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<th>Panel</th>
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**Dialog**

**Panel 1**
- Black screen with Parr's name in the middle with a glow effect

**Panel 2**
- State while screen with several "props" rocks to tree but both sky and ground plane are white, possibly some dirt on the ground

**Panel 3**
- Plane starts flying towards the camera
**Action**

- Panel 4: Plane continues to fly towards and over the camera.
- Panel 5: Plane comes in from the left and does a roll heading toward the right.
- Panel 6: Plane comes in from the left and lands just off center.

**Notes**

- Camera stays in the same position throughout entire animation.
- Possible stop start roll or smooth roll.
**Action** After plane lands, cockpit opens and "something" ejects.

**Action** Parr comes up and looks around and then flies toward the top right.

**Action** Parr comes in from the right and then passes right, then his jetpack malfunctioning and we start to jerk all over the screen.

"Jetpack" trail -> "Blue circles?"
Panel 15

Dialog

Action
A Bubble forms around Purr
Stepping him.

Panel 16

Dialog

Action
John walks off on left
showing who is capturing the Bubble
Purr sits down on the ground and
takes off and throws the jet
pack then walk off left
with John

Panel 17

Dialog

Action
Fade to Black after Dialogue