CARTOON NETWORK **STUDIOS**

"HICCUP HAVOC"

1038-111

UNCLE GRANDPA

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
001 DAD HOLD ON ZK														
HOUSE														
HP ①														TRUCK IN
HP ①														
1														
2														
IA														
SM ANTIC														
INTO IA														
CUSH														
3														
BACK TO ①														
CUSH														
4														
HP ①														
B CUT														
002 DAD HP ①														
HU														
5														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	5		1, 2	1

CARTOON NETWORK **STUDIOS**

2

Combo	ACTION DAD		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
		1														1	
		2														2	
	FEEX OUT	3														3	
	TO (2)	4														4	
		5														5	
		6	(5)													6	
		7														7	
	CUSH	8	DAD	A												8	
		9														9	
		10														10	
		11	L	B												11	
		12														12	
	PULL OUT	13	A	D												13	
	TO (3)	14														14	
		15	N	B												15	
1		0														16	
		1	M	A												17	
	CUSH	2	EE	C												18	
		3														19	
		4	UW	D												20	
		5	N	B												21	
		6														22	
		7	I	D												23	
		8														24	
		9														25	
		10	N	B												26	
	HP	11	T													27	
		12	EE	C												28	
	(3)	13														29	
		14	N	B												30	
		15	M	A												31	
2		0	IH	C												32	
		1														33	
		2	L	H												34	
		3	IH	C												35	
		4	M	A												36	
		5														37	
		6	EE	C												38	
		7														39	
		8	D	B												40	
		9	GR	F												41	
		10														42	
		11	S	I												43	
		12														44	
		13														45	
		14	AH	D												46	
		15														47	
3		0		C												48	
		1														49	
		2	K	B												50	
		3														51	
		4	IH	C												52	
		5														53	
		6	T	B												54	
		7	W	F												55	
	BLINK	8	U	D												56	
		9		H												57	
		10	J	I												58	
		11	UH	P												59	
		12														60	
		13	Z	B												61	
		14														62	
		15	EE	D												63	
4		0														64	
		1		C												65	
		2														66	
		3		—												67	
		4	K	B												68	
		5														69	
		6	L	—												70	
		7														71	
		8		A												72	
		9														73	
		10	(6)													74	
		11														75	
CUT		12	LIKE													76	
663 (HU)	(2K) SIP H/U TO POSE (1) SC (1)	13	UH	C												77	
		14														78	
		15														79	
5		0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1058 111	10		2, 3	2

CARTOON NETWORK **STUDIOS**

3

Contd	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	(2K) CONT IN H/O	1			|											1	
		2			|											2	
		3			|											3	
		4			—											4	
	(X)	5														5	
		6			—											6	
	BLINK	7														7	
		8			B											8	
		9														9	
	(X)	10	(UNH)		A											10	
		11														11	
		12			|											12	
		13														13	
		14			—											14	
		15	OL		D											15	
1		0														16	
		1			—											17	
	TURN TO (1)	2														18	
		3	<		E											19	
		4														20	
		5			F											21	
		6														22	
	WSH	7	K		B											23	
		8														24	
		9	4Y		D											25	
		10														26	
	MP (1)	11			+											27	
		12														28	
		13			B											29	
		14														30	
	CAM UP TO MOUTH	15			A											31	
2		0														32	
		1														33	
		2	(SLURP)		F											34	
		3														35	
		4														36	
		5														37	
	2K	6														38	
	MP (2)	7														39	
		8														40	
		9				See										41	
		10				STORY										42	
		11				BOARD										43	
		12				POSE										44	
		13														45	
		14														46	
		15														47	
3		0														48	
		1														49	
		2														50	
		3														51	
		4														52	
	SODA L ARM DOWN TO (3)	5			—											53	
		6														54	
	2K STEP FWD TO (3)	7			—											55	
		8														56	
		9			A											57	
		10														58	
	WSH PEAN R ARM TO (3)	11														59	
		12														60	
		13														61	
		14														62	
		15														63	
4	MP	0														64	
		1														65	
	WSH	2														66	
		3														67	
		4														68	
		5														69	
		6														70	
	MP (3)	7														71	
		8														72	
		9														73	
		10														74	
		11														75	
	PULL ARM BACK TO (4)	12			—											76	
		13														77	
		14	IN		D											78	
		15														79	
5		0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1028 111	15		3	3

CARTOON NETWORK **STUDIOS**

3

COND	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
		1		E												1	
	TURN	2														2	
(4A)	TO (4A)	3		I												3	
		4	Z													4	
		5														5	
		6	L													6	
		7	TH	TH												7	
	LEAN	8	IH	C												8	
	FWD TO	9	S	I												9	
		10														10	
	(5)	11	L	—												11	
		12	TH	TH												12	
		13	UH	D												13	
	CUSH	14	L													14	
		15	W	F												15	
1		0														16	
		1	UH	D												17	
		2														18	
		3	N	B												19	
	MP (5)	4														20	
		5														21	
		6														22	
CUT		7	(1)													23	
		8	DAD													24	
OOH	(DAD)	9														25	
	ZR	10	AH	D												26	
	MP (1)	11														27	
		12														28	
	(X)	13														29	
		14														30	
	BLINK	15														31	
2		0														32	
SIP		1		—												33	
	(X)	2														34	
		3		C												35	
		4														36	
		5		—												37	
		6														38	
		7	TH	TH												39	
	GRAB	8														40	
	TO (1)	9	A	D												41	
		10														42	
		11	T	B												43	
		12														44	
		13	S	I												45	
	CUSH	14														46	
		15	L													47	
3		0	IH	D												48	
		1														49	
		2		C												50	
		3														51	
	MP	4		—												52	
		5	T	B												53	
		6														54	
		7														55	
		8														56	
		9	I	D												57	
		10														58	
	PULL TO (2)	11		—												59	
		12	N	B												60	
		13														61	
		14	OO	F												62	
		15														63	
4	SIM OVS	0		—												64	
		1														65	
		2	P	A												66	
		3														67	
	SQ	4	AH	D												68	
		5														69	
		6		—												70	
		7														71	
	INTO	8	D	A												72	
(7A)		9	UH	D												73	
	POINT	10														74	
		11	D	B												75	
		12	IH	C												76	
		13	D	B												77	
		14	IH	C												78	
	CUSH	15	N	B												79	
5	TONS	0	R	F												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	20		3, 4	4

CARTOON NETWORK **STUDIOS**

4

CONTD	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	CONTOUS	1														1	
		2	AY	D												2	
		3														3	
	SM (2A)	4		C												4	
		5														5	
		6	Z	I												6	
		7														7	
		8	N	B												8	
		9														9	
		10	OH	E												10	
		11														11	
		12		F												12	
	HP	13	F	G												13	
		14		—												14	
	(2A)	15														15	
1		0	OO	E												16	
		1														17	
		2		—												18	
		3														19	
		4		F												20	
		5		—												21	
		6														22	STARS
	ANITU	7	L	H												23	ADJUST
		8														24	
		9		—												25	(E)
		10														26	(F)
		11		C												27	
	UNDER CAR	12														28	
	TO (3)	13		A												29	
		14														30	
		15														31	
2		0														32	
		1														33	STOP
		2														34	ADJUST
		3														35	
	HP	4														36	
	(3)	5														37	
		6														38	
		7														39	
		8														40	
		9														41	
		10														42	
		11														43	
	CUT	12														44	
		13														45	
	005 (2K)	14														46	
		15	(15)													47	
3		0														48	
	HP (1)	1	MOM													49	
		2														50	
		3	(GASP)													51	
		4														52	
		5		B												53	
	MOM	6														54	
	WALKS	7		—												55	
	OUT	8														56	
	ON	9		C												57	
	10's	10														58	
	(2)	11		—												59	
		12														60	
		13		B												61	
		14	I	D												62	
		15														63	
		0		—												64	
		1		C												65	
		2														66	
		3	TH	TH												67	
		4														68	
		5		—												69	
		6	IH	C												70	
		7														71	
		8	N	B												72	
		9														73	
		10	K													74	
		11	IH	C												75	
		12														76	
		13	T	B												77	
		14														78	
		15	S	I												79	
5		0														80	

BACKLITE FLAME EFX

CANDLES BURN ON 8X RANDOM CYCLE ON 2'S

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	25		4,5	5

CARTOON NETWORK **STUDIOS**

5

(2K) ACTION MOM		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	1	VH	D												1	
	2														2	
	3	M	A												3	
	4														4	
CUTN TO	5	W	F												5	
STOP	6	VH	D												6	
	7	N	B												7	
(2A)	8	S	I												8	
	9														9	
	10	T	B												10	
BLINK	11	W	F												11	
(2A)	12														12	
	13	EH	C												13	
	14														14	
	15		–												15	
1	0	L	H												16	
	1														17	
	2	TH	TH												18	
	3														19	
	4														20	
	5	B	A												21	
	6														22	
RAISE	7	CH	E												23	
CLOSE EYES	8														24	
KEEP UP + BACK	9		F												25	
	10														26	
	11	TH	TH												27	
CLOSE	12														28	
	13														29	
	14	D	B												30	
	15														31	
2 OPEN EYES	0	AY	D												32	
	1														33	
	2														34	
	3														35	
	4														36	
(1P)	5														37	
	6														38	
	7														39	
	8		–												40	
	9														41	
	10		C												42	
	11														43	
	12		–												44	
	13														45	
	14		B												46	
	15														47	
3	0														48	
(CUT)	1														49	
	2														50	
(006) (MOM)	3	OO	F												51	
	4														52	
HP(1)	5														53	
	6														54	
	7														55	
(HP)	8														56	
	9														57	
	10														58	
	11	L	FH												59	
CLOSE EYES	12														60	
HAPPILY	13		–												61	
ANIMATE CANDLE FLAME ON 8X CYCLE ON 2'S	14														62	
	15		F												63	
(1A)	0		–												64	
	1	H	B												65	
	2														66	
HP(1A)	3	OO	F												67	
	4														68	
	5	S	I												69	
	6	I													70	
BACKLIGHT FLAME EFX	7	R	F												71	
OPEN EYES TO (1)	8	EH	C												72	
	9														73	
	10	D	B												74	
	11	CE													75	
	12		G												76	
	13	F													77	
	14														78	
	15	CR	E												79	
5	0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	30		5,6	6

CARTOON NETWORK **STUDIOS**

CONT'D

6 ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
MOM	1	K	B												1	
CONT	2	UH	D												2	
HP (1)	3														3	
	4		–												4	
	5														5	
	6	P	A												6	
	7														7	
	8	K	B												8	
	9														9	
	10	AY	D												10	
	11														11	
	12		C												12	
	13														13	
	14	K	B												14	
	15	S	I												15	
1	0														16	
	1	L	B												17	
	2														18	
TILT HEAD	3	UH	D												19	
FWD TO	4														20	
(TB)	5		–												21	
	6														22	
	7		C												23	
	8														24	
	9	L	B												25	
(CUT)	10														26	
(007) HP (1)	11														27	
	12	F	(V0)												28	
	13														29	
	14	R													30	
	15														31	
2 (HU)	0	EH													32	
	1														33	
	2	SH													34	
	3														35	
ANIMATE	4	L													36	
FLAMES	5														37	
ON	6	CE													38	
8X RANDOM	7	I													39	
CYCLE	8	B													40	
ON	9														41	
2'S	10	AY													42	
	11														43	
	12														44	
BACKLITE	13														45	
FLAME	14														46	
EFX	15	L													47	
3	0														48	
	1														49	
	2														50	
	3														51	
	4														52	
	5														53	
	6														54	
	7														55	
	8	K													56	
	9														57	
	10	D													58	
	11														59	
	12														60	
(CUT)	13	(K)													61	
	14	KATE													62	
(008) HOLD	15														63	
ON PNL (1)	0	OO	E												64	
	1														65	
	2														66	
	3														67	
	4		F												68	
	5														69	
	6														70	
	7														71	
	8		–												72	
KATE	9	D	B												73	
SLIDE	10	EH	C												74	
INTO SC	11	D	B												75	
(2)	12	S	I												76	
	13														77	
	14	UH	D												78	
	15														79	
5	0	M	A												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	35		6, 7, 8	7

CARTOON NETWORK **STUDIOS**

8

CUNSO

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	KATE	1	W	F												1	
		2	UH	D												2	
		3	N	B												3	
	OUS	4	S	I												4	
		5														5	
		6	AY	D												6	
		7	I	–												7	
		8	K	B												8	
BLINK	SQ	9														9	
	(2)	10	UH	D												10	
		11														11	
		12	D	A												12	
		13														13	
		14	K	B												14	
		15														15	
1		0	AY	D												16	
		1														17	
		2		–												18	
		3														19	
	HP (2)	4	K	B												20	
		5														21	
		6	S	I												22	
		7	I													23	
		8	UNH	–												24	
(CUT)		9		A												25	
		10														26	
009	DAD ZK	11		A												27	
		12														28	
		13		–												29	
	HP (1)	14														30	
		15	I	D												31	
2		0														32	
		1		–												33	
	KATE	2	V	G												34	
	INTO	3	I													35	
	SC	4	R	F												36	
	ON TOES (1)	5	EH	D												37	
		6	L	H												38	
		7	EE	C												39	
		8														40	
		9	W	F												41	
		10	ER													42	
	(X)	11	K	B												43	
		12	D													44	
	BLINK	13	UH	D												45	
		14														46	
		15	P	A												47	
3	(X)	0	A	D												48	
		1	N	B												49	
		2	I													50	
		3	A	D												51	
		4														52	
		5		–												53	
		6														54	
		7	P	A												55	
		8	EH	C												56	
		9														57	
		10	T	B												58	
		11														59	
		12	I	D												60	
		13														61	
		14	T	B												62	START ADJUST (C) TO (D)
		15	R	F												63	
4		0														64	
		1	OH	D												65	
		2														66	EO →
		3		–												67	
		4	L	H												68	
		5	ER	F												69	
		6	I													70	
		7	S	I												71	
		8														72	
CONT SKATE FWD		9	K	B												73	
		10	AY	D												74	
	ZEKE TURN TO (2)	11														75	
		12	D	B												76	
		13	EH	C												77	
		14	N	B												78	
		15	G													79	
5		0	I	I												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	40		8, 9	8

CARTOON NETWORK **STUDIOS**

9

CONT'D KATE

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	DAD	ZK	AH	D												CONT ADJUST
		CUSH (2)		—												EI
KATE COMES SKATING →	CONT			C												
	HP (1)															
			L	H												
			M	A												
		HP (2)		E												
			OH													
				—												
(1) KATE O/S				F												
			R													
1				B												
			N													
				D												
			EH													
				C												
			N	B												
			G													
				—												
CUT			22	A												
			ZOOM													
010	ZK			A												
2	HP (1)		I	D												
	BLINK & SHIFT EXP FROM HM TO (1)			—												
				C												
				—												
			TH	TH												
(1A)	TILT HEAD TO (1A)		AH	C												
			L	—												
			Y	B												
			OO	F												
	CUSH		S	I												
3																
			EH	C												
			D	B												
			OO	—												
	HP (1A)		W	F												
			ER													
			K	B												
			UH	D												
			D	B												
			EH	C												
			N	B												
			B	A												
4	BLINK		A	D												
			K	B												
			AH	C												
			N	B												
			L													
			K													
	TILT HEAD BACK TO (1)		AY	D												
				C												
			K	B												
	WH		K	B												
5																

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1028 111	45		9, 10	9

CARTOON NETWORK **STUDIOS**

10 CONTD

ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
(2K)	1	AY	D												
	2														
	3		C												
	4														
MP (1)	5		—												
	6	T	B												
(B)	7			(23)											
CUT	8			KATE											
(011) KATE (Mom)	9														
	10			K	B										
	11														
	12			A	D										
ANIMATE FLAMES ON BG	13														
MP (1) (MP (1))	14				—										
	15														
RANDOM	0			N	B										
CYCLE ON 2'S	1														
	2			FH	C										
	3														
BACKLITE FLAMING EFX	4			T	B										
	5														
	6				I										
	7			B	A										
	8														
TILT HEAD FWD	9			CR	F										
	10														
	11			TH	TH										
	12														
	13			D	B										
WISH	14														
	15			AY	D										
2	0														
(X)	1			B	A										
	2														
HP	3			OL	E										
BLINK	4														
	5				—										
(X)	6														
	7				—										
	8			Y	B										
	9														
	10				—										
	11			UW											
	12				A										
	13														
	14				—										
(1A)	15			Y	B										
CLOSE EYES TILT HEAD UP + BACK	0														
	1			CR	F										
	2														
	3			S	I										
	4			UW	D										
	5			S	I										
WISH (1A)	6														
	7			S	I										
	8			EN	D										
	9														
	10			L	K										
	11			EU	C										
HP (1A)	12														
	13			S	I										
	14														
	15			B	A										
4	0			CE	C										
	1			K	B										
	2			UW	D										
	3			Z	I										
	4														
	5			I	D										
	6														
	7				C										
	8														
	9				—										
	10			G	B										
	11			AH											
	12				—										
	13			TH	TH										
OPEN EYES TILT HEAD BACK TO G1 (1)	14			UW	D										
	15														
5	0			B	A										

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	50		10, 11	10

CARTOON NETWORK **STUDIOS**

CONTD

11	KATE ACTION	MOM	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	CONT CUSH		R	F												
		CONT HP (1)	AY	D												
	HP (1)			C												
			N S	B I												
			A	D												
1	SMALL ANTIC DOWN			C												
	REACT UP TO (1B)		N	B												
	CUSH		B	A												
	HP (1B)		Y D	B B												
2			CO EE	F C												
	CUT			B	(24) ZEKE											
012	(2K) HP (1)				Y	B										
3	BLINK				A	D										
4	TILT HEAD TO (2)				I	D										
	CUSH					C										
5	HP (2)				G	B										

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	55		11, 12	11

CARTOON NETWORK **STUDIOS**

CONTD

12

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
ZK	EH	C												
		-												
	S	I												
HP														
	L													
(2)	Y	B												
	ER	F												
	L	-												
	R	F												
(3)														
	I	D												
BLINK														
		C												
(4)														
		B												
	T													
	L													
SMARTIC		—												
		(A)												
RAISE ARM UP TO (3)														
	SWRD	F												
WISM (3)														
HP (3)														
		-												
ANTIC		D												
LOWER (L) ARM														
INTO (4)	L	C												
HICCUP EX OUT AND DISSIPATE	IH	DH												
OVS	K	B												
	UH	DH												
O/S														
STL TO (5)		A												
	P													
HP (5)														
ANTIC														
	H	C												
HICCUP EX OUT + DISSIPATE	IH	DH												
UP INTO (6) & GRAB CHEST														
	K	B												
	UH	DH												
OVS														
		A												
STL O/S	P													

1 2 3 4 5 (CONTD)

Follows Boards

See Storyboard Case

Follow Board

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	60		12	12

CARTOON NETWORK **STUDIOS**

12

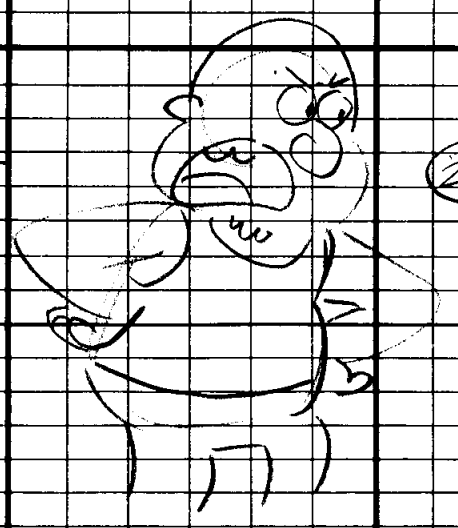
CONTD	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
		1														1	
	2K HANDS 5	2														2	
		3	32													3	
		4														4	
12		5	DAD													5	
CUT		6														6	
013	DAD HP 1	7	H	VO												7	
		8														8	
		9	AY													9	
		10														10	
		11														11	
		12														12	
		13														13	
		14														14	
		15														15	
1	LEGS OUT TO 2	0														16	
		1	W													17	
		2														18	
		3	UH													19	
		4														20	
		5	T	B												21	
	DAD PULL BODY OUT TO 3	6	S													22	
		7	W	F												23	
		8	IN	C												24	
		9	TH	TH												25	
		10	AH	D												26	
		11														27	
		12	L	H												28	
		13	TH	TH												29	
	WSH 3	14	UH	D												30	
		15														31	
2		0	K	B												32	
		1	UH	D												33	
		2	M	A												34	
		3														35	
		4	OH	E												36	
		5														37	
		6		F												38	
		7														39	
	HP 3	8	SH	I												40	
		9														41	
		10		-												42	
		11	IH	C												43	
		12	N	B												44	
		13	AH	D												45	
		14														46	
		15	W	F												47	
3		0														48	
		1	T	B												49	
		2	H	B												50	
		3														51	
	4	4	EE	D												52	
		5														53	
	BLINK	6		—												54	
		7														55	
	5	8		C												56	
		9														57	
		10		—												58	
		11	R													59	
		12		F												60	
		13														61	
		14		—												62	
		15														63	
4	ANTIC	0	D	B												64	
		1	UH	D												65	START ADJUST
		2	Z	I												66	
		3														67	EO G to H
	SIT UP TO 4 SETS	4	EH	C												68	
		5														69	
		6	N	B												70	
	WRENCH DOWN	7	EE	C												71	
		8														72	
		9	W	F												73	EI
	WSH	10														74	
		11	UH	D												75	STOP
		12														76	
		13	N	B												77	
	HP 4	14														78	
		15														79	
5		0	OL	E												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	65		12, 13	13

CARTOON NETWORK **STUDIOS**

13

CONTD	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
		1		—												1	
	ANTIC	2														2	
		3		—												3	
		4														4	
		5		F												5	
		6														6	
	STAND	7	H	B												7	
		8														8	
		9	AH	D												9	
		10														10	
	CUSH	11	W	F												11	
		12														12	
		13	H	B												13	
		14														14	
	STOP	15	AH	D												15	
1		0														16	
		1	R	F												17	
		2														18	
		3	D	B												19	
		4	EH	C												20	
		5														21	
		6	D	B												22	
		7	IH	C												23	
		8														24	
		9		—												25	
	STEP	10	Z	I												26	
		11														27	
		12	CH													28	
		13														29	
	015	14	AY	D												30	
		15														31	
2 CUT		0	N	B												32	
014	2K	1		VB												33	
		2	J													34	
		3	EH													35	
	HP	4	N													36	
		5	G													37	
	DAD IN	6	TH	TR												38	
	(1)	7	UH	D												39	
	(2)	8														40	
		9	D	B												41	
		10	EH	C												42	
		11	F	G												43	
		12														44	
		13	OR	E												45	
		14														46	
		15		F												47	
3		0	OH	C												48	
		1														49	
		2	N	B												50	
		3														51	
		4	SH	I												52	
		5														53	
		6	OW	E												54	
		7														55	
		8		—												56	
		9	L	M												57	
		10														58	
		11	CUM	C												59	
	SIT	12														60	
	IN	13														61	
	(2A)	14														62	
		15	AH	D												63	
4		0														64	
CUSH		1	N	D												65	
(2A)		2	UH	D												66	
		3														67	
		4		—												68	
		5	P	A												69	
		6														70	
	HP	7	AH	D												71	
	(2A)	8														72	
		9		—												73	
		10	Z	I												74	
		11														75	
		12	IN	C												76	
		13														77	
		14	T	B												78	
		15	R	F												79	
5 CONTD		0														80	



PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	70		13, 14	14

CARTOON NETWORK **STUDIOS**

14

CONTD (DAD) ACTION	ZK		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	HP (1)	1	A	P												1	
		2														2	
		3														3	
		4														4	
HP (24)		5	K	B												5	
		6	SH	I												6	
		7	IN	C												7	
		8														8	
		9	N	B	(37)											9	
		10														10	
		11			ZEKE											11	
		12														12	
	ANIM	13			H	C										13	
		14														14	
		15			IN	DT										15	
1		0					FOLLOW									16	
ARMS DOWN UPTO (3)	HICUP EFX ANIM OUT AND DISSIPATE (4) O/S	1			K	B		BOARD								17	
		2														18	
		3	(35)		UH	DT										19	
		4														20	
		5	DAD	B		A										21	
		6			P											22	
		7	W	F												23	
		8														24	
THROW HANDS UP & OUT → (4)	STEP BACK (4)	9	OH	E												25	
		10														26	
	ARMS UP TO (4) SQ (4)	11		—												27	
		12														28	
		13		F												29	
		14														30	
		15														31	
2 CUT		0	W													32	
015	HOOD POSE (1) CAR	1		F												33	
		2	OH	E												34	
		3														35	
		4		—												36	
		5														37	
	DAD ENTERS ARMS FLAILING (2)	6		F												38	
ANIM ARMS ON & RANDOM CYCLE		7	W													39	
		8		E												40	
		9	OH													41	
		10		F												42	
		11	W													43	
		12		E												44	
		13	OH													45	
		14		F												46	
		15														47	
3		0	W													48	
	(3)	1		E												49	
		2	OH													50	
		3		F												51	
		4	W													52	
		5		E												53	
		6	OH													54	
		7		F												55	
		8	W													56	
		9		E												57	
		10	OH													58	
		11		—												59	
		12														60	
		13	W	F												61	
		14														62	
		15	OH	E												63	
4		0														64	
		1	W	F												65	
		2														66	
		3	OH	E+												67	
STOP FLAIL	(X) HIT CAR	4														68	
		5		—												69	
		6														70	
	BACK TO (4)	7		E												71	
		8														72	
		9		—												73	
ANIMATE IMPACT LINES OUT + DISSIPATE	HOOD DOWN	10														74	
		11		—												75	
	OVS	12														76	
		13		F												77	
	OVS	14														78	
		15		—												79	
5 (X) O/S	STL (4A)	0	OH	D												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	75		14, 15	15

CARTOON NETWORK **STUDIOS**

15

CONT'D ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
(HOOD STL) DAD STL (HA)		VO												
HP HP (HA)										(HA)				
CUT														
016 (ZK) STP														
STP HICUP EFX OUT + PASS (OB) REACT UP														
STL + STEP BACK	(03) ZKS	C DH B DH A	FOLLOW BOARD											START PAN (C) to (D) EO EI
STL TO STP AGAIN														STOP PAN
HICC UP EFX OUT + DISSIPATE (OB) REACT UP		C DH	FOLLOW BOARD											START PAN
STEP BACK TO (3)		B DH A												(E) to (F) EO EI
STEP BACK TO (4)														STOP PAN
(X) HIT TOOL CHEST														
INTO (5) TOOL CHEST TILT BACK (5) CUSH	(48)			SCATTERED TOOLS FLY OUT						(X)	WRENCH FLY OFS			
CUT														
017 KATE STP (Mom) HP (1) STP		D D C B D												ANIMATE FRAMES ON 8x CYCLE / BACK LITE FRAME EFX

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	80		15, 16, 17	16

CARTOON NETWORK **STUDIOS**

CONTD

17 KATE	ACTION	MOM		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
			1		D												1	
			2														2	
	HP		3	V	G												3	
	SIP		4	L													4	
			5	O	B												5	
			6	IH	C												6	
			7														7	
			8	B	B												8	
			9	S	I												9	
			10	AH	D												10	
			11														11	
	BLINK		12	N	B												12	
			13	TH	TH												13	
			14														14	
			15	W	D												15	
1			0														16	
			1	S	A												17	
			2														18	
	REACH		3	SW	D												19	
	TO		4														20	
			5		I												21	
			6		—												22	
			7														23	
	LWSIT + GRAB		8	G	B												24	
			9														25	
			10	W	F												26	
			11														27	
			12	WH	D												28	
	HP		13														29	
			14														30	
			15		—												31	
2			0														32	
		BLINK	1		C												33	
			2		—												34	
			3														35	
			4	N	B												36	
			5														37	
			6														38	
			7														39	
			8														40	
		URENCH IN	9	OO	E												41	
			10														42	
			11		F												43	
		HIT	12	M	A												44	
	INTO	IMPACT	13														45	
			14														46	
KATE FLIPS		URENCH BOUNCE	15														47	
		O/S	0														48	
			1														49	
			2			50											50	
	O/S		3	M	A												51	
			4			MUMA											52	
			5														53	
		BLINK	6			K	B										54	
	FULL O/S		7	<													55	
		ANTIC	8			AY	D										56	
			9		VO												57	
			10				—										58	
			11														59	
		PLACE UP TO	12				DT										60	
			13														61	
			14			<	—										62	
			15														63	
4			0				D										64	
	ARM OUT	SM O/S	1														65	
			2				C										66	
			3														67	
			4				—										68	
		SM	5														69	
	O/S	TO	6			T	B										70	
			7	<													71	
	SM		8														72	
			9														73	
			10														74	
		HP	11														75	
			12														76	
			13														77	
			14	EH													78	
			15														79	
5			0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	85		17	17

CARTOON NETWORK **STUDIOS**

17 CONTD

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
MOM		VO												
HP (3)														
CUT														
018 HOLD ON SC														
CUP CAKE INTO SC (1)														
SLOW MOTION — ROTATE TO (2)														
ROTATE TO (3)														
CONT TO (4) — CANDLE separate FROM CUPCAKE (3)														
O/S — O/S														
GAS CAN REMOVED IN PAN														
CUT														
019 DAD HP (1)	S7													
	DAD													
	S	VO												
ANTIC	VH													
SIT UP INTO (2)	M													
	W	F												
	VH	D												
SUGAR EFX EMANATE UP AND OUTWARD O/S	N	B												
	S	I												
OVS		B												
	T													
STR (2)	AH	D												
	P	A												
AT MUP	TH	TH												

START DIAG PAN — [EO — (I) TO (J) — [EI — STOP DIAG PAN

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	90		17, 18, 19	18

CARTOON NETWORK **STUDIOS**

19

CONTD	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	PAD	1	A	P												1	
	CONT UP	2														2	
		3		–												3	
		4	T	B												4	
		5														5	
	CUSH	6	K	B												6	
		7														7	
		8	A	D												8	
		9														9	
	ARM DOWN	10														10	
		11		–												11	
		12														12	
		13	N	B												13	
	CUSH	14														14	
		15	D													15	
1		0														16	
	ARM UP	1	OH	E												17	
		2														18	
		3		–												19	
	CUSH	4														20	
CUT		5	L	H												21	
		6														22	
020		7														23	
		8														24	
	CANDLE	9														25	
	ROTATES	10														26	
		11														27	
ANIMATE AND BACKLIT FLAME ON		12														28	
		13														29	
		14														30	
		15														31	
2 8x RANDOM CYCLE		0														32	
	ROTATE AGAIN	1														33	
		2														34	
		3														35	
	HANDS	4														36	
	IN	5														37	
	(2)	6														38	
		7														39	
		8														40	
		9														41	
	ROTATE TO (3)	10														42	
		11														43	
	INTO (3)	12														44	
		13														45	
		14														46	
		15														47	
3		0														48	
		1														49	
		2	(G)													50	
		3														51	
CUT		4	ZEKE													52	
	ZK	5														53	
021	START IN HIU	6	G	B												54	
		7														55	
		8	AH	D												56	
		9														57	
HIU		10		–												58	
		11														59	
		12	D	B												60	
		13														61	
	ZK INTO (1)	14	IN	D												62	
	(L) ARM DOWN	15														63	
4		0		–												64	
	TO SIDE	1														65	
	& CUSH	2														66	
		3	T	B												67	
		4														68	
	CUSH	5														69	
		6														70	
		7														71	
	HICCUP	8	H	D												72	
	REACT UP TO (2)	9														73	
GAS SIDEW	OUT + DISSIPATE	10	IN	D												74	
		11														75	START TRUCK OUT
	O/S (2)	12	K	B												76	
		13														77	
KR	SM	14	UP	D												78	(C) to (D)
		15														79	
5		0		–												80	CONTD

Follow BOARD

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	95		19,20,21	19

CARTOON NETWORK **STUDIOS**

Contd

	ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
2/	Hiccup EFX Contd														
	O/S LAND IN (3)	D	A		Follow Board										CONT TRUCK OUT] EF
															STO
	FLAIL FEET SLIP BACK WARDS RANDOM 4x CYCLE ON 1's														
	Hiccup EFX OUT AND DISSIPATE O/S React up to (4)	H	C												
		IH	DH												
	STL	K	B		Follow Board										
		UH	DH												
		P	A												
	LEGS FLAIL ON RANDOM 4x FAST CYCLE ON 1's SLIP BACK TO (5)														
2															
	Hiccup EFX OUT AND DISSIPATE O/S LEGS FLAIL ON 4x FAST CYCLE ON 1's React up to (5) SLIP + FLAIL BACK TO O/S	H	C												
		IH	DH												
		K	B		Follow Board										
		UH	DH												
		P	A												
	CUT 022 DAD UP (1) BLINK PUPILS FOLLOW (A) TO (B)														
3															
		~	(V)												
		IH													
		K													
		UH													
		P													
4															
		IH													
		K													
		UH													
		P													
	CUT 023 2K KATE MOM SLIDE BACK INTO Hiccup EFX ANIMATE MP (1) MP (1)	K	C		Follow Board										ANIMATE AND BACKLITE FLAME EFX ON 8 x CYCLE
5		IH	DH												

PROD. NO. 1038 1 1 (1) | FOOTAGE 100 | ANIMATOR | SCENE NO. 21, 22, 23 | SHEET NO. 20

CARTOON NETWORK **STUDIOS**

CONTD

23 PICKUP

ACTION / KATE / MOM	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
EKX — ZK CONT — BACK WARDS →	K	B												
		DH	FOLLOW BOARD											
NOTE: FLAMES REACT TO HICCUPS & BOUNCING →	Y2													
		A												
	P													
GAS SLOSH — ZK SKID TO STOP (2)														
STL — CUSH														
HICCUPS EKX EMANATE OUT AND DISSIPATE (X) O/S — HP														
REACT UP ↑	K	C												
	EN	DH												
	K	B	FOLLOW BOARD											
	UH	DH												
STL AND SLIDE O/S →		A												
(X) O/S														
CUT														
OZY — HOLD ON (1)														
	K	C												
	EN	DH												
ANIM + BACKLITE FLAME ON 3SX — HICCUP EKX EMANATE OUT AND (X) O/S — SLIDE IN TO (2)	K	B	FOLLOW BOARD											
	UH	DH												
RANDOM CYCLE — DISSIPATE	P	A												
FLAMES REACT TO HICCUPS & BOUNCING → — STL — CONT SLIDE TO (3) — STL														
HICCUP EKX EMANATE OUT AND DISSIPATE (X) O/S — REACT UP TO HICCUP	K	C												START PATH
	EN	DH												EO (G) TO (H)
	K	B	FOLLOW BOARD											
STL + SLIDE BACK TO (4)	UH	DH												EI
		A												STOP
GAS SLOSH UP FROM SLIDE	P													
SLIDE + SETTLE TO STOP (5) — STL														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	105		23, 24	21

CARTOON NETWORK **STUDIOS**

24

CONTD ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
ZK	H	C												
HICCUP REACT UP														
EFX	IH	DH												
EMANATE					Follow									
OUT +	K	B			Bounce									
DISSIPATE (*) O/S														
SLIDE BACK TO (6) →	UH	DH												
	P	A												
(*) HIT B·MBS														
CUSP														
CUT														
025 HOLD ON (1)														
BACKLIGHT EXPLOSION EFX INTO (2)														START CAM SHAKE
EXPLOSION RISE UP														
DEBRIS FLY OUTWARD														
Smoke RISE UP + BILLOW (3)														DISSIPATE
DEBRIS LESSEN														STOP
DEBRIS CONT LESSEN														
(*) O/S														
BLOW AND CONT RISE UP (4)														
CUT														
026 SMOKE ROIL (1)														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	110		24,25,26	22

CARTOON NETWORK **STUDIOS**

26

CONT'D ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	1														
	2														
SMOKE CLEAR TO (2)	3														
ZK	4														
	5														
SMOKE CLEAR REVEAL ZK	6														
UP (3)	7														
	8														
	9														
	10														
	11														
SMOKE CLEAR TO (3)	12														
BUILD	13														
	14						RANDOM								
	15						BITS								
1	0														
ZK TURN MAN TO (4)	1						OF								
	2														
	3						DEBRIS								
	4														
	5						FALL								
	6														
FIRES RAGE IN BG ON 8X RANDOM CYCLE	7						INTO								
	8						SC								
CUSH	9														
	10														
SMOKE DISSIPATE AND CLEAR TO OLS (4)	11														
	12														
	13														
BACKLIGHT FIRE EXX	14														
	15														
2 OLS	0														
	1	(85)													
REVEALED IN PAN	2														
DAD KATE MOM	3	DAD													
	4														
UP (5)	5	D	VO												
	6														
	7	AH													
	8														
	9														
	10	R													
BUILD	11														
ZK TURN TO (5)	12	N													
	13														
	14	IH													
	15														
CUSH	0	T													START DIAG PAN
	1	Z	I												
	2														EO
	3	EZ	D												(I) to (5)
	4														
	5		C												
UP (5)	6														
FIRE	7		—												
	8														EI
2 OLS ZCKE OLS	9		B												
BLINK	10	IK													STOP DIAG PAN
	11														
	12	(INIT)													
	13		C												
	14														
	15	Y	B												
4 HEAD POP OUT TO 6	0														
	1		—												
	2	CO	E												
	3														
	4		—												
SM OVS	5														
	6		F												
	7	A	D												
	8														
	9	N	B												
STR (6)	10	D													
	11	Y	—												
	12														
	13	ER	F												
HP (6)	14														
	15	H	B												
5	0														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	115		26	23

CARTOON NETWORK **STUDIOS**

26

CONTD	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	DAD KATE MOM	1	EH	D												1	
		2														2	
		3		—												3	
	HP 6 HP 6 HP 6	4														4	
		5	K	B												5	
		6														6	
		7	UH	D												7	
		8														8	
		9		—												9	
		10														10	
	K	11	P	A												11	
		12														12	
	Burke	13	S	I												13	
		14														14	
		15														15	
1	K	0														16	
		1														17	
		2														18	
CUT		3														19	
		4														20	
027	2K HP 1	5														21	
		6	88	A												22	
		7														23	
		8	2EYE	—												24	
ANIMATE AND BACKLIT FIRE OFX ON SX RANDOM CYCLE	KNEEL DOWN TO 2 & RAISE FISTS — yell, EGX, OUT, 015	9	W	F												25	
		10														26	
		11		—												27	
		12														28	
		13	I	D												29	
		14														30	
		15														31	
2	OUS	0														32	
		1		C												33	
		2		T												34	
		3														35	
		4	D	B												36	
	CTL	5	UH	D												37	
		6														38	
		7		—												39	
		8	Z	I												40	
		9														41	
	ALIGHT UP INGRAM	10	TH	TH												42	
		11														43	
		12	EH	C												44	
		13														45	
	ALIGHT BACK DOWN	14		—												46	
		15														47	
3		0	S	I												48	
		1														49	
		2														50	
	2K HP 2	3	K	B												51	
		4														52	
		5	EE	D												53	
		6														54	
		7		B												55	
		8														56	
		9	P	A												57	
	HEAD BACK FURTHER	10														58	
	ARMS OUT TO 2A — SM ANTIC DOWN	11	H	B												59	
		12														60	
		13	A	D												61	
		14														62	
		15														63	
	SMALL REACT UP	0		C												64	
CUSH	CUSH	1														65	
		2		—												66	
		3														67	
		4		—												68	
		5														69	
	HP 2A	6	P	A												70	
		7	IH	C												71	
		8														72	
		9	N	B												73	
		10														74	
		11	IH	D												75	
		12														76	
		13		C												77	
		14														78	
		15	N	B												79	
5		0	G													80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	120		26, 27	24

CARTOON NETWORK **STUDIOS**

27 CONT'D

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
2K														
	T	B												
CONT	OO	E												
HP		F												
	M	A												
2A														
	EE	D+												

CARTOON NETWORK **STUDIOS**

28

CONTD ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	1														
GLASS	2														
FOOT	3														
Scene (X) O/S	4														
	5														
	6														
	7														
FOOT ↖	8	(GY)													
O/S	9														
	10	UG	A												
	11														
	12	W	F												
	13														
	14														
HEAD	15		-												
1 THRU	0	AH	D+												
TO (3)	1														
	2		—												
	3														
ARM	4		D												
THRU	5														
TO (3)	6		C												
EYE LINES OUT AND (X) O/S WISH	7														
	8		—												
	9														
	10	W	F												
	11														
	12	/													
	13		+												
	14														
PUPILS DART	15	—	B												
2 TO (3A)	0														
	1	AH	D												
(3A)	2														
	3		—												
	4														
	5		B												
	6	K													
	7	L	D												
	8	UH													
HP	9		T												
(3A)	10														
	11	B	A												
	12														
	13	A-	D												
	14														
(X)	15	W	F												
3	0														
BLINK TO	1	D	B												
(3B)	2	UH	C												
	3	/													
(X)	4	P	A												
	5														
(3B)	6	AH	D												
	7														
	8														
HP 3B	9		—												
	10														
	11		F1												
	12	R													
	13		B												
	14	D													
(X)	15		D												
4	0	EE	C												
BLINK TO	1		C												
(3) AGAIN	2														
	3		—												
(X)	4														
	5		B												
	6														
	7														
	8														
	9		—												
UG	10														
ZIP O/S	11		(A)												
	12														
	13														
	14														
(Y)	15														
CUT 5	0														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	130		28	26

CARTOON NETWORK **STUDIOS**

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
029 RV ZK														
HP 1 HP 1														
DX RV GLASS														
UG RAISE RV TO 2														
1														
CUSH BLINK														
FOOT TO 3	ah													
	UG	A												
	W	F												
	UH	D												
CUSH														
2														
	T	B												
	S	I												
RV DOWN	OE	C												
UP TO 4	M	A												
DUST BEH OUT AND DISSIPATE CUSH	S	I												
HAND UP TO 4	I													
	T	B												
CUSH 4	UH	C												
	B	A												
	OE	B												
HP CUSH	I													
	TH	TH												
O/S	I/A	C												
4														
PUSH RV	I													
RV O/S	D	A												
	12	F												
	A/H	D												
O/S O/S														
	B	A												
	I	H												
SR 5	UH	C												
	M	A												
	I													
	Z	I												
	OE	D												
		D												
		C												
4														
INTO 6														
		B												
	L													
	I	—												
CUT CUSH	101	A												
030 UG ZK	OH	E												
HP 1 HP 1														
H/O														
		—												
5														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	135		29, 30	27

CARTOON NETWORK **STUDIOS**

CUTTD

30 (UG) ACTION (2K)

		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	1		—												1	
	2														2	
	3		—												3	
	4														4	
	5		F												5	
	6	(INIT)													6	
	7		—												7	
	8														8	
	9		A												9	
	10														10	
	11														11	
	12		—												12	
	13	FH	D												13	
	14														14	
	15	T	B												15	
1	0	S	I												16	
	1														17	
	2	S													18	
	3														19	
	4	UH	D												20	
	5														21	
	6		I												22	
	7	S													23	
	8		A												24	
	9	M													25	
	10		D												26	
	11	I													27	
	12		I												28	
	13	S													29	
	14														30	
	15														31	
2	0														32	
	1		B												33	
	2	T													34	
	3		E												35	
	4	CO													36	
	5		F												37	
	6														38	
	7	P	A												39	
	8	EH	D												40	
	9														41	
	10	D	B												42	
	11	H	C												43	
	12														44	
	13	EN	D												45	
	14														46	
	15		B												47	
3	0	K													48	
	1		D												49	
	2	UH													50	
	3		A												51	
	4	P													52	
	5	S	I												53	
	6														54	
	7	UH	C												55	
	8														56	
	9	N	B												57	
	10														58	
	11	K	C												59	
	12	OH													60	
	13	L	H												61	
	14	G	B												62	
	15	2	F												63	
4	0														64	
	1	A	D												65	
	2														66	
	3	N	B												67	
	4														68	
	5	P	A												69	
	6														70	
	7	AH	D												71	
	8														72	
	9		C												73	
	10														74	
	11		—												75	
	12														76	
	13	(INIT)	B												77	
	14														78	
	15		A												79	
5	0														80	

UG HP (1)

HP (1)

(1A) (1A)

BLINK TO

2K HP (1A)

BLINK

BLINK BACK TO (1B)

2K HP (1B)

BLINK

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	140		30	28

CARTOON NETWORK **STUDIOS**

CONTD

30 (UG)

	ACTION	2K		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
		MP (1)	1														1	
	MP (1)		2														2	
			3														3	
		TILT HEAD	4	TH	TH												4	
		REACT	5	EH	E												5	
		UP TO	6														6	
		(2)	7	R	F												7	
	ARM UP TO (2)		8	AL	D												8	
			9														9	
		CUSH	10	L	H												10	
			11	W	F												11	
			12	AY	D												12	
			13														13	
		CUSH	14	S	I												14	
	BLINK		15														15	
1			0	G	B												16	
			1	EH	C												17	
			2														18	
			3	D	B												19	
			4	EH	C												20	
			5	N	B												21	
			6	M	A												22	
		MP (2)	7	EE	B												23	
			8	L													24	
			9	EH	C												25	
			10														26	
			11	N	B												27	
			12	T	I												28	
			13		—												29	
			14	OO	F												30	
			15	L													31	
2			0	UH	D												32	
			1	L													33	
			2	H	B												34	
			3														35	
		BLINK	4	EE	D												36	
			5														37	
			6		B												38	
			7	D	A												39	
			8	L													40	
			9	UH	D												41	
			10	L													42	
			11	L	—												43	
			12	T	B												44	
			13	R	F												45	
			14														46	
			15	UH	D												47	
3			0														48	
			1		—												49	
			2														50	
			3		A												51	
			4	B													52	
			5		E												53	
			6	CH													54	
			7		—												55	
			8			(103)											56	
			9	L	H												57	
SMALL HEAD ANTIC			10	L		UG											58	
			11		—		A										59	
			12														60	
			13		(A)	W	F										61	
			14				I										62	
	TURN TO (3)		15														63	
4			0				—										64	
			1			CH	E										65	
			2														66	
			3				—										67	
	CUSH	SM. ANTIC	4														68	
			5				—										69	
			6														70	
		ARM PN HEAD UP INTO	7			W	F										71	
			8														72	
			9				—										73	
	MP (3)	(3)	10			AH											74	
			11				D										75	
			12														76	
			13				C										77	
		CUSH	14														78	
			15				F										79	
5			0			W											80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	145		30	29

CARTOON NETWORK **STUDIOS**

CONTD

30 UG	ACTION	2K		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
UG TILT HEAD DOWN + FWD		HP (3)	1		—												1	
			2														2	
			3		B												3	
			4	RE													4	
			5														5	
			6														6	
			7														7	
			8														8	
			9		—												9	
			10														10	
			11	W	F												11	
			12														12	
BACK TO (3)		(X)	13		—												13	
			14														14	
		BLINK	15	AH	DH												15	
1			0														16	
WSH		(X)	1														17	
			2														18	
			3		—												19	
			4														20	
	UG		5		D												21	
	HP		6														22	
			7		—												23	
	(3)		8														24	
			9		C												25	
			10														26	
CUT			11		B												27	
			12														28	
031	UG	2K	13														29	
			14														30	
	HP	HP (1)	15														31	
2			0														32	
HU	(1)		1														33	
			2														34	
			3														35	
			4														36	
			5														37	
			6														38	
			7														39	
			8														40	
Follow CAR w/pupils TO (2)	CAR IN	Follow CAR w/pupils TO (2)	9														41	
			10														42	
			11														43	
			12														44	
			13				DEBRIS										45	START CAM SHAKE
	(X) HIT (2)		14														46	
			15				FLIES UP					ARM IMPACT					47	
3	OVS		0														48	
			1				AND O/S					+ LINES					49	E6
			2									+ CUT					50	
			3									+ AND					51	
			4									(X) DISSIPATE					52	
			5									O/S					53	
			6				(X) O/S										54	
			7														55	
			8														56	
			9														57	
			10														58	
			11														59	
			12														60	E1
			13														61	
			14														62	
			15														63	
4			0														64	STOP CAM SHAKE
			1														65	
			2														66	
			3														67	
			4														68	
			5														69	
			6														70	
			7														71	
			8														72	
			9														73	
			10														74	
			11														75	
			12		A												76	
			13		—												77	
UG TILT TO (5)			14	Y	D												78	
			15														79	
5			0														80	

ANIMATE AND BACKLITE FIRE FX ON 8X RANDOM CYCLE

CAR STL TO (3)

CAR HP (3)

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	150		30, 31	30

CARTOON NETWORK **STUDIOS**

CONT'D

	ACTION			DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
3/	VG CONT TURN	ZK	1	ER	E												1	
		Zeke	2														2	
		LOOK UP TO	3														3	
		(5)	4	N	B												4	
			5														5	
			6	AH	D												6	
	HP (5)		7														7	
			8														8	
			9														9	
			10														10	
			11	T	B												11	
			12	I													12	
		HP	13	K	B												13	
			14														14	
			15	IH	C												15	
1			0														16	
			1														17	
			2														18	
			3														19	
			4	D	B												20	
			5														21	
			6	IH	C												22	
			7														23	
			8														24	
			9	N	B												25	
			10														26	
			11														27	
			12														28	
			13														29	
	CUT		14														30	
2	032 VG	Zeke	15		A												31	
	HU TO SC031		0														32	
		HU TO SC031	1														33	
			2	D	B												34	
HU			3	OH													35	
	TILT HEAD UP + BACK TO (1)		4		E												36	
			5	N	B												37	
			6														38	
			7	D	B												39	
		HANDS UP ANTIC	8	IH	C												40	
	CUSH		9	S	F												41	
			10														42	
			11		—												43	
		THRUST INTO POCKETS	12														44	
			13	P	A												45	
			14	OH	D												46	
			15														47	
3		CVS	0	R	F												48	
	VG		1														49	
		SFL TO (1)	2	Y	B												50	
	HP (1)		3														51	
			4	LW	D												52	
			5														53	
			6														54	
			7	N	B												55	
			8	G													56	
		ZK	9														57	
		HP (1)	10	M	A												58	
			11														59	
			12	A	D												60	
			13														61	
			14														62	
			15		C												63	
4			0														64	
			1	N	B												65	
			2														66	
			3														67	
			4														68	
	ANTIC		5	Y													69	
			6														70	
			7	ER	F												71	
			8														72	
			9	W	D												73	
	INTO (2) w/BLUR		10														74	
			11	N	B												75	
			12	K													76	
			13	OH	E												77	
	CUSH (2)		14	L	H												78	
			15	G	B												79	
5			0	R	F												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	155		31, 32	31

CARTOON NETWORK **STUDIOS**

CONTD

32 UG | ACTION | 2K

	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
1	A	D												
2		I												
3		-												
4	N	B												
5														
6	P	A												
7														
8	AH	D												
9														
10	/	—												
11	EH	C												
12														
13	Z	F												
14	/													
15	TH	TH												
0														
1	UH	D												
2	/													
3	S	A												
4	EH	C												
5														
6	S	I												
7														
8	T	B												
9	/													
10	EH	C												
11	N	B												
12	TH	TH												
13														
14	W	D												
15														
0	S	A												
1	EH	C												
2														
3	Z	I												
4	N	B												
5	EH	C												
6														
7	S	I												
8	/													
9	W	F												
10	EH	C												
11														
12	N	B												
13	EH	C												
14	/													
15	K	B												
0	UH	D												
1														
2	M	A												
3														
4	S	I												
5	/													
6	T	B												
7	UH	D												
8	H	B												
9														
10	EH	C												
11														
12	L	H												
13	P	A												
14	EH	C												
15	N	B												
0	/													
1	K	B												
2														
3	EH	C												
4														
5	D	B												
6	S	I												
7	/													
8	A	D												
9	N	B												
10	TH	TH												
11	EH	C												
12														
13	R	F												
14	/													
15	D	A												
0	R	F												

CONT HP 2

HP 1

TILT HEAD BACK TO 2D

2A

Close eyes

WLH

Arms TO 2A

BLINK

CLOSE

HP 2A

UG RAISE UP & SNAP LEGS TOGETHER TO 2B

2B

CLOSE

HP 2B

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	160		32	32

CARTOON NETWORK **STUDIOS**

32

UG	ACTION	ZK		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
			1	AH	D												1	
			2														2	
			3	B	A												3	
	MP (2B)	MP (1)	4	L	H												4	
			5														5	
			6	W	D												6	
			7														7	
			8	M	A												8	
			9	S	I												9	
			10														10	
			11														11	
			12														12	
			13														13	
			14														14	
			15														15	
1	SLIDE FAST TO SLOW FEET TO (3)	UG JERK THUMB TO (3)	0	I	D												16	
		SMALL REACT TO (3)	1														17	
			2		C												18	
			3														19	
	CUSH		4	N	B												20	
		OVS	5														21	
		CUSH	6	OW	E												22	
			7														23	
		SM	8		F												24	
		MP (3)	9														25	
			10	J	I												26	
			11														27	
BLUR FEET	SLIDE FEET TO (4)	BLINK	12	W	D												28	
			13														29	
			14		I												30	
CUSH			15	S													31	
2 (5)			0														32	
			1		TH												33	
			2	TH													34	
			3	W	D												35	
			4														36	
	MP (5)	MP (3)	5	TH	TH												37	
			6	EH	C												38	
			7														39	
			8	N	B												40	
			9	G													41	
			10	D	B												42	
			11	W	D												43	
			12	T	B												44	
			13														45	
BLUR FEET	SLIDE FEET TO 6		14	AY	D												46	
			15														47	
3	CUSH TO (7)		0		-												48	
			1	K	B												49	
			2	EH	C												50	
			3														51	
		BLINK	4	R	F												52	
			5														53	
			6	W	D												54	
	MP (7)		7														55	
			8	TH	TH												56	
			9														57	
			10	EH	D												58	
			11														59	
			12	S	I												60	
			13														61	
			14														62	
			15														63	
CUT			0														64	
033	ZEKE		1	M/C													65	
		H/U TO 032	2	ZEKE	A												66	
			3														67	
			4	OH	E												68	
			5														69	
		(START SAD)	6		T												70	
	REACT UP TO (1)		7														71	
			8		F												72	
			9	Y	B												73	
			10														74	
		BLINK	11		-												75	
			12														76	
			13	A	D												77	
			14														78	
			15														79	
5		MP (1)	0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	165		32, 33	33

CARTOON NETWORK **STUDIOS**

CONTD

33

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	ZK	1		D												1	
		2		I												2	
		3														3	
	MP	4		—												4	
		5														5	
		6		C												6	
		7														7	
		8	(CONT)	A												8	
		9														9	
		10														10	
		11														11	
		12														12	
		13														13	
		14	W	F												14	
	TILT HEAD	15														15	
1	SLIGHTLY	0	WH	D												16	
	→	1														17	
		2	T	B												18	
		3	S	I												19	
		4														20	
	CUTIN	5	TH	TM												21	
		6														22	
		7	A	D												23	
		8														24	
	(UG)	9		C												25	
		10														26	
	UG	11		—												27	
	SKULL → ZIP INTO ZK →	12			(18)											28	
	ZIP → OFF → TRAIL AND DISSIPATE	13		B												29	
	ZK INTO (2)	14			UG											30	
	→	15		A												31	
2	O/S	0			G	B										32	
		1														33	
	REACT BACK TO (3)	2			U	D										34	
		3														35	
		4				—										36	
BACKLITE LIGHT THAT SHINES FROM UG'S MOUTH WHEN HE OPENS IT	STL BACK TO (3)	5			D	B										37	
		6			M	A										38	
	SM STL FWD	7														39	
	CLOSE MOUTH	8			OH	E										40	
		9														41	
	MP	10				—										42	
		11														43	
	OPEN MOUTH	12			R	F										44	
	SM REACT BACK →	13														45	
		14			N	B										46	
		15														47	
3	CLOSE MOUTH	0			IH	D										48	
		1														49	
		2														50	
	OPEN MOUTH	3														51	
	SM REACT BACK →	4														52	
		5														53	
		6														54	
	CLOSE MOUTH	7				C										55	
	STL SLIGHTLY FWD	8														56	
		9				—										57	
		10														58	
		11			N	B										59	
	MP	12														60	
		13														61	
		14														62	
		15				—										63	
4		0														64	
		1				(A)										65	
		2														66	
	FLY O/S	3														67	
		4														68	
		5														69	
	O/S	6														70	
	EYEBROW DRY UP TO (5)	7														71	
		8														72	
		9														73	
		10														74	
		11														75	
		12														76	
	BROWS FALL O/S	13														77	
		14														78	
		15														79	
5		0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	170		33	34

CARTOON NETWORK **STUDIOS**

33

CONTD	ACTION	Zeke		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
			1														1	
		BROWS	2														2	
		FALL	3														3	
	O/S (*)	O/S	4	(22)													4	
			5														5	
		MP	6	ZEKE													6	
			7		A												7	
			8														8	
	HICCUP		9	H	C												9	
			10														10	
		PEAK UP TO (7)	11	IH	DH												11	
	AND	(R) HAND TO CHEST	12														12	
	DISSIPATE		13		B		FOLLOW BOARD										13	
	C/B (*)		14	K													14	
		SQ	15		DH												15	
1			0	VH													16	
		DOWN TO (8)	1		—												17	
	DROP		2														18	
	(R) HAND		3	P	A												19	
	OS		4														20	
			5														21	
			6														22	
			7														23	
		MP (8)	8														24	
			9														25	
			10														26	
			11														27	
			12														28	
			13		A												29	
			14														30	
			15	S	I												31	
2		ALIGNT HEAD UP + BACK SLIGHTLY	0														32	
			1														33	
			2														34	
			3														35	
			4	AH	D												36	
			5														37	
		USM	6														38	
			7														39	
			8														40	
			9	R	F												41	
			10														42	
			11		C												43	
			12														44	
		MP (8)	13		—												45	
			14														46	
			15		—												47	
3			0														48	
			1		B												49	
			2														50	
	(*)		3	(IN)H	—												51	
			4														52	
		LONG BLINK	5		A												53	
			6														54	
			7														55	
			8														56	
			9		I												57	
	(*)		10	S													58	
			11														59	
			12														60	
			13		B												61	
			14	T													62	
			15		—												63	
4			0	TH	C												64	
		ZEKE HP (8)	1														65	
			2	L	M												66	
			3														67	
			4	TH	TH												68	
			5														69	
			6		C												70	
			7														71	
			8														72	
			9		—												73	
			10														74	
			11		F												75	
			12	R													76	
			13														77	
			14														78	
			15														79	
5	CUT		0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	175		33	35

CARTOON NETWORK **STUDIOS**

ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
034 (UG) (1B) Zeke	1	(124)													
	2		A												
	3	UG													
FINGER	4	W	F												
OUT TO (1A)	5														
(H/U)	6														
	7		—												
CUSH	8														
	9		D												
	10	AW													
	11														
INTO	12														
(1B)	13														
	14		—												
	15														
1 CUSH	0		—												
	1														
	2		E												
	3														
OUT TO	4	W	F												
(1A)	5														
	6														
	7														
INTO	8														
(1B)	9														
	10	(UNIT)													
BLINK	11		—												
	12														
CUSH	13		A												
	14														
	15		—												
2 GESTURE	0	SW	I												
	1														
OUT	2		E												
TO (1C)	3	(12)													
(1C)	4		—												
	5														
	6		F												
CUSH	7		—												
	8	AW	D												
	9														
	10	R	E												
	11														
	12	UH	D												
	13														
HP	14														
	15	T	B												
3	0														
(1C)	1	UH	D												
	2														
	3		—												
	4	F	G												
	5														
	6		—												
	7	K	B												
	8														
	9	EH	C												
	10														
	11		—												
	12	T	B												
	13	UW	D												
	14	S	I												
	15														
4 HAND	0														
(1D) ON	1		B												
HP	2	K													
	3		—												
	4	EH	C												
	5														
	6		—												
CUSH	7	R	F												
	8														
	9	Z	I												
	10														
	11		E												
HP BLINK	12	(EE)													
	13		—												
	14														
	15		—												
5	0														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	180		34	36

CARTOON NETWORK **STUDIOS**

CONTD

34 UG

	ACTION	Eeve		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	CONT		1		B												1	
	(1D)	HP	2	K													2	
			3														3	
			4														4	
			5														5	
			6														6	
			7	L	H												7	
	THRUST		8	UH	D												8	
	FINISH		9														9	
	CUT		10		B												10	
	TO (2)		11	ER	C												11	
			12														12	
			13		G												13	
	UNS	SM	14														14	
		AMPI	15	ER	F												15	
1			0														16	
		SM	1		—												17	
	SM	HEAD	2	Y	B												18	
	(2)	MOT	3														19	
		UP TO	4	OO	E												20	
		(2)	5														21	
			6		—												22	
			7														23	
	HP		8		F												24	
	(2)		9														25	
			10														26	
			11	(INH)	—												27	
			12		C												28	
			13														29	
			14														30	
	UG LEG		15	TH	TH												31	
2	INTO		0	EH	O												32	
	(3)		1														33	
			2	R	F												34	
	HAND		3	S	I												35	
	ARM UP TO		4	M	A												36	
	(3)	HP	5	OH	D												37	
	W/ OVLAP		6														38	
		(2)	7	R	F												39	
	UNS		8	TH	TH												40	
			9	EH	C												41	
			10	N	B												42	
			11														43	
HP			12	W	F												44	
(3)	SM		13														45	
			14	UH	D												46	
			15														47	
3			0	N	B												48	
			1														49	
			2	W	F												50	
			3														51	
			4	AY	D												52	
			5														53	
			6		—												54	
			7	D	B												55	
			8	UH	D												56	
			9														57	
			10	K	B												58	
			11	Y													59	
			12		F												60	
			13	ER													61	
			14		—												62	
			15	N	B												63	
4		ZK	0														64	
		BLINK	1	EH	C												65	
			2														66	
			3	K	B												67	
			4														68	
			5	UH	D												69	
			6														70	
			7		—												71	
			8	D	A												72	
			9														73	
			10	S	B												74	
			11														75	
			12		—												76	
			13														77	
			14		(A)												78	
			15														79	
5	CUT		0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	185		34	37

CARTOON NETWORK **STUDIOS**

ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
035			A												
			–												
			–												
		F	G												
HU		OH	D												
	HP (1)	R	E												
		I	D												
															FADE ON FLAG IN BG
			–												
FLAG WAVES IN BG ON 12X			C												
	INTO (A)	P	A												
		PR	F												
1		AH	D												
CYCLE	FROM (B)														
			–												
W/		M	A												
WRAP FAST TO SLOW		IH	C												
			–												
	INTO (B)	S	I												
		A	D												
		Z	I												
2															
		M	A												
	INTO (A)														
		I	D												
			–												
		S	I												
			–												
		IH	C												
		V	G												
		IH	C												
			–												
		K	B												
3	INTO														
	(B)	D	B												
		OU	F												
		D	B												
		IT	C												
		A	D												
		Z	I												
	INTO (A)														
		W	D												
		C	H												
		AH	D												
4															
			C												
		W	D												
		B	A												
	INTO (B)														
		I	D												
		D	B												
		IH	C												
		N	B												
		G													
		S	I												
			–												
5		IH	C												

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	190		35	38

CARTOON NETWORK **STUDIOS**

35

CONTD ACTION	UG		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
FUNN		1		B												1	
CONT WAVE		2	D													2	
INTO		3	EH	C												3	
	CONT	4														4	
(A)		5	S	I												5	
	MP (1)	6														6	
		7	EH	C												7	
		8														8	
		9		—												9	
		10	N	B												10	
		11														11	
		12														12	
		13	(INT)													13	
		14														14	
		15														15	
1 INTO		0														16	
(B)		1		—												17	
		2	VH	D												18	
		3														19	
		4	N	B												20	
		5														21	
		6	D	F												22	
		7	ER													23	
		8	TH	TH												24	
		9														25	
INTO		10	EE	B												26	
(A)		11														27	
		12														28	
		13	OH	E												29	
		14														30	
		15		F												31	
2		0	TH	TH												32	
		1														33	
		2	UH	D												34	
		3	V	G												35	
		4	TH	TH												36	
INTO		5	EH	D												37	
(B)		6														38	
		7	K	B												39	
		8														40	
		9	AH	D												41	
		10														42	
		11	N	B												43	
		12														44	
		13	S	I												45	
		14	T	B												46	
		15	EH	C												47	
3		0														48	
		1		—												49	
		2	T	B												50	
		3														51	
		4	OO	F												52	
		5														53	
INTO		6	SH	I												54	
(A)		7														55	
		8	EH	C												56	
		9														57	
		10	N	B												58	
		11														59	
		12														60	
		13	(INT)													61	
		14														62	
		15														63	
4		0														64	
		1		—												65	
INTO		2	T	B												66	
(B)		3	UH	D												67	
		4	H	B												68	
		5														69	
		6	EH	C												70	
		7														71	
		8	L	H												72	
		9														73	
		10	P	B												74	
INTO		11	EH	C												75	
(A)		12														76	
		13	N	B												77	
		14	EE	C												78	
		15	L													79	
5		0	A	D												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	195		35	39

CARTOON NETWORK **STUDIOS**

35 CONT FLAG ACTION (UG)

CYCLE

CONT INTO (A)

HP (1)

INTO (B)

INTO (A)

INTO (B)

(5) OLD

open eyes

UG INTO (5) & HANDS TO HIPS

(5) CONTACT & CUSH

HP (5)

(CUT)

036 (UG) START IN HU

CYCLE

(HU)

REACH TO (1)

HP (1)

CUSH

	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
1	N	B												1	
2	D													2	
3	AH	D												3	
4														4	
5		–												5	
6	L	H												6	
7	/													7	
8	CH	I												8	
9														9	
10	EH	C												10	
11														11	
12	L	H												12	
13														13	
14	D	B												14	
15	R	F												15	
0	EH	C												16	
1	N	B												17	
2	UH	D												18	
3	V	G												19	
4	TH	TH												20	
5	UH	D												21	
6	/													22	
7	W	F												23	
8														24	
9	ER	E												25	
10														26	
11		F												27	
12														28	
13		–												29	
14	L	H												30	
15														31	
0	D	B												32	FADE
1														33	FLAG OUT
2	/													34	
3														35	
4		–												36	
5	ER	C												37	
6														38	
7	V	G												39	
8	EH	C												40	
9														41	
10	N	B												42	
11	S	I												43	
12														44	
13	UH	D												45	
14														46	
15	M	A												47	
0	W	F												48	
1	UH	P												49	
2	N	B												50	
3	L	H												51	
4														52	
5	I	D												53	
6														54	
7	K	B												55	
8	Y													56	
9		—												57	
10														58	
11	OO	E												59	
12														60	
13		—												61	
14														62	
15		F												63	
0														64	
1	/	—												65	
2														66	
3		(A)												67	
4														68	
5		A												69	
6		–												70	
7	K	B												71	
8	UH	D												72	
9	M	A												73	
10	AH	D												74	
11														75	
12	N	B												76	
13	/													77	
14	Z	I												78	
15														79	
0	EE	D												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	200	/	35, 36	40

CARTOON NETWORK **STUDIOS**

Cont'd

36 (UG)

ACTION	Zeke	DIALO	EXP	CAMERA NOTES
UG CONT CUSH	MP		C	
UG WALK TOWARDS RV	RELEASE ZK'S SHOULDER & DROP (L) HAND	BLINK & LOOK	TURN HEAD WATCHING UG	
	WALKS PAST ZK	WUSH	HOLD (A)	START
ROACH (R) HAND UP TO ZK'S SHOULDERS	UG RAISE (L) HAND			EO
GRASP ZK & PULL HIM ALONG	OVS (A) settle (2)	TURN & INTO WALKING	(2)	EI
				STOP
UG OVS IN RV			(A)	
	OVS HOLD ON RV			START WIPE
CUT				
037	HOLD ON POSE (1)			
CYCLE WATER ON SFX CYCLE				
DX WATER SFX				STOP WIPE

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	105		36, 37	41

CARTOON NETWORK **STUDIOS**

CONTD

37 ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
CONT WATER CYCLE	1														
	2														
	3														
	4														
	5														
	6														
	7														
	8														
	9														
	10														
	11														
	12														
HAND IN (2)	13														
	14														
	15														
1	0														
CONTD TO (3)	1														
	2														
	3														
	4														
	5														
	6														
LUSH	7														
	8														
	9														
	10														
	11														
	12														
THRUST TO OFF	13														
	14														
	15														
2	0														
	1														
	2														
	3														
	4														
O/S (2)	5														
	6														
LUSH	7														
	8														
CUT	9														
	10														
038 ZEKE	11		A												
	12														
START IN HU	13														
HU	14	TH	TH												
	15														
3	0	IH	C												
REACH TO (1)	1														
	2		I												
	3	S													
	4	L	A												
	5	M													
BLINK	6		D												
LUSH	7	AY													
	8		C												
	9														
	10		B												
ANTIC	11	L	H												
	12														
	13		I												
	14		D												
STRAND	15	U													
4 RT ARM POINTS	0		C												
TO (2)	1														
	2		B												
	3	K													
	4	L	H												
	5	L													
UNS	6		D												
LUSH	7	I													
	8		B												
STR	9	K													
	10	A	C												
	11	N	B												
	12	OL	E												
MP (2)	13														
	14	R	F												
	15														
5	0	D	B												

WATER SLOSH

STR

DRIPS FLY OUT OF GLASS

O/S

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	210		37, 38	42

CARTOON NETWORK **STUDIOS**

CONTD ACTION			DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	Zoke	UG	N	B												
			EH	D												
			R	F												
	HP	HP	R	B												
			OH	E												
	(1)	(2)														
				F												
			L	H												
			/													
			G	B												
			L	H												
1			A	D												
			S	I												
	(X)		/	C												
	BLINK		UH													
			V	G												
			W	F												
	(X)															
			AH	D												
				B												
			D													
				C												
			ER													
				F												
2																
			/	—												
			(INTO)	A												
				B												
CUT																
			/	B												
039	UG															
	START IN															
	(HU)															
			/	A												
			B													
(HU)			UH	D												
			D	B												
			EH	C												
			N	B												
		HAND MOVE TO (1)	R	F												
3			EE	C												
				B												
			A	D												
				H												
		CUSH	L													
			IN	C												
			D	B												
			EE	D												
			/	C												
	HP		(INTO)	B												
4																
	(1)		/													
			IH	D												
			T	B												
			S	I												
			/													
			TH	TH												
			UH	C												
			/													
				A												
			P													
CLOSE EYES		TILT HEAD UP + BACK		F												
			ER													
5																

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	215		38, 39	43

CARTOON NETWORK **STUDIOS**

CONTD	ACTION (UG)		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	CONK UP + BACK	1	F	G												1	
		2														2	
		3	EH	D												3	
		4														4	
	WSH	5	/	—												5	
		6	—													6	
		7	K	B												7	
		8	Y													8	
		9		F												9	
		10	ER													10	
		11														11	
		12	/	G												12	
	HP	13	F													13	
		14		F												14	
		15	ER	L												15	
1		0	/	—												16	
		1	TH	TH												17	
		2	EH	C												18	
		3	/													19	
	HAND INTO (1A)	4	K	B												20	
		5														21	
(1A)		6	TH	D												22	
	HEAD BACK TO (1)	7														23	
		8		—												24	
	open eyes	9	M	A												25	
		10	EN	C												26	
	WSH	11														27	
		12	N	B												28	
	WSH	13	H	C												29	
		14														30	
		15	EH	D												31	
2		0														32	
		1		B												33	
		2	K													34	
		3		D												35	
	HP	4	UH													36	
		5		C												37	
	(1A)	6														38	
		7		—												39	
		8														40	
		9	P	A												41	
		10	/													42	
		11	—													43	
		12														44	
		13		TH												45	
		14	TH													46	
		15		D												47	
3	close eyes	0	EH													48	
		1	/	B												49	
	HAND INTO (2)	2	K													50	
		3		C												51	
		4	ER													52	
	w/ OVLAP	5		B												53	
		6	/													54	
		7	EH	D												55	
		8														56	
		9	Z	I												57	
	SQ	10	/													58	
		11	N	B												59	
		12														60	
		13	AL	D												61	
	HP	14														62	
		15	/	+												63	
4		0														64	
		1	—	B												65	
		2	D	F												66	
	SHAKE HEAD TO (3)	3	R	F												67	
		4	EH	D												68	
		5														69	
		6	N	B												70	
		7	K													71	
	WSH	8	EH	C												72	
		9	N	B												73	
		10	C													74	
		11	E	G												75	
	HEAD BACK TO (4)	12	R	F												76	
		13	UL	D												77	
		14														78	
		15	M	A												79	
5		0	/													80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	220	/	39	44

CARTOON NETWORK **STUDIOS**

CONT'D ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	1	H	C												1	
CUSH	2														2	
	3	EE	D												3	
	4														4	
	5		C												5	
	6														6	
	7		B												7	
HP	8														8	
(4)	9		—												9	
	10														10	
	11	EE	F												11	
	12														12	
	13														13	
	14														14	
	15		—												15	
1	0														16	
	1		A												17	
	2														18	
	3														19	
	4														20	
	5														21	
	6		—												22	
HAND UP TO (4A)	7	B													23	
	8														24	
(4A)	9	UH	D												25	
	10														26	
	11	T	B												27	
CUSH	12	F	G												28	
	13	R	F												29	
	14	UH	D												30	
	15														31	
2	0	M	A												32	
	1	TH	TH												33	
HP (4A)	2														34	
	3	EE	C												35	
	4														36	
	5	AH	D												37	
OPEN EYES	6														38	
THRUST FINGER TO (5)	7														39	
	8														40	
	9		—												41	
	10														42	
CUS	11		A												43	
	12	D													44	
	13	IH	C												45	
SH	14	S	I												46	
	15														47	
3	0	IH	C												48	
	1														49	
	2	T	B												50	
	3														51	
	4	S	I												52	
	5														53	
	6		D												54	
HP (5)	7	I													55	
	8														56	
	9														57	
	10														58	
	11		C												59	
	12														60	
	13		—												61	
	14														62	
	15	D	B												63	
4	0														64	
	1		—												65	
	2														66	
	3		(A)												67	
LEAN FWD TO (6)	4														68	
	5														69	
	6														70	
	7														71	
	8														72	
	9														73	
	10														74	
CUSH (6)	11														75	
	12														76	
	13														77	
	14														78	
CUT HP (6)	15														79	
5	0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	225		39	45

CARTOON NETWORK **STUDIOS**

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
040 UG INTO (1) FROM HU	N													
HU UP INTO (2)	VH													
UP INTO (3)														
DX WATER IN GLASS	∞			Follow	BOARD									
CUT														
DX GLASS UP INTO (4)	~													
INTO (5)	N													
INTO (6)	G Y													
CUT	∞													
041 ZK		(V6)												
	~													
	VH													
	P N ∞													
	N													
BLINK														
	Y VH													
CUT														
042 UG HP (1)			Follow BOARD											

PROD. NO. 1038 111 | FOOTAGE 230 | ANIMATOR | SCENE NO. 40, 41, 42 | SHEET NO. 46

CARTOON NETWORK **STUDIOS**

42

CONTD	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	UG CONT	1	(GULP)													1	
	HP(1)	2														2	
		3														3	
		4														4	
	THRUST	5														5	
	BACK TO	6														6	
DRIPS FLY	(2)	7														7	
OUT AND	CUSH	8														8	
DISSIPATE		9														9	
O/S ⊗		10														10	
		11	✓													11	
		12														12	
		13														13	
		14														14	
		15				FOLLOW BOARD										15	
1		0														16	
		1														17	
		2														18	
		3	✓													19	
		4														20	
		5														21	
		6														22	
	HP	7														23	
		8														24	
	(2)	9														25	
		10														26	
		11	✓													27	
		12														28	
		13														29	
		14														30	
		15														31	
2		0														32	
		1														33	
		2	✓													34	
		3														35	
		4														36	
		5														37	
		6														38	
		7														39	
		8														40	
		9														41	
		10	(15G)													42	
		11														43	
		12	UG													44	
		13														45	
DRIPS	BACK DOWN	14	A	D												46	
FLY	TO (3)	15														47	
3 OUTWARD		0														48	
AND O/S		1	N	B												49	
⊗ O/S		2														50	
		3	P	A												51	
		4	R	F												52	
	CUSH	5	EN	C												53	
		6														54	
		7	S	I												55	
		8														56	
		9														57	
		10	T	B												58	
		11														59	
		12	OH	E												60	
	HP	13														61	
	(3)	14		F												62	
		15	CH	I												63	
4		0														64	
		1	AH	D												65	
		2														66	
		3		C												67	
		4														68	
		5	CH	I												69	
		6														70	
		7	OH	E												71	
		8														72	
		9		—												73	
		10														74	
		11		—												75	
		12														76	
		13		—												77	
		14														78	
		15		F												79	
5		0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	235		42	47

CARTOON NETWORK **STUDIOS**

	ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	CUT UG MP (3)														
	ZK UG	N	B												
043															
M/U		OH	E												
	INTO (1) FROM MU		F												
	HP (1)														
		M	A												
	WSH														
DY		OH	E												
GLASS AND WATER			F												
		R	F												
			B												
	CK														
	HP (1)	IH	C												
	BLINK		B												
	CK	K													
		VL	D												
		P	A												
		S	I												
2															
		N	B												
	HAND WALK TO ZOKE (2)	AH	D												
	HAND UP TO (2) DRIPS OUT AND DISSIPATES	W	F												
		Y	B												
		CO	F												
	WSH (2)		B												
	WSH (2)	R	F												
	MP	I	D												
3															
	ZK ARMS TO SIDES		C												
	ZK														
	WSH	162	B												
CUT		ZOKE													
044	ZOKE HP (1)	OH	F												
M/U			E												
4															
DY GLASS AND WATER	CK														
	BLINK	K	F												
	CK		B												
		AY	D												
5															

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	240		43, 44	48

CARTOON NETWORK **STUDIOS**

44

CONTD ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
1 (2K HP 2)		C												
2														
3		B												
4														
5		—												
6														
7		A												
8														
9														
10														
11														
12														
13 (TILT GLASS)														
14 (FLUID)														
15 (TO 2A)														
1 0														
1														
2														
3														
4														
5														
6 (INTO)	(GULP)													
7														
8 (2B)														
9														
10														
11														
12 (INTO 2A)														
13														
14														
15														
2 0														
1														
2														
3														
4														
5 (INTO 2B)														
6														
7 (CUT)			(164)											
8														
9 (045) (UG)			UG	A										
10														
11			Y	B										
12														
13				—										
14														
15 (HP)			EH	D										
3 0														
1														
2				—										
3														
4			P	A										
5														
6														
7														
8														
9				—										
10			TH	TH										
11														
12			A	D										
13														
14 (TILT HEAD)				—										
15 (FLUID TO 2)			T	B										
4 0														
1			S	I										
2 (CUSH)			I	—										
3			IN	C										
4														
5				—										
6														
7				—										
8														
9 (HP 2)			T	B										
10			I											
11				—										
12														
13				A										
14														
15														
5 0														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	245		44, 45	49

CARTOON NETWORK **STUDIOS**

45 (CONT)

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
(UG) HP (2)														
	(167)													
	ZEKE													
DX WATER EFX — UG TO (3) — WATER SHOOT IN	H	C												
	I H	DH												
CYCLE WATER ON SX	K	B	110											
	W H	DH												
RANDOM CYCLE	D	A												
ANIM WATER DRIP ON SX CYCLE — HP (4) — WATER DISSIPATES OK (4) (4)														
BLINK														
CUT														
046 — 2K — ISIP — (UG) HP (1) — REACT UP TO (1) — HICUP EFX OUT AND DISSIPATE — HAND UP TO (1)	L	C												
	I H	DH												
HV	K	B	Follow Board											
	W H	DH												
SIP — SP TO (2) — O/S	P	A												
RUB — WATER EFX OUT AND DISSIPATE — O/S — RUB TO (2)	(170)													
	UG													
	A H	D												
DX WATER EFX — BLINK — WATER EFX OUT + DISSIPATE — O/S — CUSH	L	H												
	R	F												
	I	D												
ANIM RANDOM SX DRIPS THRUOUT SX — HP (2)	T	B												
CUT														
047 — HU — ANIM RANDOM DRIPS ON FX CYCLE — (UG) START IN H/U — INTO (1)	I	D												
	C	B												

PROD. NO. 1038 111 | FOOTAGE 250 | ANIMATOR | SCENE NO. 45, 46, 47 | SHEET NO. 50

CARTOON NETWORK **STUDIOS**

Comm

47 ACTION (UG)

	ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
1	UG CONT INTO (1)		—												
2															
3		S	I												
4		/													
5		W	F												
6															
7		EE	B												
8	MP	/													
9		D	B												
10	SM ANGLE	IH	C												
11		D	B												
12		N													
13		Y													
14	UG														
15	INTO (1A)	OO	F												
0															
1		Z	E												
2		/													
3		IN	C												
4		N	B												
5		VL	D												
6															
7	HP	F	G												
8	(1A)	/													
9			—												
10		W	F												
11															
12			/												
13		AH	D												
14															
15															
0		D	B												
1															
2		FR	E												
3															
4		/	—												
5															
6			F												
7		—													
8			—												
9															
10	TURN TO		(A)												
11															
12	(2) & REACH														
13	WSH OS														
14	→														
15															
0															
1															
2	START IN POSE - (2)														
3															
4															
5															
6	HICCUP		A												
7	EYE														
8	OUT +	L	H												
9	DISSIPATE	EH	C												
10	(2) OU														
11		T	B												
12		S	I												
13		/													
14		T	B												
15		Z	F												
0															
1			D												
2															
3		/	—												
4		TH	TH												
5															
6		IH	C												
7															
8			—												
9															
10			I												
11		S													
12															
13		/													
14															
15															
0															

1

2

3

5

CUT

048 (2K) (UG)

(HU) REACT UP TO (1)

SIT TO (2) AGAIN

DX WATER AND JUG

HP (2)

BLINK

WATER SLOSH

FAST TO SLOW

WATER SLOSH

FAST TO SLOW

WATER SIT

INTO (2)

WSH (2)

HP (2)

PROD. NO. 1038 111

FOOTAGE 255

ANIMATOR

SCENE NO. 47, 48

SHEET NO. 51

CARTOON NETWORK **STUDIOS**

48

COMP	ACTION	UG		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	ZEKE		1		–												1	
	MP (2)	SM ANTIC	2														2	
			3		(A)												3	
			4														4	
			5														5	
	ZEKE INTO (3)	INTO (3)	6														6	
			7														7	
			8														8	
			9														9	
	(ARMS FLAIL UP)	OIS	10														10	
			11														11	
			12	(INH)													12	
			13														13	
	(ARMS FLAIL DOWN)	SM (3)	14														14	
			15														15	
1 CUT			0														16	
049	ZEKE FLAIL ARMS FX UP FX DOWN UP	UG	1														17	
			2	D		B			WAPSK SLOSH AROUND ON SET CYCLE								18	
			3														19	
		INTO (1)	4	OH		E											20	
			5														21	
			6	N		B											22	
			7	L													23	
	CUSH	(1)	8	EE		G											24	
FX WATER EFX	DN		9														25	
			10	ER		E											26	
		INTO (2)	11														27	
			12			F											28	
			13			–											29	
			14	G		B											30	
	CUSH		15														31	
2		(2)	0	EH		C											32	
ANIM RANDOM DRIPS ON FX EACH	UP		1														33	
			2	L		—											34	
			3														35	
		INTO (3)	4	TH		TH											36	
			5	UH		D											37	
			6														38	
	CUSH		7	L													39	
		(3)	8	D		B											40	
			9	R		F											41	
			10	EH		C											42	
		INTO (4)	11														43	
	DN		12	N		B											44	
			13	K													45	
			14	F		G											46	
			15	R		F											47	
	CUSH	(4)	0	UH		D											48	
	UP		1	M		A											49	
			2	TH		TH											50	
		INTO (1)	3	CE		C											51	
			4	AH		D											52	
			5														53	
			6			–											54	
	CUSH		7	P		A											55	
		(1)	8	EH		C											56	
	DN		9	S		I											57	
			10														58	
		INTO (2)	11	IH		C											59	
			12														60	
			13	T		B											61	
			14	S		I											62	
	CUSH		15														63	
4		(2)	0			–											64	
	UP		1	I		D											65	
			2														66	
		INTO (3)	3			–											67	
			4														68	
			5			C											69	
			6														70	
	CUSH		7	D		B											71	
		(3)	8	I													72	
			9	Z		I											73	
			10														74	
	DN		11	OE		D											75	
		INTO (4)	12														76	
			13			—											77	
			14														78	
	CUSH		15			C											79	
5		(4)	0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	260		48, 49	52

CARTOON NETWORK **STUDIOS**

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
CONTD 49	ZEKE	UG														
	ARMS UP	INTO (1)														
			K	B												
CUT																
050	HOLD ON POSE (1)															
CUT																
051	HOLD on POSE (1)		(152)													
			PS	A												
			H	B												
	DOOR FLIPS UP & LUSH!	PS INTO SC	AY	D												
				B												
	(X) OVS	SM OVS	LH	D												
	settle		N	B												
	HOLD SHIRT SWAY	STL	K OH	E												
			L	M												
	EO		J	I												
			CC	C												
				B												
	SWAY															
			A	D												
		HP (1)	V	G												
			Y	B												
			UH	D												
			S	I												
	STL to STOP															
			CC	C												
			N	B												
			M	A												
			E	D												
			UH	B												
			TH	TH												
			ER	F												
CUT																
052	UG + ZEKE	PS	(183)													
	INTO (2)	HP (1)	UG	(V0)												
			K													

PROD. NO. 1038 111 | FOOTAGE 265 | ANIMATOR | SCENE NO. 49, 50, 51, 52 | SHEET NO. 53

CARTOON NETWORK **STUDIOS**

52 UG+ZEKE ACTION (PS)

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	CONT TO (2)		VH	(10)												1	
ADLIB RANDOM PROPS FLY OUT BOTTLE																2	
	CUSH	HP (1)	M													3	
			AH													4	
																5	
																6	
																7	
																8	
84 EXIT	UP TO (1)															9	
																10	
																11	
																12	
																13	
	CUSH		N													14	
																15	
1 DY																0	
WATCH + BOTTLE																1	
	INTO (2)		G													2	
			EH													3	
																4	
			D													5	
			EH													6	
	CUSH															7	
			N													8	
			TH													9	
																10	
																11	
	UP TO (1)		EH													12	
																13	
																14	
																15	
2																0	
	CUSH															1	
																2	
																3	
			R													4	
																5	
	DOWN TO (2)															6	
																7	
																8	
																9	
																10	
CUT	CUSH															11	
																12	
053	PS		(18)													13	
																14	
			PS	A												15	
3																0	
			I	D												1	
		HP (1)														2	
																3	
																4	
				C												5	
																6	
																7	
																8	
			L	M												9	
																10	
																11	
																12	
				L												13	
				B												14	
																15	
4																0	
																1	
																2	
			K													3	
																4	
			UH	D												5	
	Leave Slowly															6	
			M	A												7	
	SLOW TO FAST															8	
																9	
	→															10	
			B													11	
																12	
			A	D												13	
																14	
				B												15	
5	END		K													0	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	270		52, 53	54

CARTOON NETWORK **STUDIOS**

53

Cont'd	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	HOLD ON DOOR	1	L	H												1	
		2														2	
		3		C												3	
		4														4	
		5	AY	D												5	
		6														6	
		7		C												7	
	REACH OUT + GRAB DOOR	8														8	
		9		B												9	
		10	D	F												10	
		11		C												11	
		12	CR													12	
		13		—												13	
		14														14	
	LOGH	15		—												15	
1		0														16	
	DOOR IMPACT EFX OUT AND DISSIPATE @ 9s	1		—												17	
		2														18	
	PULL CLOSED	3		F												19	
		4														20	
		5														21	
		6	—													22	
	CUSH	7		—												23	
		8														24	
		9		A												25	
		10														26	
		11														27	
		12														28	
	HP (2)	13														29	
		14														30	
		15														31	
2		0														32	
CUT		1														33	
		2														34	
OSH		3														35	
	HP (1)	4														36	
		5														37	
	NOTE: AD-LIB WATER SPLASHING & MOVING RANDOMLY IN BOTTLE	6														38	
		7														39	
		8														40	
DX WATER BOTTLE		9														41	
		10														42	
	SHAKE BOTTLE VIGORARILY	11														43	
		12														44	
		13														45	
		14														46	
		15	(191)													47	
3	ADLIB	0														48	
	RANDOM BITS OF WATER FLY OUT 8x EACH	1	UG													49	
		2	AH	D												50	
		3														51	
	PULL BOTTLE TO (2)	4		—												52	
		5														53	
		6		DH												54	
		7														55	
	WS	8														56	
		9		—												57	
		10														58	
		11		D												59	
	SR (2)	12														60	
		13		—												61	
		14		—												62	
		15		C												63	
4		0														64	
		1	TH	TH												65	
		2														66	
		3	A	D												67	
		4														68	
	HP (2)	5		—												69	
		6														70	
		7	T	B												71	
		8	/													72	
		9	SH	F												73	
		10														74	
		11	U	F												75	
		12														76	
		13	D	B												77	
		14	/													78	
		15	P	A												79	
5		0	U	C												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	275		53, 54	55

CARTOON NETWORK **STUDIOS**

Comp 54

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	(UG)	1														1	
	HP	2	D	B												2	
		3	UH	C												3	
	(2)	4														4	
		5	I	—												5	
		6														6	
		7	S	A												7	
	SMALL ANTIC DOWN	8														8	
		9	EZ	D												9	
		10														10	
		11		—												11	
		12														12	
	SMALL REACT UP	13		F												13	
		14	R	I												14	
		15		I												15	
1	SM OVS	0	S													16	
		1	L	C												17	
		2	H													18	
		3		D												19	
	SM STL	4	IH													20	
		5		—												21	
		6														22	
		7	K	B												23	
		8														24	
	HP	9	UL	D												25	
		10														26	
		11	D	A												27	
		12	S	I												28	
		13	L													29	
		14	T	B												30	
	ACCENT BACK DOWN	15	UL	C												31	
2		0														32	
	TO (3)	1	S	I												33	
		2														34	
	BLINK	3	L	H												35	
		4														36	
	CLM	5	EE	D												37	
		6														38	
		7		C												39	
		8														40	
		9		A												41	
	HP (3)	10	D													42	
		11	L													43	
		12														44	
		13														45	
		14														46	
		15														47	
3	(CT)	0														48	
	Zeke (UG)	1														49	
	OSS	2	L	B												50	
		3	AH	D												51	
	FROM (1)	4	W	F												52	
		5	Y	B												53	
	HU Zeke weaves BACK AND FORTH	6	UH	D												54	
	TO (2)	7	F	G												55	
		8														56	
	HP (1)	9	EE	C												57	
		10														58	
		11	L	H												59	
		12	IH	C												60	
	DX MATOR EFX	13														61	
	OVS	14	N	B												62	
		15	Z	I												63	
4		0														64	
	DX BOTTLE	1		—												65	
		2	EE	C												66	
	BACK TO (1)	3														67	
	BLINK	4														68	
	ADLIB RANDOM DRIP EFX 8x	5		—												69	
		6														70	
		7	K	B	ZEKE											71	
		8														72	
		9		—	N	B										73	
	EACH ON CLM	10														74	
	OVS	11		A												75	
		12			G	B										76	
		13														77	
	INTO (2)	14			UH	D										78	
		15														79	
5		0				—										80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	280		54, 55	56

CARTOON NETWORK **STUDIOS**

55

CONTD (ZK) ACTION	(UG)	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
CONT WEAVE TO ②															
	HP ①														
OVS															
WEAVE BACK TO ①															
1															
	②														
OVS	BLINK ②			K	B										
WEAVE BACK TO ②				N	B										
CUT															
056															
SLIGHTLY SHIFT BACK FOR H/U															
H/U UP INTO ②	HICLUP EYE OUT AND DISSIPATE ③ 0/5			H	C										
				EH	DT										
STL TO ①				K	B										FOLLOW BOARD POSES
				UH	DT										
				P	A										
3															
CUT	TMP ①														
057	ZK / UG ①														
DX WATER ON FLAX AND ATOMIC	HP ①														
	SHAKE ② AND VIBRATE ARMS ← E W → INCREASE SHAKE														
	③														
	④ BREAKS ④														
GLASS FLIES OUTWARD	UG HANDS TOWARDS EACH OTHER OVS														
5															

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	285		55, 56, 57	57

CARTOON NETWORK **STUDIOS**

CONT

57 ACTION (GLASS) UG

ZK

HP (1)

GLASS FALLS TO GROUND NOT IN SYNC

STL HANDS

GLASS STL

HP

CUT

HP

058 ZK UG

BUNK

BUNK

INTO (1A)

BUNK

CUSH

	DIALO	EXP
3	(201)	
5	UG	A
7	TH	TH
8	TH	C
10	S	I
12	TH	C
13	Z	I
14	UH	D
1	K	B
2	L	H
4	A	D
9	S	I
11	TH	C
13	K	B
14	H	
0	TH	C
2	K	B
4	UH	D
6	P	A
7	R	F
8	TH	C
10	M	A
11	TH	C
13	D	B
15	EE	C
2	(UNH)	
3		B
6	A	D
8	N	B
9	UH	D
11	F	G
13	AY	D

(1A)

CAMERA NOTES: START WIPE (frame 9); STOP WIPE (frame 25)

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	290		57, 58	58

CARTOON NETWORK **STUDIOS**

CONTD

58

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
(2K) (UG)	V	G												
	R	F												
	IH	C												
	I	B												
HP (1) HP (1A)	UH	D												
	M	A												
	UH	D												
	N	B												
	G													
	L	H												
BACK TO (1) WITH														
(1B)	A	D												
		—												
(1B) ARM	CH	I												
CUSH	K	B												
	ER	C												
	K	B												
	IH	C												
		—												
	D	B												
	S													
CUT														
(UG)	F	G												
START IN H/U	ER	E												
	S	B												
INTO (1)														
	T													
		—												
	IH	C												
CUSH	K	—												
	Y	B												
	ER	C												
		—												
	T	B												
HP (1)	UH	D												
	N	B												
	G													
	I	—												
	AH	D												
		—												
	W	F												
		I												
		—												
	T	B												
CLOSE EYES SMALL ANTIC														
		—												
	B	A												
TONGUE OUT TO (2)	L	H												
	AH	D												

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	295		58, 59	59

CARTOON NETWORK **STUDIOS**

59 CONTD

	ACTION (UG)		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
		1		D												1	
		2														2	
	TONGUE	3														3	
	CONT	4														4	
	OUT	5														5	
		6														6	
		7														7	
SPIT	ONS	8														8	
FLY		9														9	
OUT		10														10	
* DISSIPATE		11														11	
O/S		12														12	
	SQ TO	13														13	
	(3)	14														14	
		15														15	
1		0														16	
		1														17	
		2		—												18	
		3														19	
		4		—												20	
		5														21	
		6		—												22	
		7														23	
		8	C	C												24	
		9														25	
	HP (3)	10	I	D												26	
		11														27	
		12		—												28	
		13														29	
		14		—												30	
		15														31	
2		0	K	B												32	
		1	/													33	
		2		I												34	
		3	TH	B												35	
		4														36	
		5	EH	C												37	
		6														38	
	BLINK	7		I												39	
		8		—												40	
		9														41	
		10		—												42	
		11														43	
		12		—												44	
		13														45	
		14	S	B												46	
		15														47	
3		0	/													48	
		1	/													49	
		2														50	
		3														51	
		4														52	
		5														53	
		6														54	
		7														55	
		8	TH	B												56	
		9														57	
		10	EI	C												58	
		11														59	
		12		I												60	
		13		—												61	
	SM ANTIC	14	N	B												62	
		15														63	
4		0	/	I												64	
		1	G													65	
IMPACT	UG	2	R	F												66	
EFX	INTO (4) GRIP TONGUE & CUSH	3														67	
OUT		4	A	D												68	
AND		5		I												69	
DISSIPATE		6														70	
		7		—												71	
	CUSH	8	B	A												72	
		9	H	B												73	
		10														74	
		11	OH	E												75	
		12														76	
	HP (4)	13		—												77	
		14														78	
		15		B												79	
5		0	L													80	

PLEASE PAY ATTENTION TO STORYBOARD PAGES FOR TONGUE WHILE DOING LIP-SYNC

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	300		59	60

CARTOON NETWORK **STUDIOS**

59 CONTD

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
UG	D													
	W	F												
	IH	C												
CONT	TH	B												
HP (4)	Y	B												
	ER	E												
		F												
	F	G												
	EH	C												
1														
	N	B												
	G													
	ER	E												
	T	B												
	IH	C												
	D	A												
2														
	S	B												
CUT														
060 2K														
HP (1)														
BLINK TO LOOK TO (2)														
TILT HEAD SLIGHTLY														
3														
WSH														
ANTIC														
HANDS OUT														
DCSH.	TONGUE OUT													
4 WS														
ARMS UP TO (4)	FR													
CUSH (4)	GRIP TONGUE													
BLINK	LOOK TO UG													
CUT														
5 (5)	A													

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	305		59, 60	61

CARTOON NETWORK **STUDIOS**

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
061 ZK UG														
H/O HP (1) HP (1)	~	D												
	?	A												
	CH	D												
		E												
	L	H												
	Y	B												
L HAND / RT HAND	AH	D+												
PULL TO (2) / STAY IN POS (1)														
WSH														
RT HAND PULL TO (3) HP														
TONGUE RANDOMLY REACTS & WIGGLES AS UG PULLS (4) WSH														
BLINK LFT HAND PULL TO (4) HP														
WSH														
HP RT HAND PULL TO 5														
WSH		D+												
HP (5)		D												
CUT														

PROD. NO. 1038 111 | FOOTAGE 310 | ANIMATOR | SCENE NO. 61 | SHEET NO. 62

CARTOON NETWORK **STUDIOS**

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
062 zero		NP	EKE											
			EH											
MP (1)														
			L		Follow Board									
CAT-Clock's TAIL														
SWINGS			UH											
ON 18														
Cycles														
THRU-ON														
1 SC.														
12X 12X														

CARTOON NETWORK **STUDIOS**

62 CONT'D

ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
ZEKE HP (7)			(10)												
	pull TO (8)	A													
CAT-CLOCK TAIL SWINGS (CONT.)		N													
	pull TO (9)	P													
		OH													
1															
		L													
BUNK TO LOCK (10)	pull TO (10)	EH													
		N													
		G													
		I (INH)													
HP 10															
2	pull TO (11)														
		A													
		N													
		K													
		EE													
CUT		P													
063 ZEKE	UG HP (1)	I													
		P	A												
3		OH	D												
HU CAT-CLOCK SWINGS ON FOLLOWS 12X 12X	HP (1)														
	INTO (1A)	L	H												
		EH	C												
BUNK	pull TO (2)	N	B												
		G													
CUT		L													
4															
064 UG START HU			B												
	pull TO (1)														
	WSH														
SPLIT DUY OUT	ANTIC (2)														
5															

PROD. NO. 1038 111 | FOOTAGE 320 | ANIMATOR | SCENE NO. 62, 63, 64 | SHEET NO. 64

CARTOON NETWORK **STUDIOS**

CONTD

64 ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
SPIT + DISSIPATE (2) X	CONT ANTIC (2)		B												1	
															2	
															3	
															4	
	PULL OUT HEAD	IH	C												5	
SPIT FLY OUT AND DISSIPATE O/S (2)															6	
		~	B												7	
															8	
		7													9	
	CUSH	IH	C												10	
															11	
HEAD OUT		L	H												12	
		Y	B												13	
	ANTIC	∞	F												14	
		L													15	
1 CUSH		C	B												0	
															1	
	REACT TO (4) REACT LINES OUT AND DISSIPATE (2) O/S	EH	C												2	
															3	
		+	B												4	
		UH	D												5	
		L													6	
HP (4)		TH	TH												7	
	CUSH														8	
			C												9	
															10	
			D												11	
															12	
			—												13	
															14	
	HP (4)		—												15	
2			-												0	
		N	B												1	
															2	
		D													3	
															4	
		/													5	
CUT															6	
															7	
065	ZEKE														8	
															9	
															10	
															11	
															12	
															13	
															14	
															15	
3															0	
															1	
															2	
															3	
															4	
															5	
		234													6	
															7	
		ZEKE													8	
															9	
Wide up Zeke cut and dissipate (2)	REACT UP TO (2)	H	C												10	
															11	
		IN	DH												12	
															13	
			B	Follow Board											14	
	SM (2)	K													15	
4			DH												0	
		UH													1	
			A												2	
															3	
		P													4	
															5	
															6	
															7	
															8	
	SM (2)														9	
															10	
Bunk															11	START WIPE →
															12	
															13	
															14	
															15	
5															0	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	325		64, 65	65

CARTOON NETWORK **STUDIOS**

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
65		1														1	
CUT	ZEKE HP ①	2	236													2	
066	ZEKE UG	3														3	CON WIPE
		4	UG	A												4	
		5														5	
		6	TH	TH												6	
		7														7	
		8	EH	C												8	
		9														9	
	HP ①	10		F												10	
		11	S													11	
		12	L	D												12	
		13	EH													13	
		14	Z	I												14	
		15	UN	D												15	
1		0	L													16	
		1	M	A												17	
		2														18	
		3		-												19	
		4	EH	C												20	
		5														21	
		6														22	
		7	TH	TH												23	
		8														24	
		9	EH	C												25	
		10														26	
		11	D	B												27	
		12	A	D												28	
		13	Z	I												29	
		14	L													30	
	TILT HEAD BACK	15	OH	E												31	
2		0														32	
		1	L	H												33	
		2														34	
		3	D	B												35	
BLINK	CUSH	4	A	D												36	
		5														37	
		6	Z	I												38	
		7	F	G												39	
		8														40	
		9	AH	D												41	
	HP	10														42	
		11														43	
		12	TH	TH												44	
		13														45	
		14	ER	F												46	
		15														47	
3		0														48	
		1	T	B												49	
		2														50	
		3	E	D												51	
		4														52	
		5		-												53	
		6	M	A												54	
		7	EH	C												55	
		8														56	
	TILT HEAD BACK TO ①	9	M	A												57	
		10														58	
		11	S	I												59	
		12														60	
		13		-												61	
	CUSH	14	EH	C												62	
		15														63	
4		0		—												64	
		1														65	
		2	L	H												66	
		3														67	
	HP ①	4	F	G												68	
		5														69	
		6	/													70	
CUT		7														71	
		8														72	
067	UG	9		A												73	
	START IN	10		-												74	
		11	Y	B												75	
	H/U	12	UH	D												76	
H/U		13	S	I												77	
		14														78	
		15		C												79	
5		0	EH													80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	330		65,66,67	66

CARTOON NETWORK **STUDIOS**

CONTD

67

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	UG	1	M	A												1	
	HP (HV)	2														2	
		3	P	A												3	
		4	L	H												4	
		5	EE	B												5	
		6	L													6	
		7	H	C												7	
	HAND GESTURE	8														8	
	TO (1)	9	OH	E												9	
		10														10	
		11	L	H												11	
		12														12	
	SM OVS	13	D	—												13	
		14	Y	B												14	
		15														15	
1	SM STL	0	ER	F												16	
		1	L													17	
		2	B	A												18	
		3	R	F												19	
		4														20	
		5	ER	C												21	
		6														22	
		7	TH	M												23	
		8	L													24	
		9	A	D												25	
		10	Z	I												26	
		11	L													27	
	HP	12	L	H												28	
	(1)	13														29	
		14	AH	D												30	
		15														31	
2		0	N	B												32	
		1	G													33	
		2	A	D												34	
		3	Z	I												35	
		4	Y	B												36	
		5	OO	F												37	
		6	L													38	
	(X)	7	K	B												39	
		8														40	
		9	A	D												41	
	BLINK	10														42	
		11														43	
	(X)	12		—												44	
		13														45	
		14	N	B												46	
		15														47	
3		0														48	
		1														49	
		2														50	
		3		—												51	
		4														52	
		5	L	H												53	
		6														54	
	UG LEAN	7	ER	D												55	
	FWD INTO	8														56	
	(1A)	9														57	
		10	I	B												58	
		11	S	I												59	
		12														60	
		13		C												61	
	WOSH	14	ER													62	
	(1A)	15		B												63	
4		0														64	
		1	EH	C												65	
		2														66	
		3	F	G												67	
		4	Y	B												68	
		5	VH	D												69	
	HP	6	K	B												70	
		7	A	D												71	
	(1A)	8														72	
		9	N	B												73	
		10	L													74	
		11	K													75	
		12		D												76	
		13	ER													77	
		14		B												78	
		15														79	
5		0	P	A												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	335		67	67

CARTOON NETWORK **STUDIOS**

CONTN

67

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
UG														
1														
2	VH	D												
3														
HP		—												
4														
(1A) 5	P	A												
6														
7	W	F												
8	IH	C												
9	TH	TH												
10	EH	E												
11														
SHIFT EXP. 12	L	H												
UG INTO 13														
14	R	B												
(2) 15	UW	D												
1 & POINT @ HIMSELF 0														
1	N	B												
2														
WSH 3	K	I												
4	OH	E												
5														
(2) 6	L	H												
7														
8	I	D												
9														
10		—												
11	ER	F												
12														
13	N	B												
HP 14	L	H												
15														
2 (2) 0	UH	D												
1														
2	N	B												
3	G													
4	S	I												
5	OH	E												
6														
7		F												
8														
9	V	G												
10														
11	ER	F												
12	L													
13	H	B												
14														
15	EE	D.												
3 0														
1		C												
2														
3		F												
4	R													
5														
6														
7														
8														
9	UWH													
10														
11														
UG (4) 12														
PULL BACK 13														
AS HE 14														
TAKES 15														
WIND EFX IN 4 0														
IN 1														
A.R. 2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
13														
14														
15														
5 0														

Follow Board

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	340		67	68

CARTOON NETWORK **STUDIOS**

CONTD

67

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
UG CONT BACK TO (3)			FOLLOW BOARD											
WIND EFX CONT.														
WIND EFX														
DISSIPATE (3)														
INTO (4)														
	(4)													
ZEKE	ZEKE	A												
	OH	E												
Reversed IN PAN HP (5) UG O/S														
	<	F												
	K	B												
	AY	D												
		C												
		B												
	LINTY													
ZEKE INHALE BACK TO (6)														
WIND EFX STARTS			FOLLOW BOARD											
WIND EFX CONT.														

START DIAG PAN (A) → (B)

EO

EI

STOP

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	345		67	69

CARTOON NETWORK **STUDIOS**

67

CONTD	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
		1														1	
		2														2	
		3														3	
WIND EFX DISSIPATES	CONT ANIMATE BACK TO (6)	4			FOLLOW BOARD											4	
		5														5	
		6														6	
		7														7	
		8														8	
		9														9	
		10														10	
		11														11	
	(6)	12														12	
		13														13	
	ZOOM TO (7)	14														14	
		15														15	
1		0														16	
		1														17	
	WSH (7)	2														18	
		3														19	
		4														20	
		5														21	
		6														22	
	HP (7)	7														23	
		8														24	
		9														25	
		10	ZIP UG													26	
		11														27	
		12														28	
		13	K													29	
		14														30	
	SM REACT FWD	15														31	
2		0														32	
		1	N													33	
		2														34	
		3														35	
	WSH BACK	4														36	
		5														37	
		6			FOLLOW BOARD											38	
		7	K													39	
		8														40	
		9														41	
	SM REACT FWD	10														42	
		11														43	
		12														44	
		13														45	
	WSH BACK	14														46	
		15														47	
3		0	PP													48	
		1														49	
		2														50	
		3														51	
		4														52	
		5														53	
		6														54	
		7														55	
	SHIFT WEIGHT SLIGHTLY TO (8)	8	K													56	
BLINK TO LOOK (8)		9														57	
		10														58	
		11														59	
		12														60	
		13														61	
	WSH	14														62	
		15														63	
CUT		0														64	
068	UG HP (1)	1														65	
		2														66	
		3														67	
	SHAKE UG ON SM RANDOM SX CYCLE	4														68	
		5														69	
		6	K													70	
		7														71	
		8			FOLLOW BOARD											72	
		9														73	
		10														74	
		11														75	
		12	M													76	
		13														77	
		14														78	
		15														79	
5		0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	350		67, 68	70

CARTOON NETWORK **STUDIOS**

68

CONTD ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	UG														
CONT SHAKE EYE															
	CONT HP (1)														
					Follow BOARD										
LEFT EYE BLINK		PP													
	SM REACT END														
RIGHT EYE BLINK															
1		<													
	CUSH BACK														
	HP														
		M													
	SM REACT END														
2 CUT															
069 ADD SHAKE AND STRAIN OFF VG ON RANDOM 8x CYCLE	UG														
	HP (1)	G													
		W													
	INTO (2)	AW													
					Follow BOARD										
	CUSH (2)														
	SPIT	G													
	DROPLETS FLY O/S	∞													
	INTO (3)	M													
DX DROOL	DROOL PLOPS OUT OF MOUTH O/S														
	HP (3)														
4															
	INTO (4)	B													
		OH													
		<													
	INTO (5)														
SPIT FLYOFF	INTO (6)	M													
5															

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	355		68, 69	71

CARTOON NETWORK **STUDIOS**

69 CONT'D ACTION UG		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
SPIT FLY AT OLD	CONT SHAKE OK X															
	CONT TO (6)	PP														
CUT																
070	UG (1)	M														
	STEADILY INCREASE IN SIZE															
GIVE UG SX RANDOM STAGGER SHAKE																
	INTO (2)	B														
STUFF POPS OFF UG		W														
				FOLLOW BOARD												
CONT O/S		AH														
O/S (X)	(2)															
		BB														
	INTO (3)															
	(3)															
	EXPLODE	B														
		AH														
EYEBALLS MOUSTACHE HAT FLY OFF BITS OF CLOTHING FLY OFF																
CUT																

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	360		69, 70	72

CARTOON NETWORK **STUDIOS**

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
071 CAT CLOUD / ZEKE MPG / GIVE ZEKE SM VIBRATION FROM SCREAM														
24x CYCLE / SWAY														
12x / 12x														
1 SWAY														
DX WINDOW														
	258													
	ZEKE													
	13	A												
	EXH	D												
SWAY / BREATH OUT FAST + DISSIPATE SLOW / CUT TO 3														
2														
O/S														
SWAY / CUSH		D												Follow BOARD
3 MP														
SWAY / REACH UP + BACK SLIGHTLY	(INH)	C												
CUSH														
DOWN + FWD SLIGHTLY	(EXH)	B												
4 SWAY		C												
CUSH	(INH)	B												
UP + BACK SLIGHTLY														
SWAY		C												
DOWN + FWD SLIGHTLY	(EXH)													
5														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	365		71	73

CARTOON NETWORK **STUDIOS**

71 CAT CLOUD ACTION (ZK)	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
1 CONT SWAY / CONT CUSH		—												
2														
3		B												
4														
5	UNTIL	—												
6														
7 SWAY / UP + BACK SLOWTH		—												
8														
9		C												
10														
11		—												
12														
13 CUSH		—												
14														
15		B												
1 0														
1 HICUP EX OUT AND DISSIPATE / REACT UP (4)	L	C												
2														
3	EW	DX												
4														
5	K	B												
6														
7 O/S (3) / STR DOWN	UH	DX												
8														
9 SWAY		—												
10														
11	P	A												
12														
13 STR INTO (4A)														
2 0														
1 SWAY / (4A)														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12 CUT														
13 072 UG / ZEKE														
14														
15														
3 0 UG														
1 UG ME BLINDFOLD W/ SX CRUE / ZEKE UP (1)														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
13														
14 UG PULL HANDS														
15														
4 0														
1 CUT														
2 (2) O/T	7(3)													
3 073 UG / ZEKE														
4	UG													
5														
6 UP (1) / UP (1)	M	A												
7														
8 DX WINDOW	AYD													
9														
10		—												
11	B	A												
12	CE	C												
13	S	I												
14														
15	UH	D												
5 0														

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---

CARTOON NETWORK **STUDIOS**

73 CONTD

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
(VIG) (ZEKE)	M	A												
	L													
	B	A												
	L	H												
TILT HEAD FWD														
	I	D												
	N	B												
CUSH	F	G												
	OH	E												
	L	H												
MP	D	B												
1	EH	C												
	J	I												
HEAD BACK INTO	EH	C												
	N	B												
(1) AGAIN	T													
	OH	E												
CUSH	L	H												
	G	B												
	UH	D												
MP	T	B												
2 (1)	AH	D												
	R	F												
	P	A												
	L	H												
	AY	D												
	IH	C												
	N	B												
	G													
	W	F												
	IH	C												
	K	H												
INTO (2)	S	I												
3														
	OO	F												
REACH FOR GUITAR														
	TH	TH												
CUSH (X) GRIP GUITAR	Y	B												
	ER	F												
HOLD (2)	M	B												
BACK INTO (2A)	IH	C												
	K	B												
4														
CUSH														
	W	D												
(R) HAND ON OVER GUITAR & CUSH														
	P	A												
	S	B												
MP (2A)														
HOLD HIS POSE														
		A												
CUT														
074 ZEKE MP (1)														
5														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	375		73, 74	75

CARTOON NETWORK **STUDIOS**

74

(265)

ZEKE

CONTD	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	ZEKE	1	SH	E												1	
		2														2	
		3														3	
		4														4	
		5														5	
		6	GR	E												6	
		7														7	
	HP (1)	8														8	
		9														9	
		10														10	
		11														11	
		12														12	
		13														13	
		14														14	
		15														15	
1		0	WIND	A												16	
		1														17	
		2														18	
		3														19	
		4	I	D												20	
	SHAKE SHOULDERS UP	5														21	
		6														22	
		7														23	
		8														24	
		9	G	B												25	
	WISH	10	EN	C												26	
		11														27	
		12	S	I												28	
		13														29	
	BACK DOWN TO (1)	14	[illegible]	C												30	
		15														31	
2		0														32	
	WISH	1	K	B												33	
		2	U	E												34	
		3	D	B												35	
		4	IN	C												36	
		5	N	B												37	
		6														38	
		7	H	C												39	
	HP (1)	8														40	
		9	GR	E												41	
		10														42	
		11														43	
		12														44	
		13		F												45	
		14														46	
		15														47	
3		0														48	
		1	T	B												49	
		2														50	
		3														51	
		4														52	
	ANTIC HAND TO (2A)	5		(A)												53	
		6														54	
		7														55	
		8														56	
		9														57	
	WISH	10														58	
		11														59	
		12														60	
	STRUM DOWN TO (2B)	13														61	
		14														62	
STRINGS VIBRATE		15														63	
4		0														64	
ON 3X RANDOM CYCLE ON 1'S	OTS	1														65	
		2														66	
		3														67	
		4														68	
	BACK UP TO (2A)	5														69	
		6														70	
		7														71	
(X) STOP		8														72	
		9														73	
	WISH	10														74	
		11														75	
STRINGS		12														76	
		13														77	
	STRUM TO (2B)	14														78	
		15														79	
5		0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	380		74	76

~~VIBRATE 3X RANDOM CYCLE~~ ON 1'S

CARTOON NETWORK **STUDIOS**

CONTD

74	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	STRINGS															
		I ONS														
		BACK UP TO (2A)														
	STOP (2)															
		CUSH														
	STRINGS VIBRATE ON	STRUM TO (2B)														
1	3X RANDOM CYCLE ON 1'S	ONS														
	& STOP	BACK UP TO (2A)														
		CUSH														
	STRINGS VIBRATE ON	STRUM TO (2A)														
2	3X RANDOM CYCLE ON 1'S	WIND IN WIND BLOWS ON RANDOM	BLOWN BACK	INTO (3)												
	DX WIND BLOW ON 8X RANDOM CYCLE	6X CYCLES ON 1'S	ZEKE SHAKE & RIPPLE ON 8X RANDOM CYCLE													
3																
	CUT (2)															
	075	UG	ZEKE ~~RIPPLE~~ SHAKE ON 8X CYCLE													
4																
	DX + ANIMATE WINDEFX ON 8X RANDOM CYCLE ON 1'S	DX WINDOW														
		UP TO (2)														
5																

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	355		74, 75	77

CARTOON NETWORK **STUDIOS**

75

COMTD	(VG)	ACTION	ZEKE		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
			CONT	1	UH	D												1	
		CONT TO (2)	SMAKE	2														2	
			ON	3														3	
WIND				4	H	B												4	
CYCLE			SX	5														5	
		CUSH		6	AH	D												6	
			CYCLE	7														7	
				8														8	
				9														9	
				10		B												10	
				11														11	
				12	T													12	
		DOWN		13	W	F												13	
		TO		14														14	
		(3)		15	IH	DH												15	
1				0														16	
				1														17	
				2	N	B												18	
		CUSH		3														19	
				4	F	G												20	
				5	R	F												21	
				6	UH	DH												22	
		UP TO		7														23	
				8	M	A												24	
		(2)		9														25	
				10	TH	TH												26	
				11	EH	D												27	
				12	S	B												28	
				13														29	
		CUSH		14	EH	DH												30	
				15														31	
2				0	N	B												32	
				1														33	
				2														34	
				3	D													35	
				4														36	
		DOWN		5	UH	DH												37	
		TO		6														38	
		(3)		7	S	I												39	
				8														40	
				9	T	B												41	
				10	R	F												42	
		CUSH		11	UX	B												43	
				12														44	
				13	OH	E												45	
				14														46	
		UP TO		15	L	H												47	
3		(2)		0	S	I												48	
				1														49	
				2	T	B												50	
				3	R	F												51	
				4	EH	C												52	
		CUSH		5	N	B												53	
				6	G													54	
				7	TH	TH												55	
				8	N	B												56	
				9														57	
				10	EH	DH												58	
				11														59	
		DOWN		12														60	
		TO		13														61	
		(3)		14														62	
				15	R	F												63	
4				0														64	
				1	D	B												65	
				2	R	F												66	
		CUSH		3														67	
				4	I	DH												68	
				5														69	
				6	ER	E												70	
				7														71	
		UP TO		8	W	F												72	
				9														73	
		(2)		10	IH	D												74	
				11														75	
				12	L	H												76	
				13														77	
		CUSH		14	B	A												78	
				15	L	H												79	
5				0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	390		75	78

CARTOON NETWORK **STUDIOS**

75 CONTD

WIND	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
EFX	UP	ZEKE CONT CYCLE														
	DOWN TO (3)		OH	E												
				—												
				F												
				—												
			TH	TH												
	CUSH		VH	DH												
			H	B												
	UP TO (2)		EH	D												
				—												
	DASH		K	B												
			VH	D												
			P	A												
			S	B												
			AH	D												
	DOWN TO (3)			—												
			W	F												
			D	B												
			VH	D												
			Y	B												
	CUSH		CO	F												
	UP TO (2)			—												
				T												
				F												
CUT																
076	ANIM + DX WIND EFX ON RANDOM 8X CYCLE	ZEKE														
DX WINDOW		SHAKE ZEKE ON 8X CYCLE	INTO (1)													
			INTO (2)													
	BLAND FOLD OFF		INTO (3)													
	O/S							GUITAR FLYS O/S								
			INTO (4)					O/S								
	CHAIR TILT BACK		INTO (5)													
			INTO (6)													

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	395		75, 76	79

CARTOON NETWORK **STUDIOS**

76	ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
CONT WIND EFX	ZEKE														
	HMD (1)														
	(X) O/S														
12 CUT															CAM SHAKE
077	HOLD ON SC ~~CHAIR POSED~~														
	HP (1)														
	SLIDE SLOWLY DOWN WALL														
	(2) TO (3)														
	GO TO STOP														
8 CUT															
078	ZEKE HP (1)														
1/10	UG STOP IN (2)														
	REALL TO (3)														
	WSH		(A)												
	PULL OFF TO (4)	D	B												
	REVERSE (4)	CO	F												
		IN	C												

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	400		76, 77, 78	80

CARTOON NETWORK **STUDIOS**

78 UG ACTION	Zeke	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
1		N	B												
2		3	A												
3															
4		EH	C												
5															
6		D	B												
7															
8		EZ	C												
9															
10			F												
11															
12															
13															
14															
15															
0															
1															
2															
3															
4		286													
5															
6															
7		ZEKE													
8															
9		H	C												
10															
11		IH	DH												
12															
13		K	B												
14															
15		VH	DH												
0															
1		P	A												
2															
3															
4															
5															
6															
7															
8															
9		D	B												
10															
11		OO	F												
12															
13		IH	C												
14															
15			—												
0		N	B												
1															
2															
3		(INH)													
4															
5															
6															
7															
8															
9															
10															
11															
12															
13															
14		G	B												
15															
0		R	E												
1															
2			—												
3															
4		AY	D												
5															
6			—												
7															
8			C												
9															
10			—												
11		T	B												
12															
13															
14															
15															
0															

CUT

079

ZEKE HP (1)

REACT UP TO (2)

HICCUP EFX OUT & DISSIPATE

OS

SL DOWN

Follow BOARD

HP (2)

INTO (3)

HP (3)

BLINK

HEAD ACCENT UP + BACK SLOWLY

STL BACK TO (3)

TEETH GROW CRACKS IN THEM

STOP

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	405		78, 79	81

CARTOON NETWORK **STUDIOS**

79

CONTD	ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	MP3														
ZEKE (4)	FLEEM FAM O/S														
	(X)														
	(X)														
1															
BUNK	HP (5)														START WIPE
CUT															
080	UG	(291)													
2	ZEKE	UG	A												
	HP (1)	S	I												
	HP (1)	T	B												STOP
		A	D												
				(292)											
		N	B												
		D		ZEKE											
		AH	D												
				N											
ROACH TO (2)		N	B												
		Y													
			F												
3		ER													
			C												
		H													
ADD SMALL STRUCTURE STRAIN EFX	BEND HEAD TO (3) / INTO (3)		D												FOLLOW BOARD
		ER													
			C												
		D	B												
		T													
			—												
	INTO (4) / INTO (4)		A												
4															
				EE											
	DOWN TO (5) / DOWN TO (5)														
	CUSH / CUSH														
	MP (5) / MP														
5															

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	410		79, 80	82

CARTOON NETWORK **STUDIOS**

80

CONT'D (UG)	ACTION	ARMS	ZEKE		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
		FLAIL		1														1	
		ON		2			WH	D										2	
		SX	BACK	3														3	
	IN TO	RANDOM	TO	4														4	
	(6)	OVER	(6)	5														5	
		UP AND		6														6	
		DOWN		7														7	
	CUSH			8				—										8	
				9														9	
			CUSH	10			EE	C										10	
				11														11	
	HP			12														12	
	(6)			13														13	
				14														14	
			IN TO	15														15	
1				0														16	
				1														17	
			(7)	2														18	
				3														19	
				4														20	
				5														21	
			CUSH	6														22	
	(X)			7				—										23	
				8														24	
				9			EH	D										25	
BLINK				10														26	
			BACK	11														27	
	(X)		TO	12														28	
			(6)	13														29	
				14														30	
				15														31	
2				0														32	
				1														33	
			CUSH	2														34	
				3				—										35	
				4														36	
				5			EH	C										37	
				6														38	
			FLAIL	7														39	
			TO (7)	8														40	
				9														41	
				10														42	
				11														43	
				12														44	
				13														45	
			CUSH	14				—										46	
				15														47	
3				0			AH	D										48	
				1														49	
				2														50	
				3														51	
				4														52	
				5														53	
				6														54	
				7			H	C					(X)	HICCUP				55	
		ROAR		8														56	
		UP +	(B)	9			IN	DT						EFX OUT				57	
		BOOK		10										& DISSIPATE				58	
		(8)		11			K	B										59	
				12										O				60	
			FALL	13			UH	DT										61	
			TO	14														62	
			(9)	15				A										63	
4				0			D											64	
				1									OS					65	
			INTO	2														66	
	INTO		(10)	3														67	
	LO			4														68	
			(X) HIT	5														69	
				6			D,	B										70	
				7														71	
	CUSH		CUSH	8			OH	E+										72	
	TO (11)		(11)	9														73	
				10				—										74	
				11														75	
				12				E										76	
				13														77	
	HP (11)		HP (11)	14				I										78	
				15														79	
5				0				—										80	

Follow BOARD

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	415		80	83

CARTOON NETWORK **STUDIOS**

80 CONTD

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
UG / ZEKE				F										
HP (II) / HP (II)														
CUT														
081 ZEKE JUGGLES ON 12 + CYCLE (IA) (IB) / UG / HP (I)	502													START WIPE
	VG	A												
(IC)	J	I												STOP WIPE
	VH	D												
(IA) (IA) CYCLE	G	B												
	OH	E												
(IB) (IB)	L	H												
	S	I												
	P	A												
(IC) (IC)	VH	D												
	G	B												
(IA) CYCLE	EH	D												
		C												
(IB)	D	B												
	CE	C												
(IC)		B												
		I												
(IA) CYCLE		A												
(IB)														
(IC)														
CUT														
082 UG / HP (I)		A												
	L	H												
	U	E												

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	420		80, 81, 82	84

CARTOON NETWORK **STUDIOS**

82

CONT'D

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	(UG)	1														1	
		2	K	B												2	
		3														3	
		4	EH	C												4	
	HP	5														5	
	(1)	6	N	B												6	
		7														7	
		8	G	B												8	
		9														9	
		10	U	E												10	
		11														11	
		12														12	
		13														13	
		14														14	
		15														15	
1		0	<													16	
	(4)	1														17	
		2		F												18	
		3														19	
	BLINK	4		B												20	
		5	D													21	
	(5)	6														22	
		7														23	
		8														24	
		9		A												25	
		10	305													26	
		11														27	
		12	ZSHS													28	
		13	H	C												29	
		14														30	
		15	IH	DH												31	
2		0														32	
		1	K	B												33	
		2														34	
		3	UH	DH												35	
		4														36	
		5	P	A												37	
		6														38	
		7														39	
	SPAGHETTI AND MEATBALLS	8														40	
	IN →	9														41	
		10														42	
		11														43	
	HIT &	12														44	
	OVS ⇝	13														45	
	&	14														46	
	SETTLE TO	15	306													47	
3		0		A												48	
	(3)	1	UG													49	
		2	I	D												50	
		3														51	
		4														52	
		5														53	
		6	SH	I												54	
		7														55	
		8	U	E												56	
	DRIP	9														57	
	HP	10	D	B												58	
	(3)	11	UH	D												59	
		12	K	G												60	
		13	N	B												61	
		14														62	
	DRIP	15	OW	E												63	
4		0														64	
		1		F												65	
		2	N	B												66	
		3														67	
		4	TH	TH												68	
		5	A													69	
		6		D												70	
		7	W	F												71	
		8	UH	D												72	
		9	Z	E												73	
	DRIP	10														74	
		11	G	B												75	
		12	OW	E												76	
		13		F												77	
		14	IH	C												78	
		15														79	
5		0	N	B												80	

Follow BOARD

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	425		82	85

CARTOON NETWORK **STUDIOS**

82 CONT'D

ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
MP (3)	1	T	B												
	2	UH	D												
	3														
	4	IH	B												
(6)	5														
	6	A	D												
BLINK	7														
	8														
	9														
(6)	10	P	A												
	11	EH	C												
	12														
	13	N	B												
	14														
	15														
1	0														
	1		A												
	2														
	3														
CUT	4														
083 ZEKE START IN POSE (2)	5			303											
	6														
	7			ZEKE											
	8														
HICCUP KEY OUT AND DISSIPATE O/S (*)	9			IH	C										
	10														
REACT UP (1)	11			IH	DT										
	12														
	13			K	B										
	14														
STL TO (2)	15			UH	DT										
2	0														
	1			P	A										
	2														
	3														
	4														
	5														
	6														
	7														
	8														
MP (2)	9														
	10														
	11	310													
	12		A												
UG RIDES	13	UG													
	14														
10X PENAL CHUCK	15	T	B	H	C										
3	0														
REACT UP TO (3)	1	R	F	IH	DT										
	2														
	3	I	D	K	B										
	4														
STL TO (4)	5			UH	DT										
	6														
	7	TH	TH	P	A										
	8														
	9	EH	D												
	10														
	11														
	12														
	13		C												
	14														
UG HAND MP	15	S	I												
4	0														
(4)	1														
	2														
(A)	3														
UG (A)	4														
	5		A												
	6														
(X)	7														
	8														
(B) B	9														
BLINK	10														
	11														
(X)	12														
	13														
(C) (C)	14														
	15														
5	0														

Follow Board

Follow Board

XDISS TO SEMI TRANSPARENT

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	430		82, 83	86

CARTOON NETWORK **STUDIOS**

CONT'D

83 UG — UG HAND ACTION — ZEKE

	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
1			ZEKE											
2			H	C										
3														
4			EH	DH										
5	(312)					FOLLOW								
6			K	B			BOARD							
7	UG	A												
8			UH	DH										
9	OH	D												
10			P	A										
11		–												
12	R	E												
13														
14														
15	TH	TH												
0														
1	EH	D												
2														
3		–												
4														
5		C												
6	<													
7		–												
8														
9	S	I												
10														
11														
12														
13														
14		–												
15														
0		A												
1														
2														
3														
4														
5	(314)													
6														
7	UG													
8						HAND								
9	CW	F												
10														
11		–												
12			(312)											
13		E												
14						CUSH								
15	OO	–												
0			H	C										
1		–	EH	DH										
2														
3		–	K	B		CUSH								
4														
5		F	UH	DH										
6	<													
7			P	A										
8														
9		–				CUSH								
10														
11		–												
12														
13		B												
14	(INH)													
15														
0														
1														
2														
3	(PANT)	C												
4														
5		D												
6														
7	<	B												
8														
9		C												
10														
11														
12	<	B												
13														
14		C												
15														
0	<	B												

PEDALS (CONT) — CONT (C) — MICLIP OFF — REACT UP TO (5) — INTO (A) — (*) — SR TO (6) — (X) O/S

ANIM + BACKLITE FIRE ON SX RANDOM CYCLE ON Z'S

ZEKE HP (6) — (6) FOCUS IN MOUTH — WISH — ANIMATE SMOKE 12X CYCLE — (6A)

DX SMOKE EFX

(*) BLINK — HP — (314) — PUT OUT TO (6A) — O/S — (312 A) — HAND — (7A) — CUSH — (7B)

MICLIP EFX OUT AND DISSIPATE O/S (*) — REACT UP TO (7) — STL TO (8) — (7) — WISH — (7A) — CUSH — HP (7) — (*) O/S — (*) O/S (*) (7B)

HP (8) — UG ARMS

UG MOVES ACROSS SCREEN USE POSES BUT NOT POSITION — INTO (8) — UG LEGS 10X CYCLE — O/S — INTO (9) — WISH — INTO (8)

FADE UG OFF

FADE UG ON

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	435		83	87

CARTOON NETWORK **STUDIOS**

CONTD

83 UG ARMS ACTION ZEKE

	ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
1	CONT INTO (8) / HP (8)														
2															
3															
4		<	B												
5	CVS														
6			C	STU A											
7															
8				ZEKE											
9	INTO (9) / REACT UP (9)	<	B	—	C										
10				IH											
11			C		Dt										
12	HICCUP EFX OVS & DISSIPATE O/S			IH											
13	CUSH / STL TO (10)	<	B		B										
14				K											
15			C		Dt										
1 0	INTO (8)			UH											
1		<	B		A										
2				P											
3			C	—											
4															
5	OVS	<	B												
6															
7			C												
8		<	B												
9	INTO (9)														
10			C												
11	HP (10)														
12		4	B												
13	CUSH														
14		UH	D												
15															
2 0			—												
1	INTO (8)	(PANT)	C												
2															
3			—												
4	BLINK	<	B												
5	OVS														
6			C												
7		<	B												
8															
9	INTO (9)		C												FADE UG OFF
10															
11		<	B												
12															
13			C												
14	CUSH			STU											
15			—	ZEKE											
3 0	UG C/S O/S	<	B												
1	UG HP (11) / HICCUP EFX OUT AND DISSIPATE O/S / REACT UP TO (11)			IH	C										
2			C												UG PAN ACROSS SC
3		<	B	IH	Dt										
4															
5	STL TO (12)			K	B										
6															
7				UH	Dt										
8															
9				P	A										FADE ON UG
10															
11	ARM UP INTO (12) / IMPACT EFX OUT AND O/S														
12															
13															
14															
15		—	—												
4 0	OVS	OH	D												
1															
2															
3	STL (12) / BLINK / HP (12)		E												
4															
5			—												
6		<													
7			—												
8															
9	UG HP (12)		—												
10															
11			F												
12															
13															
14															
15															
5 0	SOK														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	440		83	88

CONTD CARTOON NETWORK **STUDIOS**

83 ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
(UG) ZEKE														
IN — HICUP EFX OUT AND O/S DISSIPATE — REACT UP TO (13)		F	ZEKE											
			H	C										PAN UG ACROSS SCREEN
		A												
			FH	D+										
HP (13)	(SNORE)	B				FOLLOW BOARD								
				B										
SPL TO (14)			K											
				D+										
			UH											
				A										
			P											
		C												
BLINK		D												
INTO (14)														
	00	E												
			H											
HICUP EFX OUT AND DISSIPATE O/S — REACT UP TO (15)			H											
	<	F	K											
			UH											
INTO (15)														
	<		D											
SPL TO (16)														
	<													
	<													
HP (16)		(A)												

CARTOON NETWORK **STUDIOS**

84 CONT'D

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
ZEKE														
MP (1)														
BINK														
HICCUP EFX OUT AND DISSIPATE O/S	H	G												
REACT UP TO (2)		DH												
	EH	B												
	K	DH												
STL TO (3)	UH	A												
	P													
MP (3)														
HICCUP EFX OUT AND DISSIPATE O/S	H	C												
REACT UP TO (4)	EH	DH												
	K	B												
STL TO (5)	UH	DH												
	P	A												
	329													
CUT	UG													
085 ZEKE UG	TH	TH												
HIV HP (1) WALK ON 10'S	EH	C												
	S	I												
	L													
DX WINDOWS	D	B												
	UH	D												
	Z	I												
	EH	C												
	N	B												
	M	A												

FOLLOW BOARD

FOLLOW BOARD

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	450		84, 85	90

CARTOON NETWORK **STUDIOS**

85 (ZEKE) ACTION UG

		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	1	AY	D												1	
	2														2	
	3		B												3	
	4	K													4	
	5		C												5	
	6	EH													6	
	7		G												7	
	8	N													8	
	9		D												9	
	10	EE													10	
	11		B												11	
	12	S	I												12	
	13														13	
	14														14	
	15		D												15	
1	0	EH													16	
	1		—												17	
	2														18	
	3		C												19	
	4														20	
	5		B												21	
	6	N													22	
	7		I												23	
	8	S													24	
	9														25	
	10														26	
	11														27	
	12														28	
	13		A												29	
	14														30	
	15														31	
2	0														32	
	1	E	D												33	
	2														34	
	3		C												35	
	4														36	
	5	V	G												37	
	6														38	
	7	T	B												39	
	8	R	F												40	
	9														41	
	10	I	D												42	
	11														43	
	12		C												44	
	13														45	
	14	D	B												46	
	15	EH	D												47	
3	0														48	
	1		G												49	
	2	V													50	
	3	R	F												51	
	4	EE	B												52	
	5														53	
	6		A												54	
	7	P													55	
	8														56	
	9	AH	D												57	
	10														58	
	11		I												59	
	12	S													60	
	13		C												61	
	14	IH													62	
	15		A												63	
4	0	S													64	
	1	OU	E												65	
	2														66	
	3	L	H												67	
	4	K	B												68	
	5														69	
	6	AH	D												70	
	7														71	
	8	M	A												72	
	9	B													73	
	10	IH	C												74	
	11	N	B												75	
	12														76	
	13	AY	D												77	
	14														78	
	15	SH	I												79	
5	0														80	

UP (1)

CUT WALK ON 10'S

BLINK

SWING ARM

HIT (2) OVS

SQ

(3) UG IN

WALK ON 10'S

BLINK

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	455		85	91

CARTOON NETWORK **STUDIOS**

CONTD

85 ZEKE ACTION UG

		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	1	IH	C												1	
BUNK ON 10'S	2	N	B												2	
	3	I	B												3	
HP	4														4	
	5		C												5	
	6														6	
	7	K	B												7	
	8	A	D												8	
	9	N	B												9	
	10	TH	TH												10	
	11														11	
	12		D												12	
	13	IH													13	
	14		B												14	
	15	N													15	
1	0														16	
	1														17	
	2	K													18	
	3	SH	D												19	
	4														20	
BUNK	5														21	
	6														22	
	7	V	G												23	
	8														24	
	9	UNN													25	
	10														26	
	11		B												27	
	12														28	
	13		D												29	
	14	A													30	
	15		B												31	
2	0	N													32	
	1	I	I												33	
	2	S													34	
	3														35	
	4														36	
	5		B												37	
	6	T													38	
	7		D												39	
	8	IH													40	
	9		H												41	
	10	L													42	
	11		B												43	
	12	N													44	
	13		C												45	
	14	UH													46	
	15		TH												47	
3	0	TH													48	
	1		C												49	
	2	IH													50	
	3		B												51	
ANTIC	4	N													52	
	5	G	I												53	
LT ARM SWINGS INTO	6	S													54	
	7		F												55	
	8	W													56	
	9		E												57	
(4)	10	ER													58	
	11														59	
	12														60	
	13														61	
	14														62	
OIS	15		F												63	
4	0														64	
	1	K	B												65	
	2														66	
STL	3	IH	D												67	
	4														68	
	5		C												69	
	6														70	
	7	N	B												71	
STOP	8														72	
	9														73	
IN POS.	10	G													74	
	11														75	
(4)	12														76	
	13														77	
HP	14														78	
	15		A												79	
5	0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	460		85	92

CARTOON NETWORK **STUDIOS**

(333) 06

85 ZEKE

	ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
1	HP; ANTIC HANDS BACK & UP; TURN TO (5)	W	F												
2															
3		UH	D												
4															
5															
6		T	B												
7		I													
8		M	A												
9	BLINK TO LOOK (5); CUSH														
10		UH	D												
11															
12		S	I												
13															
14	(5); HP	T	B												
15		I													
0		I	D												
1															
2															
3															
4															
5	ANTIC SLIGHTLY		C												
6															
7															
8															
9	ZEKE HP (5); ARMS DOWN TO (6)	O	B												
10															
11		OO	E												
12															
13															
14															
15															
0	GVS														
1															
2															
3															
4															
5	STL (6)														
6															
7															
8															
9															
10															
11	HP (6)														
12															
13			A												
14															
15	ARMS UP INTO	W	F												
0															
1	(7)	UH	D												
2															
3															
4		T	B												
5		I													
6	CUSH	M	A												
7															
8															
9		OH	E												
10															
11															
12															
13	HP (7)														
14															
15		R	F												
0															
1		M	A												
2															
3		UH	D												
4															
5	BLINK		I												
6		S													
7			B												
8		T													
9		I	D												
10															
11															
12															
13			C												
14															
15			B												
0															

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	465		85	93

CARTOON NETWORK **STUDIOS**

CONT'D

85 ZEKE	ACTION	UG		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
			1	D	B												1	
		THRUST	2														2	
		HANDS	3	∞	E												3	
	HP	TO (8)	4														4	
	(5)		5														5	
			6														6	
			7														7	
		OVS	8														8	
			9		—												9	
			10														10	
			11		—												11	
			12														12	
		SQ	13		—												13	
		(8)	14														14	
			15		F												15	
1			0														16	
CUT		THP (8)	1														17	
			2														18	
086	ZEKE START IN (H/U)		3														19	
			4														20	
			5														21	
H/U			6	378													22	
			7														23	
		HAND	8	ZEKE													24	
		UP	9														25	
		TO CHEST	10	H	C												26	
	REACT	(1)	11														27	
HICUP	UP TO		12	EH	DH												28	
KEX	(2)		13														29	
OUT AND		CUSH	14	K	B	FOLLOW BOARD											30	
DISSIPATE			15														31	
2 O/S (X)	SQ		0	VH	D												32	
	TO (3)		1														33	
	SETTLE		2	P	A												34	
	(L) HAND		3														35	
	DOWN	UG	4														36	
			5														37	
DX	CONTACT		6	S	I												38	
	& CUSH	HEAD	7														39	
WINDOWS		LOWER	8														40	
		DOWN	9		—												41	
		TO	10														42	
		(3)	11	AH	D												43	
			12														44	
			13		+												45	
			14														46	
			15		F												47	
3			0	R													48	
			1		C												49	
			2	EE													50	
	HP		3	I	B												51	
		HAND (X)	4														52	
			5	VH	D												53	
		CUSH	6														54	
			7	N	B												55	
			8														56	
			9														57	
		HP	10	K	—												58	
			11	OH	E												59	
			12	L	K												60	
			13	G	B												61	
			14	R	F												62	
			15														63	
4			0	A	D												64	
			1														65	
			2														66	
			3	N	B												67	
			4														68	
			5	P	A												69	
			6														70	
			7	AH	D												71	
			8														72	
			9														73	
			10														74	
			11		C												75	
			12														76	
			13		—												77	
			14														78	
			15		B												79	
5			0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	470		85, 86	94

CARTOON NETWORK **STUDIOS**

CONTD 86 ZEKE ACTION UG

(340) UG

	ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
	(MUSTACHE UP)	N	B												
		OH	E												
			—												
			—												
	(WSH)		F												
1															
			A												
	CLOSE-EYES (TILT HEAD UP + PAUSE SLIGHTLY)	I	D												
			I												
			C												
			—												
	(CUM)	M	A												
		S	I												
	(MP)														
2															
		AH	DH												
			—												
			F												
		R													
			C												
		CE	—												
			B												
3 CUT															
087	(UG) START IN H/U		A												
		I	D												
(H/U)															
			—												
		M	A												
		S	I												
DX WINDOWS															
	MUSTACHE DOWN TO (1)														
			D												
		AH													
			—												
4															
			F												
	(WSH)	R													
		CE	B												
		I	D												
			C												
		UH													
	(MP) (1) INTO (1A)		H												
		L													
			D												
		AH													
			—												
		W	F												
5															

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	475		86, 87	95

CARTOON NETWORK **STUDIOS**

87 CONT'D

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
	(UG)	1	D	B												1	
		2	M	A												2	
		3														3	
		4	I	D												4	
		5														5	
		6		—												6	
		7	S	I												7	
		8														8	
	HP	9														9	
		10	OW	C												10	
	(1A)	11														11	
		12	L	H												12	
		13	F	G												13	
		14														14	
		15														15	
1		0	T	B												16	
		1	W	D												17	
		2	F	G												18	
		3														19	
		4														20	
		5		—												21	
		6														22	
		7	AY	D												23	
		8														24	
		9		—												25	
		10														26	
		11		—												27	
		12	L	H												28	
		13	I													29	
		14	EW	C												30	
		15														31	
2		0	N	B												32	
		1	N	I												33	
		2														34	
	(1B) INTO (1B)	3	EW	C												35	
		4		I												36	
		5		—												37	
		6														38	
		7	L	H												39	
	CUSH	8														40	
		9		A												41	
		10	P													42	
		11	EW	C												43	
		12	N	B												44	
		13	G													45	
		14	Y													46	
		15														47	
3		0	OW	E												48	
		1														49	
		2		—												50	
		3														51	
		4		—												52	
		5														53	
		6		—												54	
		7														55	
		8		F												56	
		9														57	
	UG BODY IN	10														58	
		11		D												59	
		12	I	I												60	
	LOOK BACK UP TO (1B)	13		—												61	
		14														62	
		15		A												63	
4		0	M													64	
		1	I	I												65	
		2	S	F												66	
		3														67	
		4														68	
	CUSH (1B)	5		D												69	
		6	AH													70	
	SR TO (2)	7		—												71	
		8														72	
		9	R	F												73	
		10	EE	B												74	
	HP (1B)	11	L													75	
		12	D													76	
	HP (2)	13	VH	C												77	
		14	M	A												78	
		15														79	
5		0	AY	D												80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	480		87	96

CARTOON NETWORK **STUDIOS**

87 CONTD

ACTION (BODY)	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
(UG)		B												
	K													
	D	A												
	R	F												
HP (1B)														
	AH	D												
		A												
	M													
	IH	C												
	S	F												
	IH	C												
1	S	F												
	I	D												
		C												
		B												
	K													
HAND INTO (2A)		D												
	A													
		B												
	N													
	T													
2	K													
		D												
	EE													
		C												
		B												
	D	A												
(B CUT)	S/F													
(088) UG START IN H/U														
INTO														
3														
(H/U) (1) FROM H/U														
OVS UP														
	<		FOLLOW BOARD											
ST DOWN SLIGHTLY														
ADLIB SLOW TEARS COMING DOWN FACE ON														
NOSTRILS REACT UP AGAIN	<													
4														
SLOW 16X CYCLE SLOW TO FAST														
ST DOWN														
INTO (2)	I	D												
	F	G												
HP (2)														
5														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	485		87, 88	97

CARTOON NETWORK **STUDIOS**

88

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
UG														
1														
HP (2)	AY	D+												
		.												
		D												
		C												
DOOR OPENS														
	L	H												
	D	B												
WS	Y													
FINGER OUT		E												
	CO													
		—												
0														
1		—												
OVS		F												
SM (3)														
		A												
	I	D												
		—												
0		-												
1	F	G												
DOOR OPEN (4)		—												
	AY	D												
		—												
WS	L	H												
	D	B												
	M	A												
HAND DOWN TO (4)														
	I	D												
		—												
0														
1	S	I												
OVS														
		D												
ST	EH													
		—												
		C												
		H												
HP (4)	L													
		G												
	F													
CUT														
0														
089 BB														
1														
	I	VC												
HP (1)														
	F													
	AY													
0														

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	490		88, 89	98

CARTOON NETWORK **STUDIOS**

CONT'D

89

ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK	CAMERA NOTES
CONT'D	1	/	VO												
	2	L													
	3														
	4	D													
MP (1)	5	/													
	6														
	7														
	8	B													
	9														
	10	GH													
	11														
	12	L													
	13														
	14	OF													
	15														
1	0														
	1	/													
	2														
	3	3													
	4														
	5	A													
	6														
	7														
	8														
	9														
	10														
	11														
	12														
	13														
	14														
	15														
2	0														
	1	G													
	2														
	3	/													
	4														
	5														
	6	3+B													
	7	BB													
	8														
	9	H	B												
	10														
ARM UP TO (2)	11	AH	D												
	12														
	13														
	14														
	15														
3 WSH	0														
	1		E												
	2														
	3														
	4														
	5	W	F												
MP (2)	6														
	7														
	8														
	9														
	10														
	11														
	12	I	D												
	13														
INTO (2A)	14	M	A												
	15	L													
4	0	J													
	1	WH	D												
WSH	2														
	3	J	A												
	4														
	5	T	B												
	6	A	D												
	7														
MP (2A)	8	N	B												
	9	AH	D												
	10														
	11														
	12														
	13														
	14	B	A												
	15														
5	0	J													

PROD. NO. 1038 111

FOOTAGE 495

ANIMATOR

SCENE NO. 89

SHEET NO. 99

CARTOON NETWORK **STUDIOS**

Comp

89

	ACTION		DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT. PEGS	BOT. AUX.	TRUCK		CAMERA NOTES
		1	EH	C												1	
		2														2	
	HP	3														3	
		4														4	
	(2A)	5	K	B												5	
		6														6	
		7	T													7	
		8														8	
		9														9	
		10														10	
		11		D												11	
		12	I													12	
	GESTURE	13														13	
	BACK OUT	14														14	
	TO (2)	15		B												15	
1		0														16	
		1	D	E												17	
	WITH	2	OR													18	
		3		F												19	
		4	N	B												20	
		5	T													21	
		6	H	C												22	
		7	A	D												23	
		8	V	G												24	
		9	EH	C												25	
		10														26	
		11		B												27	
		12	K													28	
		13	S	(A)												29	
		14														30	
		15	P													31	
2		0	EH	D												32	
		1														33	
		2	K	B												34	
		3	T													35	
		4		D												36	
		5	AY													37	
		6														38	
		7														39	
		8	SH	(A)												40	
		9														41	
		10	IH	C												42	
		11														43	
		12	N	B												44	
		13														45	
		14	S	(A)												46	
		15														47	
3		0														48	
		1	ANH													49	
		2														50	
		3		(A)												51	
		4														52	
		5														53	
		6														54	
		7														55	
		8														56	
		9														57	
		10														58	
		11	AH	D												59	
		12														60	
	DROP	13	L	H												61	
	STRAPS	14														62	
	UG SHIFT FWD	15	TH	TH												63	
4	AS BB SLUMPS	0														64	
	FOR	1	OH	E												65	
	(3)	2														66	
		3		F												67	
	STRAPS O/LAP	4	S	(A)												68	
	CUSH	5														69	
		6														70	
		7	UH	D												71	
	STRAPS SETTLE	8														72	
		9	M	A												73	
		10														74	
	SETTLE	11		B												75	
	HP	12	T													76	
	(3)	13		D												77	
	HOLD	14	I													78	
		15		C												79	
5		0														80	

PROD. NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
1038 111	500		89	100

CARTOON NETWORK STUDIOS™

89 CONTD

ACTION	DIALO	EXP	6	5	4	3	2	1	TOP AUX.	TOP PEGS	BOT PEGS	BOT AUX.	TRUCK	CAMERA NOTES
HPG	M	A												
	S	I												
	I	D												
		!												
		✓												
		-												
	W	F												
	IH	C												
	SH	A												
	I	D												
1		I												
		✓												
		+												
		-												
	D	B												
	IH	C												
		I												
	L	—												
		✓												
		-												
	D	B												
2														
		+												
		A												
CUT														CUT
90 D TIGER HOUSE HOLD														
	350													
	UG													
	I	V9												
EFX RAINBOW CLOUD														
3														
	AY													
	L													
	D													
	J													
	J													
	E													
	IH													
	N													
4	R													
	EE													
	L													
	IH													
	S													
	T													
	IH													
	K													
	I													
	F													
	L													
5														

PROD NO.	FOOTAGE	ANIMATOR	SCENE NO.	SHEET NO.
			89, 90	101

1660 111