

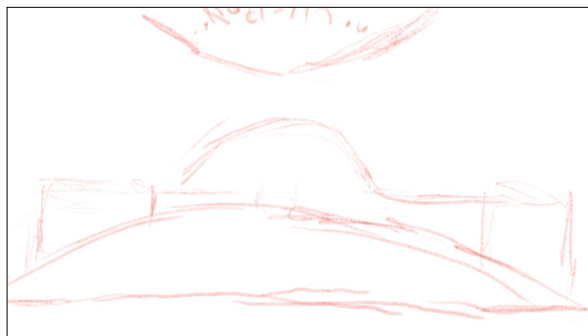
RODE IN

Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
DRAFT: SEPTEMBER 12, 2019

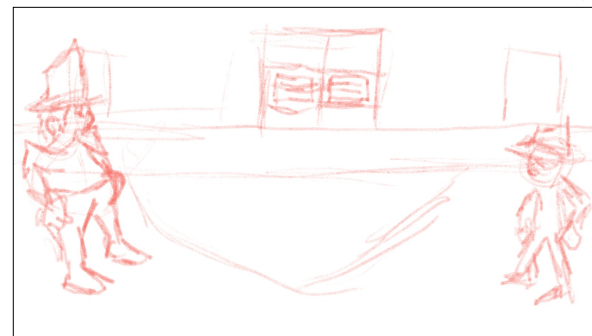
1A 0:00



1B 0:02

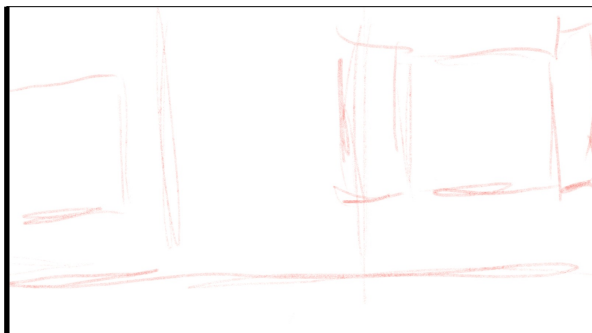


1C 0:04

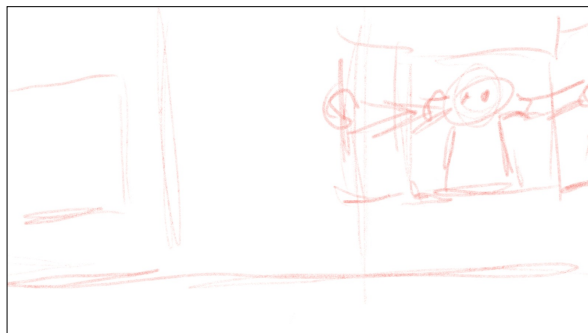


bell starts ringing

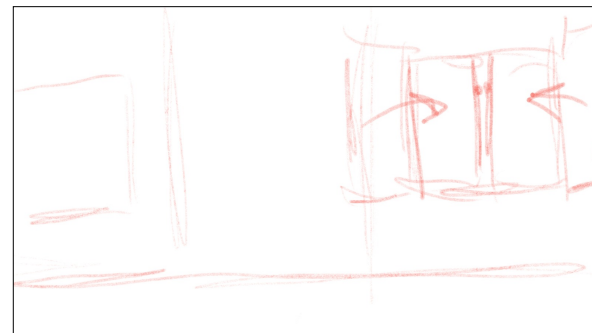
2A 0:06



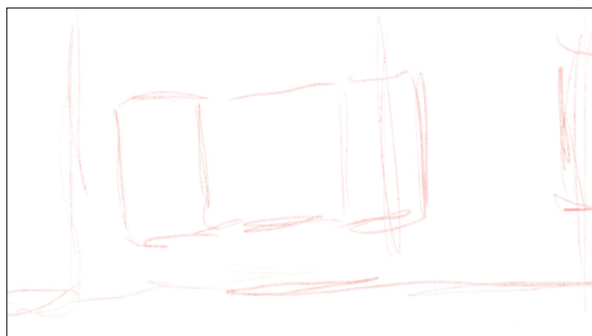
2B 0:08



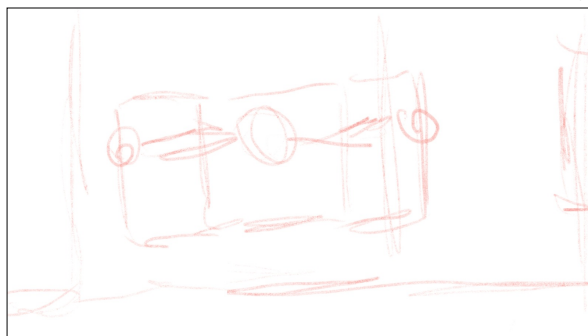
2C 0:10



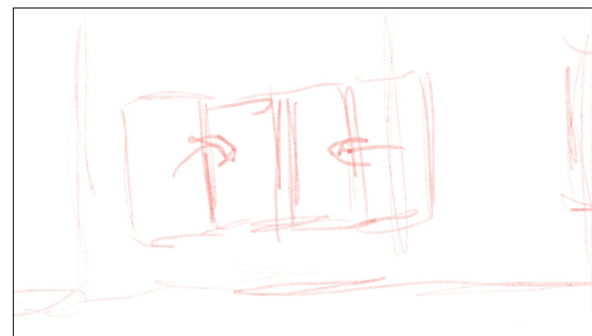
2D 0:12



2E 0:14



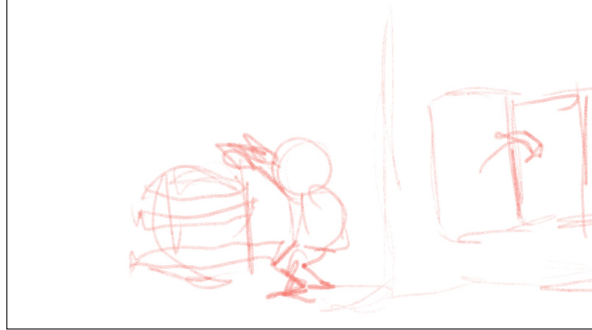
2F 0:16



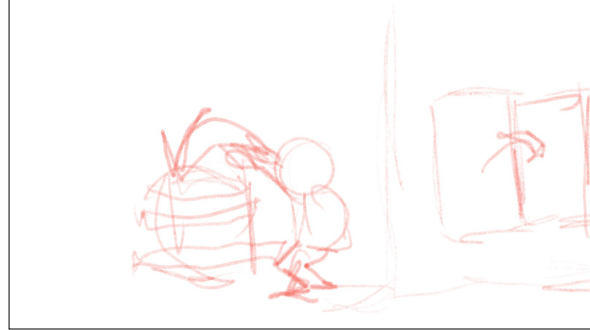
RODE IN

Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
DRAFT: SEPTEMBER 12, 2019

2G 0:18



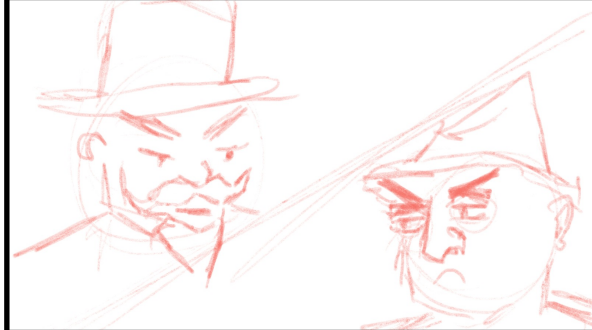
2H 0:20



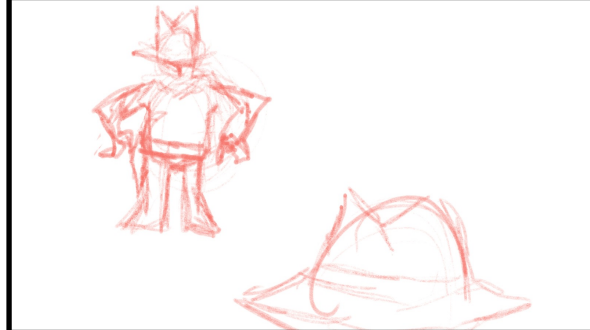
2I 0:22



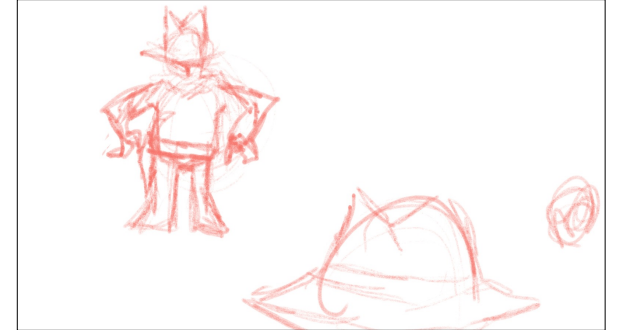
3A 0:24



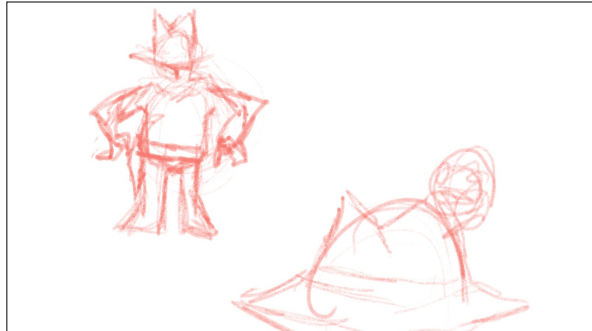
4A 0:26



4B 0:28



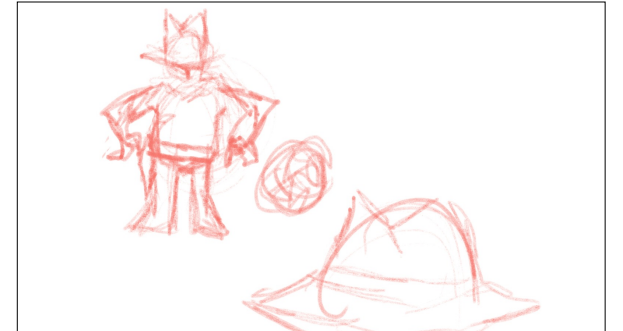
4C 0:30



4D 0:32



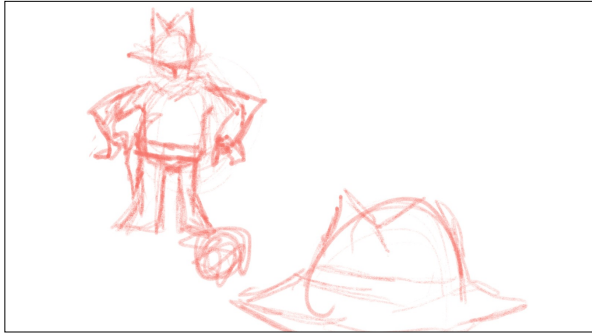
4E 0:34



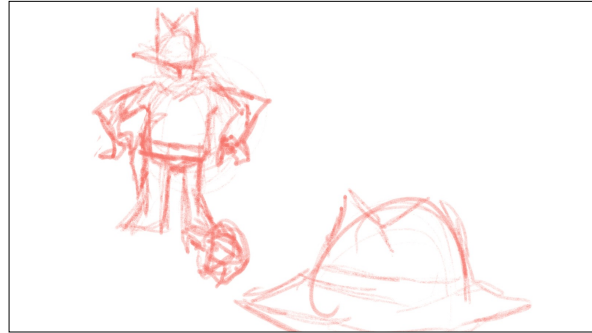
RODE IN

Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
DRAFT: SEPTEMBER 12, 2019

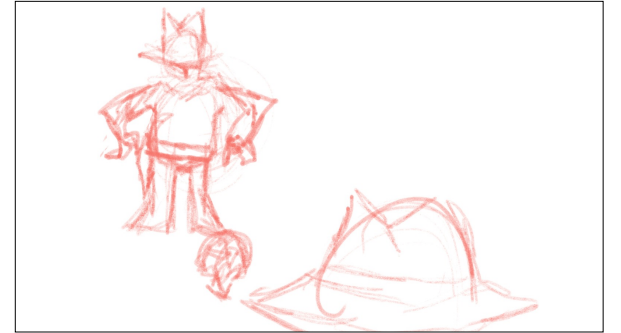
4F 0:36



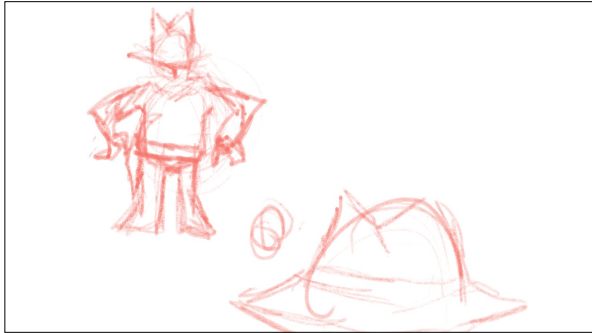
4G 0:38



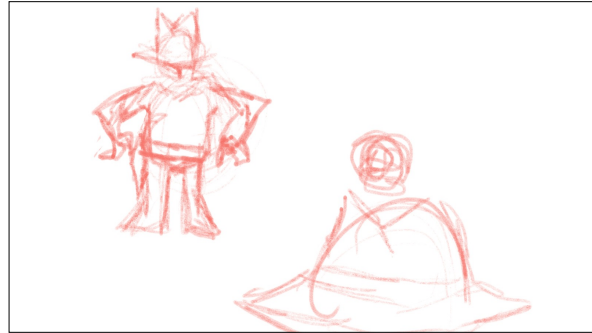
4H 0:40



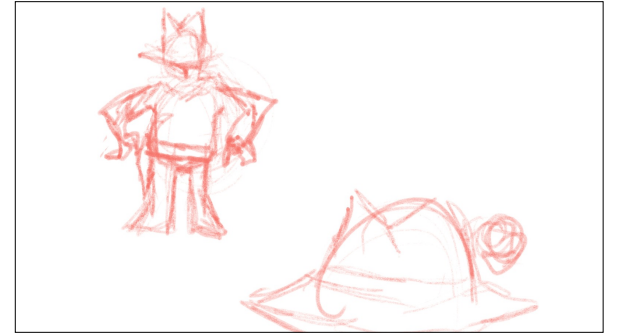
4I 0:42



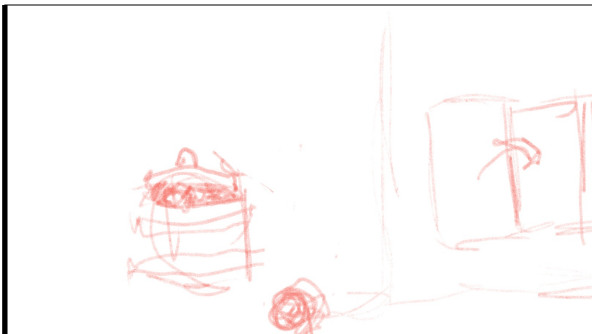
4J 0:44



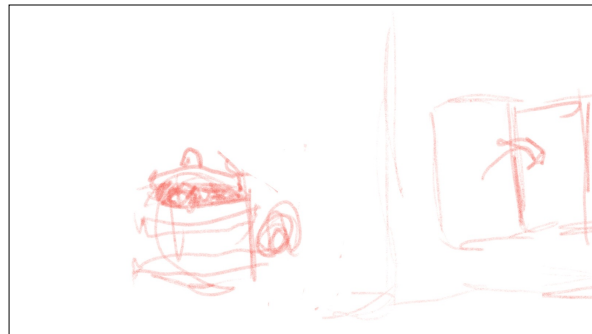
4K 0:46



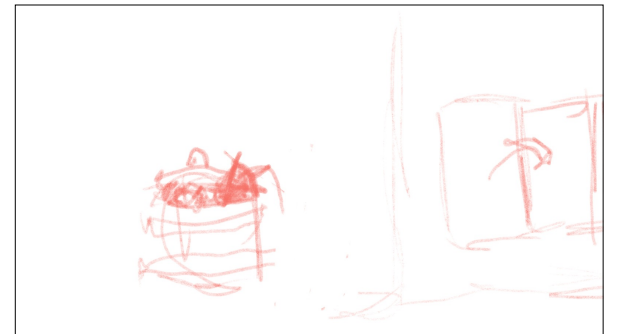
5A 0:48



5B 0:50

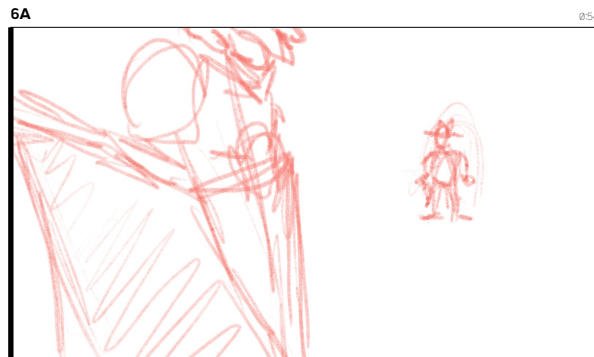


5C 0:52

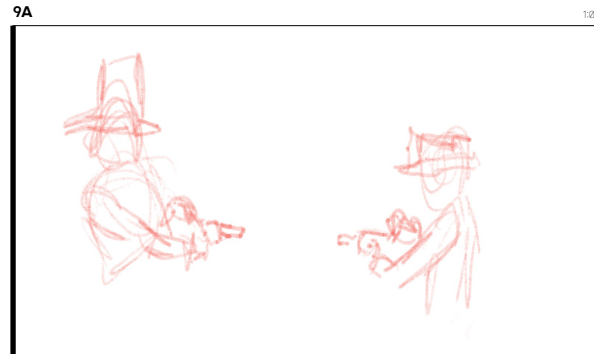
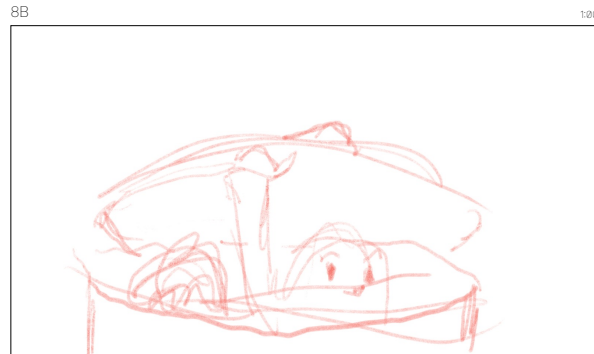
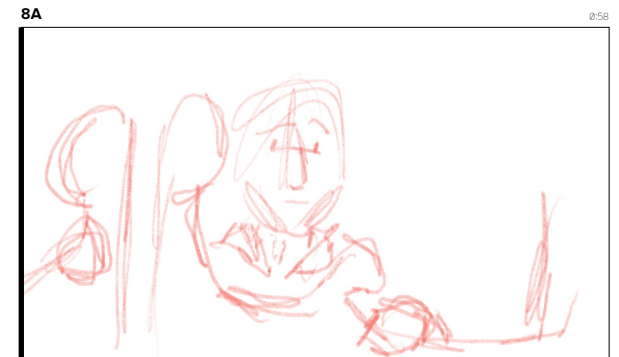
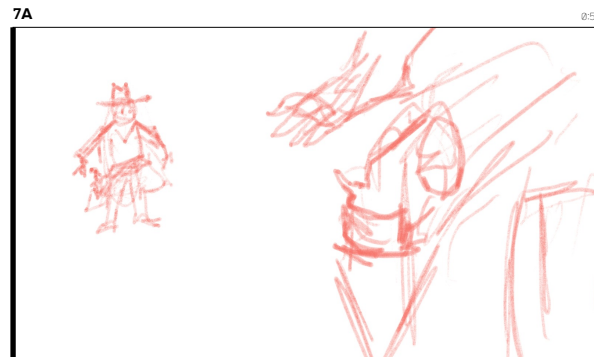


RODE IN

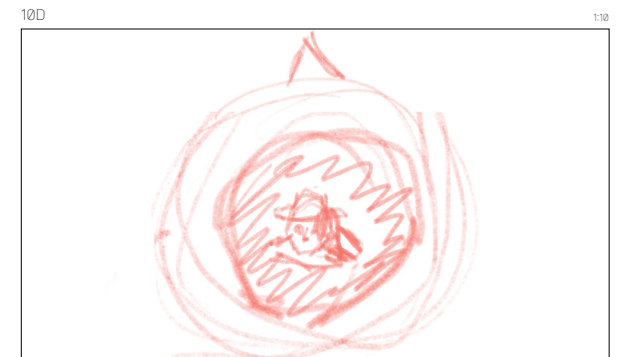
Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
DRAFT: SEPTEMBER 12, 2019



12th ring

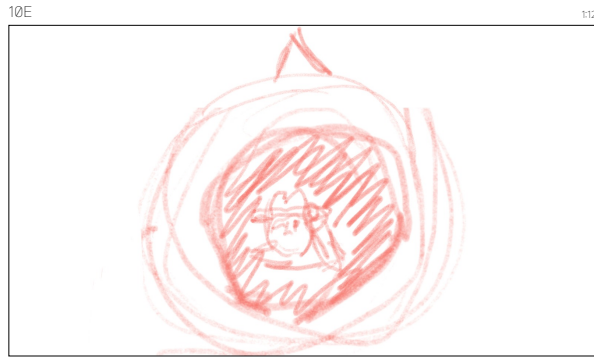


both grunt awkwardly fanning the hammer

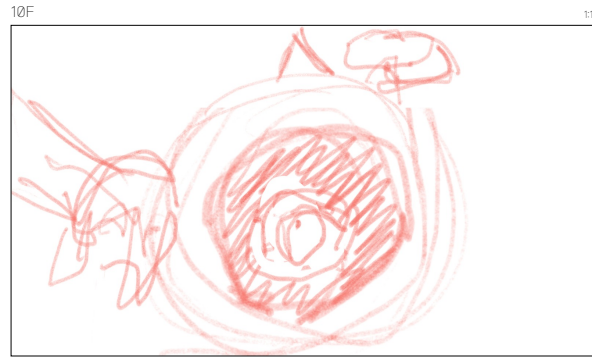


RODE IN

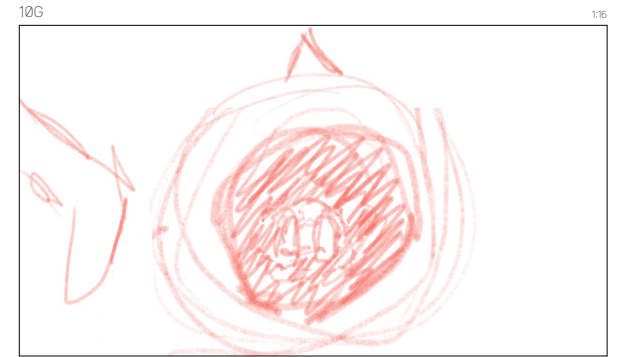
Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
DRAFT: SEPTEMBER 12, 2019



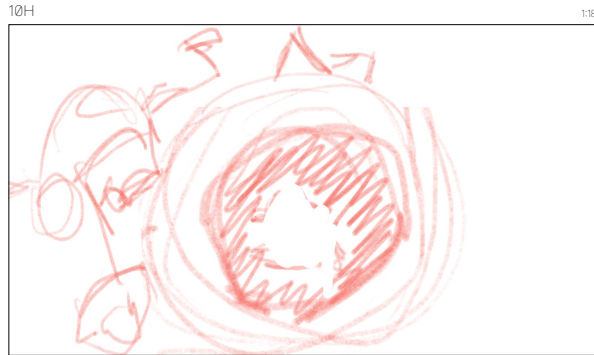
time slows wink large sound effect



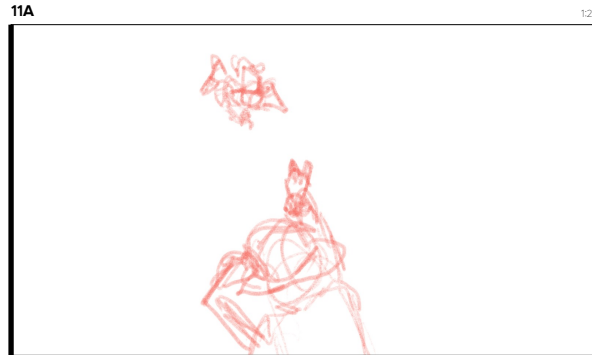
hand fans the hammer 1,2,3,4,5 come out normal



6th comes out feet first and is like freaking out



6 is just flipping and its not good



time slows down wink loud sound effect



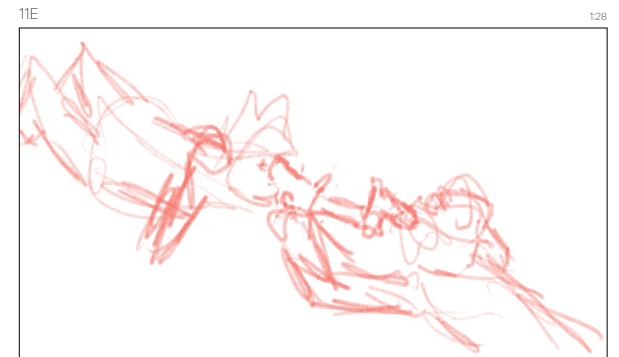
time slows down wink loud sound effect



just a line of smaller and smaller persona bullets



just a line of smaller and smaller persona bullets



gun to both their forehead

RODE IN

Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
DRAFT: SEPTEMBER 12, 2019

11F 1:30



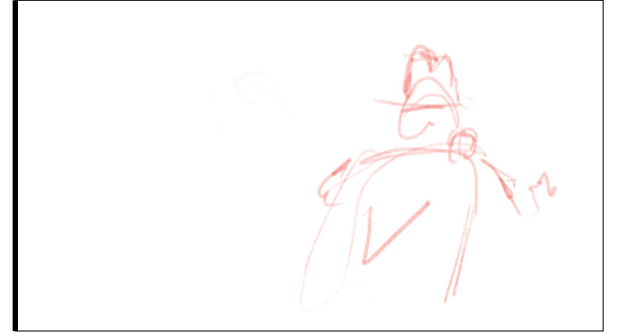
quick flash to white and a bang

12A 1:32



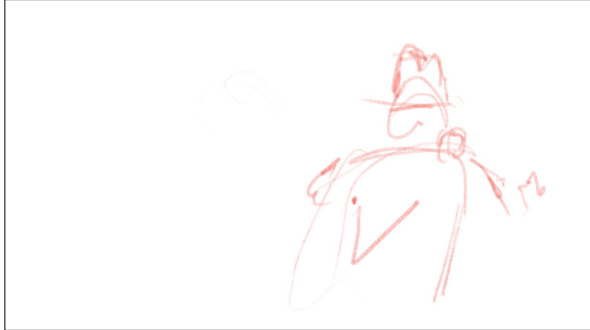
both stands over a sea of mini bodies and are counting, hero on their hands

13A 1:34



bang

13B 1:36



bang

13C 1:38



14A 1:40



cry of morning as the man in the barrel cradles the tumble weeds dead body with the feet first persona bullet loge in

15A 1:42



townfolk gather around a gloating hero the bullet hit his medalion as the villain lays bleeding out

15B 1:44



the vilians son runs out to his father

15C 1:46



the boy holds his father as he dies

RODE IN

Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
DRAFT: SEPTEMBER 12, 2019



15D 148
father pulls a medal out of shirt and hands it to his son breaking the chain



15E 150
dont be like me son



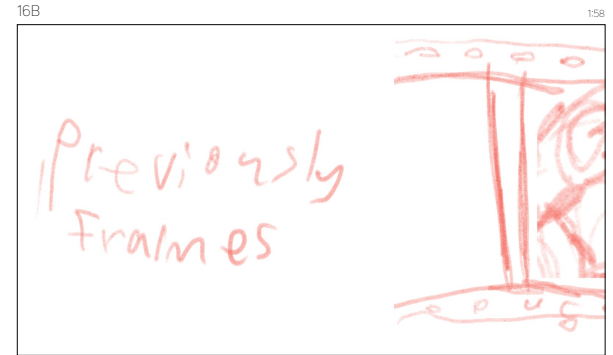
15F 152
dont be like me son



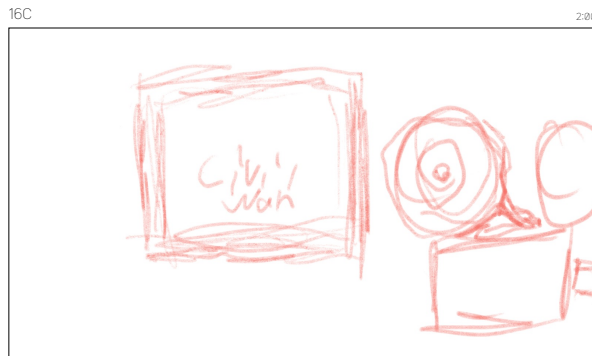
15G 154
sound of a film projector stoping and reversing



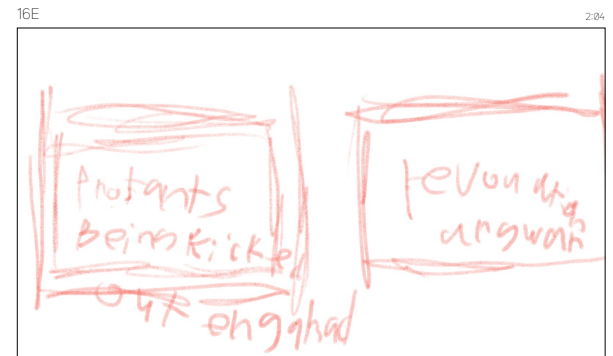
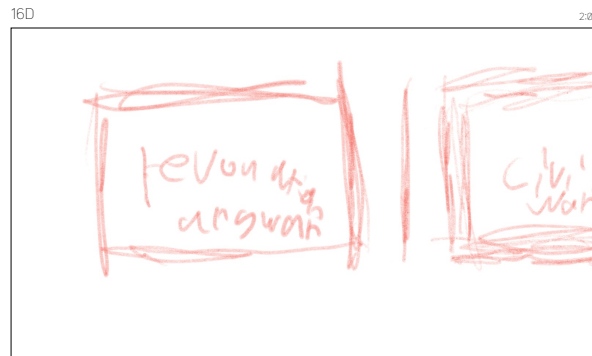
16A 156
sound of a film projector stoping and reversing



16B 158
sound of a film projector stoping and reversing



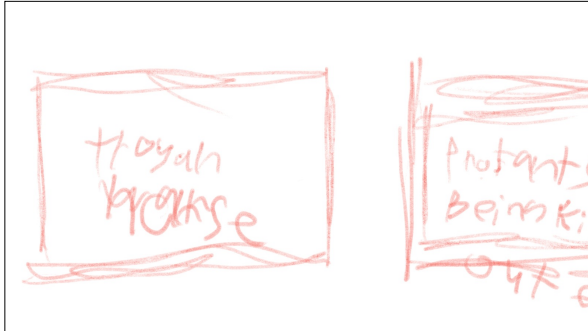
16C 2:00
painting with two sides clashing wearing the same camel medals



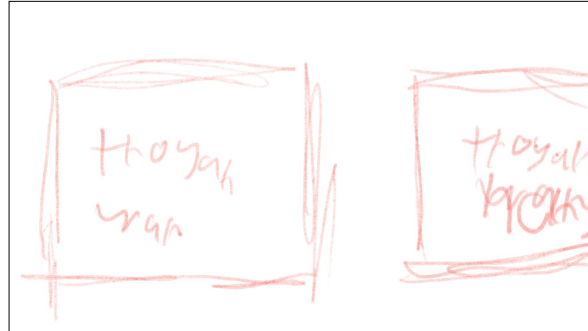
RODE IN

Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
DRAFT: SEPTEMBER 12, 2019

16F 2:06



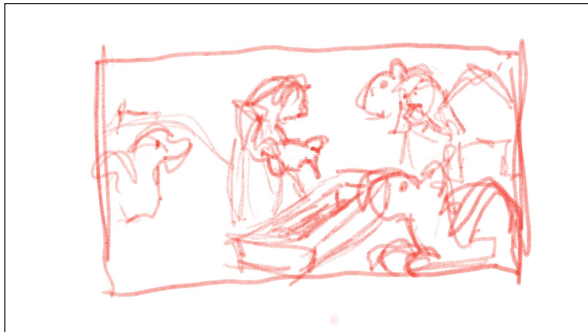
16G 2:08



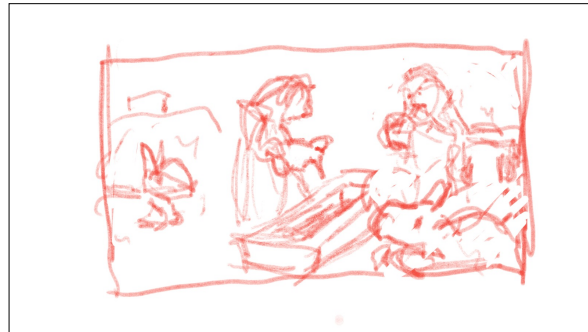
16H 2:10



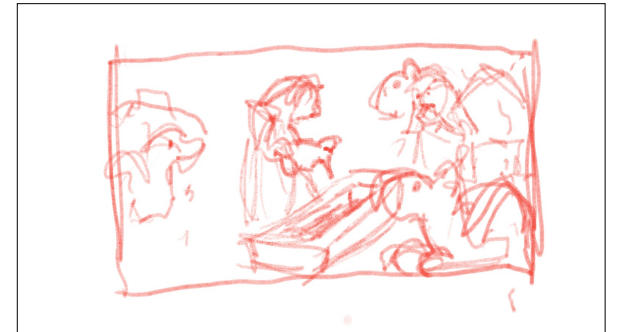
16I 2:12



16J 2:14

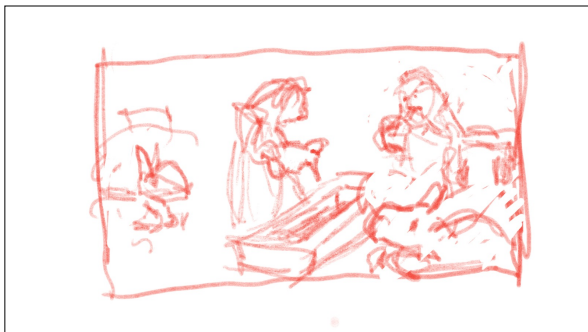


16K 2:16



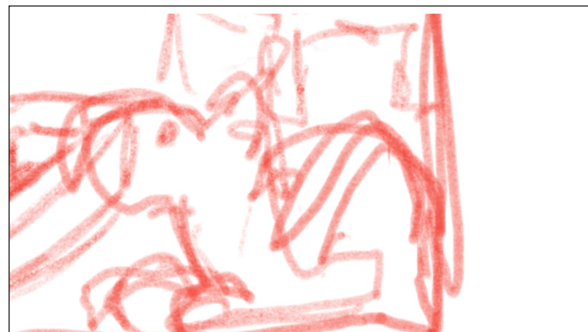
camels fast back and forth from donkey

16L 2:18



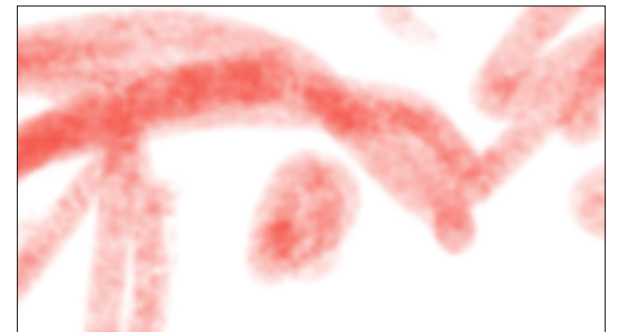
camels fast back and forth from donkey

16M 2:20



zoom in on camel's eye

16N 2:22



zoom in to the black of camel's eye to black out

RODE IN

Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
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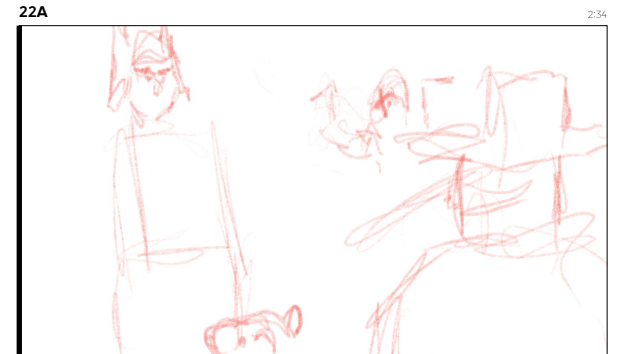
zoom out to this, nonlangue batering happening



stare down similar to westrn opening



grips the donkeys leash



suppose to be silence but hunk being swarm is removing the visual tense



with the same speed as a western quick draw the men shake hands

RODE IN

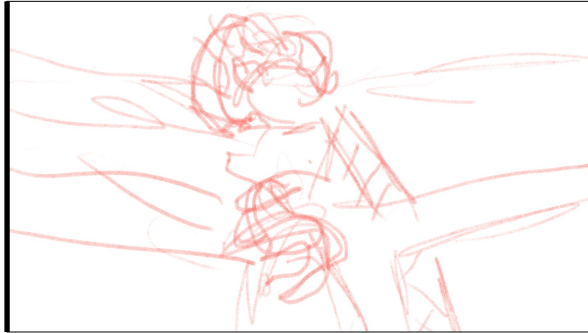
Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
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24C 242



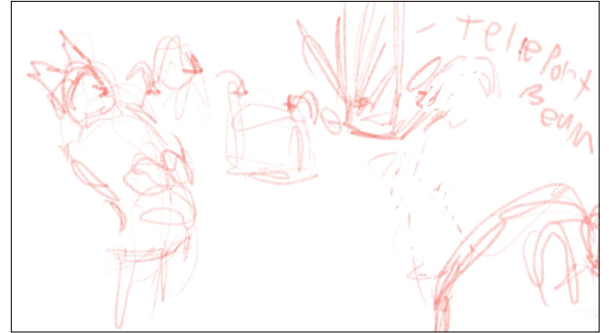
both laugh like good friends

25A 244



exchange bag for leash

25B 246



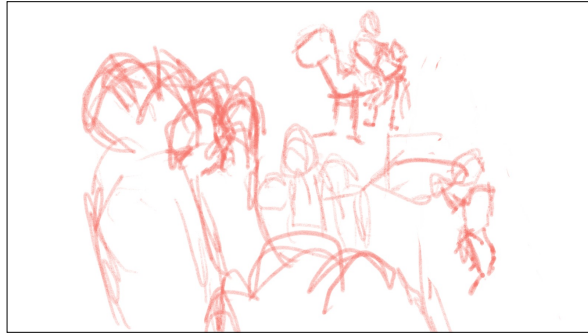
big boom of light and sound

26A 248



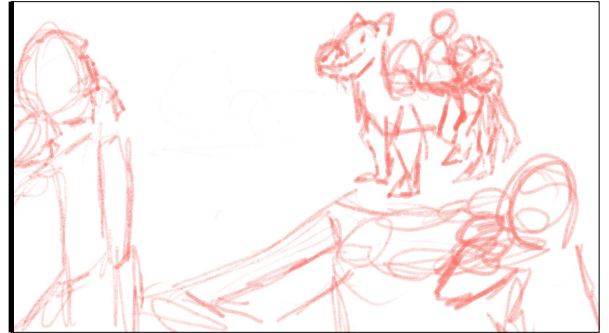
big boom of light and sound

26B 250

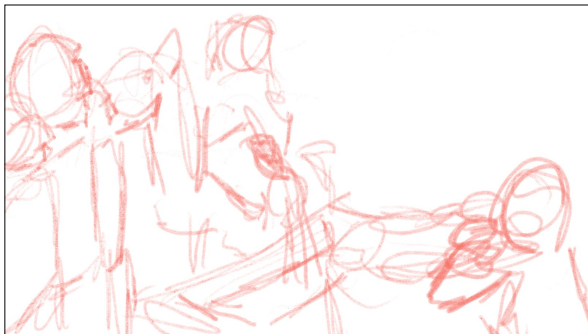


big boom of light and sound

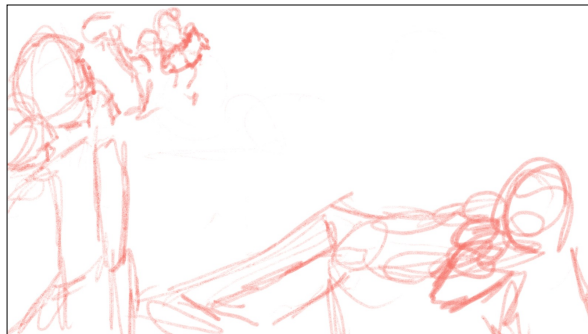
27A 252



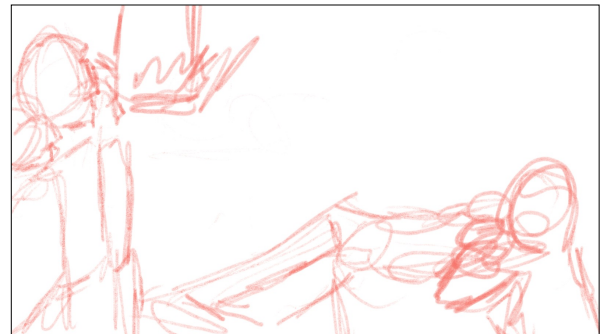
27B 254



27C 256



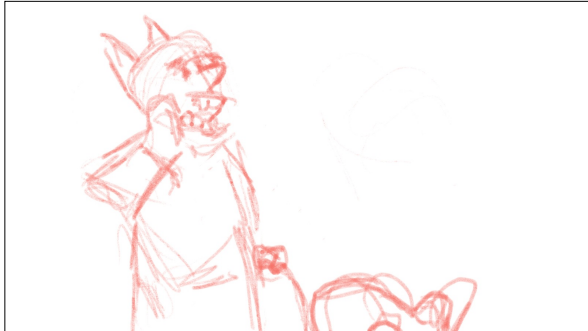
27D 258



RODE IN

Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
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27E 3:00



jaws is like hurt and at the wrong angle

27F 3:02

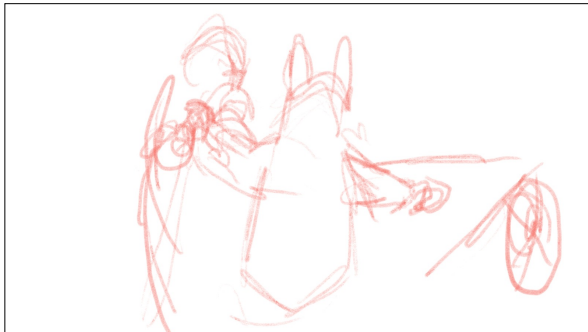


27G 3:04



farmer stands at cart smiling

27H 3:06



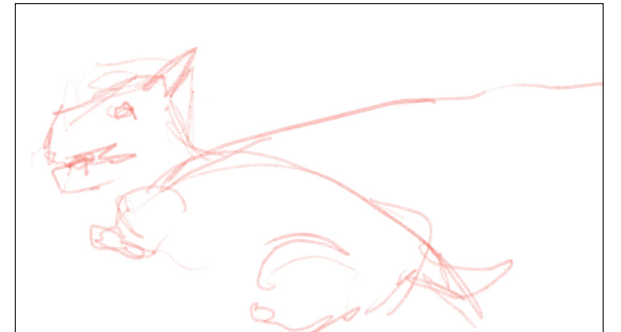
hunter pushes the leash back into farmers hand grumbling

27I 3:08



grabs the coin, evil eyes the farmer, points at the donkey

27J 3:10



donkey chews grass

27K 3:12



points at chin makes like it grew and hit him gestures, farmer is confused and doesnt believe him

27L 3:14



farmer shrugs

27M 3:16



farmer jokingly mimics his gesture and

RODE IN

Boards: 112 | Shots: 28 | Duration: 3:44 | Aspect Ratio: 16 : 9
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27N

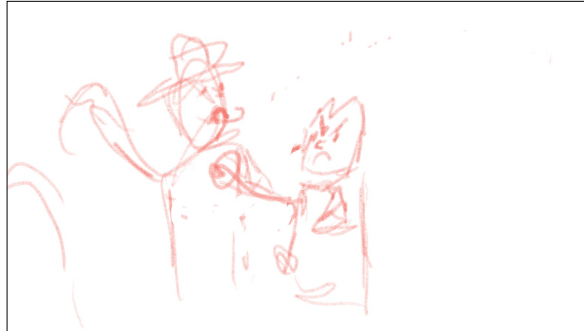
3:18



farmer offers the lease back

27O

3:20



hunter slaps the leash away

28A

3:22



hunter stomps off grabbing his son

28B

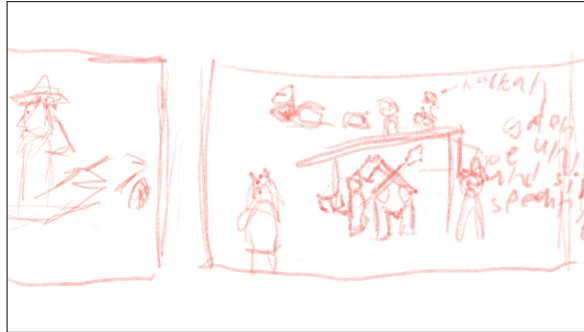
3:24



camera pans out the 3d render fades into a painting of the event back in the gallery

28C

3:26



next painting reveals the background the event in the background of the rebecca rode in painting reversed is a wedding of

28D

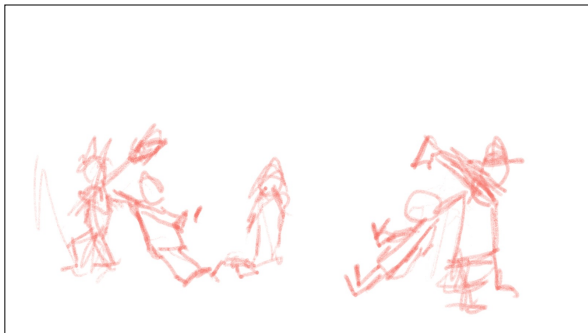
3:28



painting flashes and slide shows the two fathers ripping apart the golden hoe and silver spear calling off the marriage as donkeys turn into camel and back

28E

3:30



father rip apart the wedding

28F

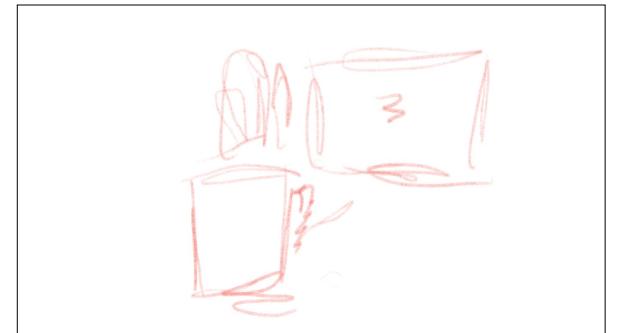
3:32



replay the gallery seen

28G

3:34



RODE IN

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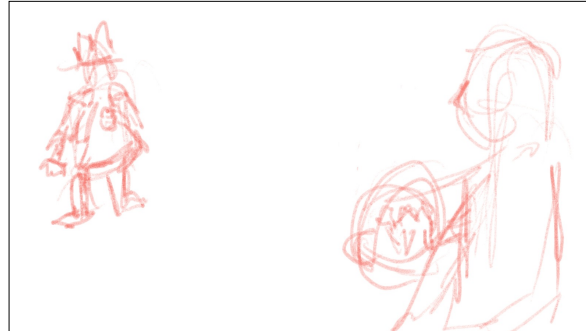
28H

3:36



28I

3:38



zoom and pan to show the old hero in the villains clothes.

28J

3:40



the town has change, the actors are different roles, the bell begins to chime

28K

3:42



camera pans up to the sun to show logo again there is the same bangs as before as they both dad grunt and fan the hammer