

TOBIAS GEMBALSKI
Storyboard

for

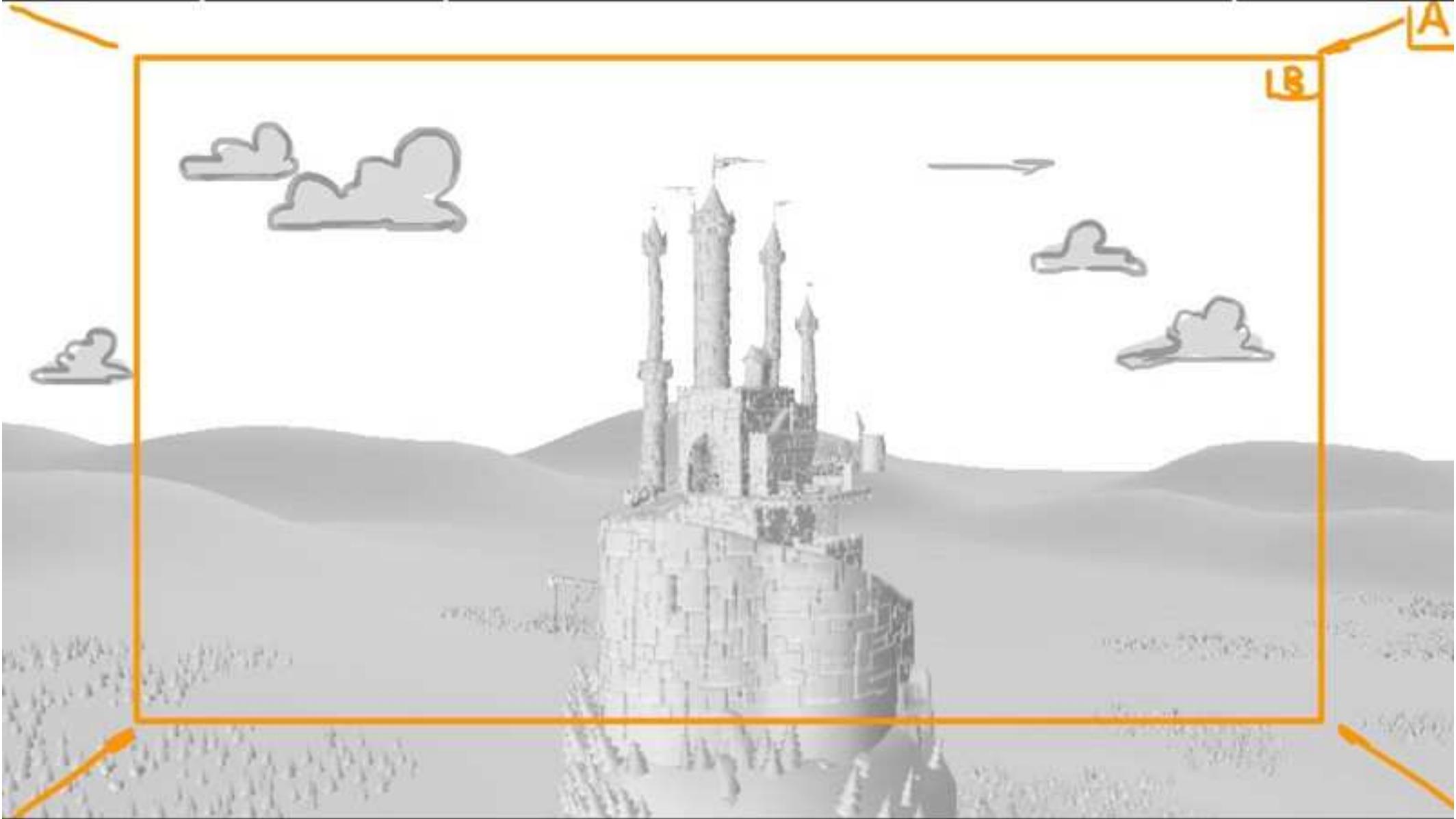
**„Ritter Rost“
EP15**

SEQ 010-050



3D scene blocking
prepared by director

scene	shot	location	panel
010	010		



dialog

>> SFX: Laboured lute sound <<

TRUCK IN FROM [A] TO [B]

scene	shot	location	panel
020	020		



dialog

>> SFX: Laboured lute chords <<

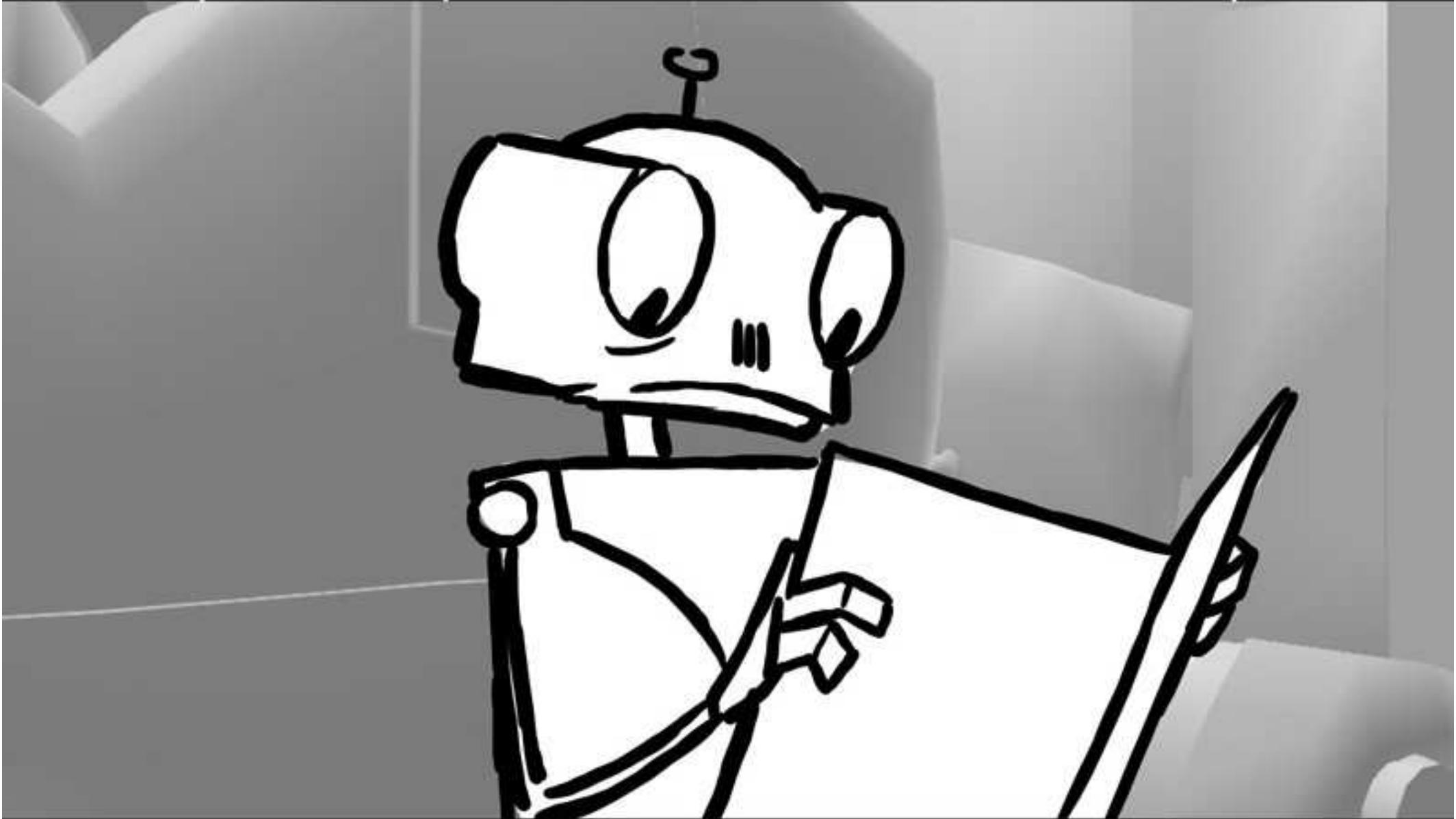
scene	shot	location	panel
020	020		



dialog

>> SFX: Laboured lute chords <<

scene	shot	location	panel
020	020		



dialog
>> SFX: Laboured lute chords <<

scene	shot	location	panel
020	020		



dialog
>> SFX: Laboured lute chords <<

scene	shot	location	panel
020	020		



dialog
>> SFX: Laboured lute chords <<

scene	shot	location	panel
020	030		



dialog

>> SFX: Laboured lute chords <<

scene	shot	location	panel
020	030		



dialog

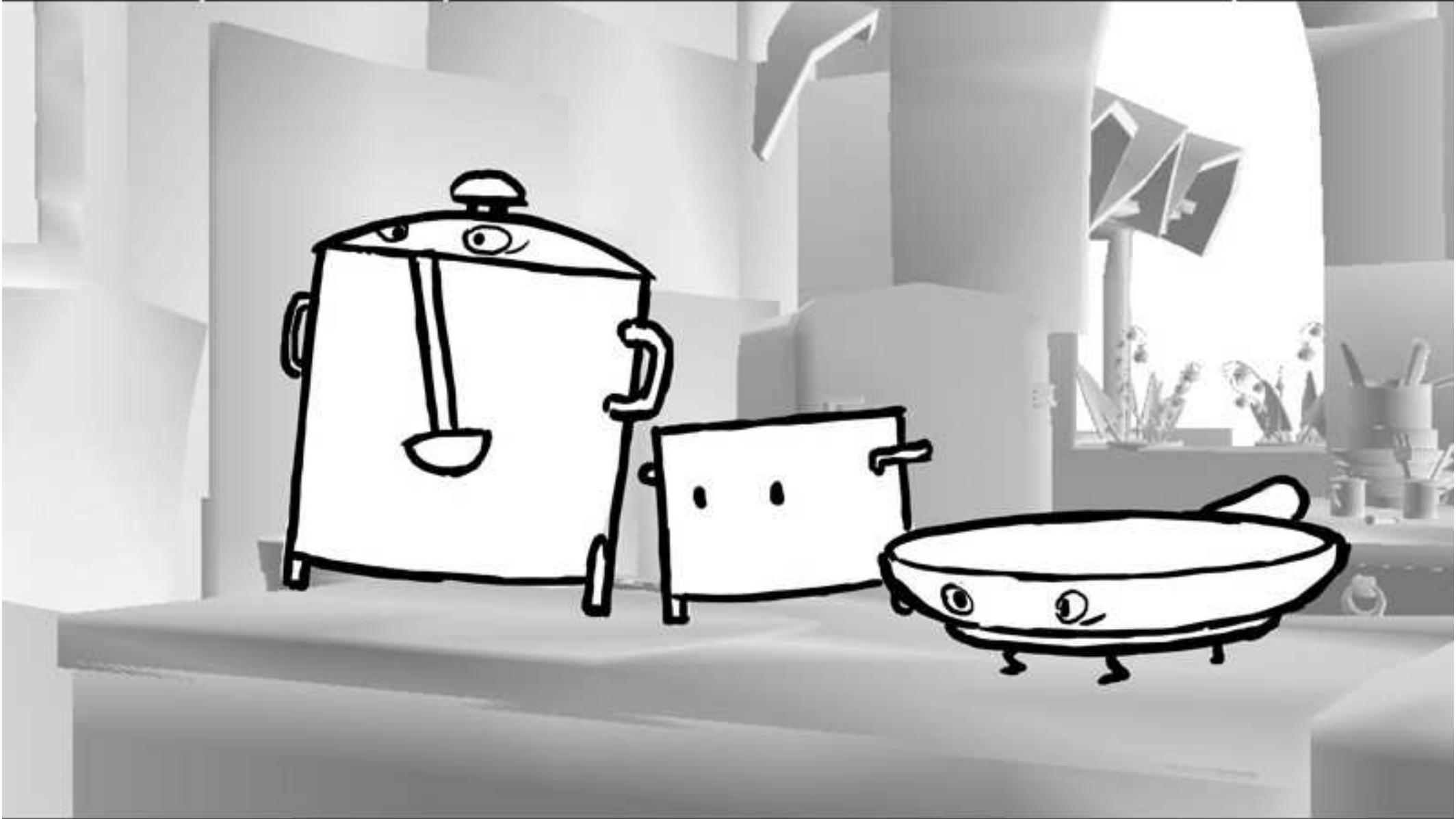
>> Lute SFX stop <<

scene	shot	location	panel
020	030		



dialog
» SFX Pots and Pans «

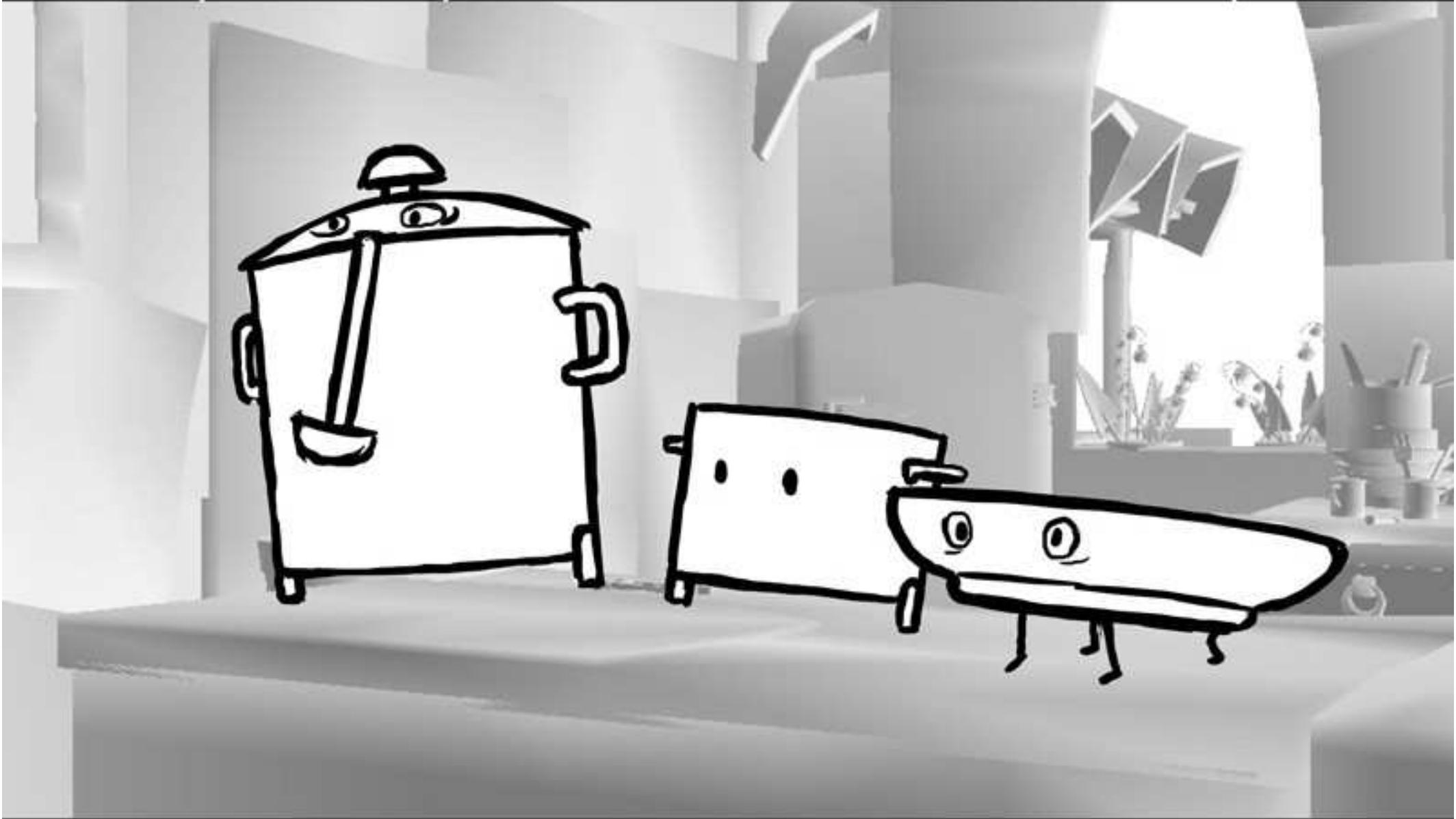
scene	shot	location	panel
020	040		



dialog

>> SFX: Pots and Pans <<

scene	shot	location	panel
020	040		



dialog

>> SFX: Pots and Pans <<

scene	shot	location	panel
020	050		



dialog

scene	shot	location	panel
020	050		



dialog

"You're getting better, Bo."

scene	shot	location	panel
020	060		



dialog

"Thank you, Cole."

scene	shot	location	panel
020	060		



dialog

[05] "It couldn't be..."

scene	shot	location	panel
020	070		



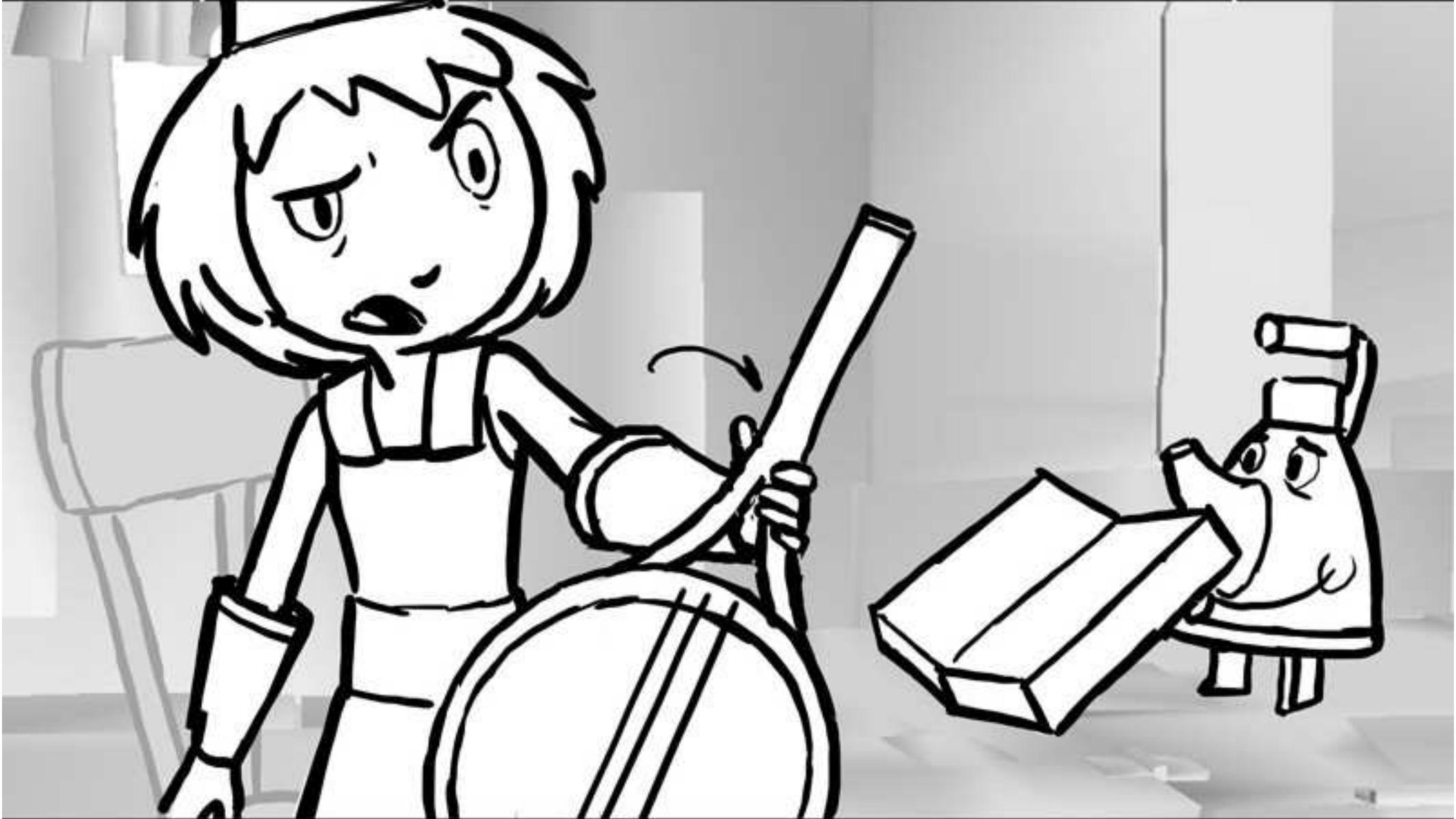
dialog " ... any worse. "

scene	shot	location	panel
020	080		



dialog

scene	shot	location	panel
020	080		



dialog

"Show me how..."

scene	shot	location	panel
020	090		



dialog

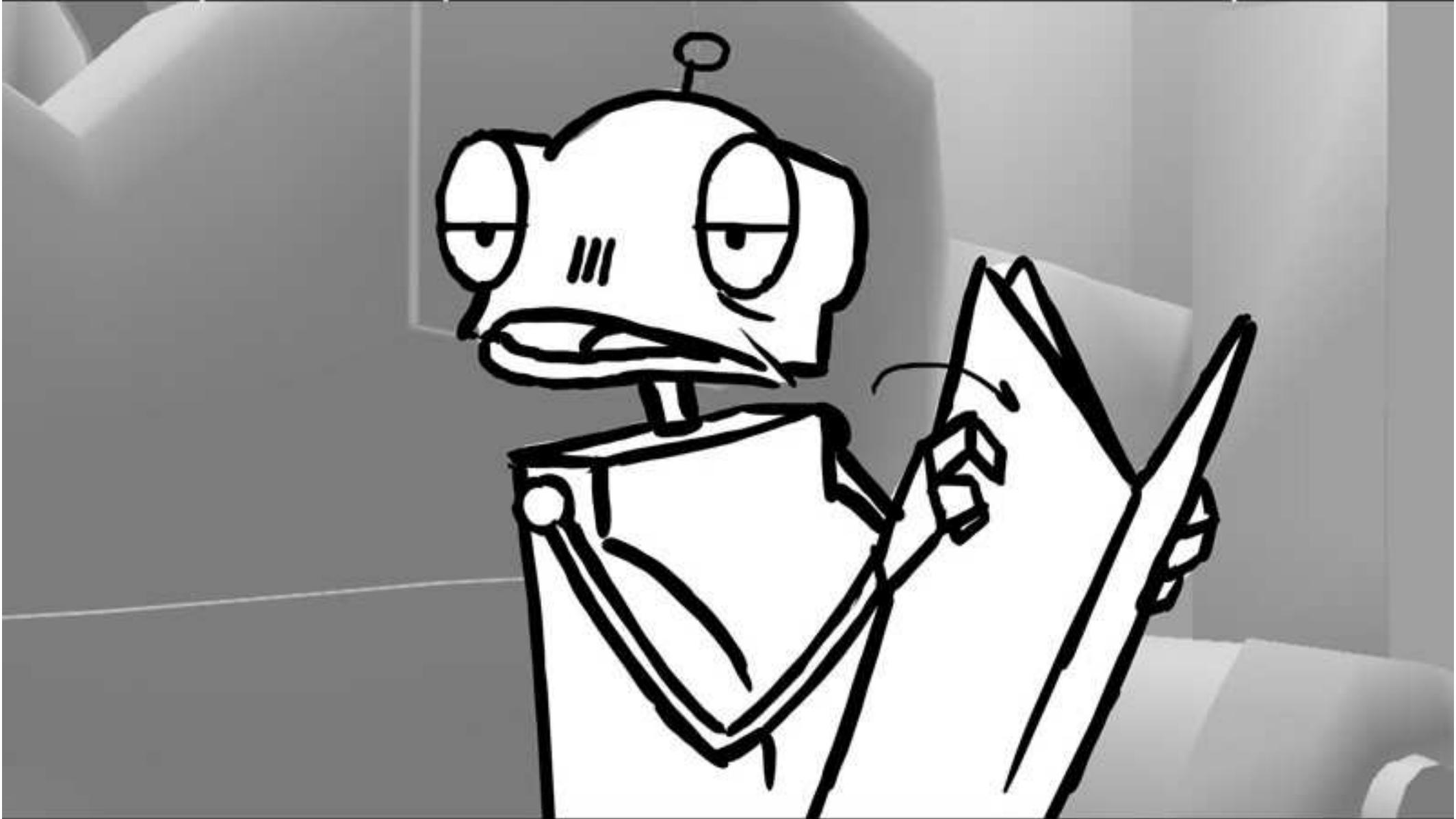
"... it's done then, maestro!"

scene	shot	location	panel
020	090		



dialog

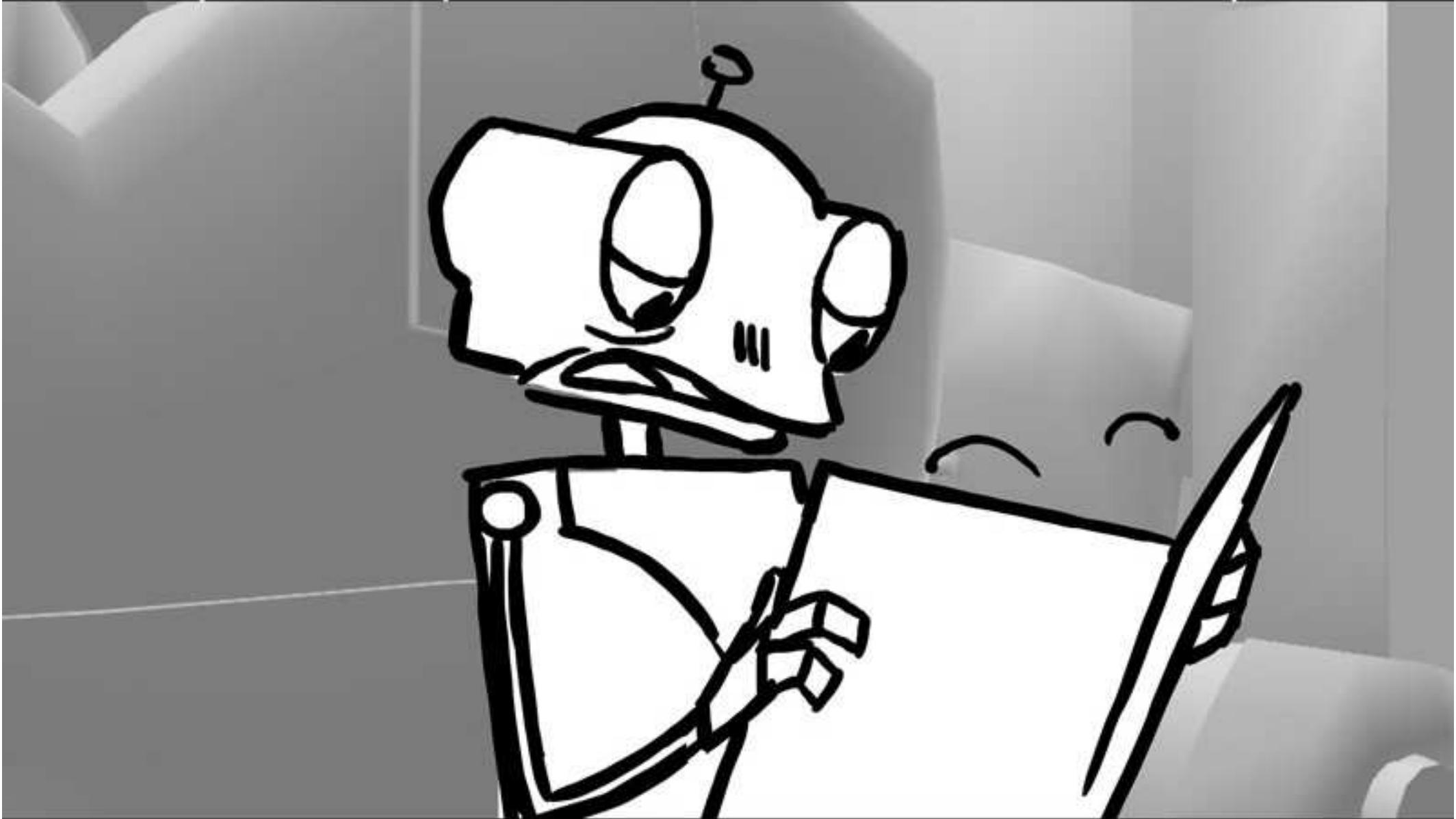
scene	shot	location	panel
020	100		



dialog

"I'm not playing that!"

scene	shot	location	panel
020	100		



dialog

"It's a maiden..."

scene	shot	location	panel
020	110		



dialog

o/s "...instrument!"

scene	shot	location	panel
020	110		



dialog

"What instrument do you play, Rusty?"

scene	shot	location	panel
020	110		



dialog

"He doesn't!"

scene	shot	location	panel
020	120		



dialog "Learning a musical instrument takes..." "

scene	shot	location	panel
020	120		



dialog " ... dedication, practice and ... "

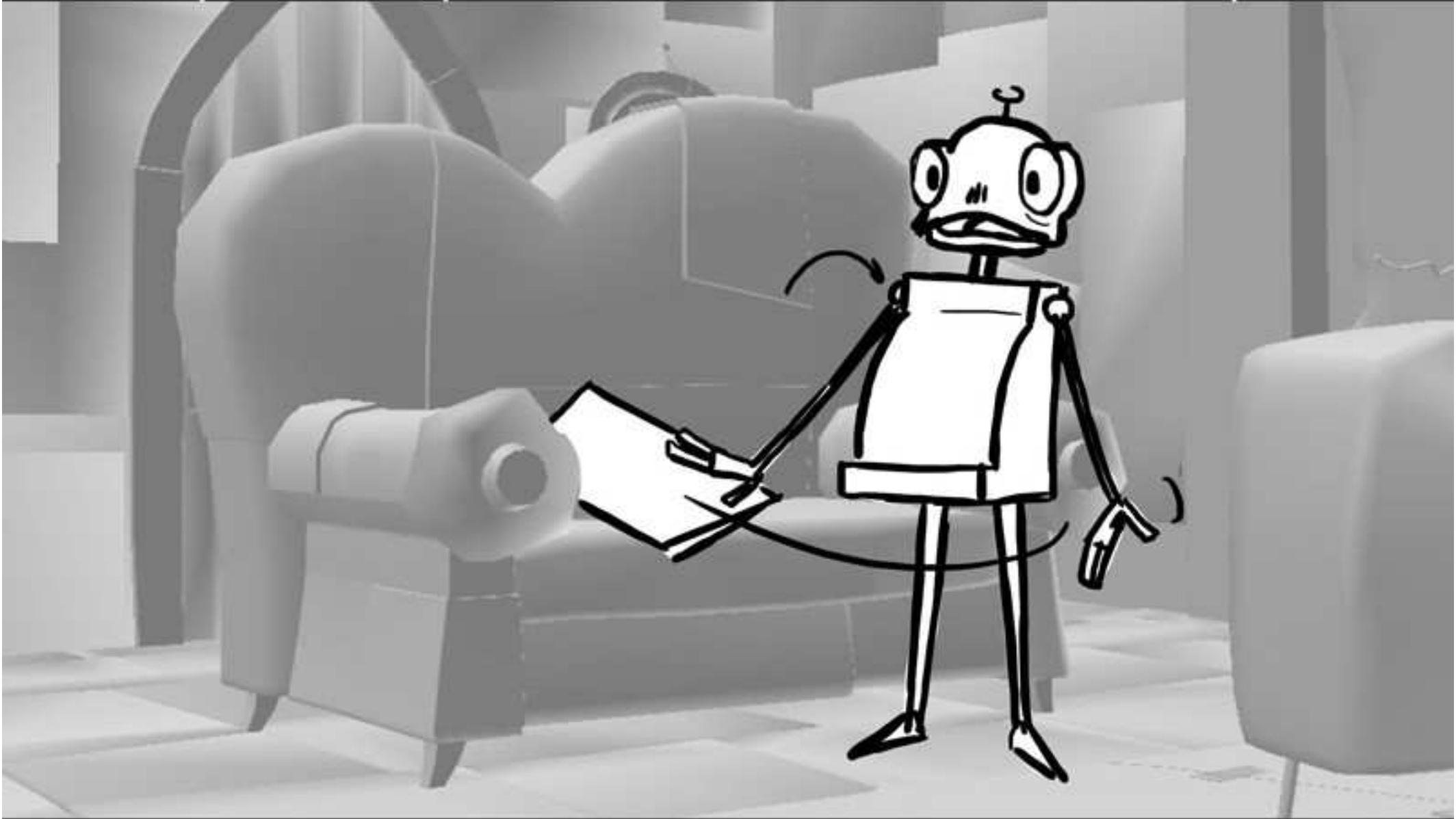
scene	shot	location	panel
020	130		



dialog

0|s "...patience!"

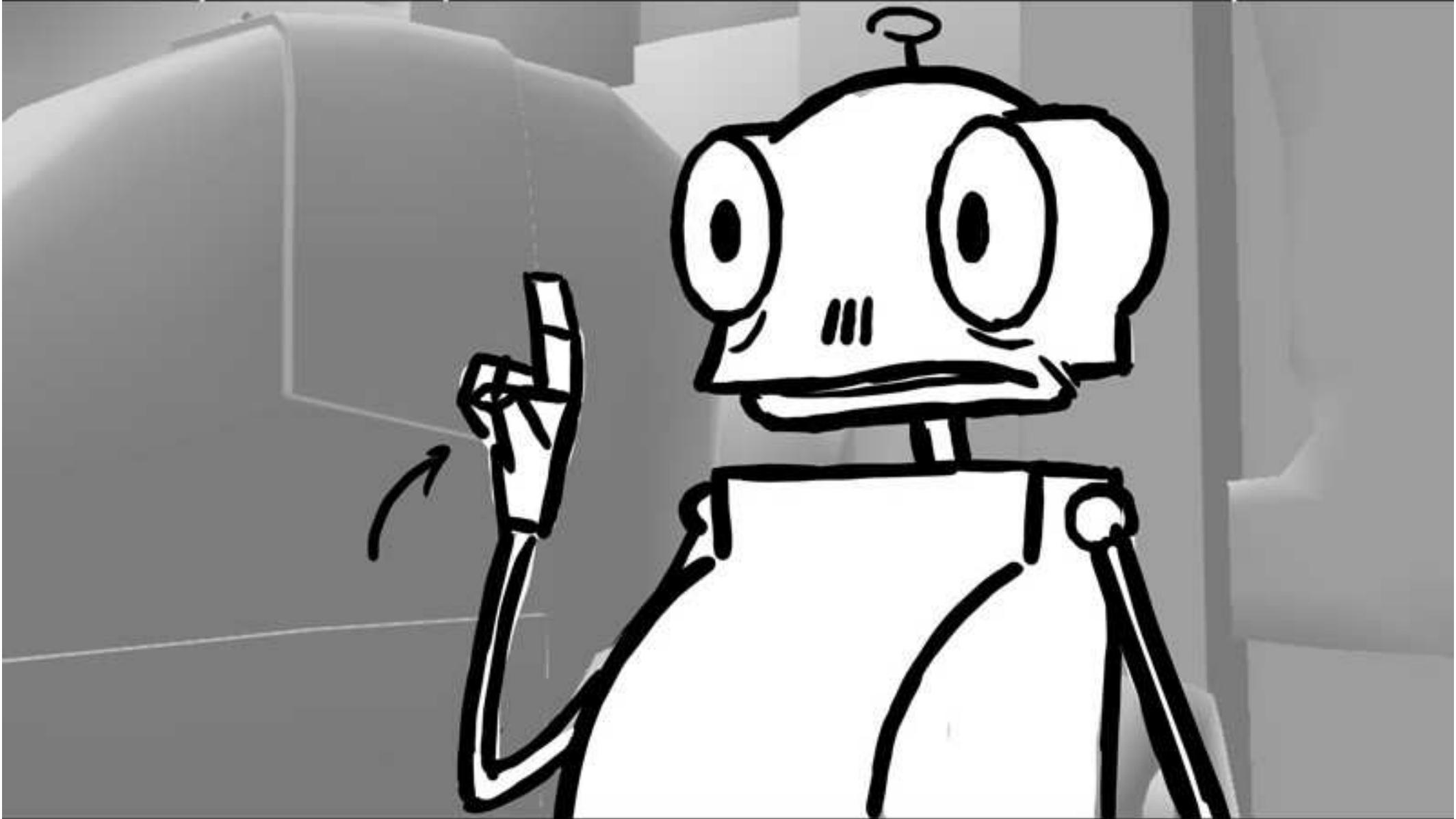
scene	shot	location	panel
020	130		



dialog

"I don't just play..."

scene	shot	location	panel
020	140		



dialog
"...one instrument."

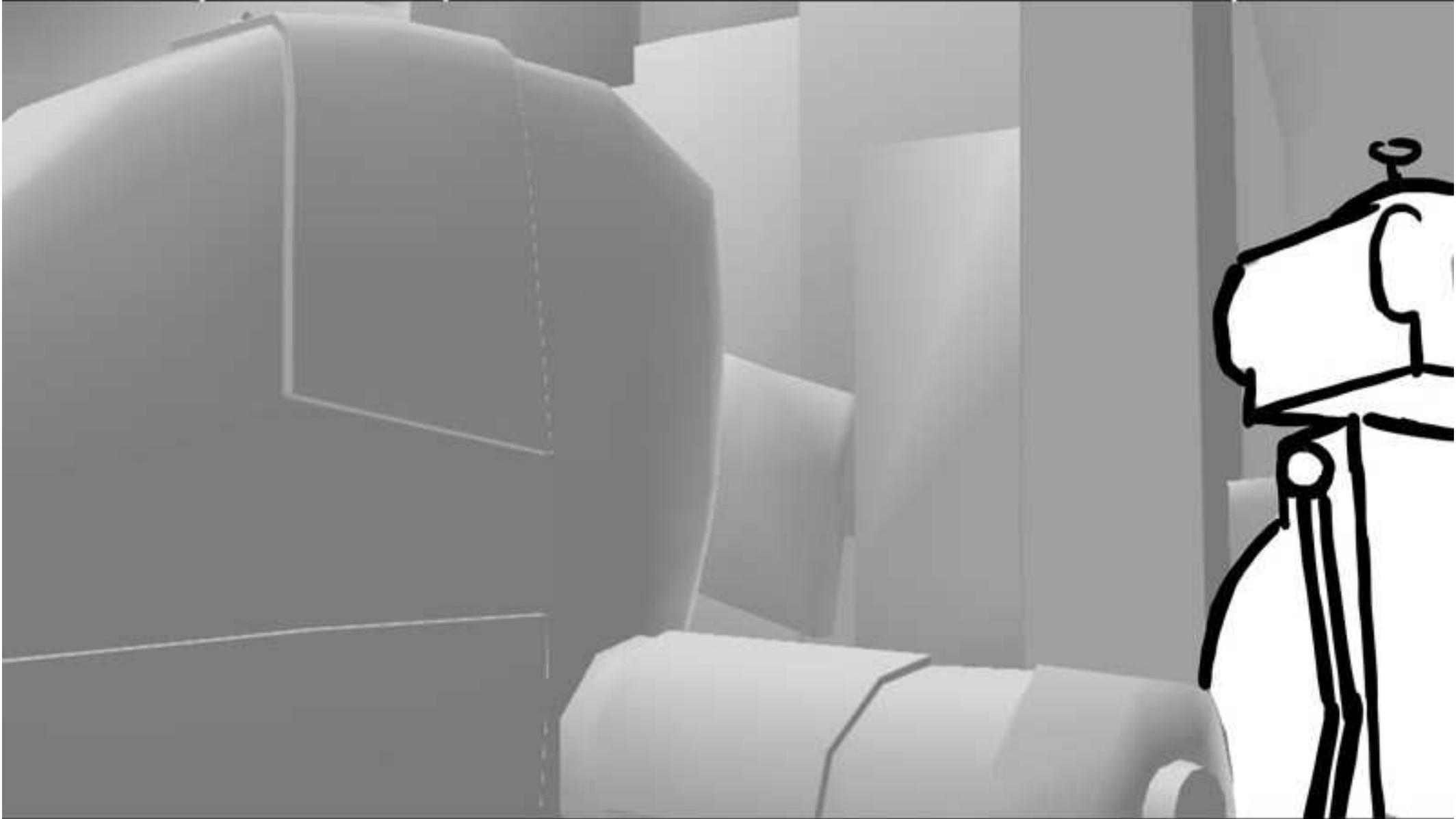
scene	shot	location	panel
020	140		



dialog

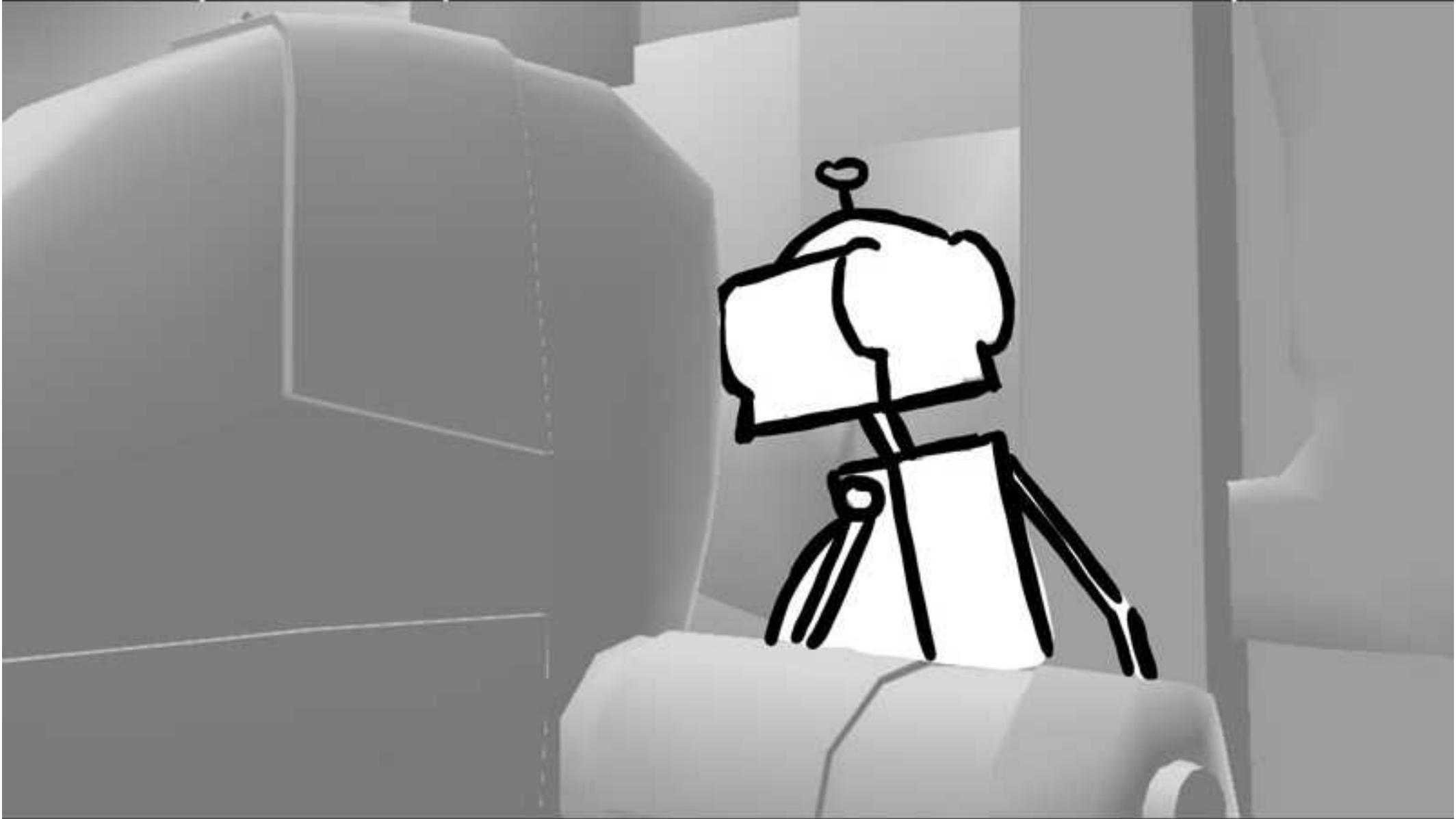
"Wait!"

scene	shot	location	panel
020	140		



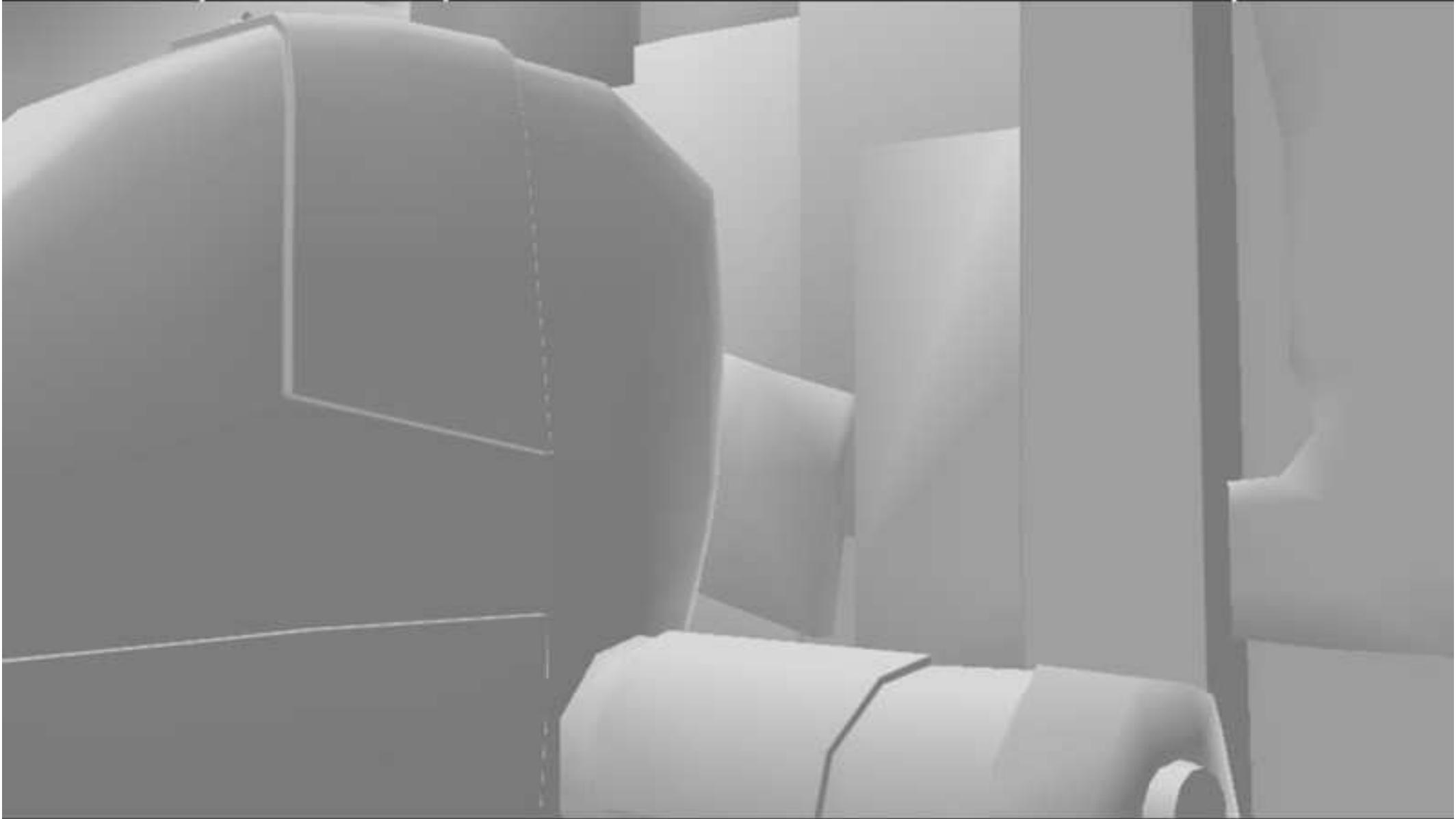
dialog

scene	shot	location	panel
020	140		



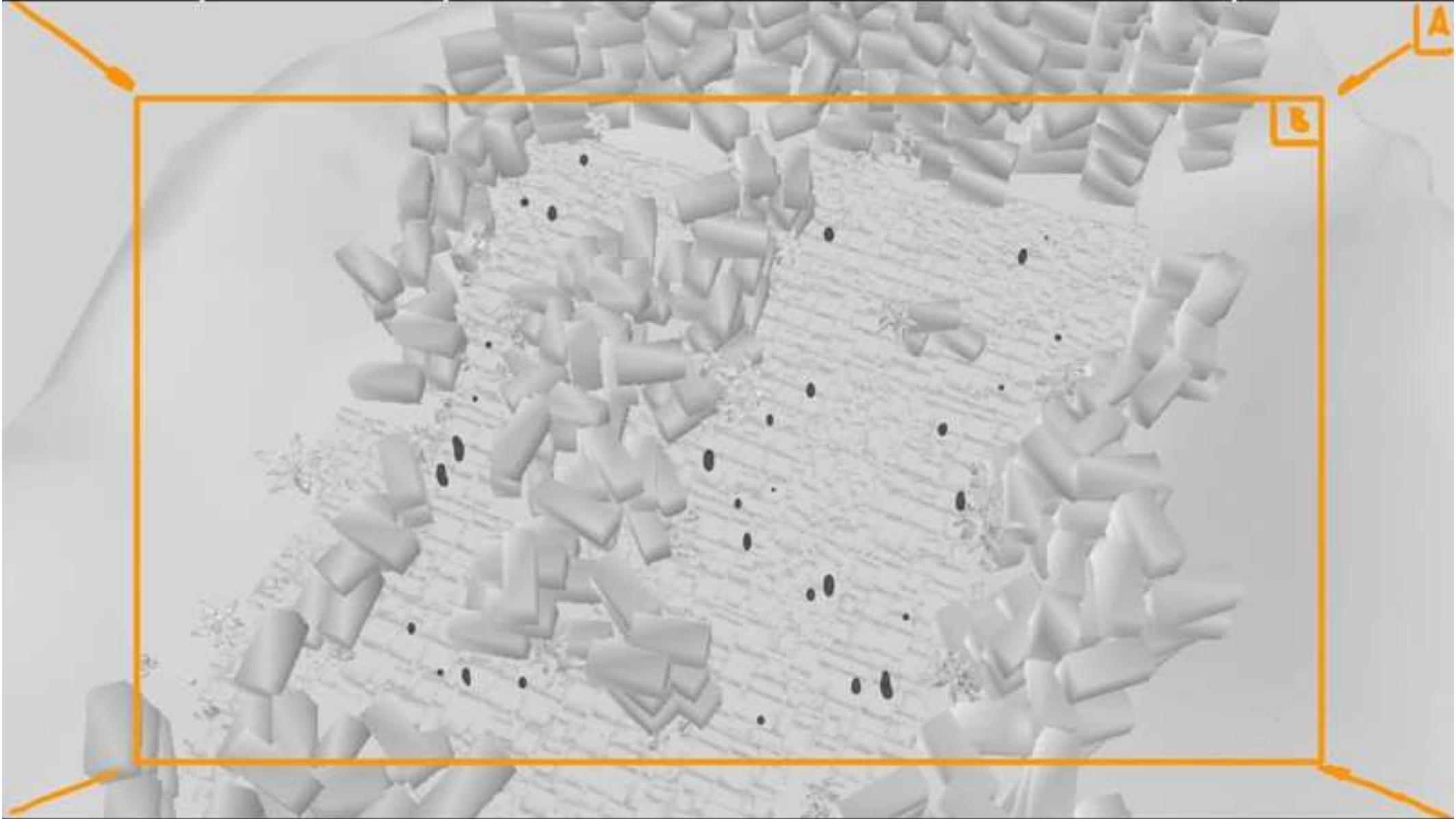
dialog

scene	shot	location	panel
020	140		



dialog

scene	shot	location	panel
030	010		



dialog

TRUCK IN
FROM [A] TO [B]

 X-DISS.

scene	shot	location	panel
030	020		

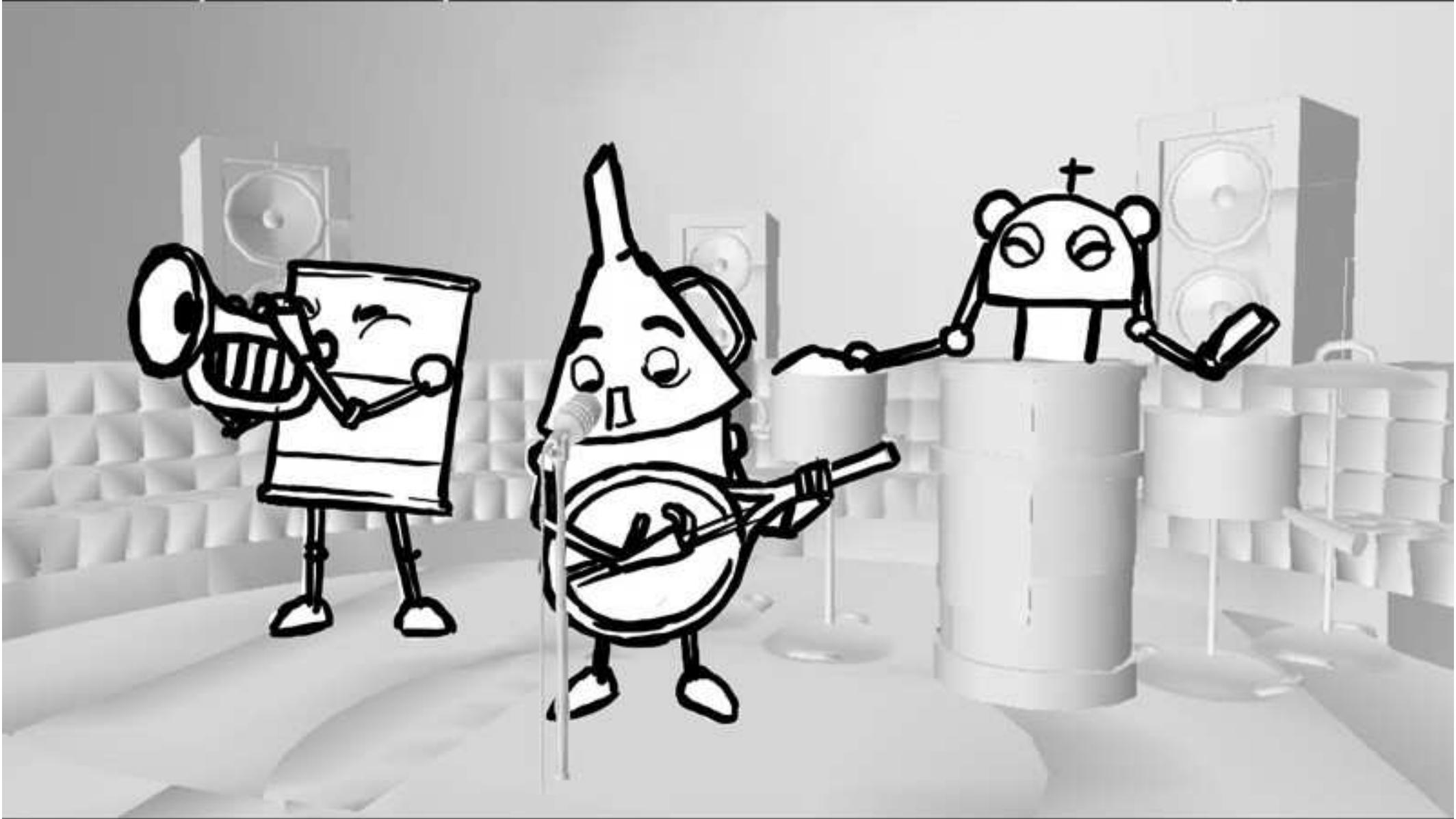


dialog

» Load music from inside Recording Studio «

TRACK IN FROM [A] TO [B]

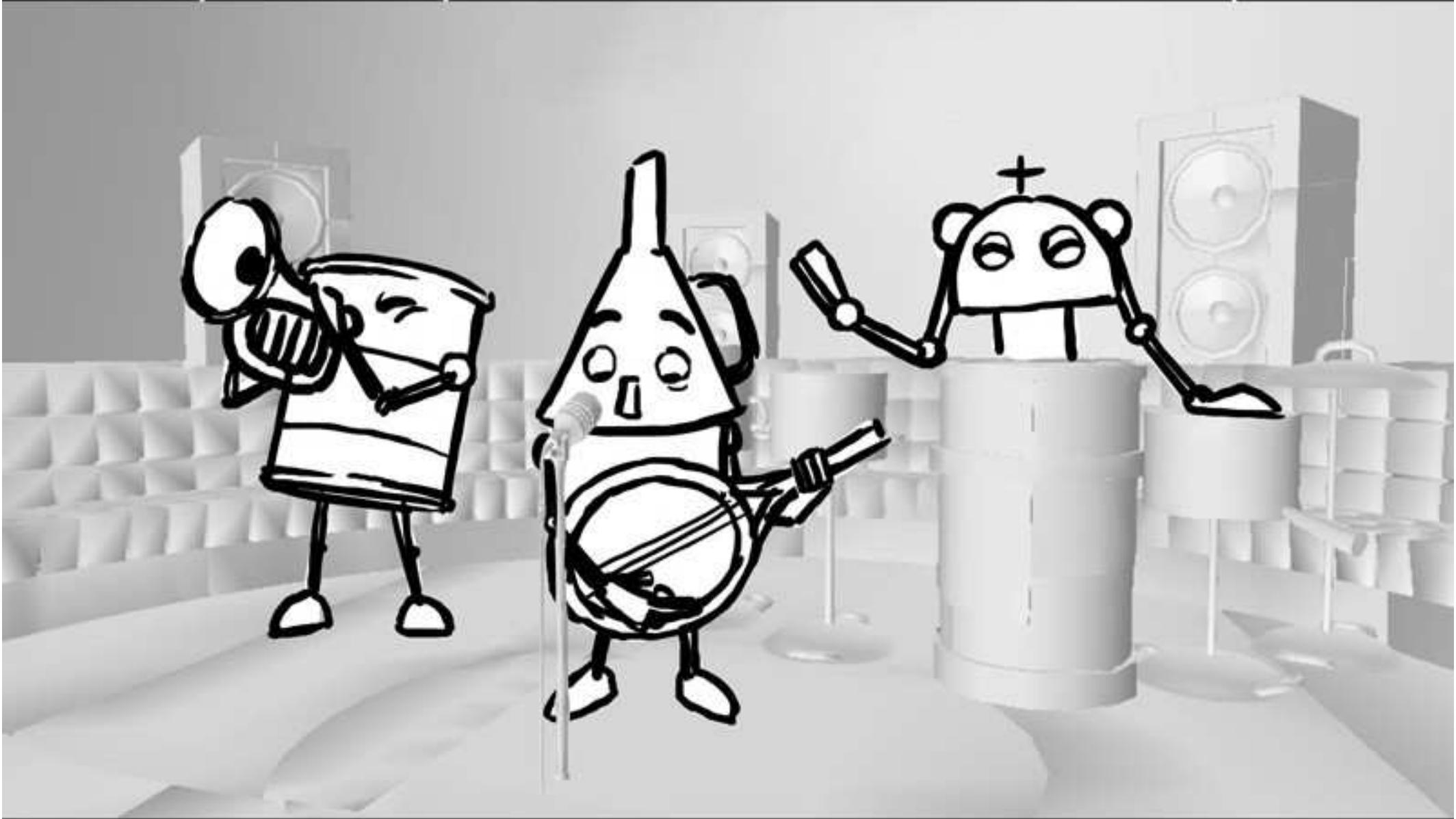
scene	shot	location	panel
040	010		



dialog

» SFX : Loud music «

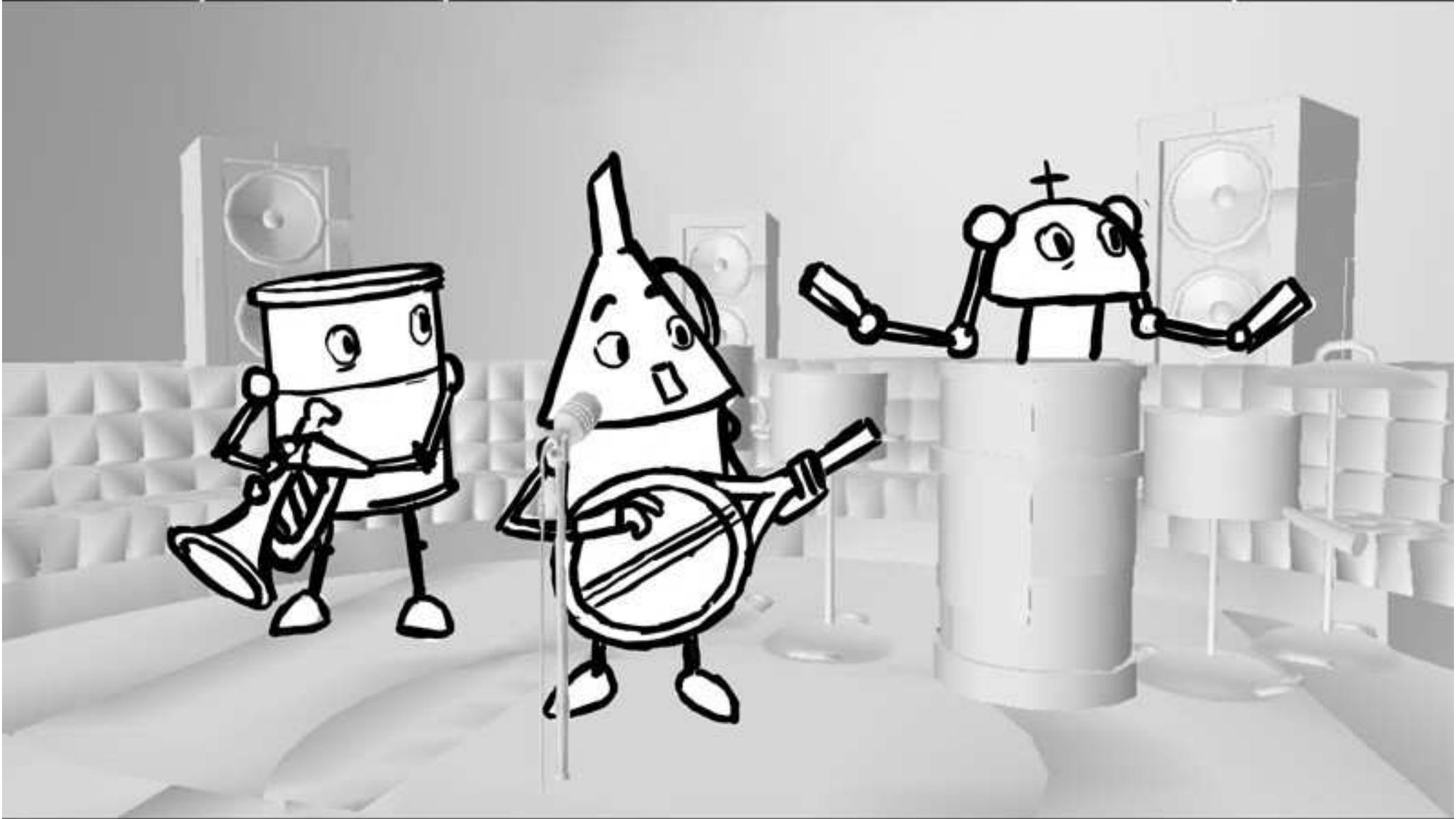
scene	shot	location	panel
040	010		



dialog

» SFX : Loud music «

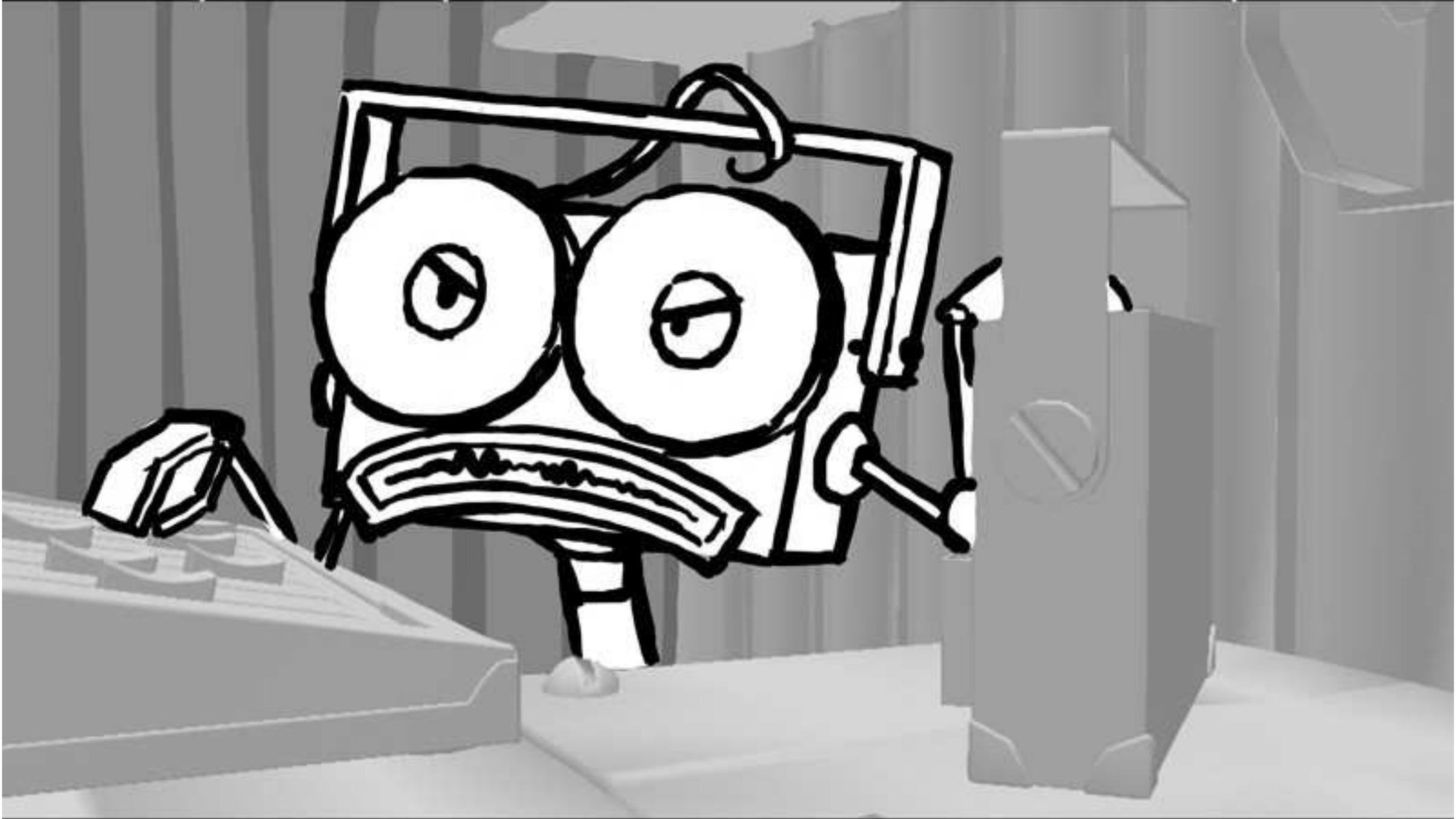
scene	shot	location	panel
040	010		



dialog

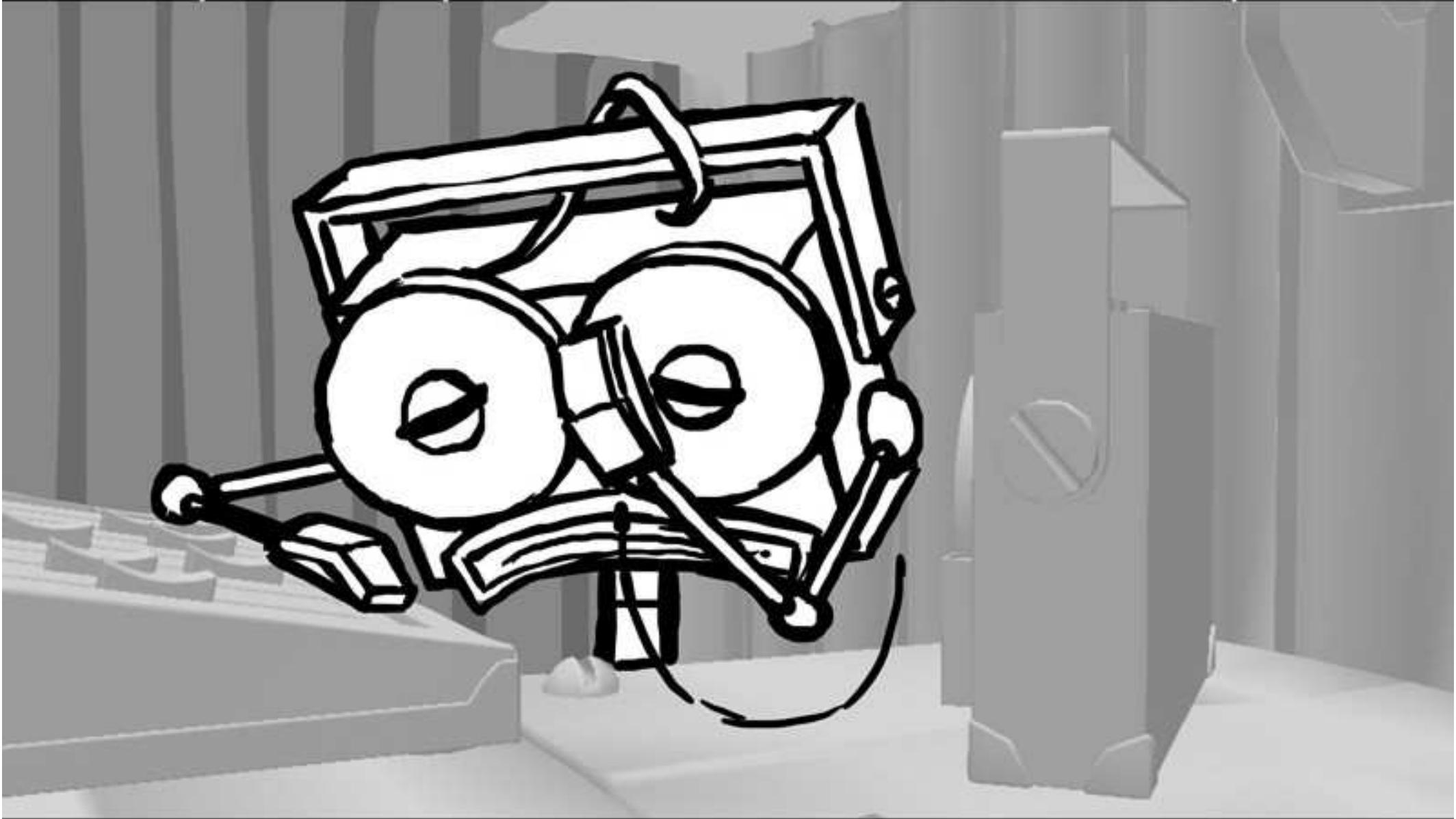
[OS] "Guys! GUYS!! GUYS!!!"

scene	shot	location	panel
040	020		



dialog
"you sound worse than a buzz-saw..."

scene	shot	location	panel
040	020		



dialog
"... hitting on steel. "

scene	shot	location	panel
050	010		



dialog

scene	shot	location	panel
050	010		



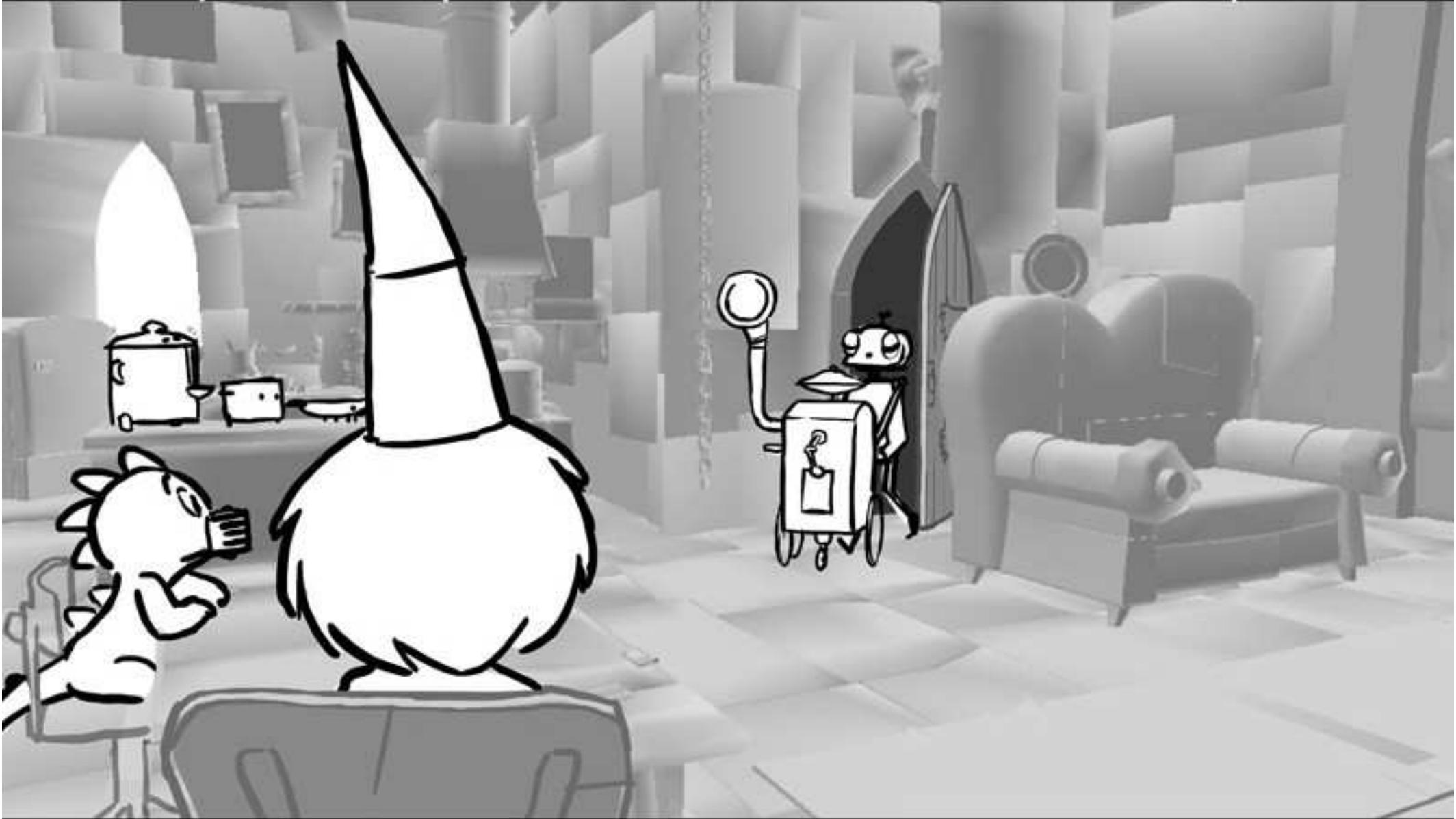
dialog

scene	shot	location	panel
050	020		



dialog

scene	shot	location	panel
050	020		



dialog

scene	shot	location	panel
050	020		



dialog

scene	shot	location	panel
050	020		



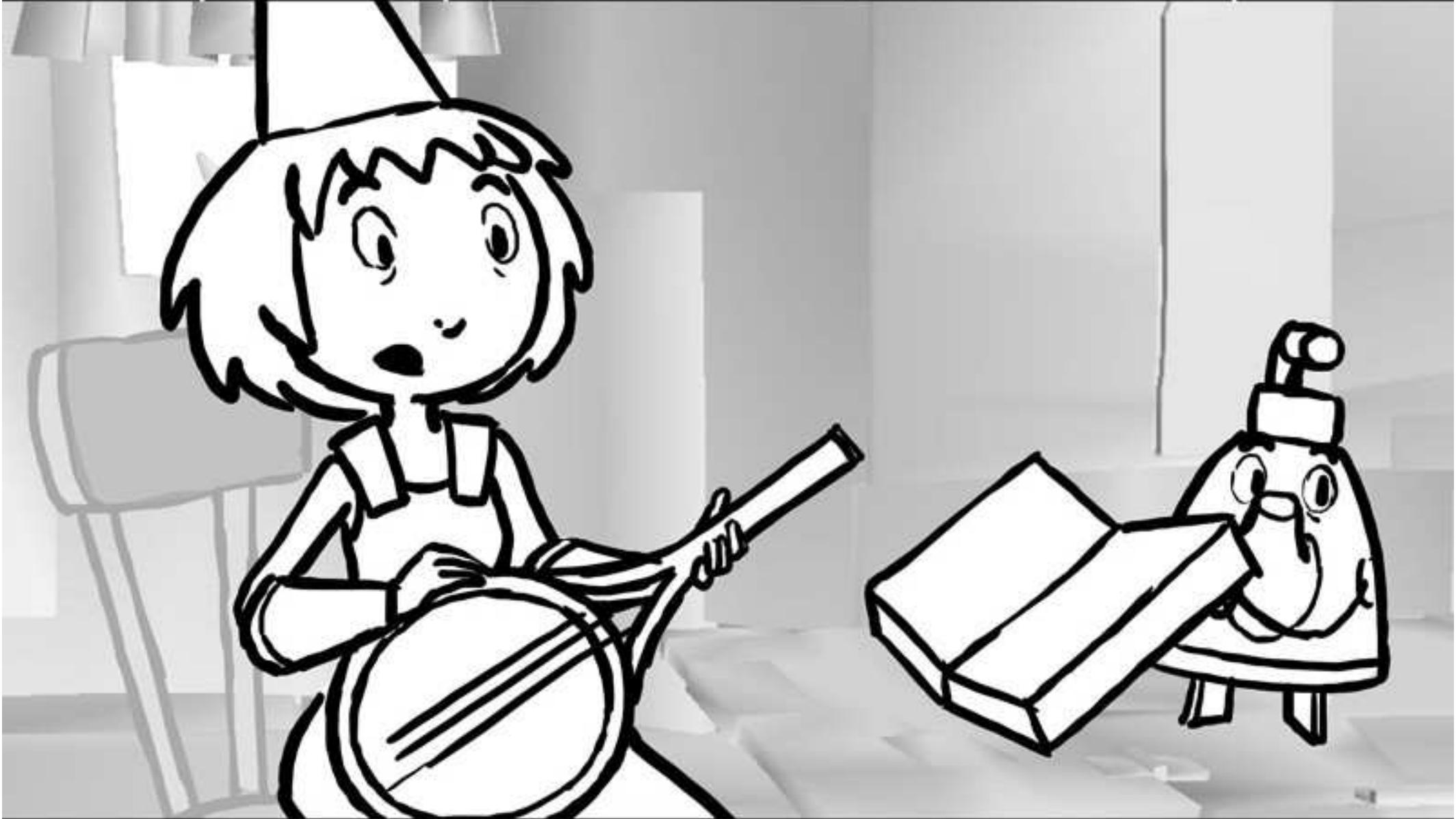
dialog

scene	shot	location	panel
050	020		



dialog "Tattaa!!!"

scene	shot	location	panel
050	030		



dialog

"Huh?"

scene	shot	location	panel
050	030		



dialog

"What is that?"

scene

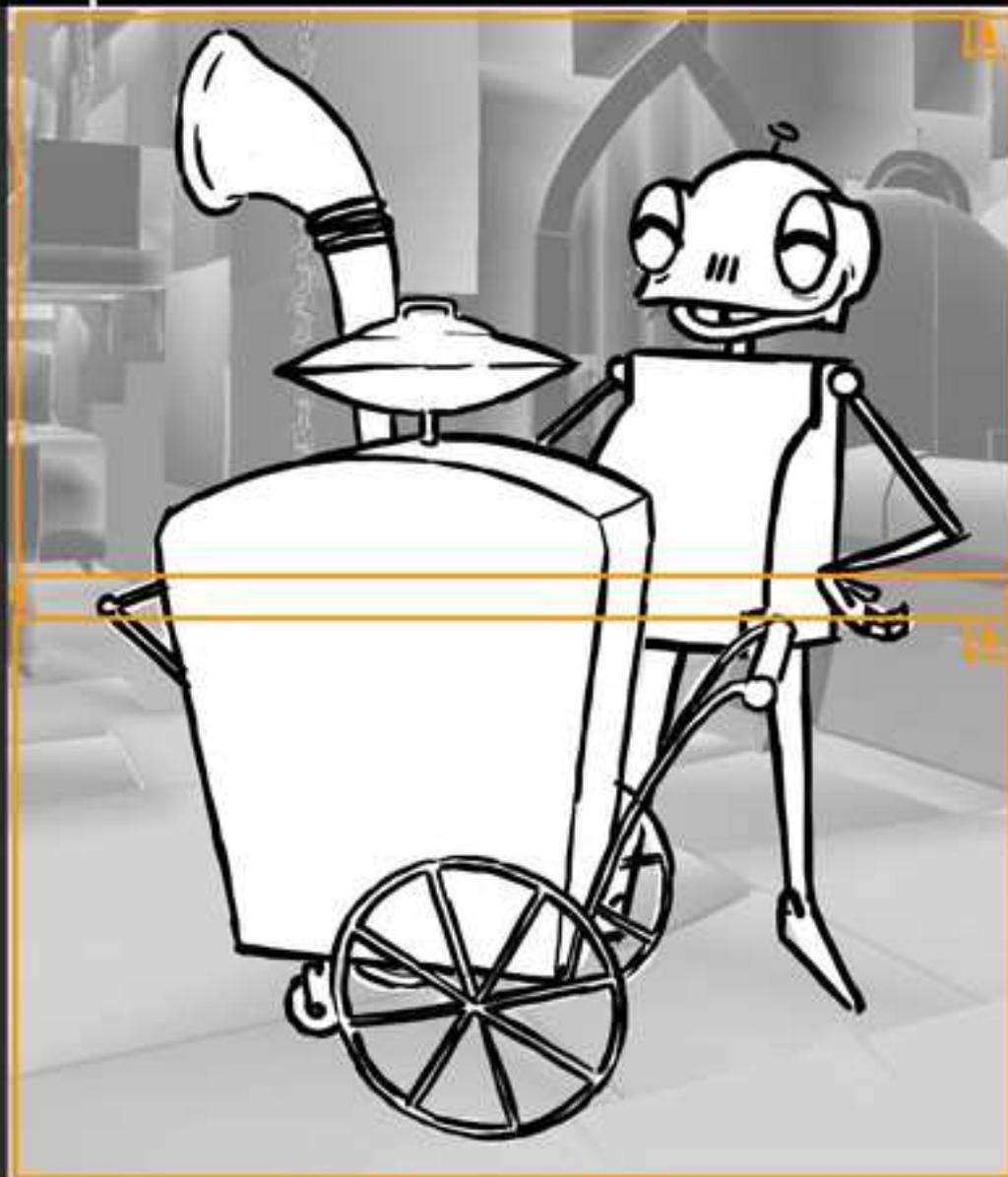
shot

location

panel

050

040



dialog

"The Rustonium." "

PAN FROM
[A] TO [B]

scene

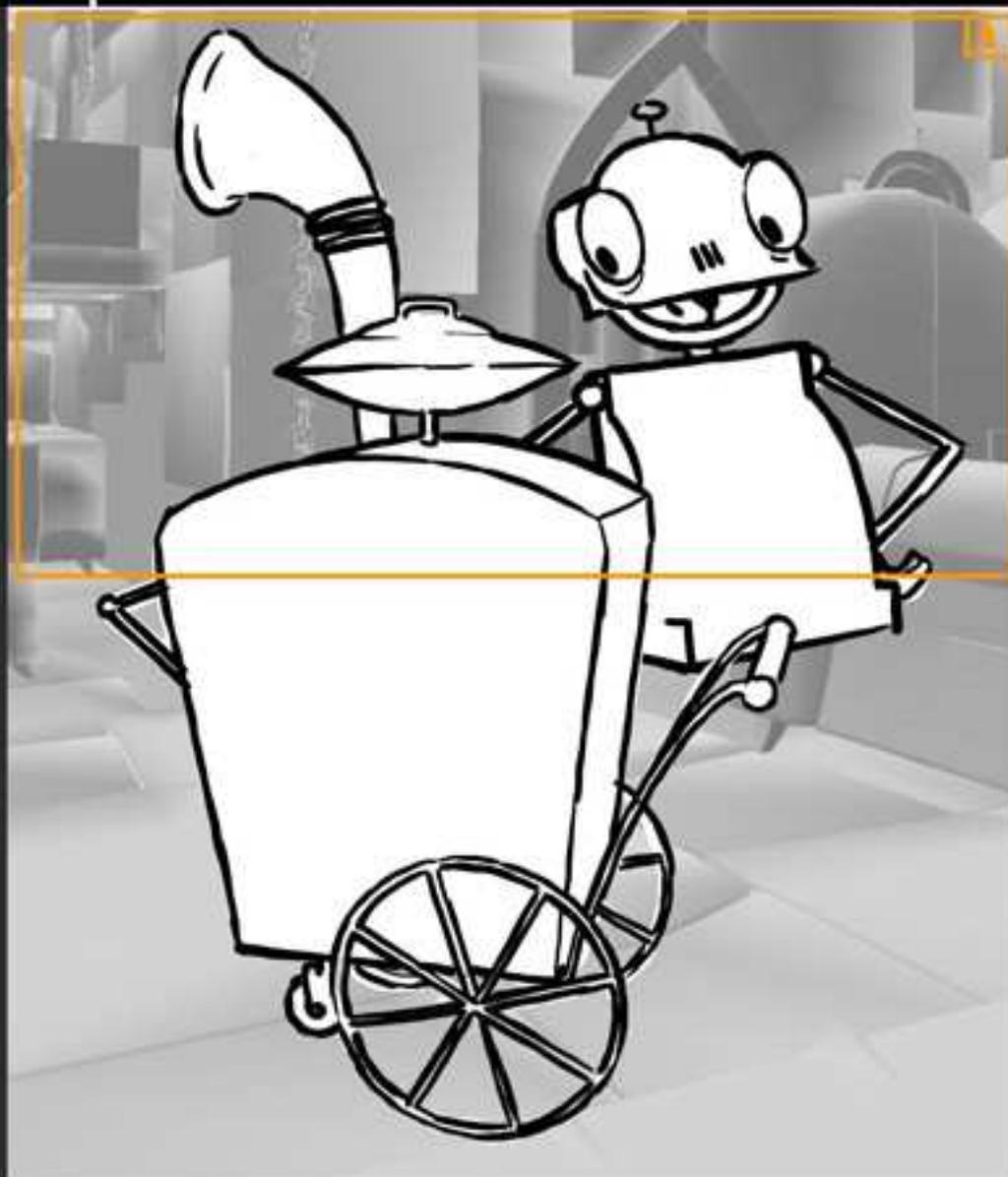
shot

location

panel

050

040



dialog

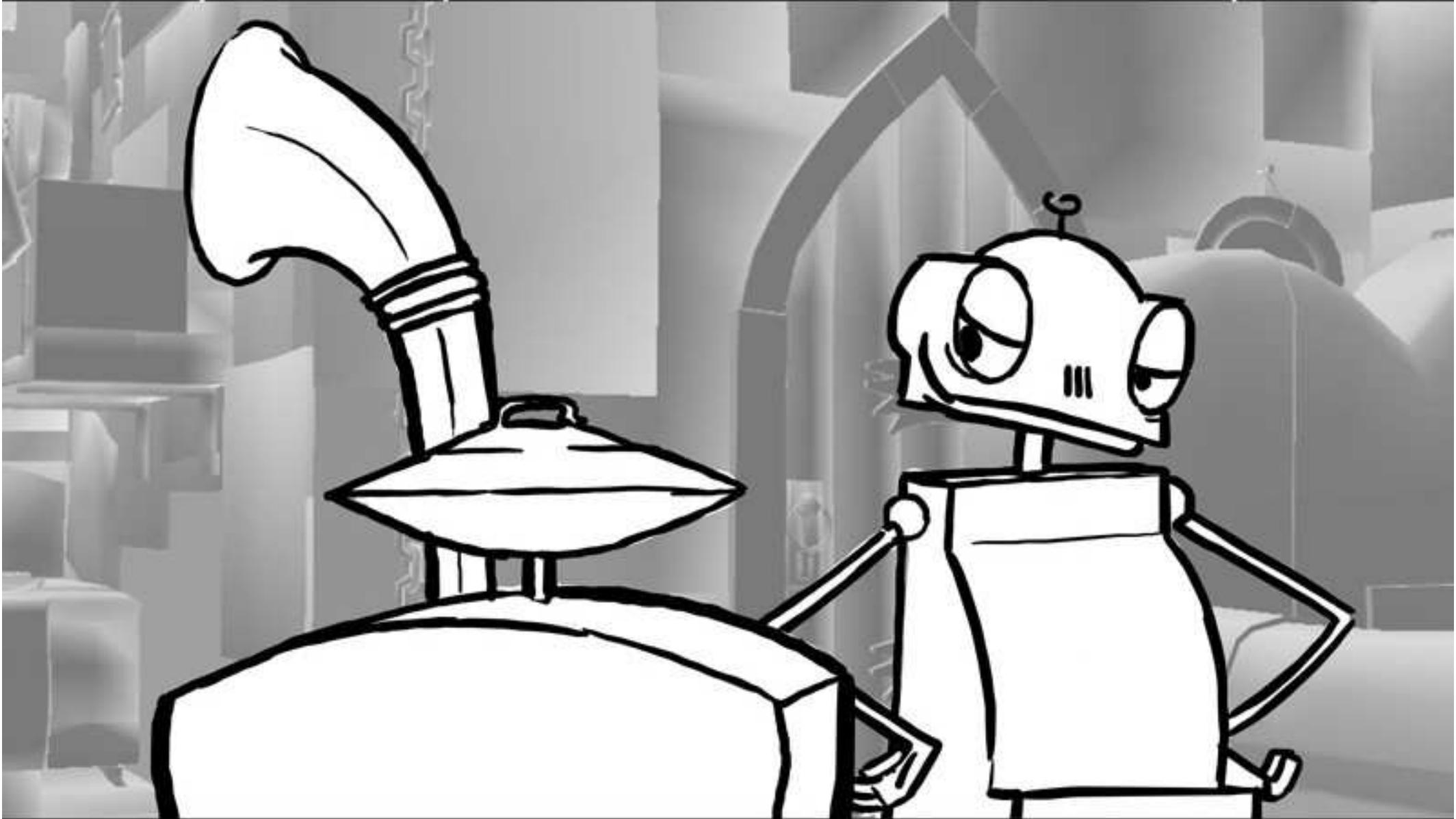
" My Dad invented it. "

scene	shot	location	panel
050	050		



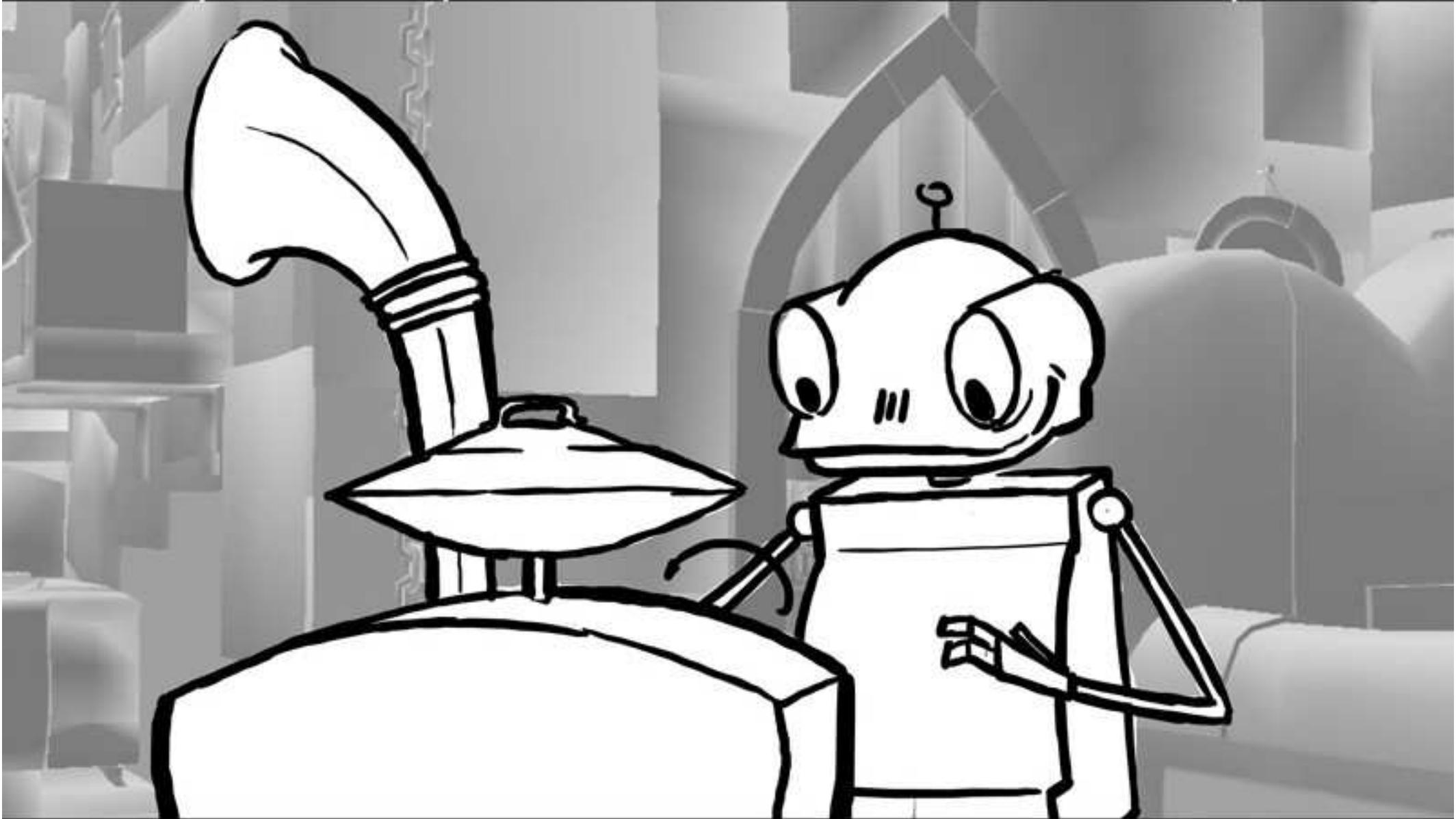
dialog
"Cool!"

scene	shot	location	panel
050	060		



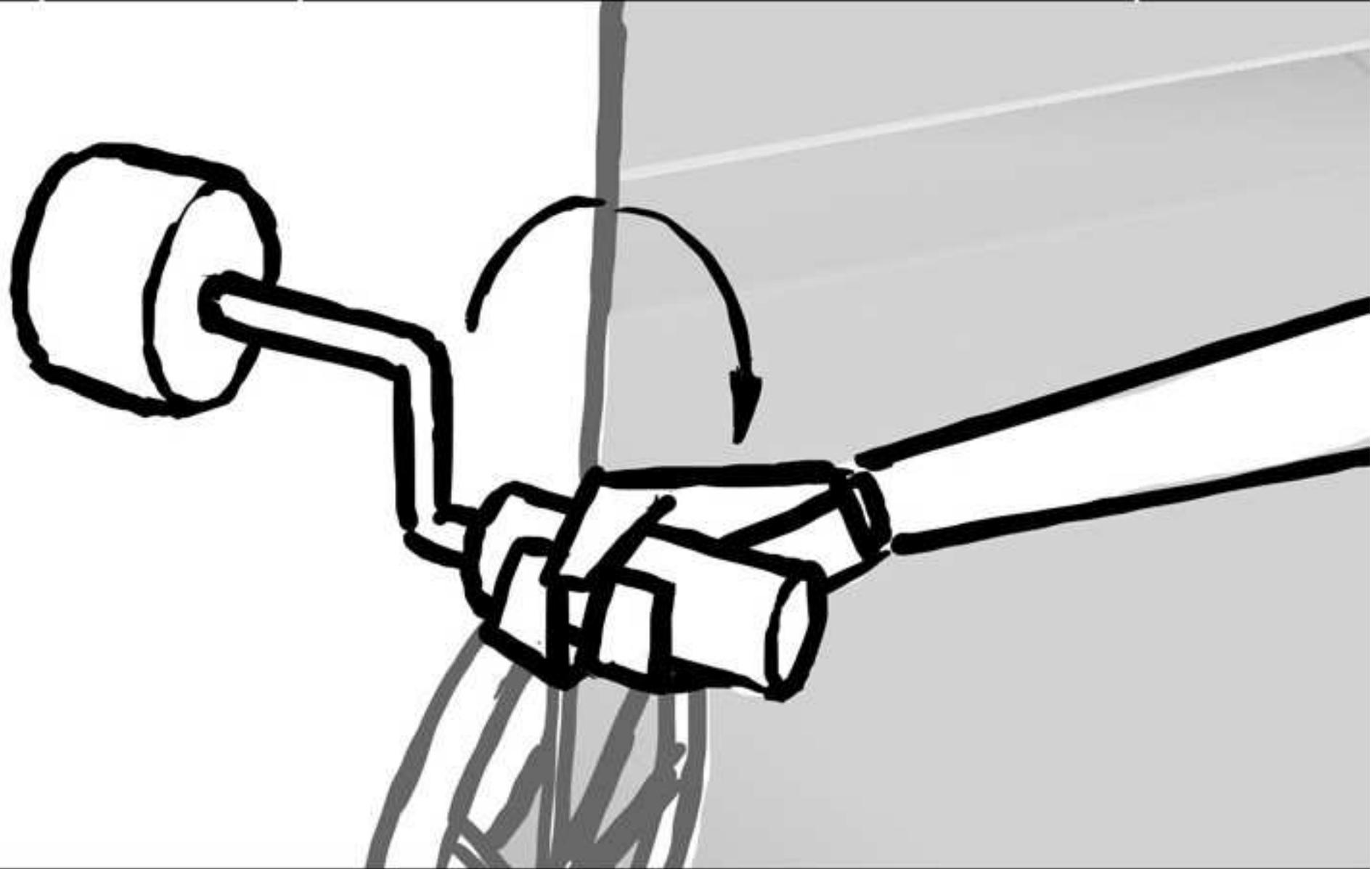
dialog

scene	shot	location	panel
050	060		



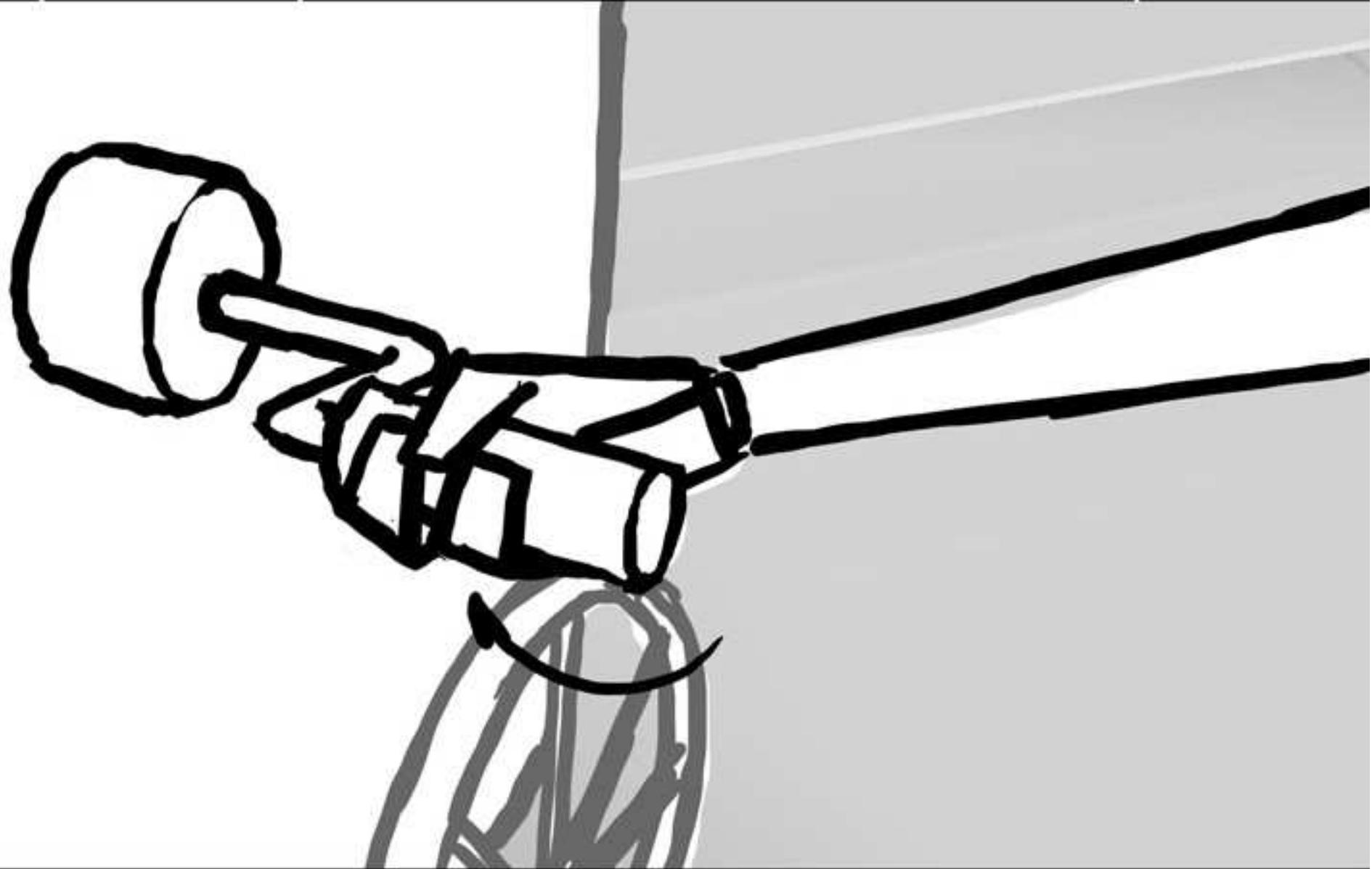
dialog

scene	shot	location	panel
050	070		



dialog
>> Rustonium music starts <<

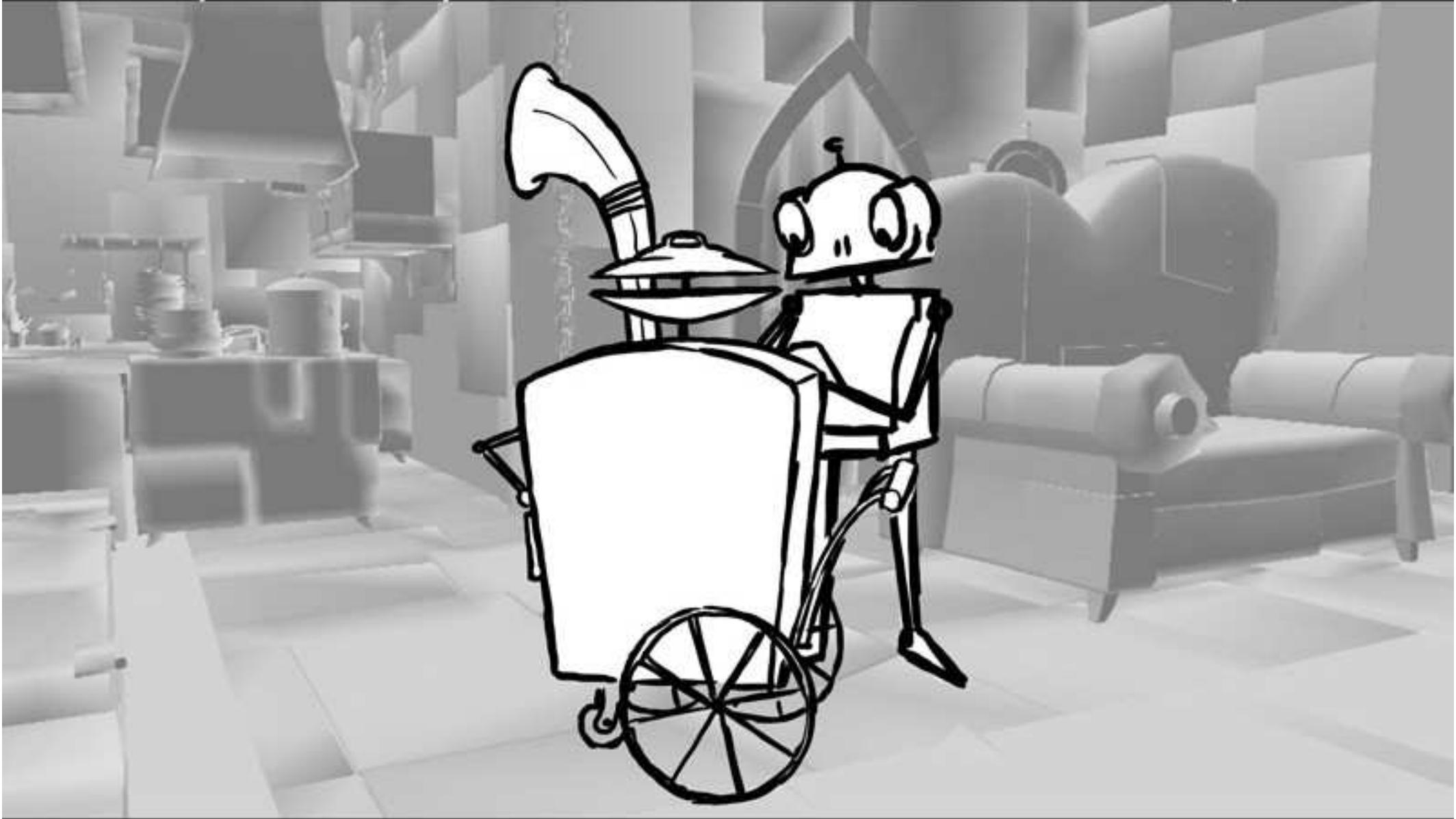
scene	shot	location	panel
050	070		



dialog

>> Rustonium music starts <<

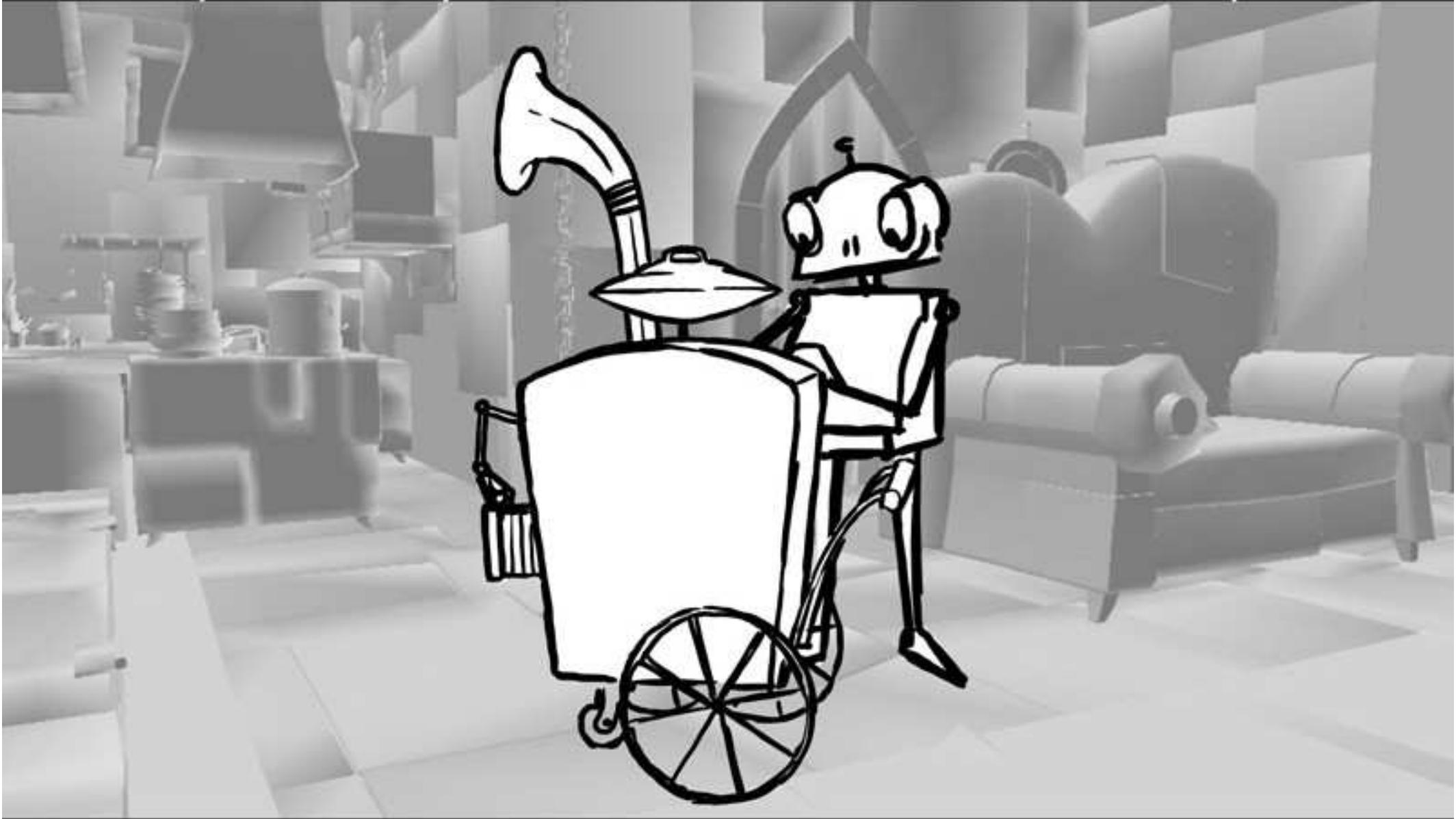
scene	shot	location	panel
050	080		



dialog

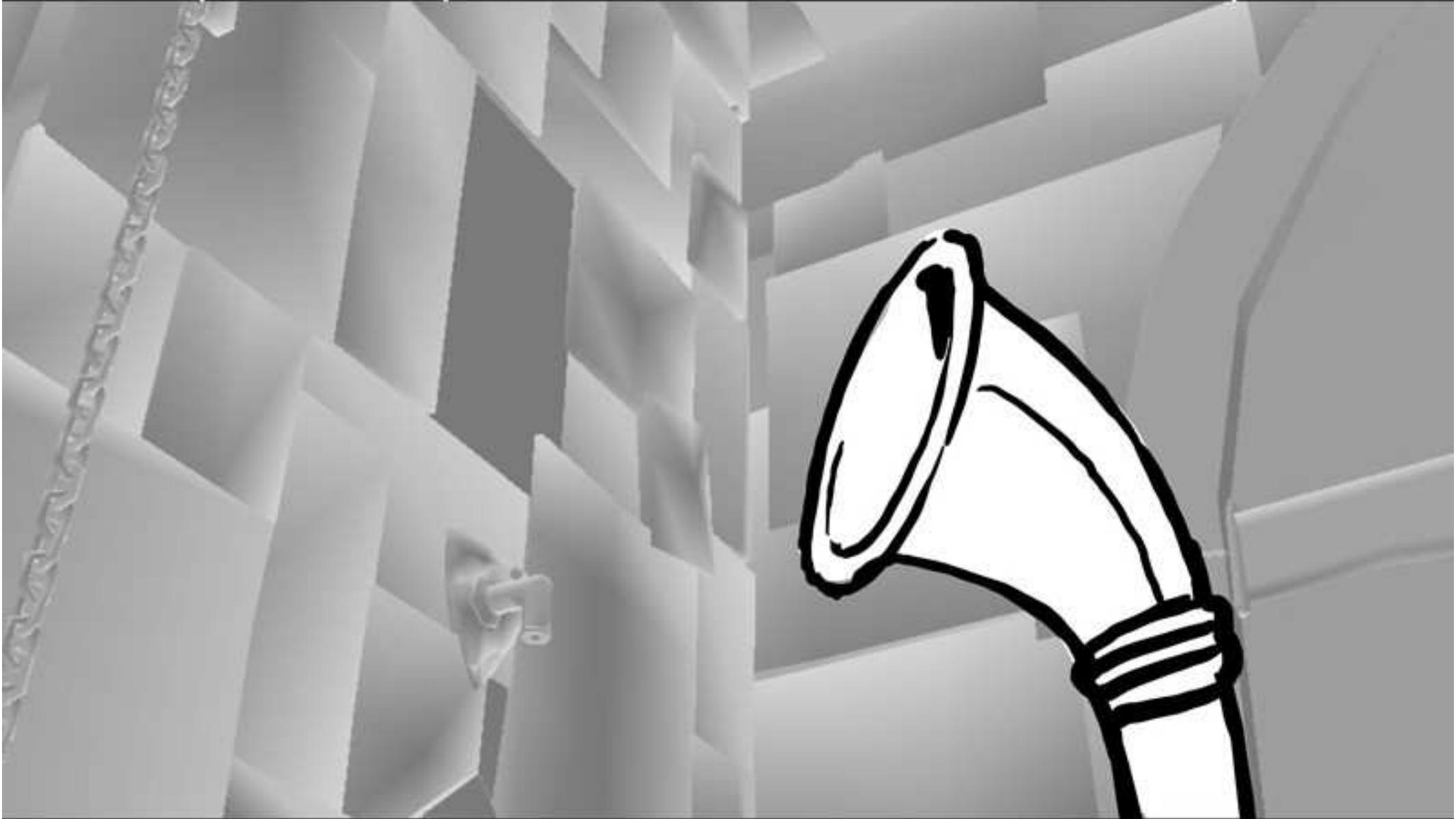
>> SFX: Rustonium <<

scene	shot	location	panel
050	080		



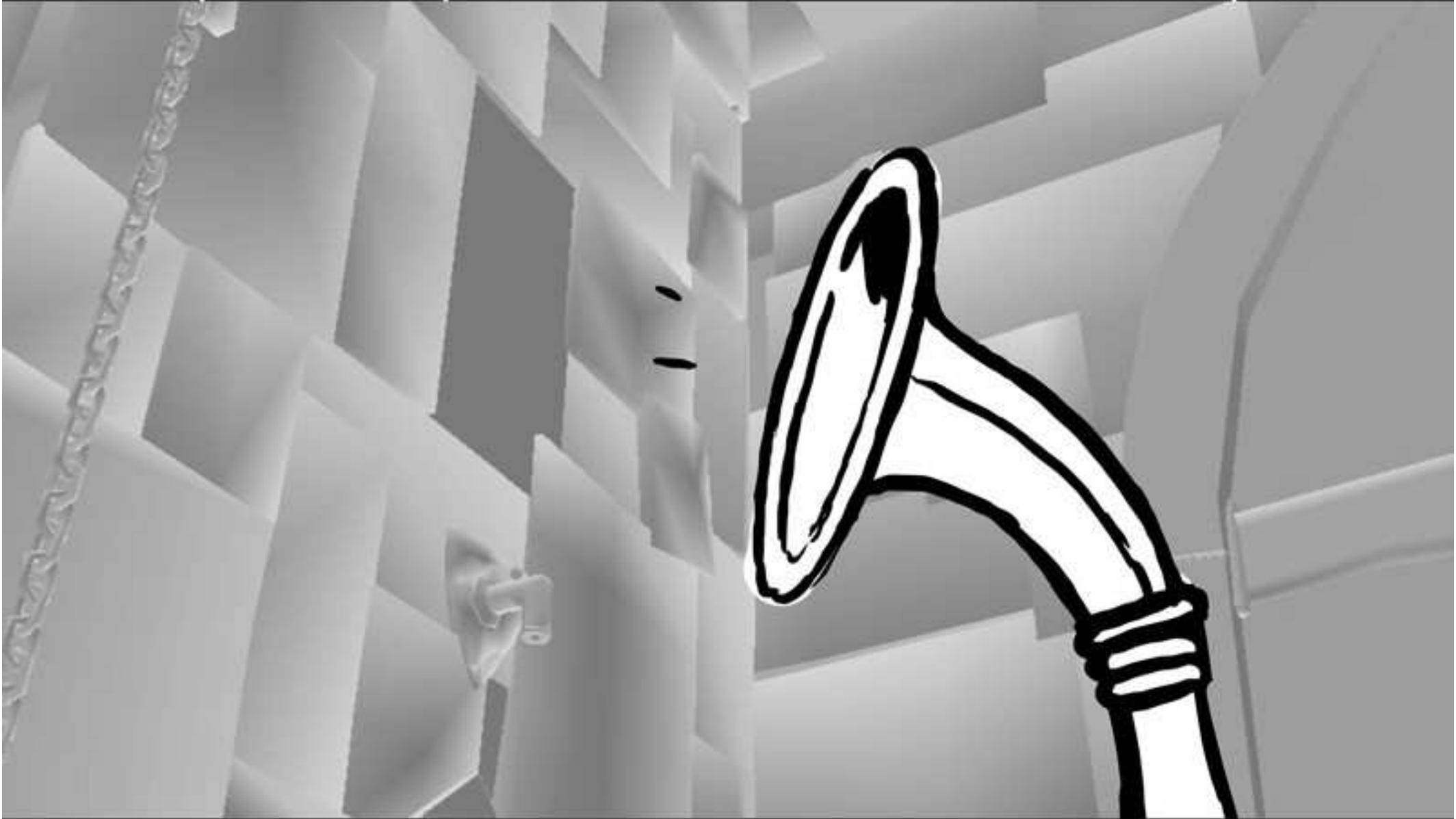
dialog
>> SFX: Rustonium <<

scene	shot	location	panel
050	090		



dialog
>> SFX: Rustonium <<

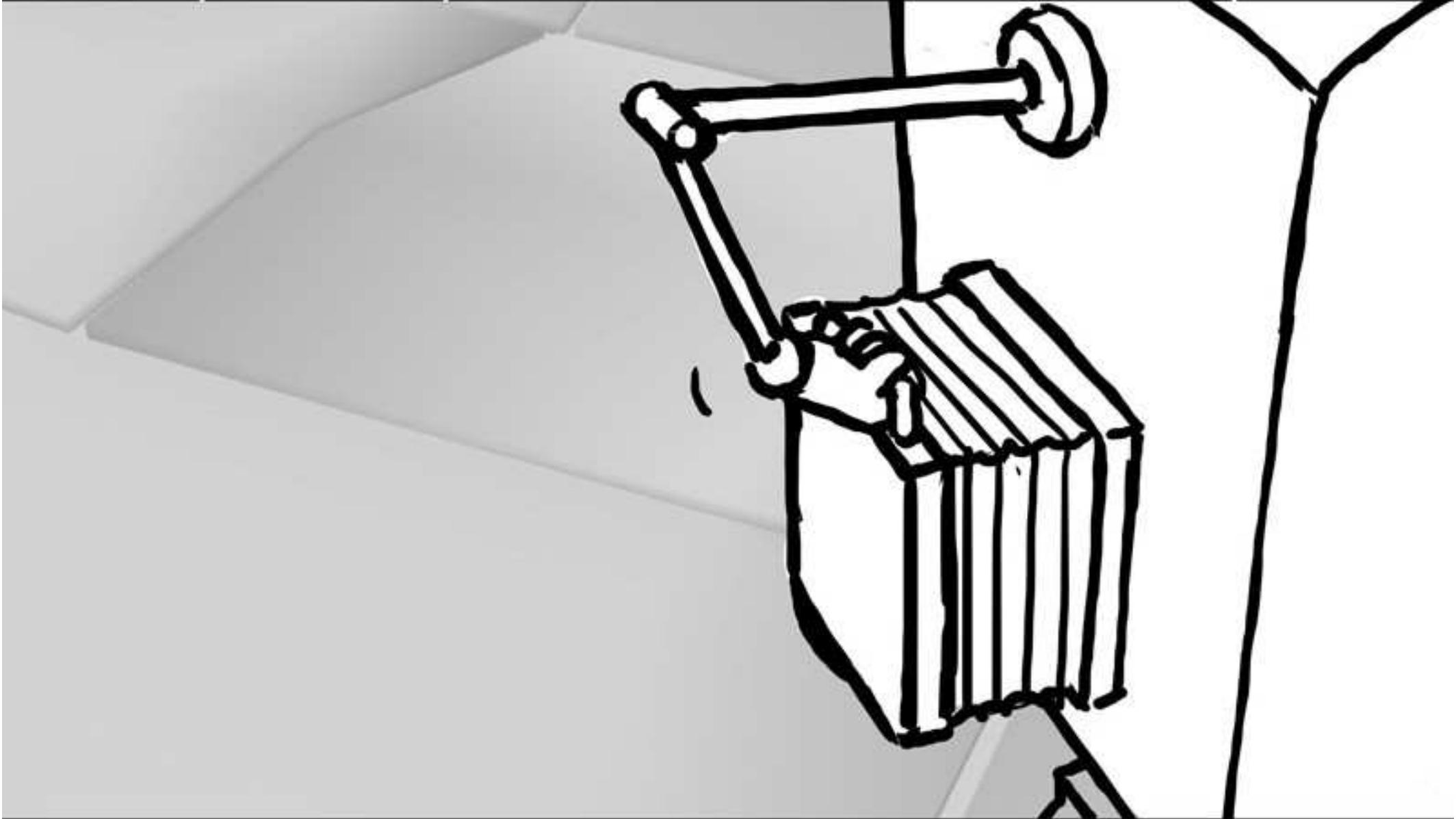
scene	shot	location	panel
050	090		



dialog

>> SFX: Rustonium <<

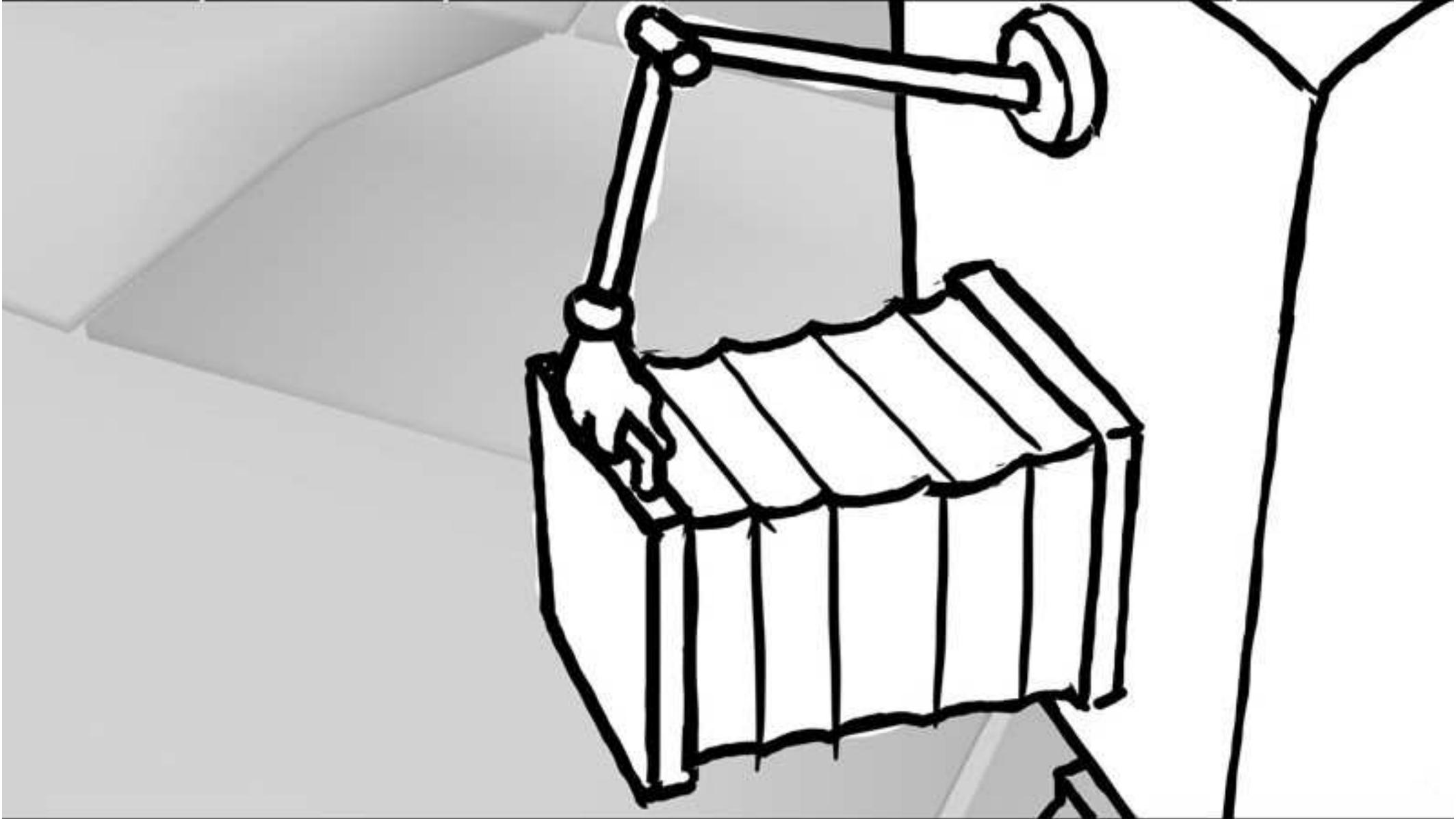
scene	shot	location	panel
050	100		



dialog

>> SFX: Rustonium <<

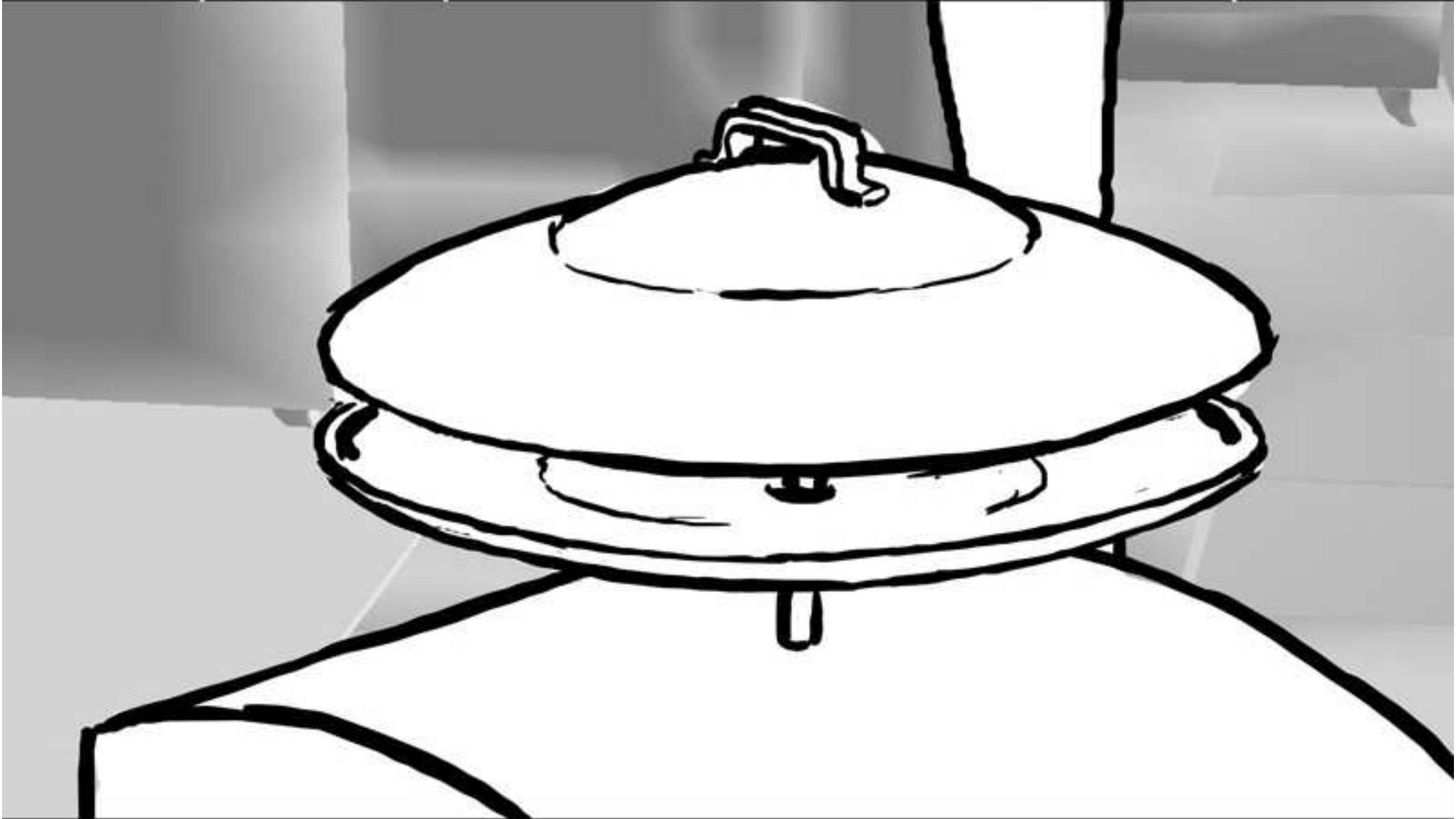
scene	shot	location	panel
050	100		



dialog

>> SFX: Rustonium <<

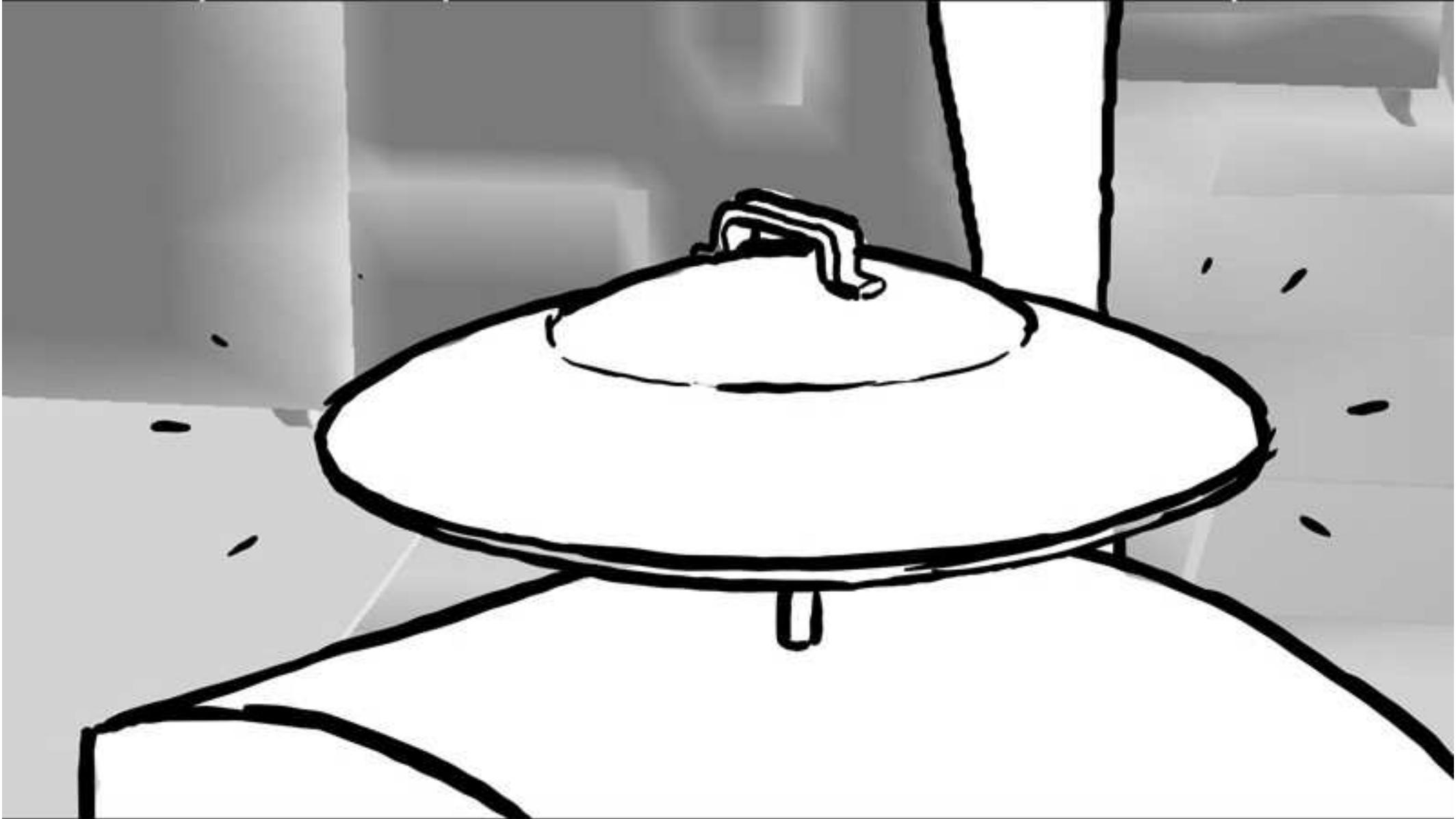
scene	shot	location	panel
050	110		



dialog

>> SFX: Rustonium <<

scene	shot	location	panel
050	110		



dialog

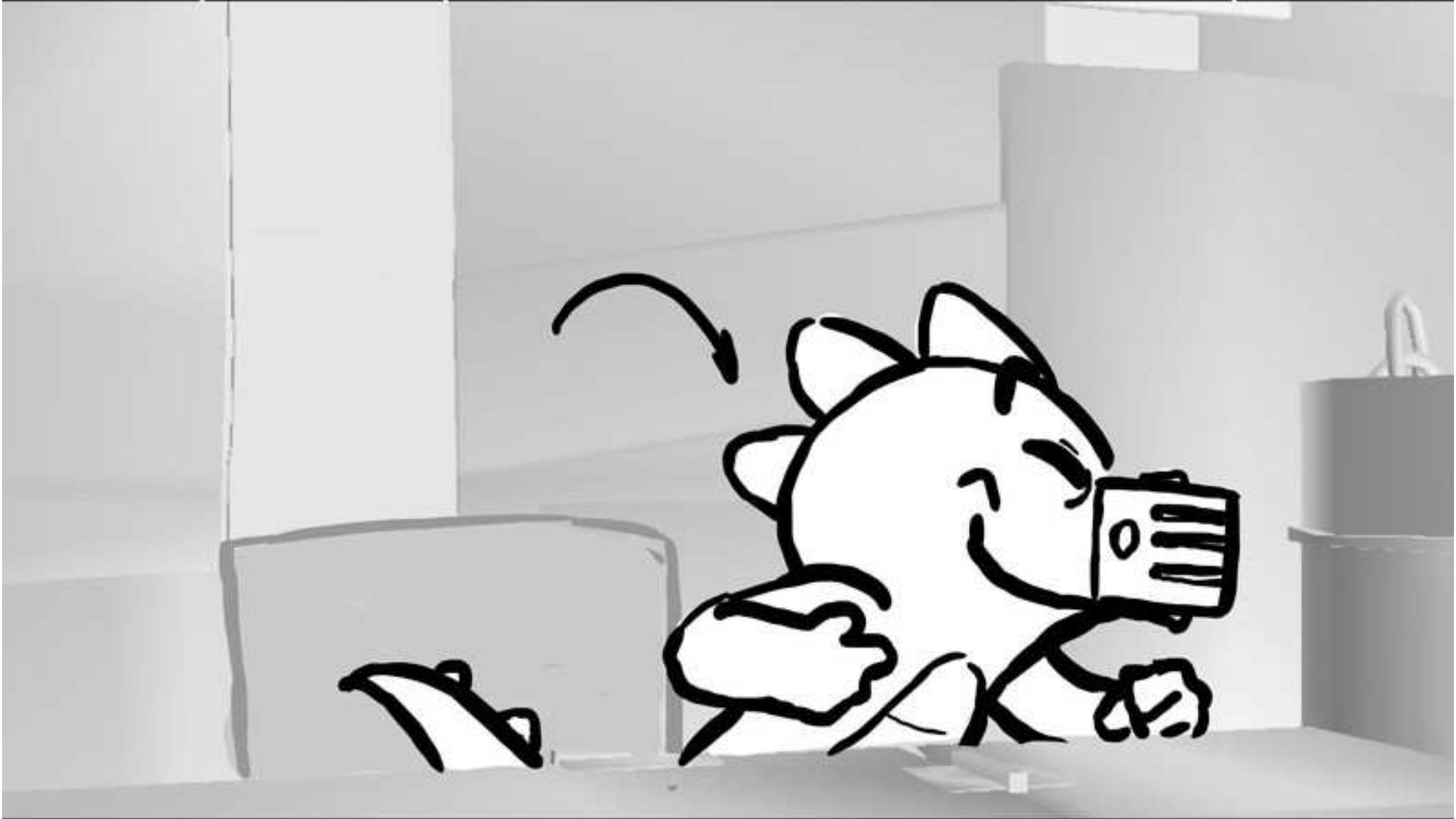
>> SFX: Rustonium <<

scene	shot	location	panel
050	120		



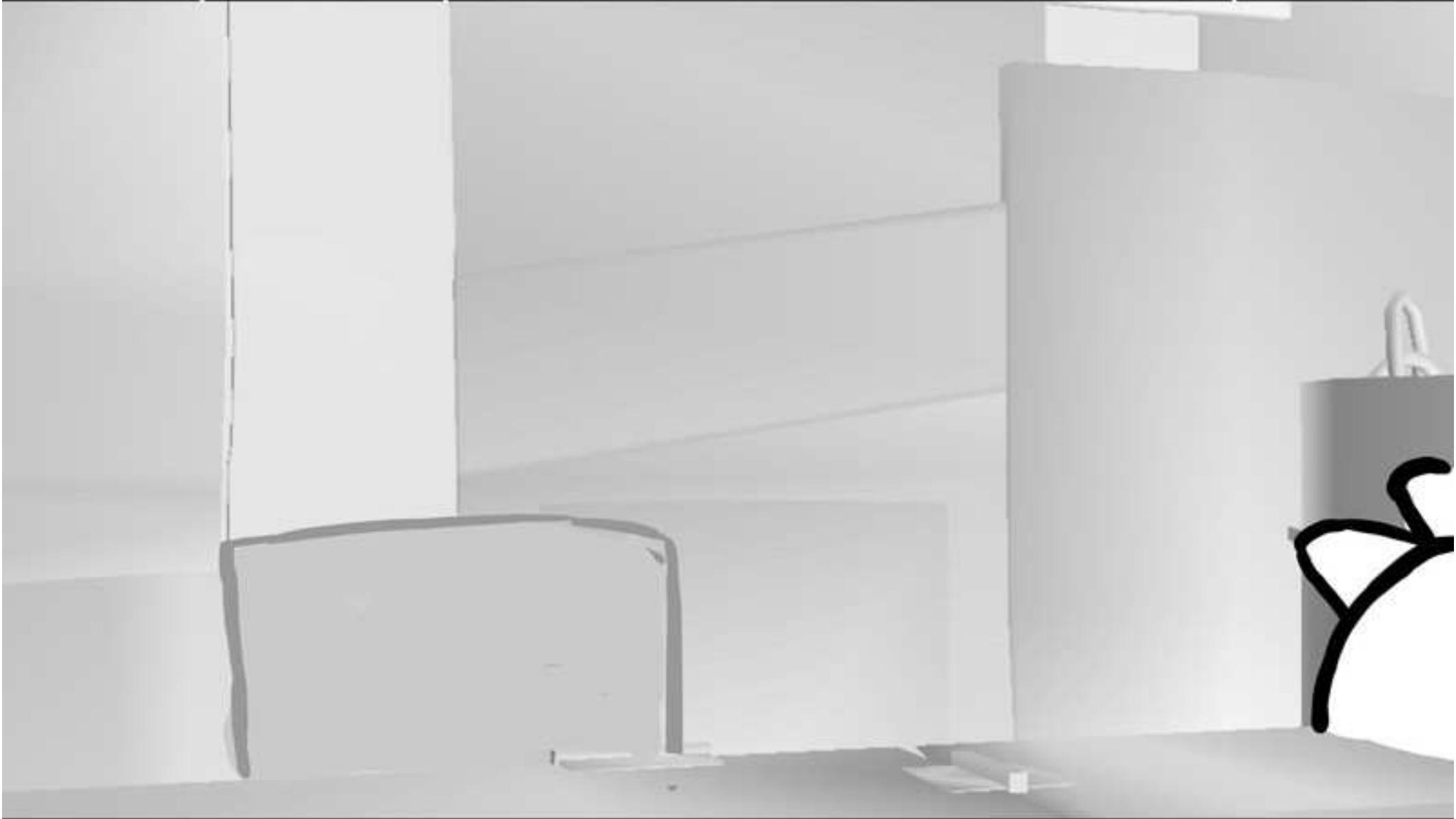
dialog "Wow! It's like a whole orchestra!"

scene	shot	location	panel
050	120		



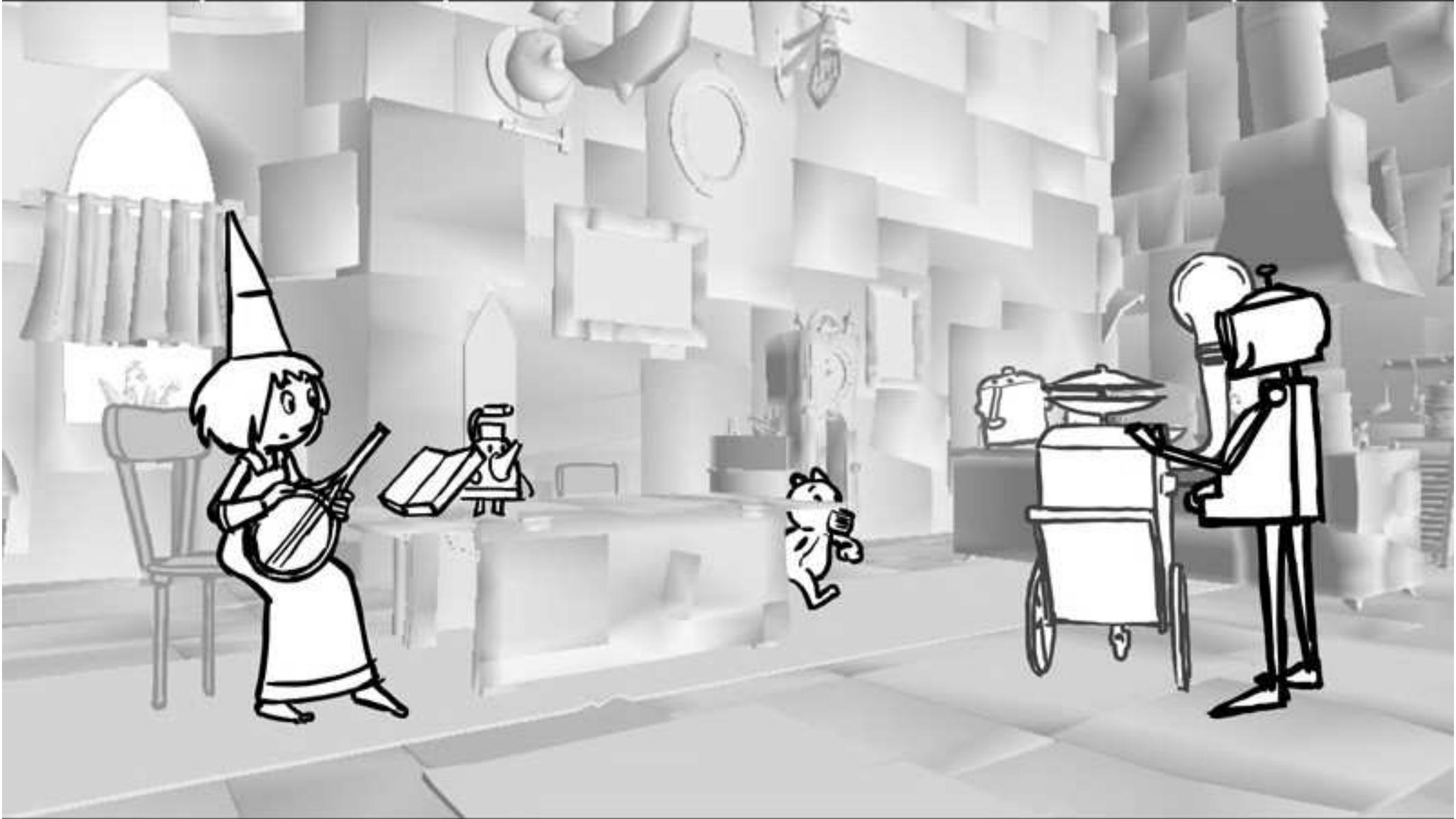
dialog

scene	shot	location	panel
050	120		



dialog

scene	shot	location	panel
050	130		



dialog

>> SFX: Rustonium <<

scene	shot	location	panel
050	130		



dialog

>> SFX: Rustonium <<

scene	shot	location	panel
050	130		



dialog

>> SFX: Rustonium <<

scene	shot	location	panel
050	130		



dialog

>> SFX: Rustonium <<

scene	shot	location	panel
050	130		



dialog

>> SFX: Rustonium <<

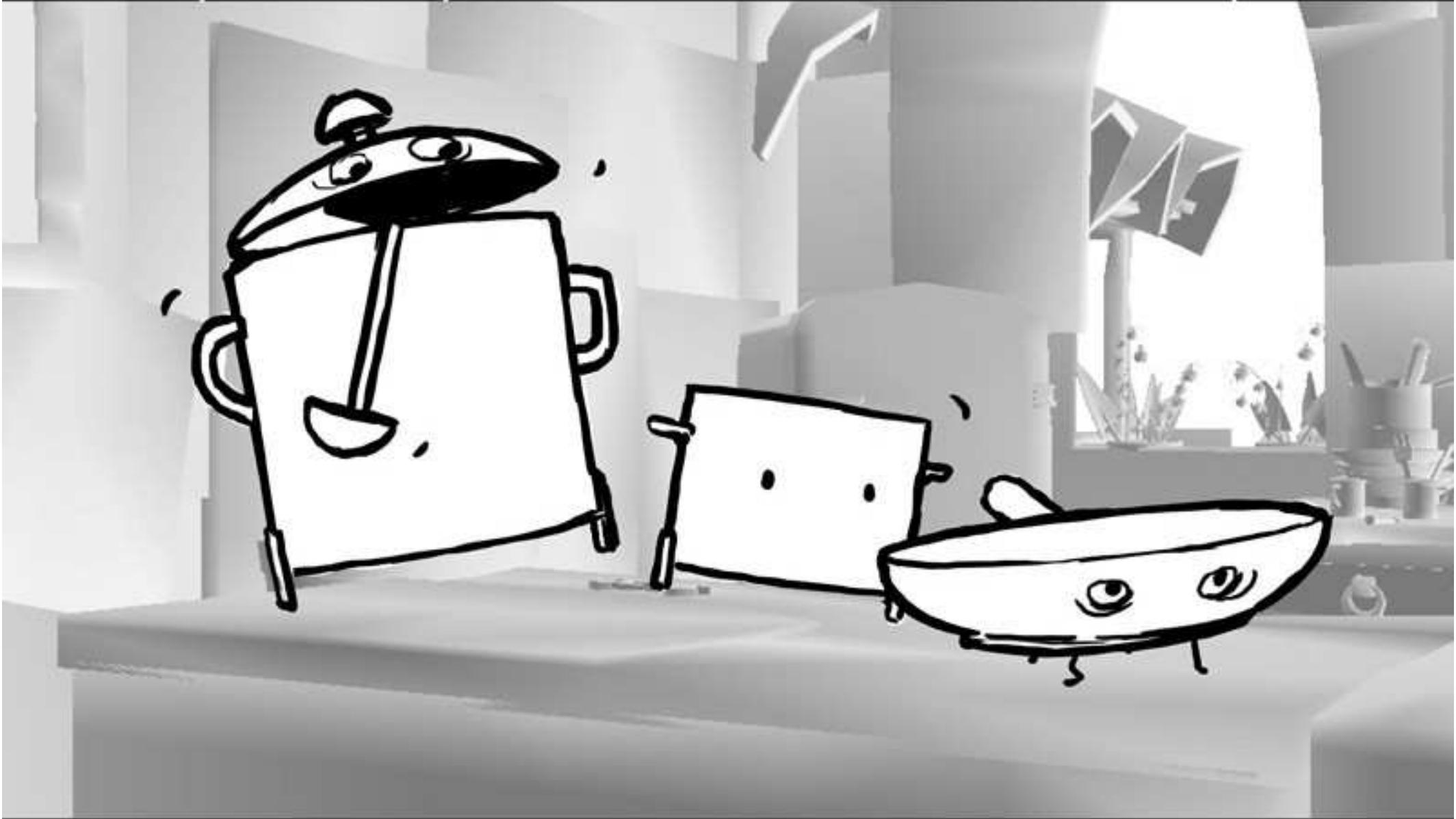
scene	shot	location	panel
050	130		



dialog

>> SFX: Rustonium <<

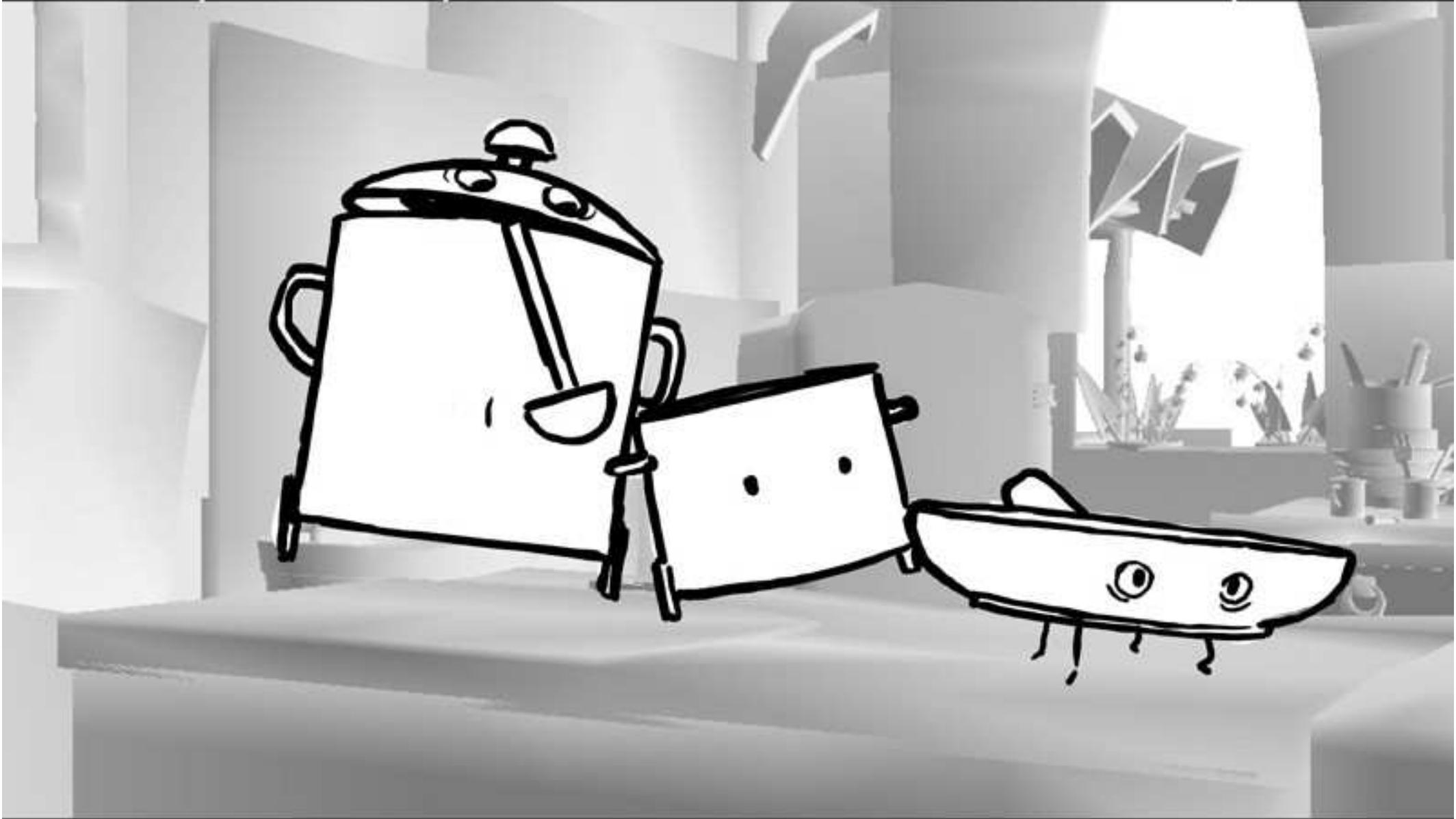
scene	shot	location	panel
050	140		



dialog

>> SFX: Rustonium <<

scene	shot	location	panel
050	140		



dialog
>> SFX: Rustonium <<

scene	shot	location	panel
050	150		



dialog "All you are doing is turning the handle, Rusty."

scene	shot	location	panel
050	150		



dialog "It's not a proper instrument, it's just a machine..."

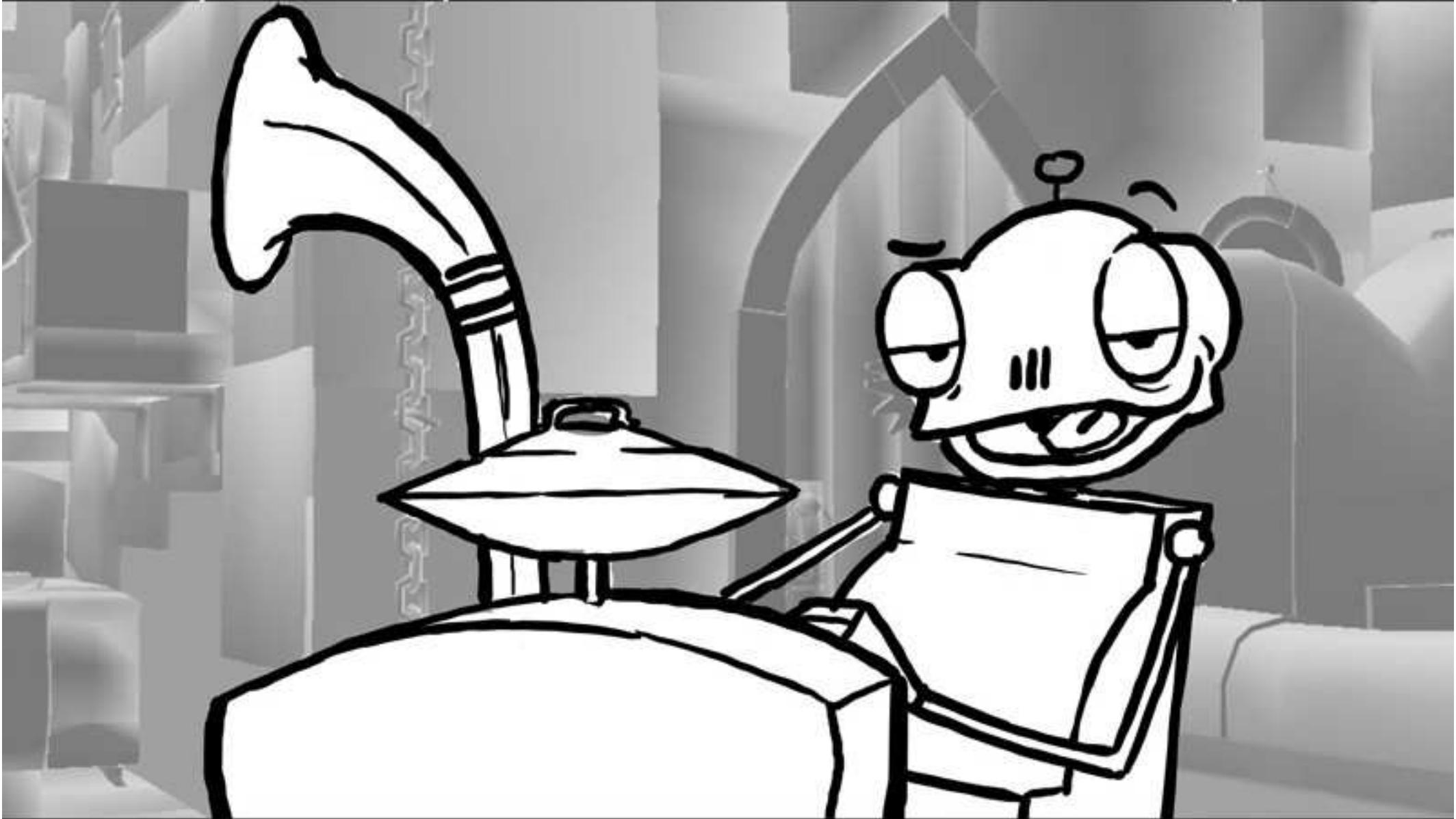
scene	shot	location	panel
050	160		



dialog

>> giggles <<

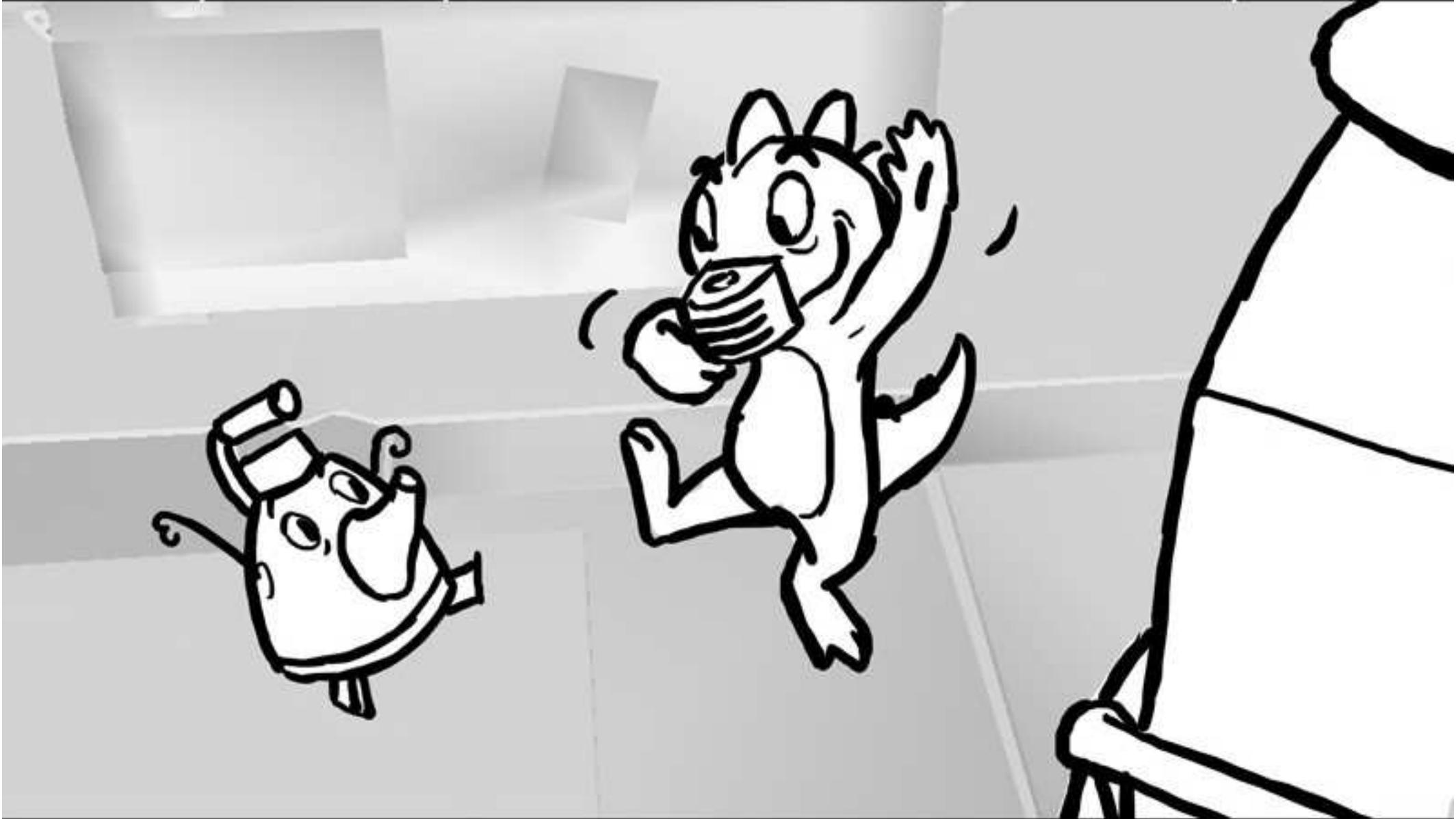
scene	shot	location	panel
050	160		



dialog

"your jealous."

scene	shot	location	panel
050	170		



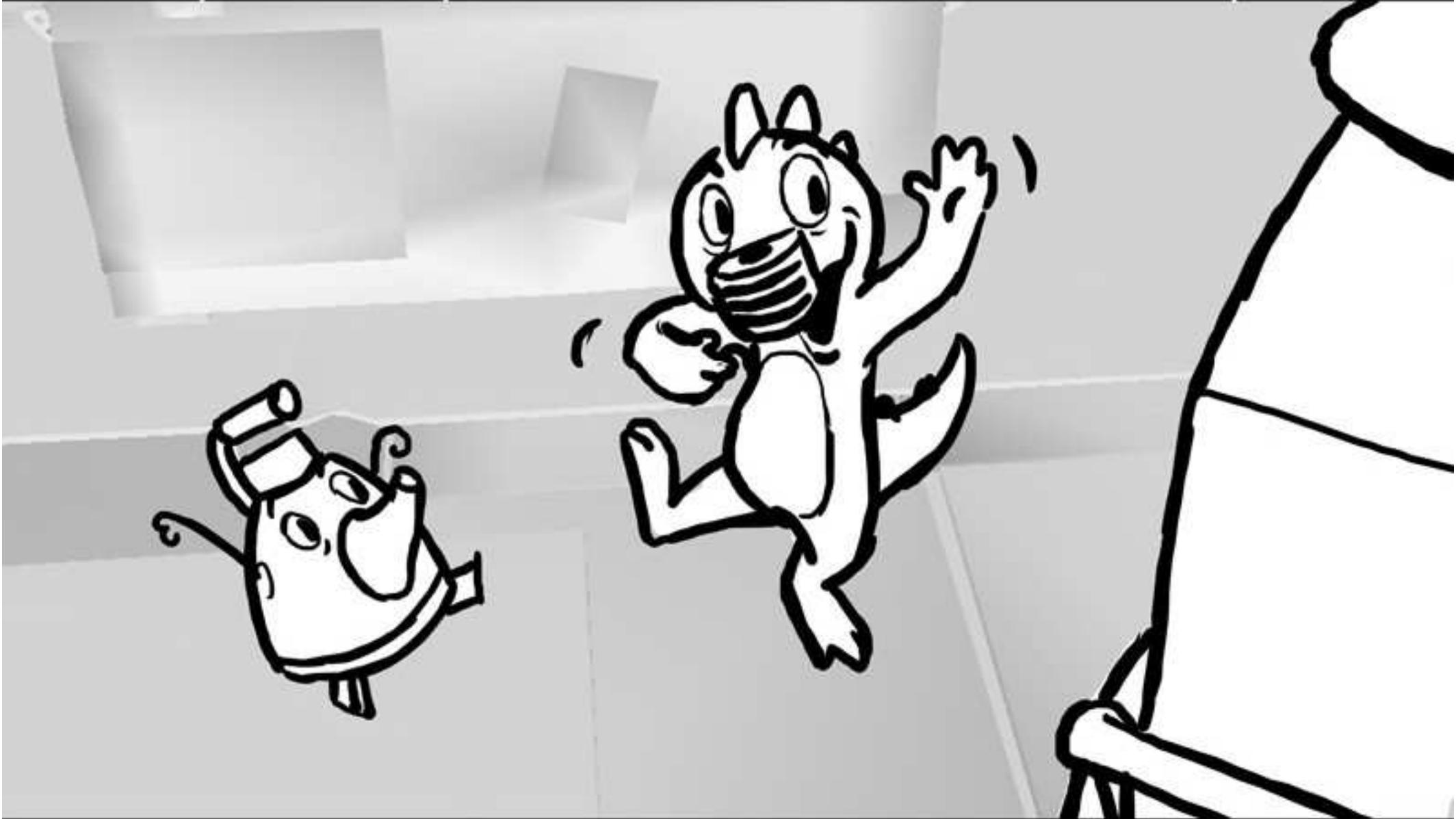
dialog

scene	shot	location	panel
050	170		



dialog

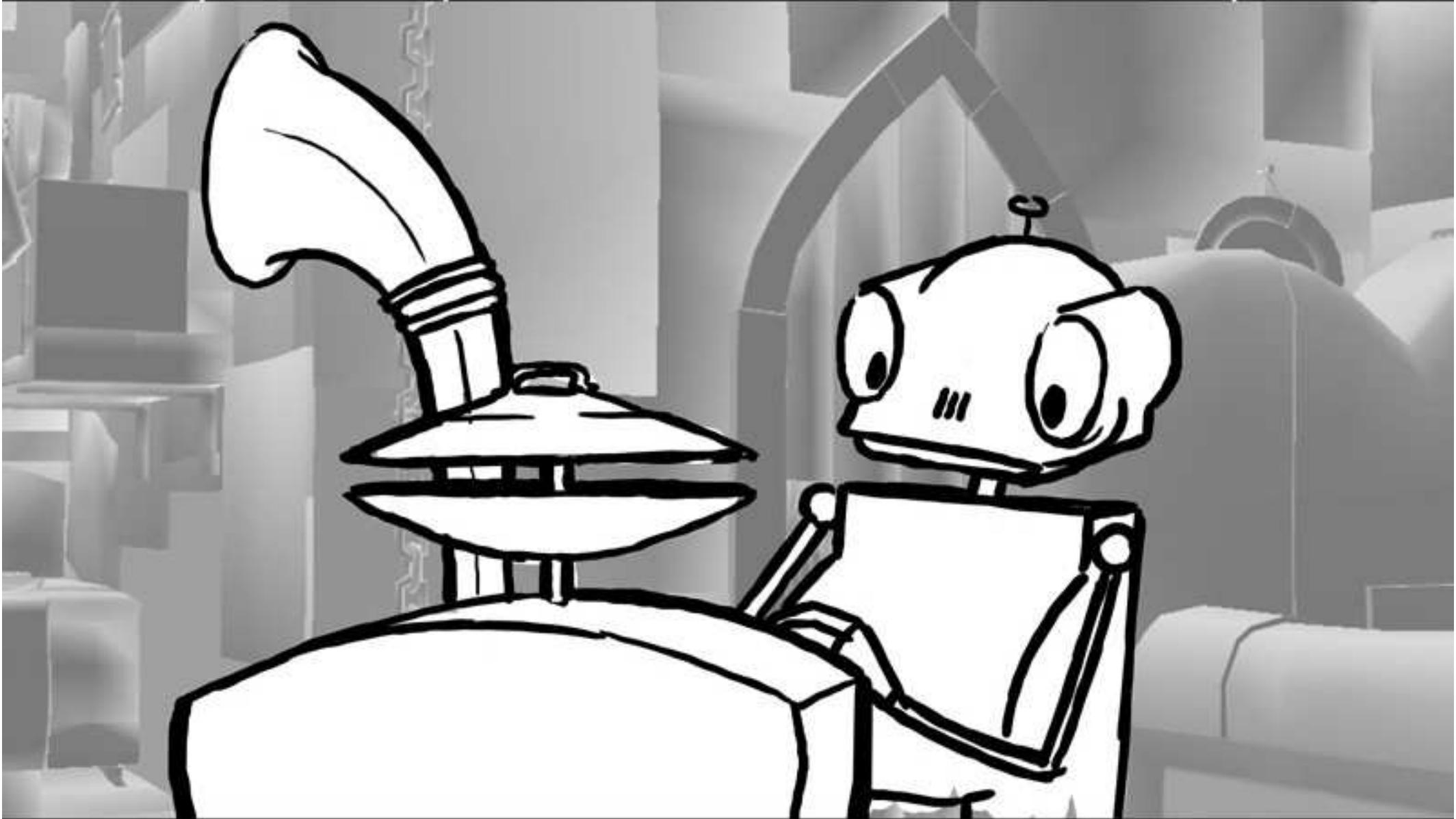
scene	shot	location	panel
050	170		



dialog

"Does this have any words, Rusty?"

scene	shot	location	panel
050	180		



dialog

» SFX: Rustonium «

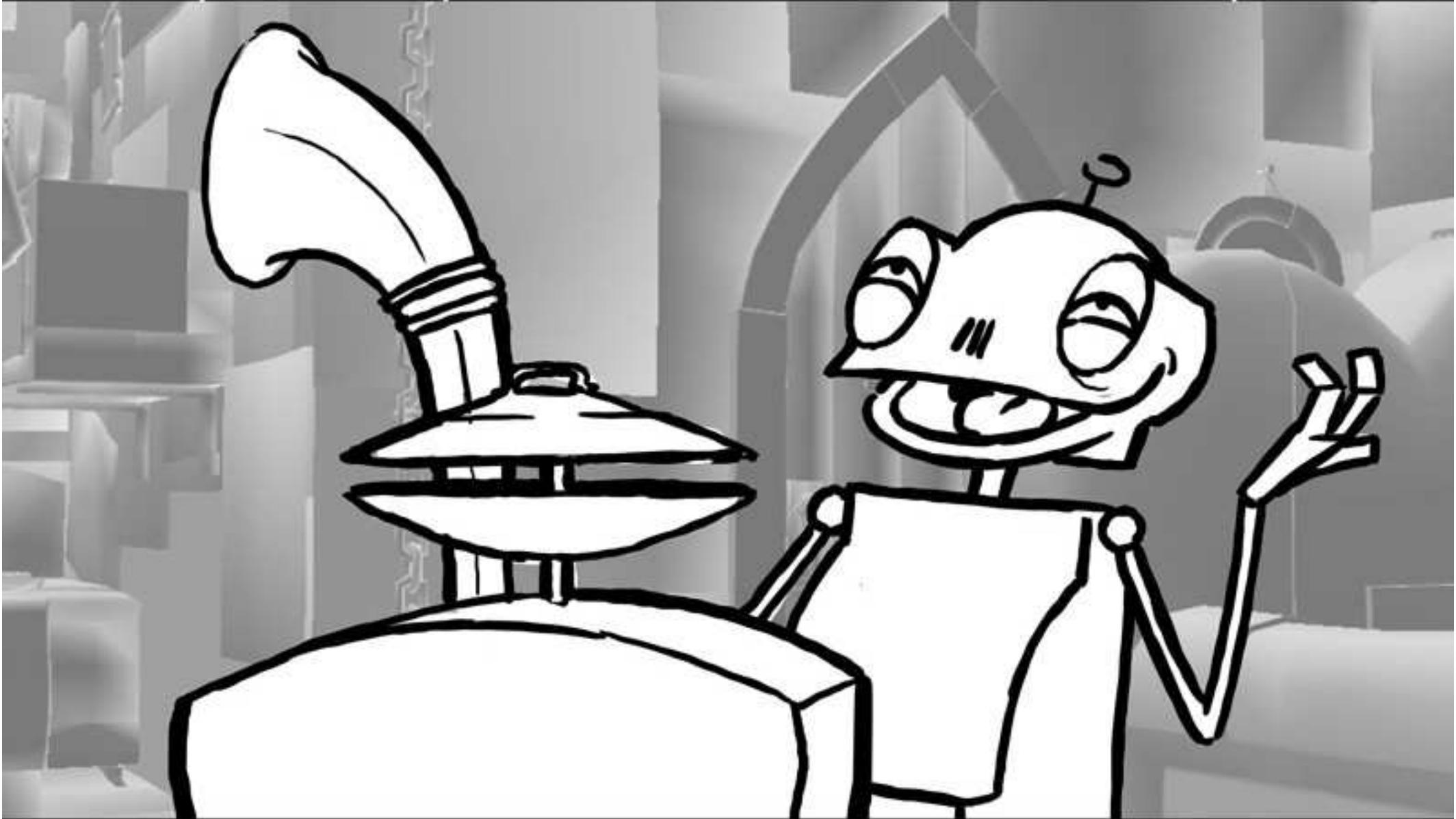
scene	shot	location	panel
050	180		



dialog

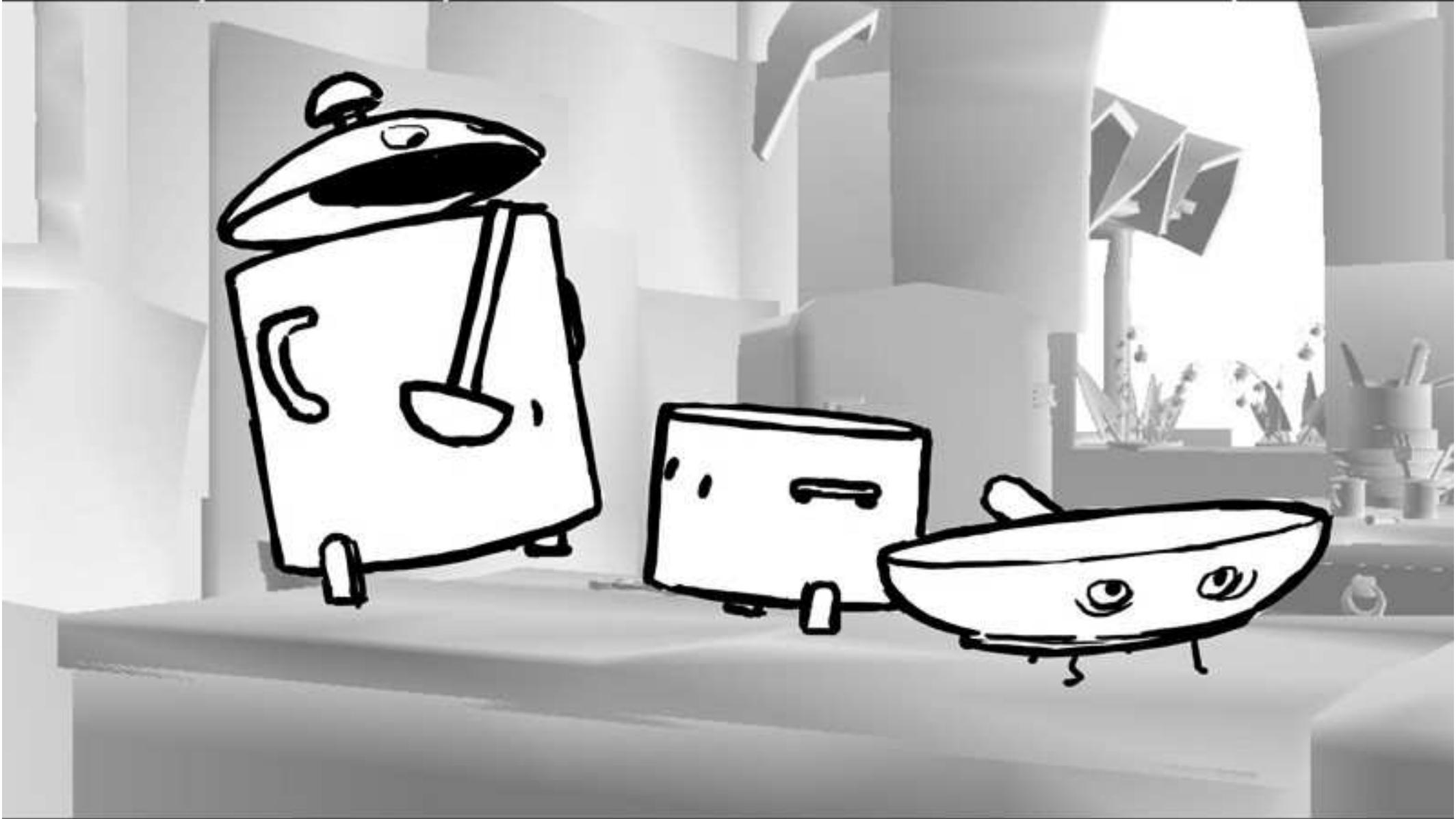
"Hm."

scene	shot	location	panel
050	180		



dialog
♪ "This 'is my song..." ♪

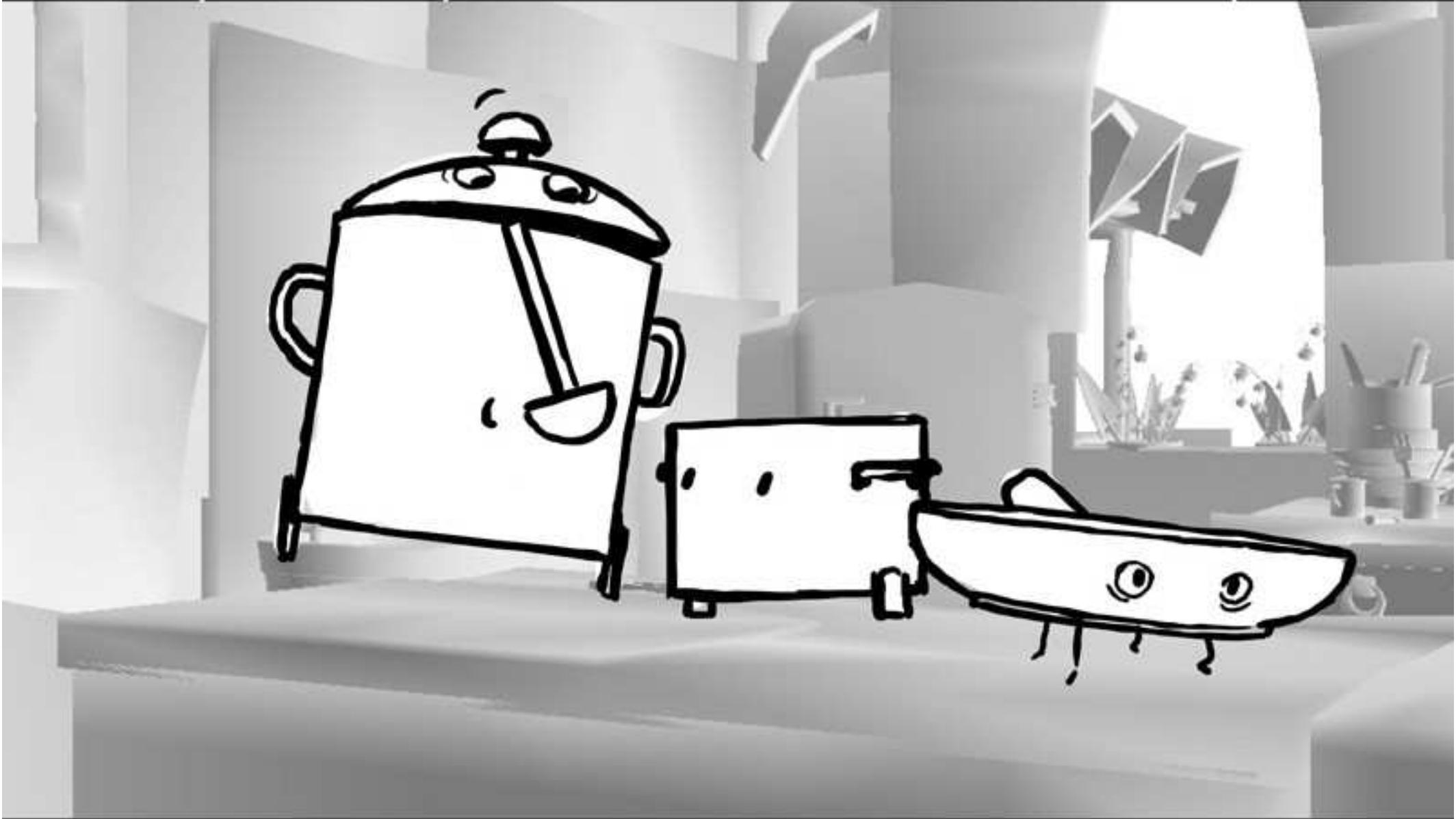
scene	shot	location	panel
050	190		



dialog

>> SFX: Rustonium <<

scene	shot	location	panel
050	190		



dialog

>> SFX: Rostonium <<

scene	shot	location	panel
050	200		



dialog
>> SFX: Rustonium <<

scene	shot	location	panel
050	200		



dialog
>> SFX: Rustonium <<