

LS High



Jack Jack balances before attacking
raccoon

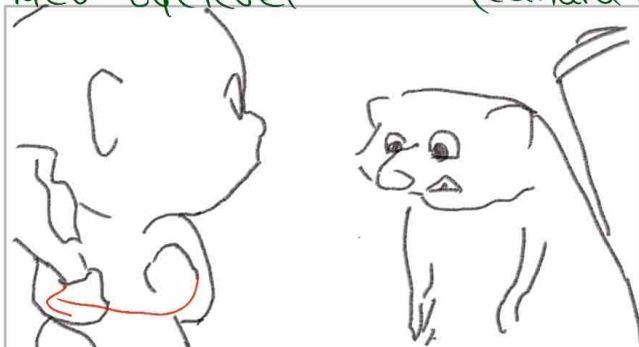
MS Eye level



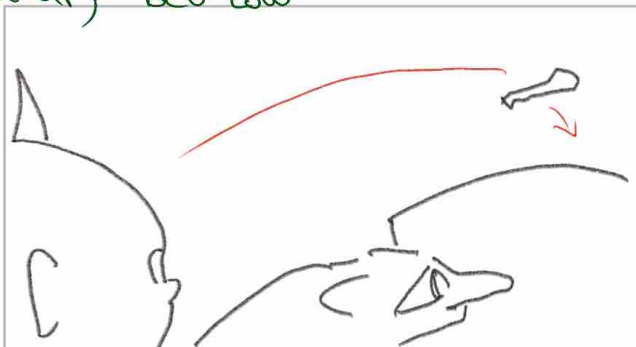
Jumps on top of raccoon

MCU Eye level

(camera pans up) BCU low



Steal waste food taking it almost out of
frame



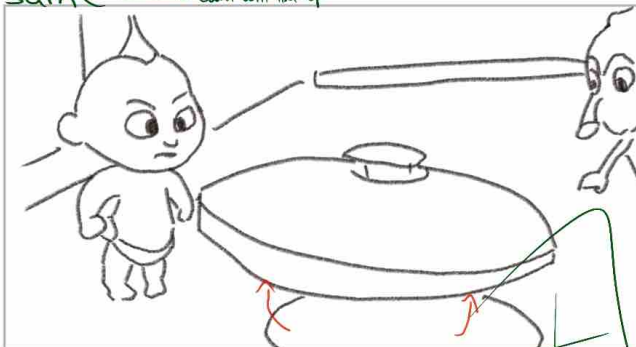
Throughs waste to bin. Both looking up

LS/MLS Bird's eye (slightly)

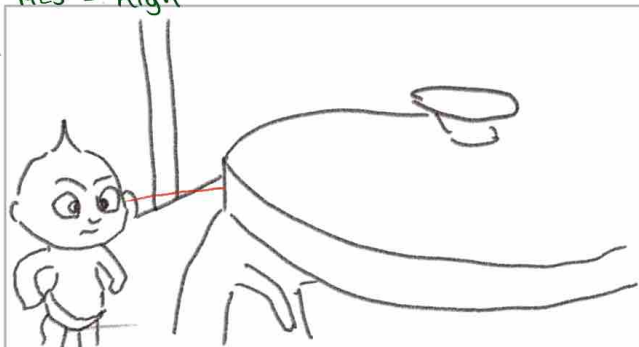


Moving lid, lifting, ready to attack raccoon

Same → cam will tilt up

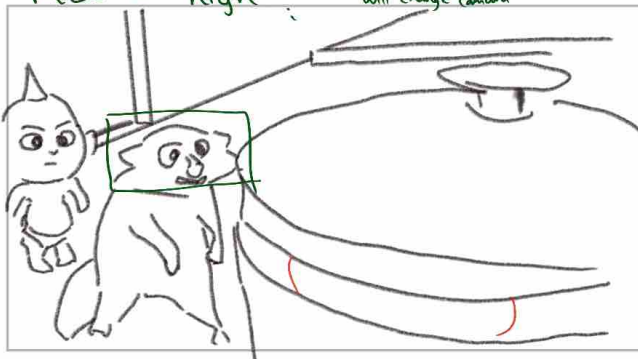


MLS - high



MLS - high

Will change camera



CU eye level

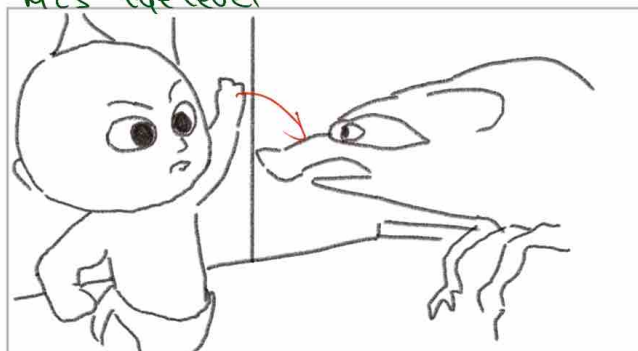
Truck left



Racoon scared first then turns head to left camera

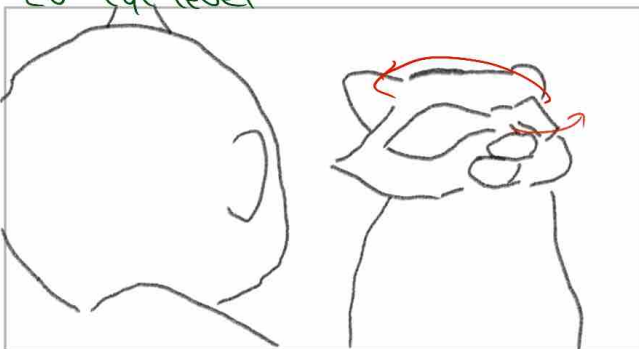
Follows to next shot

MLS Eye level



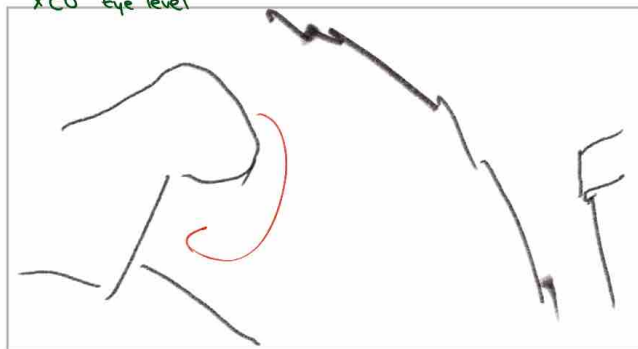
Jack Jack smack racoon

CU Eye level



Racoon reacts looking away from camera before attacking left

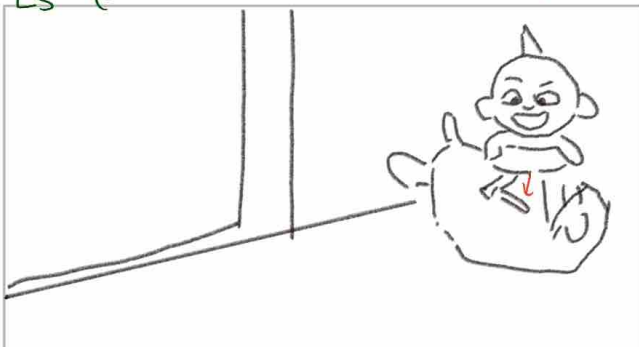
XCU Eye level



Fight

LS F

← truck left →



Fight goes further..

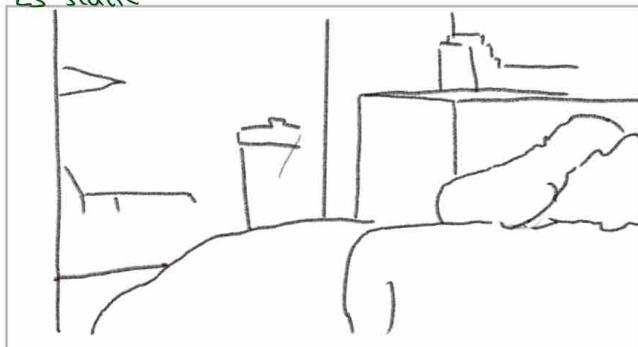


start rolling left

Camera stops LS



LS static



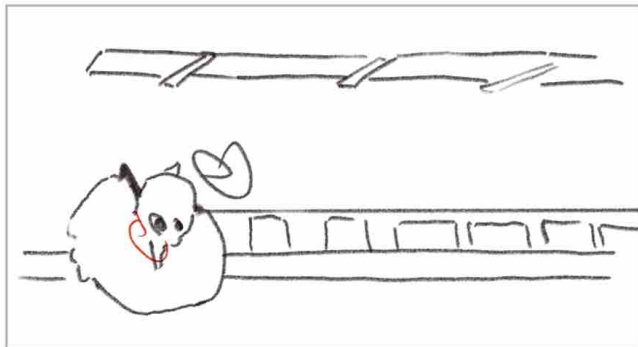
view from other pov

LS slight tilt downwards

← truck right →

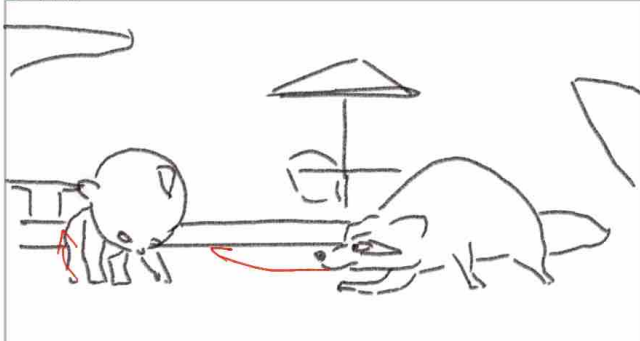


Fight cont. from upper screen left falling to lower screen left



cam follows fight going right

LS/MS →

truck left
← →

cam stops the truck

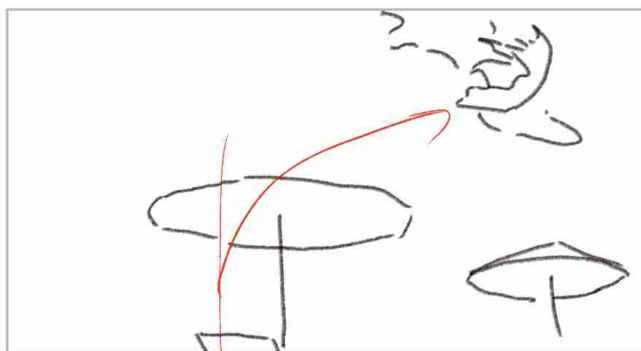
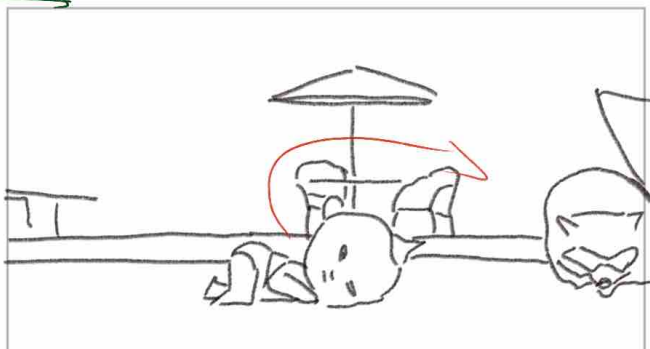
Jack Jack standing up and racoon ready to attack again



cam follows attack left (truck)

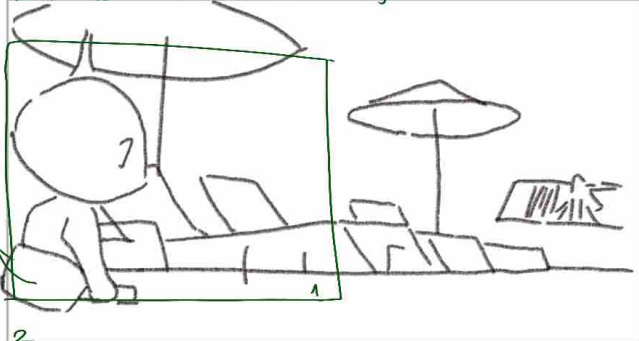
slight truck
right ← →

Jack Jack crawls racoon and preps to smash him right



cam tilts up following racoons movement

Low LS - cam boom down + truck left



long/med shot

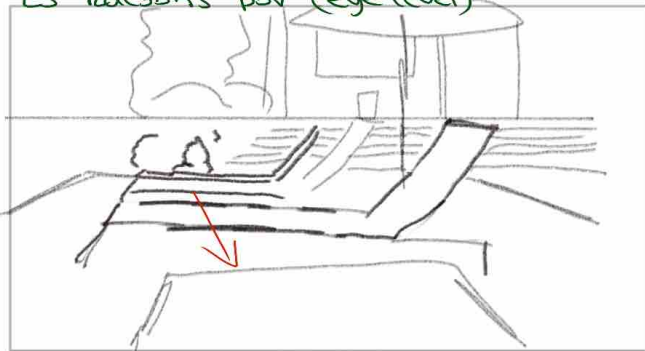


Raccoon stuck

LS Raccoon's pov (eye-level)

Jack Jack from afar prepping for attack +
come to camera

LS Raccoon's pov (eye level)

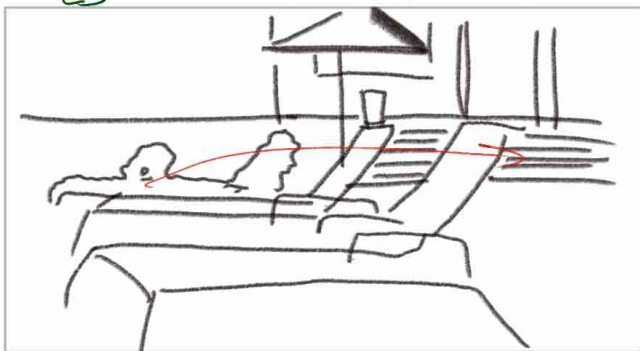
Jack Jack turns to fire

MS/LS

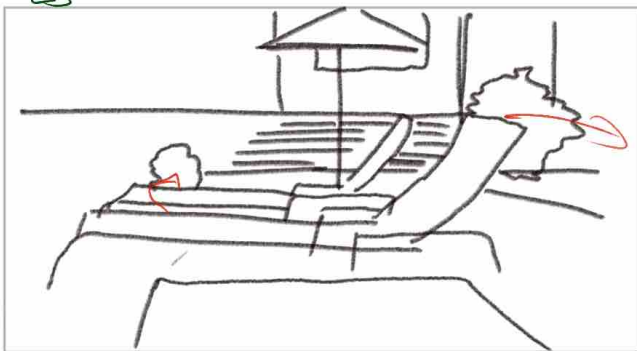


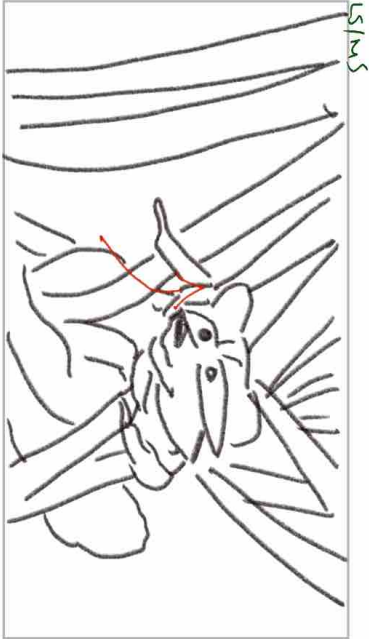
Raccoon tries to get free but still stuck

LS

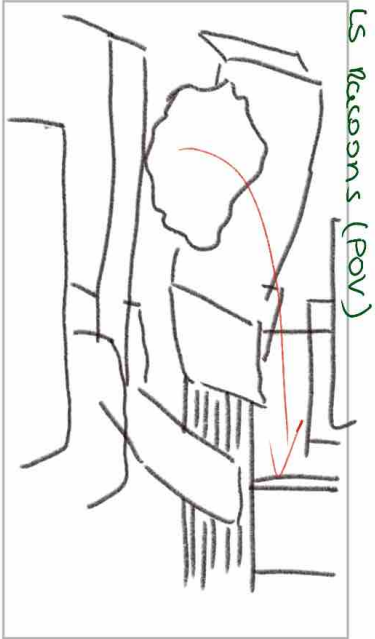


LS

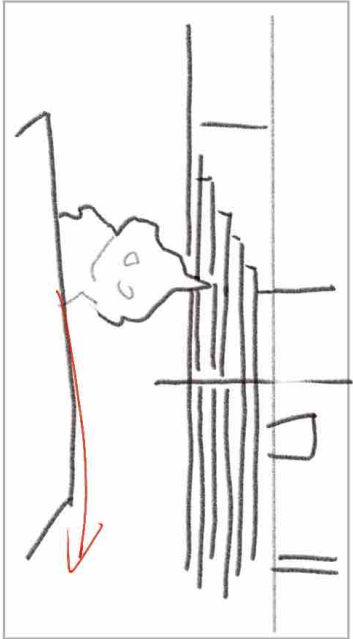
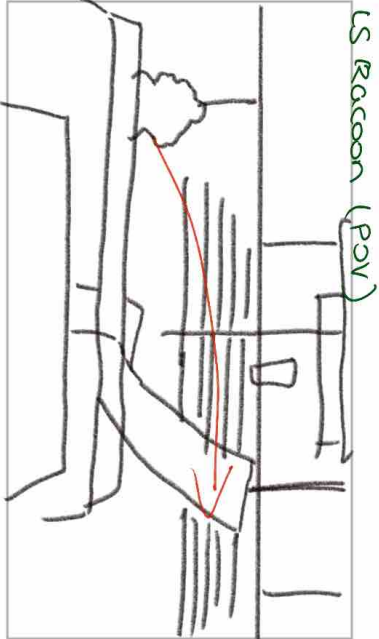
Jack Jack still approaching
while throwing a side all objects in
the way



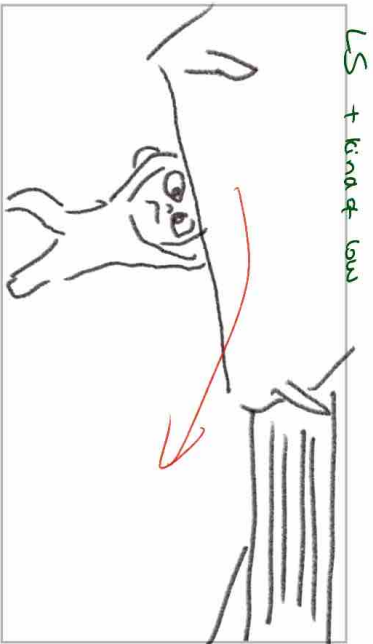
Raccoon still trying to
get out becoming more sc



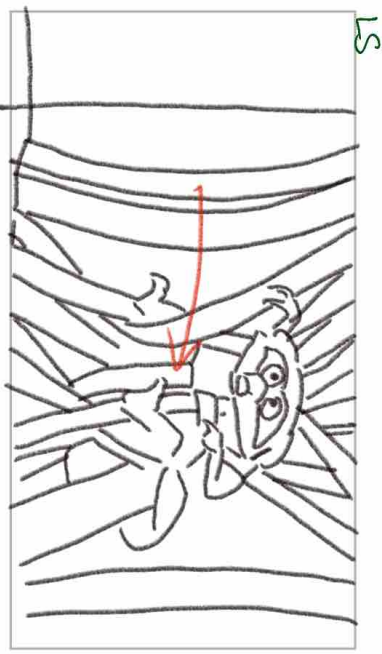
getting closer



last object between Jack Sack
and raccoon



Jack Jack throws table
to racoon



Jack Jack in contact with trapped
raccoon

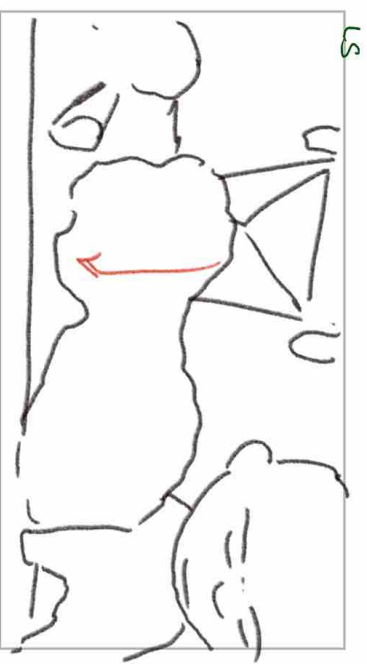


Lifts the chair... racoon not there anymore

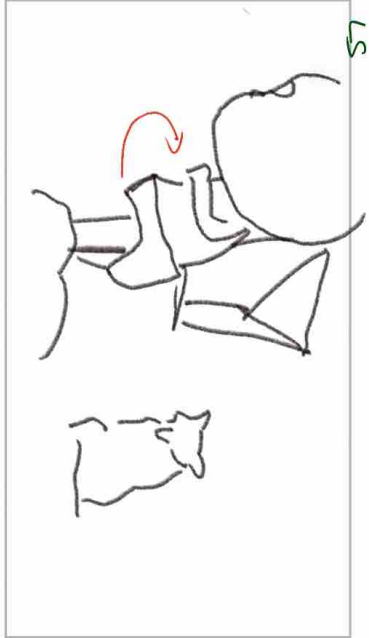
cam.
jib down
pan left



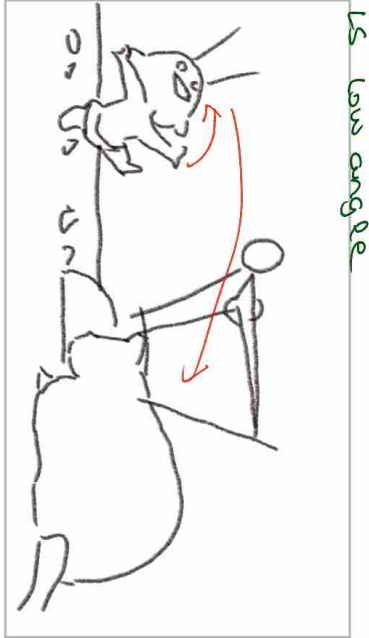
Look back to see racoon by barbecue
before its dropped on porpose



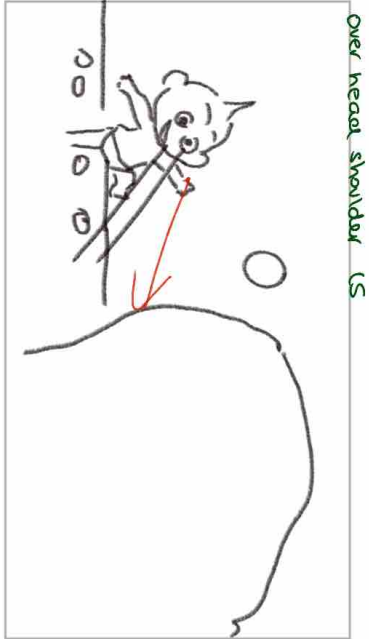
Smoke everywhere, we can't see



Jack Jack turns to find the racoon



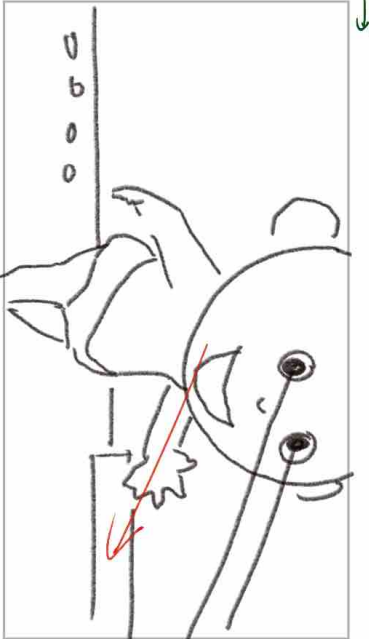
Lower eye from Jack Jack



Starts walking towards cam right

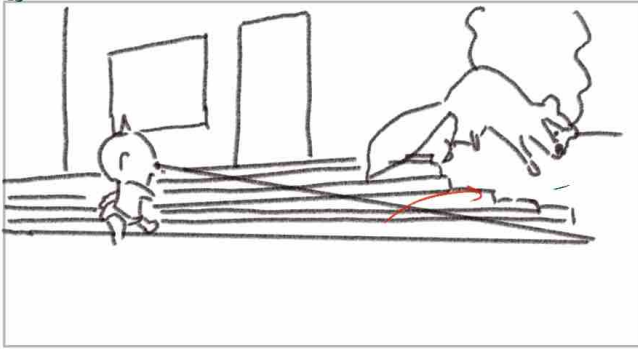


LS → MS



Goes out of frame

15



Chase continues

1 LS to sudden 2LS overhead

