Steven Universe-

Giant Woman
Final Board

Date: June 11 2013

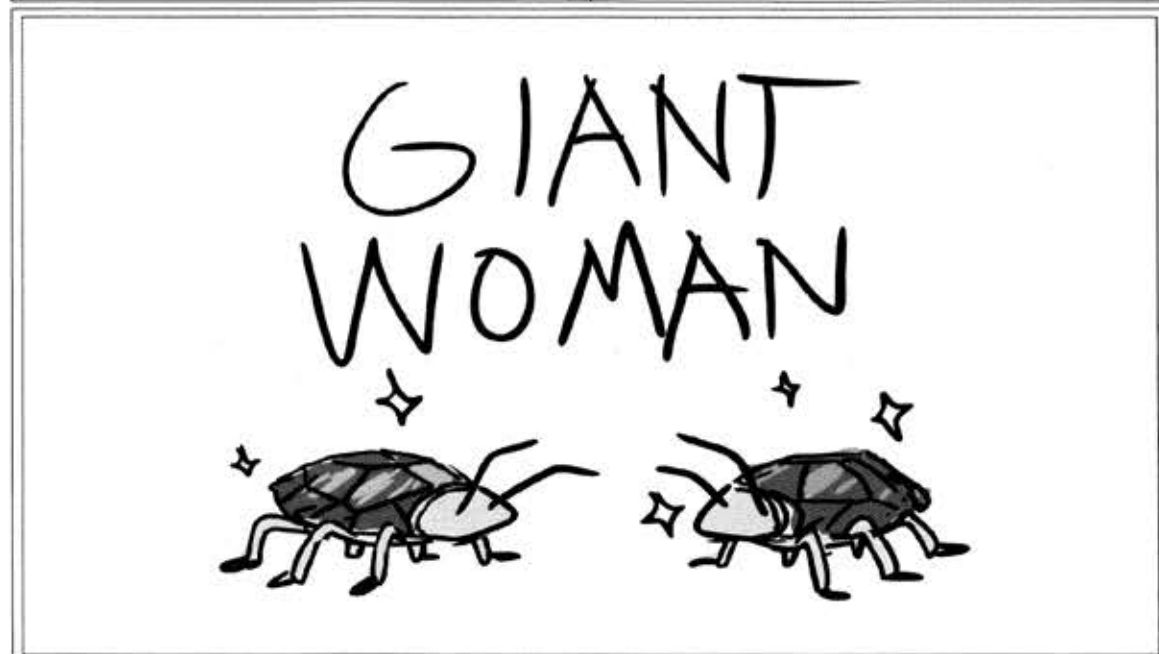| Scene 1 | Panel 1 | Scene 2 | Panel 1 |

Slugging
1.12

JUN 2 6 2013

1020.010

Scene	Panel	Scene	Panel
2	CONT 2	3	1

RED

BLACK

Slugging
0.09
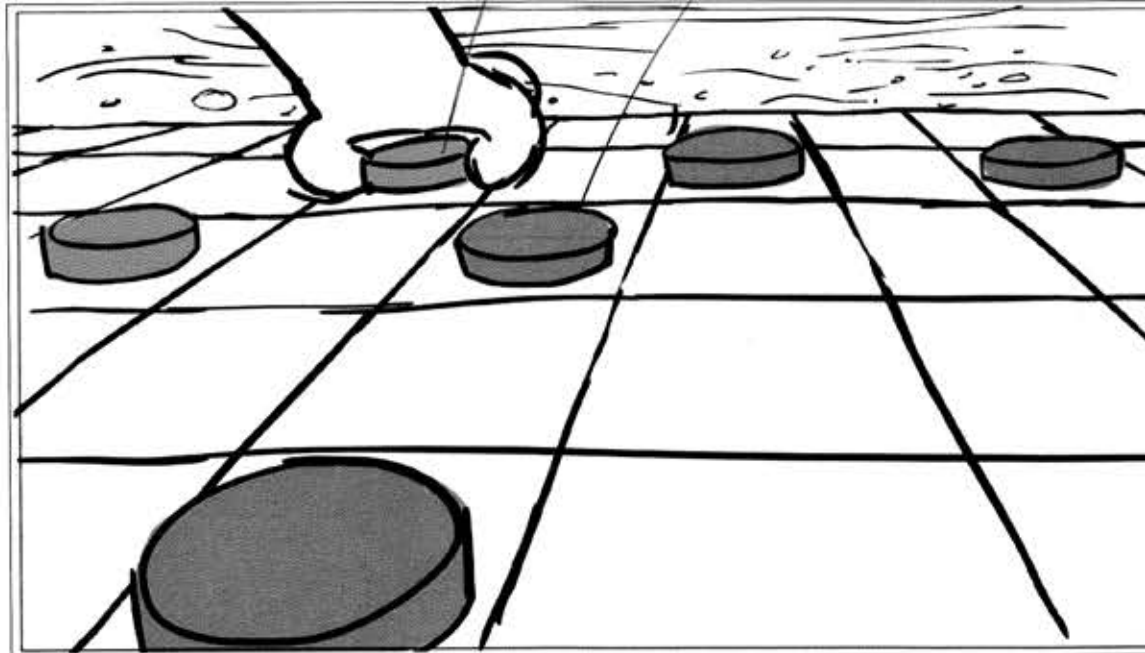
Slugging
0.14

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1020.010

1020.010

1020.010

1020.010
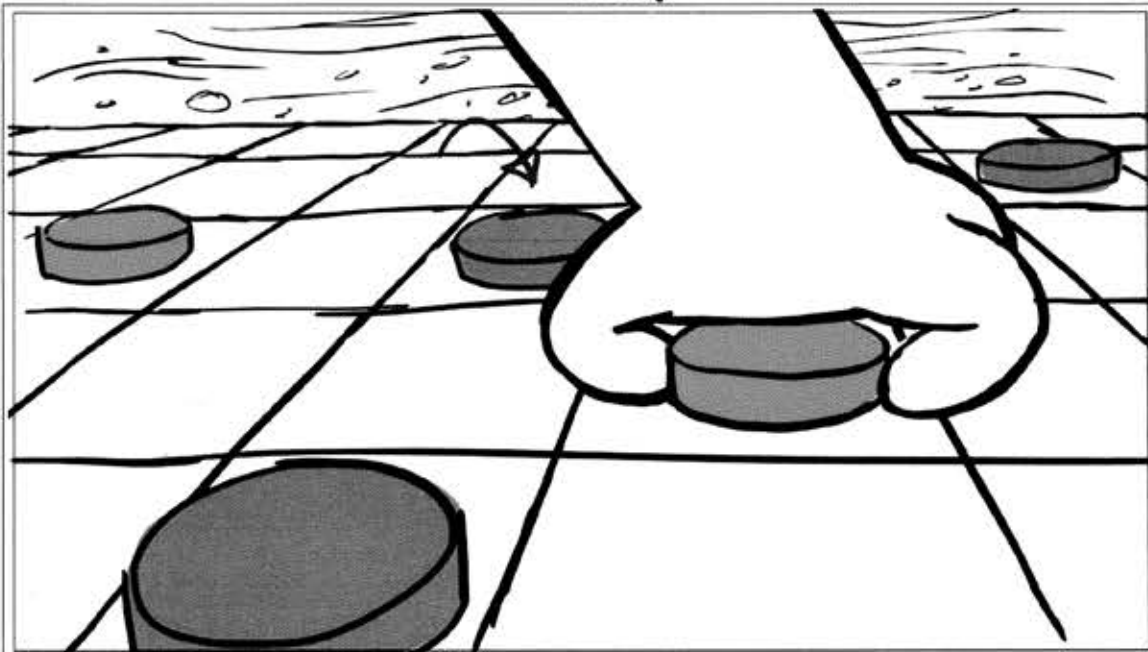
Scene	Panel
3	2

Slugging
1.03

* AMETH ARCS OVER BLACK CHECKER.

Scene	Panel
4	1
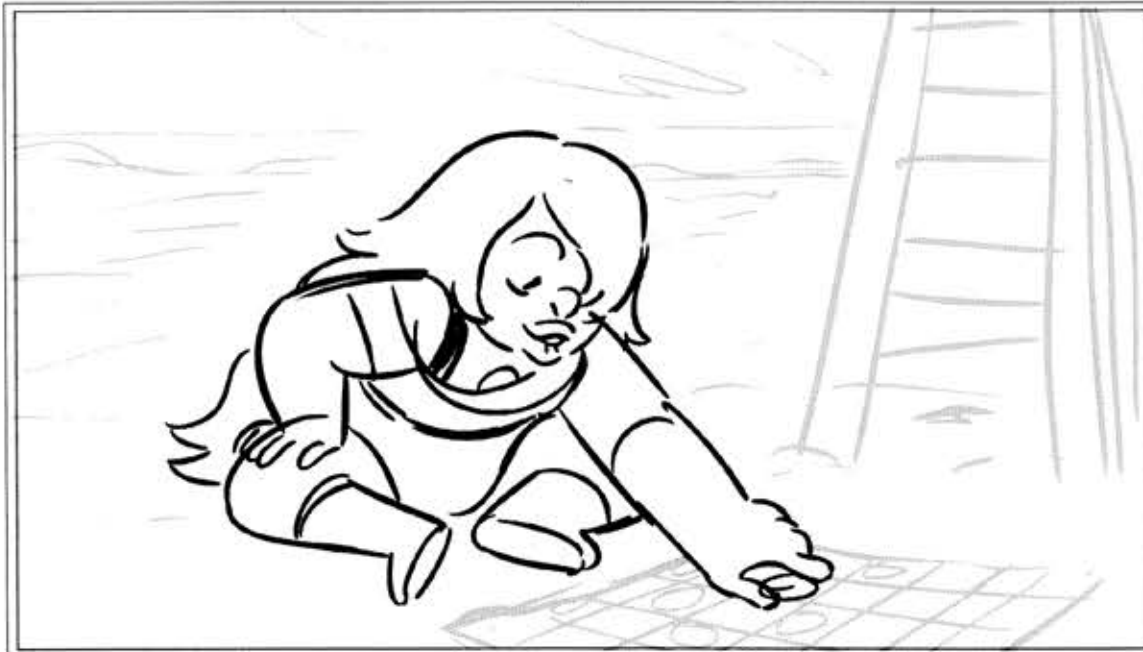
Dialogue
AMETHYST: Ha!

Slugging
Panels 1 + 2 = 0.13

Notes
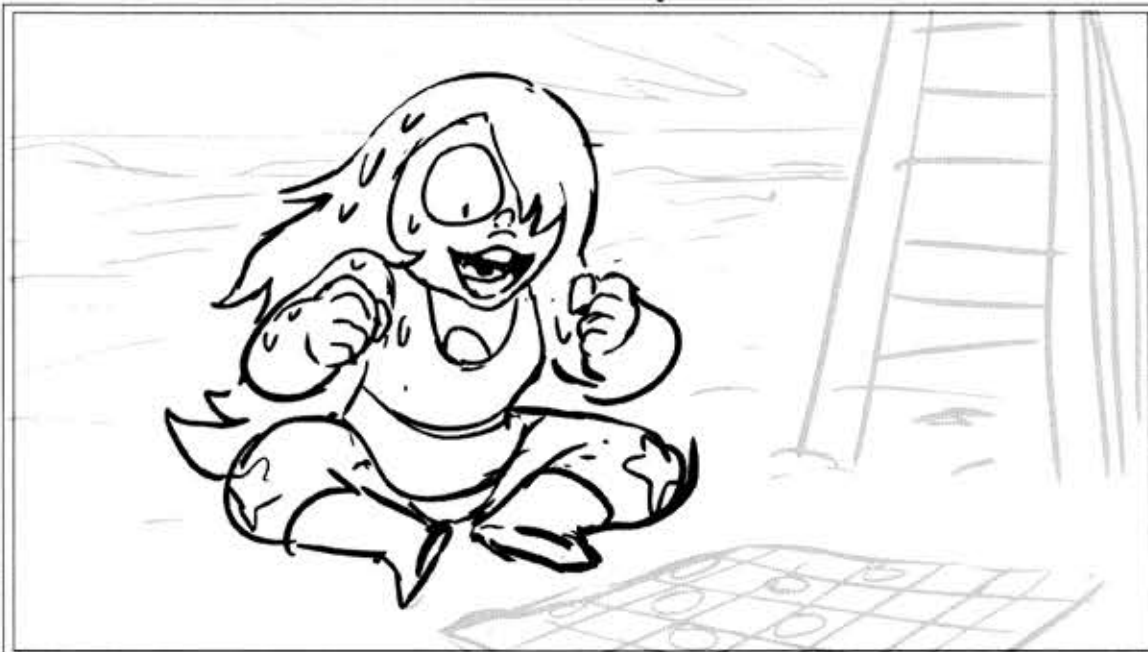NEED H.U. to previous scene, Amethyst hand is on the game board.

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1020.010

Scene	Panel
4 CONT	2

Dialogue
AMETHYST: Ha!

Notes
NEED H.U. to previous scene, Amethyst hand is on the game board.

Scene	Panel
4 CONT	3

Dialogue
AMETHYST: Take THAT!

Slugging
1.10

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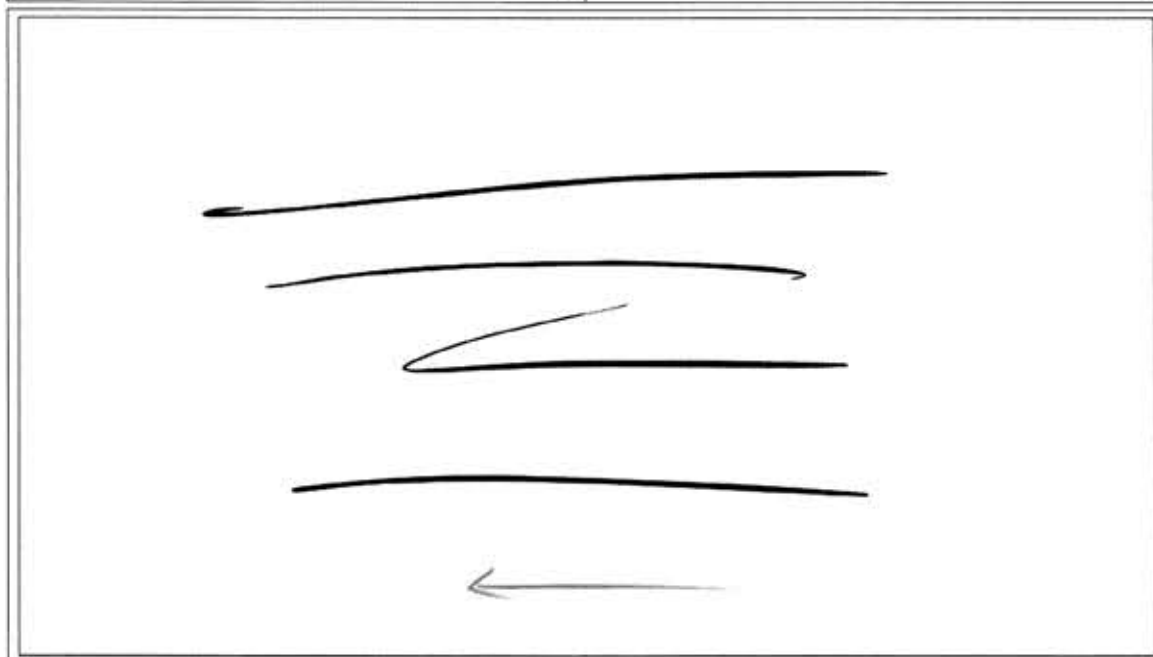
Scene	Panel
5	1

Slugging
0.04

＊ZIP PAN

Scene	Panel
6	1

Slugging
0.14

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Scene	Panel
6 CONT	2

Dialogue
PEARL: Wow, Amethyst...

Slugging
1.13

Scene	Panel
6 CONT	3

Dialogue
PEARL: ...I'm impressed.

Slugging
1.11 - before water balloon comes in.
Then - 0.04 - Water balloon in and hit.

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Scene	Panel
6 CONT	4

Action Notes
Water balloon pops on Pearl's head

Slugging
0.06

Scene	Panel
6 CONT	5

Slugging
0.14

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1020.010

1020.010

Scene	Panel
6	6 CONT 6
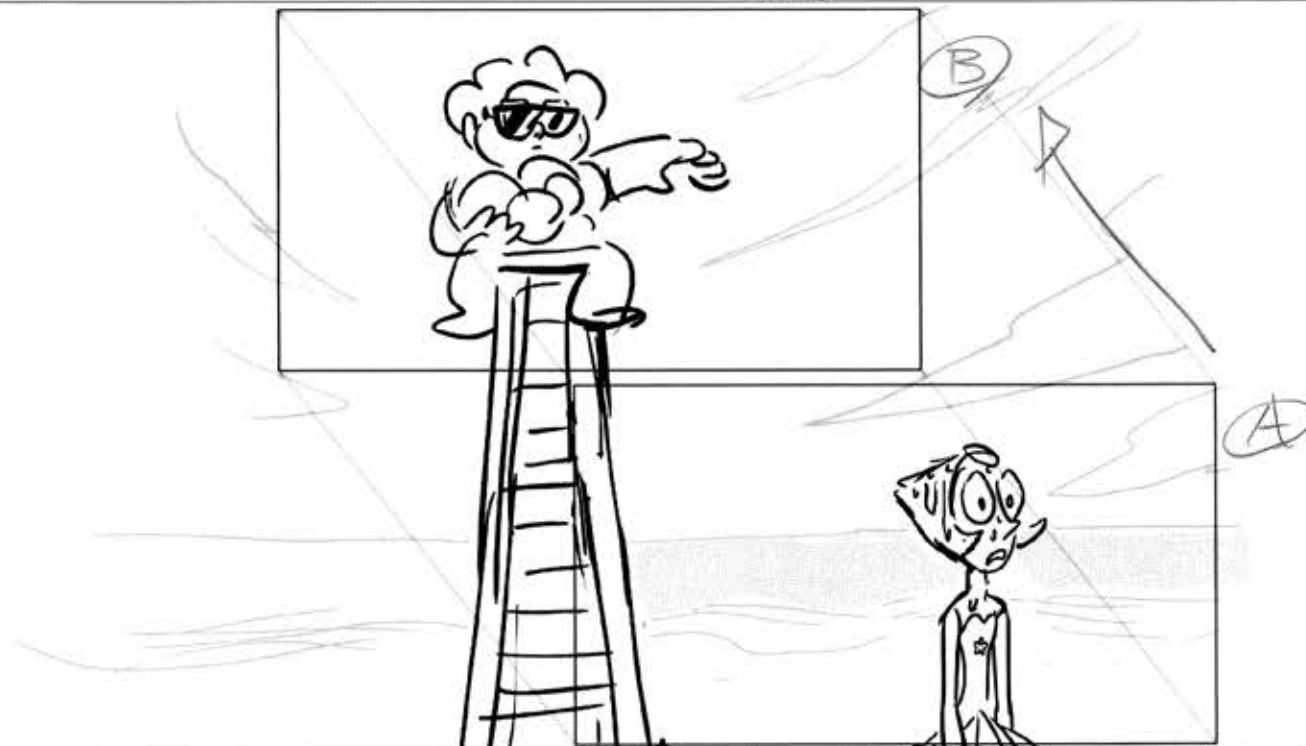
Slugging
ADJ: 0.13

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Scene	Panel
6 CONT	7

Dialogue
STEVEN: Now it's your move, Pearl!

Slugging
2.06

Scene	Panel
7	1

Slugging
Panels 1 + 2 = 4.10

Notes
H.U. Pearl to previous scene, she is facing towards the right.

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Scene	Panel
7 CONT	2

Dialogue
PEARL: Steven, are the water balloons really necessary?

Scene	Panel
8	1

Slugging
0.04

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Scene	Panel
8 CONT	2

Dialogue
STEVEN: Yeah! This way the moves really matter!

Slugging
4.01

Scene	Panel
9	1

Dialogue
PEARL: But it's CHECKERS! Every single move matters!

Slugging
Panels 1 +2 = 5.01

Notes
H.U. Steven's face to previous scene.

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Scene	Panel	Scene	Panel
9	2 CONT	10	1

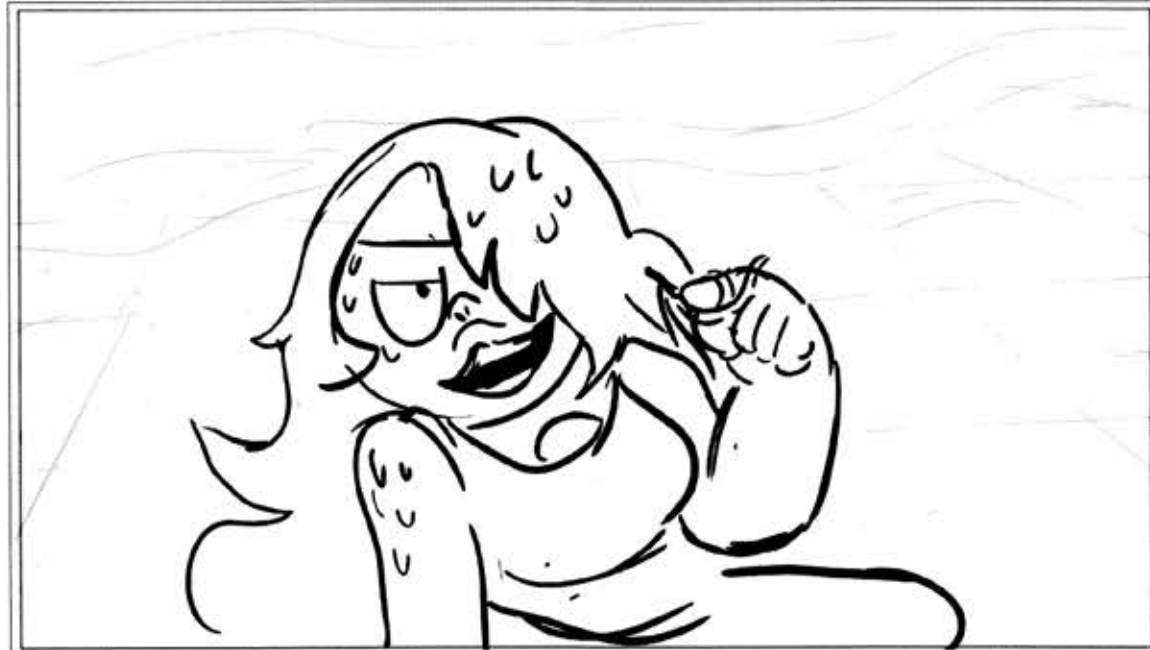**Dialogue**

PEARL: But it's CHECKERS! Every single move matters!

Notes

H.U. Steven's face to previous scene.

Dialogue

AMETHYST: It sounds like someone's being a sore loser..

Action Notes

A twirling hair

Slugging

Panels 1 to 6 = 3.14

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Scene	Panel	Scene	Panel
		10 CONT	2

Dialogue
AMETHYST: It sounds like someone's being a sore loser..
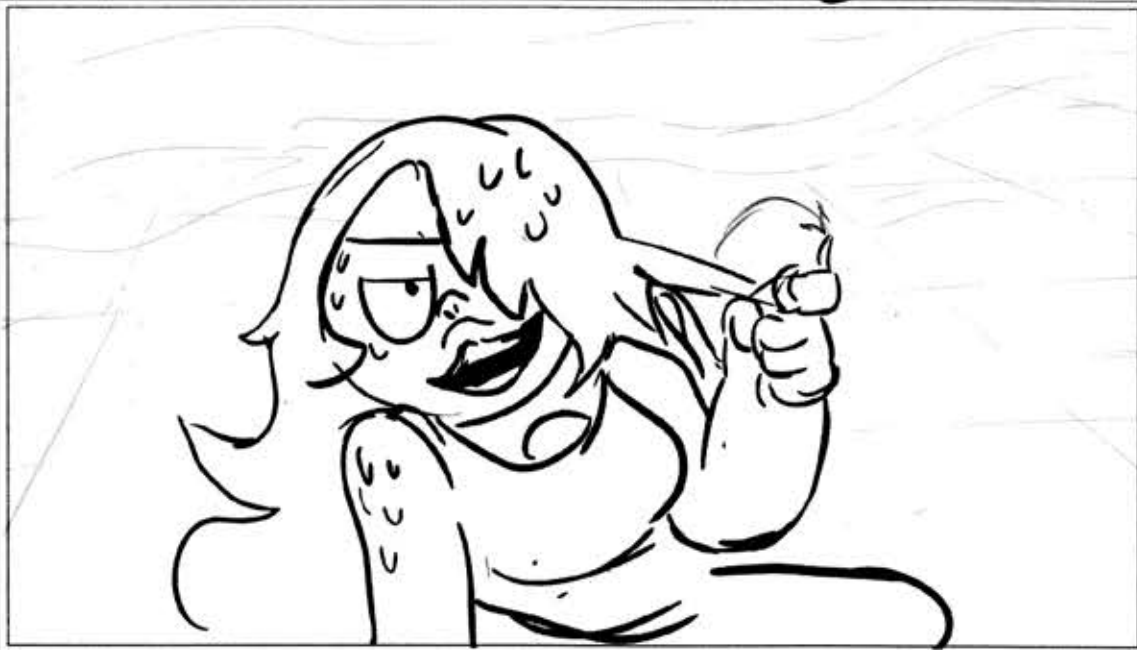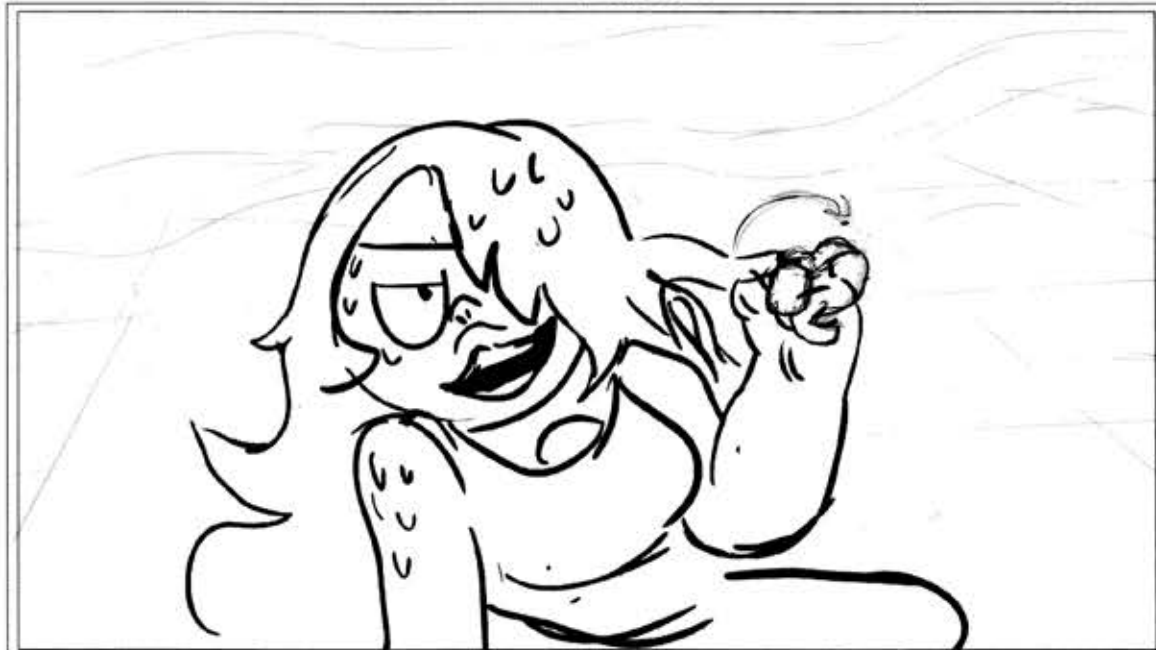
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1020.010

1020.010

1020.010

Scene	Panel	Scene	Panel
		10 CONT 3	

Dialogue
AMETHYST: It sounds like someone's being a sore loser..

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Scene	Panel
10	CONT 4

Dialogue
AMETHYST: It sounds like someone's being a sore loser..

Scene	Panel
11	1

Dialogue
PEARL: *muffled* Mmrmrmrrghgh!

Action Notes
PEARL shakes with anger

Slugging
1.07

JUN 26 2013

Scene	Panel	
11 CONT		2

Action Notes
PEARL shakes with anger

Slugging
1.01

1020.010

Scene	Panel	
11 CONT		3

Dialogue
PEARL: I'M not a sore LOSER..

Action Notes
PEARL stops shaking

Slugging
3.06

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1020.010

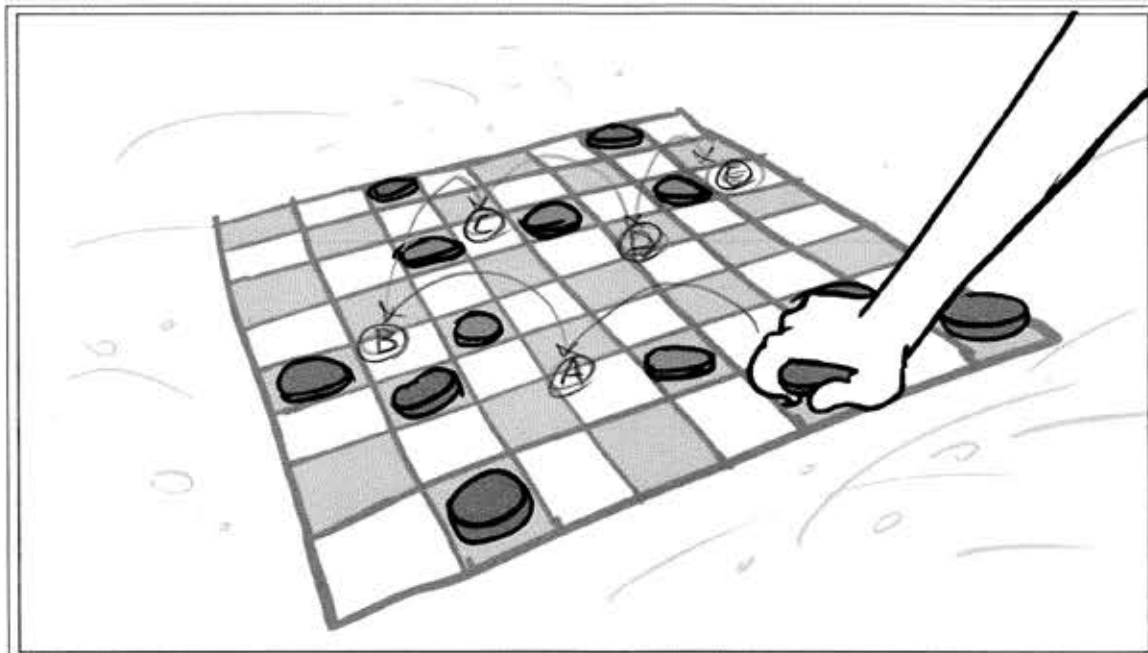1020.010

Scene	Panel	Scene	Panel
11 CONT	4	12	1

Slugging
0.07

Slugging
Panels 1 to 11 = 1.15

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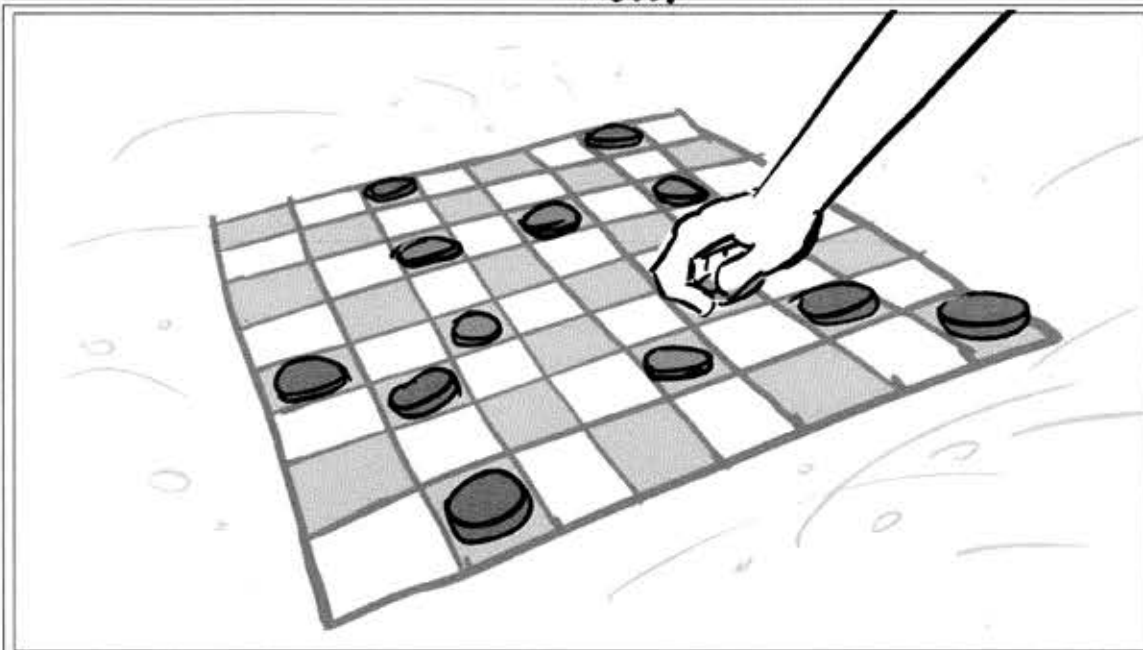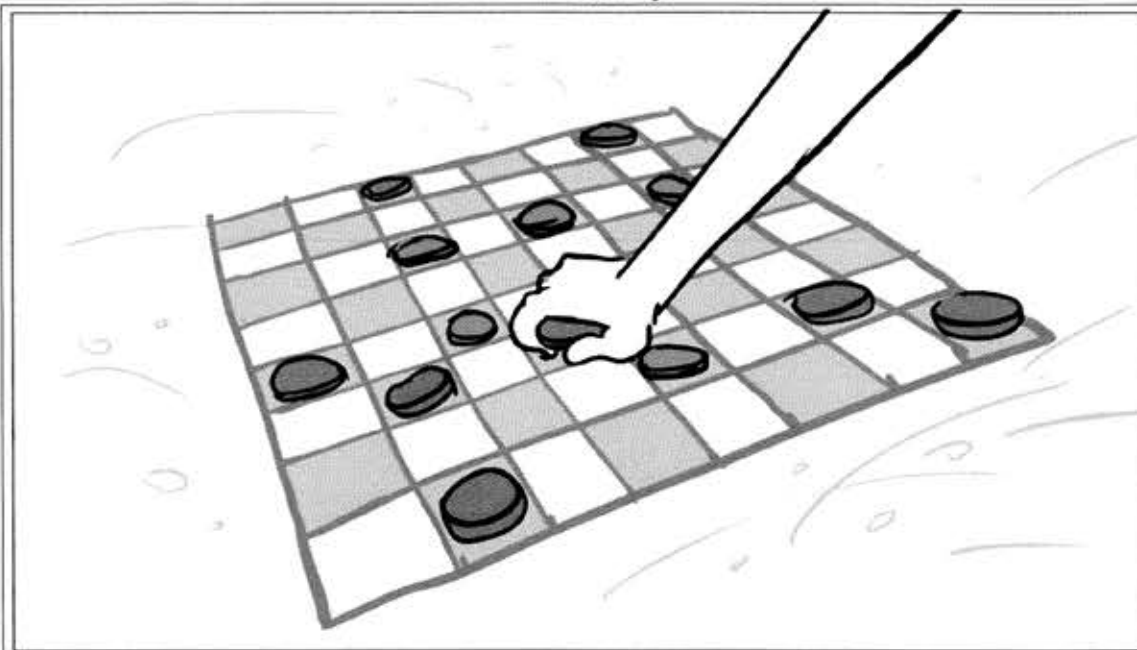
Scene	Panel
12 CONT	2

Scene	Panel
12 CONT	3

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Scene	Panel
12 CONT	4
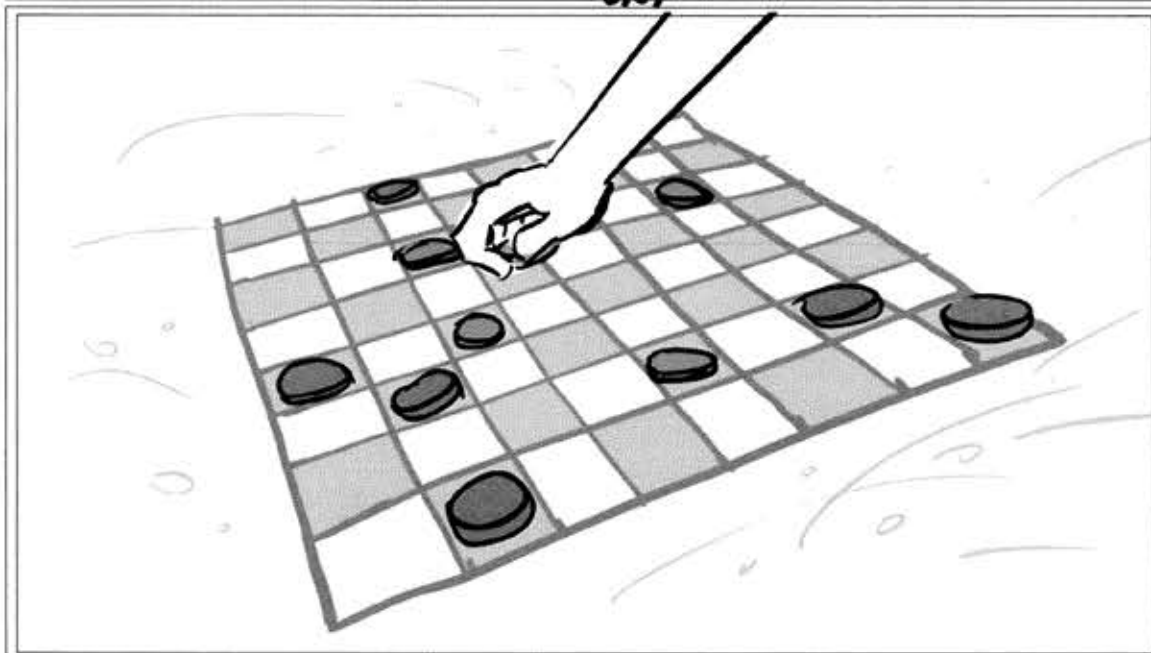
Scene	Panel
12 CONT	5
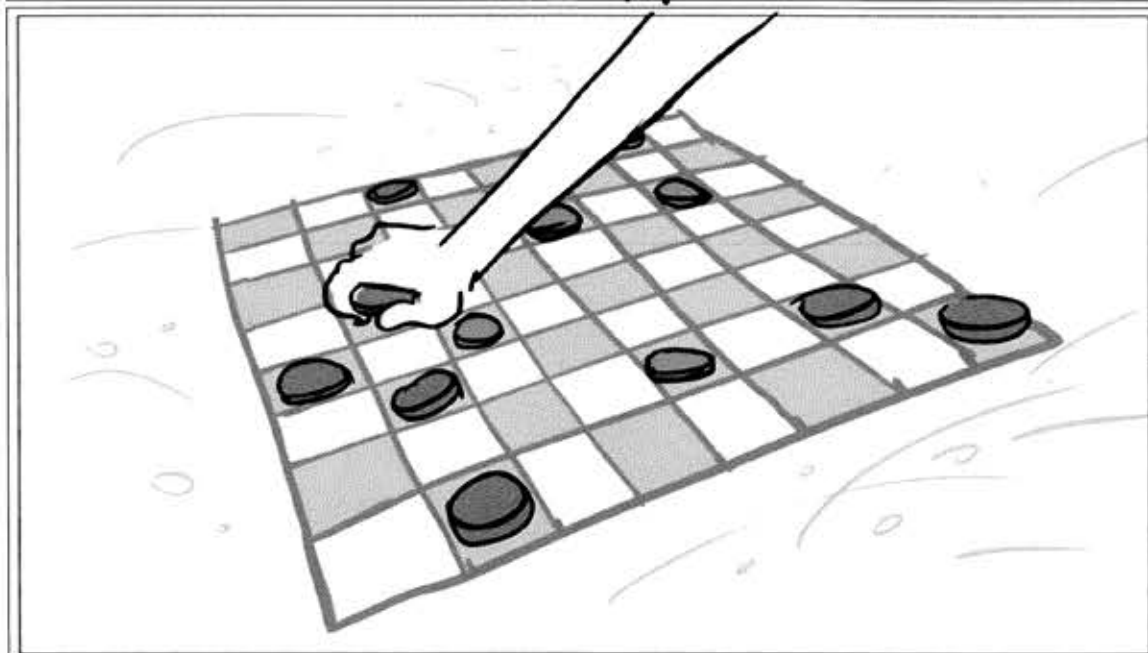
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1020.010
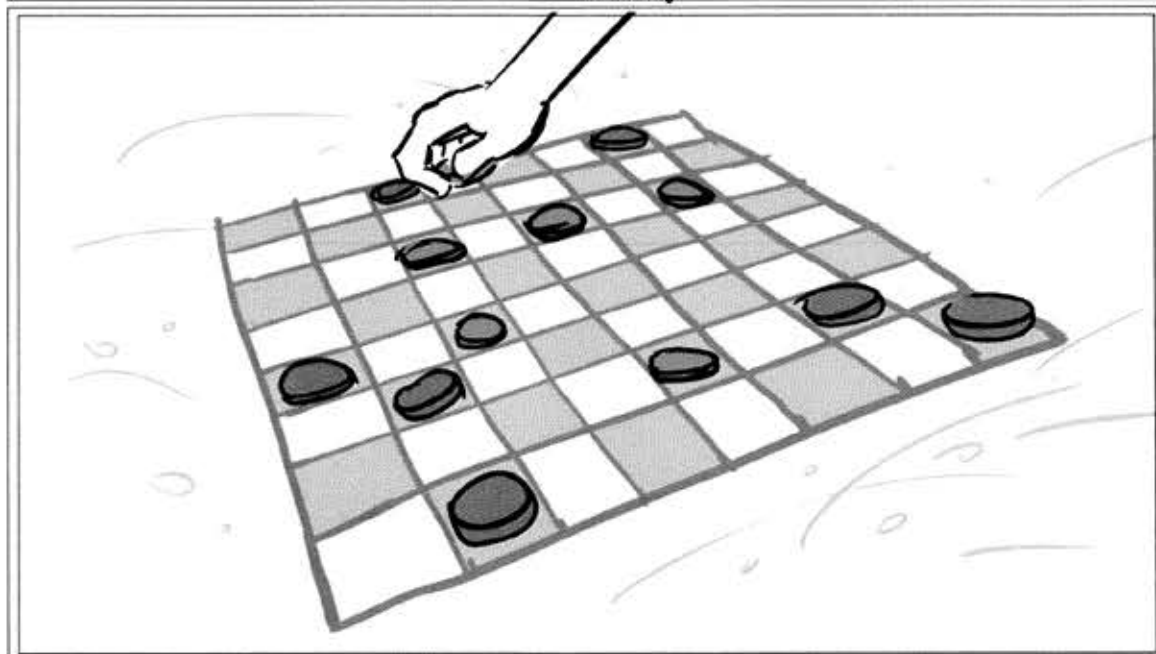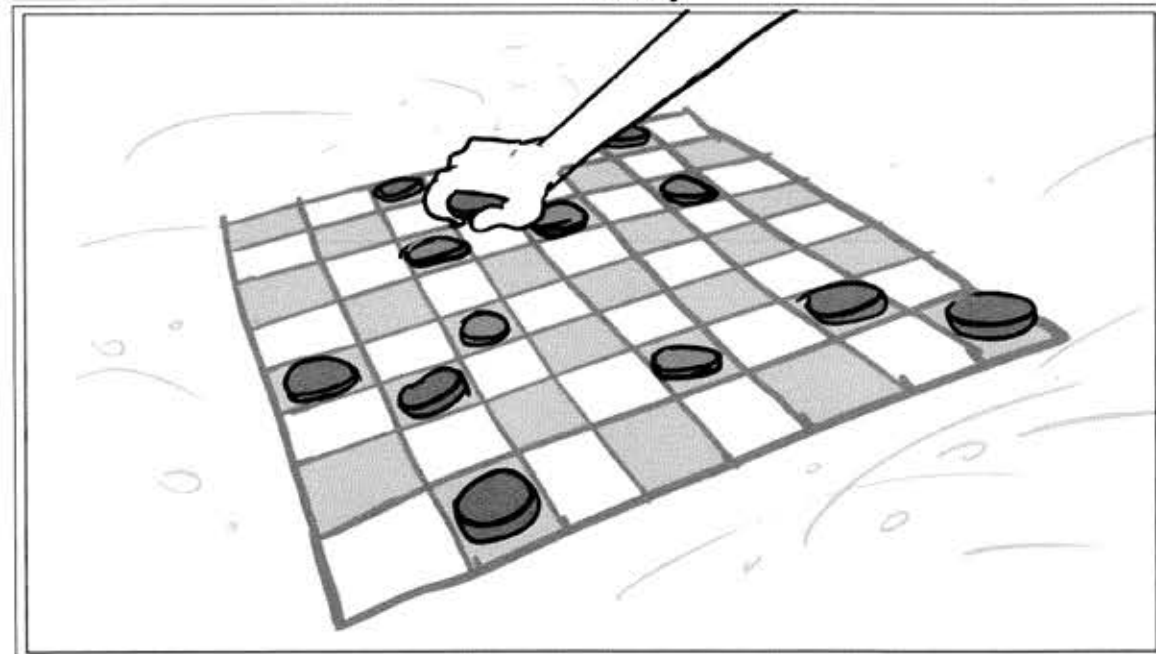
1020.010

1020.010

Scene	Panel
12 CONT	6

Scene	Panel
12 CONT	7

1020.010

1020.010
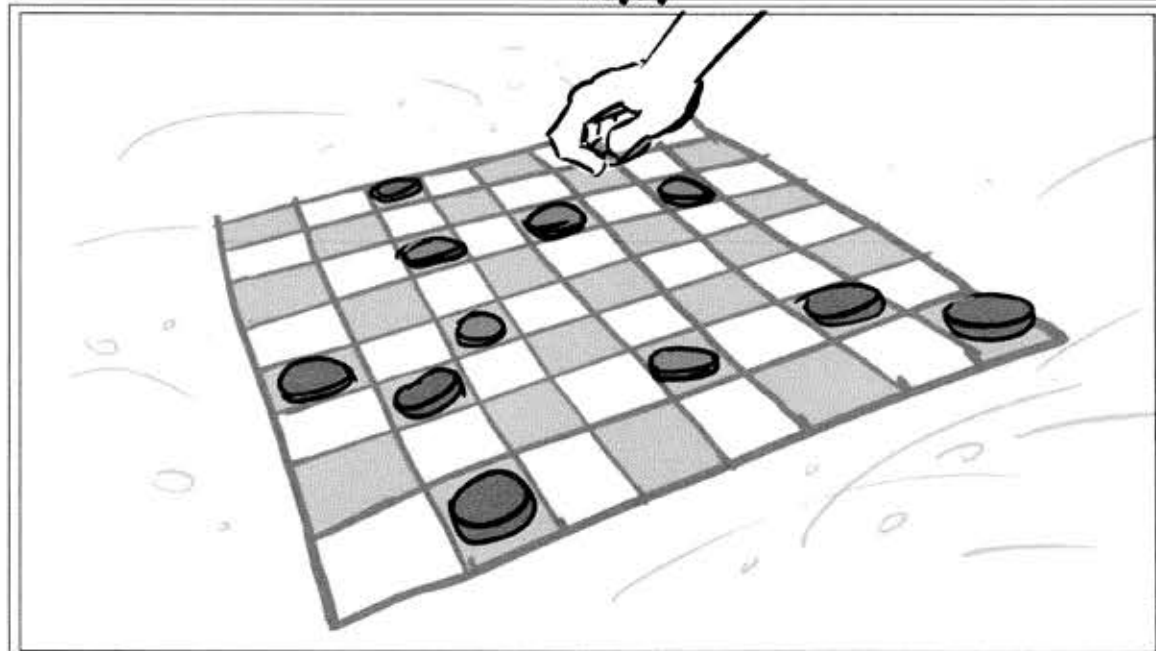
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1020.010
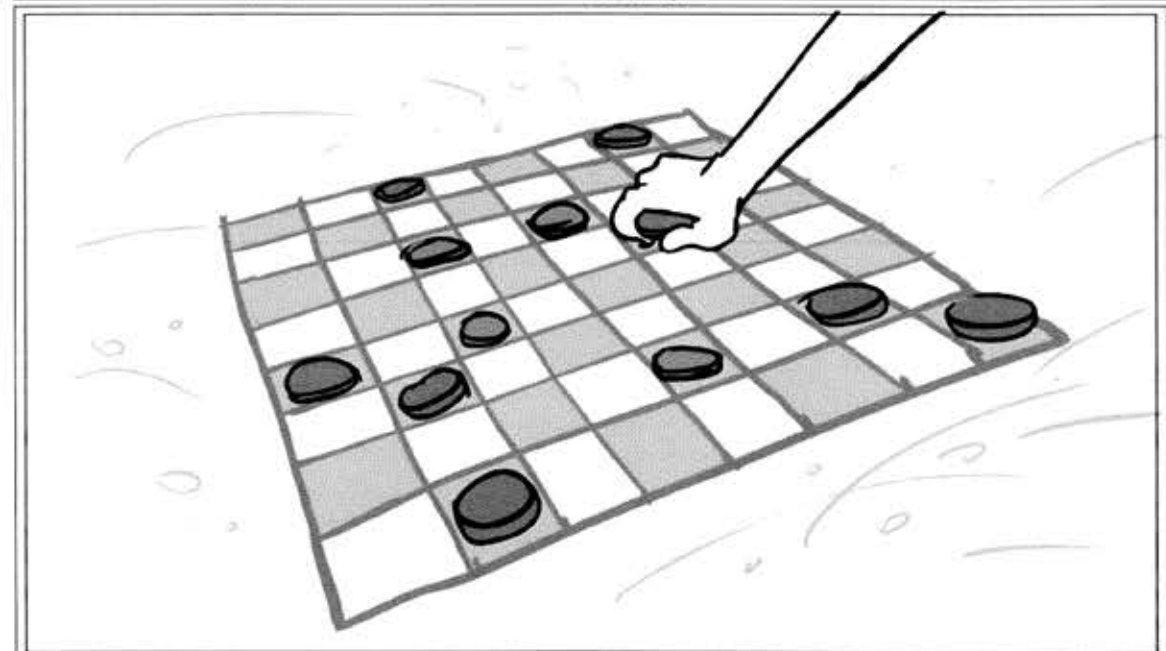
Scene	Panel	Scene	Panel
12 CONT	8	12 CONT	9

1020.010

Scene	Panel
12 CONT	10
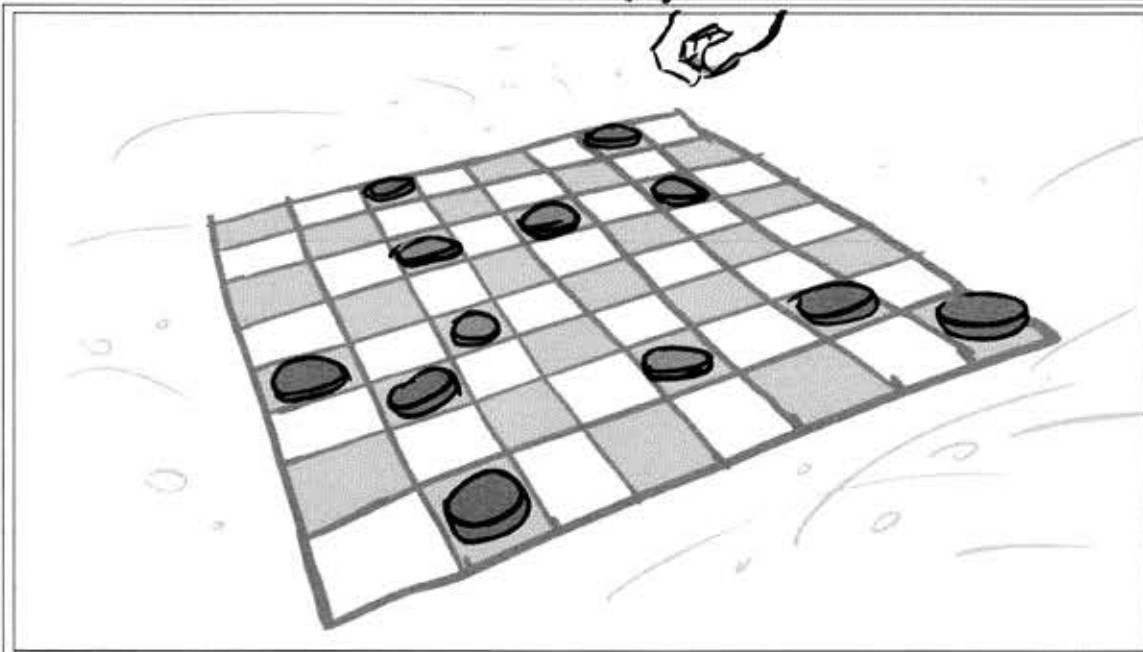
Scene	Panel
12 CONT	11
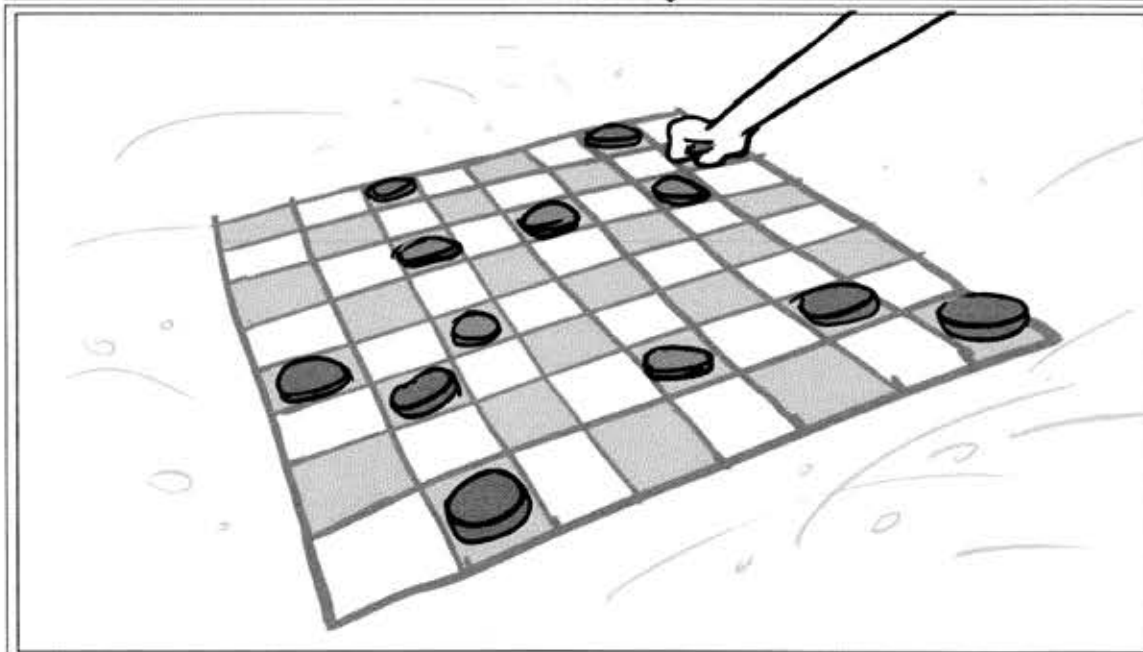
Action Notes
Pearl jumps over all of Amethyst's pieces in one move

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Scene		Panel		Scene		Panel	
13			1	13 cont			2

Slugging
0.05

Dialogue
PEARL: ..because I just won the game!
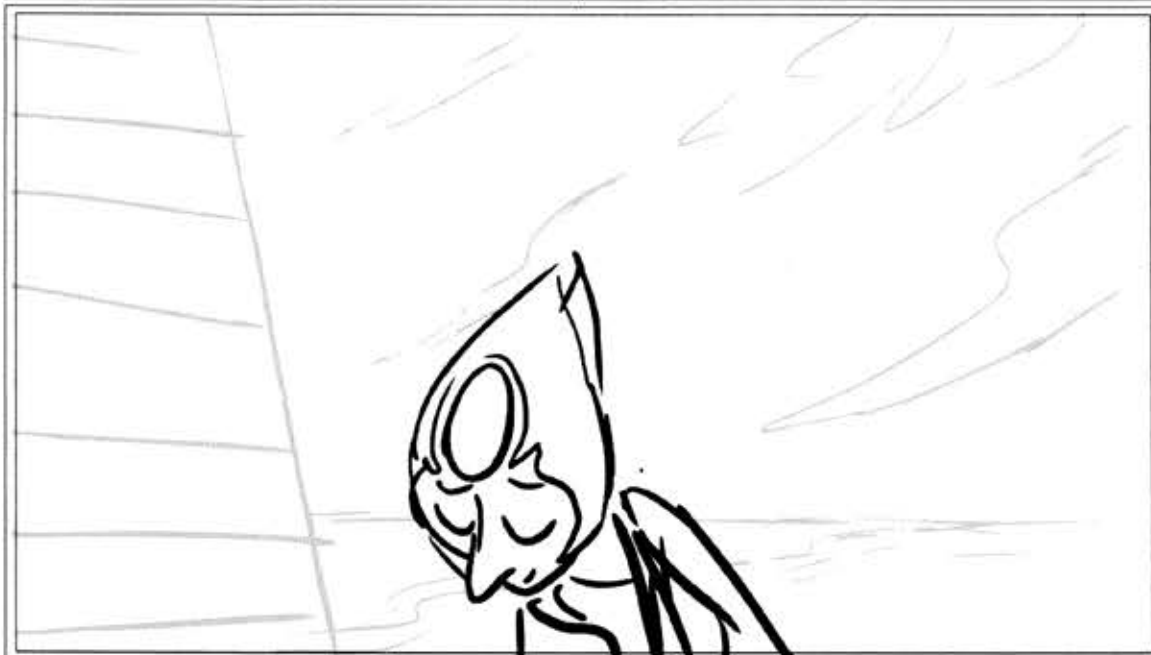
Notes
H.U. Pearls arm on board to previous scene.

Slugging
1.04

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
14	1

Dialogue
PEARL: Whaaaa?

Slugging
1.12

Scene	Panel
14 CONT	2

ADJ

Slugging
ADJ: 0.06
Then HOLD: 0.07

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1020.010

1020.010

1020.010

Scene		Panel	
	14 CONT		3

Dialogue
AMETHYST: Oh well, here it comes.

Slugging
1.13

Scene		Panel	
	14 CONT		4

Dialogue
AMEHTYST: Wubhblllhbhhuhh!!

Slugging
1.04

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1020.010

1020.010

Scene	Panel	
14 CONT		5

Slugging
0.14

Scene	Panel	
14 CONT		6

ADJ
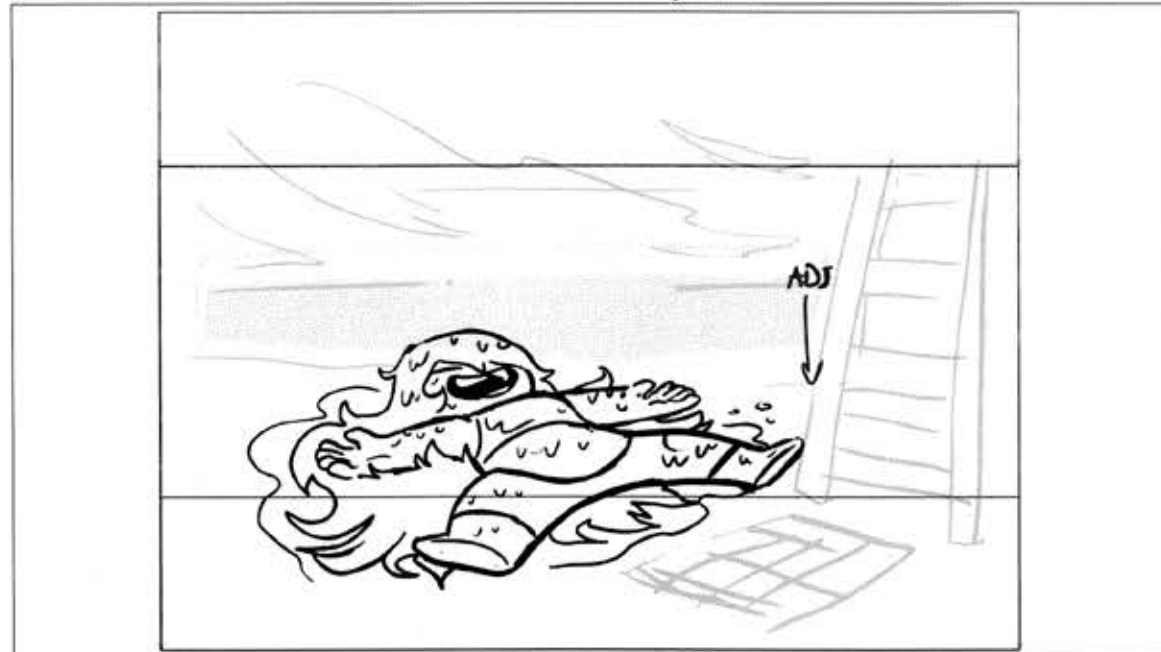
Slugging
ADJ: 0.08
Then HOLD: 0.09

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1020.010

1020.010

1020.010

1020.010

NO
SC
15

Scene	Panel	Scene	Panel
14 CONT	7	16	1

Dialogue
AMETHYST: Ahhhh, it feels good to lose.

PEARL (off-screen): AHEM! (clears throat)

Slugging
3.06

Dialogue
PEARL: I certainly hope that's not the attitude you have during battle.

Slugging
5.13

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1020·010

1020·010

Scene	Panel
17	1

Dialogue
AMETHYST: Ugh! you're no...

Slugging
1.03

Scene	Panel
17 CONT	2

Dialogue
AMETHYST: ...fun...

Slugging
Panel 2 + 3 = ADJ 0.05

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1020.010

Scene	Panel
3	17 CONT
	3

Dialogue
AMETHYST: ...anymore.

JUN 2 6 201-

Scene	Panel	
4	17 CONT	4
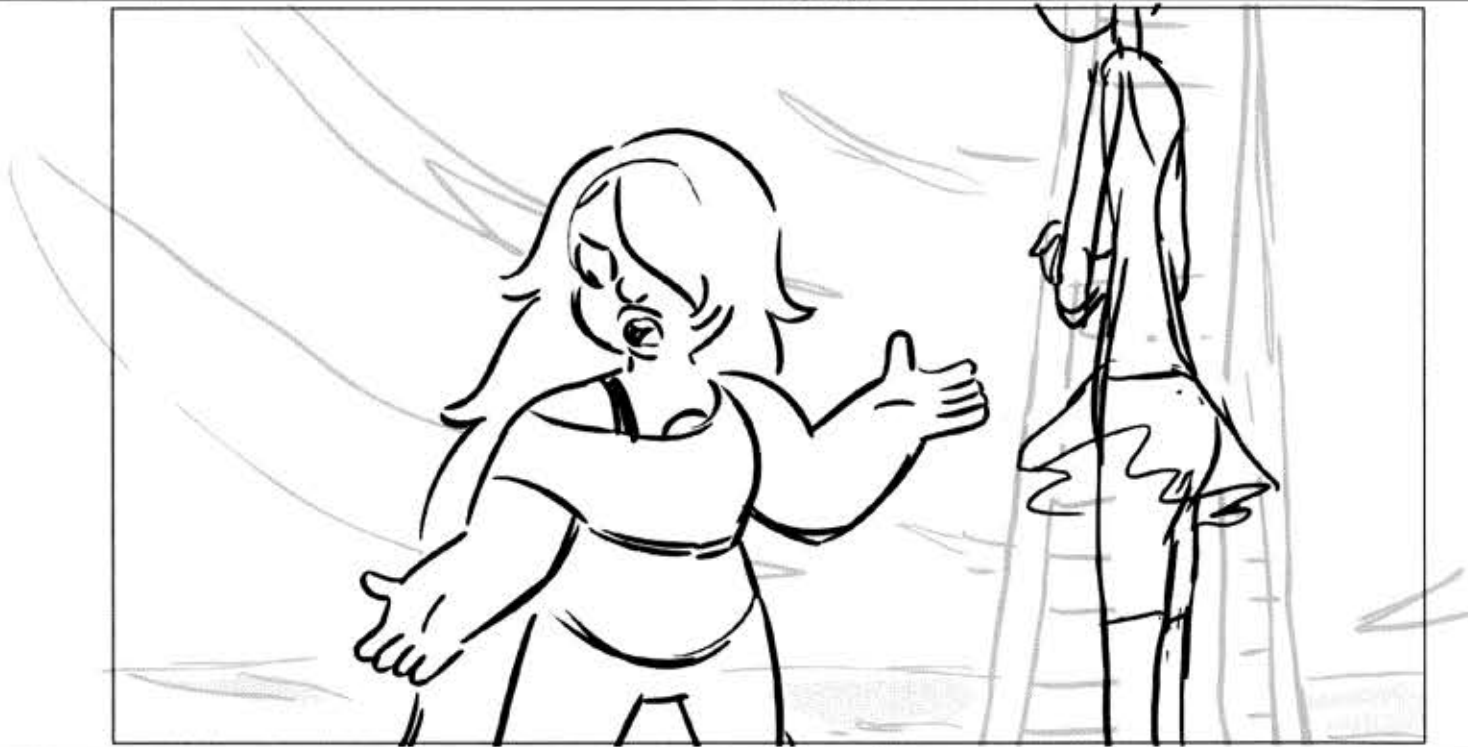
Dialogue
AMETHYST: This is..

Slugging
Panels 4 to 6 = 3.15

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1020.010

1040.010

1040.010

1020.010

Scene	Panel	
5	17 CONT	5
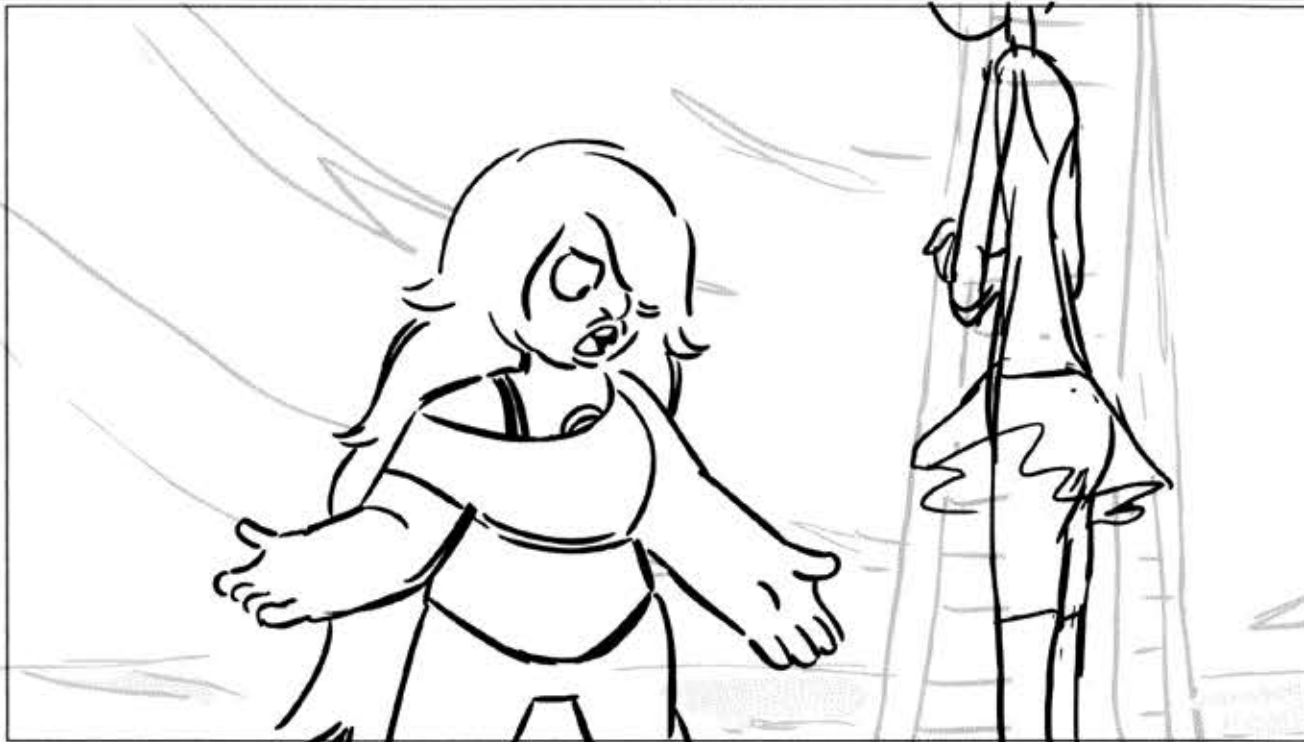
Dialogue
AMETHYST: ...why we...

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1020.010

1020.010

1020.010

1020.010

Scene	Panel
6	17 CONT

Dialogue
AMETHYST: ...never form Opal.

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1020.010

1020.010
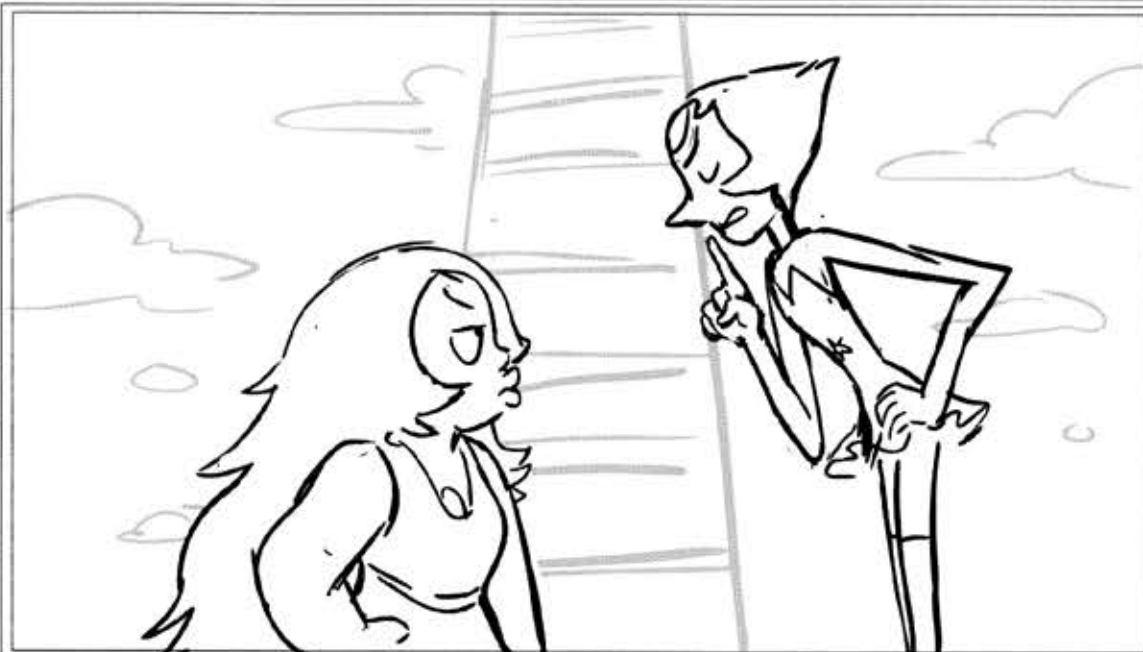
Scene	Panel
18	1

Dialogue
PEARL: We DON'T form OPAL because you're...

Slugging
3.02

Notes
H.U. Amethyst face to previous scene.
H.U. Pearl pose to previous scene.

Scene	Panel
18 CONT	2
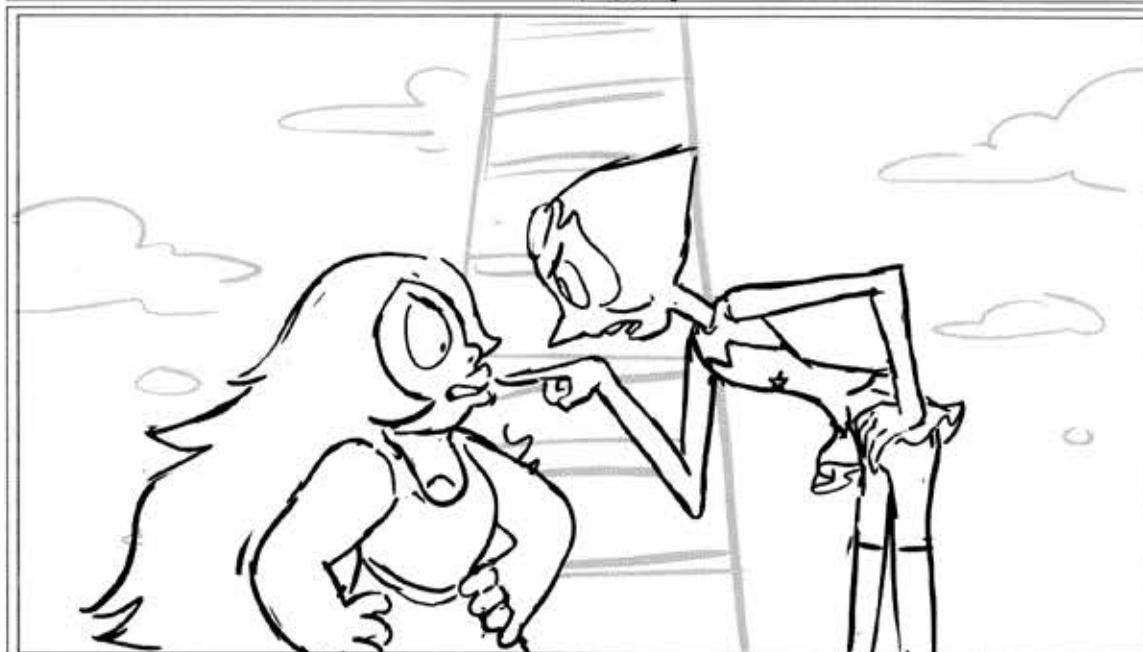
Dialogue
PEARL: ...difficult...

Slugging
1.01

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Scene	Panel
18 CONT	3
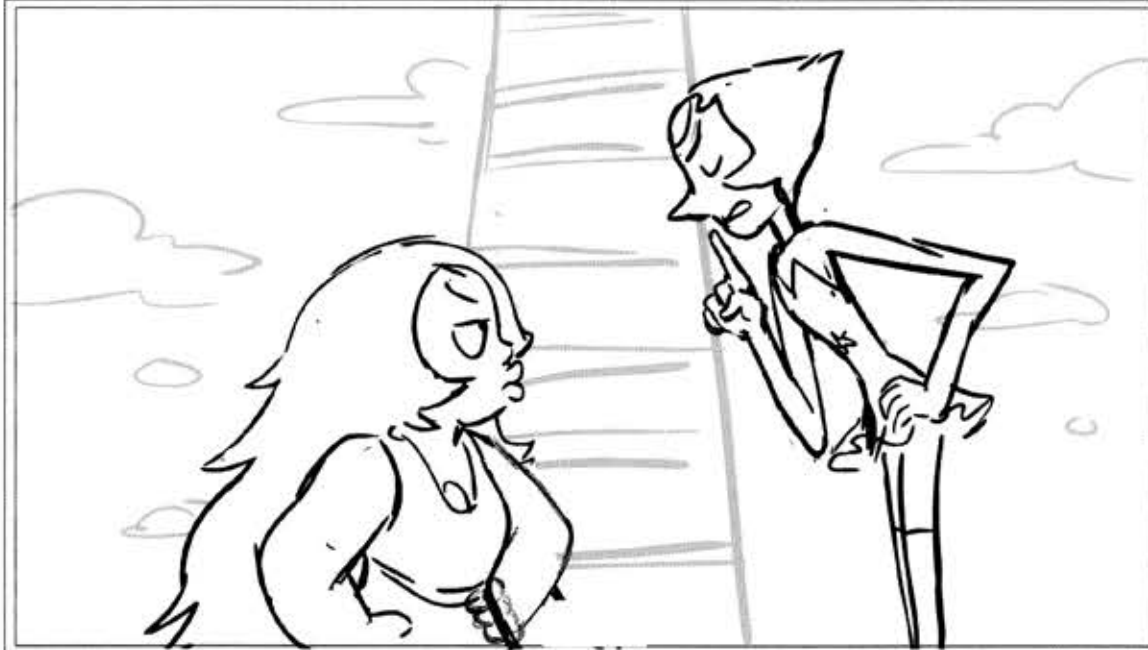
Dialogue
PEARL: ...and a ...

Slugging
0.13

Scene	Panel
18 CONT	4
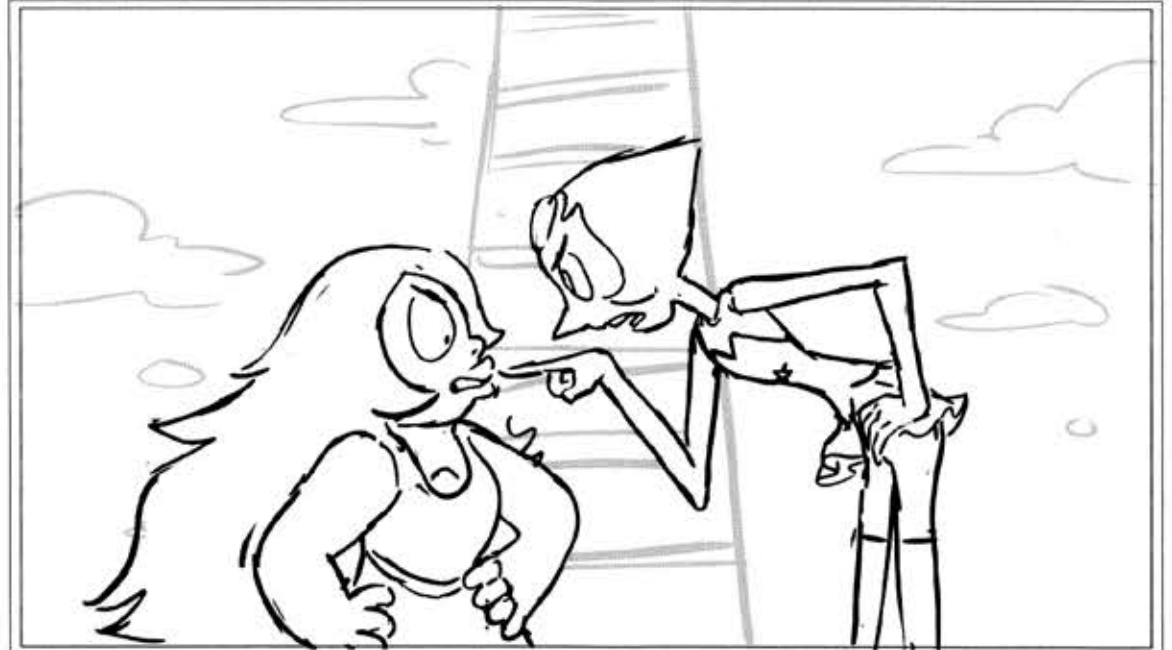
Dialogue
PEARL: ...mess!

Slugging
1.01

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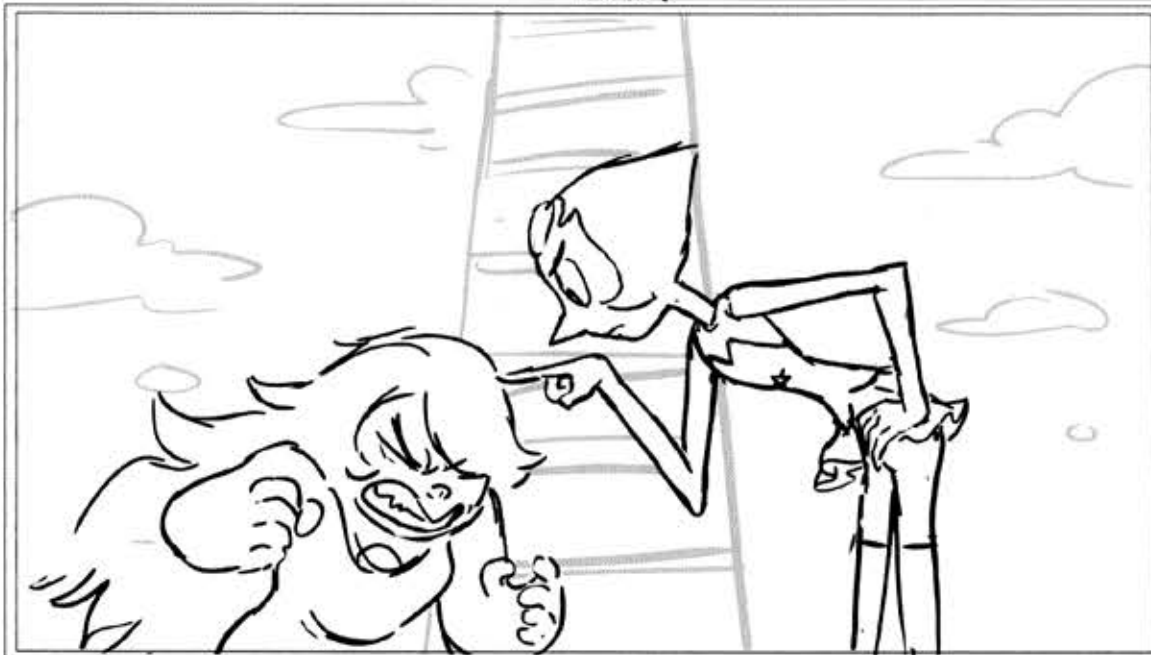
Scene	Panel
18 CONT	5

Slugging
0.02

Scene	Panel
18 CONT	6

Slugging
0.02

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
18 CONT	7
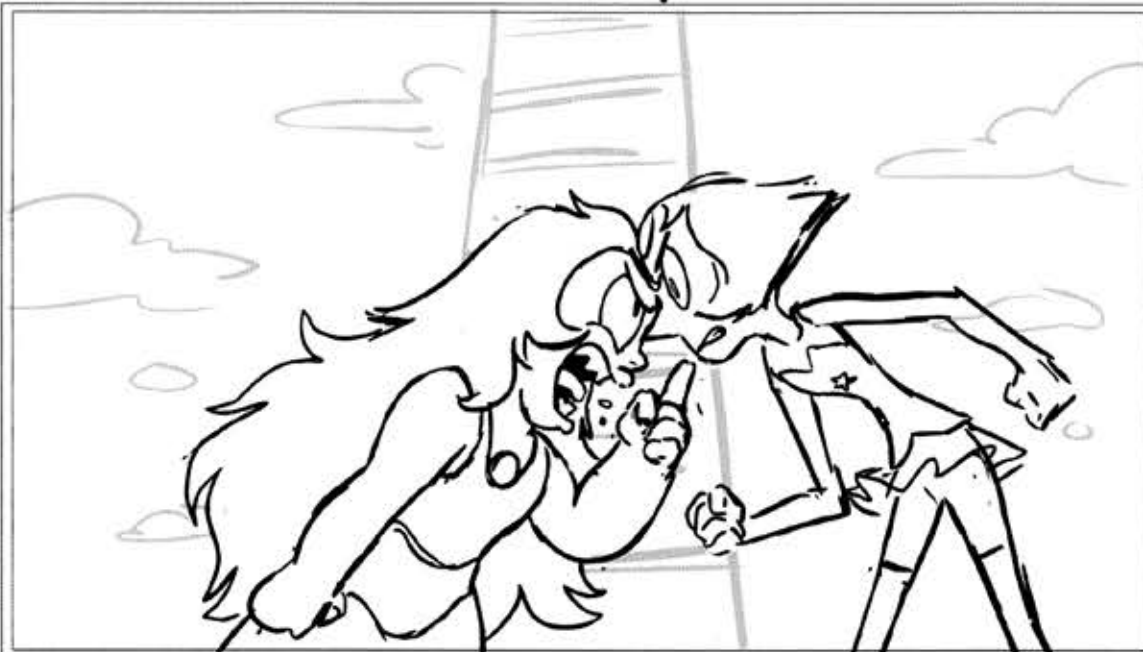
Dialogue
AMETHYST: We don't form Opal because you're uptight and...

Slugging
2.11

Scene	Panel
18 CONT	8
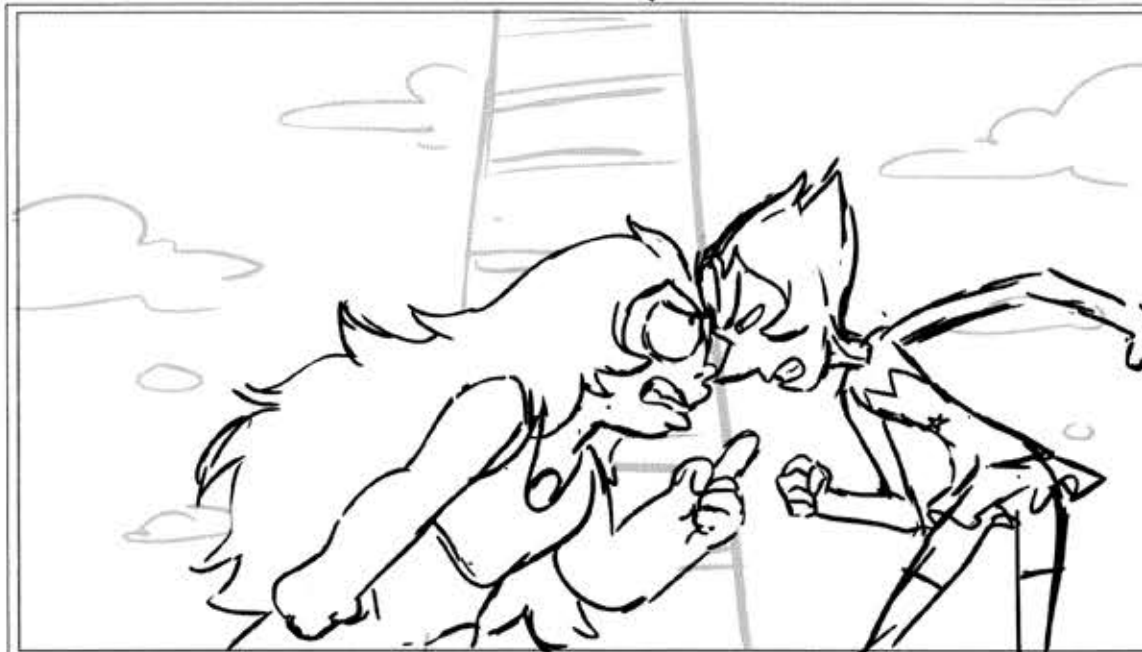
Dialogue
AMEHTYST: ...Another bad thing!

Slugging
1.10

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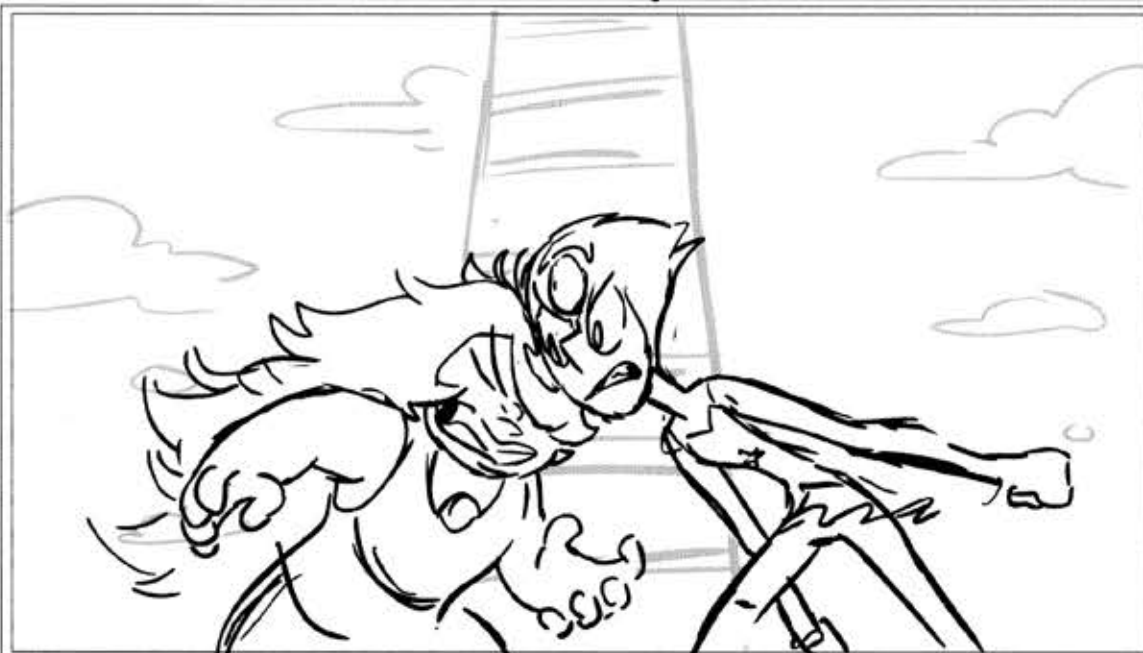
Scene	Panel		Scene	Panel
18 CONT	9		18 CONT	10

Slugging
0.04

Slugging
0.04

JUN 2 6 2013

Scene	Panel
18 CONT	11

Slugging
0.04

Scene	Panel
18 CONT	12
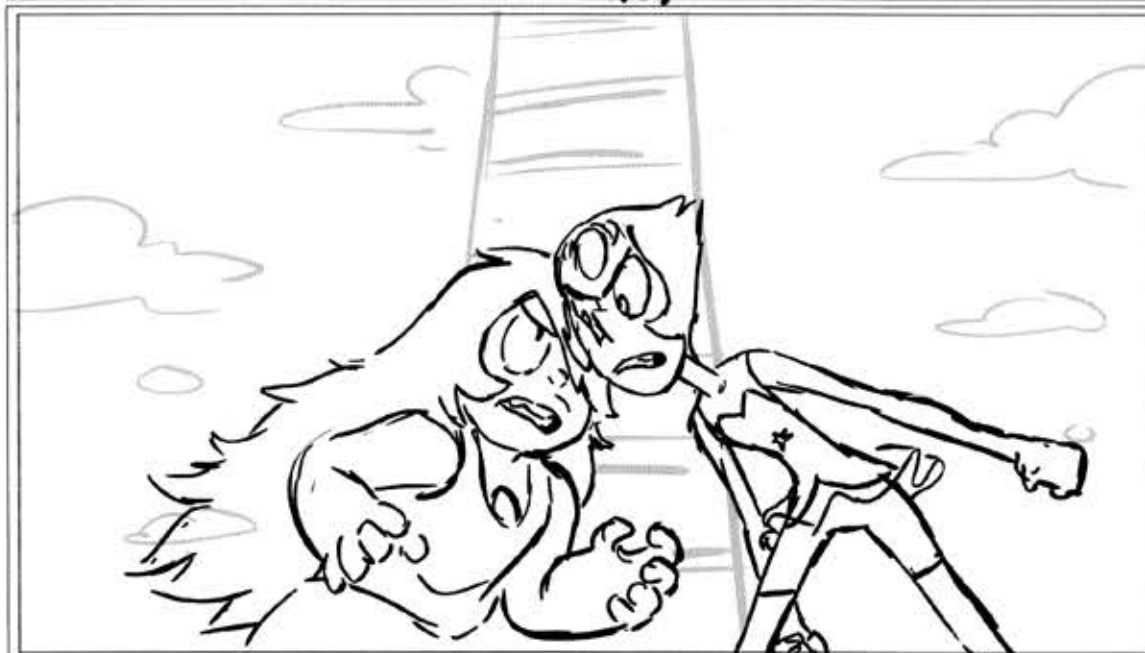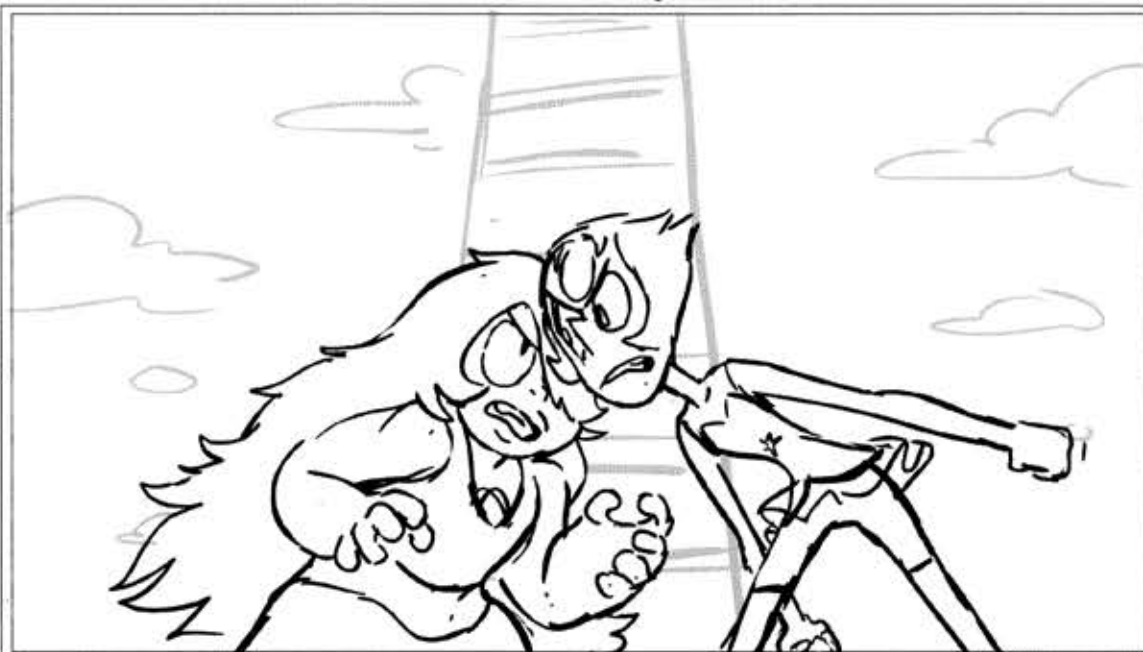
Action Notes
Steven climbs down ladder in background.

Slugging
0.04

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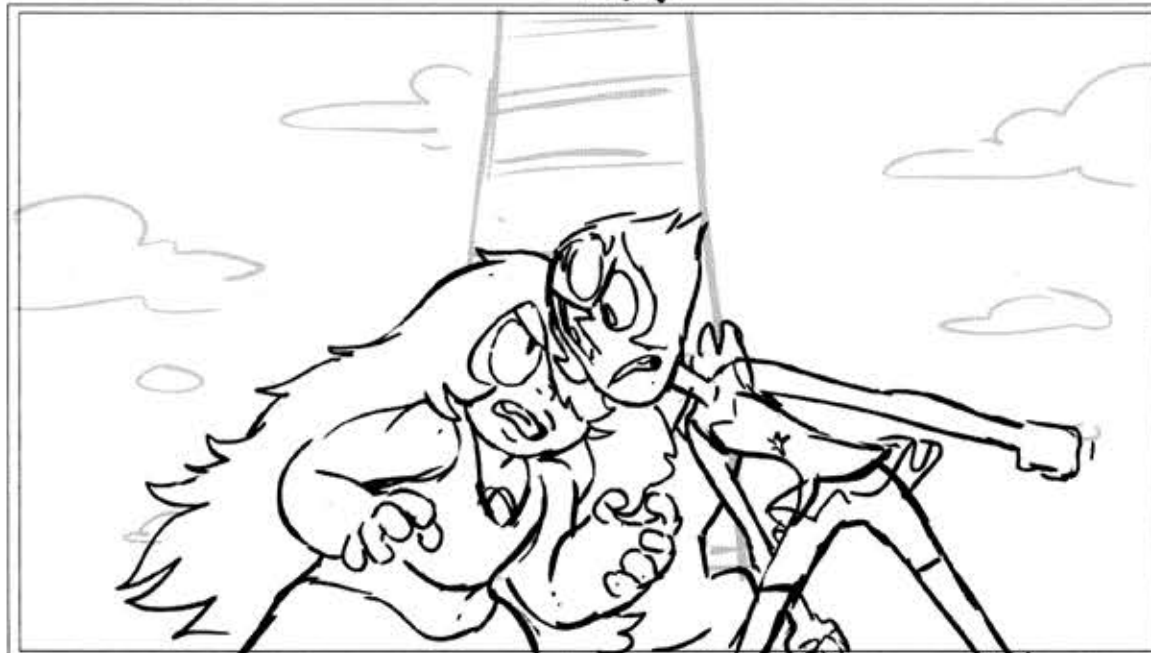
Scene	Panel
18 CONT	13

Slugging
0.04

Scene	Panel
18 CONT	14
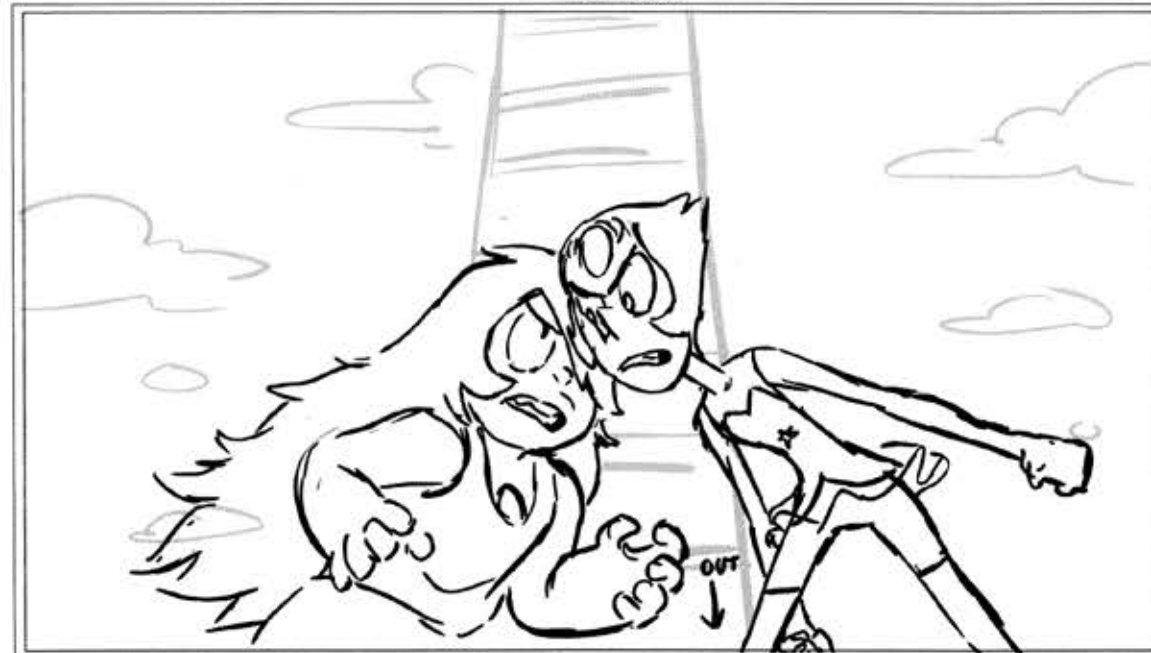
Action Notes
STEVEN OUT

Slugging
0.04

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene		Panel
18 CONT		15

Action Notes
STEVEN IN

Slugging
0.04

Scene		Panel
18 CONT		16
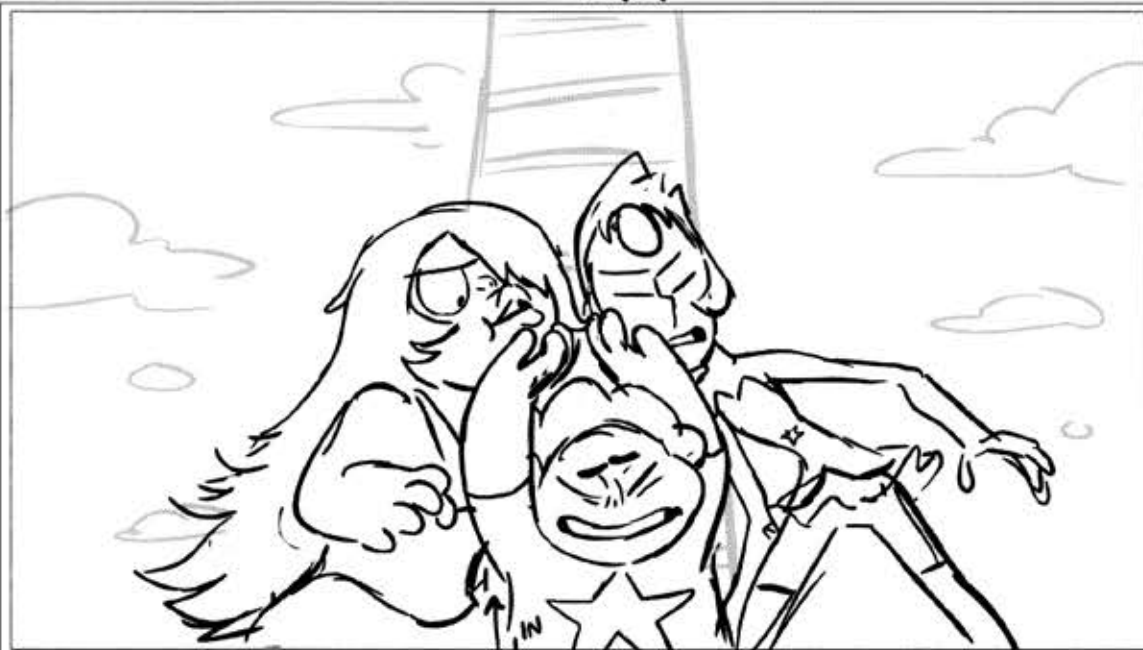
Dialogue
STEVEN: GUYS!!

Slugging
0.13

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Scene	Panel
18 CONT	17

Scene	Panel
19	1

Slugging
0.05

Dialogue
STEVEN: GUYS!!

Slugging
1.04

Notes
H.U.

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1020·010

1020·010

1020·010

Scene	Panel
19 CONT	2

Slugging
1.03

Scene	Panel
19 CONT	3

Dialogue
STEVEN: What is...

Action Notes
PEARL and AMETHYST out

Slugging
0.13

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1020.010

1020.010

Scene	Panel	Scene	Panel
19 CONT	4	20	1

AMETH OUT

PEARL OUT

1020.010

Dialogue
STEVEN: ...OPAL?!

Slugging
1.04

Dialogue
AMETHYST: Oh it's the two of us-

Slugging
2.06

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1020.010

Scene	Panel
20 CONT	2

Dialogue
AMETHYST: mashed together.

Slugging
1.14

Scene	Panel
20 CONT	3

Dialogue
PEARL: *SCOFF*

Slugging
0.11

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1020.010

1020.010

Scene	Panel
21	1

Dialogue
PEARL: Is

Slugging
Panel 1 to 4 = 3.11

Scene	Panel
21 CONT	2

Dialogue
PEARL: WATER

JUN 2 6 201.

Scene	Panel
21 CONT	3

Dialogue
PEARL: just

Scene	Panel
21 CONT	4

Dialogue
PEARL: hydrogen and oxygen...

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Scene	Panel	Scene	Panel
21 CONT	5	21 CONT	6

Dialogue
AMETHYST: "MASHED together"?

Action Notes
PEARL waves her hands

Slugging
Panels 5 to 7 = 0.09

Total frames for waves: 2.05

Dialogue
AMETHYST: "MASHED together"?

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1020.010

Scene	Panel
21 CONT	7

Dialogue
AMETHYST: "MASHED together"?

Scene	Panel
22	1

Dialogue
STEVEN + AMETHYST: Uhhhh...

Slugging
1.10

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Scene	Panel	Scene	Panel
22	CONT 2	23	1

Action Notes
AMETHYST shrugs

Dialogue
PEARL: Hmf. Analogy wasted.

Slugging
1.05

Slugging
2.01

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Scene	Panel
23 CONT	2

Slugging
0.05

Scene	Panel
23 CONT	3

Action Notes
Pearl OUT.

Slugging
0.04

JUN 2 6 2013

1020.010

1020.010

1020-010

Scene	Panel
24	1
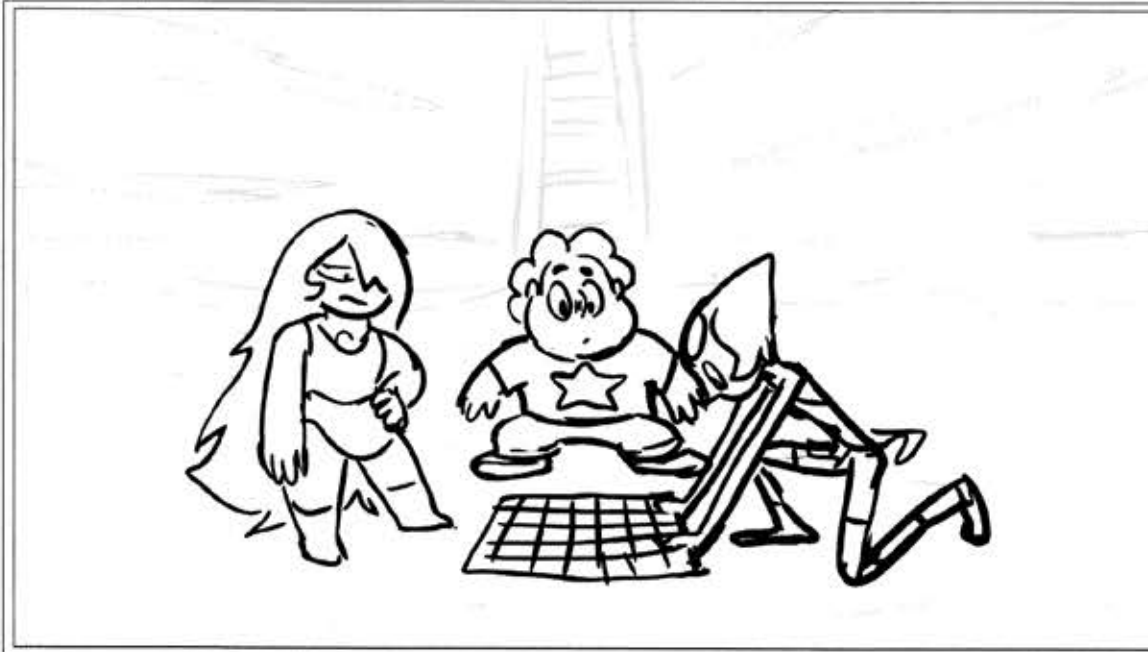
Slugging
0.07

Scene	Panel
24 CONT	2

Slugging
0.11

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Scene	Panel	Scene	Panel
24 *CONT*	3	25	1

Dialogue
PEARL: Look here Steven.

Slugging
0.12

Slugging
0.10
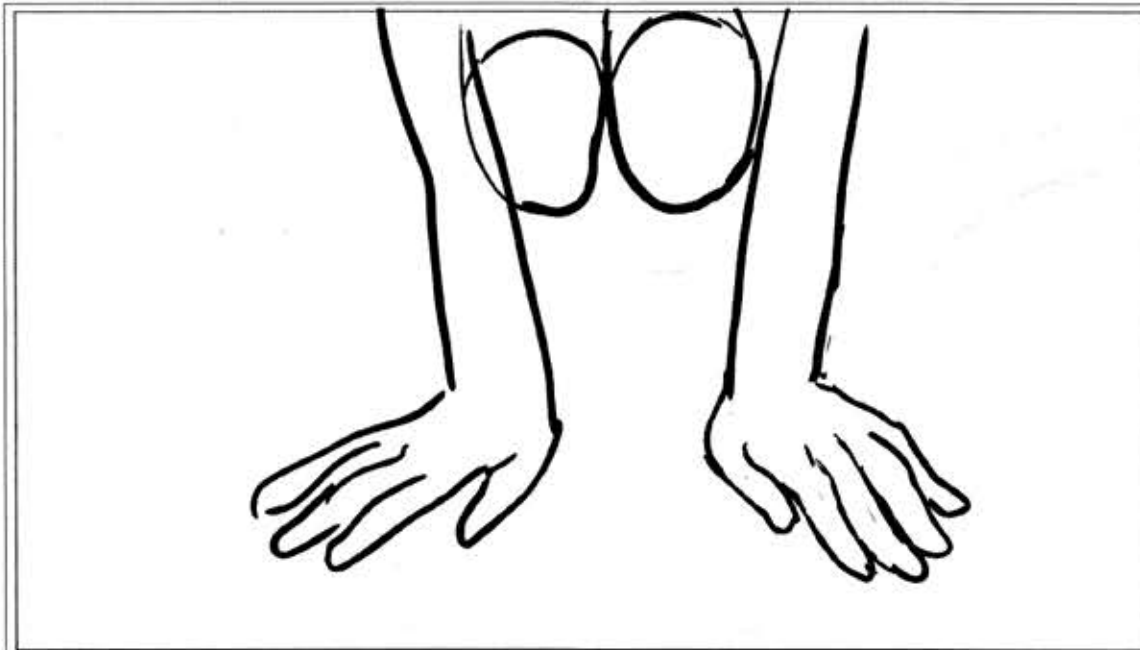
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1020.010

1020.010

1020.010

Scene	Panel		Scene	Panel
25 CONT	2		25 CONT	3
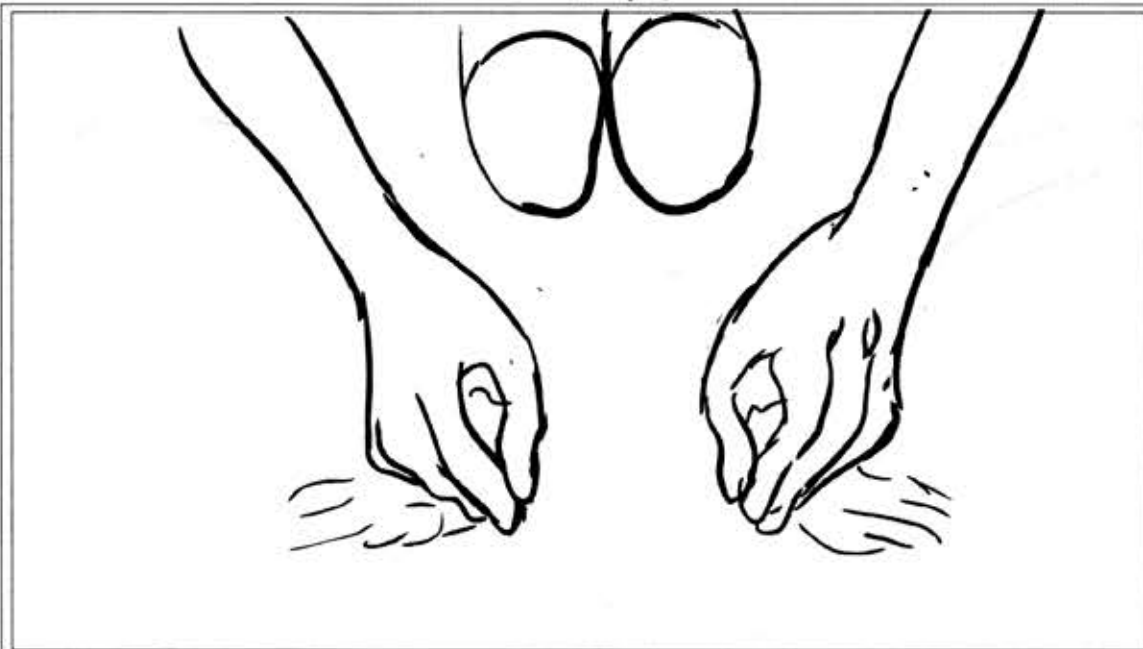
Action Notes
Pearl scoops up sand with fingers.
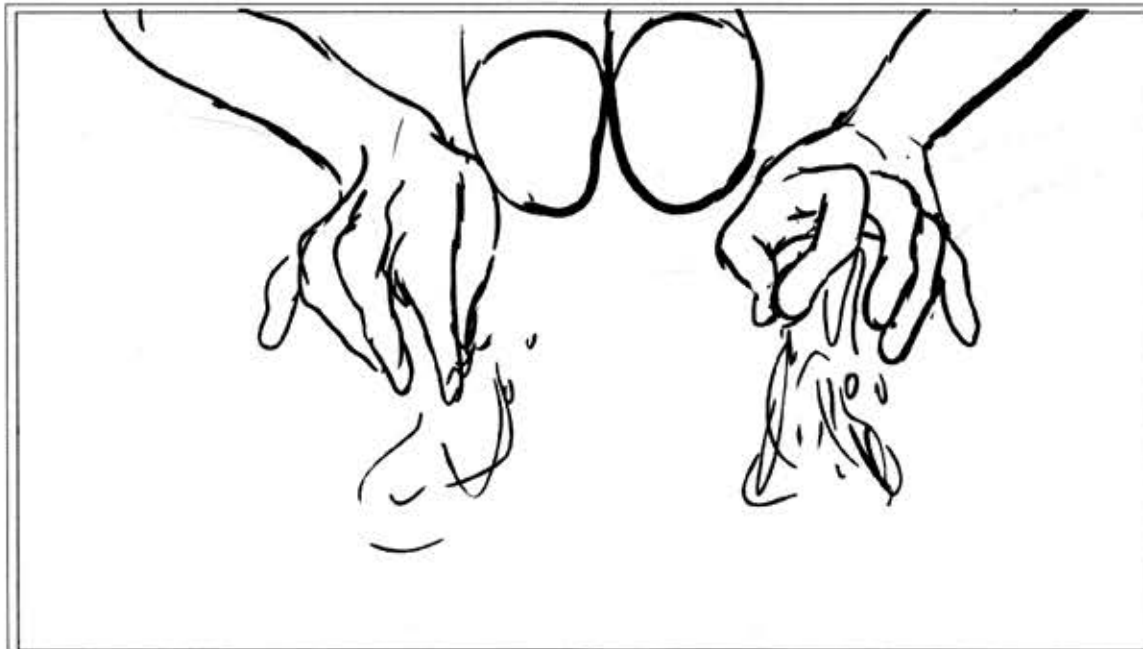
Dialogue
Pearl: WHEN...

Slugging
0.04

Slugging
0.04

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Scene	Panel
25	CONT 4
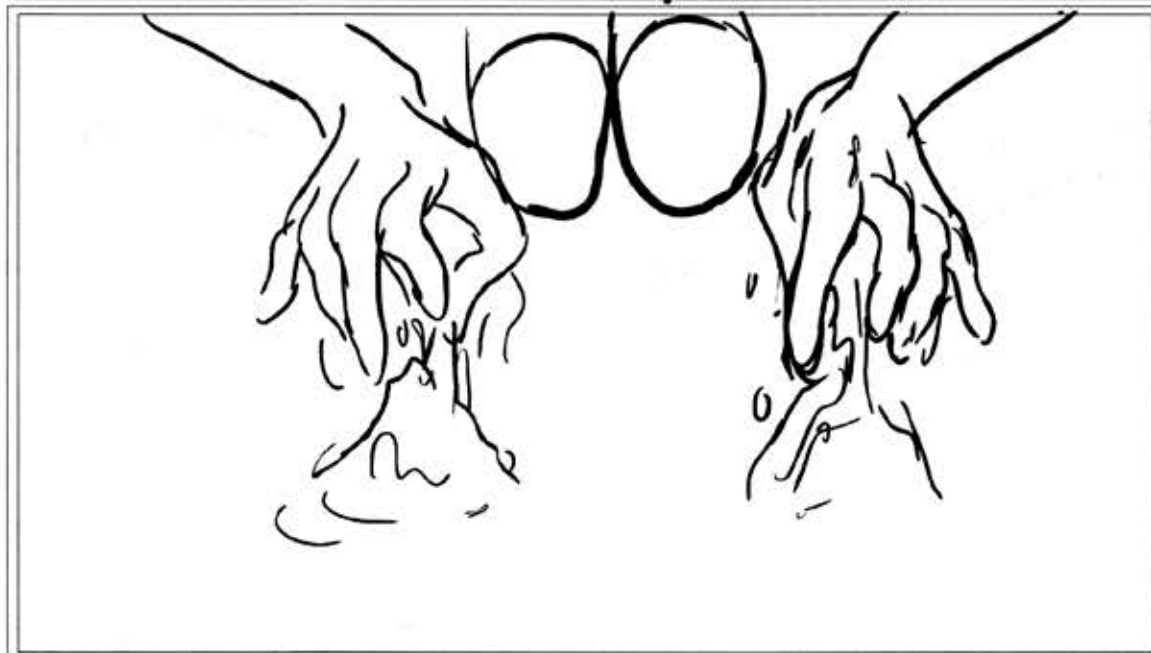
Dialogue
Pearl: ...WE...

Slugging
0.04

Scene	Panel
25	CONT 5
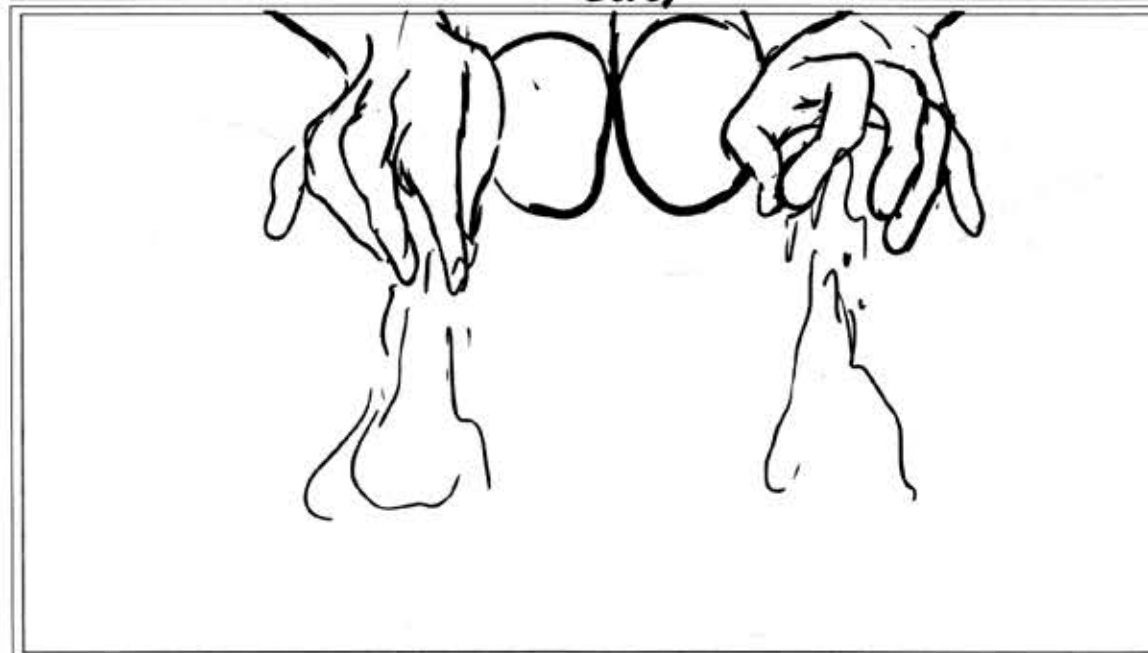
Dialogue
Pearl: ...SYNCHRONIZE ...

Slugging
0.04

JUN 26 2013

Scene	Panel
25 CONT	6
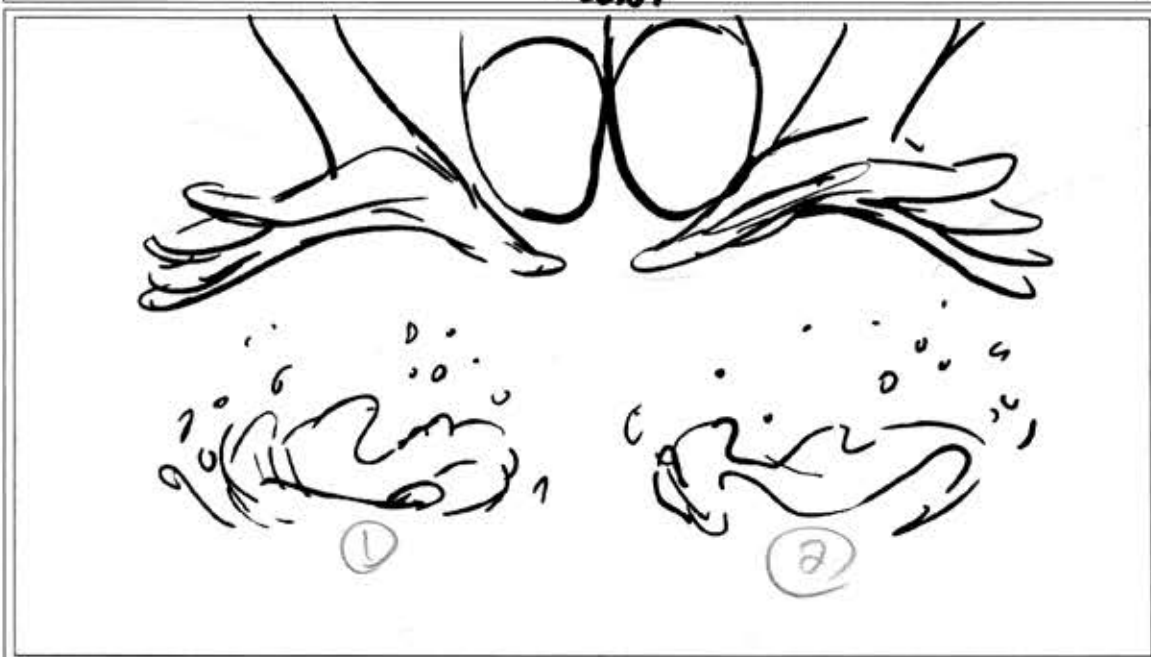
Dialogue
Pearl: ...OUR...

Slugging
0.04

Scene	Panel
25 CONT	7
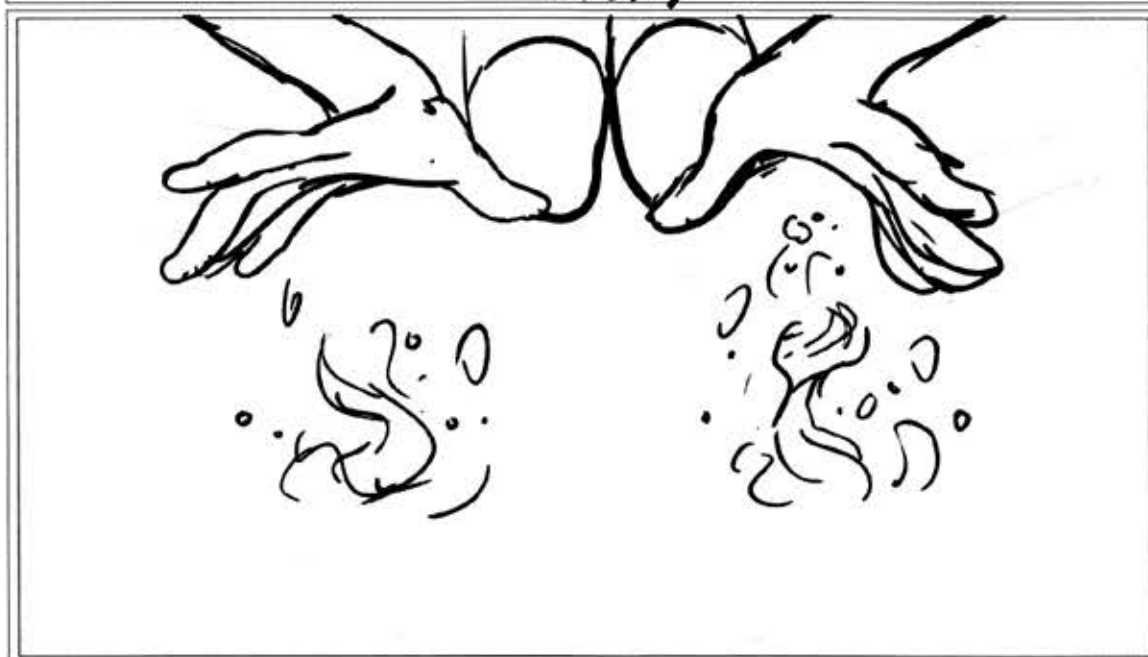
Dialogue
Pearl: ... FORMS

Slugging
0.04

Scene	Panel
25 CONT	8
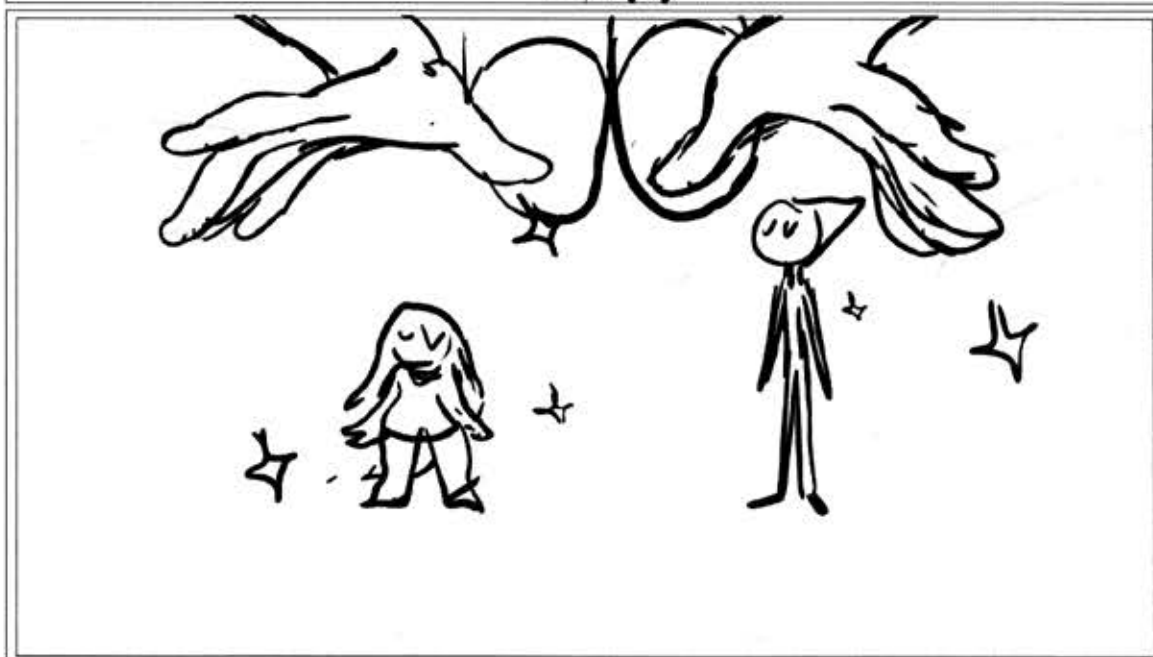
Dialogue
PEARL: We can combine into a powerful Fusion Gem named Opal.

Action Notes
Pearl forms sand miniature forms of Amethyst and Pearl.

Slugging
0.05

Scene	Panel
25 CONT	9
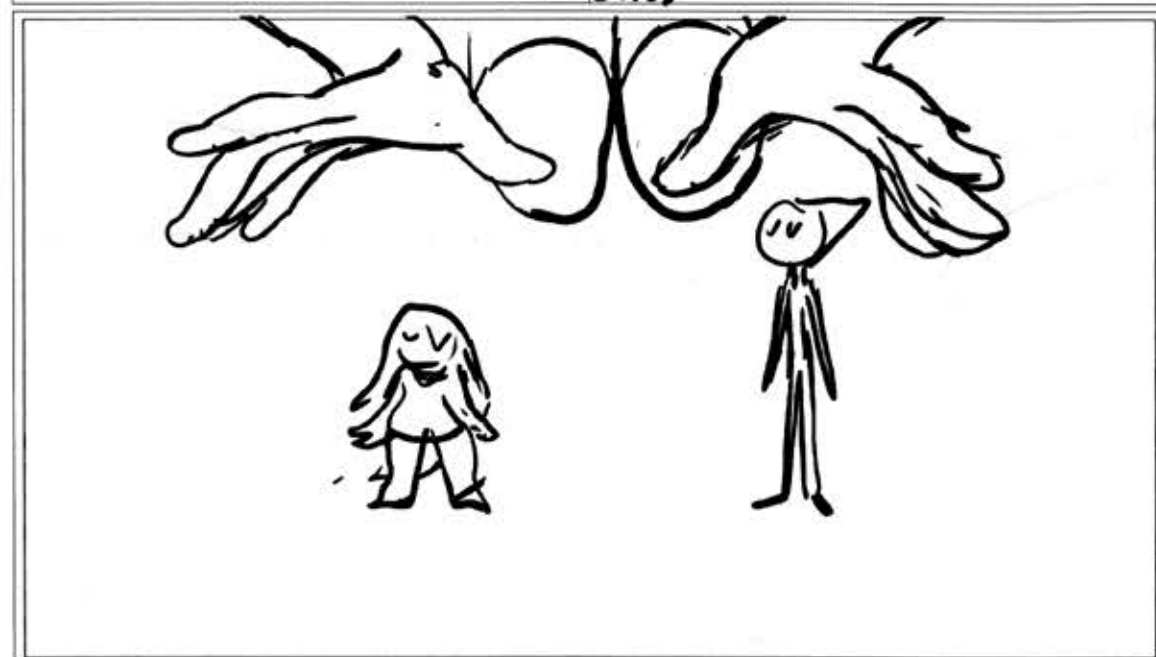
Dialogue
PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging
2.06

JUN 2 6 201.

Scene	Panel
25 CONT	10

Dialogue
PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging
0.11

Scene	Panel
25 CONT	11

Dialogue
PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging
0.10

JUN 26 2013

1020.010

1020.010

1020.010

Scene	Panel
25 CONT	12
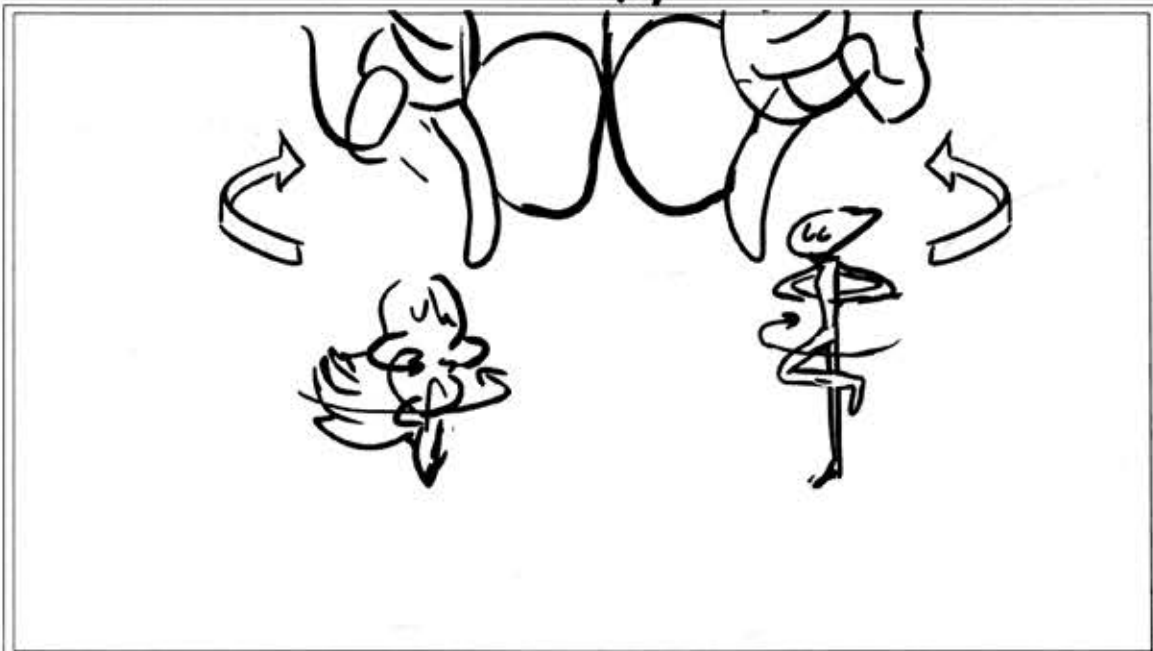
Dialogue
PEARL: We can combine into a powerful Fusion Gem named Opal.

Action Notes
The mini gems dance gracefully

Slugging
0.10

Scene	Panel
25 CONT	13
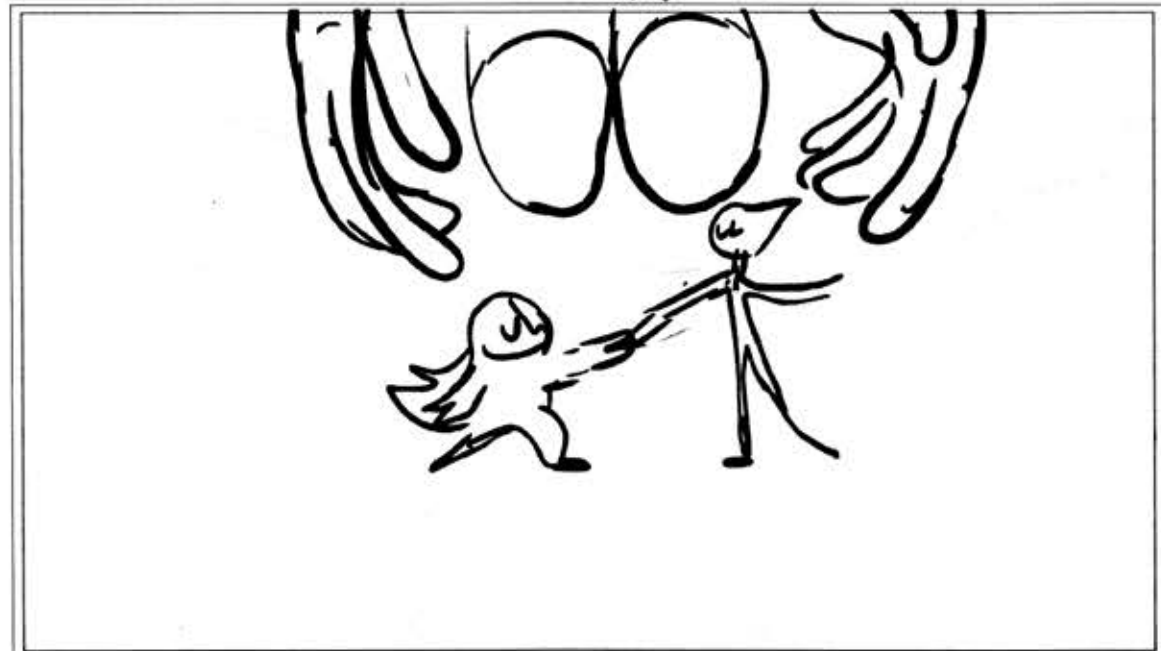
Dialogue
PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging
0.08

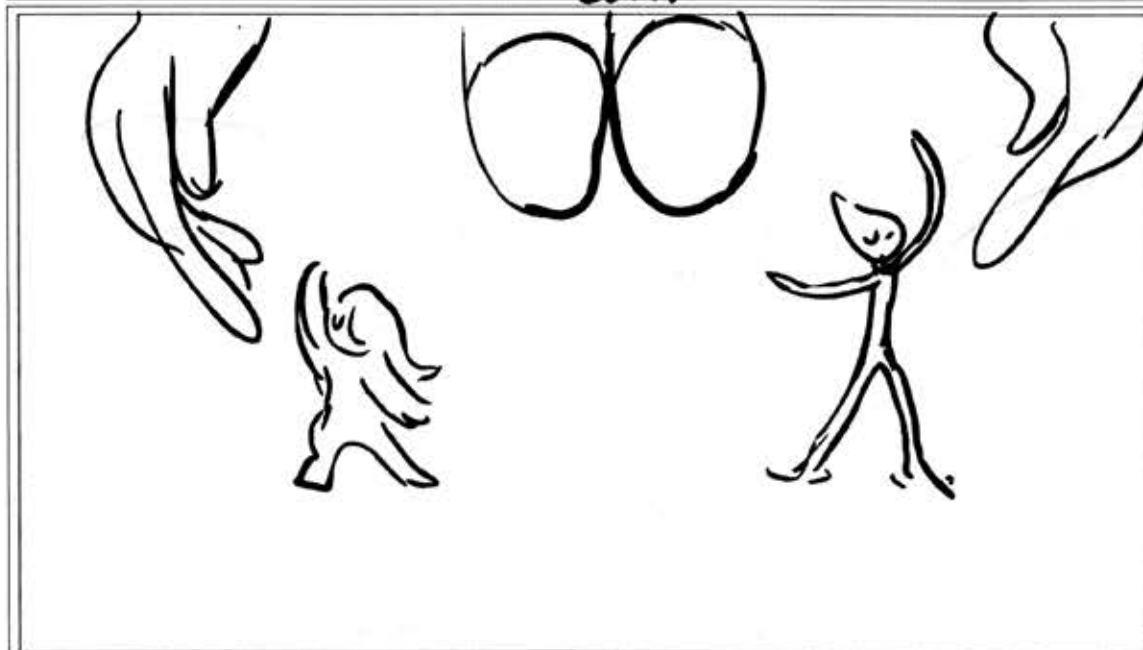JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel		Scene	Panel
25 CONT	14		25 CONT	15

Dialogue
PEARL: We can combine into a powerful Fusion Gem named Opal.
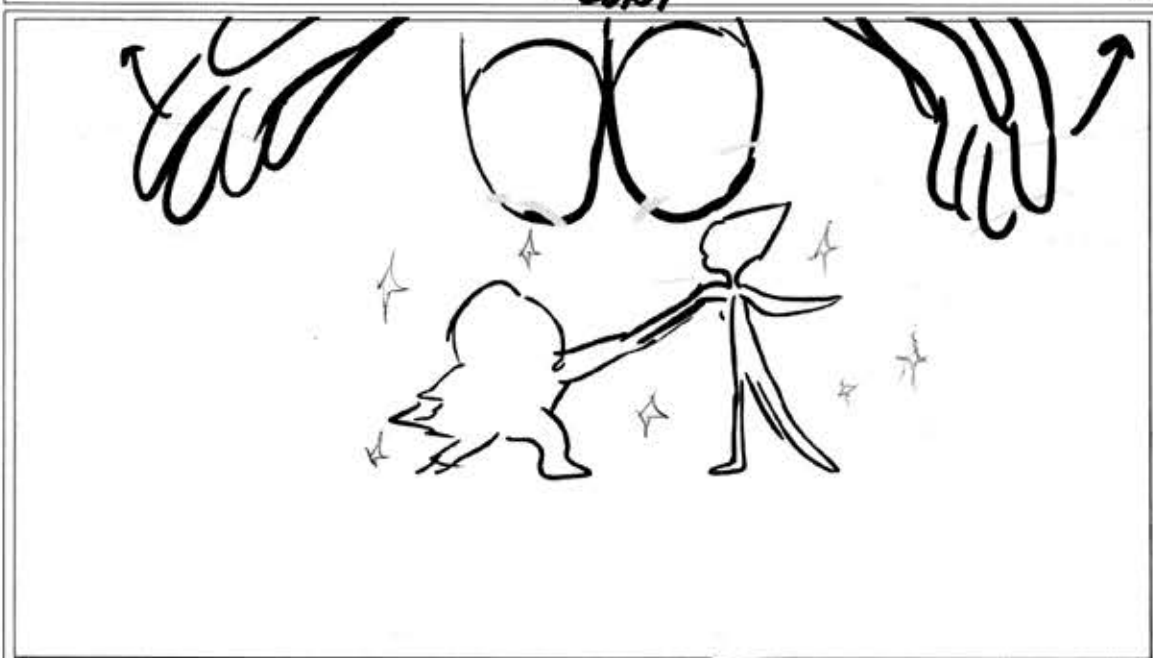
Dialogue
PEARL: We can combine into a powerful Fusion Gem named Opal.

Slugging
0.14

*MORPH INTO OPAL,
(MAGIC SPARKLES)

Slugging
0.04
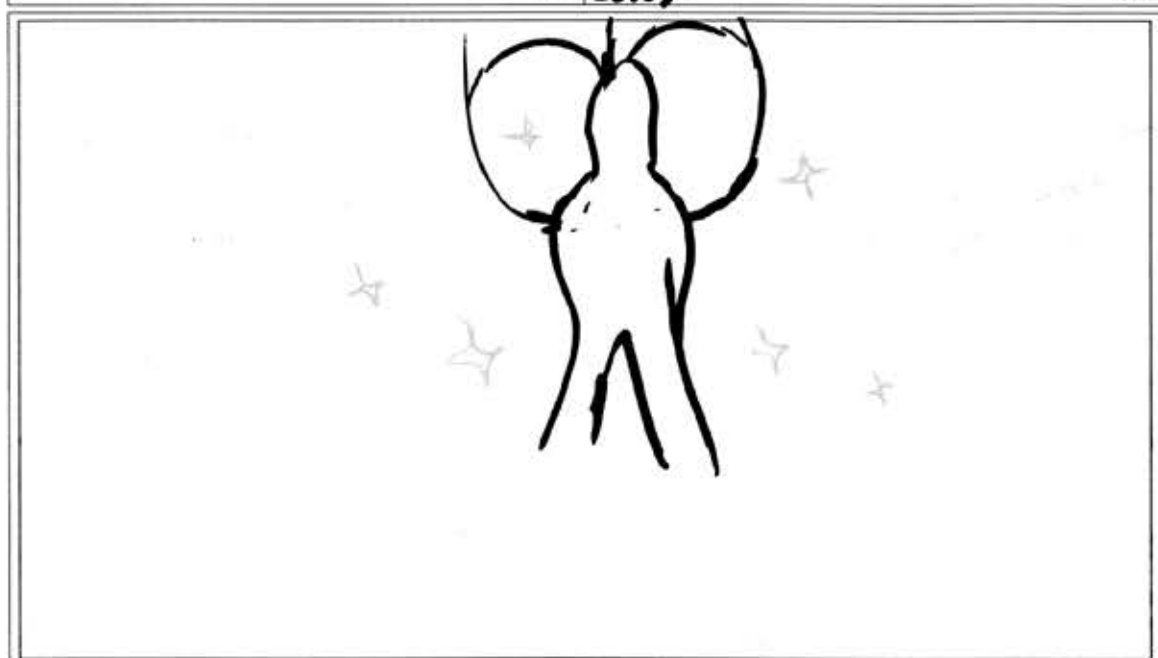
JUN 2 6 2013

Scene	Panel
25 CONT	16

Dialogue
AMETHYST: Except...

Action Notes
AMETHYST foot - steps IN

Slugging
0.02

Scene	Panel
25 CONT	17

Dialogue
AMETHYST: ...I don't dance...

Slugging
Panels 17 to 20 = 0.14

Notes
Amethyst is missing star on other leg.

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Scene	Panel
25 CONT	18

Dialogue
AMETHYST: ...I don't dance...

Notes
Amethyst is missing star on other leg.

Scene	Panel
25 CONT	19

Dialogue
AMETHYST: ...I don't dance...

Notes
Amethyst is missing star on other leg.

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1020.010

Scene	Panel
25 *CONT*	20

Dialogue
AMETHYST: ...I don't dance...

Notes
Amethyst is missing star on other leg.

Scene	Panel
26	1

Dialogue
AMETHYST: ...dance like THAT.

Slugging
3.00

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Scene	Panel
27	1

Slugging
0.05

JUN 2 6 2013

Scene	Panel
27 CONT	2

Dialogue
PEARL: Amethyst!

Slugging
1.09

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
27 CONT	3

Dialogue
STEVEN: Wowwwww!! That's so cool!

Slugging
3.07

Notes
H.U. Where did Steven come from?

Scene	Panel
27 CONT	4

Action Notes
Steven OUT.

Slugging
0.04

JUN 2 3 2013

1020.010

Scene	Panel
28	1

Action Notes
Steven IN.

Slugging
0.04

Scene	Panel
28 CONT	2

Dialogue
STEVEN: Tell me more about OPAL!

Slugging
2.02

JUN 2 6 201?

Scene	Panel		Scene	Panel	
28 CONT		3	28 CONT		4

Dialogue
AMETHYST: Well Steven, she's an Ultra-Powerful Stone-Cold Betty.

Slugging
7.06

Dialogue
AMETHYST: That part's me.

Slugging
1.15

JUN 2 6 2013

Scene	Panel
28 CONT	5

Dialogue
AMETHYST: And she's, like,

Slugging
Panels 5 to 7 = 3.06

Scene	Panel
28 CONT	6
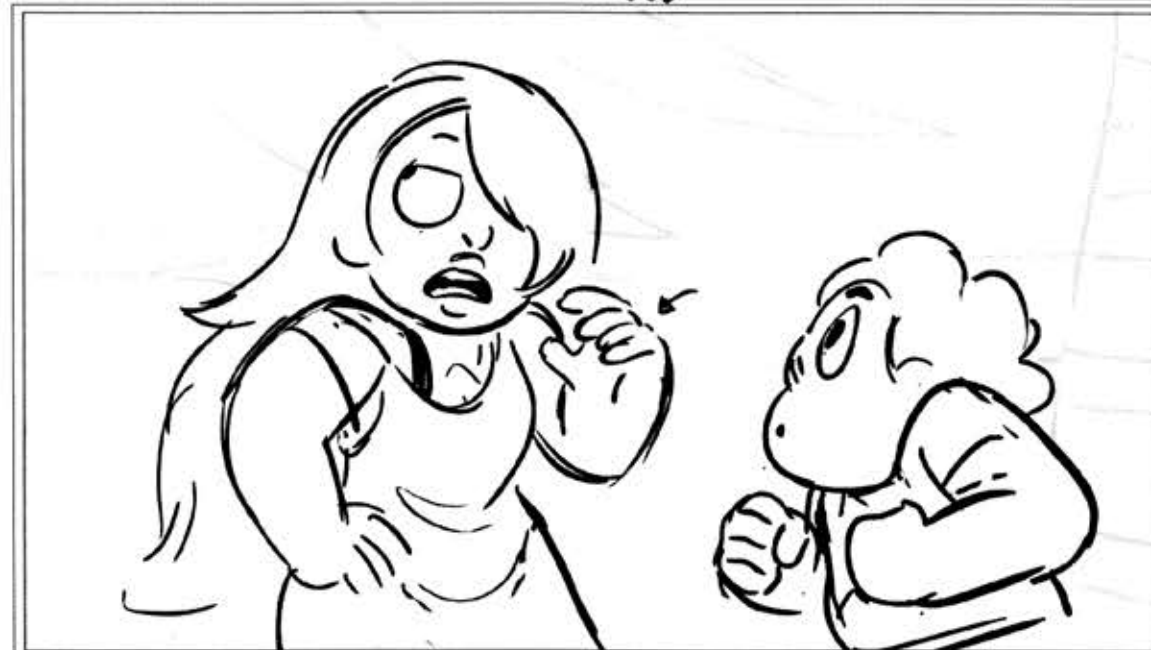
Dialogue
AMETHYST: kinda

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Scene	Panel
28 CONT	7

Dialogue
AMETHYST: tall.

Scene	Panel
28 CONT	8

Dialogue
PEARL: That part's Pearl.

Slugging
2.03

JUN 2 6 2013

Scene	Panel		Scene	Panel
	28 CONT	9	29	1

Dialogue
PEARL (off-screen): What Amethyst is attempting to say is...

Dialogue
PEARL: Opal is an amalgam of our combined magical and physical attributes...

Slugging
3.03

Slugging
7.00

JUN 2 6 2013

1020.010

Scene	Panel
29 CONT	2

Dialogue
PEARL: ...fused into a single entity.

Slugging
3.13

Scene	Panel
29 CONT	3
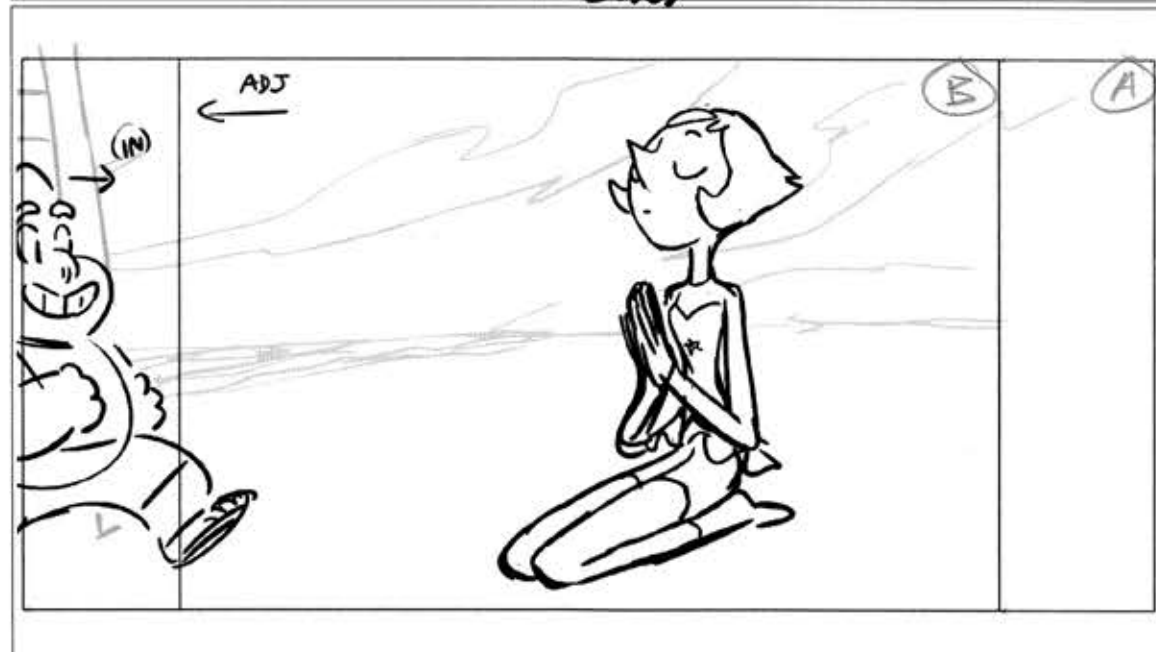
Dialogue
PEARL: ...fused into a single entity.

Action Notes
Steven IN screen left.

Slugging
Panels 1 + 2 = ADJ: 0.05

JUN 2 6 2013

1020.010

Scene

4

Panel

29 CONT

4

ADJ

1020.010

1020.010

1020.010

Scene	Panel	
	29 CONT	5

Dialogue
STEVEN: WOW can you do it right now??

Slugging
ADJ: 0.02
Then HOLD: 1.13

JUN 2 6 2013

Scene	Panel	Scene	Panel
29 CONT	6	30	1
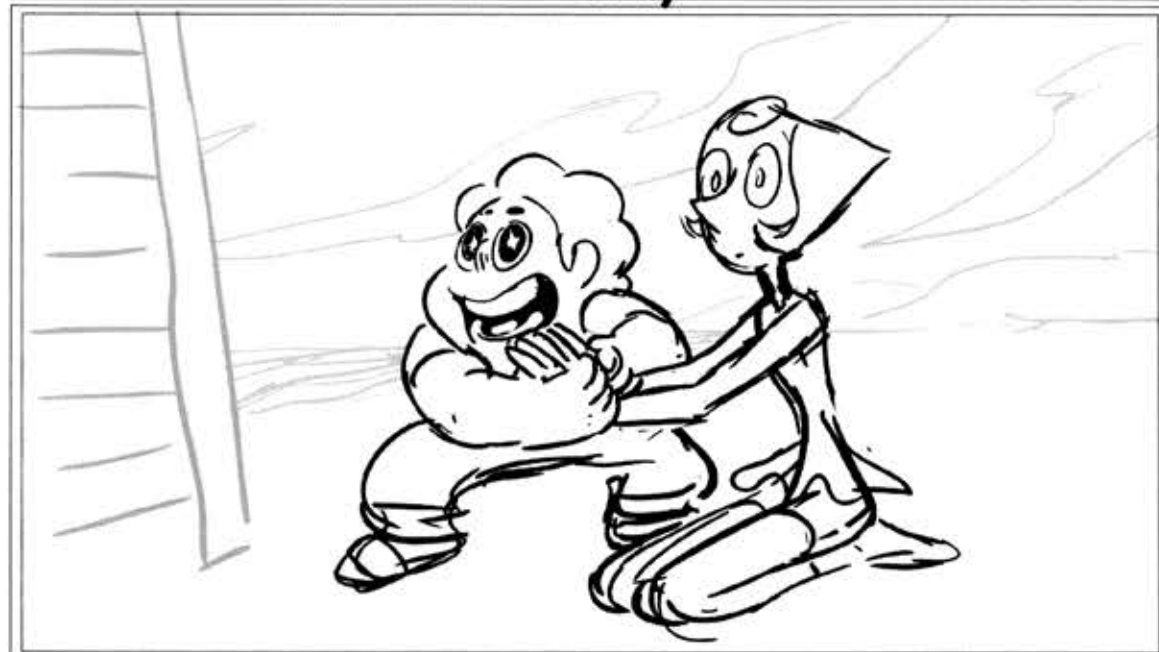
Dialogue
STEVEN: Come on! Form OPAL!!

Slugging
2.04

Slugging
0.09

JUN 2 6 2013

Scene	Panel
30 *CONT*	2

Slugging
0.13

Scene	Panel
30 *CONT*	3

Slugging
0.02

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
30 CONT	4

Slugging
0.04

1020.010

Scene	Panel
30 CONT	5

Dialogue
AMETHYST: Pfff

Action Notes
A blows hair upwards

Slugging
0.15

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1020.010

Scene	Panel	Scene	Panel
30 CONT	6	31	1

Slugging
0.09

Slugging
0.06

JUN 2 6 2013

Scene	Panel
31 CONT	2
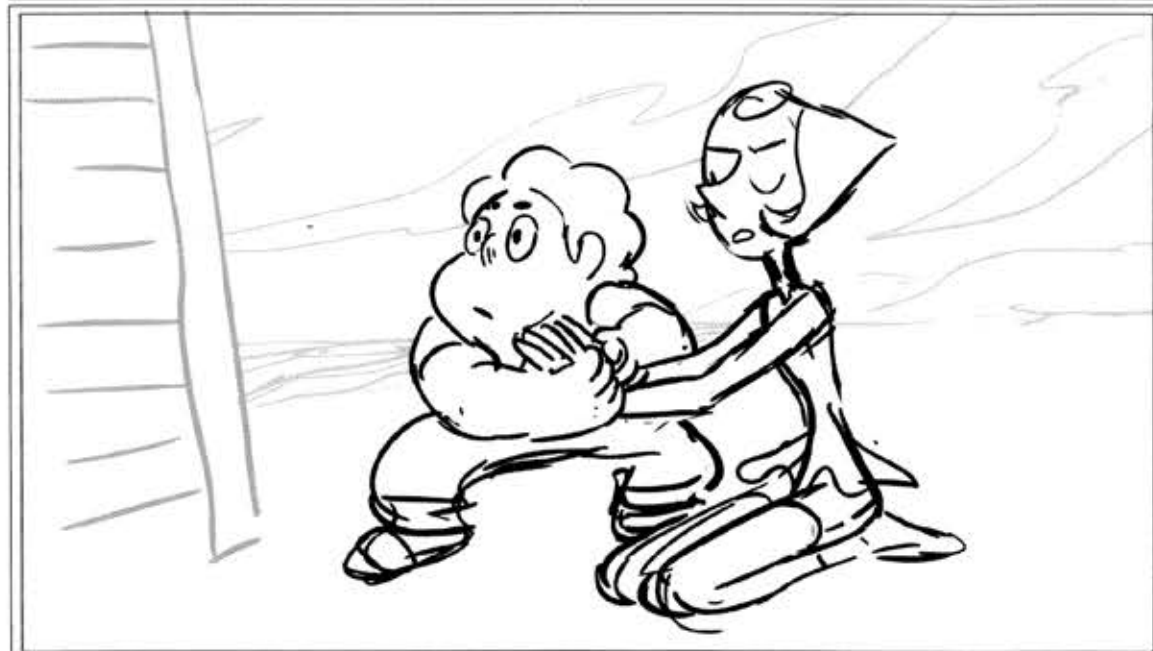
Dialogue
PEARL: We will only form Opal...

Slugging
1.10

1020.010

Scene	Panel
31 CONT	3

Dialogue
PEARL: ...when Fusing absolutely...

Slugging
1.08

JUN 2 6 2013

1020.010

NO SC
32

Scene	Panel	
31 CONT		4

Dialogue
PEARL: ...necessary.

Slugging
1.00

Scene	Panel	
31 CONT		5
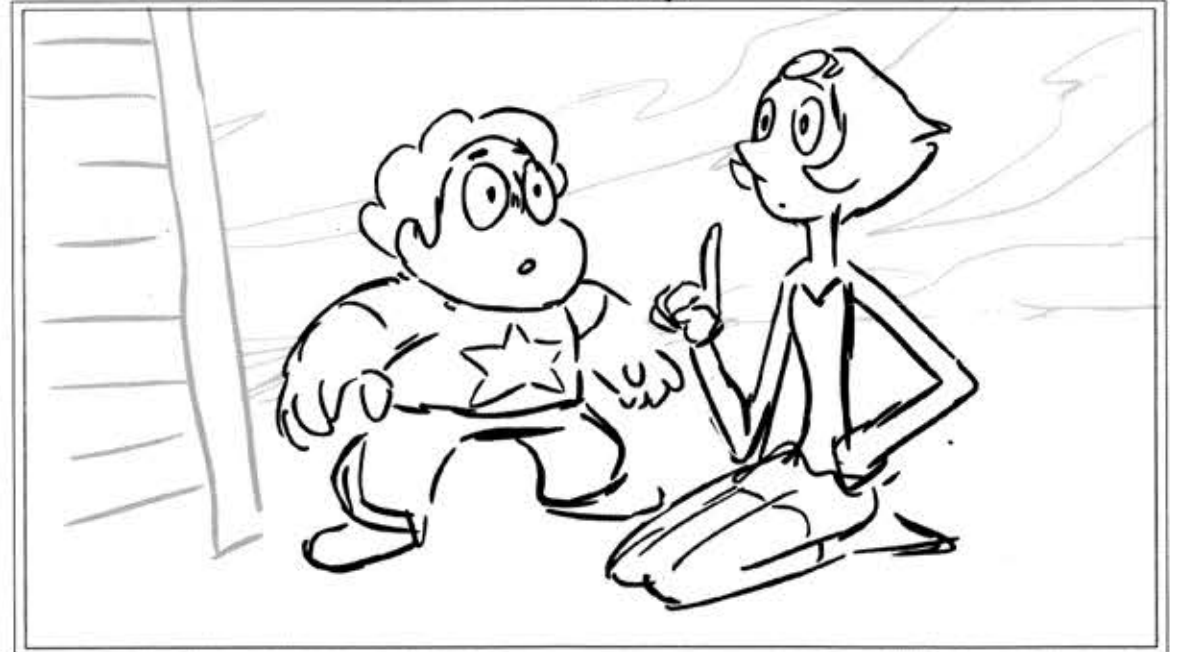
Action Notes
warp pad sfx

Slugging
0.12

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
33	1

Dialogue
STEVEN: Garnet's back!

Slugging
3.04

✳ PLEASE REFER TO DESIGN
FOR LIGHT EFX.
(1020-001BG_SC123)

Scene	Panel
34	1

Action Notes
Garnet walks down the steps.

Slugging
Panels 1 + 2 = 0.05
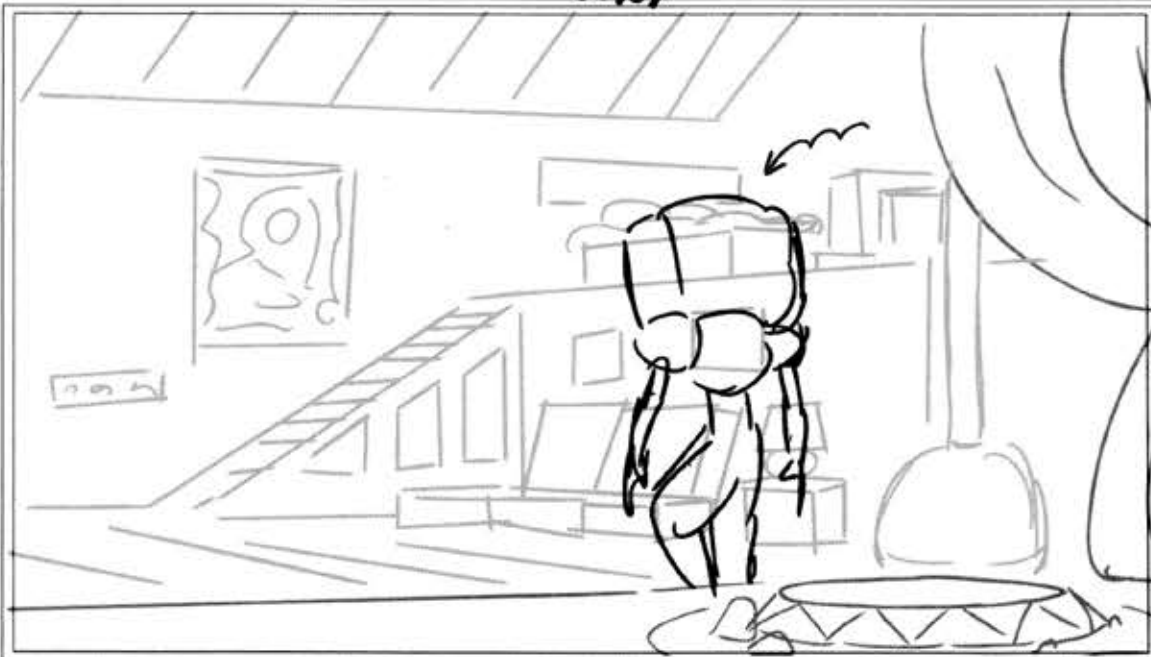
JUN 2 6 2013

Scene	Panel
34 CONT	2

Action Notes
Garnet walks down the steps.

JUN 2 6 2013

Scene

3

Panel

34 CONT

3

PAN

Slugging
ADJ: 0.13

JUN 2 6 2013

Scene	Panel	
4	34 CONT	4

PAN
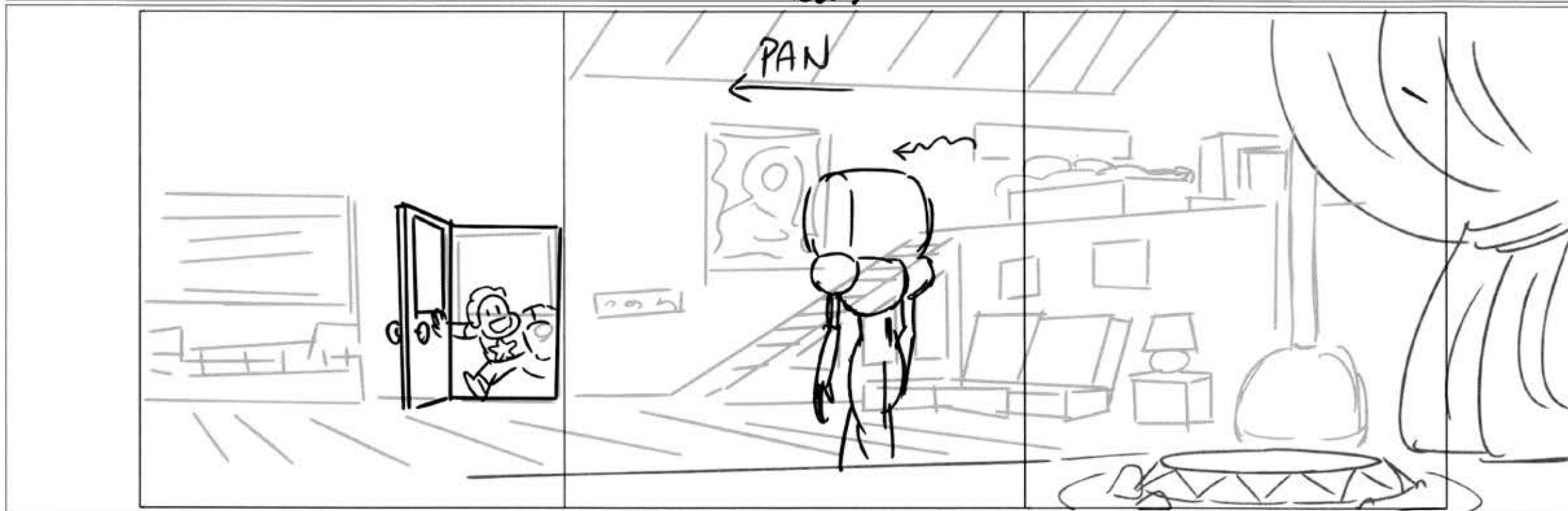
1020.010

1020.010

Dialogue
STEVEN: Ooo!

Action Notes
STEVEN opens the door

Slugging
Continue ADJ: 0.14

JUN 2 6 2013
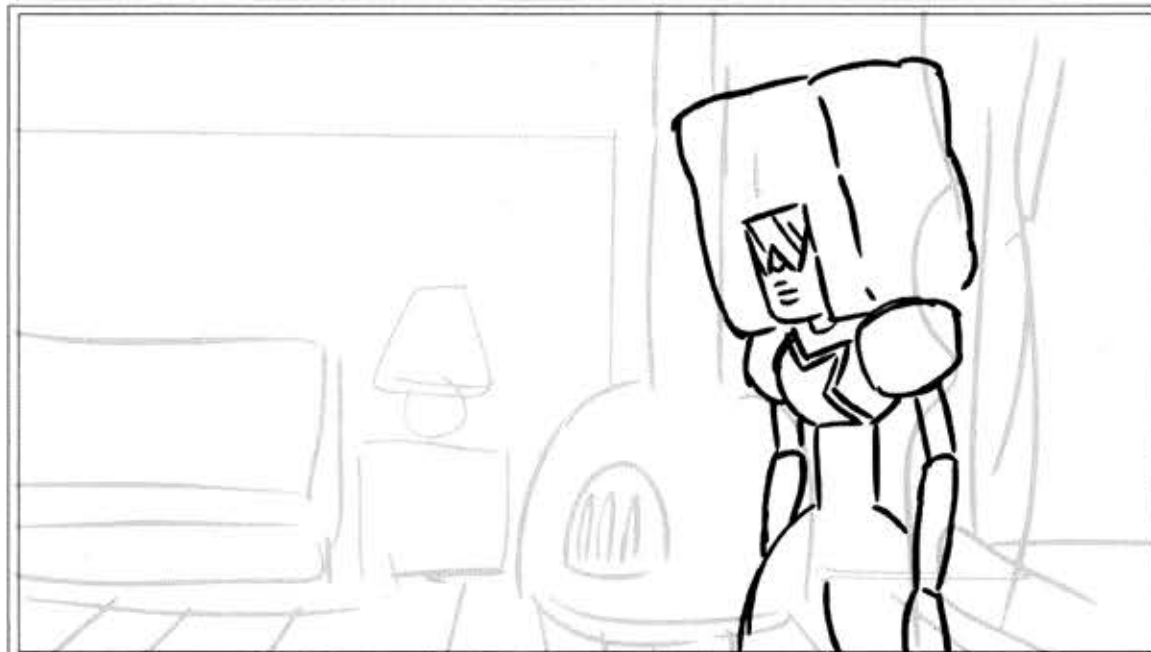
Scene		Panel	
	35		1

Slugging
0.12

Scene		Panel	
	35 CONT		2
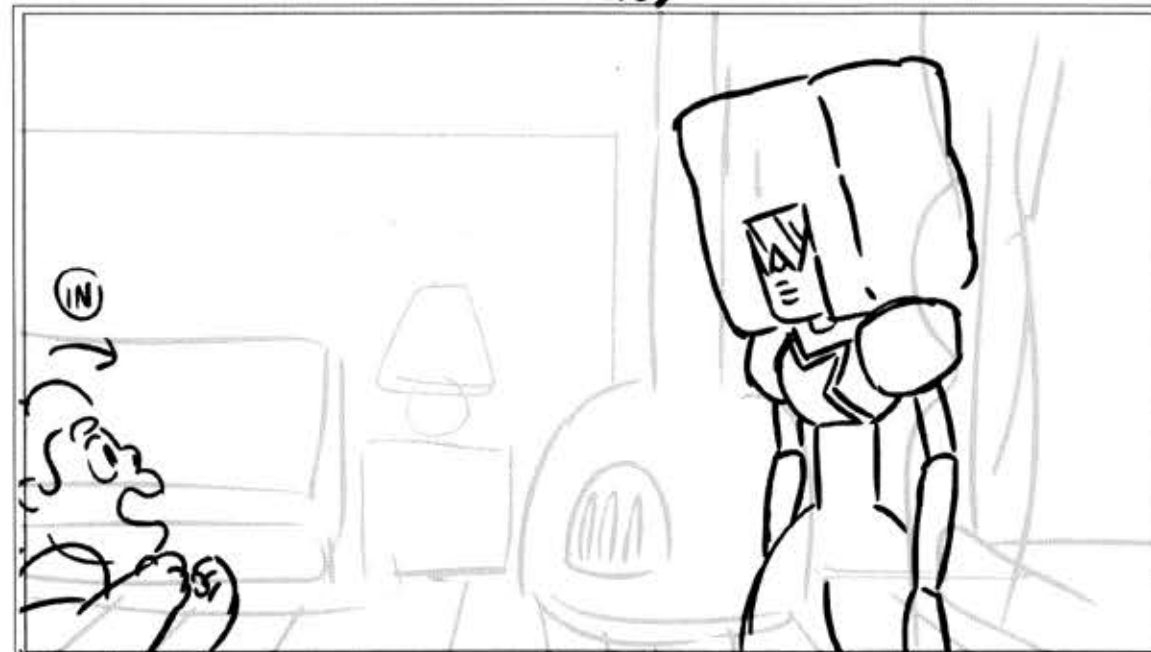
Dialogue
STEVEN: Did you bring me anything?

Action Notes
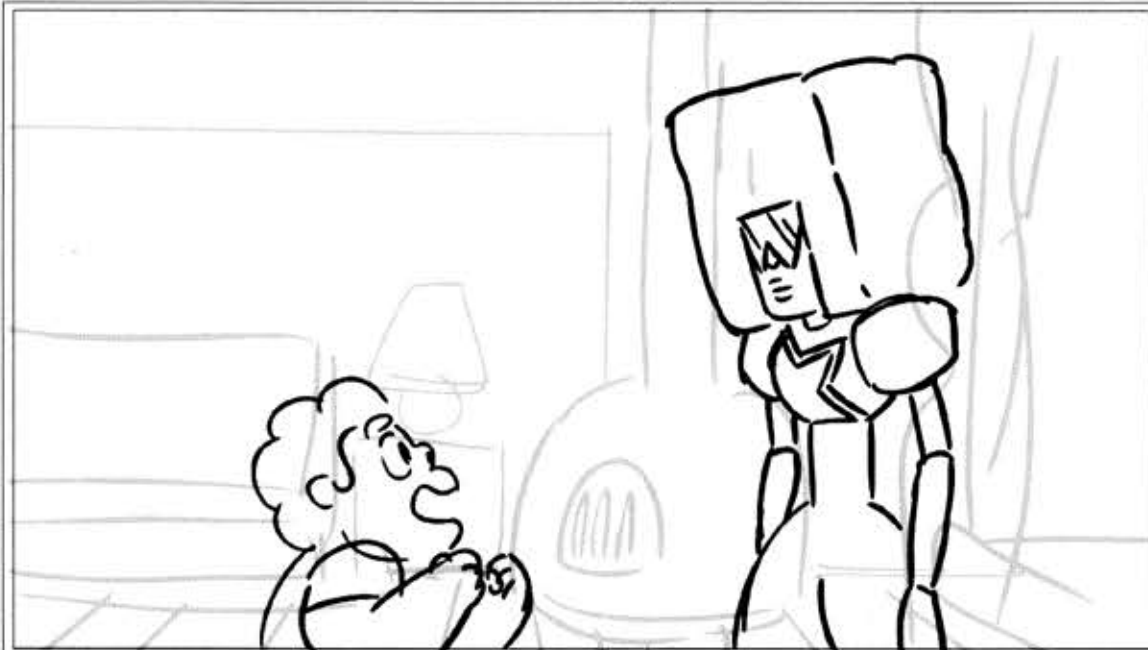Steven IN.

Slugging
Panels 2 + 3 = 2.02

JUN 2 6 2013

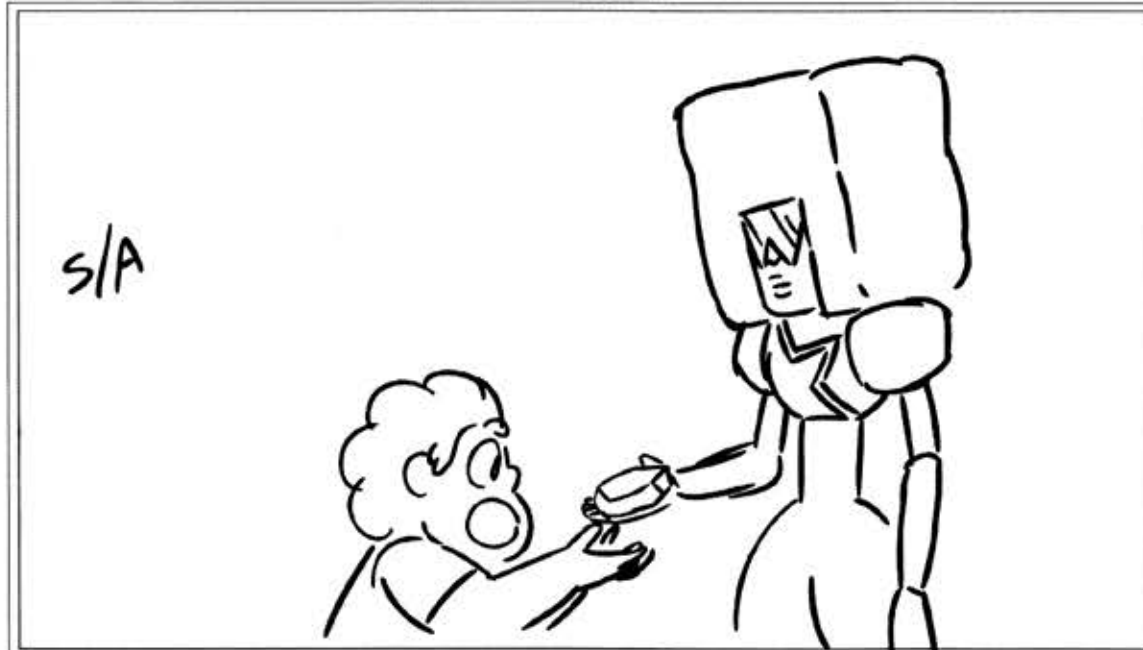| Scene	Panel
35 CONT	3

Dialogue
STEVEN: Did you bring me anything?

Scene	Panel
35 CONT	4

S/A

Dialogue
STEVEN: Wooooaaahhh

Slugging
Panels 4 + 5 = 1.02

JUN 2 6 2013

Scene	Panel
35 CONT	5
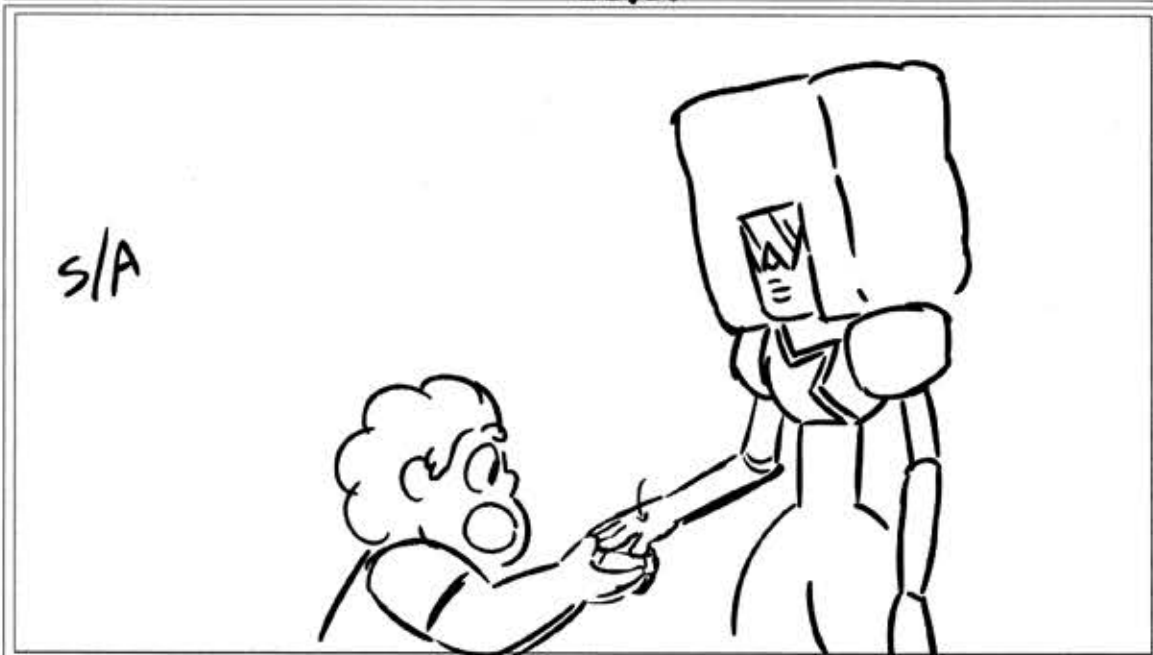
Dialogue
STEVEN: Wooooaaahhh

Scene	Panel
35 CONT	6

Dialogue
STEVEN: A rock!

Action Notes
Pearl IN screen left.

Slugging
1.09

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
35 CONT	7

S/A

OUT
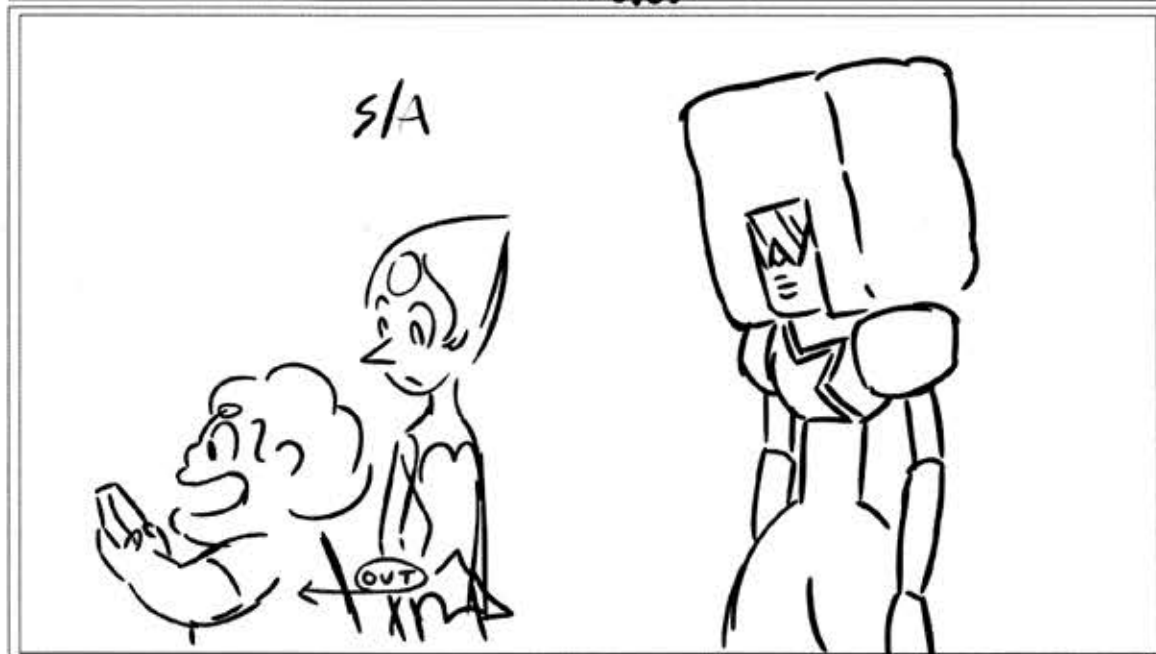
Dialogue
STEVEN: Thanks Garnet!

Action Notes
Steven OUT.

Slugging
1.10

Scene	Panel
35 CONT	8

S/A
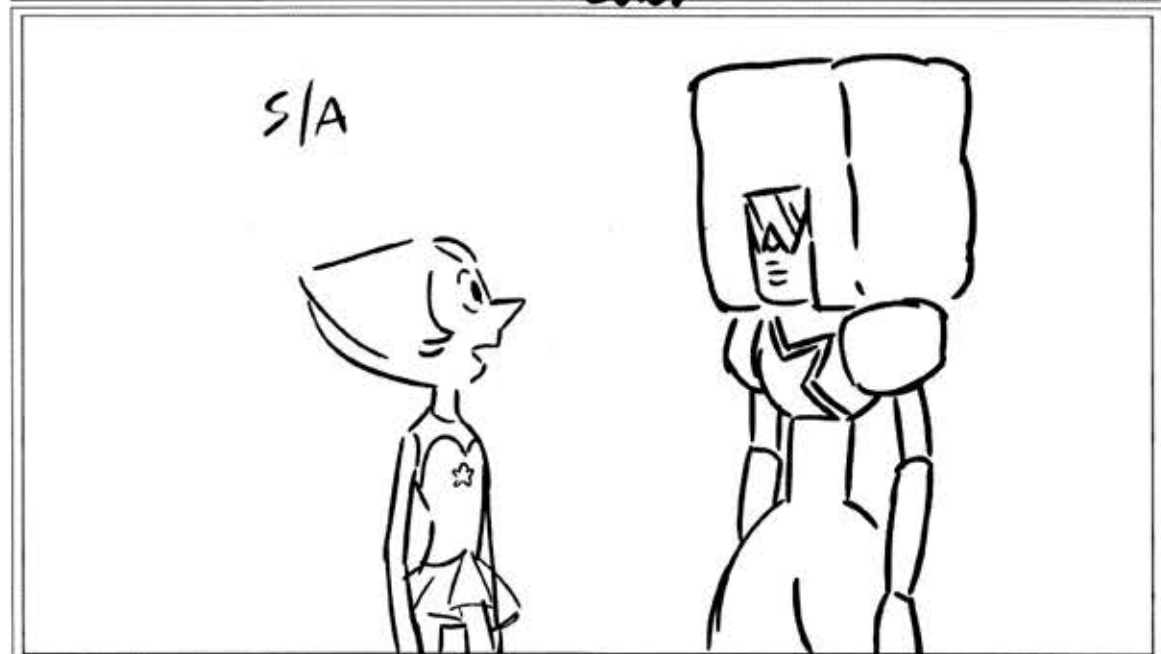
Dialogue
PEARL: So was your mission a success?

Slugging
3.04

JUN 2 6 2013

1020.010

1020.010

Scene	Panel	Scene	Panel
35	CONT 9	36	1
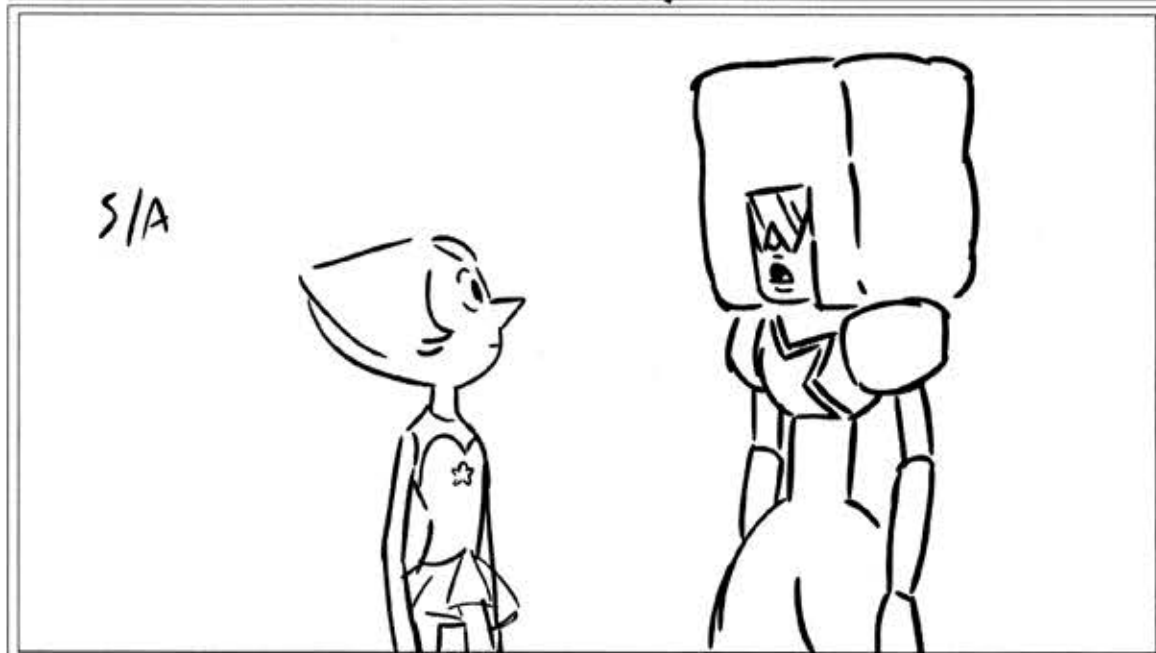
Dialogue
GARNET: Yes.

Slugging
1.02

Dialogue
GARNET: I've located the geode beetles of heaven and earth...

Slugging
4.06

JUN 26 2013
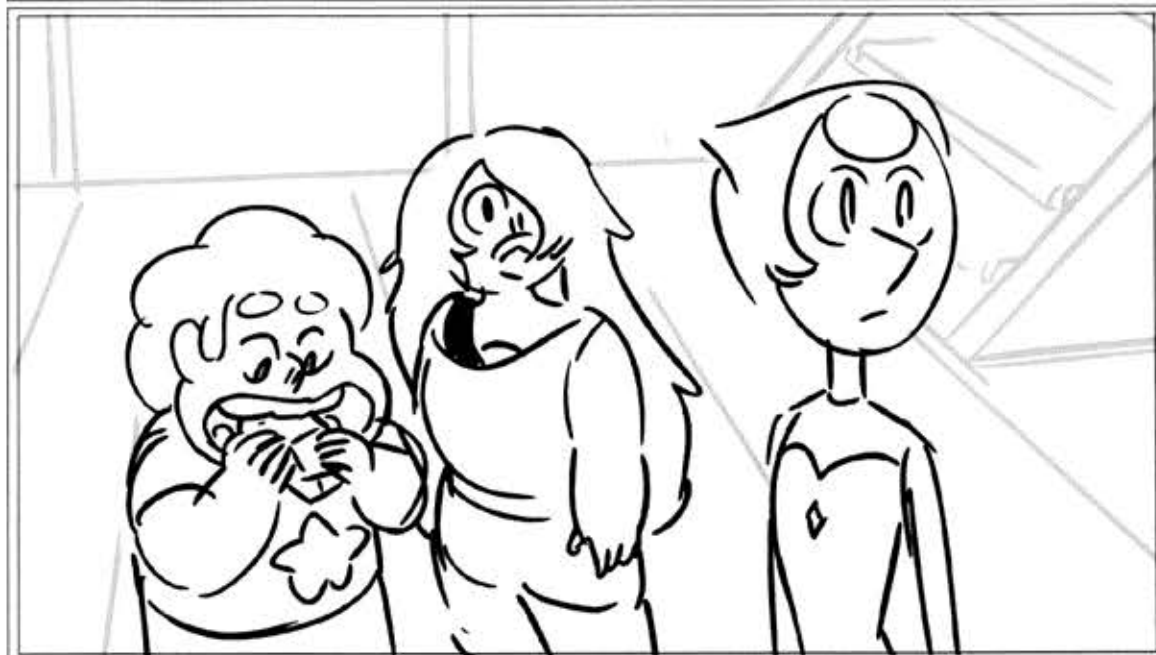
1020.010

1020.010

1020.010

Scene	Panel
37	1

Scene	Panel
37 CONT	2

Dialogue
GARNET (off-screen): ..we should split up to retrieve them.

Action Notes
cycle steven A-B

Slugging
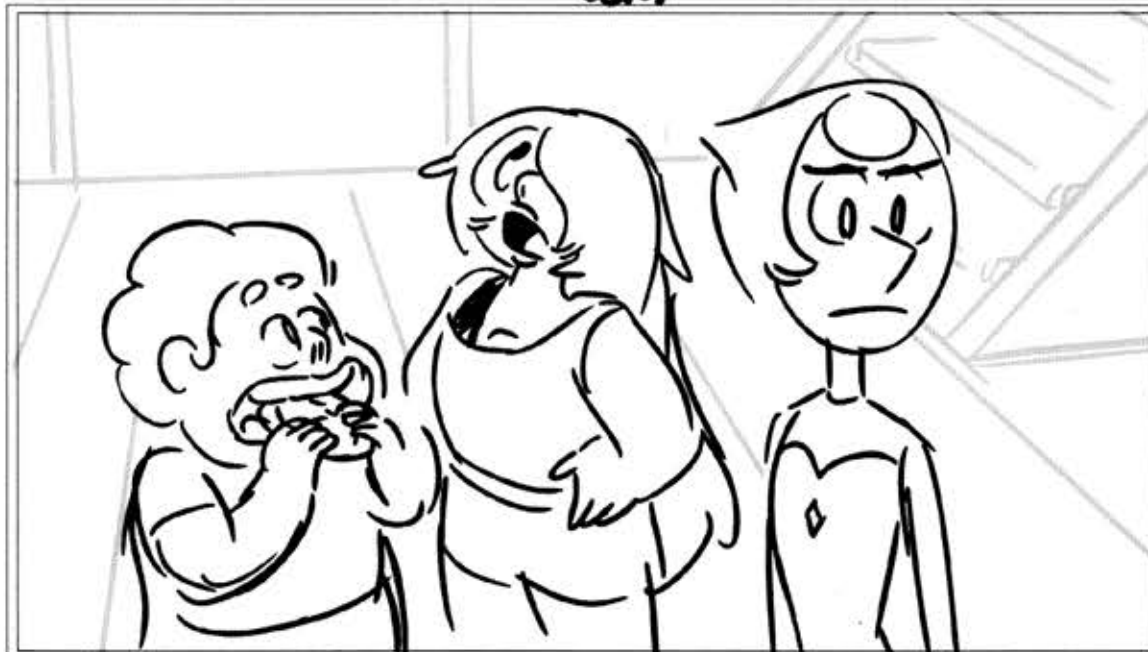Panels 1 + 2 x 3 = 0.14

Total cycle frames = 3.03

JUN 2 6 2013

Scene	Panel
37 CONT	3
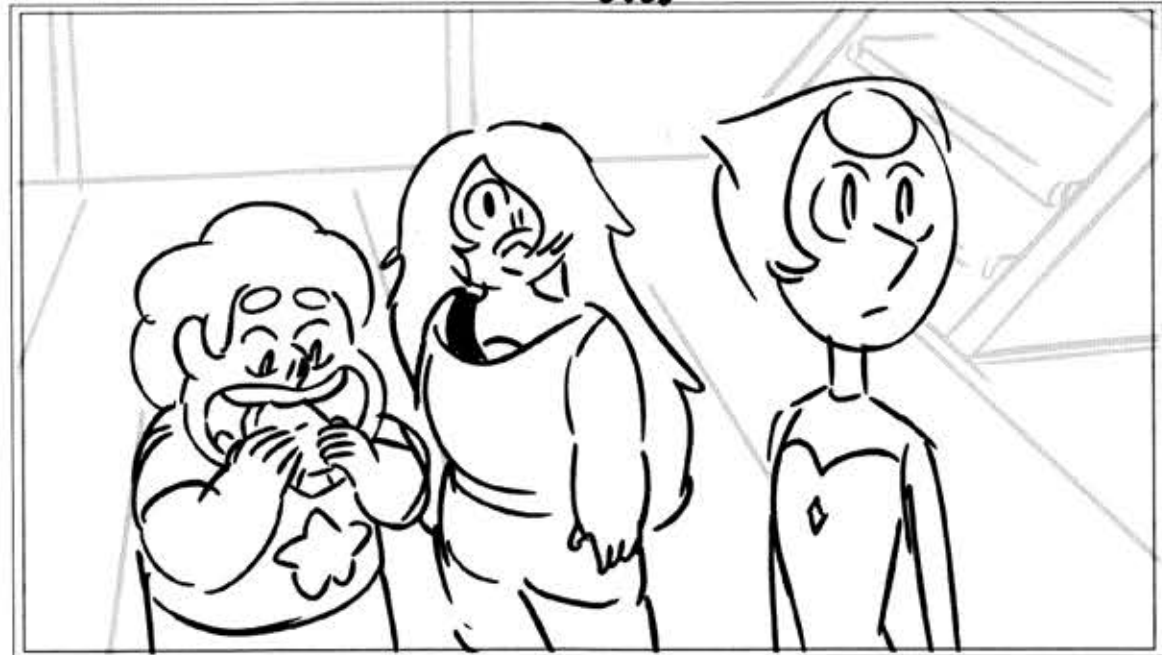
Dialogue
AMETHYST: Well Im going with NOT pearl.

Slugging
3.09

Scene	Panel
37 CONT	4

Dialogue
PEARL: That's perfect because I don't want to go with gramatically incorrect people anyway.

Slugging
6.09

JUN 2 6 2013

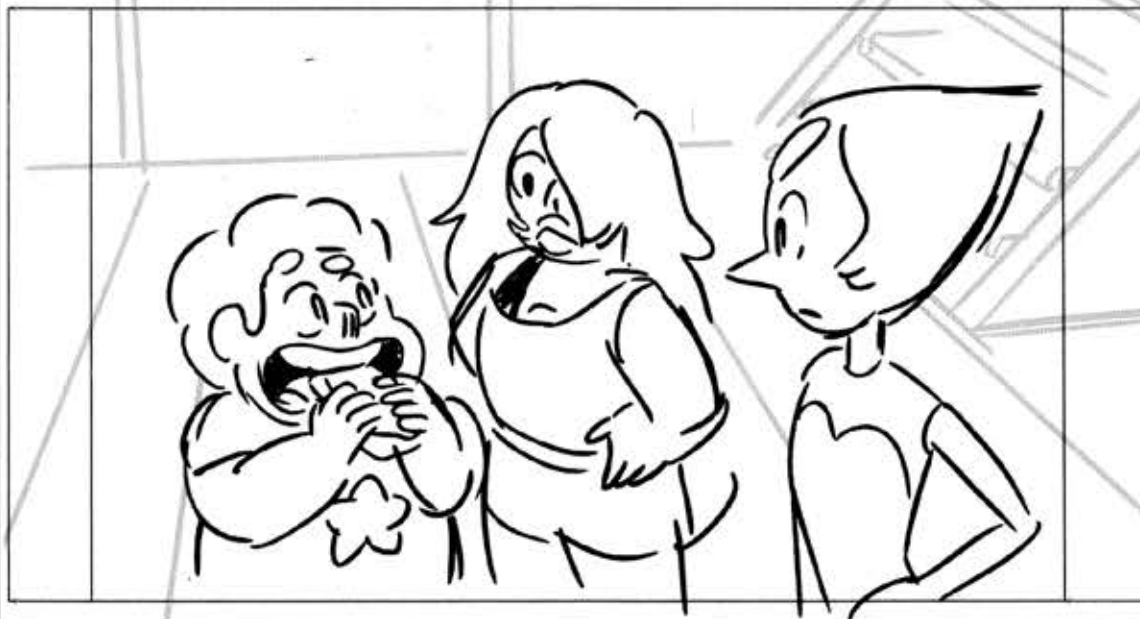1020.010

1020.010

Scene	Panel
37 CONT	5

Dialogue
STEVEN: Is her talking about me?   * NO ADJUST.

Slugging
ADJ: 0.04
Then HOLD: 1.15

Scene	Panel
37 CONT	6
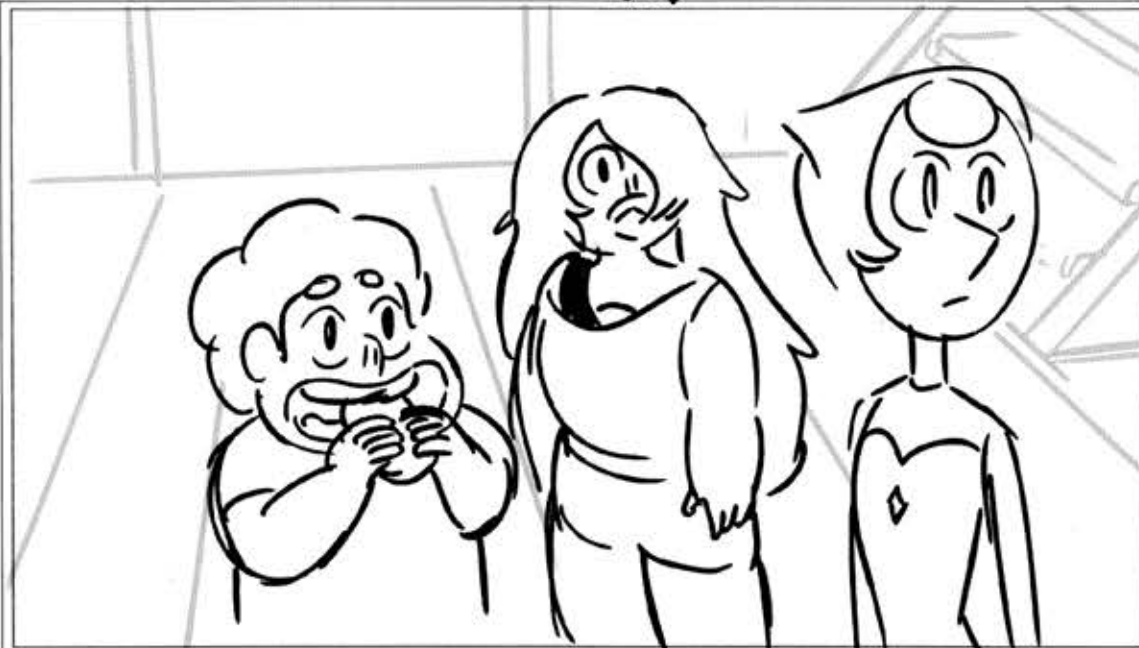
Dialogue
GARNET: You three go together...

Slugging
2.07

JUN 2 6 2013
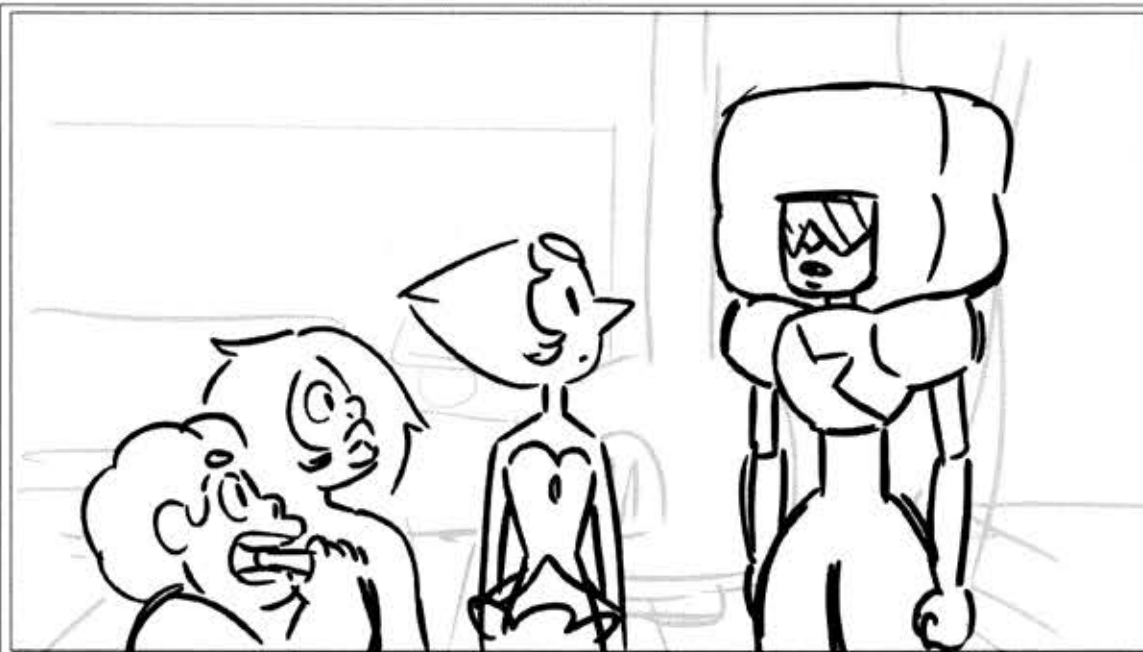
Scene	Panel
38	1

Dialogue
GARNET: ... I go alone.

Slugging
2.00

Scene	Panel
38 CONT	2

B6
S1A
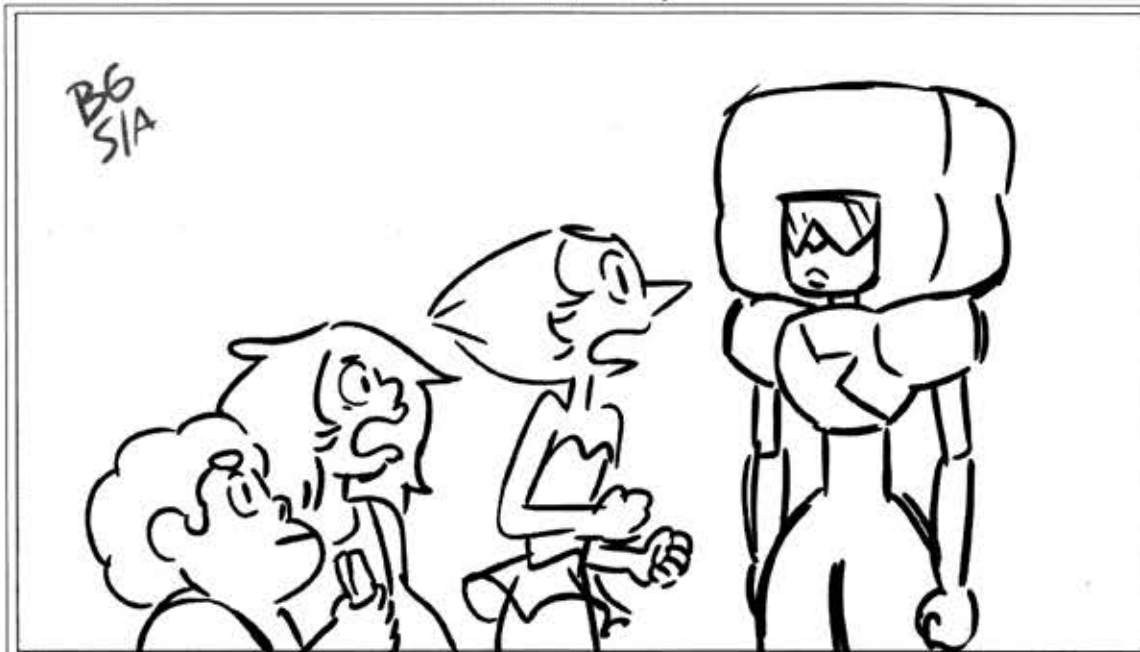
Dialogue
AMETHYST + PEARL: WHAT? WHY?

Slugging
2.08

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene		Panel
	39	1
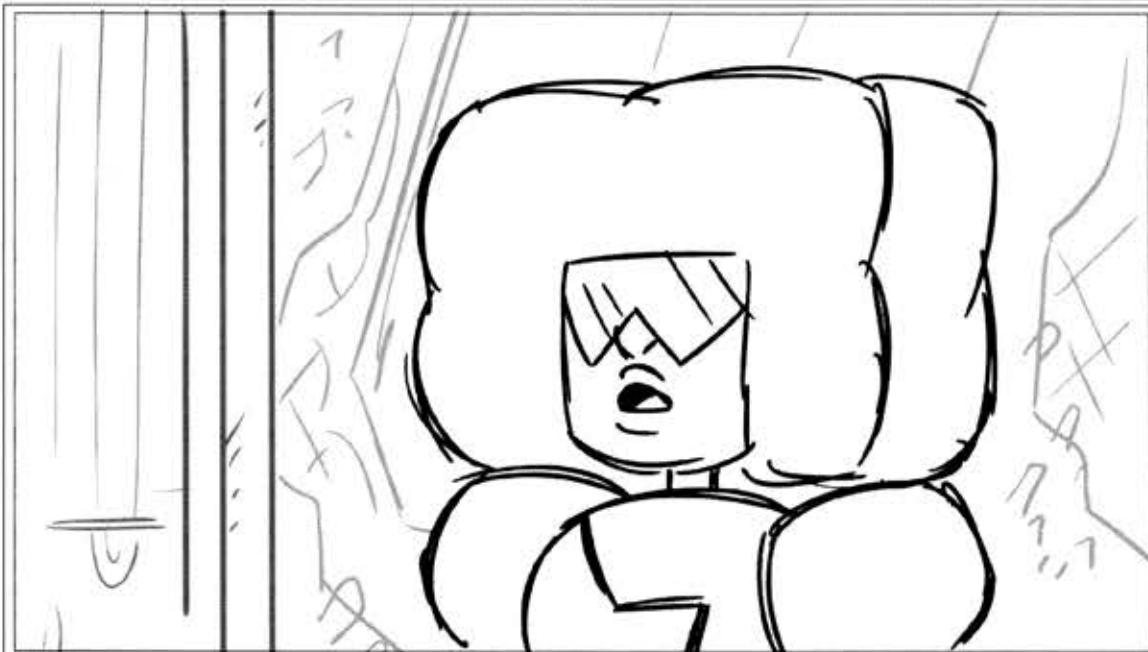
Dialogue
GARNET: The earth beetle is at the bottom of the boiling lava lake.

Slugging
5.00

Notes
H.U. Garnet mouth shape to previous scene.

Scene		Panel
	39 CONT	2

BG
S/A
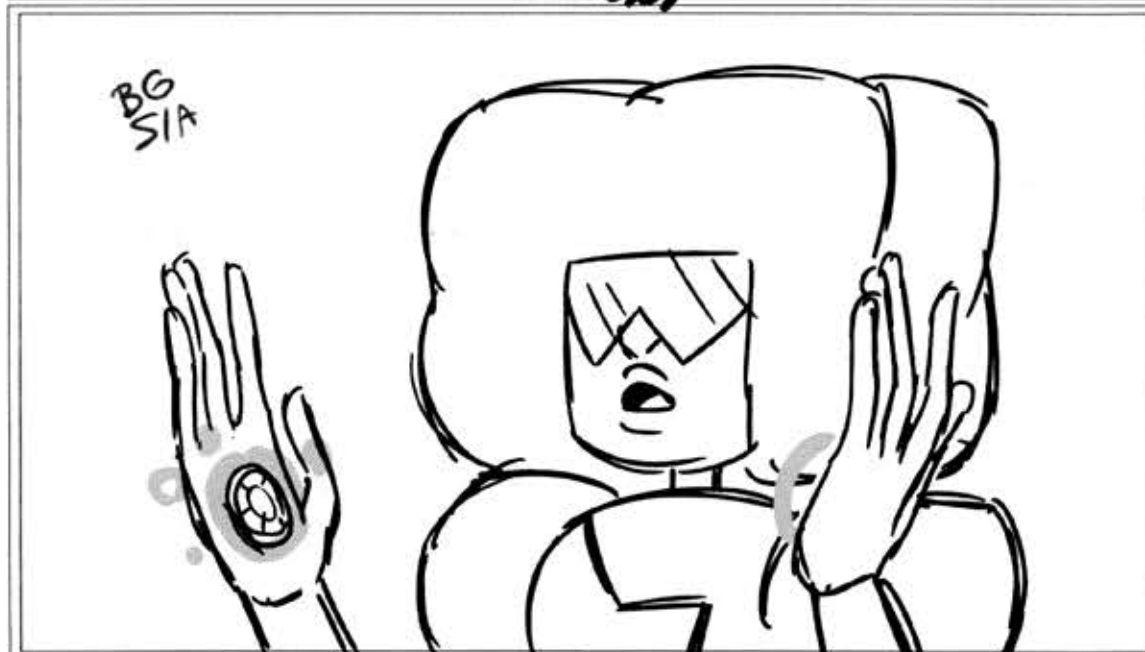
Dialogue
GARNET: and only I can swim in lava.

Slugging
2.07

JUN 2 6 2013
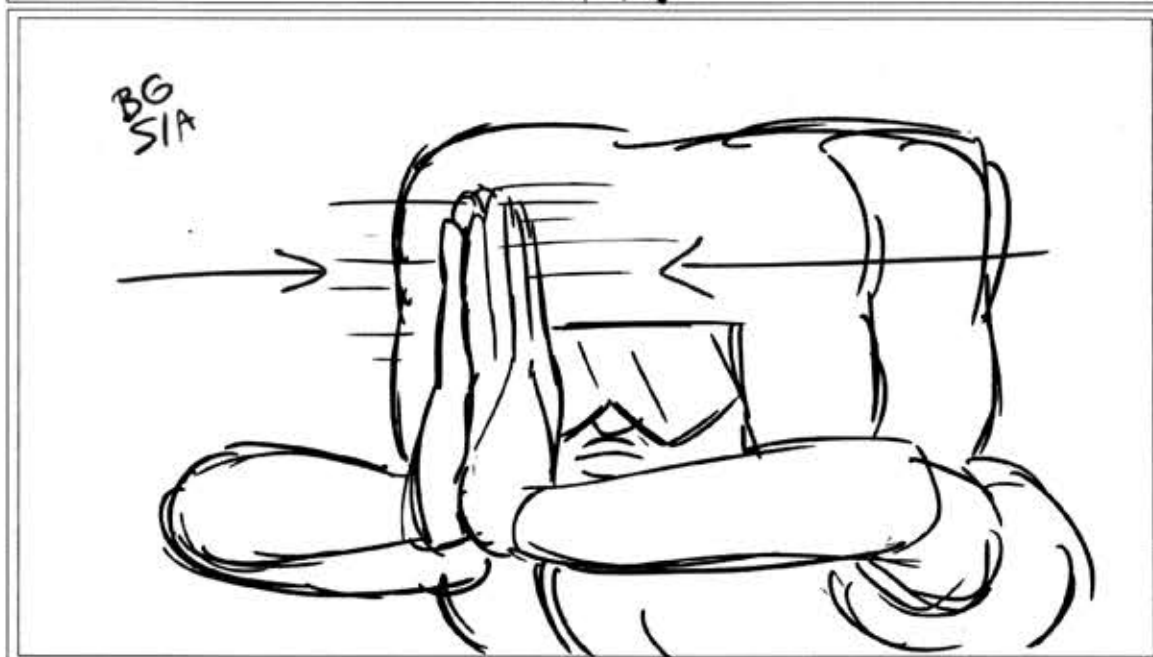
Scene	Panel	Scene	Panel
39 CONT	3	39 CONT	4

BG
SIA

Slugging
0.11

BG
SIA

Slugging
0.08

JUN 26 2013

Scene	Panel	Scene	Panel
39 CONT	5	39 CONT	6

Slugging
0.14

Slugging
1.01

JUN 2 6 2013

1020.010

Scene	Panel
40	1

Slugging
0.12

Scene	Panel
40 CONT	2

Slugging
0.04

JUN 2 6 2013

Scene	Panel
40 CONT	3

Slugging
0.04

Scene	Panel
40 CONT	4

Slugging
0.08

2x | 2x/2s | 4x/S+T

JUN 2 6 201:

Scene	Panel
40 CONT	5

Dialogue
GARNET: You'll find the heaven beetle at the top of the sky spire. It's safer.

Slugging
5.14

Scene	Panel
40 CONT	6

Dialogue
AMETHYST: You mean boringer!

Slugging
2.03

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
40 CONT	7
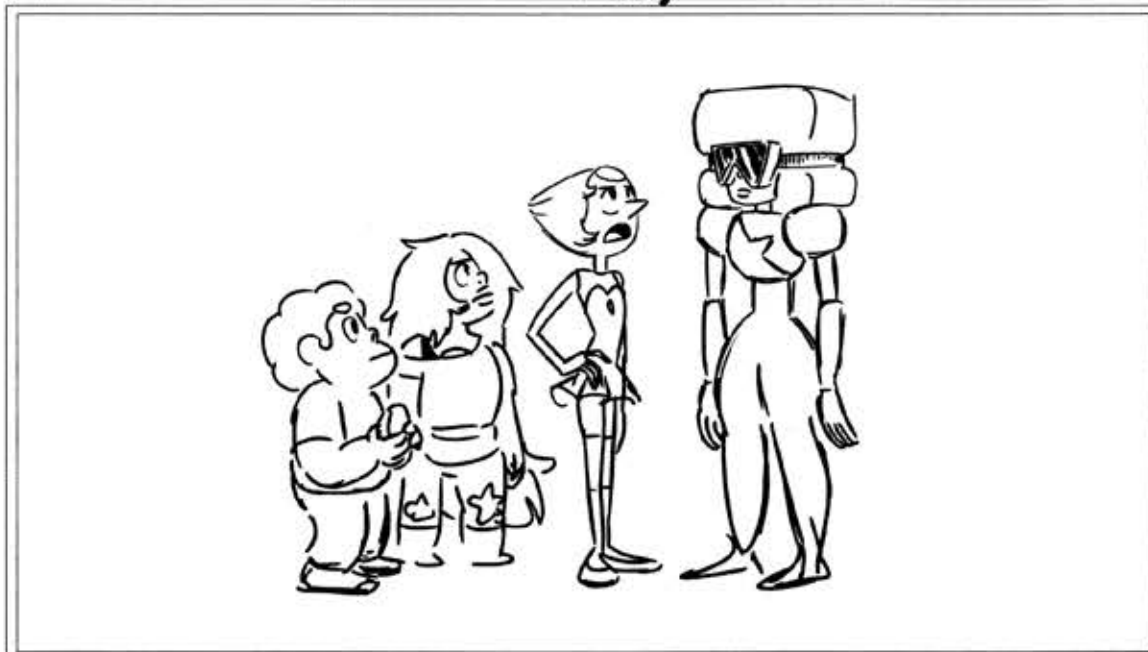
Dialogue
PEARL: You mean 'more boring.'

Slugging
3.05

Scene	Panel
40 CONT	8
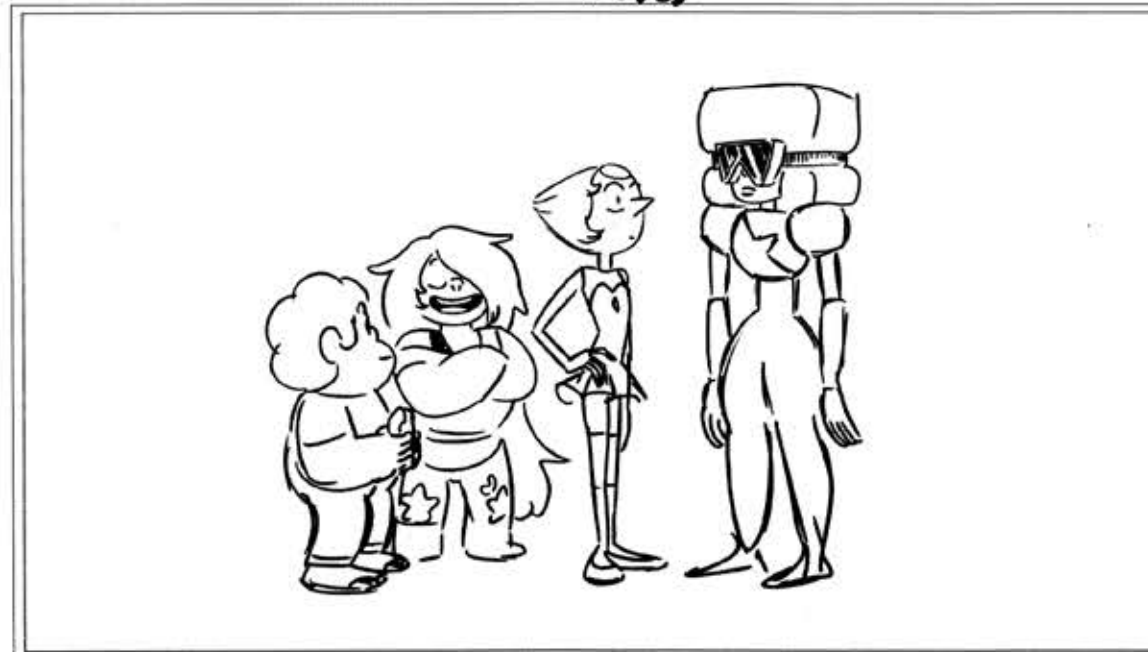
Dialogue
AMETHYST: So you agree with me.

Slugging
1.15

JUN 2 6 2013

Scene	Panel
40 CONT	9

Dialogue
PEARL: UGH!

Slugging
0.07

Scene	Panel
40 CONT	10

Dialogue
PEARL: C'mon you two,...

Slugging
1.06

JUN 2 6 2013

Scene	Panel
40 CONT	11

Dialogue
PEARL: ...let's go.

Slugging
1.03

Scene	Panel
40 CONT	12

Action Notes
Pearl OUT screen right.

Slugging
0.10

JUN 2 6 2013

Scene	Panel	Scene	Panel
40 CONT	13	40 CONT	14
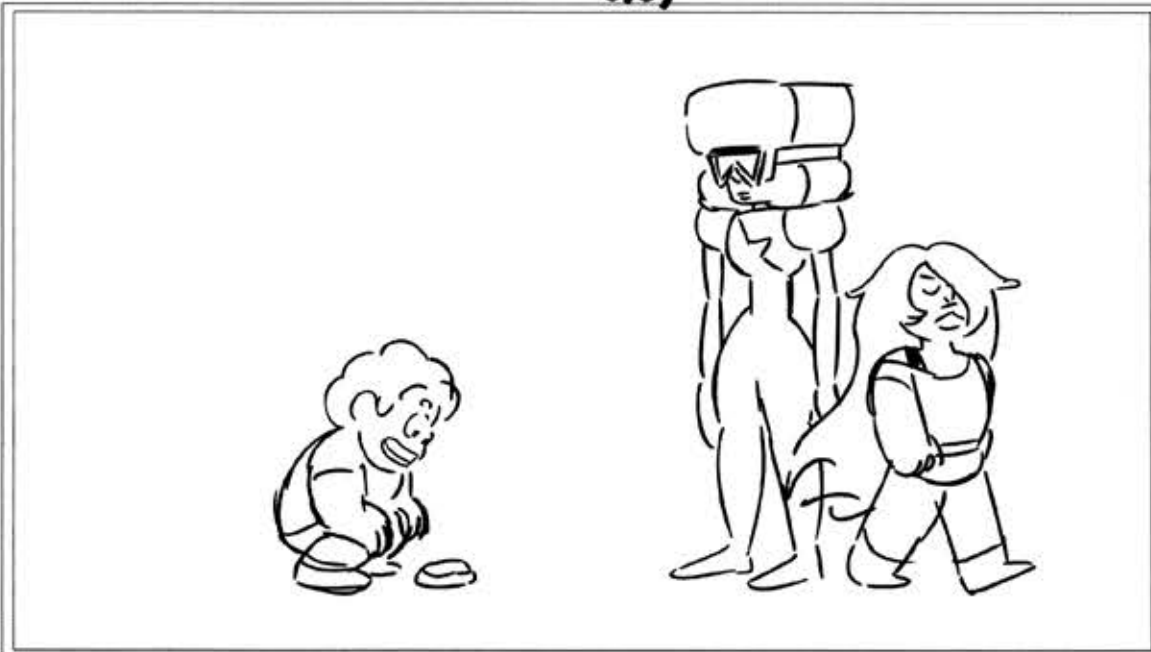
Action Notes
Amethyst OUT screen right.

Garnet looks at Steven.

Slugging
Panels 13 to 15 = 1.05
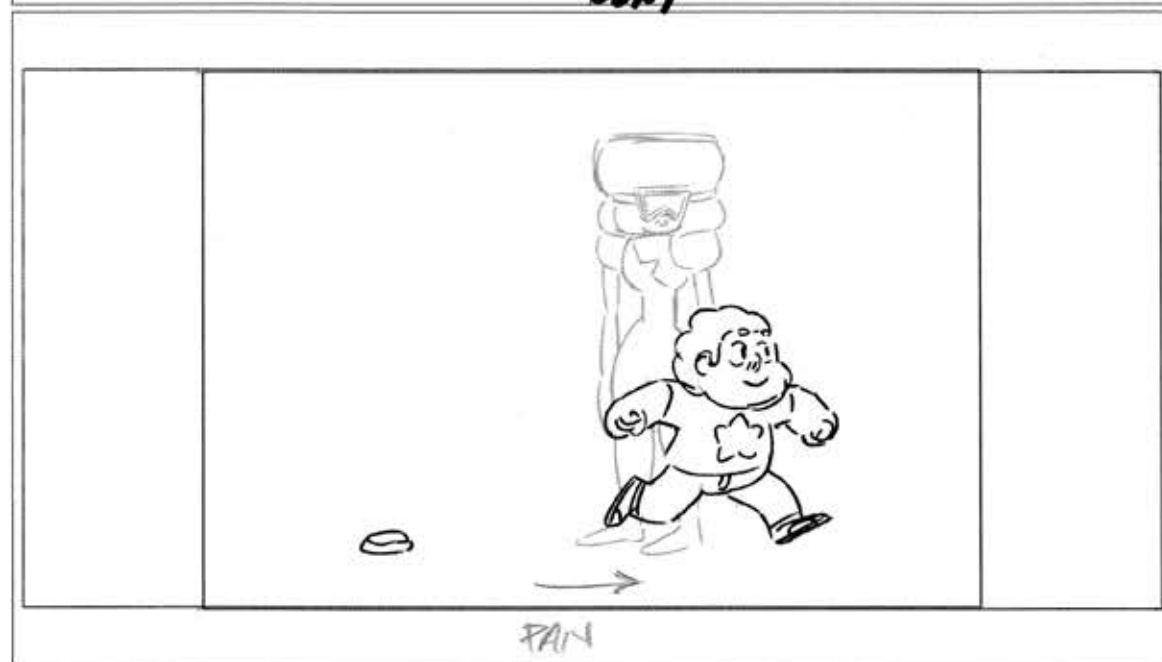HOLD then ADJ with Steven's run OUT of screen right.

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
40 CONT	15

PAN

Action Notes
Garnet head turns to follow Steven.

Scene	Panel
41	1

Slugging
0.08

Notes
H.U. Steven to previous scene.

JUN 2 6 2013

Scene	Panel
41 CONT	2
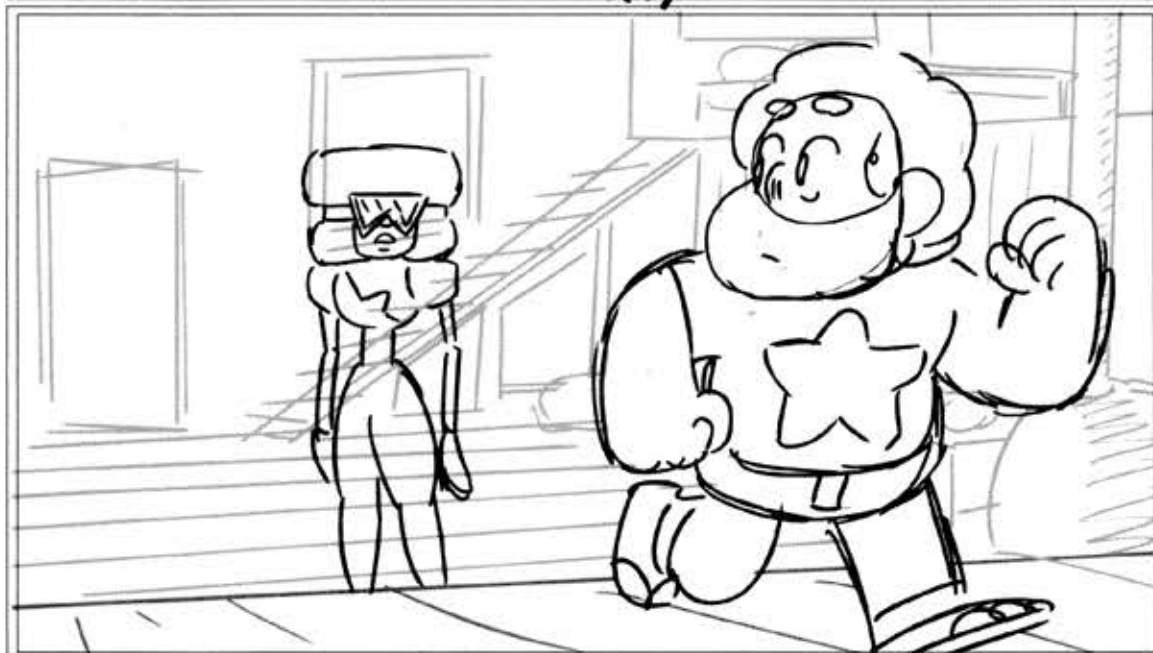
Dialogue
GARNET: Steven...

Slugging
1.05

Scene	Panel
41 CONT	3

Dialogue
GARNET: Be sure to keep the harmony.

Slugging
2.09

JUN 2 6 2013
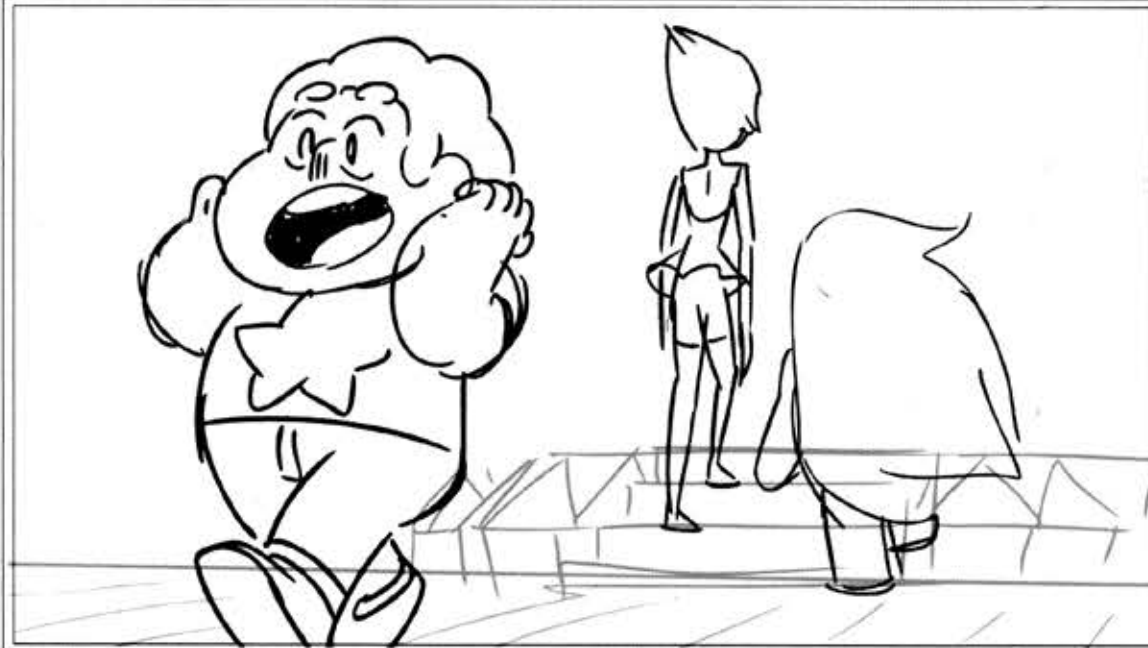
Scene	Panel
42	1

Dialogue
STEVEN: No...

Slugging
0.11

Notes
H.U. Steven to previous scene.

Scene	Panel
42 CONT	2

Dialogue
STEVEN: ...problem...

Slugging
0.09

JUN 2 6 2013
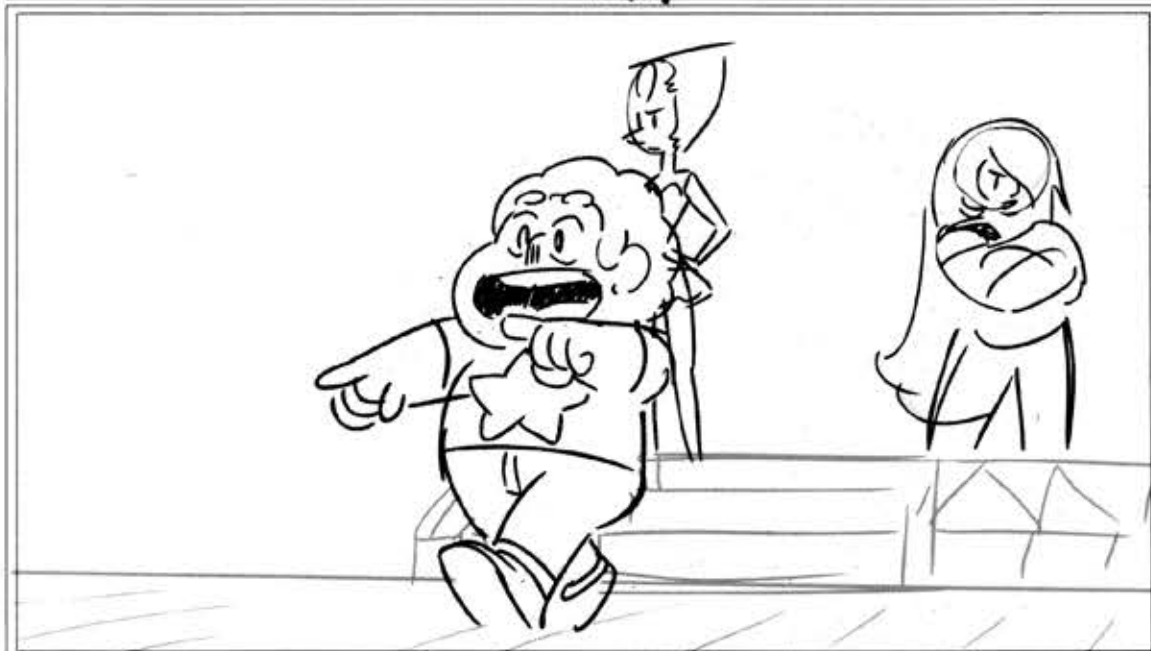
1020.010

1020.010

1020.010

Scene	Panel
42 CONT	3

Slugging
0.08

Scene	Panel
43	1

Slugging
0.06

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
43 CONT	2

B6
S1A

IN

Action Notes
Steven IN.

Slugging
0.05

Scene	Panel
43 CONT	3

B6
S1A
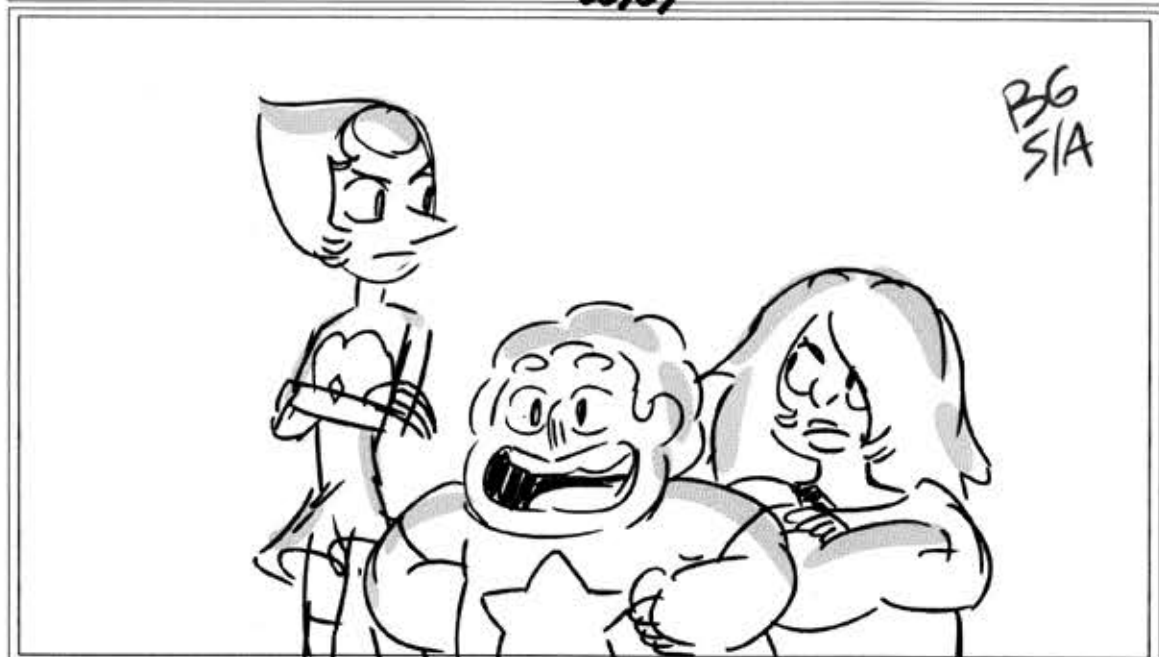
Dialogue
STEVEN: Today's gonna be all about...

Slugging
2.10

JUN 2 6 2013

Scene		Panel	
	43 CONT		4

Dialogue
STEVEN: HAAAARRRRRMMOOOOO

Slugging
2.02

Scene		Panel	
	43 CONT		5
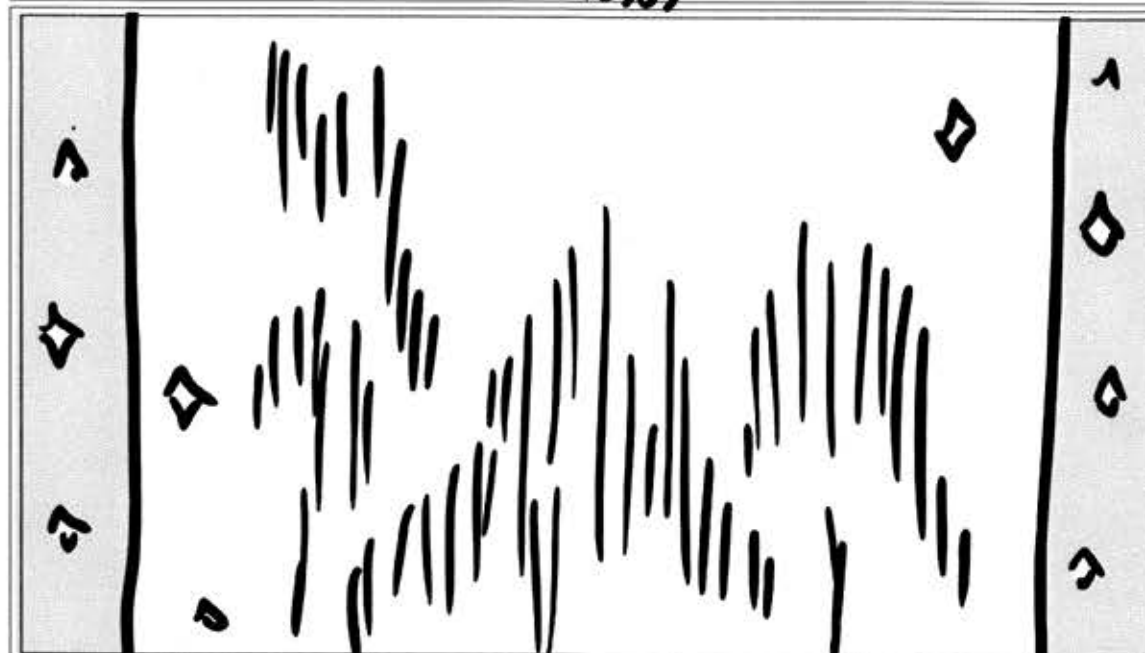
Dialogue
STEVEN: HAAAARRRRRMMOOOOO

Slugging
1.01

JUN 2 6
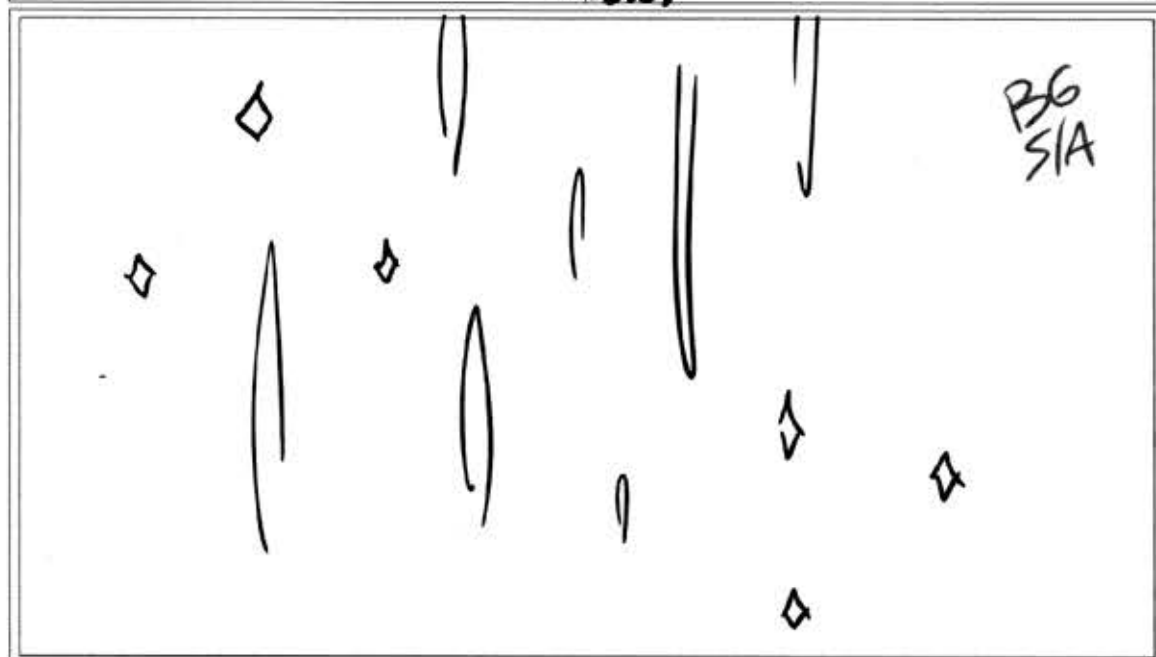
1020.010

Scene	Panel	Scene	Panel
43 CONT	6	44	1

BG
SIA

Slugging
0.11

Slugging
0.06

JUN 2 6 2013

1020.010

Scene	Panel
44 CONT	2

Slugging
0.06

Scene	Panel
44 CONT	3
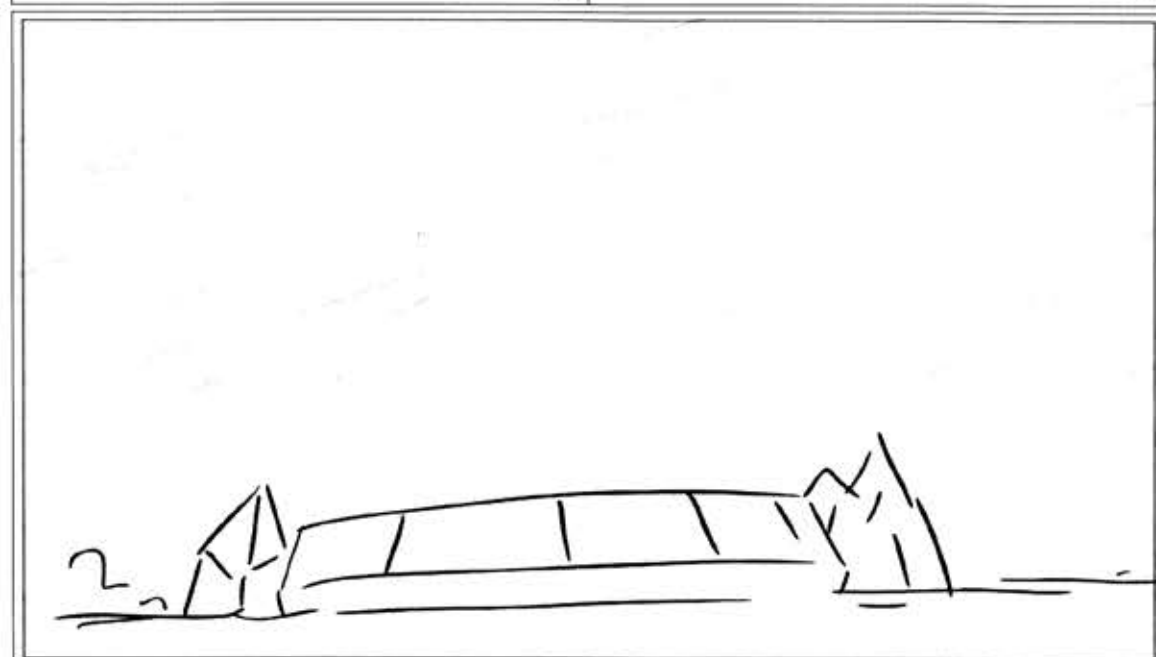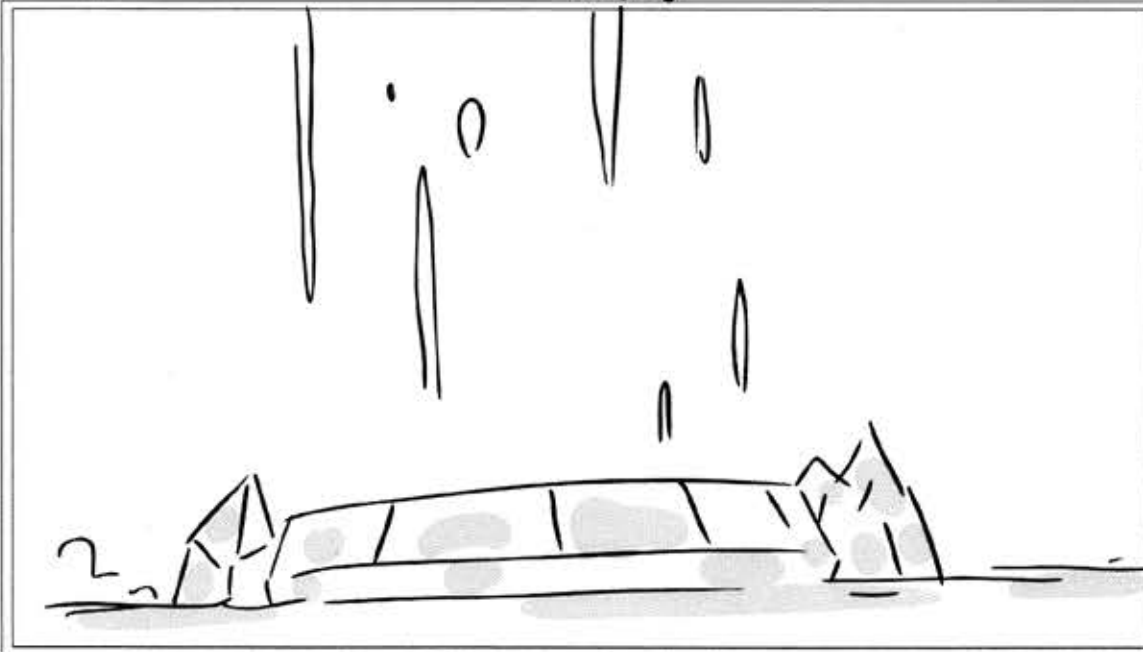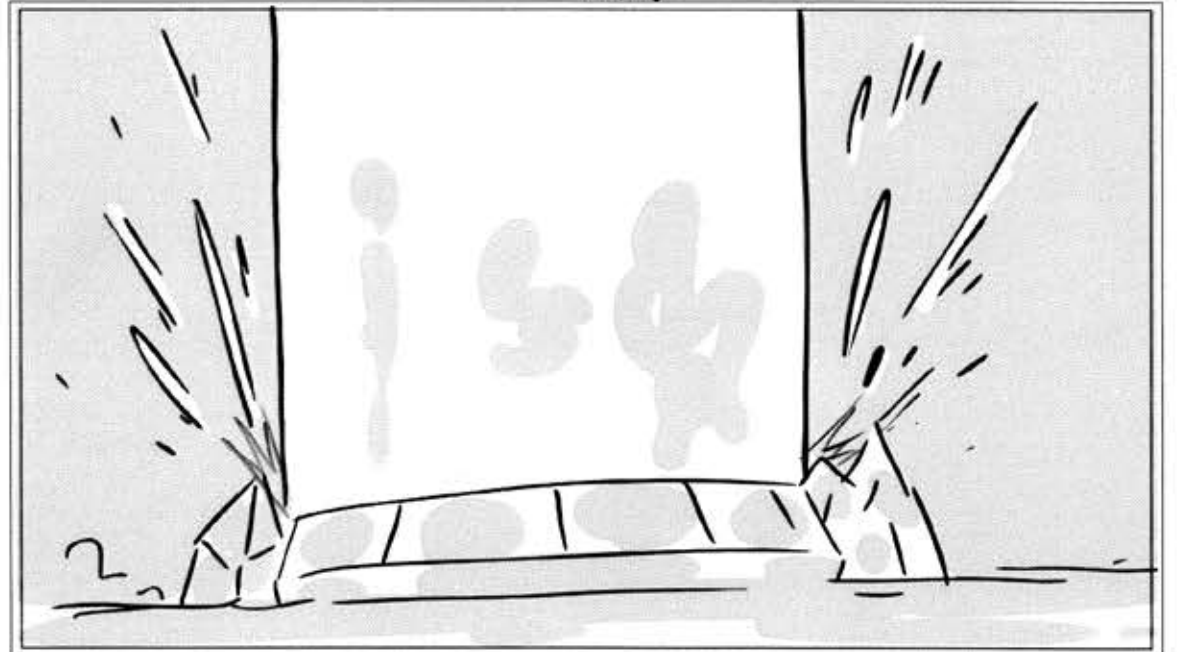
Dialogue
STEVEN: OOOOONNNNNYYYYYYY!!!!!

Slugging
0.10

JUN 2 6 201.

1020.010

1020.010

1020.010

Scene	Panel
44 CONT	4
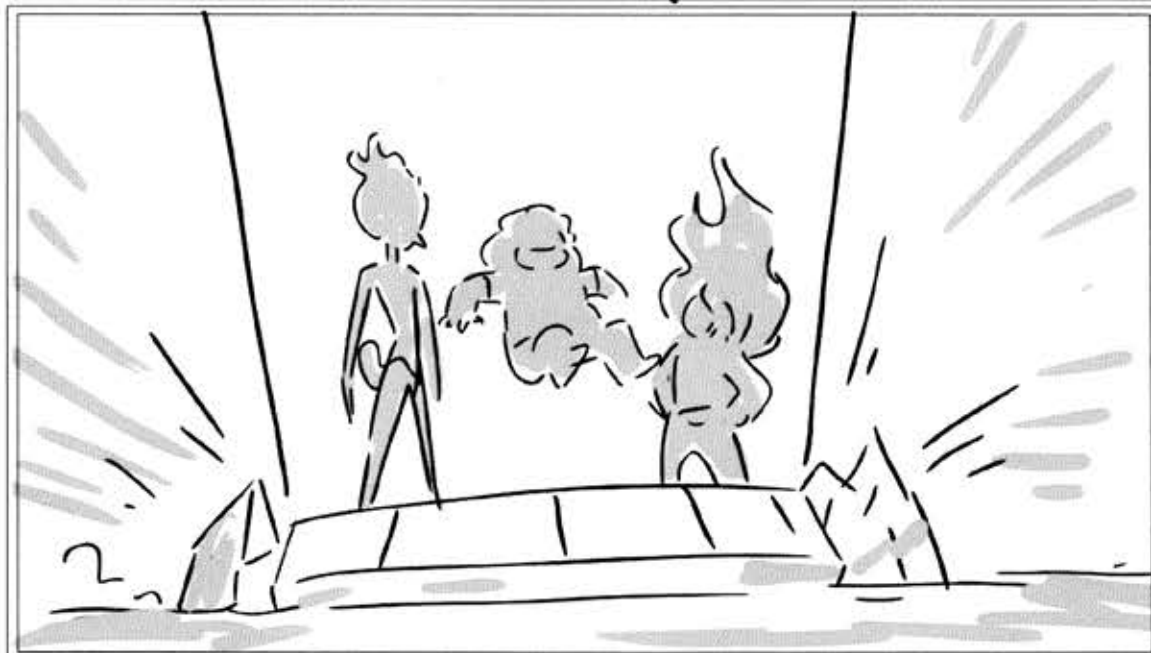
Dialogue
STEVEN: OOOOONNNNNYYYYYYY!!!!!

Slugging
0.06

Scene	Panel
44 CONT	5

Dialogue
STEVEN: OOOOONNNNNYYYYYYY!!!!!

Slugging
1.05

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
44 CONT	6

Dialogue
STEVEN: OOOOFFF

Slugging
1.04

Scene	Panel
44 CONT	7
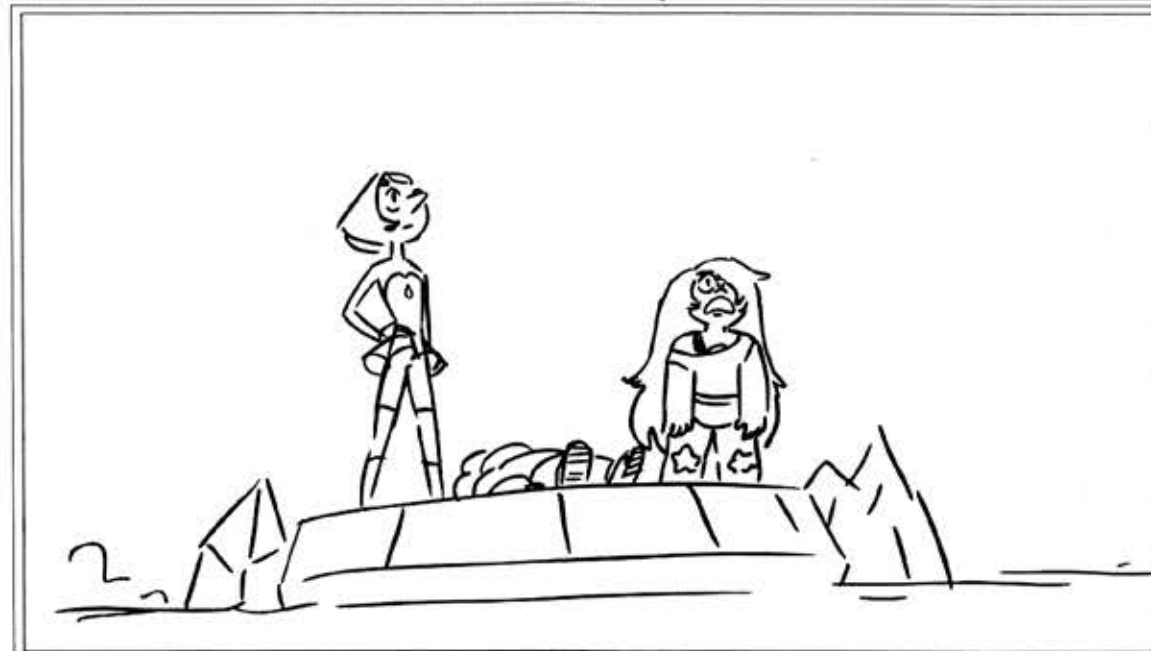
Dialogue
AMETHYST: aaawwwwwww

Slugging
1.13

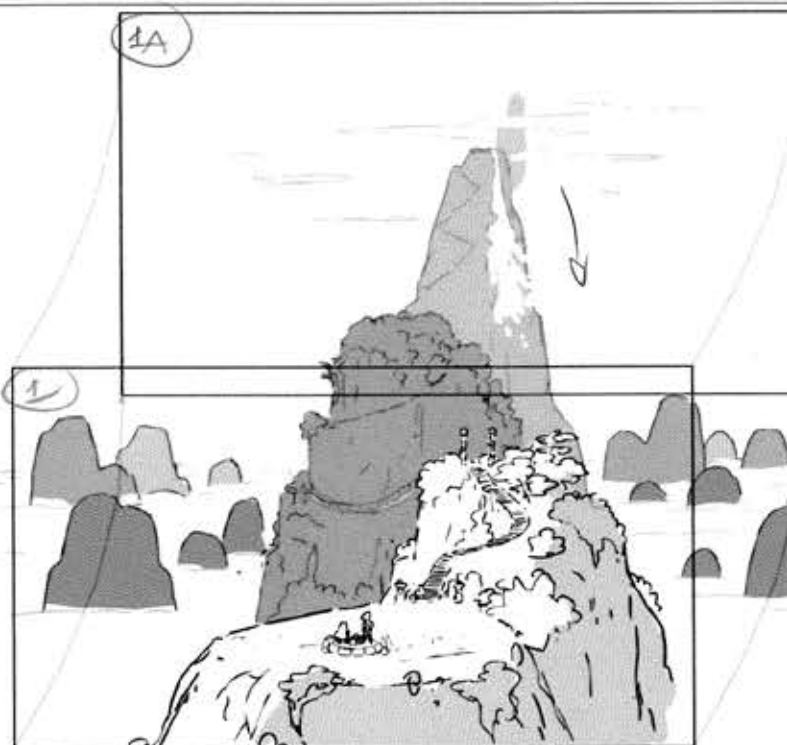JUN 26 2013

Scene		Panel
	45	1

Dialogue
AMETHYST: This is gonna take us all day isn't it!

Slugging
ADJ: 3.08
Then HOLD: 0.09

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
46	1

Dialogue
STEVEN: WHOOOOAAH!

Action Notes
STEVEN in

Slugging
Before Steven comes IN: 0.02
Steven IN: 1.14

Scene	Panel
46 CONT	2

BG
S/A
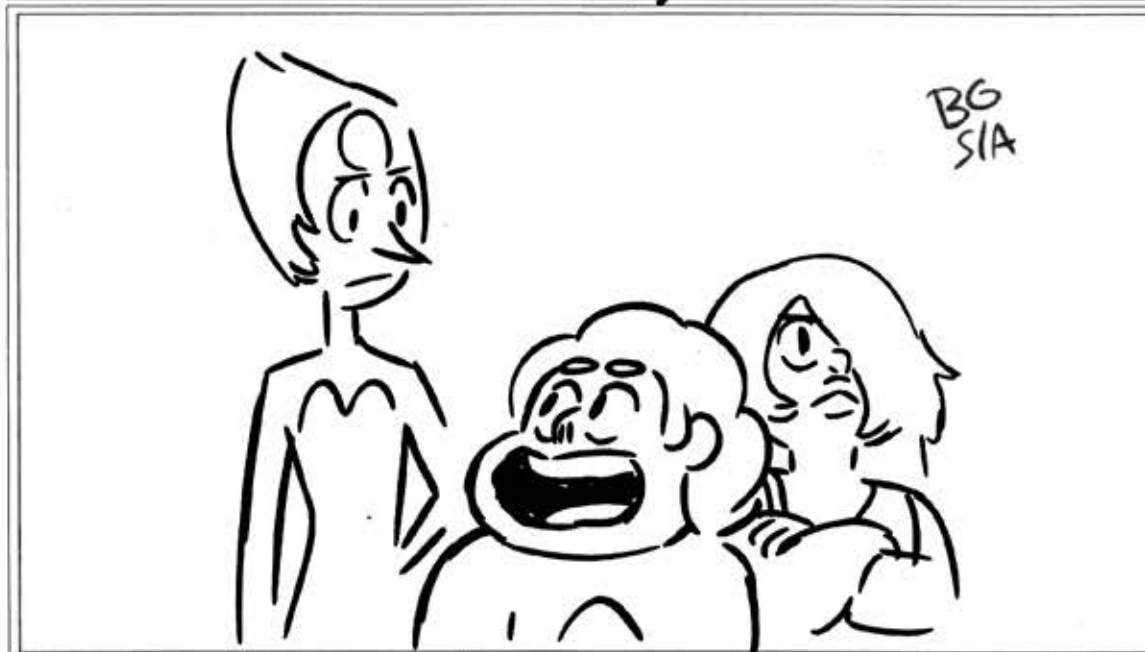
Dialogue
STEVEN: Is this where the Heaven beetle lives?

Slugging
2.12

JUN 26 2013

1020.010

1020.010

1020.010

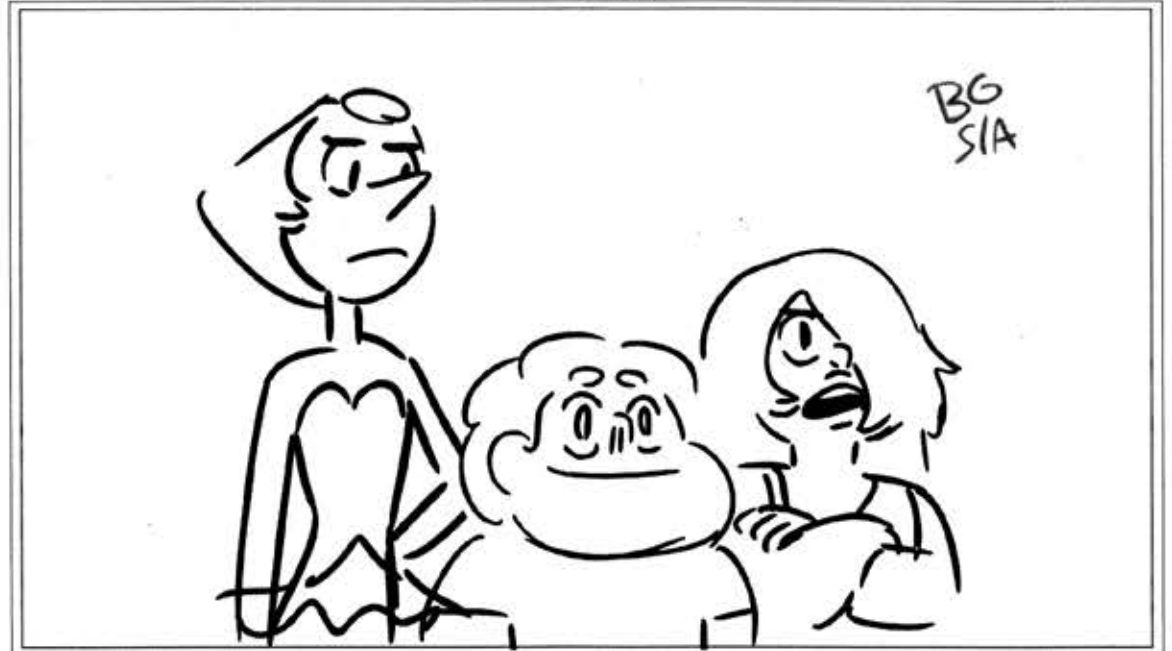| Scene	Panel
46 CONT	3

BG
S/A
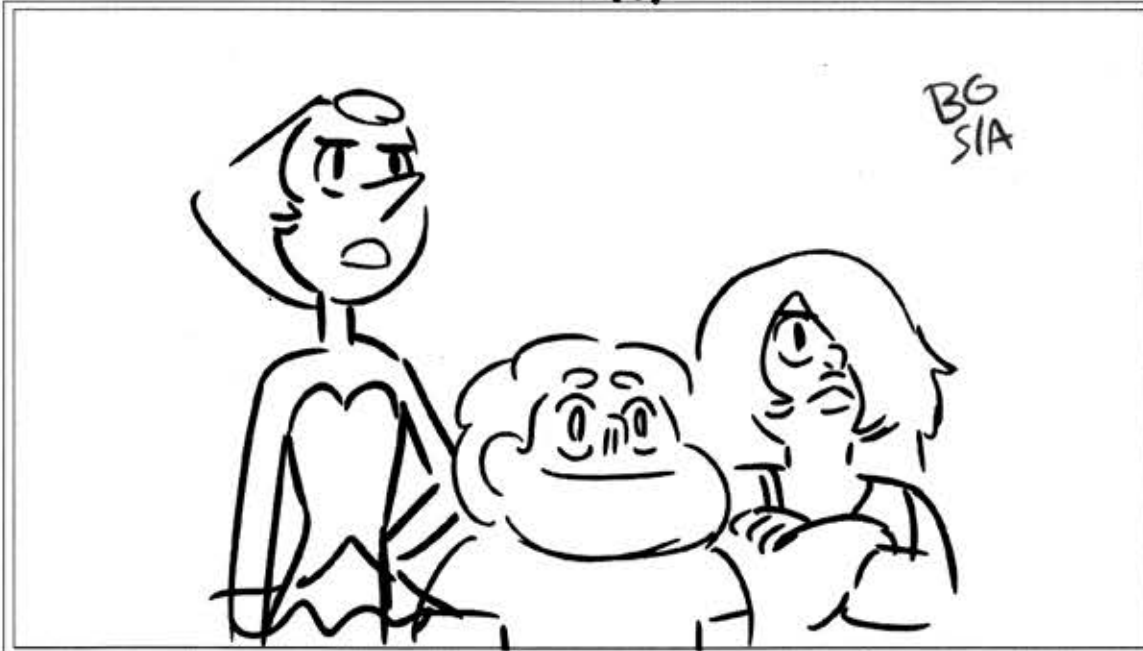
Dialogue
PEARL: APPARENTLY.

Slugging
1.07

Scene	Panel
46 CONT	4

BG
S/A

Dialogue
AMETHYST: All the way at the top.

Slugging
2.13

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
46 cont	5

BG
S/A

Dialogue
STEVEN: So... when you fuse do you turn into a

Slugging
4.10

Scene	Panel
46 cont	6

BG
S/A

OVS   OVS

Dialogue
STEVEN: ...giant...

Slugging
0.12

JUN 2 6 2013

Scene	Panel
46 CONT	7

BG
S/A
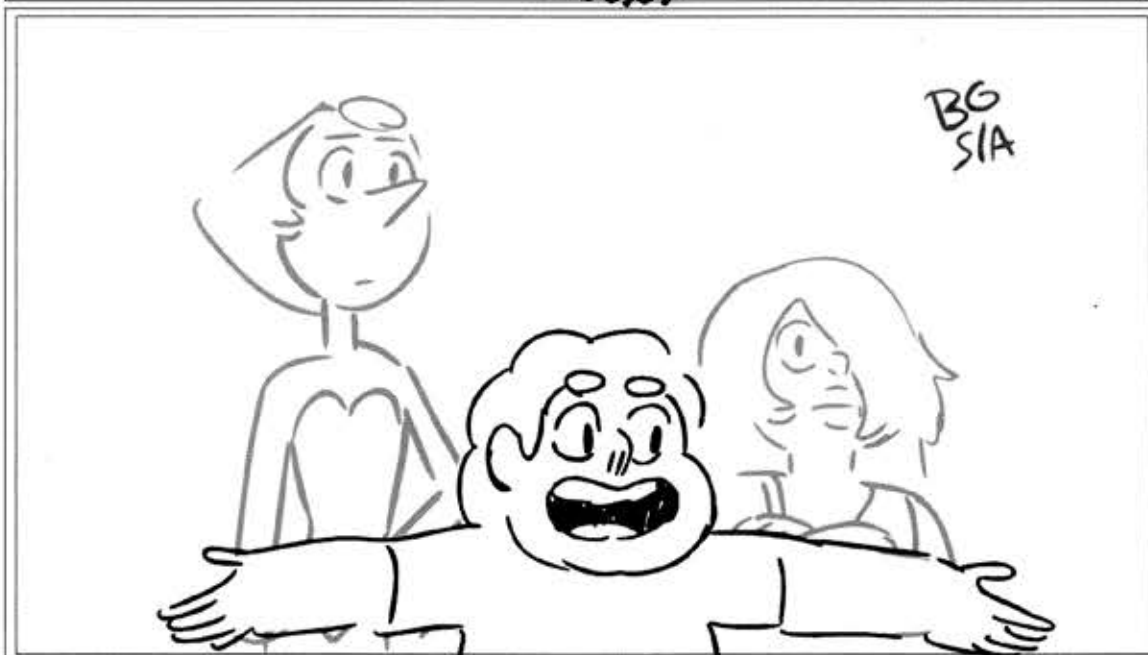
Dialogue
STEVEN: ...giant woman...

Slugging
1.06

Scene	Panel
46 CONT	8

BG
S/A

Dialogue
STEVEN: or just a regular sized giant woman?

Slugging
3.04

JUN 2 6 2013

Scene	Panel		Scene	Panel
	46 CONT	9	47	1

BG
S/A

Dialogue
AMETHYST: uuuuggghhh

Slugging
0.15

Dialogue
STEVEN: Does one of you control the right arm...

Slugging
Panels 1 + 2 = 2.08

Notes
H.U. Steven, Amethyst and Pearl to the previous scene.

JUN 2 6 2013

Scene	Panel
47 CONT	2

Dialogue
STEVEN: Does one of you control the right arm...

Scene	Panel
47 CONT	3

Dialogue
STEVEN: ...and the other...

Slugging
0.12

JUN 2 6 2013

1020.010

1020.010

Scene	Panel	Scene	Panel
47 CONT	4	47 CONT	5

Dialogue
STEVEN: ...control the left arm?

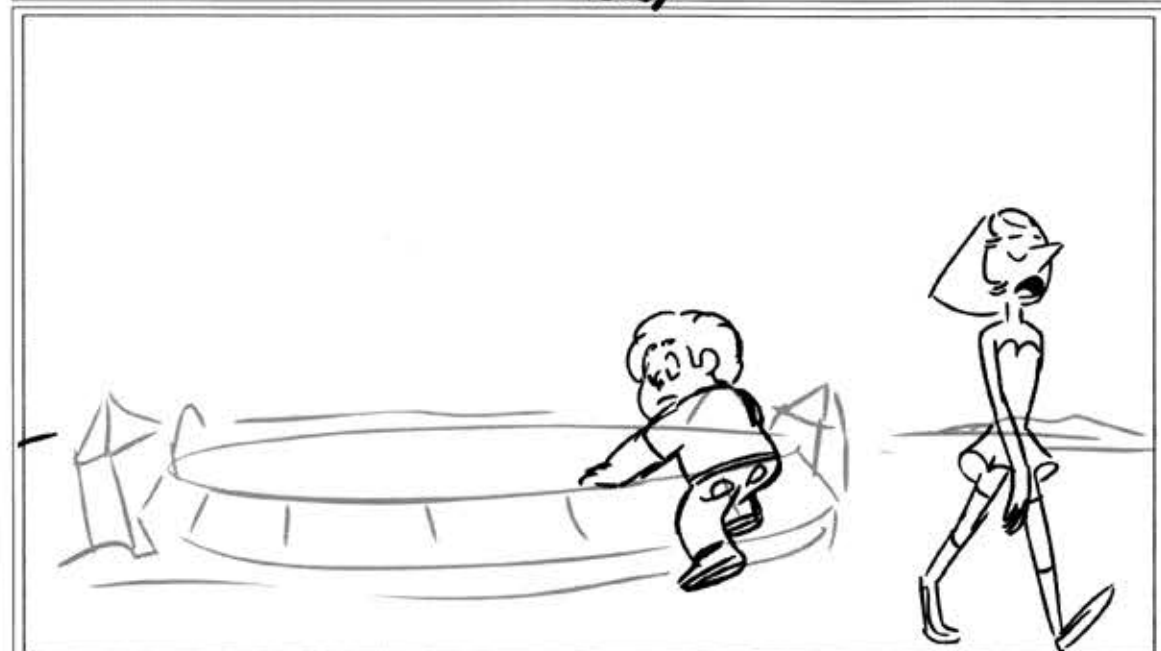Action Notes
Amethyst OUT screen right.

Slugging
1.10

Dialogue
PEARL: Come on Steven.

Action Notes
Pearl OUT screen right.

Slugging
2.02

JUN 2 6 2013

1020·010

Scene	Panel
47 CONT	6

Dialogue
STEVEN: Wait!

Slugging
1.01

Scene	Panel
47 CONT	7
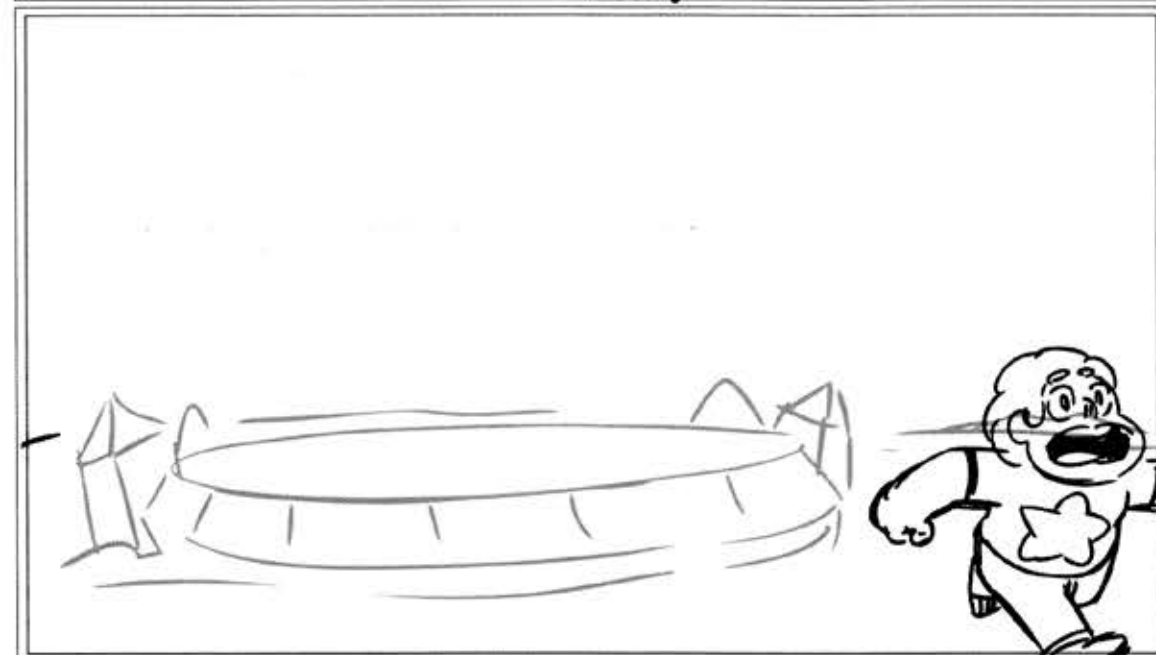
Dialogue
STEVEN: These are extremely important questions!

Slugging
3.11

JUN 26 2013

Scene	Panel
48	1

Slugging
0.08

Scene	Panel
48 CONT	2

Action Notes
Pearl IN.

Slugging
0.08

JUN 2 6 2013

1020·010

Scene	Panel		Scene	Panel	
48	CONT	3	48	CONT	4
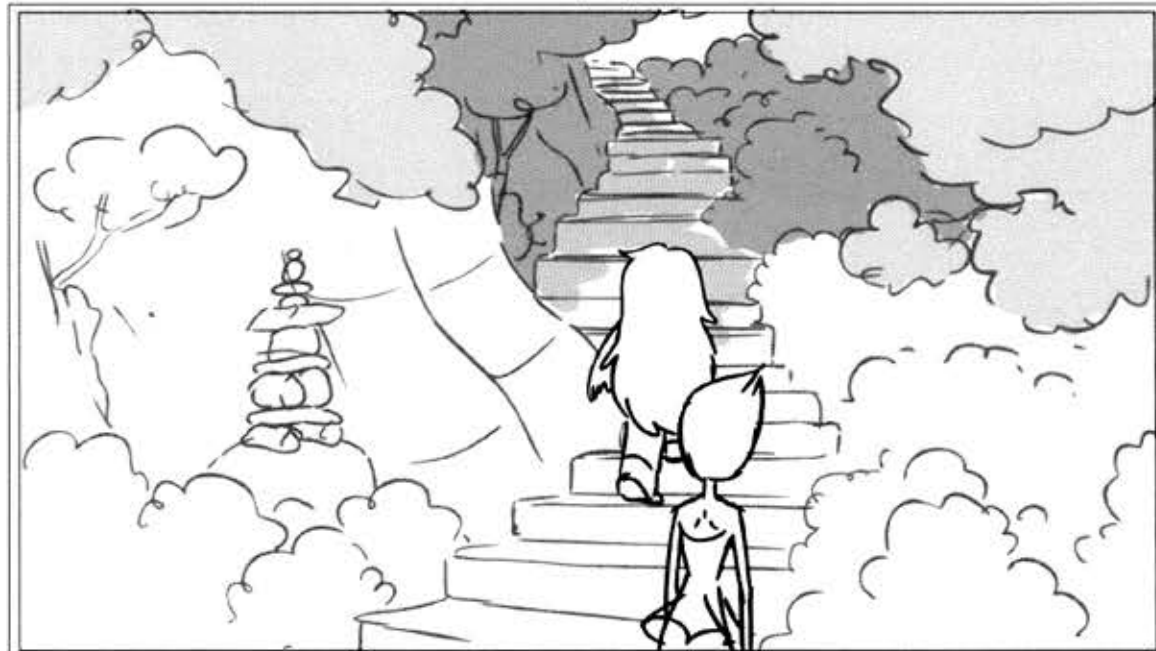
Slugging
0.08

Action Notes
Steven IN.

Slugging
0.14

JUN 2 6 2013

1020.010

Scene	Panel
48 CONT	5

Dialogue
STEVEN: Wheew

Slugging
1.10

Scene	Panel
48 CONT	6
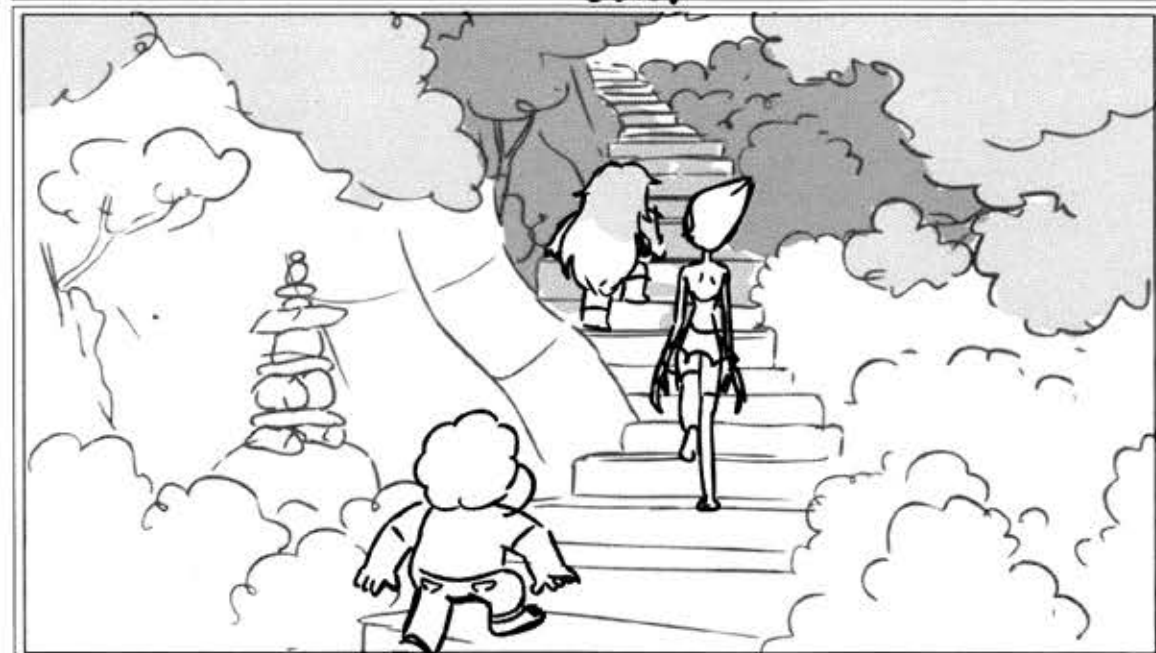
Dialogue
STEVEN: There sure are a lot of stairs...

Slugging
1.01

JUN 2 6 2013

Scene	Panel
48 CONT	7

Dialogue
STEVEN: ...a lot of stairs...

Slugging
2.01

Scene	Panel
48 CONT	8
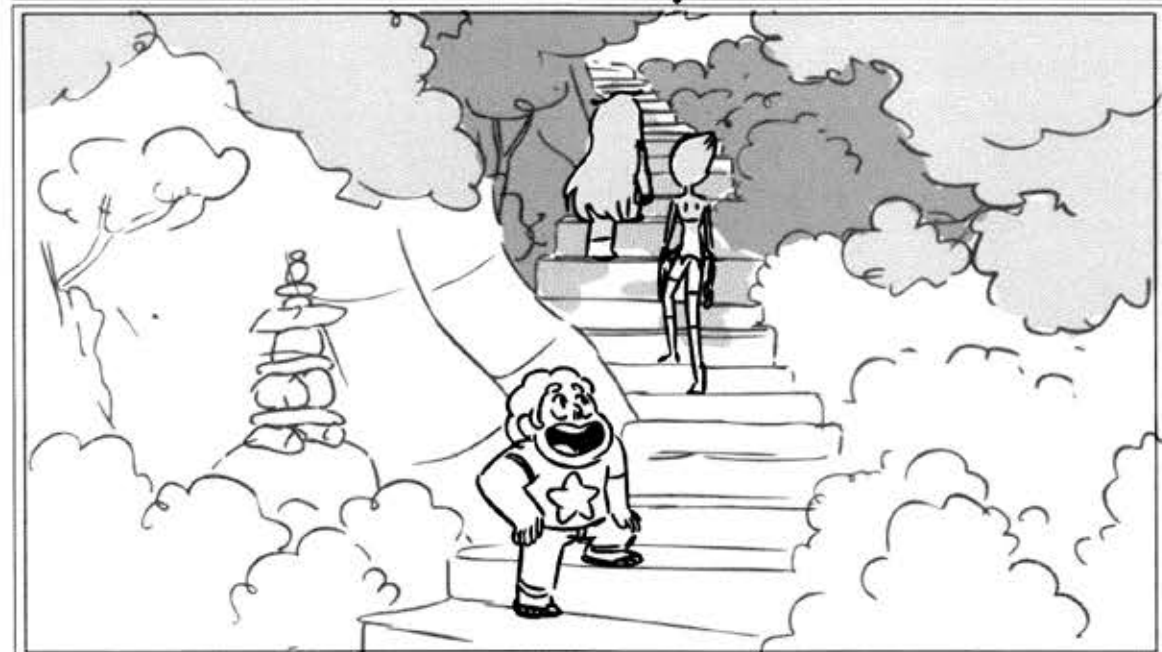
Dialogue
STEVEN: How bout you form Opal and

Slugging
Panels 8 to 10 = 6.04

JUN 2 6 2013

Scene	Panel
48 CONT	9
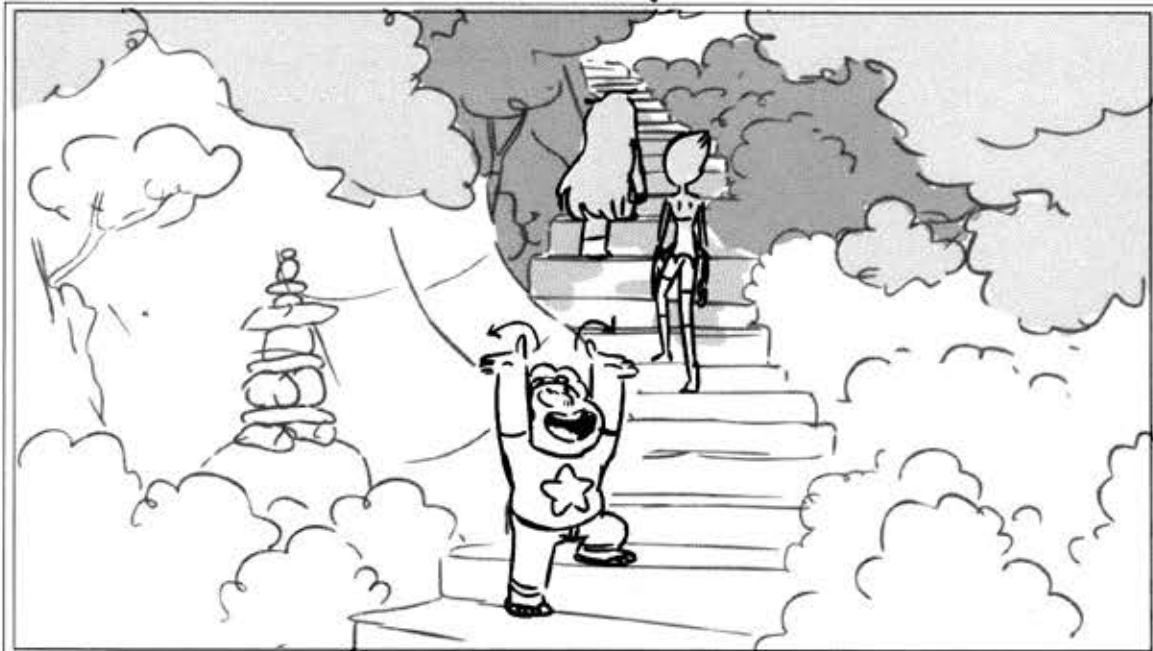
Dialogue
STEVEN: give me a

Scene	Panel
48 CONT	10
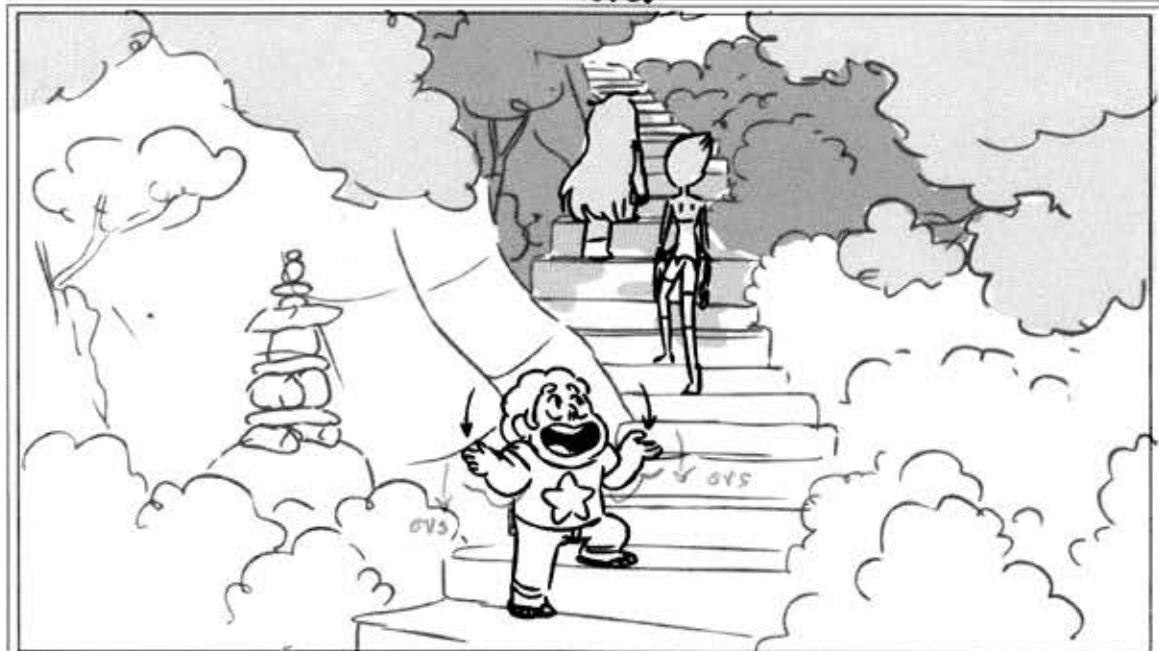
Dialogue
STEVEN: piggy back ride?

JUN 2 6 2013

1020.010

1020·010

1020·010

Scene	Panel	Scene	Panel
48 CONT	11	49	1
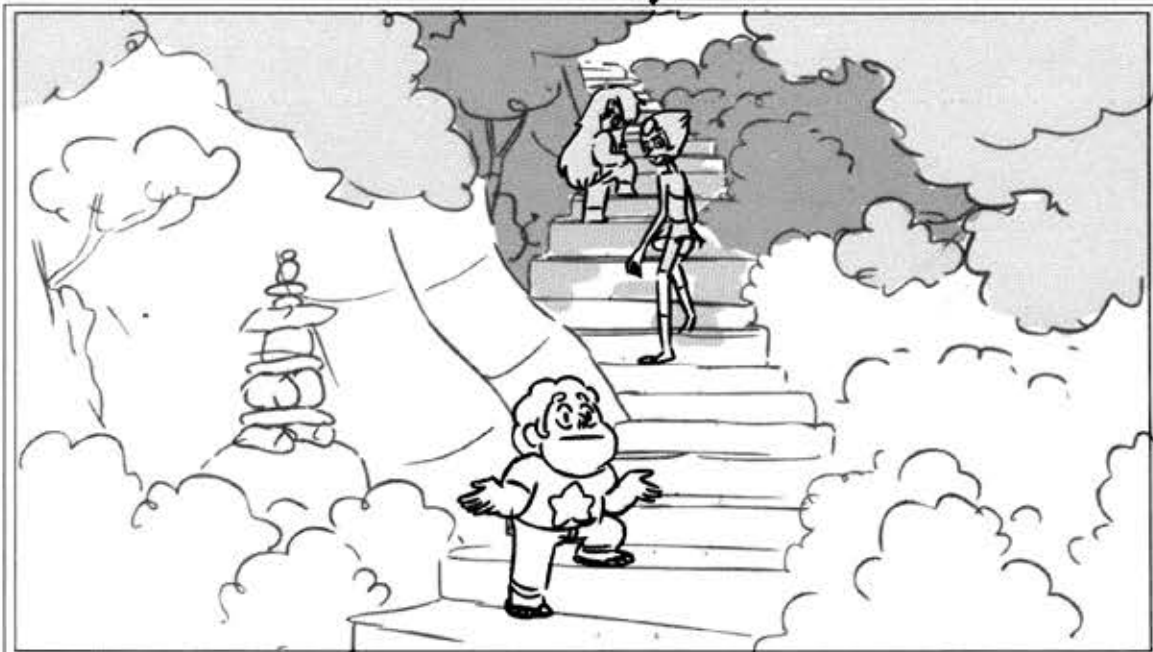
Dialogue
PEARL + AMETHYST: NOOO!

Slugging
1.08

Slugging
2.11
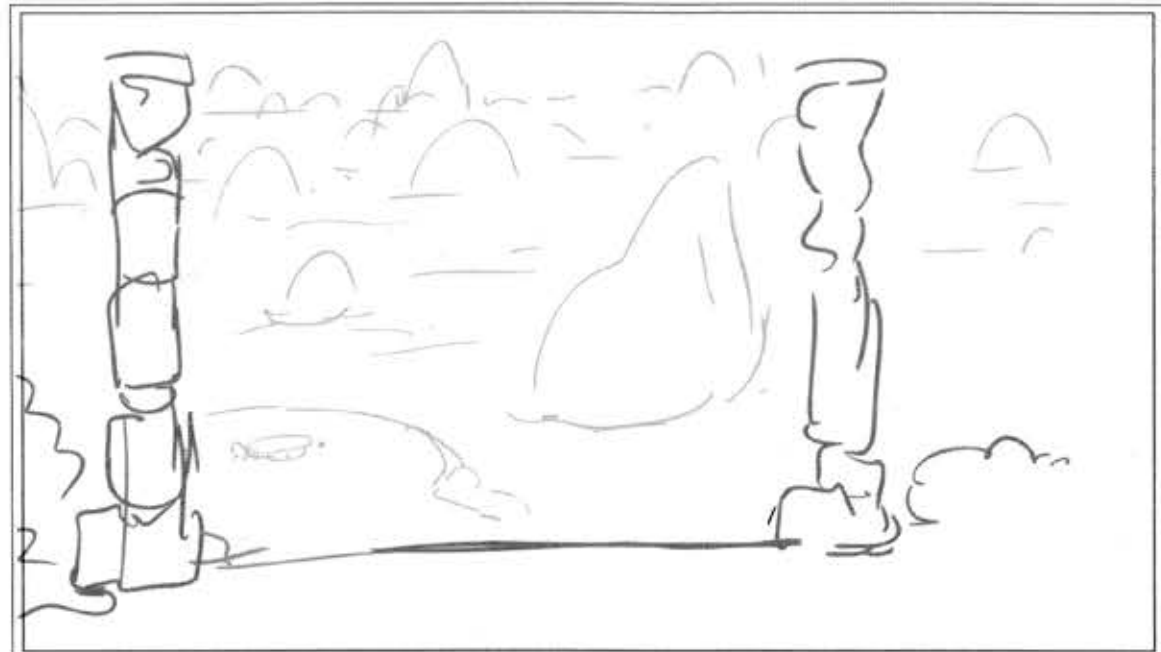
JUN 2 6 2013

Scene	Panel
49 CONT	2
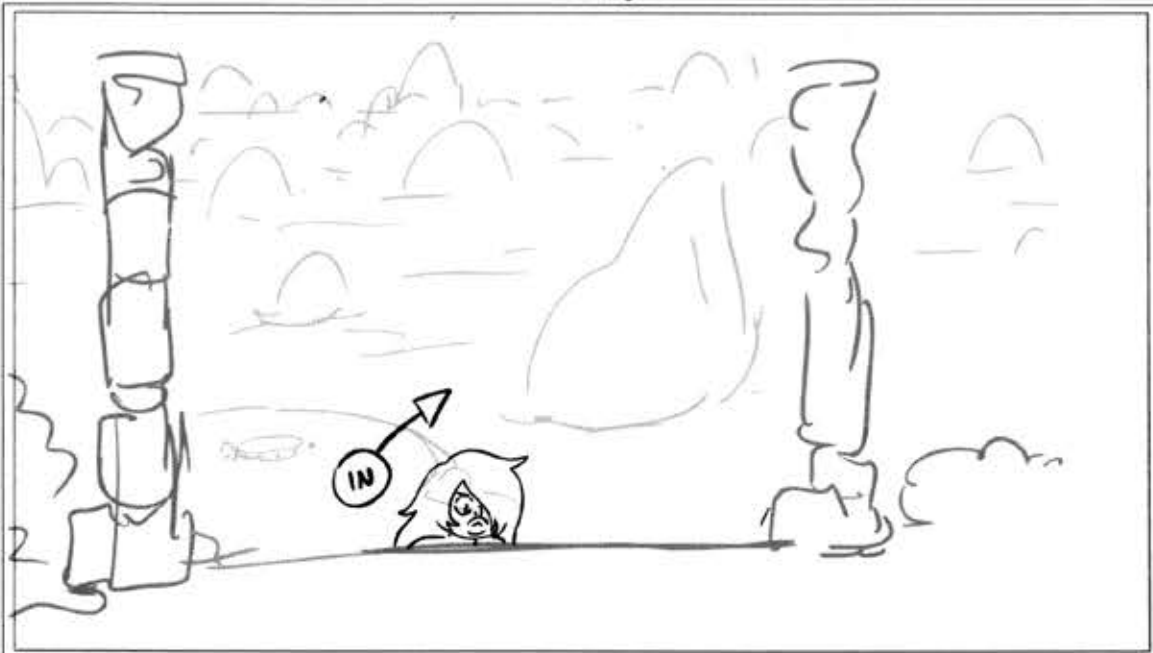
Dialogue
STEVEN: What about if you eat a Hot dog?

Action Notes
Amethyst IN

Slugging
1.13

Scene	Panel
49 CONT	3
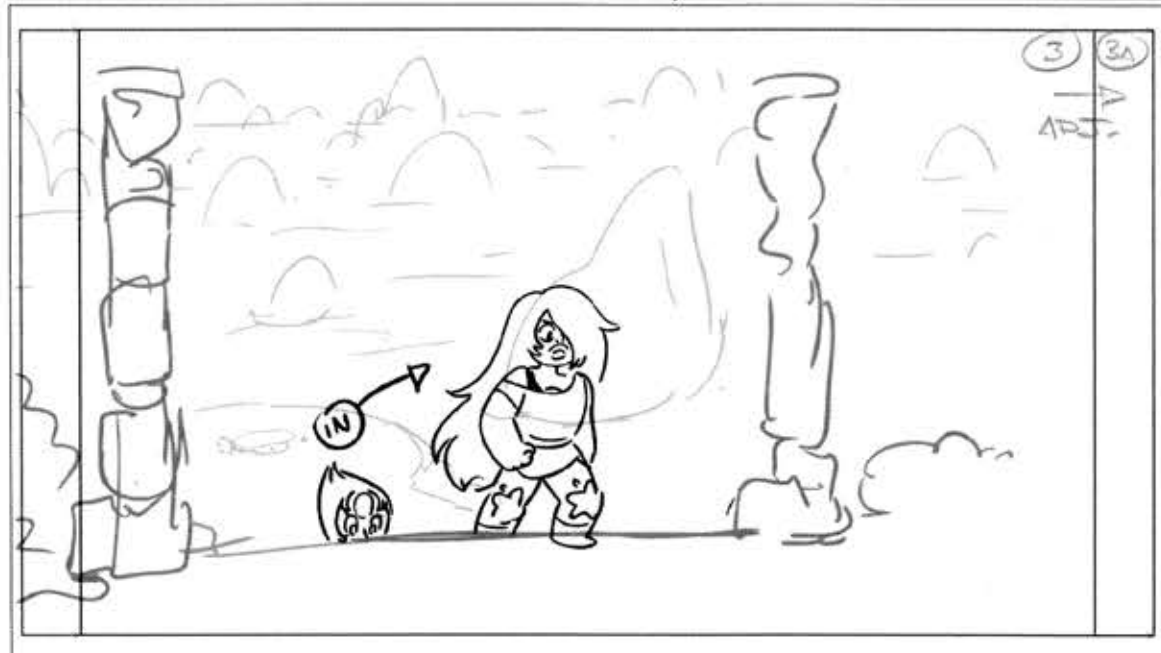
Dialogue
STEVEN: Whose stomach does it go into

Action Notes
Pearl IN

Slugging
ADJ: 1.11

ADJ from panels 3 through 4.

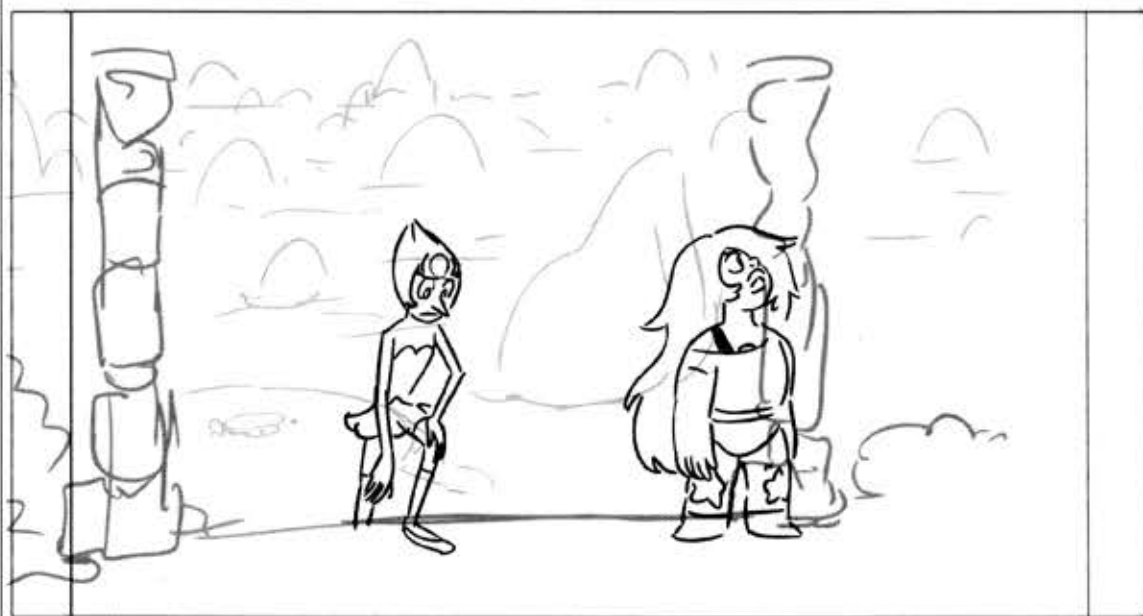JUN 2 6 2013

Scene	Panel	
	49 CONT	4

Dialogue
STEVEN: or do you share the same stomach?

Slugging
ADJ: 1.09

Scene	Panel	
	49 CONT	5

Dialogue
STEVEN: Ha ha...

Action Notes
Steven IN

Slugging
1.08

JUN 2 6 2013

Scene	Panel
49 CONT	6

Dialogue
STEVEN: ...that would be gross!

Slugging
1.15

Scene	Panel
50	1

Action Notes
Bush shacking.

Slugging
0.04

Notes
H.U. Poses to previous scene.

JUN 2 6 2013

Scene	Panel		Scene	Panel
	50 CONT	2	51	1

PULL OUT

SLOW IN
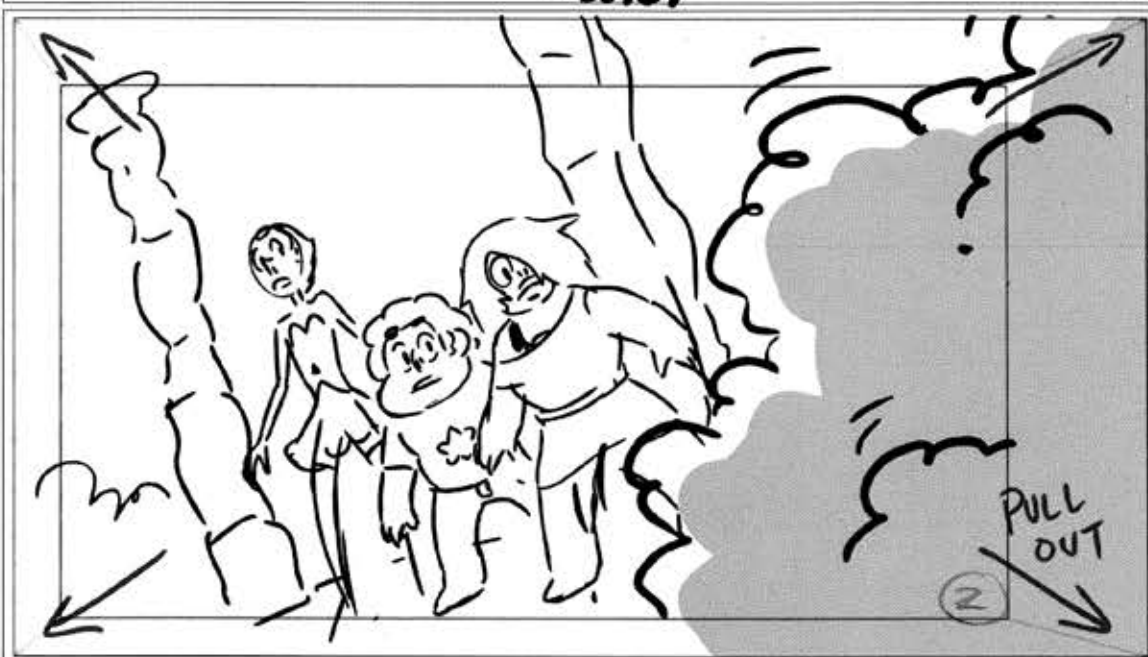
Action Notes
Camera pulls out reveal bush shacking.

Slugging
ADJ: 0.04
Then HOLD: 1.02

Action Notes
Camera trucks into rustling bush slowly.

Bush shacking.

Slugging
ADJ: 2.10

JUN 2 6 2013

Scene	Panel
52	1

Slugging
0.06

Scene	Panel
52 CONT	2

Action Notes
Camera adjust with A as she pulls out whip

Slugging
ADJ: 0.06

ADJ through panels 2 to 3.

JUN 2 6 2013

1020.010

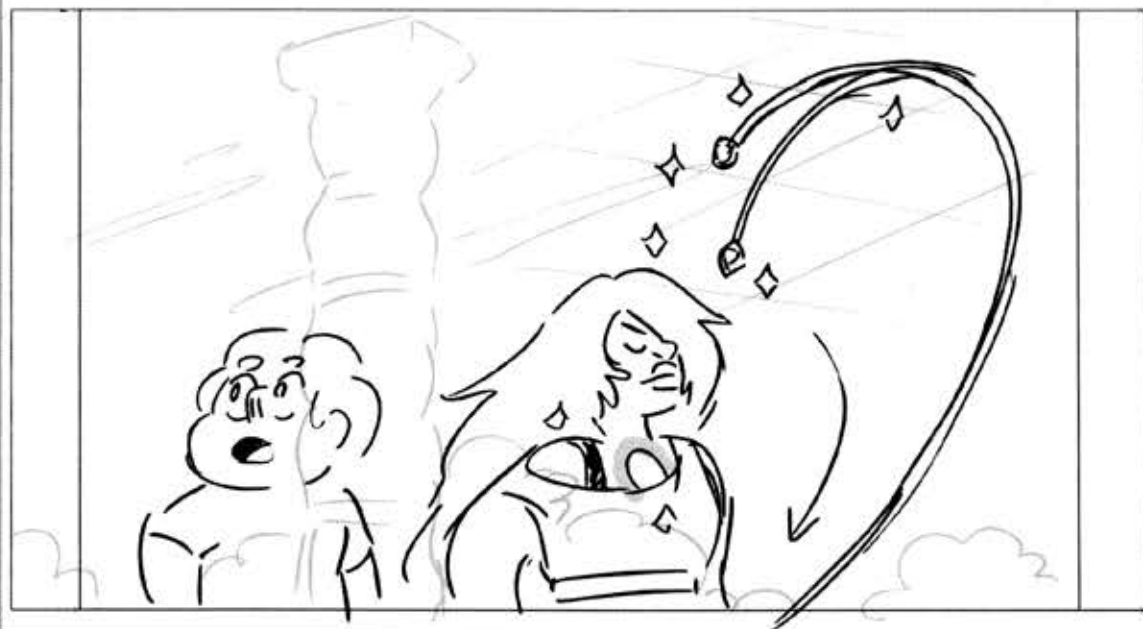1020.010

1020.010

Scene	Panel	
	52 CONT	3

Slugging
0.04

Scene	Panel	
	52 CONT	4

Action Notes
Pearl walks IN with spear

Slugging
0.06

JUN 2 6 2013

Scene	Panel	Scene	Panel
52 CONT	5	52 CONT	6
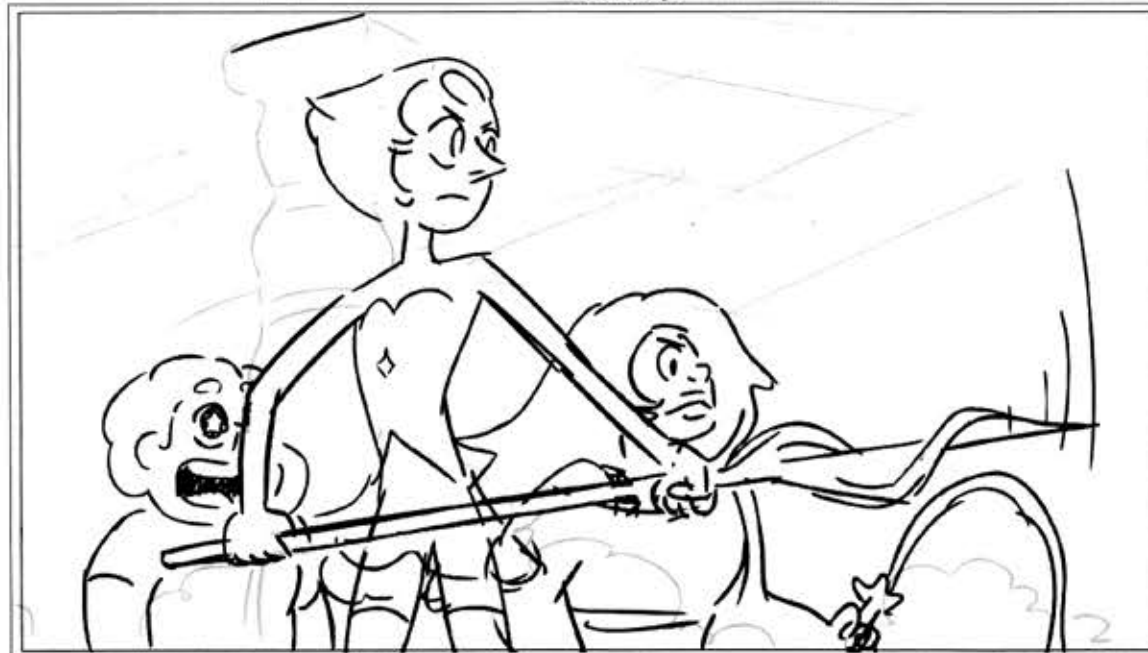
Slugging
0.06

Slugging
1.03

JUN 2 6 2013

Scene	Panel
53	1

Action Notes
Bush shacking.

Slugging
1.10

Scene	Panel
53 CONT	2

Action Notes
Camera adjust with Steven Jr. as he comes out of bush

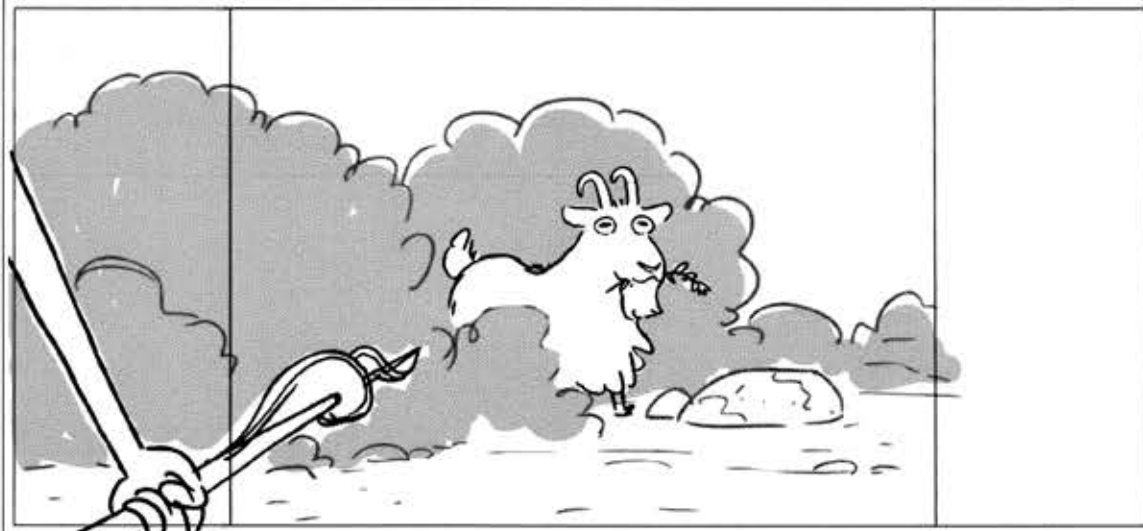**Slugging**
ADJ: 0.07

ADJ through panels 2 to 5.

JUN 2 6 2013

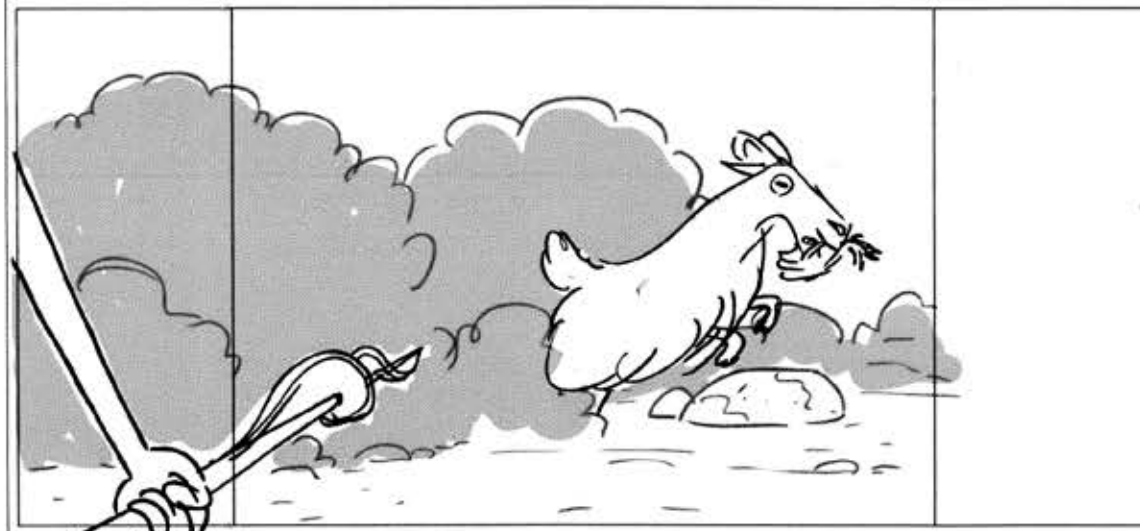| Scene	Panel	
53 CONT		3

Slugging
ADJ: 0.04

Scene	Panel	
53 CONT		4

Slugging
ADJ: 0.04

JUN 2 6 2013

Scene	Panel
53 CONT	5

Slugging
ADJ: 0.05
Then HOLD: 0.10

Scene	Panel
53 CONT	6
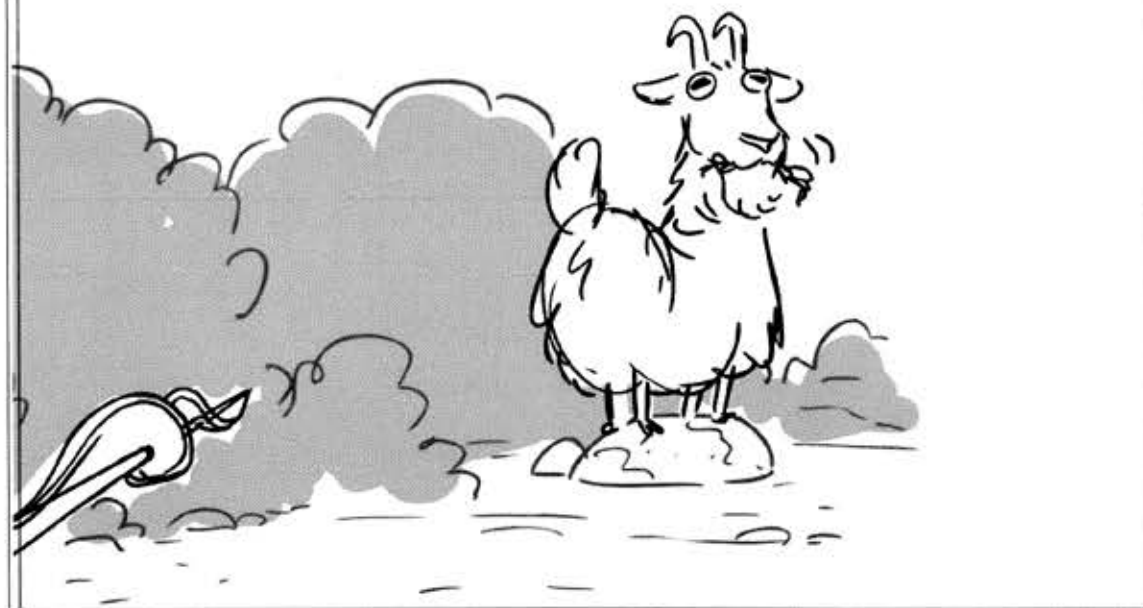
Dialogue
STEVEN (off-screen): GASP! LOOK OUT!

Action Notes
Goat chewing.

Slugging
1.03

JUN 2 6 2013
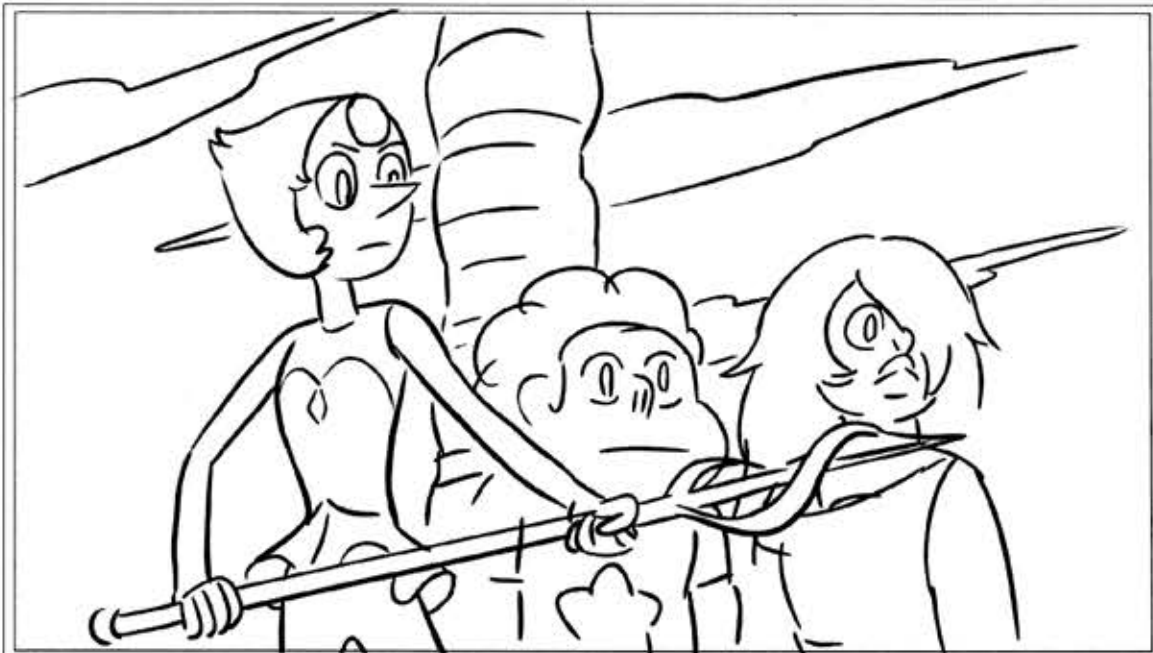
Scene		Panel	
	54		1

Slugging
Panels 1 to 3 = 2.10

Notes
H.U. Pearl spear to previous scene.

Scene		Panel	
	54 CONT		2
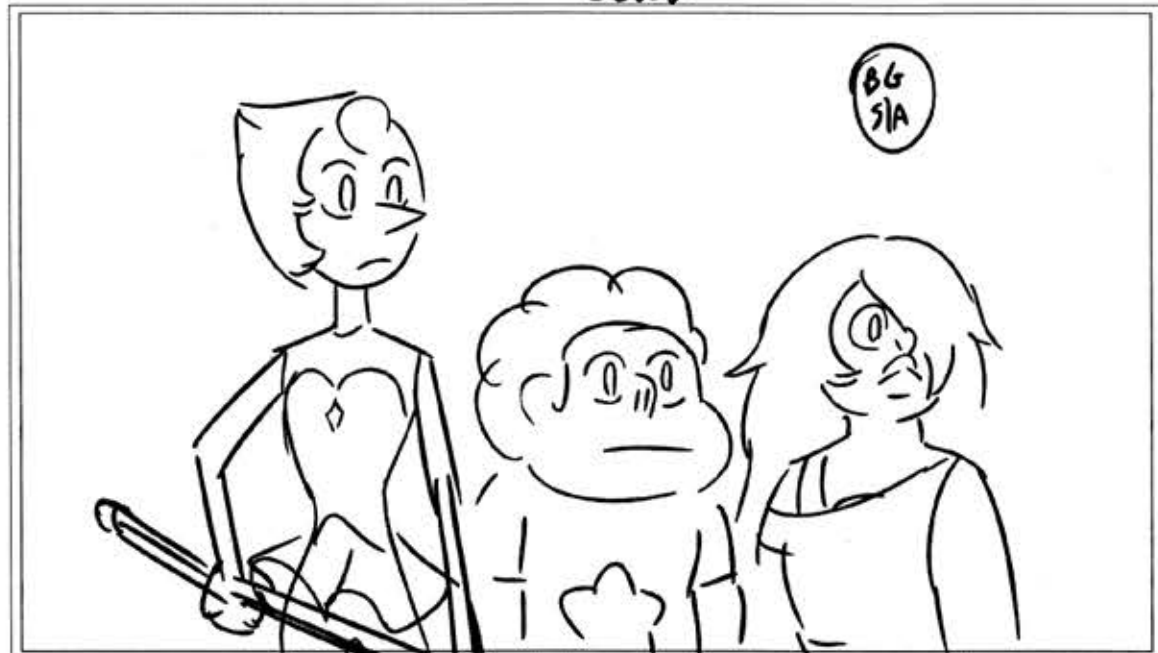
BG S/A

Notes
H.U. Pearl spear to previous scene.

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
54 CONT	3

Dialogue
STEVEN: Look out its a magical Goat gaurdian!

Scene	Panel
54 CONT	4

Dialogue
STEVEN: Quick you have to form Opal...

Action Notes
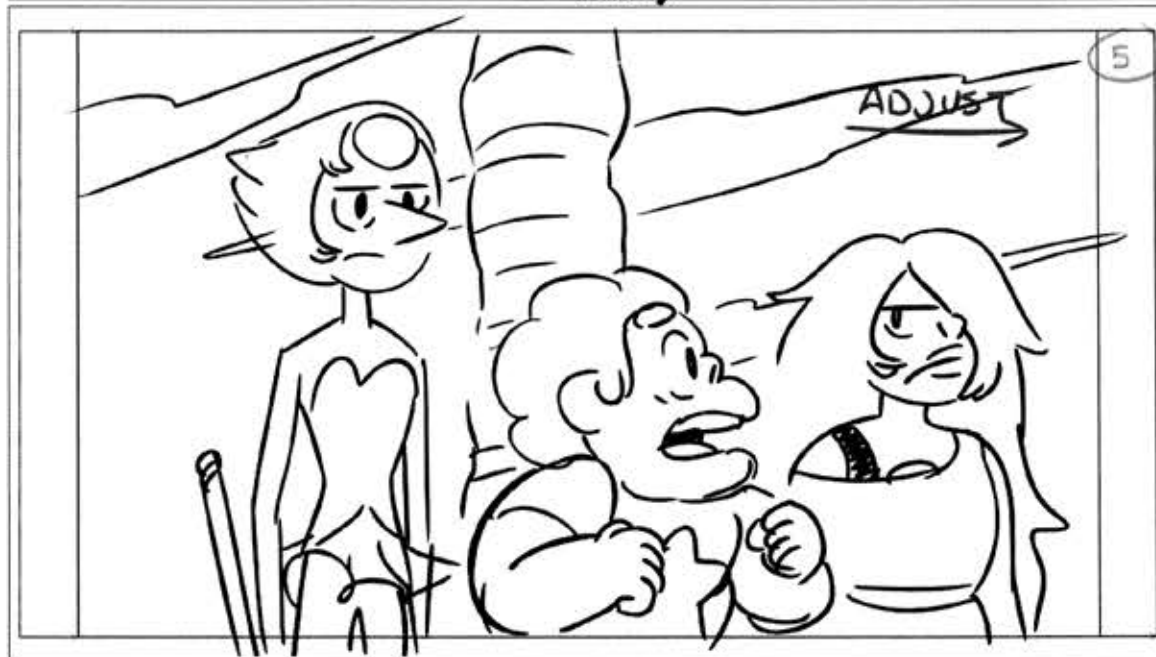Camera adjust to pearl

Slugging
ADJ: 0.05
Then HOLD: 2.05

JUN 2 6 2013

1020.010

Scene	Panel
54 CONT	5

Dialogue
STEVEN: ...its the only way to defeat it!

Action Notes
Camera adjust to Amethyst

Slugging
ADJ: 0.05
Then HOLD: 1.14

Scene	Panel
55	1

Dialogue
STEVEN: Hurry before it kills us all!

Slugging
Panels 1 + 2 = 3.02

Notes
H.U. all to previous scene.

JUN 2 6 2013

Scene		Panel		Scene		Panel	
	55 CONT		2		55 CONT		3

Dialogue
STEVEN: Hurry before it kills us all!

Action Notes
Steven ducks down

Notes
H.U. all to previous scene.

Slugging
1.05

JUN 2 6 2013

Scene		Panel	
	55	CONT	4

Slugging
0.13

Scene		Panel	
	55	CONT	5

Slugging
1.00

JUN 2 6 2013

Scene	Panel
55 CONT	6

Dialogue
PEARL: (Sigh)

Slugging
1.00

Scene	Panel
56 .	1

Dialogue
PEARL: Steven...

Slugging
1.13

Notes
H.U. Pearl arm pose to previous scene.

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
56 CONT	2

Dialogue
PEARL: ...we only fuse for...

Action Notes
Camera ADJ screen right.

Slugging
ADJ: 2.03

Scene	Panel
56 CONT	3

Dialogue
PEARL: ..deadly situations...

Slugging
2.06

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
56 CONT	4

Dialogue
PEARL: Does this look like...

Action Notes
P turns and walks backwards

Slugging
1.12

Scene	Panel
56 CONT	5
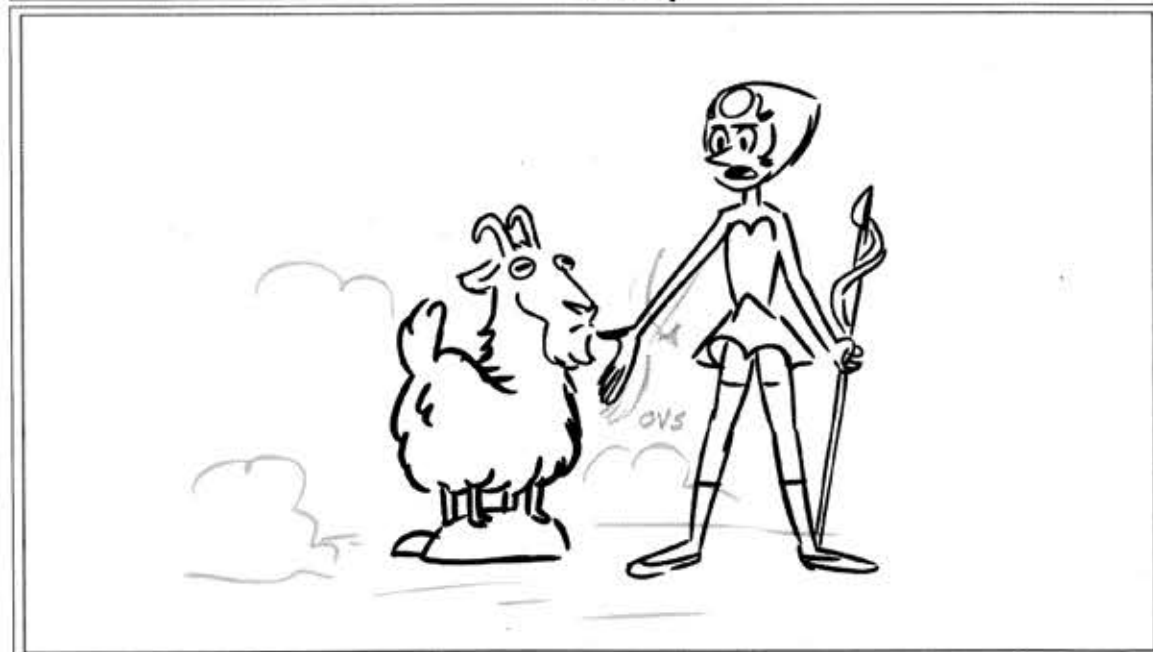
Dialogue
PEARL: ...a deadly situation!

Slugging
2.05

JUN 2 6 2013

Scene	Panel
56 CONT	6
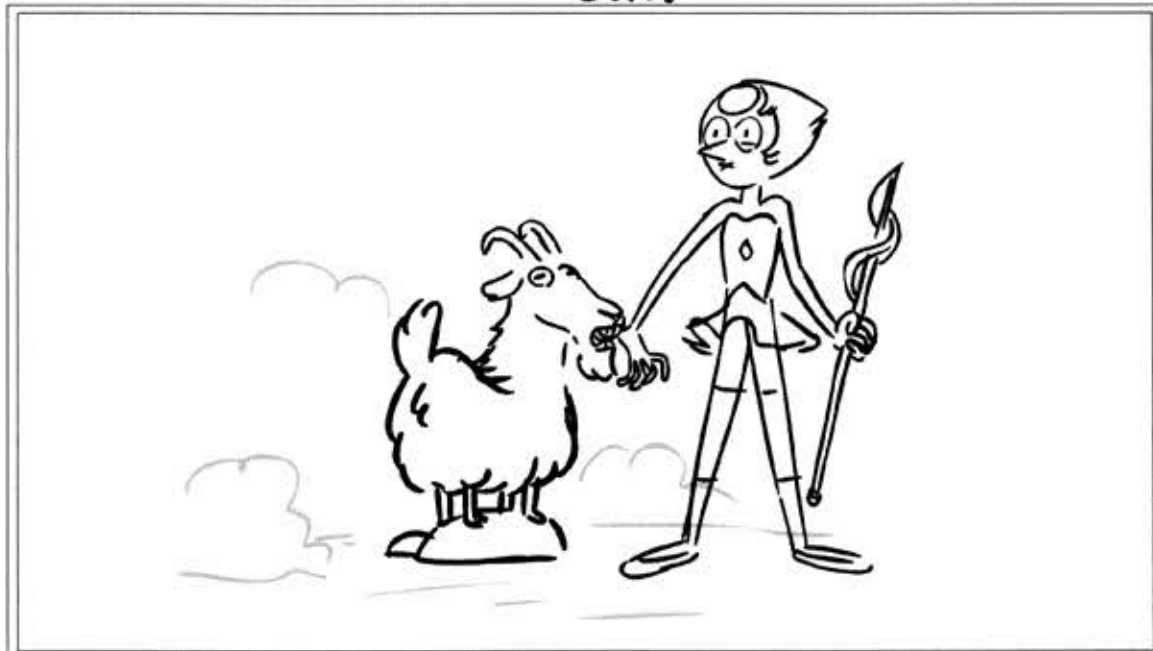
Action Notes
Steven Jr. bites Pearl

Slugging
0.05

Scene	Panel
56 CONT	7

Dialogue
PEARL: HEY!

Action Notes
Pearl pulls away

Slugging
1.09

JUN 2 6 2013

Scene	Panel
56 CONT	8

Dialogue
PEARL: Bad mountain goat!

Slugging
2.01

Scene	Panel
56 CONT	9
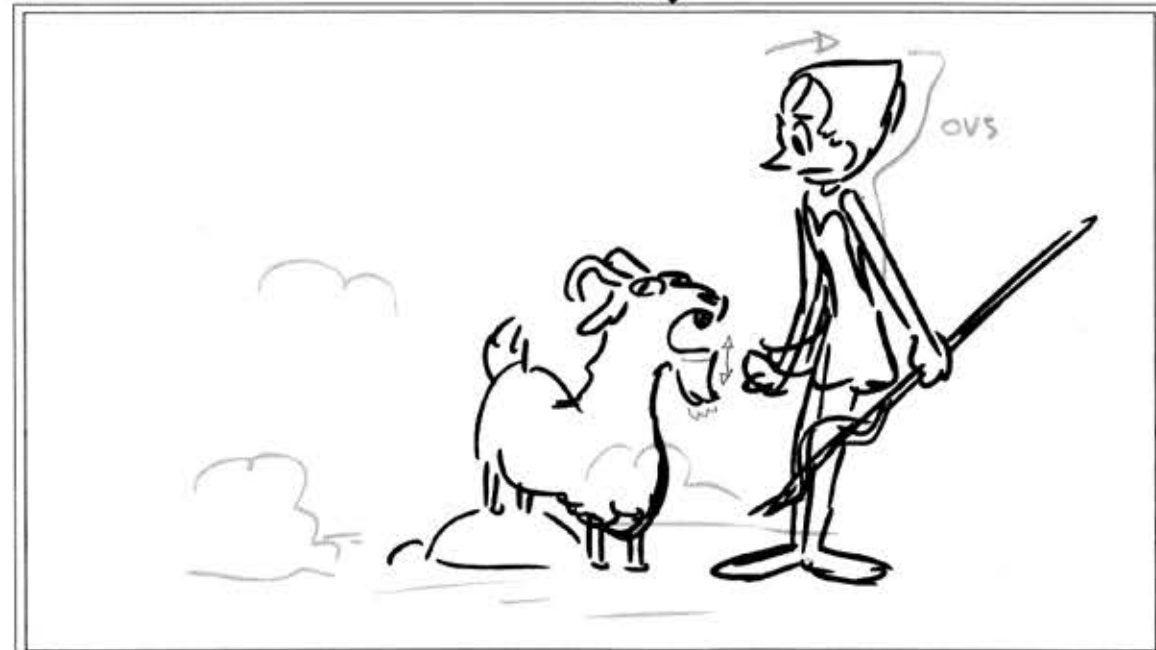
Dialogue
Goat bleats

Slugging
2.03

JUN 2 6 2013

Scene	Panel	Scene	Panel
56 CONT	10	57	1
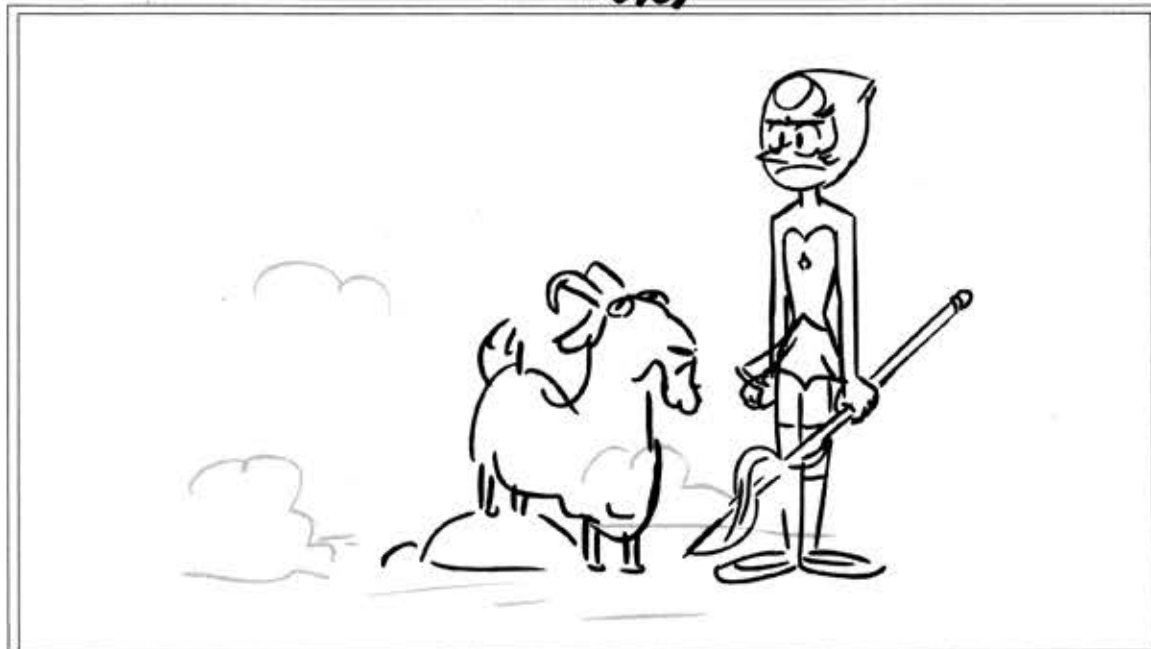
Dialogue
AMETHYST (off-screen): (Laughing)

Slugging
0.15

Dialogue
AMETHYST: (Laughing)

Action Notes
Amethyst Laughter

Slugging
1.00

JUN 2 6 2013

Scene	Panel
57 CONT	2

Dialogue
STEVEN: Darn it.

Action Notes
Steven slams his fists onto the ground.

Slugging
1.05

Scene	Panel
57 CONT	3

Action Notes
Camera adjust as Amethyst falls down.

Slugging
ADJ: 0.06

ADJ through 3 to 4.

JUN 2 6 2013

Scene	Panel
57 CONT	4

Dialogue
STEVEN: Aww, I'm never gonna get to see Opal!

Slugging
ADJ: 0.08
Then HOLD: 4.01

Scene	Panel
58	1

Dialogue
STEVEN: (Sigh)

Action Notes
steven's hair is blowing in the wind.

Slugging
2.05

Notes
H.U. Steven's face to previous scene.s

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
58 CONT	2

Dialogue
STEVEN: All I wanna do...

Slugging
2.09

Scene	Panel
58 CONT	3

Dialogue
STEVEN: ..is see you turn into...

Slugging
1.15

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
58 CONT	4

Dialogue
STEVEN: ..a giant woman...

Slugging
2.02

Scene	Panel
58 CONT	5
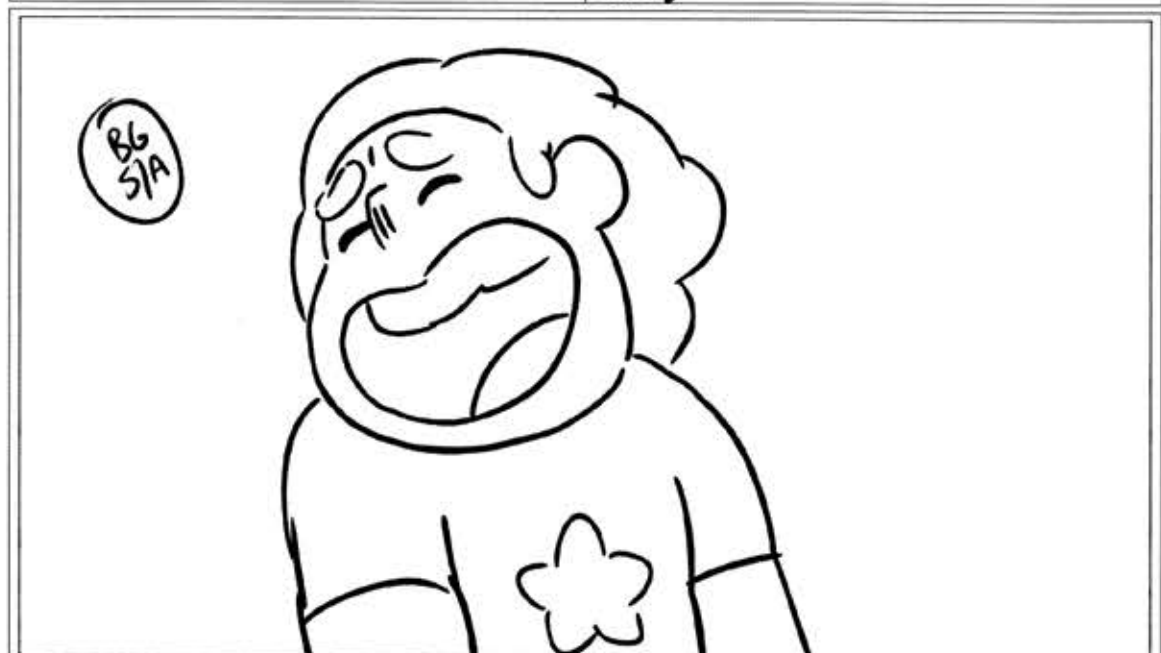
Dialogue
STEVEN: ...A GIANT WOMAN!

Slugging
2.02

JUN 26 2013

Scene	Panel
59	1
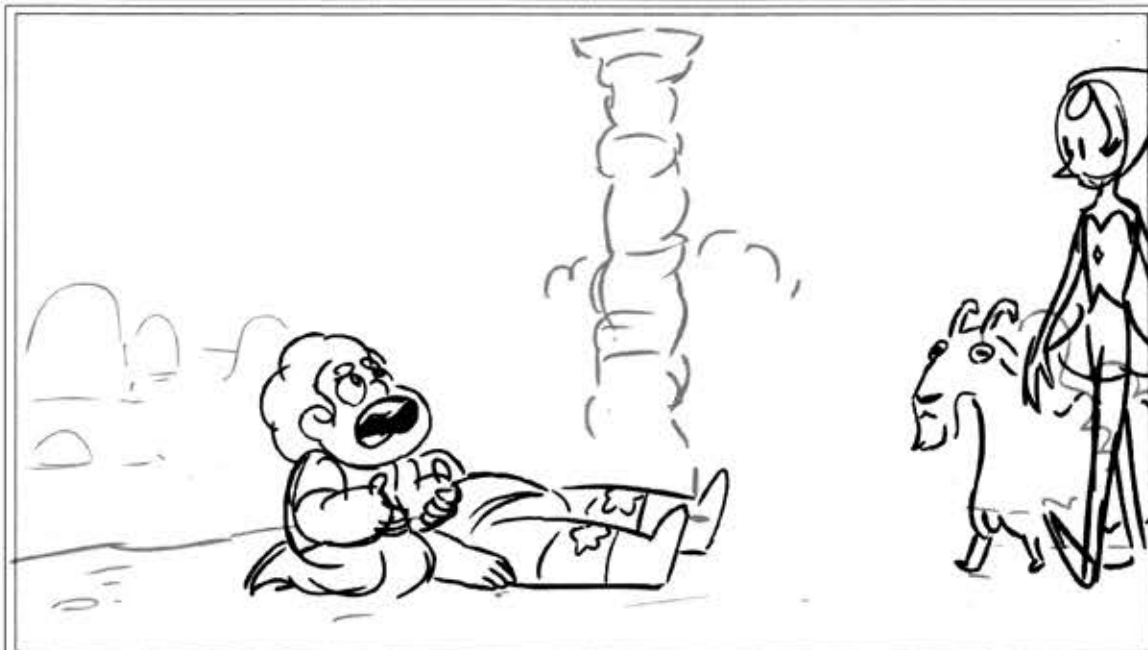
Dialogue
STEVEN: ...all i wanna be...

Slugging
Panels 1 + 2 = 1.11

Notes
H.U. Steven to previous scene.

Scene	Panel
59 CONT	2
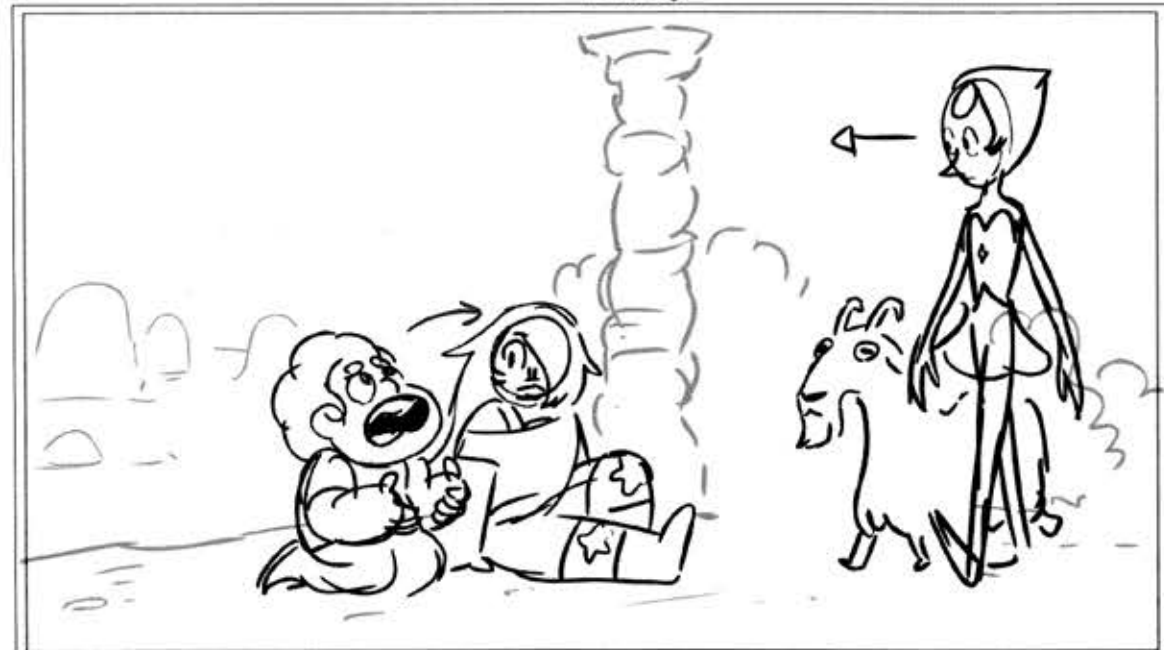
Dialogue
STEVEN: ...all i wanna be...

Notes
H.U. Steven to previous scene.

JUN 2 6 2013

Scene	Panel
59 CONT	3

Dialogue
STEVEN: ...is some one who gets to see...

Slugging
2.11

Scene	Panel
59 CONT	4

Dialogue
STEVEN: ...a giant woman.

Slugging
1.08

JUN 2 6 2013
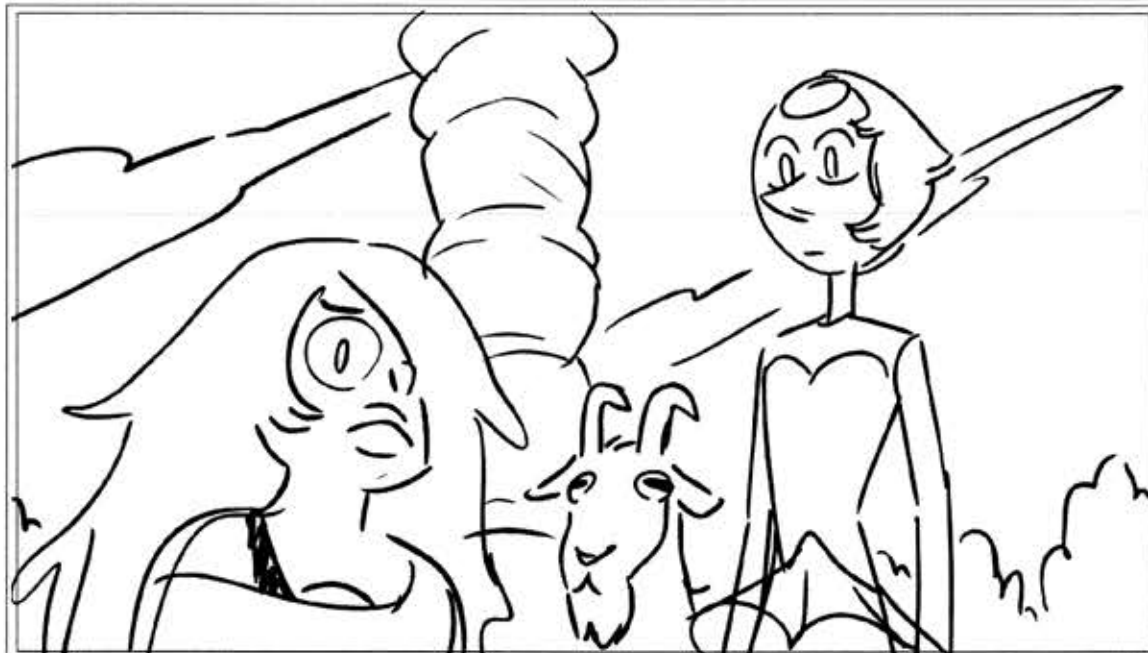
Scene		Panel	
	60		1

Slugging
1.06

Scene		Panel	
	60 CONT		2

BG
S/A

Slugging
1.13

JUN 2 6 201

Scene		Panel	
	61		1
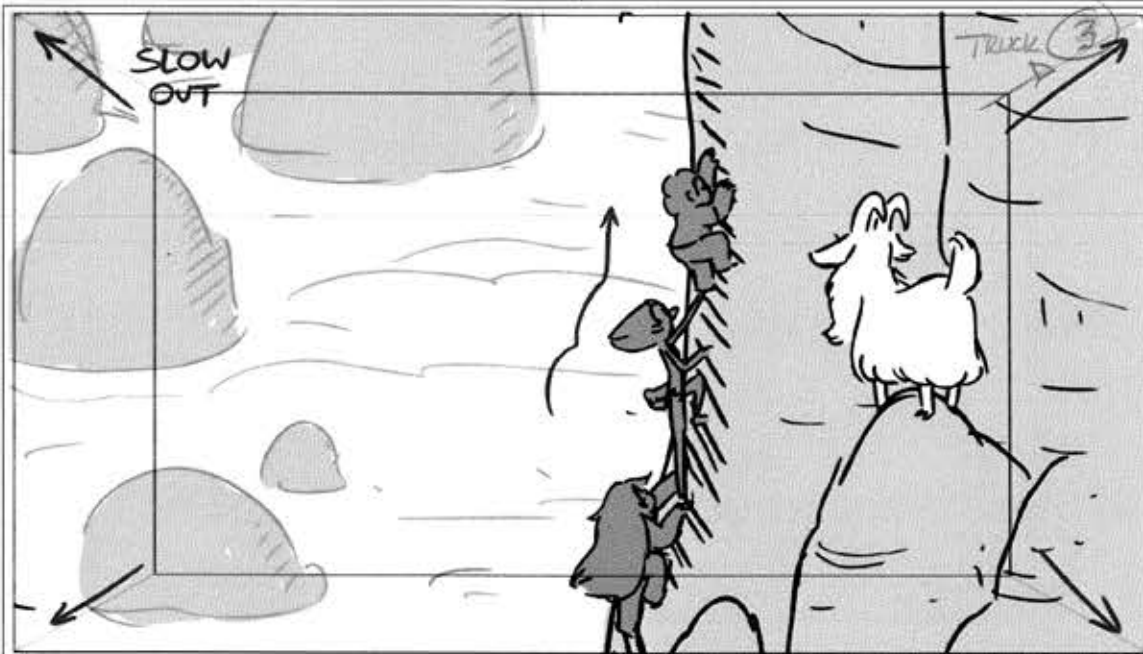
Dialogue
STEVEN: All I wanna do, is help you turn into,

Action Notes
Camera trucks out as gems climb up wall.

Slugging
ADJ: 1.12

ADJ through panels 1 to 3.

Scene		Panel	
	61 CONT		2

Dialogue
STEVEN: All I wanna do, is help you turn into,

Slugging
,
ADJ: 1.15

JUN 2 6 2013

1020.010

Scene	Panel
61 CONT	3

Dialogue
STEVEN: All I wanna do, is help you turn into,

Slugging
ADJ: 1.09

Scene	Panel
62	1

Dialogue
STEVEN: a giant woman (a giant woman!)
All I wanna be,

Action Notes
Camera adjust as A climbs up wall

Slugging
ADJ: 0.12

ADJ through panels 1 to 8.

JUN 2 6 2013

1020.010
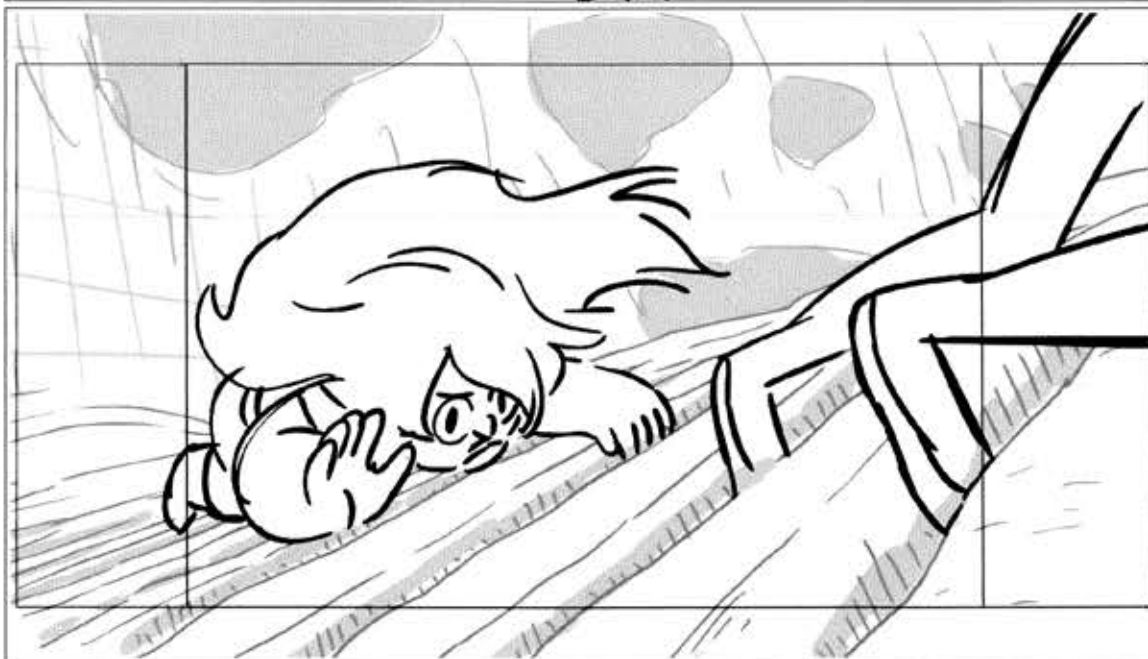
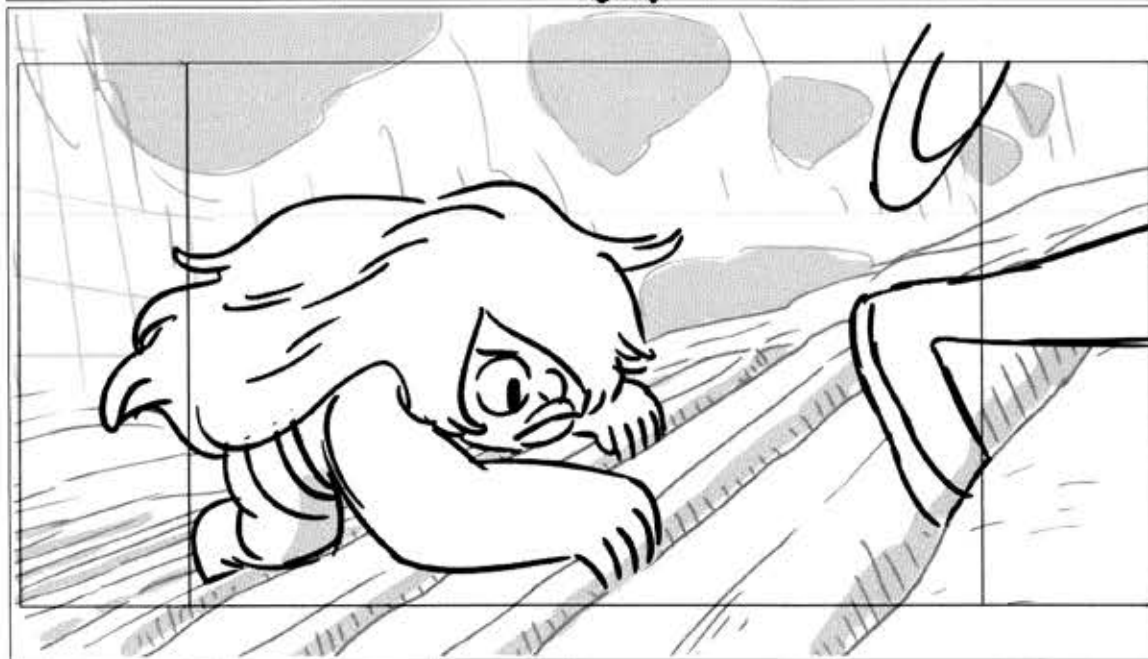| Scene	Panel		Scene	Panel	
	62 CONT	2		62 CONT	3

Dialogue
STEVEN: a giant woman (a giant woman!)
All I wanna be,

Slugging
ADJ: 0.12

Dialogue
STEVEN: a giant woman (a giant woman!)
All I wanna be,

Slugging
ADJ: 0.12

JUN 2 6 2013

Scene	Panel
62 CONT	4

Dialogue
STEVEN: a giant woman (a giant woman!)
All I wanna be,

Action Notes
PEARL kicks rocks out from stone ladder

Slugging
Panels 4 to 6 = ADJ: 1.04

Scene	Panel
62 CONT	5

Dialogue
STEVEN: a giant woman (a giant woman!)
All I wanna be,

JUN 2 6 2013

Scene	Panel		Scene	Panel	
62 CONT		6	62 CONT		7

Dialogue
STEVEN: a giant woman (a giant woman!)
All I wanna be,

Action Notes
Rocks bounce off AMETHYST's face
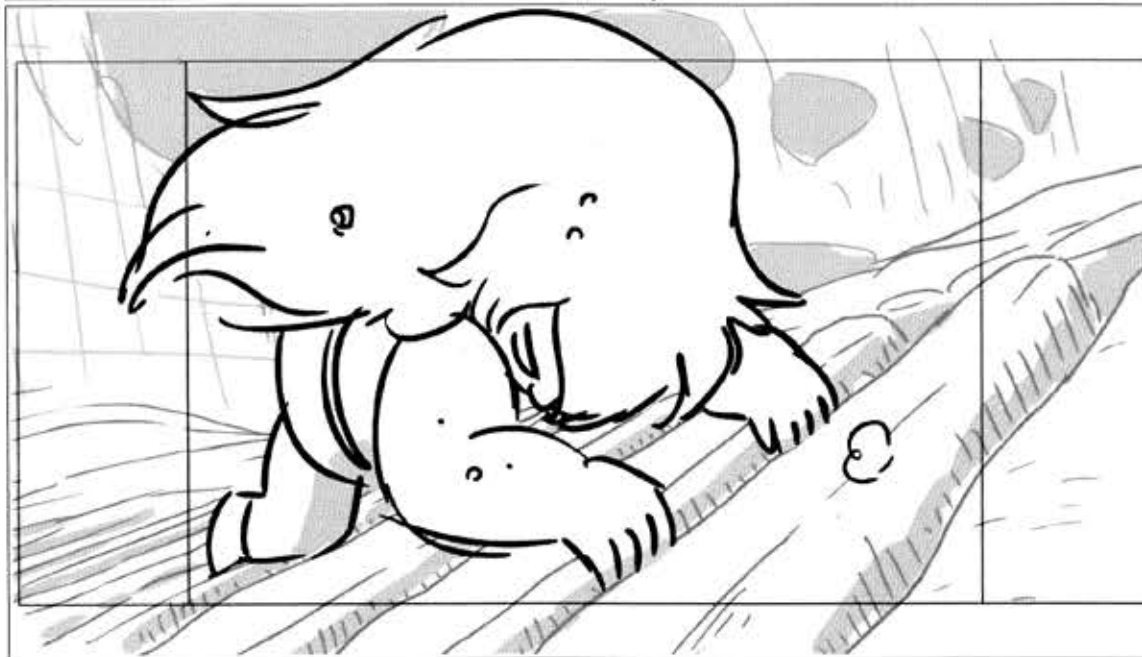
Dialogue
STEVEN: a giant woman (a giant woman!)
All I wanna be,

Slugging
ADJ: 1.08

JUN 2 6 2013

Scene	Panel
62 CONT	8

Dialogue
STEVEN: a giant woman (a giant woman!)
All I wanna be,

Slugging
ADJ: 1.10

Scene	Panel
63	1

Dialogue
STEVEN: ALL I WANNA BE, IS SOMEONE WHO GETS TO SEE, A GIANT WOMAN.

Slugging
1.00

JUN 2 6 2013

1020.010

Scene	Panel
63 CONT	2

Dialogue
STEVEN: ALL I WANNA BE, IS SOMEONE WHO GETS TO SEE, A GIANT WOMAN.

Slugging
2.06

Scene	Panel
64	1
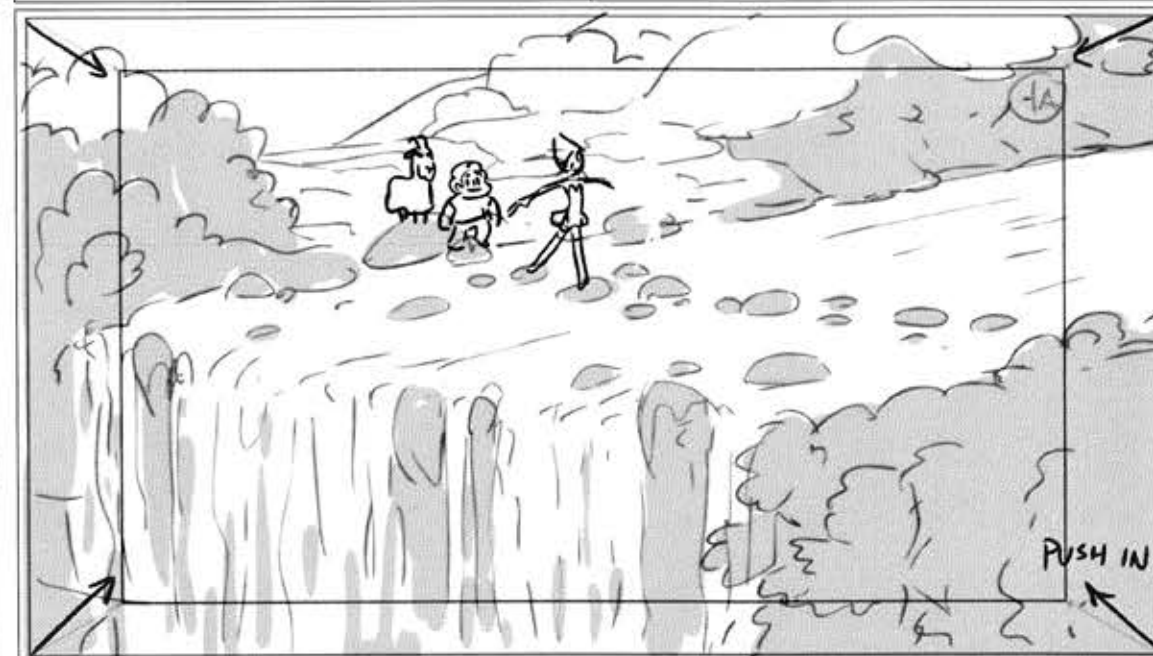
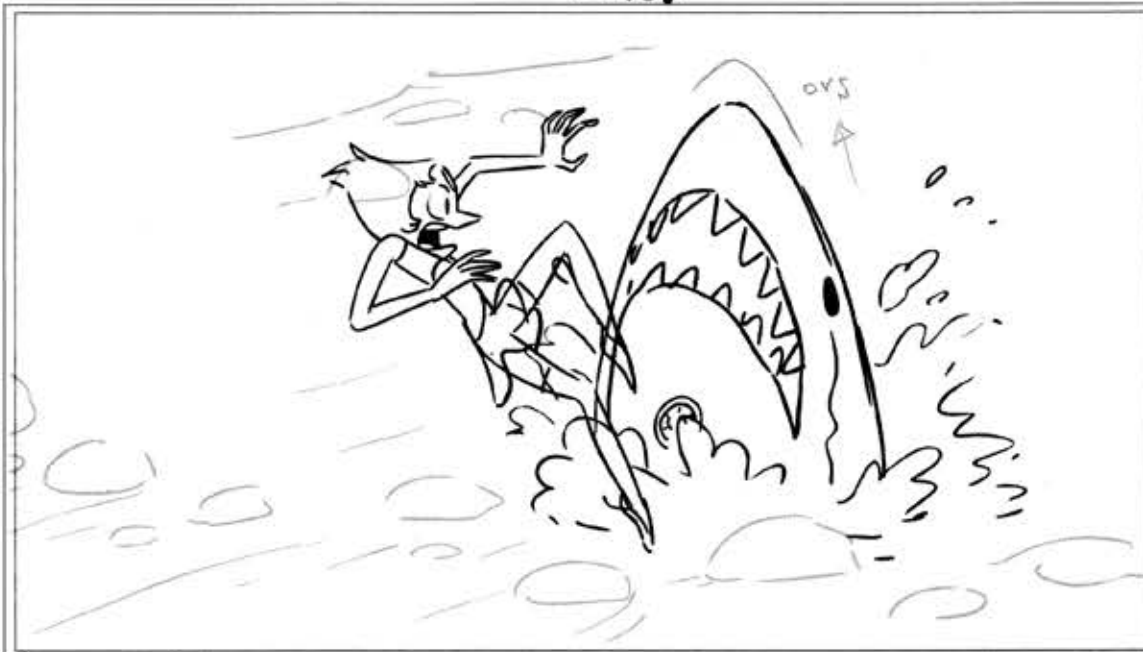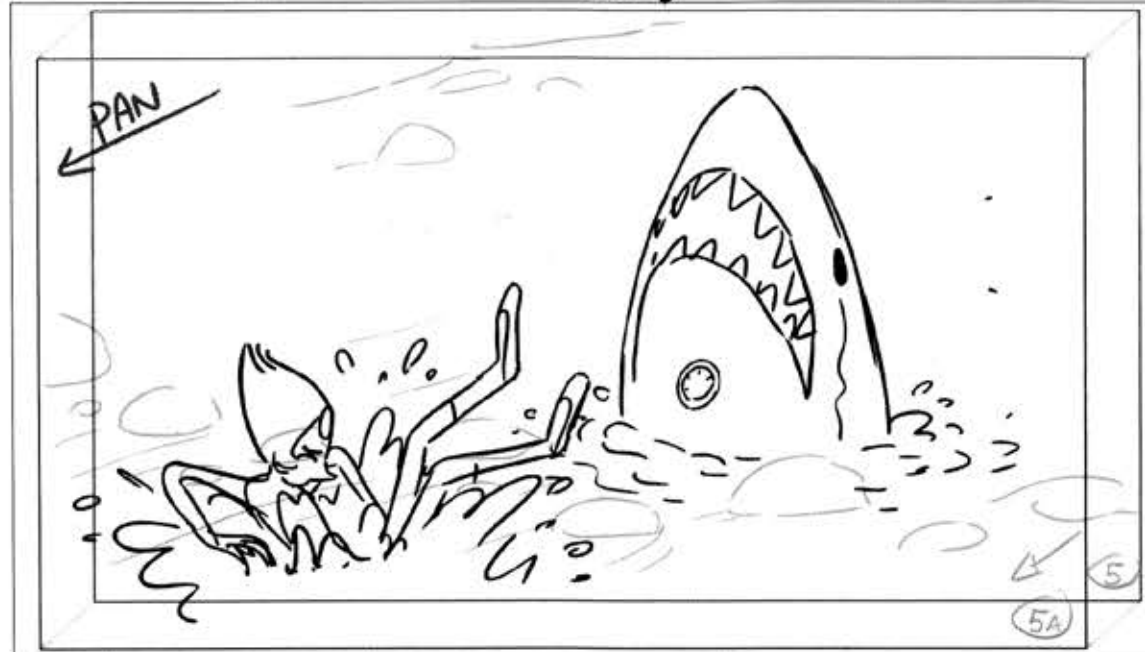PUSH IN

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Action Notes
Camera pushes in as Pearl walks across river

Slugging
Panels 1 + 2 = ADJ: 1.09

JUN 2 6 2013

1020.010

Scene	Panel
64 CONT	2
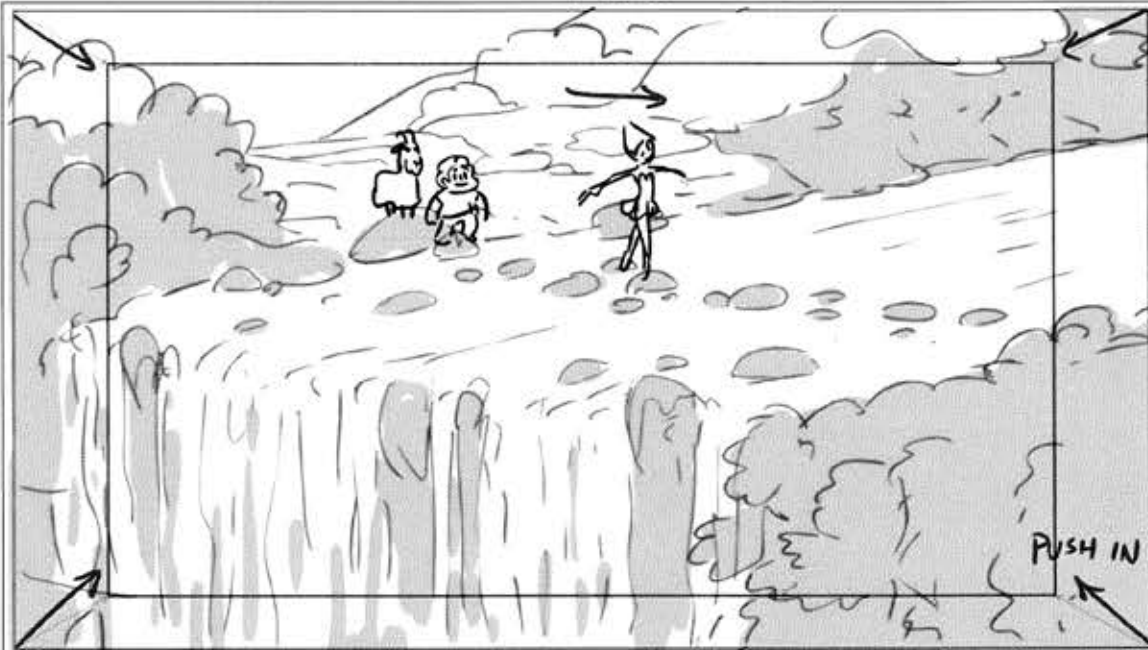
PUSH IN

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Action Notes
Camera pushes in as Pearl walks across river
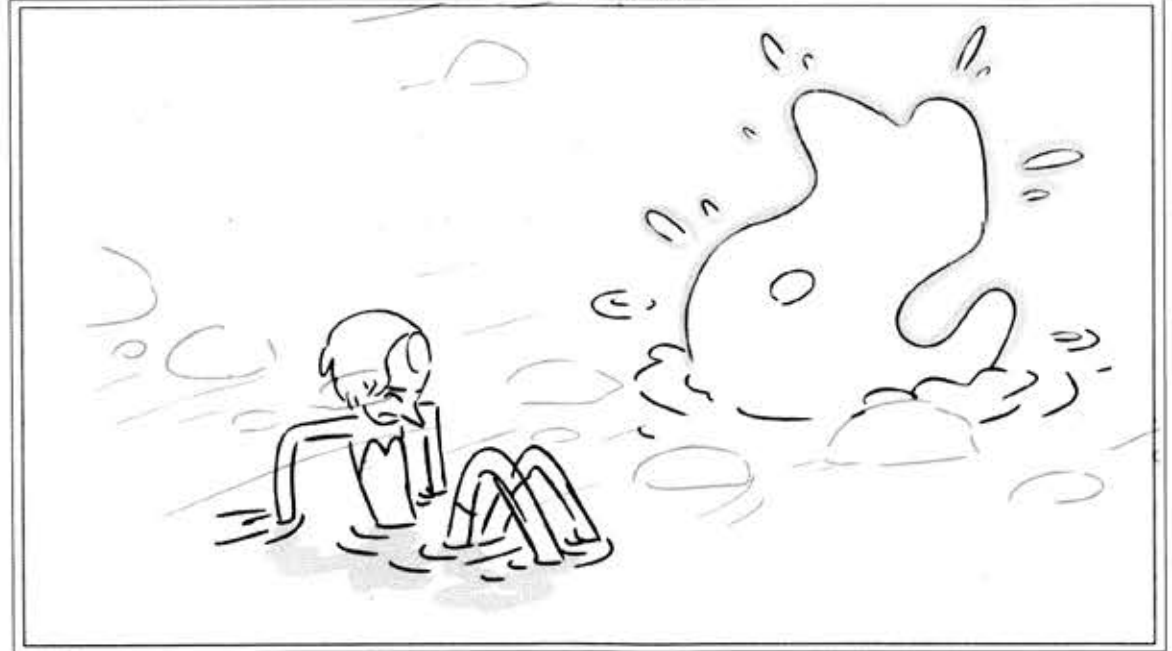
Scene	Panel
65	1

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging
1.02

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
65 CONT	2

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging
1.01

JUN 2 6 2013

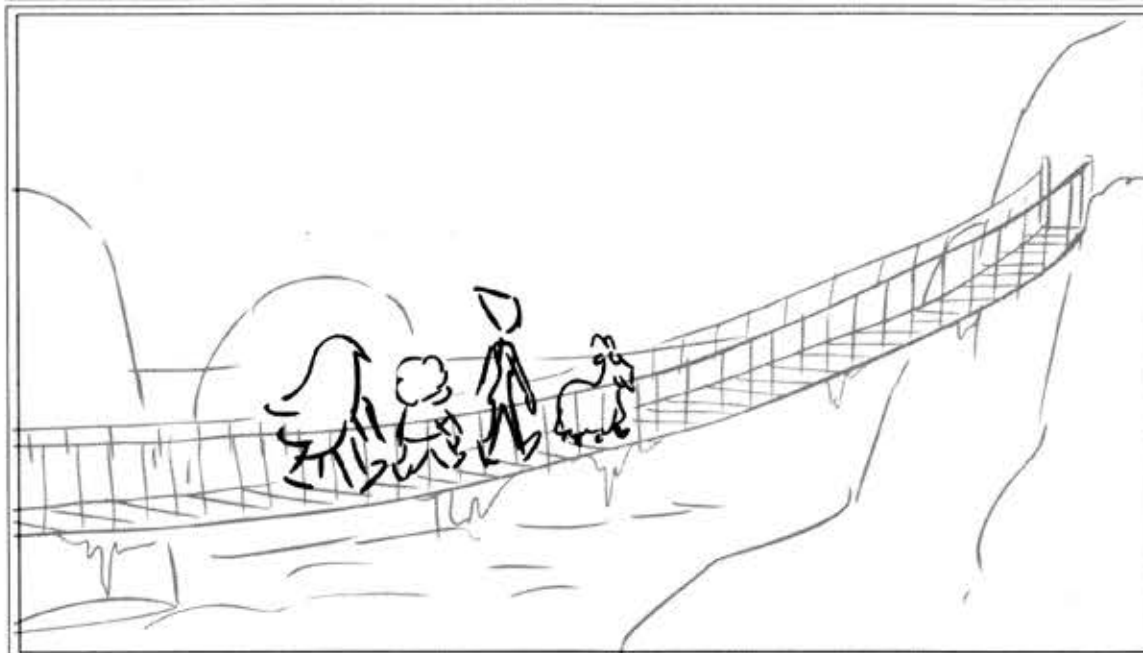| Scene	Panel
65 CONT	3

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging
0.14

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
65 CONT	4

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Action Notes
shark bust out of water

Slugging
0.12

Scene	Panel
65 CONT	5

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Action Notes
Camera adjust with P falling

Slugging
ADJ: 0.08
Then HOLD: 0.11

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
65 CONT	6

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Action Notes
Shark begins to transform

Slugging
0.15

Scene	Panel
65 CONT	7

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging
Panels 7 + 8 = 0.15

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
65 CONT	8

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

JUN 2 6 2013

Scene	Panel
65 CONT	9

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging
1.07

Scene	Panel
65 **CONT**	10

Dialogue
STEVEN: Oh I know it'll be great, and I just can't wait
To see the
person you
are
together

Slugging
1.12

Scene	Panel
66	1

Dialogue
STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging
1.04

JUN 2 6 2013
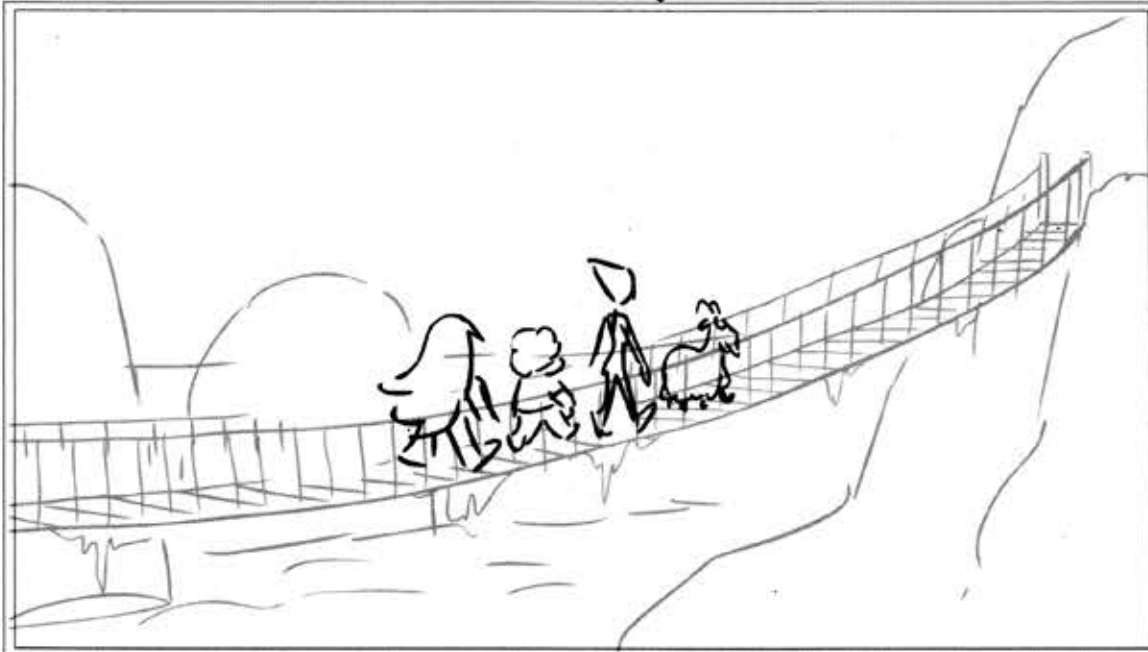
Scene	Panel
66 CONT	2

Dialogue
STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging
1.04

Scene	Panel
67	1
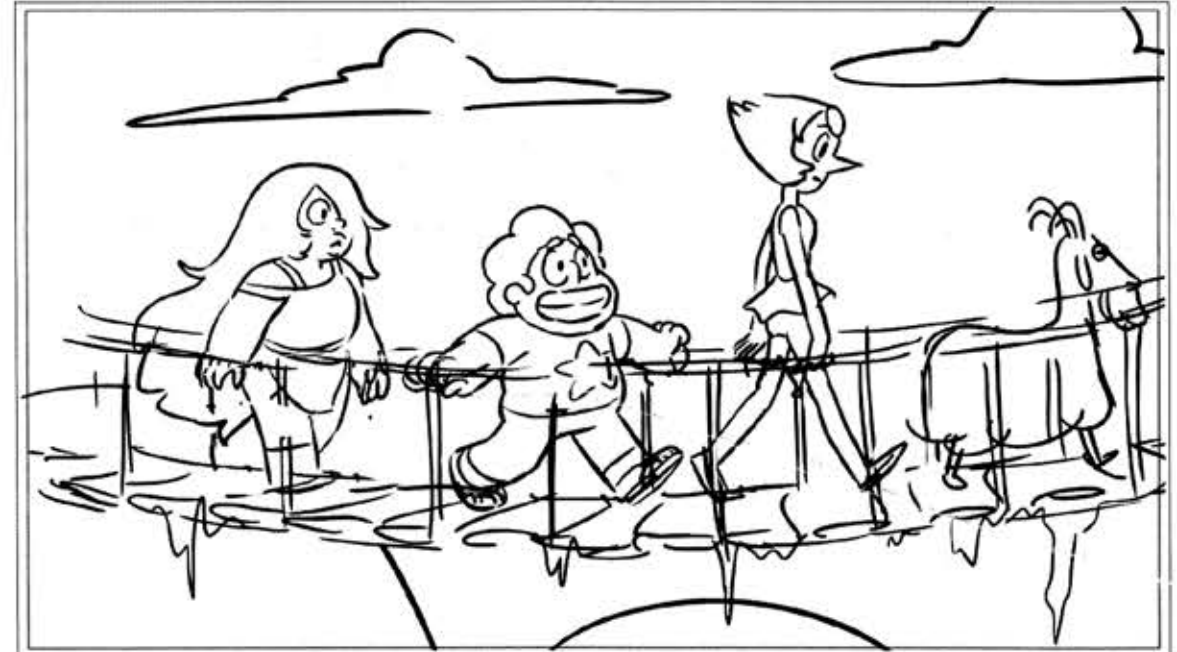
Dialogue
STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging
0.14

JUN 2 6 2013
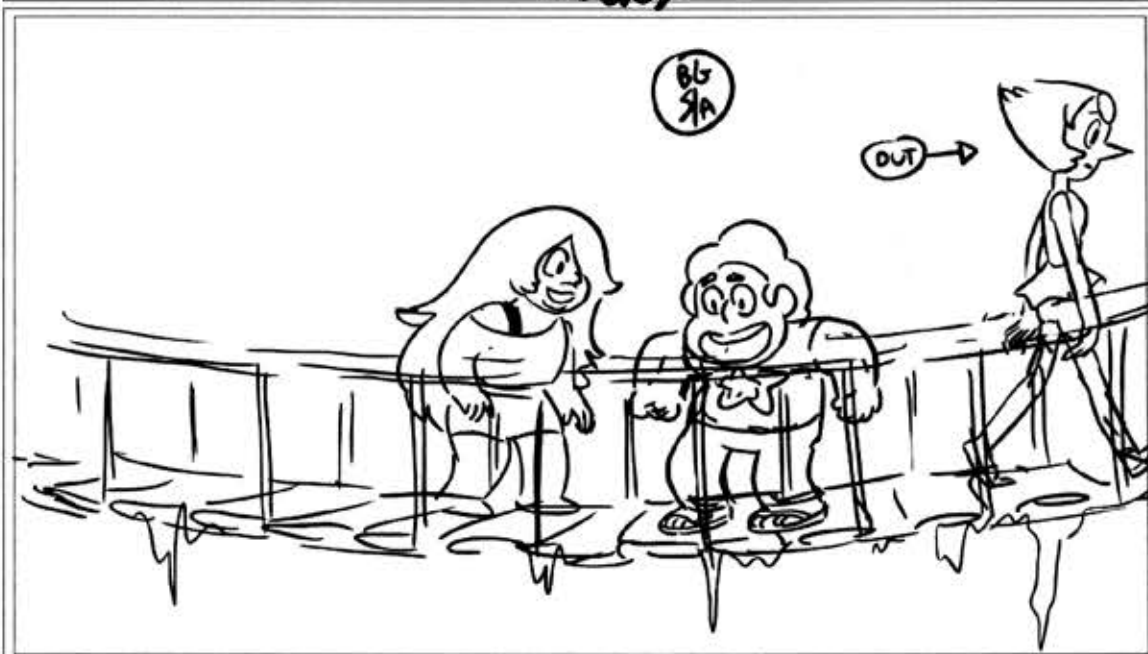
Scene	Panel	
	67 CONT	2

Dialogue
STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes
PEARL out

Slugging
1.03
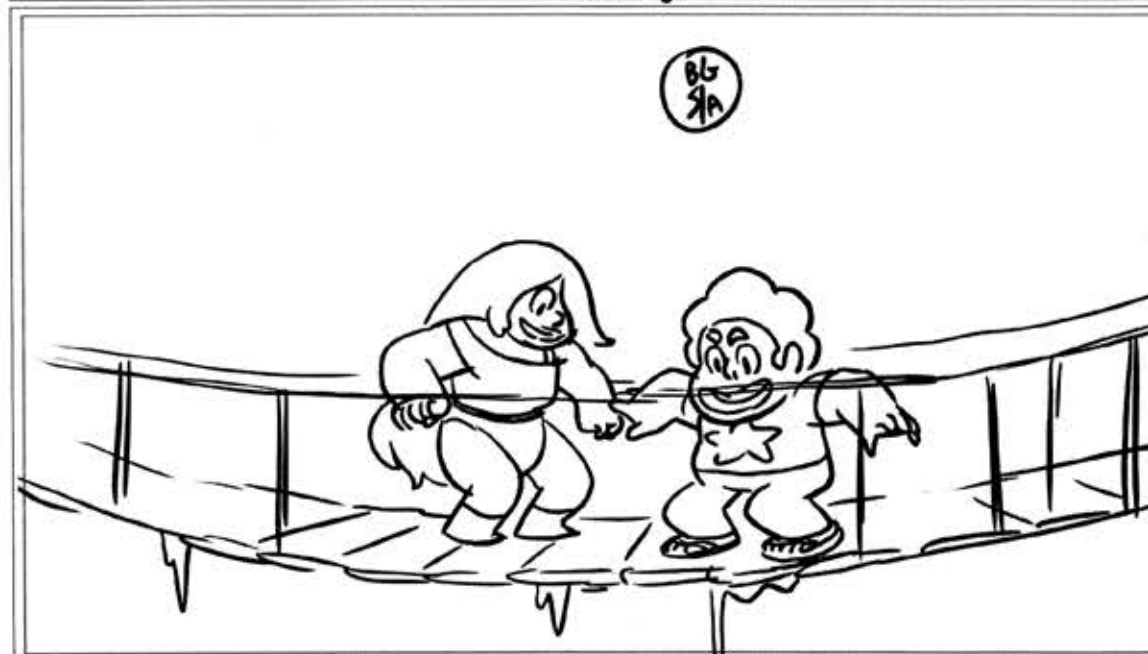
JUN 2 6 2

Scene	Panel	
67 CONT		3

Dialogue
STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes
STEVEN and AMETHYST bounce on bridge

Slugging
Panels 3 to 6 = 2.02

JUN 2 6 2

Scene	Panel
67 CONT	4

Dialogue
STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes
STEVEN and AMETHYST bounce on bridge

Scene	Panel
67 CONT	5
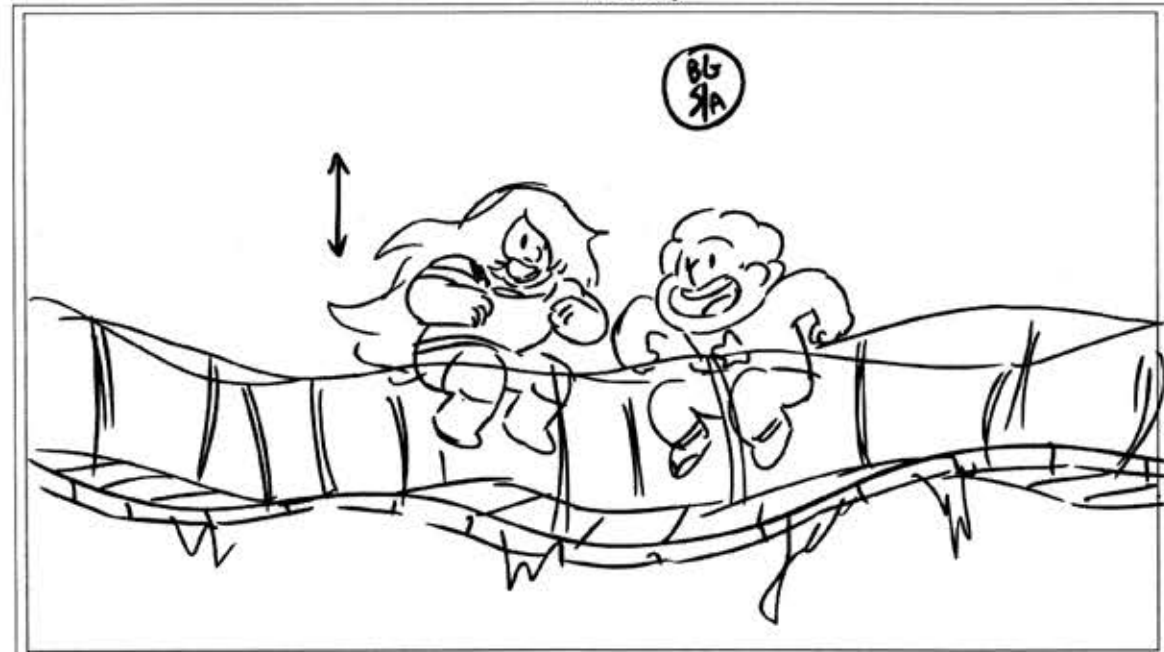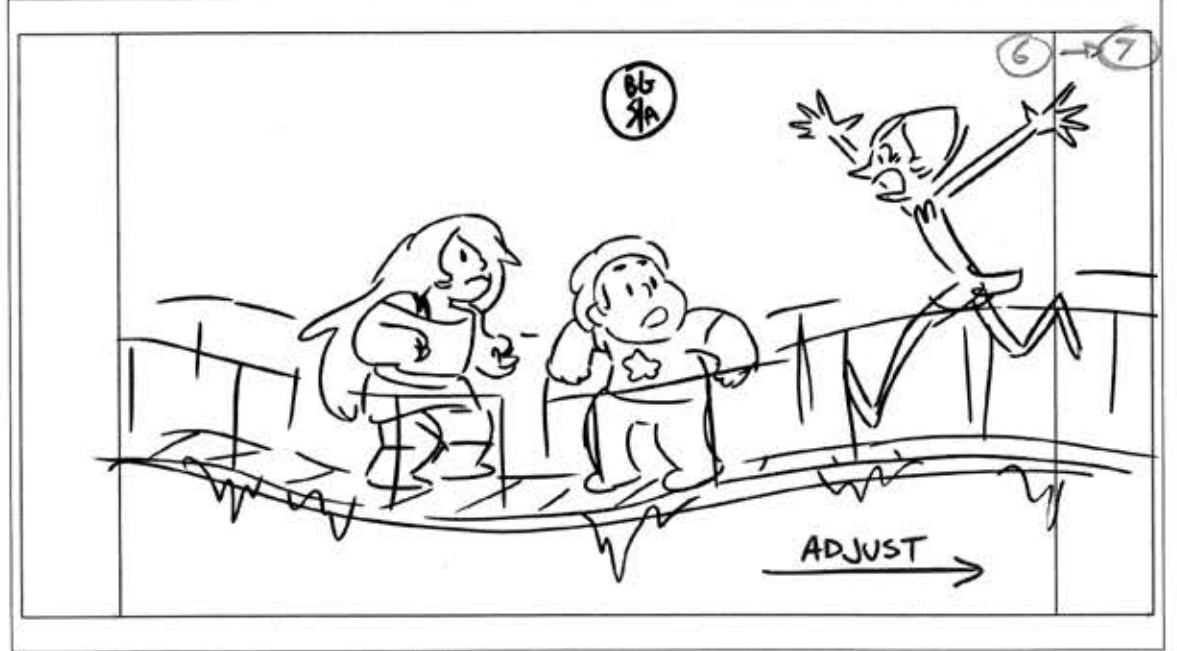
Dialogue
STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

JUN 2 6 201

1020.010

1020.010

1020.010

Scene	Panel		Scene	Panel	
67 CONT		6	67 CONT		7

Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes

STEVEN and AMETHYST bounce on bridge

Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes

STEVEN and AMETHYST bounce on bridge
Camera adjust when P runs into frame

Slugging

ADJ: 0.05
Then HOLD: 0.11

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
67 CONT	8
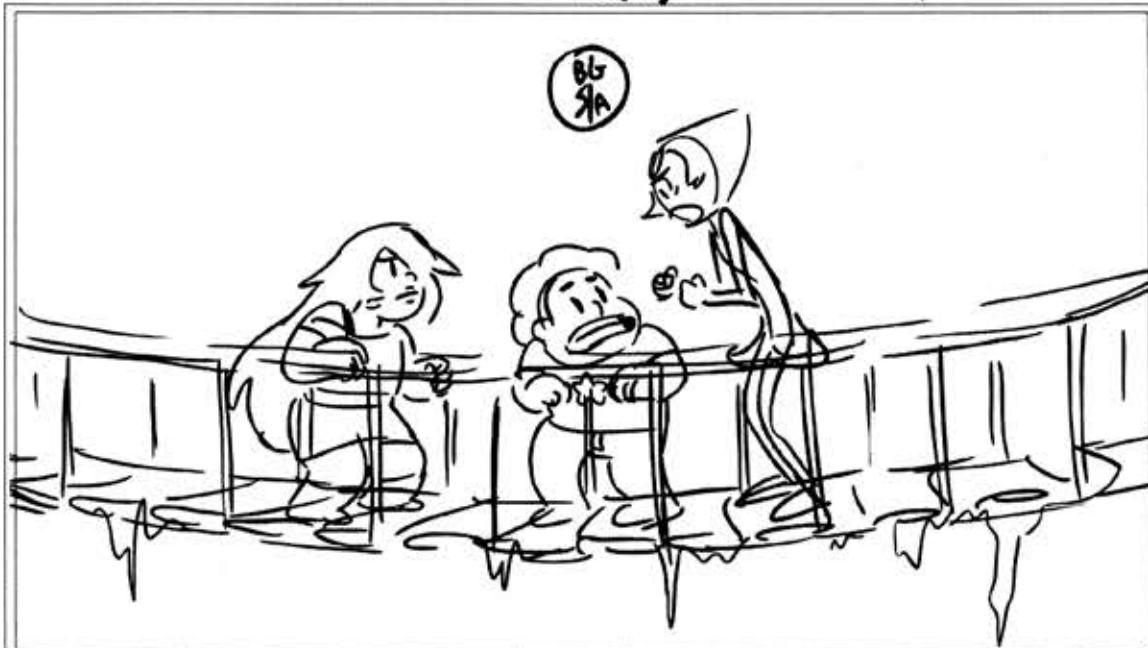
Dialogue
STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Action Notes
BOUNCING stops

Slugging
0.14

Scene	Panel
67 CONT	9
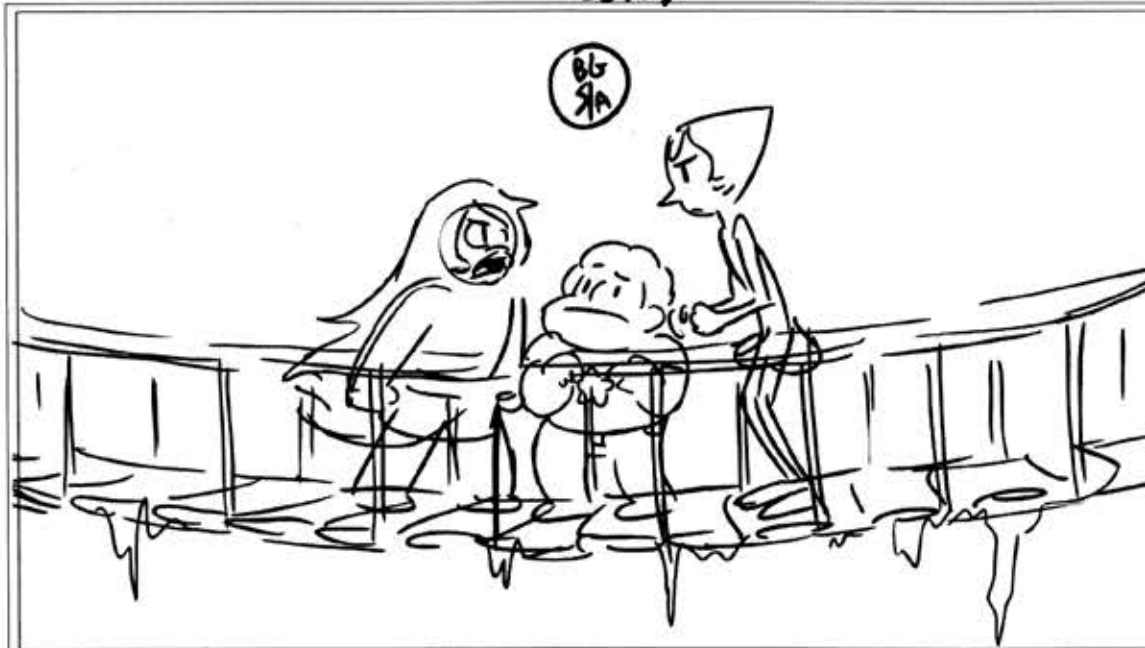
Dialogue
STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging
0.12

JUN 2 6 2013

Scene	Panel	Scene	Panel
67 CONT	10	68	1

Dialogue

STEVEN: If you give it a chance, you could do a huge dance,
Because you are
A giant
Woman

Slugging

1.09

Dialogue

STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging

0.12

Notes

H.U. Steven and Amethyst post to previous scene.
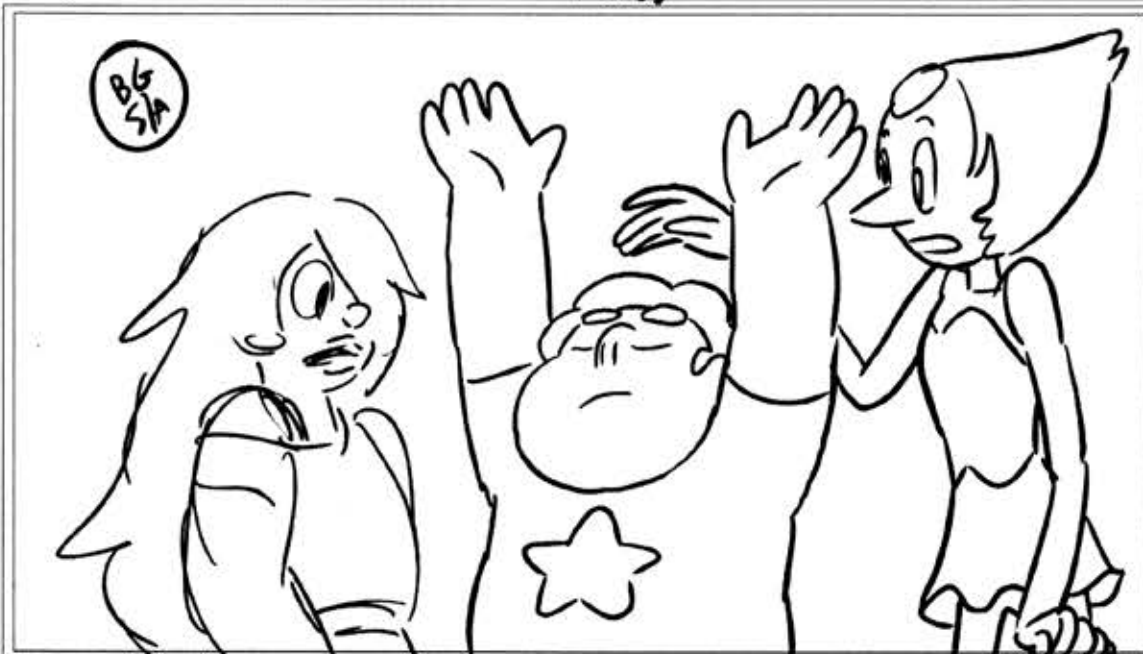
JUN 2 6 2013

Scene	Panel
68 CONT	2

Dialogue
STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging
0.08

Scene	Panel
68 CONT	3

Dialogue
STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging
1.08

JUN 2 6 2013

Scene	Panel		Scene	Panel
68 CONT		4	68 CONT	5

Dialogue
STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging
1.02

Dialogue
STEVEN: You might even like, being together
And if you don't it won't be forever

Slugging
3.01

JUN 2 6 2013

1020.010
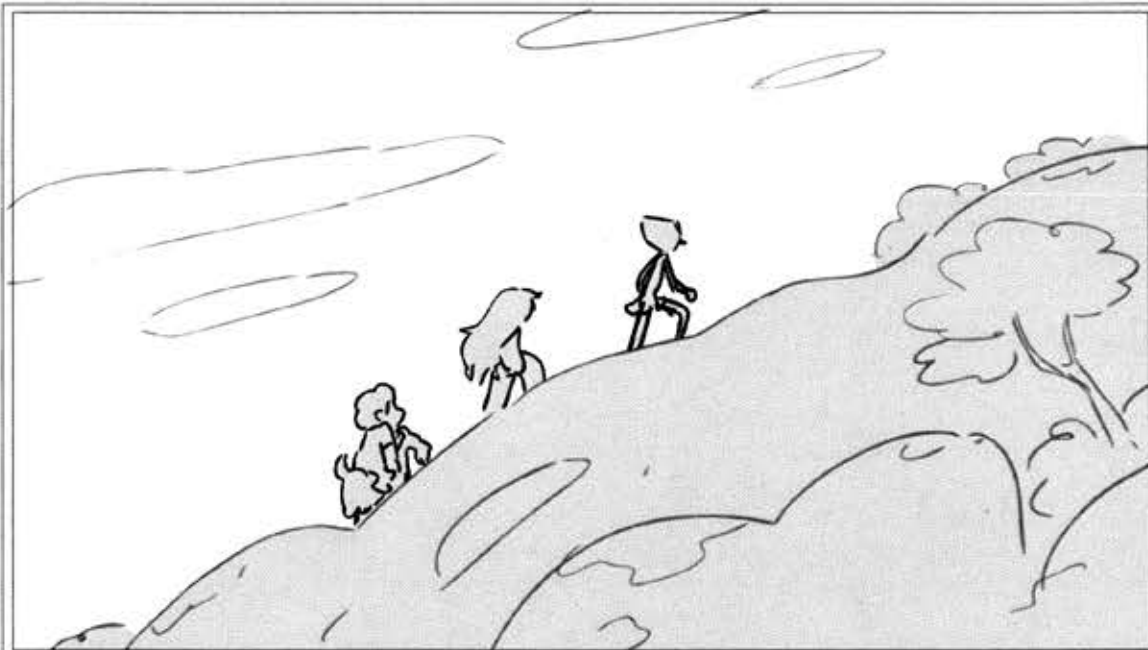
Scene	Panel
69	1

Dialogue
STEVEN: But if it were me,

Slugging
1.08

Scene	Panel
69 CONT	2
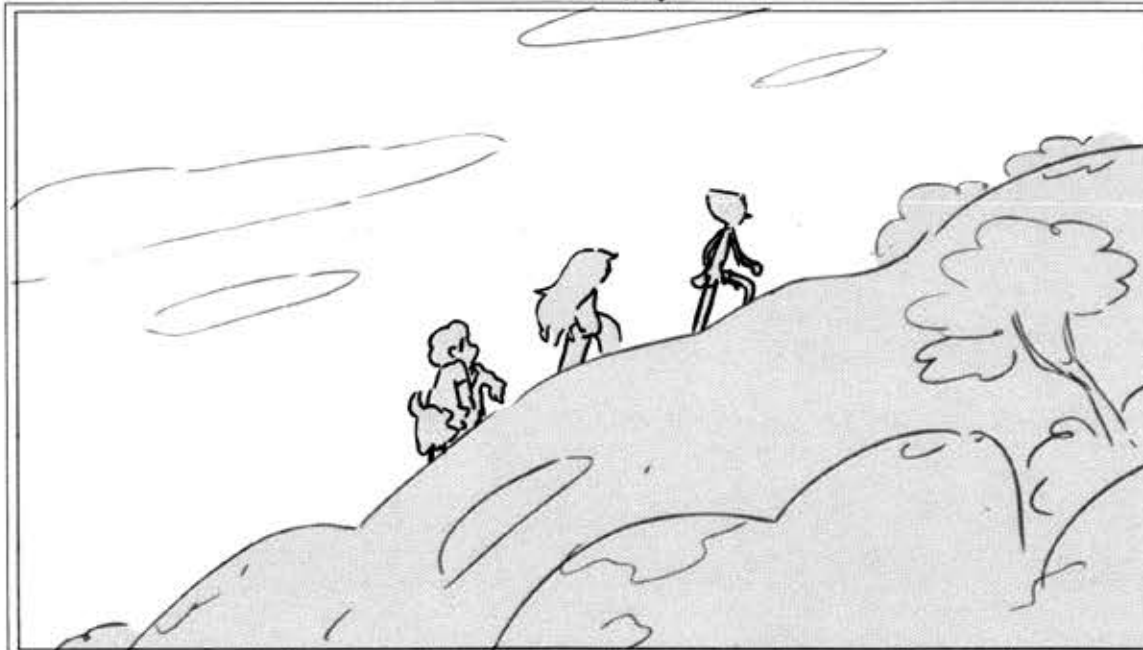
Dialogue
STEVEN: But if it were me,

Slugging
0.13

JUN 2 6 2013

1020.010

Scene		Panel	
	70		1

Dialogue
STEVEN: I'd really want to be,

Action Notes
BG pans diagonal screen elft.

Slugging
1.08

Scene		Panel	
	70		2

Dialogue
STEVEN: a giant woman

Slugging
2.13

JUN 2 6 2013

1020.010

Scene	Panel
70 CONT	3

Dialogue
STEVEN: A GIANT WOMAN!

Slugging
2.03

Scene	Panel
71	1

Dialogue
STEVEN: All I wanna do,

Slugging
1.09

Notes
H.U. Steven to previous scene.

JUN 2 6 2013

Scene	Panel
71 CONT	2

Dialogue
STEVEN: All I wanna do,

Slugging
1.11

Scene	Panel
71 CONT	3

Dialogue
STEVEN: ...is see you turn into,

Slugging
1.15

JUN 2 6 2013

Scene	Panel
71 CONT	4

Dialogue
STEVEN: ....a giant woman!

Slugging
3.01

Scene	Panel
71 CONT	5

Dialogue
Goat Bleat

Slugging
1.11

JUN 2 6 2013

Scene		Panel	
	72		1

Dialogue
Goat: MAHHH!

Slugging
0.15

Notes
H.U. to previous scene.

Scene		Panel	
	72 CONT		2

Slugging
Panels 2 + 3 = 0.10

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel	Scene	Panel
72 CONT	3	72 CONT	4

OUT

Dialogue
Goat: MAHHH!

Dialogue
Goat: MAHHH!

Action Notes
Steven Jr. jumps OUT of frame

Slugging
0.10

JUN 2 6 2015

Scene	Panel
72 CONT	5
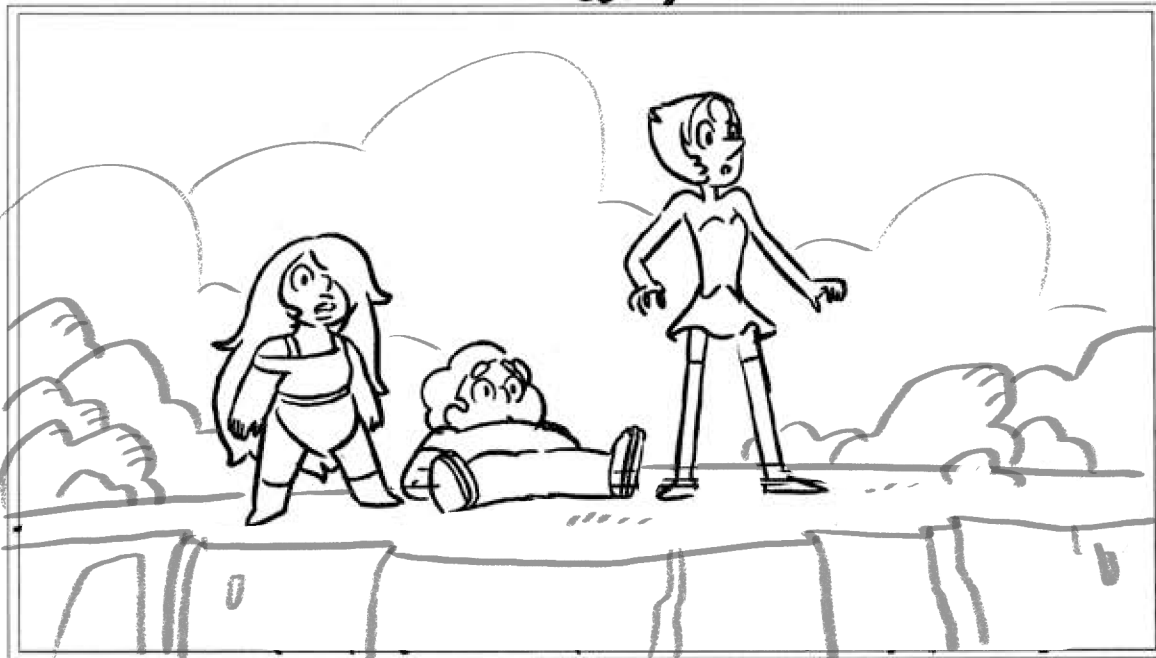
Slugging
0.11

1020.010
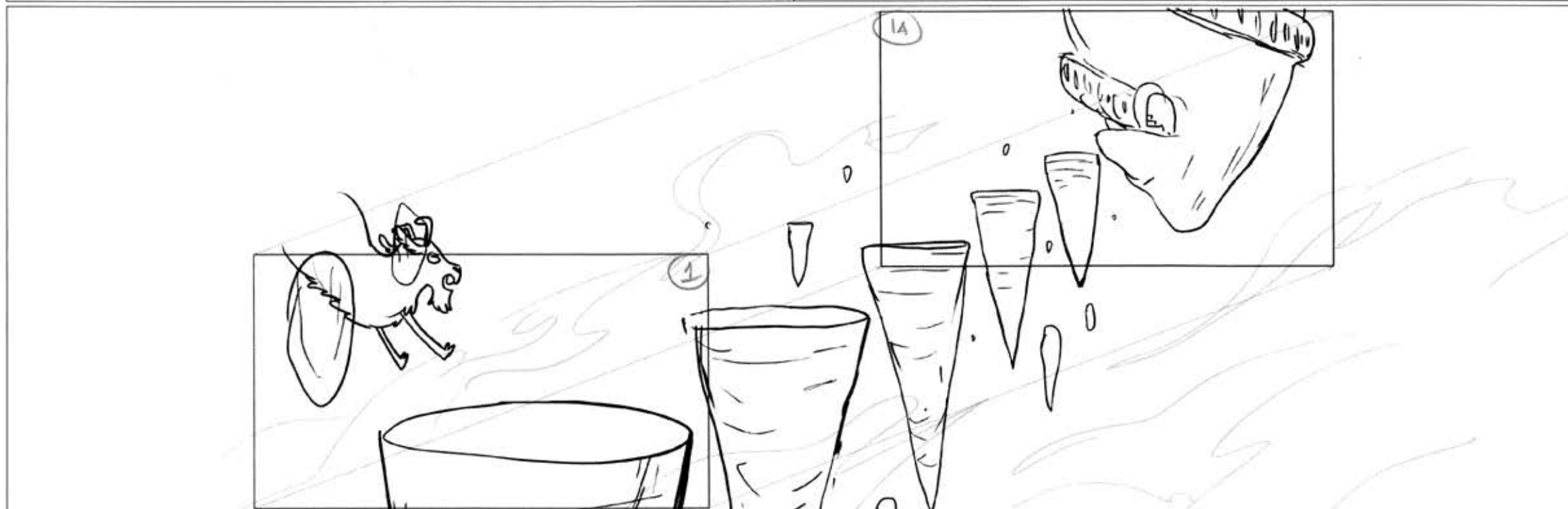
Scene	Panel
73	1

Action Notes
Camera pans as Steven Jr. jumps rock to rock

Slugging
ADJ: 0.06

ADJ panels 1 through 8 = 3.00

JUN 2 6 2013

Scene	Panel	
2	73 CONT	2
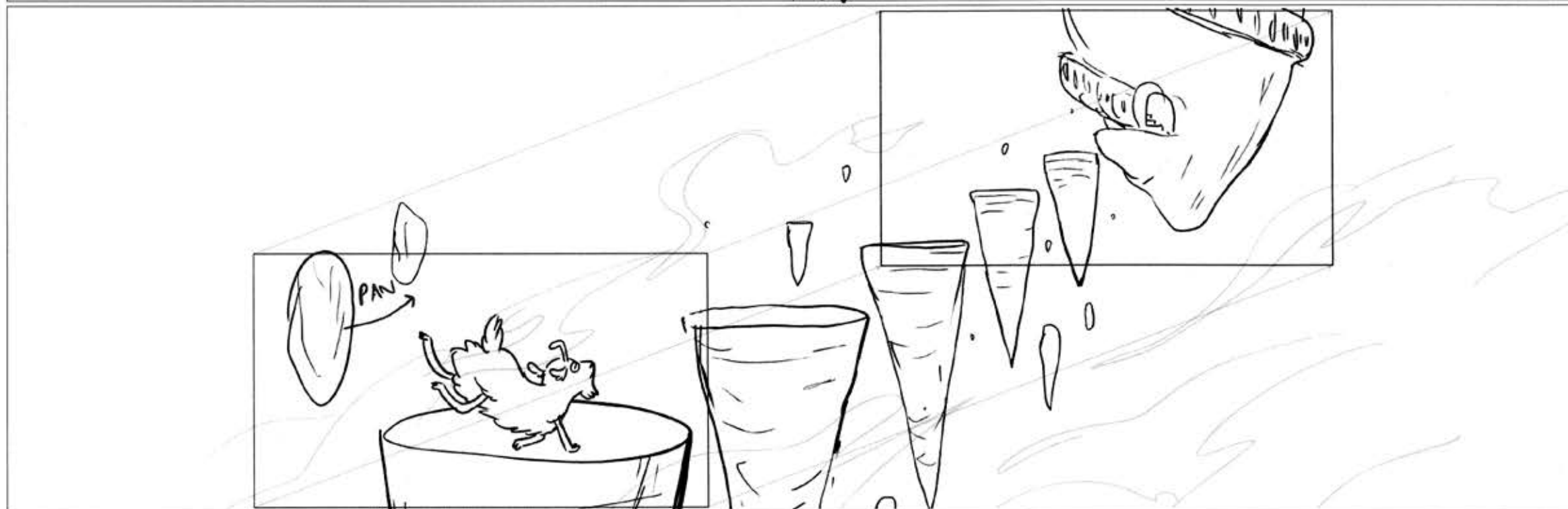
Action Notes
The rocks slightly descend and rotate as goat lands on them

Slugging
ADJ: 0.06

JUN 2 6 2013

1020.010

Scene	Panel
3	73 CONT

PAN

Slugging
ADJ: 0.06

JUN 26 2013

1020.010

Scene	Panel	
73	CONT	4

PAN

Slugging
ADJ: 0.06

JUN 2 6 2013

Scene	Panel
5	73 cont

Slugging
ADJ: 0.06

JUN 2 6 2013

Scene	Panel
6	73 CONT

PAN

Slugging
ADJ: 0.06

JUN 2 6 2013

1020.010

1020.010

Scene

Panel

73 CONT

7

PAN

Slugging
ADJ: 0.06

JUN 2 6 2013

Scene

Panel

73 CONT

8

PAN

Slugging
ADJ: 0.06

JUN 26 2013

1020.010

1020.010

1020.010

Scene	Panel
9	73 CONT

PAN

Slugging
0.06

JUN 2 6 2013

Scene	Panel
73	CONT 10

PAN

Slugging
0.06

JUN 2 6 2013

Scene	Panel
74	1

Slugging
0.05

Scene	Panel
74 CONT	2

Slugging
0.05

JUN 2 6 2013

Scene	Panel
74 CONT	3

Slugging
0.11

Scene	Panel
74 CONT	4

Dialogue
STEVEN Jr.) MRAHHH

Slugging
1.04

JUN 2 6 2013

Scene		Panel	
	75		1

Dialogue
STEVEN: Wait up, Steven Jr.!

Slugging
2.03

Scene		Panel	
	75 cont		2

Dialogue
STEVEN: We'll be right-

Slugging
Panels 3 + 4 = 1.12

JUN 2 6 2012

1020.010

1020-010

Scene	Panel
75 CONT	3

Dialogue
STEVEN: - there!

Scene	Panel
75 CONT	4

ADJ.

ADJ.
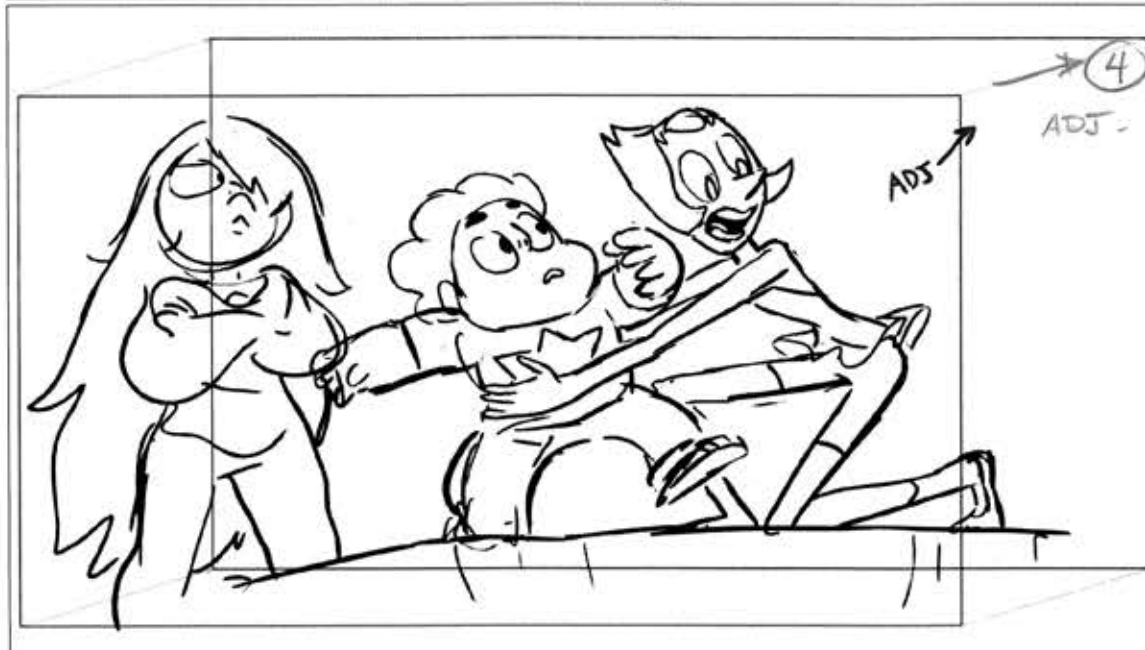
Dialogue
PEARL: Wait!

Action Notes
Camera adjust to Pearl as she catches Steven.

Slugging
ADJ: 0.05
Then HOLD: 0.10

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
75	CONT 5

Dialogue
PEARL: Steven, I'm not sure you can make those jumps.

Slugging
3.14

Scene	Panel
76 ·	1
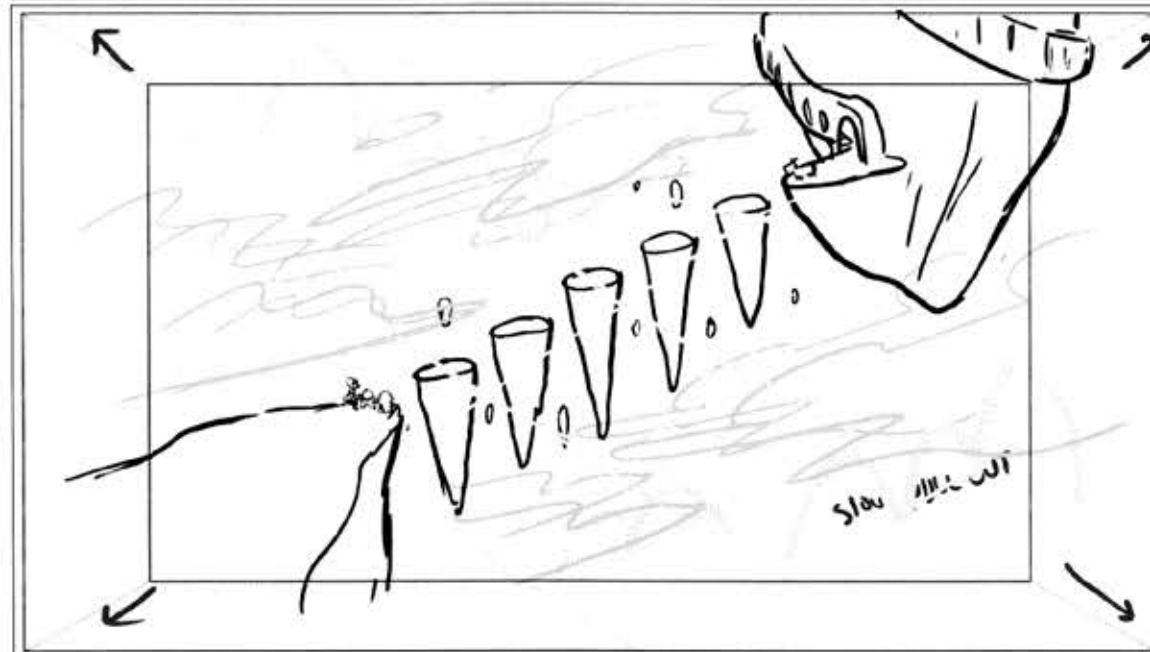
Dialogue
PEARL: One misstep and you'll fall to your death!

Action Notes
Camera slowly pulls out

Slugging
ADJ: 3.12

JUN 2 6 2013

Scene	Panel
77	1

Action Notes
START POSE

Slugging
0.04

Scene	Panel
77 CONT	2
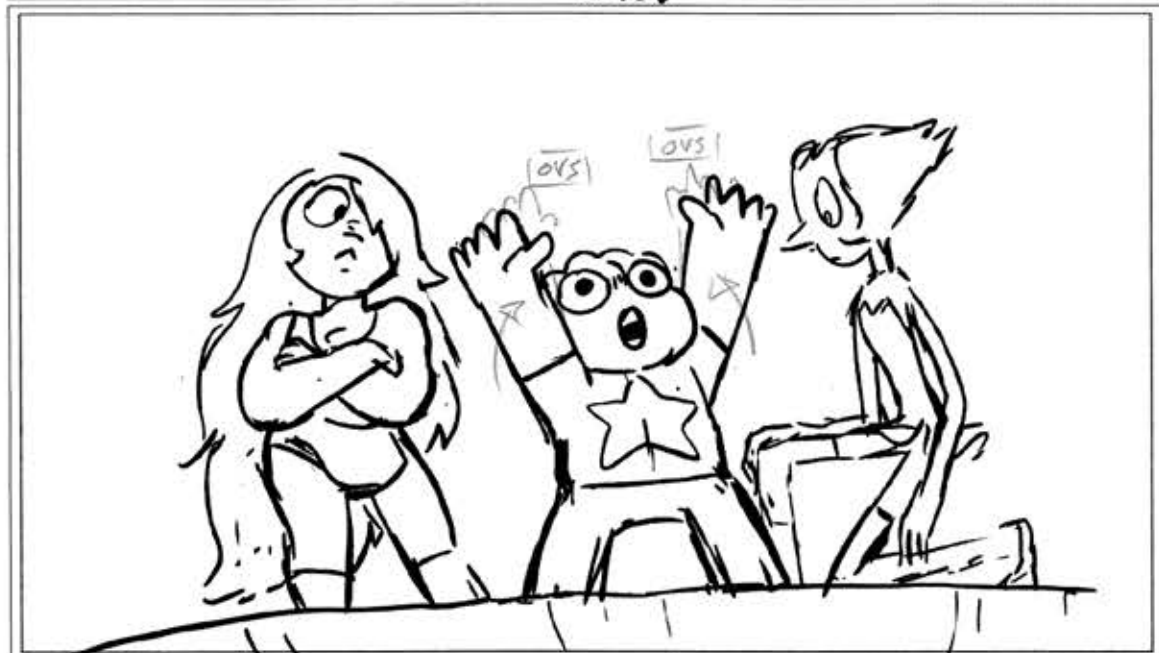
Dialogue
STEVEN: OH!

Slugging
Panels 2 + 3 = 3.14

JUN 2 6 2013

Scene	Panel		Scene	Panel
	77 CONT	3		77 CONT	4
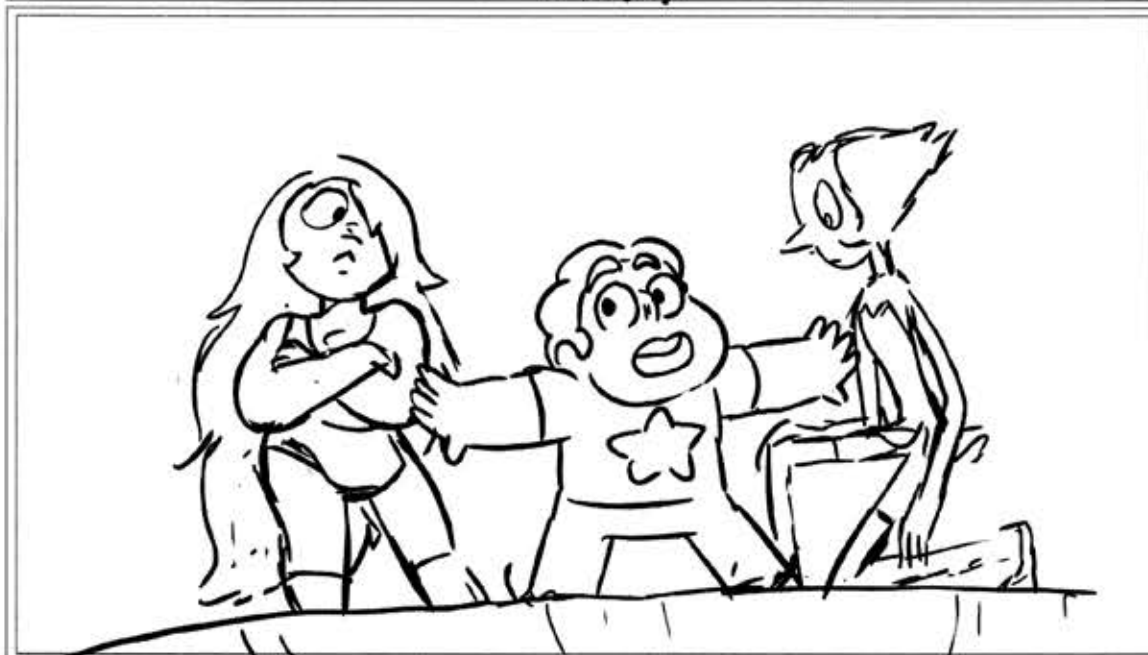
Dialogue
STEVEN: You should form Opal,

Dialogue
STEVEN: and then lay across the rocks like a bridge!

Slugging
2.15

JUN 2 6 201

1020.010

1020.010

Scene	Panel
77 CONT	5

Action Notes
Amethyst and Pearl look at each other briefly.

Slugging
0.14

Scene	Panel
77 CONT	6
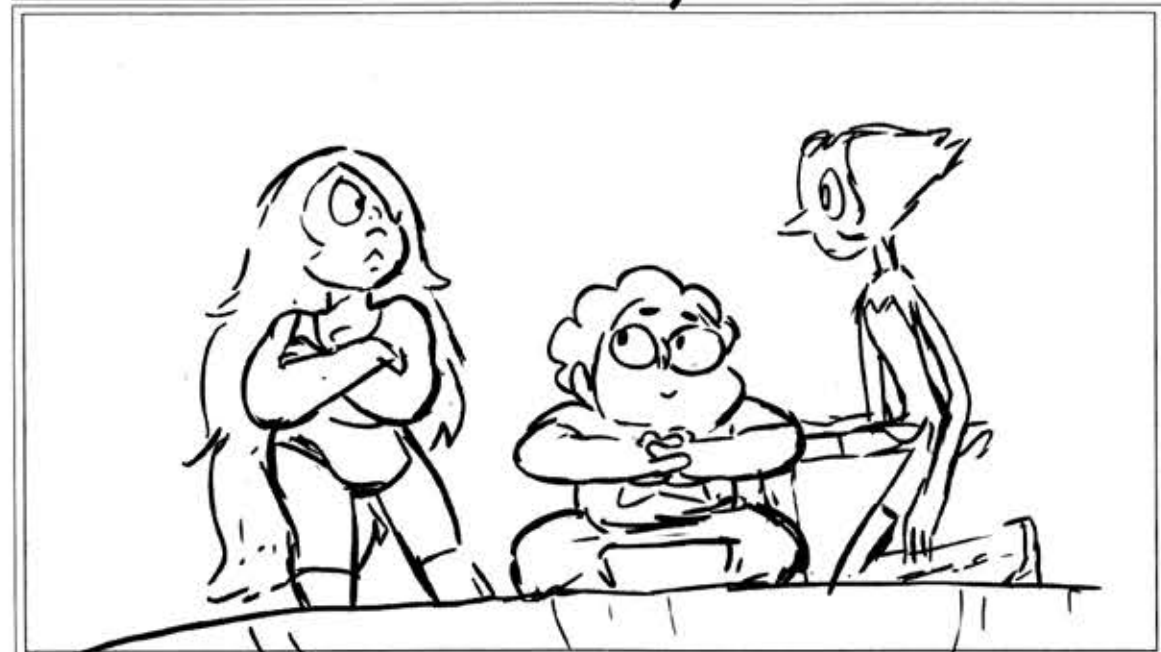
Action Notes
Amethyst and Pearl look at each other briefly.

Slugging
0.13

JUN 2 6 2013

Scene	Panel	
77 CONT		7

Dialogue
PEARL: We don't need Opal to get accross.

Slugging
3.10

Scene	Panel	
77 CONT		8

Dialogue
STEVEN: Can you do it anyway?

Slugging
Panels 8 + 9 = 6.13

JUN 2 6 2013

1020.010

Scene	Panel
77 CONT	9
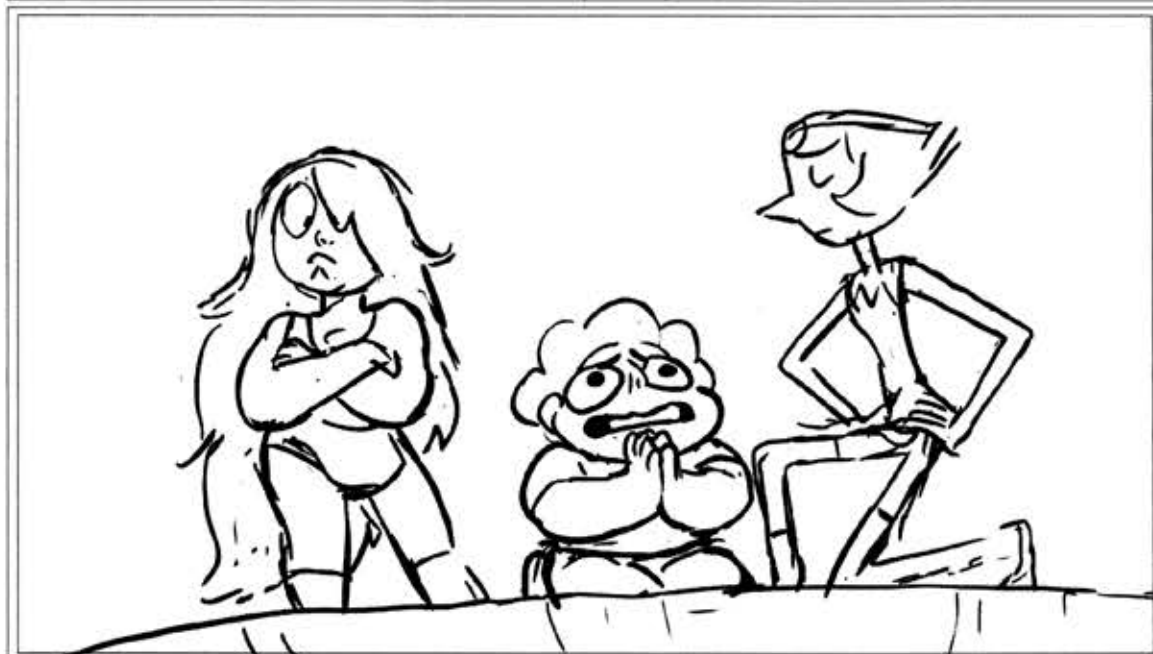
Dialogue
STEVEN: PLEEEEASEE?? It would be easier wouldn't it?

Scene	Panel
77 CONT	10

Slugging
0.05

JUN 2 6 20..

Scene	Panel
77 CONT	11

Slugging
0.05

Scene	Panel
77 CONT	12

Dialogue
AMETHYST: Not as easy

Slugging
0.15

JUN 2 6 2013

1620.010

1020.010

Scene	Panel
77 CONT	13

Slugging
ADJ: 0.08

ADJ through panels 13 + 14.

Scene	Panel
77 CONT	14
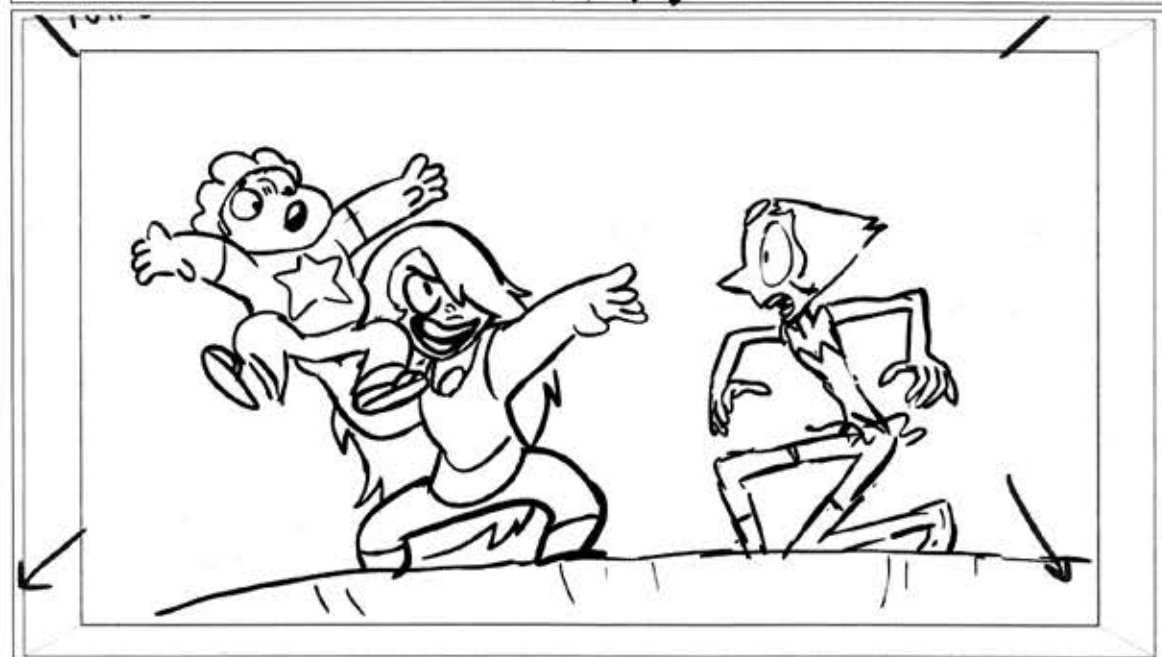
Dialogue
AMETHYST: As THIS!

Action Notes
Camera pulls out as Amethyst lifts Steven up.

Slugging
ADJ: 0.05

JUN 2 6 2013

Scene	Panel
77 CONT	15
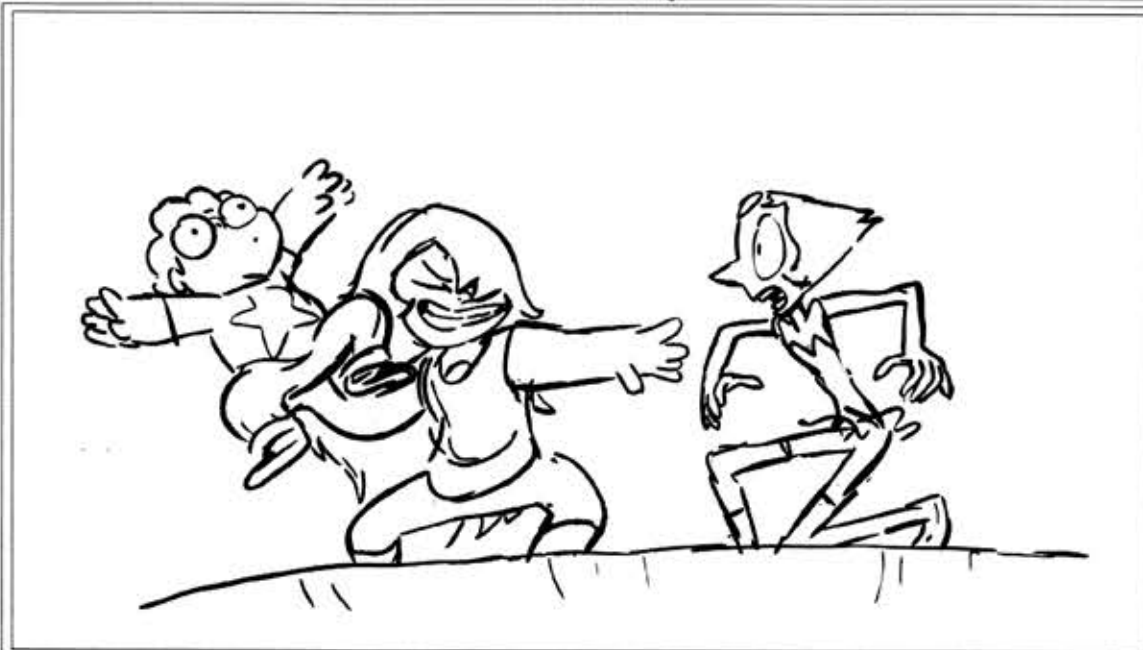
Slugging
0.05

Scene	Panel
77 CONT	16
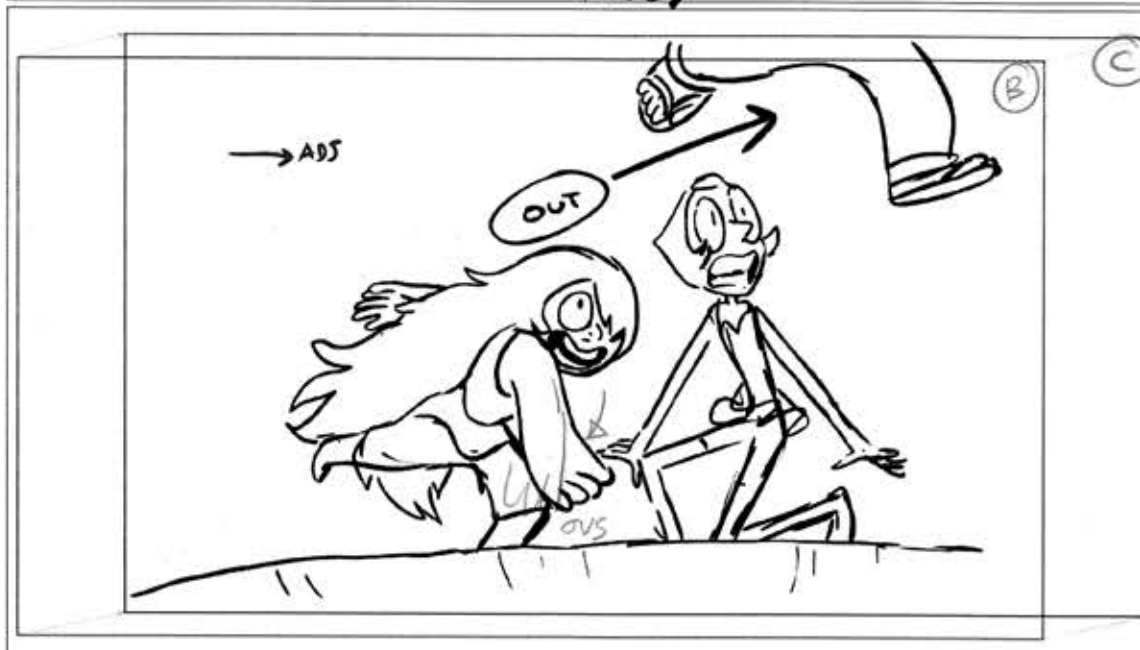
Dialogue
AMETHYST: HYEEAH!

Action Notes
camera adjust with Steven flying OUT of frame.

Slugging
ADJ: 0.06
Then HOLD: 0.14

JUN 2 6 2013

Scene		Panel
	78	1

Action Notes
Steven thrown IN screen left.

Slugging
Panels 1 + 2 = 0.05

Scene		Panel
	78 CONT	2

Action Notes
Steven falls down towards the rock.

JUN 26 2013

1020.010

1020.010

Scene	Panel
78 *CONT*	3

Action Notes
Steven lands on rock platform and rock is shacking.

Slugging
0.05

Scene	Panel
78 *CONT*	4

Action Notes
Amethyst IN - jumps towards the rock.

The rock is tipping forward - Steven is lossing his balance.

Slugging
0.05

JUN 2 6 2013

Scene		Panel
	78 CONT	5

Action Notes
Amethyst lands - balancing the rock.

Slugging
0.05

Scene		Panel
	78 CONT	6

Slugging
0.05

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
78 CONT	7

Slugging
0.05

Scene	Panel
78 CONT	8

Slugging
0.05

JUN 2 6 201?

1020.010

1020.010

Scene		Panel
78 CONT		9

Slugging
0.13

Scene		Panel
78 CONT		10

Dialogue
STEVEN: Wow Amethyst, that was a really good idea!!

Slugging
5.02

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
78 CONT	11

Dialogue
AMETHYST: I know...

Slugging
0.08

Scene	Panel
78 CONT	12

POS B

POS A
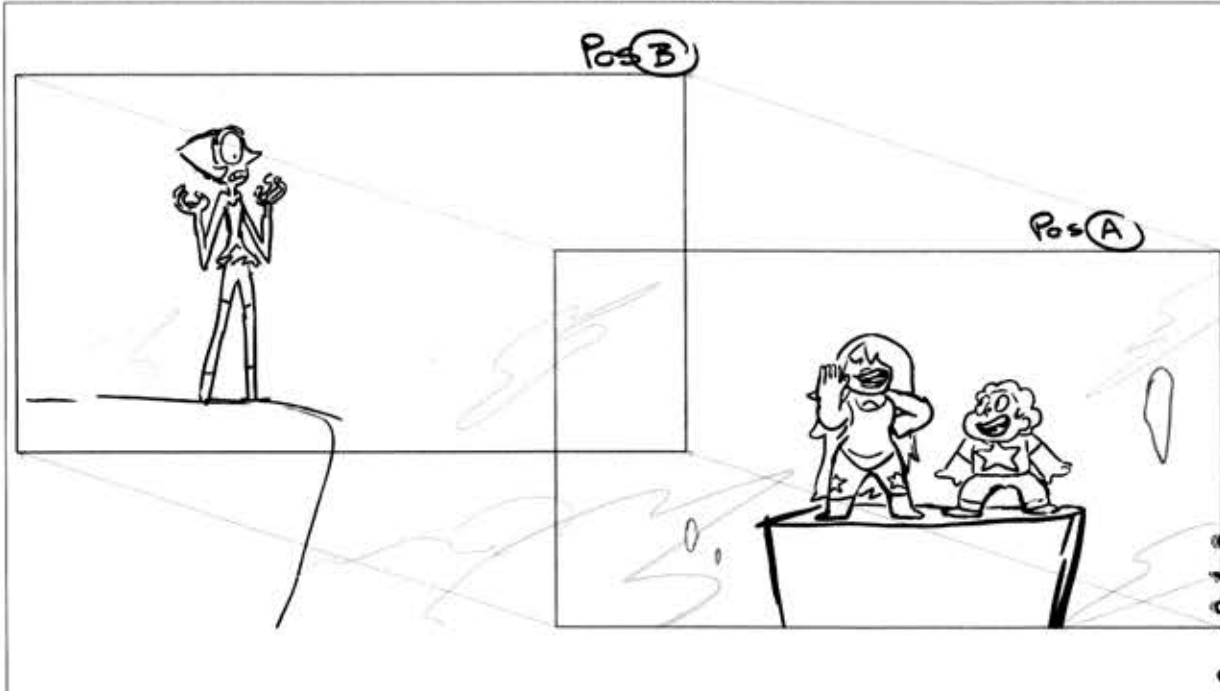
Dialogue
AMETHYST: ... I'm full of 'em.

Action Notes
Camera adjust to Pearl

Pearl Twitches Slightly

Slugging
ADJ: 0.08
Then HOLD: 1.10

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
78 CONT	13

Dialogue
PEARL: OOW!

Slugging
1.10

Scene	Panel
79	1
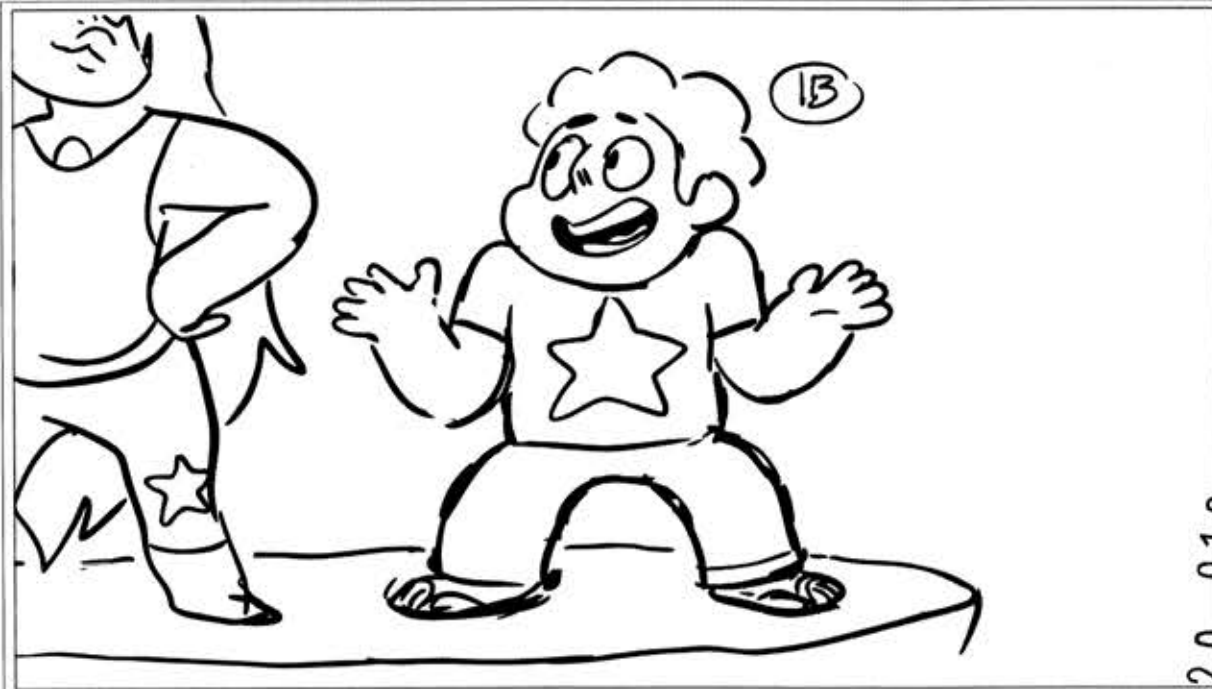
Dialogue
STEVEN: Awww... come on Pearl, it's safe!

Slugging
3.14

JUN 2 6 2013

Scene	Panel	Scene	Panel
79 CONT	2	80	1

Dialogue
STEVEN: Just look!

Slugging
1.08

Action Notes
Pearl and Steven teeter on the rock platform.

Slugging
0.08

JUN 2 6 2013

Scene	Panel
80 CONT	2

Slugging
0.08

Scene	Panel
80 CONT	3

Slugging
0.08

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
80 CONT	4

Slugging
0.05

Scene	Panel
80 CONT	5

Slugging
0.07

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene		Panel
80 CONT		6

Action Notes
Amethyst jumps down hard and flings Steven off the rock.

Slugging
0.07

Scene		Panel
80 CONT		7

OUT

Action Notes
Steven falls OUT of frame.

Slugging
0.10

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene		Panel	
	81		1

Scene		Panel	
	81 cont		2

Dialogue
AMETHYST: GHNH!!

Slugging
0.11

Slugging
0.05

JUN 26 2013

Scene		Panel
	82	1

Dialogue
PEARL: OAHH!!

Slugging
1.06

Scene		Panel
	82 CONT	2

Slugging
0.07

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
83	1

Slugging
0.13

Scene	Panel
83	2
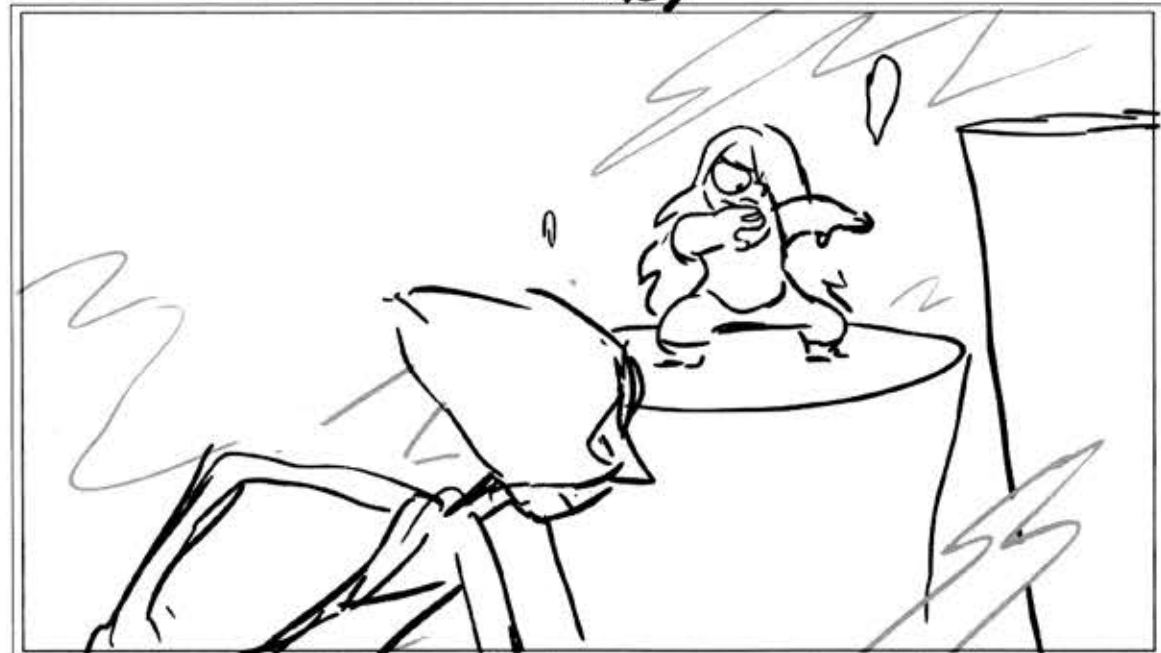
Slugging
0.05

JUN 2 6 2013

Scene	Panel
84	1

BGT

Action Notes
BG pan UP.

Slugging
0.06

Scene	Panel
84 CONT	2

BGT

Action Notes
BG pan UP.

Slugging
0.10

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene		Panel
84 CONT		3

BGT

Action Notes
BG pan UP.

Steven OUT.

Slugging
0.02

Scene		Panel
84 CONT		4

BGT

Action Notes
BG pan UP.

Slugging
0.05

JUN 2 6 2015

Scene	Panel
84 CONT	5

BGT

Slugging
0.06

Scene	Panel
84 CONT	6

BGT

Action Notes
BG pan UP.

Pearl jumps towards the camera.

Slugging
0.04

JUN 2 6 2013

Scene	Panel
84 CONT	7
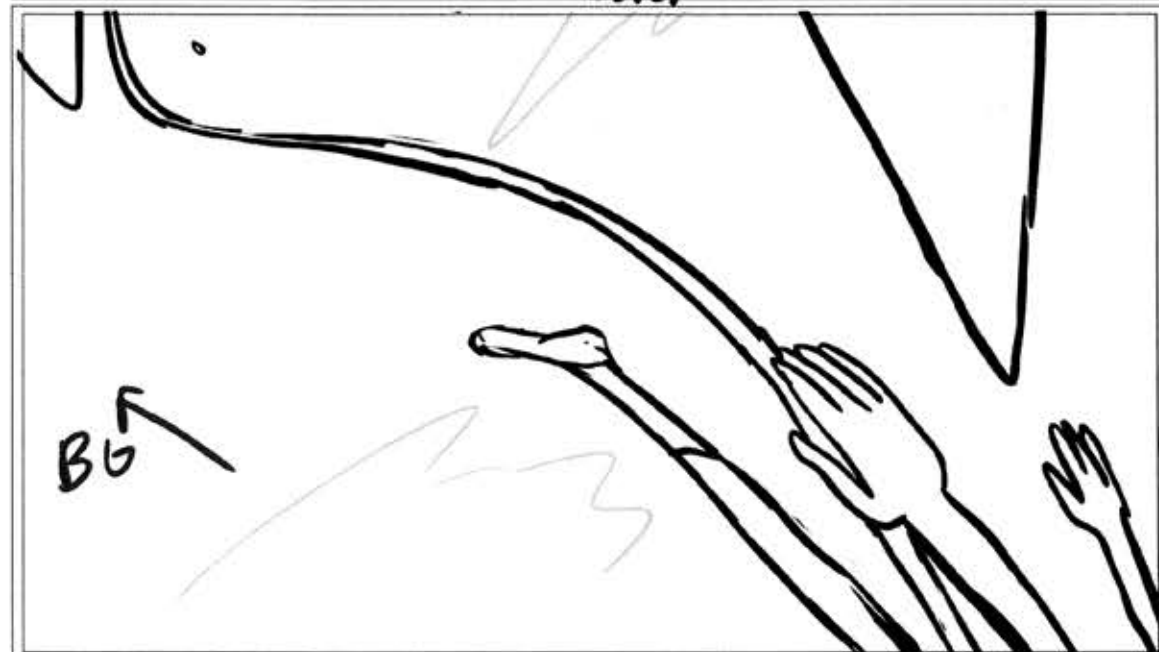
Action Notes
Pearl falls OUT below the camera.

Slugging
0.04

Scene	Panel
84 CONT	8
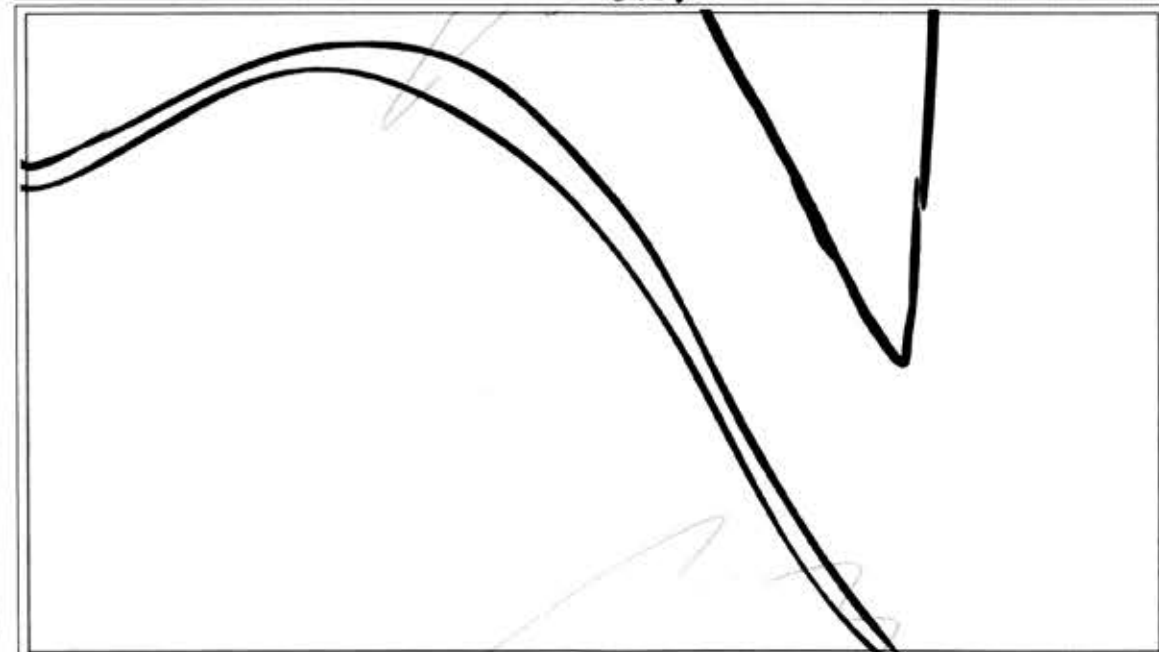
Action Notes
BG pan UP.

Slugging
0.04

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
84 CONT	9
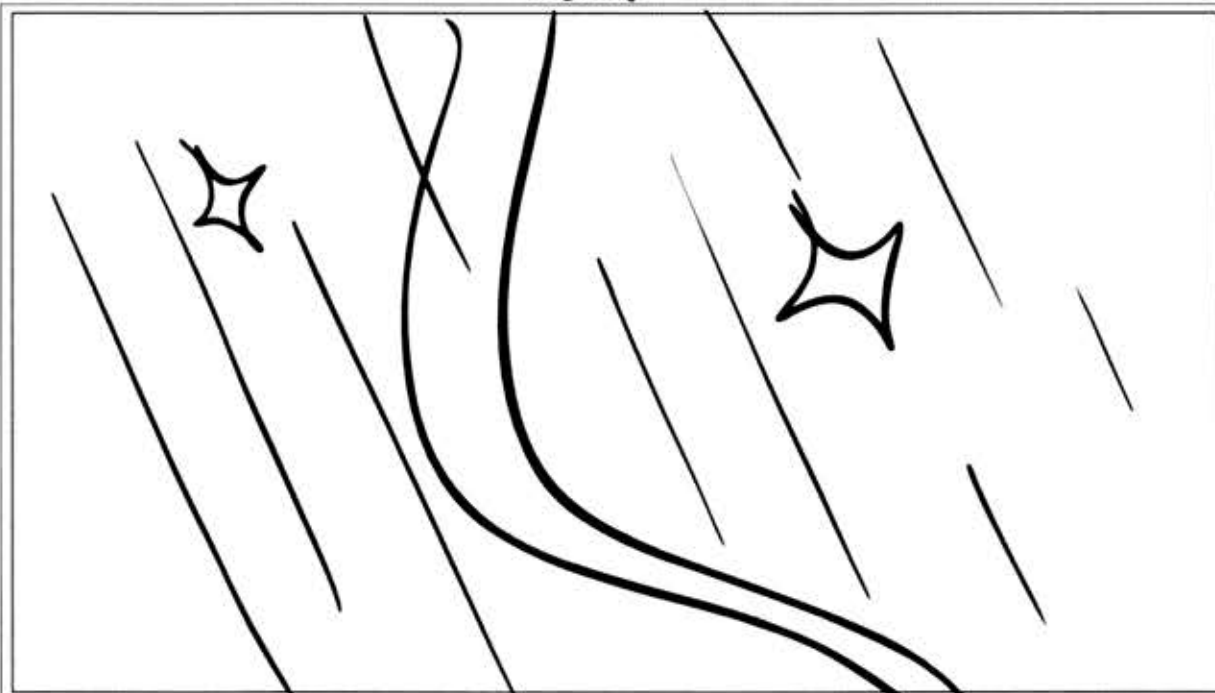
Slugging
0.06

Scene	Panel
84 CONT	10
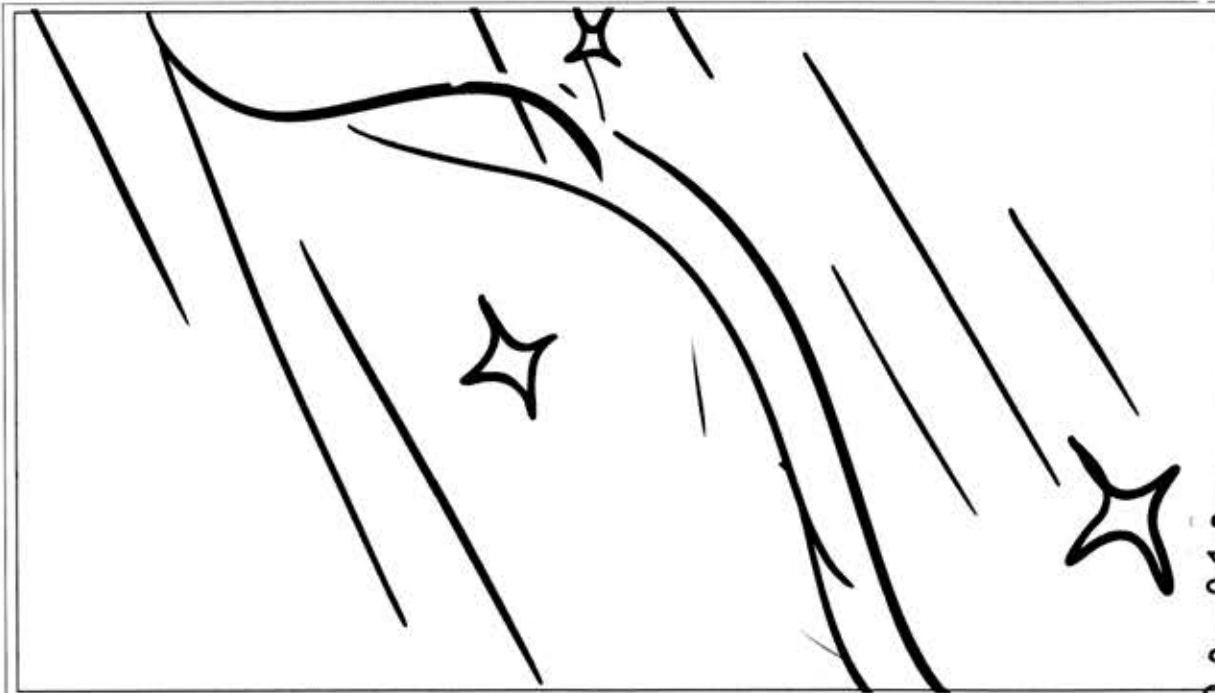
Slugging
0.04

JUN 26 2013

1020.010

1020.010

1020.010

Scene	Panel
84 CONT	11

PGS B

POS A

Slugging
0.04

1020.010

Scene	Panel
84 CONT	12

Action Notes
Camera adjust to Amethyst.

Slugging
ADJ: 0.05
Then HOLD: 0.12

JUN 2 6 2013

1020.010

Scene		Panel
	87	1

Action Notes
BG pan UP.

Slugging
0.06

Scene		Panel
	87 CONT	2

Action Notes
BG pan UP.

Slugging
0.06

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
87 CONT	3

BG↑

Action Notes
BG pan UP.

Pearl IN - Steven looks at Pearl.

Slugging
0.04

Scene	Panel
87 CONT	4

BG↑

Action Notes
BG pan UP.

Slugging
0.05

JUN 26 2013

Scene		Panel		Scene		Panel	
	87 CONT		5		87 CONT		6
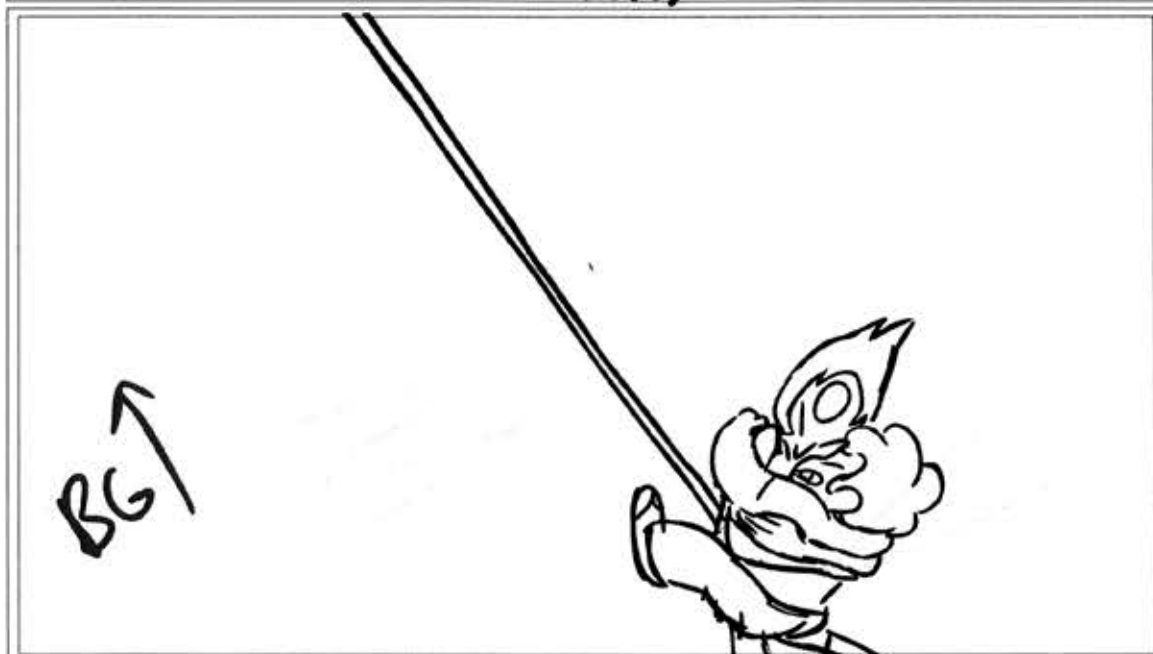
Action Notes
background slows to a stop
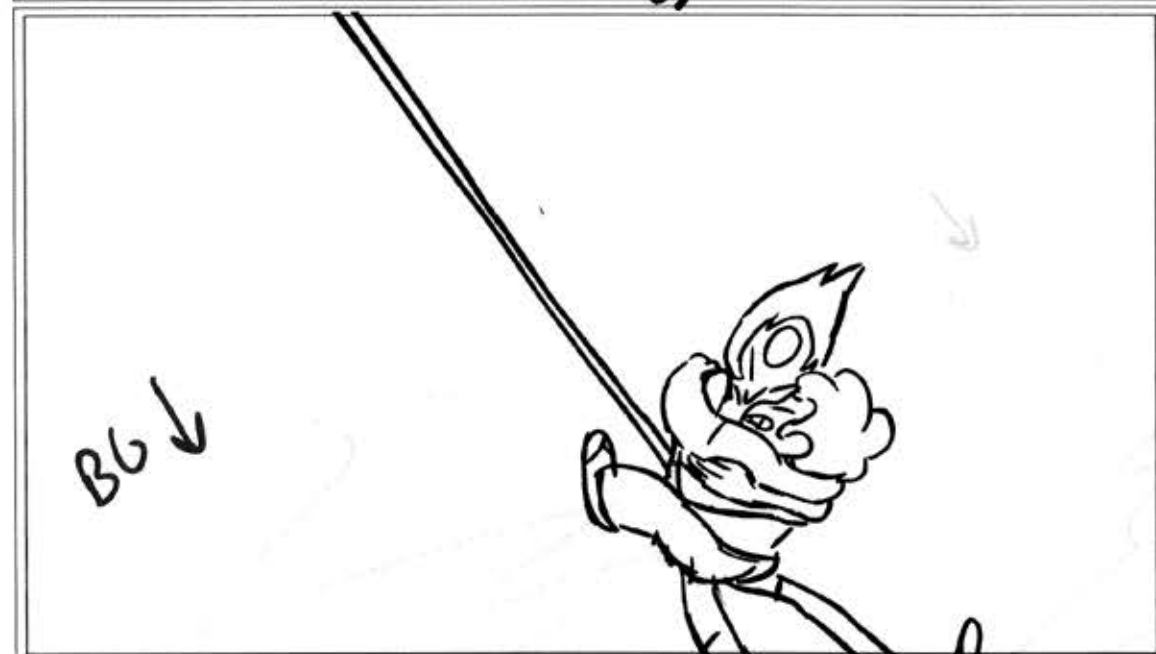
Action Notes
background reverses direction - Pans down.

Slugging
0.04
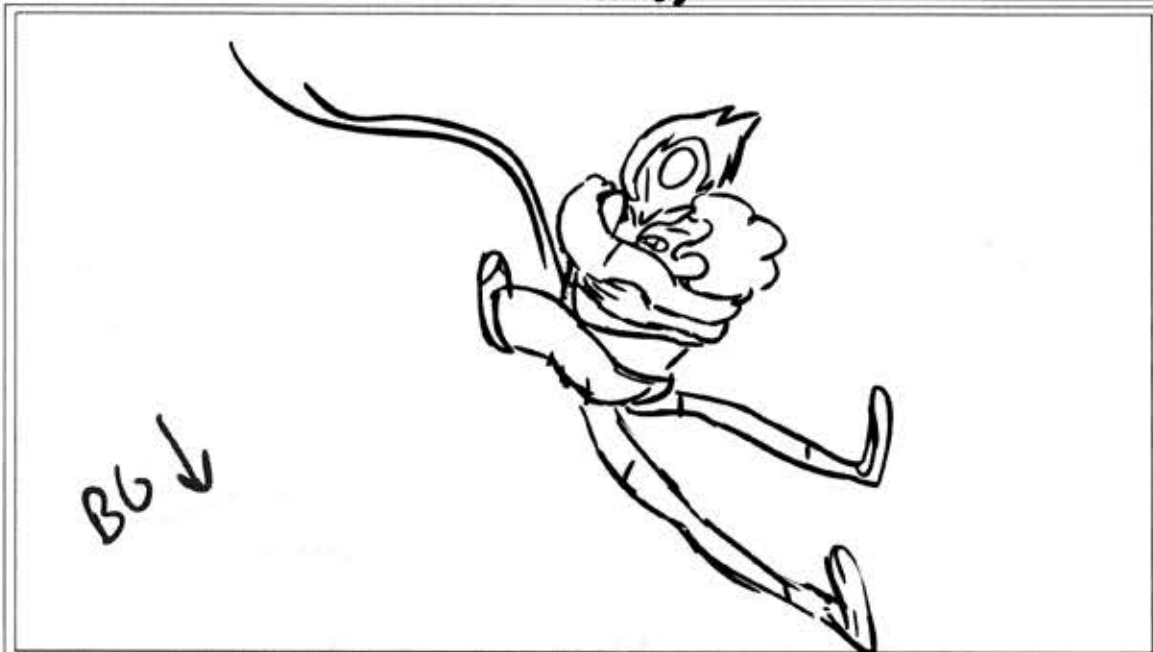
Slugging
0.02

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
87 CONT	7

BG ↓

Slugging
0.04

Scene	Panel
87 CONT	8

BG ↓
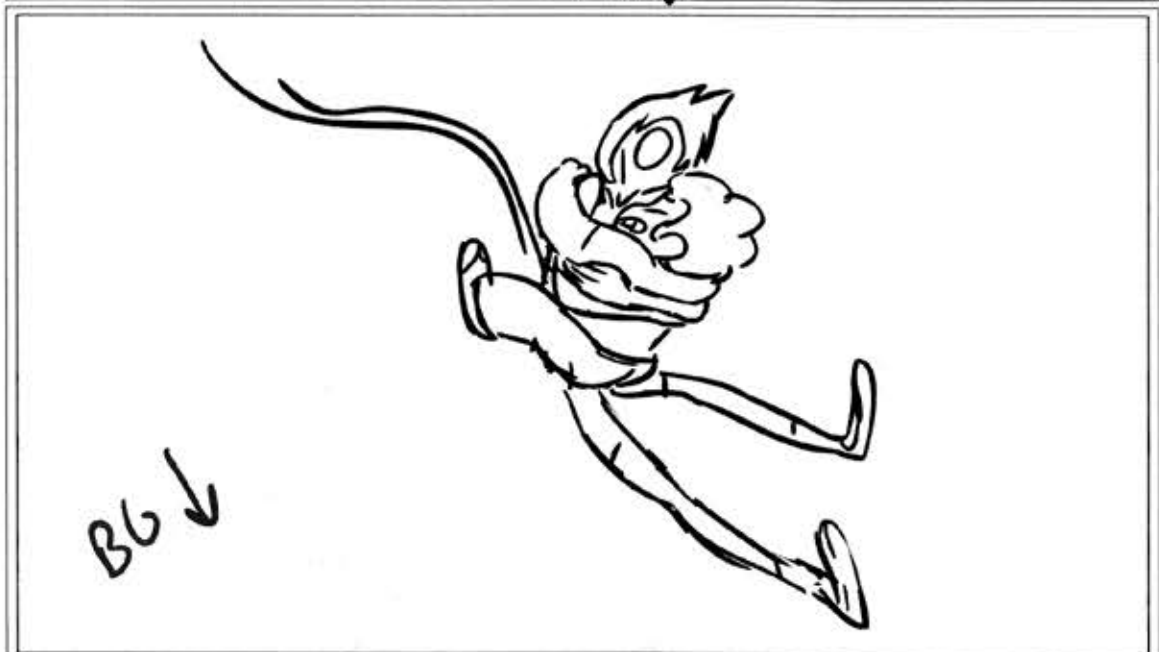
Slugging
0.08

JUN 2 6 2013

1020.010

1020.010

Scene		Panel	
	88		1

Dialogue
AMETHYST: Rrrrrrghh..

Slugging
0.06

Scene		Panel	
	88 CONT		2

Dialogue
AMETHYST: Rrrrrrghh..

Slugging
0.04

JUN 26 2013
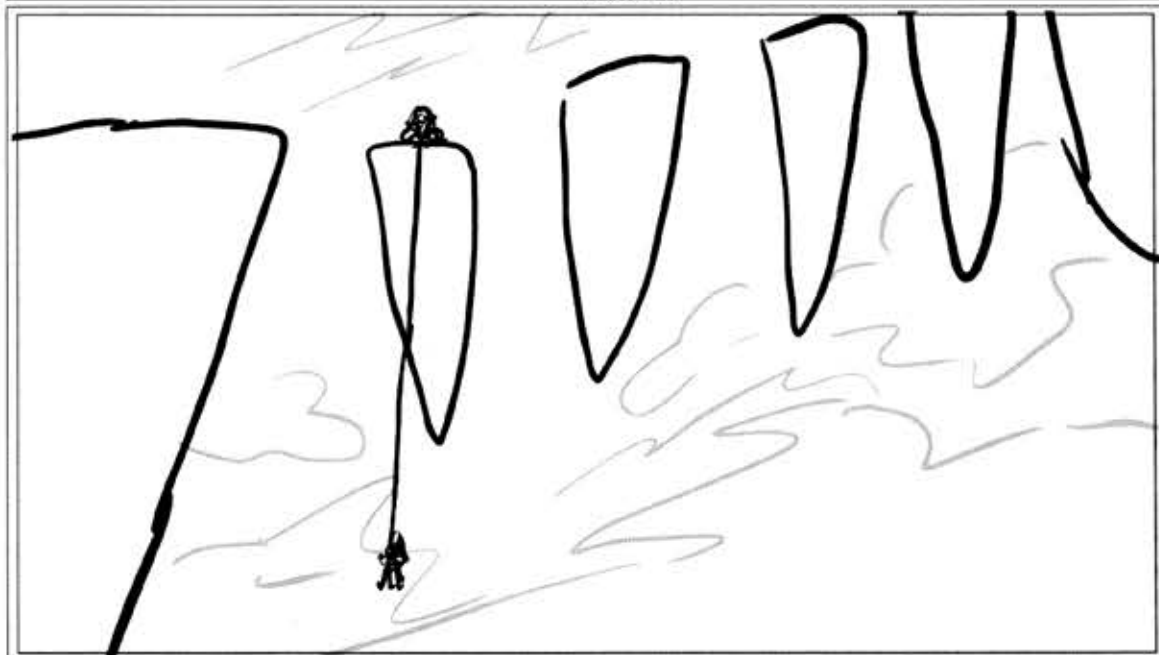
Scene	Panel
88 CONT	3

Dialogue
AMETHYST: Rrrrrrghh..

Slugging
0.06

Scene	Panel
88 CONT	4
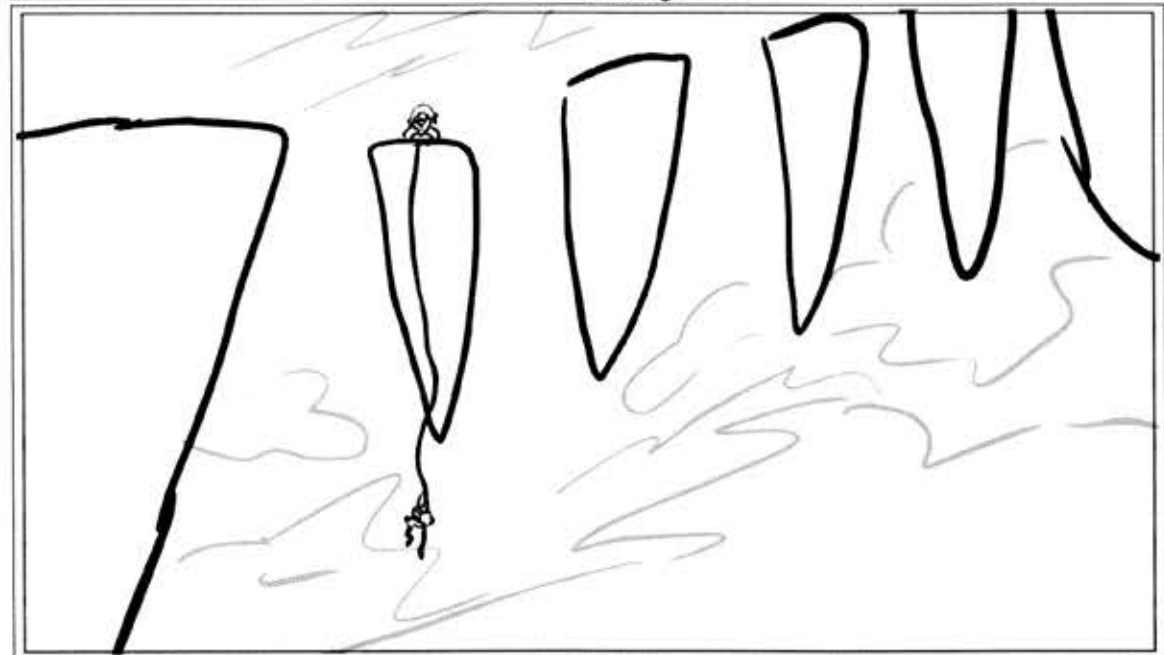
Dialogue
AMETHYST: Rrrrrrghh..

Slugging
0.05

JUN 2 6 2013

Scene	Panel
89	1

Dialogue
AMETHYST: Rrrrrrghh..

Slugging
0.05

Scene	Panel
89 CONT	2

Dialogue
AMETHYST: Rrrrrrghh..

Slugging
0.12

JUN 2 6 2013

Scene	Panel
89 CONT	3
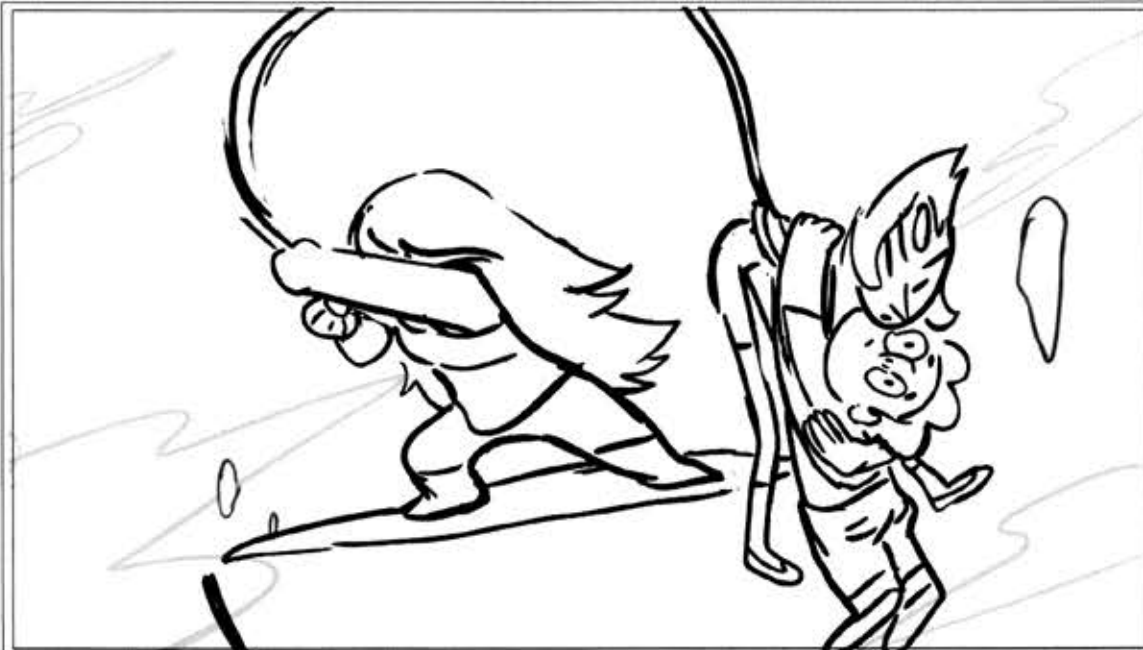
Action Notes
Pearl and Steven IN from bottom.

Slugging
0.05

Scene	Panel
89 CONT	4

Action Notes
Pearl and Steven OUT top then both fall down on the rock.

Slugging
0.08

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
89 CONT	5

Slugging
0.05

Scene	Panel
89 CONT	6
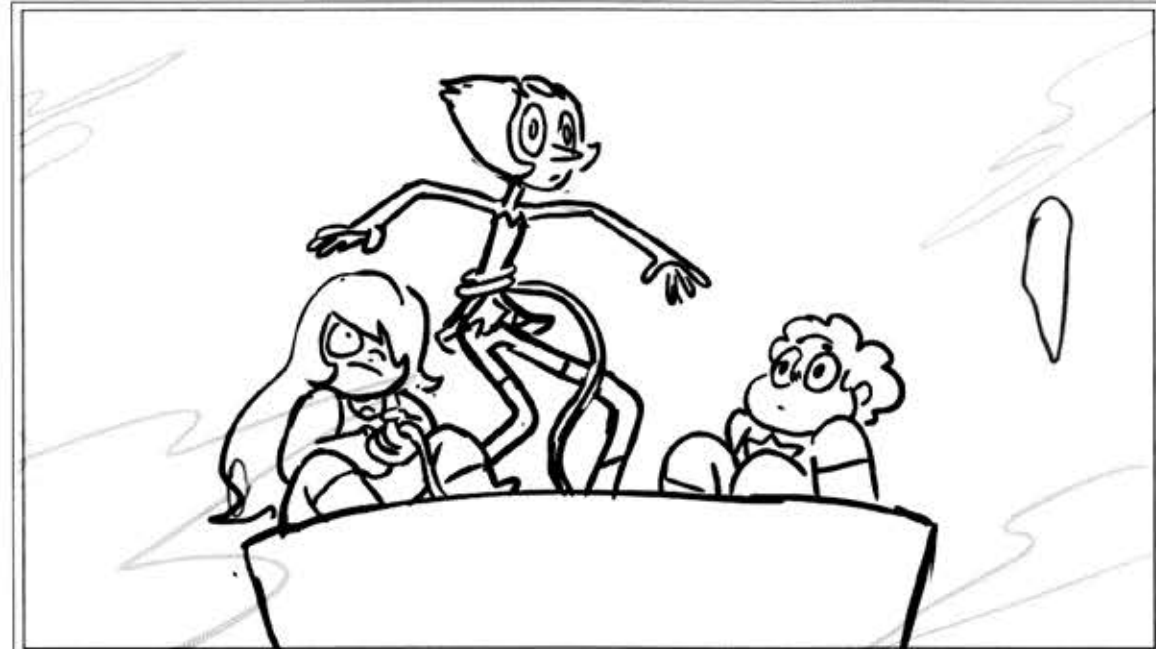
Slugging
1.04

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
90	1

Dialogue
STEVEN: That was so cool how you worked together!

Slugging
3.05

Notes
H.U. Steven to previous scene.

Scene	Panel
91	1

Dialogue
STEVEN: We didn't even need Opal!

Slugging
2.02

JUN 2 6 201

1020.010

Scene	Panel	
	91 CONT	2

Slugging
1.02

Scene	Panel	
	91 CONT	3

Slugging
1.05

JUN 26 2013
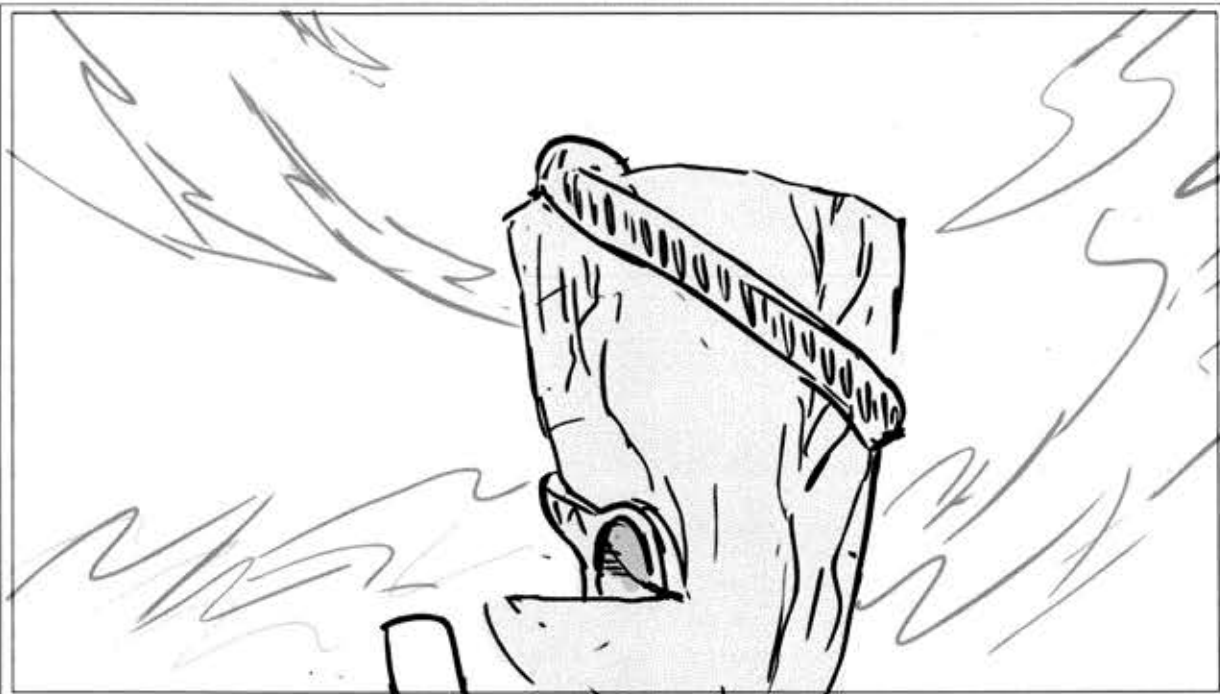
Scene		Panel	
	92		1

Scene		Panel	
	93		1
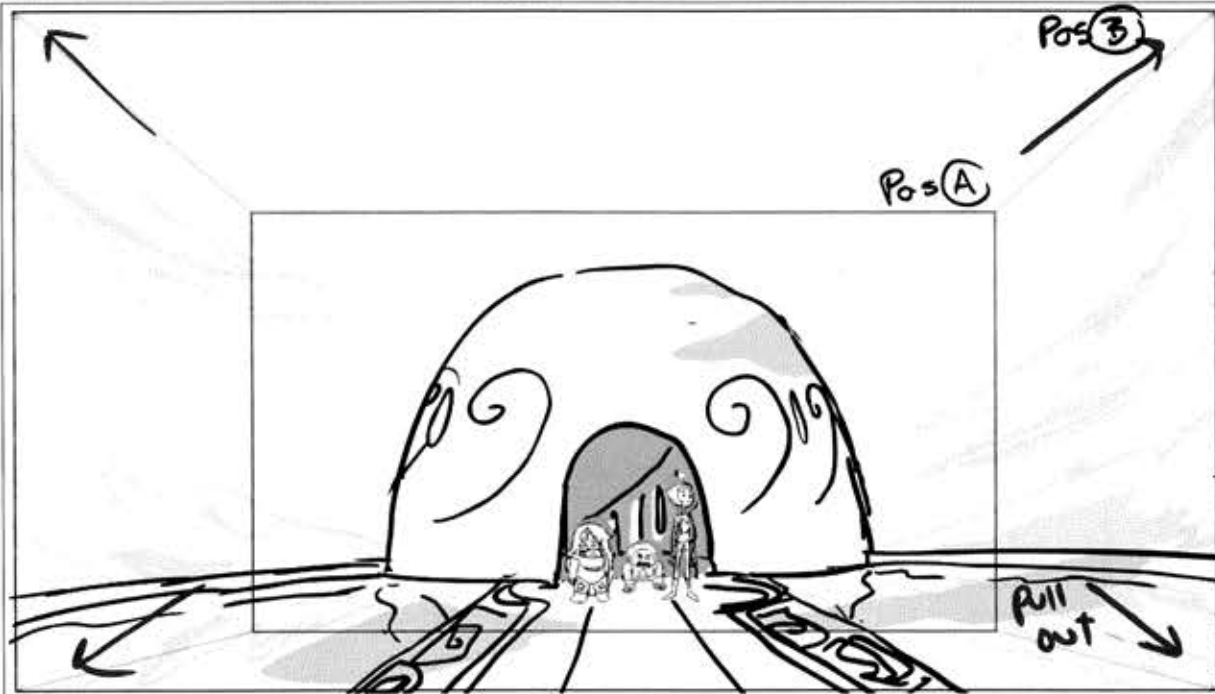
Slugging
3.06

Dialogue
STEVEN: I CAN'T FEEL MY LEGS ANYMORE.

Action Notes
Widen to s

Slugging
Panels 1 + 2 =
ADJ: 3.01
Then HOLD: 2.06

JUN 2 6 2013

Scene	Panel
93 CONT	2

Action Notes
Clouds and their casted shadows are drifting slowly throughout this scene

Scene	Panel
94	1

Dialogue
STEVEN: Why don't we just.. stand here...

Slugging
1.13

JUN 2 6 2013

Scene	Panel	
	94 CONT	2

Slugging
0.15

Scene	Panel	
	94 CONT	3

Dialogue
STEVEN: Hey look at that!

Action Notes
Adjust camera up

Slugging
ADJ: 0.05
Then HOLD: 1.00

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel	Scene	Panel
94 CONT	4	95	1
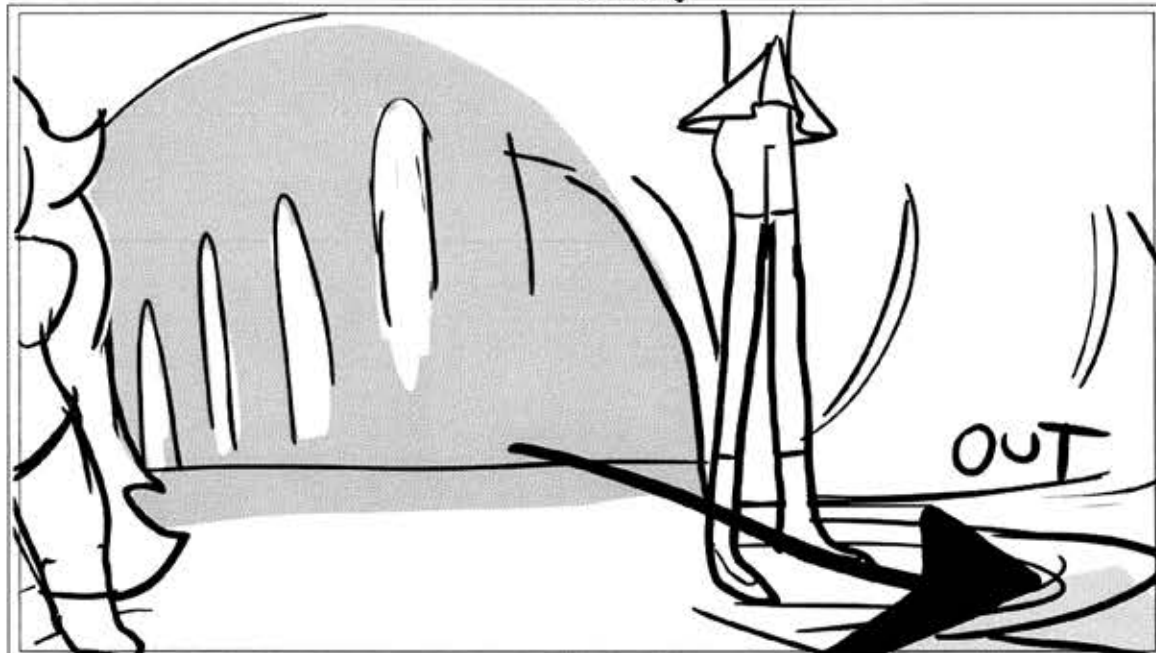
Action Notes
Steven runs off OUT.

Slugging
0.11
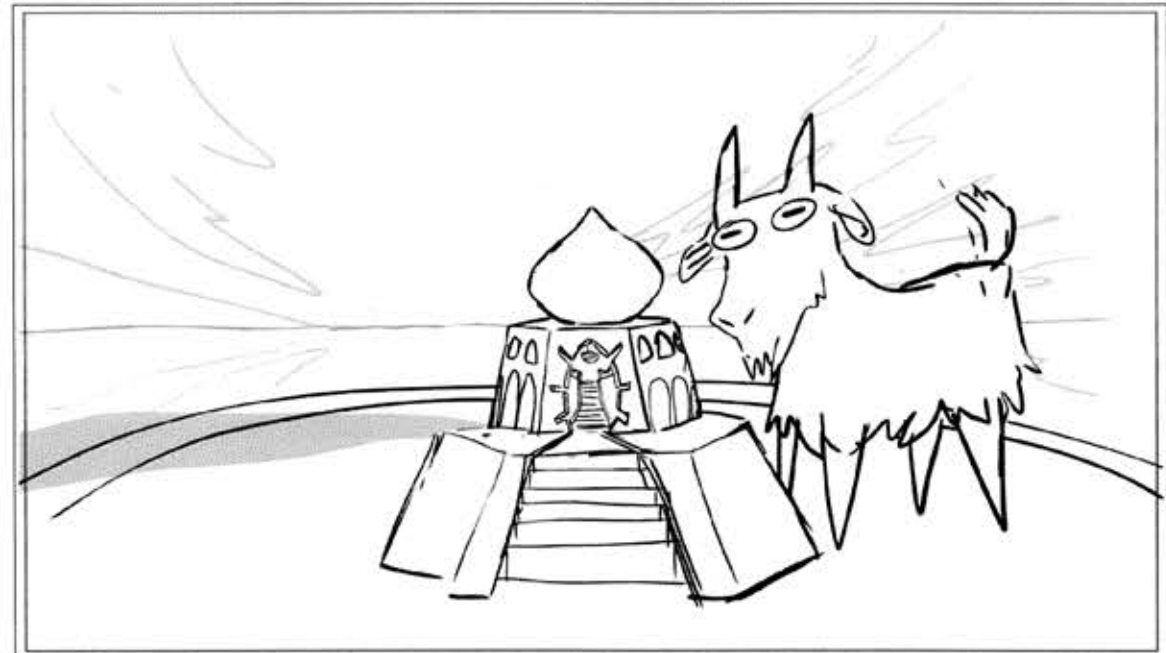
Action Notes
Steven Jr stands next to temple.

Slugging
0.04

JUN 2 6 2013

Scene

Panel

95 CONT

2
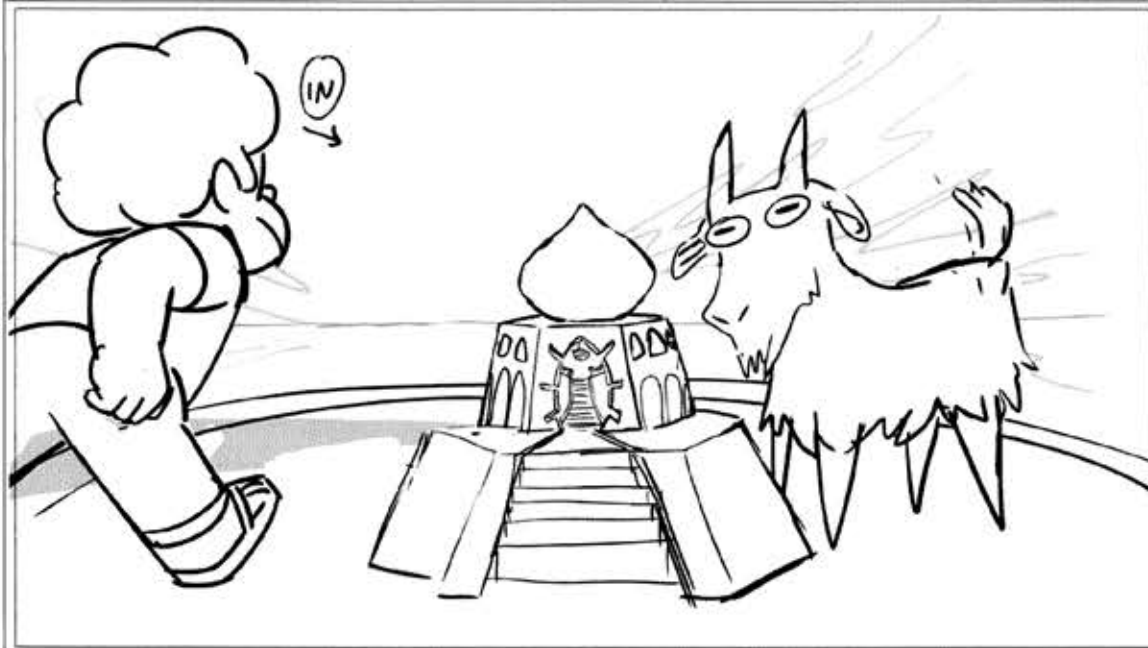
Dialogue
STEVEN: It's a tiny temple!

Action Notes
Steven runs IN scene.

Slugging
Panels 2 + 3 = 3.01

Scene

Panel

95 CONT

3

Dialogue
STEVEN: It's a tiny temple!

JUN 2 6 2013

Scene	Panel	Scene	Panel
96	1	96 CONT	2
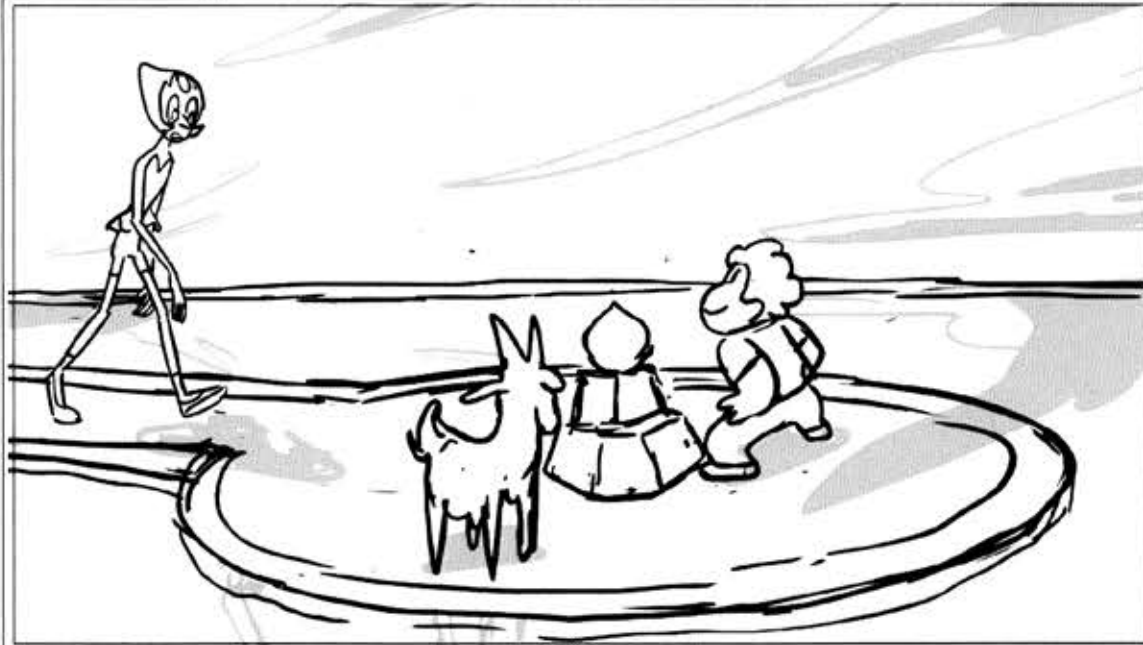
Dialogue
PEARL: It's just where Garnet said it would be.

Action Notes
Pearl approaches temple..

Slugging
Panels 1 to 4 = 3.10
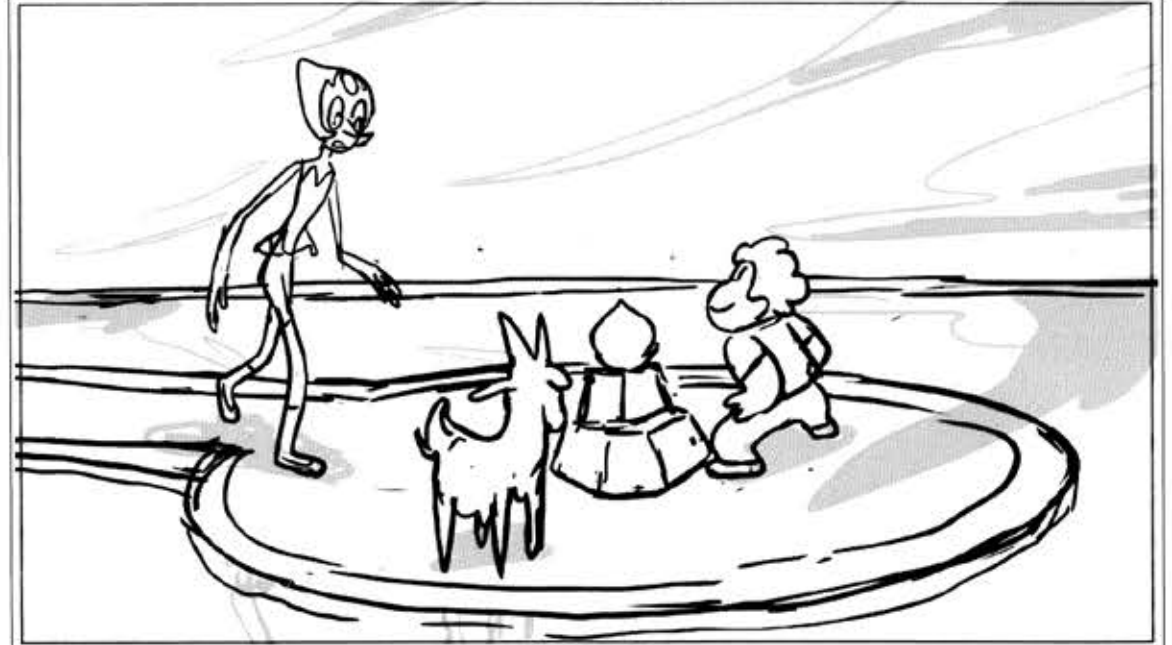
Dialogue
PEARL: It's just where Garnet said it would be.

JUN 26 2013

Scene	Panel
96 CONT	3
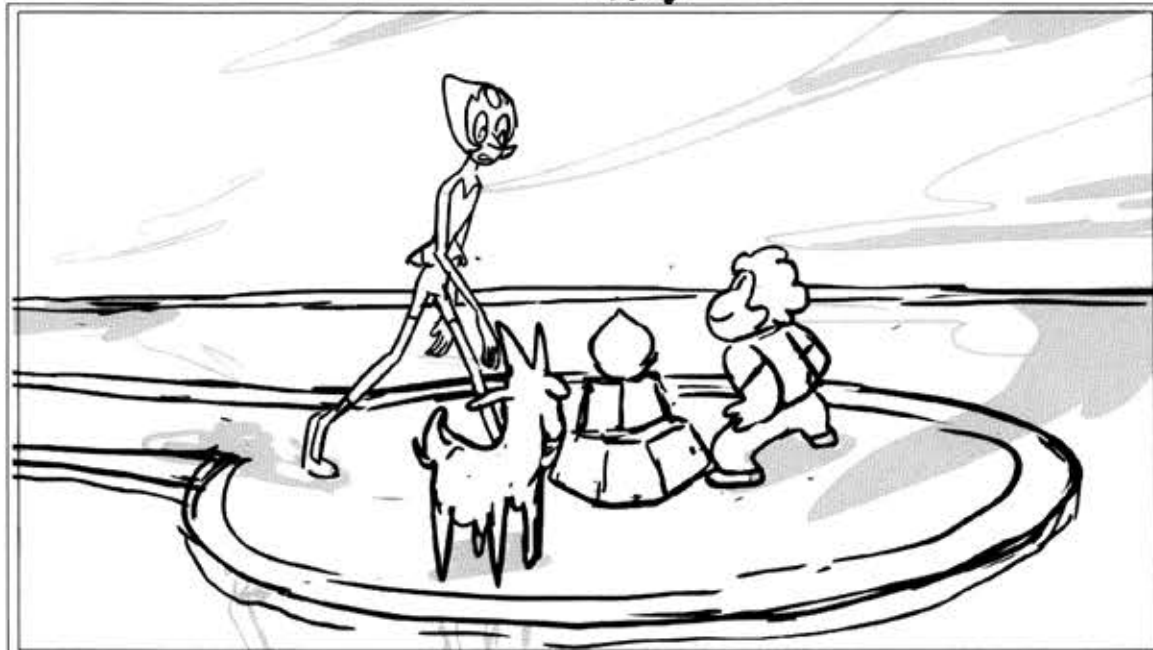
Dialogue
PEARL: It's just where Garnet said it would be.

Scene	Panel
96 CONT	4
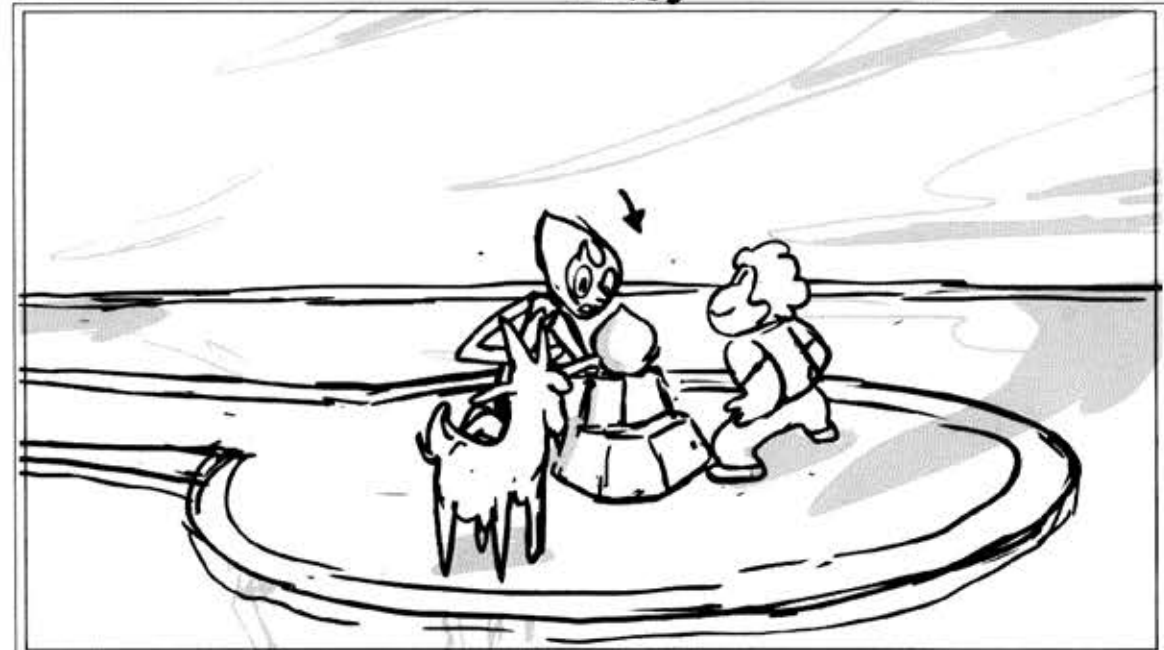
Action Notes
and kneels infront of temple.

JUN 2 6 2013

Scene	Panel	Scene	Panel
97	1	97 CONT	2

Slugging
0.13

Slugging
2.00

JUN 2 6 2013

Scene	Panel	Scene	Panel
98	1	99	1

Dialogue
STEVEN: Haha! Check it out!

Slugging
2.06

Dialogue
STEVEN: It's even got a tiny beetle bedroom!

Slugging
Panels 1 + 2 = 2.15

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
99 CONT	2
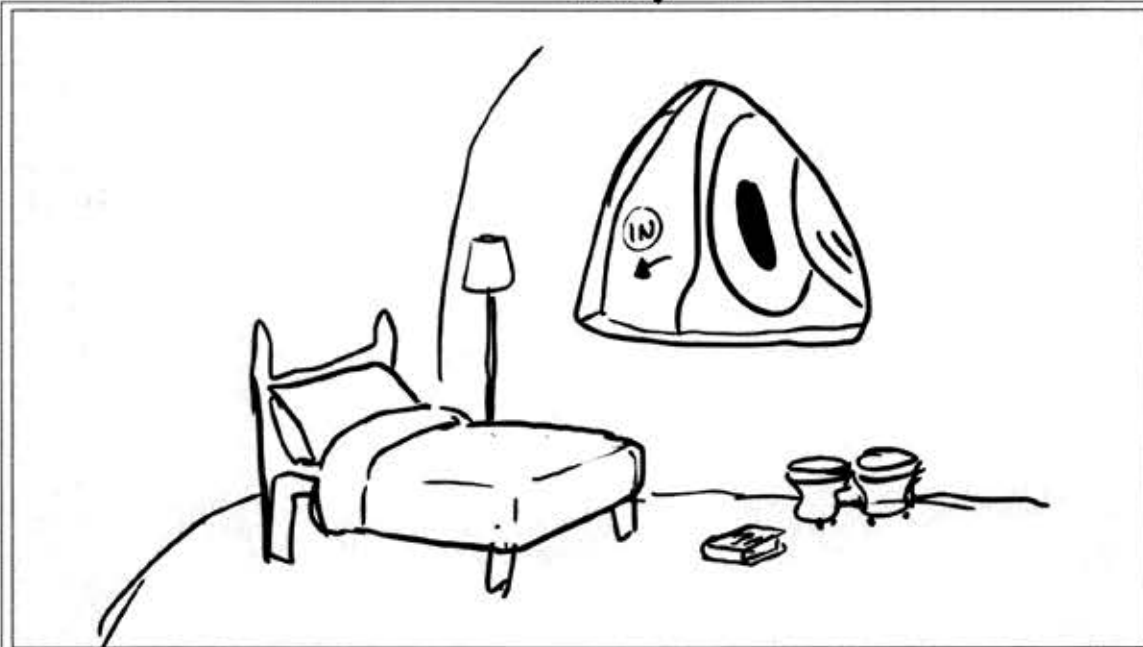
Dialogue
STEVEN: It's even got a tiny beetle bedroom!

Action Notes
Steven looks into window of temple.

Scene	Panel
99 CONT	3

Slugging
0.07

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
99 CONT	4

Dialogue
STEVEN: And little beetle bongos!

Slugging
Panels 4 + 5 = 5.05

Scene	Panel
99 CONT	5

Dialogue
STEVEN: And a little beetle baby book!

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
99 CONT	6
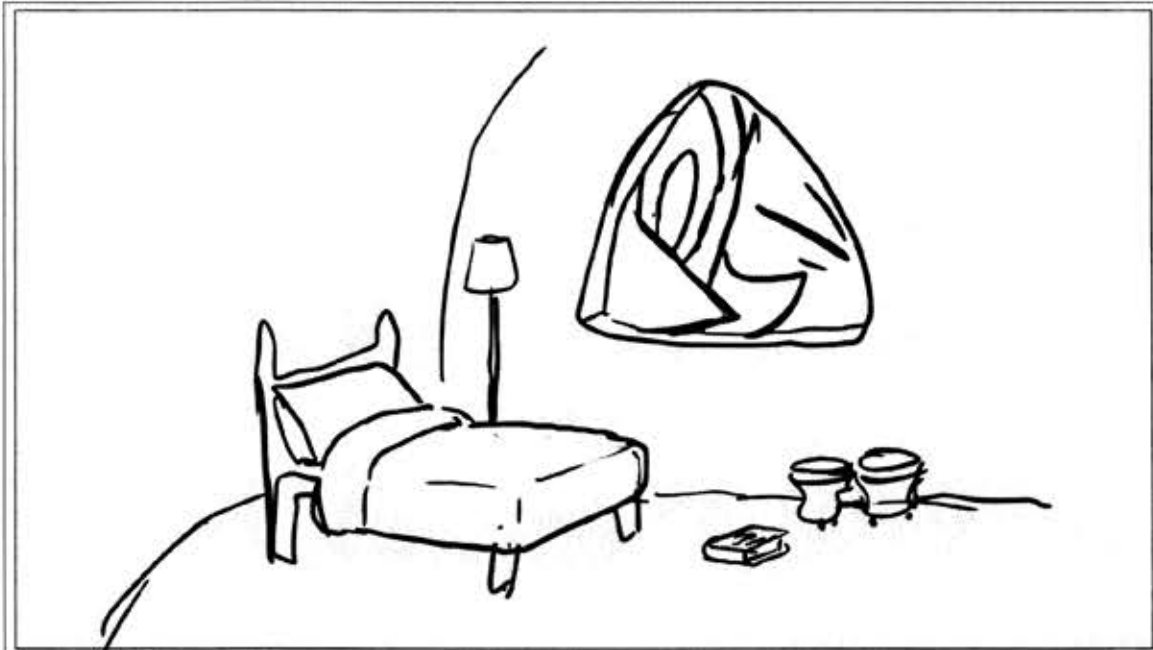
Action Notes
Pearl pushes Steven out of the way to look inside

Slugging
0.07

Scene	Panel
99 CONT	7
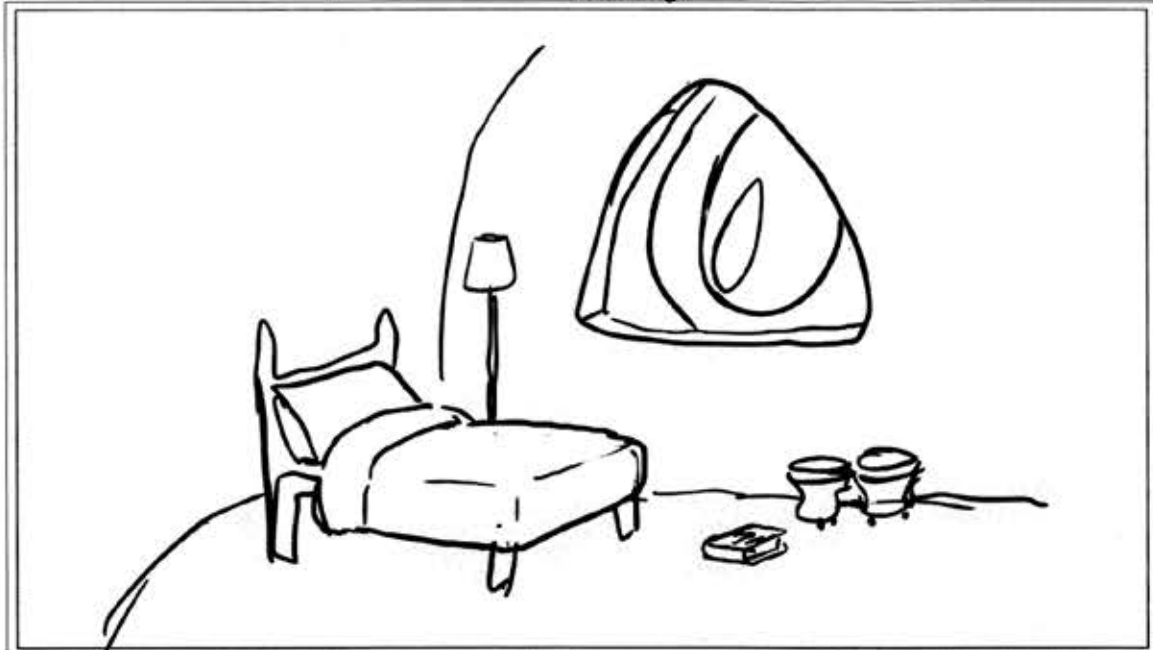
Dialogue
PEARL: But where's...

Action Notes
Pearl pushes Steven aside and looks into window of temple.

Slugging
1.02

JUN 2 6 2013

1020.010

Scene	Panel
99 CONT	8
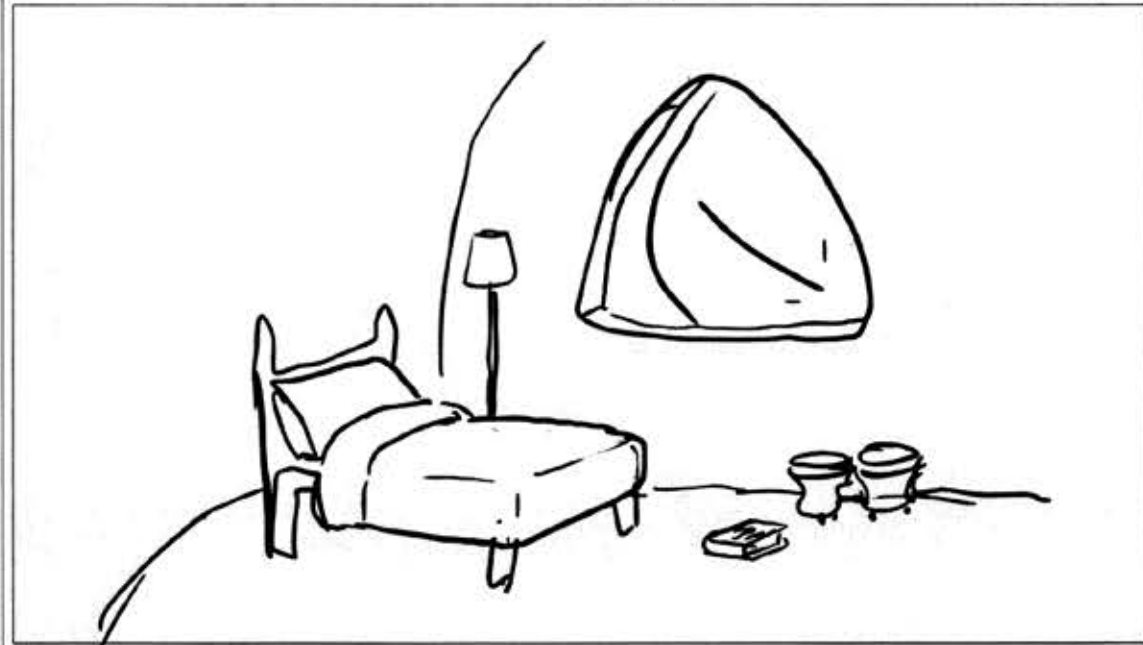
Slugging
0.05

Scene	Panel
99 CONT	9

Dialogue
PEARL: the BEETLE?

Slugging
0.14

JUN 2 6 201
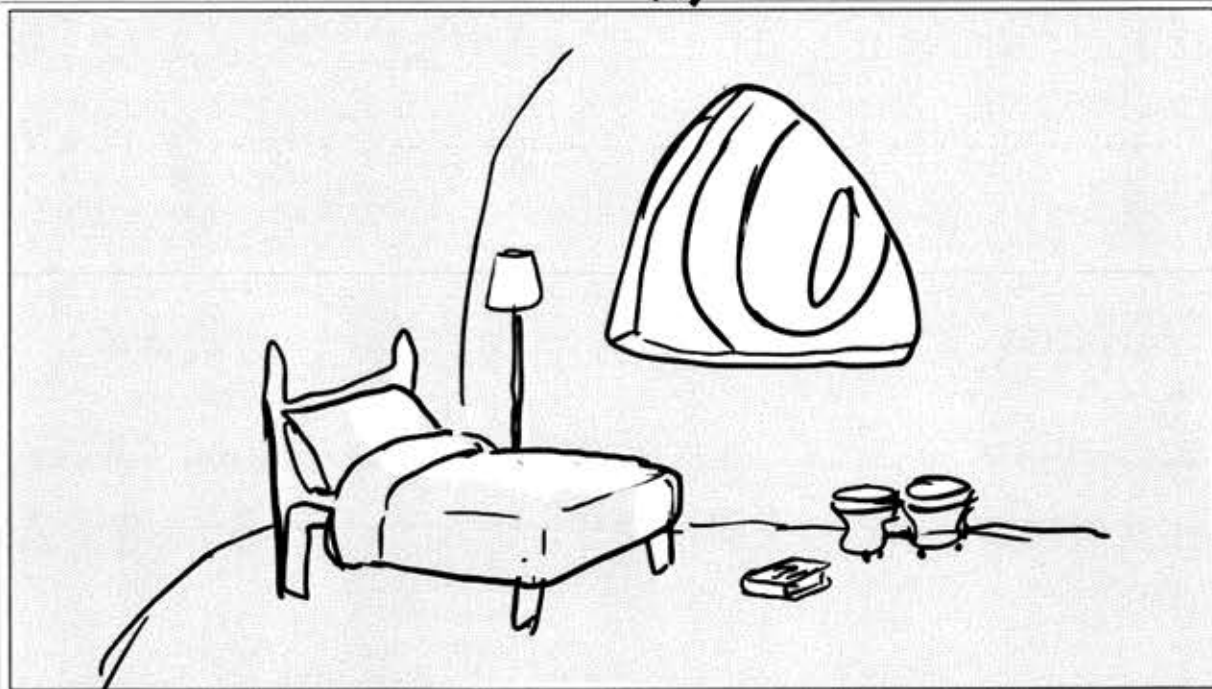
Scene	Panel
99 CONT	10

Slugging
0.09

Scene	Panel
100	1

Slugging
0.05

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
100	CONT 2

Dialogue
PEARL: It's supposed to be here!

Slugging
1.11

Scene	Panel
100	CONT 3

Dialogue
PEARL: The Heaven Beetle wouldn't leave, would it?

Slugging
3.11

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
101	1
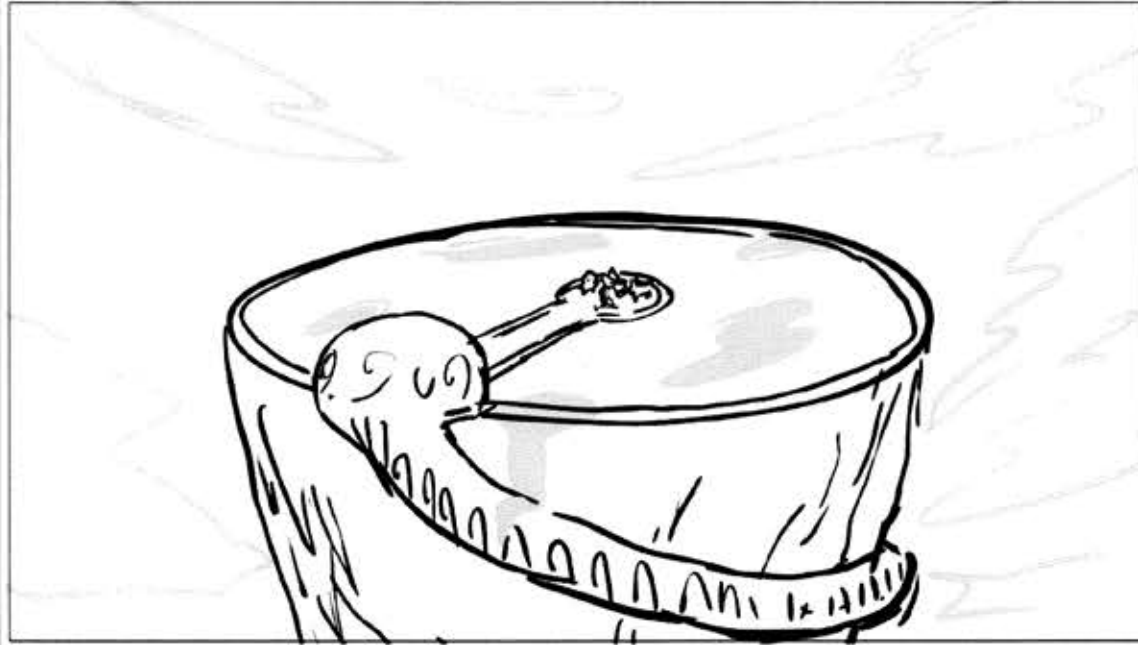
Dialogue
PEARL: OOOW!

Slugging
0.07

Scene	Panel
101 CONT	2

Dialogue
PEARL: It could be anywhere! *frustrated*

Slugging
3.04

JUN 2 6 2013

1020.010

Scene		Panel	
	102		1

Dialogue
PEARL (off-screen): This is all wrong!

Slugging
1.14

Scene		Panel	
	102 CONT		2
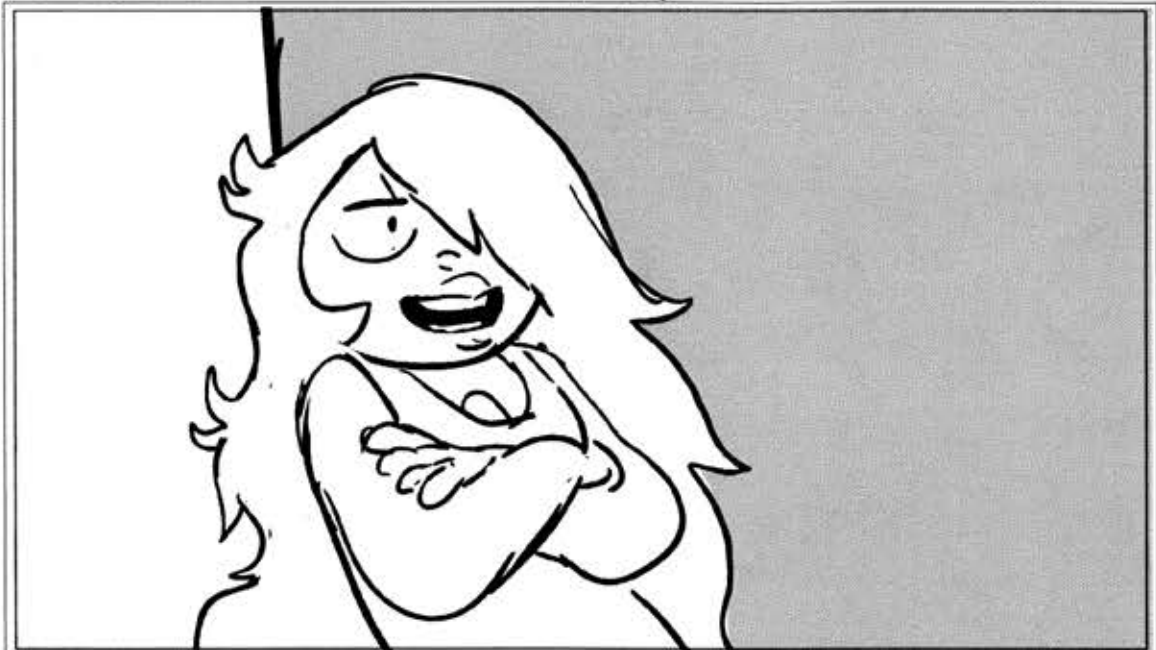
Dialogue
AMETHYST: (heh)

Slugging
Panels 2 to 4 = 6.06

JUN 2 6 2013

Scene	Panel		Scene	Panel	
102 CONT		3	102 CONT		4
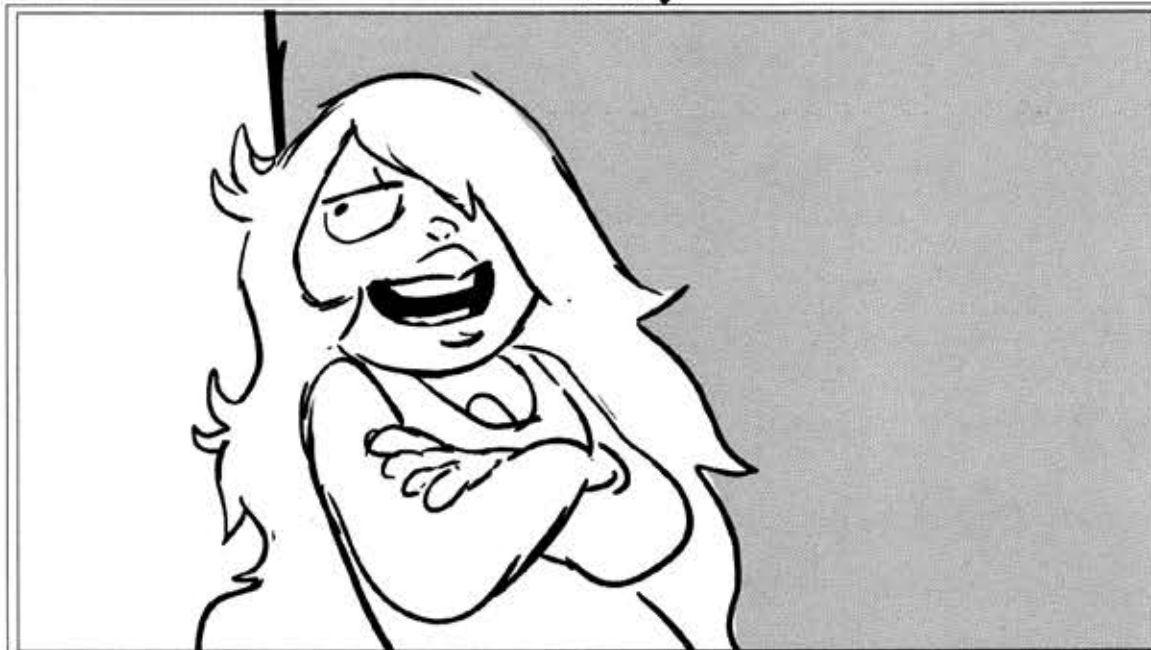
Dialogue
AMETHYST: Maybe you should freak out some more.

Dialogue
AMETHYST: That's really gonna help us find it.

JUN 2 6 2013

1020-010

Scene	Panel
102 CONT	5
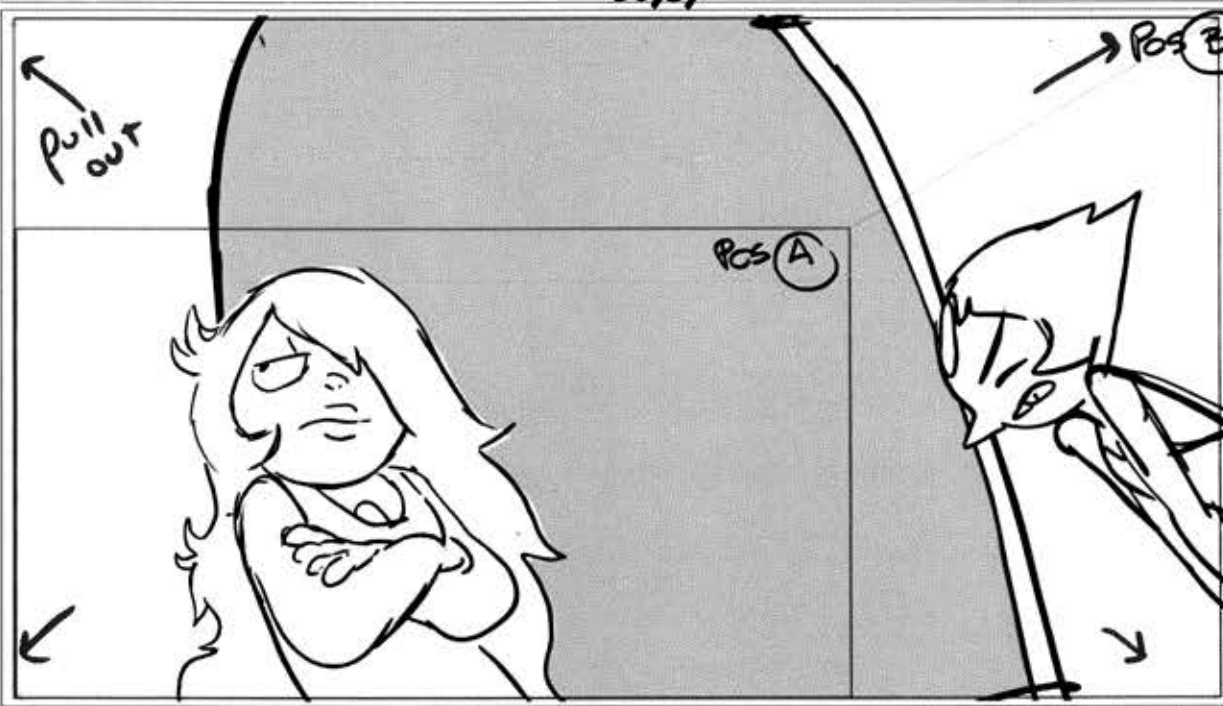
Action Notes
Pull out as Pearl enters scene.

Slugging
ADJ: 0.05

1020.010

Scene	Panel
102 CONT	6
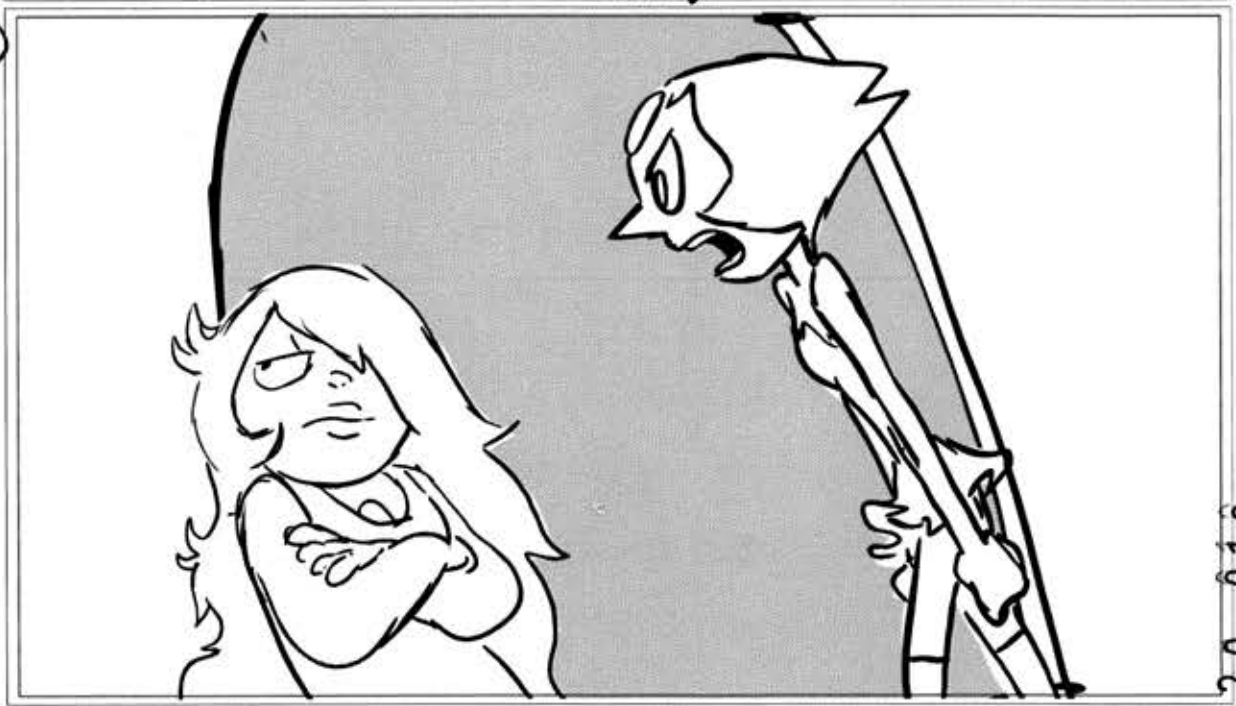
Dialogue
PEARL: I can't believe your attitude Amethyst!

Action Notes
Pearl and Amethyst argue.

Slugging
Panels 6 to 8 = 7.07

JUN 2 6 2013

1020.010

Scene		Panel
	102 CONT	7

Scene		Panel
	102 CONT	8

Dialogue
PEARL: And now you're just slouching over here
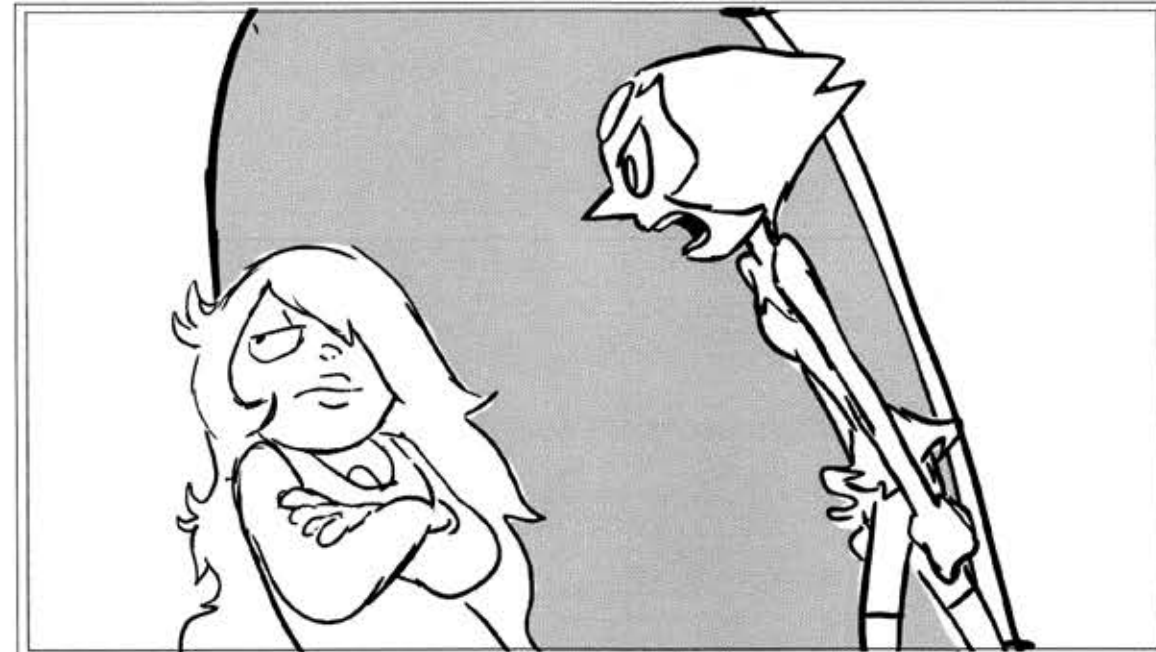
Dialogue
PEARL: doing nothing!

JUN 2 6 2013

Scene 102	Panel 9
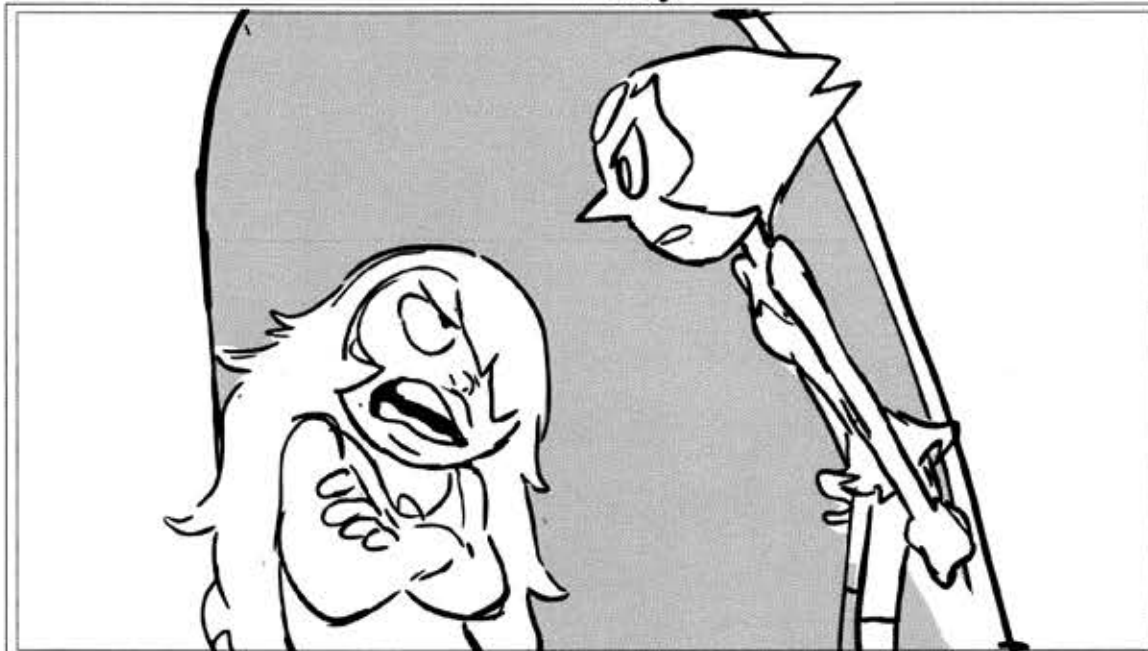
Dialogue
doing nothing!AMETHYST: Hey it's not my fault the beetle isn't there!

Slugging
4.07

Scene 103	Panel 1

Dialogue
AMETHYST (off-screen): Why do you have to make things worse by squawking at me?

Action Notes
Steven and Steven Jr watch Peal and Amethyst argue.

Slugging
Panels 1 to 6 = 3.14

1.05

JUN 2 6 2013

Scene	Panel
103 CONT	2

Slugging
1.07

Scene	Panel
103 CONT	3
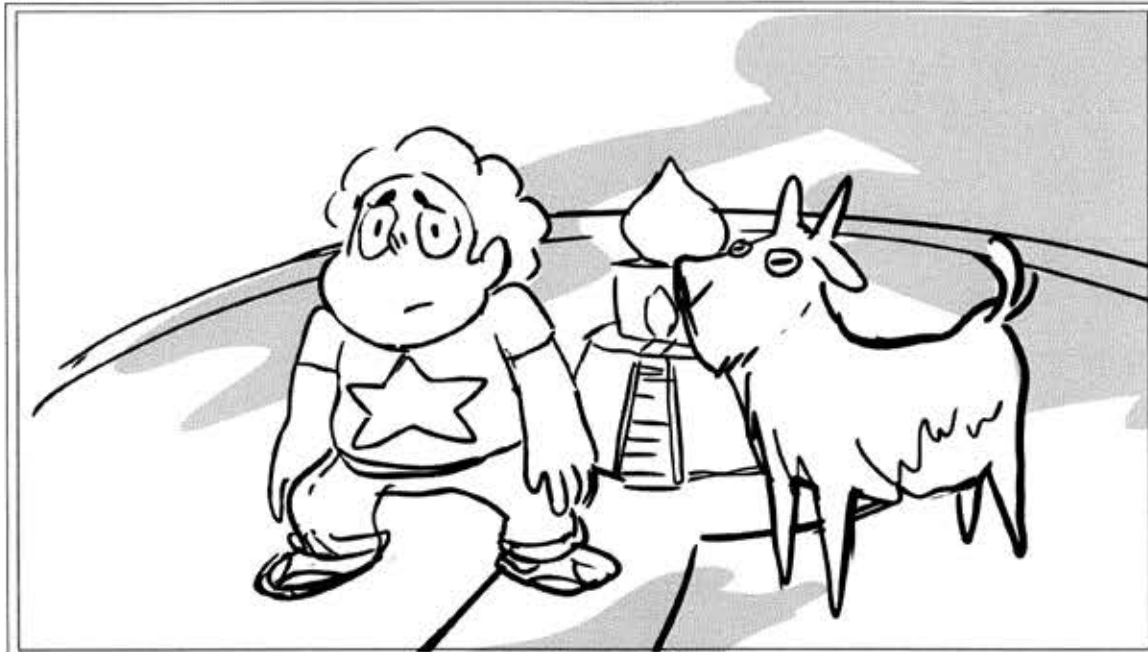
Action Notes
Shadow passes behind STEVEN and STEVEN Jr.

Slugging
0.06

JUN 2 6 2013

Scene	Panel
103 CONT	4

Slugging
0.06

Scene	Panel
103 CONT	5

Slugging
0.06

JUN 2 6 2013

Scene	Panel
103 CONT	6

Dialogue
PEARL (off-screen): I don't squawk!

Slugging
1.02

Scene	Panel
104	1
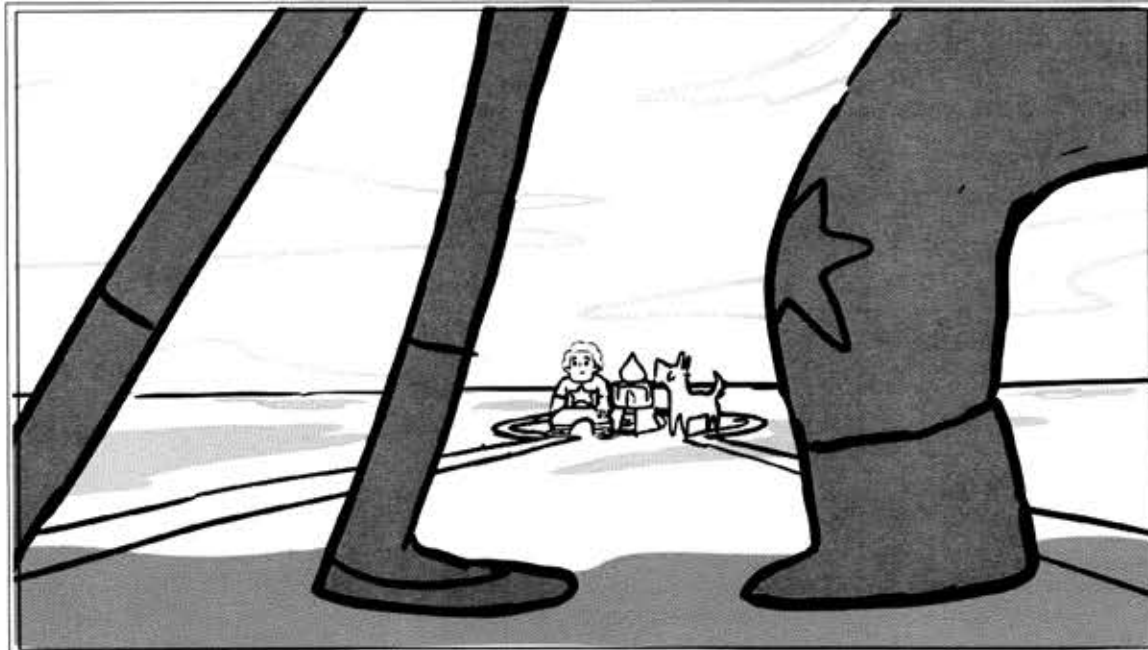
Dialogue
AMETHYST: Ya you're squawking!

Slugging
1.00

JUN 2 6 2013

Scene	Panel
104 CONT	2
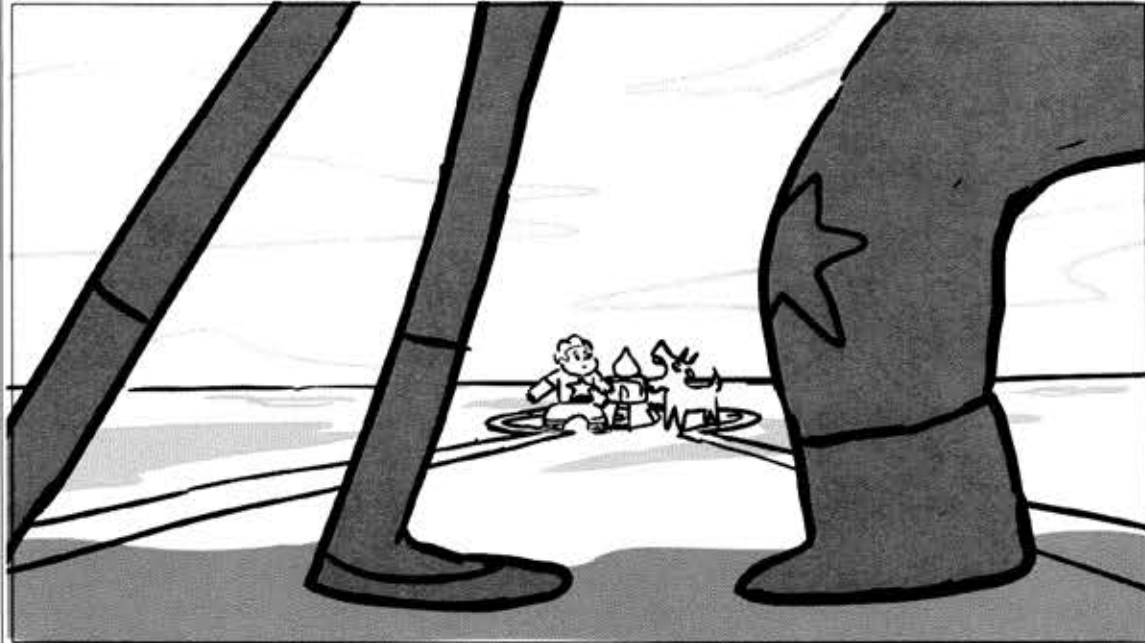
Dialogue
PEARL + AMETHYST: *Arguing*
AMETHYST: And commenting on my posture!

STEVEN Jr: Bleating for a beat

Action Notes
Steven Jr begins to get bleat.

Slugging
1.12

Scene	Panel
105	1

Dialogue
STEVEN Jr: BAHHH

Slugging
0.13

Notes
Hook up Steven to previous scene.

JUN 2 6 2013

1020.010

1020.010

Scene	Panel	Scene	Panel
105 CONT	2	106	1

Dialogue
STEVEN Jr: BRRAAAAHHHH!

Slugging
0.11

Dialogue
STEVEN Jr: MRRAAAHHHHH!!

Slugging
1.00

JUN 2 6 2013

Scene	Panel
107	1
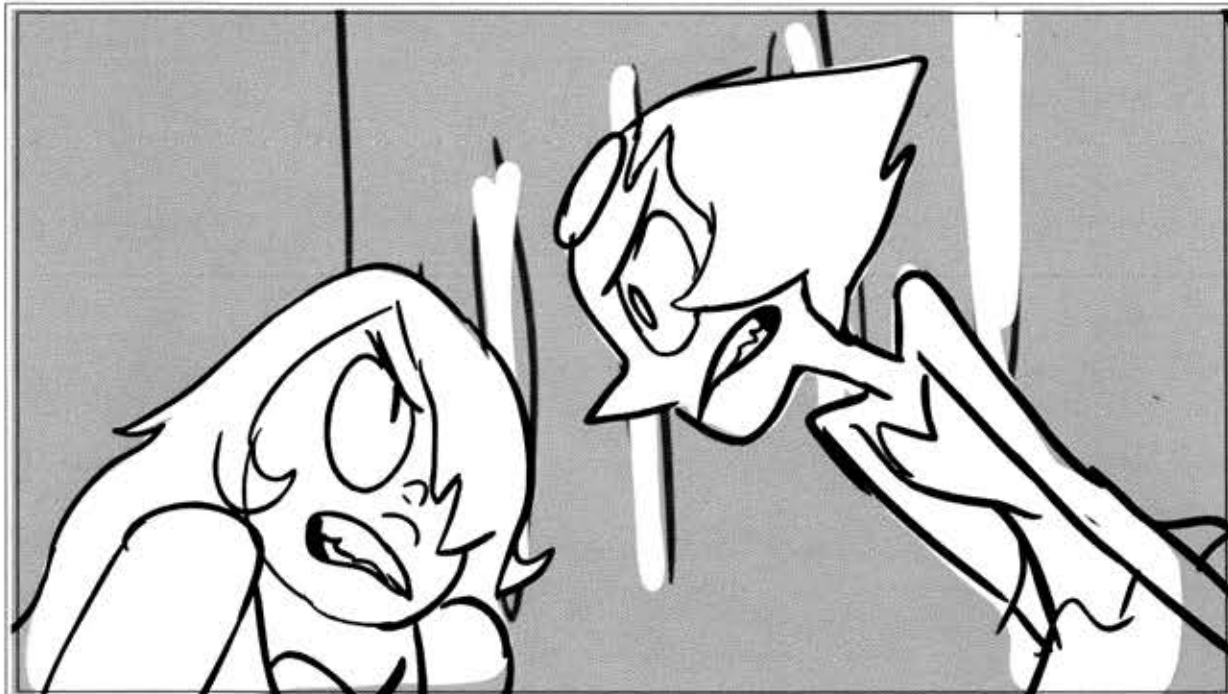
Dialogue
AMETHYST: <ARGUING>

PEARL: squawk squawk!

Slugging
0.11

Scene	Panel
107 CONT	2
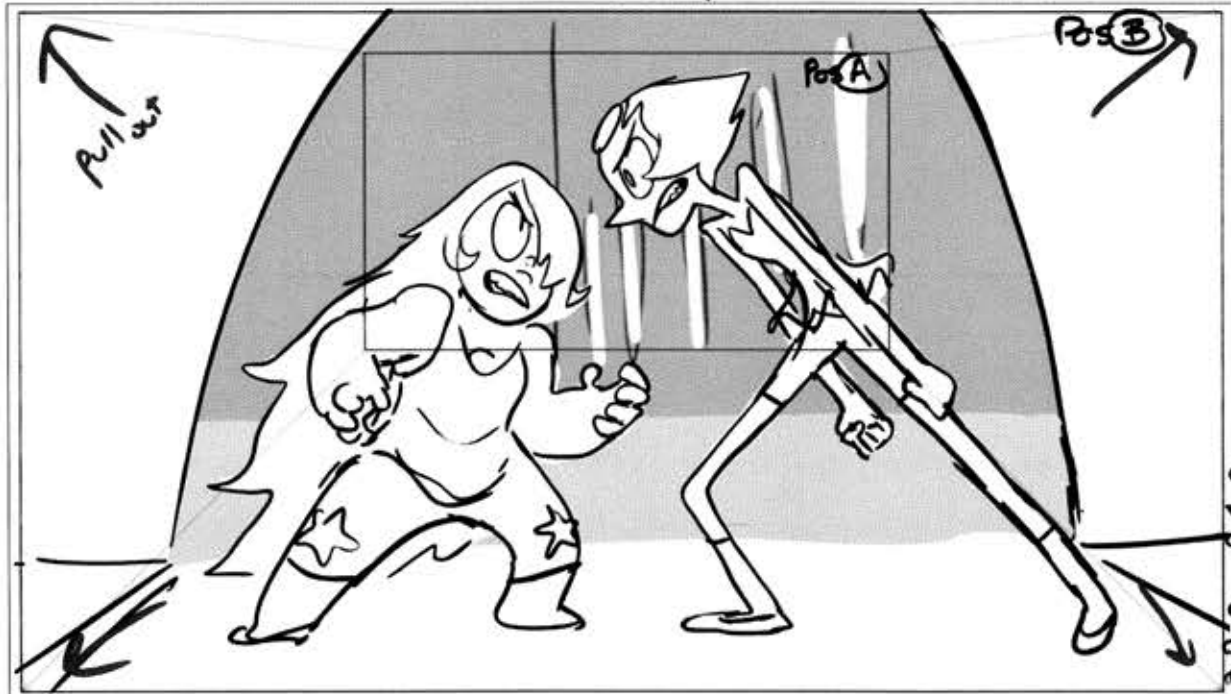
Action Notes
Widen to for Steven to enter scene.

Slugging
ADJ: 0.05
Then HOLD: 0.02

JUN 2 6 2015

Scene	Panel
107 CONT	3

Action Notes
Steven IN.

Slugging
0.04

Scene	Panel
107 CONT	4
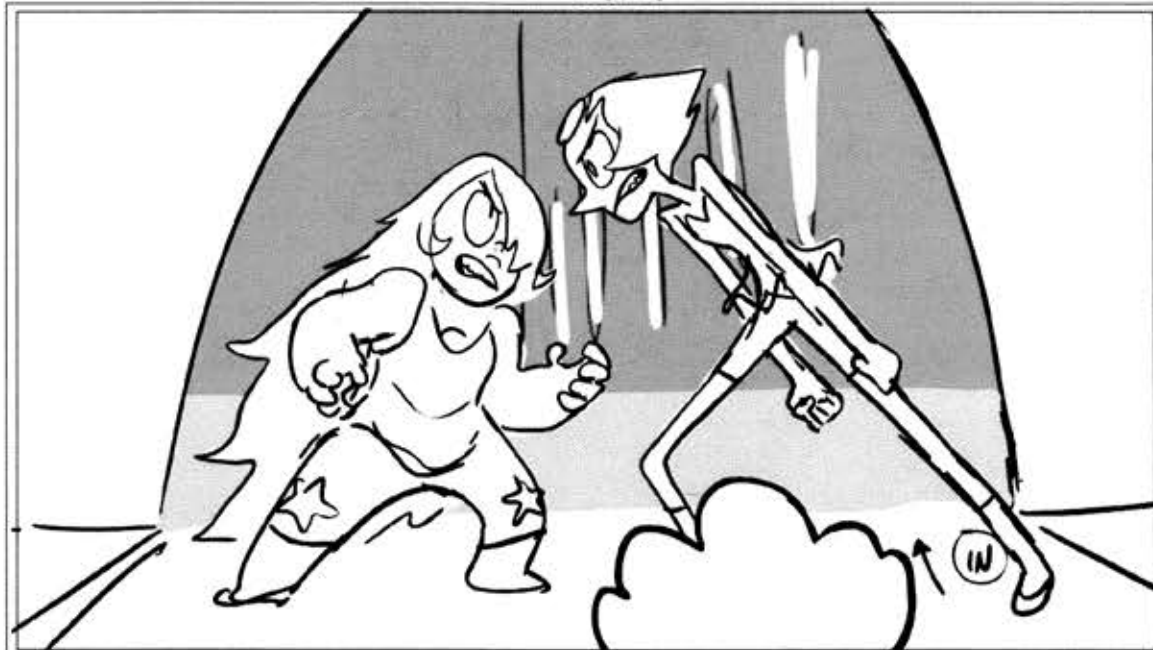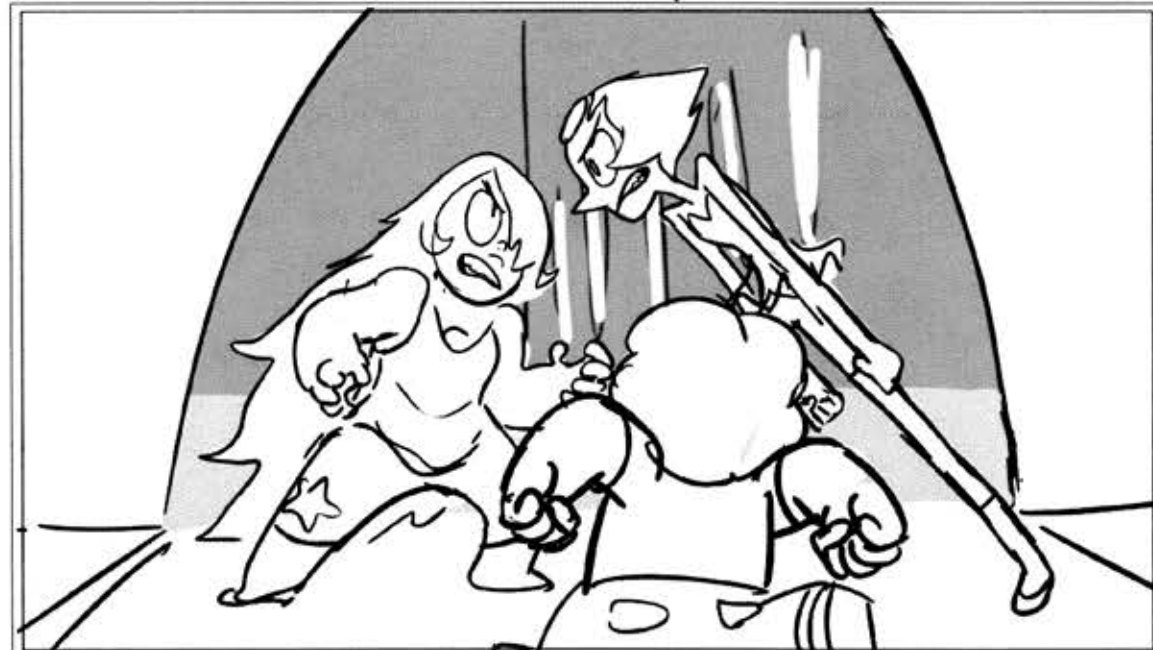
Slugging
Panels 4 to 8 = 4.08

JUN 26 2013
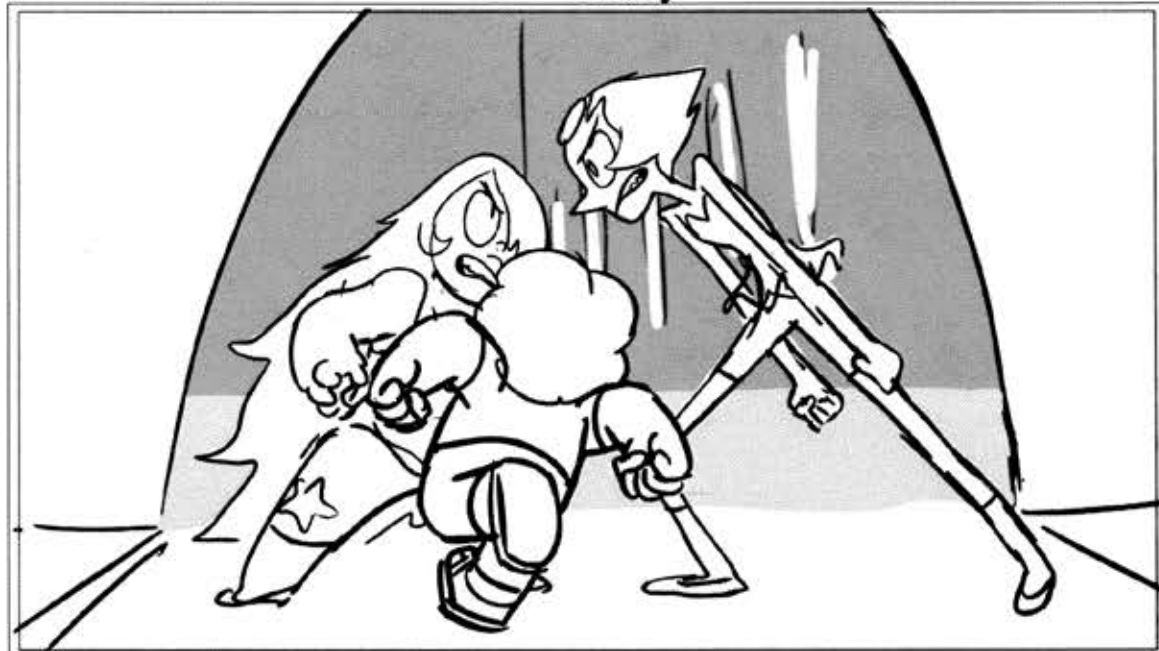
Scene	Panel	
107 CONT		5

Scene	Panel	
107 CONT		6

JUN 2 6 2013

Scene	Panel
107 CONT	7

Scene	Panel
107 CONT	8
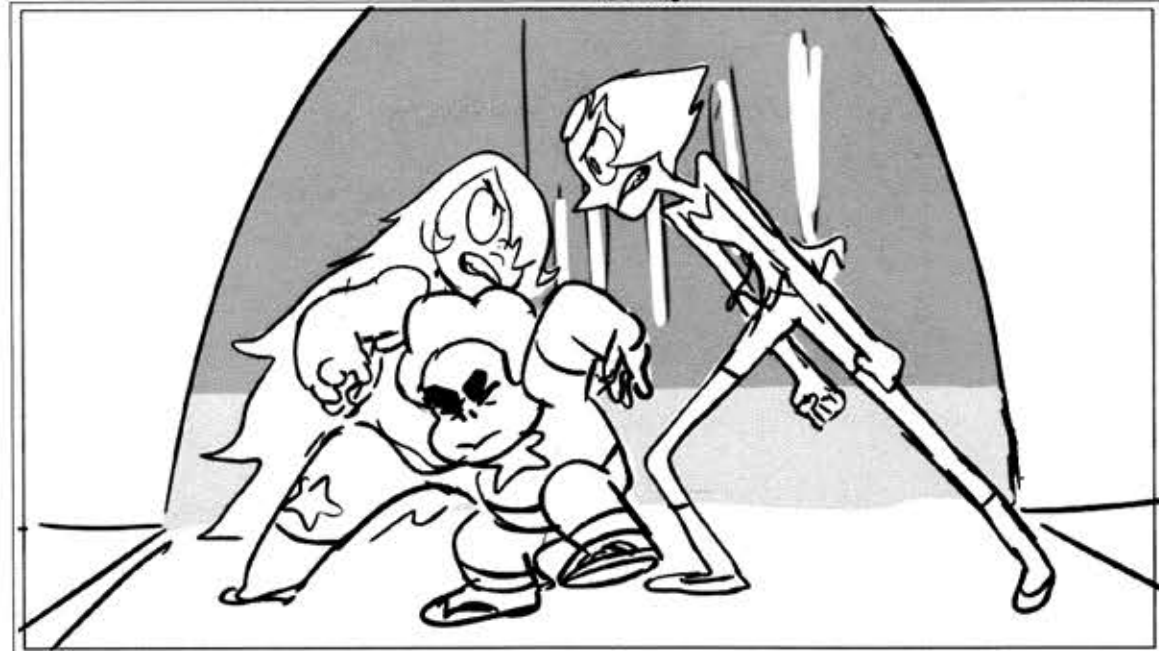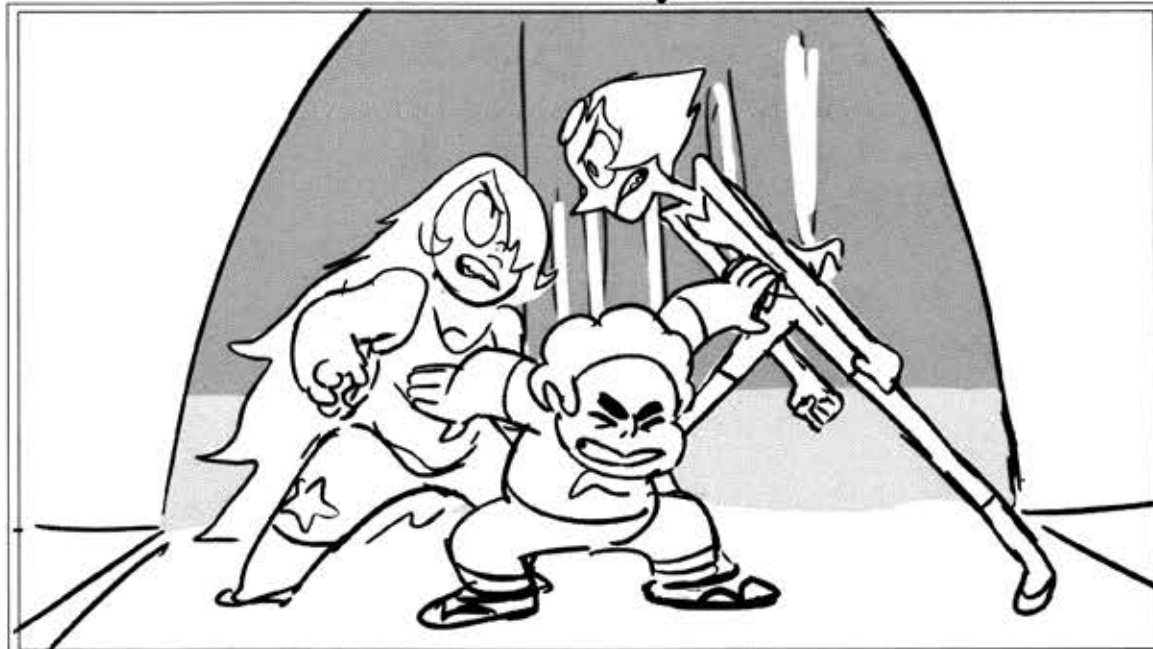
Dialogue
STEVEN: Hey cut it out! You're scaring Steven Jr.!

Action Notes
Steven gets between Amethyst and Pearl to stop them from fighting.

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel	Scene	Panel
107 CONT	9	108	1
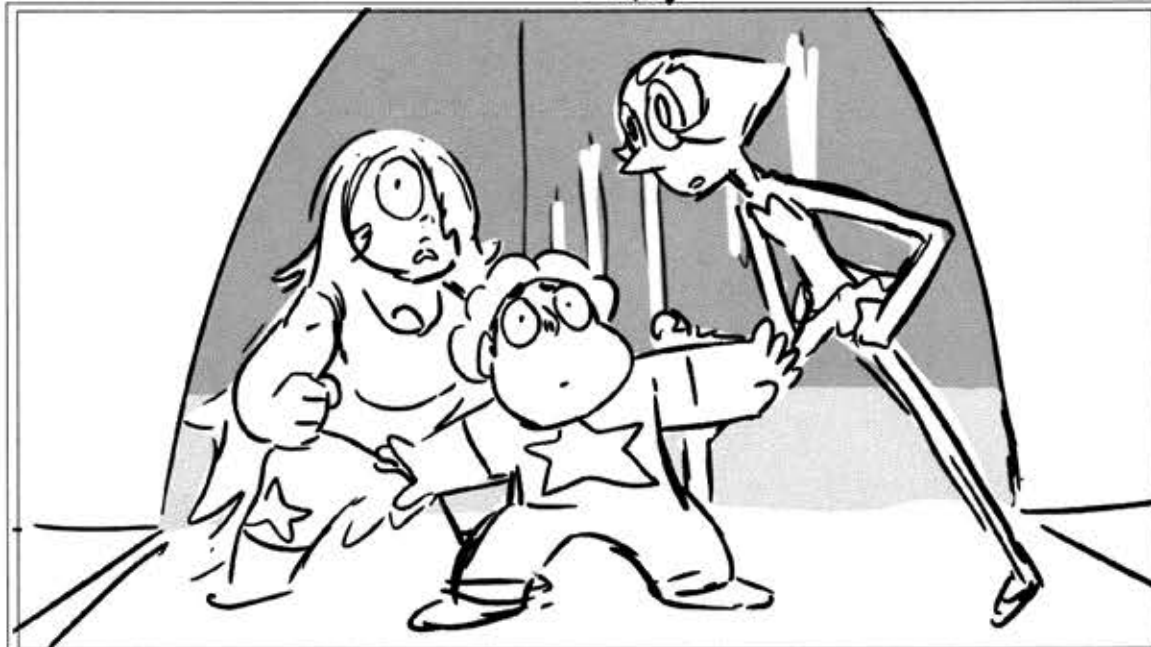
Dialogue
Bird: SKRRAAAAHHKK!!

Action Notes
Gems turn as they hear bird screech o.s.

Slugging
1.04
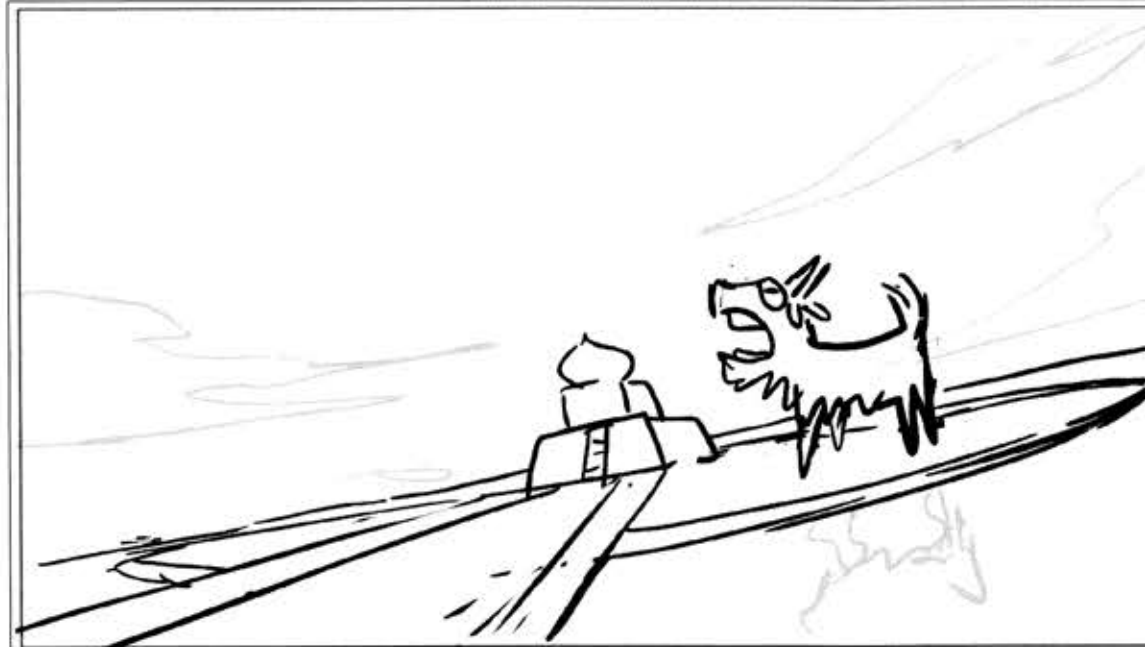
Dialogue
STEVEN Jr.) Braah! Brrraaaaah!!

Slugging
0.11

JUN 2 6 2013

Scene	Panel
108 CONT	2
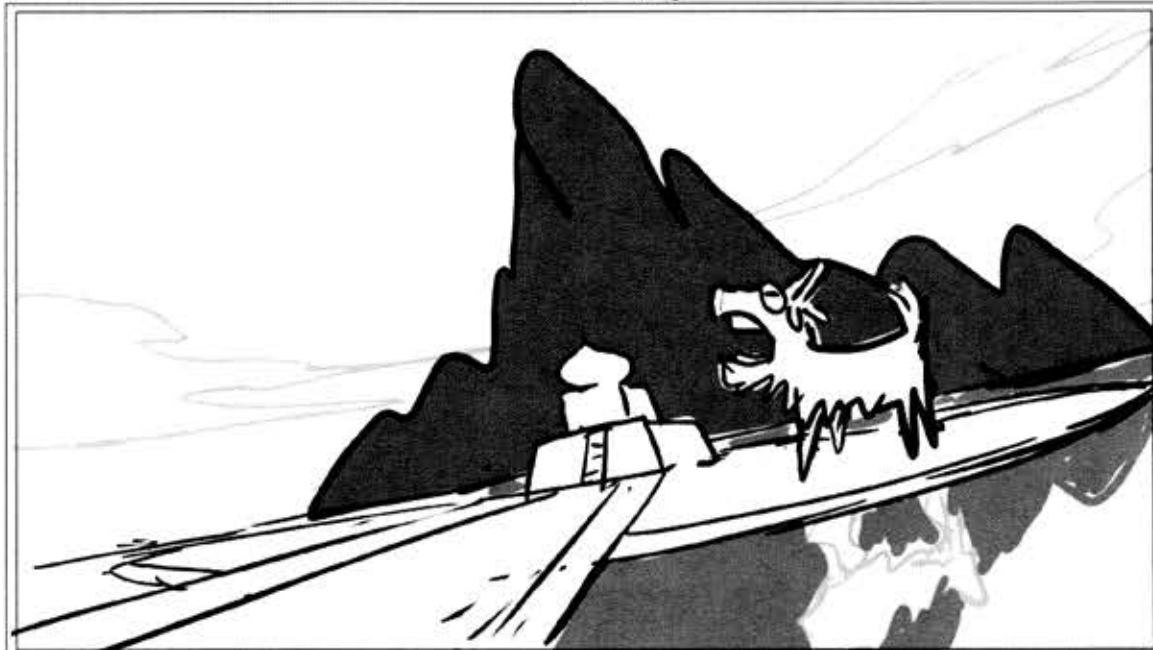
Action Notes
Bird flies through scene in a blur.

Slugging
0.04

Scene	Panel
108 CONT	3
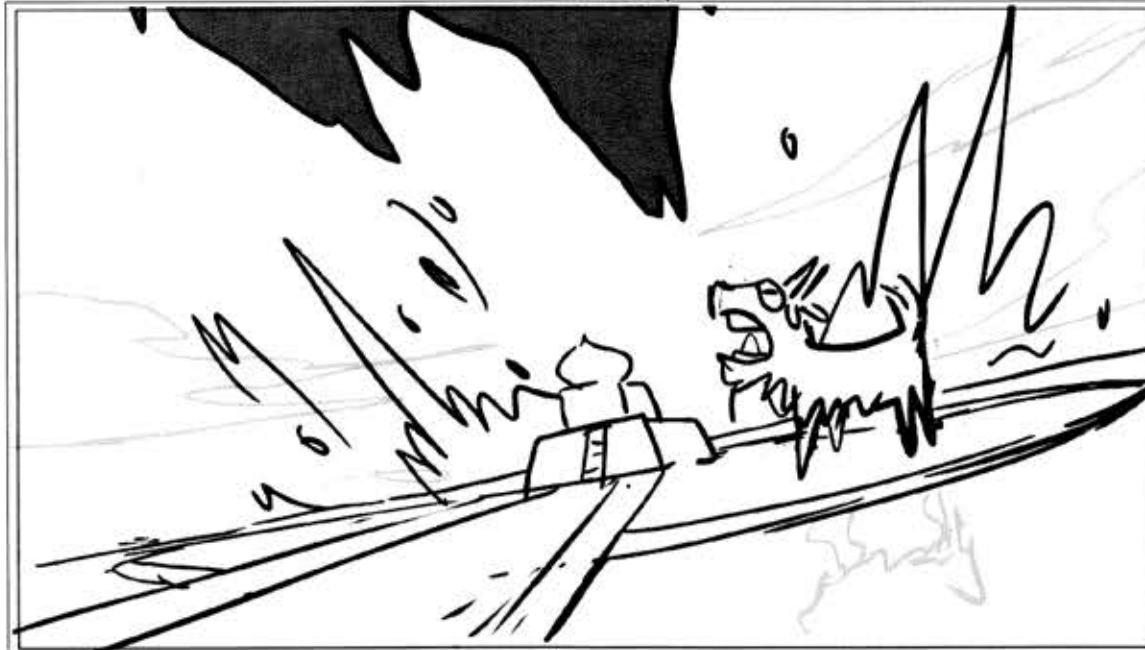
Slugging
0.05

JUN 2 6 2013
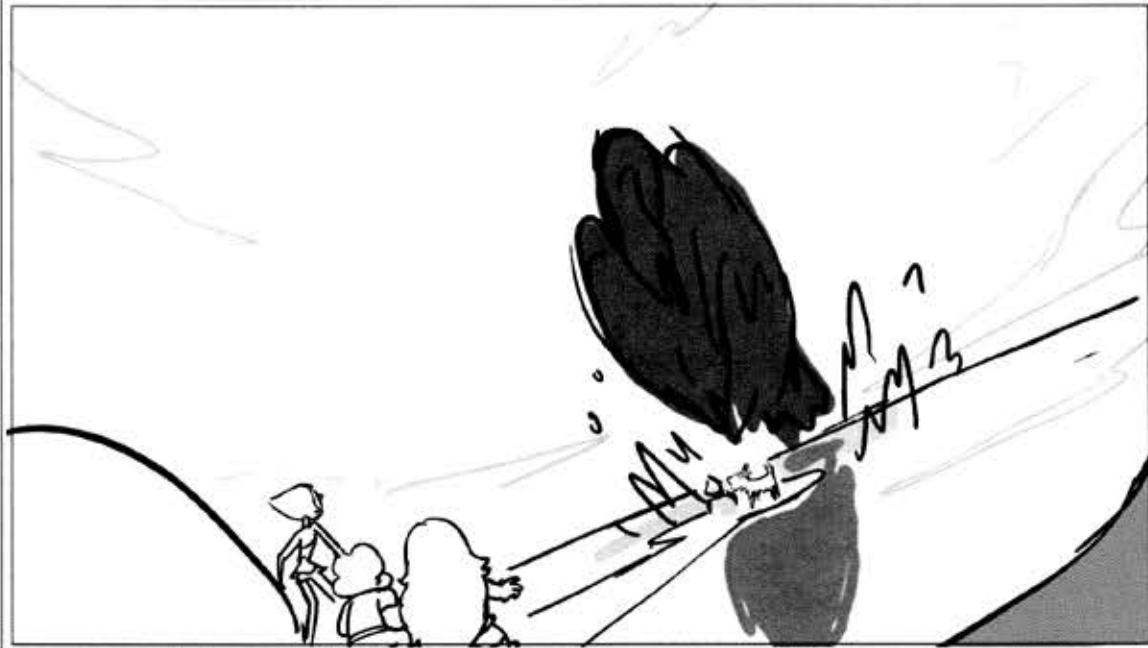
Scene	Panel
109	1

Slugging
0.04

Scene	Panel
109 CONT	2

Action Notes
Gems watch as bird extends its wings...

Slugging
0.06

JUN 2 6 2013

Scene	Panel
109 CONT	3

Action Notes
Bird's flapping disrupts water

Slugging
0.09

Scene	Panel
109 CONT	4

Slugging
1.07

Notes
STEVEN Jr. Turns around, yipping.

JUN 2 6 2010

1020.010

1020.010

1020.010

Scene	Panel
110	1

Dialogue
STEVEN: *GASP*

AMETHYST: *GASP*

PEARL: *GASP*

Slugging
1.04

Scene	Panel
111	1
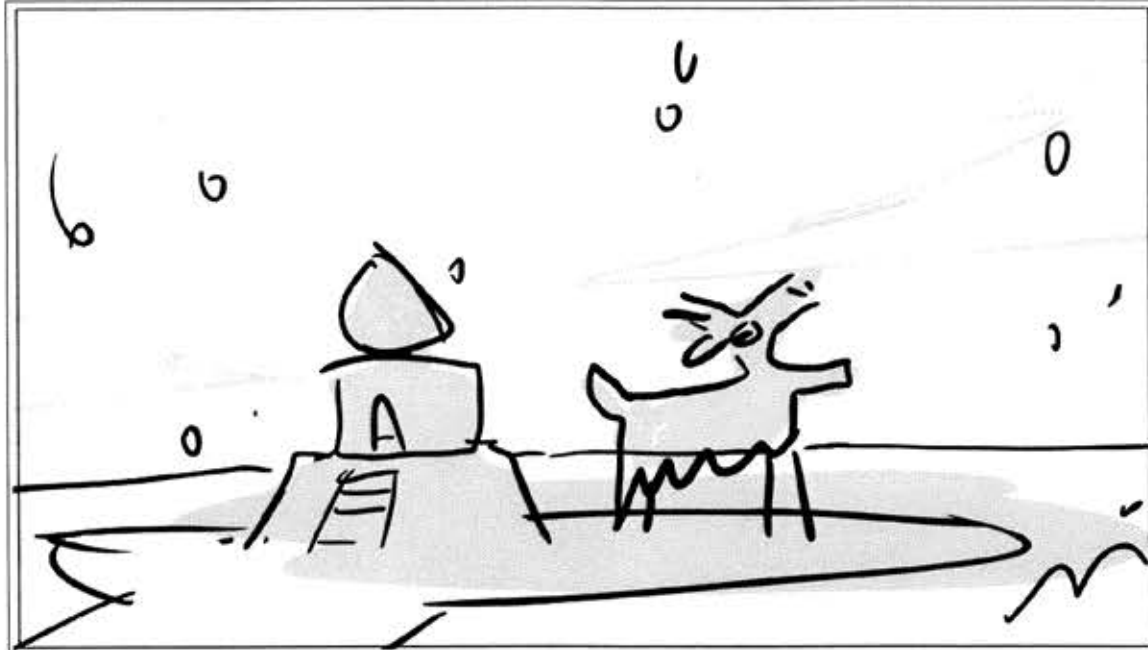
Dialogue
STEVEN Jr: MAHHHHHHHHH (one long bleat)

Slugging
1.03

JUN 2 6 2013

1020.010

Scene	Panel
111 CONT	2

Action Notes
Bird's beak enters scene..

Slugging
0.04

Notes
Steven Jr has switched sides compared to previous scene.

Scene	Panel
111 CONT	3
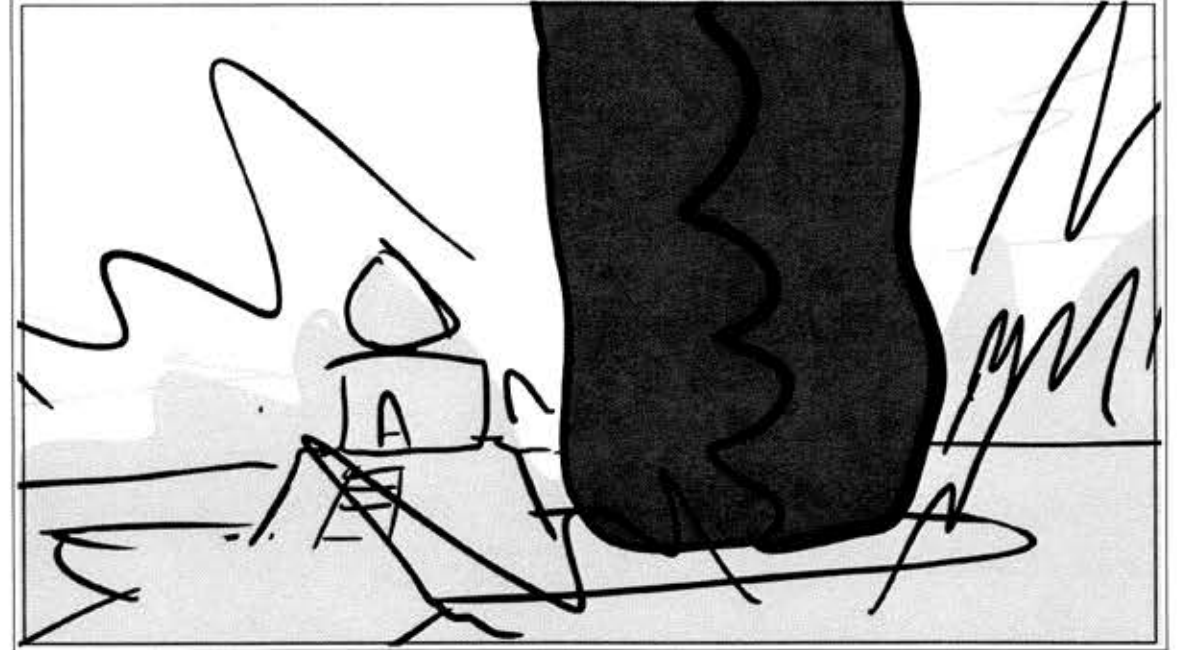
Action Notes
and eats Steven Jr.

Slugging
0.04

JUN 2 6 2013

Scene	Panel
111 CONT	4

Slugging
0.08

Scene	Panel
112	1

Dialogue
STEVEN: *gasp*

Slugging
0.13

JUN 2 6 2013

Scene	Panel	Scene	Panel
112 CONT	2	113	1

Dialogue
STEVEN: My son..

Slugging
1.05
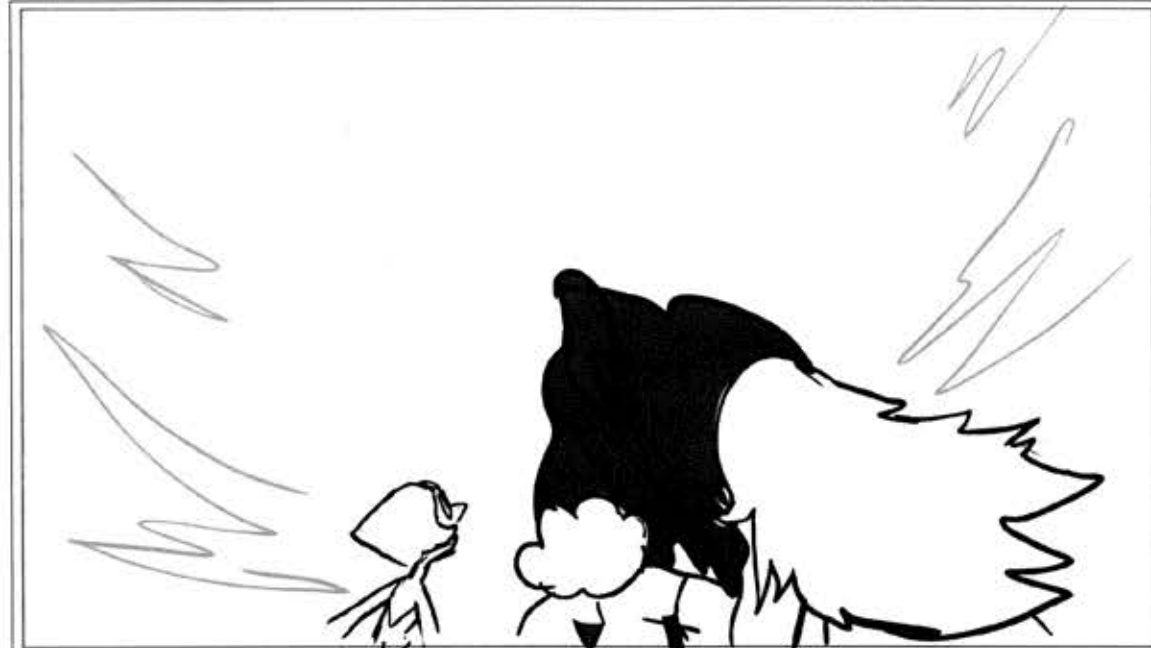
Slugging
0.04

Notes
H.U. Steven's arms to previous scene. Hands start up by his face.

JUN 2 6 ᴸ

Scene	Panel	Scene	Panel
113 CONT	2	114	1

Action Notes
Bird flies overhead.

Slugging
1.08
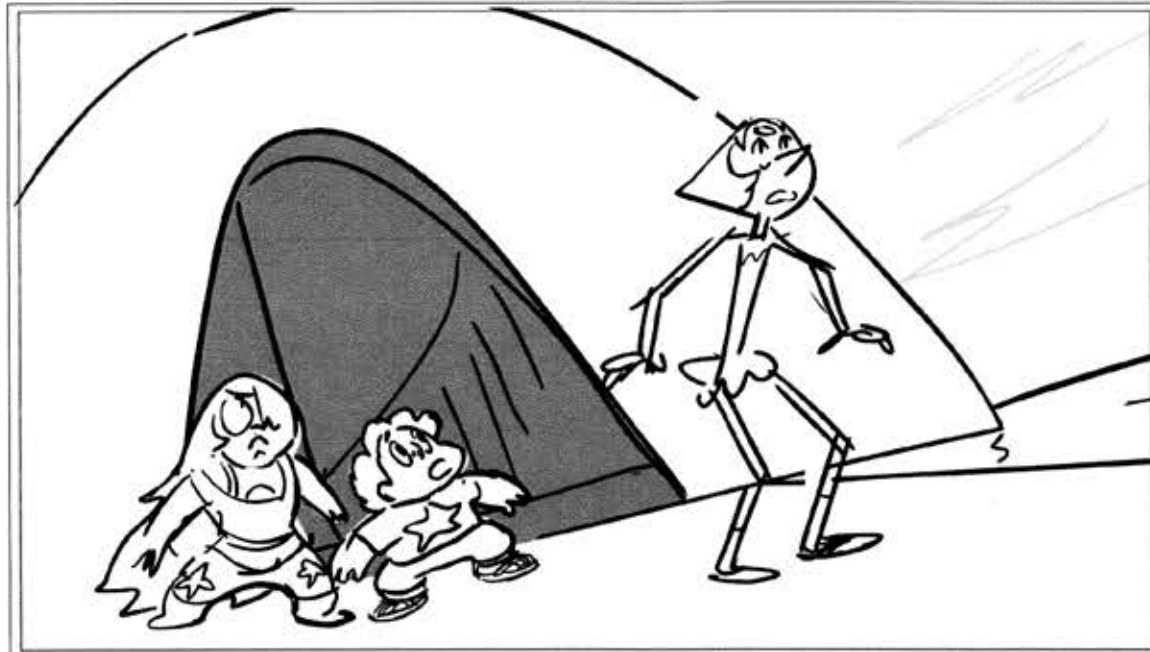
Slugging
Panels 1 + 2 = 0.08

Notes
SP/H.U. of Pearl to previous scene.
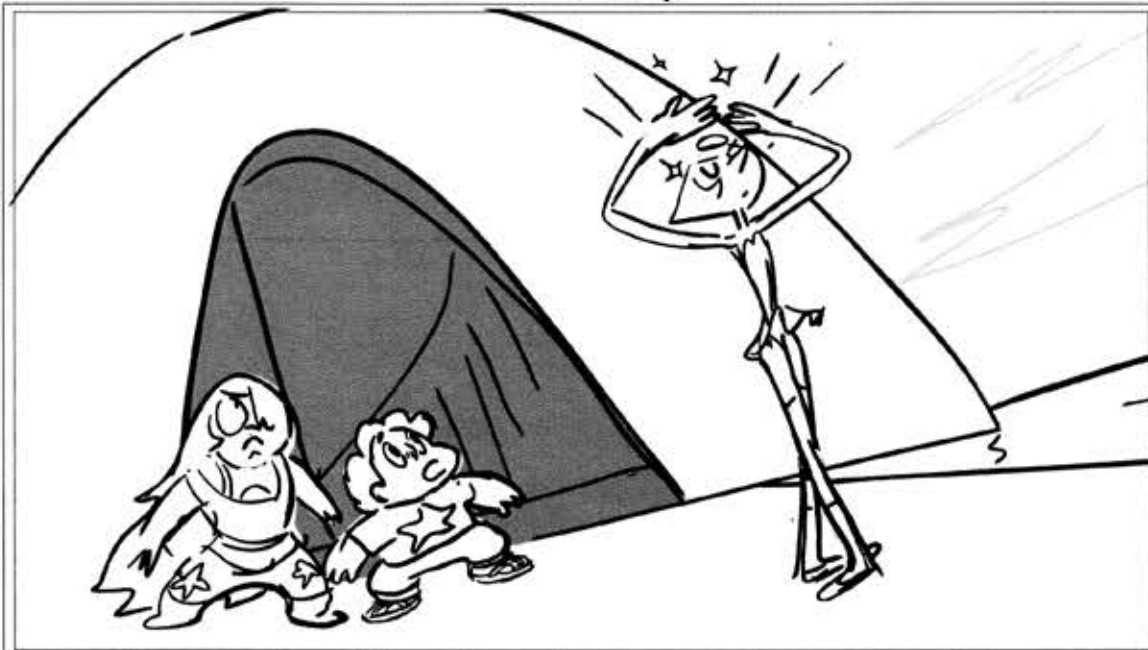
JUN 2 6 2013

1020.010

1020.010

Scene	Panel		Scene	Panel
114	2		114	3

Notes
H.U. Pearl pose to previous scene.

Slugging
0.04

JUN 2 6 2013

Scene	Panel
114 CONT	4
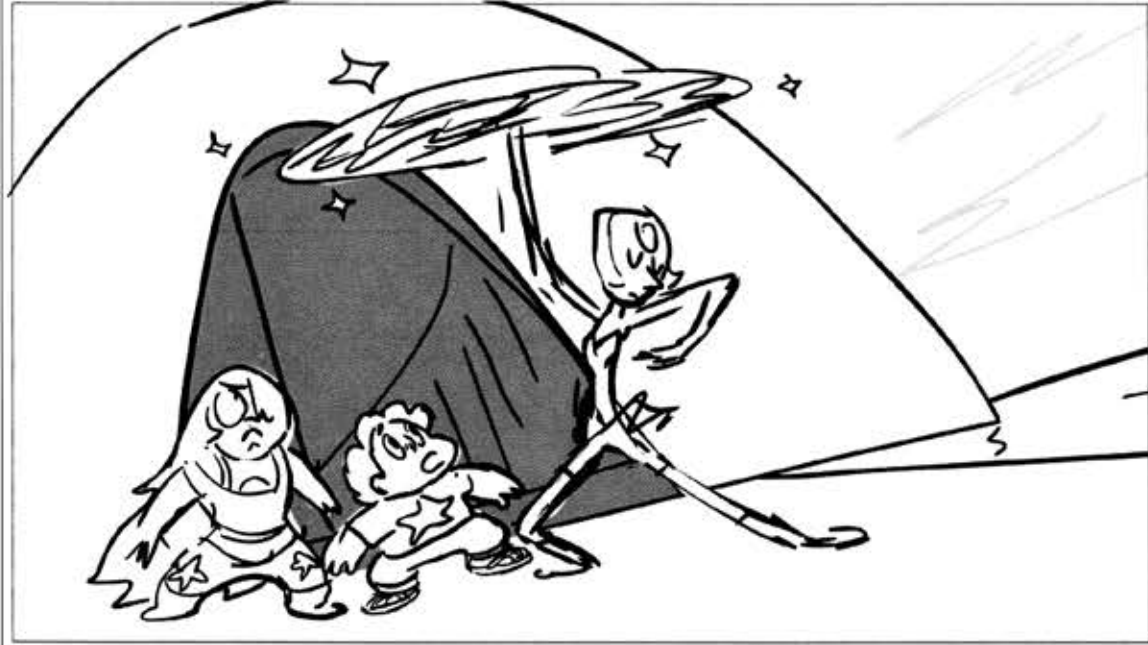
Slugging
0.08

Scene	Panel
114 CONT	5
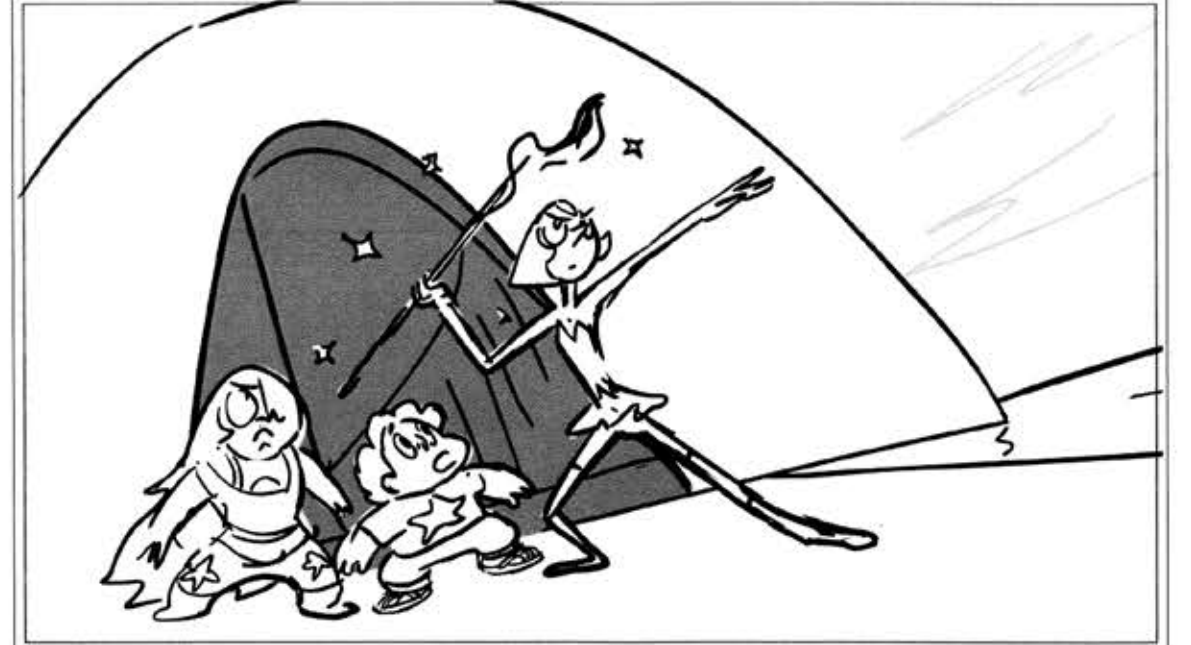
Action Notes
Pearl summons spear.

Slugging
0.09

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
114 CONT	6
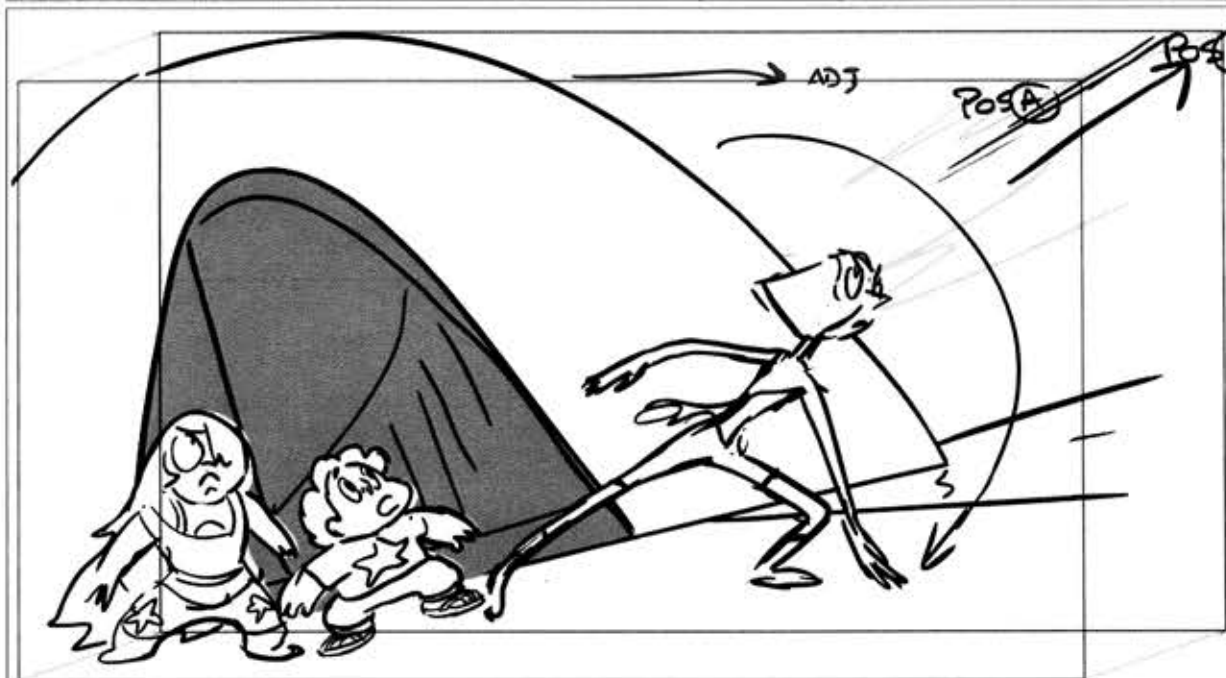
Action Notes
Pearl throws spear o.s.
Adjust camera with spear.

Slugging
ADJ: 0.05
Then HOLD: 0.09

Scene	Panel
115	1
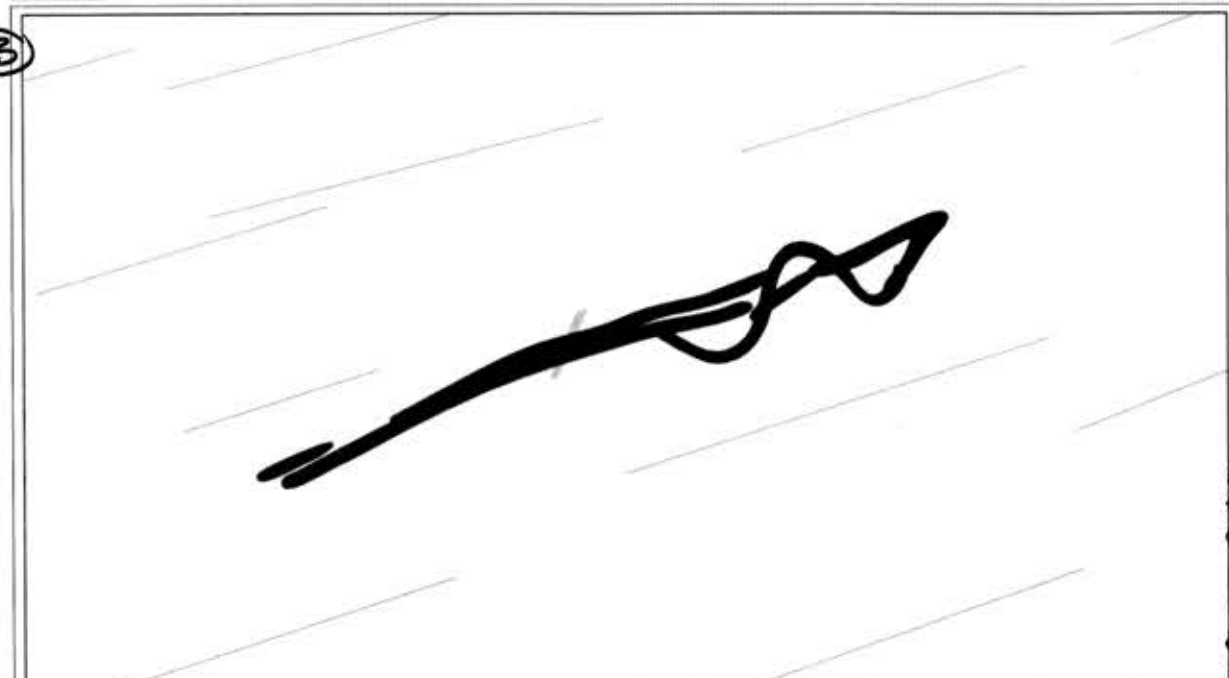
Action Notes
Pearls spear flying.

BG pans screen left to simulate flying.

Notes
H.U. Steven to previous scene. arms start down and wide.

JUN 2 6 2013

Scene		Panel	
	116		1

BG PAN→

POS Ⓐ

Action Notes
BG pans screen right.

Slugging
0.04

Scene		Panel	
	116 CONT		2

BG →

POS Ⓑ

Action Notes
Bird opens mouth...

Slugging
0.08

JUN 2 6 2013

Scene	Panel
116 CONT	3

BG →
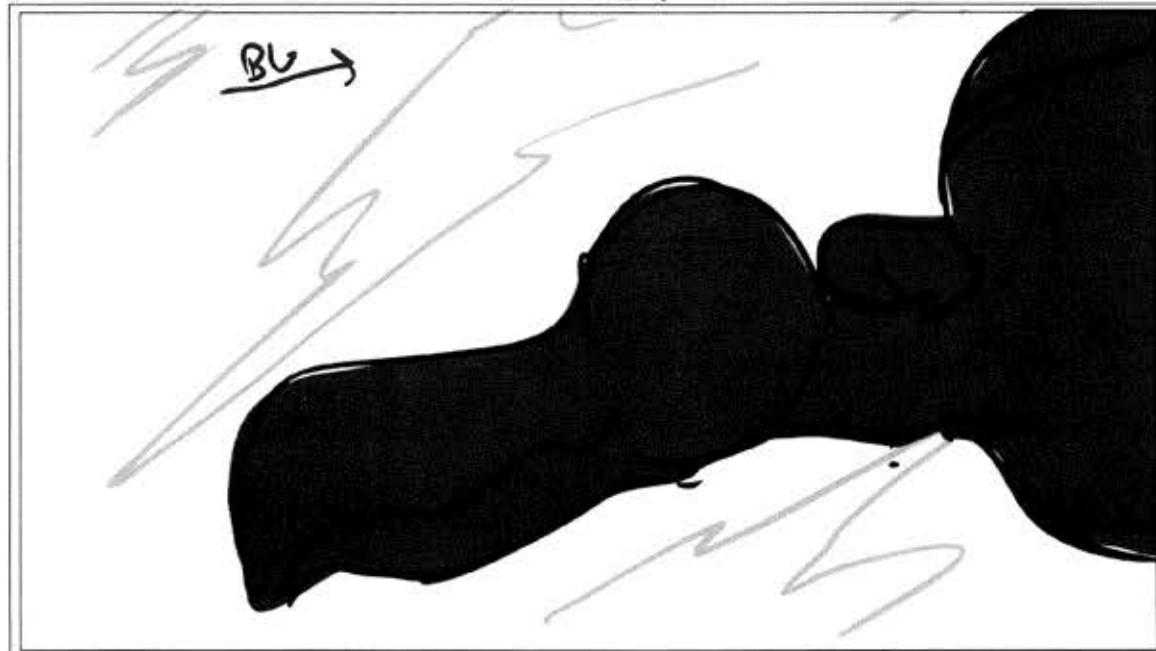
Action Notes
and eats Pearl's spear.

Slugging
1.00

Scene	Panel
117	1
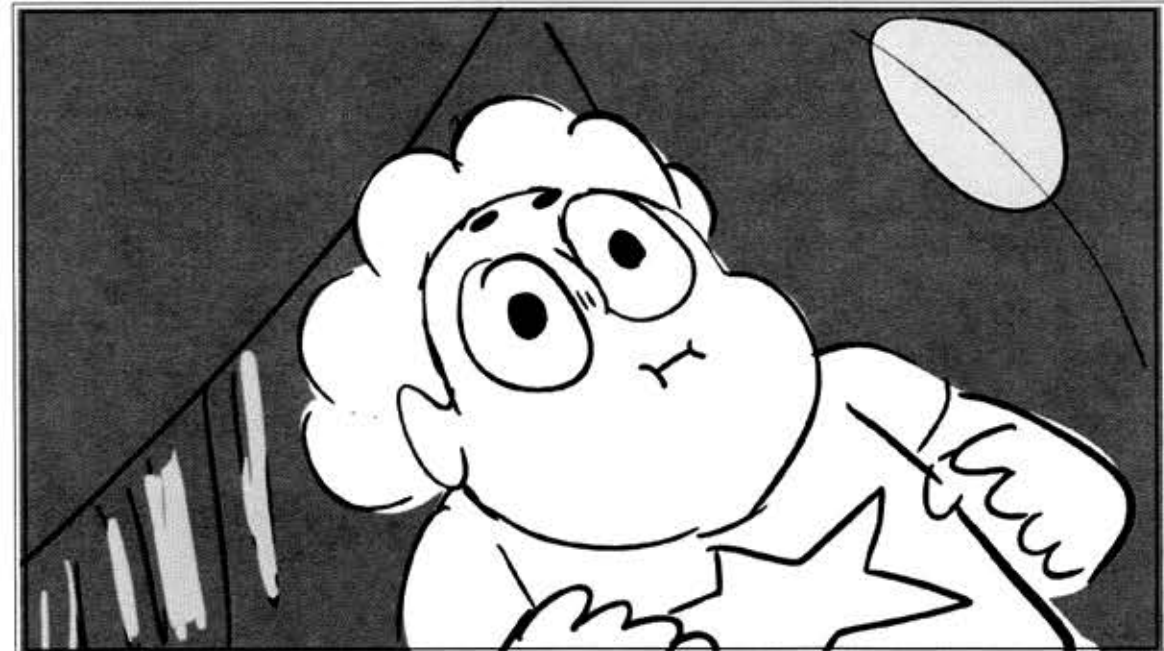
Dialogue
beat

Slugging
0.04

JUN 2 6 2013

Scene		Panel
117 CONT		2
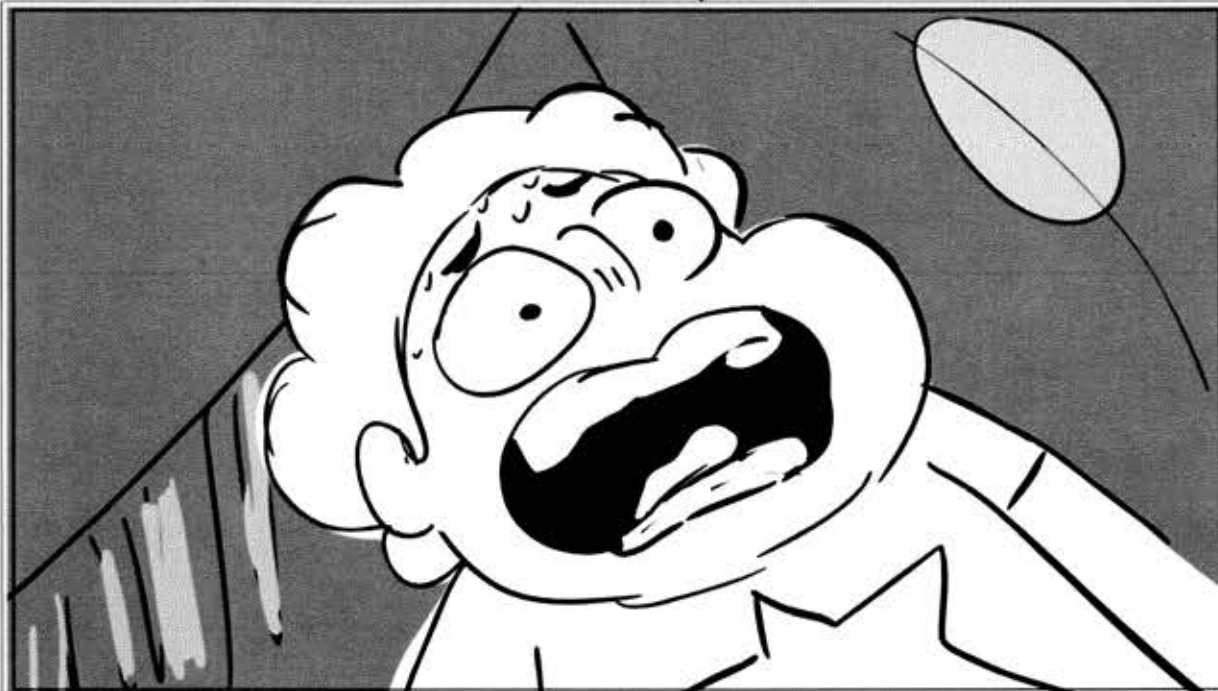
Dialogue
STEVEN: AAAAAHHHH!!!

Action Notes
Steven scream.

Slugging
1.08

Scene		Panel
117 CONT		3

Action Notes
Adjust camera as Amethyst hand enters scene...

Slugging
ADJ: 0.05

JUN 2 6 2013

Scene	Panel
117 CONT	4

Action Notes
and grabs Steven.

Slugging
0.04

Scene	Panel
118	1

Dialogue
AMETHYST: Get inside!

Slugging
0.13

JUN 2 6 2013

Scene	Panel
118 CONT	2
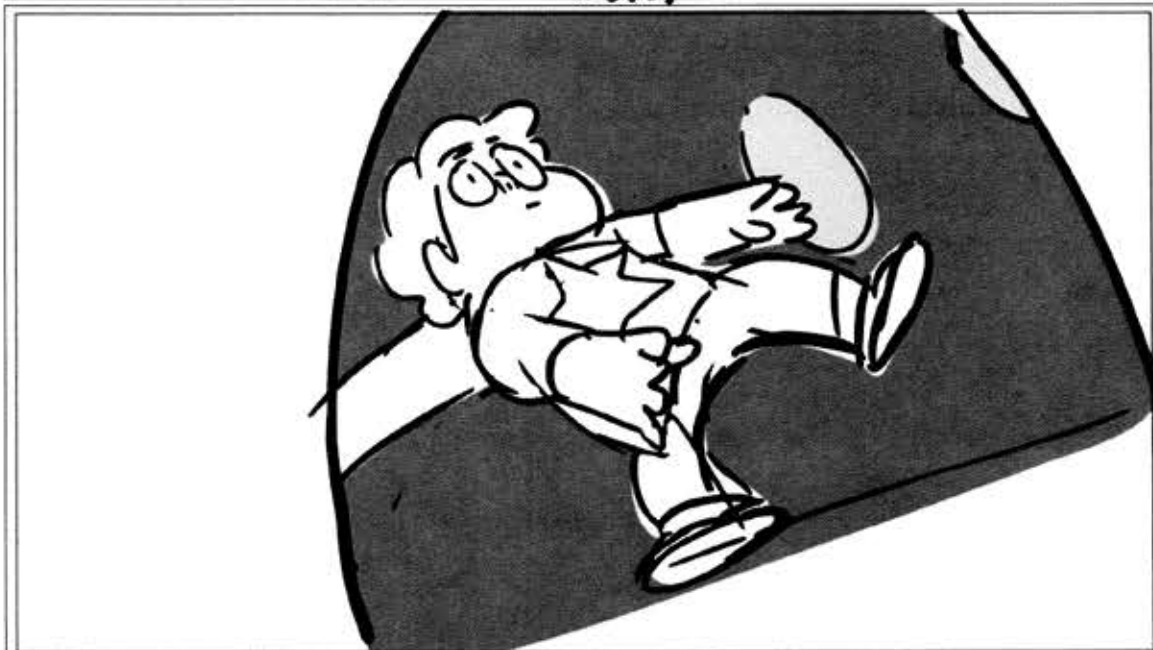
Dialogue
AMETHYST: In here guys!

Action Notes
Amethyst pulls Steven inside.

Slugging
0.07

Scene	Panel
118 CONT	3
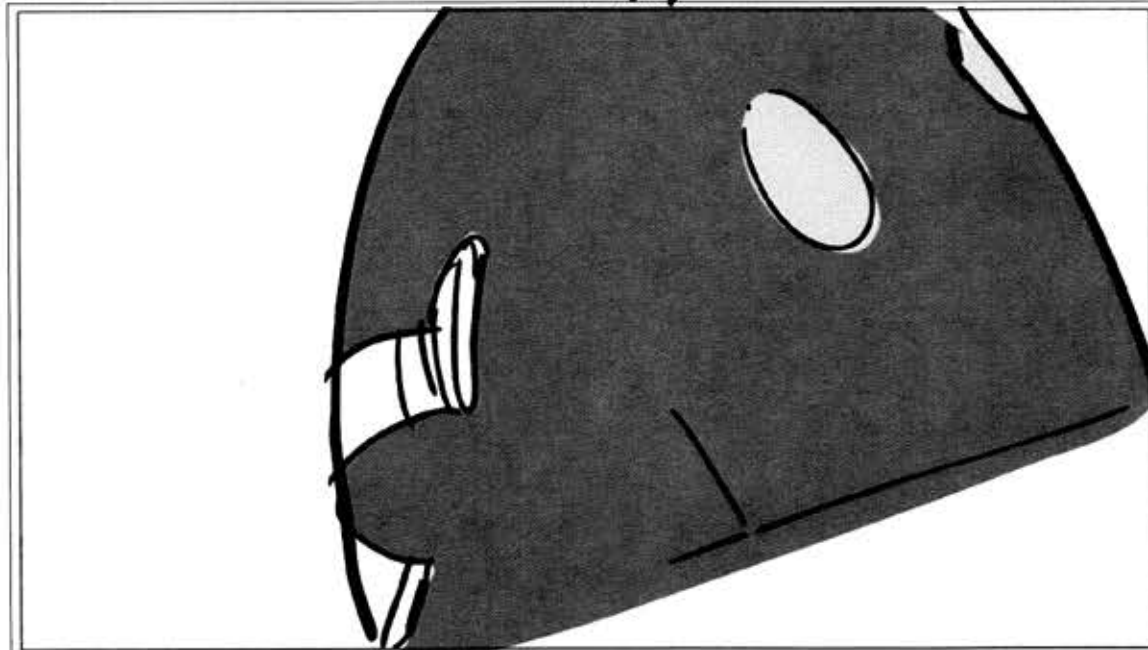
Dialogue
AMETHYST: In here guys!

Slugging
0.07

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
119	1
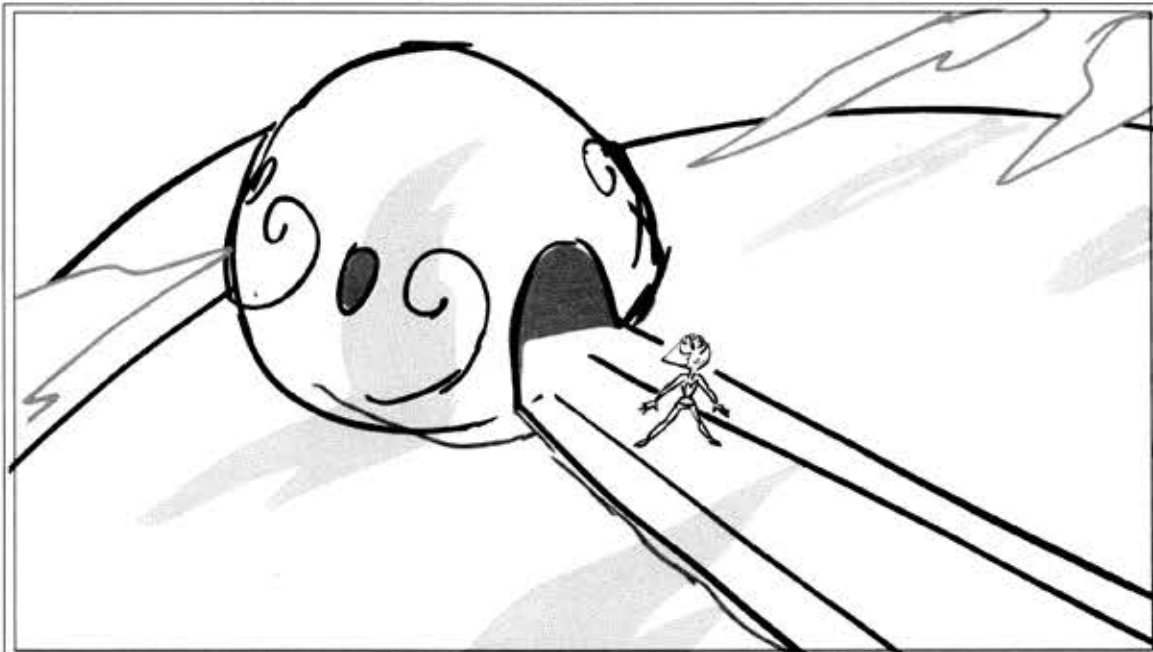
Slugging
0.12

Scene	Panel
119 CONT	2
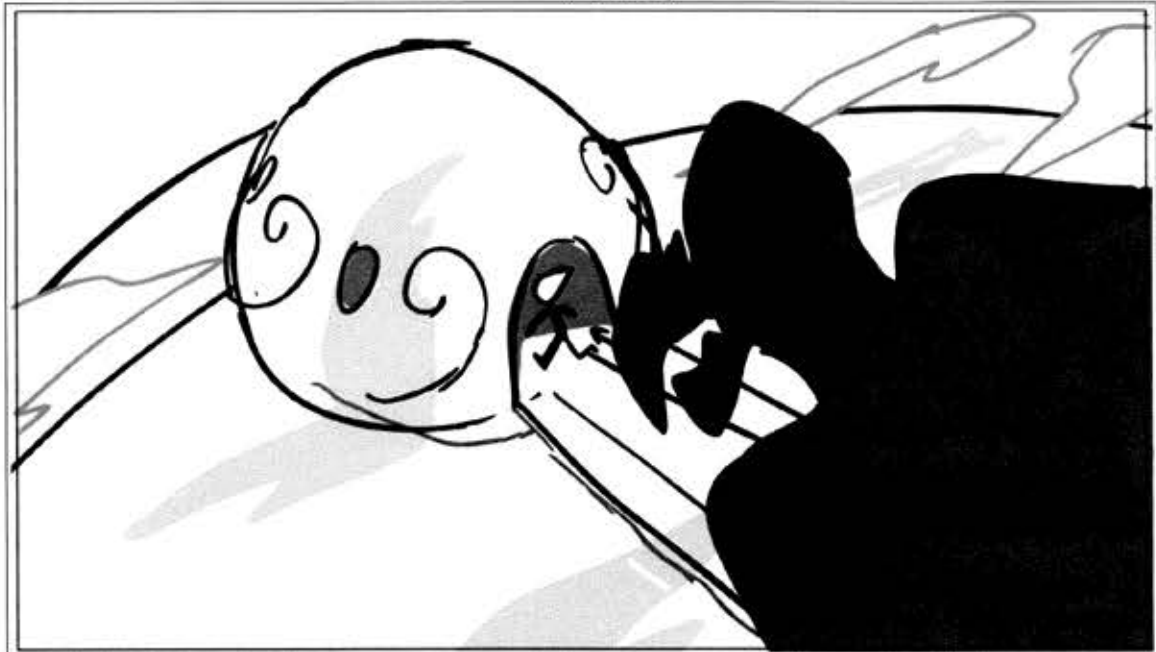
Action Notes
Pearl runs toward structure as bird enters IN scene.

Slugging
0.15

JUN 2 6 2013
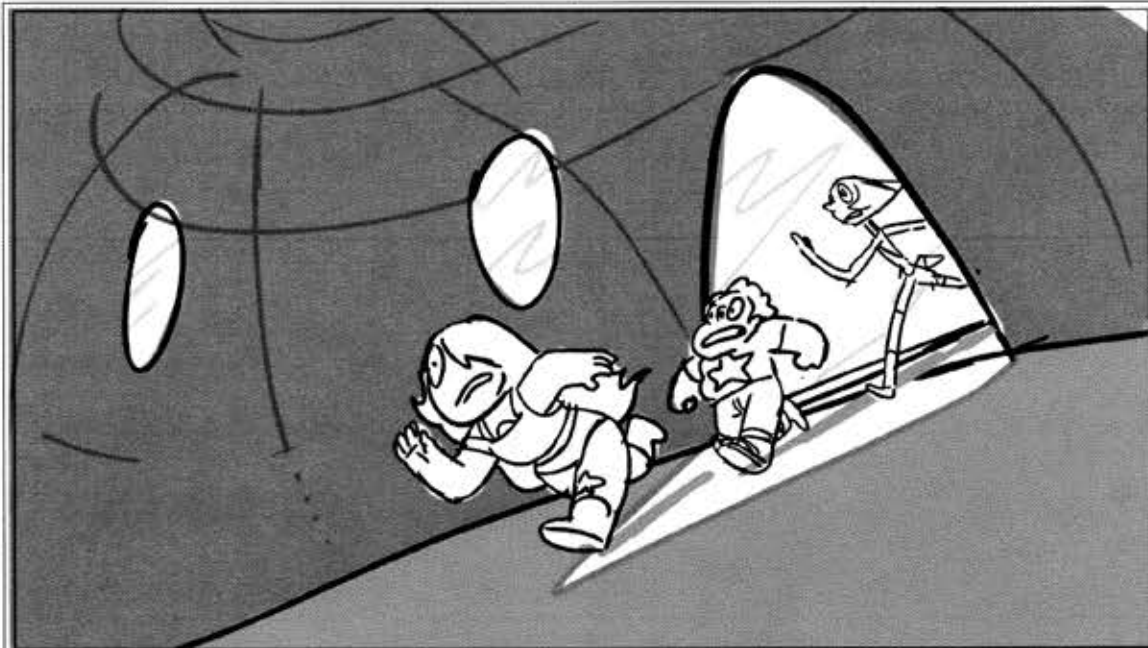
Scene		Panel	
	120		1

Action Notes
Gems run inside.

Slugging
Panels 1 + 2 = 0.14

Scene		Panel	
	120 CONT		2
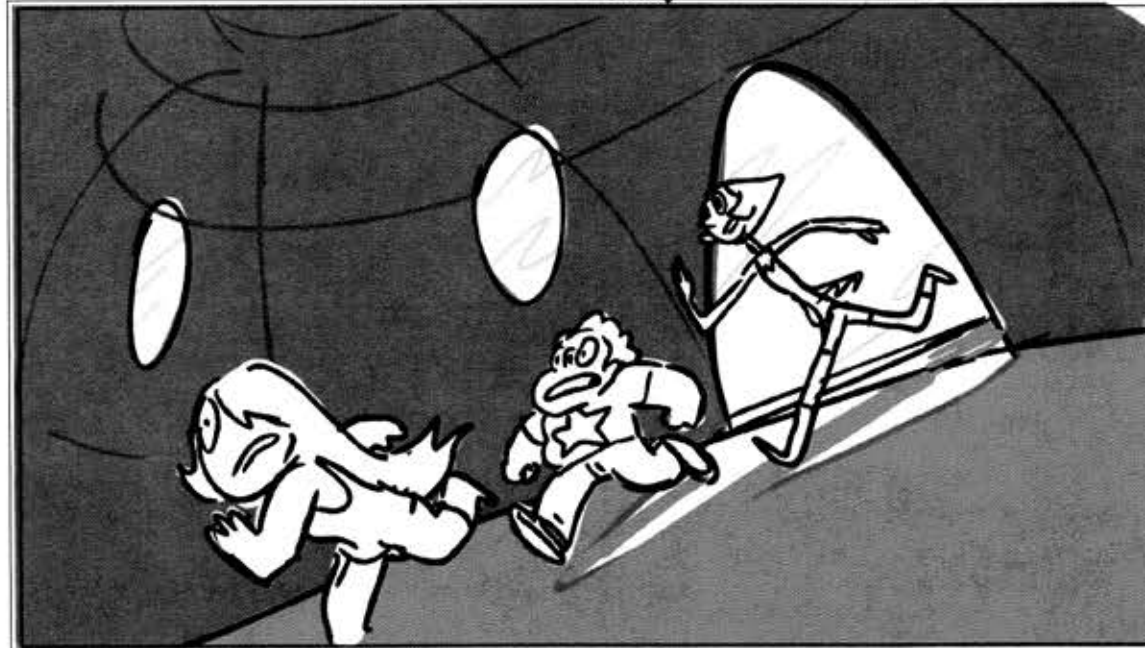
JUN 2 6 2013

Scene	Panel
120 CONT	3
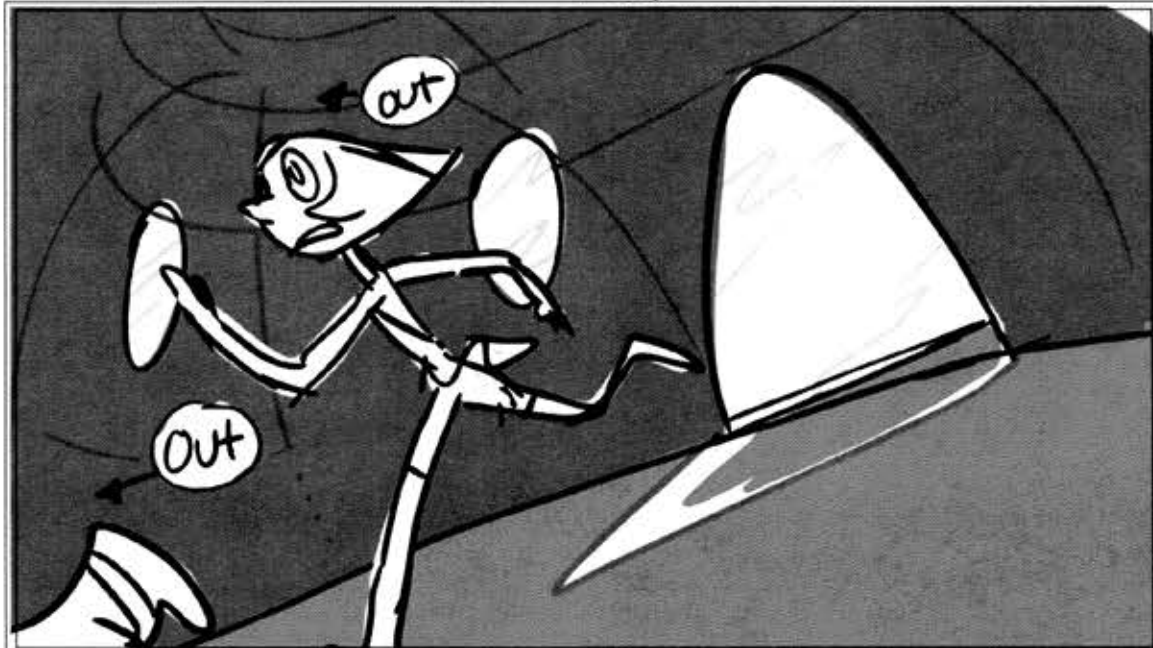
Action Notes
All run OUT.

Slugging
0.15

Scene	Panel
120 CONT	4

Action Notes
Beak enters IN doorway...

Slugging
0.06

JUN 26 2013

Scene	Panel
120 CONT	5
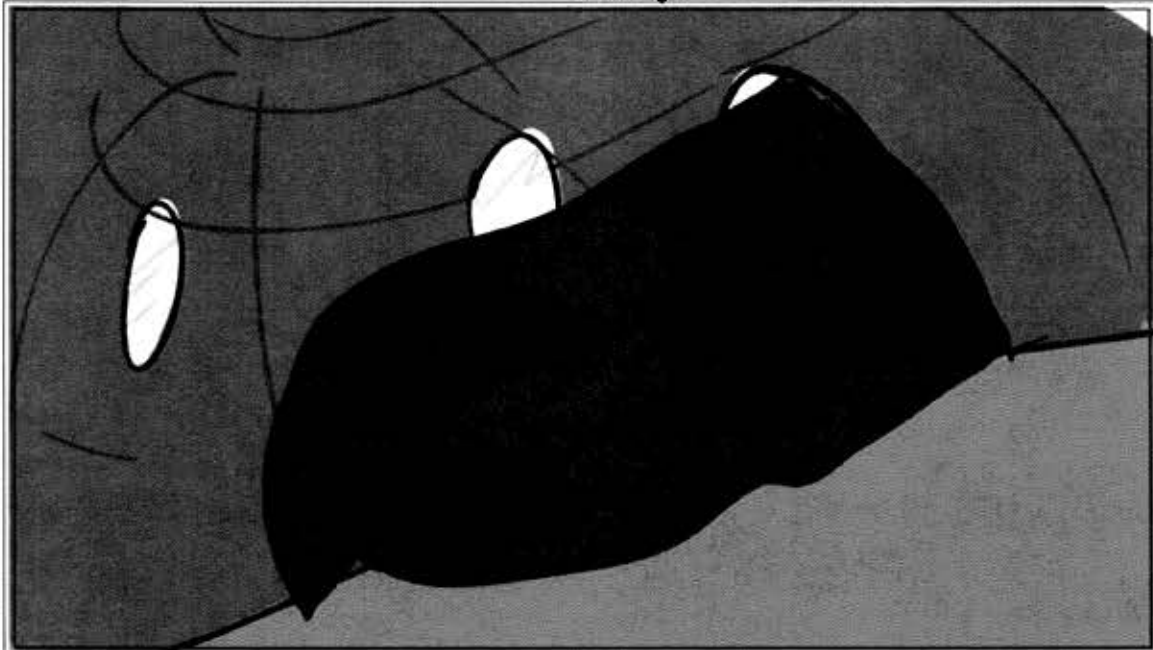
Action Notes
and chomps down.

Slugging
1.01

Scene	Panel
121	1
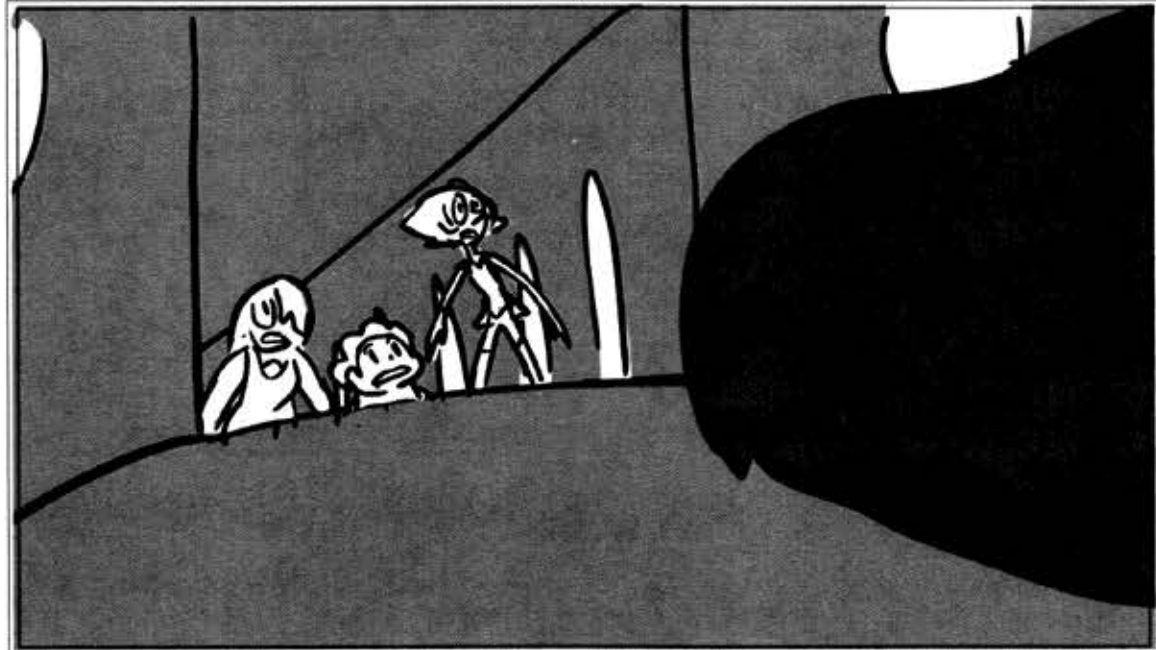
Action Notes
Gems watch as beak continues to chomp down.

Slugging
Panels 1 + 2 = 0.05
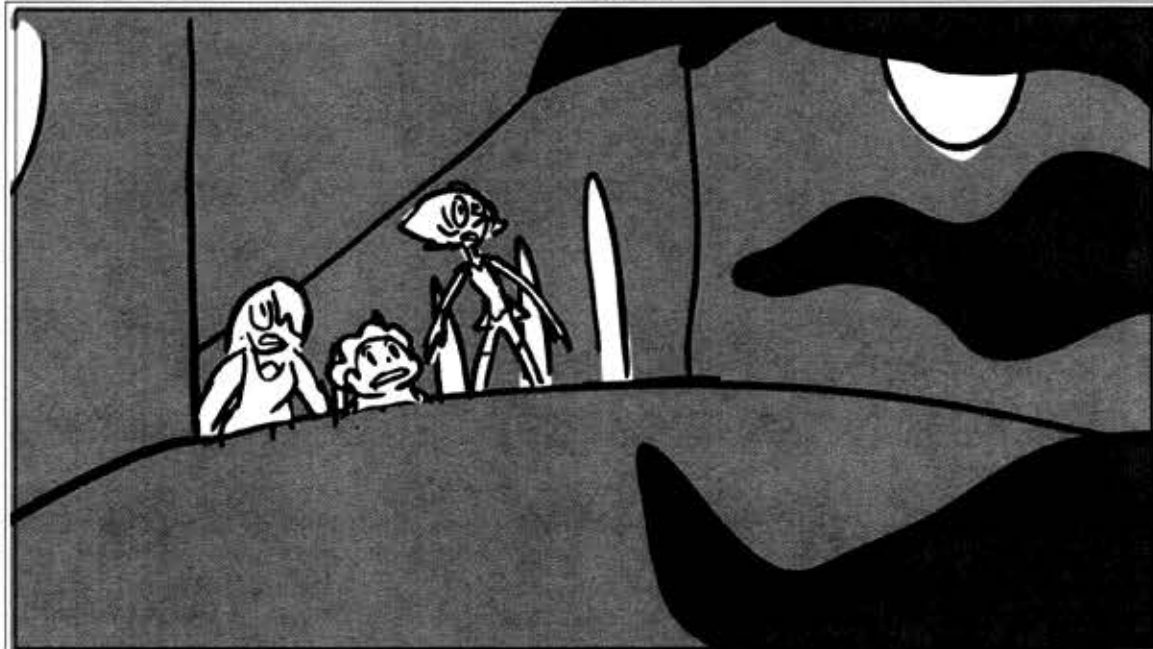
JUN 2 6 2013

Scene	Panel
121 CONT	2

Scene	Panel
121 CONT	3
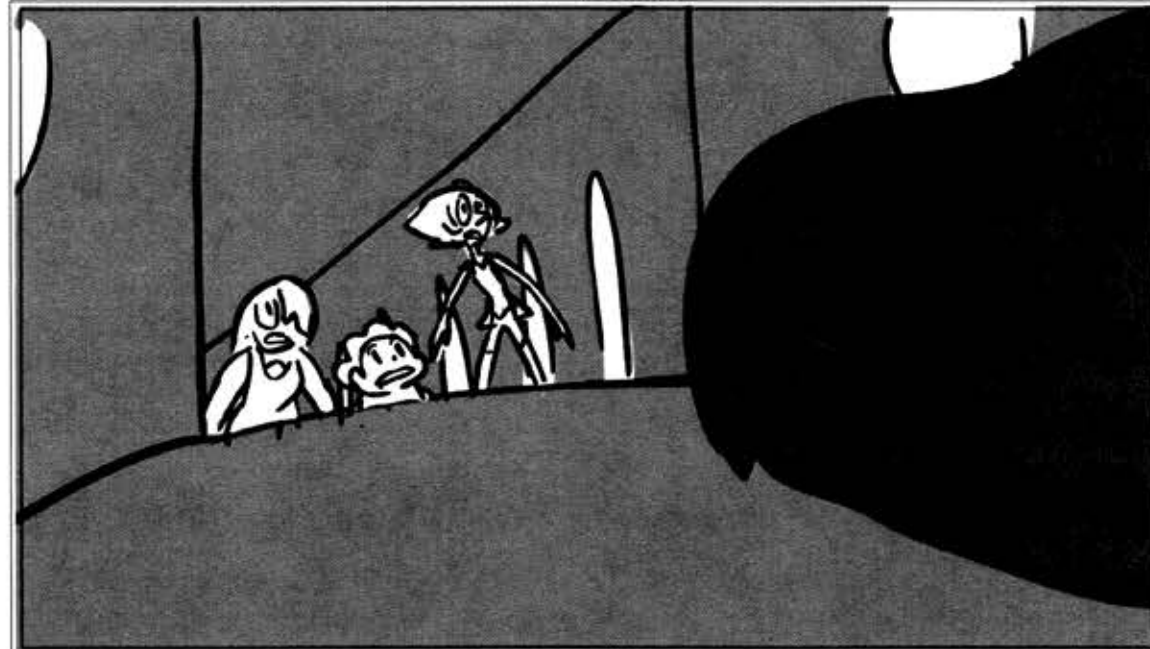
Slugging
0.10

JUN 2 6 2013

1020.010

Scene	Panel	
121 CONT		4
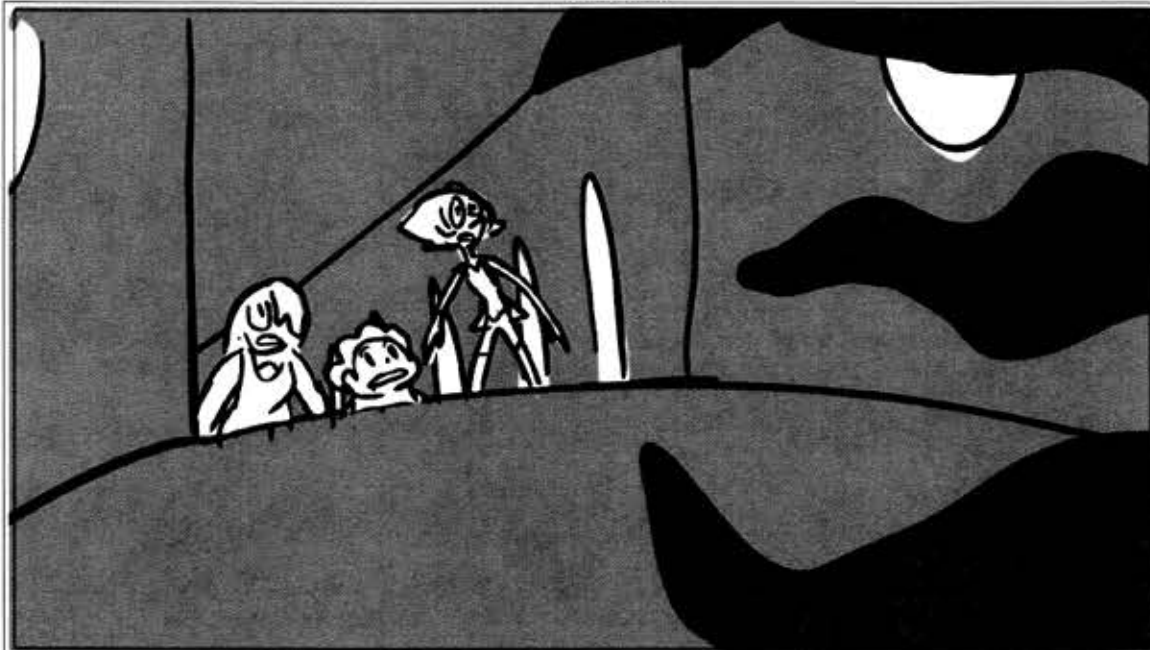
Dialogue
PEARL: It swallowed...

Slugging
0.12

JUN 2 6 2013
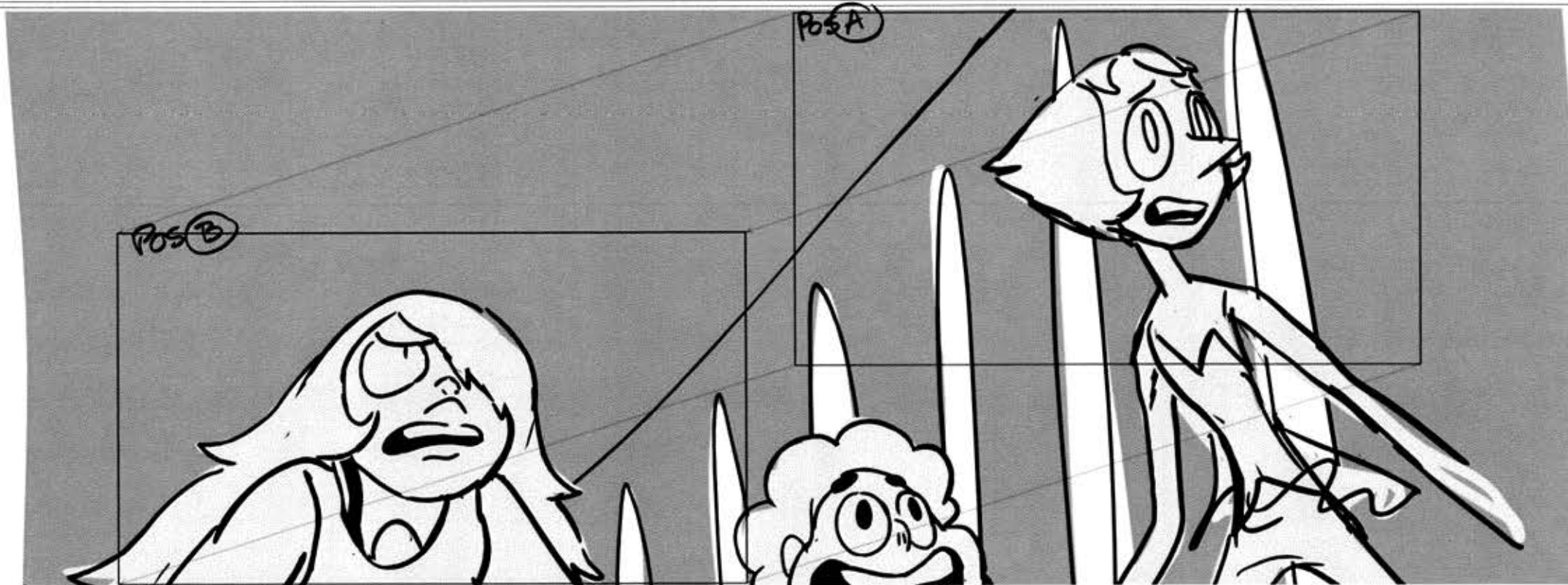
Scene	Panel
122	1

Dialogue

PEARL: ...my spear!

AMETHYST: It looks like we're next on the menu!

Action Notes

Pan from Pearl to Amethyst.

Slugging

HOLD: 1.10

Then ADJ: 0.05

Then HOLD: 3.09

JUN 2 6 2013

1020.010

Scene	Panel
	122 CONT
	2

POS B

POS C
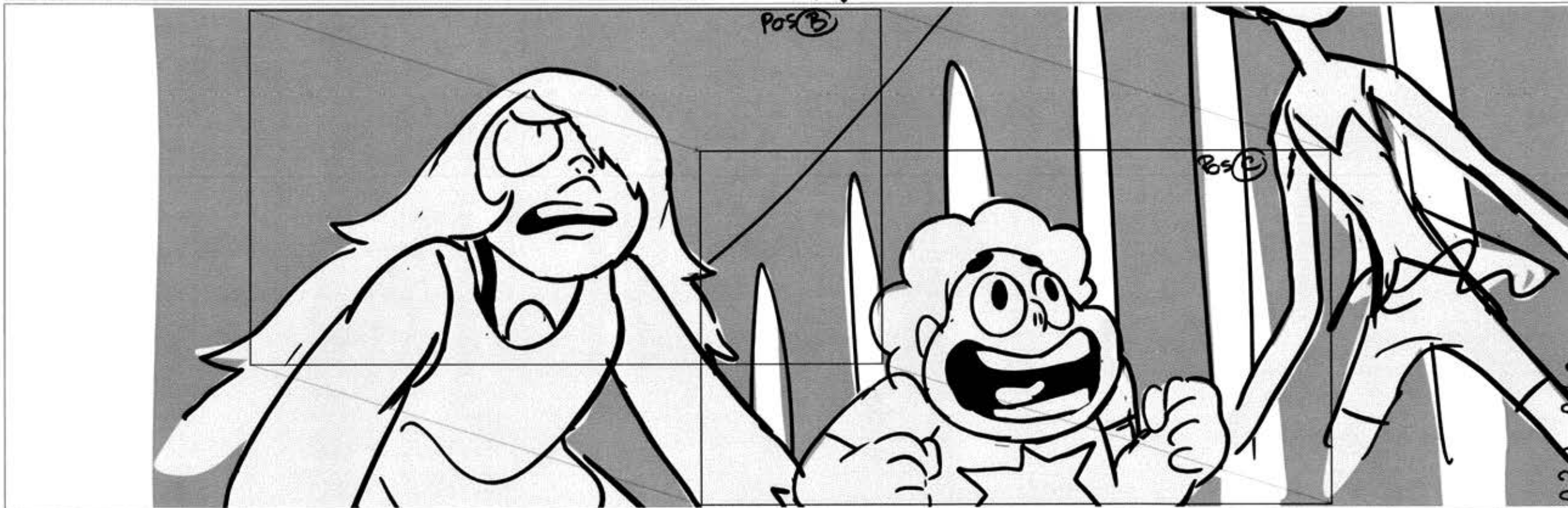
Dialogue

STEVEN: Guys, this is great!

Action Notes

Pan from Amethyst to Steven.

Slugging

ADJ: 0.05

Then HOLD: 2.05

JUN 2 6 2013

Scene	Panel
123	1
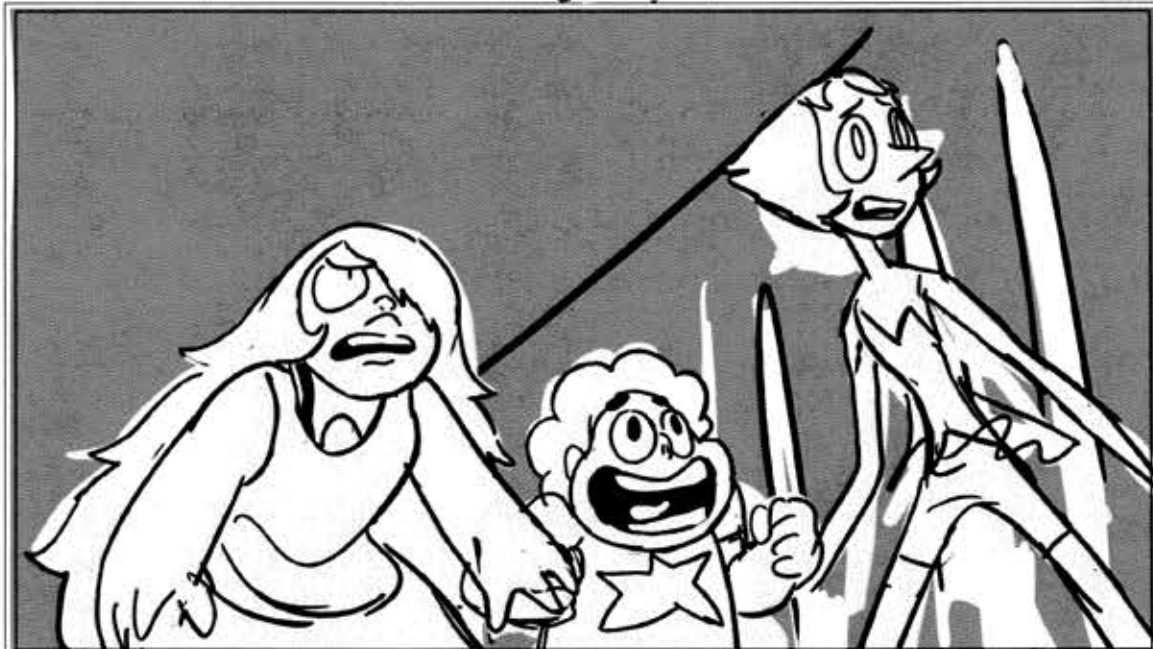
Slugging
Panels 1 + 2 = 0.02

Notes
H.U. Steven/Amethyst/Pearl to previous scene.

Scene	Panel
123 CONT	2

Notes
H.U. Steven/Amethyst/Pearl to previous scene.

JUN 2 6 2015

Scene	Panel
123 CONT	3
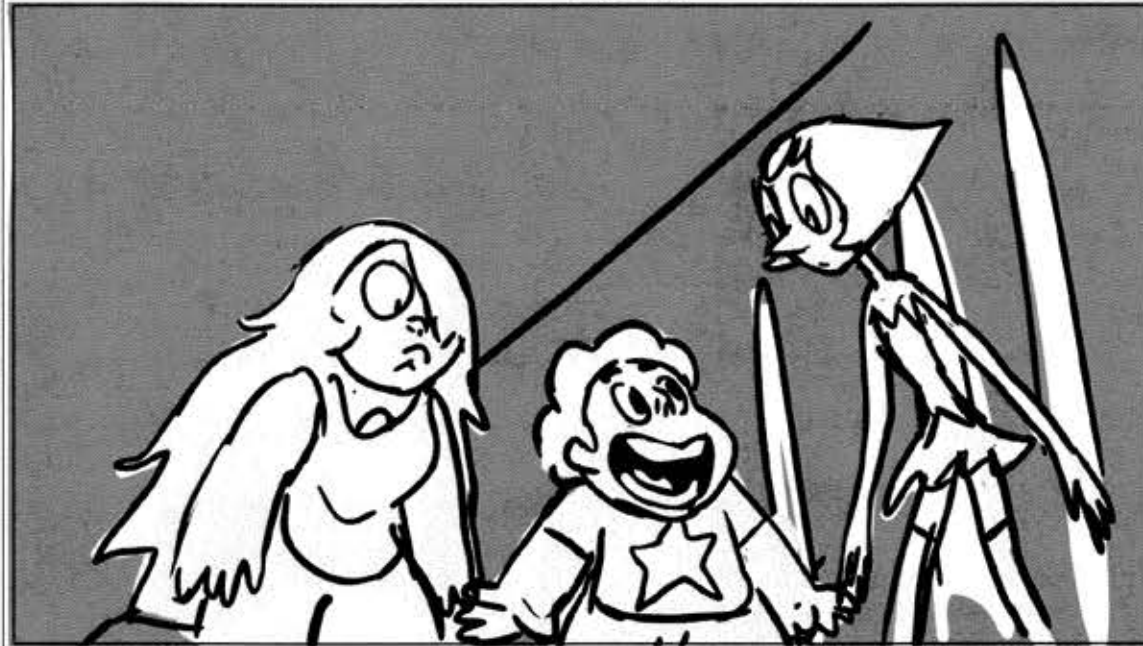
Dialogue
STEVEN: Now's the perfect time

Action Notes
Steven looks back and forth from Pearl to Amethyst.

Slugging
Panels 3 + 4 = 4.11

Notes
H.U. Steven/Amethyst/Pearl to previous scene.

Scene	Panel
123 CONT	4
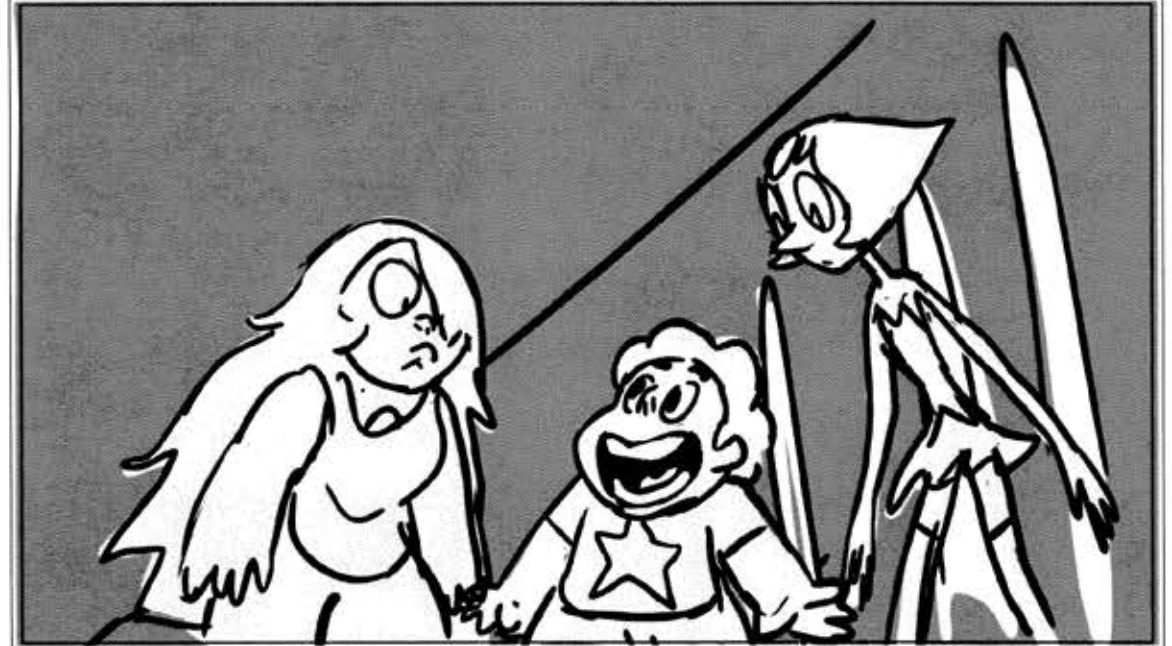
Dialogue
STEVEN: for you two to form OPAL!

Action Notes
Steven looks back and forth from Pearl to Amethyst.

JUN 2 6 2013

Scene		Panel
	123 CONT	5
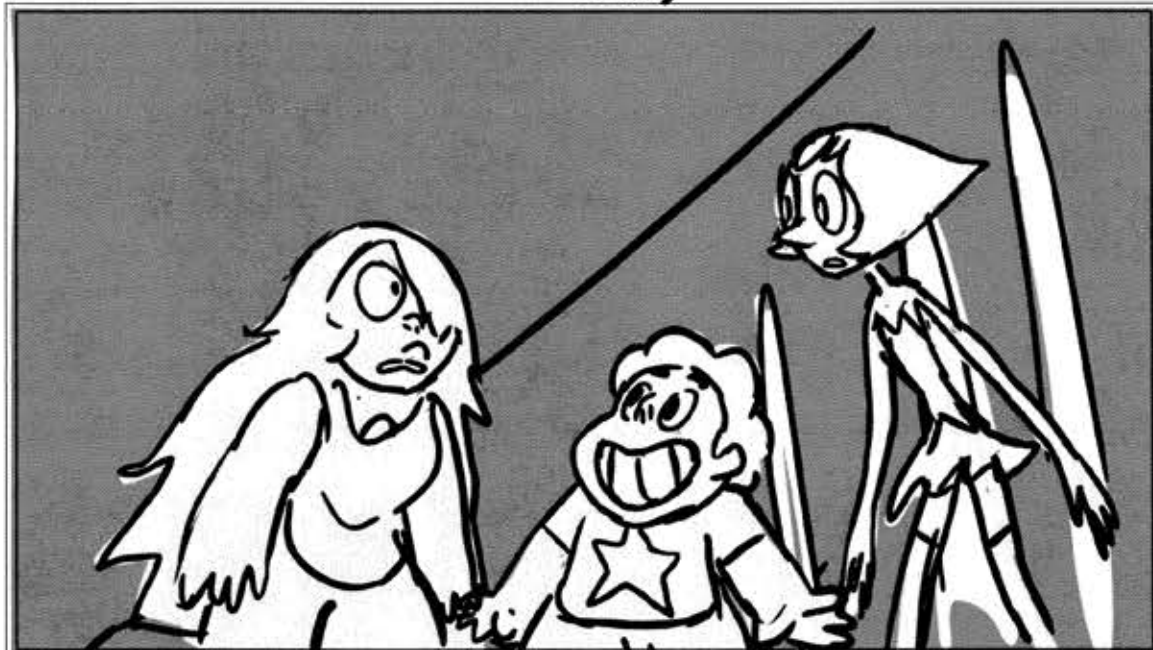
Slugging
1.02

Scene		Panel
	124	1
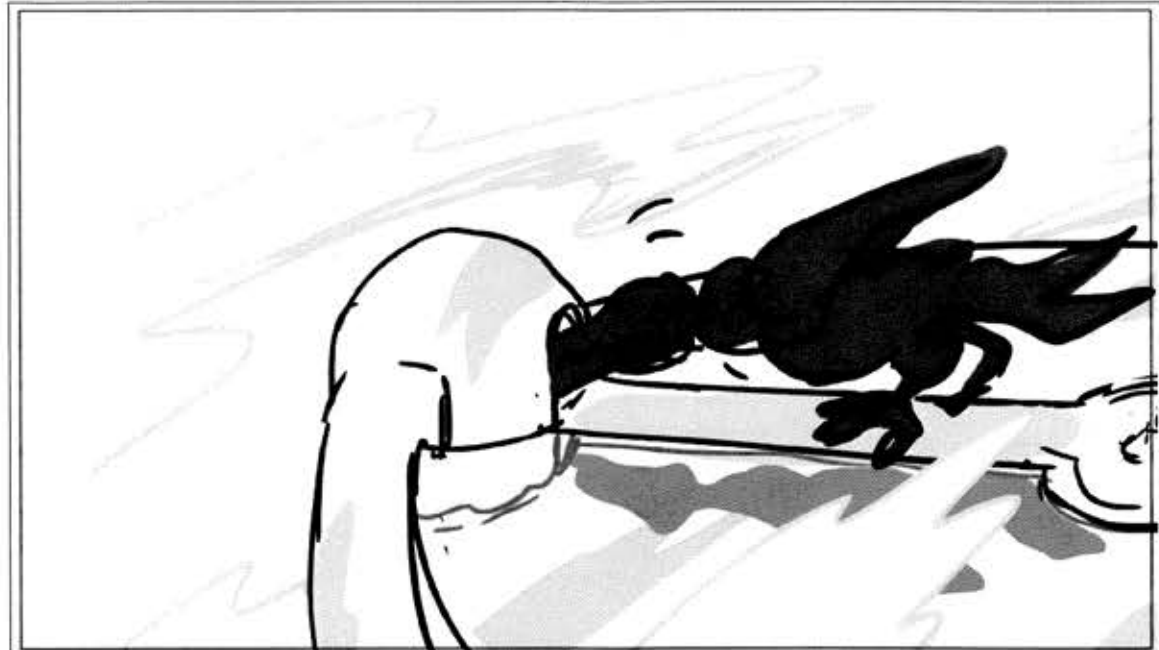
Action Notes
BIRD digs beak into hut, trying to get at the GEMS

Slugging
0.13

JUN 2 6 20..

Scene	Panel
124 CONT	2
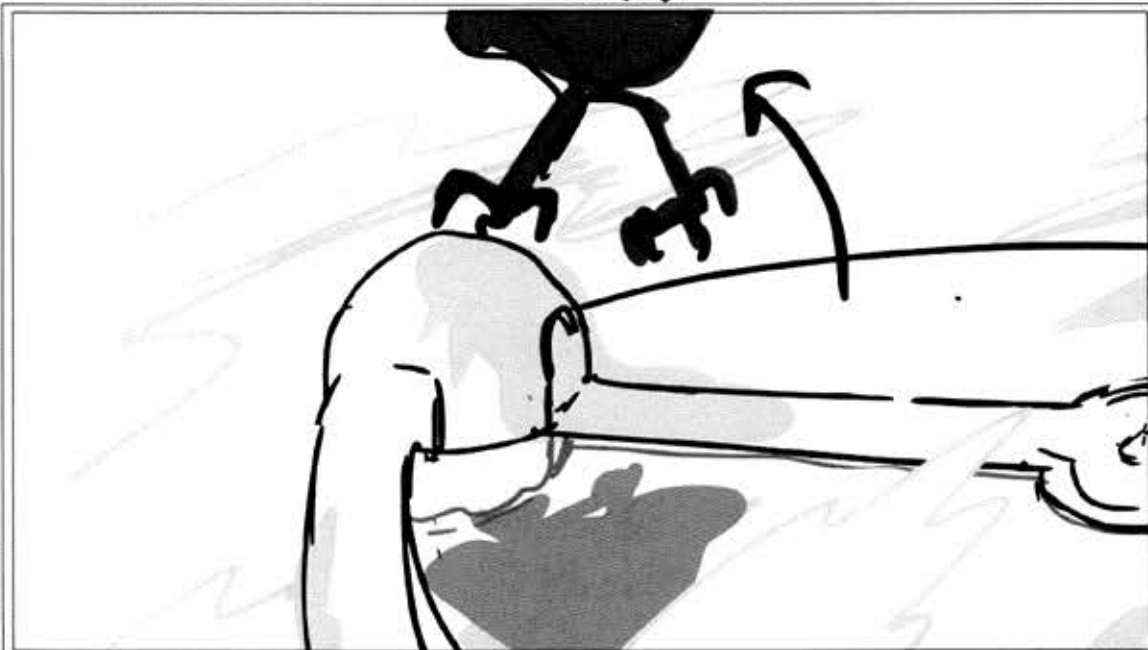
Action Notes
BIRD jumps up

Slugging
0.06

Scene	Panel
124 CONT	3

Action Notes
BIRD lands on hut

Slugging
0.12

JUN 2 6 2013

Scene	Panel
124 CONT	4

Action Notes
BIRD pecks at hut entrance

Slugging
0.08

Scene	Panel
124 CONT	5

Slugging
0.05

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
124 CONT	6

Slugging
0.08

1020.010

Scene	Panel
124 CONT	7

Slugging
0.09

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
125	1

Scene	Panel
125 CONT	2

Action Notes
STEVEN sits down

Slugging
0.06

Slugging
1.01

JUN 2 6 2013
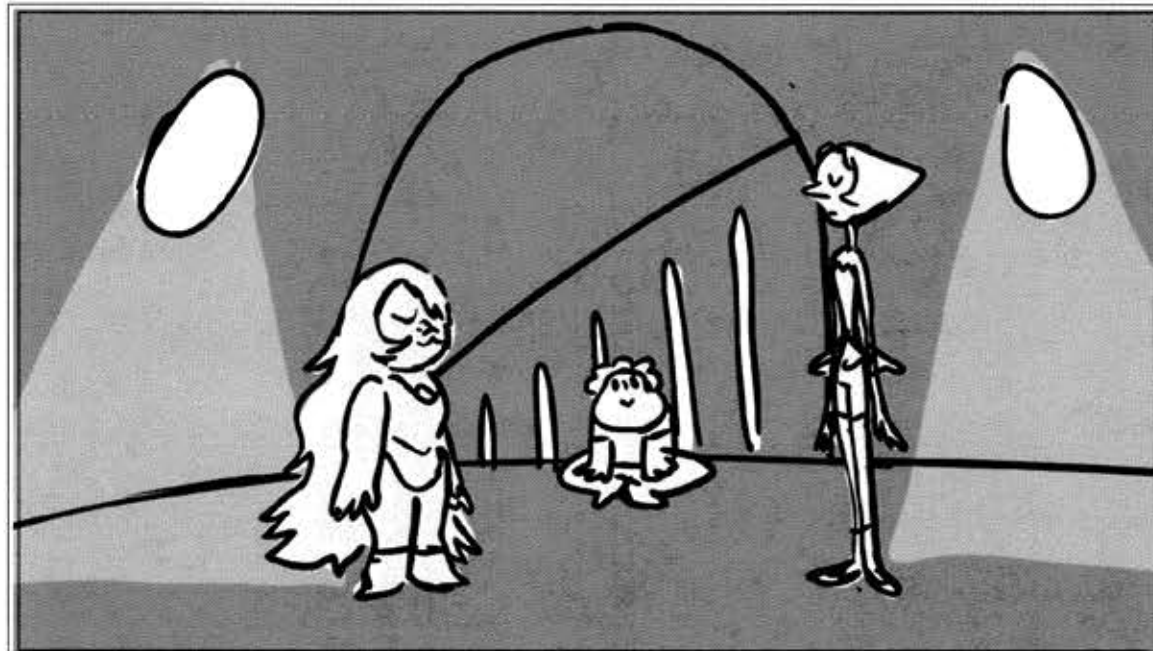
Scene		Panel	
	126		1

Slugging
0.11

Notes
H.U. Stevens face to previous scene.

Scene		Panel	
	126 CONT		2

Slugging
1.03

JUN 2 6 2013

1020.010

1026.010
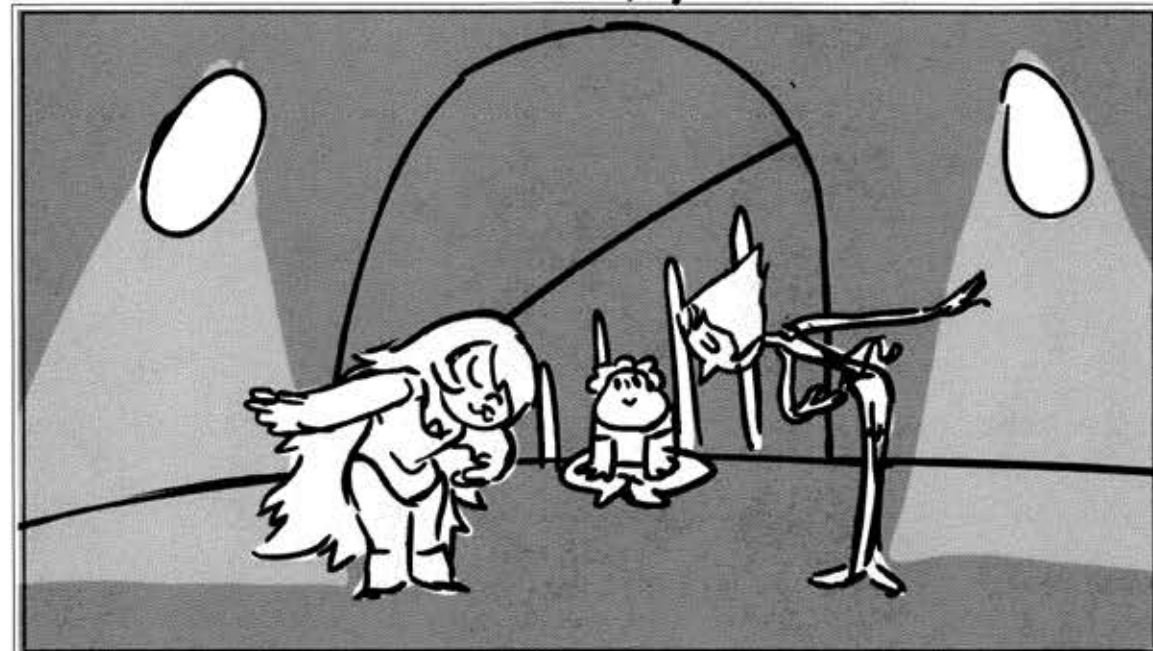
1020.010

Scene	Panel
127	1
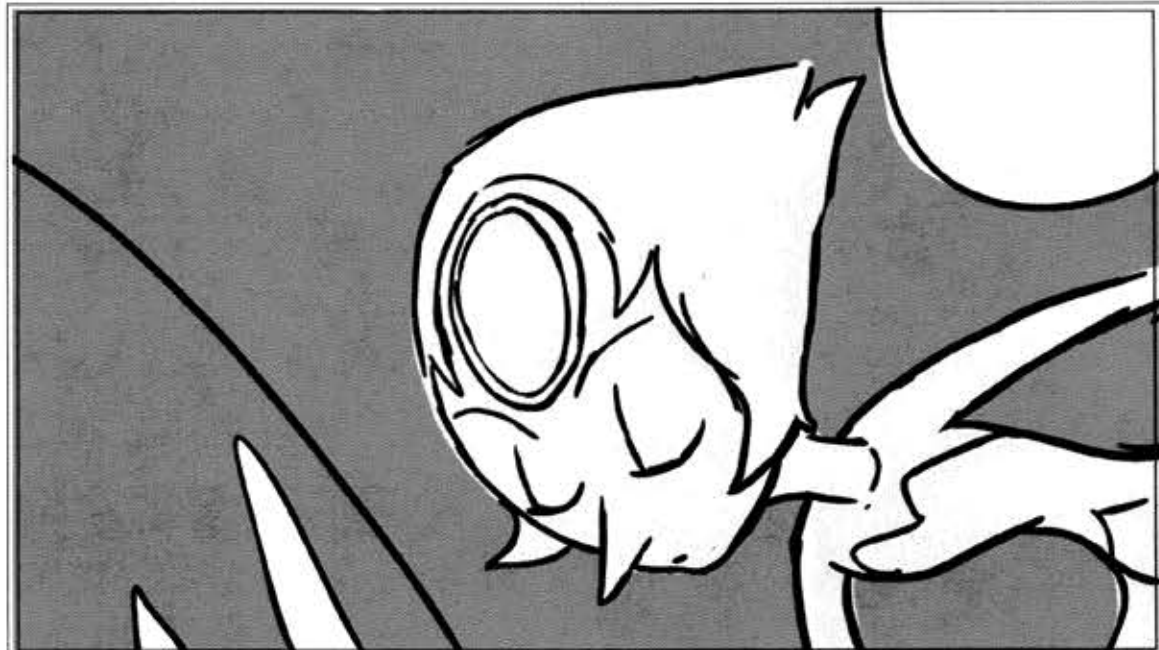
Slugging
0.05

Scene	Panel
127 CONT	2

Action Notes
Pearl's gem begins to glow

Slugging
1.04

JUN 2 6 2013

Scene 128	Panel 1

Slugging
0.05

Scene 128 CONT	Panel 2
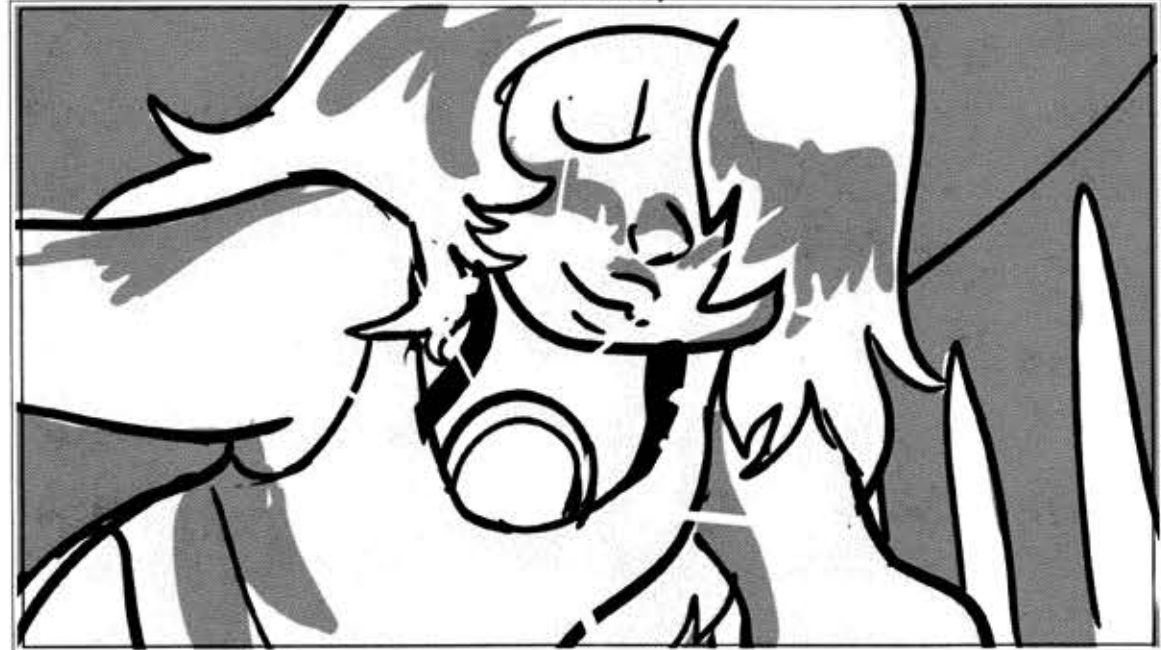
Action Notes
Amethyst's gem begins to glow

Slugging
1.04

JUN 2 6 2013
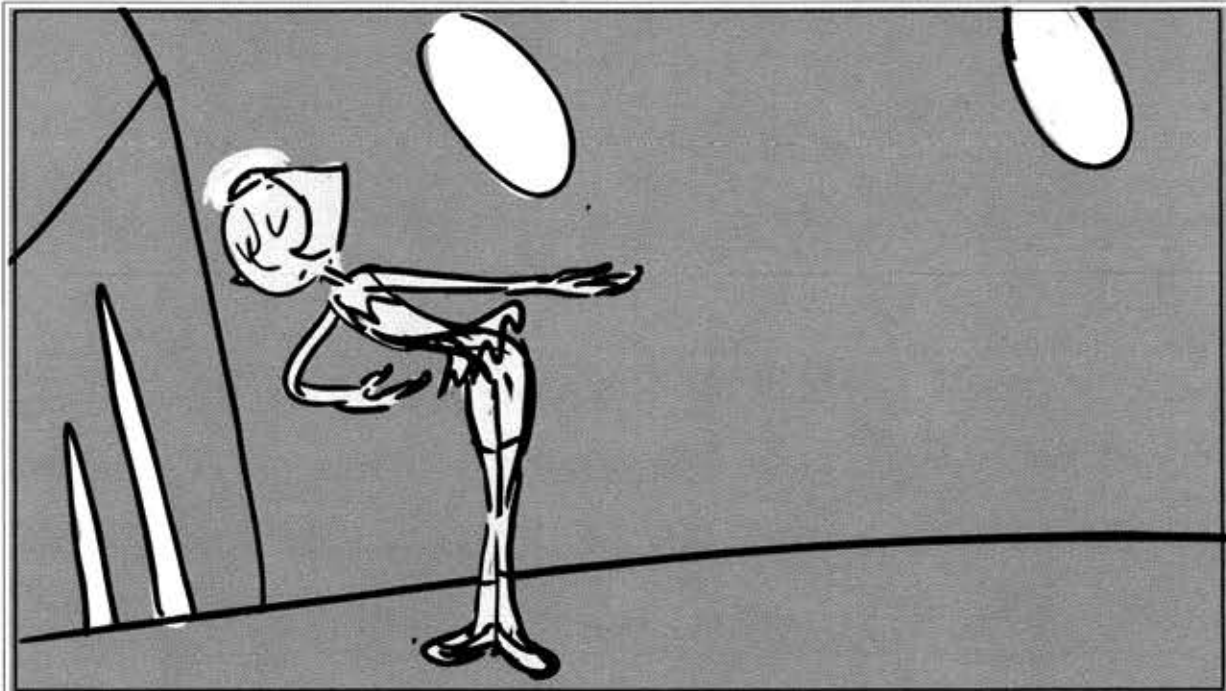
Scene	Panel
129	1

Slugging
0.11

Scene	Panel
129 CONT	2
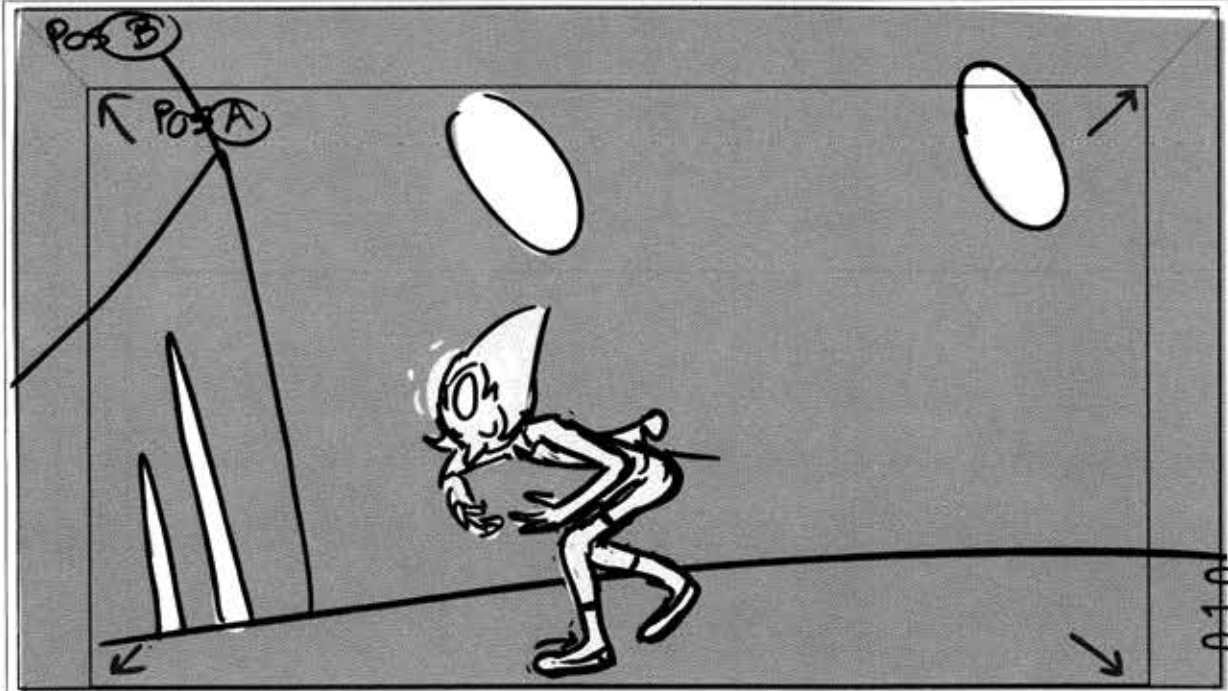
Action Notes
Pearl pivots on the ball of left foot
Camera pulls out to follow Pearl's action

Slugging
ADJ: 0.05

ADJ through panels 3 to 5.

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
129 CONT	3
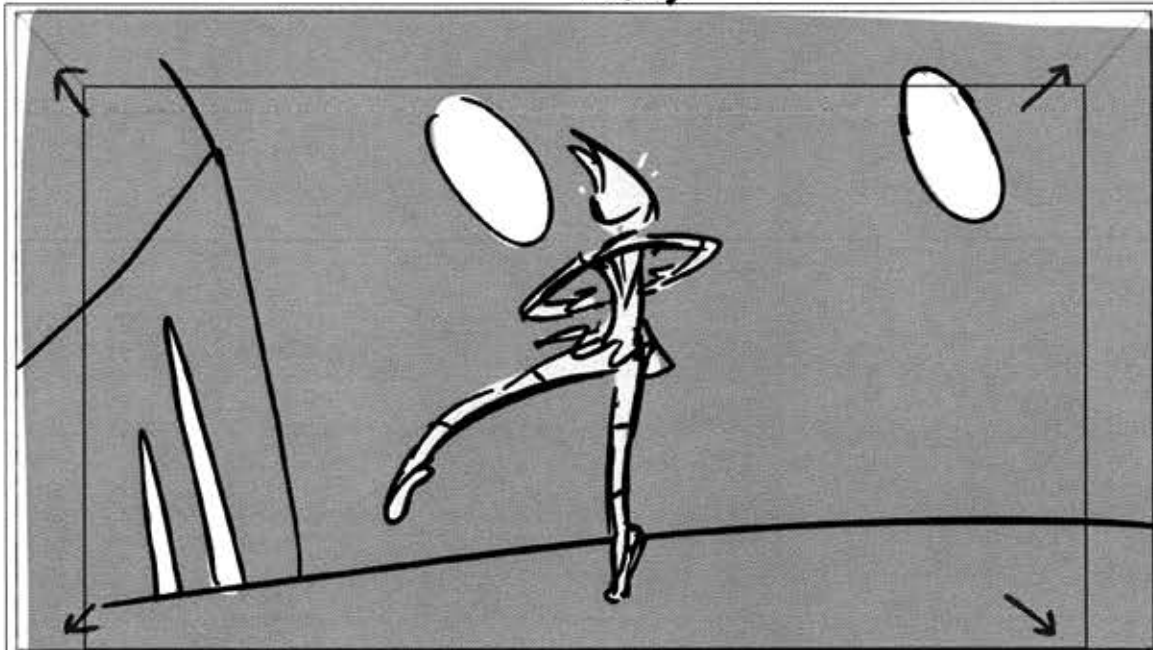
Slugging
ADJ: 0.03

1020.010

Scene	Panel
129 CONT	4
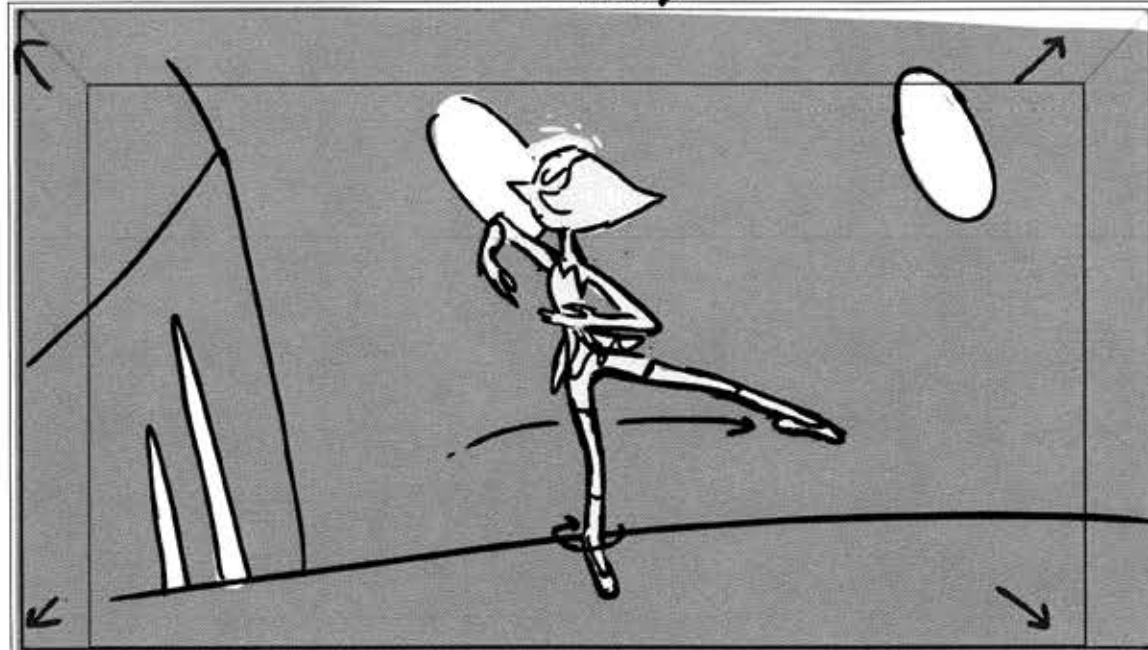
Action Notes
Pearl rotates clockwise

Slugging
ADJ: 0.03

JUN 2 6 2013

1020.010

1020.010

Scene		Panel	
	129 CONT		5
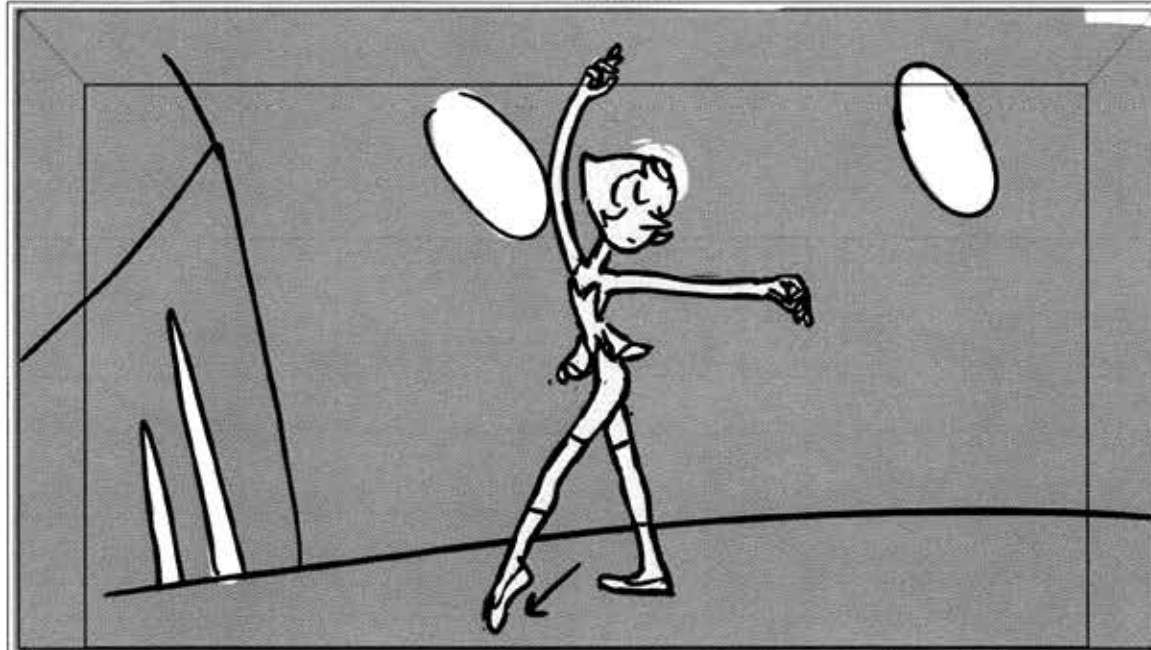
Action Notes
finishes movement gracefully

Slugging
ADJ: 0.03
Then HOLD: 0.14

JUN 2 6 20.
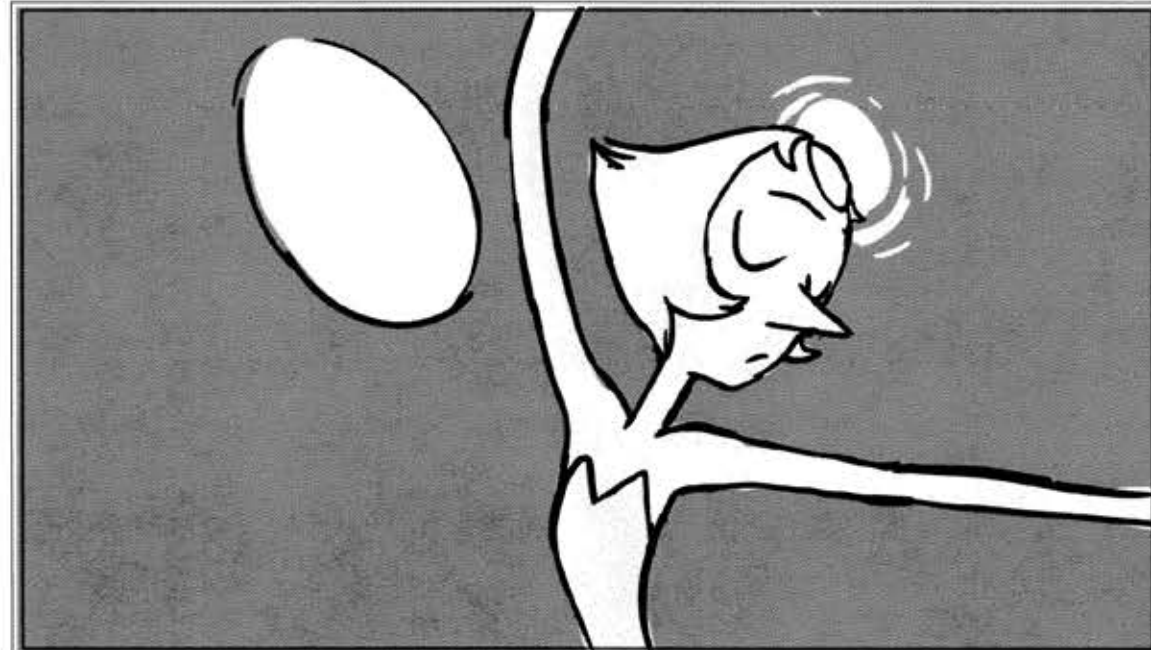
Scene		Panel	
	130		1

Slugging
0.11

JUN 2 6 20.

1020.010

Scene	Panel	Scene	Panel
130 CONT	2	131	1
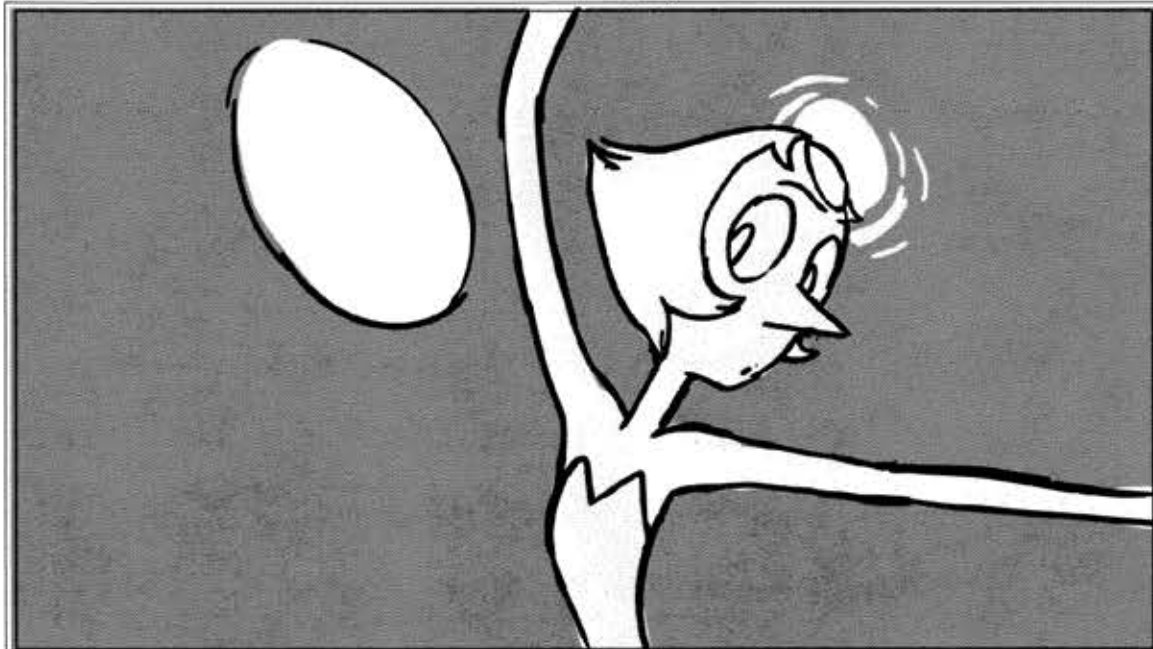
Action Notes
Pearl looks over at Amethyst.

Slugging
1.01

Action Notes
Pose A1
Cycle Pose A1 and B1
Amethyst does silly dance
AMETHYST's gem is glowing

Slugging
Panels 1 + 2 x 2 = 0.08

Total frames for repeat: 1.04

JUN 2 6 201.

1020.010

1020.010

Scene	Panel
131 CONT	2

Action Notes
Pose B1
Cycle Pose A1 and B1

Slugging
0.04

Scene	Panel
131 CONT	3

Slugging
0.07

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
131 CONT	4

Slugging
0.02

Scene	Panel
131 CONT	5
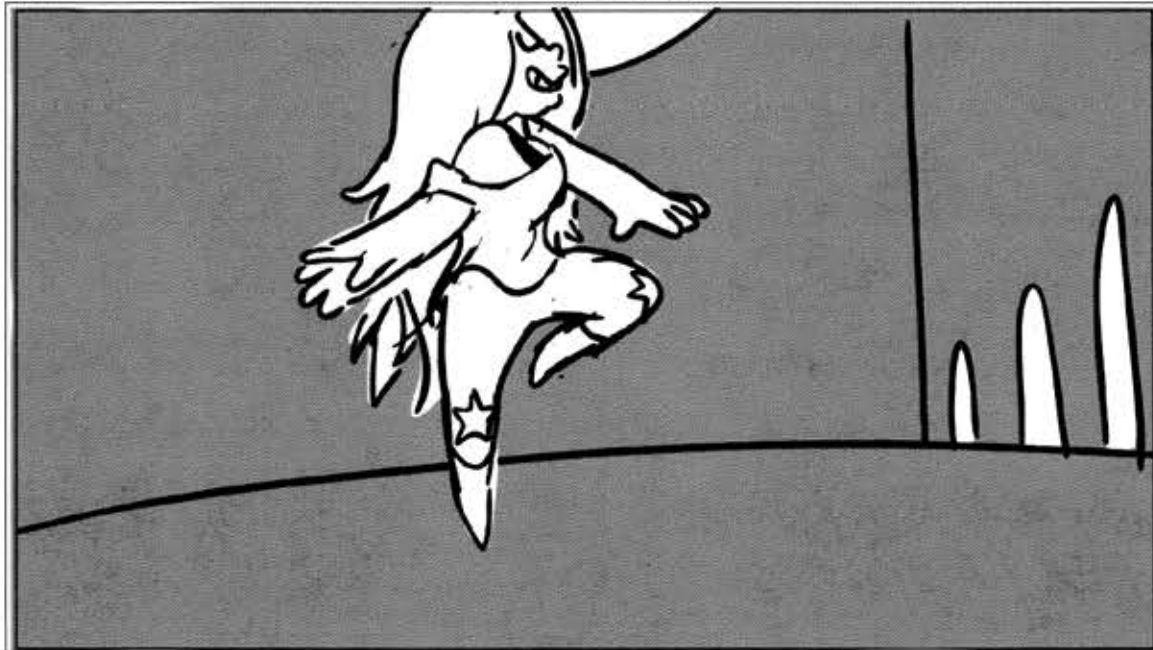
Slugging
0.03

JUN 2 6 2013

Scene		Panel
131 CONT		6
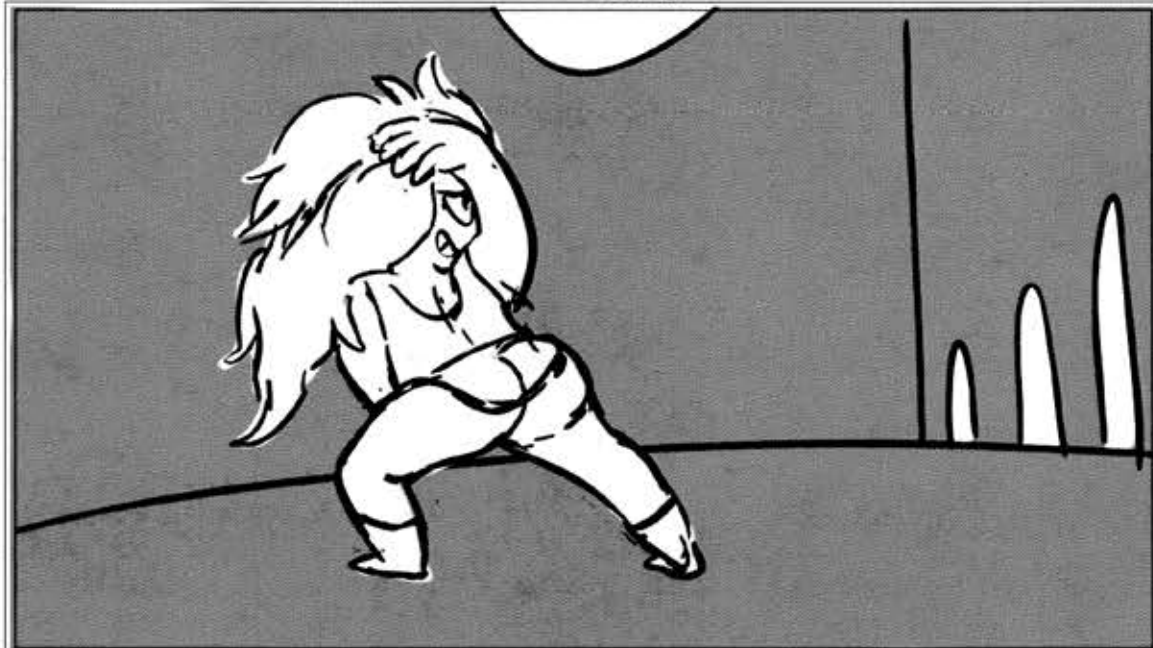
Action Notes
Pose A2
Cycle Poses A2, B2, C2, D2

Slugging
0.04

Total frames for cycle: 1.14

Scene		Panel
131 CONT		7
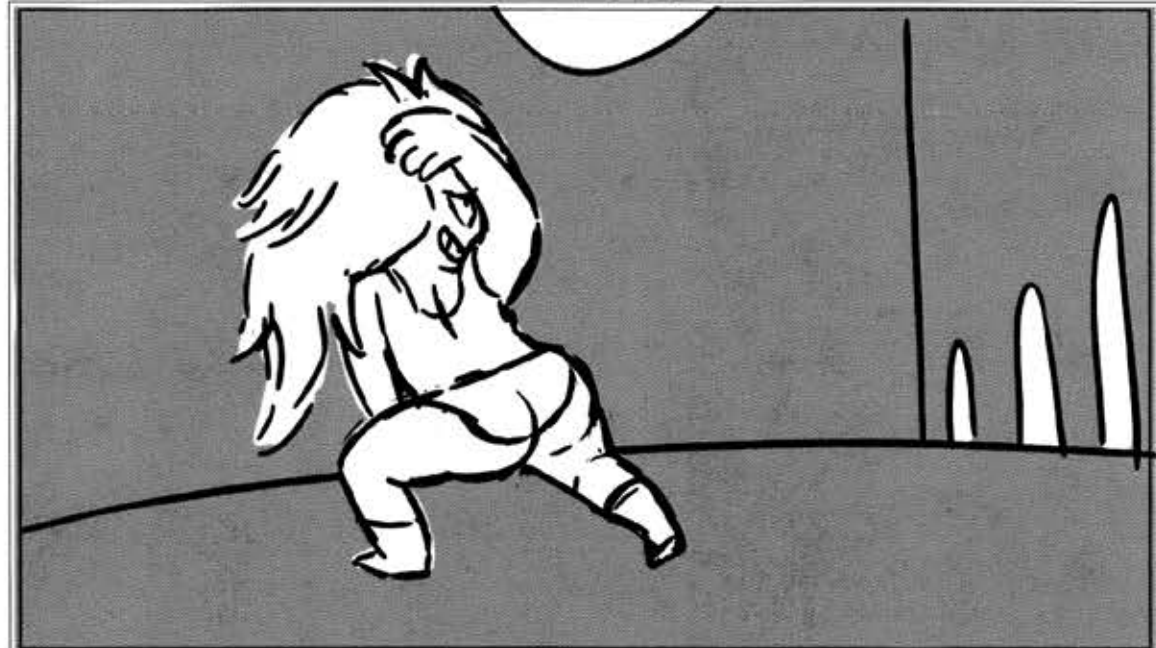
Action Notes
Pose B2
Cycle Poses A2, B2, C2, D2

Slugging
0.04

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
131 CONT	8

Action Notes
Pose C2
Cycle Poses A2, B2, C2, D2

Slugging
0.04

Scene	Panel
131 CONT	9

Action Notes
Pose D2
Cycle Poses A2, B2, C2, D2

Slugging
0.03

JUN 2 6 2013

Scene	Panel
131 CONT	10
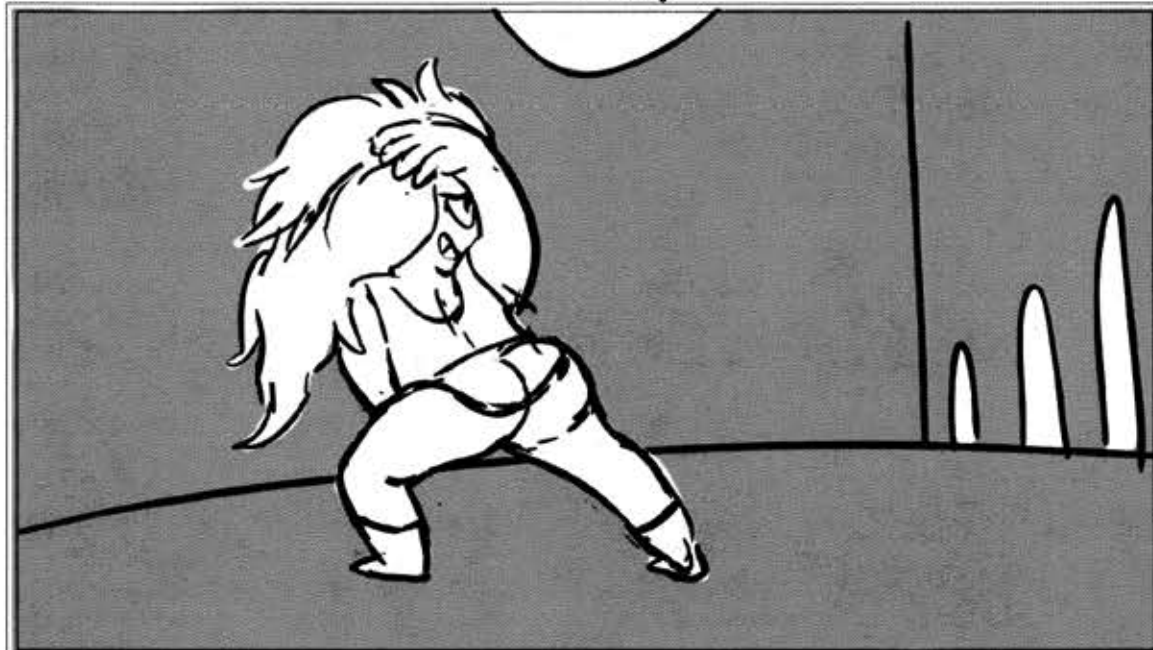
Action Notes
Pose A2
Cycle Poses A2, B2, C2, D2

Slugging
0.04

Scene	Panel
132	1
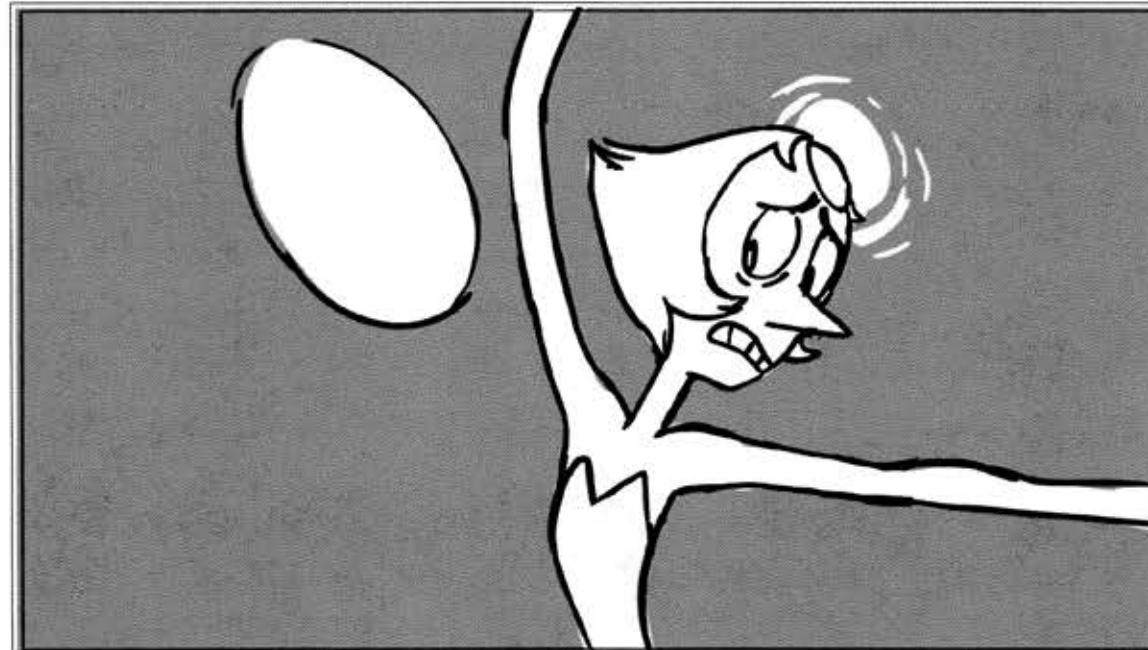
Slugging
0.14

JUN 2 6 2013

1020.010

Scene	Panel	Scene	Panel
132 CONT	2	133	1
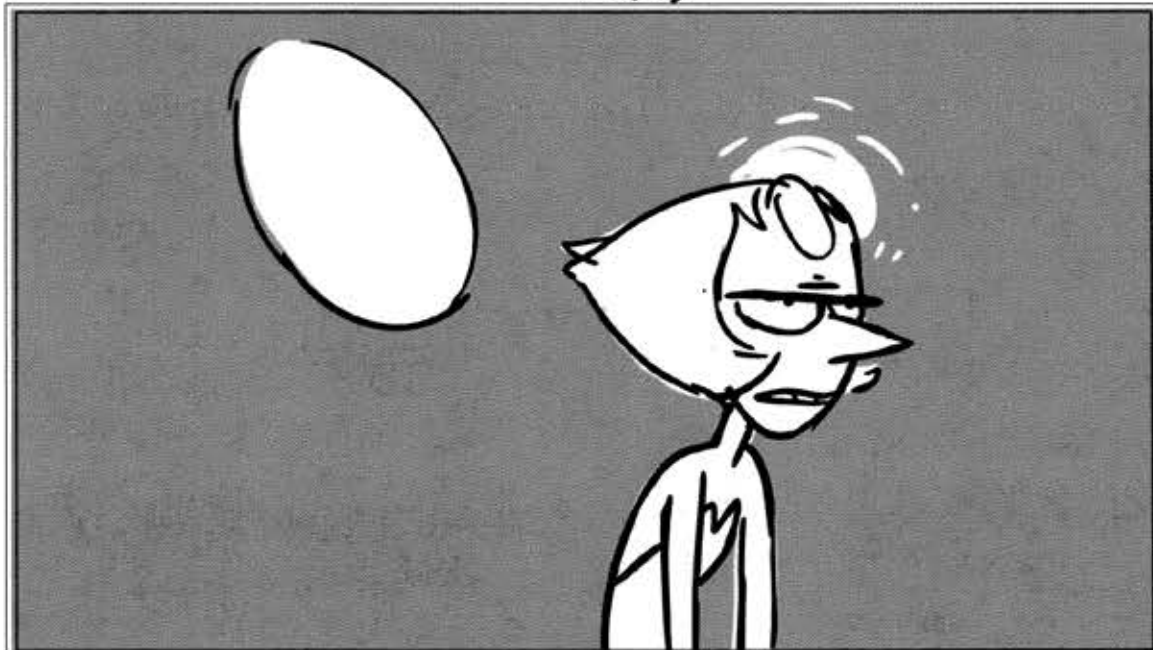
Dialogue
PEARL: Guhhhhh....

Slugging
0.13

Slugging
0.08
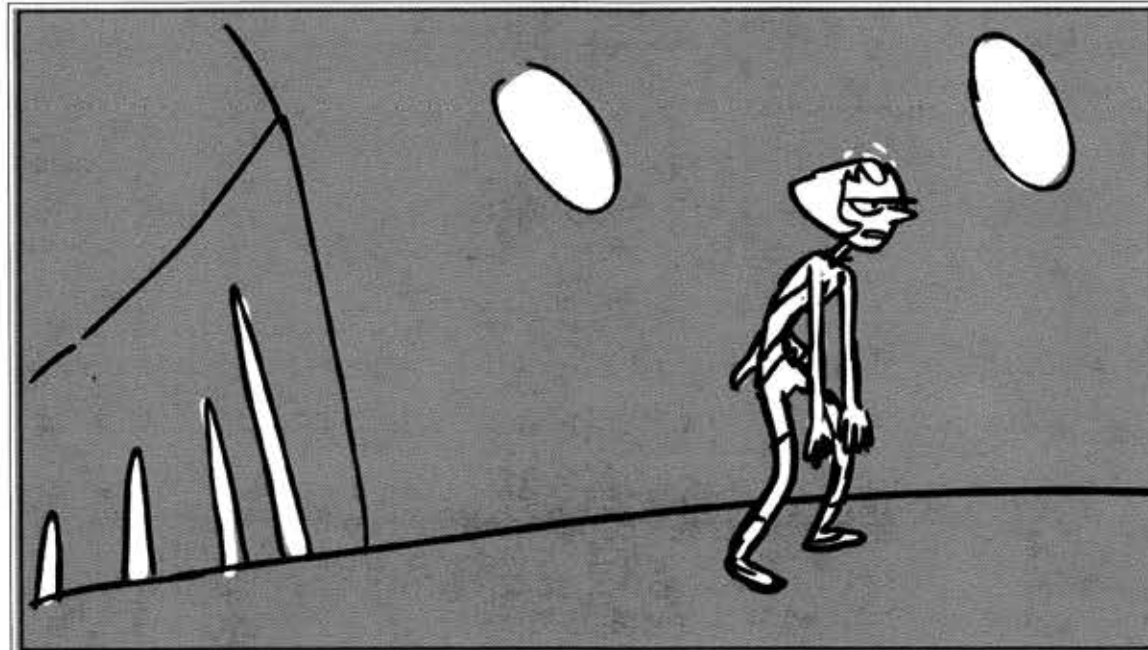
JUN 2 6 2013

1020.010

1020.010

Scene	Panel
133 CONT	2

Slugging
0.08

Scene	Panel
133 CONT	3
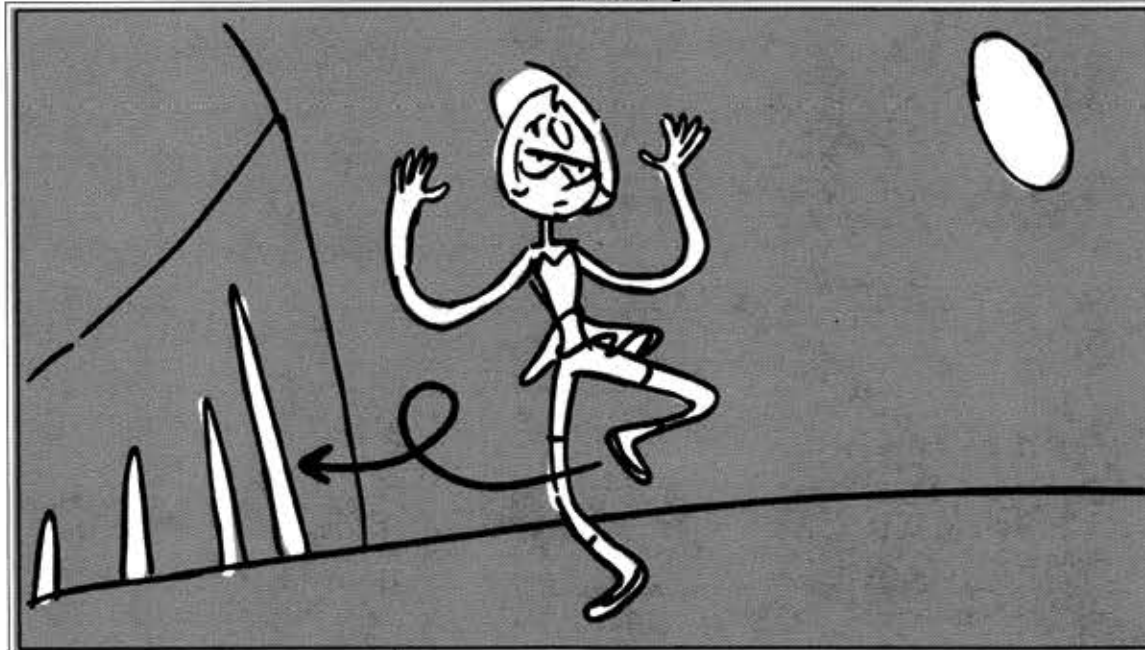
Action Notes
Pearl spins unenthusiastically as she approaches left side of frame

Slugging
Panels 3 to 6 = 1.01

JUN 2 6 2013
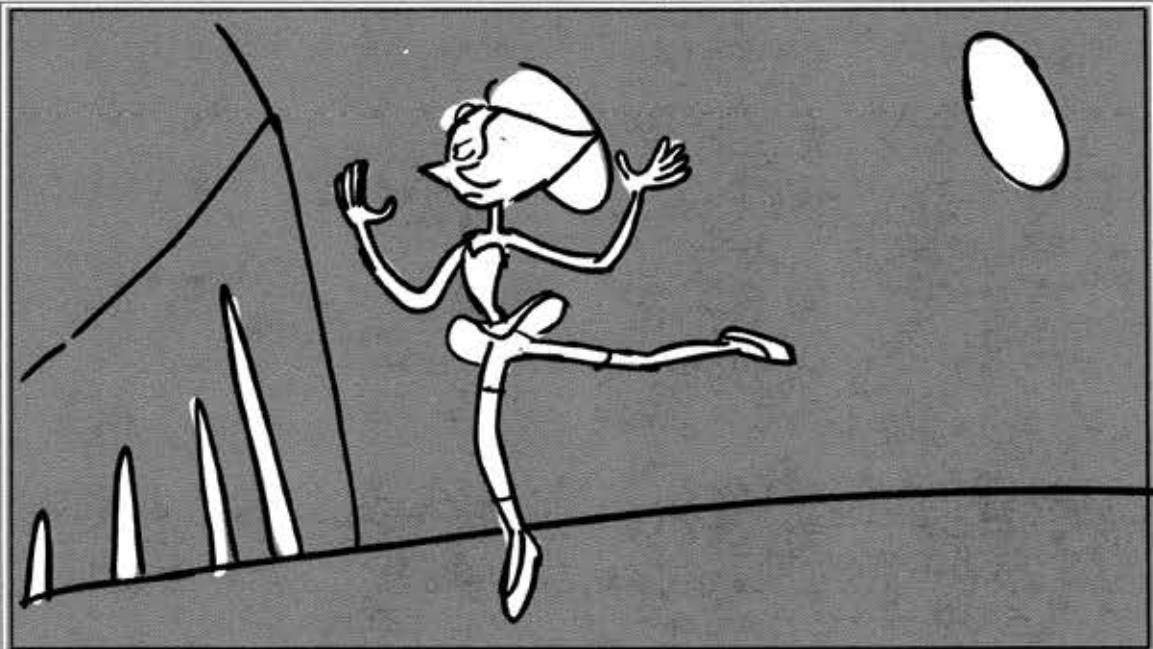
Scene	Panel
133 CONT	4

Action Notes
Pearl spins unenthusiastically as she approaches left side of frame

Scene	Panel
133 CONT	5
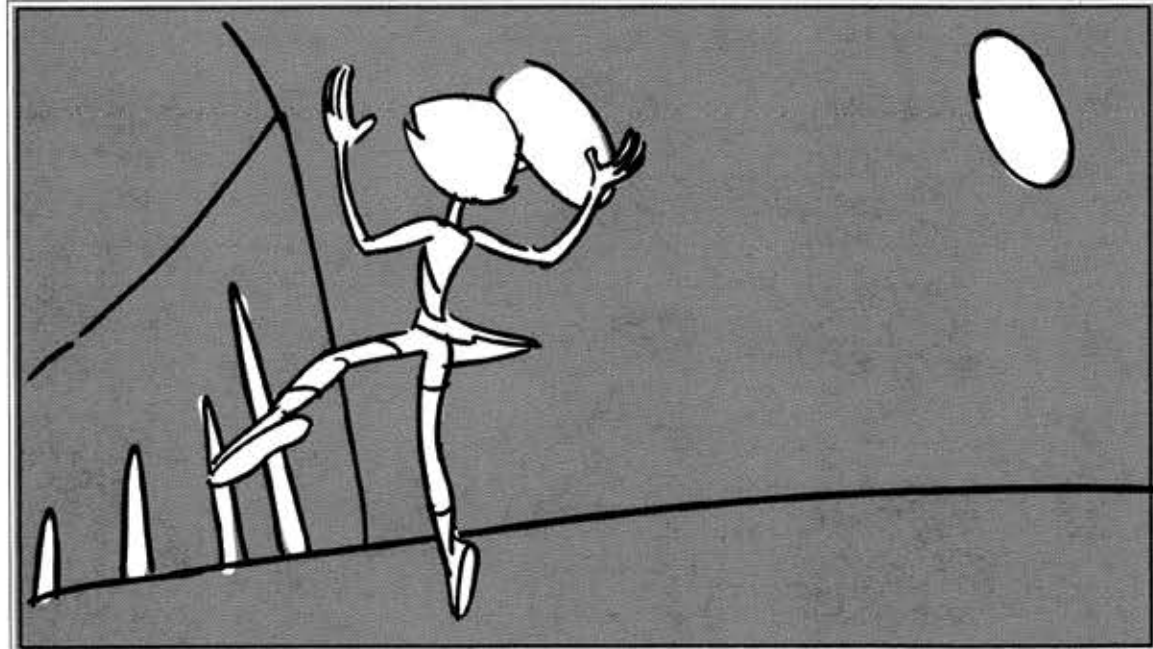
Action Notes
Pearl spins unenthusiastically as she approaches left side of frame

JUN 2 6 2013
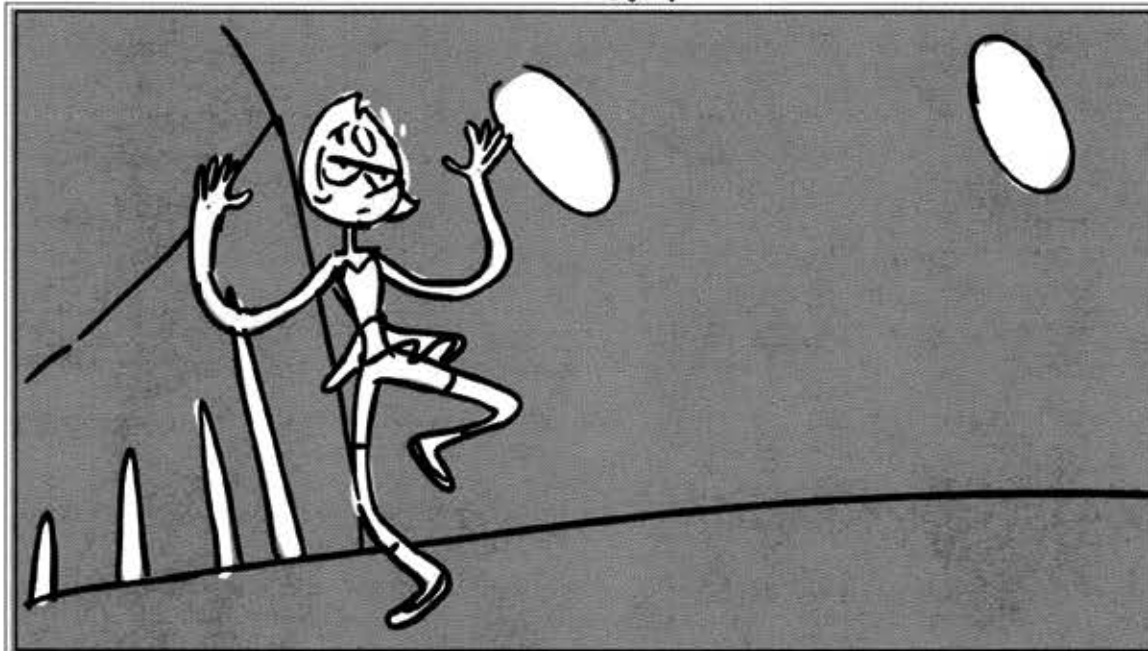
Scene	Panel
133 CONT	6

Action Notes
Pearl spins unenthusiastically as she approaches left side of frame

Scene	Panel
134	1

Action Notes
Amethyst continues silly dance

Slugging
0.05

JUN 2 6 2013

Scene	Panel
134 CONT	2

Slugging
0.05

Scene	Panel
134 CONT	3

Slugging
0.03

JUN 2 6 2013

Scene	Panel
	134 CONT 4

Slugging
0.05

Scene	Panel
	134 CONT 5

Slugging
0.05

JUN 2 6 2013

Scene	Panel
134 CONT	6

Slugging
0.05

Scene	Panel
135	1

Slugging
0.05

JUN 2 6 2013

Scene	Panel
135 CONT	2

Action Notes
Background moves screen right.

Slugging
0.12

Scene	Panel
136	1

Slugging
0.05

JUN 2 6 2013

Scene	Panel		Scene	Panel
136 CONT	2		137	1

BG
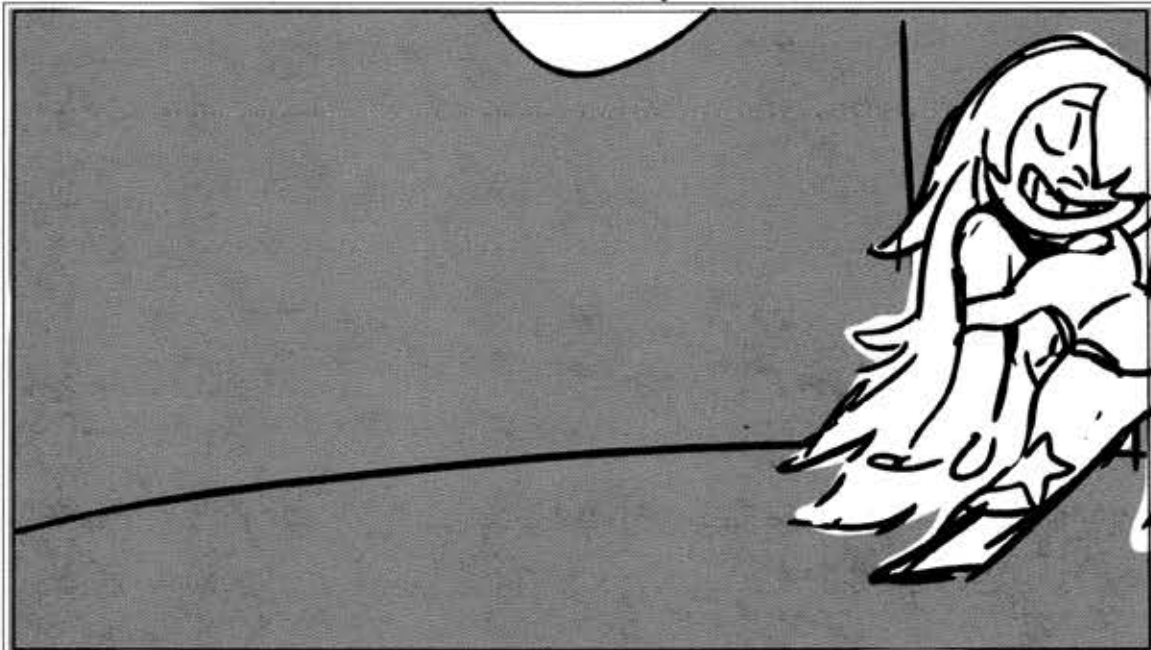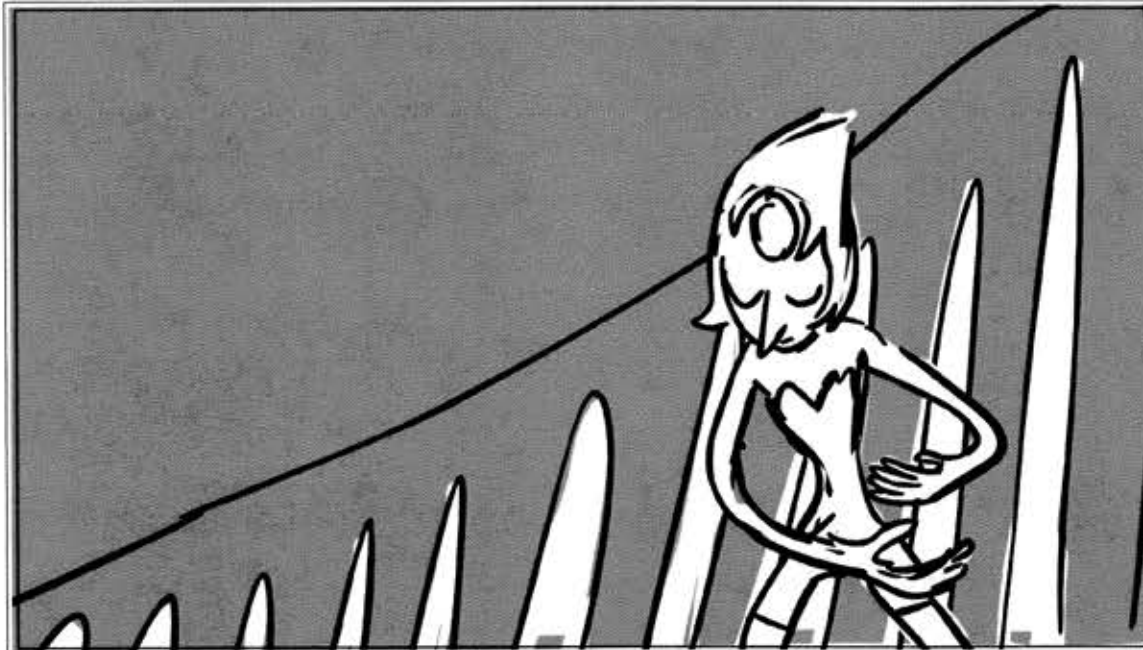
Action Notes
Background moves screen left.

Slugging
0.07

Slugging
0.02
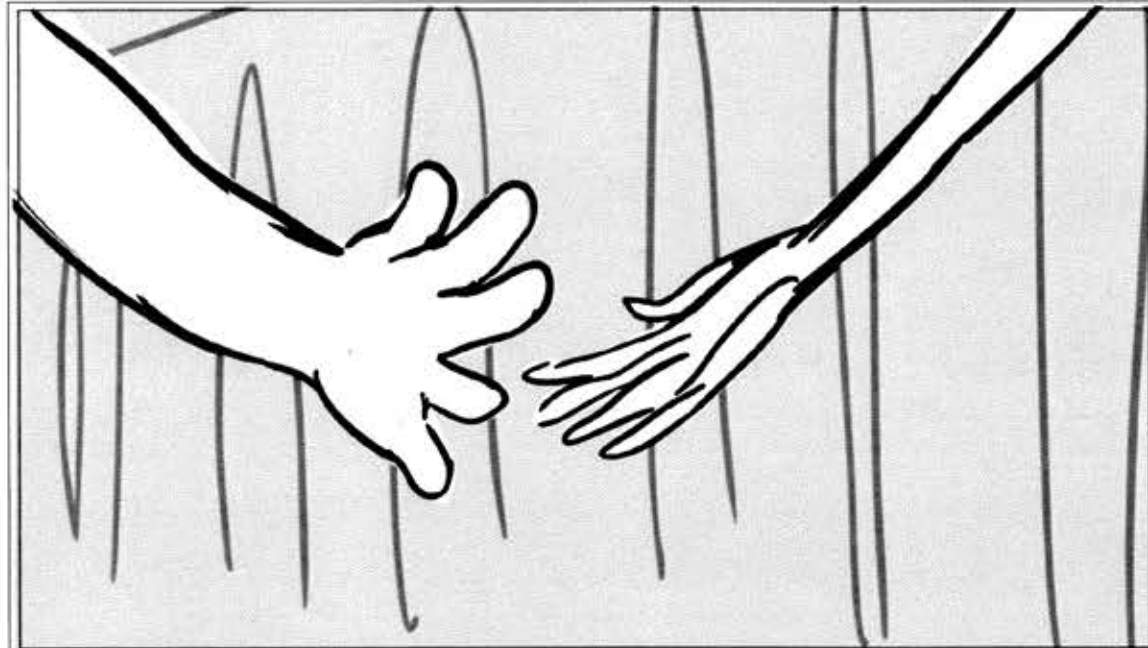
JUN 2 6 201

Scene	Panel
137 CONT	2

Slugging

0.06

Scene	Panel
137 CONT	3
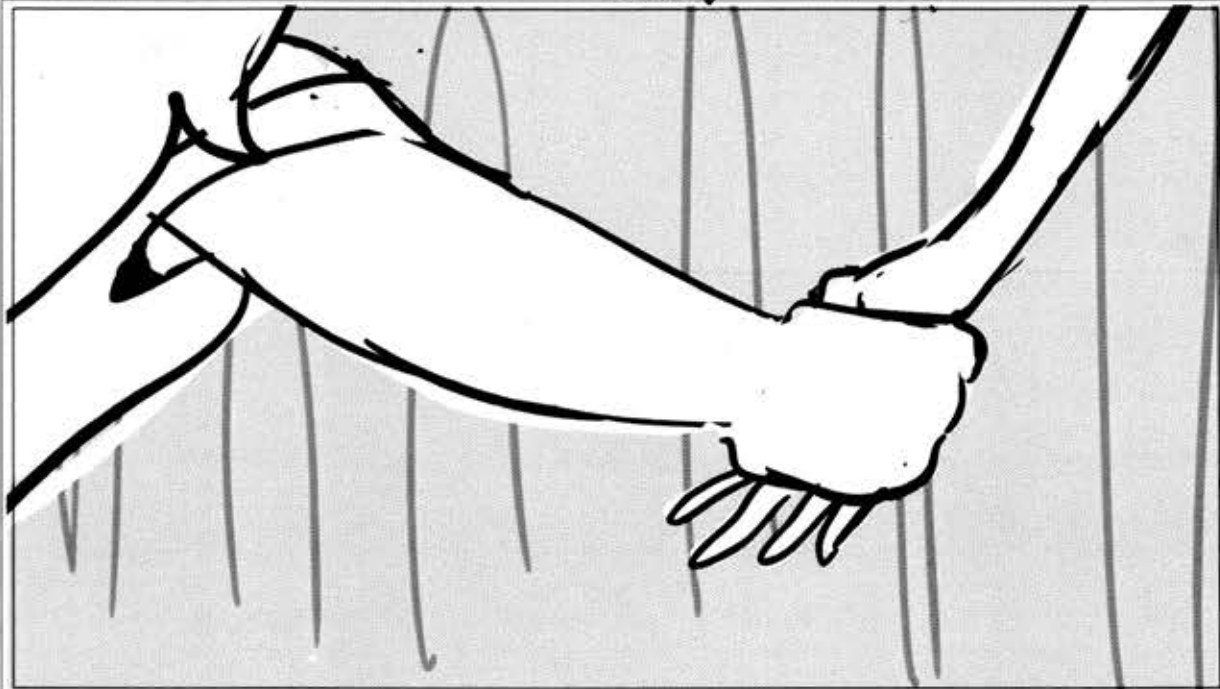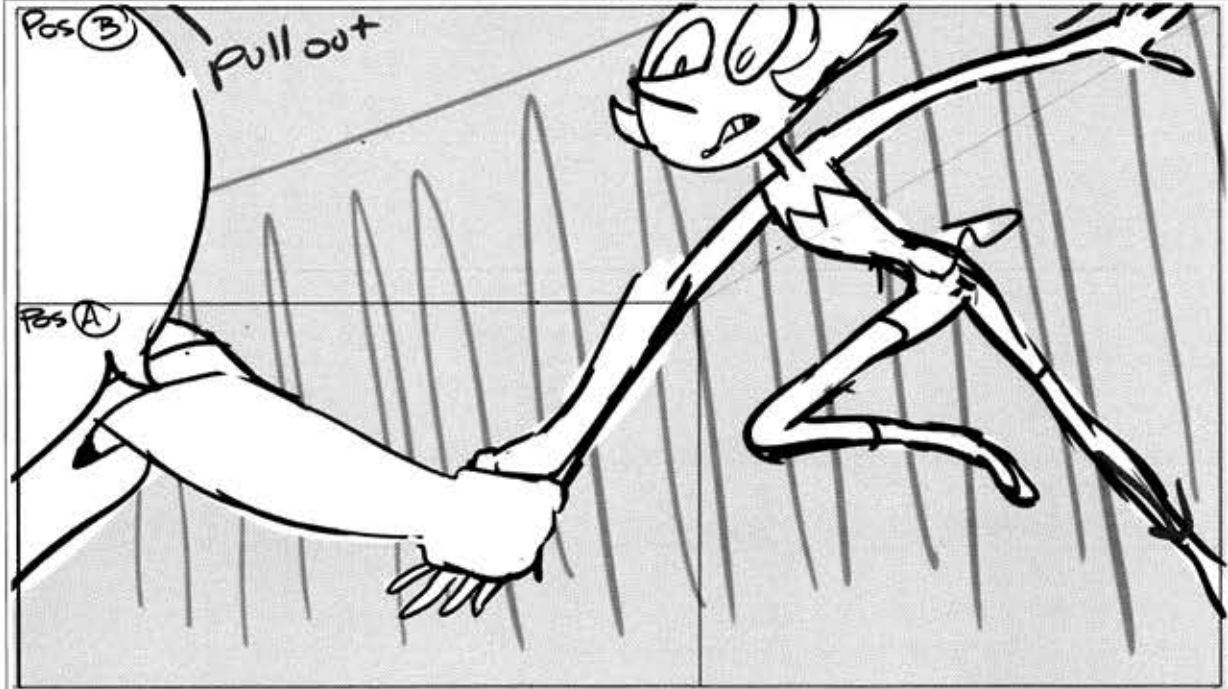
Action Notes

Pull out as Amethyst pulls Pearl into scene.

Slugging

Panels 3 + 4 =
ADJ: 0.03
Then HOLD: 0.05

JUN 26 2013

Scene	Panel
137 CONT	4

Pull out

Scene	Panel
137 CONT	5

BG

Action Notes
Background moves screen right.

Slugging
0.04

JUN 2 6 2013

Scene	Panel		Scene	Panel
137 CONT	6		137 CONT	7

Action Notes
Background moves screen right.

Slugging
0.04

Dialogue
AMETHYST: <ELBOWED IN THE FACE>

Action Notes
Background moves screen right.

Slugging
0.06

JUN 2

Scene	Panel
137 CONT	8

BG →

Action Notes
Background moves screen right.

Slugging
0.04

1020.010

Scene	Panel
138	1

Action Notes
H.U. PEARL and AMETHYST to previous

Slugging
0.04

JUN 2 6 20.

1020.010

Scene		Panel
	138 CONT	2

Dialogue
PEARL: <HITS HEAD ON GROUND>

Action Notes
Pearl's head hits floor

Slugging
0.15

Scene		Panel
	138 CONT	3
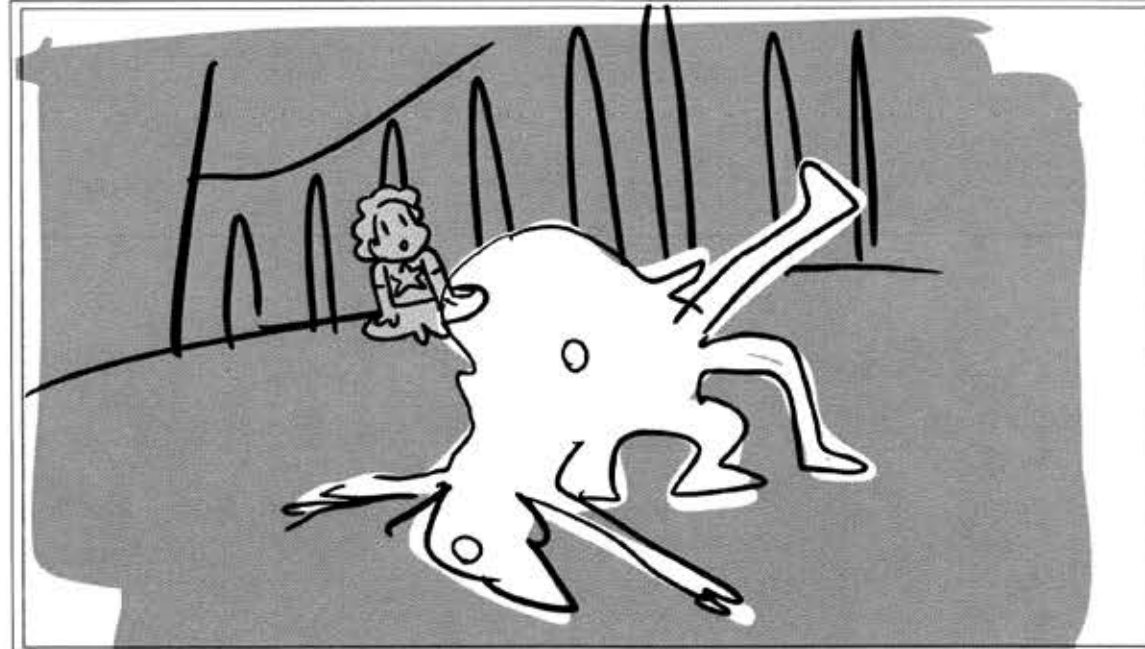
Action Notes
Pearl and Amethyst's bodies glow

Slugging
1.13

JUN 2 6 2015

Scene		Panel	
	139		1

Scene		Panel	
	140		1
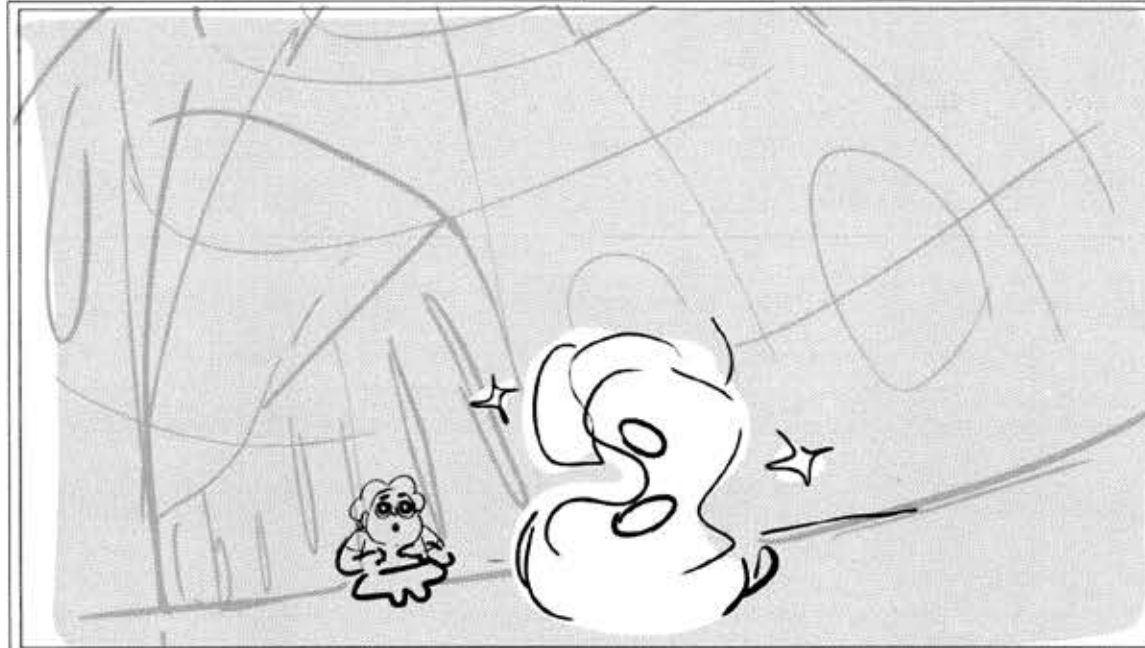
Slugging
2.01

Slugging
0.15

Notes
H.U. pose for Steven to previous scene.

JUN 2 6 2016

1020.010

1020.010

1020.010

1020.010

Scene	Panel
140	CONT 2

Action Notes
Hold for a beat

Slugging
1.09

Scene	Panel
140	CONT 3

Slugging
0.06

JUN 2 6 2013

Scene	Panel
140 CONT	4

Slugging
0.06

Scene	Panel
140 CONT	5

Action Notes
quick beat

Slugging
1.15

JUN 2 6 2013

Scene	Panel	
	140 CONT	6
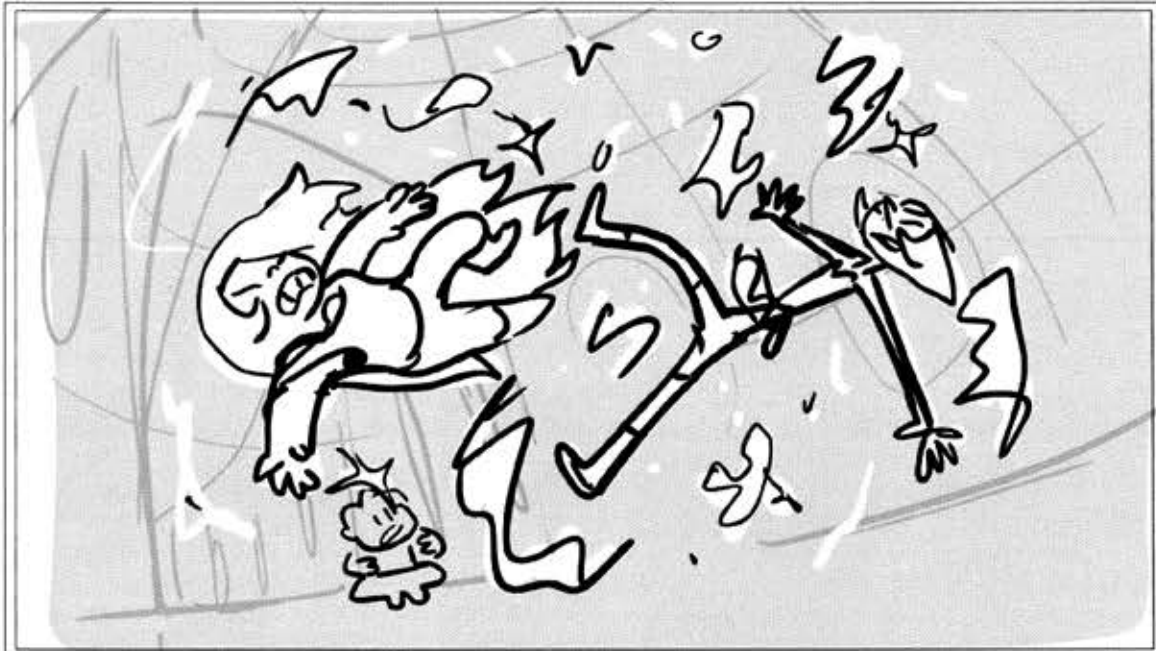
Slugging
0.05

Scene	Panel	
	140 CONT	7

Action Notes
Amethyst and Pearl fall OUT.

Slugging
0.15

JUN 2 6 2013
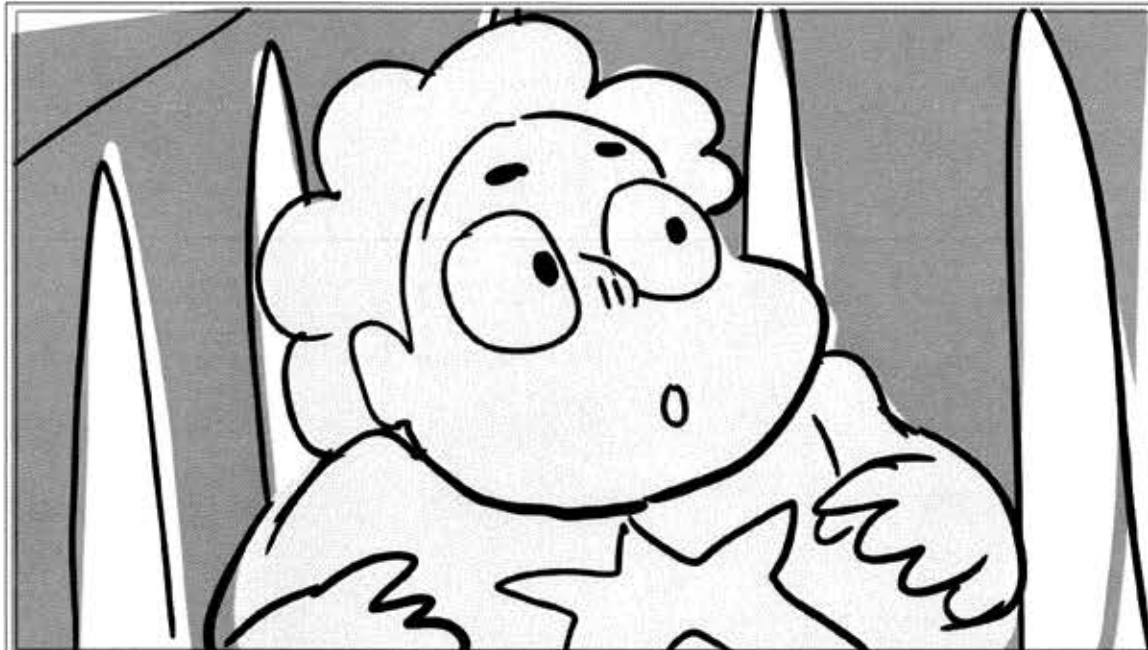
Scene		Panel	
	141		1

Slugging
0.14

Scene		Panel	
	141 CONT		2

Slugging
0.14

JUN 2 6 201

Scene	Panel
142	1

Slugging
0.12

Scene	Panel
142 CONT	2

POS B
POS A

ADJ

Dialogue
AMETHYST: So you wanna try that again,

Action Notes
Adjust camera up.

Slugging
Panels 2 + 3 =
ADJ: 0.04
Then HOLD: 5.10

JUN 2 6 2015

1020.010

Scene	Panel		Scene	Panel	
	142 CONT	3		142 CONT	4

Dialogue
AMETHYST: with less hitting me in the face this time?
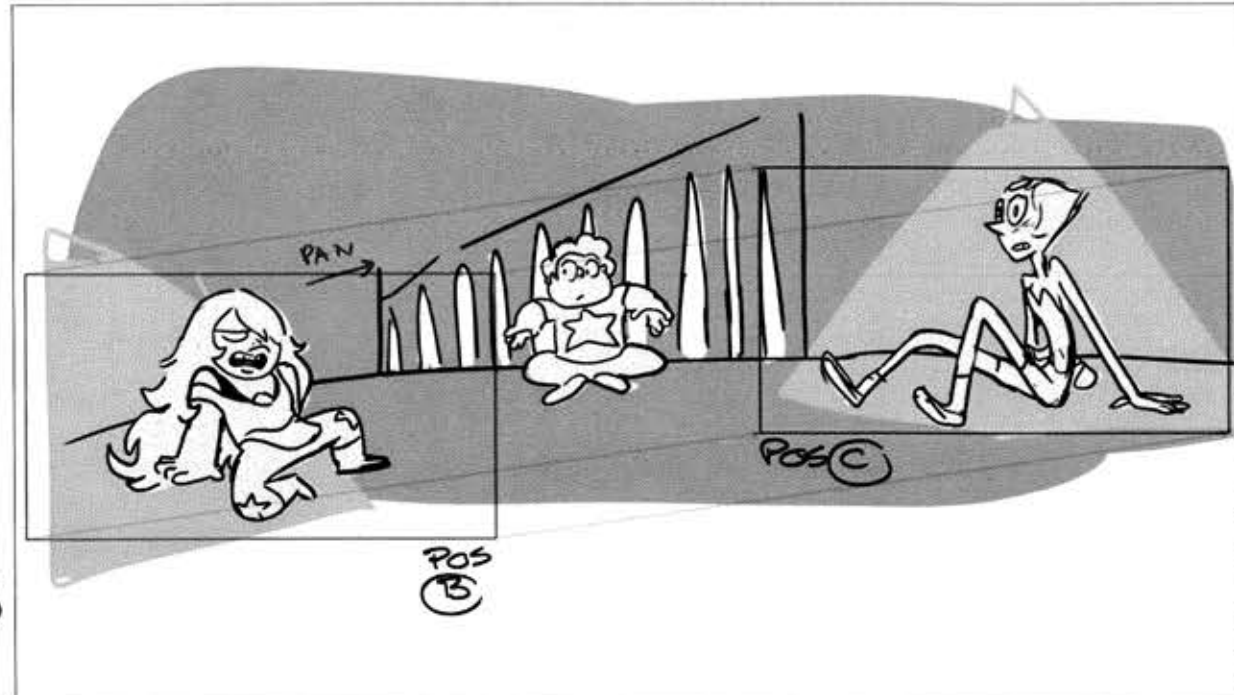
Action Notes
Pan from Amethyst to Pearl.

Slugging
Panels 4 to 6 =
ADJ: 0.07
Then HOLD: 7.00

JUN 2 6 2013

Scene	Panel	
	142 CONT	5
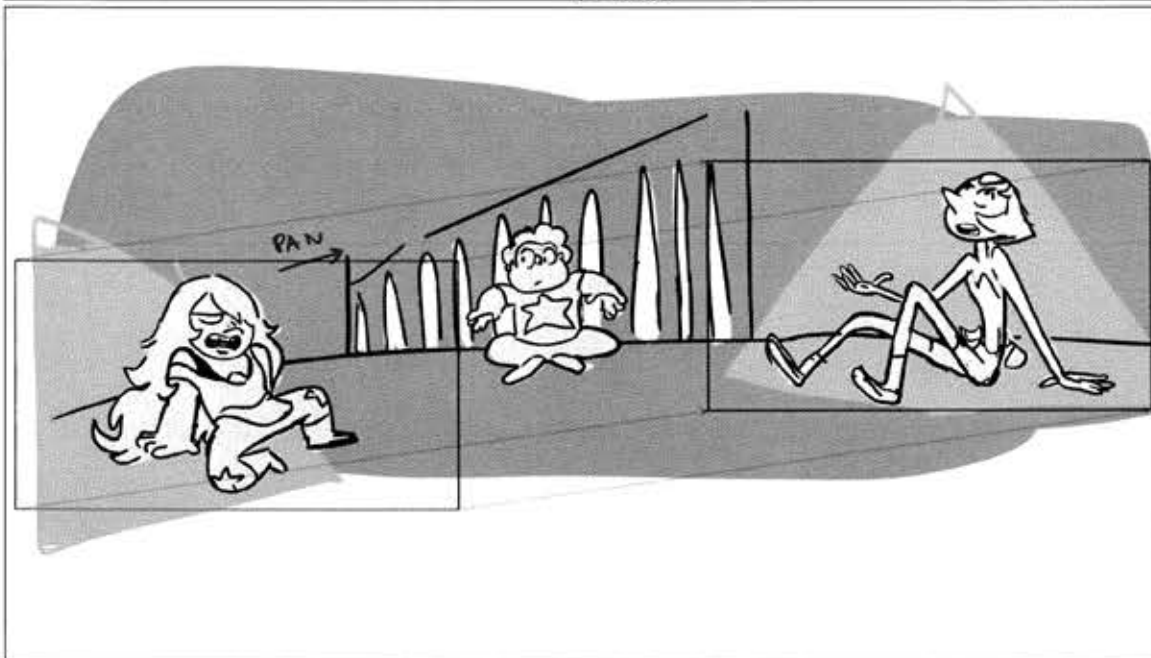
Dialogue
PEARL: Well it would have worked if your movements weren't so...

Scene	Panel	
	142 CONT	6

Dialogue
PEARL: ...erractic and formless.

JUN 2 6 2013

1020.010

Scene	Panel
142 CONT	7

POS D
POS C
pull out
IN
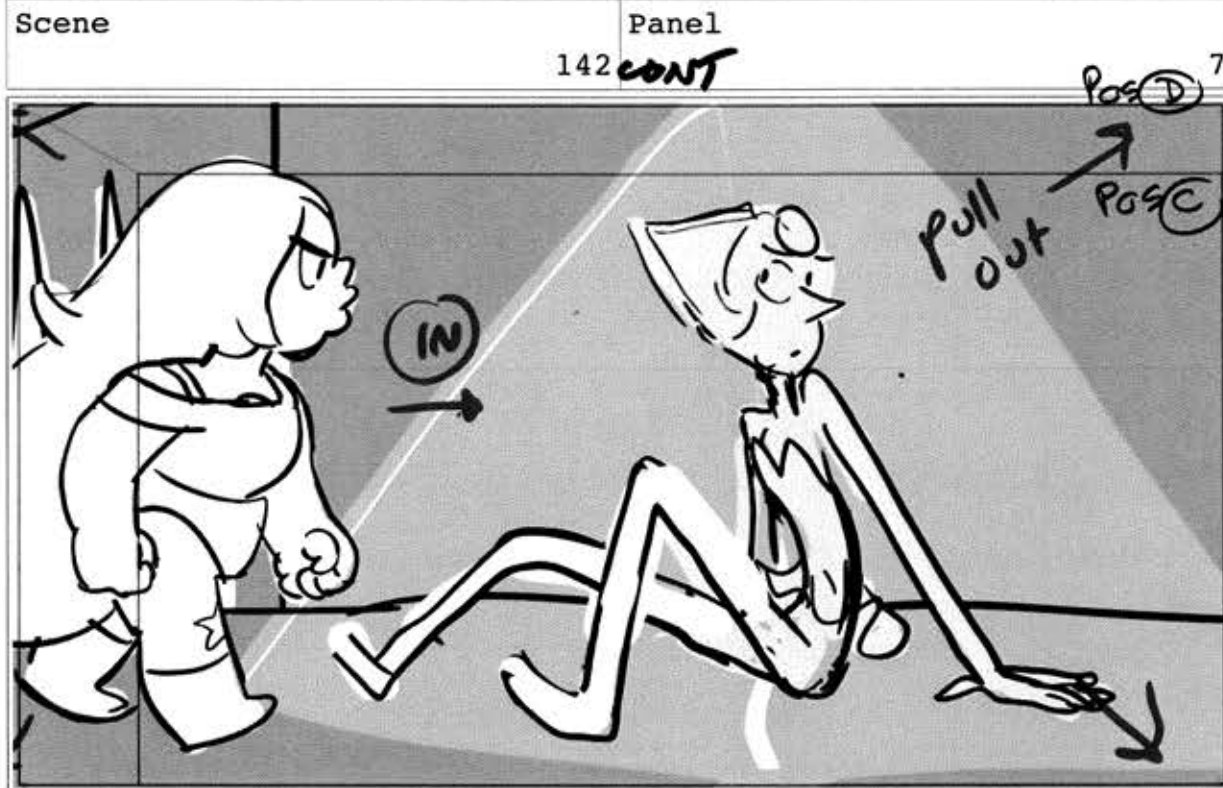
Dialogue
AMETHYST: So it was all MY fault?

Action Notes
Amethyst IN.
Camera pull out as Amethyst enters.

Slugging
Panels 7 + 8 =
ADJ: 0.05
Then HOLD: 2.10

Scene	Panel
142 CONT	8

pull out
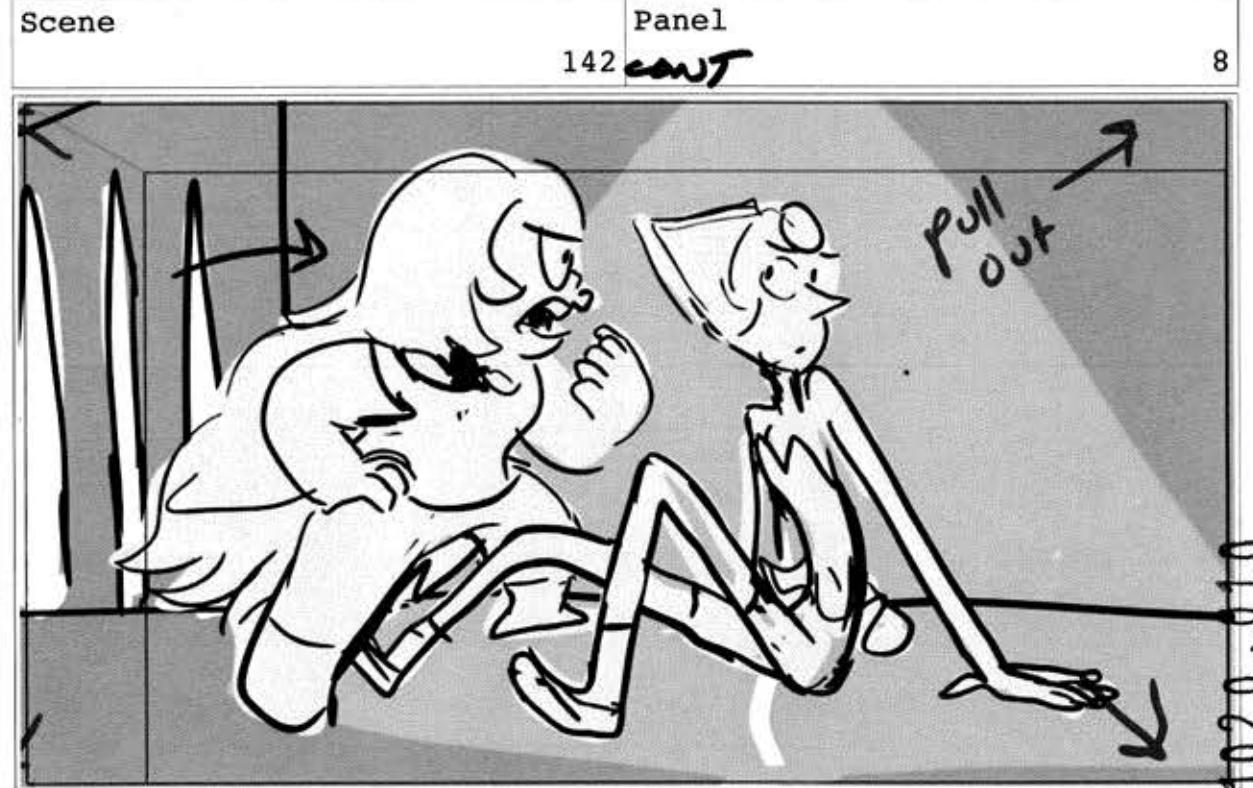
Dialogue
AMETHYST: So it was all MY fault?

JUN 2 6 20

1020.010

Scene	Panel	Scene	Panel
142 CONT	9	142 CONT	10

Dialogue
AMETHYST: You totally weren't even trying to sync with my dancing.

Slugging
5.04

Dialogue
AMETHYST: You should know how I dance by now!

Slugging
3.06

JUN 2 6 2013

Scene	Panel		Scene	Panel	
	142 CONT	11		142 CONT	12

Slugging
Panels 11 to 15 =
2.02
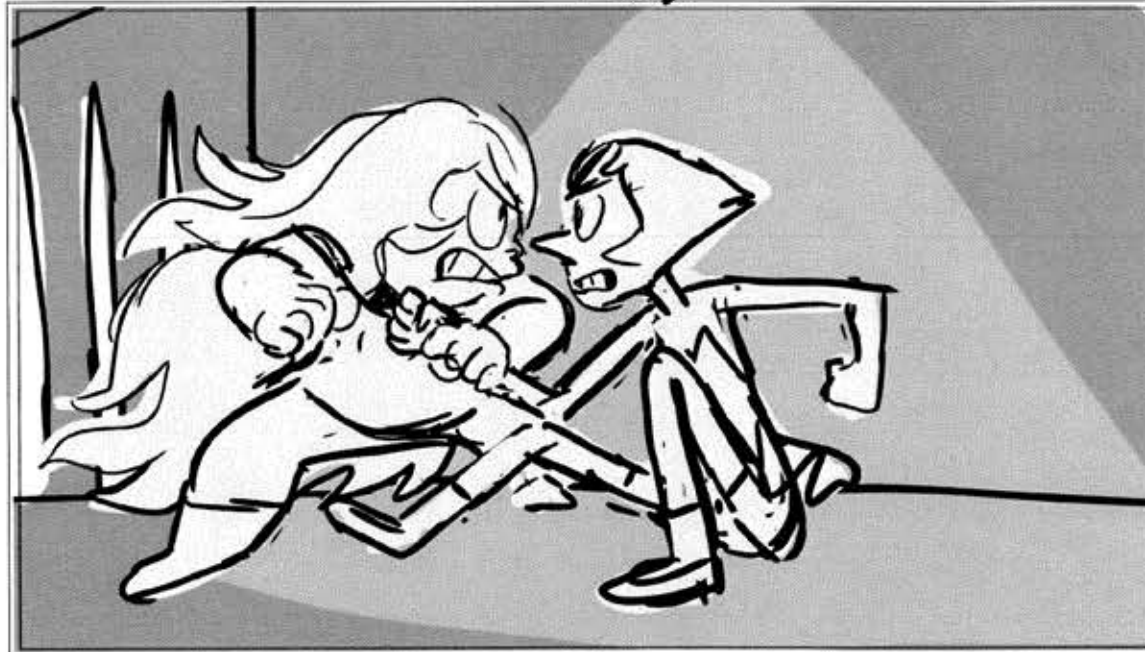
JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
142 CONT	13

Action Notes
STEVEN IN - runs FAST thru scene screen left to right.

Scene	Panel
142 CONT	14
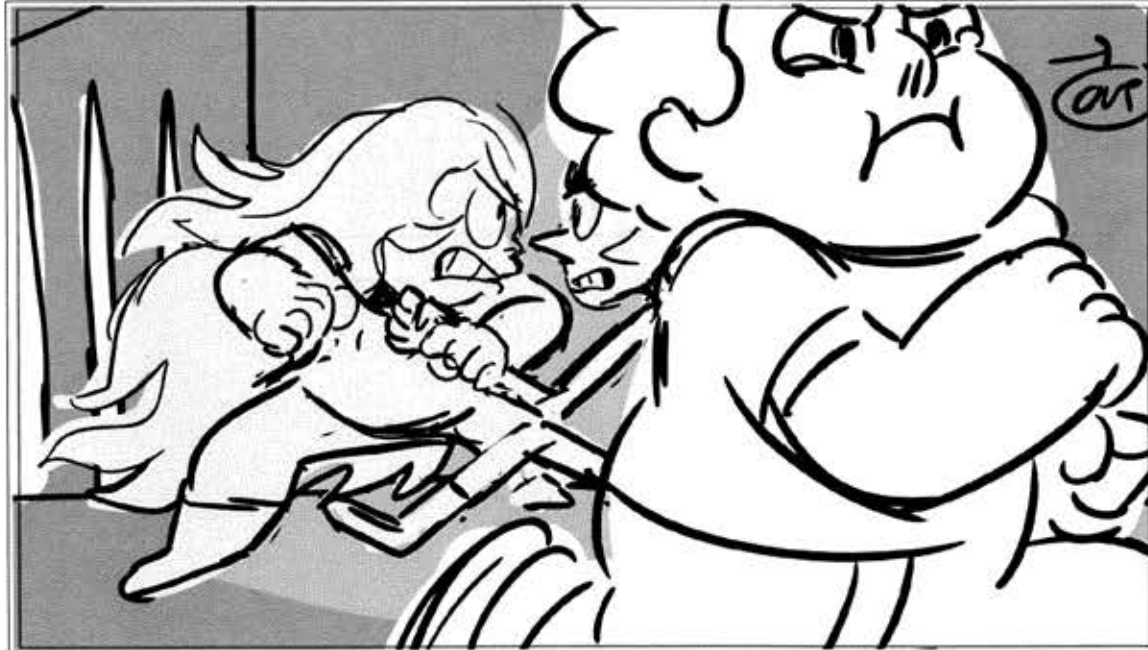
Action Notes
Steven OUT screen right.

JUN 2 6 2013

Scene	Panel
142 CONT	15
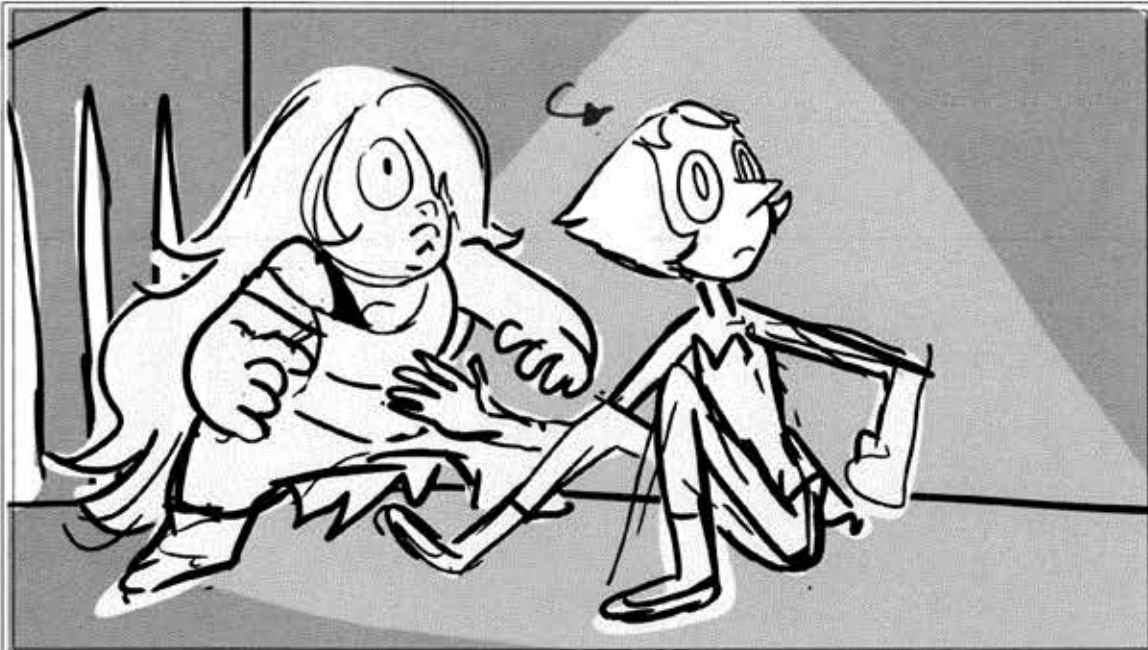
Dialogue
STEVEN (off-screen): STOOOPPP!!

Action Notes
Amethyst and Pearl turns towards Steven O/S.

Scene	Panel
143	1

Dialogue
STEVEN: Come on guys, please stop fighting!

Slugging
Panels 1 + 2 = 7.01

JUN 2 6 20..

1020.010

1020.010

Scene	Panel
143 CONT	2

Dialogue
STEVEN: If you can't get along with each other....

Notes
Steven has moved from behind Pearl and Amethyst to the front?

Scene	Panel
143 CONT	3

Dialogue
STEVEN: *I* might never get to see your awesome fusion power!

Slugging
5.07

JUN 2 6 2013

1020.010

1020.010

1020.010

| Scene 144 | Panel 1 | Scene 144 CONT | Panel 2 |

Dialogue
Bird: KKKRKRAAAAAHH!!!

Action Notes
Steven turns to look.

Slugging
1.15

Notes
H.U. Steven to previous scene!
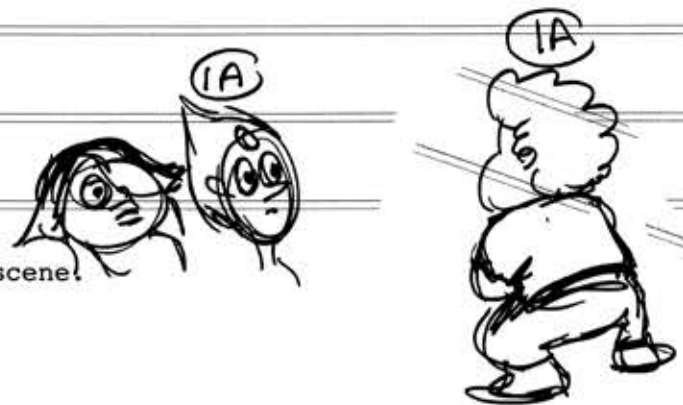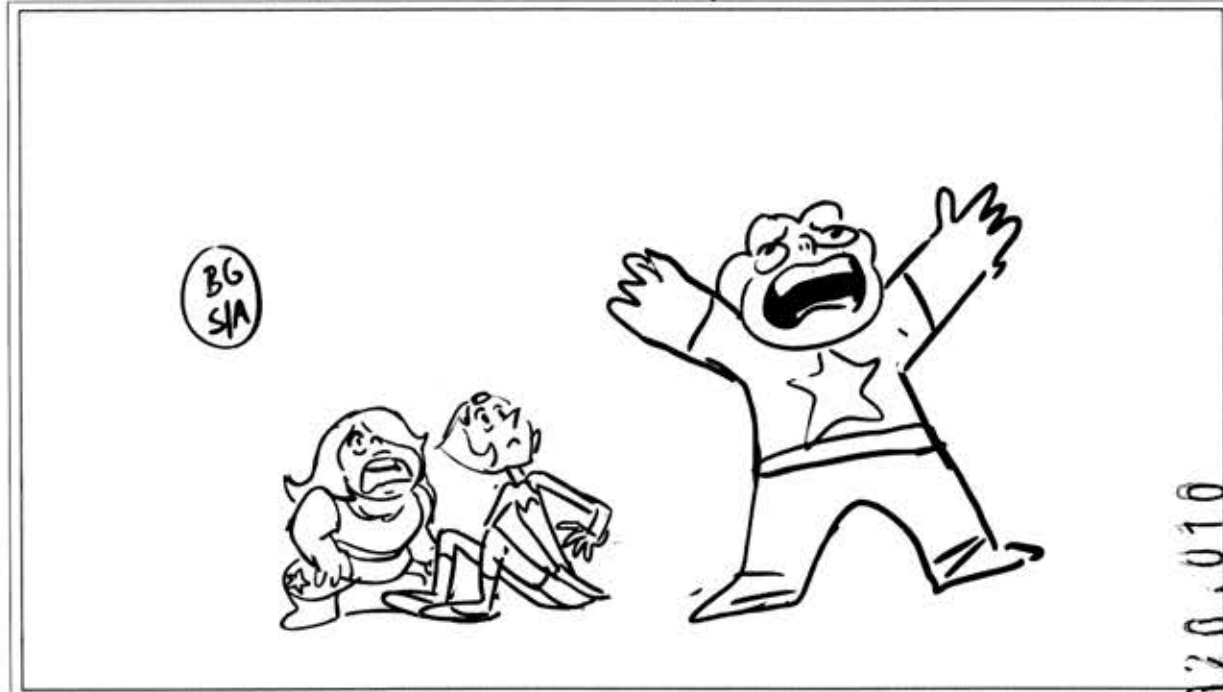
Dialogue
STEVEN: AND I might get eaten! By a GIANT BIRD!

Slugging
5.07

JUN 26 2013

Scene	Panel
144 CONT	3

Action Notes
Bird's beak breaks through roof and eats Steven.

Slugging
0.15

Scene	Panel
144 CONT	4

Slugging
0.13

JUN 26 2⁰'

1020.010

1020.010

1020.010

Scene	Panel	Scene	Panel
144 CONT	5	145	1

POS B

POS A

1020.010

Action Notes
Pan up.

Slugging
ADJ: 0.09

POS B

POS A
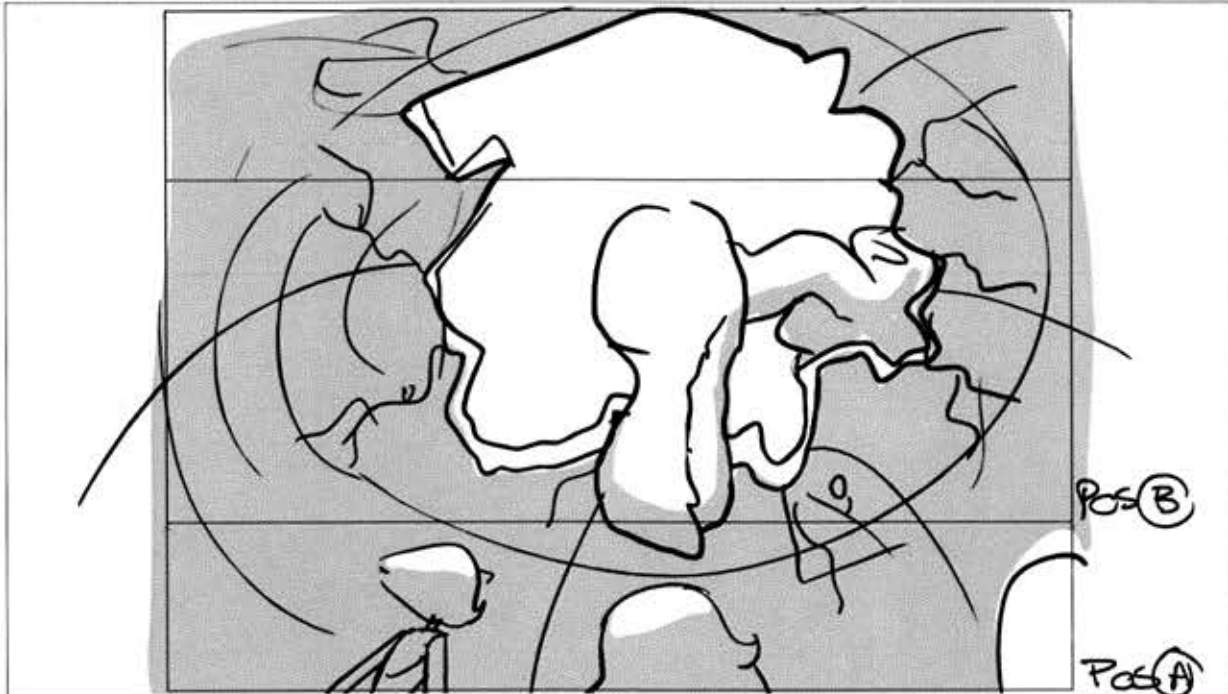
1020.010

Action Notes
Pan to see bird swallow Steven.

Slugging
ADJ: 0.14

JUN 2 6 2013

Scene	Panel
145 *CONT*	2

Dialogue
BIRD: "Gulp"

Action Notes
Bird swallows Steven.

Slugging
0.14

Scene	Panel
145 *CONT*	3

Slugging
0.15

JUN 2 6 2013

Scene 146	Panel 1	Scene 147	Panel 1

Dialogue

AMETHSY: STEVEN!!

PEARL: STEVEN!!

Slugging

2.00

Slugging

0.10

JUN 2 6 2013

1020.010

Scene	Panel
147 CONT	2

Scene	Panel
147 CONT	3
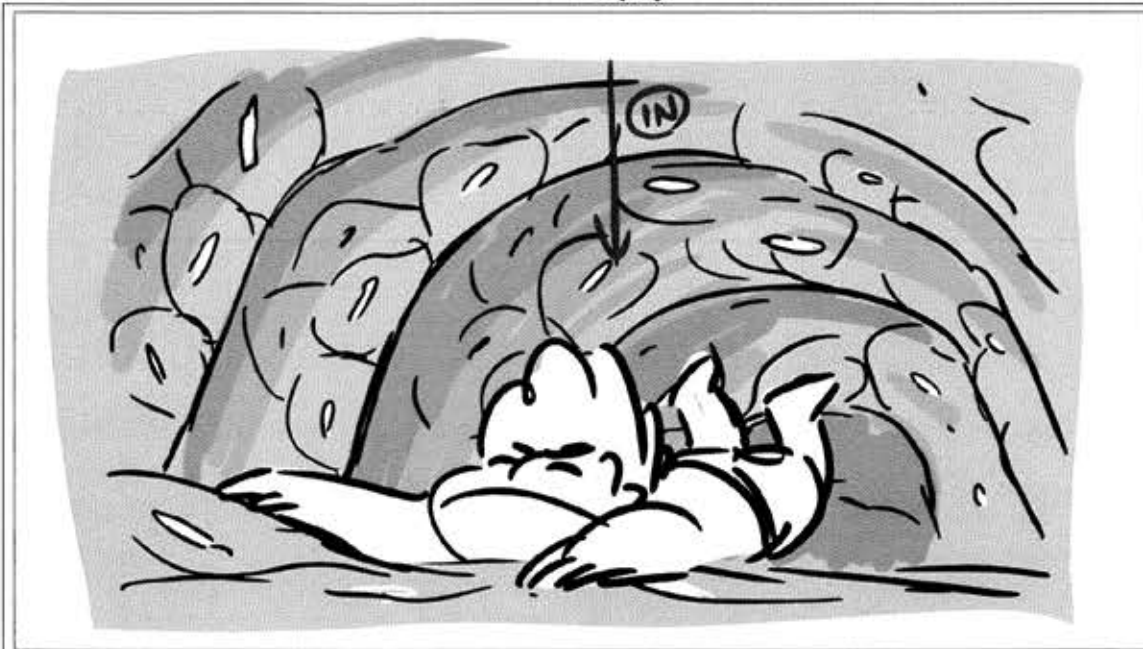
Action Notes
Steven into scene.

Slugging
Panels 2 + 3 = 0.12

JUN 2 6 2013

Scene	Panel
147 CONT	4

Dialogue
STEVEN: whoah

Action Notes
RUMBLE

Slugging
0.15

Scene	Panel
147 CONT	5

OUT
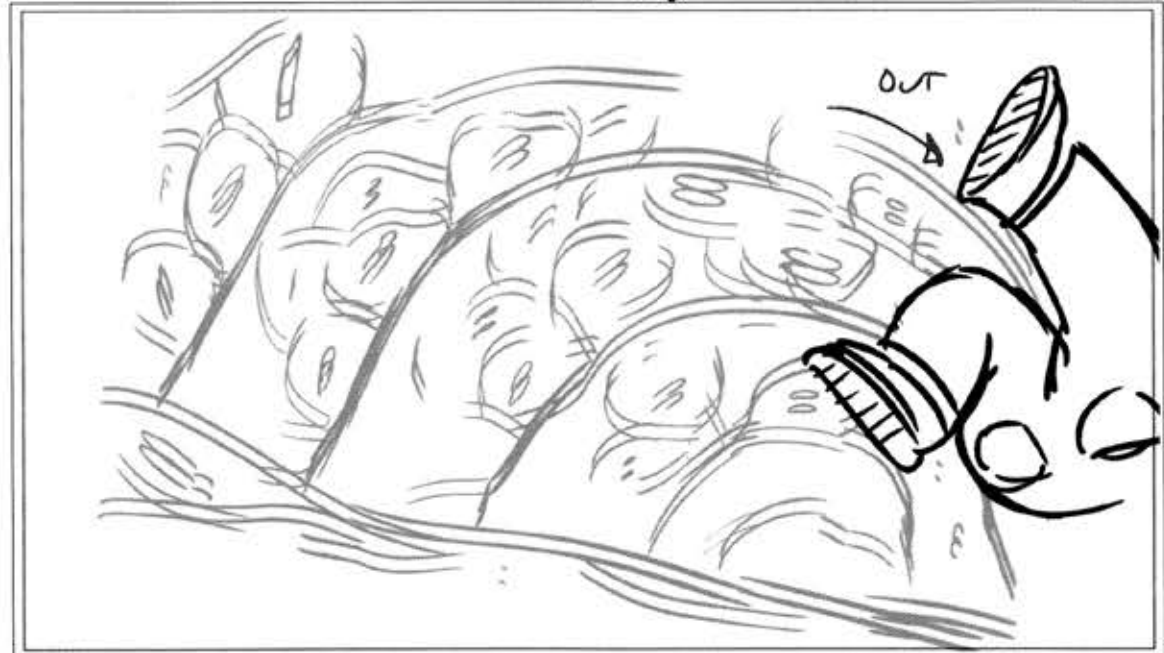
Action Notes
RUMBLE

STEVEN out

Slugging
0.04

JUN 2 6 2013
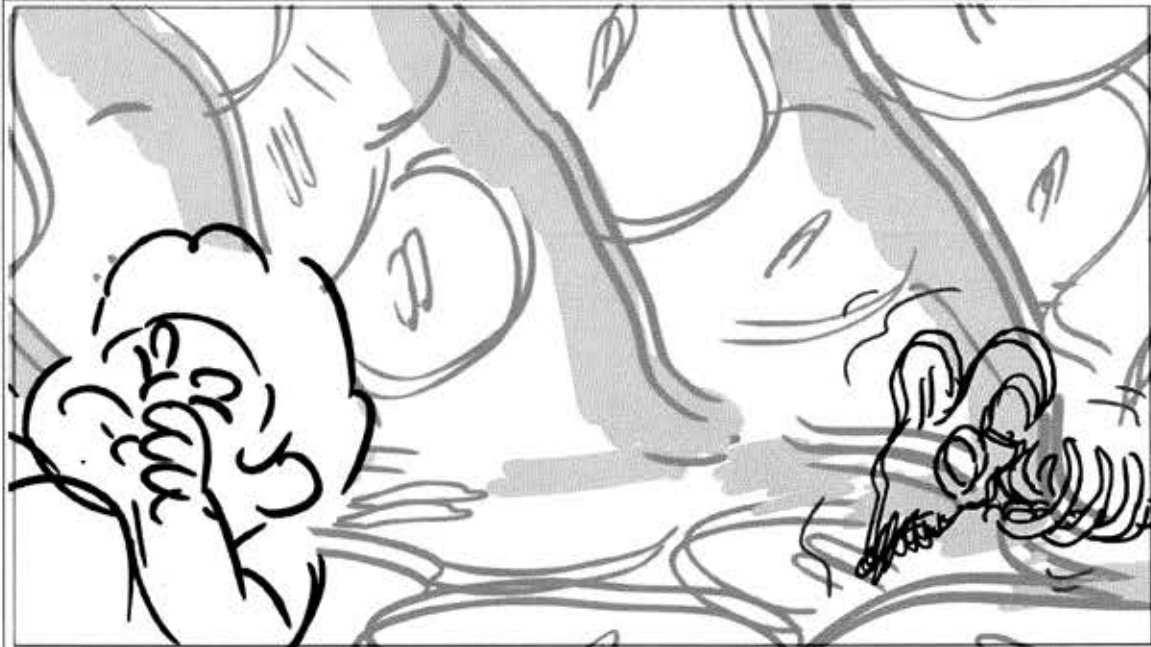
Scene		Panel
	148	1

Action Notes
RUMBLE

Slugging
0.04

Scene		Panel
	148 CONT	2

Action Notes
adjust camera as Steven rolls back.

Slugging
0.04

JUN 2 6 2013

Scene	Panel
148 CONT	3

Slugging
0.05

Scene	Panel
148 CONT	4

Dialogue
STEVEN: Aaaaaaaa...

Slugging
0.15

JUN 2 6 2013

Scene	Panel
148 *CONT*	5

Dialogue
STEVEN: *GASP*

Slugging
0.08

Scene	Panel
148 *CONT*	6

Slugging
0.03

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
148 CONT	7

Slugging
0.13

Scene	Panel
148 CONT	POS(A) 8

Dialogue
(Goat Bleat Off screen)

Slugging
0.14

JUN 2 6 2013

Scene	Panel	Scene	Panel
POS (B) 148 CONT	9	POS (C) 148 CONT	10

WHIP TO
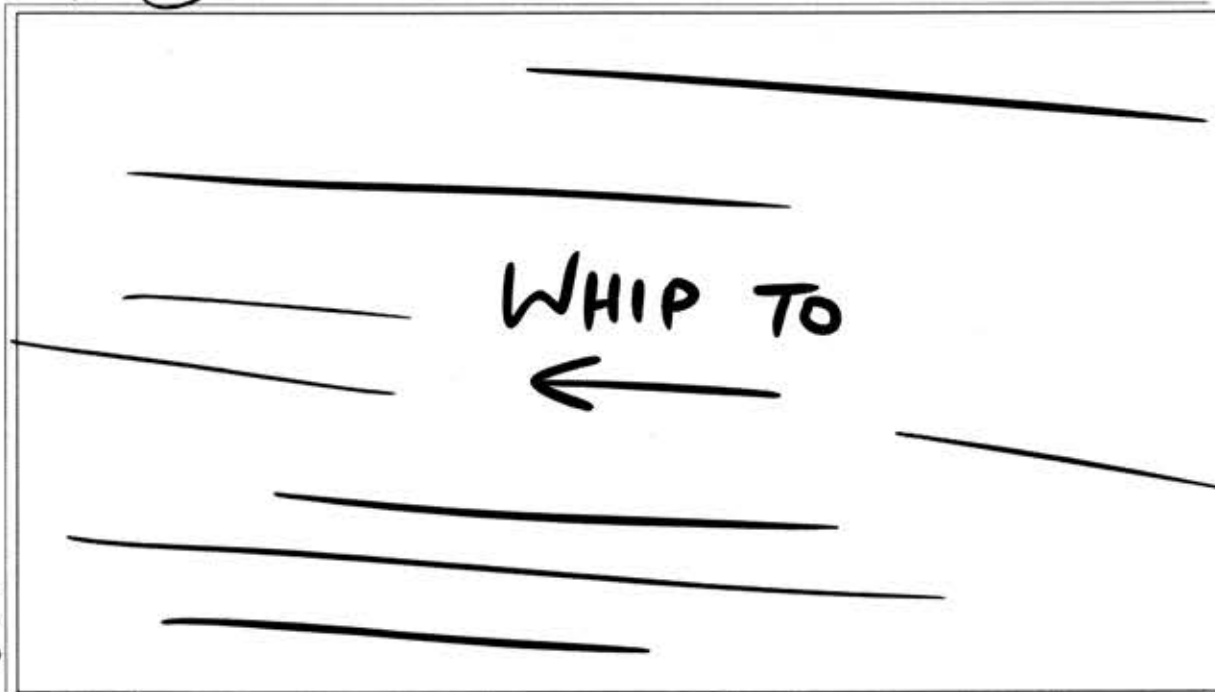
Slugging
0.04

Dialogue
STEVEN (off-screen): Steven Jr!

Slugging
2.14

Notes
Heaven Beetle is in Steven Jr's mouth.

JUN 2 6 2013

Scene	Panel
148 CONT	11

Dialogue
STEVEN: We gotta...

Action Notes
Adjust camera as Steven eters scene.

Slugging
ADJ: 0.05

Camera ADJ through panels 2 to 4.

Scene	Panel
148 CONT	12

Dialogue
STEVEN: ...get out of...

Slugging
ADJ: 0.07

JUN 2 6 2013

Scene	Panel
148 cont	13

Dialogue
STEVEN: ...here!

Slugging
ADJ: 1.04
Then HOLD: 0.08

Scene	Panel
151	1

Dialogue
STEVEN: How can you eat at a time like.

Action Notes
Adjust camera as Steven approaches Steven Jr.

Slugging
1.07

JUN 2 6 2013

1020·010

Scene	Panel	Scene	Panel
151	CONT 2	152	1

Slugging
2.03

Dialogue
STEVEN: GASP

Action Notes
Steven Jr has beetle in mouth.

Slugging
2.12

JUN 2 6 2013

Scene	Panel
153	1

Dialogue
STEVEN: Hey is that the Heaven Beetle?

Slugging
2.03

Scene	Panel
153 CONT	2

Dialogue
STEVEN: lemme see it!

Slugging
1.11

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
153 CONT	3

Dialogue
STEVEN: uhh

Slugging
1.04

Scene	Panel
153 CONT	4

Dialogue
STEVEN: Hey!

Slugging
1.05

JUN 2 6 2013

Scene		Panel
	153 CONT	5

Dialogue
STEVEN: Be a good goat...

Slugging
2.10

Scene		Panel
	153 CONT	6

Dialogue
STEVEN: ...And give me the magic bug!

Slugging
3.13

JUN 26 2013

Scene	Panel		Scene	Panel
153 CONT	7		153 CONT	8
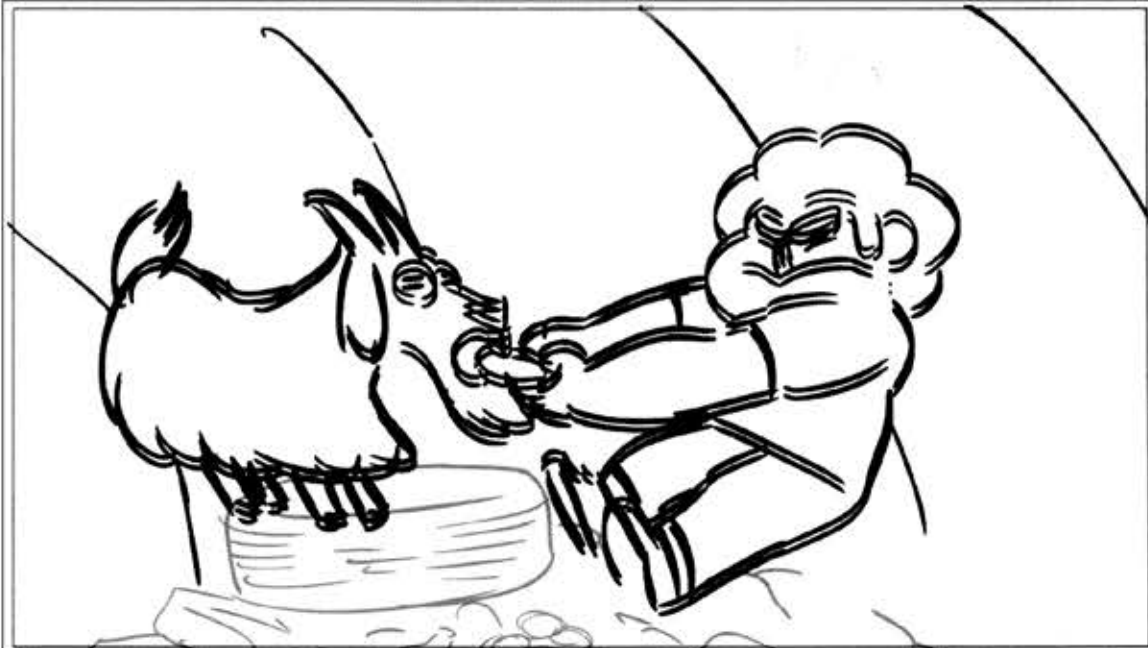
Action Notes
RUMBLE

Slugging
0.15

Dialogue
STEVEN: UHH

Action Notes
Zero gravity for a moment, everything rises up.
Background moves down.

Slugging
1.03

JUN 2 6 2013

Scene	Panel
153 CONT	9

Action Notes
Everything falls.

Background moves up.

Slugging
0.04

Scene	Panel
153 CONT	10

Action Notes
Everything falls off-screen bottom.

Slugging
1.00

JUN 2 6 2013

Scene		Panel	
	154		1

Scene		Panel	
	154 CONT		2
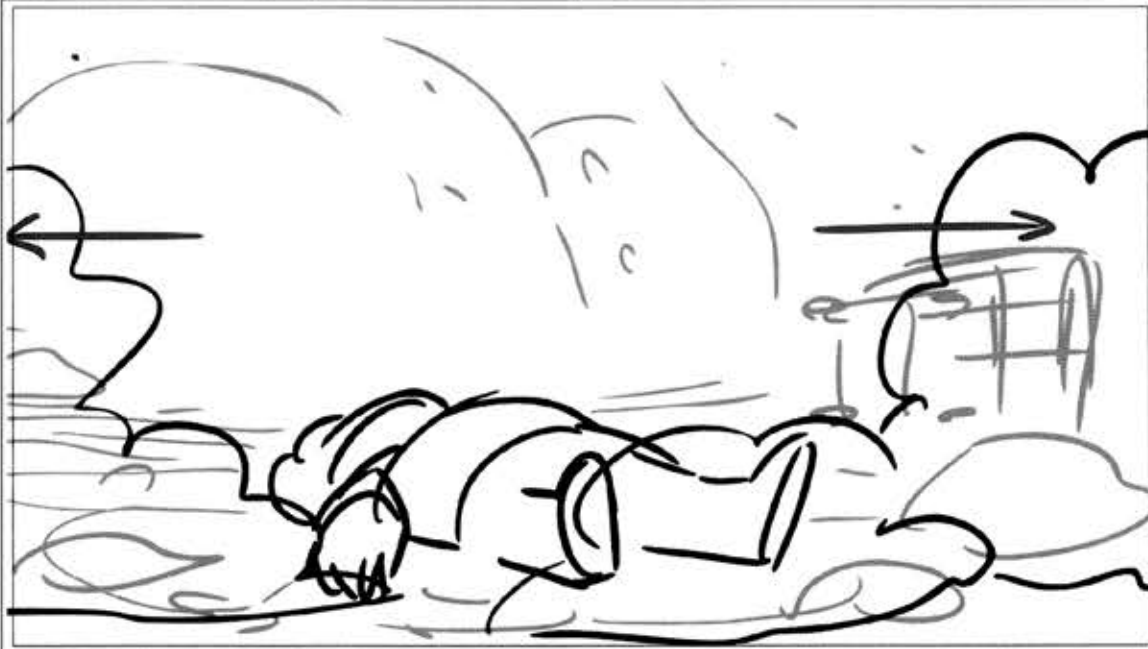
Action Notes
Dust clears

Slugging
0.09

Slugging
0.14

JUN 2 6 2013

Scene	Panel
154 CONT	3

Dialogue
STEVEN: I got It!

Slugging
1.11

Scene	Panel
154 CONT	4

Dialogue
goat bleat

Action Notes
Stven Jr. into scene.

Slugging
1.02

JUN 2 6 2013

Scene	Panel	Scene	Panel
154 CONT	5	155	1

Dialogue
STEVEN: NO! Bad Goat! You're no son...
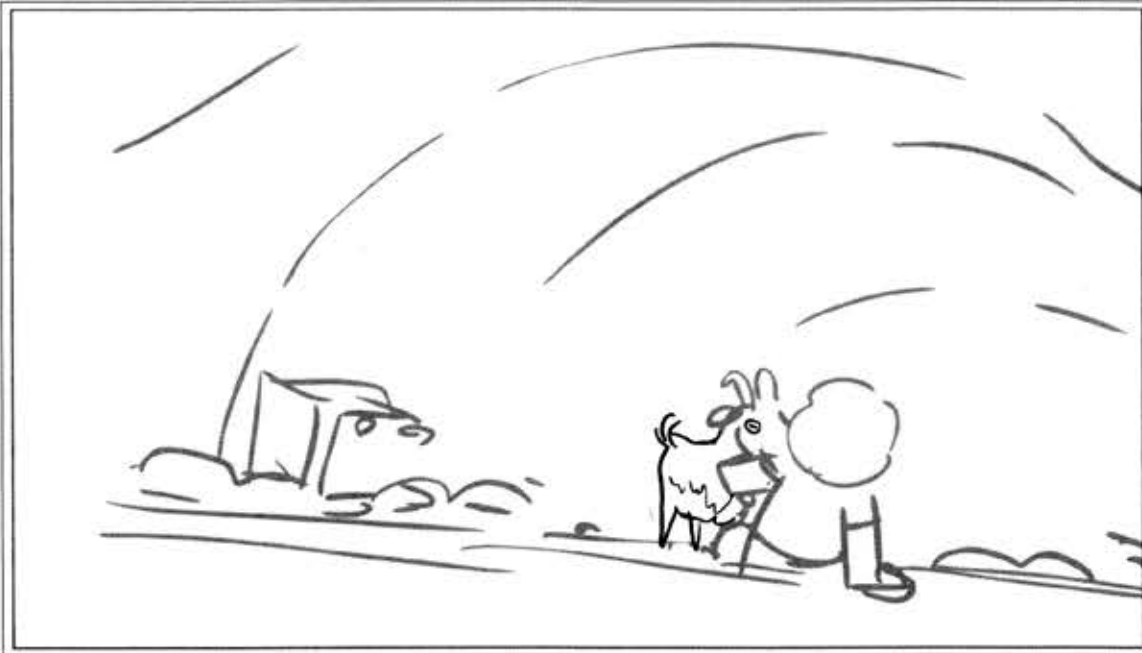
Dialogue
STEVEN: ...of mine!

Slugging
4.07

Slugging
0.13

JUN 2 6 20.

Scene	Panel
155 CONT	2
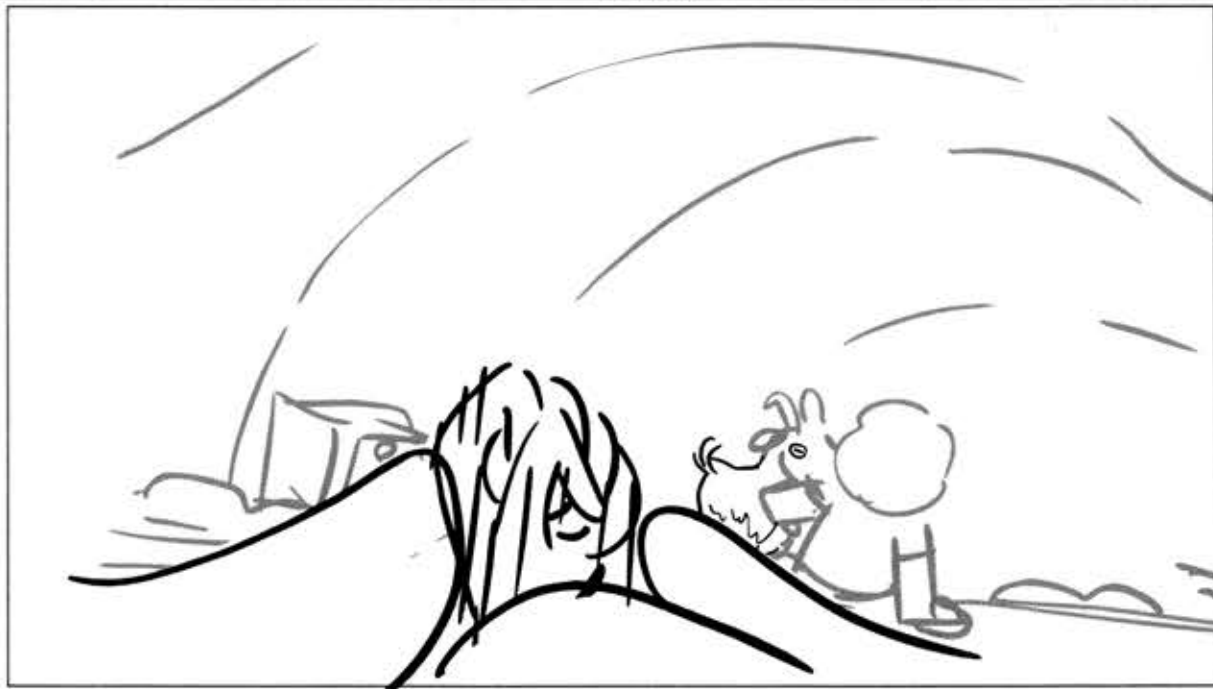
Slugging
0.04

Scene	Panel
155 CONT	3
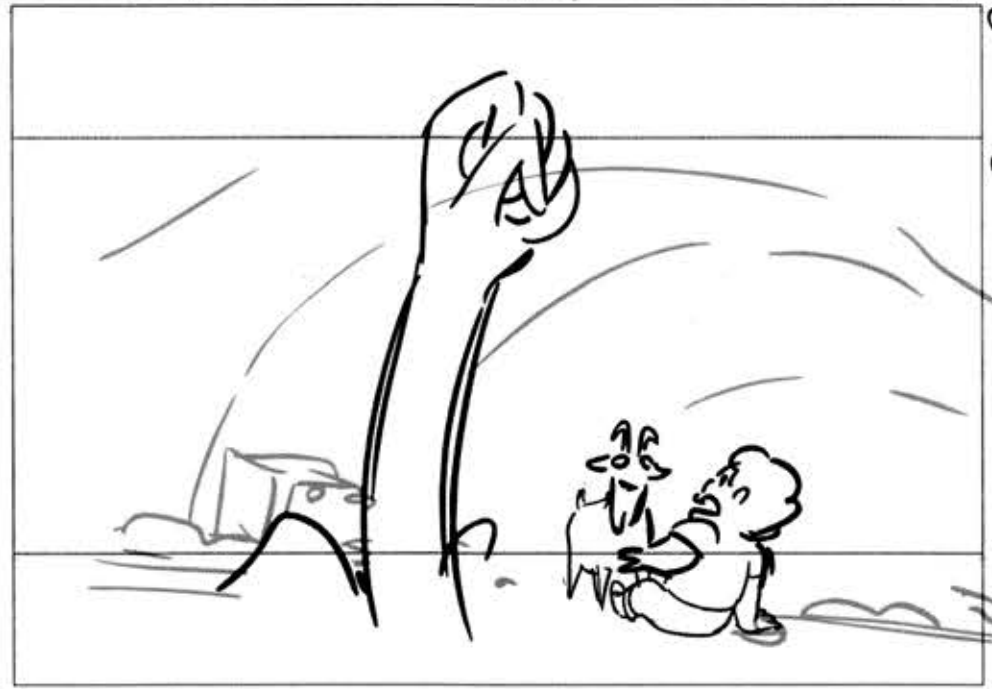
POS B

POS A

Action Notes
Adjust with fist.

Slugging
ADJ: 0.04
Then HOLD: 0.12

JUN 2 6 2013

Scene	Panel
156	1

Slugging
0.04

Notes
H.U. poses to previous scene.

Scene	Panel
156 CONT	2

Dialogue
Screaming!

Action Notes
Stvene and Steven Jr scream.

Slugging
0.14

JUN 2 6 2013

Scene	Panel
157	1

Slugging
0.08

Scene	Panel
157 CONT	2

POS (A) POS (B) PAN →
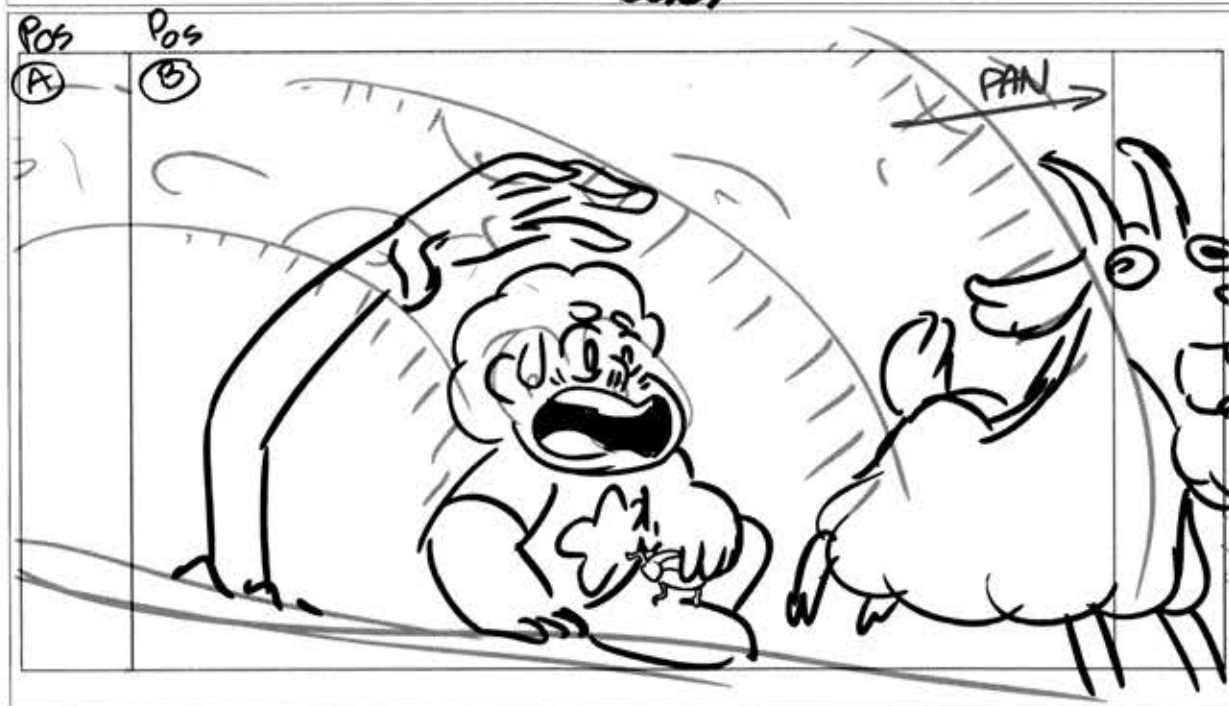
Dialogue
STEVEN: Wait!

Action Notes
Pan with Steven Jr.

Slugging
ADJ: 0.05

Notes
Steven has Heaven Beetle in hand.

JUN 2 6 2013

1020.010

Scene	Panel
157 CONT	3
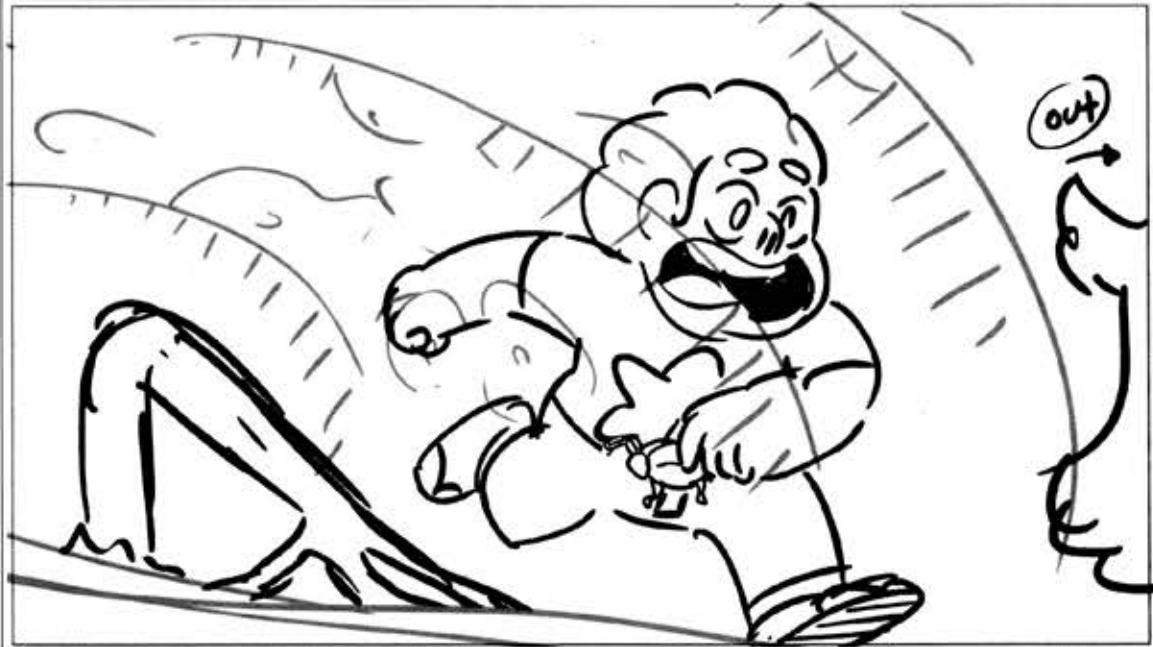
Dialogue
STEVEN: Don't leave you're father behind!

Slugging
0.06

Scene	Panel
157 CONT	4
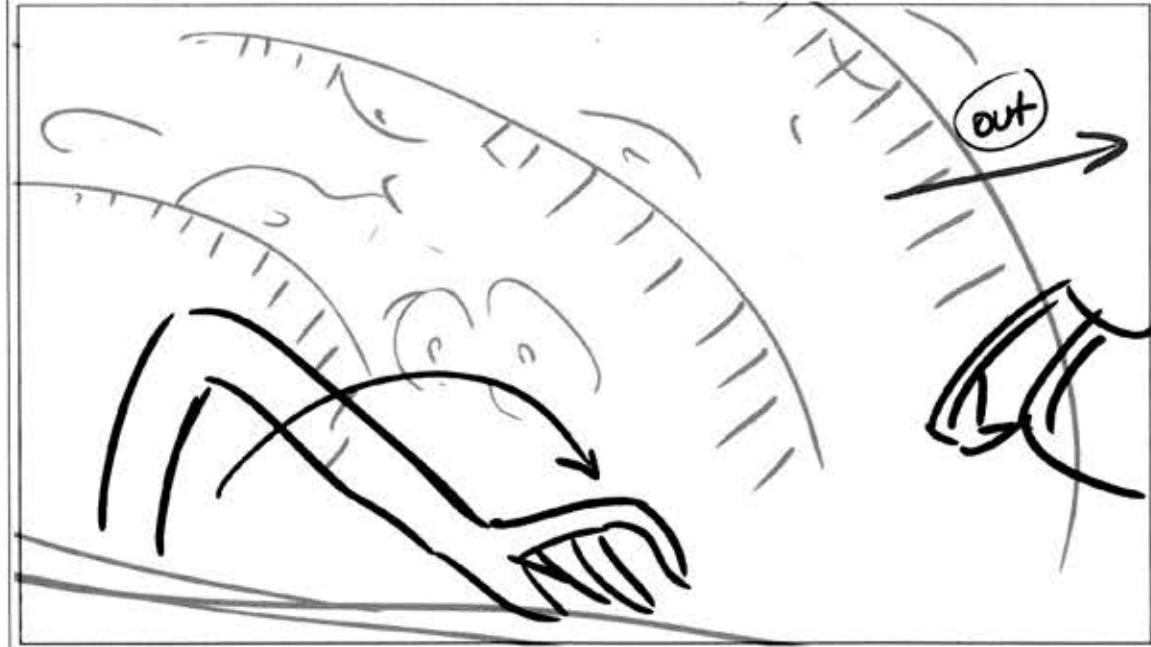
Dialogue
STEVEN: Don't leave you're father behind!

Action Notes
Stven and Steven Jr. out of scene.

Slugging
0.06

JUN 2 6 2013

Scene		Panel	
	158		1

Action Notes
Steven and Steven Jr enter IN scene.

Slugging
0.12

Scene		Panel	
	158 CONT		2
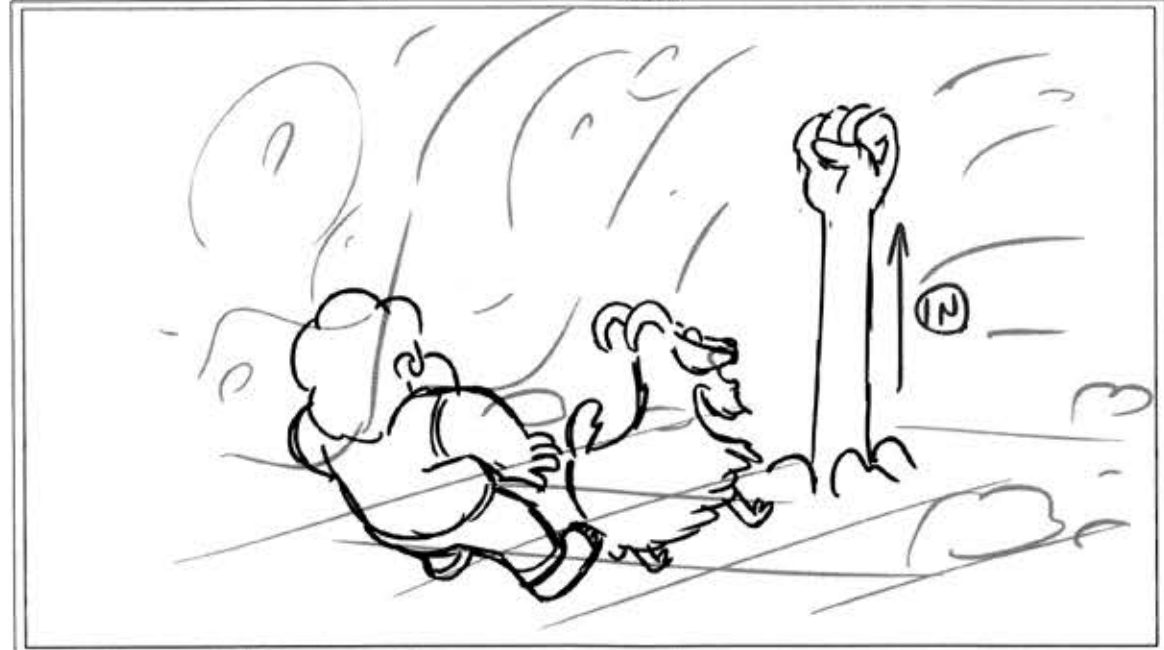
Action Notes
Fist punches through ground plane.

Slugging
1.00

JUN 2 6 2013

Scene	Panel	Scene	Panel
158 CONT	3	159	1

POS B   POS A

PAN

IN

IN
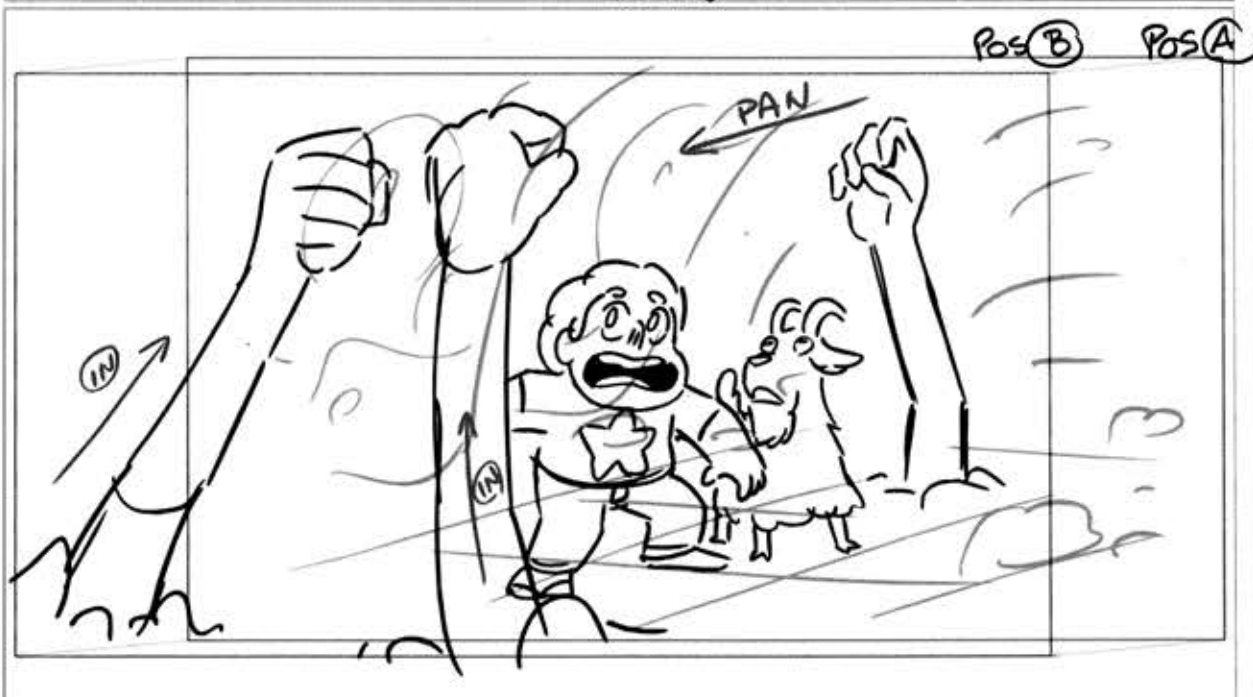
Action Notes
Pan as other fists break through ground plance.

Slugging
ADJ: 0.05
Then HOLD: 0.14

Dialogue
STEVEN: What's going...

Slugging
1.01

Notes
H.U. Steven to previous scene.

JUN 26 2013

Scene	Panel
159 CONT	2
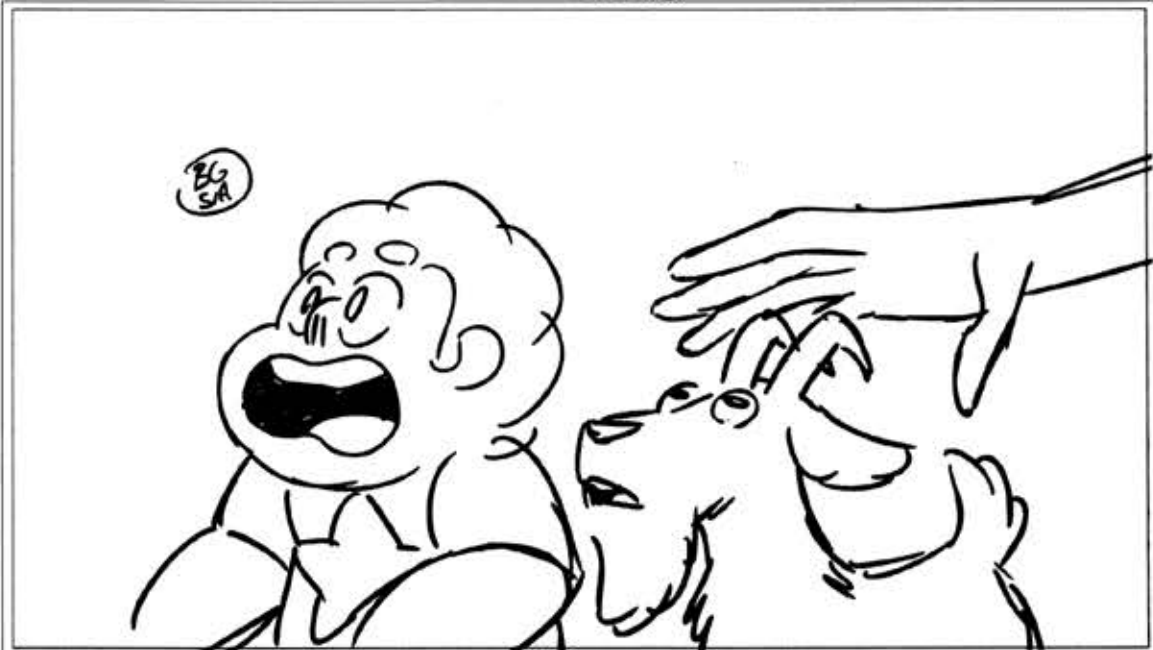
Dialogue
STEVEN: ...on!?

Slugging
1.02

Scene	Panel
159 CONT	3

Dialogue
goat bleat

Action Notes
Hand grabs Steven Jr and pulls him off screen.

Slugging
0.09

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
159 CONT	4

Dialogue
STEVEN: Steven Jr!

Action Notes
Hand enters scene...

Slugging
2.01

Scene	Panel
159 CONT	5

Action Notes
grabs Steven....

Slugging
0.10

JUN 2 6 2013

Scene	Panel	Scene	Panel
159	CONT 6	160	1
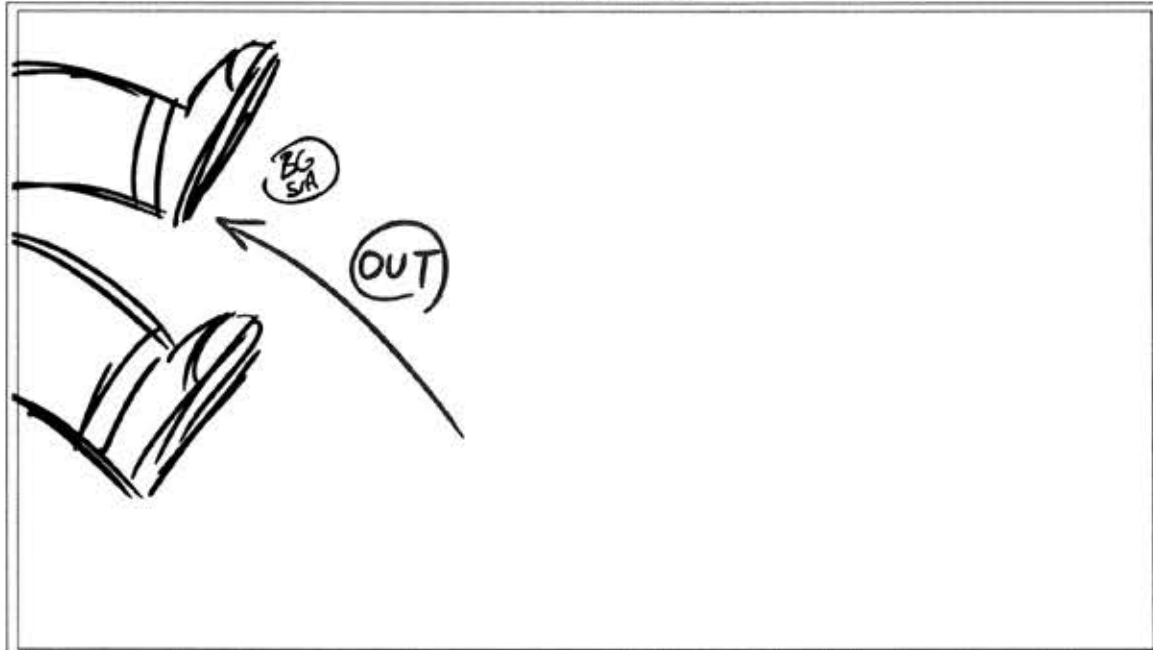
Action Notes
and pulls Steven off screen.

Slugging
0.12

Slugging
0.14
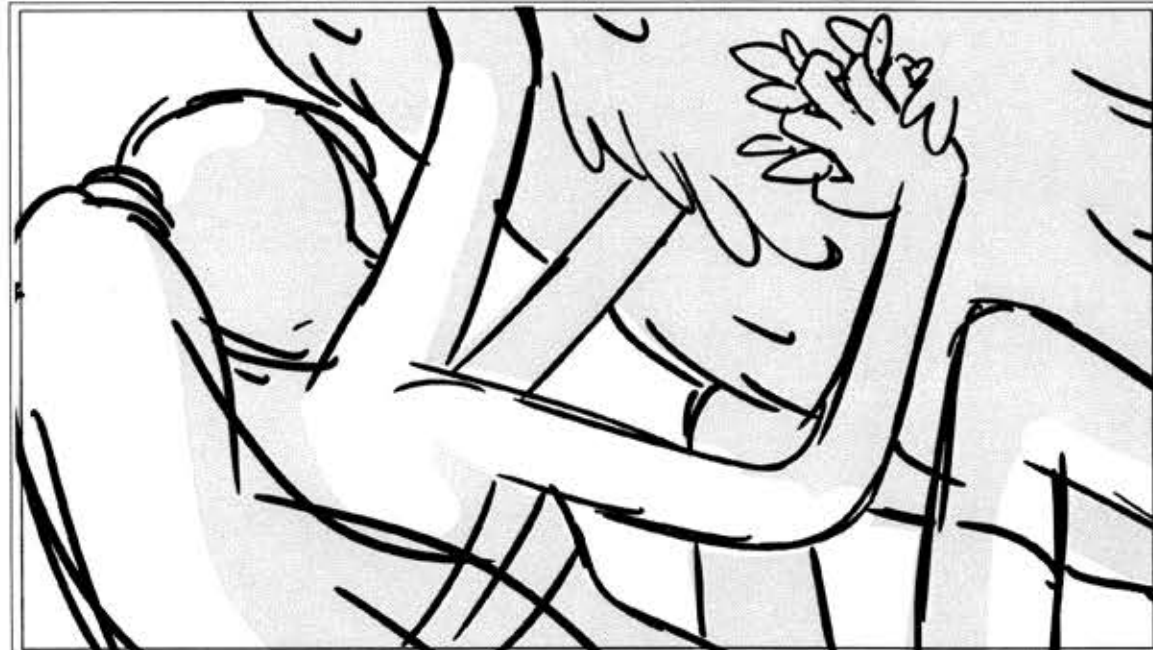
JUN 2 6 20..

1020.010

1020.010

1020.010

Scene	Panel	Scene	Panel
160 CONT	2	160 CONT	3

Action Notes
Opal pulls Steven out of bird.

Slugging
0.05

Slugging
0.08

JUN 2 6 2013

Scene	Panel
161	1

Action Notes
Bird is burnt and steaming

Background moves screen left to right.

Slugging
0.12

Scene	Panel
161 CONT	2

Action Notes
Background moves screen left to right.

Slugging
0.06

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
161 CONT	3

Action Notes
Opal leaps off as bird begins to disintegrate into glowing gem shards

Background moves screen left to right.

Slugging
0.04

Scene	Panel
161 CONT	4
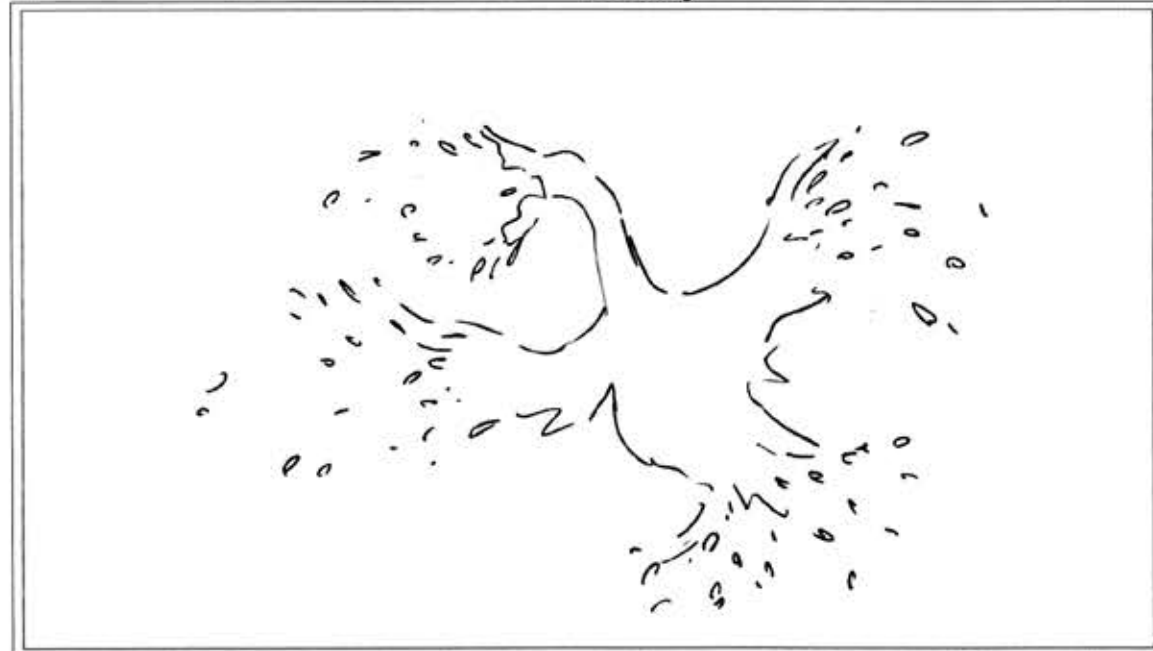
Action Notes
Background moves screen left to right.

Slugging
0.08

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
161 CONT	5
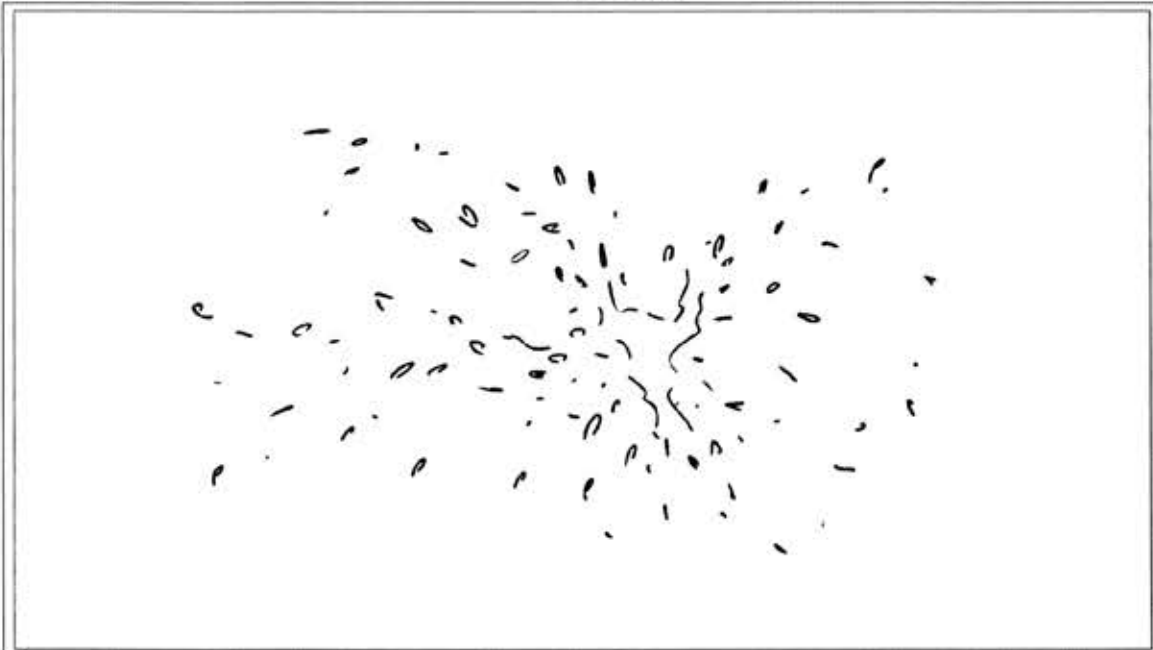
Action Notes
Background moves screen left to right.

Slugging
0.15

Scene	Panel
162	1

BG
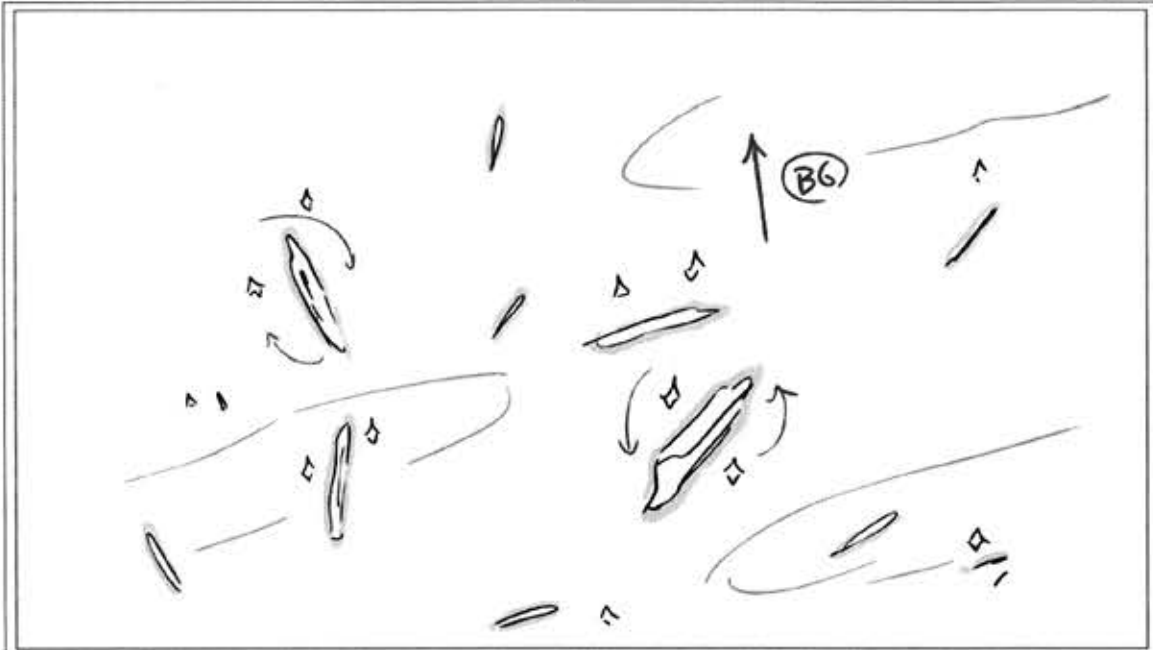
Action Notes
gem shards hover in the air in the air slowly spinning

Background moves up.

Slugging
1.04

JUN 2 6 2013

Scene		Panel	
	163		1

Slugging
0.12

Scene		Panel	
	163		2
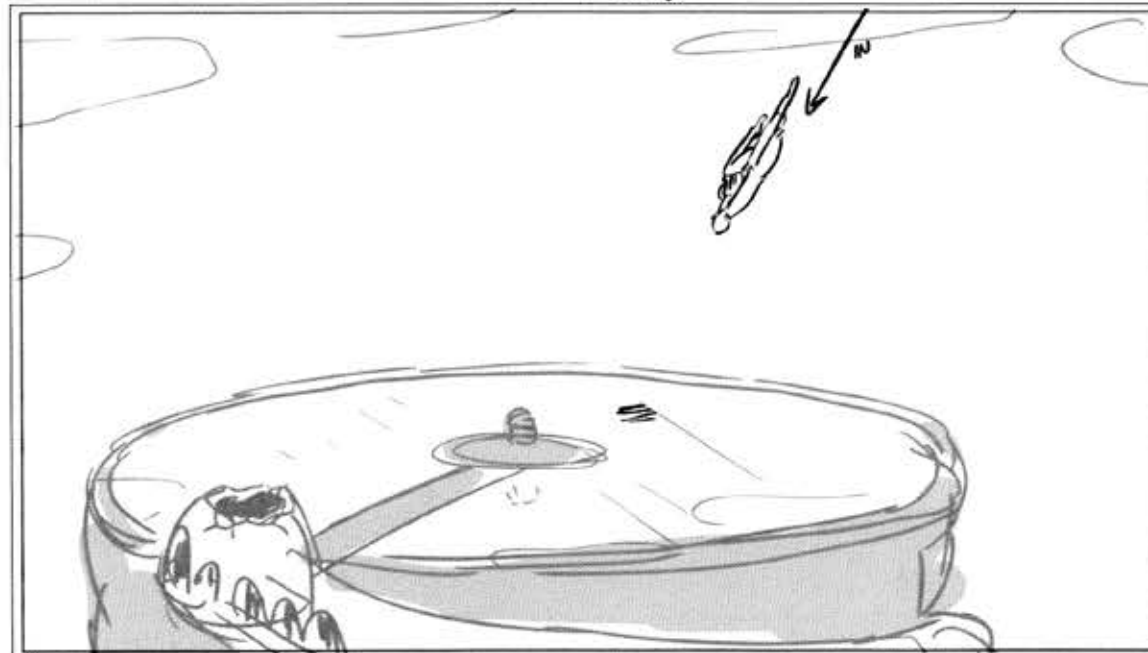
Slugging
0.04

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
163	CONT 3

Slugging
1.01

Scene	Panel
164 (1B)	1
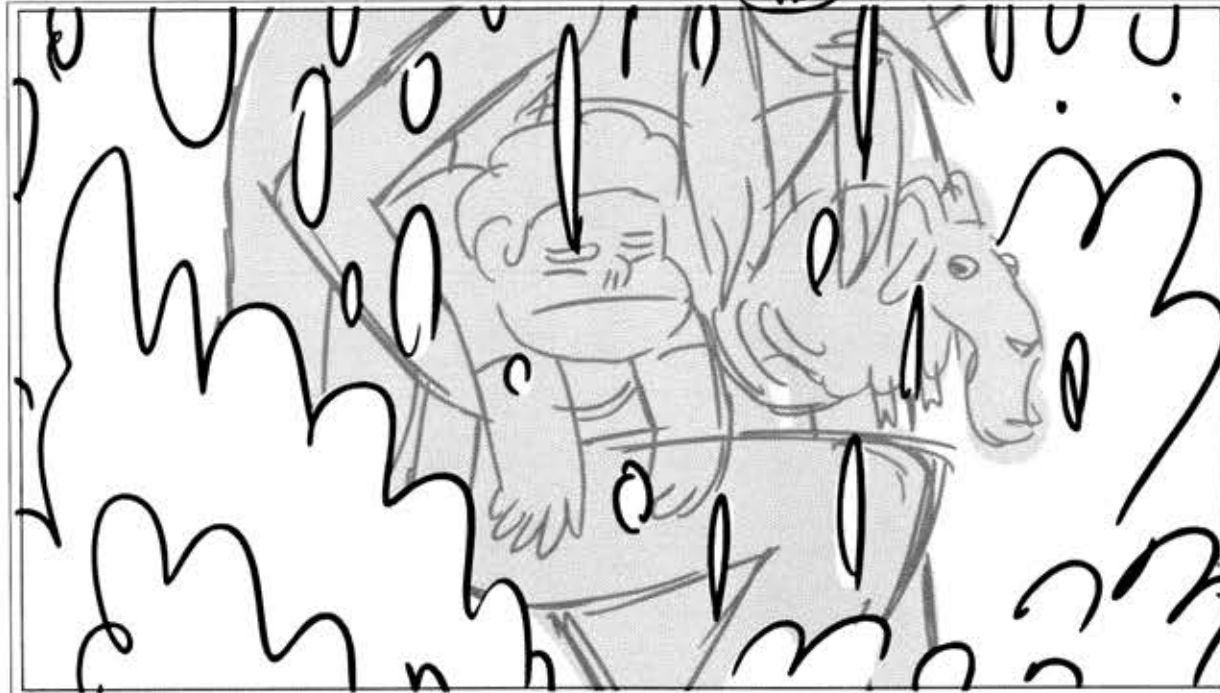
Slugging
0.13

JUN 26 2013

Scene

164 CONT

Panel

2

Dialogue
Goat bleat

Action Notes
Opal puts Steven Jr. down

Slugging
1.14

Scene

164 CONT

Panel

3

Slugging
1.01

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
165	1

Scene	Panel
165 CONT	2

Action Notes
As Opal stands up background pans down.

Slugging
Panels 1 to 5 = 2.02

Notes
H.U. Opal to previous scene?

JUN 2 6 2013

Scene	Panel		Scene	Panel
165 CONT	3		165 CONT	4

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
165 CONT	5

Scene	Panel
166	1
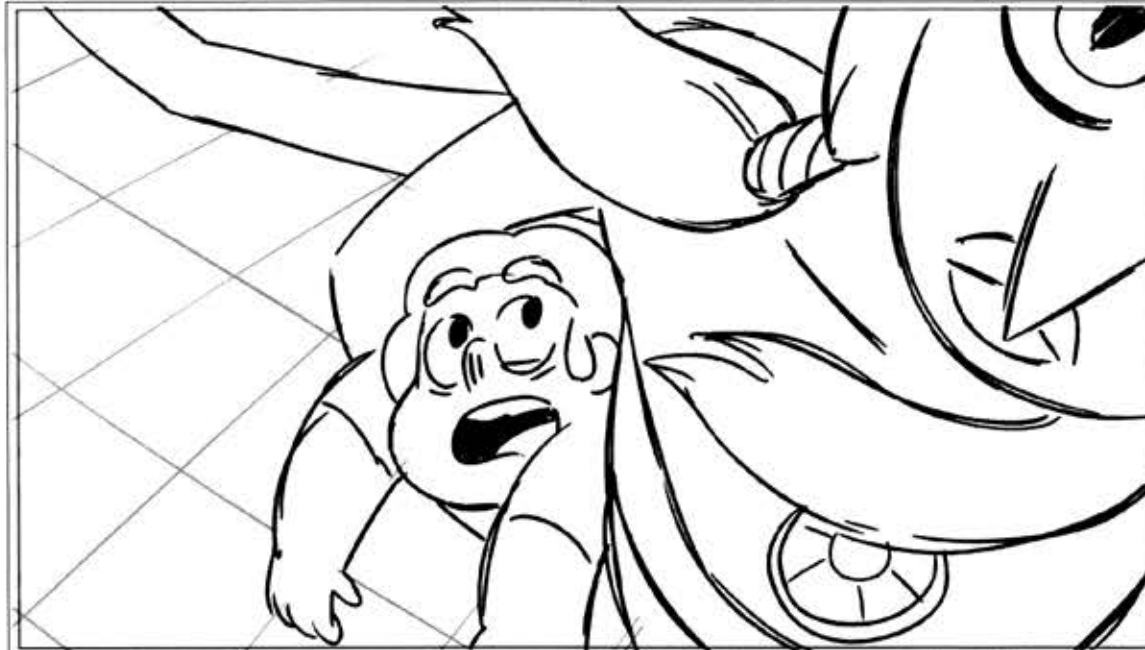
Dialogue
STEVEN: OPAL?

Slugging
2.07

JUN 2 6 2015

Scene	167	Panel	1

(JB CLOUDS)

Scene	168	Panel	1

Dialogue
STEVEN: Opal?

Action Notes
SKY BG

Slugging
2.02

Slugging
0.13
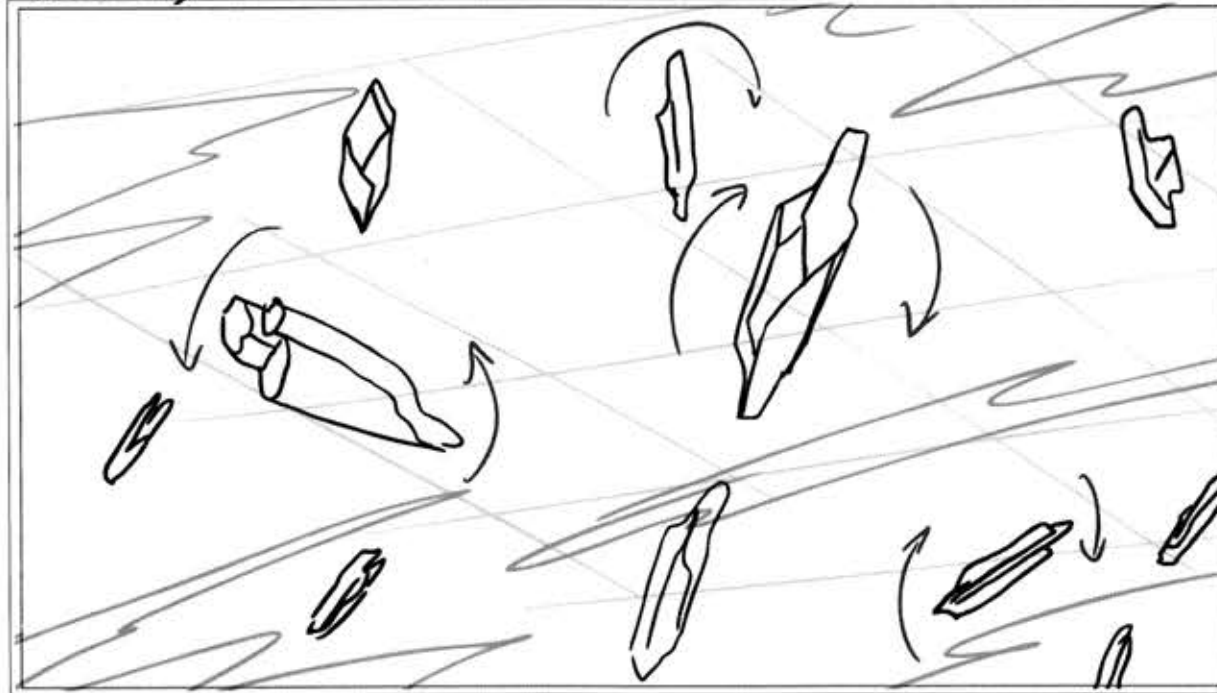
14
CLOUDS

JUN 2 6 2013

Scene	Panel
168 CONT	2
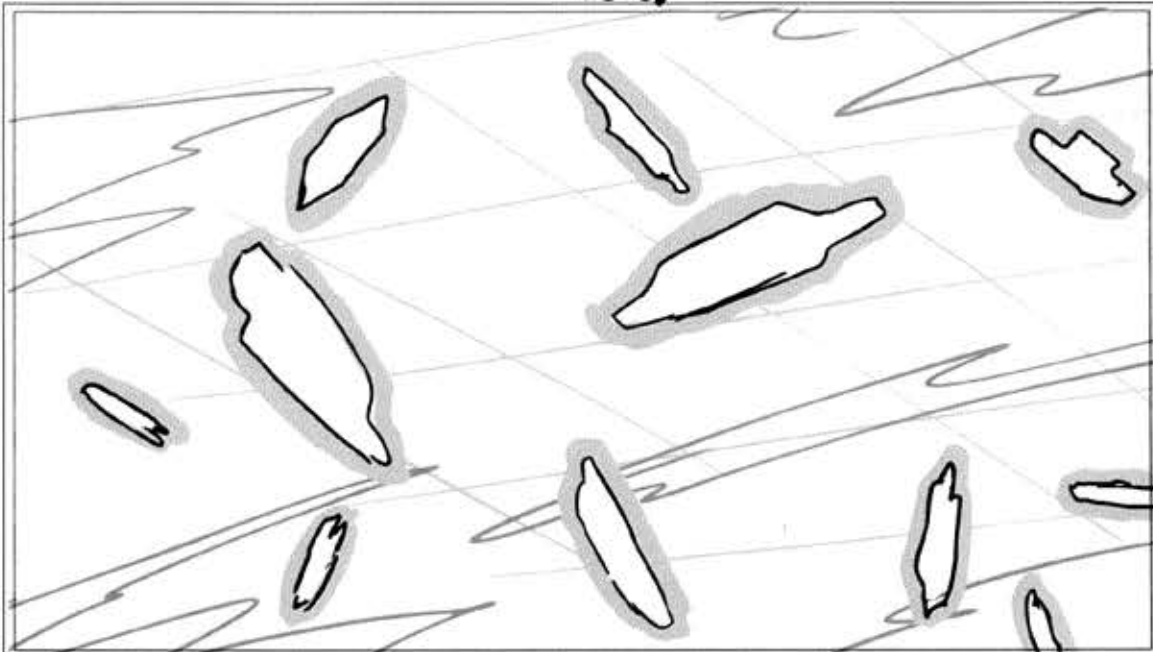
Action Notes
gem shards glow and transform

Slugging
0.04

Scene	Panel
168 CONT	3
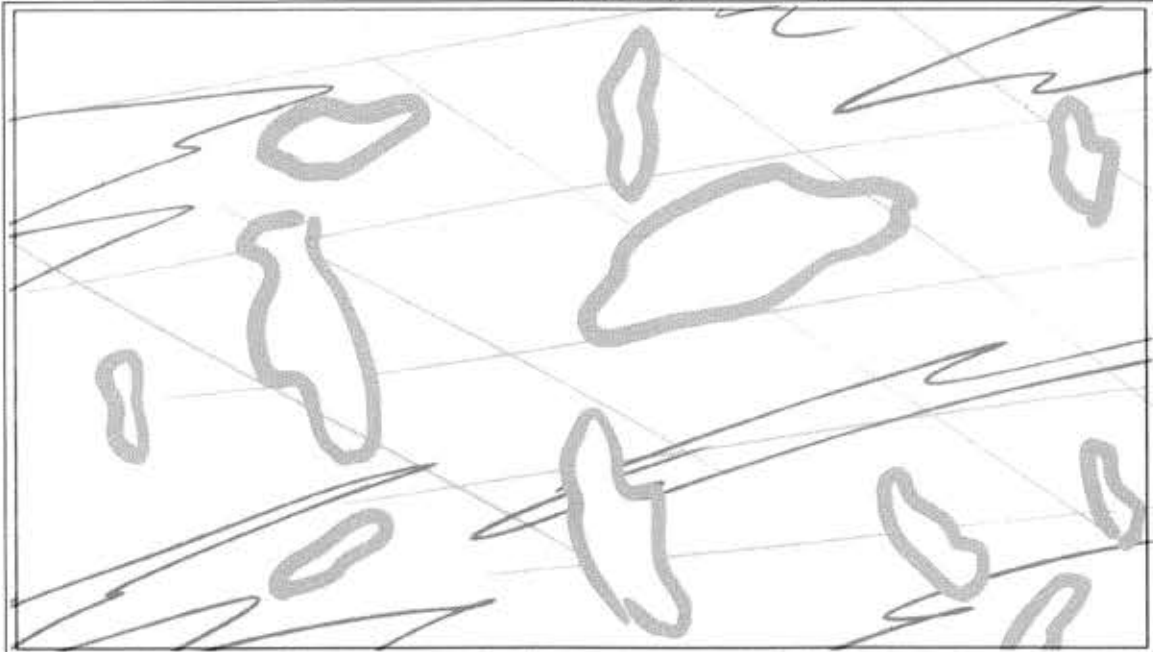
Slugging
0.04

JUN 2 6 2013

1020.010

1020.010

Scene		Panel	
	168 CONT		4
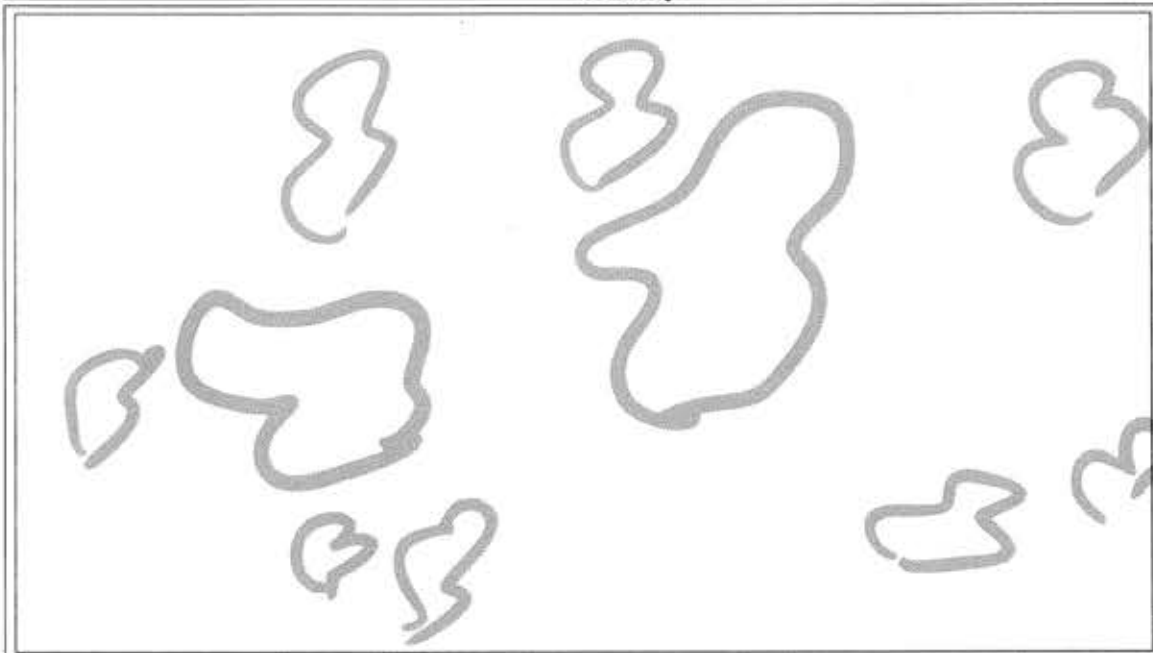
Slugging
0.04

Scene		Panel	
	168 CONT		5
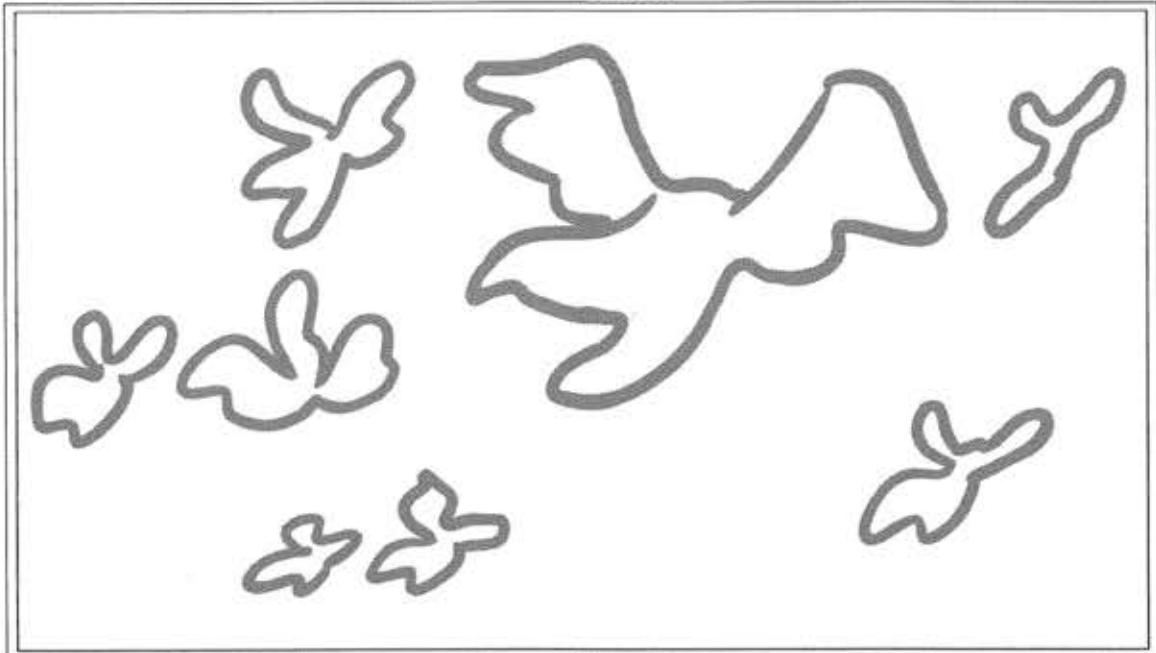
Slugging
0.04

JUN 2 6 2013

Scene	Panel	Scene	Panel
168	CONT 6	169	1

Slugging
1.05

Slugging
0.10

JUN 2 6 2013

Scene	Panel
169 CONT	2

Action Notes
Opal places her other arm under steven

Slugging
0.15

Scene	Panel
170	1

Slugging
0.08

JUN 2 6 2015

Scene	Panel
170 CONT	2
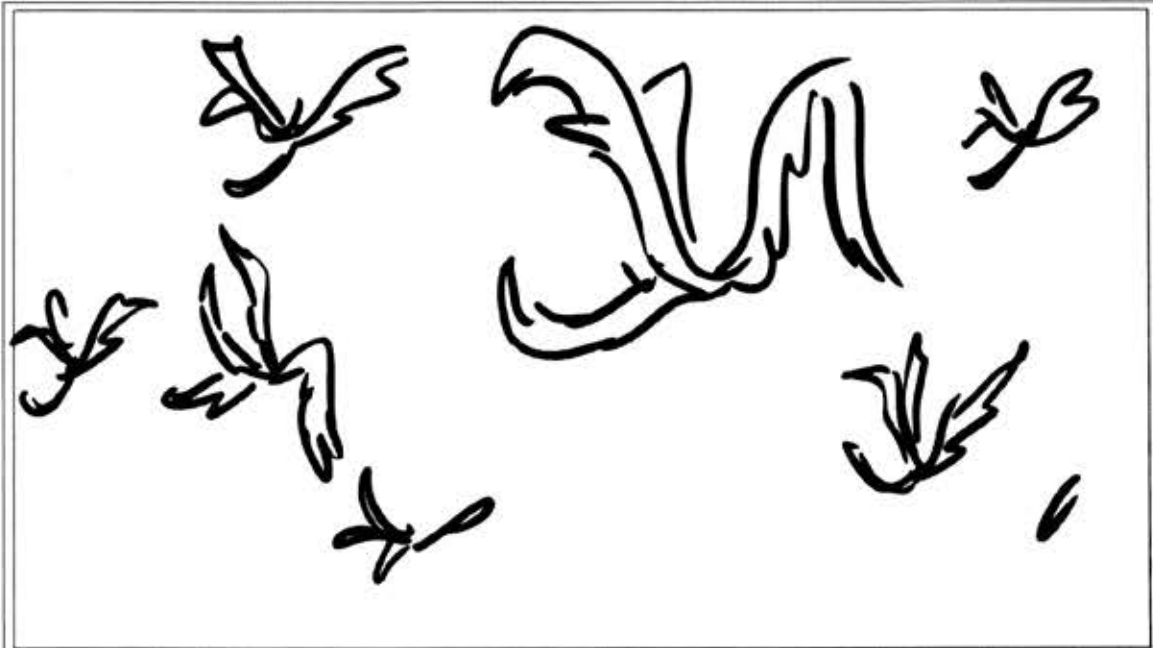
Action Notes
Beak birds rear back

Slugging
0.10

Scene	Panel
170 CONT	3

Action Notes
birds dive at opal

Slugging
0.06

JUN 2 6 2013
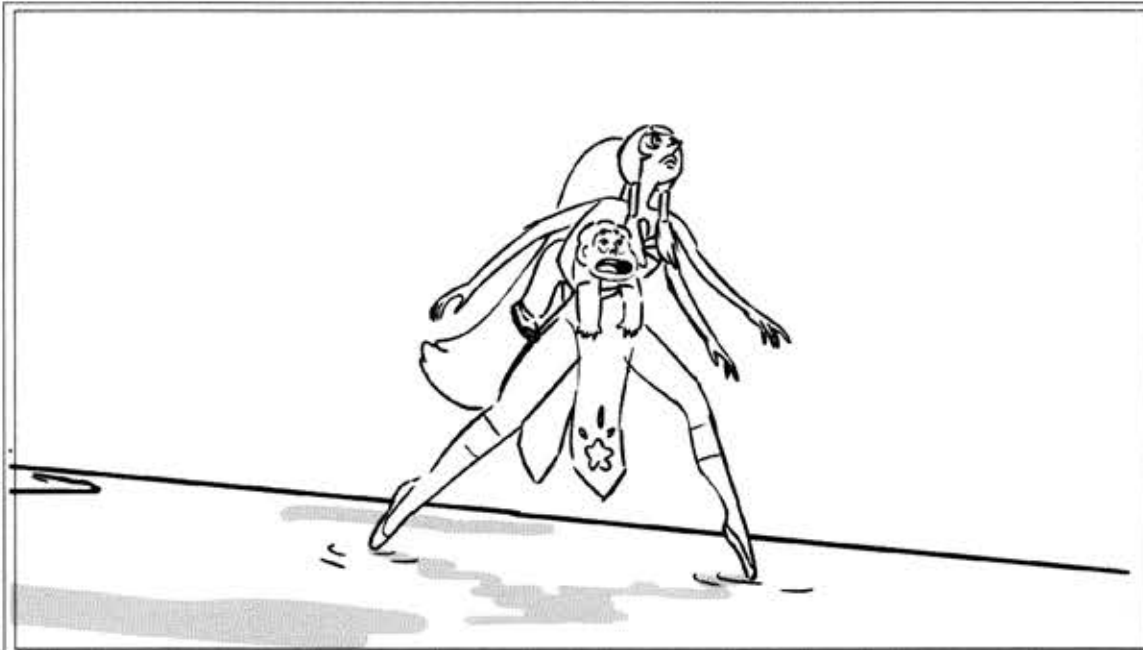
Scene	Panel
171	1

Slugging
0.10

Scene	Panel
171 CONT	2

Slugging
0.05

JUN 2 6 2013

Scene	Panel
171 CONT	3

POS B

POS A

PAN
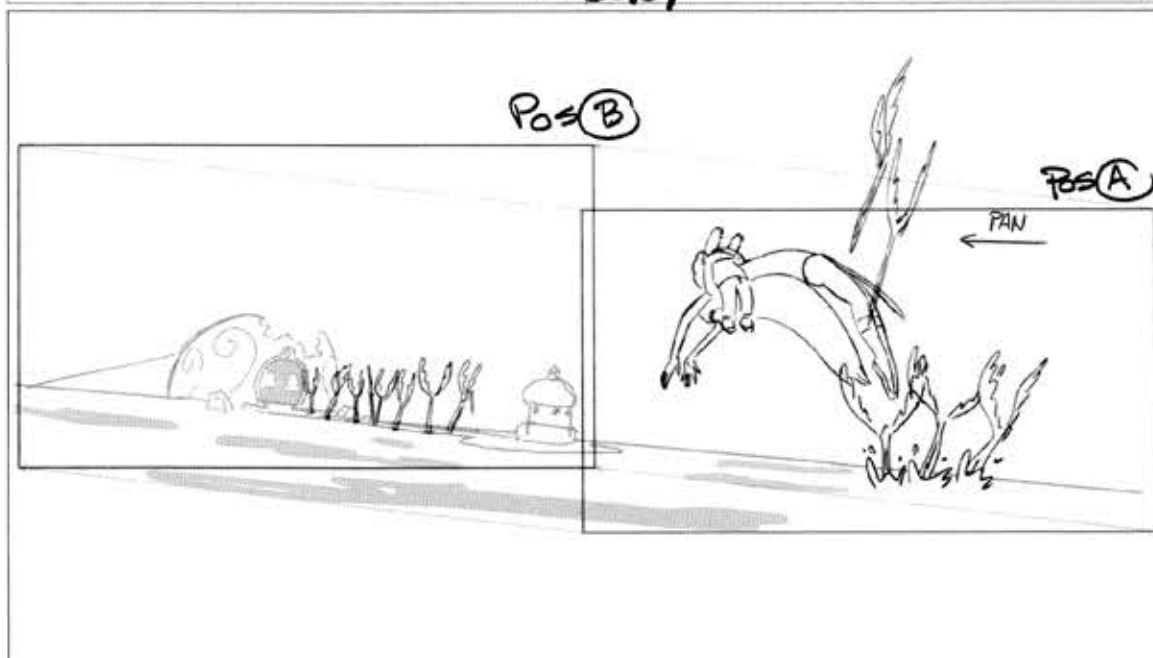
Slugging
ADJ: 0.05

ADJ camera through panels 3 to 8.

Scene	Panel
171 CONT	4
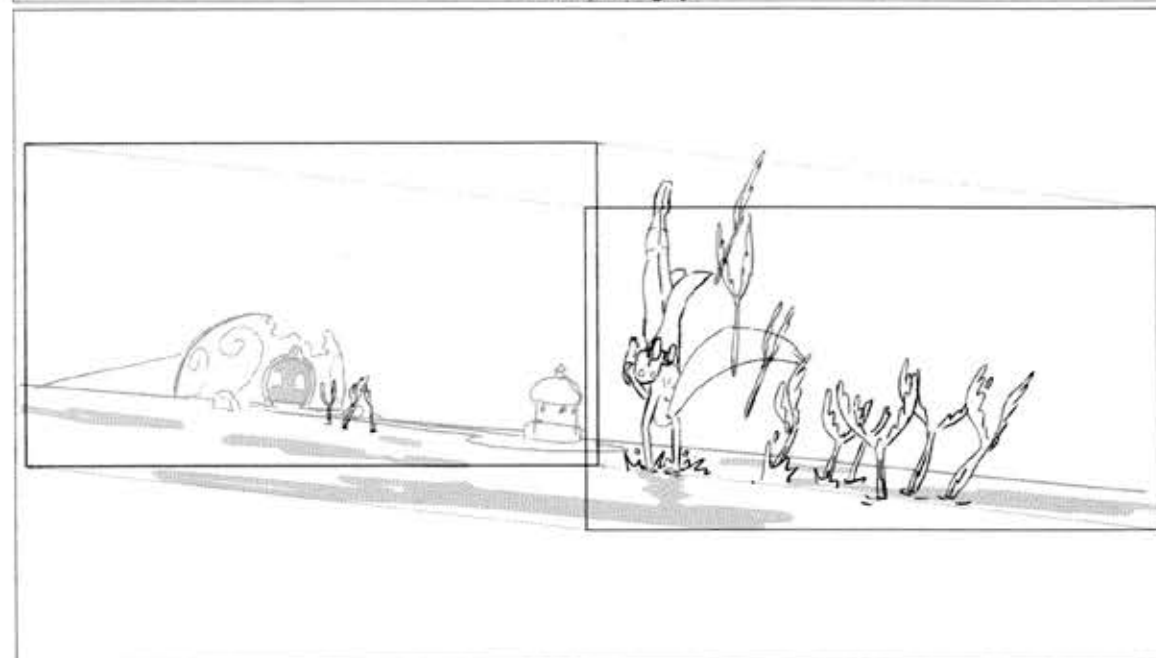
Slugging
ADJ: 0.05

JUN 2 6 2013

Scene	Panel
171 CONT	5
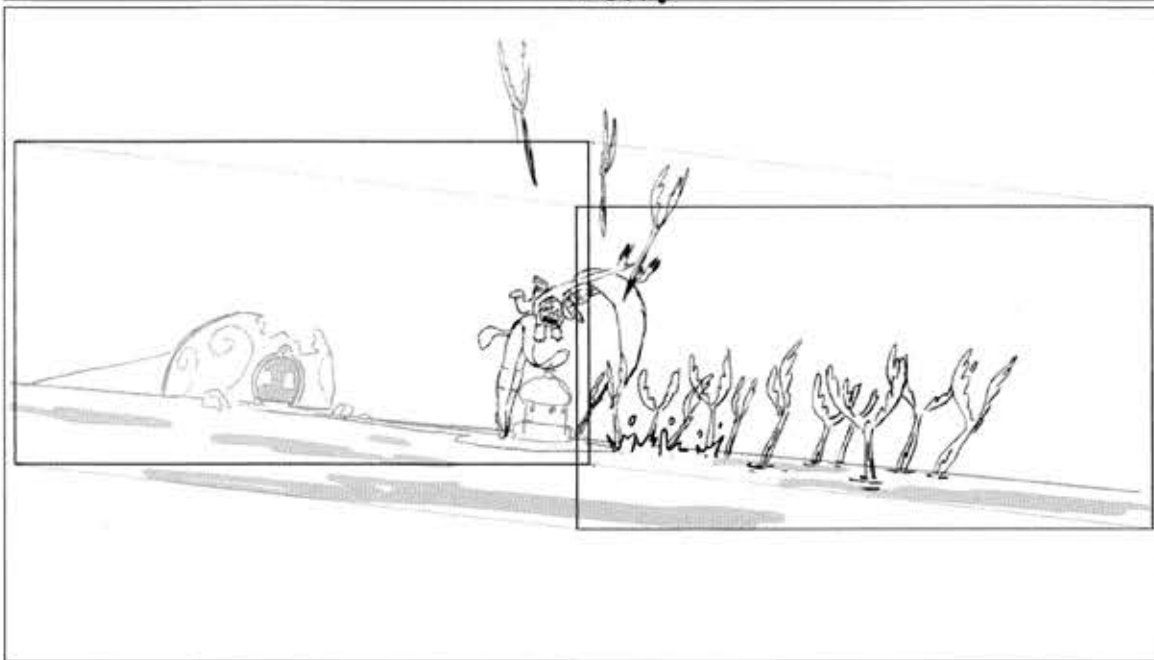
Slugging
ADJ: 0.05

Scene	Panel
171 CONT	6
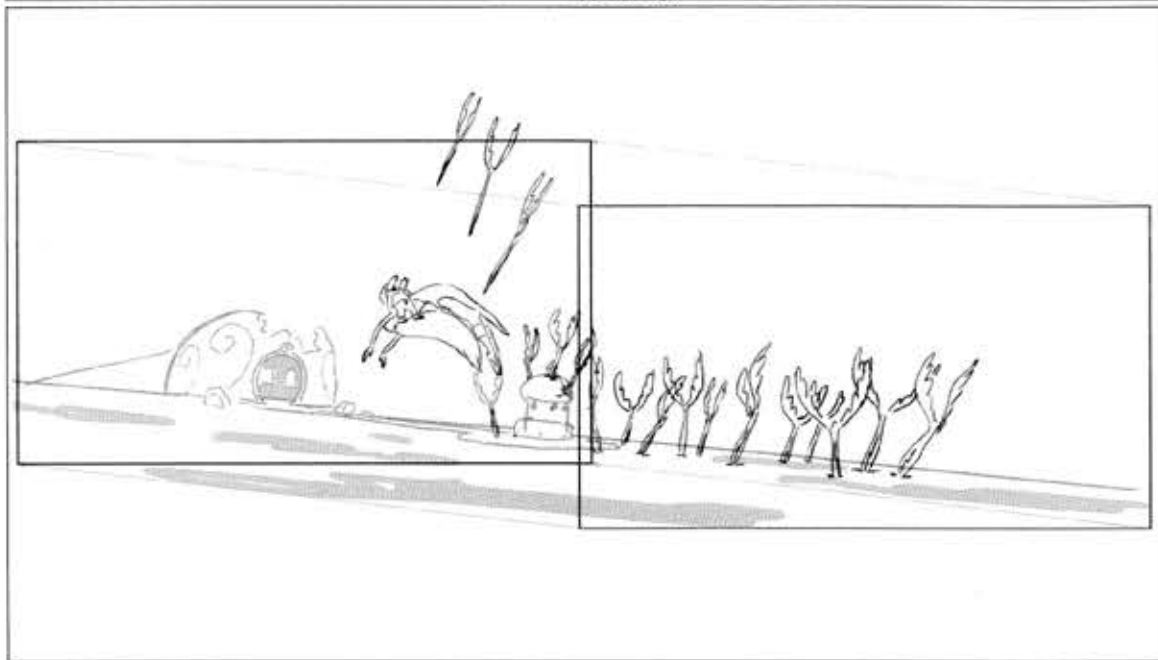
Slugging
ADJ: 0.05

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel	
171 CONT		7
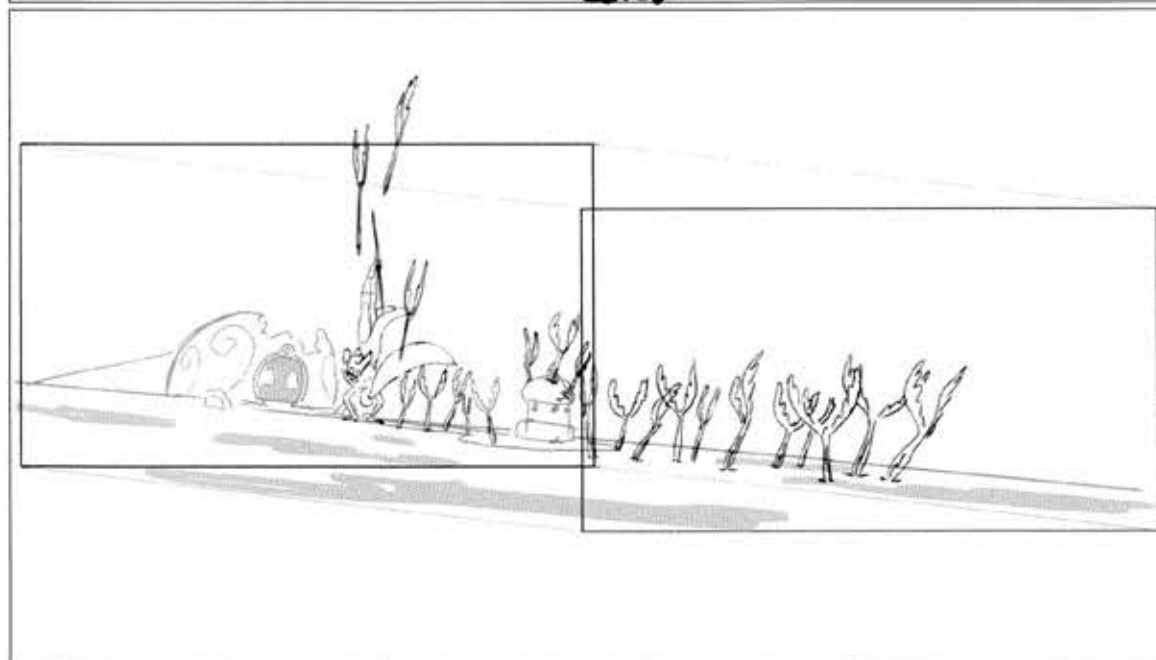
Slugging
ADJ: 0.05

Scene	Panel	
171 CONT		8

Slugging
ADJ: 0.05

JUN 2 6 2013

Scene	Panel
172	1

POS A
POS B
POS A
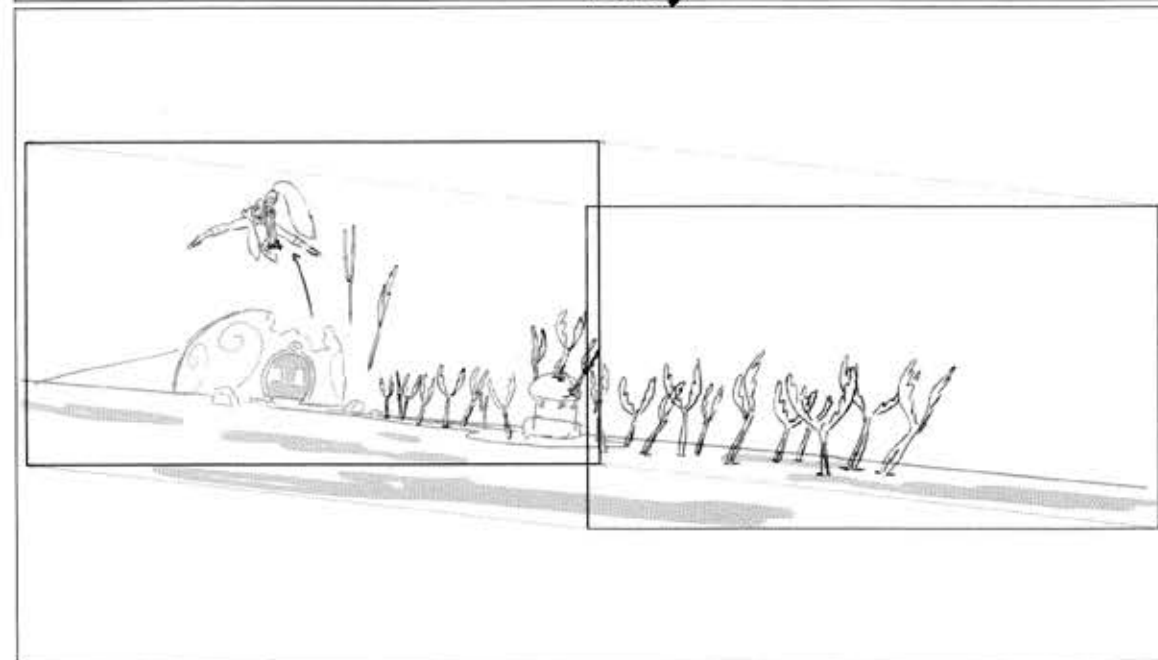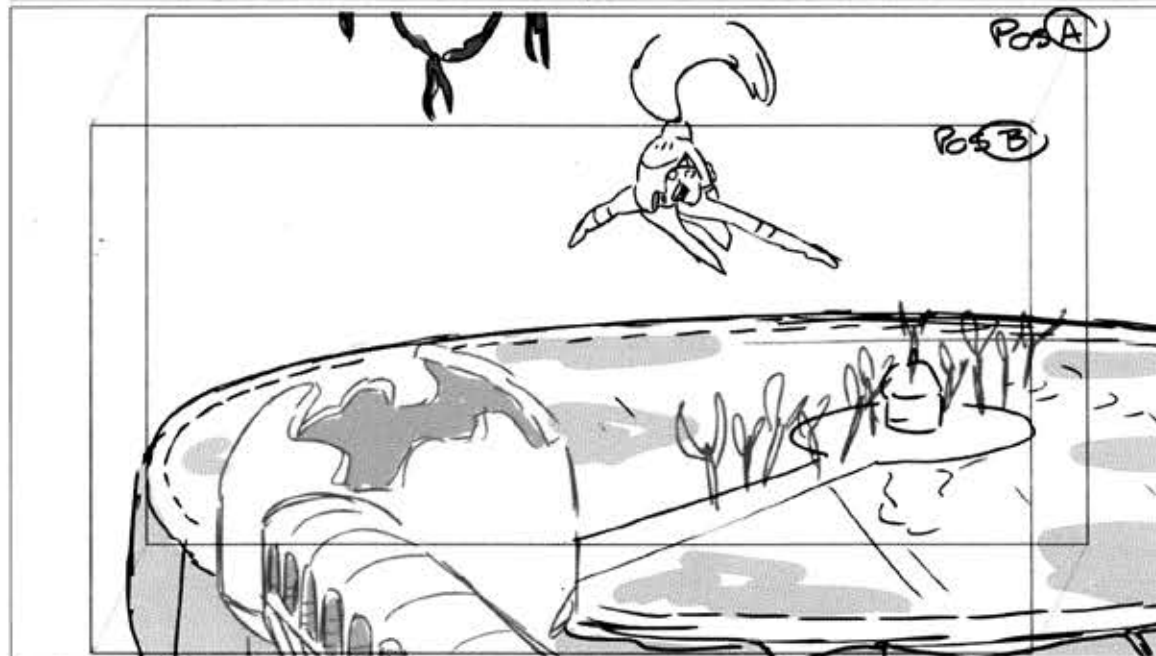
Action Notes
This scene is one continues pan.

Slugging
ADJ: 0.04

Camera ADJ through panels 1 to 19.

JUN 2 6 2013

Scene	Panel
172 CONT	2

POS B
POS C
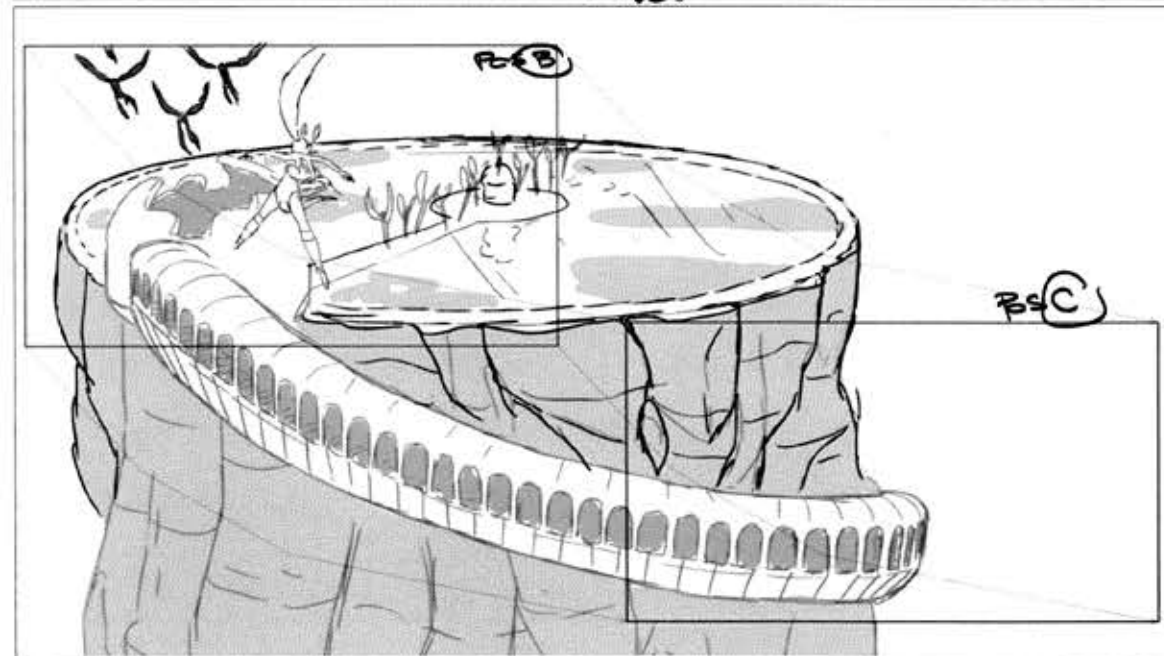
Slugging
ADJ: 0.02

JUN 2 6 2013

Scene	Panel
172 CONT	3
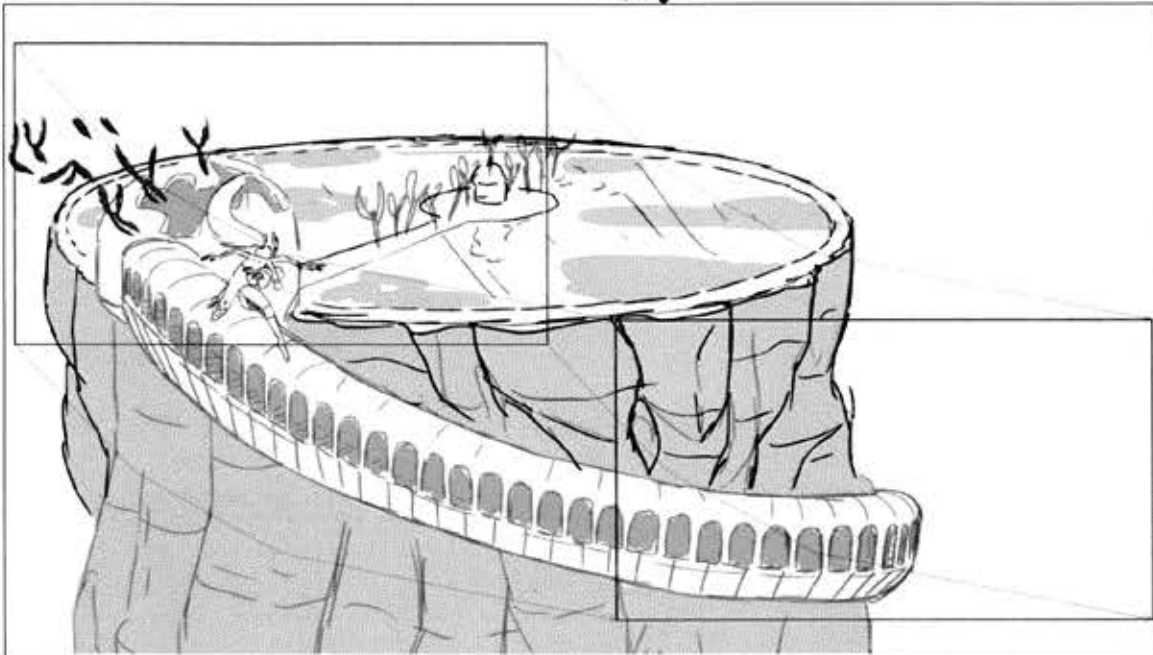
Slugging
ADJ: 0.04

Scene	Panel
172 CONT	4
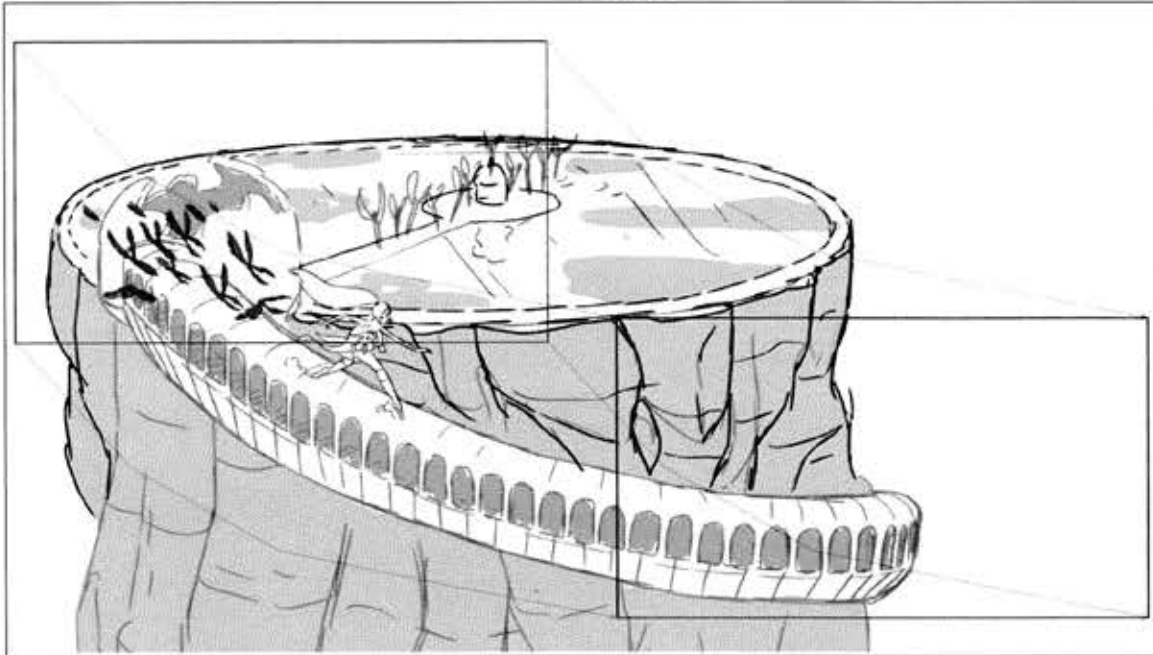
Slugging
ADJ: 0.05
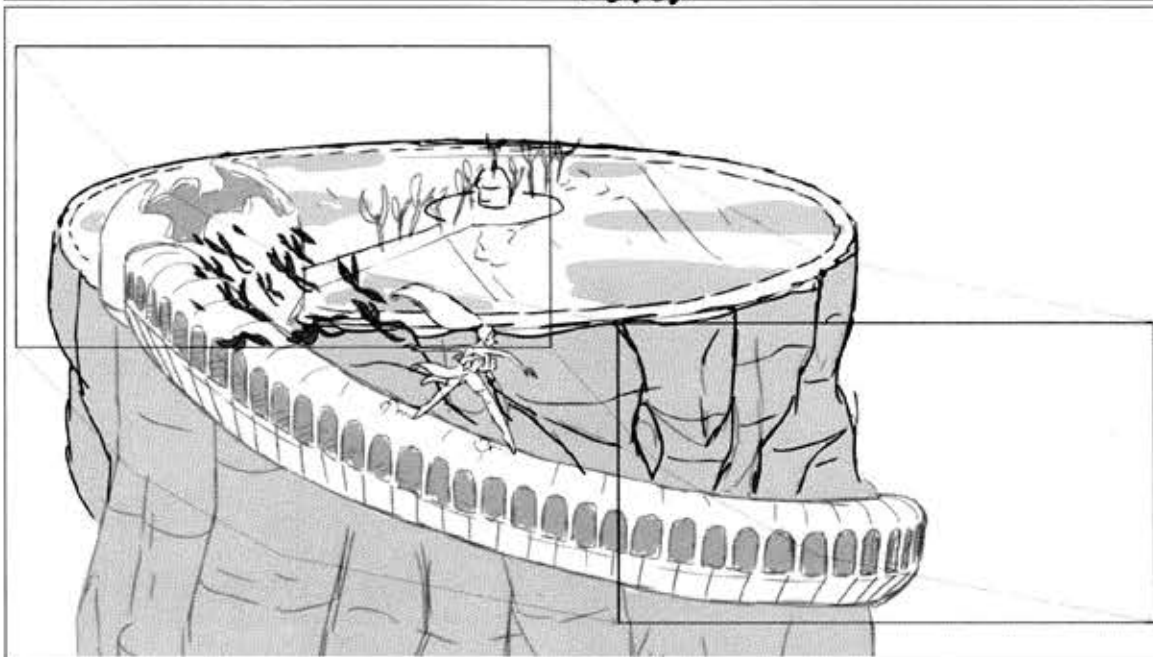
JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
172 CONT	5

Slugging
ADJ: 0.05

Scene	Panel
172 CONT	6

Slugging
ADJ: 0.05

JUN 26 2013

1020.010
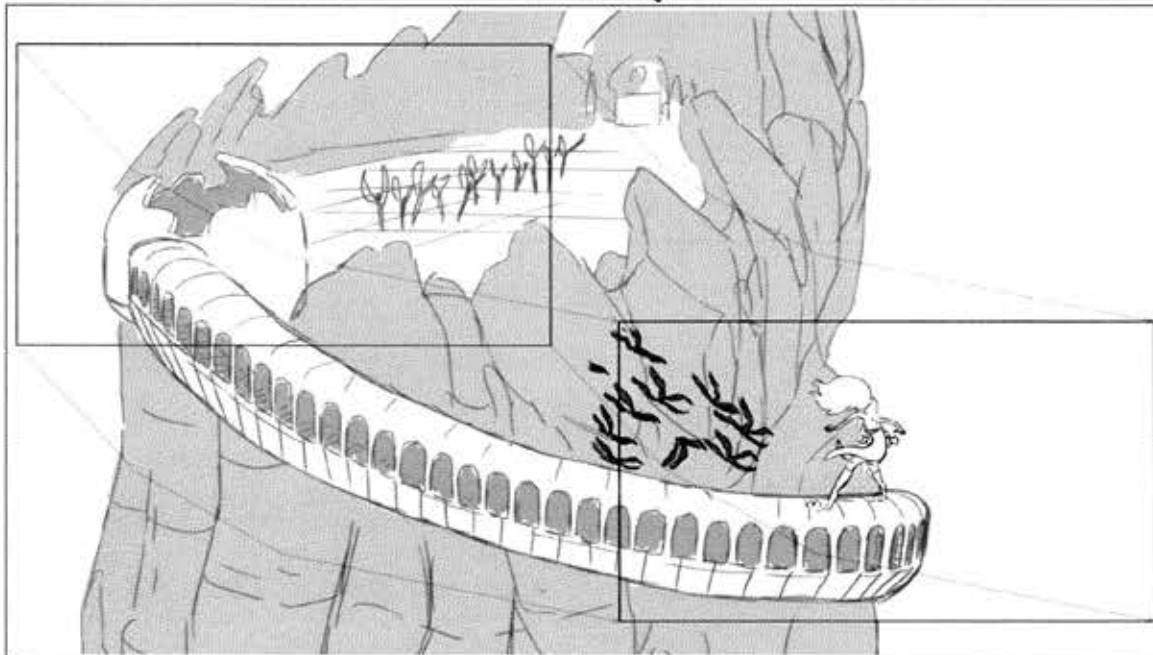
1020.010

1020.010

Scene	Panel
172 *CONT*	7
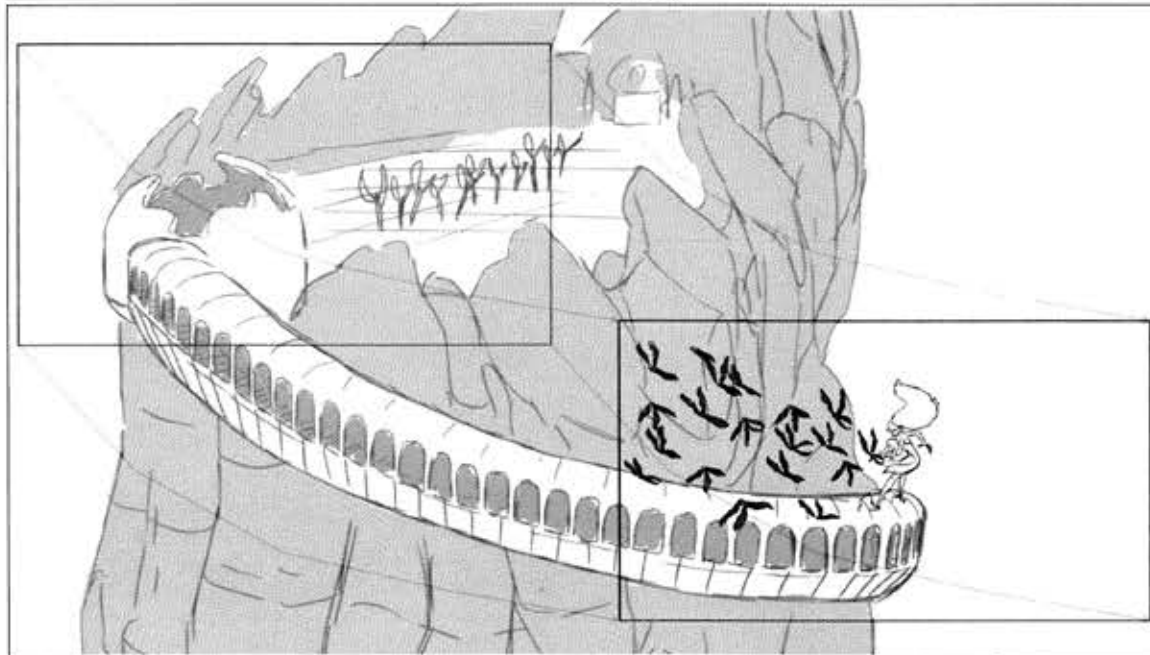
Slugging
ADJ: 0.05

Scene	Panel
172 *CONT*	8

Slugging
ADJ: 0.05

JUN 2 6 2013
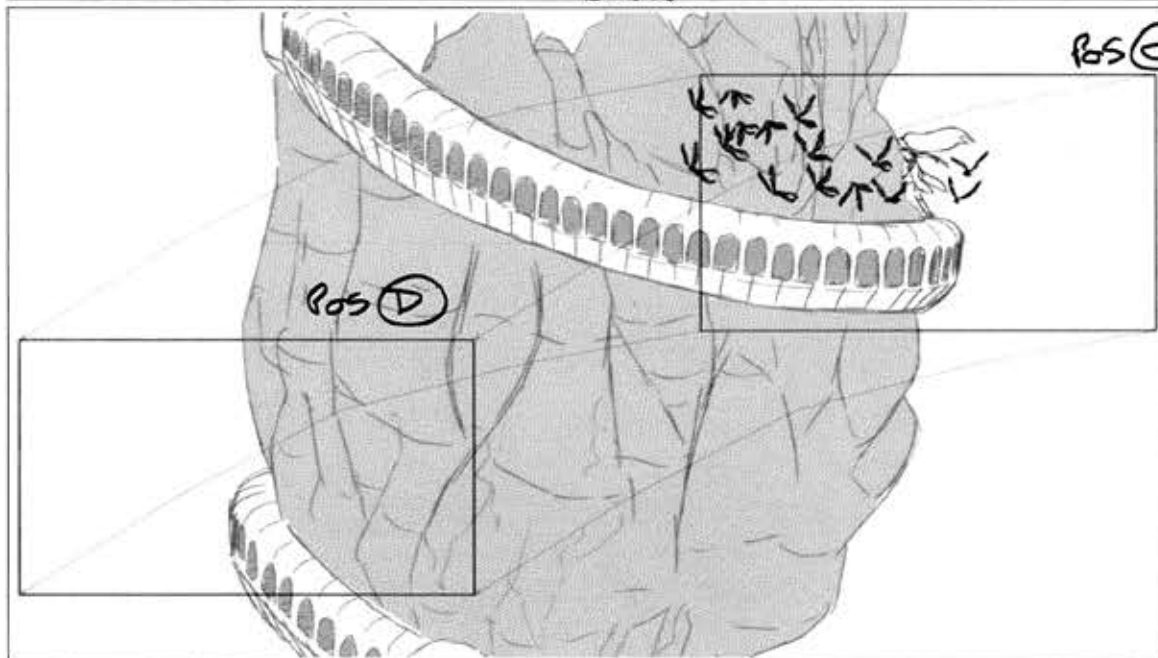
1020.010

Scene	Panel
172 CONT	9

Scene	Panel
172 CONT	10
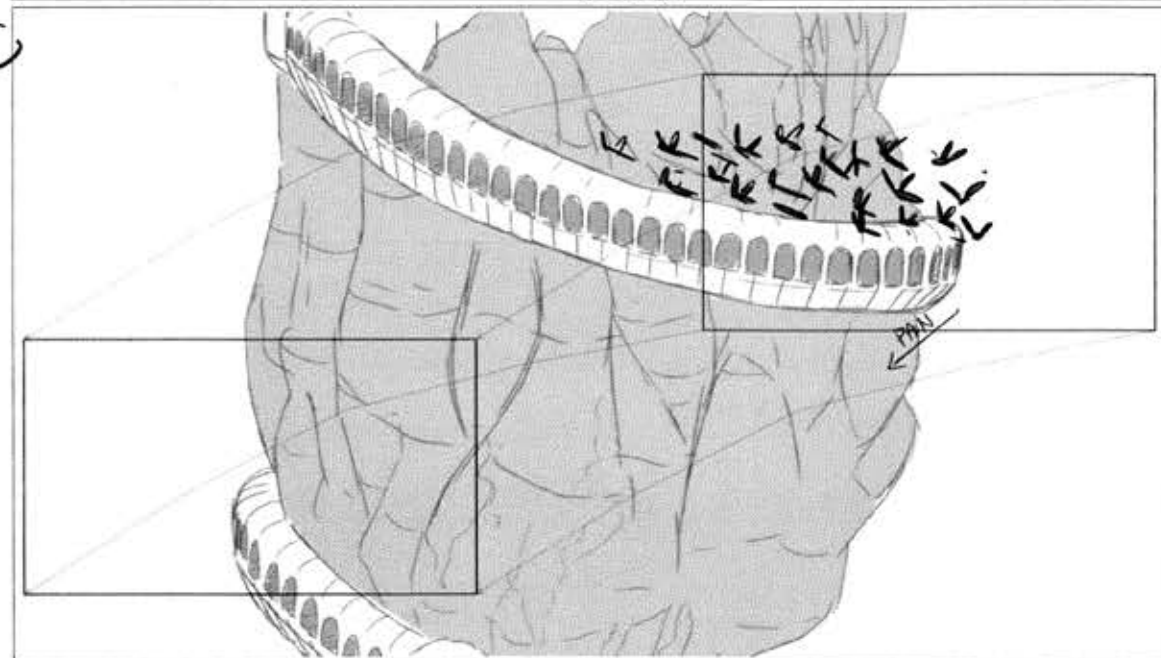
Slugging
ADJ: 0.05

Slugging
ADJ: 0.05

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
172 CONT	11
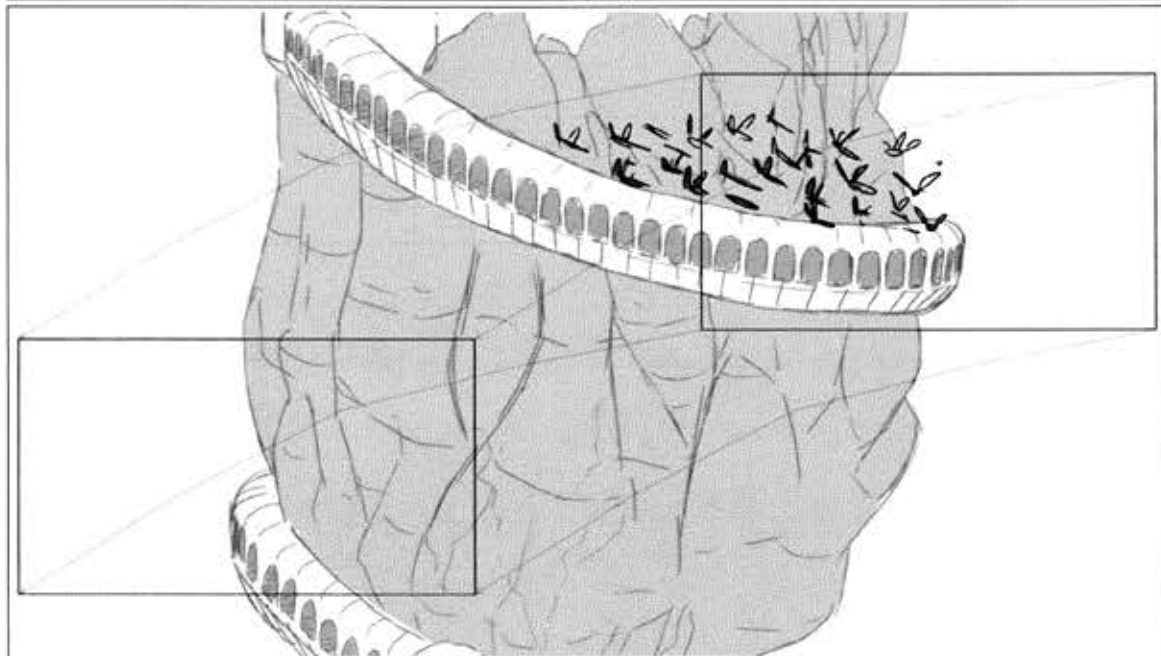
Slugging
ADJ: 0.05

Scene	Panel
172 CONT	12
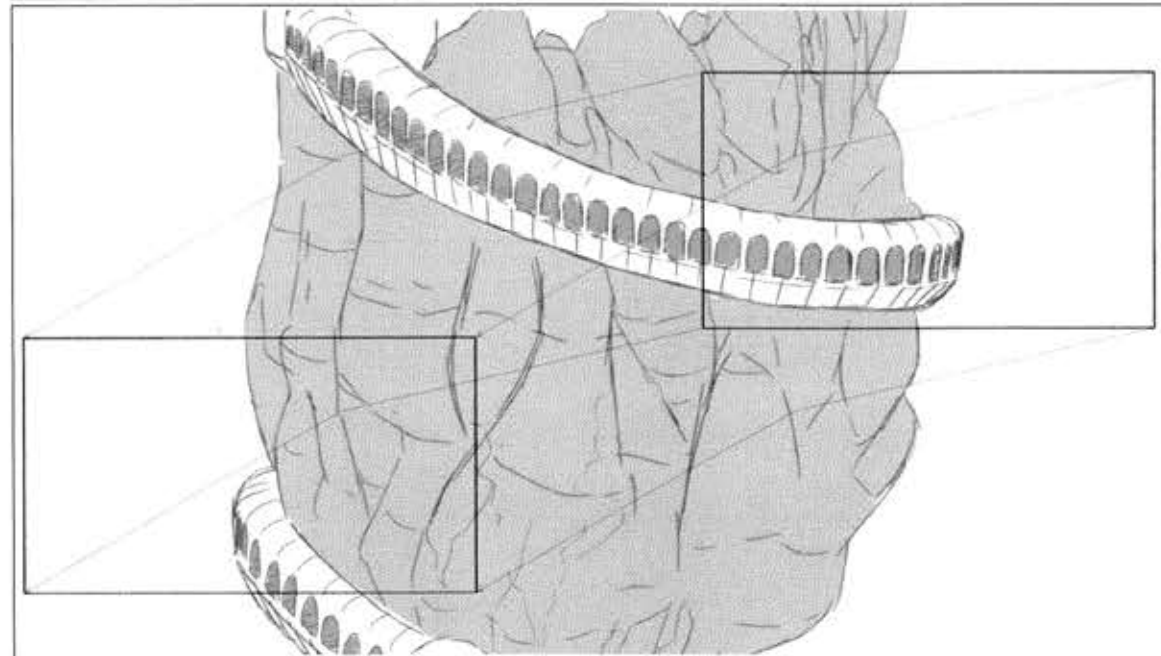
Slugging
ADJ: 0.05

JUN 2 6 2013
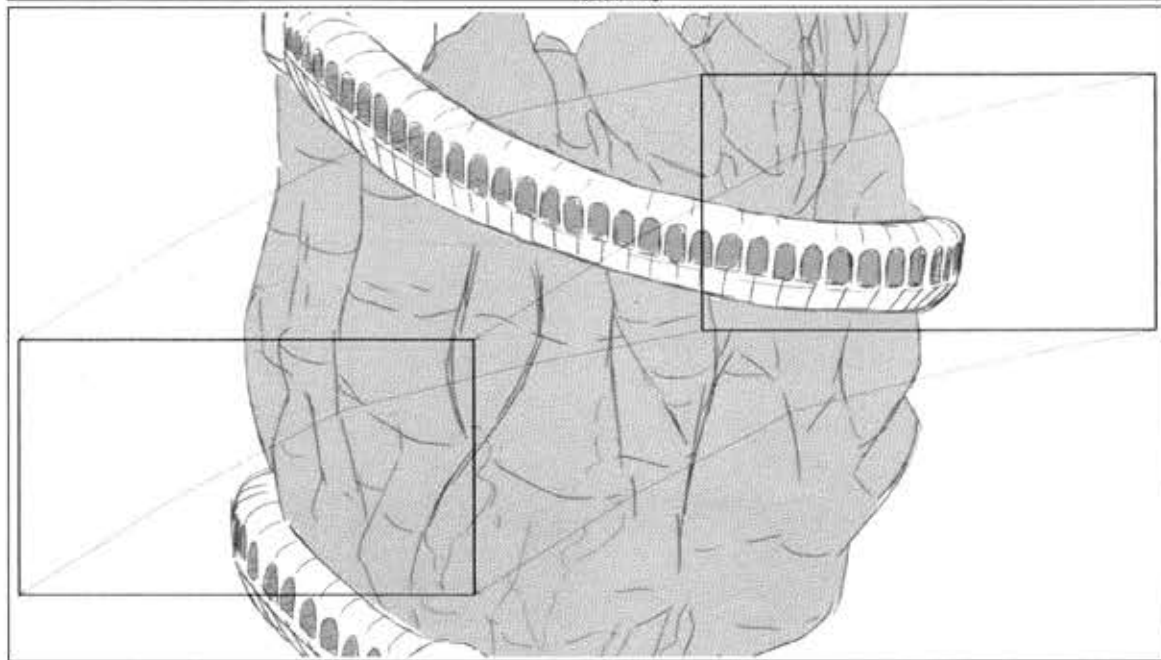
Scene	Panel
172 CONT	13

Slugging
ADJ: 0.05

Scene	Panel
172 CONT	14

Slugging
ADJ: 0.05

JUN 2 6 2013

Scene	Panel
172 CONT	15

POS D
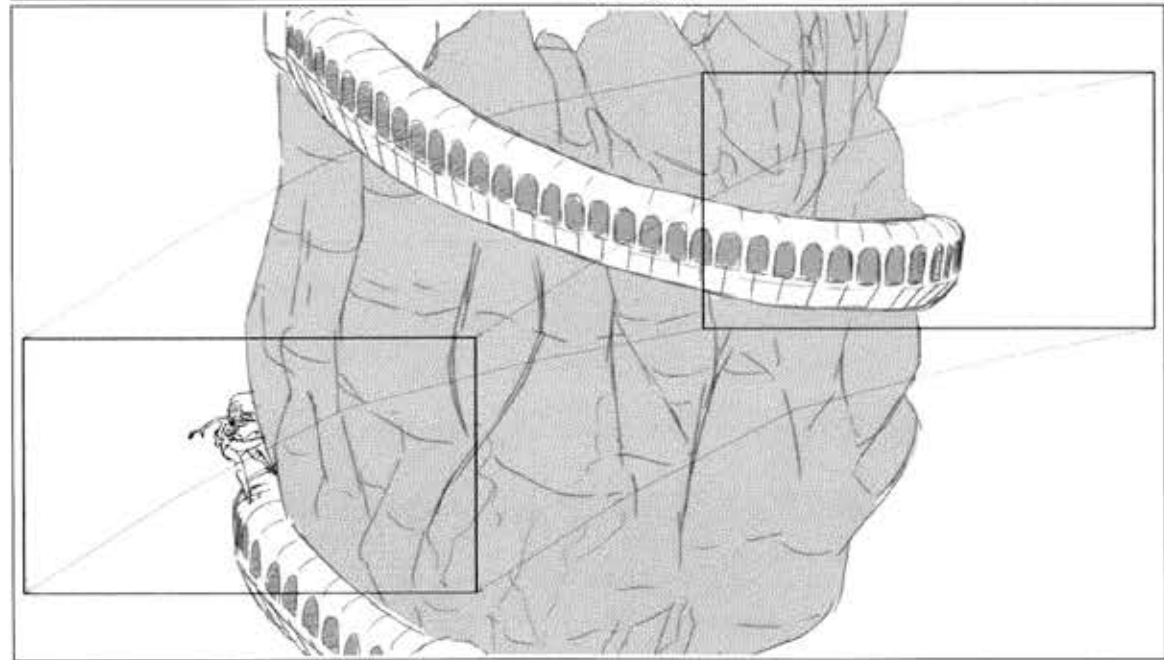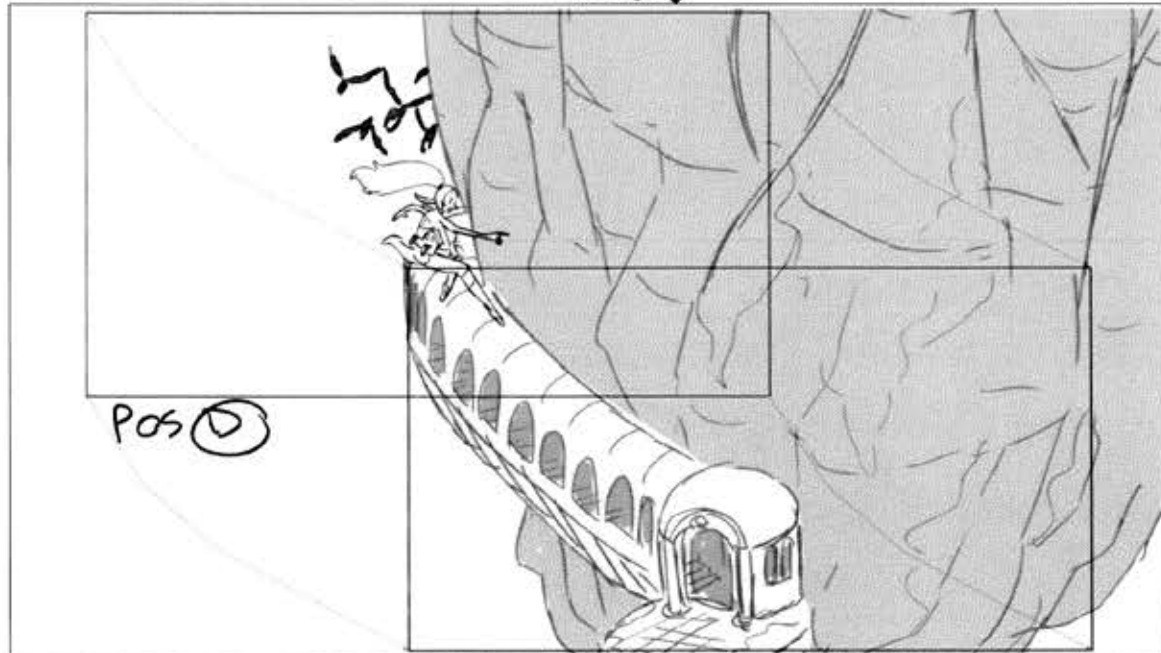
POS E

Slugging
ADJ: 0.05

Scene	Panel
172 CONT	16

Slugging
ADJ: 0.05

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
172 CONT	17

Slugging
ADJ: 0.05

Scene	Panel
172 CONT	18

Slugging
ADJ: 0.07

JUN 2 6 2013

Scene

Panel

172 CONT

19

POS F

POS E
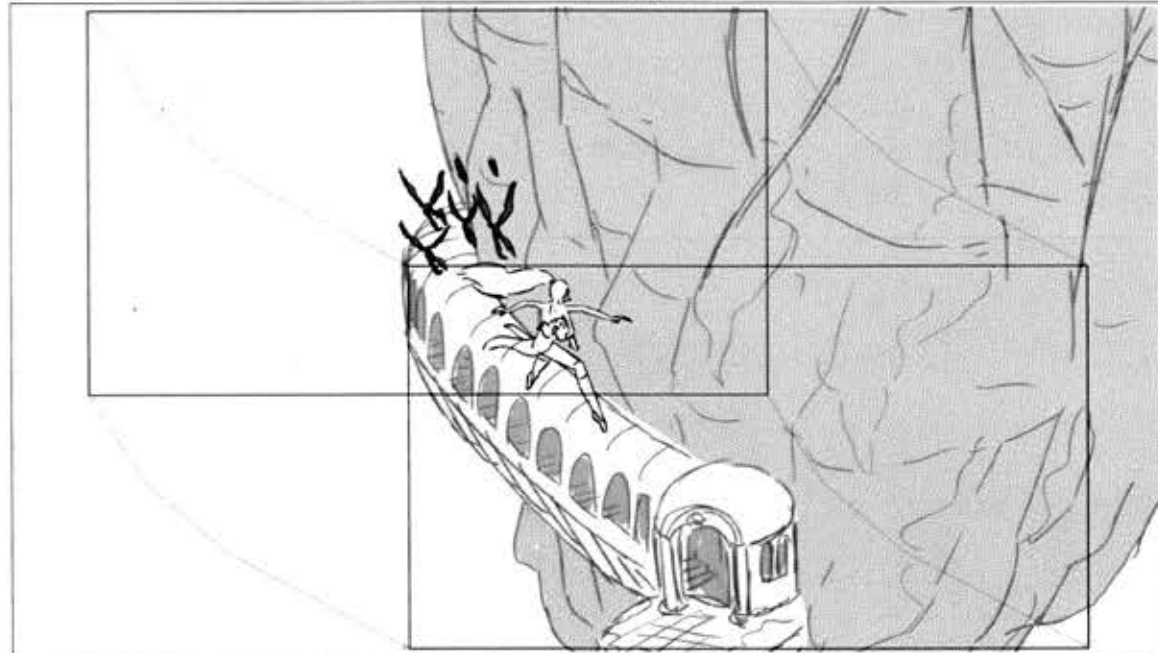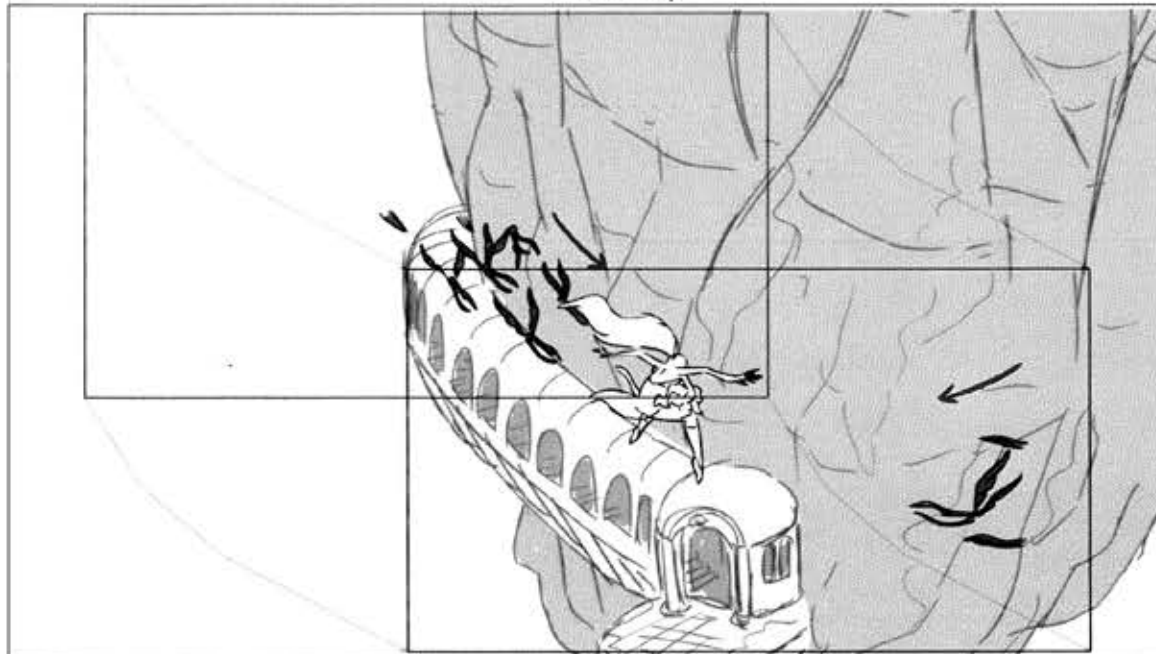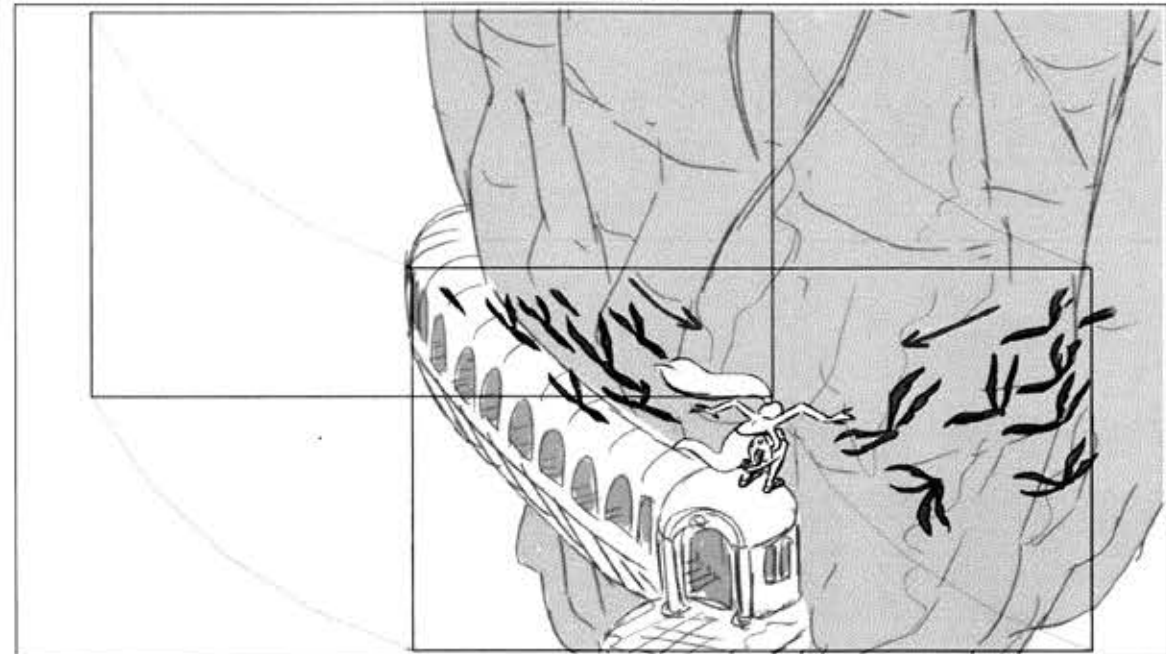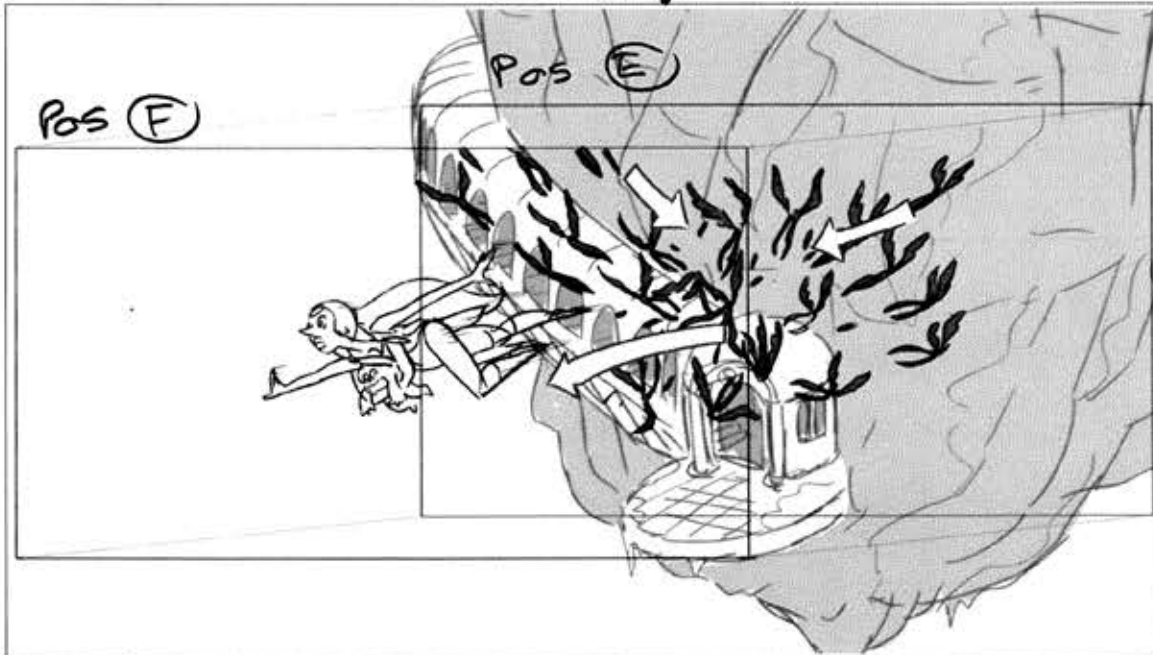
Action Notes
Bird crash into eachother

Slugging
ADJ: 0.06

Scene

Panel

172 CONT

20
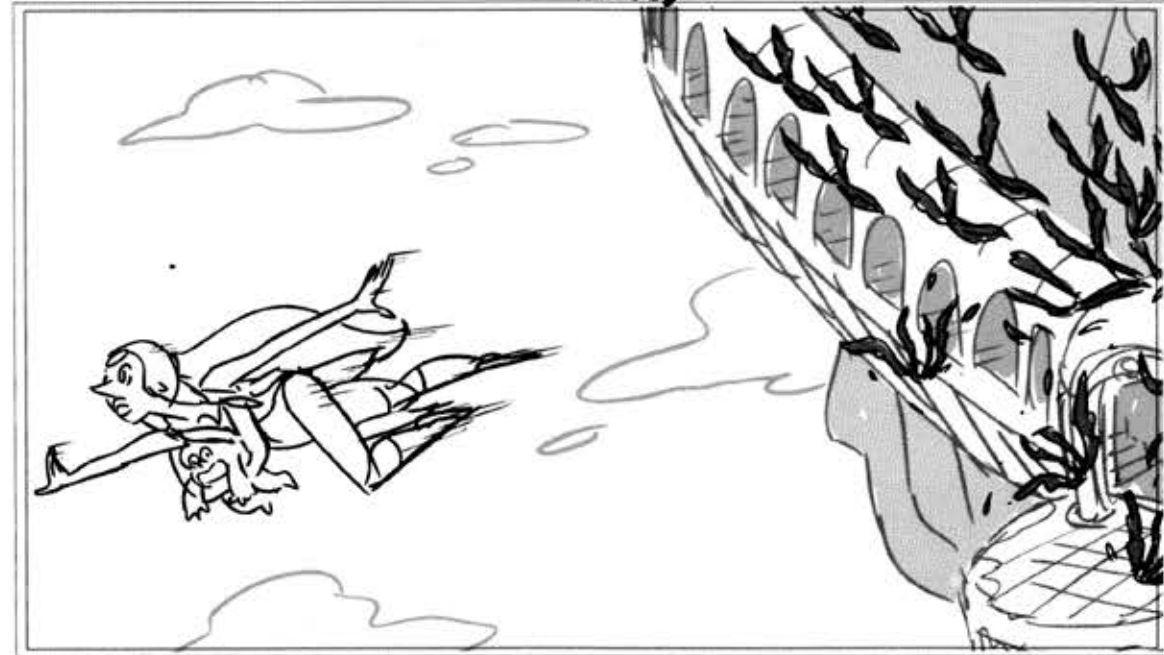
Slugging
0.05

JUN 2 6 2013
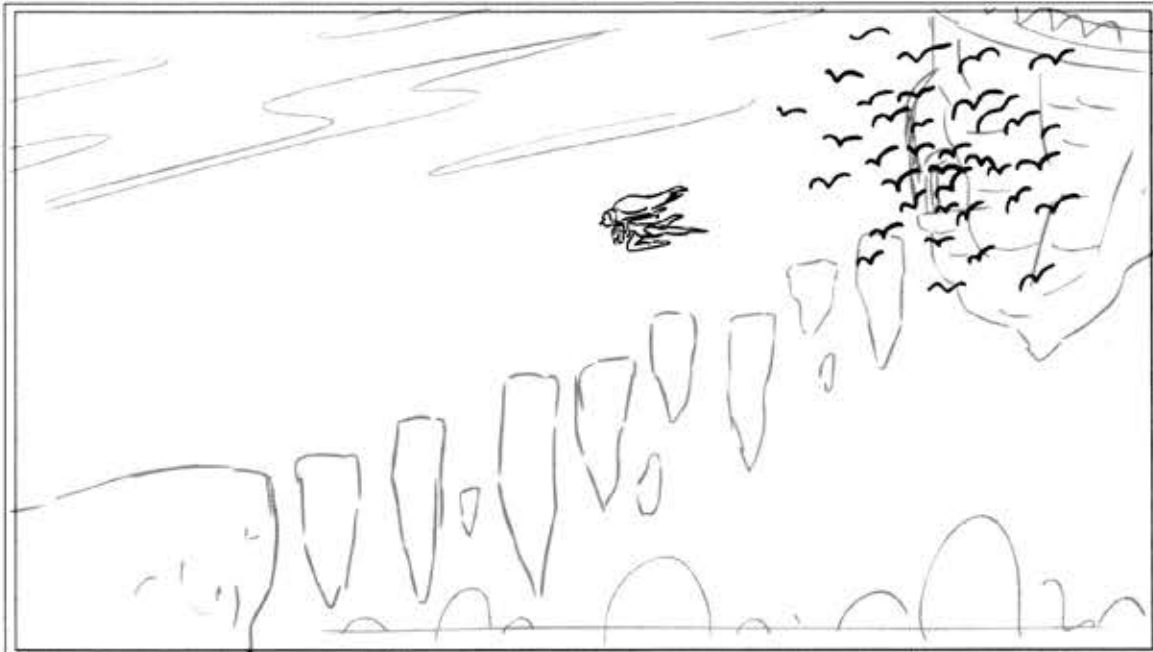
Scene		Panel	
	173		1

Slugging
0.06

Scene		Panel	
	173 CONT		2

Slugging
0.06

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
174	1

Scene	Panel
174 CONT	2

Dialogue
STEVEN screaming!

Action Notes
Background pans behind STEVEN and OPAL

Slugging
Panels 1 + 2 x 2 = 0.08

Total frames: 1.08

✱ HAIR AND SHIRT WILDLY FLAPPING.

JUN 2 6 2013

1020.010

Scene	Panel
175	1
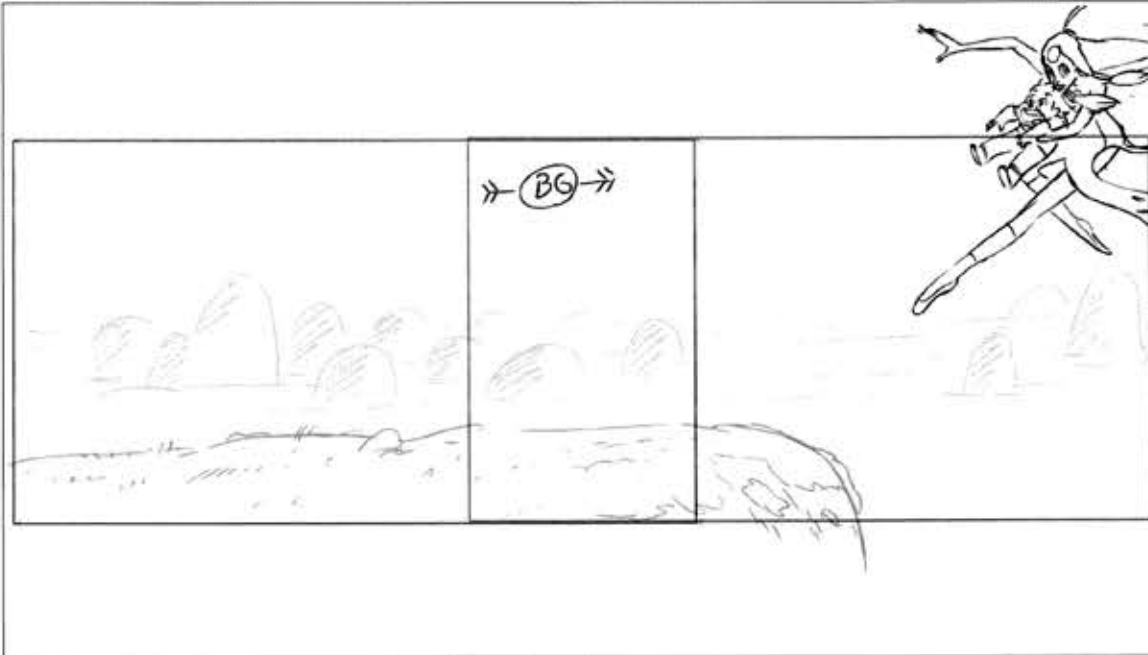
Action Notes
Background moves screen left to right.

Slugging
ADJ: 0.02

Scene	Panel
175 CONT	2
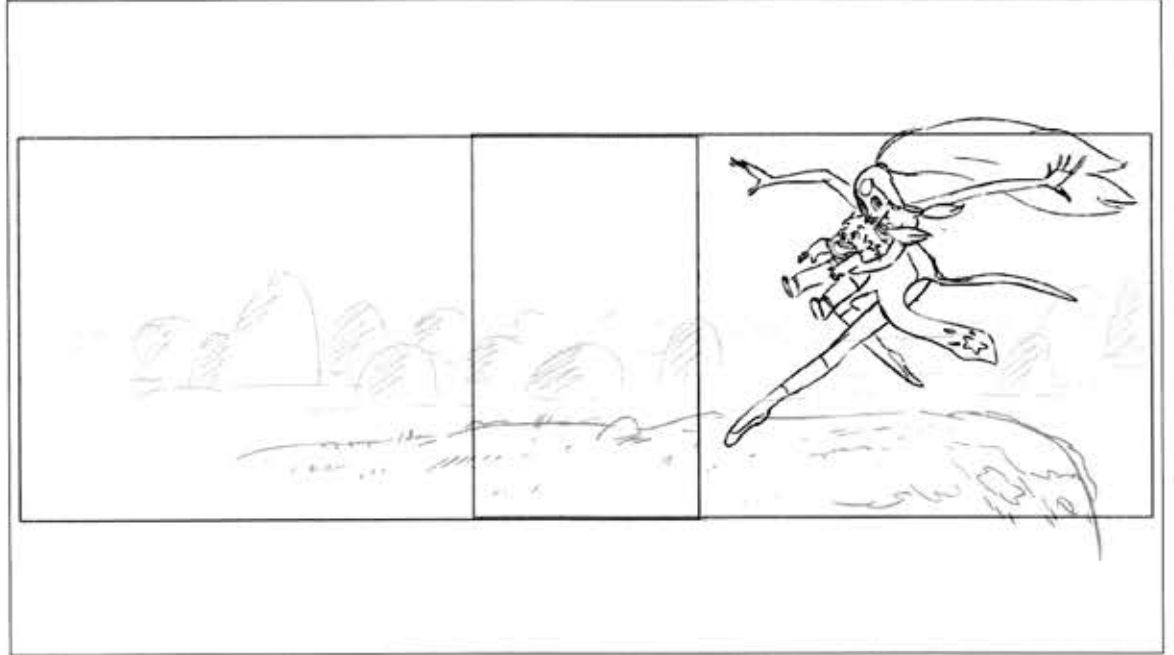
Action Notes
Background moves screen left to right.

Slugging
ADJ: 0.02

JUN 2 6 2013

Scene	Panel
175 CONT	3
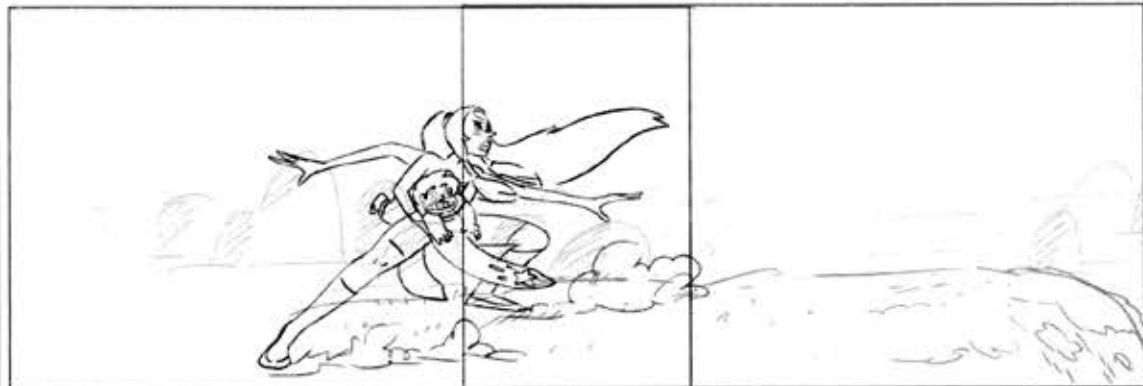
Action Notes
Background moves screen left to right.

Slugging
ADJ: 0.05

Scene	Panel
175 CONT	4

Action Notes
Background moves screen left to right.

Slugging
ADJ: 1.00

JUN 2 6 2013

Scene	Panel
176	1

Scene	Panel
176 CONT	2

Action Notes
OPAL and STEVEN continue to slide back

Slugging
Panels 1 + 2 = 0.04

Notes
H.U. Steven to previous scene.

Notes
H.U. Steven to previous scene.

JUN 26 20

1020.010

Scene		Panel
	176 CONT	3

S/A

Slugging
0.06

Scene		Panel
	176 CONT	4

S/A

Dialogue
OPAL: Stay low.

Action Notes
OPAL and STEVEN stop sliding

Opal puts steven down

Slugging
1.03

JUN 2 6 2013

1020.010

1020.010

Scene	Panel		Scene	Panel	
176 CONT		5	176 CONT		6

S/A

Slugging
0.12

S/A

Slugging
0.13

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
177	1
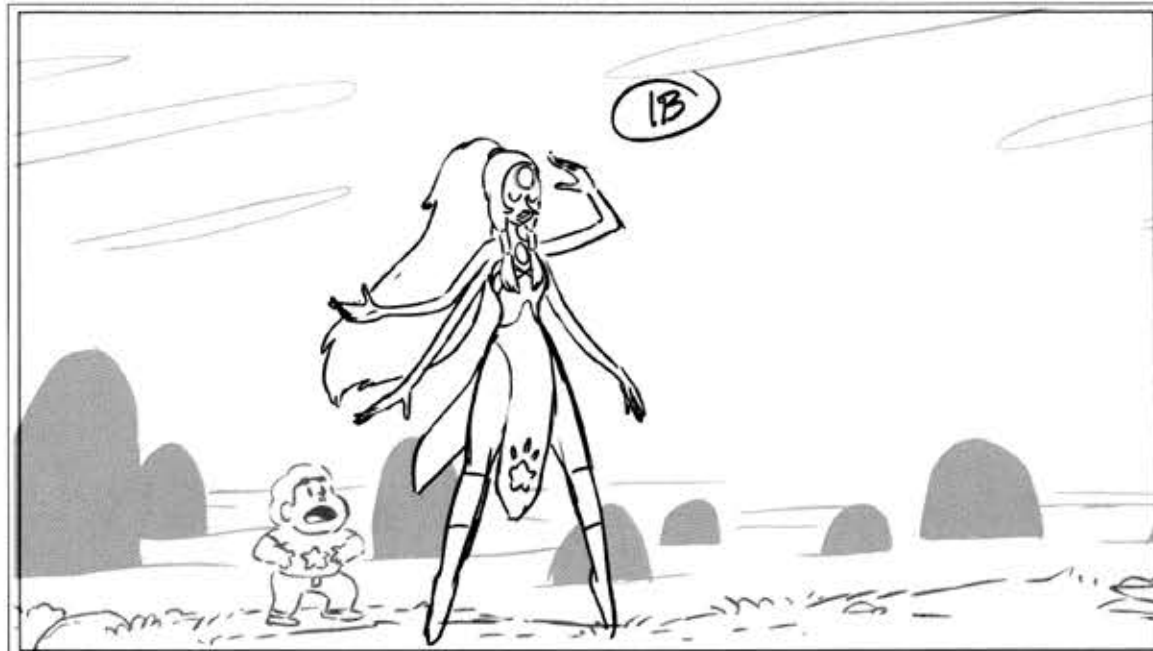
Action Notes
bg pans slightly

Slugging
0.08

Scene	Panel
177 CONT	2
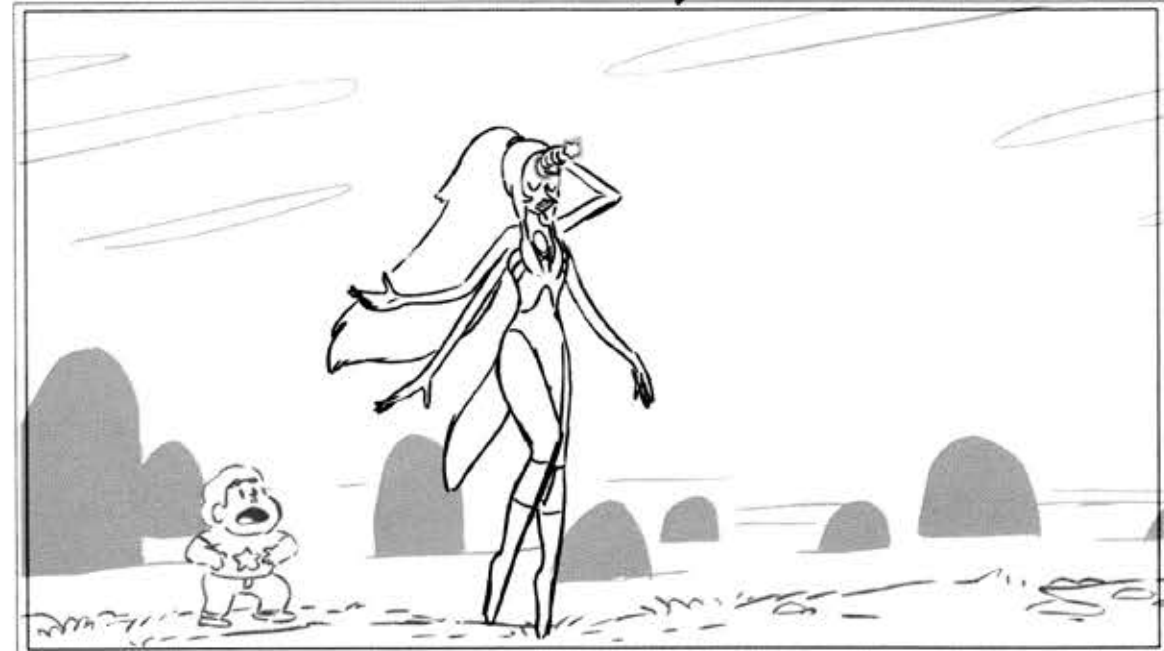
Slugging
0.08

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel	
	177 CONT	3

Slugging
0.08

Scene	Panel	
	177 CONT	4

Slugging
0.07

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
177 CONT	5

Action Notes
Opal usees both here left arms to spin the staff

Slugging
0.08

Scene	Panel
177 CONT	6

Slugging
0.08

JUN 26 2013
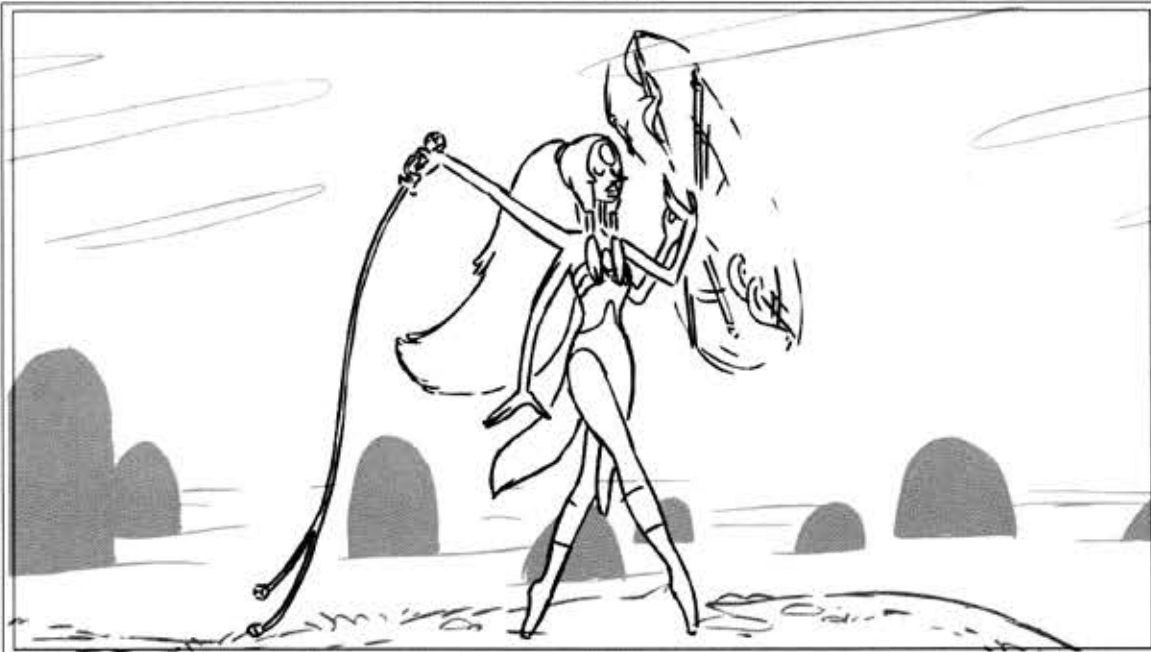
Scene	Panel
177 CONT	7

Slugging
0.08

Scene	Panel
177 CONT	8

Slugging
0.07

JUN 2 6 2013

Scene	Panel		Scene	Panel	
177 CONT		9	177 CONT		10

Slugging
0.08

Slugging
0.08

JUN 2 6 2013

Scene	Panel	
177 CONT		11
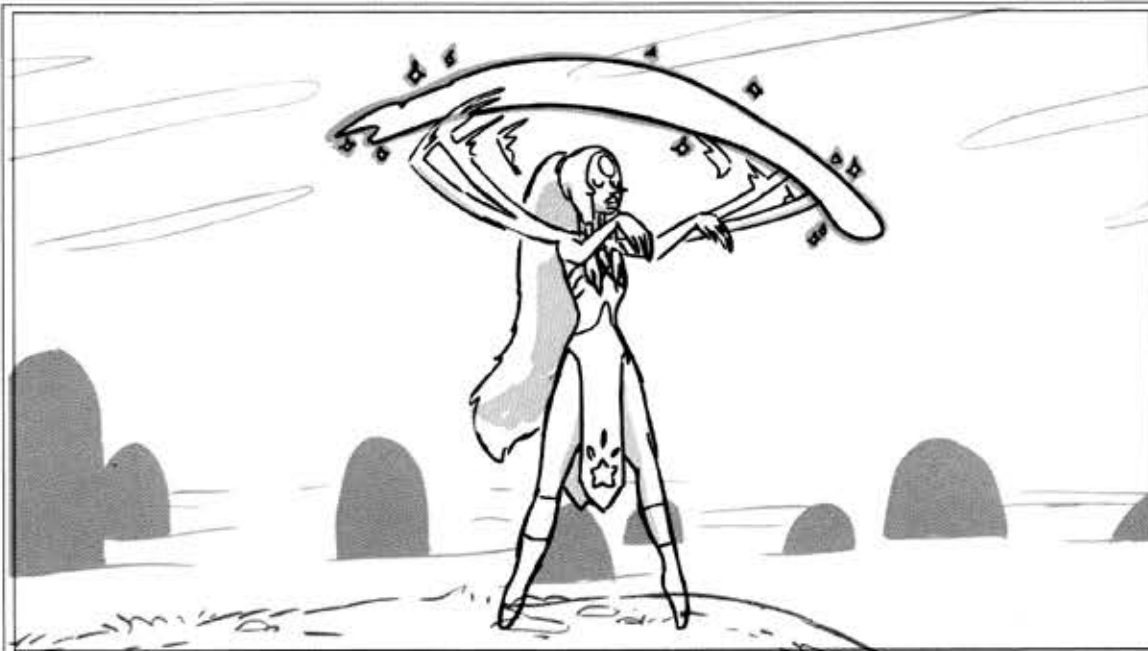
Slugging
0.04

Scene	Panel	
177 CONT		12
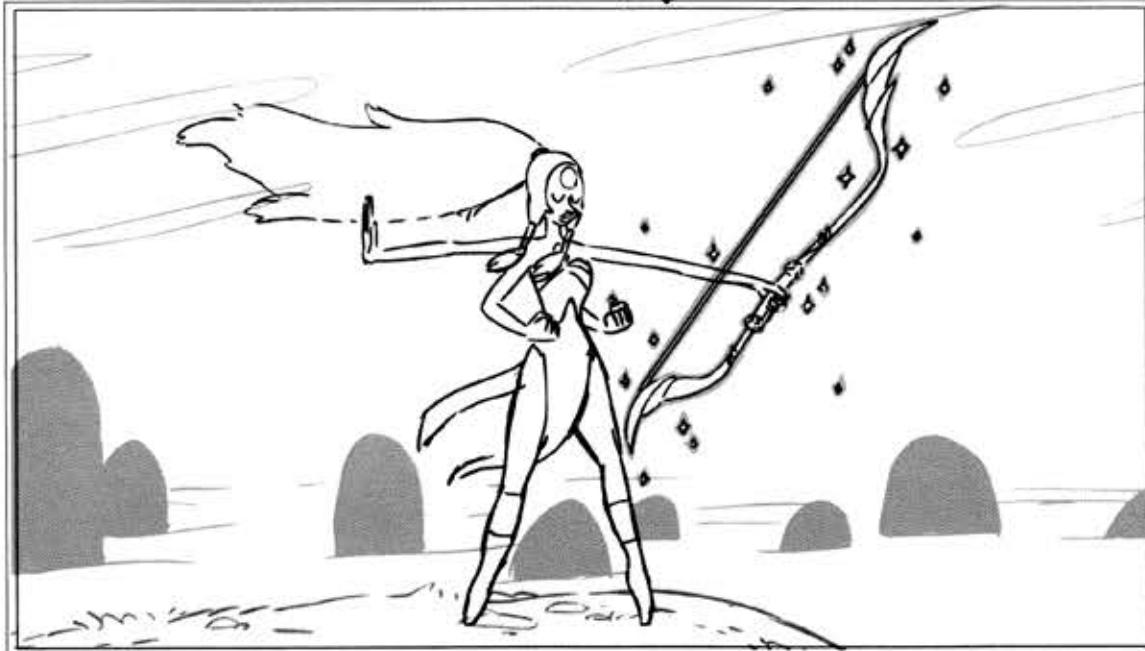
Slugging
0.04

JUN 2 6 201.

1020.010
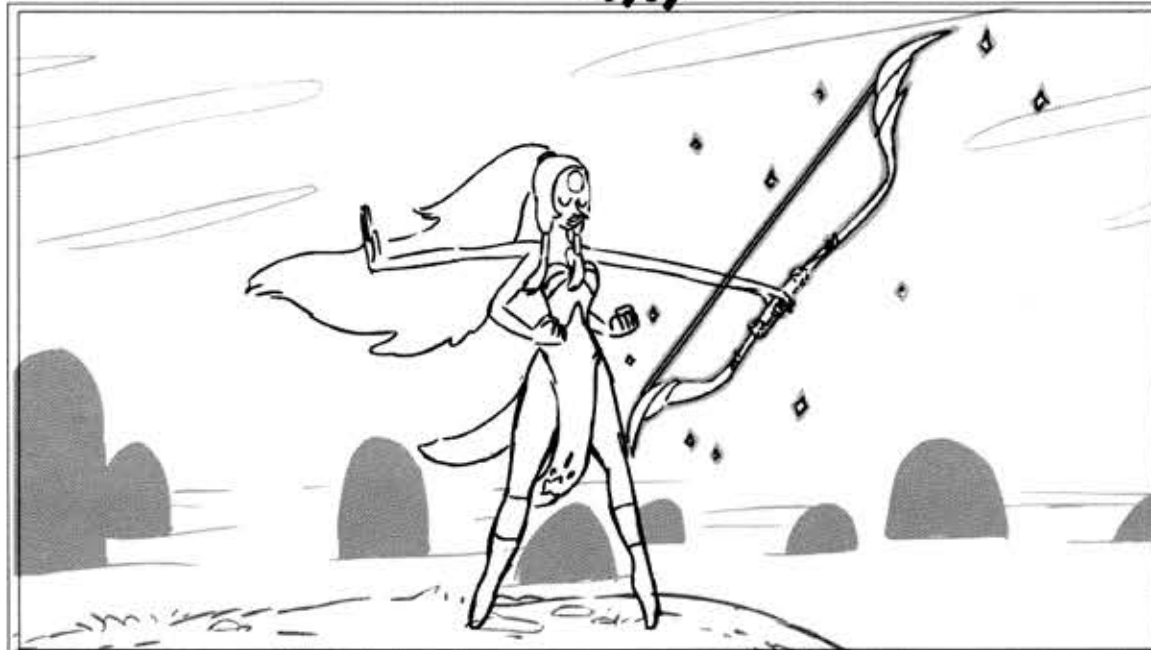
1020.010

1020.010

Scene	Panel		Scene	Panel	
	177 CONT	13		177 CONT	14

Slugging
0.08

Slugging
0.11

JUN 2 6 2013

Scene	Panel
178	1

1A BIRDS

Action Notes
Birds are approaching

Slugging
0.08

1B BIRDS

Scene	Panel
178 CONT	2

Action Notes
Birds are approaching

Slugging
0.11

JUN 26 2013

1020.010

1020.010

1020.010

Scene	Panel
178 CONT	3

Slugging
0.04

Scene	Panel
179	1

Slugging
0.04

JUN 2 6 2013

Scene	Panel
179 CONT	2

Slugging
0.04

Scene	Panel
179 CONT	3

Pos B   Pos A
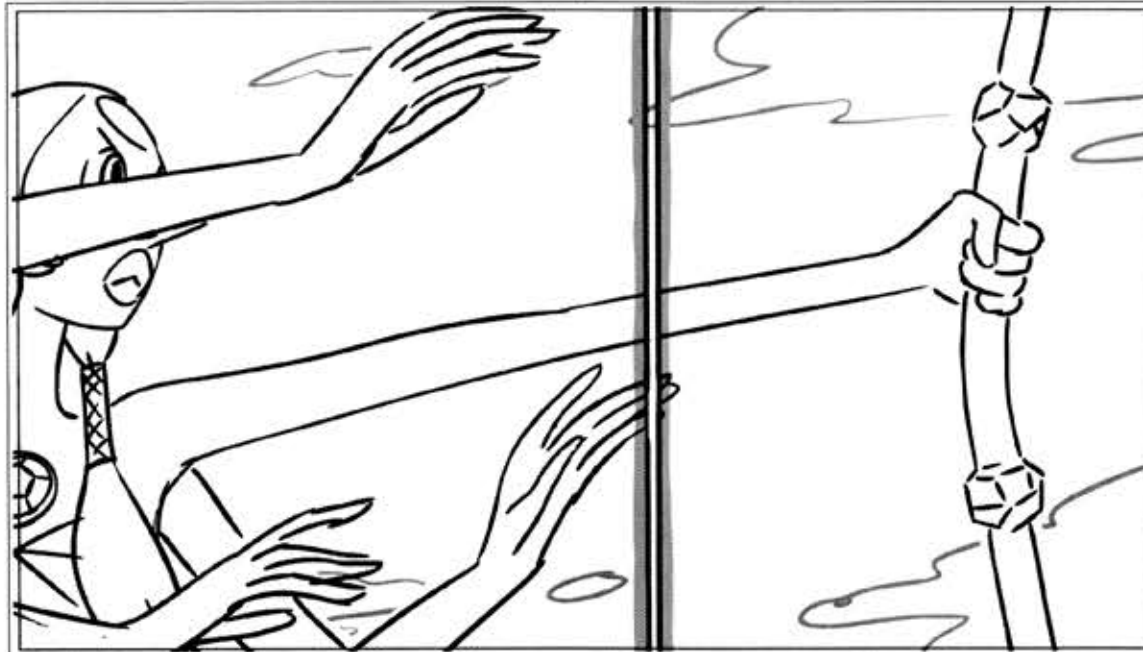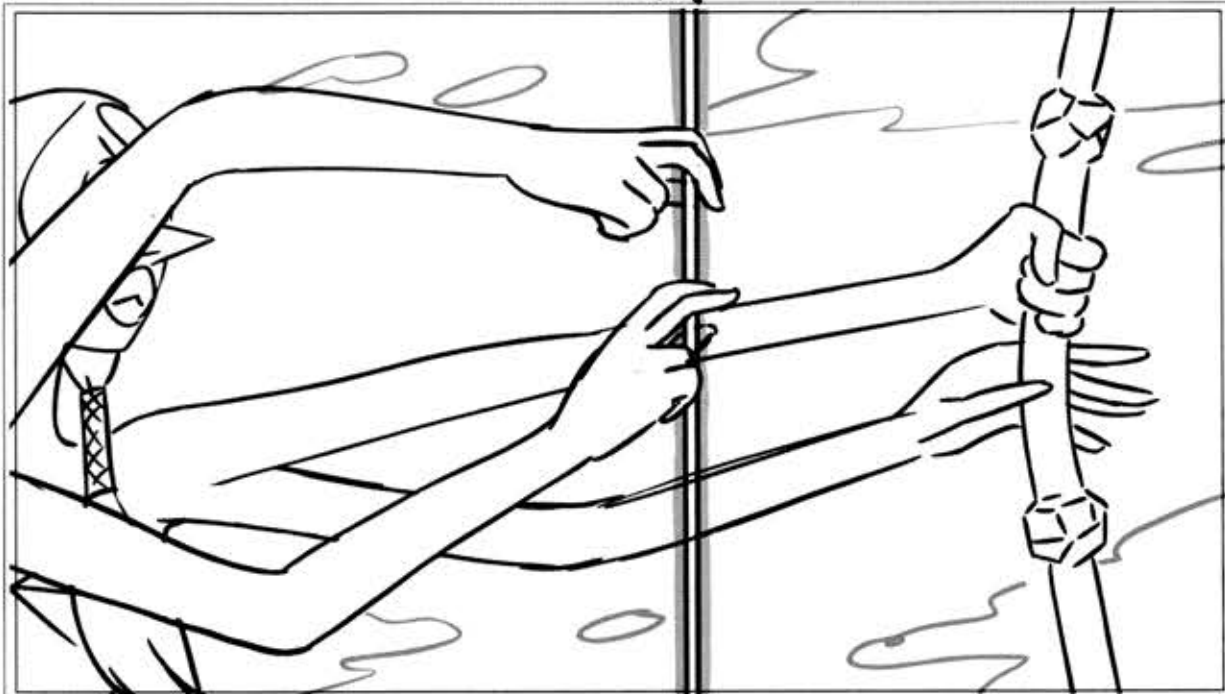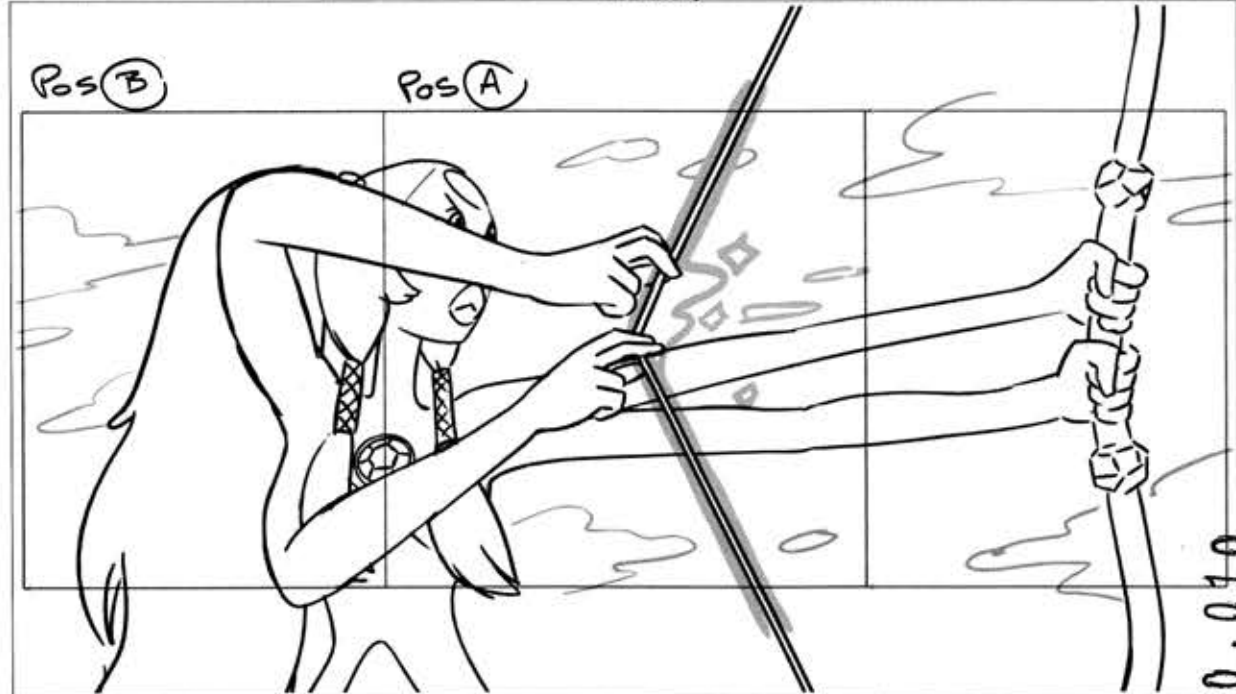
Slugging
Panels 3 + 4 =
ADJ: 2.04
Then HOLD: 0.12

JUN 2 6 2013

Scene	Panel
179	4

Scene	Panel
180	1
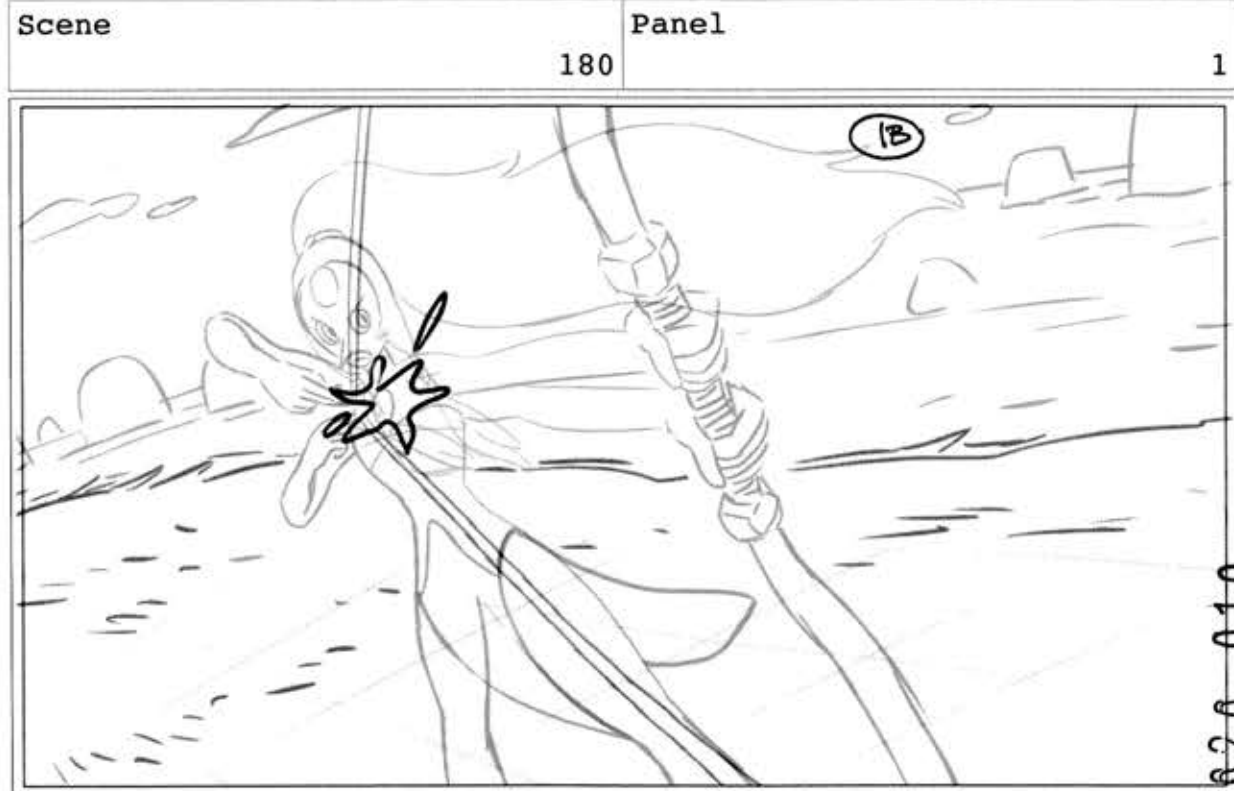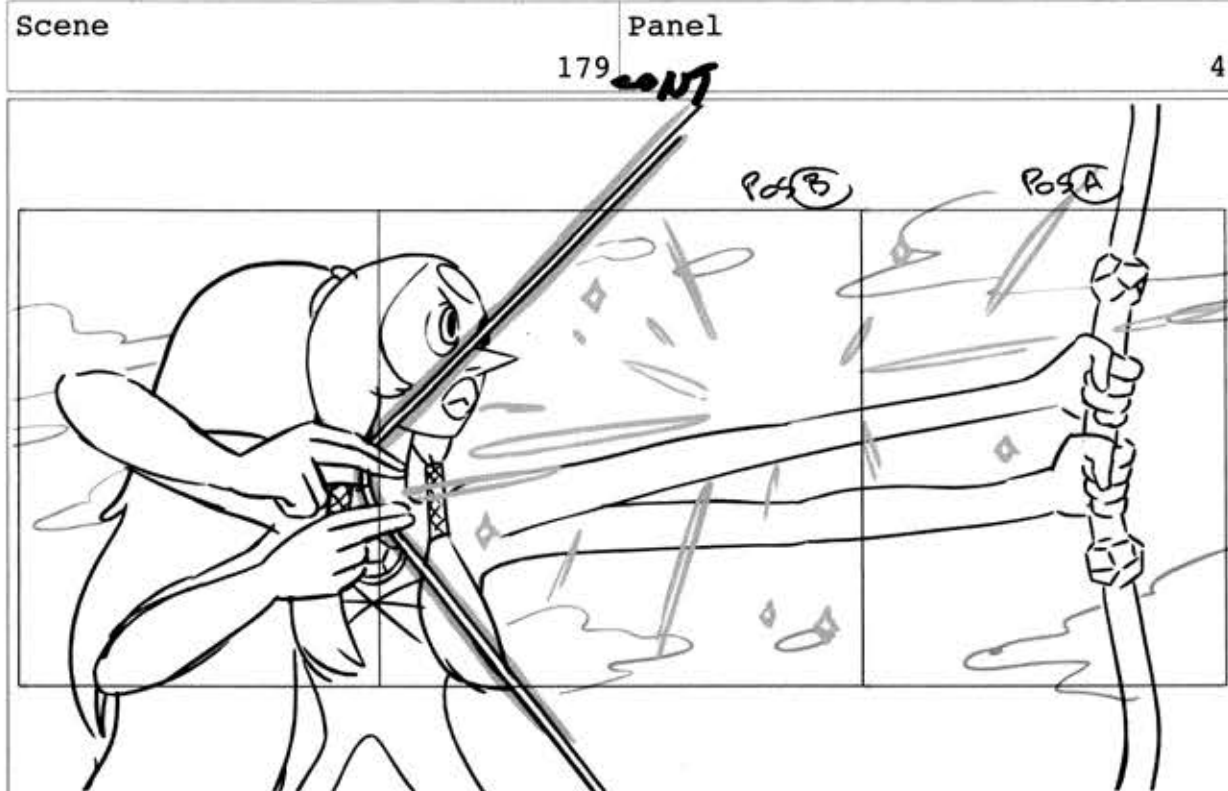
Slugging
Panels 1 to 18 = 4.03

JUN 2 6 2013

Scene	Panel	
	180 CONT	2

Scene	Panel	
	180 CONT	3

JUN 2 6 2013

Scene	Panel	Scene	Panel
180 CONT	4	180 CONT	5

JUN 2 6 2013

Scene	Panel
180 CONT	6

Scene	Panel
180 CONT	7

JUN 2 6 2012

Scene	Panel		Scene	Panel	
	180 CONT	8		180 CONT	9

JUN 2 6 2013

1020·010

1020·010

1020·010

Scene	Panel		Scene	Panel	
180	CONT	10	180	CONT	11

36
S/A

36
S/A

JUN 2 6 2013

Scene		Panel	
	180 CONT		12

Scene		Panel	
	180 CONT		13

1020.010

1020.010

1020.010

Scene	Panel		Scene	Panel	
180 *CONT*		14	180 *CONT*		15
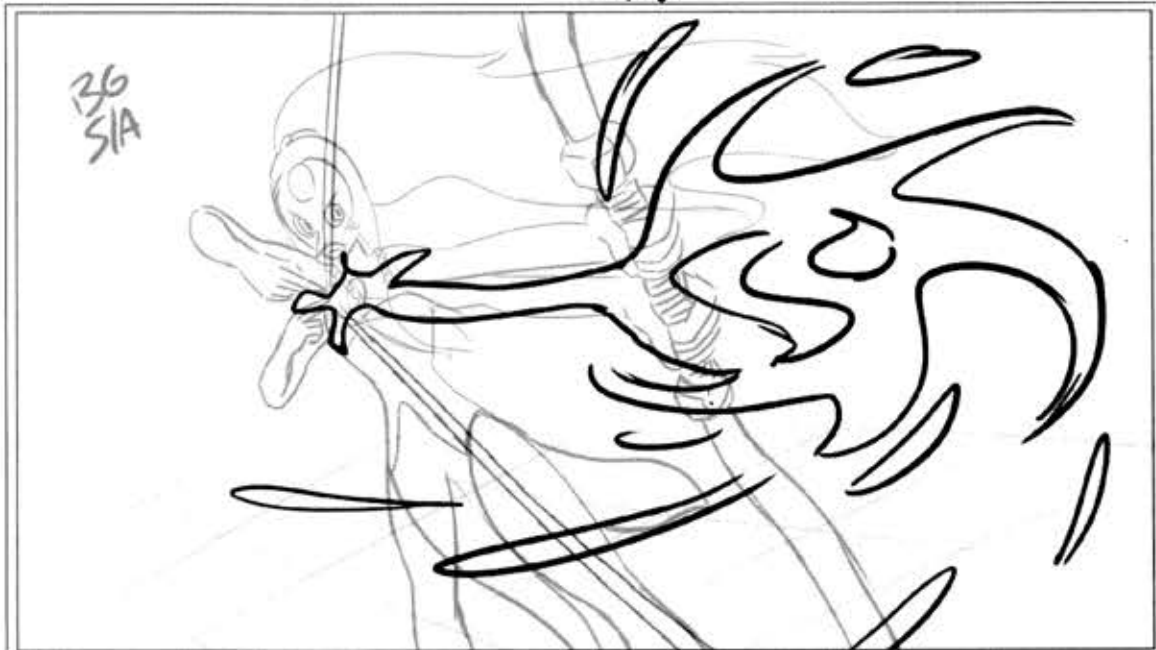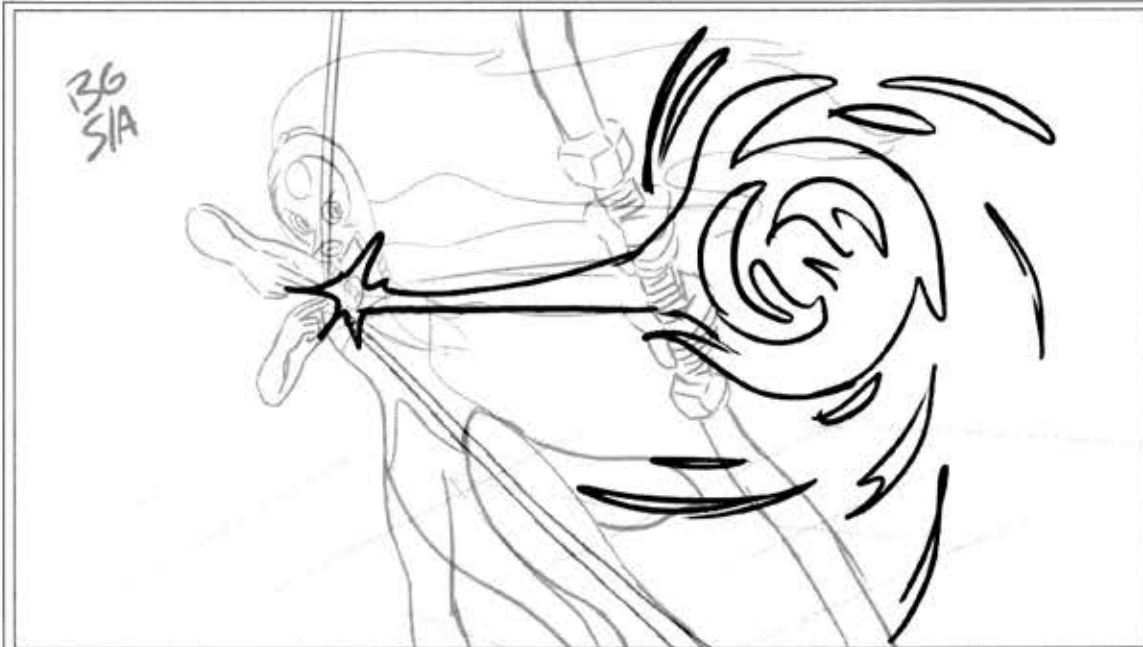
Scene		Panel		Scene		Panel	
180		CONT	16	180		CONT	17

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
180 CONT	18

POS B

36
SIA

Scene	Panel
181	1

POS A

Action Notes
wind spins around opal as she prepares to fire

Slugging
ADJ: 0.08

Camera ADJ through panels 1 to 5.

JUN 2 6 2013

i020.010

Scene	Panel
181 CONT	2
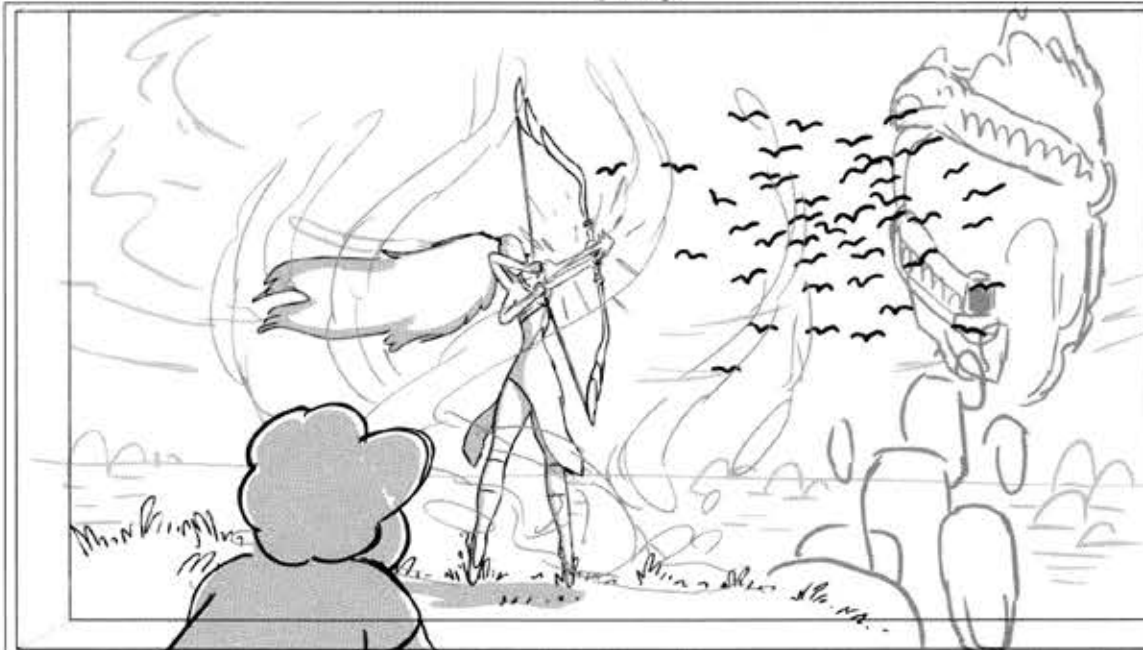
Slugging
ADJ: 0.12

Scene	Panel
181 CONT	3
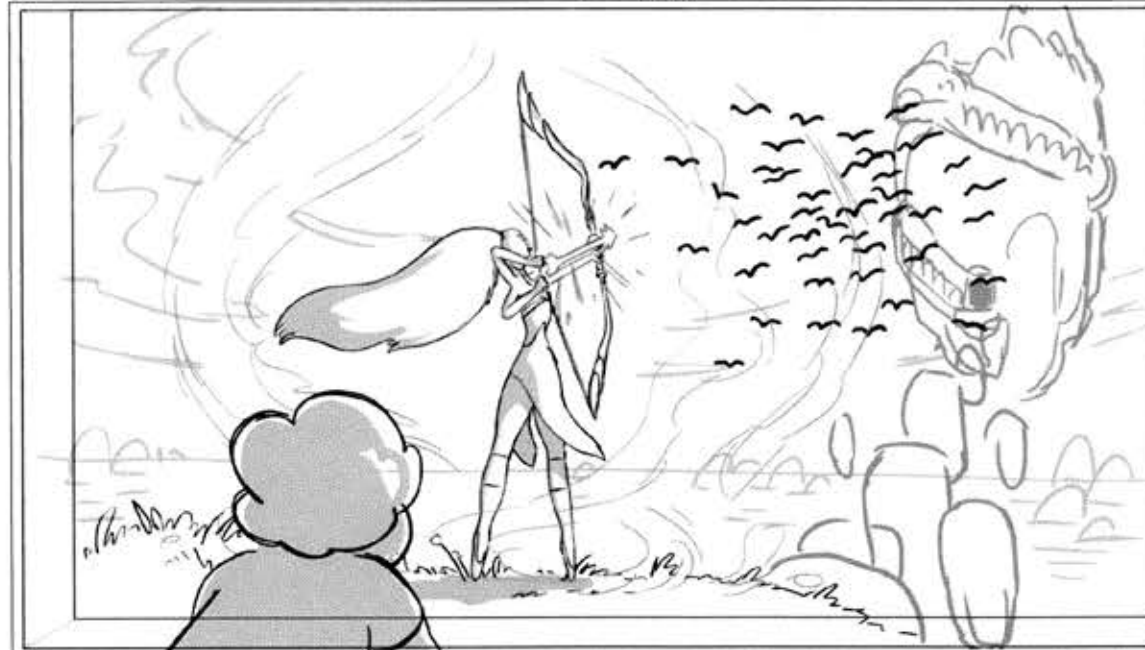
Slugging
ADJ: 0.10

JUN 2 6 2013

Scene		Panel
181 CONT		4
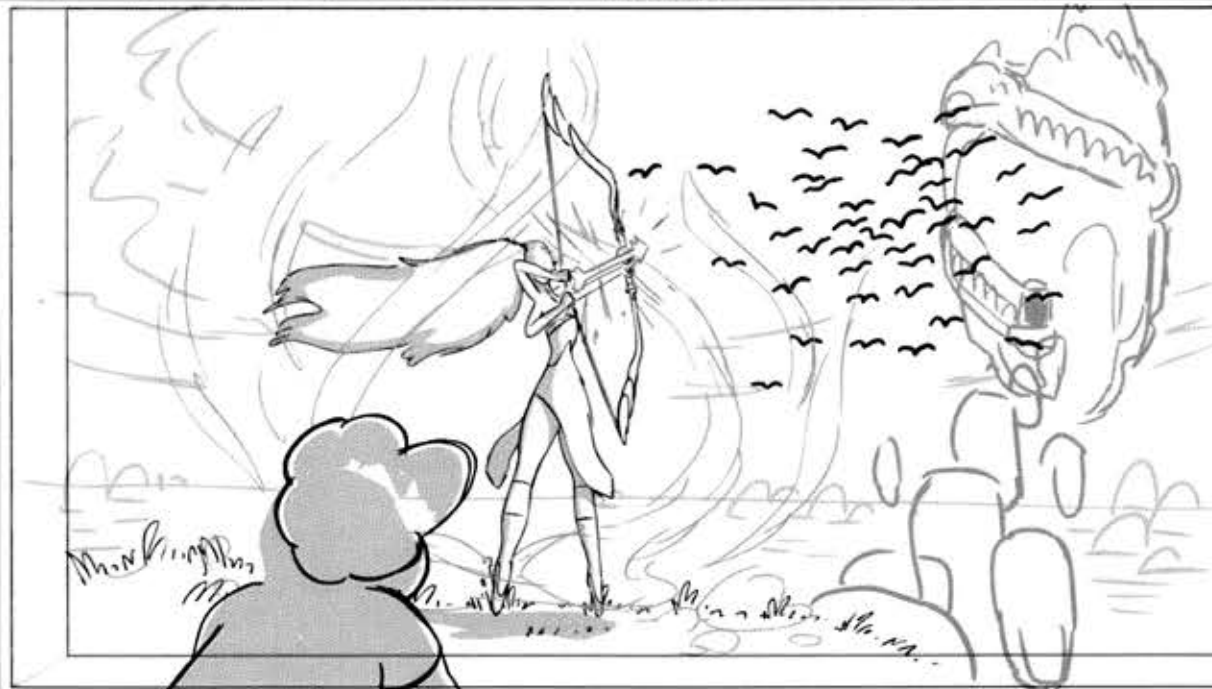
Slugging
ADJ: 0.06

Scene		Panel
181 CONT		5

Slugging
ADJ: 0.09

5A
BIRDS
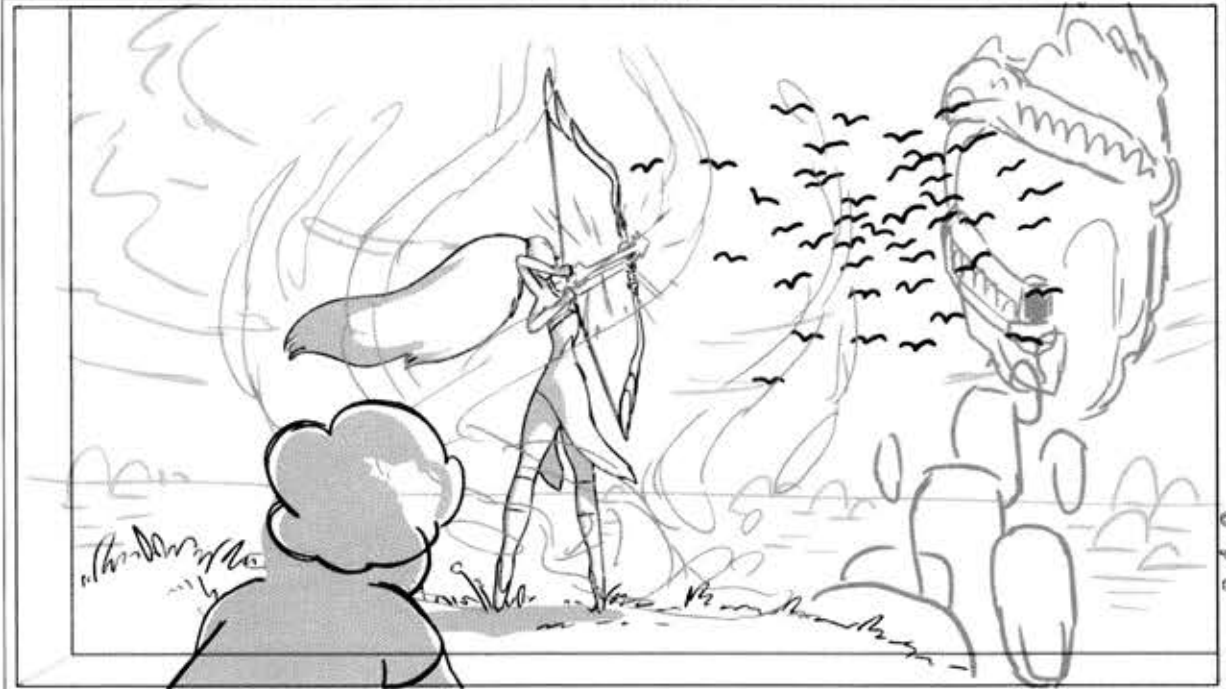
JUN 26 2013

Scene		Panel	
	182		1

Scene		Panel	
	182 CONT		2

Action Notes
Cycle A & B

Slugging
Panels 1 + 2 x 4 = 0.10

Total frames for cycle: 2.08

JUN 2 6 2013

1020.010

1020.010

Scene	Panel		Scene	Panel
182 CONT	3		182 CONT	4

Action Notes
Cycle A & B

JUN 2 6 2012

1020.010

Scene	Panel	Scene	Panel
183	1	183 CONT	2
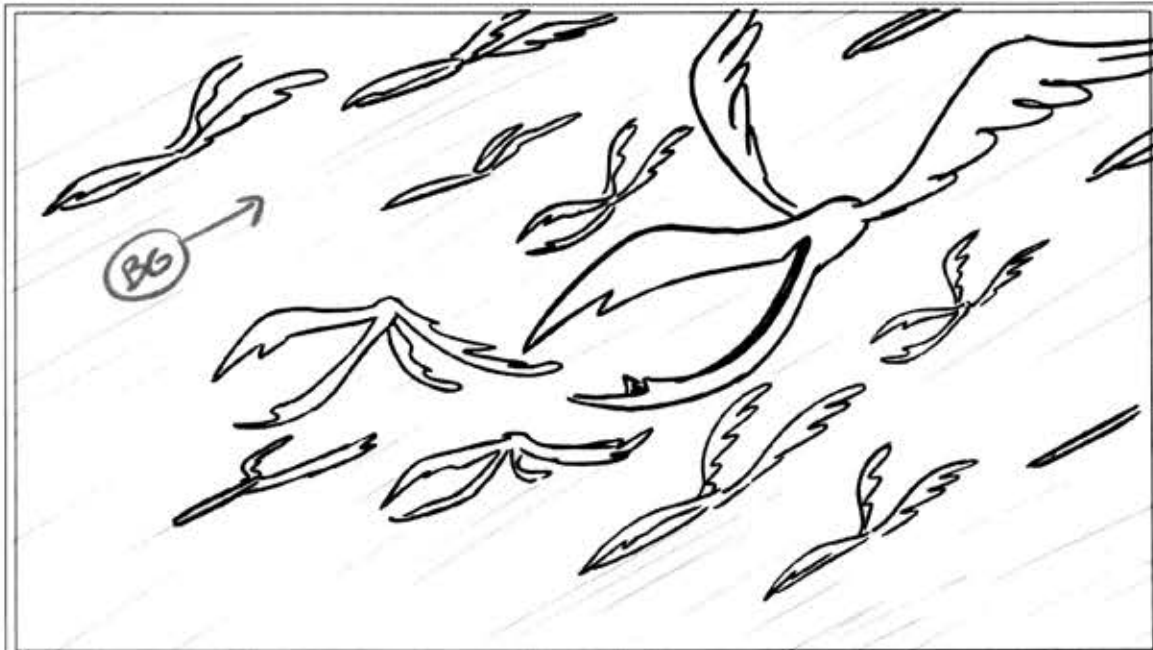
Slugging
Panels 1 + 2 x 3 = 0.08

Total frames for cycle: 1.08
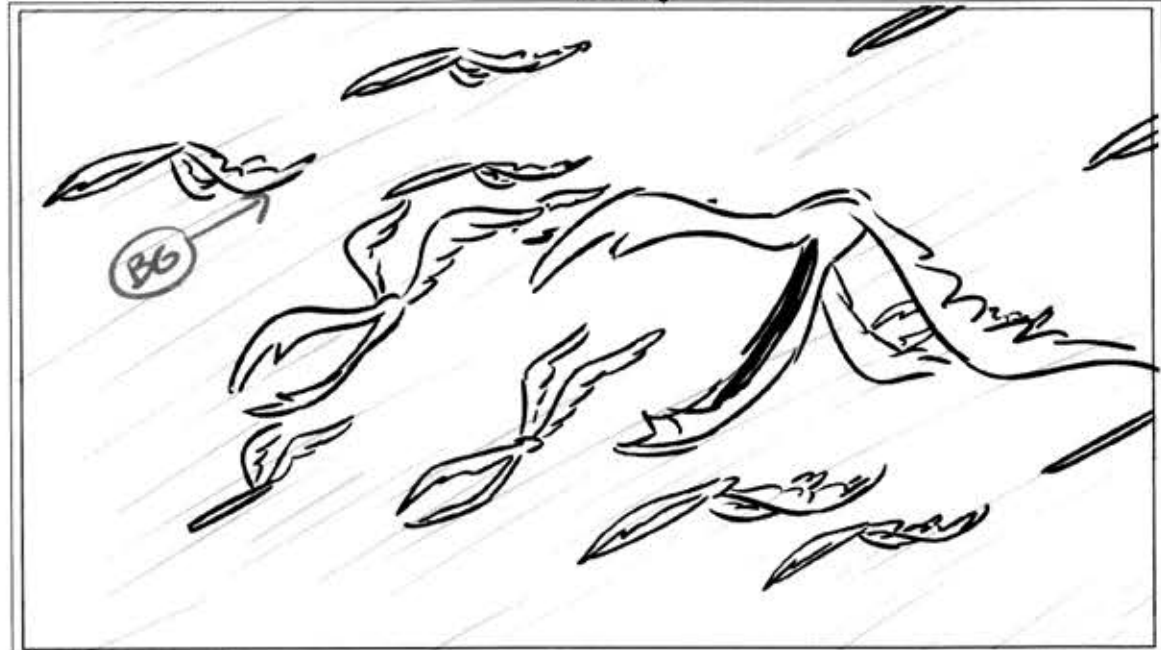
JUN 26 2013
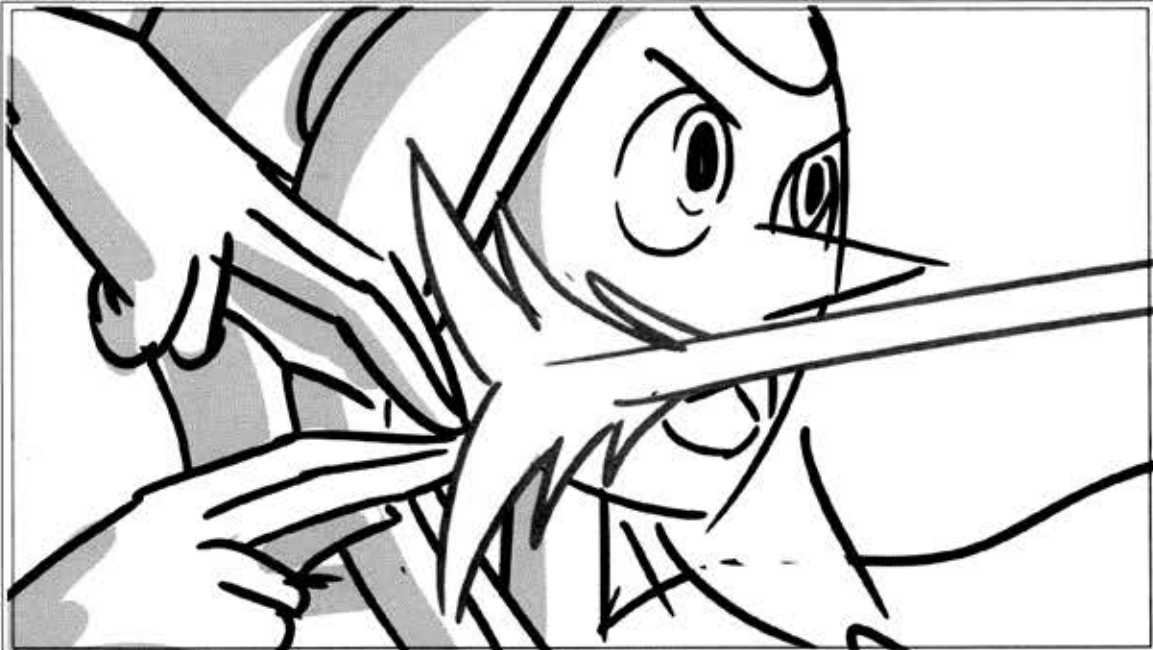
Scene		Panel	
	184		1

Slugging
1.04

Scene		Panel	
	184 CONT		2

Action Notes
Opal releases arrow

Slugging
0.04

JUN 2 6 2013

Scene	Panel
185	1

Slugging
0.04

Scene	Panel
185 CONT	2
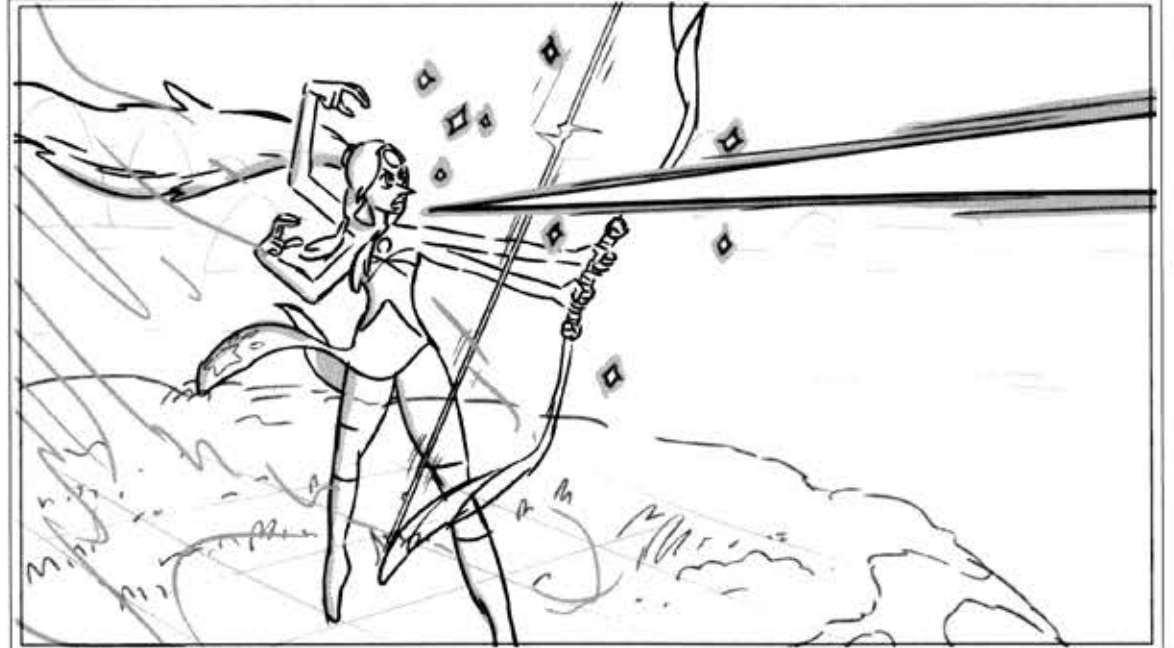
Slugging
0.13

JUN 26 2013

Scene	Panel
186	1

Slugging
0.04

Scene	Panel
186 CONT	2
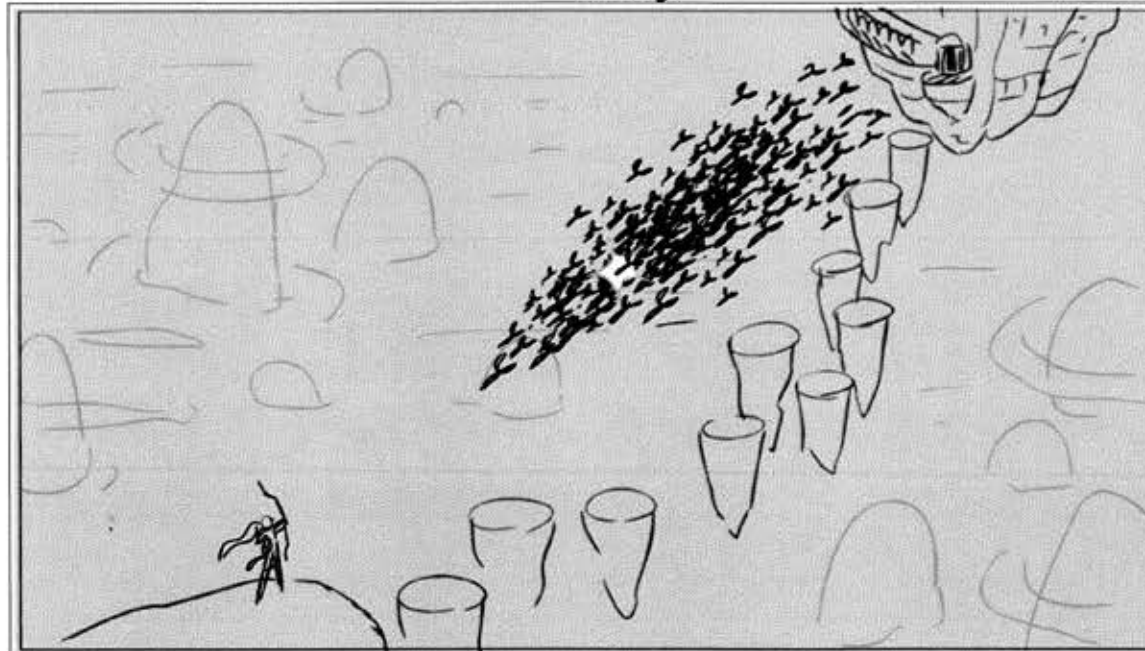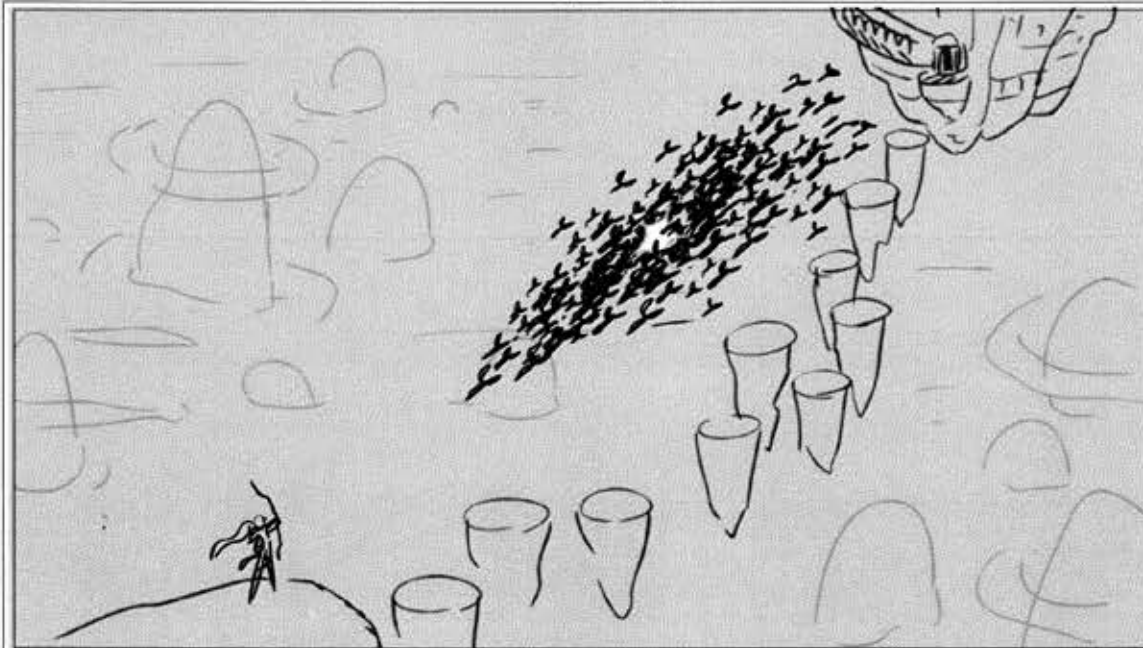
Slugging
0.04

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
186 CONT	3

Slugging
1.03

Scene	Panel
186 CONT	4

Slugging
1.06
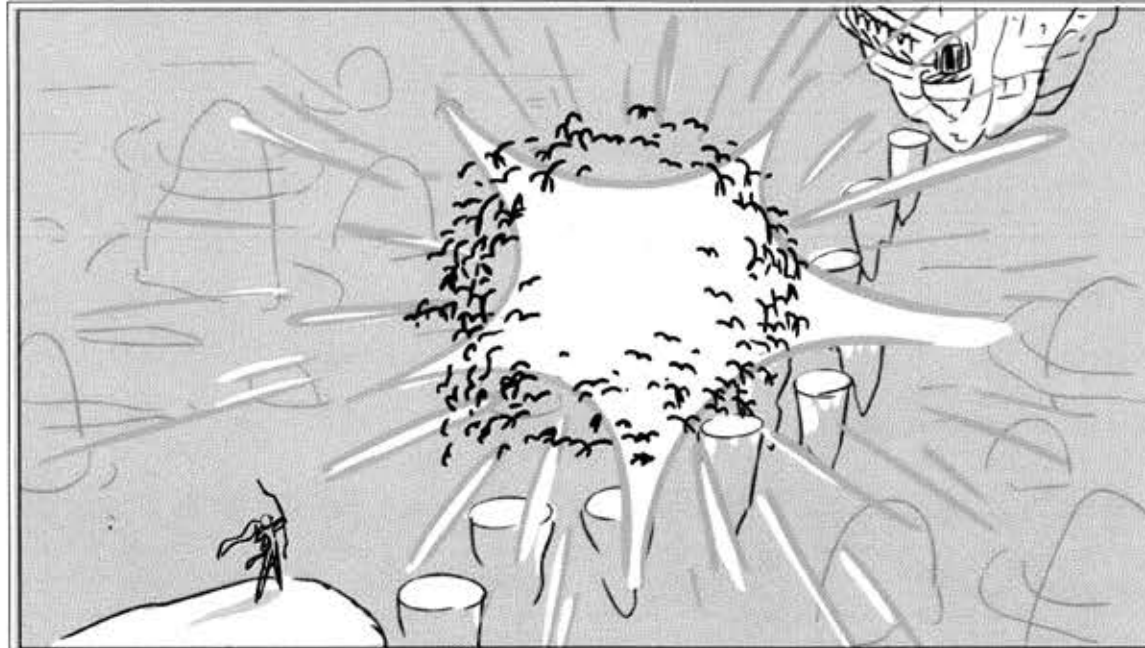
JUN 2 6 2013

1020·010

1020·010

1020·010

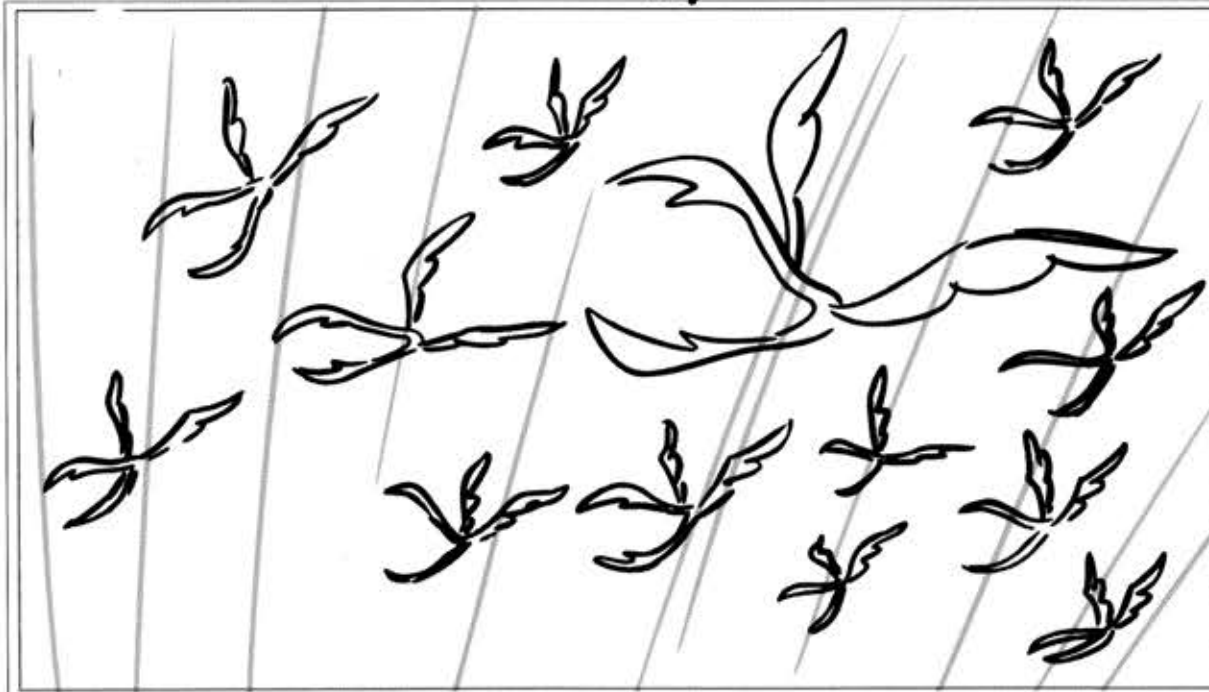| Scene	Panel
187	1

Scene	Panel
187 CONT	2

Action Notes
beams of light pierce the birds over and over

Slugging
Panels 1 + 2 x 2 = 0.08
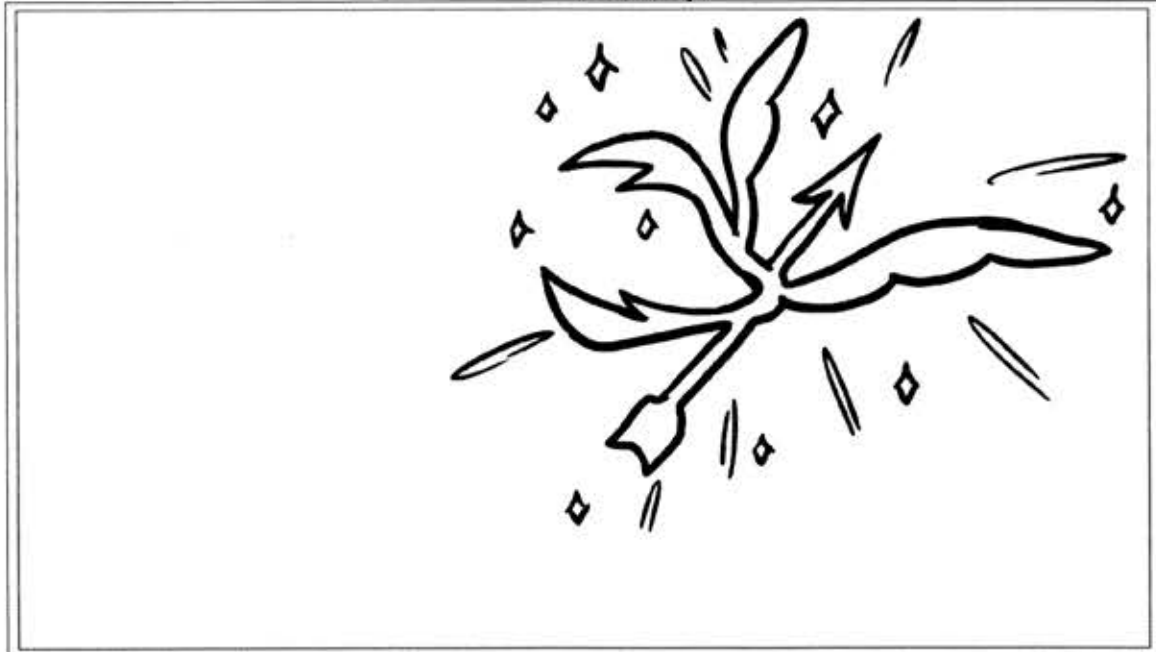
Total frames for cycle: 1.00

JUN 2 6 2013

1020.010

Scene	Panel	Scene	Panel
187 CONT	3	187 CONT	4

Slugging
1.05

Slugging
0.03

JUN 2 6 2013

Scene	Panel
187 CONT	5

Slugging
0.03

Scene	Panel
187 CONT	6

Slugging
0.04

JUN 2 6 2012

Scene	Panel
187 CONT	7
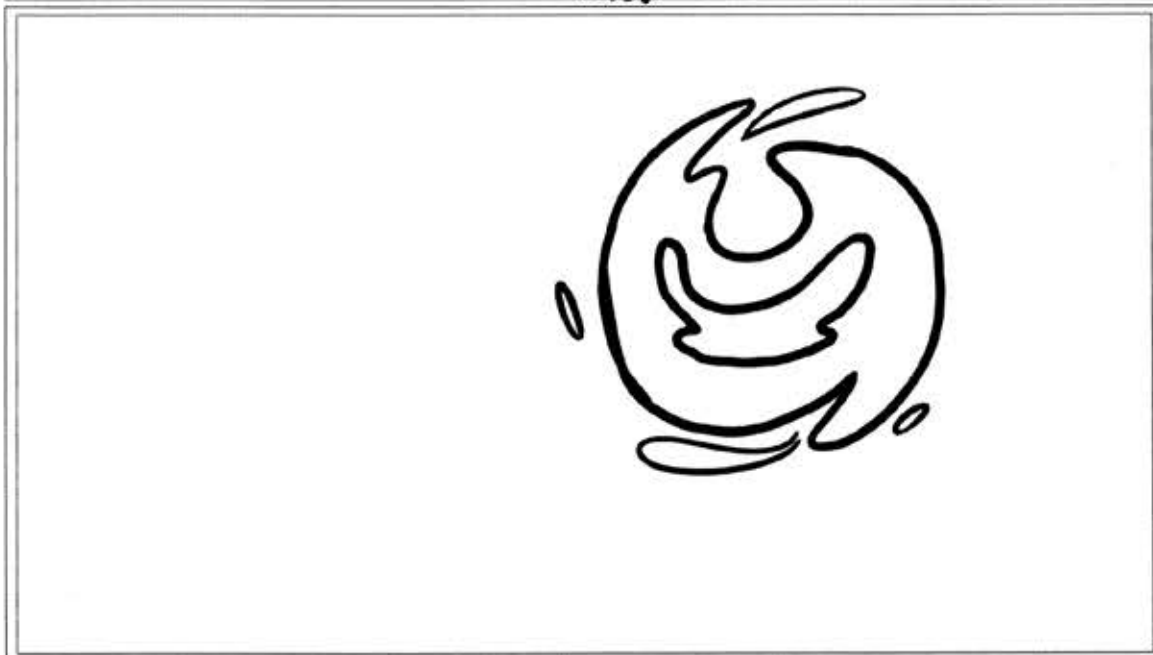
Slugging
0.03

Scene	Panel
187 CONT	8
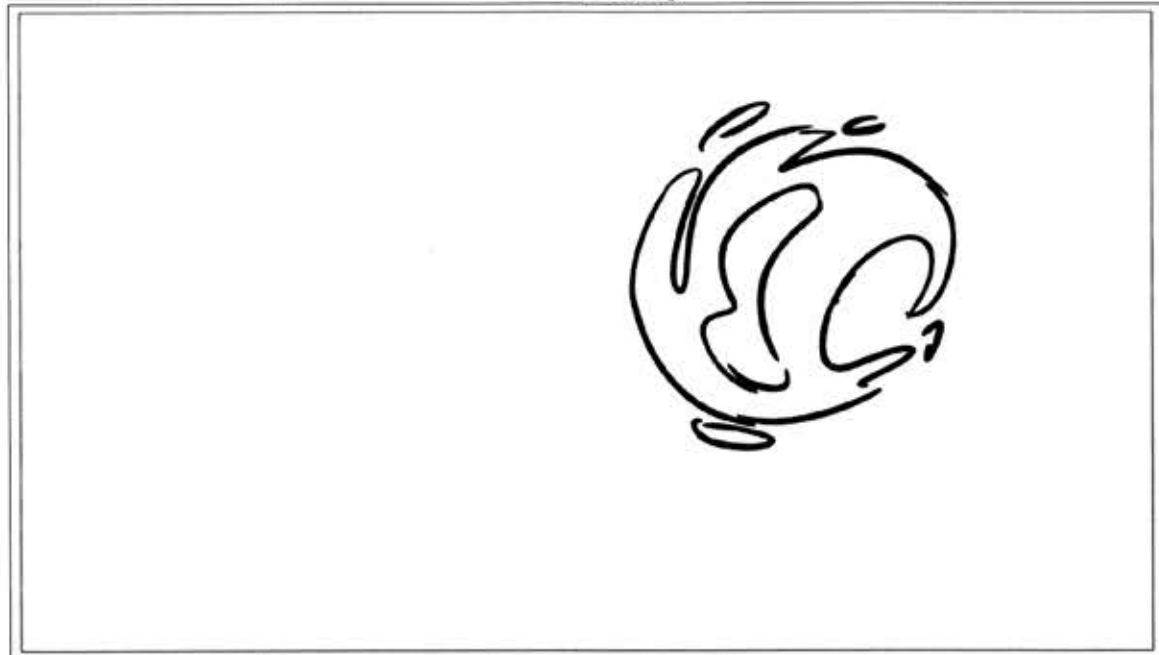
Slugging
0.02

JUN 2 6 2013

Scene	Panel		Scene	Panel	
187 CONT	9		187 CONT	10	

s/A

Slugging
0.04

Slugging
0.15

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene		Panel	
	188		1

Scene		Panel	
POS (B)	188 CONT		2

Dialogue
(Beat)

Slugging
1.00
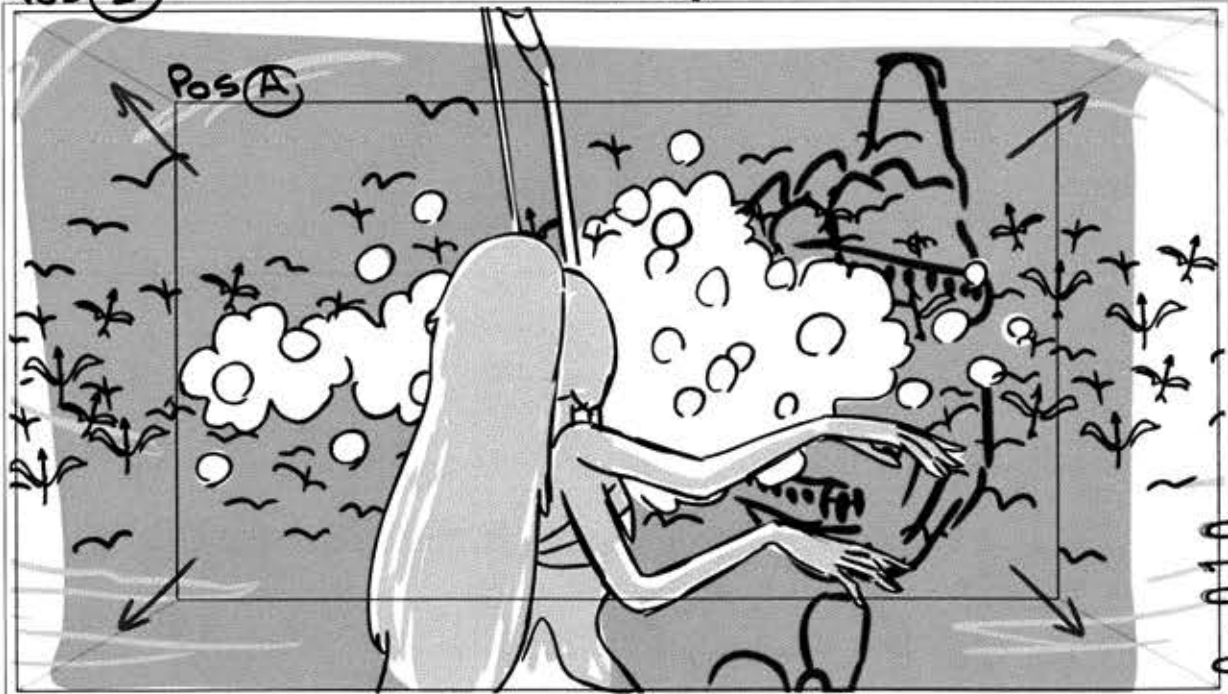
Action Notes
The rest of the birds bubble

Slugging
Panels 1 + 2 =
ADJ: 0.04

JUN 2 6 2013

Scene	Panel
	188 CONT 3

Scene	Panel
	188 CONT 4
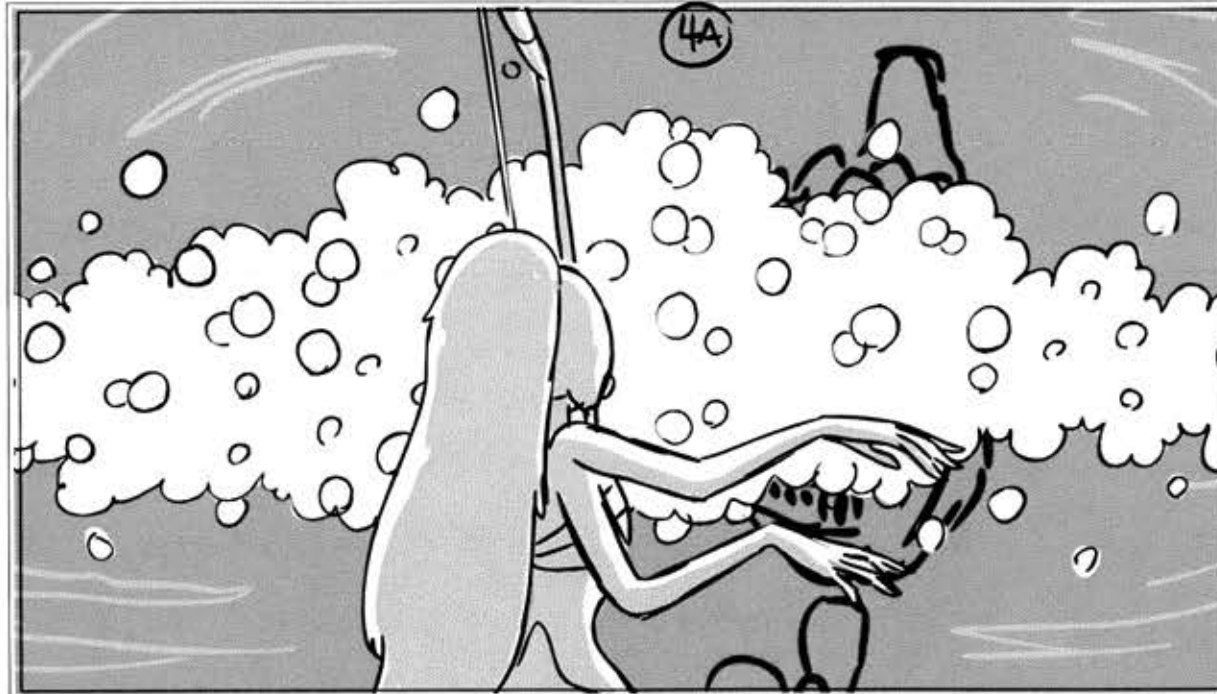
Slugging
3.00

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene		Panel	
	189		1
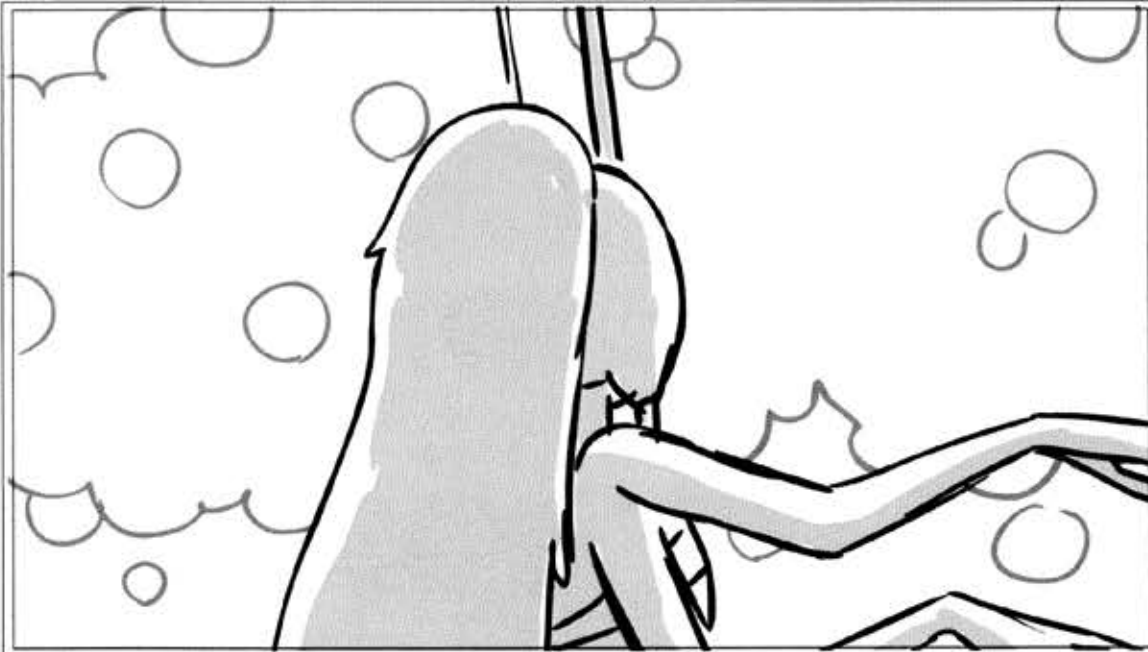
Slugging
Panels 1 + 2 = 0.14

Notes
H.U. Opal to previous scene, arms out to the side, bow to the left.

Scene		Panel	
	189 CONT		2
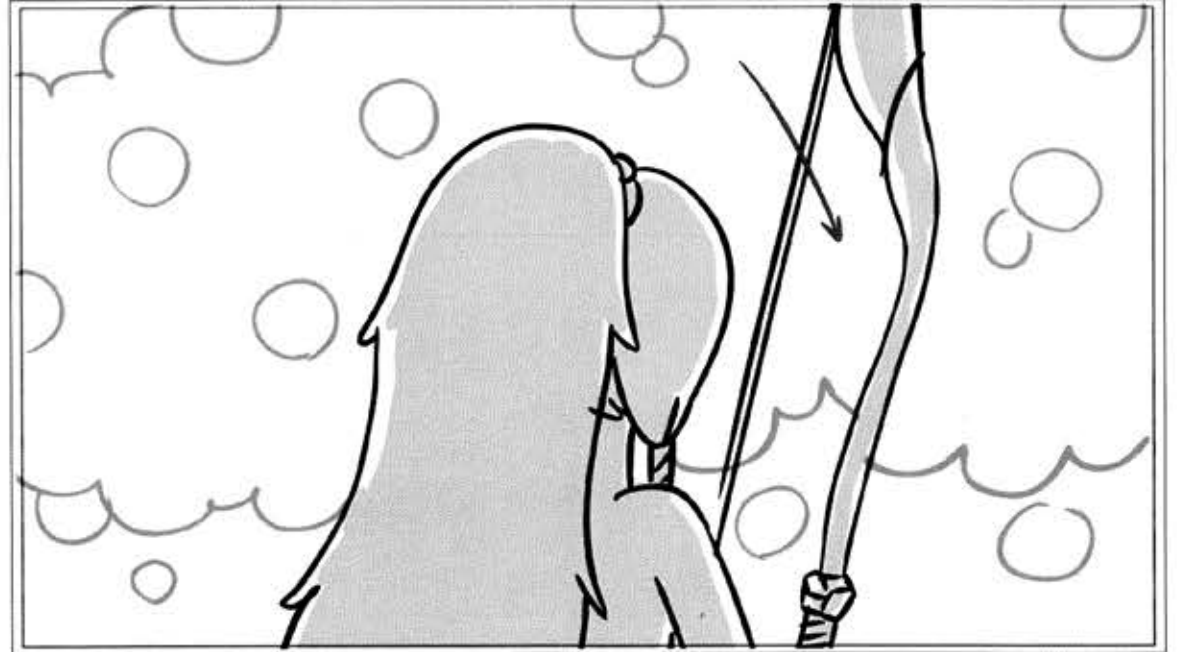
Notes
H.U. Opal to previous scene, arms out to the side, bow to the left.

JUN 2 6 2012

Scene	Panel
189 ~~CONT~~	3

Action Notes
bubbles begin warping away (see ref animation)

Slugging
0.11

Scene	Panel
189 ~~CONT~~	4

Slugging
1.02

JUN 2 6 2013

Scene	Panel
190	1

Slugging
1.10

Scene	Panel
190 cont	2

Slugging
0.13

JUN 2 6 2013

Scene	Panel		Scene	Panel
190 CONT	3		190 CONT	4

POS A → POS B

ADJ →
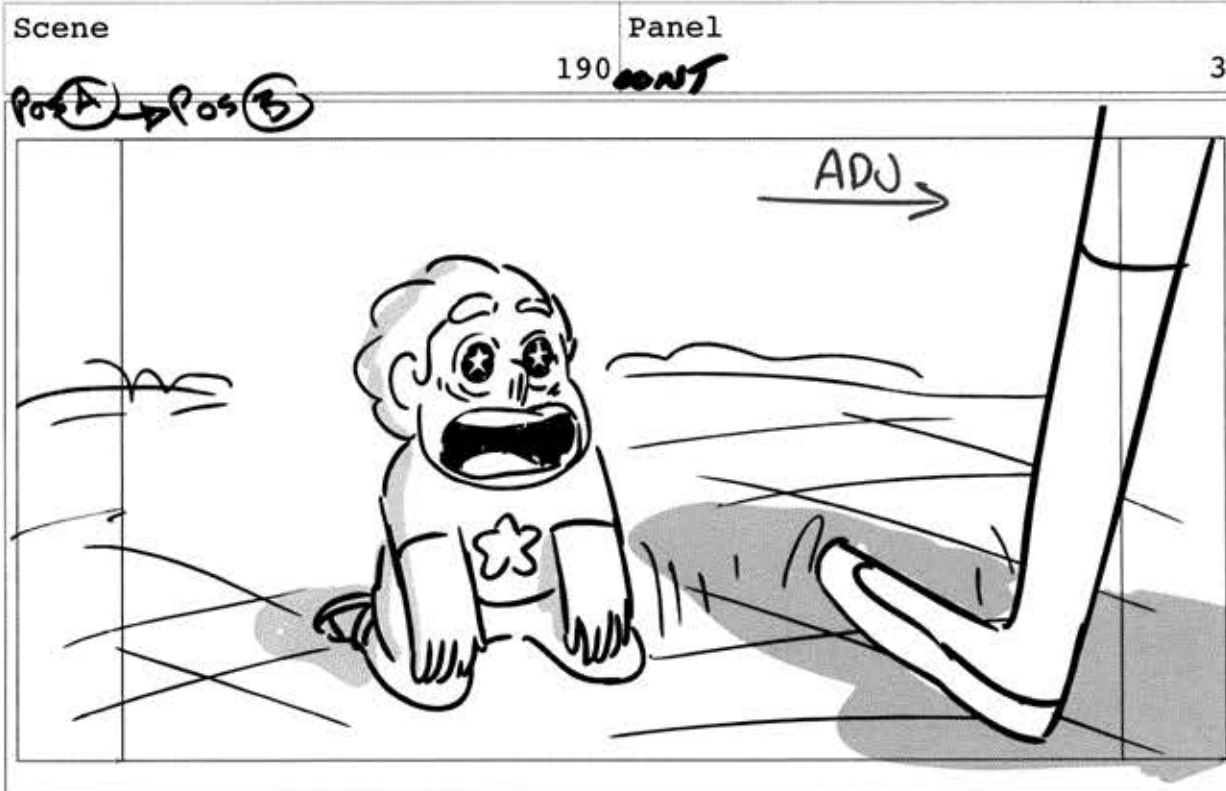
Slugging
ADJ: 1.00

Slugging
0.15

JUN 2 6 2013

1020.010

Scene	Panel
190 CONT	5

Slugging
1.04

Scene	Panel
190 CONT	6

Slugging
0.11

JUN 2 6 2013

Scene	Panel
191	1

Slugging
1.00

Notes
H.U. Steven to previous scene.
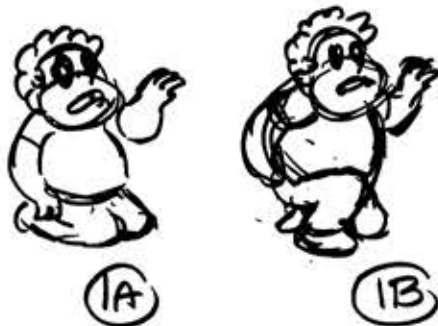
Scene	Panel
191	2

Slugging
1.06

JUN 2 6 2013

1020.010

1020.010

1020-010

Scene		Panel	
	192		1

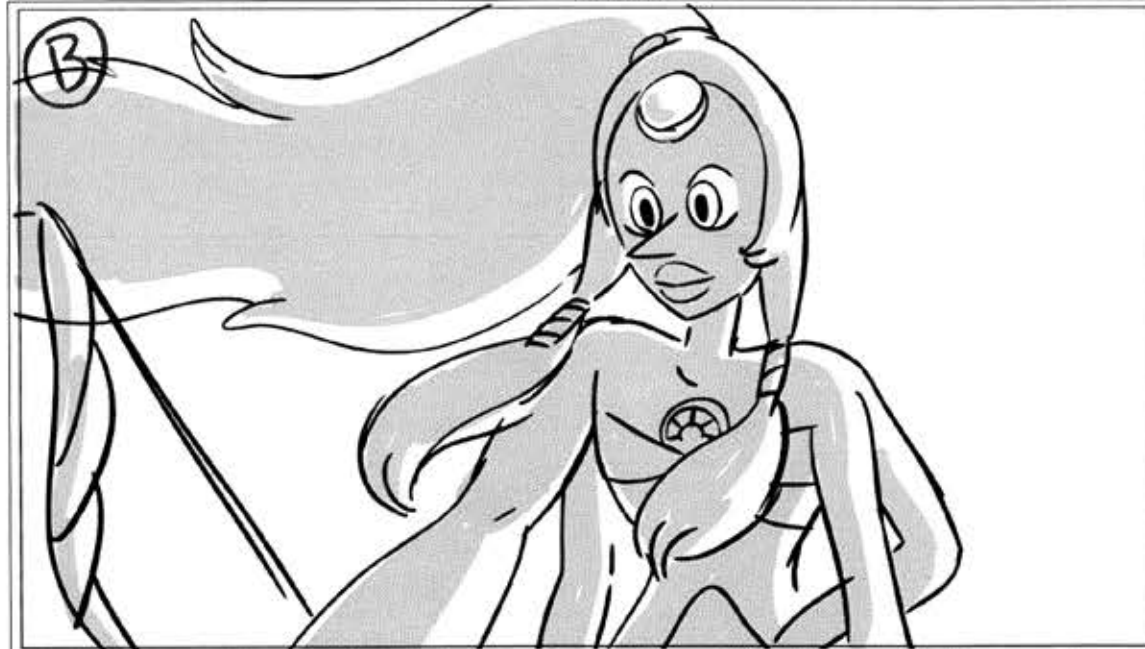| Scene		Panel	
	192 CONT		2
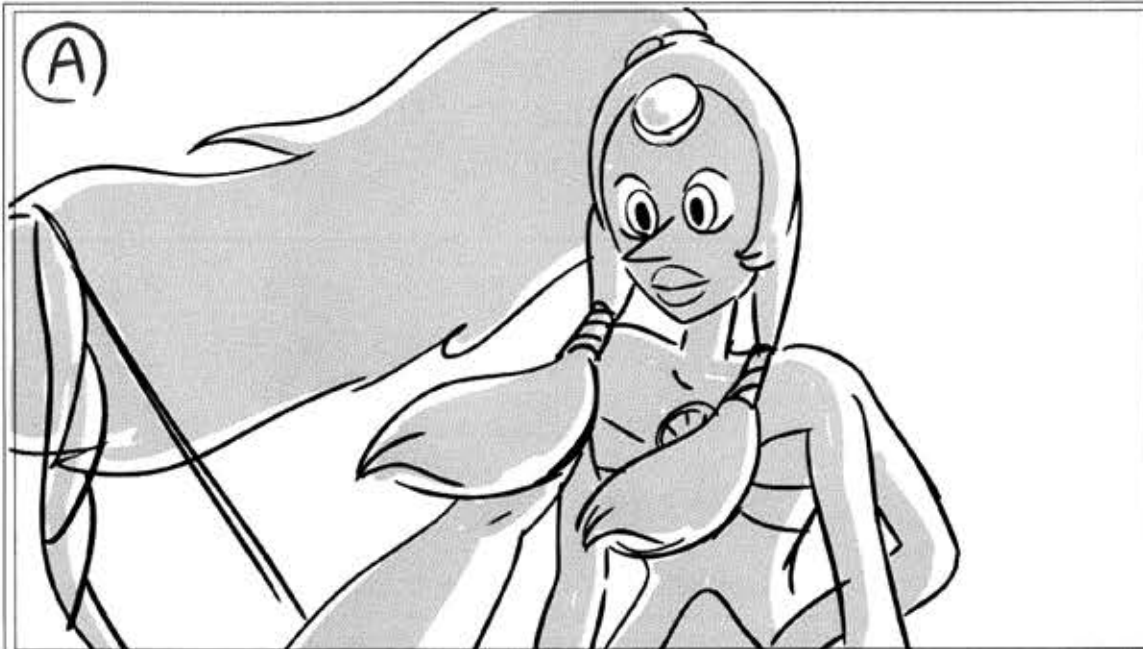
Action Notes
light breeze blows Opals hair

Slugging
Panels 1 + 2 x 3 = 1.00

Total frames for cycle: 3.02
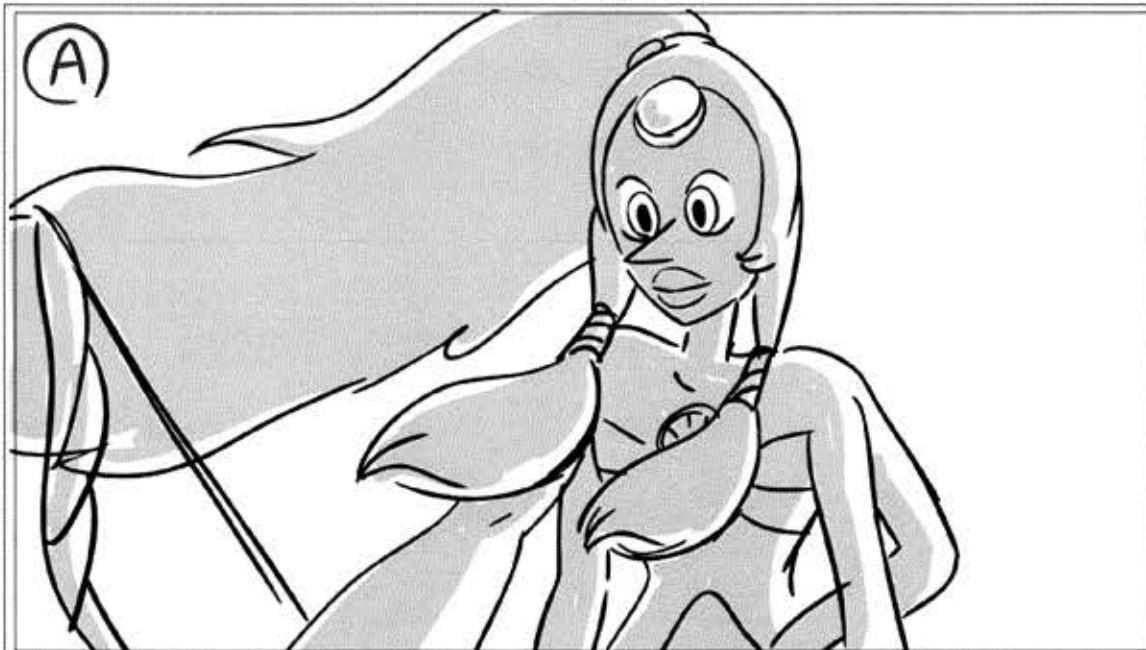
JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel	Scene	Panel
192 CONT	3	193	1

(A)

Slugging
0.13

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
193 CONT	2

Dialogue
STEVEN:: uuuhh

Slugging
2.07

Scene	Panel
193 CONT	3
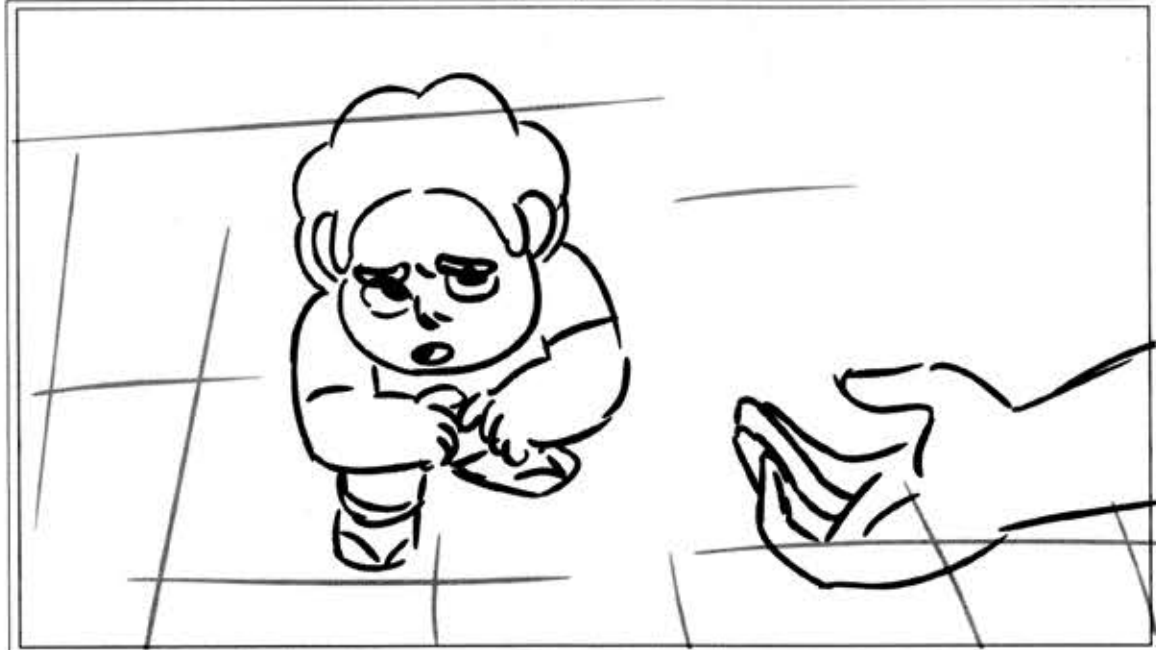
Dialogue
STEVEN:: Do you...

Slugging
1.10

JUN 2 6 2013

1020.010

1020.010

Scene	Panel
193 CONT	4
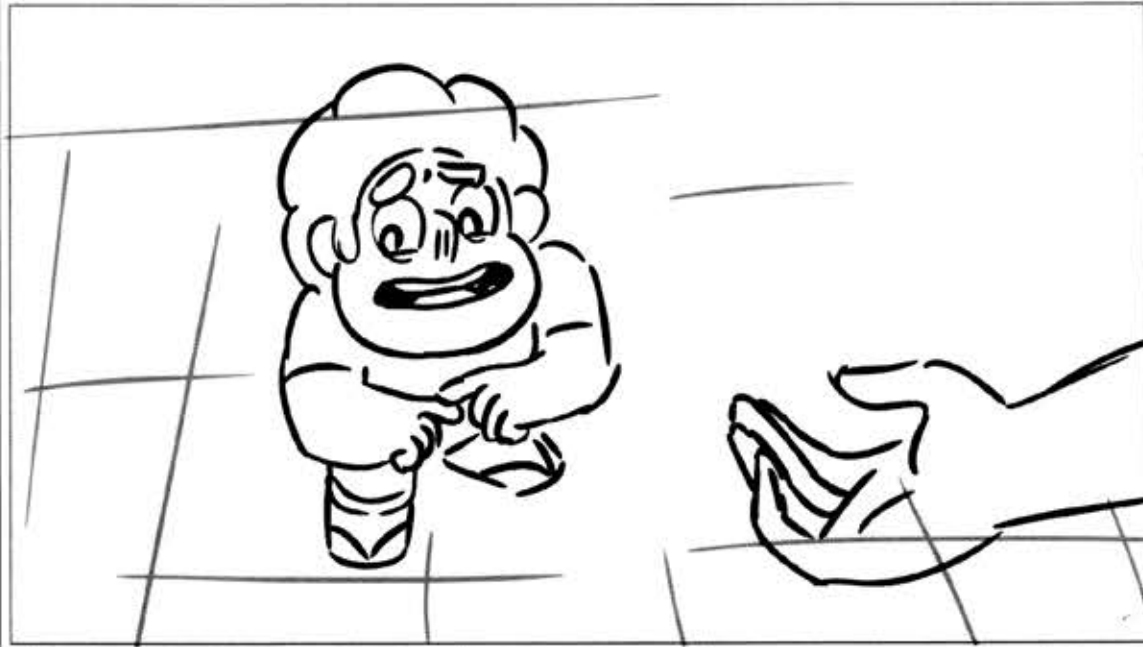
Dialogue
STEVEN::...know who i am?

Slugging
1.09

Scene	Panel
193 CONT	5
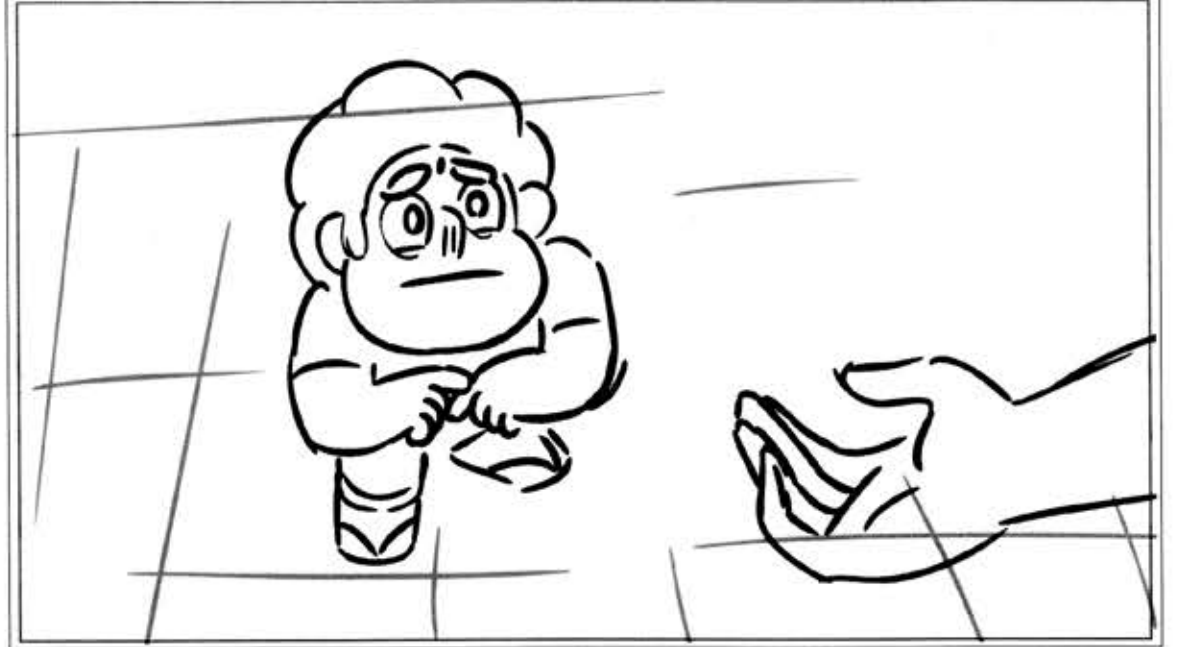
Slugging
1.03

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
194	1
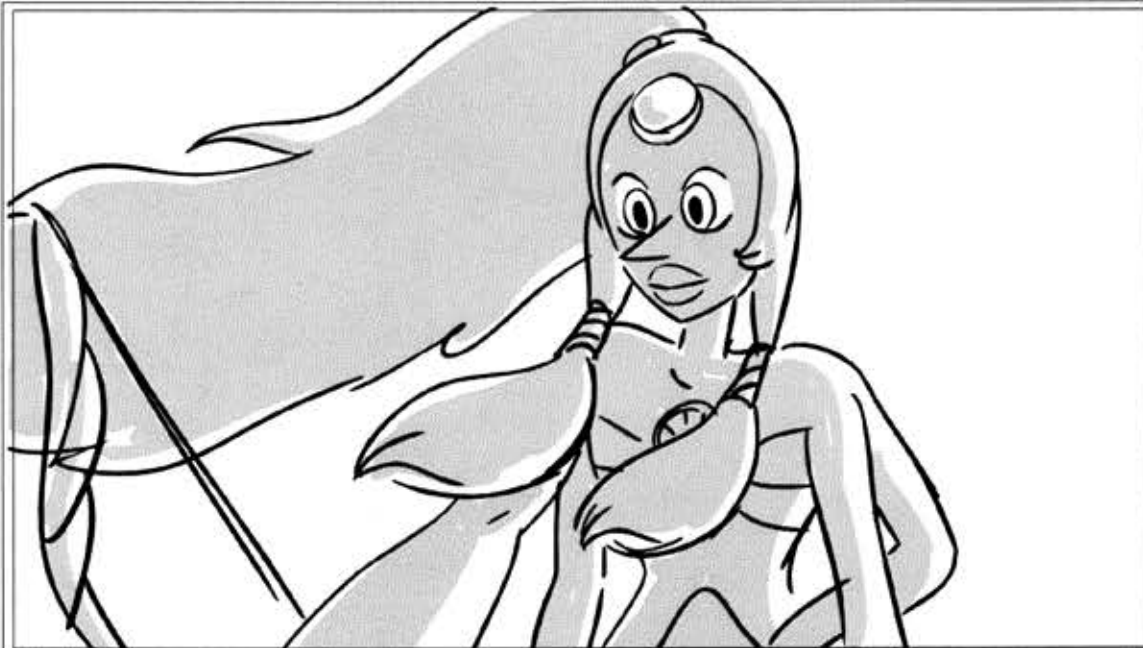
Slugging
0.15

Scene	Panel
194 CONT	2
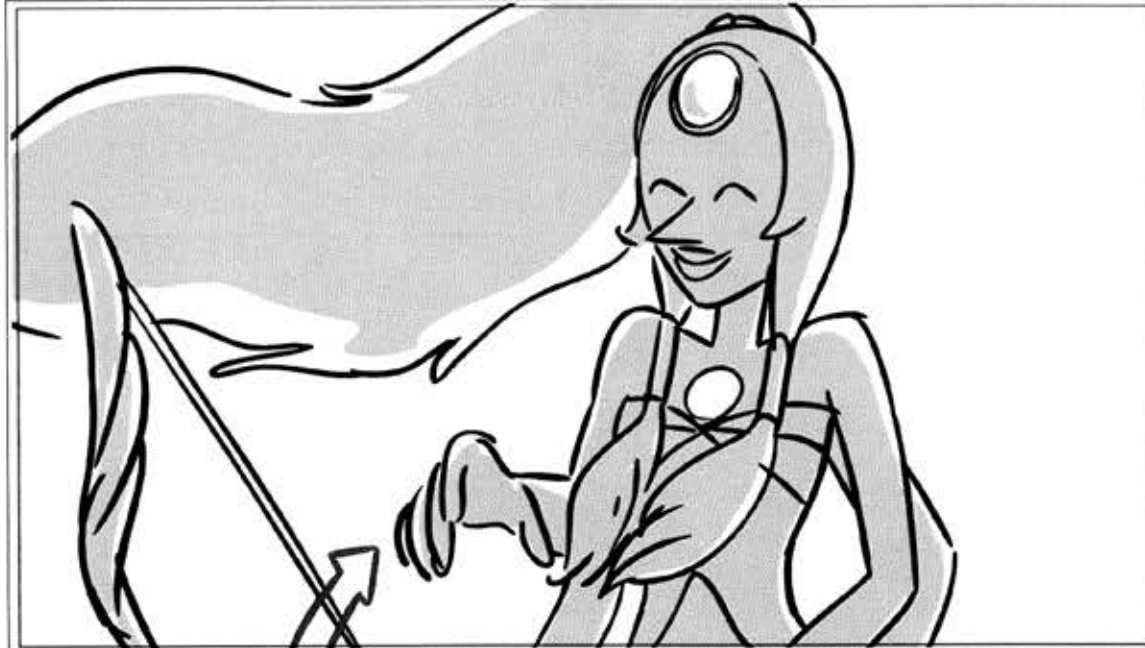
Dialogue
(OPAL giggle)

Slugging
2.10

JUN 2 6 2013

Scene	Panel
194 CONT	3
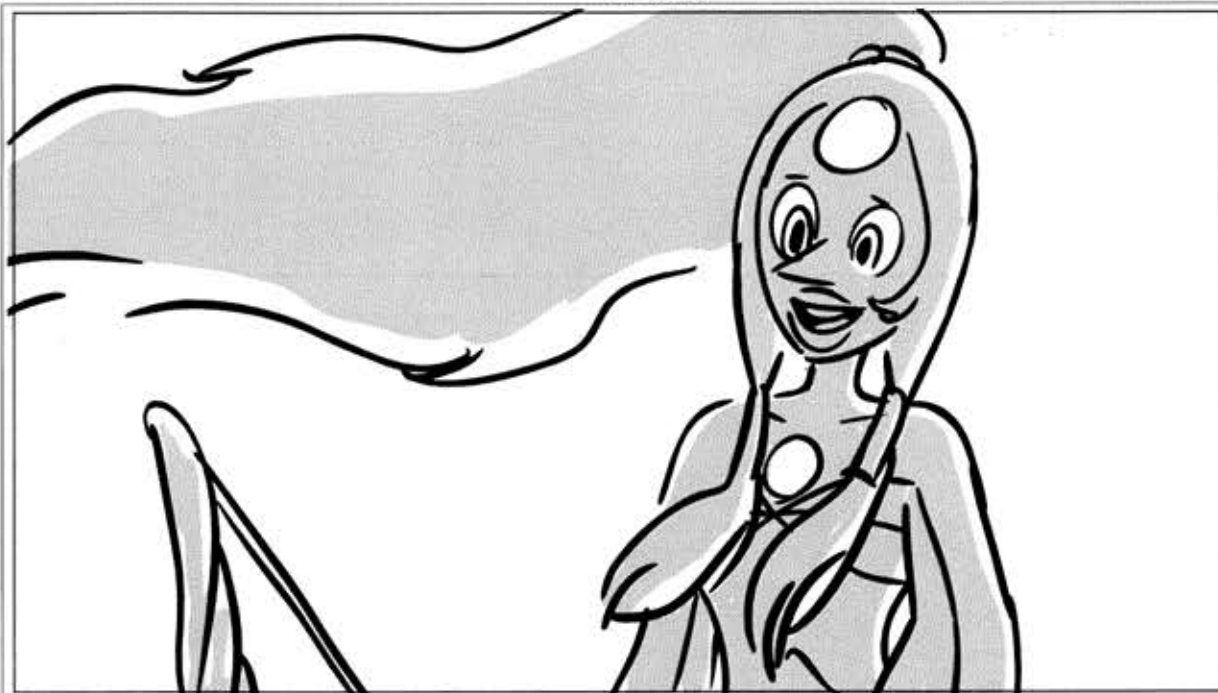
Dialogue
OPAL (singing): All you wanna do...

Slugging
2.10

Scene	Panel
195	1

POS A
POS B SLOW IN

Dialogue
OPAL contd: is see me turn into...

Action Notes
Camera slow push in.

Slugging
ADJ: 2.08

JUN 2 6 201.

1020.010

Scene	Panel	Scene	Panel
	195 CONT 2		195 CONT 3

Dialogue
STEVEN: Gasp

Dialogue
STEVEN (whisper): giant woman!

Slugging
0.14

Slugging
2.08

JUN 2 6 2013

Scene		Panel	
	196		1

Slugging
1.12

Scene		Panel	
	197		1

Slugging
0.10

JUN 2 6 2013
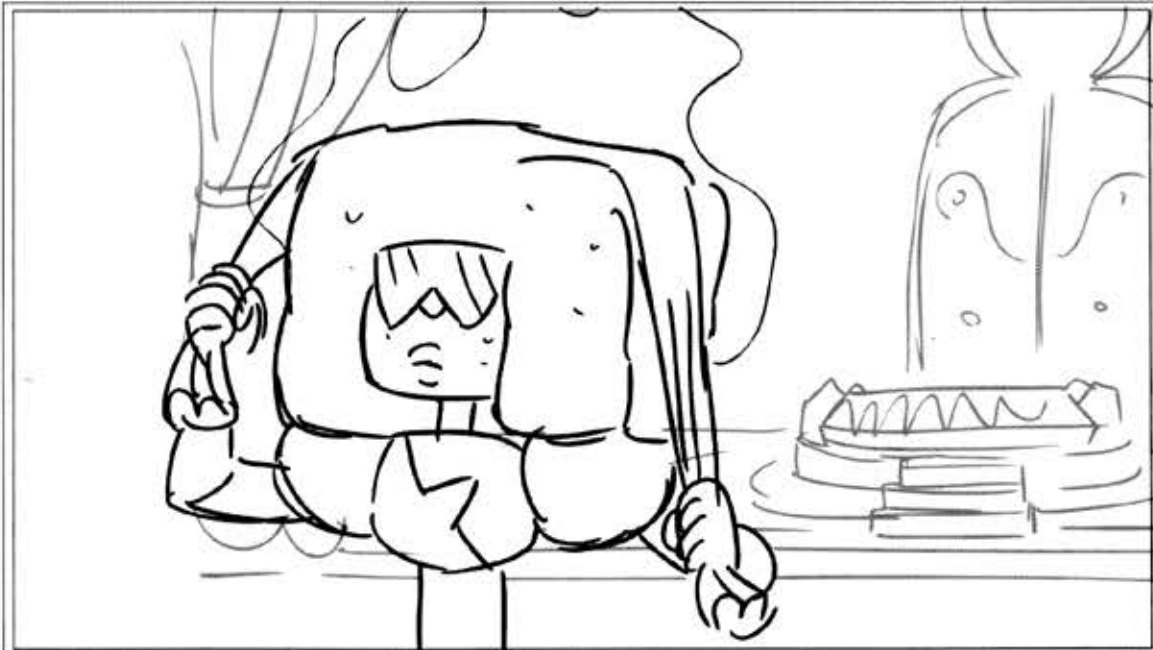
1020.010

Scene	Panel	
	197 CONT	2

Slugging
0.10

Scene	Panel	
	197 CONT	3

Slugging
0.10

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
197 CONT	4
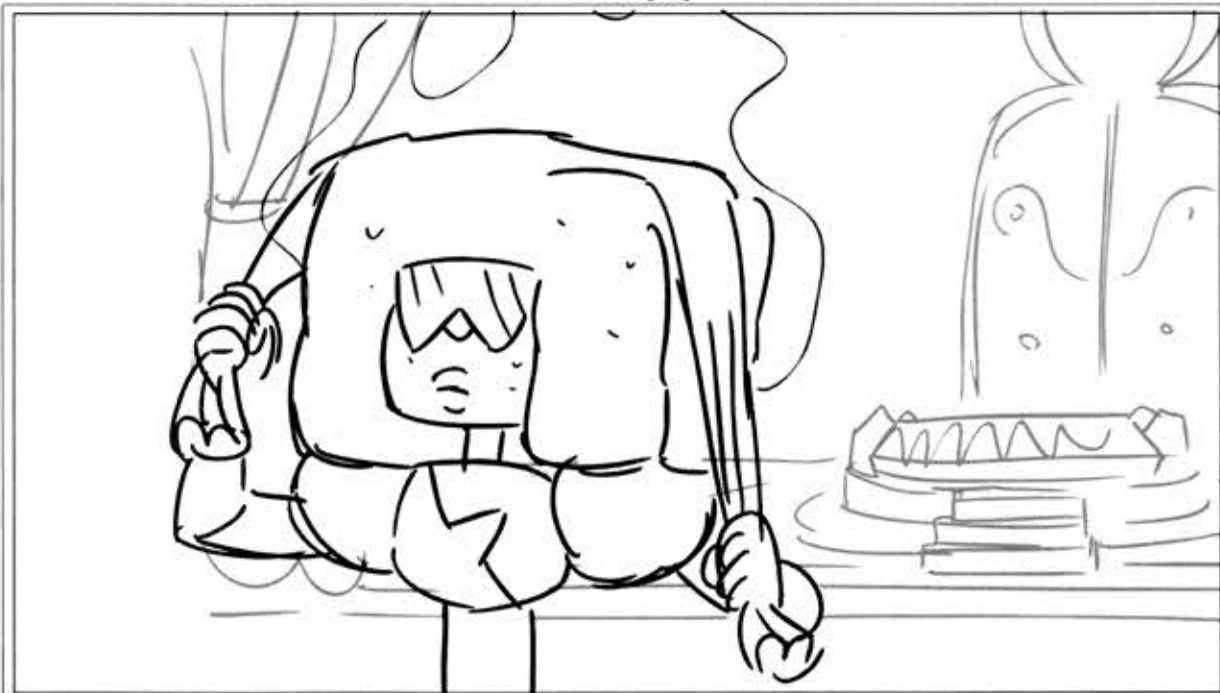
Slugging
0.10

Scene	Panel
197 CONT	5

POS A   POS B

PAN

Slugging
ADJ: 0.11
Then HOLD: 0.09

JUN 2 6 2013
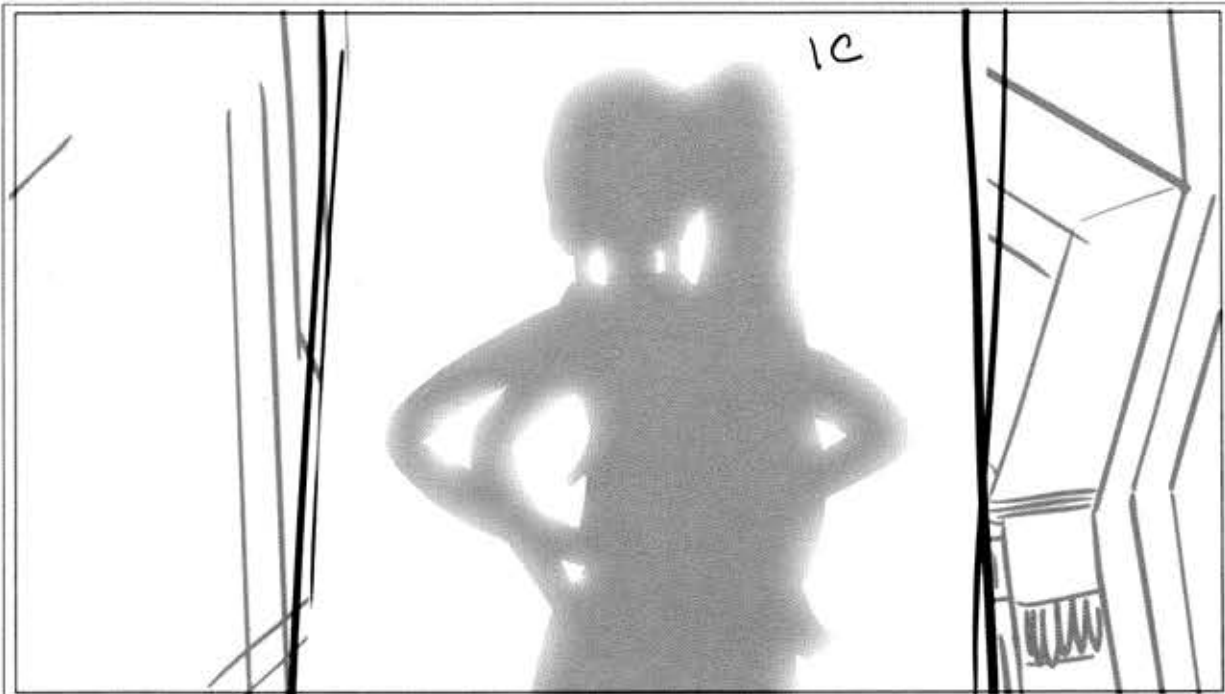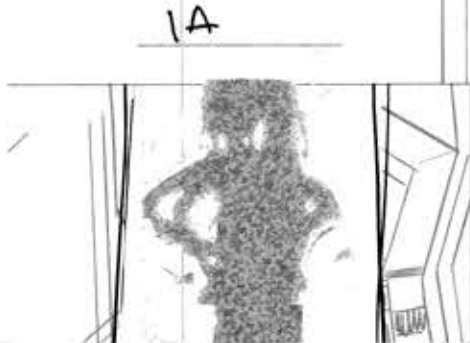
1020.010

Scene		Panel
198		1

1C

Slugging
0.11

1B

1A

Scene		Panel
198 CONT		2

Slugging
0.05

JUN 2 6 2013

1020.010

Scene	Panel
198 CONT	3

POS A

POS B
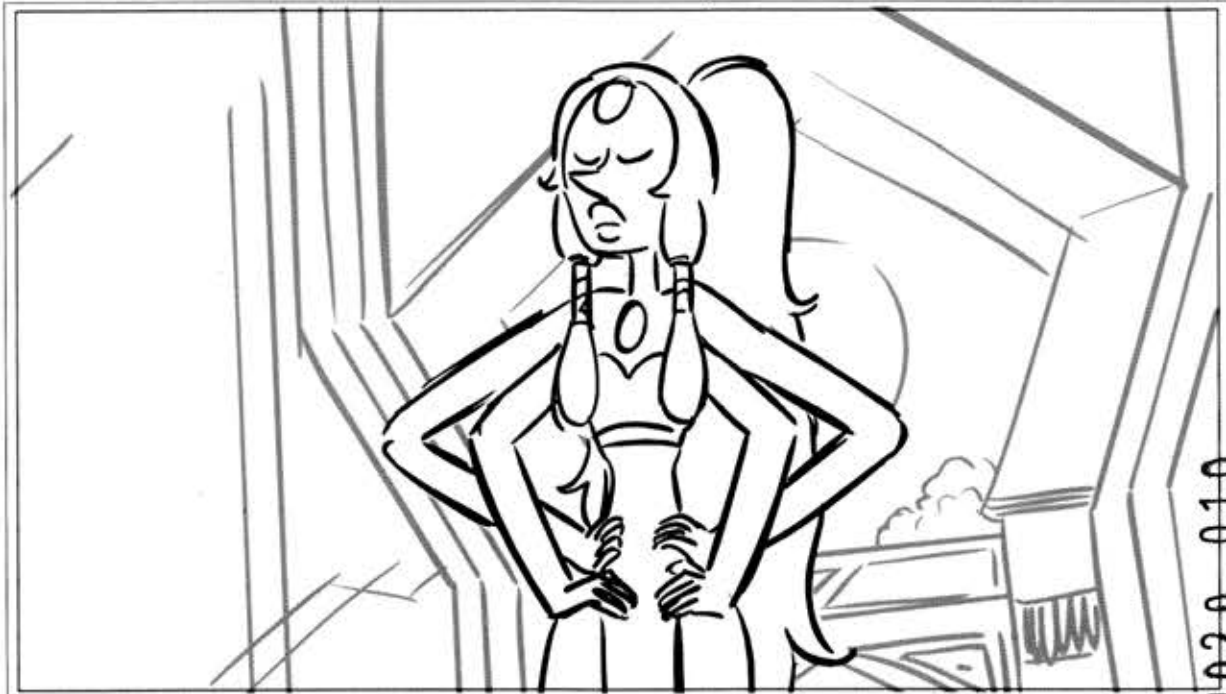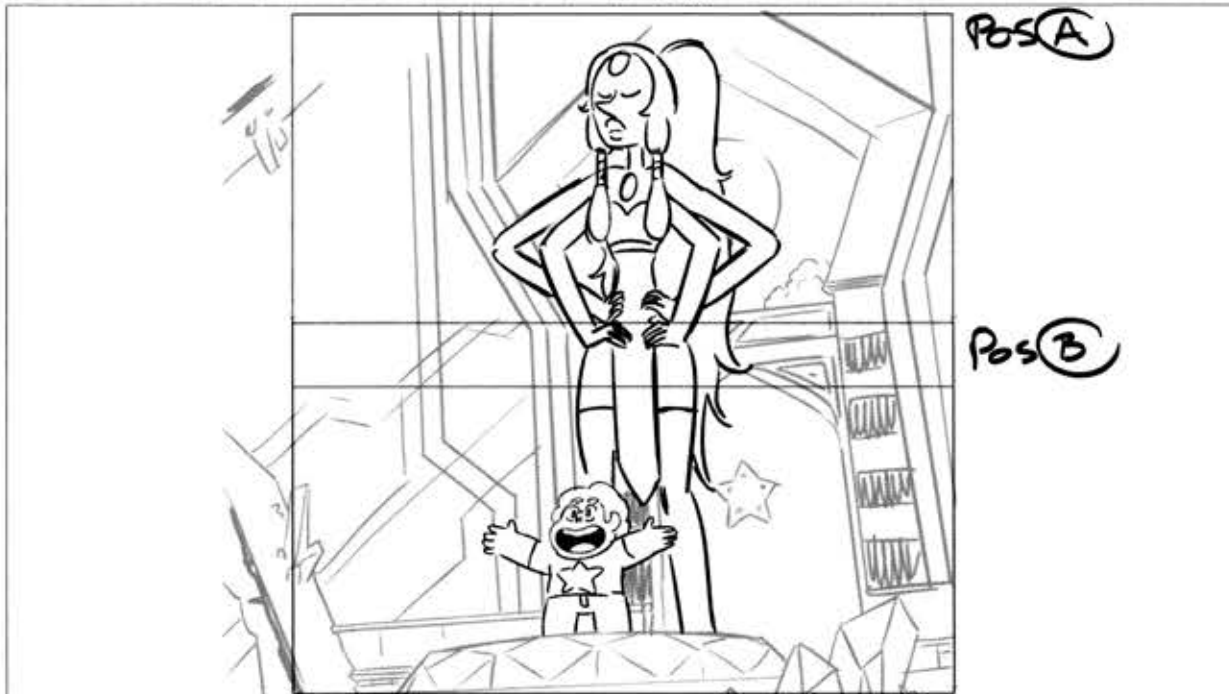
Dialogue
STEVEN: We're baaaaaaack!

Slugging
HOLD: 1.05
Then ADJ: 0.15
Then HOLD: 1.08

Scene	Panel
199	1
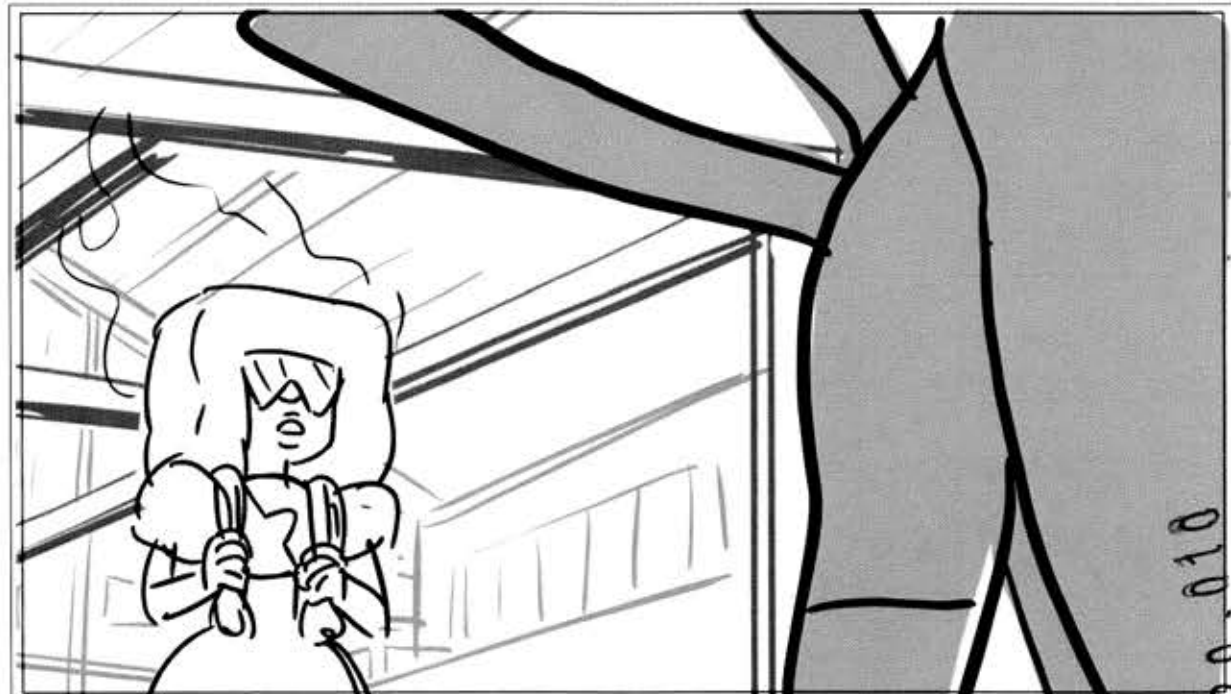
Action Notes
Garnet walks towards Opal.

Slugging
0.05

JUN 2 6 201

1020.010

Scene	Panel
199 CONT	2

Dialogue
GARNET: The Heaven Beetle.

Slugging
2.05

Scene	Panel
200	1

Slugging
0.05

JUN 2 6 2013

Scene	Panel
200 CONT	2

Dialogue
OPAL: I don't have it!

Slugging
2.01

Scene	Panel
200 CONT	3

Action Notes
Opal's face splits into Amethyst and Pearl, begins to glow

Slugging
0.12

JUN 2 6 2013

Scene	Panel
200	CONT 4

Slugging
0.15

Scene	Panel
200	CONT 5

Action Notes
Opal glows

Slugging
0.09

JUN 2 6 2013

1020.010

Scene	Panel	Scene	Panel
201	1	201 CONT	2

Slugging
0.05

Slugging
0.05

JUN 2 6 2013

Scene	Panel
201 CONT	3

Slugging
0.05

Scene	Panel
201 CONT	4
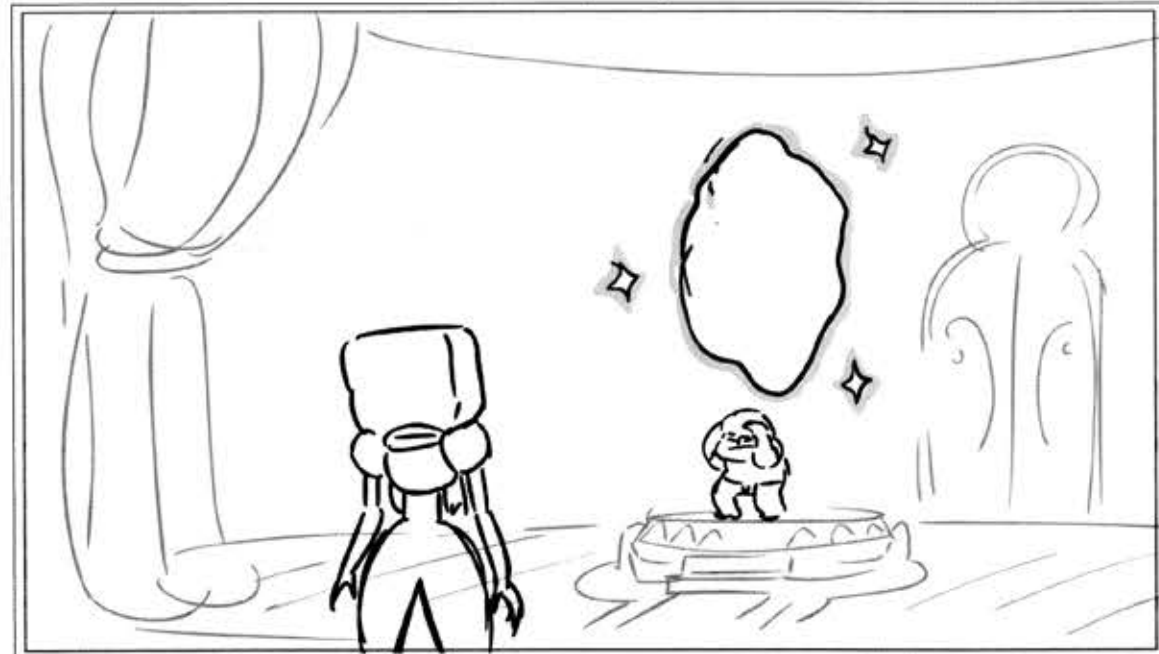
Slugging
0.13

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel		Scene	Panel	
201 CONT		5	201 CONT		6
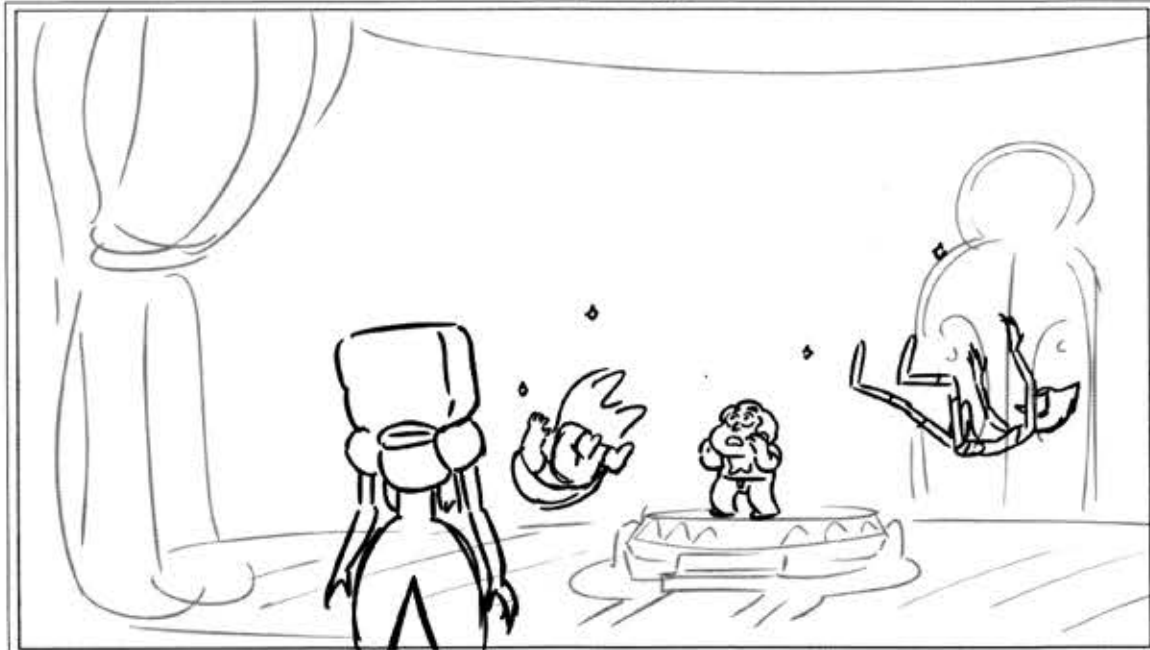
Slugging
0.05

Slugging
0.06

JUN 2 6 2013

Scene		Panel	
	202		1

Scene		Panel	
	202 CONT		2
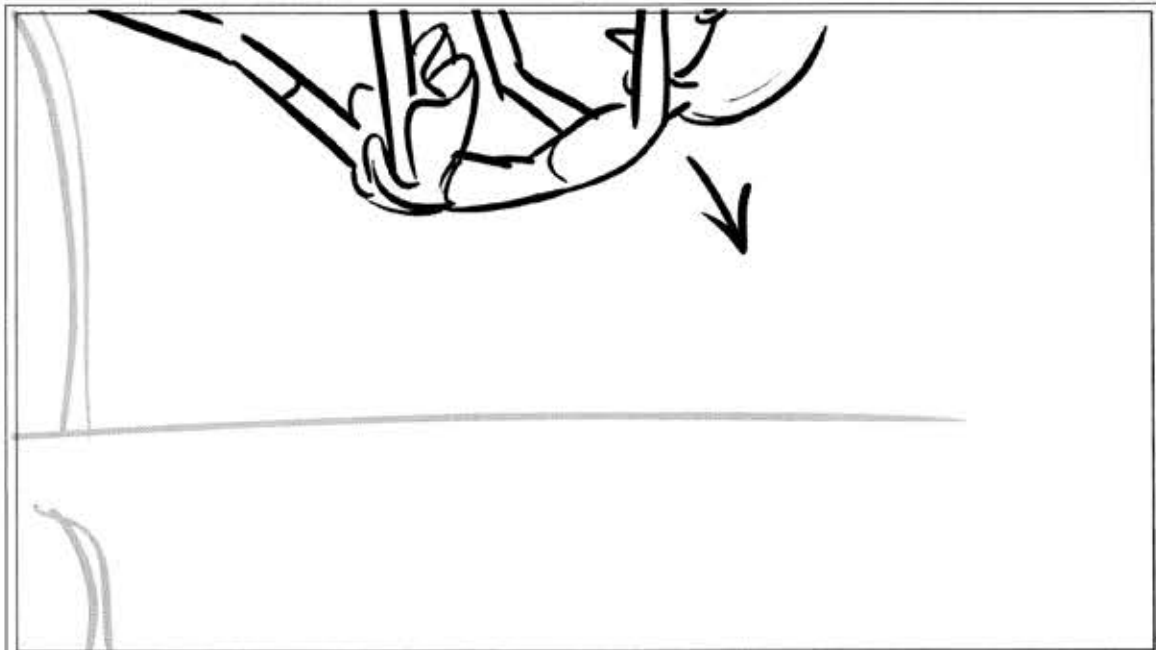
Action Notes
Pearl falls IN.

Slugging
Panels 1 + 2 = 0.12
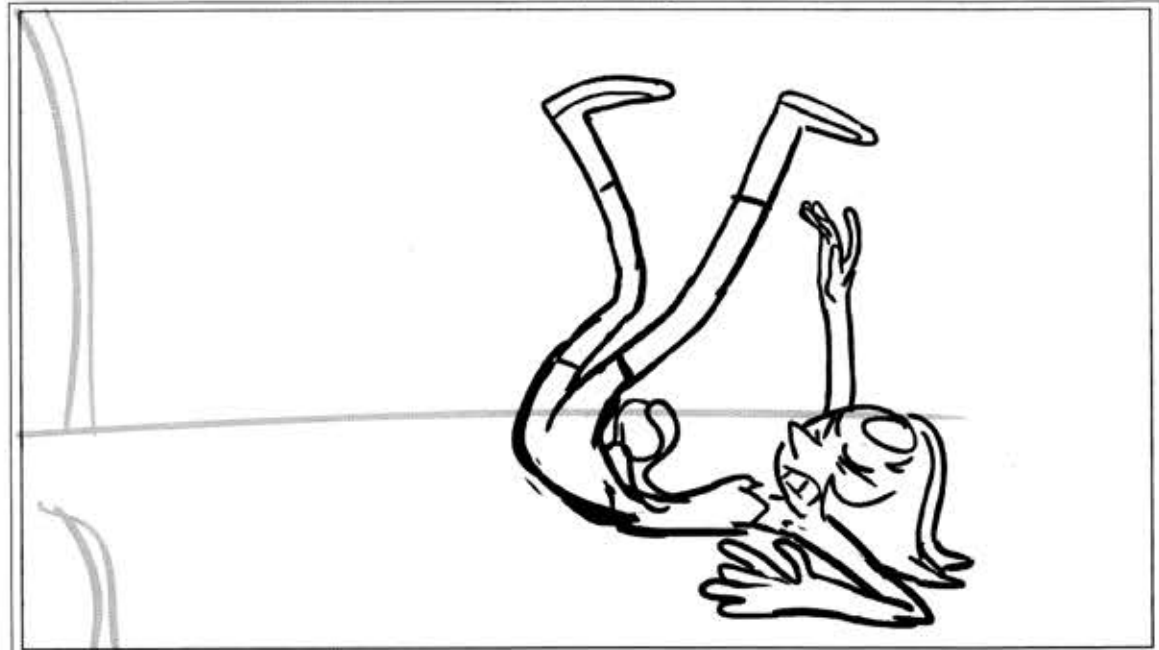
JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel	Scene	Panel
202 CONT	3	203	1
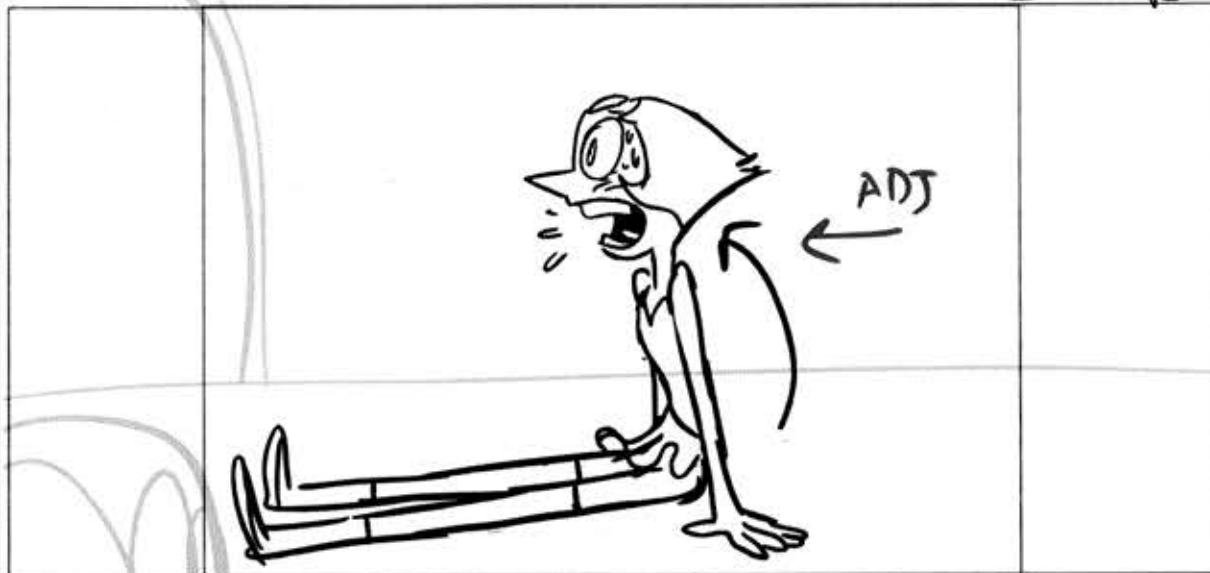
Dialogue

PEARL: Amethyst! You got distracted!

Slugging

ADJ: 0.05

Then HOLD: 3.05

Dialogue

AMETHYST: Hey

Action Notes

Amethyst points at Pearl.

Slugging

Panels 1 to 4 = 6.06

JUN 2 6 2013

Scene	Panel
203 CONT	2

Dialogue
AMETHYST: you were the one getting carried away

Action Notes
Amethyst points at Pearl.

Scene	Panel
203 CONT	3

Dialogue
AMETHYST: with all those fancy

Action Notes
Amethyst points at Pearl.

JUN 2 6 2013

Scene	Panel
203 CONT	4

Dialogue
AMETHYST: backflips!

Action Notes
Amethyst points at Pearl.

Scene	Panel
204	1

Dialogue
STEVEN: Wait a sec...

Slugging
Panels 1 + 2 = 1.09

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
204 CONT	2

Dialogue
STEVEN: Wait a sec...

Scene	Panel
204 CONT	POS B 3

Dialogue
STEVEN: I'VE GOT THE BEETLE!!

Slugging
ADJ: 0.05
Then HOLD: 2.13

JUN 2 6 2013

Scene	Panel
205	1

Action Notes
HEAVEN BEETLES legs move around

Slugging
0.12

Scene	Panel POS(B) 2
205 cont	

POS(A)

Slugging
ADJ: 0.07

JUN 2 6 201

Scene	Panel
205 CONT	3

POS B

POS A
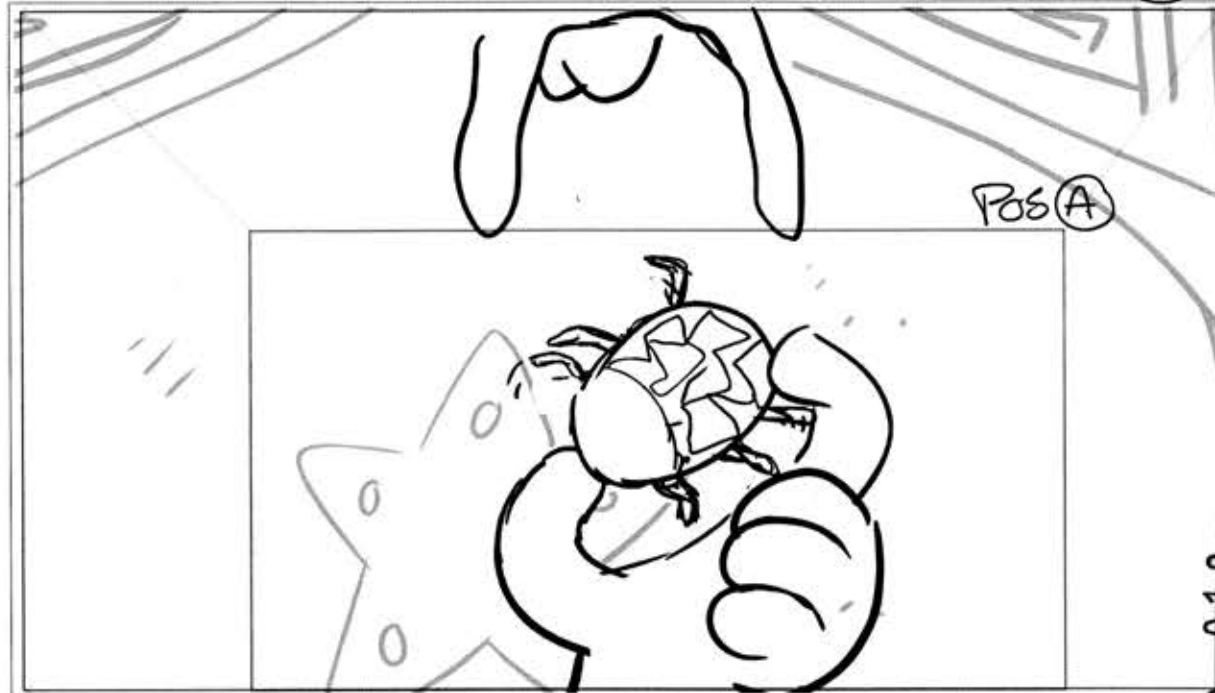
Scene	Panel
205 CONT	4

Slugging
Panels 3 + 4 =
HOLD: 0.08
Then ADJ: 0.11

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene		Panel	
	206		1

Scene		Panel CONT	
	206		2

Dialogue
GARNET: Good job, Steven.

Slugging
Panels 1 + 2 = 2.01

Dialogue
GARNET: Good job, Steven.

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene	Panel
206 CONT	3

POS A

POS B
ADJ

Slugging
ADJ: 0.11

Scene	Panel
206 CONT	4

Slugging
Panels 4 + 5 = 0.14

JUN 26 2012

1020.010

Scene	Panel
206 CONT	5

Scene	Panel
207	1
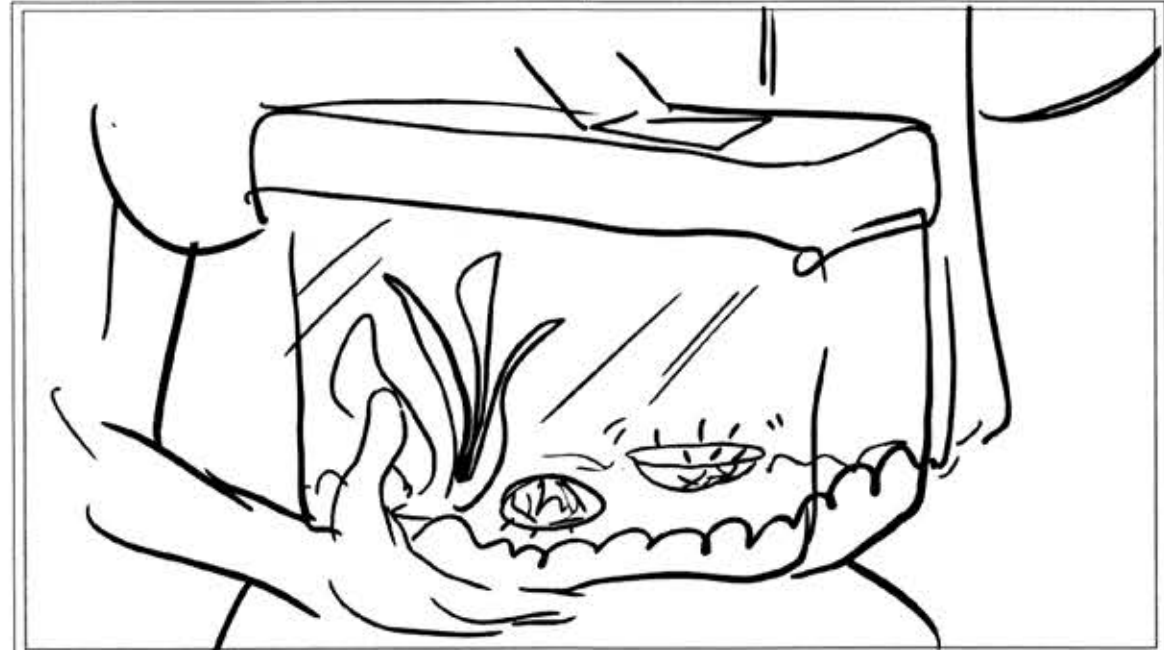
Action Notes
Beetle struggles on its back for a beat

Slugging
0.15

JUN 2 6 2013

1020.010

Scene	Panel
207 CONT	2
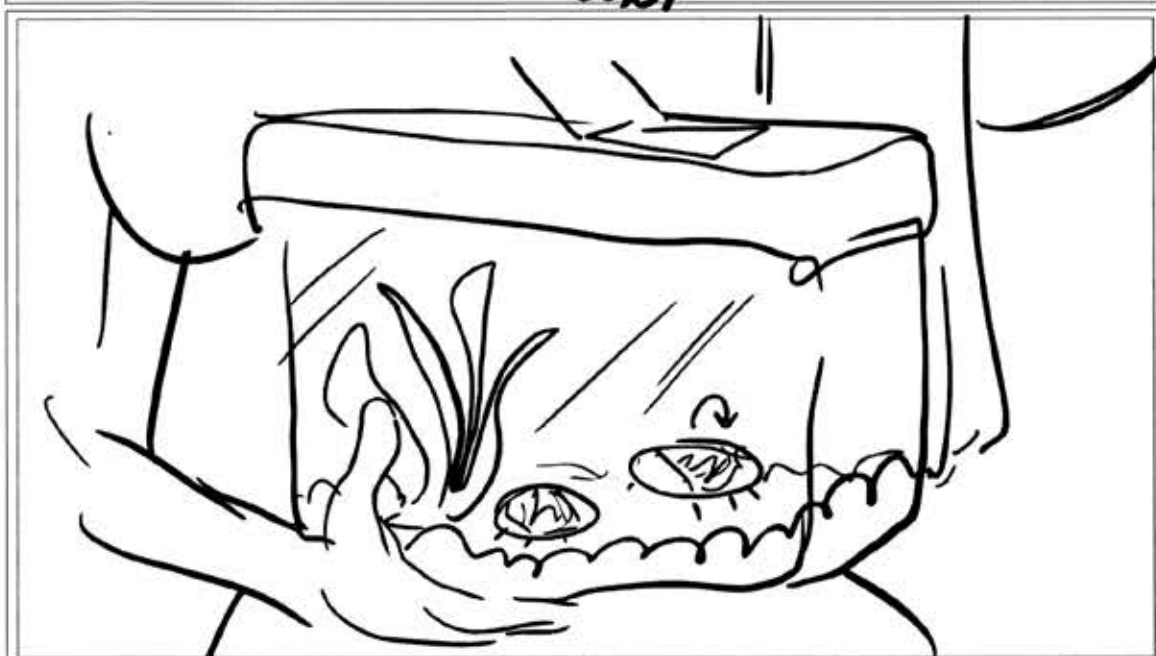
Action Notes
It flips over

Slugging
Panels 2 to 5 = 1.01

Scene	Panel
207 CONT	3
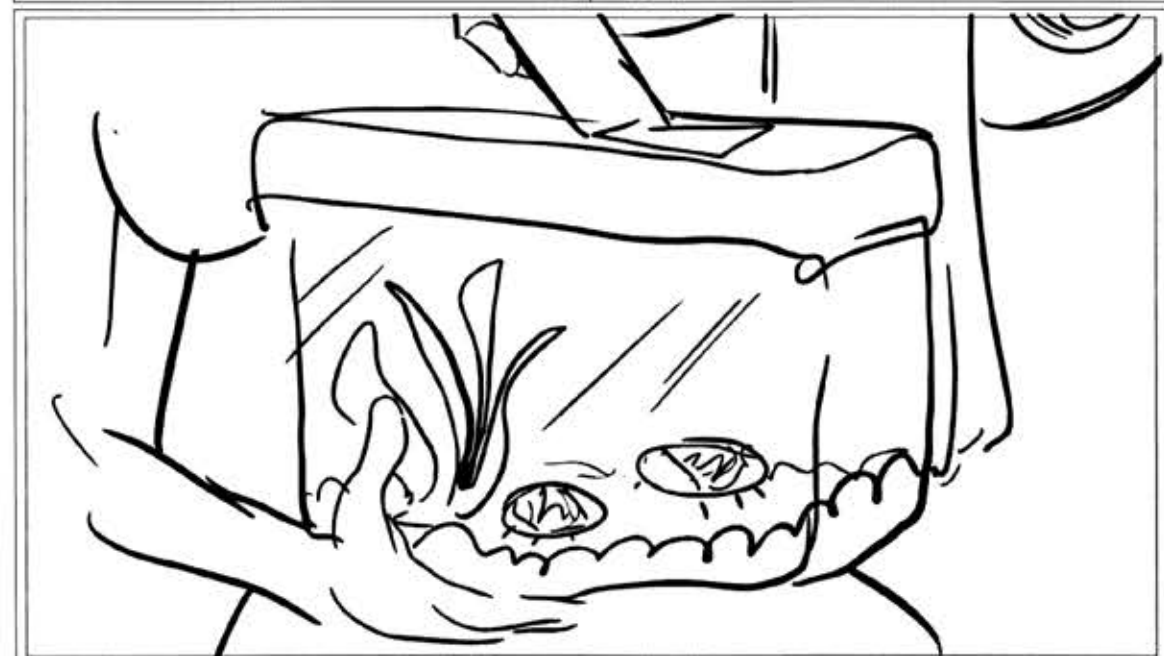
Action Notes
It flips over

JUN 2 6 2013

Scene	Panel
207 CONT	4
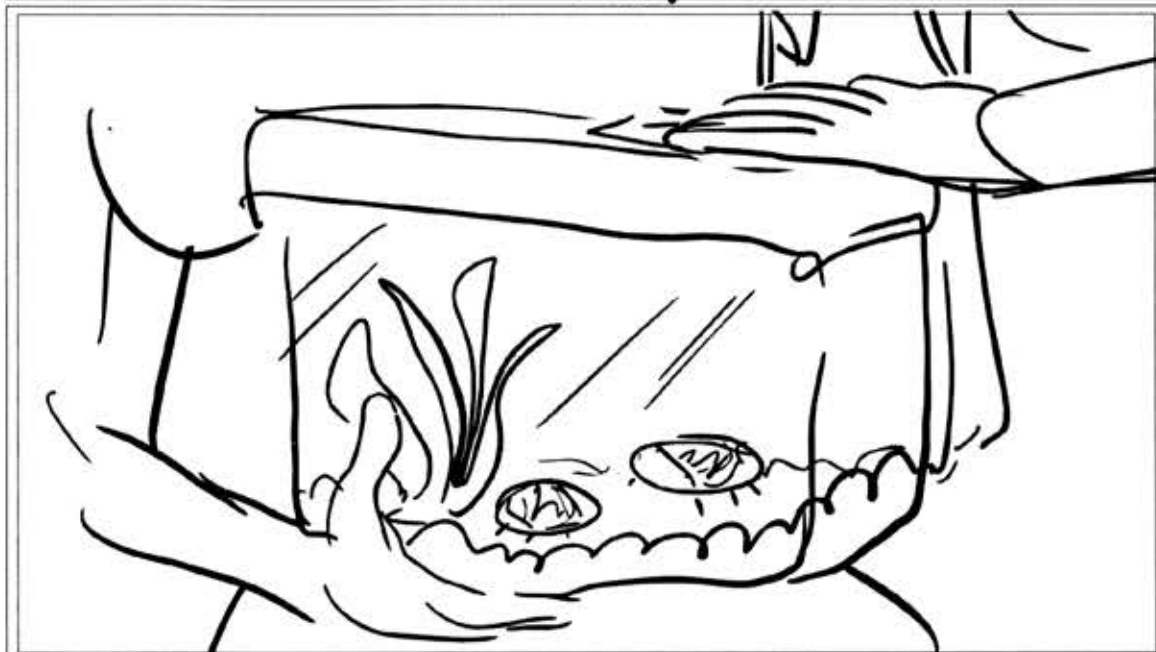
Action Notes
It flips over

Scene	Panel
207 CONT	5
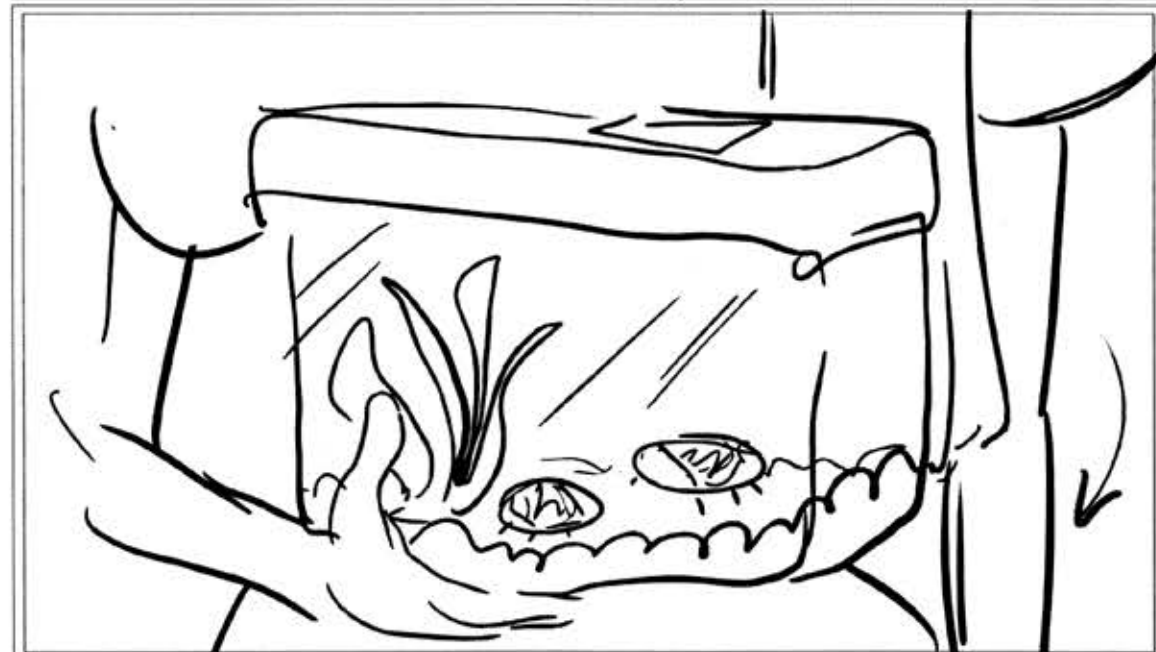
Action Notes
It flips over

JUN 2 6 2013

Scene	Panel
208	1

Slugging
0.08

Scene	Panel
208 CONT	2
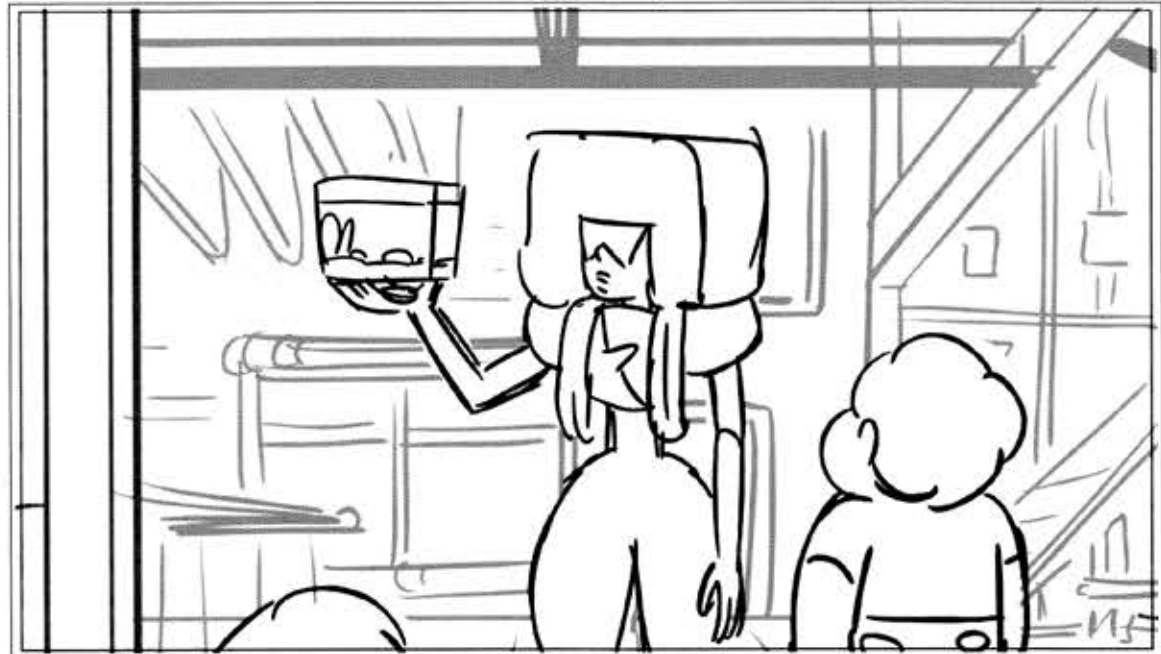
Slugging
0.05

JUN 2 6 2013

1020.010

Scene	Panel
208 CONT	3
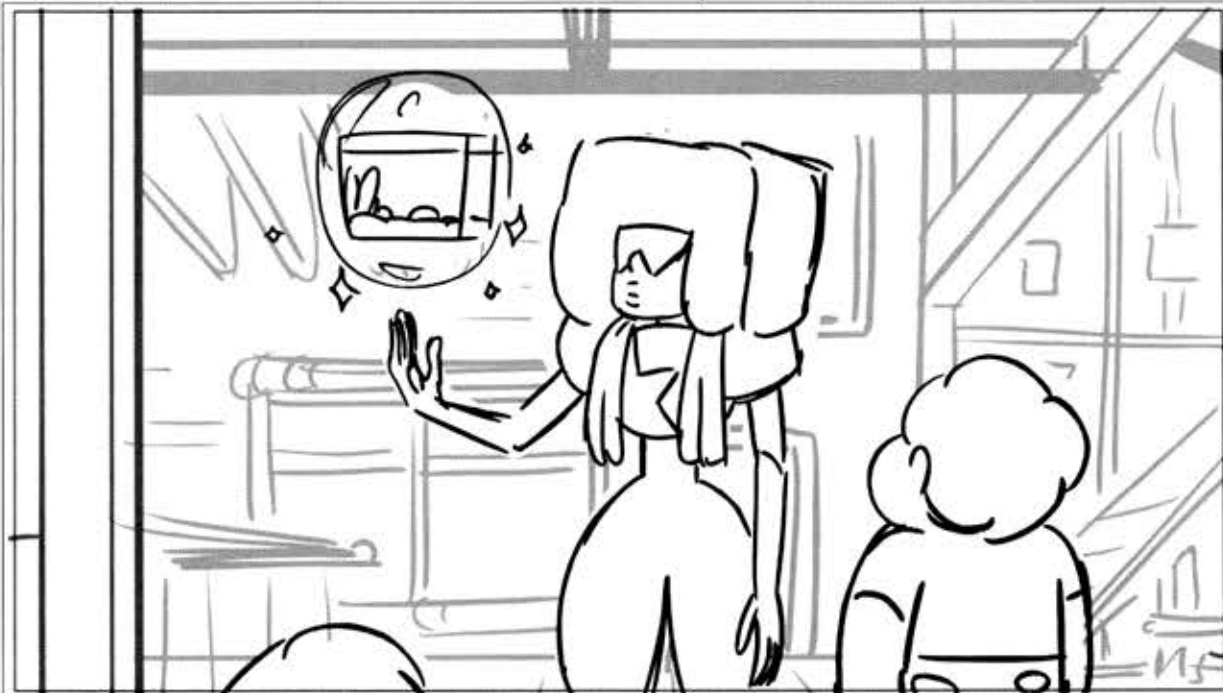
Action Notes
GARNET bubbles terrarium

Slugging
0.11

Scene	Panel
208 CONT	4
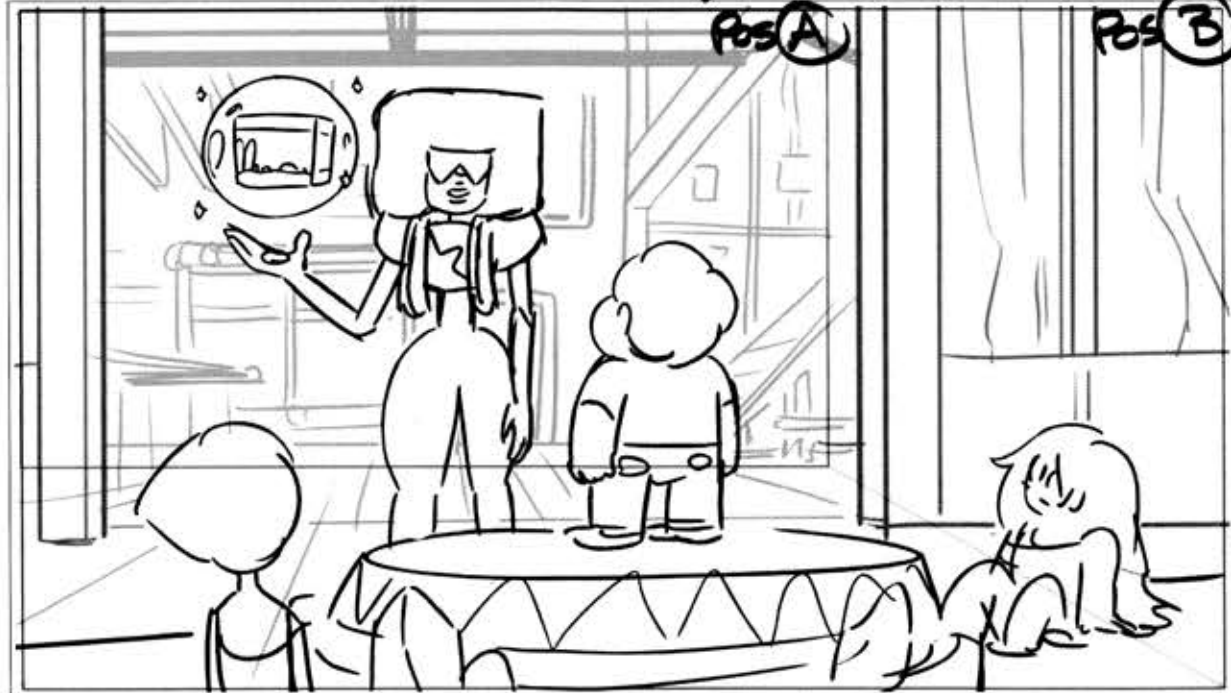
Dialogue
GARNET: I also see you helped your teammates fuse.

Slugging
ADJ: 1.06
Then HOLD: 3.01

JUN 2 6 2013

Scene	Panel
209	1

Scene	Panel
209 ~~CONT~~	2

S/A
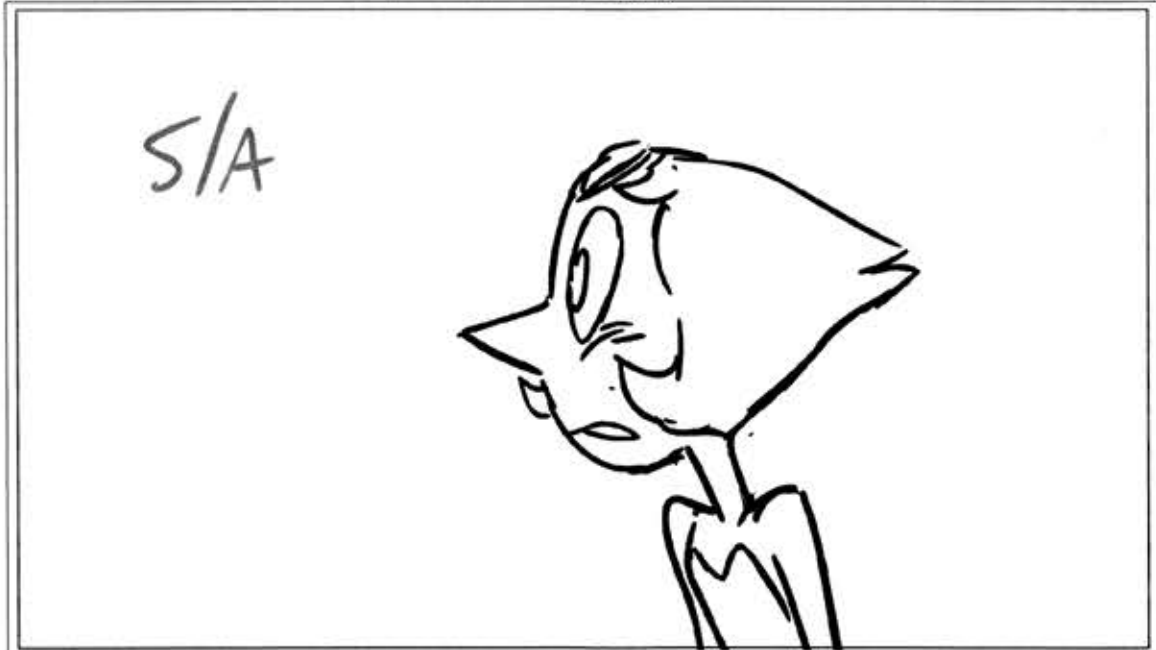
Slugging
0.09

Slugging
0.13

JUN 2 6 2013

1020.010

1020.010

1020.010

Scene		Panel	
	210		1

Slugging
0.11

Scene		Panel	
	210 WORST		2

S/A

Slugging
1.00

JUN 2 6 2013

1020.010

1020.010

1020.010

1020.010

Scene	Panel
211	1
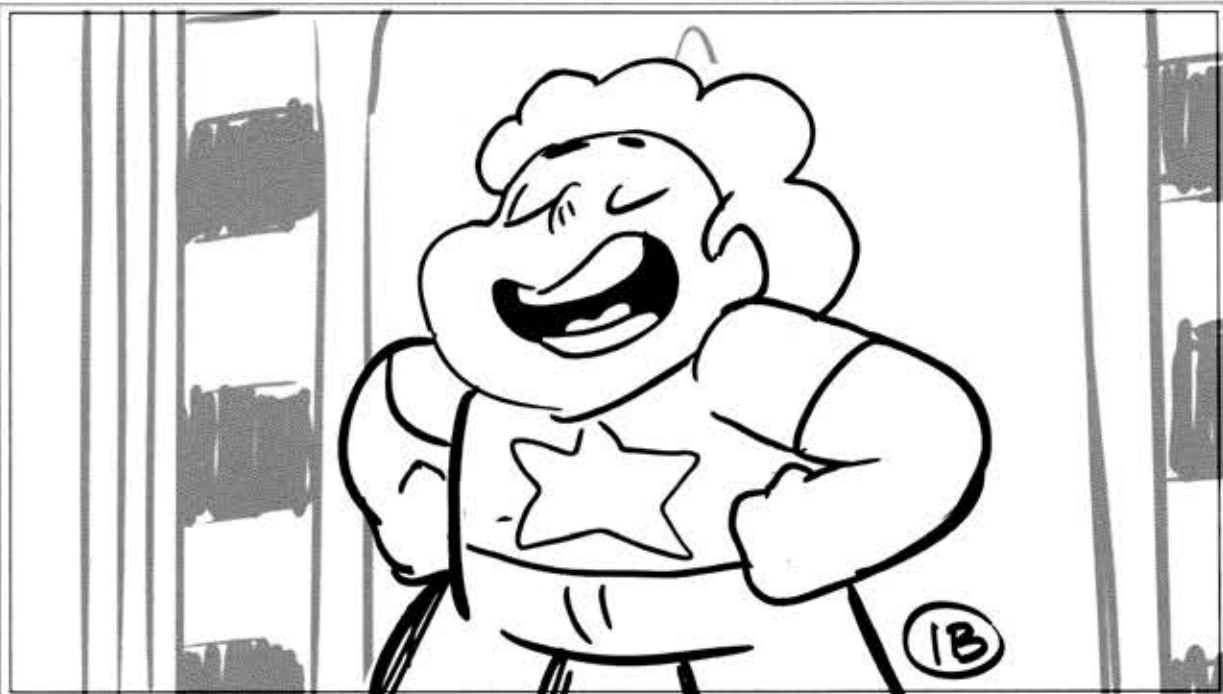
Dialogue
STEVEN: And all I had to do was get eaten by a bird!

Slugging
4.02

Scene	Panel
212	1

Dialogue
GARNET: Nice work.

Slugging
1.08

JUN 2 6 20.

1020.010

1020.010

1020.010

Scene	Panel
212 *CONT*	2
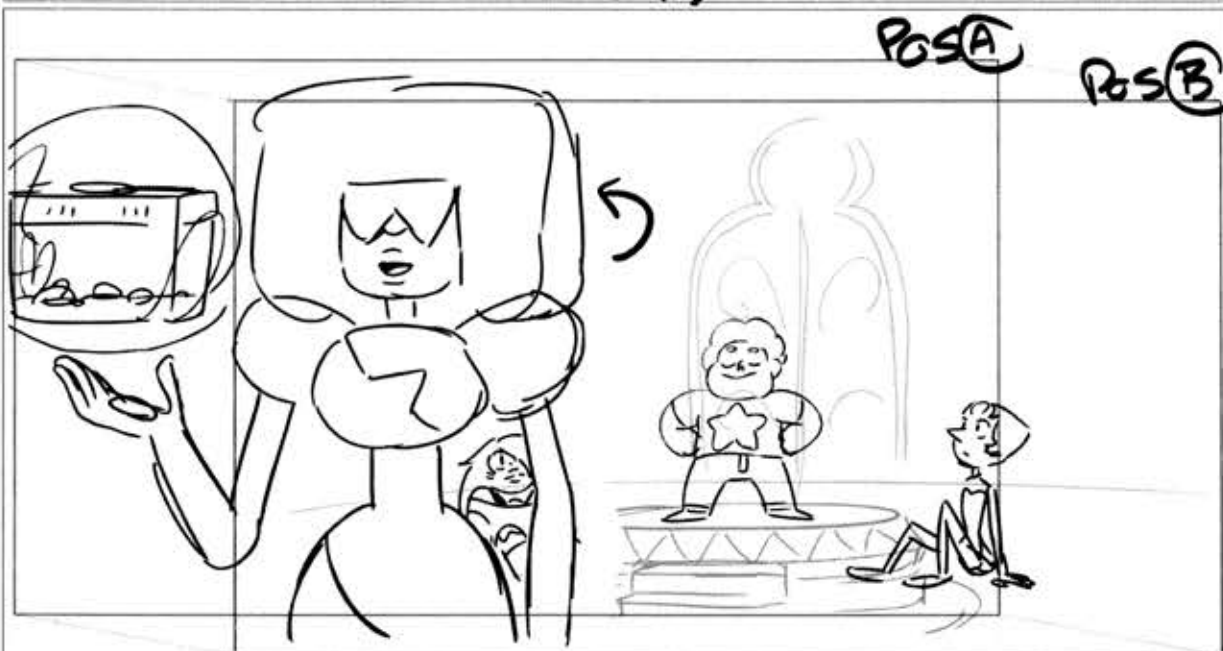
Dialogue
GARNET: You'll be great at fusing one day.

Slugging
Panels 2 + 3 = ADJ: 2.15

Scene	Panel
212 *CONT*	3
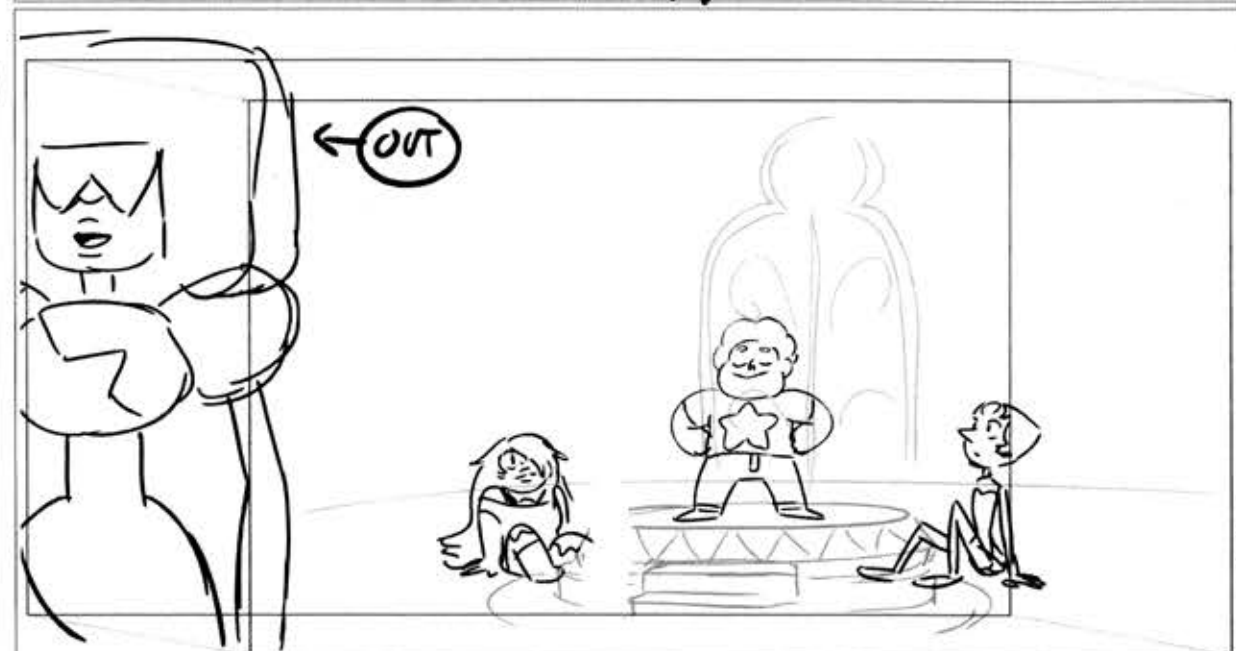
Dialogue
GARNET: You'll be great at fusing one day.

Action Notes
Garnet walks OUT.

JUN 2 6 2013

Scene		Panel	
	212 CONT		4

Slugging
0.09

JUN 2 6 2013

Scene		Panel	
	212 CONT		5
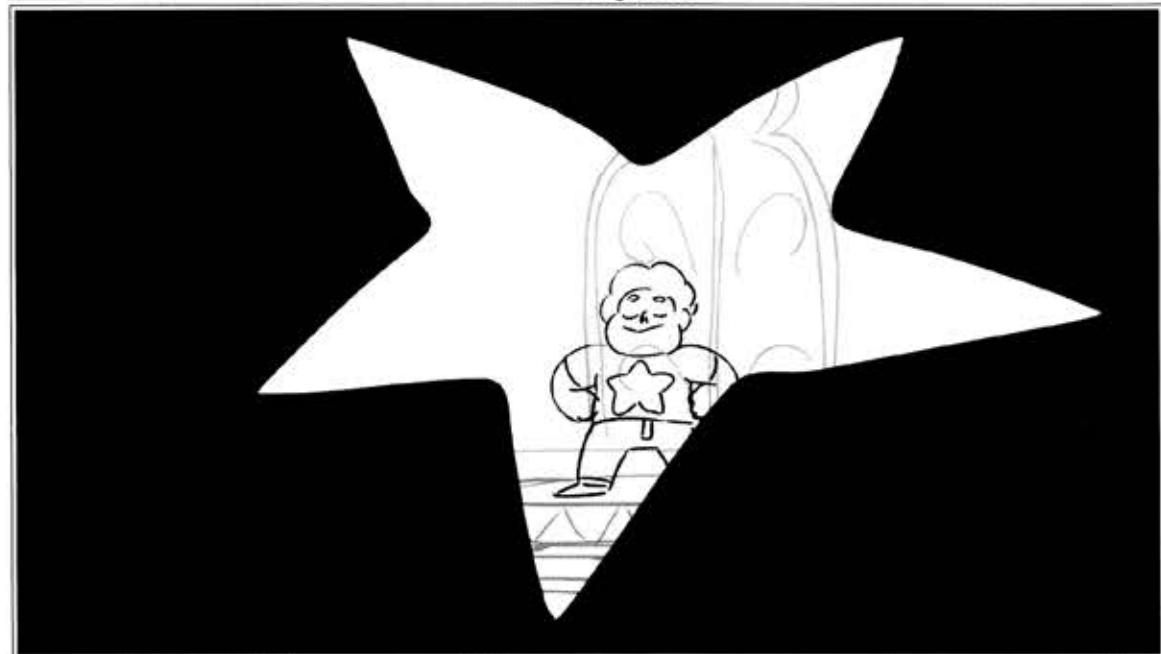
Action Notes
Star iris start

Slugging
0.08

JUN 2 6 2013

Scene	Panel
212 CONT	6
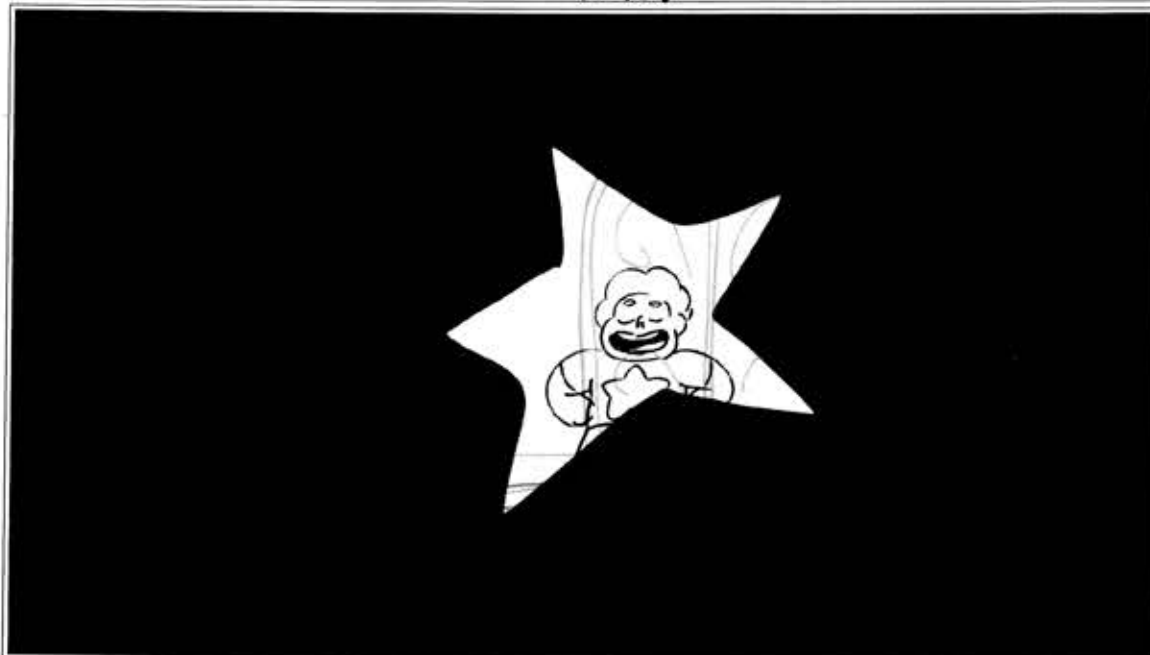
Dialogue
STEVEN: Yeah...

Slugging
1.12

Scene	Panel
212 CONT	7
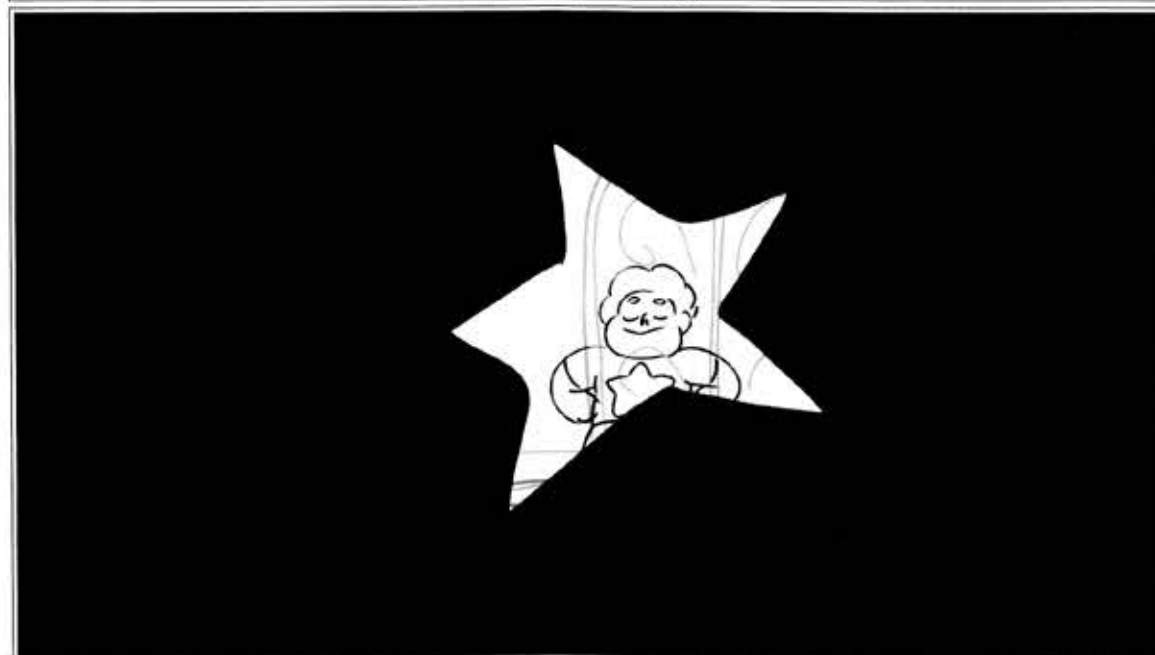
Slugging
0.05

JUN 2 6 2013

Scene	Panel
212 CONT	8
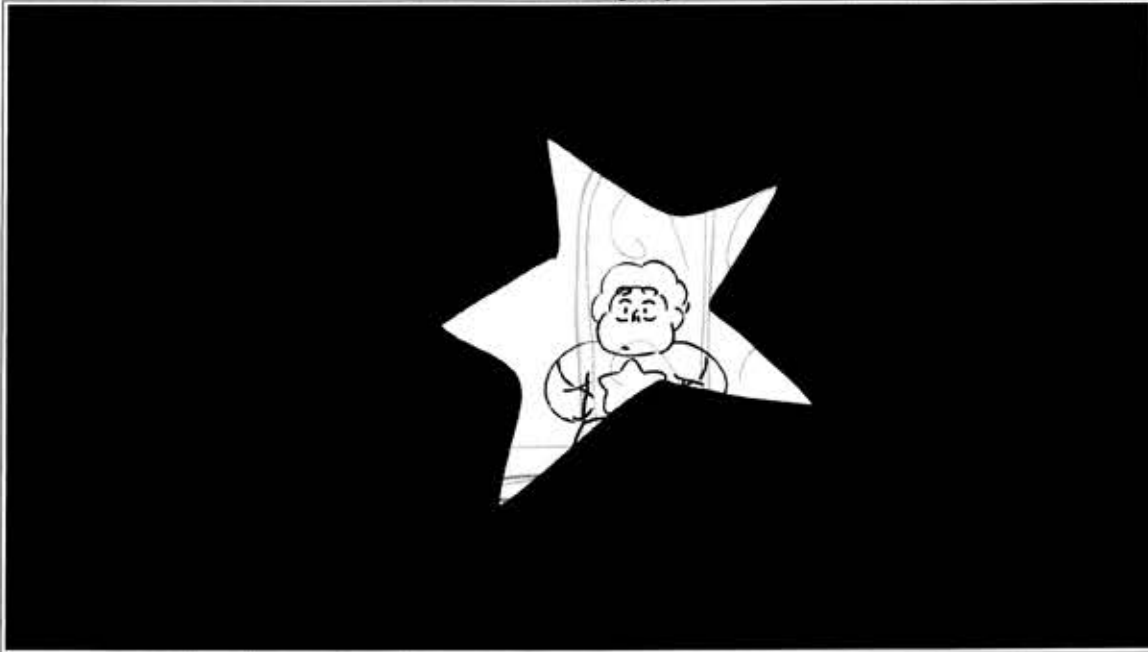
Action Notes
Star iris stop

Slugging
0.10

Scene	Panel
212 CONT	9

Action Notes
Reverse star iris

Slugging
0.04

JUN 2 6 2013

Scene	Panel	
212	CONT	10

Dialogue
STEVEN: Wait, I can do that too?!

Slugging
2.09