

Sc	P	T	
001	001		The Dog and His Reflection By Dylan Carbonell



Dialogue

Action Notes

Extreme close-up on man sweating nervously

Sc	P	T	
001	002		



Dialogue

Action Notes

Man looks around with paranoia.

Sc	P	T	
001	003		



Dialogue

Action Notes

Man looks around with paranoia.

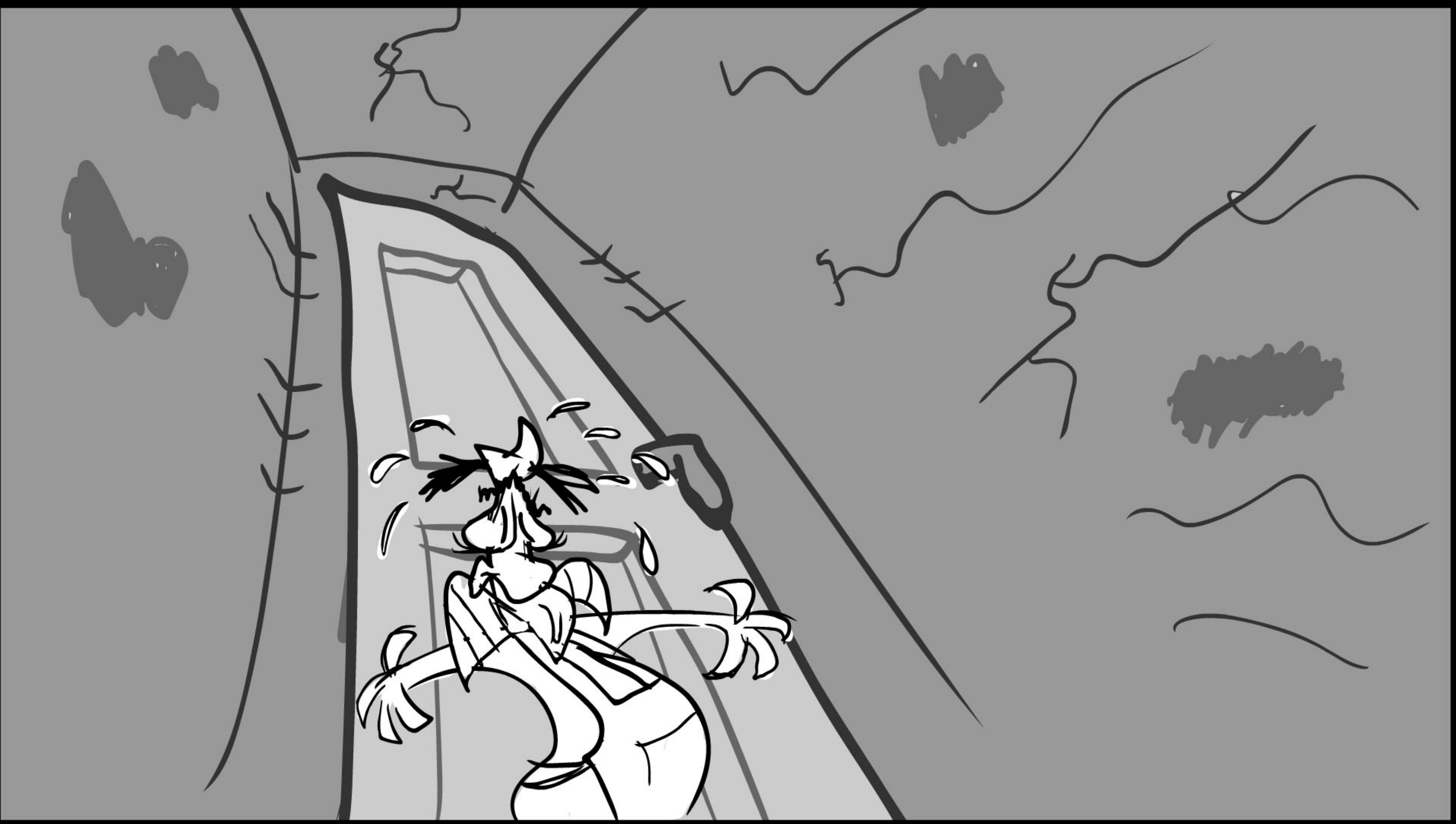
Sc	P	T	
001	004		



Dialogue
(SFX) BANG

Action Notes
Man is shocked to feel something bumping him from behind.

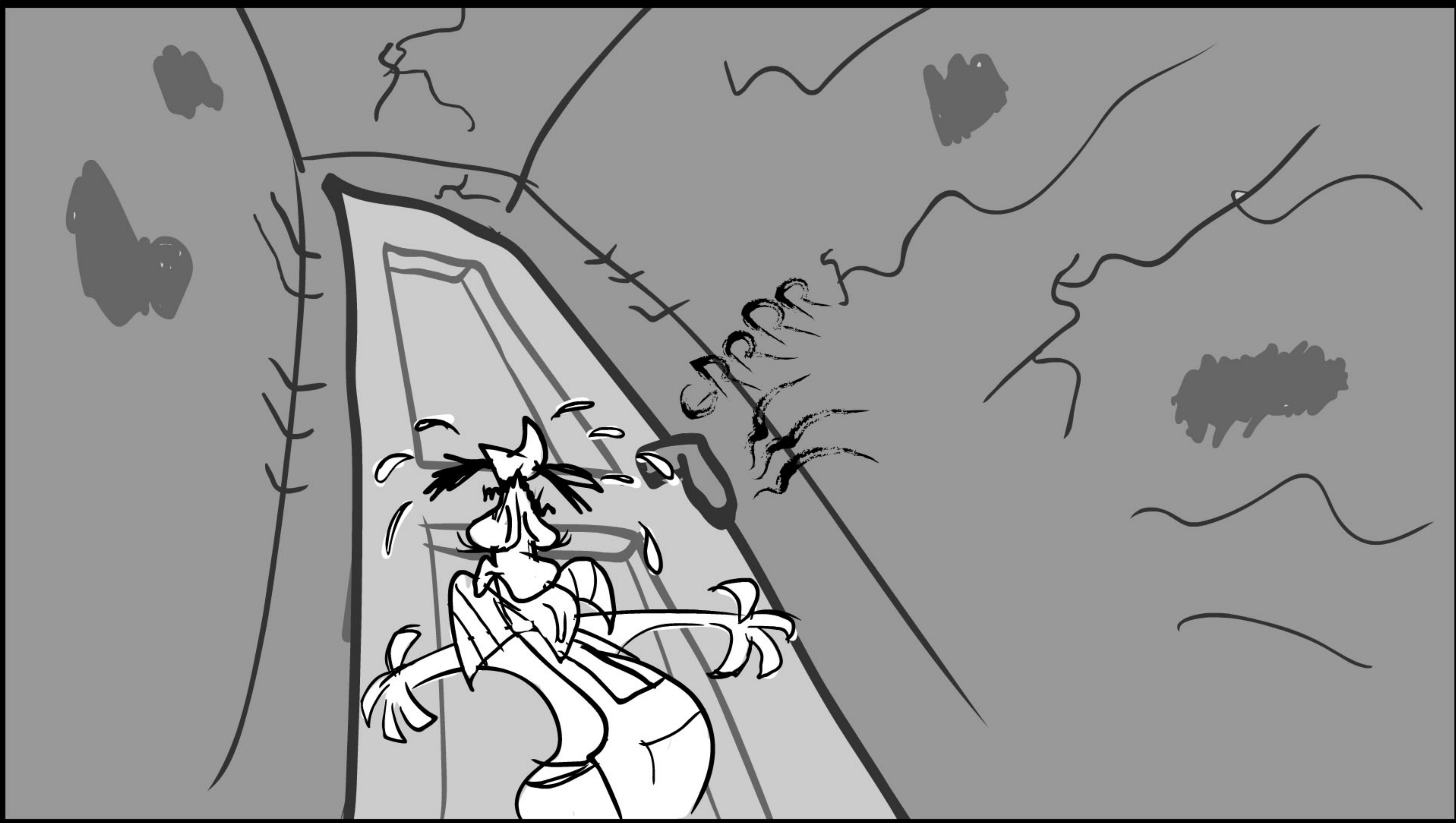
Sc	P	T	
002	001		



Dialogue

Action Notes

Sc	P	T	
002	002		



Dialogue
(SFX) Monster-like growl

Action Notes
“GRRR” Text appears on screen

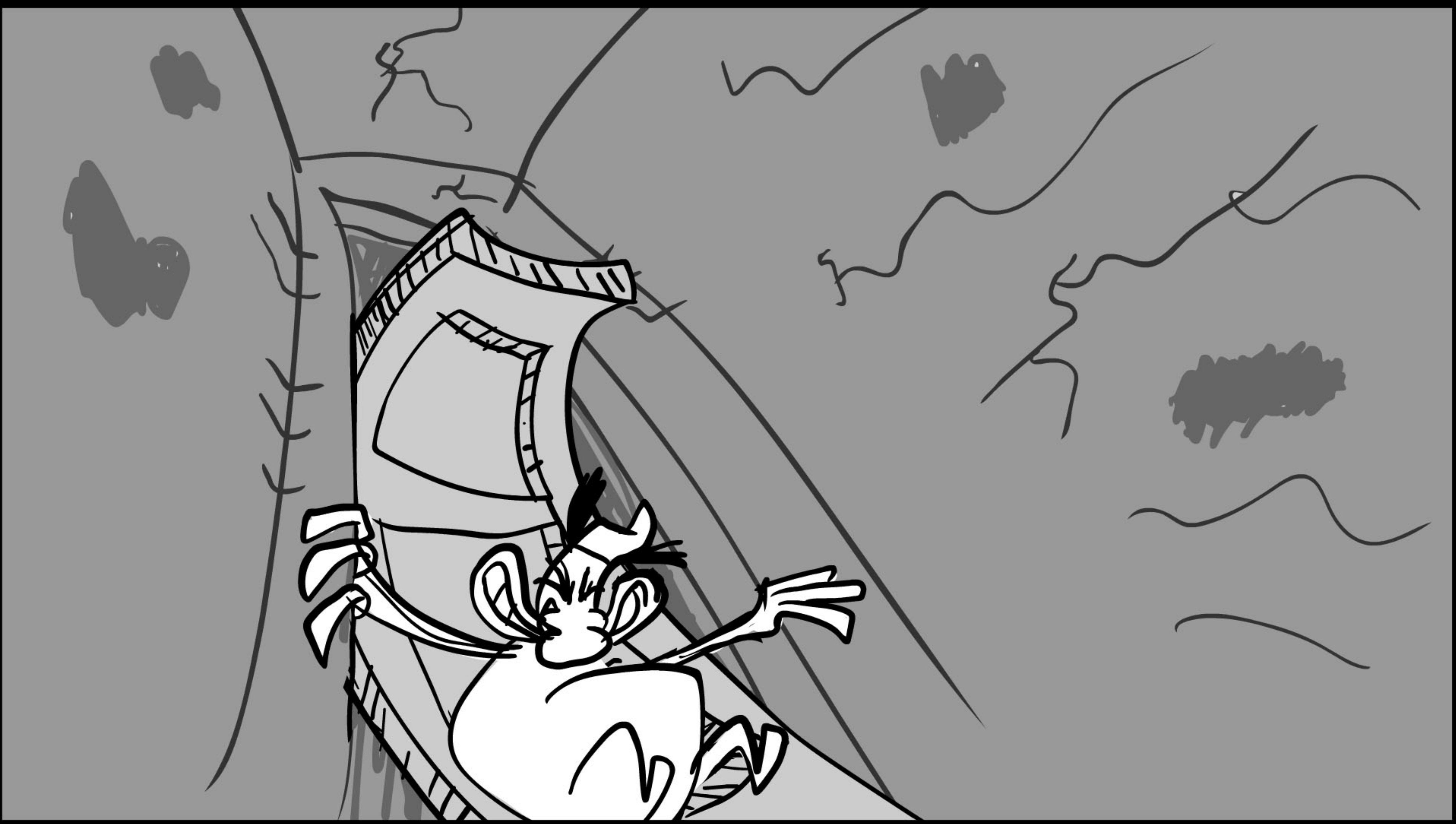
Sc	P	T	
002	003		



Dialogue
(SFX) Bang

Action Notes
Dog bangs head against door

Sc	P	T	
002	004		



Dialogue

Action Notes
Door recoils after hard impact

Sc	P	T	
002	005		



Dialogue

Action Notes

Sc 002	P 006	T	
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Dialogue
(SFX) Bang

Action Notes
Dog bangs head against door

Sc 002	P 007	T	
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Dialogue

Action Notes
Door recoils after hard impact

Sc 002	P 008	T	
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Dialogue

Action Notes

Sc	P	T	
003	001		

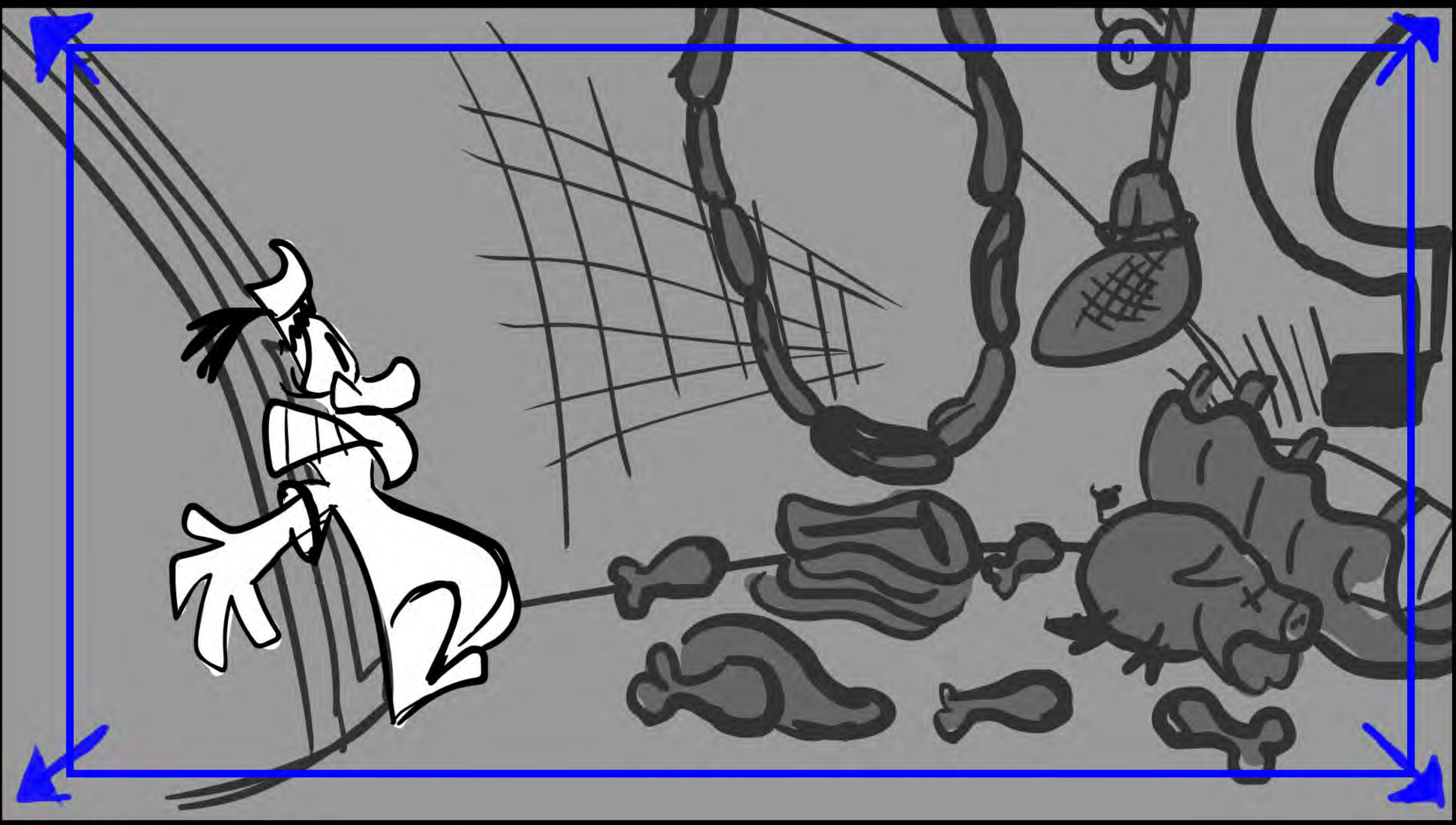


Dialogue

(SFX) Monster-like growling

Action Notes

Sc	P	T	
003	002		



Dialogue

(SFX) Monster-like growling

Action Notes

Camera pulls back to reveal all the meat in the room, indicating the man is a butcher

Sc	P	T	
003	003		



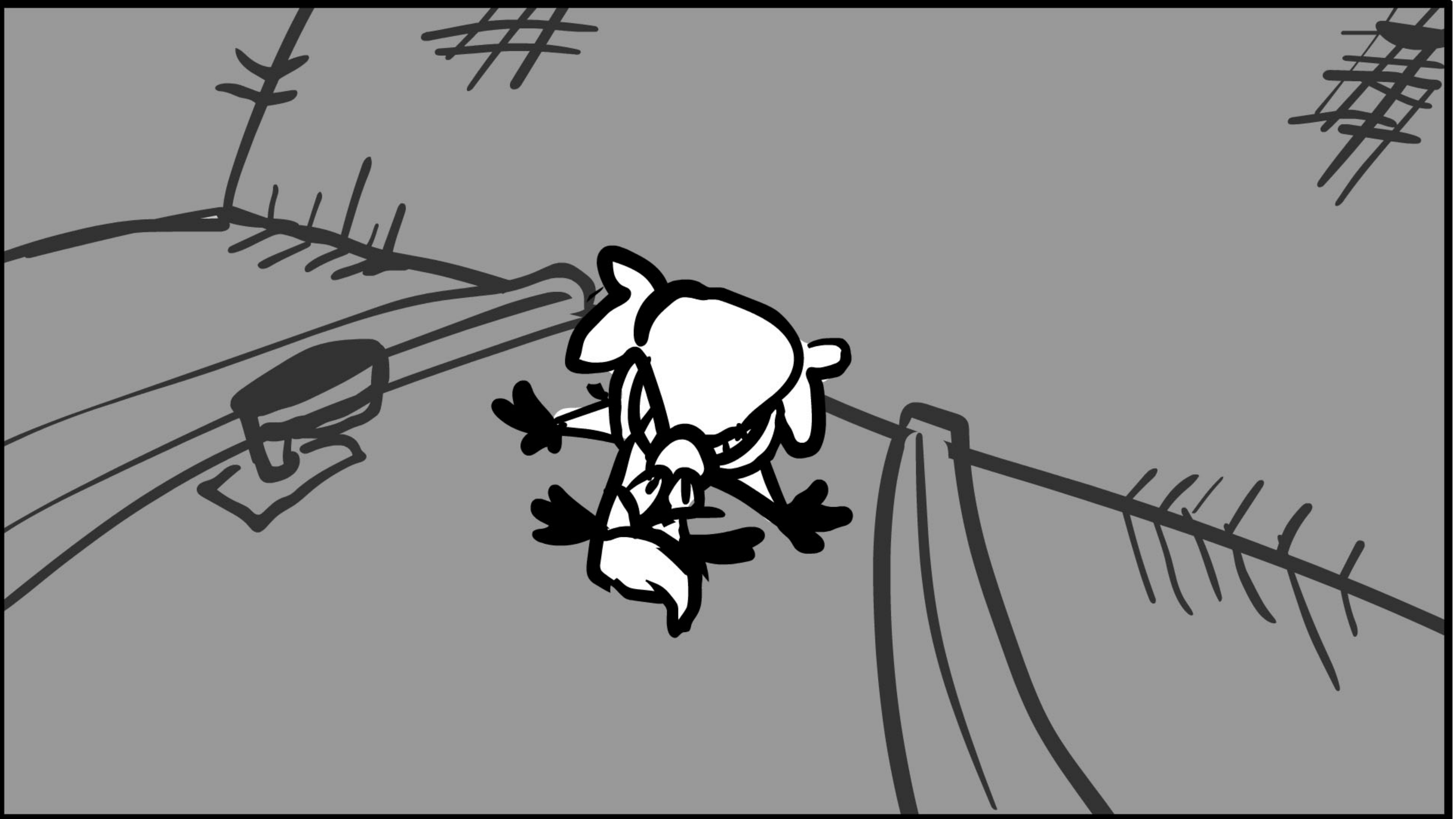
Dialogue

(SFX) Monster-like growling

Action Notes

Man looks down at meat

Sc	P	T	
004	001		



Dialogue
(SFX) Monster-like growling

Action Notes

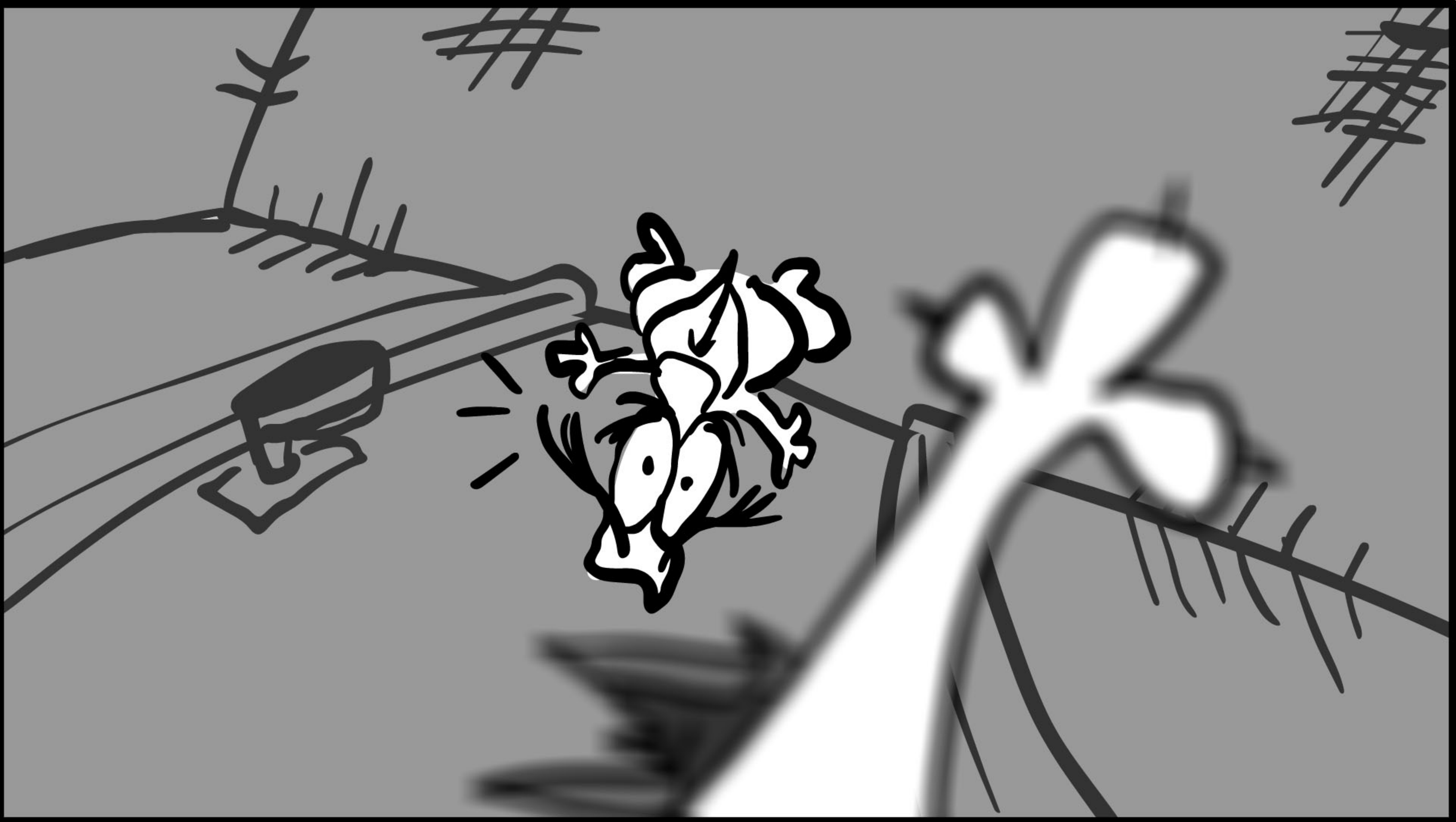
Sc	P	T	
004	002		



Dialogue
(SFX) Wood breaking

Action Notes
Dog smashes paw through door

Sc	P	T	
004	003		



Dialogue

Action Notes
Debris from door smashing settles

Sc	P	T	
004	004		

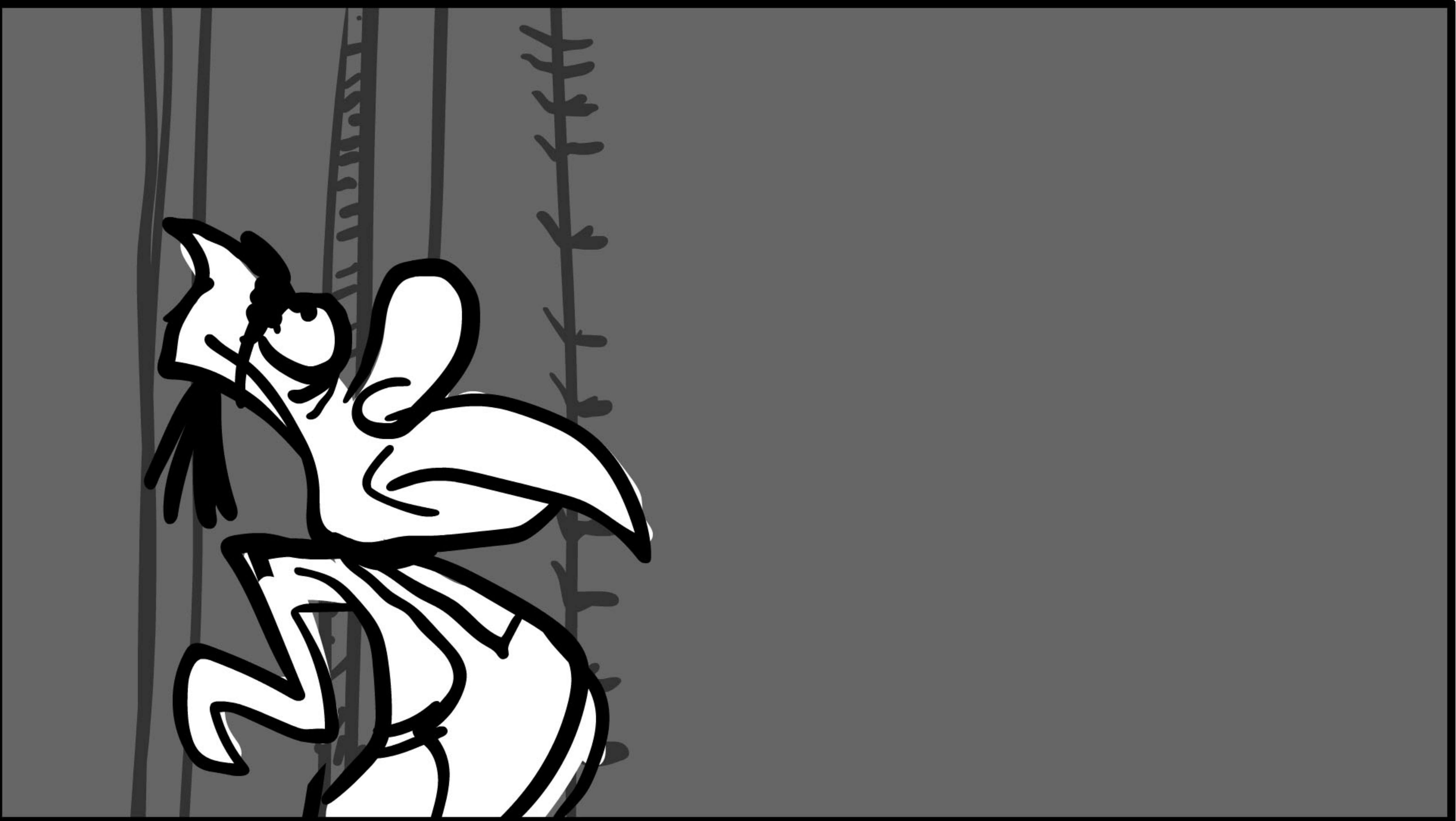


Dialogue

Action Notes

Camera pulls focus on dog's paw

Sc	P	T	
005	001		



Dialogue

Action Notes

Sc	P	T	
005	002		



Dialogue

Action Notes

Man leans back up against door.

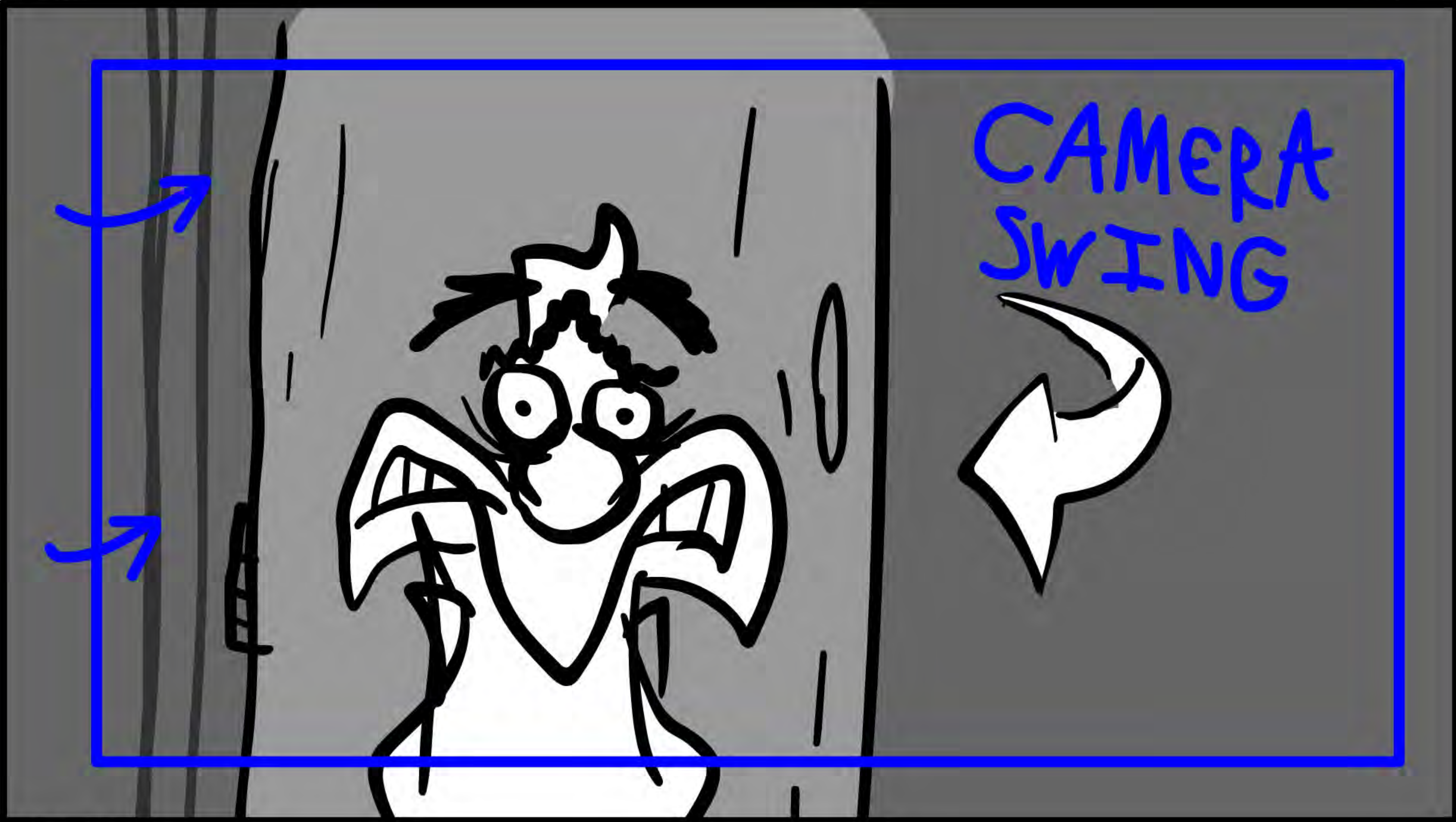
Sc 005	P 003	T	
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Dialogue
(SFX) Door creak

Action Notes
Door opens, pushing man toward camera

Sc 005	P 004	T	
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Dialogue

Action Notes
Camera begins swinging to the left

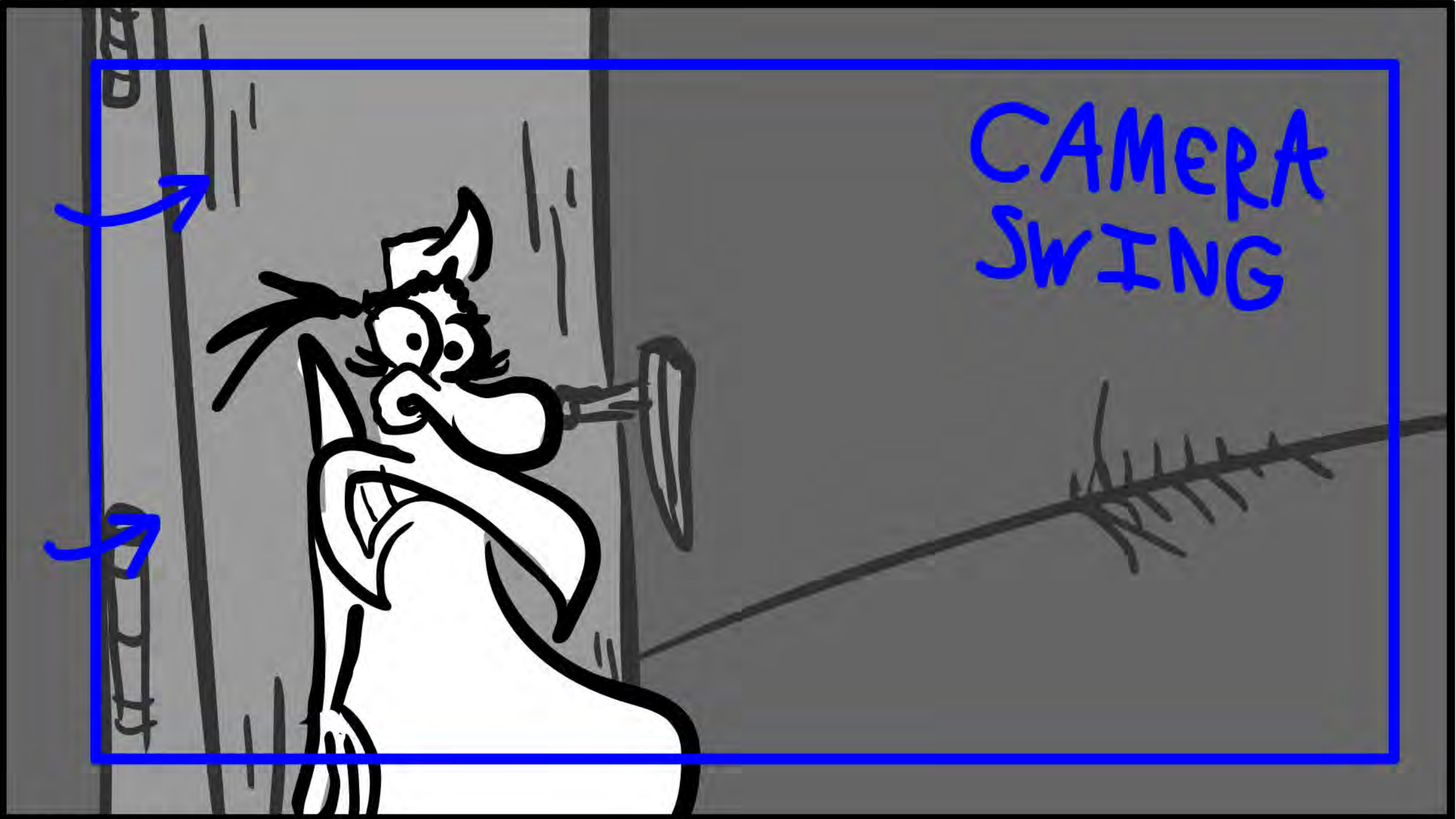
Sc 005	P 005	T	
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Dialogue

Action Notes
Camera swings to the left

Sc	P	T	
005	006		

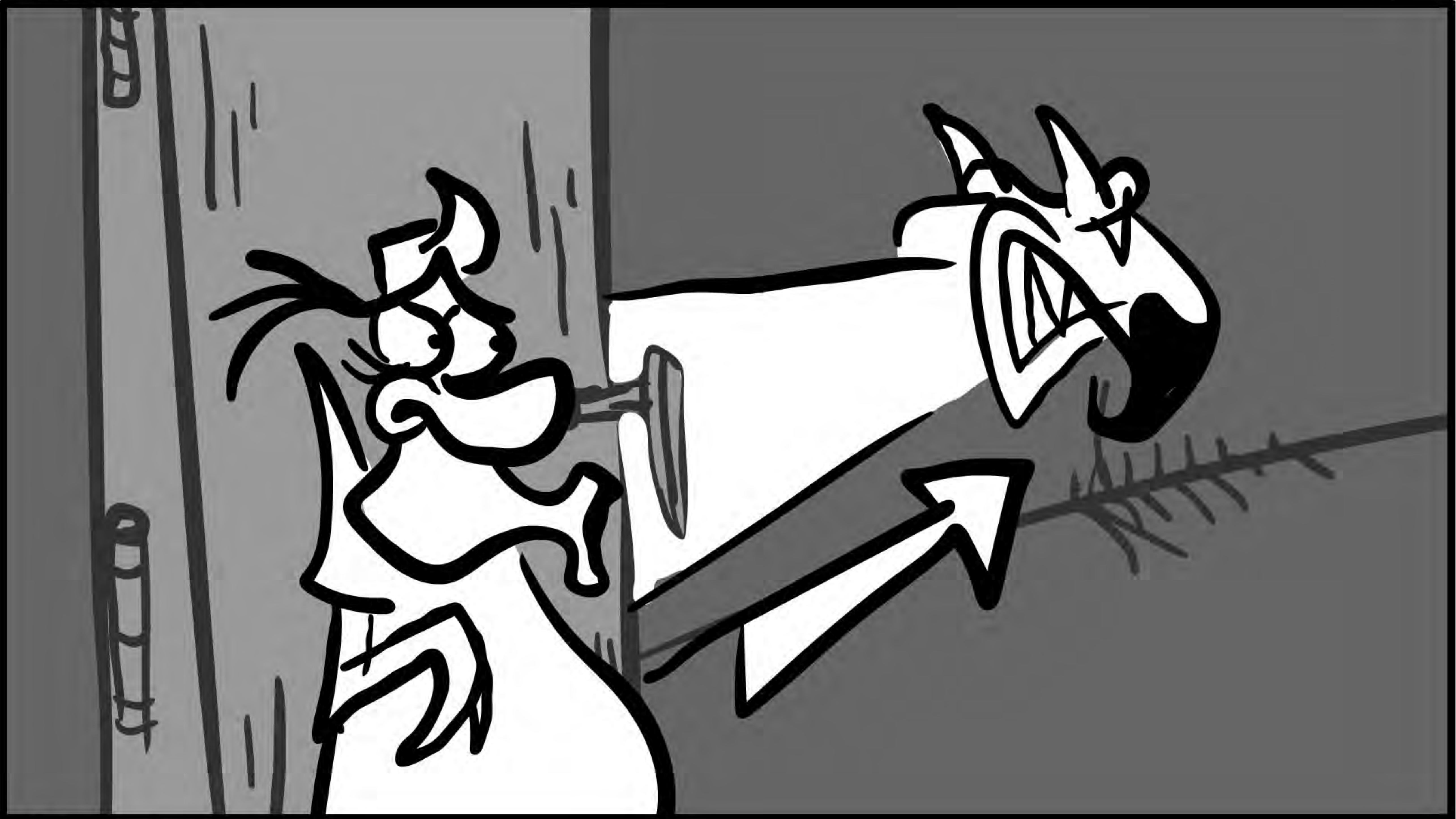


Dialogue

Action Notes

Camera stops at this angle

Sc	P	T	
005	007		



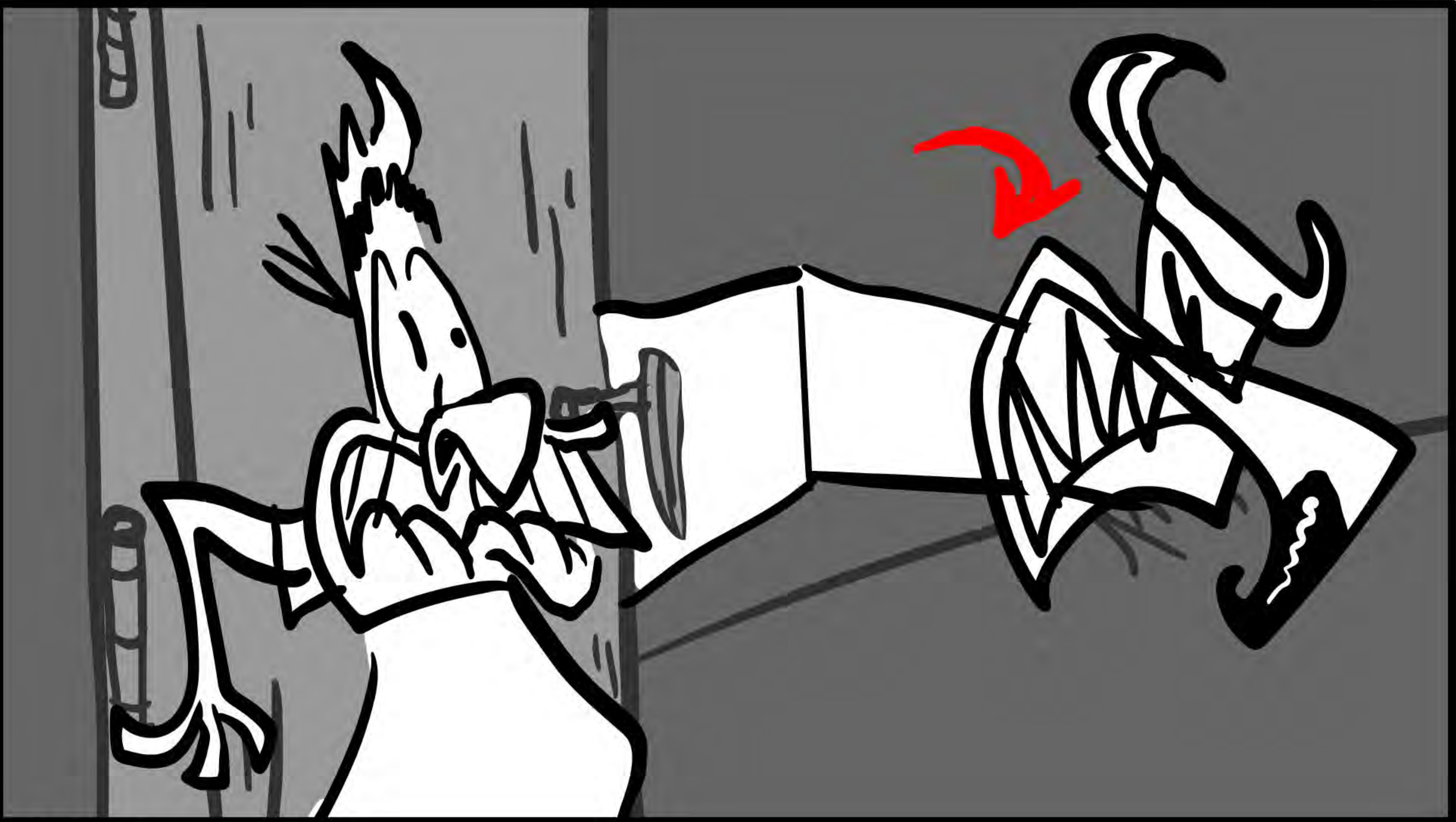
Dialogue

Dog: *growls*

Action Notes

Dog pokes its head in.

Sc	P	T	
005	008		



Dialogue

Dog: *growls*

Action Notes

Dog's neck folds like paper to look at butcher.

Sc	P	T	
005	009		



Dialogue
Dog: *growls*

Action Notes
As dog turns fully, the butcher sinks into the scared postion

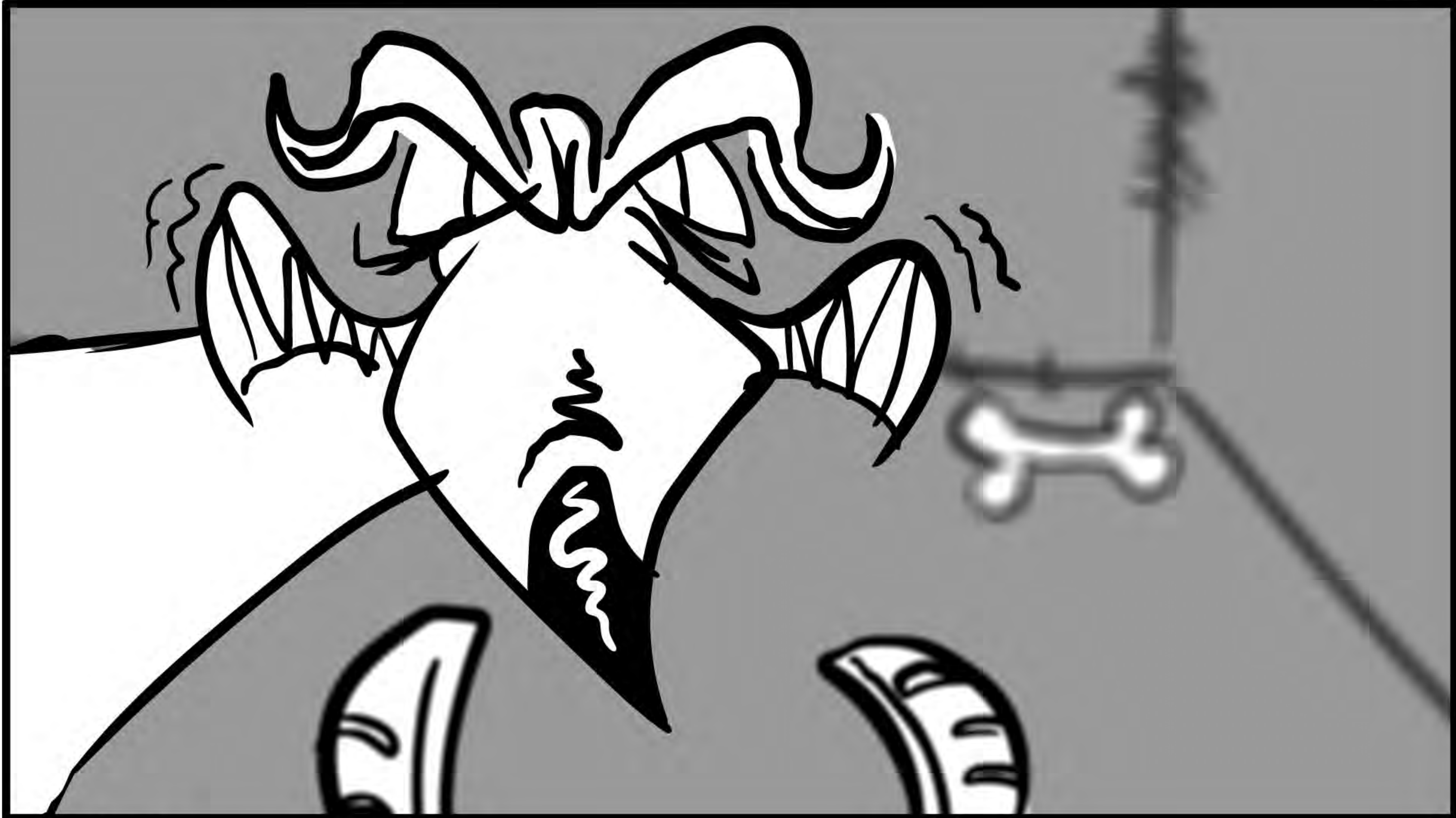
Sc	P	T	
005	010		



Dialogue
Dog: *growls*

Action Notes
The butcher notices something on the floor

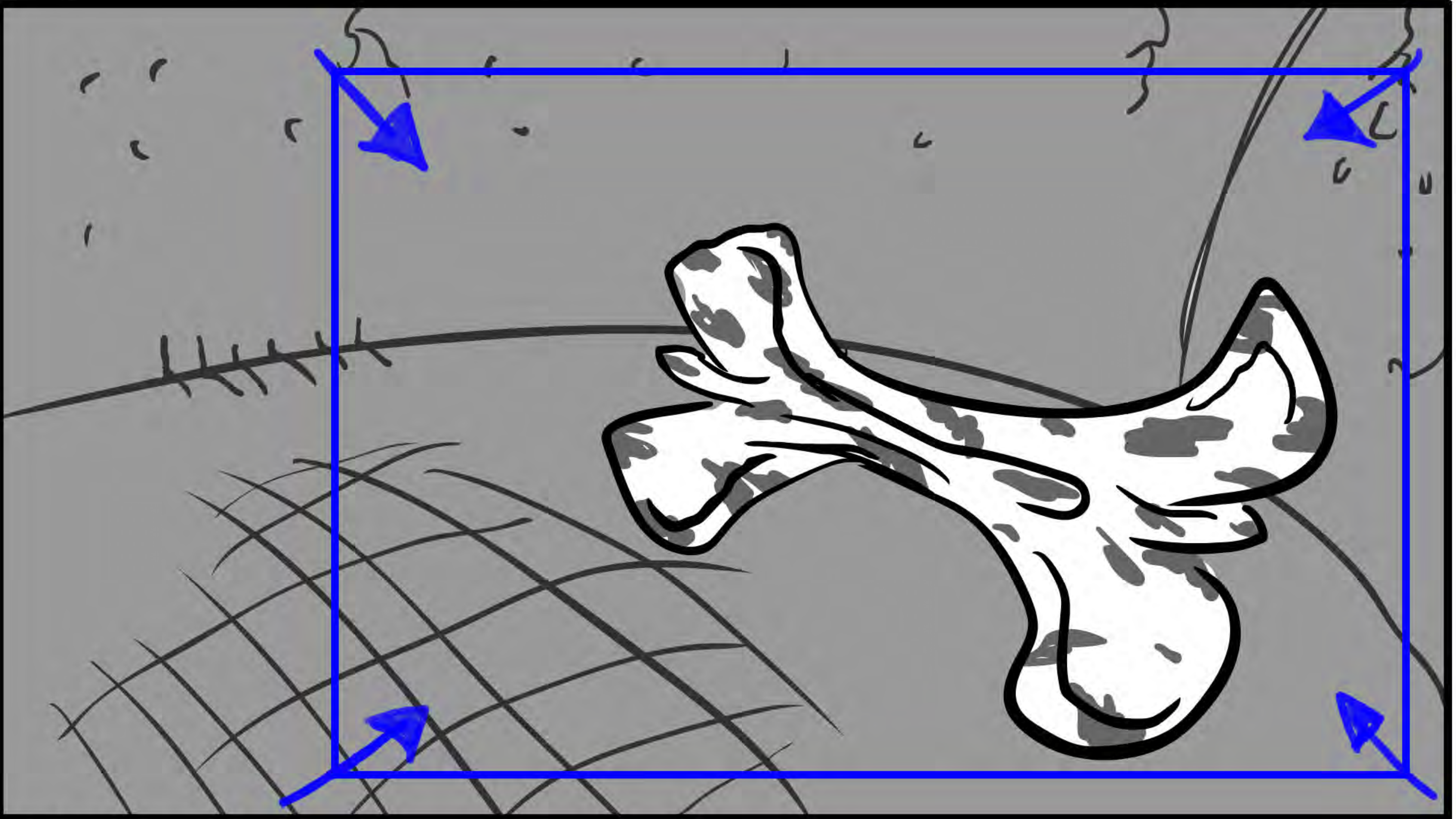
Sc	P	T	
006	001		



Dialogue
Dog: *growls*

Action Notes
Butcher P.O.V. shot

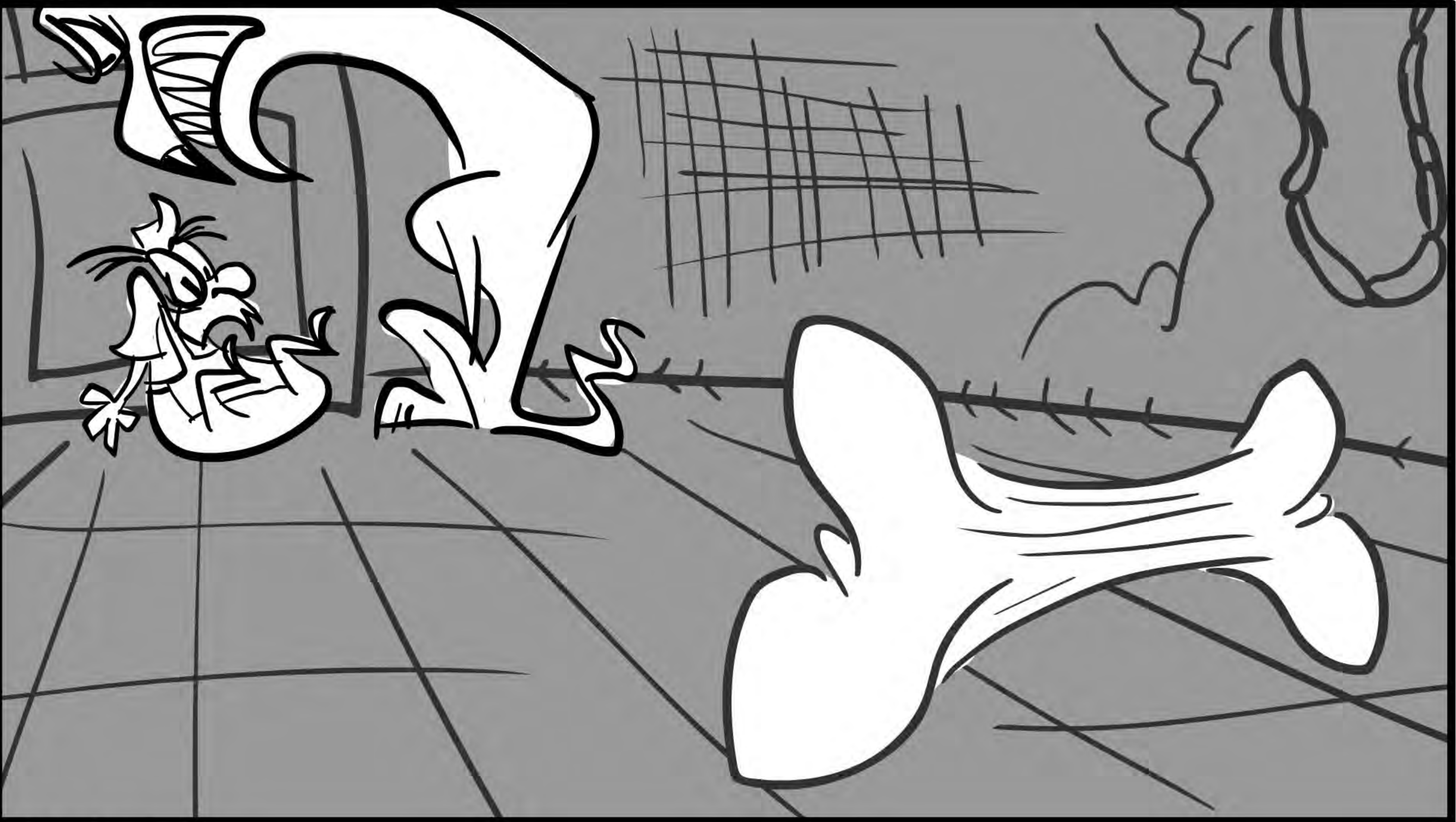
Sc	P	T	
006	002		



Dialogue
(SFX) Sword being pulled from sheath

Action Notes
Butcher's POV Shot: Hard zoom in on bone

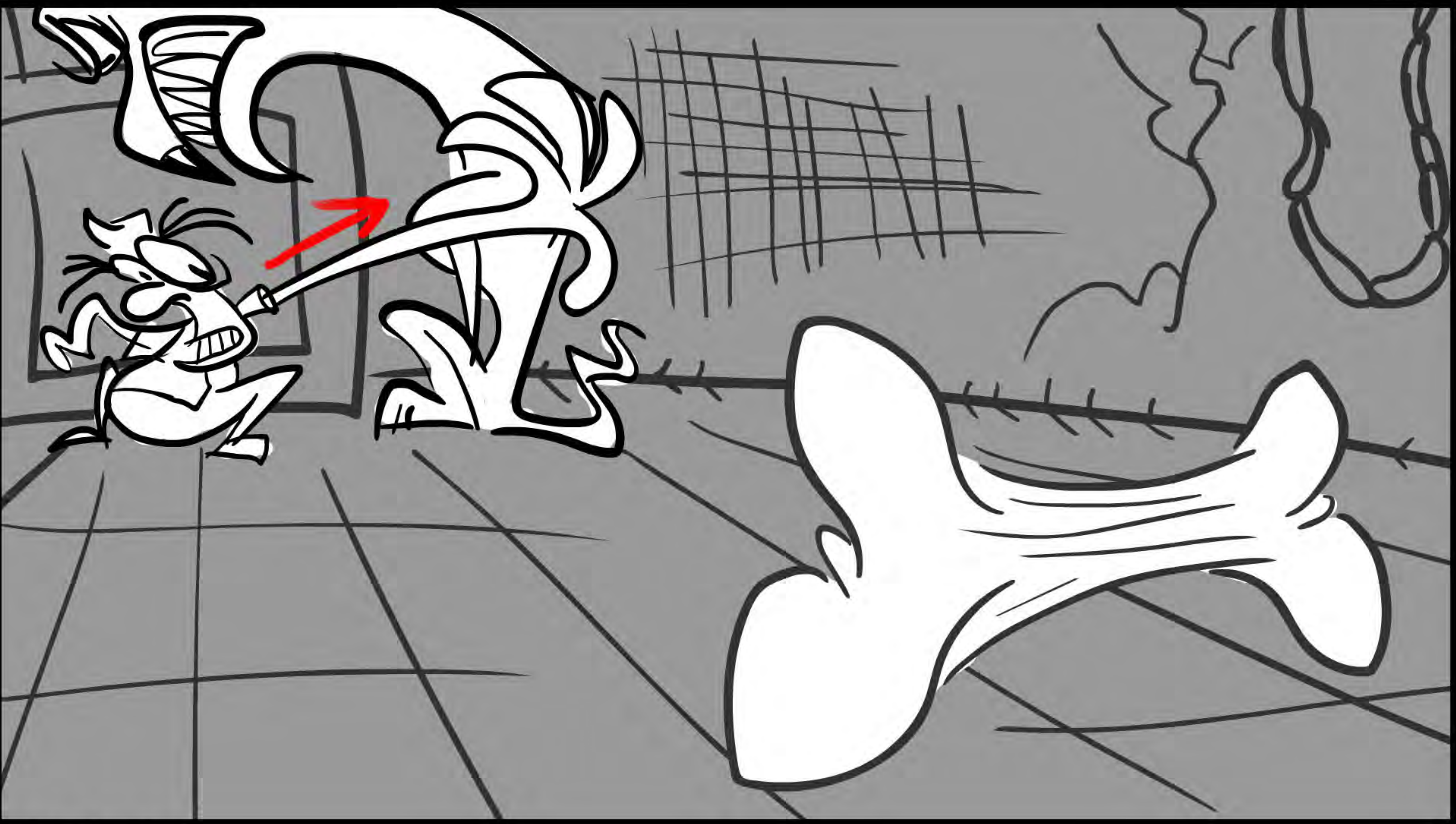
Sc	P	T	
007	001		



Dialogue
Dog: *growls*

Action Notes

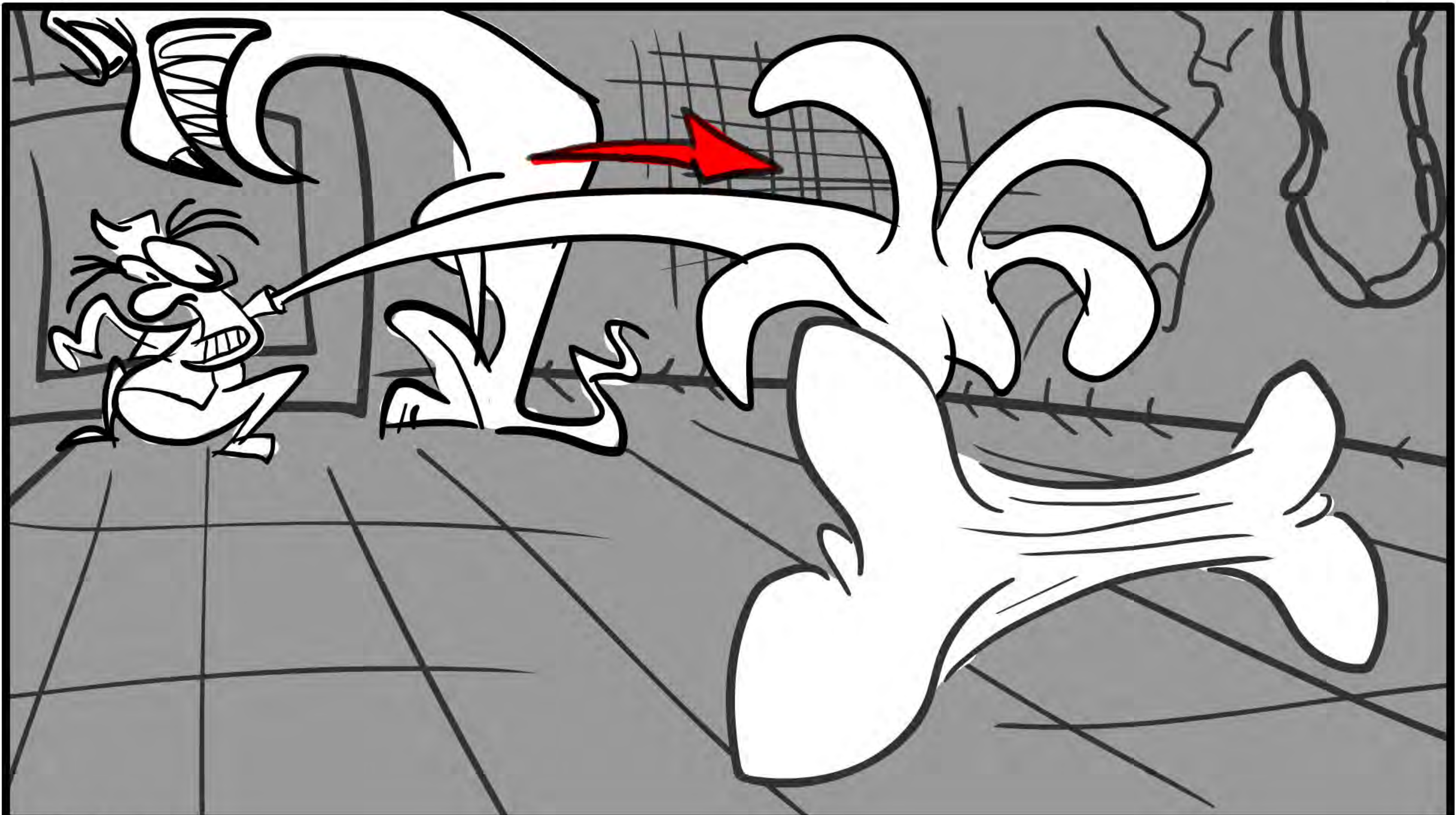
Sc	P	T	
007	002		



Dialogue
Dog: *growls*

Action Notes
Butcher stretches arm forward

Sc	P	T	
007	003		



Dialogue

Dog: *growls*

Action Notes

Butcher stretches arm forward

Sc	P	T	
007	004		



Dialogue

Dog: *growls*

Action Notes

Butcher grabs onto bone

Sc	P	T	
008	001		



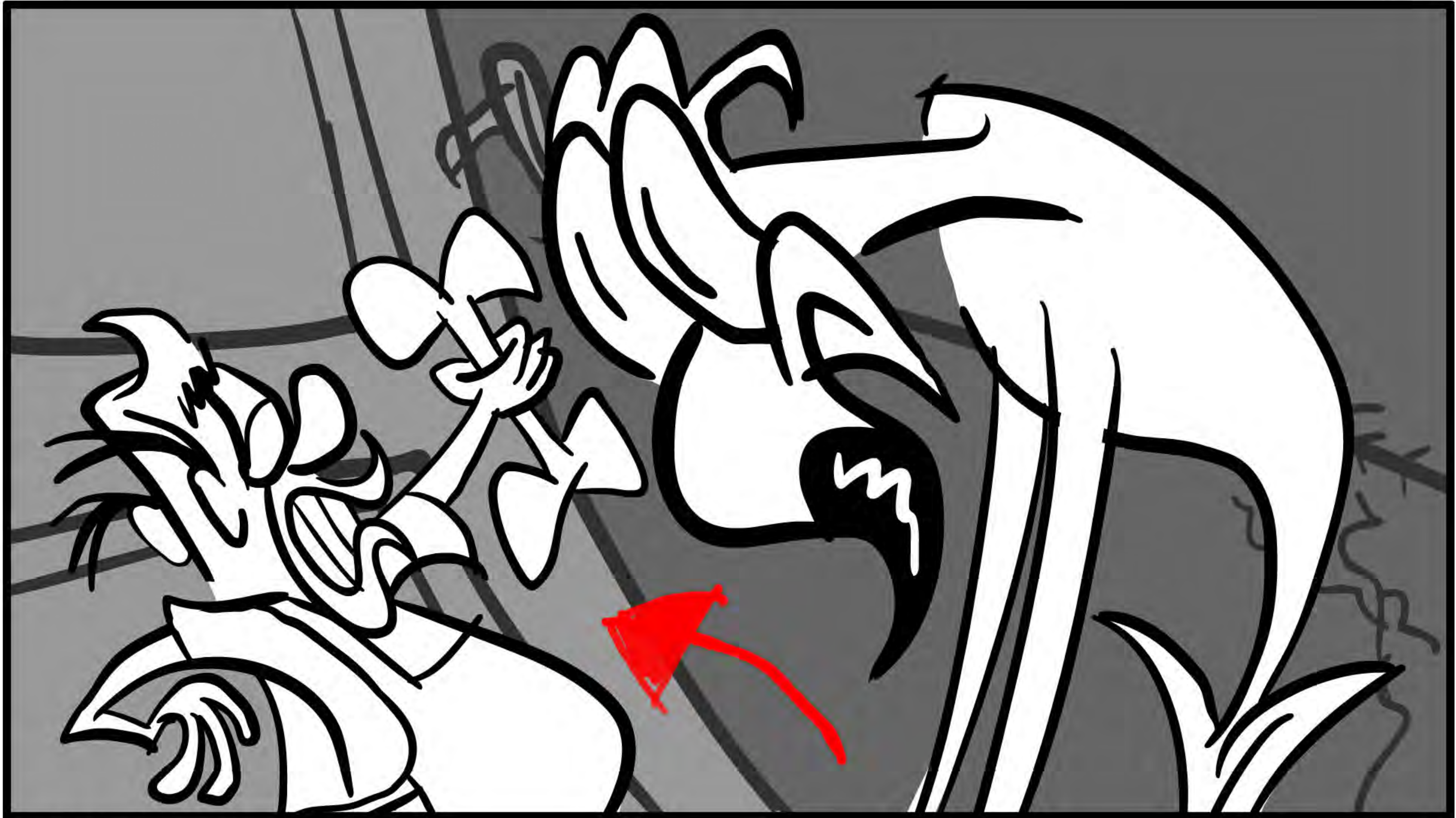
Dialogue

Dog: *growls*

Action Notes

Butcher's legs wiggle as he leans out of frame

Sc	P	T	
008	002		



Dialogue

Action Notes

Butcher sits up holding bone toward dog. Dog stops growling

Sc	P	T	
008	003		



Dialogue

Dog: *pants*

Action Notes

Dog leans back as he pants

Sc	P	T	
009	001		



Dialogue

Dog: *pants*

Action Notes

Dog's tongue slides up and down as he pants

Sc	P	T	
009	002		



Dialogue

Dog: *pants*

Action Notes

Dog's tongue slides up and down as he pants

Sc	P	T	
009	003		



Dialogue

Dog: *pants*

Action Notes

Dog's tongue slides up and down as he pants

Sc	P	T	
009	004		



Dialogue

Dog: *pants*

Action Notes

Dog's tongue slides up and down as he pants

Sc	P	T	
009	005		



Dialogue

Dog: *pants*

Action Notes

Dog's tongue slides up and down as he pants

Sc	P	T	
009	006		



Dialogue

Action Notes

Dog antics for bark

Sc	P	T	
009	007		



Dialogue

Dog: Bark

Action Notes

"Bark" text appears on screen

Sc 009	P 008	T	
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Dialogue

Action Notes

Dog antics for bark

Sc 009	P 009	T	
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Dialogue

Dog: Bark

Action Notes

“Bark” text appears on screen

Sc 009	P 010	T	
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Dialogue

Action Notes

Butcher stands up and points to bone

Sc	P	T	
009	011		



Dialogue

Dog: *pants*

Action Notes

Dog's tongue slides up and down as he pants

Sc	P	T	
009	012		



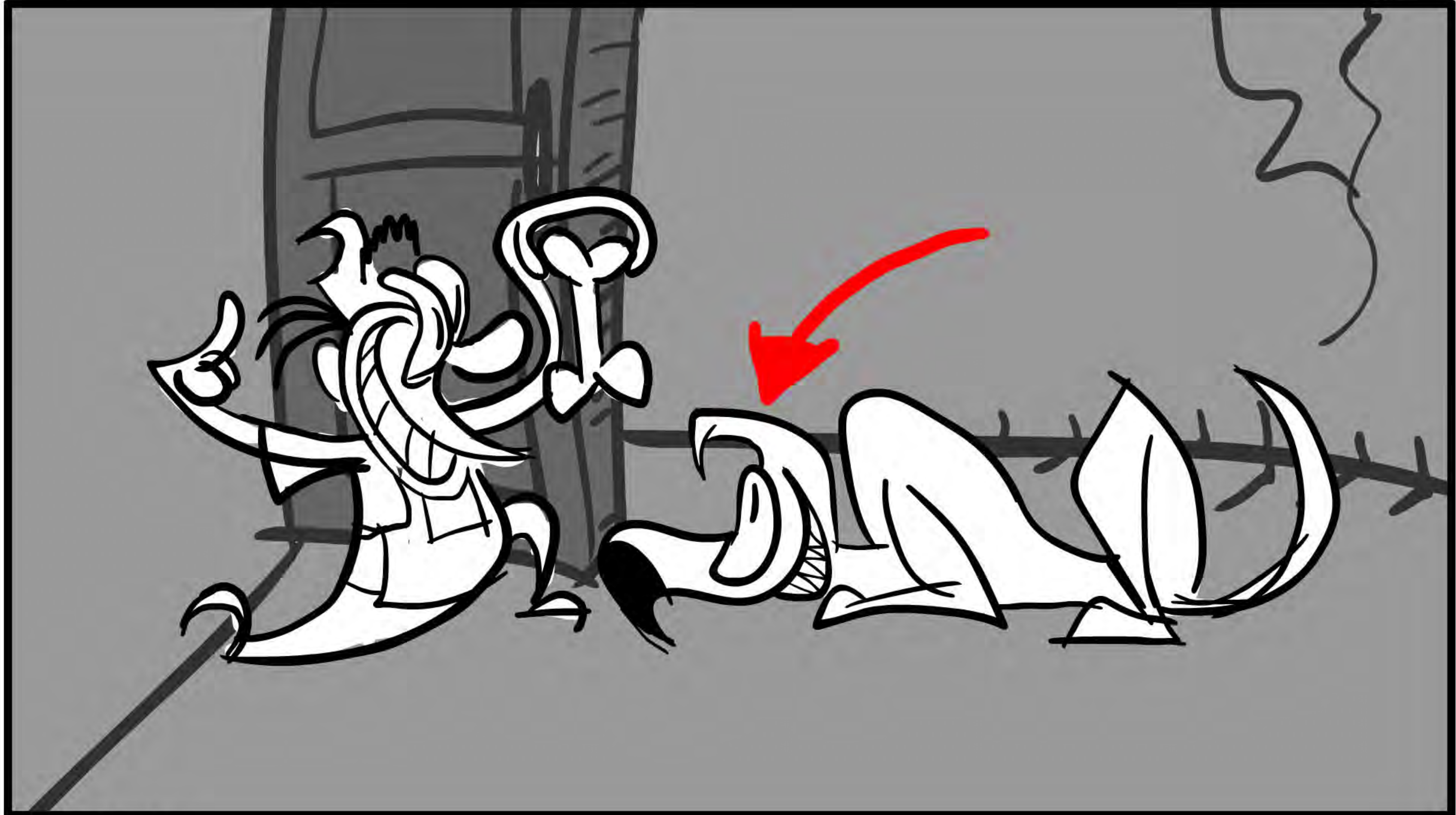
Dialogue

Dog: *pants*

Action Notes

Dog's tongue slides up and down as he pants

Sc	P	T	
009	013		



Dialogue

Action Notes

Dog flops onto his belly

Sc	P	T	
009	014		



Dialogue

Action Notes

Butcher dangles bone in front of dog's eyes

Sc	P	T	
009	015		

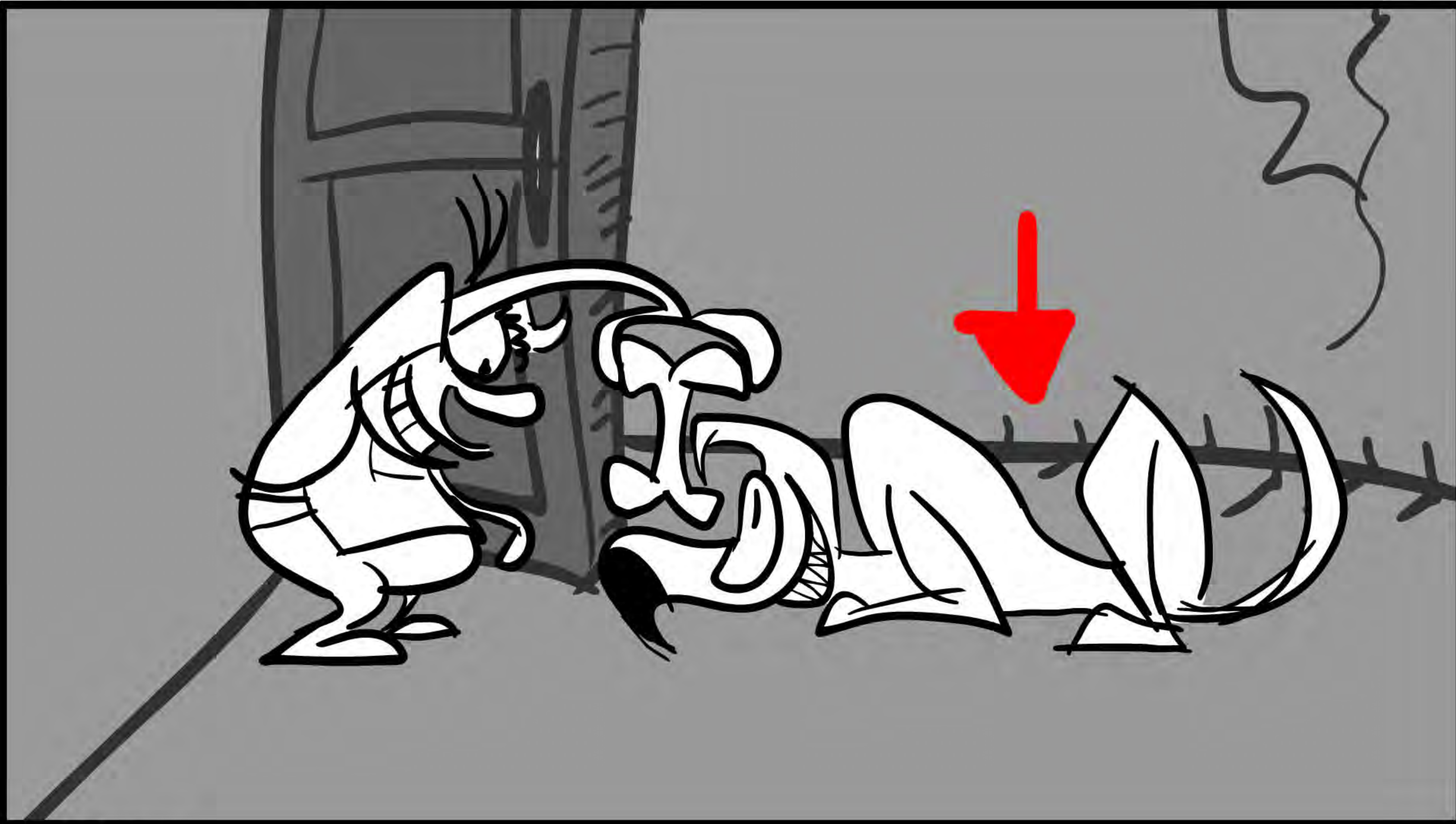


Dialogue

Action Notes

Lower half of dog jumps up

Sc	P	T	
009	016		



Dialogue

Action Notes

Lower half of dog drops back down

Sc	P	T	
009	017		

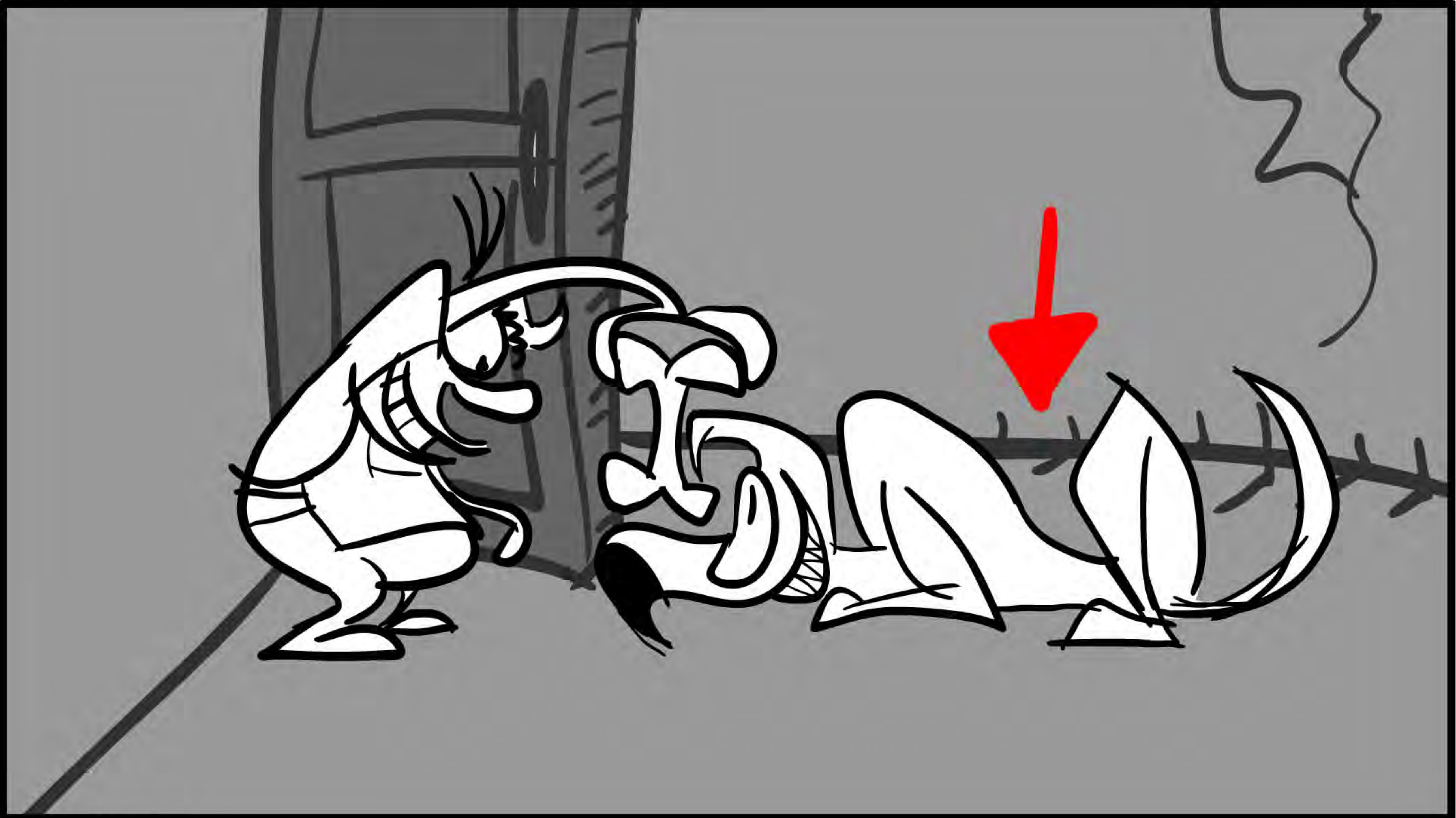


Dialogue

Action Notes

Lower half of dog jumps up

Sc	P	T	
009	018		



Dialogue

Action Notes

Lower half of dog drops back down

Sc	P	T	
009	019		

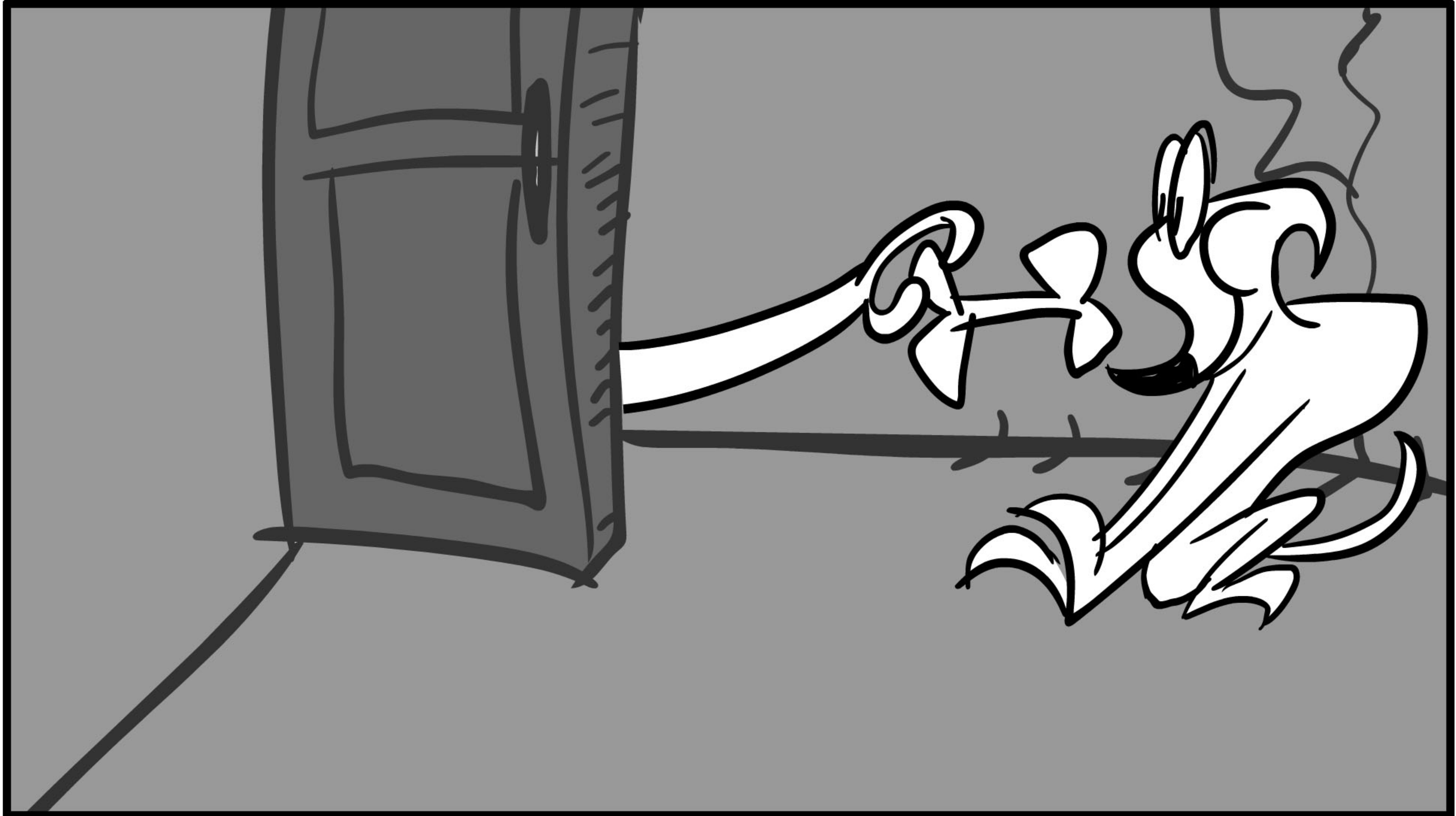


Dialogue

Action Notes

Butcher slides forward to shove bone in dog's face

Sc	P	T	
009	020		



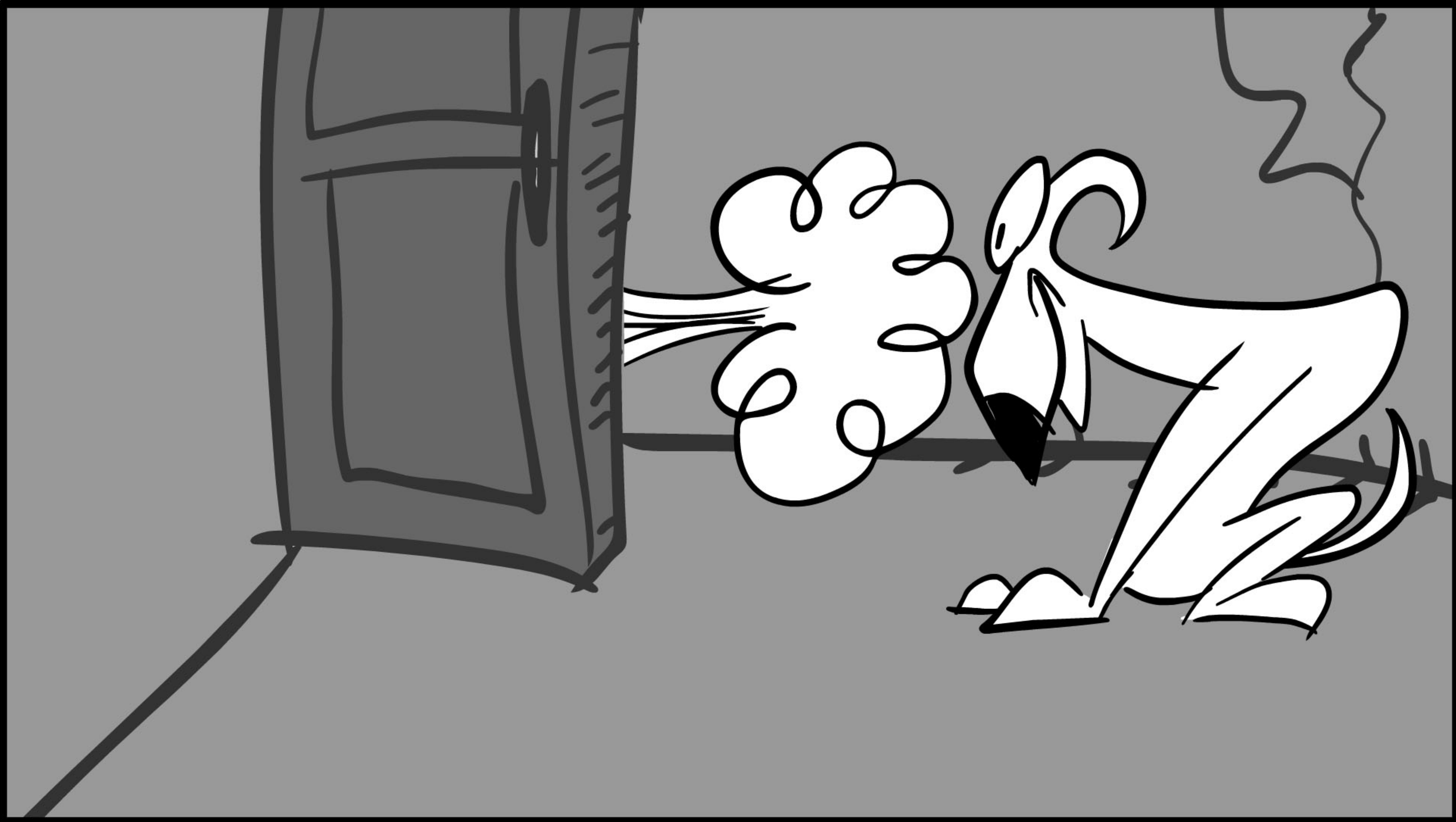
The cartoon dog is shown in a crouched position, reaching out with its extremely long, stretchable arm to grasp a door handle. The dog's body is white with black outlines, and its ears are large and upright. The background is a simple grey room with a door on the left.

Dialogue

Action Notes

Butcher's arm stretches as he zips out the door

Sc	P	T	
009	021		



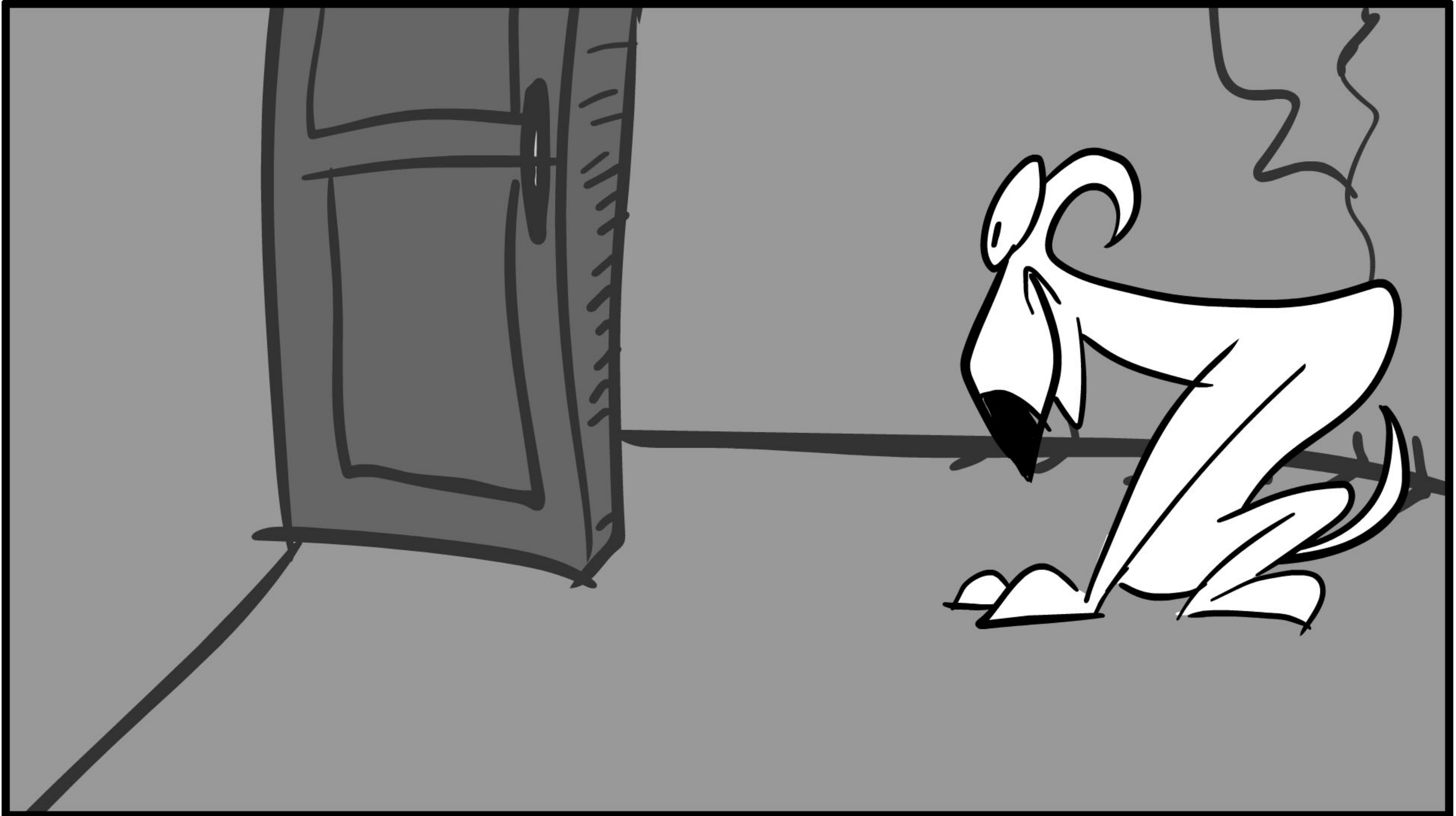
The cartoon dog is shown in a crouched position, looking towards a cloud of dust or smoke that is coming out of a door. The dog's body is white with black outlines, and its ears are large and upright. The background is a simple grey room with a door on the left.

Dialogue

Action Notes

Arm zips out door

Sc	P	T	
009	022		



The cartoon dog is shown in a crouched position, looking towards a cloud of dust or smoke that is coming out of a door. The dog's body is white with black outlines, and its ears are large and upright. The background is a simple grey room with a door on the left.

Dialogue

Action Notes

Zip cloud disipates

Sc	P	T	
010	001		



Dialogue

Action Notes

Butcher antics for bone throwing

Sc	P	T	
010	002		



Dialogue

Action Notes

Butcher throws bone

Sc	P	T	
010	003		



Dialogue

Action Notes

Bone flies off camera

Sc	P	T	
010	004		



Dialogue

Action Notes

Bone flies off camera

Sc	P	T	
010	005		



Dialogue

Action Notes

Bone flies off camera

Sc	P	T	
010	006		



Dialogue

Action Notes

Sc	P	T	
010	007		



Dialogue

Action Notes

Butcher turns head

Sc	P	T	
010	008		

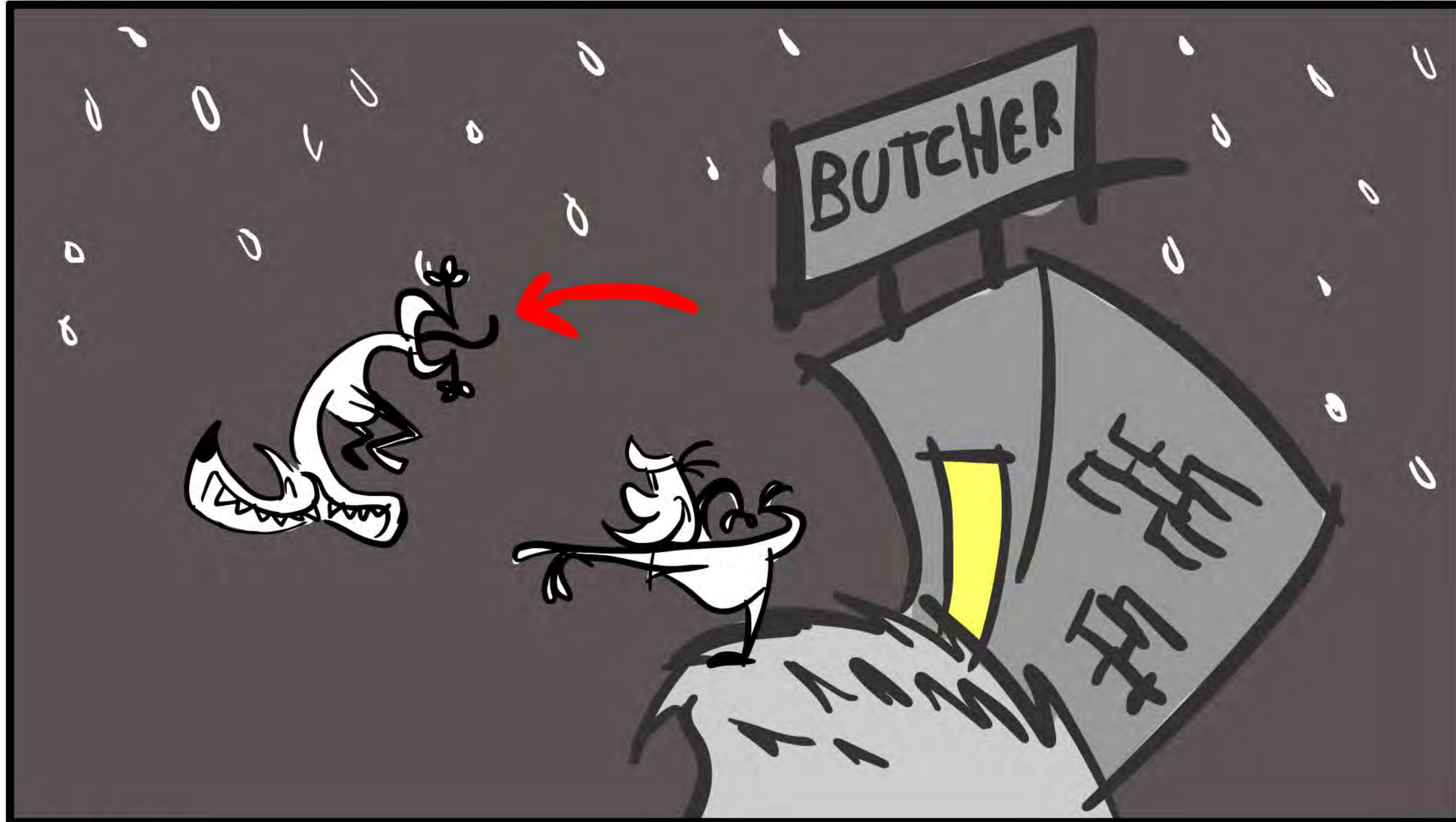


Dialogue

Action Notes

Dog leaps out door

Sc	P	T	
010	009		

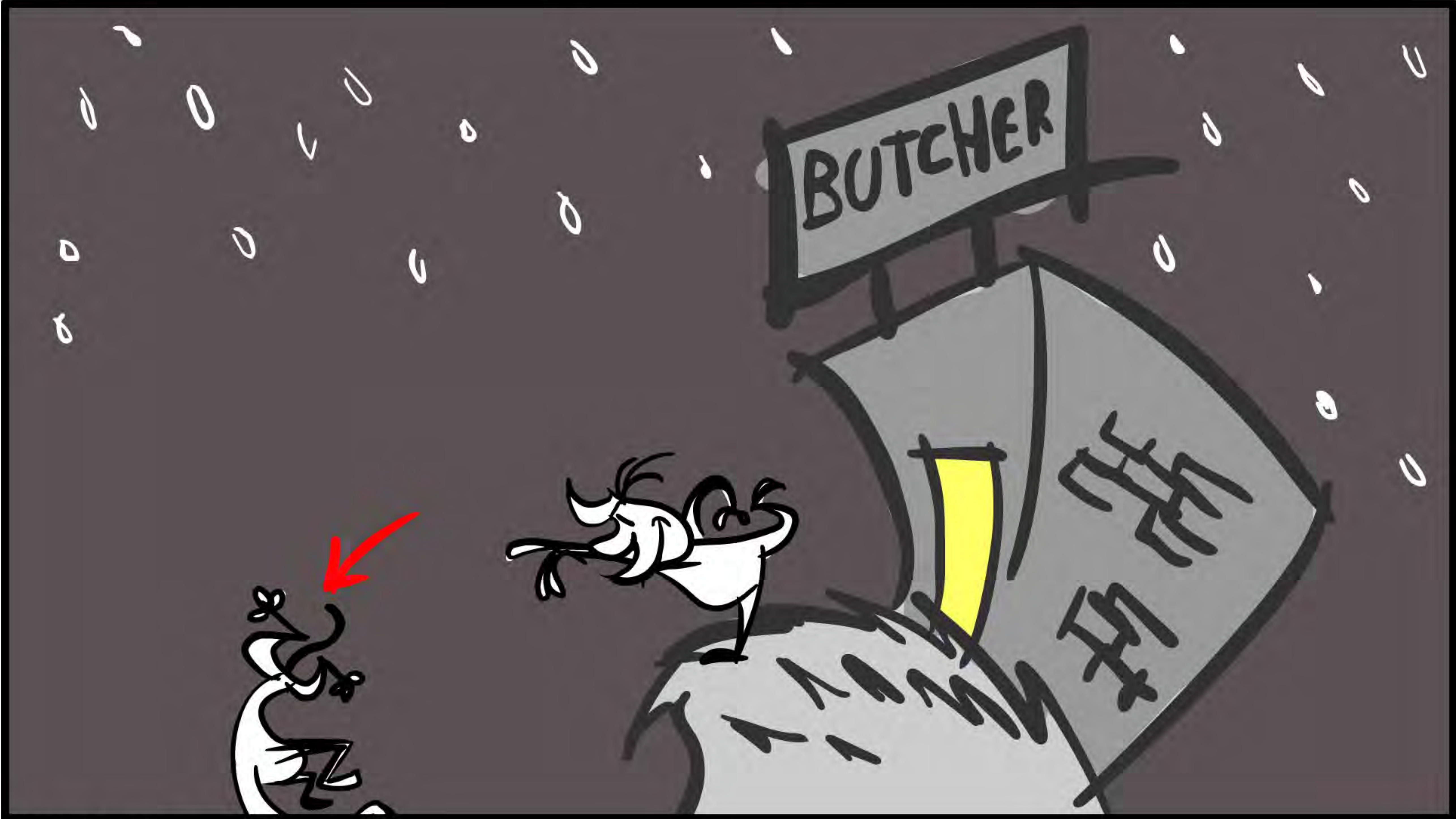


Dialogue

Action Notes

Dog falls downward

Sc	P	T	
010	010		



Dialogue

Action Notes

Dog falls off camera

Sc	P	T	
010	011		



Dialogue

Action Notes

Sc	P	T	
011	001		



Dialogue

Action Notes

Sc	P	T	
011	002		



Dialogue

Action Notes

Bone falls into frame

Sc	P	T	
011	003		



Dialogue

Action Notes

Bone falls downward

Sc	P	T	
011	004		



Dialogue

(SFX) Boing

Action Notes

Bone lands

Sc	P	T	
011	005		

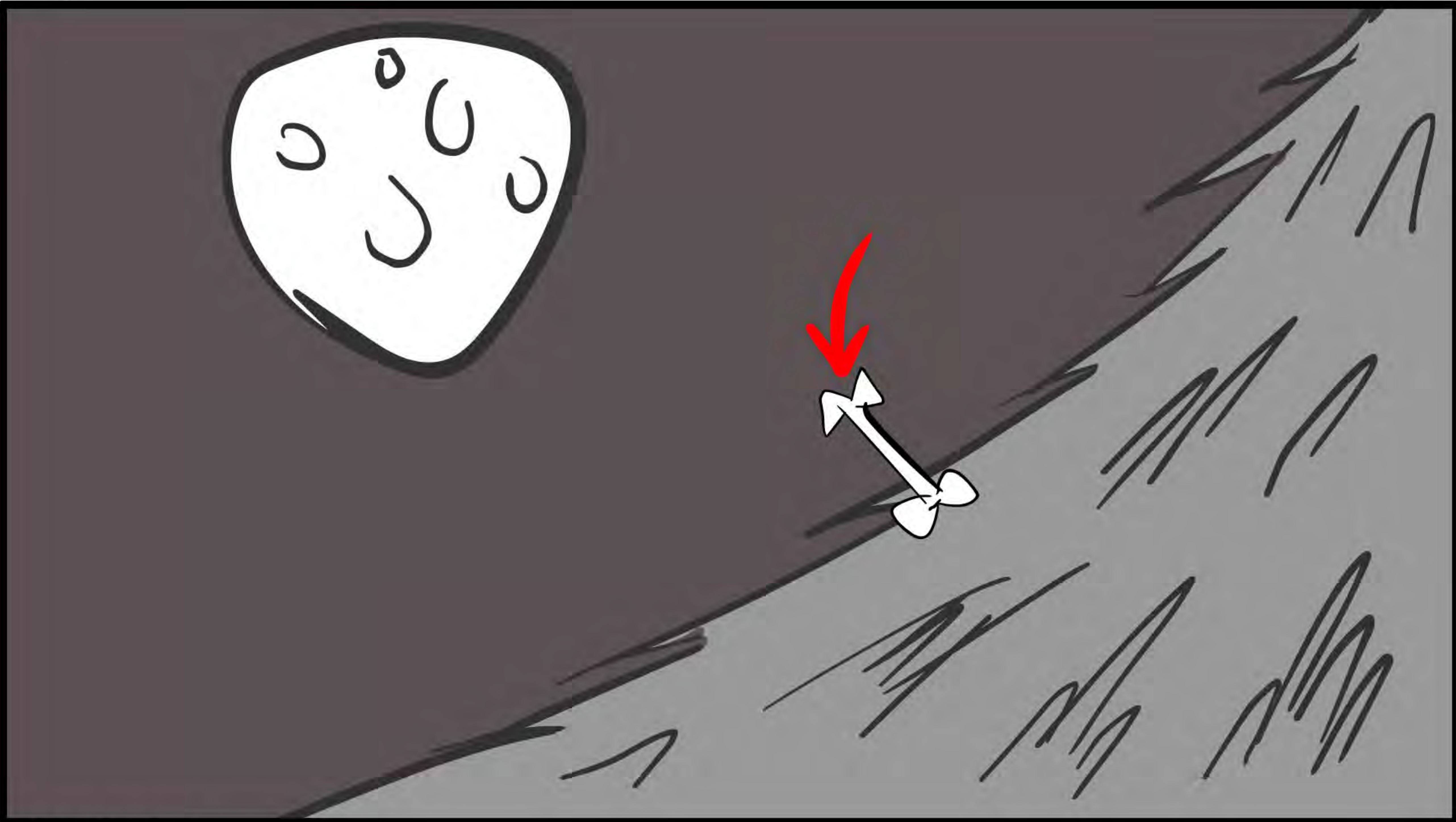


Dialogue

Action Notes

Bone bounces upward

Sc	P	T	
011	006		

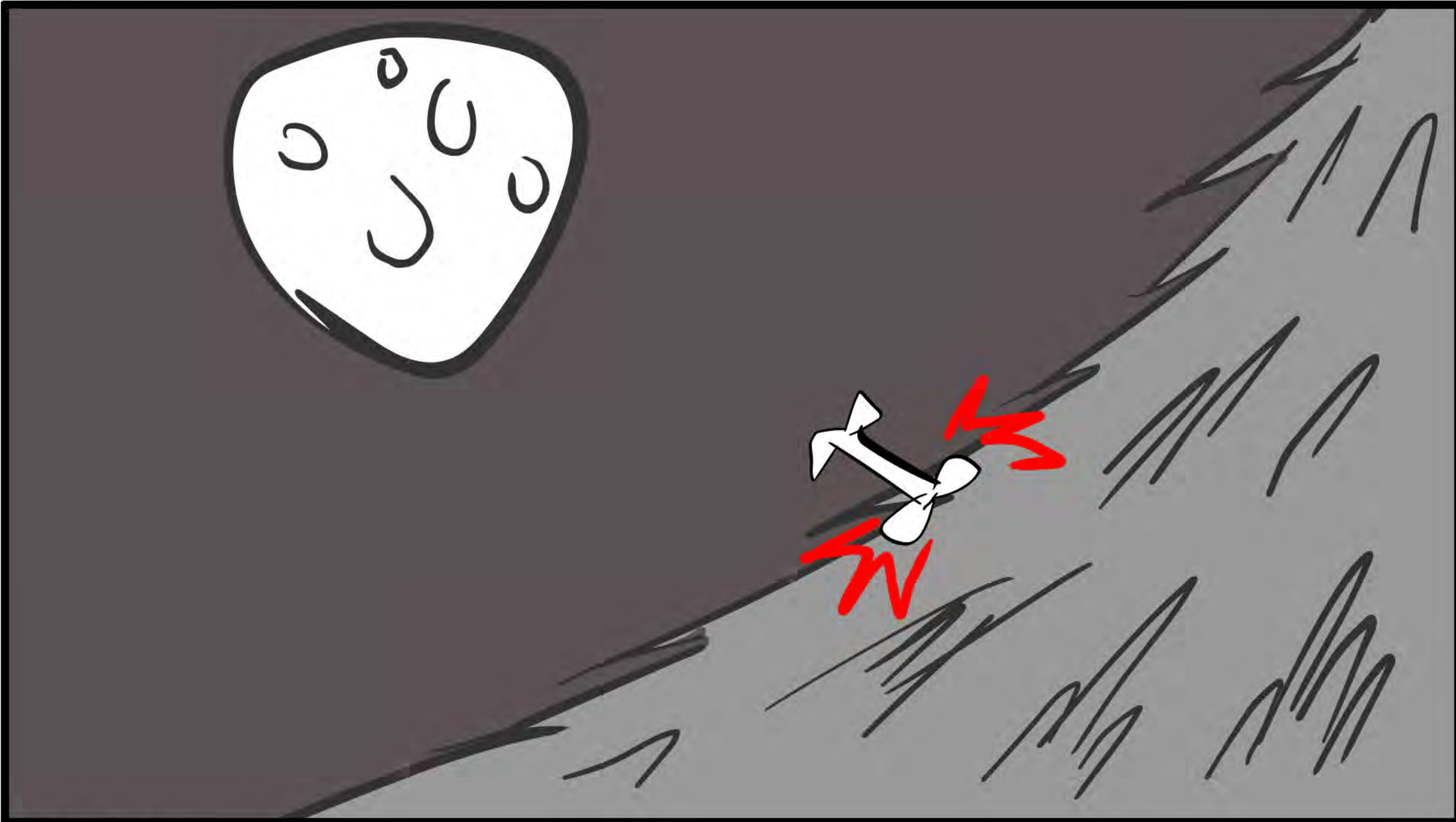


Dialogue

Action Notes

Bone lands downward

Sc	P	T	
011	007		



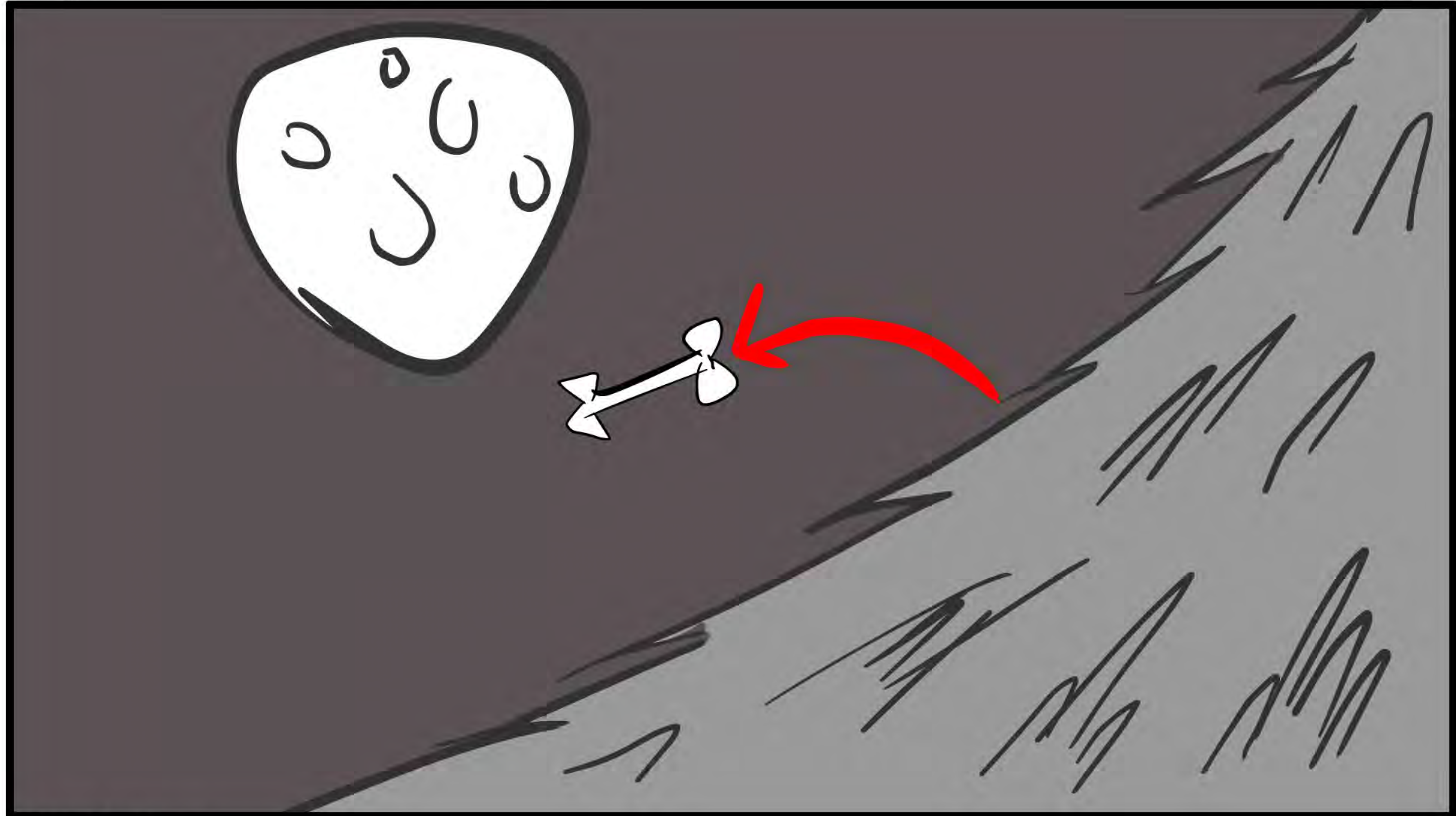
Dialogue

(SFX) Boing

Action Notes

Bone lands

Sc	P	T	
011	008		

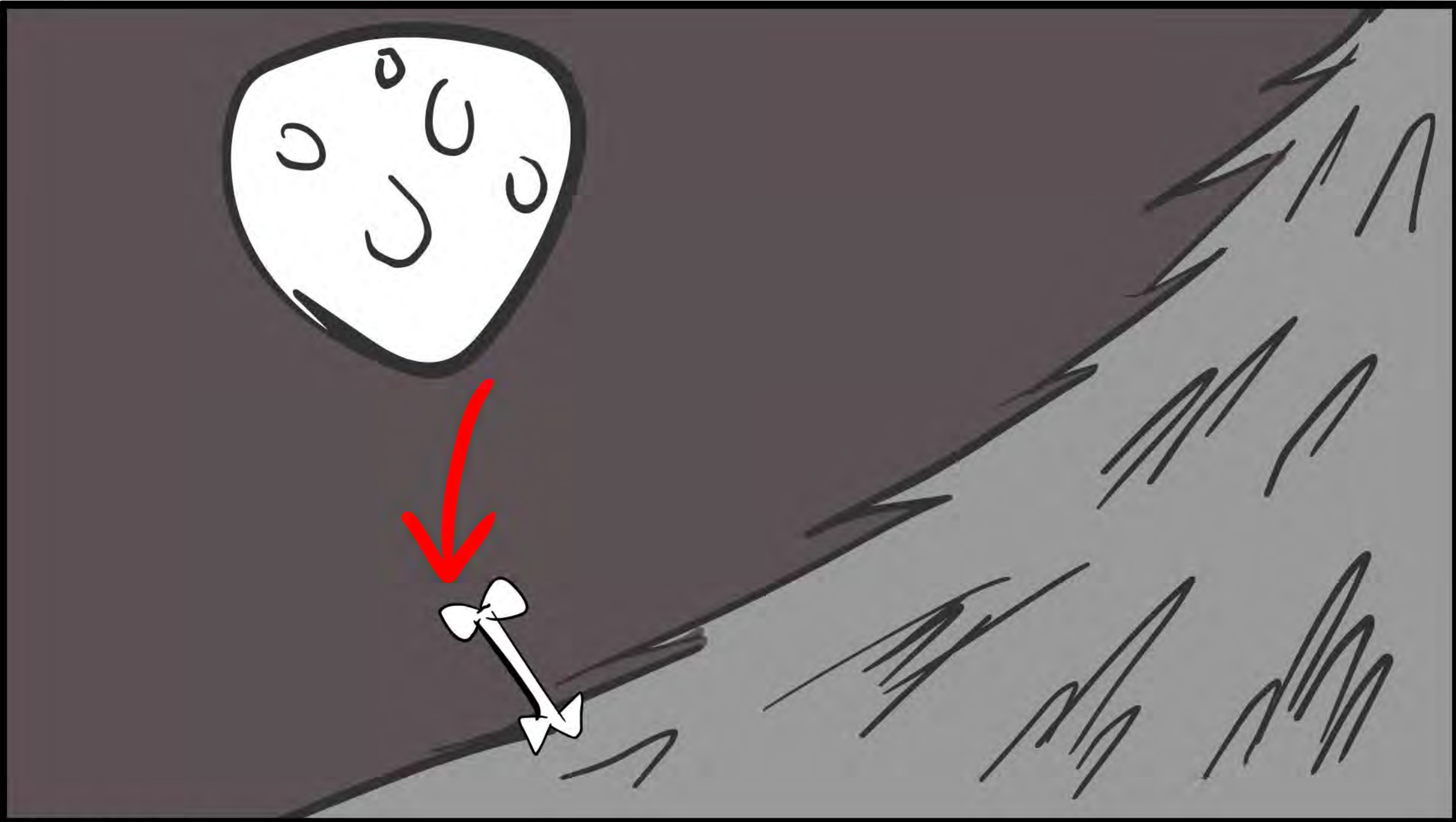


Dialogue

Action Notes

Bone bounces upward

Sc	P	T	
011	009		



Dialogue

Action Notes

Bone falls downward

Sc	P	T	
011	010		



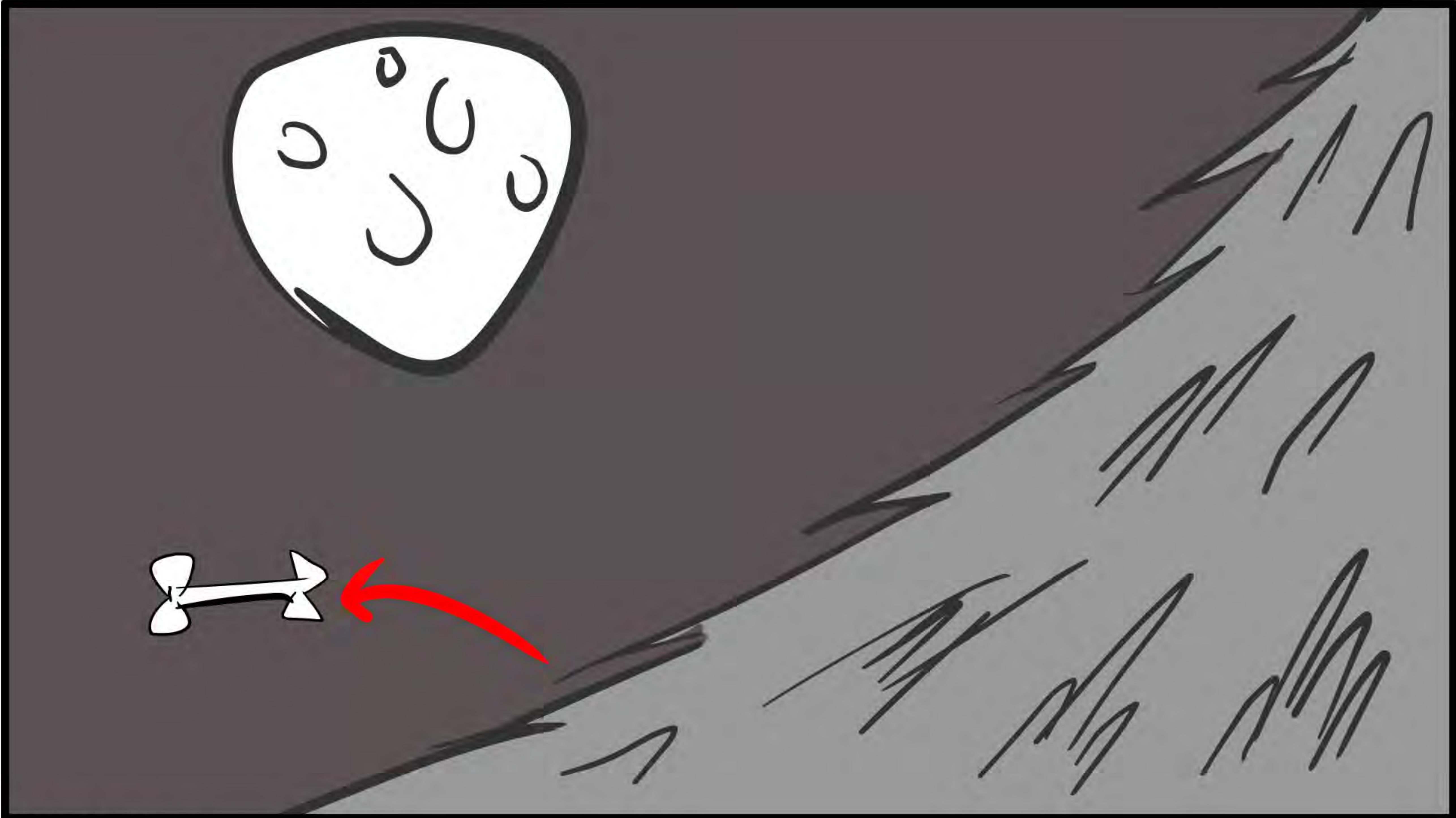
Dialogue

(SFX) Boing

Action Notes

Bone lands

Sc	P	T	
011	011		



Dialogue

Action Notes

Bone bounces upward

Sc	P	T	
011	012		



Dialogue

Action Notes

Bone lands out of frame

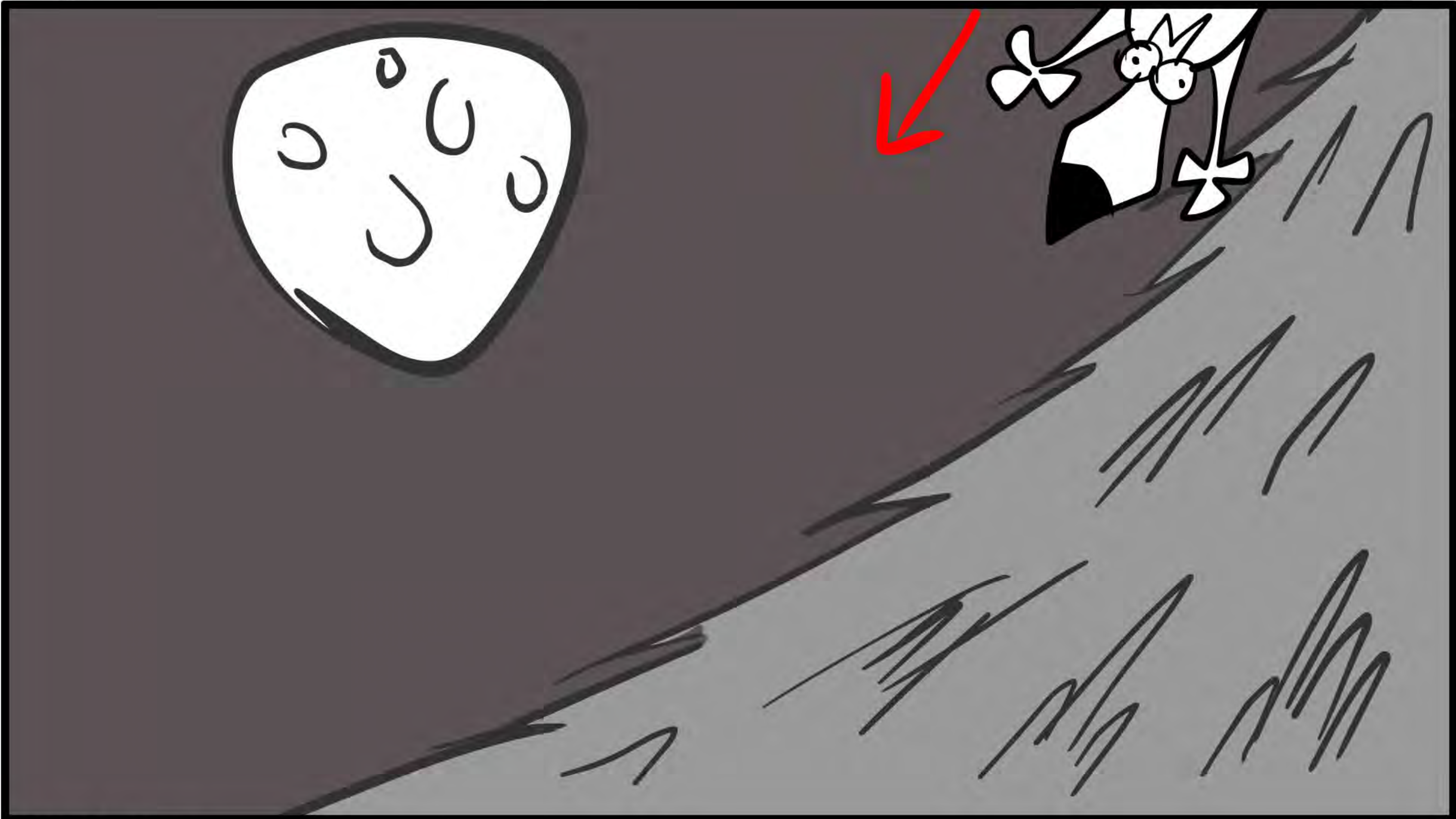
Sc	P	T	
011	013		



Dialogue

Action Notes

Sc	P	T	
011	014		

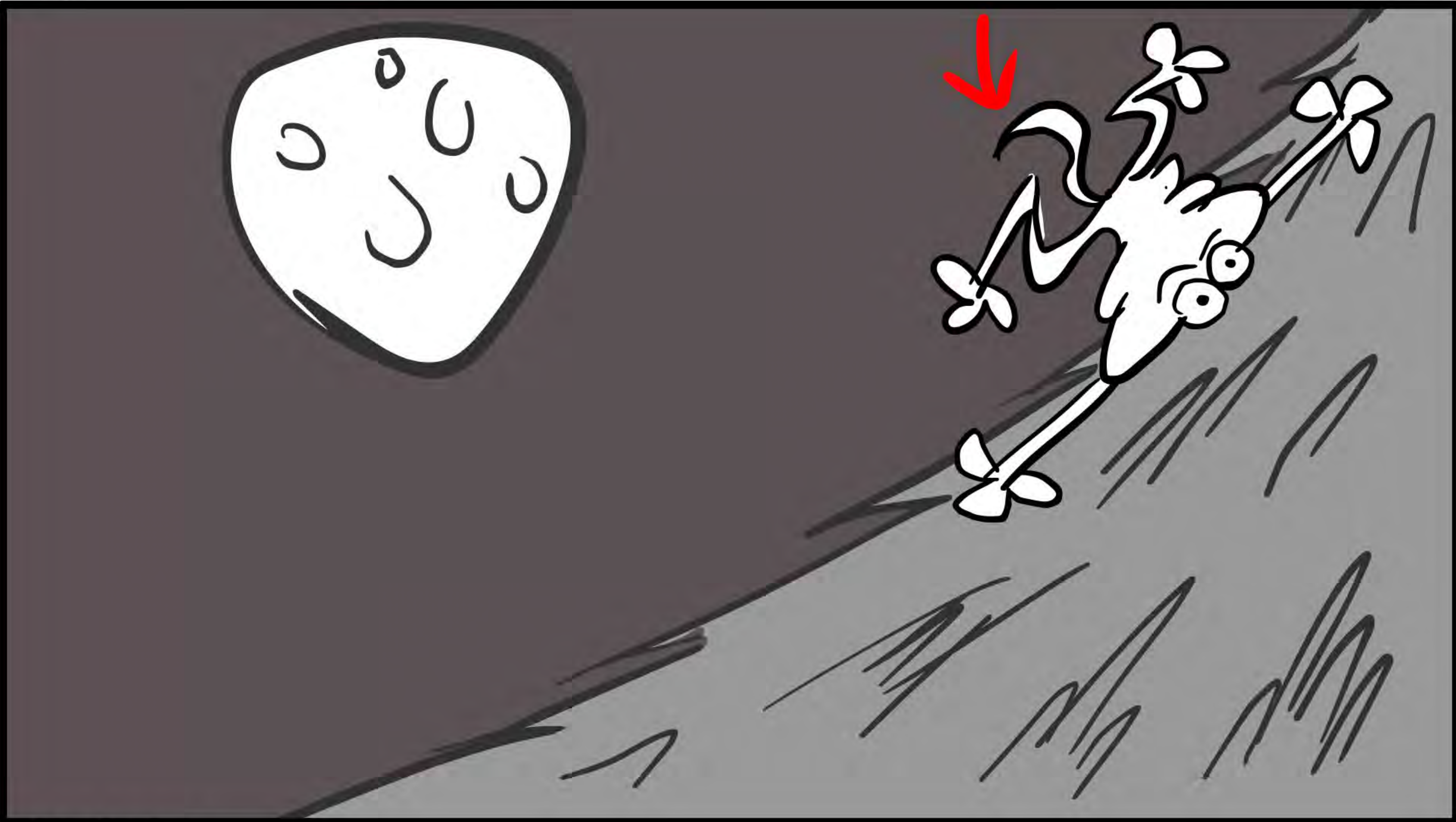


Dialogue

Action Notes

Dog falls into frame

Sc	P	T	
011	015		



Dialogue

Action Notes

Dog lands on head

Sc	P	T	
011	016		

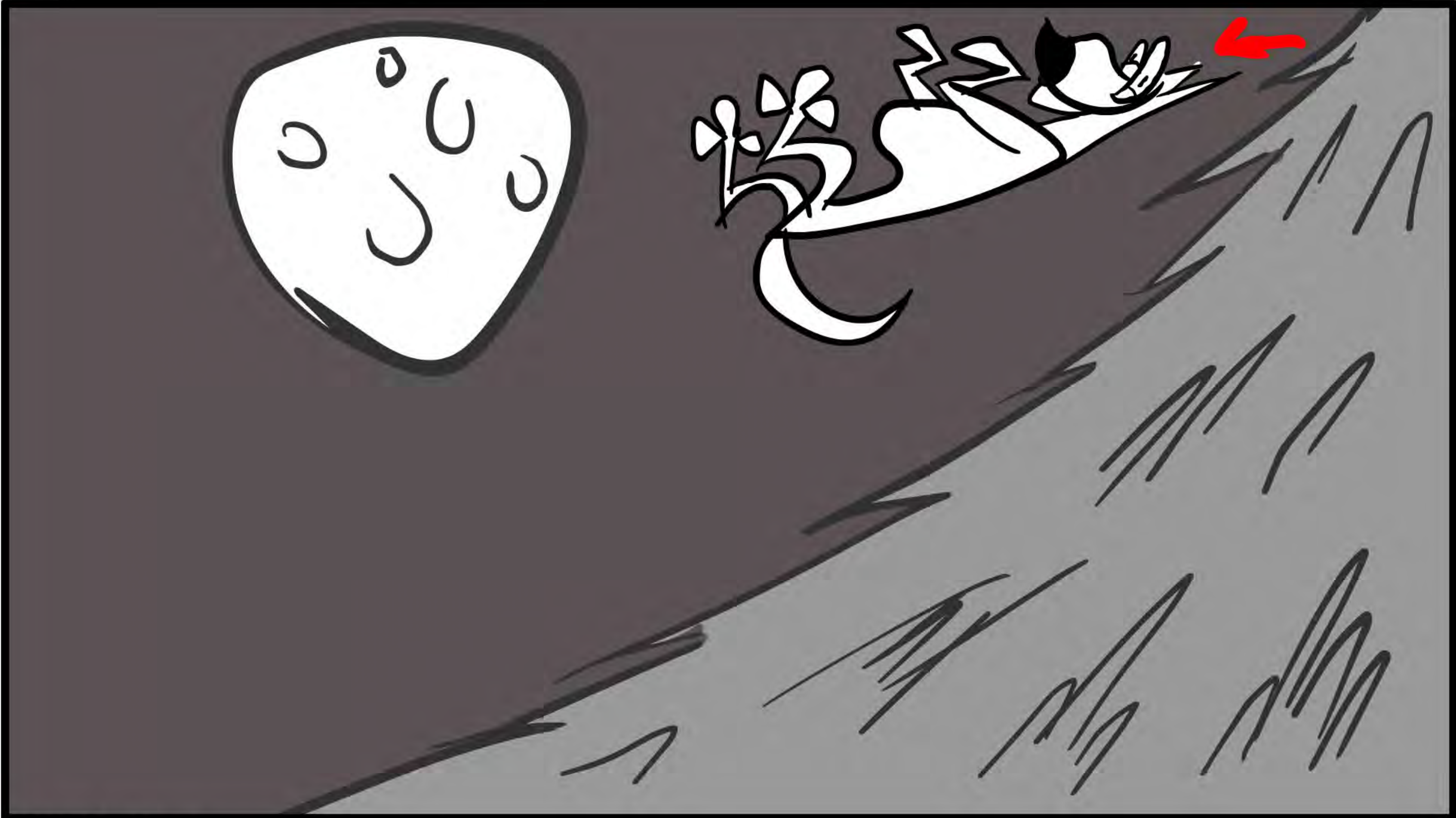


Dialogue

Action Notes

Dog lands on head

Sc	P	T	
011	017		



Dialogue

Action Notes

Dog bounces upward

Sc	P	T	
011	018		

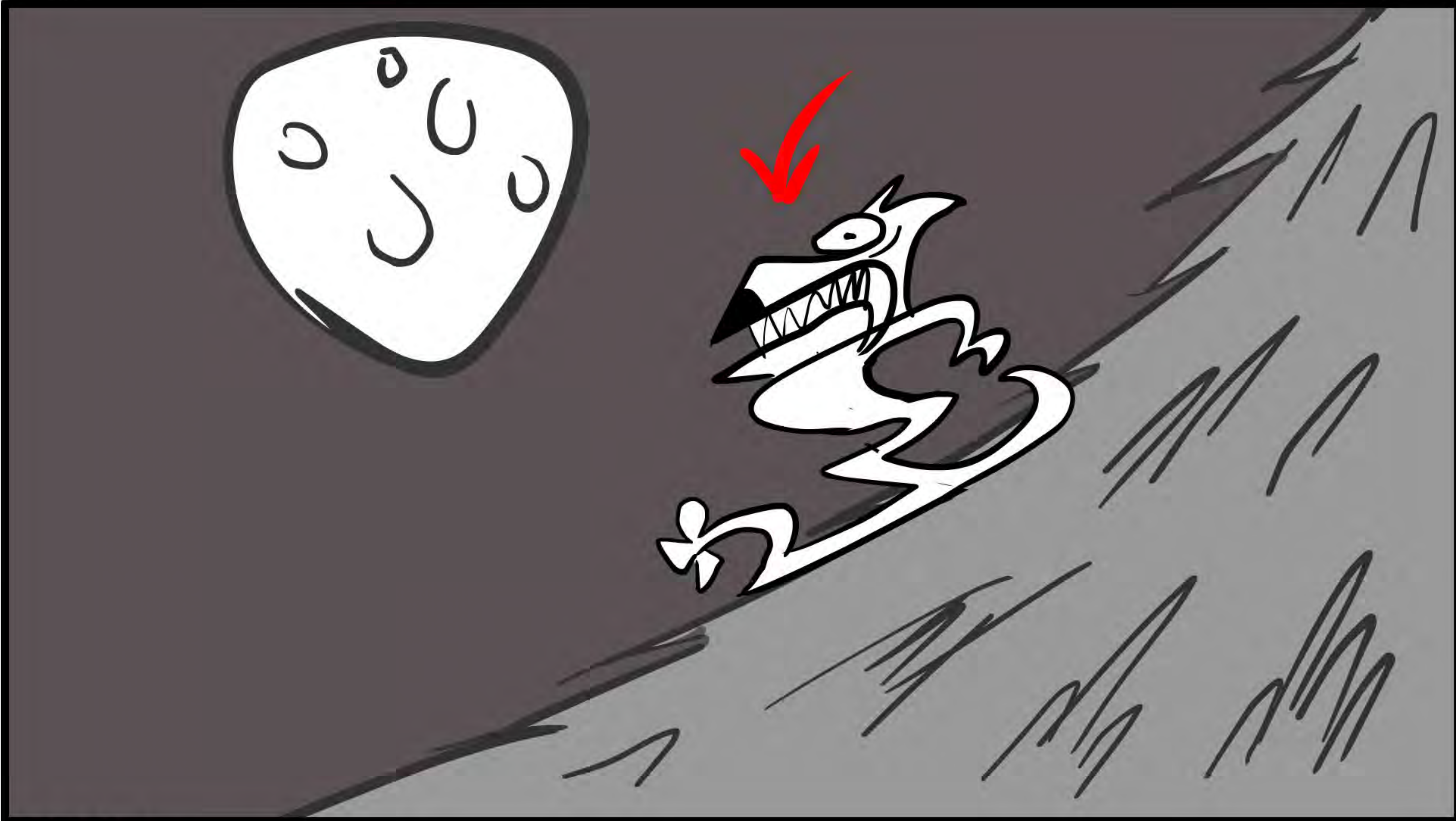


Dialogue

Action Notes

Dog falls downward

Sc	P	T	
011	019		



Dialogue

Action Notes

Dog lands on butt

Sc	P	T	
011	020		

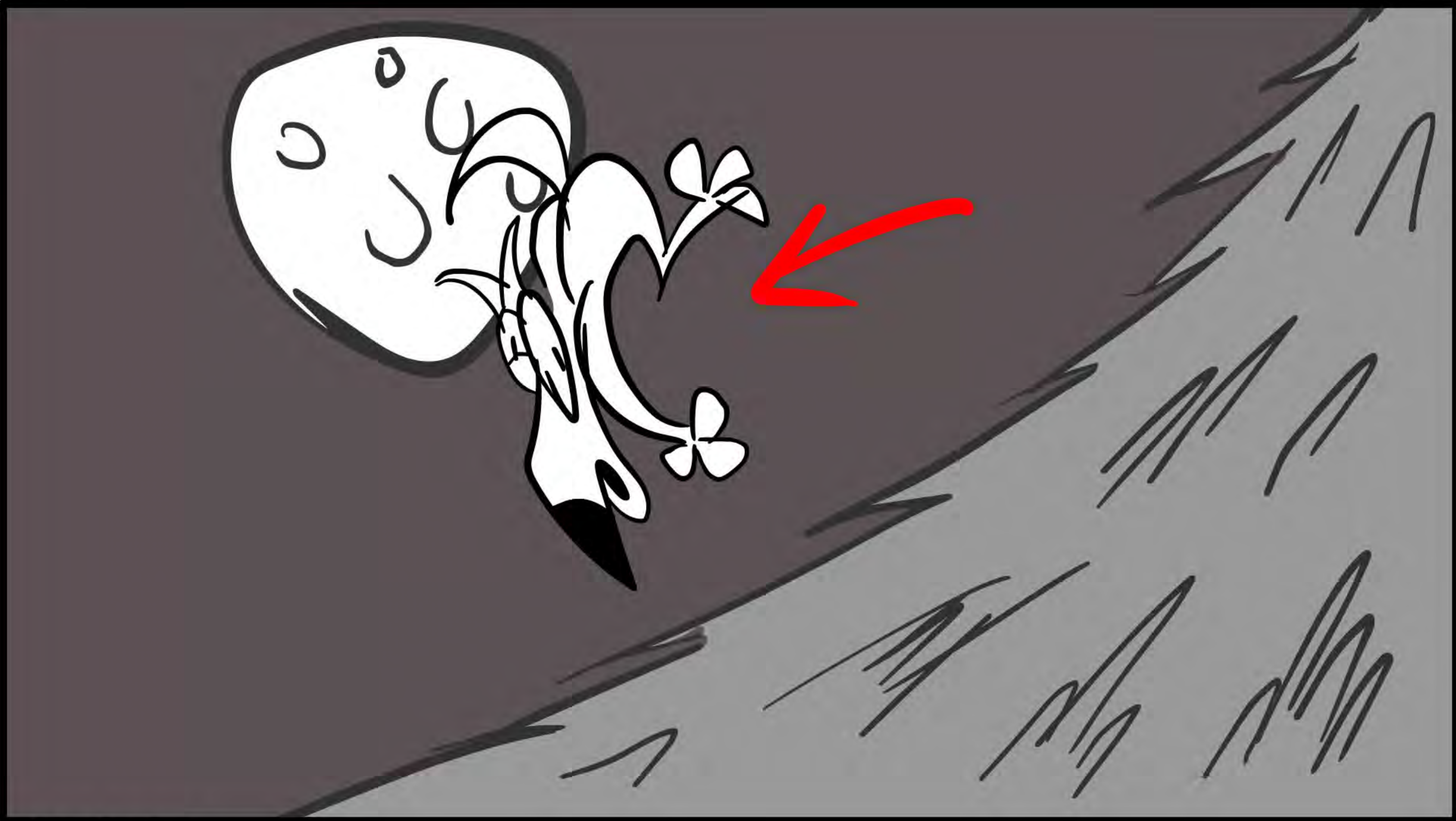


Dialogue

Action Notes

Dog lands on butt

Sc	P	T	
011	021		

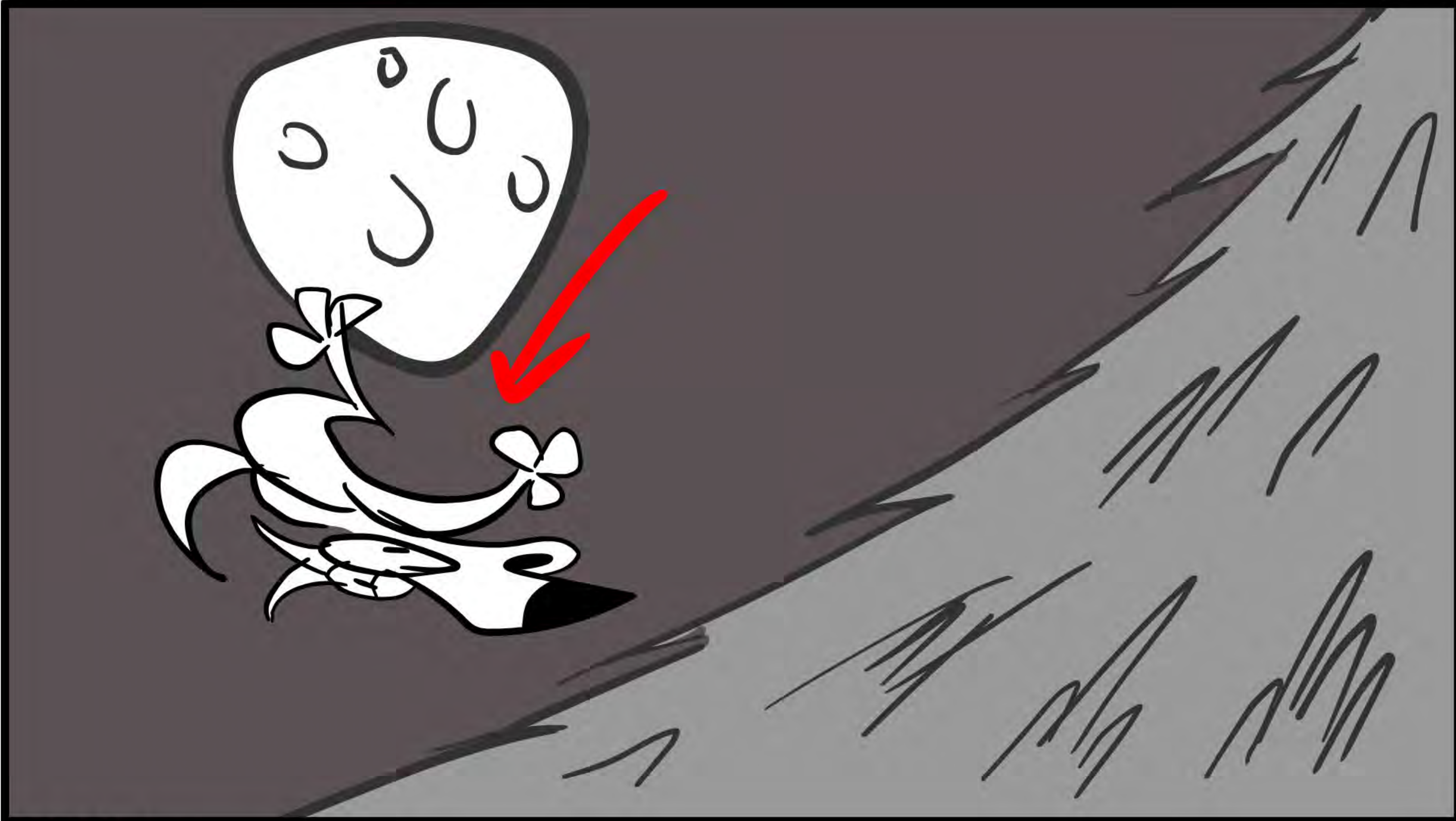


Dialogue

Action Notes

Dog bounces upward

Sc	P	T	
011	022		



Dialogue

Action Notes

Dog falls downward

Sc	P	T	
011	023		



Dialogue

Action Notes

Dog lands on mouth

Sc	P	T	
011	024		

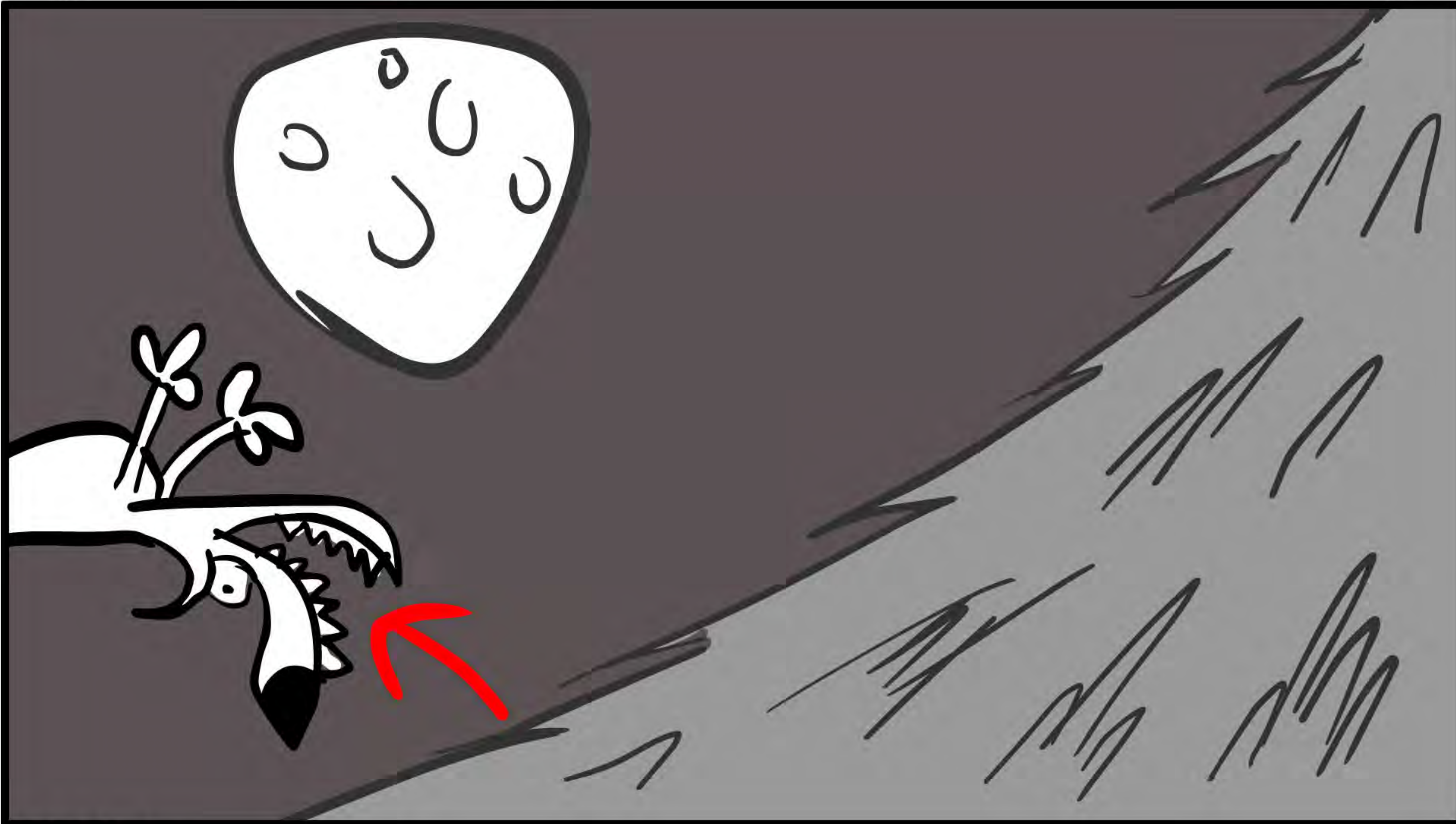


Dialogue

Action Notes

Dog lands on mouth

Sc	P	T	
011	025		



Dialogue

Action Notes

Dog bounces up out of frame