

Project: Campson Kids

Artist: Ian McKenzie

Page: 1

Scene: 1

Panel:

Shot 1

Scene: 1

Panel:

Shot 2

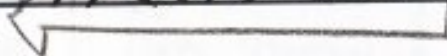
Scene: 1

Panel:

Shot 3



LS



MS



M-LS

Action

fade in. Night time, though the darkless night is illuminated by the moon. Panning Camera follows the kids as they march.

Chars walk from RT to left while Cam. pans to follow

Widow Minridge polishes strange vials while glaring at the kids who walk OS from rt. to left.

Dialogue

Benjy: Maybe it just needs some friends!

Caddie: You heard what Gus said! He definitely saw someone

Timing

Project:

Artist:

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Scene: 1

Panel:

Shot 4



Scene: 1

Panel:

Shot 5



Scene: 1

Panel:

Shot 6



Action

Dialogue

Timing

MS

Cam continues panning RT to left to follow Jason

MS

Kids walk from BS to FG

CU

Reverse of previous shots, panning right, to show Dr. Prince's lab. Pan to RT.

Jason: "Gus is also a histrionic. Could that have anything to do with it?"

Caddie: "Jason; Gus has put us onto some real spooky stuff before."

Quentin: "I've heard stories about the SWAMP HAINT in Mossy Hollow date back to the Civil War!"

Project:

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Scene: 1

Panel:

Shot 7

Scene: 1

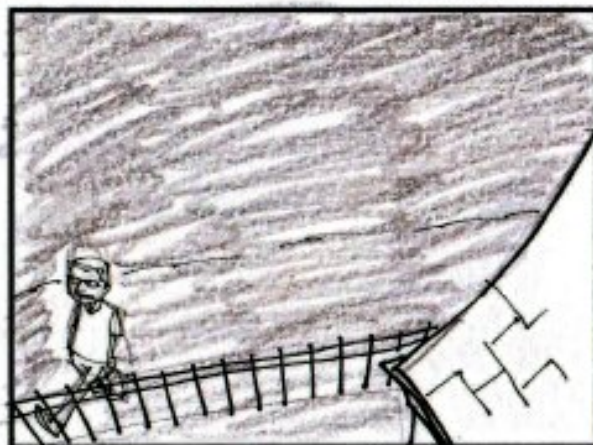
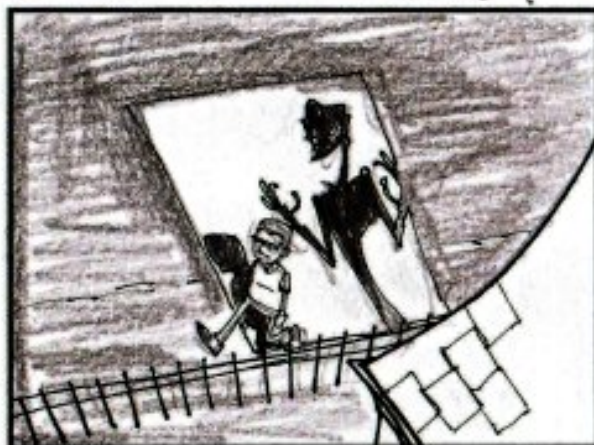
Panel:

Shot 7

Scene: 1

Panel:

Shot 7



Action
Dialogue
Timing

LS, high angle. Shadows cast by Dr. PRINCE'S upstairs lab, blotted by his monizcal silhouette. The flickers on & off.

LS; high angle
The Dr.'s light flickers off.

LS; high angle
The light flickers back on.
The DR is now being throttled by a tentacled monster, seen in silhouette.

Jason: So do stories about Santa Claus.

Benjy [O.S.]: Exactly!

Project:

Artist:

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Scene: 1

Panel:

Shot 8



Scene: 1

Panel:

Shot 9



Scene: 1

Panel:

Shot 9



MS-LS
The VAN Flumps @ home. MA
spies on the kids with her
binoculars

MS, framed through the
binoculars; Cam. pans to follow
kids RT to L.

MS, thru binocs.
panning R to L;
Jason enters frame

Quentin: I dunno, guys...
Do you think night time is
really ideal for this
expedition?

Jason: If you babies are
feeling chicker, that's good
enough reason for me to go
home

Project:

Artist:

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Scene: 1

Panel:

Shot 10

Scene: 1

Panel:

Shot 11

Scene: 1

Panel:

Shot 12



Timing	MS of Rose. The kids LS in center	MS - The kids pass from L off of R	MS
Dialogue	Caddie: "No way"	Caddie: "We'll be fine as long as rugged ol' Jason is here, right, Jason?"	Jason: "Uh... yeah... sure."
Action			

Project:

Artist:

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Scene:

Panel:

Shot 12

Scene:

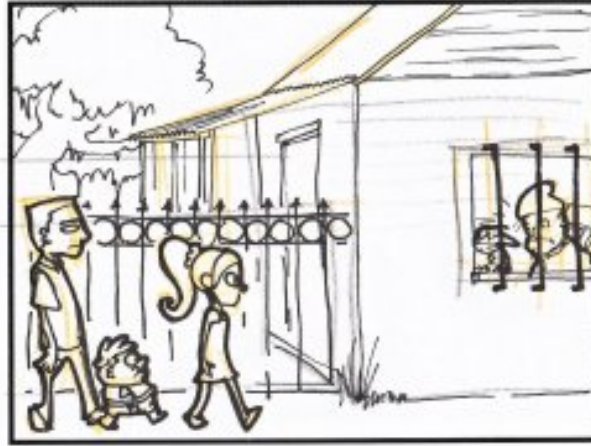
Panel:

Shot 13

Scene:

Panel:

Shot 14



MS	LS. The kids pass Gus' cabin. He sees them & comes to the window	MS.
Jason: Mega-rugged		Gus: Aww, shoot! You kids aint really goin' after that haint, now is ye?!
Timing		

Project:

Artist:

Page: 7

Scene: 1

Panel:

Shot 14

Scene: 1

Panel:

Shot 14

Scene: 1

Panel:

Shot 14



Timing	MS			
	Dialogue	Gus: Stuff me with breadcrumbs an' call me a turkey! I knew I hadn't ought to've told ye nothin' about it!	Marrin: Aw, take it easy, now, Gus! They'll be jus' fine!	Gus: Marrin, why don't you go an' keep an eye on 'em?
		Action		

Project:

Artist:

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Scene: 1

Panel: Shot 15

Scene: 1

Panel: Shot 15

Scene: 1

Panel: Shot 16



Timing	MS	MS	MS
Dialogue	Marvin: Pluck mah feathers! Them woods is scuh-AIR-ry!		Gus = but you said --
Action			

Project:

Artist:

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Scene: 1

Panel: Shot 17

Scene: 1

Panel: Shot 17

Scene: 1

Panel: Shot 18



Timing Dialogue Action

LS — Marvin squeezes through bars...

LS — ... & pops out

MS

Marvin, straining: Ah said ah'm goin'! Take a chill pill, old-timer!

Marvin: take a chill pill, old-timer.

Caddie: Great. The old Indian trail starts just ahead. ~~There~~

Project:

Artist:

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Scene: 1

Panel:

Shot 18

Scene: 2

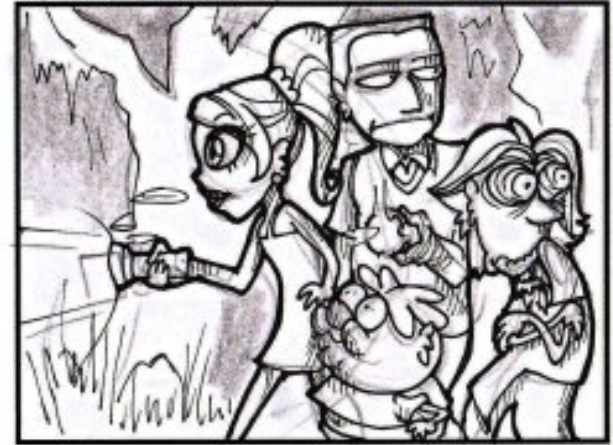
Panel:

Shot 19

Scene: 2

Panel:

Shot 20



Timing
Dialogue
Action

MS

TIME LAPSE. CU tracks Quentin walking

LS. tracks group walking

Coddie: That's the path Gus saw the stranger take into the woods.
BENSI: Onwards!!!

Quentin: You bloogs sure you know where we're going?
tick tick:

Coddie: We're on the right path, I'm sure.

Project:

Artist:

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Scene: 2

Panel:

Shot 20

Scene: 2

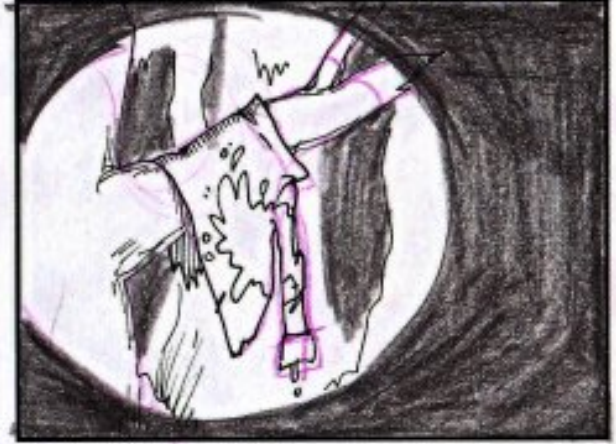
Panel:

Shot 21

Scene: 2

Panel:

Shot 21



Action
Dialogue
Timing

LS. the beam of the flash-
light passes across the
woods while moving in tighter

JASON = Maybe there's nothing
out here & we're wasting
my time.

MARVIN = wait, now, ya'll -- I see
somethin -- ~~there's a tattered~~
~~shirt~~

MARVIN (OS) = there's a tattered
shirt hangin' from that
limb!

Project:

Scene: 2

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Artist:

Scene: 2

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Scene: 2

Panel: 23



Action
Dialogue
Timing

CW. Cam spirals & zooms

MS. Panic! maybe cam shakes or zooms

MS. quiet & still

Quentin = And th- there's something dripping on me!

Quentin = IT'S SALT!!!

JASON = Guys, let's go!

Project:

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Scene: 2

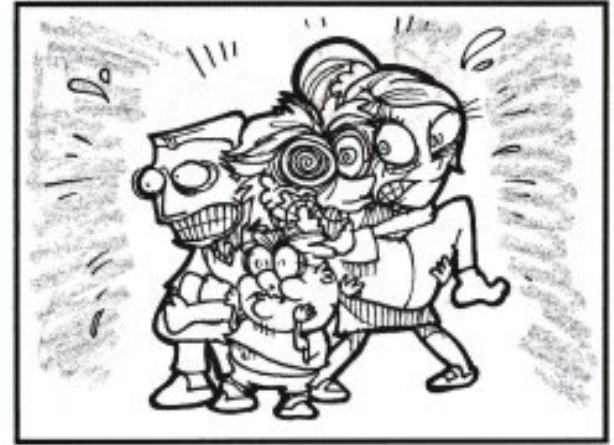
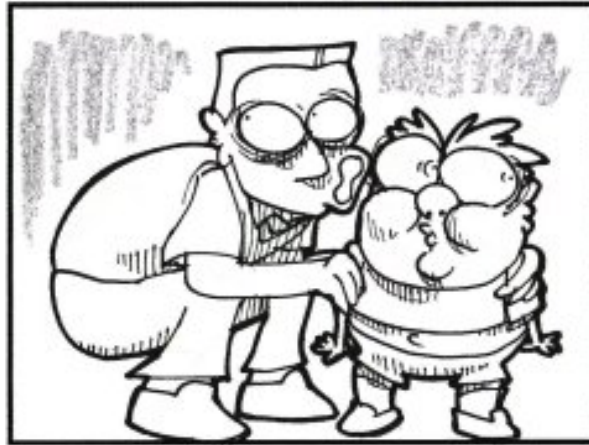
Panel: 24

Scene: 2

Panel: 25

Scene: 2

Panel: 26



Timing	MS	MS	LS
Dialogue	BENSU: Shh.....	JASON (WHISPERING): What is it?	
Action			

Project:

Artist:

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Panel: 27

Scene: 2

Panel: 28

Scene: 2

Panel: 29



Timing	ECU	CU	MS
Dialogue	LARRY: WHUUUUUT are you kids doin' out here?!?!	[ALL SCREAM]	CADDIE: "You're the man who wandered into the woods!"
Action			

Project:

Artist:

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Scene: 2

Panel:

Shot 29

Scene: 2

Panel:

shot 30

Scene: 2

Panel:

shot 31



Timing				
	Dialogue		LARRY: "Shaw am. What're y'all doin' messin' with my shirt?"	BENJI: "Why's it all raggedy?"
	Action	MS	MS reverse shot	MS

Project:

Artist:

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Scene: 2

Panel:

Shot 31

Scene:

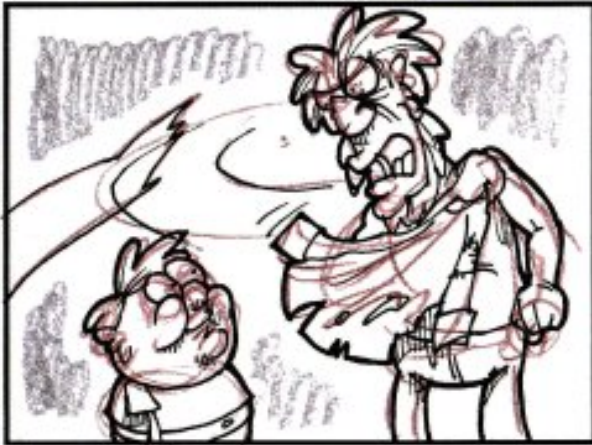
Panel:

Shot 32

Scene:

Panel:

Shot 33



Timing
Dialogue
Action

MS. Cam. tracks over; load room for Larry.

MS

MS

LARRY: "Cause it's been ridin' the rails with me for five years! I only got two!"

QUANTIN: ♪ what's dripping on me?

LARRY: "Shoot. That's just my stew. A live possum fell in & splashed about ~~just~~ --"

Project:

Artist:

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Scene: 2

Panel: Shot 33

Scene: 2

Panel: shot 34

Scene: 2

Panel: shot 35



Action
Dialogue
Timing

MS

MS reverse shot

MS reverse shot

LARRY: "-- and I just couldn't
get it."

QUENTIN: "Of course. It all makes
sense now."
MORRIS: " & what's that rustling?"

LARRY: "I almost forgot--
That's the swamp hawk
I'm runnin' from!"

Project:

Artist:

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Scene: 2

Panel:

Shot 36

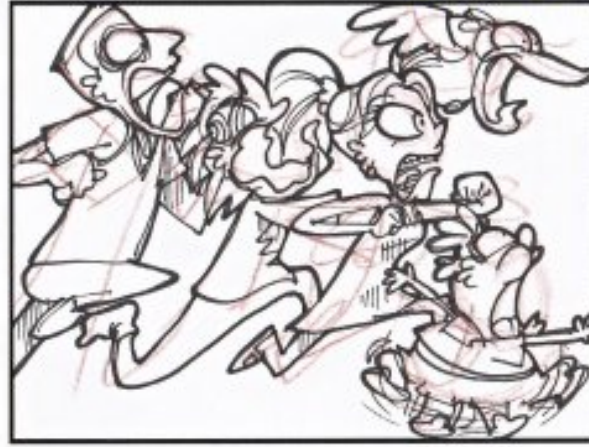
Scene: 2

Panel:

Shot 37

Scene: 2

Panel:



Action	<p>MS. Extremely quick cut of the haint moving through the beam of the flashlight.</p>	<p>LS. Cam. pans to track kids fleeing</p>	
Dialogue		<p>ALL SCREAM</p>	
Timing			