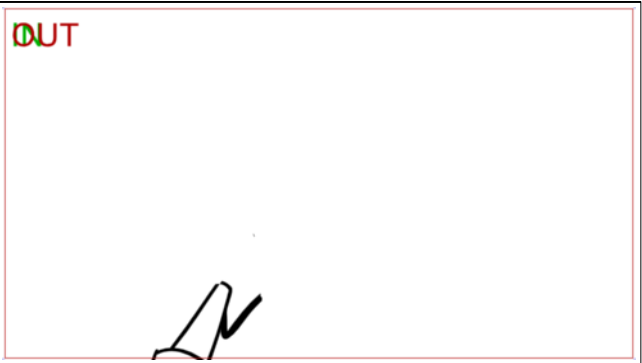
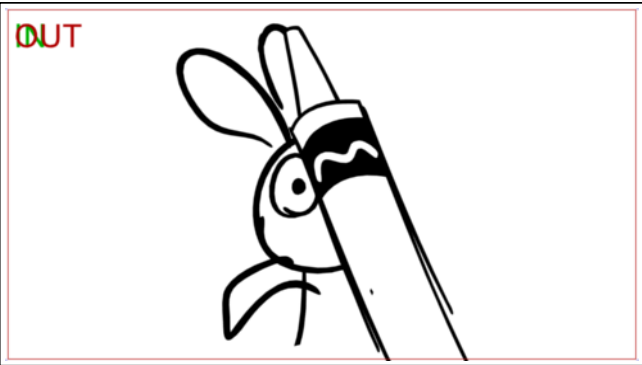


SesameStreet  
SuperFluffster  
ANIMATIC  
approved

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 1     |  |  |  |

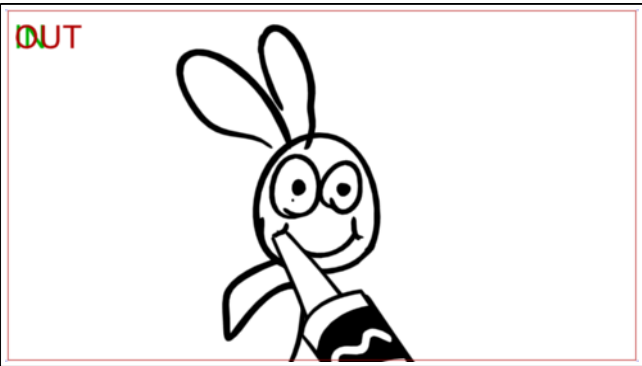


**Action Notes**  
CRAYON comes in to frame on a piece of constructin paper.



**Dialog**  
JULIA (V.O.)  
Fluffster! Fluffster!

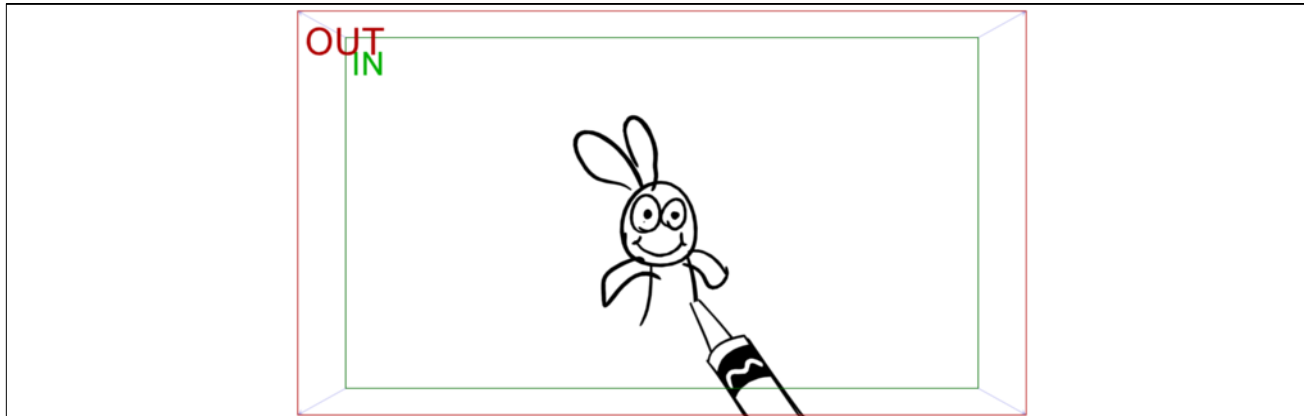
**Action Notes**  
Julia's CRAYON starts to draw Fluffster



**Dialog**  
JULIA (V.O.)  
Fluffster! Fluffster!

**Action Notes**  
Julia's CRAYON starts to draw Fluffster

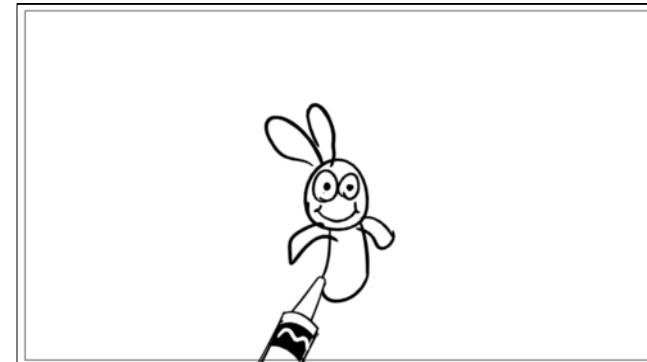
|       |   |  |  |
|-------|---|--|--|
| Scene |   |  |  |
|       | 1 |  |  |



**Dialog**  
JULIA (V.O.)  
Fluffster! Fluffster!

**Action Notes**  
Julia's CRAYON starts to draw Fluffster

|       |   |  |  |
|-------|---|--|--|
| Scene |   |  |  |
|       | 1 |  |  |

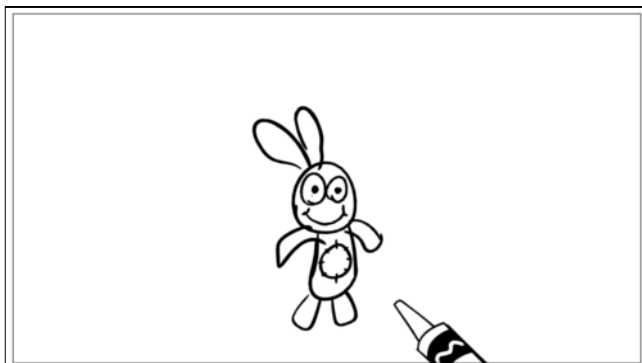


**Dialog**  
JULIA (V.O.)  
Fluffster! Fluffster!

**Action Notes**  
Julia's CRAYON starts to draw Fluffster

Scene

1



**Dialog**

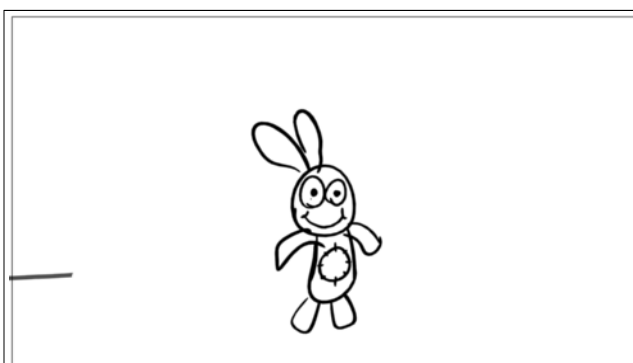
SAMUEL (V.O.):  
That's a great drawing of Fluffster,  
Julia!

**Action Notes**

The drawing of Fluffster is completed.

Scene

1

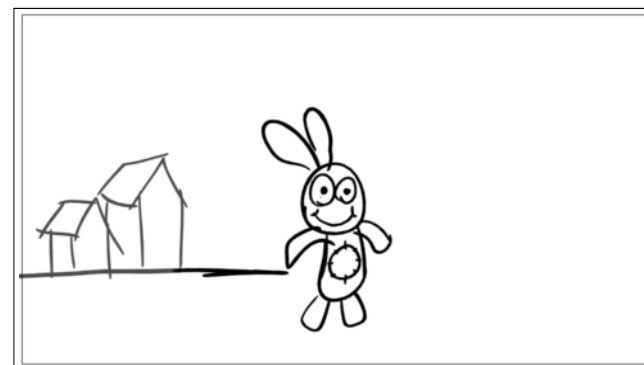


**Dialog**

SAMUEL (V.O.)  
Hey! I have an idea-- how about we make  
up an imaginary story together with  
your drawings?

Scene

1



**Dialog**

JULIA (V.O.)  
Story!

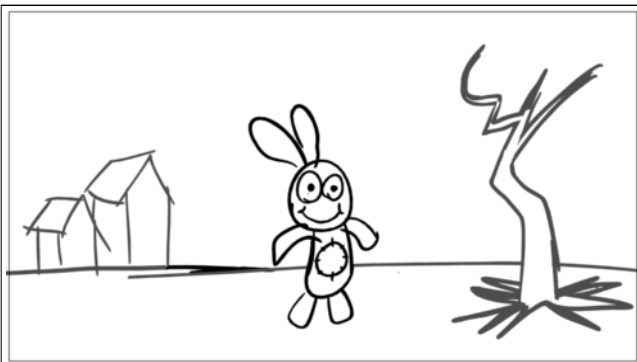
**Action Notes**

Julia's house draws (itself) on...

**Action Notes**

The background (Horizon Line) draws on

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 1     |  |  |  |



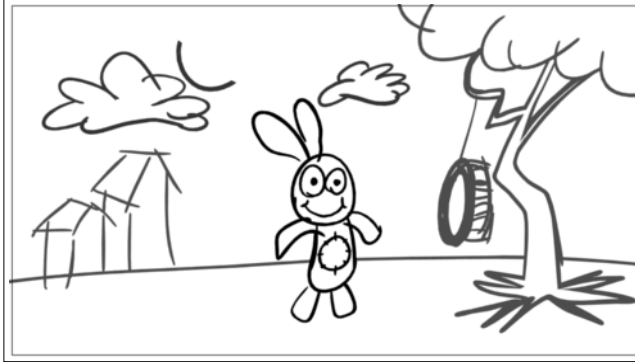
**Dialog**

JULIA (V.O.)  
Story!

**Action Notes**

The background (Horizon Line) draws on

|   |  |
|---|--|
| 1 |  |
|---|--|



**Dialog**

SAMUEL (V.O.)  
Okay, this is a story...

**Dialog**

SAMUEL (V.O.)  
...about...Julia's bunny...

**Action Notes**

and now the tree (with tire) draws on...

**Action Notes**

...and then a CLOUD draws on, and...

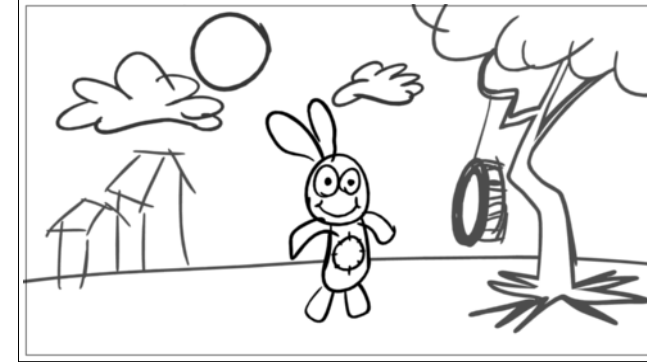
**Action Notes**

...and another cloud is drawn

**Action Notes**

...and another cloud is drawn

|   |  |
|---|--|
| 1 |  |
|---|--|



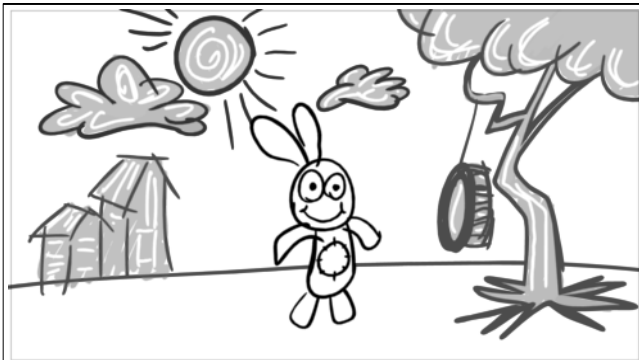
**Dialog**

SAMUEL (V.O.)  
Fluffster!

**Action Notes**

As the CRAYON BACKGROUND is drawn...

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 1A    |  |  |  |



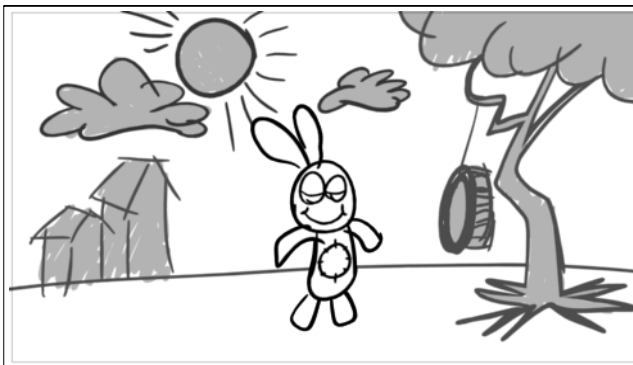
**Dialog**

SAMUEL (V.O.)  
Fluffster!

**Action Notes**

Now that the CRAYON BACKGROUND is drawn on...

|       |
|-------|
| Scene |
| 1A    |



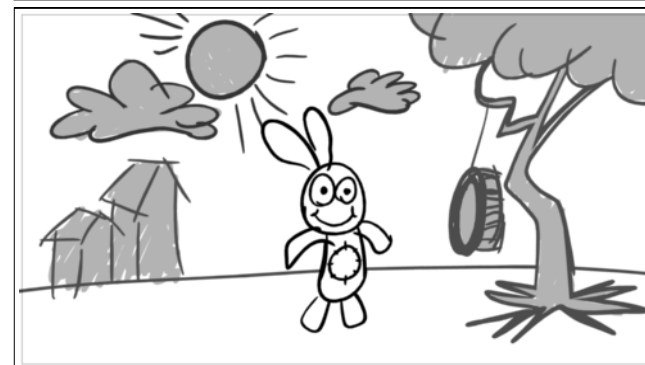
**Dialog**

SAMUEL (V.O.)  
Fluffster!

**Action Notes**

...Fluffster blinks and...

|       |
|-------|
| Scene |
| 1A    |



**Dialog**

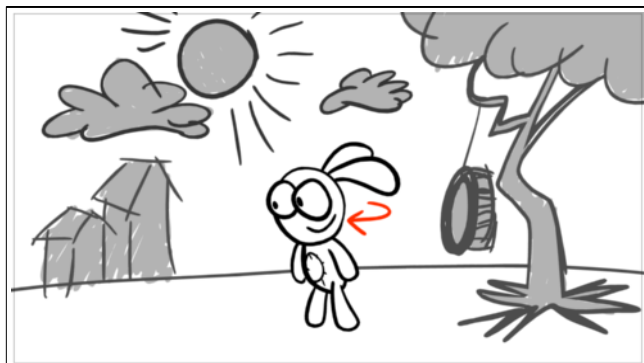
SAMUEL (V.O.)  
Fluffster!

**Action Notes**

...COMES TO LIFE...

Scene

1A



**Action Notes** FLUFFSTER quickly looks to his right and...

Scene

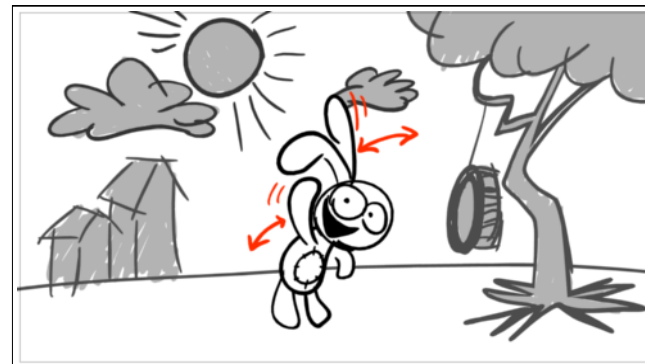
1A



**Action Notes**  
... to his left

Scene

1A

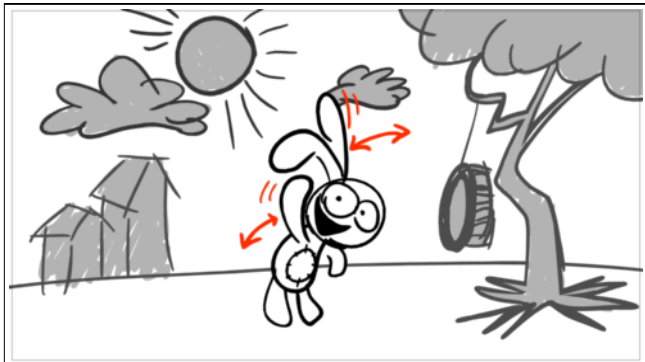


**Action Notes**  
...waving "Hello" with both his hand and his ear.  
The BG BECOMES COLORED IN, and moves:  
THE SUN RAYS RADIATE, THE CLOUDS DRIFT,  
AND THE TIRE SWINGS IN THE WIND.

**Slugging**

SOUND CUE as Fluffster comes to life

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 1A    |  |  |  |



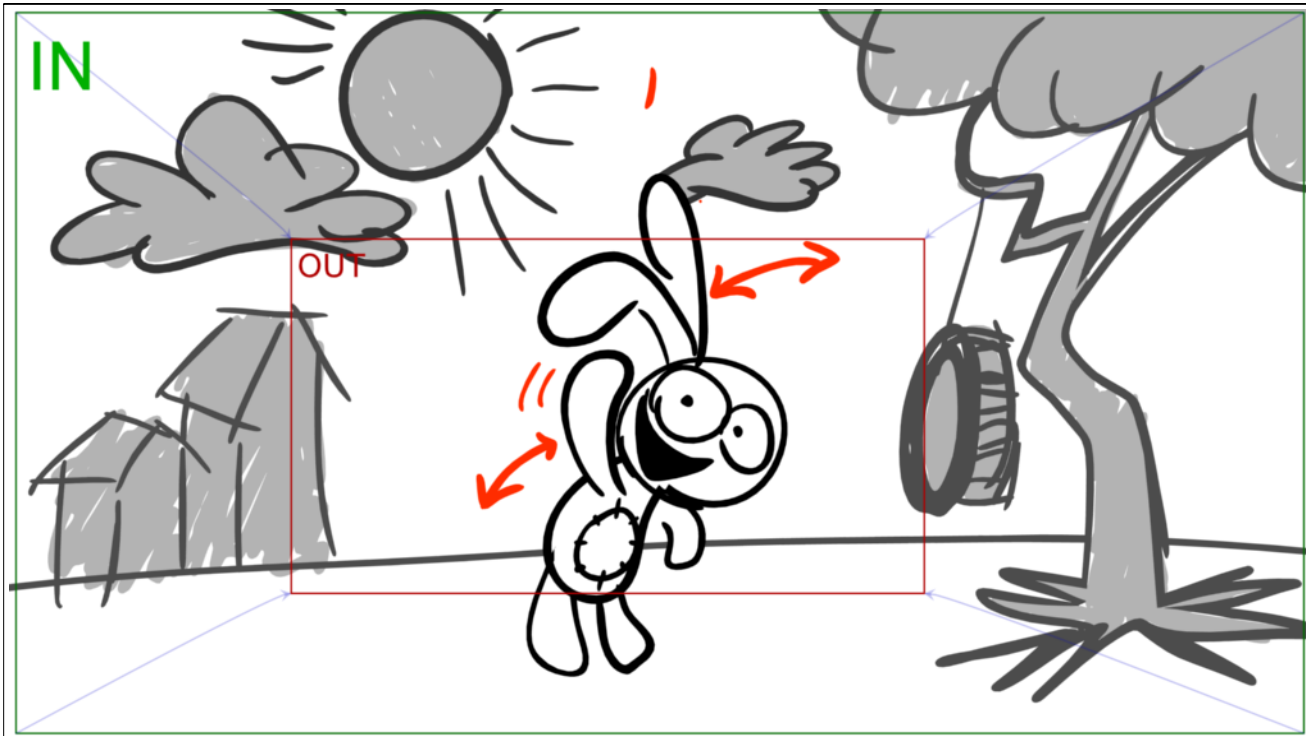
**Action Notes**

...waving "Hello" with both his hand and his ear.  
The BG BECOMES COLORED IN, and moves:  
THE SUN RAYS RADIATE, THE CLOUDS DRIFT,  
AND THE TIRE SWINGS IN THE WIND.

**Slugging**

SOUND CUE as Fluffster comes to life

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 1B    |  |  |  |



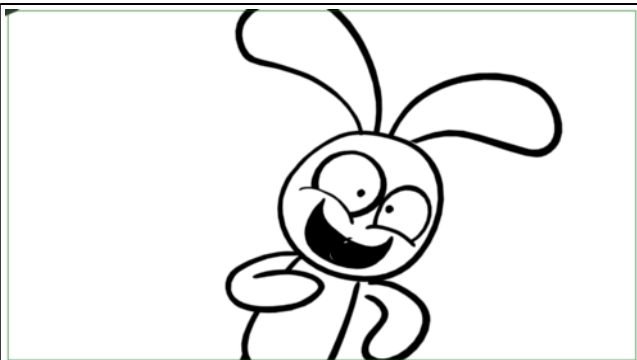
**Action Notes**

...waving "Hello" with both his hand and his ear.  
The BG BECOMES COLORED IN, and moves:  
THE SUN RAYS RADIATE, THE CLOUDS DRIFT, AND THE TIRE SWINGS IN THE WIND.

**Slugging**

SOUND CUE as Fluffster comes to life

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 1B    |  |  |  |



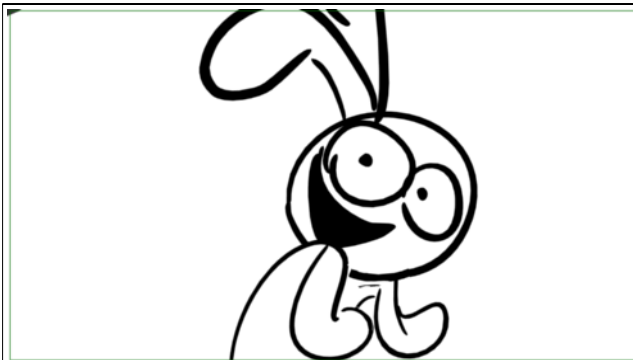
**Dialog**

JULIA (V.O.)  
Super Fluffster...

**Action Notes**

QUICK ZOOM IN to CU of FLUFFSTER who is excited about the prospect of being a SUPER HERO!

|       |  |
|-------|--|
| Scene |  |
| 1B    |  |



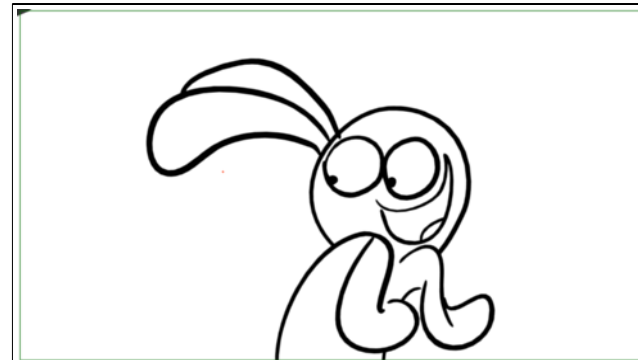
**Dialog**

JULIA (V.O.)  
...Super Fluffster.

**Action Notes**

A cape unfurls on Super Fluffster

|       |  |
|-------|--|
| Scene |  |
| 1B    |  |



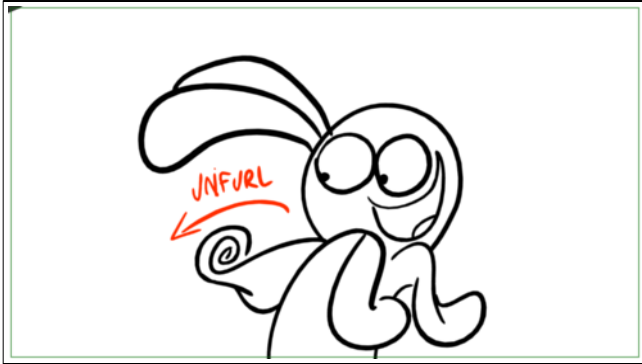
**Dialog**

JULIA (V.O.)  
...Super Fluffster.

**Action Notes**

A cape unfurls on Super Fluffster

Scene  
1B



**Dialog**

JULIA (V.O.)  
...Super Fluffster.

**Action Notes**

A cape unfurls on Super Fluffster

Scene  
1B



**Action Notes**

Super Fluffster's CAPE unfurls and waves in the wind

Scene  
2



**Dialog**

SAMUEL (V.O.)  
Oh, this is a story about SUPER Fluffster.

**Action Notes**

CUT WIDE to UPSHOT of Super Fluffster striking a hero pose.

Scene  
2



**Dialog**

SAMUEL (V.O.)

Oh, this is a story about SUPER Fluffster.

**Action Notes**

CUT WIDE to UPSHOT of Super Fluffster striking a hero pose.

Scene  
2



**Dialog**

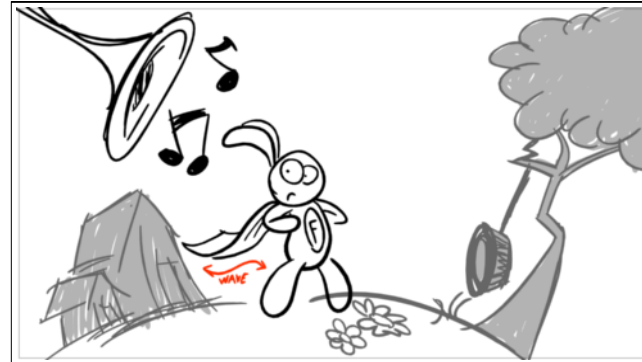
JULIA (V.O.)

Dun da-da Da-ah! (laughs)

**Action Notes**

A trumpet appears in the top left corner, animating to Julia's sound effect.

Scene  
2



**Dialog**

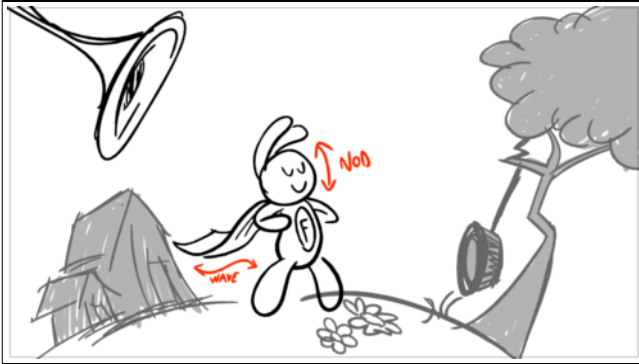
SAMUEL (V.O.)

Right, Fluffster needs super hero music.

**Action Notes**

Fluffster breaks from his "Superhero stance" to check out the trumpet sound...

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 2     |  |  |  |



**Action Notes**

...and nods in agreement.

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 2     |  |  |  |



**Dialog**

JULIA/SAMUEL (V.O.)  
Dun da-da da-ah!

**Action Notes**

A second trumpet comes in and the two instruments play with great fanfare.

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 2     |  |  |  |



**Dialog**

JULIA/SAMUEL (V.O.)  
Dun da-da da-ah!

**Action Notes**

A second trumpet comes in and the two instruments play with great fanfare.

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 2A    |  |  |  |



**Dialog**

SAMUEL (V.O.)  
Super Fluffster...

**Action Notes**

The piece of construction paper peels back to reveal the next scene drawn on another piece of construction paper.

|       |  |
|-------|--|
| Scene |  |
| 2A    |  |



**Dialog**

SAMUEL (V.O.)  
Super Fluffster...

**Action Notes**

The piece of construction paper peels back to reveal the next scene drawn on another piece of construction paper.

|       |  |
|-------|--|
| Scene |  |
| 3     |  |



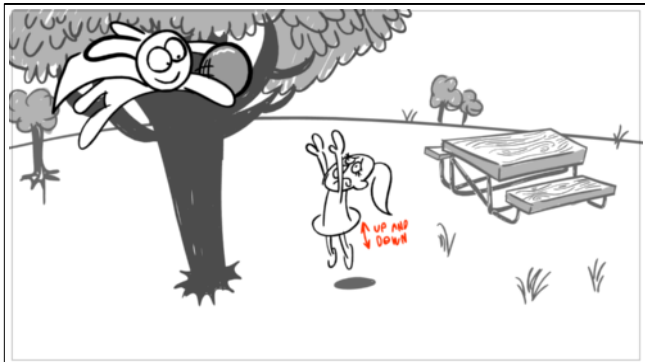
**Dialog**

SAMUEL (V.O.)  
...helps people! Whether your ball is...

**Action Notes**

EXT. PLAYGROUND  
DOWNSHOT of A GIRL standing by a tree .  
A ball is stuck in the top.

Scene 3



**Dialog**

SAMUEL (V.O.)  
...helps people! Whether your ball  
is...

**Action Notes**

EXT. PLAYGROUND  
DOWNSHOT of A GIRL standing by a tree .  
A ball is stuck in the top.

Scene 3



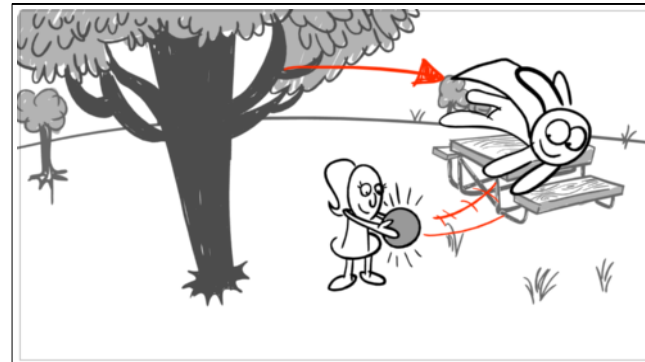
**Dialog**

SAMUEL (V.O.)  
stuck in a tree...

**Action Notes**

Fluffster flies in and retrieves the  
ball from the tree and...

Scene 3



**Dialog**

SAMUEL (V.O.)  
stuck in a tree...

**Action Notes**

Fluffster flies in and retrieves the  
ball from the tree and...

**Action Notes**

...drops it down to the awaiting girl

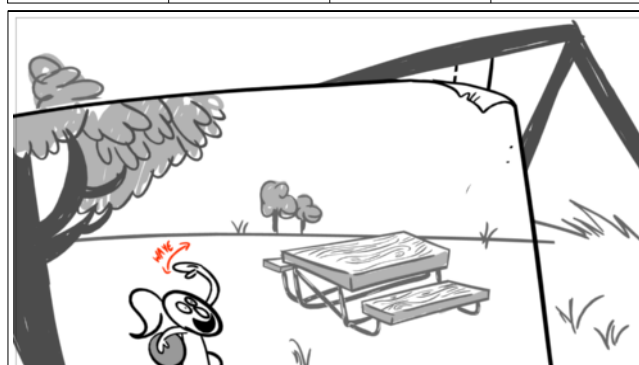
|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 3     |  |  |  |



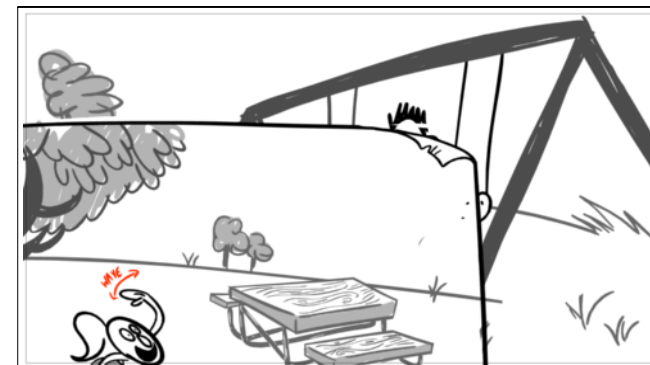
**Action Notes**

CAMERA PUSHES IN to the girl, with ball,  
waving thanks to Super Fluffster as he  
flies out of frame.

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 3A    |  |  |  |



|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 3A    |  |  |  |



Scene  
3A



Scene  
4



**Dialog**

SAMUEL (V.O.)

...Play on the swing set with...

**Action Notes**

EXT. PLAYGROUND with SWING SET

A lonely-looking boy is seated in a swing.

Scene  
4



**Dialog**

SAMUEL (V.O.)

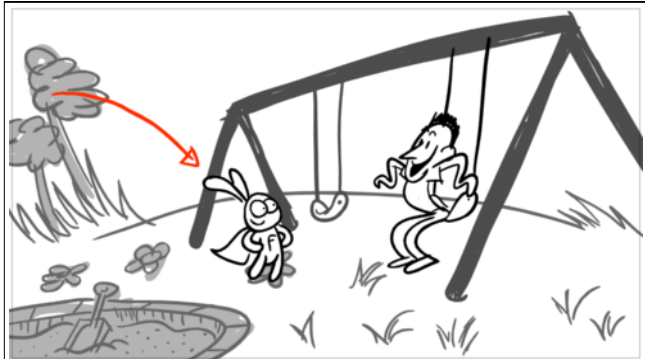
...Play on the swing set with...

**Action Notes**

EXT. PLAYGROUND with SWING SET

A lonely-looking boy is seated in a swing.

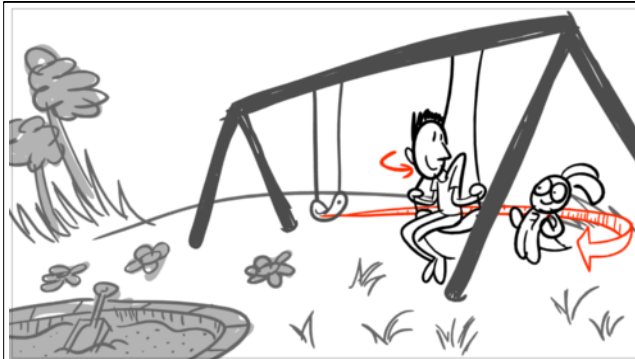
|       |  |  |
|-------|--|--|
| Scene |  |  |
| 4     |  |  |



**Action Notes**

Fluffster flies in , to the boy's delight...

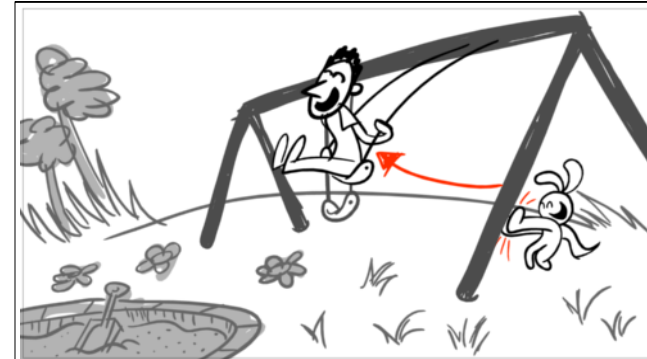
|       |  |  |
|-------|--|--|
| Scene |  |  |
| 4     |  |  |



**Action Notes**

...and goes behind the boy to...

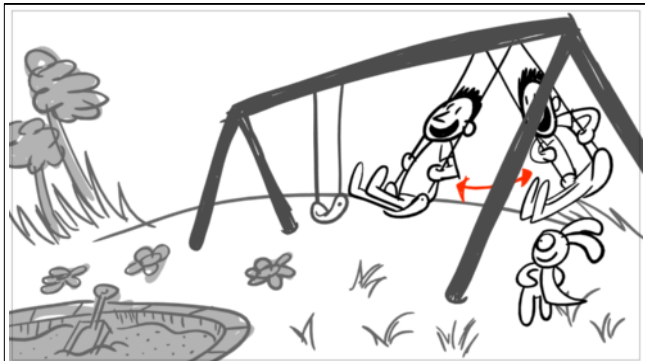
|       |  |  |
|-------|--|--|
| Scene |  |  |
| 4     |  |  |



**Action Notes**

give him a push!

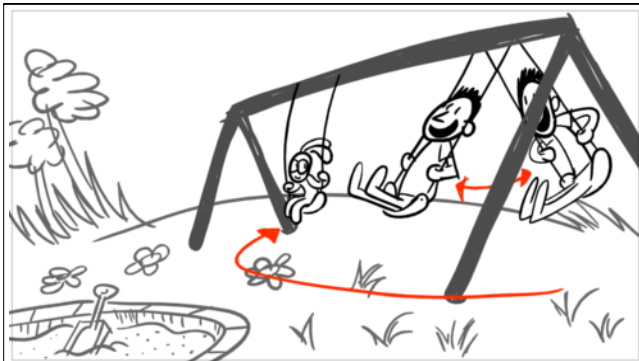
Scene  
4



**Action Notes**

The boy swings merrily and then...

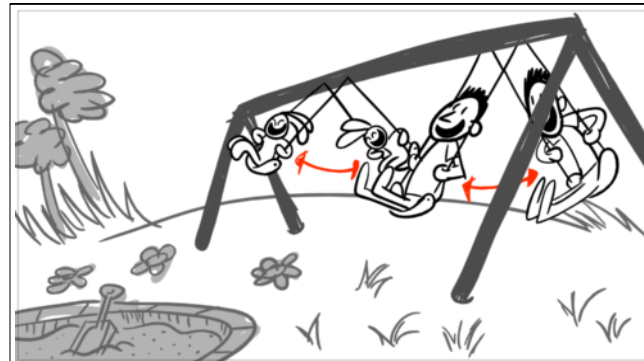
Scene  
4



**Action Notes**

Fluffster joins the boy as he swings.

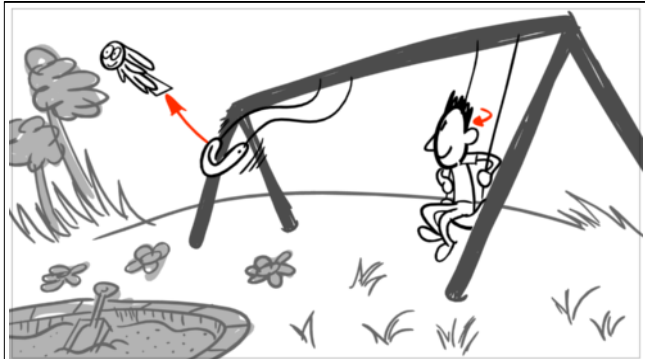
Scene  
4



**Action Notes**

Fluffster takes one big swing and...

Scene  
4



**Action Notes**

...propels himself out of the swing,...

Scene  
4



**Action Notes**

...stopping in mid-air to bid farewell  
to his new friend...

Scene  
4



**Action Notes**

...before continuing out of frame.

Scene  
4A



**Action Notes**

...before continuing out of frame.

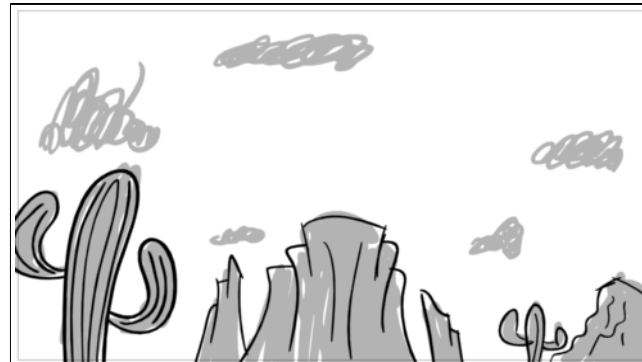
Scene  
4A



**Action Notes**

...before continuing out of frame.

Scene  
5



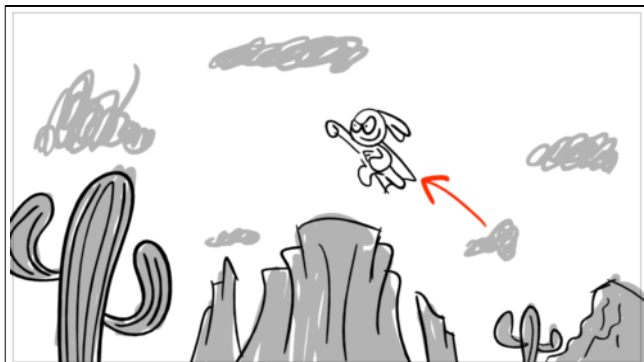
**Dialog**

SAMUEL (V.O.)  
is here to...

**Action Notes**

Fluffster leaps/hops...

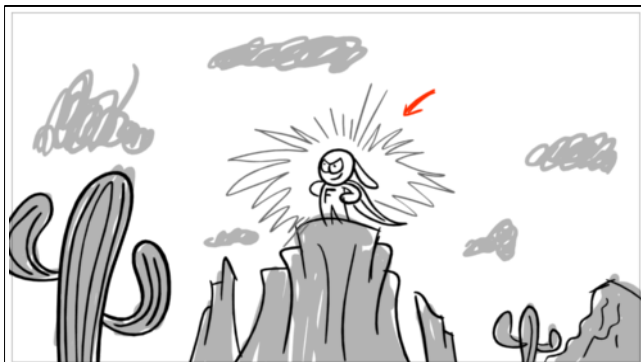
Scene  
5



**Dialog**  
SAMUEL (V.O.)  
is here to...

**Action Notes**  
Fluffster leaps/hops...

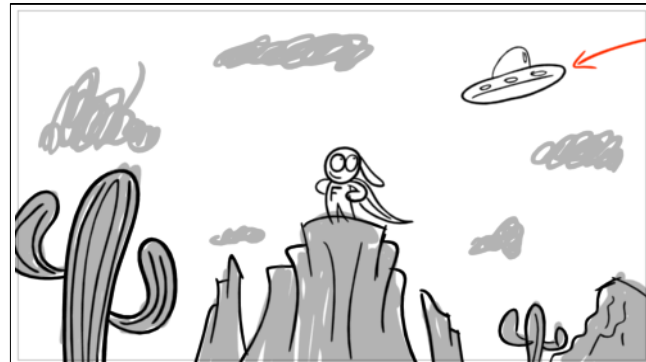
Scene  
5



**Dialog**  
SAMUEL  
...to help everybody...

**Action Notes**  
...landing on top of the MESA and  
strikes his "Super Hero" stance.

Scene  
5

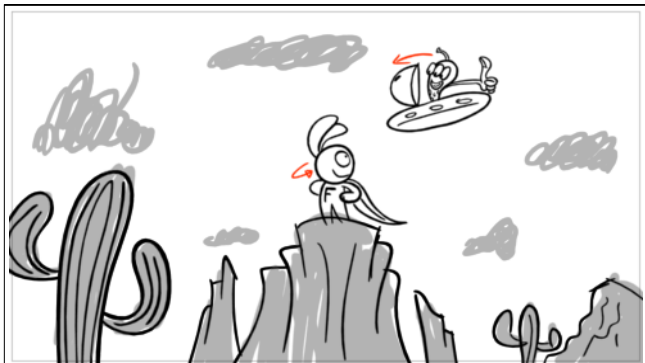


**Dialog**  
SAMUEL (V.O.)  
...even outer space aliens!

**Action Notes**  
A FLYING SAUCER enters the frame, as  
Super Fluffster turns to see.

**Slugging**  
FLYING SAUCER SOUND!

Scene 5



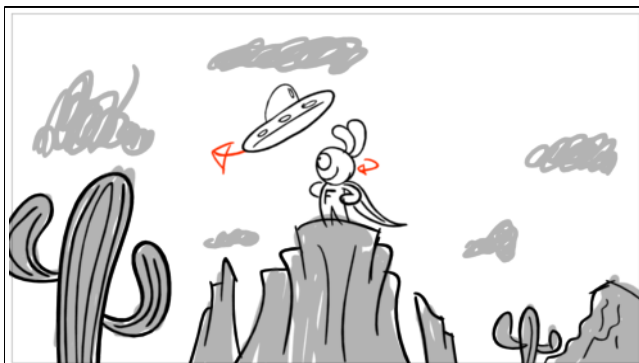
**Dialog**

SAMUEL (V.O.)  
...even outer space aliens!

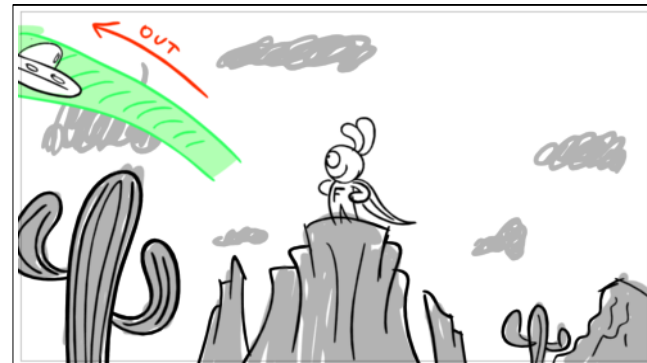
**Action Notes**

The Lid on the FLYING SAUCER opens up as an OUTER SPACE ALIEN gives a THUMBS UP, as if to say "Thanks" to Fluffster.

Scene 5



Scene 5



**Action Notes**

The FLYING SAUCER ZIPS OUT OF SCREEN leaving a WARP SPEED BEAM as FLUFFSTER proudly watches...

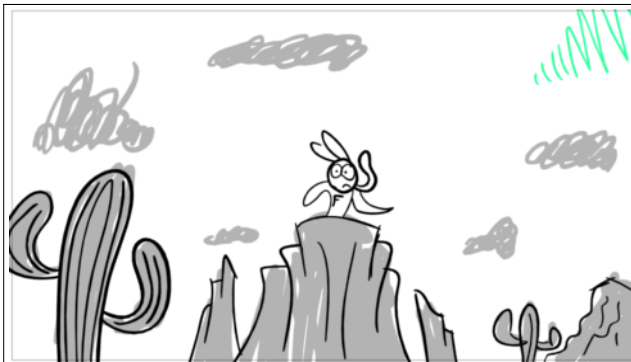
Scene  
5



**Action Notes**

...before renewing his "SUPER HERO STANCE".

Scene  
5



**Dialog**

SAMUEL (V.O.)  
One day Fluffster heard some...

**Action Notes**

THE BG changes from SUNSET to DAYTIME!

Fluffster hears something and his bunny ears perk up!

Scene  
6



**Dialog**

SAMUEL (V.O.)  
strange noises.from outer space...

**Action Notes**

CUT TO CU:  
Super Fluffster adjusts his bunny ears like (rabbit ear) antennae.

Scene  
6

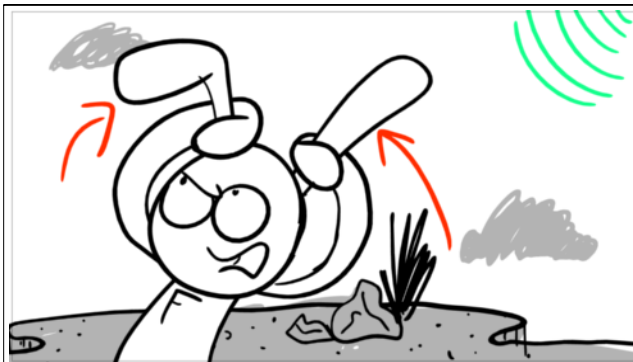


**Dialog**  
SAMUEL (V.O.)  
...with his...

**Action Notes**

Fluffster continues to adjust his ears as if they were (rabbit ear) antennae, as the sound waves make their way towards him.

Scene  
6



**Dialog**  
SAMUEL (V.O.)  
super bunny hearing.

**Action Notes**

With one final adjustment of his bunny ears as if they were antennae, the sound waves reach his ears.

Scene  
6

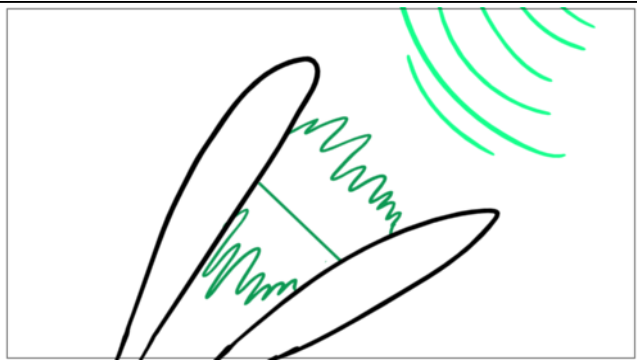


**Dialog**  
SAMUEL (V.O.)  
The Aliens were in trouble...

**Action Notes**

STATIC appears between Super Fluffster's bunny ears.

Scene  
7



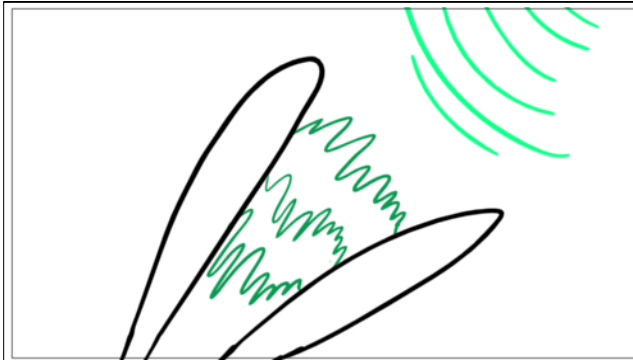
**Dialog**

JULIA / SAMUEL (V.O.)  
(alien noises) Yiiiipp! Yiiiipp!

**Action Notes**

Between the STATIC LINES, the word  
"YILLP!" appears.

Scene  
7



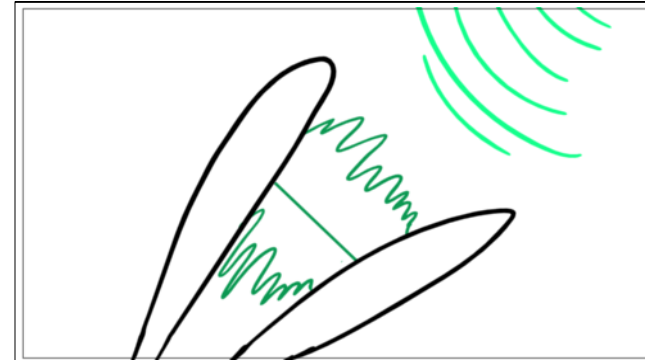
**Dialog**

JULIA / SAMUEL (V.O.)  
(alien noises) Yiiiipp! Yiiiipp!

**Action Notes**

Between the STATIC LINES, the word  
"YILLP!" appears.

Scene  
7



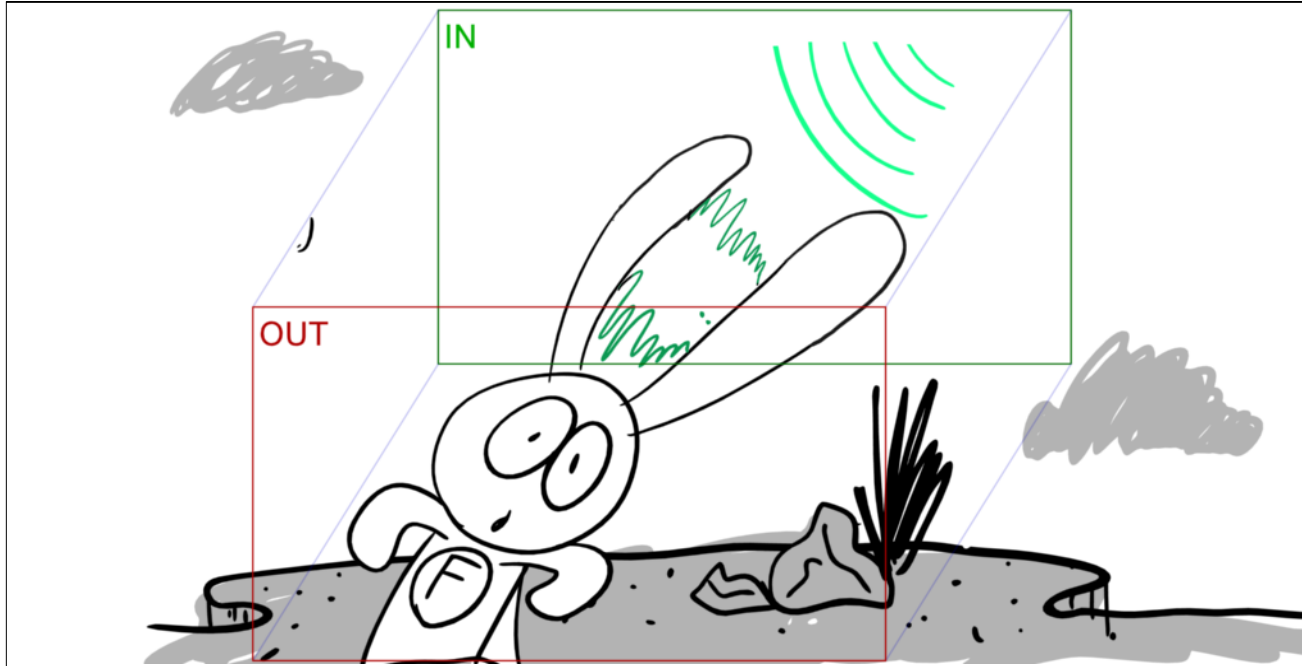
**Dialog**

JULIA / SAMUEL (V.O.)  
(alien noises) Yiiiipp! Yiiiipp!

**Action Notes**

Between the STATIC LINES, the word  
"YILLP!" appears.

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 7A    |          |       |          |



**Dialog**

JULIA / SAMUEL (V.O.)  
(alien noises) Yiiiipp! Yiiiipp!

**Action Notes**

Between the STATIC LINES, the word "YILLP!" appears.

| Scene |
|-------|
| 7A    |



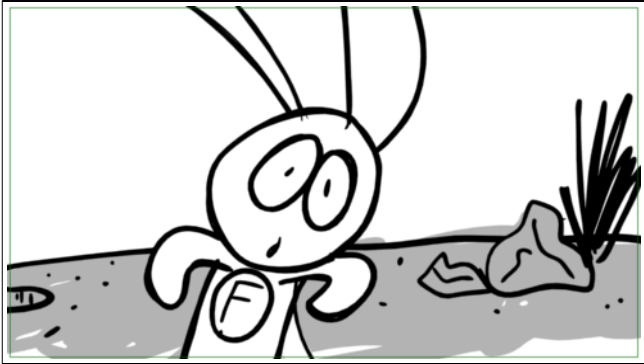
**Dialog**

JULIA / SAMUEL (V.O.)  
(alien noises) Yiiiipp! Yiiiipp!

**Action Notes**

Between the STATIC LINES, the word "YILLP!" appears.

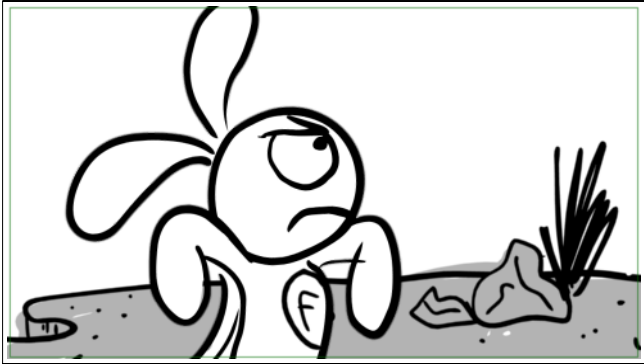
Scene  
7A



**Dialog**  
SAMUEL (V.O.)  
...so Fluffster wanted to help them.

**Action Notes**  
CAMERA TILT DOWN and LEFT MEDIUM RANGE SHOT.

Scene  
7B



**Action Notes**  
As a lightening bolt appears, Fluffster rears back to fly.

**Slugging**  
SOUND FX: Lightning bolt

Scene  
7B



**Action Notes**  
As a lightening bolt appears, Fluffster rears back to fly.

**Slugging**  
SOUND FX: Lightning bolt

|       |    |  |  |
|-------|----|--|--|
| Scene |    |  |  |
|       | 7B |  |  |



**Action Notes**

As a lightening bolt appears, Fluffster rears back to fly.

**Slugging**

SOUND FX: Lightning bolt

|       |   |
|-------|---|
| Scene |   |
|       | 8 |



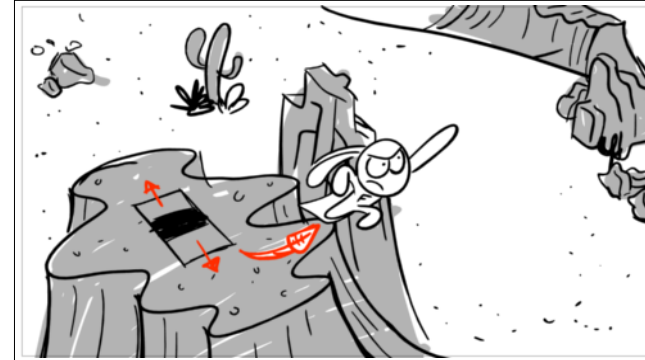
**Dialog**

JULIA (V.O.)  
Fluffster fly!

**Action Notes**

CUT WIDE to show MESA TOP from ABOVE, and Southwestern DESERT LANDSCAPE in the background.

|       |   |
|-------|---|
| Scene |   |
|       | 8 |



**Action Notes**

Fluffster takes off towards (CAMERA and) the cries for help from space.

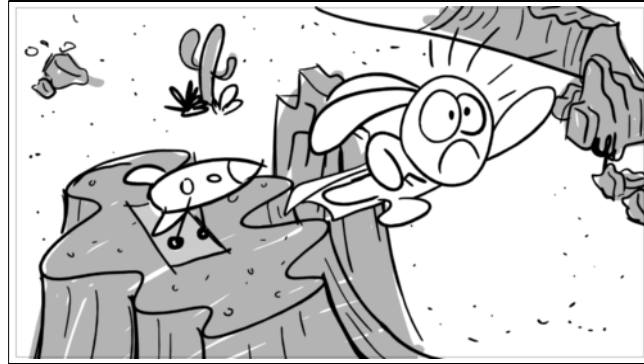
Scene  
8



**Action Notes**  
A rocket ship draws on.

**Slugging**  
SOUND FX: DRAWING / SCRIBBLING

Scene  
8



**Action Notes**  
A rocket ship draws on.

**Slugging**  
SOUND FX: DRAWING / SCRIBBLING

Scene  
8



**Dialog**  
SAMUEL (V.O.)  
Cool rocket ship Julia!

**Action Notes**  
Super Fluffster notices the rocket ship, so turns around, and...

Scene  
8



**Dialog**

SAMUEL (V.O.)

Fluffster jumped into his super dooper cool...

**Action Notes**

...he jumps into the rocket ship.

Scene  
8



**Dialog**

SAMUEL (V.O.)

Fluffster jumped into his super dooper cool...

**Action Notes**

...he jumps into the rocket ship.

Scene  
8



**Dialog**

SAMUEL (V.O.)

Fluffster jumped into his super dooper cool...

**Action Notes**

...he jumps into the rocket ship.

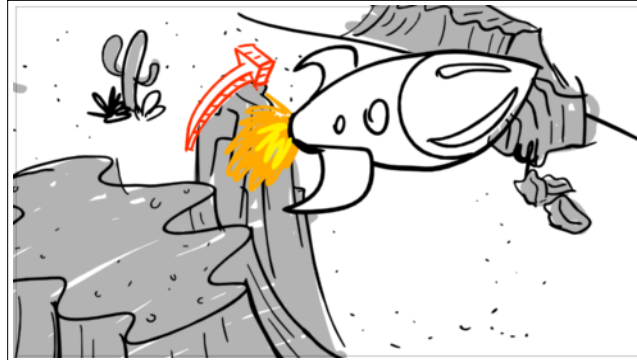
Scene  
8



**Dialog**  
SAMUEL (V.O.)  
...rocketship and flew...

**Action Notes**  
The ROCKETSHIP comes towards CAMERA  
and...

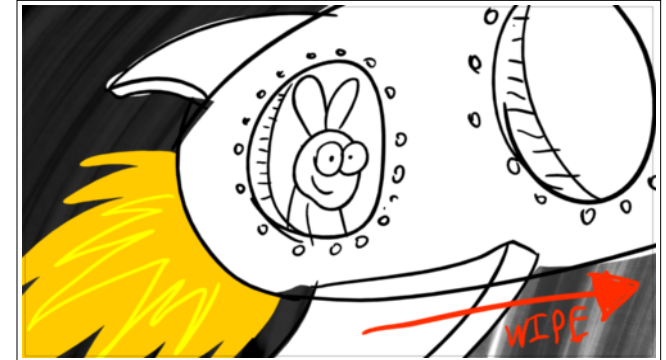
Scene  
8



**Dialog**  
SAMUEL (V.O.)  
...rocketship and flew...

**Action Notes**  
The ROCKETSHIP comes towards CAMERA  
and...

Scene  
8



**Dialog**  
SAMUEL (V.O.)  
...into outer...

**Action Notes**  
...the ROCKET SHIP (With Super  
Fluffster in the window) WIPES THE  
SCREEN...

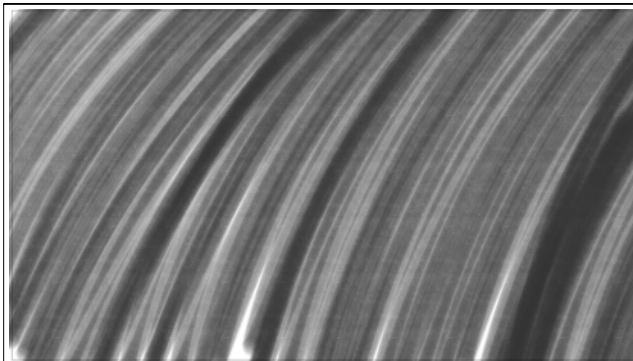
|       |   |  |  |
|-------|---|--|--|
| Scene |   |  |  |
|       | 8 |  |  |



**Dialog**  
SAMUEL (V.O.)  
...into outer...

**Action Notes**  
...the ROCKET SHIP (With Super Fluffster in the window) WIPES THE SCREEN...

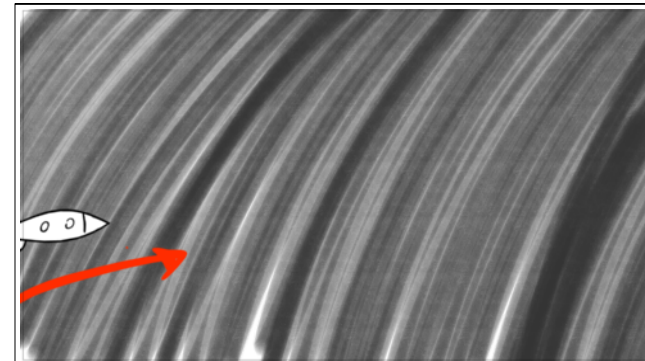
|       |   |
|-------|---|
| Scene |   |
|       | 9 |



**Dialog**  
SAMUEL (V.O.)  
space...

**Action Notes**  
...revealing outer space (with stars).

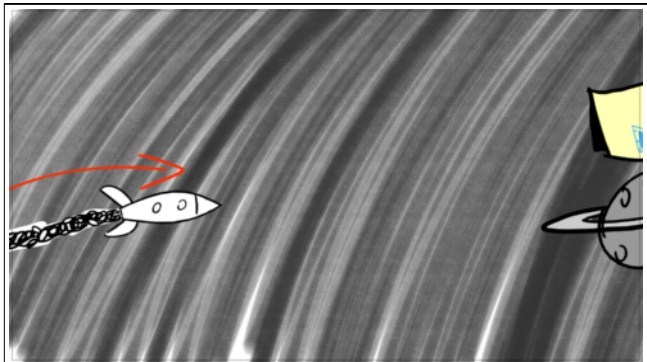
|       |   |
|-------|---|
| Scene |   |
|       | 9 |



**Dialog**  
SAMUEL (V.O.)  
to help the aliens...

**Action Notes**  
Rocket ship enters screen as CAMERA starts to PAN WITH THE ROCKET.

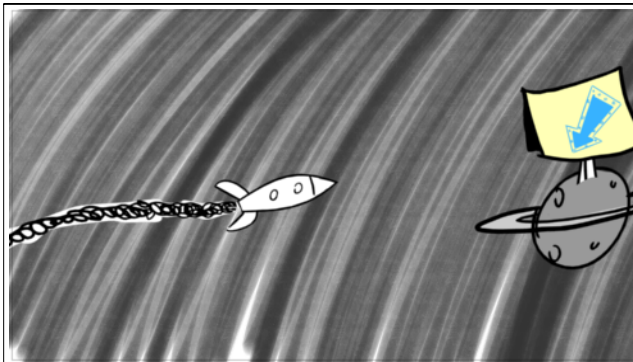
Scene 9



**Dialog**  
SAMUEL (V.O.)  
on the planet...

**Action Notes**  
(CAMERA PAN RIGHT CONTINUES Following the rocketship as it approaches PANET YIP-YIP, complete with POST NOTE SIGN showing the way.

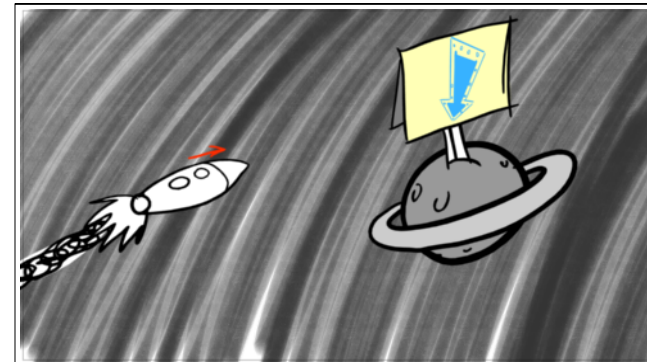
Scene 9



**Dialog**  
SAMUEL (V.O.)  
on the planet...

**Action Notes**  
(CAMERA PAN RIGHT CONTINUES Following the rocketship as it approaches PANET YIP-YIP, complete with POST NOTE SIGN showing the way.

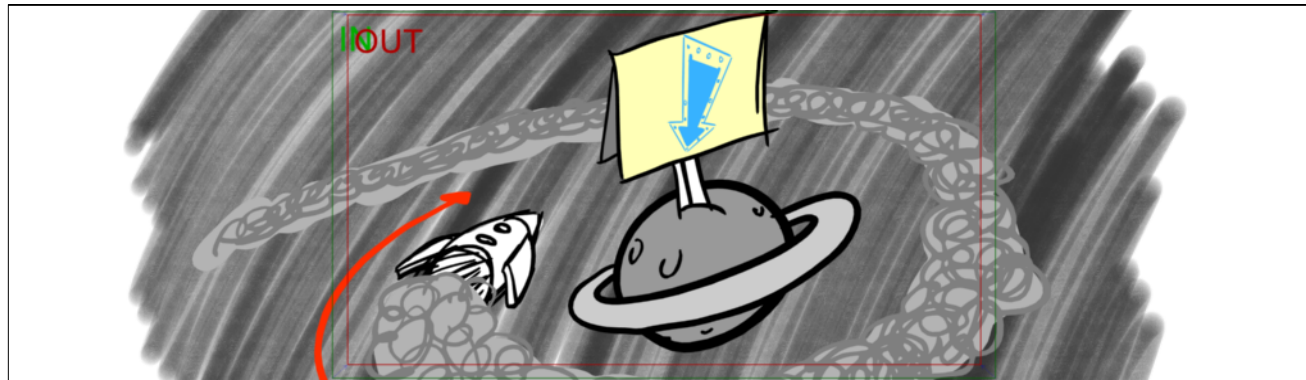
Scene 9



**Dialog**  
JULIA (V.O.)  
Yip-Yip!...

**Action Notes**  
CAMERA ZOOMS IN as the rocketship passes behind the PLANET YIP! YIP! with an ARROW SIGN (a Post Note) to designate the planet

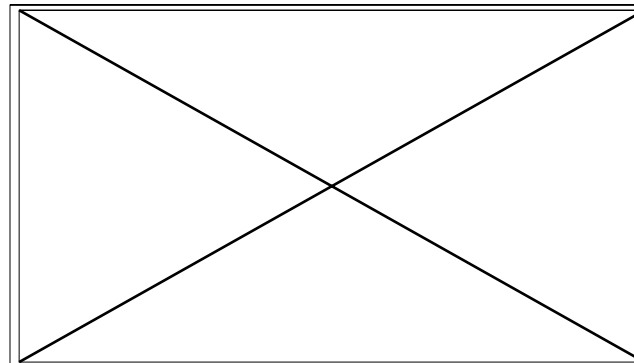
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 9_A   |          |       |          |



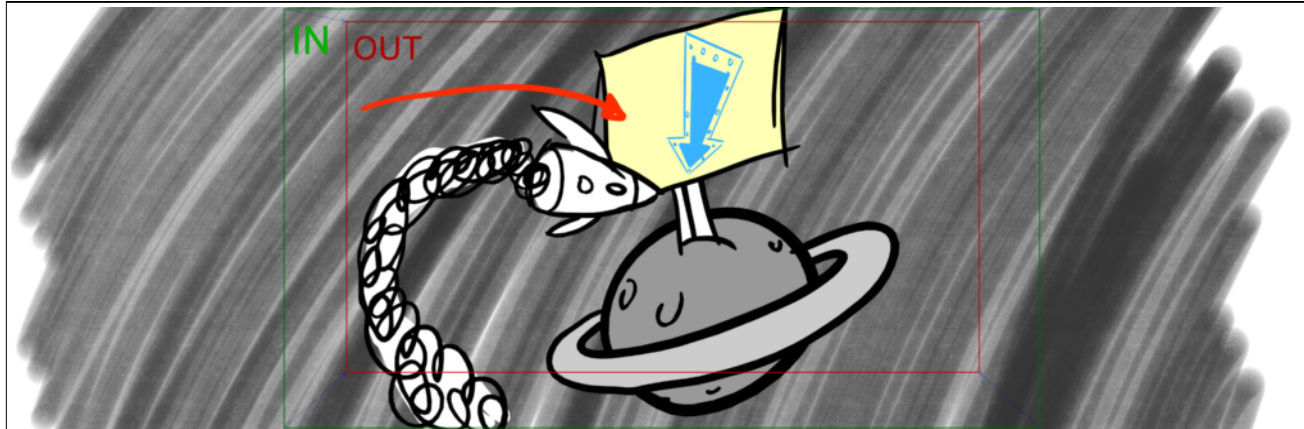
**Action Notes**

CAMERA ZOOMS IN as the rocketship passes behind the PLANET YIP! YIP! SIGN (a Post Note) and around the planet.

NO PANEL



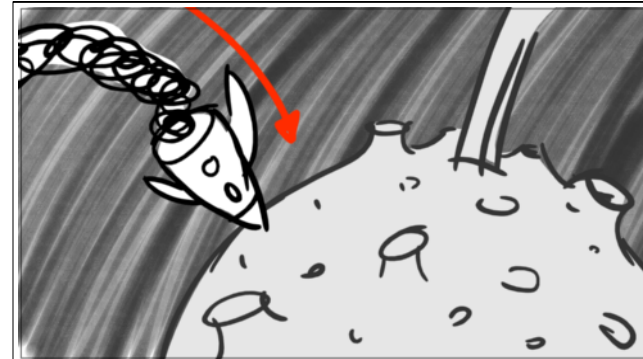
| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 9_A   |          |       |          |



**Action Notes**

ZOOM IN CONTINUES as the Rocket Ship aims towards the planet and...

| Scene | Duration |
|-------|----------|
| 9_A   |          |



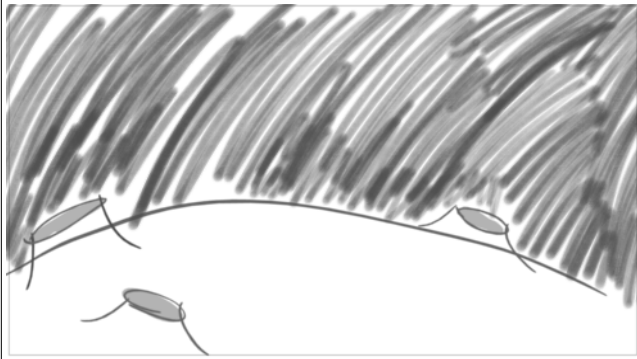
**Dialog**

SAMUEL (V.O.)  
(laughs) That's a great name!

**Action Notes**

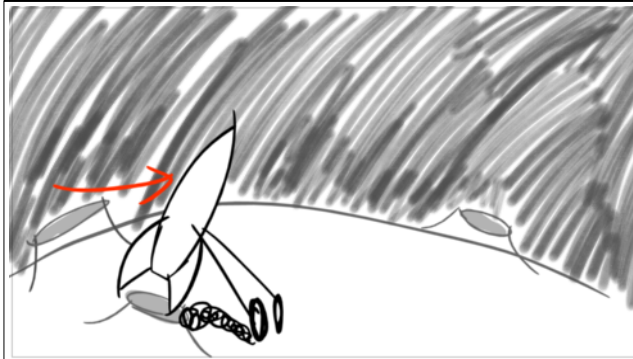
ZOOM IN CONTINUES as the rocket ship  
nears the planet surface.

Scene  
10



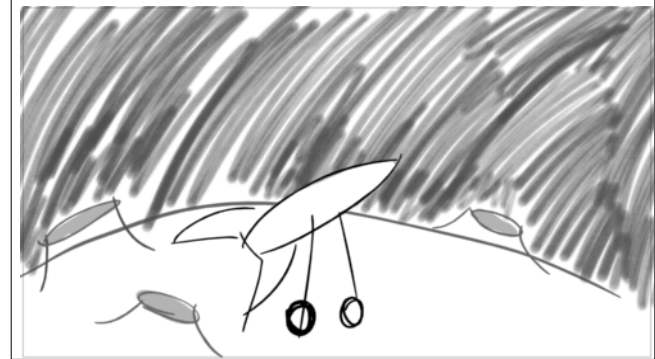
**Action Notes**  
CUT TO EXT. PLANET SURFACE

Scene  
10



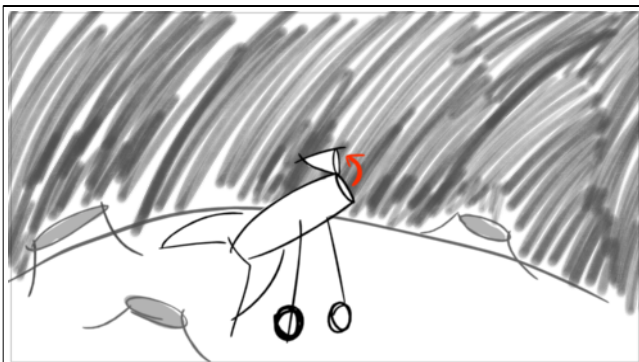
**Action Notes**  
The rocket ship comes to a screeching  
...

Scene  
10

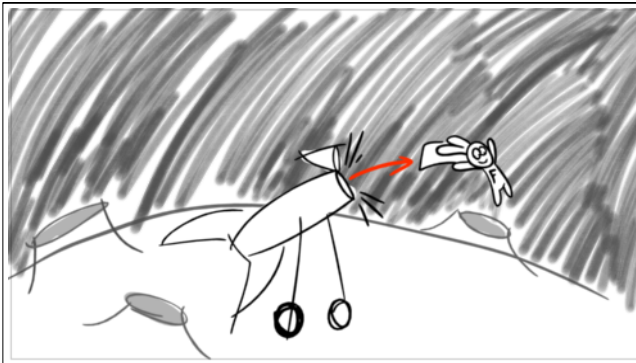


**Action Notes**  
...halt!

|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 10    |  |  |  |



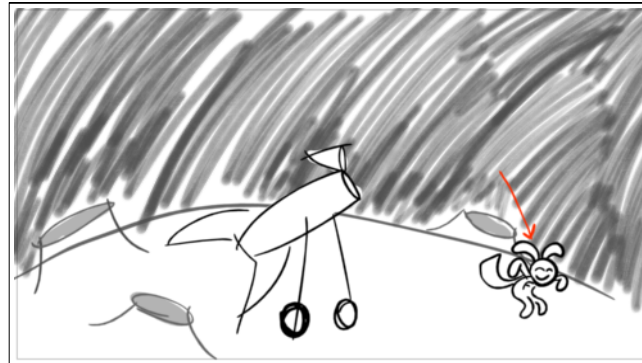
|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 10    |  |  |  |



**Action Notes**

lands on the ground, and...

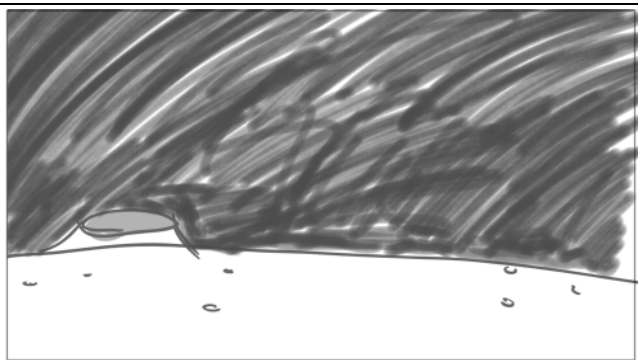
|       |  |  |  |
|-------|--|--|--|
| Scene |  |  |  |
| 10    |  |  |  |



**Action Notes**

lands on the ground, and...

Scene  
11



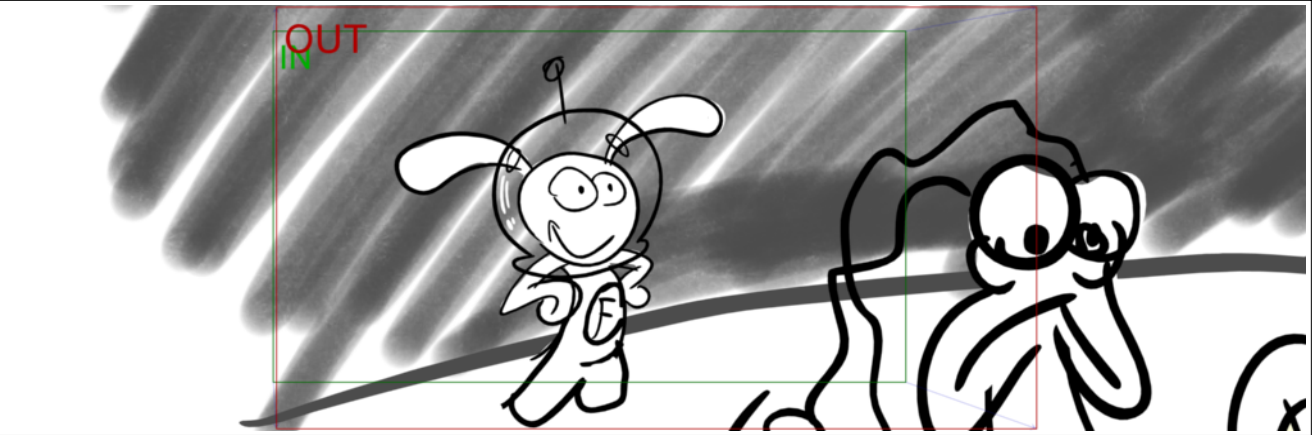
Scene  
11



Scene  
11



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 11_A  |          |       |          |



**Dialog**

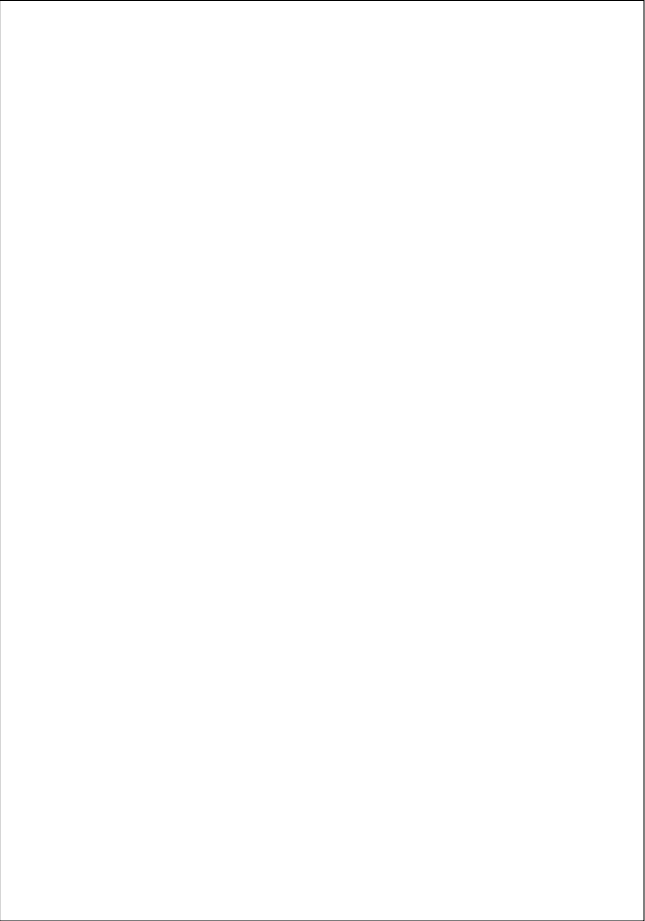
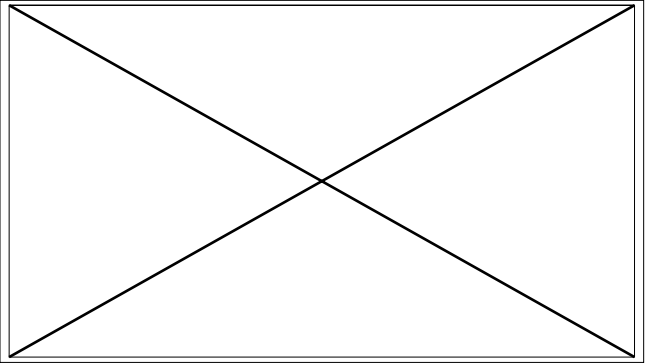
SAMUEL (V.O.)  
Fluffster found the aliens on the planet Yip Yip.

**Action Notes**

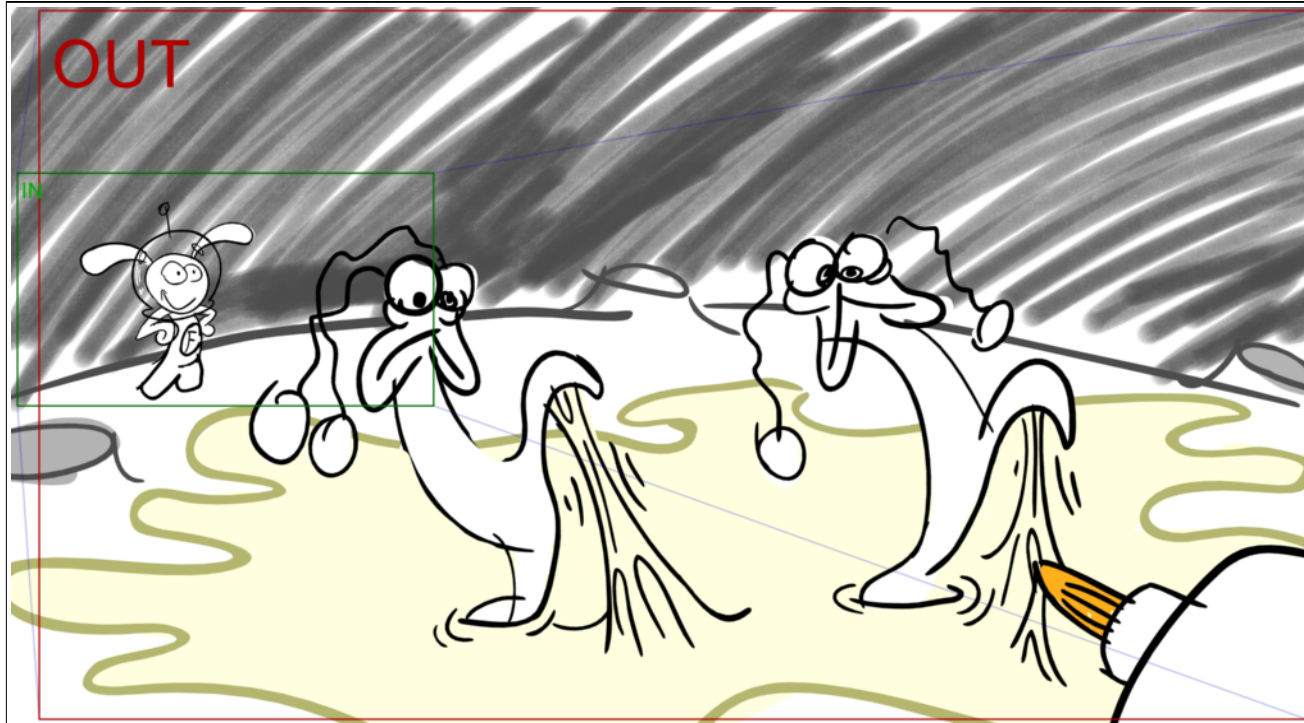
SNAP ZOOM OUT TO:  
WIDE SHOT with Yip Yip aliens stuck in sticky slime.

In the corner is a PAPER CUP lying on top of the construction paper, implying that the slime in the story is inspired by a spilt drink!

|          |
|----------|
| NO PANEL |
|----------|



| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 11_A  |          |       |          |



#### Dialog

SAMUEL (V.O.)  
Fluffster found the aliens on the  
planet Yip Yip.

#### Action Notes

SNAP ZOOM OUT TO:  
WIDE SHOT with Yip Yip aliens stuck in sticky slime.

In the corner is a PAPER CUP lying on top of the construction paper,  
implying that the slime in the story is inspired by a spilt drink!

| Scene |
|-------|
|       |



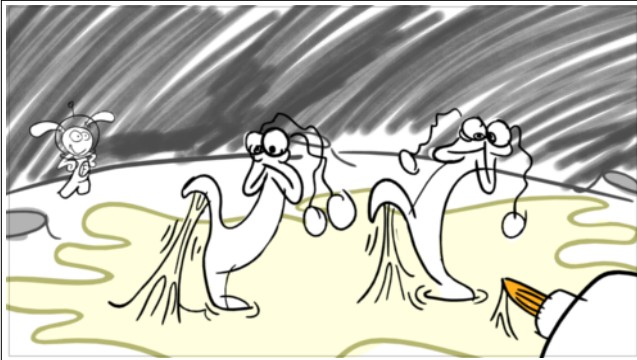
#### Dialog

SAMUEL (V.O.)  
Stuck in...in...sticky slime!

#### Action Notes

The aliens (continue to) struggle to  
pull out from the slime.

Scene  
12



**Dialog**

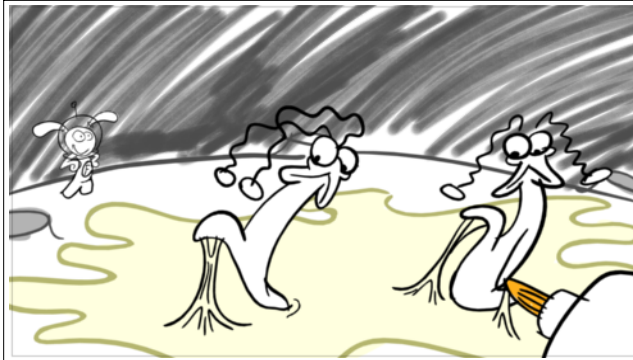
SAMUEL (V.O.)  
Fluffster found the aliens on the planet Yip Yip.

**Action Notes**

SNAP ZOOM OUT TO:  
WIDE SHOT with Yip Yip aliens stuck in sticky slime.

In the corner is a PAPER CUP lying on top of the construction paper, implying that the slime in the story is inspired by a spilt drink!

Scene



**Dialog**

ALIENS:  
Yip! Yip!

**Action Notes**

The aliens comically try to unstick themselves from the slime (a la Lucy and Ethyl on "I LOVE LUCY")

Scene



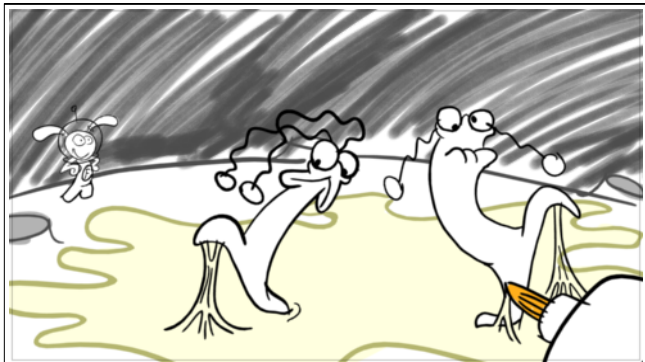
**Dialog**

JULIA (V.O.)  
Ew. No. Sticky. No! No!

**Action Notes**

The aliens continue to comically try to pry themselves loose from the slime.

Scene  
12



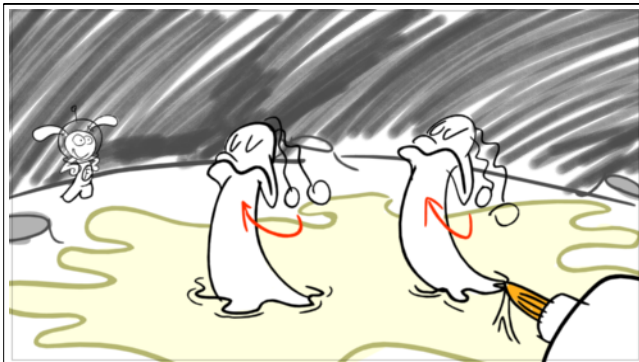
**Dialog**

JULIA (V.O.)  
Ew. No. Sticky. No! No!

**Action Notes**

The aliens continue to comically try to pry themselves loose from the slime.

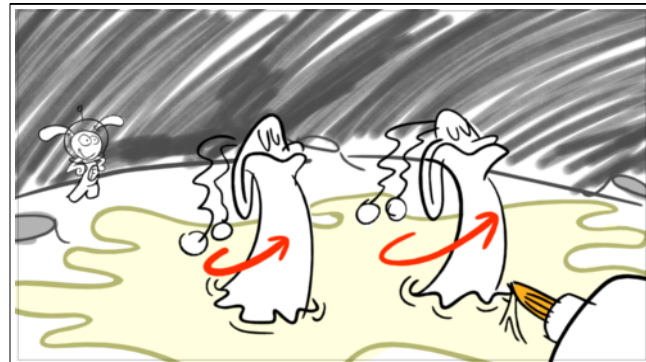
Scene  
12



**Action Notes**

The aliens react to Julia's empathetic statement and start to shake their heads "no."

Scene  
12



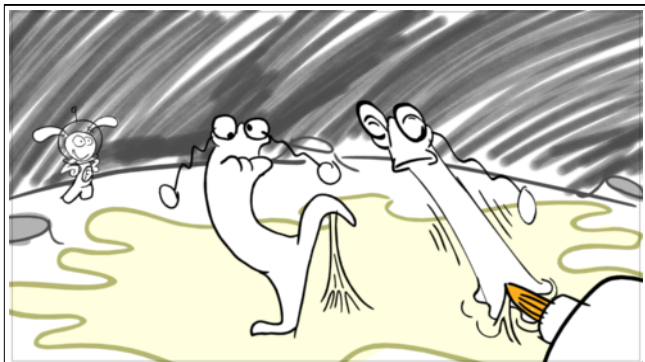
**Dialog**

SAMUEL (V.O.)  
I know you don't like sticky things Julia.

**Action Notes**

The aliens finish shaking their heads "No" in response to Julia.

Scene  
12



**Dialog**

SAMUEL (V.O.)  
The aliens don't either.

**Action Notes**

The Yip Yips give another stretch to free themselves from the sticky slime.

Scene  
12



**Action Notes**

Super Fluffster flies in and...

Scene  
12



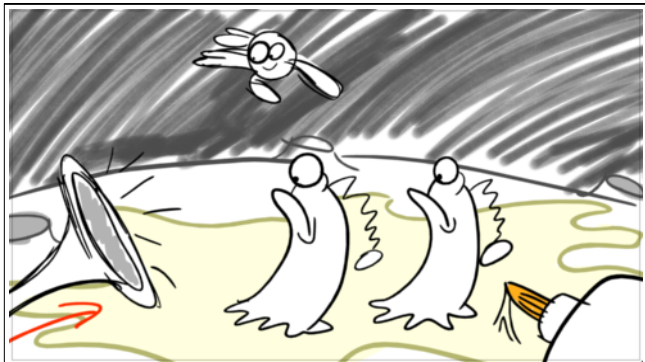
**Dialog**

SAMUEL (V.O.)  
Luckily Super Fluffster...

**Action Notes**

he FREEZES IN MID - AIR!

Scene  
12



**Dialog**

JULIA (V.O.)  
Dun da-da dah!

**Action Notes**

A TRUMPET BLARES, so Super Fluffster looks at it while he's frozen in mid air.

Scene  
12



**Dialog**

SAMUEL (V.O.)  
Oh yeah.

JULIA/SAMUEL (V.O.)  
Dun da-da dah!

**Action Notes**

While still frozen in mid-air, Super Fluffster looks at the OTHER trumpet as the two horns animate to Julia's and Samuel's musical mouth sounds.

Scene  
12



**Dialog**

SAMUEL (V.O.)  
Oh yeah.

JULIA/SAMUEL (V.O.)  
Dun da-da dah!

**Action Notes**

While still frozen in mid-air, Super Fluffster looks at the OTHER trumpet as the two horns animate to Julia's and Samuel's musical mouth sounds.

Scene  
12



**Dialog**

SAMUEL (V.O.)  
Oh yeah.

JULIA/SAMUEL (V.O.)  
Dun da-da dah!

**Action Notes**

While still frozen in mid-air, Super Fluffster looks at the OTHER trumpet as the two horns animate to Julia's and Samuel's musical mouth sounds.

Scene  
12



**Dialog**

SAMUEL (V.O.)  
..used his super strength to help the aliens ...

**Action Notes**

Fluffster swoops down and lifts the aliens out of the slime...

Scene  
12



**Dialog**

SAMUEL (V.O.)  
..used his super strength to help the aliens ...

**Action Notes**

Fluffster swoops down and lifts the aliens out of the slime...

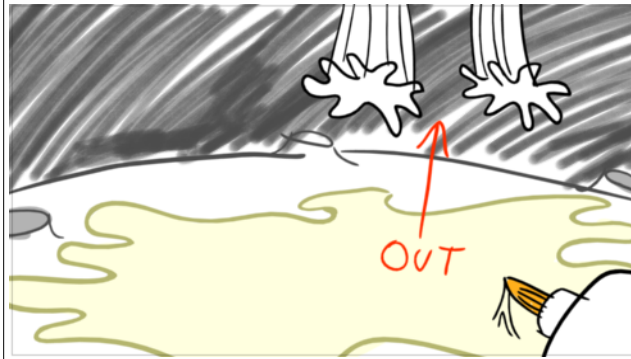
Scene  
12



**Dialog**  
SAMUEL (V.O.)  
..used his super strength to help the  
aliens ...

**Action Notes**  
Fluffster swoops down and lifts the  
aliens out of the slime...

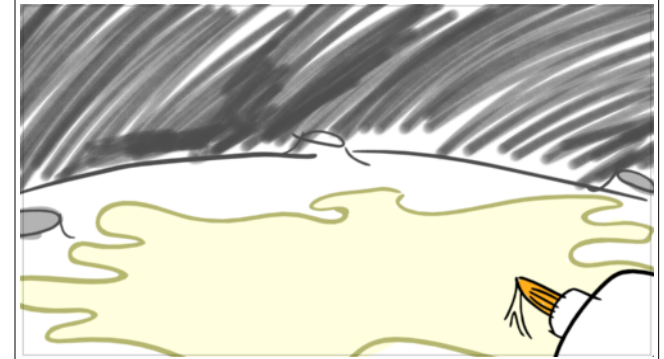
Scene  
12



**Dialog**  
SAMUEL (V.O.)  
and pull them out of the  
icky, sticky slime!

**Action Notes**  
...flies out of frame...

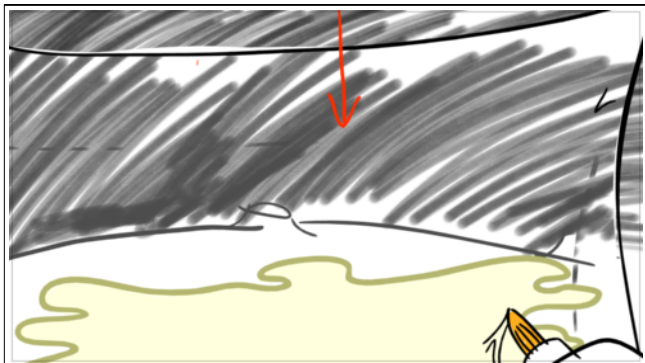
Scene  
12



**Dialog**  
SAMUEL (V.O.)  
and pull them out of the  
icky, sticky slime!

**Action Notes**  
...flies out of frame...

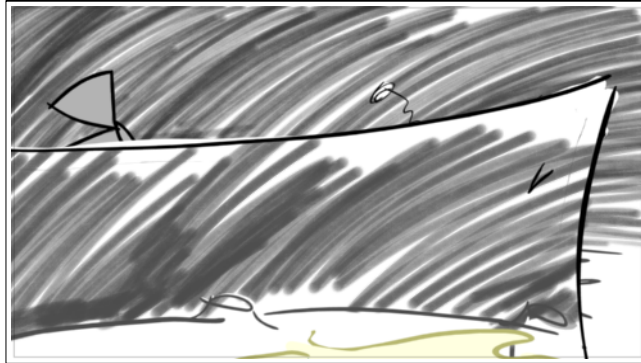
Scene  
12\_A



**Action Notes**

...as a new piece of construction paper and a NEW SCENE comes down.  
This new piece of Construction Paper depicts that ...

Scene  
12\_A



**Action Notes**

...as a new piece of construction paper and a NEW SCENE comes down.  
This new piece of Construction Paper depicts that ...

Scene  
12\_A



**Action Notes**

...as a new piece of construction paper and a NEW SCENE comes down.  
This new piece of Construction Paper depicts that ...

Scene  
13



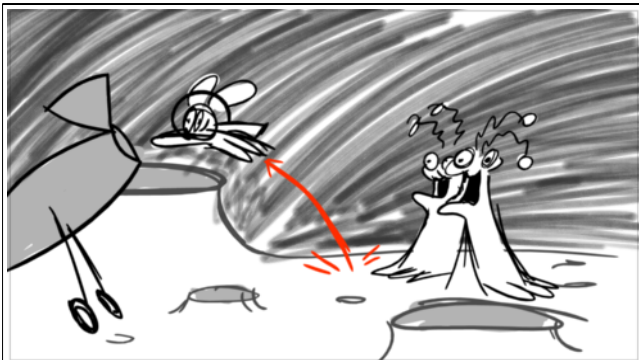
**Dialog**

SAMUEL (V.O.)  
(laughs) The aliens thanked Super Fluffster.

**Action Notes**

...the aliens have been rescued from the slime and put down next to Super Fluffster's rocketship as Super Fluffster bids them farewell.

Scene  
13



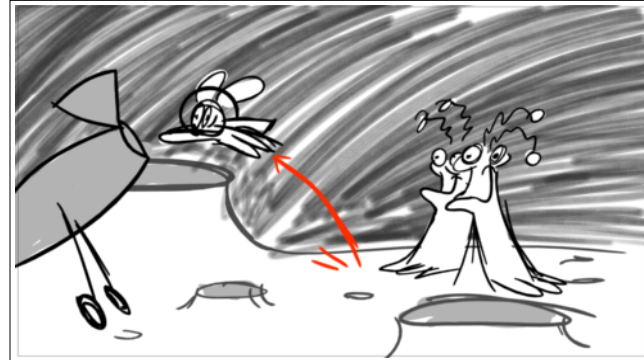
**Dialog**

.JULIA (V.O.)  
Yip Yip!

**Action Notes**

Super Fluffster hops into his rocket ship.

Scene  
13



**Dialog**

.JULIA (V.O.)  
Yip Yip!

**Action Notes**

Super Fluffster hops into his rocket ship.

Scene  
13



**Dialog**  
.JULIA (V.O.)  
Yip Yip!

**Action Notes**  
Super Fluffster hops into his rocket ship.

Scene  
14



**Dialog**  
SAMUEL (V.O.)  
Yip Yip! (laughs) That means  
thank you in alien. ..

**Action Notes**  
CUT TO:  
The aliens bid goodbye as Super  
Fluffster flies by...

Scene  
14



**Dialog**  
SAMUEL (V.O.)  
Yip Yip! (laughs) That means  
thank you in alien. ..

**Action Notes**  
DISSOLVE TO:  
The aliens bid goodbye as Super  
Fluffster flies by...

Scene  
14



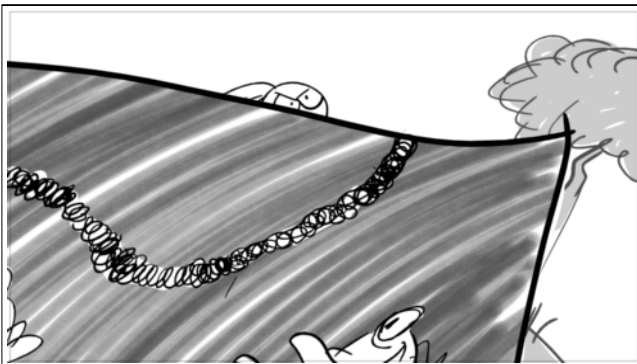
**Dialog**

SAMUEL (V.O.)  
Yip Yip! (laughs) That means  
thank you in alien. ..

**Action Notes**

DISSOLVE TO:  
The aliens bid goodbye as Super  
Fluffster flies by...

Scene  
14\_A



**Dialog**

SAMUEL (V.O.)  
Yip Yip! (laughs) That means  
thank you in alien. ..

**Action Notes**

DISSOLVE TO:  
The aliens bid goodbye as Super  
Fluffster flies by...

Scene  
14\_A



**Dialog**

SAMUEL (V.O.)  
Yip Yip! (laughs) That means  
thank you in alien. ..

**Action Notes**

DISSOLVE TO:  
The aliens bid goodbye as Super  
Fluffster flies by...

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 15    | 01:16    | 1     | 01:16    |



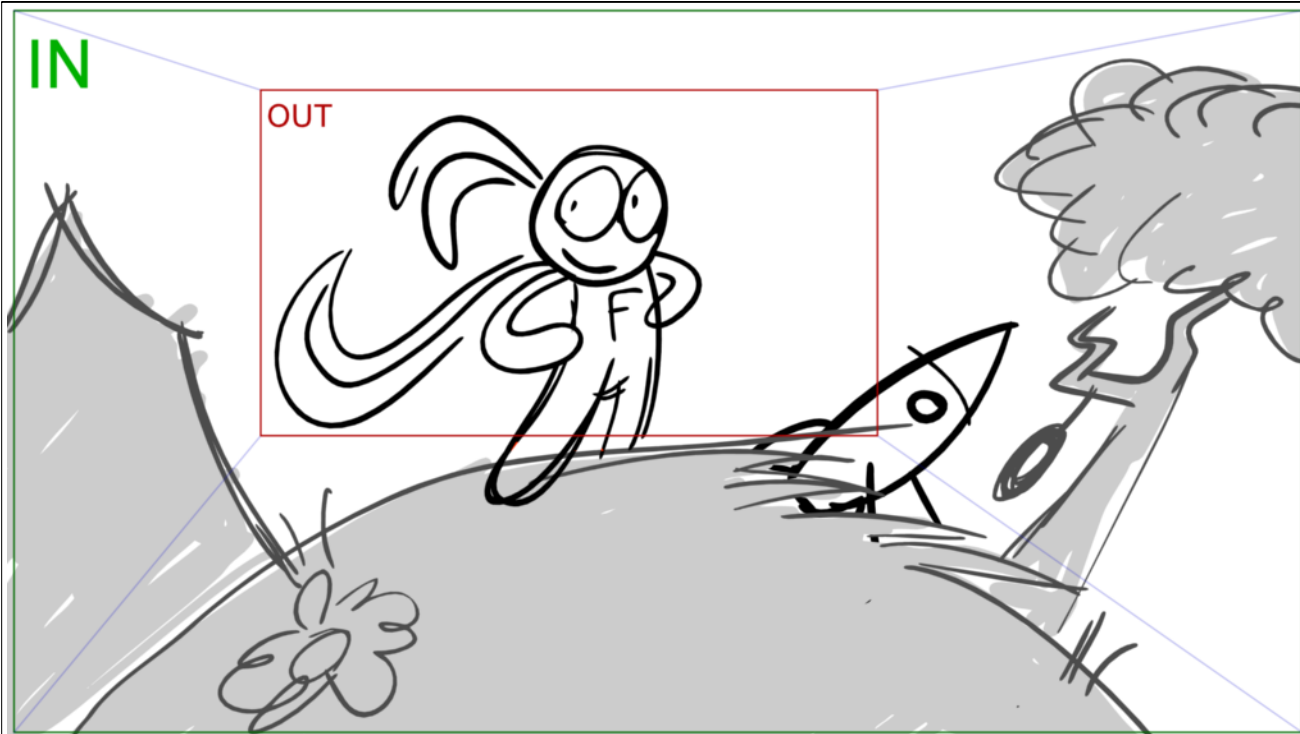
**Action Notes**

Smoke clearing reveals EXT. JULIA'S BACKYARD  
"FISH EYE" LENSE / UPSHOT of Super Fluffster in his HERO stance.

**Slugging**

EXT. BACKYARD - LATER

| Scene | Duration | Panel | Duration |
|-------|----------|-------|----------|
| 15_A  | 01:16    | 1     | 01:06    |



**Dialog**

SAMUEL (V.O.)  
Having saved the day...

**Action Notes**

Super Fluffster looks towards camera as it SNAP ZOOMS IN.

Scene  
15\_A



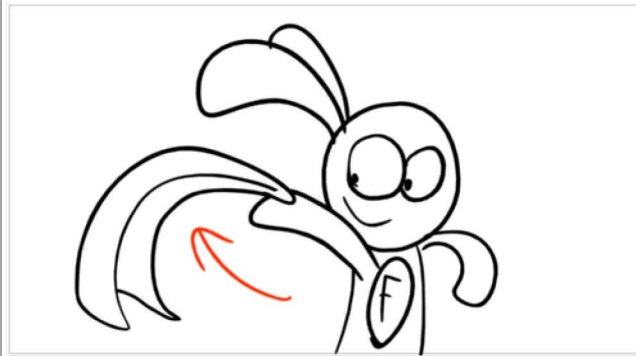
**Dialog**

SAMUEL (V.O.)  
Fluffster took off  
his ...

**Action Notes**

CU of Super Fluffster and his cape.

Scene  
15\_B



**Dialog**

SAMUEL (V.O.)  
...cape

**Action Notes**

Fluffster pulls his cape off and...

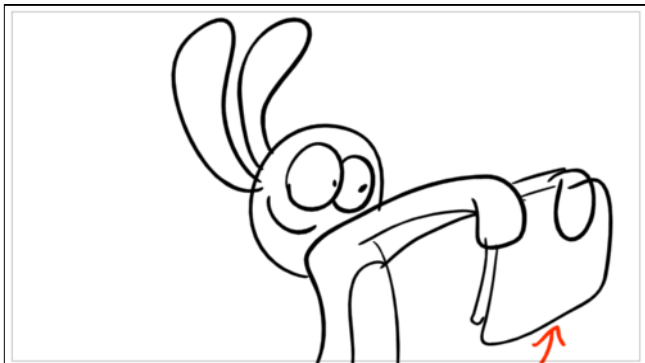
Scene  
15\_B



**Action Notes**

begins to FOLD THE CAPE into a...

Scene  
15\_B



**Action Notes**

...neatly creased GARMENT.

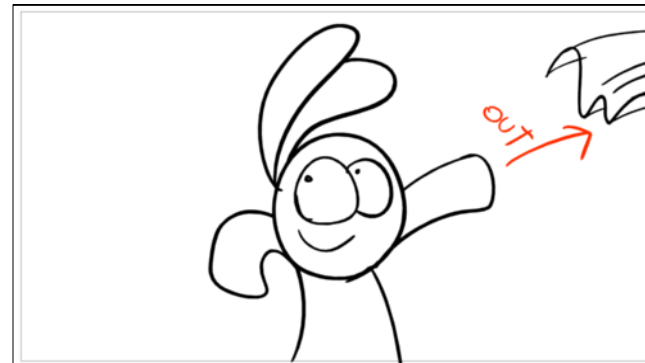
Scene  
15\_B



**Action Notes**

One last fold before Fluffster...

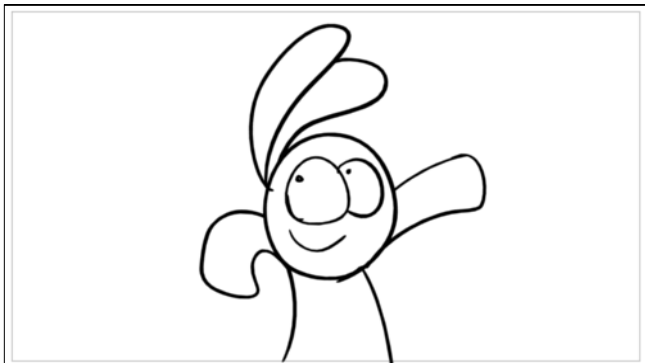
Scene  
15\_B



**Action Notes**

...tosses it quciky and CASUALLY aside!

Scene  
15\_B



**Action Notes**

...tosses it quicky and CASUALLY aside!

Scene  
16



**Dialog**

SAMUEL (V.O.)  
... returned to his best friend  
Julia.

**Action Notes**

CUT WIDE to Fluffster, now without cape  
and letter as he strikes a  
"Happy-to-be-home" pose.

Scene  
16



**Dialog**

40 JULIA (V.O.)  
Fluffster!

**Action Notes**

CUT WIDE to reveal the backyard through  
"normal" lense  
(as opposed to fisheye lense).  
Fluffster hears Julia and turns towards  
the house.

Scene  
16



**Dialog**

40 JULIA (V.O.)  
Fluffster!

**Action Notes**

CUT WIDE to reveal the backyard through "normal" lense (as opposed to fisheye lense).  
Fluffster hears Julia and turns towards the house.

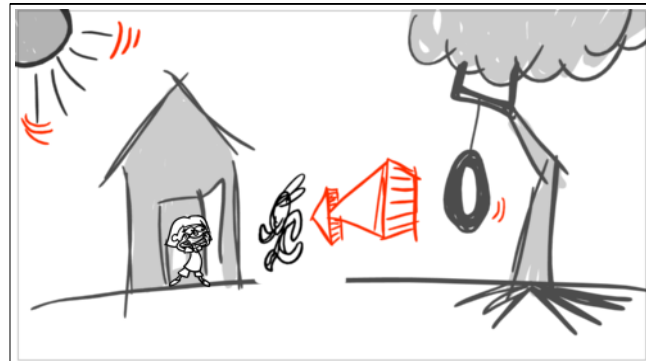
Scene  
16



**Action Notes**

Fluffster, excited to see Julia...

Scene  
16



**Action Notes**

...runs towards Julia's house.

Scene  
16



**Dialog**

SAMUEL (V.O.)  
The end.

JULIA (V.O.)  
The end! (laughs)

**Action Notes**

The door, which is actually a flap cut out of the construction paper, slams shut and as it does, THE SCENE BECOMES A STILL DRAWING, WITH JUST A CRAYON OUTLINE with no "Fill color".

Scene  
17



**Dialog**

SAMUEL (V.O.)  
Thanks Julia. I really loved your drawings.

**Action Notes**

...a HEART SHAPE, cut out of construction paper comes into frame.

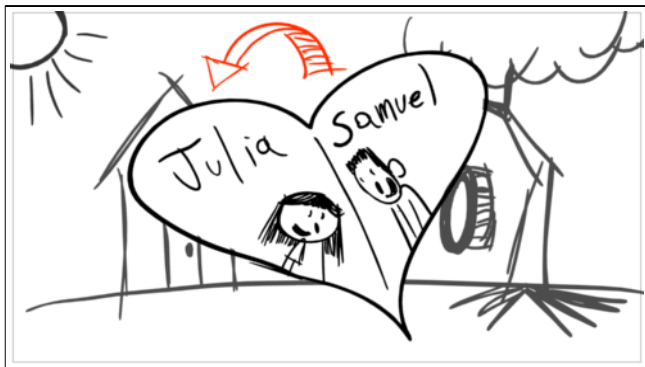
Scene  
17



**Action Notes**

The CUT OUT HEART shape begins to unfold.

Scene  
17



**Dialog**

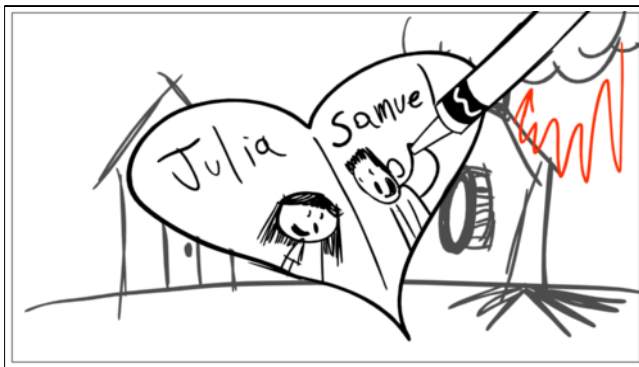
JULIA (V.O.)  
Julia! Samuel!

SAMUEL (V.O.)  
That's Us! Hey Let's make up a story  
about super siblings!...

**Action Notes**

The cutout heart shape opens and reads  
"JULIA" and "SAMUEL"  
and shows a drawing of Julia and  
Samuel.

Scene  
18



**Dialog**

SAMUEL (V.O.)  
Super Samuel and Super Julia!...

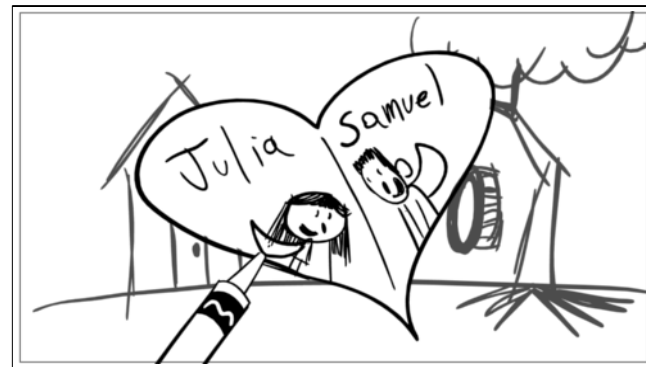
**Action Notes**

and as the CAMERA PUSHES IN, the marker  
draws  
super hero capes onto Julia and Samuel.

**Slugging**

Slow zoom on the picture of Julia and  
Samuel.

Scene  
18



**Dialog**

SAMUEL (V.O.)  
Super Samuel and Super Julia!...

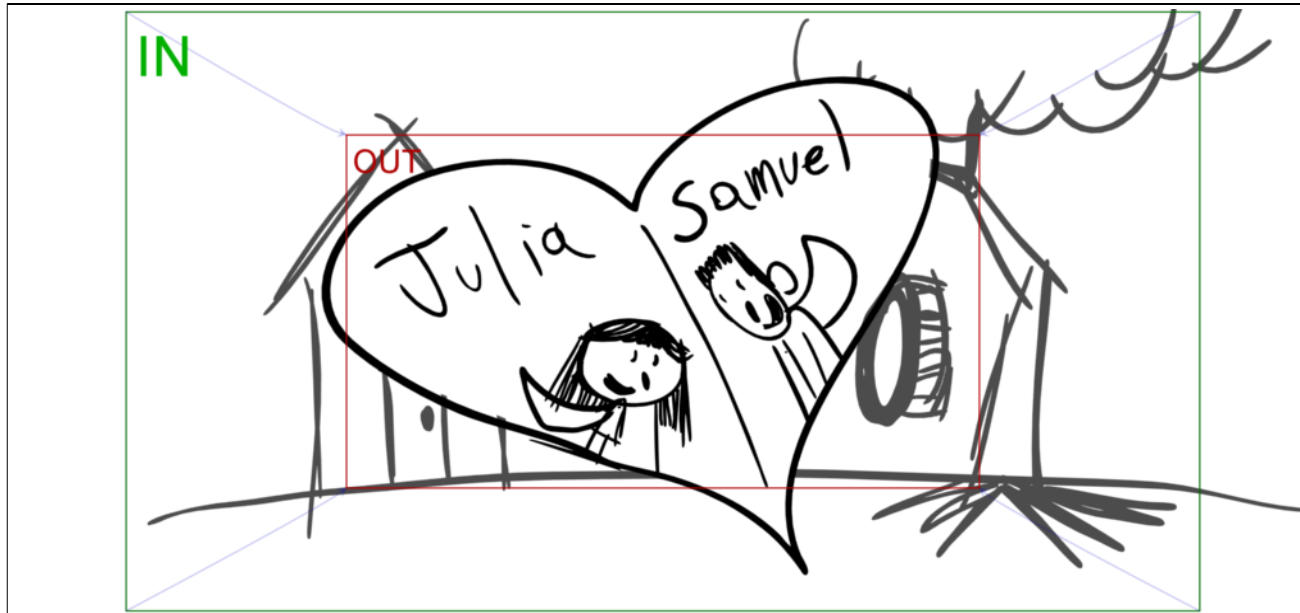
**Action Notes**

and as the CAMERA PUSHES IN, the marker  
draws  
super hero capes onto Julia and Samuel.

**Slugging**

Slow zoom on the picture of Julia and  
Samuel.

|       |     |
|-------|-----|
| Scene | 18A |
|-------|-----|



|                                                                                |
|--------------------------------------------------------------------------------|
| <p><b>Dialog</b></p> <p>SAMUEL (V.O.)<br/>Super Samuel and Super Julia!...</p> |
|--------------------------------------------------------------------------------|

|                                                                                                                         |
|-------------------------------------------------------------------------------------------------------------------------|
| <p><b>Action Notes</b></p> <p>and as the CAMERA PUSHES IN, the marker draws super hero capes onto Julia and Samuel.</p> |
|-------------------------------------------------------------------------------------------------------------------------|

|                                                                             |
|-----------------------------------------------------------------------------|
| <p><b>Slugging</b></p> <p>Slow zoom on the picture of Julia and Samuel.</p> |
|-----------------------------------------------------------------------------|

|       |     |
|-------|-----|
| Scene | 18A |
|-------|-----|



|                                                                                 |
|---------------------------------------------------------------------------------|
| <p><b>Dialog</b></p> <p>SAMUEL (V.O.)<br/>...Come on, let's get more paper.</p> |
|---------------------------------------------------------------------------------|

|                                                                   |
|-------------------------------------------------------------------|
| <p><b>Action Notes</b></p> <p>CAMERA PUSH IN continues to ECU</p> |
|-------------------------------------------------------------------|

|                                          |
|------------------------------------------|
| <p><b>Slugging</b></p> <p>WE GO OUT.</p> |
|------------------------------------------|

Scene  
18A



**Dialog**  
SAMUEL (V.O.)  
...Come on, let's get  
more paper.

**Action Notes**  
CAMERA PUSH IN continues to ECU

**Slugging**  
WE GO OUT.

Scene  
18A

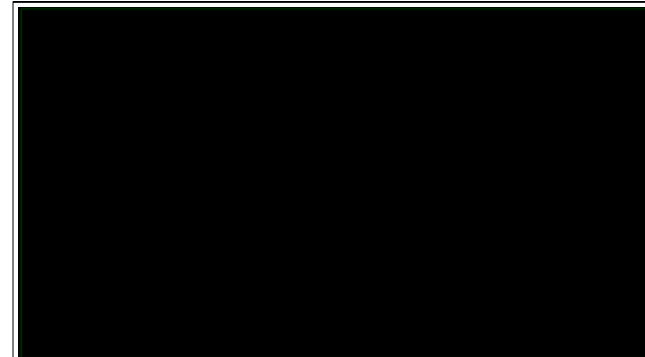


**Dialog**  
SAMUEL (V.O.)  
...Come on, let's get  
more paper.

**Action Notes**  
CAMERA PUSH IN continues to ECU

**Slugging**  
WE GO OUT.

Scene  
18A



**Action Notes**  
FADE OUT to BLACK CONSTRUCTION PAPER