

TFRID BY DAN C KUBAT

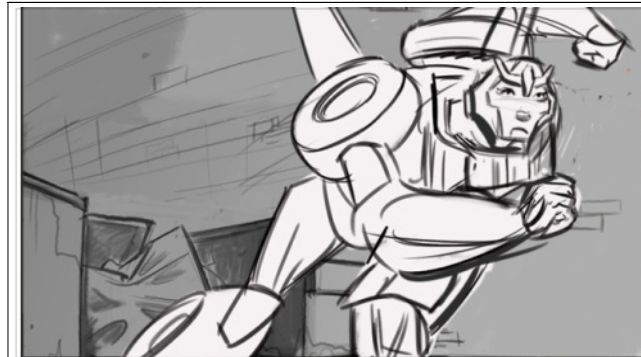
Scene	Duration	Panel	Duration
1	10:00	1	01:00



Scene	Duration	Panel	Duration
1	10:00	2	01:00

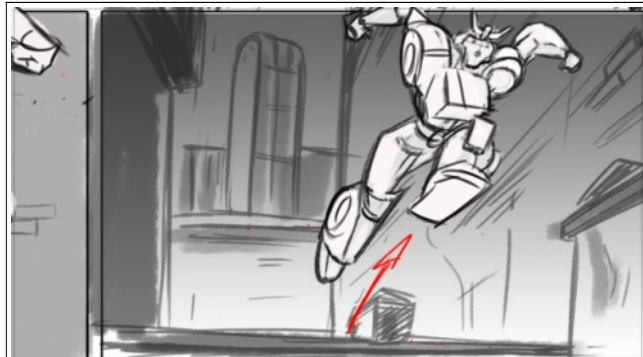


Scene	Duration	Panel	Duration
1	10:00	3	01:00



Action Notes
TRUCK OUT to wider shot as she leaps out!

Scene	Duration	Panel	Duration
1	10:00	4	01:00

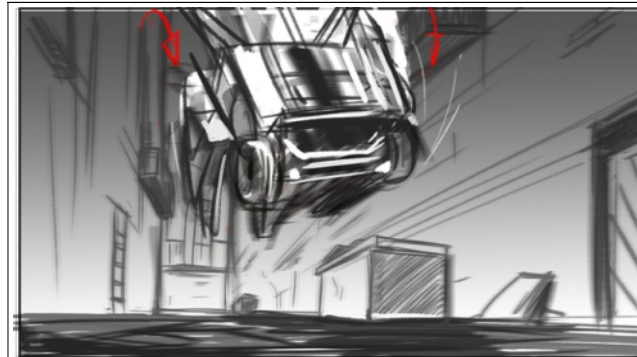


Scene	Duration	Panel	Duration
1	10:00	5	01:00



Action Notes
And OFF SCREEN

Scene	Duration	Panel	Duration
1	10:00	6	01:00



Dialog
SFX

Action Notes
She TRANSFORMS in mid air

Scene	Duration	Panel	Duration
1	10:00	7	01:00



Dialog
SFX

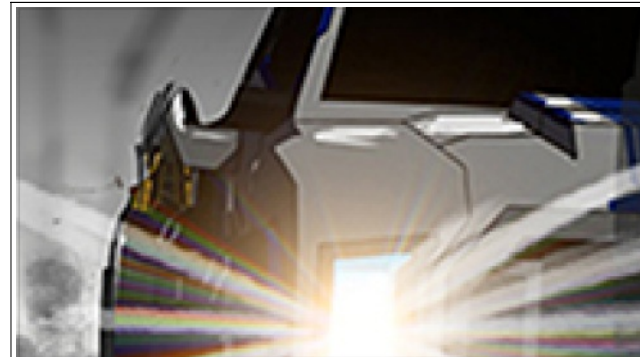
Scene	Duration	Panel	Duration
1	10:00	8	01:00



Dialog
SFX

Action Notes
And lands in the F.G.

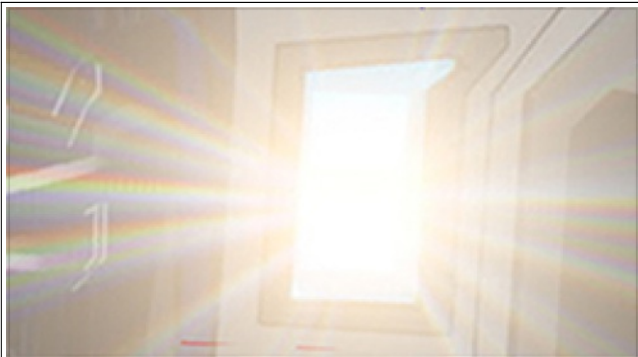
Scene	Duration	Panel	Duration
1	10:00	9	01:00



Dialog
SFX

Action Notes
And PAST CAM!

Scene	Duration	Panel	Duration
1	10:00	10	01:00



Action Notes
HEAD LIGHTS to CAM
EFX

Scene	Duration	Panel	Duration
2	02:00	1	01:00



Action Notes
CUT to Low angle on ALLEY

Scene	Duration	Panel	Duration
2	02:00	2	01:00



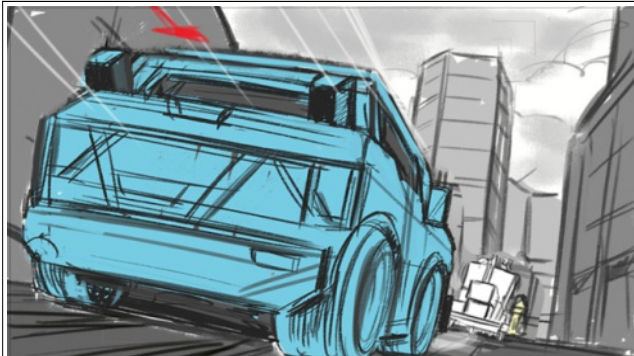
Action Notes
As Quillfire GOES AROUND THE CORNER

Scene	Duration	Panel	Duration
3	04:00	1	01:00



Action Notes
CUT to low angle on city street
As Strong arm Drives int of frame

Scene	Duration	Panel	Duration
3	04:00	2	01:00



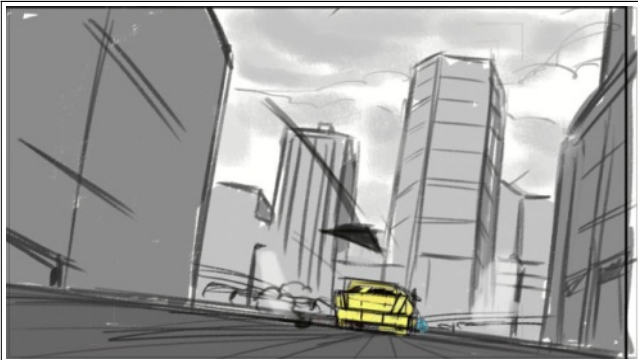
Action Notes
Away from CAM

Scene	Duration	Panel	Duration
3	04:00	3	01:00



Action Notes
Followed by BUMBLE BEE

Scene	Duration	Panel	Duration
3	04:00	4	01:00



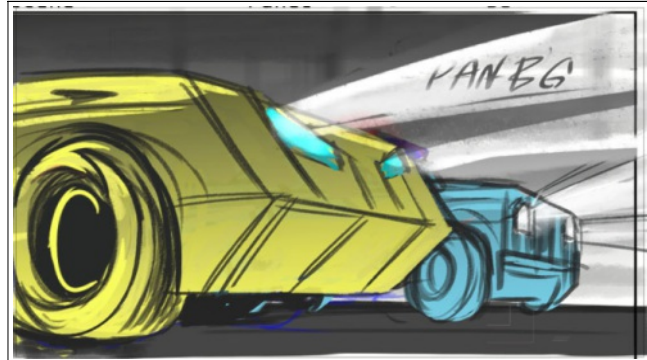
Action Notes
Away from CAM

Scene	Duration	Panel	Duration
4	03:00	1	01:00



Action Notes
CUT to low angle profile view on STRONGARM

Scene	Duration	Panel	Duration
4	03:00	2	01:00



Action Notes
As B.B. GAINS INTO frame

Scene	Duration	Panel	Duration
4	03:00	3	01:00



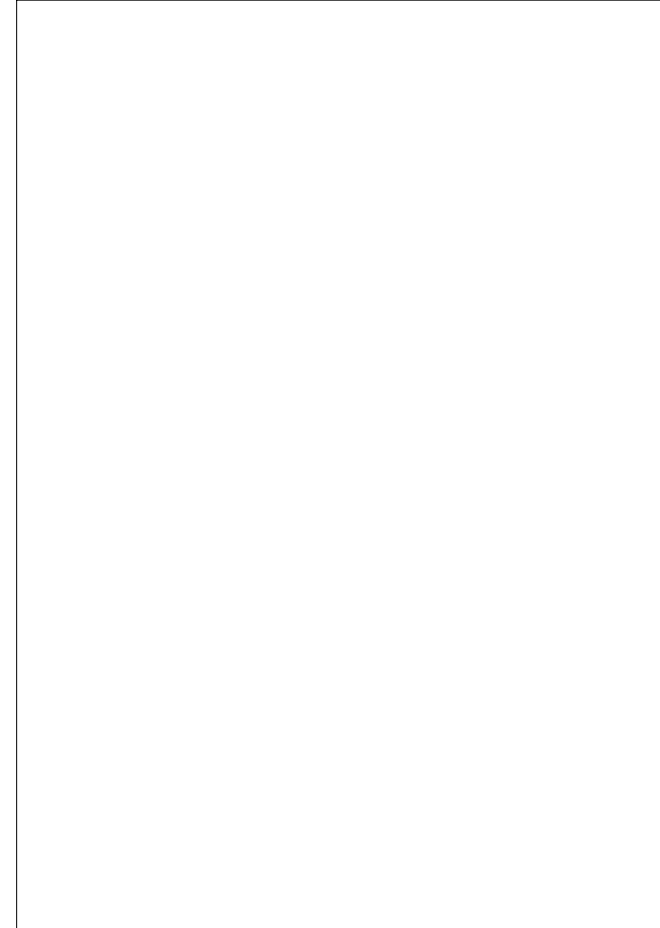
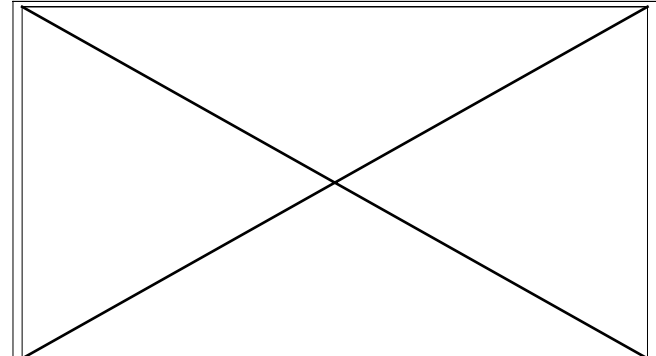
Action Notes
And past CAM

Scene	Duration	Panel	Duration
5	04:00	1	01:00



Action Notes
CUT to low angle on in coming QUILLFIRE!
Animate REFLECTION in wind shield (CYCLE)

NO PANEL



Scene	Duration	Panel	Duration
5	04:00	2	01:00



Slugging
TRUCK IN
On the MINI -CONS

Scene	Duration	Panel	Duration
5	04:00	3	01:00

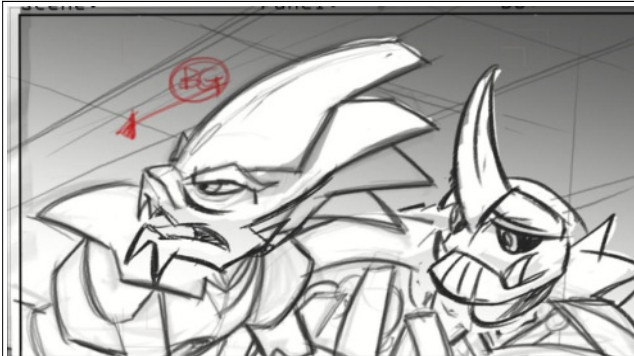


Action Notes
As they LOOK over their shoulders.

Scene	Duration	Panel	Duration
5	04:00	4	01:00



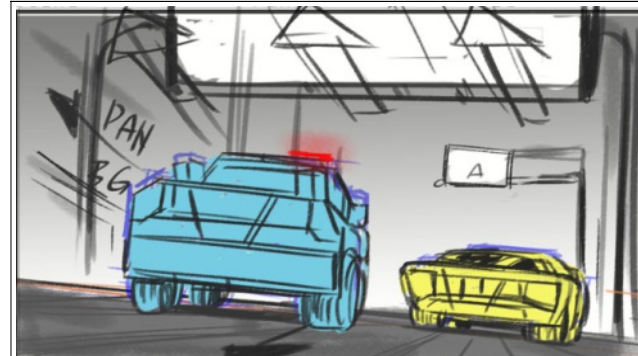
Scene	Duration	Panel	Duration
5_A	01:00	1	01:00



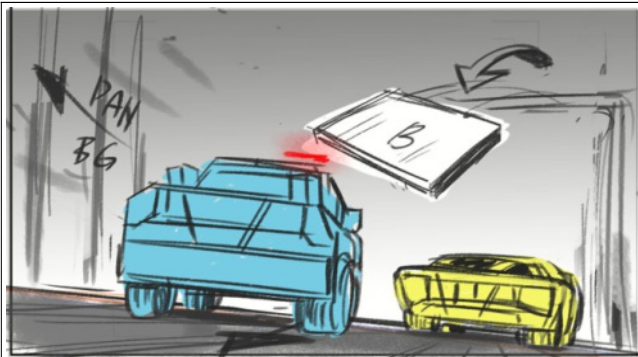
Action Notes
CUT to Extreme close up on MINI-CONS

BLUR PAN BG.

Scene	Duration	Panel	Duration
6	02:00	1	01:00



Scene	Duration	Panel	Duration
6	02:00	2	01:00

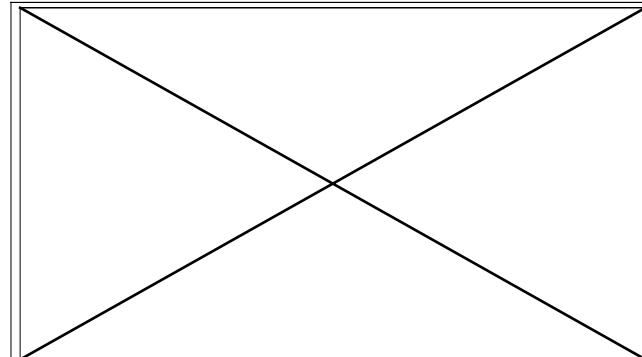


Scene	Duration	Panel	Duration
7	06:00	1	01:00

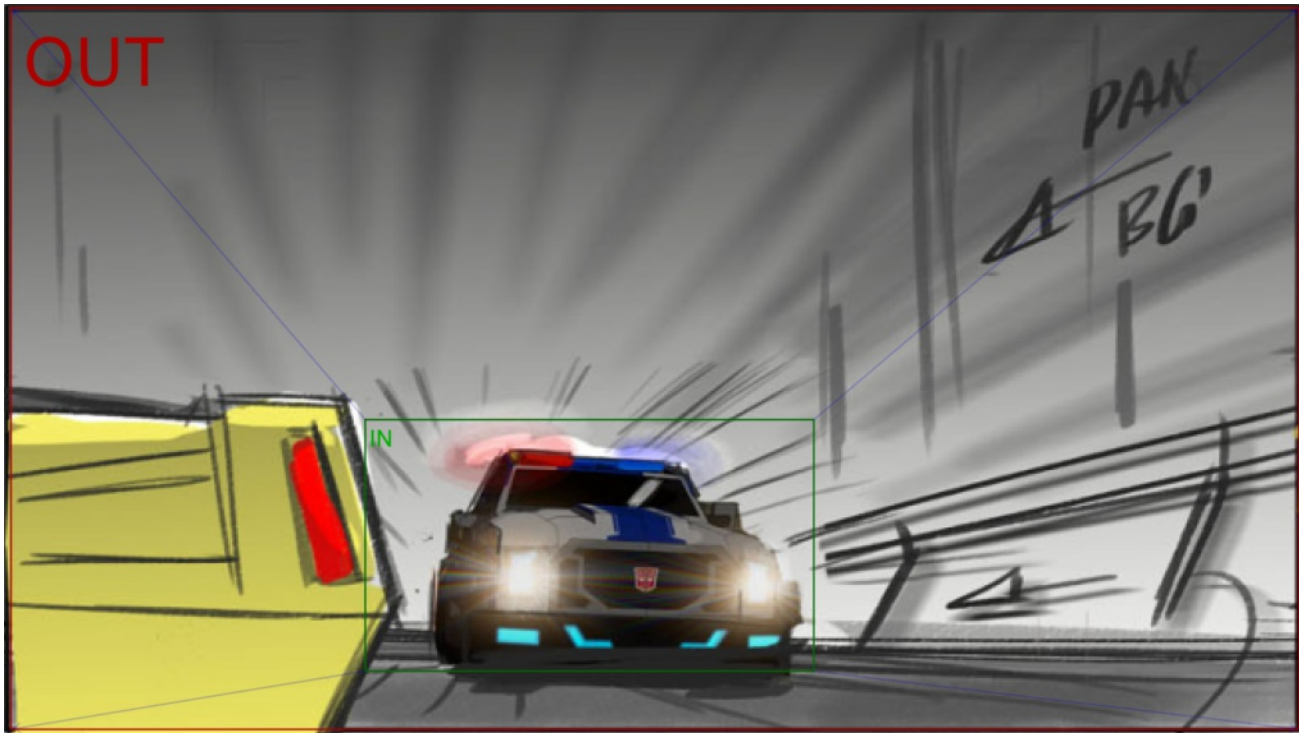


Action Notes
CUT to close up on STRONG ARM
PAN B.G.

Scene	Duration	Panel	Duration
NO PANEL			



Scene	Duration	Panel	Duration
7	06:00	2	01:00

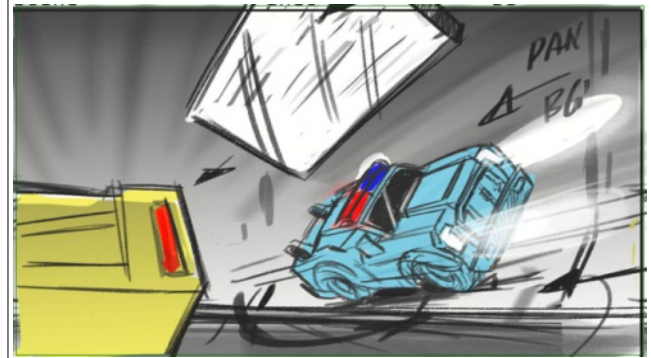


Action Notes

TRUCK OUT

to wider shot with BUMBLE BEE in the F.G.

Scene	Duration	Panel	Duration
7	06:00	3	01:00



Dialog

SFX

Action Notes

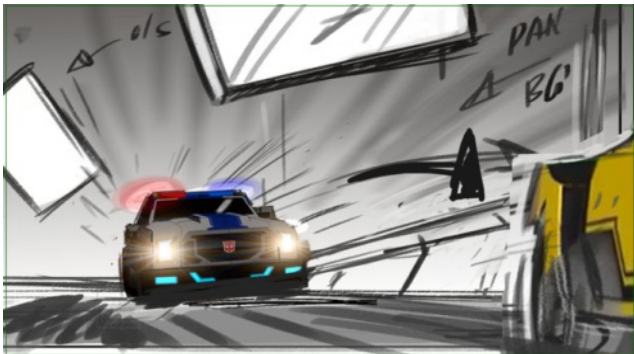
STRONG ARM drives on the side of the freeway RAMP
avoiding IN-COMING debri

Scene	Duration	Panel	Duration
7	06:00	4	01:00

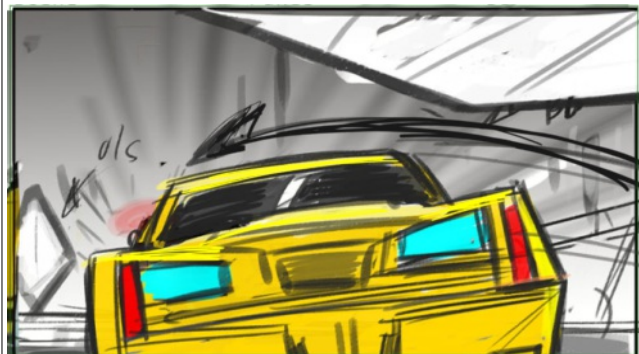


Action Notes
BUMBLE BEE gains away from CAM avoiding IN-COMING debri

Scene	Duration	Panel	Duration
7	06:00	5	01:00



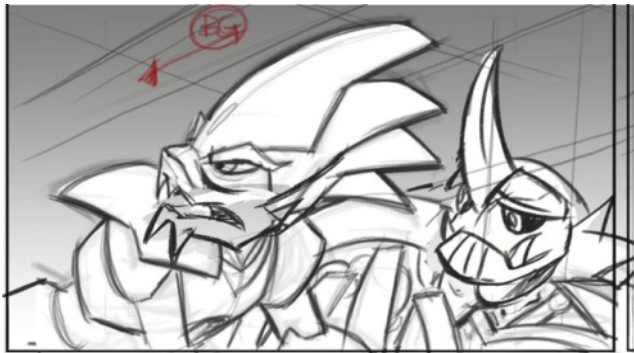
Scene	Duration	Panel	Duration
7	06:00	6	01:00



Dialog
SFX

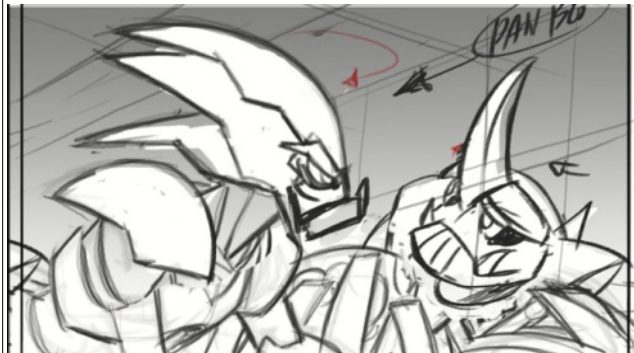
Action Notes
And SWERVES back

Scene	Duration	Panel	Duration
8	02:00	1	01:00



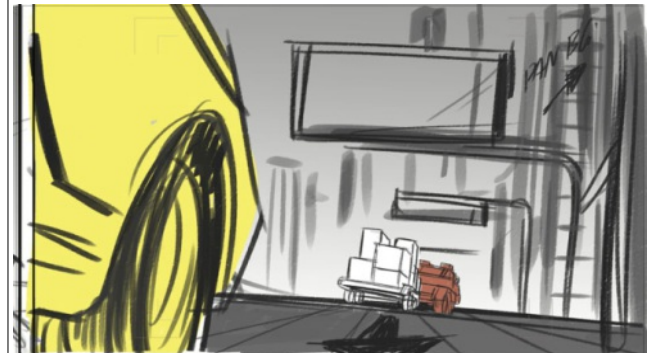
Action Notes
CUT to close up on MINI-CONS
BLUR PAN background

Scene	Duration	Panel	Duration
8	02:00	2	01:00



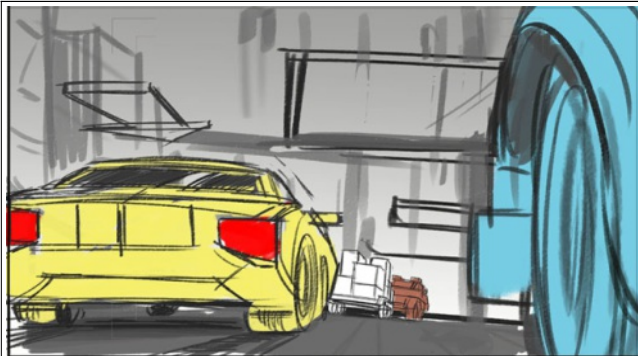
Action Notes
THE turn to look at each other

Scene	Duration	Panel	Duration
8_A	03:00	1	01:00



Action Notes
CUT back to low angle on city
B.B. gains in.

Scene	Duration	Panel	Duration
8_A	03:00	2	01:00



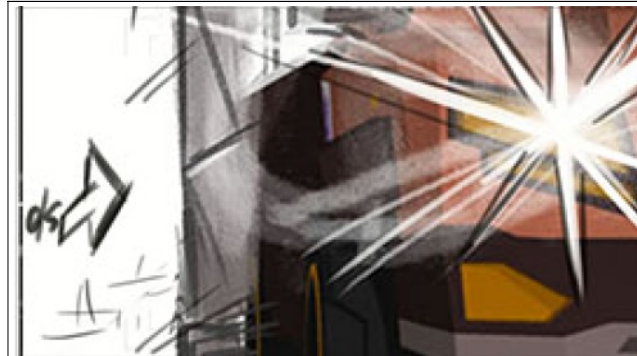
Action Notes
And follos after QUILLFIRE

Scene	Duration	Panel	Duration
8_A	03:00	3	01:00



Action Notes
CUT back to reverse wide UPSHOT on MINI-CONS
EFX (HEADLIGHTS)

Scene	Duration	Panel	Duration
8_B	01:00	1	01:00



Action Notes
and PAST CAM
EFX head lights.

Scene	Duration	Panel	Duration
8_C	02:00	1	01:00



Dialog
SFX

Action Notes
CUT to CLOSE UP on QULLFIRE'S side mirrors

BLUR PAN BG.

Animate speed lines

Scene	Duration	Panel	Duration
8_C	02:00	2	01:00



Scene	Duration	Panel	Duration
8_D	01:00	1	01:00



Dialog
SFX

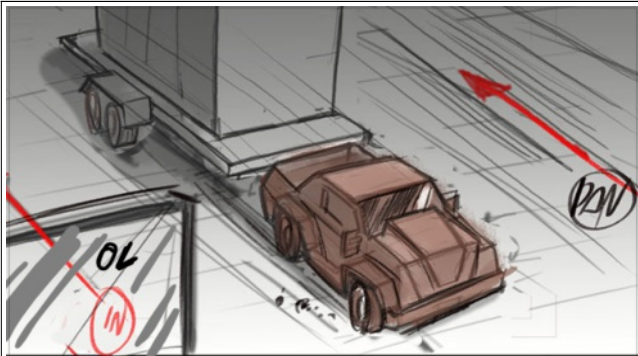
Action Notes
CUT to QILLFIRE'S OPPOSITE SIDE MIRROR

he sees BUMBLE BEE gaining to Cam

BLUR PAN BG.

Animate speed lines

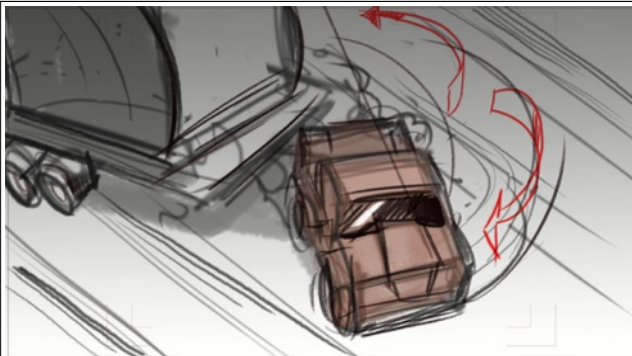
Scene	Duration	Panel	Duration
11	04:00	1	01:00



Action Notes
CUT to downshot on QUILLFIRE pulling the trailer

Fast PAN F.G. sign thru frame
PAN background

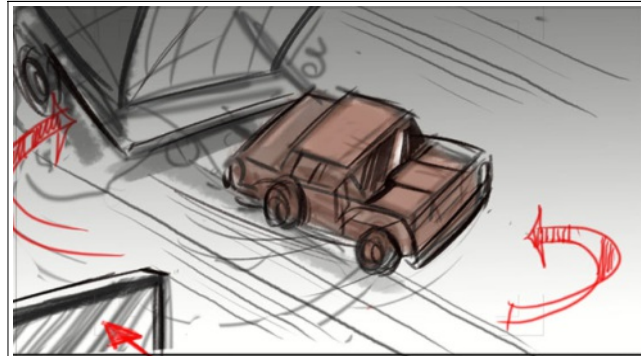
Scene	Duration	Panel	Duration
11	04:00	2	01:00



Dialog
SFX

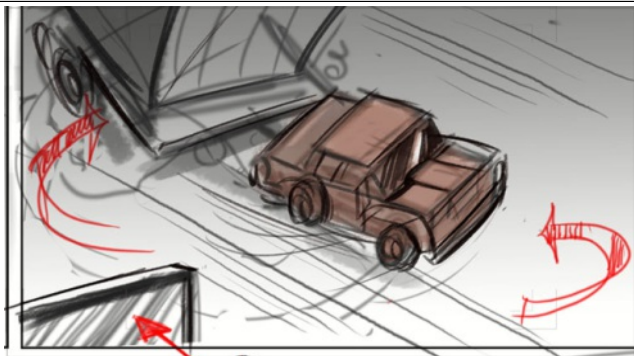
Action Notes
He Swerves

Scene	Duration	Panel	Duration
11	04:00	3	01:00



Action Notes
Back AND

Scene	Duration	Panel	Duration
11	04:00	4	01:00



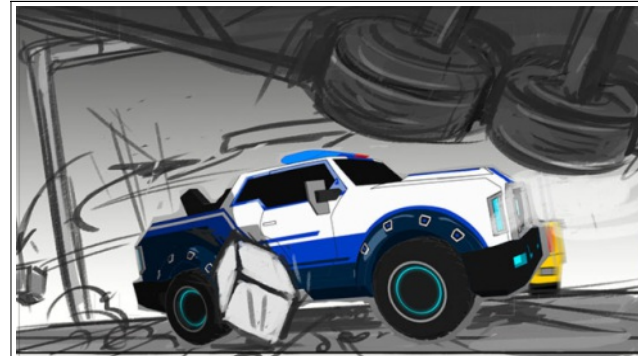
Action Notes
forth

Scene	Duration	Panel	Duration
12	03:00	1	01:00



Action Notes
CUT to low angle on road behind QUILLFIRE
As boxes fly off the truck and away from CAM

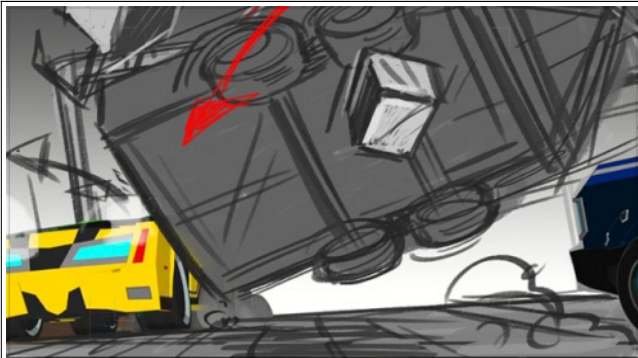
Scene	Duration	Panel	Duration
12	03:00	2	01:00



Dialog
SFX

Action Notes
STRONGARM swerves to avoid the debris

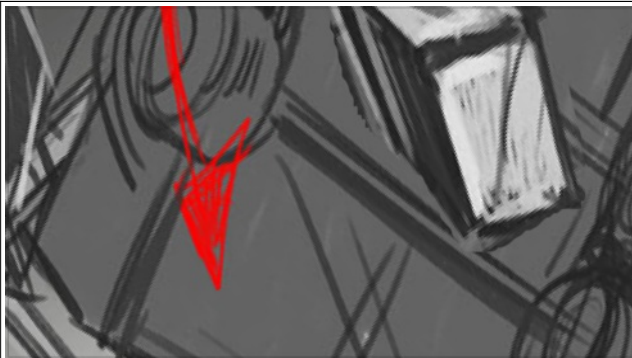
Scene	Duration	Panel	Duration
12	03:00	3	01:00



Dialog
SFX

Action Notes
BUMBLE BEE swerves to avoid the in coming trailer!

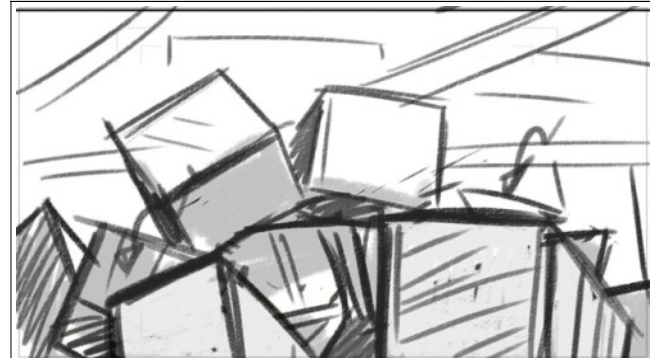
Scene	Duration	Panel	Duration
13	01:00	1	01:00



Dialog
SFX

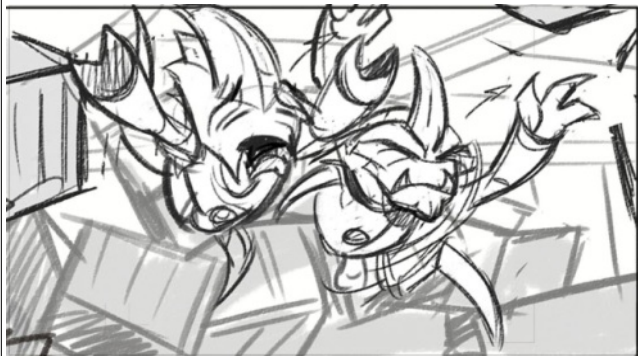
Action Notes
TRUCK rolls into CAM!

Scene	Duration	Panel	Duration
14	03:00	1	01:00



Action Notes
CUT to pile of boxes

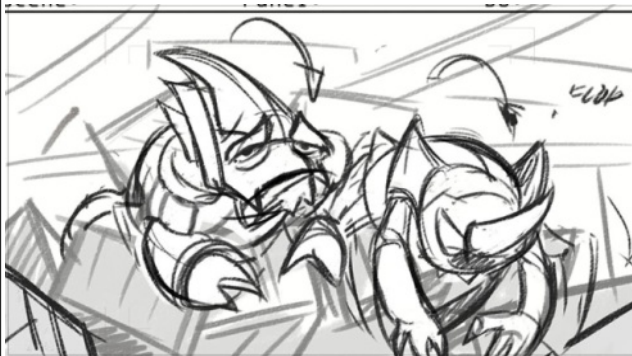
Scene	Duration	Panel	Duration
14	03:00	2	01:00



Dialog
SFX

Action Notes
As the MINI CONS pop out

Scene	Duration	Panel	Duration
14	03:00	3	01:00



Dialog
SFX

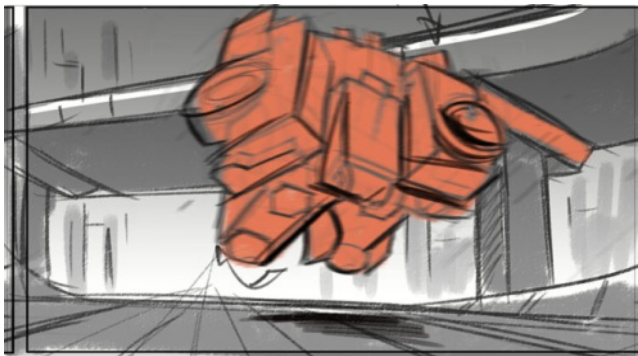
Action Notes
And flop over

Scene	Duration	Panel	Duration
15	05:00	1	01:00



Action Notes
CUT to low angle on ROAD as QUILLFIRE RIDES TO CAM

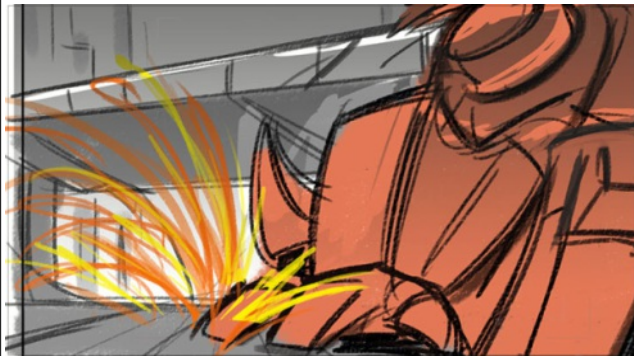
Scene	Duration	Panel	Duration
15	05:00	2	01:00



Dialog
SFX

Action Notes
And TRANSFORMS in mid air (EFX)

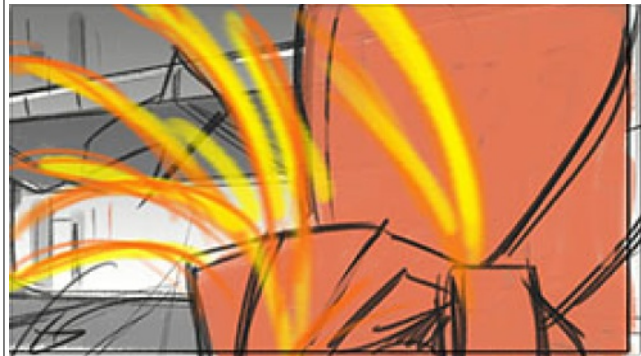
Scene	Duration	Panel	Duration
15	05:00	3	01:00



Dialog
SFX

Action Notes
And lands in the F.G.
SHOOTING sparks! EFX

Scene	Duration	Panel	Duration
15	05:00	4	01:00



Action Notes
INTO CAM

Scene	Duration	Panel	Duration
15	05:00	5	01:00



Scene	Duration	Panel	Duration
16	04:00	1	01:00



Action Notes
CUT to upshot on city

Scene	Duration	Panel	Duration
16	04:00	2	01:00



Action Notes
As QUILLFIRE raises up into scene

Scene	Duration	Panel	Duration
16	04:00	3	01:00



Action Notes
QUILLFIRE turns to CAM

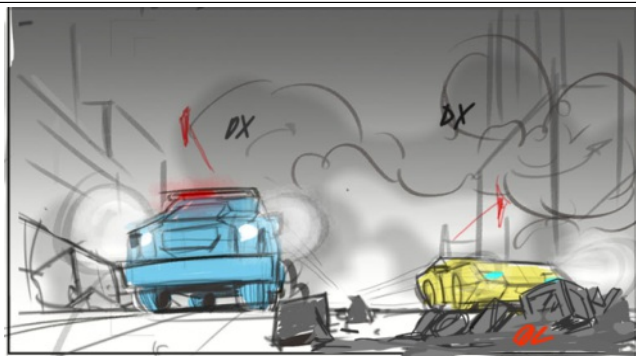
Scene	Duration	Panel	Duration
16	04:00	4	01:00



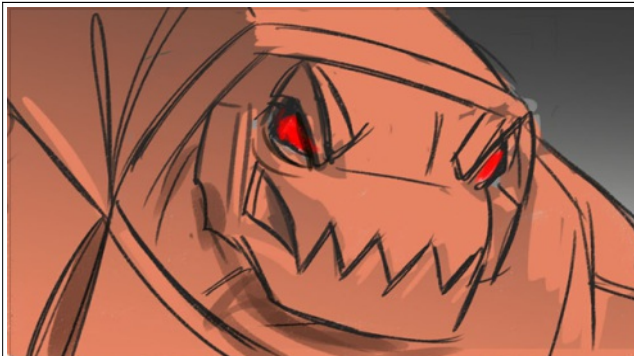
Scene	Duration	Panel	Duration
17	03:00	1	01:00



Scene	Duration	Panel	Duration
17	03:00	2	01:00



Scene	Duration	Panel	Duration
17	03:00	3	01:00

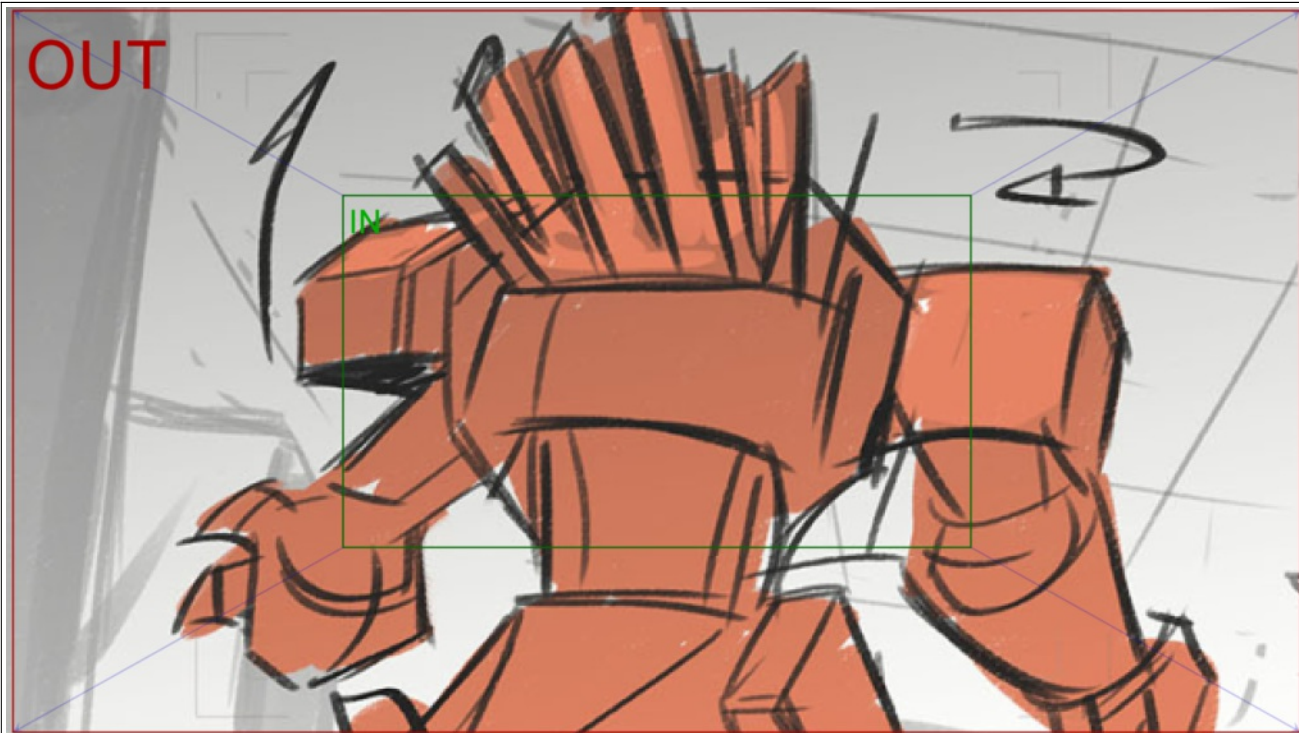


Action Notes
CUT back to close up on QUILLFIRE

Scene	Duration	Panel	Duration
18	03:00	1	01:00

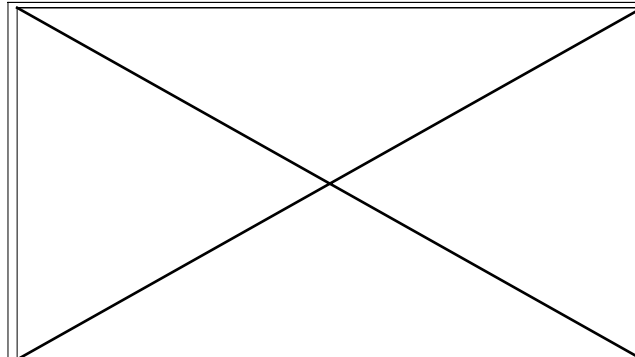


Scene	Duration	Panel	Duration
18	03:00	2	01:00

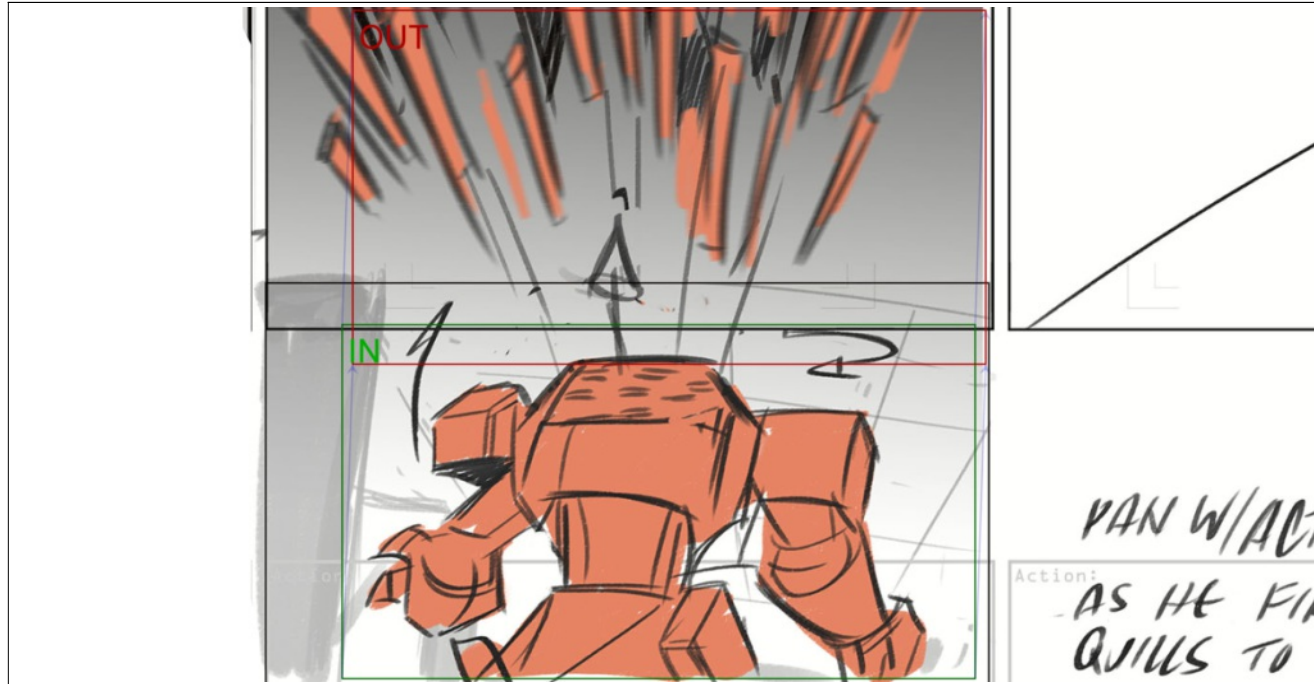


Action Notes
FAST TRUCK OUT as he turns to CAM

NO PANEL



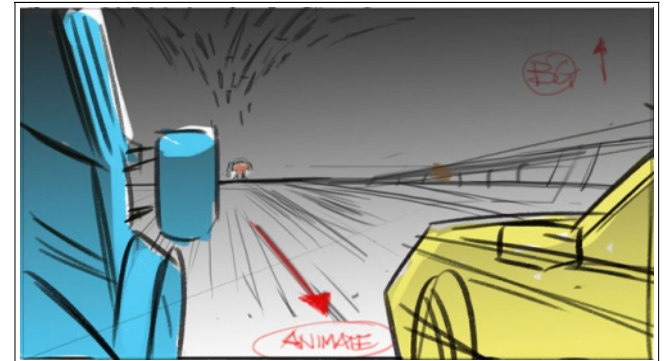
Scene	Duration	Panel	Duration
18	03:00	3	01:00



Dialog
SFX

Action Notes
PAN with ACTION as he fires his QUILLS!

Scene	Duration	Panel	Duration
19	03:00	1	01:00



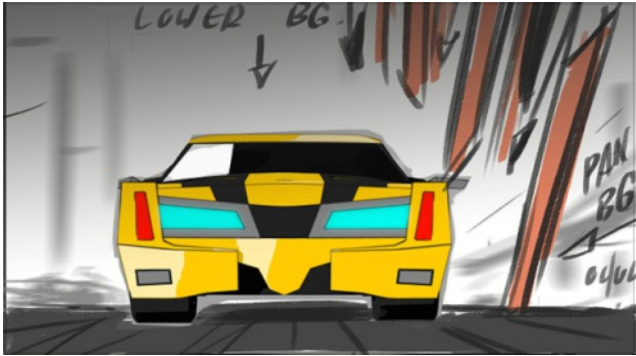
Action Notes
CUT to reverse shot with STRONGARM nd BUMBLE BEE IN THE F.G.

Scene	Duration	Panel	Duration
19	03:00	2	01:00



Action Notes
QUILLS flytowards CAM

Scene	Duration	Panel	Duration
19	03:00	3	01:00



Dialog
SFX

Action Notes
CUT to reverse shot as the QUILLS fall into FRAME
Animate road and SPEED LINES

Scene	Duration	Panel	Duration
20	03:00	1	01:00



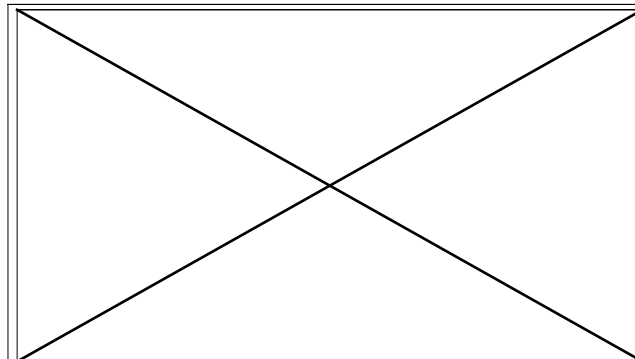
Dialog
SFX BRAKES SQUEAL!

Action Notes
BUMBLE BEE STOPS!

Scene	Duration	Panel	Duration
20	03:00	2	01:00



NO PANEL



Scene	Duration	Panel	Duration
20	03:00	3	01:00



Action Notes
THE QUILLS land in the F.G.
Pan over to STRONGARM

Scene	Duration	Panel	Duration
20_A	03:00	1	01:00



Scene	Duration	Panel	Duration
20_A	03:00	2	01:00



Action Notes
CUT to reverse LOW angle on STRONGARM and BUMBLE BEE
As QUILLFIRE steps between them

Scene	Duration	Panel	Duration
20_A	03:00	3	01:00



Action Notes
As MINI CONS enter from the F.G.

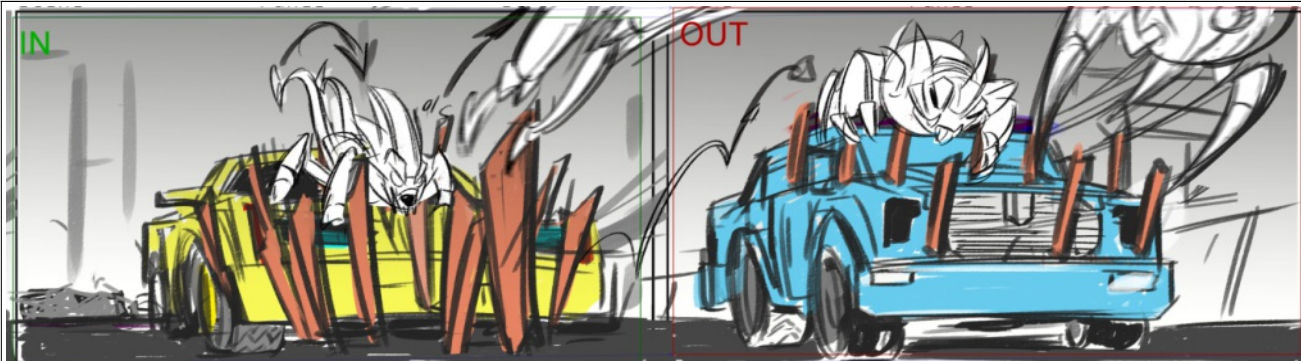
Scene	Duration	Panel	Duration
20_B	02:00	1	01:00



Dialog
SFX

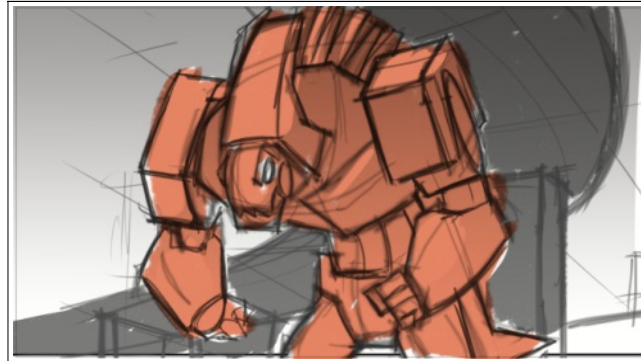
Action Notes
CUT to reverse shot on the MINI CONS
stepping over BUMBLE BEE

Scene	Duration	Panel	Duration
20_B	02:00	2	01:00



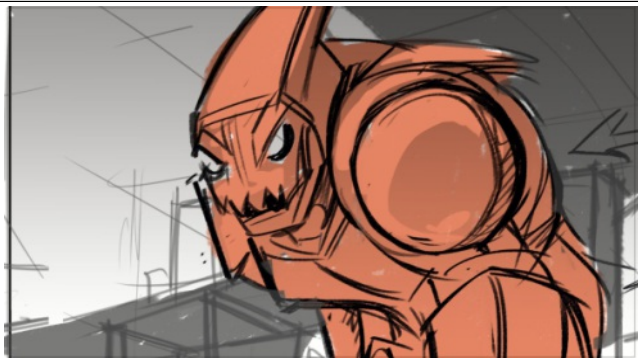
Action Notes
PAN over as the MINI CONS leap towards CAM

Scene	Duration	Panel	Duration
21	08:00	1	01:00



Action Notes
CUT to close up on QUILLFIRE

Scene	Duration	Panel	Duration
21	08:00	2	01:00



Dialog
SFX

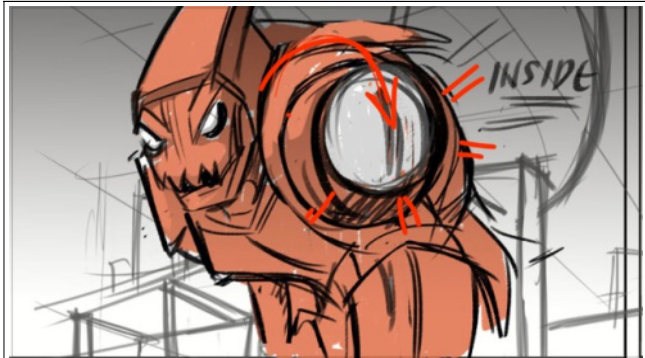
Action Notes
As he signals O.S MINI CONS.

Scene	Duration	Panel	Duration
21	08:00	3	01:00



Action Notes
The MIN CON leaps in

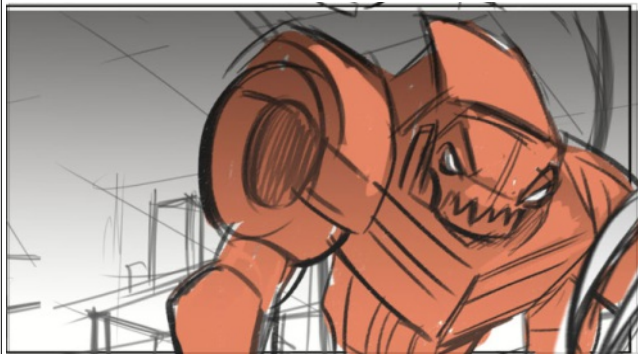
Scene	Duration	Panel	Duration
21	08:00	4	01:00



Dialog
SFX

Action Notes
He opens his shoulder

Scene	Duration	Panel	Duration
21	08:00	5	01:00



Dialog
SFX

Action Notes
He turns to the other side

Scene	Duration	Panel	Duration
21	08:00	6	01:00



Dialog
SFX

Action Notes
and the other MINI CON enters

Scene	Duration	Panel	Duration
21	08:00	7	01:00



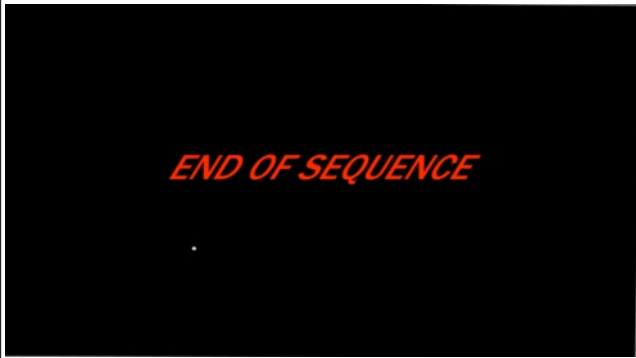
Action Notes
AND into QUILLFIRES shoulder
EFX

Scene	Duration	Panel	Duration
21	08:00	8	01:00



Action Notes
He turns away from CAM

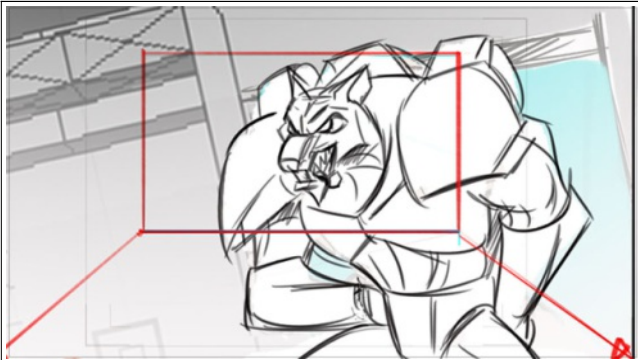
Scene	Duration	Panel	Duration
21_B	02:00	1	01:00



Scene	Duration	Panel	Duration
21_B	02:00	2	01:00

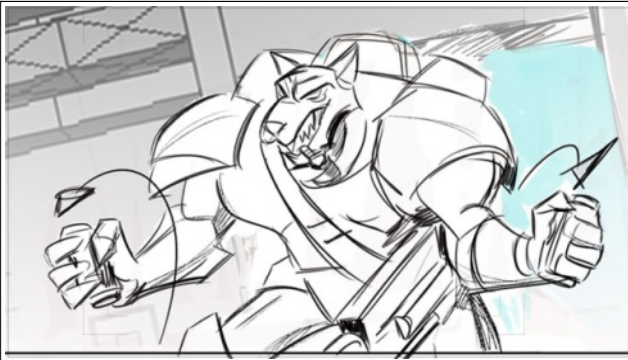


Scene	Duration	Panel	Duration
21_C	03:00	1	01:00



Action Notes
CUT to close up on STOCKADE
TRUCK OUT to wider shot

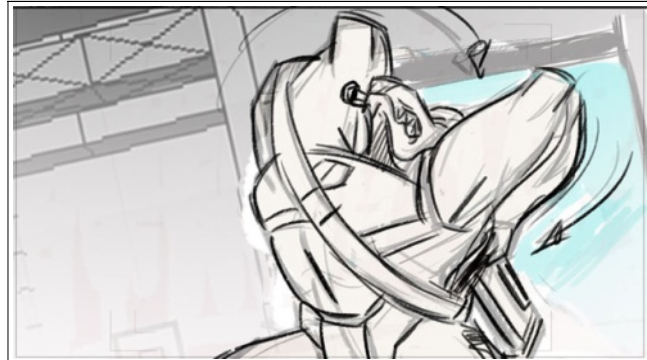
Scene	Duration	Panel	Duration
21_C	03:00	2	01:00



Dialog
SFX

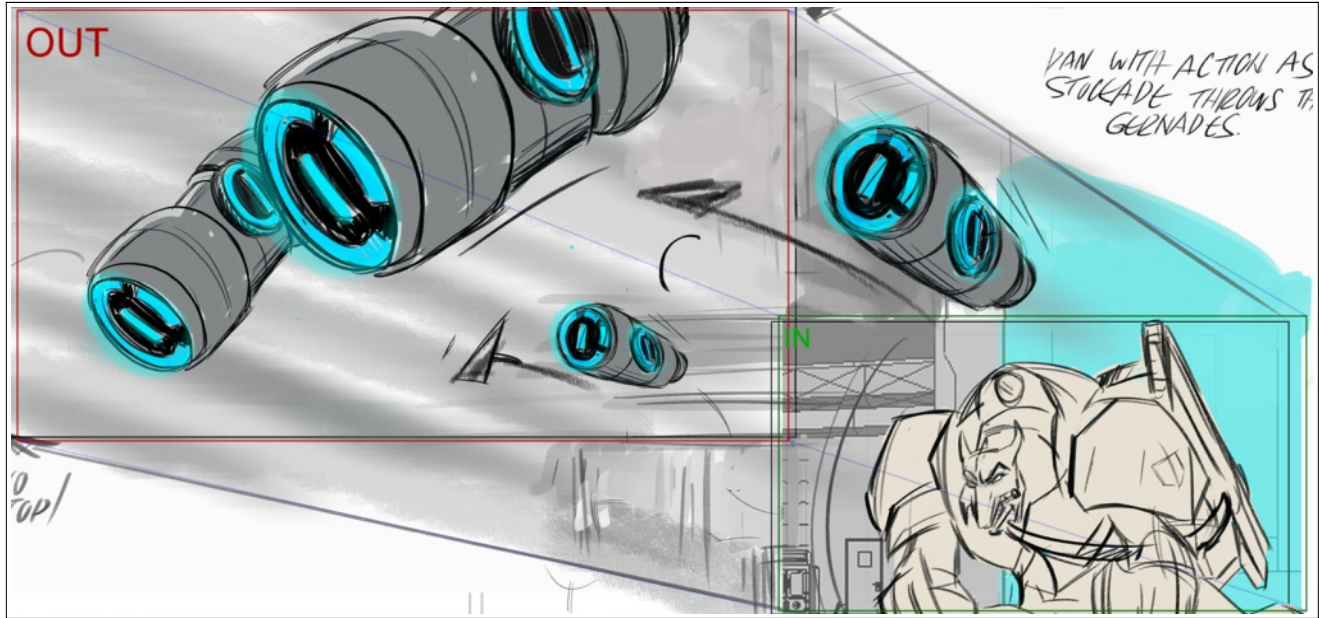
Action Notes
As he whips out a couple of GERNADES

Scene	Duration	Panel	Duration
21_C	03:00	3	01:00



Action Notes
He winds up

Scene	Duration	Panel	Duration
21_D	04:00	1	01:00



Action Notes

PAN WITH ACTION as he throws them PAST CAM

Scene	Duration	Panel	Duration
21_D	04:00	2	01:00



Action Notes

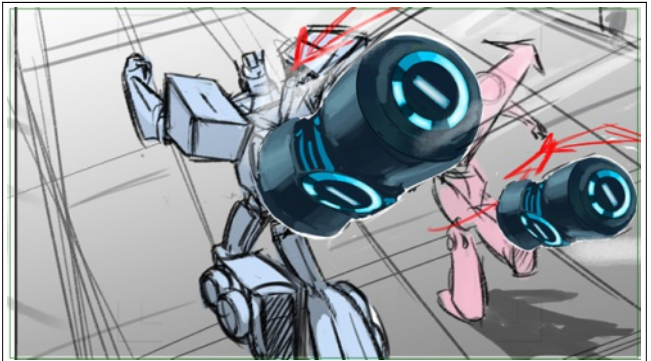
INTO CAM

Scene	Duration	Panel	Duration
21_D	04:00	3	01:00



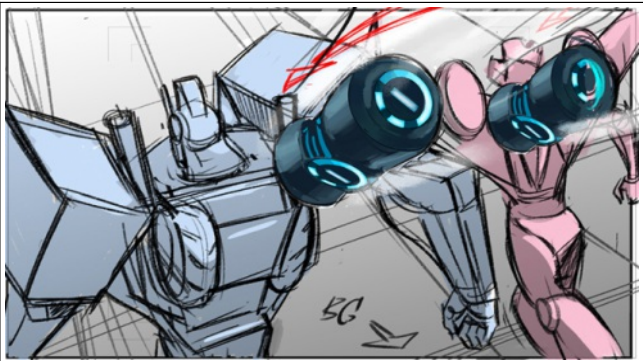
Action Notes
and PAN CONTINUES as it flies away from CAM

Scene	Duration	Panel	Duration
21_D	04:00	4	01:00



Action Notes
CAM tracks with GERNADE as it chases OPTIMUS and

Scene	Duration	Panel	Duration
21_E	02:00	1	01:00

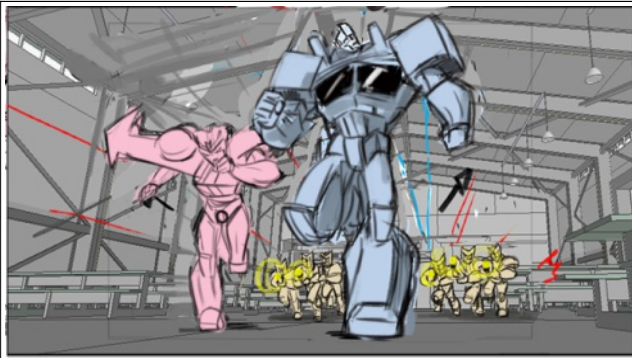


Scene	Duration	Panel	Duration
21_E	02:00	2	01:00



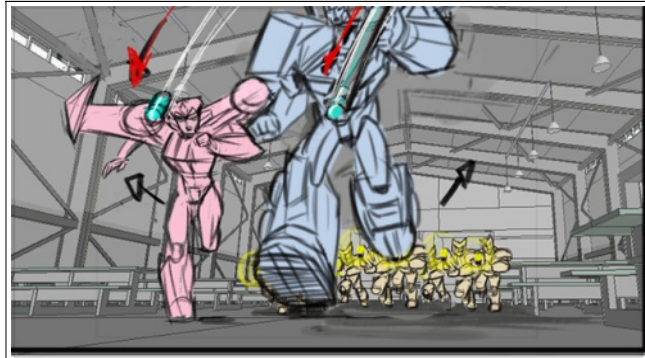
Action Notes
They look over their shoulders

Scene	Duration	Panel	Duration
21_F	04:00	1	01:00

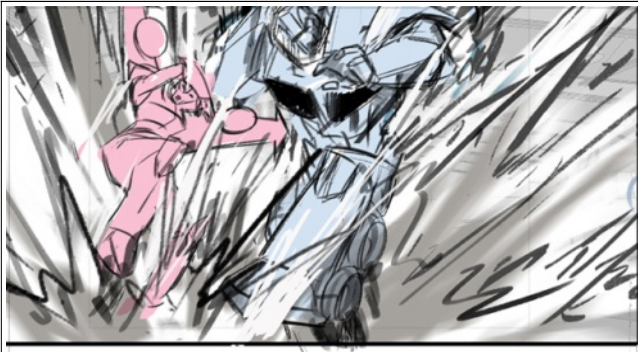


Action Notes
CUT to wide low angle on OPTIMUS and WINDBLADE being chased by STOKADE'S ARMY

Scene	Duration	Panel	Duration
21_F	04:00	2	01:00



Scene	Duration	Panel	Duration
21_F	04:00	3	01:00



Dialog
SFX

Action Notes
The GERNAGE land in the F.G.
EXPLODES! EFX

Scene	Duration	Panel	Duration
21_F	04:00	4	01:00



Action Notes
MAKES SMOKE BOMB dx

Scene	Duration	Panel	Duration
21_G	02:00	1	01:00

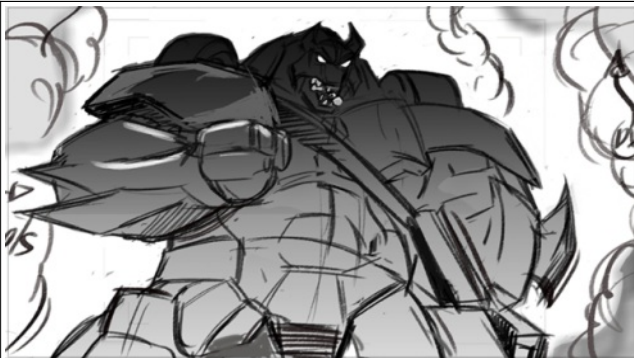


Action Notes
CUT TO WIDE DOWNSHOT on OPTIMUS and WINDBLADE
TRUCK OUT to reveal STOKAGE LURKING in the F.G.

Scene	Duration	Panel	Duration
21_G	02:00	2	01:00



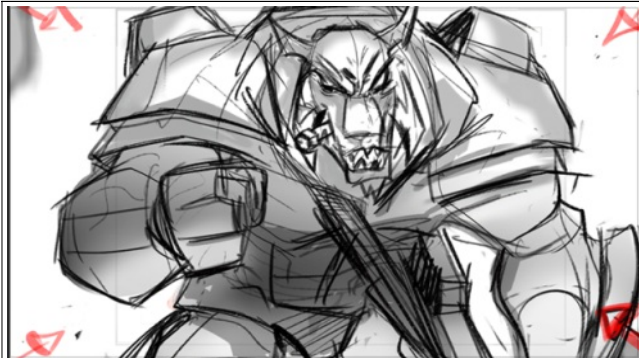
Scene	Duration	Panel	Duration
21_H	06:00	1	01:00



Dialog
52 STOCKADE
Move it,

Action Notes
CUTto dramatic UPSHOT on STOCKADE

Scene	Duration	Panel	Duration
21_H	06:00	2	01:00



Dialog
COND
You chumps.

Scene	Duration	Panel	Duration
21_H	06:00	3	01:00



Dialog
CONTD

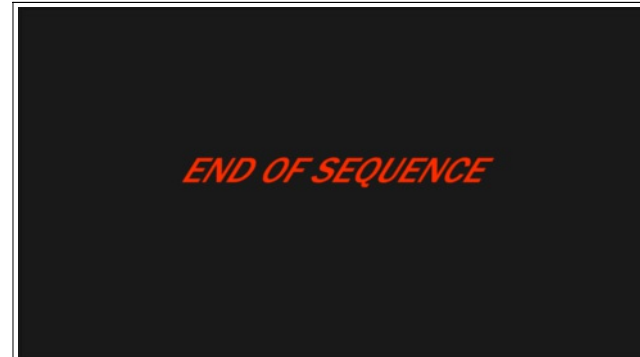
Action Notes
He leans into CAM

Scene	Duration	Panel	Duration
21_H	06:00	4	01:00



Action Notes
And LAUGHS
Chewing on his CIGAR.

Scene	Duration	Panel	Duration
21_H	06:00	5	01:00



Scene	Duration	Panel	Duration
21_H	06:00	6	01:00



Scene	Duration	Panel	Duration
40	23:00	1	01:00



Dialog
196 BUMBLE BEE
Lets REV UP and ROLL OUT!

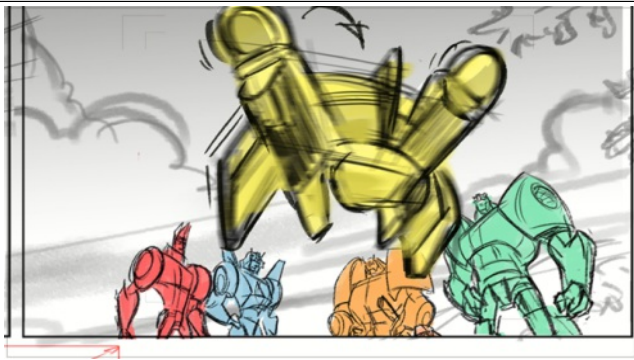
Action Notes
CLOSE UP ON BUMBLEE BEE

Scene	Duration	Panel	Duration
40	23:00	2	01:00



Action Notes
CAM TRUCKS OUT with ACTION as BUMBLE BEE
leaps up

Scene	Duration	Panel	Duration
40	23:00	3	01:00



Dialog
SFX and EFX

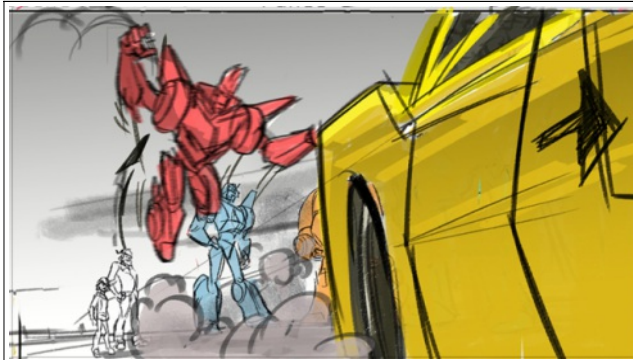
Action Notes
and TRANSFORMS in MID AIR
TRANSFORMATION SEQUENCE BEGINS

Scene	Duration	Panel	Duration
40	23:00	4	01:00



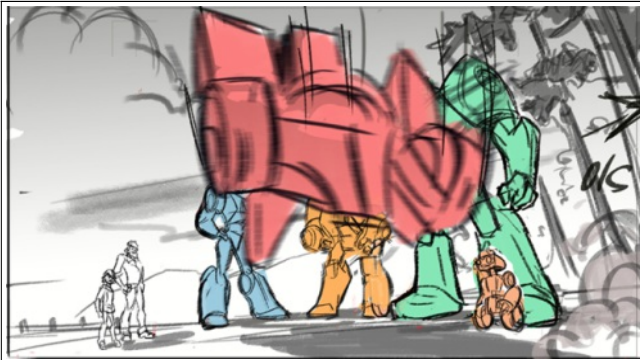
Action Notes
He lands in the F.G. in his CAR MODE

Scene	Duration	Panel	Duration
40	23:00	5	01:00



Action Notes
And drives past CAM
As SIDESWIPE leaps up

Scene	Duration	Panel	Duration
40	23:00	6	01:00



Dialog
SFX

Action Notes
and TRANSFORMS in MID AIR!

Scene	Duration	Panel	Duration
40	23:00	7	01:00



Action Notes
He lands in the F.G. IN HIS CAR MODE

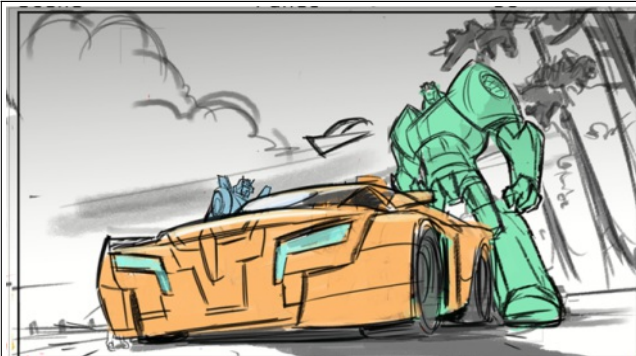
Scene	Duration	Panel	Duration
40	23:00	8	01:00



Dialog
WROOOMM!

Action Notes
And drives OFF SCREEN!
As DRIFT leaps up

Scene	Duration	Panel	Duration
40	23:00	9	01:00



Dialog
SFX

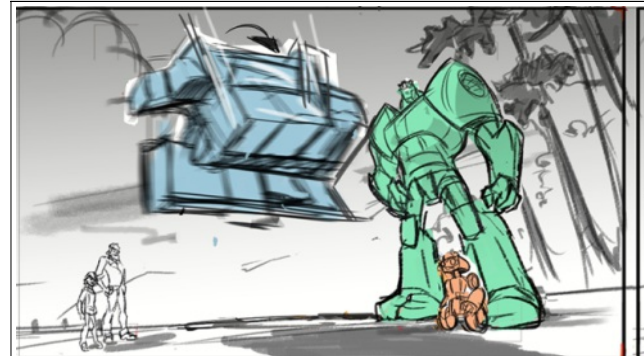
Action Notes
And lands in the F.G. in his CAR MODE.

Scene	Duration	Panel	Duration
40	23:00	10	01:00



Action Notes
And drives past CAM
As STRONGARM leaps up

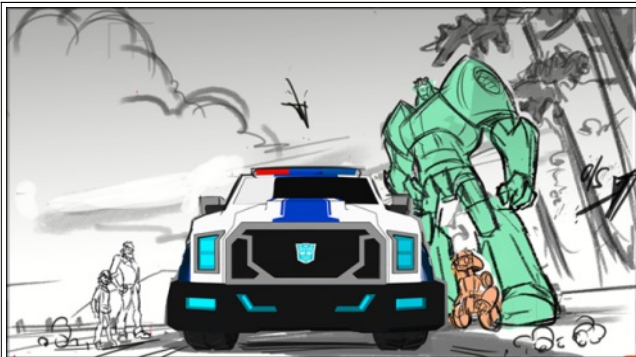
Scene	Duration	Panel	Duration
40	23:00	11	01:00



Dialog
SFX

Action Notes
TRANSFORMS in MID AIR

Scene	Duration	Panel	Duration
40	23:00	12	01:00



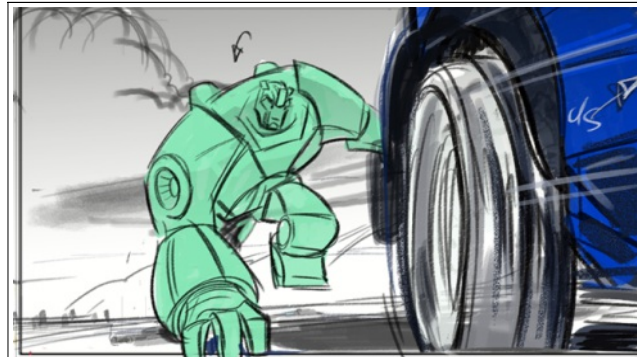
Action Notes
And lands in the F.G. in her CAR MODE

Scene	Duration	Panel	Duration
40	23:00	13	01:00



Action Notes
GRIM hunkers down

Scene	Duration	Panel	Duration
40	23:00	14	01:00



Action Notes
And starts to run O.S following STRONGARM

Scene	Duration	Panel	Duration
40	23:00	15	01:00



Dialog
SFX

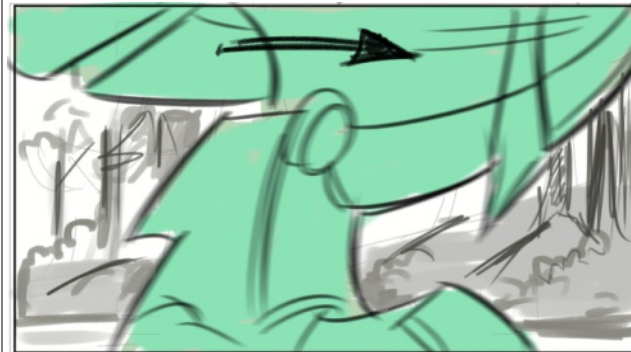
Action Notes
As he TRANSFORMS into his DINO MODE

Scene	Duration	Panel	Duration
40	23:00	16	01:00



Action Notes
The CAM tracks with him and around to reverse ANGLE

Scene	Duration	Panel	Duration
40	23:00	17	01:00



Scene	Duration	Panel	Duration
40	23:00	18	01:00



Dialog
SFX

Action Notes
On the rest of the TRANSFORMERS driving away from CAM

Scene	Duration	Panel	Duration
40	23:00	19	01:00



Action Notes
GRIN follows

Scene	Duration	Panel	Duration
40	23:00	20	01:00

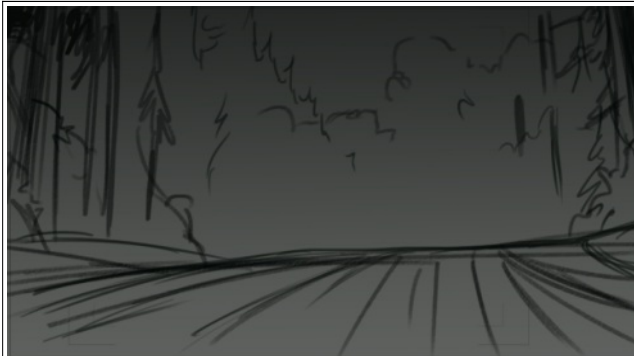


Scene	Duration	Panel	Duration
40	23:00	21	01:00



Action Notes
And after em'

Scene	Duration	Panel	Duration
40	23:00	22	01:00



Scene	Duration	Panel	Duration
40	23:00	23	01:00

