

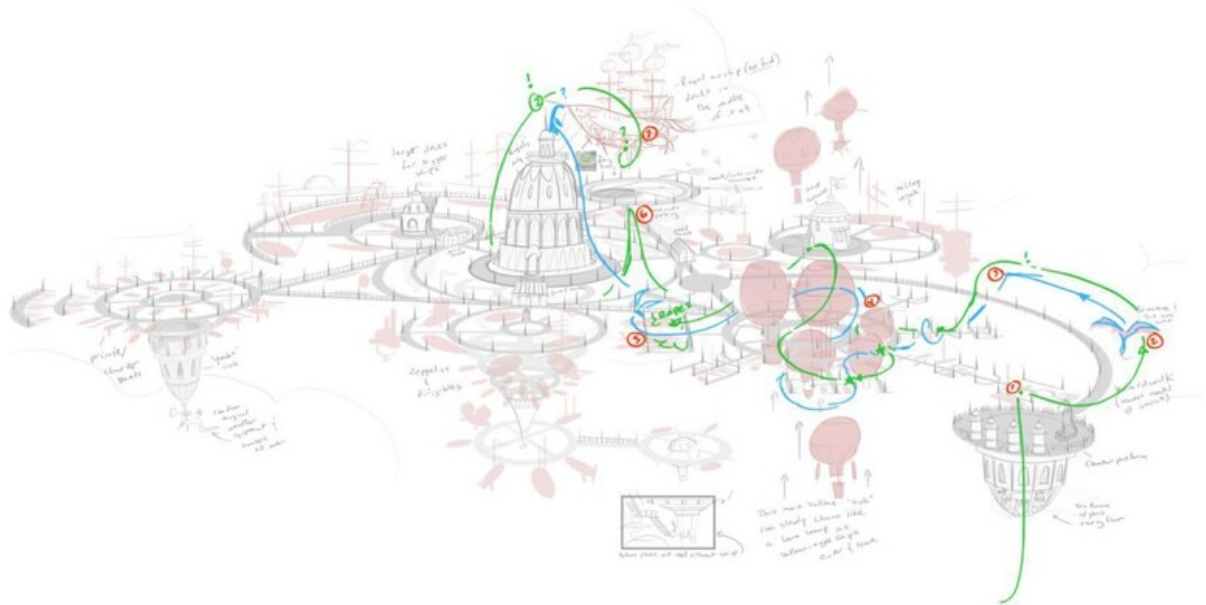
Netflix Unannounced Animated TV Series

Episode 8, Airdock sequence beat boards and development

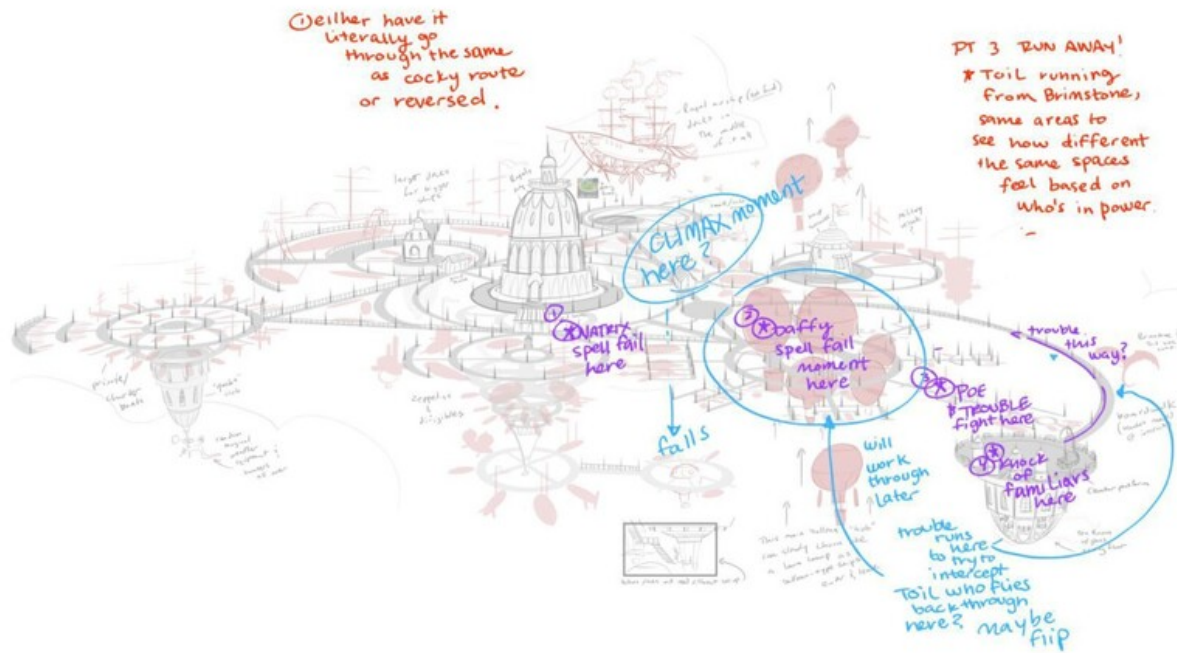
Episode Directed by Jackie Cole



Map of an Airdock (a dock for airships and other fantasy flying machines) for an Episode for an unannounced TV Animated Production with **Labeled Beat Camera Locations**. Letters represent Story Beats done by Jackie Cole, beats will be presented in the following slides. I planned out beats for the story sequence to help prepare the Story Artists as well as our animation vendor for this complicated action flying chase sequence. Map and AirDock Design created by Justin Martin.

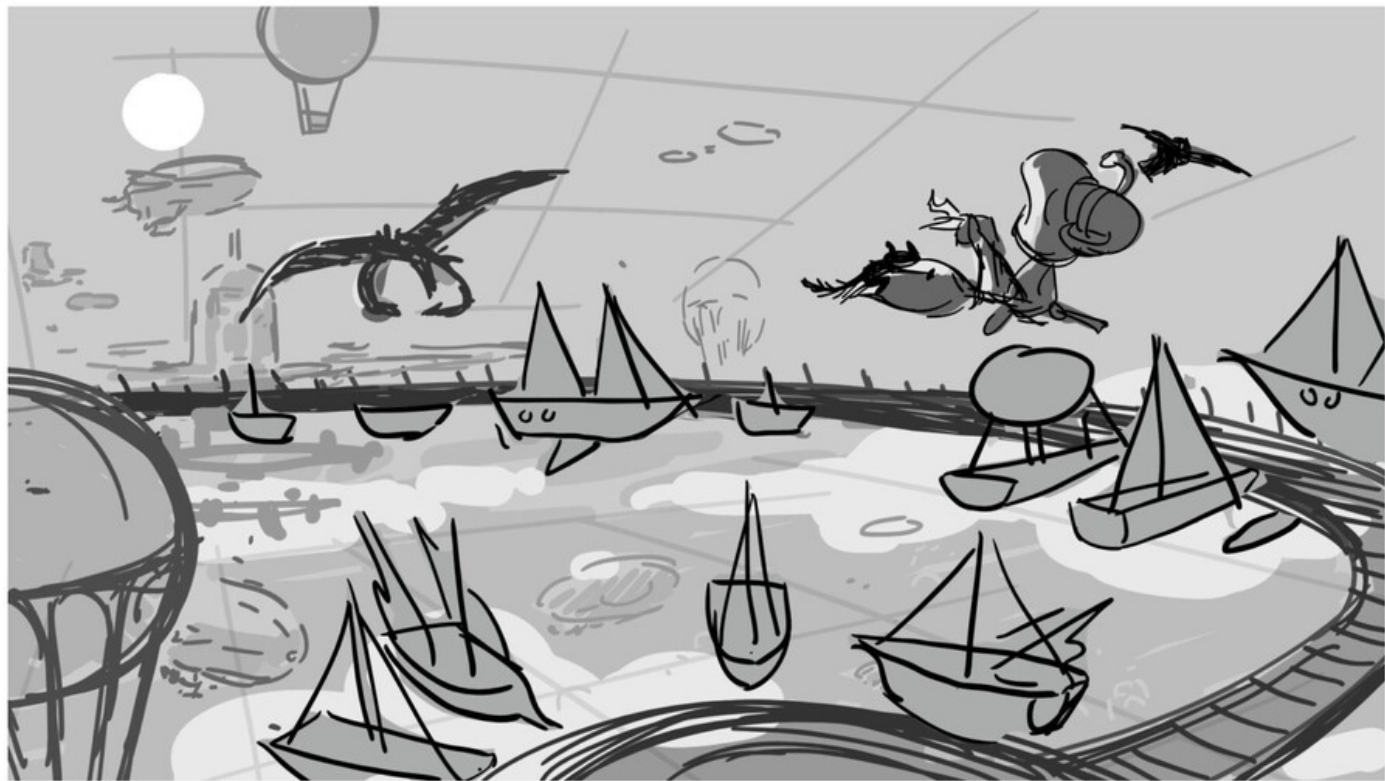


(Part 1) Map of an Airdock with a prepared pathway across the dock that is dictated in the script. Done to figure out which sections of the CG model would need more detail applied for final episode production purposes. Part 1 of chase sequence presented here, showing the first act of Toil (Main Character, **Green Path**) chasing the Dragon (**Blue path**) through the Airdock. Map and Airdock Design created by Justin Martin.



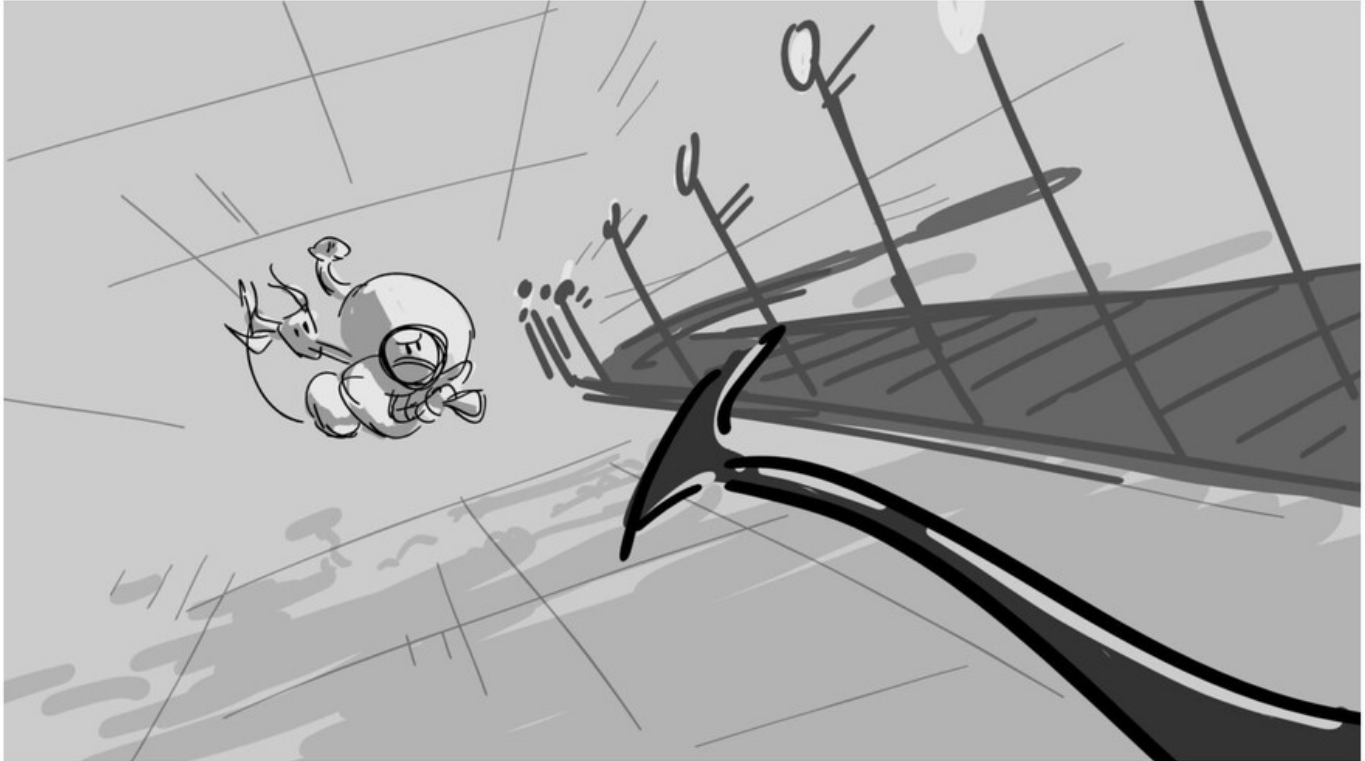
(Part 3) Map of an Airdock with the 3rd part of the Airdock sequence roughly planned out. Done to show how we can use previously traversed sections of the airdock so that we wouldn't need to flesh out the entire location. Part 3 of chase sequence presented here, showing the third act and power shift to the Dragon having the upper hand. Written are beats of where magic spells fail and where Trouble may knock off each familiar in an attempt to have Toil all to herself. Map and AirDock Design created by Justin Martin.

Beat 1 - First visual of Dragon, start of chase (**Camera A**)
Beat Board by Jackie Cole, added airships by Natalie Wetzig



Beat 2 - Main Character is in Pursuit! (Camera B)

Beat Board by Jackie Cole, added animated movement by Natalie Wetzig (click link for password protected video). Exploration on how we may want to implement 3D movement



Video Link: <https://vimeo.com/592548600>

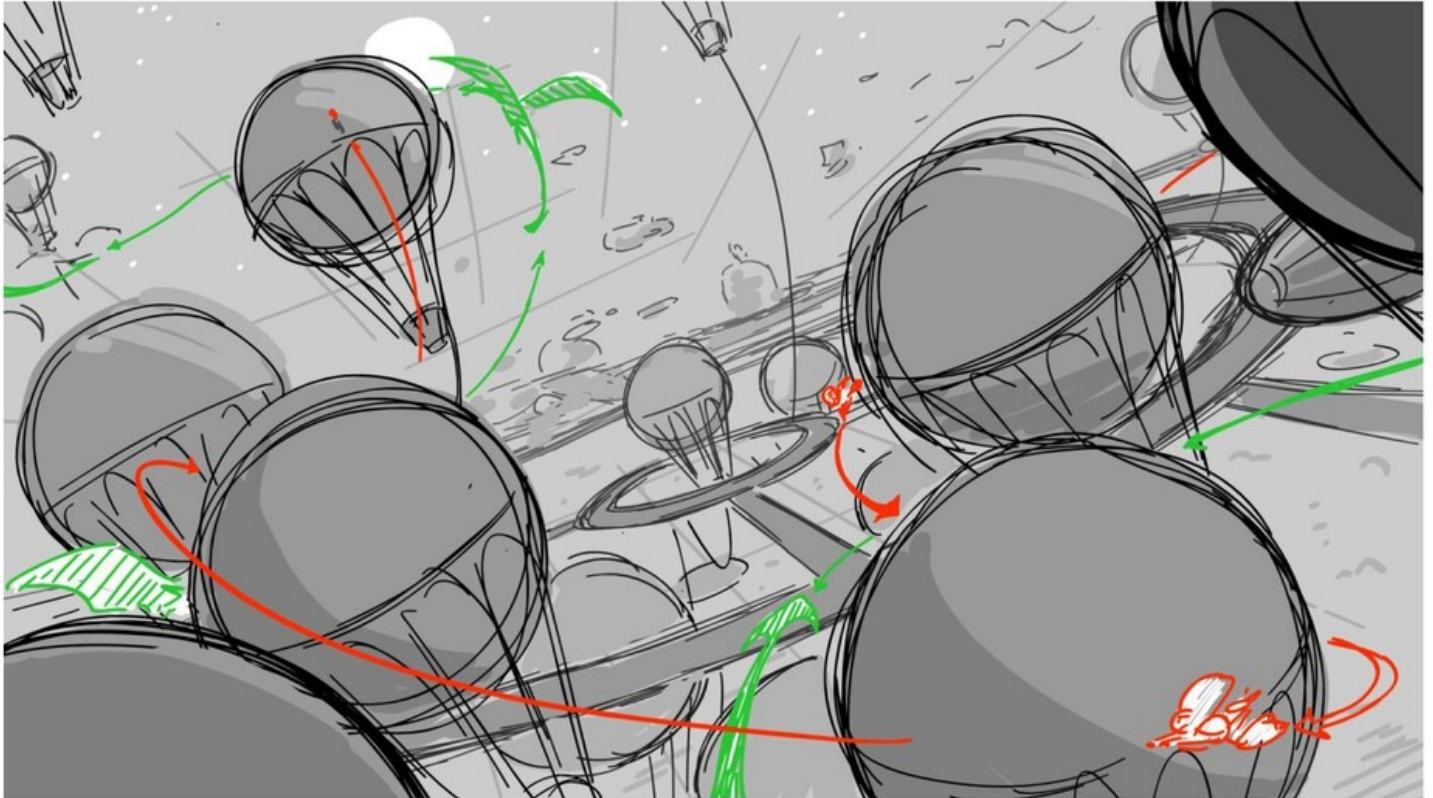
Beat 3 - In Pursuit, Dragon is on the move! (Camera C)

Beat Board by Jackie Cole, added animated movement by Natalie Wetzig (click link for password protected video). exploration on how to hide full Dragon's body for a later surprise reveal.



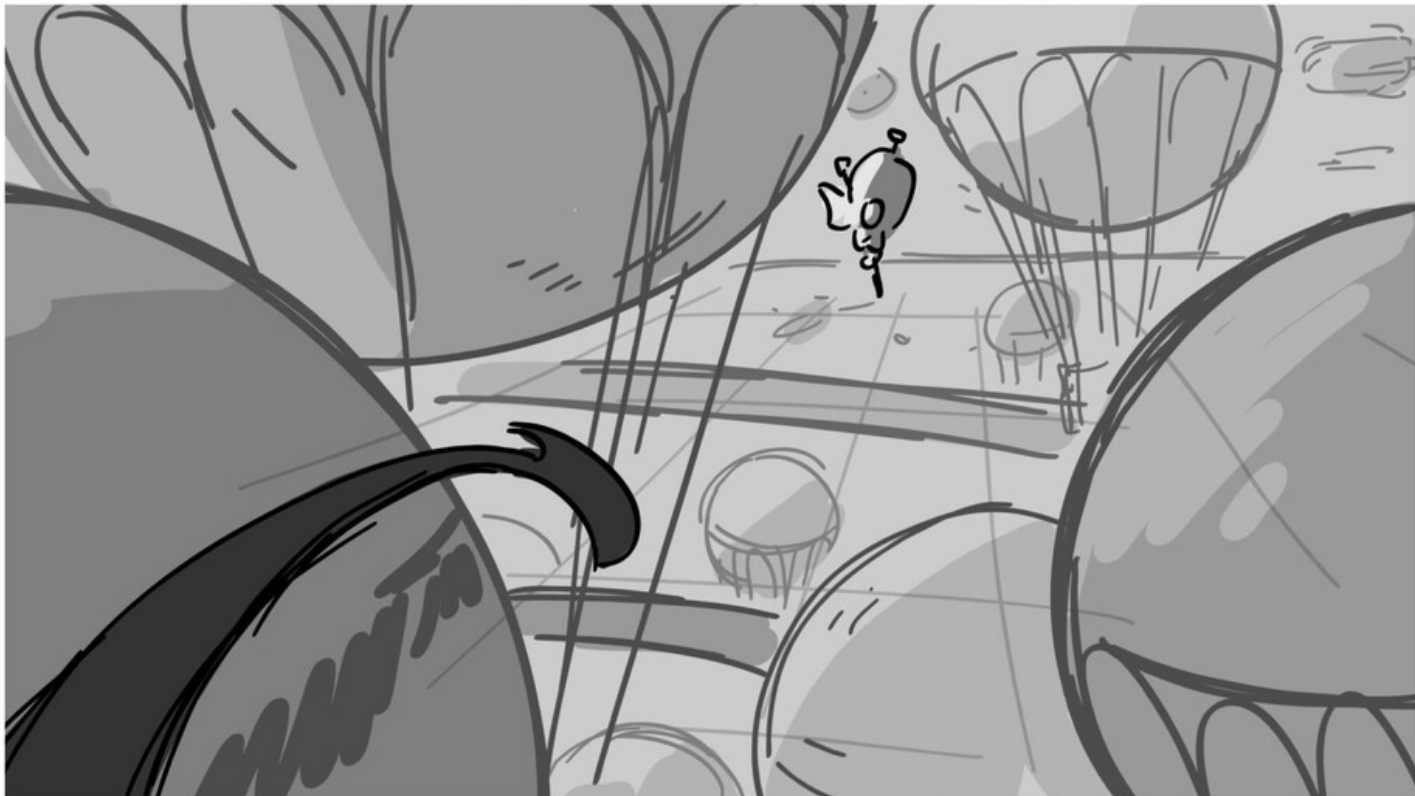
Video Link: <https://vimeo.com/592547277>

Beat 4 - Dragon Pursuit through the hot air balloon docks (Camera D)
Beat Board by Jackie Cole. exploration on how to hide full Dragon's body for a later surprise reveal.

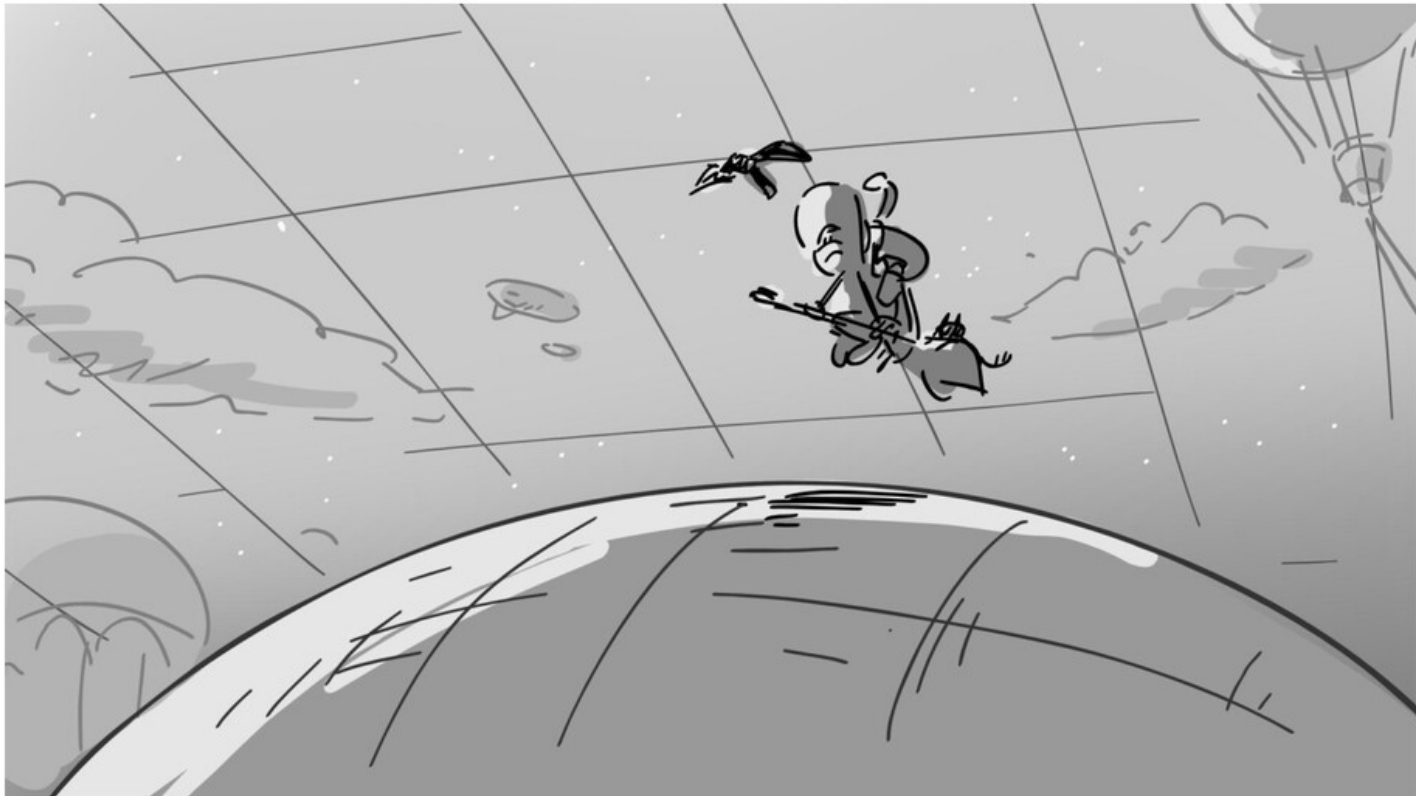


Beat 5 - Dragon Pursuit through the Hot Air Balloon docks (Camera E)

Beat Board By Jackie Cole. exploration on how to hide full Dragon's body for a later surprise reveal.



Beat 6 - Added Hot Air Balloon Dock beat.
Beat Board by Jackie Cole

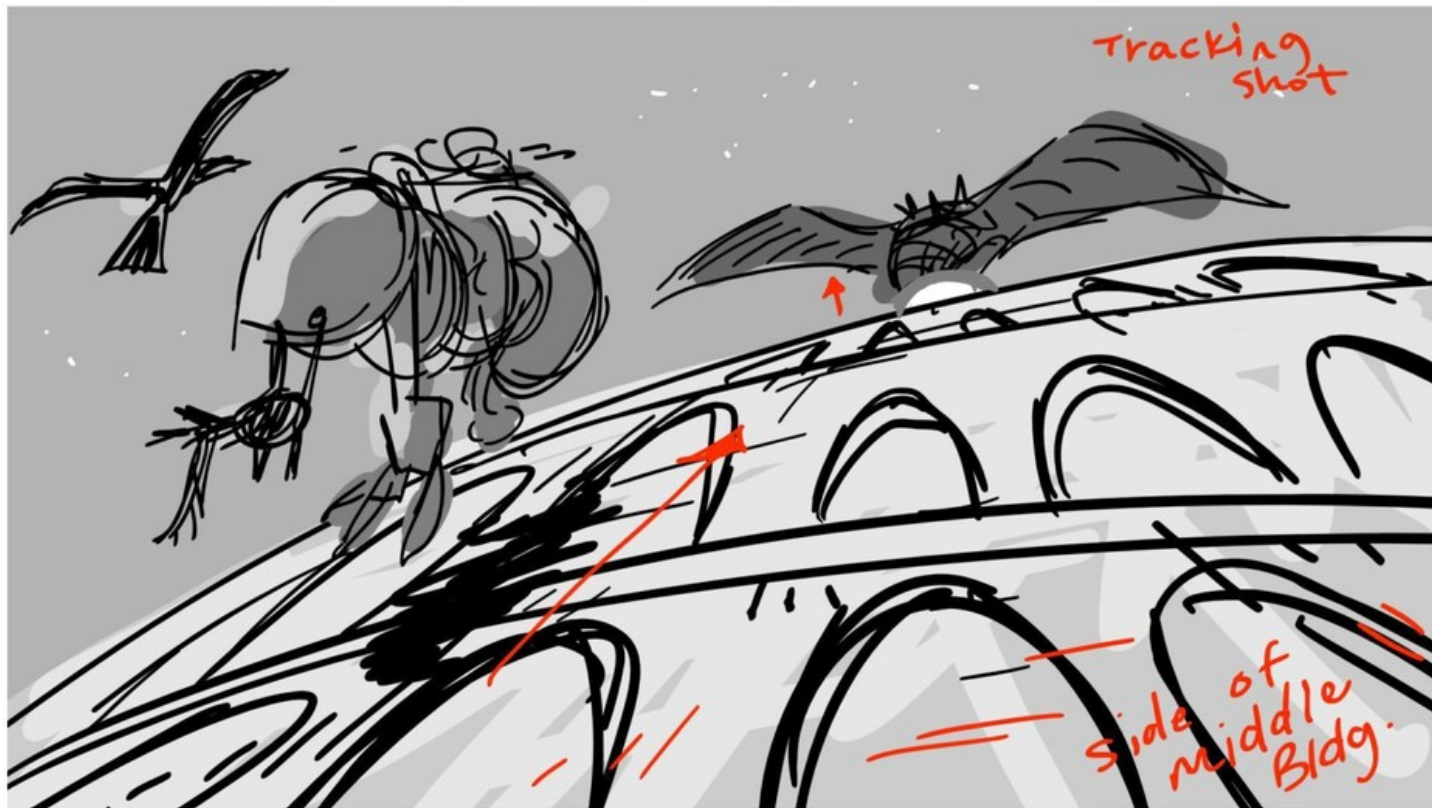


Beat 7 - Dragon flies in front of Airdock's Lighthouse light.
Beat Board by Jackie Cole. Drawn to discuss how we may use harsh light to hide Dragon's back for a later reveal.



Beat 8 - Sneak attack against Dragon! (Camera F)

Beat Board by Jackie Cole, added floor detail by Natalie Wetzig. Used to discuss use of CG background/camera



Beat 9 - Surprise! No rider is on the dragon??

Beat Board by Jackie Cole. added notes from discussion on how animals might hold onto broom while upside down.



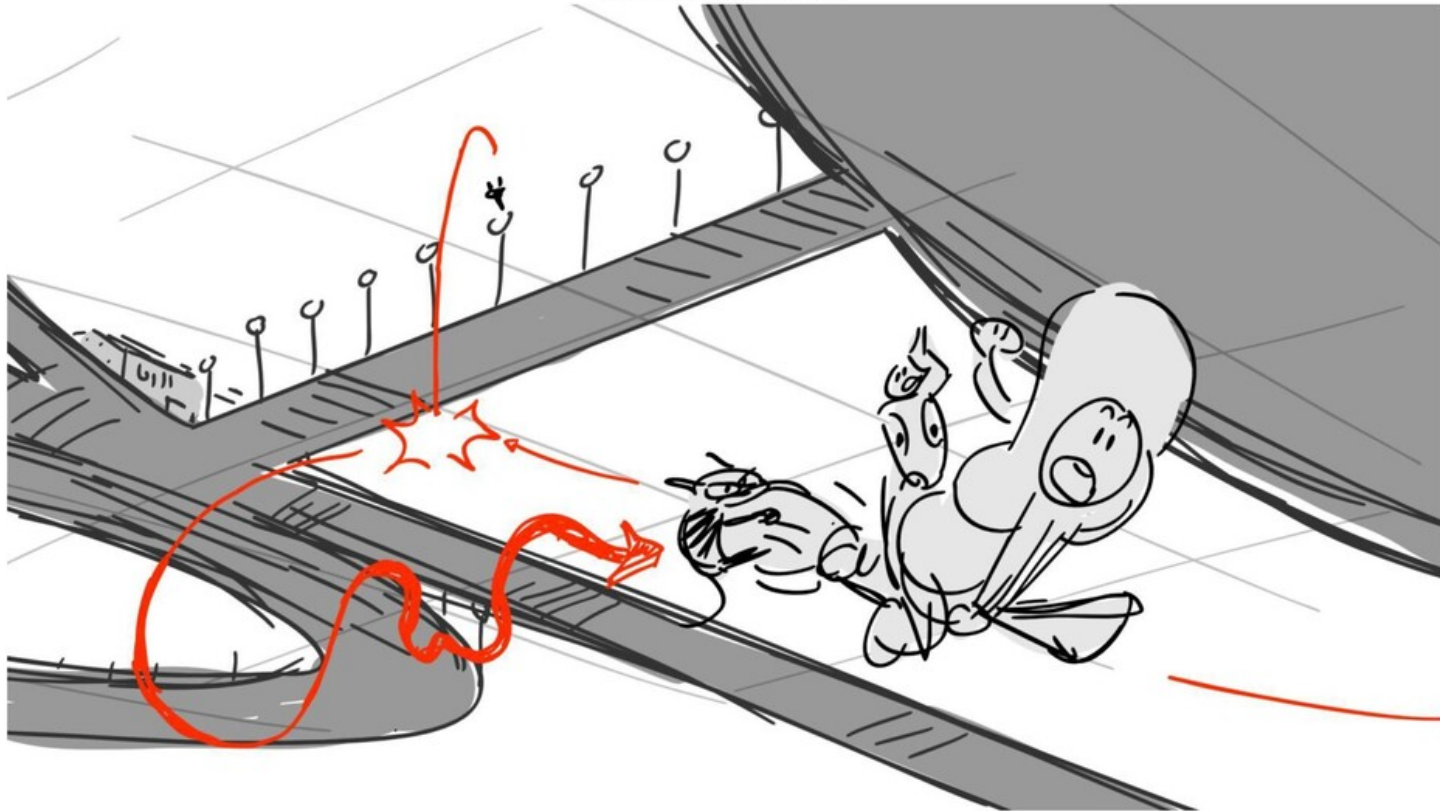
Beat 10 - Trouble (the Main Character's Cat familiar) clocks that the dragon has an ulterior motive (**Camera G**)
Beat Board by Jackie Cole



Beat 11 - Trouble separates, mission to stop Toil (Main Character) start! (Camera H)
Beat Board by Jackie Cole, Added Ships by Natalie Wetzig. Done for Discussion on use of 3D camera moves

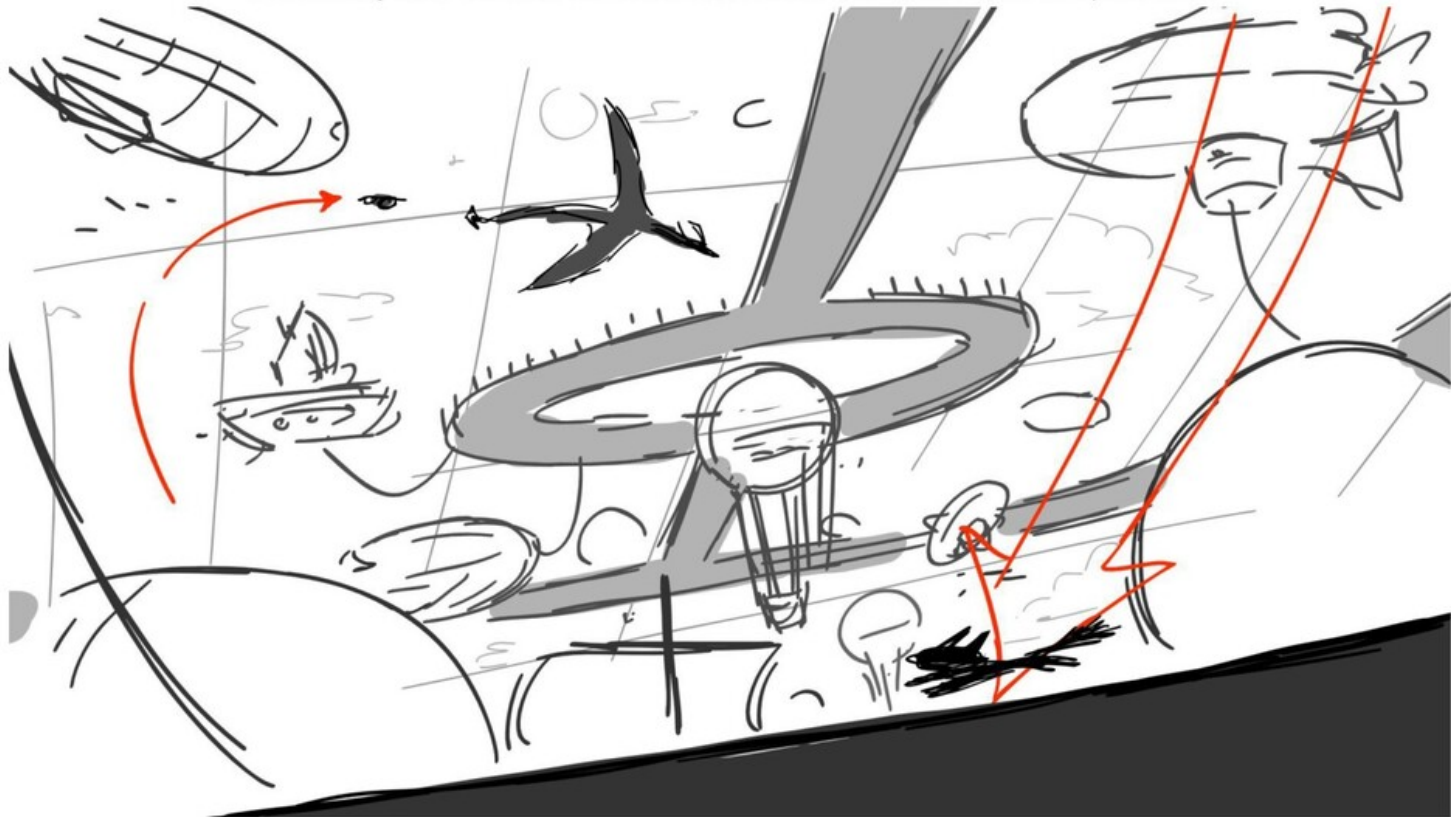


Beat 12 - Trouble's attempt number 1 (Camera I)
Beat Board by Jackie Cole



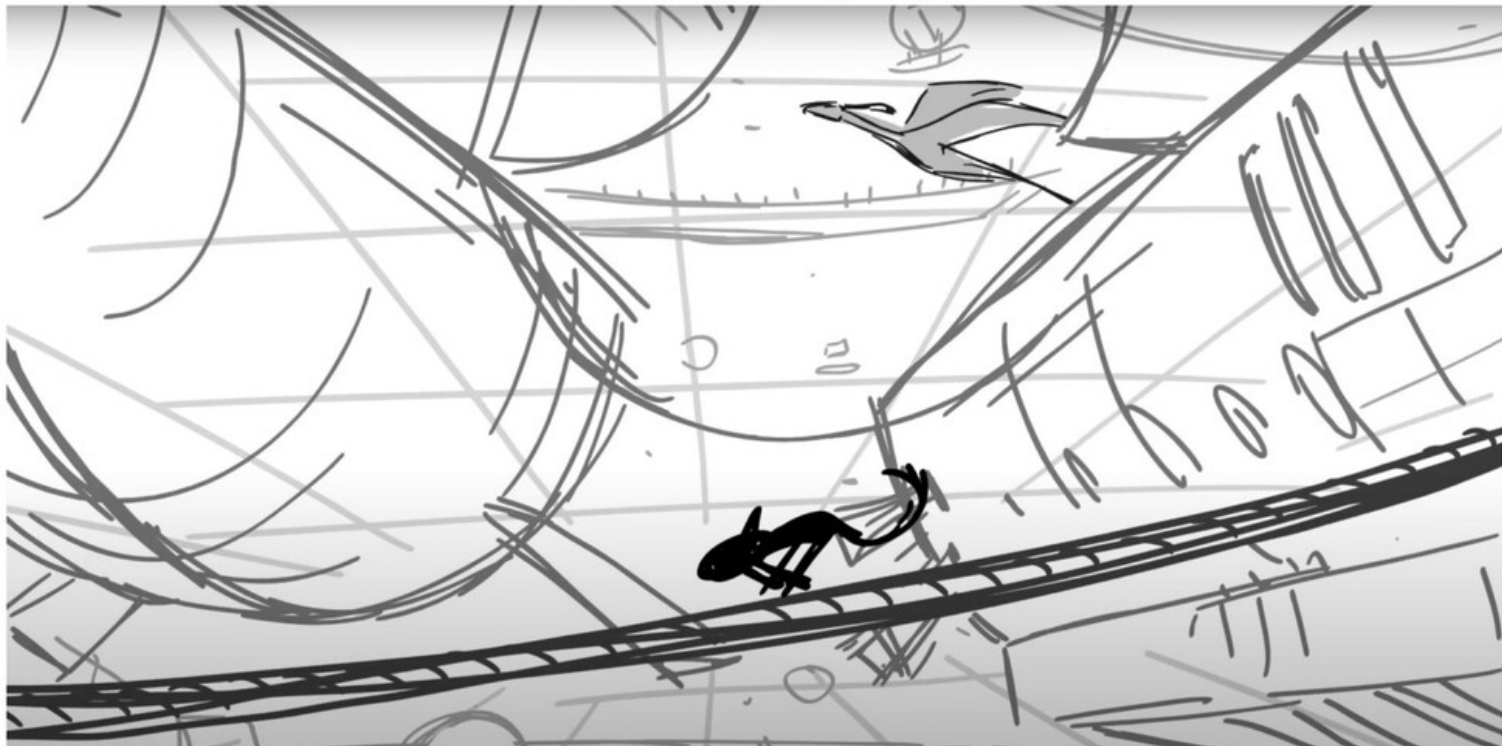
Beat 13 - Trouble in Pursuit 2. Exploration of Airdock (Camera J)

Beat Board by Jackie Cole. Done for Discussion on use of 3D camera moves for an atmospheric effect



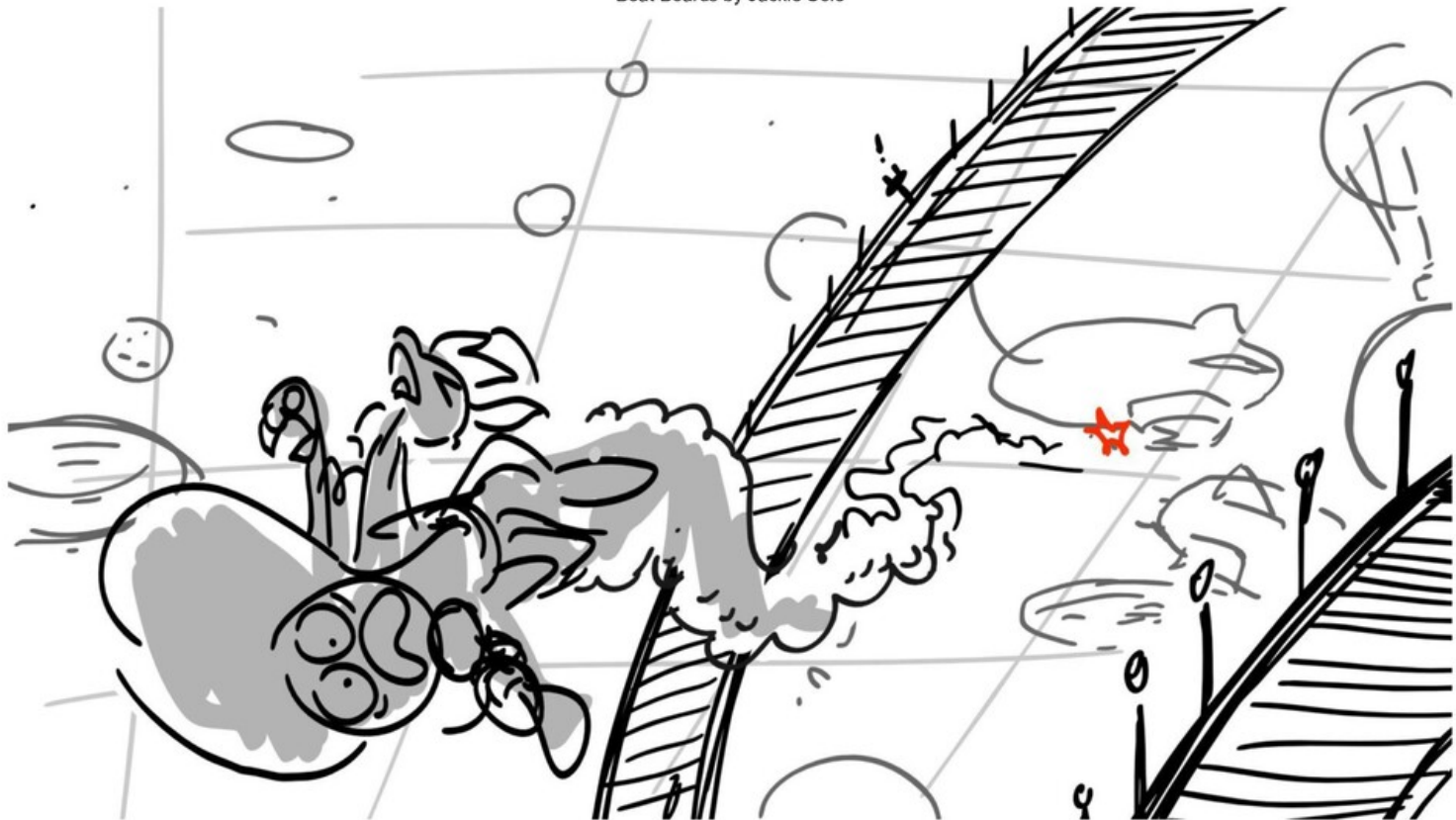
Beat 14 - Trouble in Pursuit 3. Exploration of Airdock (Camera K)

Rough Pass by Jackie Cole (click link for password protected video). Done to explore ways we may want to implement 3D camera movements in sequence, and to see how Trouble can navigate the space.

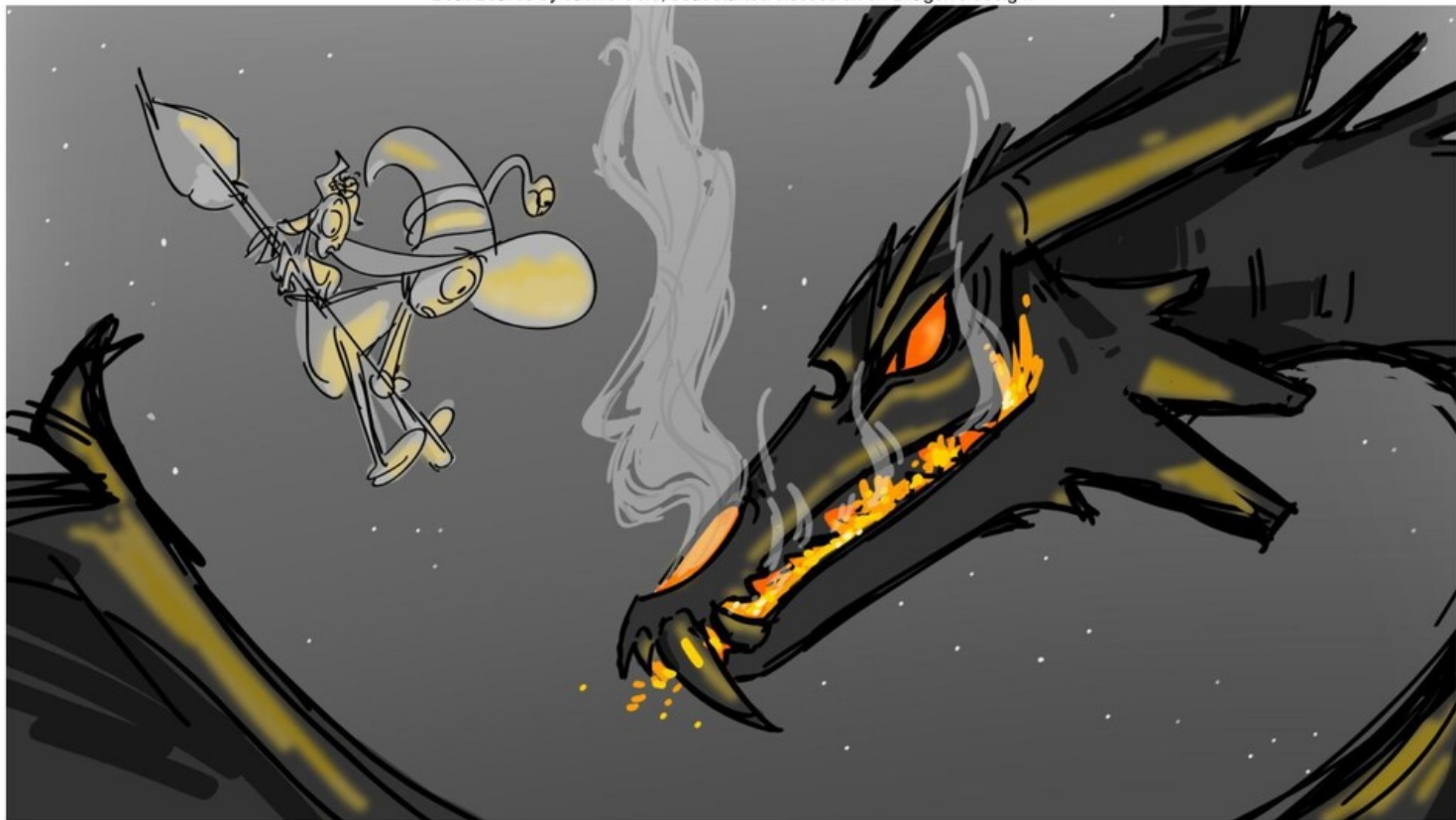


Video Link: <https://vimeo.com/592498448>

Beat 15 - Oh no! Trouble's attempt spins Toil out of control! (Camera L)
Beat Boards by Jackie Cole

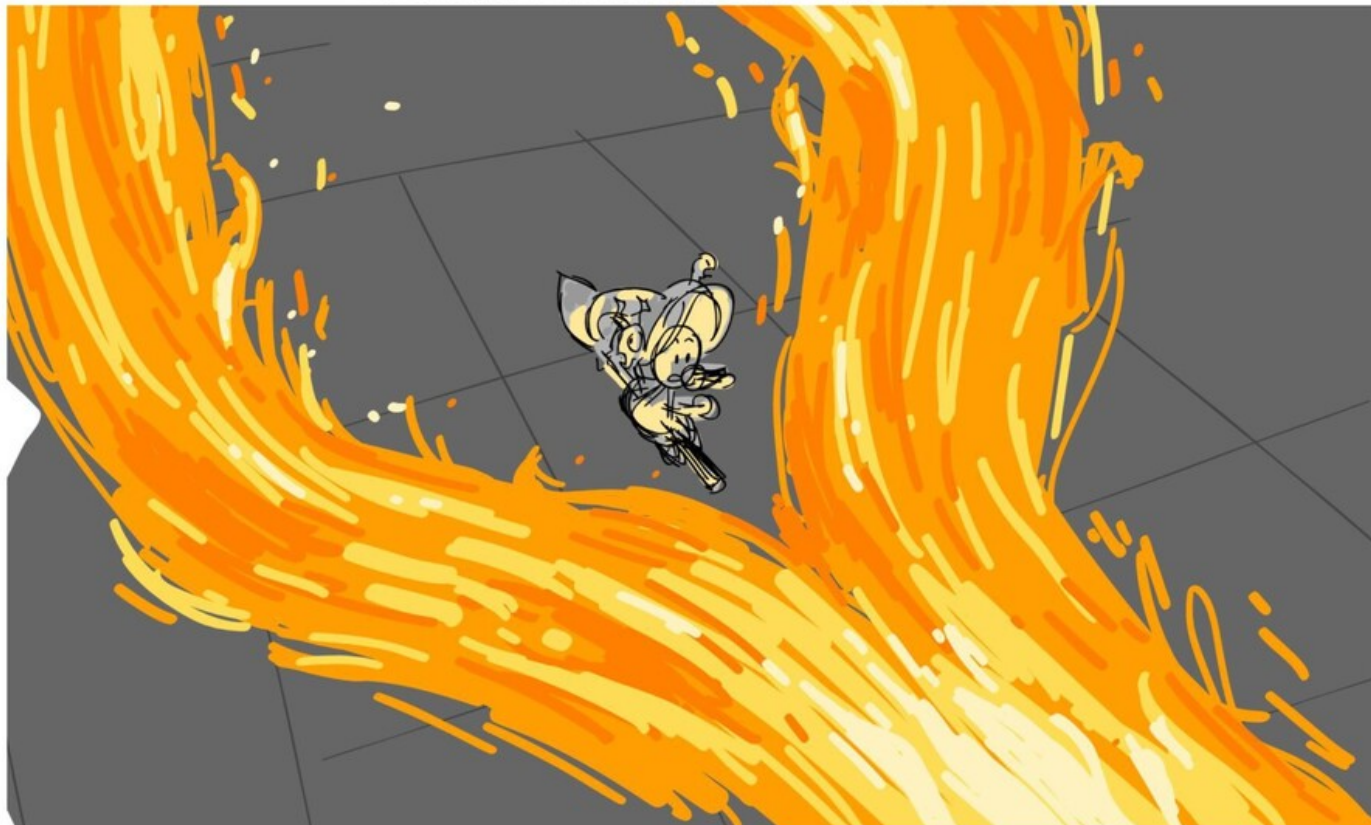


Beat 16 - Surprise! Toil in the face of the Dragon
Beat Boards by Jackie Cole, beat started discussion on Dragon's design.



Beat 17 - Dragon's fire split??

Beat Boards by Jackie Cole. started discussion on how to approach fire effects



Beat 18 - Fire's ultimate intent revealed! (Camera M)
Beat Boards by Jackie Cole. Done for discussion on fire effects.



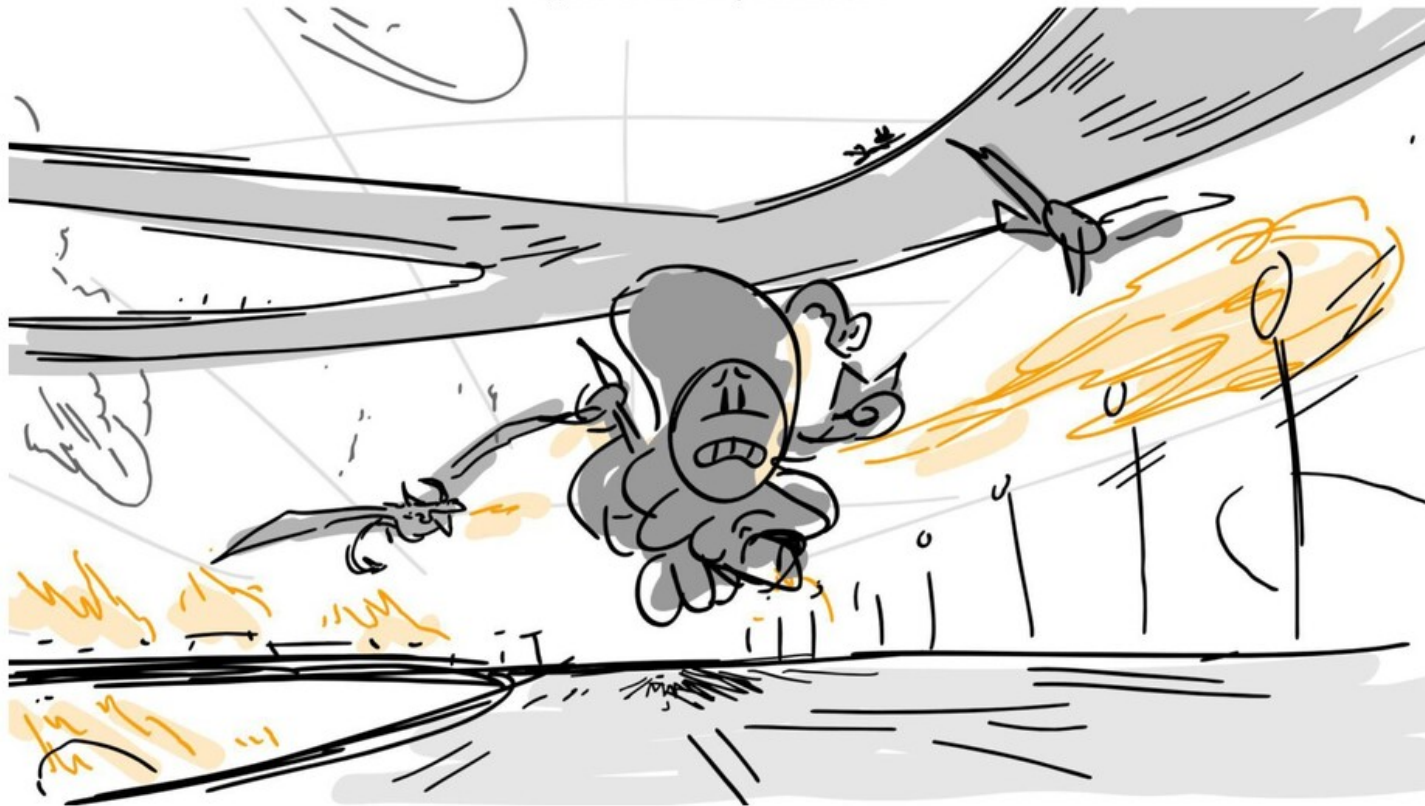
Beat 19 - Caught By Dragon!

Beat Board by Jackie Cole. Done for discussion on how Wyvern can still use his hands. Dragon Character design updated in this beat.

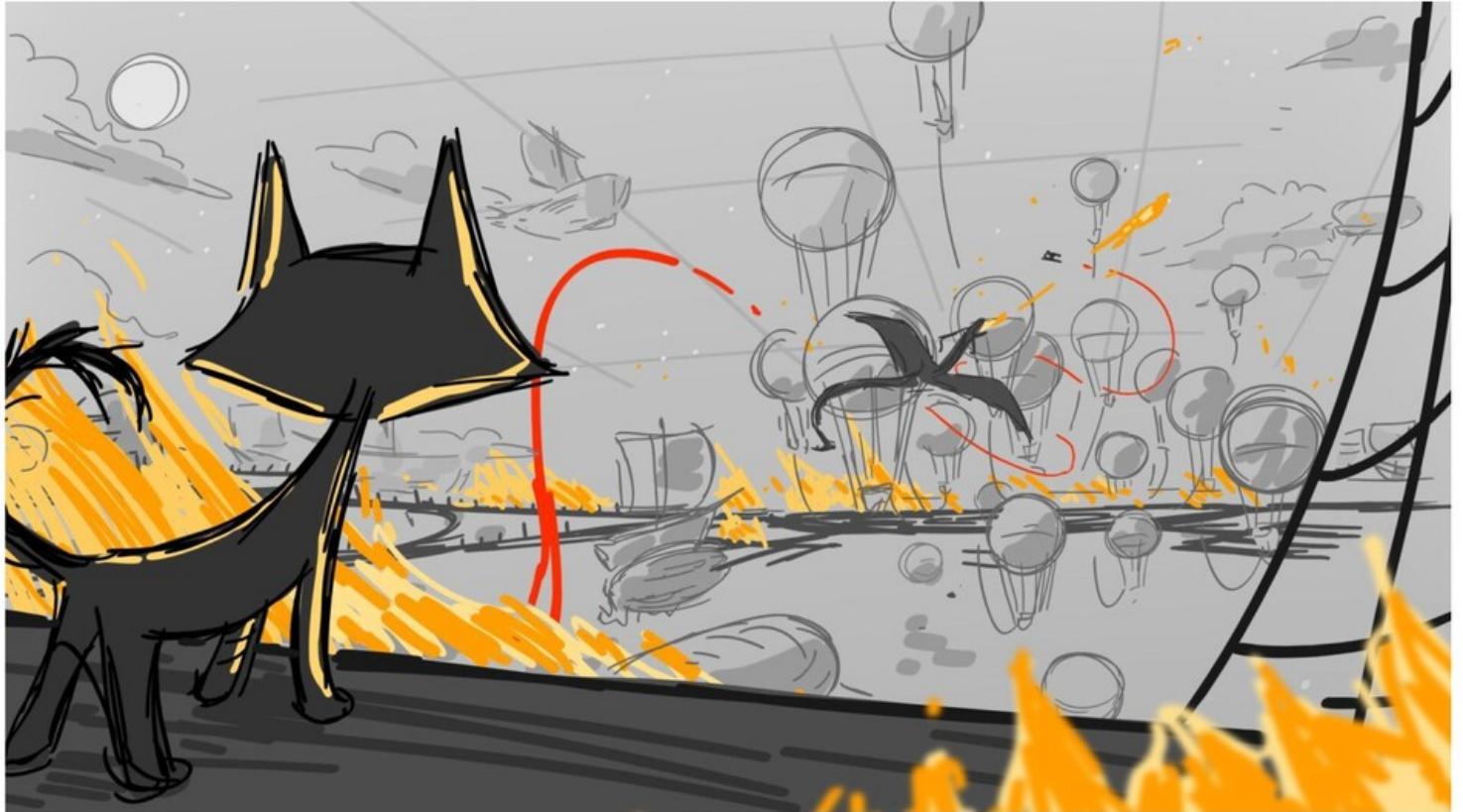


Beat 20 - Narrowly escaped the Dragon's grasp, Toil is desperately trying to escape Dragon's pursuit. (Camera N)

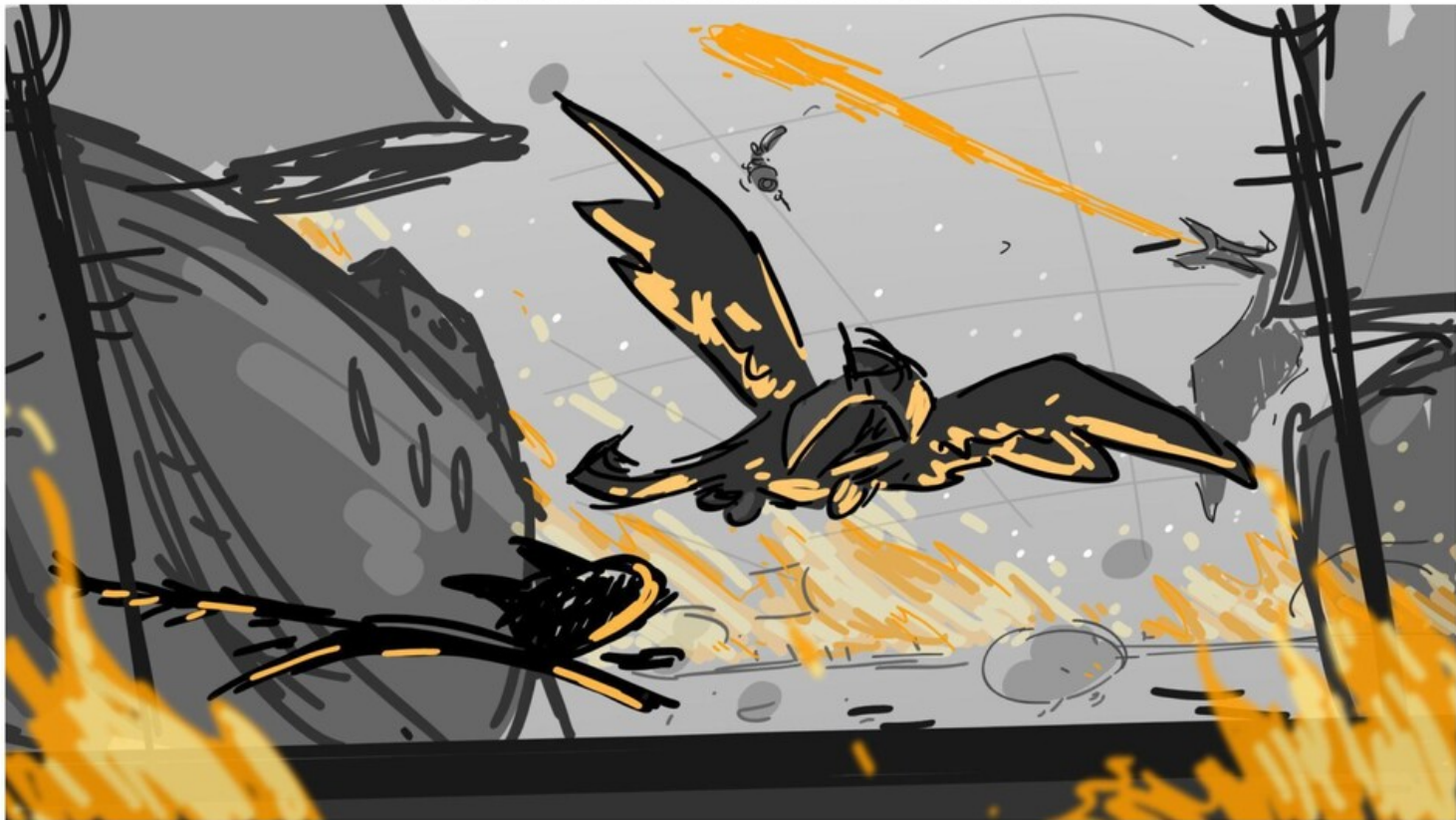
Beat Board by Jackie Cole. Done for Discussion on use of 3D camera moves for tracking shots while character is flying through airdock, and how 2D fire effects will be approached on a moving CG Background



Beat 21 - Trouble's POV, must find a way to get to Toil! (Camera O)
Beat Board by Jackie Cole



Beat 22 - Poe (Raven Familiar) Quarrels with Trouble
Beat Board by Jackie Cole. Done for Discussion on use of 3D camera moves



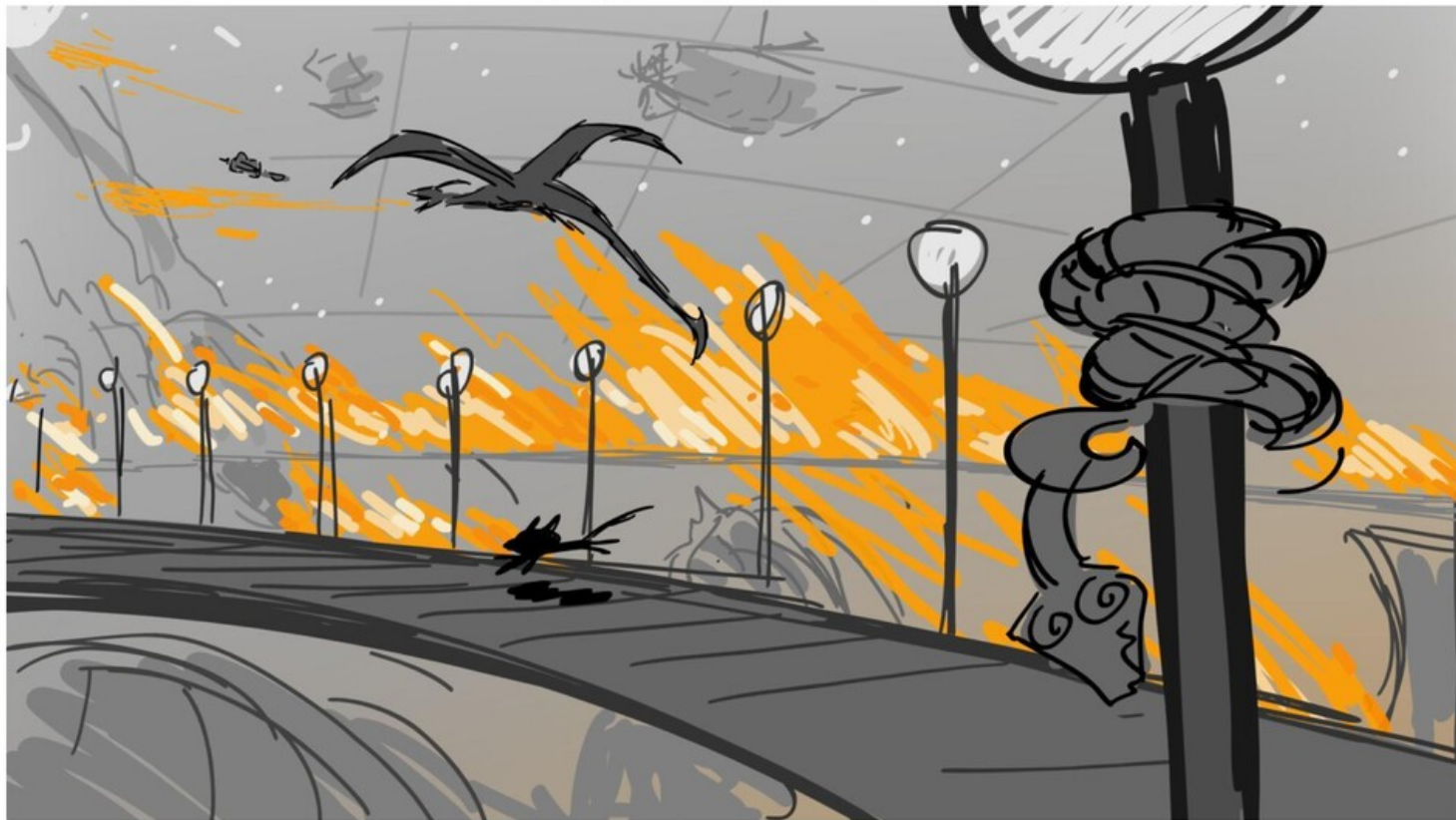
Beat 23 - Trouble takes down Poe (Camera P)
Beat Board by Jackie Cole. used for discussion on fire effects and lighting



Beat 24 - Trouble faces down all the familiars in her way; Trouble Vs Natrix (Snake Familiar)
Beat Board by Jackie Cole. Done for Discussion on use of 3D background application and fire effects



Beat 25 - Trouble takes down Matrix (Camera Q)
Beat Board by Jackie Cole. Done for Fire effects discussion



Beat 26 - End of Airdock chase - Toil and Trouble fall from the destroyed Airdock (Camera R)
Beat Board by Jackie Cole. Done to see how much fire and destruction we would want by end of airdock sequence.

