

EP45

Seg. 5

Scene C

250/

P. 3.1

~~From 9~~

11



12



14



13

←

14 →



10 →

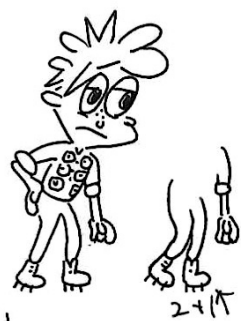


15

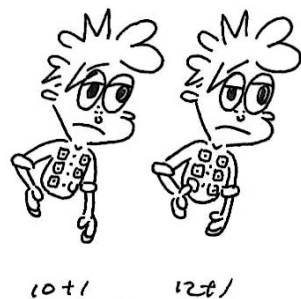
NEED A
NEW 15

16

<HOLD>



$\ln 9$ cycle.



From #1)



"I'm starved"



MS





1 4



2 +1



3



4



5 +1



6 ↑



7 ↑



8 +1



9 +1



10 +1



11 +1



BACK to #1

<NO HOLD>



+ ↑



+ ↑



+ ↑



13 +1



14 +1

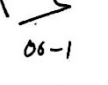
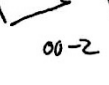
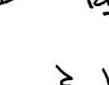
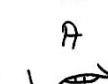
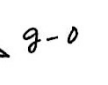
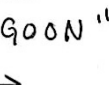
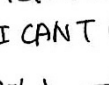


15 +1

FROM #1



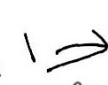
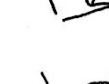
HOLD



00-2

06-1

TD

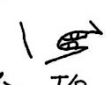


RST

TD

12 +1 (HOLD)
"I CAN'T GO ON"

A-1

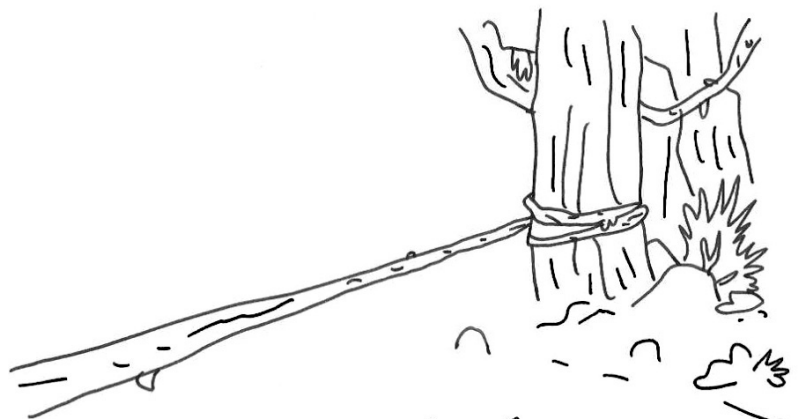


EP. 45. Seq. 5.

Scene 5.

27090

BKG



Right side
foreground
←



← Left side of river + dge
Background.



separate ↑
rock

* (use SPLASHES FROM SCENE B

USE BFGP. FROM SCENE "5"



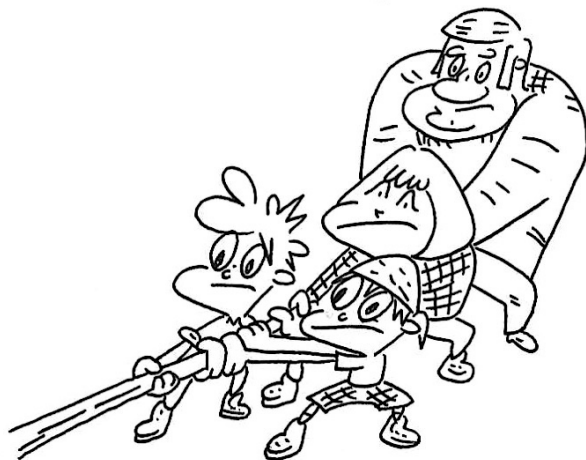
1



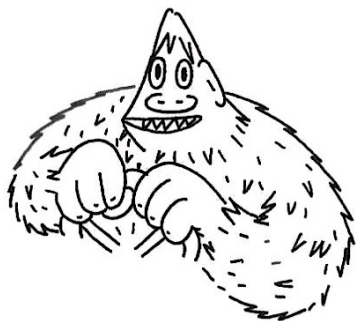
2



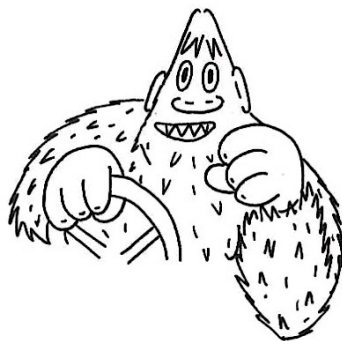
3



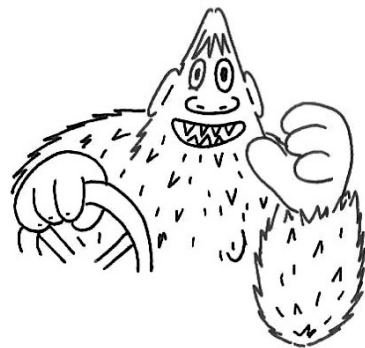
4



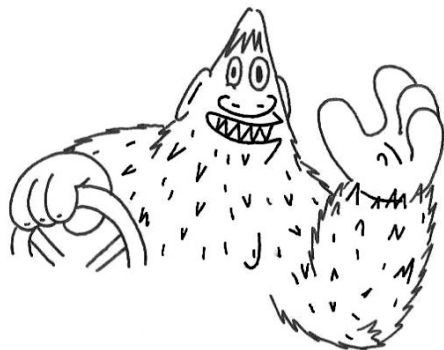
1
- HOLD -



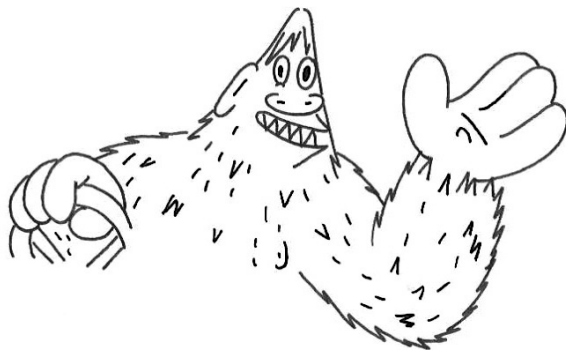
2



3



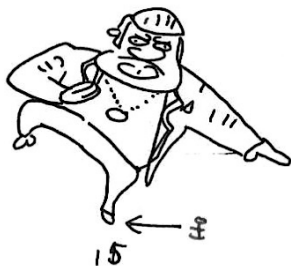
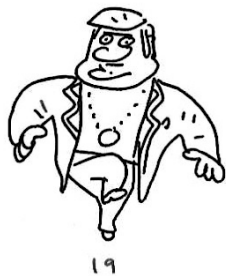
4



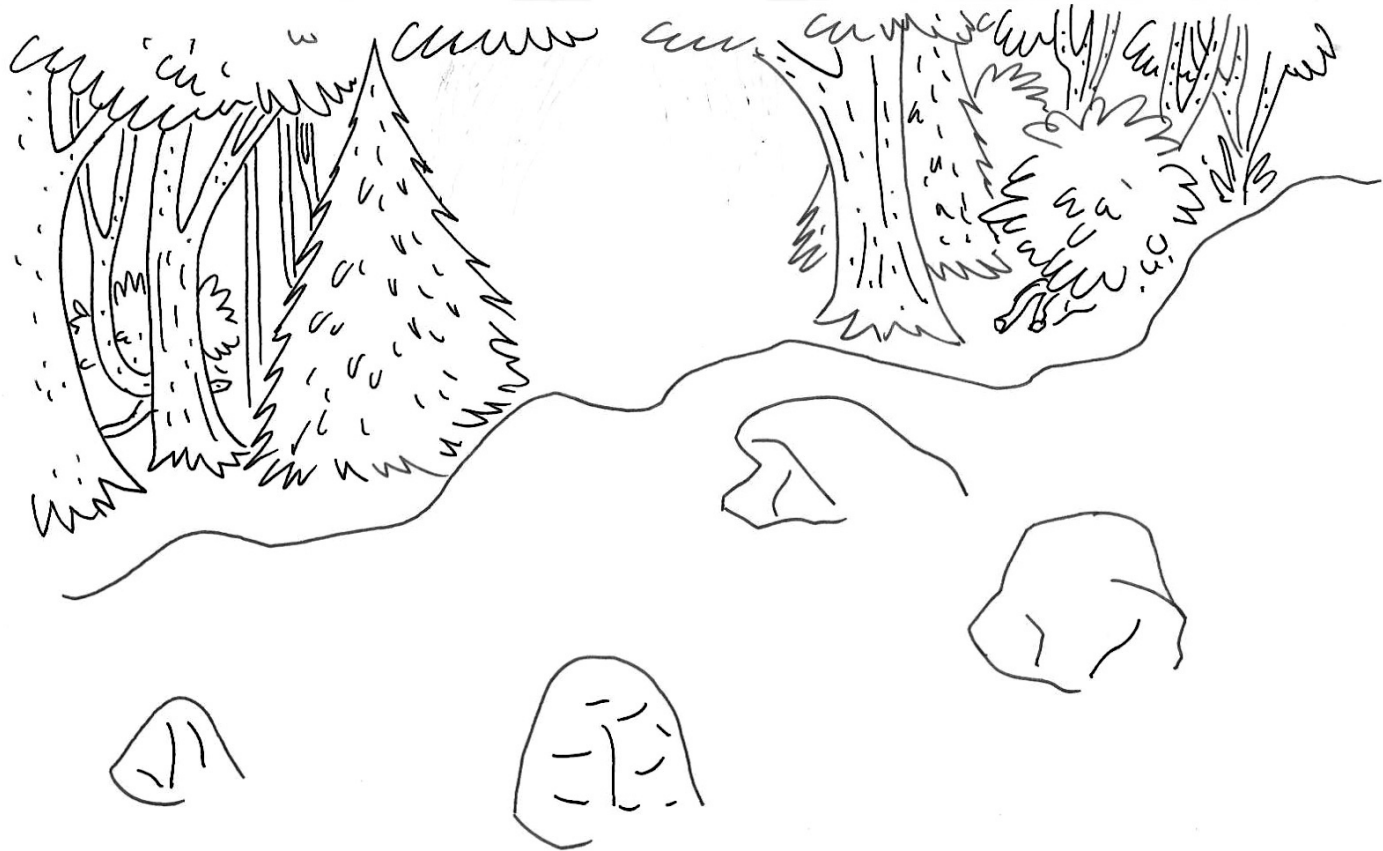
5
- HOLD -



HOLD A BEAT

w/w/out
motion
lines

(to 2) Recycle punch & (kick)



YOU MAY NEED TO USE BFGD. SCENEC TOO.

EP. 45

Seq. 5

Scene B

~~280%~~ 250% BFGD. P. 2