

SHOT NO.
1

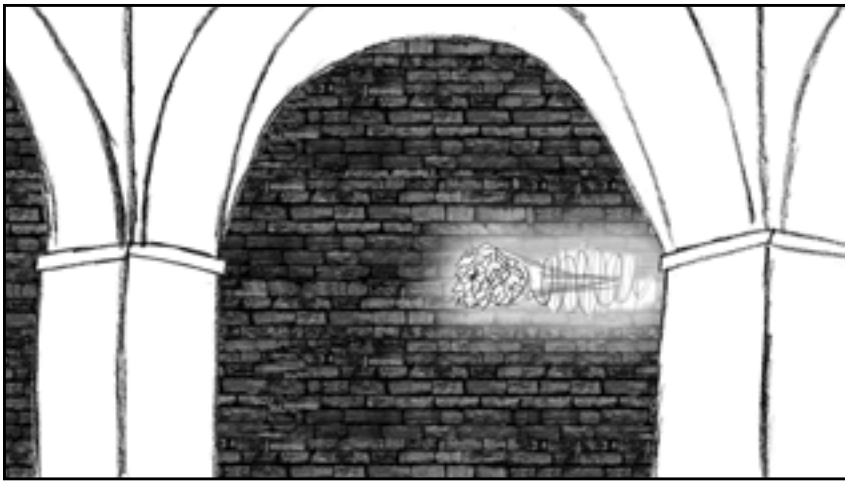
SHOT TYPE
WIDE

EFFECT

TRANSITION
FADE IN

DIALOG

AUDIO



SHOT NO.
2

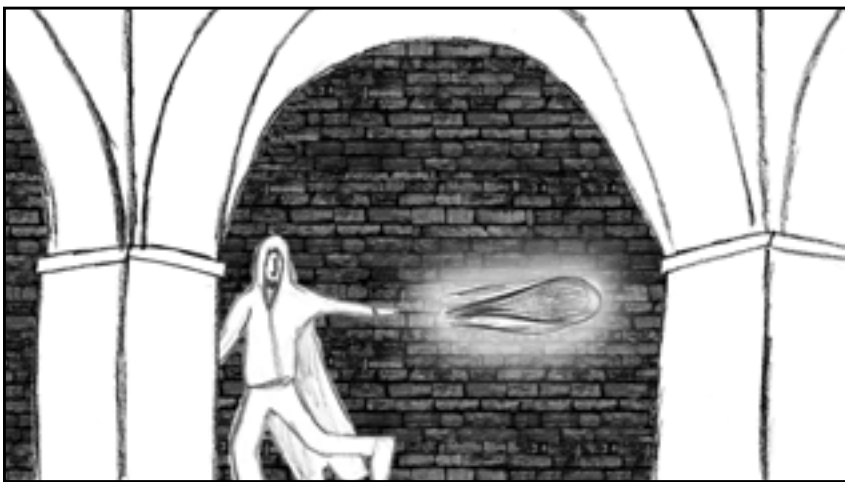
SHOT TYPE
MED

EFFECT

TRANSITION

DIALOG

AUDIO ice ball flying



SHOT NO.
3

SHOT TYPE
MED

EFFECT

TRANSITION

DIALOG

AUDIO fire ball flying



PRODUCTION

Frienemies Unite

LOCATION

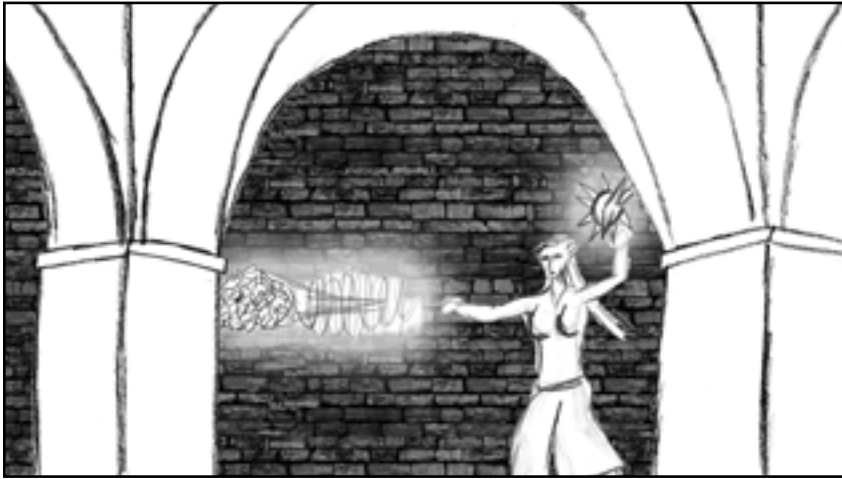
INT. DUNGEON

SCENE

13

SHEET NO.

2 of 10



SHOT NO. 4
SHOT TYPE MED
EFFECT
TRANSITION

DIALOG

AUDIO ice balls flying



SHOT NO. 5
SHOT TYPE CLOSE UP
EFFECT
TRANSITION CUT

DIALOG

AUDIO breathing



SHOT NO. 6
SHOT TYPE CLOSE UP
EFFECT
TRANSITION CUT

DIALOG

AUDIO fire ball flying



PRODUCTION

Frienemies Unite

LOCATION

INT. DUNGEON

SCENE

13

SHEET NO.

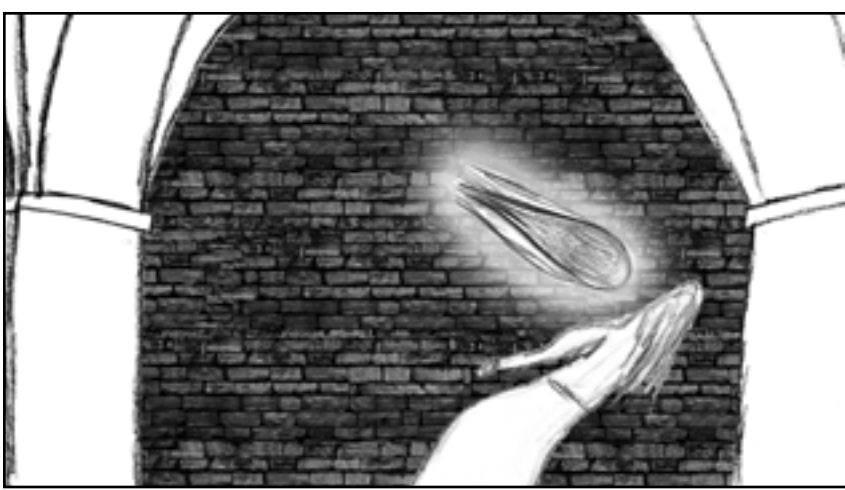
3 of 10



SHOT NO. 7
SHOT TYPE CLOSE UP
EFFECT
TRANSITION CUT

DIALOG

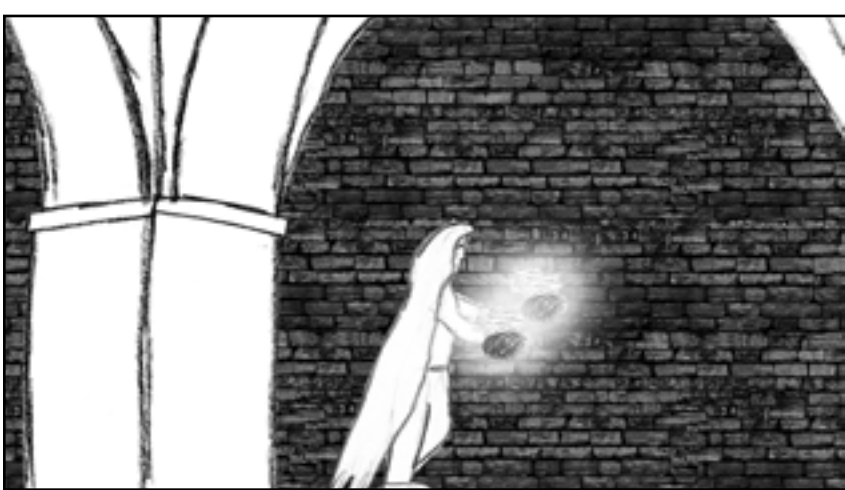
AUDIO small laugh/giggle



SHOT NO. 8
SHOT TYPE MED
EFFECT
TRANSITION CUT

DIALOG

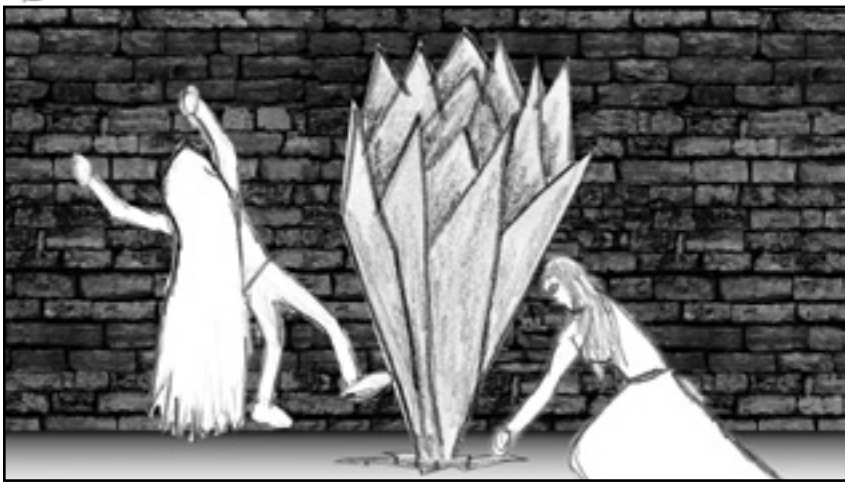
AUDIO fire hitting head



SHOT NO. 9
SHOT TYPE MED
EFFECT
TRANSITION CUT

DIALOG

AUDIO fire



SHOT NO. 10
SHOT TYPE MED
EFFECT
TRANSITION CUT

DIALOG
AUDIO ice blast, floor cracking



SHOT NO. 11
SHOT TYPE MED
EFFECT
TRANSITION

DIALOG
AUDIO soft banging



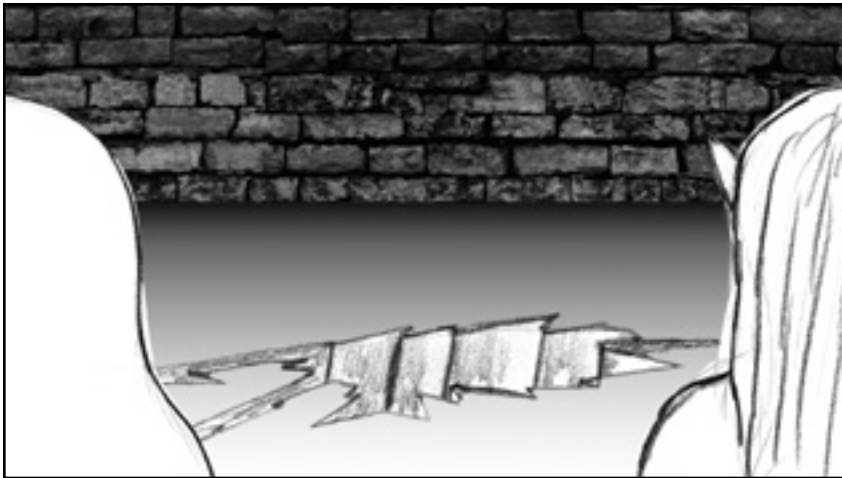
SHOT NO. 12
SHOT TYPE MED
EFFECT
TRANSITION

DIALOG
AUDIO louder banging, shields



SHOT NO. 13
SHOT TYPE MED
EFFECT
TRANSITION

DIALOG
AUDIO explosion



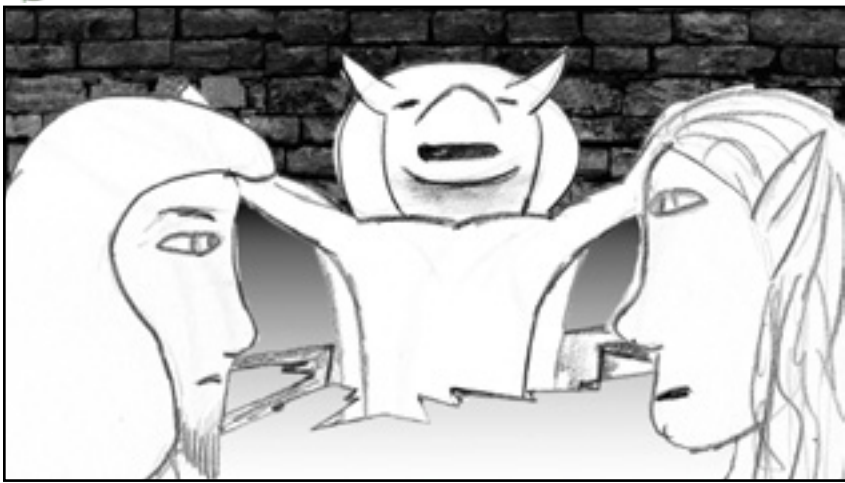
SHOT NO. 14
SHOT TYPE CLOSE UP
EFFECT
TRANSITION CUT

DIALOG
AUDIO



SHOT NO. 15
SHOT TYPE MED
EFFECT
TRANSITION CUT

DIALOG
AUDIO beast roaring, double gasp



SHOT NO. 16
SHOT TYPE MED
EFFECT
TRANSITION CUT

DIALOG

AUDIO **beast roaring**



SHOT NO. 17
SHOT TYPE MED
EFFECT
TRANSITION CUT

DIALOG

AUDIO **beast roaring, fire, ice**



SHOT NO. 18
SHOT TYPE MED
EFFECT
TRANSITION CUT

DIALOG

AUDIO **fire and ice fuse, muffled beast roaring**



SHOT NO.
19

SHOT TYPE
MED

EFFECT

TRANSITION
CUT

DIALOG

AUDIO sizzle, thud



SHOT NO.
20

SHOT TYPE
MED

EFFECT

TRANSITION
CUT

DIALOG

AUDIO



SHOT NO.
21

SHOT TYPE
CLOSE UP

EFFECT

TRANSITION
CUT

DIALOG

AUDIO louder scraping and banging



SHOT NO.
22

SHOT TYPE
MED

EFFECT

TRANSITION
CUT

DIALOG

AUDIO louder scraping and banging



SHOT NO.
23

SHOT TYPE
MED

EFFECT

TRANSITION
CUT

DIALOG

AUDIO louder scraping and banging, beast groan



SHOT NO.
24

SHOT TYPE
CLOSE UP

EFFECT

TRANSITION
CUT

DIALOG

AUDIO louder scraping and banging



PRODUCTION
Frienemies Unite

LOCATION
INT. DUNGEON

SCENE
13

SHEET NO.
9 of 10



SHOT NO.
25
SHOT TYPE
CLOSE UP
EFFECT
TRANSITION
CUT

DIALOG

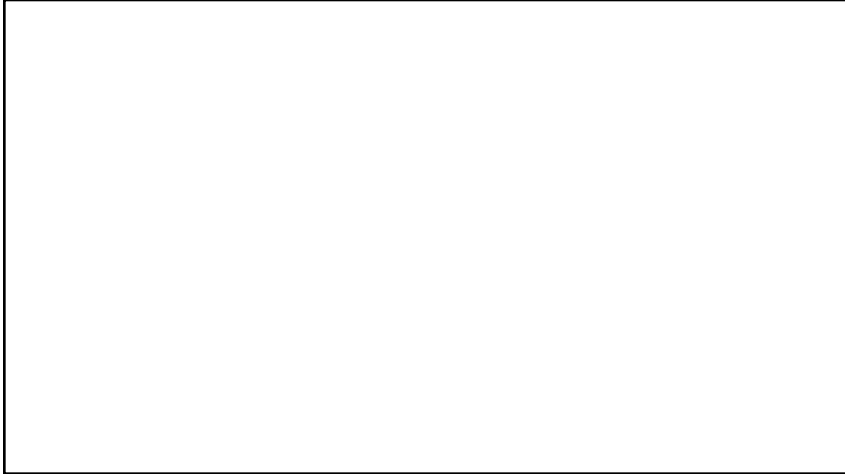
AUDIO loudest noise

CUT TO SCENE 14

SHOT NO.
SHOT TYPE
EFFECT
TRANSITION
CUT

DIALOG

AUDIO



SHOT NO.
SHOT TYPE
EFFECT
TRANSITION

DIALOG

AUDIO

Resources



Dungeon reference (final to hopefully look like this)



Original brick wall texture

Images:

Dungeon reference

<http://oozingink.files.wordpress.com/2012/01/dsc8637.jpg>

Original brick wall texture

http://www.btcomm.com/trains/resource/brick_n_stone/stacked_stone_small.jpg