

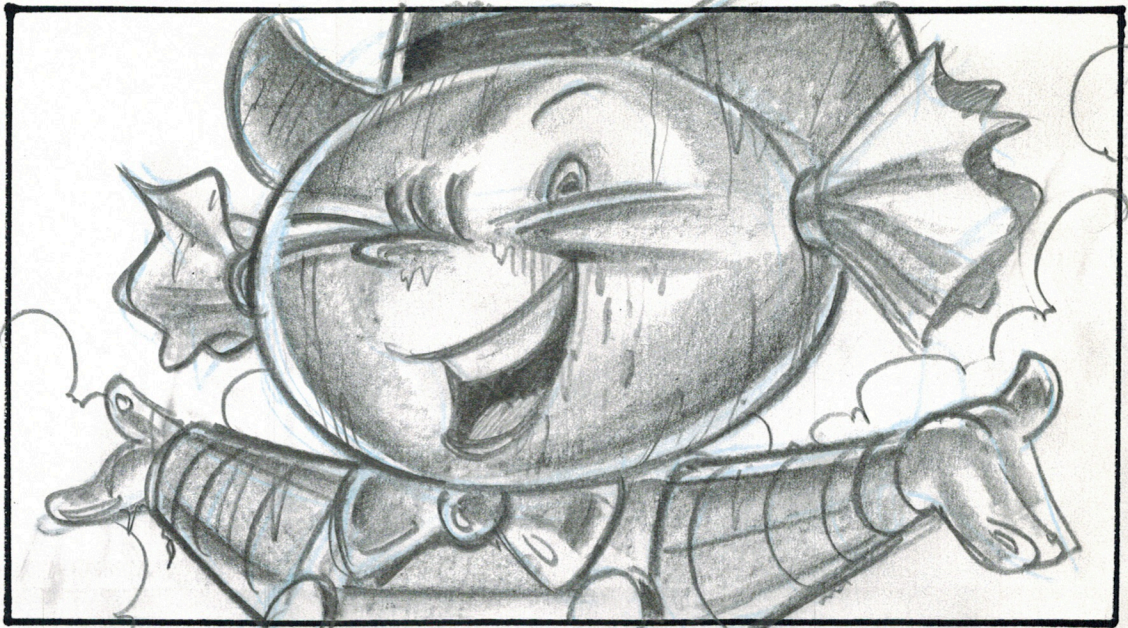
SPLICE

**J. FLAGG
STORYBOARDS**

"SUNSHINE"

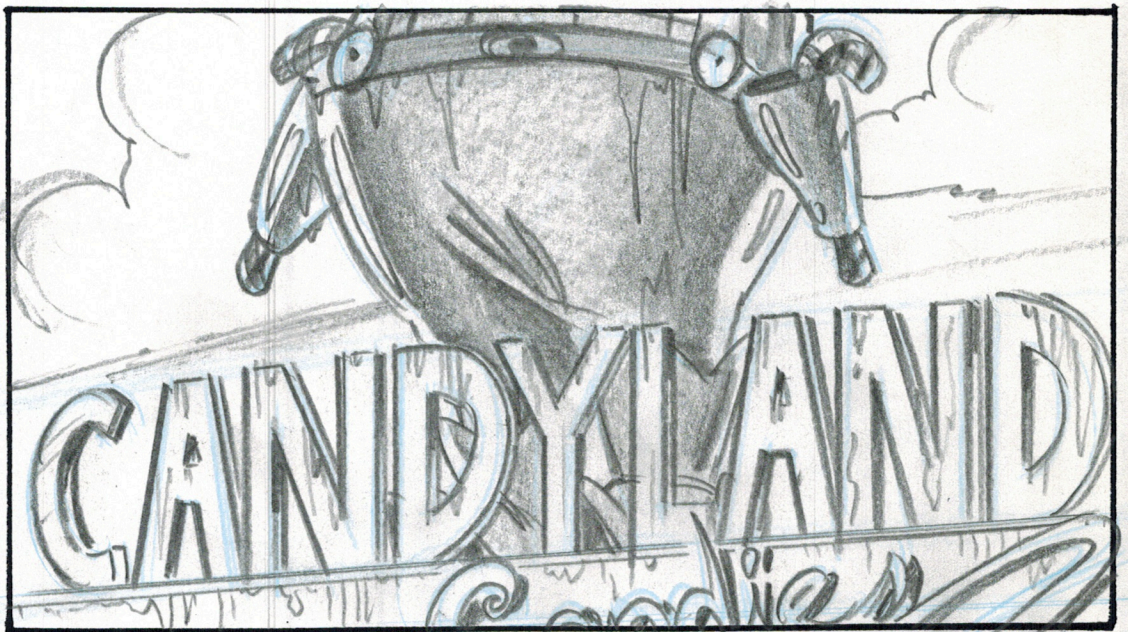
JUNE 20, 2000

1A



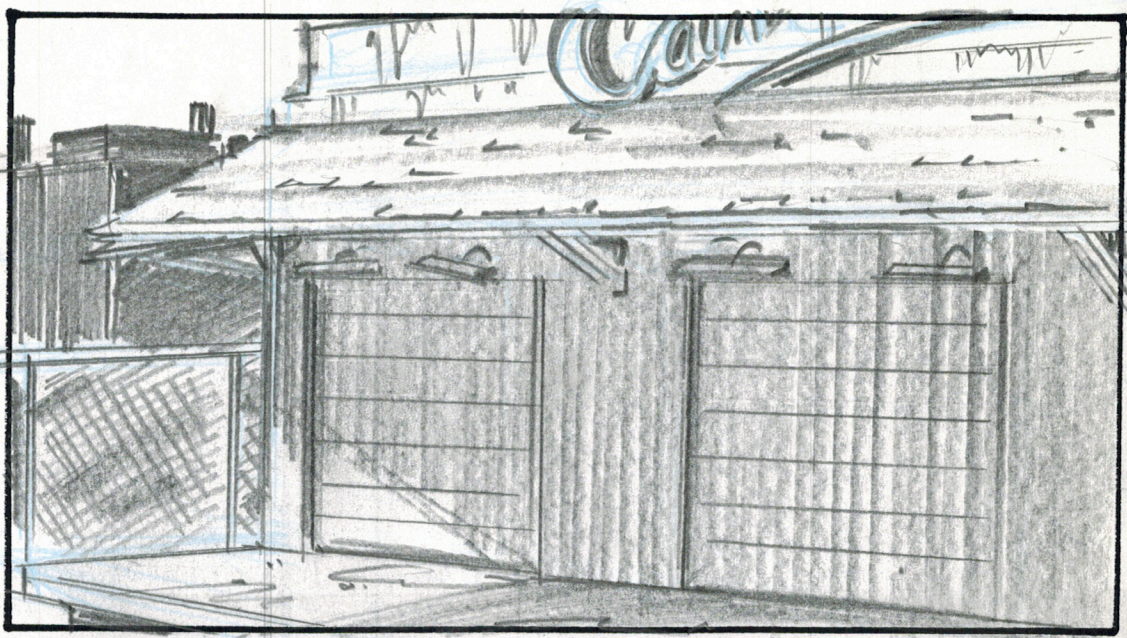
(ANGLE ON ROUNDIN ROOSTER 'MASCOT'
FOR CANDY COMPANY)

1B



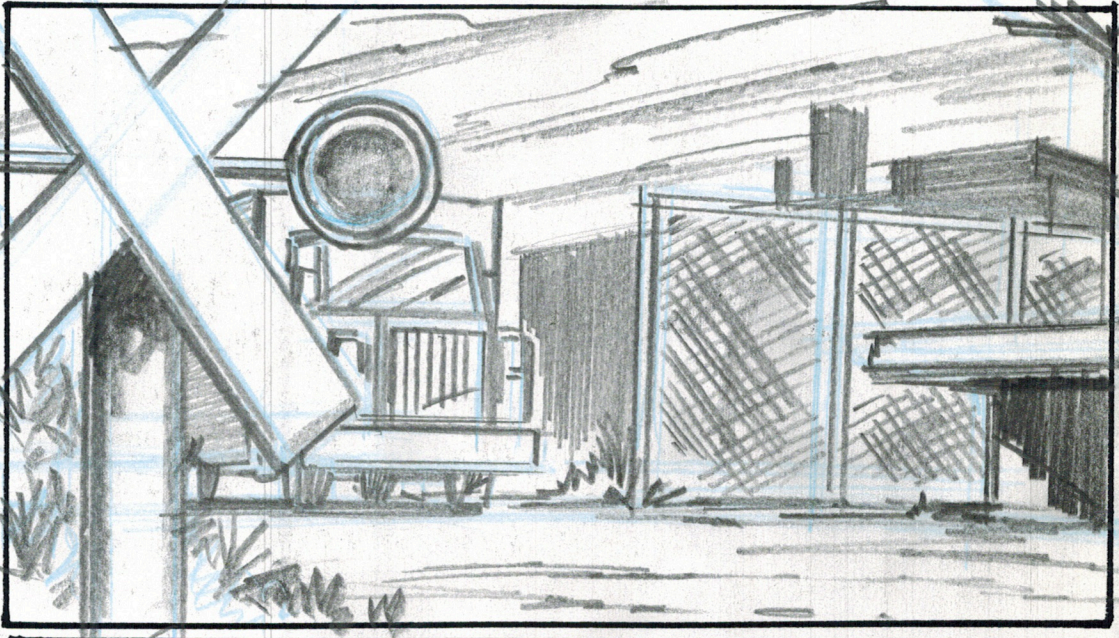
PULL BACK & CRANE DOWN TO SEE
DILAPIDATED SIGN...

1c



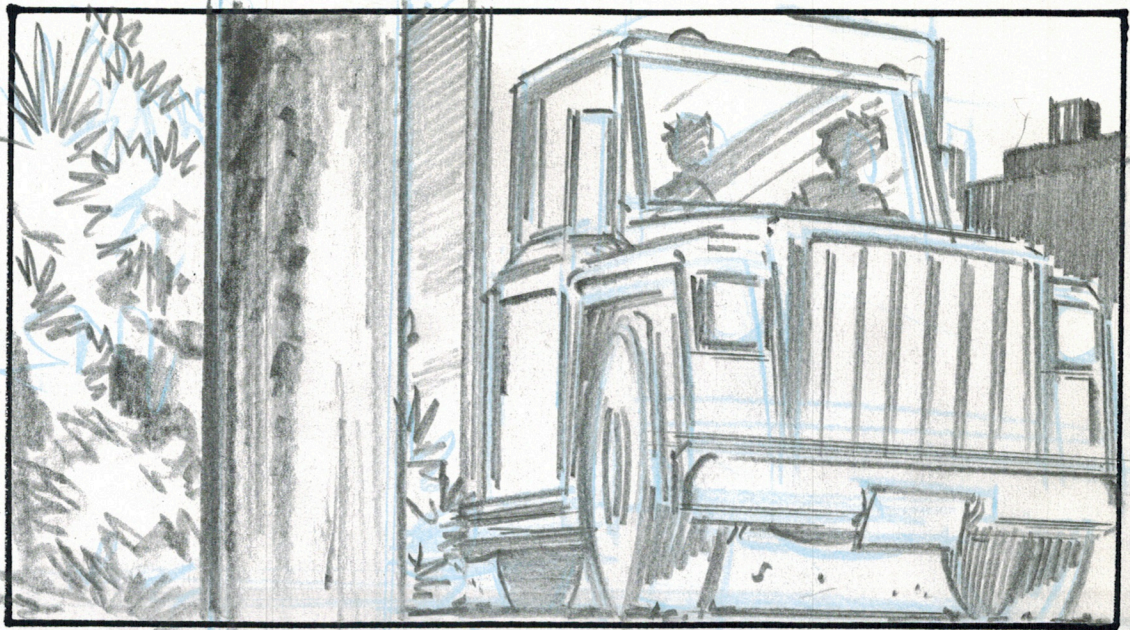
(CONT. CRANE DOWN) - REVEAL
FACTORY
LOADING BAYS..

1d



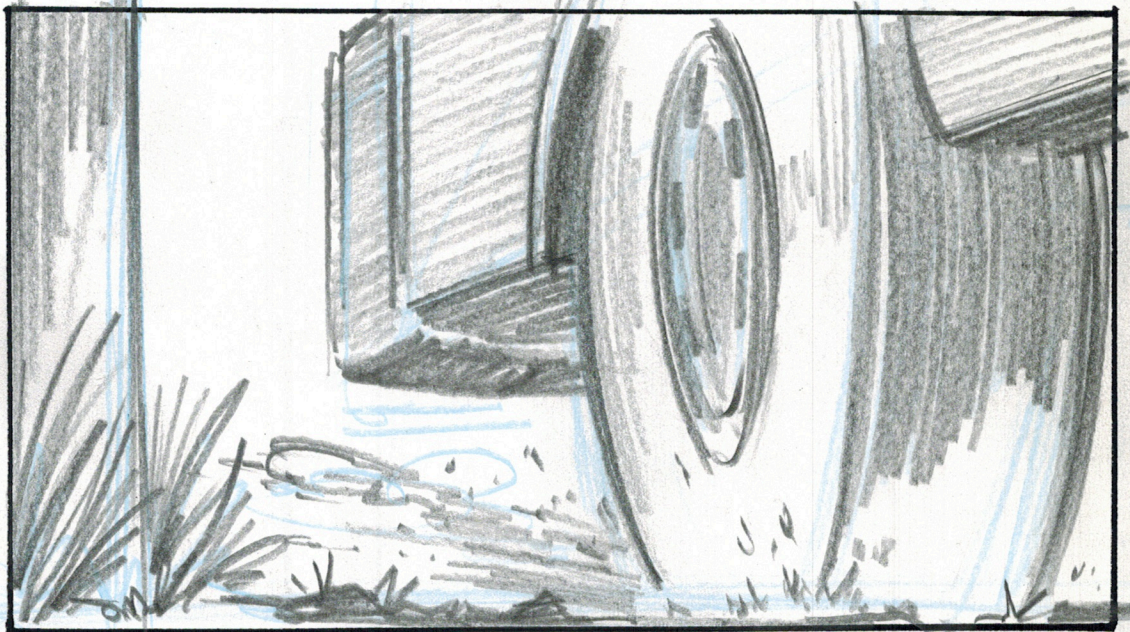
(ADJUST CAM.) TO PAN OFF TO ROAD
- TRUCK APPROACHES.

1 E



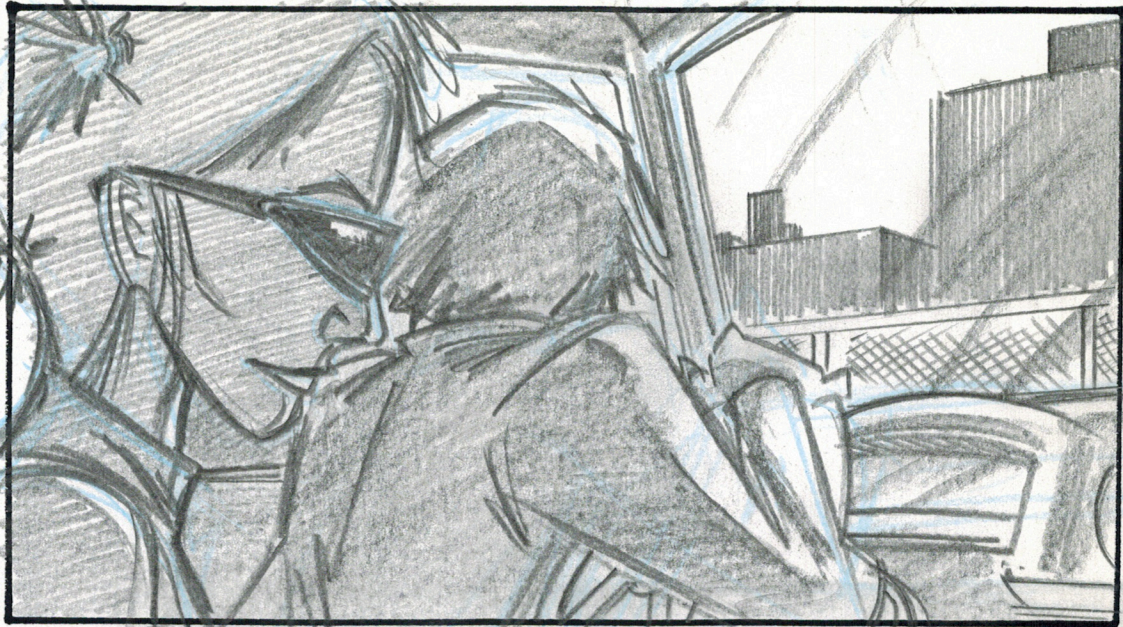
(CRANE DOWN --)
AS TRUCK DRIVES PAST.

1 F



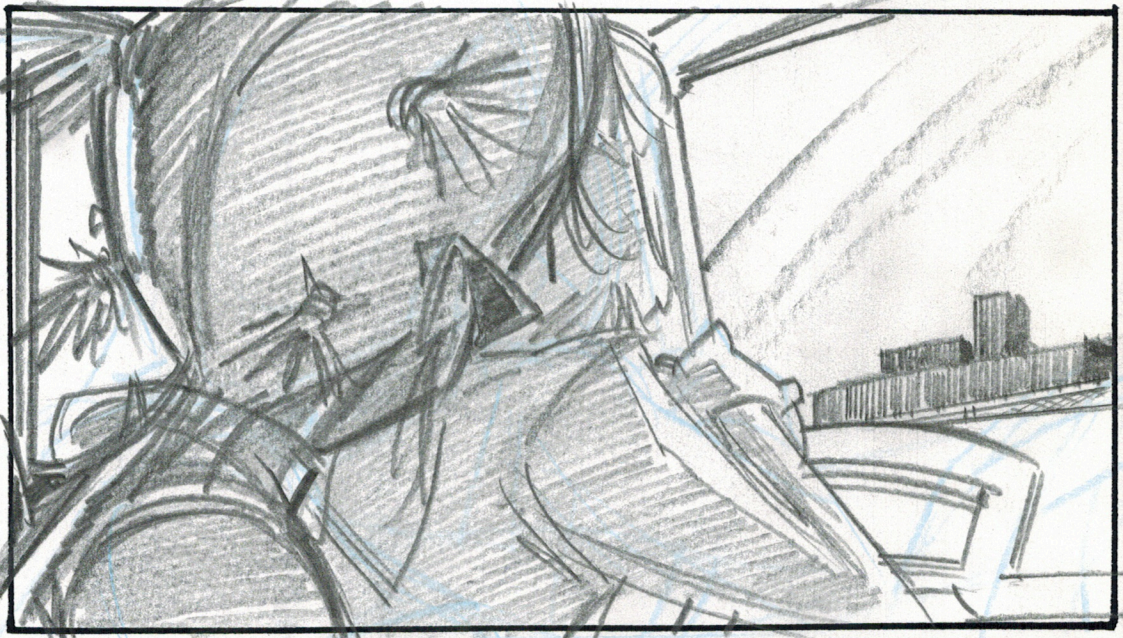
(END CRANE DOWN)

2A



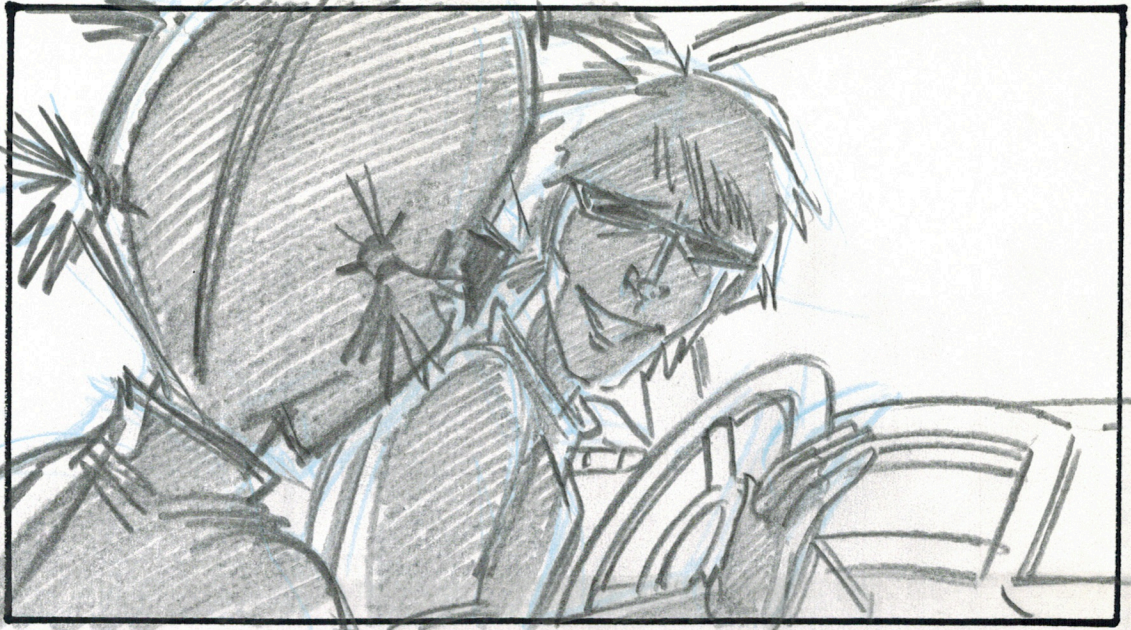
(INT. TRUCK CAB)
CLIVE BACKS TRUCK UP..

2B



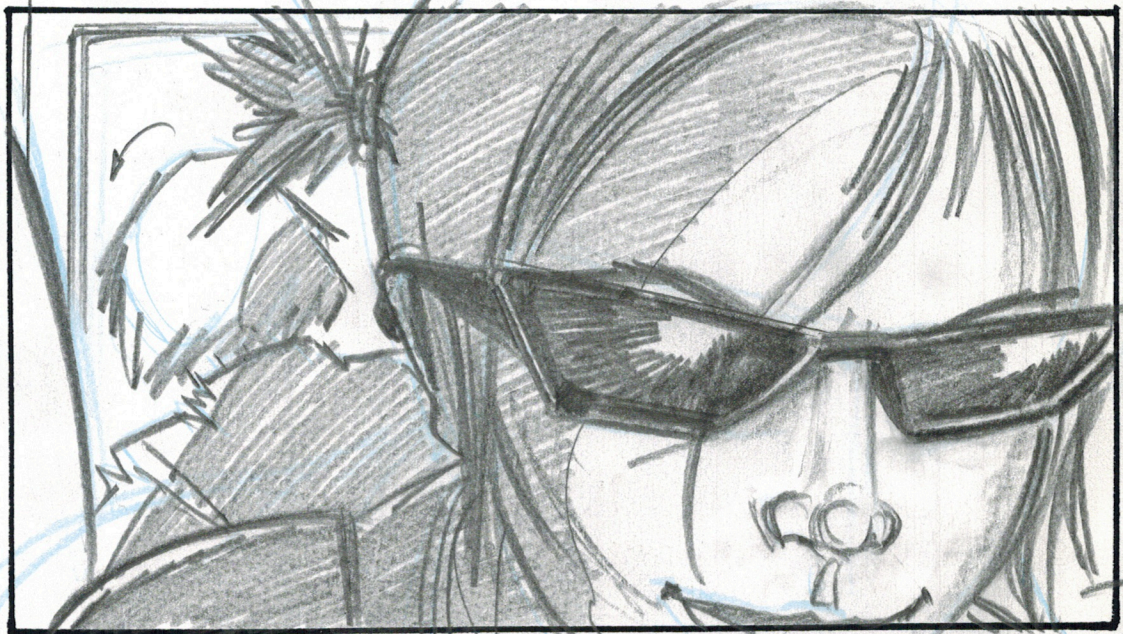
(HE HITS THE LOADING
PLATFORM.)

2C



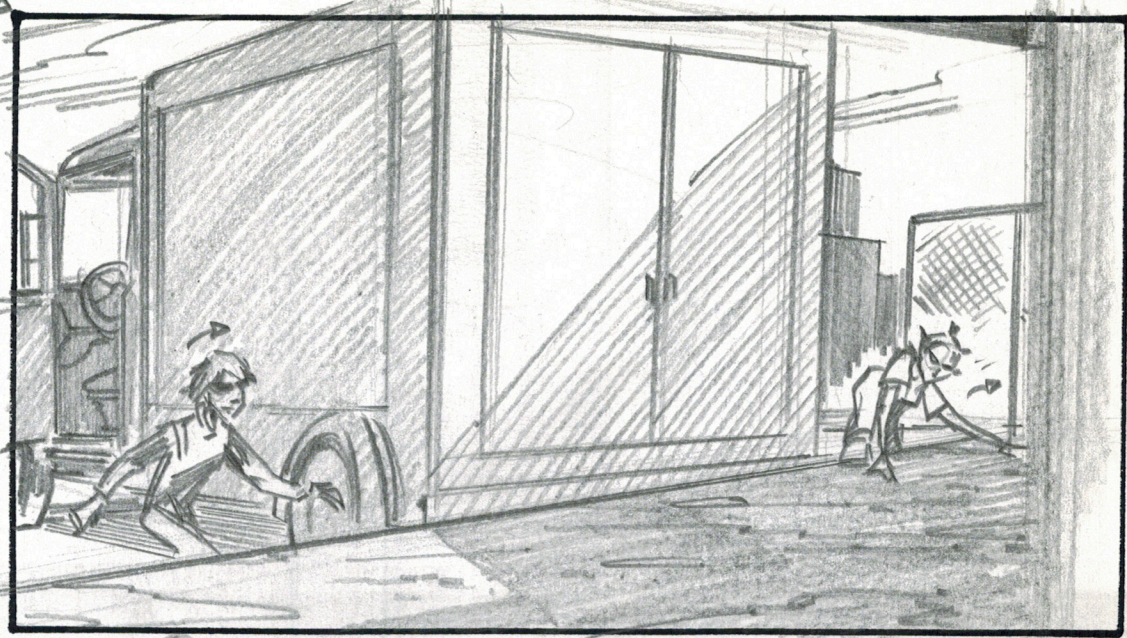
CLUB: -- "SORRY!.."

2D



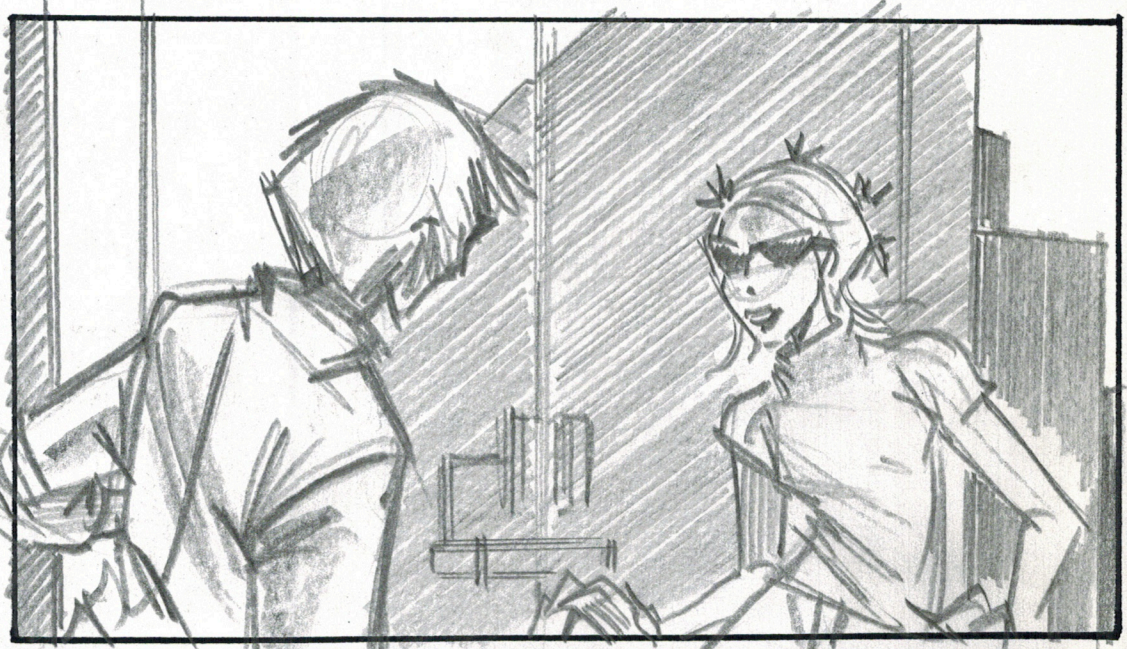
(THEY EXIT)

3A



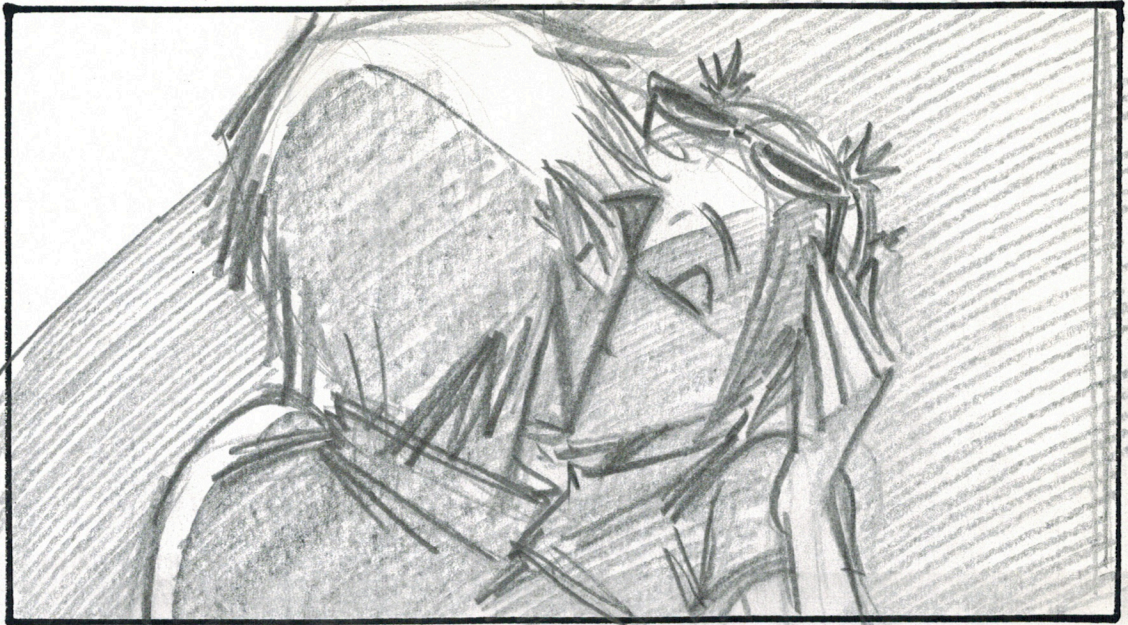
(PUSH IN AS CLIVE & ELSA RUN ONTO THE LOADING PLATFORM)

3B



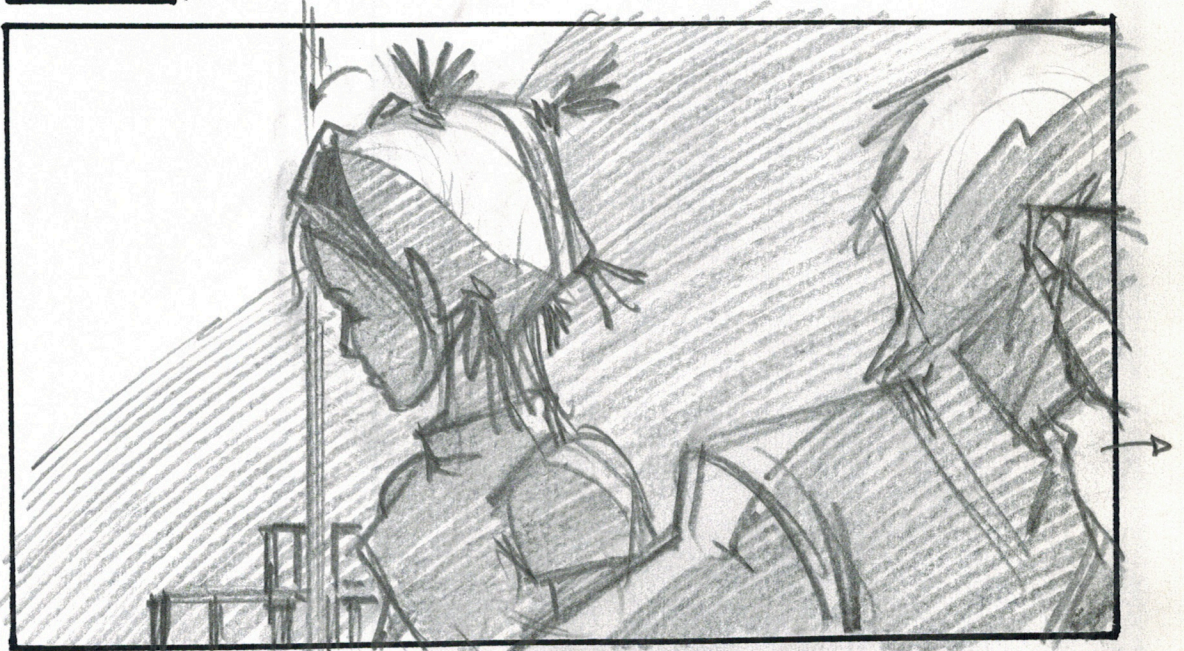
(THEY SHARE A MOMENT)

3C



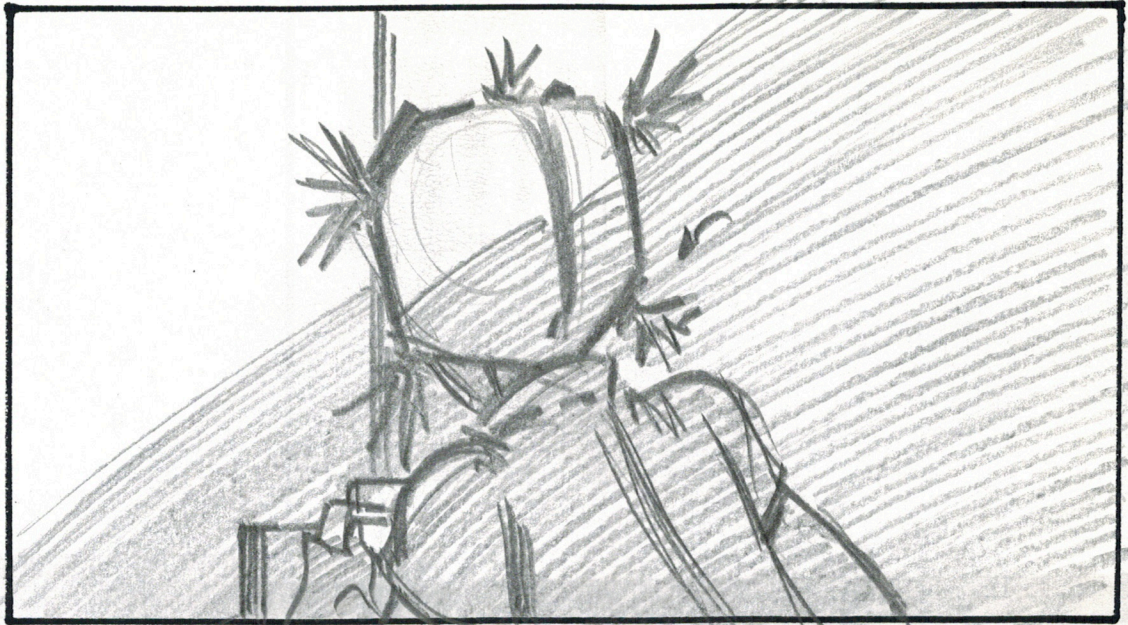
(KISS --)

3D



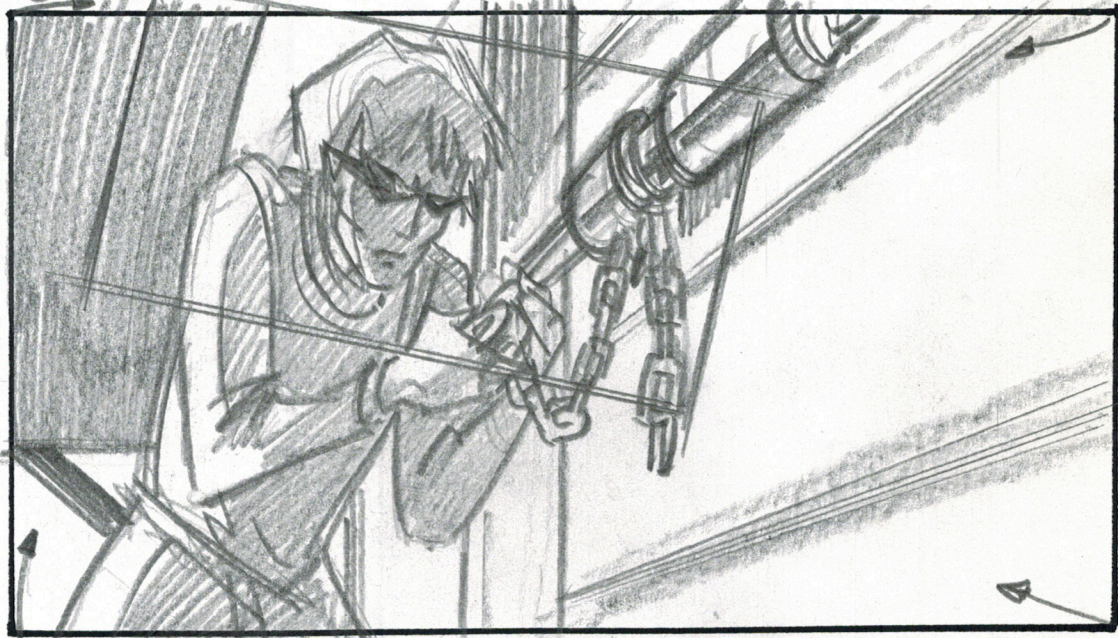
(GO IN OPPOSITE DIRECTIONS)

3E



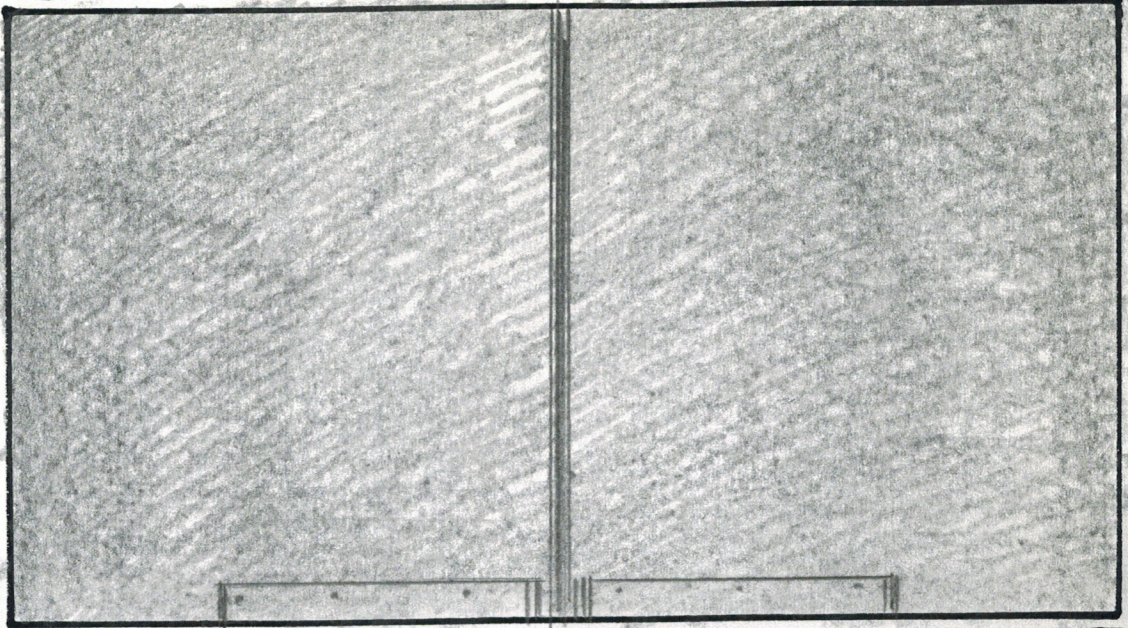
(ELSA STOPS UP TO TRUCK DOOR LATCH.)

4



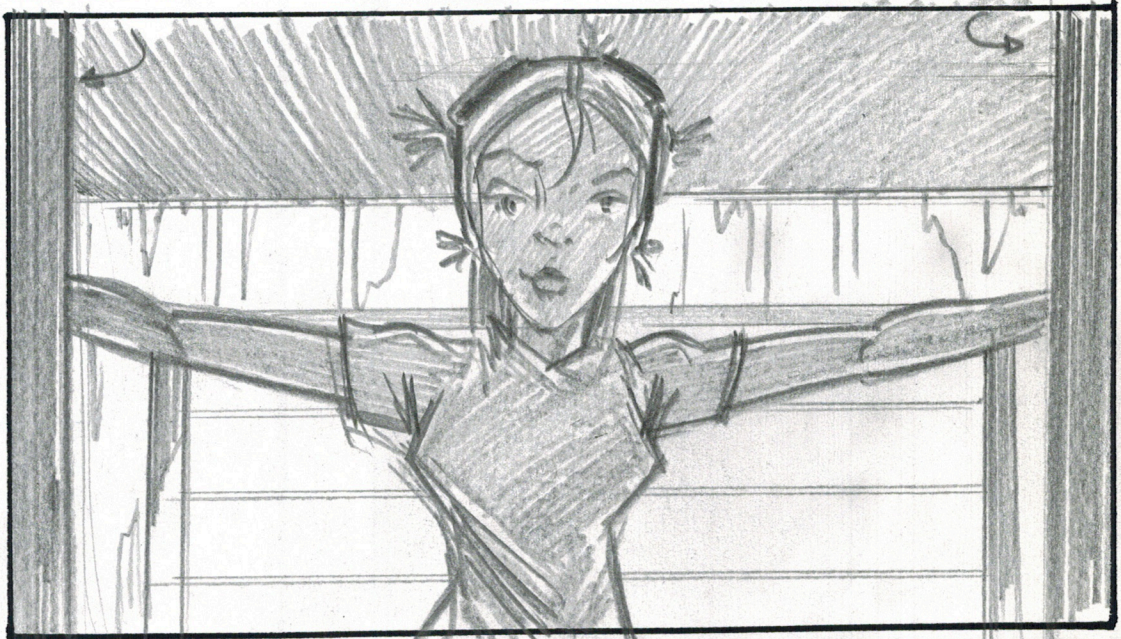
(PUSH IN TO CLUE STRUGGLING WITH A LOCK.)

5A



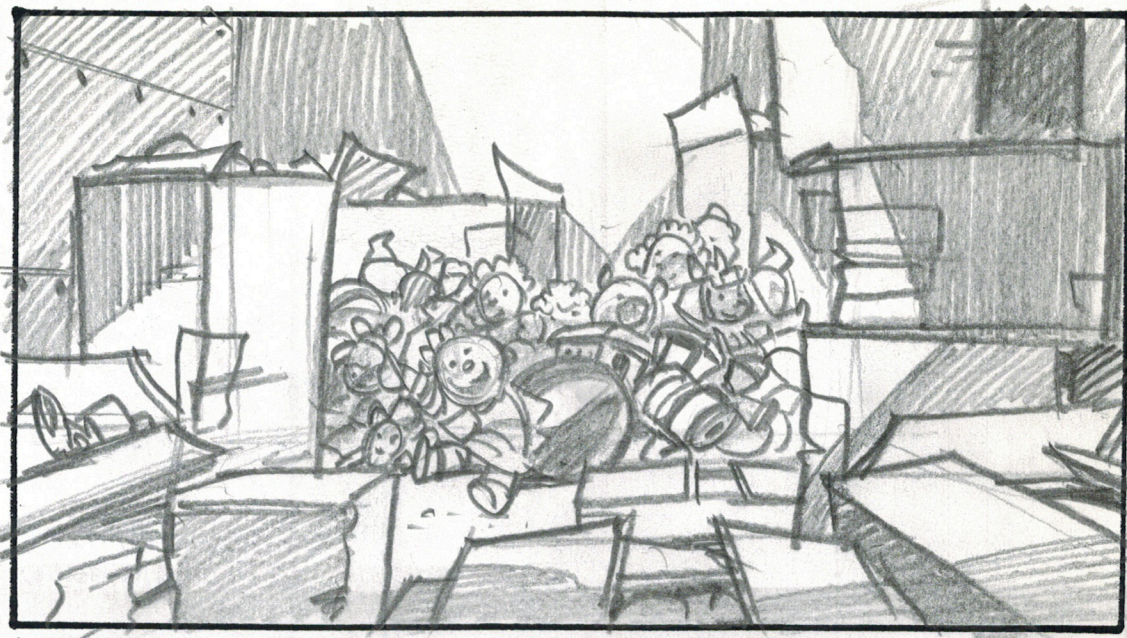
(INT. OF TRUCK CARGO AREA)

5B



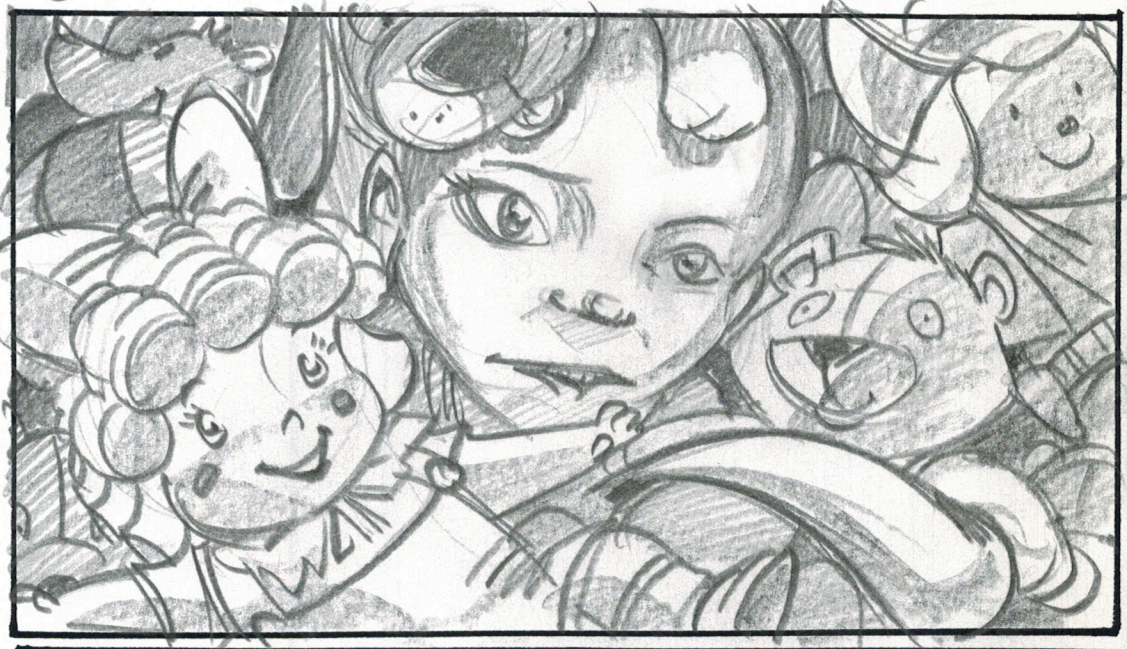
(ELSA OPENS THE TRUCK DOORS)

6



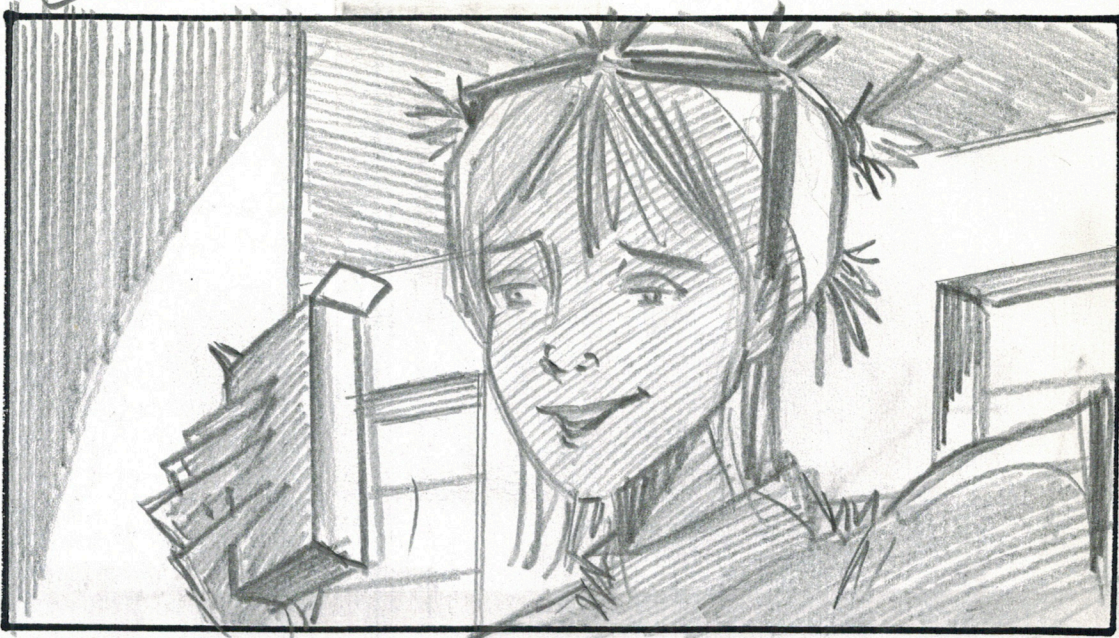
(ELSA'S P.O.V.) DREN'S STUFF

7



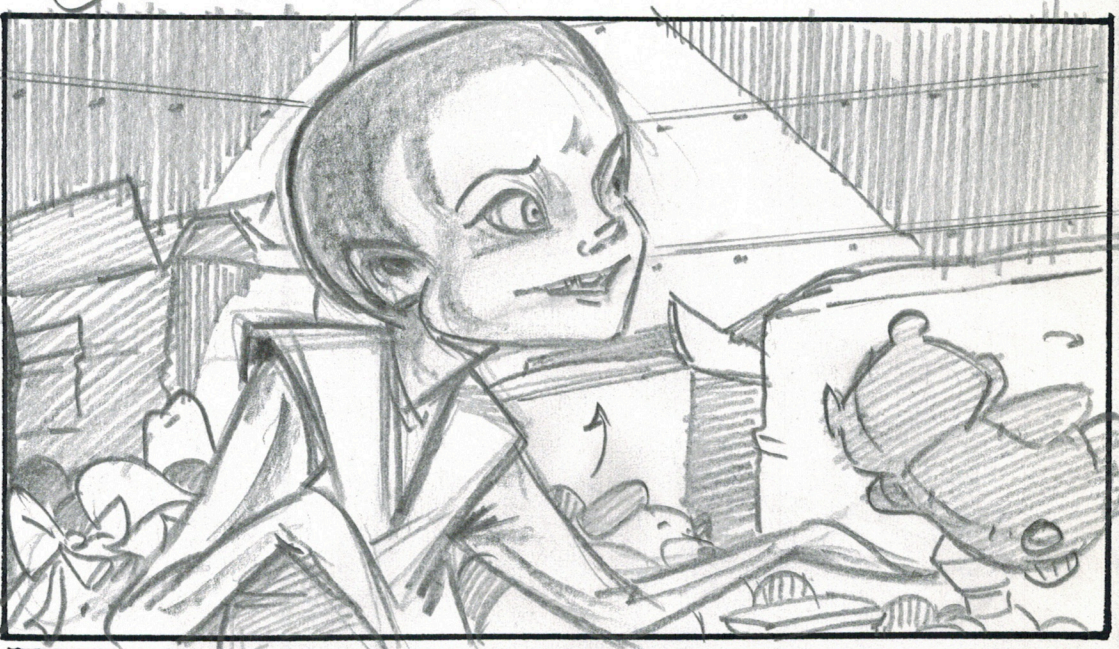
(DREN EMERGES FROM THE PILE OF TOYS)

8



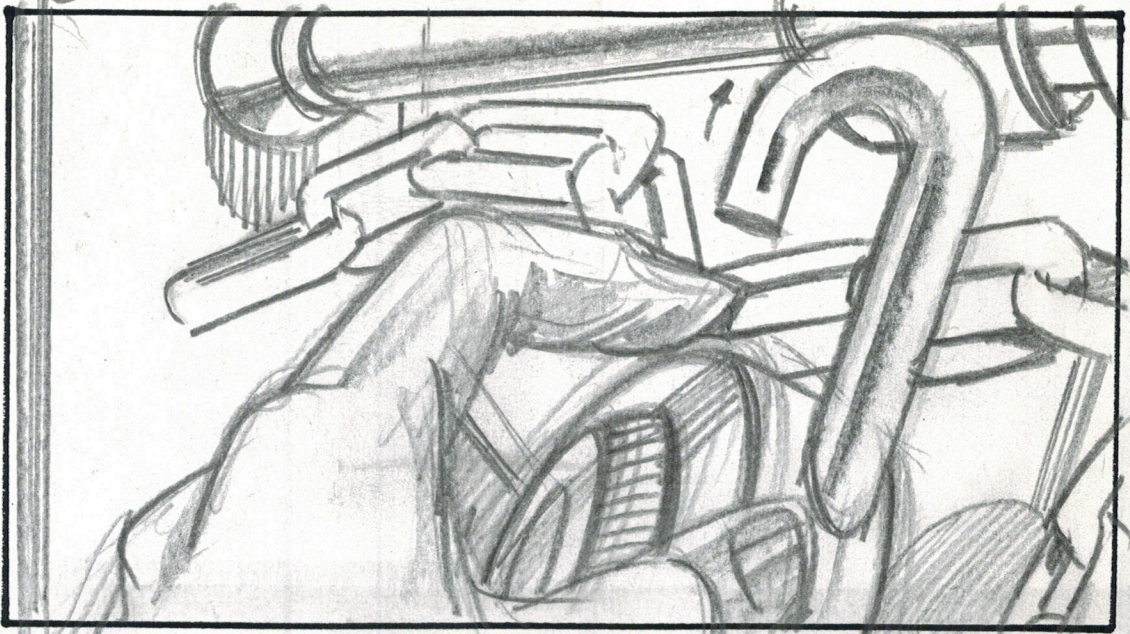
ELSA: ITS OKAY, DREW -- LETS GO.
(ELSA WANTS A BOX OF 'NERDS')

9



(DREW SETS UP)

10



(CLIVE UNLOCKS LOCK)

11A



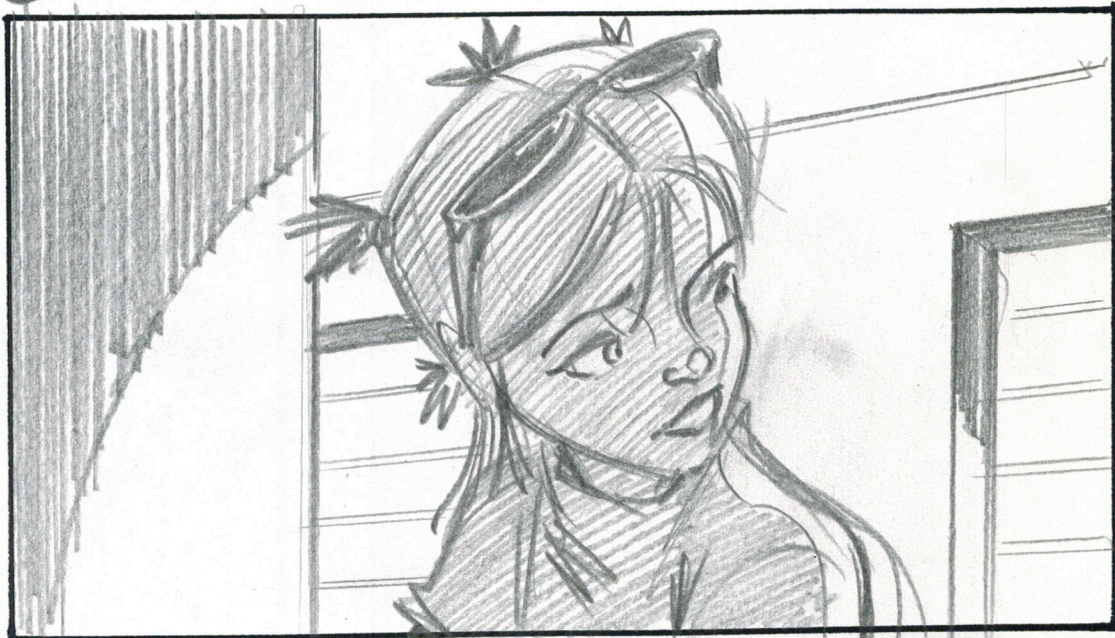
(THEN CLIVE STRUGGLES WITH DEAD-BOLT.)

11 B



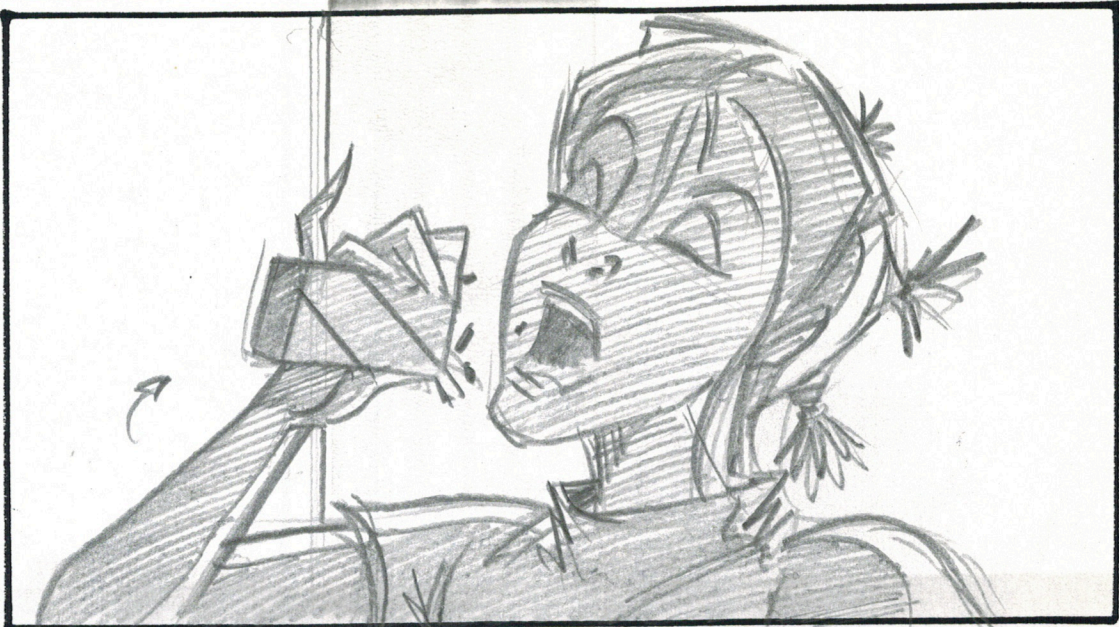
CLIVE: HURRY!

12 A



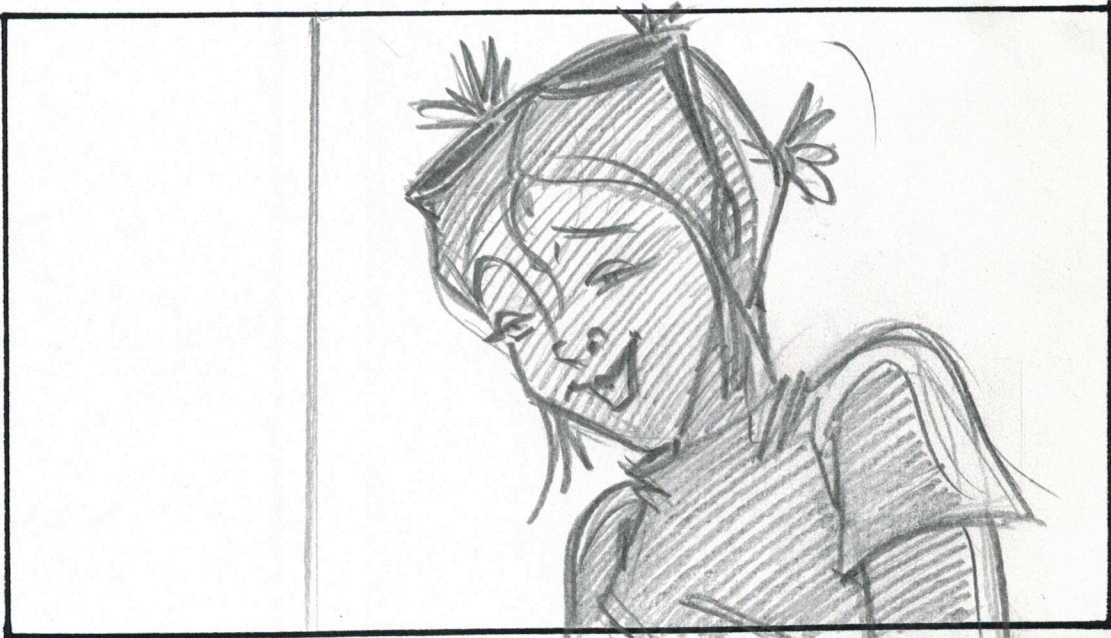
(ELSA LOOKING IN CLIVE'S DIRECTION)

12B



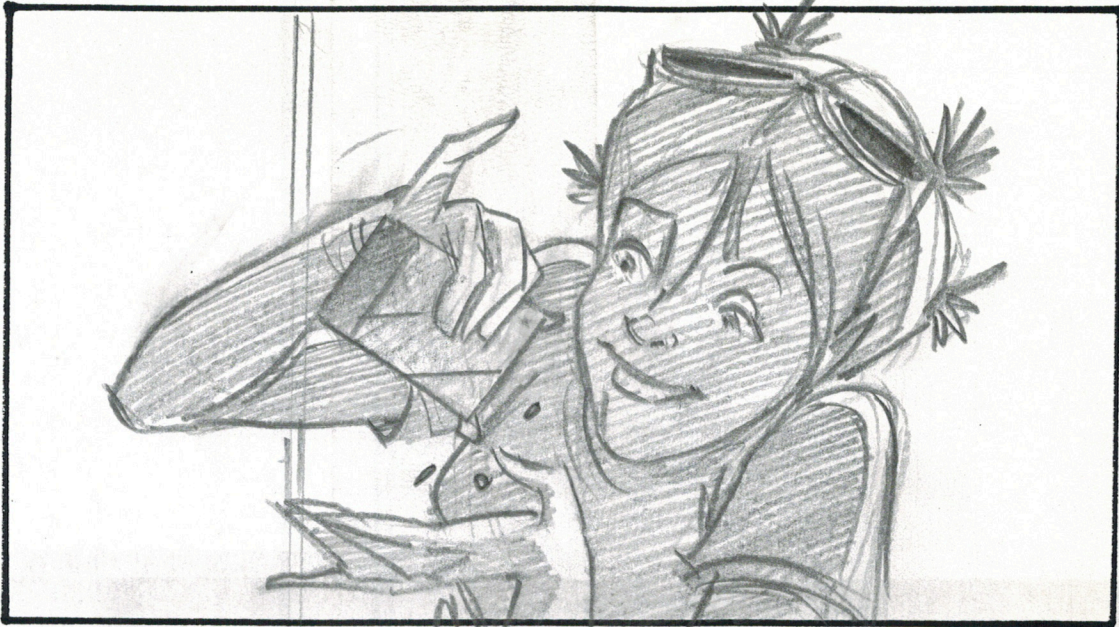
(POPS SOME NERDS)

12C



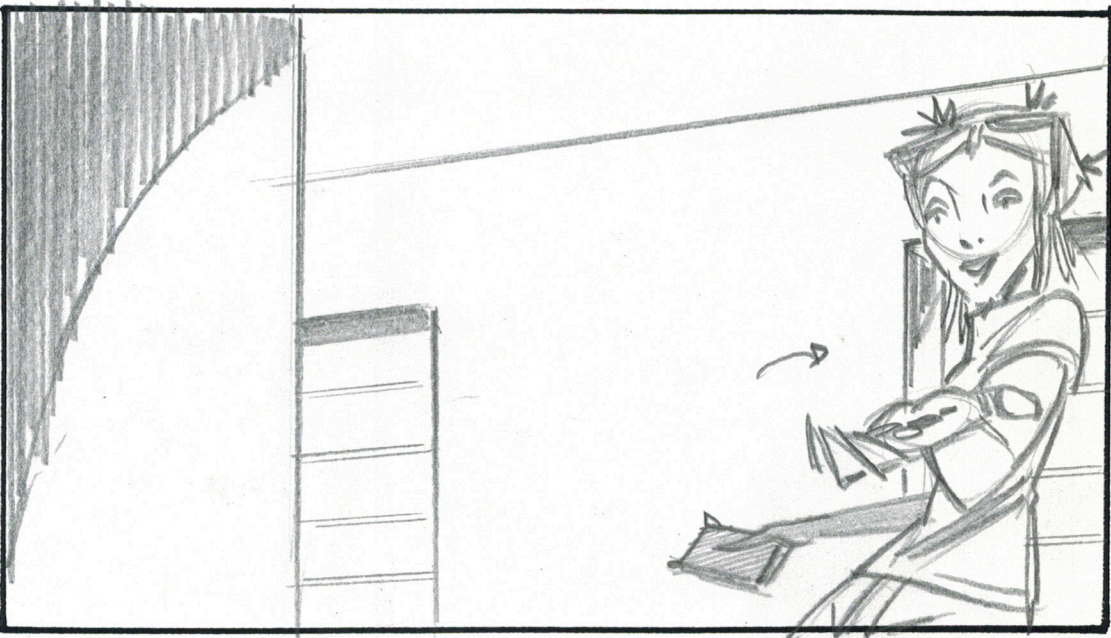
ELSA: YUMMM--!

12D



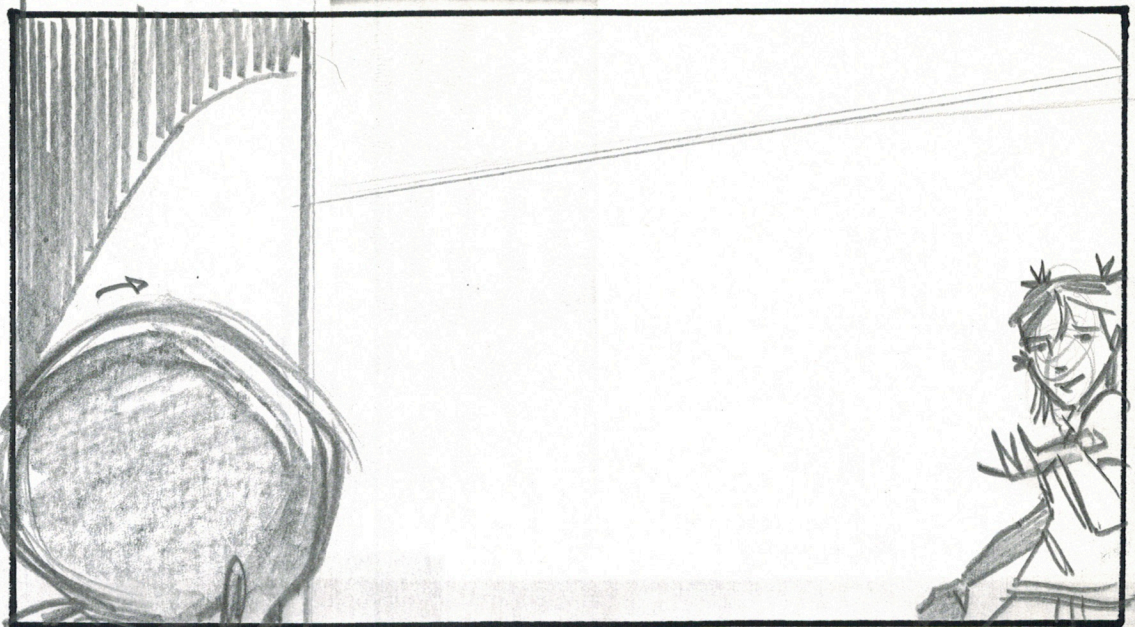
(SHE SHAKES OUT SOME NERDS)

12E



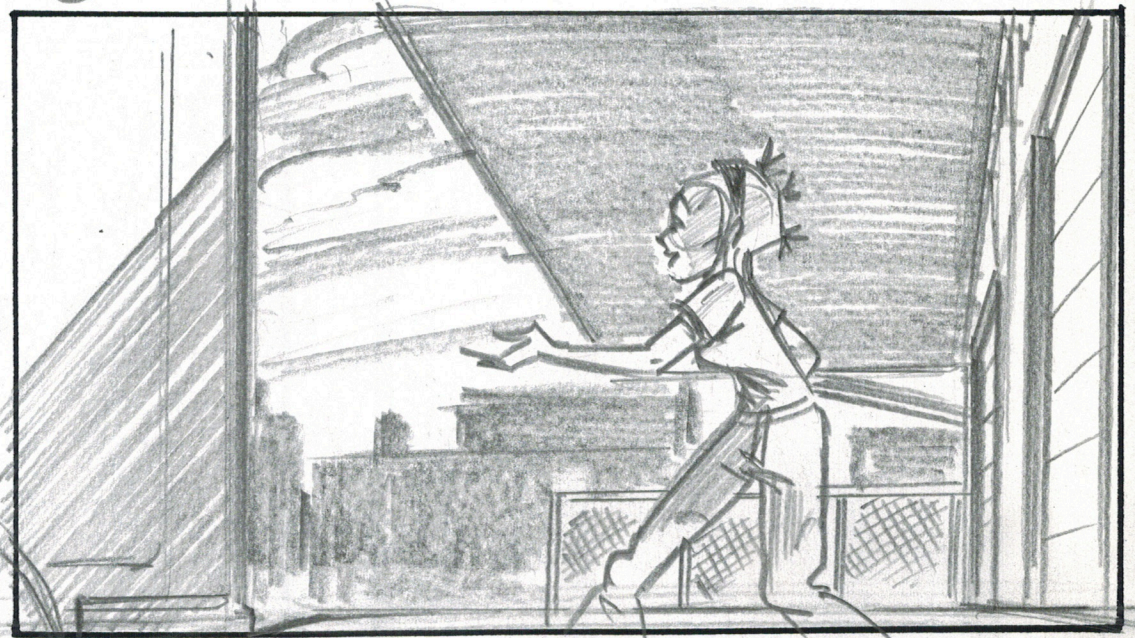
ELSA: COME ON...
(SHE STEPS OUT OF THE TRUCK)

12 F



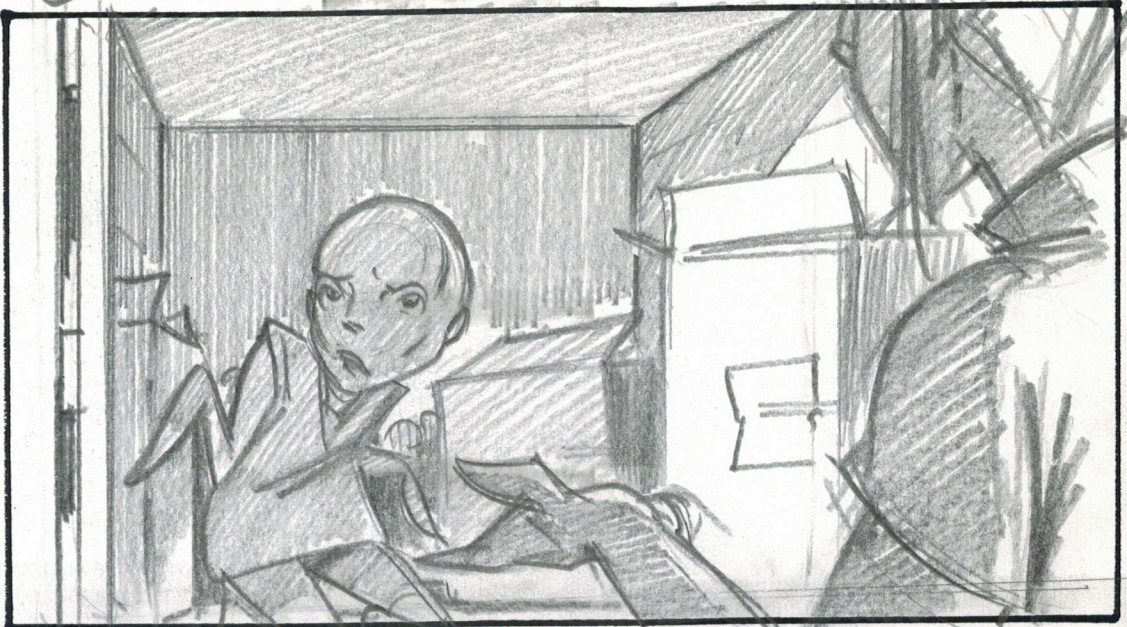
(DRAW STEPS INTO F.G.)

13



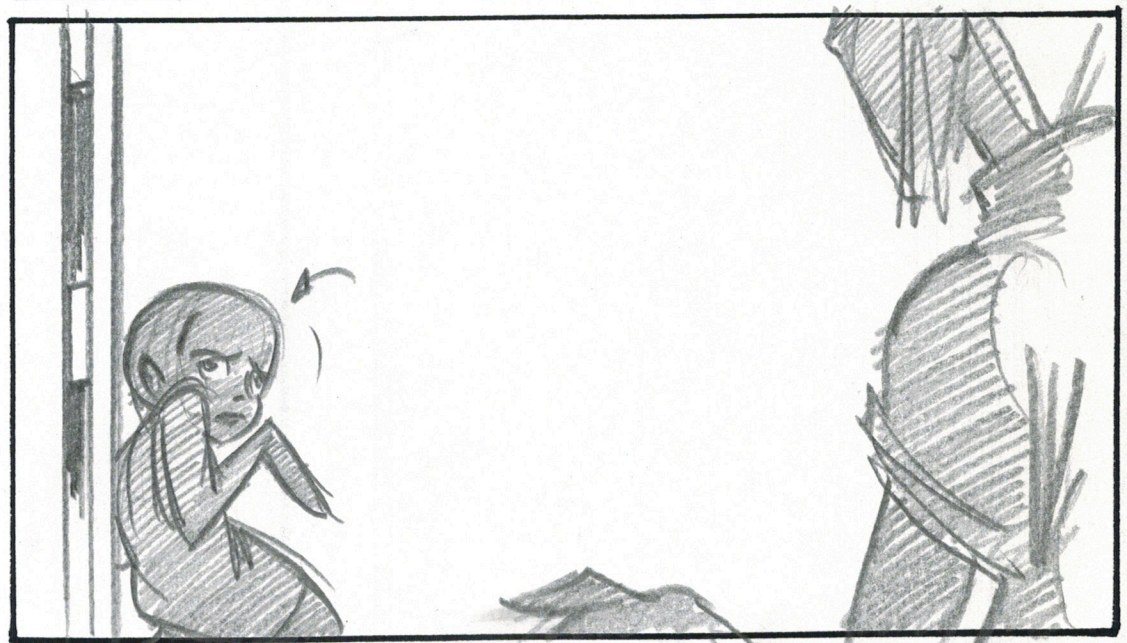
(ELSA STEPS AWAY FROM TRUCK)

14A



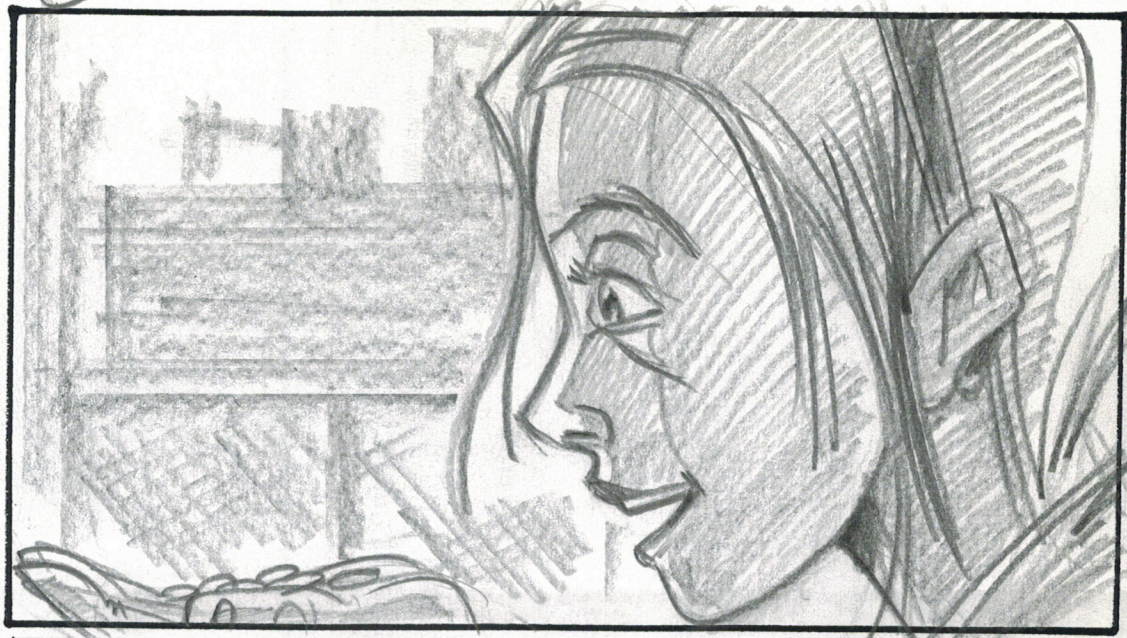
(DREW LOOKS AROUND CAUTIOUSLY)

14B



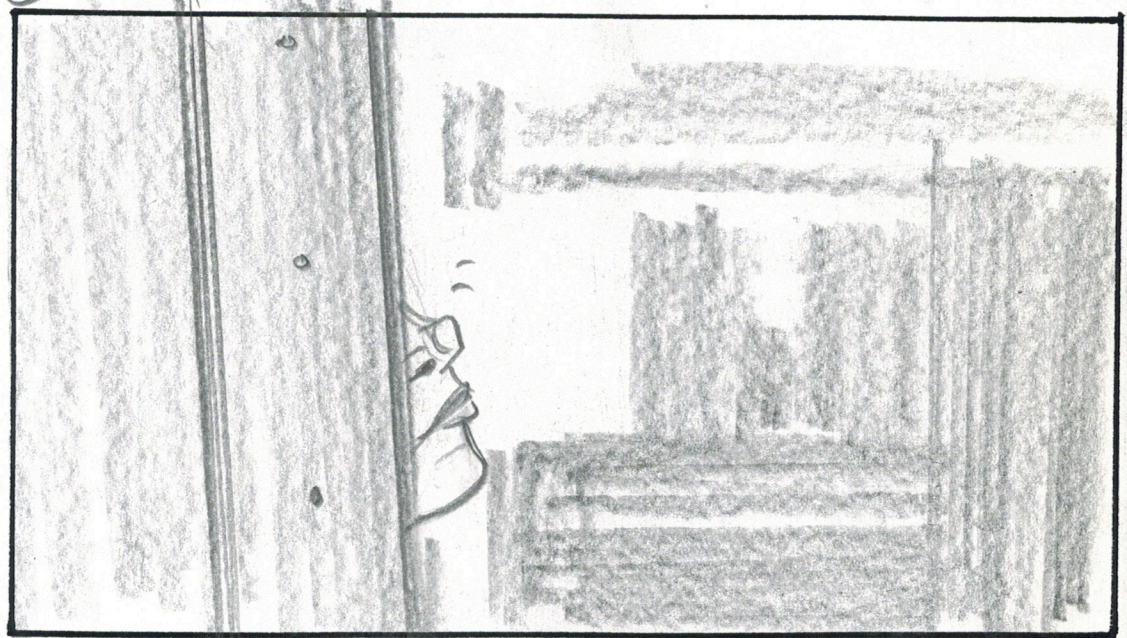
(DREW RETREATS)

15



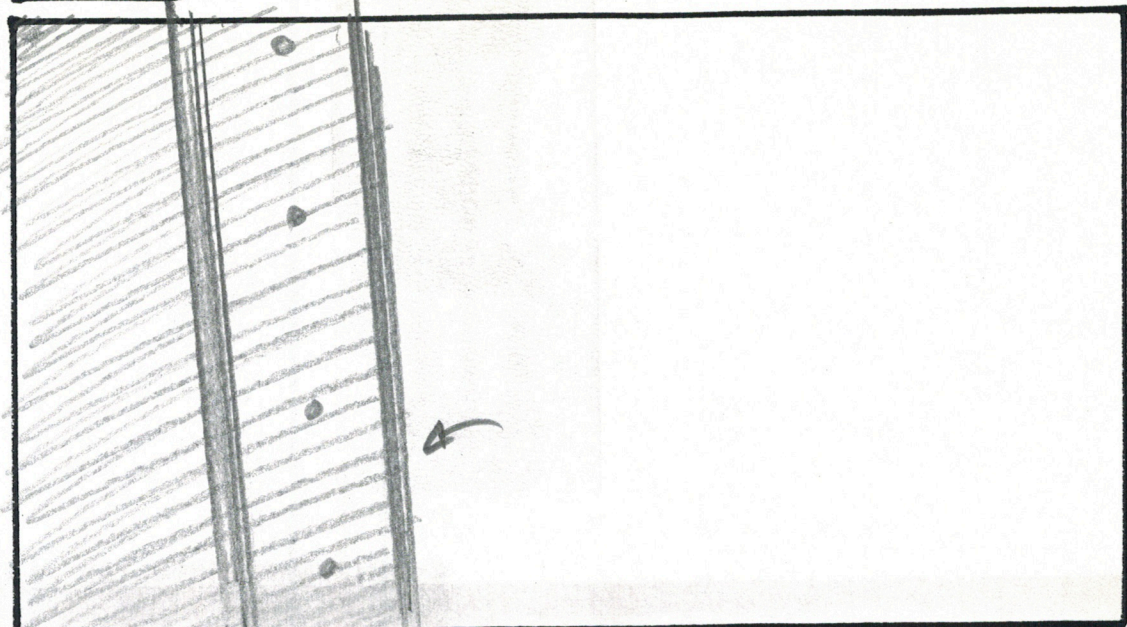
ELSA : JUST A BIT FURTHER..

16A



(ORAN'S NOSE POKES OUT -- SNIFFS)

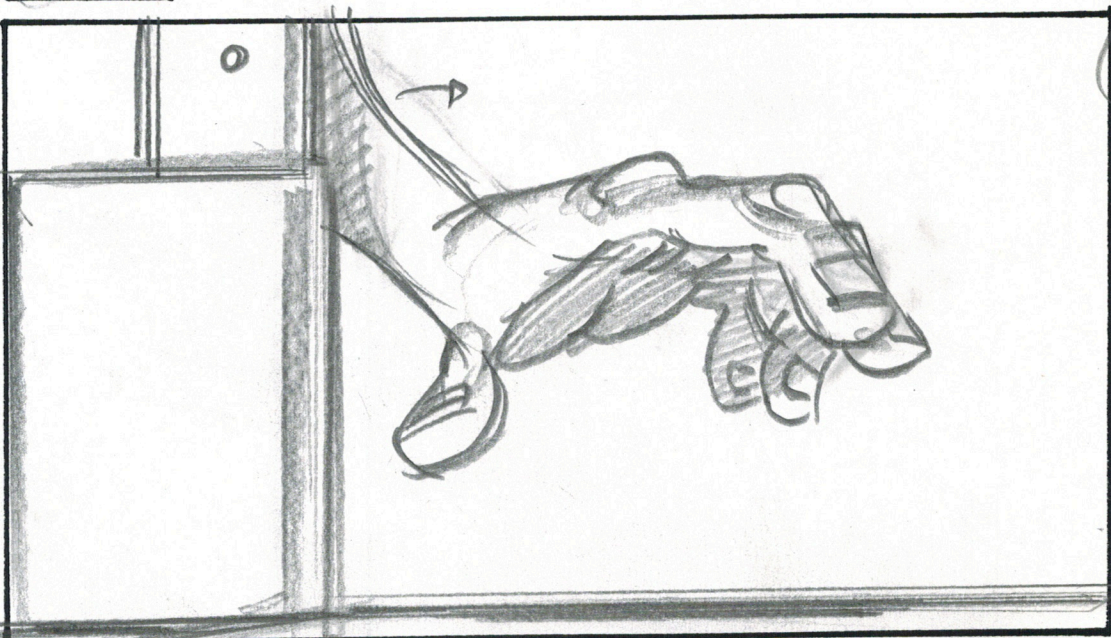
16 B



(SHE DUCKS BACK IN)

16 C

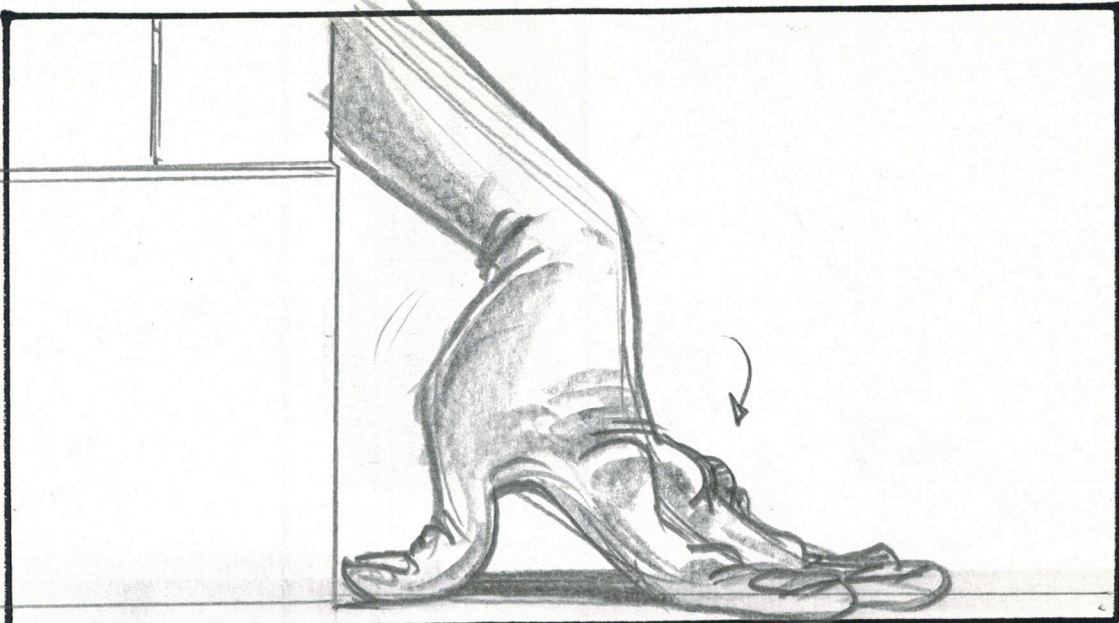
ADJUST
↓



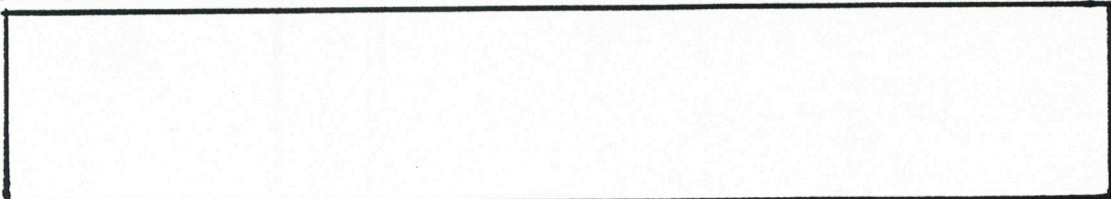
ADJUST
↓

(ADJUST CAM. DOWN TO SEE DREW'S FOOT STEP GINGERLY OUT)

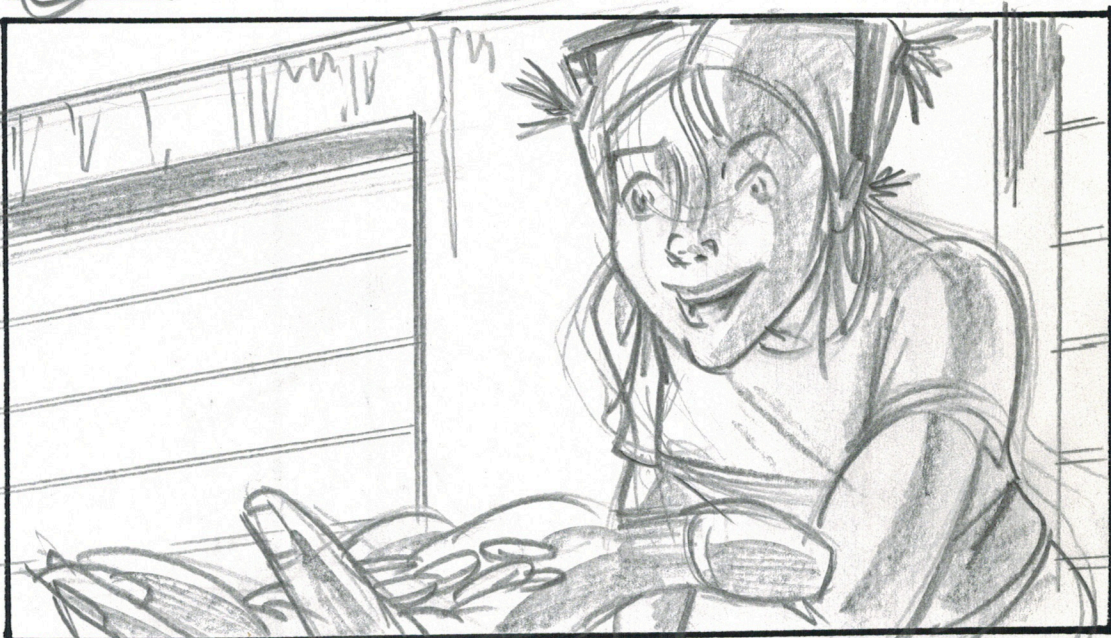
16 D



*
NO SC, 17
d (18)

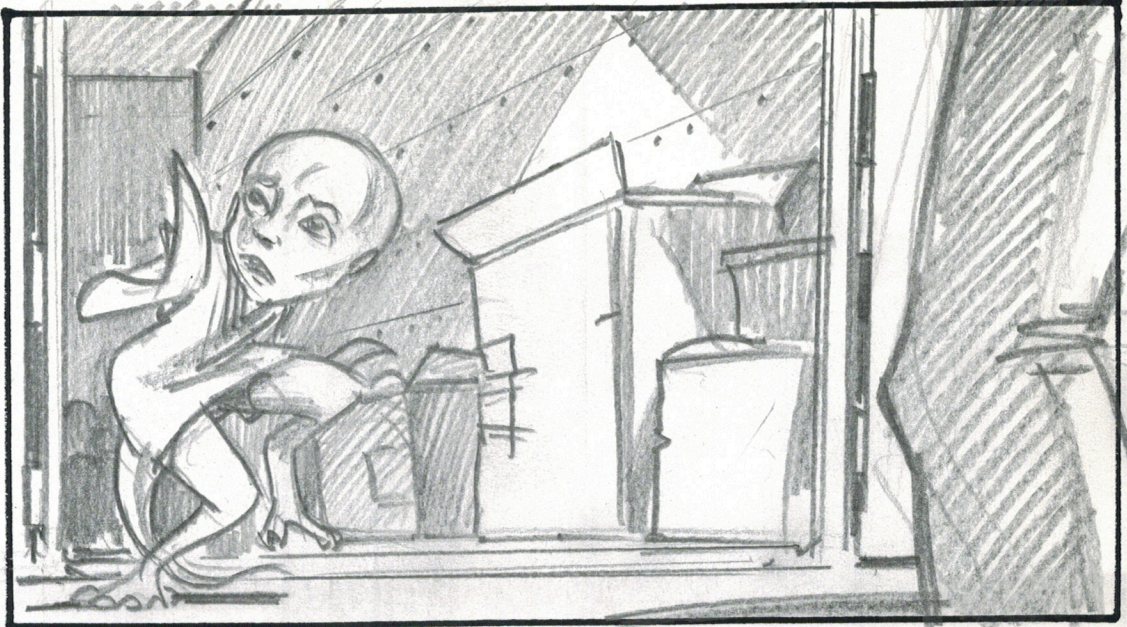


(19)



ELSA: GOOD GIRL!~

20 A



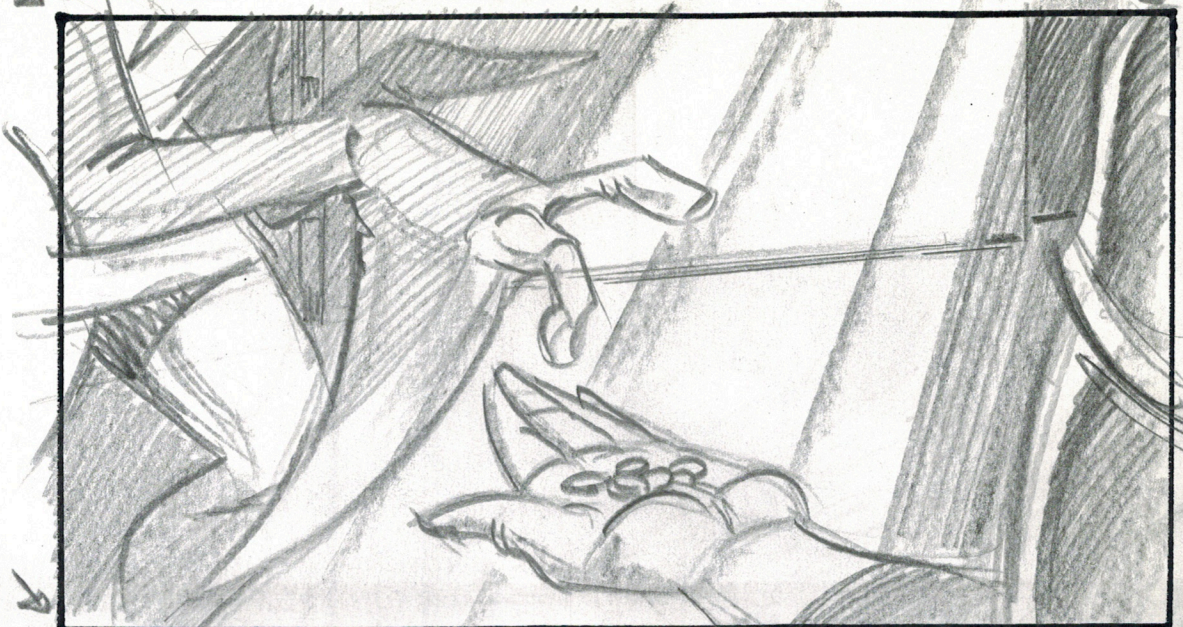
(DREW CAUTIOUSLY EXITS)

20 B



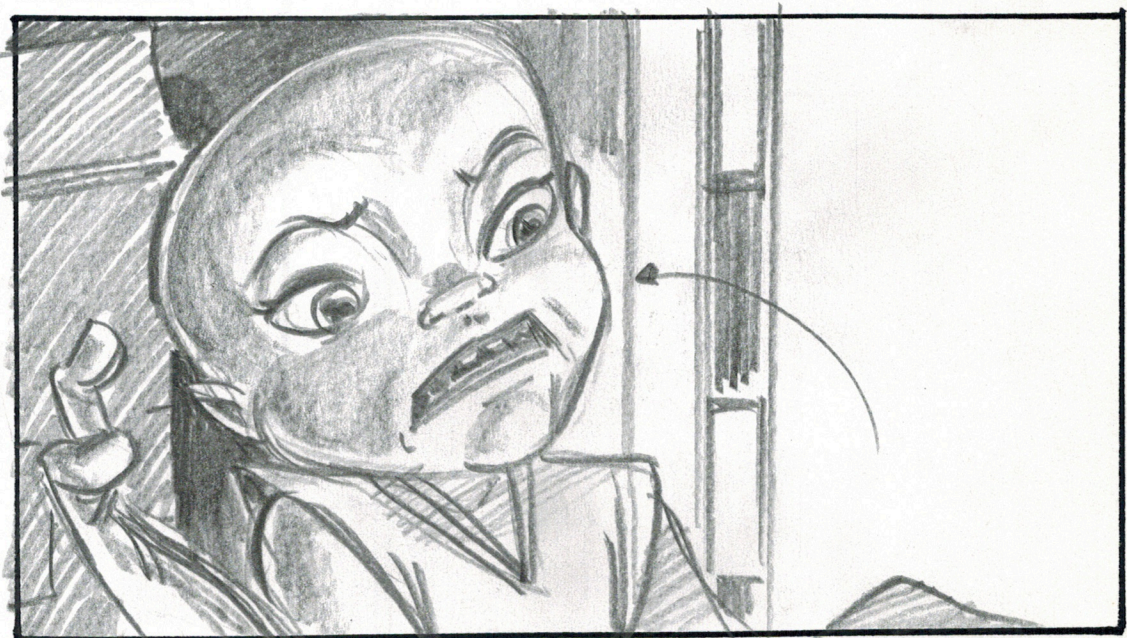
(DREW REACHES OUT FOR THE CANDY)

20 C



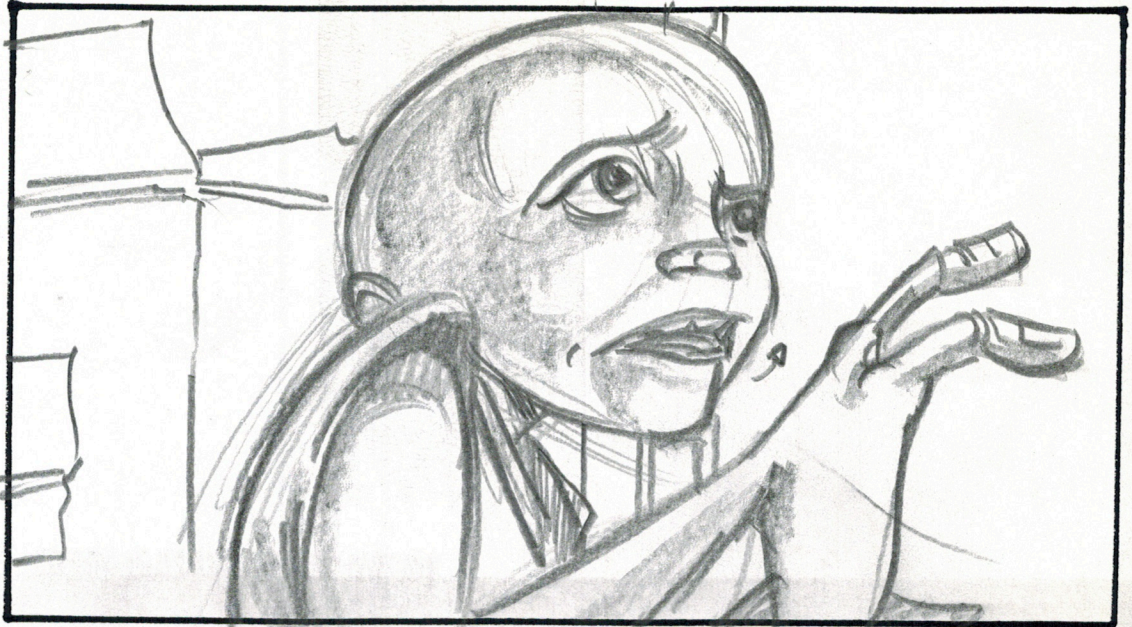
(TILT CAM. DOWN) AS OREN'S
HAND IS HIT BY A SHAFT OF
SUNLIGHT.

20 D



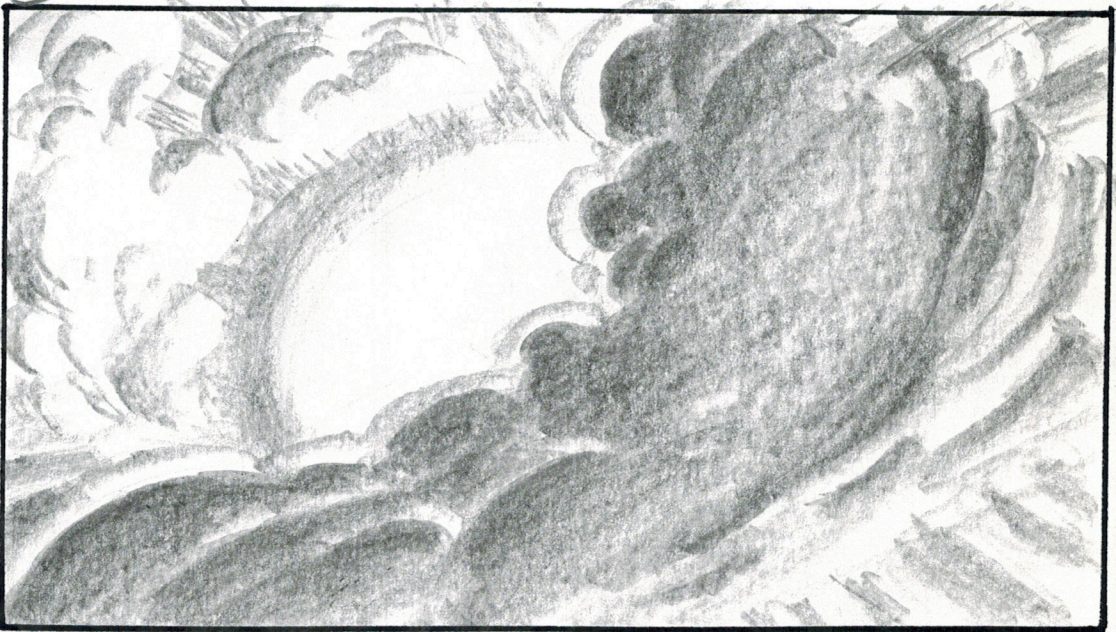
(OREN BEHOLDS FROM THE LIGHT)
TILT CAM. UP..

20 E



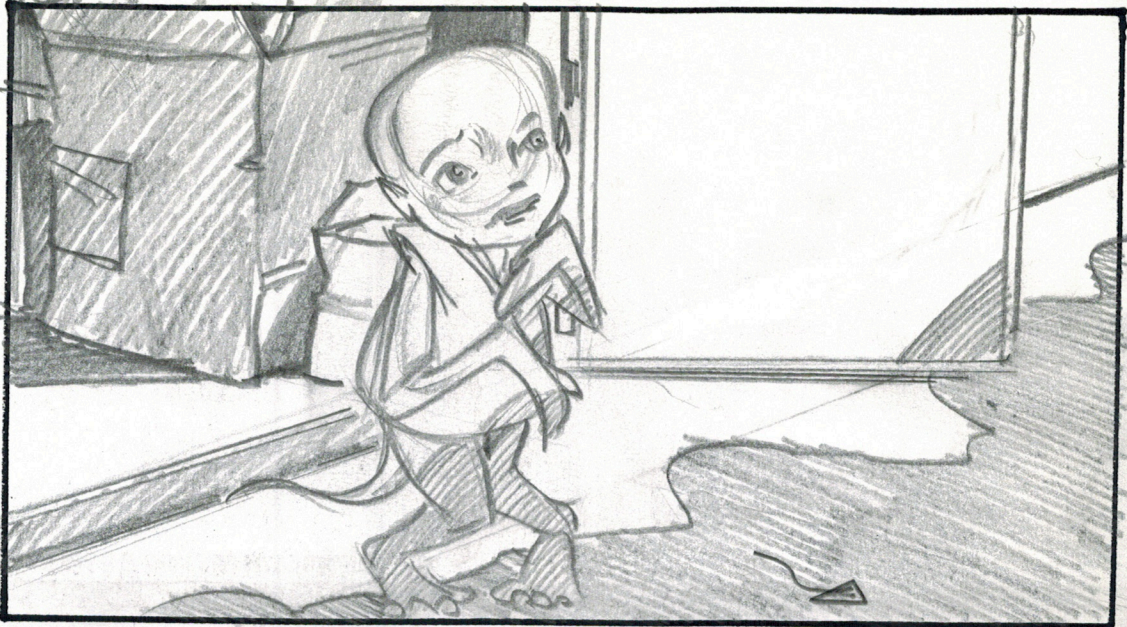
DRON LOOKS HEAVENWARD

21



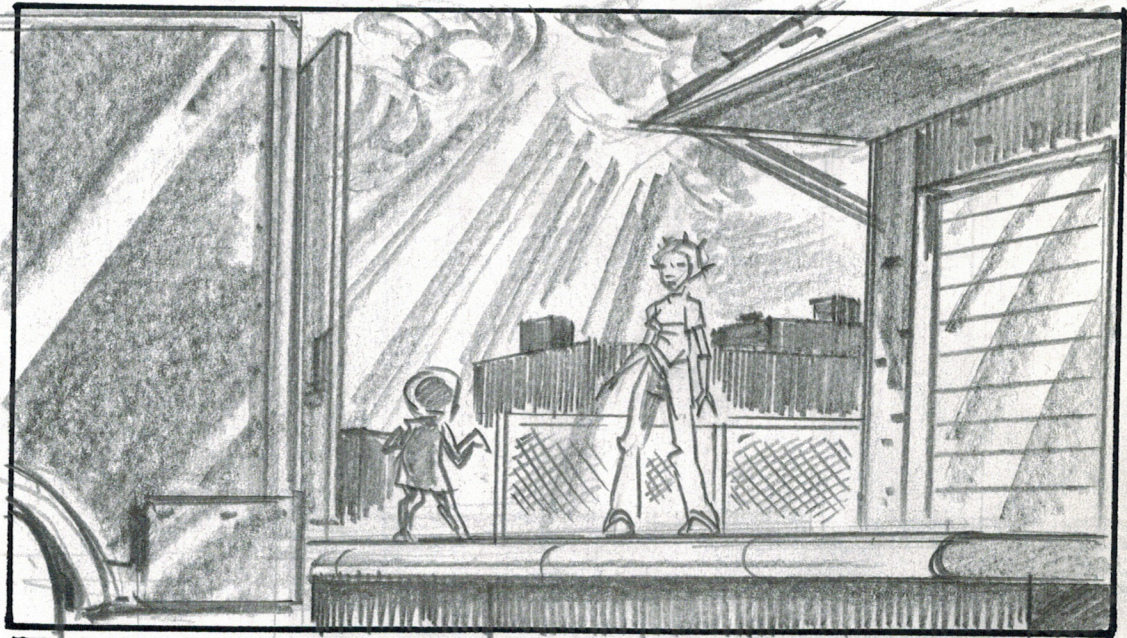
THE SUN IS BREAKING THROUGH
THE CLOUDS..

22

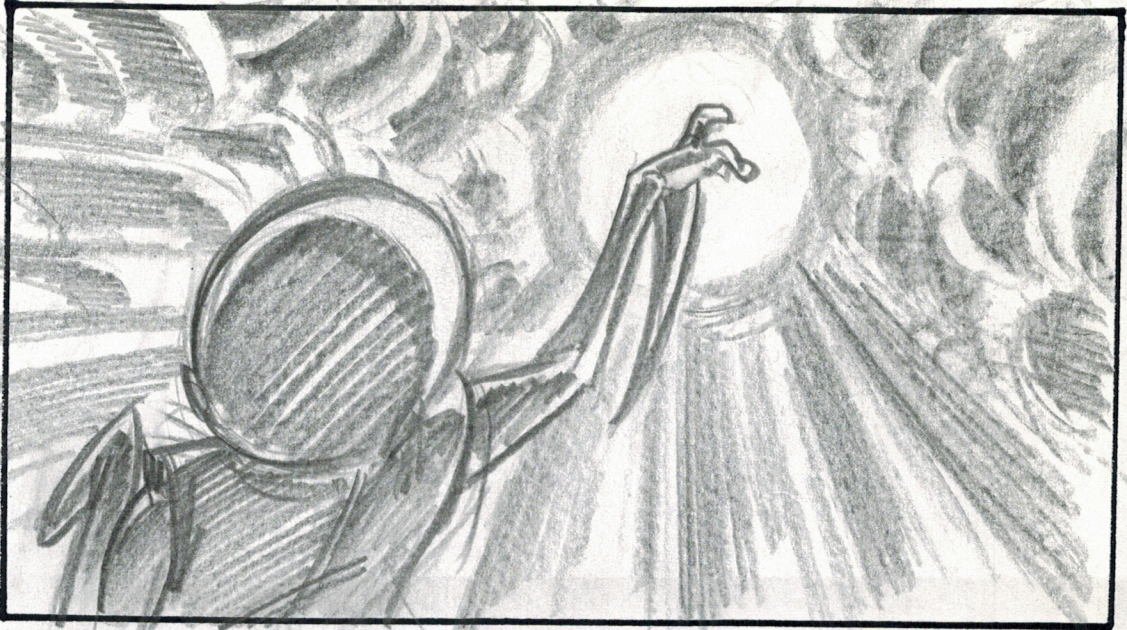


(DREW IS WASHED IN SUNLIGHT)

23

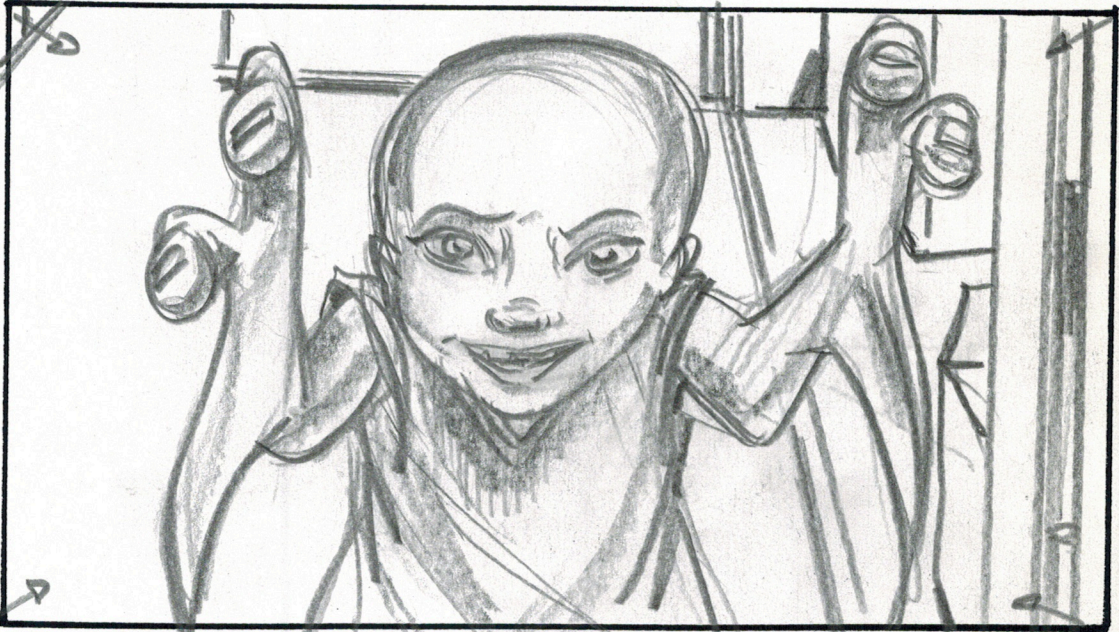


24



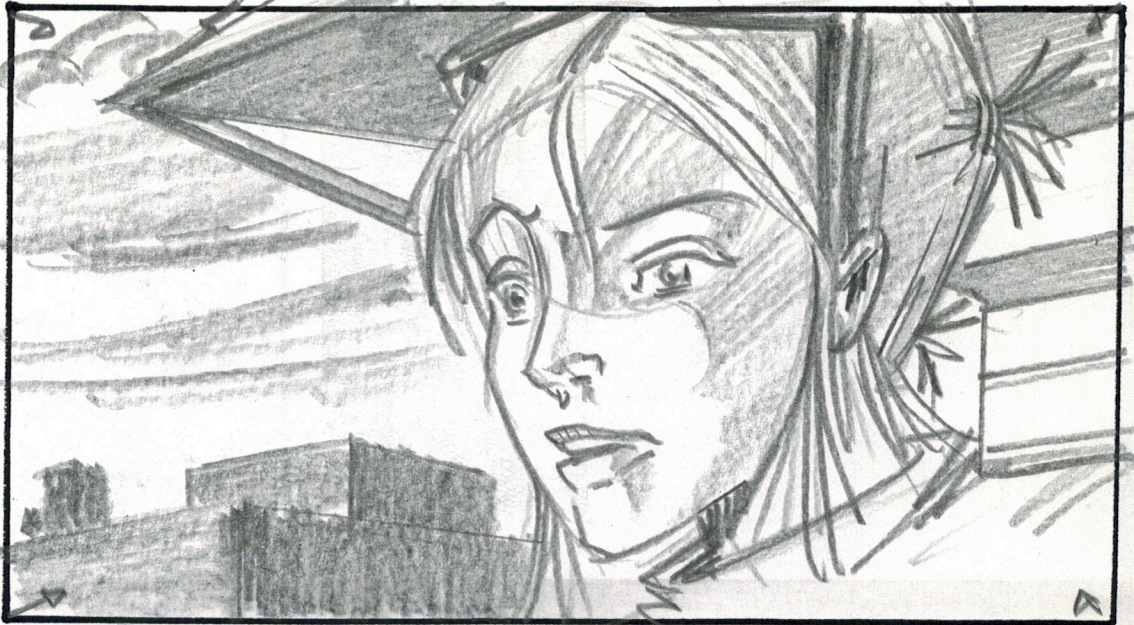
(OPEN TREES TO TOUCH THE SUN)

25



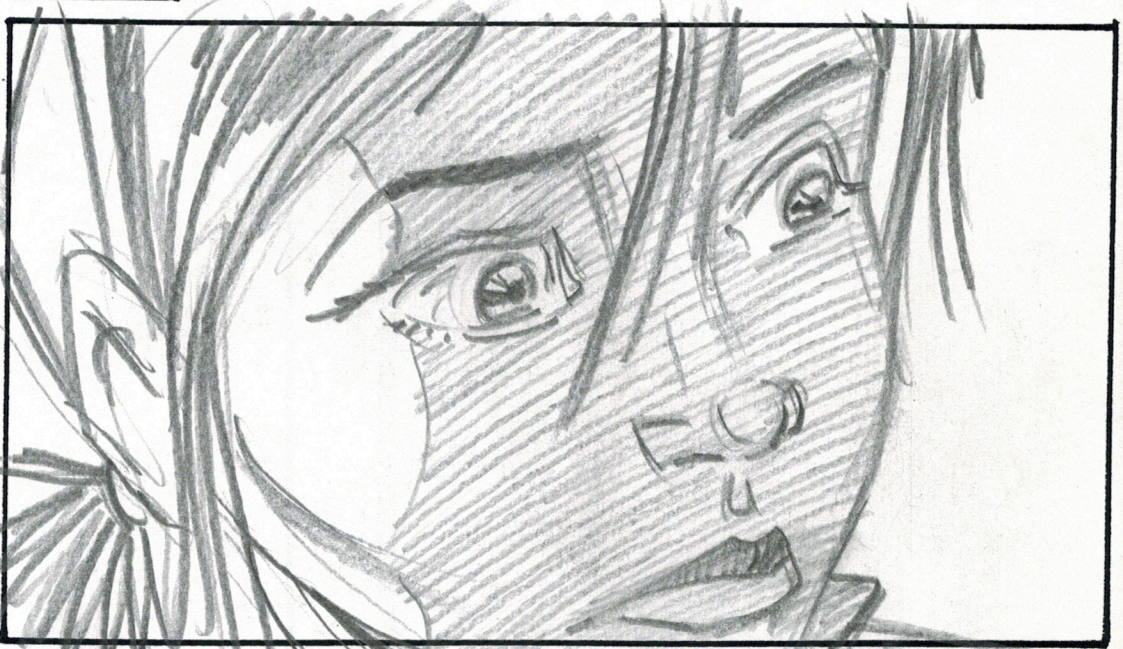
(PUSH IN -- AS OWEN STANDS IN THE SUNLIGHT)

26A



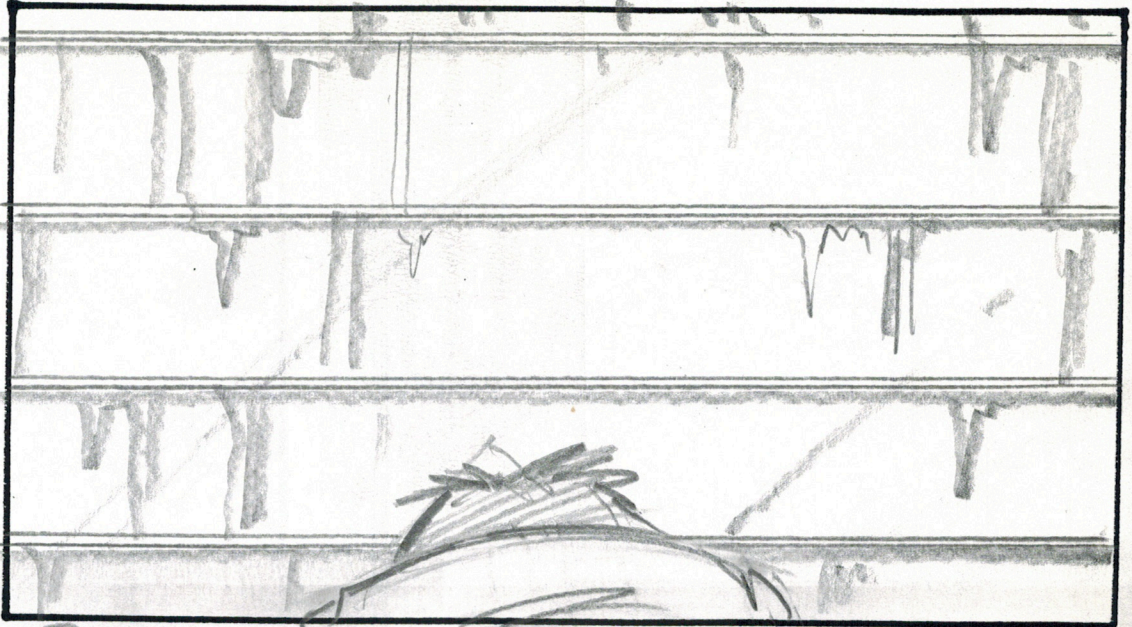
(PUSH IN ON ELSA)

26 B



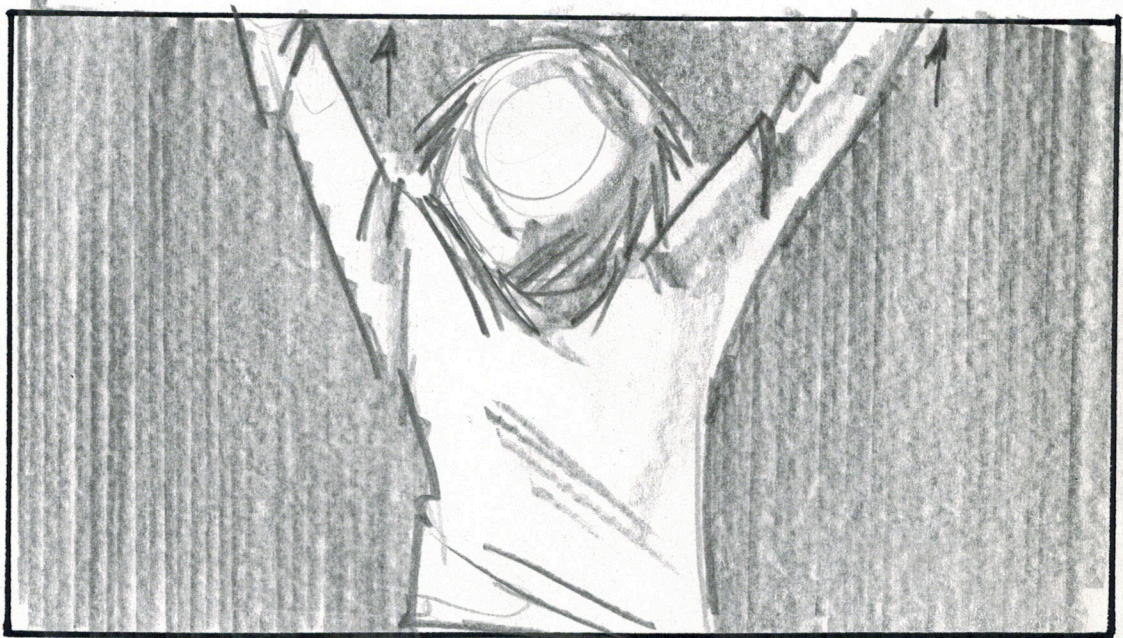
SFX: (os) - CLANK

27A



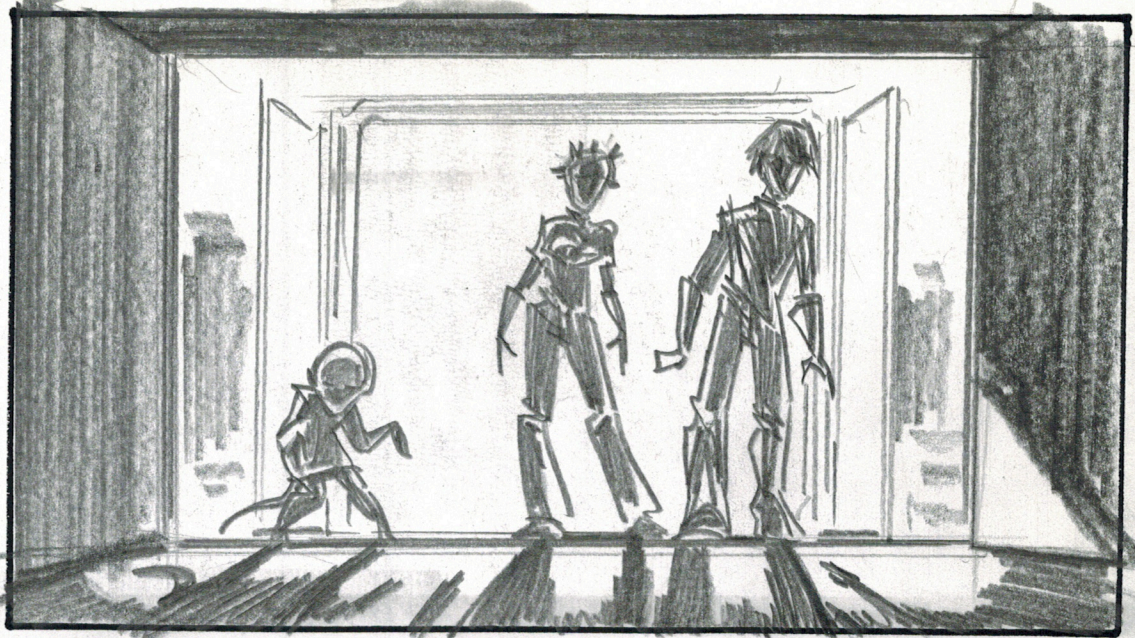
(CURE'S BACK TO US...)

27B



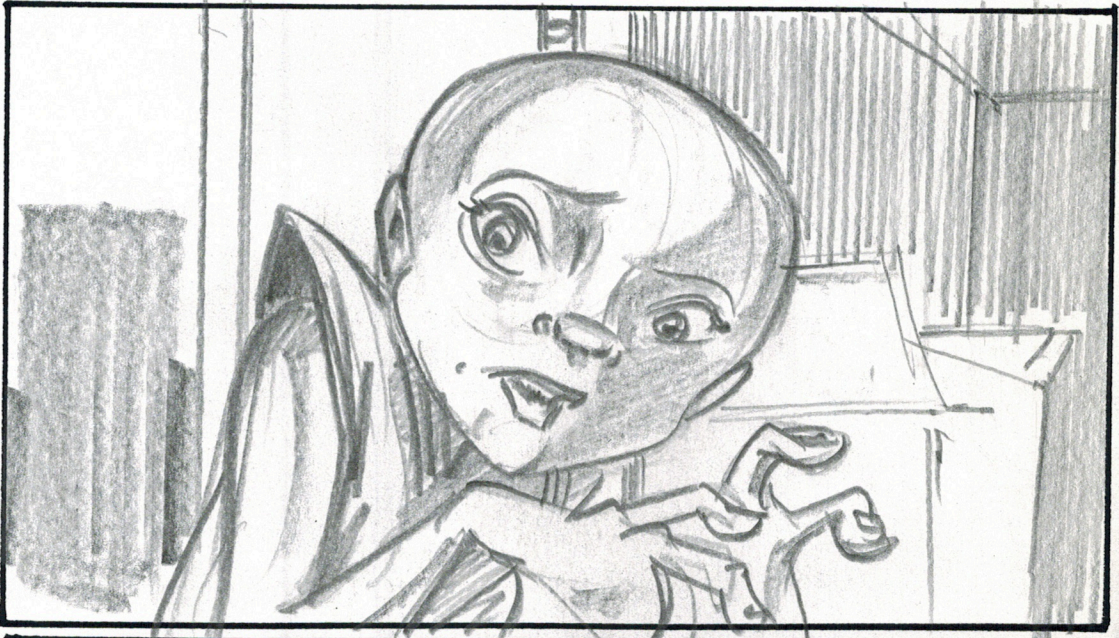
(HE PULLS UP THE DOOR)

28



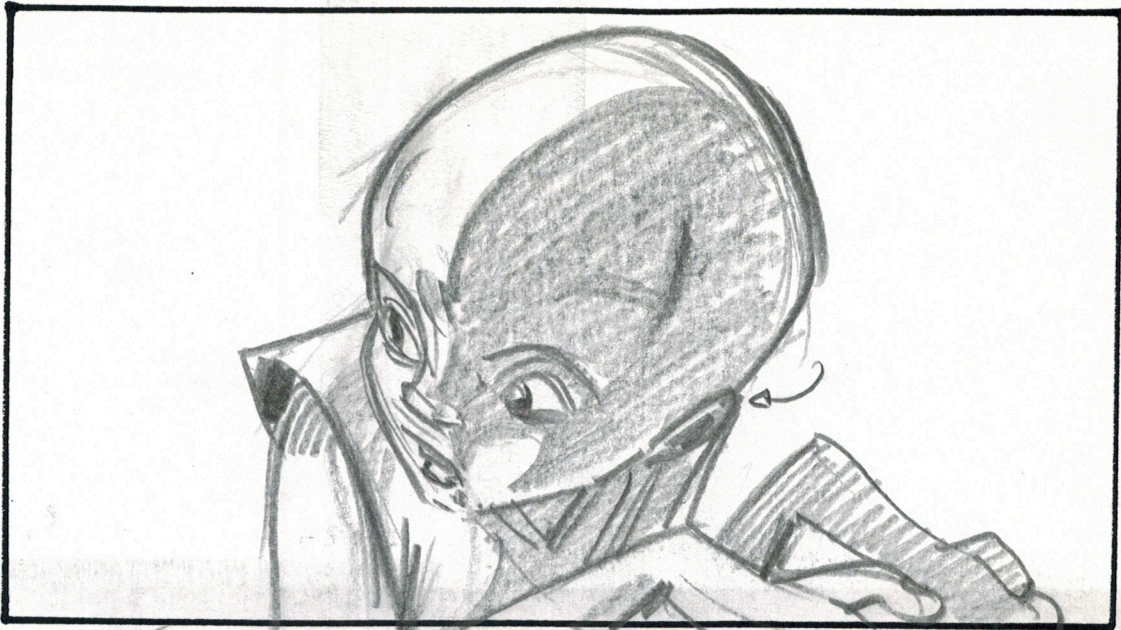
(THEY LOOK INTO THE DARK SPACE)

29A



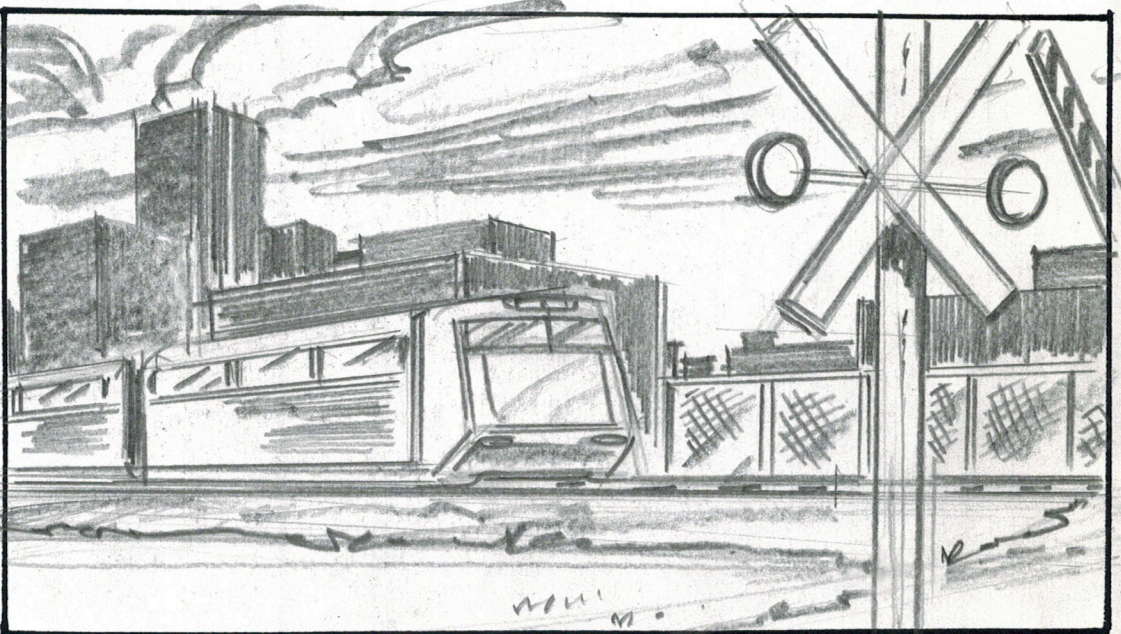
(DREN LOOKS APPREHENSIVE)

29 B



(DREW REACTS TO TRAIN SOUND)

30 A



(APPROACHING TRAIN)

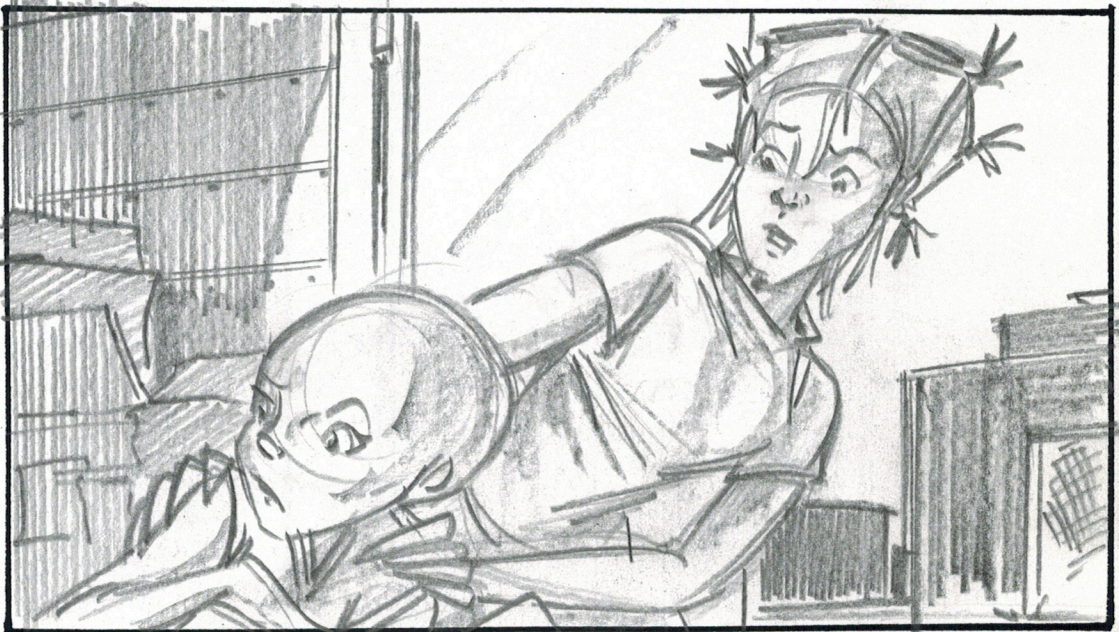
30 B



pan

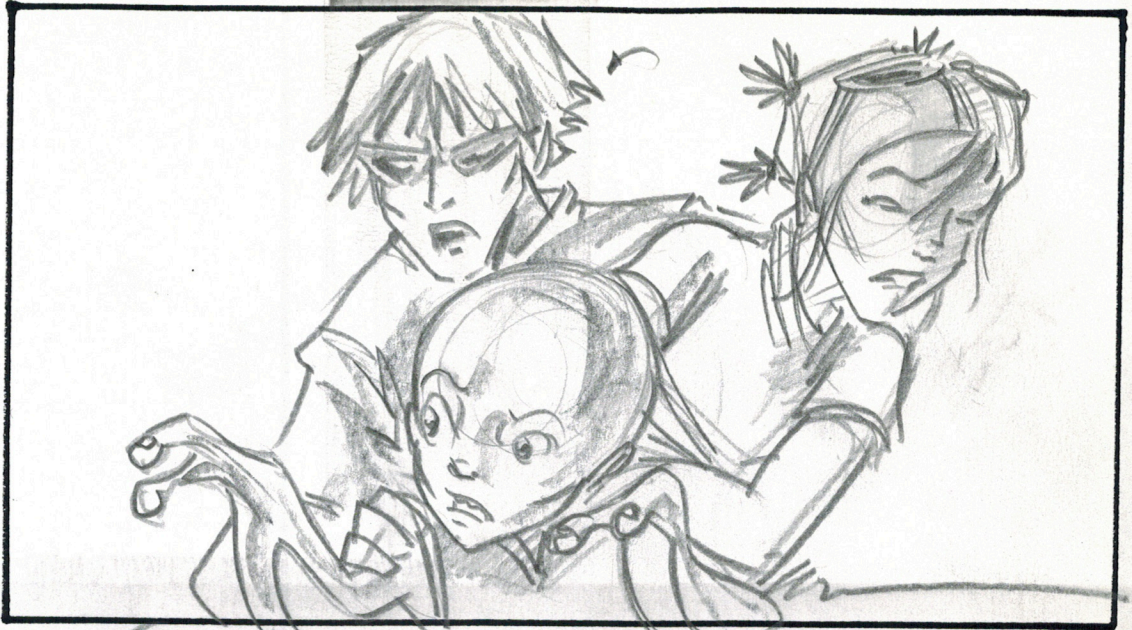
CLIVE: OH--SHIT!

31 A



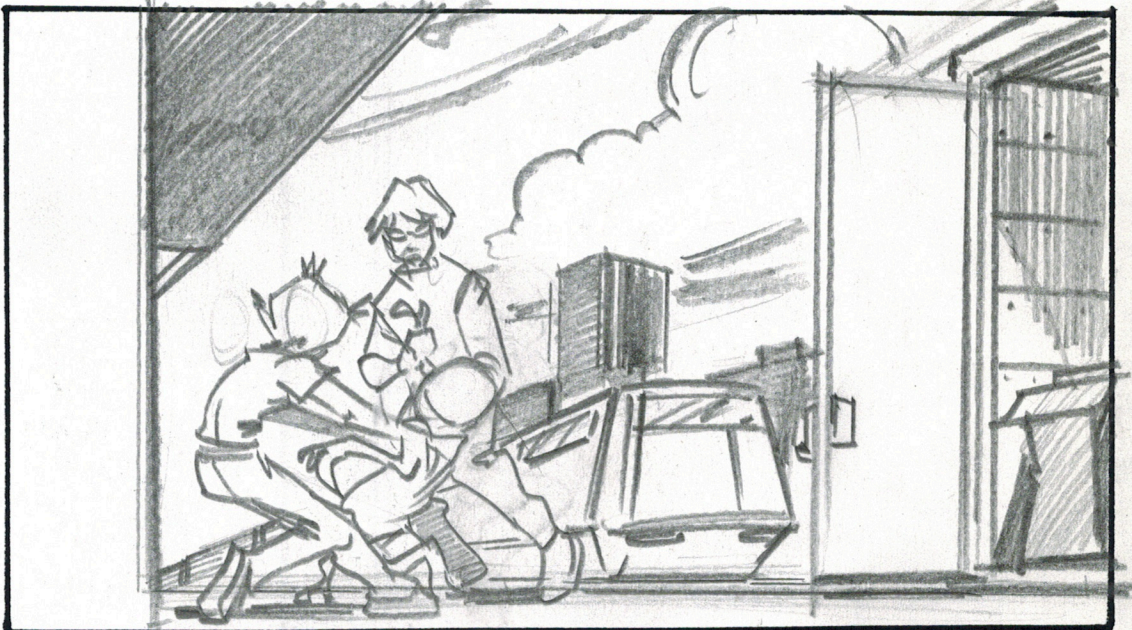
(DREW DOES NOT WANT TO GO!)
ELSA TRIES TO PULL HER ALONG.

31B



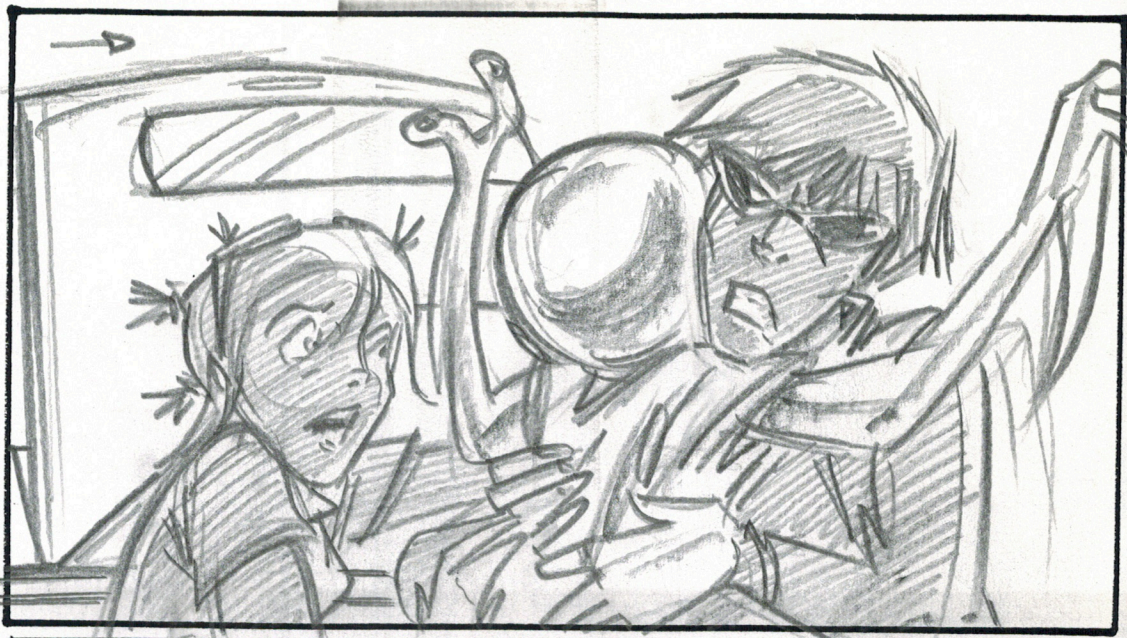
(CLIVE STEPS IN TO HELP ELSA PULL DREW AWAY.)

32



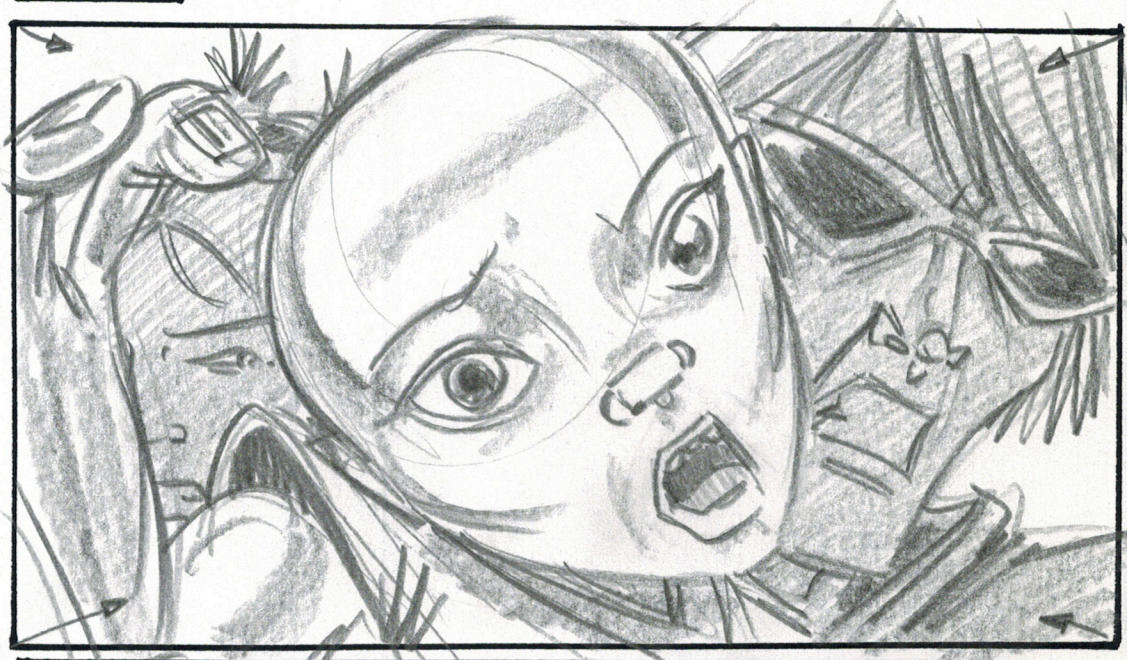
(REVERSE ANGLE AS THEY STRUGGLE WITH DREW)

33 A



(FINALLY, CLIVE PICKS DRU UP)

33 B



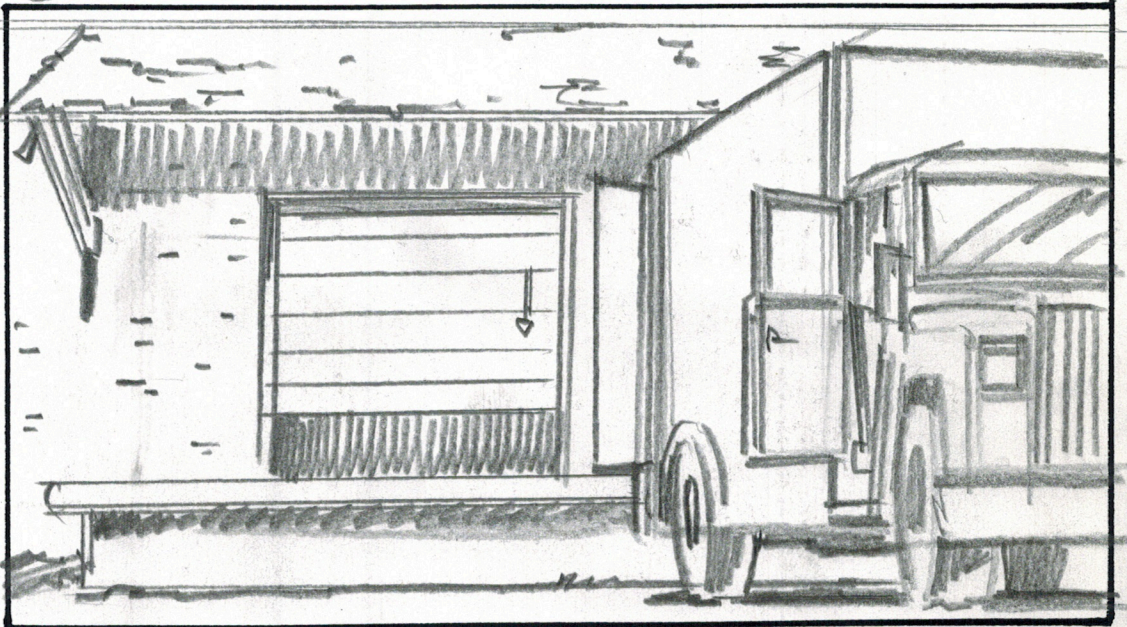
(AND CARRIES HER INSIDE/TOWARD CMI.)

33C



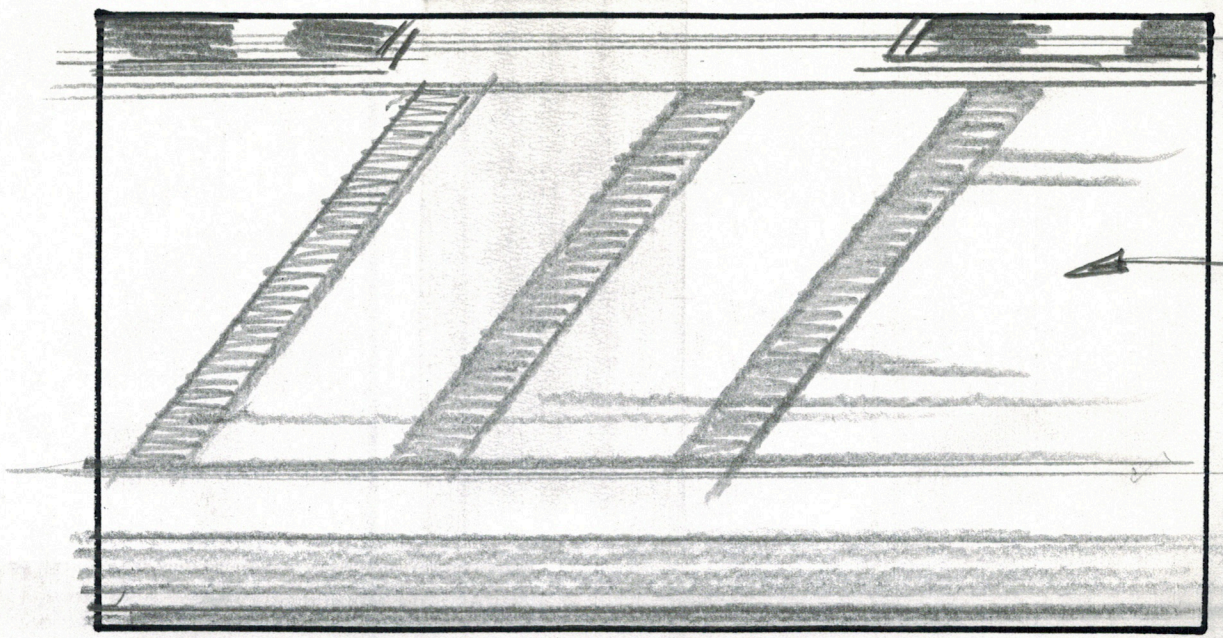
(DOOR CLOSES / WIPES FRAME)

34A



(DOOR FINISHES CLOSING)

34 0



(AS THE TRAIN PASSES IN F.G.)

