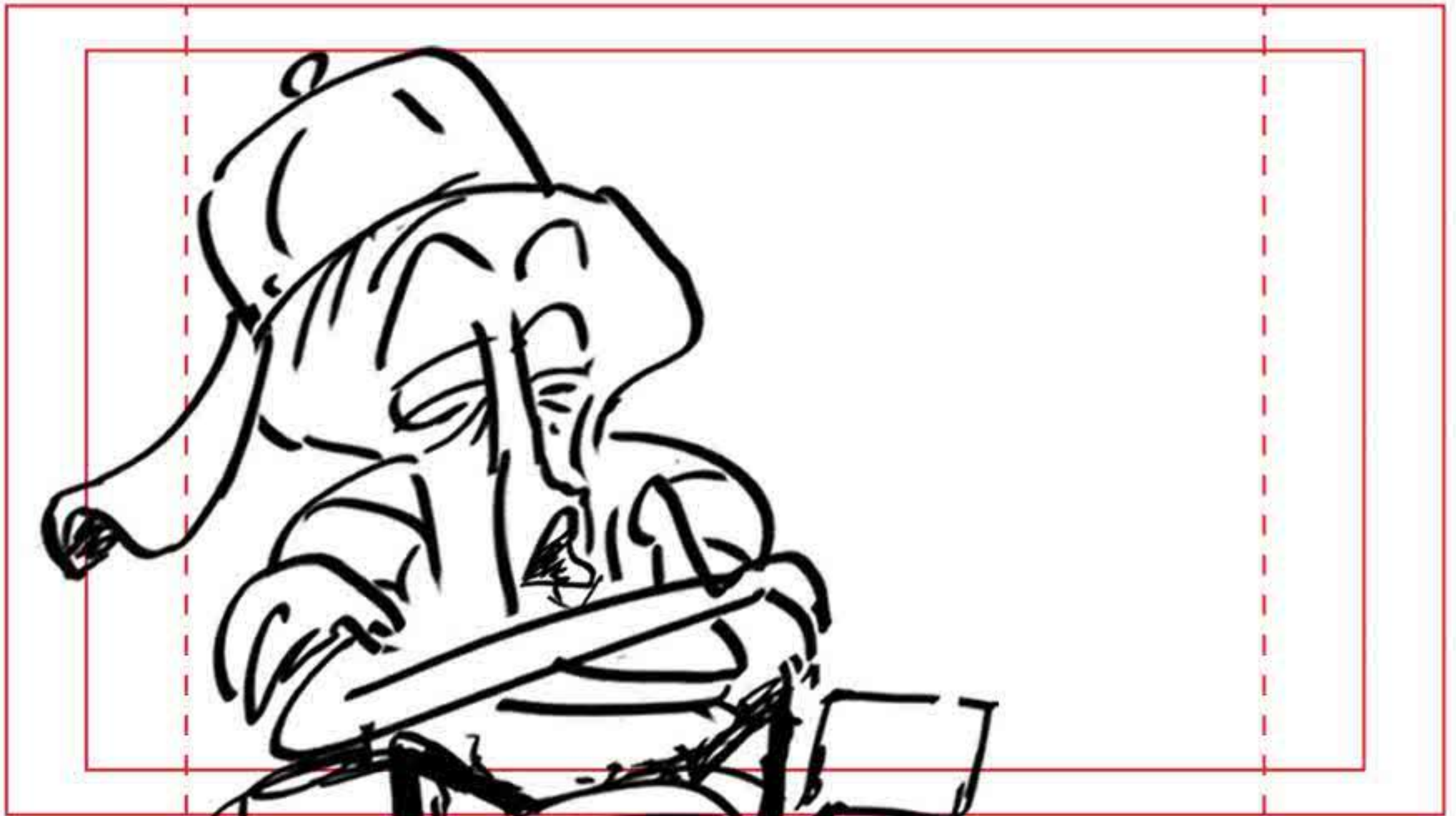
**COVERTON:
I'M COOLVERTON.**

Sequence

Scene


Panel

Frames



Dialogue/Action

**COVERTON:
I'M COOLVERTON.**

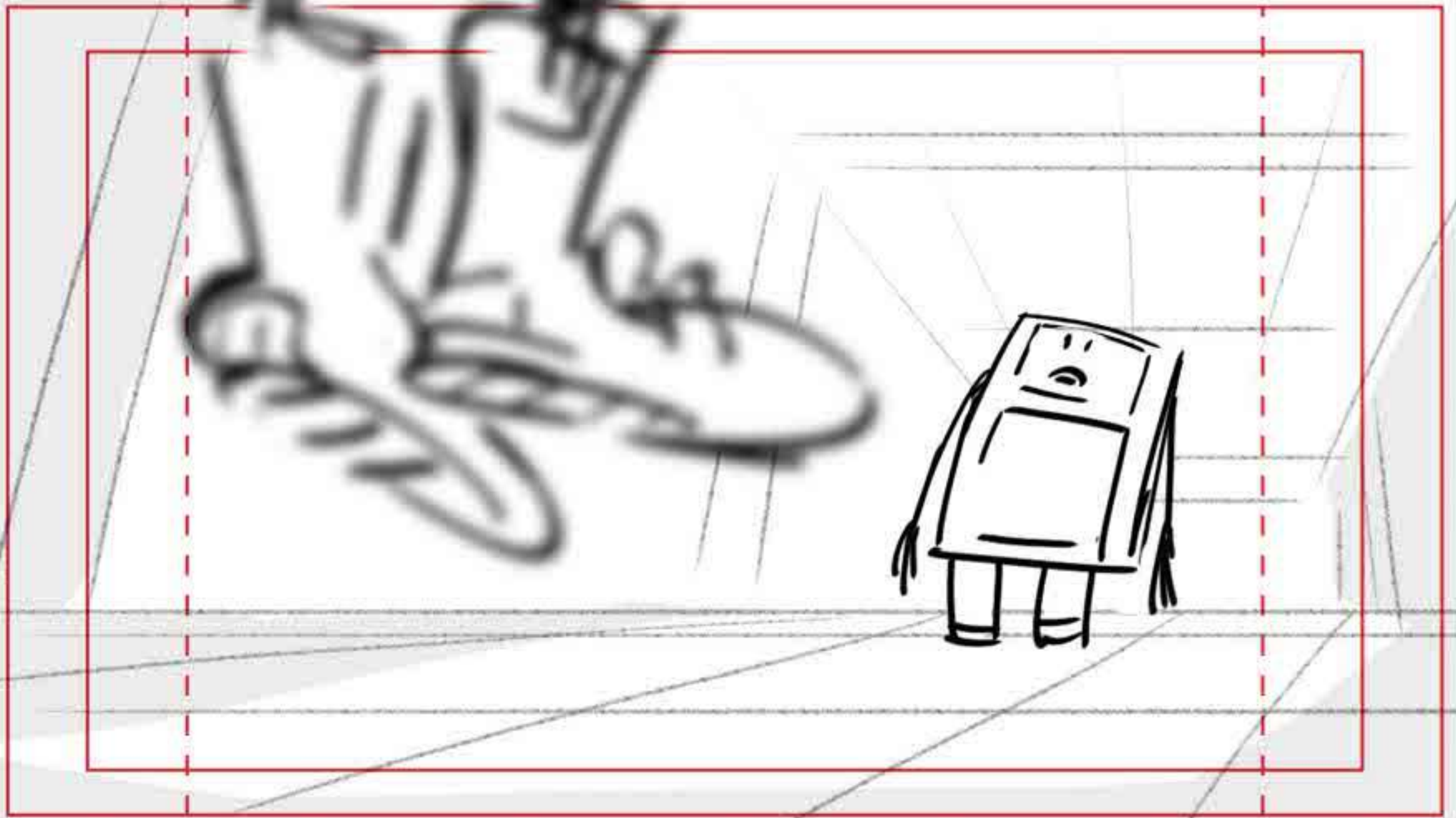
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

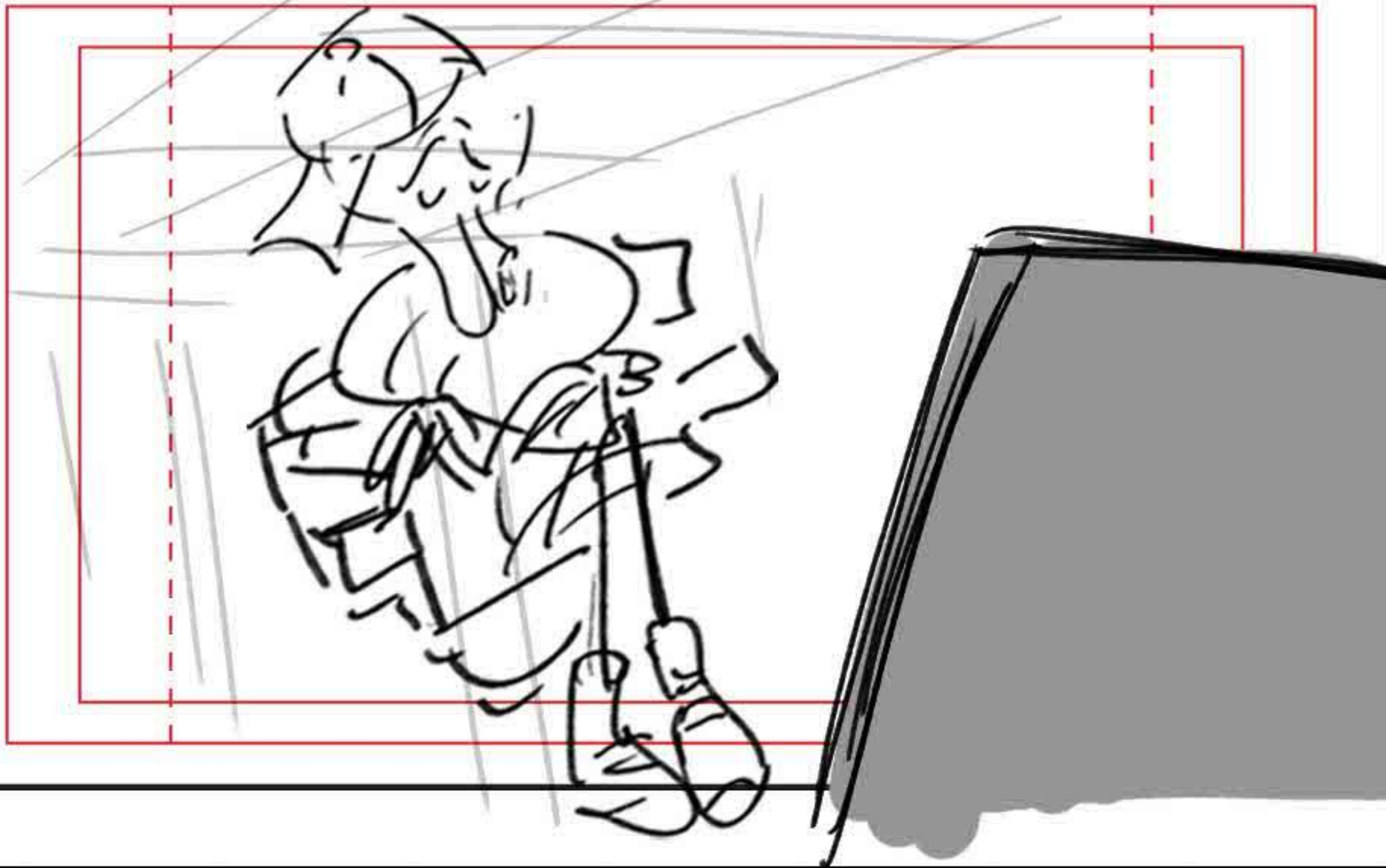
SMaRty:
"COOLVERTON...?"

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:
yes,

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

THAT'S MY NAME,

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

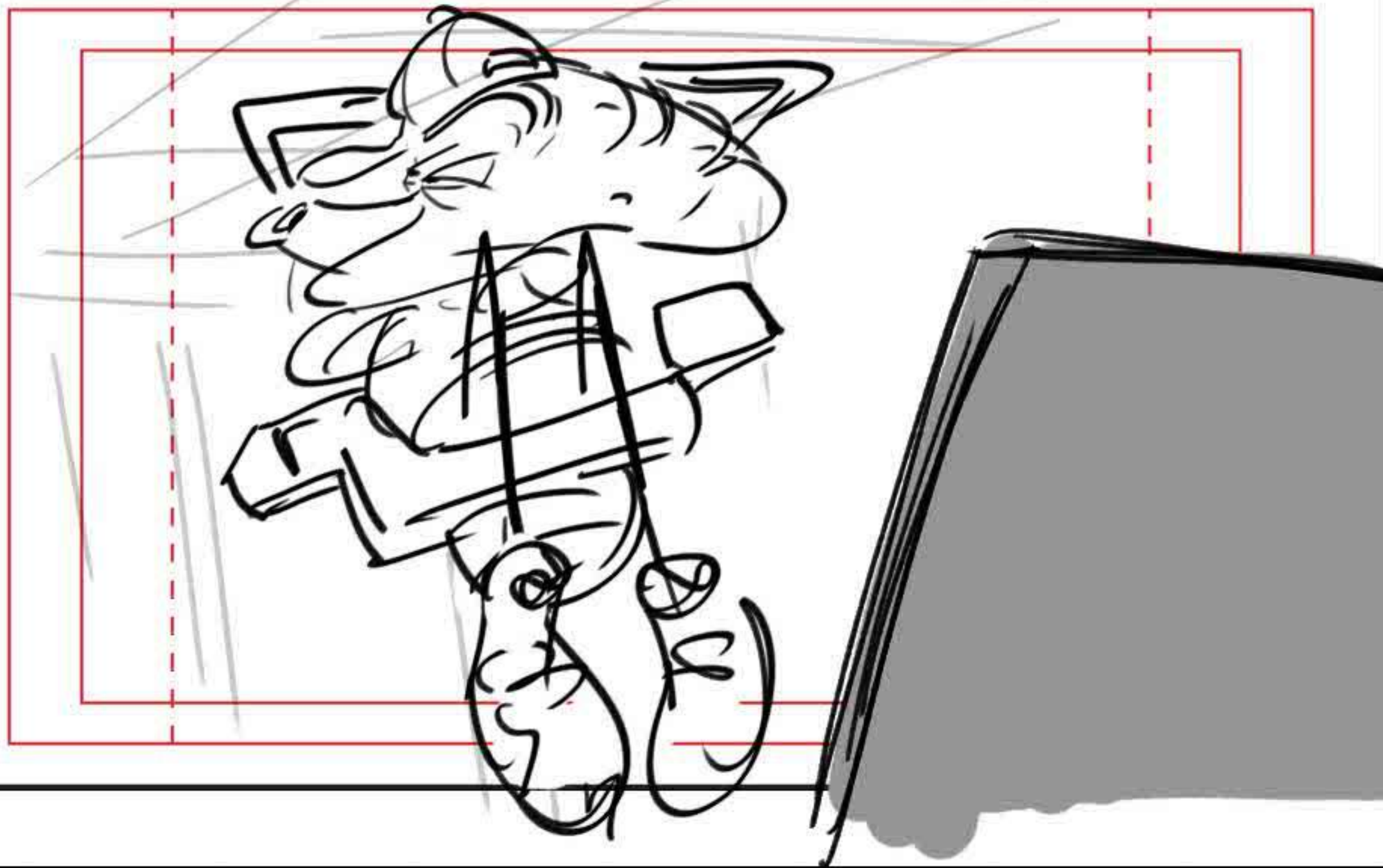
90

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

COOOOLVER-

Sequence	Scene	Panel	Frames
Dialogue/Action	<p>COVERTON:</p> <p>-TON</p>		

Sequence

Scene

Panel

Frames



Dialogue/Action

**COVERTON:
AND I AM VERY**

Sequence

Scene

Panel

Frames



Dialogue/Action

**COVERTON:
RAD AND**

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



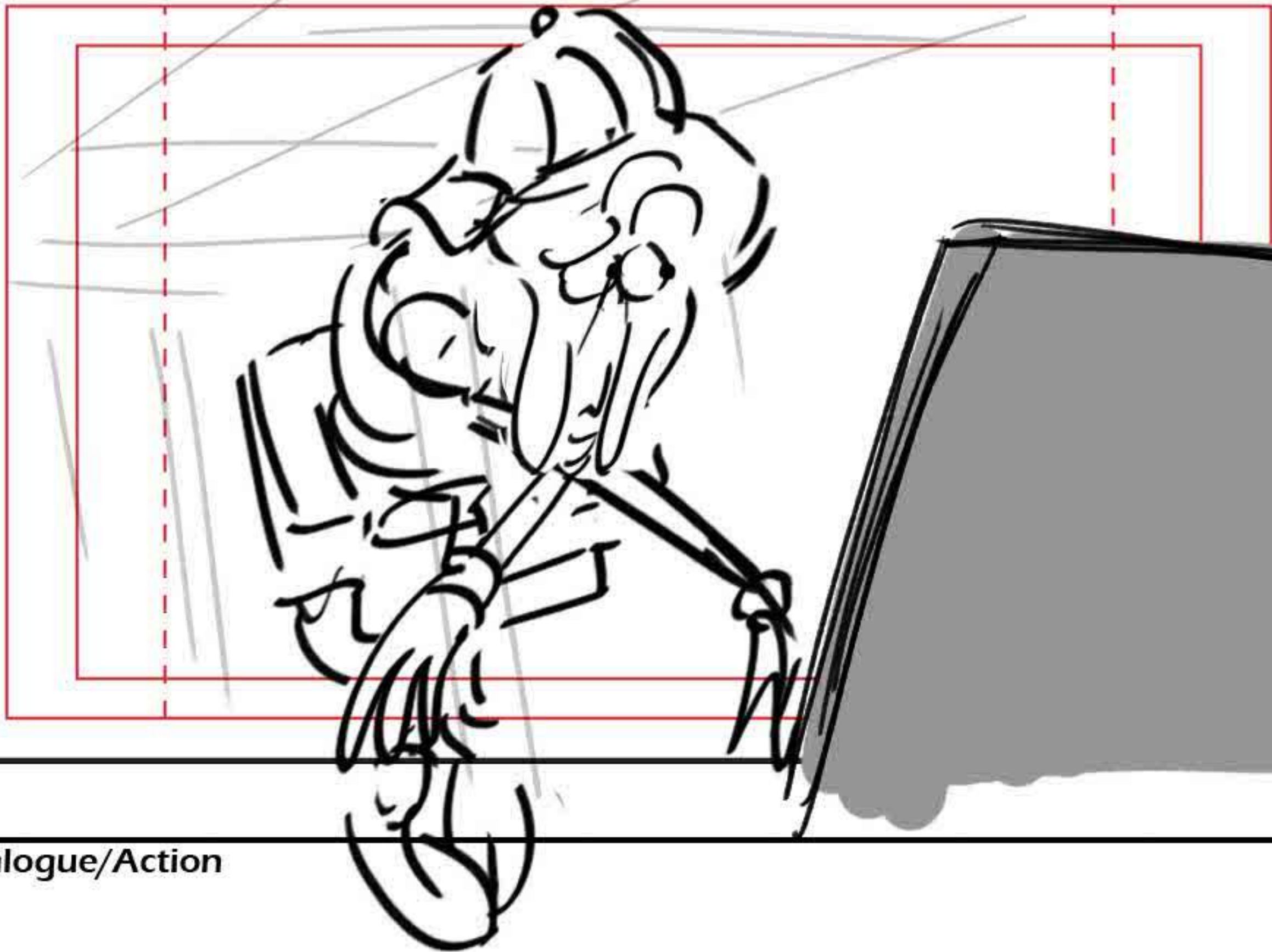
Dialogue/Action

Sequence

Scene

Panel

Frames



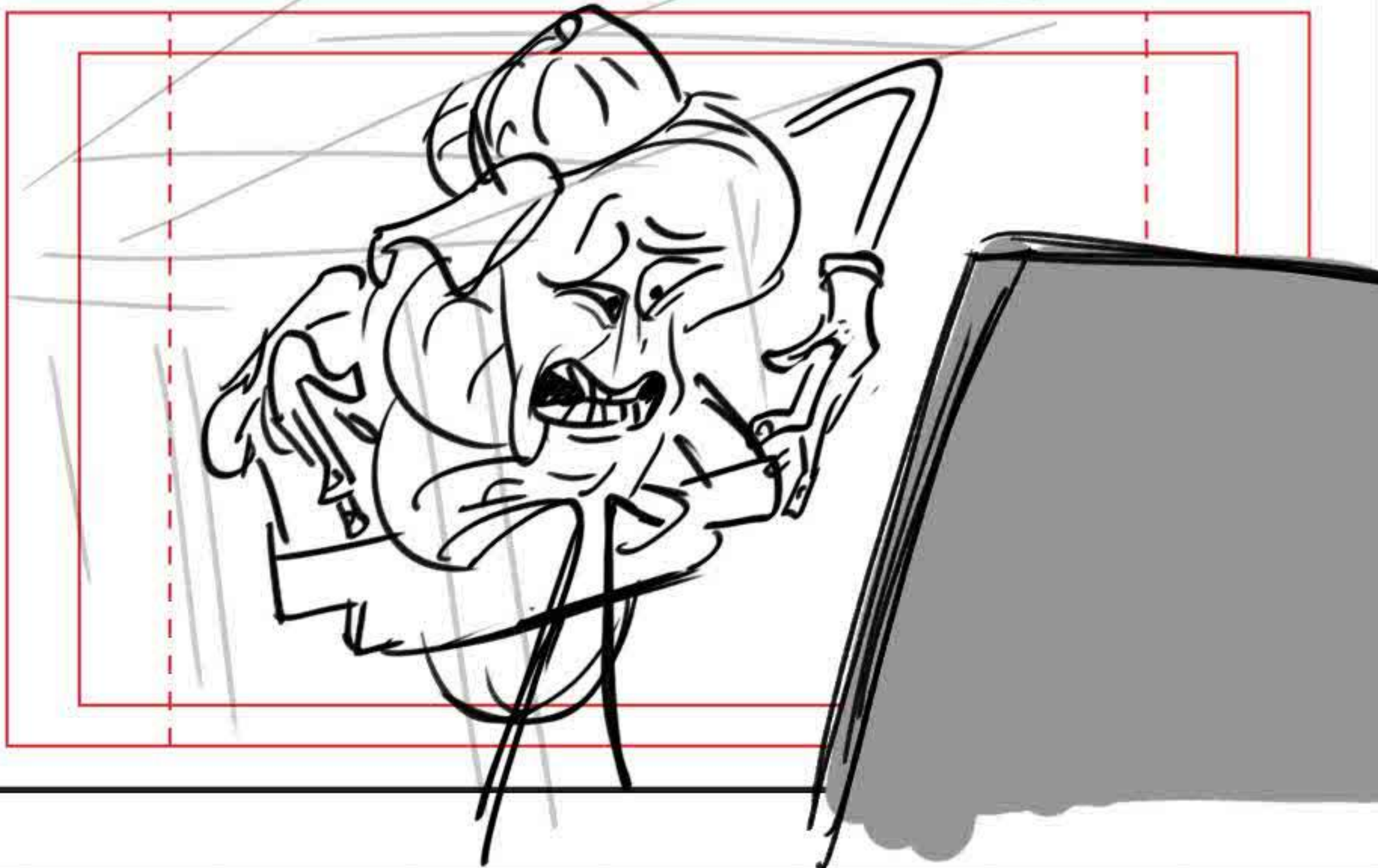
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

**COVERTON:
AND SLAMMING.**

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence


Scene

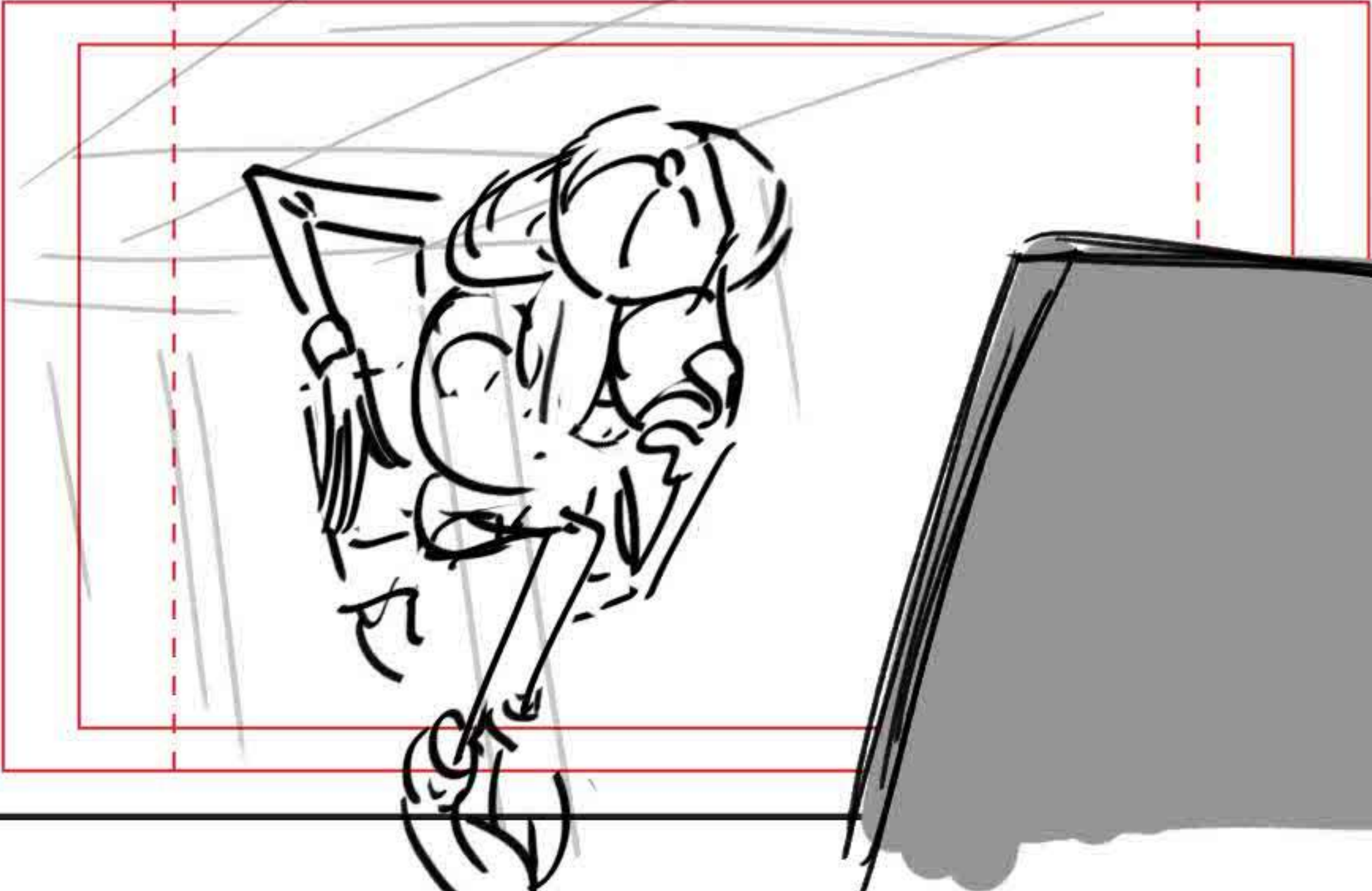
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

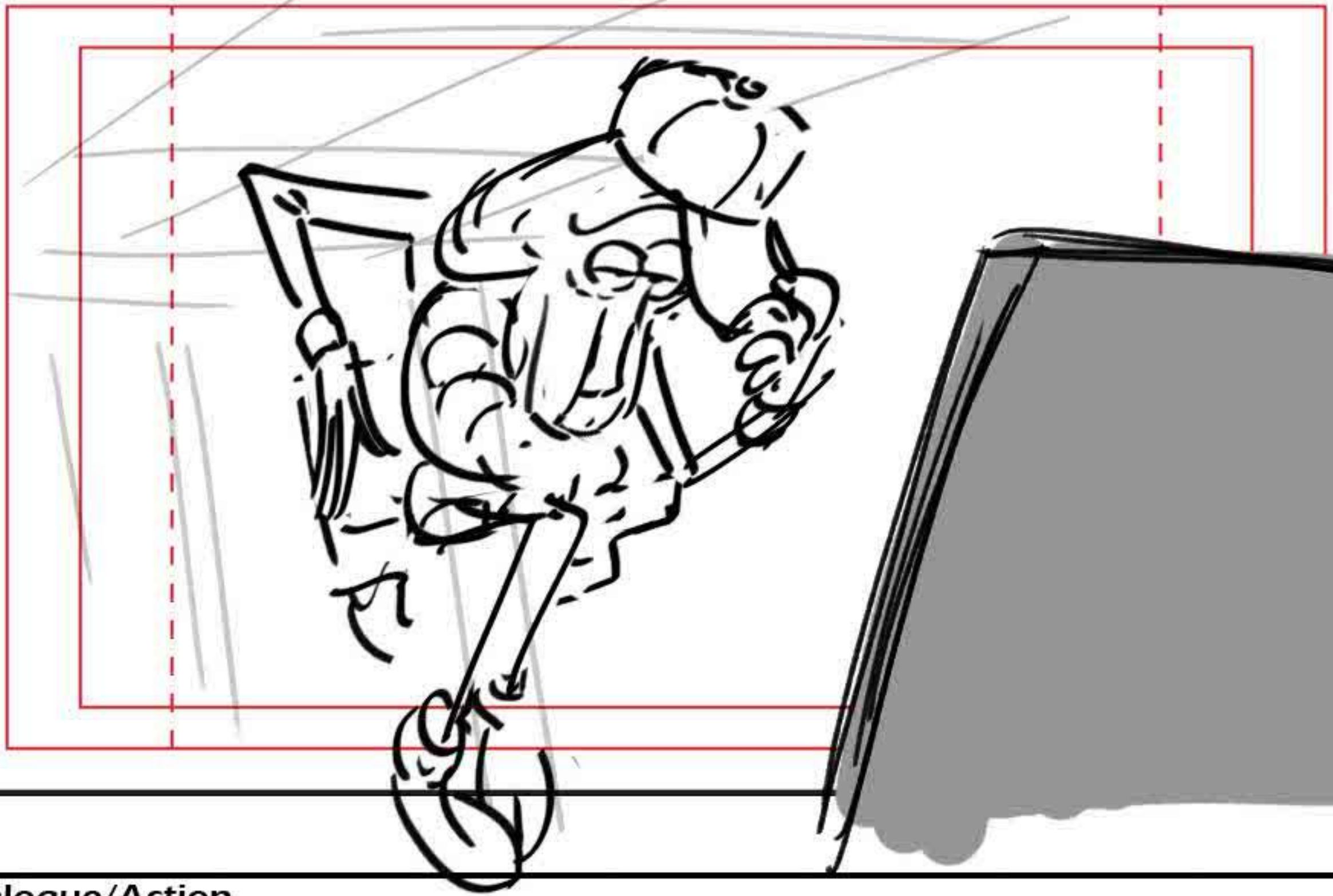
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



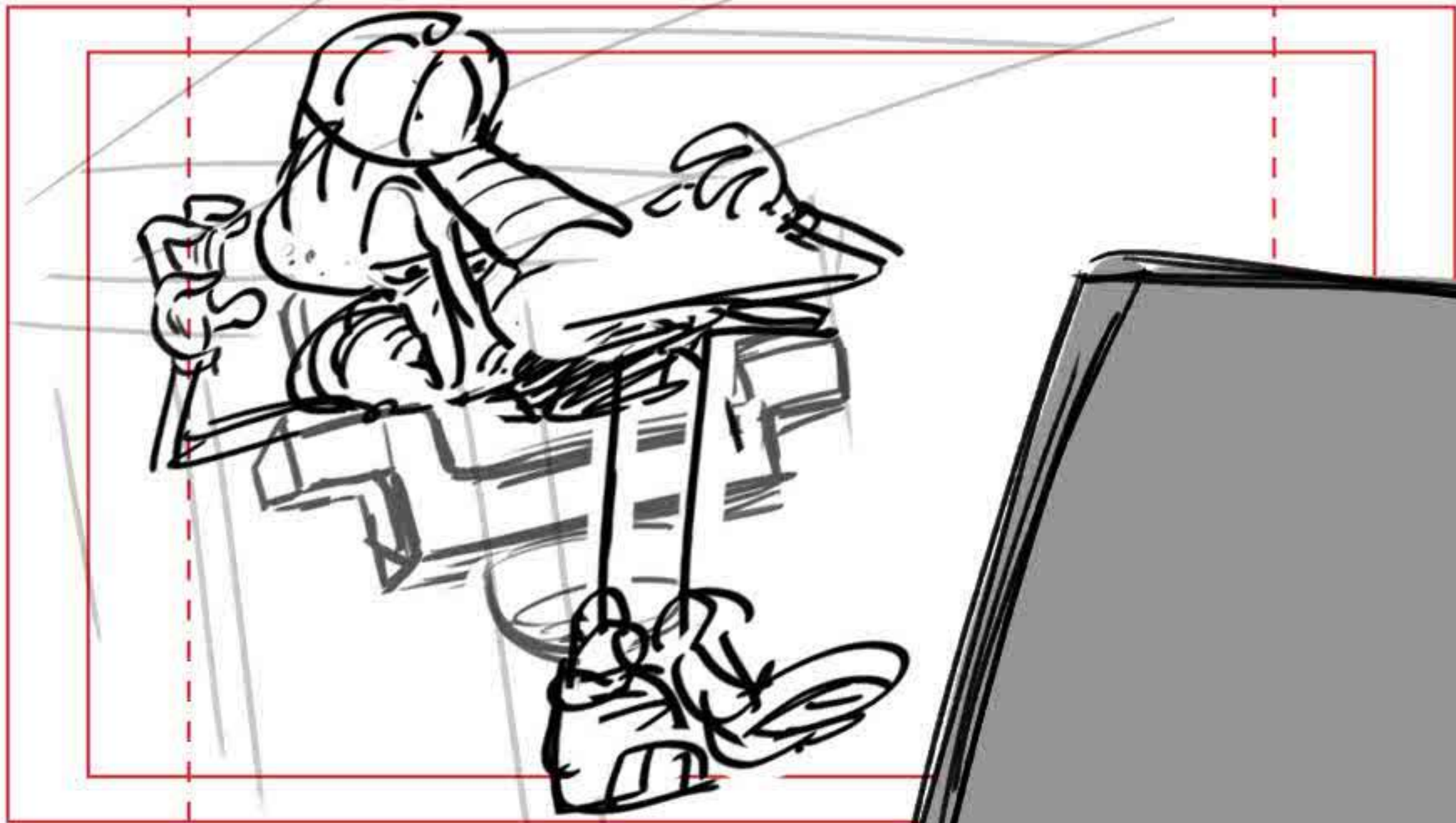
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

Sequence

Scene

Panel

Frames



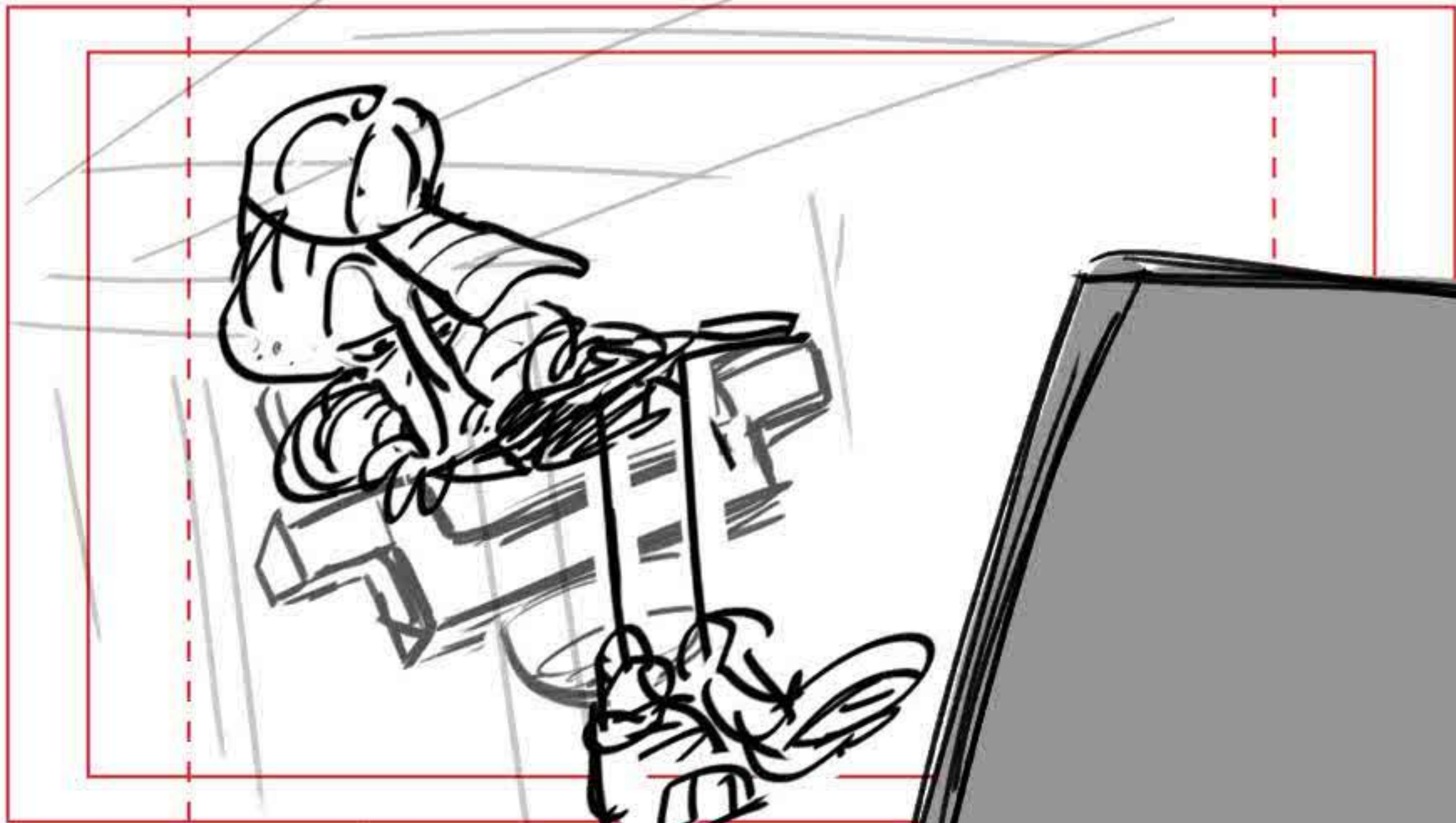
Dialogue/Action

Sequence

Scene

Panel

Frames



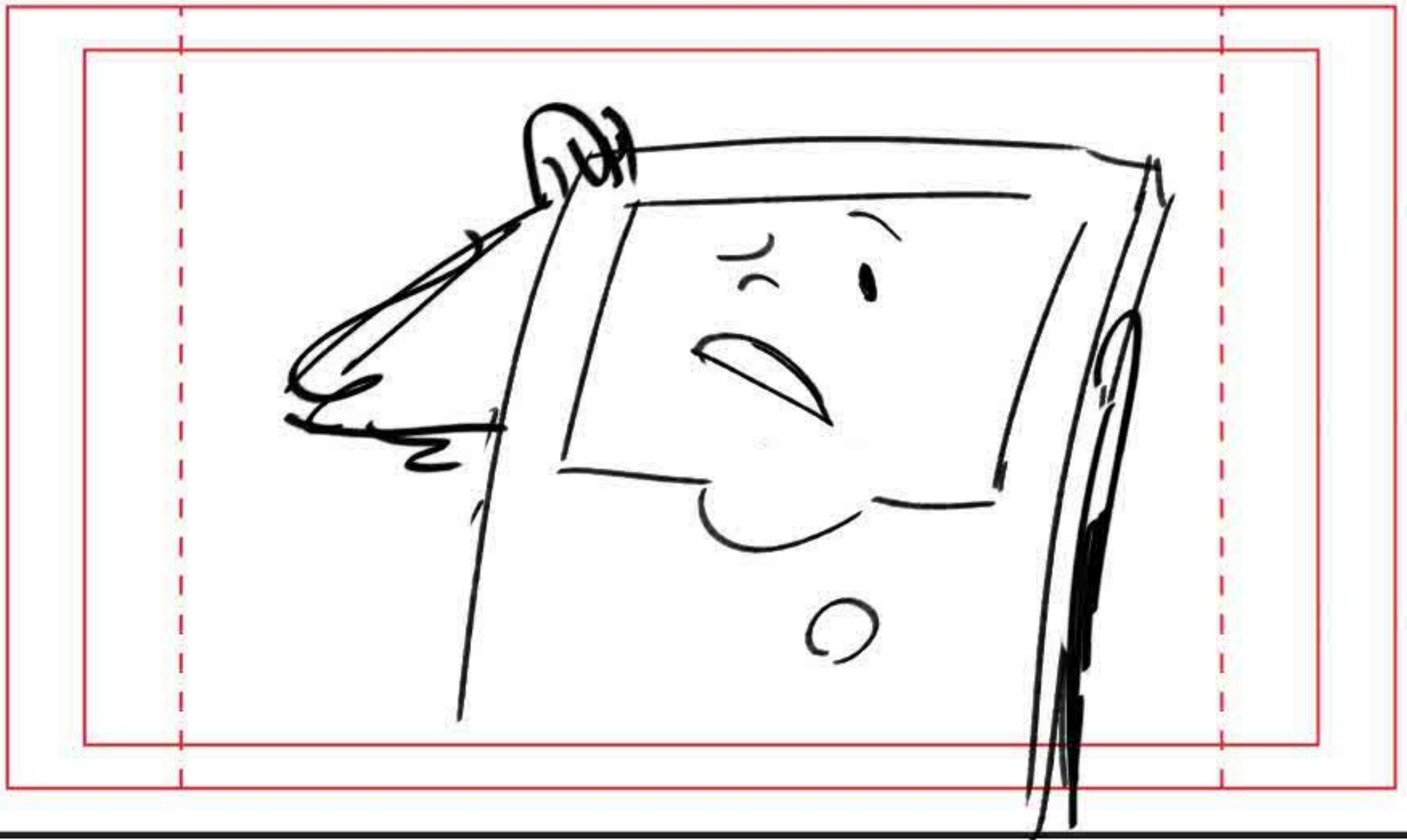
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

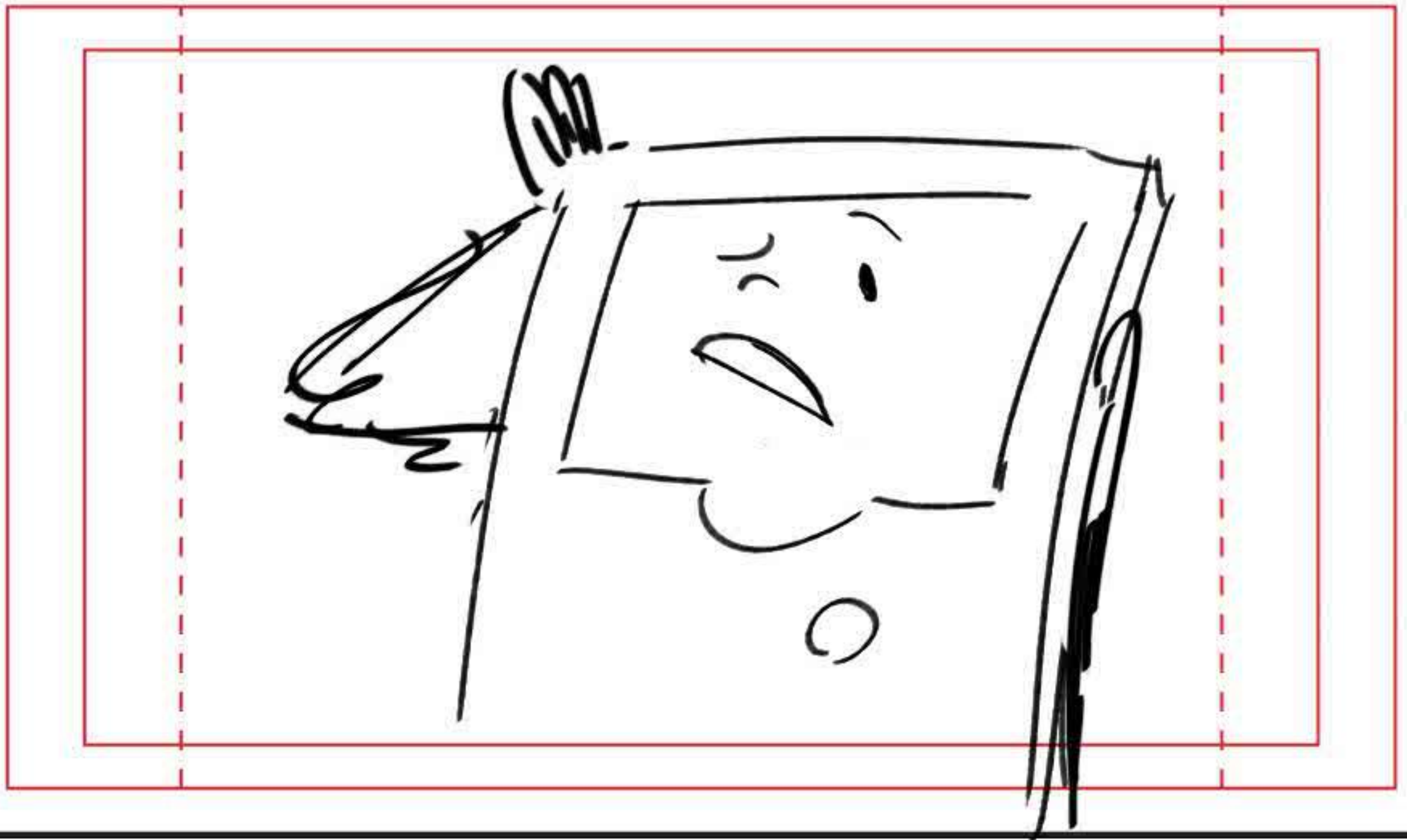
SMaRty:
"RAD?"

Sequence

Scene

Panel

Frames



Dialogue/Action

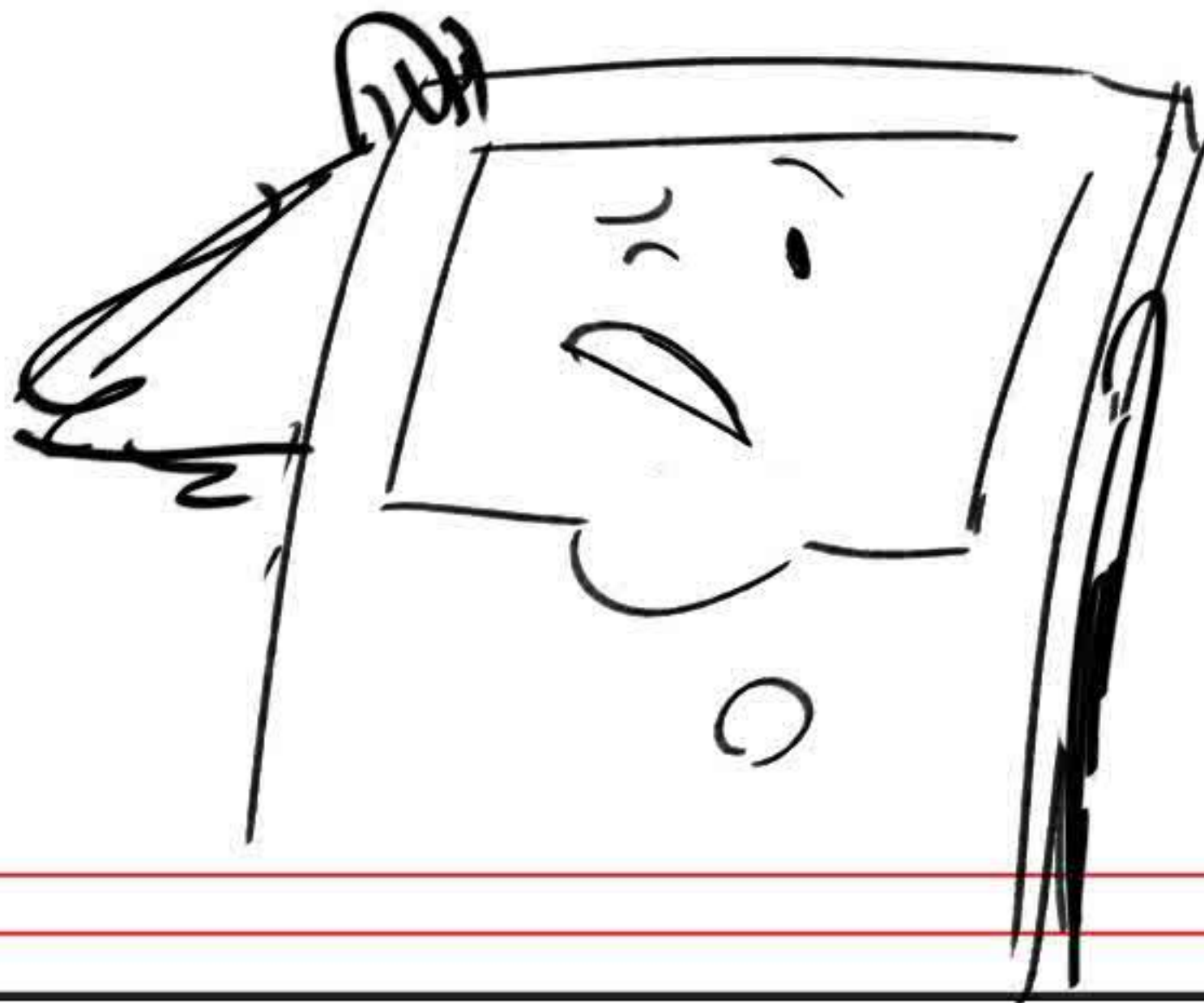
SMaRty:
"RAD?"

Sequence

Scene

Panel

Frames



Dialogue/Action

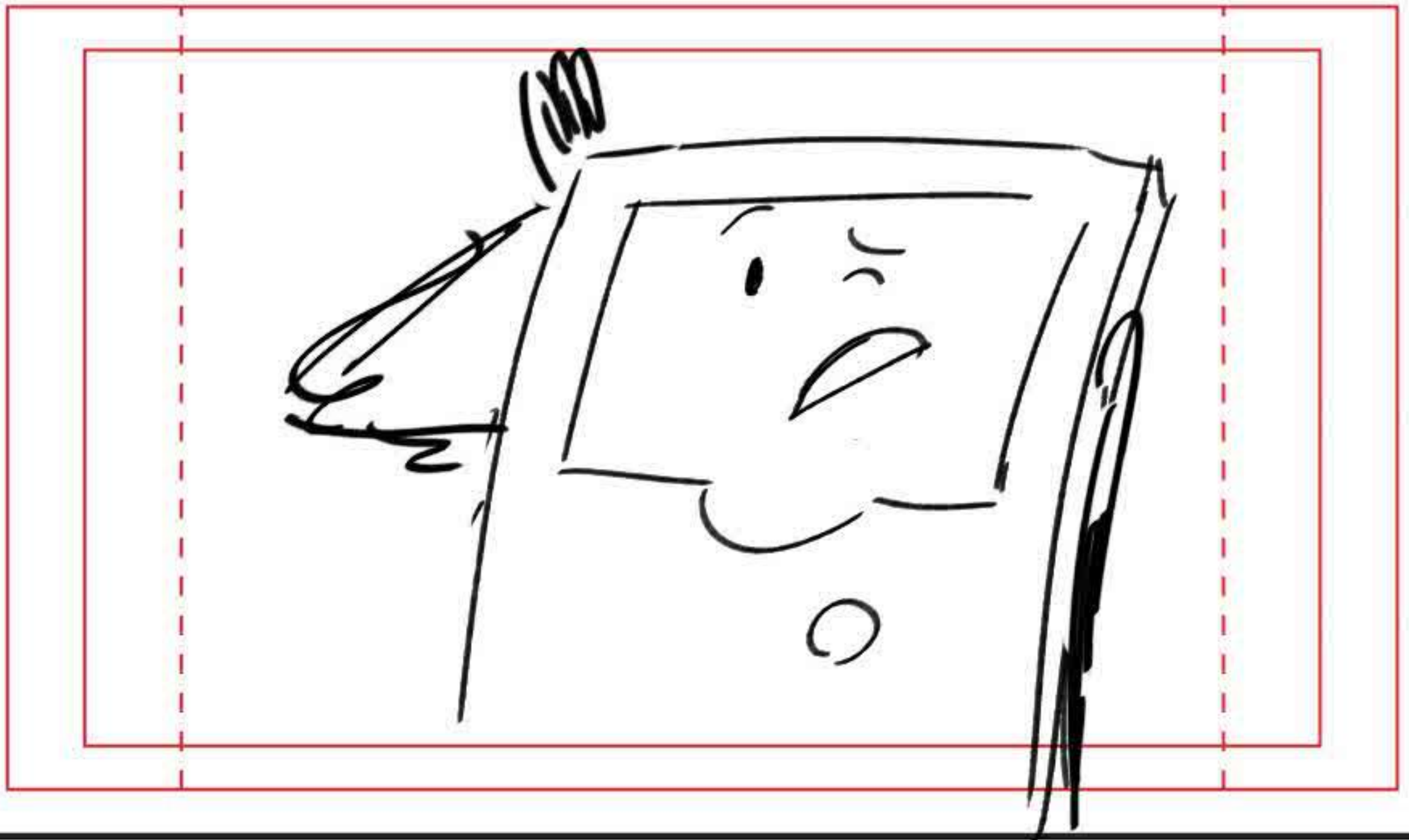
SMaRty:
"RAD?"

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:

"SLAMMING?"

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:

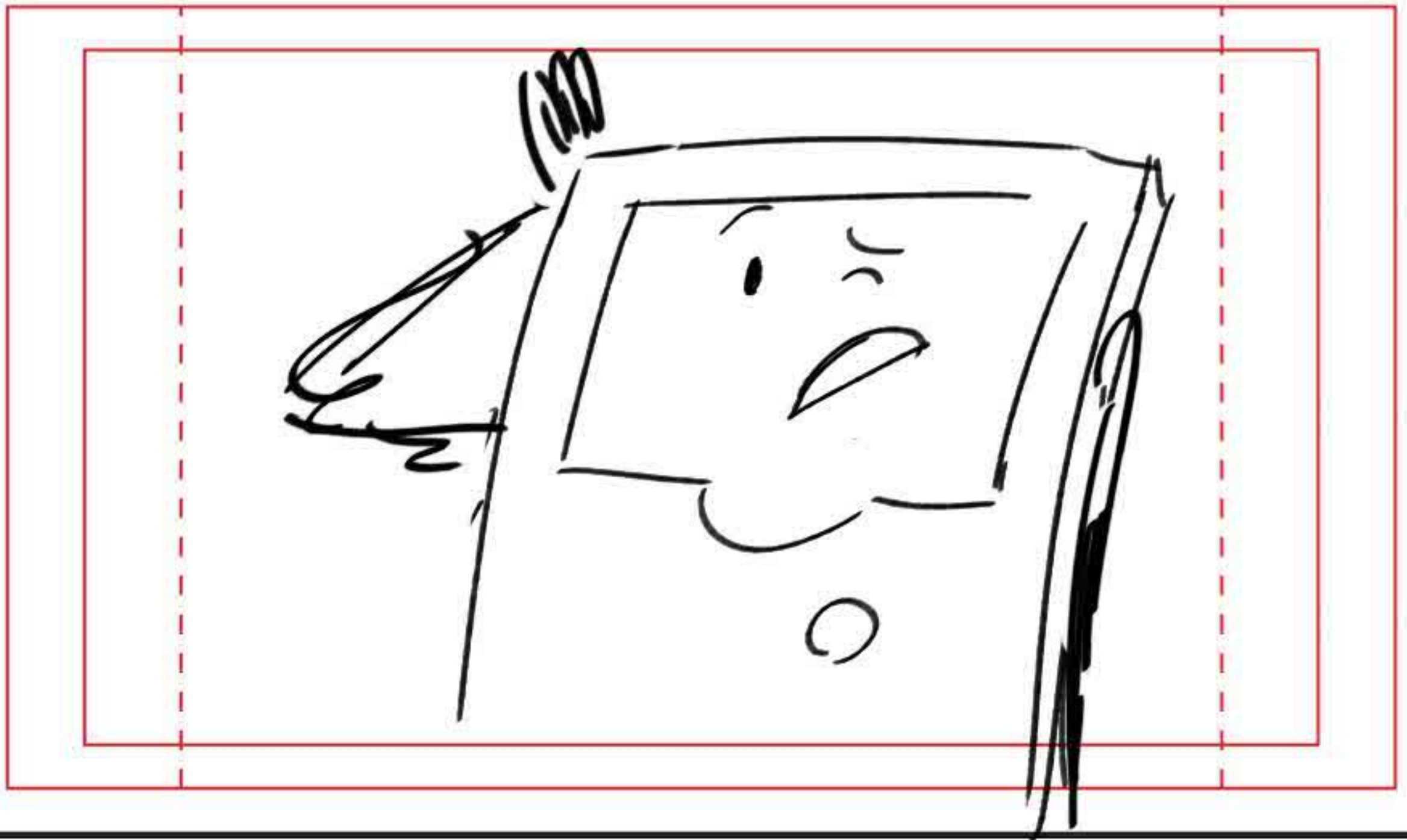
"SLAMMING?"

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:

"SLAMMING?"

Sequence

Scene

Panel

Frames



Dialogue/Action

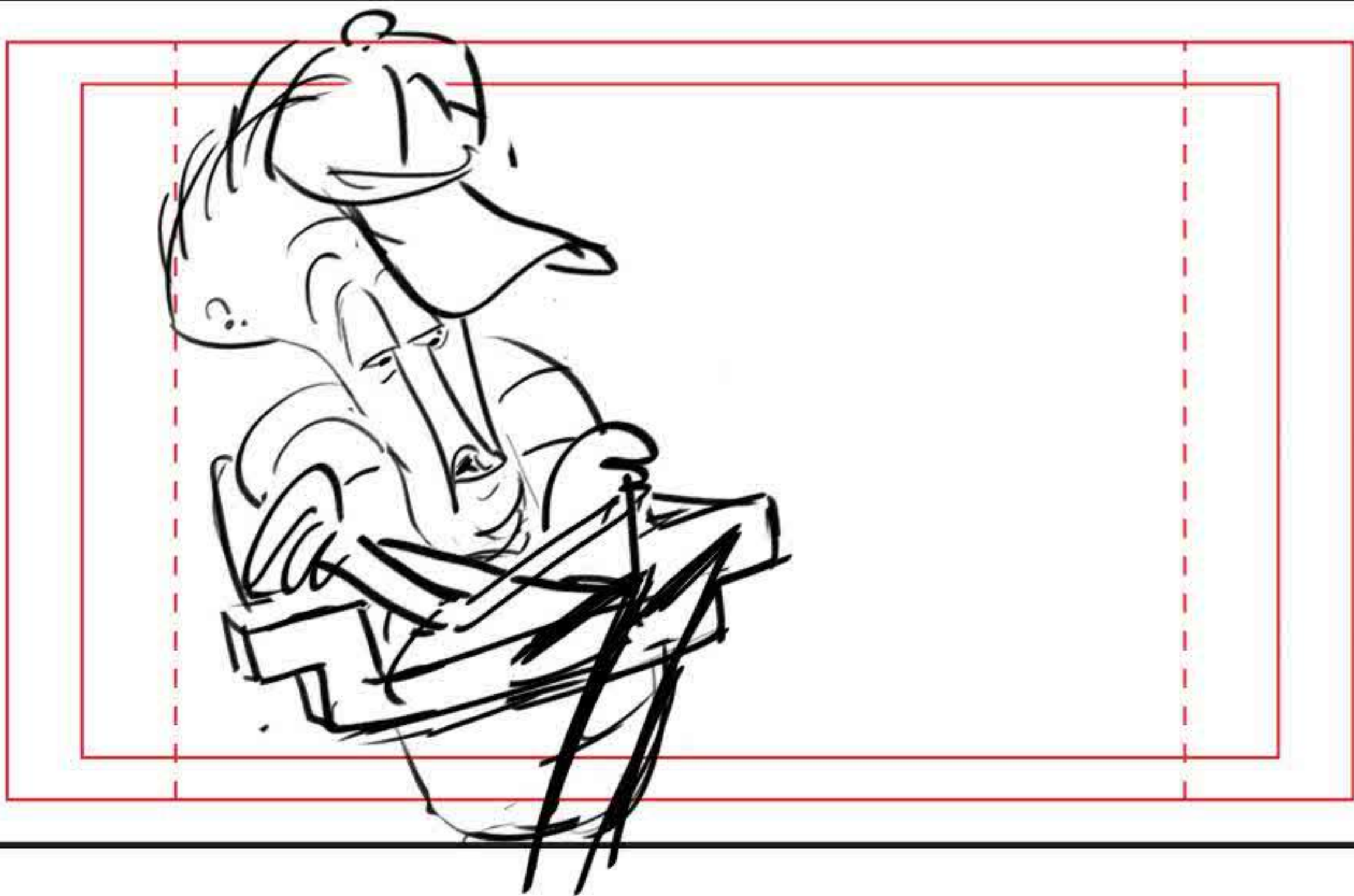
COVERTON:
well

Sequence

Scene

Panel

Frames



Dialogue/Action

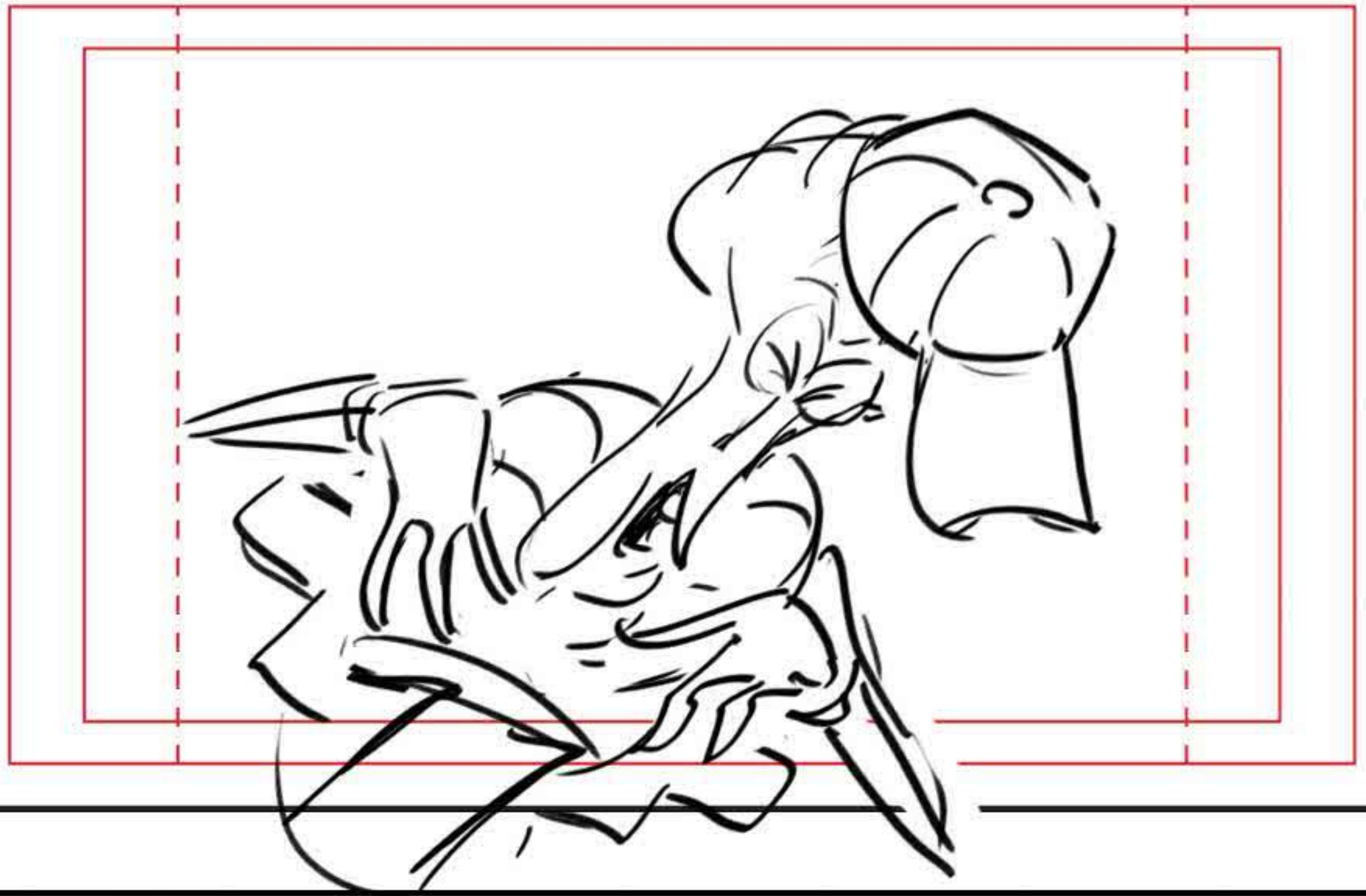
COVERTON:
THAT'S HOW US EARTH KIDS

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

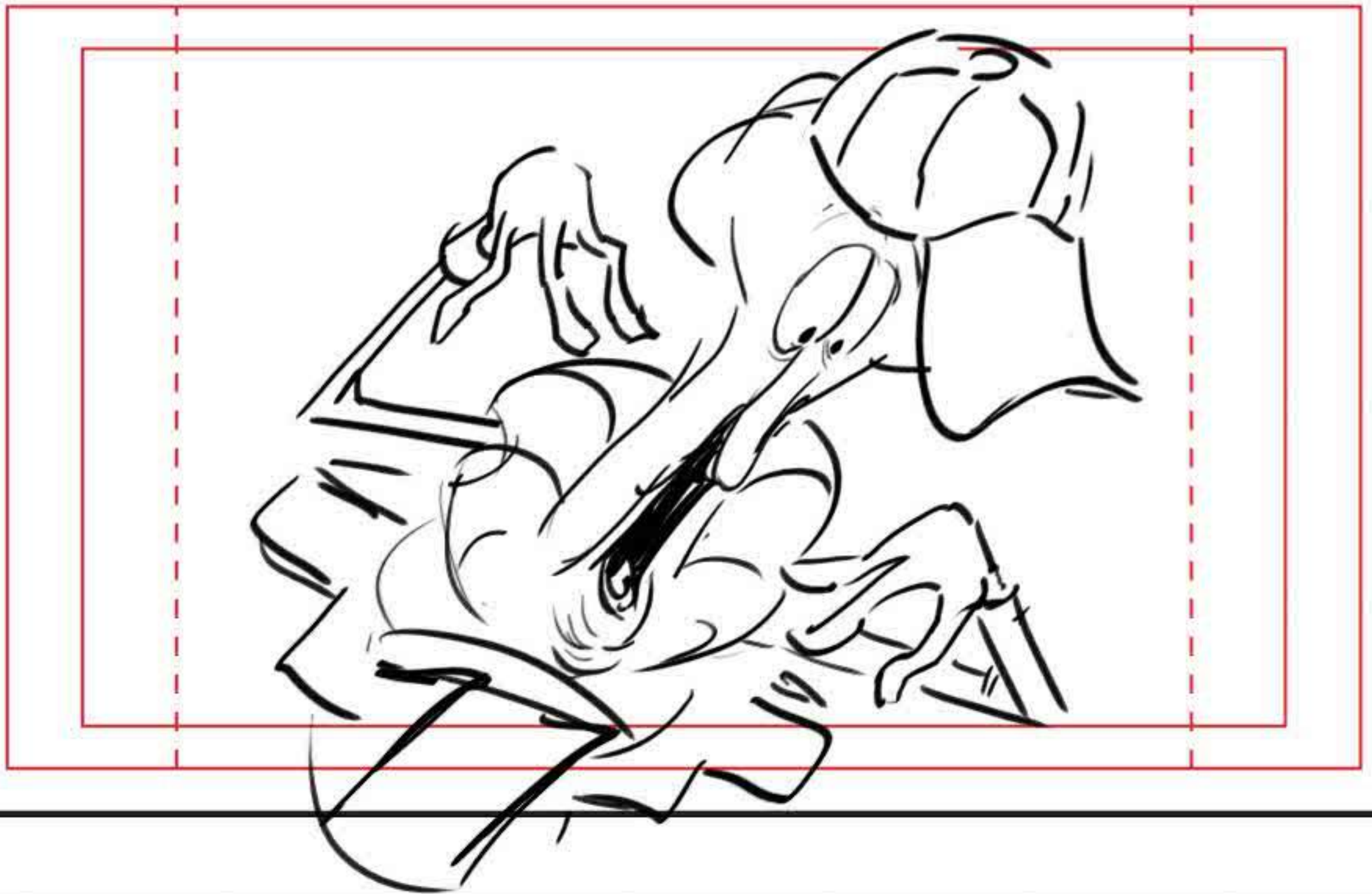
"RAP"

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

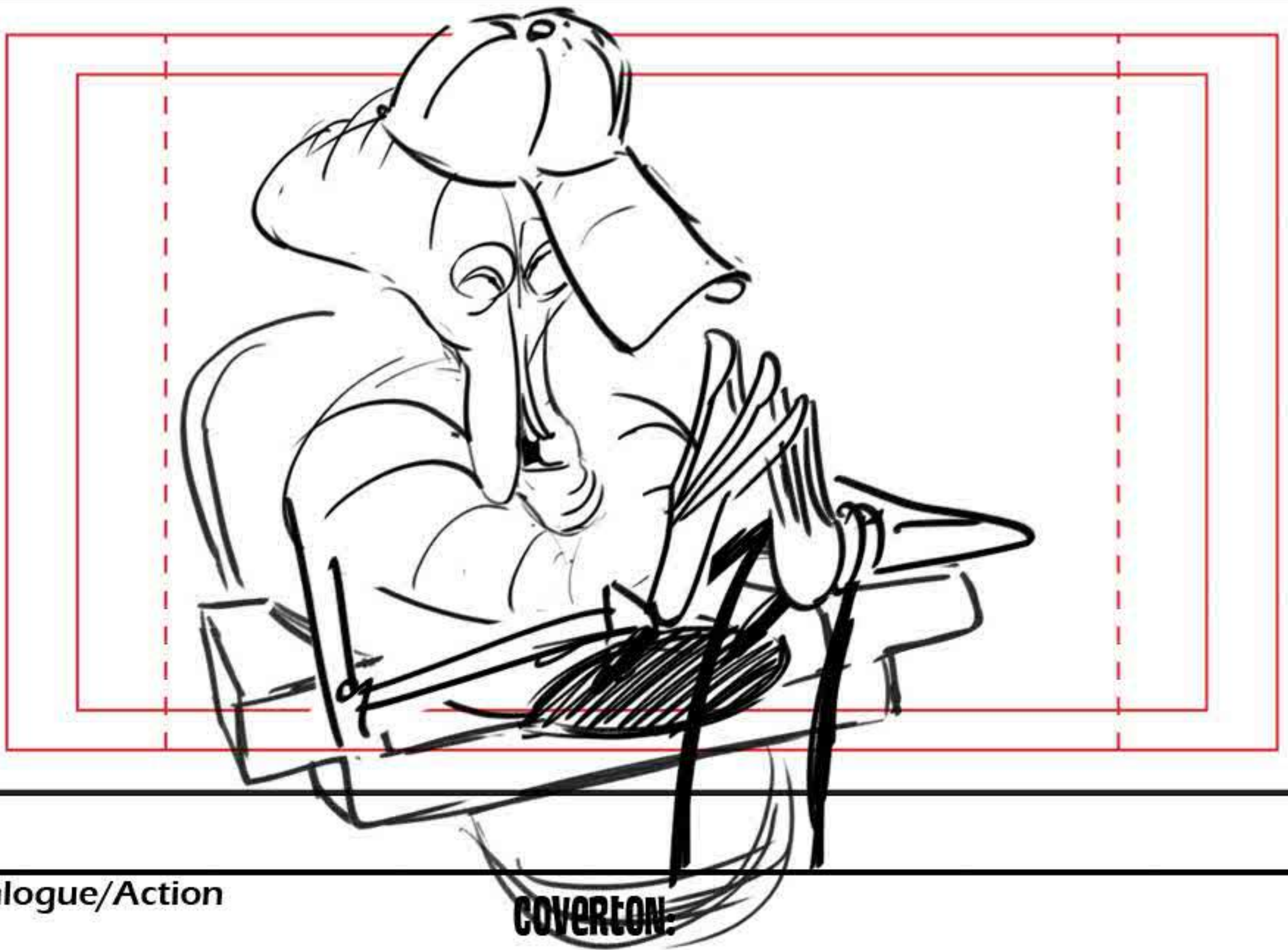
"RAP"

Sequence

Scene

Panel

Frames



Dialogue/Action

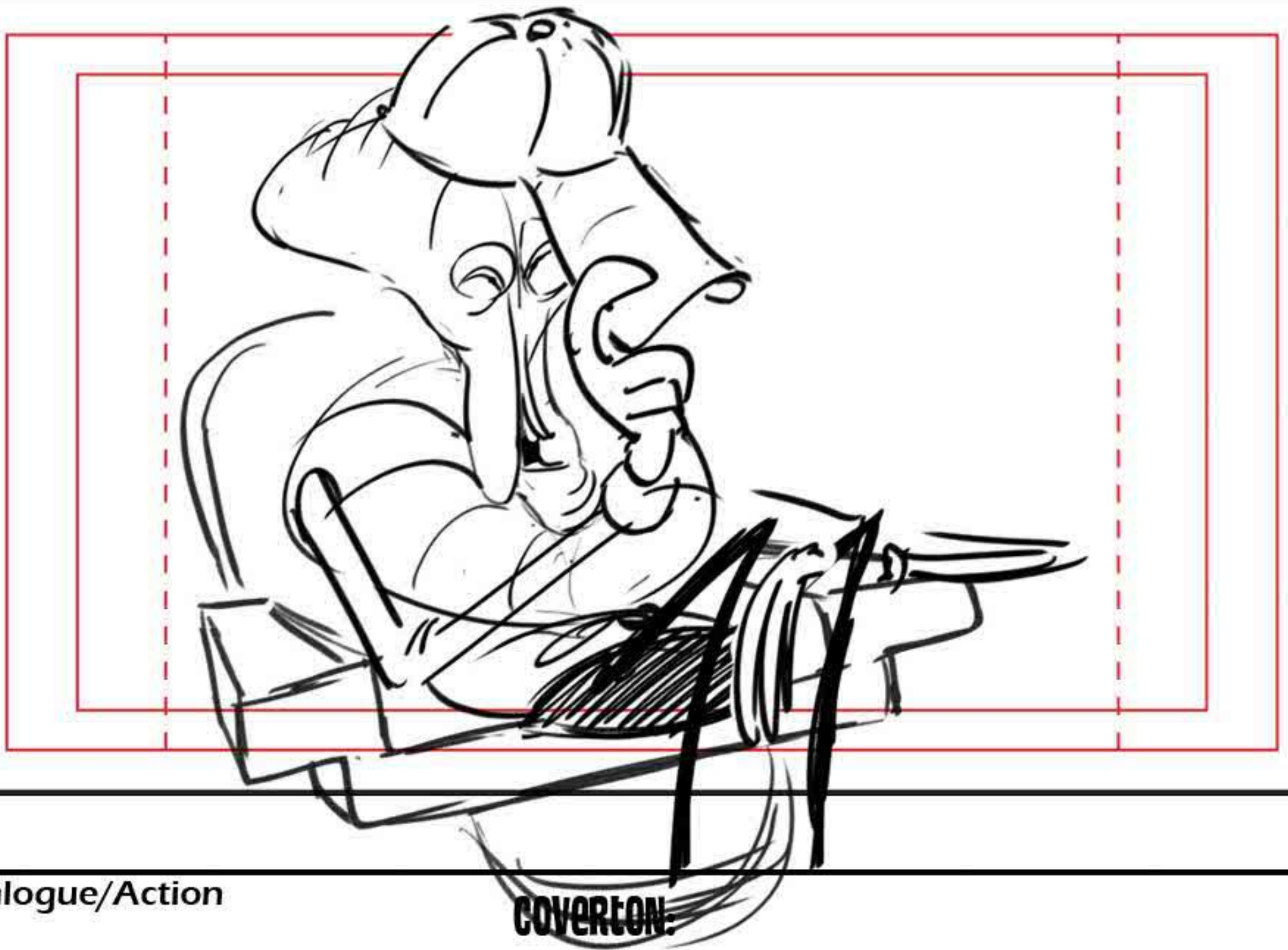
COVERTON:
to each other

Sequence

Scene

Panel

Frames



Dialogue/Action

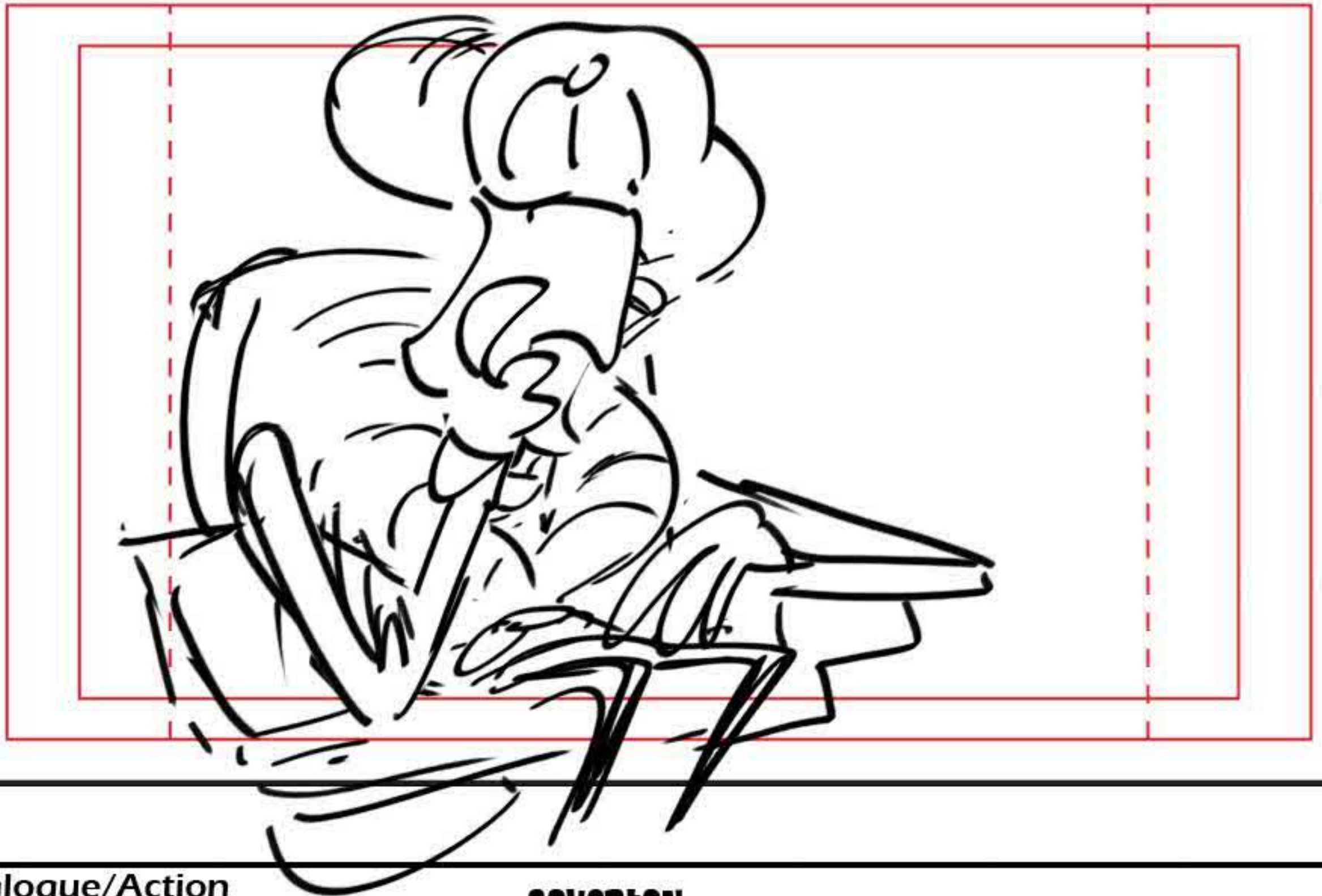
YOU KNOW, I AM JUST KEEPING IT

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

YOU KNOW, I AM JUST KEEPING IT

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

YOU KNOW, I AM JUST KEEPING IT

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

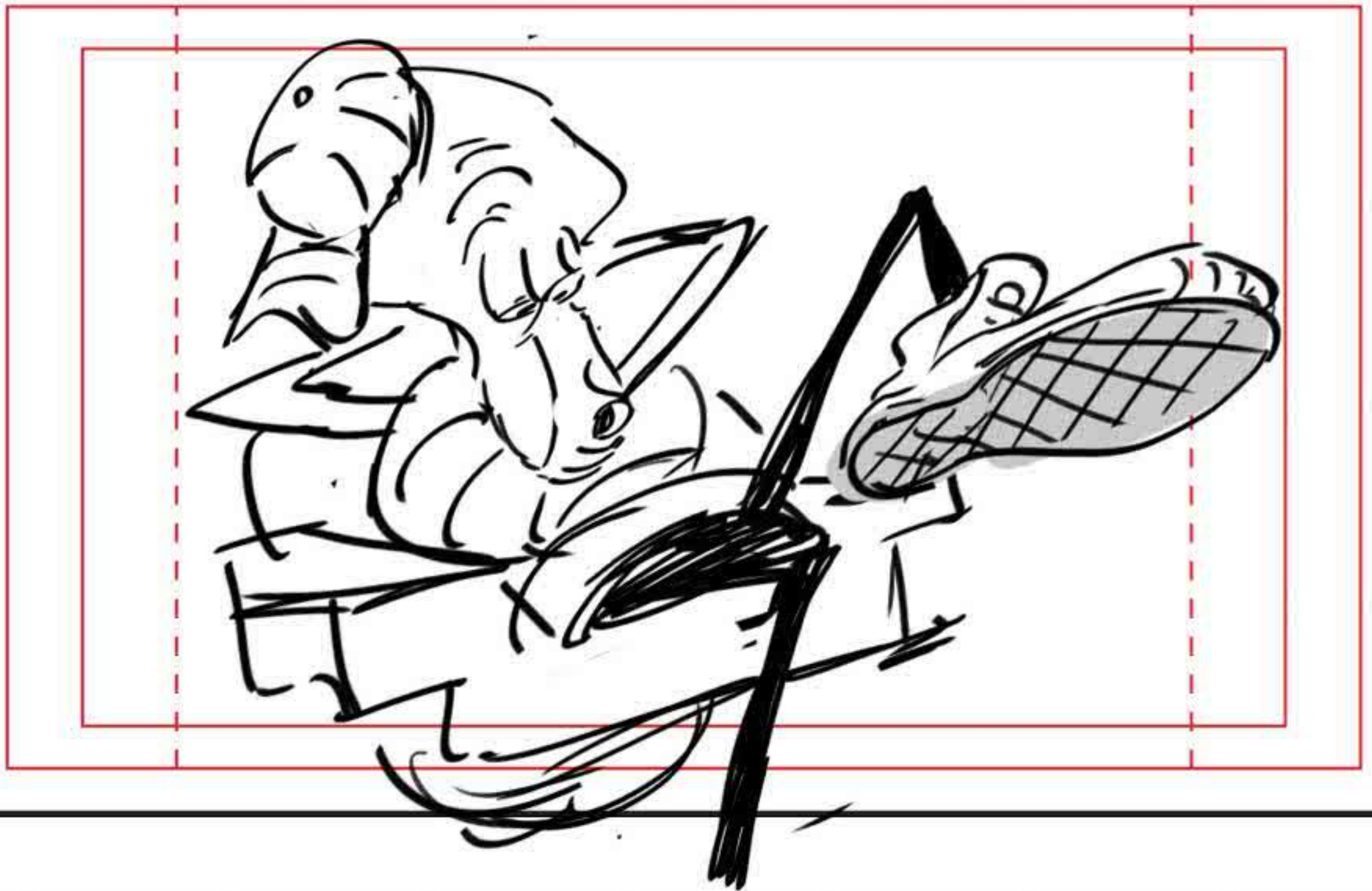
Real.

Sequence

Scene

Panel

Frames



Dialogue/Action

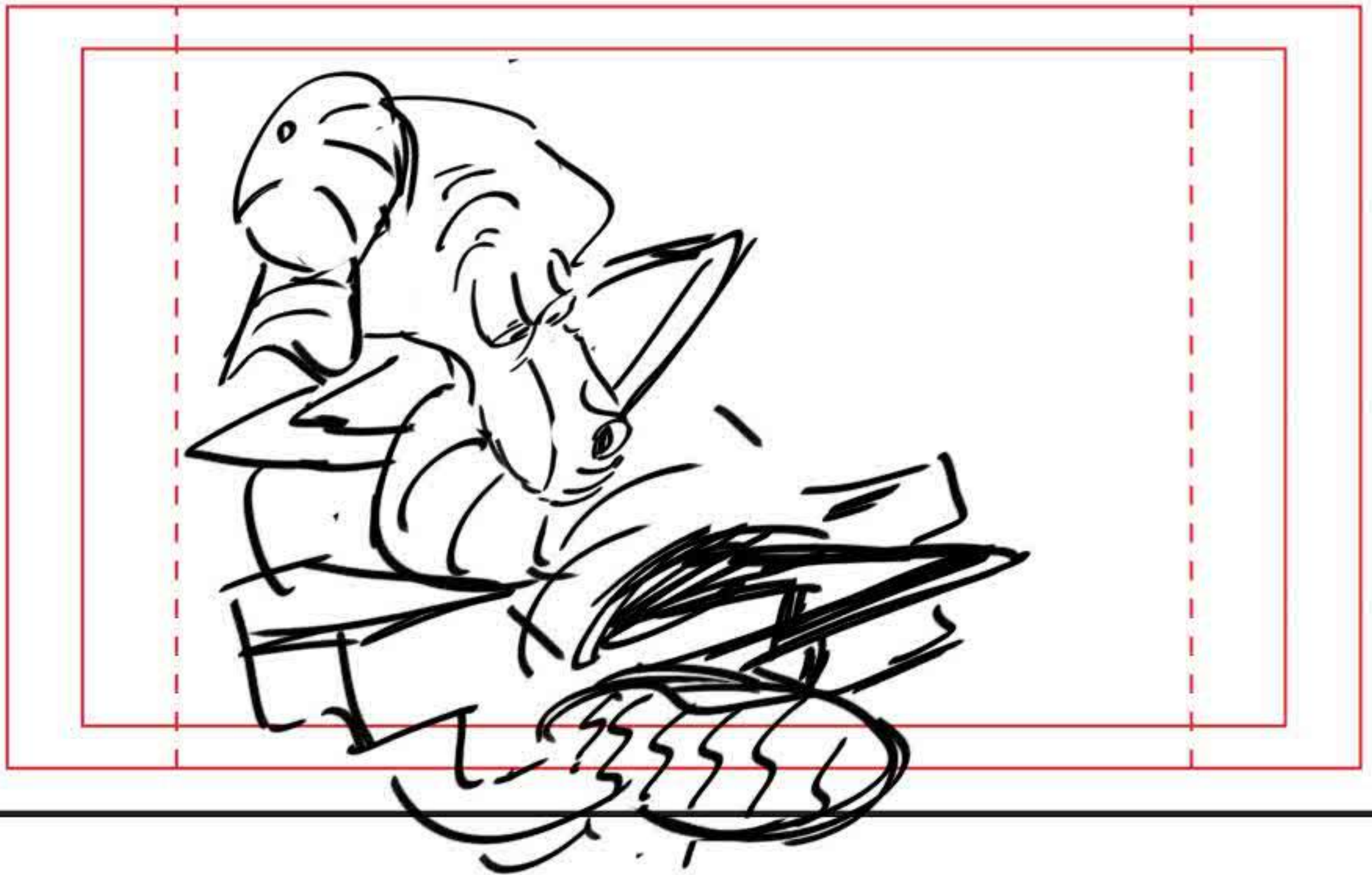
COVERTON:
WHAT,

Sequence

Scene

Panel

Frames



Dialogue/Action

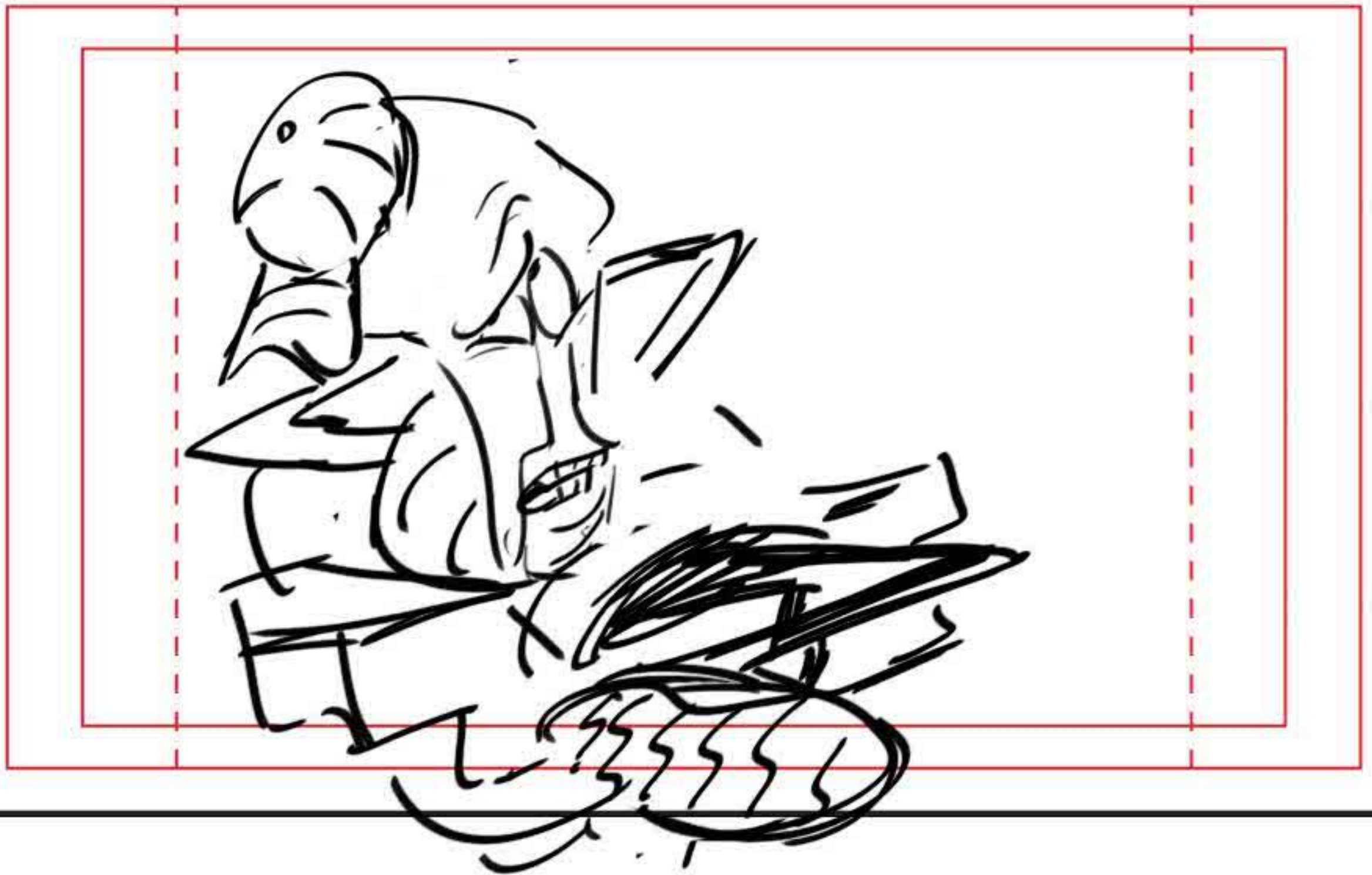
COVERTON:
WHAT...

Sequence

Scene

Panel

Frames



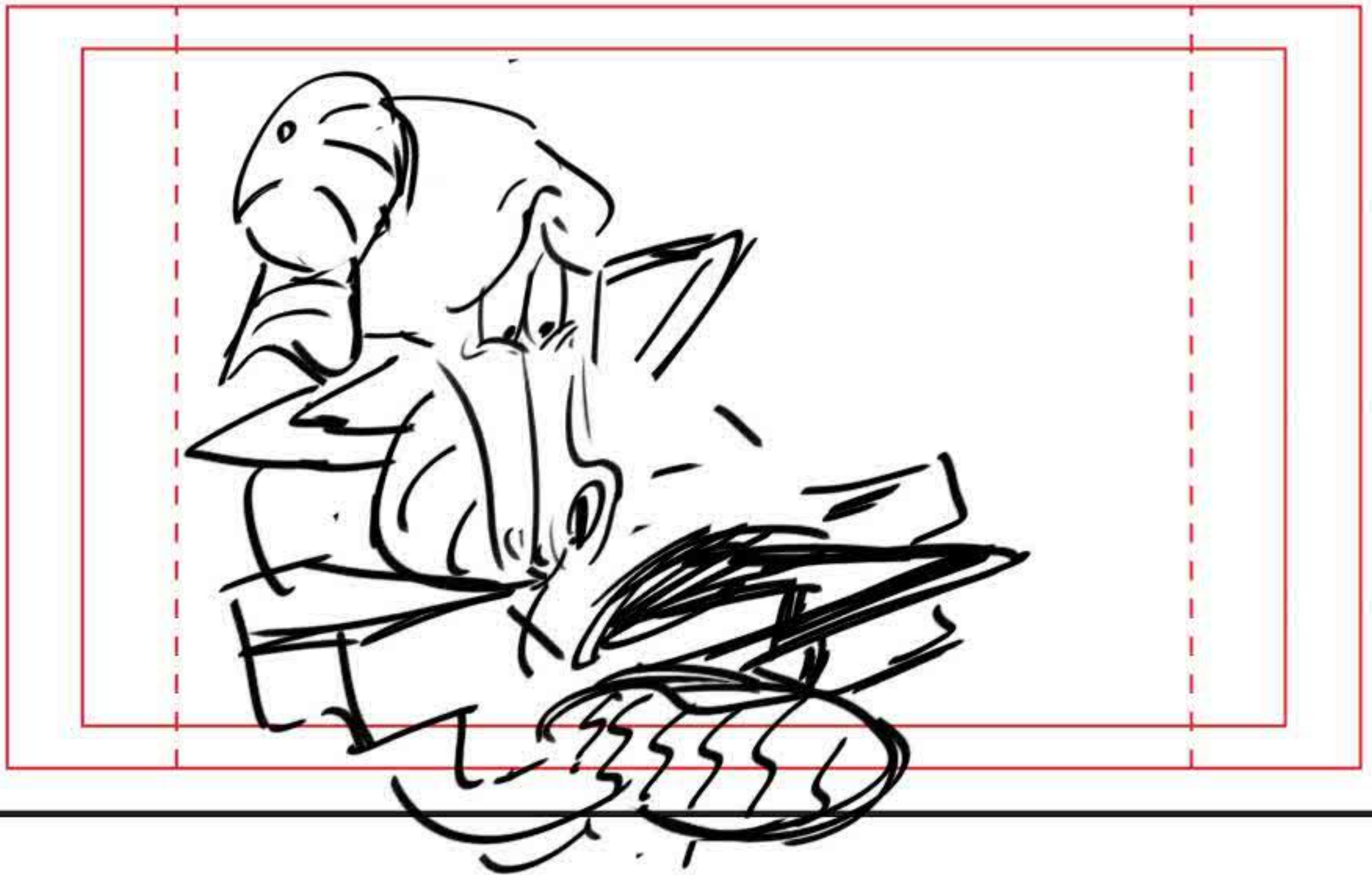
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

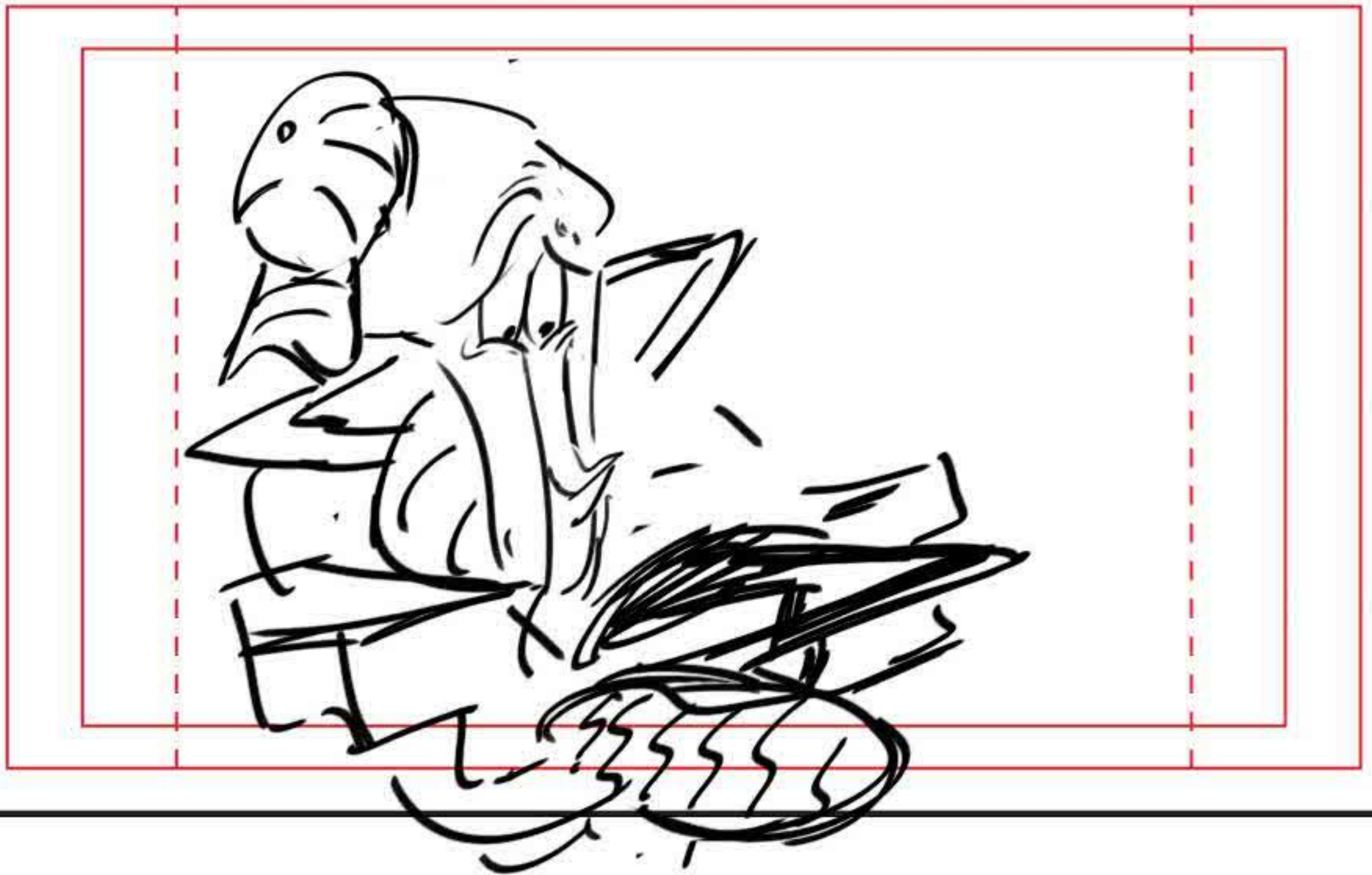
90.

Sequence

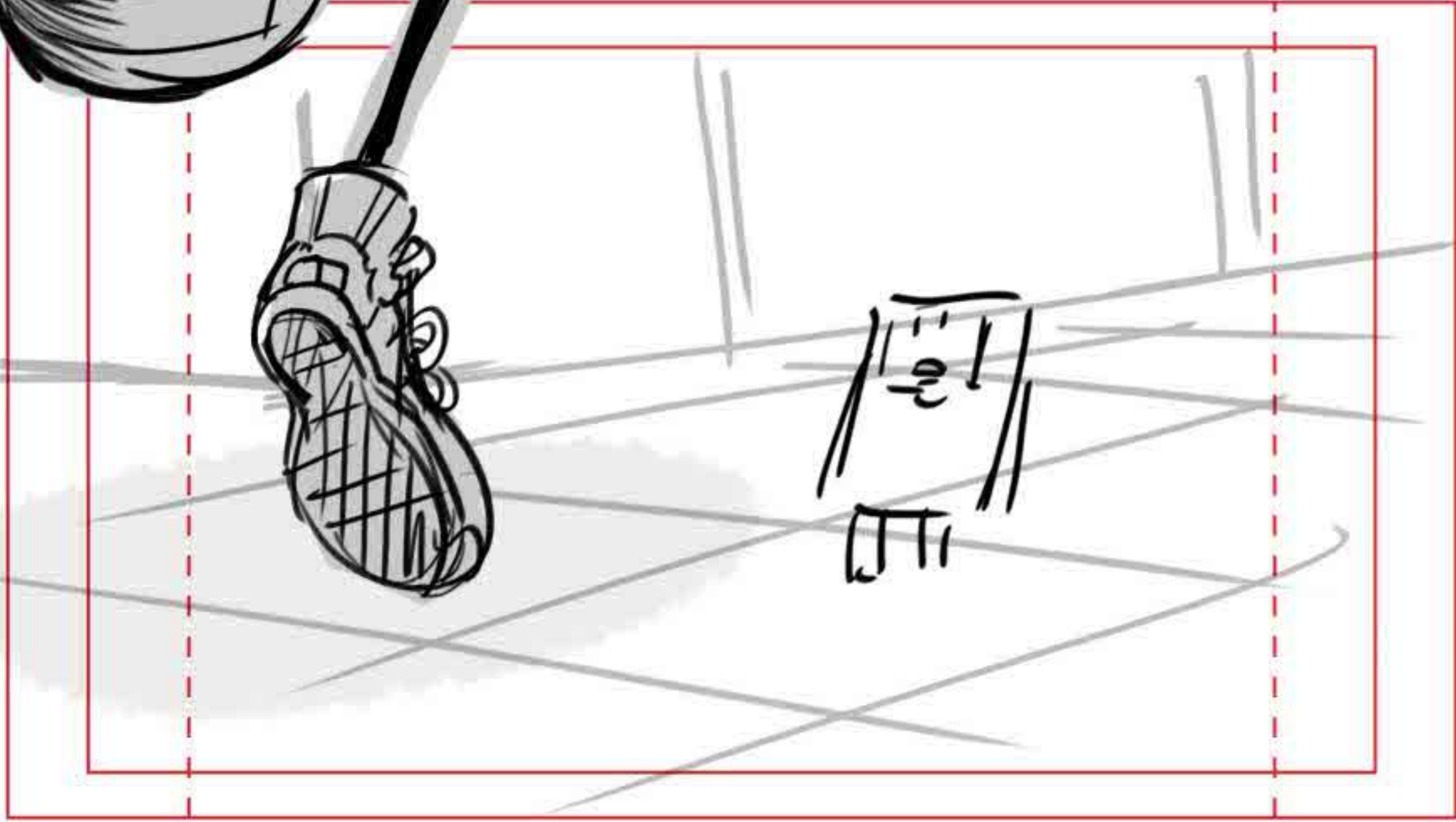
Scene

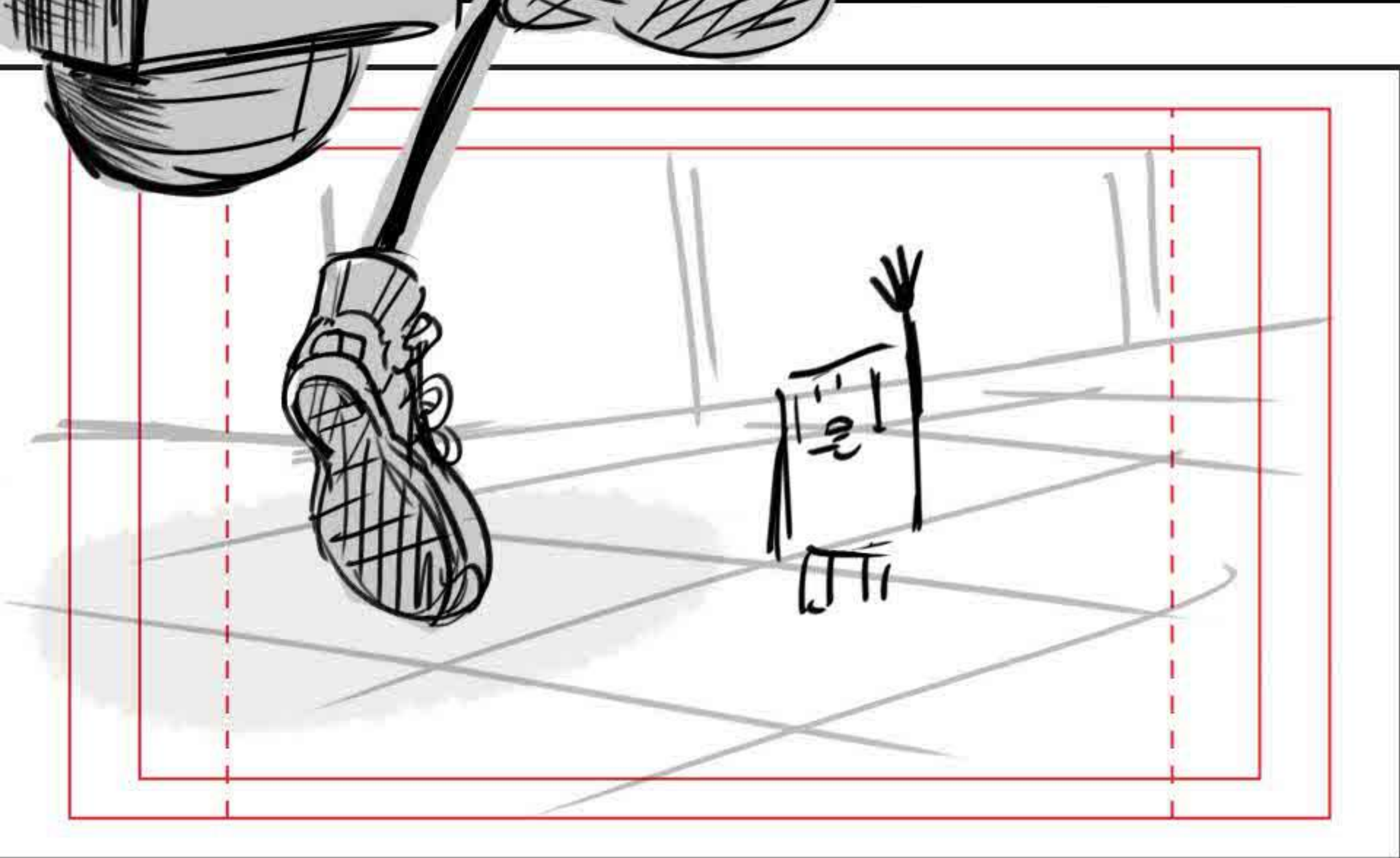
Panel

Frames



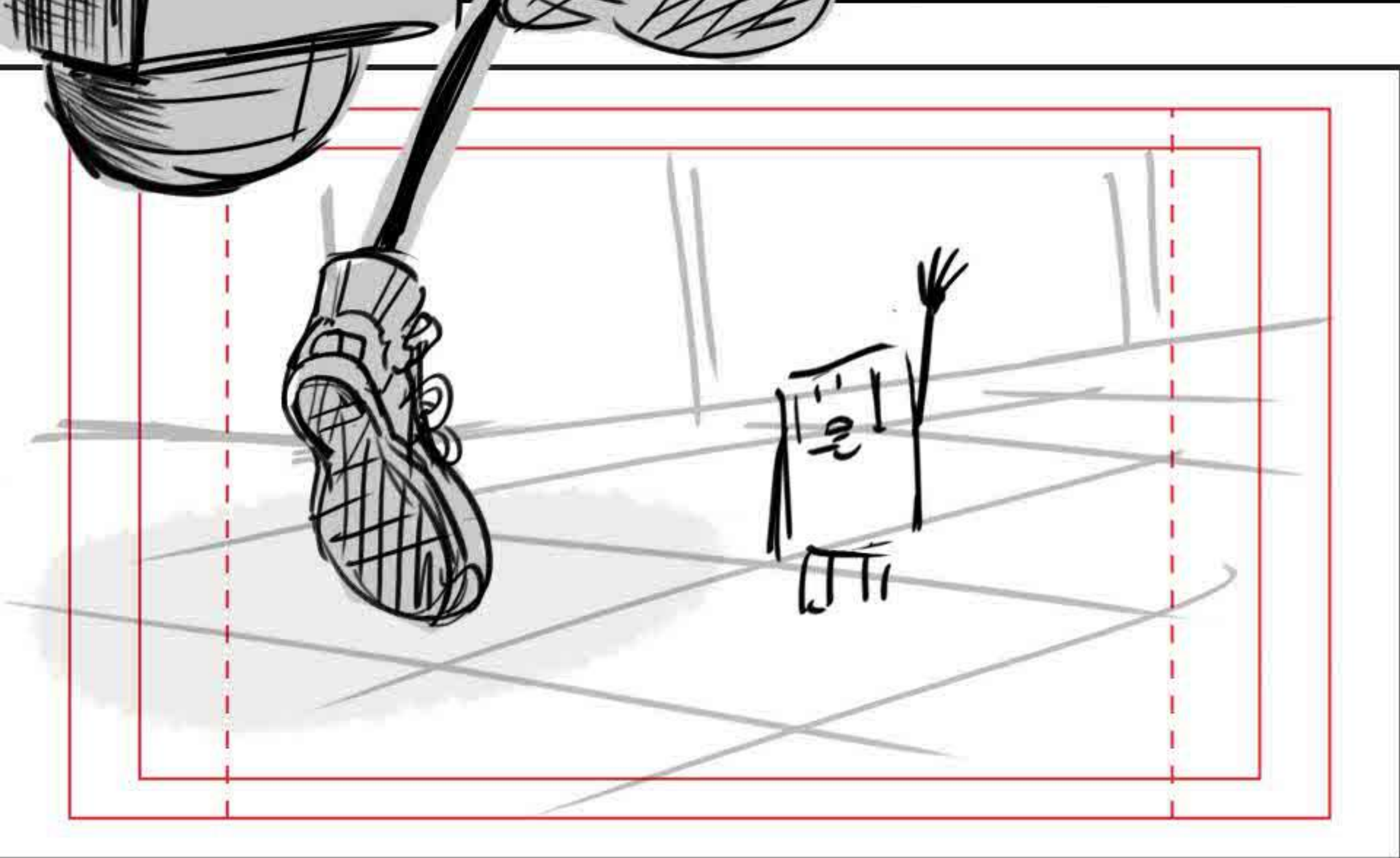
Dialogue/Action

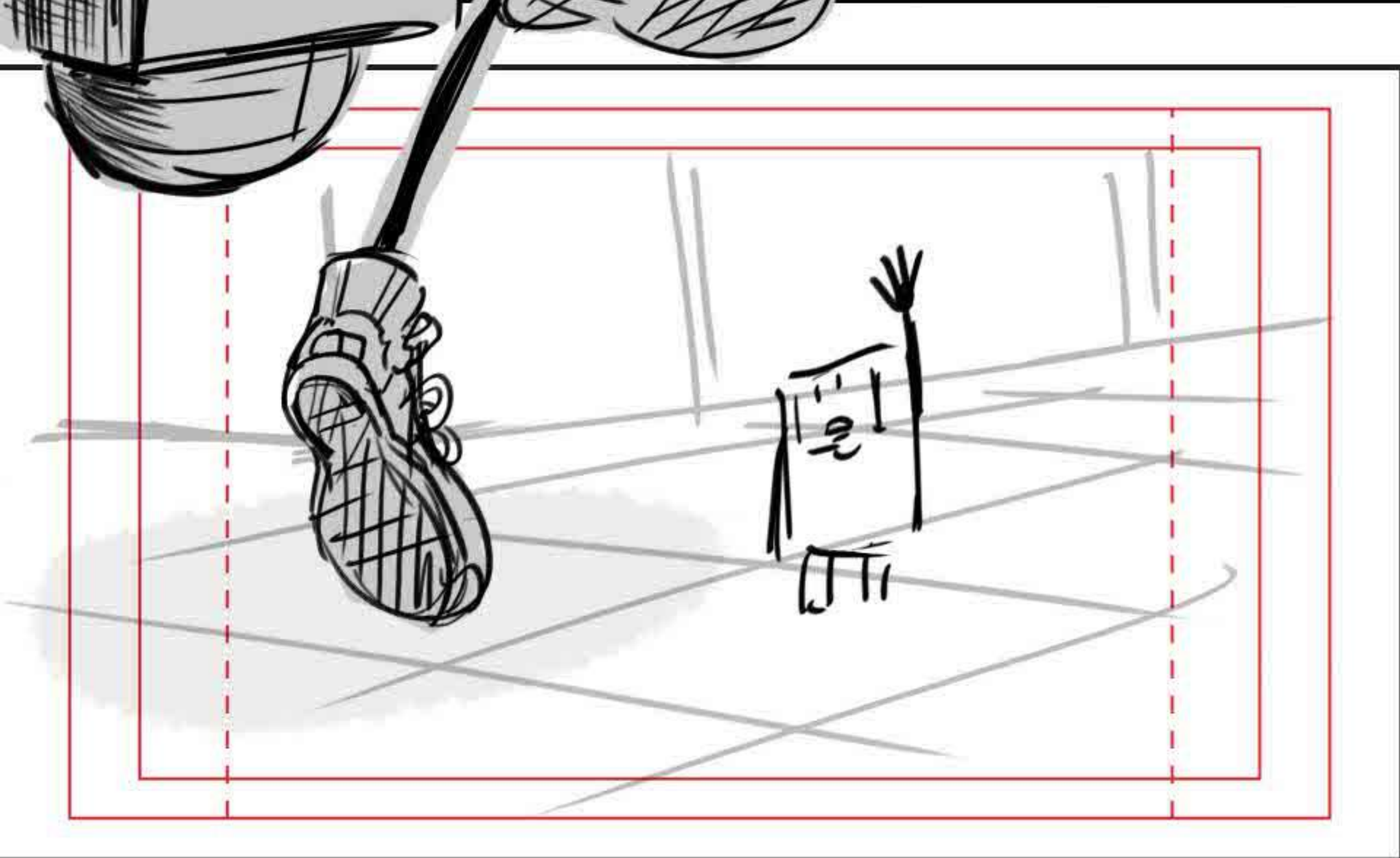
Scene	Panel	Frames
		
Dialogue/Action	<p>SMaRty: OKay, "COOLVERTON".</p>	

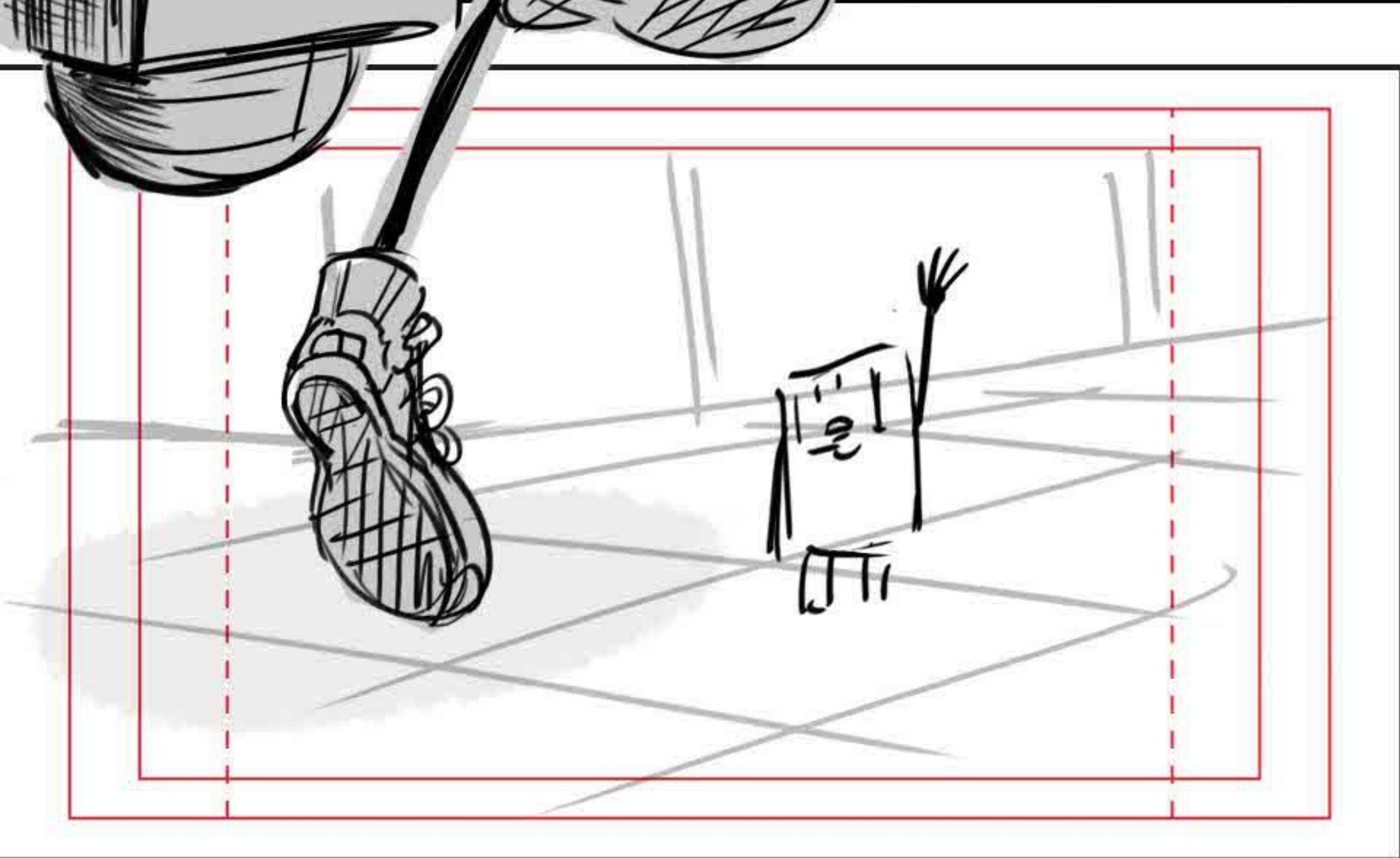
Scene	Panel	Frames
 A hand-drawn storyboard panel. At the top, a hand is shown holding a shoe, about to step on a character. The character is a small, simple figure with a rectangular body and a single arm raised. The scene is set on a floor with perspective lines. The entire scene is enclosed in a red rectangular border with two vertical dashed lines.		
Dialogue/Action	<p>SMaRty:</p> <p>Gotta GO.</p>	

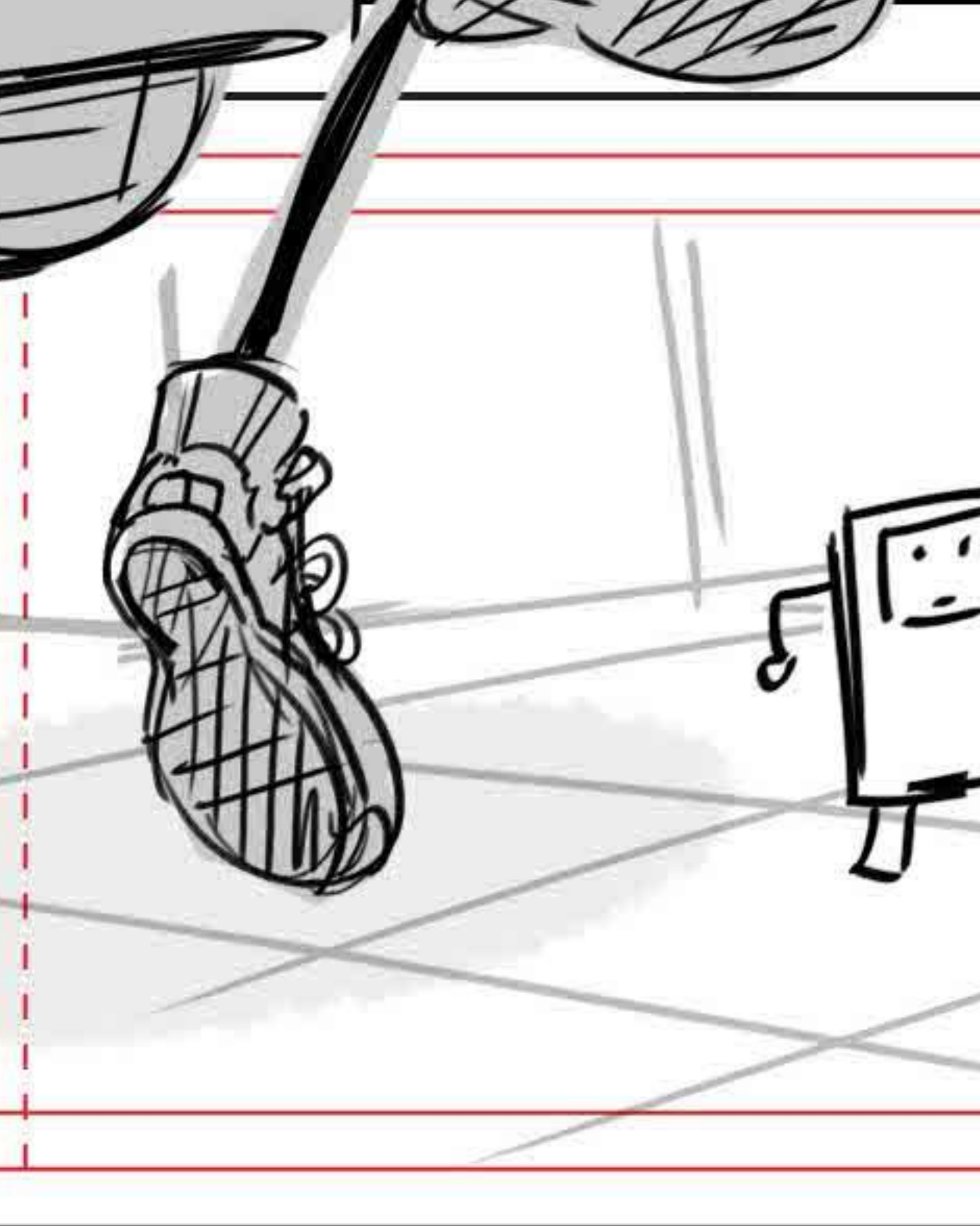
SMaRty:

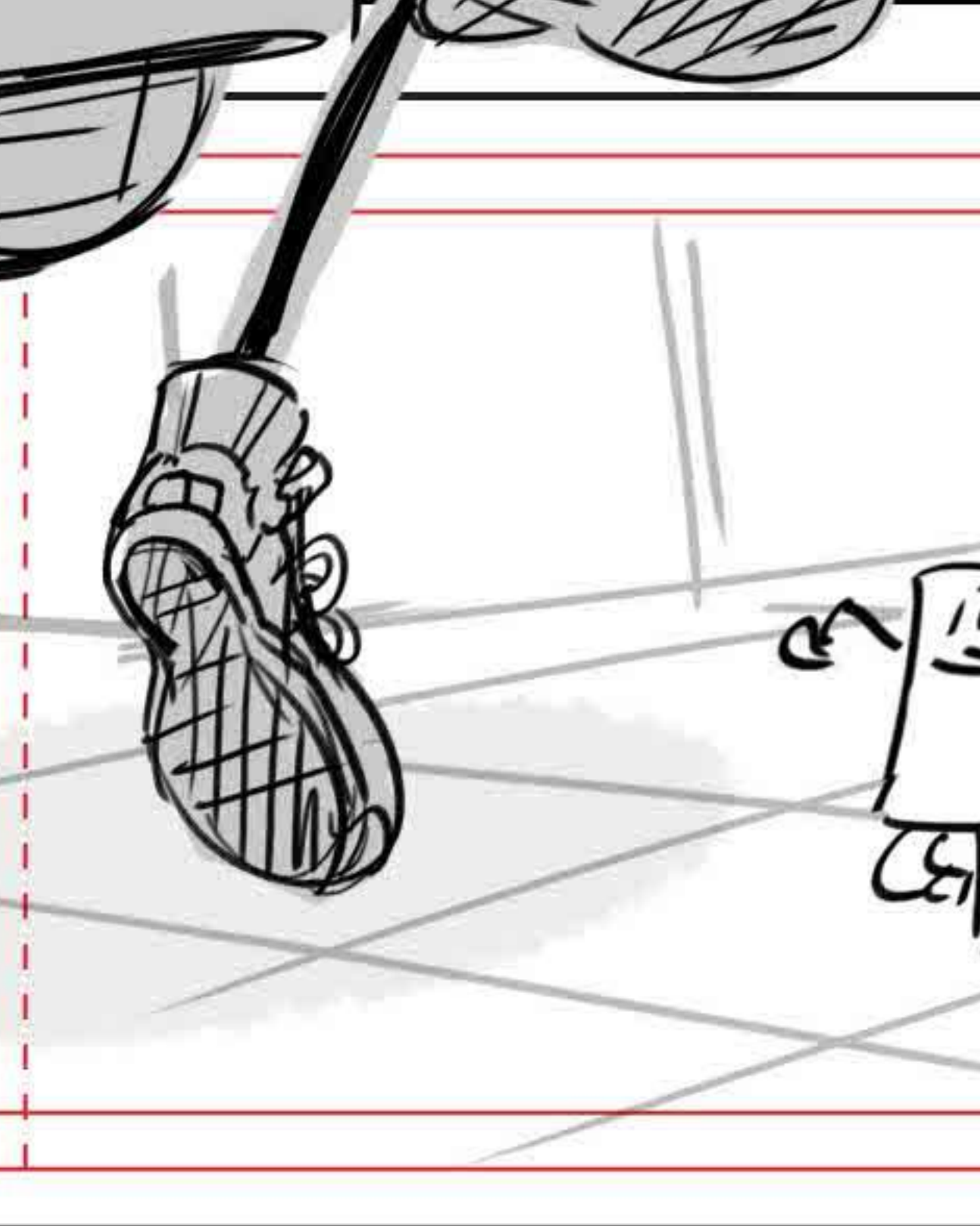
Gotta GO.

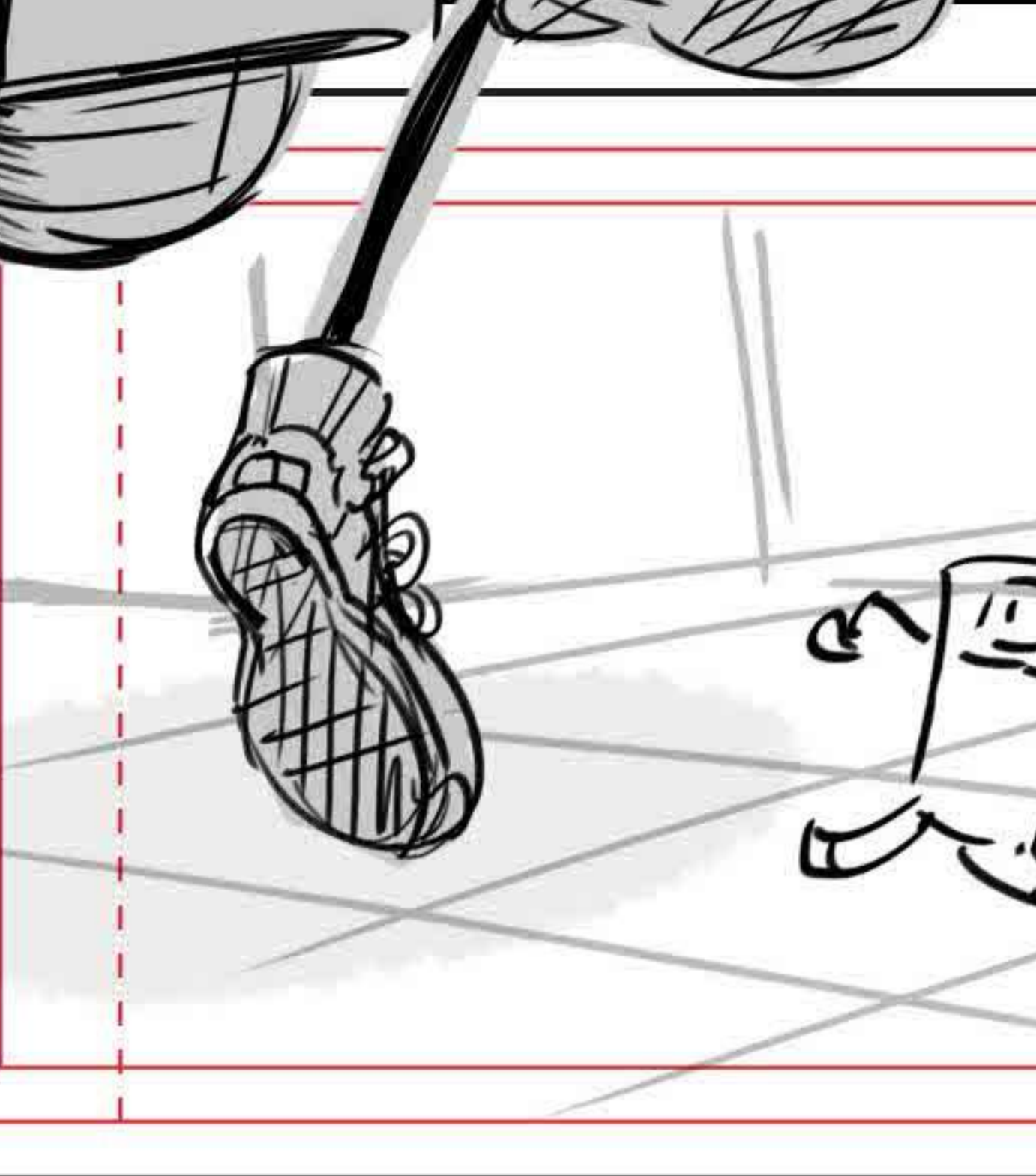
Scene	Panel	Frames
 A hand-drawn storyboard panel. At the top, a hand is shown holding a shoe, about to step on a character. The character is a small, rectangular figure with a single arm raised. The scene is set on a floor with perspective lines. The entire panel is enclosed in a red border with two vertical dashed lines.		
Dialogue/Action	<p>SMaRty:</p> <p>Gotta GO.</p>	

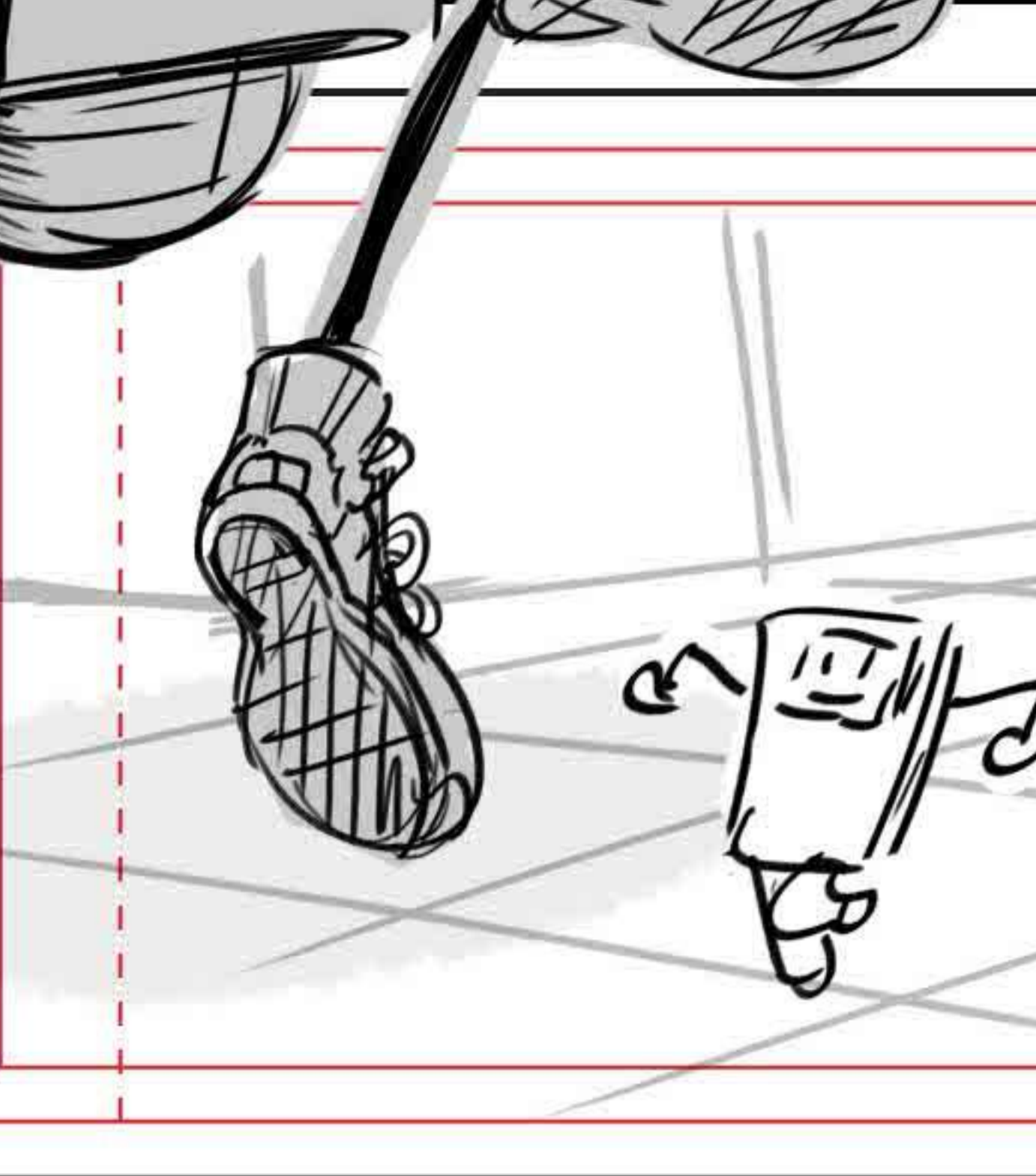
Scene	Panel	Frames
 A hand-drawn storyboard panel. At the top left, a hand is shown holding a shoe, with the sole of the shoe positioned over a small, simple character. The character is lying on its back on a floor with perspective lines. The scene is enclosed in a red rectangular border with two vertical dashed lines. The drawing style is sketchy and expressive.		
Dialogue/Action	<p>SMaRty:</p> <p>Gotta GO.</p>	

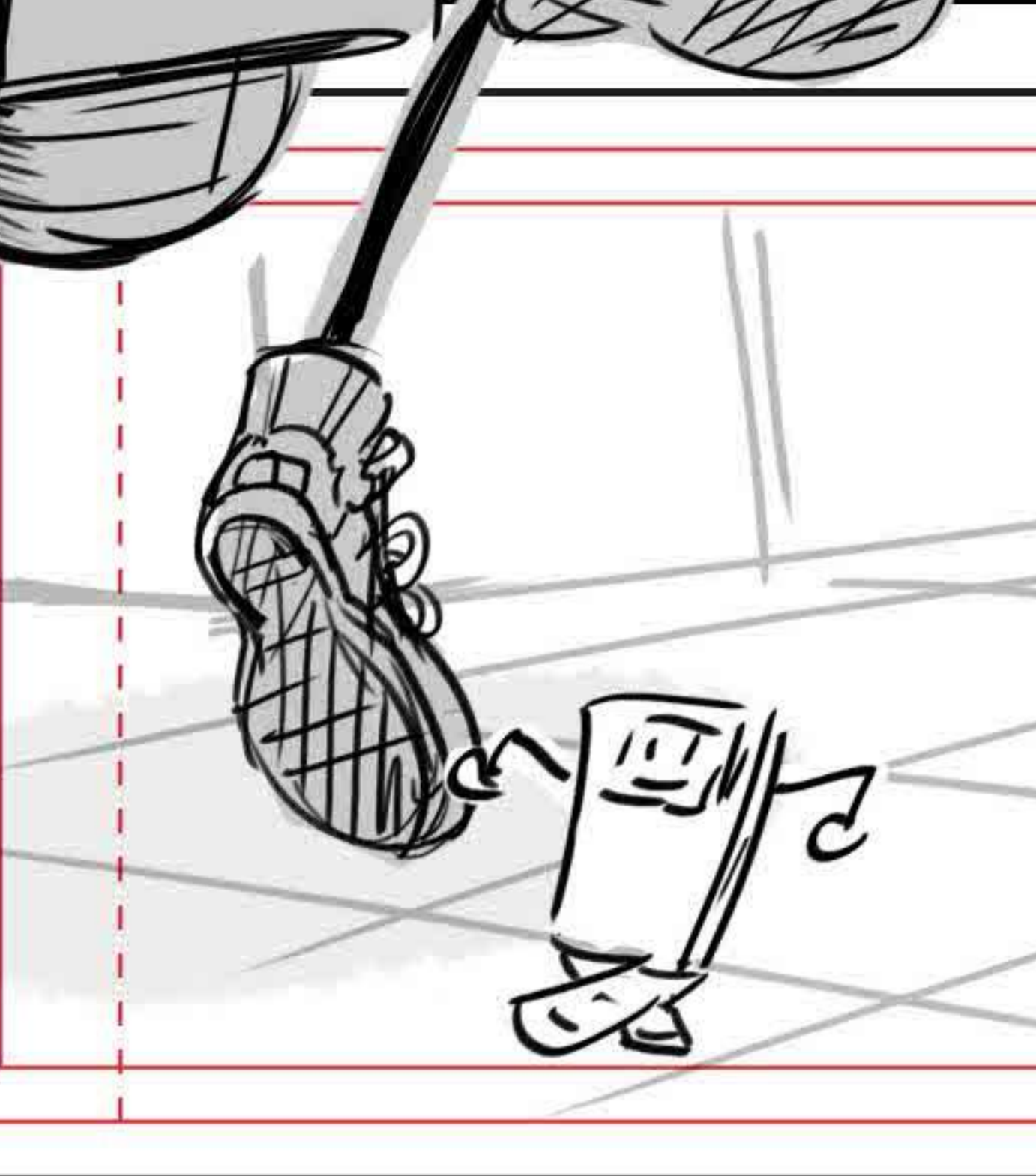
Scene	Panel	Frames
 A hand-drawn storyboard panel. At the top, a hand is shown holding a shoe, with the shoe being stepped onto a small, rectangular character lying on the ground. The character has a single arm raised. The scene is set on a floor with perspective lines. The entire panel is enclosed in a red border with two vertical dashed lines.		
Dialogue/Action	<p>SMaRty:</p> <p>Gotta GO.</p>	

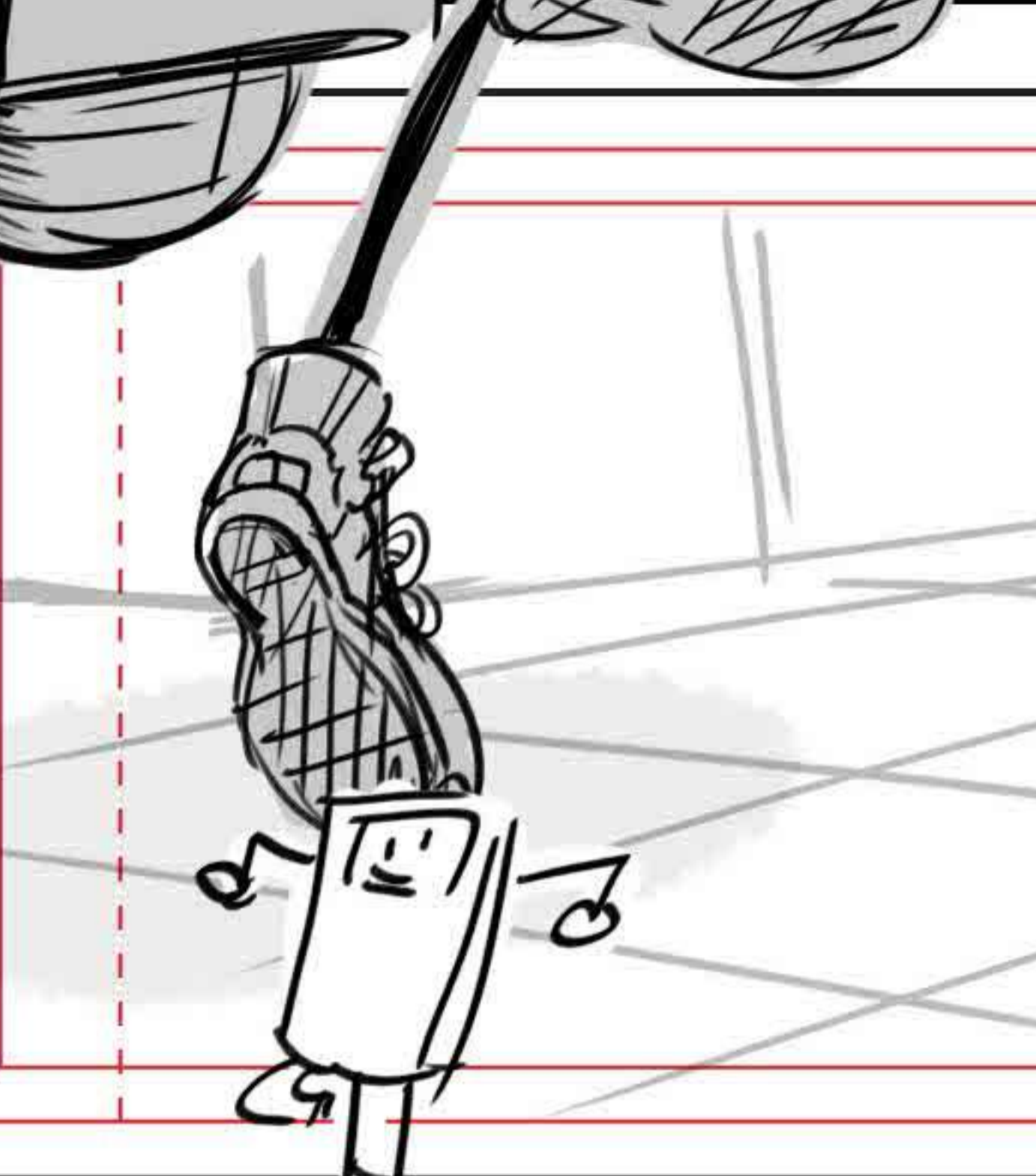
Scene	Panel	Frames
	 A hand-drawn sketch of a foot stepping on a small, boxy character. The foot is shown from a top-down perspective, with the sole of the shoe visible. The character is a small, rectangular box with a face, arms, and legs, standing on the ground. The scene is framed by a red border, with two vertical dashed lines indicating frame boundaries. The background shows a simple floor and wall with perspective lines.	
Dialogue/Action		

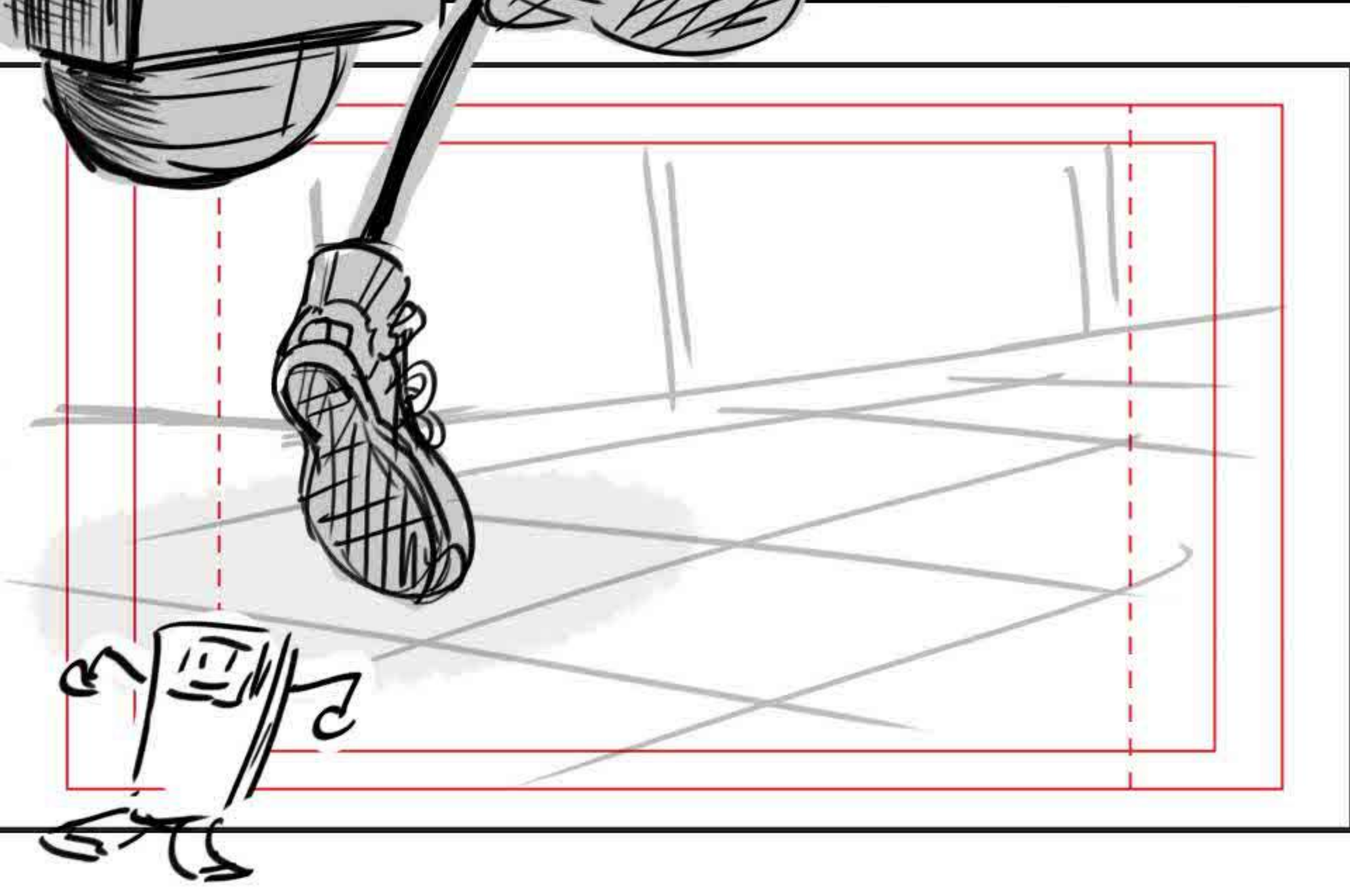
Scene	Panel	Frames
		
Dialogue/Action		

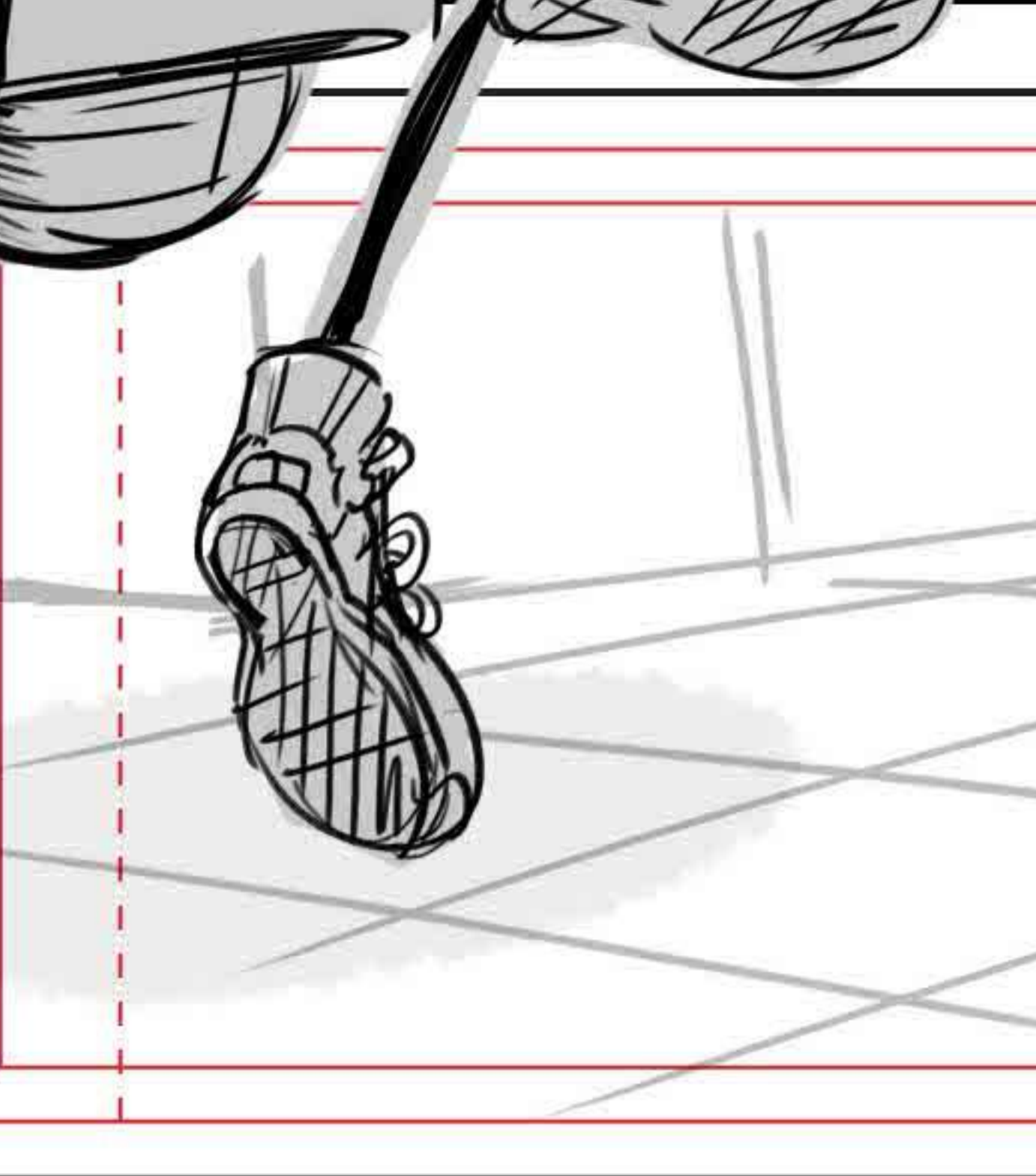
Scene	Panel	Frames
	 A hand-drawn storyboard panel. At the top, a hand holds a shoe by its laces. The shoe is positioned as if about to step down. Below the shoe, a small, simple figure of a person is lying on the ground. The scene is framed by a red border with two vertical dashed lines. The drawing is done in a sketchy, expressive style with grey shading for the shoe and simple black lines for the figure and floor lines.	
Dialogue/Action		

Scene	Panel	Frames
		
Dialogue/Action		

Scene	Panel	Frames
		
Dialogue/Action		

Scene	Panel	Frames
		
Dialogue/Action		

Scene	Panel	Frames
		
Dialogue/Action		

Scene	Panel	Frames
		
Dialogue/Action		

Sequence

Scene

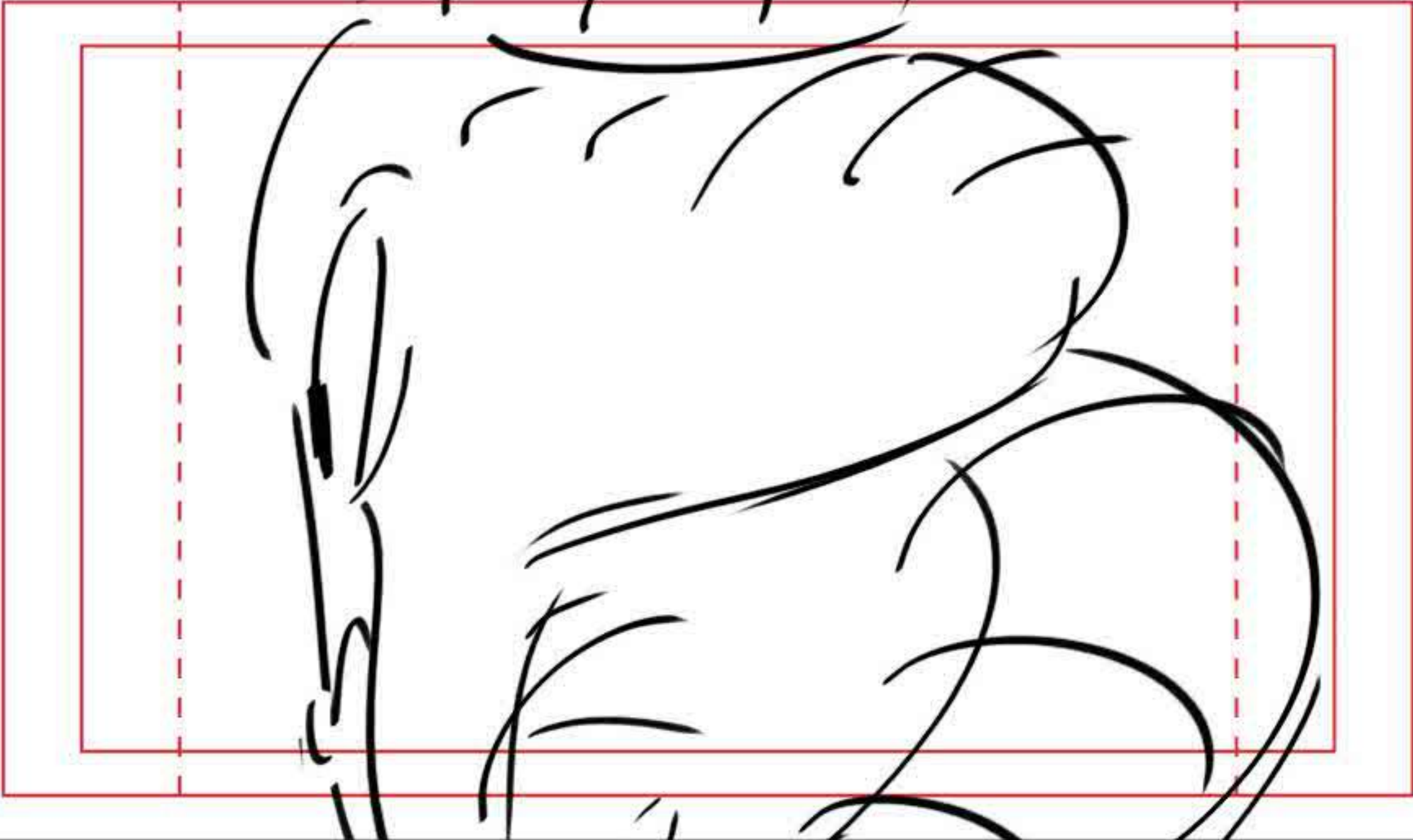
Panel

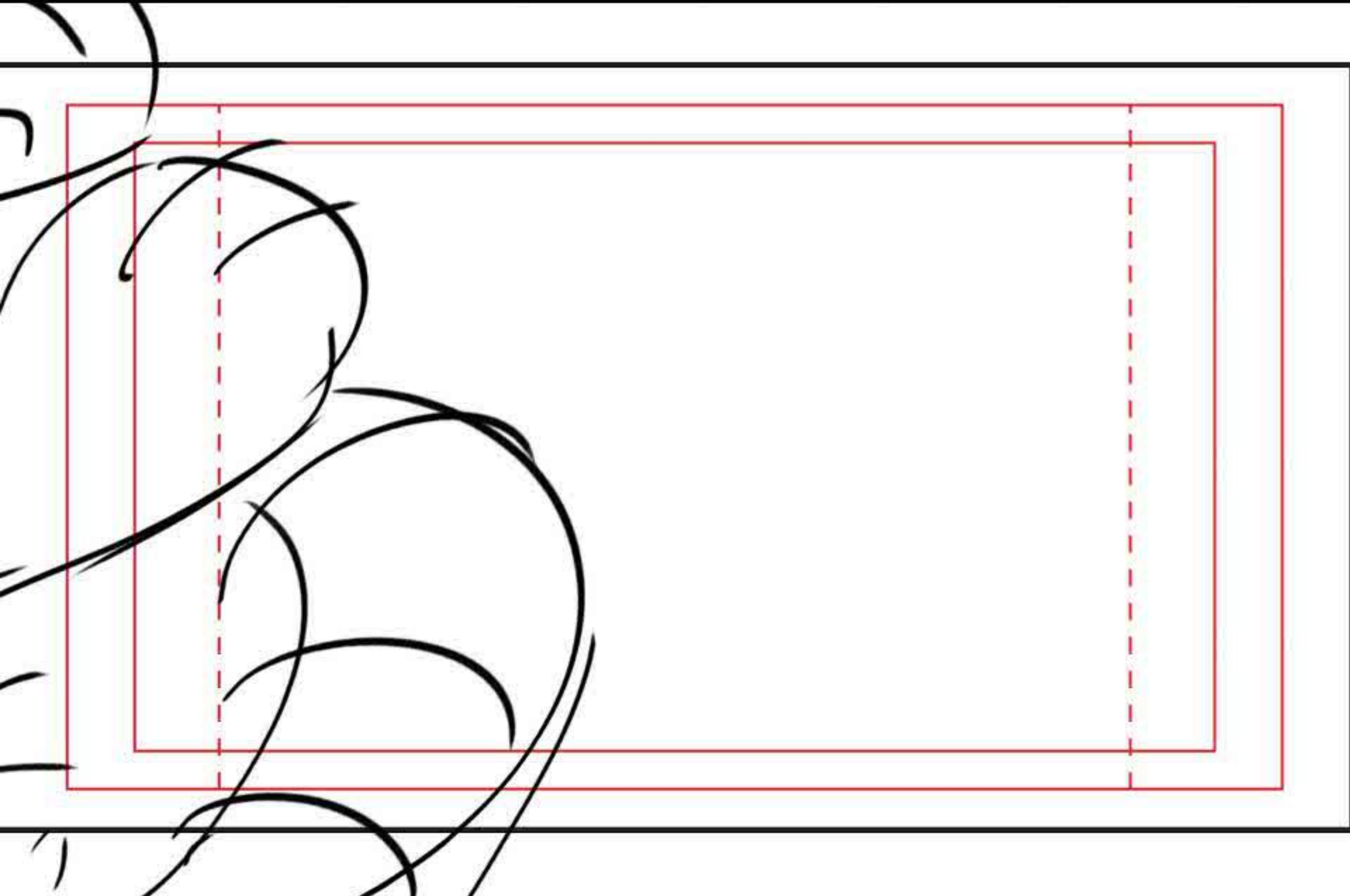
Frames



Dialogue/Action

COVERTON:
SAY UH.

Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>COVERTON: SAY UH.</p>		

Sequence	Scene	Panel	Frames
			
Dialogue/Action	COVERTON: SAY UH.		

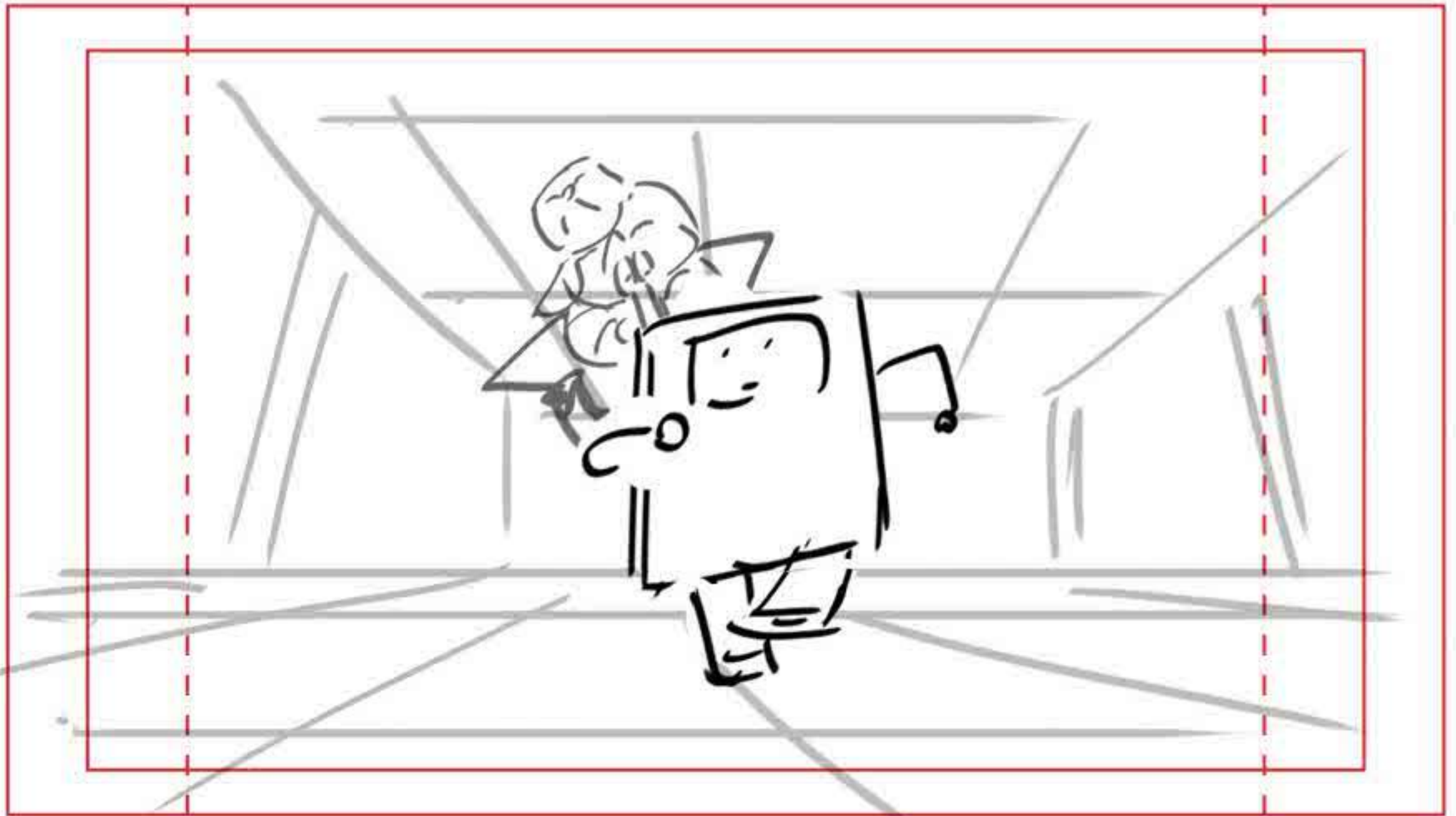
Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

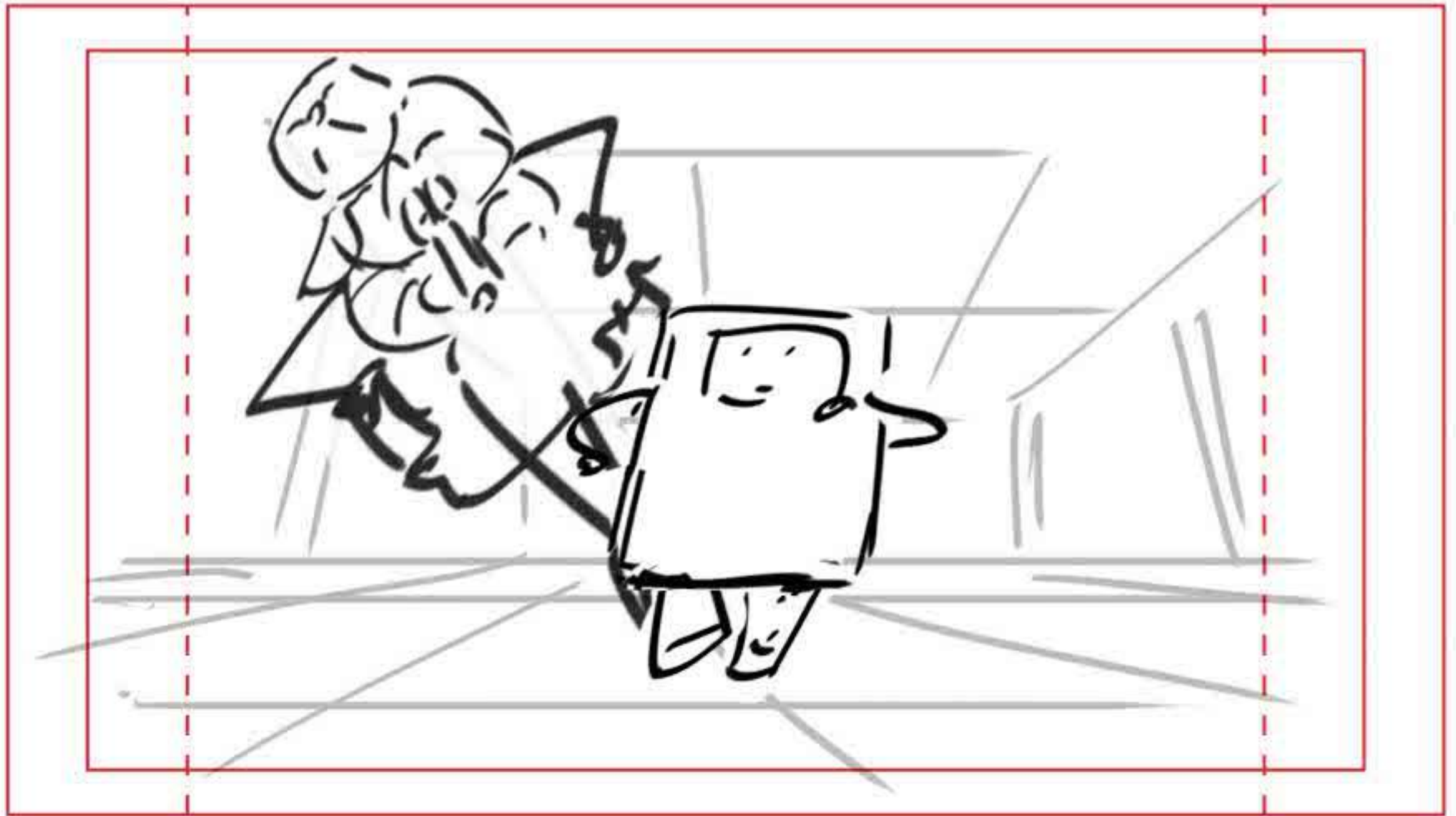
HAVE YOU TRIED THE LATEST EXTREME APPS?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

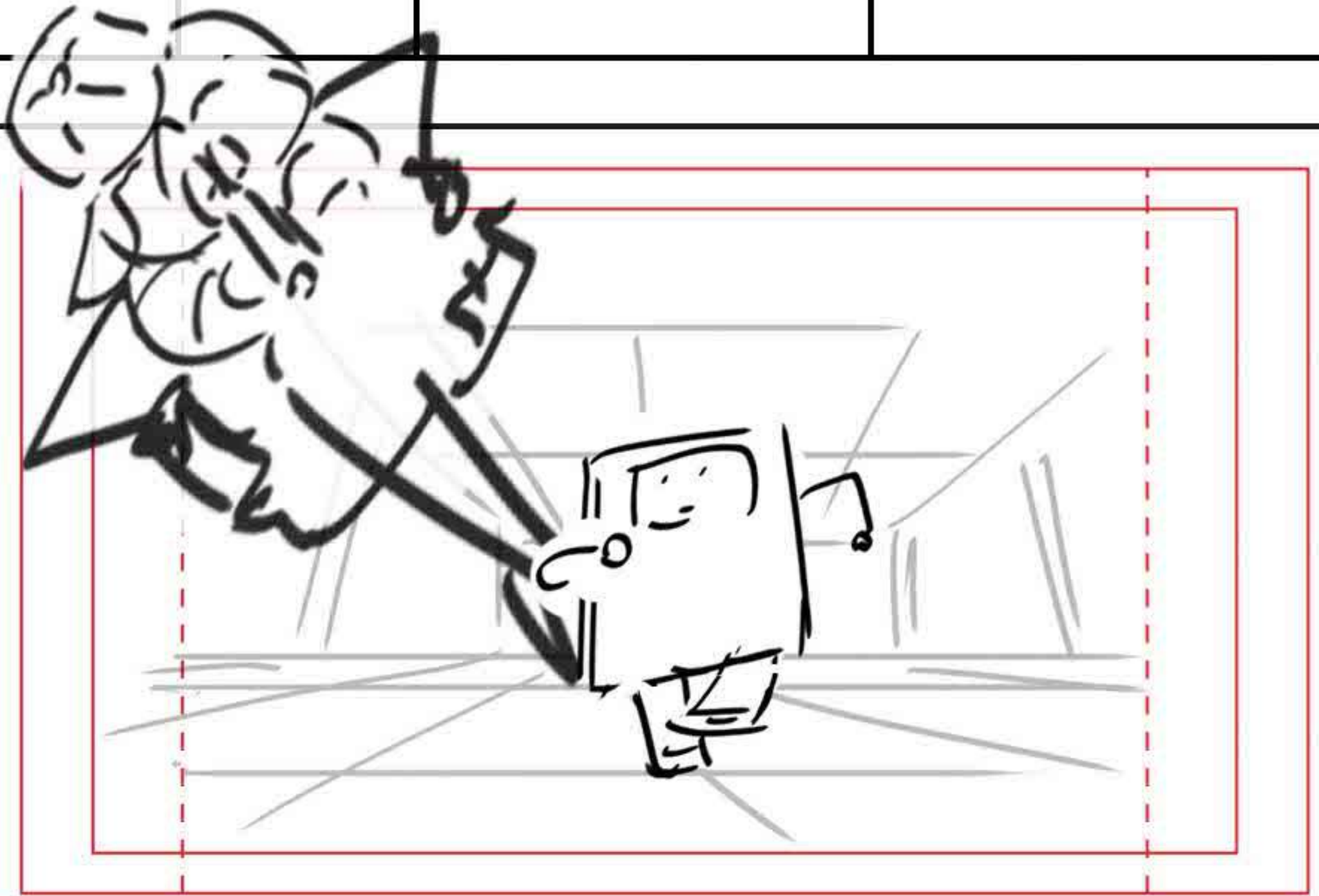
HAVE YOU TRIED THE LATEST EXTREME APPS?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

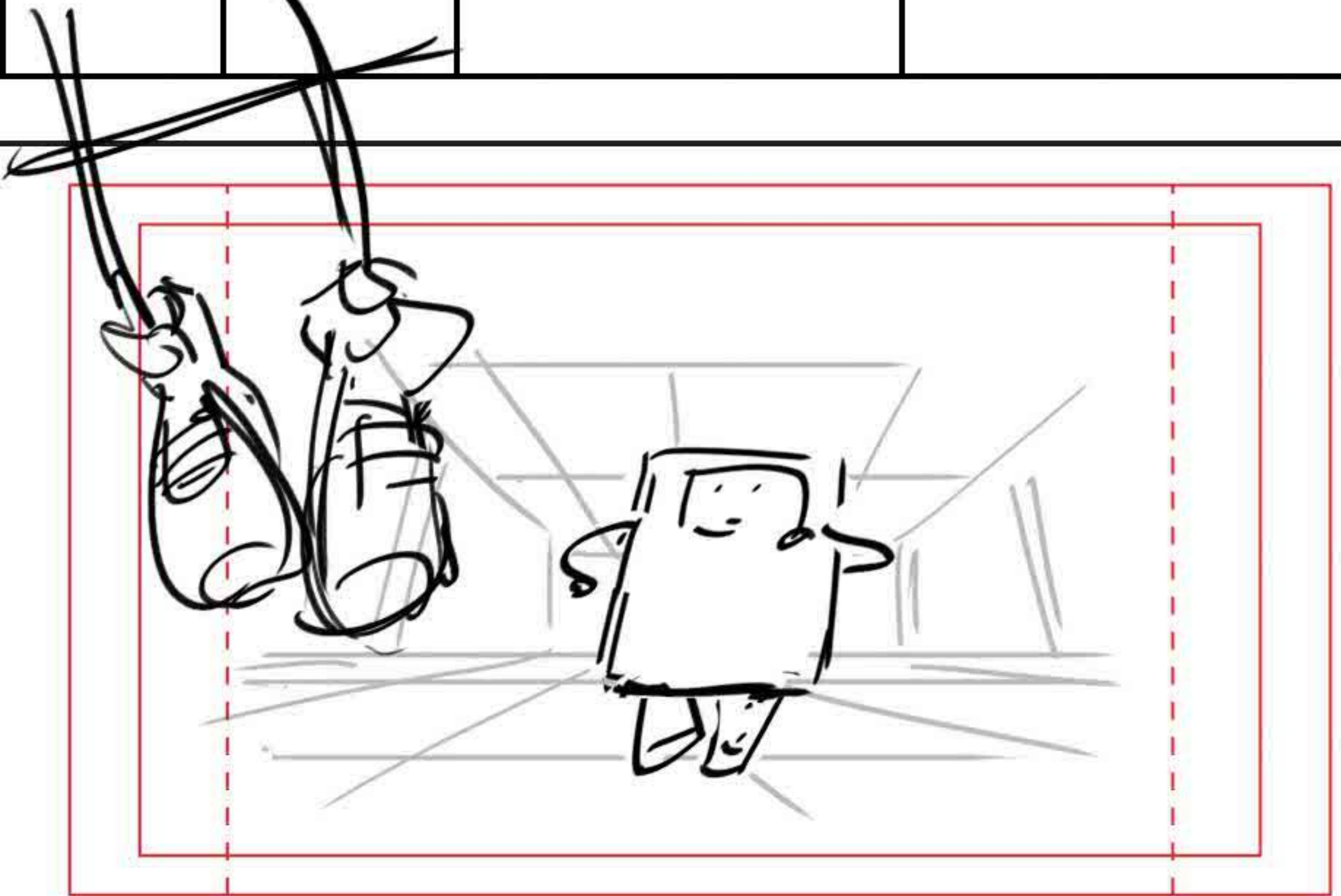
HAVE YOU TRIED THE LATEST EXTREME APPS?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

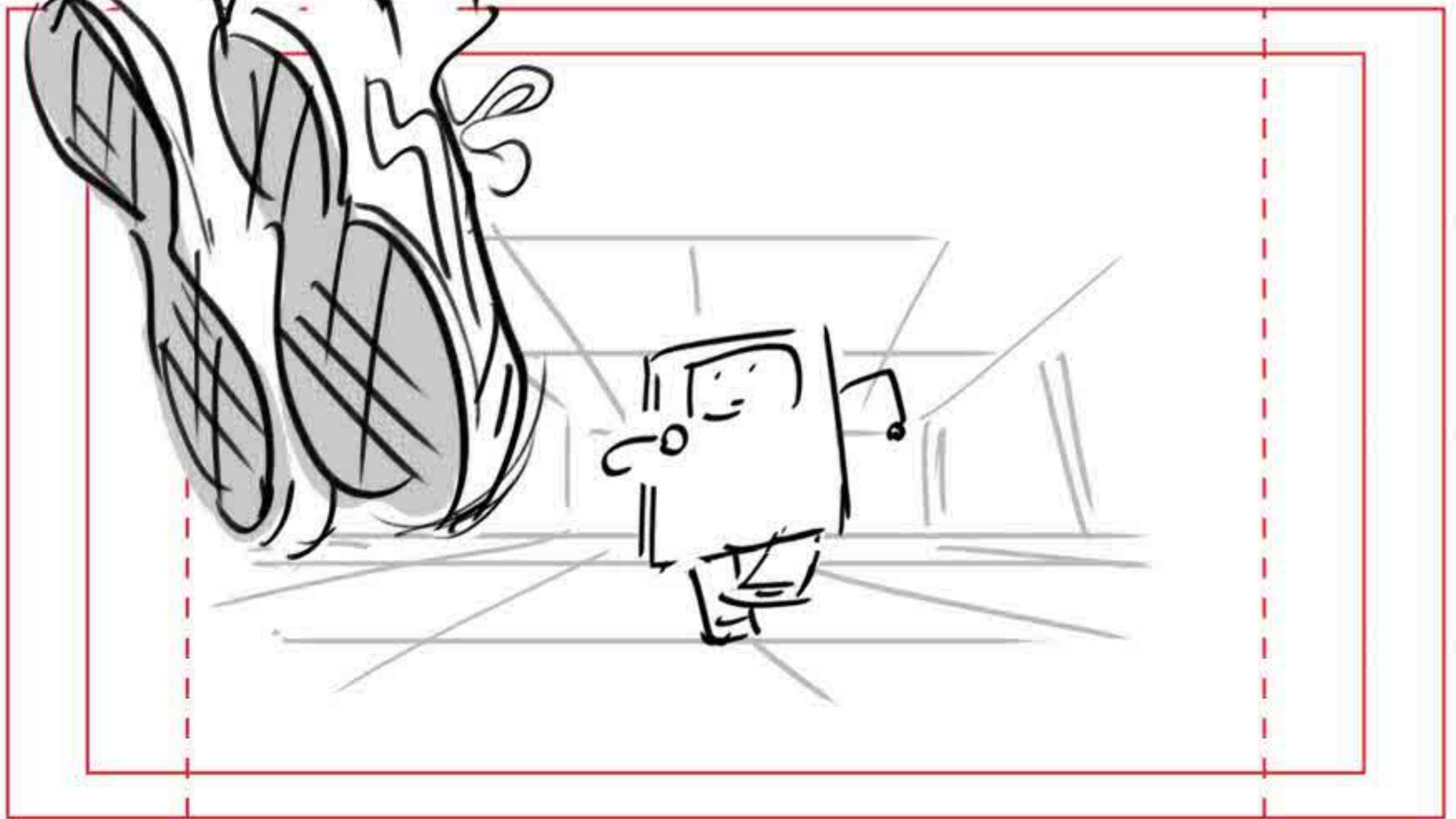
HAVE YOU TRIED THE LATEST EXTREME APPS?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

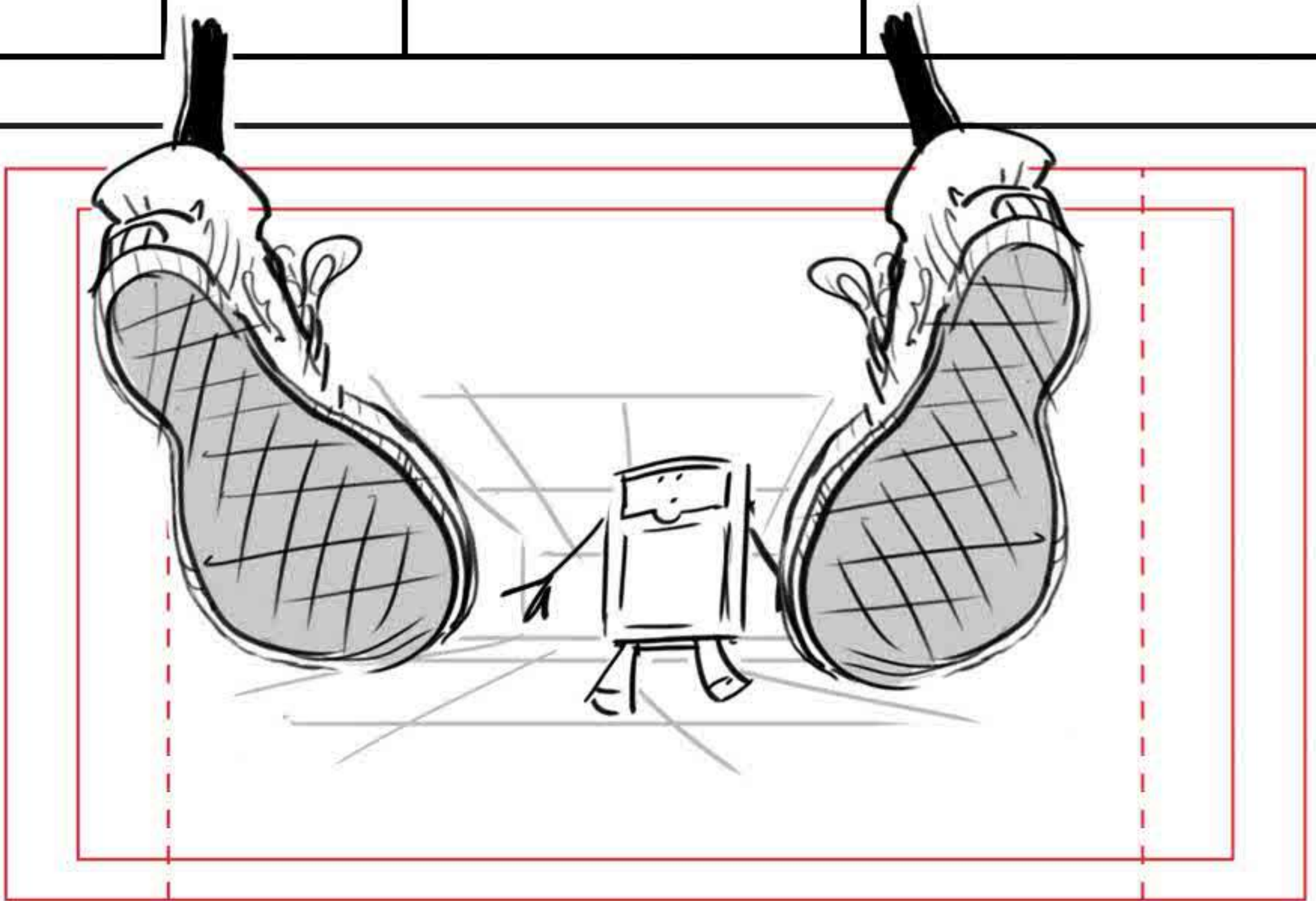
HAVE YOU TRIED THE LATEST EXTREME APPS?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

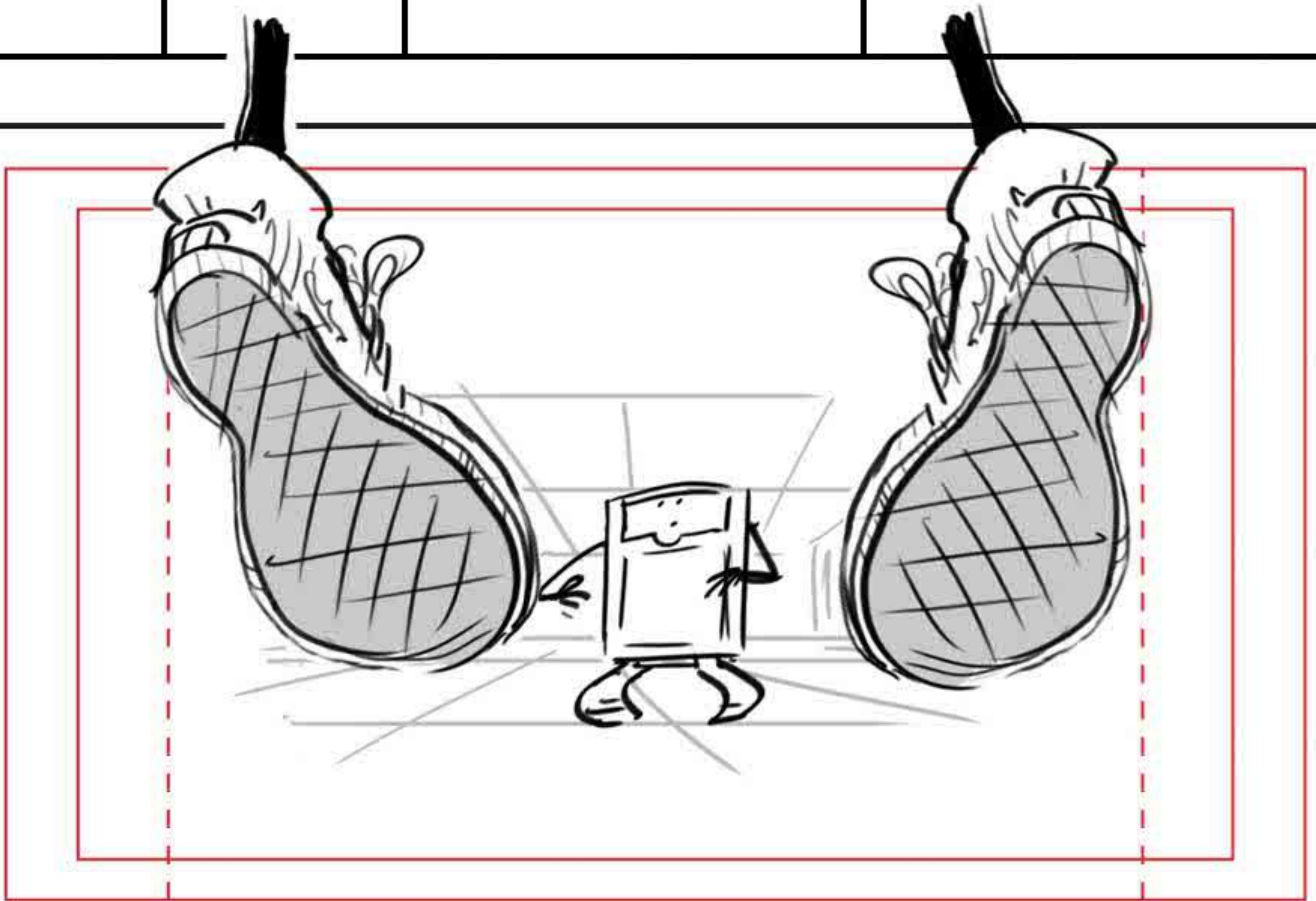
HAVE YOU TRIED THE LATEST EXTREME APPS?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

HAVE YOU TRIED THE LATEST EXTREME APPS?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

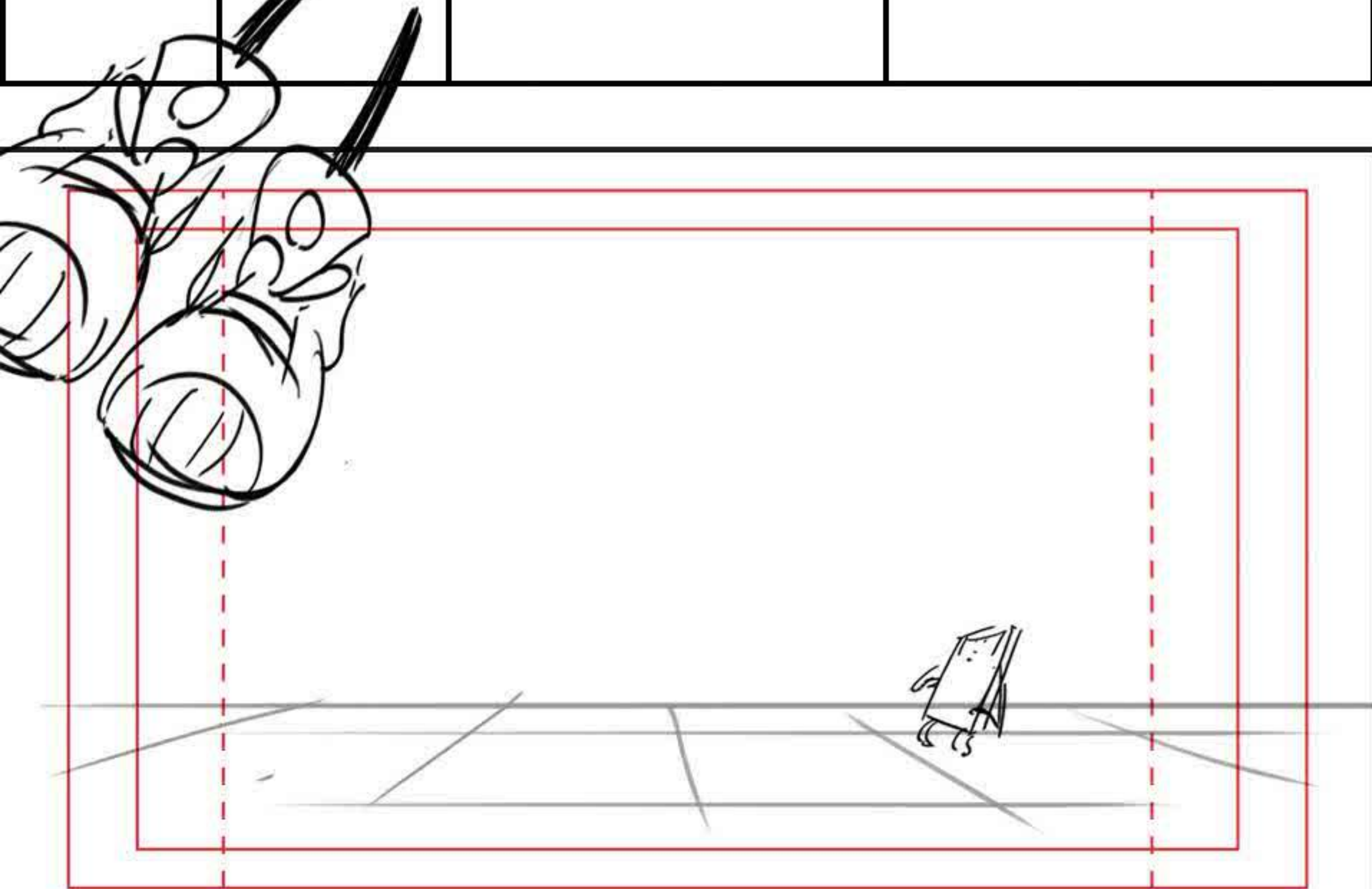
THEY ARE TOTALLY A BAG OF CHIPS.

Sequence

Scen

Panel

Frames



Dialogue/Action

COVERTON:

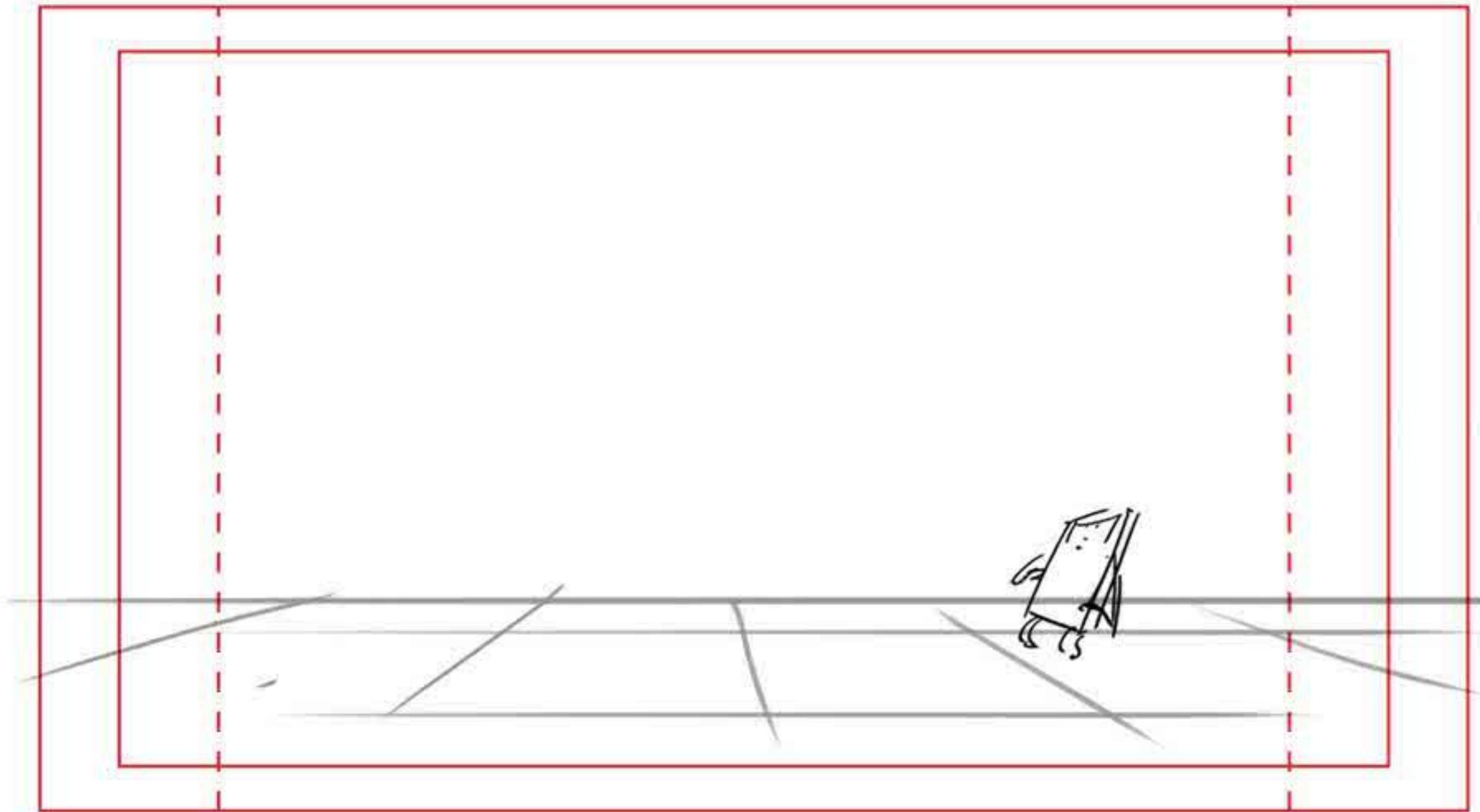
THEY ARE TOTALLY A BAG OF CHIPS.

Sequence

Scene

Panel

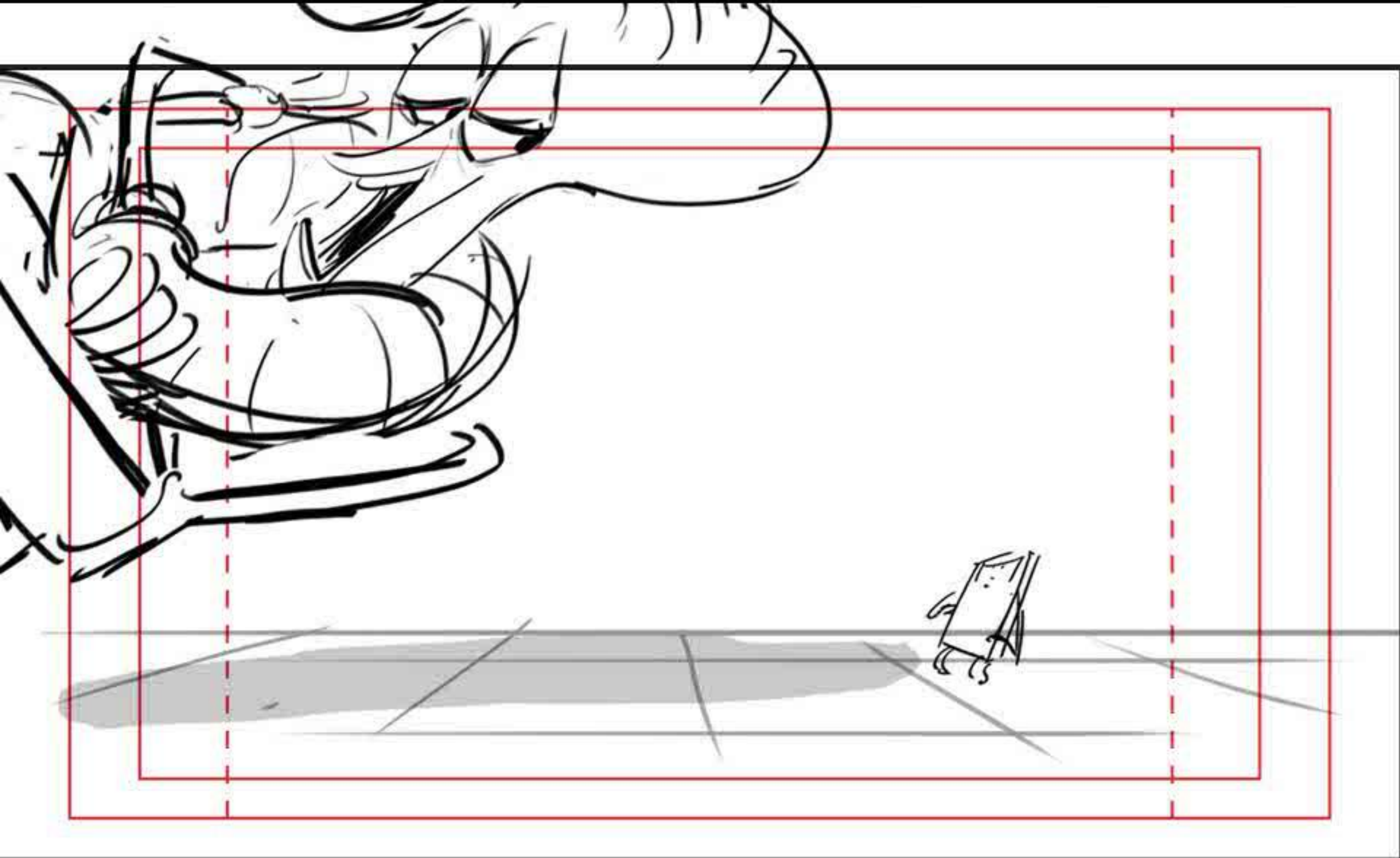
Frames



Dialogue/Action

COVERTON:

THEY ARE TOTALLY A BAG OF CHIPS.

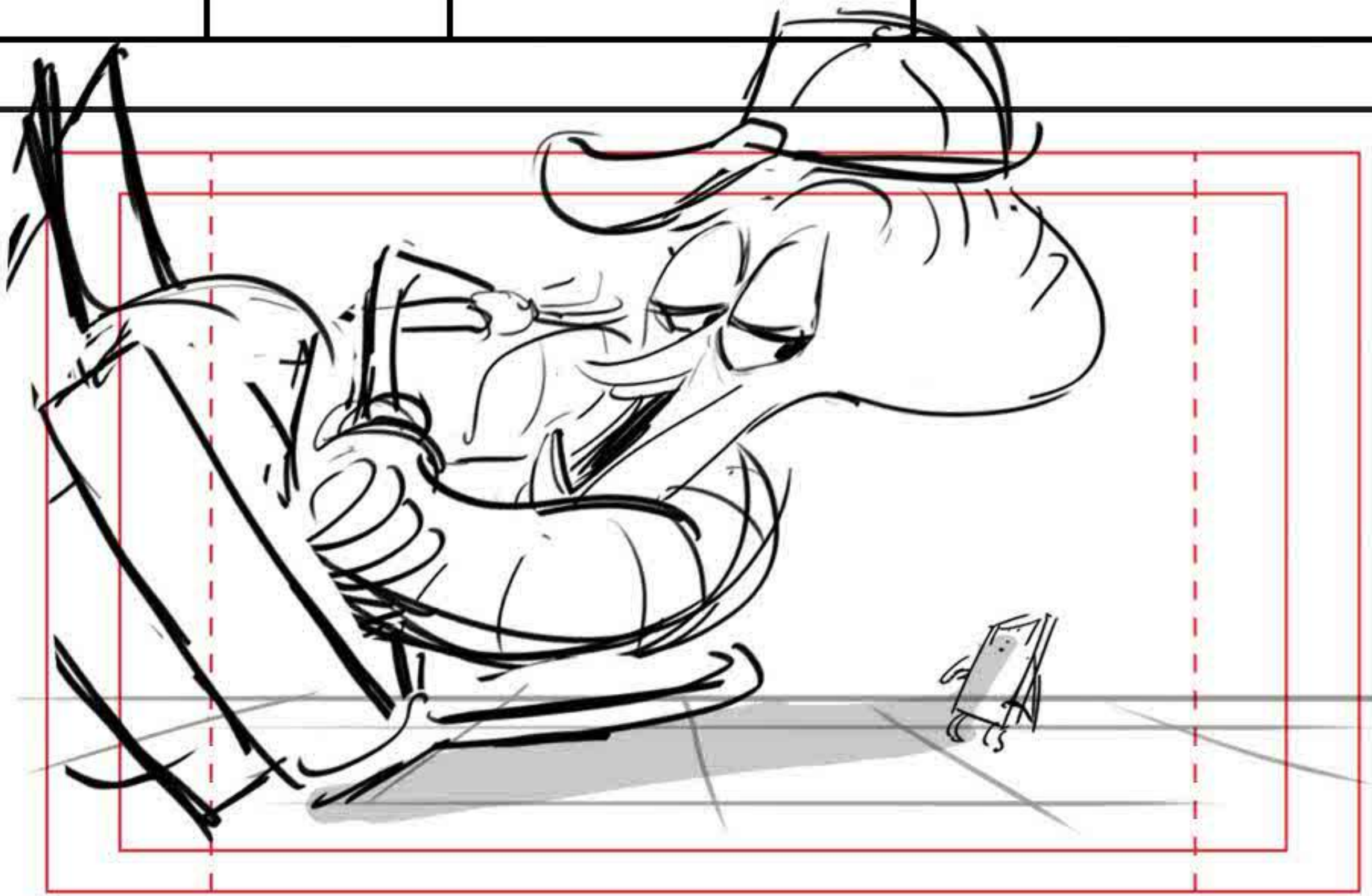
Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="996 1915 1320 2016">COVERTON:</p> <p data-bbox="697 2142 1619 2242">THEY ARE TOTALLY A BAG OF CHIPS.</p>			

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

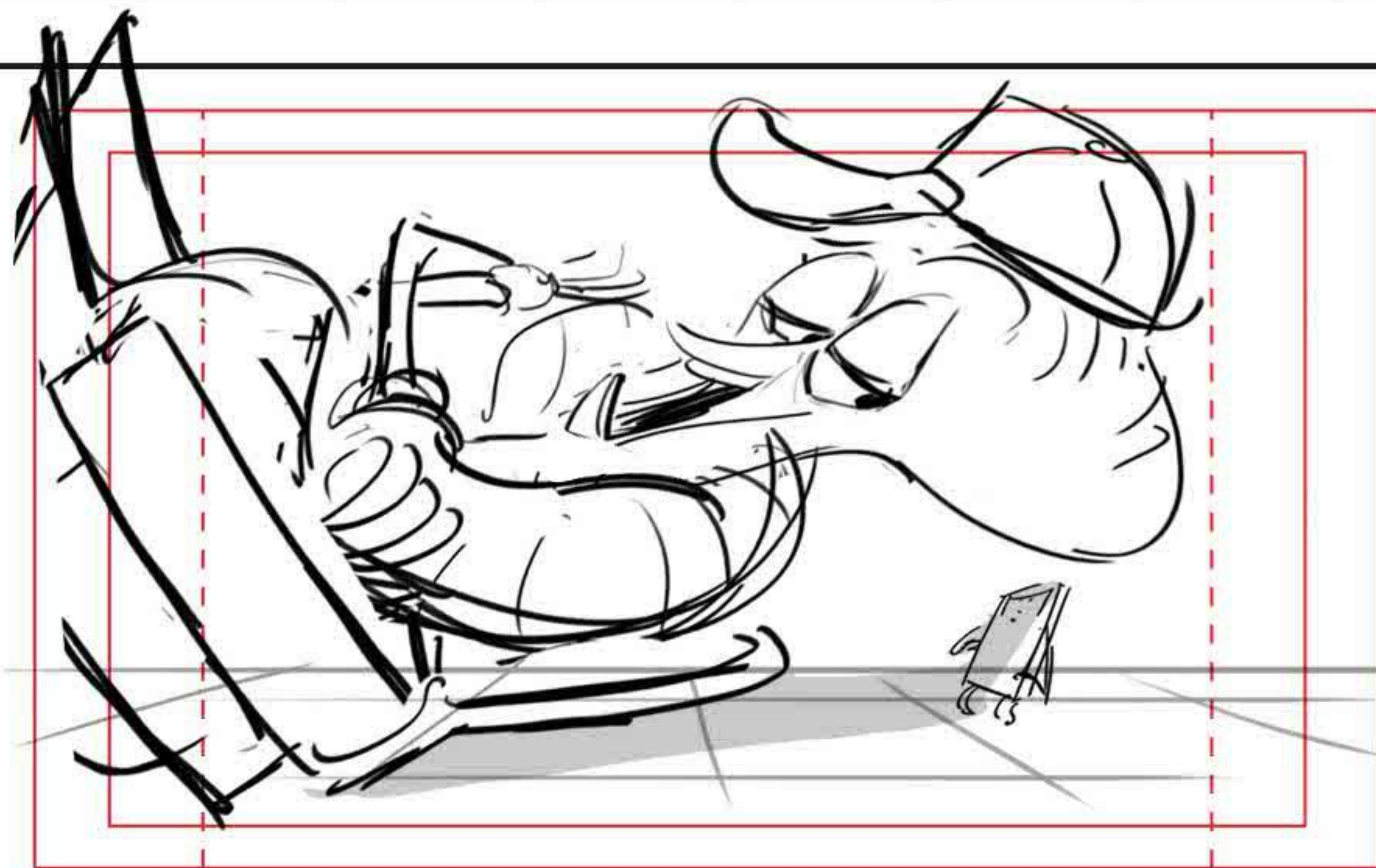
THEY ARE TOTALLY A BAG OF CHIPS.

Sequence

Scene

Panel


Frames

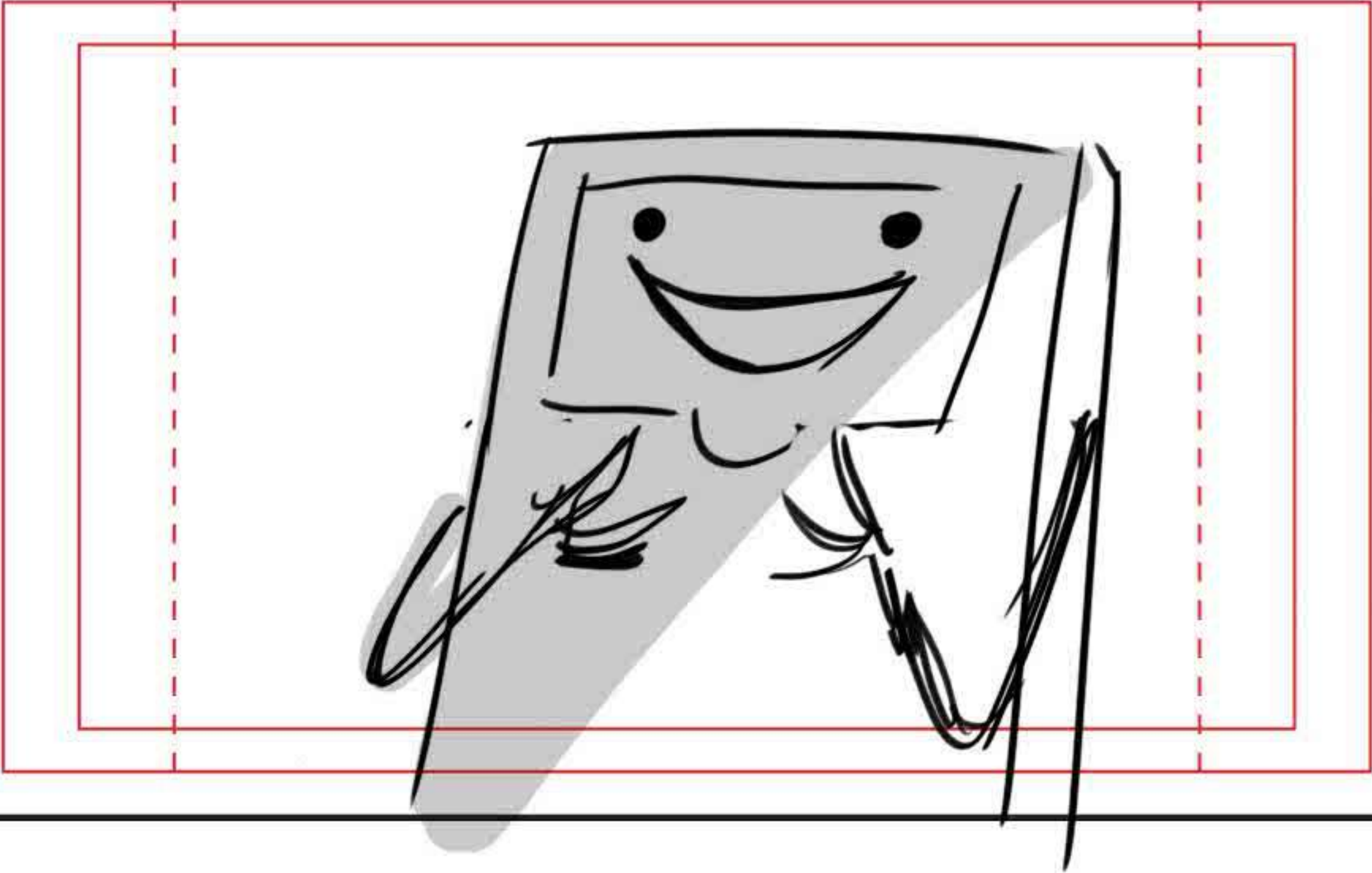


Dialogue/Action

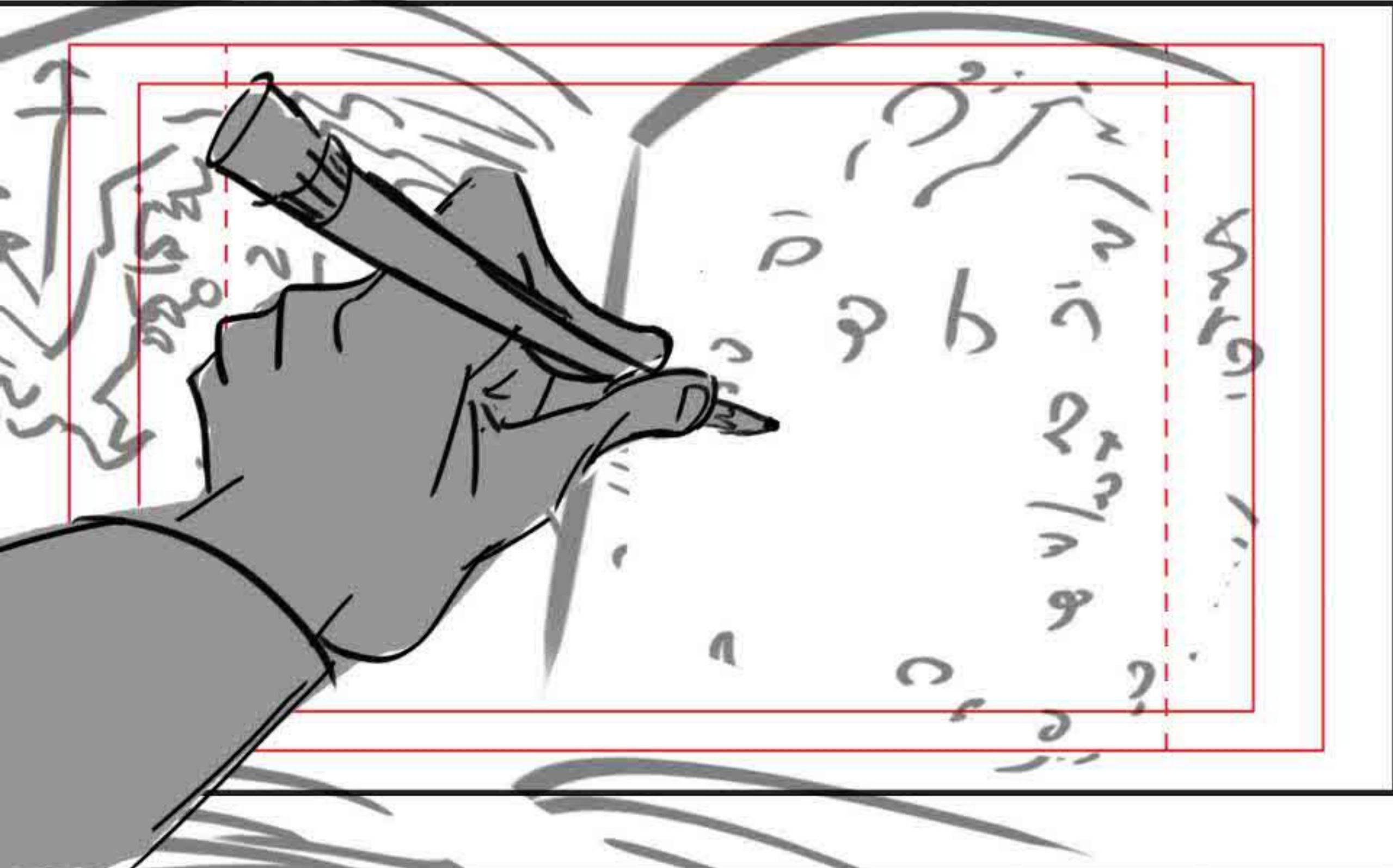
COVERTON:

THEY ARE TOTALLY A BAG OF CHIPS.

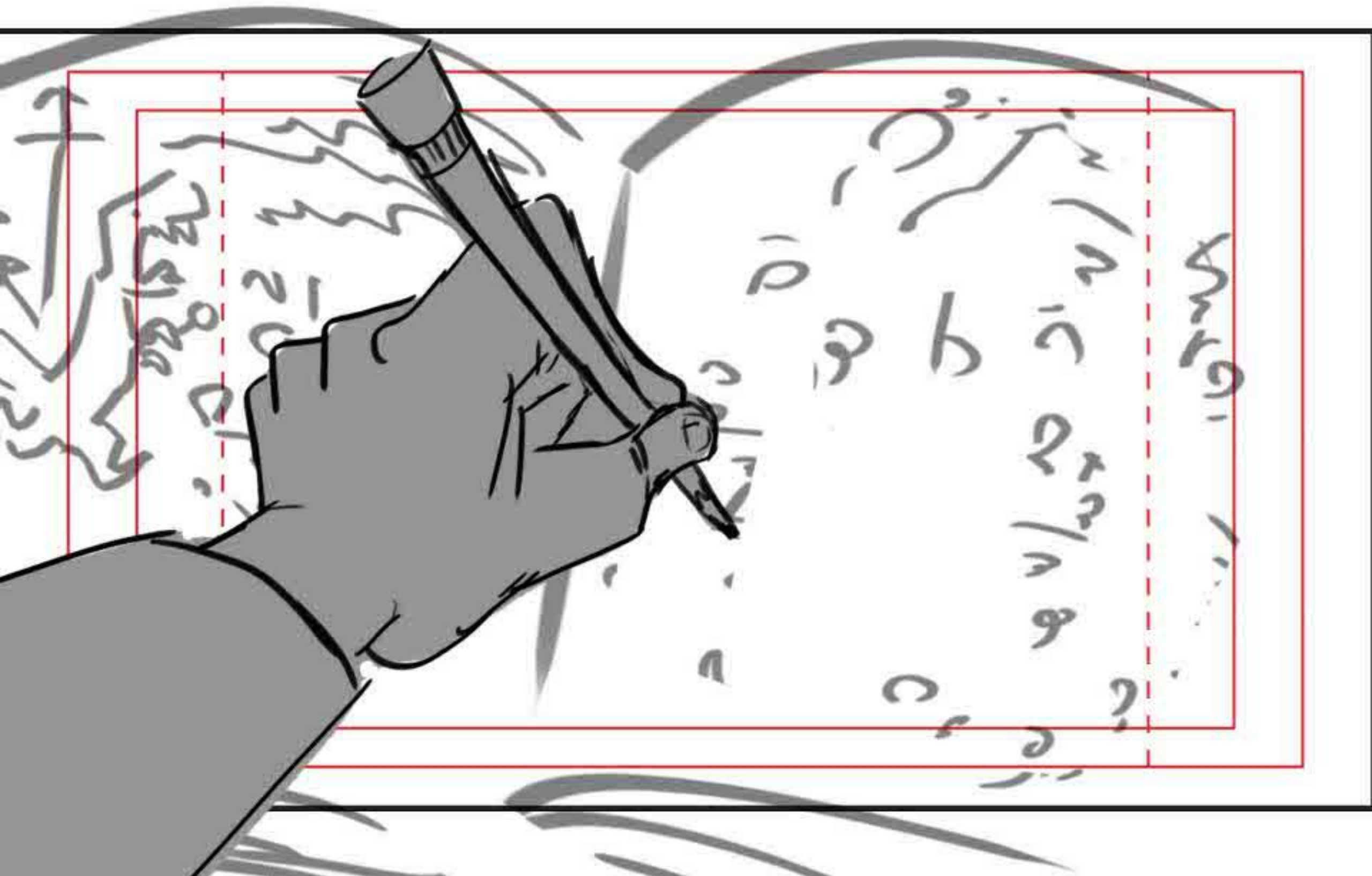
Sequence	Scene	Panel	Frames
			
Dialogue/Action		SMaRty: OOOH	

Sequence	Scene	Panel	Frames
			
Dialogue/Action		SMaRty: APPS?	

SMaRty:
APPS?

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1902 498 1978">Dialogue/Action</p>			

Sequence	Scene	Panel	Frames



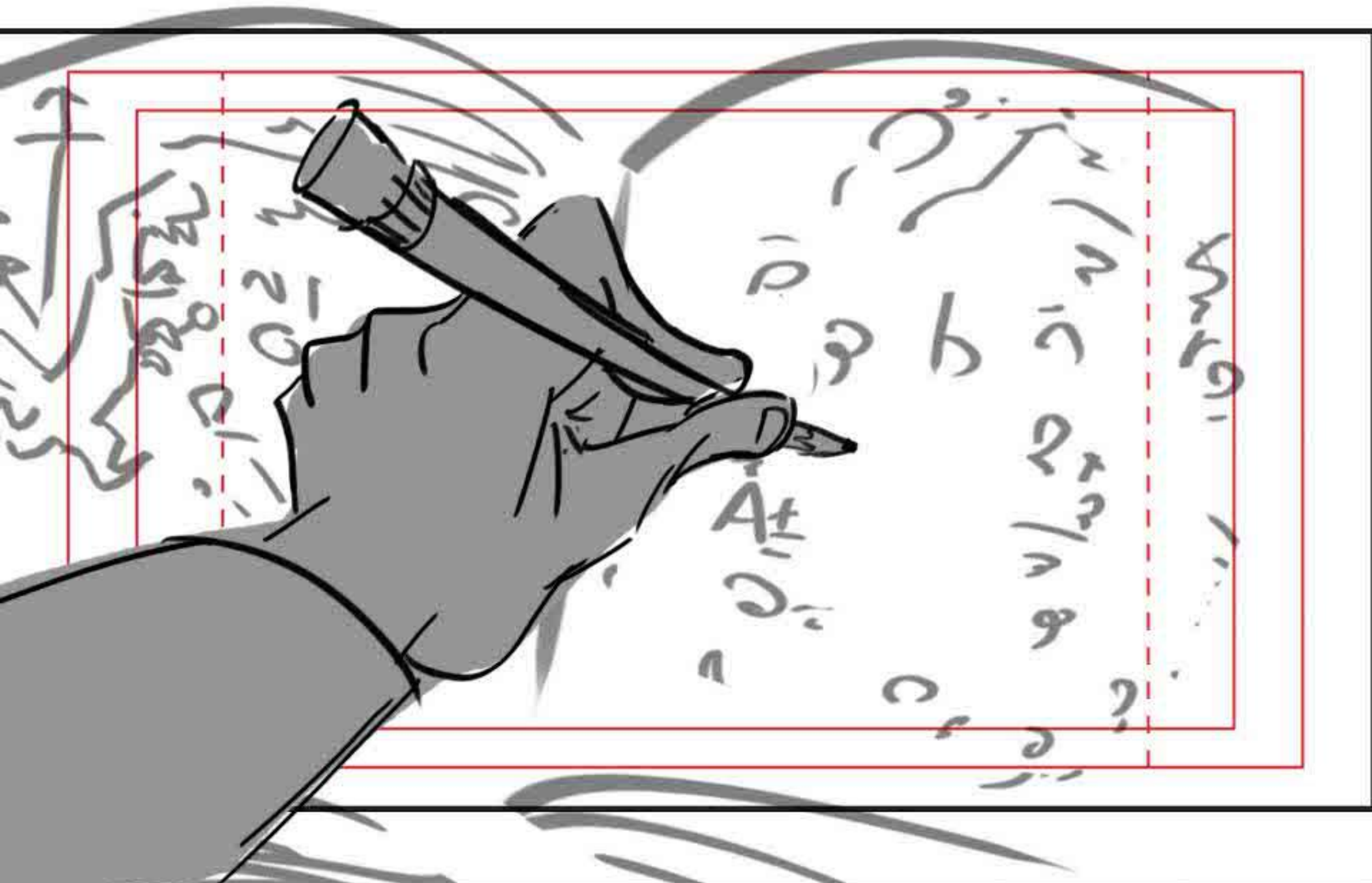
Action

Sequence

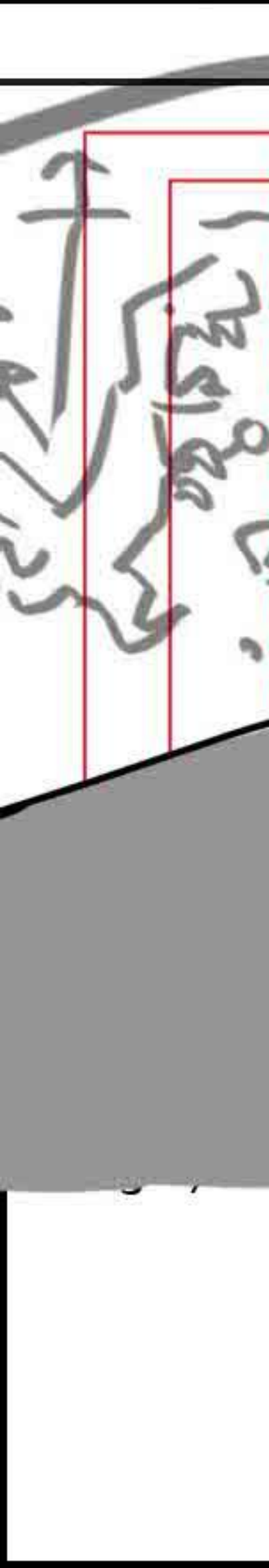
Scene

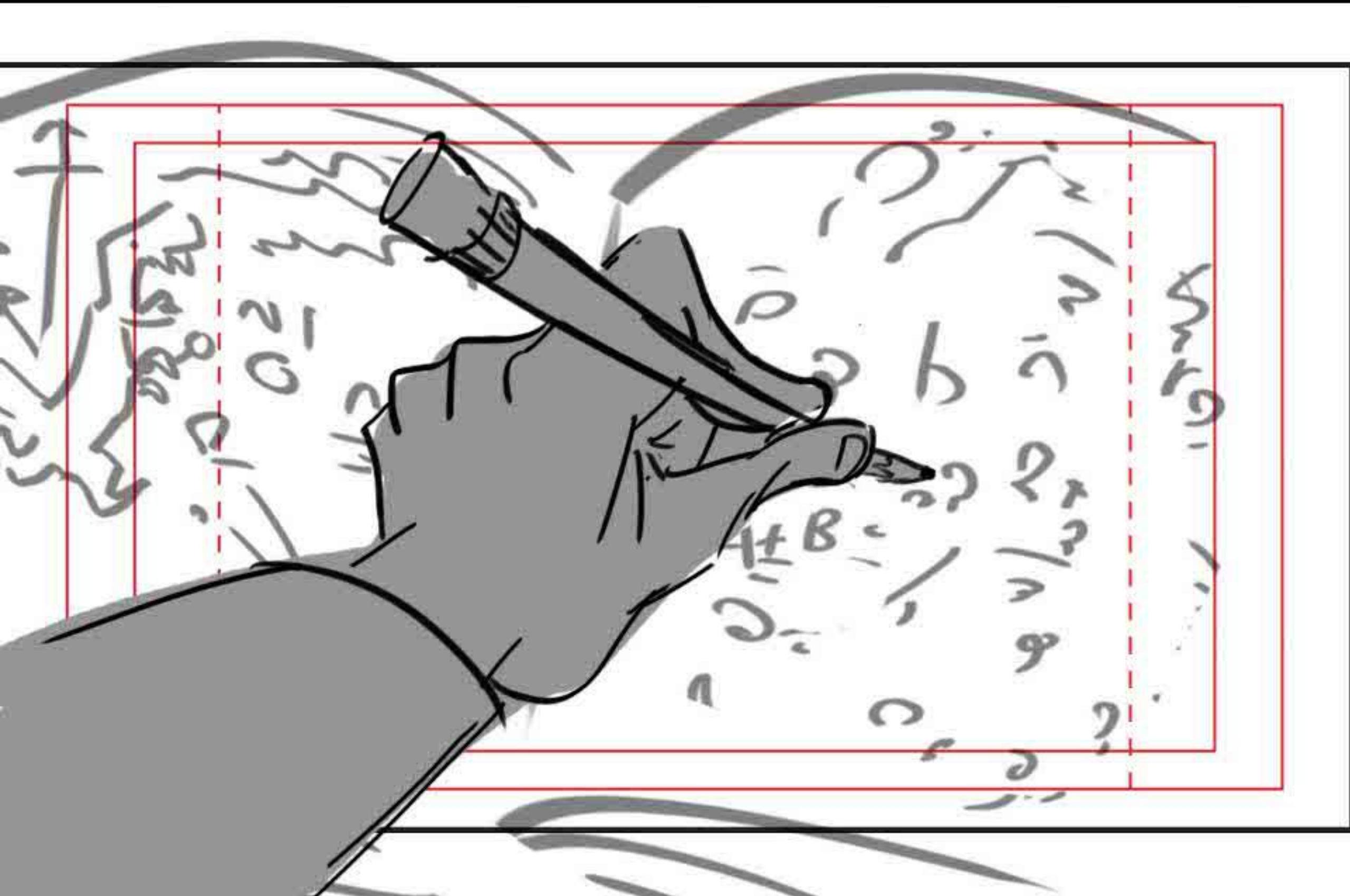
Panel

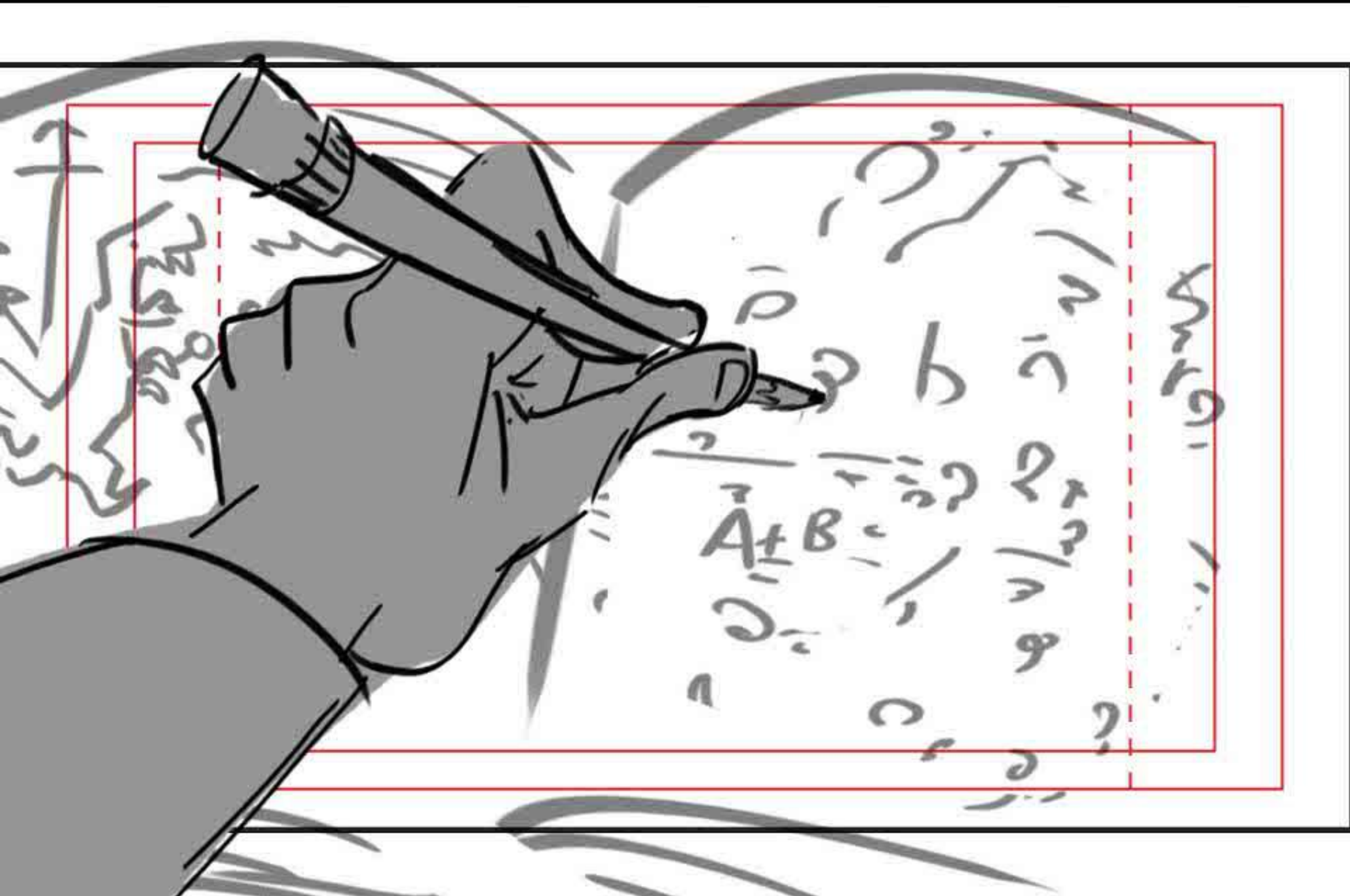
Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
		 <p data-bbox="0 1890 2492 2520">Hand-drawn illustration of a hand holding a pen, writing on a whiteboard. The whiteboard contains mathematical formulas and diagrams. A red box highlights the main content, and a vertical dashed red line is on the right side.</p>	

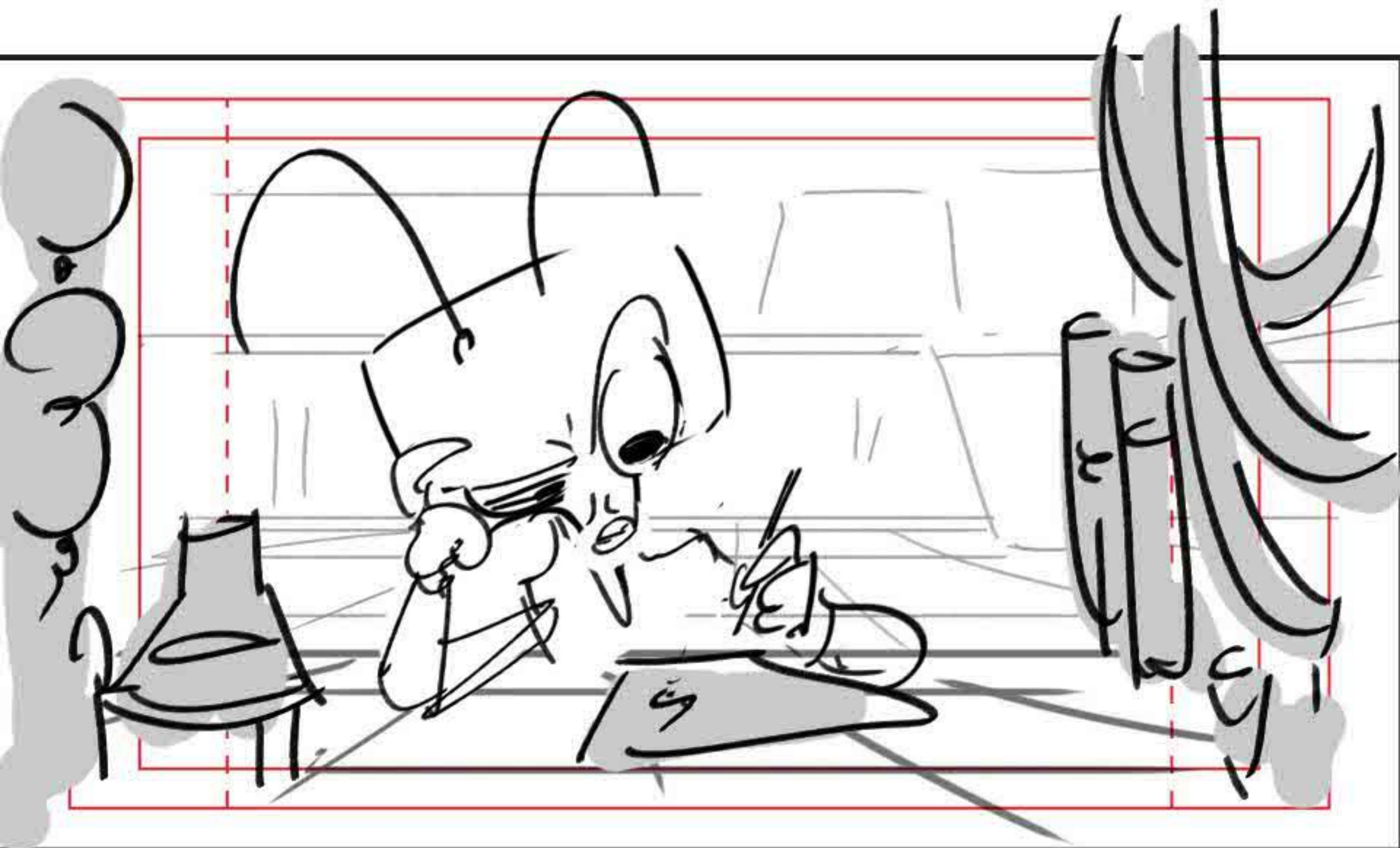
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

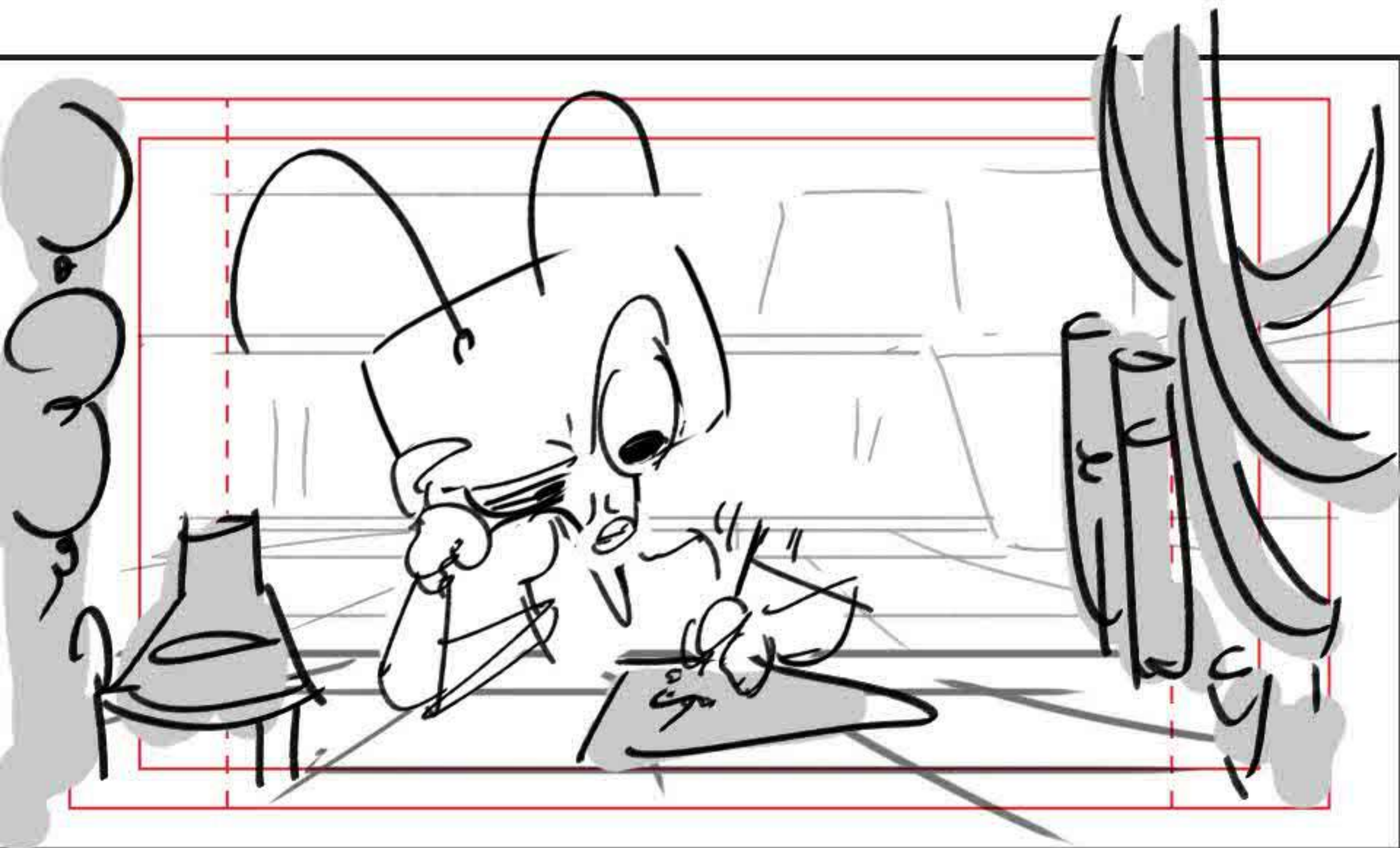
**DR. COCKROACH:
CARRY THE TWO AND--**

Sequence

Scene

Panel

Frames



Dialogue/Action

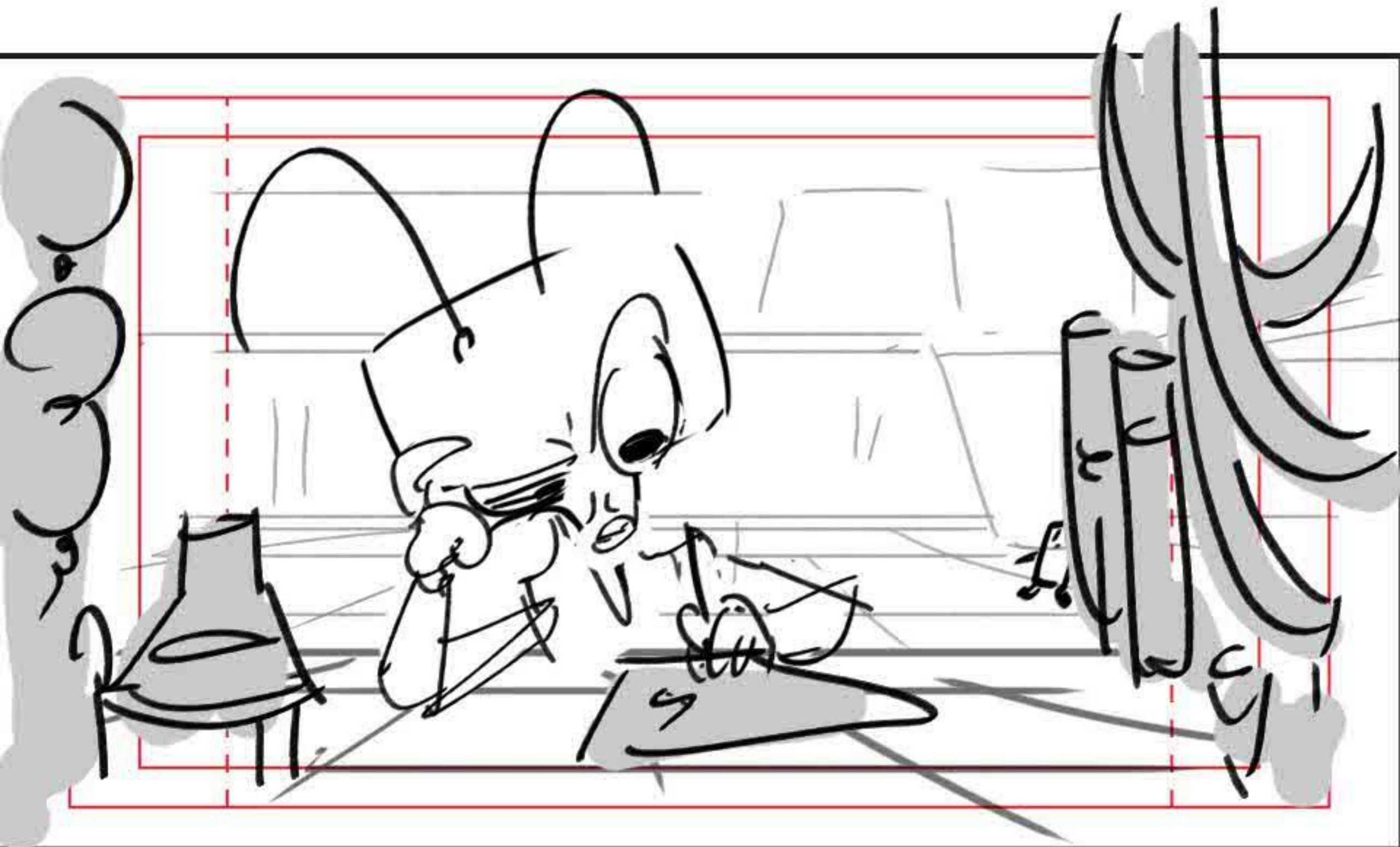
**DR. COCKROACH:
CARRY THE TWO AND--**

Sequence

Scene

Panel

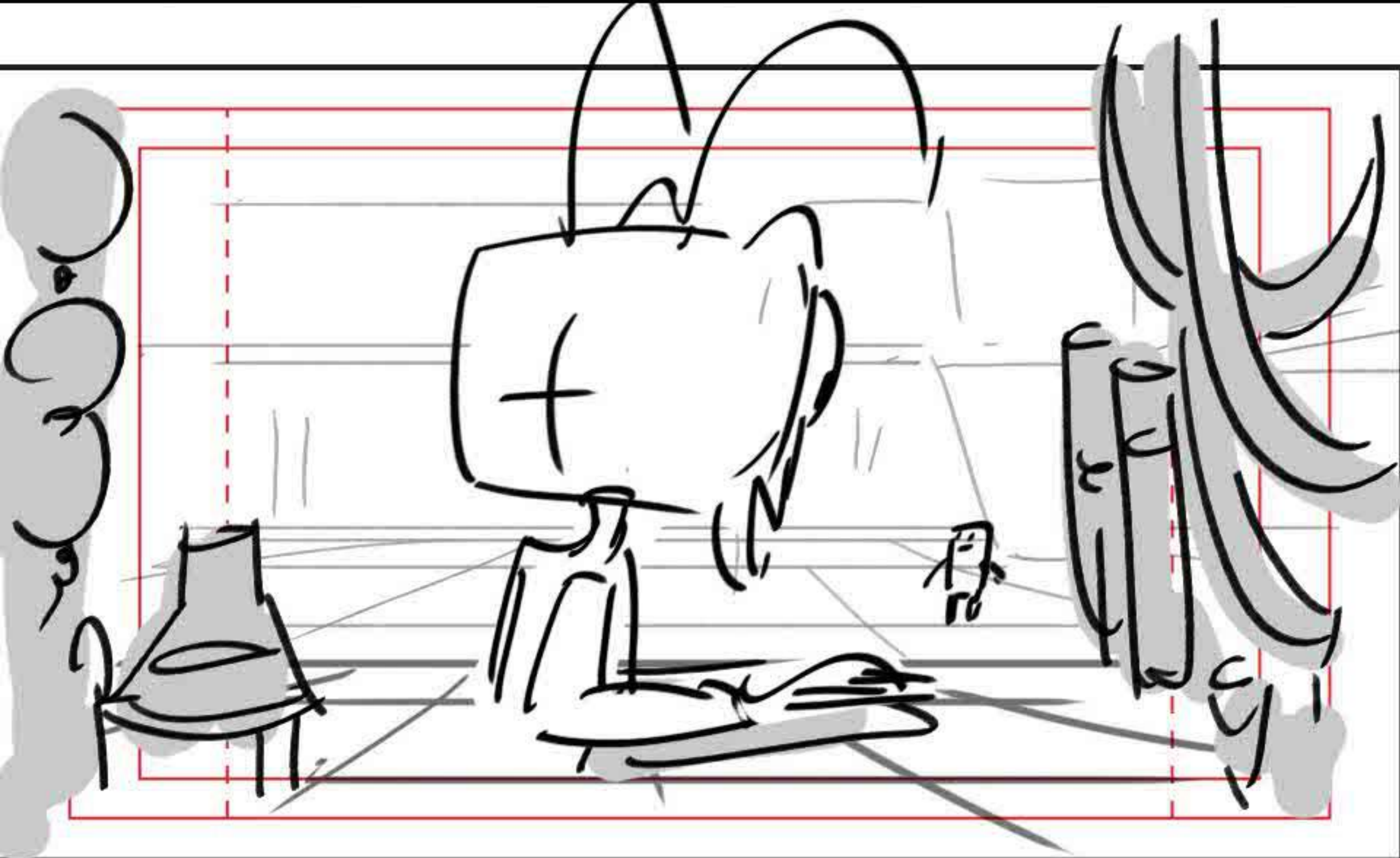
Frames



Dialogue/Action

**DR. COCKROACH:
CARRY THE TWO AND--**

Sequence	Scene	Panel	Frames
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="822 1915 1420 2142">DR. COCKROACH: CARRY THE TWO AND--</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="897 1915 1345 2242">DR. COCKROACH: AH SMARTY, THERE YOU ARE.</p>			

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:
WHAT'S THE SQUARE ROOT OF 37?

Sequence

Scene

Panel

Frames



Dialogue/Action

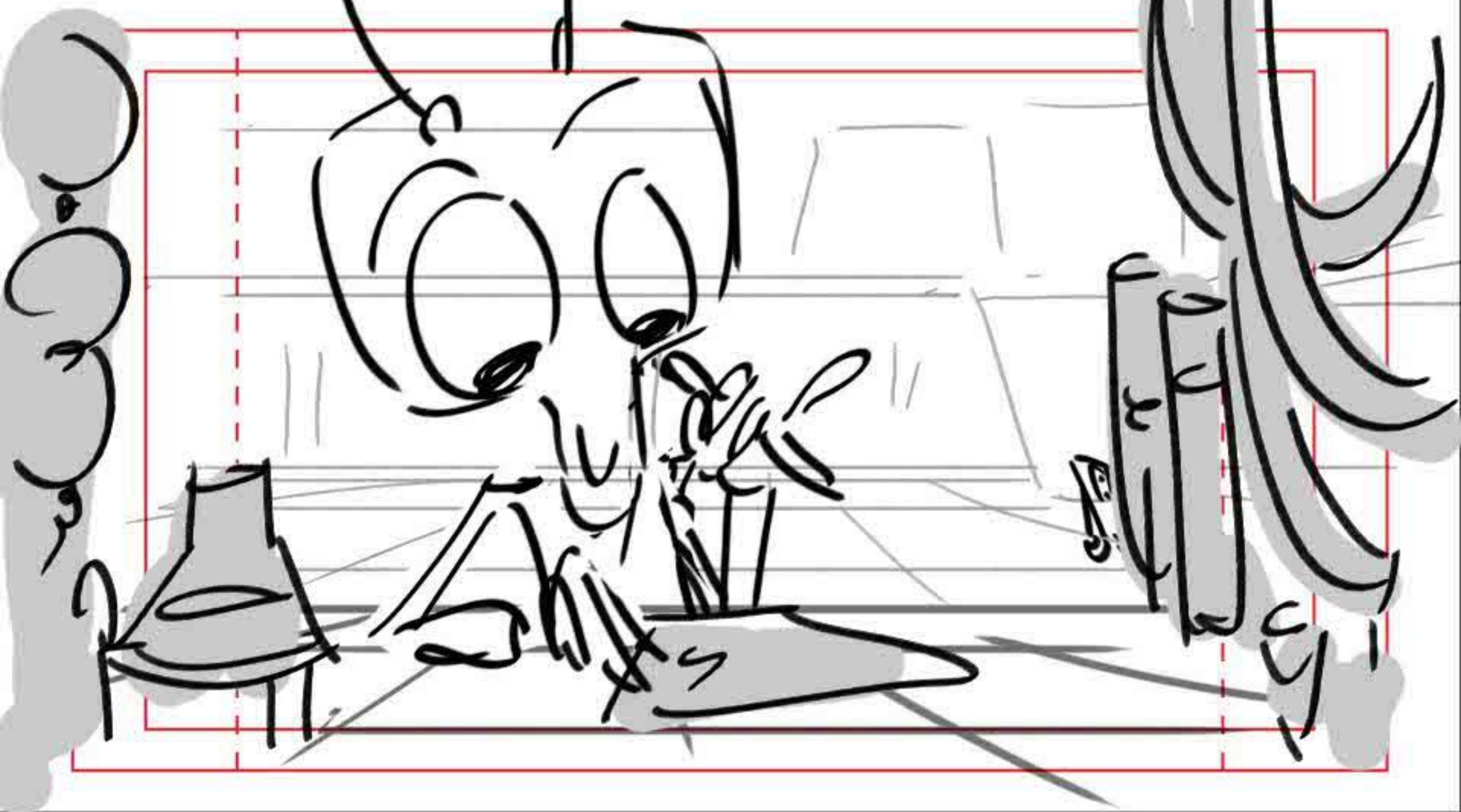
DR. COCKROACH:
WHAT'S THE SQUARE ROOT OF 37?

Sequence

Scene

Panel

Frames



Dialogue/Action

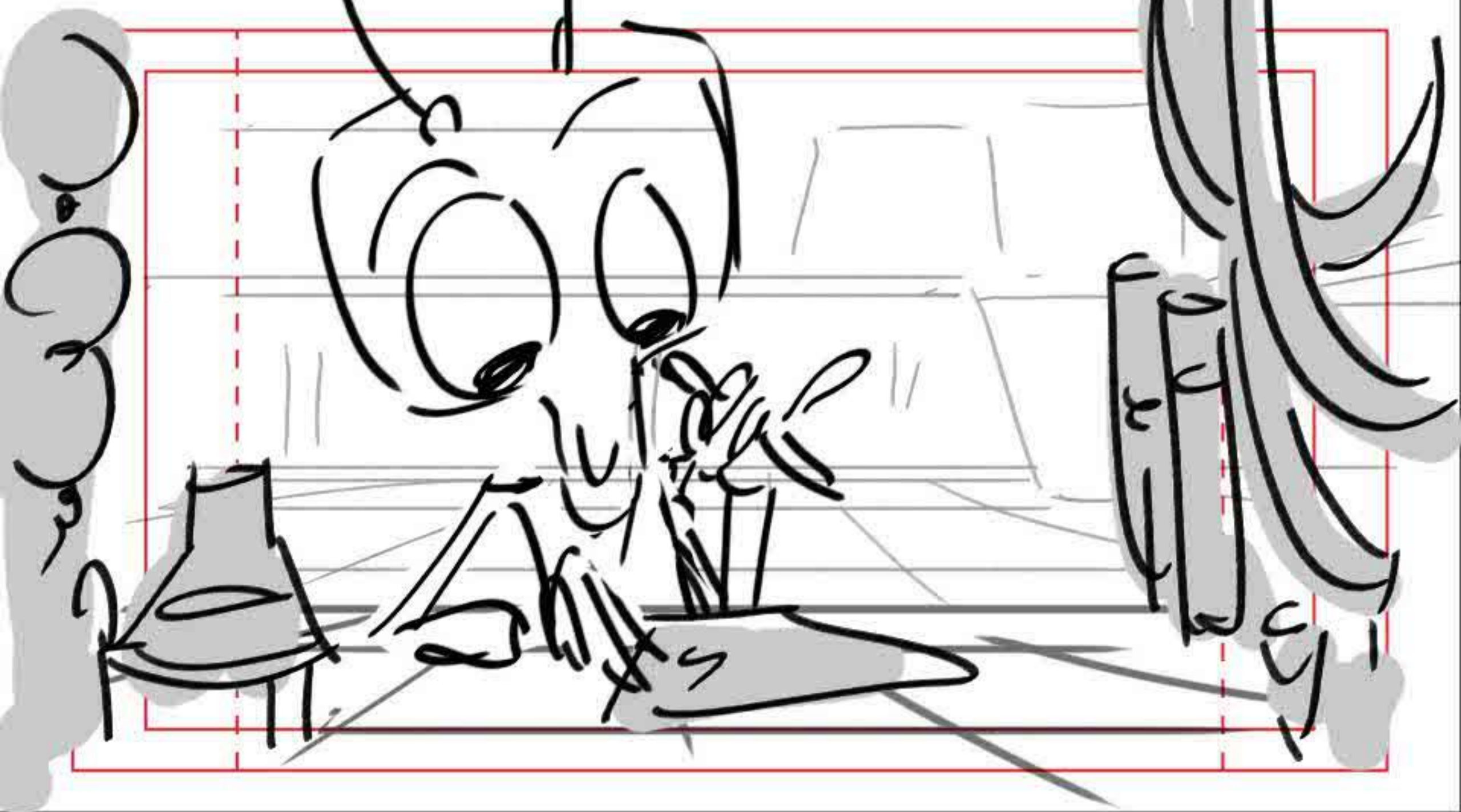
SMaRty:
6.0827625303.
(BURP!)

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:
6.0827625303.
(BURP!)

Sequence

Scene


Panel


Frames



Dialogue/Action

**DR. COCKROACH:
THANK YOU.**

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1764 393 2520">Dialogue/Action</p> <p data-bbox="809 1764 1602 2520">DR. COCKROACH: OH, AND 42 CUBED?</p>			

Sequence	Scene	Panel	Frames
			
Dialogue/Action		SMaRty: (BURP) 74,088.	

Sequence

Scene

Panel

Frames



Dialogue/Action

**DR. COCKROACH:
VERY GOOD.
ONE MORE: WHAT'S--**

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="847 1915 1395 2242">DR. COCKROACH: VERY GOOD. ONE MORE: WHAT'S--</p>			

Sequence

Scene

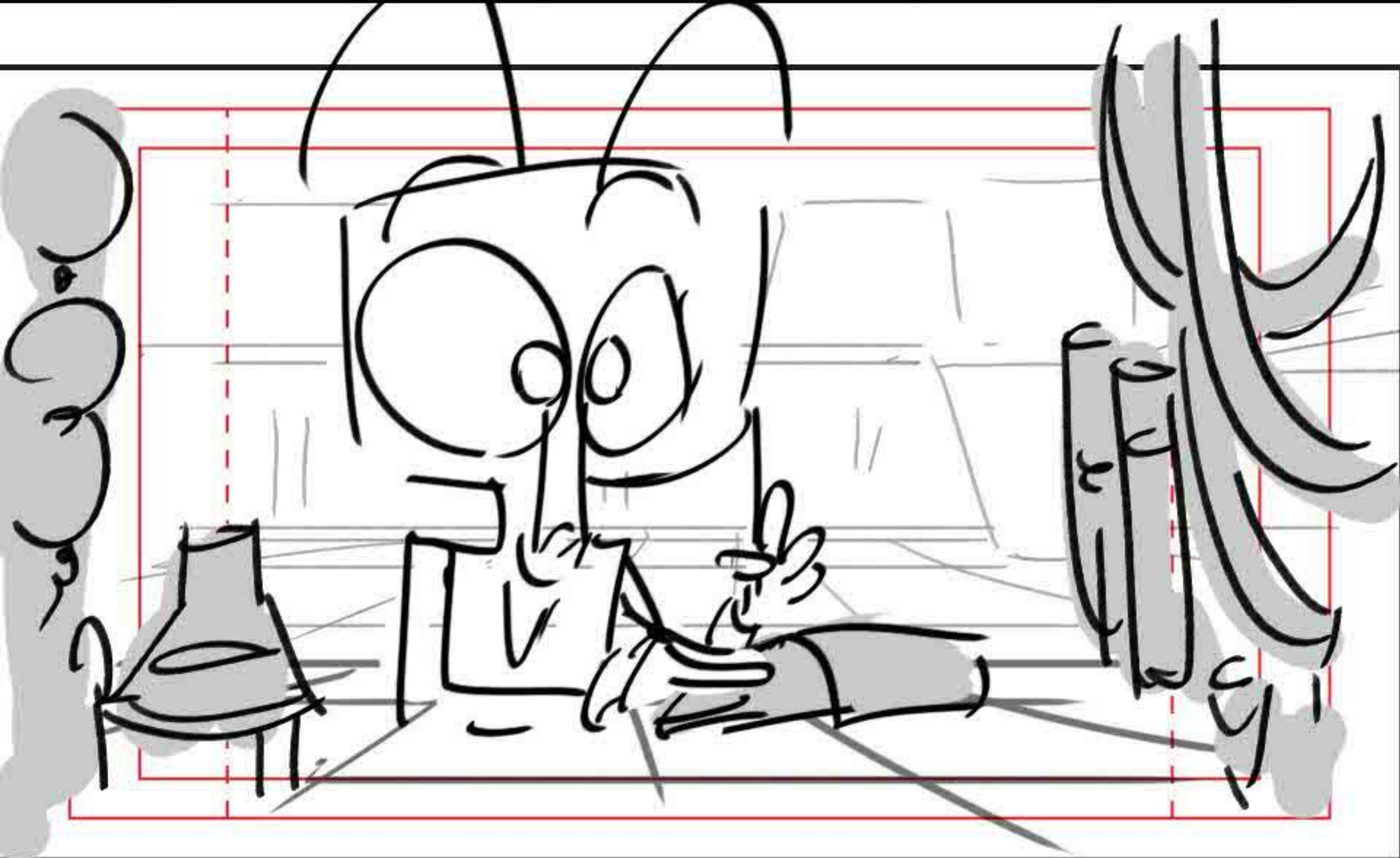
Panel

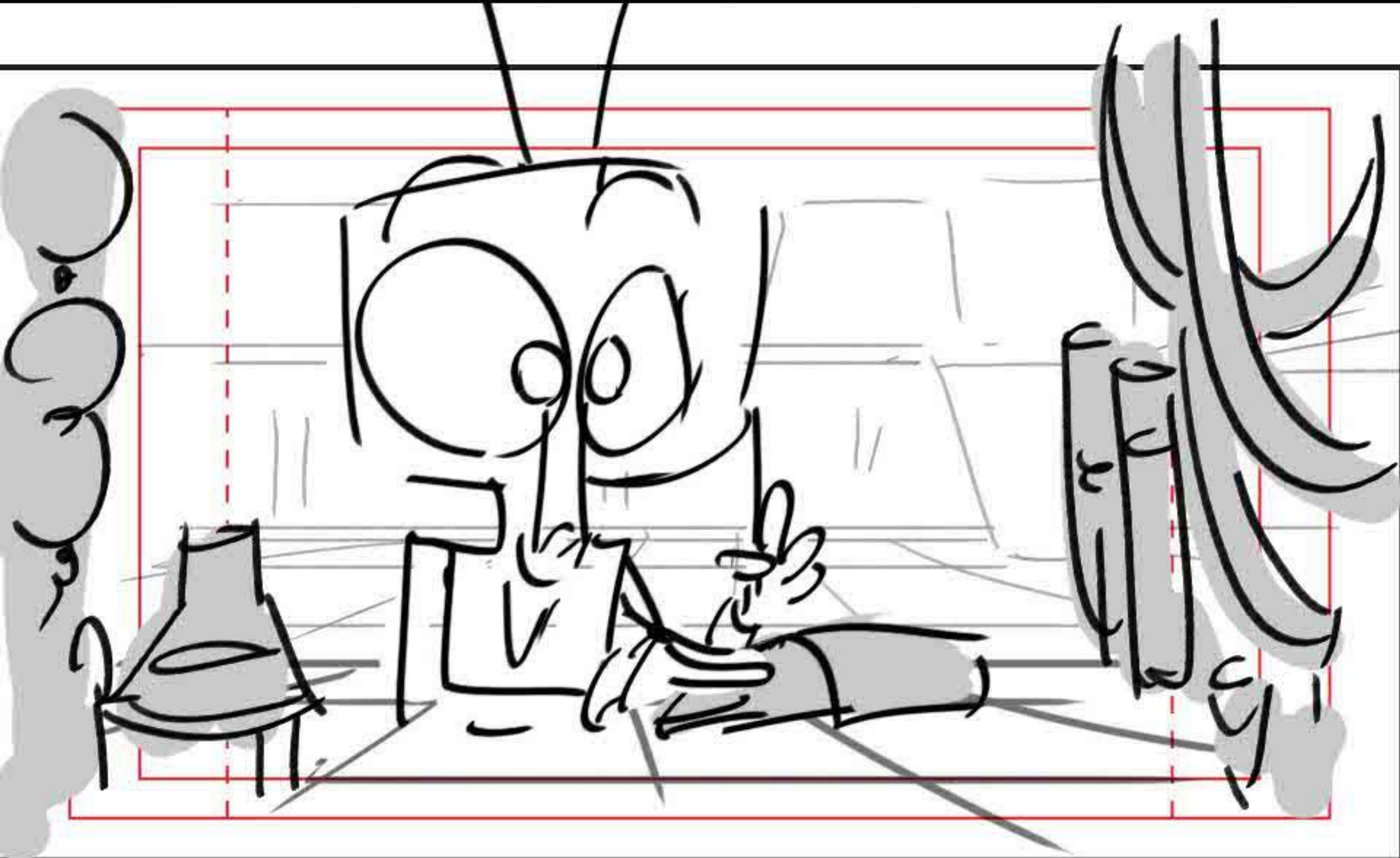
Frames



Dialogue/Action

**DR. COCKROACH:
VERY GOOD.
ONE MORE: WHAT'S--**

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="897 1940 1270 2142">SMaRty: (BUUUUURP!)</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="897 1940 1270 2142">SMaRty: (BUUUURP!)</p>			

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:
--GOTTEN INTO YOU, LAD?!

Sequence

Scene

Panel

Frames



Dialogue/Action

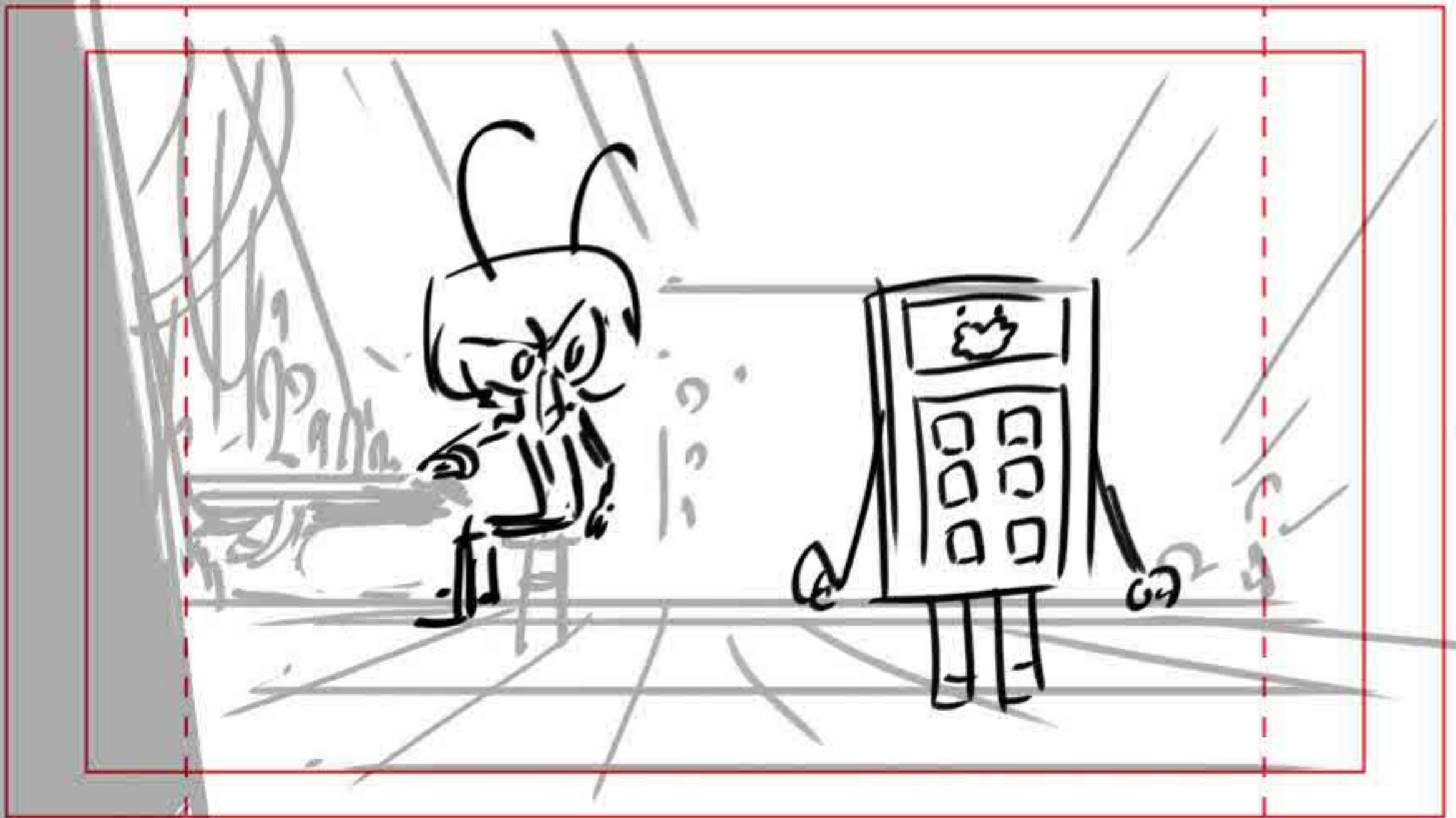
SMaRty:
A BURP APP, DADSTER.

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:
(BURP)

Sequence

Scene

Panel

Frames



Dialogue/Action

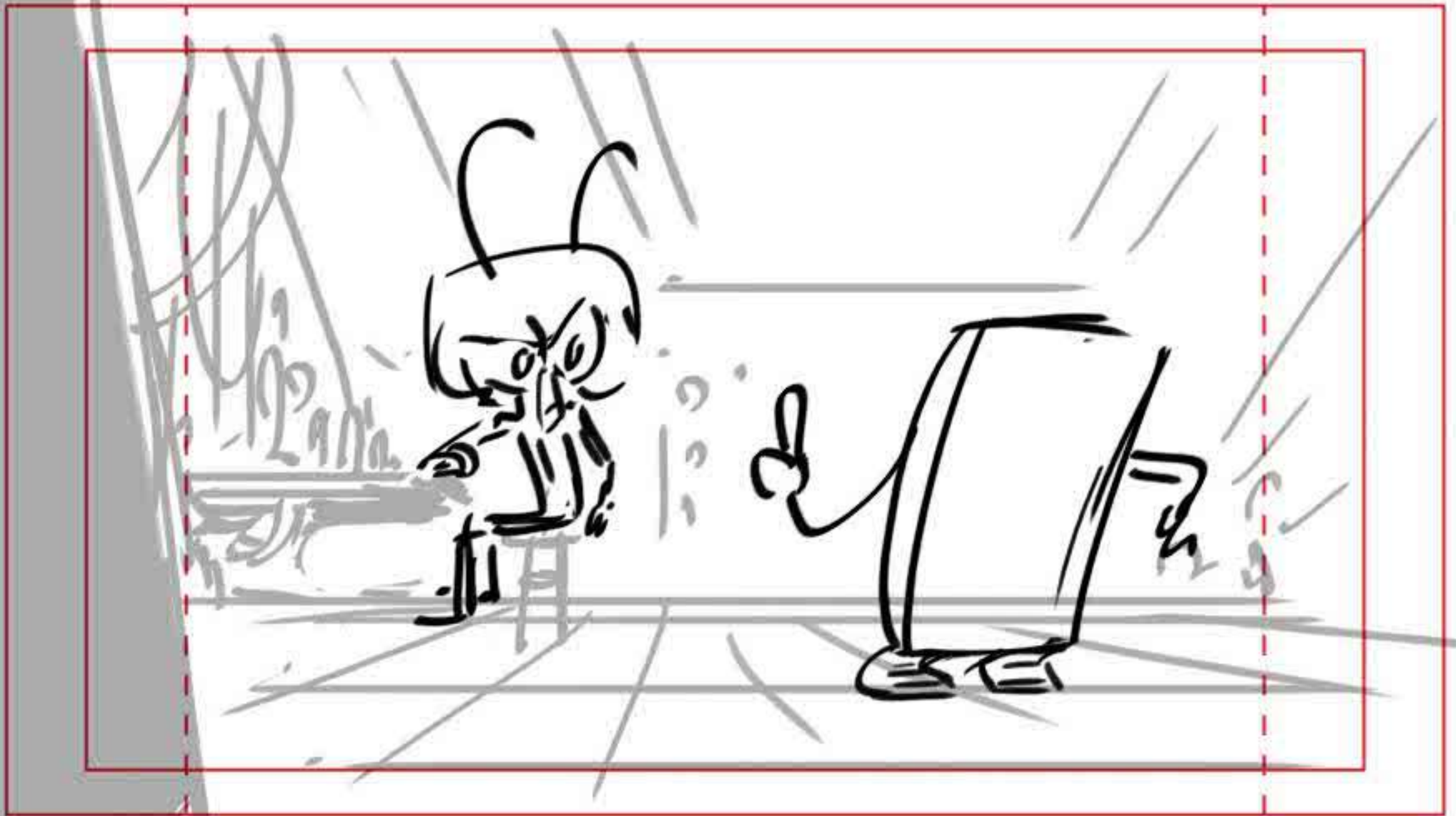
SMaRty:
(BURP)

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:
LOOK,
I CAN DO THE ALPHABET.

Sequence

Scene

Panel

Frames



Dialogue/Action

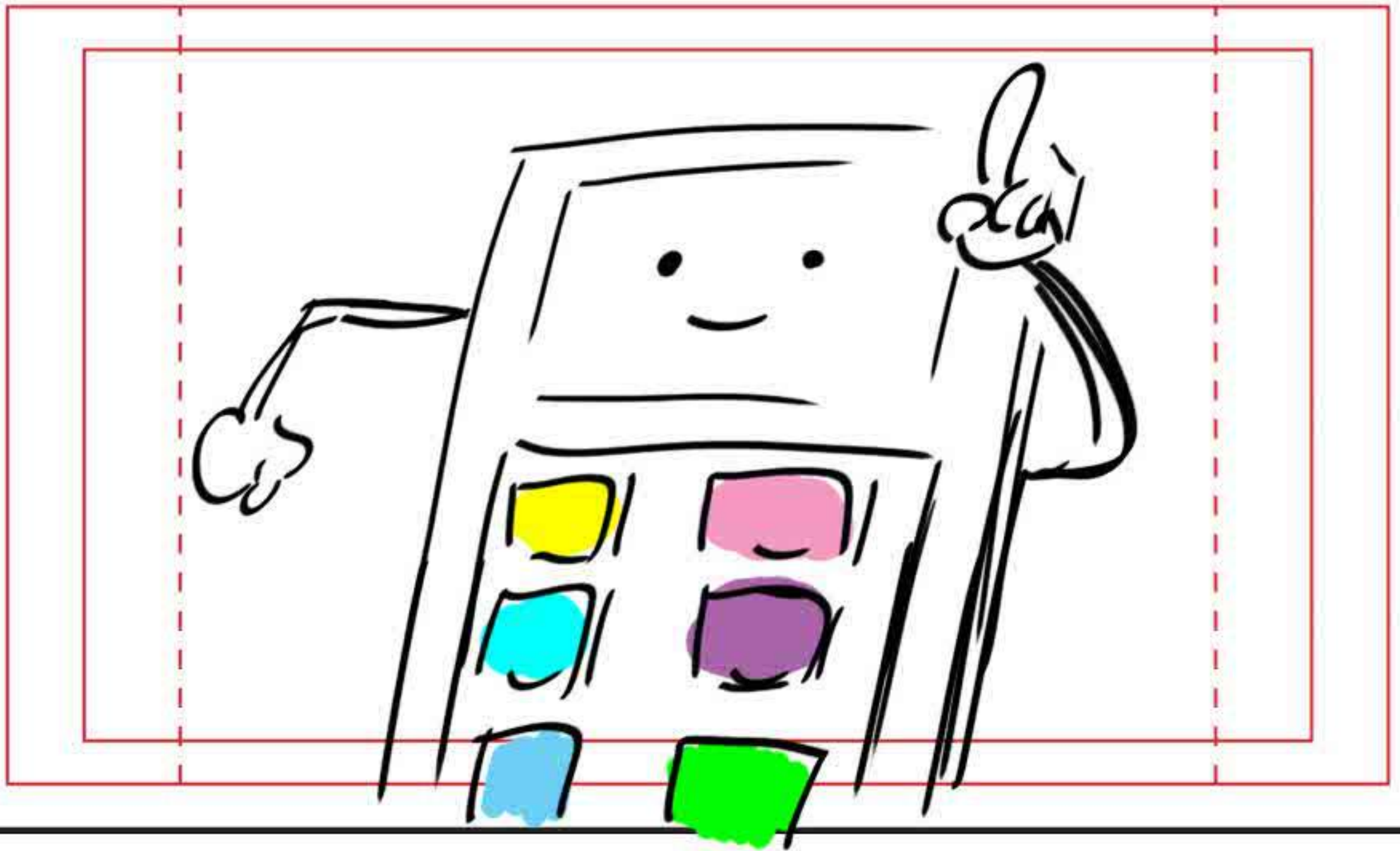
SMaRty:
LOOK,
I CAN DO THE ALPHABET.

Sequence

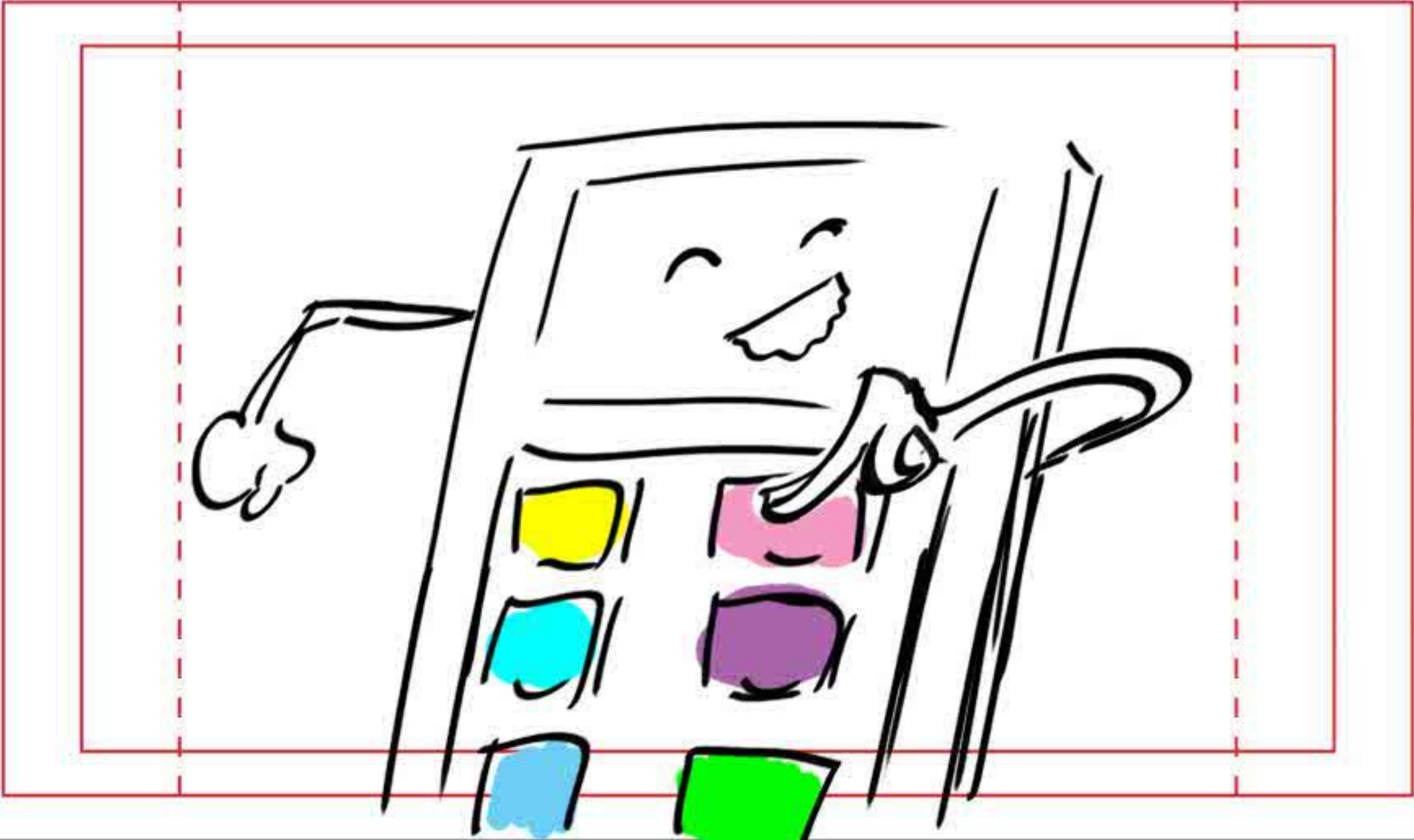
Scene

Panel

Frames



Dialogue/Action

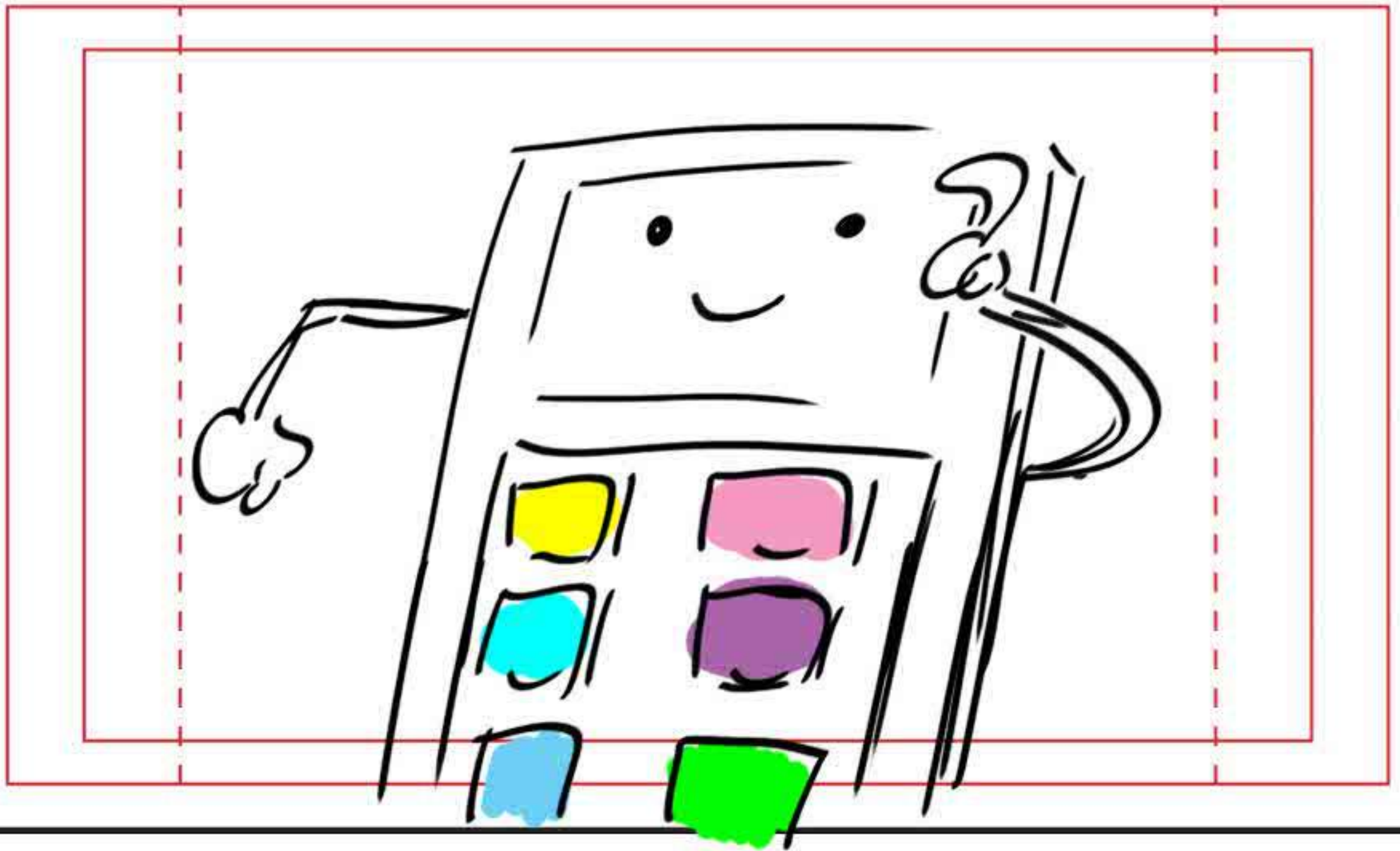
Sequence	Scene	Panel	Frames
			
Dialogue/Action			
SMaRty: AAAAAAA,			

Sequence

Scene

Panel

Frames



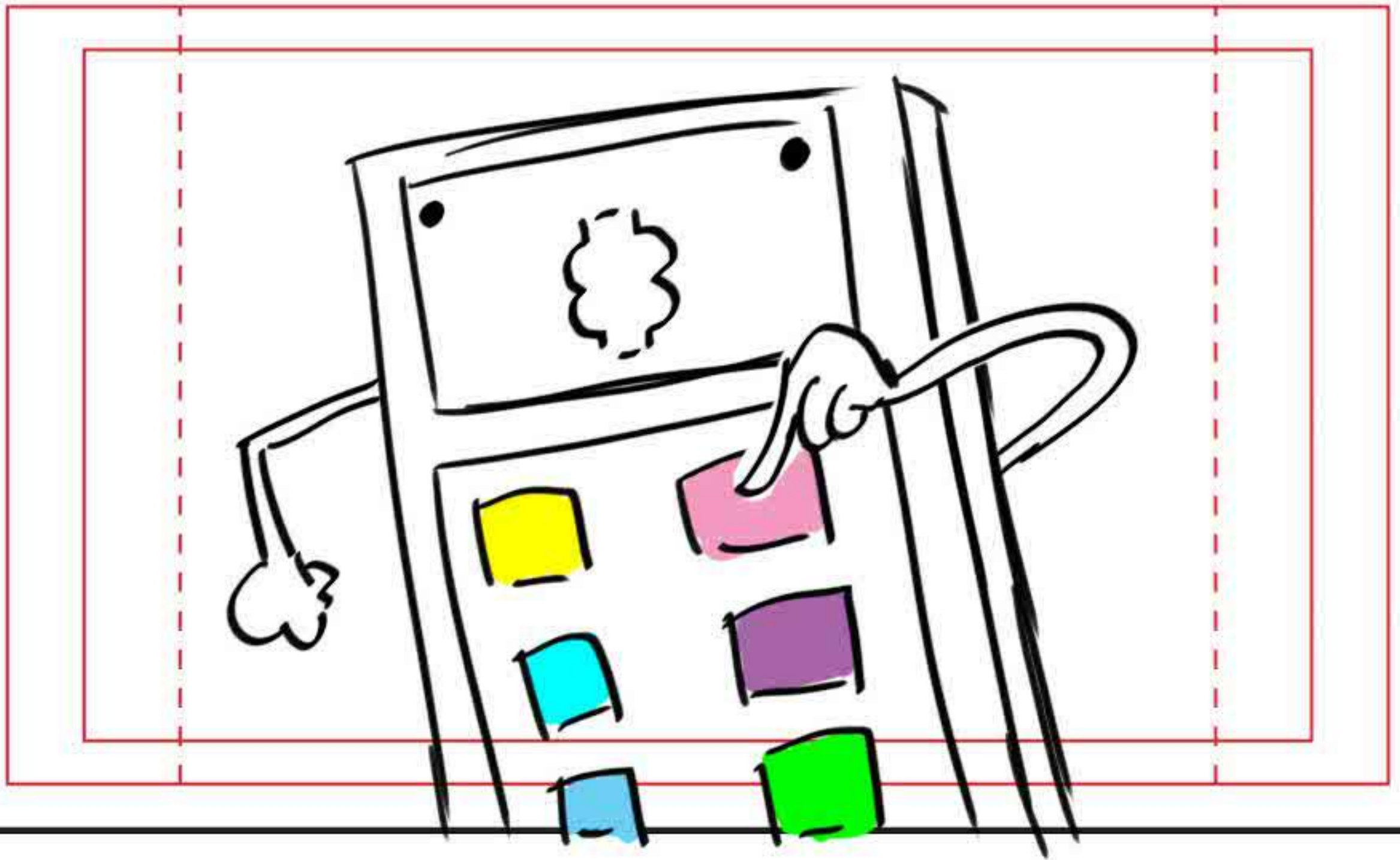
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:

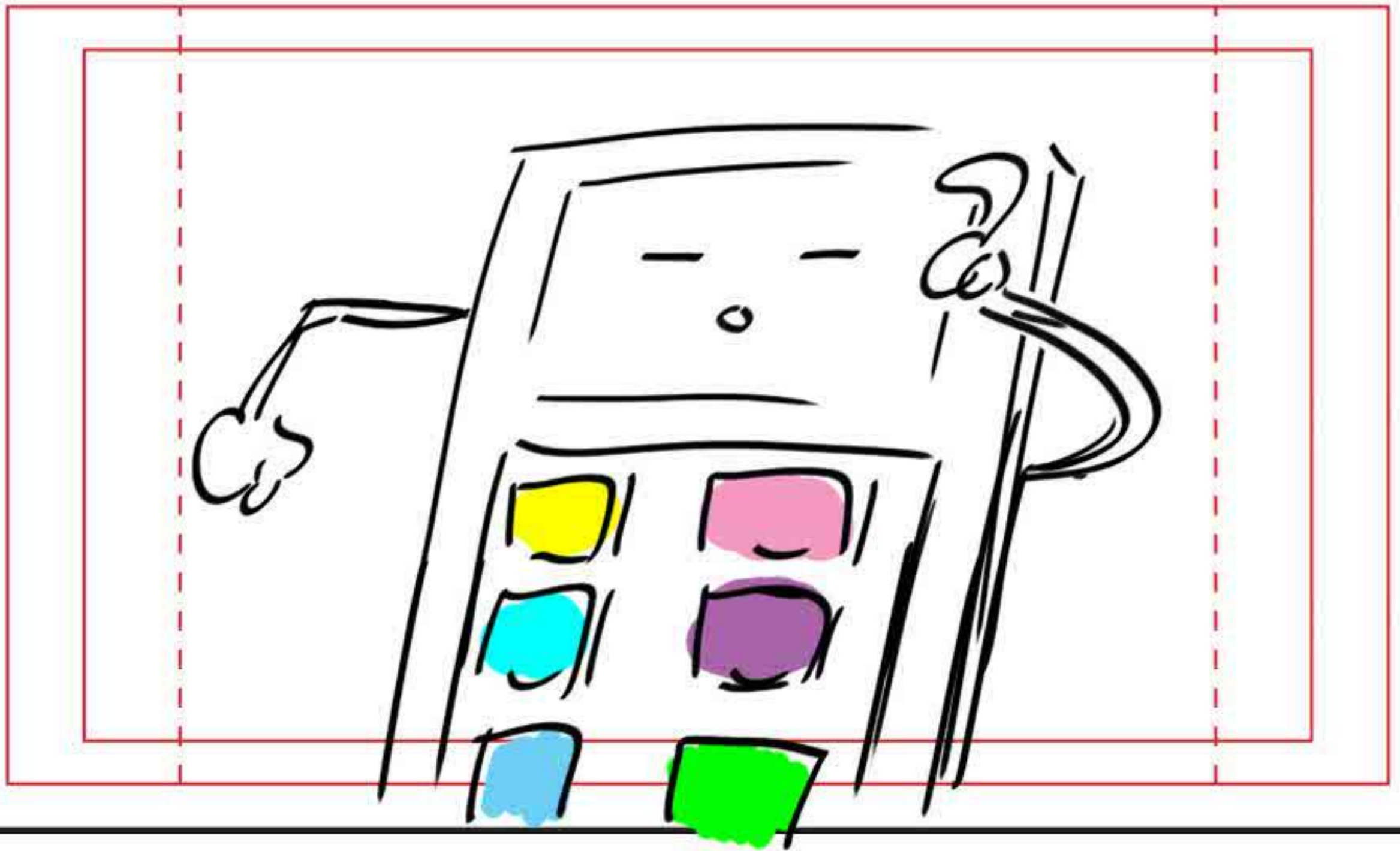
BBBBBBBBB,

Sequence

Scene

Panel

Frames



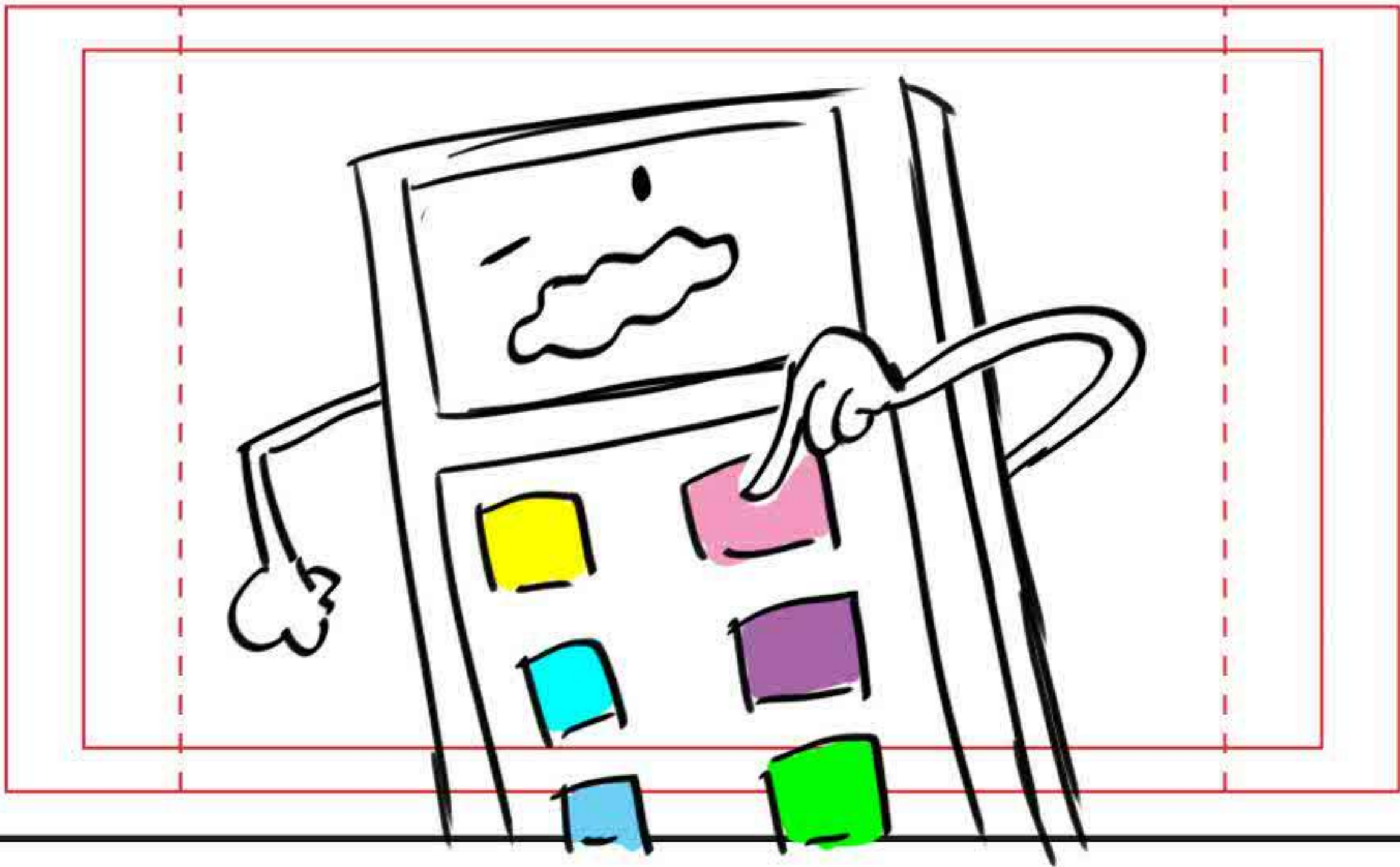
Dialogue/Action

Sequence

Scene

Panel

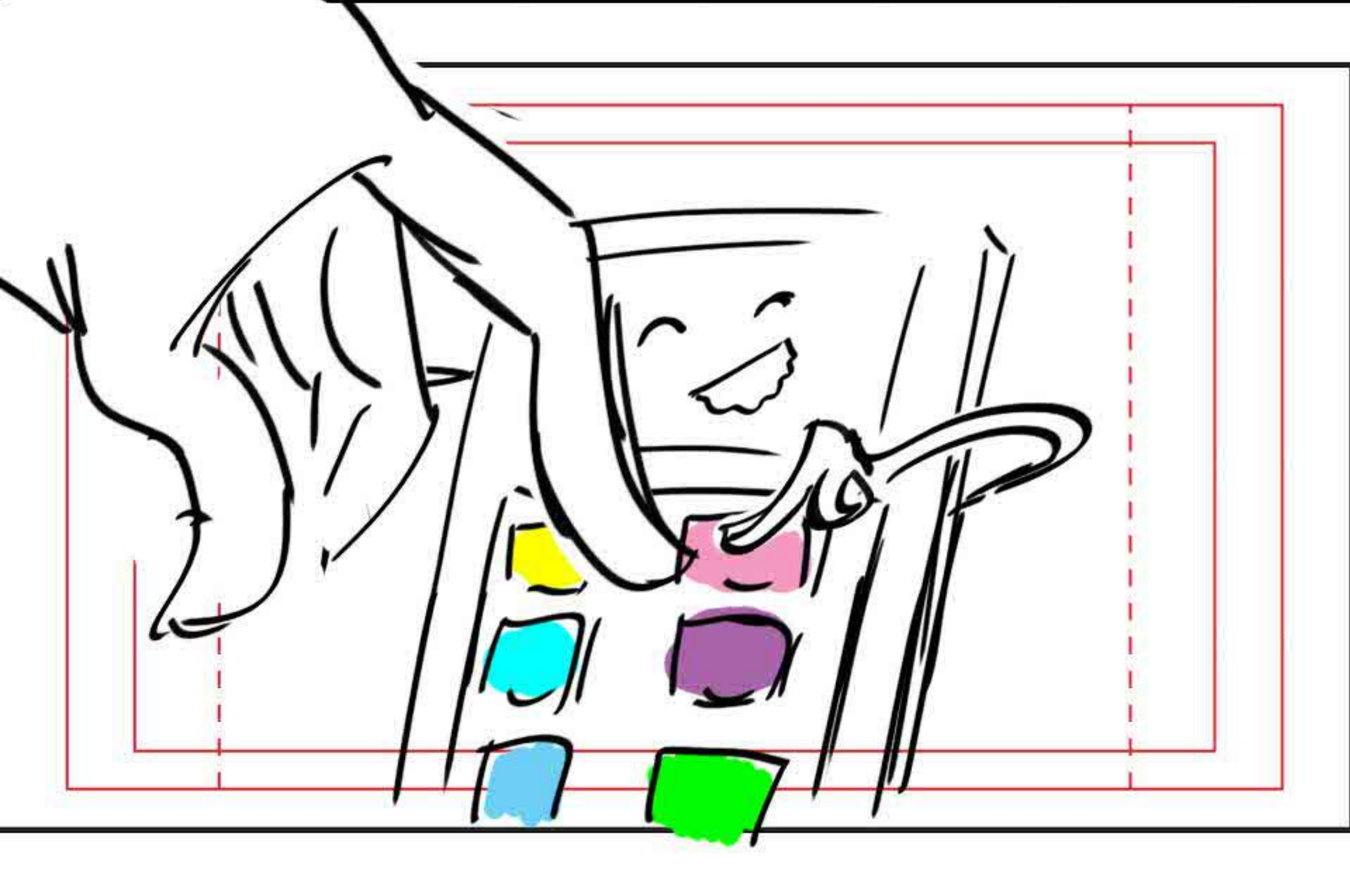
Frames

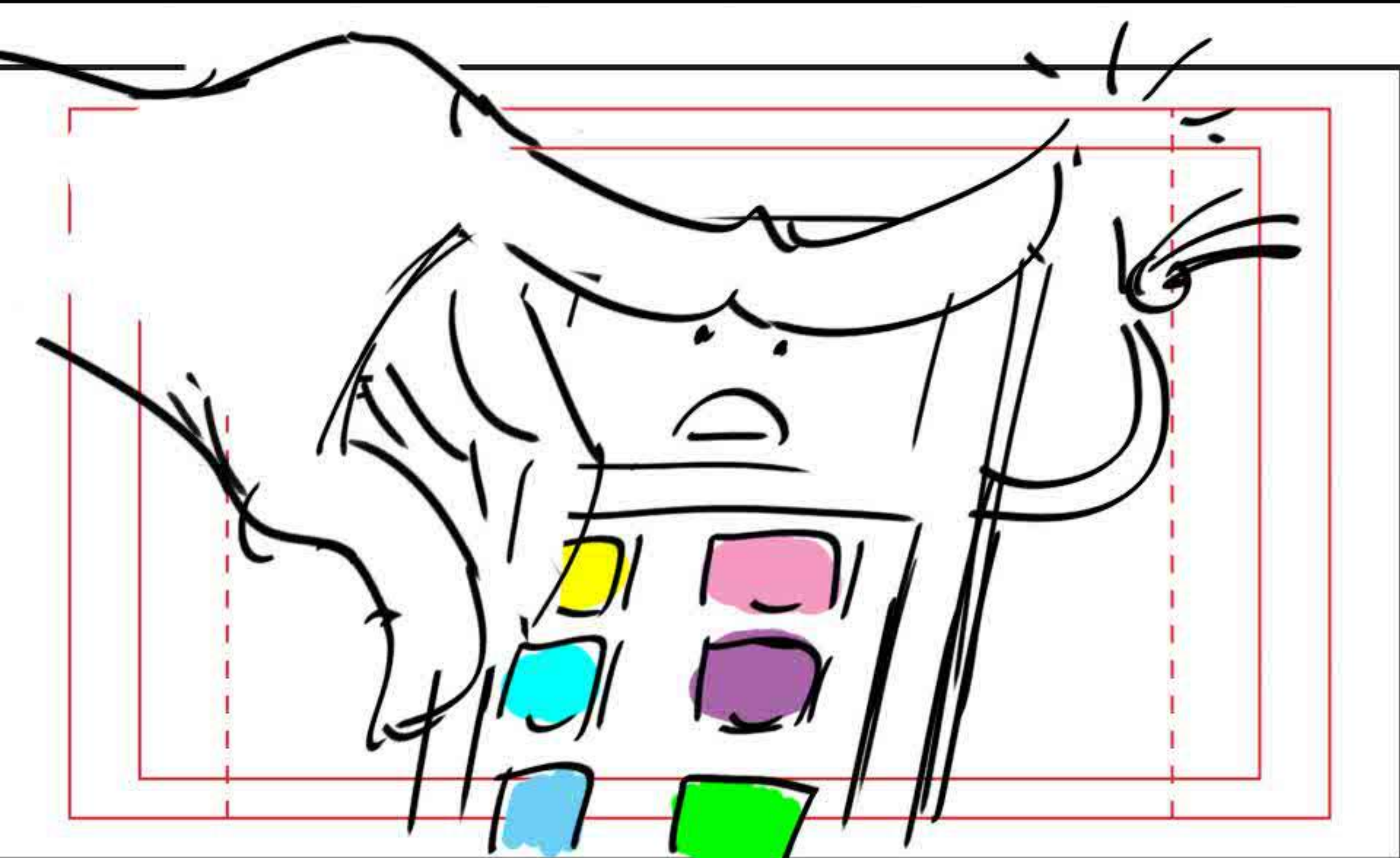


Dialogue/Action

SMaRty:

CCCCCCCCC

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:
CHILD,

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:

WHERE DID YOU GET SUCH A GROTESQUE APP?

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:

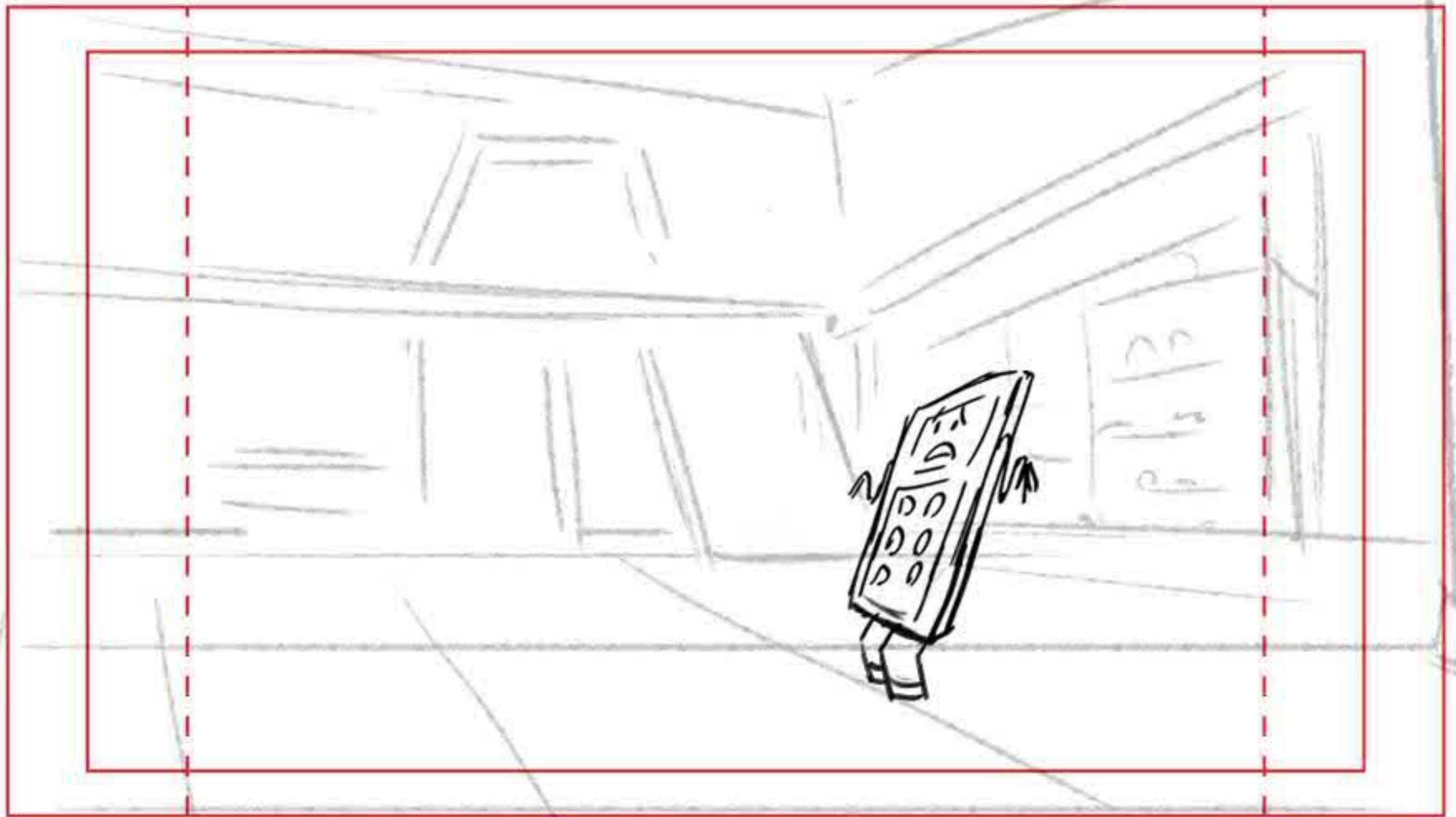
WHERE DID YOU GET SUCH A GROTESQUE APP?

Sequence

Scene

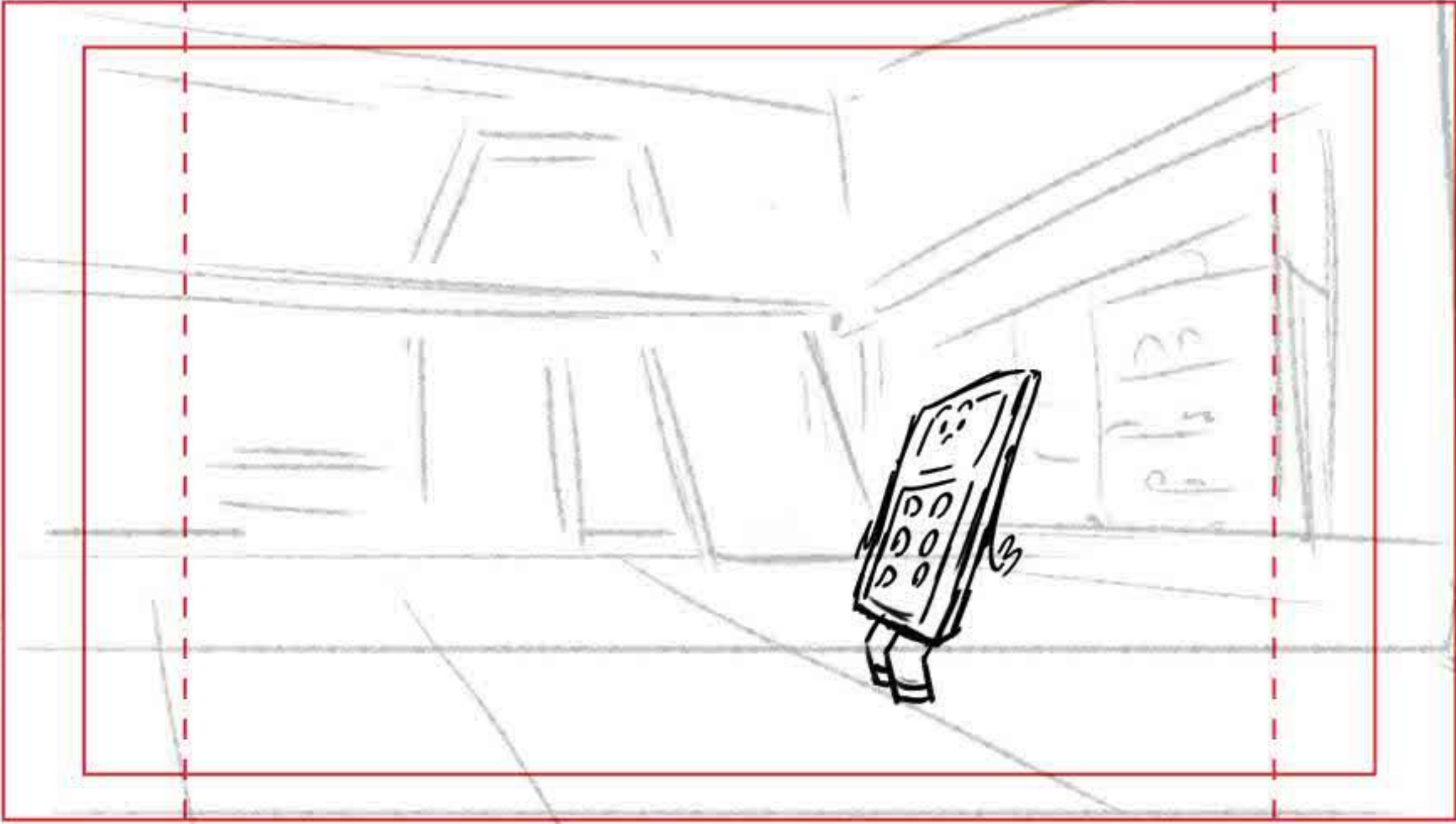
Panel

Frames



Dialogue/Action

SMaRty:
A FRIEND SHOWED it to Me.

Sequence	Scene	Panel	Frames
 A hand-drawn sketch of a mobile phone in a room. The phone is a candy-bar style with a keypad and a small screen. It is positioned in the center-right of the frame. The background shows a room with a window and a door. The entire sketch is enclosed in a red border, with two vertical dashed lines indicating the panel boundaries.			
Dialogue/Action			

Sequence

Scene

Panel

Frames



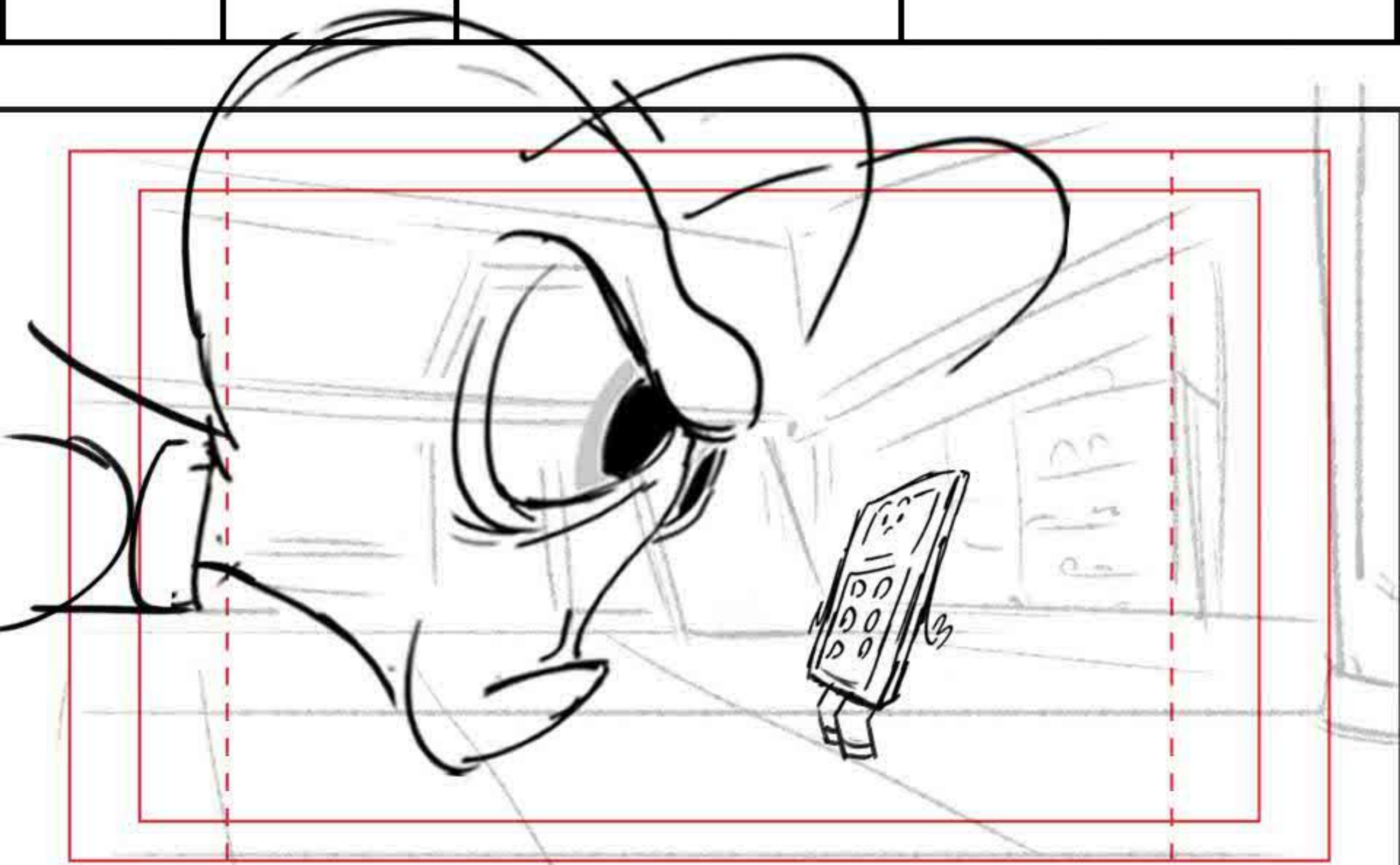
Dialogue/Action

Sequence

Scene

Panel

Frames



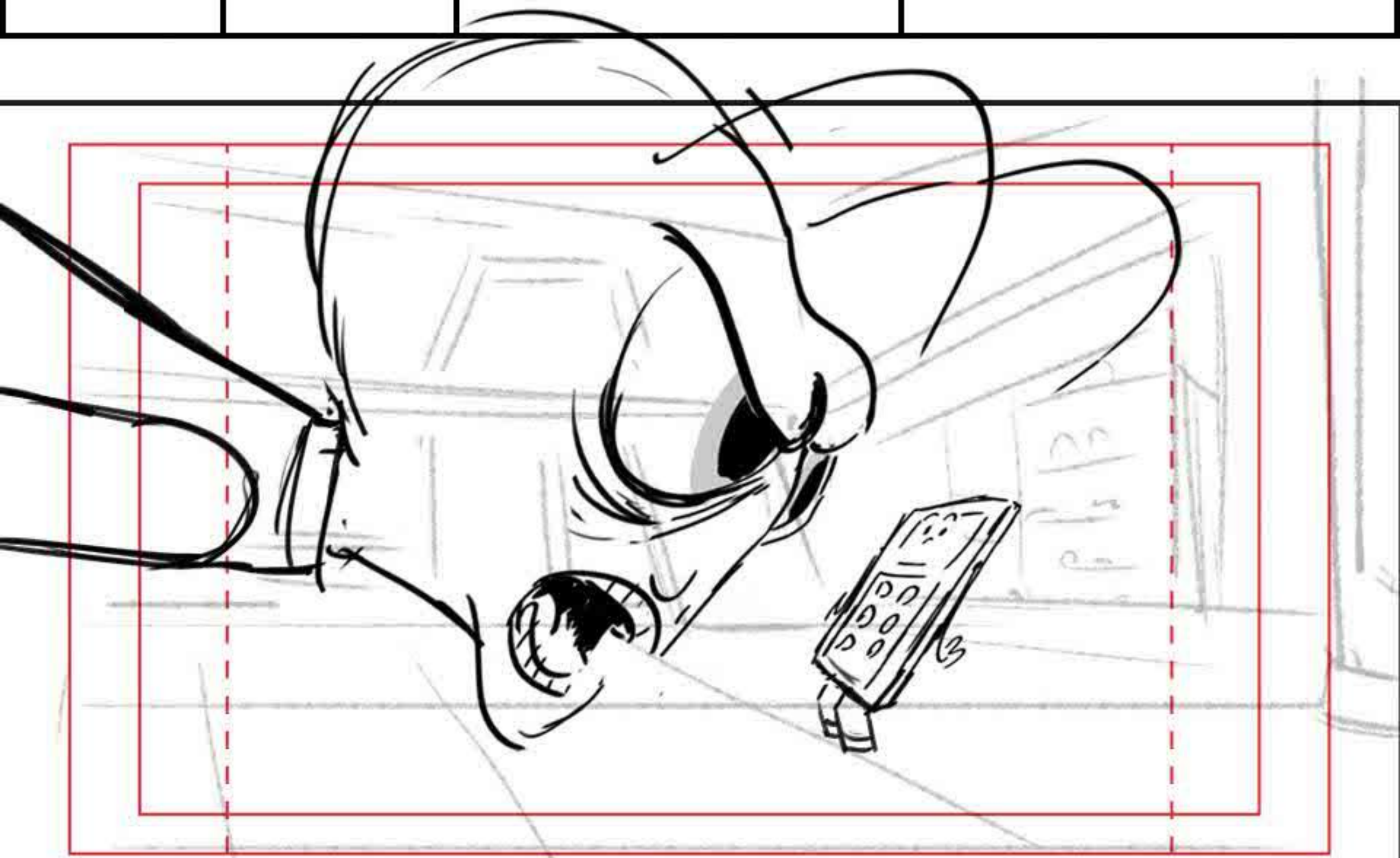
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

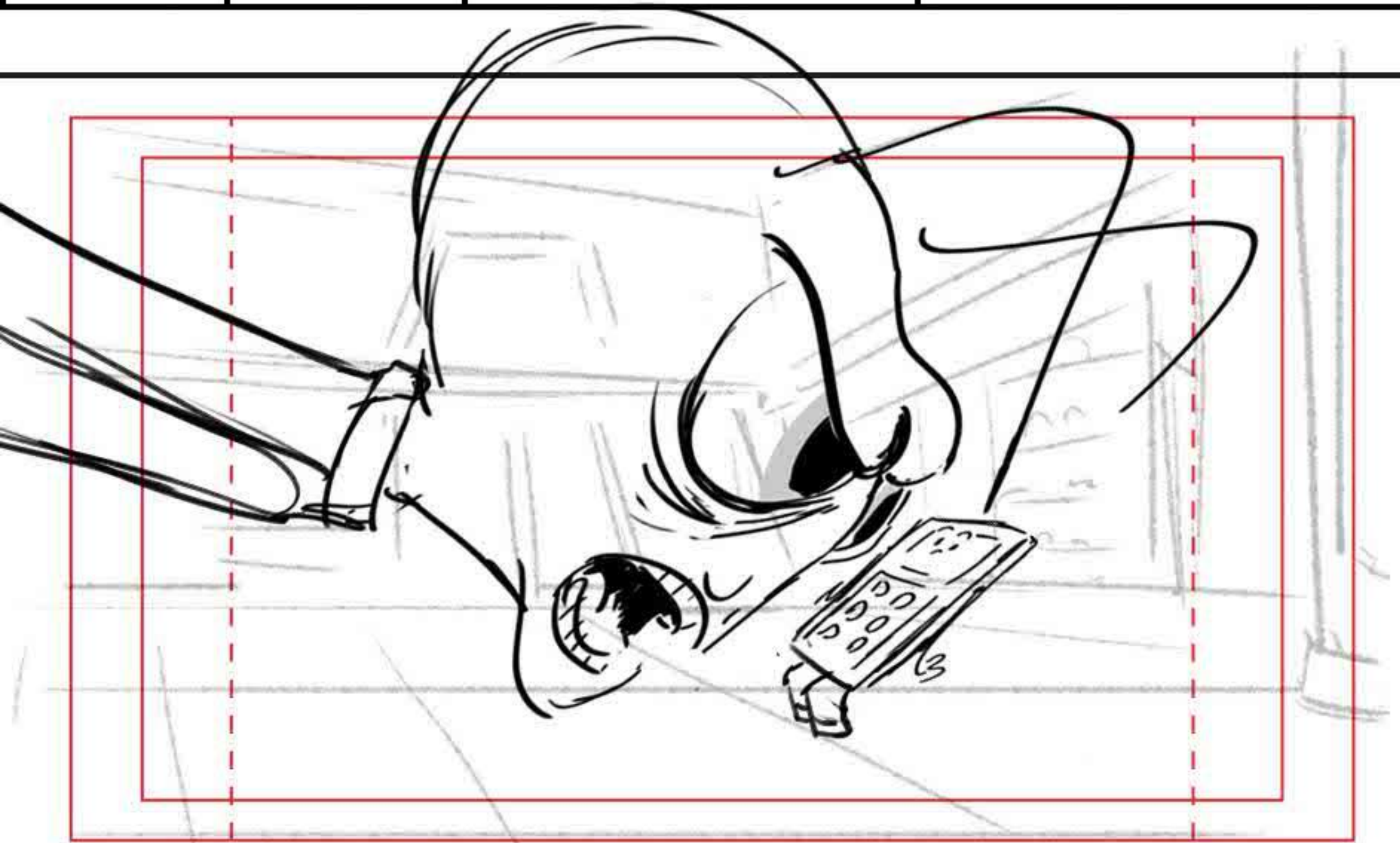
DR. COCKROACH:
Well, delete it NOW!

Sequence

Scene

Panel

Frames



Dialogue/Action

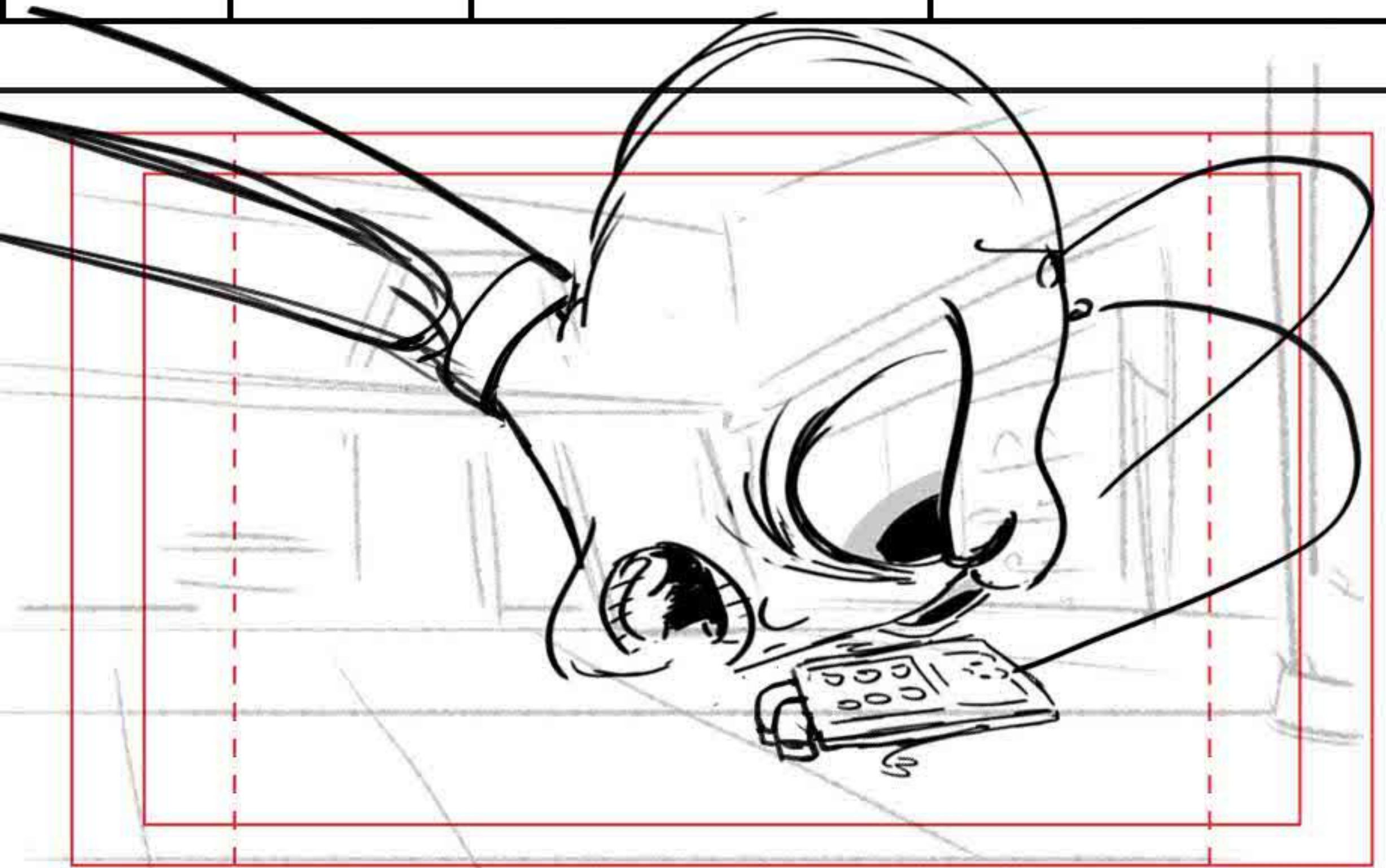
DR. COCKROACH:
IT'S SURE TO CORRUPT YOUR OPERATING SYSTEM!

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:
IT'S SURE TO CORRUPT YOUR OPERATING SYSTEM!

Sequence

Scene

Panel

Frames



Dialogue/Action

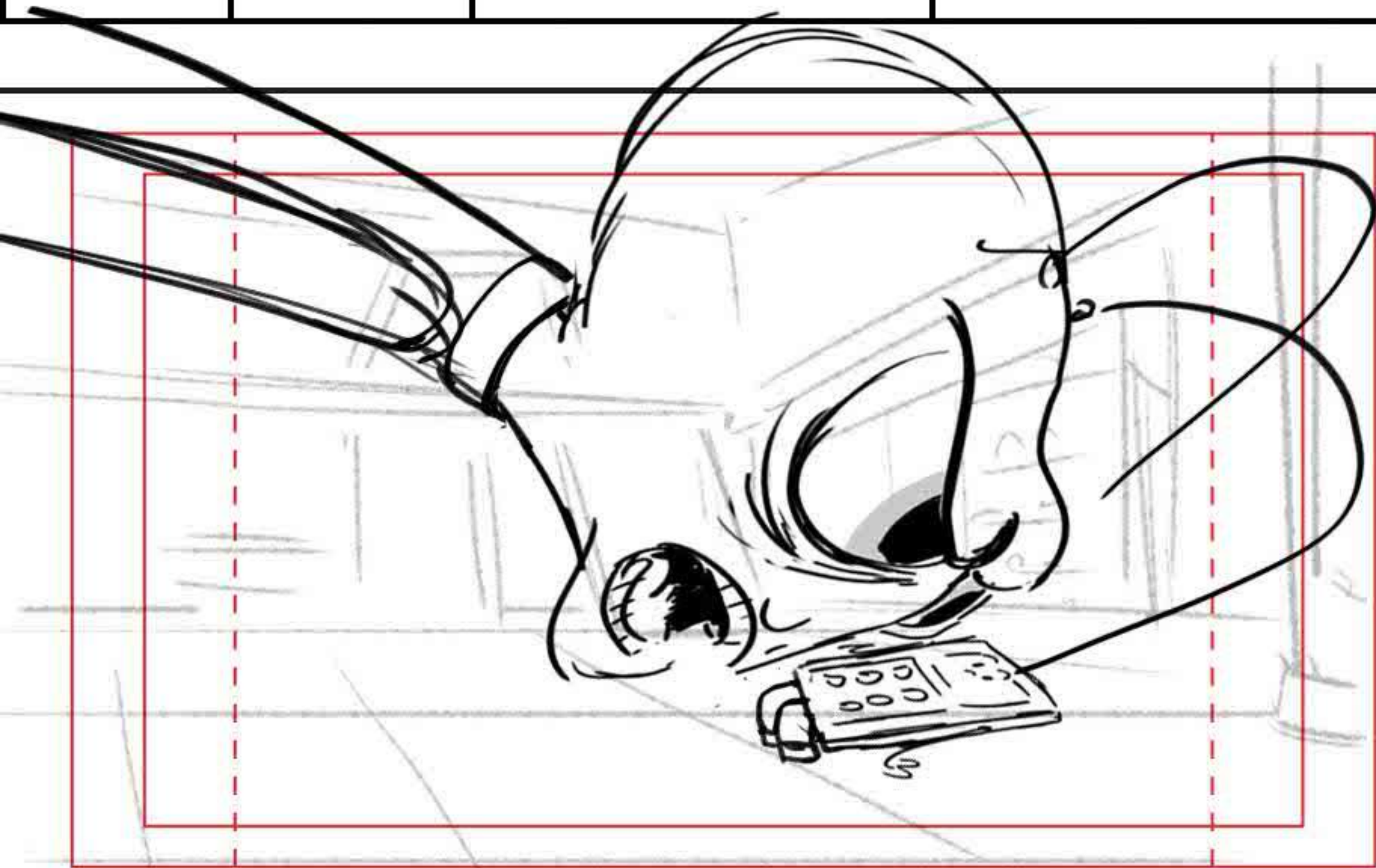
DR. COCKROACH:
IT'S SURE TO CORRUPT YOUR OPERATING SYSTEM!

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:
IT'S SURE TO CORRUPT YOUR OPERATING SYSTEM!

Sequence

Scene

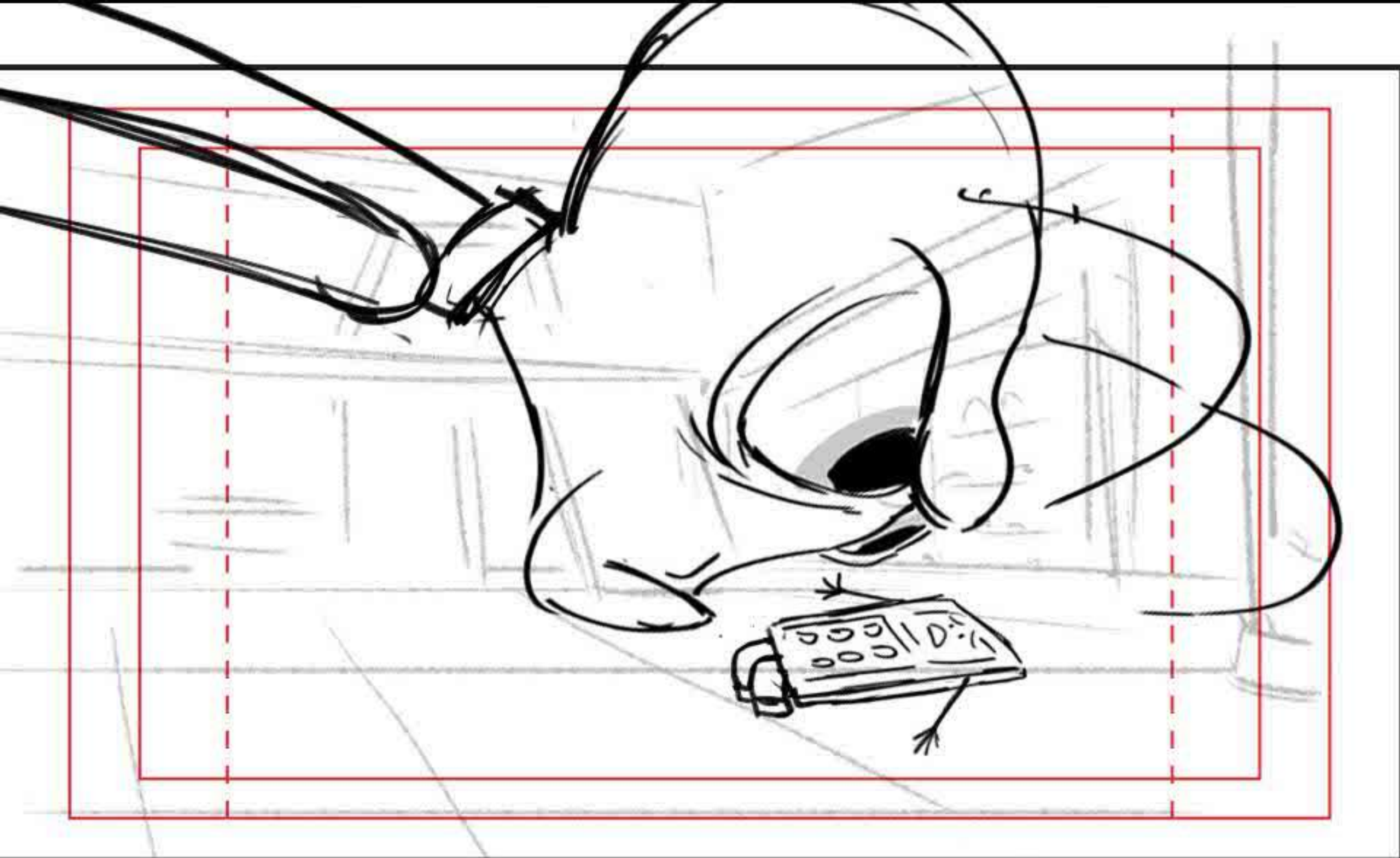
Panel

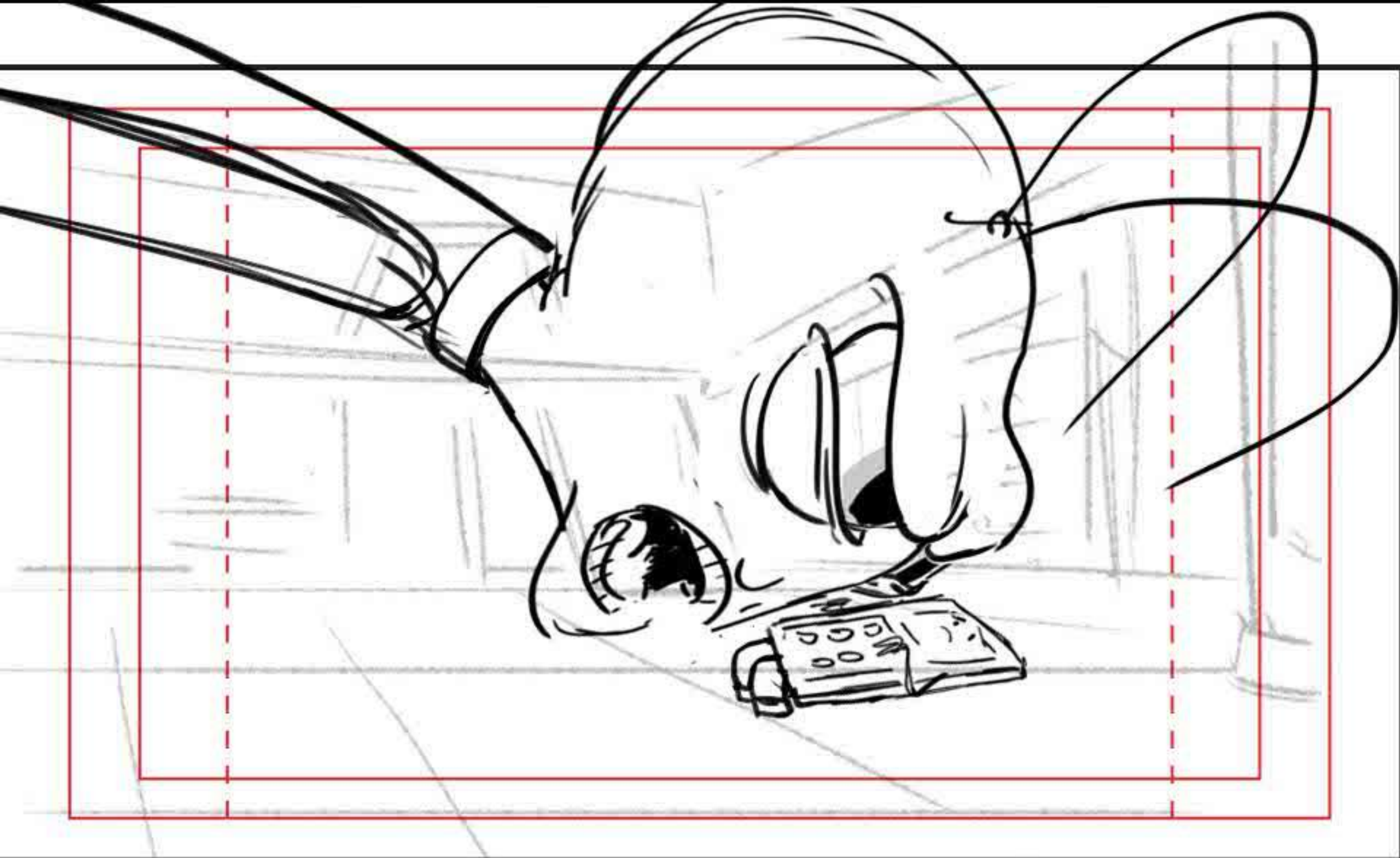
Frames



Dialogue/Action

DR. COCKROACH:
IT'S SURE TO CORRUPT YOUR OPERATING SYSTEM!

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1990">Dialogue/Action</p> <p data-bbox="1071 1940 1345 2142">SMaRty: BUT I--</p>			

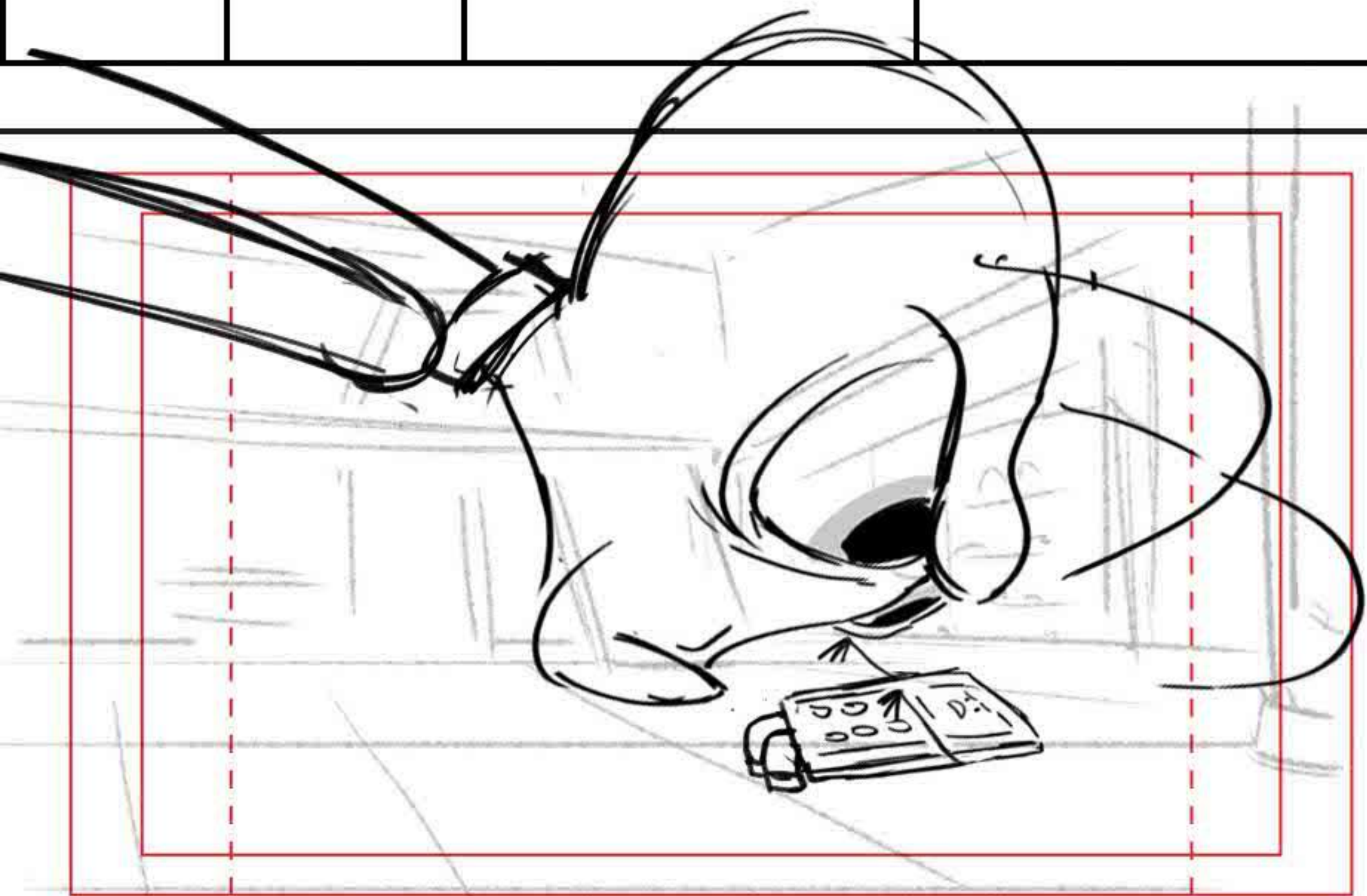
Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1990">Dialogue/Action</p> <p data-bbox="897 1915 1345 2142">DR. COCKROACH: Delete it!</p>			

Sequence

Scene

Panel

Frames



Dialogue/Action

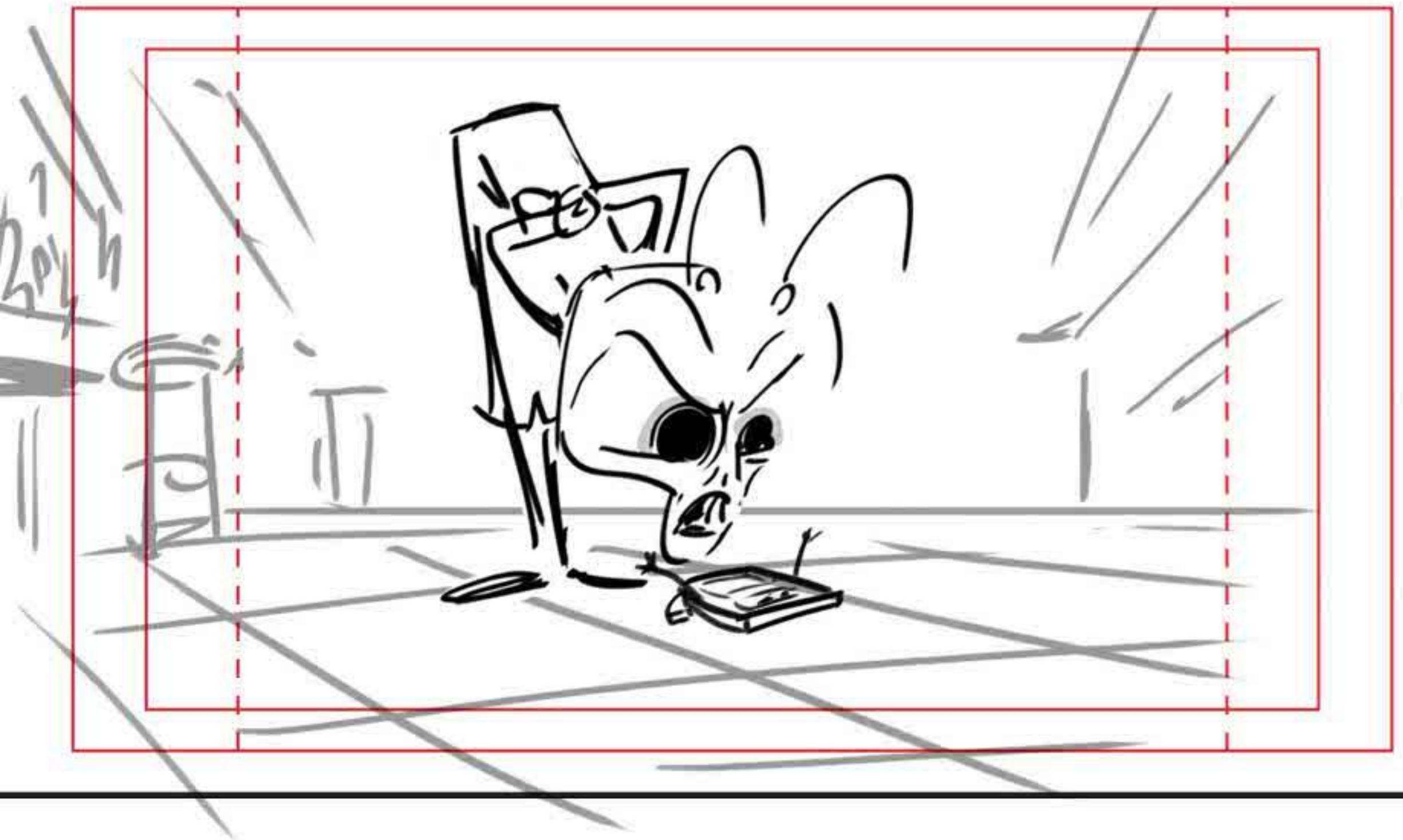
SMaRty:
I was...

Sequence

Scene

Panel

Frames



Dialogue/Action

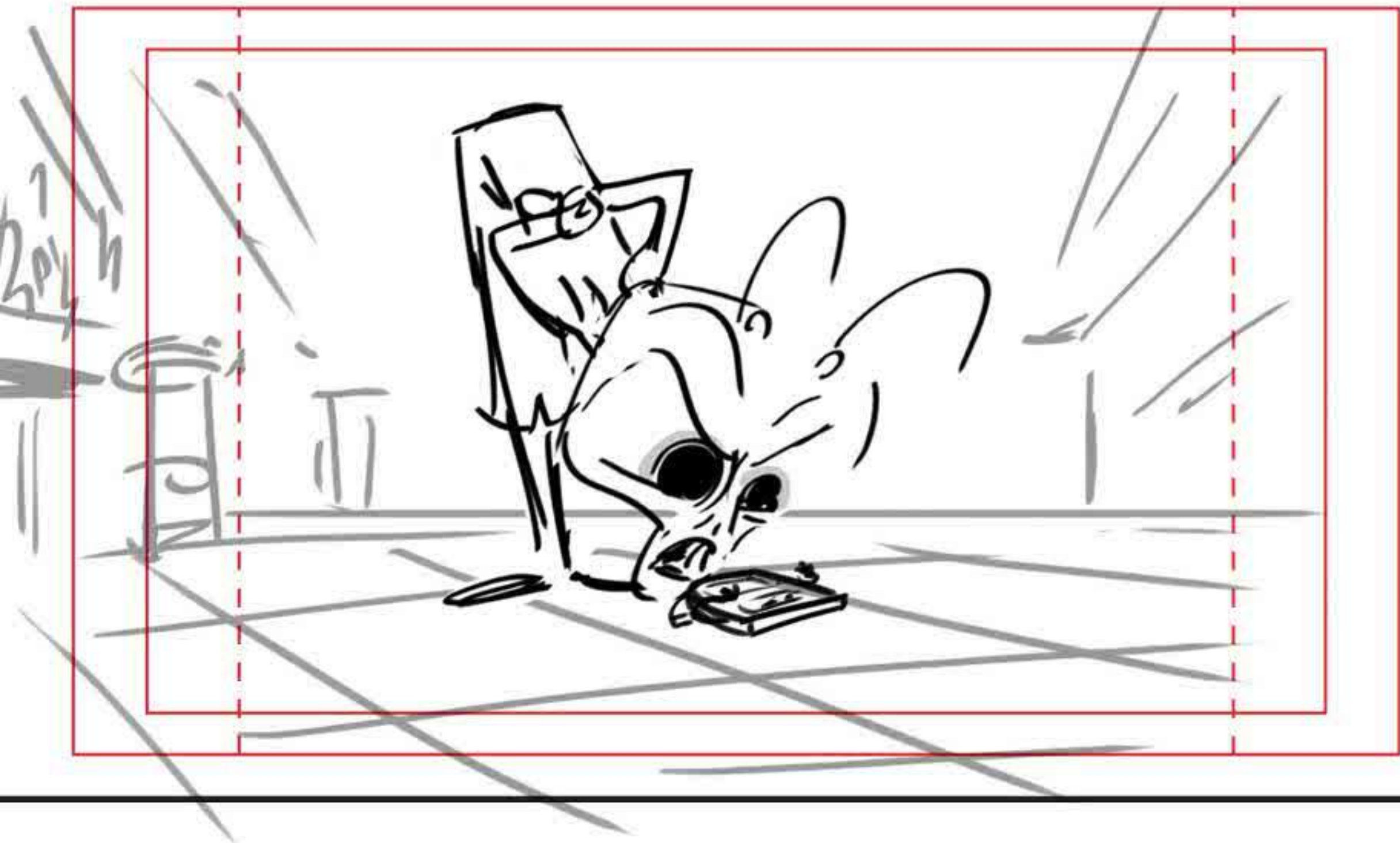
DR. COCKROACH:
DELETE IT!

Sequence

Scene

Panel

Frames



Dialogue/Action

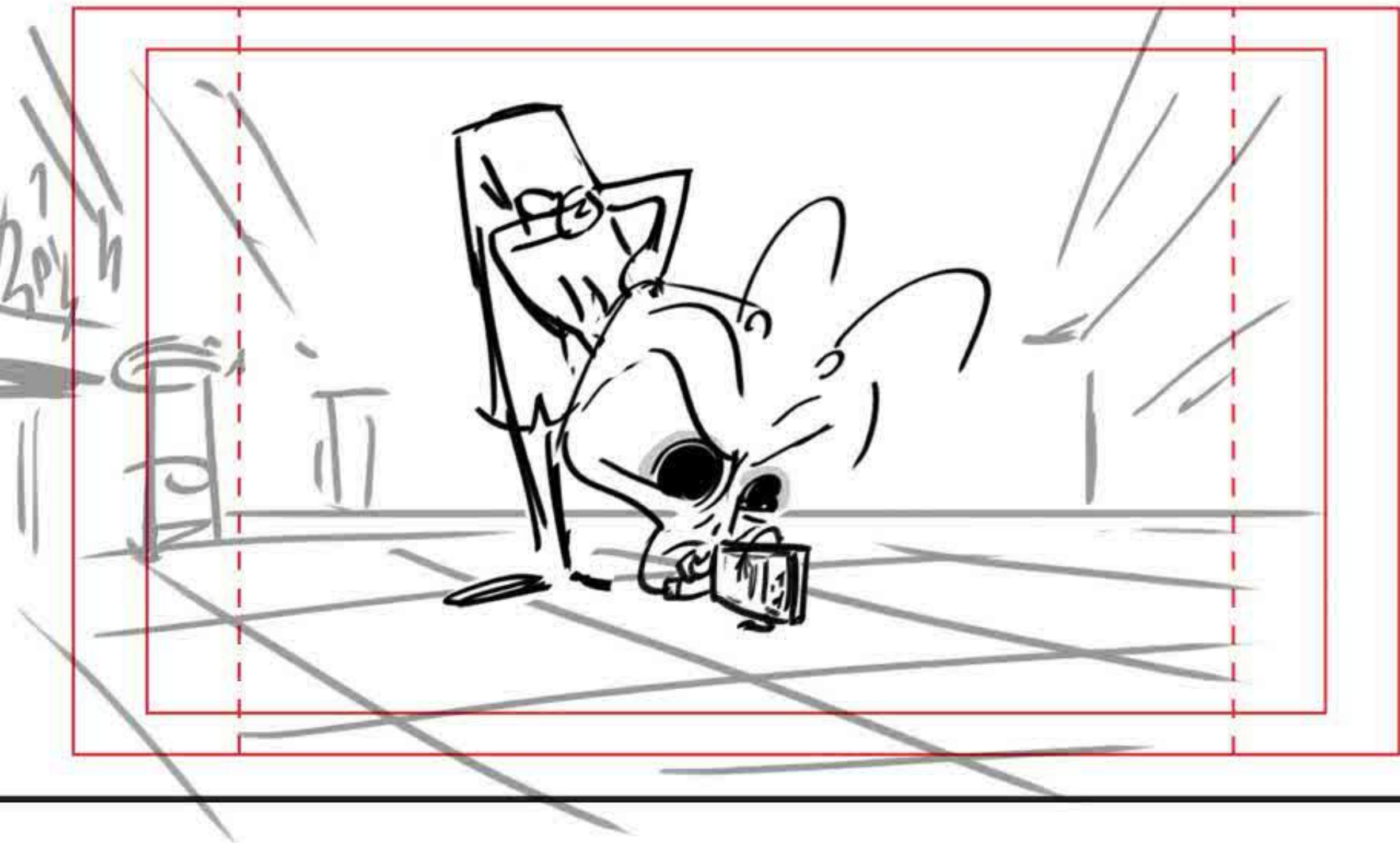
DR. COCKROACH:
DELETE IT!

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:
Delete it!

Sequence

Scene

Panel

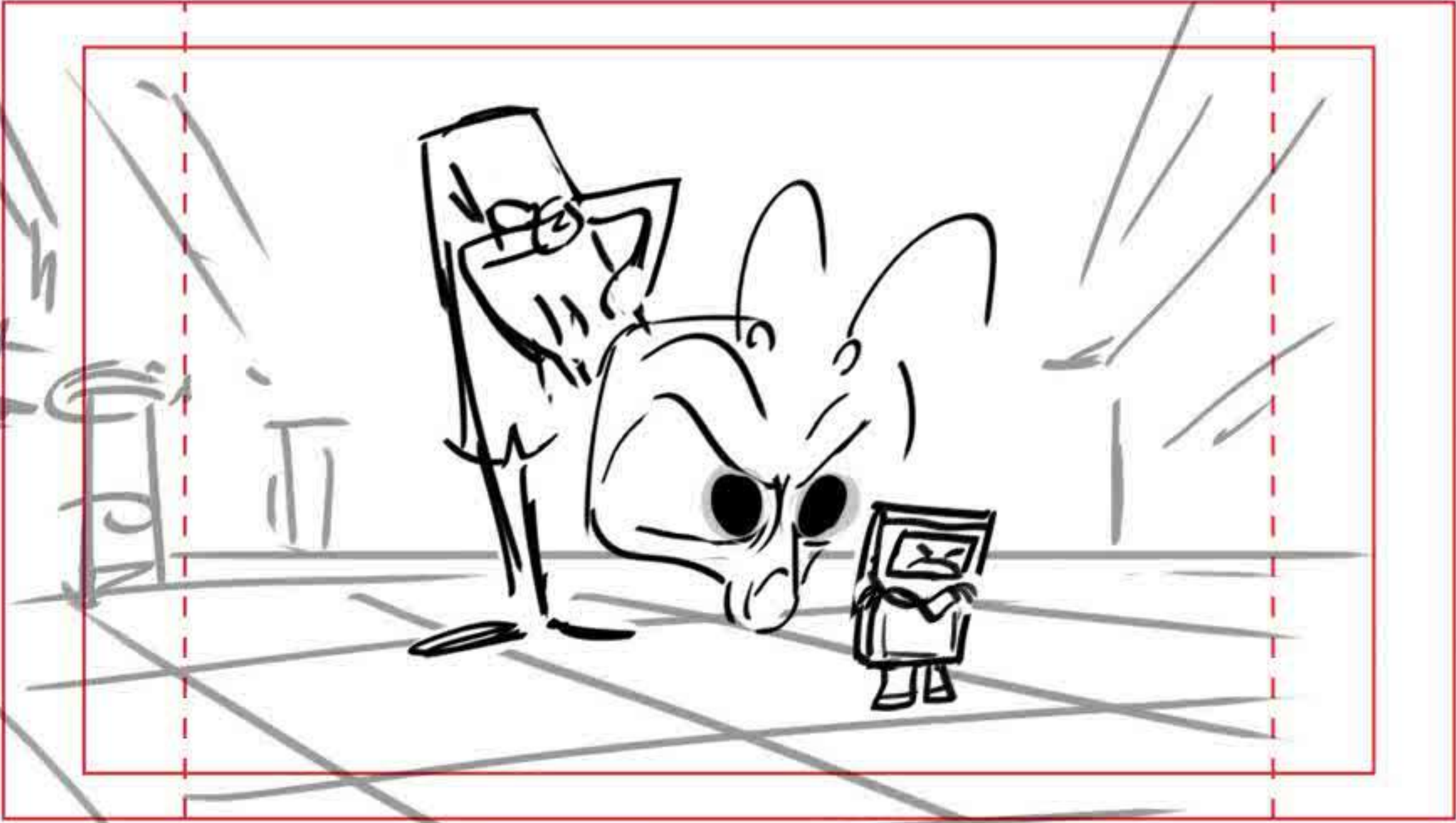
Frames



Dialogue/Action

SMARty:

I-

Sequence	Scene	Panel	Frames
			
Dialogue/Action		SMaRty: I-	

Sequence

Scene

Panel

Frames



Dialogue/Action

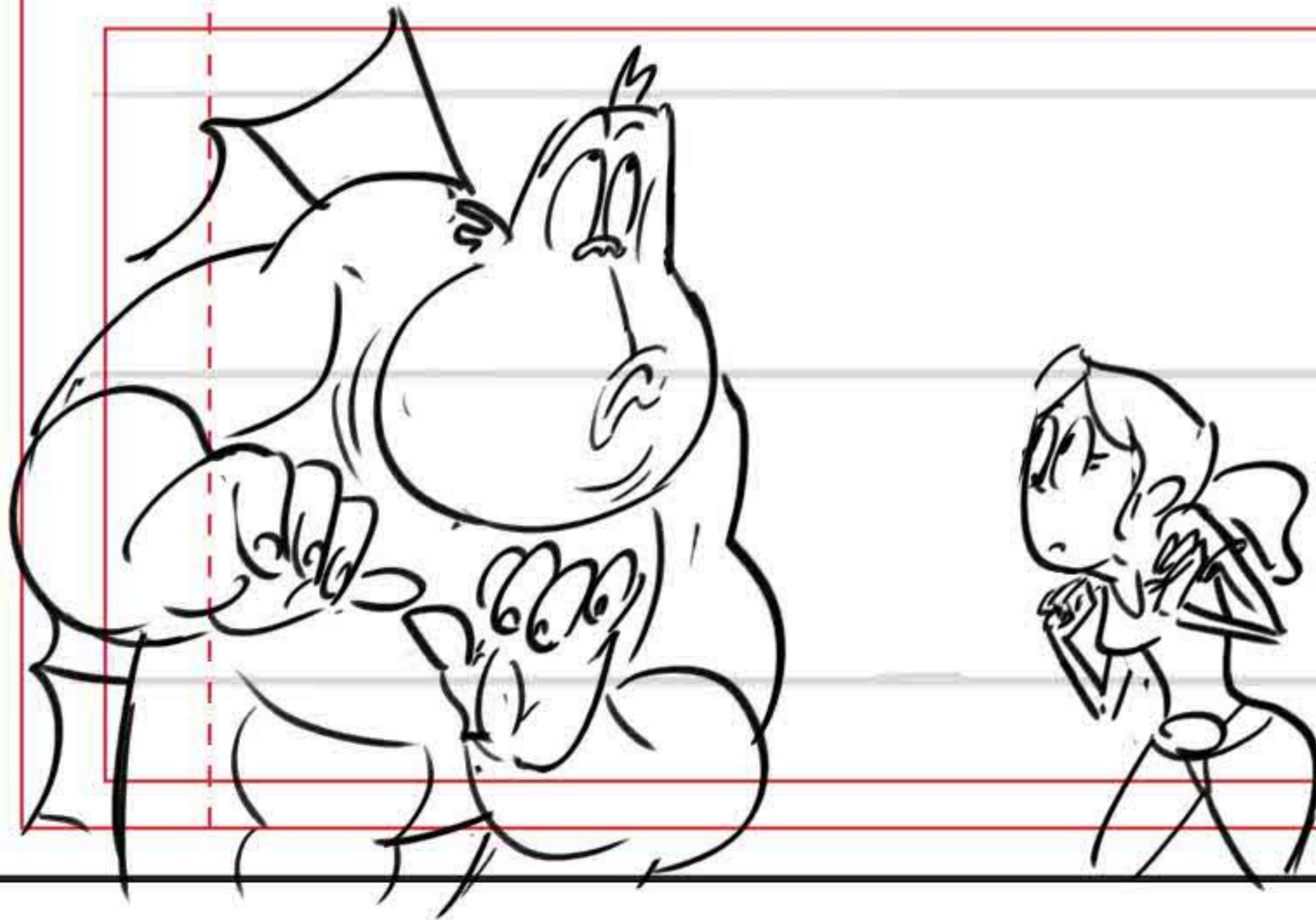
DR. COCKROACH:
ARE YOUR AUDIO SENSORS NOT WORKING?!
De. Leet!

Sequence

Scene

Panel

Frames



Dialogue/Action

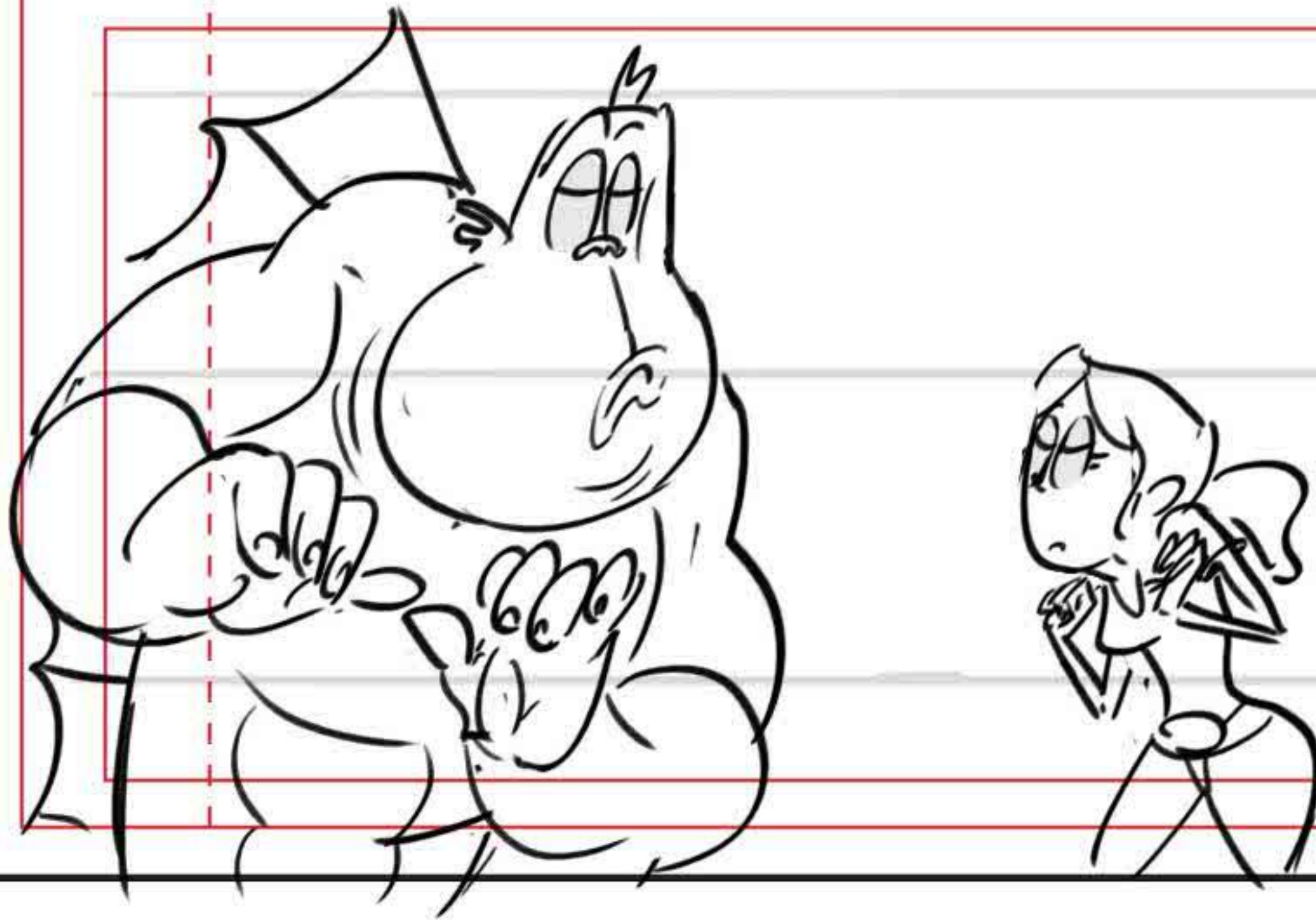
SMARty:
BUT--BUT--IT'S NOT FAIR!

Sequence

Scene

Panel

Frames



Dialogue/Action

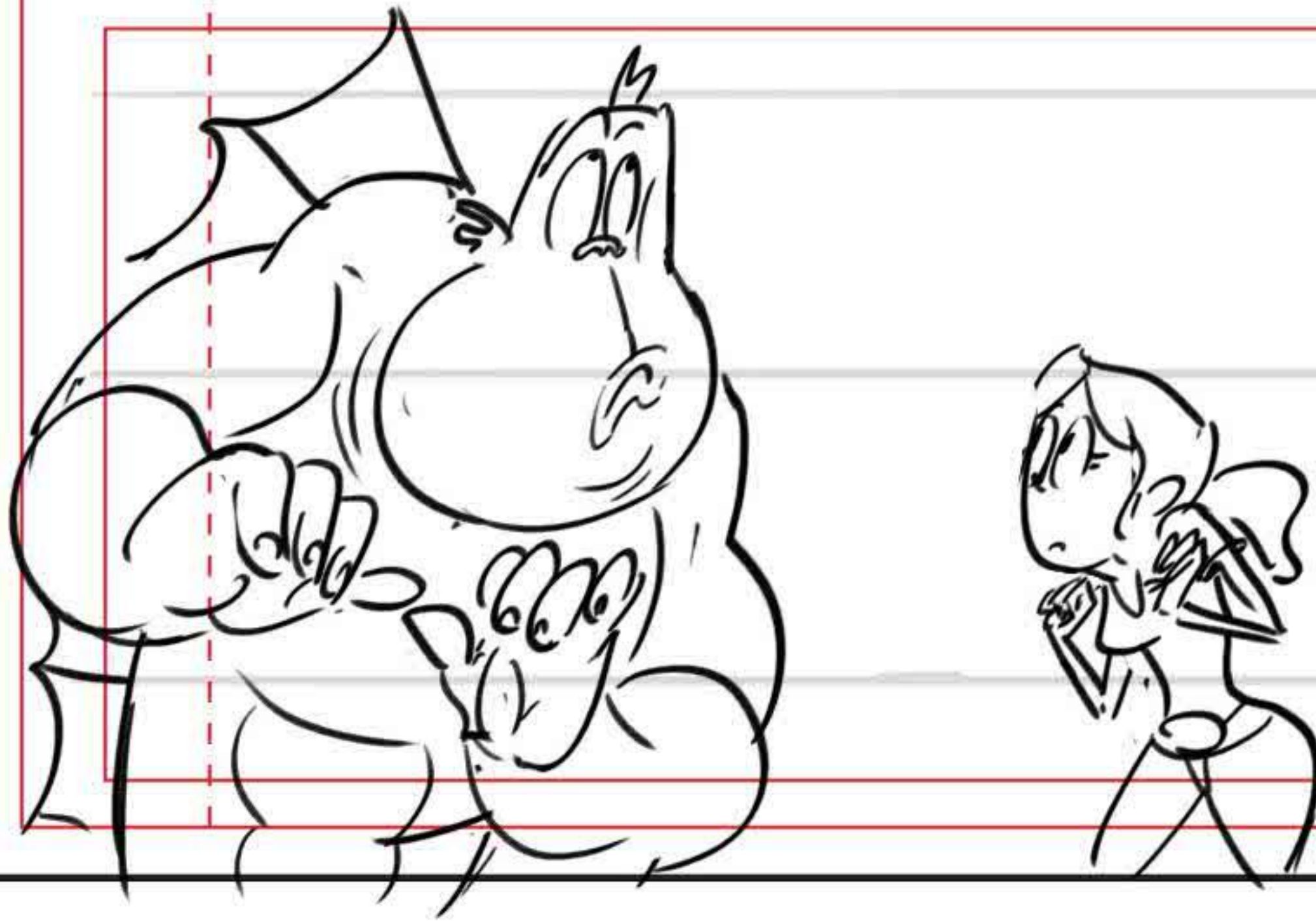
SMARty:
BUT--BUT--IT'S NOT FAIR!

Sequence

Scene

Panel

Frames



Dialogue/Action

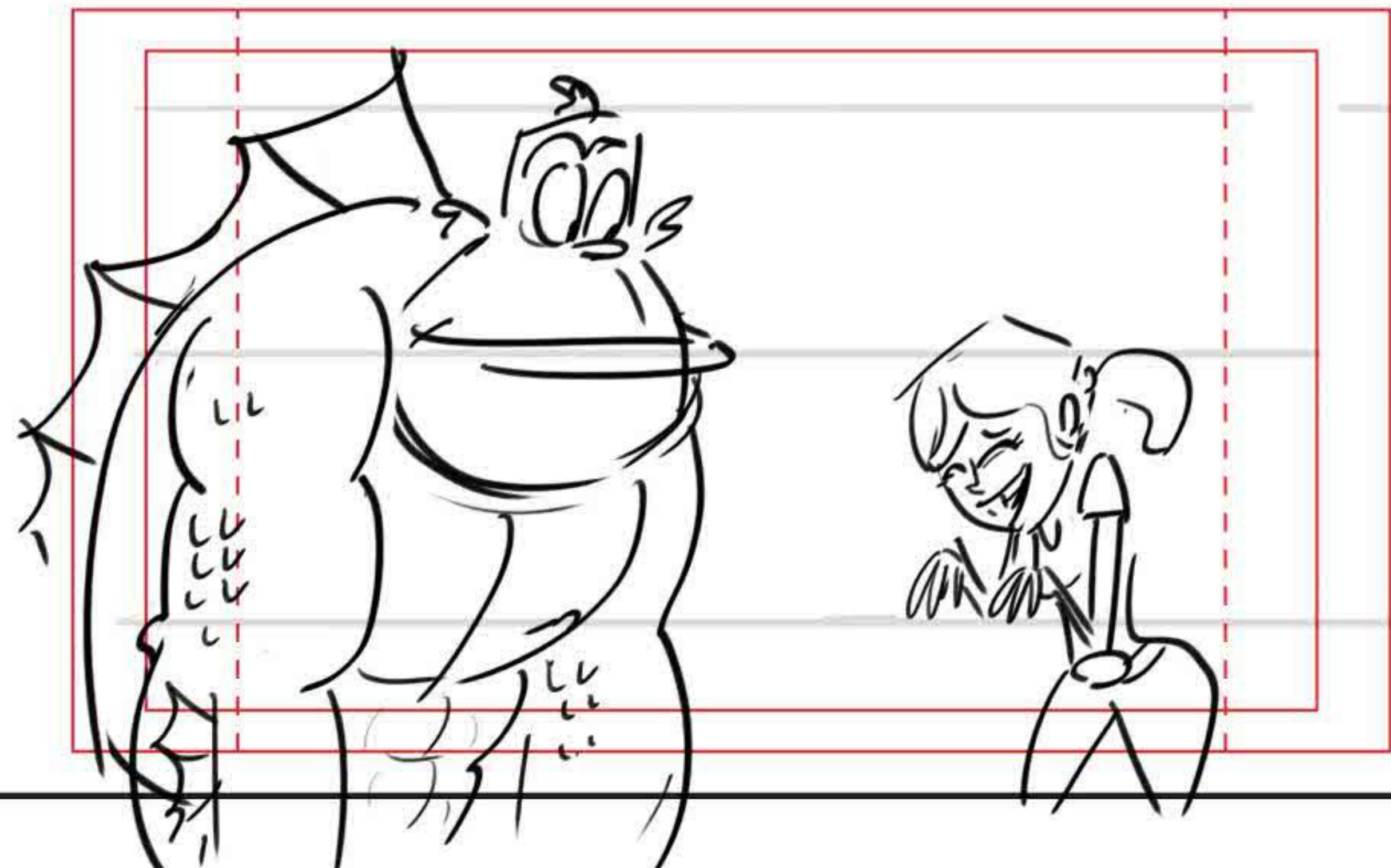
SMaRty:
BUT--BUT--IT'S NOT FAiR!

Sequence

Scene

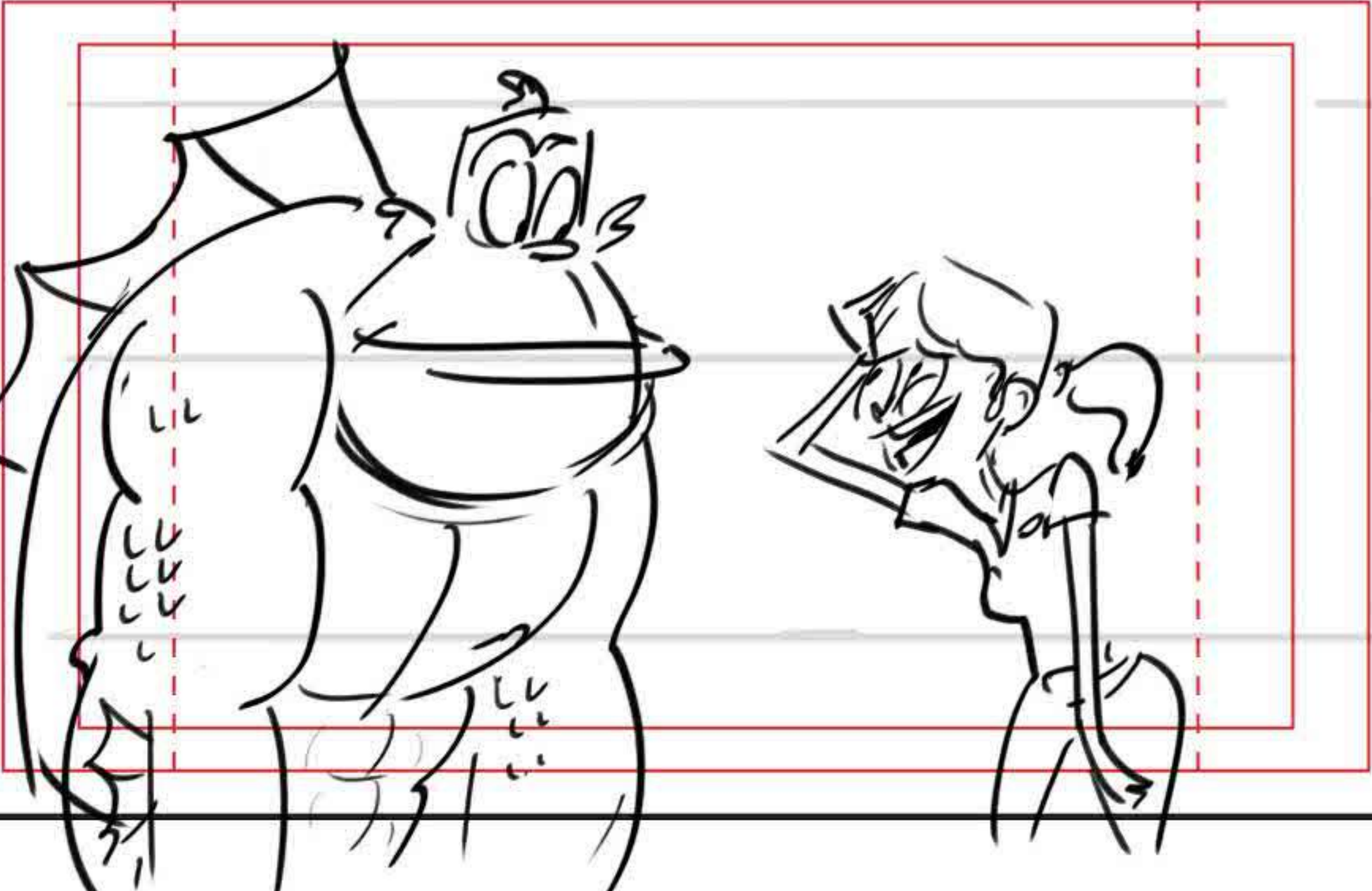
Panel

Frames



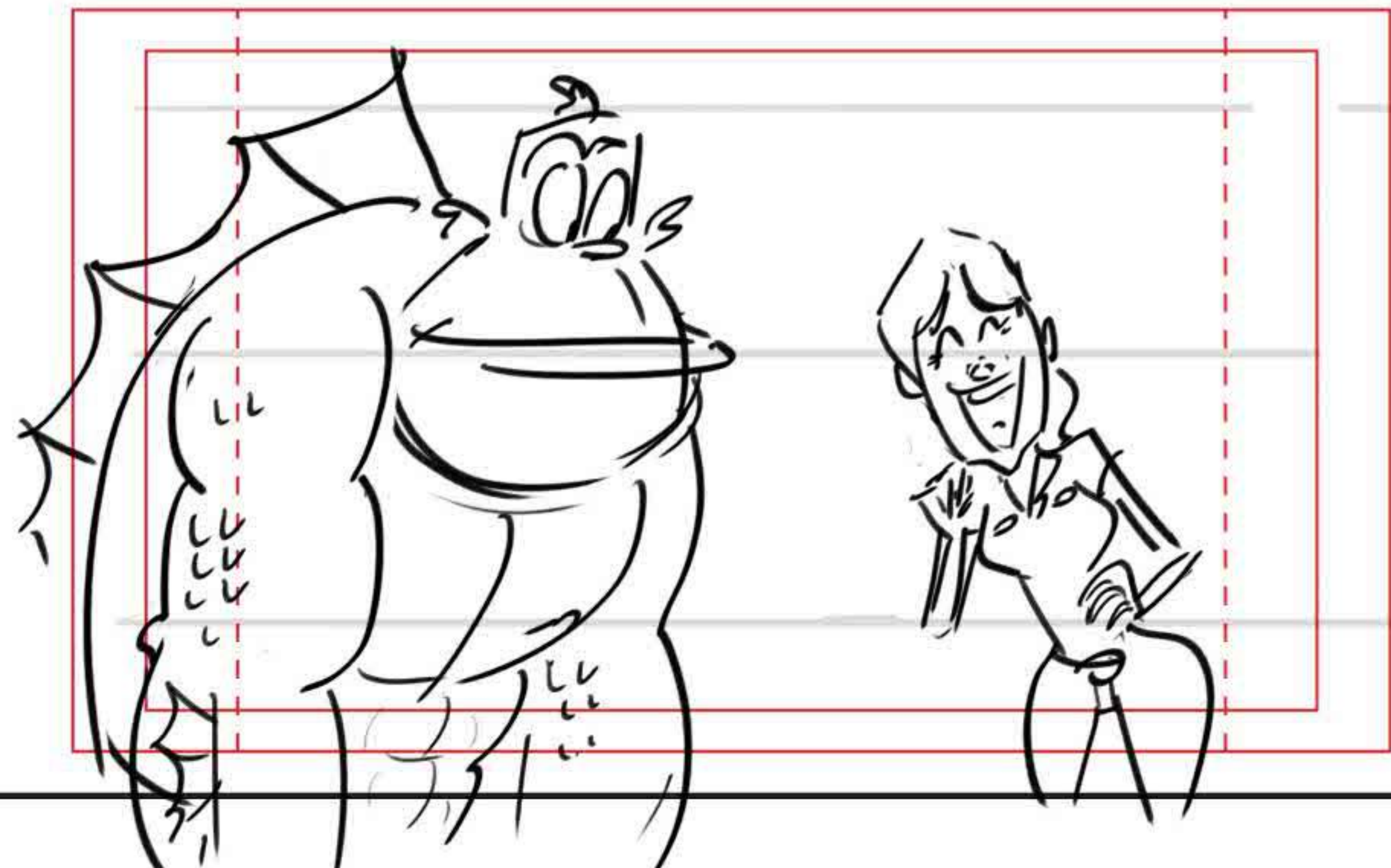
Dialogue/Action

SUSAN:
NOT FAIR.

Sequence	Scene	Panel	Frames
			
Dialogue/Action	SUSAN: CLASSIC.		

SUSAN:
CLASSIC.

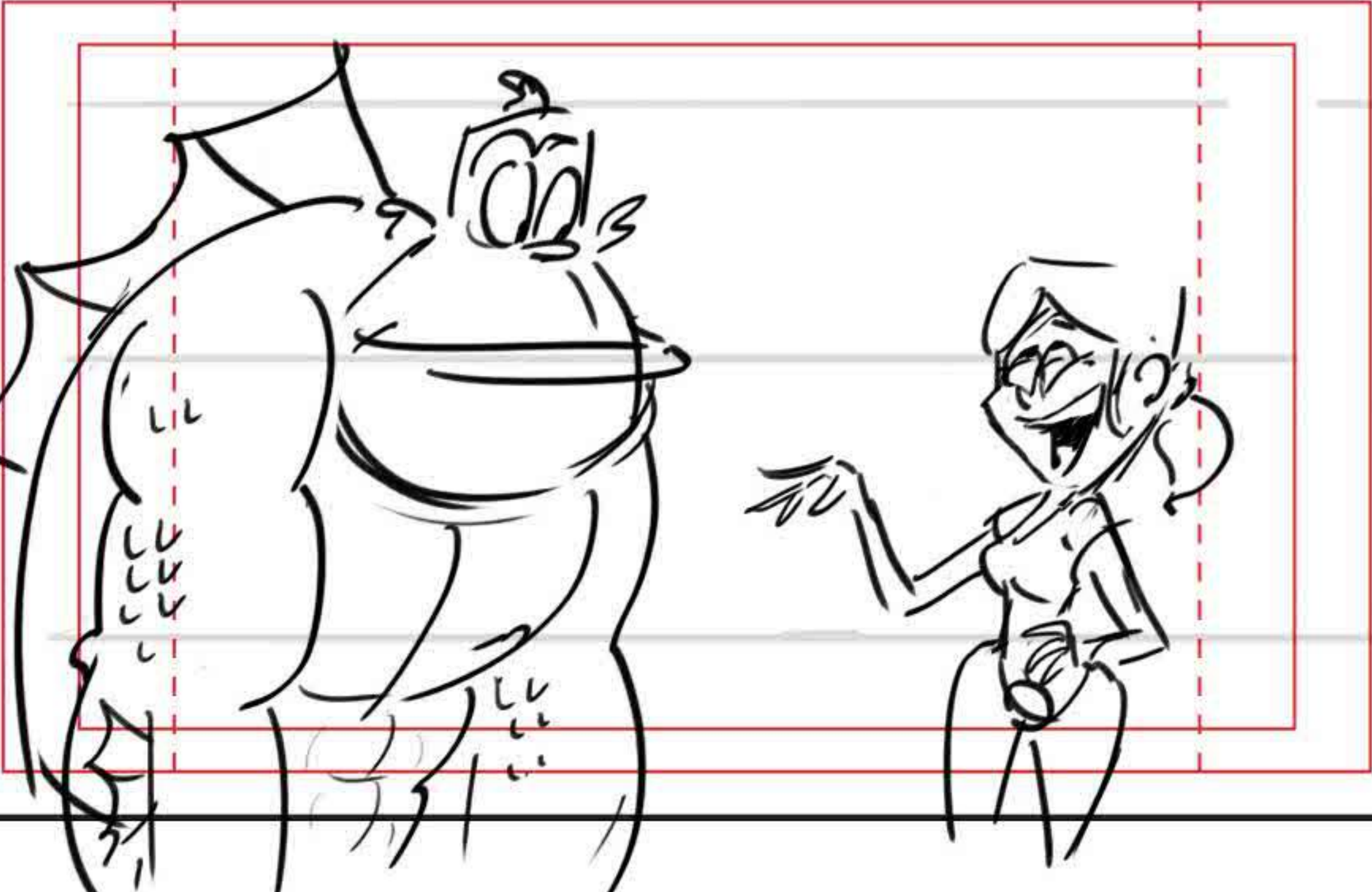
Sequence	Scene	Panel	Frames
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Dialogue/Action

SUSAN:

I USED THAT ONE ON MY DAD

Sequence	Scene	Panel	Frames
			
Dialogue/Action		<p>SUSAN:</p> <p>all the time.</p>	

SUSAN:

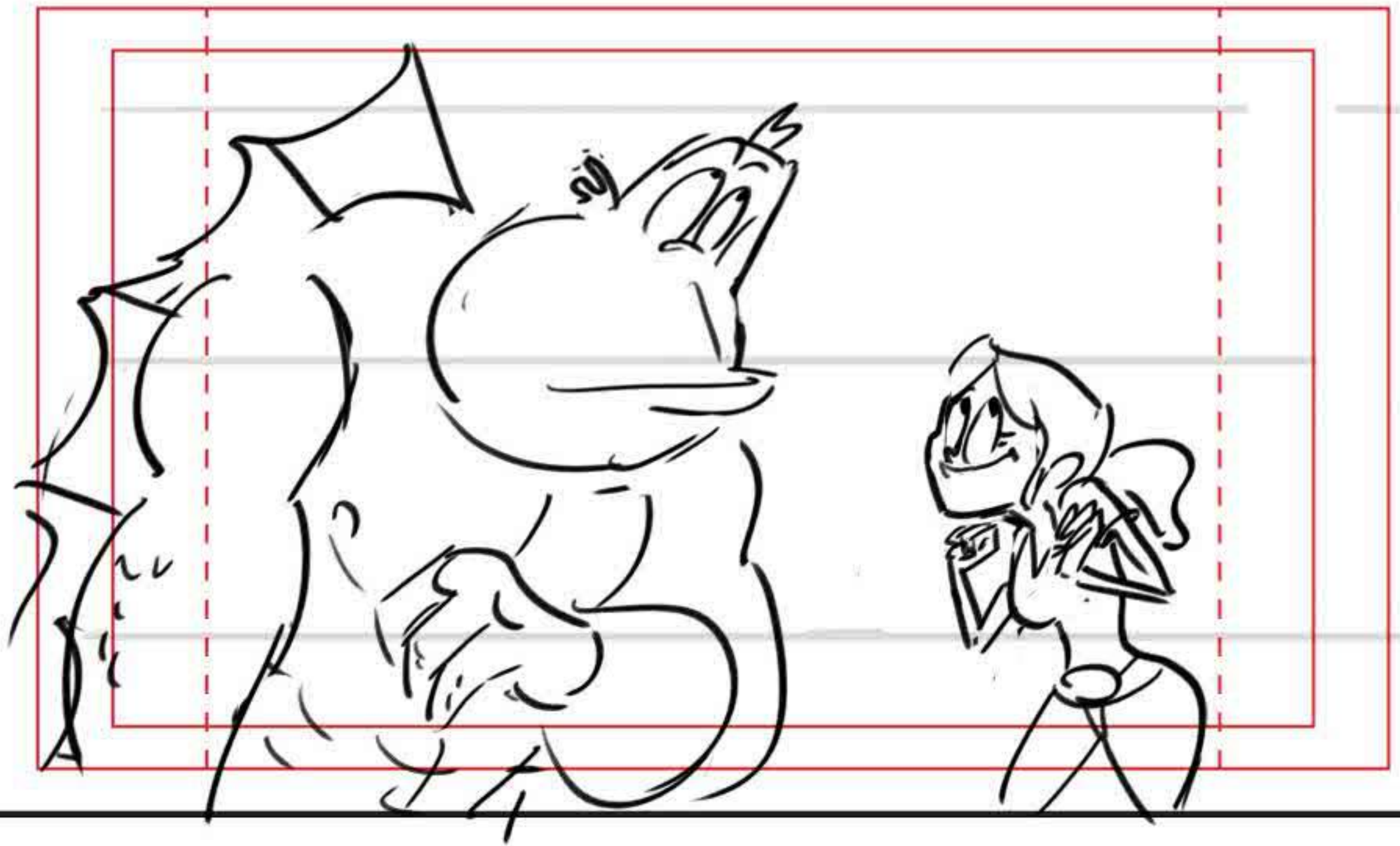
all the time.

Sequence

Scene

Panel

Frames



Dialogue/Action

**DR. COCKROACH:
Life's NOT fair.**

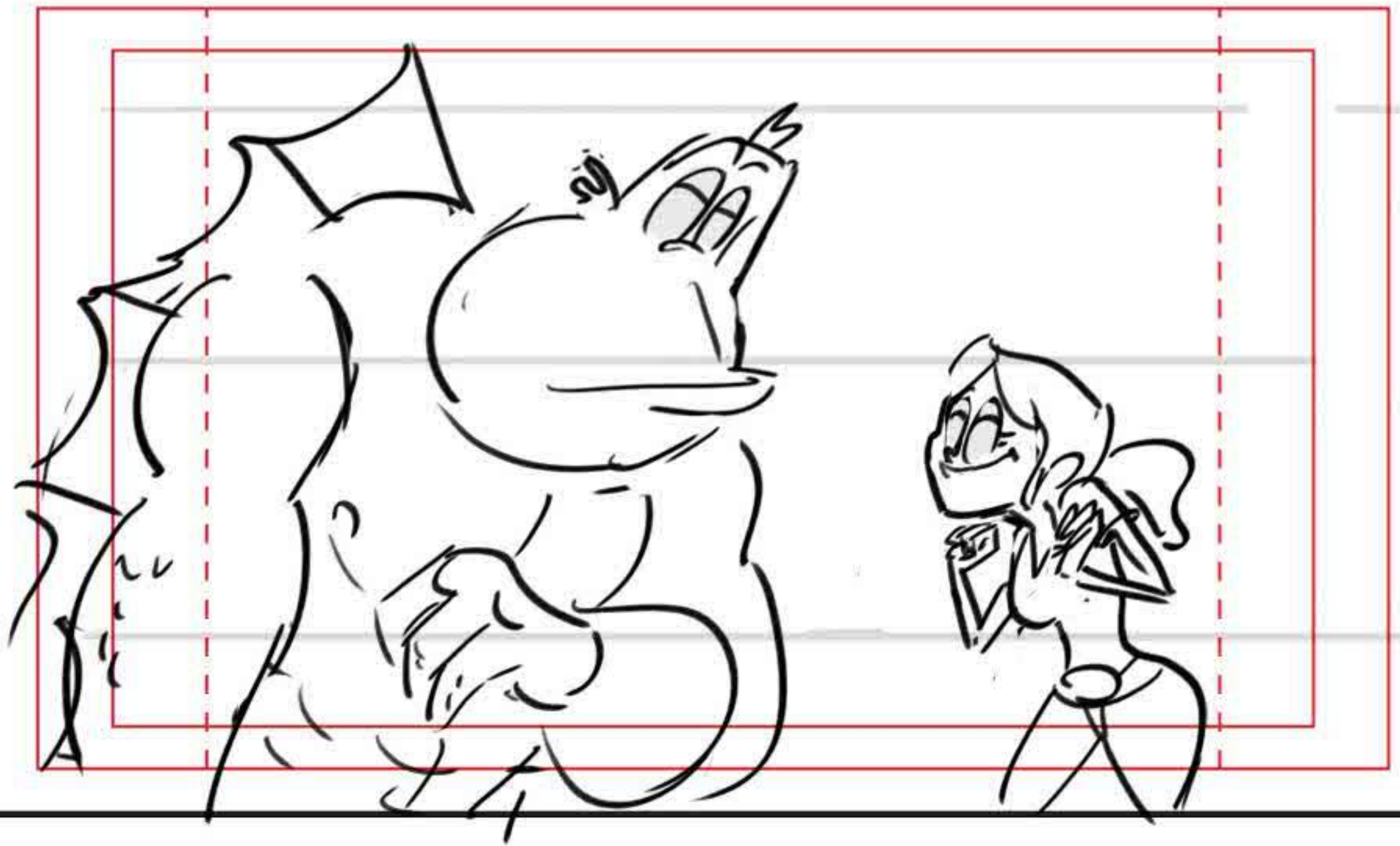
YOU LIVE UNDER MY ROOF, YOU LIVE UNDER MY RULES!

Sequence

Scene

Panel

Frames



Dialogue/Action

**DR. COCKROACH:
Life's NOT fair.**

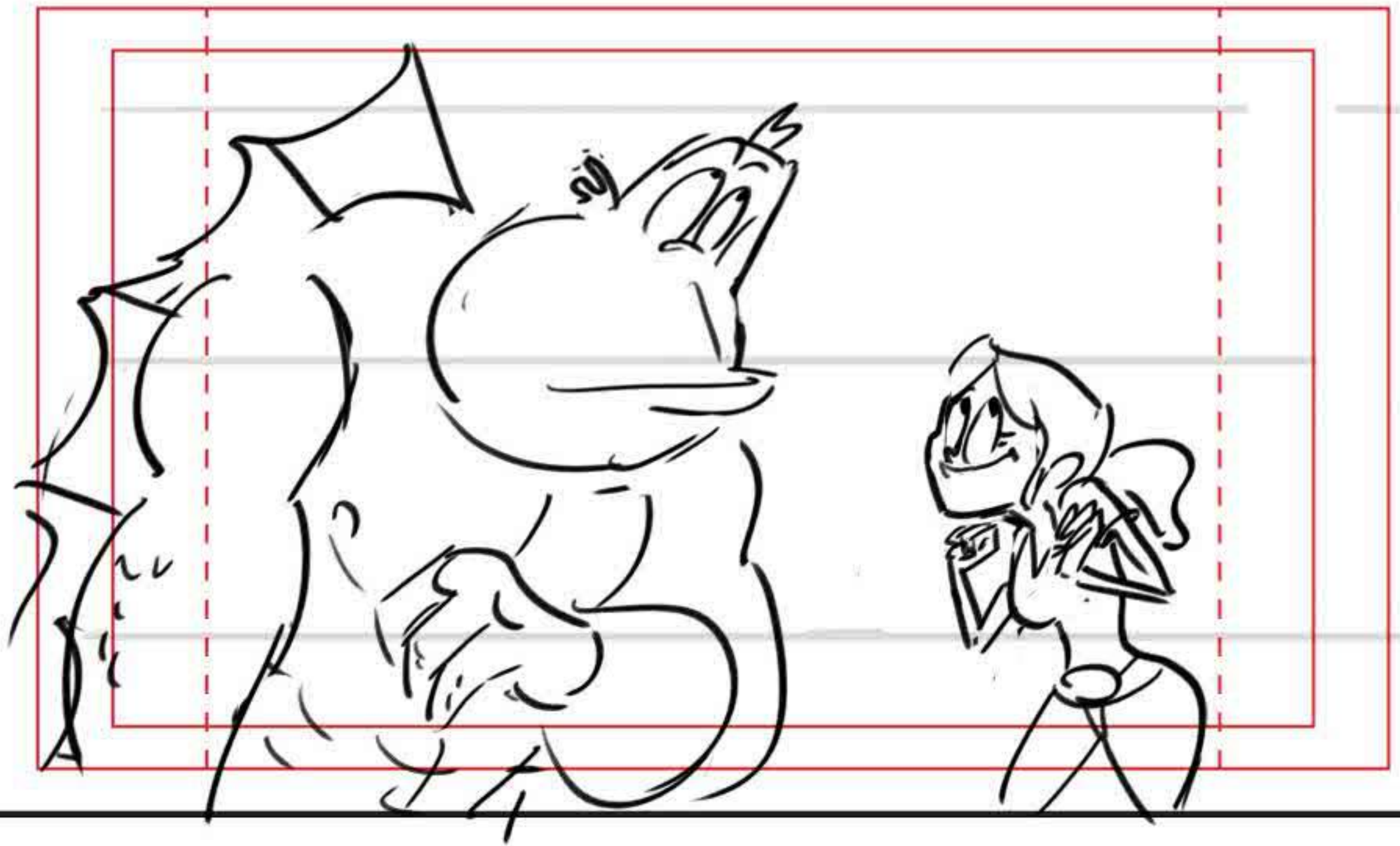
YOU LIVE UNDER MY ROOF, YOU LIVE UNDER MY RULES!

Sequence

Scene

Panel

Frames



Dialogue/Action

**DR. COCKROACH:
Life's NOT fair.**

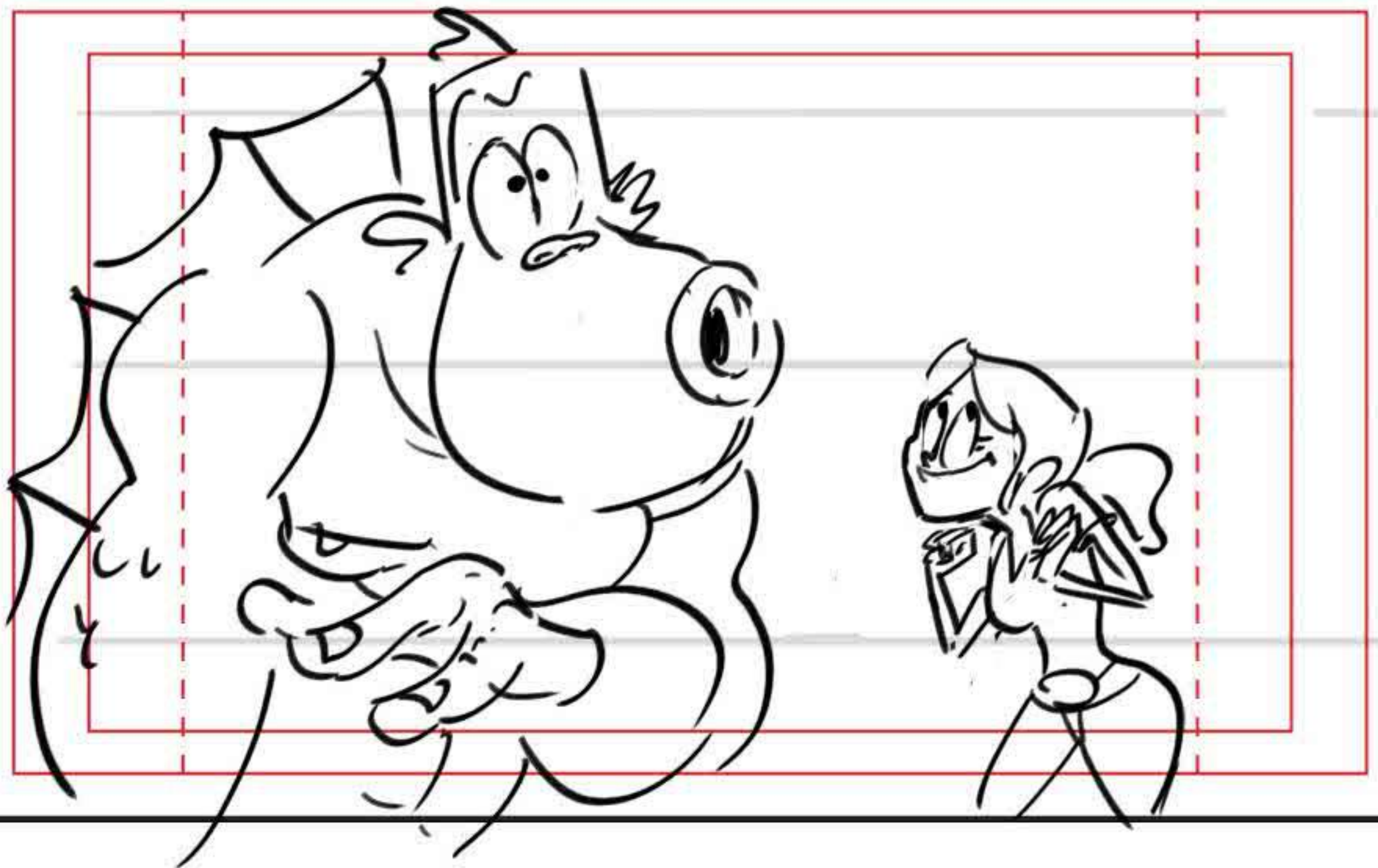
YOU LIVE UNDER MY ROOF, YOU LIVE UNDER MY RULES!

Sequence

Scene

Panel

Frames



Dialogue/Action

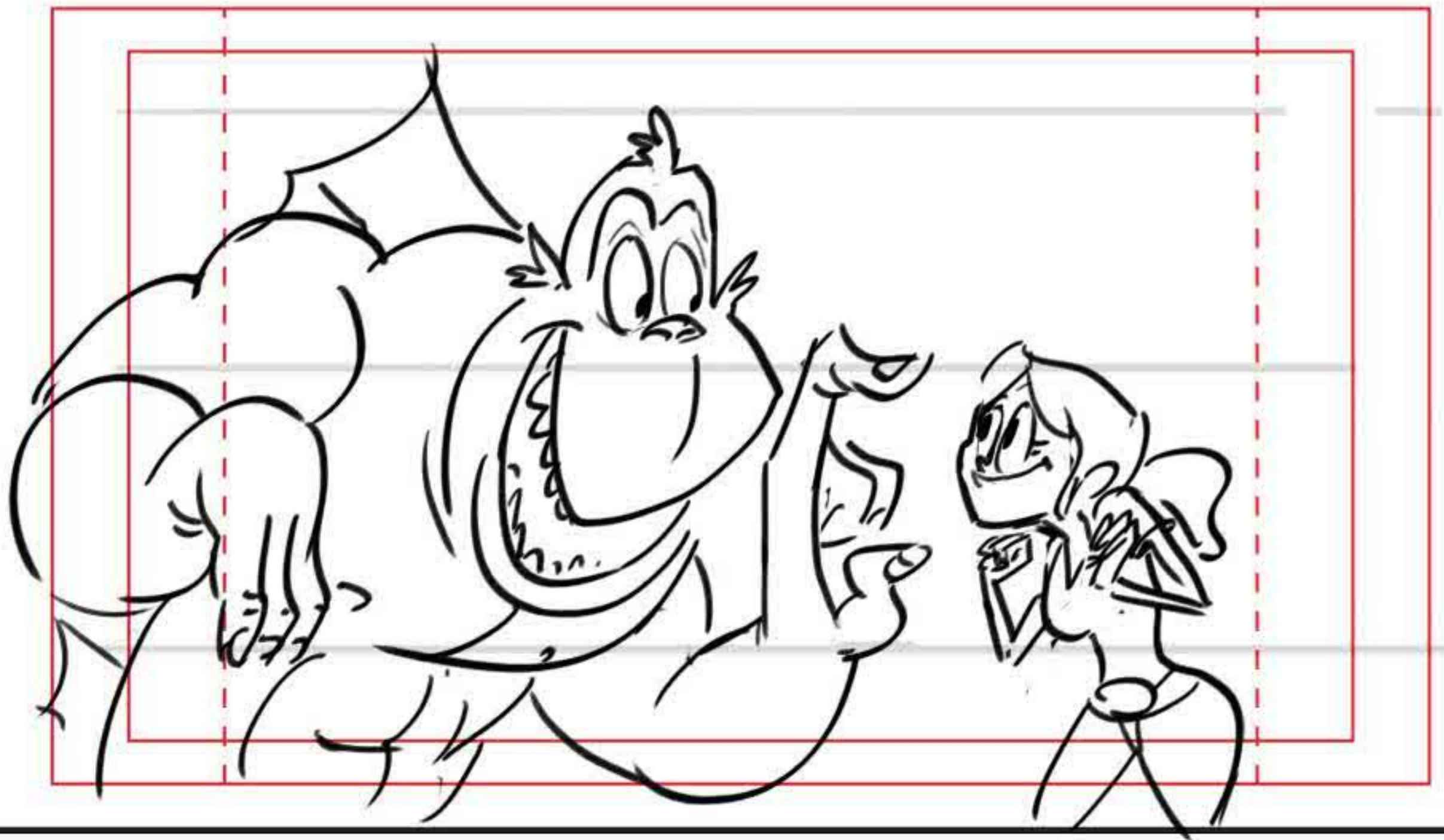
DR. COCKROACH:
OOOH,

Sequence

Scene

Panel

Frames



Dialogue/Action

LINK:

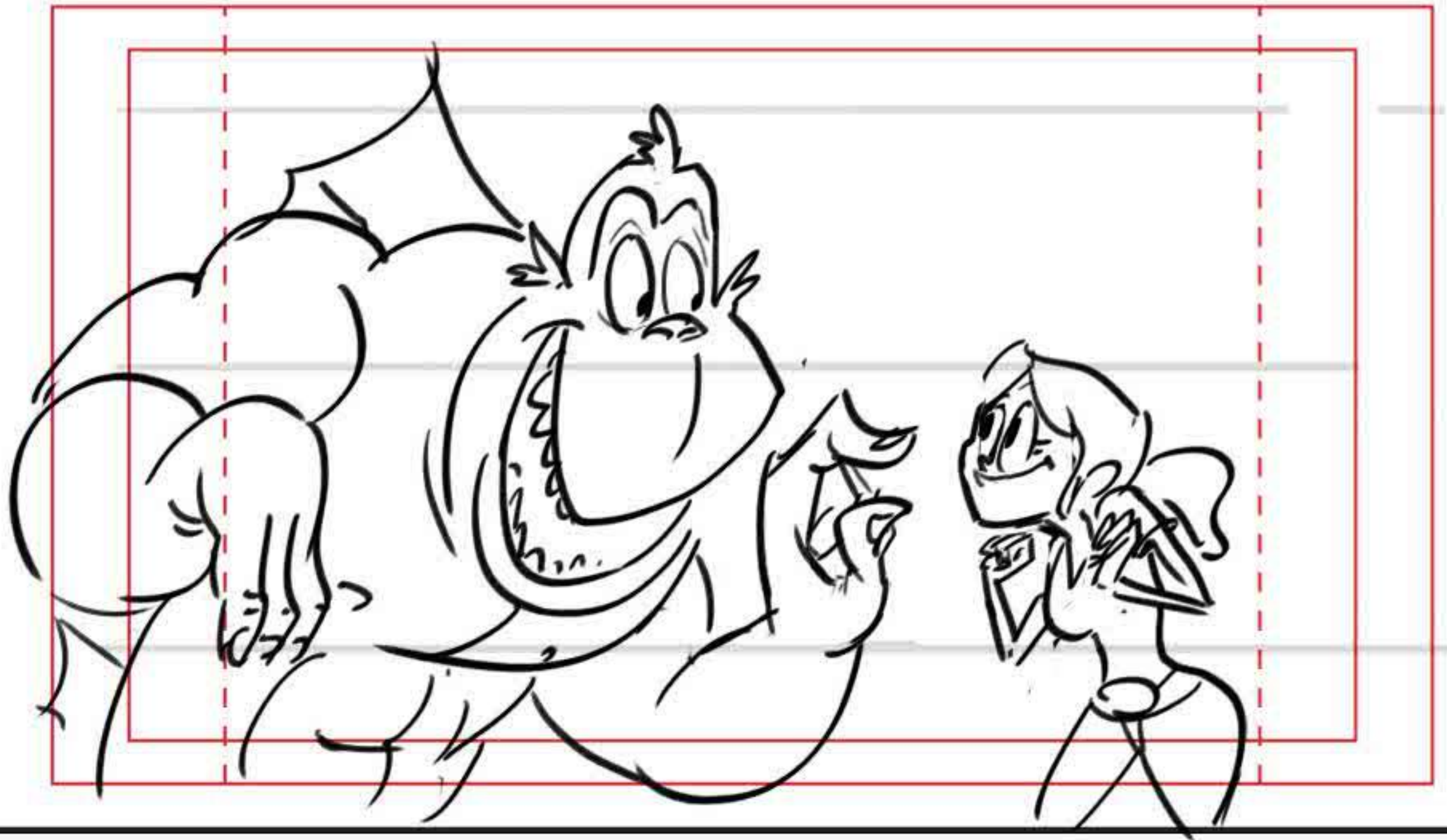
**I REMEMBER MY FOLKS SAYING THAT
WHEN I WAS JUST A TADPOLE.**

Sequence

Scene

Panel

Frames



Dialogue/Action

LINK:

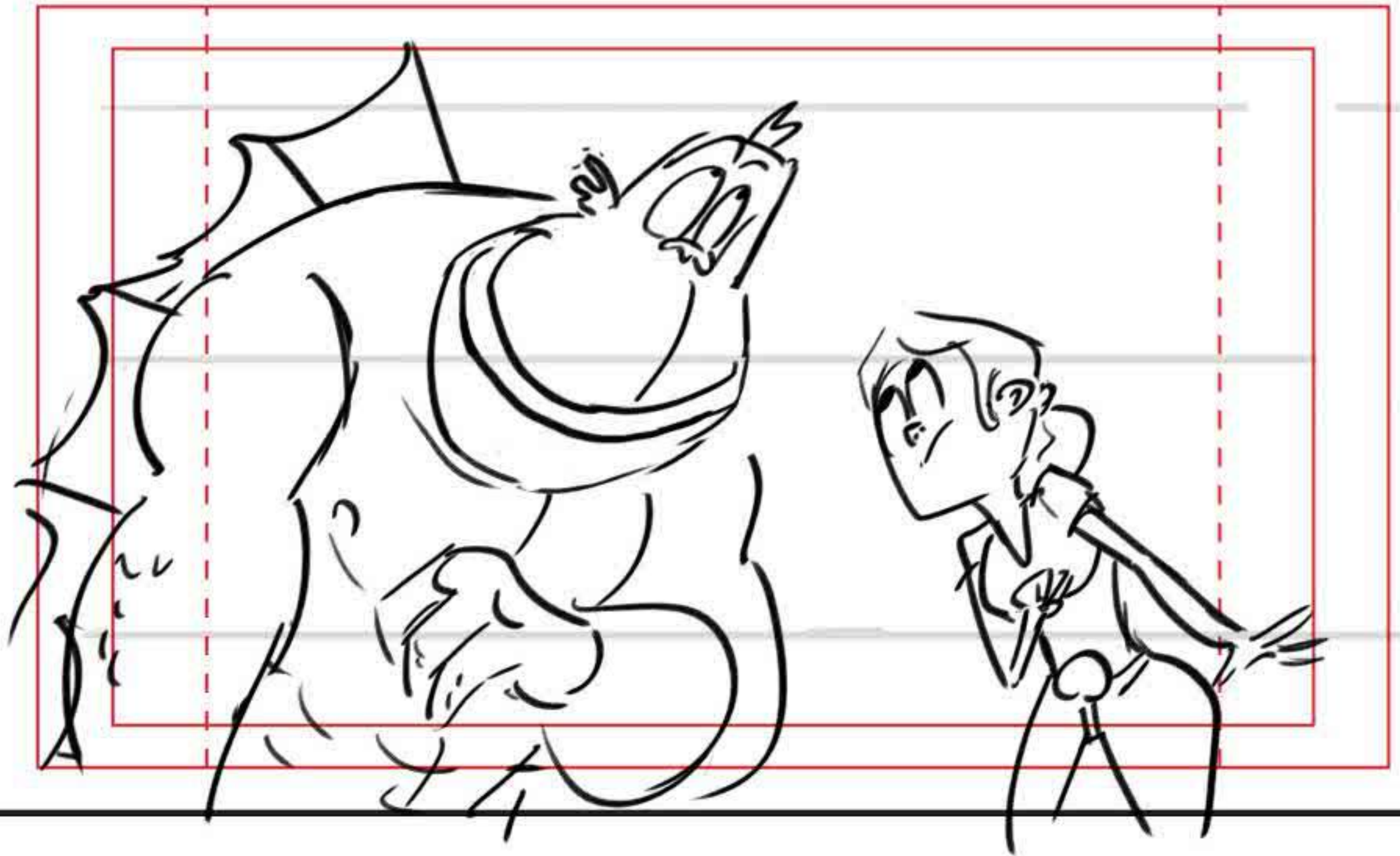
**I REMEMBER MY FOLKS SAYING THAT
WHEN I WAS JUST A TADPOLE.**

Sequence

Scene

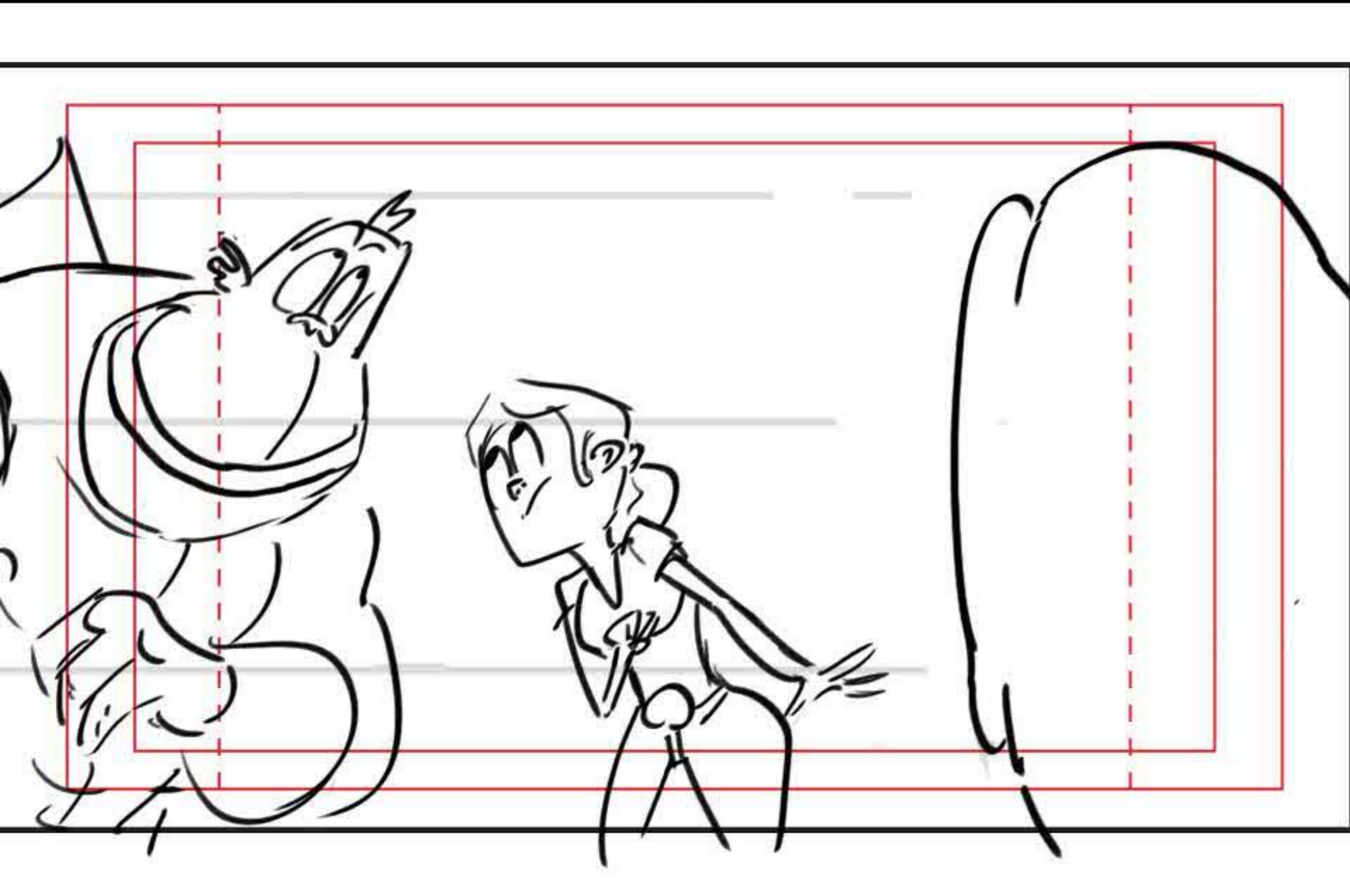
Panel

Frames



Dialogue/Action

SMARty:
MORE LIke I LIve UNDER YOUR THUMB!

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="697 1940 1744 2142">SMARty: MORE LIke I LIve UNDER YOUR THUMB!</p>			

Dialogue/Action

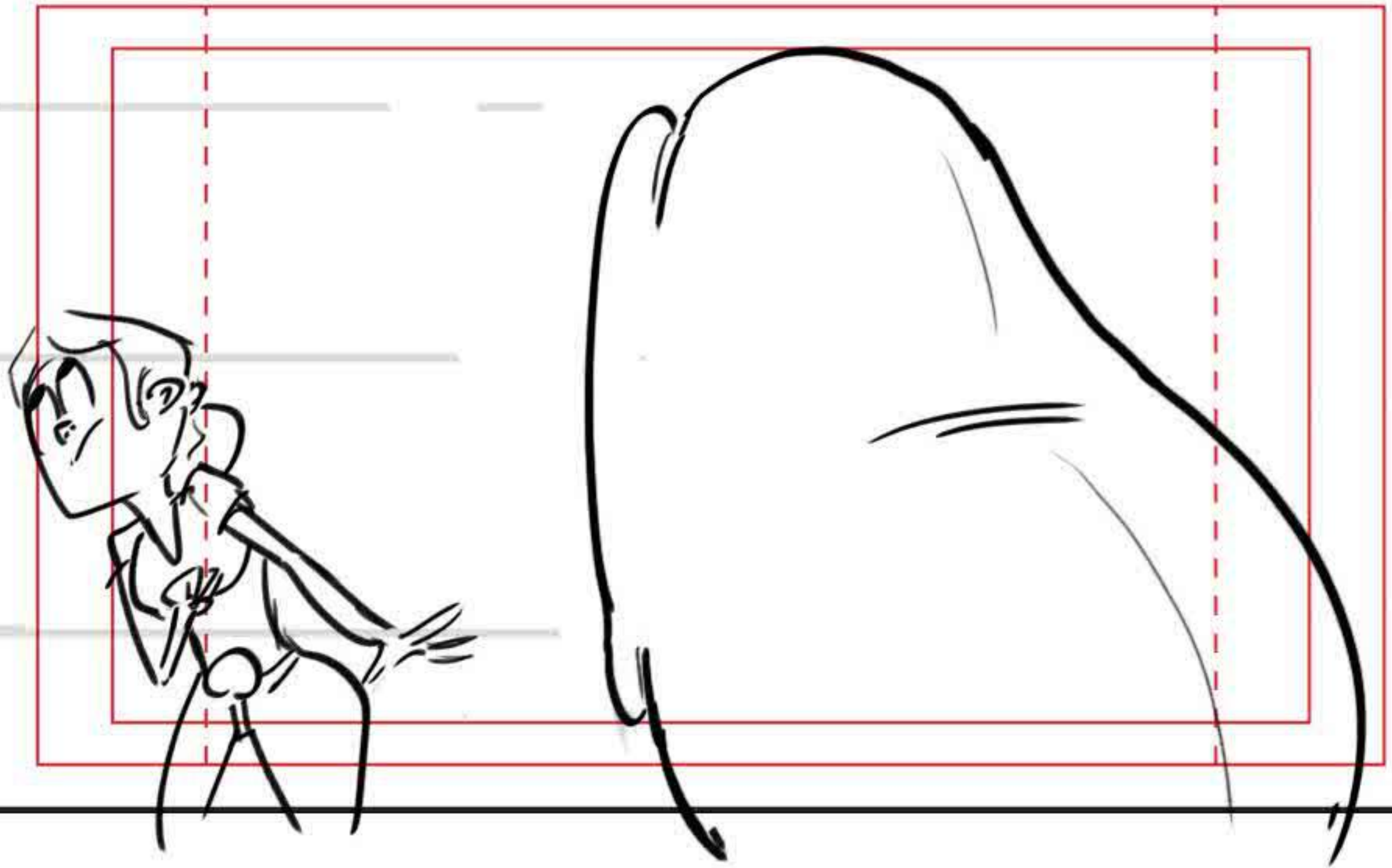
SMARty:
MORE LIke I LIve UNDER YOUR THUMB!

Sequence

Scene

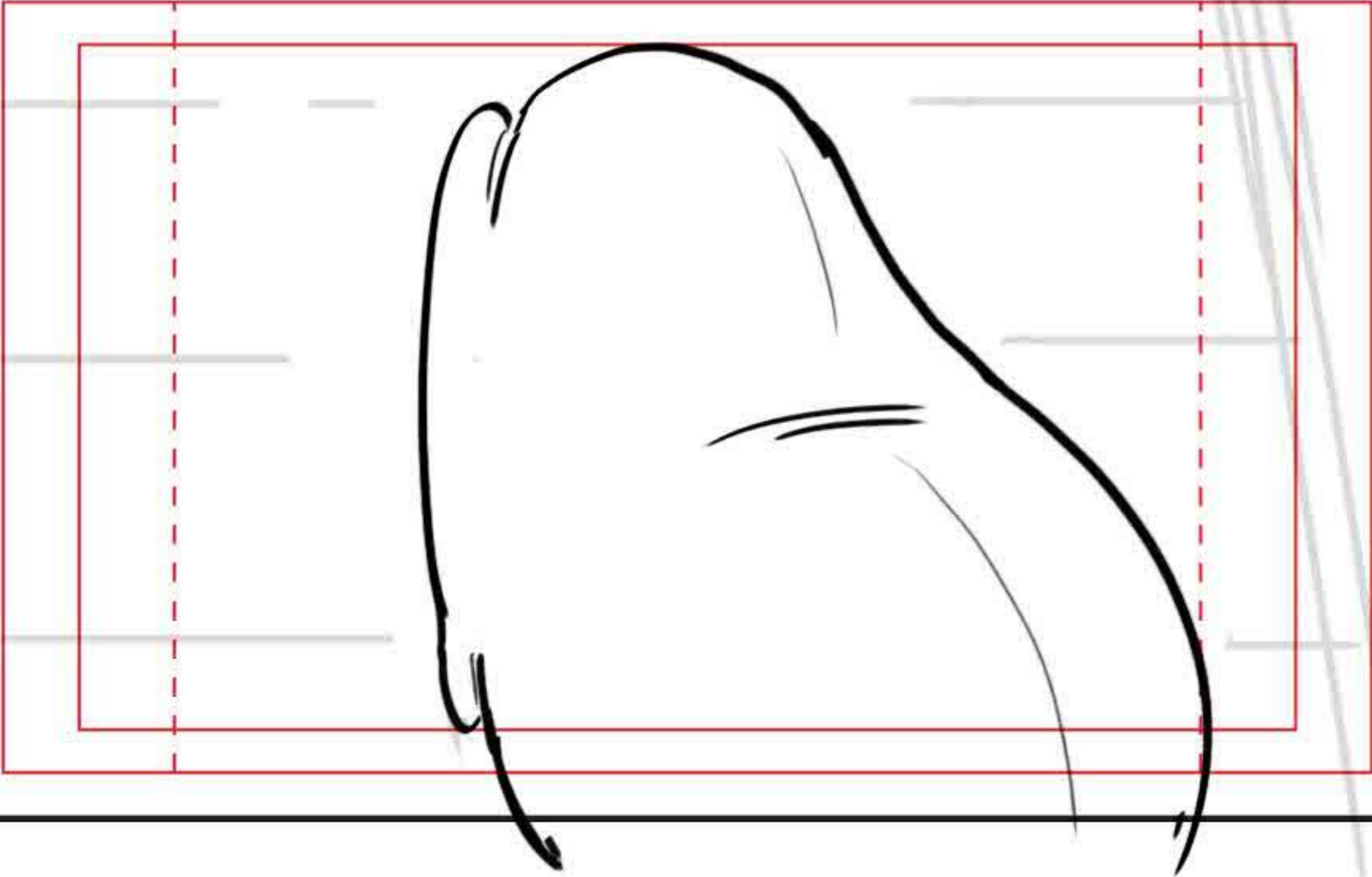
Panel

Frames

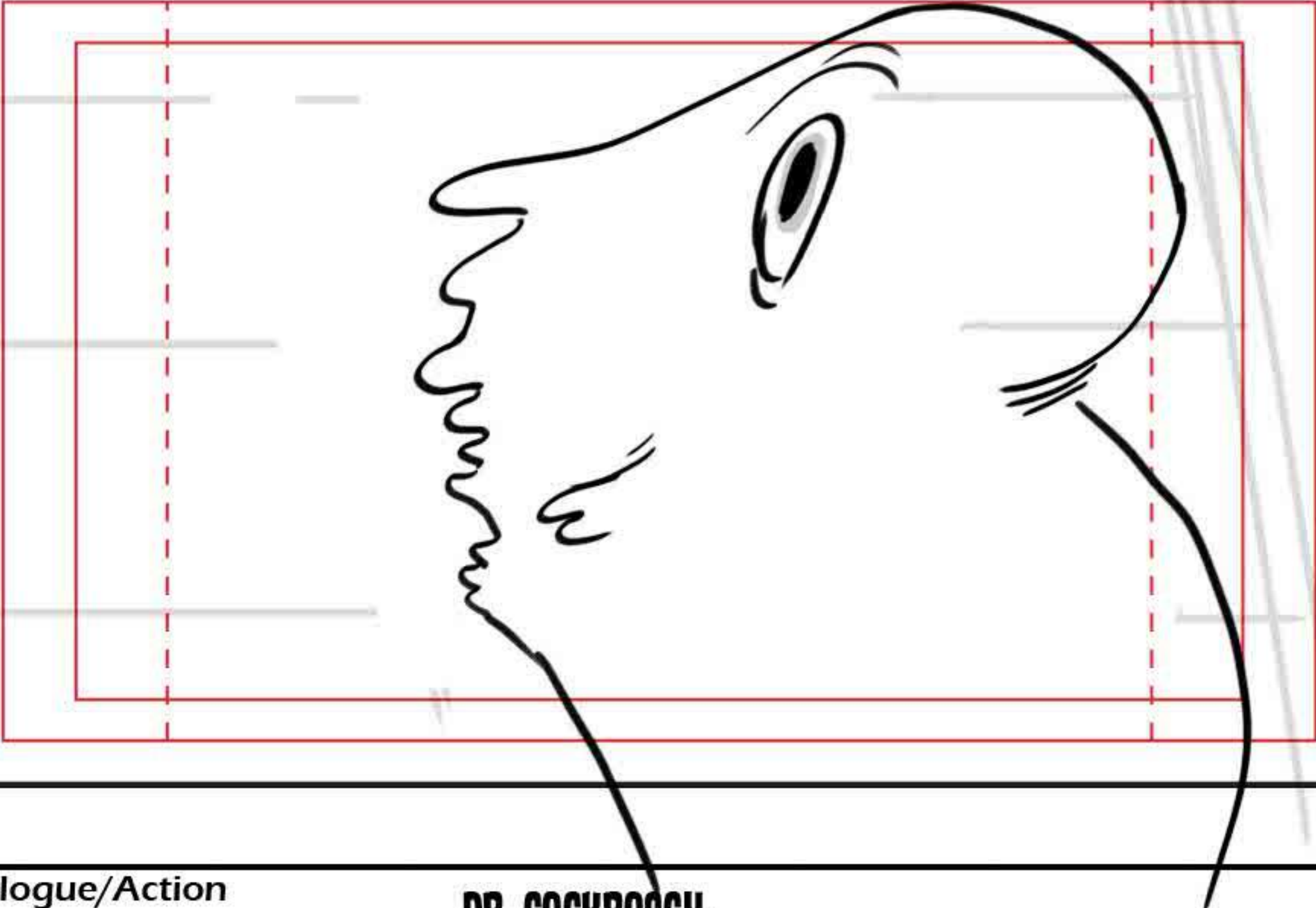


Dialogue/Action

SMaRty:
MORE LIke I LIve UNDER YOUR THUMB!

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="697 1940 1694 2142">SMARty: MORE LIke I LIve UNDER YOUR THUMB!</p>			

Sequence	Scene	Panel	Frames
Dialogue/Action	<p>DR. COCKROACH: DON'T GET SMART WITH ME, YOUNG MAN!</p>		

Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>DR. COCKROACH: DON'T GET SMART WITH ME, YOUNG MAN!</p>		

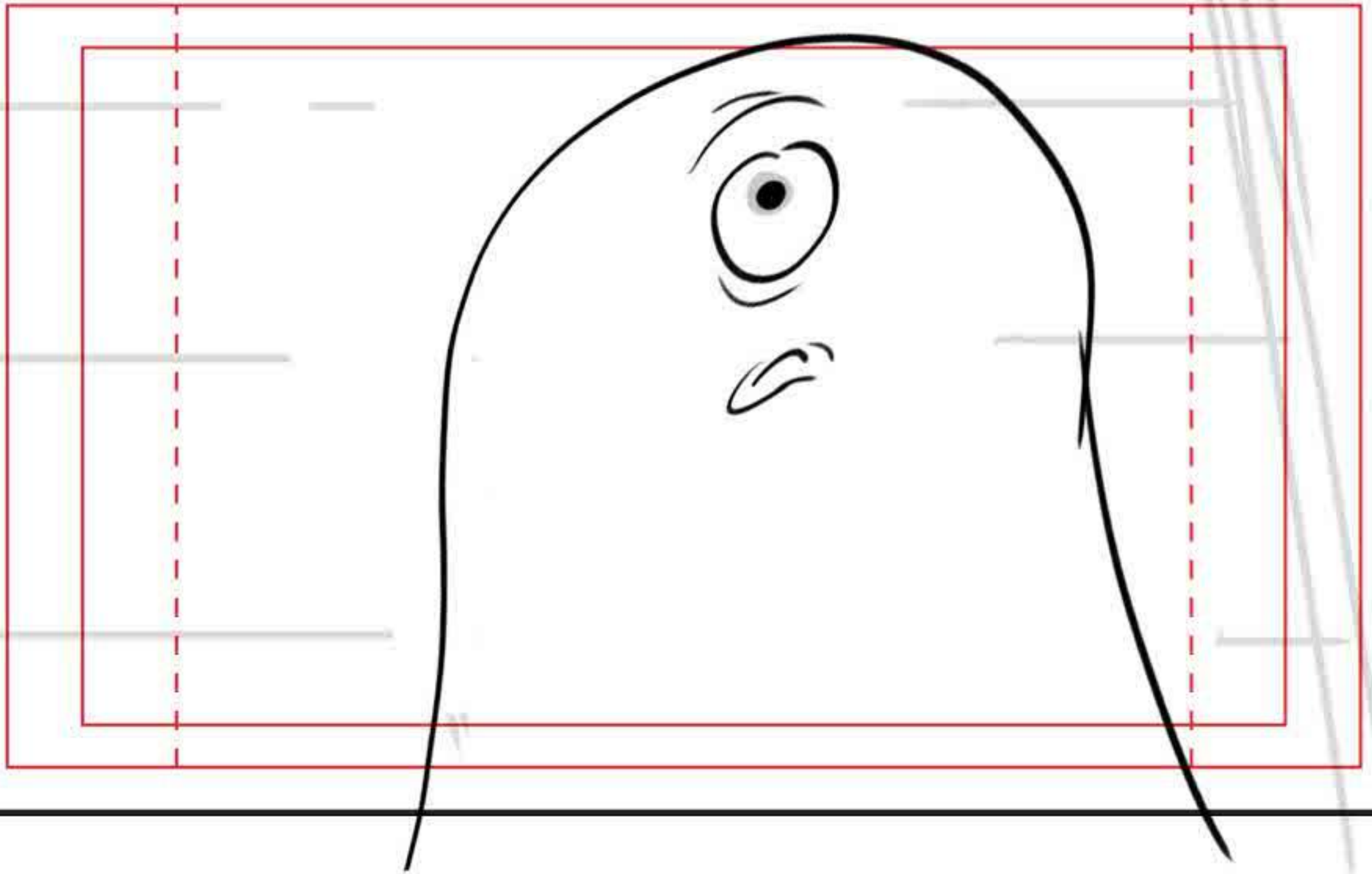
Sequence	Scene	Panel	Frames
Dialogue/Action	<p>DR. COCKROACH: DON'T GET SMART WITH ME, YOUNG MAN!</p>		

Sequence

Scene

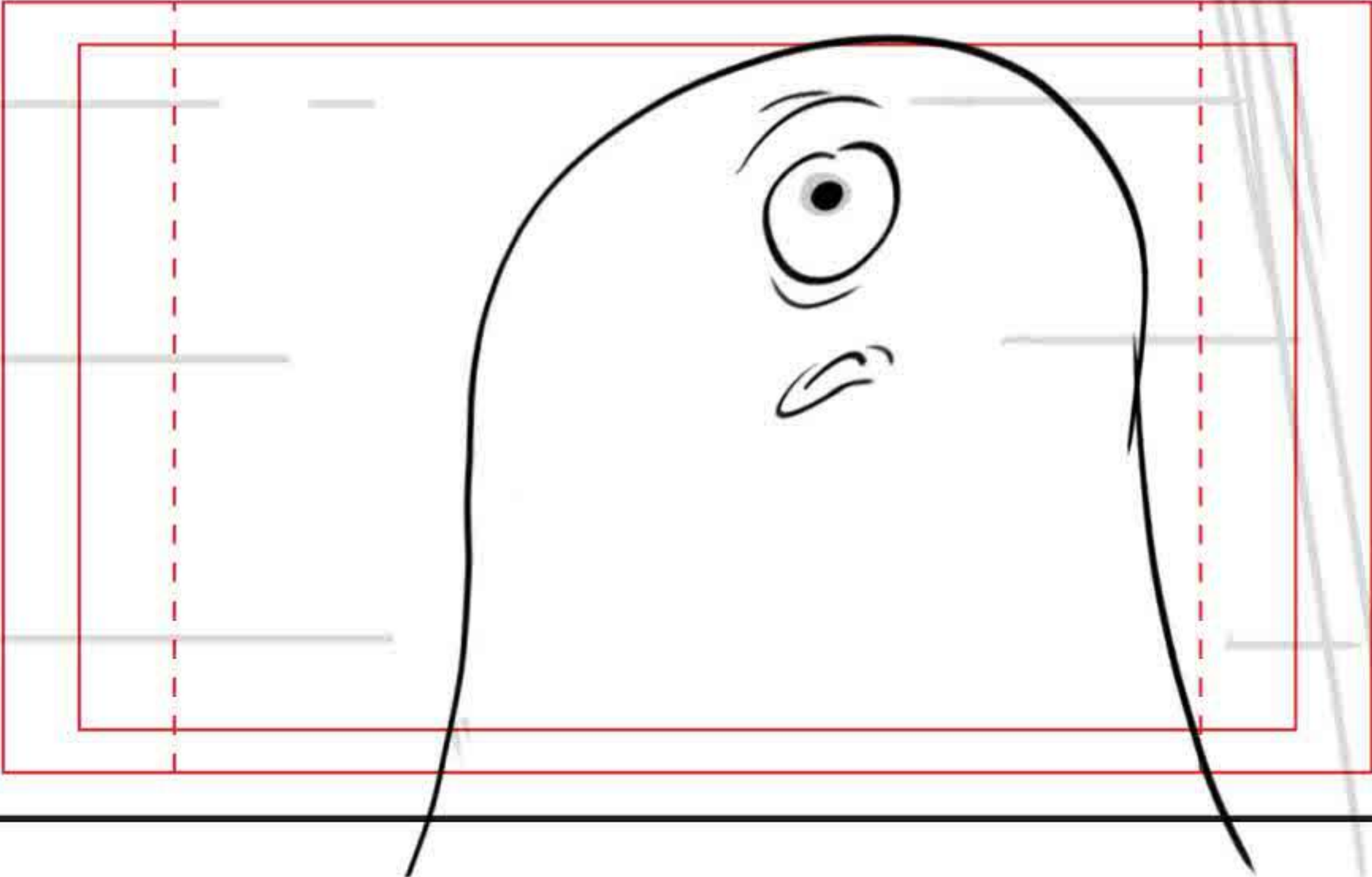
Panel

Frames



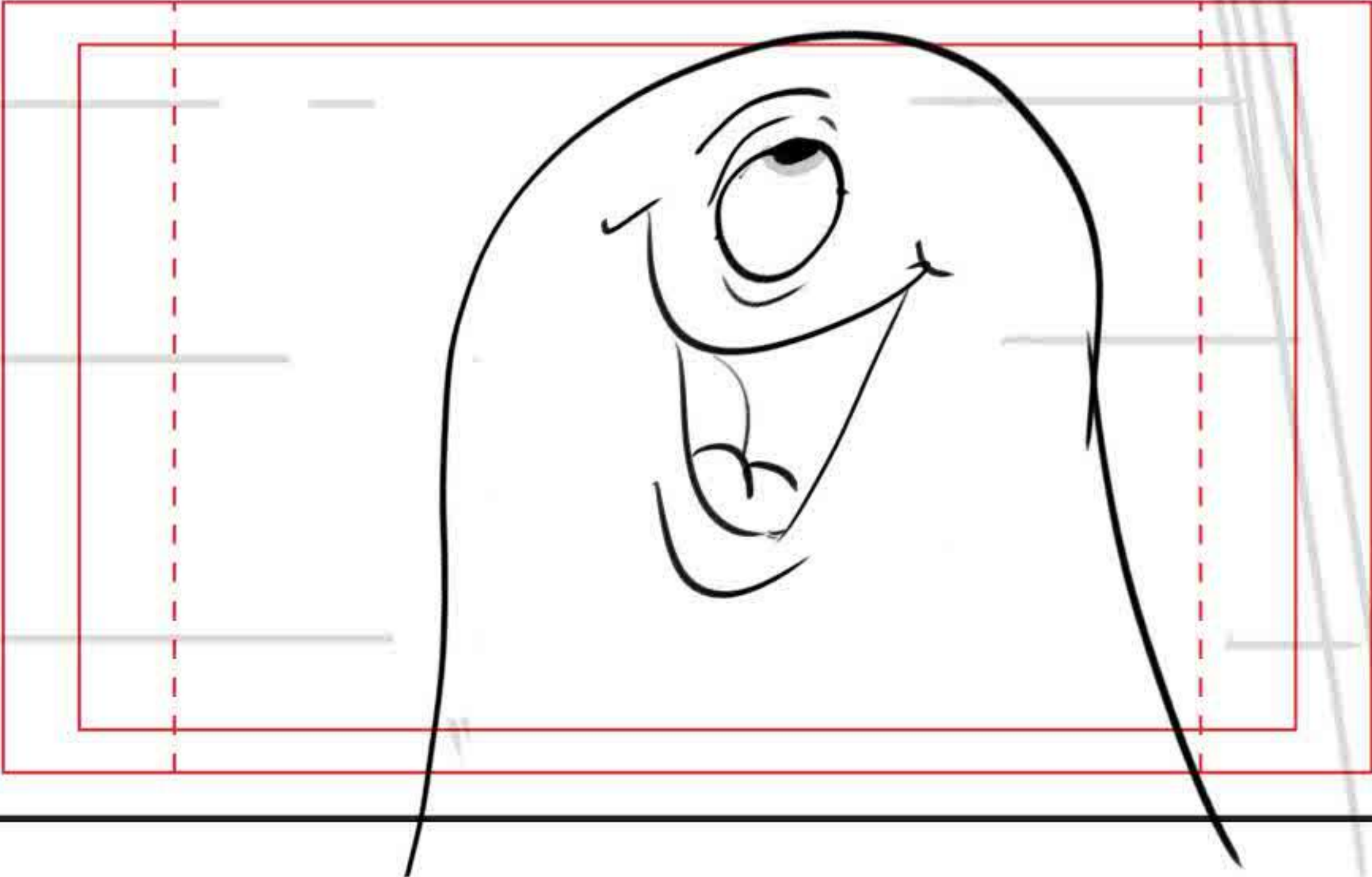
Dialogue/Action

DR. COCKROACH:
DON'T GET SMART WITH ME, YOUNG MAN!

Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>DR. COCKROACH: DON'T GET SMART WITH ME, YOUNG MAN!</p>		

DR. COCKROACH:

DON'T GET SMART WITH ME, YOUNG MAN!

Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>DR. COCKROACH: awww</p>		

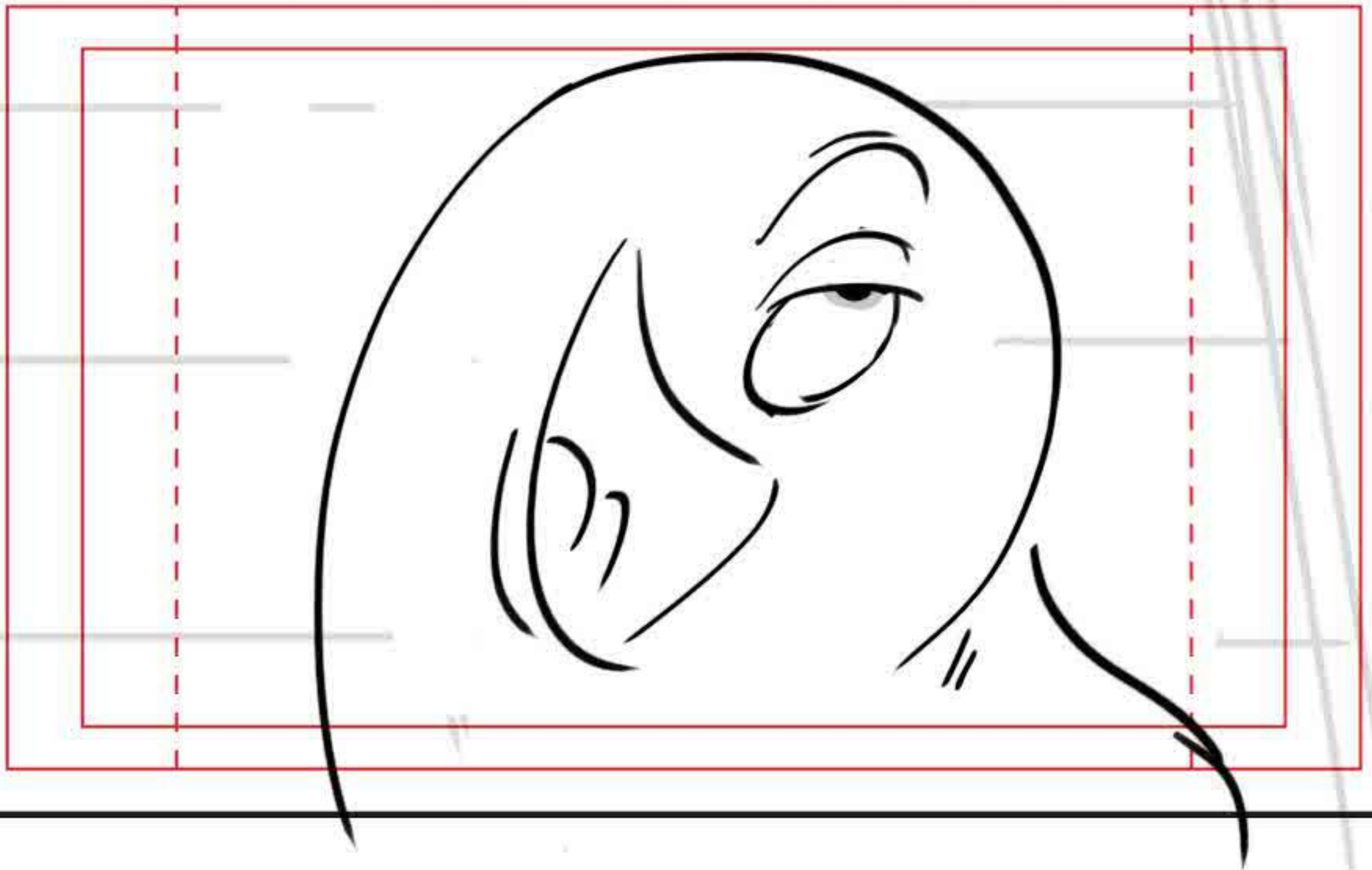
DR. COCKROACH:
awww

Sequence

Scene

Panel

Frames



Dialogue/Action

BOB:

MY MOM WOULD'VE SAID THE SAME THING.

Sequence

Scene


Panel

Frames




Dialogue/Action

BOB:
IF SHE HADN'T BEEN,

Sequence	Scene	Panel	Frames
			
<p data-bbox="12 1902 510 1978">Dialogue/Action</p> <p data-bbox="1121 2028 1258 2116">BOB:</p> <p data-bbox="1034 2255 1333 2343">YOU KNOW,</p>			


BOB:

YOU KNOW,

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="747 2016 1619 2394">(BEAT)</p>			


Dialogue/Action

(BEAT)

Sequence	Scene	Panel	Frames
			
<p data-bbox="12 1902 510 1978">Dialogue/Action</p> <p data-bbox="1121 2028 1258 2116">BOB:</p> <p data-bbox="1059 2242 1320 2343">a tomato</p>			

BOB:

a tomato

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

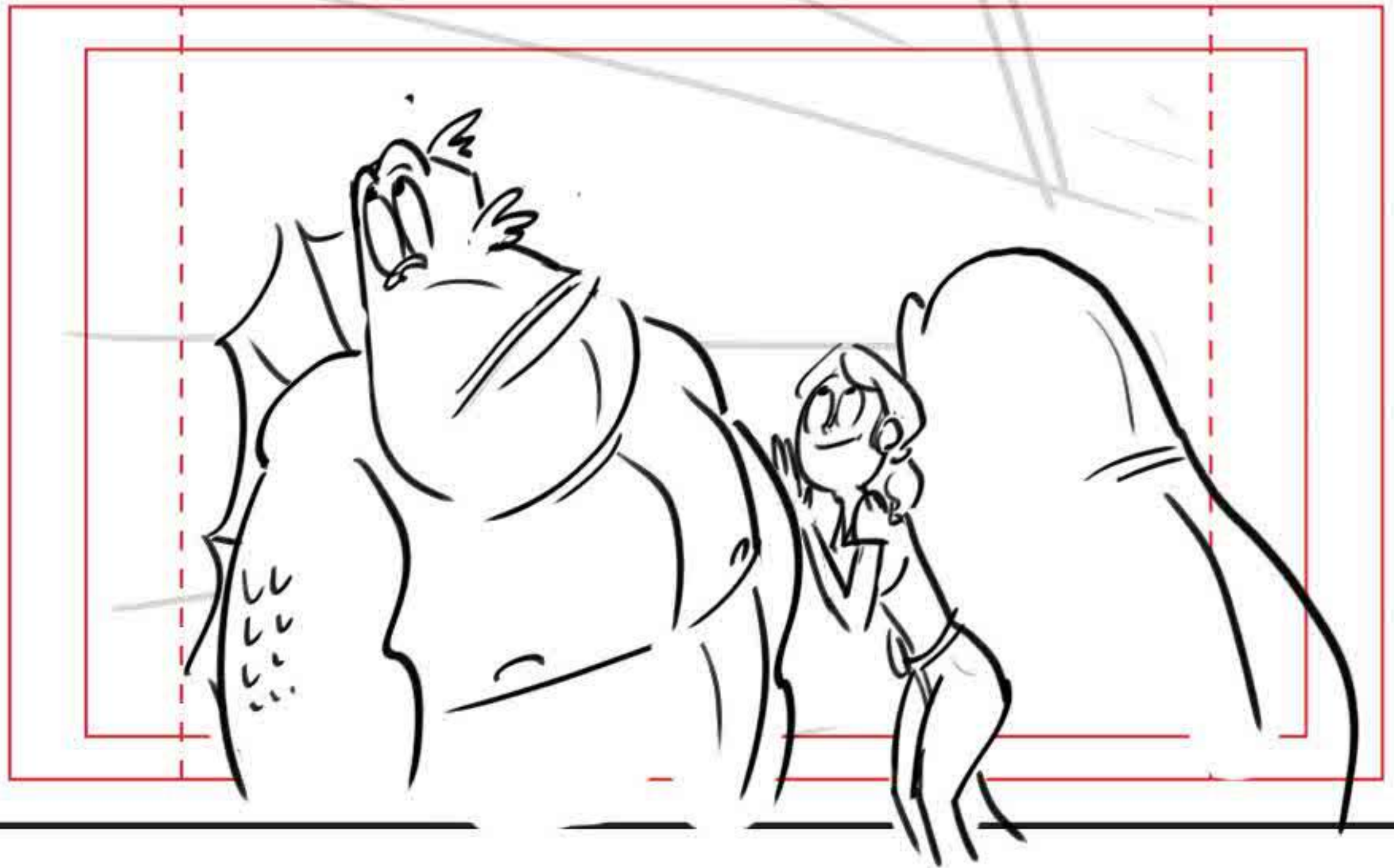
Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

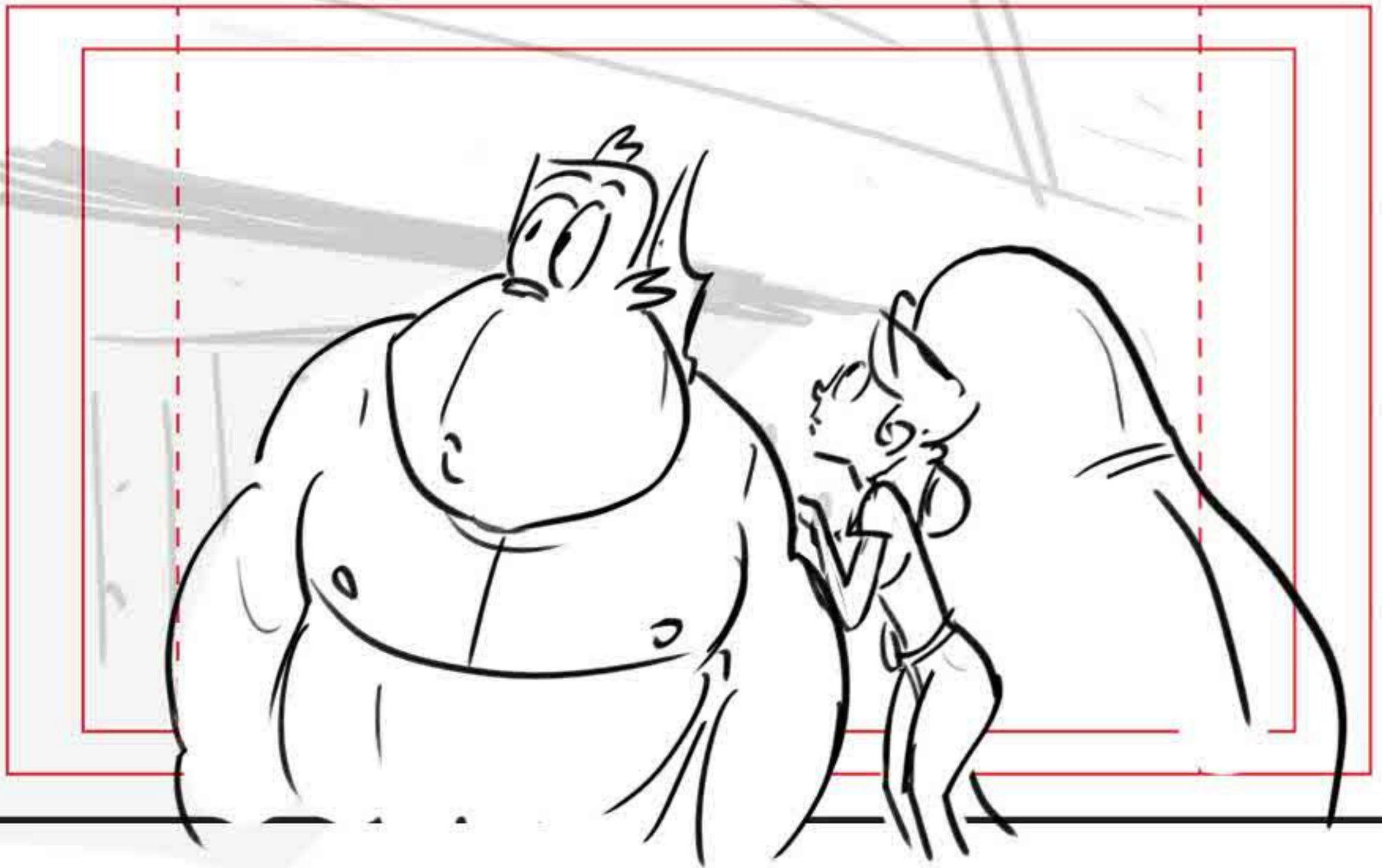
SMARTY:
CAN'T HELP IT, DAD.
I KNOW EVERYTHING, 'MEMBER?

Sequence

Scene

Panel

Frames



Dialogue/Action

(KSHHH)

Sequence

Scene

Panel

Frames



Dialogue/Action

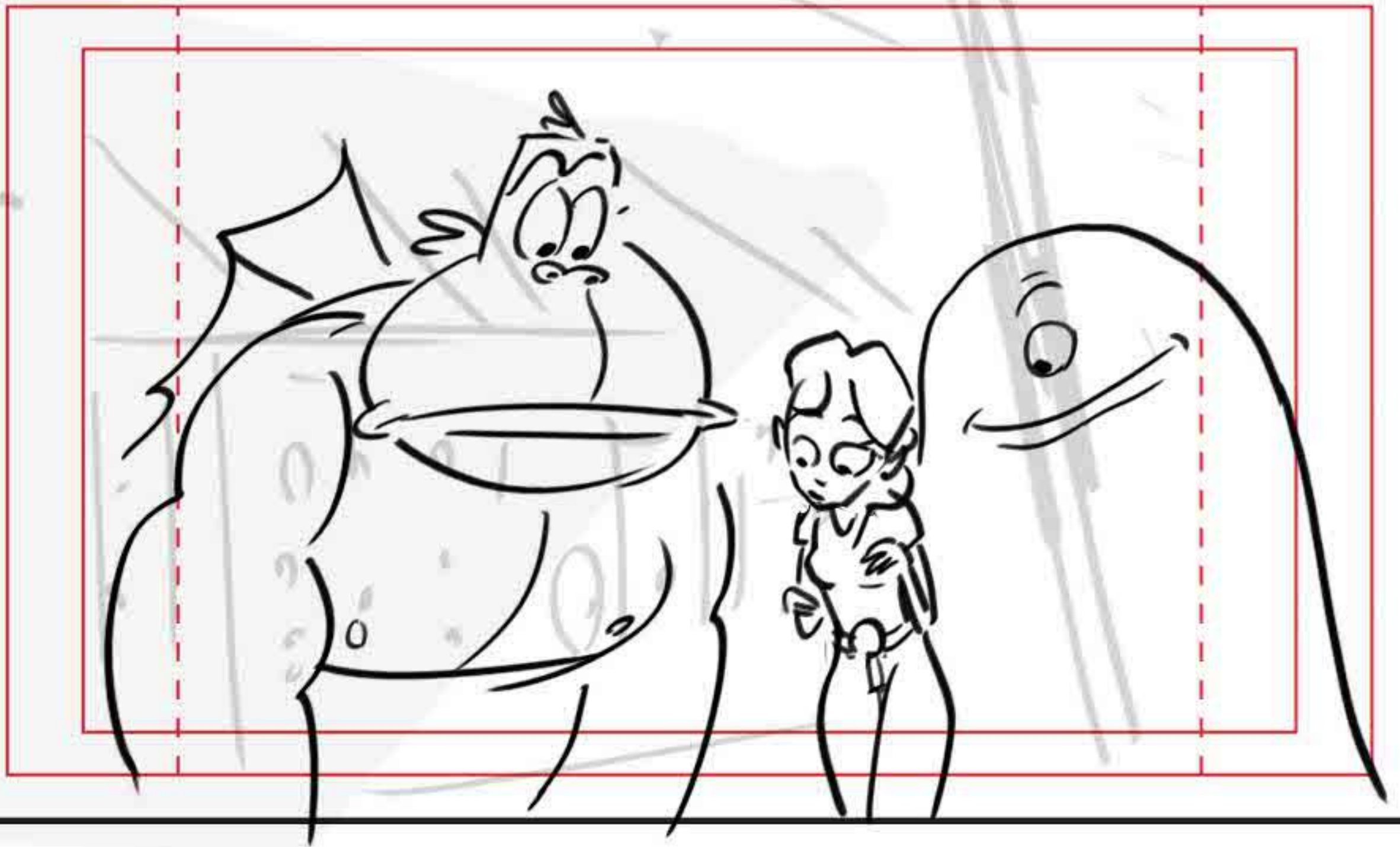
(KSHHH)

Sequence

Scene

Panel

Frames



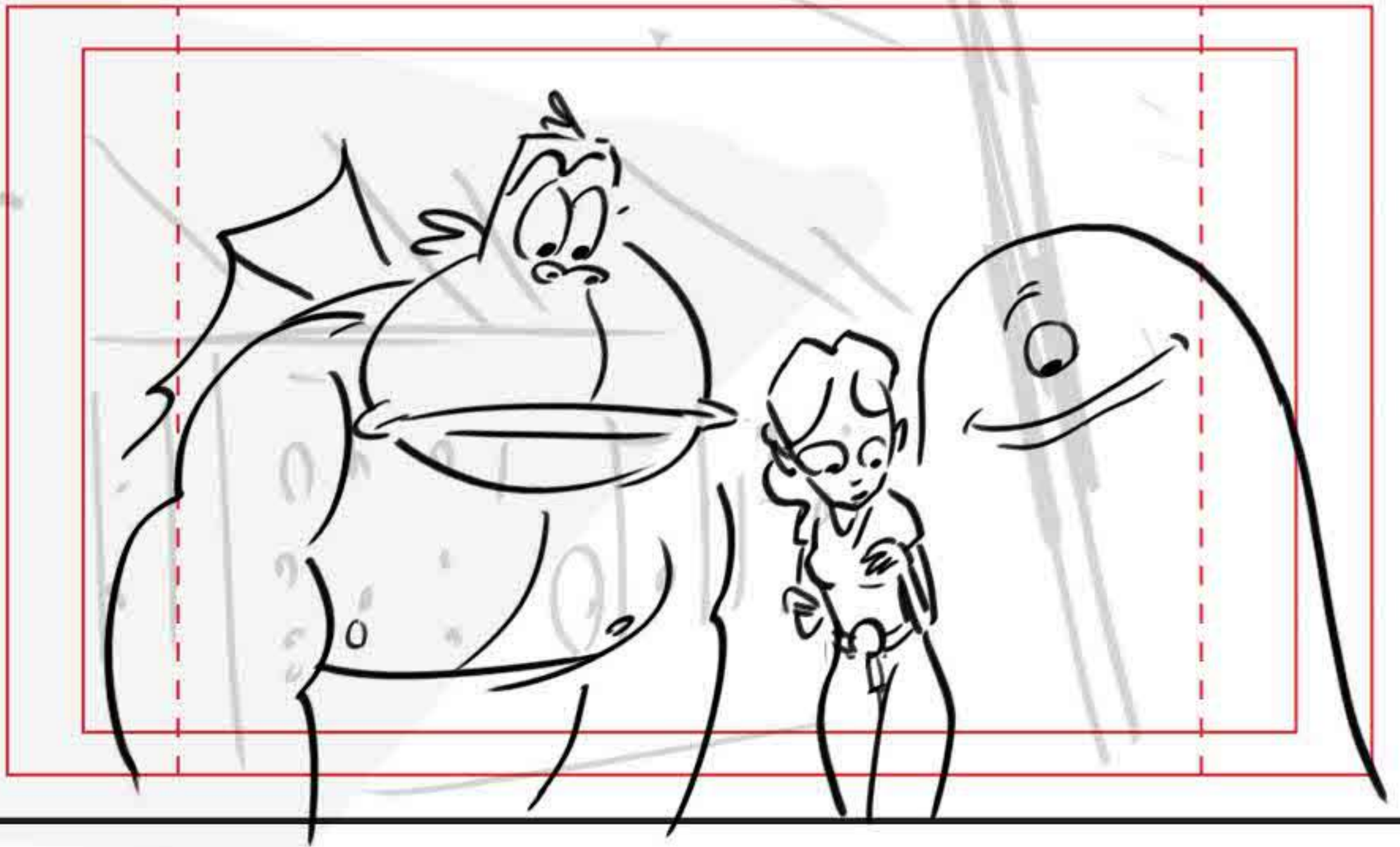
Dialogue/Action

Sequence

Scene

Panel

Frames



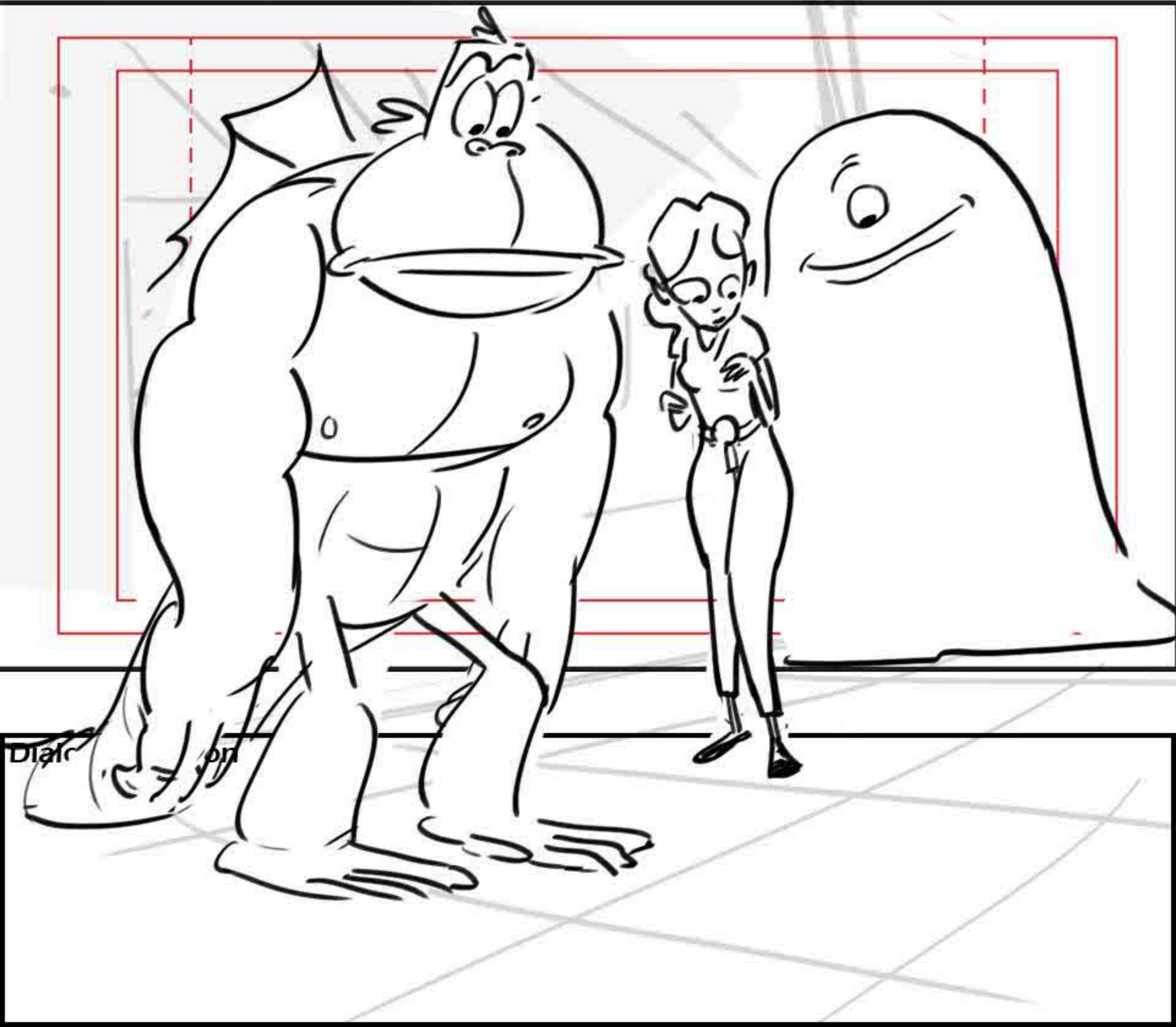
Dialogue/Action

Sequence

Scene

Panel

Frames



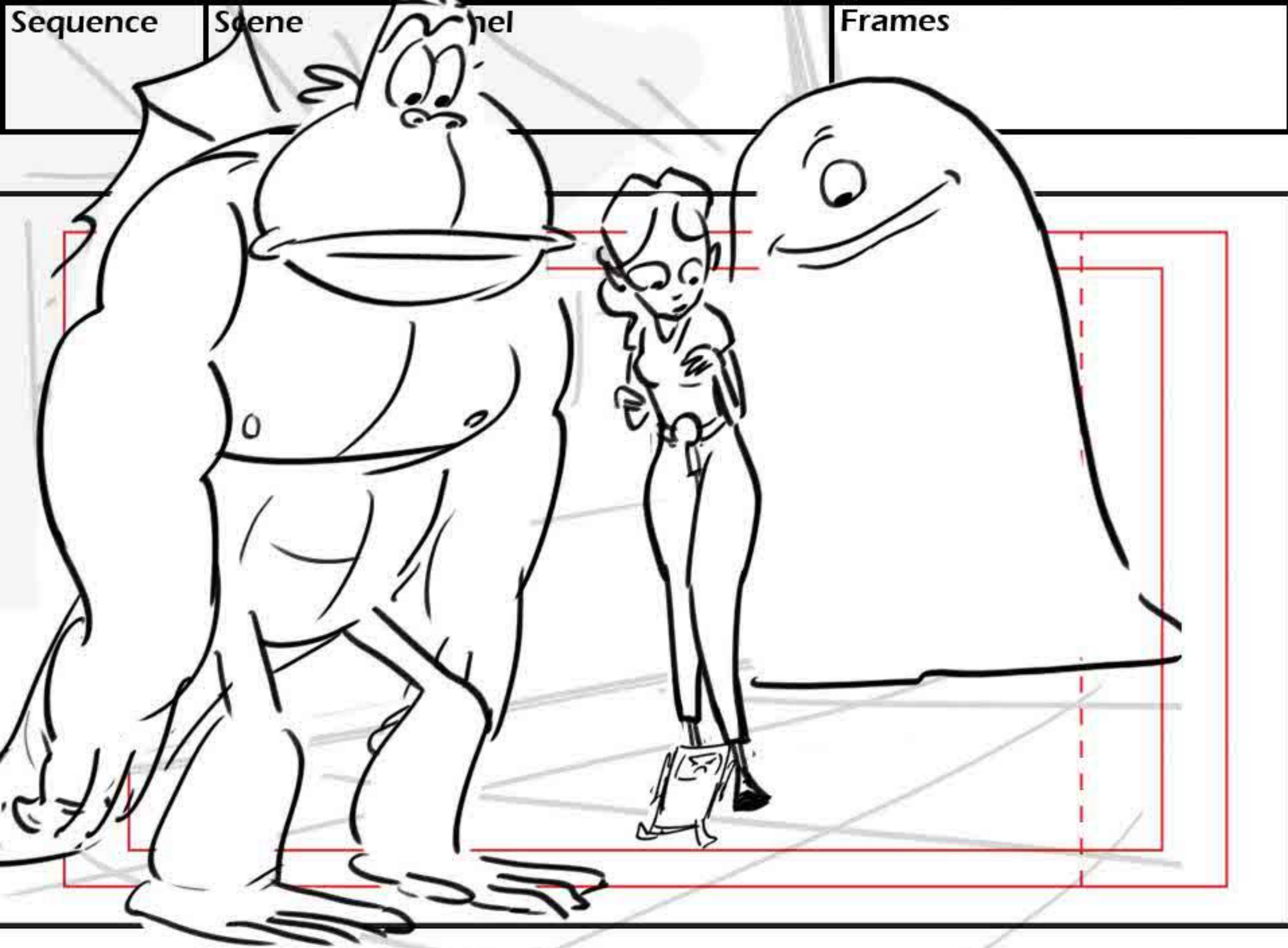
Diarr
on

Sequence

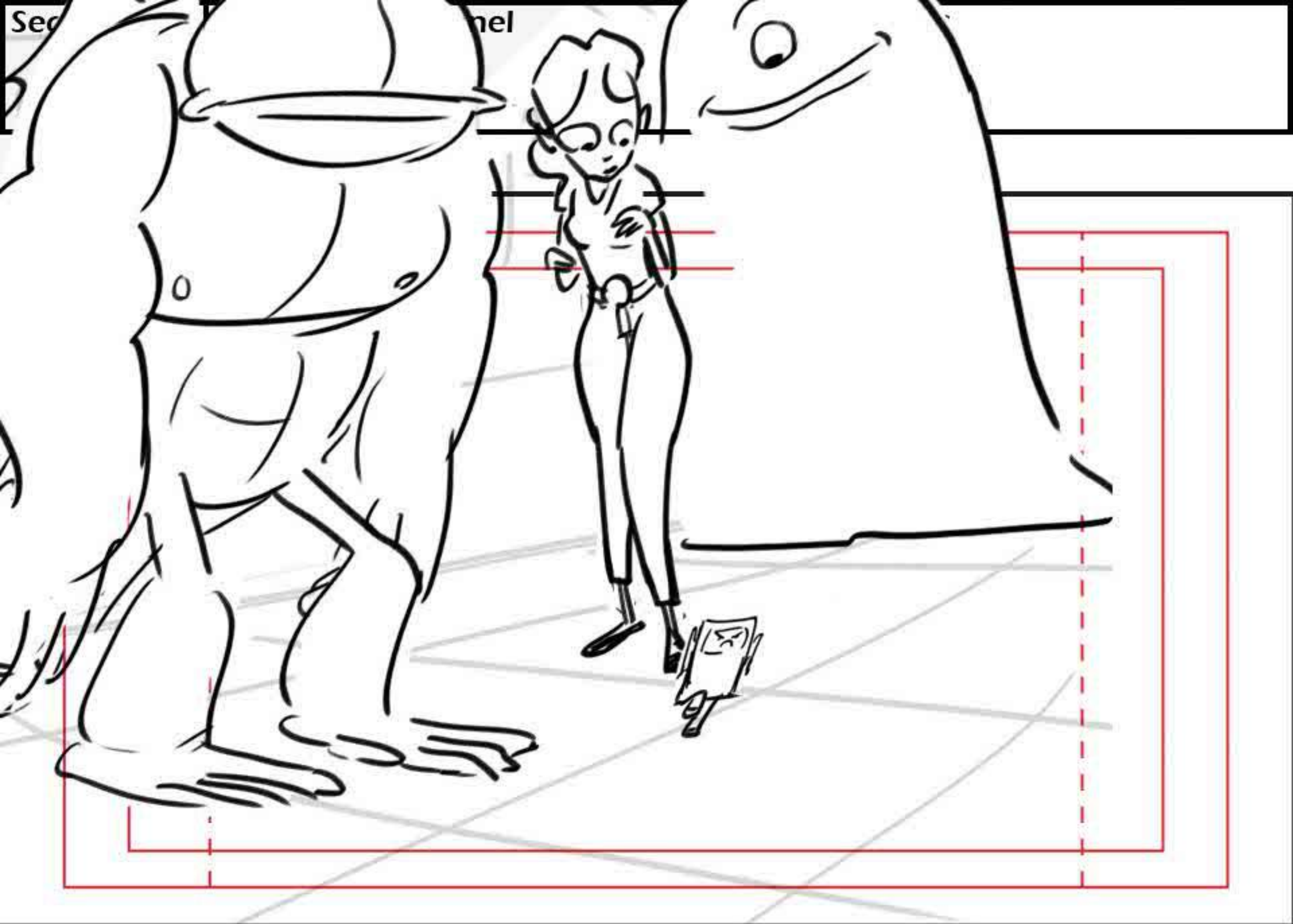
Scene

Panel

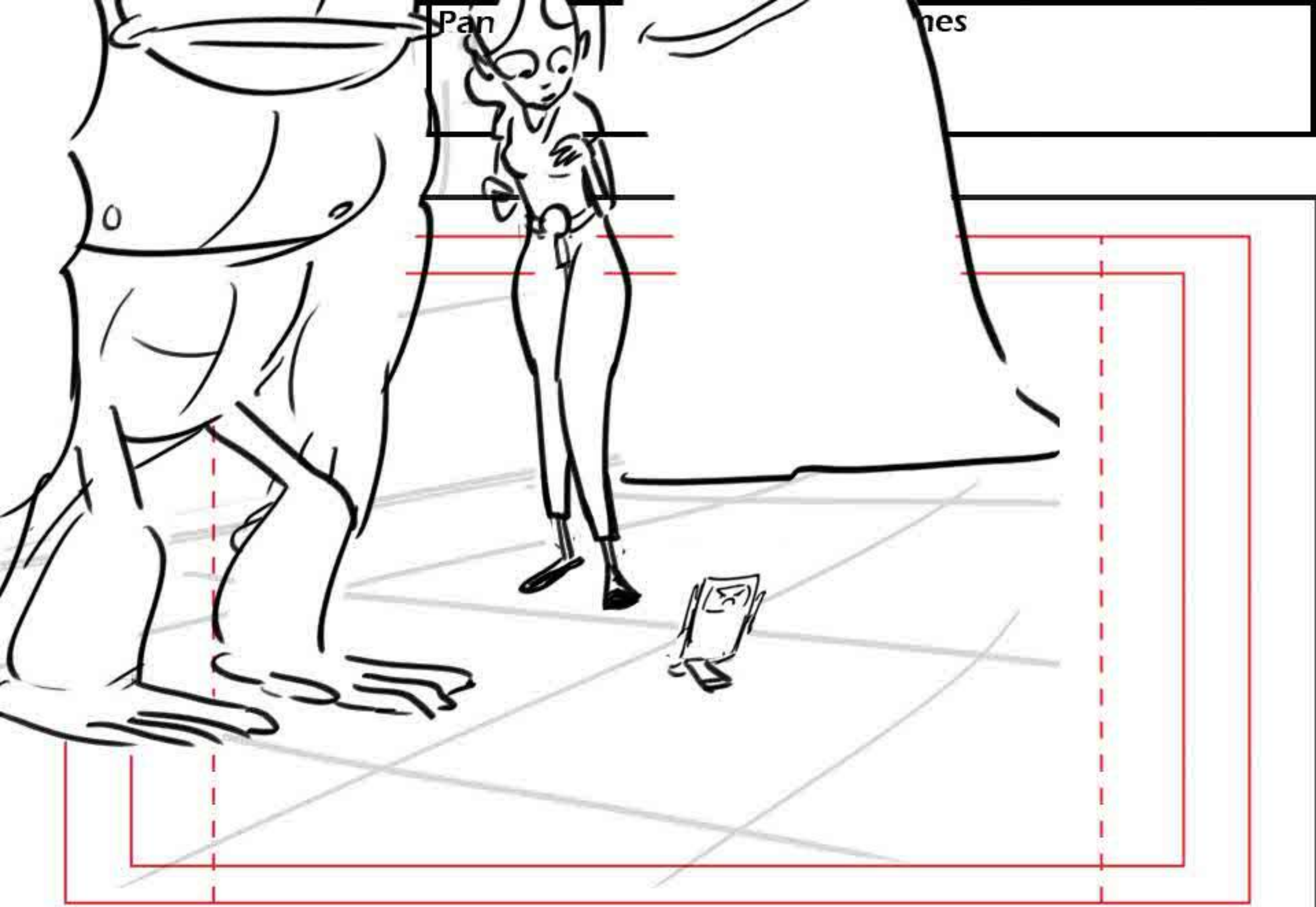
Frames



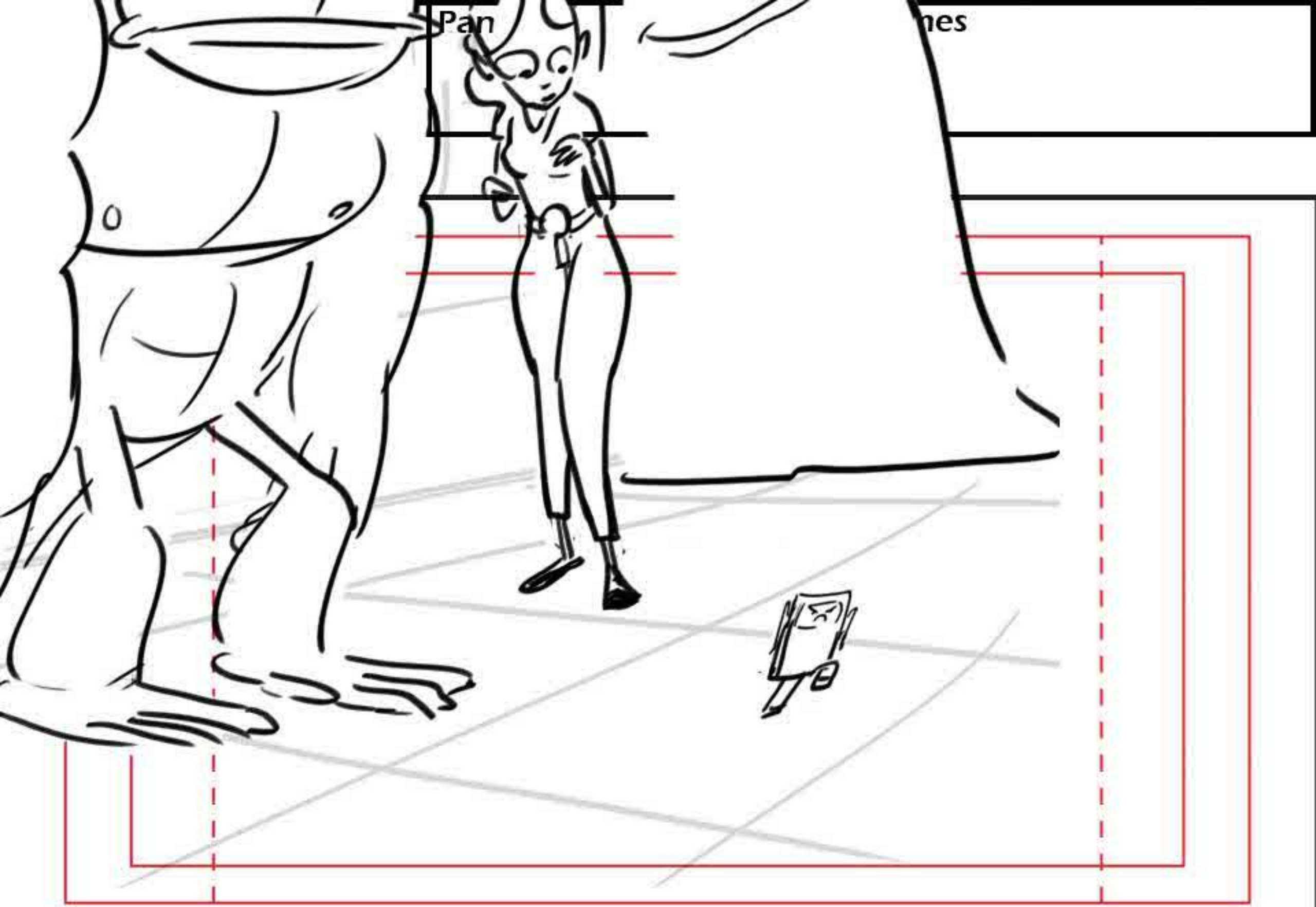
Dialogue/Action



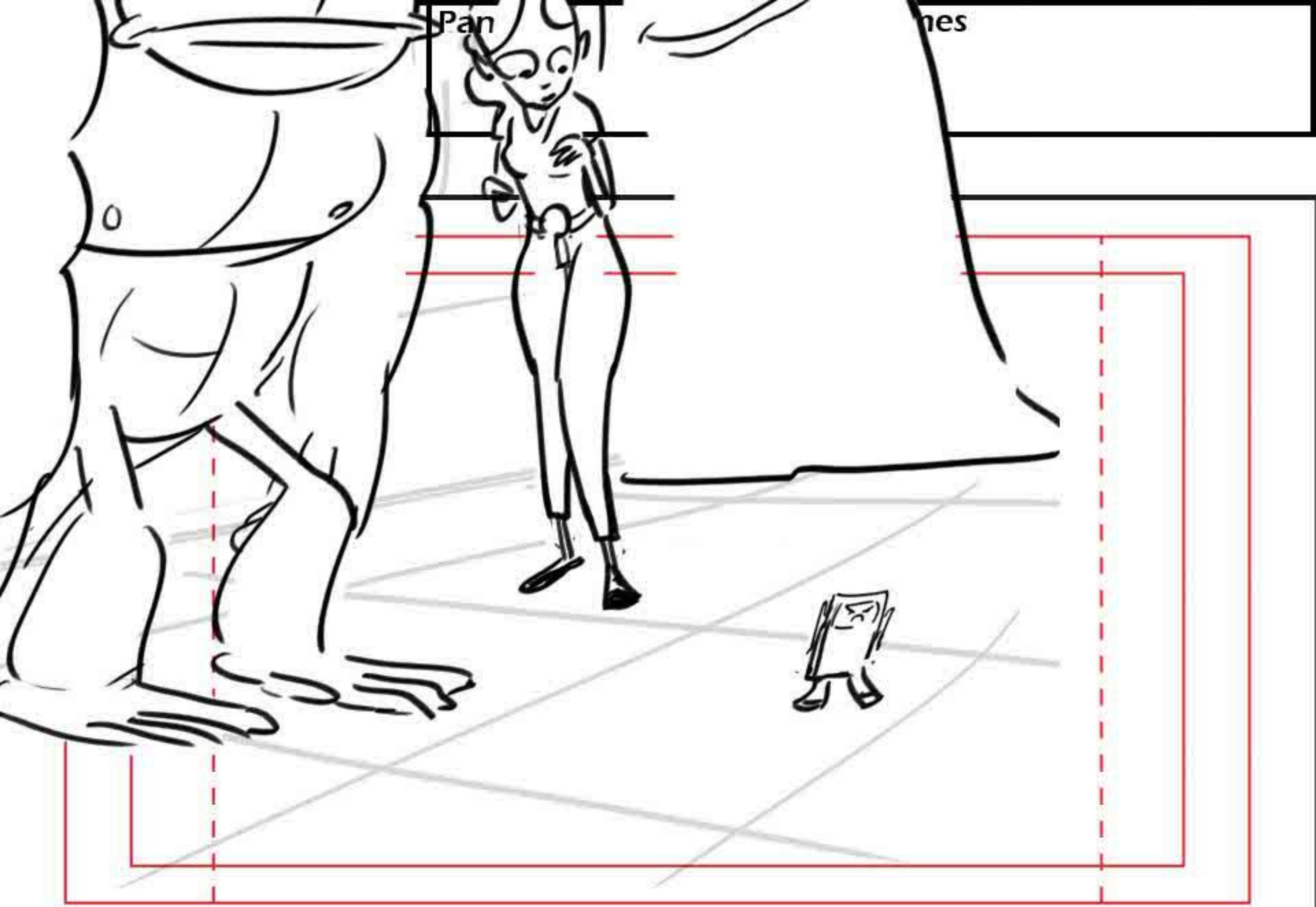
Dialogue/Action



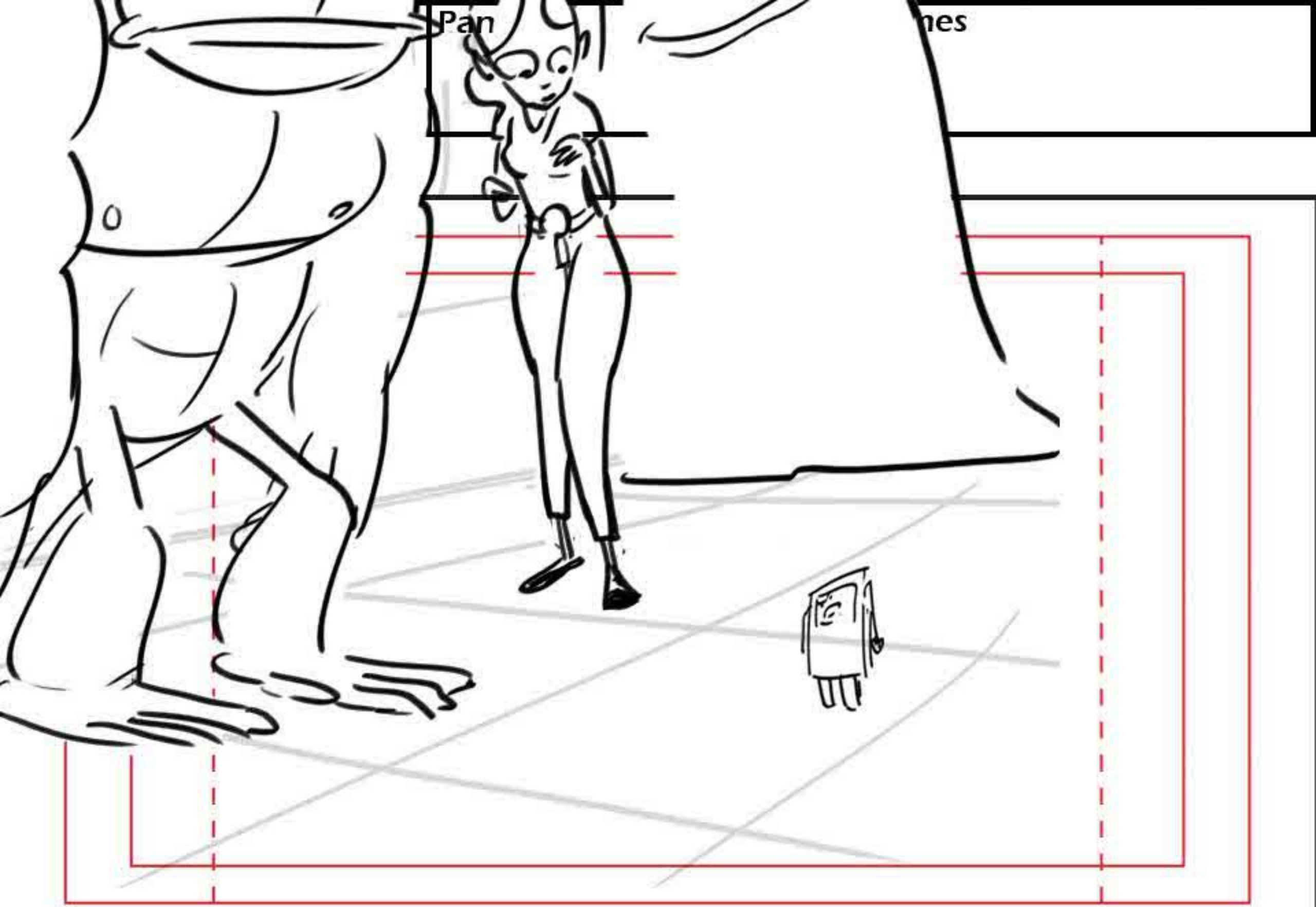
Dialogue/Action



Dialogue/Action

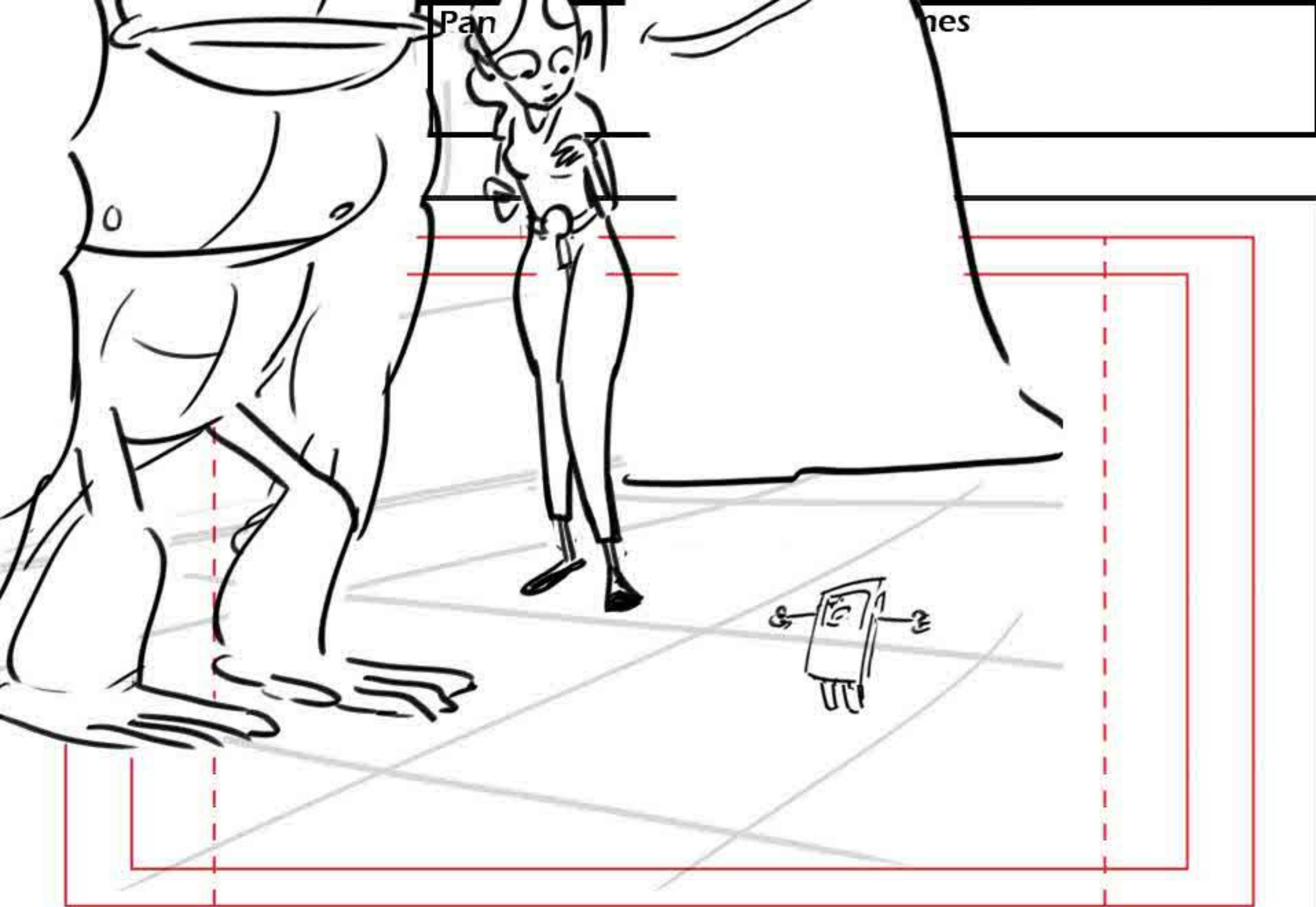


Dialogue/Action



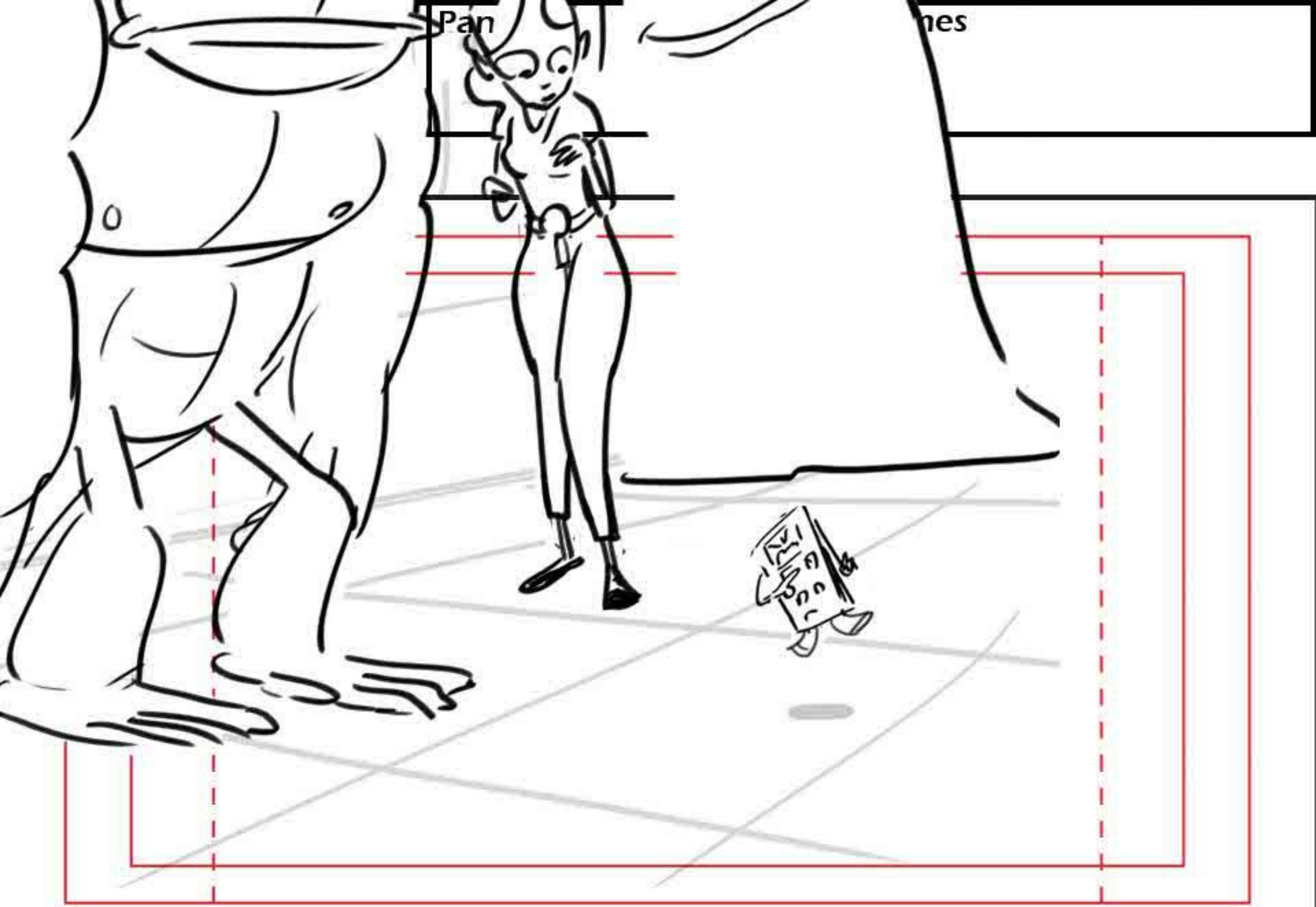
Dialogue/Action

SMaRty:
OH,



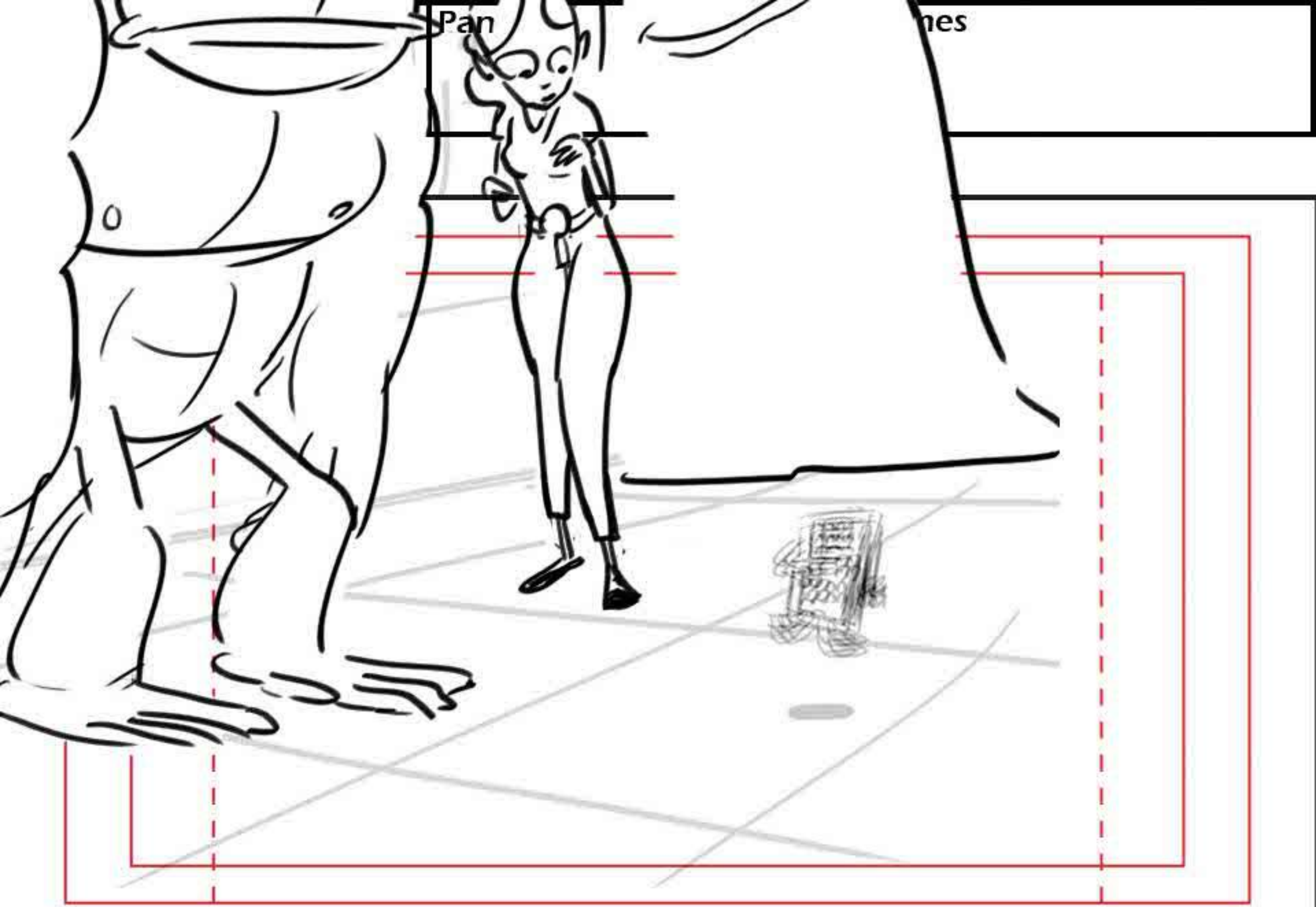
Dialogue/Action

SMARty:
AND ONE MORE THING!

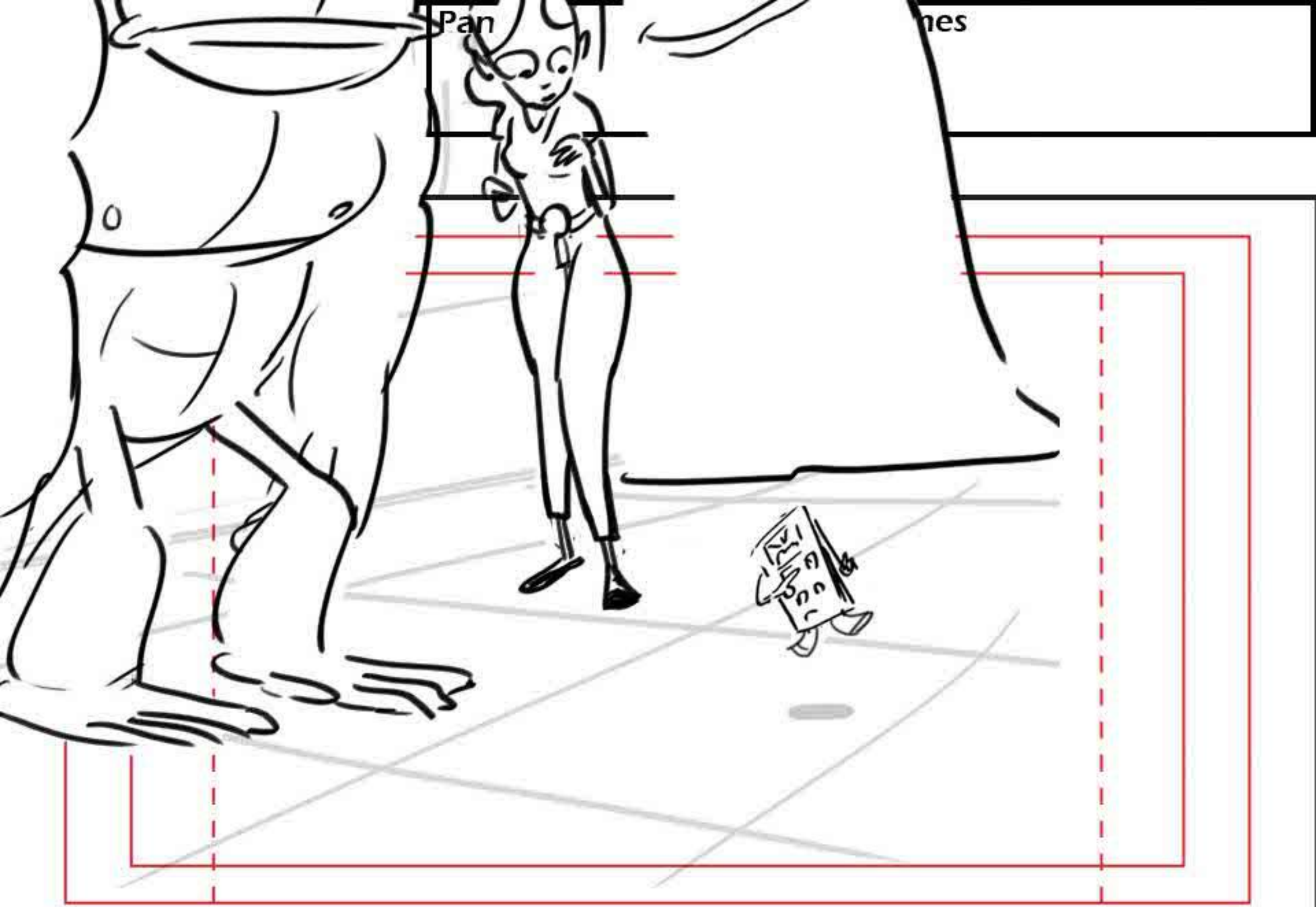


Dialogue/Action

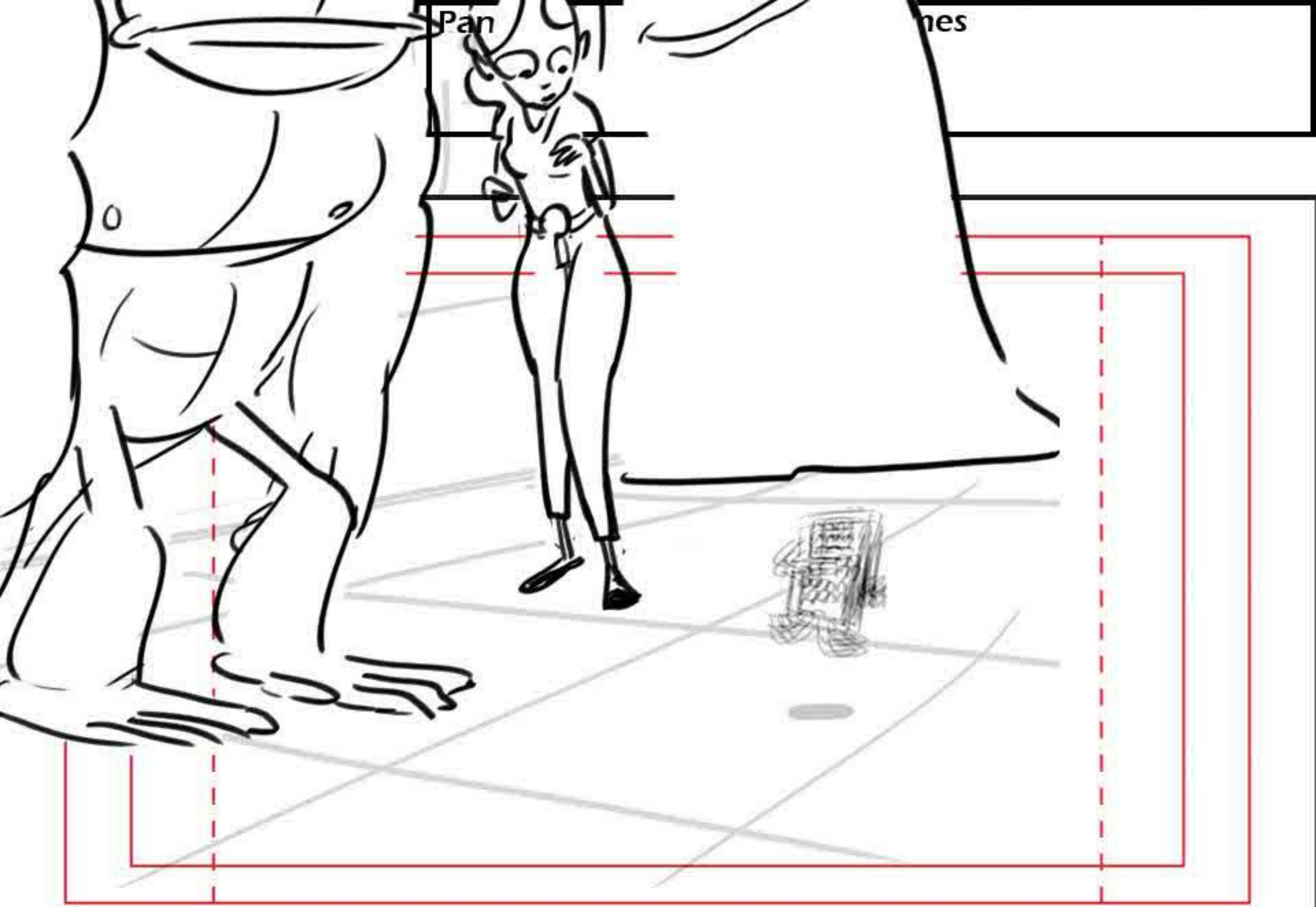
SMaRtY:
BUUUUUUUUUUUUUUUURP!



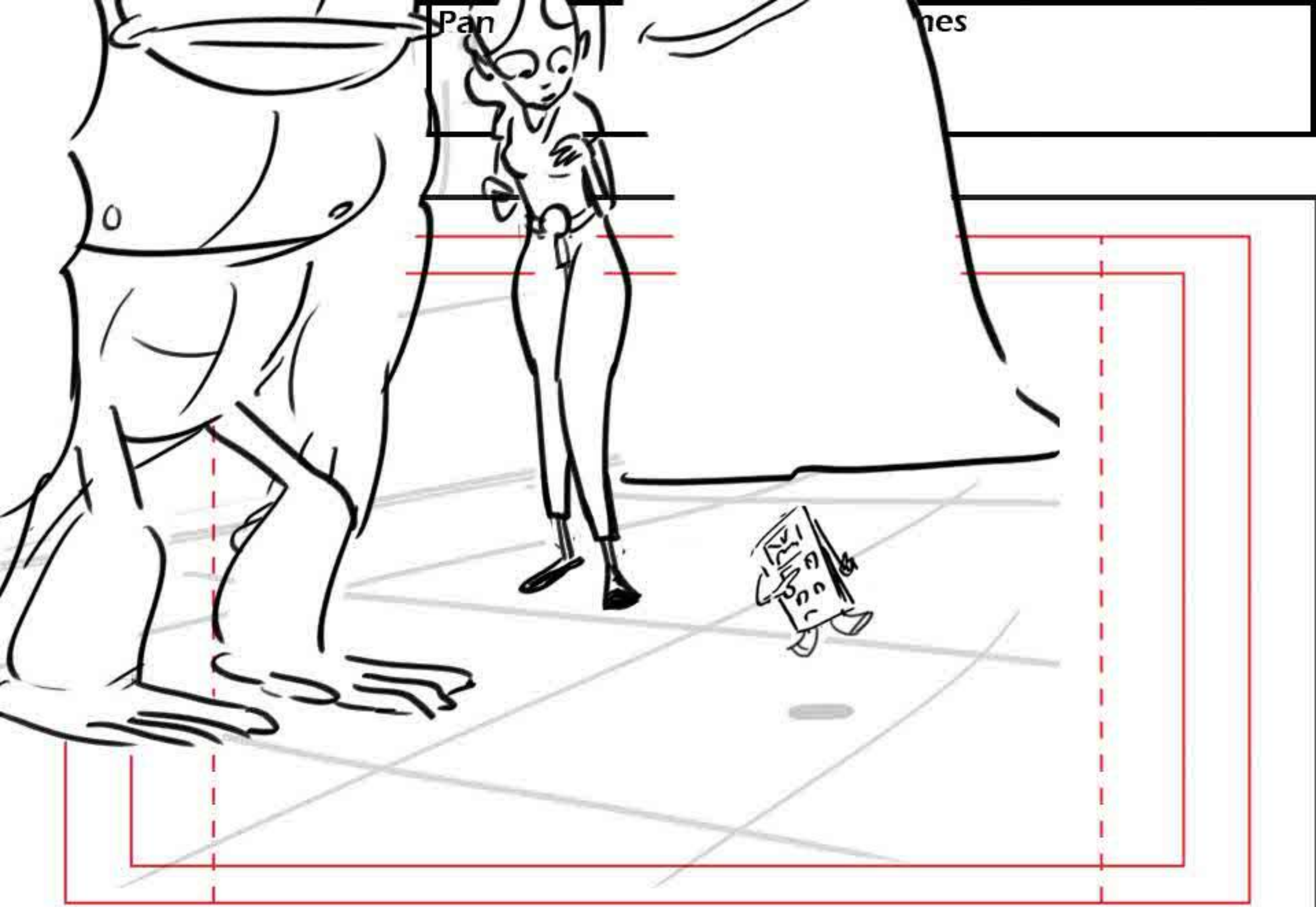
Dialogue/Action



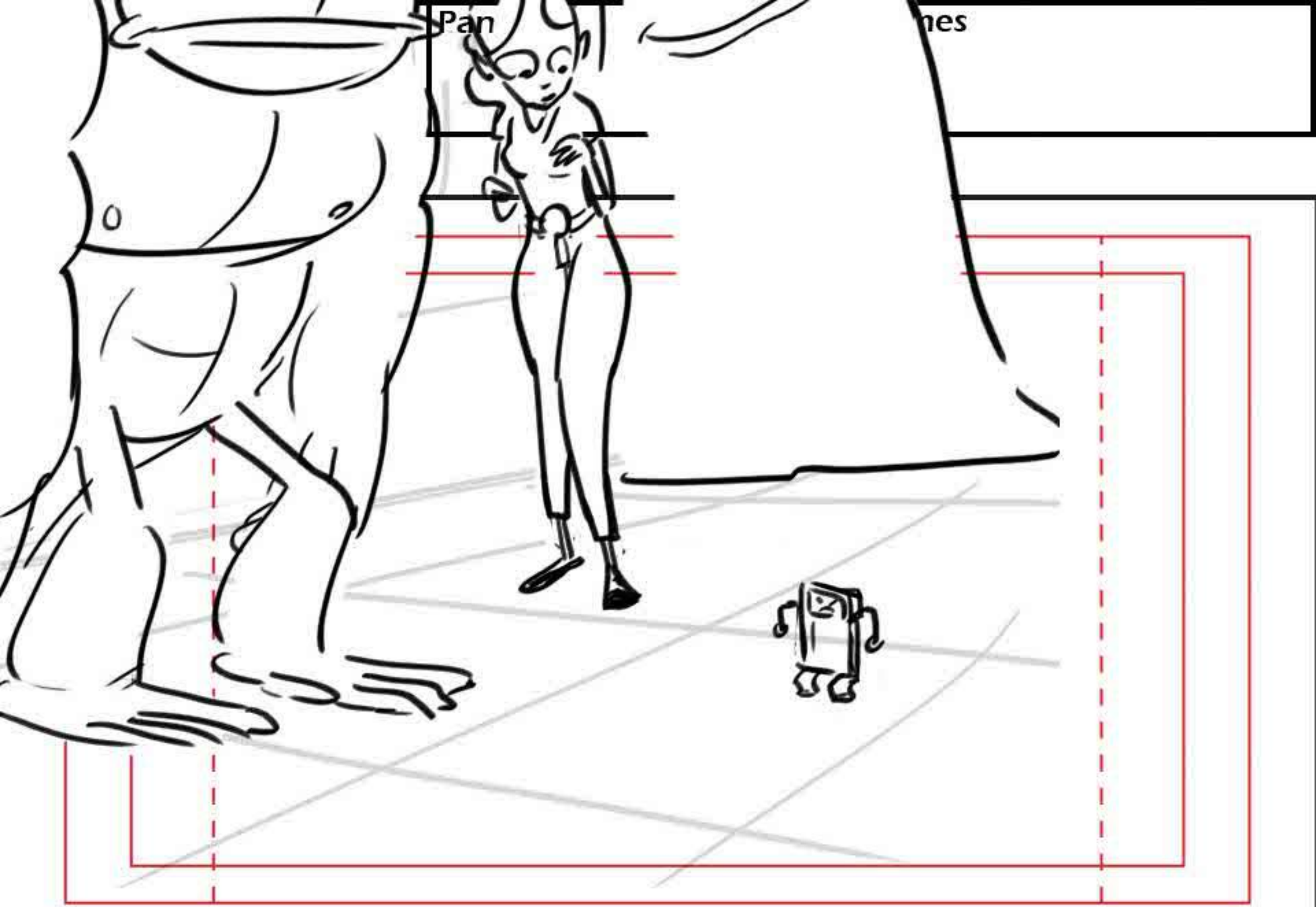
Dialogue/Action



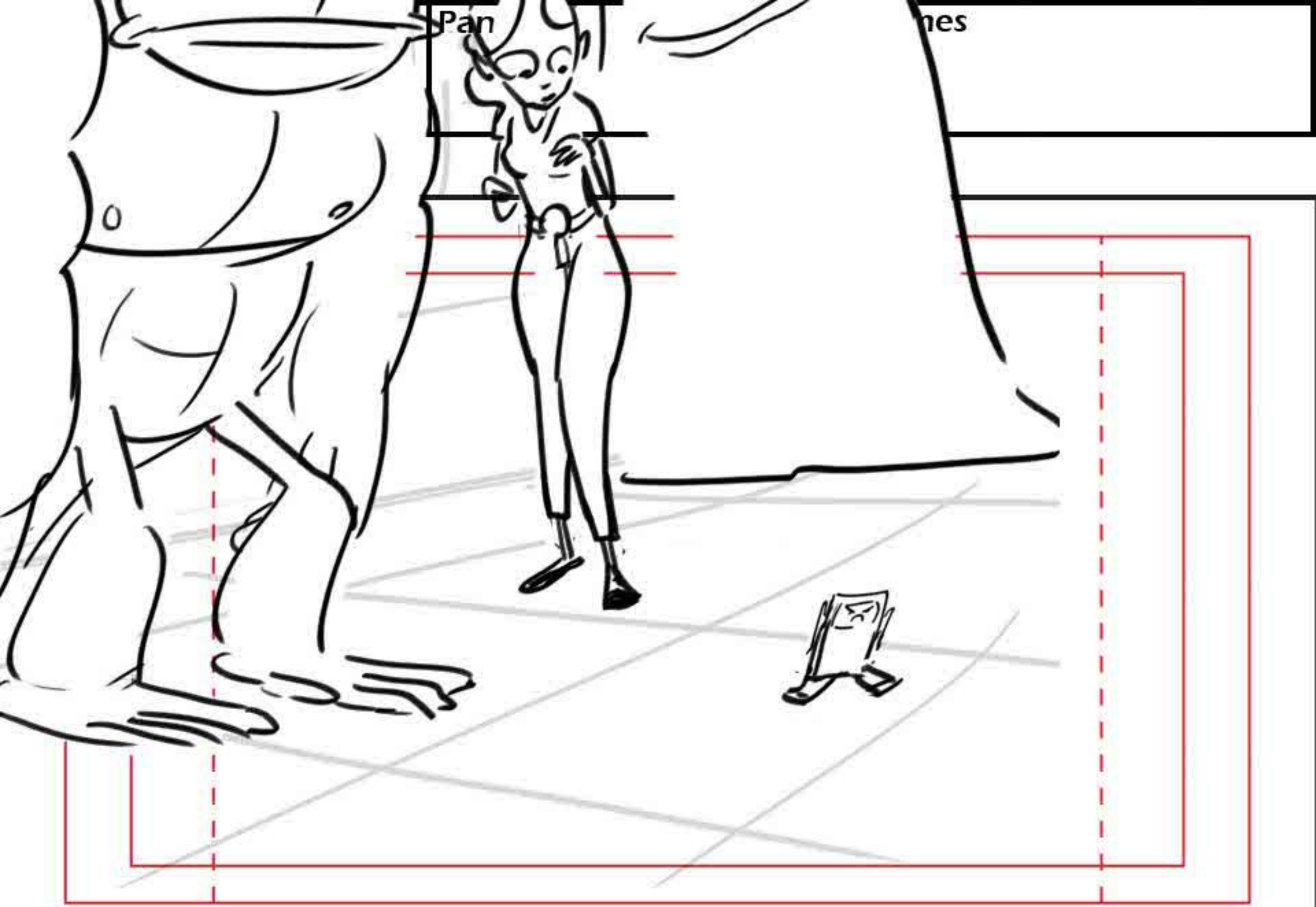
Dialogue/Action



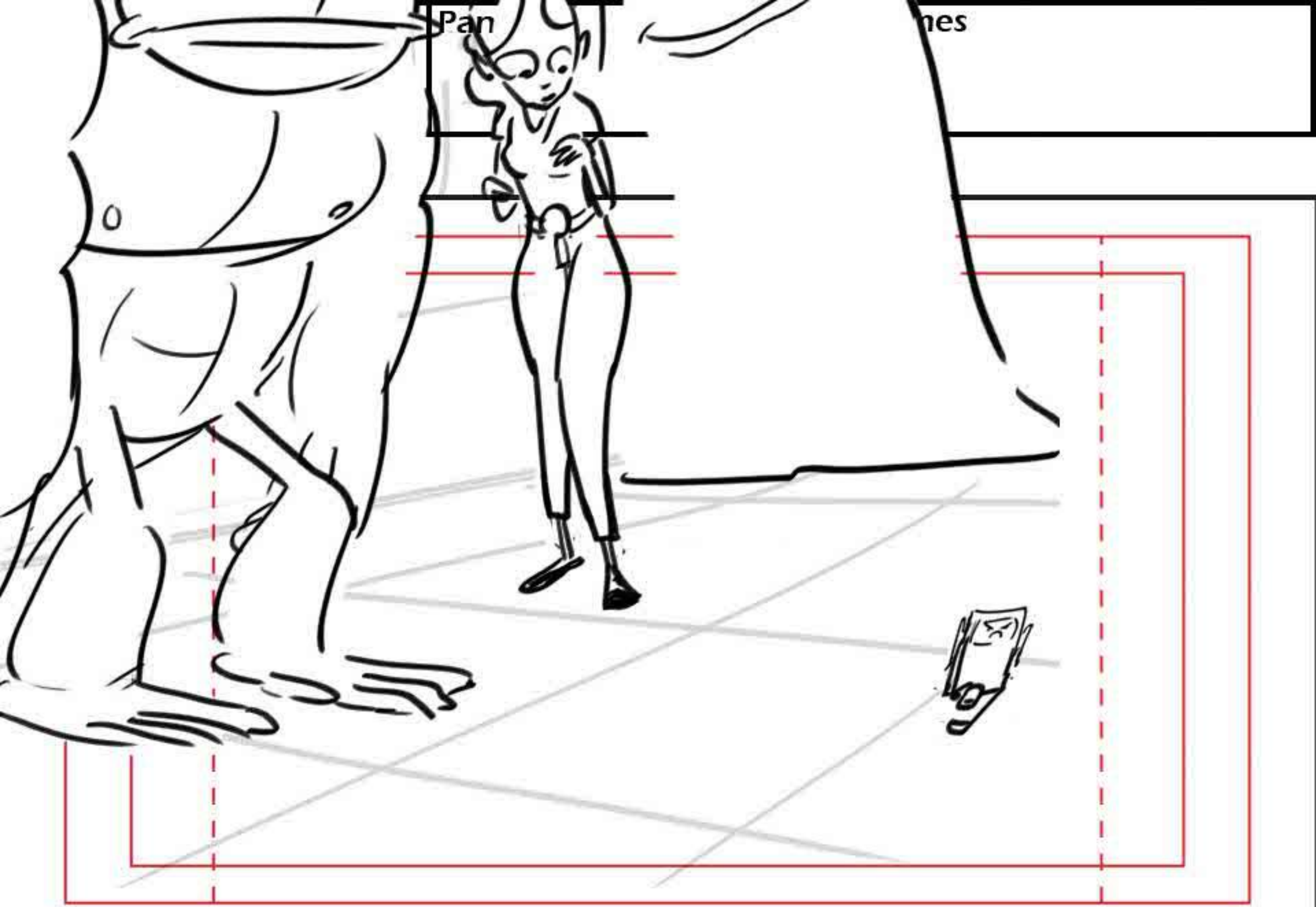
Dialogue/Action



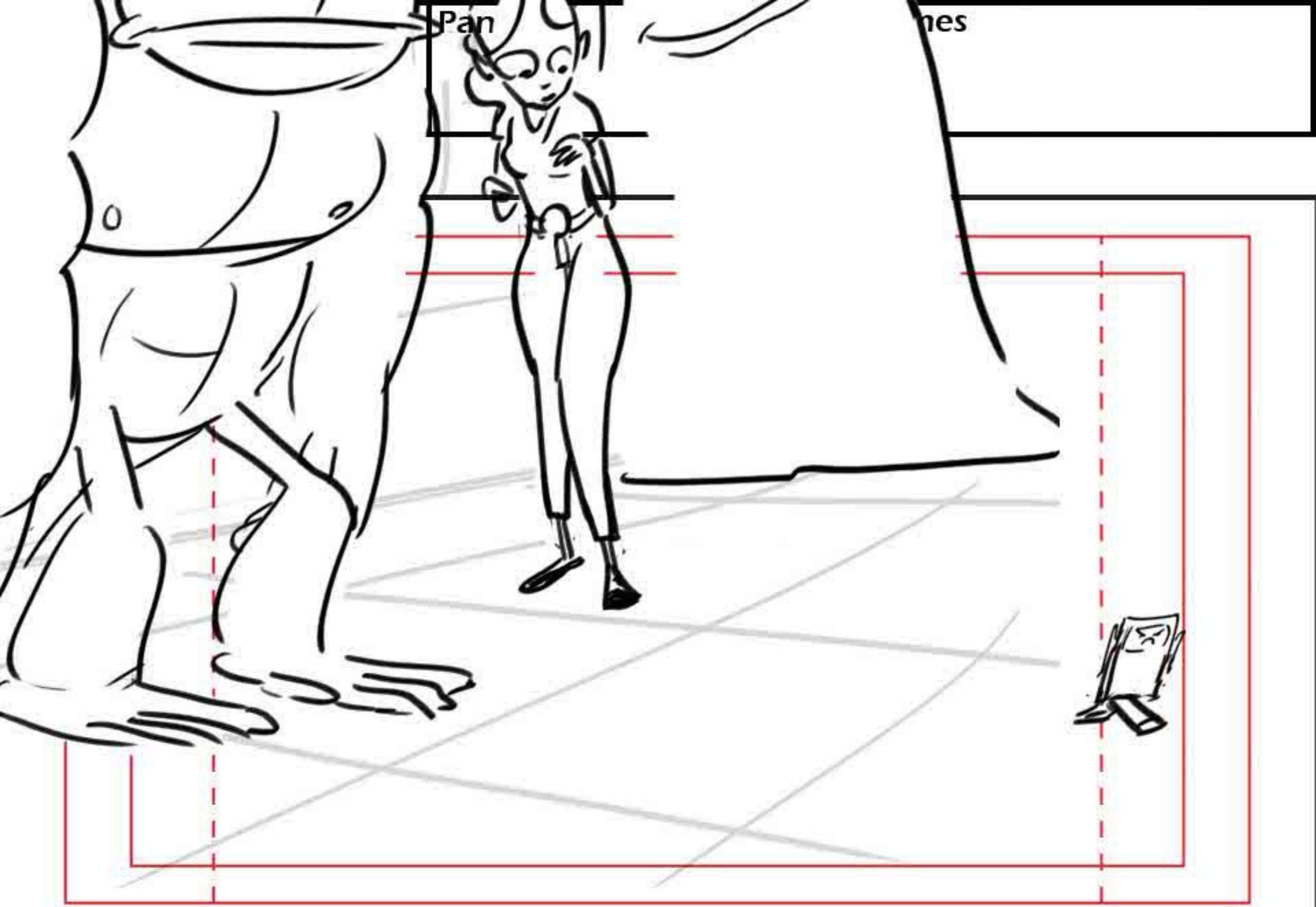
Dialogue/Action



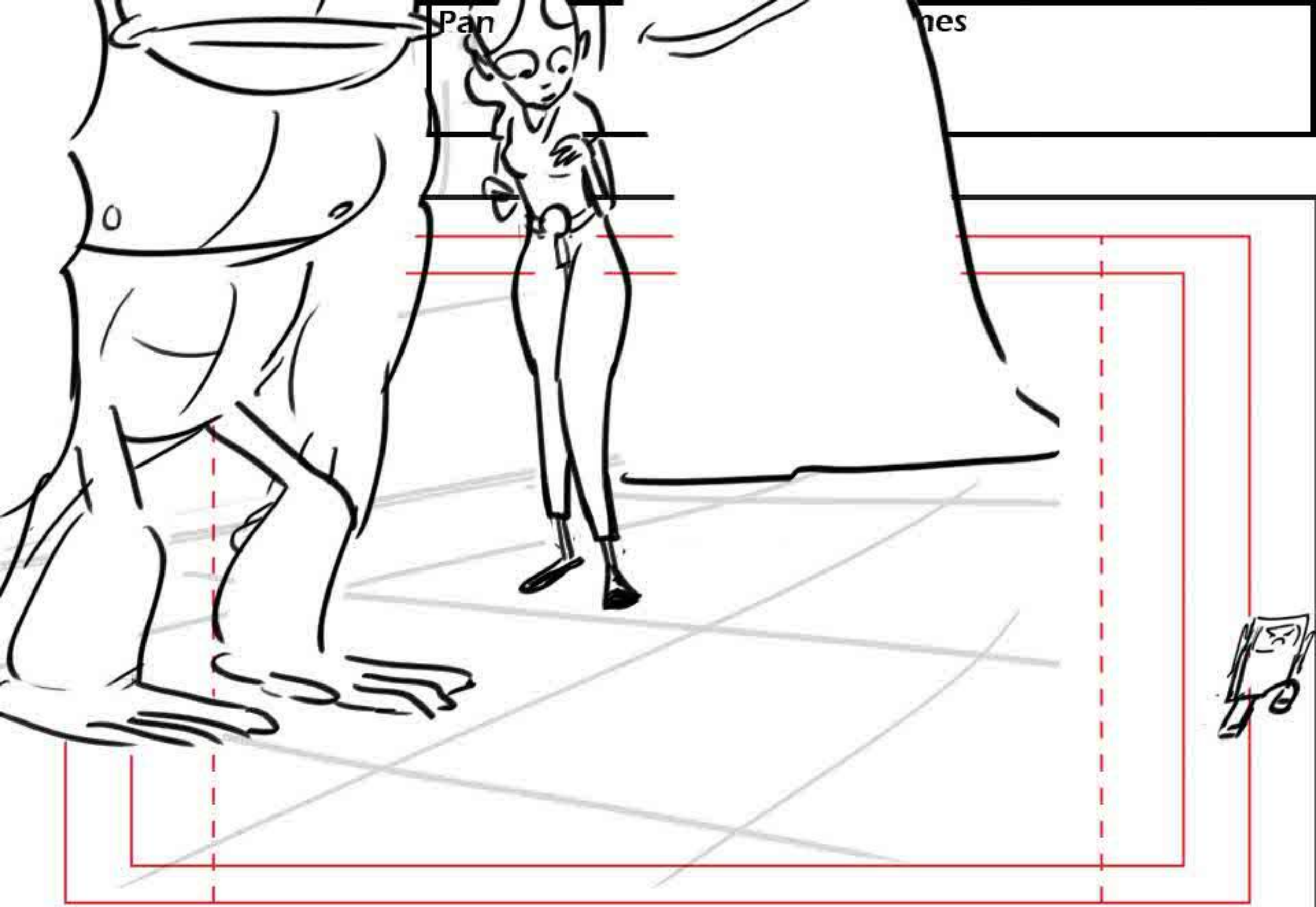
Dialogue/Action



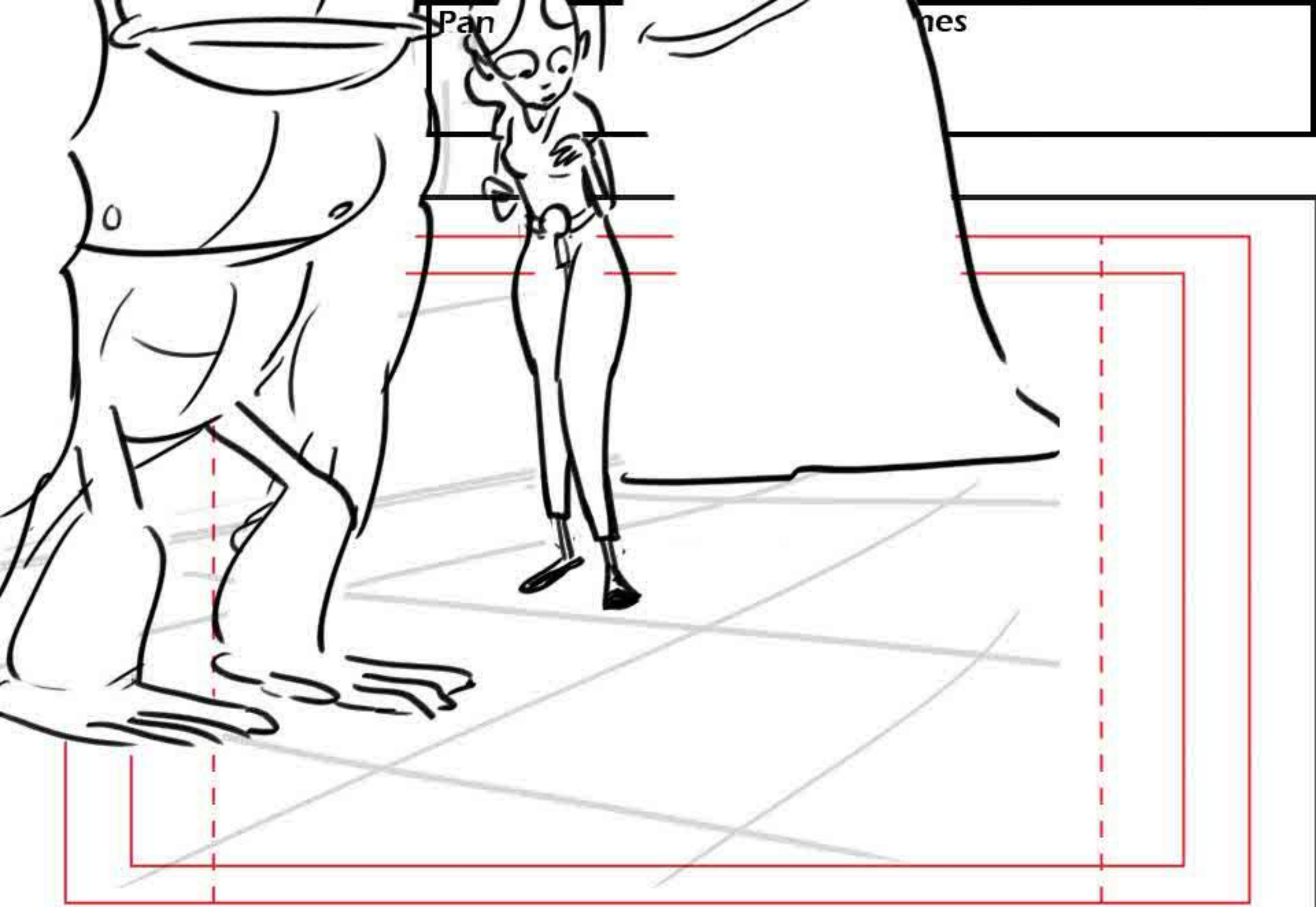
Dialogue/Action



Dialogue/Action



Dialogue/Action



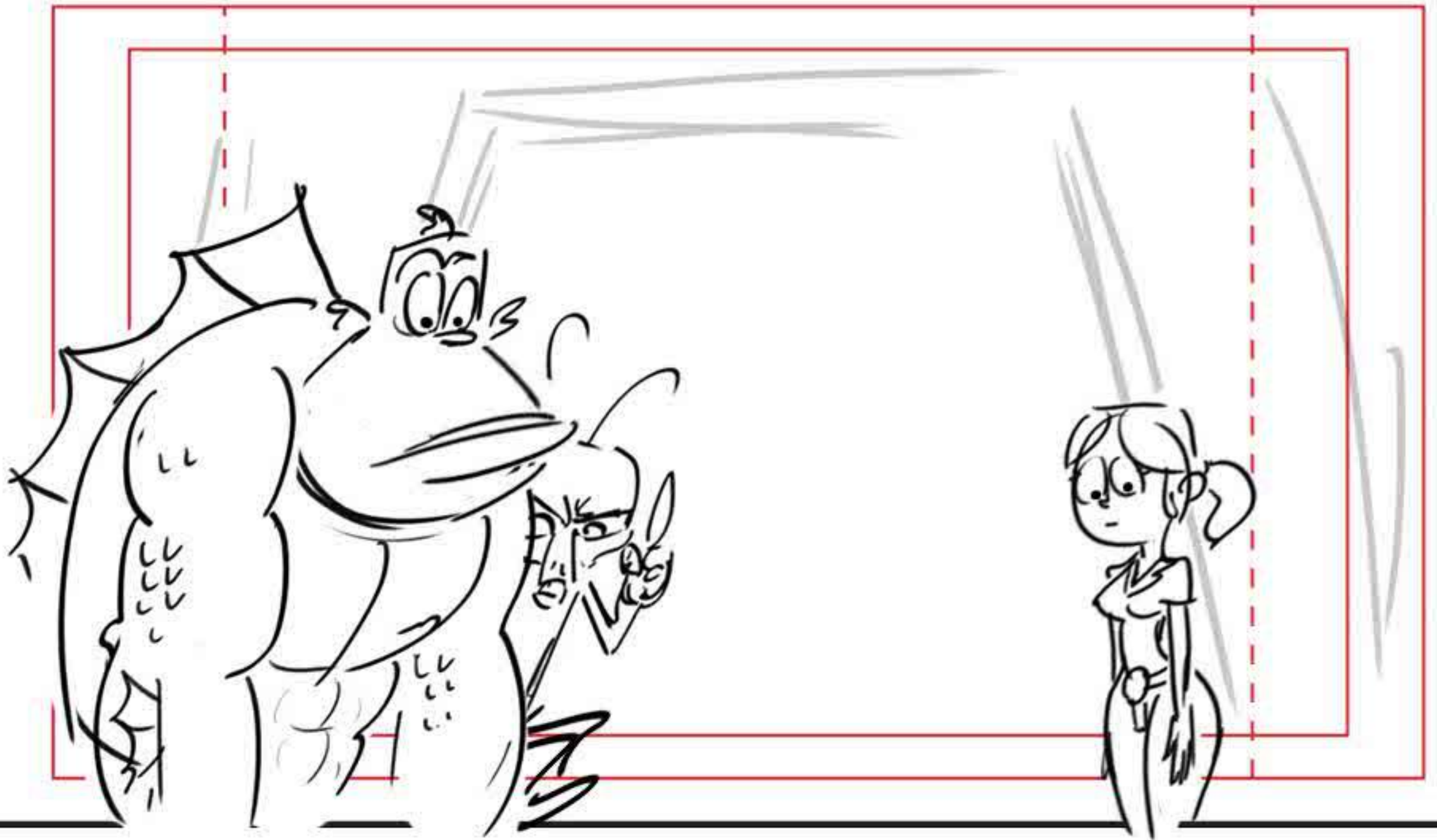
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:

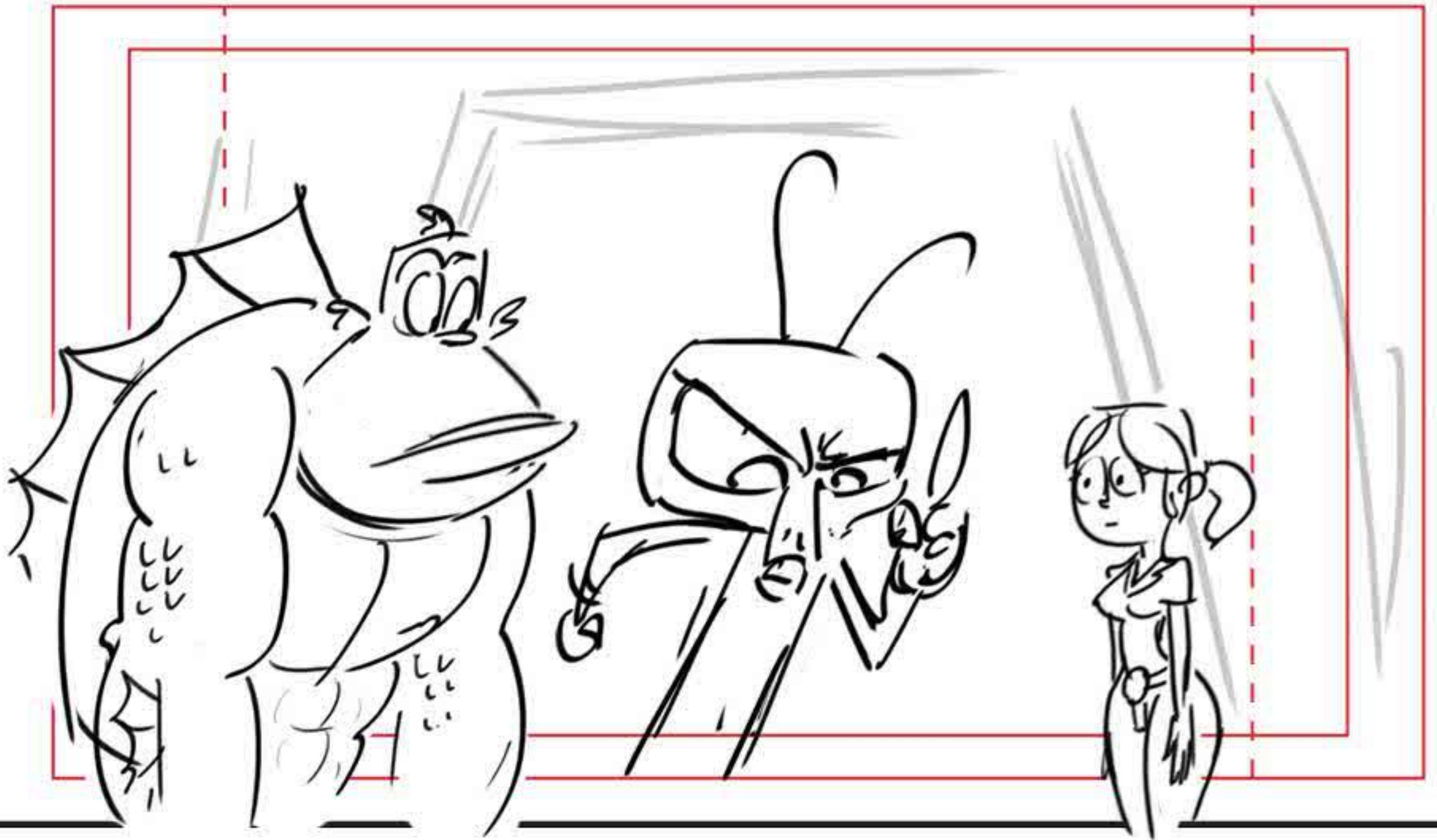
I-!

Sequence

Scene

Panel

Frames



Dialogue/Action

DR. COCKROACH:

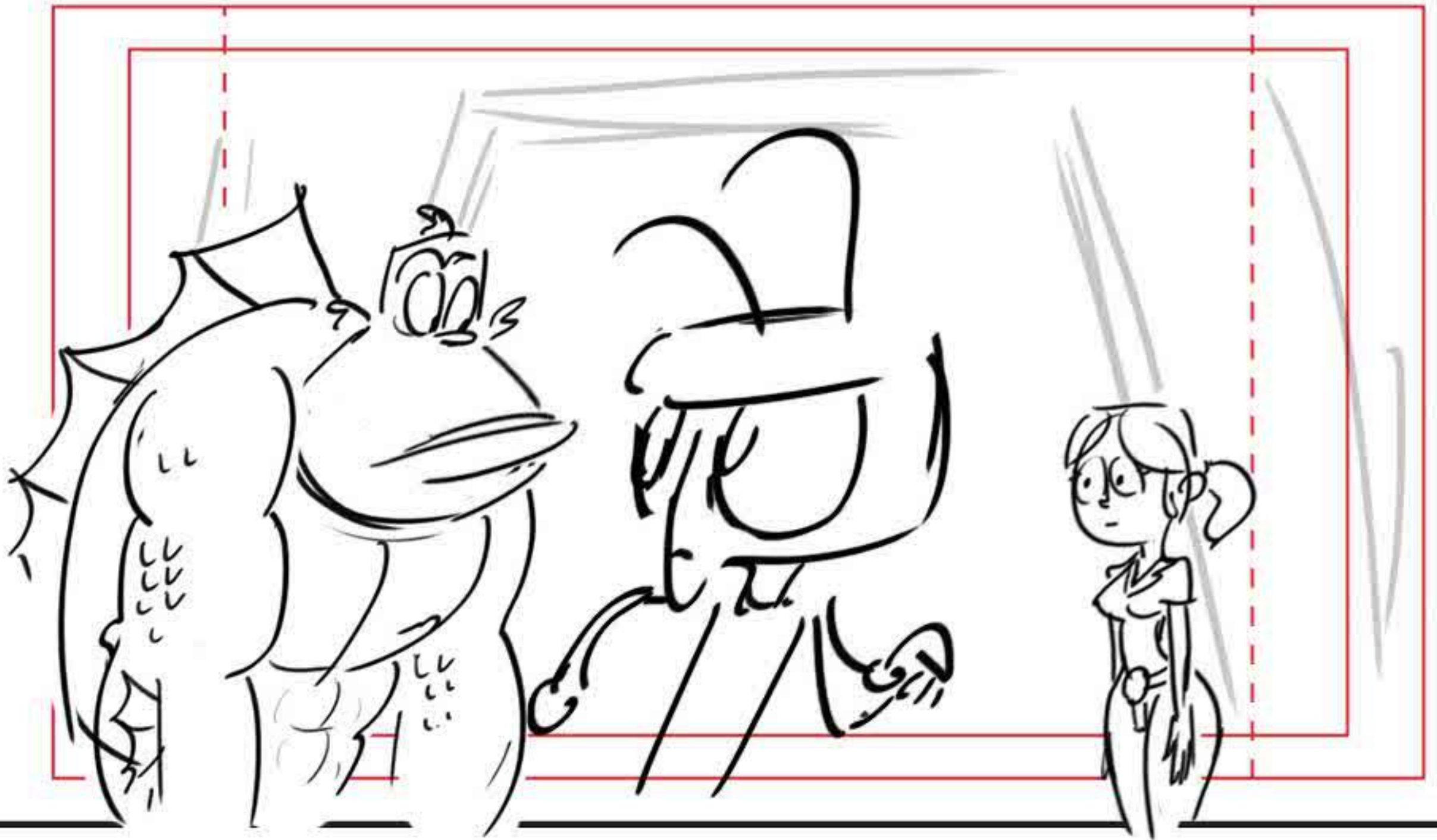
I-!

Sequence

Scene

Panel

Frames



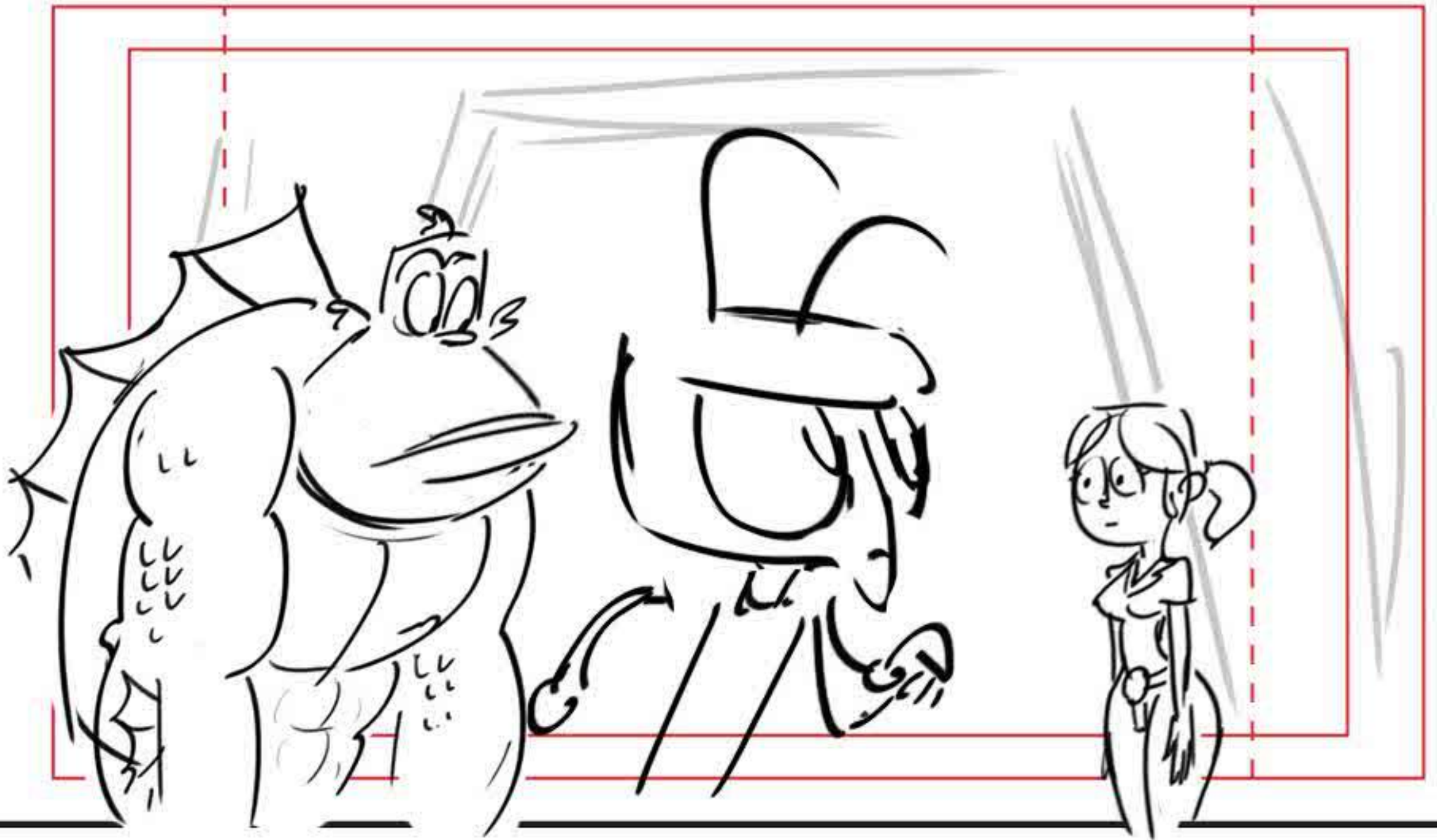
Dialogue/Action

Sequence

Scene

Panel

Frames



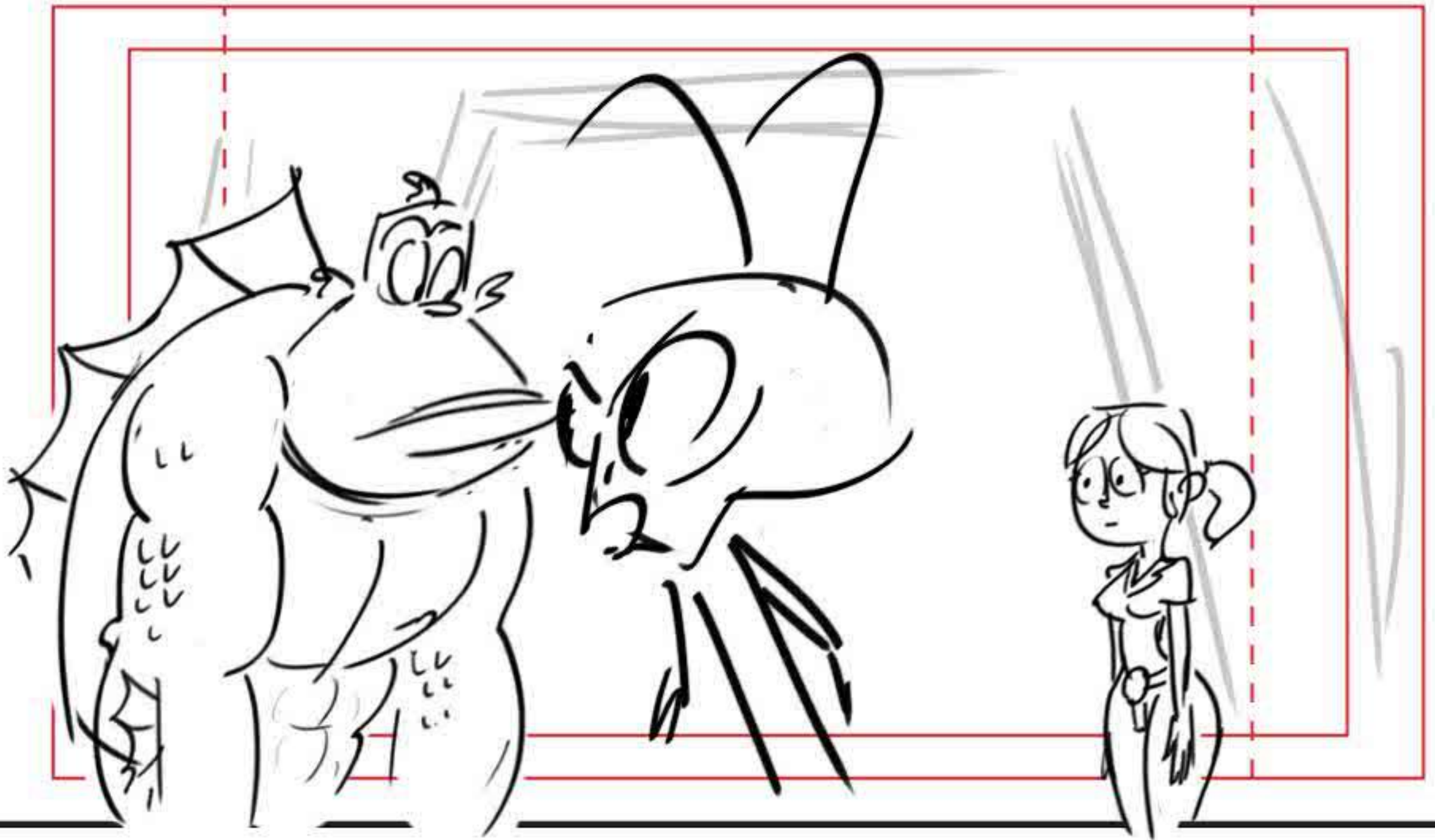
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

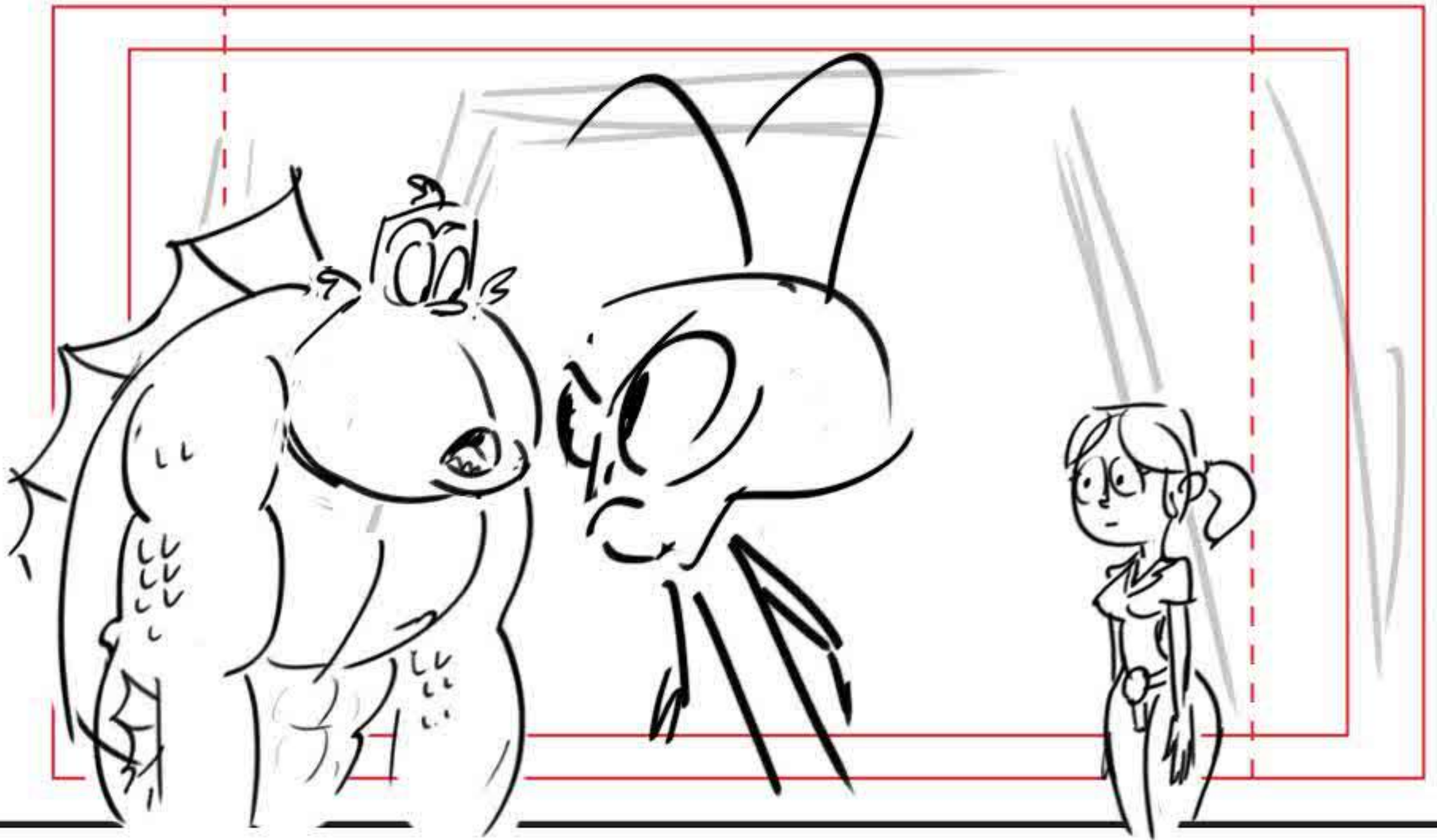
DR. COCKROACH:
DID YOU HEAR ANY OF THAT?

Sequence

Scene

Panel

Frames



Dialogue/Action

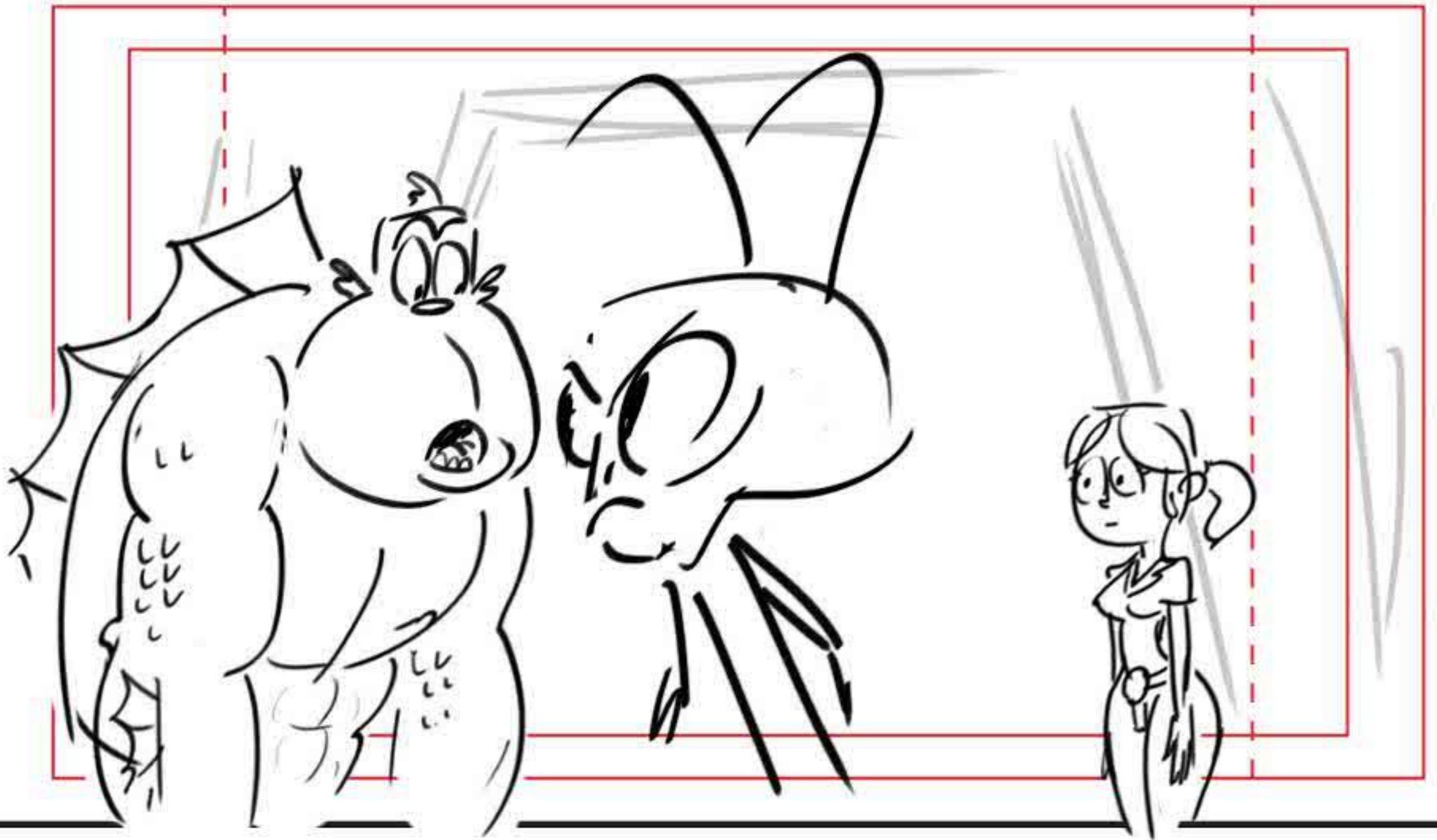
LINK:
UH UH.

Sequence

Scene

Panel

Frames



Dialogue/Action

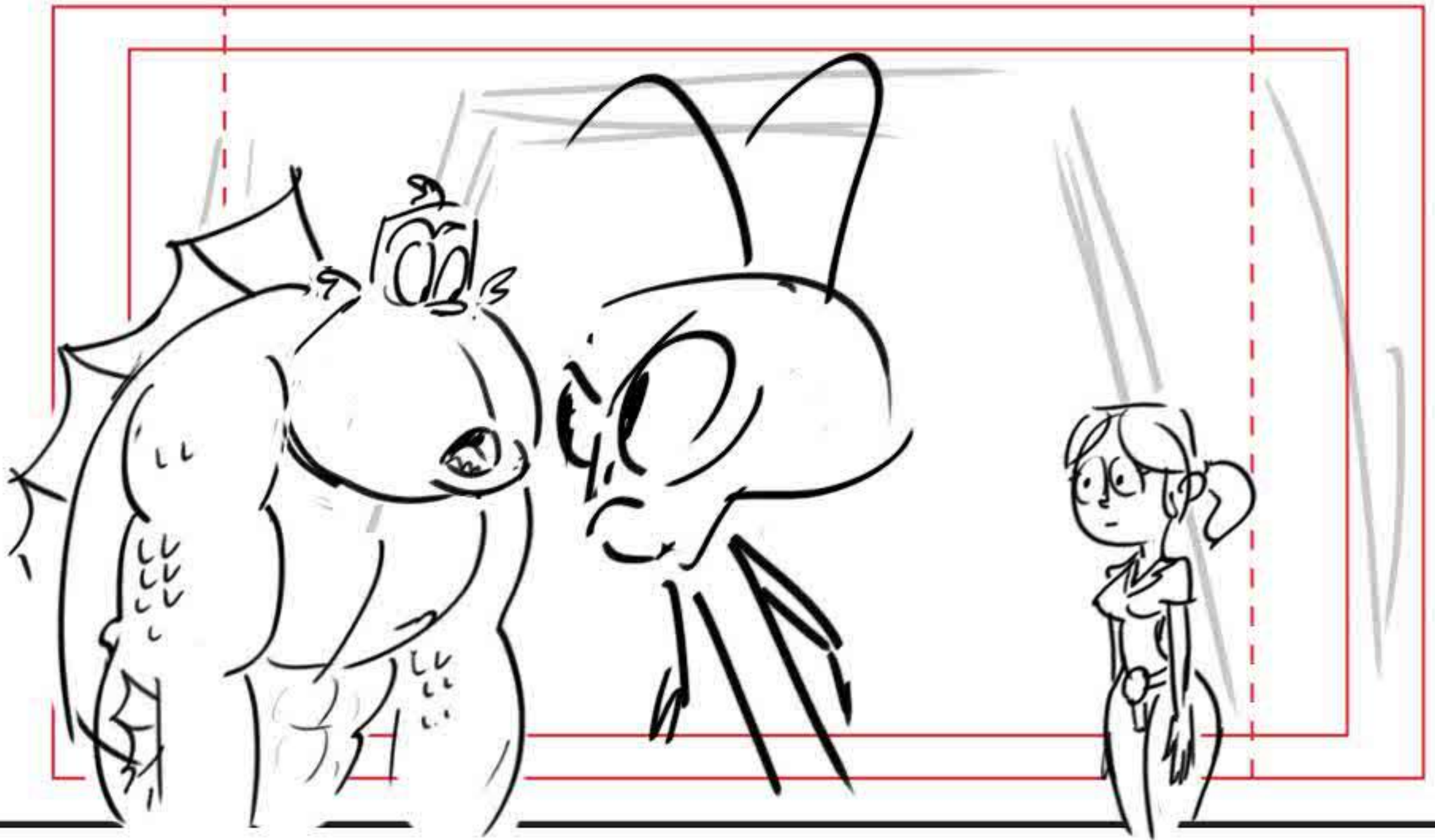
LINK:
UH UH.

Sequence

Scene

Panel

Frames



Dialogue/Action

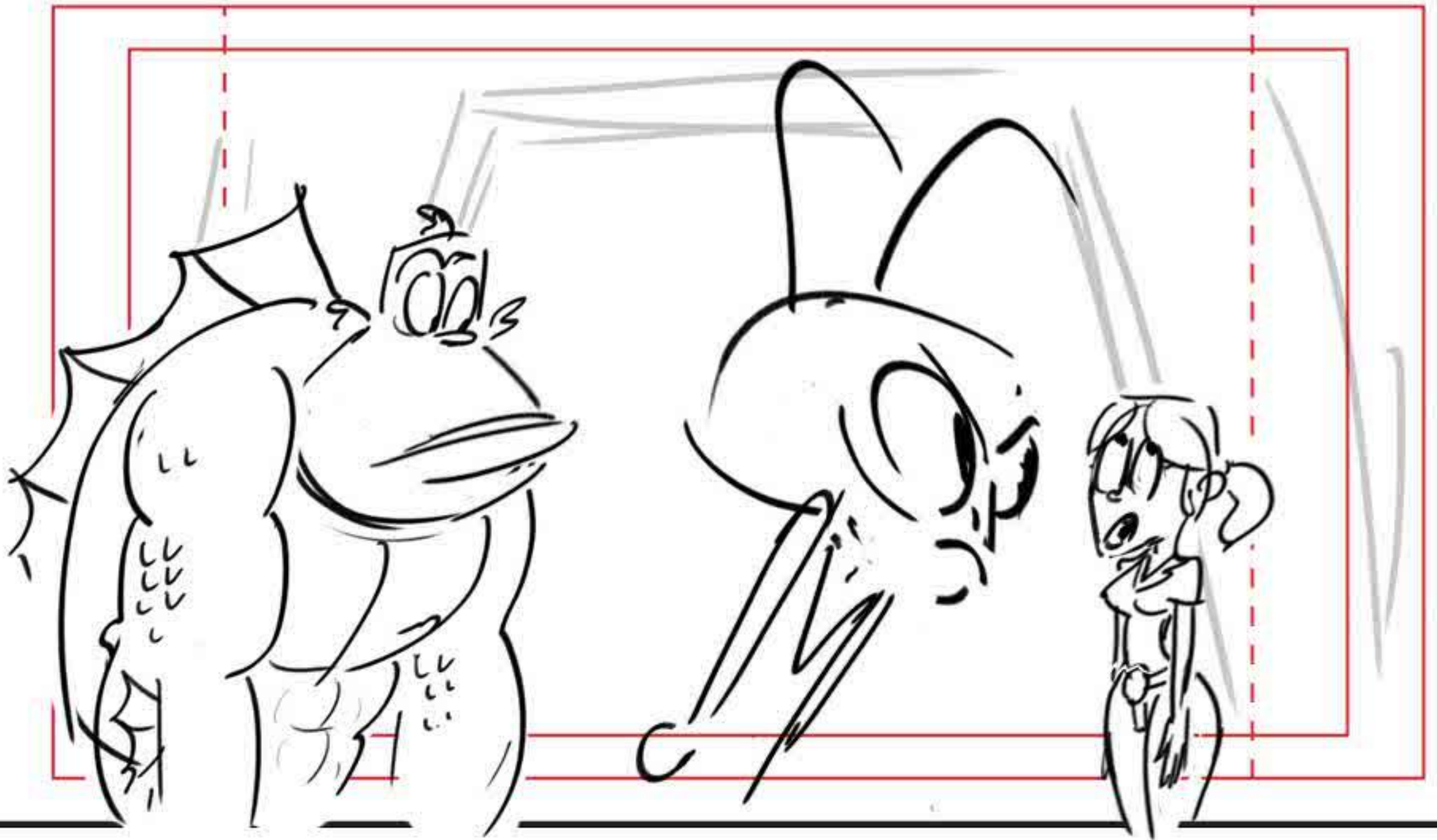
LINK:
UH UH.

Sequence

Scene

Panel

Frames



Dialogue/Action

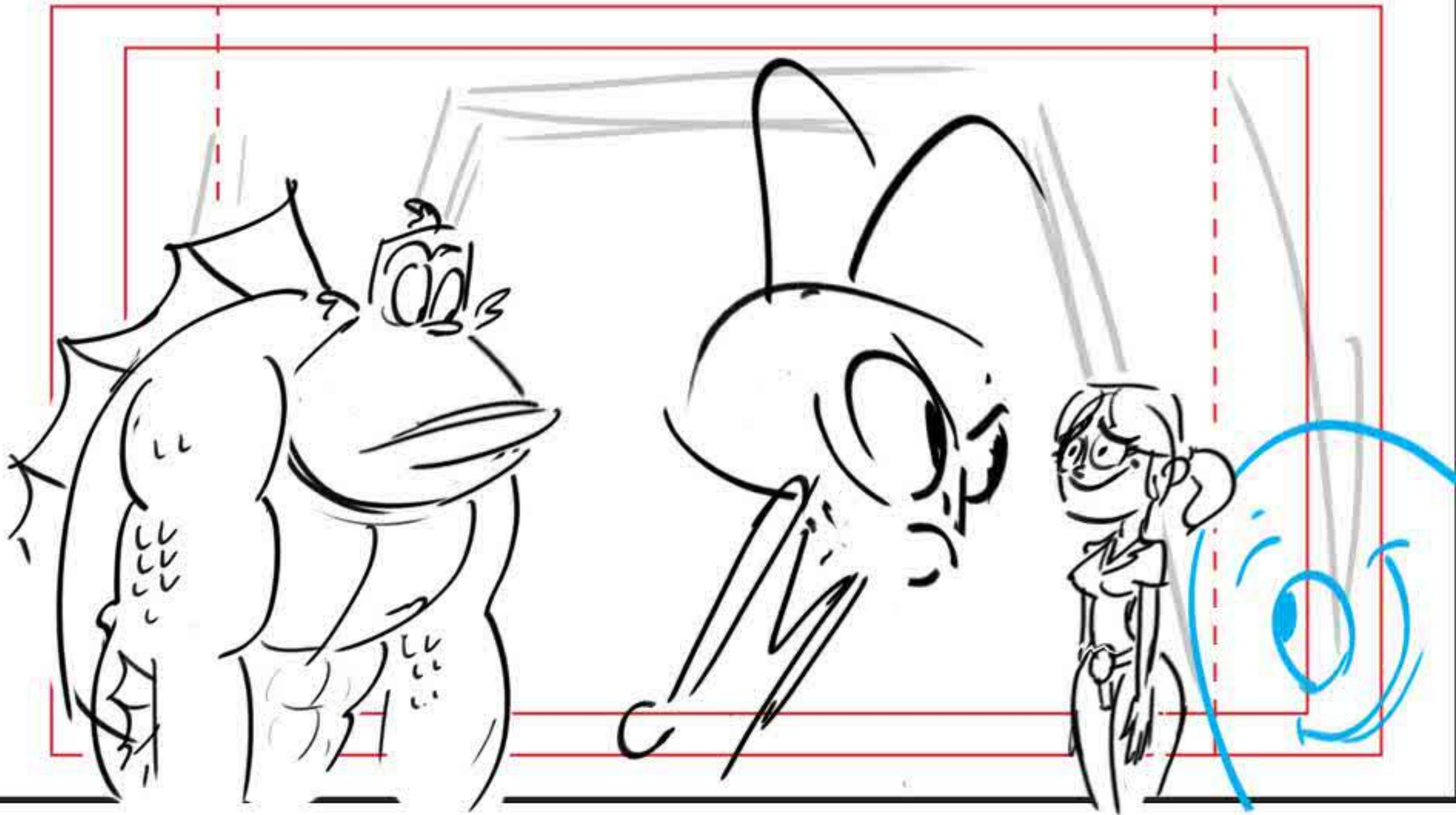
SUSAN:
NOPE.

Sequence

Scene

Panel

Frames



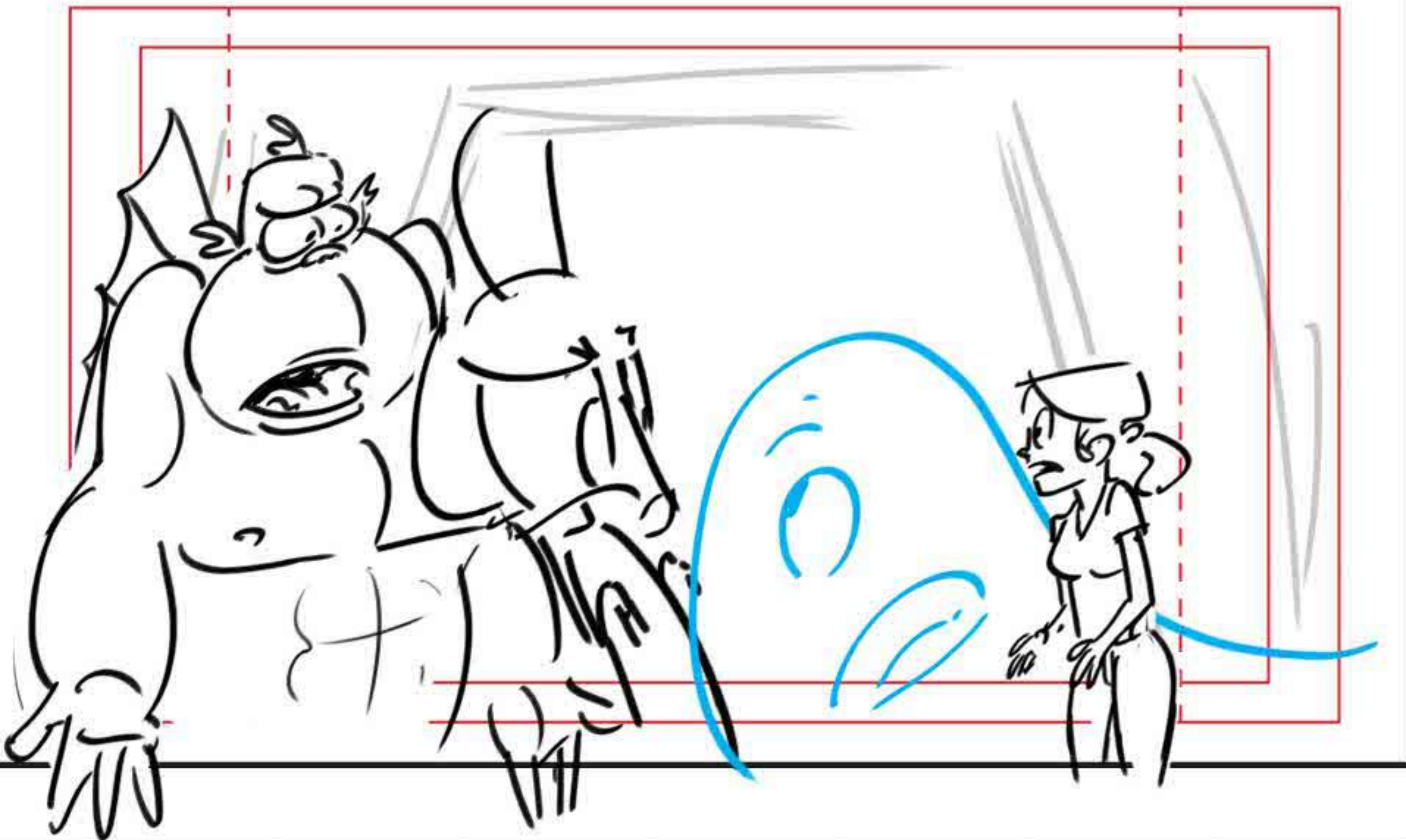
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

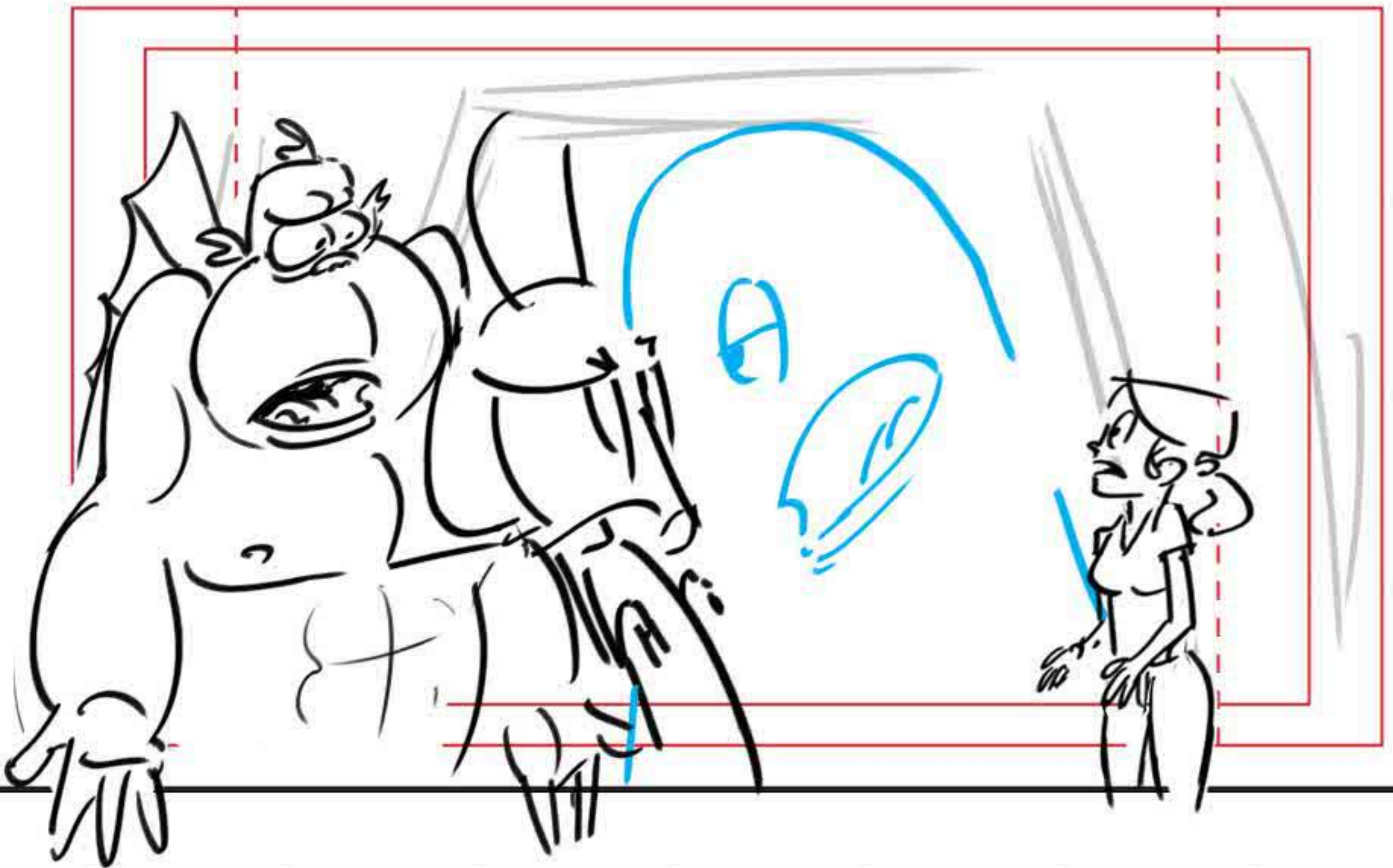
BOB:
EVERY LAST WORD.

Sequence

Scene

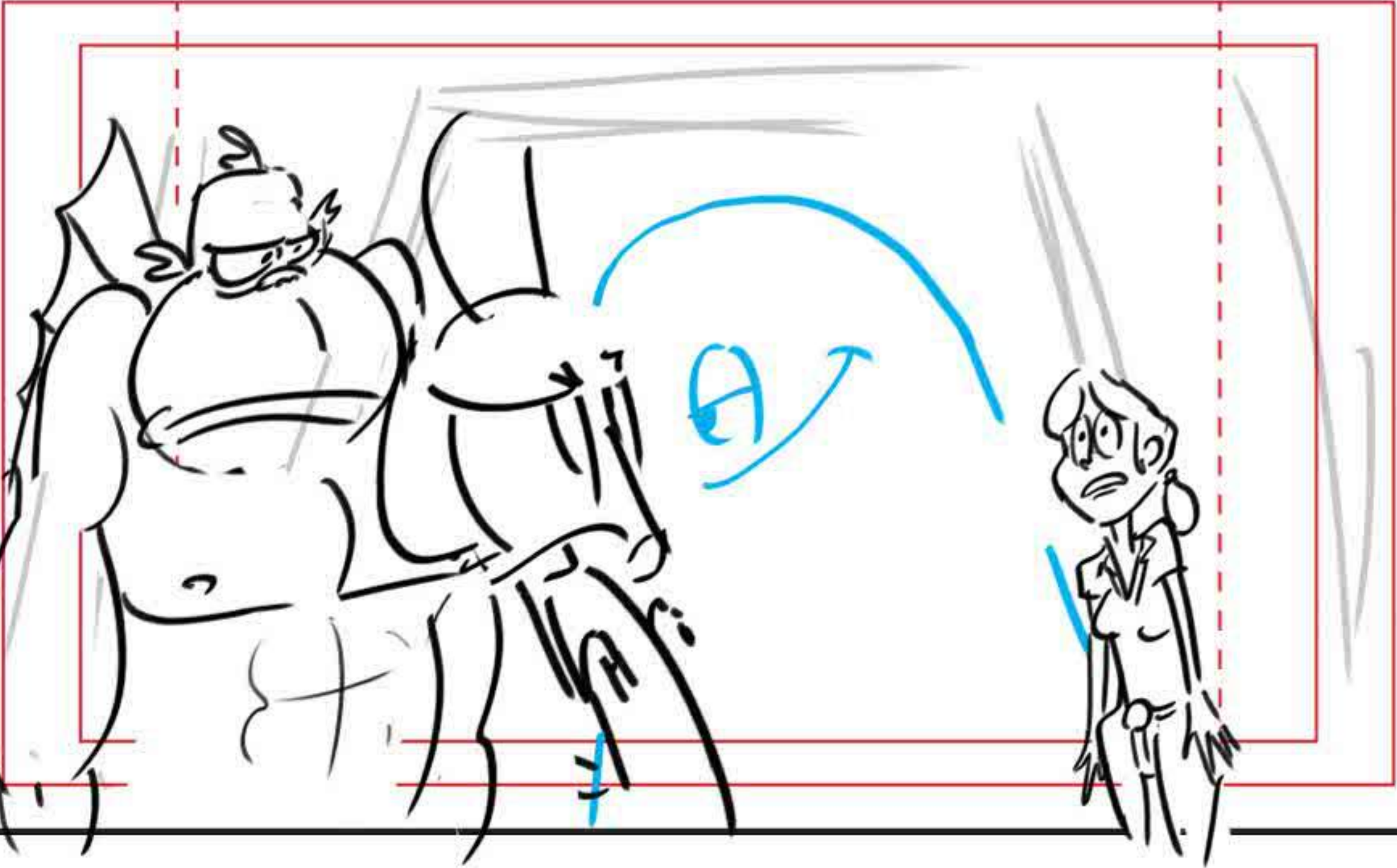
Panel

Frames



Dialogue/Action

BOB:
EVERY LAST WORD.

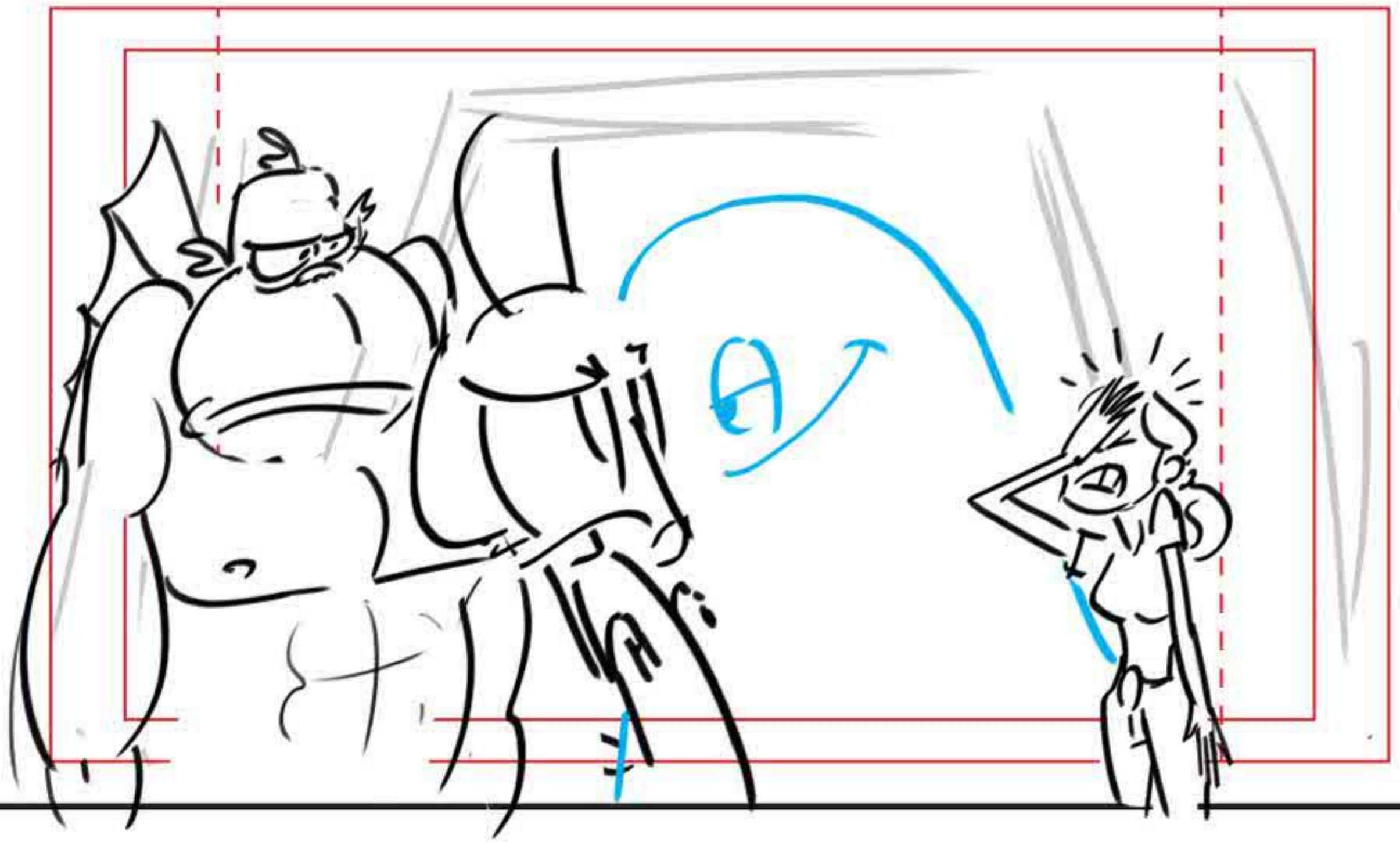
Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel depicting a scene with two characters. On the left, a character with a large, rounded body and a small tuft of hair is shown in profile, holding a large, dark, curved object. On the right, a smaller character with a worried expression stands looking towards the first character. The scene is enclosed in a red rectangular frame. Blue annotations include a large arc connecting the two characters, a blue letter 'A' with an arrow pointing to it, and a blue vertical line on the right character's leg. Dashed red lines indicate vertical crop marks on the left and right sides of the frame.</p>			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

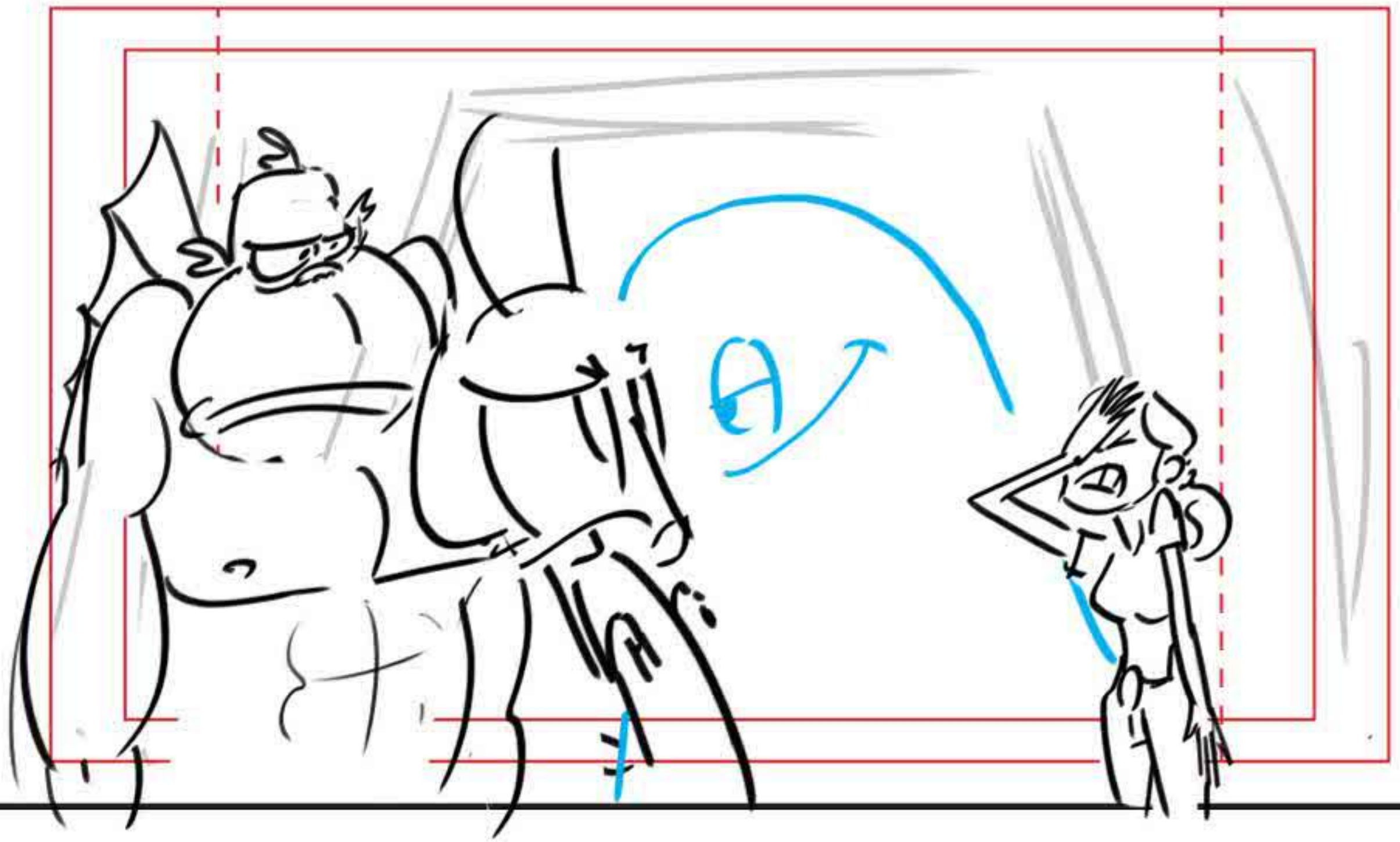
(SMACK!)

Sequence

Scene

Panel

Frames



Dialogue/Action

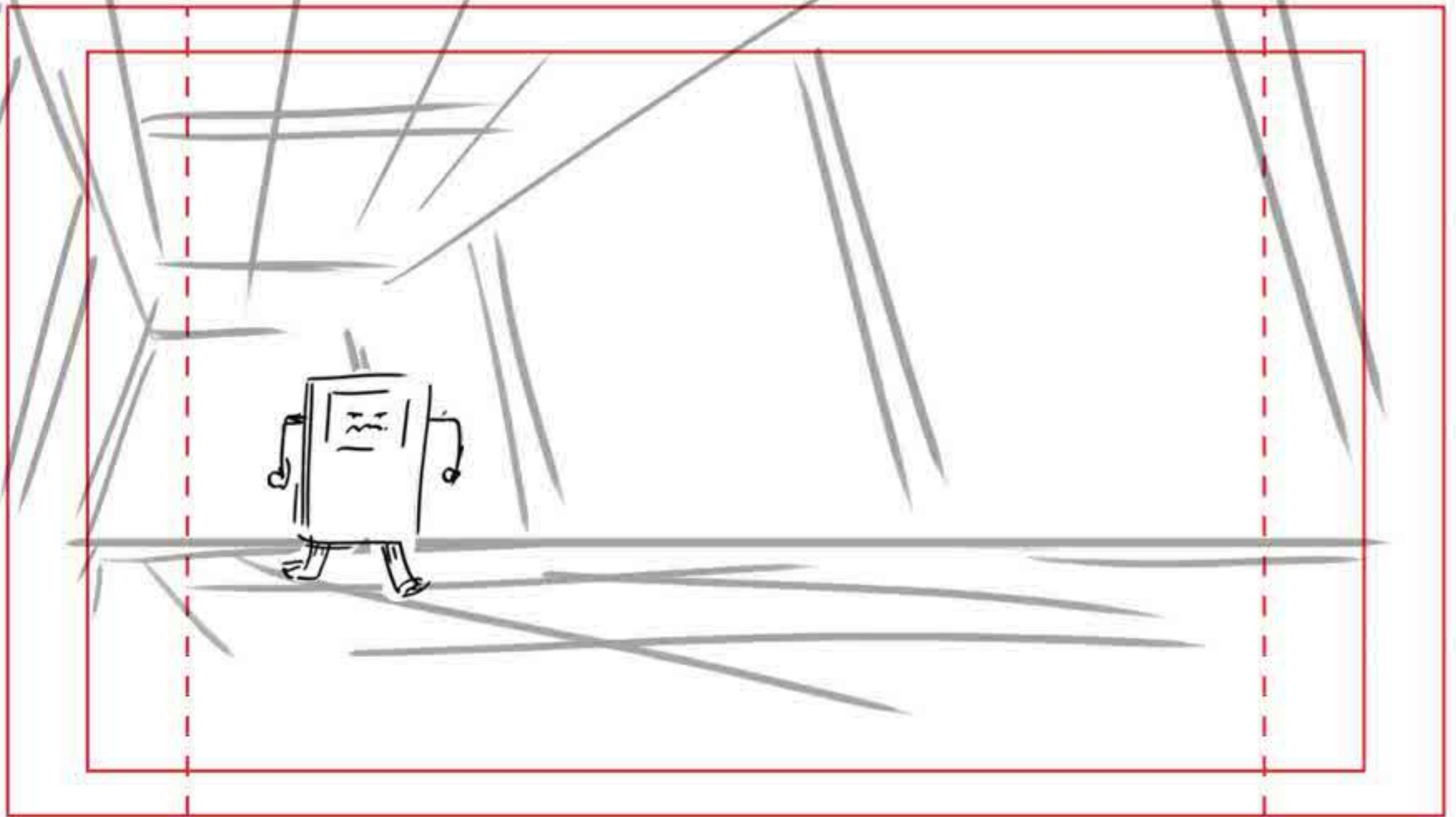
(SMACK!)

Sequence

Scene

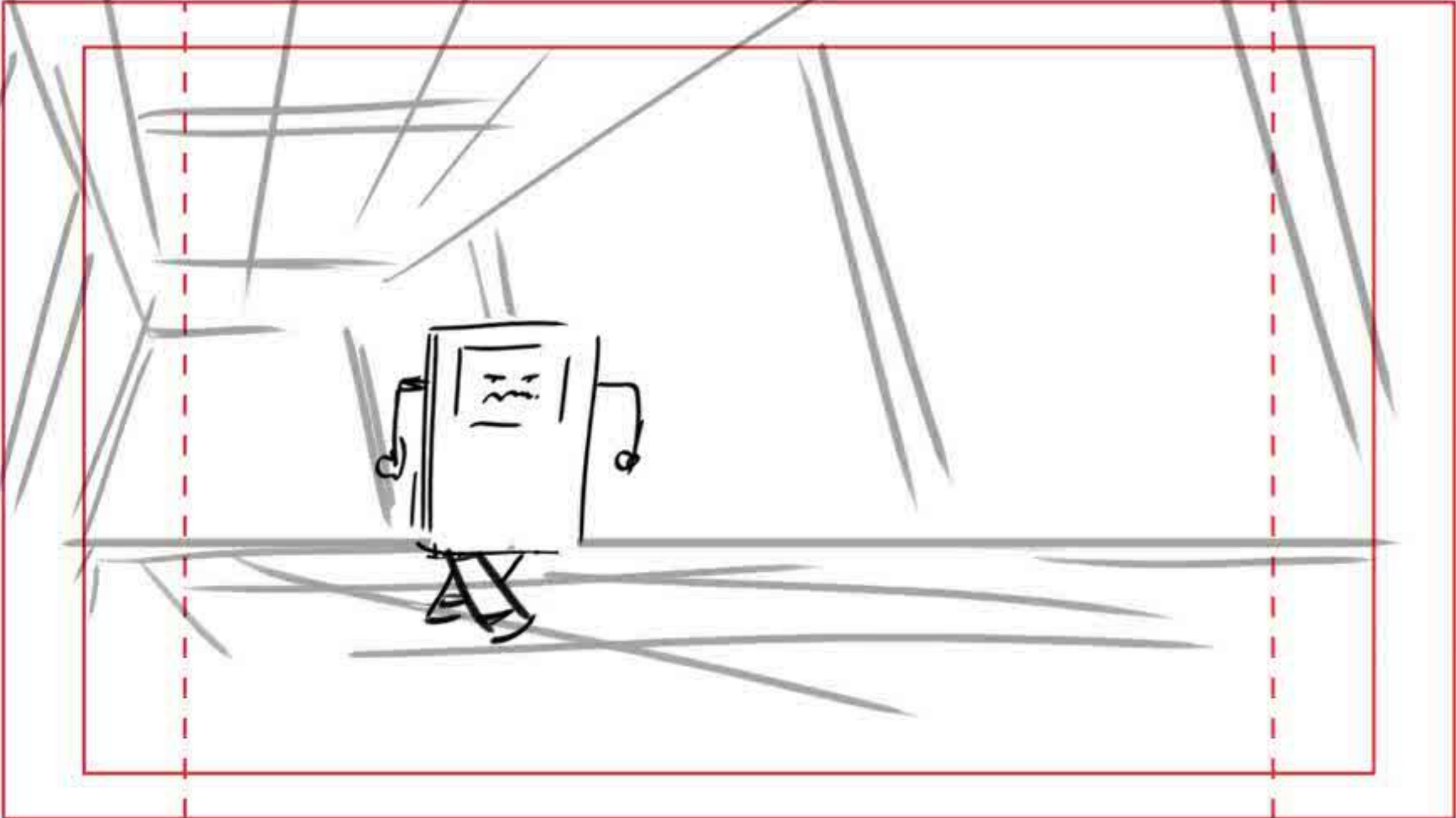
Panel

Frames

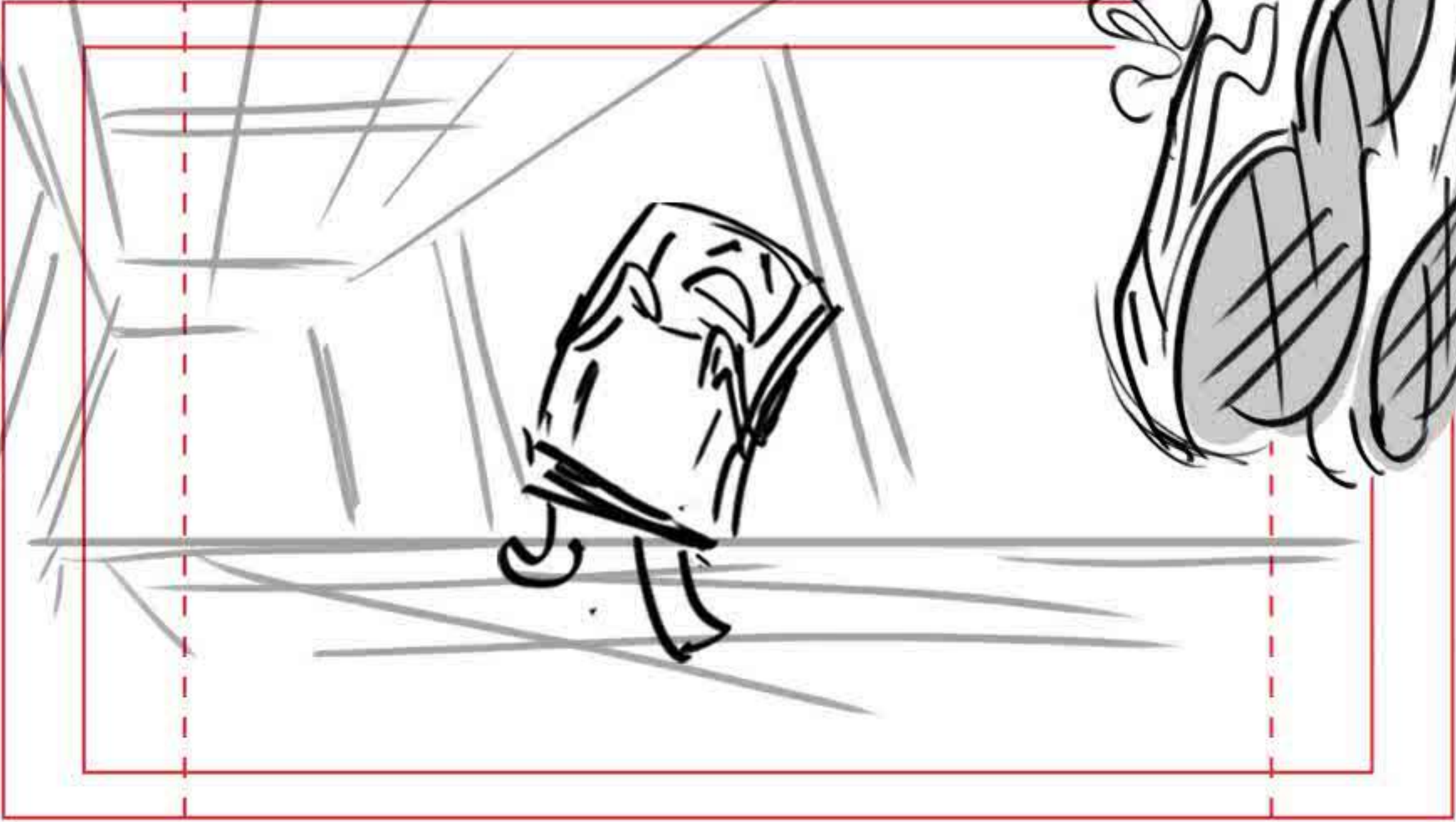



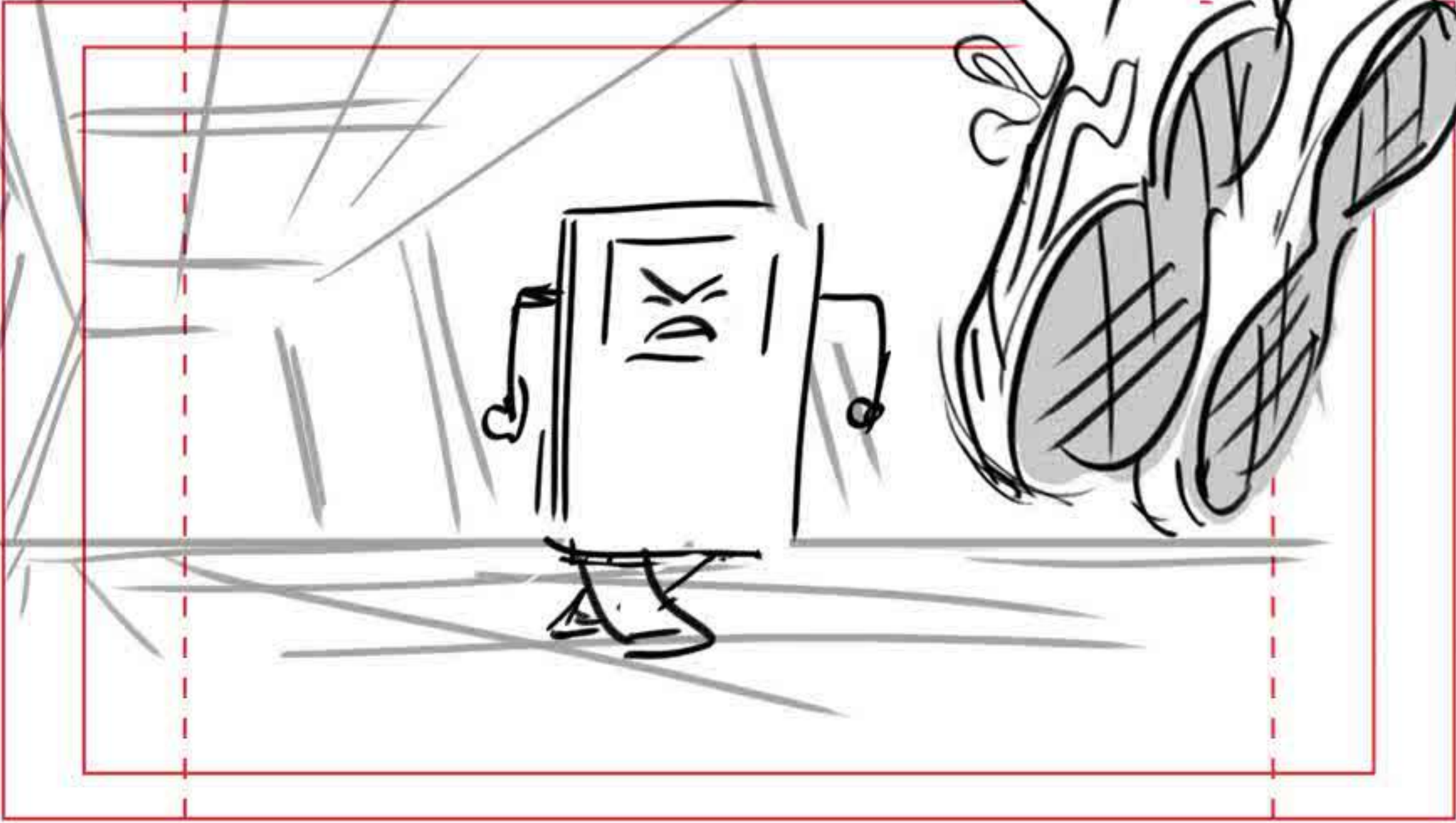

Dialogue/Action

SMARTY:
(GRUMBLING)

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="1021 1940 1395 2142">SMARTY: (GRUMBLING)</p>			

Sequence	Scene	Panel	Frames
Dialogue/Action	<p style="text-align: center;">SMaRty:</p> <p style="text-align: center;">“ARE YOUR aUdIo SENSORS WORKiNG?”</p>		

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="1071 1940 1345 2041">SMARty:</p> <p data-bbox="672 2142 1744 2268">"ARE YOUR AUDIO SENSORS WORKING?"</p>			

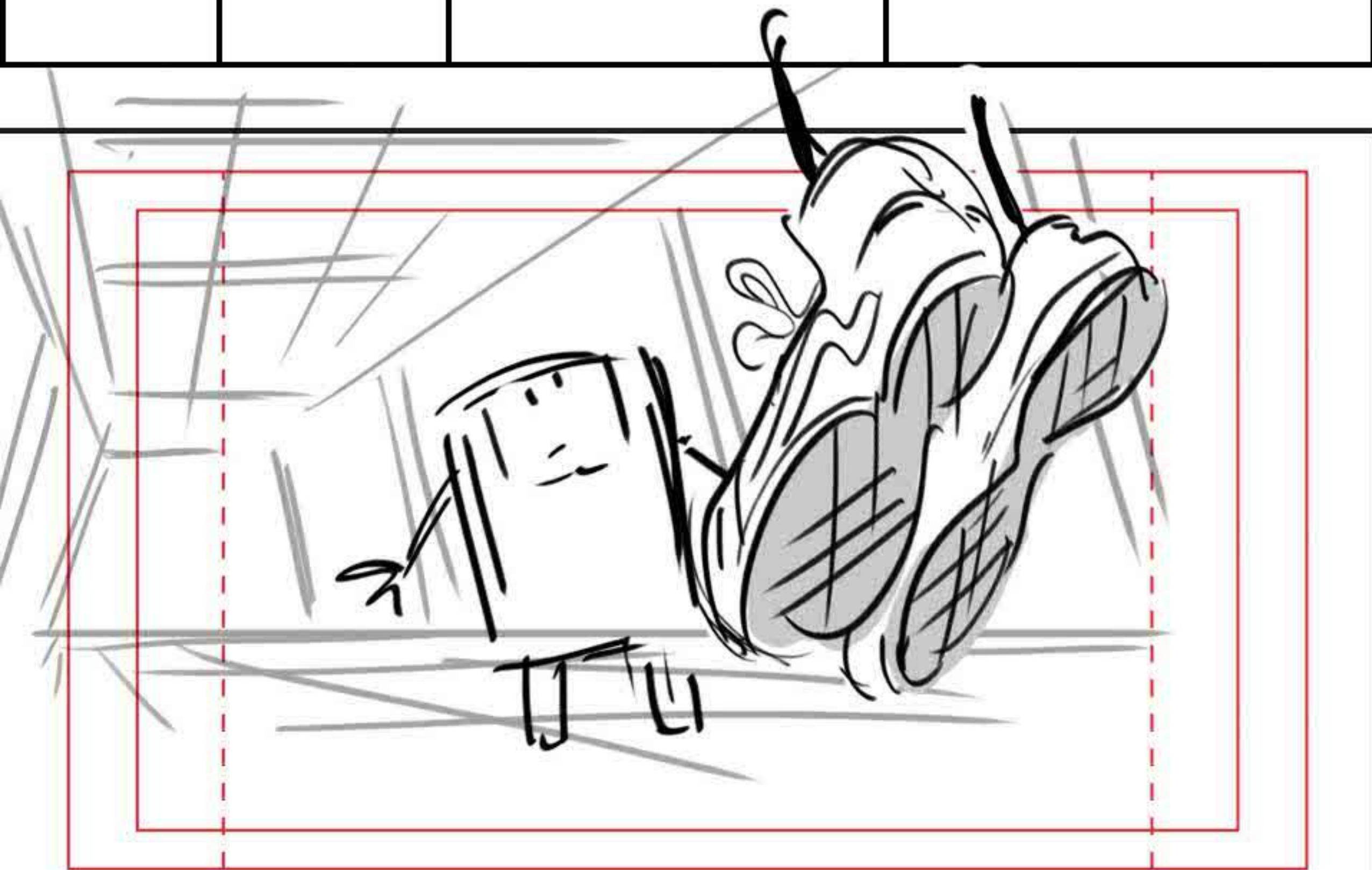
Sequence	Scene	Panel	Frames
			
<p data-bbox="12 1902 510 1978">Dialogue/Action</p> <p data-bbox="1034 1940 1383 2142">SMaRtY: UCHHHCHH...</p>			<p data-bbox="1457 2142 2006 2343">COVERTON: SWASSUP, SMaRtY?</p>

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:

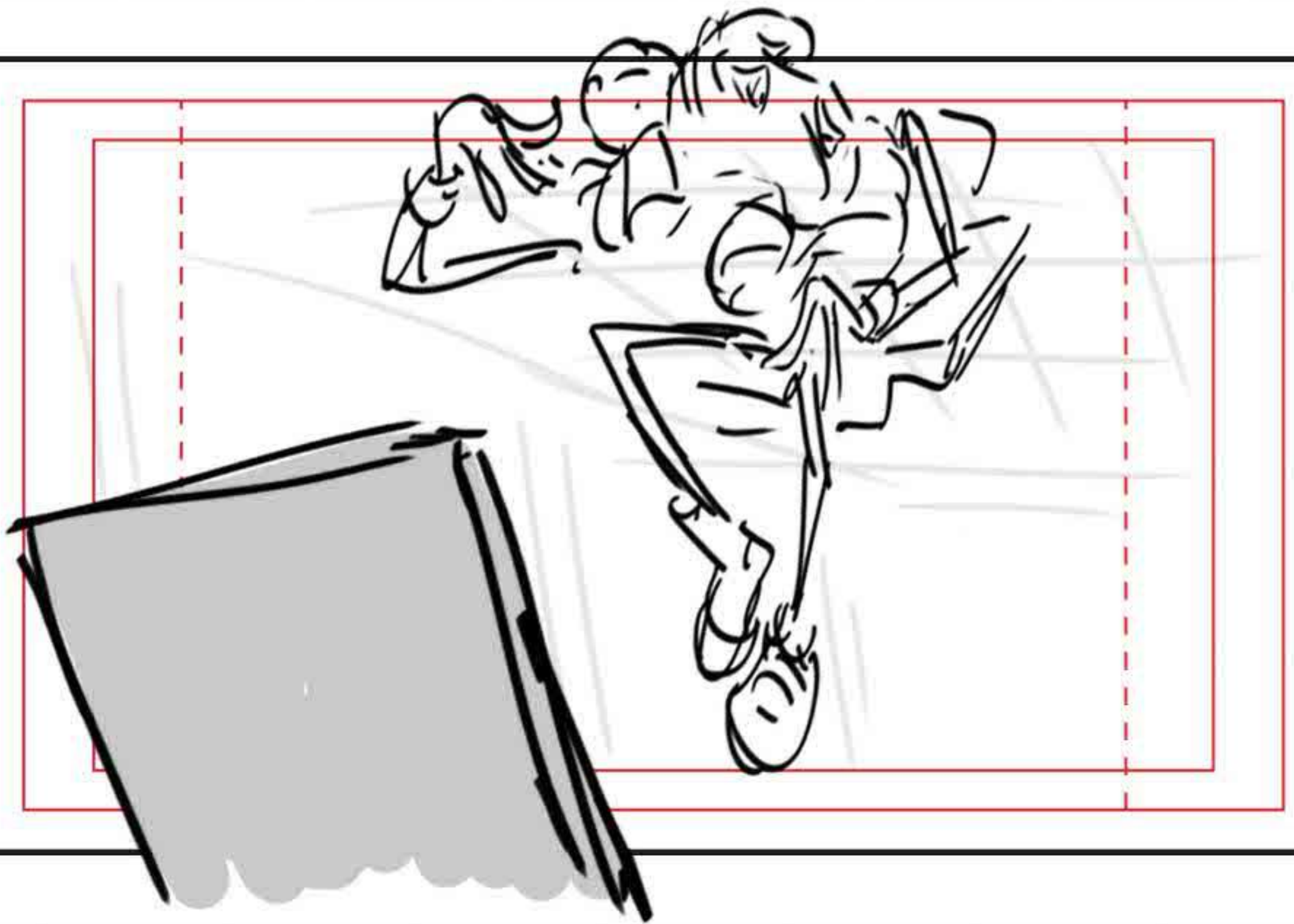
WASSUP, SMaRty?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

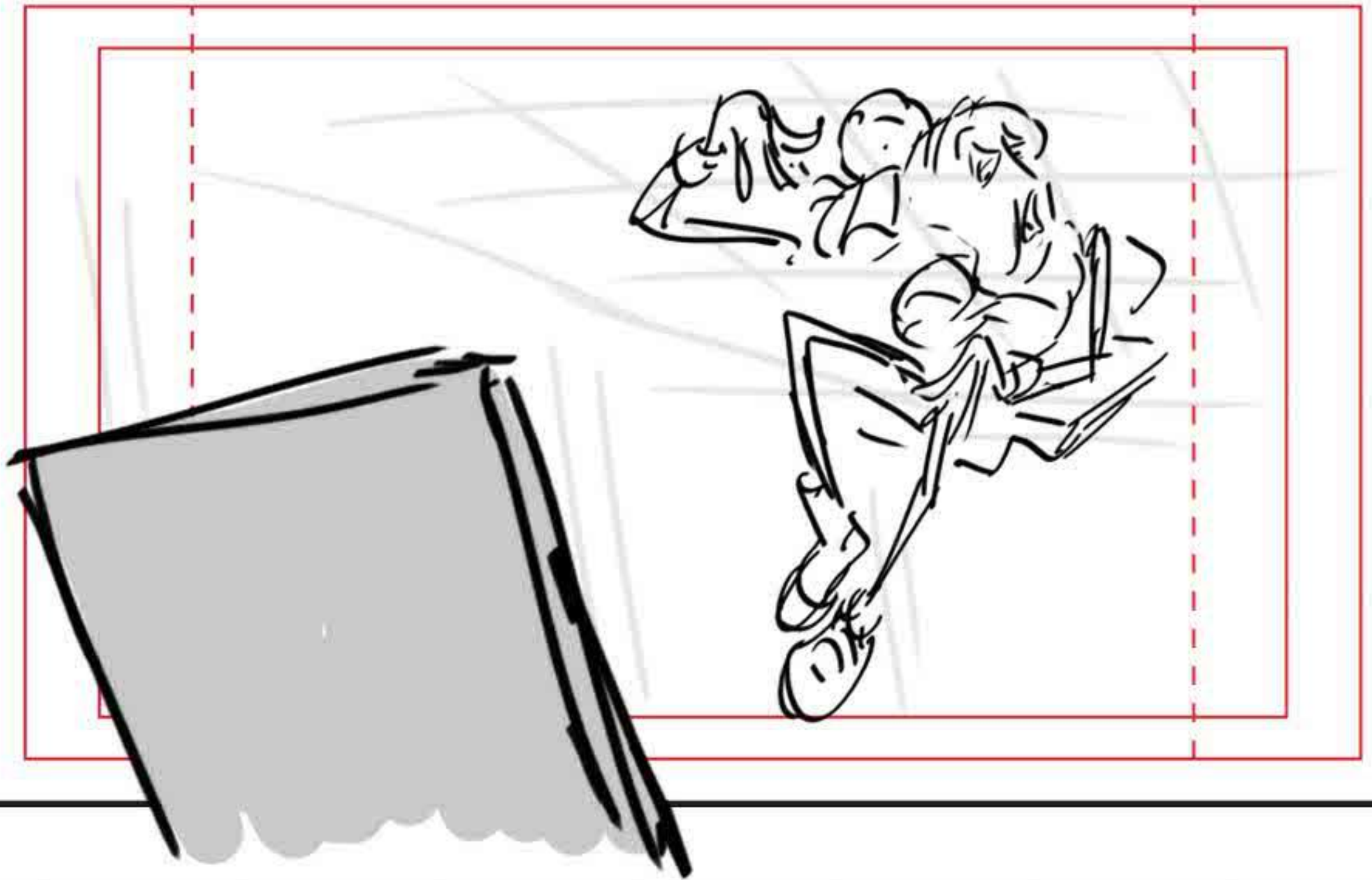
WHY YOU ALL BUGGING?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

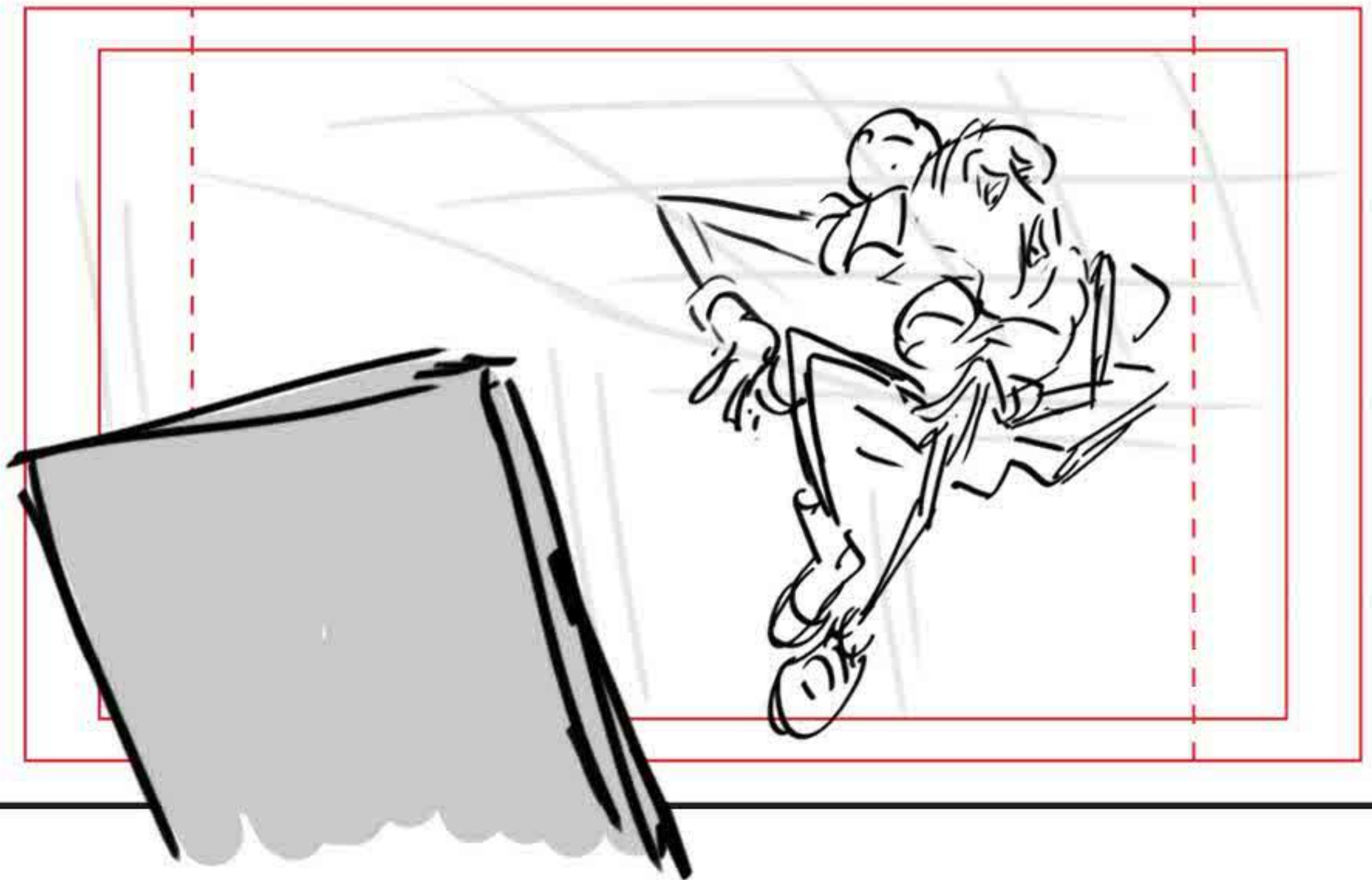
WHY YOU ALL BUGGING?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

WHY YOU ALL BUGGING?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

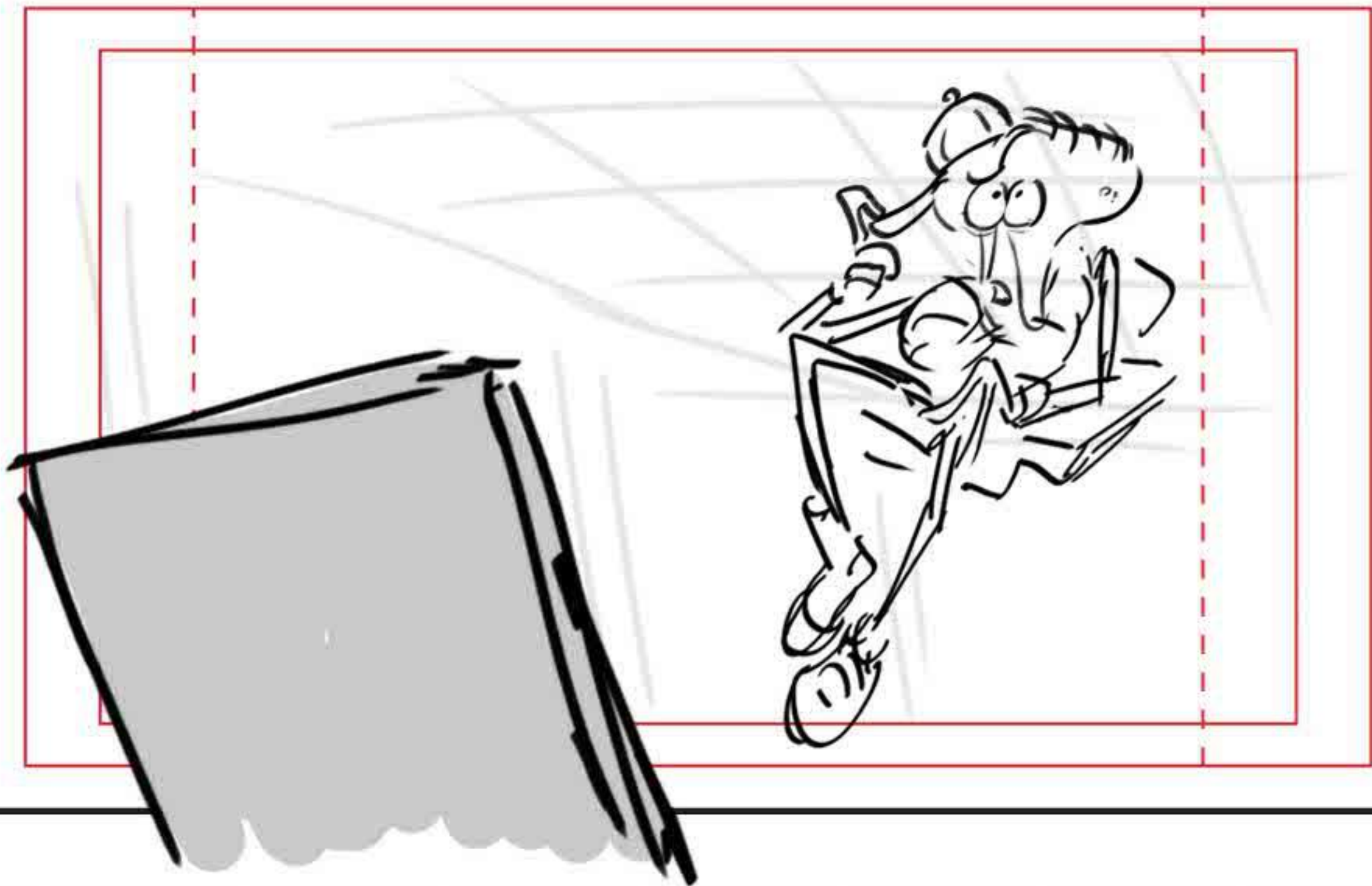
WHY YOU ALL BUGGING?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

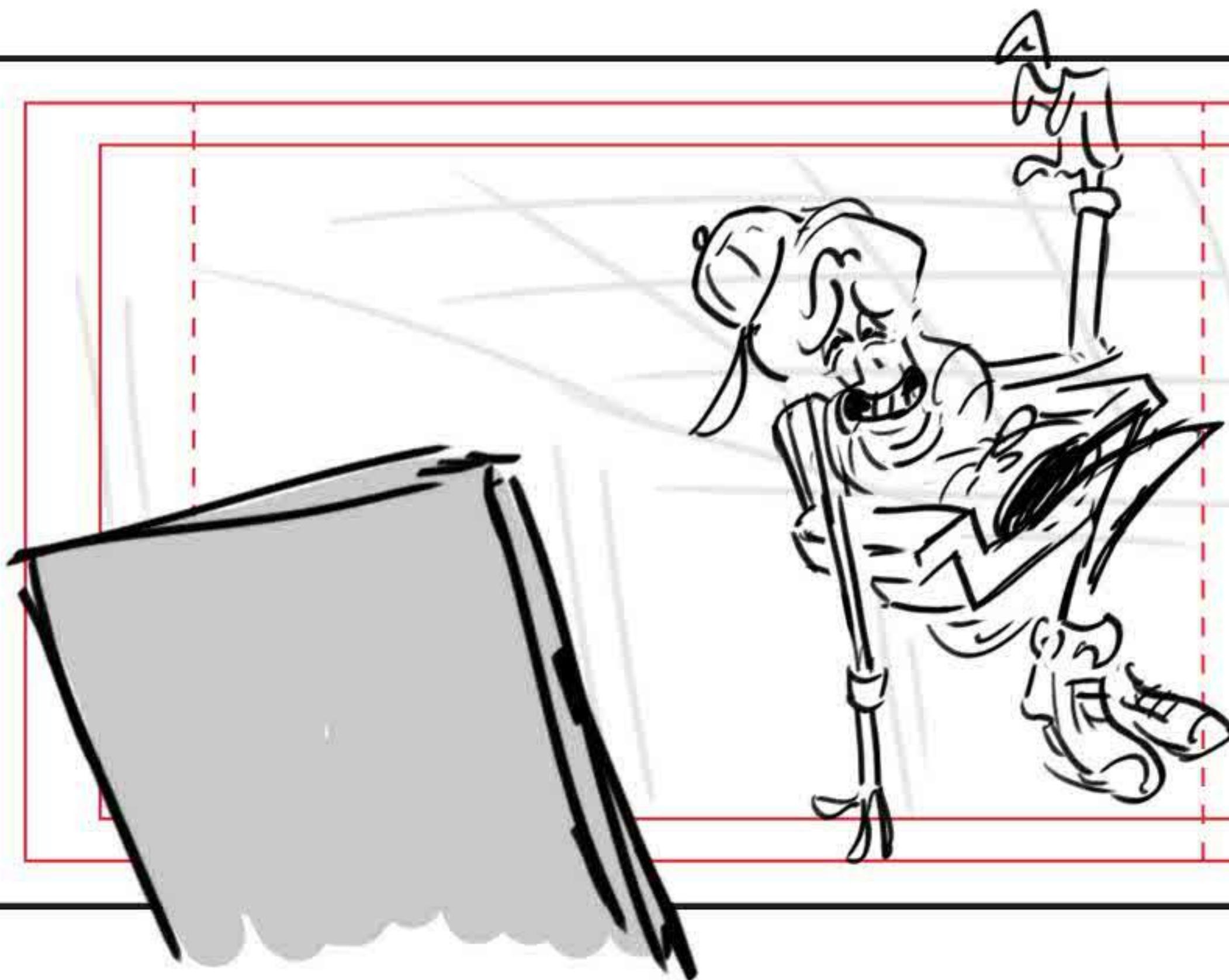
UM...

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

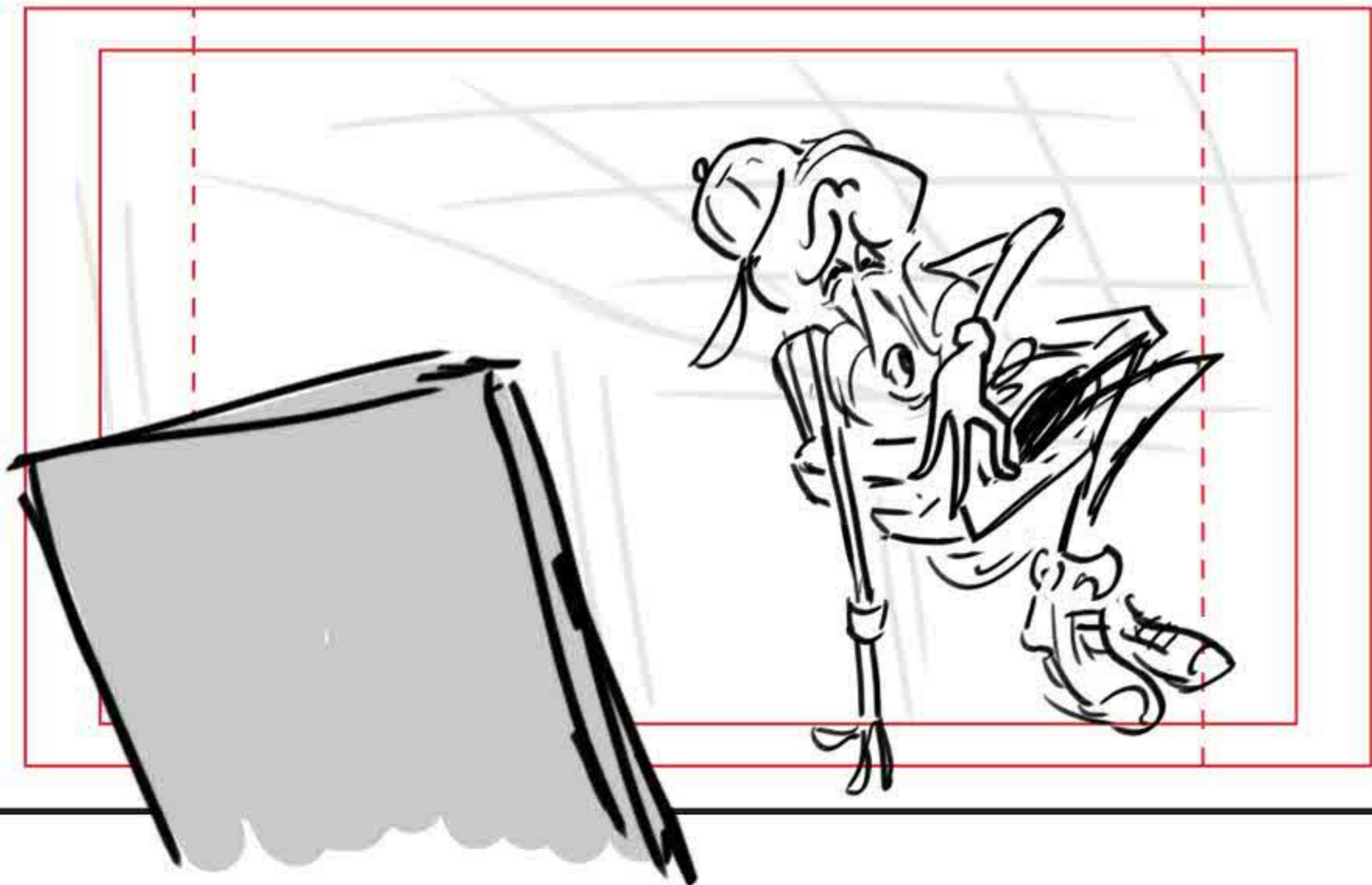
90.

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

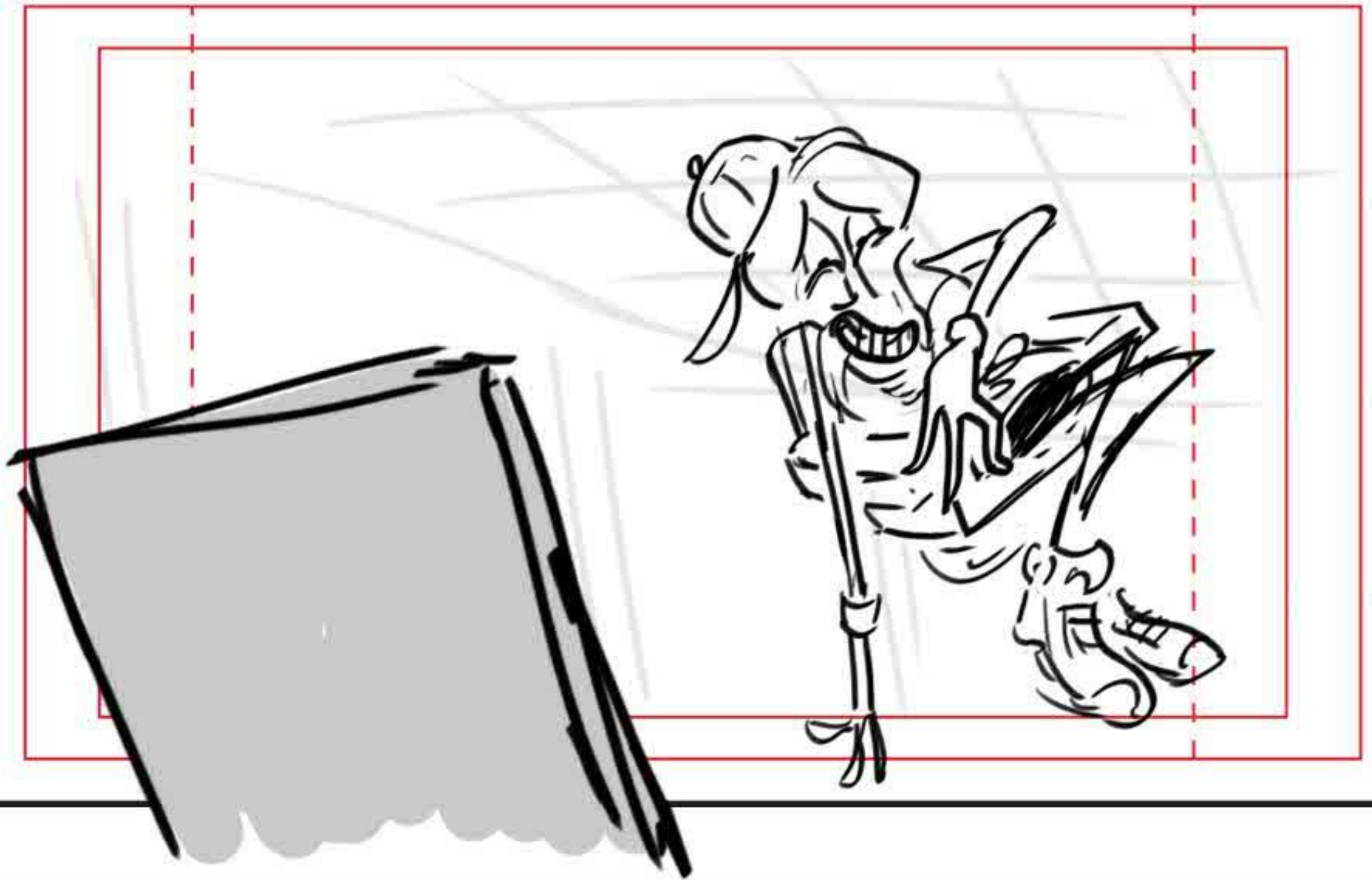
90.

Sequence

Scene

Panel

Frames



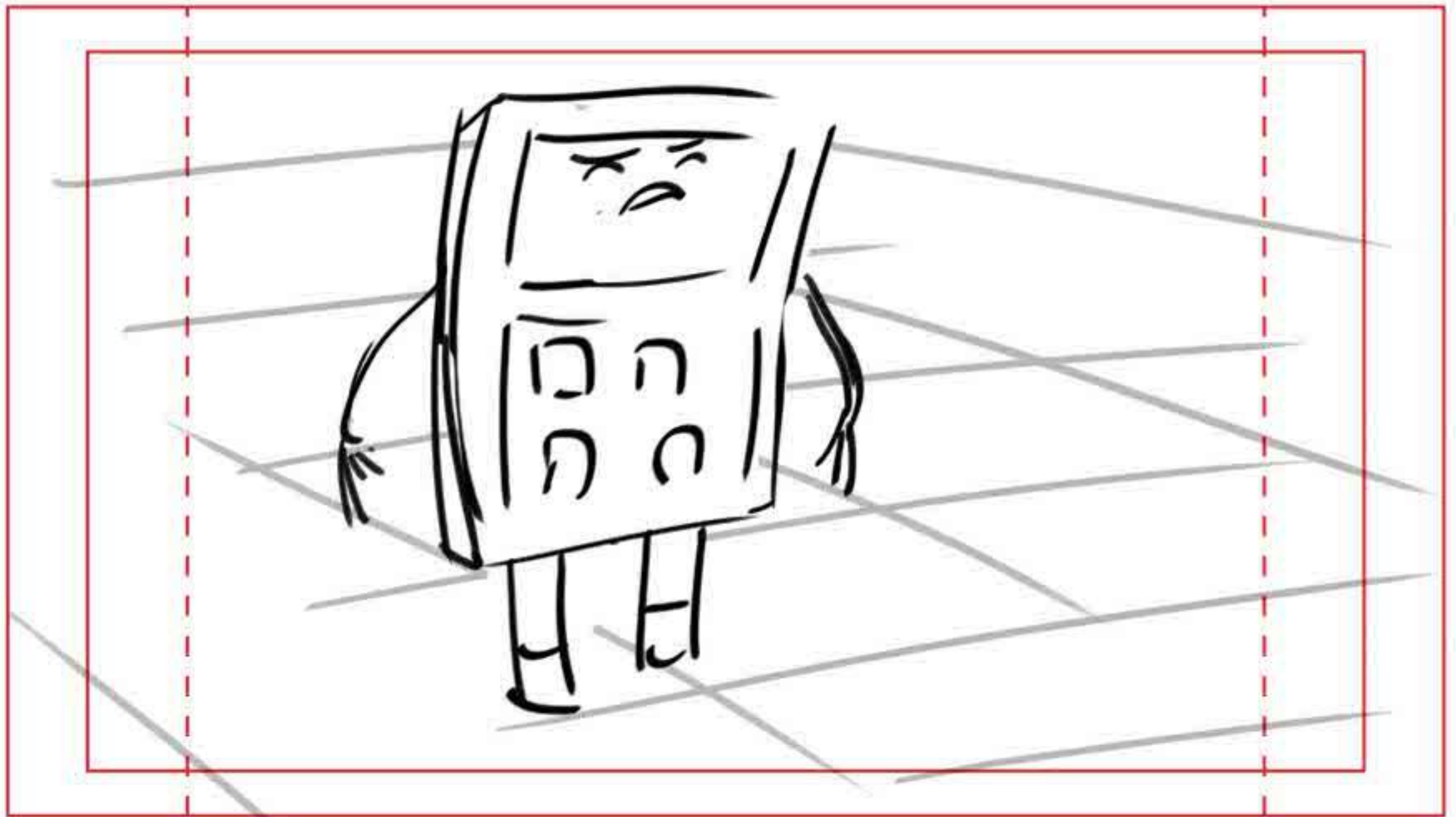
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

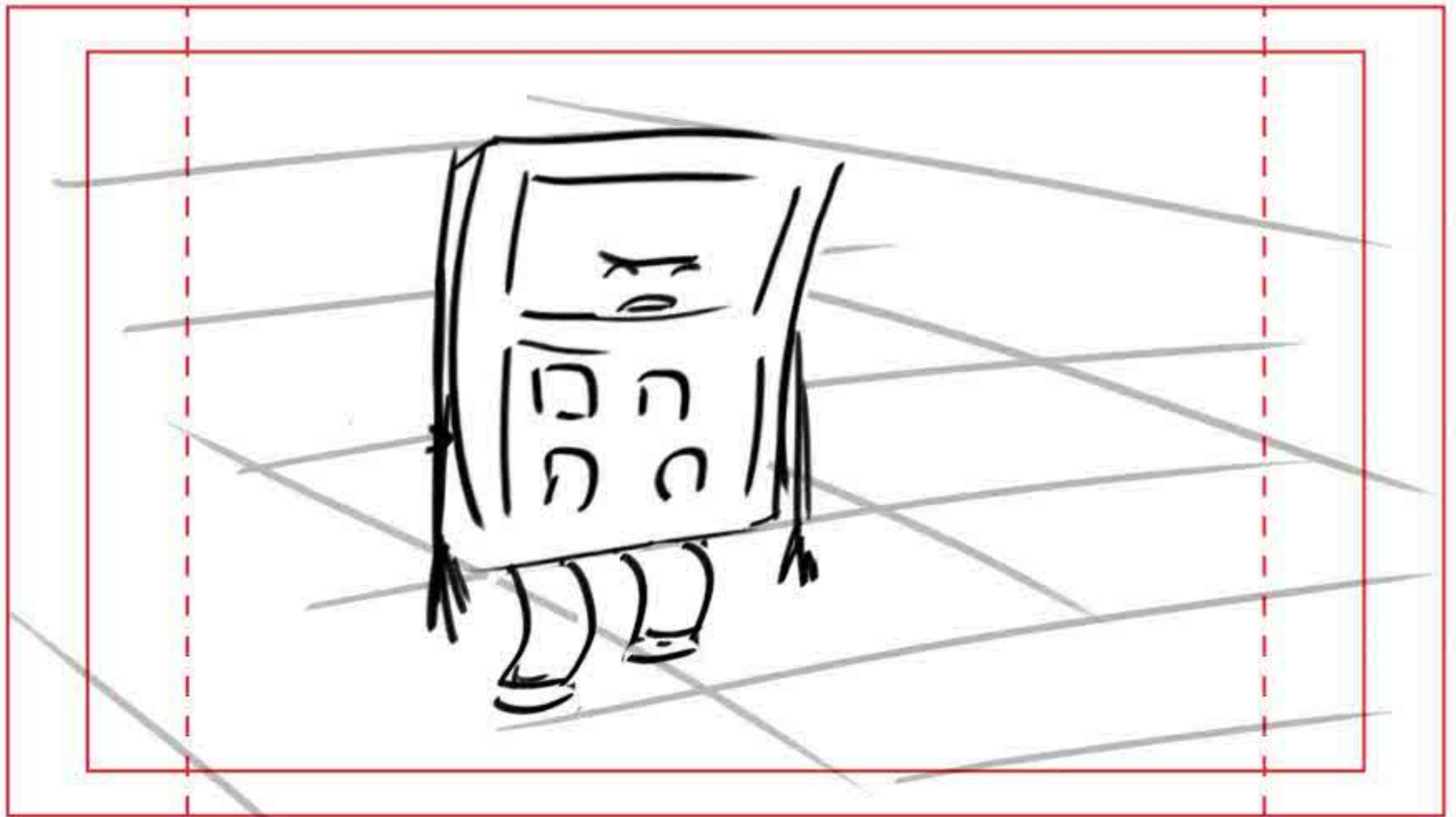
SMaRty:
UHHH...

Sequence

Scene

Panel

Frames



Dialogue/Action

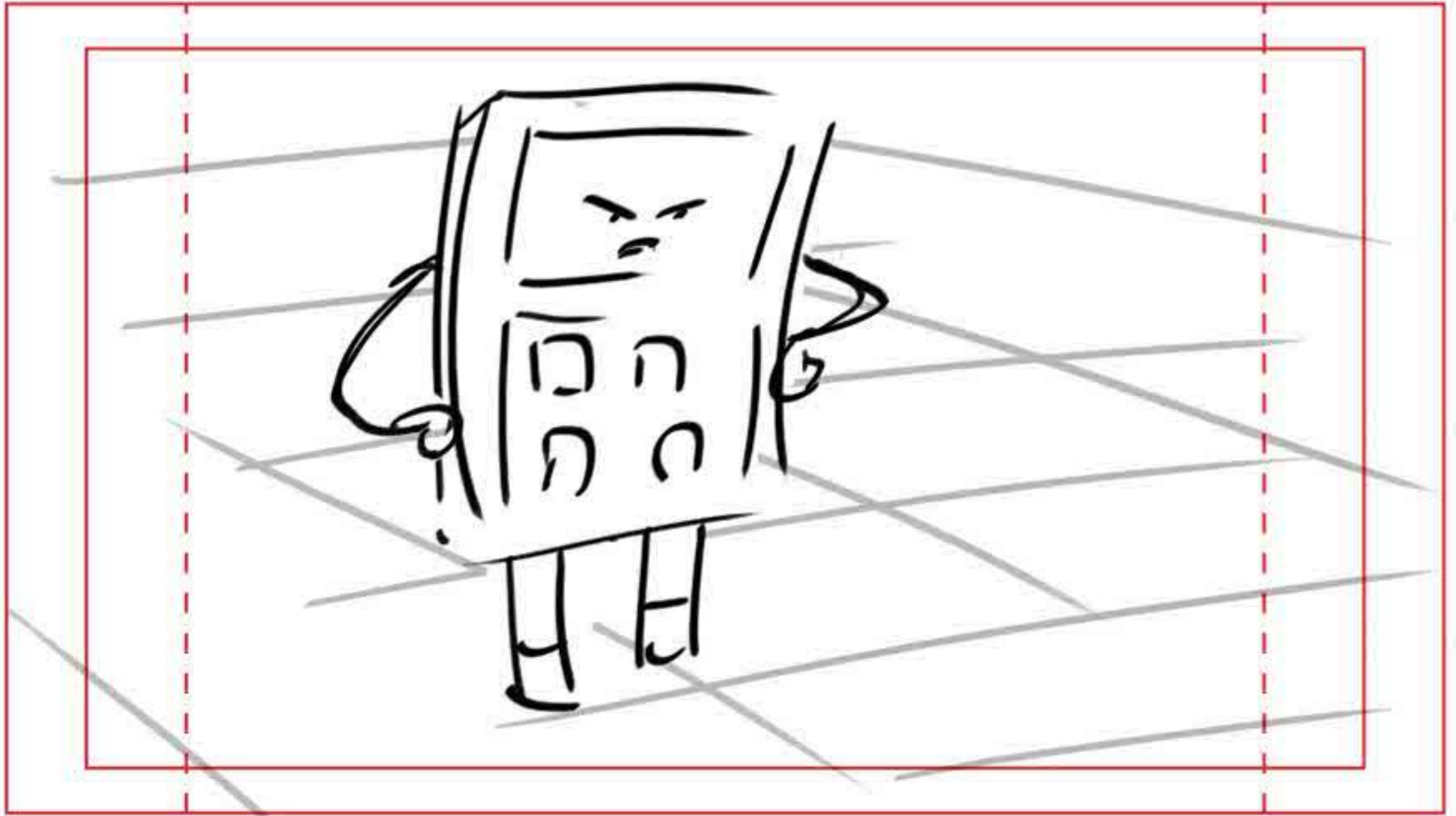
SMaRty:
UHHH...

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:

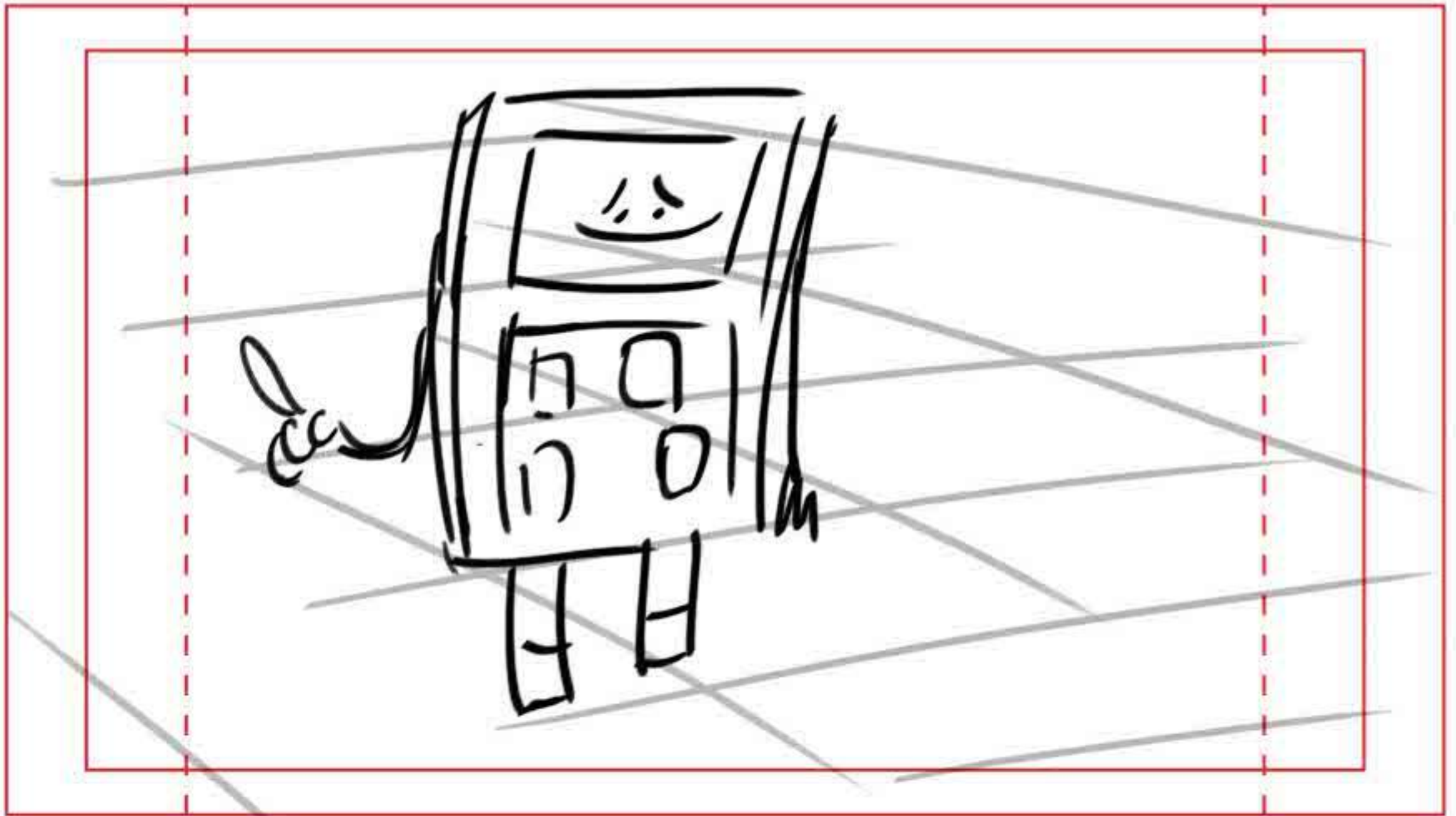
MY DAD SAYS I CAN'T KEEP THE BURP APP YOU GAVE ME.

Sequence

Scene

Panel

Frames



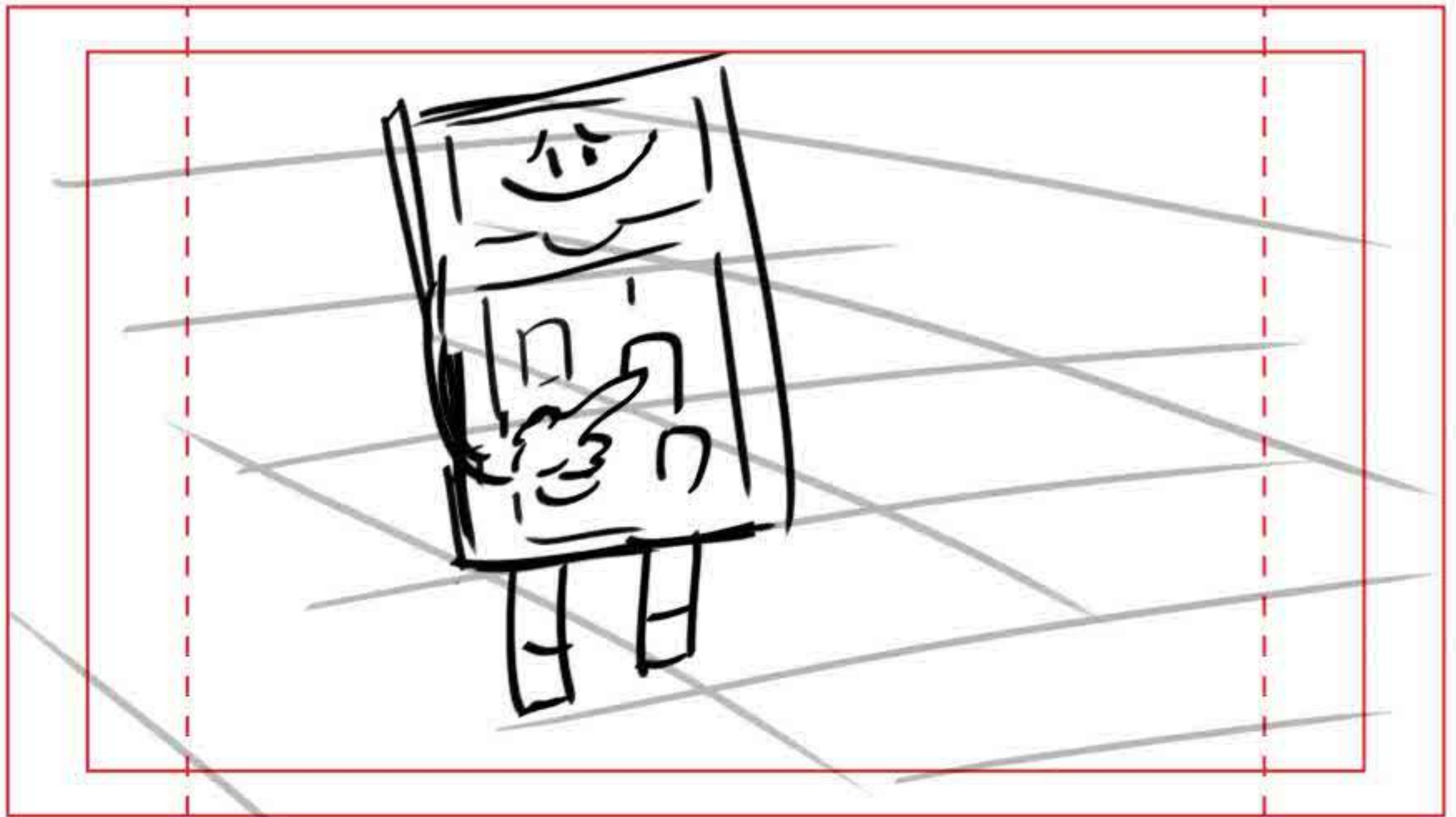
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

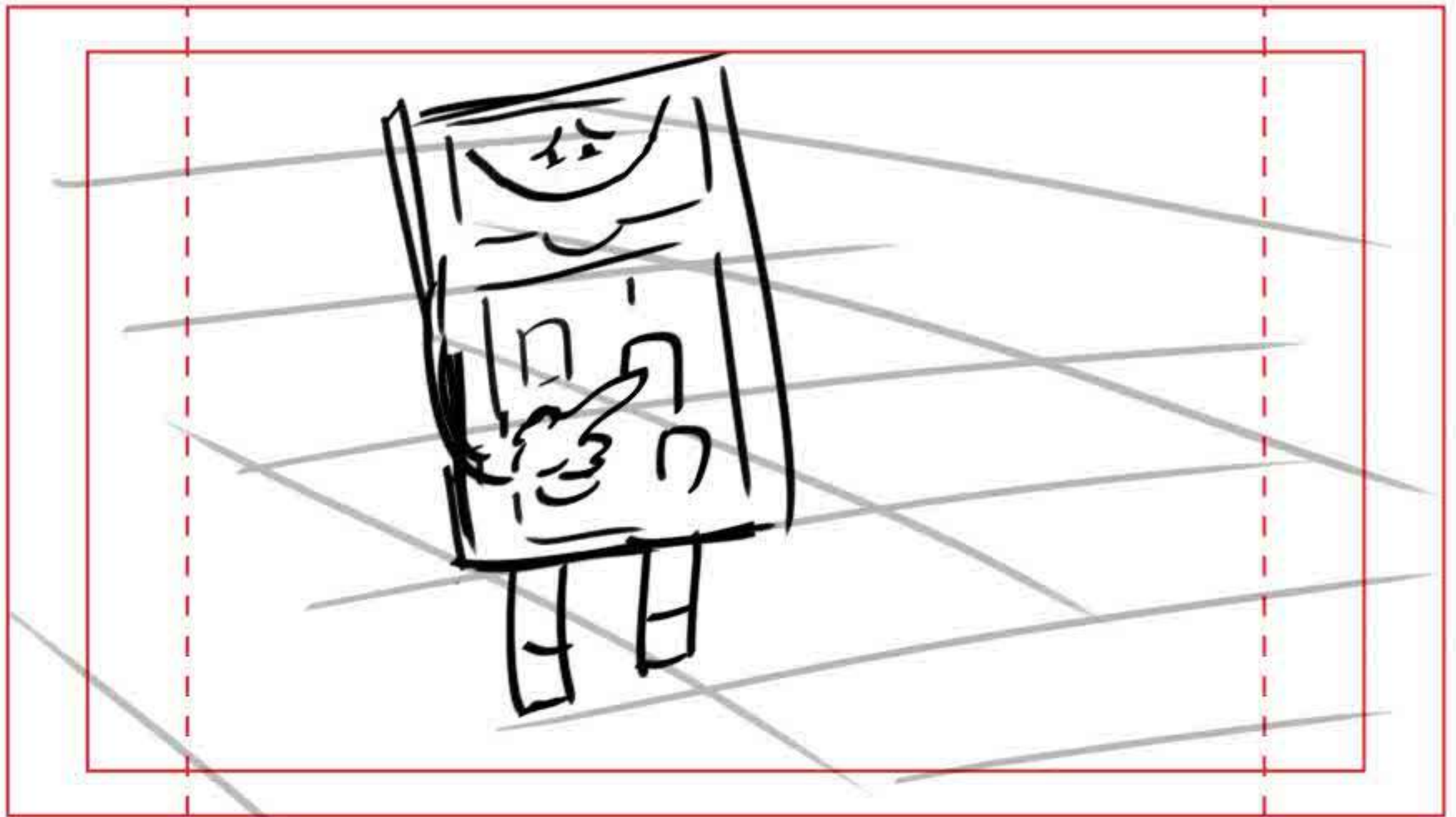
BURRRRRPP

Sequence

Scene

Panel

Frames



Dialogue/Action

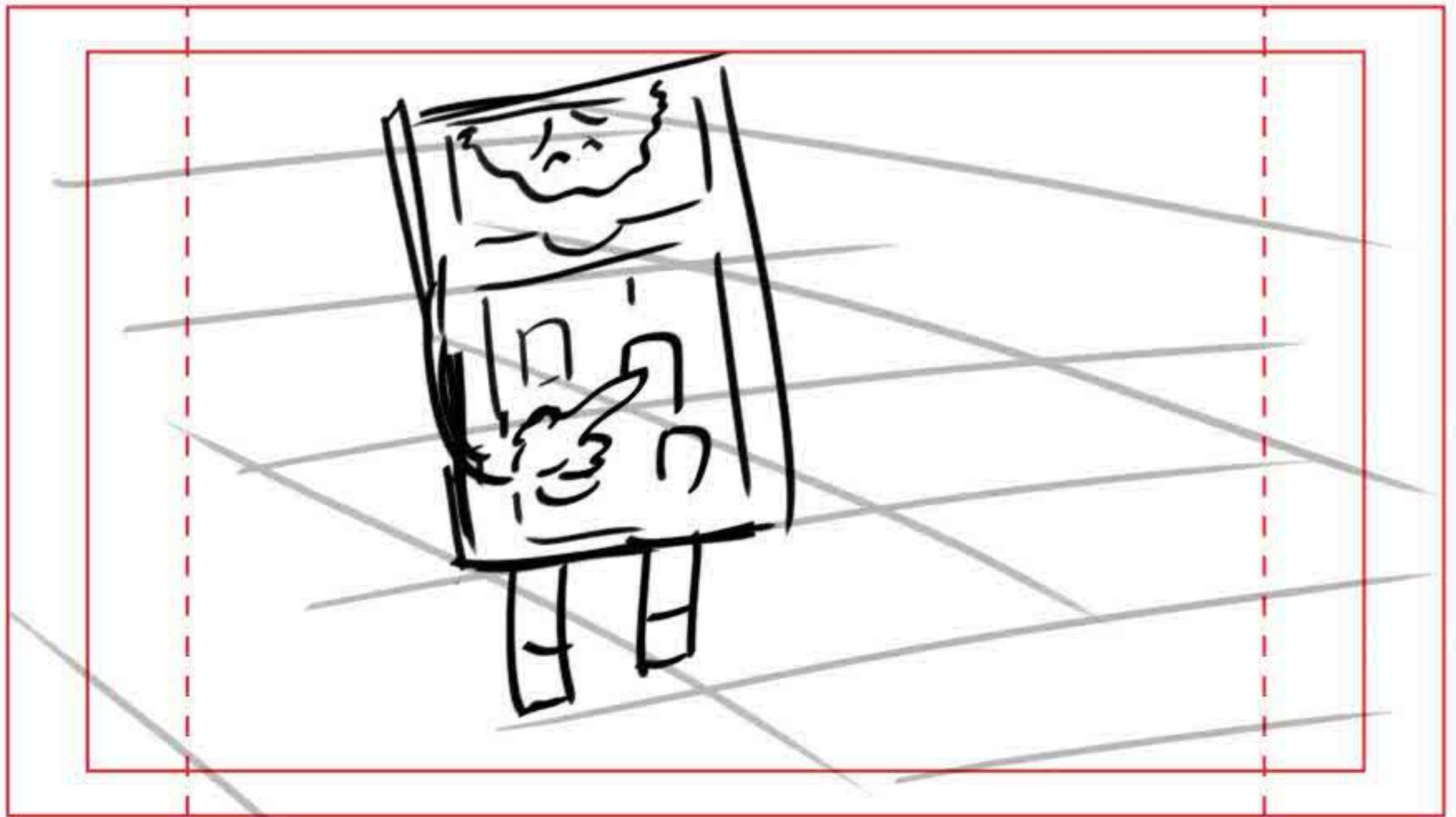
BURRRRRPP

Sequence

Scene

Panel

Frames



Dialogue/Action

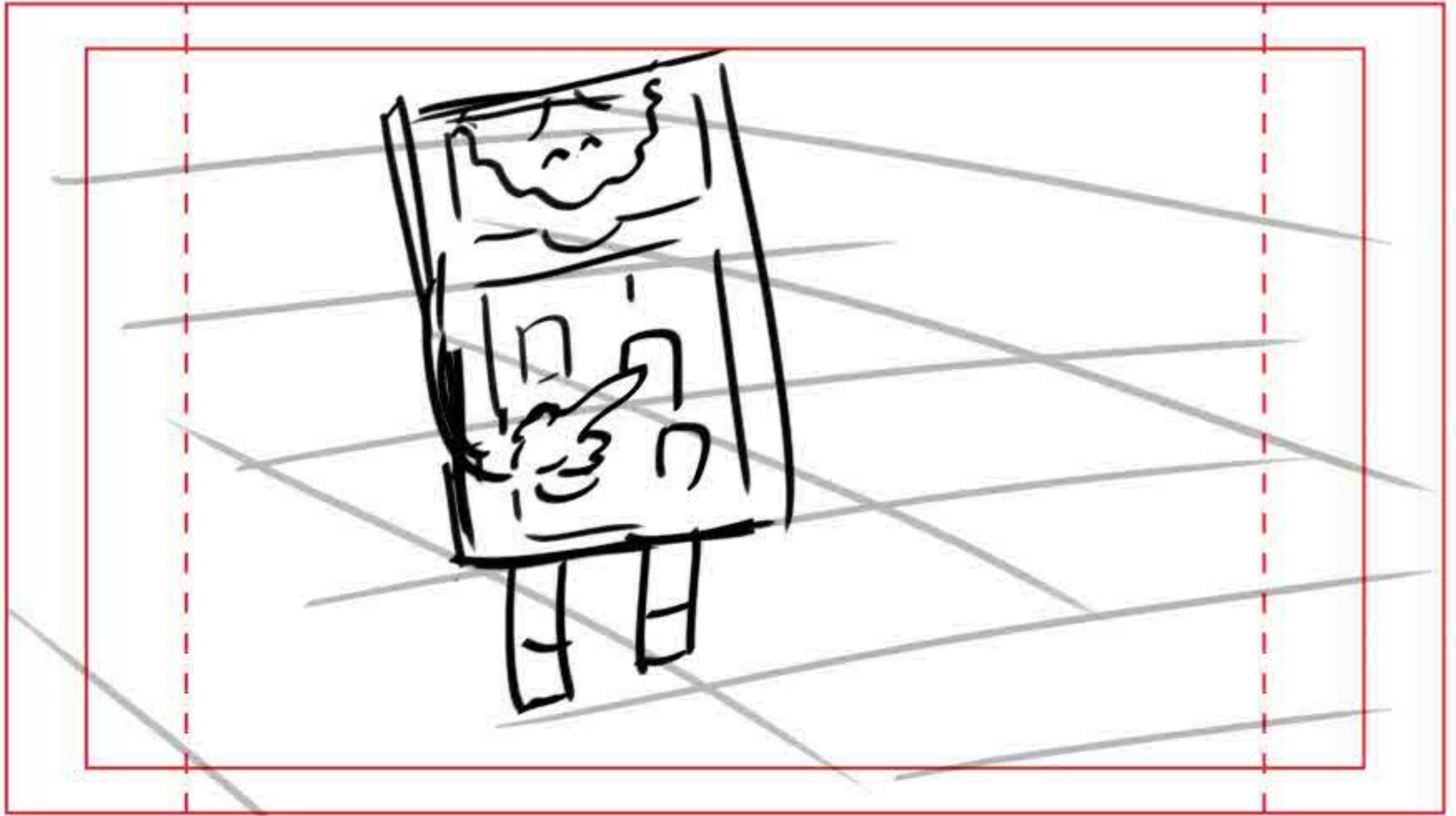
BURRRRRPP

Sequence

Scene

Panel

Frames



Dialogue/Action

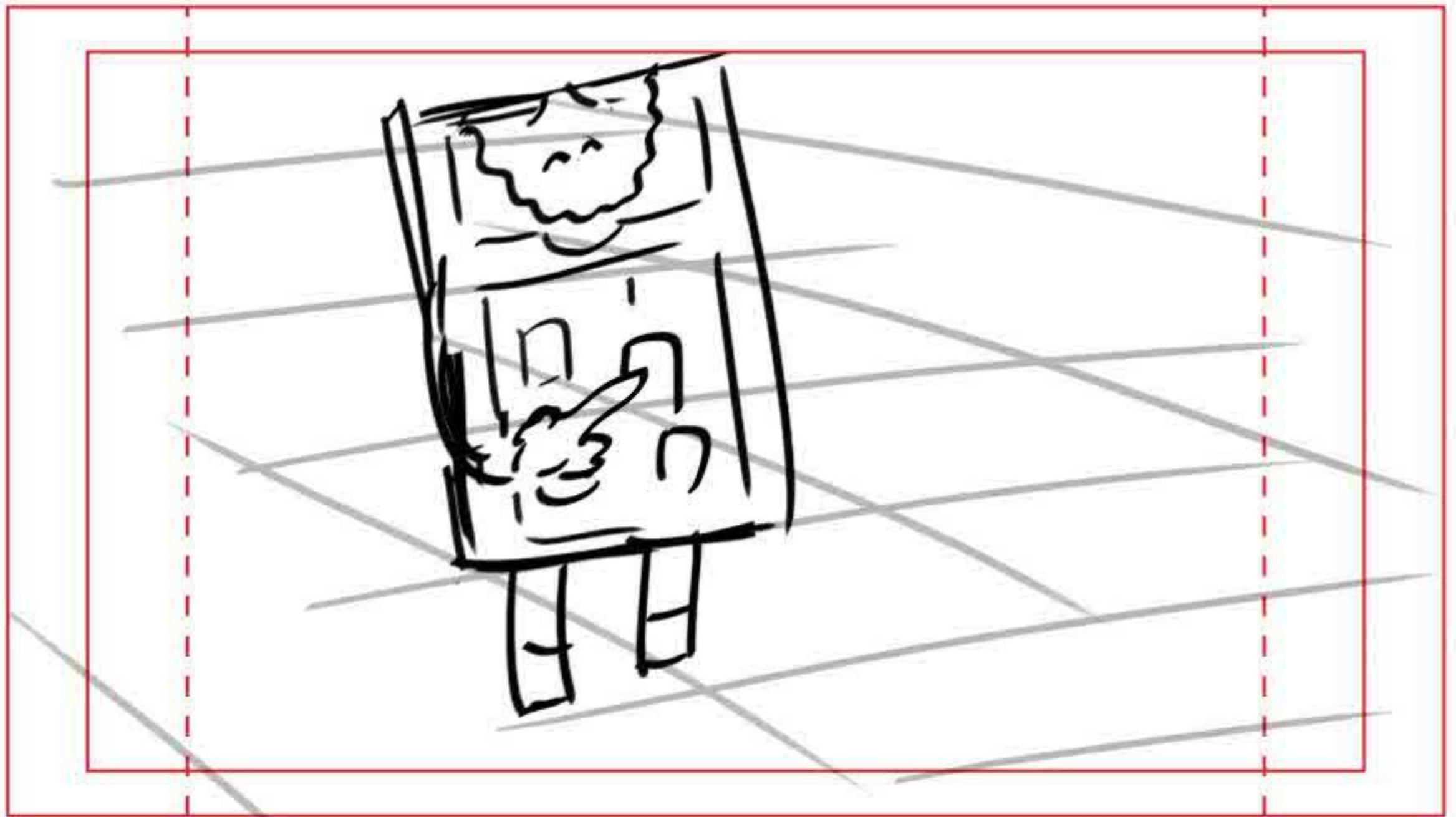
BURRRRRPP

Sequence

Scene

Panel

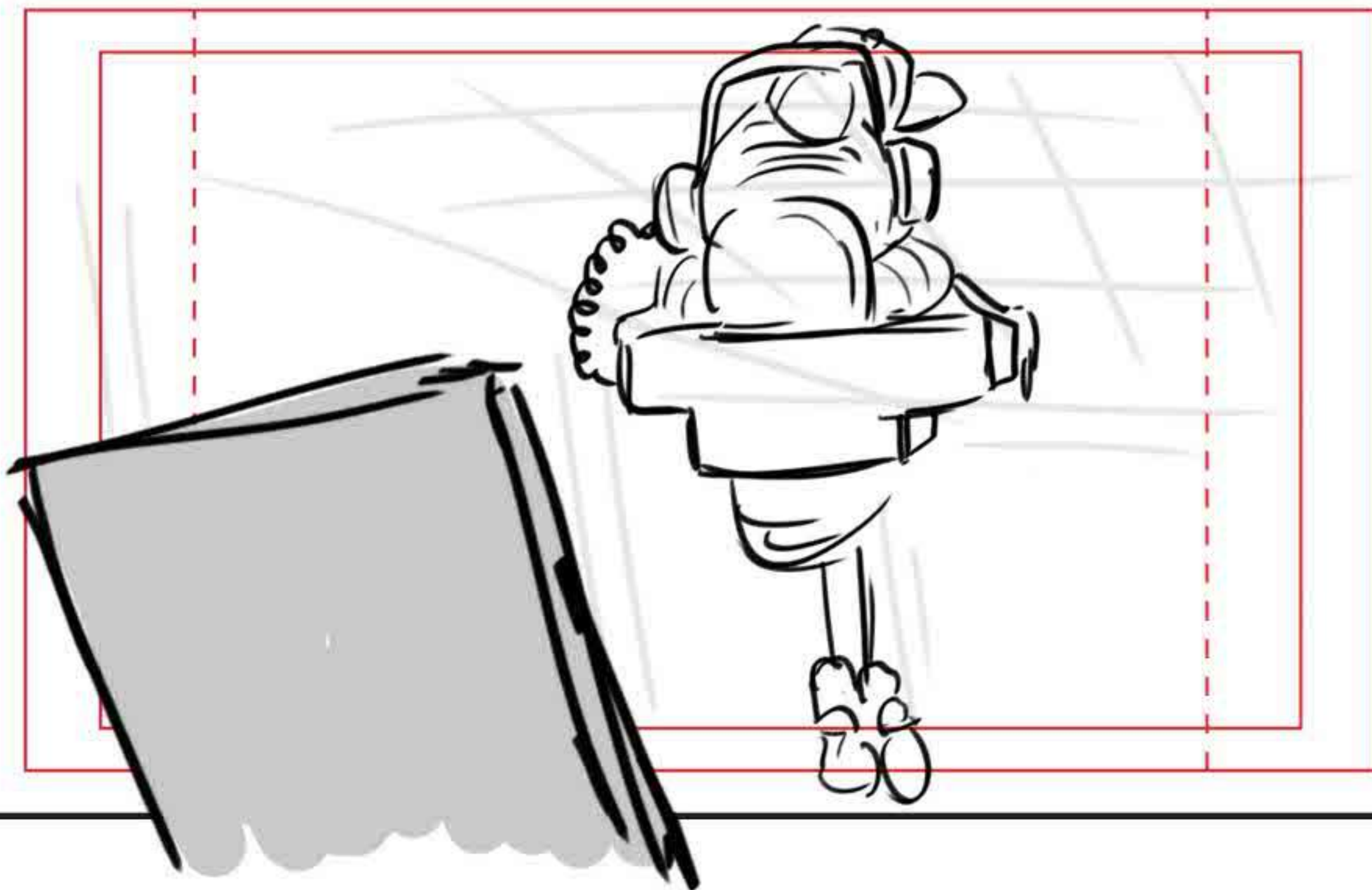
Frames



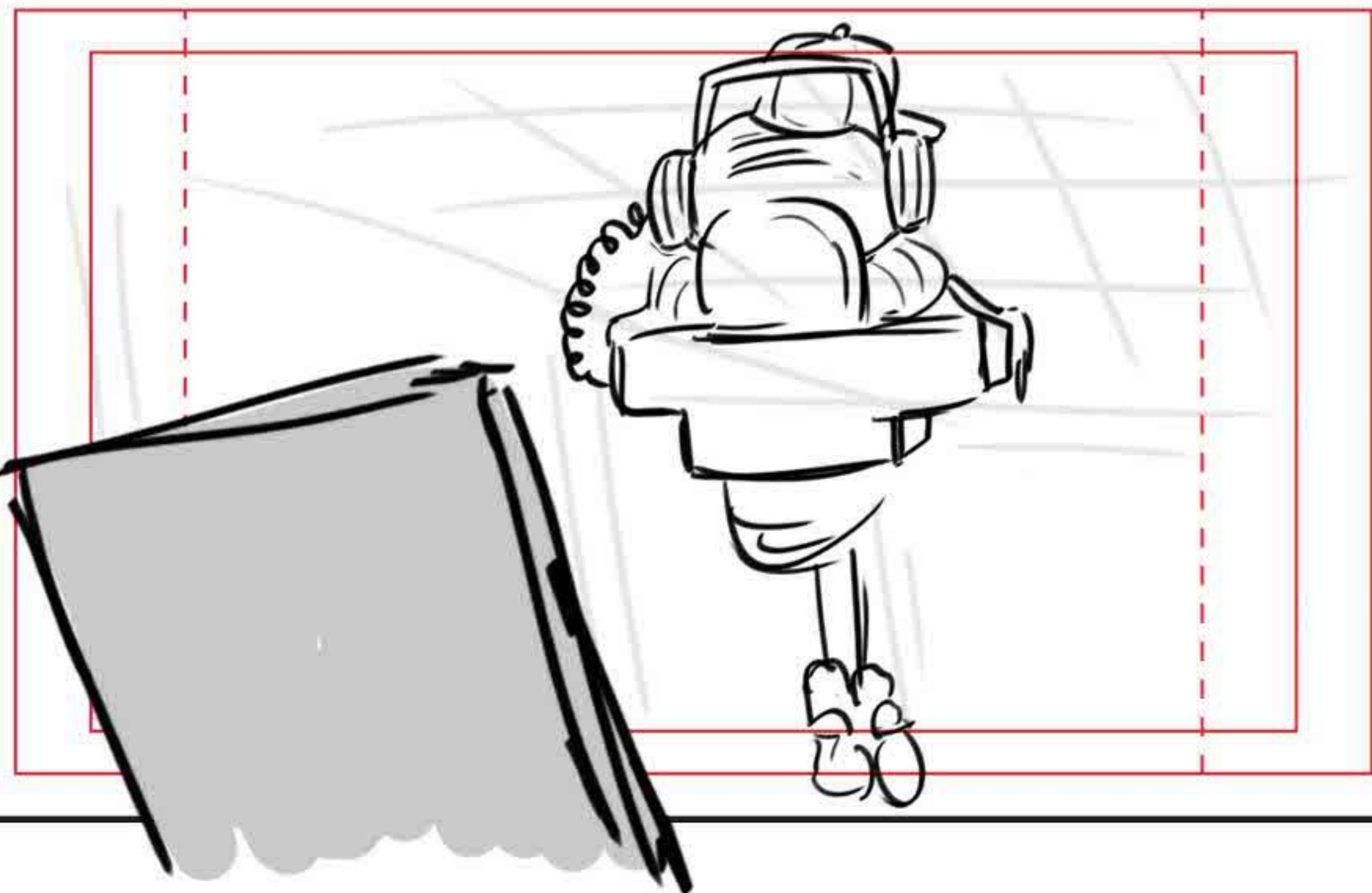
Dialogue/Action

BURRRRRPP

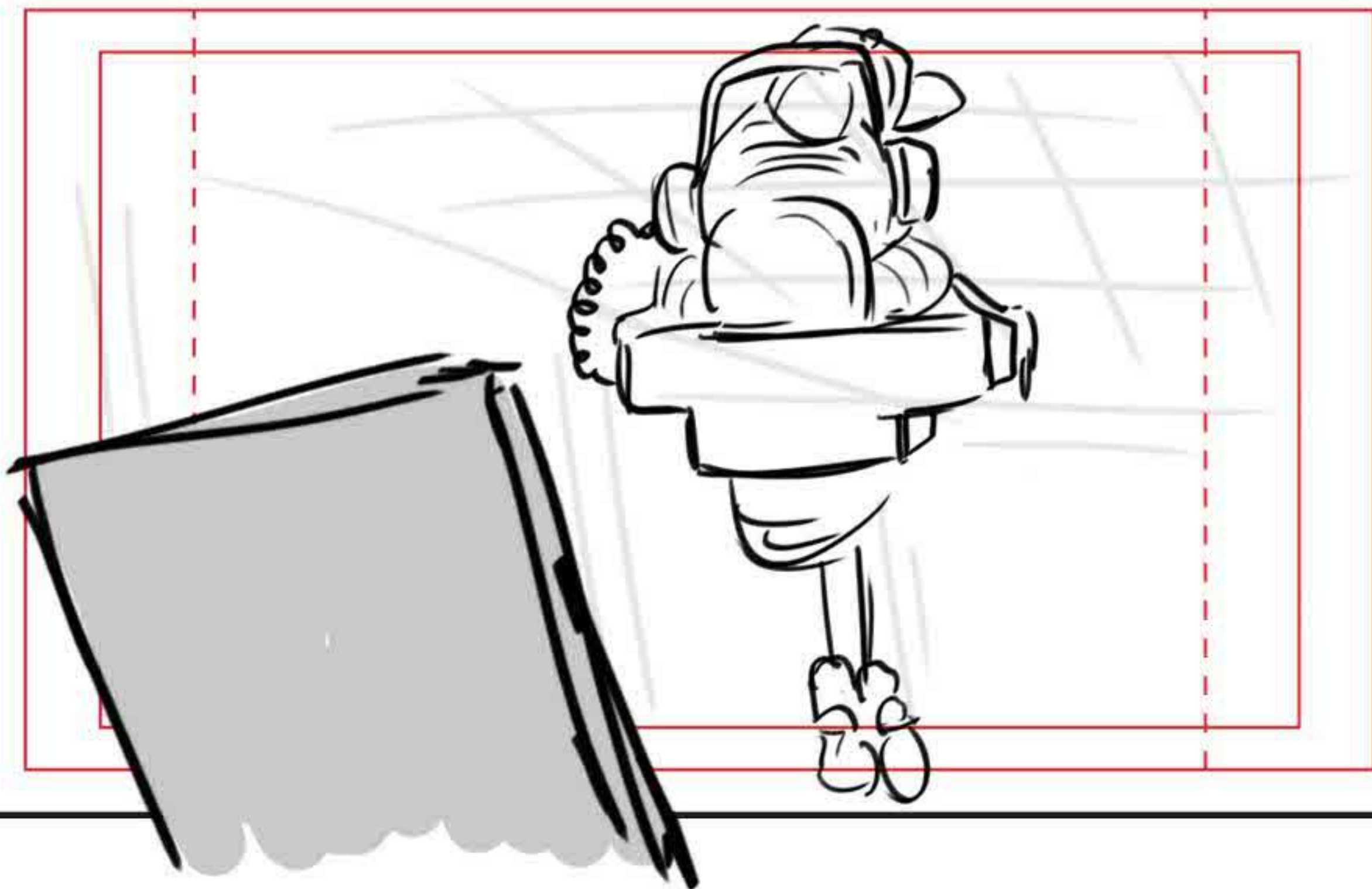
Sequence	Scene	Panel	Frames
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Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn sketch of a character sitting in a car seat, viewed from behind. The character is wearing a cap and a jacket. The car seat is detailed with lines. In the foreground, there is a large, grey, scribbled-out area that obscures the lower part of the scene. The sketch is enclosed in a red rectangular border with dashed vertical lines on the left and right sides.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
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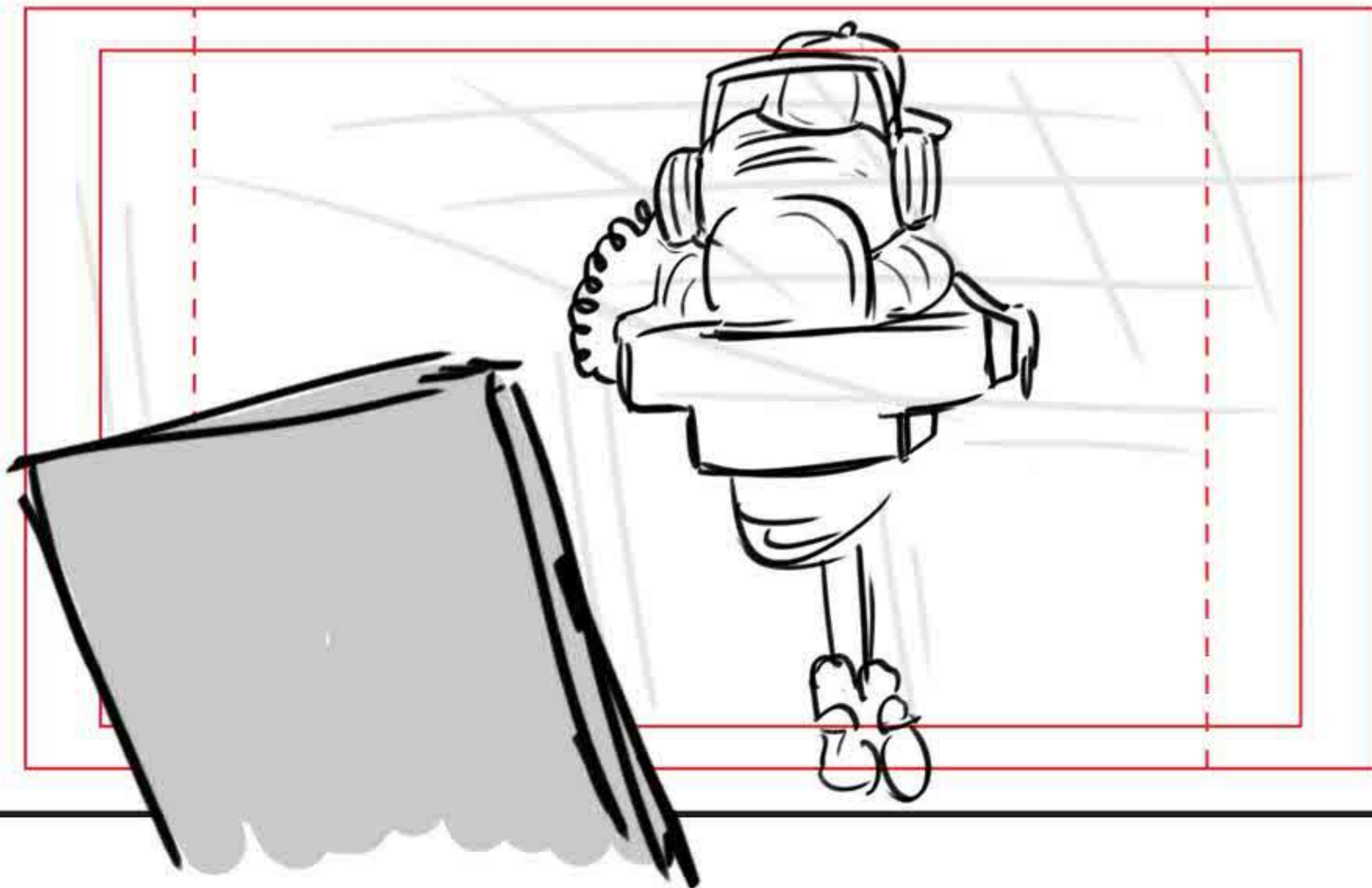
Dialogue/Action

Sequence

Scene

Panel

Frames



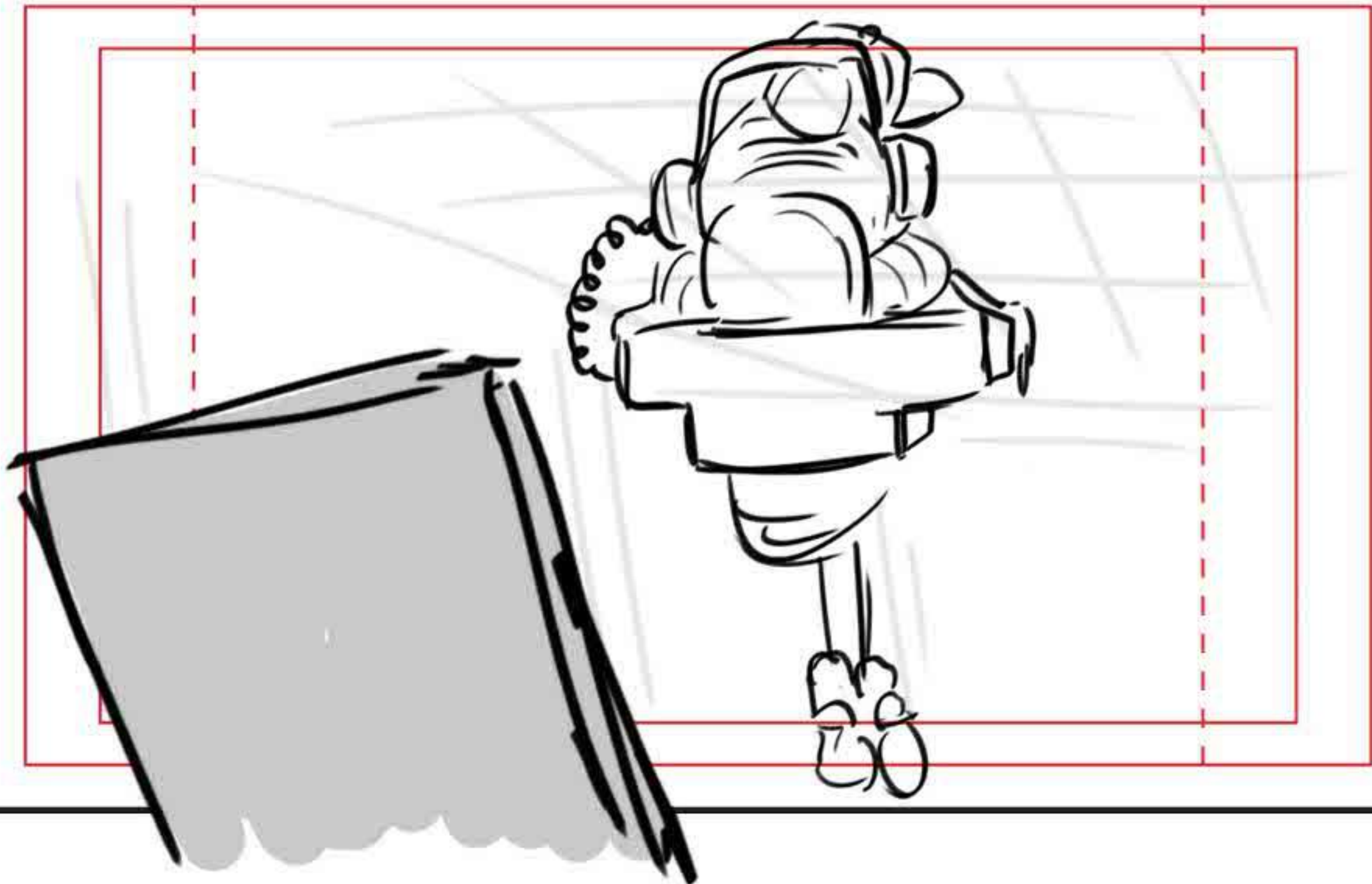
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

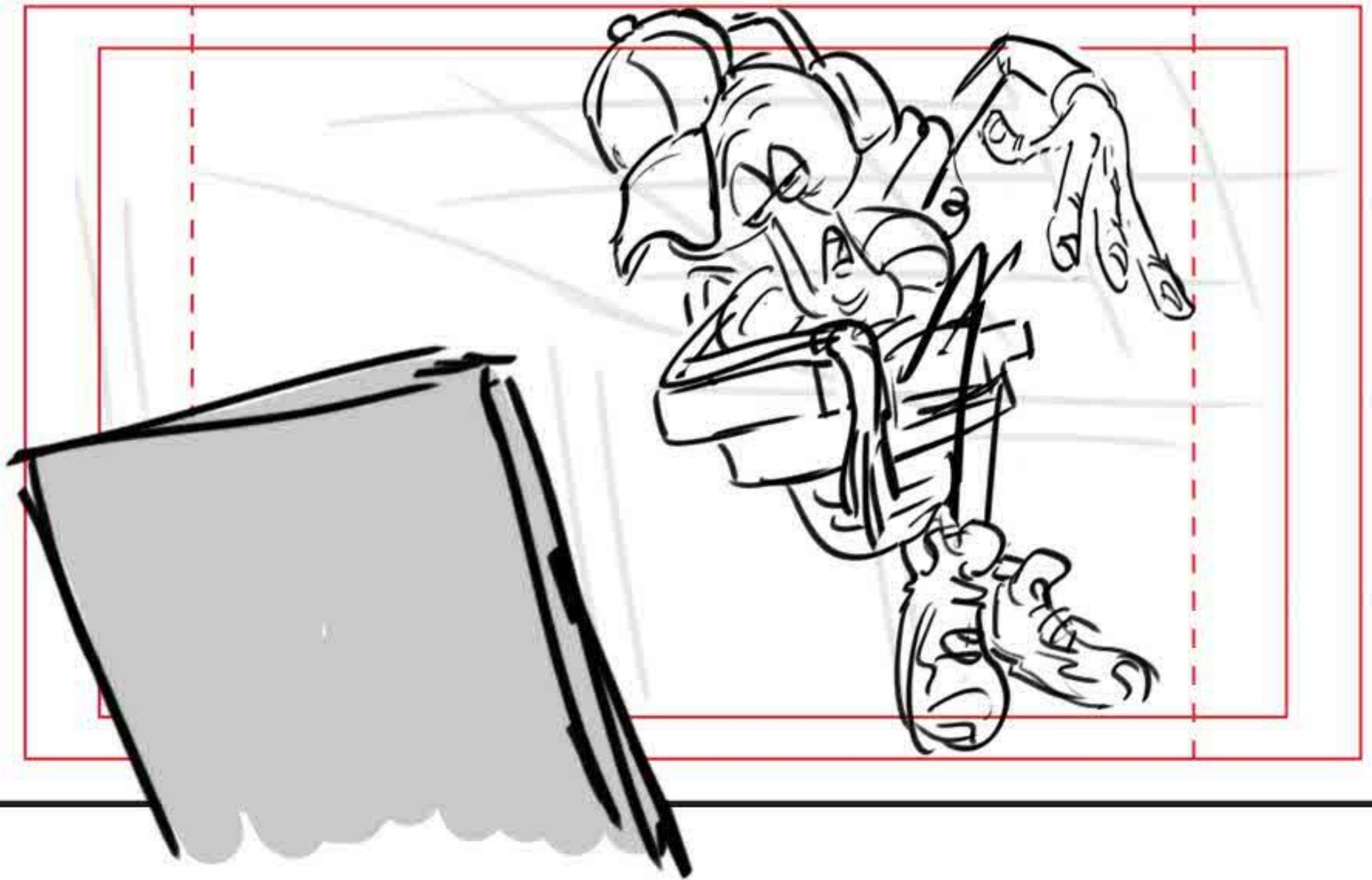
MM

Sequence

Scene

Panel

Frames



Dialogue/Action

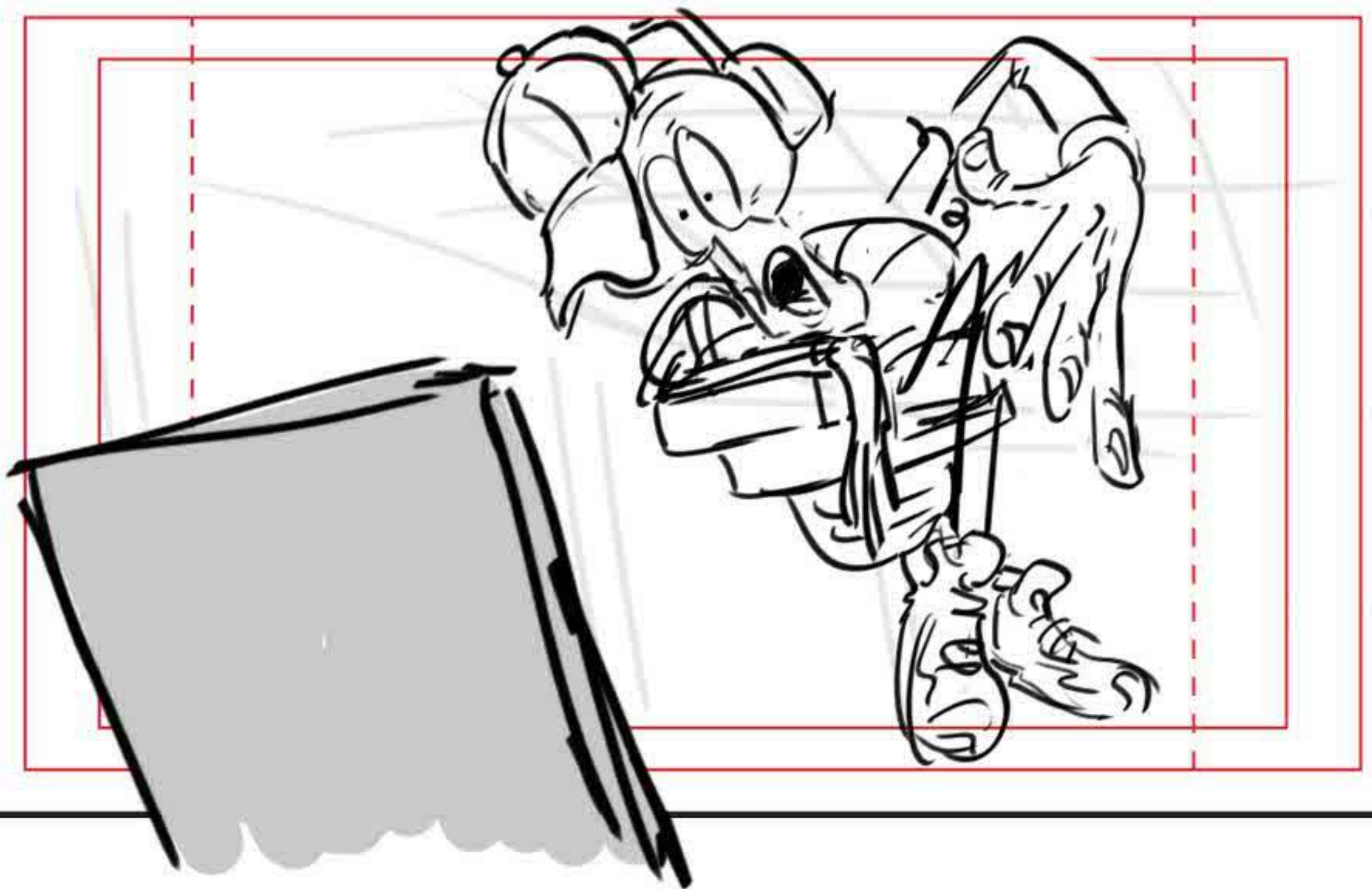
**COVERTON:
SOUNDS LIKE HE'S UP IN YOUR**

Sequence

Scene

Panel

Frames



Dialogue/Action

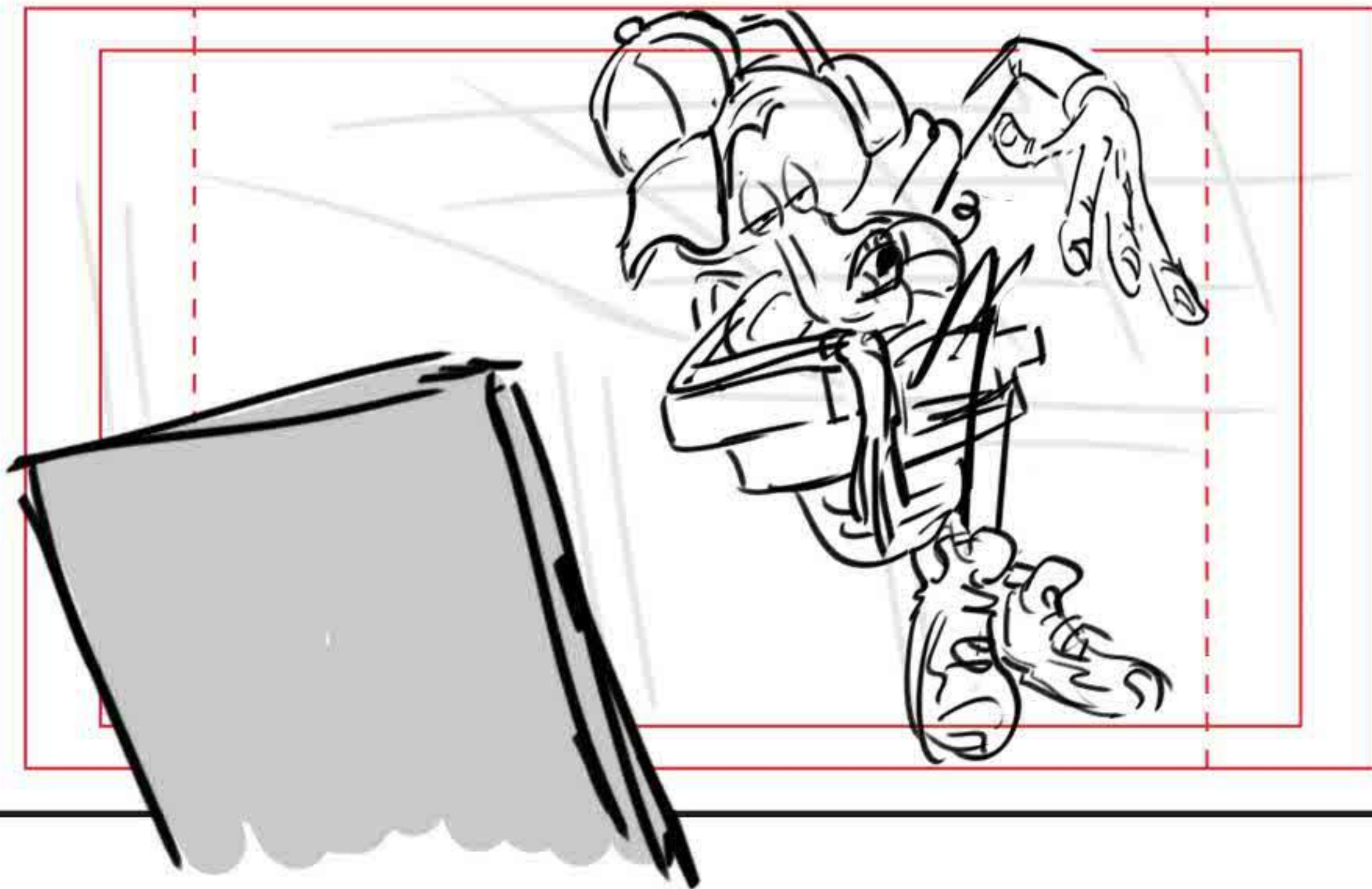
**COVERTON:
GRILL**

Sequence

Scene

Panel

Frames



Dialogue/Action

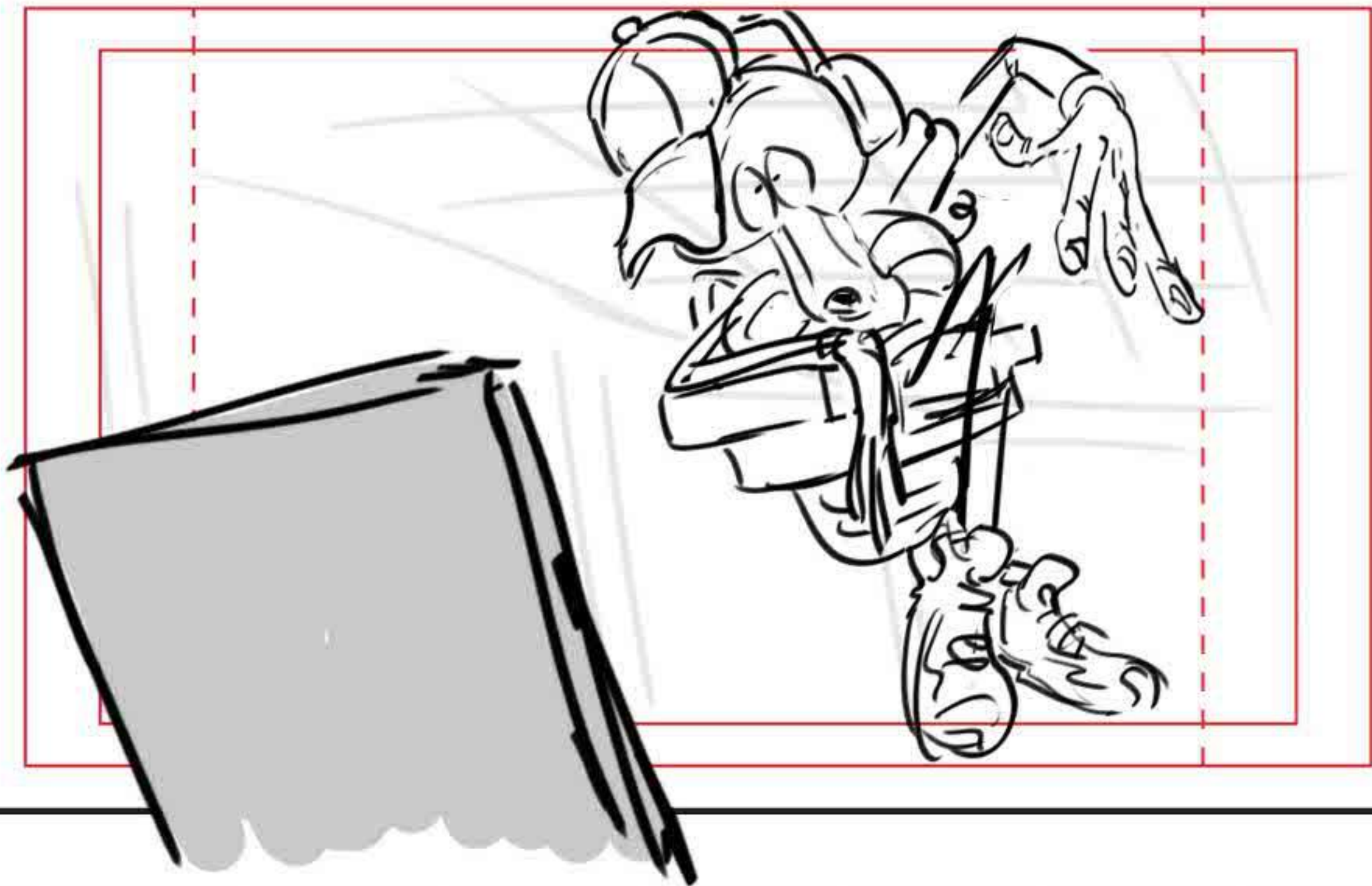
**COVERTON:
AND DISSING**

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

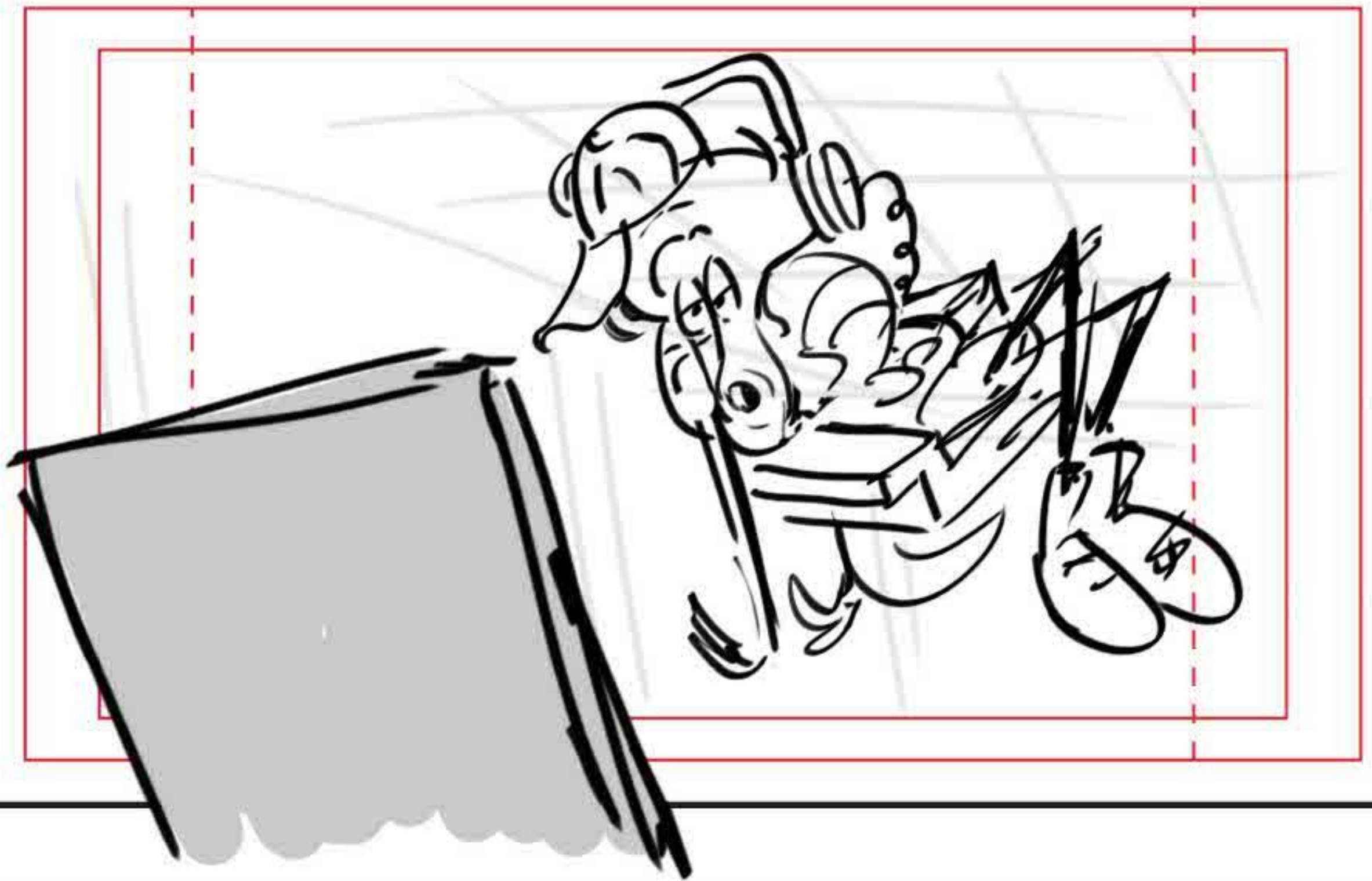
90.

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

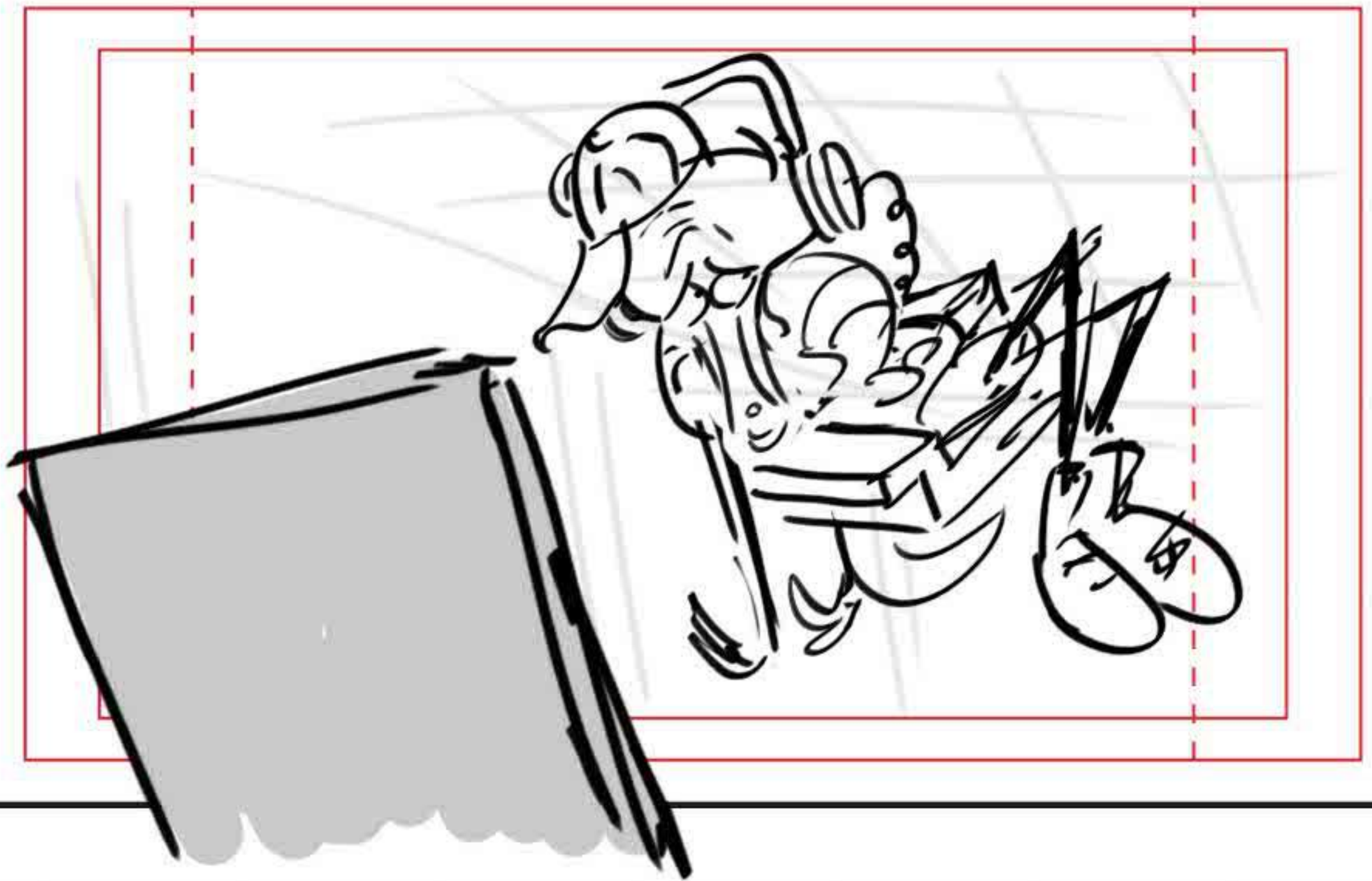
YOU.

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

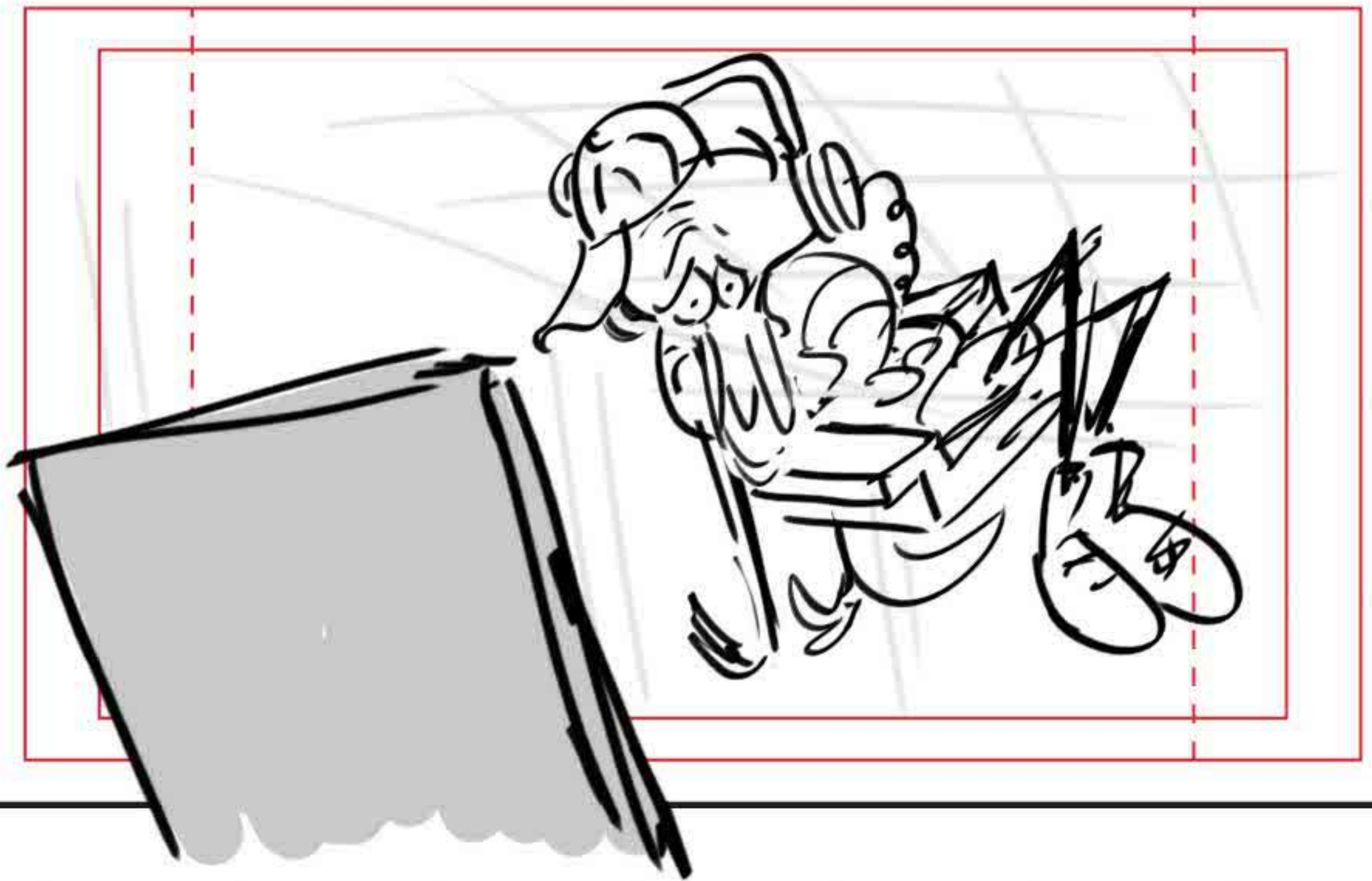
90.

Sequence

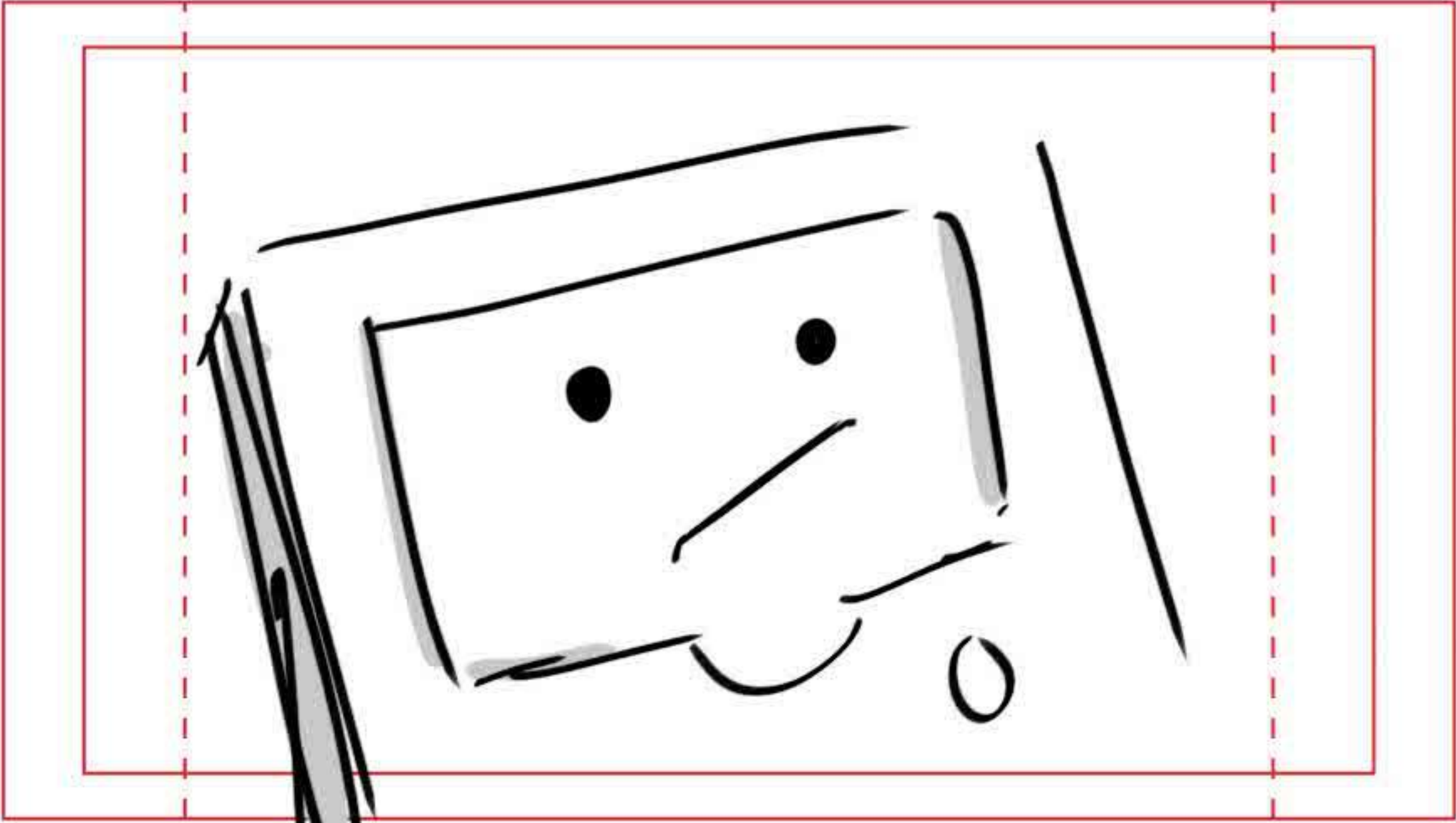
Scene

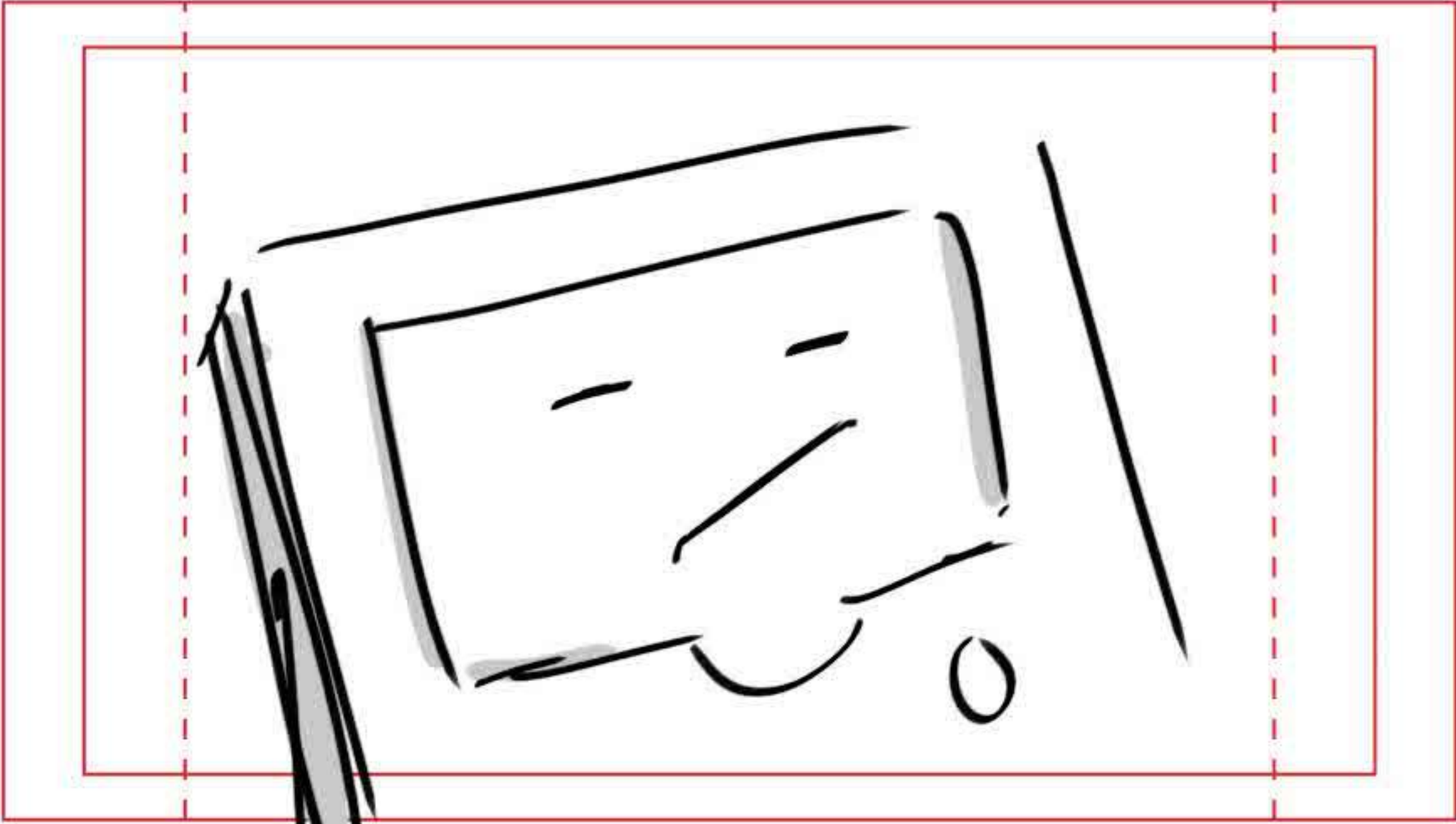
Panel

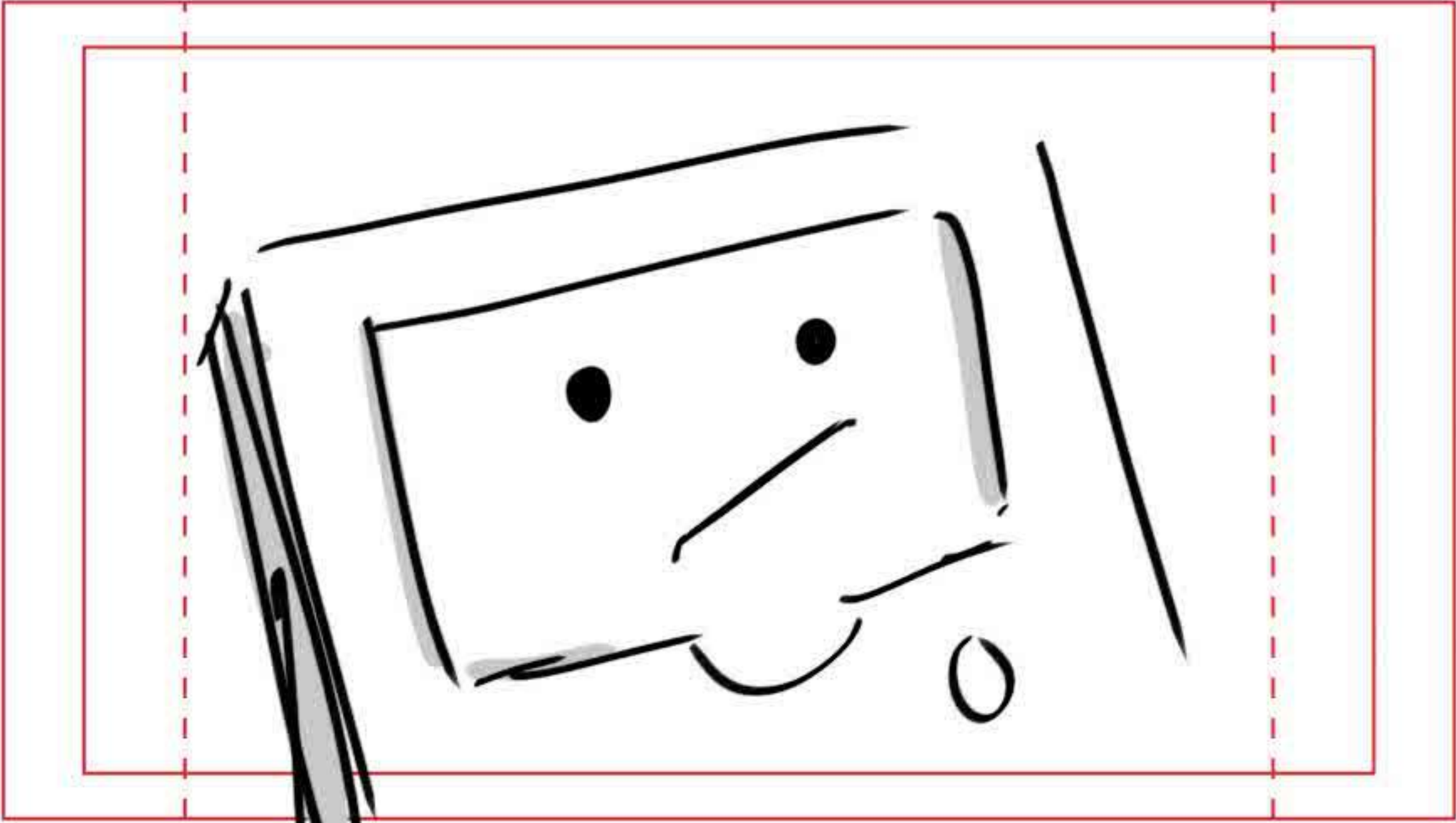
Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
 A hand-drawn sketch of a character's face, possibly a cartoon or anime-style character, with a surprised or shocked expression. The face is drawn with simple black lines and has two large, solid black circular eyes. The mouth is open in a wide, curved shape, and there are several lines radiating from the right side of the face, suggesting motion or a strong emotion. The sketch is enclosed within a red rectangular frame, which is further divided by two vertical dashed red lines, creating three columns. The drawing is positioned in the center of the page, below the header and above the dialogue section.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

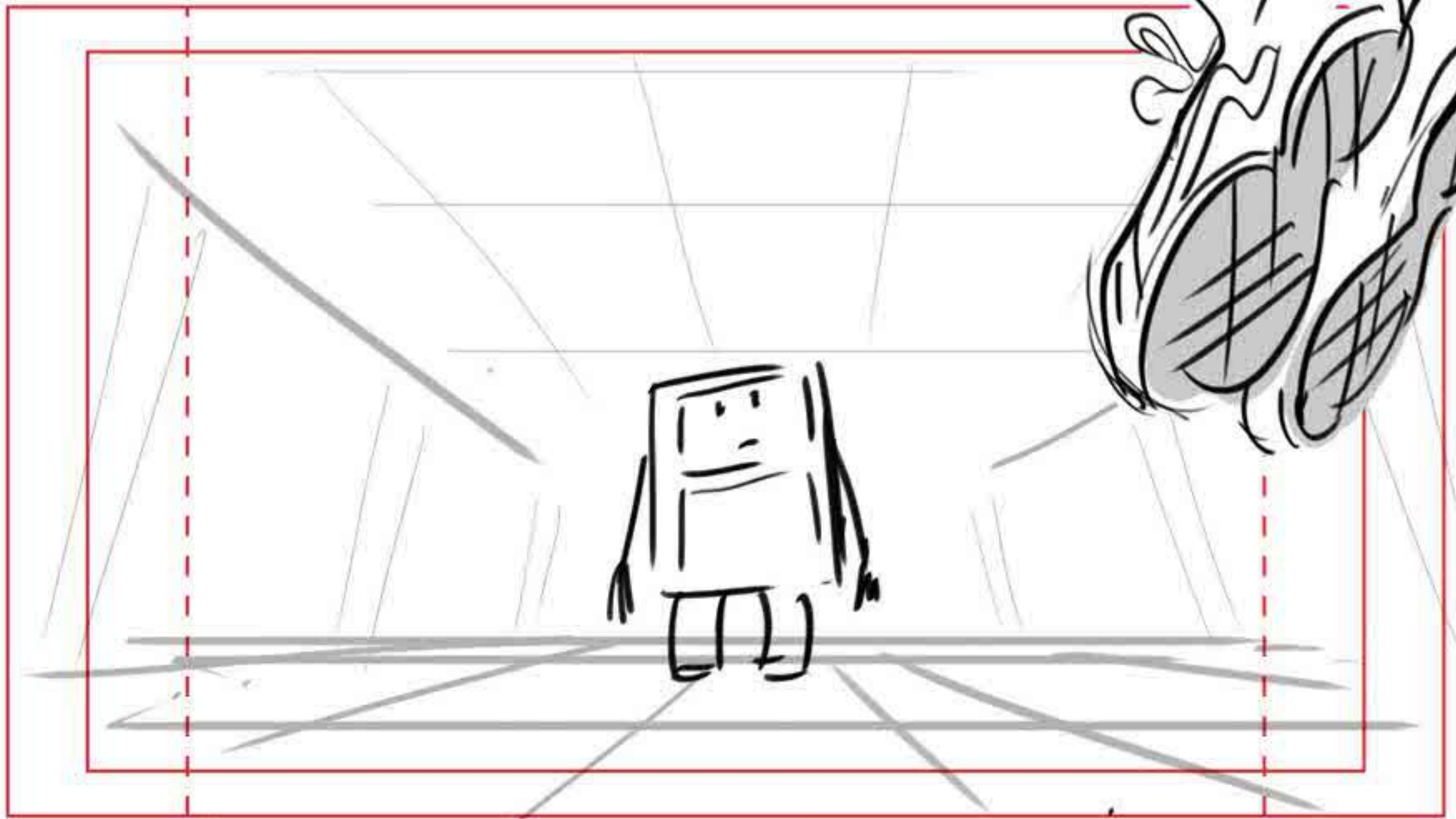
Sequence	Scene	Panel	Frames
 A hand-drawn sketch of a character's face, possibly a cartoon or anime style, showing a surprised or shocked expression. The character has large, dark eyes, a small nose, and a wide, open mouth. The drawing is enclosed within a red rectangular border, which is further defined by two vertical dashed lines on the left and right sides, suggesting a panel or frame layout.			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

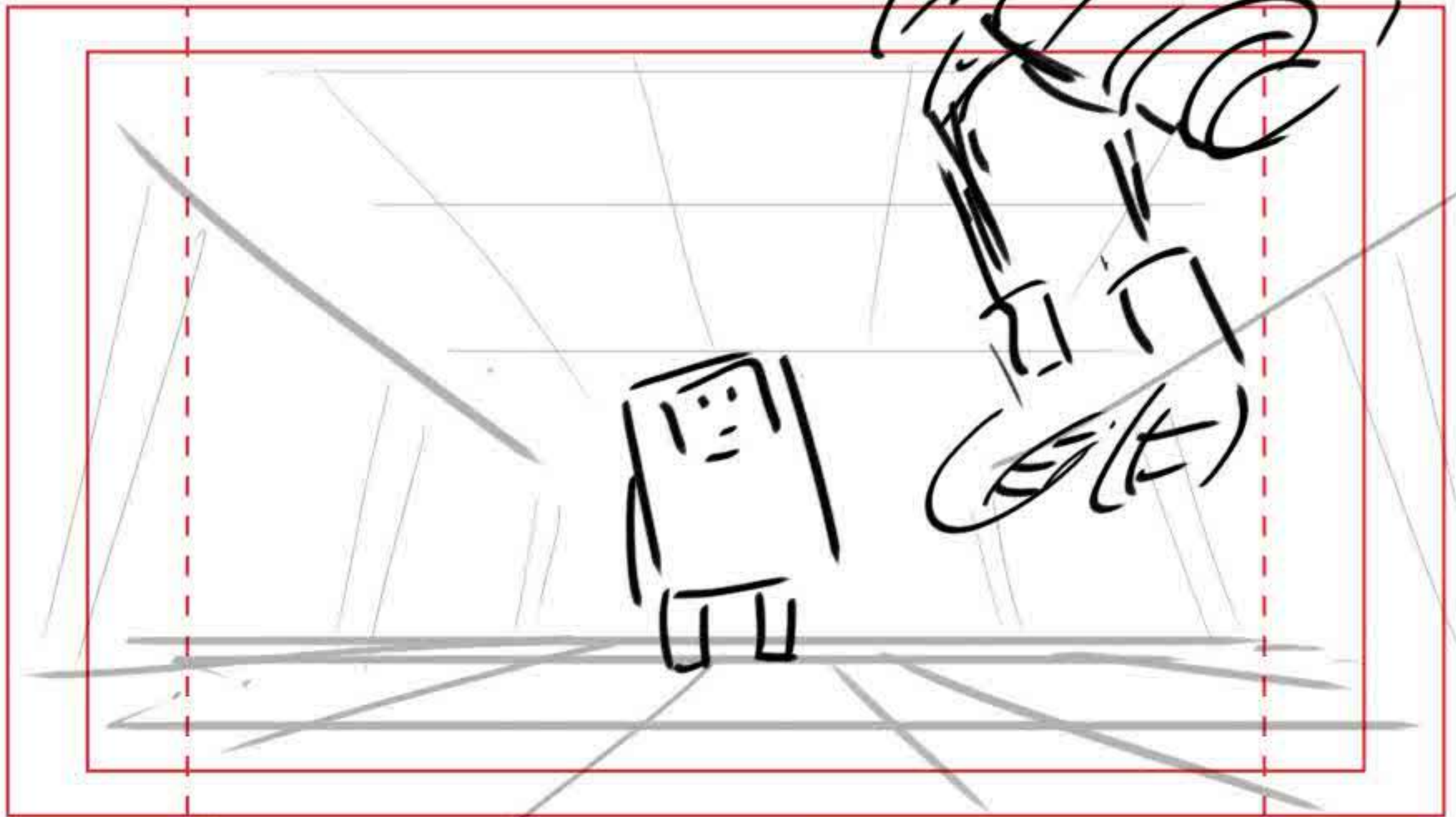
**COVERTON:
WHICH IS RIDONKULOUS,
BECAUSE I BET YOU HAVE MAD SKILLZZZZZ.**

Sequence

Scene

Panel

Frames



Dialogue/Action

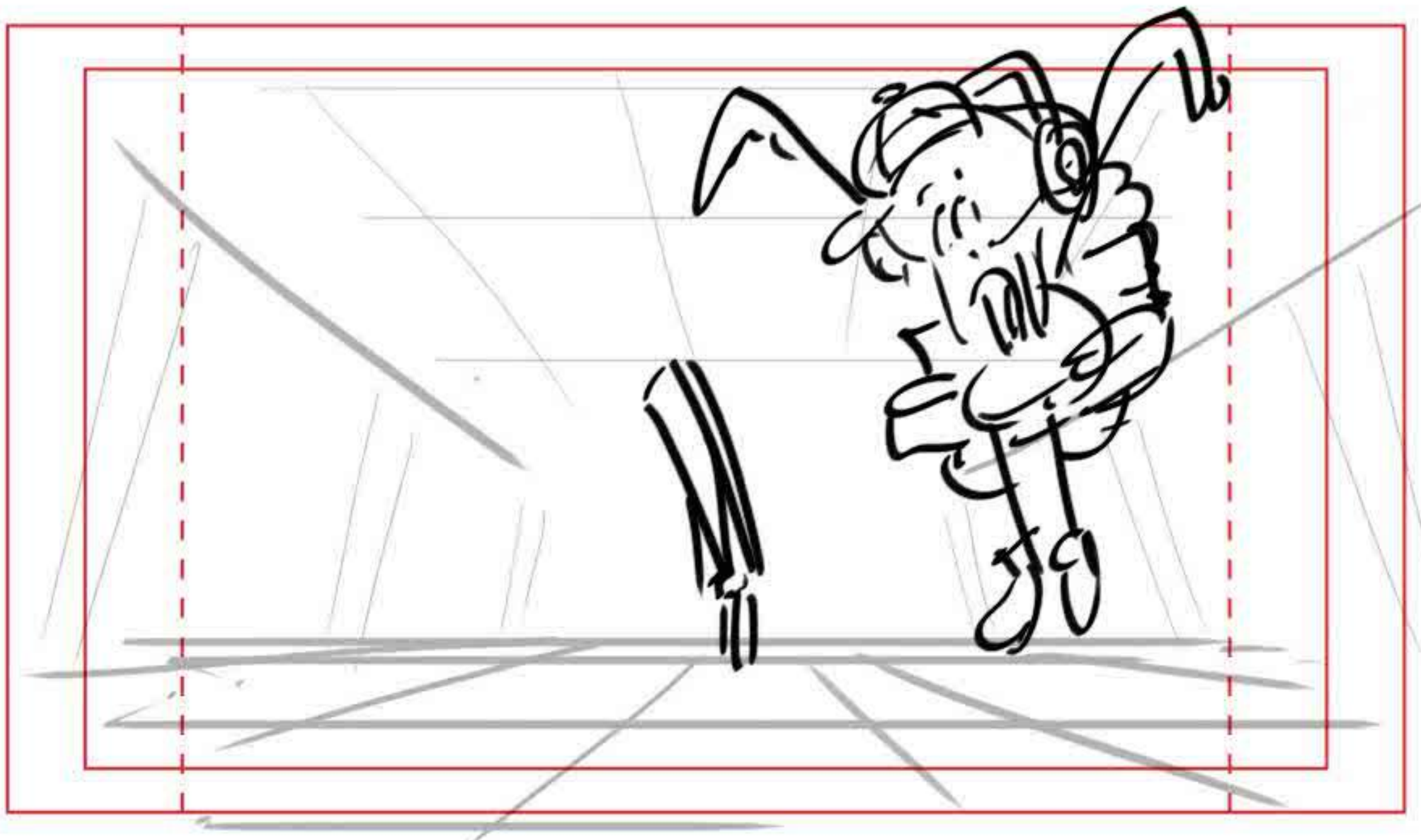
**COVERTON:
WHICH IS RIDONKULOUS,
BECAUSE I BET YOU HAVE MAD SKILLZZZZZ.**

Sequence

Scene

Panel

Frames



Dialogue/Action

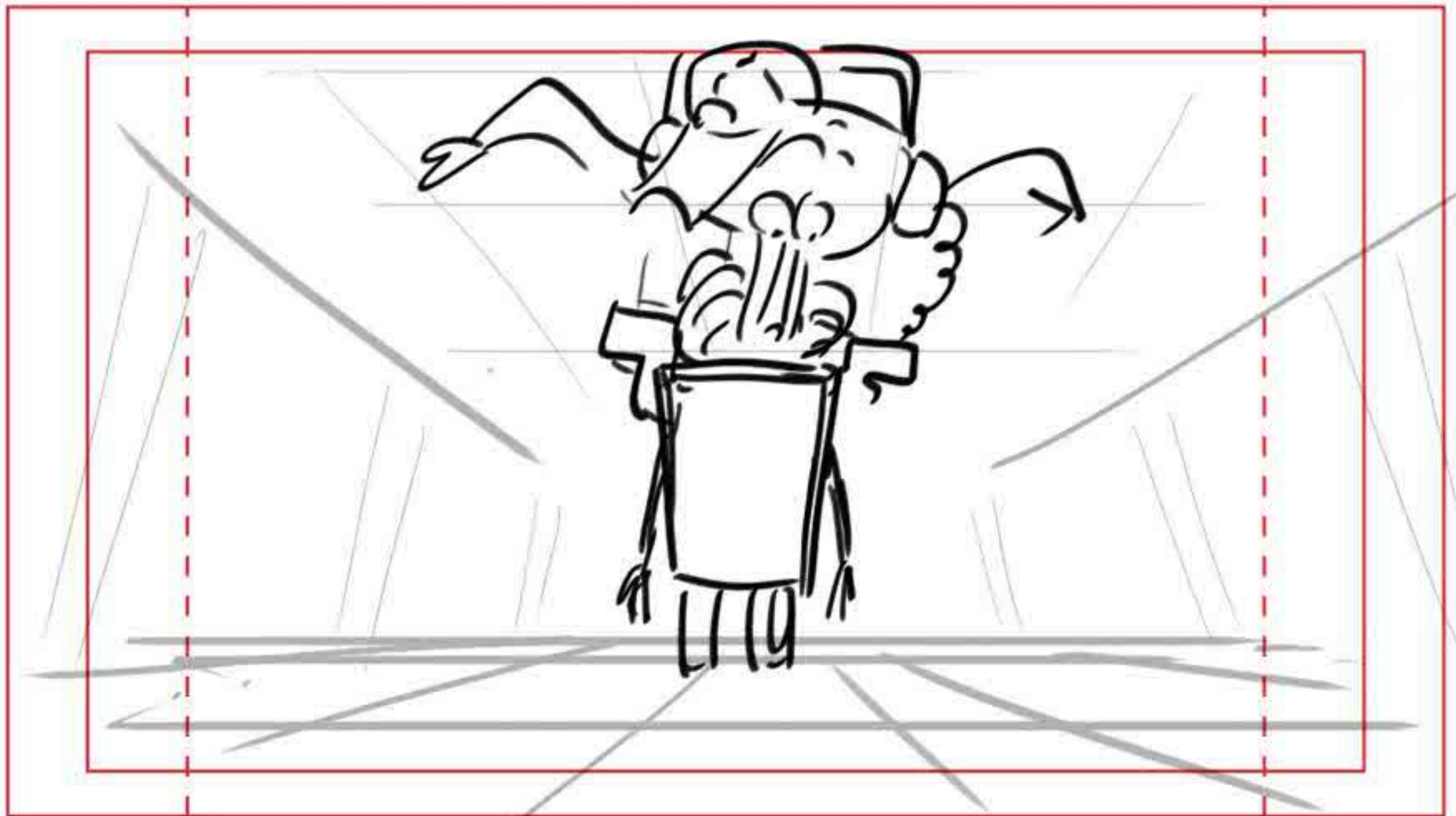
**COVERTON:
WHICH IS RIDONKULOUS,
BECAUSE I BET YOU HAVE MAD SKILLZZZZZ.**

Sequence

Scene

Panel

Frames



Dialogue/Action

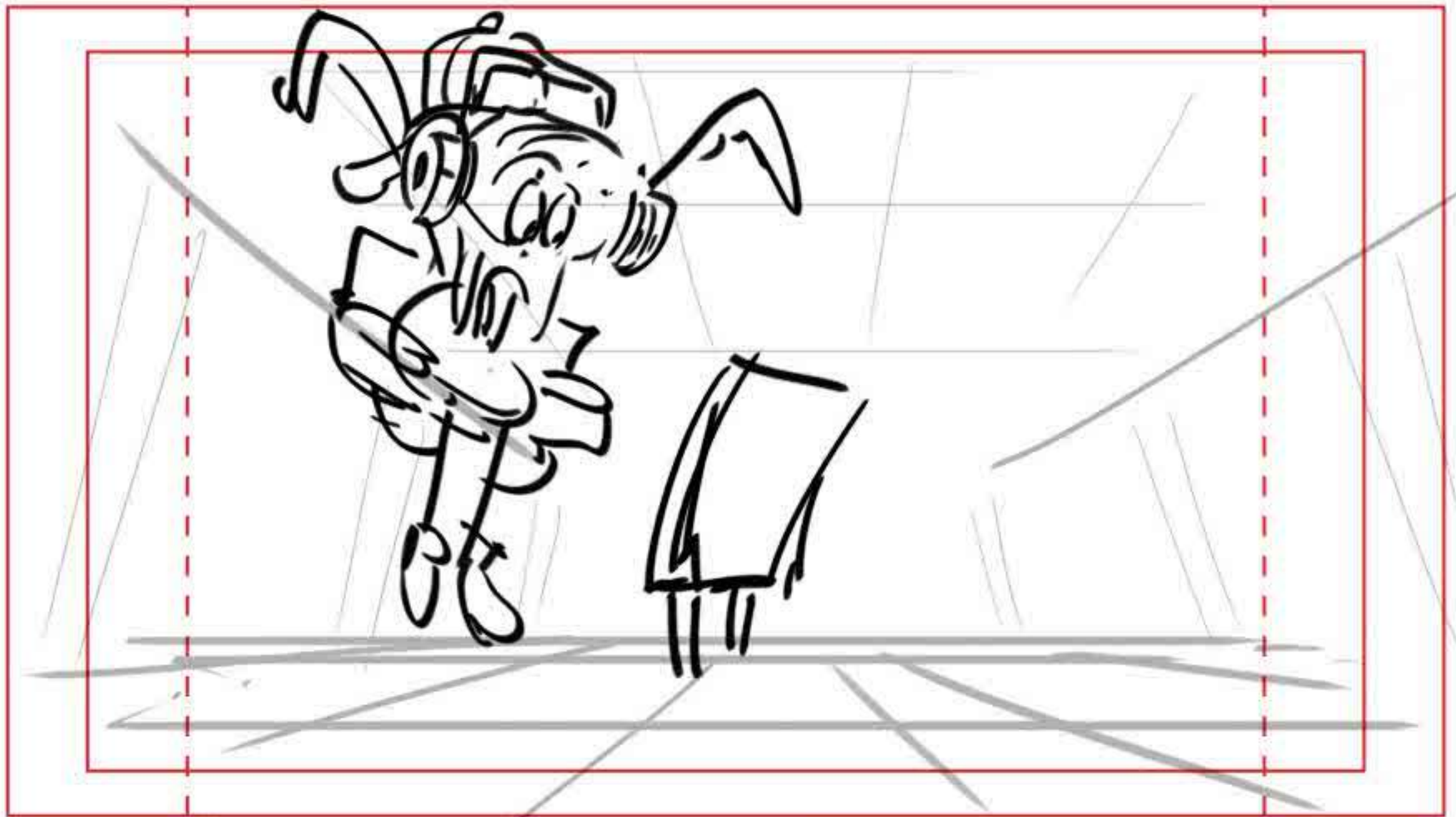
**COVERTON:
WHICH IS RIDONKULOUS,
BECAUSE I BET YOU HAVE MAD SKILLZZZZZ.**

Sequence

Scene

Panel

Frames



Dialogue/Action

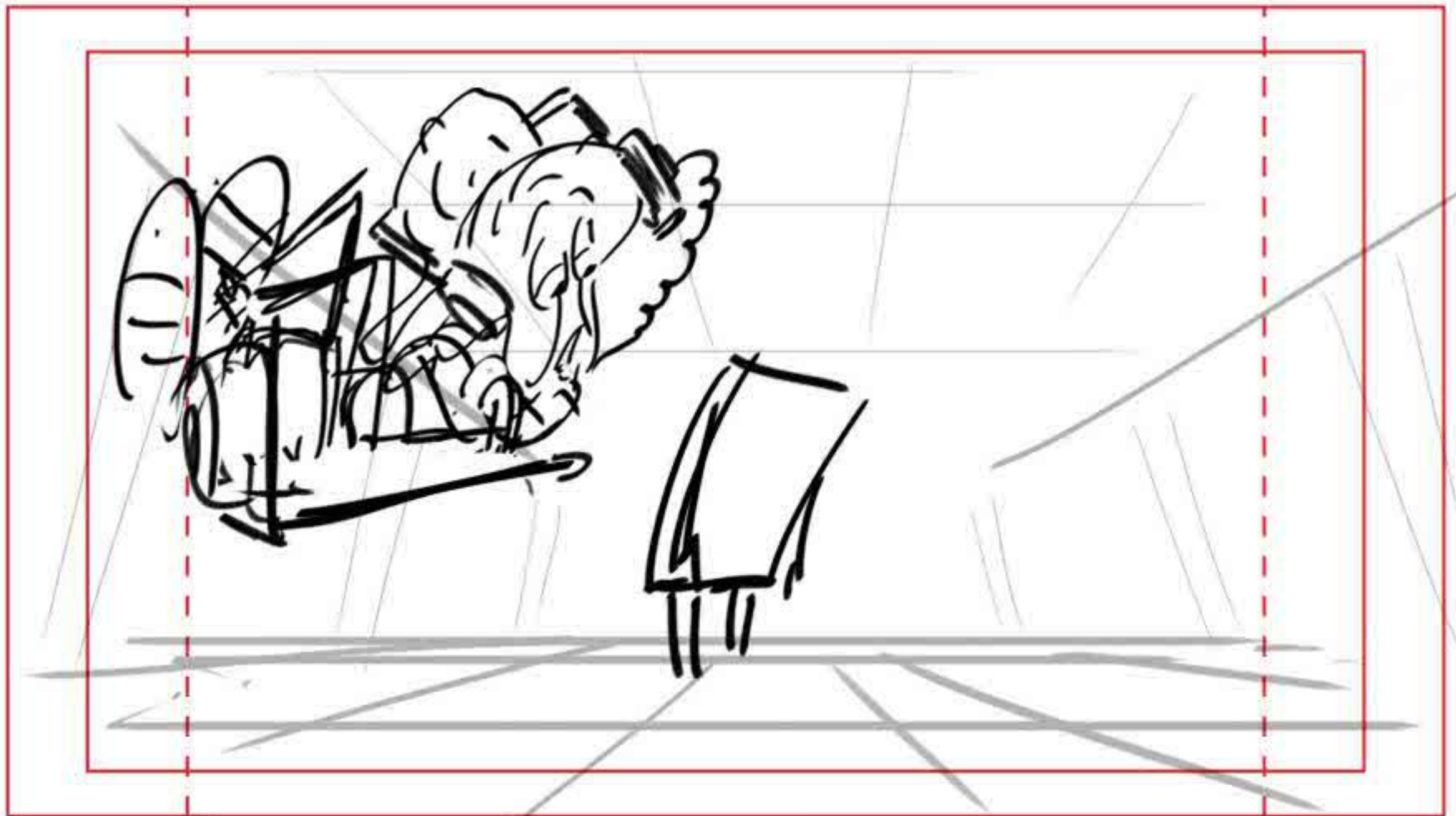
**COVERTON:
WHICH IS RIDONKULOUS,
BECAUSE I BET YOU HAVE MAD SKILLZZZZZ.**

Sequence

Scene

Panel

Frames



Dialogue/Action

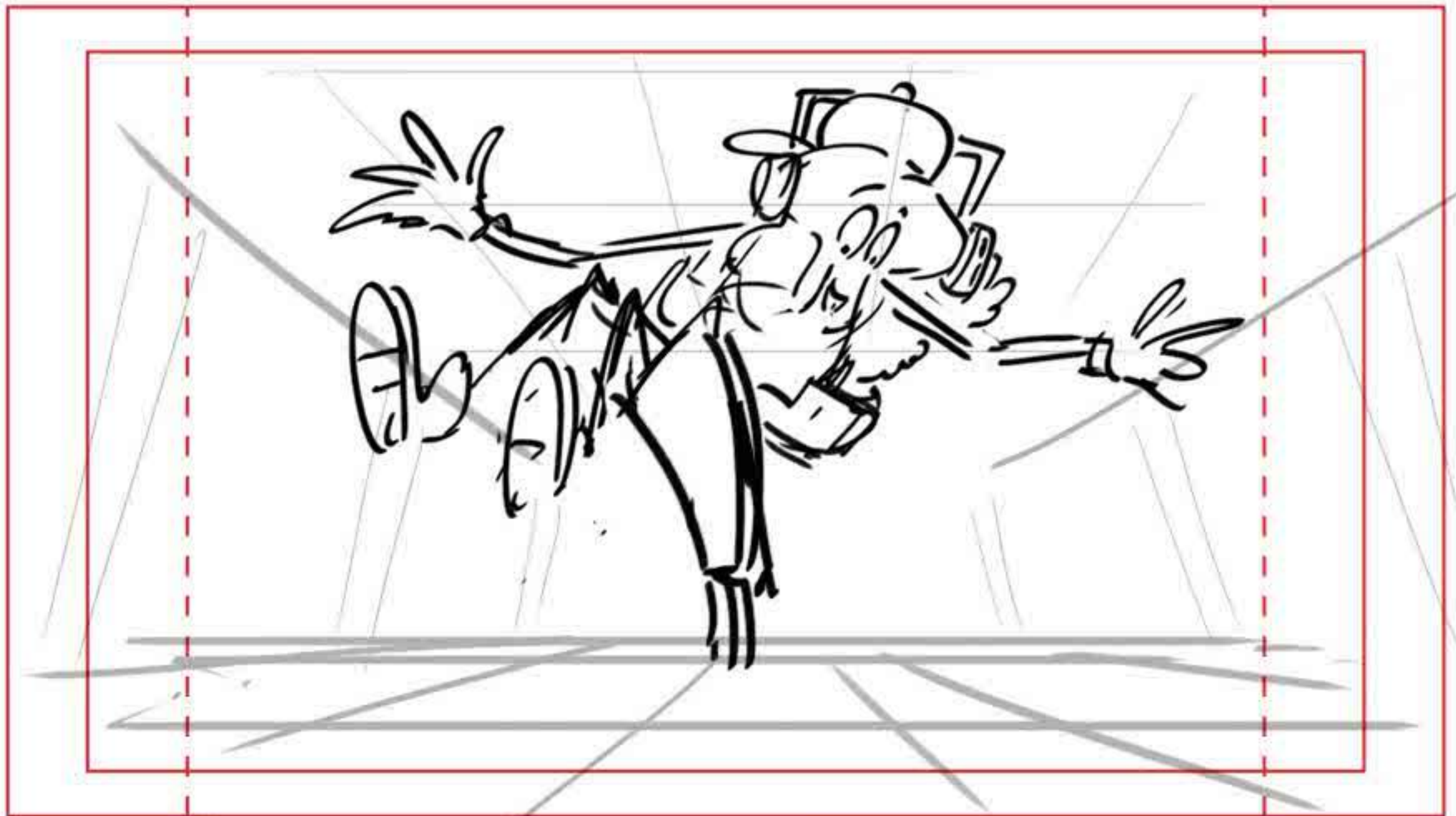
**COVERTON:
WHICH IS RIDONKULOUS,
BECAUSE I BET YOU HAVE MAD SKILLZZZZZ.**

Sequence

Scene

Panel

Frames



Dialogue/Action

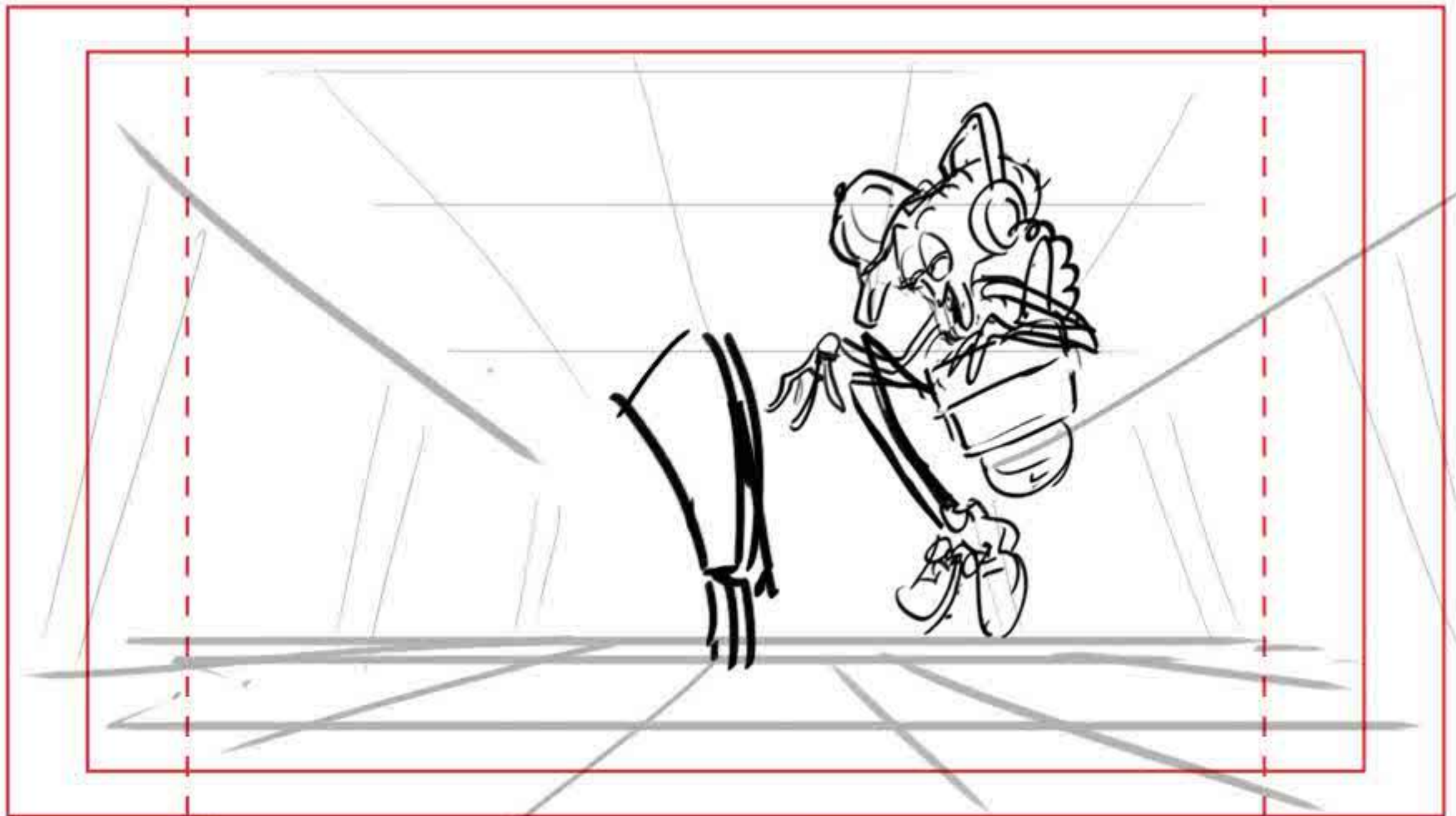
COVERTON:
I BET YOU COULD EVEN HACK INTO AREA
FIFTY-SOMETHING'S MAINFRAME.

Sequence

Scene

Panel

Frames



Dialogue/Action

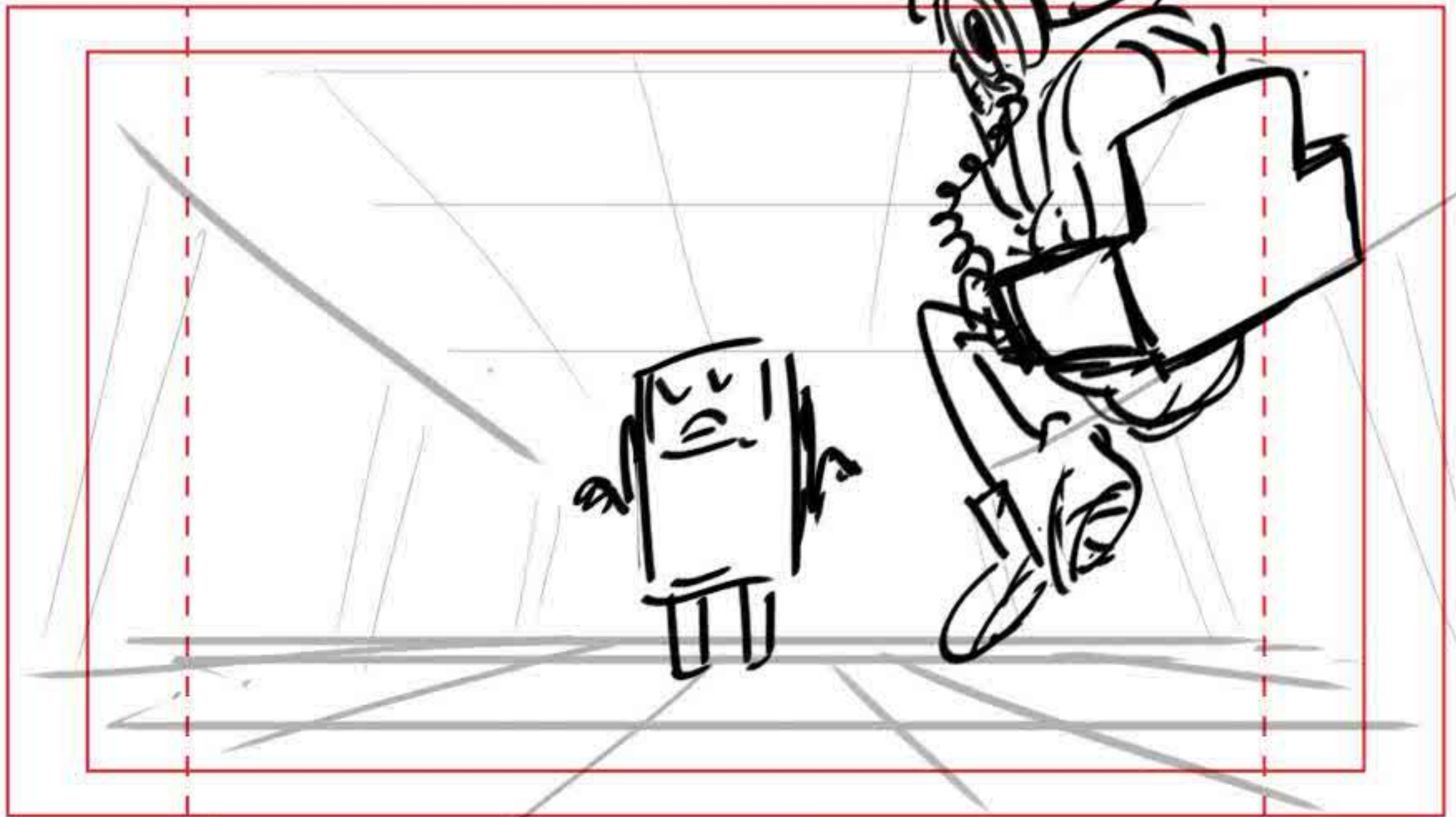
COVERTON:
I BET YOU COULD EVEN HACK INTO AREA
FIFTY-SOMETHING'S MAINFRAME.

Sequence

Scene

Panel

Frames



Dialogue/Action

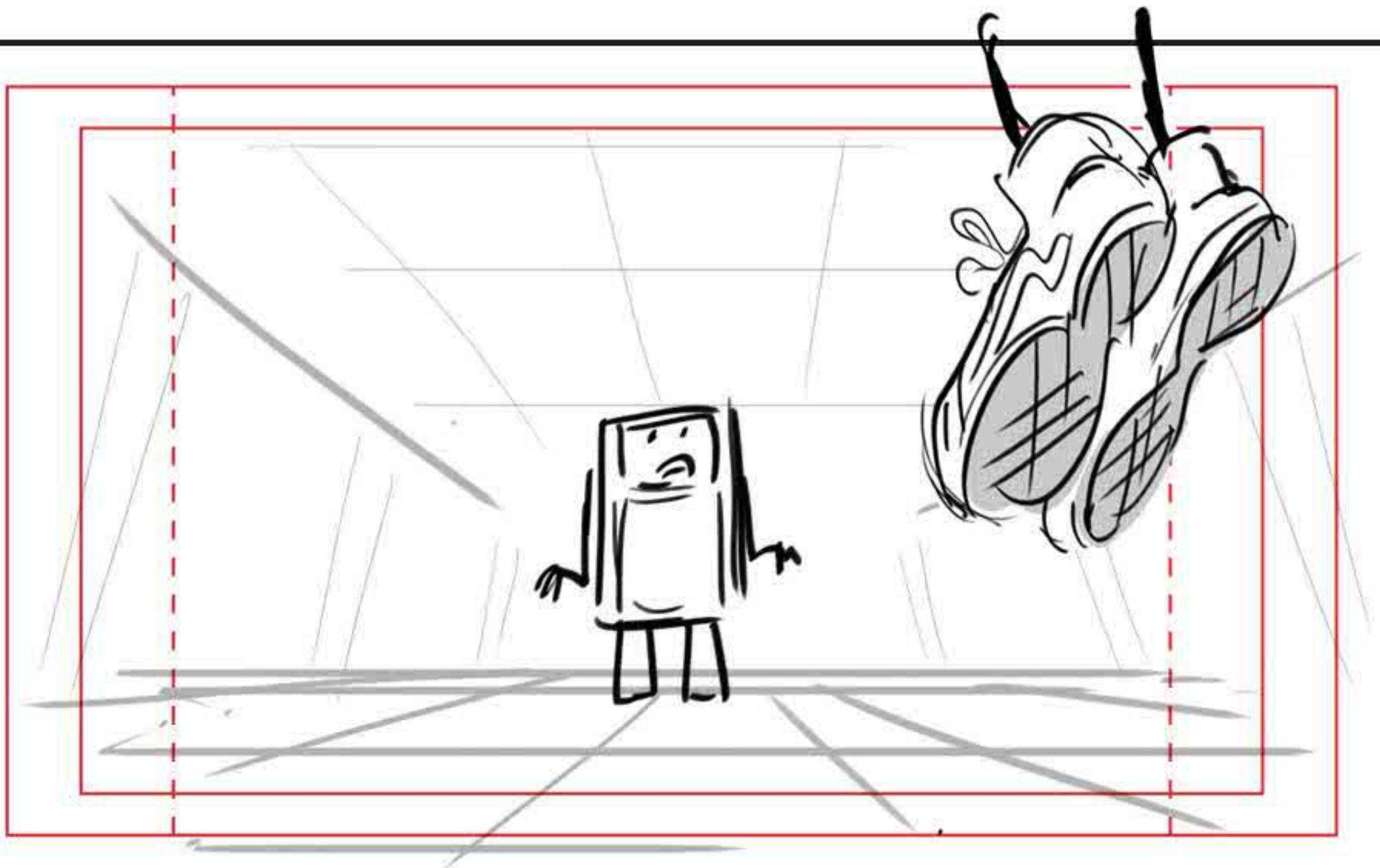
SMARTY:
WELL, YEAH.

Sequence

Scene

Panel

Frames



Dialogue/Action

SMaRty:

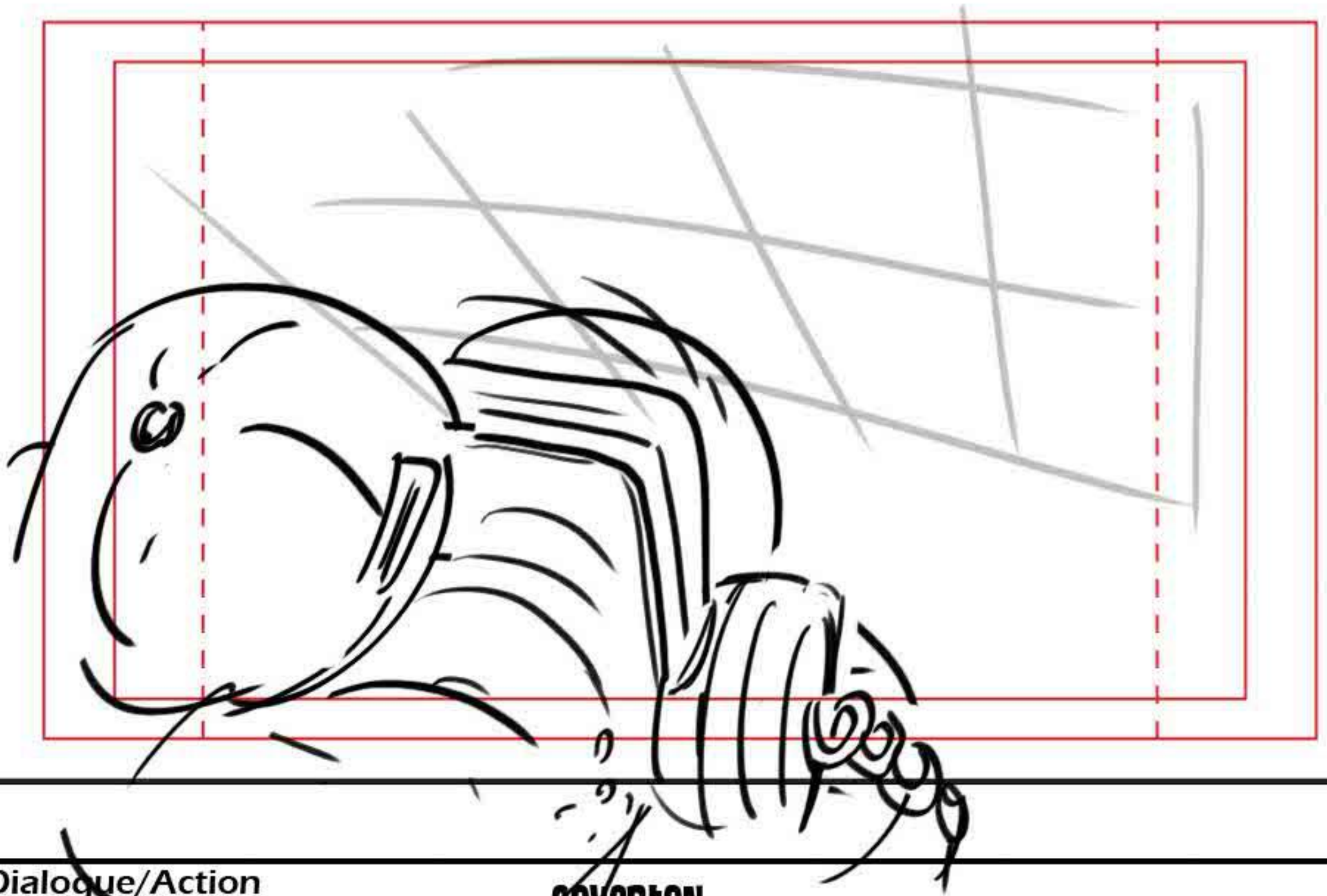
IF I wanted to.

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

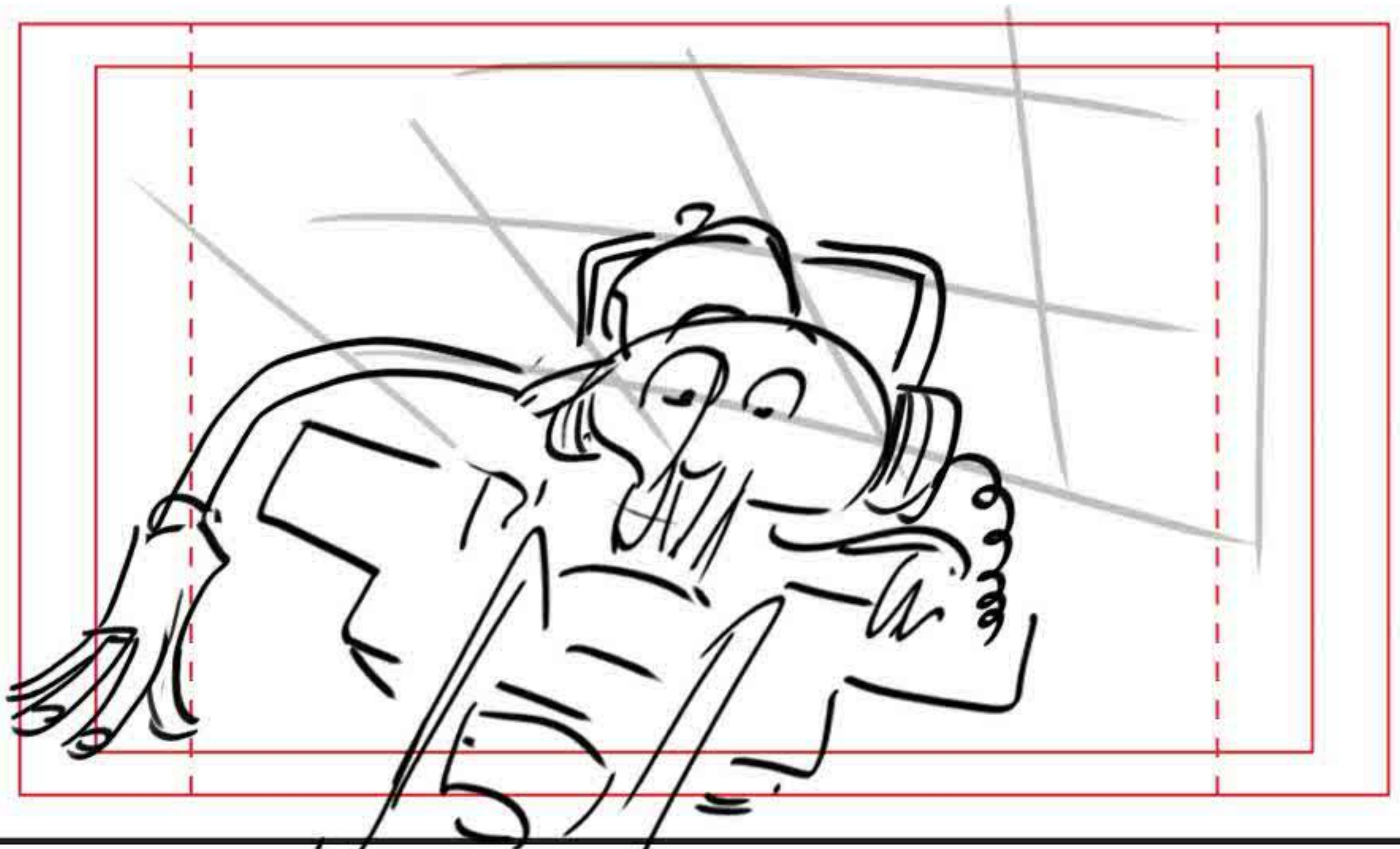
THEN YOU COULD DROP IN THIS AWESOMESAUCE APP I CREATED.

Sequence

Scene

Panel

Frames



Dialogue/Action

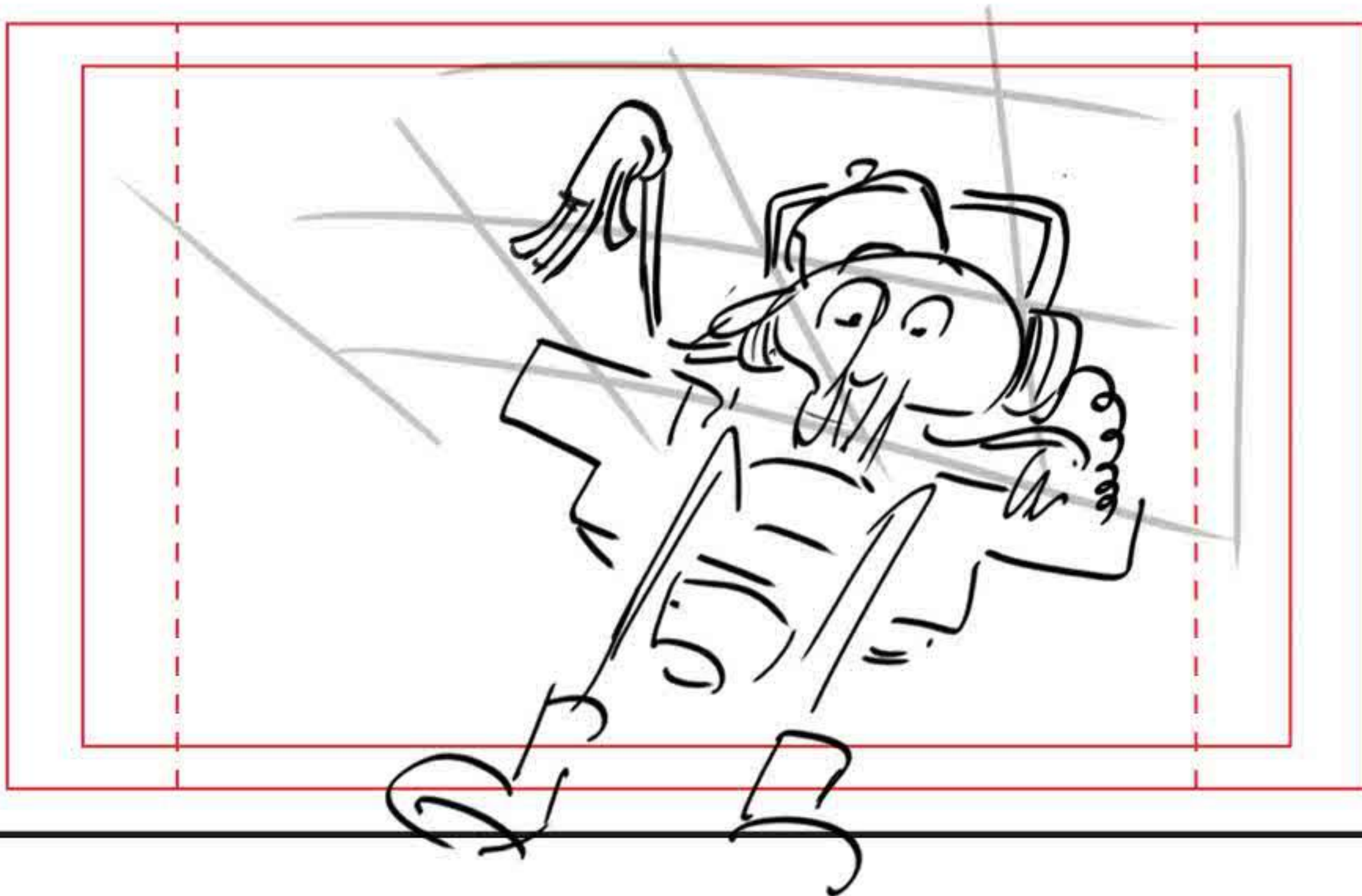
COVERTON:
THEN YOU COULD DROP IN THIS AWESOMESAUCE APP I CREATED.

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

THEN YOU COULD DROP IN THIS AWESOMESAUCE APP I CREATED.

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

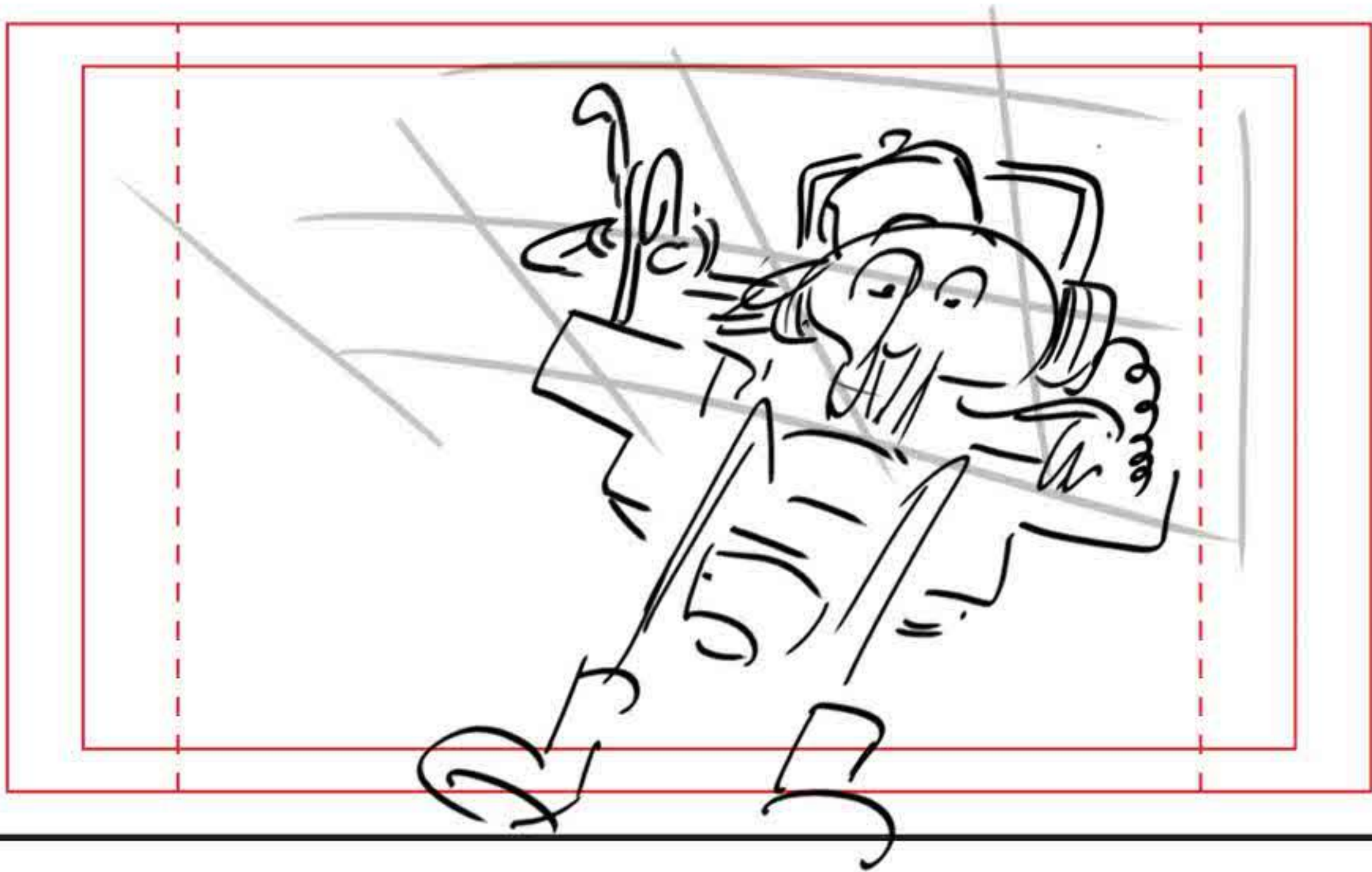
THEN YOU COULD DROP IN THIS AWESOMESAUCE APP I CREATED.

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

THEN YOU COULD DROP IN THIS AWESOMESAUCE APP I CREATED.

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

THEN YOU COULD DROP IN THIS AWESOMESAUCE APP I CREATED.

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

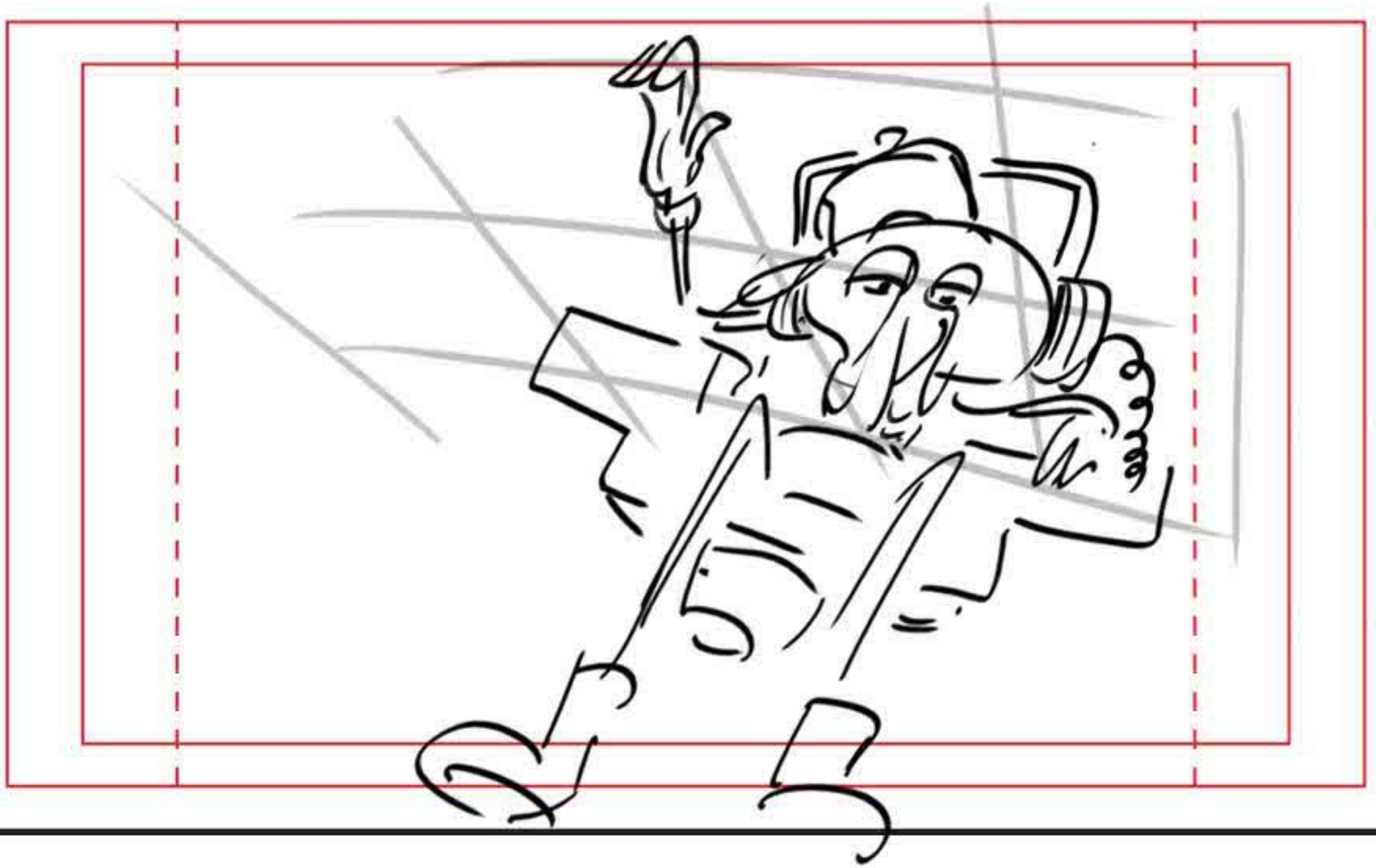
THEN YOU COULD DROP IN THIS AWESOMESAUCE APP I CREATED.

Sequence

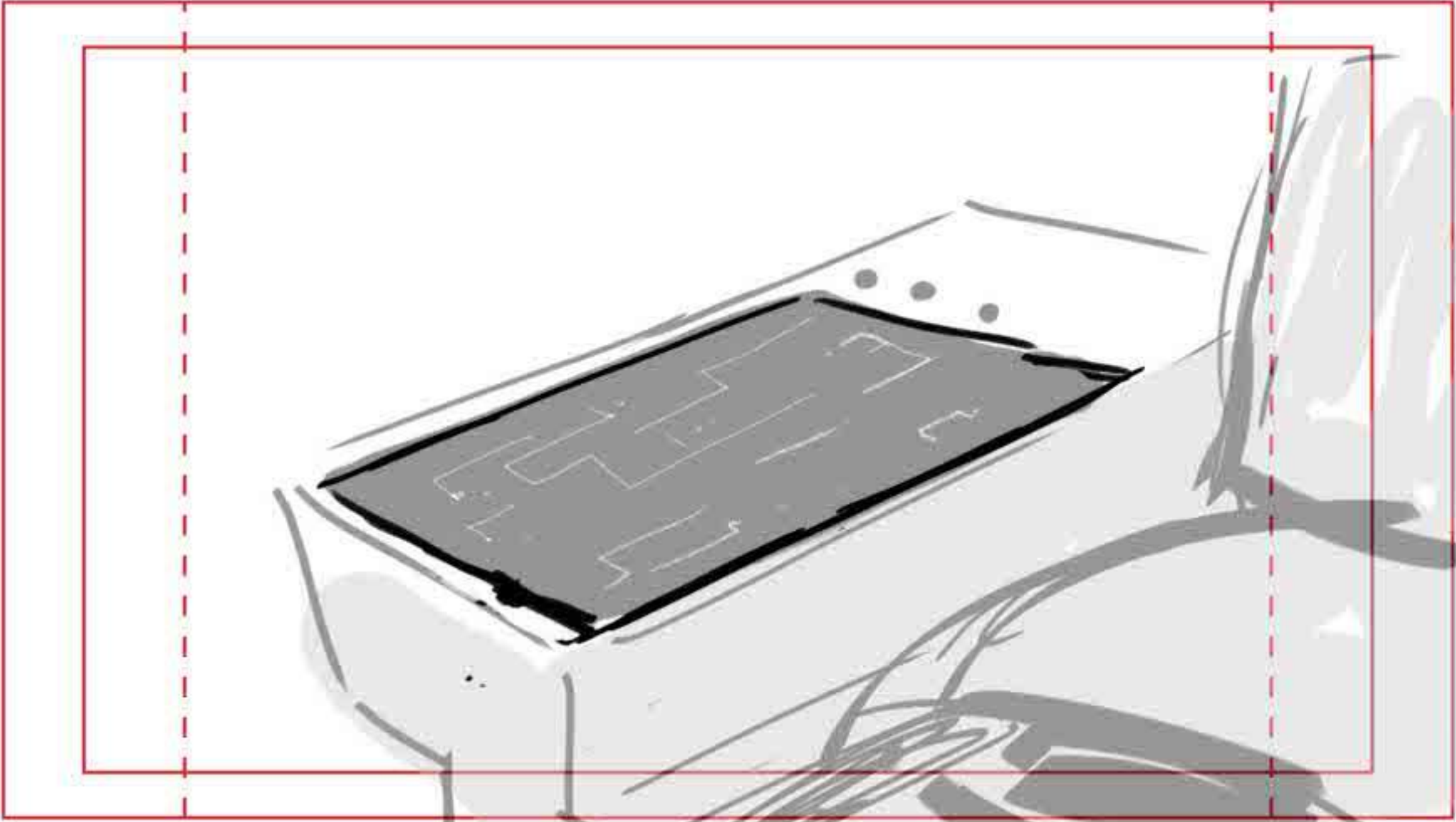
Scene

Panel

Frames



Dialogue/Action

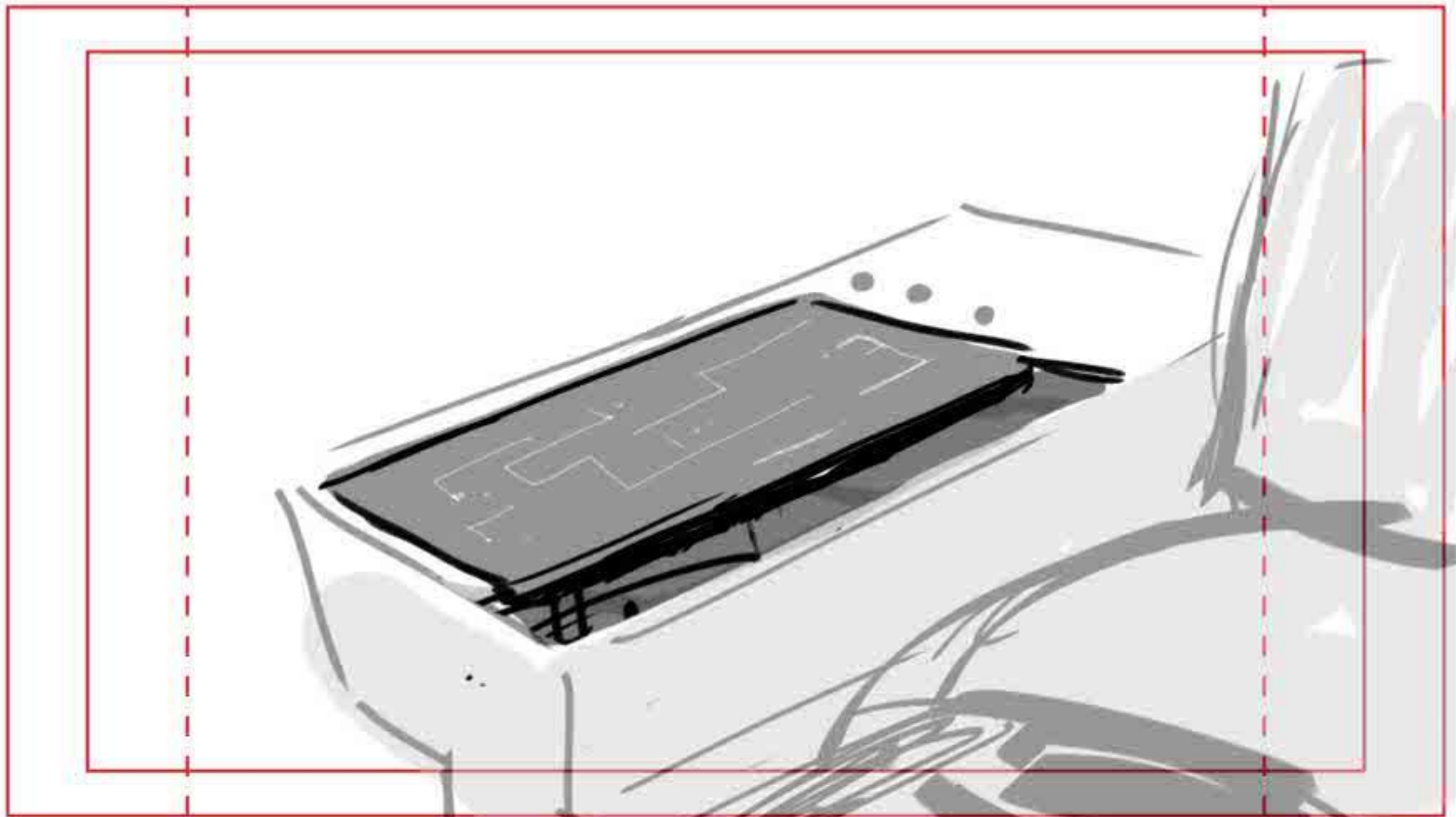
Sequence	Scene	Panel	Frames
 A hand holding a smartphone. The phone is tilted and has a grey screen with some faint white lines. The hand is sketched in grey. A red rectangular frame surrounds the phone and hand. Two vertical dashed red lines are positioned on either side of the phone, and a horizontal dashed red line is at the top of the frame.			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="822 1915 1495 2368">COVERTON: IT'S CALLED "PHONES TOTALLY RULE, OMG!"</p>			

Sequence

Scene

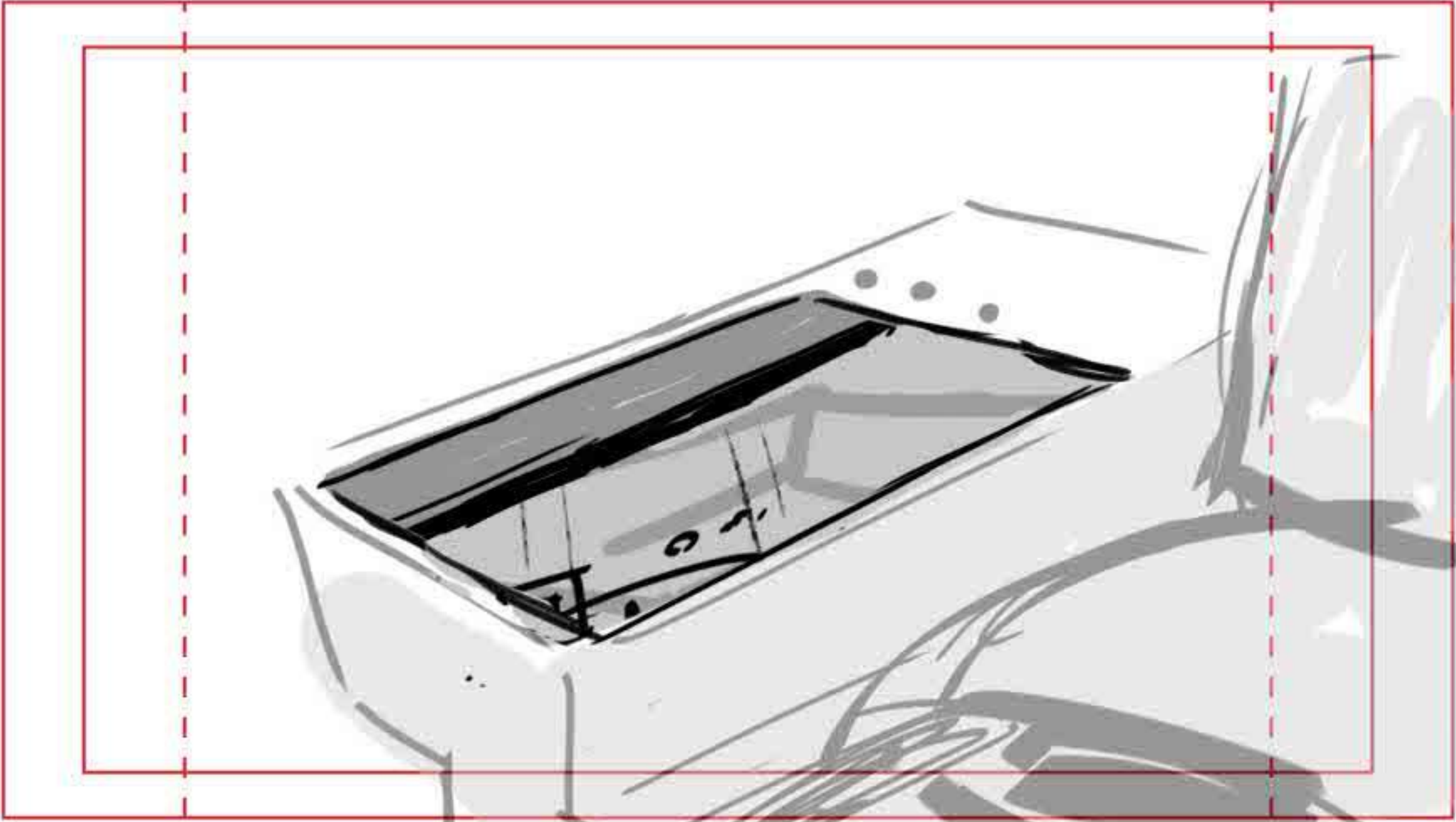
Panel

Frames



Dialogue/Action

**COVERTON:
IT'S CALLED
"PHONES TOTALLY RULE,
OMG!"**

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1890 498 1965">Dialogue/Action</p> <p data-bbox="822 1915 1495 2368">COVERTON: IT'S CALLED "PHONES TOTALLY RULE, OMG!"</p>			

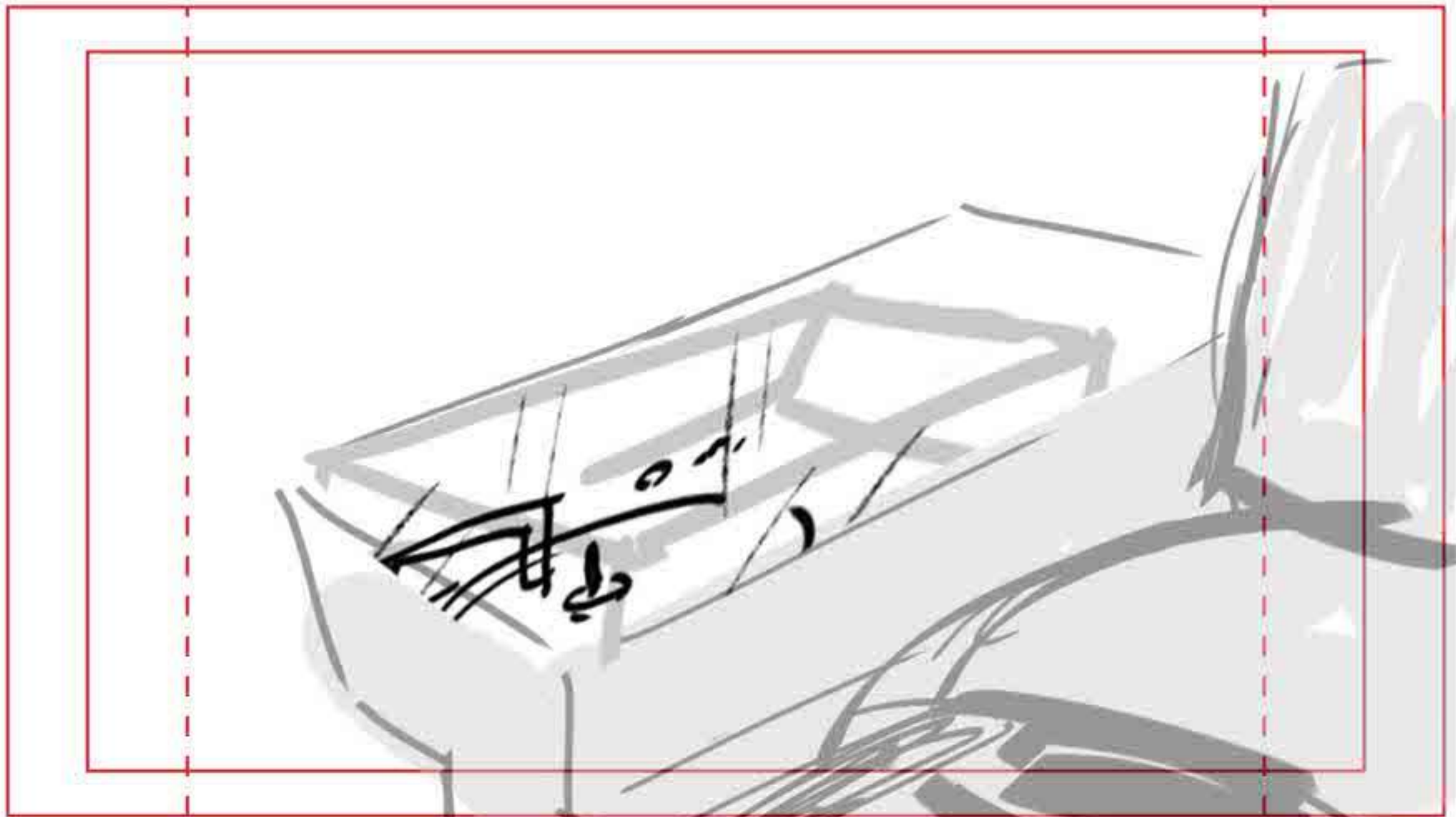
Sequence	Scene	Panel	Frames
Dialogue/Action	<p>COVERTON: IT'S CALLED "PHONES TOTALLY RULE, OMG!"</p>		

Sequence

Scene

Panel

Frames



Dialogue/Action

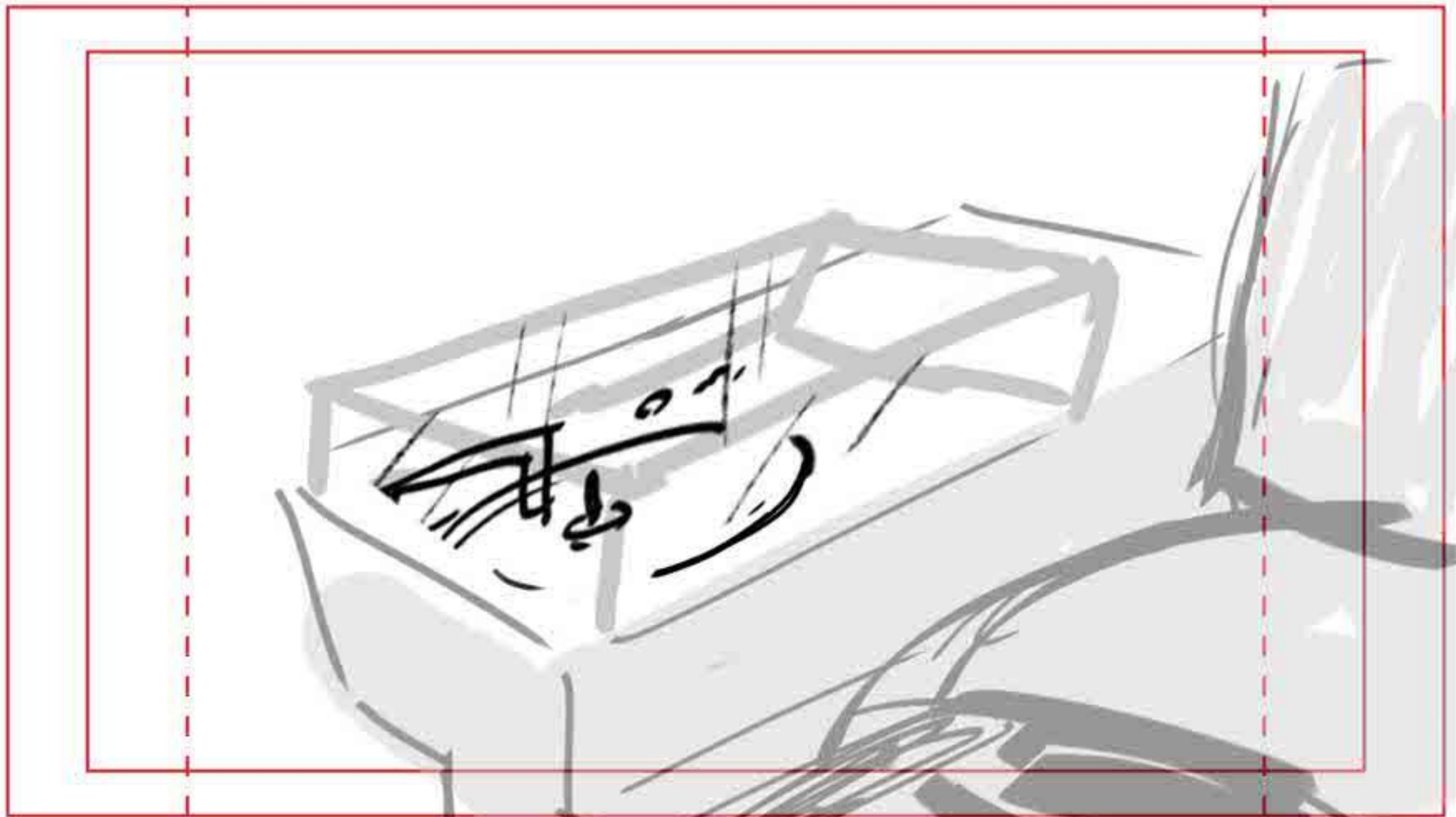
**COVERTON:
IT'S CALLED
"PHONES TOTALLY RULE,
OMG!"**

Sequence

Scene

Panel

Frames



Dialogue/Action

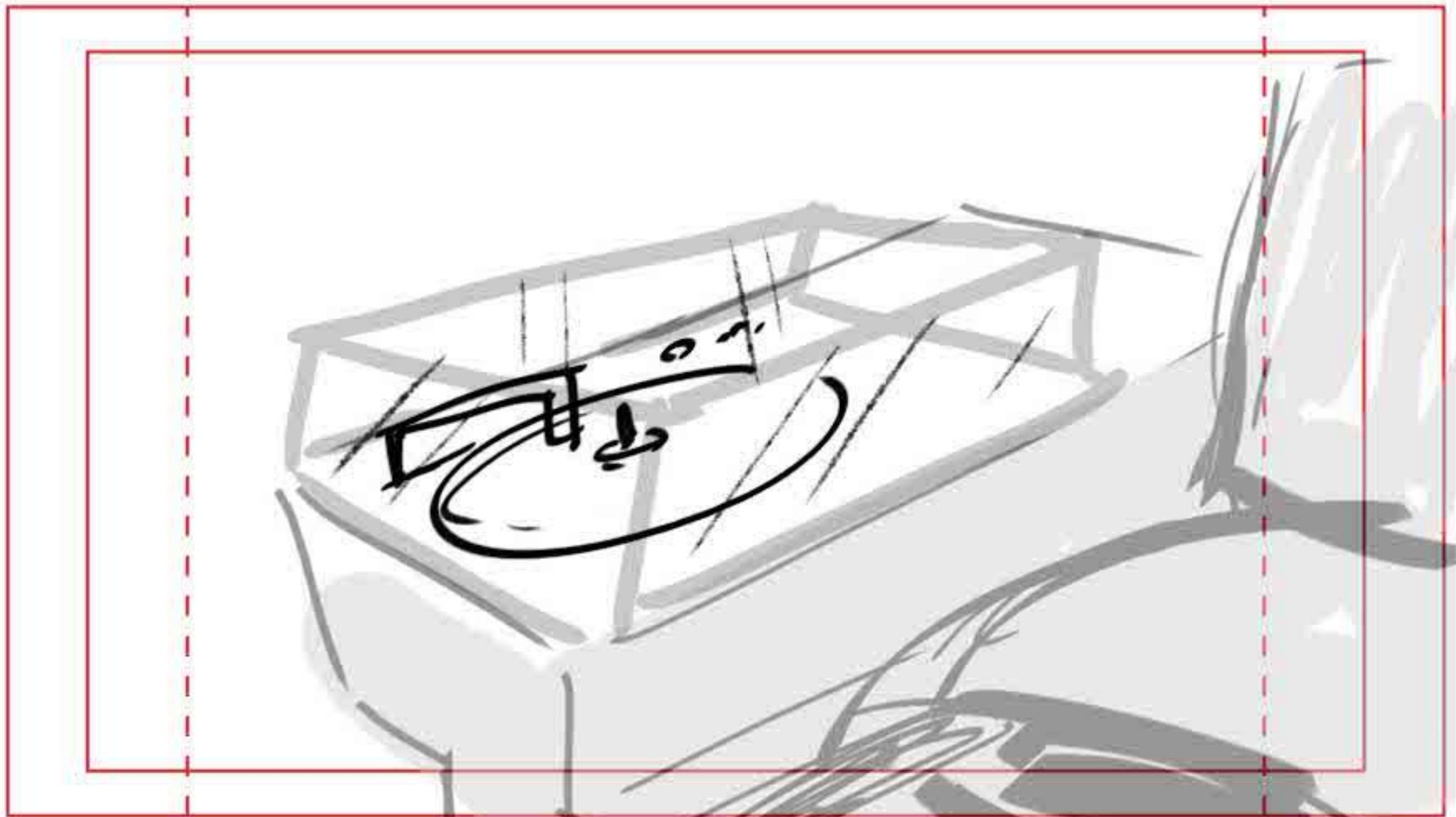
**COVERTON:
IT'S CALLED
"PHONES TOTALLY RULE,
OMG!"**

Sequence

Scene

Panel

Frames



Dialogue/Action

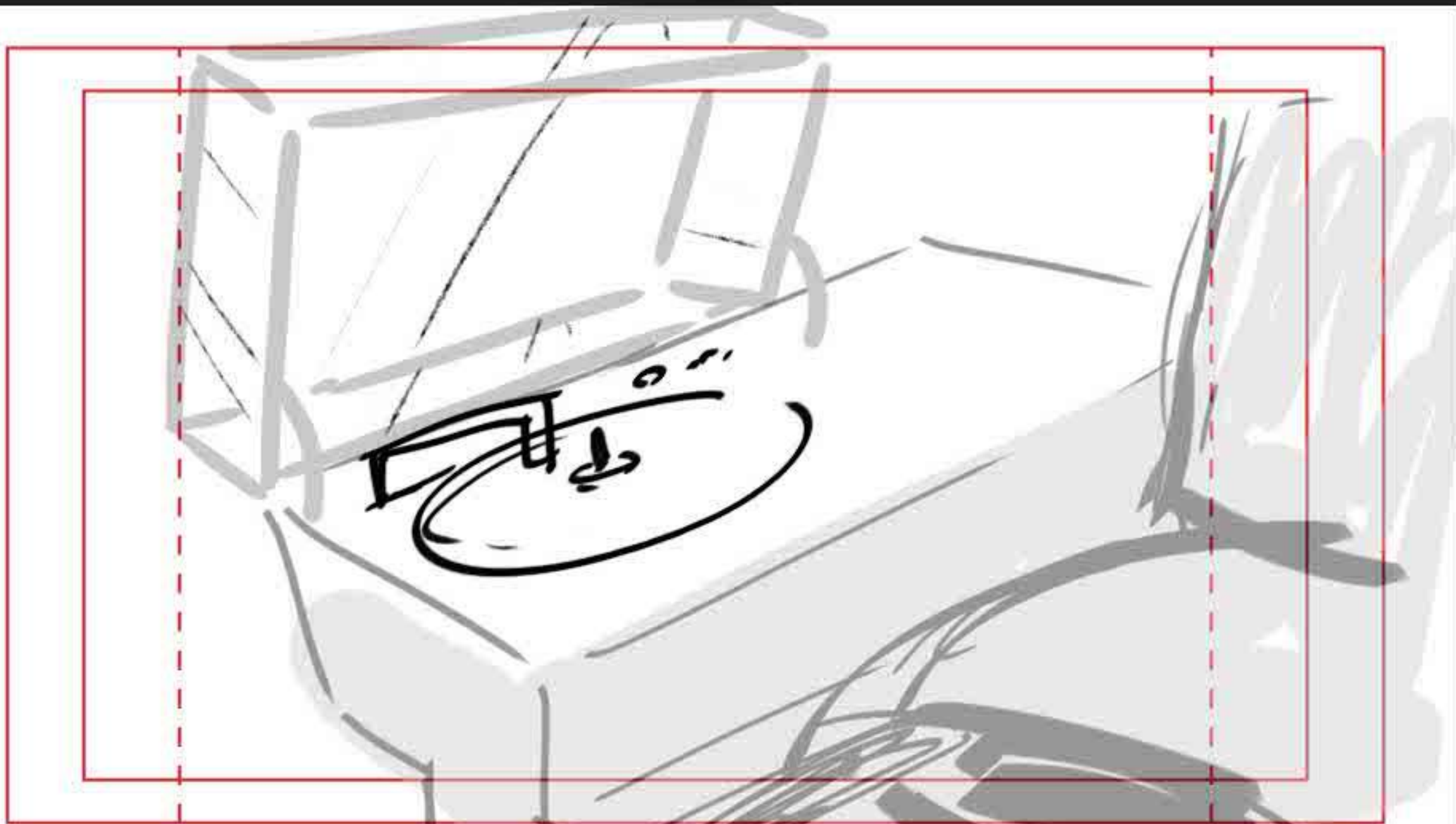
**COVERTON:
IT'S CALLED
"PHONES TOTALLY RULE,
OMG!"**

Sequence

Scene

Panel

Frames



Dialogue/Action

**COVERTON:
IT'S CALLED
"PHONES TOTALLY RULE,
OMG!"**

Sequence

Scene

Panel

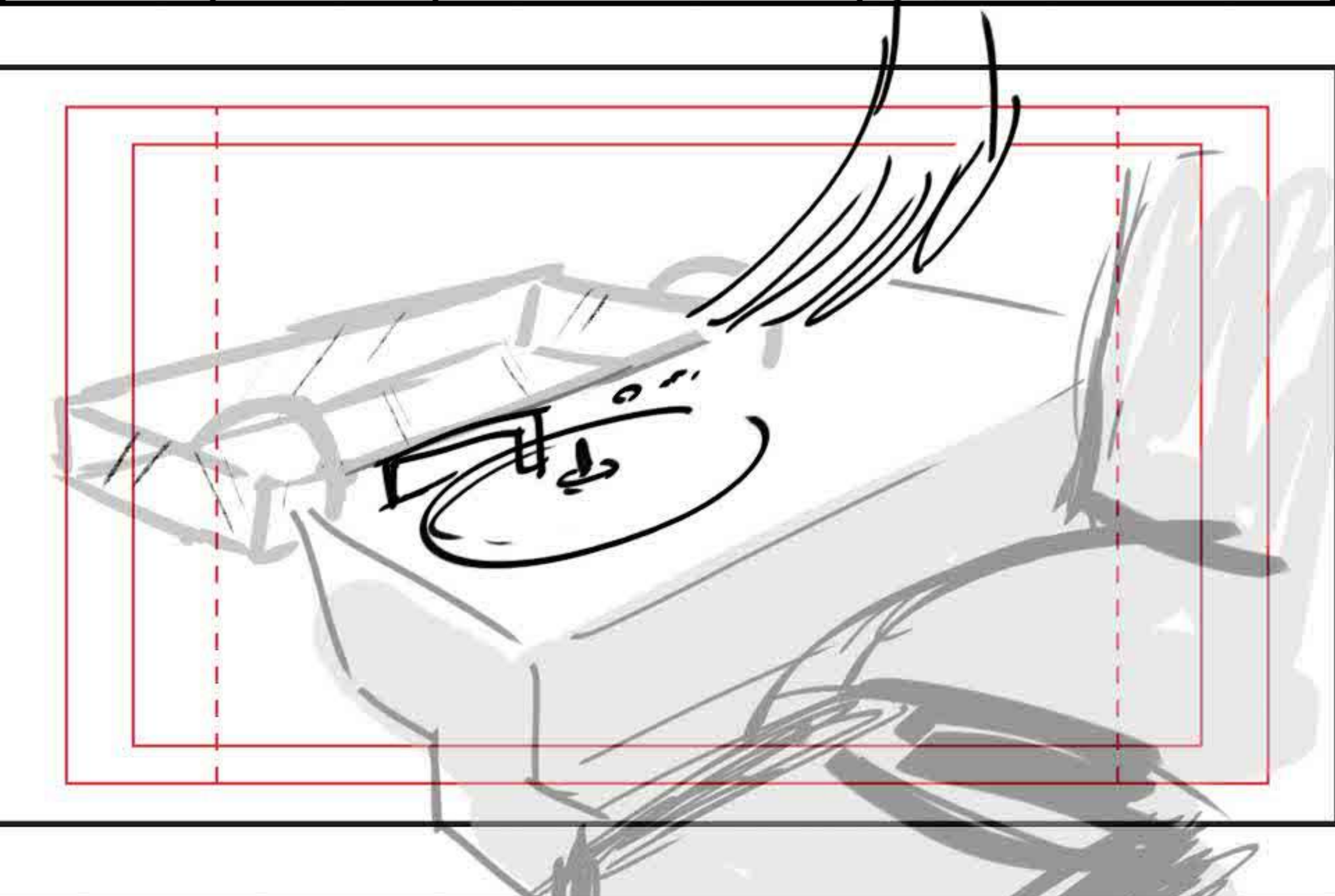
Frames

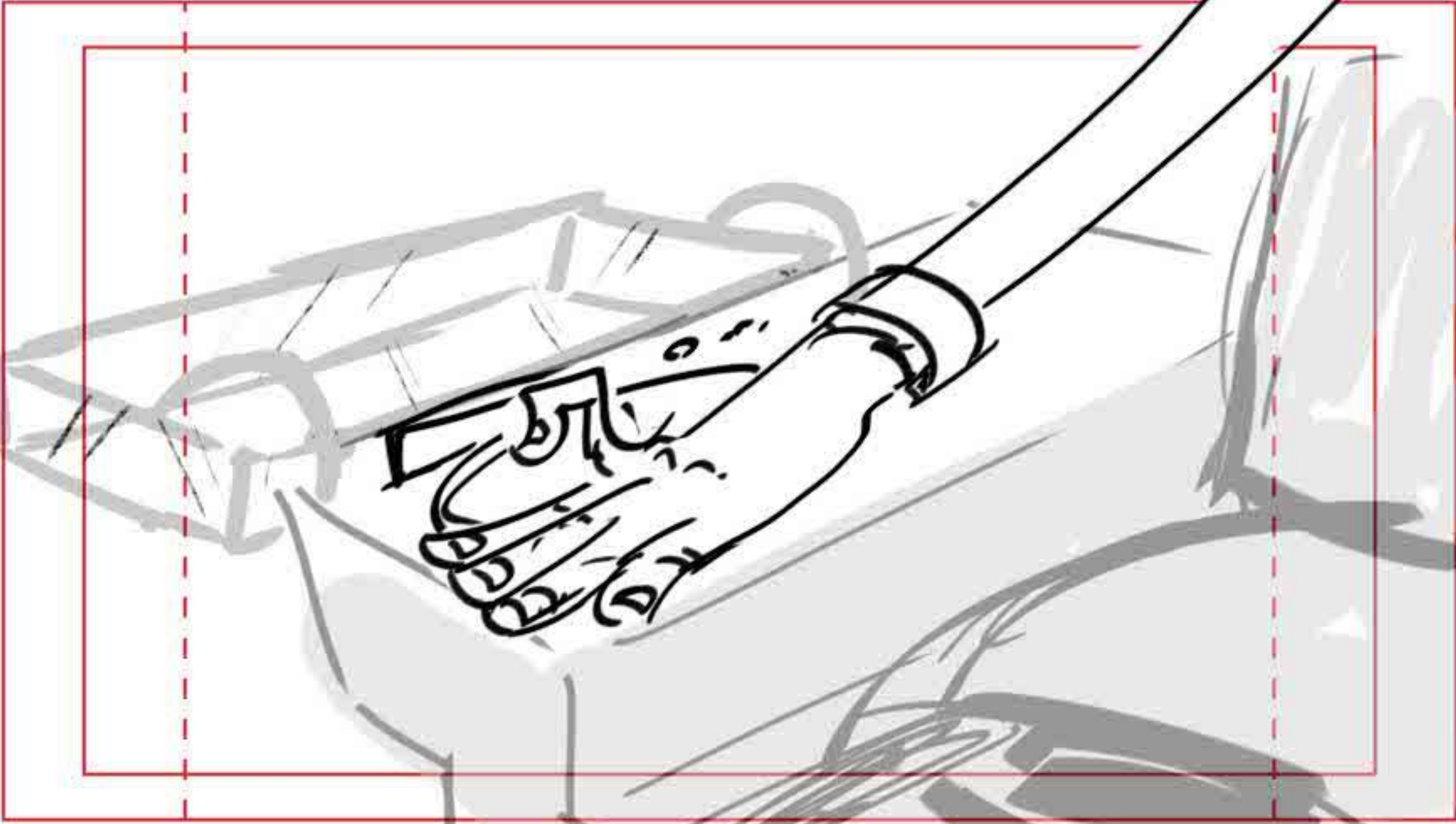


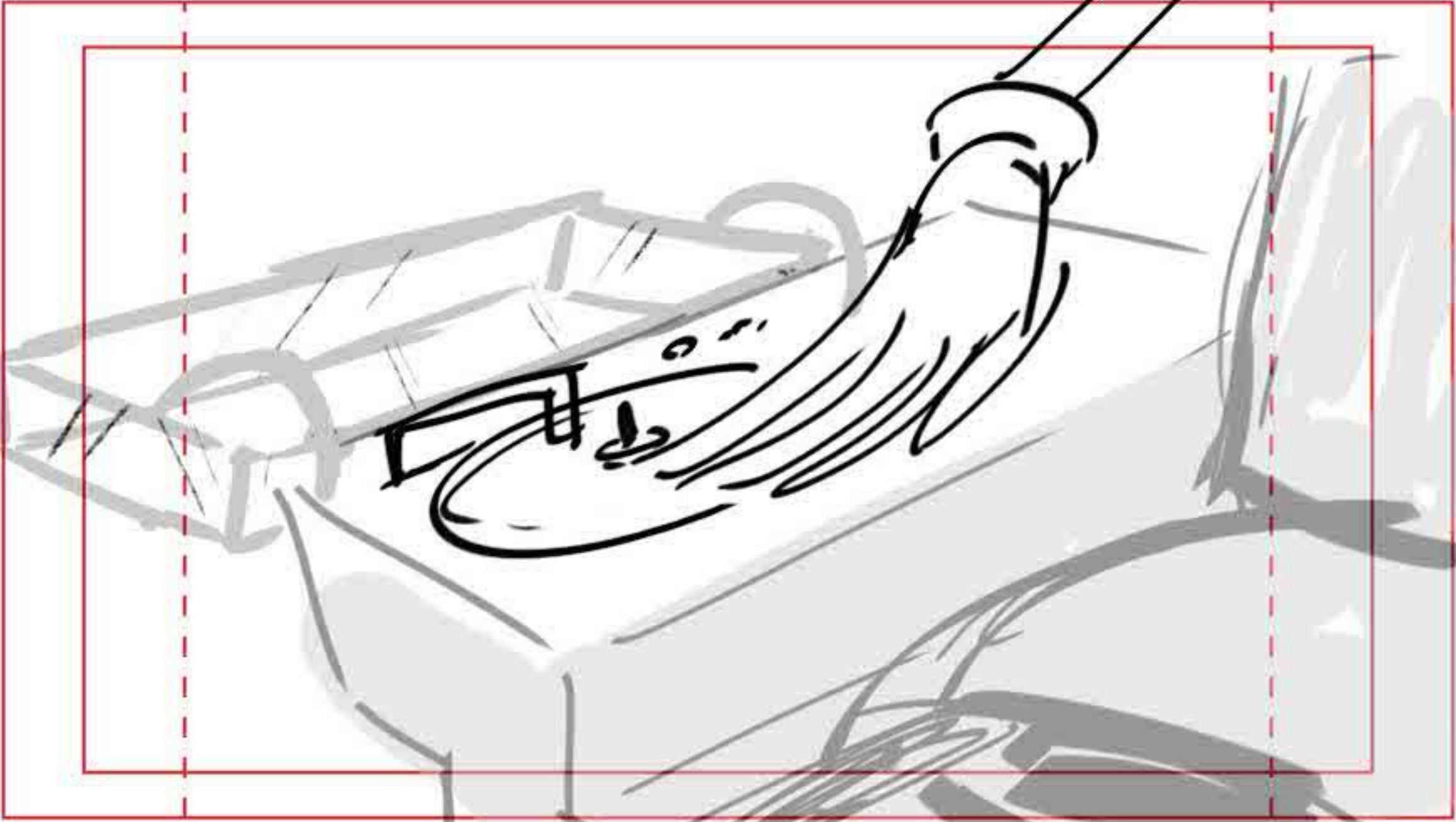
Dialogue/Action

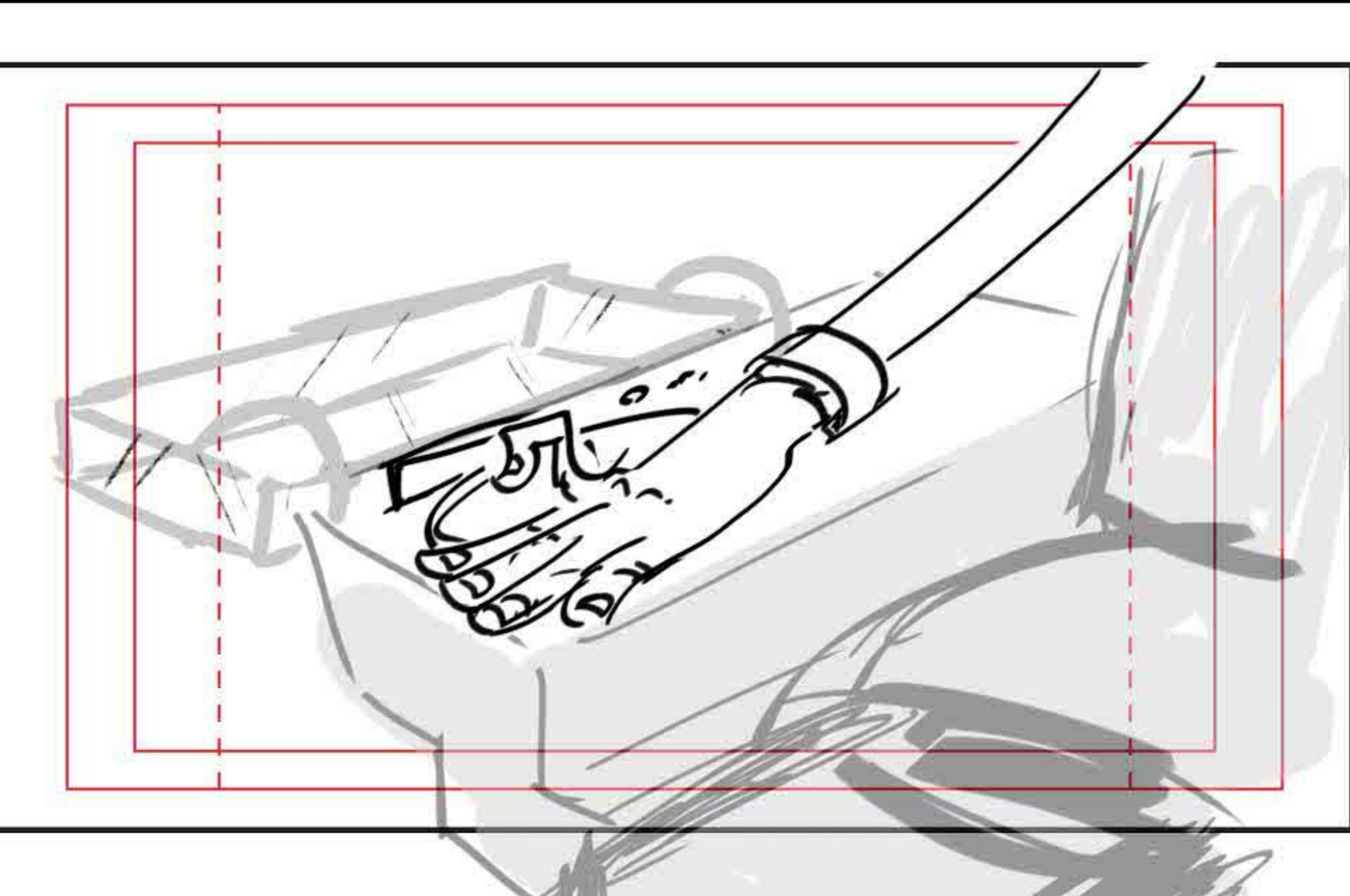
**COVERTON:
IT'S CALLED
"PHONES TOTALLY RULE,
OMG!"**

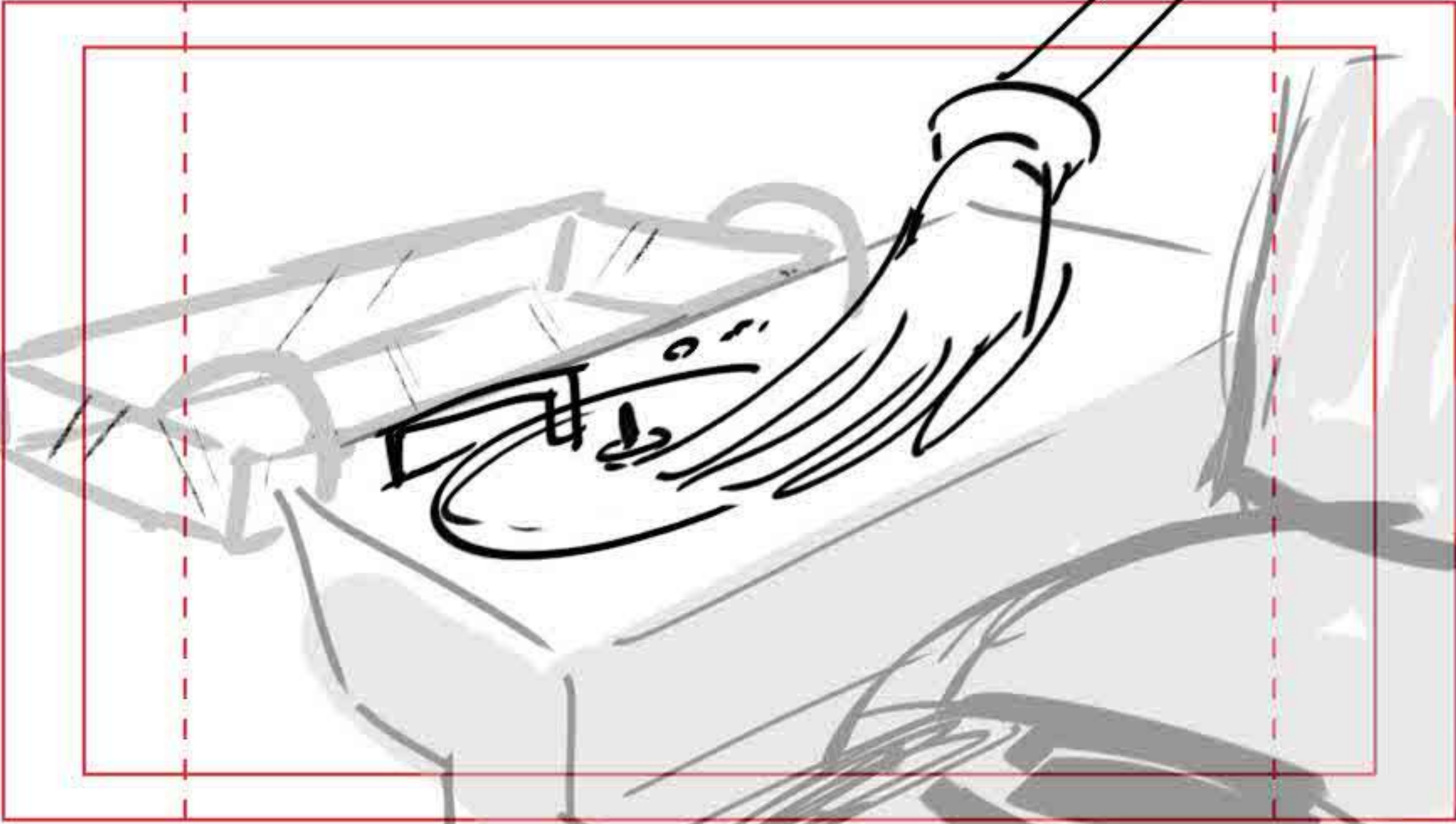
Sequence	Scene	Panel	Frames
<p data-bbox="0 1890 498 1965">Dialogue/Action</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="0 1902 2492 1978">Dialogue/Action</p>			

Sequence	Scene	Panel	Frames
			
<p data-bbox="12 1910 510 1978">Dialogue/Action</p>			

Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel sketch. The sketch is contained within a red rectangular border. Inside this border, there is a smaller red rectangular frame. A vertical dashed red line is positioned on the left side of the inner frame, and another vertical dashed red line is on the right side. The sketch depicts a character's hand holding a cylindrical object, possibly a flashlight or a tool. The hand is rendered with bold black lines, while the object and the background are sketched in light gray. Two thin black lines extend from the top right corner of the page towards the top of the cylindrical object. Below the main sketch, there are additional light gray sketches of what appears to be a character's legs and feet, suggesting a full-body view or a different angle of the same scene.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A storyboard panel featuring a hand holding a scroll with Arabic text. The hand is rendered in black ink, while the scroll and background are sketched in grey. The scroll contains the text 'بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ'. The panel is framed by a red border with a vertical dashed line on the left and a vertical dashed line on the right. The entire scene is set within a larger red rectangular frame.			
Dialogue/Action			

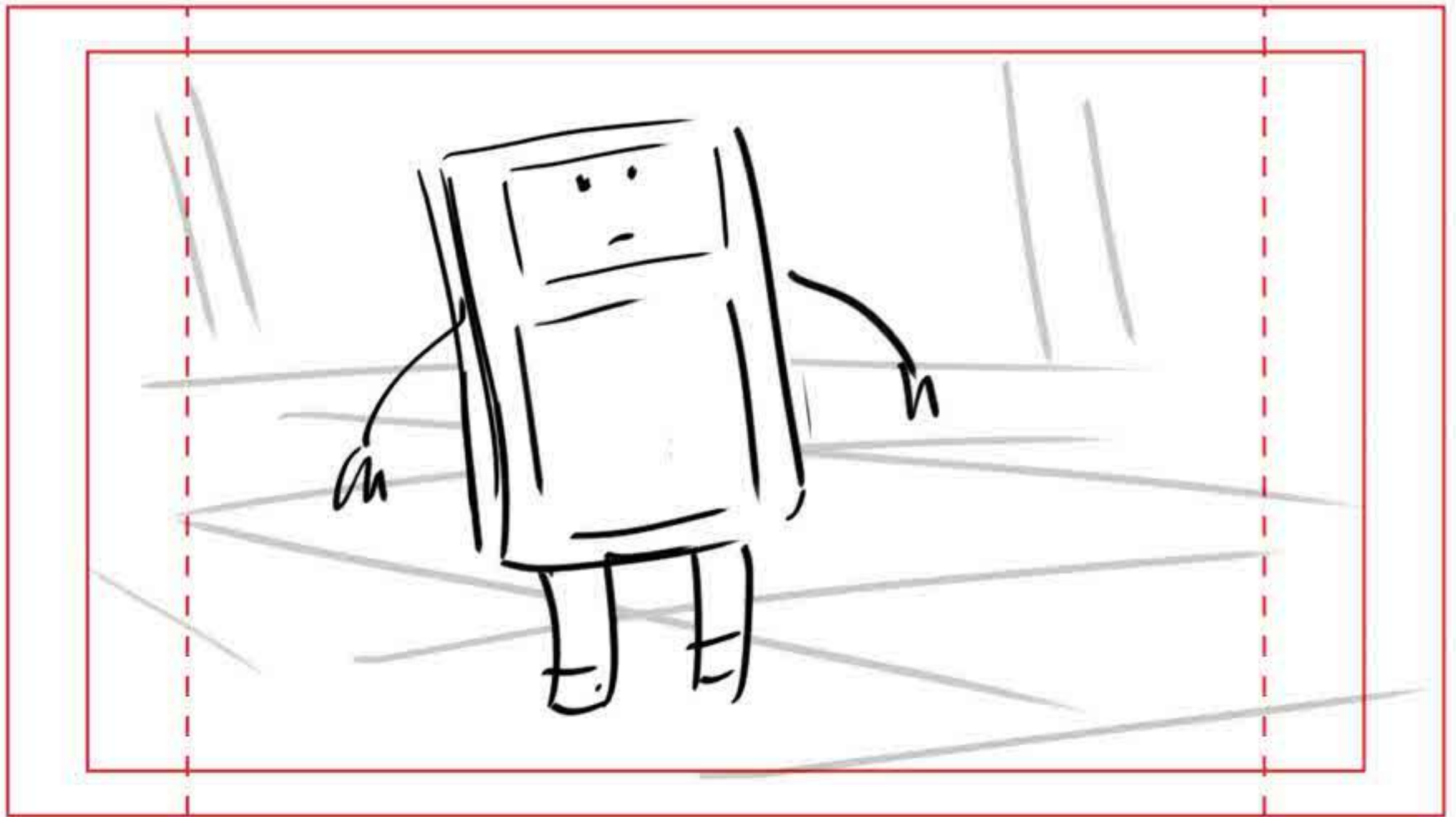
Sequence	Scene	Panel	Frames
 A hand-drawn storyboard panel sketch. It depicts a character from a high-angle perspective, lying on a surface. The character's head is on the left, and their body extends towards the right. The character has dark hair and is wearing a light-colored, possibly white, garment. The sketch is rendered in black ink on a white background. A red rectangular border frames the main subject. Two vertical dashed red lines are positioned on either side of the character's head. Two thin black lines extend from the top right corner of the frame towards the character's head. The background is filled with light gray, sketchy strokes suggesting a floor or a surface.			
<p data-bbox="12 1910 510 1978">Dialogue/Action</p>			

Sequence

Scene

Panel

Frames



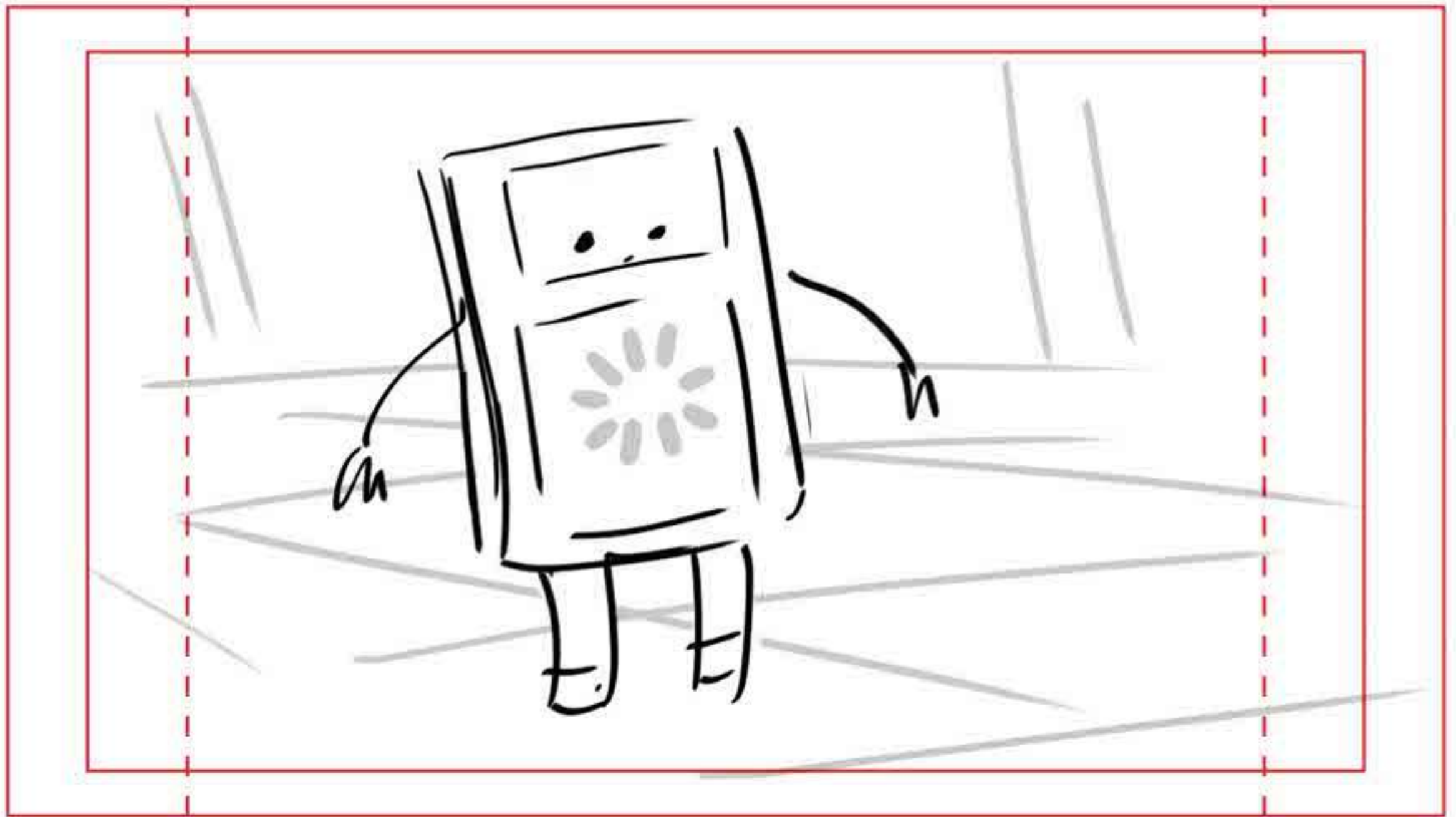
Dialogue/Action

Sequence

Scene

Panel

Frames



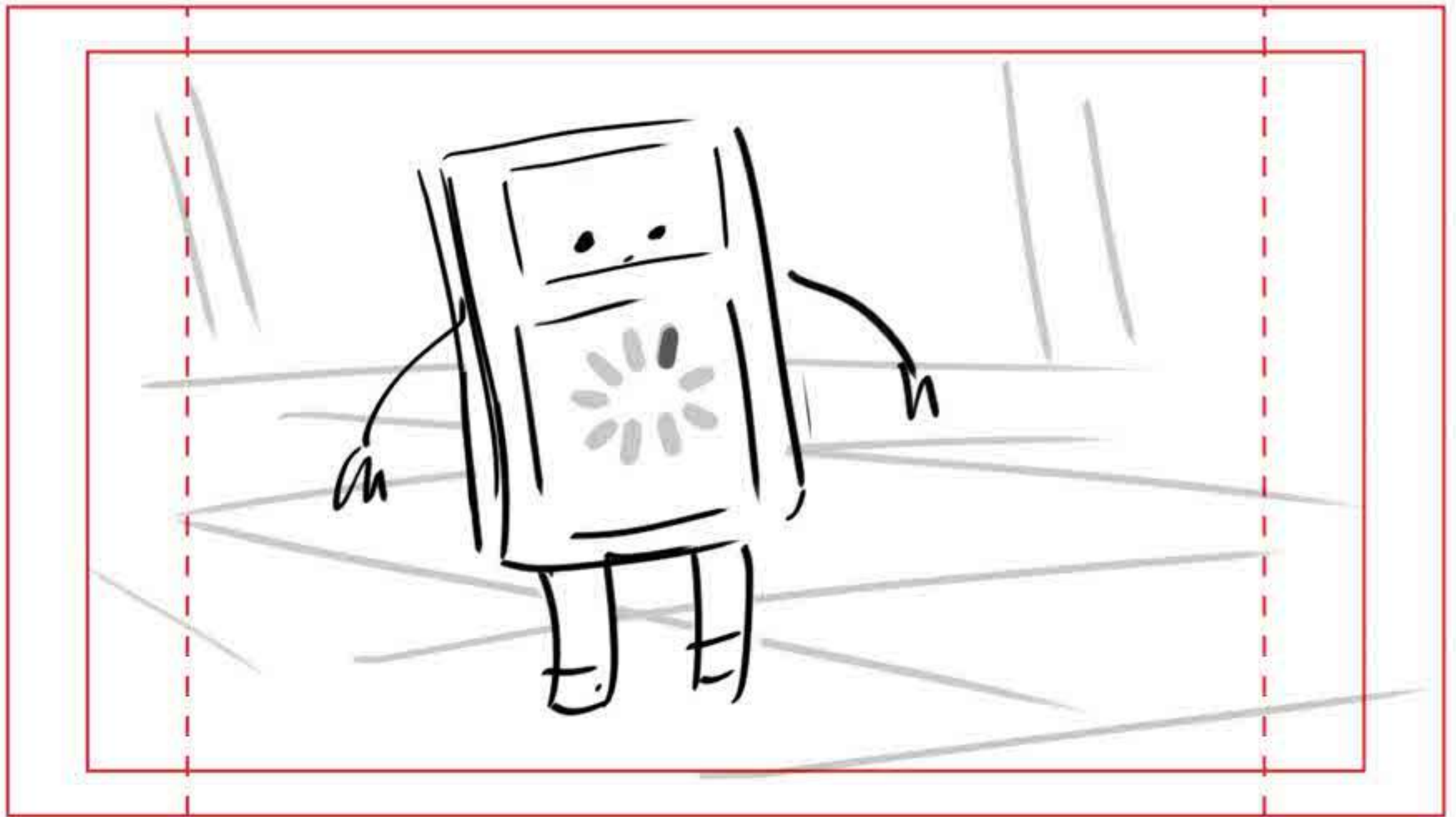
Dialogue/Action

Sequence

Scene

Panel

Frames



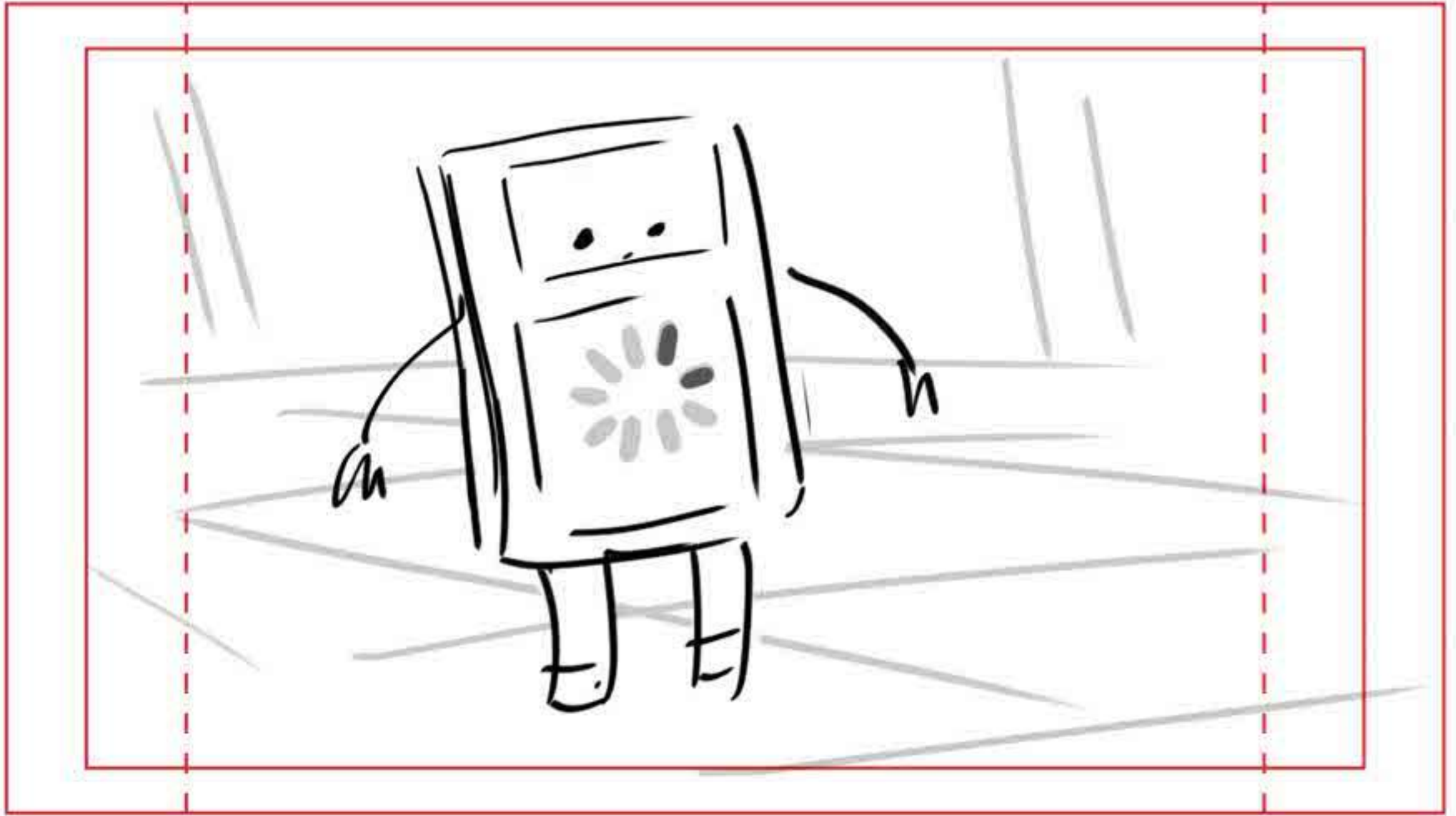
Dialogue/Action

Sequence

Scene

Panel

Frames



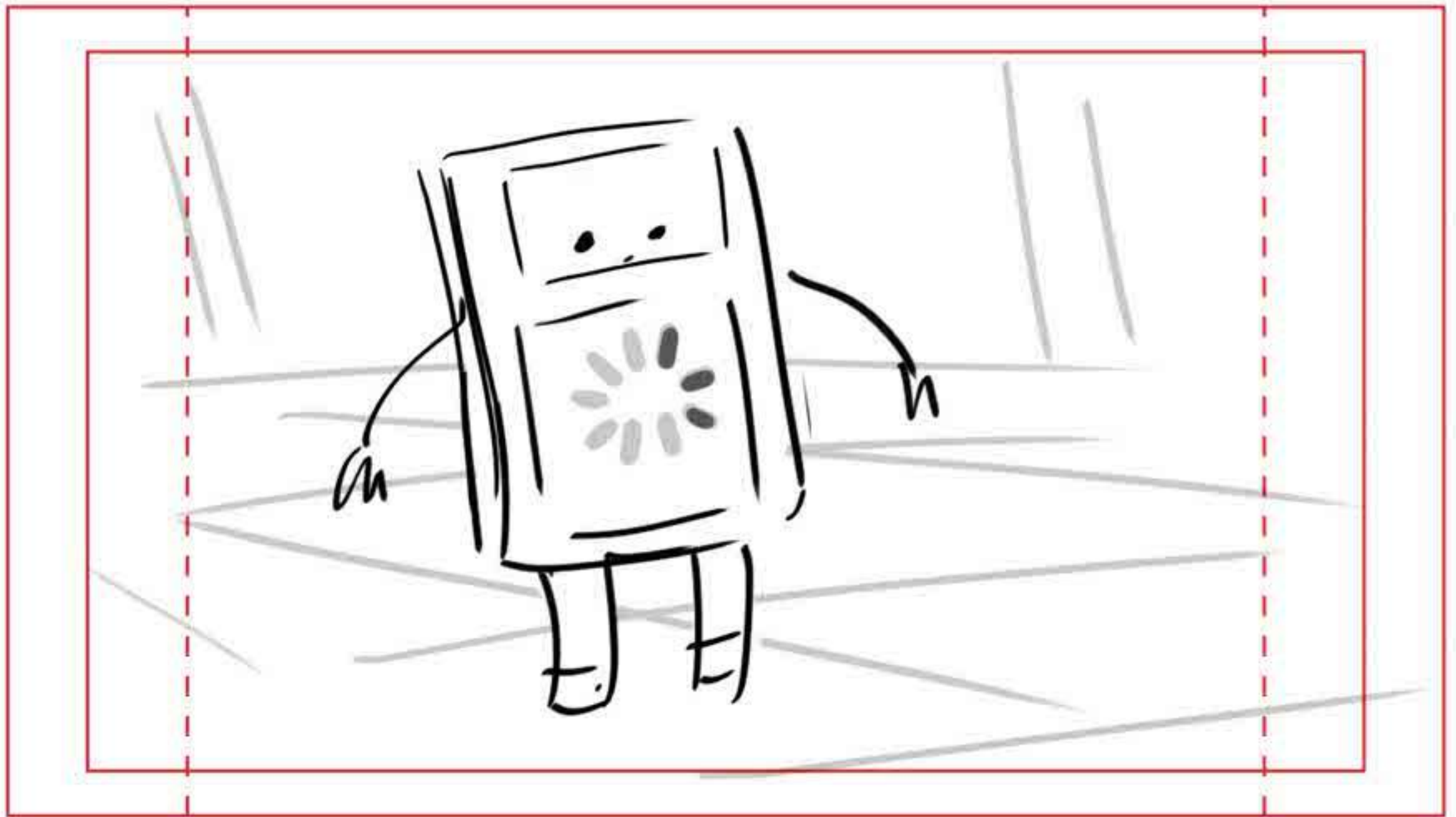
Dialogue/Action

Sequence

Scene

Panel

Frames



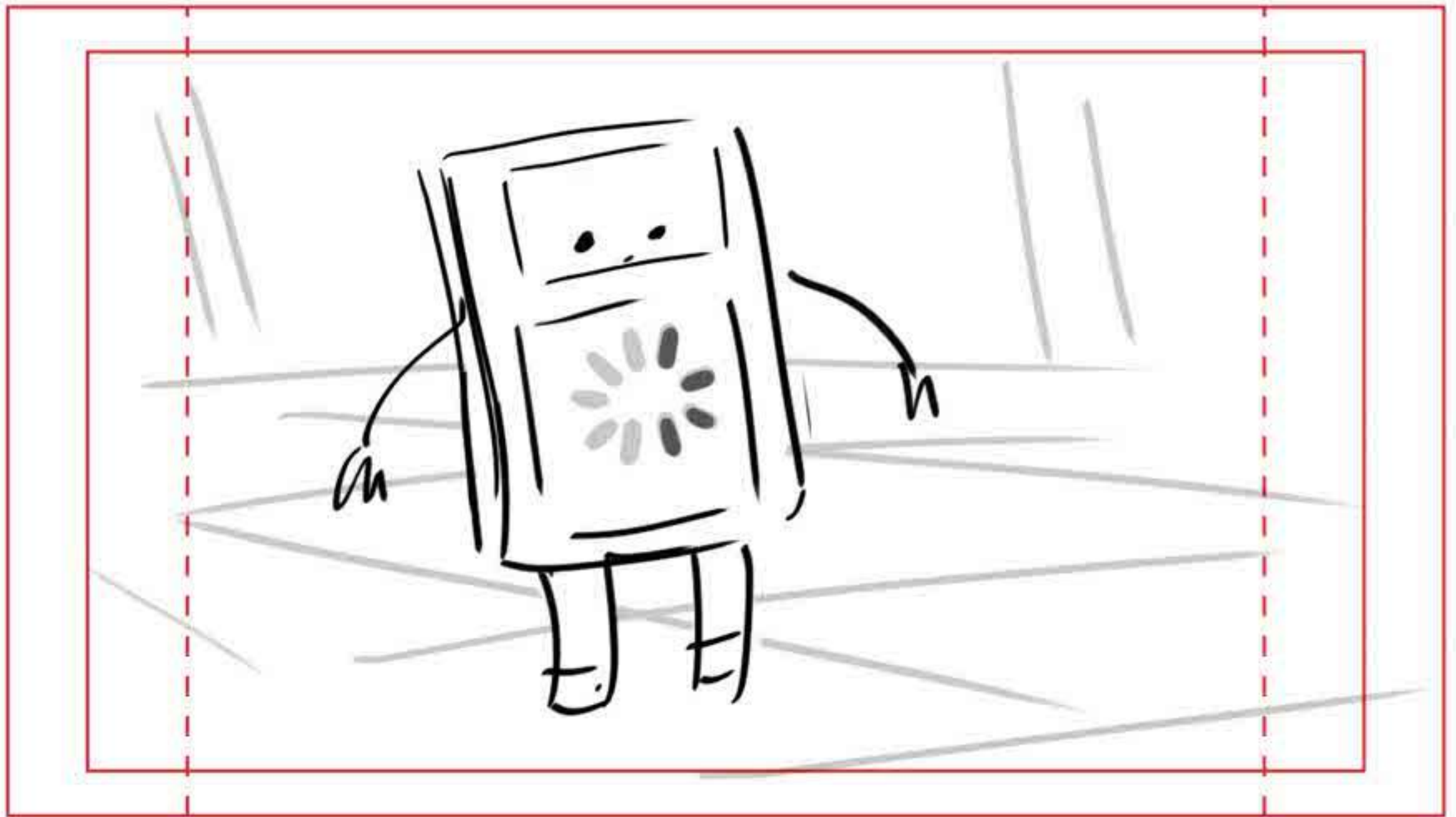
Dialogue/Action

Sequence

Scene

Panel

Frames



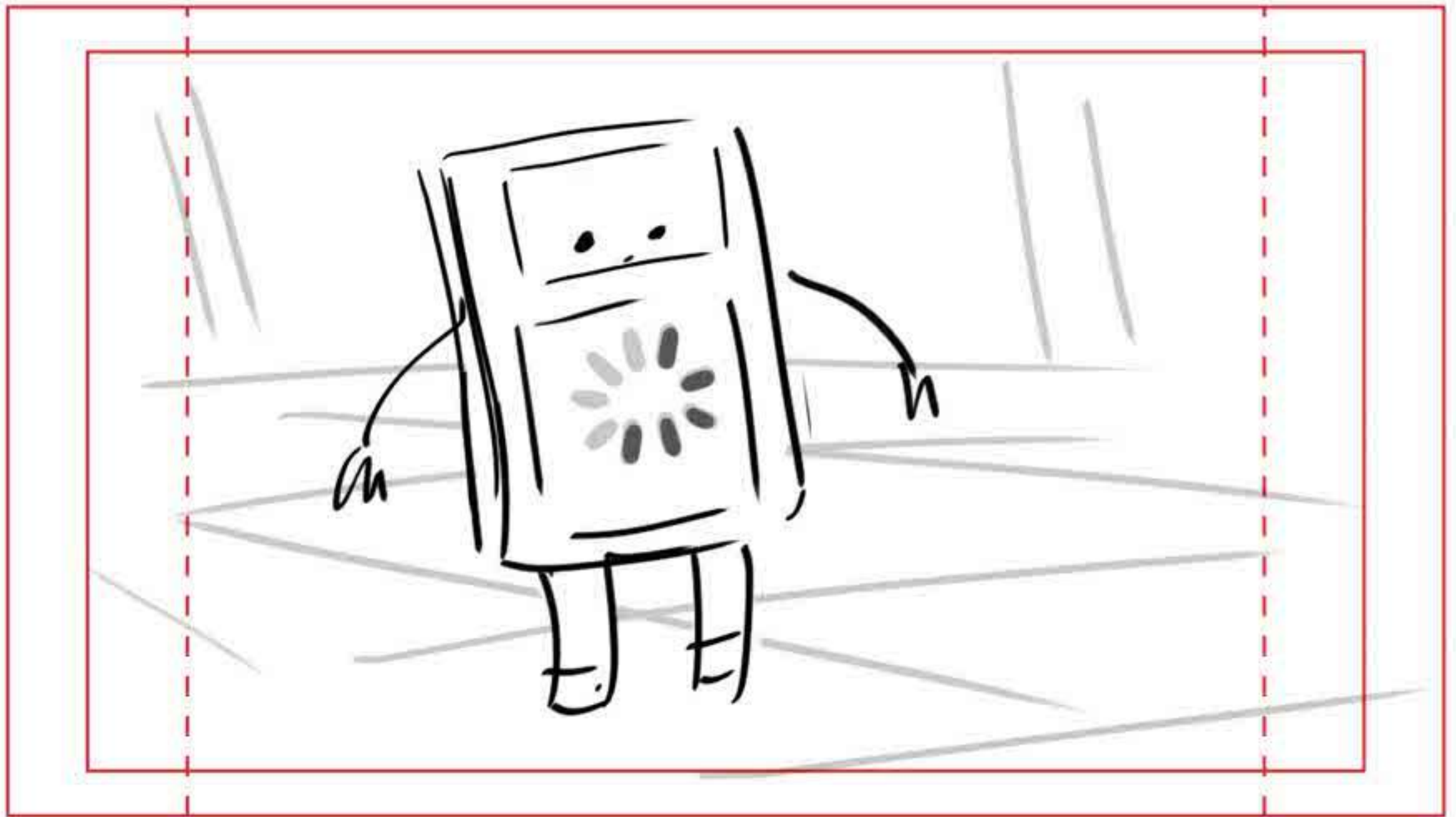
Dialogue/Action

Sequence

Scene

Panel

Frames



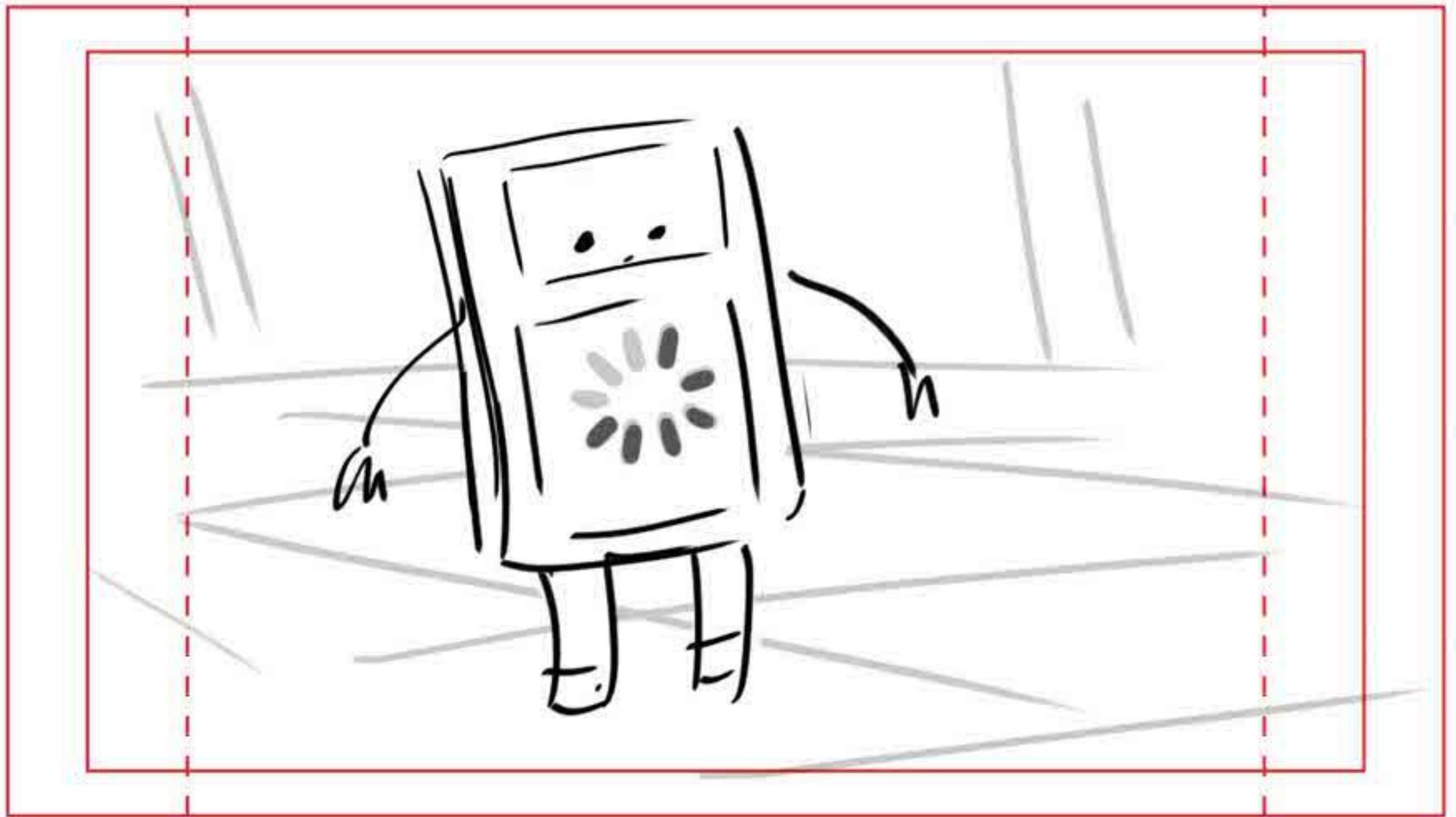
Dialogue/Action

Sequence

Scene

Panel

Frames



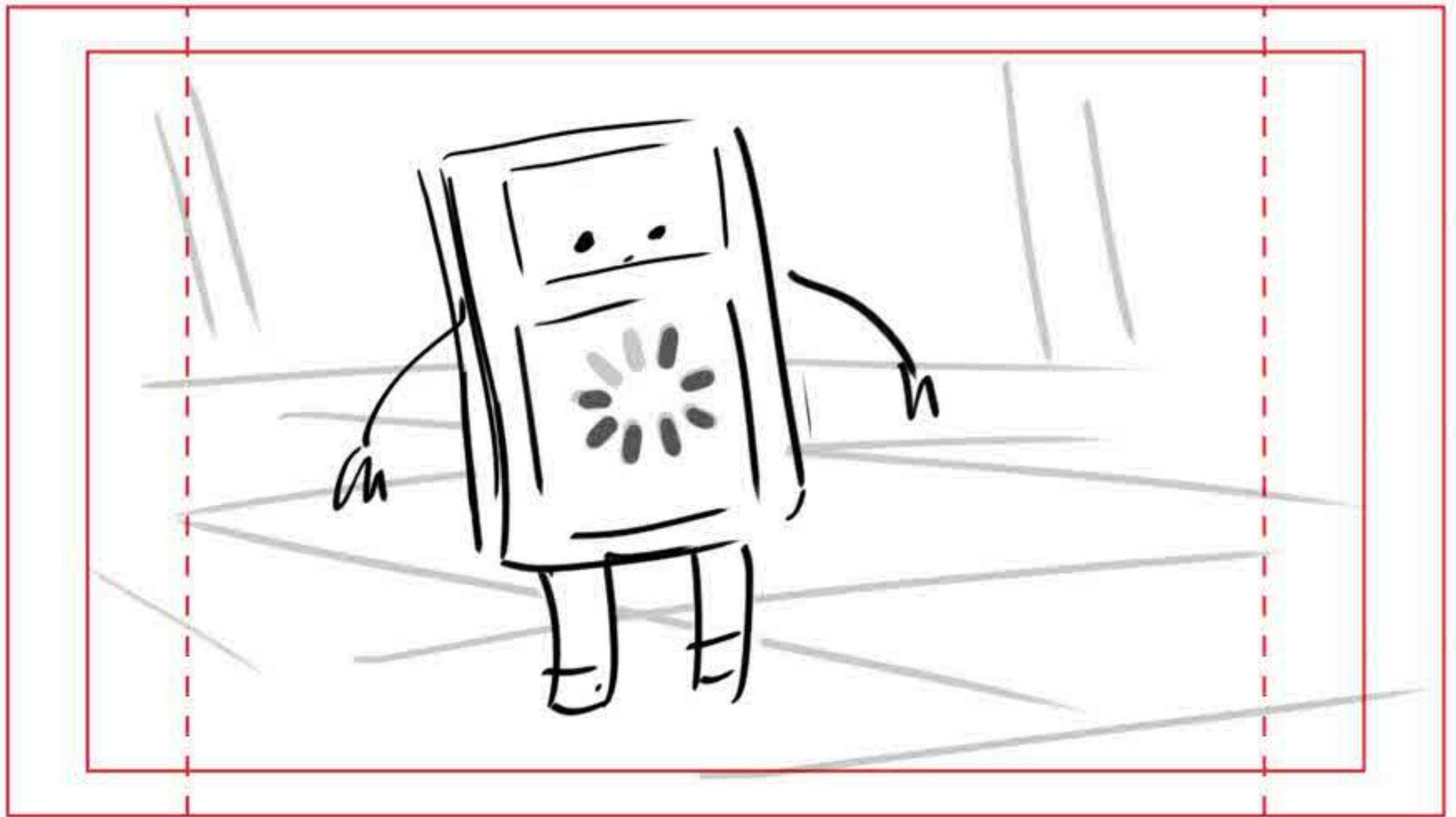
Dialogue/Action

Sequence

Scene

Panel

Frames



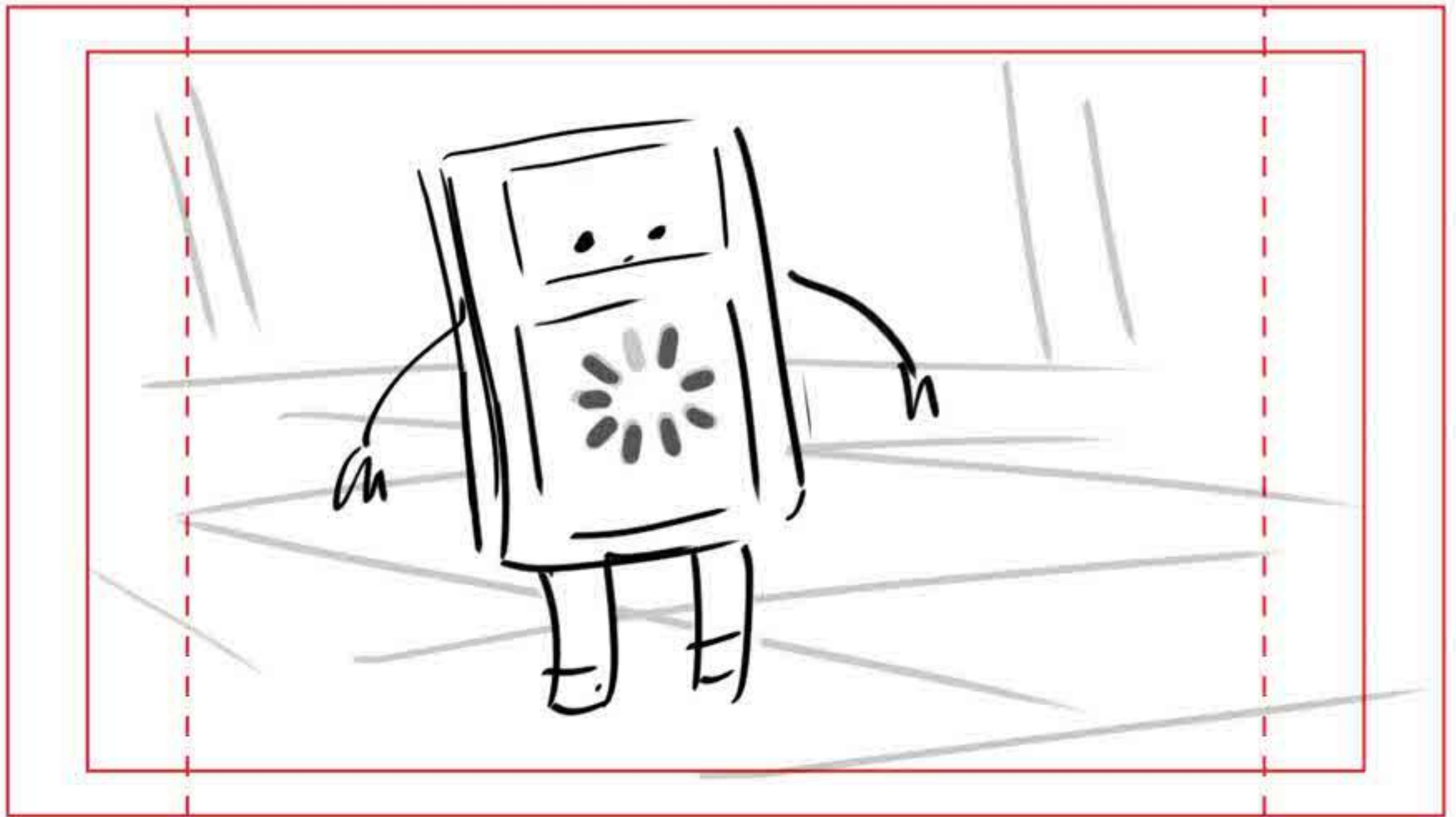
Dialogue/Action

Sequence

Scene

Panel

Frames



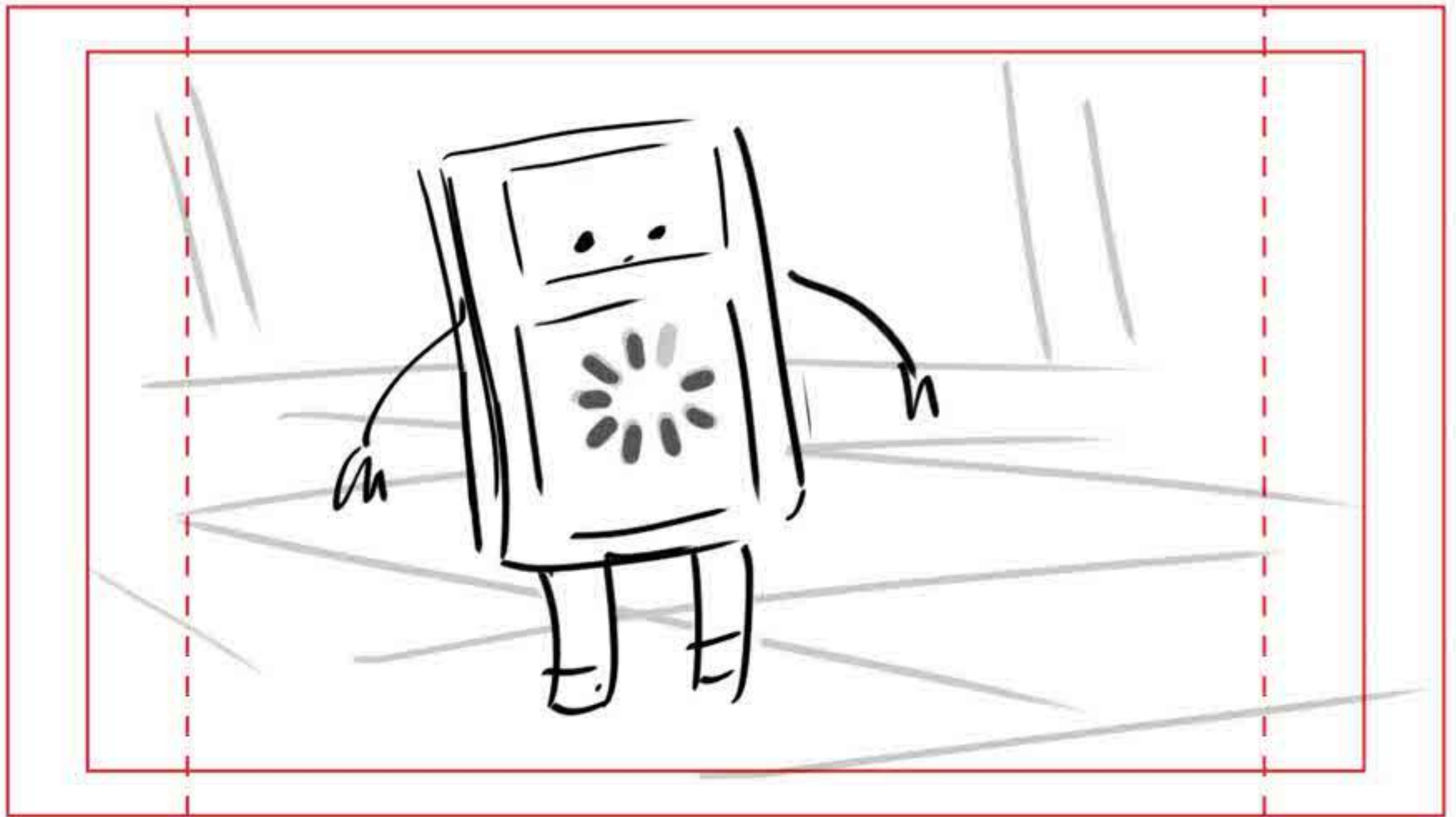
Dialogue/Action

Sequence

Scene

Panel

Frames



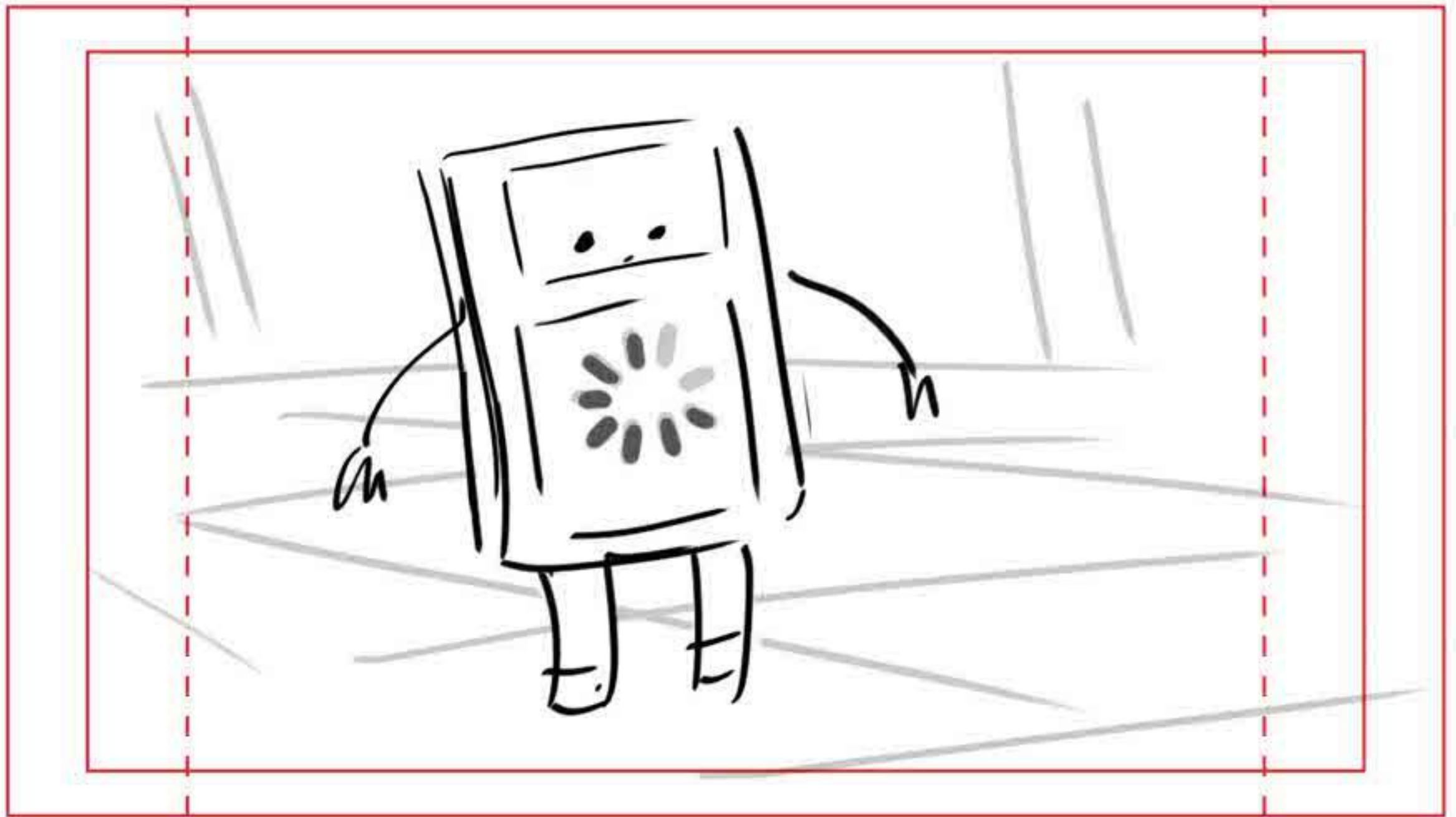
Dialogue/Action

Sequence

Scene

Panel

Frames



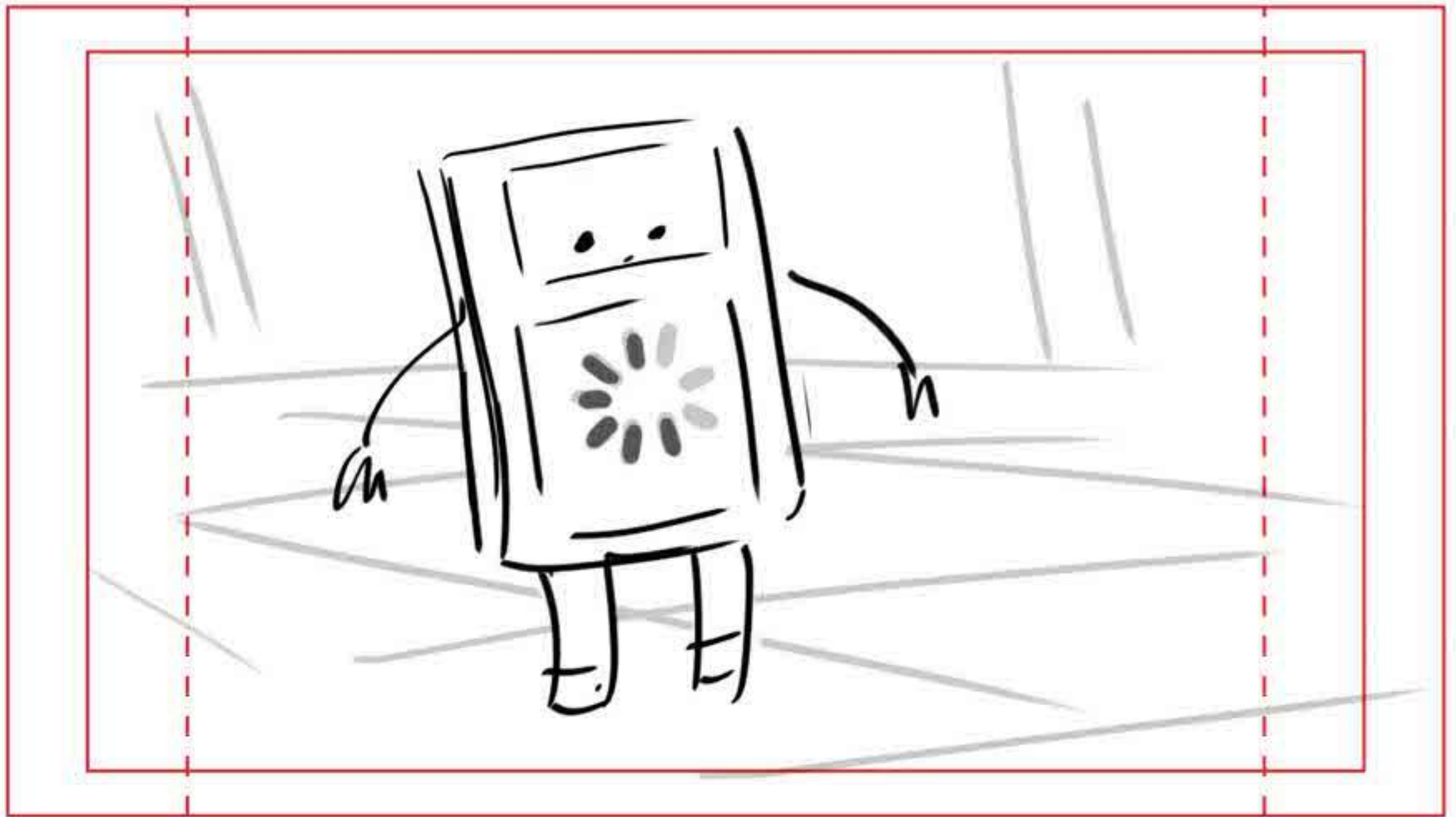
Dialogue/Action

Sequence

Scene

Panel

Frames



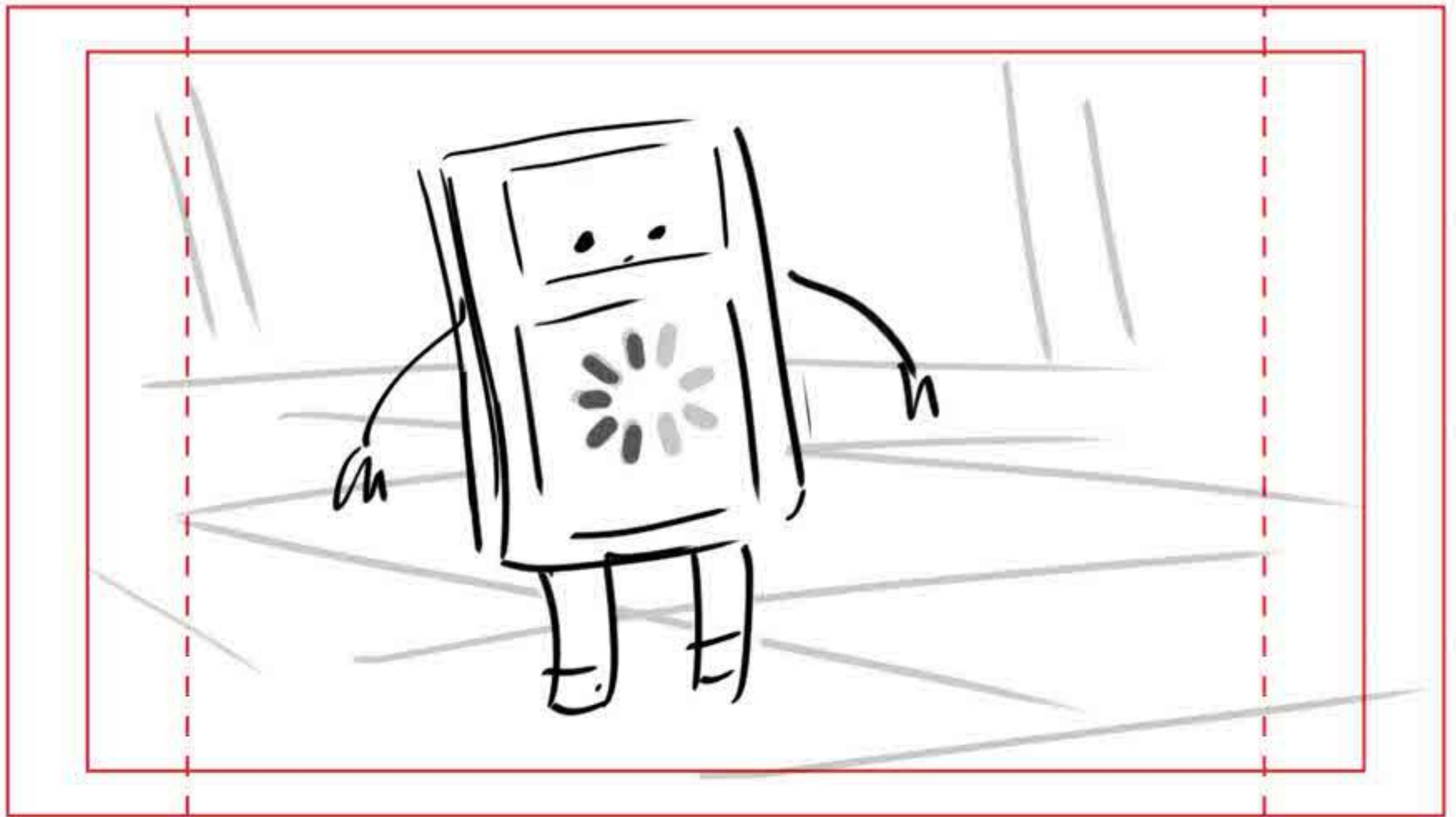
Dialogue/Action

Sequence

Scene

Panel

Frames



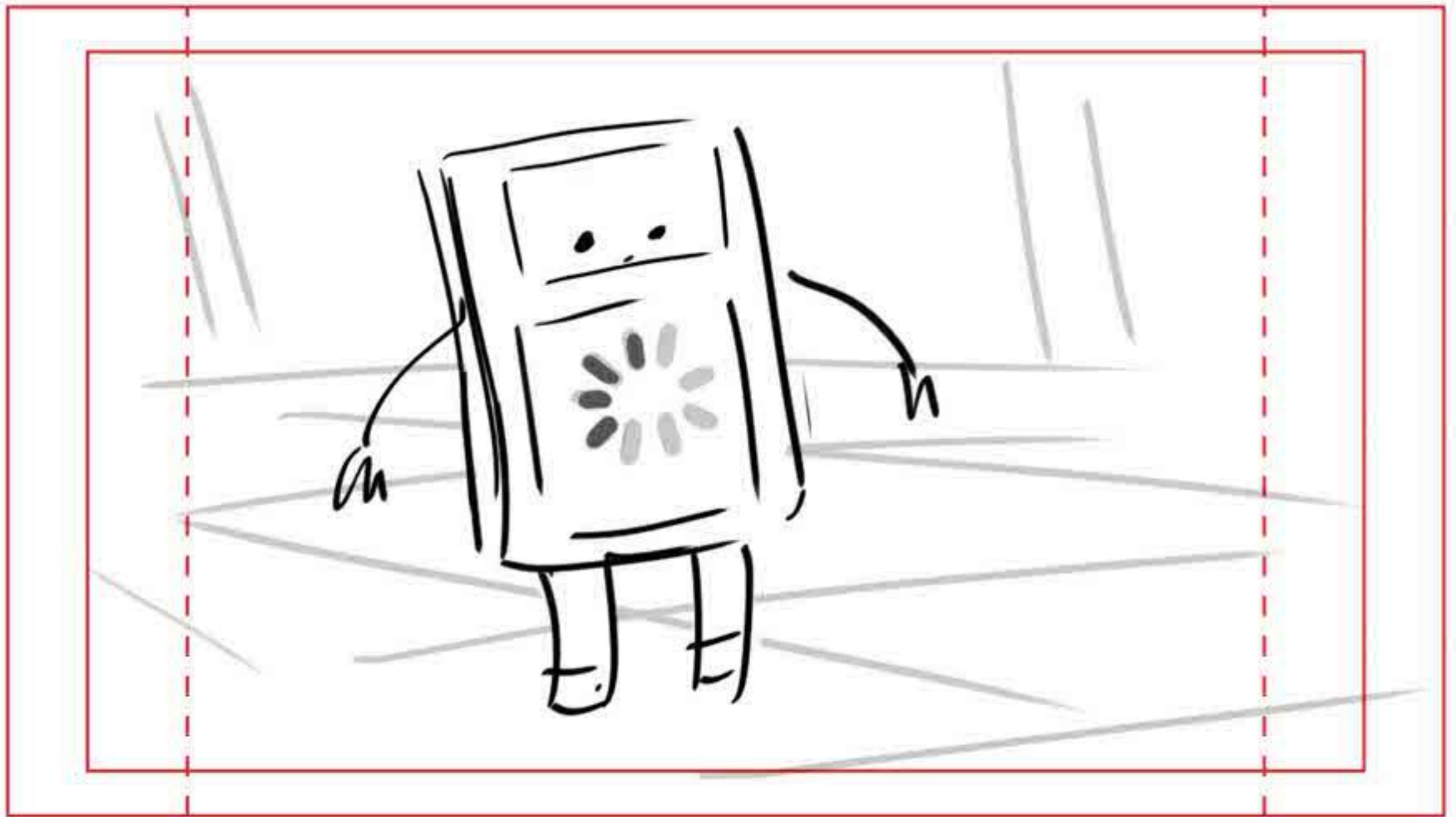
Dialogue/Action

Sequence

Scene

Panel

Frames



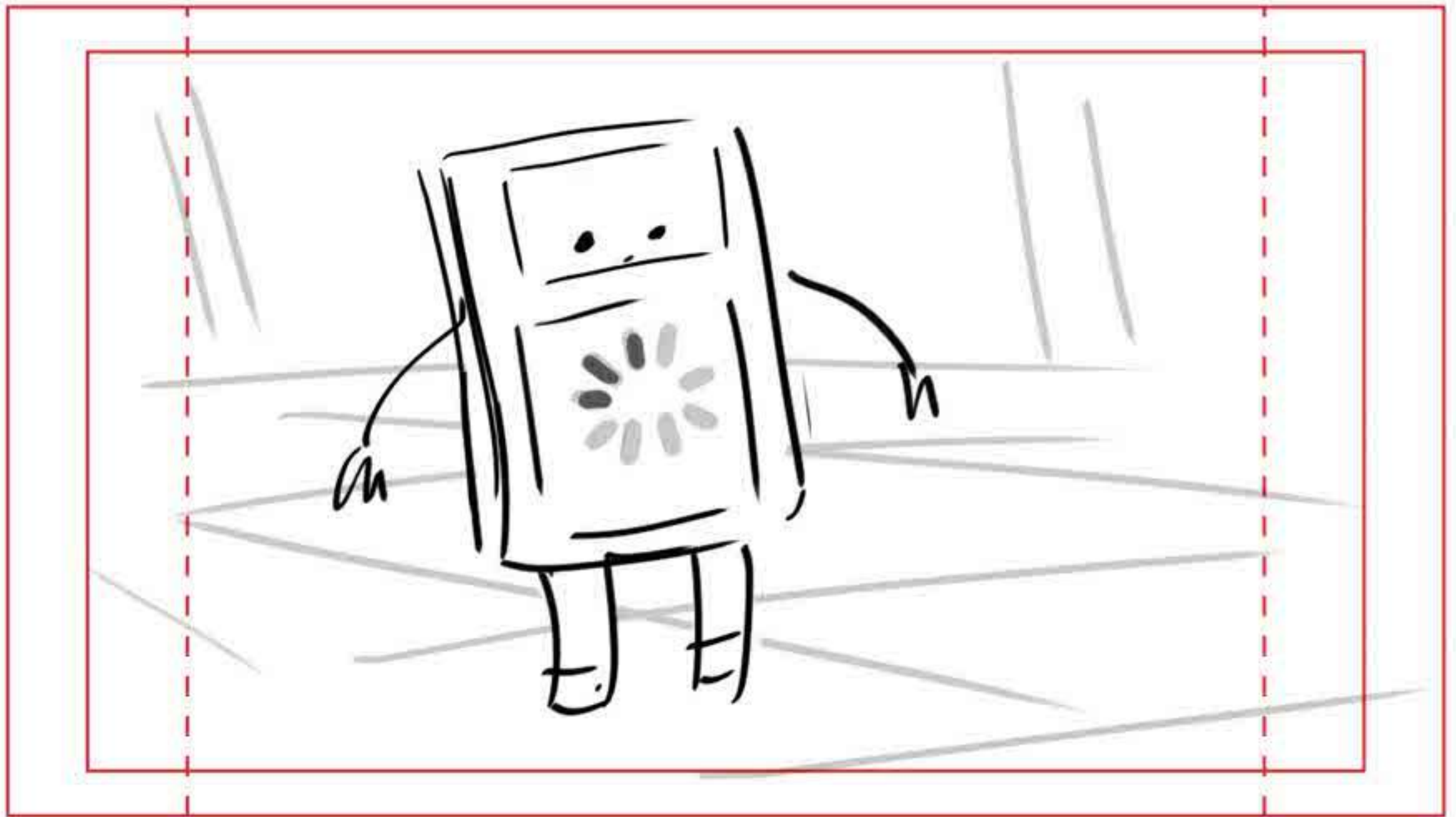
Dialogue/Action

Sequence

Scene

Panel

Frames



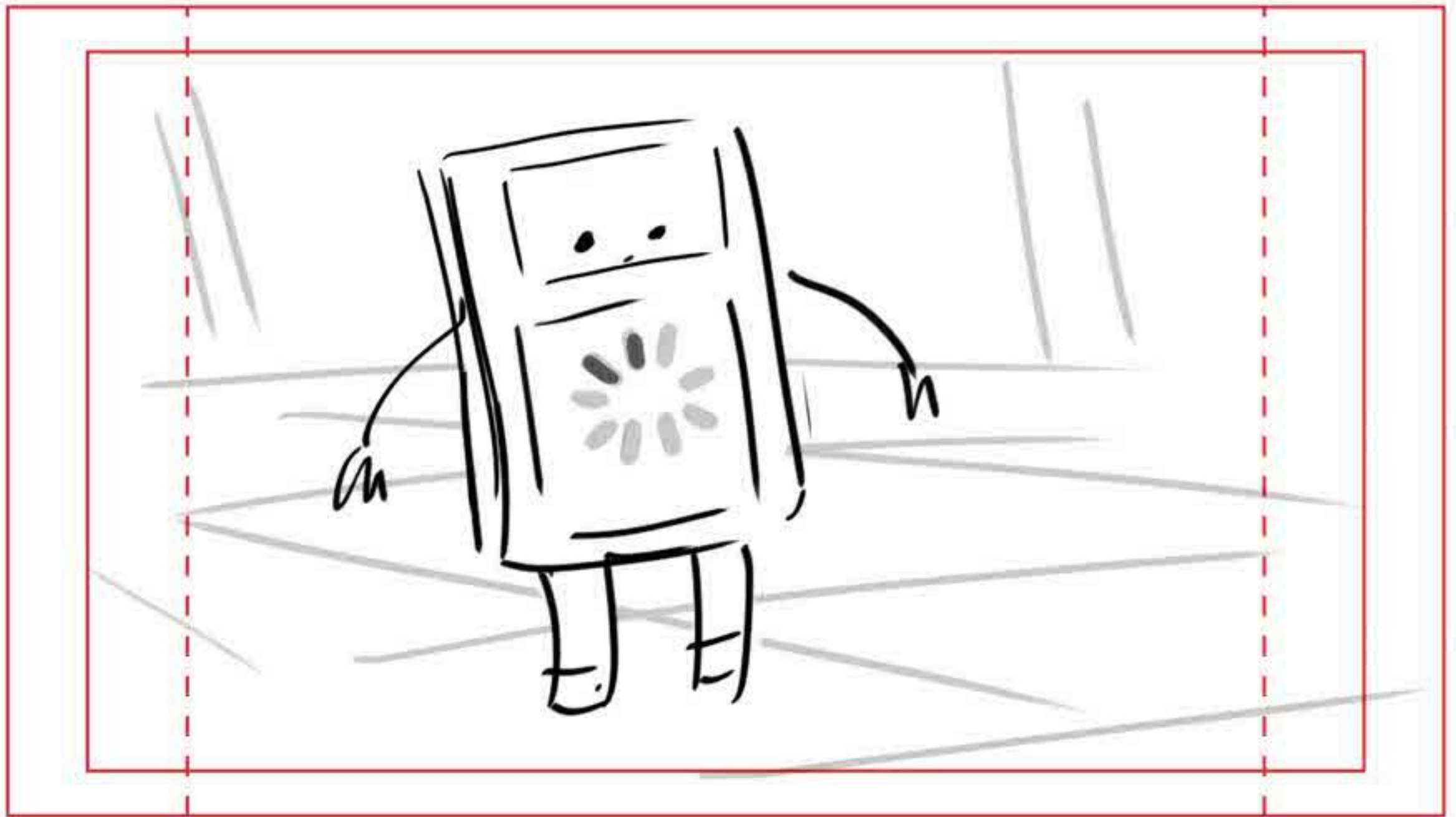
Dialogue/Action

Sequence

Scene

Panel

Frames



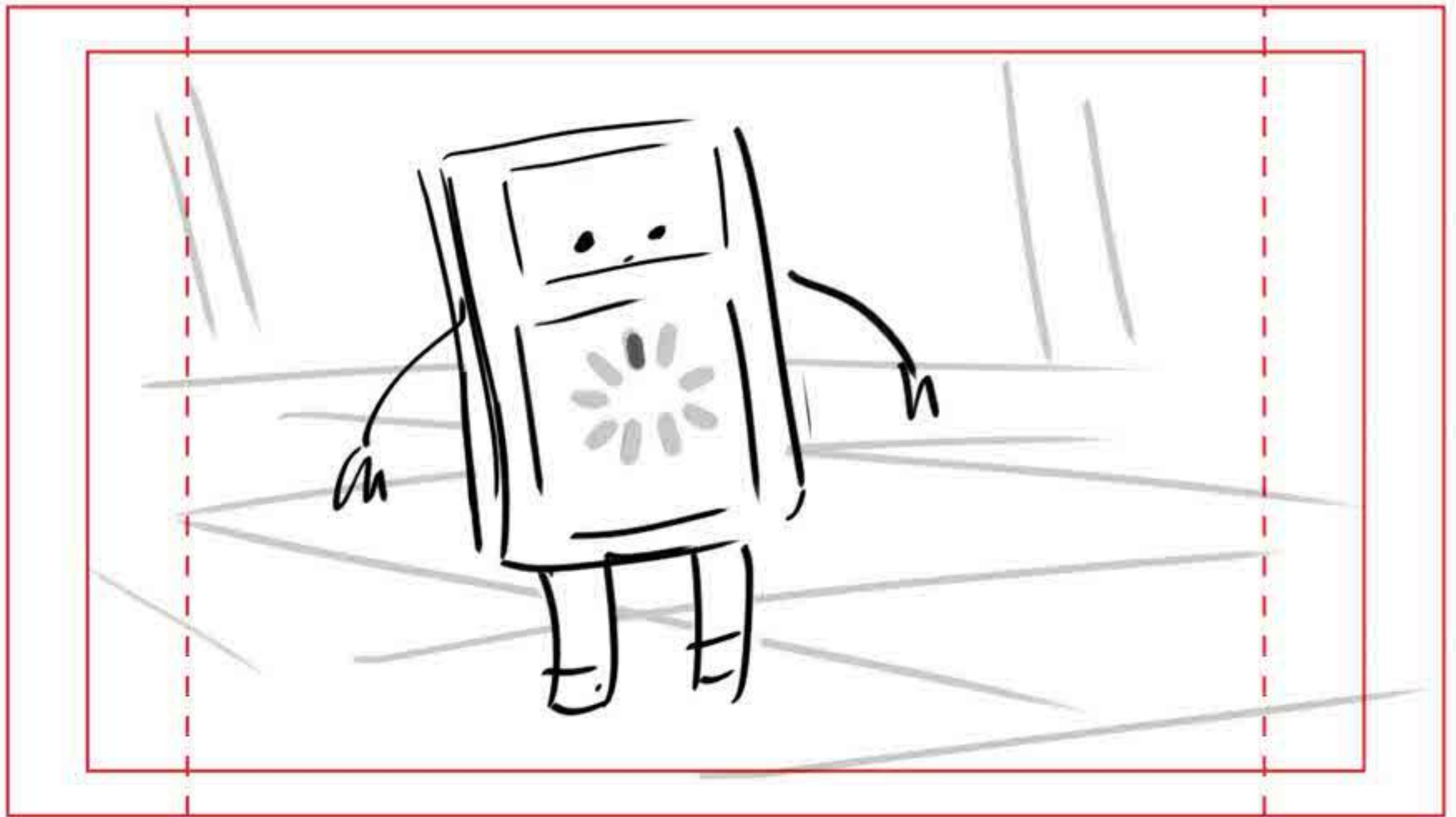
Dialogue/Action

Sequence

Scene

Panel

Frames



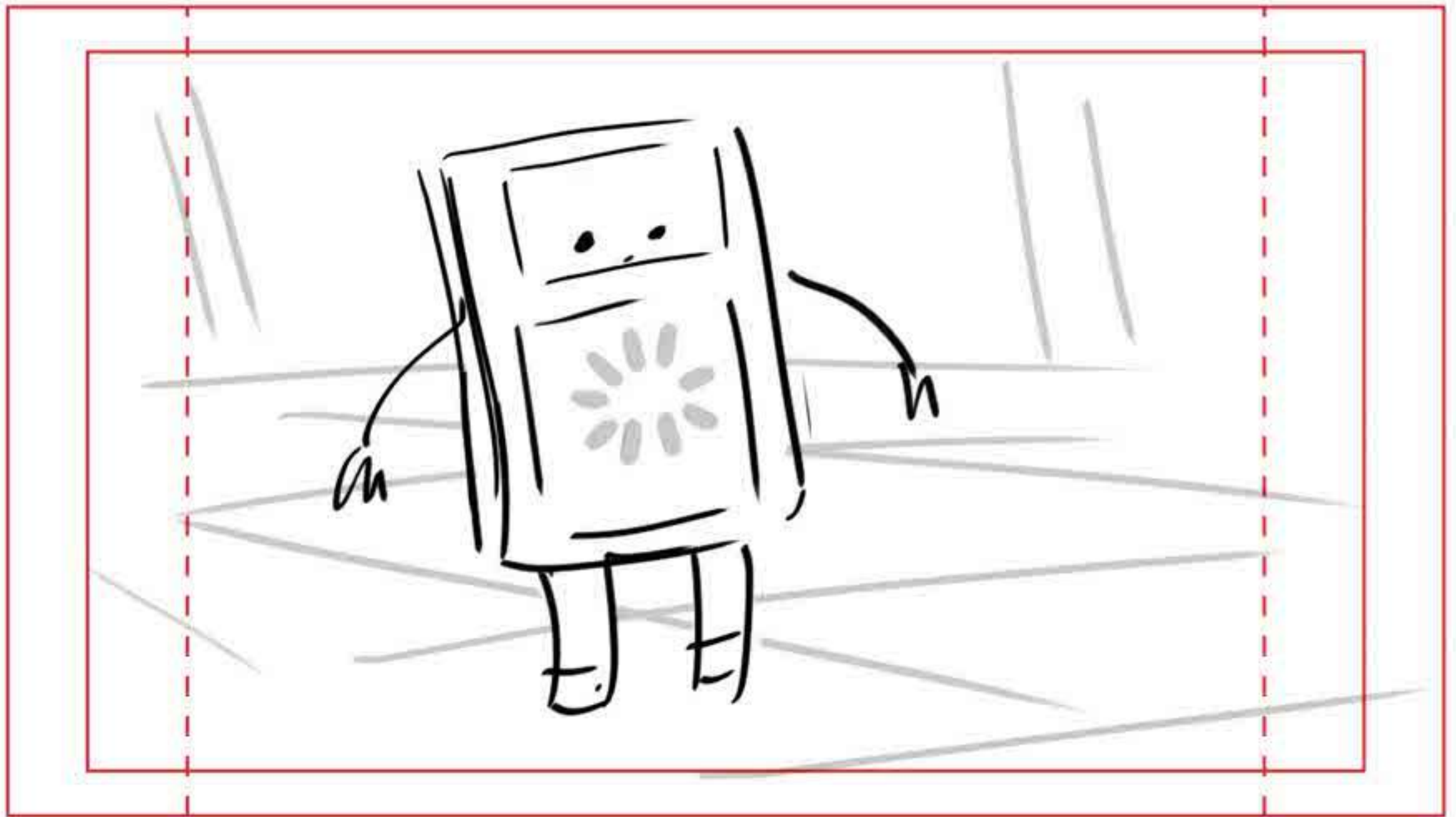
Dialogue/Action

Sequence

Scene

Panel

Frames



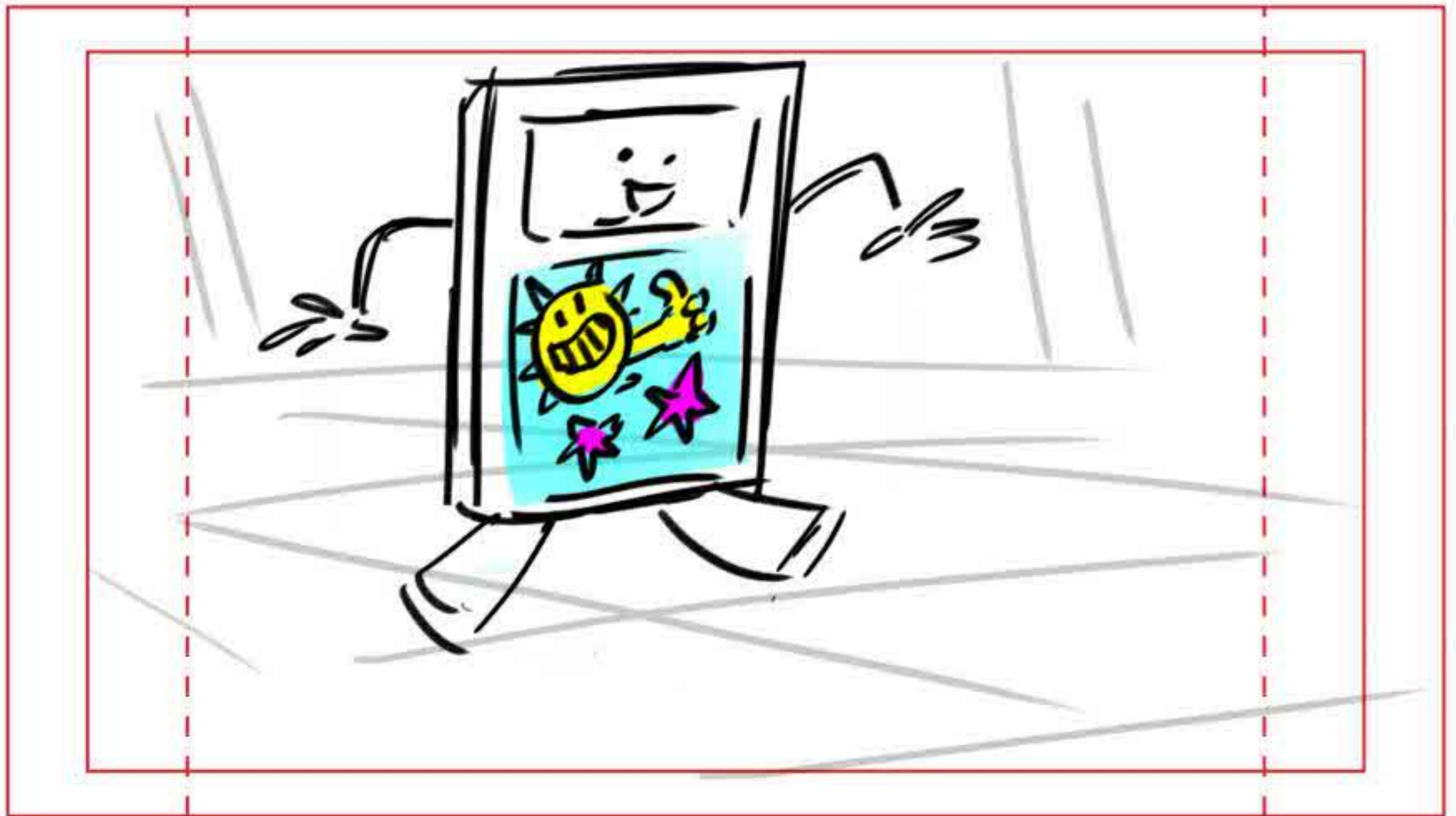
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

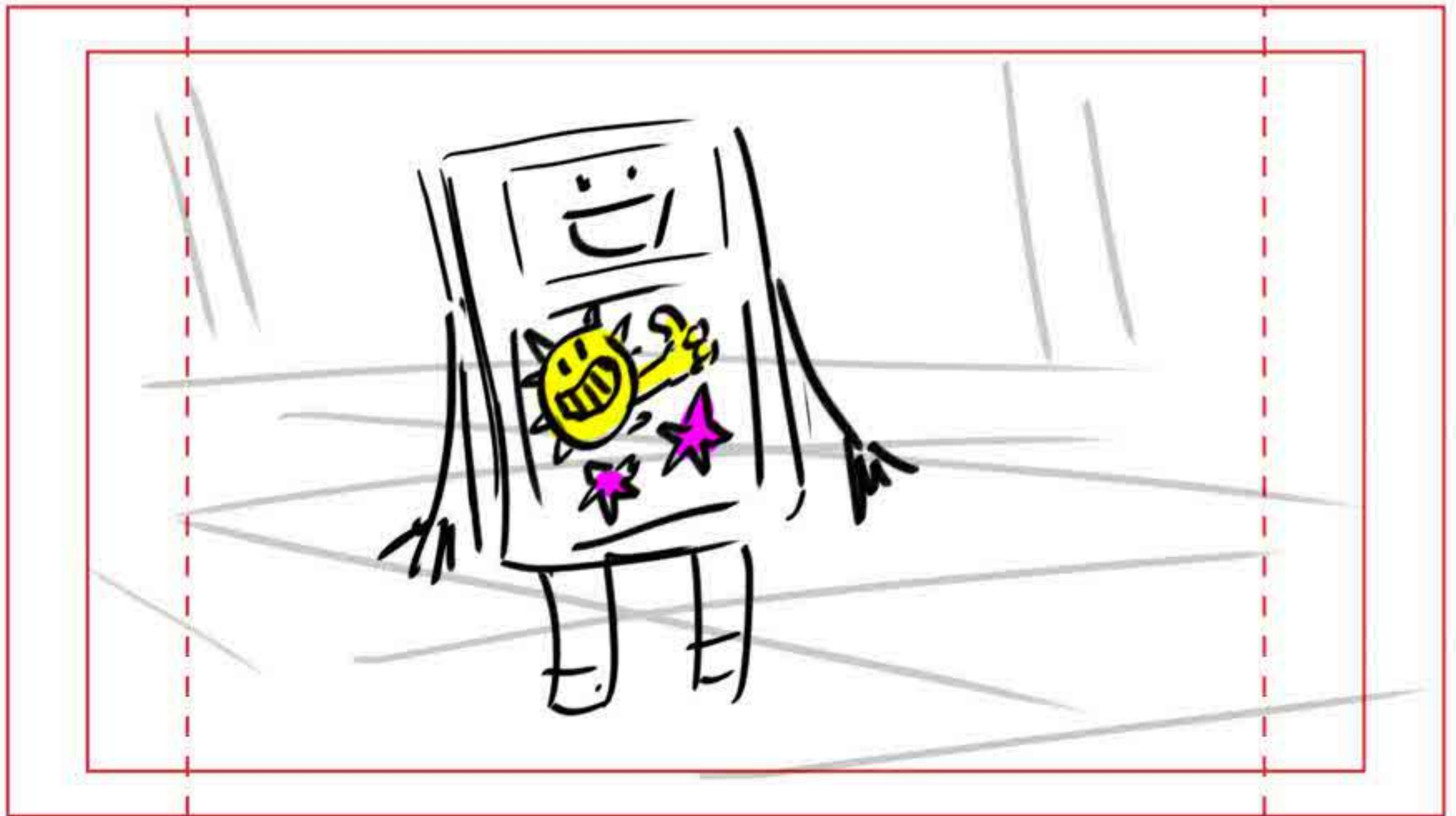
== PING ==

Sequence

Scene

Panel

Frames



Dialogue/Action

SMARty:

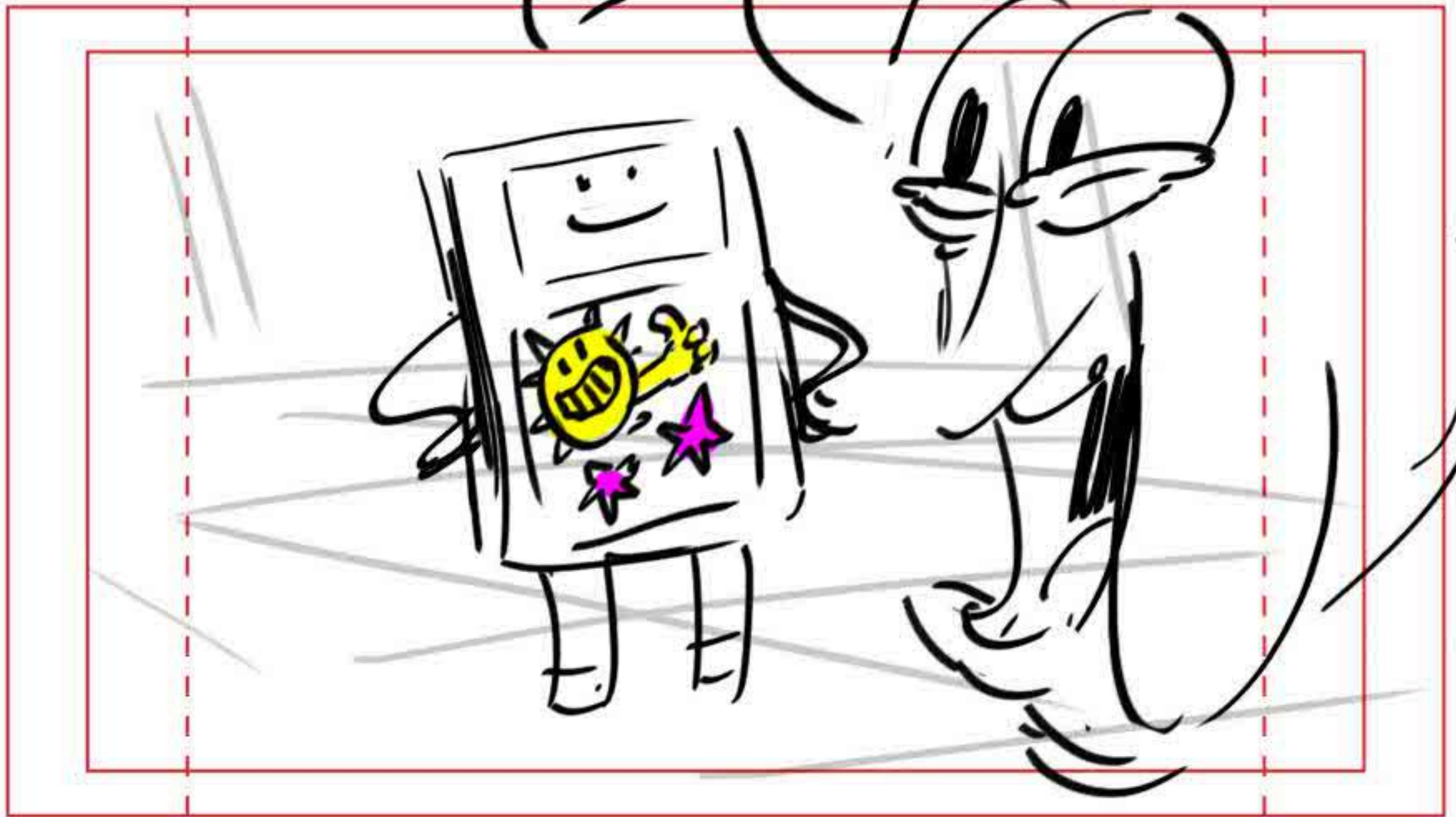
**I COULD DROP it IN, FIND A NEARBY RESTAURANT,
UPDATE MY STATUS,
AND STREAM MUSIC FROM THE CLOUD
all at the same time.**

Sequence

Scene

Panel

Frames



Dialogue/Action

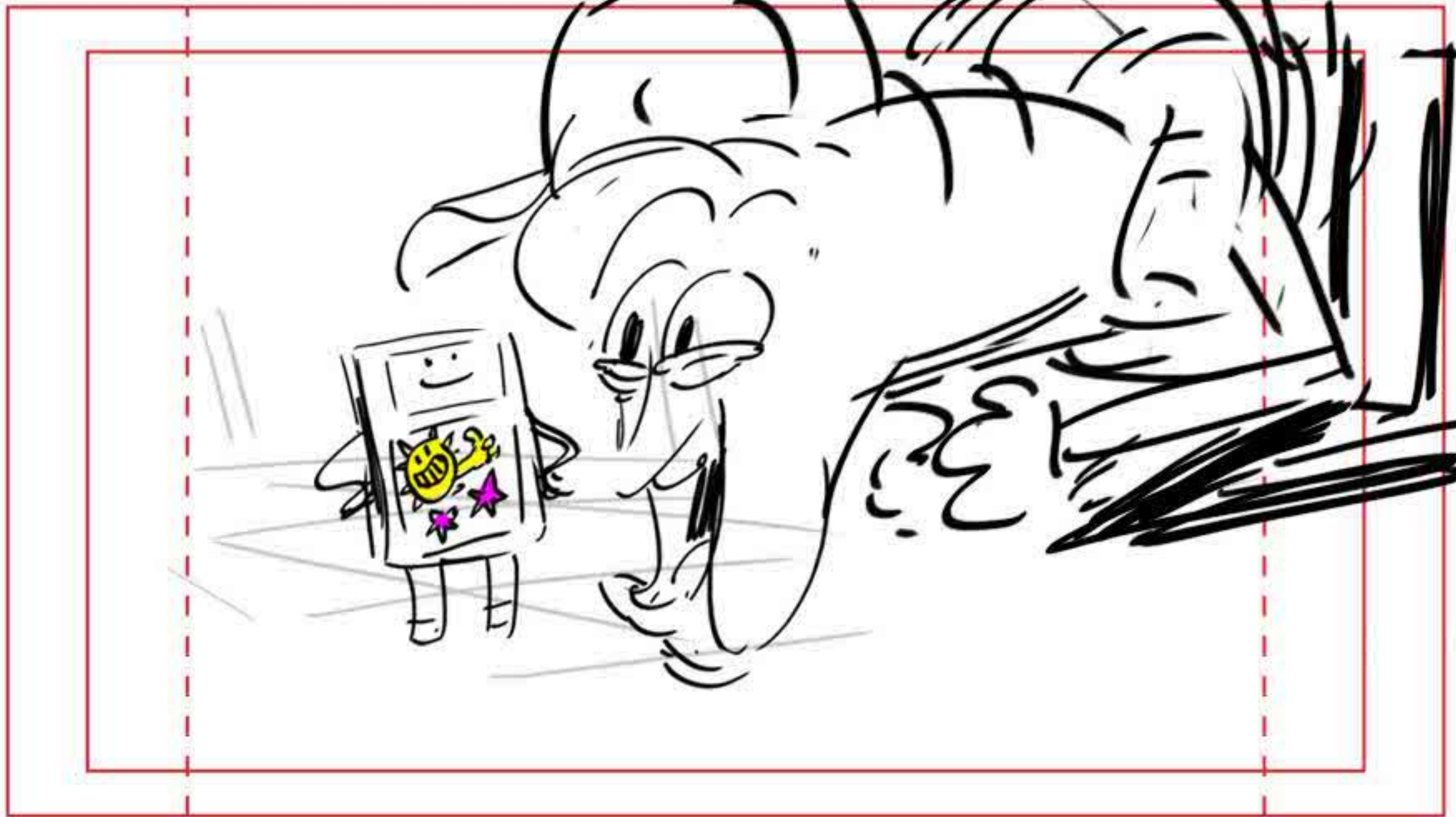
**COVERTON:
I KNOW!
RIGHT?
DO it, I say.**

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

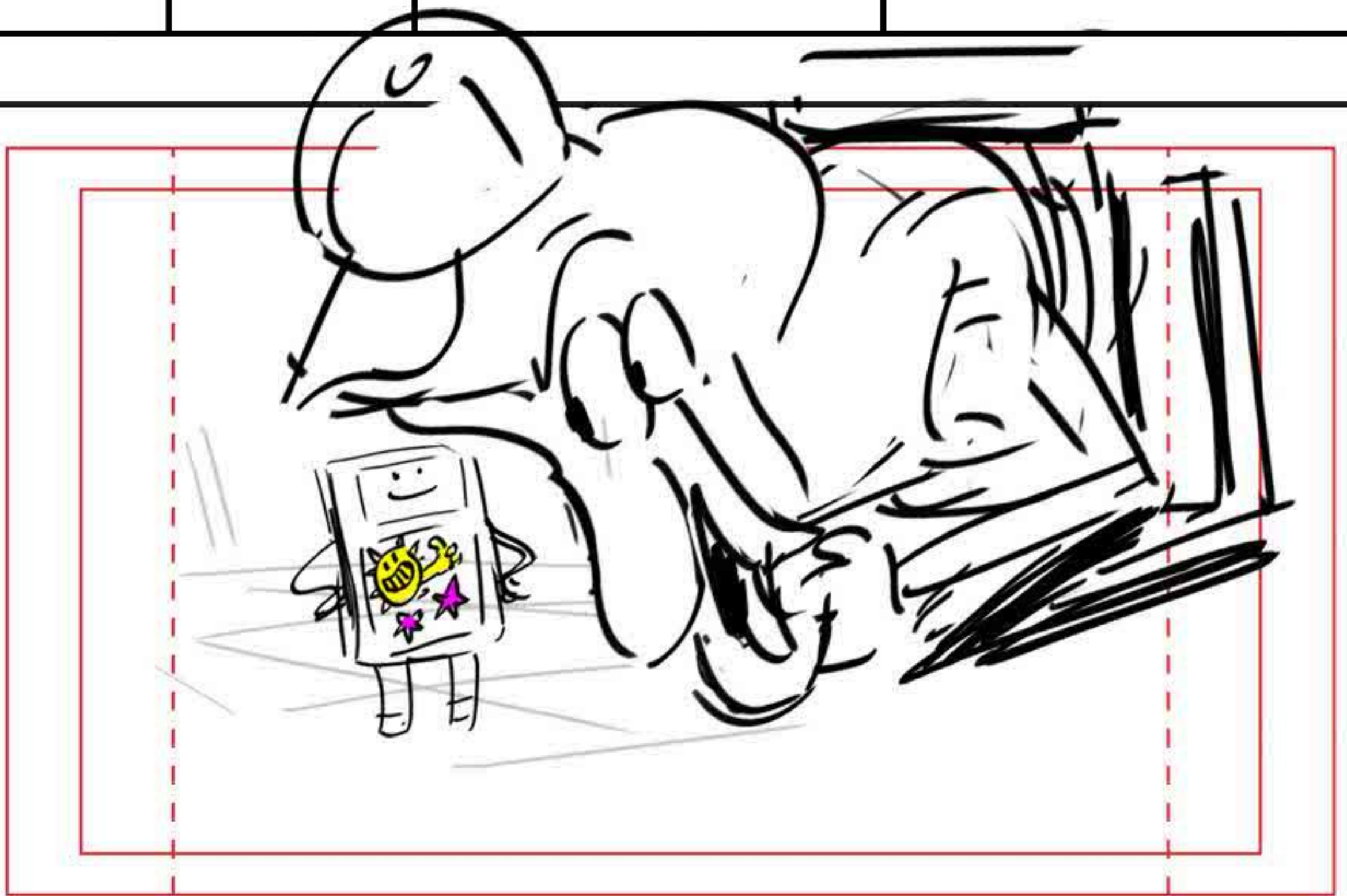
THEN YOUR FATHER WILL SEE YOU ARE SLAMMING AND

Sequence

Scene

Panel

Frames



Dialogue/Action

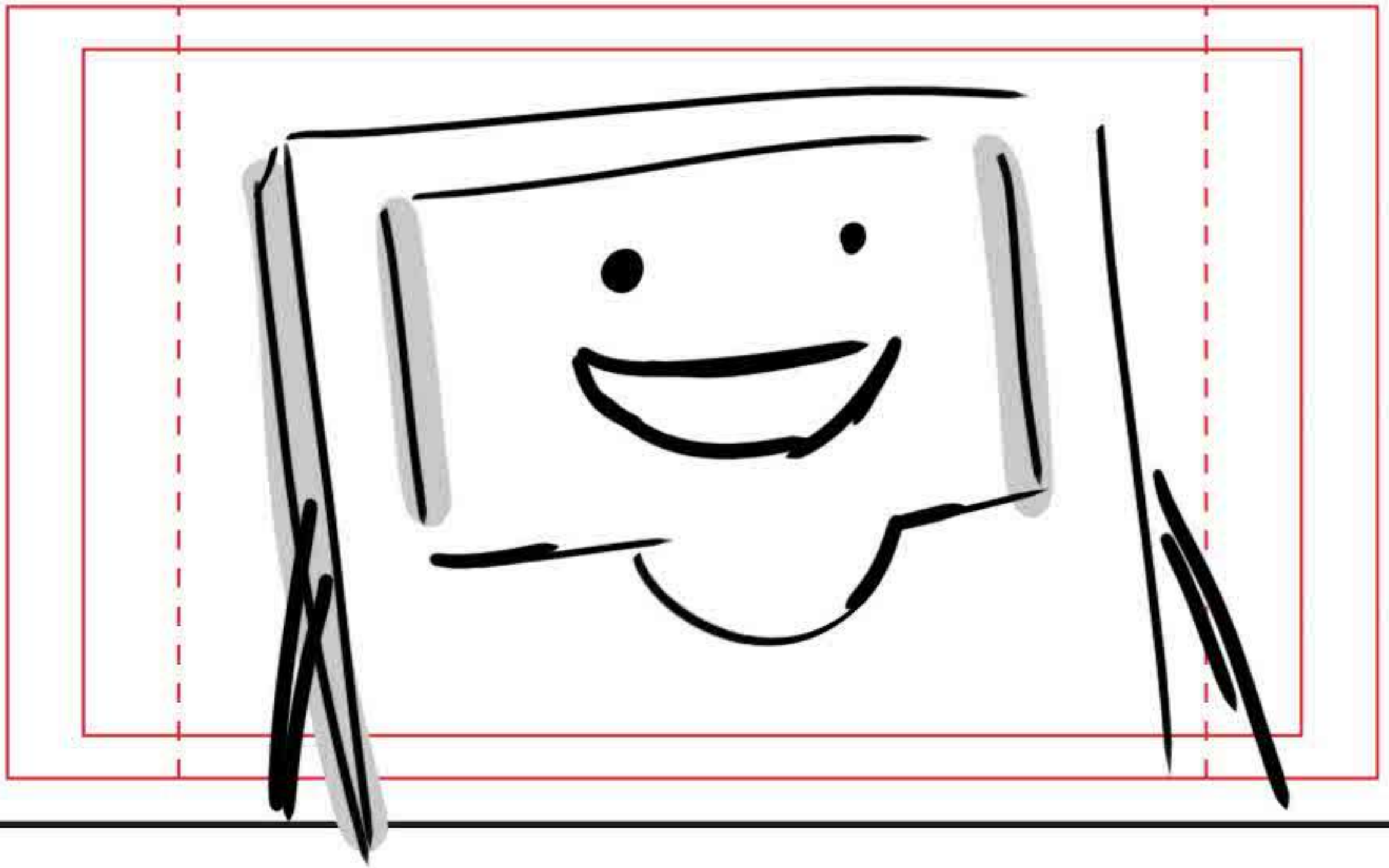
COVERTON:
RAD.

Sequence

Scene

Panel

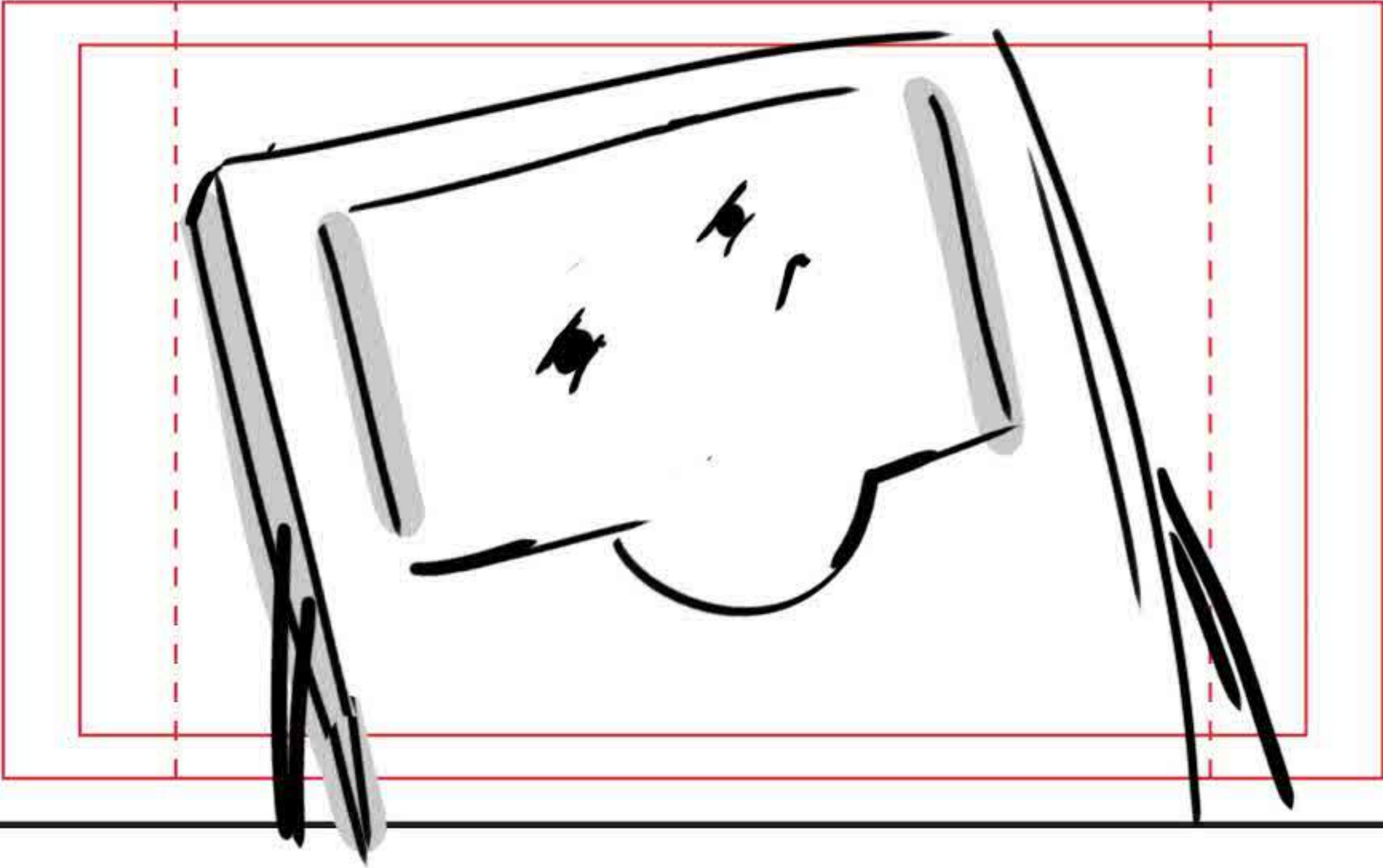
Frames



Dialogue/Action

SMARty:
yeah.
MAYBE I WILL.

Sequence	Scene	Panel	Frames
Dialogue/Action			

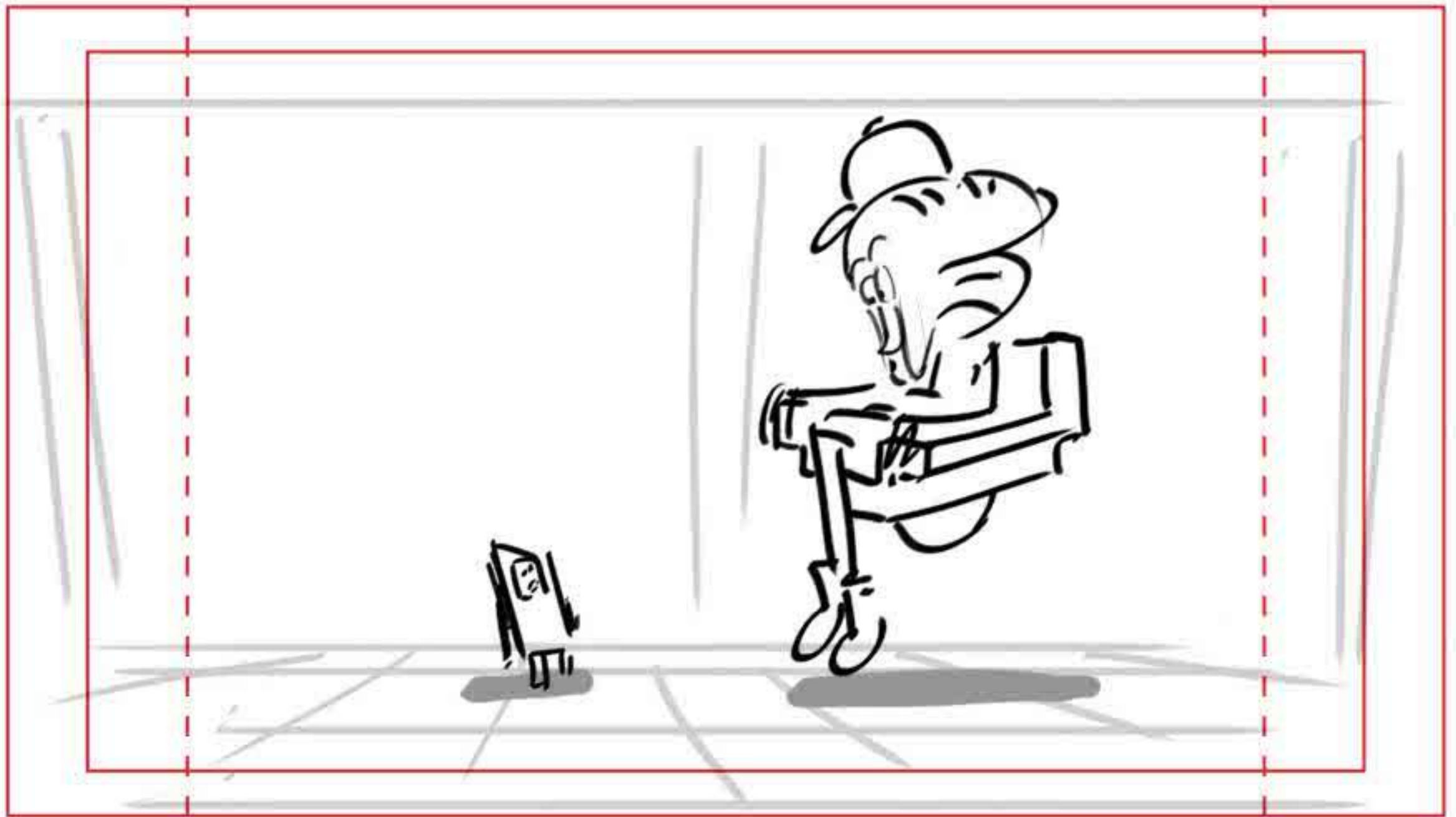
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

Frames



Dialogue/Action

SMARTY:

SO,

LIKE,

IS BEING COOL COMPLETELY OPPOSITE WHERE YOU'RE FROM?

Sequence

Scene

Panel

Frames



Dialogue/Action

COVERTON:

yes.

It is.

UM...

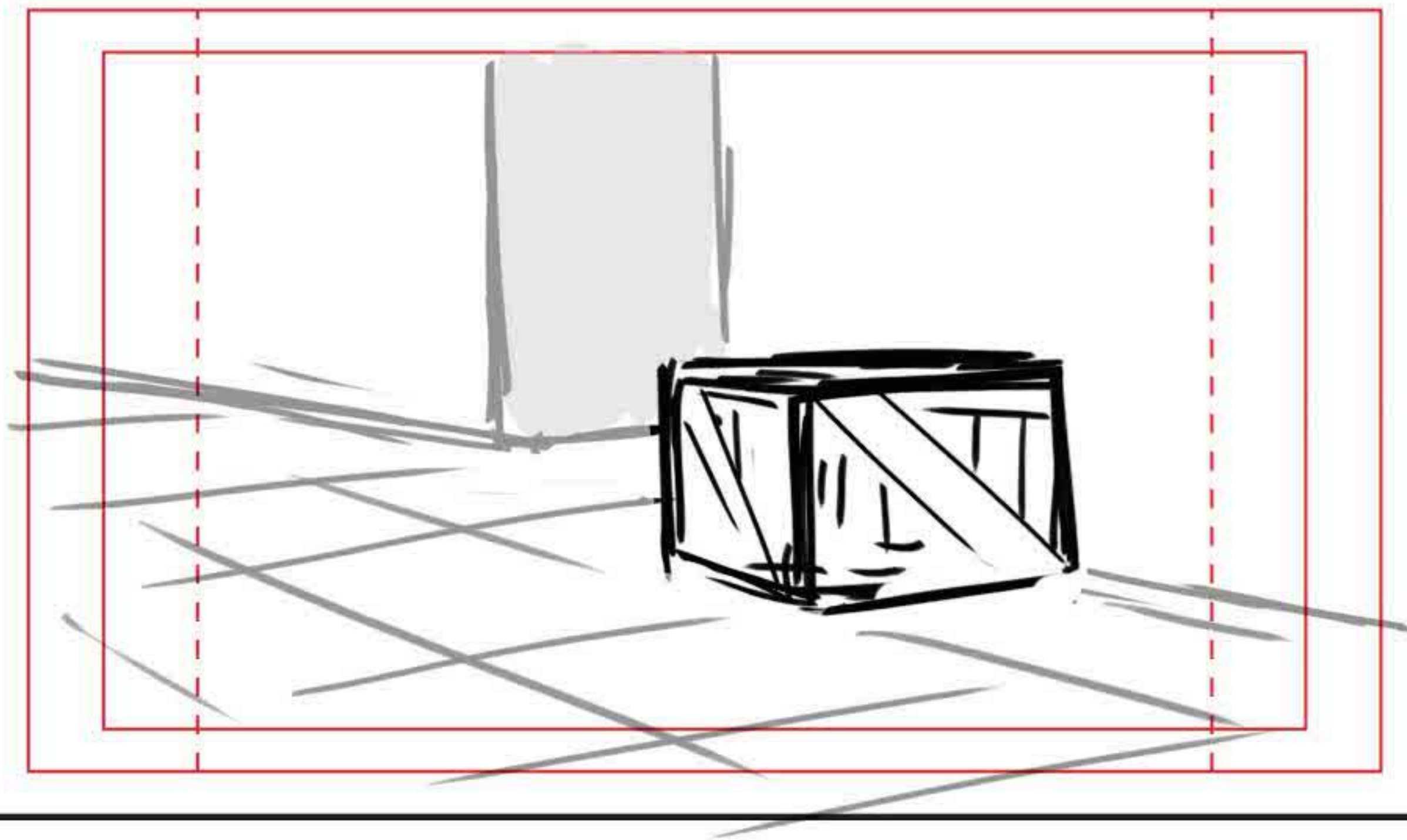
yo?

Sequence

Scene

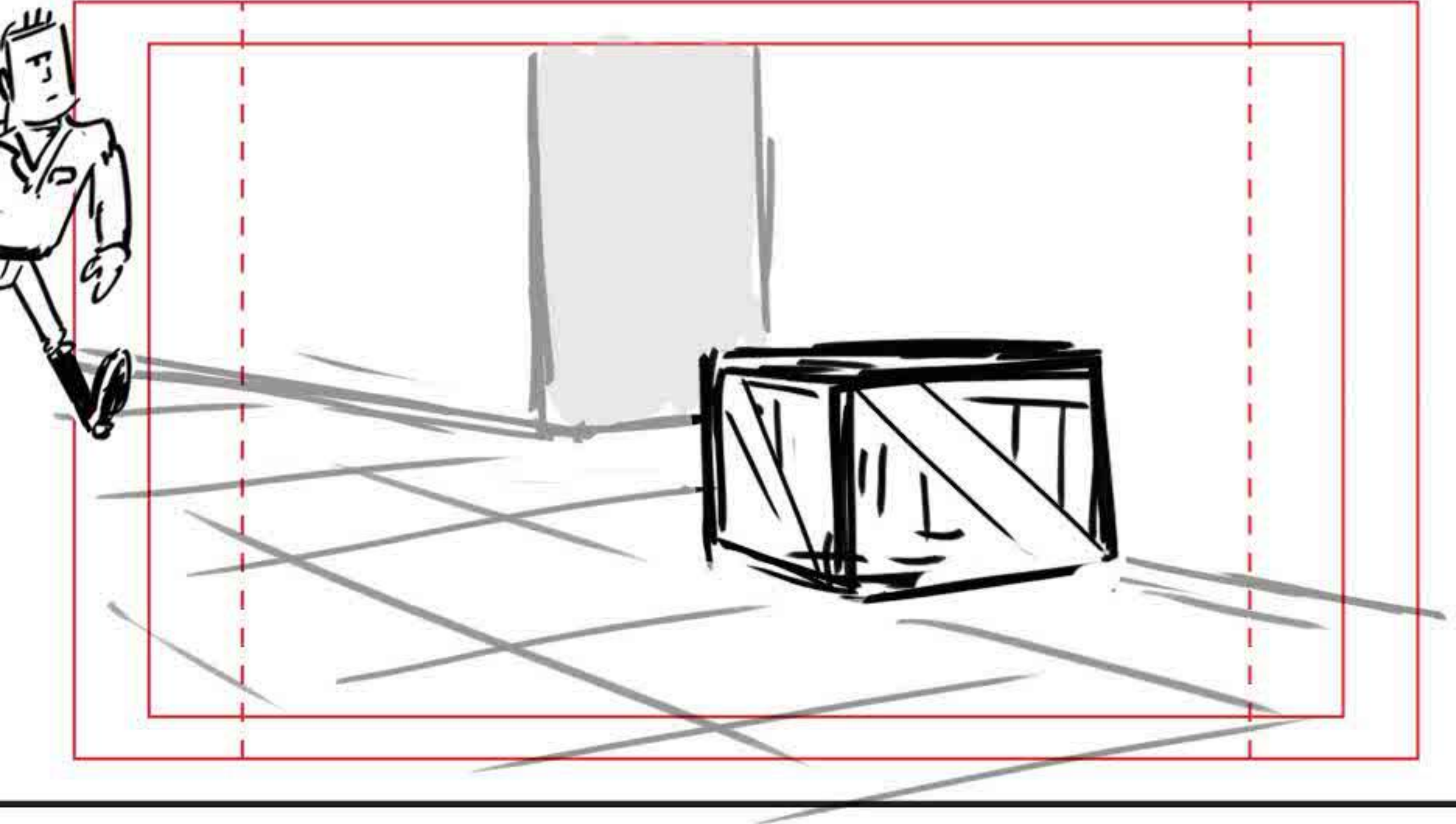
Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
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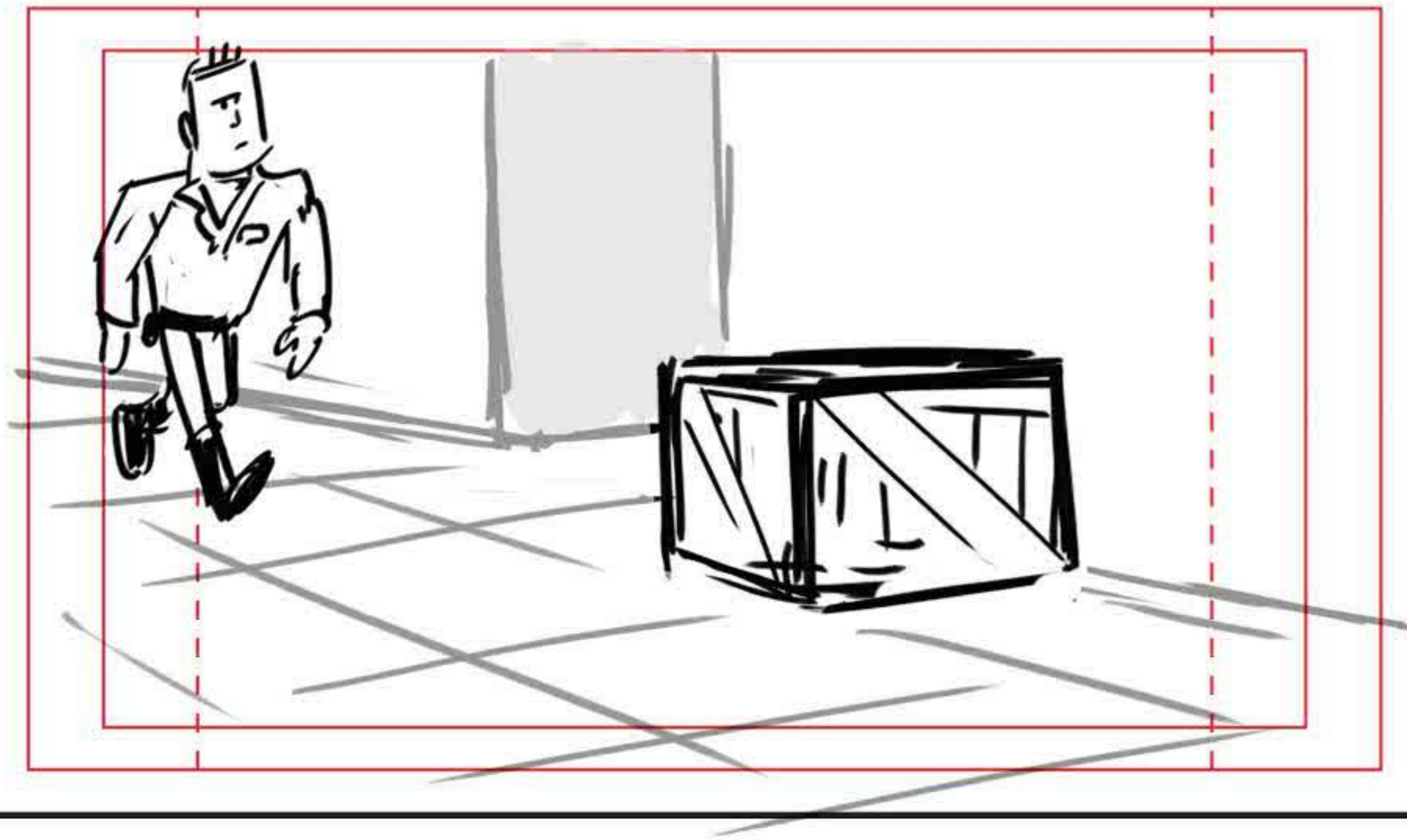
Dialogue/Action

Sequence

Scene

Panel

Frames



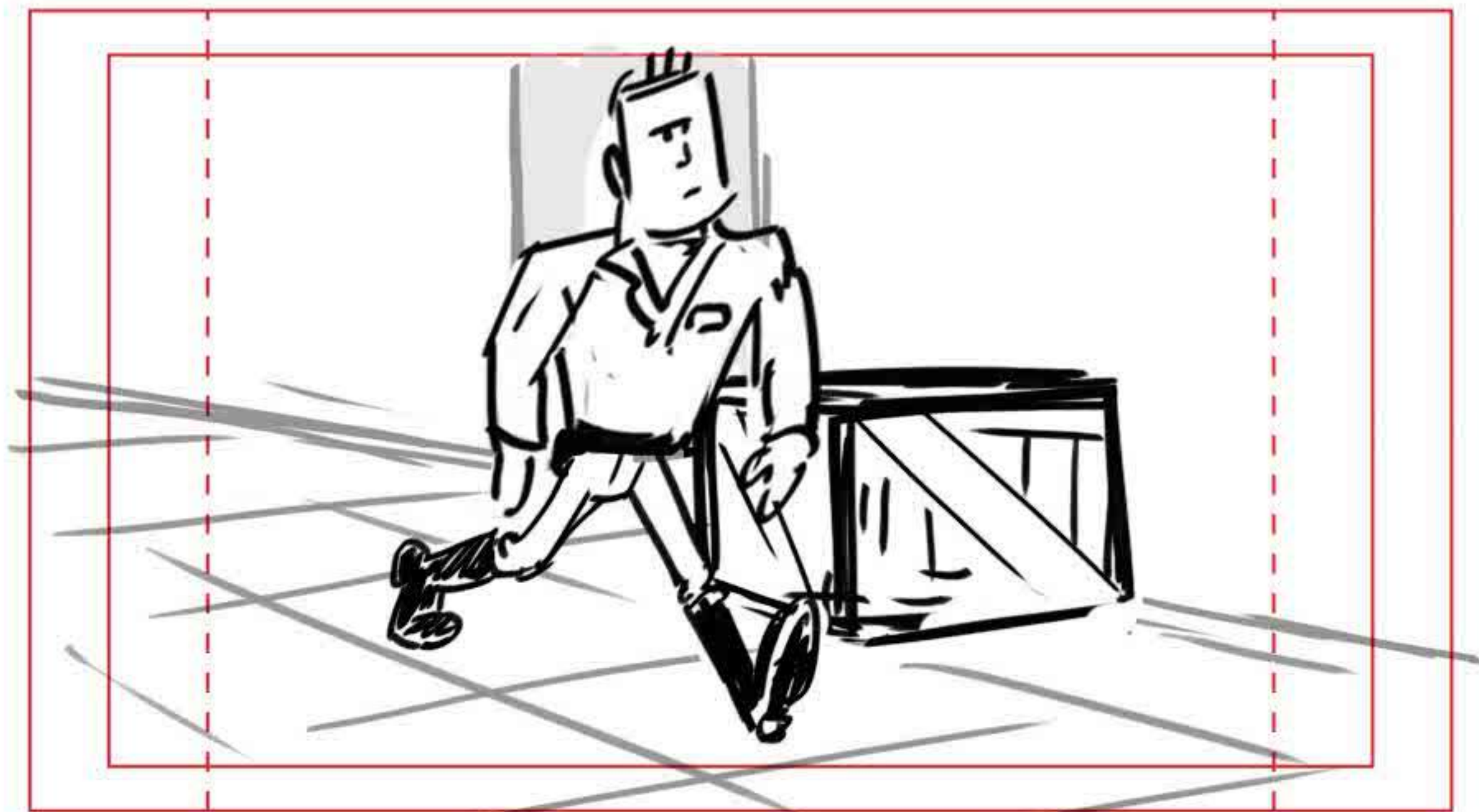
Dialogue/Action

Sequence

Scene

Panel

Frames



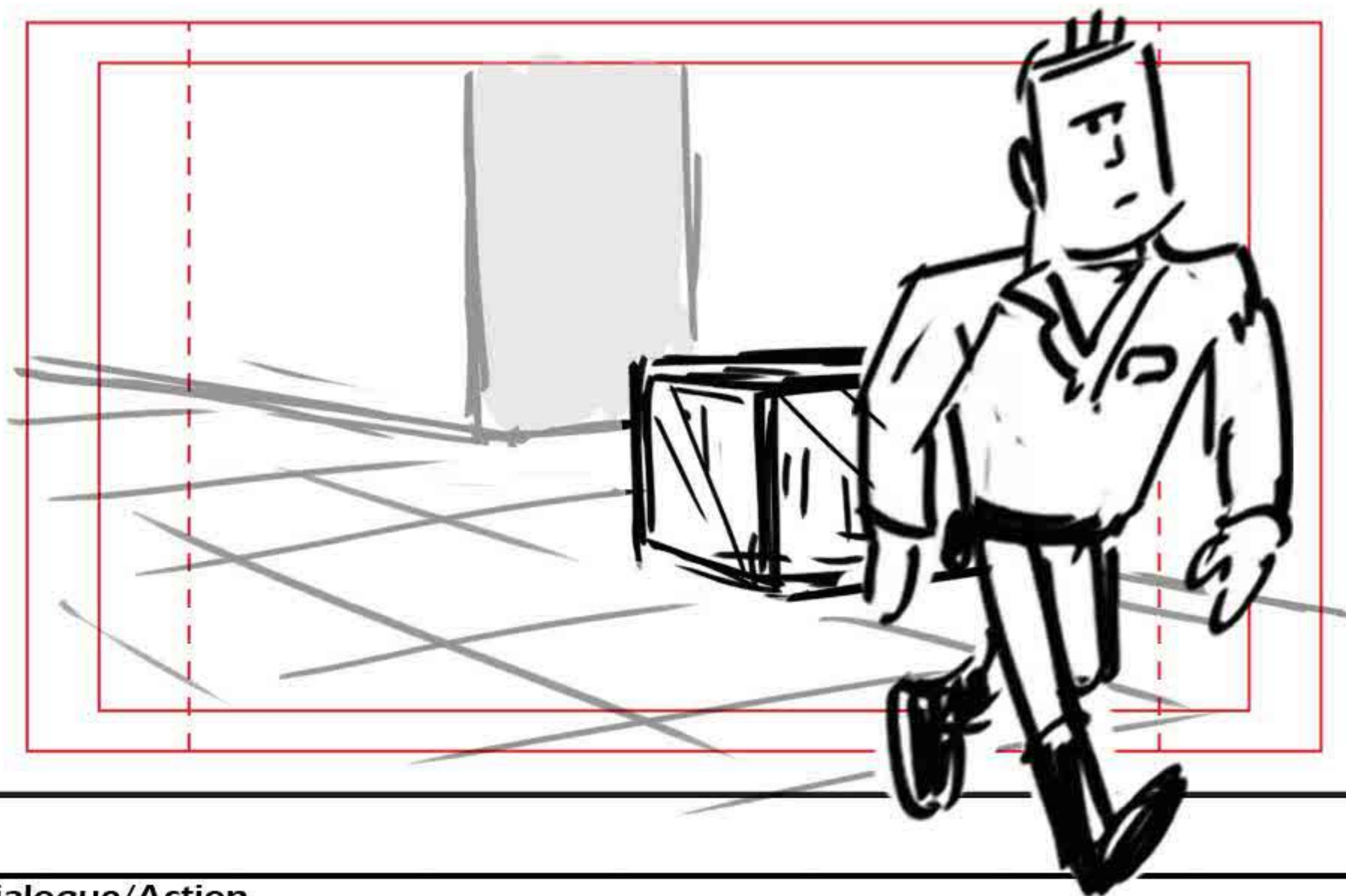
Dialogue/Action

Sequence

Scene

Panel

Frames



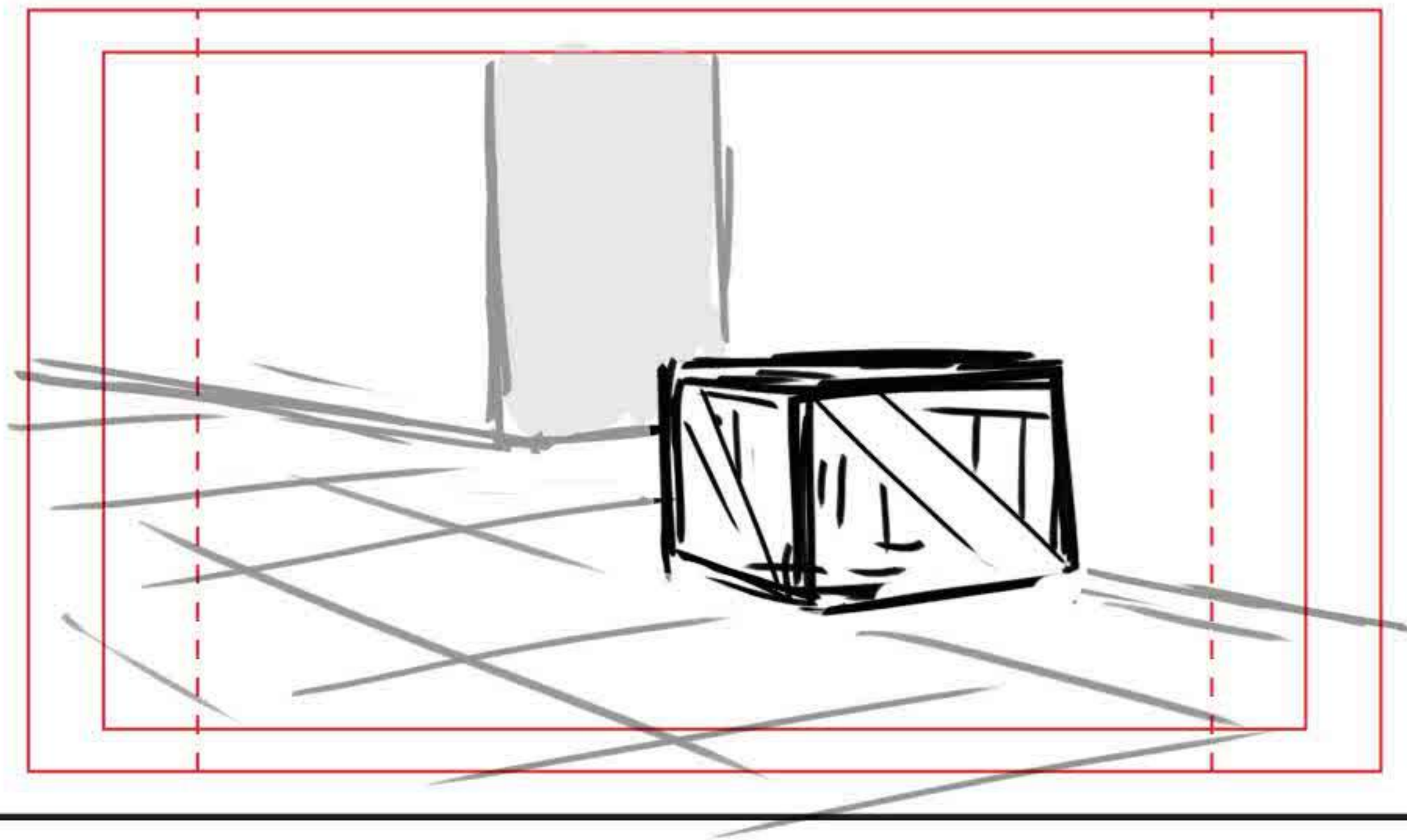
Dialogue/Action

Sequence

Scene

Panel

Frames



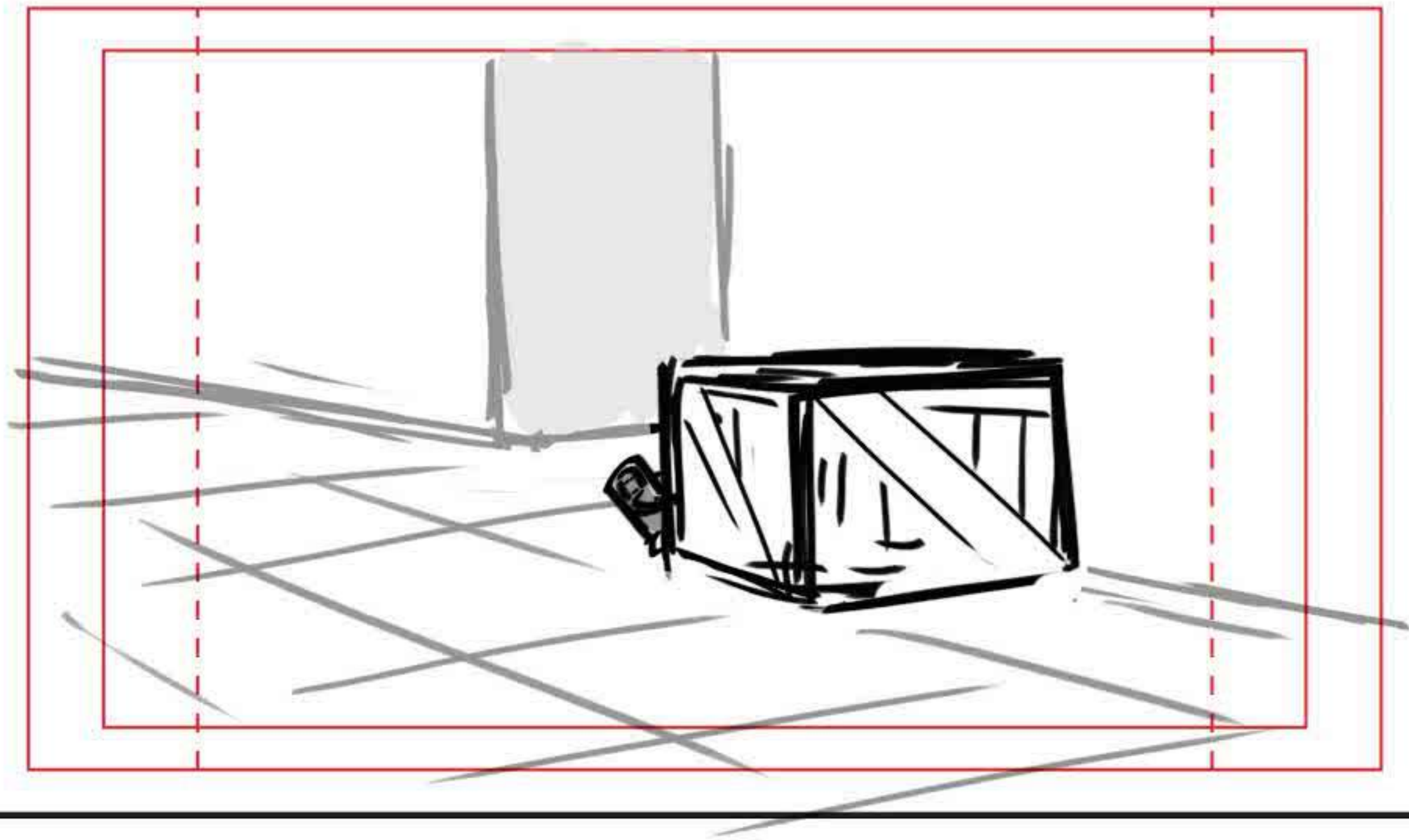
Dialogue/Action

Sequence

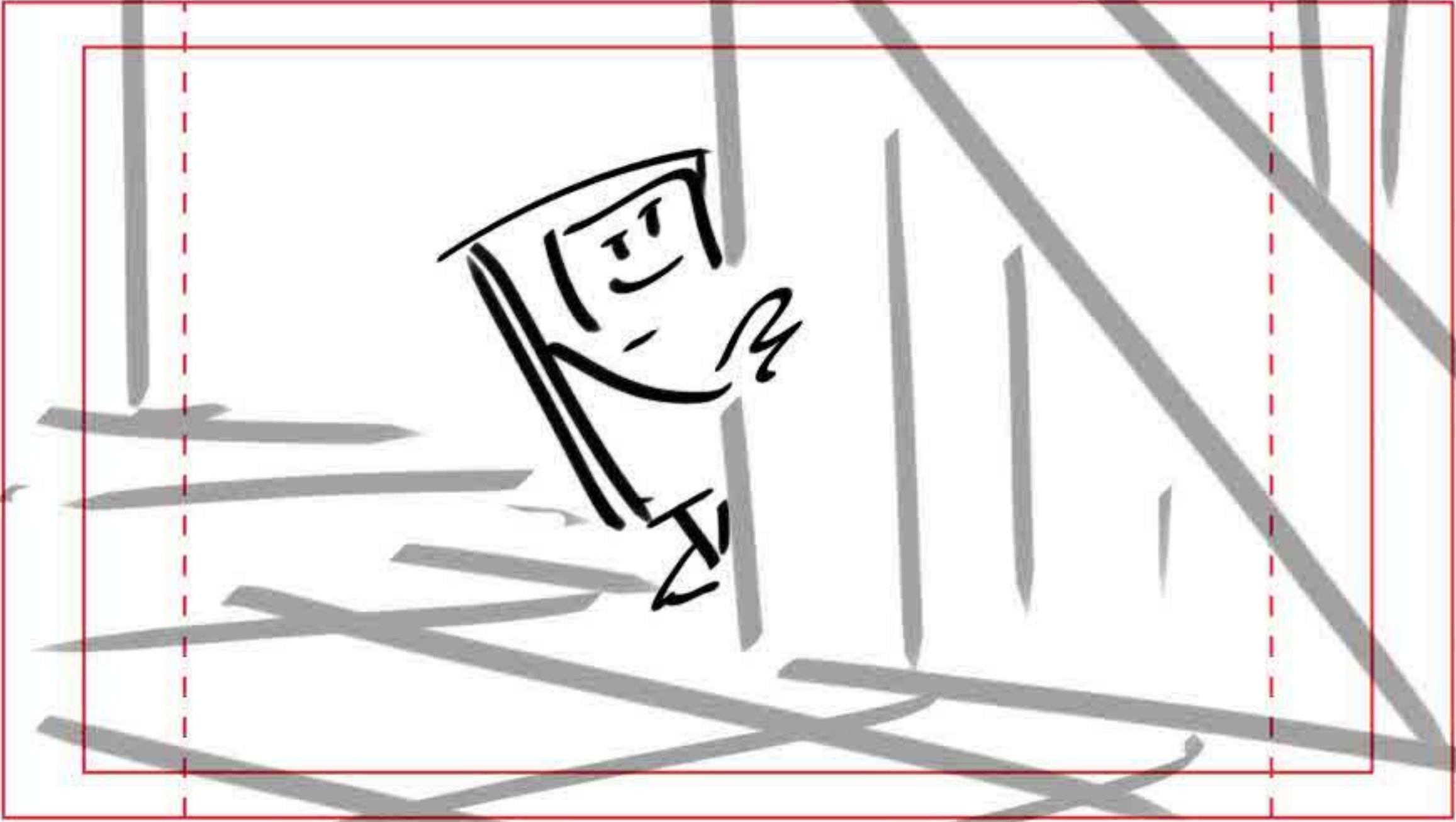
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

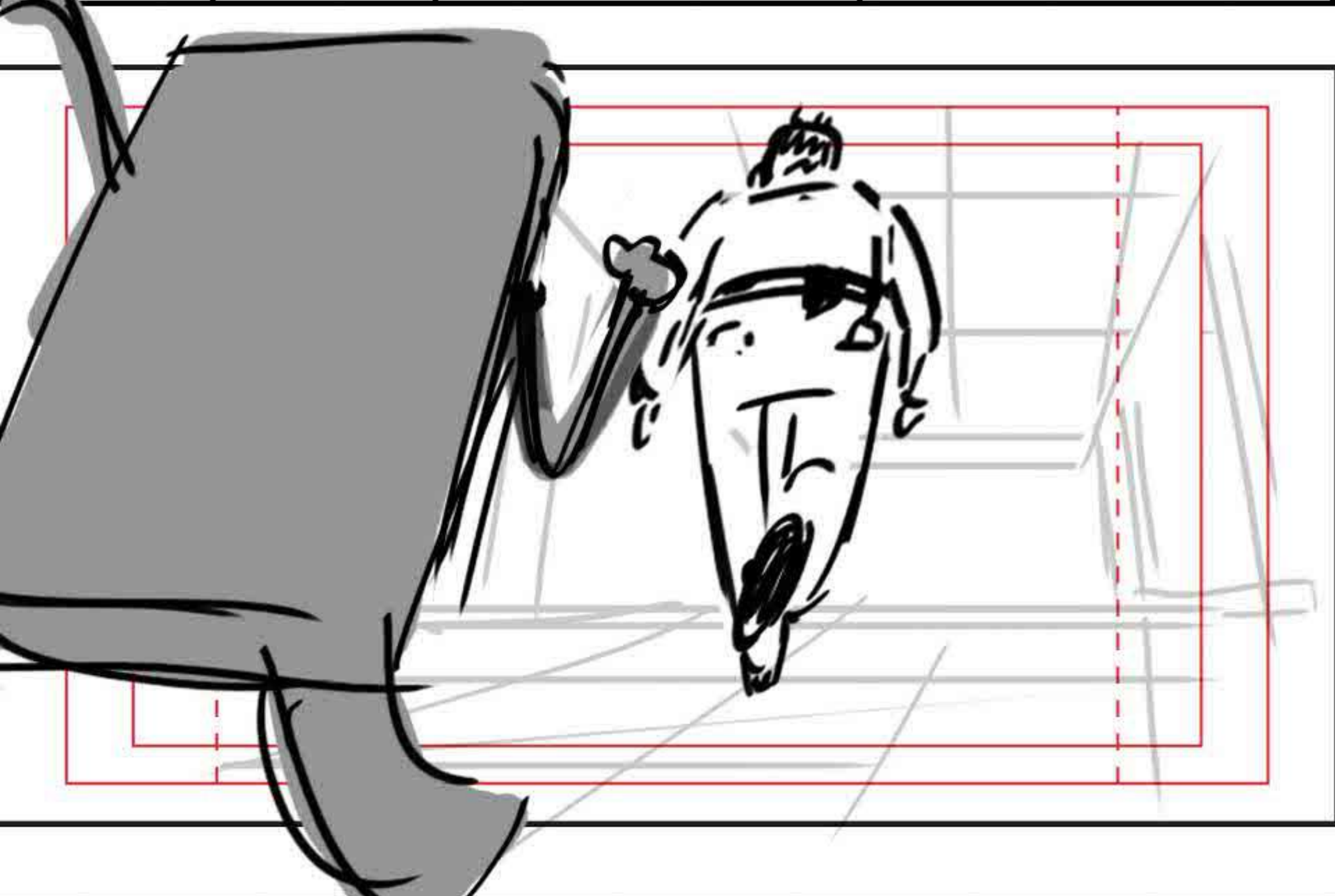
Scene

Panel

Frames



Dialogue/Action

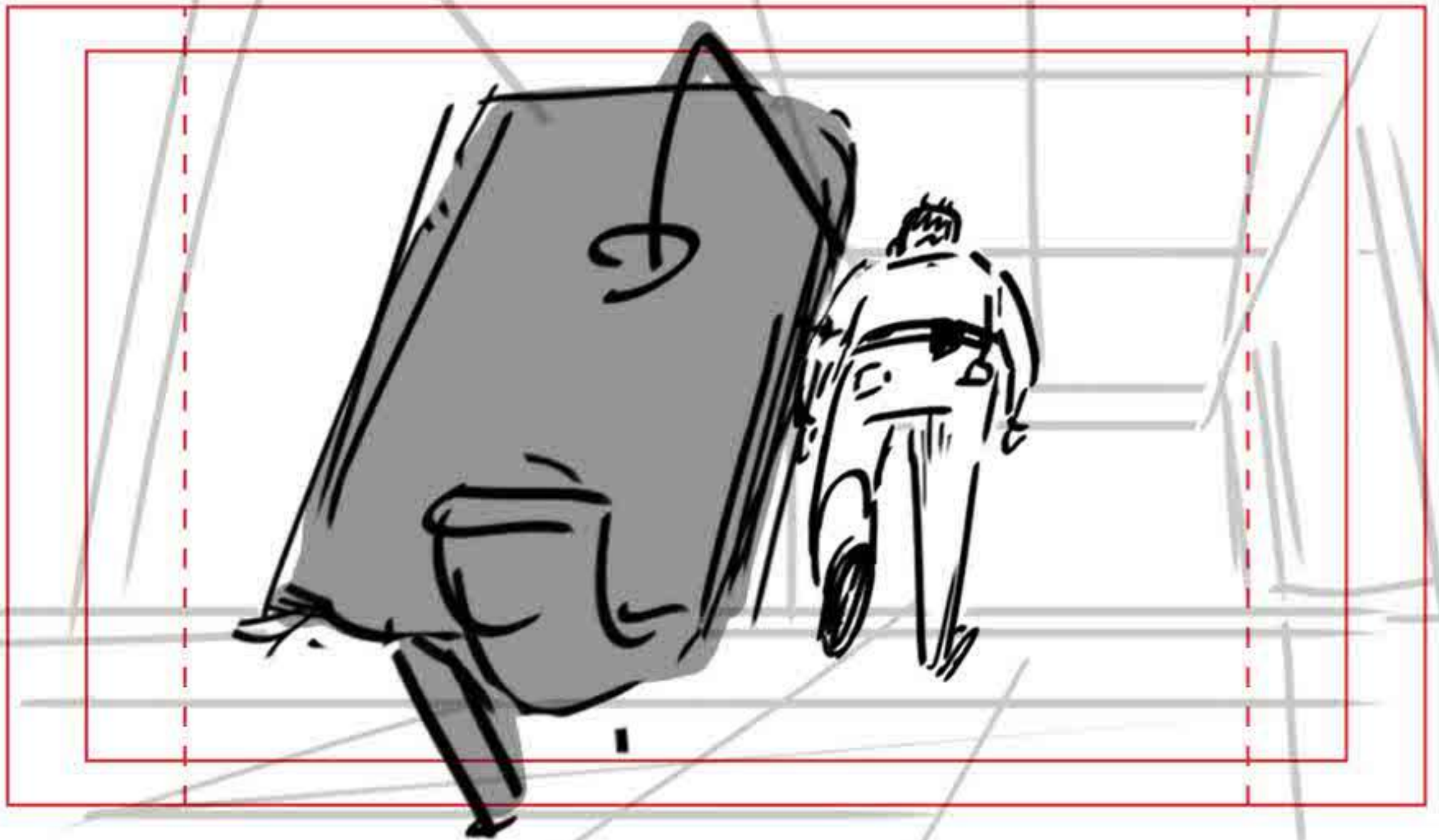
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

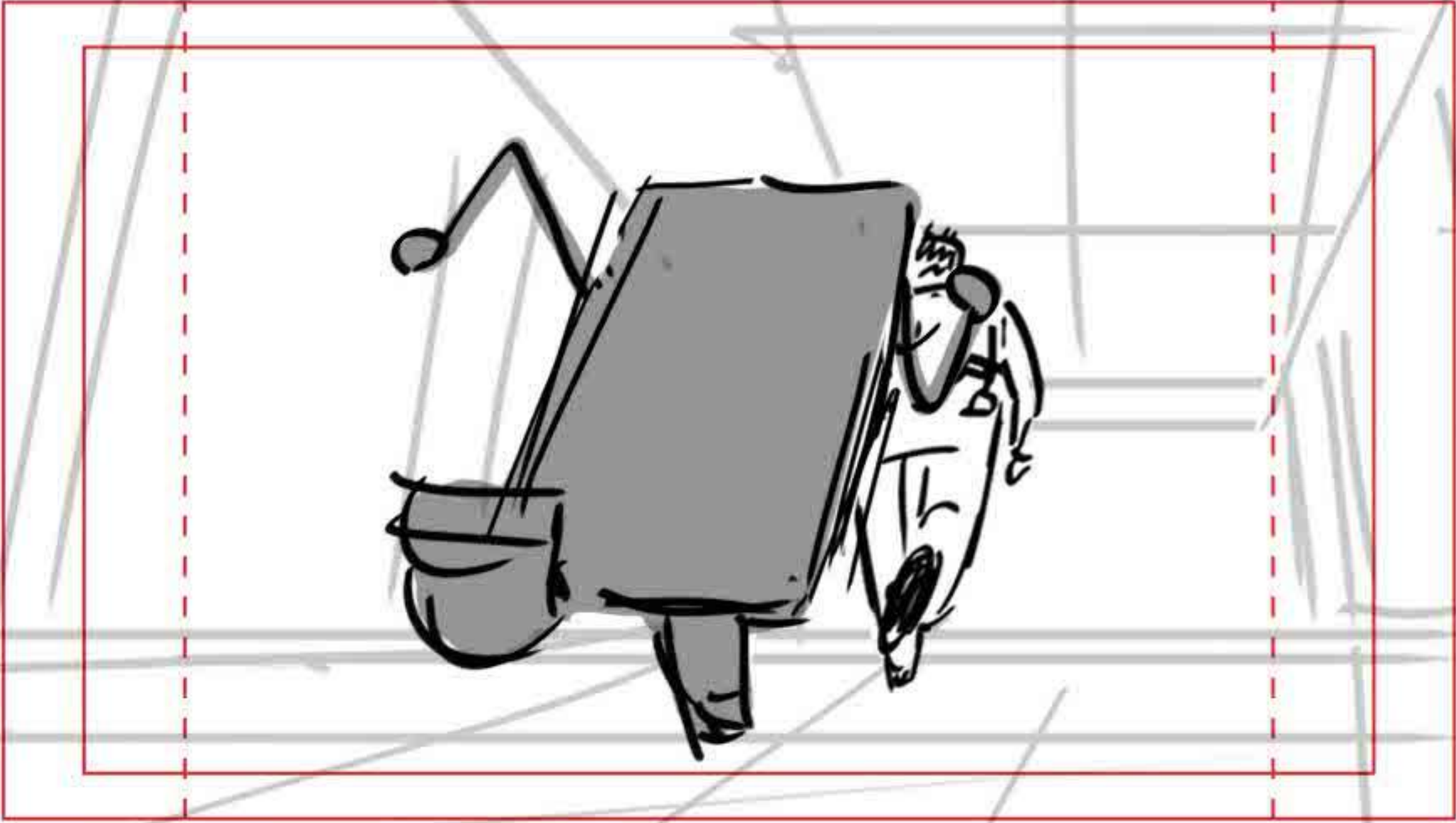
Scene

Panel

Frames



Dialogue/Action

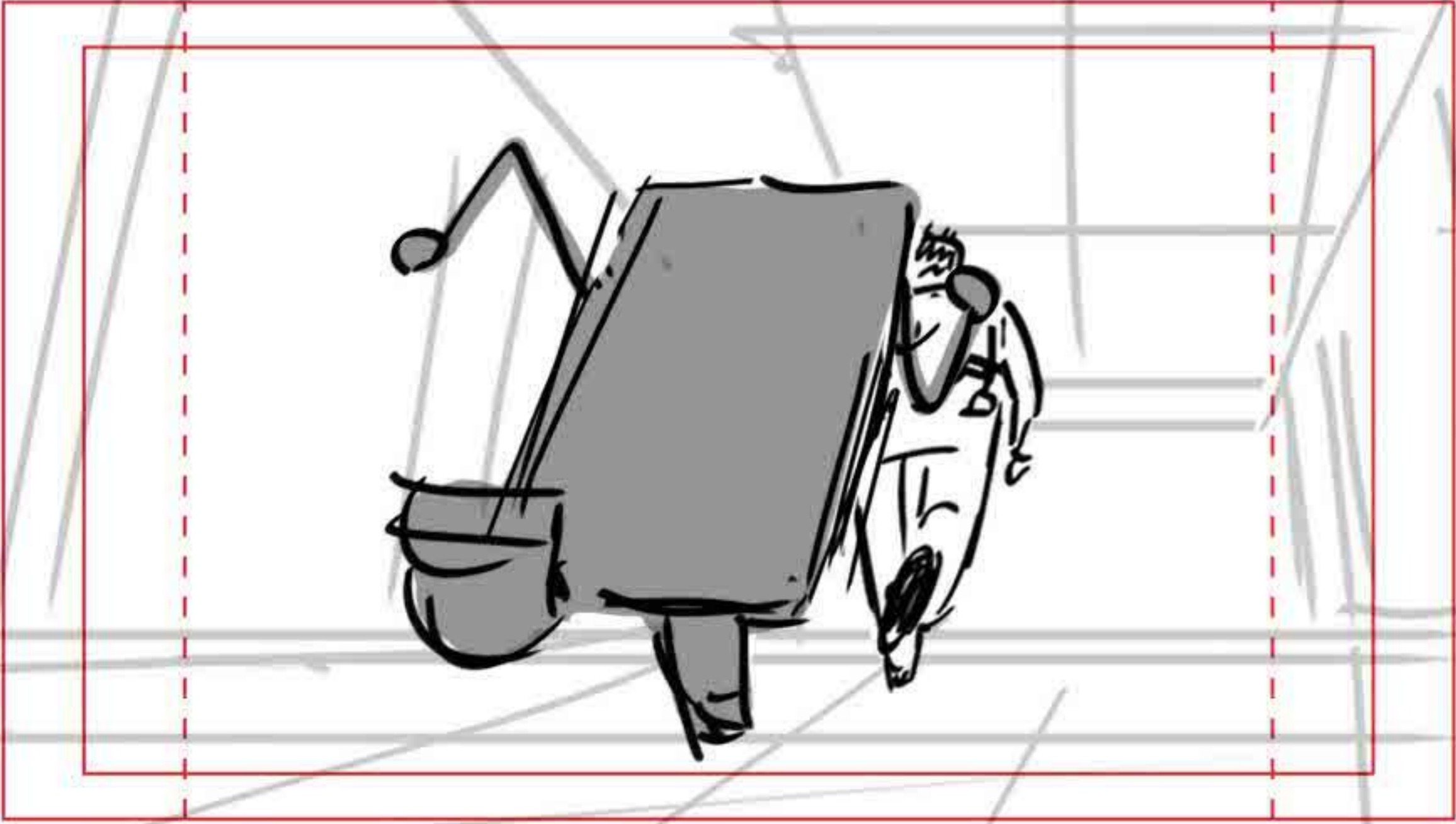
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

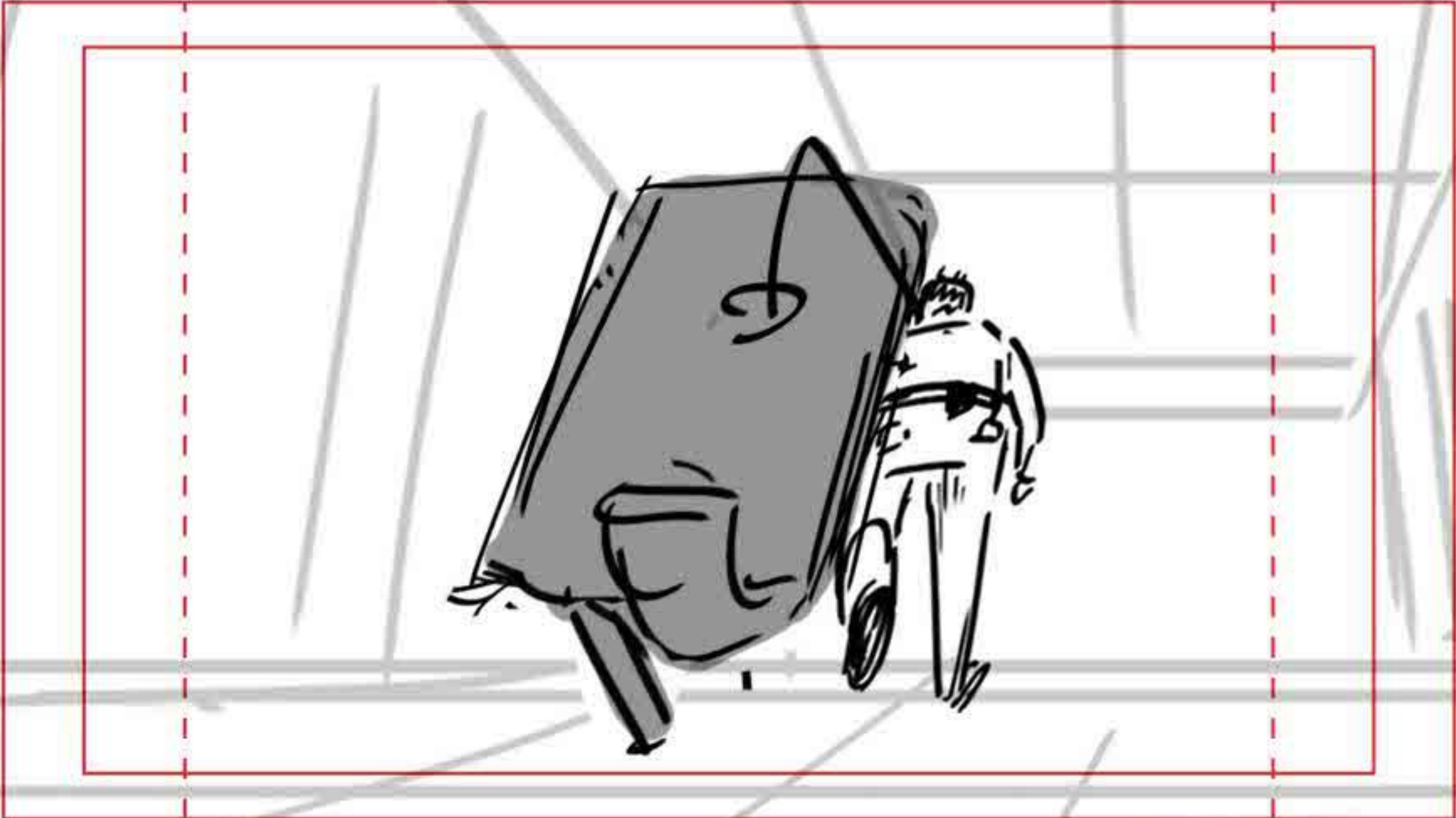
Scene

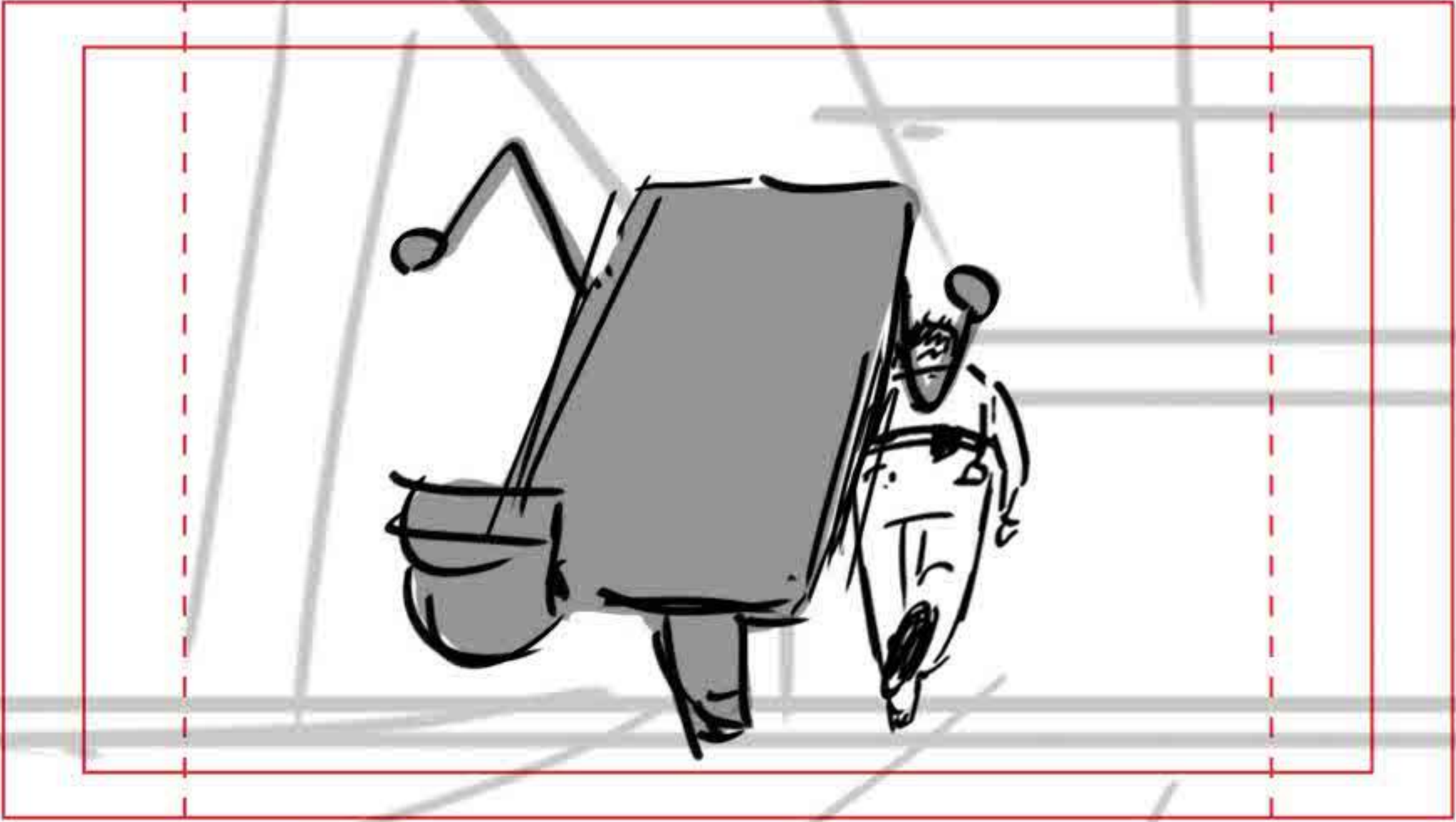
Panel

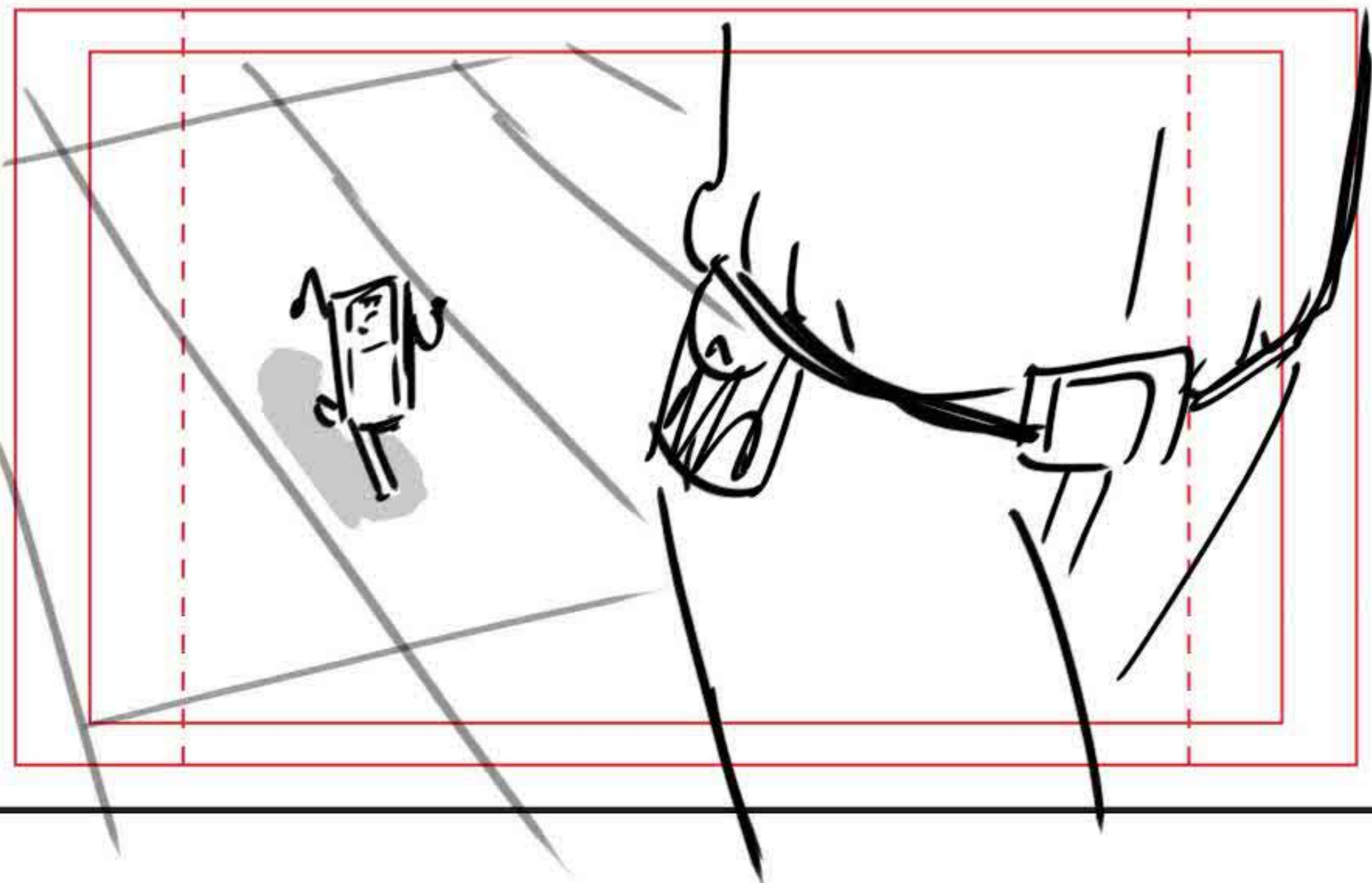
Frames

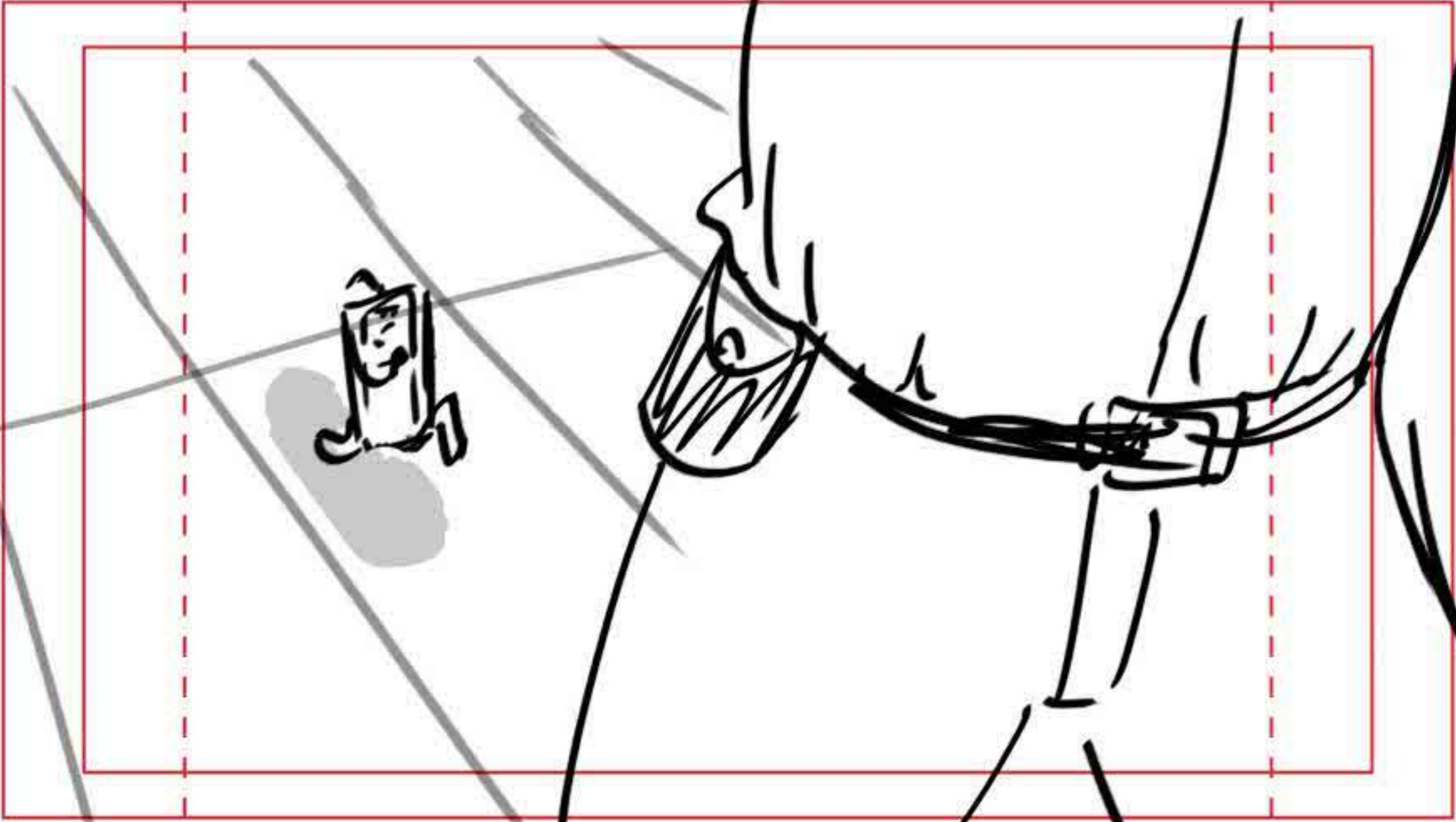


Dialogue/Action

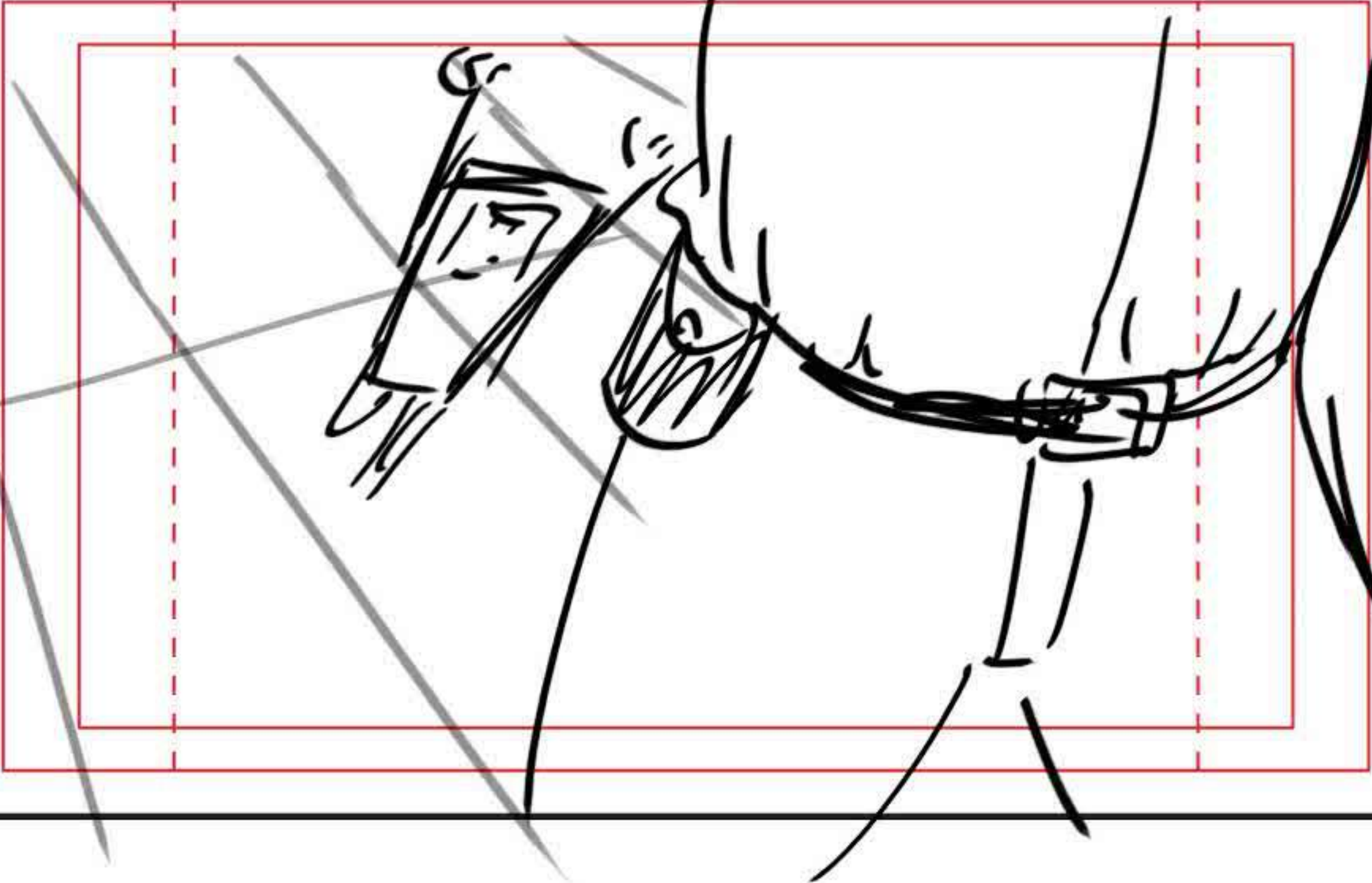
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

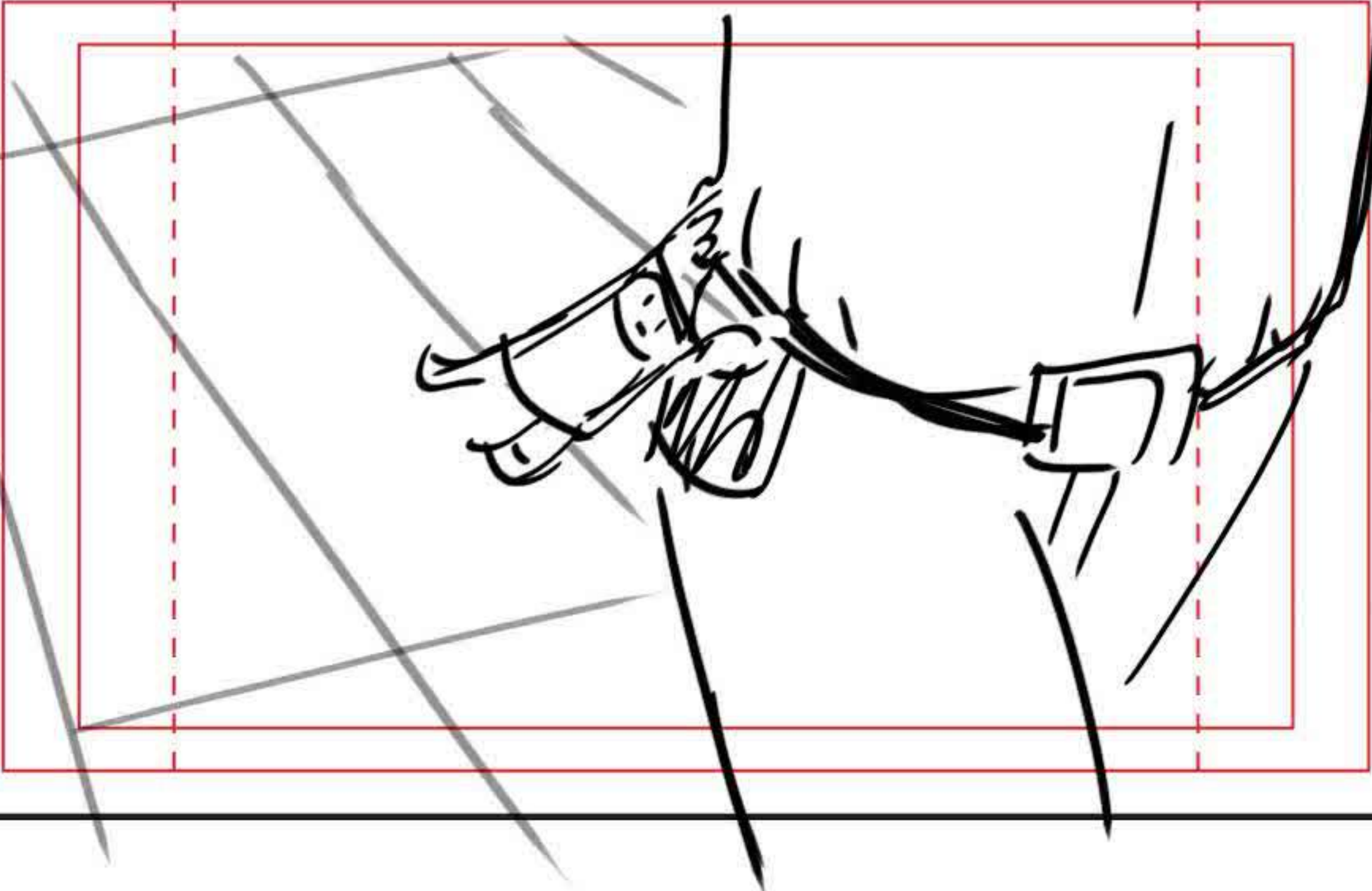
Sequence	Scene	Panel	Frames	
				
<p data-bbox="0 1890 498 1965">Dialogue/Action</p>				

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

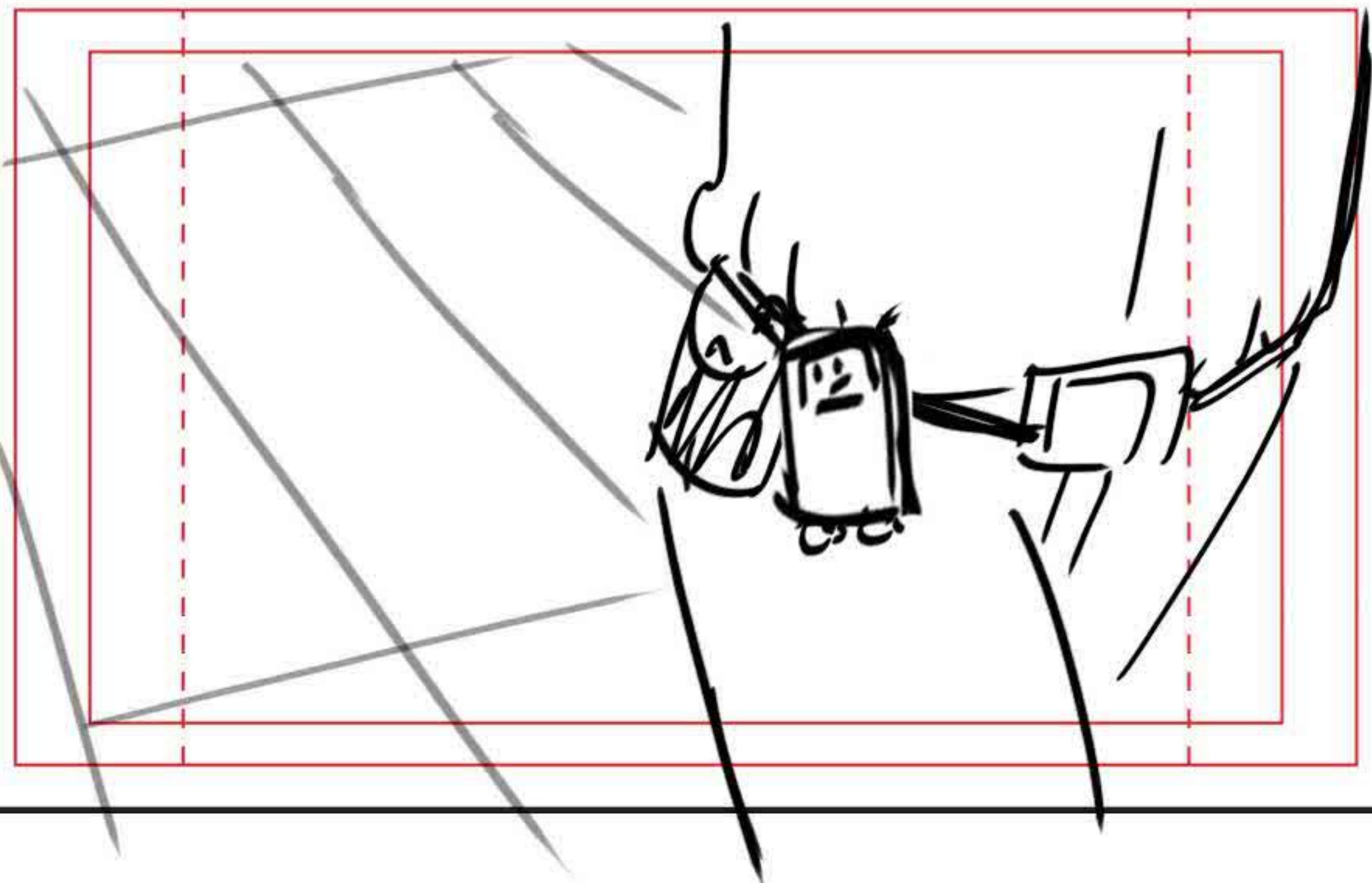
Sequence	Scene	Panel	Frames
 <p>A hand-drawn storyboard panel. On the left, a small character with a rectangular head and a body is sitting on the ground, casting a grey shadow. On the right, a large, stylized figure with a rounded head and a long, curved neck is shown. The drawing is done in black ink on a white background. A red rectangular frame surrounds the central elements. Two vertical dashed red lines are positioned on either side of the small character. Several grey diagonal lines cross the scene, suggesting a perspective or light rays.</p>			
Dialogue/Action			

Sequence	Scene	Panel	Frames
Dialogue/Action			

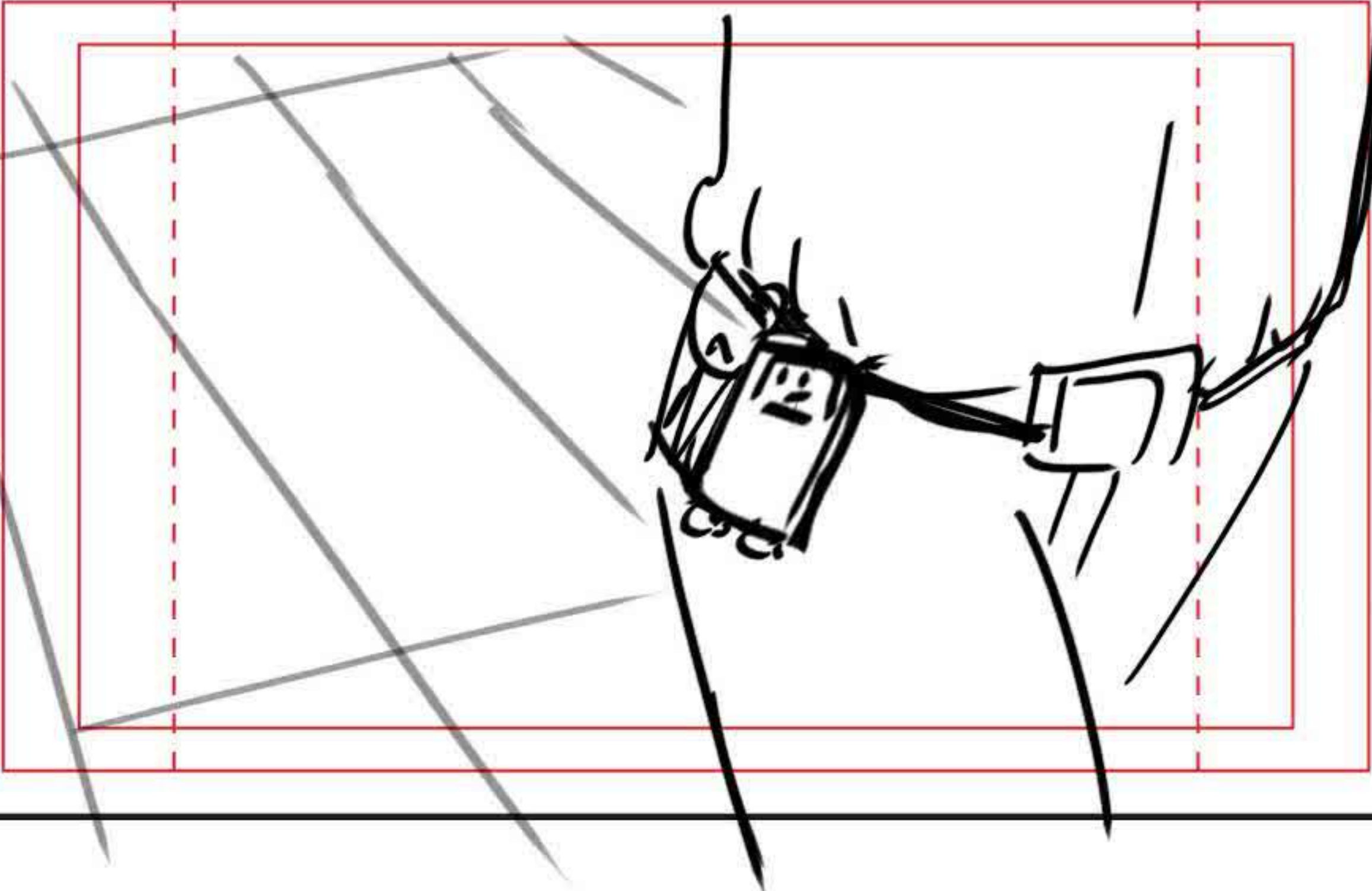
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
Dialogue/Action			

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
Dialogue/Action			

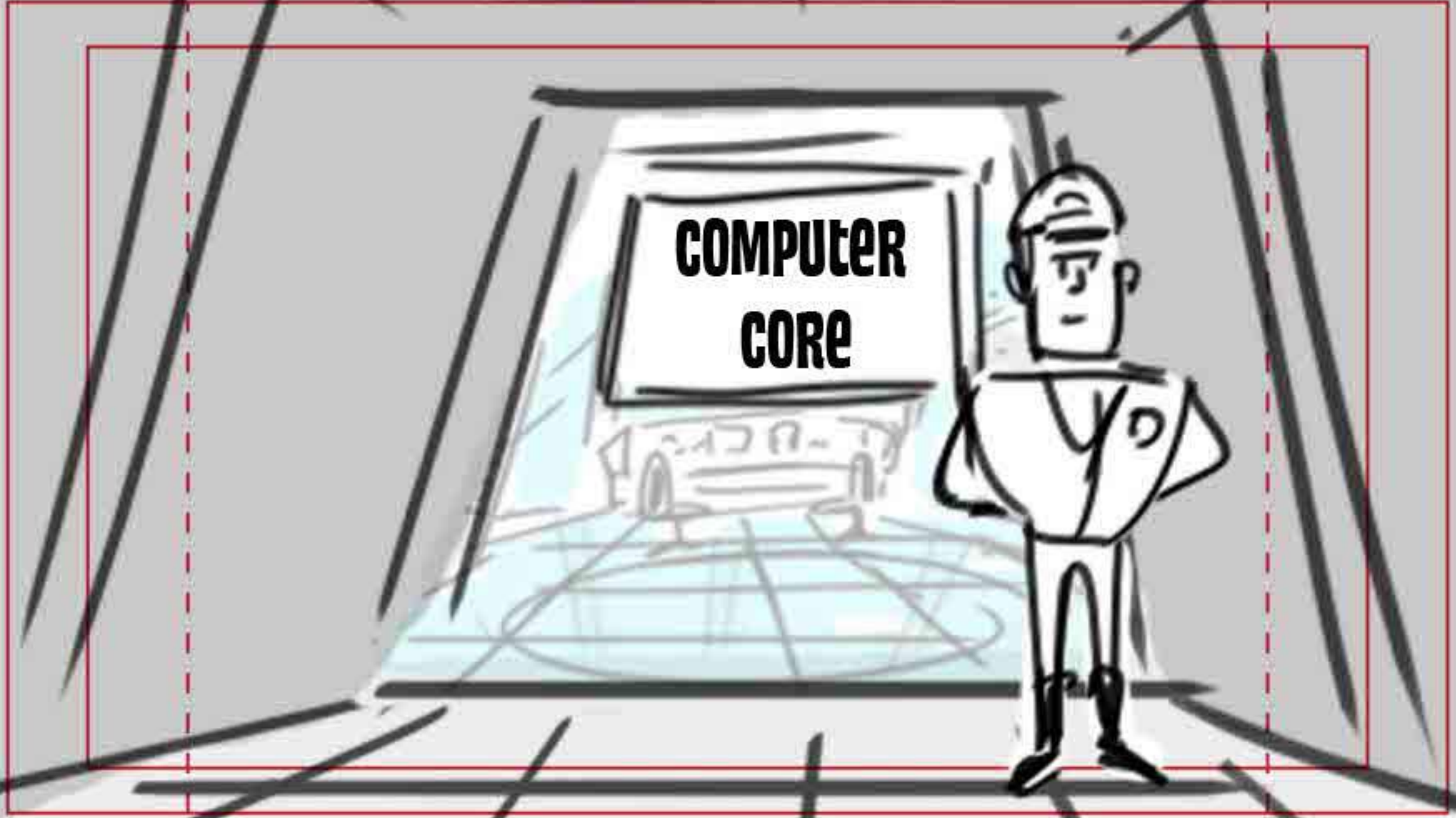
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

Scene

Panel

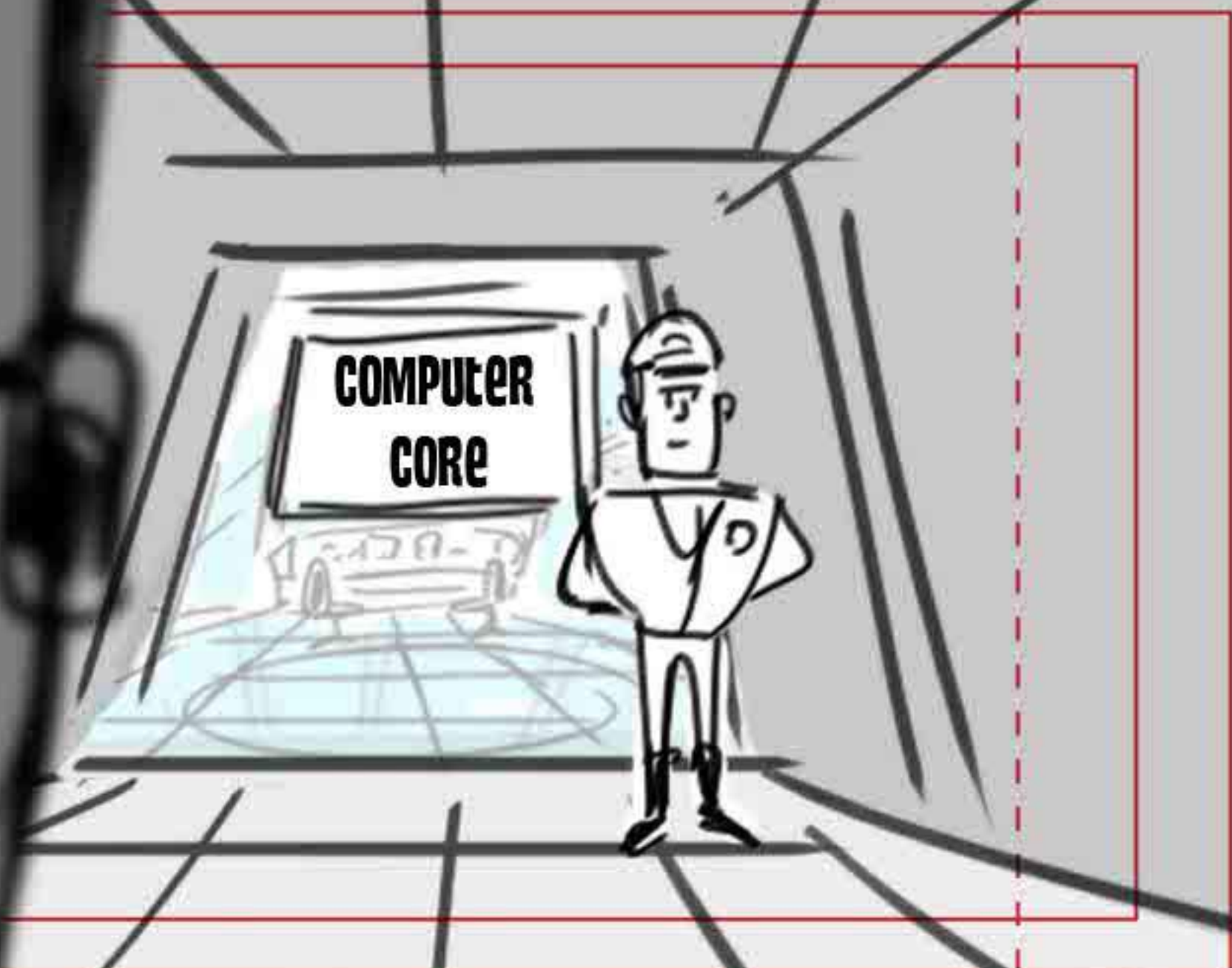
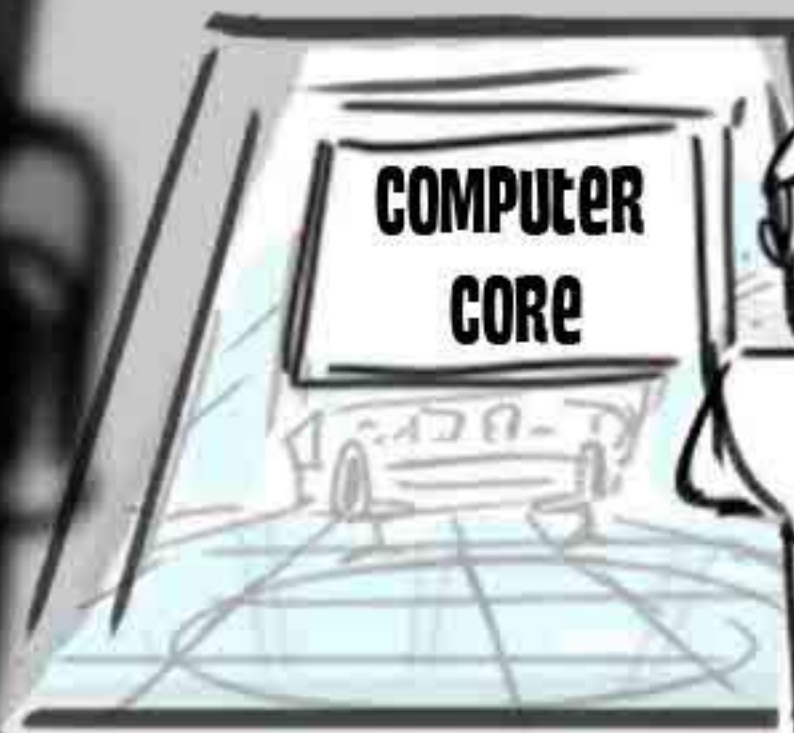
Frames



Dialogue/Action

anel

Frames

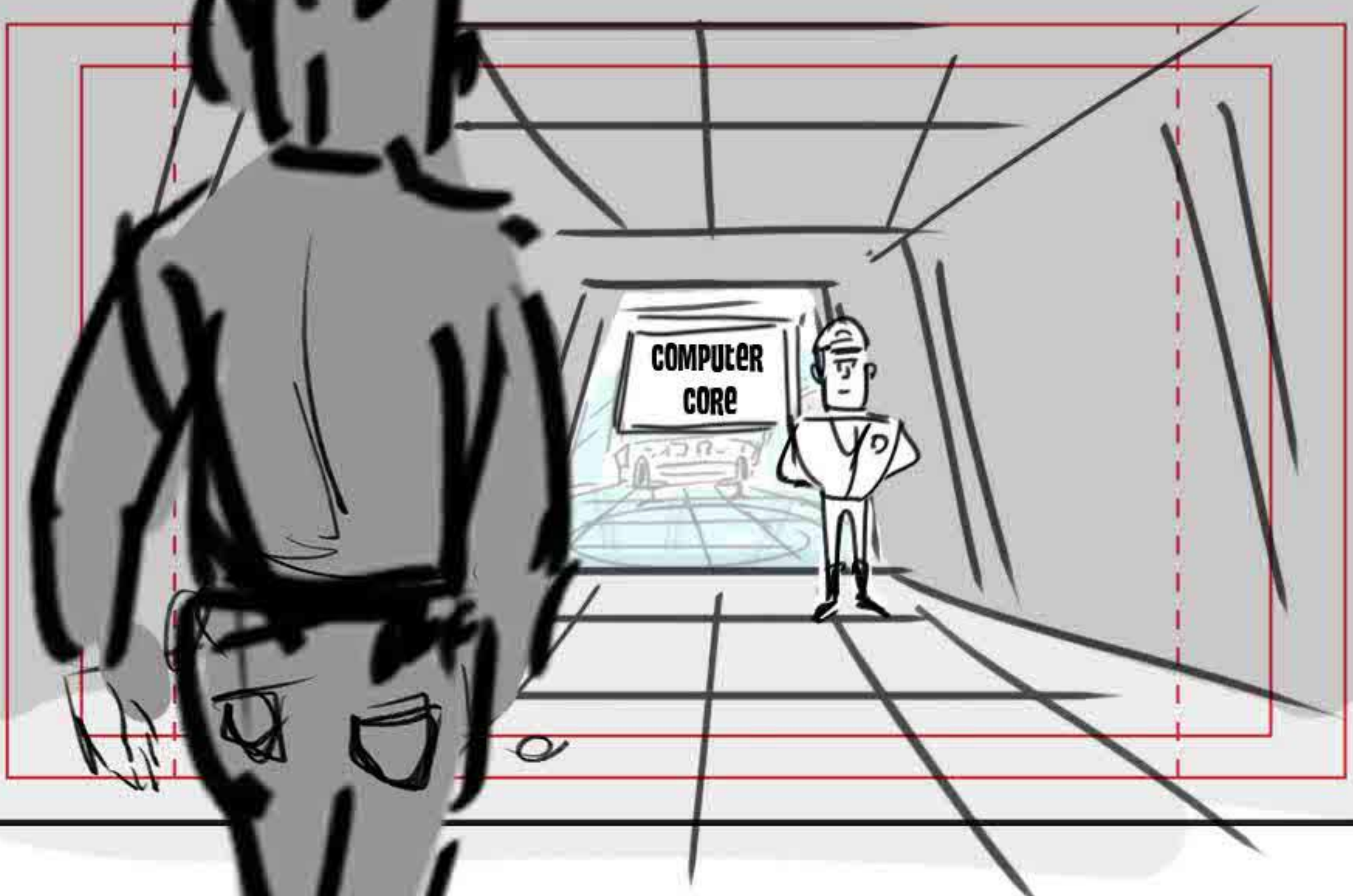


Sequence

Scene

Panel

Frames



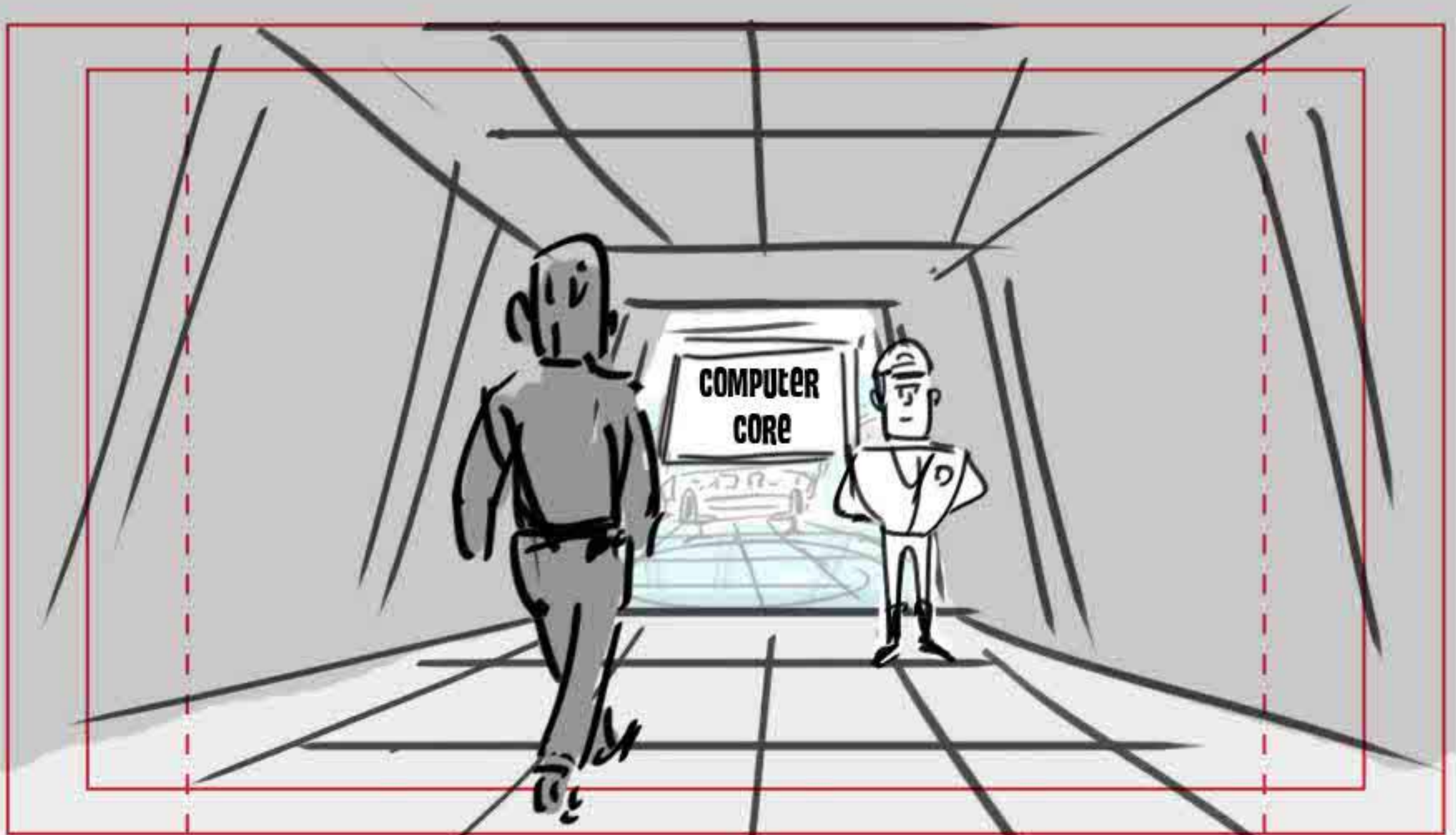
Dialogue/Action

Sequence

Scene

Panel

Frames



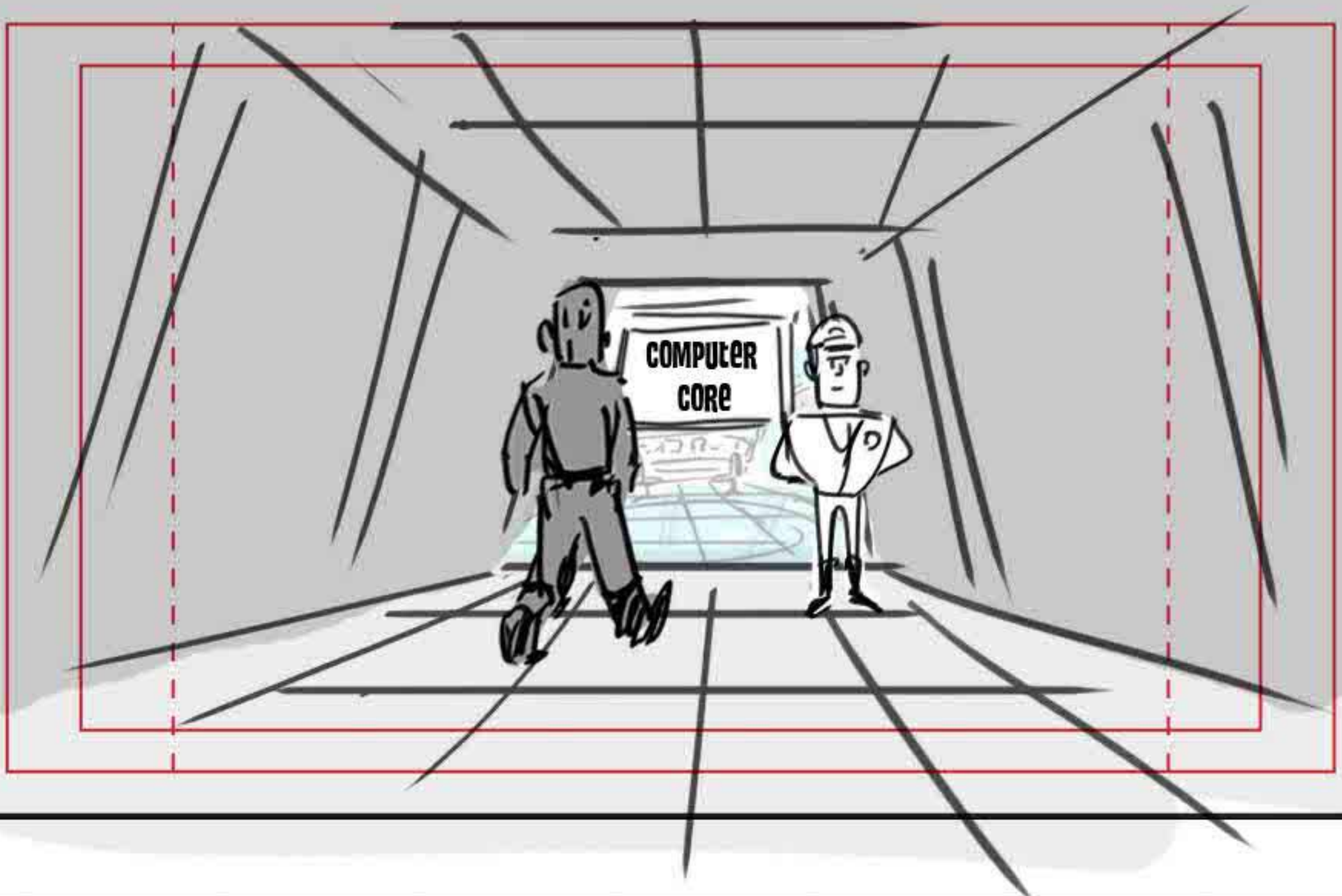
Dialogue/Action

Sequence

Scene

Panel

Frames



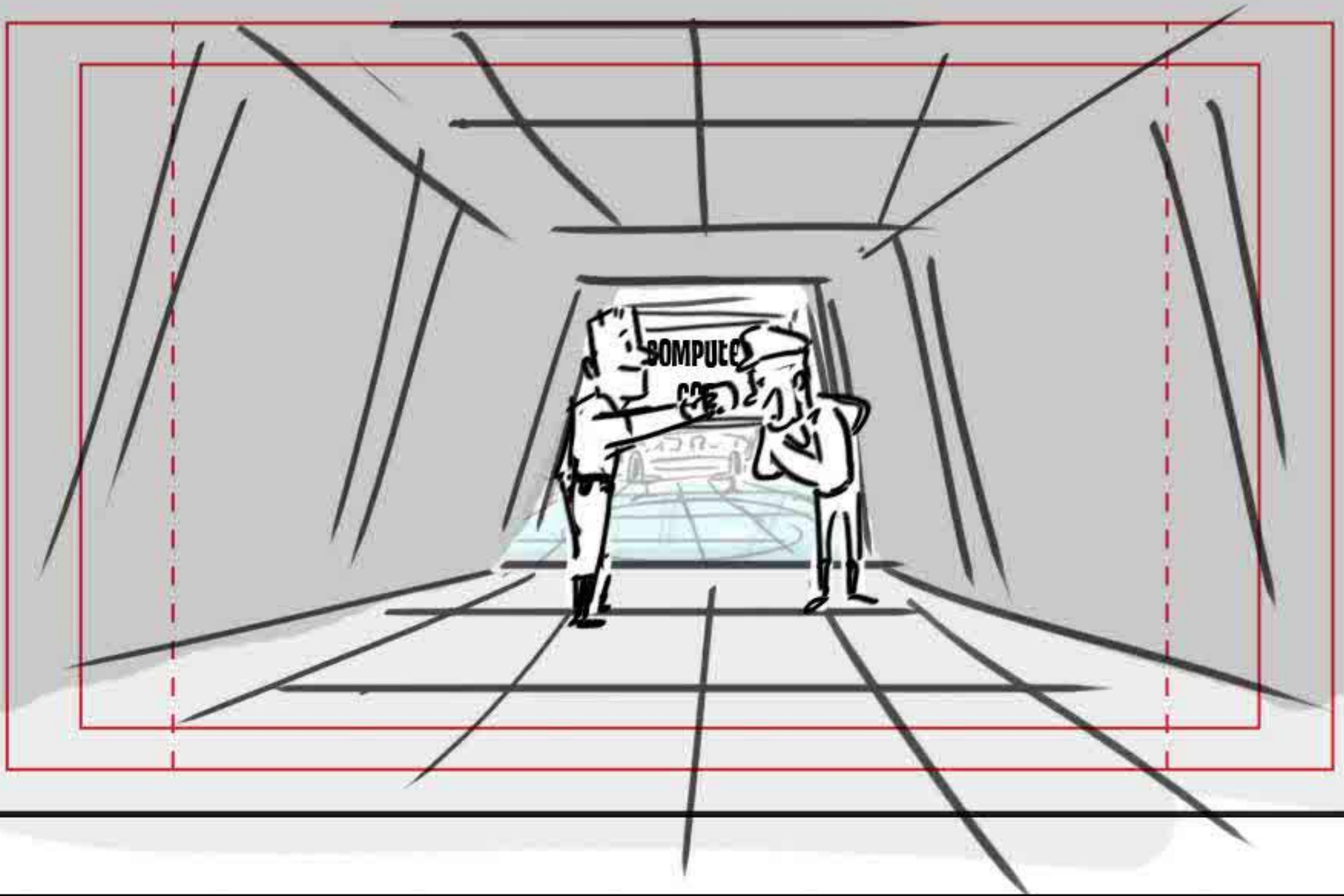
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

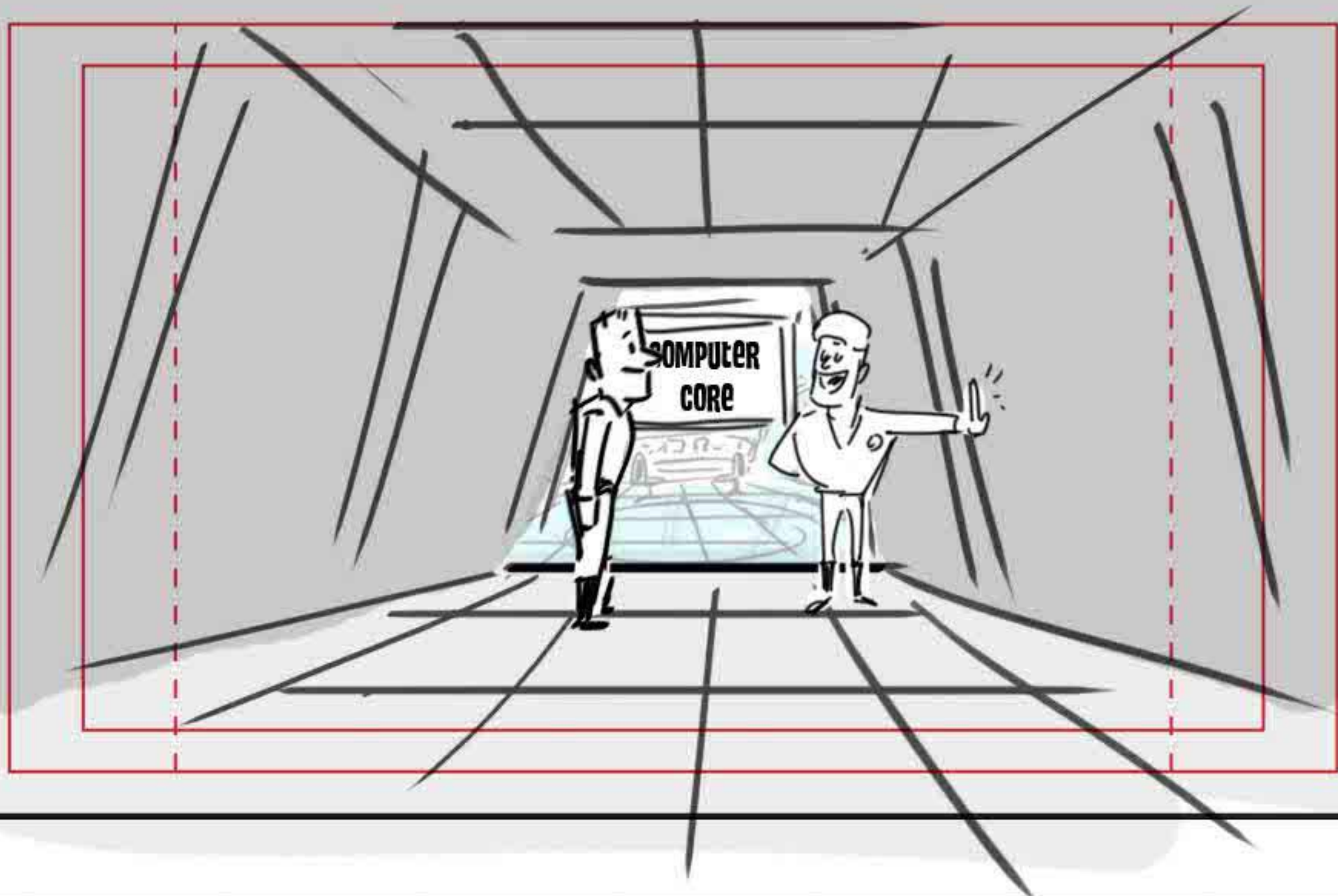
**WORKER 1:
MORNING, SAM.**

Sequence

Scene

Panel

Frames



Dialogue/Action

WORKER 1:

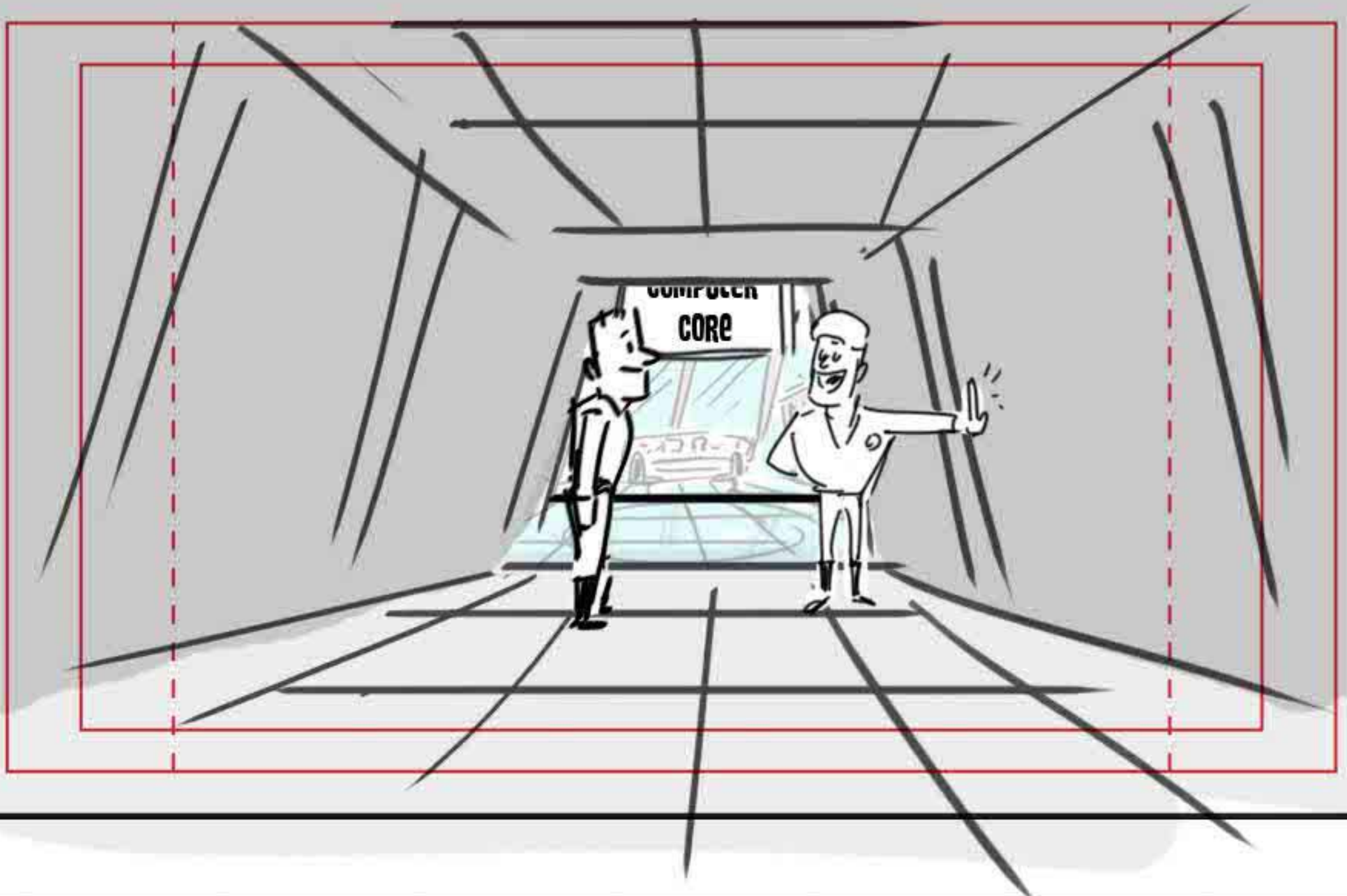
'NOTHER DAY IN THE DATA-MINES

Sequence

Scene

Panel

Frames



Dialogue/Action

WORKER 1:

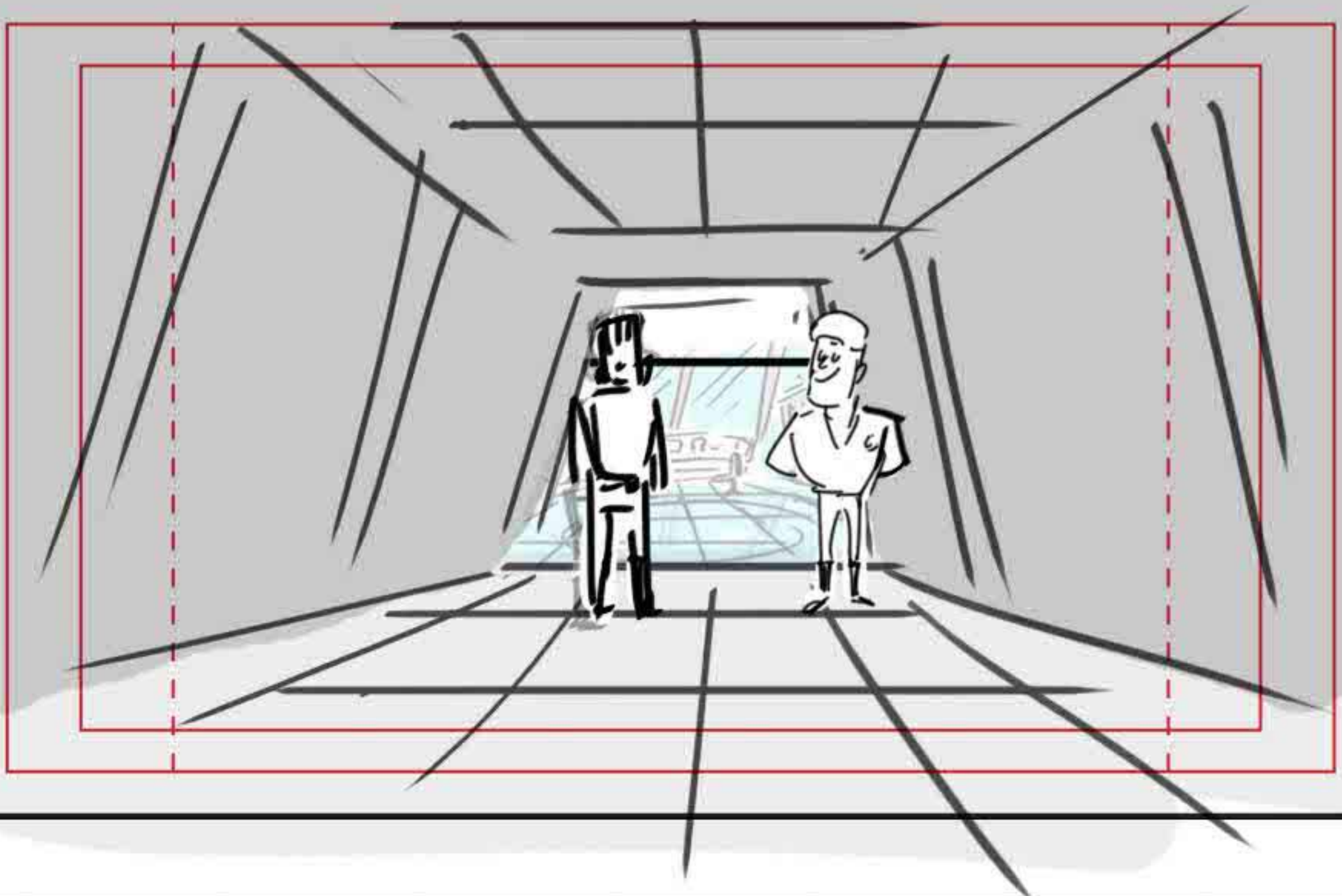
'NOTHER DAY IN THE DATA-MINES

Sequence

Scene

Panel

Frames



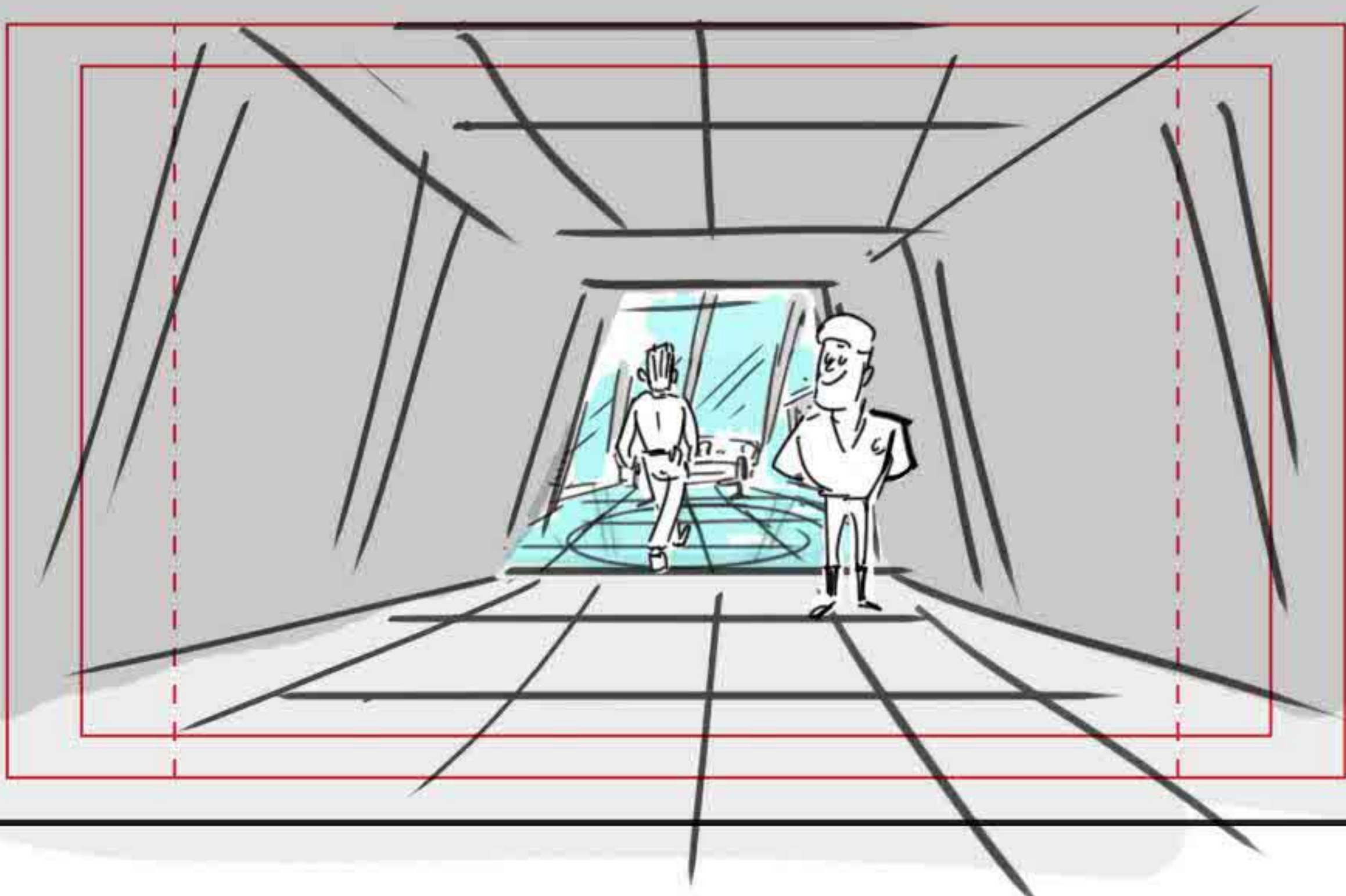
Dialogue/Action

Sequence

Scene

Panel

Frames



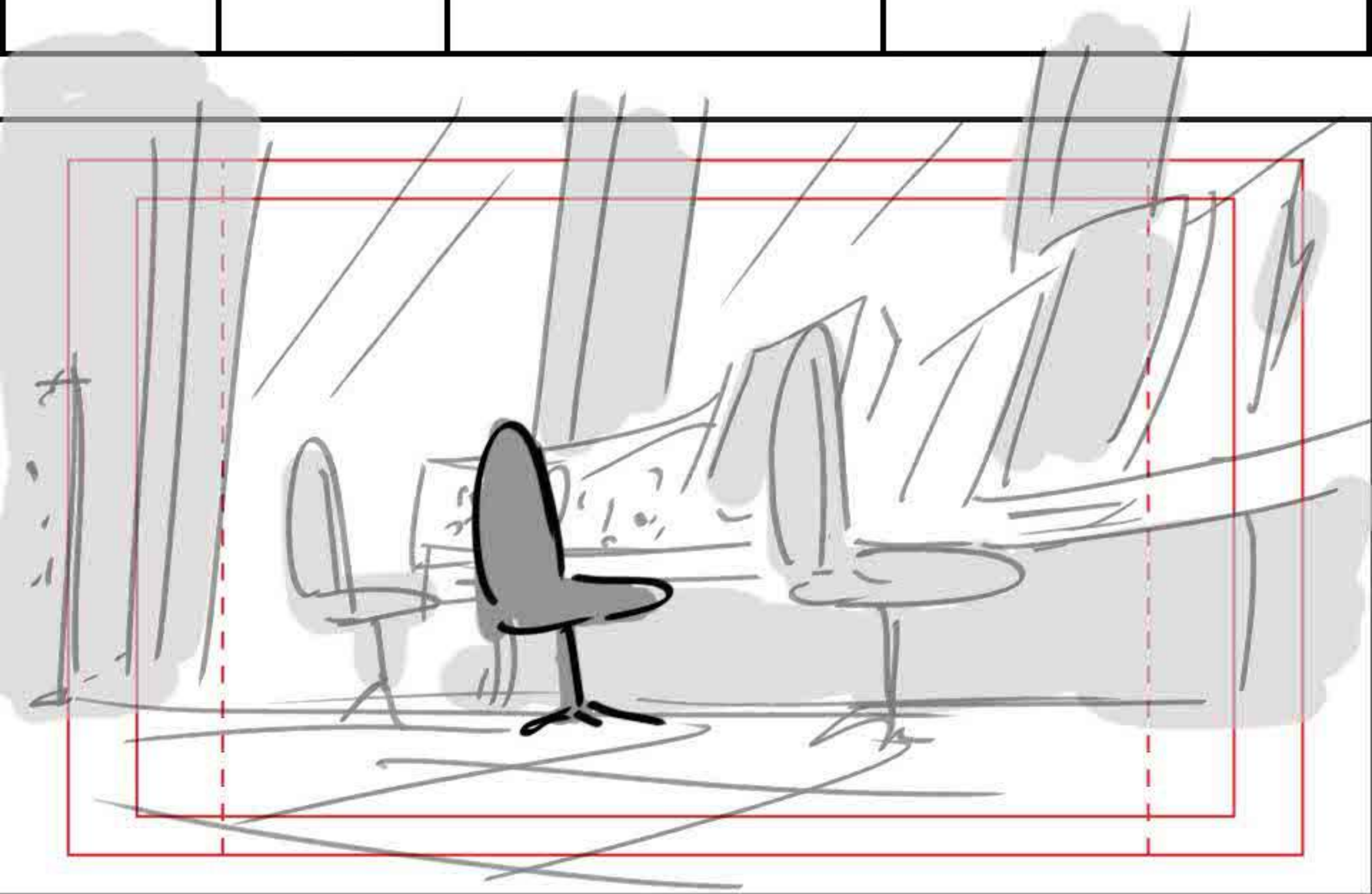
Dialogue/Action

Sequence

Scene

Panel

Frames



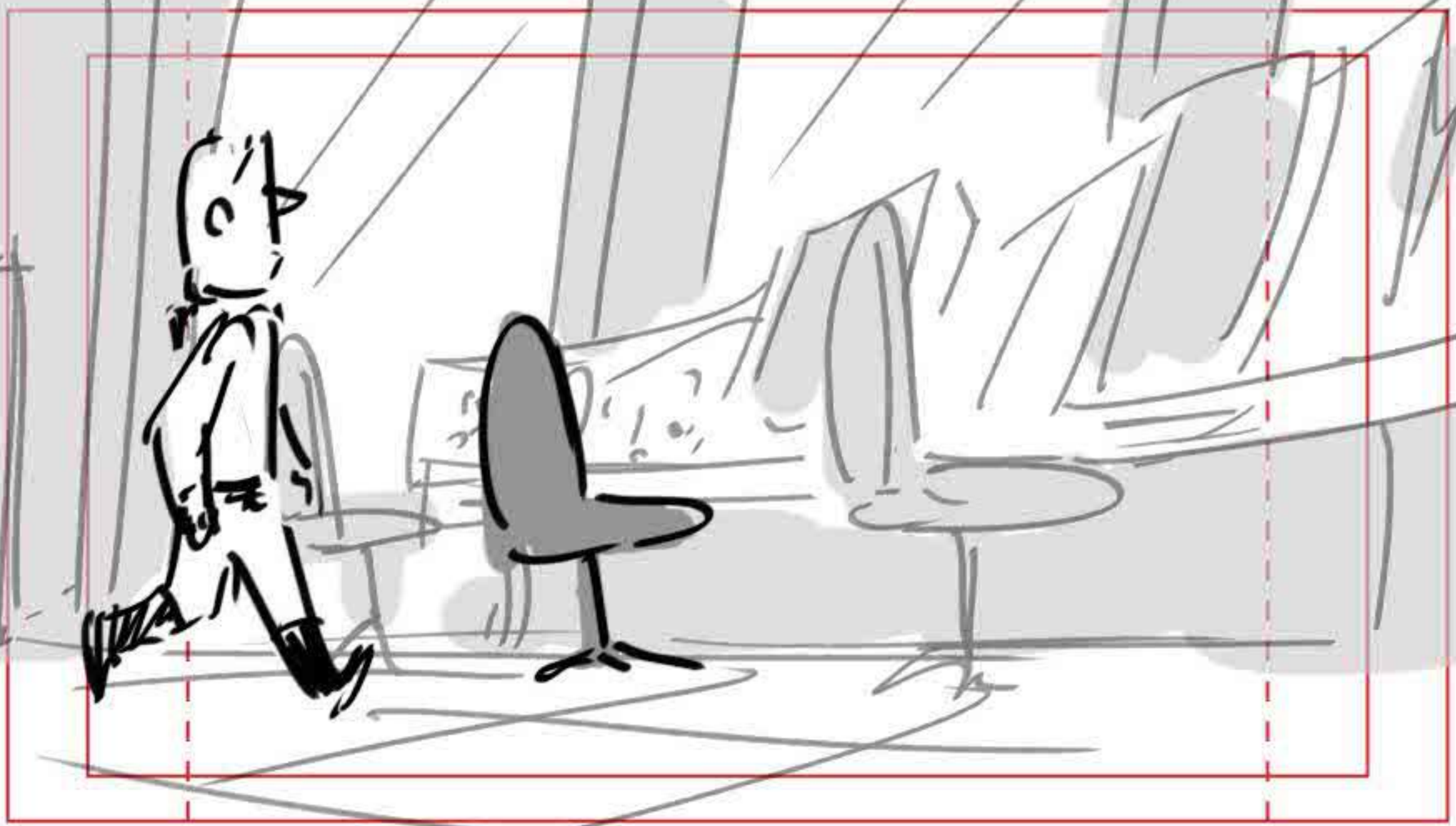
Dialogue/Action

Sequence

Scene

Panel

Frames



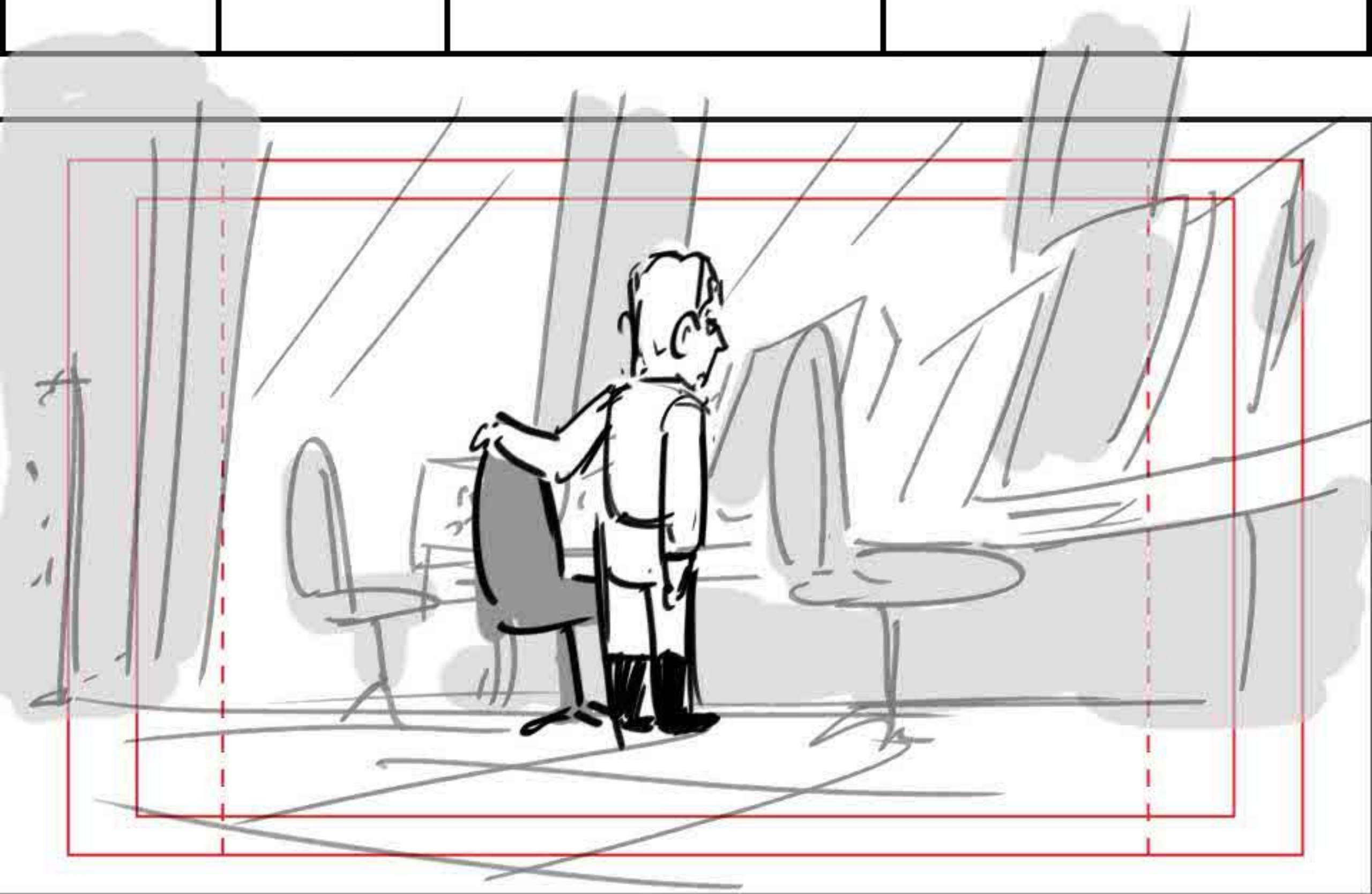
Dialogue/Action

Sequence

Scene

Panel

Frames



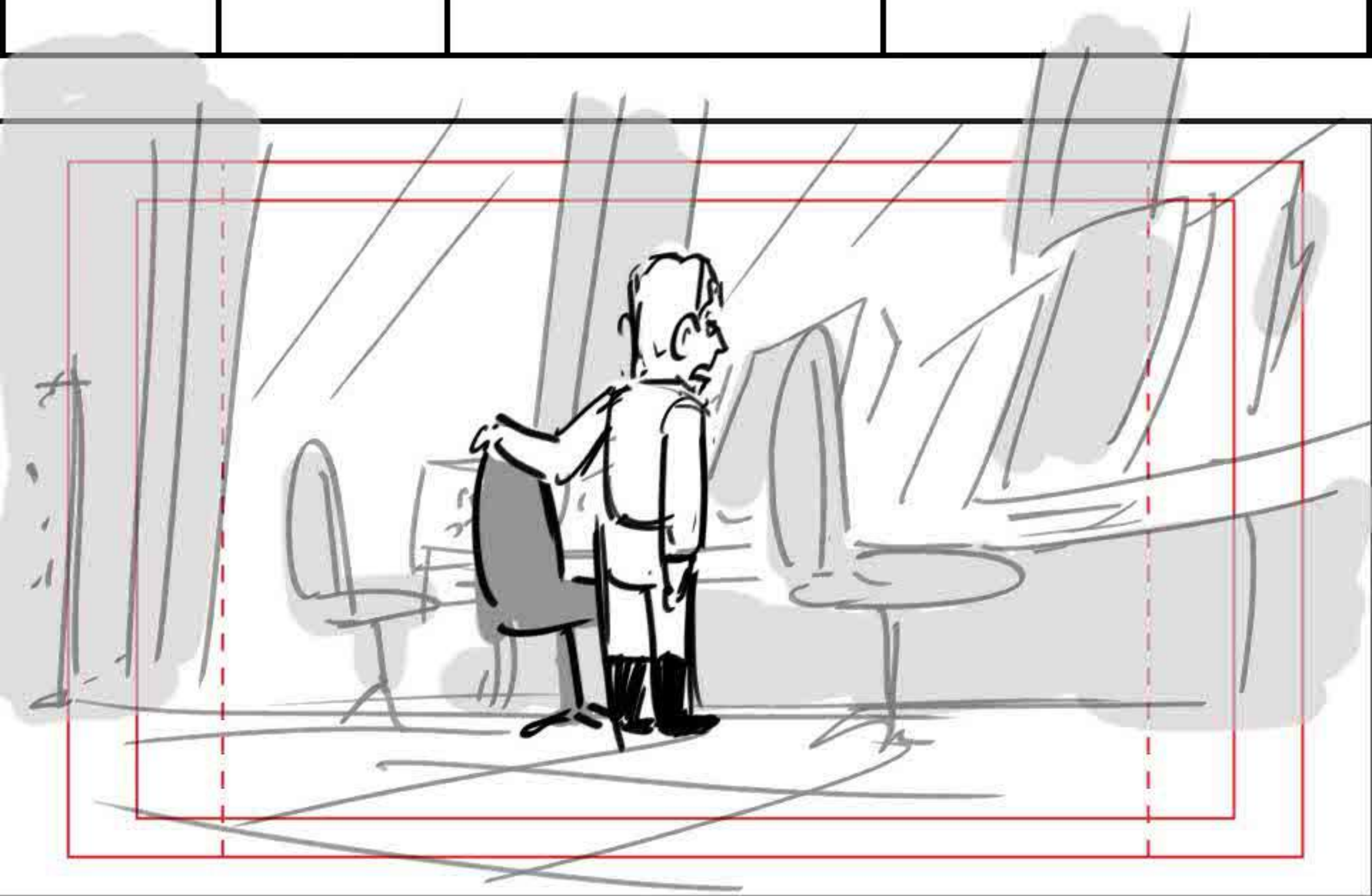
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

NAH ...

Sequence

Scene

Panel

Frames



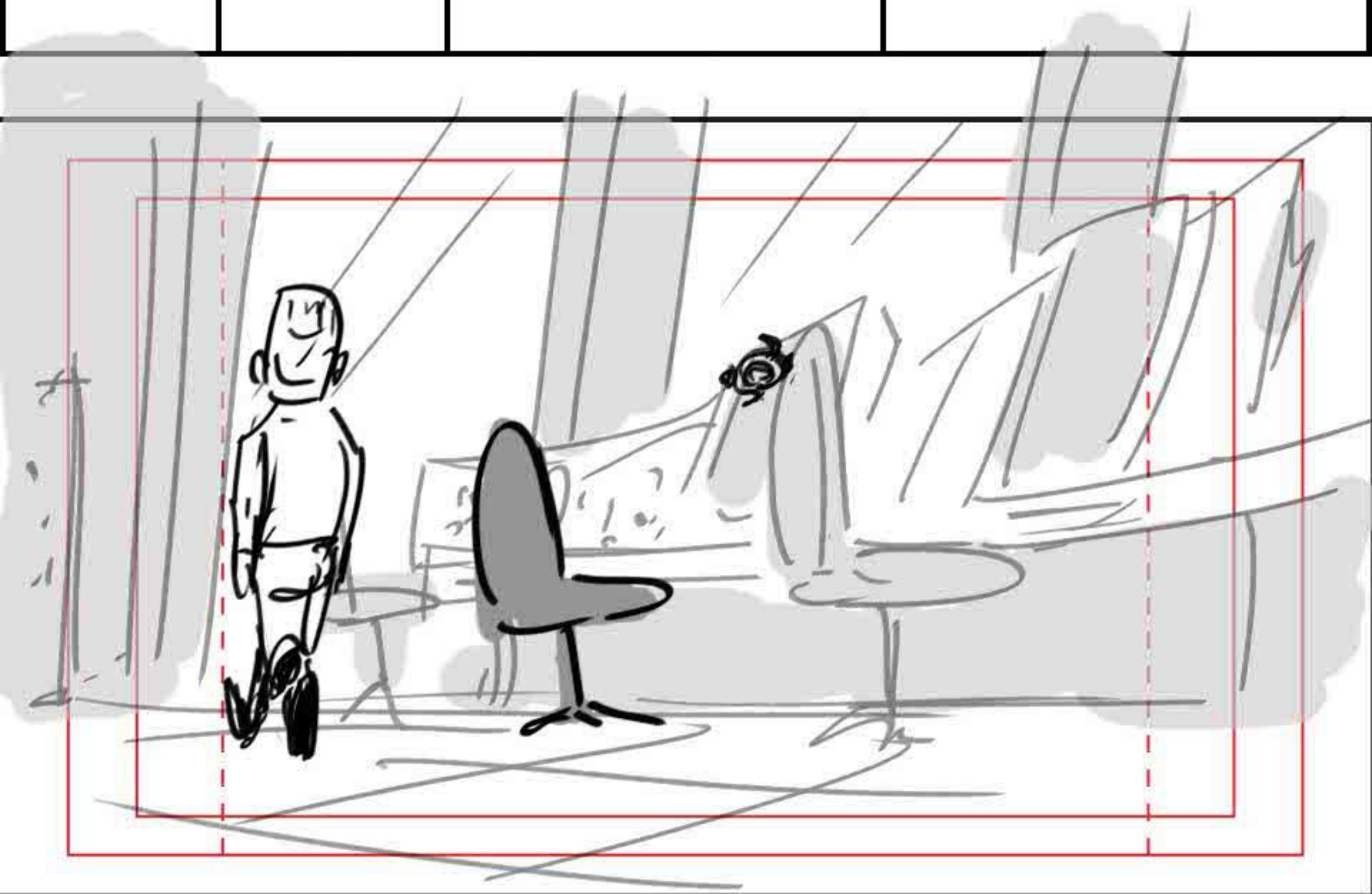
Dialogue/Action

Sequence

Scene

Panel

Frames



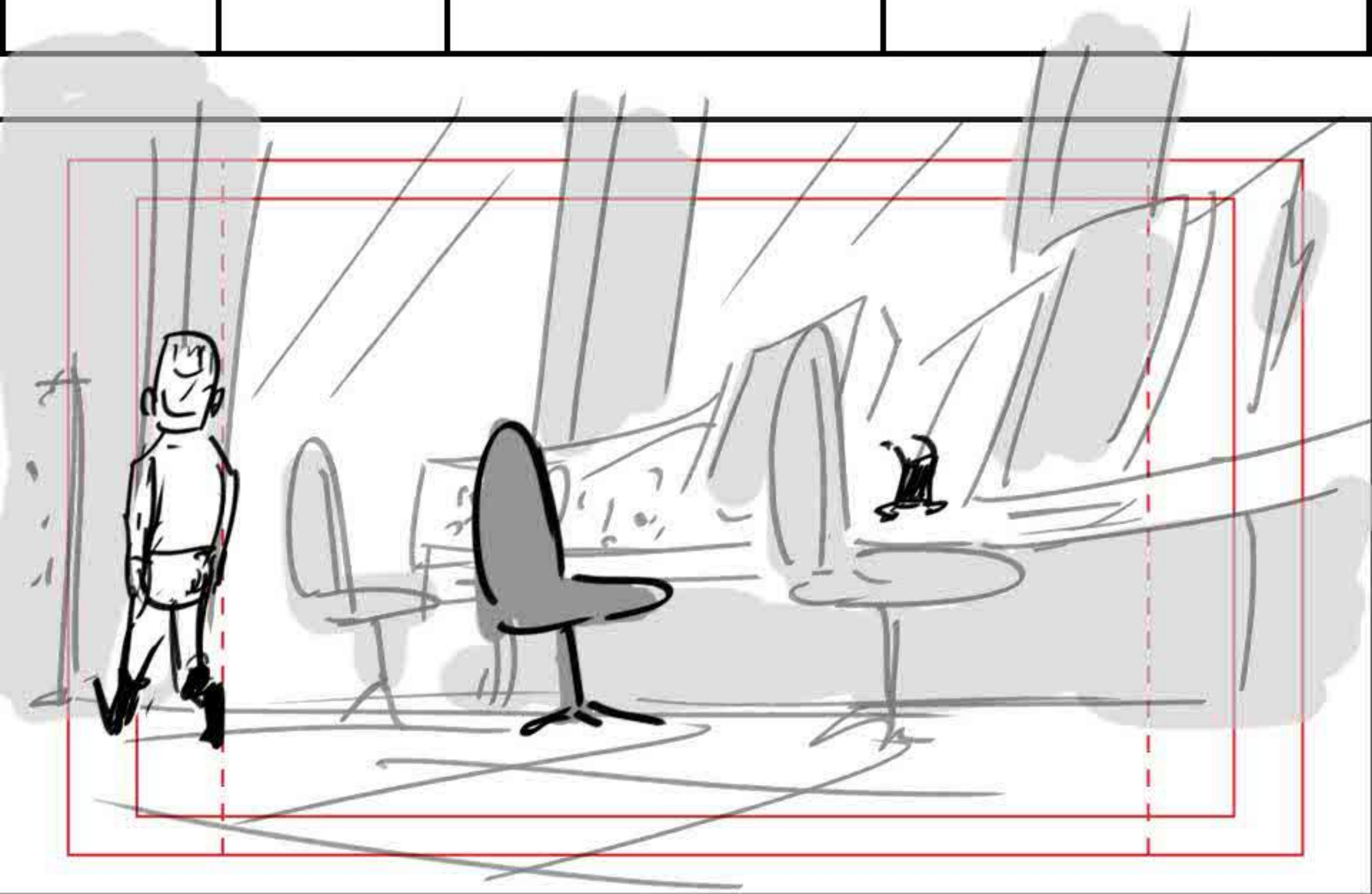
Dialogue/Action

Sequence

Scene

Panel

Frames



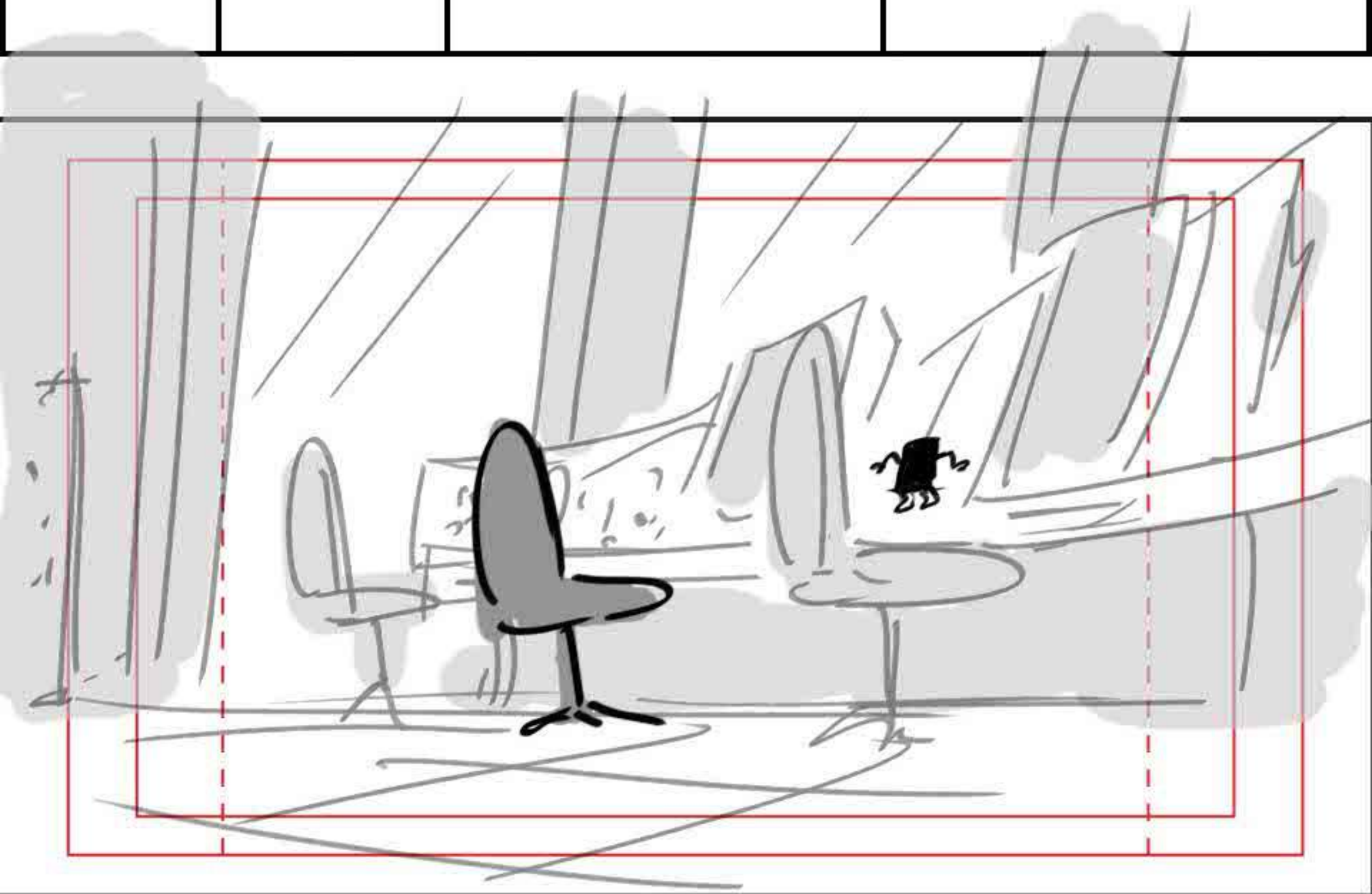
Dialogue/Action

Sequence

Scene

Panel

Frames



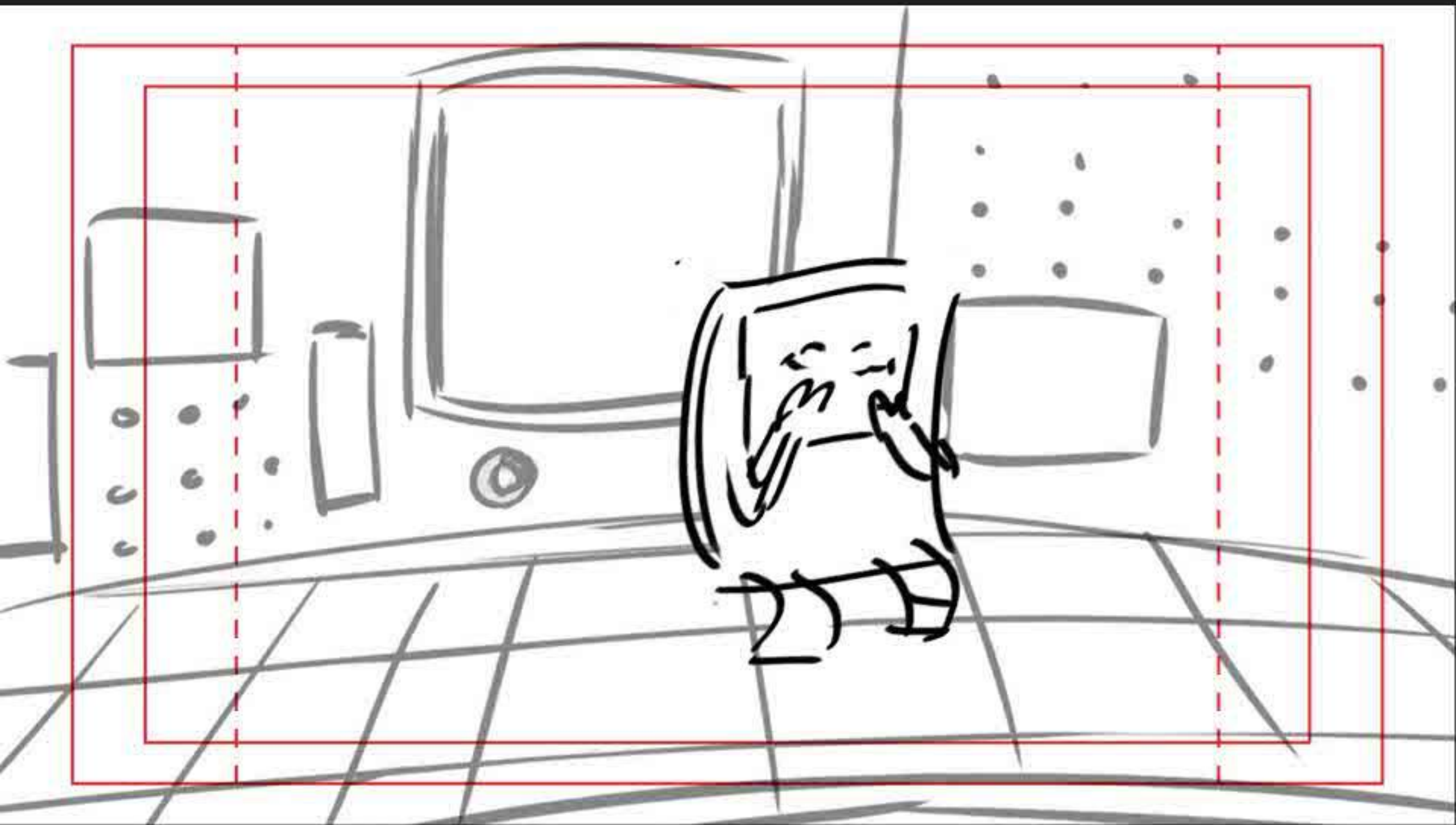
Dialogue/Action

Sequence

Scene

Panel

Frames



Dialogue/Action

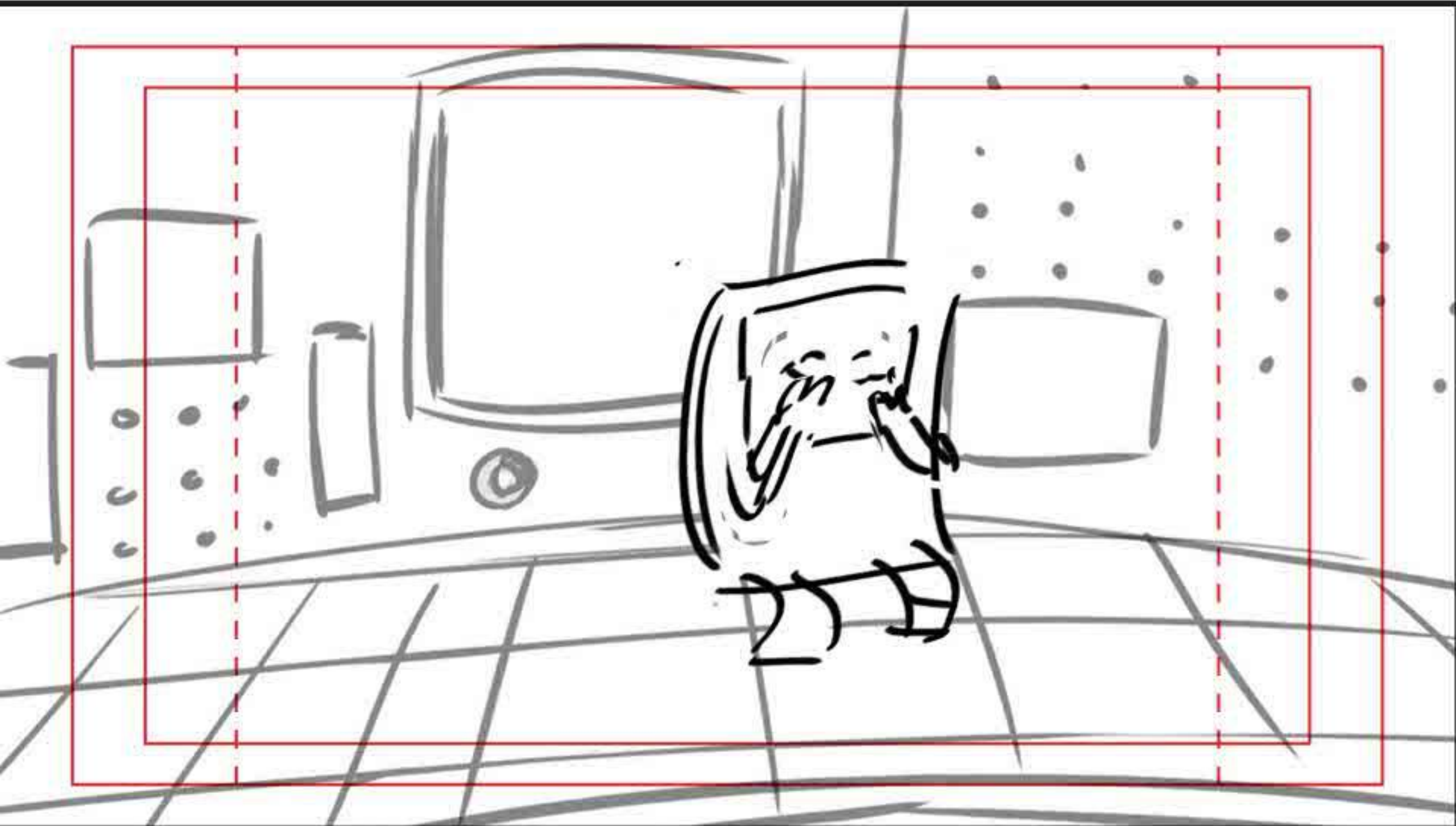
SMaRty:
(Hee Hee Hee)

Sequence

Scene

Panel

Frames



Dialogue/Action

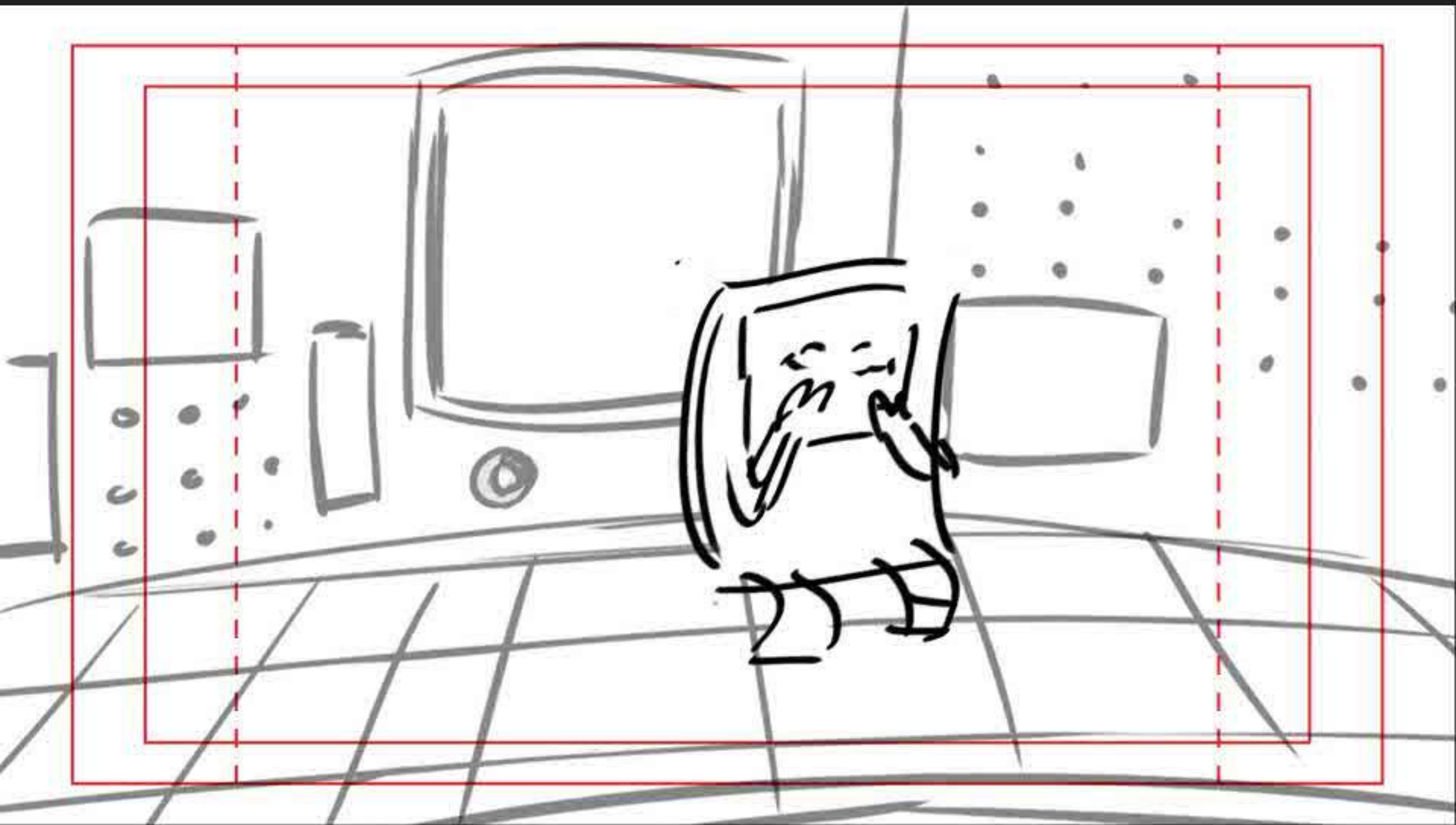
SMaRty:
(Hee Hee Hee)

Sequence

Scene

Panel

Frames



Dialogue/Action

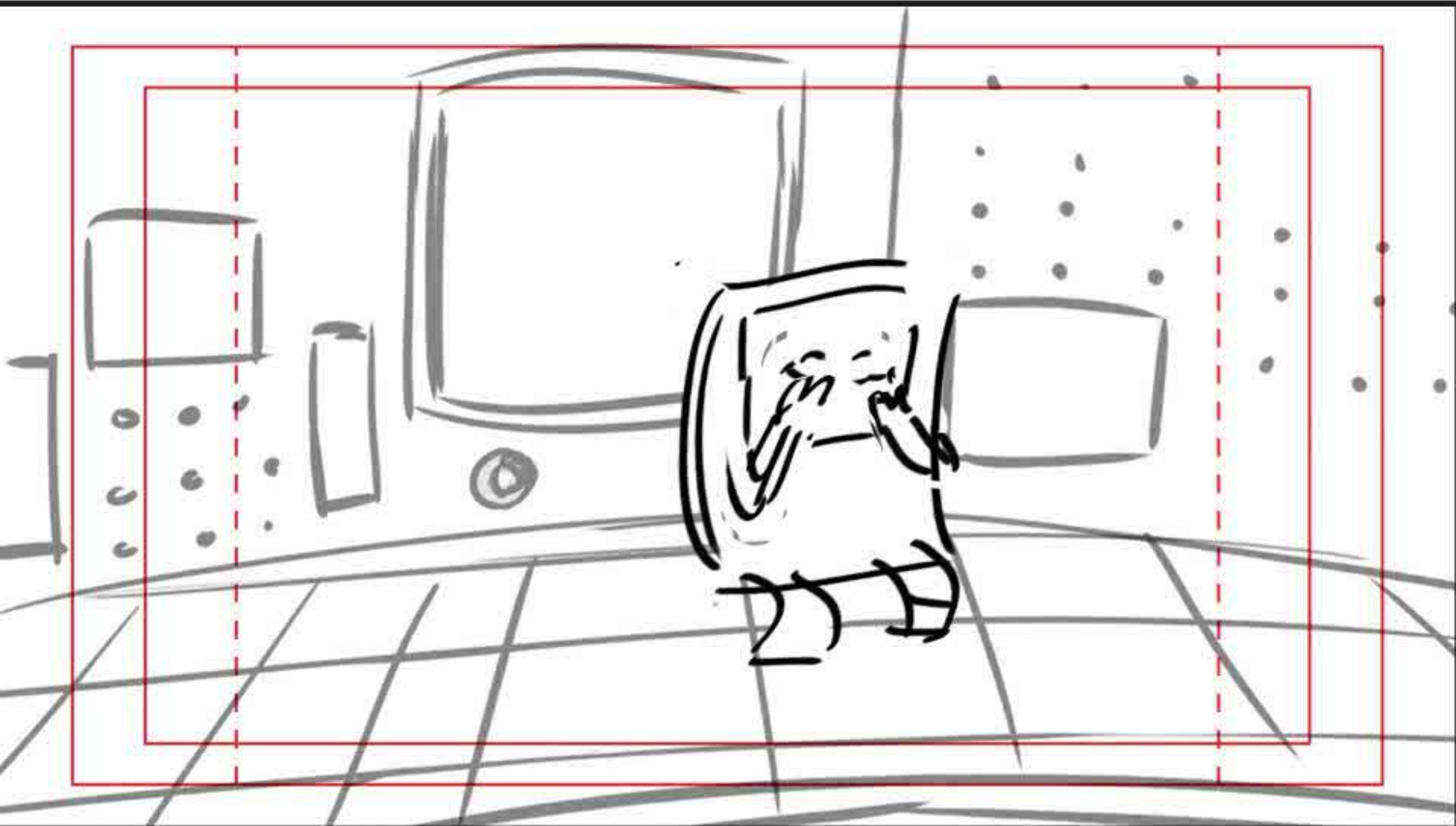
SMaRty:
(Hee Hee Hee)

Sequence

Scene

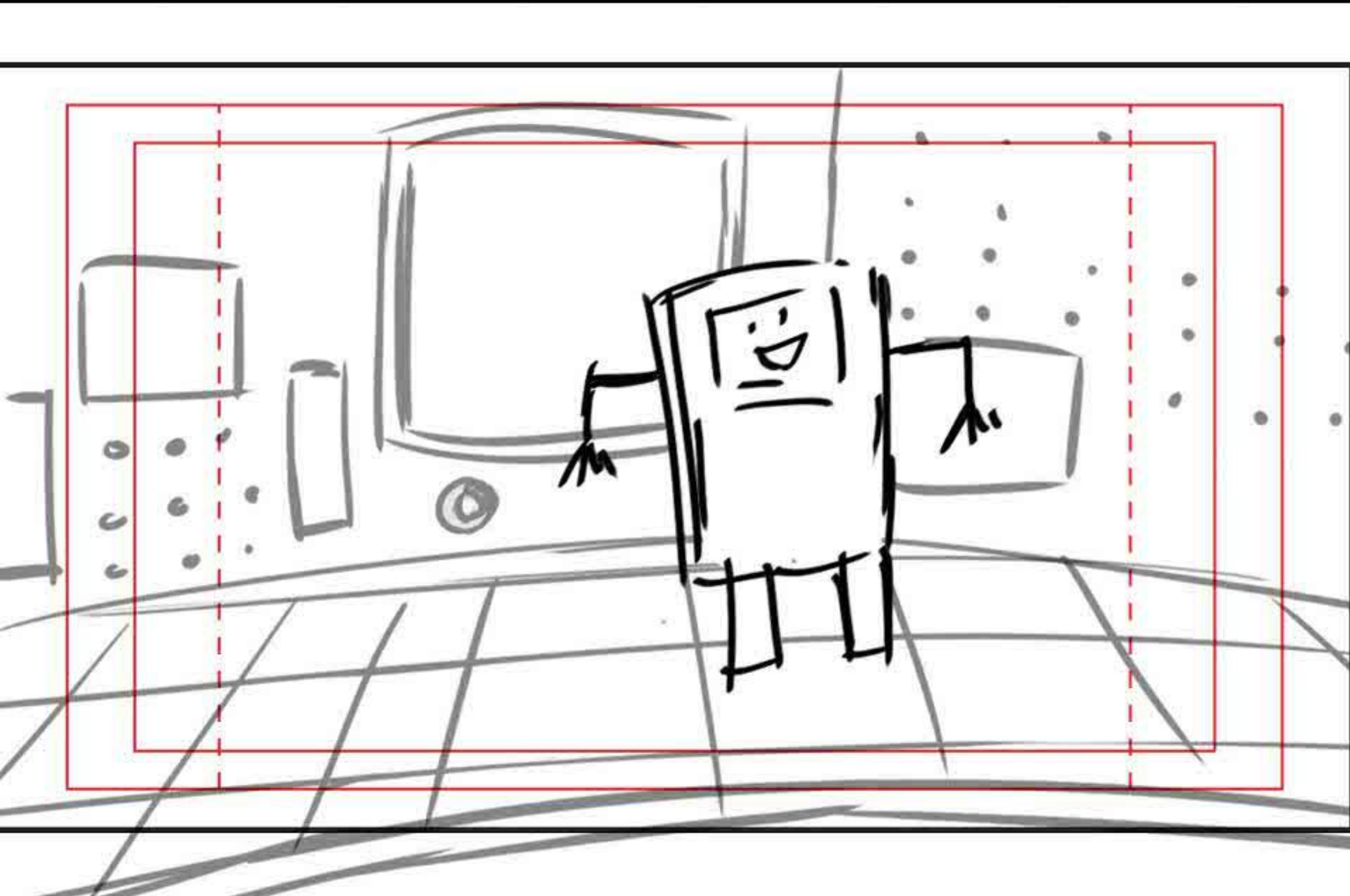
Panel

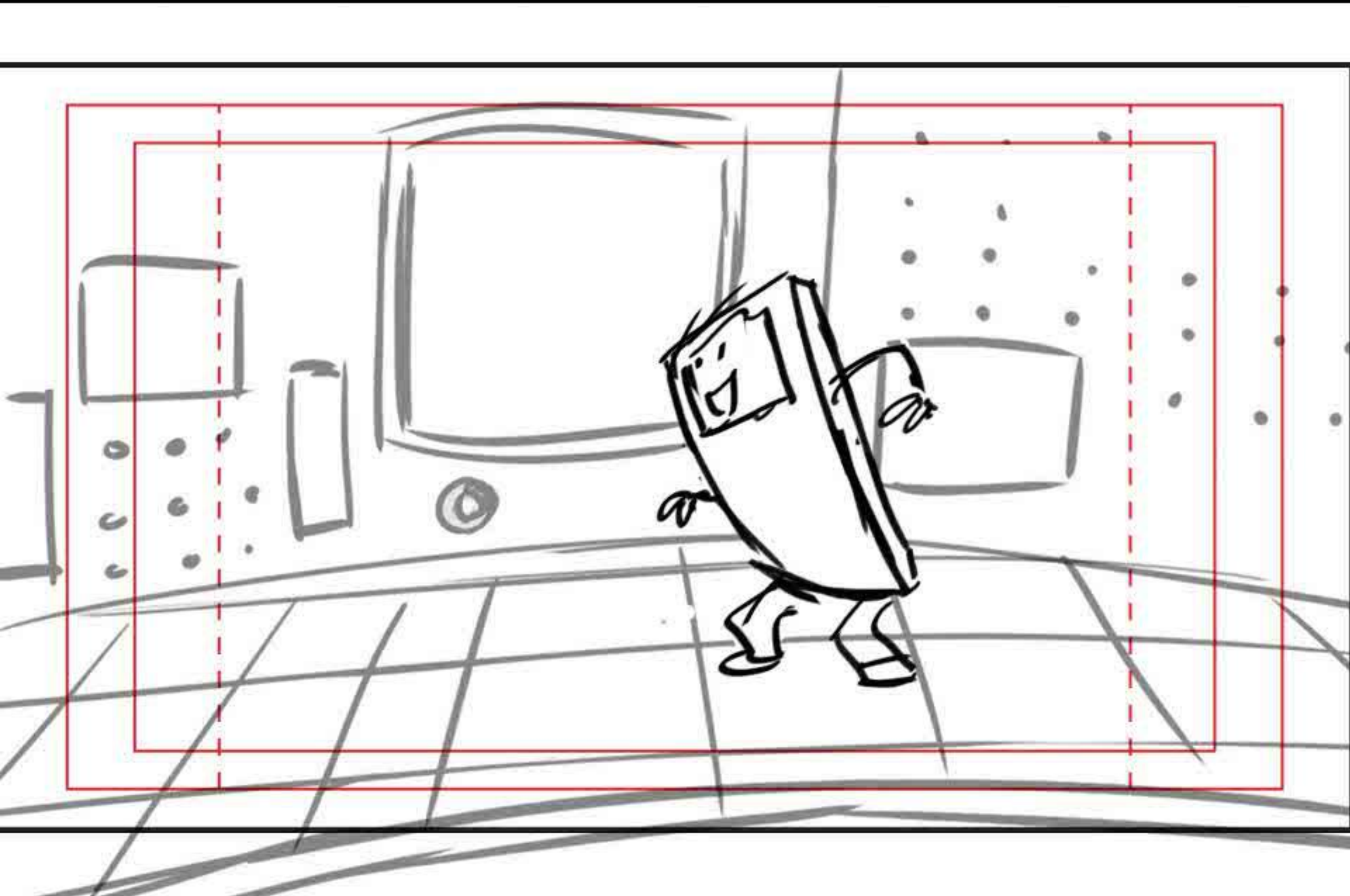
Frames



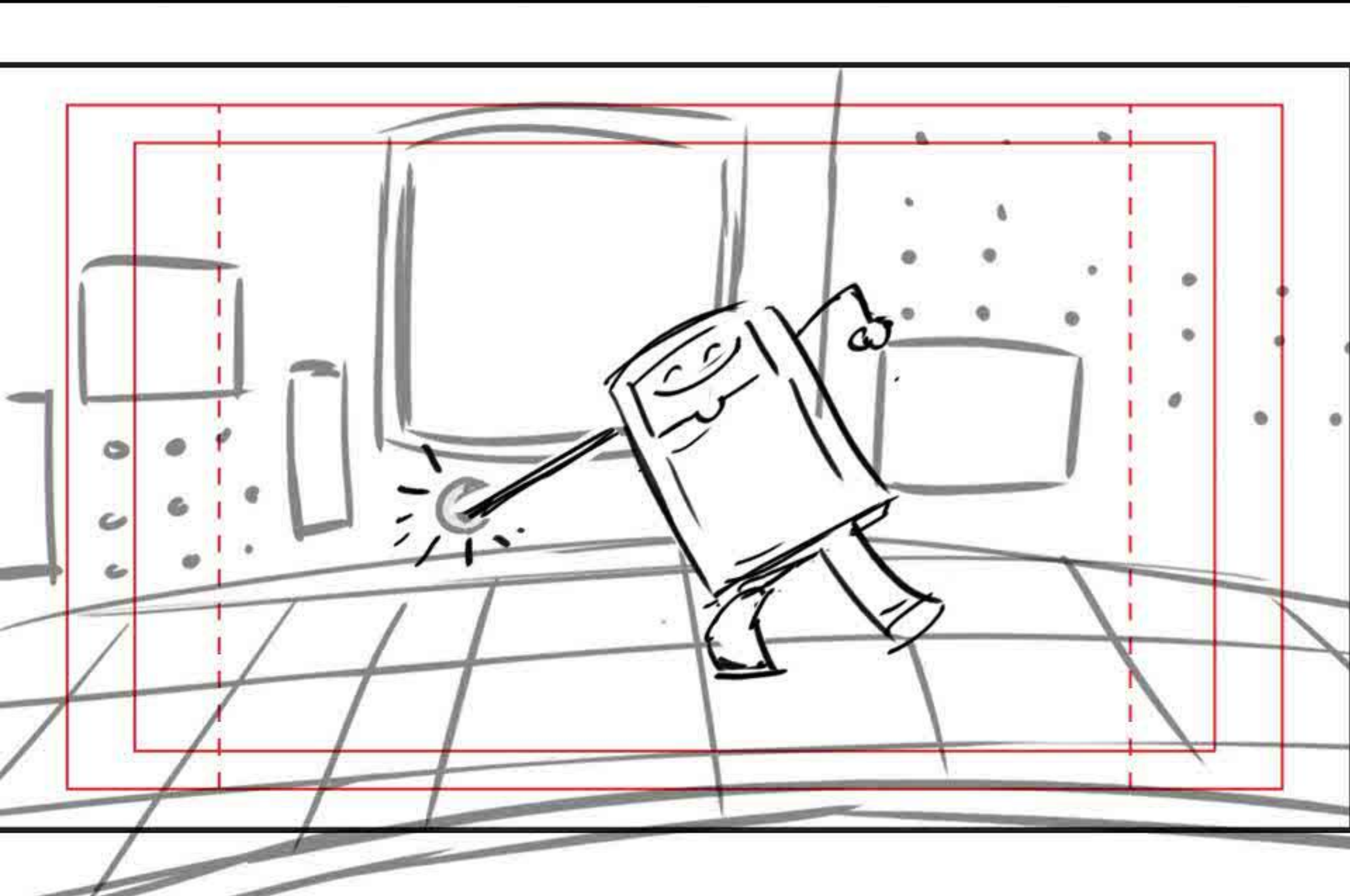
Dialogue/Action

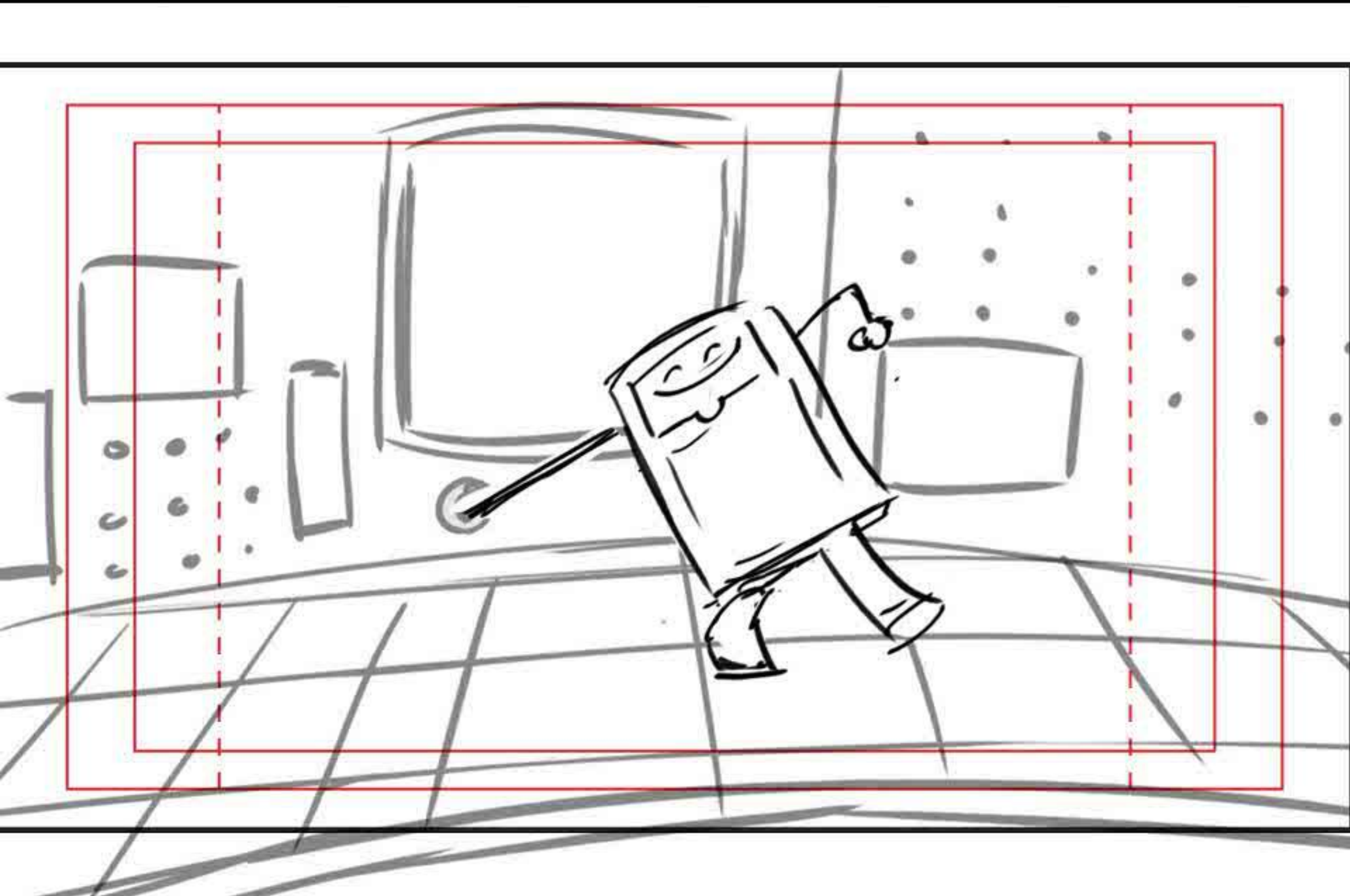
SMaRty:
(Hee Hee Hee)

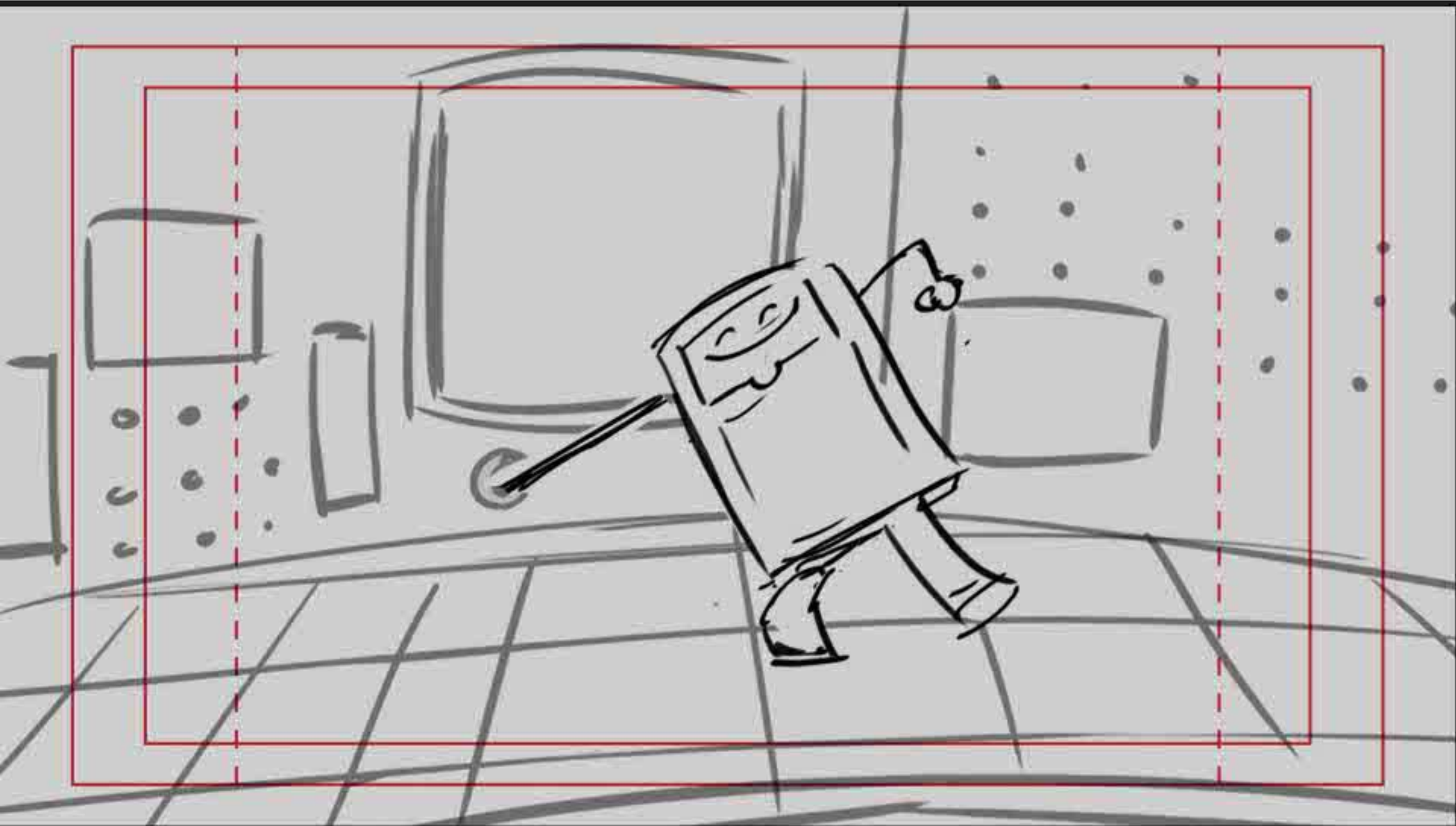
Sequence	Scene	Panel	Frames
			
Dialogue/Action	<p>SMaRty: BEYOND easy.</p>		

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence	Scene	Panel	Frames
<p data-bbox="0 1890 498 1990">Dialogue/Action</p>			

Sequence	Scene	Panel	Frames
 A hand-drawn sketch of a character in a room. The character is a simple, rounded figure with a smiling face, wearing a long-sleeved shirt and pants. They are leaning forward, holding a long, thin object (possibly a pencil or a tool) that is touching a circular object on the floor. The room contains a desk with a computer monitor and keyboard on the left, and a television on the right. The floor is tiled. The sketch is overlaid with a red rectangular frame. Inside this frame, there are two vertical dashed red lines, one on the left and one on the right, and a horizontal dashed red line near the top. The entire scene is contained within a larger black rectangular frame.			
Dialogue/Action			

Sequence	Scene	Panel	Frames
 A hand-drawn sketch of a character in a room. The character is a simple, rounded figure with a smiling face, wearing a long-sleeved shirt and pants. They are walking towards the right. The room contains a desk with a computer monitor and keyboard on the left, a large window in the center, and a television on the right. The floor is tiled. A red rectangular box outlines the main scene area. Two vertical dashed red lines are positioned on either side of the character, and a horizontal dashed red line is at the top of the scene area.			
Dialogue/Action			

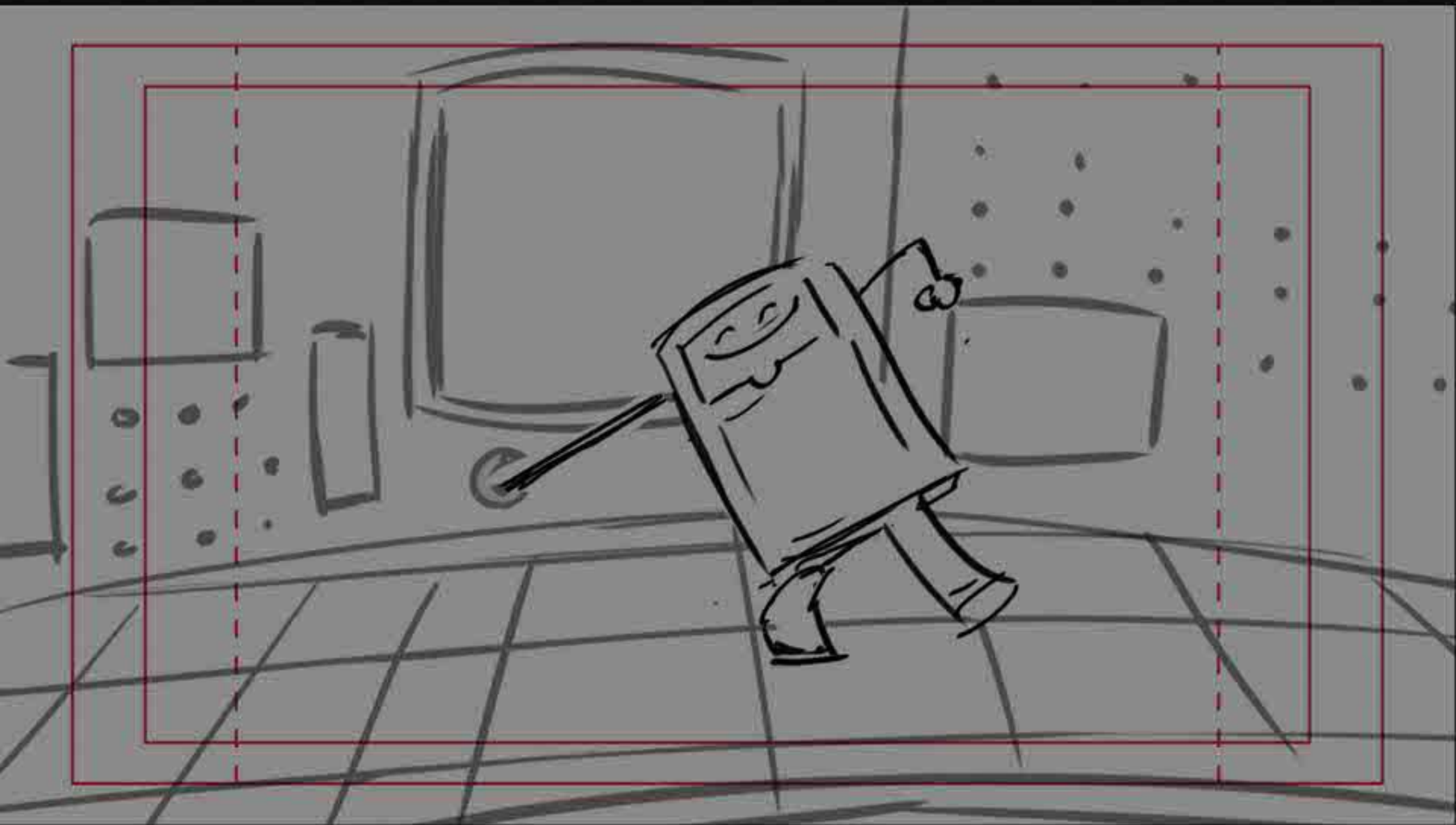
Sequence	Scene	Panel	Frames
			
Dialogue/Action			

Sequence

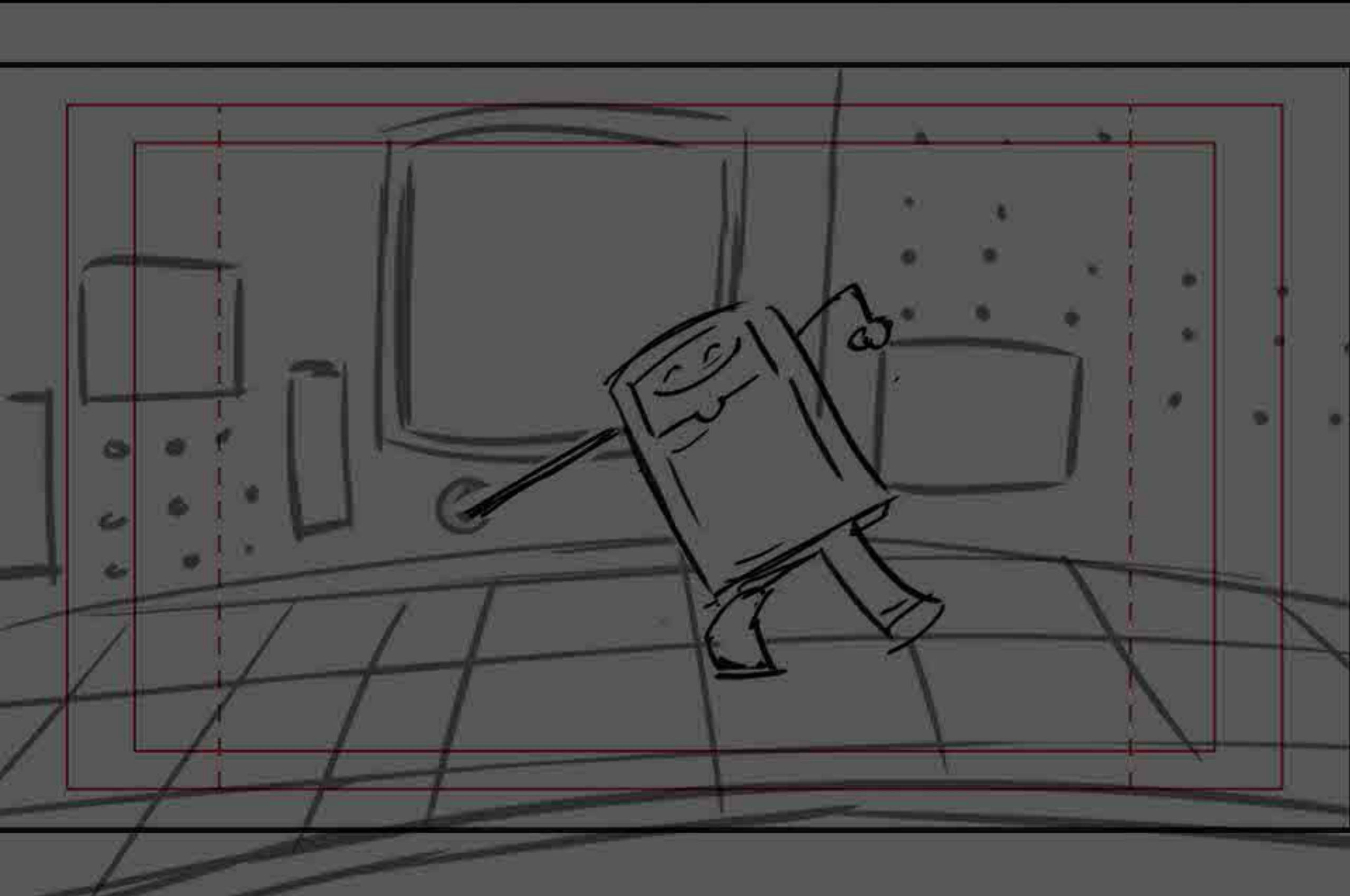
Scene

Panel

Frames



Dialogue/Action

Sequence	Scene	Panel	Frames
			
Dialogue/Action			

