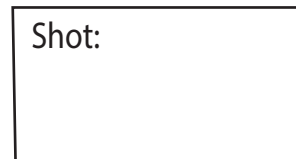


Character Animation **Animatic Panel**



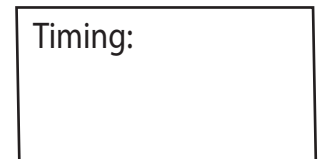
Action (taking place):

Shot:



Notation such as ES, CU, MS...

Timing:



How long is each shot