

# **Steve Evangelatos Portfolio**

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- Resume**
- Storyboards**
- Animation Development Work**
- Artwork**

# Steve Evangelatos

## Resume

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## Goals

As a director and board artist, I love getting to the core of a story and bringing out the best entertainment experience possible from a script. Drawing skills and effective communication are my valued tools, but acting, staging and design are my language. I also enjoy building and working with my creative teams so the whole is significantly greater than the parts. An added plus is sharing insights and knowledge with younger artists from my 35-year experience in animation.

## Experience

### **Director, All Hail King Julien at Dreamworks Animation/ Bardel Entertainment**

April 2015 - Present (1 year 10 months)

As one of three series directors, I oversee the visual storytelling from script through animatic of this Emmy winning Netflix series.

### **Director, Dawn of the Croods at Dreamworks Animation/ Bardel Entertainment**

August 2014 - March 2015 (8 months)

As the in-house series director, I oversaw the visual storytelling from script through animatic of this Netflix series.

### **Senior Board Artist, All Hail King Julien at Dreamworks Animation/ Bardel Entertainment**

February 2014 - July 2014 (6 months)

### **Series Director, Mother Up! at Hulu/ City TV/ Bardel Entertainment**

November 2012 - January 2014 (1 year 3 months)

As the key creative on this show, I was involved in all aspects of bringing Mother Up! to screen, from naming the show, overseeing the character design and 'look of show', to supervising the storyboards and animation.

### **Senior Board Artist, Various Shows at Atomic Cartoons**

August 2011 - October 2012 (1 year 3 months)

Nominated for two Leo awards for storyboarding while at Atomic: Rocket Monkeys (2013) and Angry Birds (2014).

Shows worked on included Johnny Test, Transformer Rescue Bots, Rocket Monkeys, Johnny Test, Marvel Avengers Assemble and Angry Birds.

### **Senior Board Artist, 1001 Nights at Big Bad Boo Studios**

April 2011 - July 2011 (4 months)

### **Senior Board Artist, Clockwork Girl at Luximation Animation**

November 2010 - March 2011 (5 months)

Oversaw the visual storytelling of this feature film, from script through animatic.

### **Owner, President and Director at Natterjack Animation Company**

May 1993 - October 2010 (17 years 6 months)

Natterjack Animation Company was a producer of quality animation and programming for Disney, Cartoon Network, Nickelodeon and many other studios. Natterjack also produced many commercials and shorts during its 17 year existence. Natterjack was located in a Vancouver heritage building fully owned by the Company, and employed a staff varying between 25 and 80 artists and production personnel.

### **Senior Animator, at Various Studios**

December 1991 – April 1993 (1 year 3 months)

Animated on various projects around the globe including Bebe's Kids, Ren and Stimpy and many commercials.

### **Senior Animator, at Richard Williams Studios, London**

September 1990 - December 1991 (1 year 3 months)

Animated numerous scenes on the feature film The Thief and the Cobbler.

### **Senior Animator, at Trickompany, Hamburg**

July 1989 – August 1990 (3 years 2 months)

Senior animator on several German feature films including Werner – Bolkstoff! and Felidae

### **Assistant Director, at Animation House, Toronto**

September 1986 – June 1989 (3 years 2 months)

Designed and animated over 100 television commercials.

### **Assistant Animator, at Various Studios, Ontario**

May 1981- August 1983

Inbetweener and assistant animator on TV projects such as The Raccoons and For Better or For Worse, and many commercials.

## **Education**

### **York University**

Honours Bachelor of Fine Arts, Fine Arts (Painting) and General Arts, 1983 – 1986

### **Art Student's League of New York**

1982 – 1983

### **OCAD University**

Fine/Studio Arts, General, 1979 - 1981

# **Storyboards**

## **-All Hail King Julien**



NEW



0007-5 10

Today we learn how to armyafie ourselves. \*\*\*\*\*

NEW



0324-2 13

Today we learn how to armyafie ourselves. \*

NEW



0345 16

And that means we gotta be tough. \*\*\*

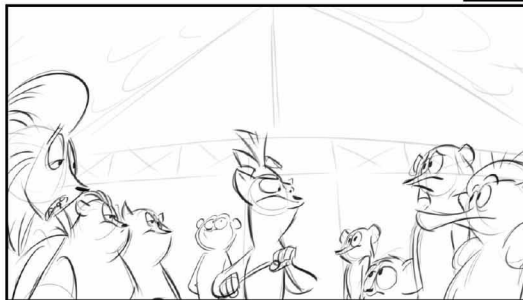
NEW



0328-2 11

Today we learn how to armyafie ourselves. \*\*\*\*\*

NEW



0011-5 14

NEW



0346 17

And that means we gotta be tough. \*\*

NEW



0331-2 12

Today we learn how to armyafie ourselves. \*\*

NEW



0343 15

And that means we gotta be tough. \*\*\*\*\*

NEW



0347 18

And that means we gotta be tough. \*

NEW



0350 19  
Fierce! \*\*

NEW



0351 20  
Fierce! \*

NEW



0354 21

NEW



0355 22  
57\_TED\_Let's hear some fierce  
roars maggots--\*\*\*\*\*

NEW



0359 23  
57\_TED\_Let's hear some fierce  
roars maggots--\*

NEW



0014-2 24  
Glllrrrrr\*\*\*\*\*

NEW



0370 25  
Glllrrrrr\*\*\*\*\*

NEW



0372 26  
Glllrrrrr\*

NEW



0373 27  
57\_TED\_Let's hear some fierce  
roars maggots-- GLARRR! WOOF!  
GRRRRR!

NEW



0379-2 28  
Qaarrfff!\*\*\*\*\*

NEW



0375 29  
Qaarrfff!\*\*\*\*

NEW



0376 30  
Qaarrfff!\*\*\*

NEW



0386-2 31

NEW



0385 32  
GRRRRR!\*\*\*

NEW



0390 33

NEW



0391 34

NEW



0393 35  
59\_TED\_Right, I'll shut up now.  
\*\*\*\*\*

NEW



0395 36  
59\_TED\_Right, I'll shut up now.  
\*\*\*\*\*



NEW



0394 37  
59\_TED\_Right, I'll shut up now.  
\*\*\*\*\*

NEW



0398 38  
59\_TED\_Right, I'll shut up now.  
\*\*

NEW



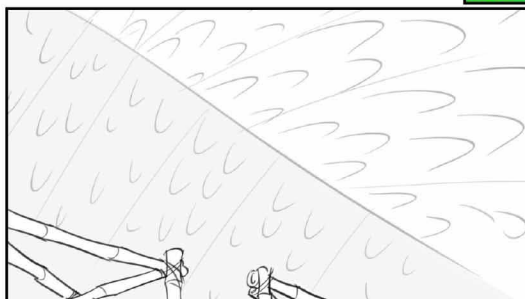
0400 39  
59\_TED\_Right, I'll shut up now.

NEW



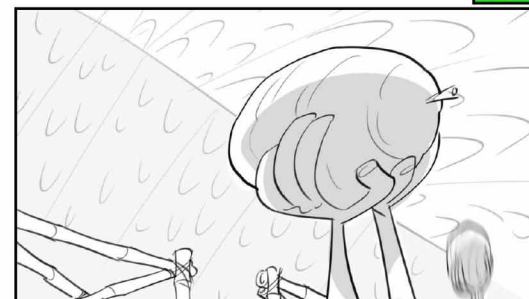
0401-2 40

NEW



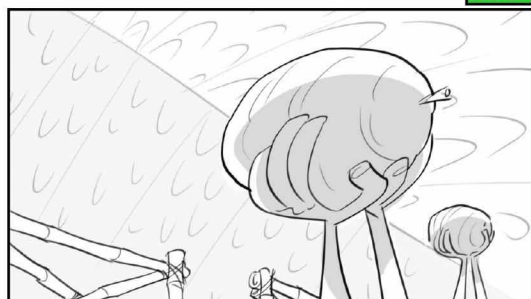
0418 41  
(Gun sounds, being locked and loaded)

NEW



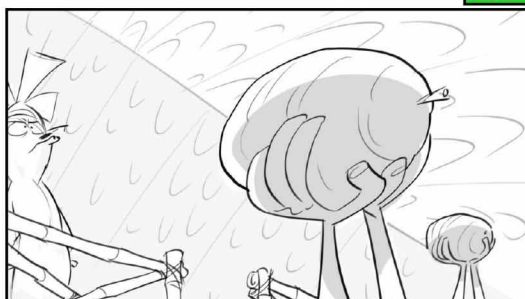
0421 42  
(Gun sounds, being locked and loaded)

NEW



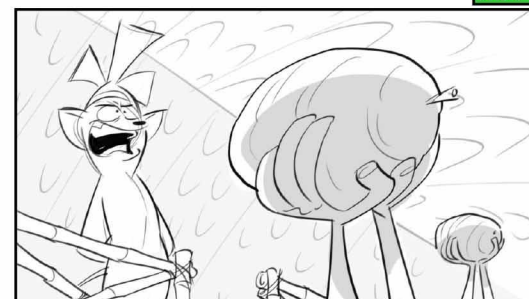
0422 43

NEW



0424 44

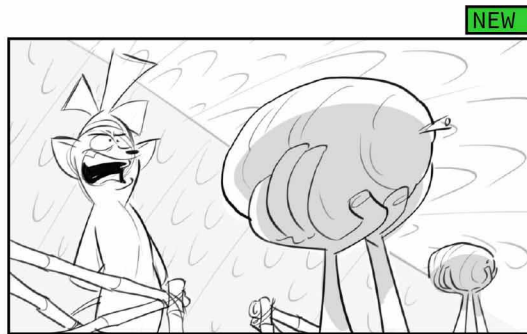
NEW



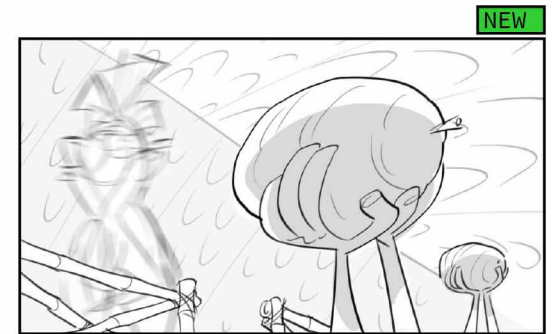
0427 45  
60\_KJN\_Now.



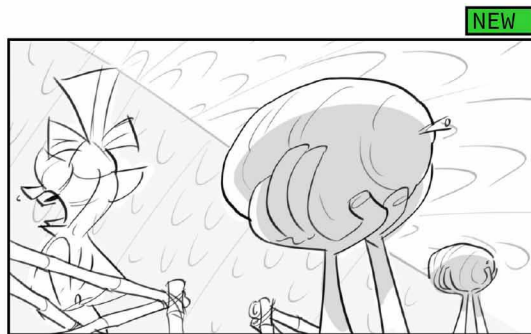
0428 46



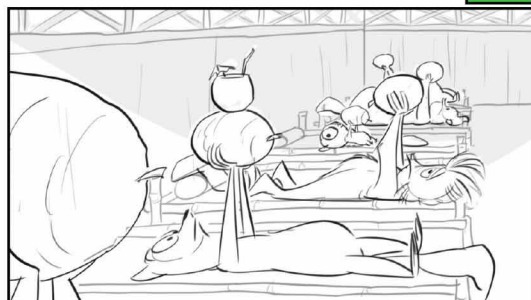
0435 47  
Repeat after me:



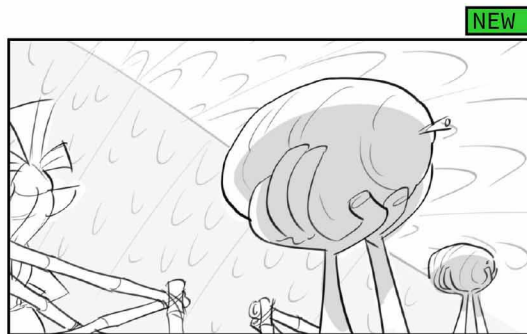
0429 48



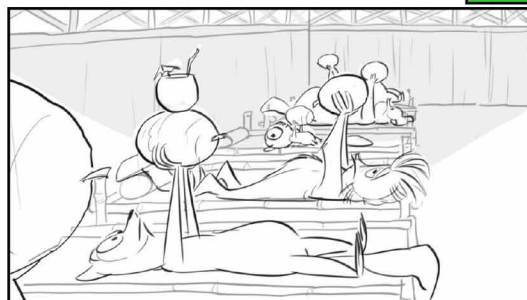
0431 49  
this is my mango. There are  
many like it but this one is  
mine. \*\*\*\*\*



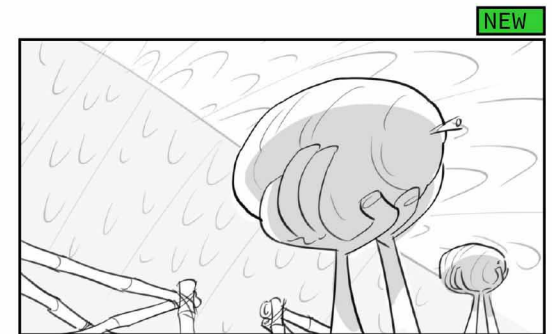
0028-4 52  
this is my mango. There are  
many like it but this one is  
mine. \*\*\*\*\*



0433 50  
this is my mango. There are  
many like it but this one is  
mine. \*\*\*\*\*



0437-2 53  
this is my mango. There are  
many like it but this one is  
mine. \*\*\*\*\*

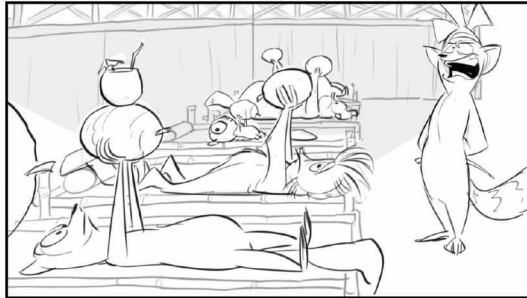


0434 51  
this is my mango. There are  
many like it but this one is  
mine. \*\*\*\*\*



0439-2 54  
this is my mango. There are  
many like it but this one is  
mine. \*\*\*

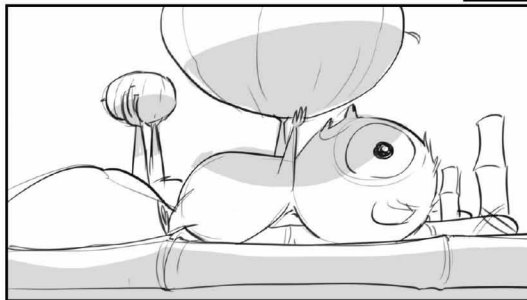
NEW



0441-2 55

this is my mango. There are many like it but this one is mine. \*

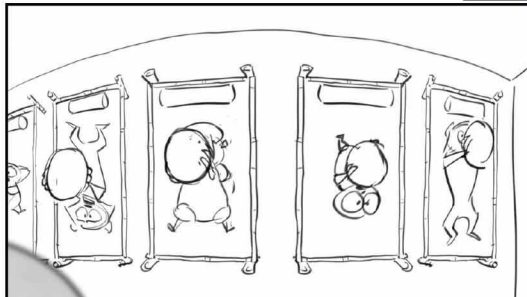
NEW



0444-2 58

61\_LEMURS\_This is my mango. There are many like it but this one is mine-- <they

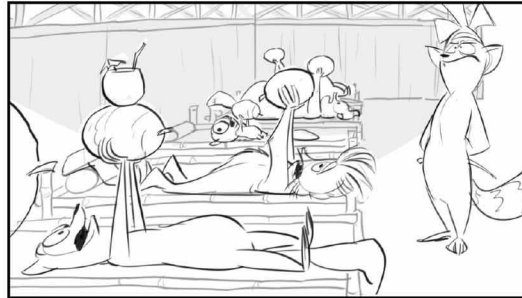
NEW



0449-4 61

61\_LEMURS\_This is my mango. There are many like it but this one is mine-- <they

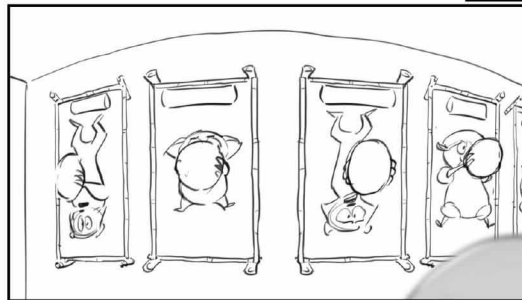
NEW



0443 56

61\_LEMURS\_This is my mango. There are many like it but this one is mine-- <they

NEW



0448-4 59

61\_LEMURS\_This is my mango. There are many like it but this one is mine-- <they

NEW



0450 62

61\_LEMURS\_This is my mango. There are many like it but this one is mine-- <they

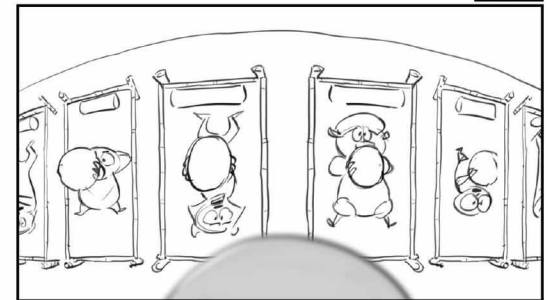
NEW



0032-2 57

61\_LEMURS\_This is my mango. There are many like it but this one is mine-- <they

NEW



0446-4 60

61\_LEMURS\_This is my mango. There are many like it but this one is mine-- <they

NEW



0451 63

61\_LEMURS\_This is my mango. There are many like it but this one is mine-- <they



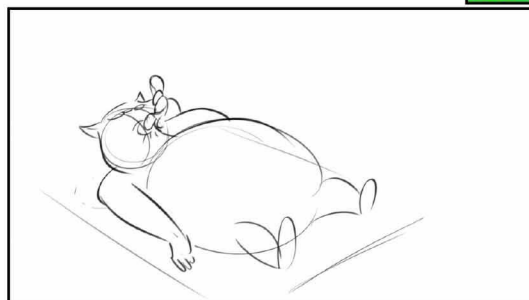
NEW



0035-3 64

61\_LEMURS\_This is my mango.  
There are many like it but this  
one is mine-- <they

NEW



0040-2 67

NEW



0453 70

62\_BFSH\_My bad.\*\*\*\*

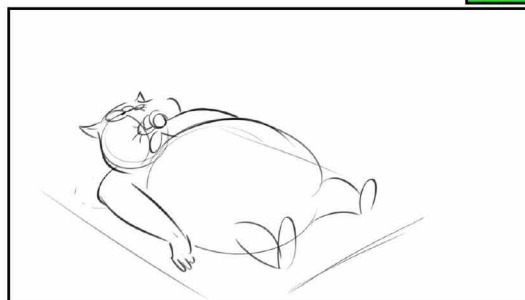
NEW



0036-2 65

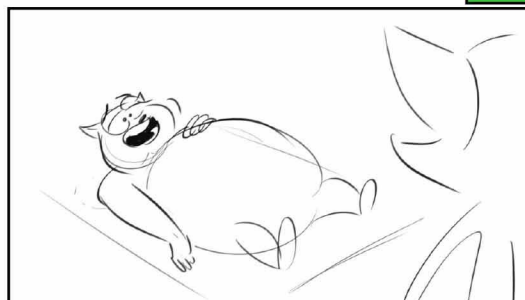
61\_LEMURS\_This is my mango.  
There are many like it but this  
one is mine-- <they

NEW



0041-2 68

NEW



0454 71

62\_BFSH\_My bad.\*\*\*

NEW



0037-2 66

61\_LEMURS\_This is my mango.  
There are many like it but this  
one is mine-- <they

NEW



0043-2 69

62\_BFSH\_My bad.\*\*\*\*\*

NEW



0044-3 72

NEW



0458-3 73

63\_BFSH\_Chimichanga?\*

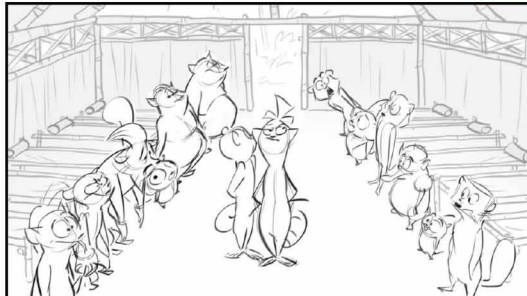
NEW



0472 76

64\_KJN\_Can anyone tell me what is the most important thing a soldier needs when he

NEW



0476-2 79

66\_PANCHO\_Somethin' to keep you warm in the fox hole at night...  
\*\*\*\*\*

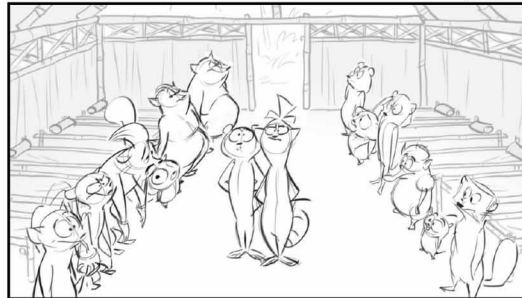
NEW



0467 74

64\_KJN\_Can anyone tell me what is the most important thing a soldier needs when he

NEW



0473 77

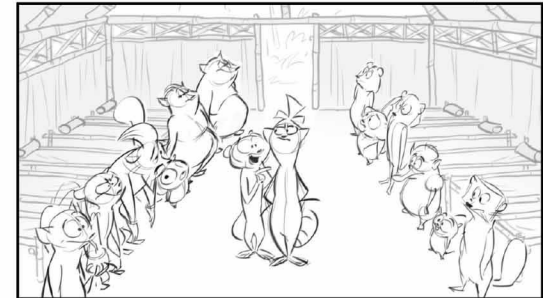
NEW



0470 75

64\_KJN\_Can anyone tell me what is the most important thing a soldier needs when he

NEW



0491 78

65\_TED\_A clean change of underwear?\*

NEW



0479 80

66\_PANCHO\_Somethin' to keep you warm in the fox hole at night...  
\*\*\*

NEW



0480 81

66\_PANCHO\_Somethin' to keep you warm in the fox hole at night...  
\*\*

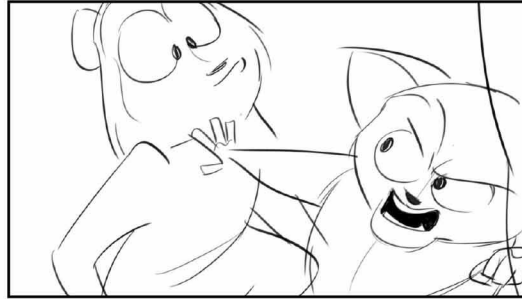


NEW



0481 82  
67\_PANCHO\_...like the hug of an  
old friend. \*\*\*\*

NEW



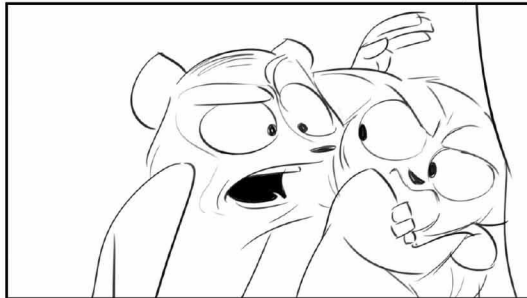
0060-2 83  
68\_MAU\_ I ain't your friend,  
Pancho.\*\*

NEW



0495-3 84  
69\_PANCHO\_Whatever you say yah  
big softy. \*\*\*

NEW



0061-4 85  
69\_PANCHO\_Whatever you say yah  
big softy. \*\*

NEW



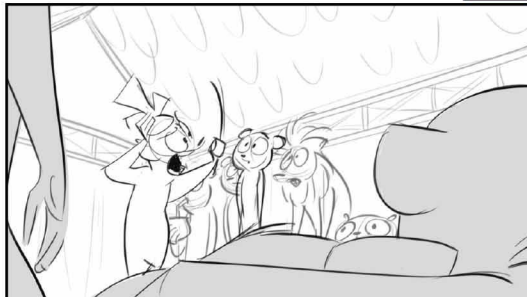
0497-2 86  
69\_PANCHO\_Whatever you say yah  
big softy. \*

NEW



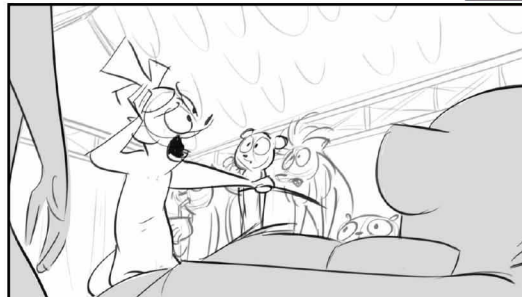
0065-2 87  
70\_KJN\_WRONG! All of you wrong!  
\*\*\*\*\*

NEW



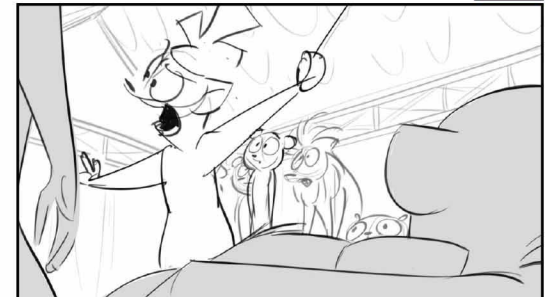
0498 88  
70\_KJN\_WRONG! All of you wrong!  
\*\*\*\*\*

NEW



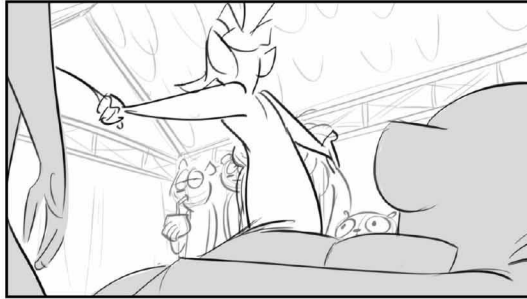
0066-2 89  
70\_KJN\_WRONG! All of you wrong!  
\*\*\*\*\*

NEW



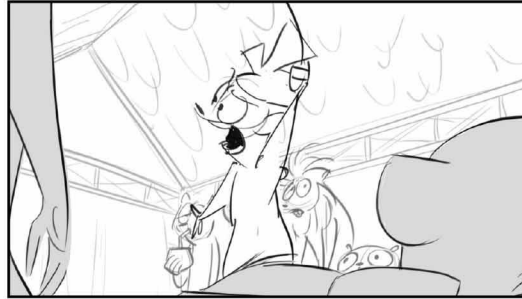
0499 90  
70\_KJN\_WRONG! All of you wrong!  
\*\*\*\*\*

NEW



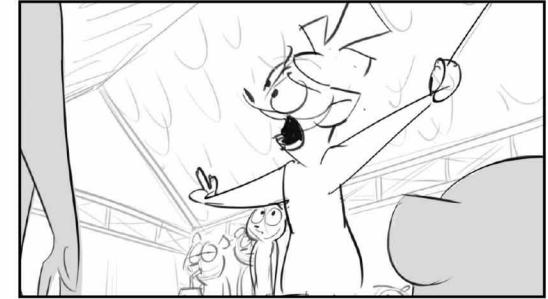
0067-2 91  
70\_KJN\_WRONG! All of you wrong!  
\*\*\*\*\*

NEW



0504-2 92  
70\_KJN\_WRONG! All of you wrong!  
\*\*\*\*

NEW



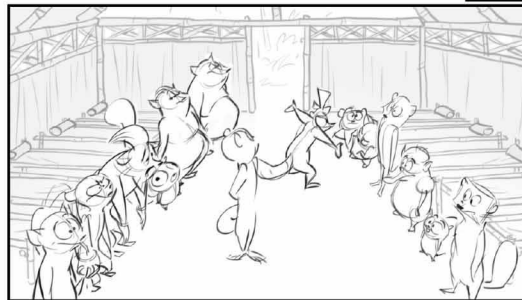
0503-2 93  
70\_KJN\_WRONG! All of you wrong!  
\*\*\*

NEW



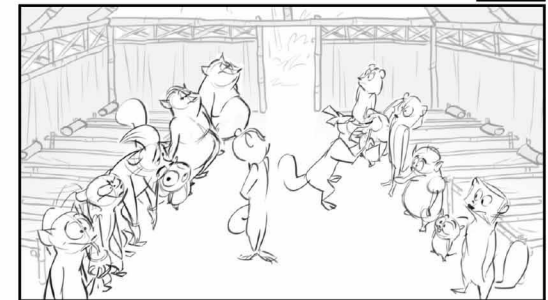
0500-2 94  
70\_KJN\_WRONG! All of you wrong!  
\*

NEW



0505-2 95  
The most important thing a  
soldier needs...\*\*\*\*\*

NEW



0506 96  
The most important thing a  
soldier needs...\*\*\*\*\*

NEW



0507 97  
The most important thing a  
soldier needs...\*\*\*\*\*

NEW



0508 98  
The most important thing a  
soldier needs...\*\*\*\*\*

NEW



0509 99  
The most important thing a  
soldier needs...\*\*\*\*\*



NEW

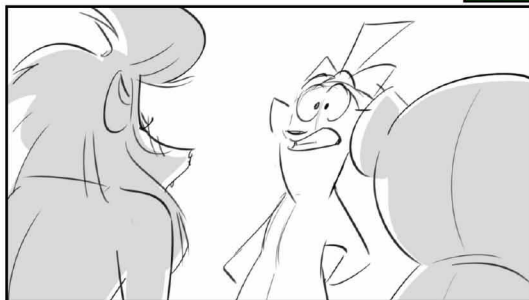


0510

100

The most important thing a  
soldier needs...\*\*\*\*\*

NEW

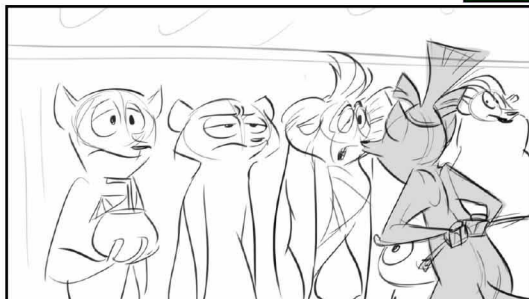


0514

103

The most important thing a  
soldier needs...\*

NEW



0086-2

106

NEW



0511-2

101

The most important thing a  
soldier needs...\*\*\*\*\*

NEW

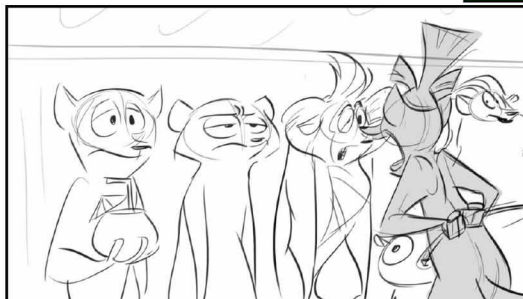


0516

104

is a NICKNAME. \*\*\*

NEW



0521

107

from now on you'll be called  
SLURPEE. \*\*

NEW



0076-2

102

The most important thing a  
soldier needs...\*\*\*\*\*

NEW

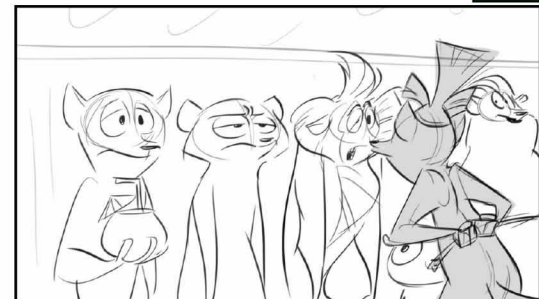


0616

105

is a NICKNAME. \*\*

NEW



0089-2

108

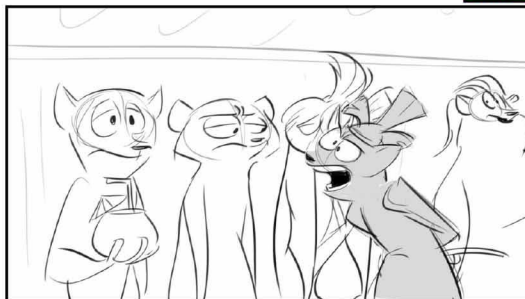
NEW



0519

109

NEW

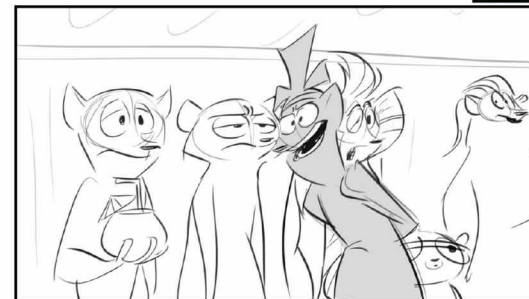


0618

110

72\_KJN\_I dub you GRUMBLER. \*\*\*

NEW



0523

111

72\_KJN\_I dub you GRUMBLER. \*

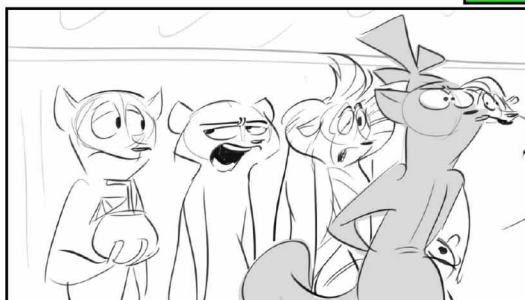
NEW



0524

112

NEW

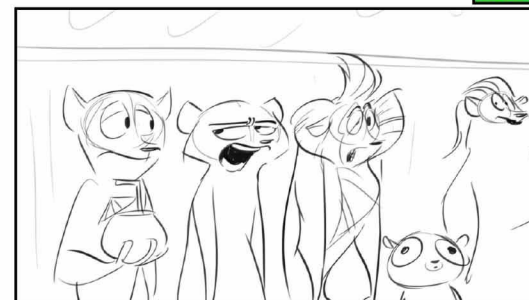


0525

113

73\_HECTOR\_Not apologizing.\*\*\*

NEW



0527

114

73\_HECTOR\_Not apologizing.\*

NEW



0097-3

115

NEW

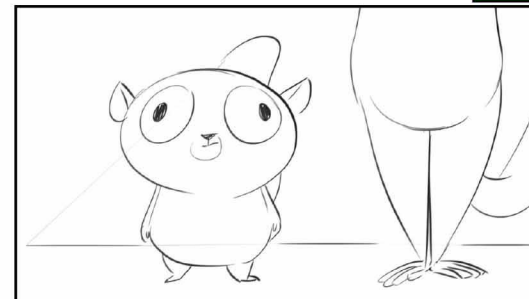


0094-3

116

74\_KJN\_WILD STYLE. \*\*

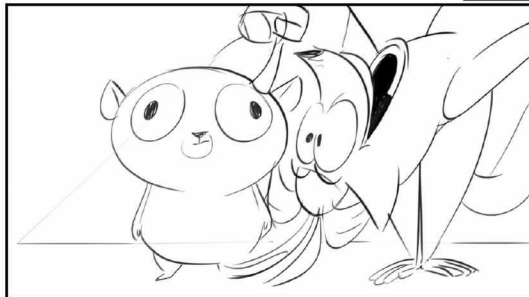
NEW



0095-2

117

NEW



0096-2 118  
75\_KJN\_TINY DANCER

NEW



0098-2 119

NEW



0663 120

NEW



0100-2 121

NEW



0538 122

NEW



0540 123

NEW



0543 124  
77\_KJN\_Either CAPN' CANKLE, or  
THE INCREDIBLE SULK.\*

NEW



0544 125  
I'll let you choose. \*\*\*

NEW



0546 126  
I'll let you choose. \*



NEW



0547

127

NEW



0561

128

NEW



0549

129

NEW



0552

130

78\_KJN\_GEORGE WASHINGTOND.\*

NEW



0557-2

131

NEW



0558-2

132

NEW



0112-2

133

NEW



0113-2

134

79\_KJN\_GUY NO ONE LIKES.\*\*\*

NEW



0115-2

135

79\_KJN\_GUY NO ONE LIKES.\*

NEW



0117-2 136  
80KJN\_What the heck man?

NEW



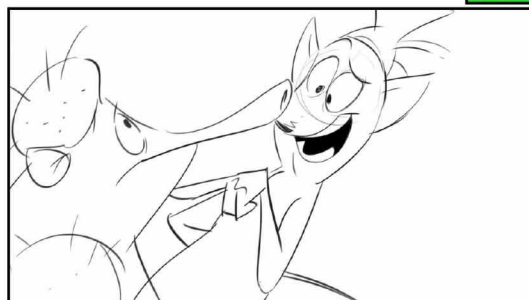
0751 137

NEW



0118-2 138

NEW



0565 139  
81\_KJN\_AUNTIE PICKLE  
BOTTOM.\*\*\*\*\*

NEW



0124-2 140  
81\_KJN\_AUNTIE PICKLE  
BOTTOM.\*\*\*\*\*

NEW



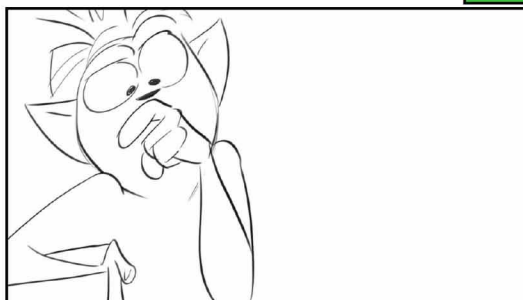
0566 141  
81\_KJN\_AUNTIE PICKLE  
BOTTOM.\*\*\*\*

NEW



0126-2 142  
81\_KJN\_AUNTIE PICKLE BOTTOM.\*

NEW



0136-2 143

NEW



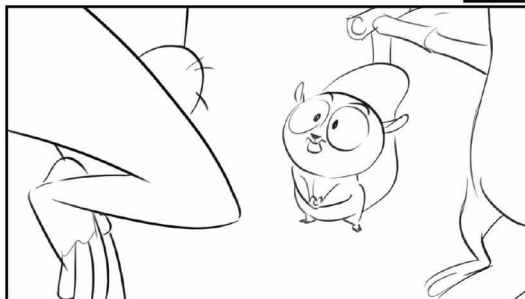
0137-2 144

NEW



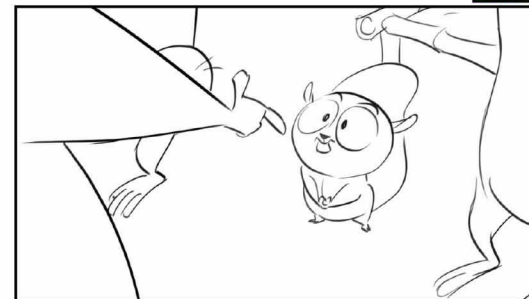
0138-2 145

NEW



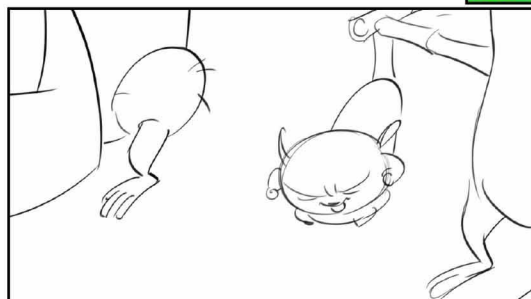
0130-2 146

NEW



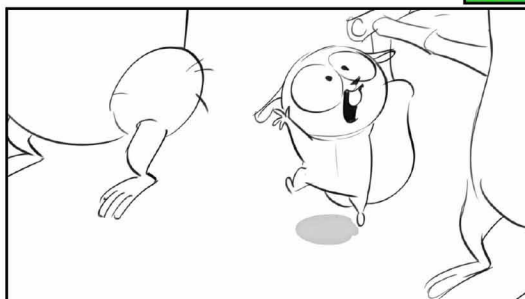
0131-2 147  
82\_KJN\_MORT!

NEW



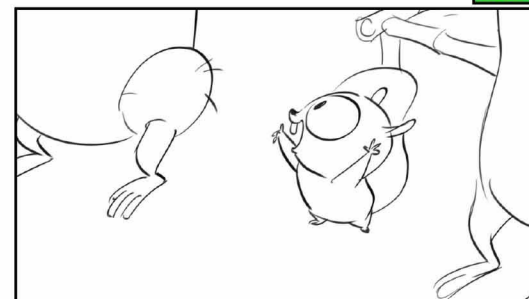
1578 148

NEW



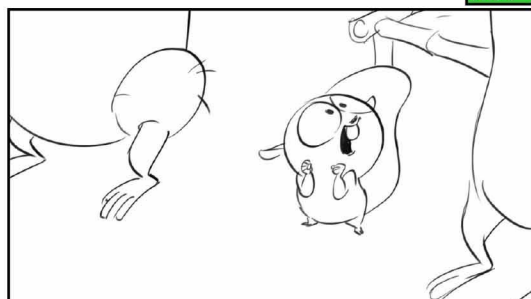
0132-2 149  
83\_MORT\_Yay! I've always wanted  
a nickname!\*\*\*\*

NEW



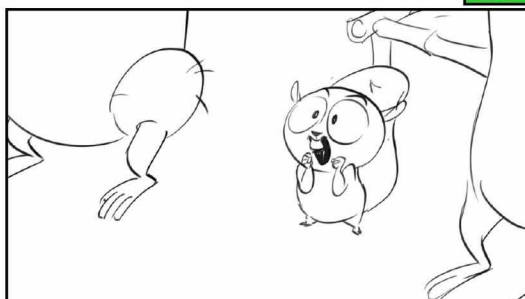
0133-2 150  
83\_MORT\_Yay! I've always wanted  
a nickname!\*\*\*

NEW



0134-2 151  
83\_MORT\_Yay! I've always wanted  
a nickname!\*

NEW



0135-2 152  
83\_MORT\_Yay! I've always wanted  
a nickname!\*

NEW



0149-2 153  
84\_KJN\_A soldier's bed is his  
home. \*\*\*



NEW



0148-2  
Tidy home

154

NEW



0569

155

NEW



0150-3  
tidy mind.

156

NEW



0570

157

NEW



0153-2  
85\_KJN\_No!

158

NEW



0654

159

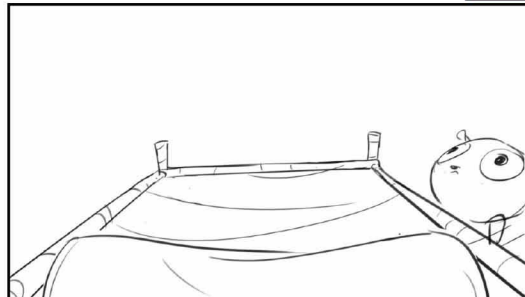
NEW



0655

160

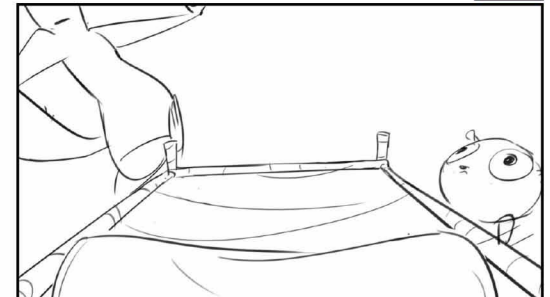
NEW



0668

161

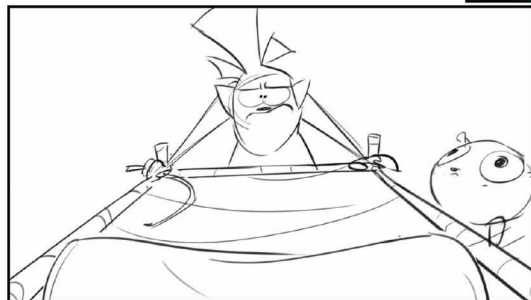
NEW



0670

162

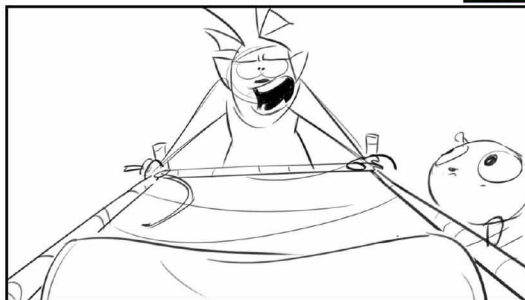
NEW



0666-3

163

NEW



0571-3  
Disgusting! \*\*

164

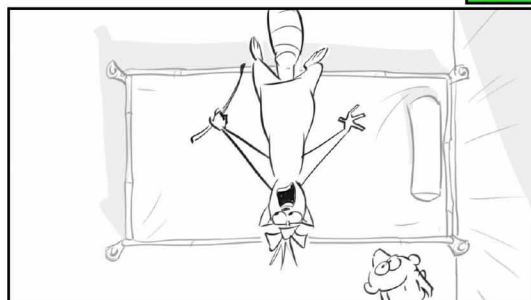
NEW



0573-3

165

NEW



0155-2  
Obscene! \*\*\*

166

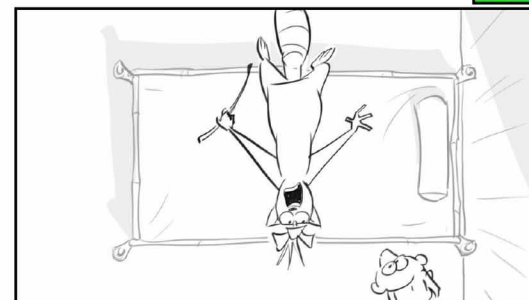
NEW



0156-2  
Obscene! \*\*

167

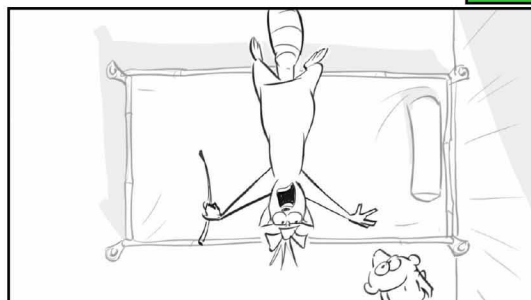
NEW



1589

168

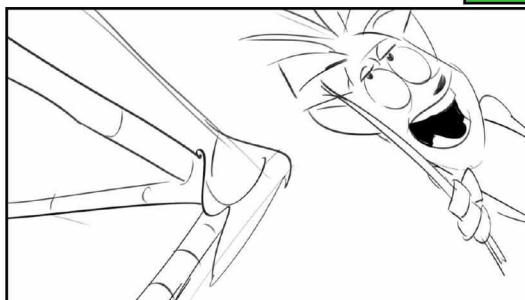
NEW



1590

169

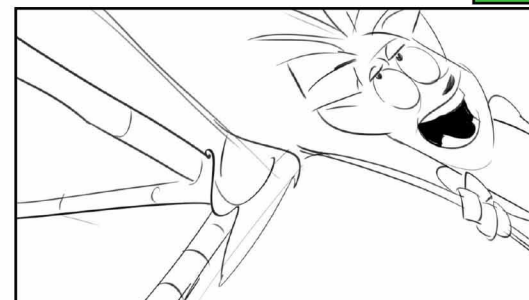
NEW



0147-2  
Does no one know how to tuck in  
a corner? \*\*\*\*\*

170

NEW



0574  
Does no one know how to tuck in  
a corner? \*\*\*\*\*

171

NEW



0657

172

NEW



0659

173

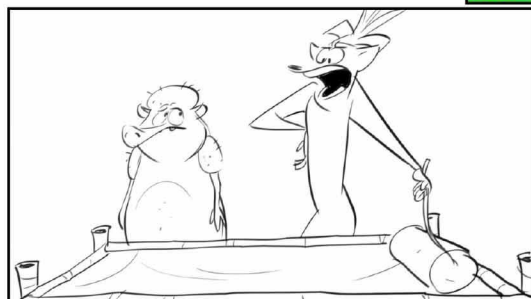
NEW



0657

174

NEW



0588

175

Fluff this pillow it's making  
me sick. \*

NEW



0586

176

Fluff this pillow it's making  
me sick. \*\*\*

NEW



0588

177

Fluff this pillow it's making  
me sick. \*

NEW



0594

178

NEW



0596

179

NEW



0178-3

180

86\_HORST\_What does any of this  
have to do with \*\*\*



NEW



0701 181

86\_HORST\_What does any of this  
have to do with \*\*\*

NEW



0179-3 182

\*\*

NEW



0706-2 183

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW

NEW



0707-2 184

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW

NEW



0708-2 185

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW

186



0709-3 186

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW



0711-3 187

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of your

188



0712 188

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of your

189



0713-2 189

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of your

NEW



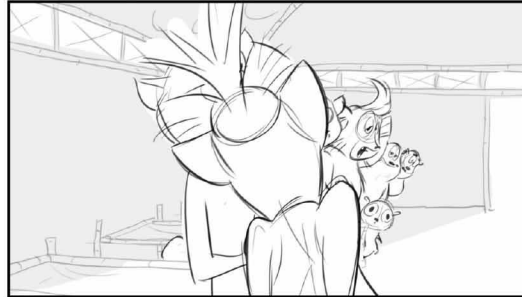
0714

190

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW

NEW



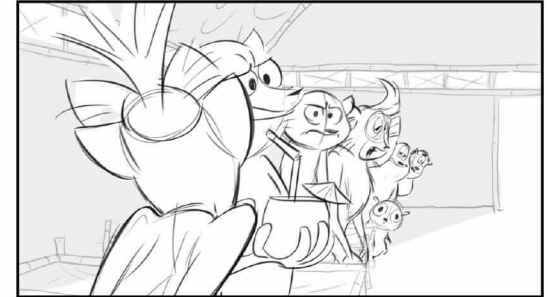
0715

191

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW

NEW



0716-3

192

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW

193



0717-3

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW

194



0718

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW

195



0719

87\_KJN\_What's that SENOR  
KOOGL? I didn't hear  
that over the screams of y

NEW

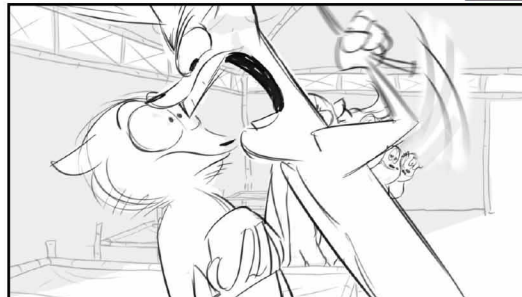
196



0727

alive right now \*

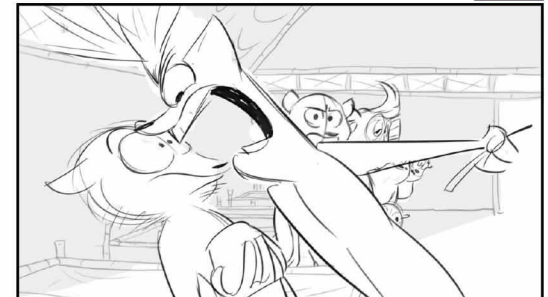
197



0720

IF THEIR BEDS HAD BEEN MADE  
PROPERLY.\*\*\*

198

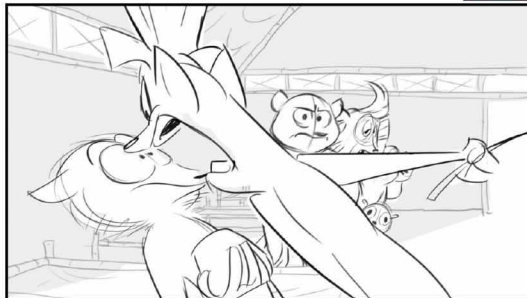


0723

IF THEIR BEDS HAD BEEN MADE  
PROPERLY.\*\*\*

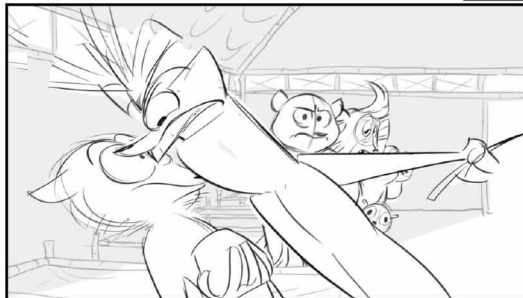


NEW



0724 199  
IF THEIR BEDS HAD BEEN MADE  
PROPERLY.\*\*\*

NEW



0726-2 200  
IF THEIR BEDS HAD BEEN MADE  
PROPERLY.\*\*\*

NEW



0221-3 201  
88\_KJN\_Nice job THIGH  
MASTER.\*\*\*\*\*

NEW



0630-2 202  
88\_KJN\_Nice job THIGH  
MASTER.\*\*\*\*\*

NEW



0631-2 203  
88\_KJN\_Nice job THIGH  
MASTER.\*\*\*\*

NEW



0629-2 204  
88\_KJN\_Nice job THIGH MASTER.\*

NEW



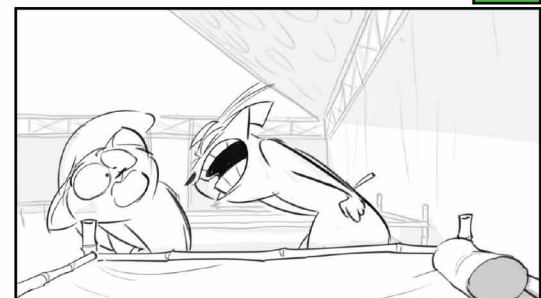
0634-2 205  
89\_MAU\_Thank you your...\*

NEW



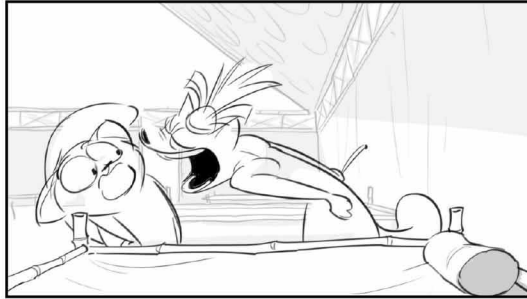
0223-3 206  
90\_KJN\_I didn't say you could  
speak, maggot! \*\*\*\*

NEW



0224-2 207  
90\_KJN\_I didn't say you could  
speak, maggot! \*\*\*

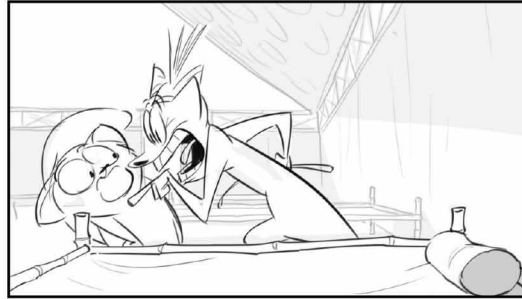
NEW



0225-2 208

90\_KJN\_I didn't say you could speak, maggot! \*\*

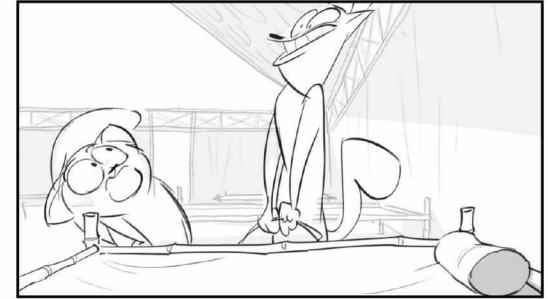
NEW



0226-2 209

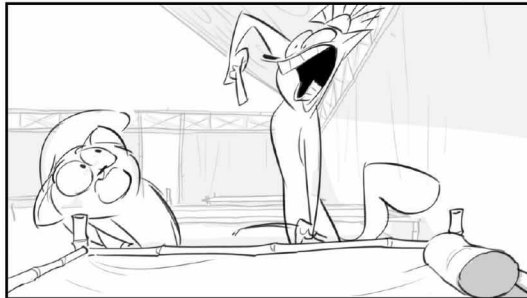
90\_KJN\_I didn't say you could speak, maggot! \*

NEW



0742 210

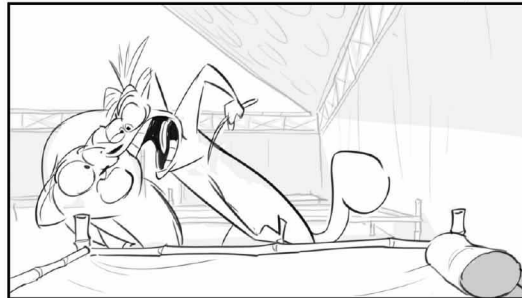
NEW



0227-2 211

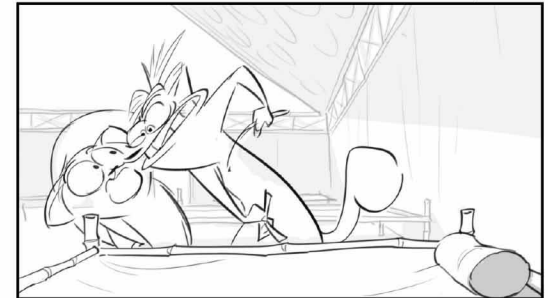
Drop and give me twenty!\*\*

NEW



0740 212

NEW



0741 213

NEW



0218-5 214

91\_MORT\_Hey King Julien, if your feet are cold I'd be happy to warm them up\*\*\*\*\*

NEW



0728 215

91\_MORT\_Hey King Julien, if your feet are cold I'd be happy to warm them up\*\*\*\*\*

NEW



0734 216

91\_MORT\_Hey King Julien, if your feet are cold I'd be happy to warm them up\*\*\*\*\*

NEW



0735 217

91\_MORT\_Hey King Julien, if  
your feet are cold I'd be happy  
to warm them up\*\*\*\*\*

NEW



0638-3 220

91\_MORT\_Hey King Julien, if  
your feet are cold I'd be happy  
to warm them up\*\*\*\*

NEW



0212-6 223

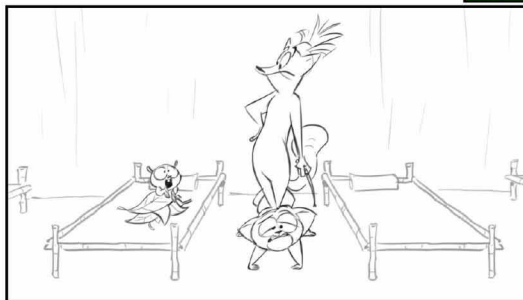
NEW



0206-7 218

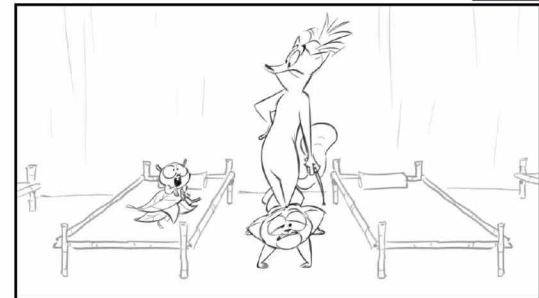
91\_MORT\_Hey King Julien, if  
your feet are cold I'd be happy  
to warm them up\*\*\*\*\*

NEW



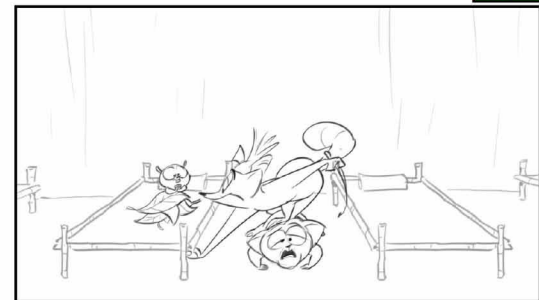
0748 221

NEW



0746 219

NEW



0210-6 222

NEW



0672-3 224

NEW



0217-8 225  
-- WHAA! \*\*



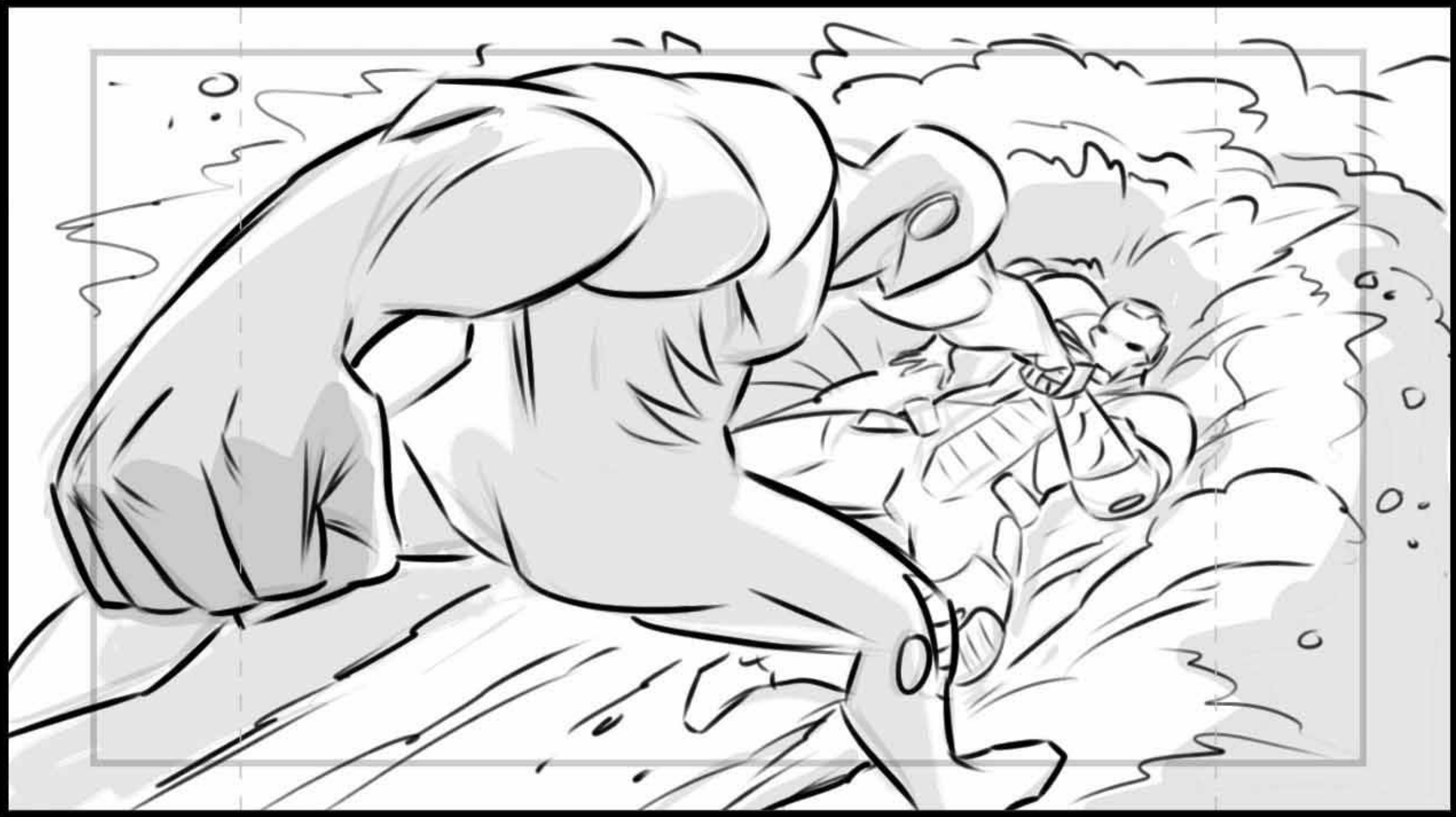
# **Storyboards**

## **-Marvel Avengers Assemble**

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

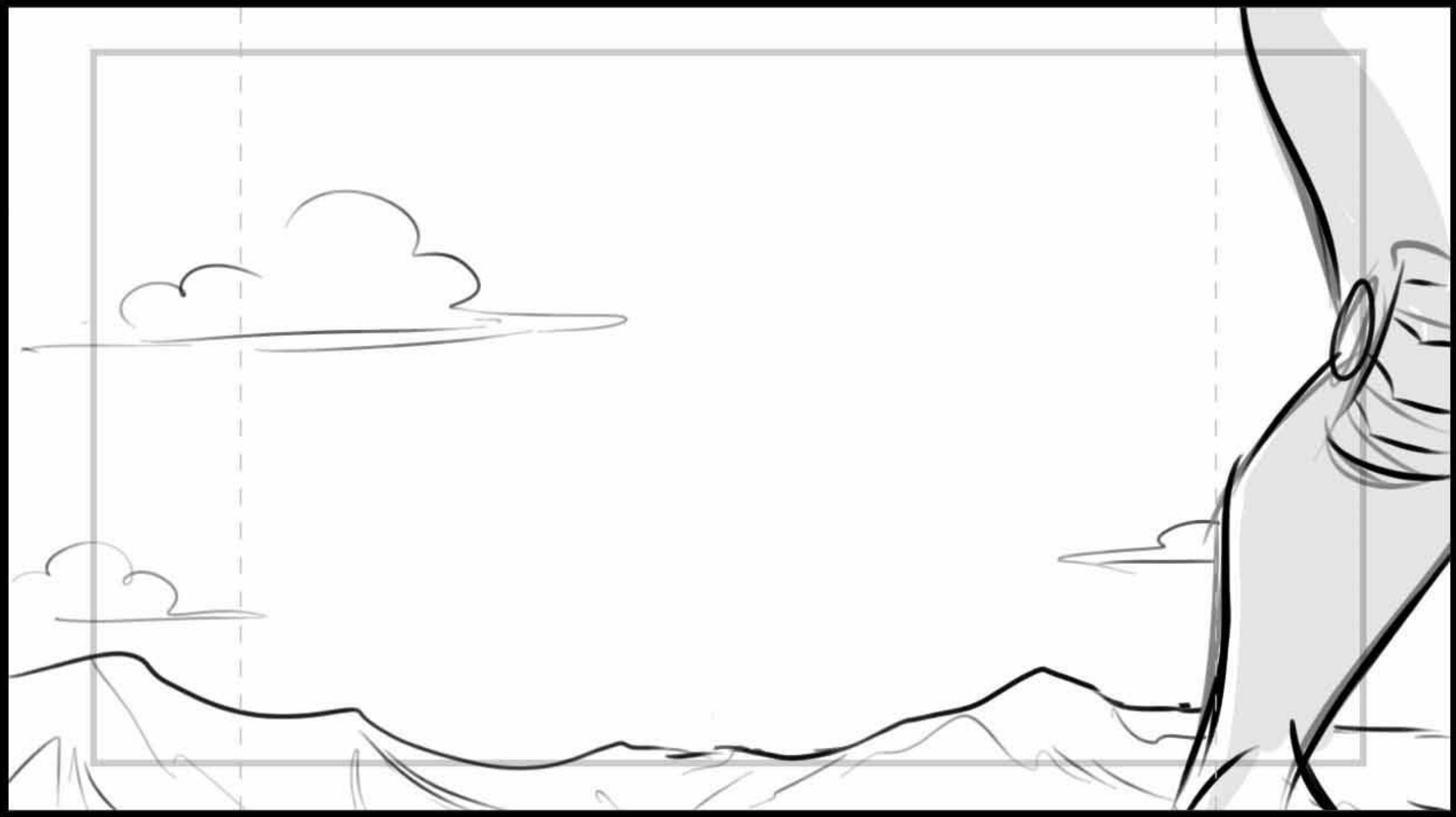
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

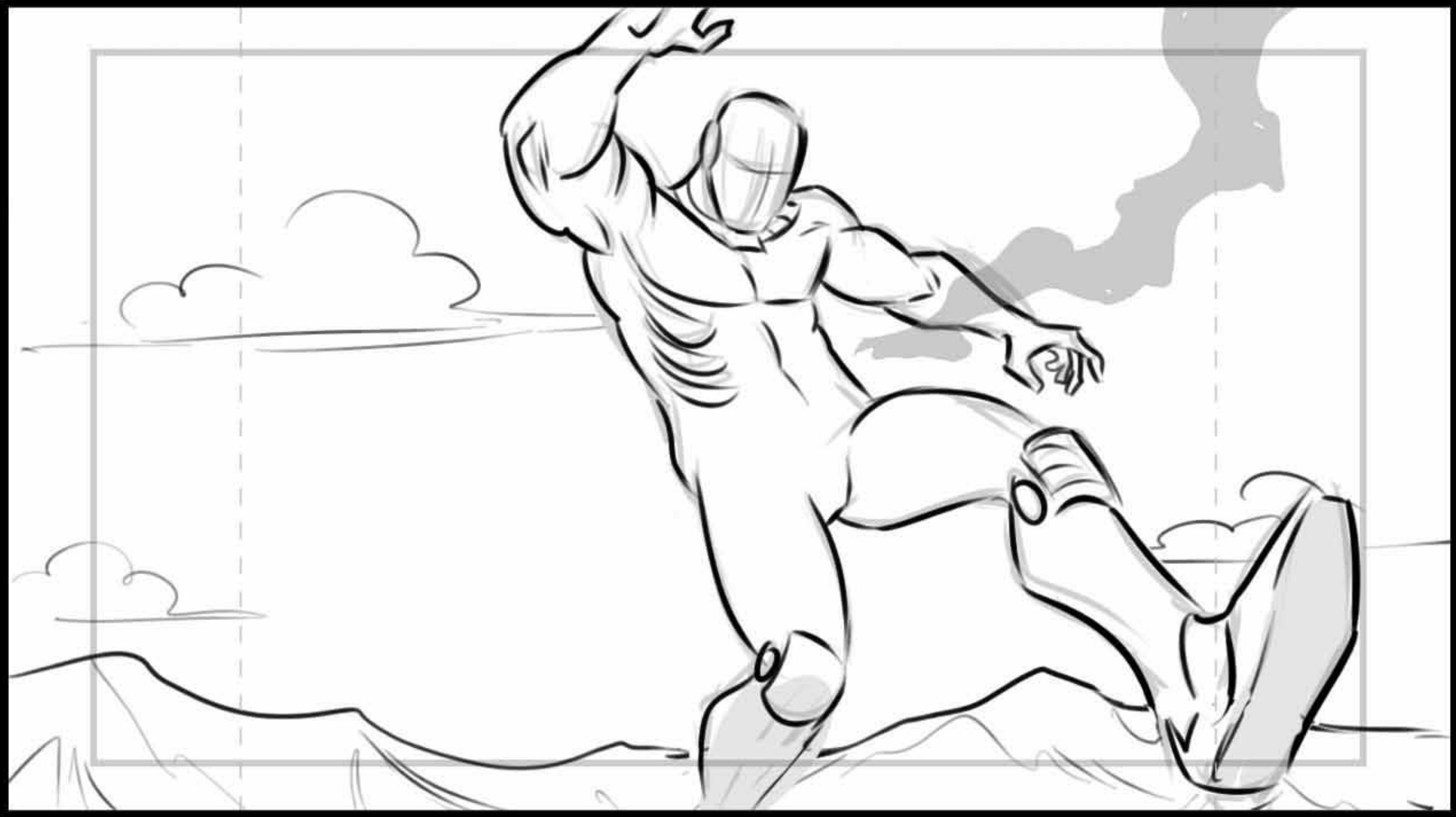
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

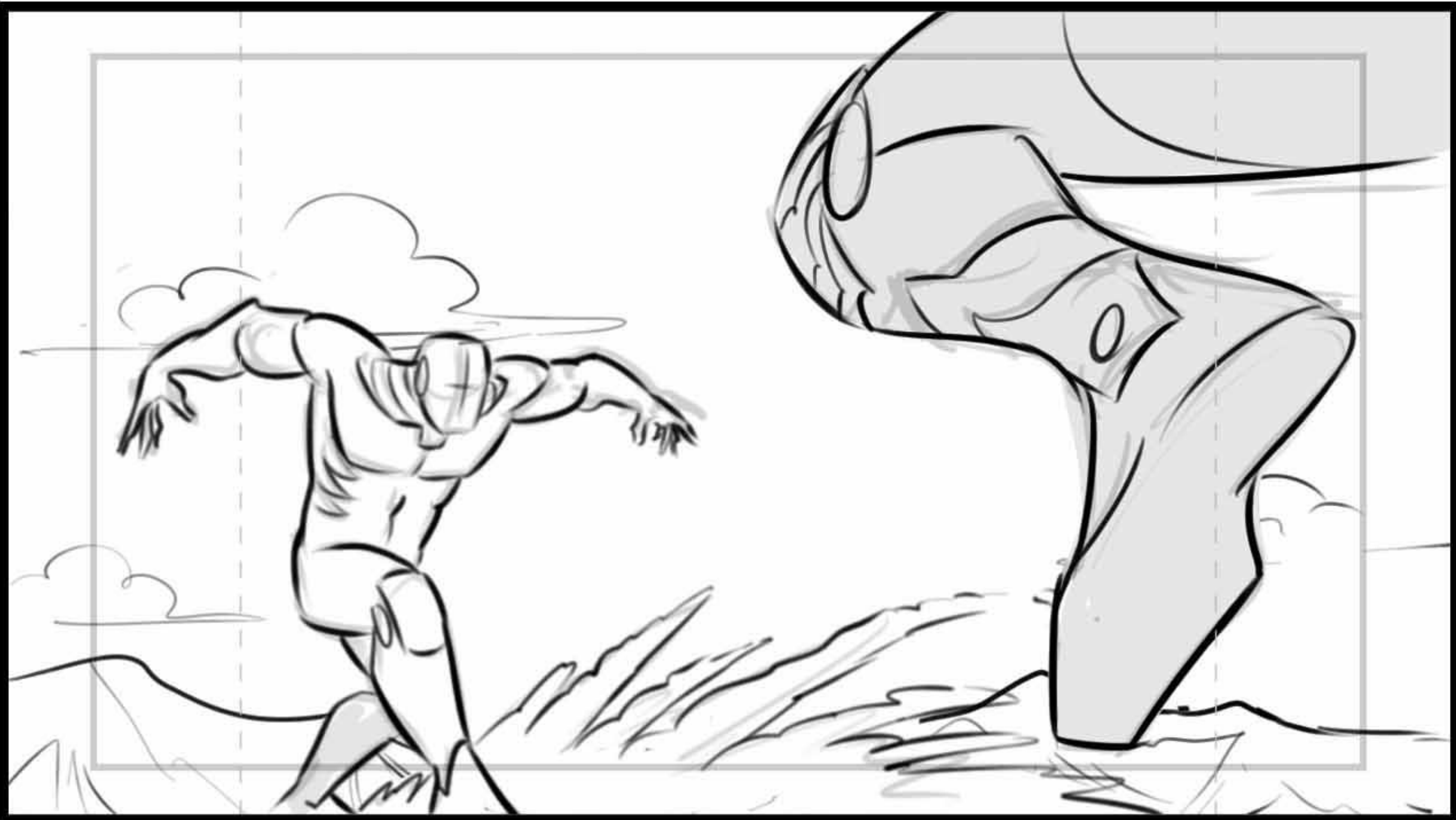
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

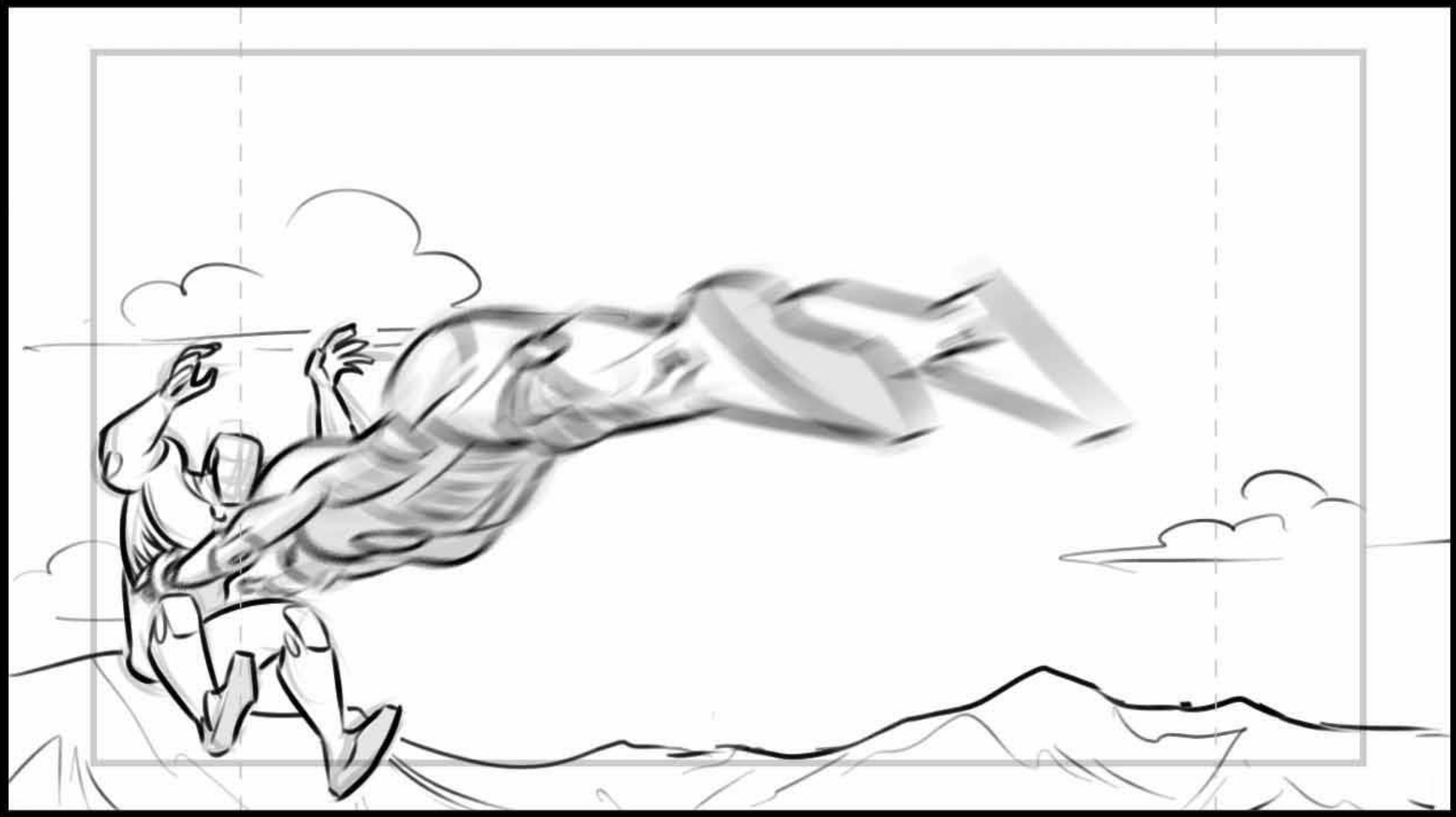
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:





ACTION:

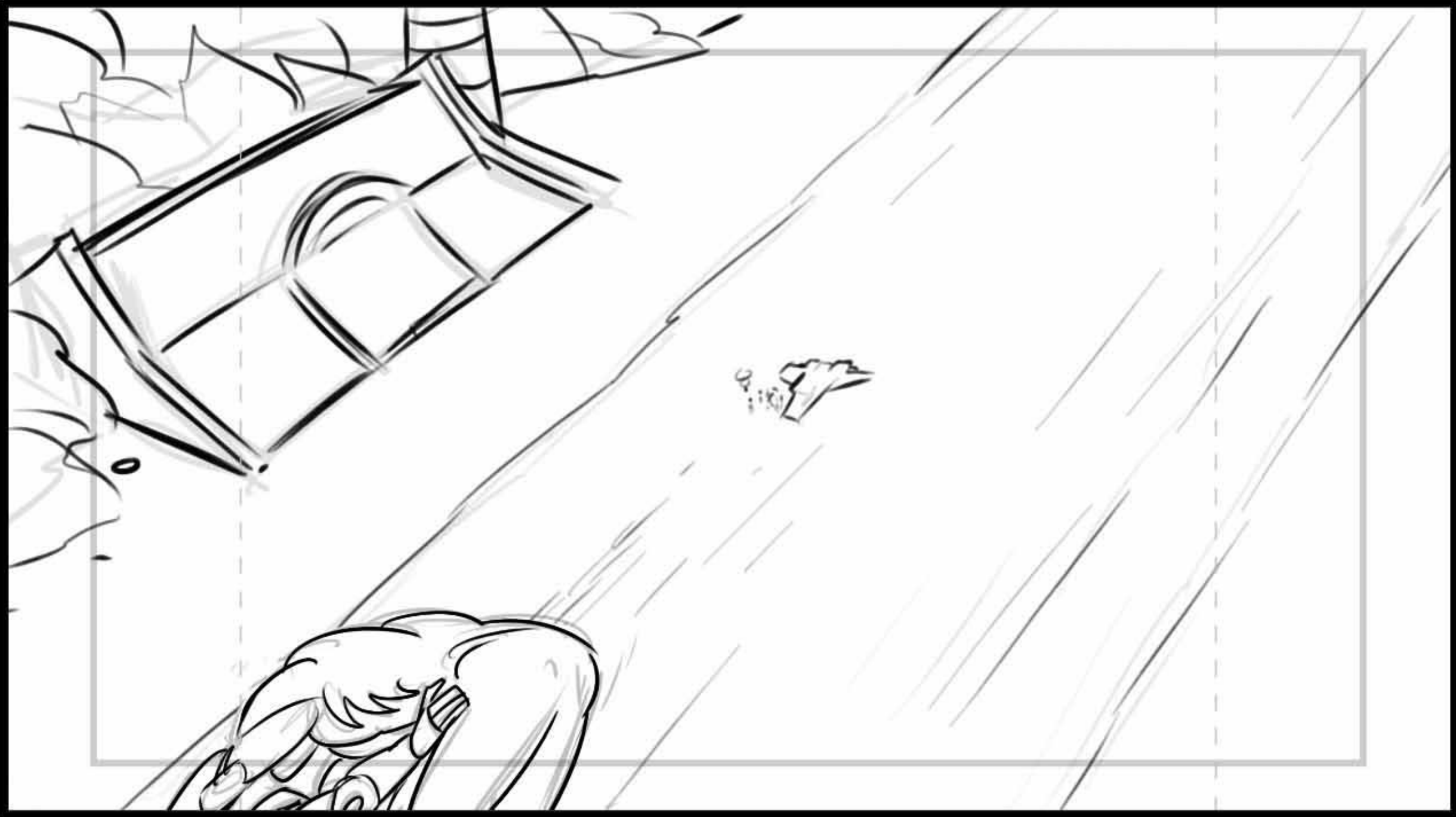
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

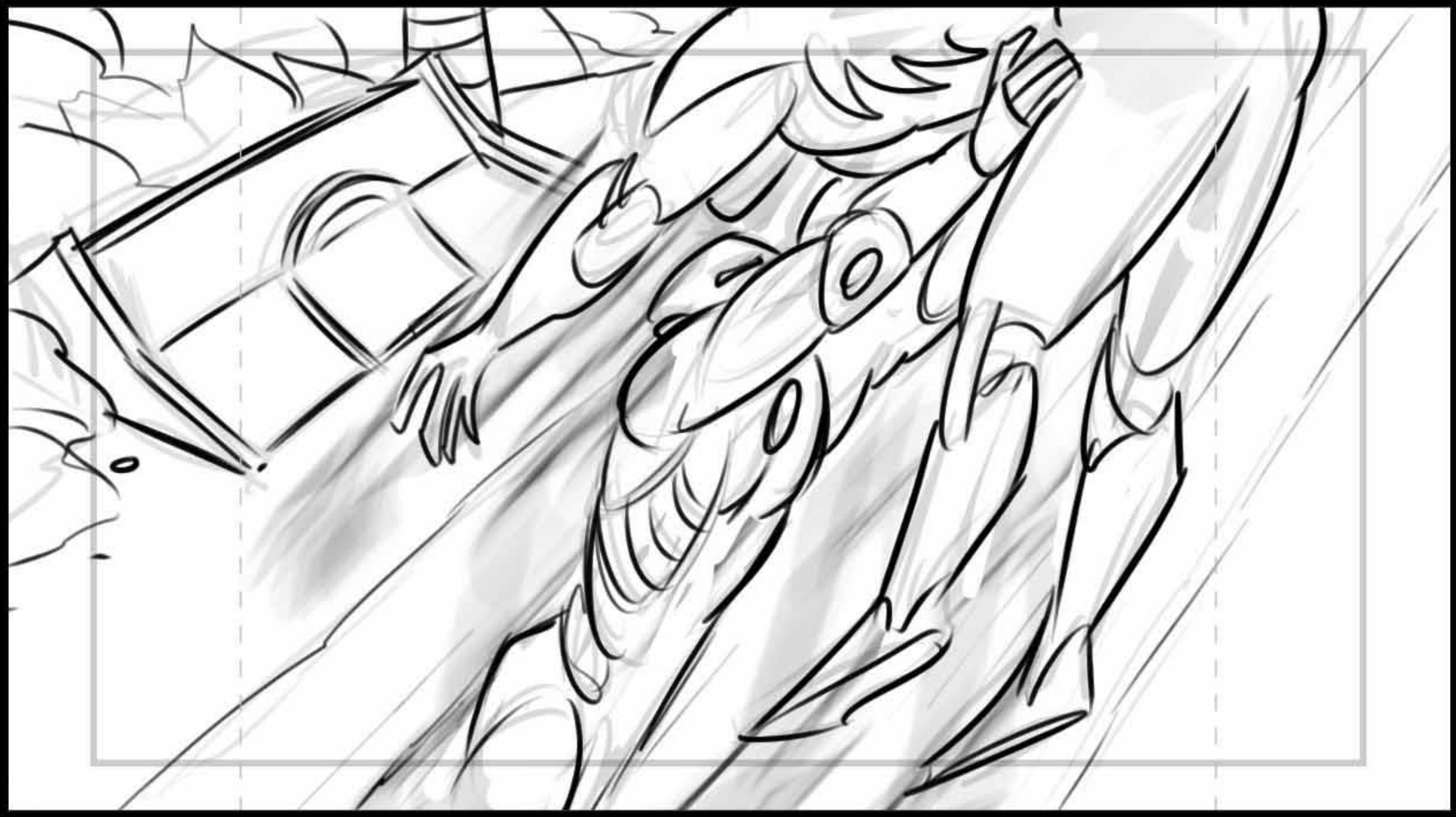
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

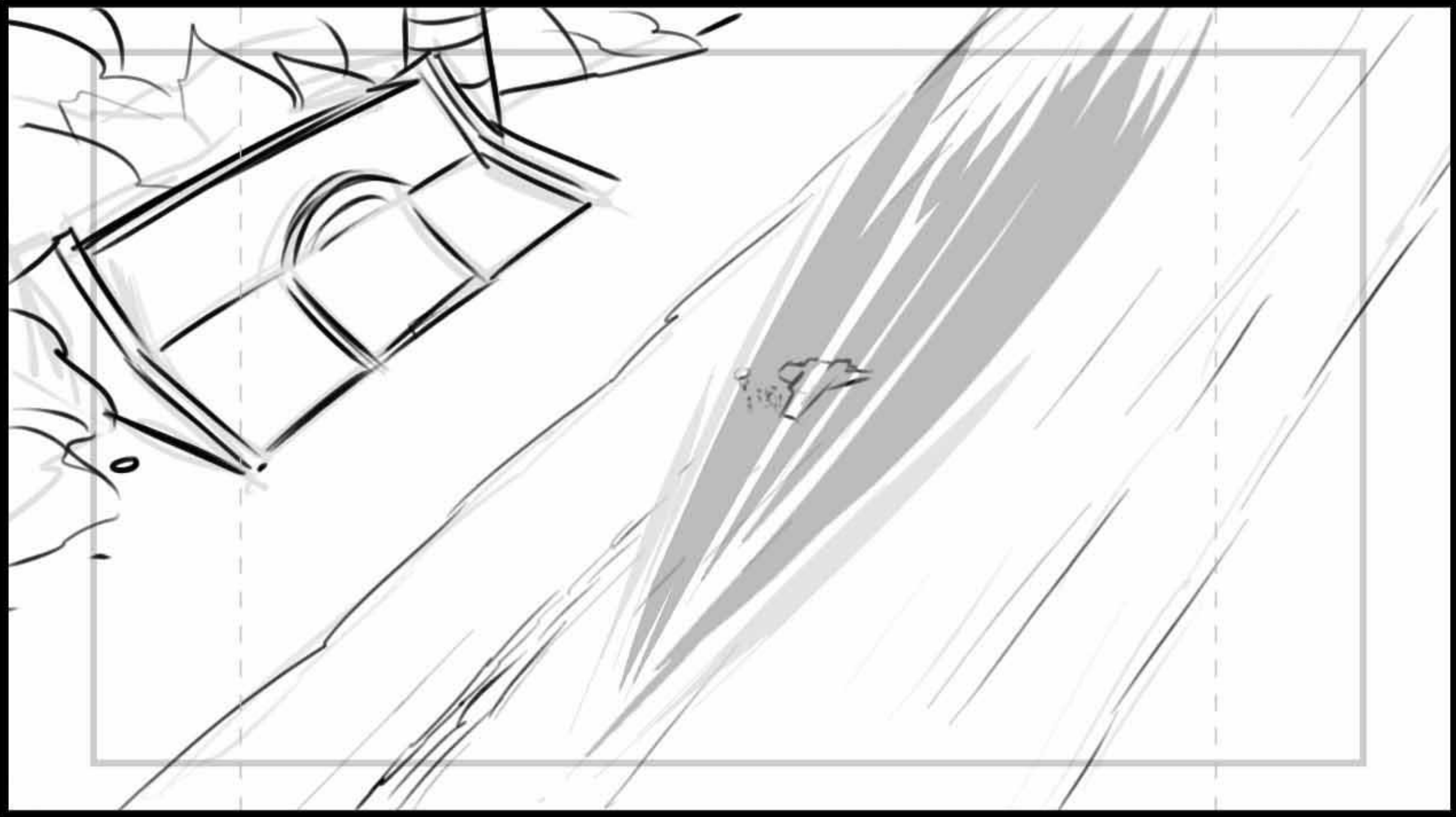
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

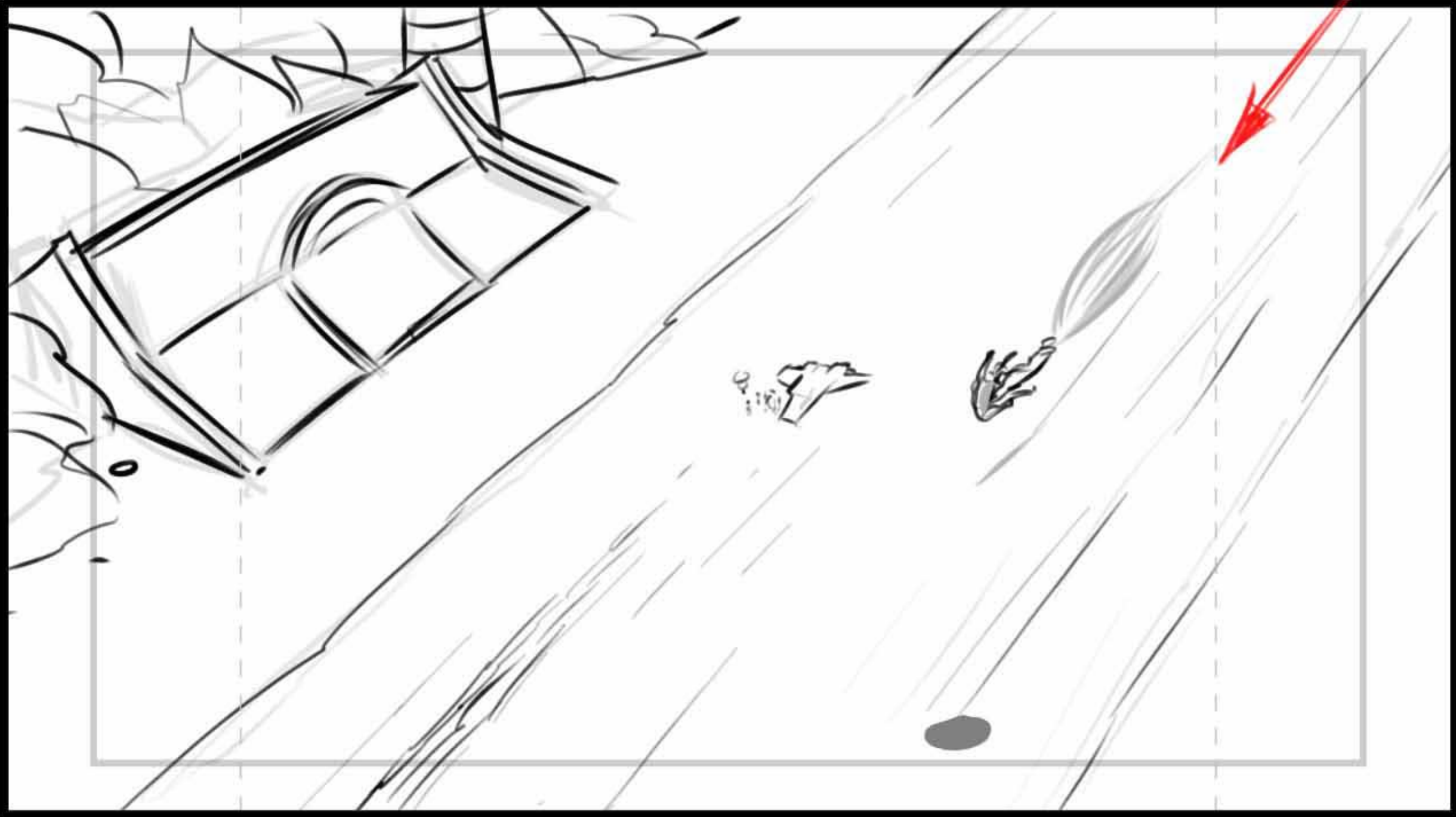
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

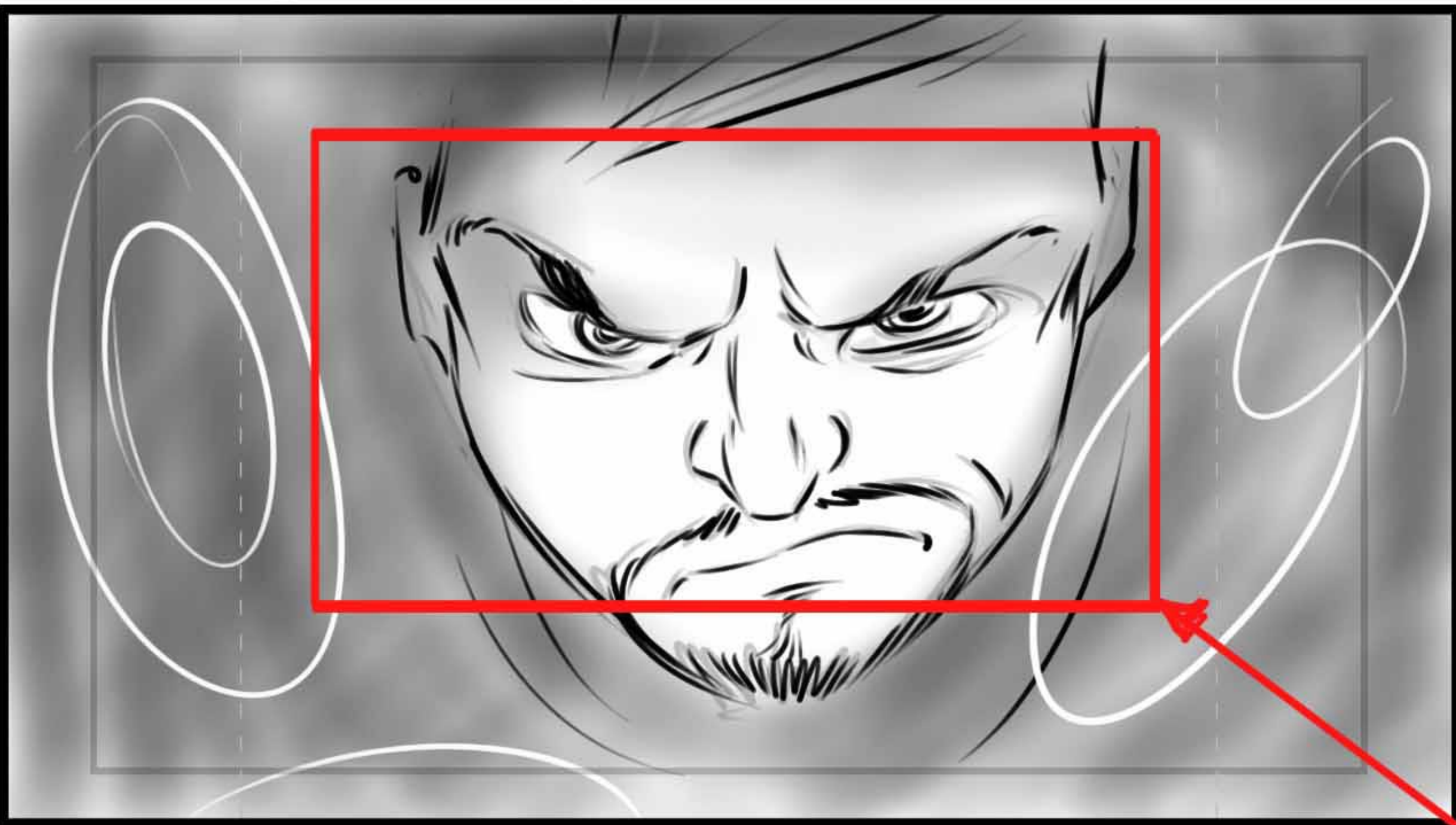
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

CAM SHAKE - PUSH IN

DIALOGUE:

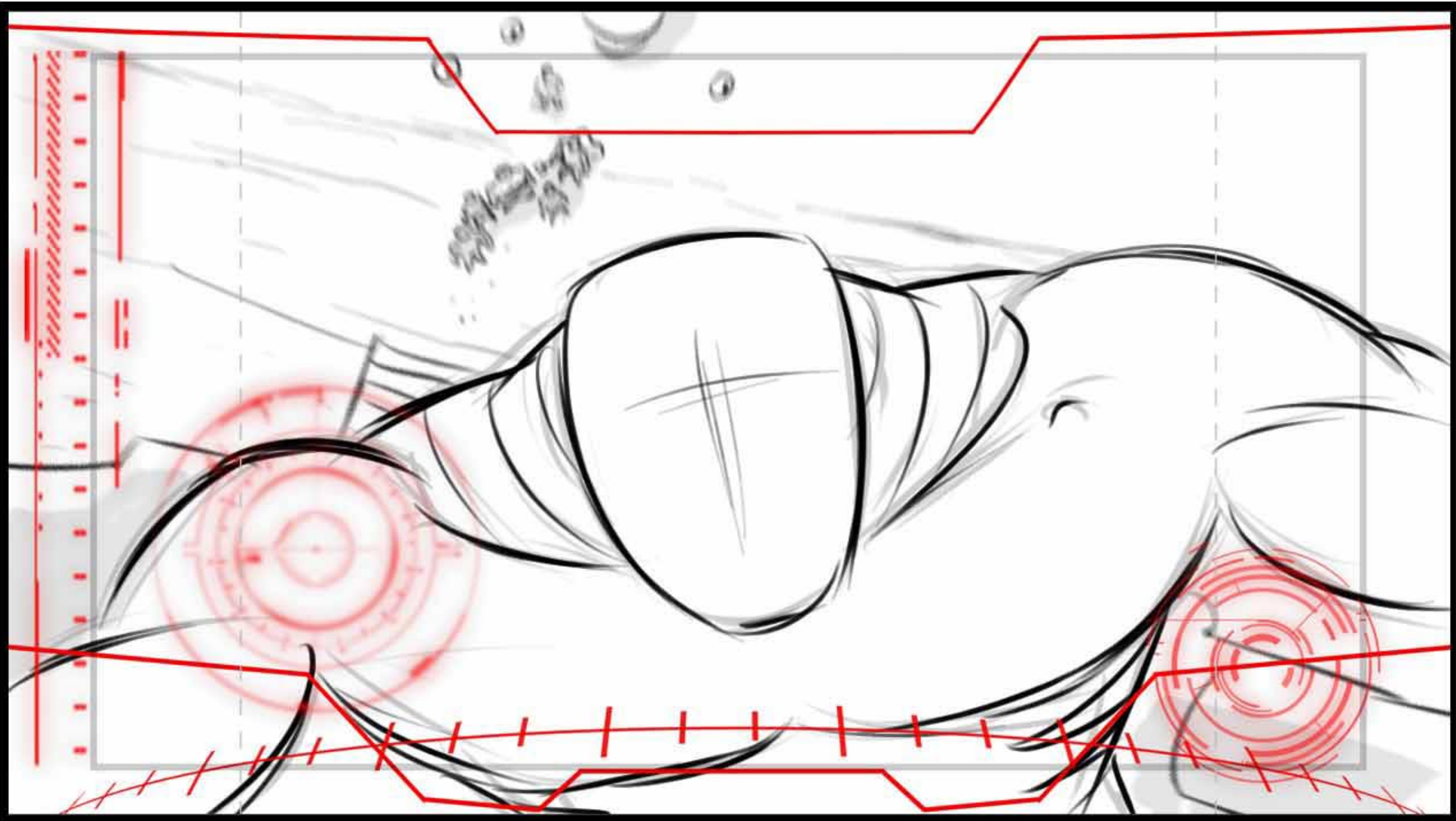
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

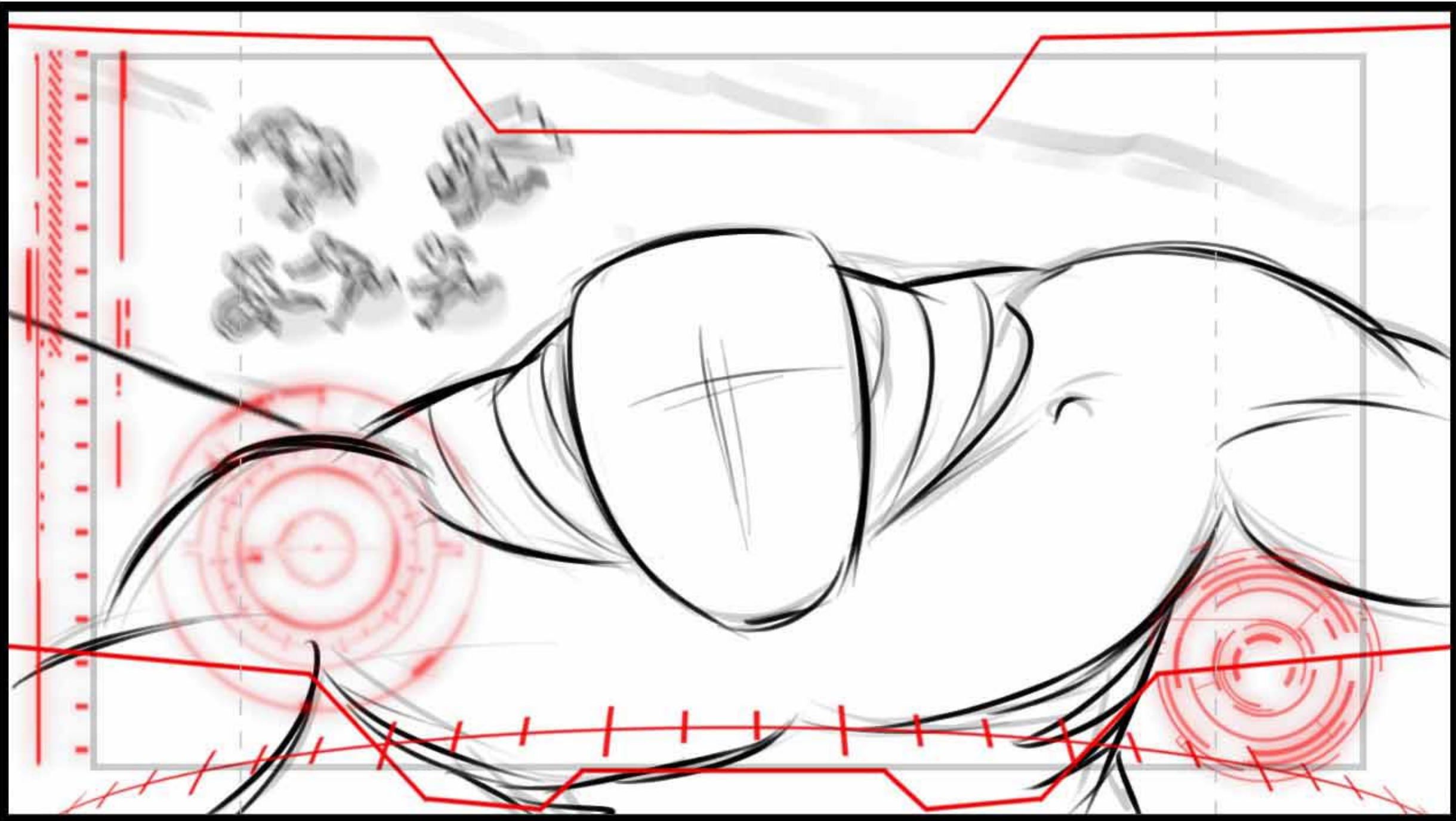
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

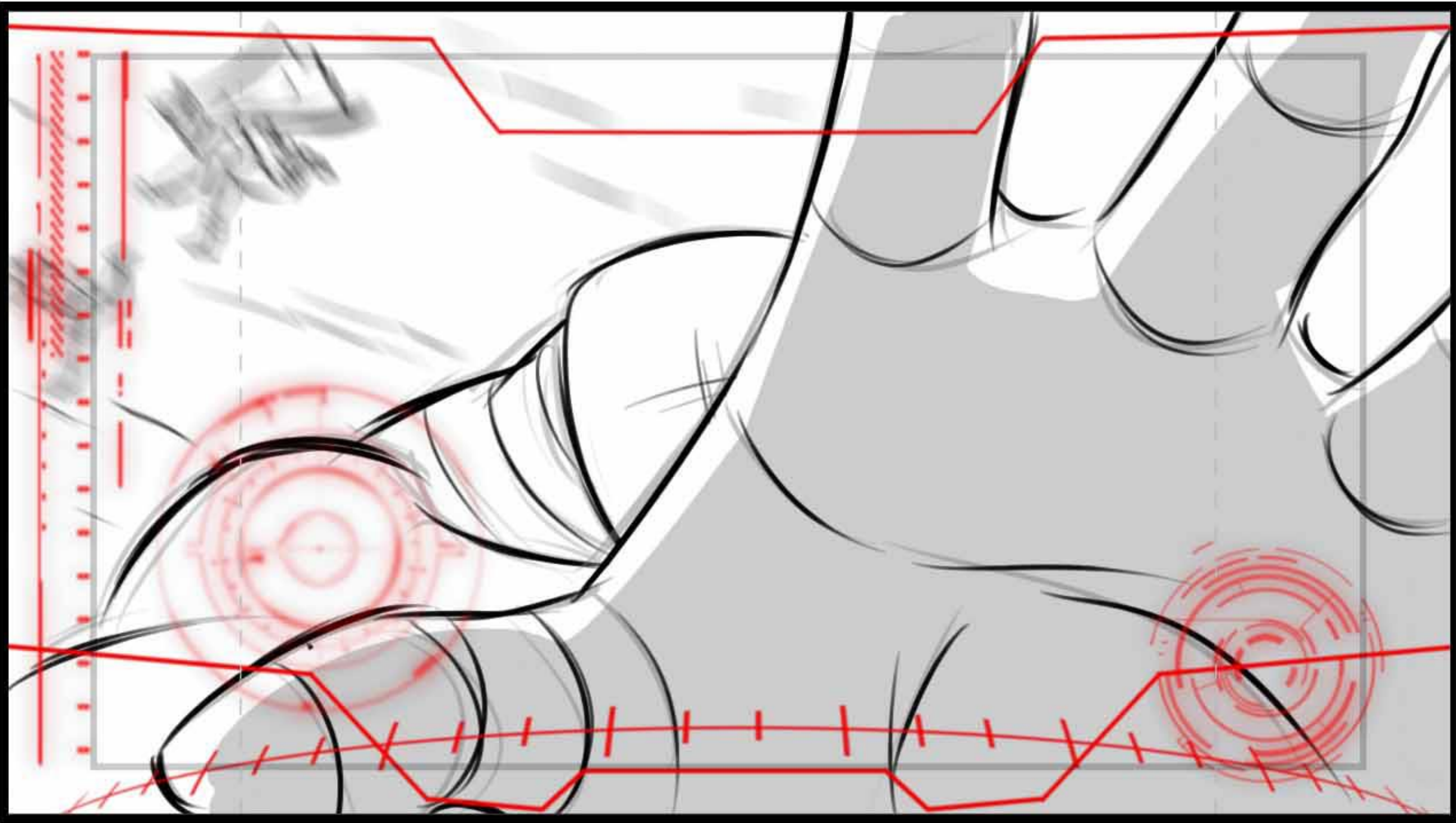
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

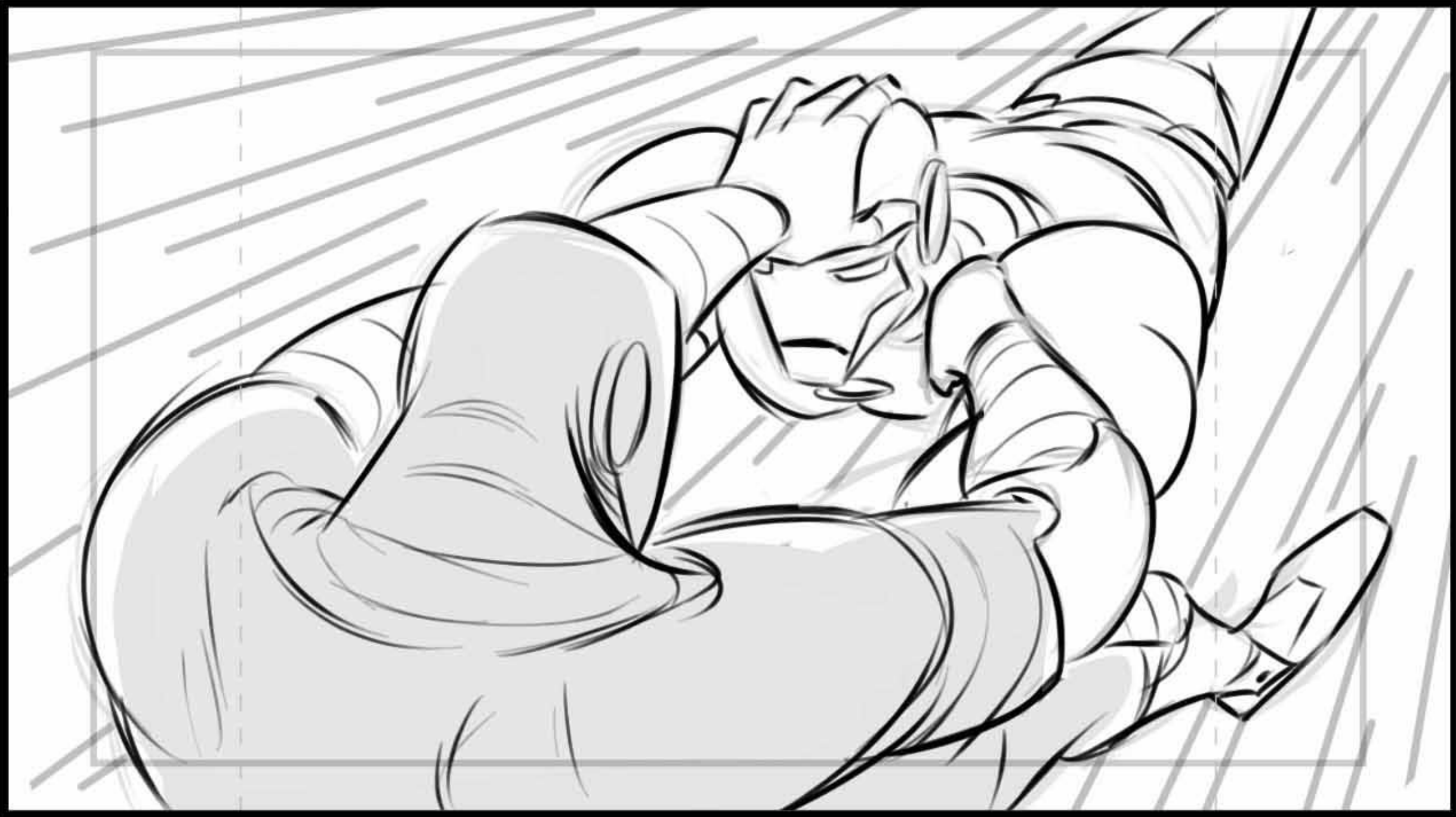
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

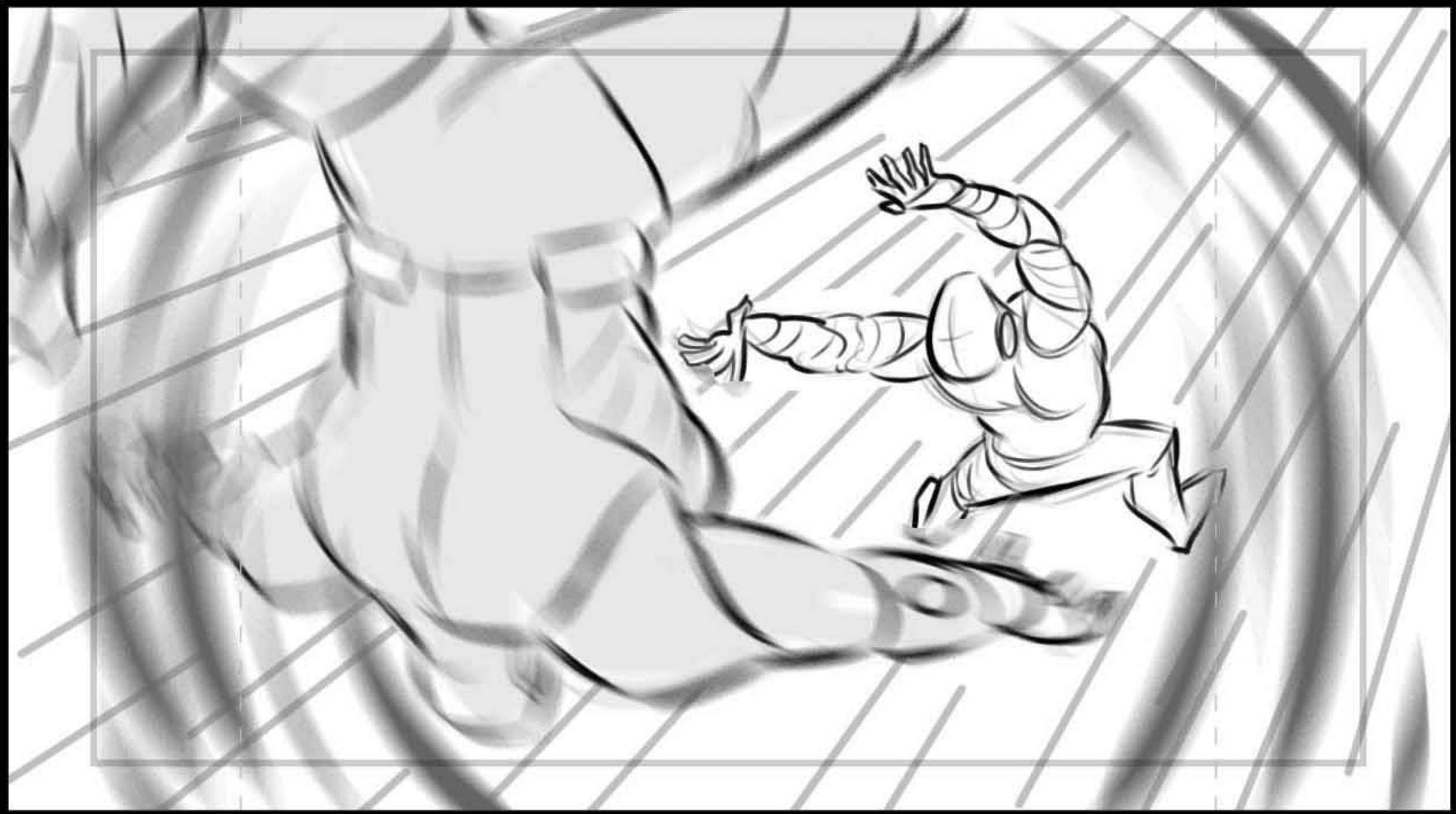
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND

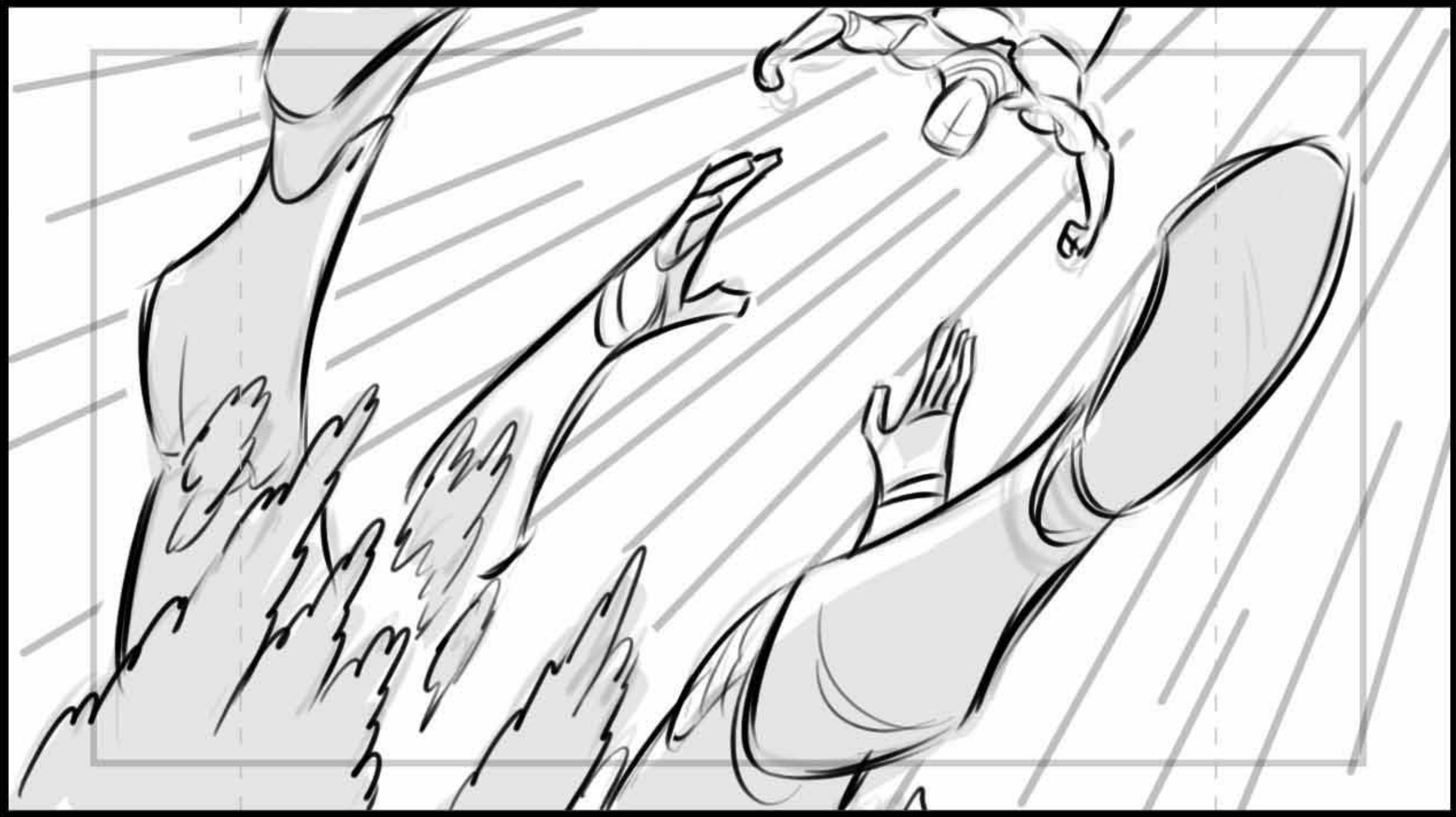


ACTION:

DIALOGUE:

SLUG:





ACTION:

DIALOGUE:

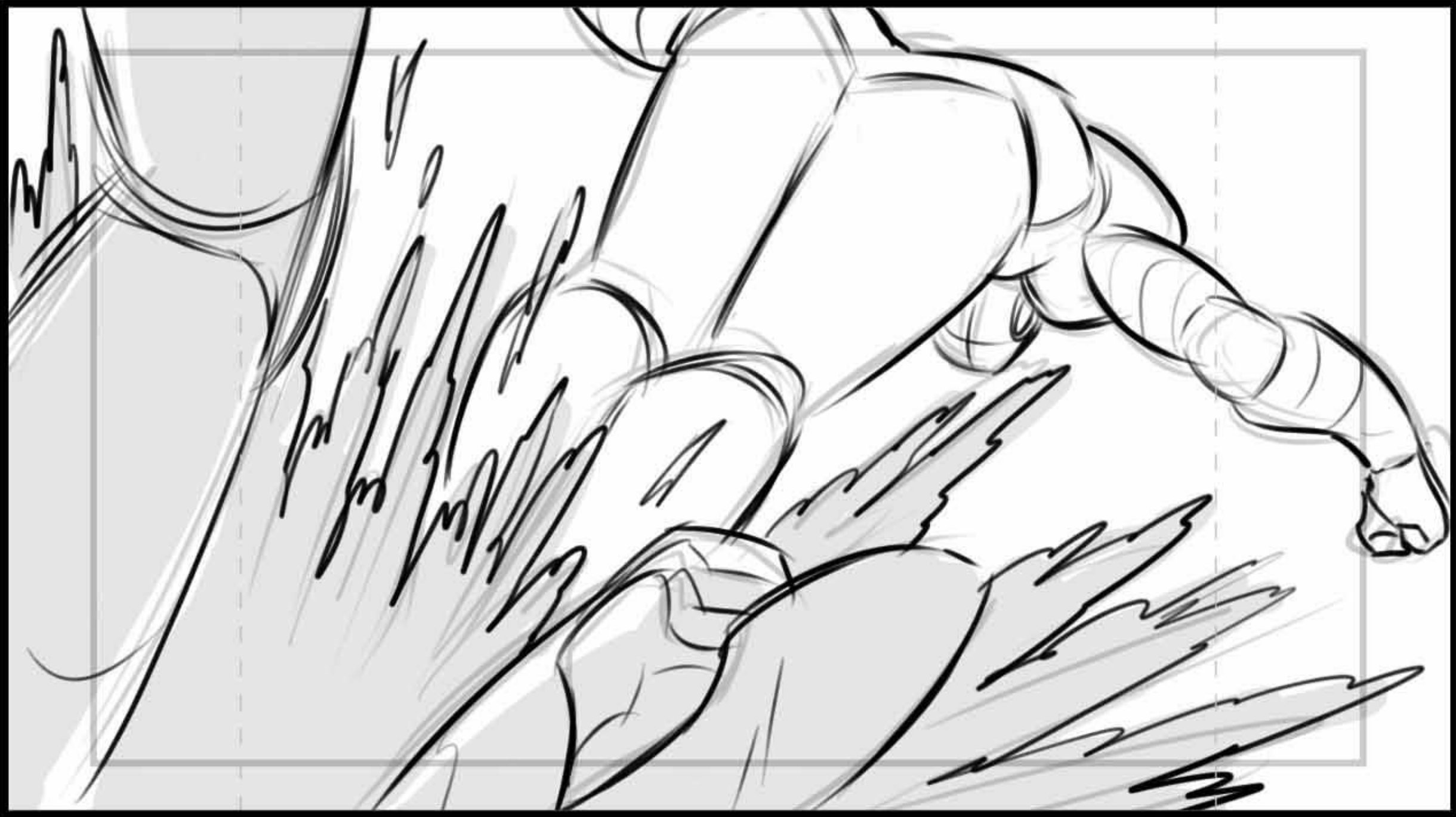
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

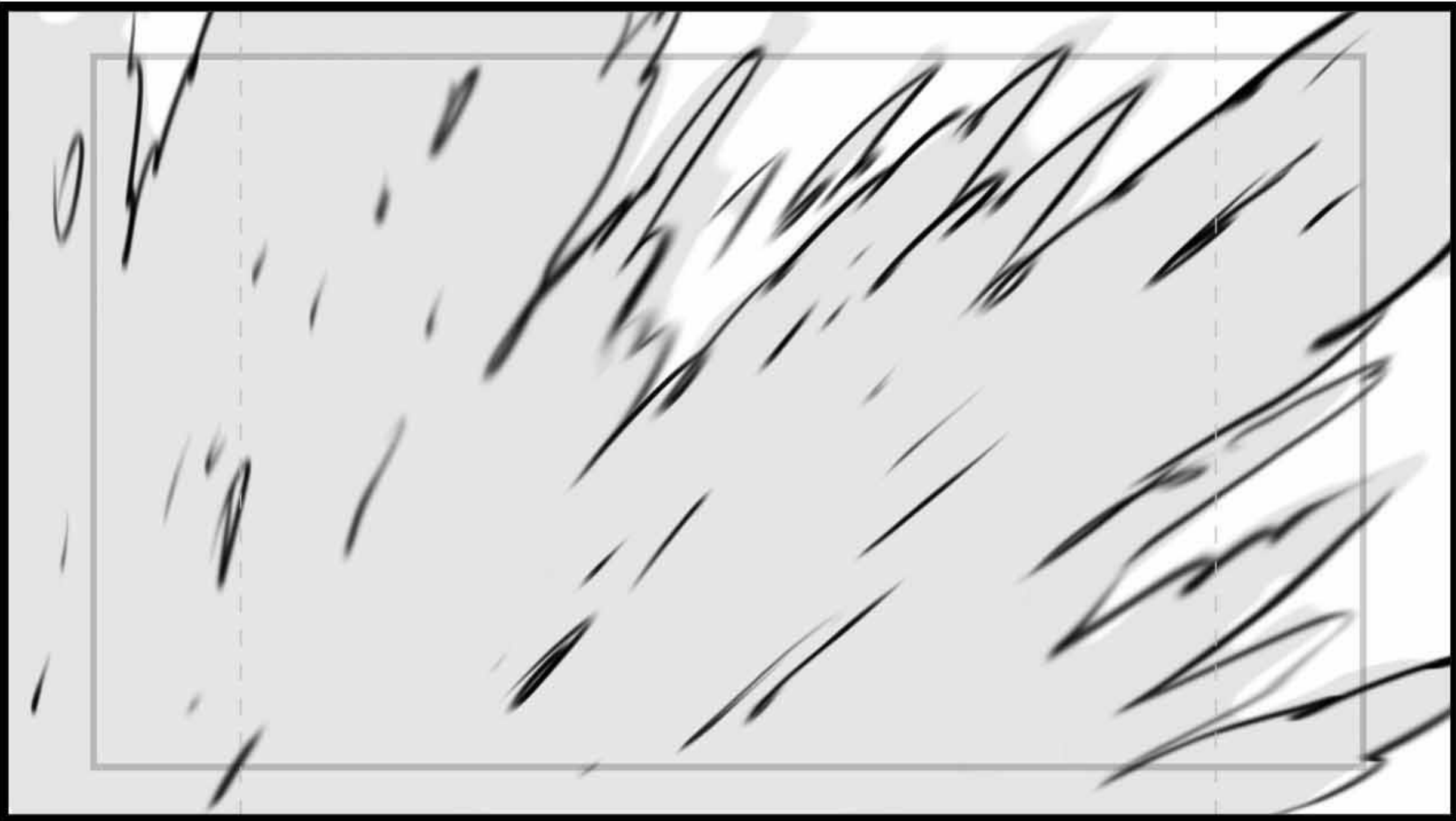
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

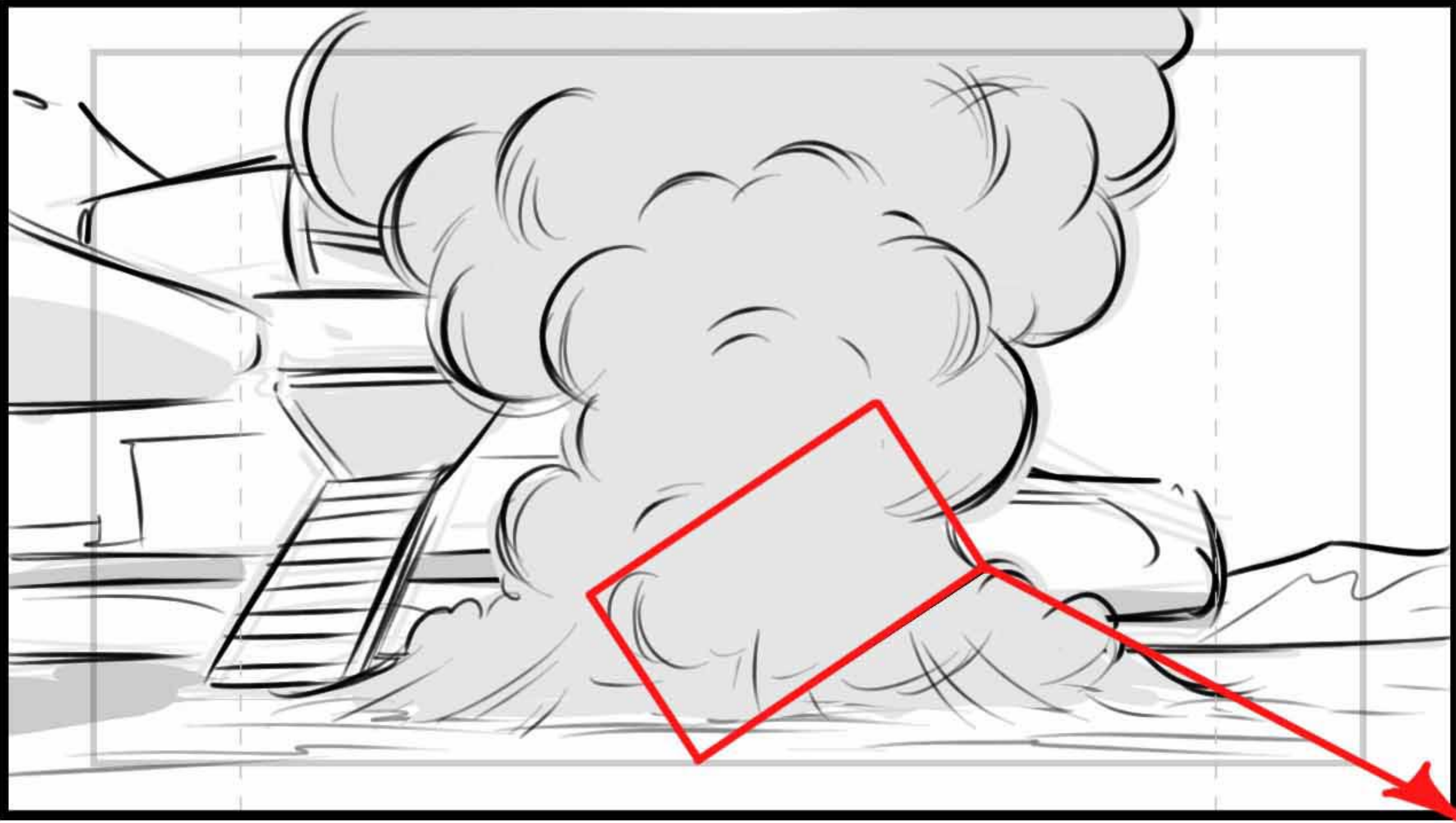
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

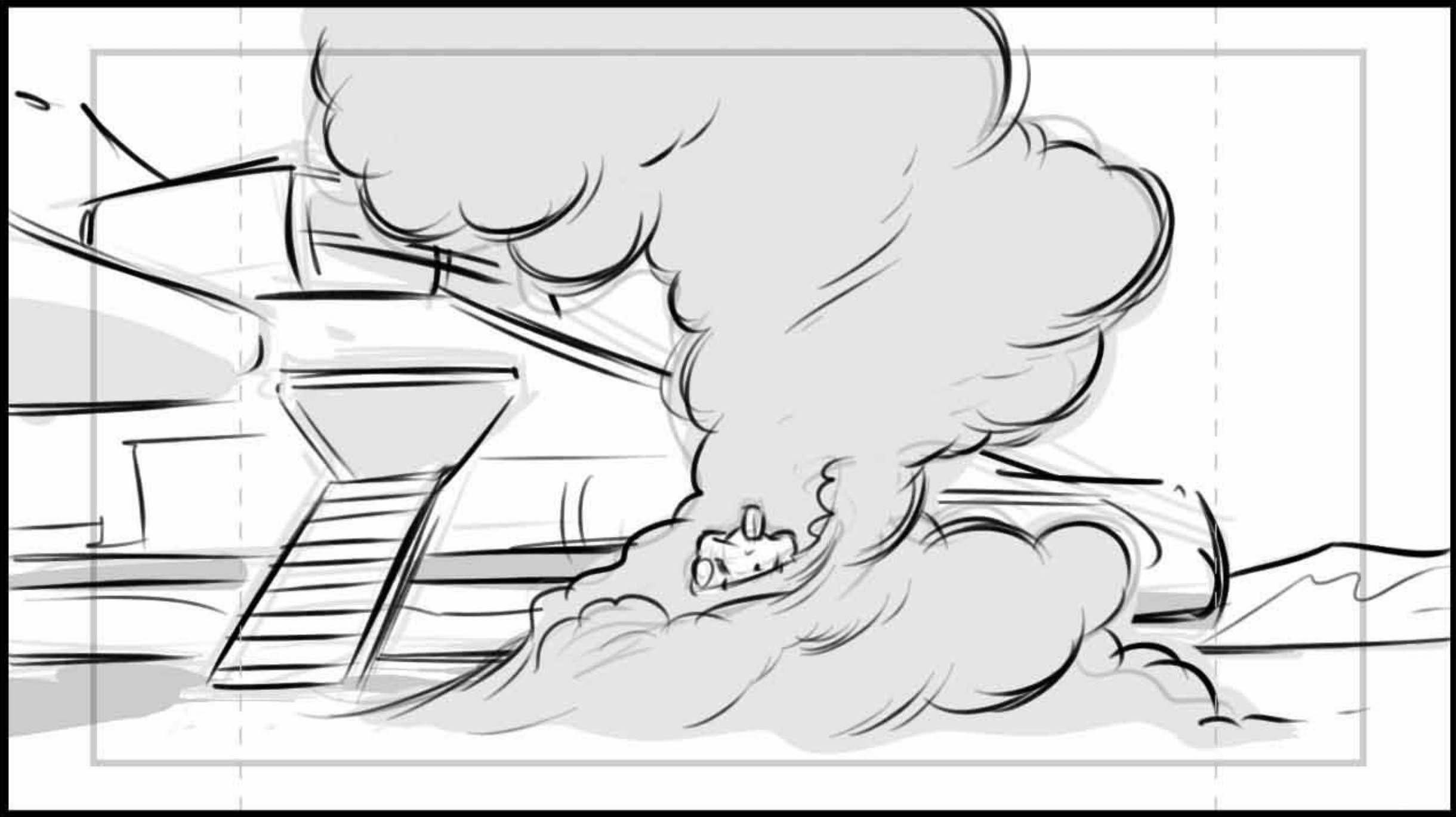
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

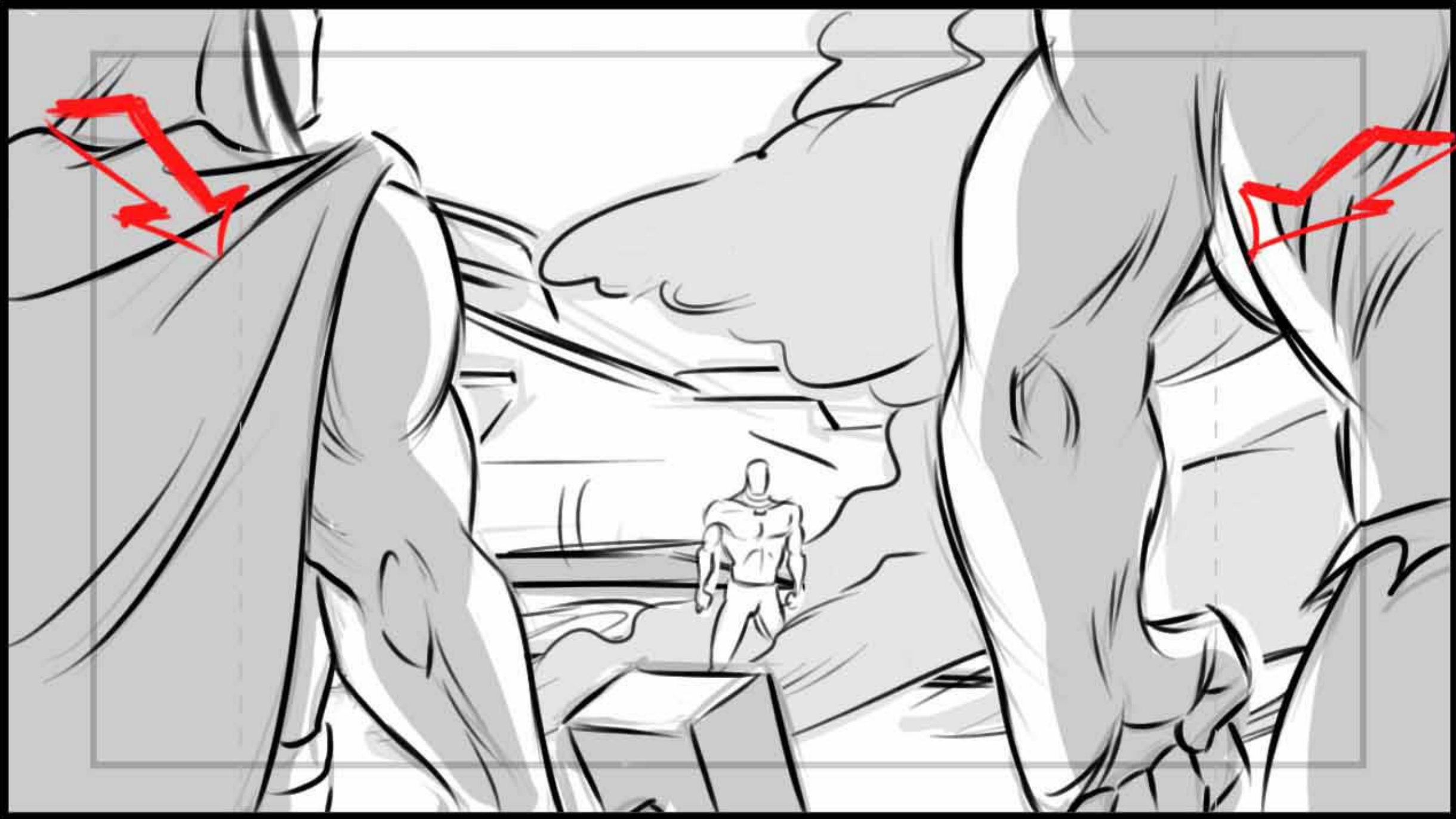
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE

**33**      HAWKEYE

Guys! We came all the way out here...

SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

let's at least

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

enjoy the  
show for a few seconds.

SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

PULL OUT

DIALOGUE:

Maybe Stark'll get punched again.

SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

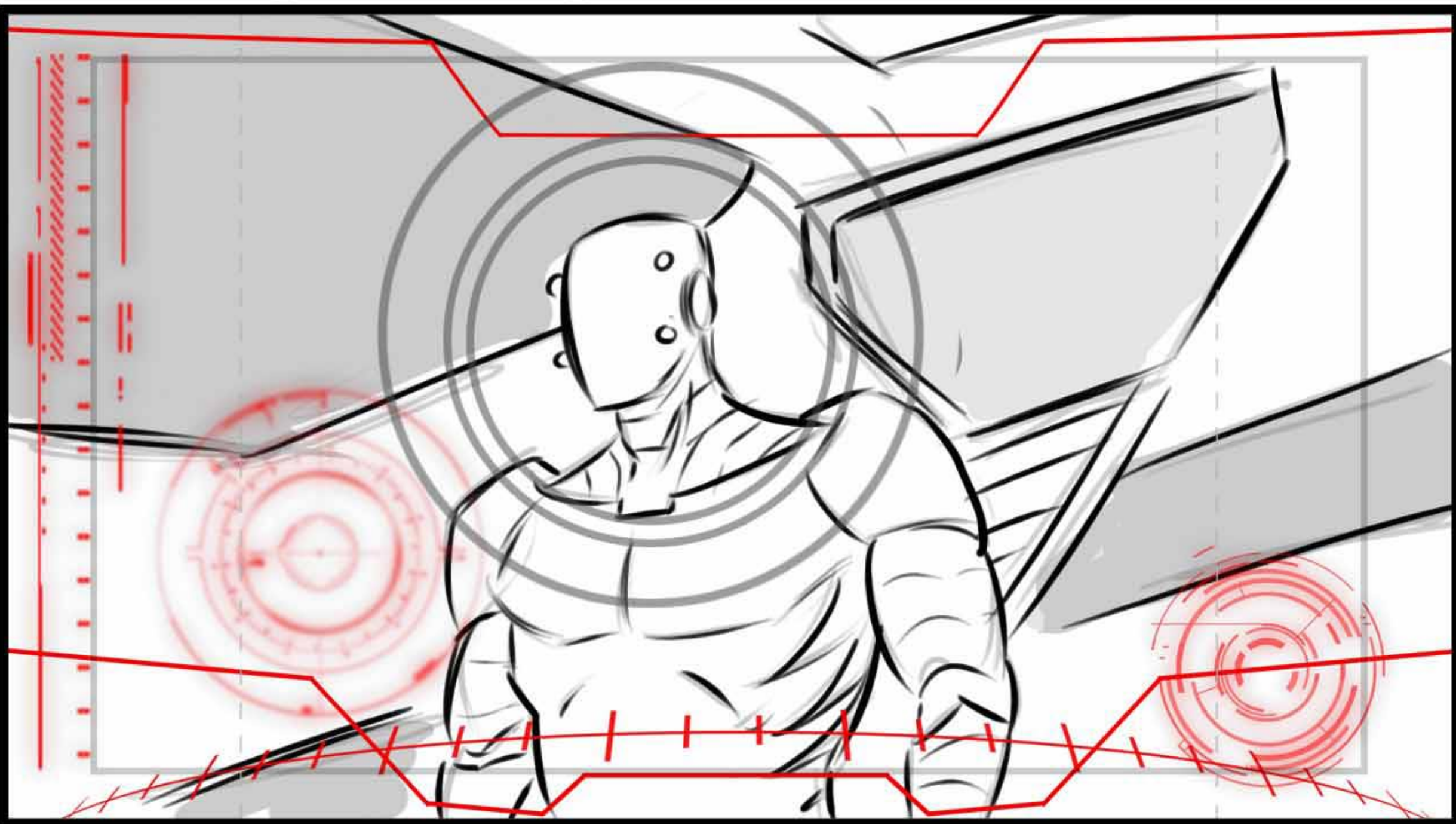
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

Aww, look, it's scanning us

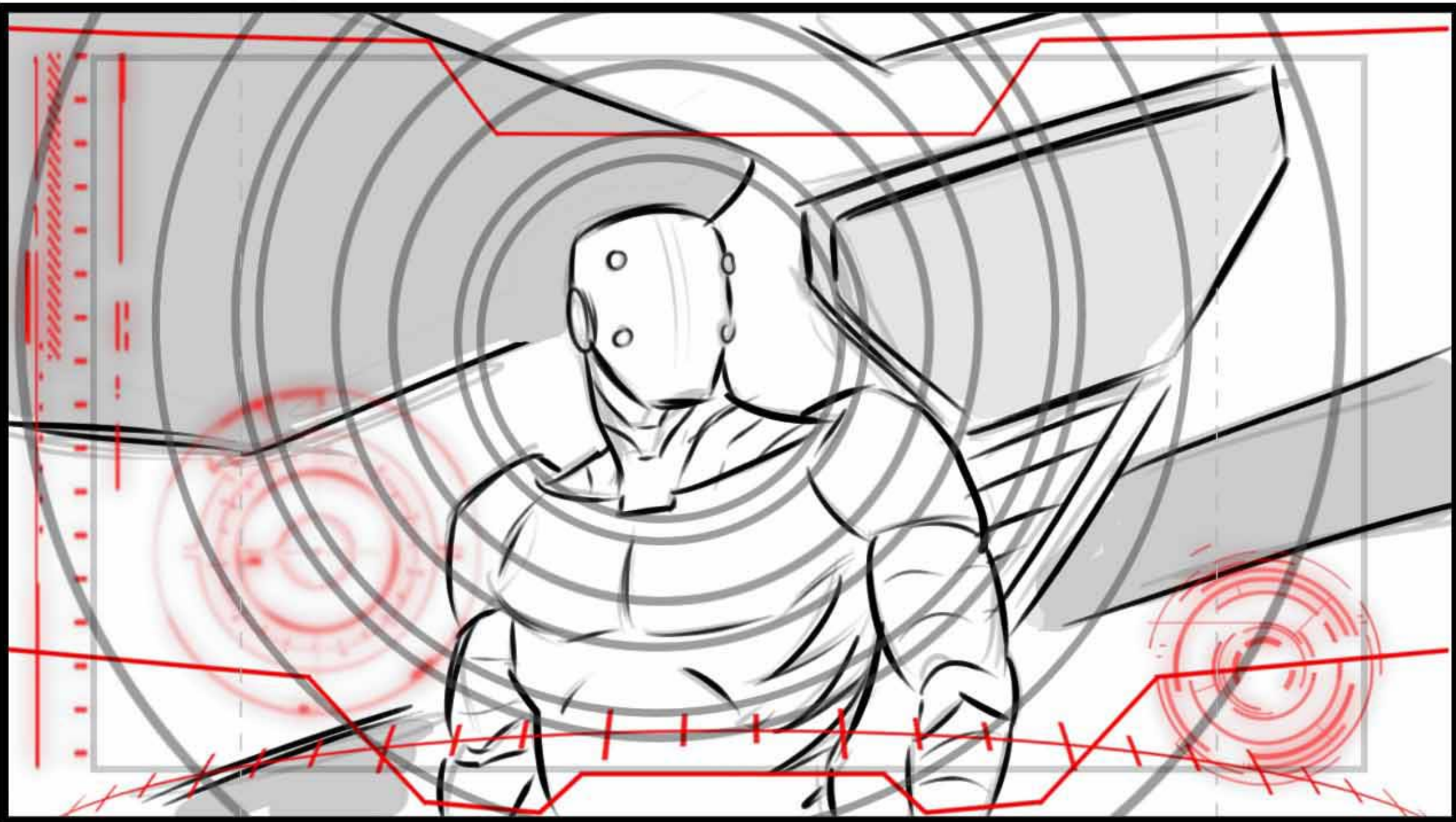
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

for weaknesses.

SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

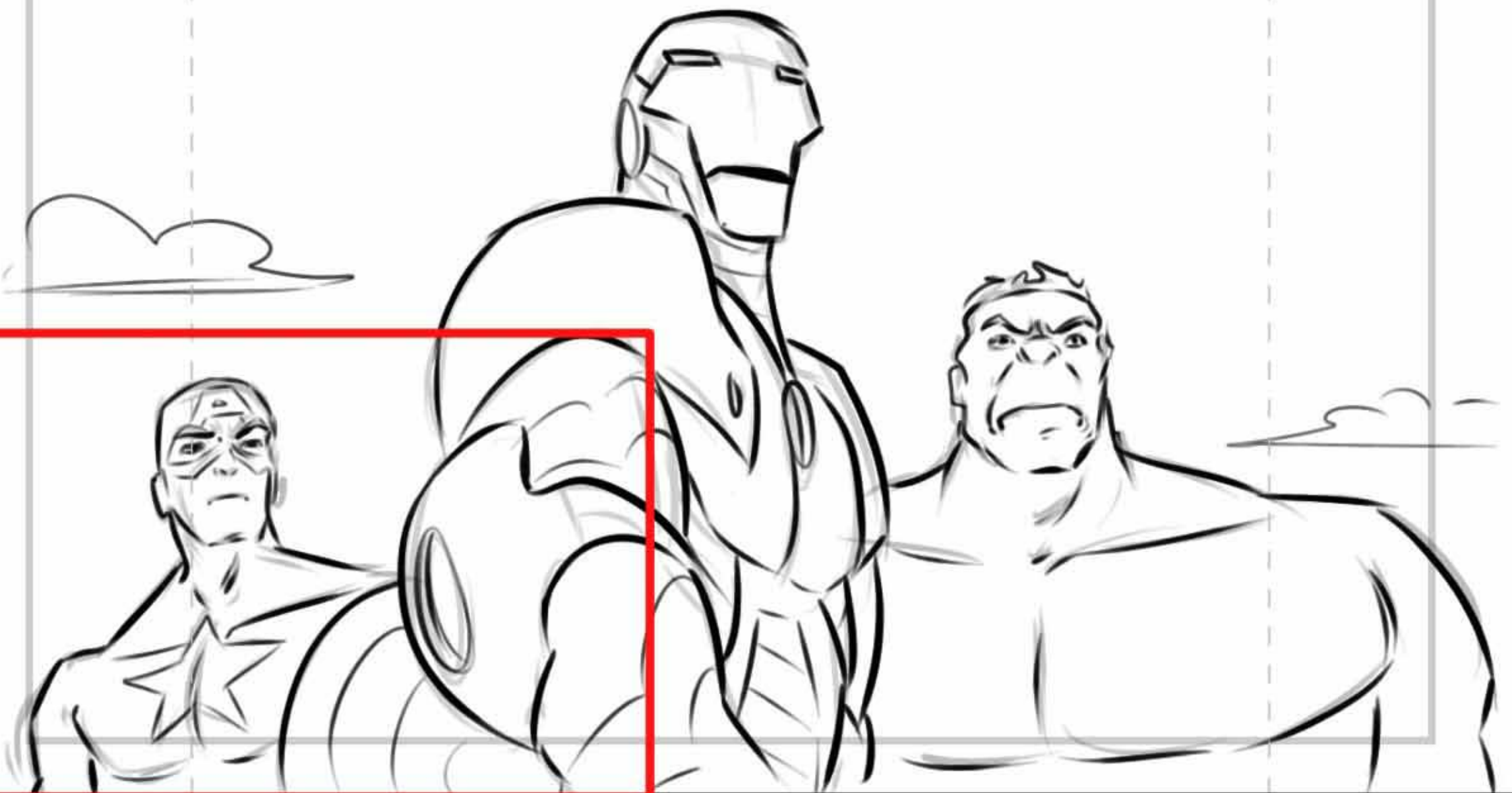
That.

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

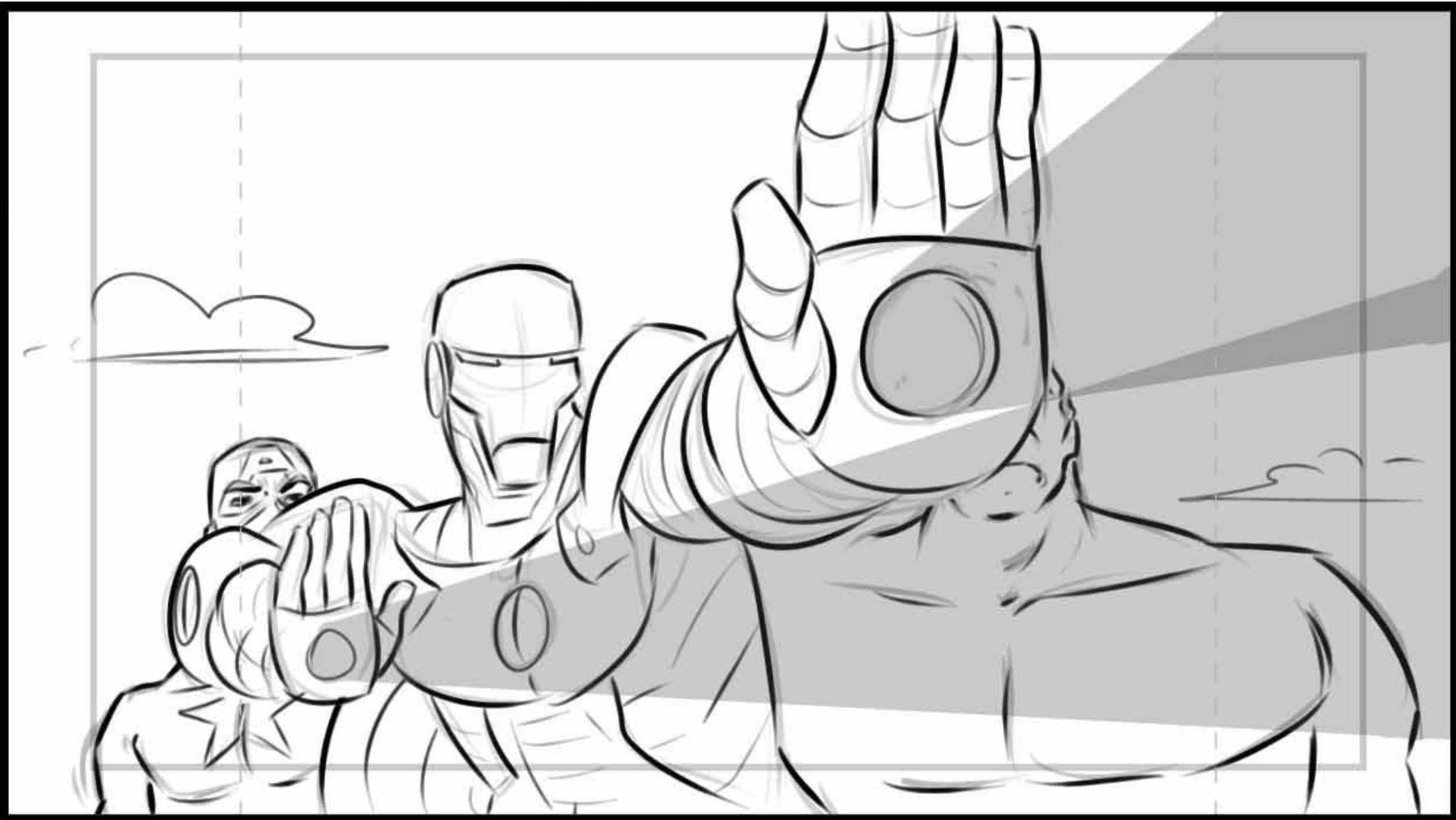
Is. Adorable!

SLUG:

SCENE

PANEL

BACKGROUND

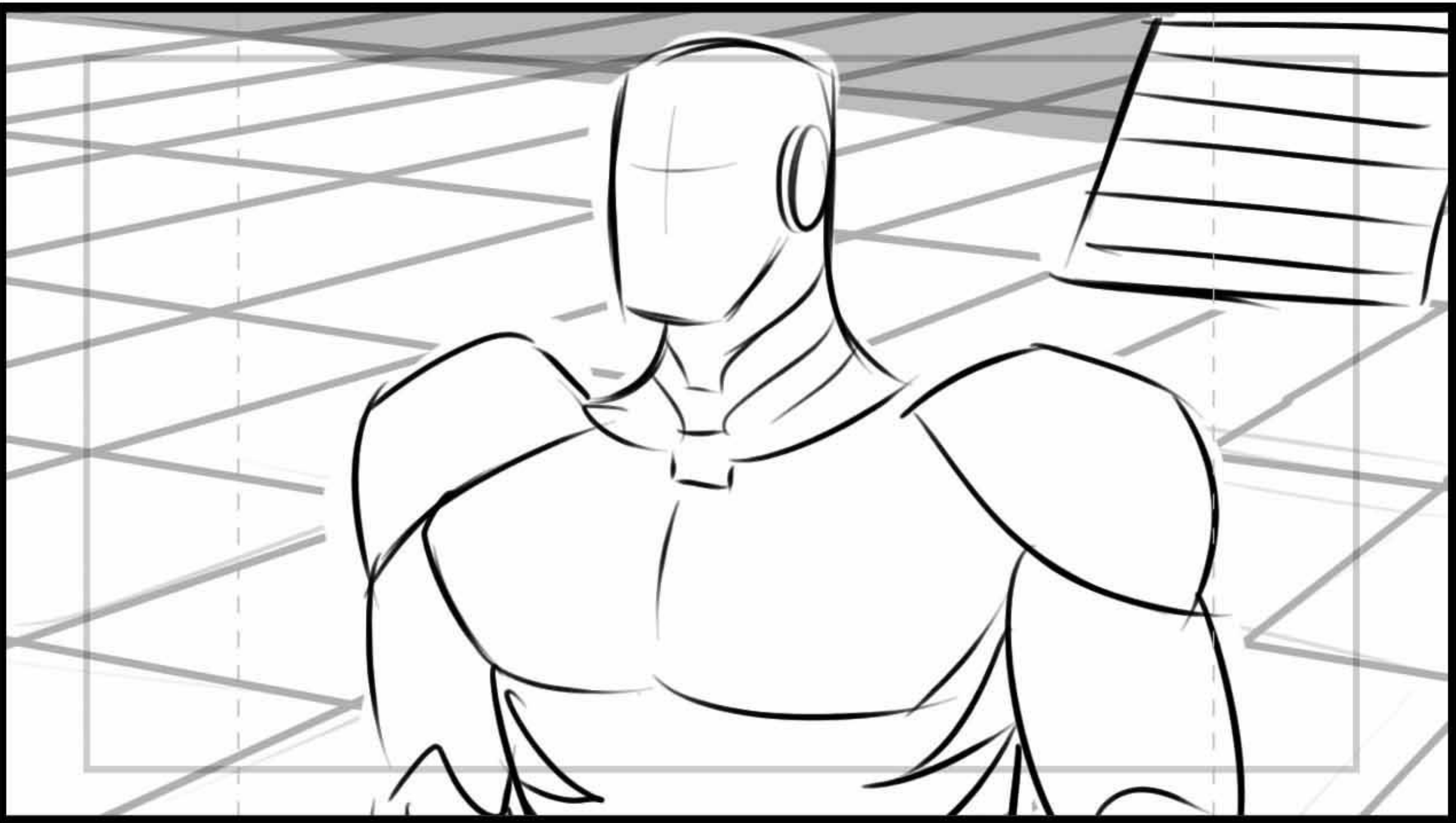


ACTION:

DIALOGUE:

SLUG:

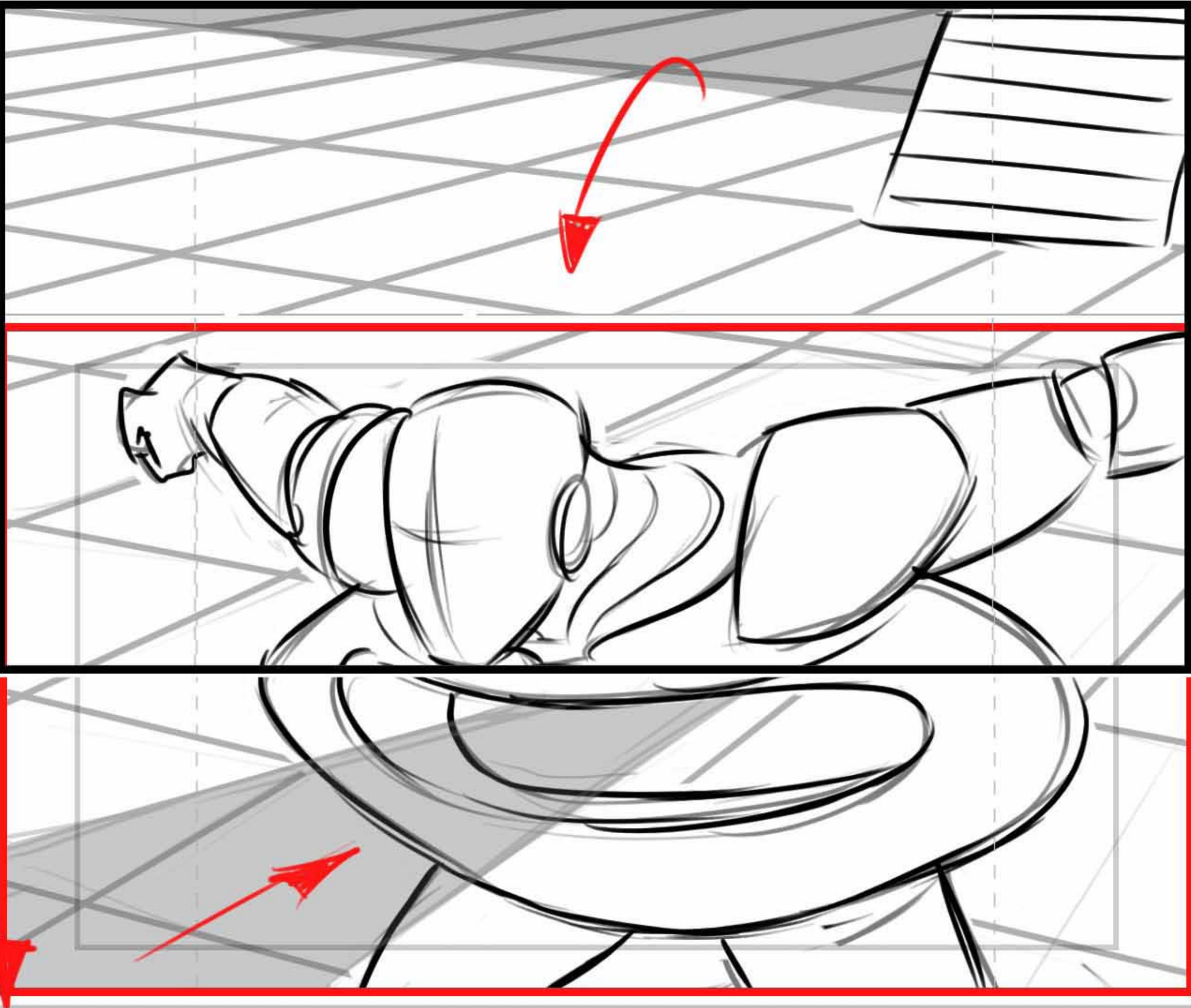




ACTION:

DIALOGUE:

SLUG:



ACTION:

DIALOGUE:

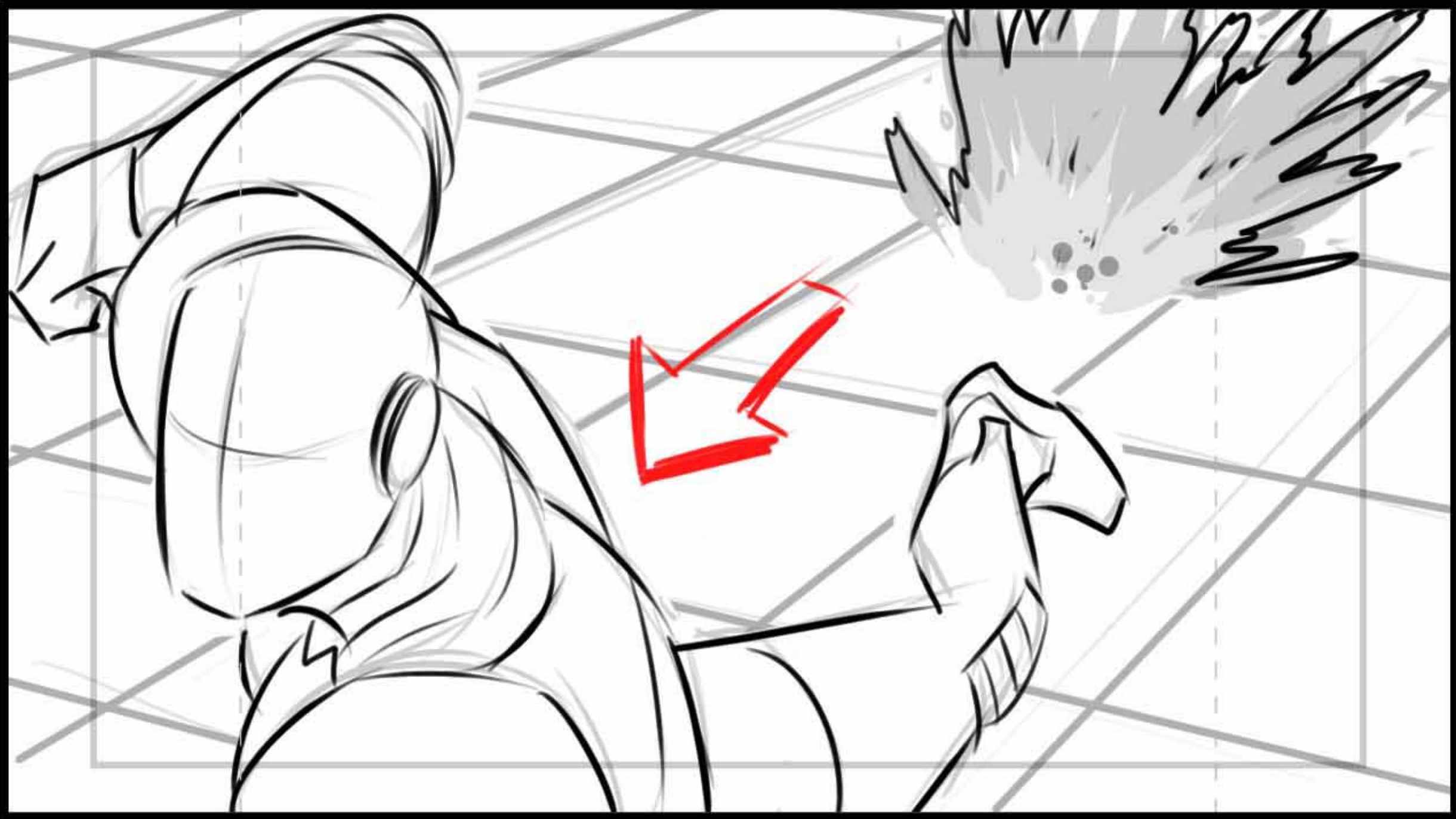
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

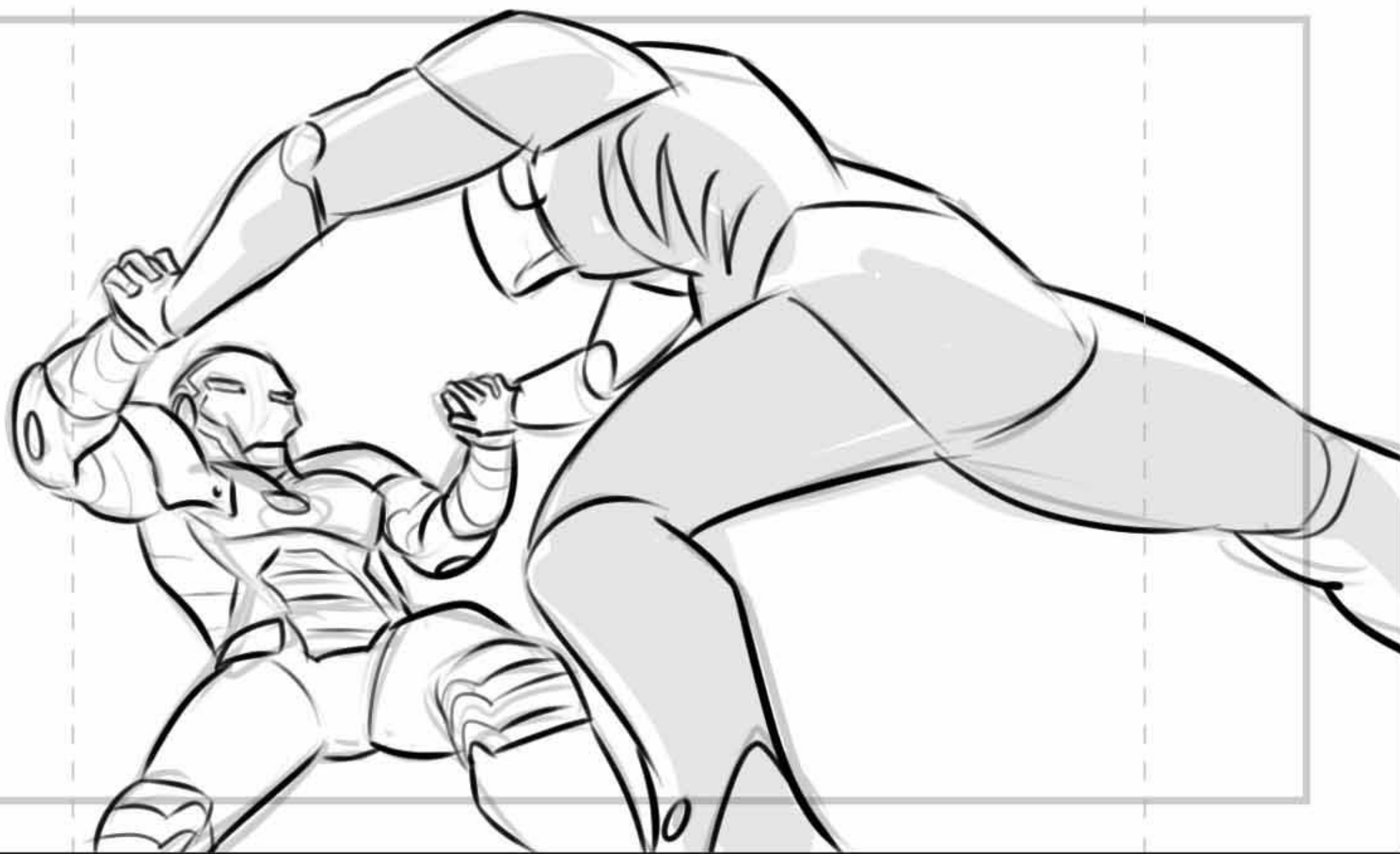
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

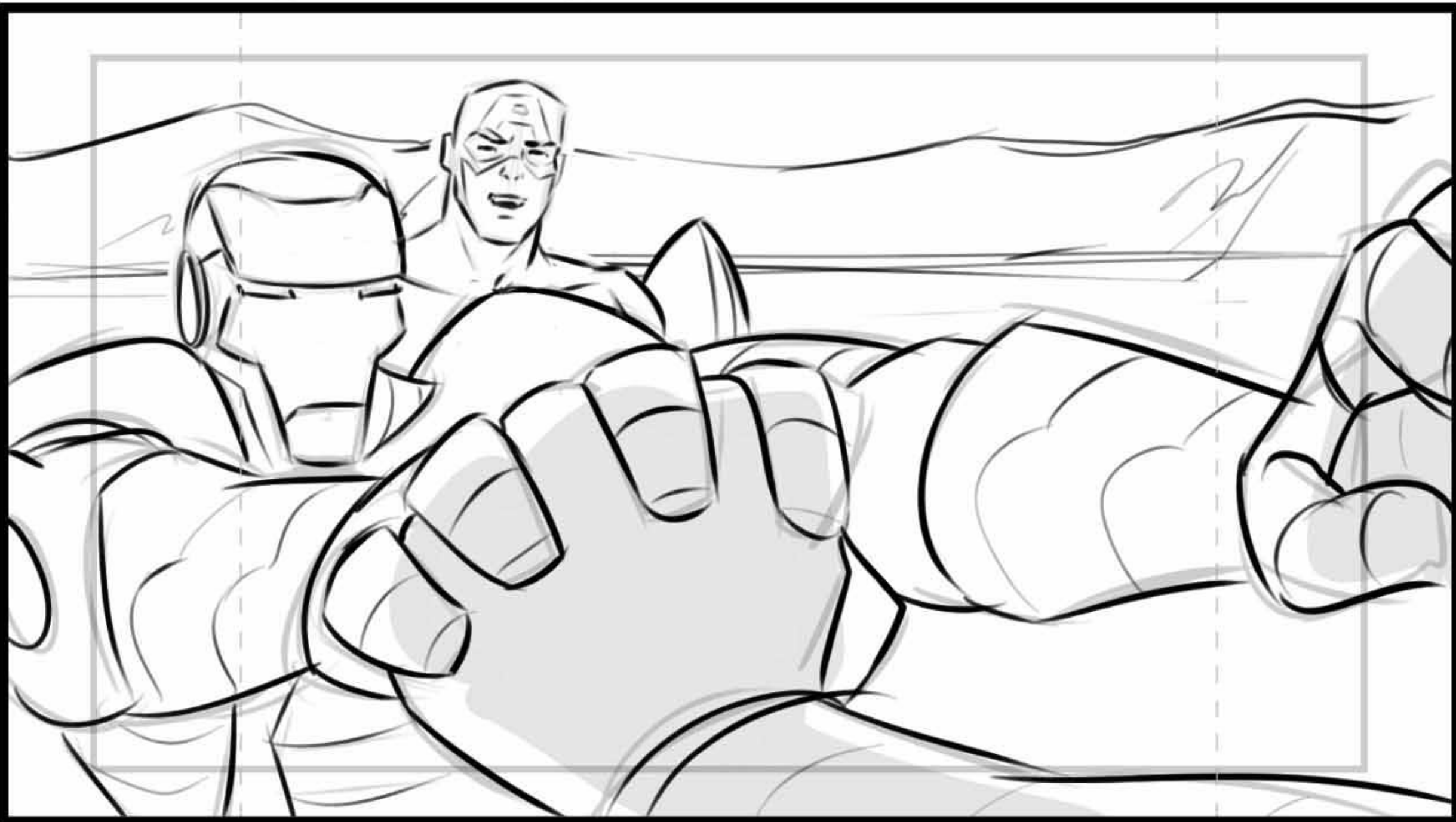
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

**36**      CAPTAIN AMERICA  
Don't get cocky...er.

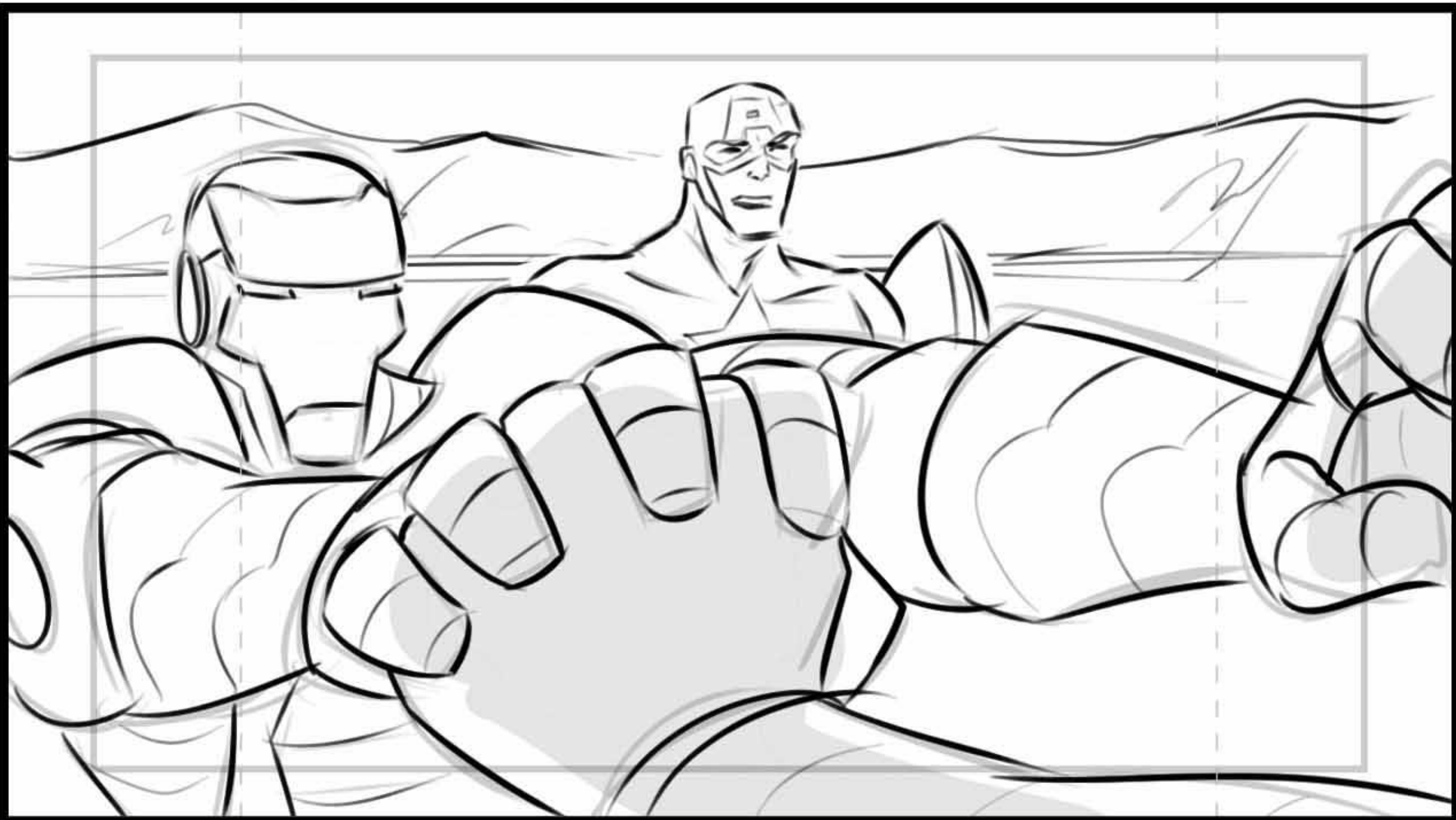
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

**36**

CAPTAIN AMERICA

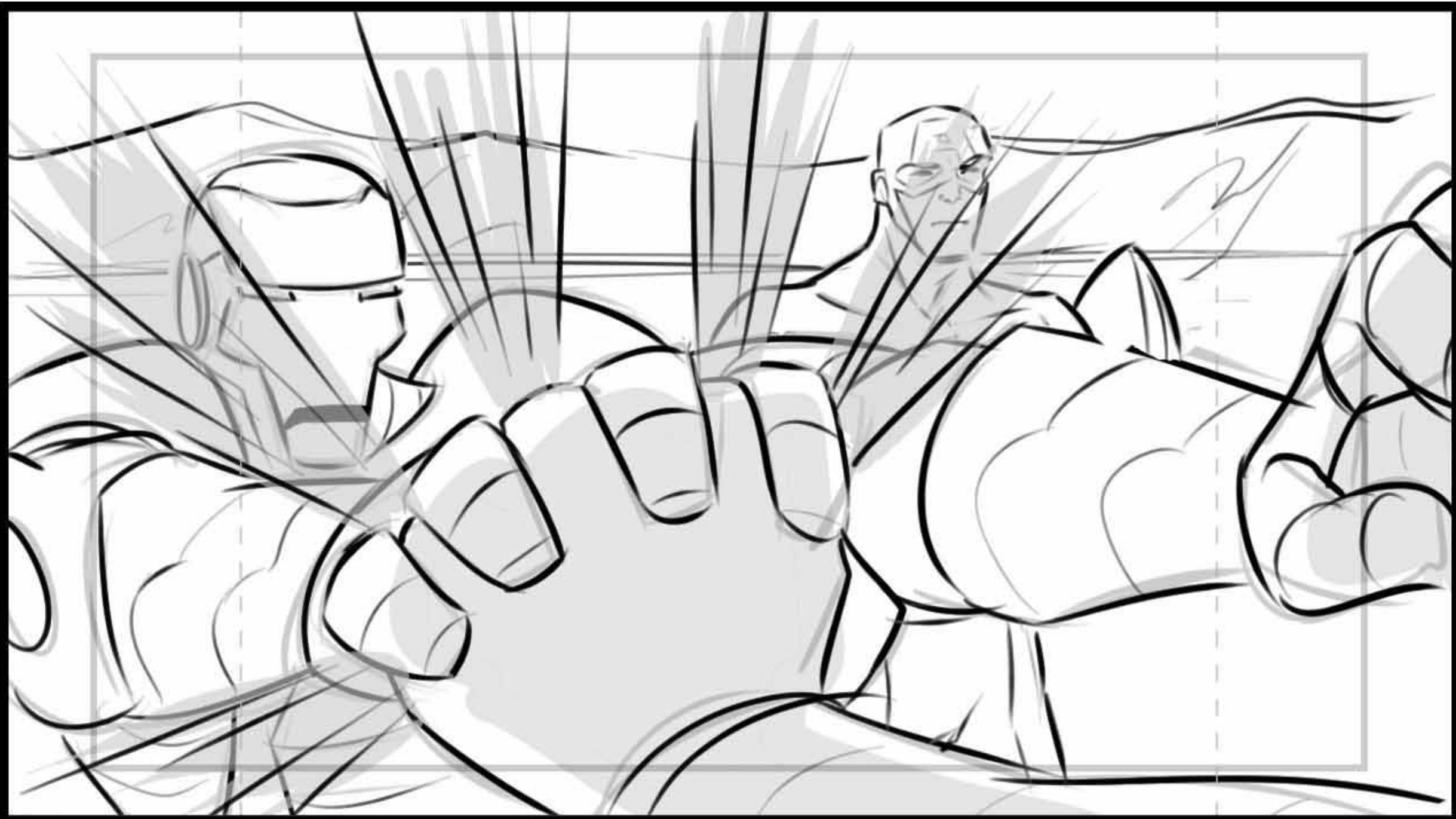
It's learning!

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

37                      IRON MAN  
Then let's take it to school.

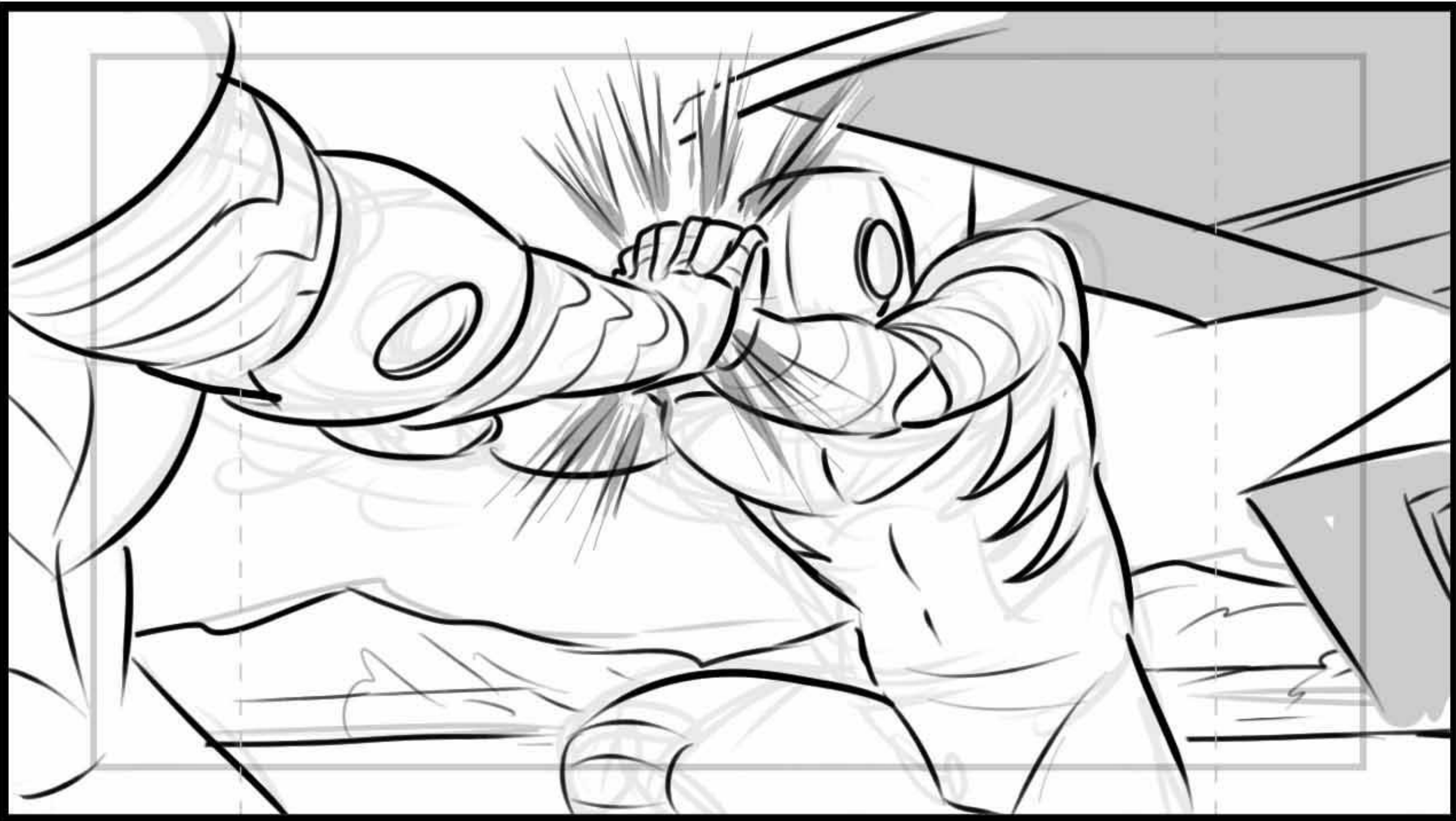
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

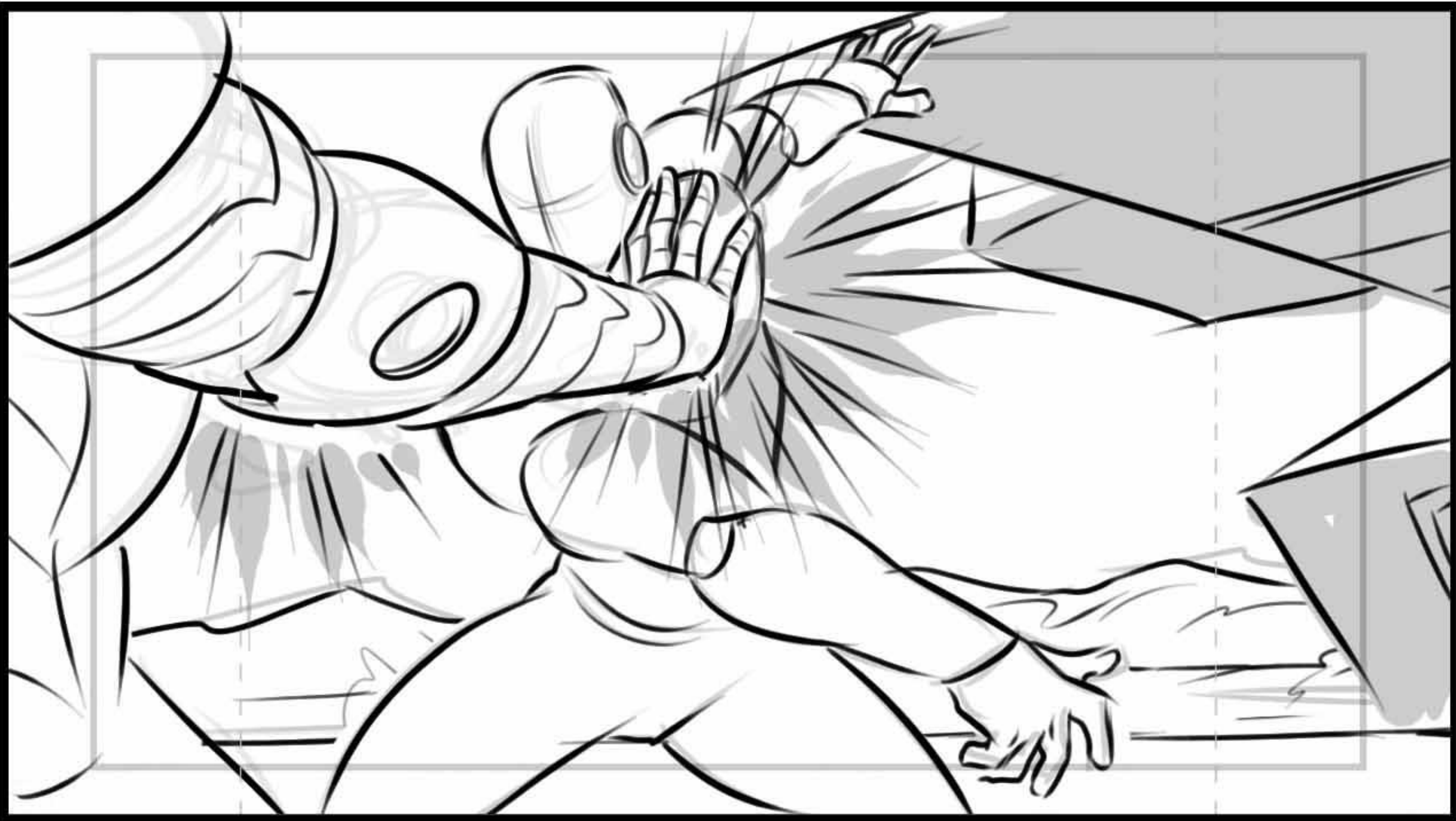
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

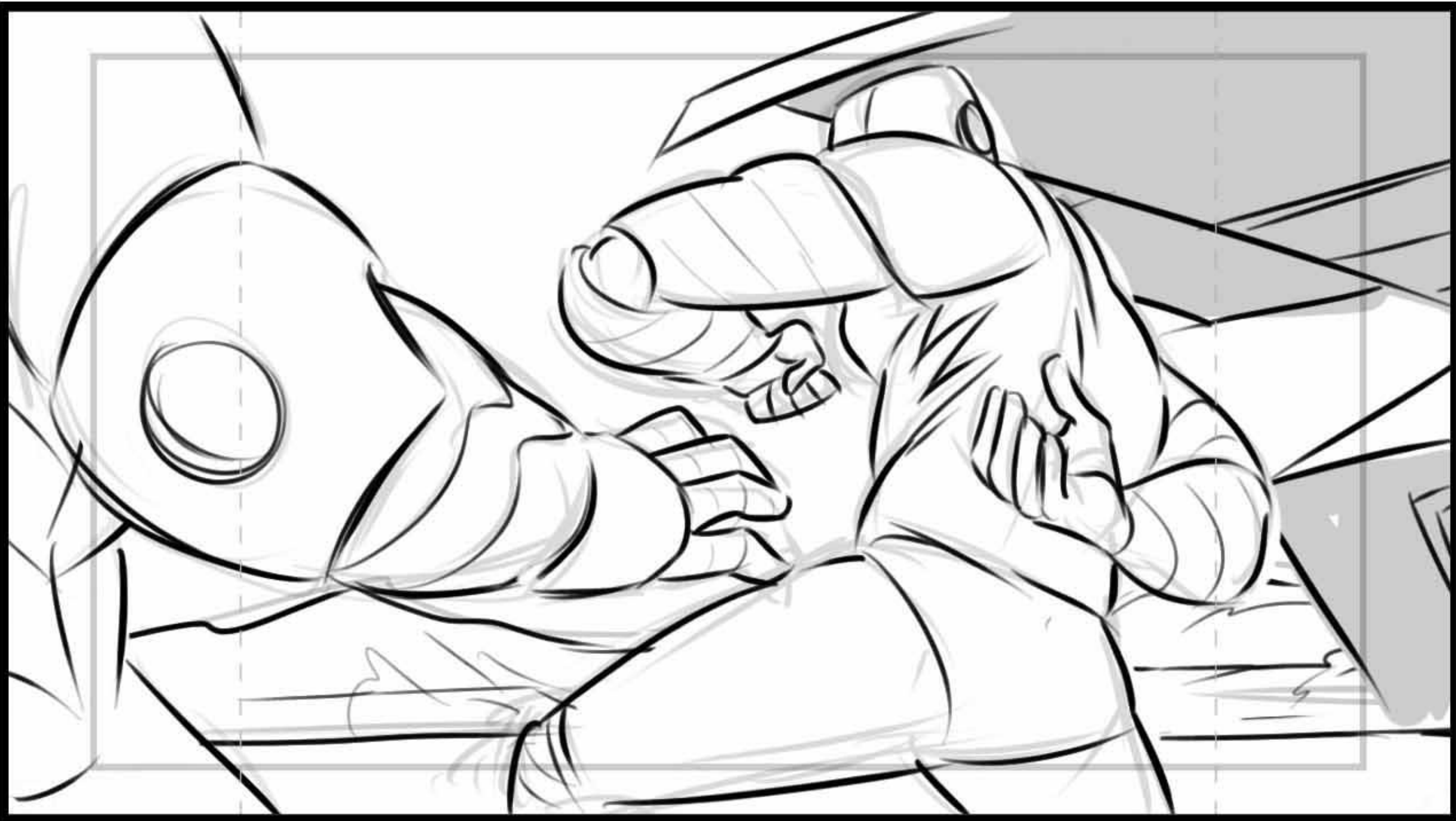
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

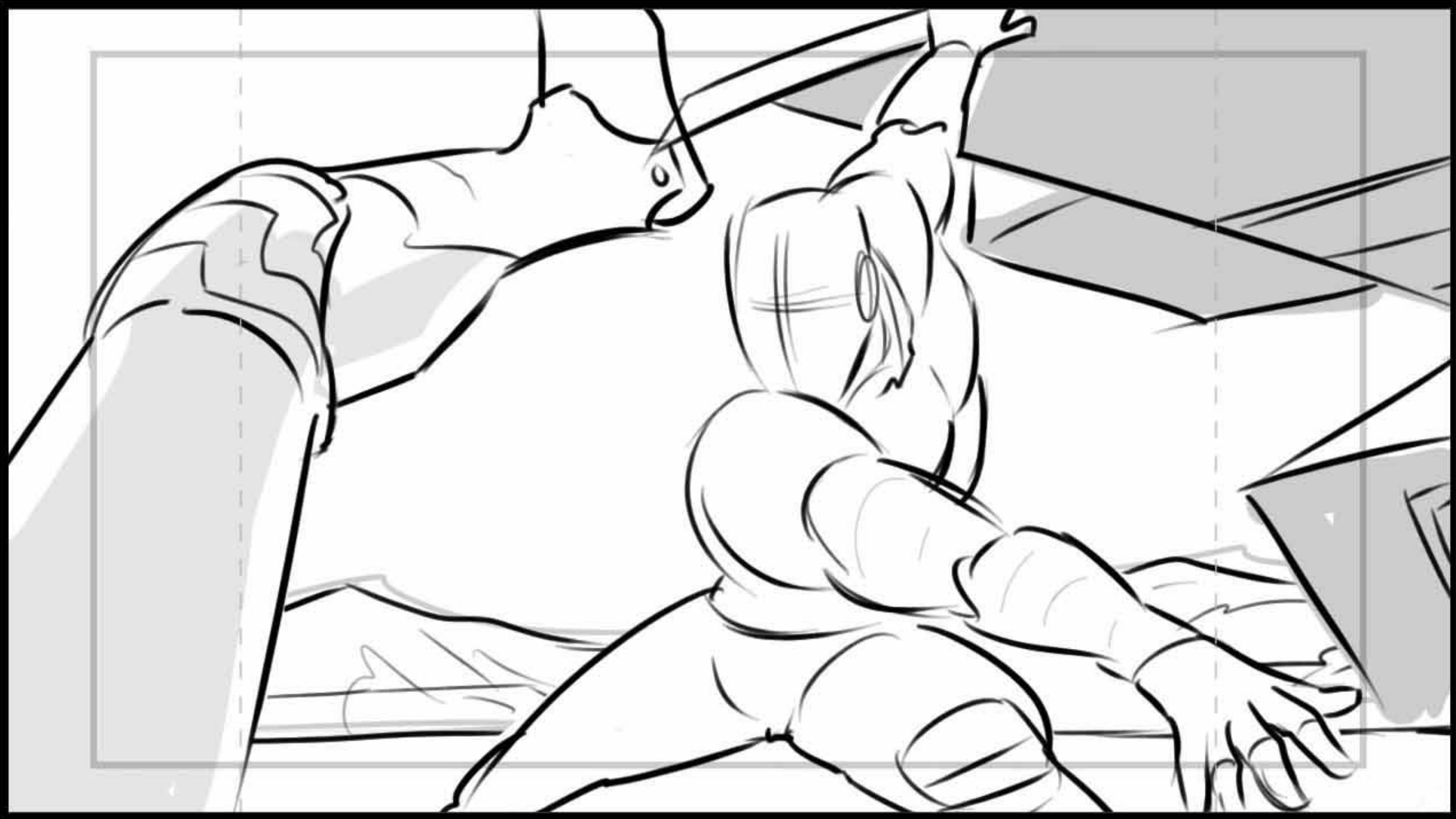
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

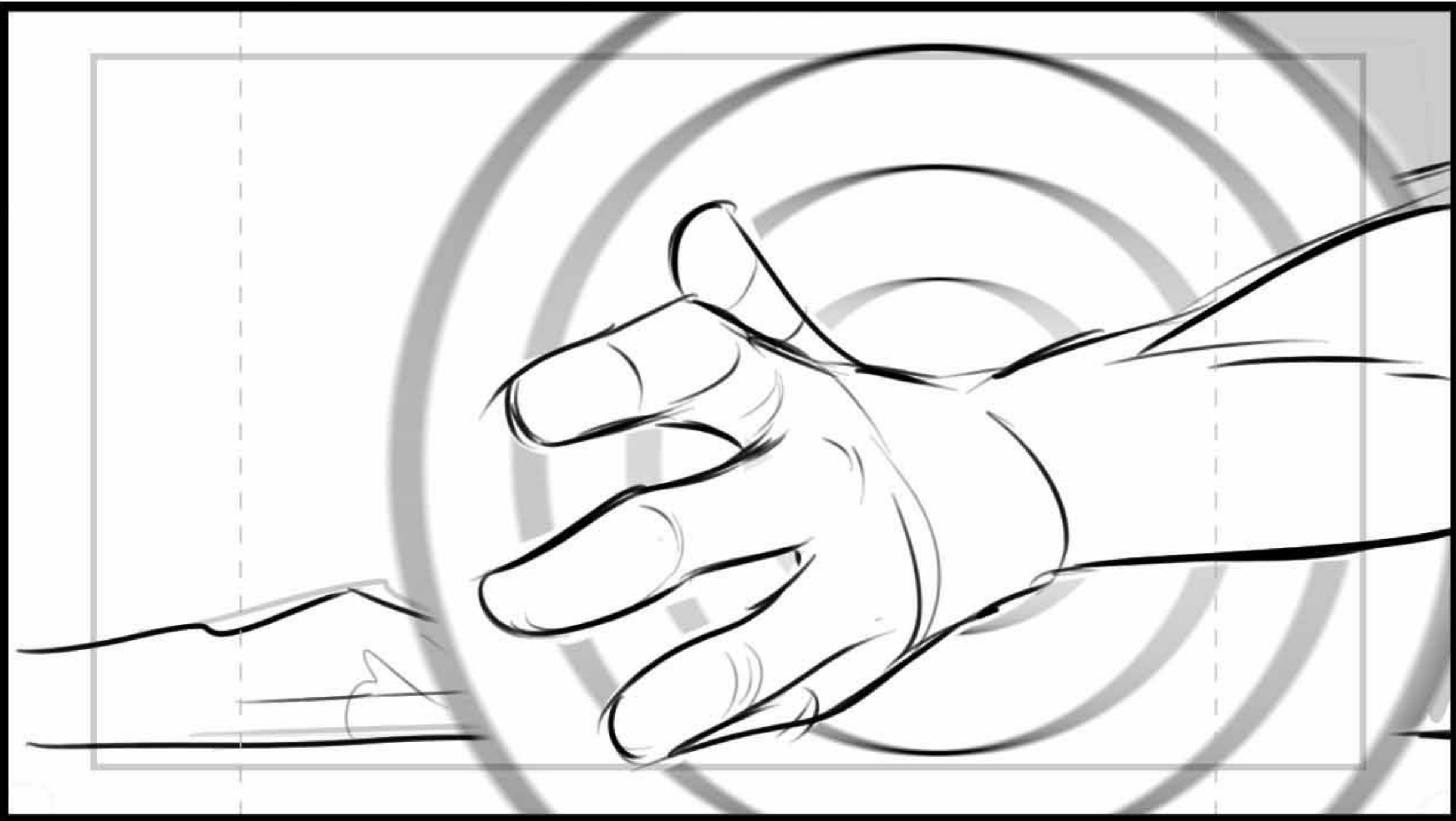
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

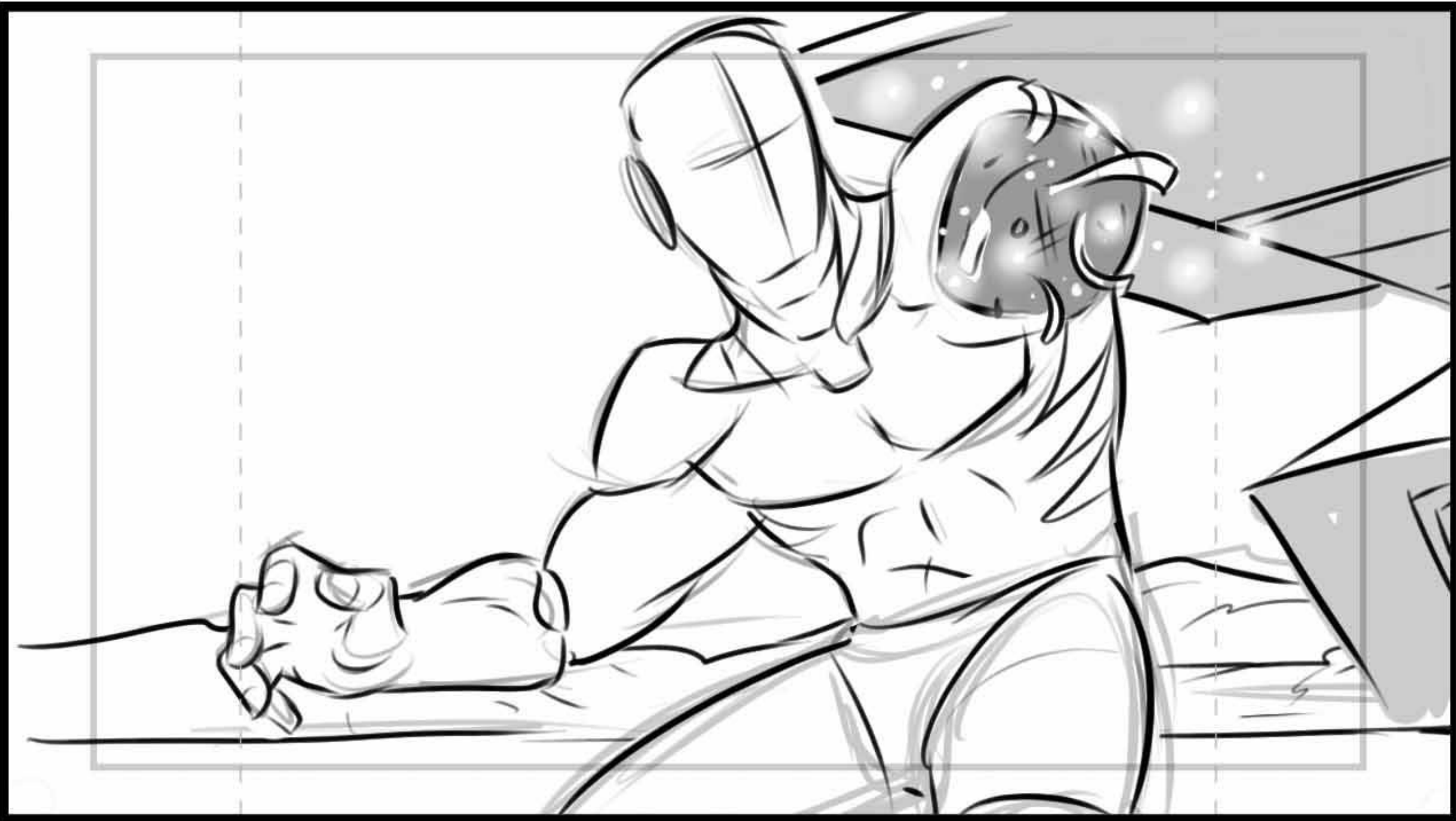
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

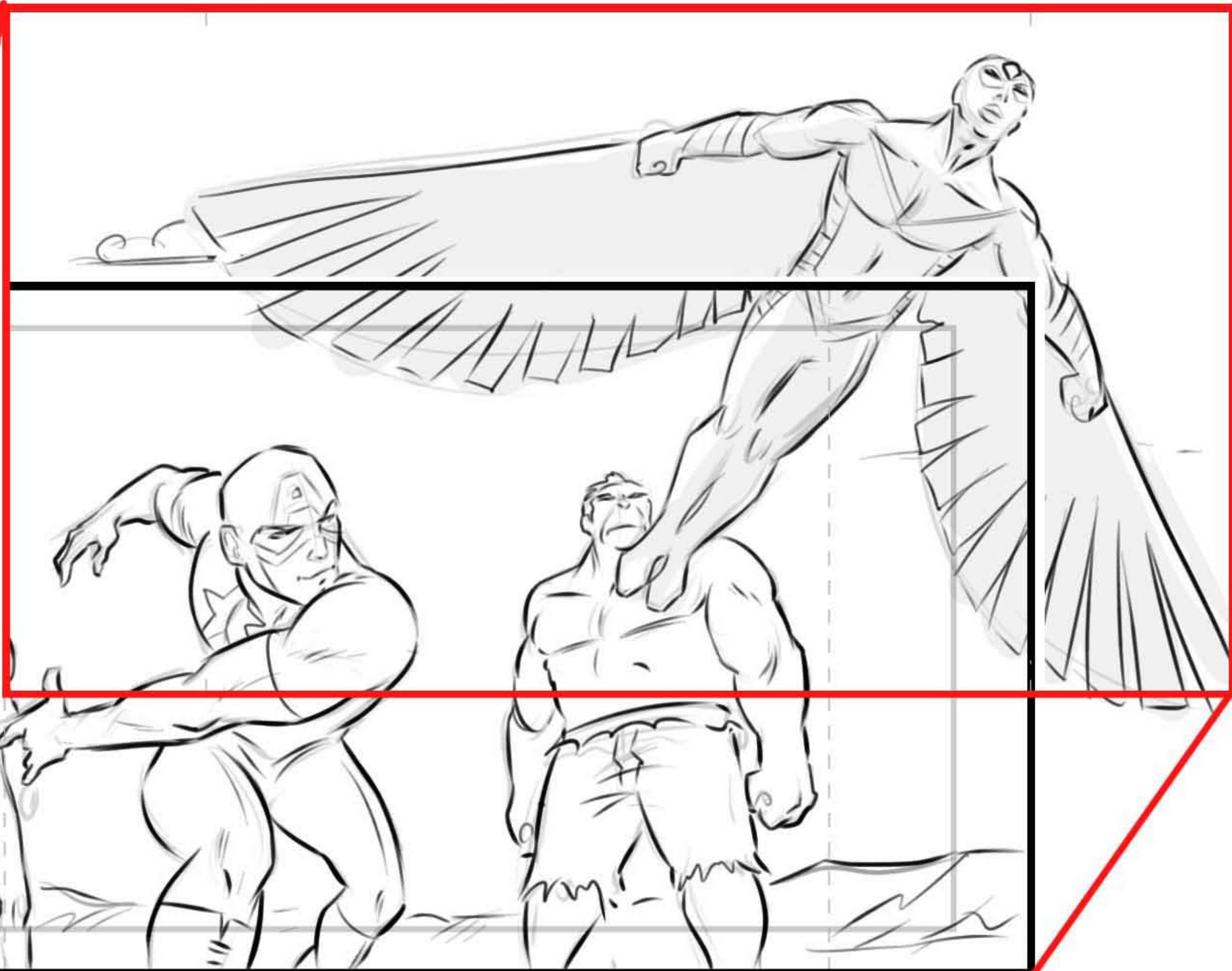
DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

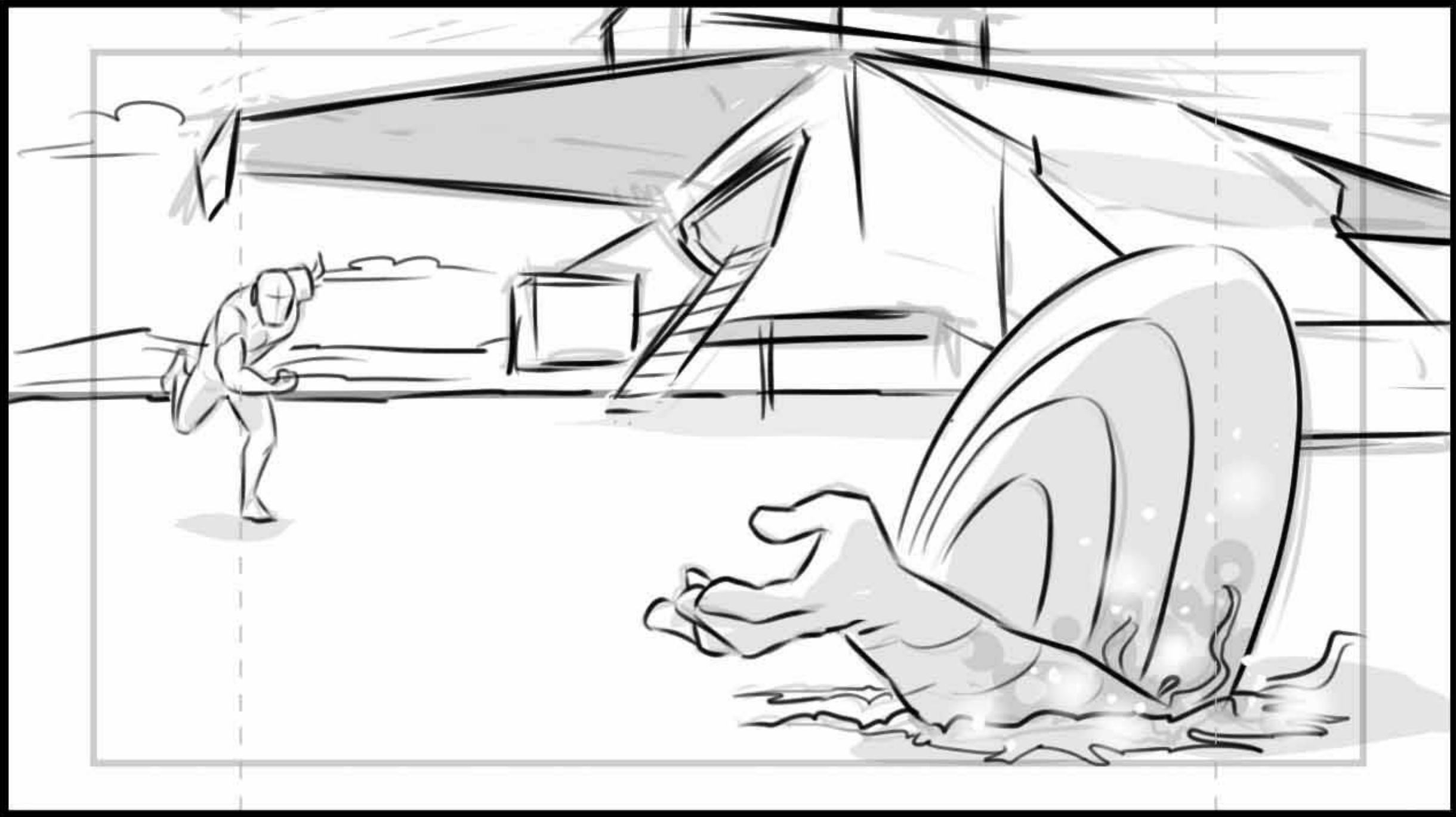
SLUG:



SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:

SCENE

PANEL

BACKGROUND



ACTION:

DIALOGUE:

SLUG:

# **Storyboards**

## **-Angry Birds**



Sc. 09 Panel 01 BG



PAUSE, THEN FAST PUSH-IN

Ⓒ  
Action

FX/SFX

SLUG

Sc. 09 Panel 02 BG



Action

FX/SFX

SLUG

Sc. 10 Panel 01 BG



Action

FX/SFX

SLUG

Sc. 10 Panel 02 BG



Action

FX/SFX

SLUG

Sc. 10 Panel 03 BG

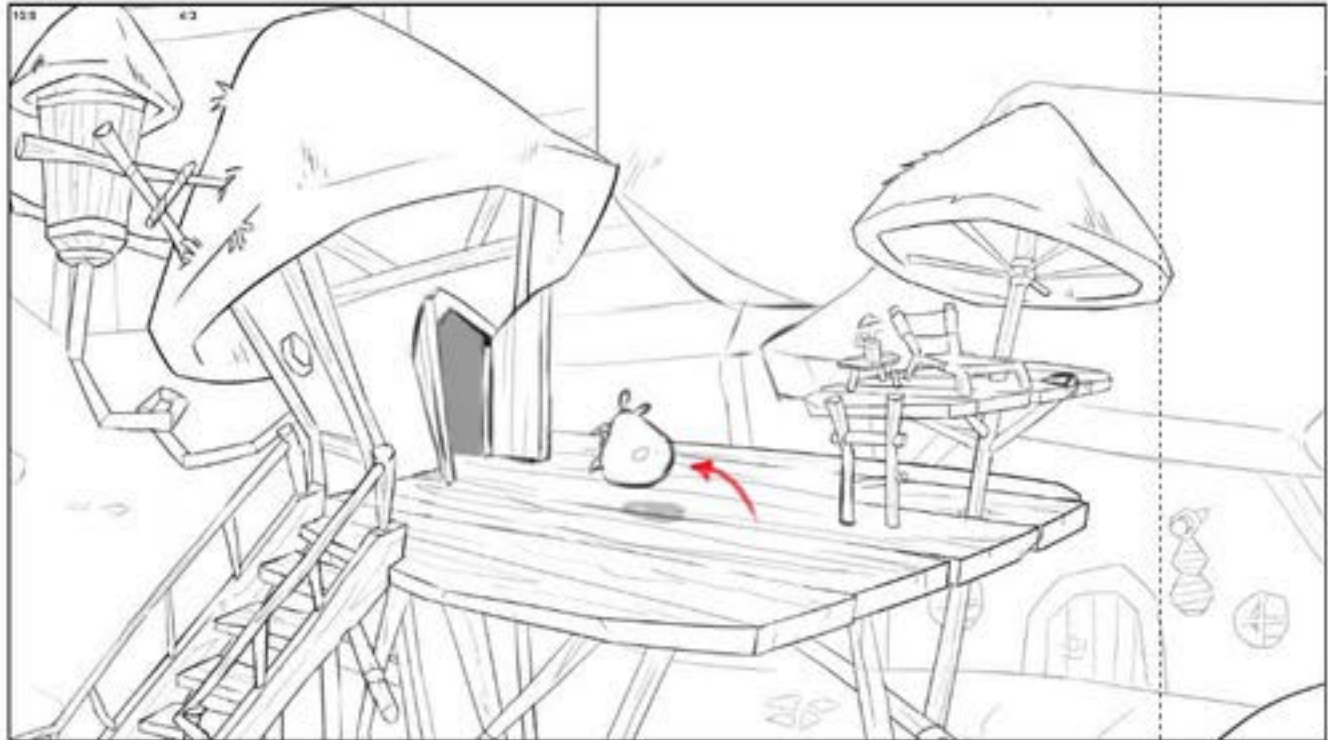


Action

FX/SFX

SLUG

Sc. 11 Panel 01 BG



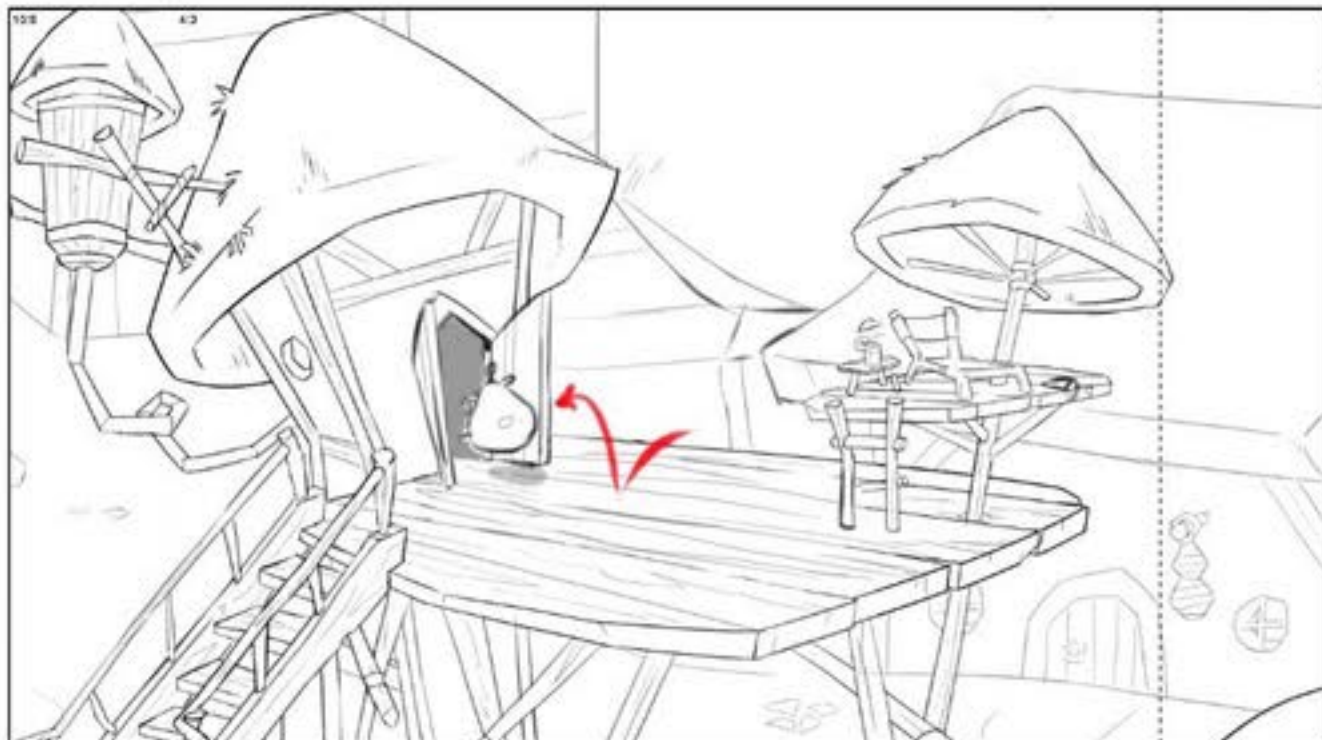
2  
Action

FX/SFX

SLUG



Sc. 11 Panel 02 BG

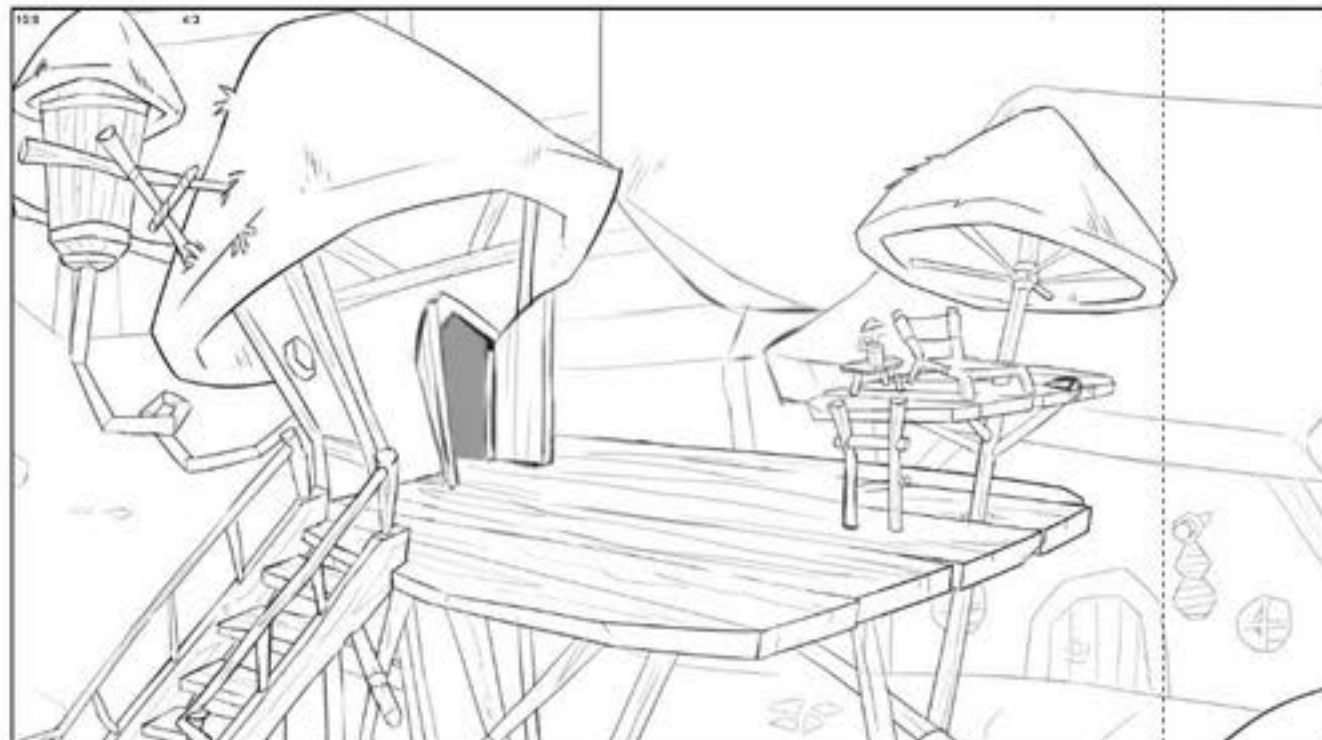


Action

FX/SFX

SLUG

Sc. 11 Panel 03 BG



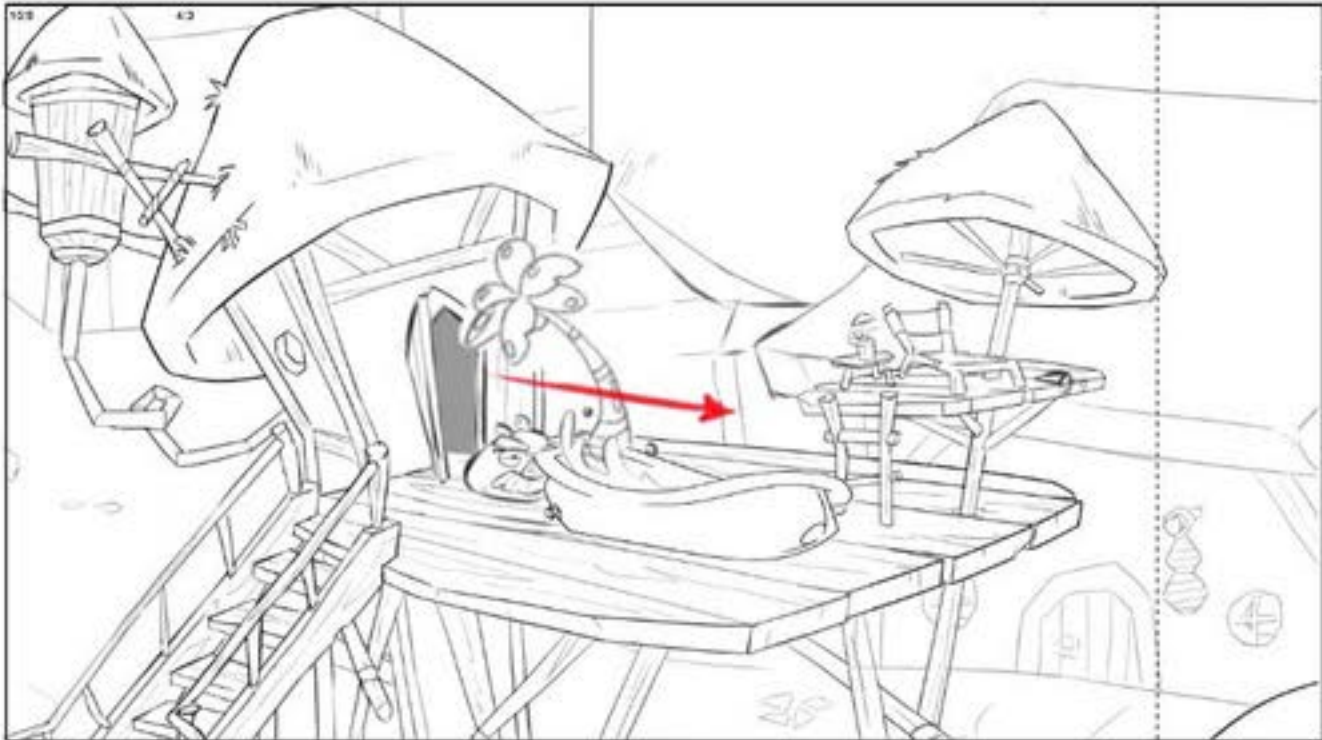
Action

FX/SFX

SFX: INFLATING, THEN TAP RUNNING  
FAST.

SLUG

Sc. 11 Panel 04 BG

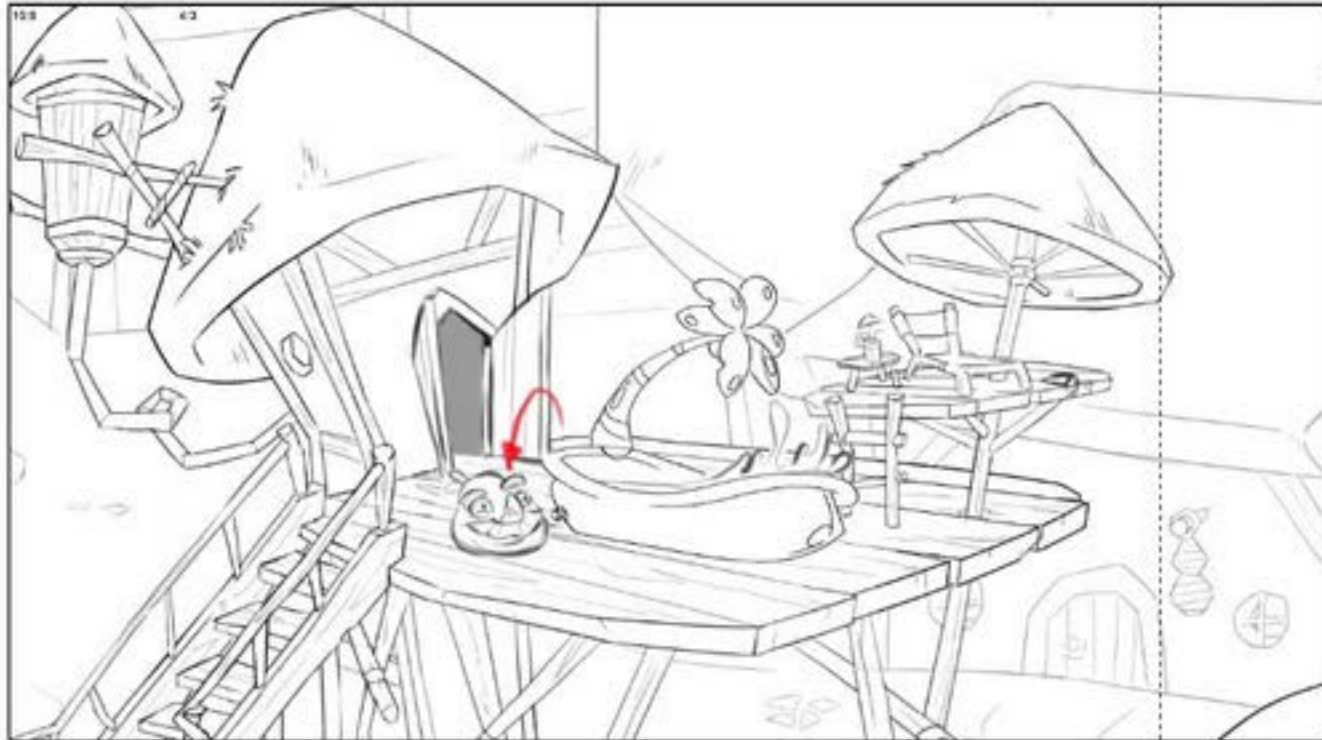


Action

FX/SFX

SLUG

Sc. 11 Panel 05 BG



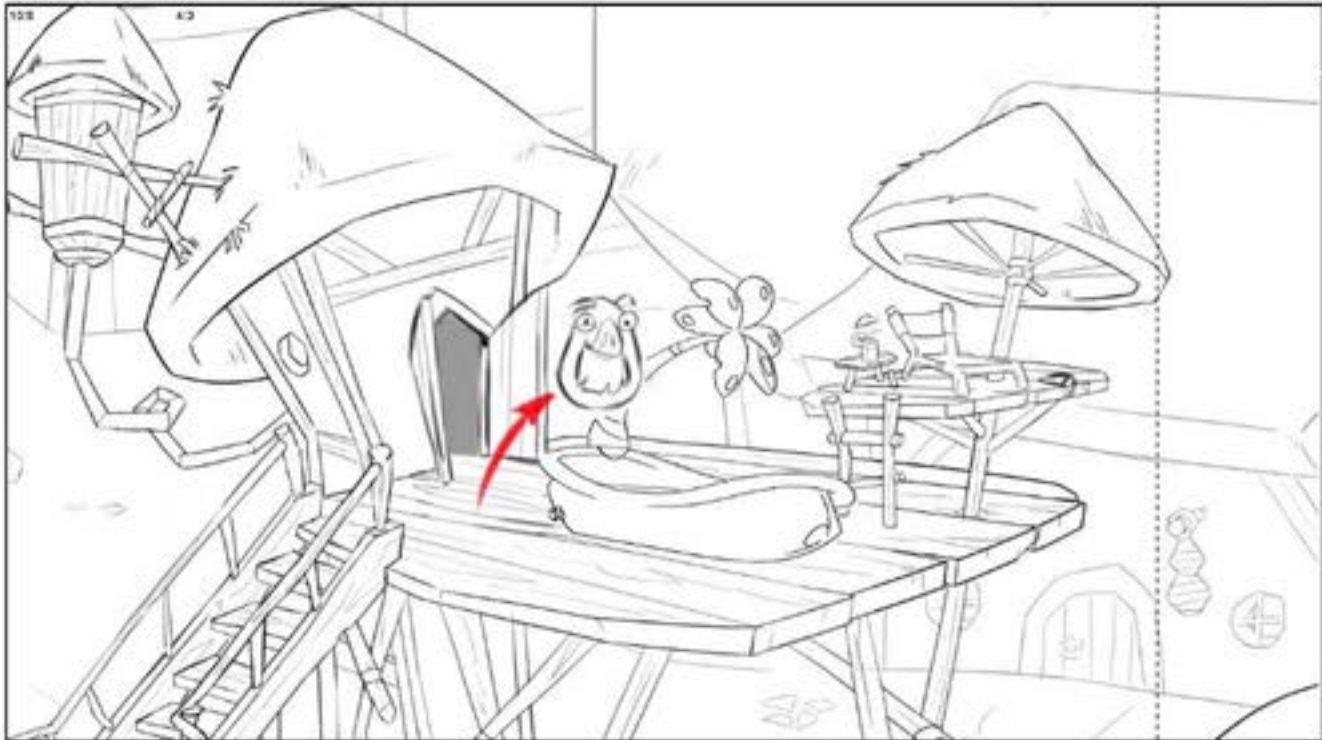
Action

FX/SFX

SLUG



Sc. 11 Panel 06 BG



Action

FX/SFX

SLUG

Sc. 11 Panel 07 BG



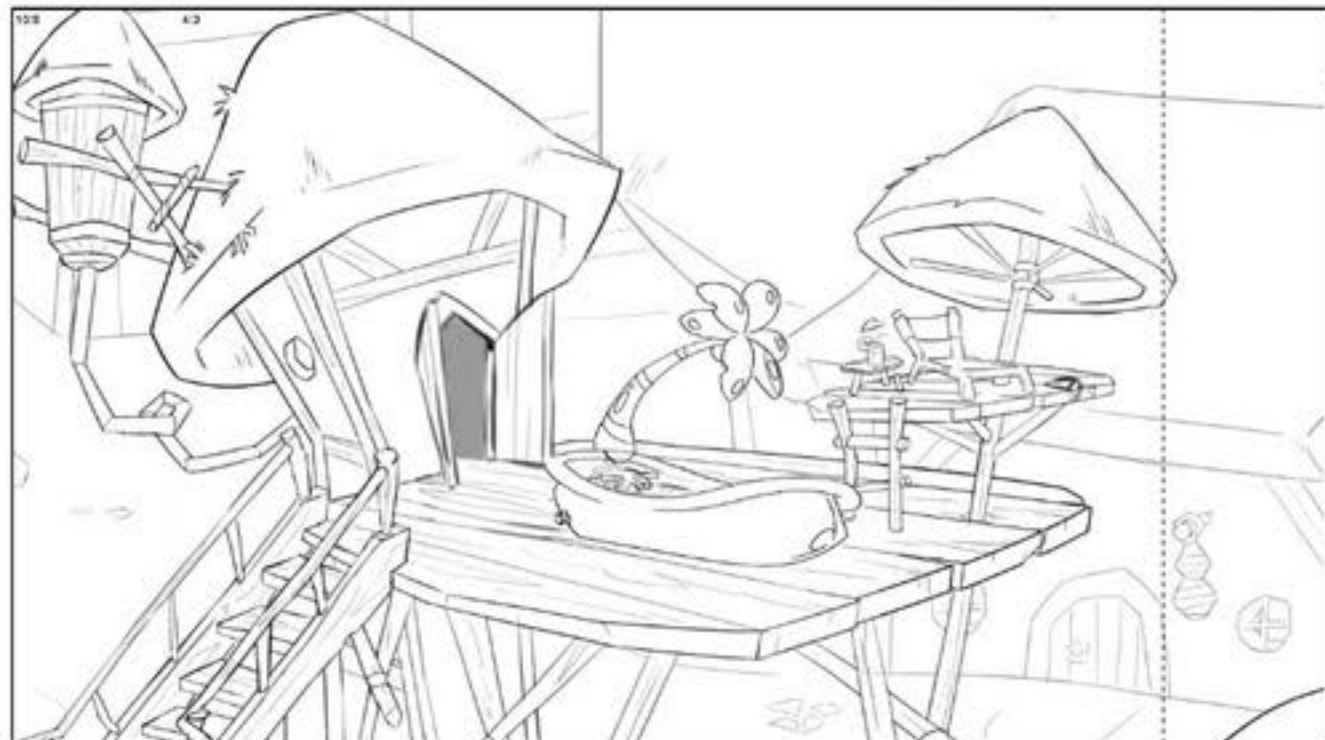
Action

FX/SFX

SLUG



**Sc.** 11 **Panel** 08 **BG**



### Action

**FX/SFX**

SLUG

Sc. 12 Panel 01 BG



**Action**

**FX/SFX**

SLUG

Sc. 12 Panel 02 BG



Action

FX/SFX

SLUG

Sc. 13 Panel 01 BG



Action

FX/SFX

SLUG

Sc. 14 Panel 01 BG

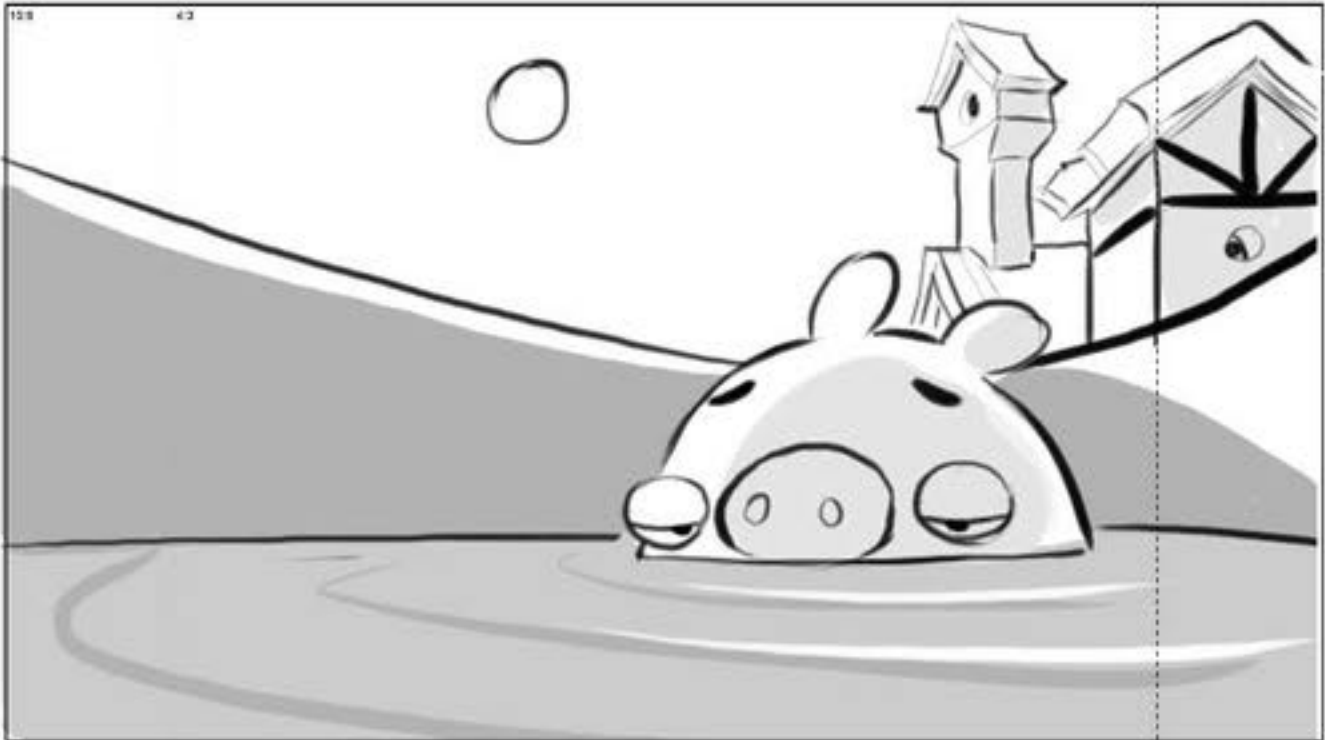


Action

FX/SFX

SLUG

Sc. 14 Panel 02 BG



Action

FX/SFX

SLUG



Sc. 14 Panel 03 BG



Action

FX/SFX

SLUG

Sc. 14 Panel 04 BG



Action

FX/SFX

SLUG

Sc. 14 Panel 05 BG

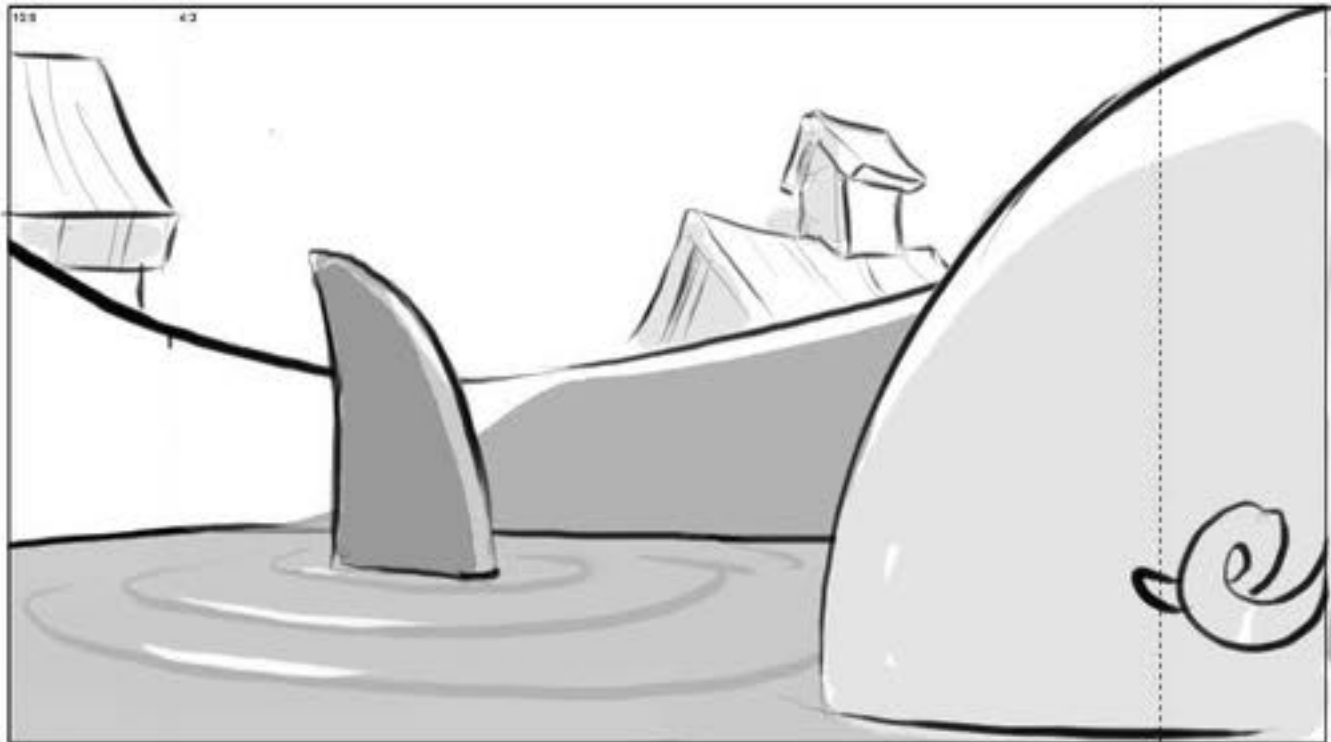


Action

FX/SFX

SLUG

Sc. 15 Panel 01 BG

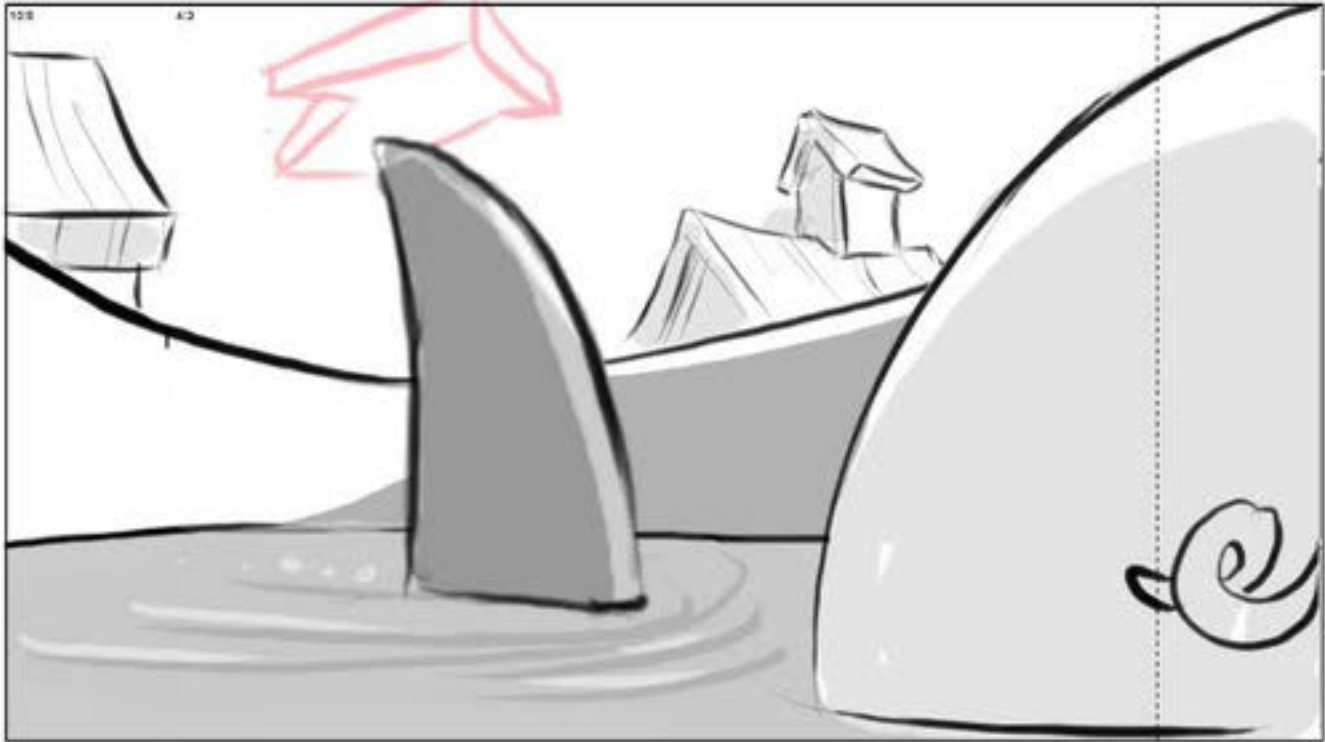


Action

FX/SFX

SLUG

Sc. 15 Panel 02 BG

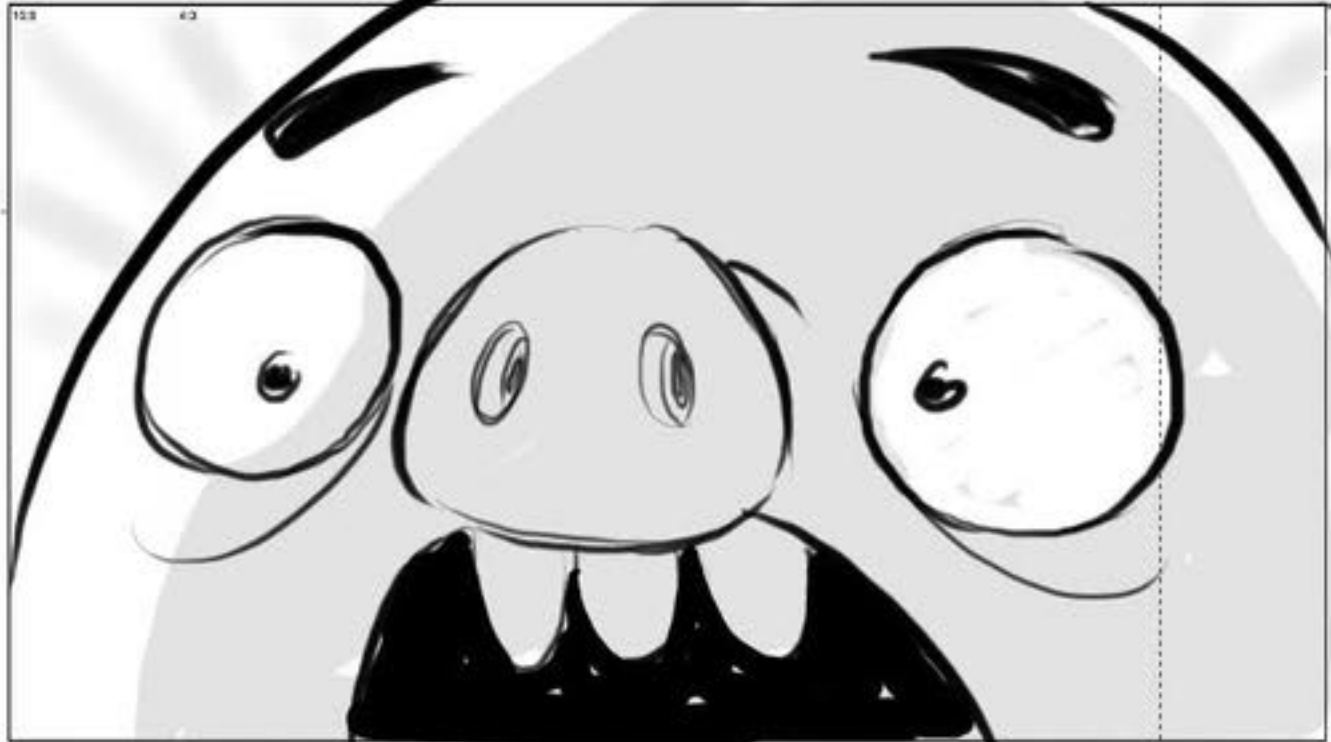


Action

FX/SFX

SLUG

Sc. 16 Panel 01 BG



Action

FX/SFX

SLUG



Sc. 16 Panel 02 BG

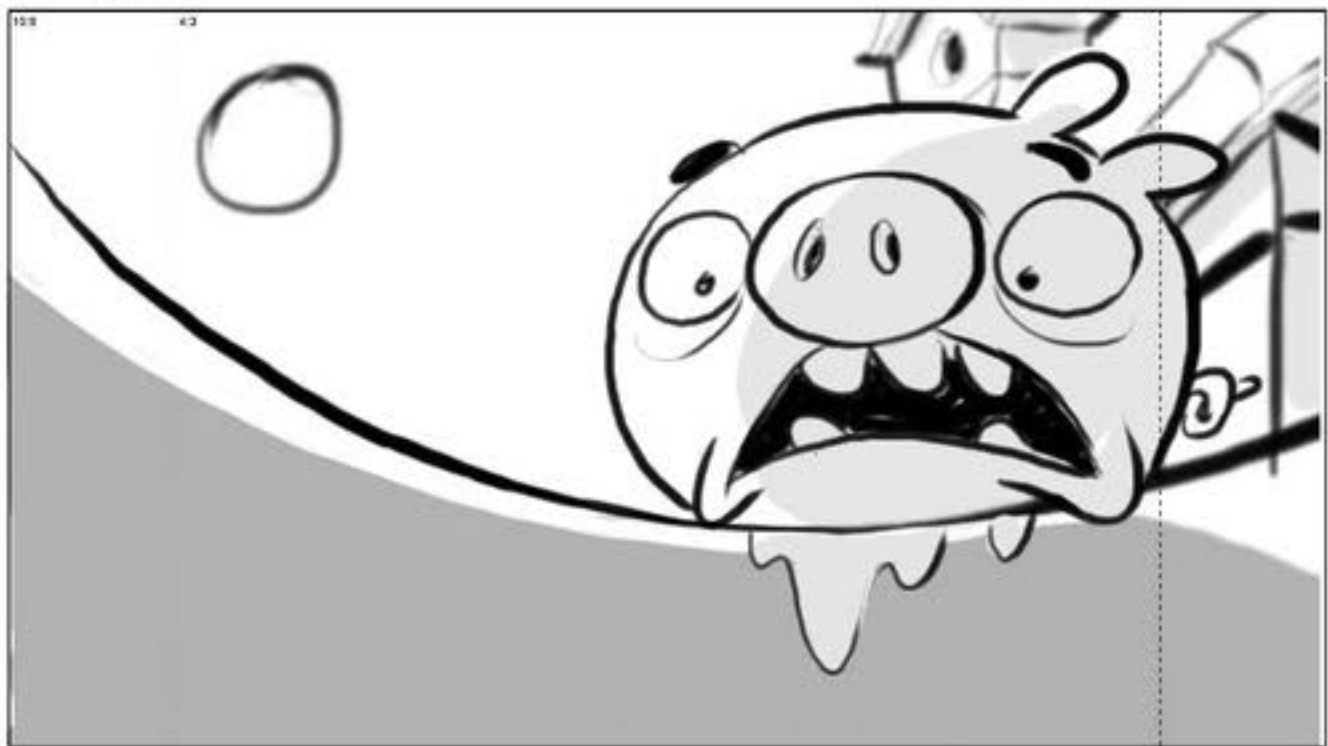


Action

FX/SFX

SLUG

Sc. 16 Panel 03 BG

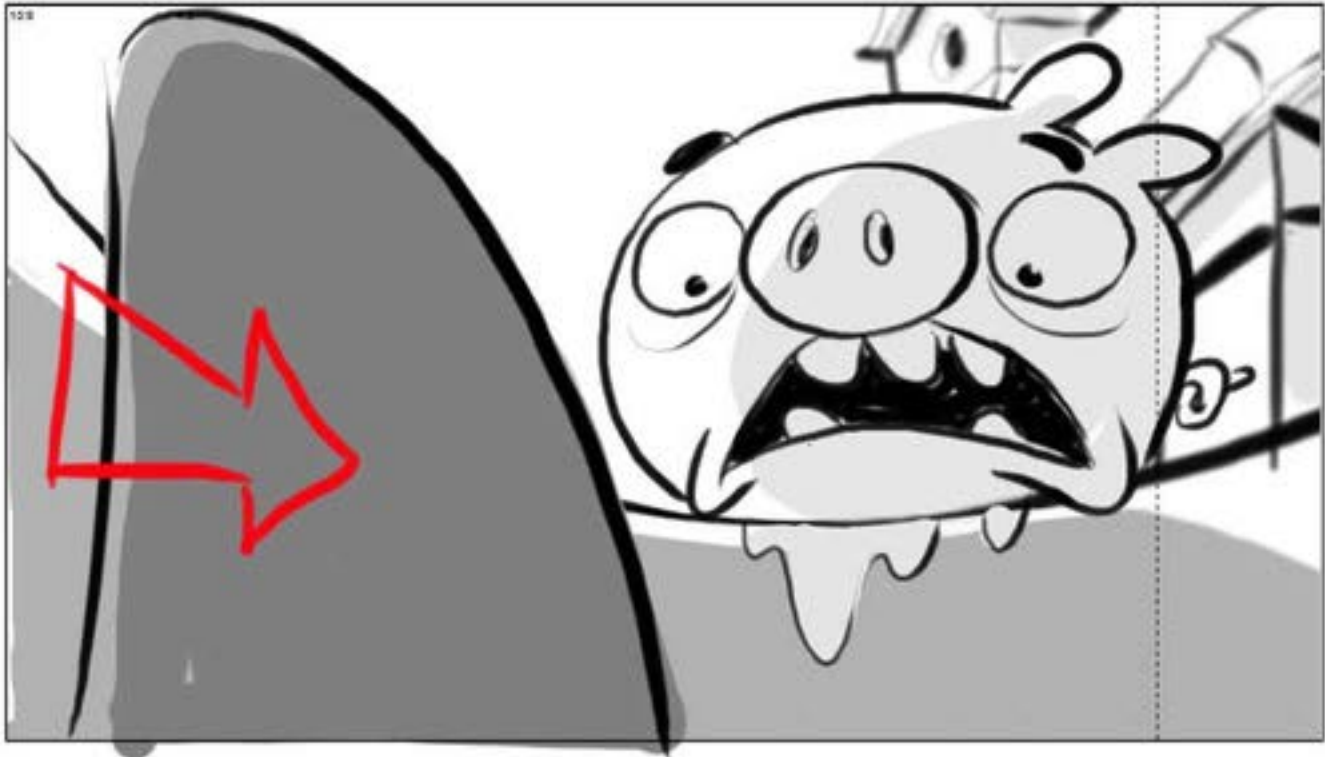


Action

FX/SFX

SLUG

Sc. 16 Panel 04 BG



Action

FX/SFX

SLUG

Sc. 17 Panel 01 BG



Action

FX/SFX

SLUG

Sc. 17 Panel 02 BG

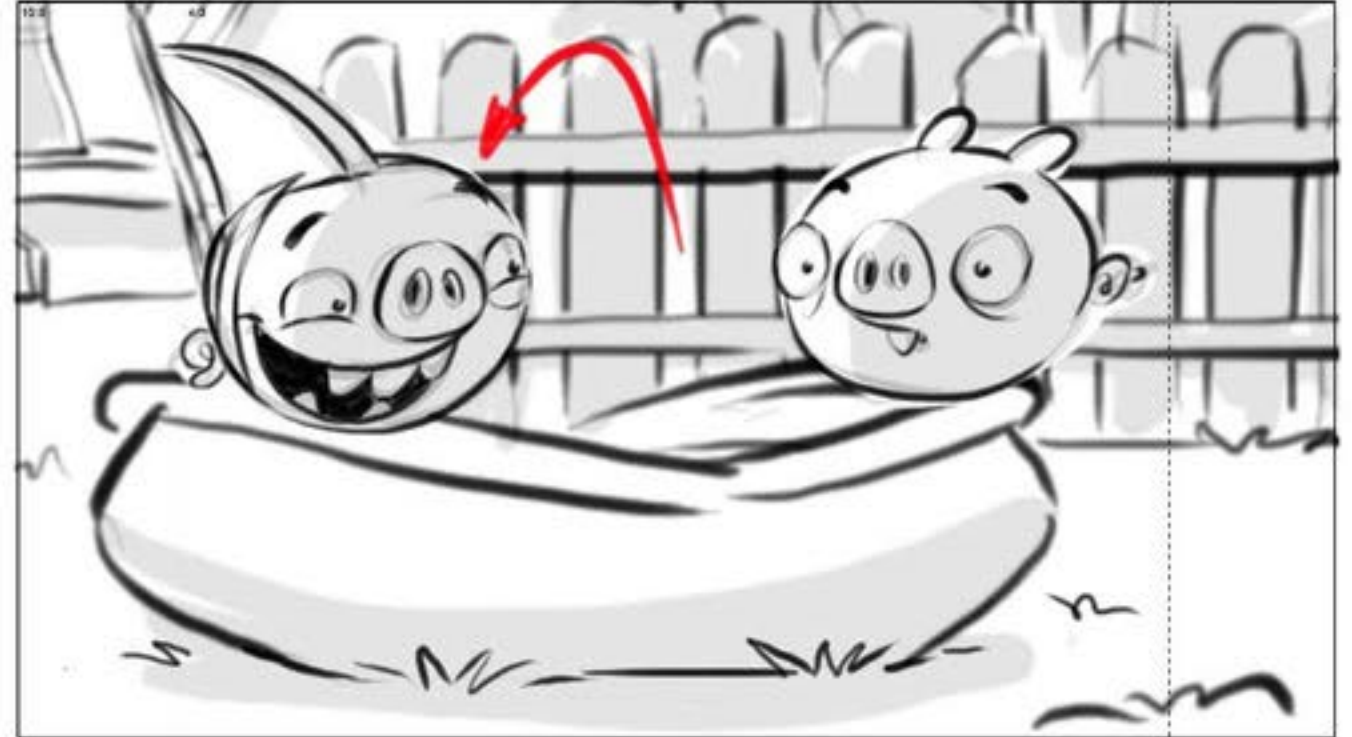


Action

FX/SFX

SLUG

Sc. 17 Panel 03 BG



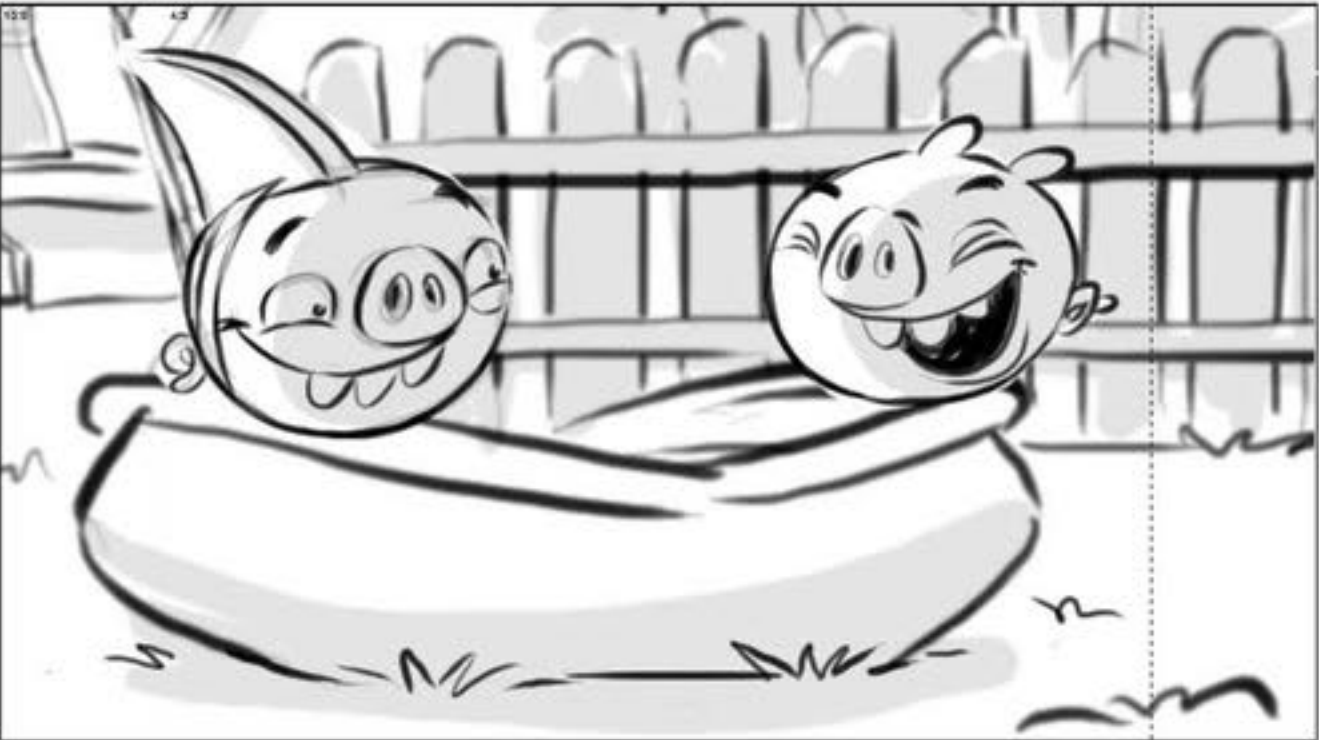
Action

FX/SFX

SLUG



Sc. 17 Panel 04 BG



Action

FX/SFX

SLUG

Sc. 17 Panel 05 BG



Action

FX/SFX

SLUG

Sc. 17 Panel 10 BG

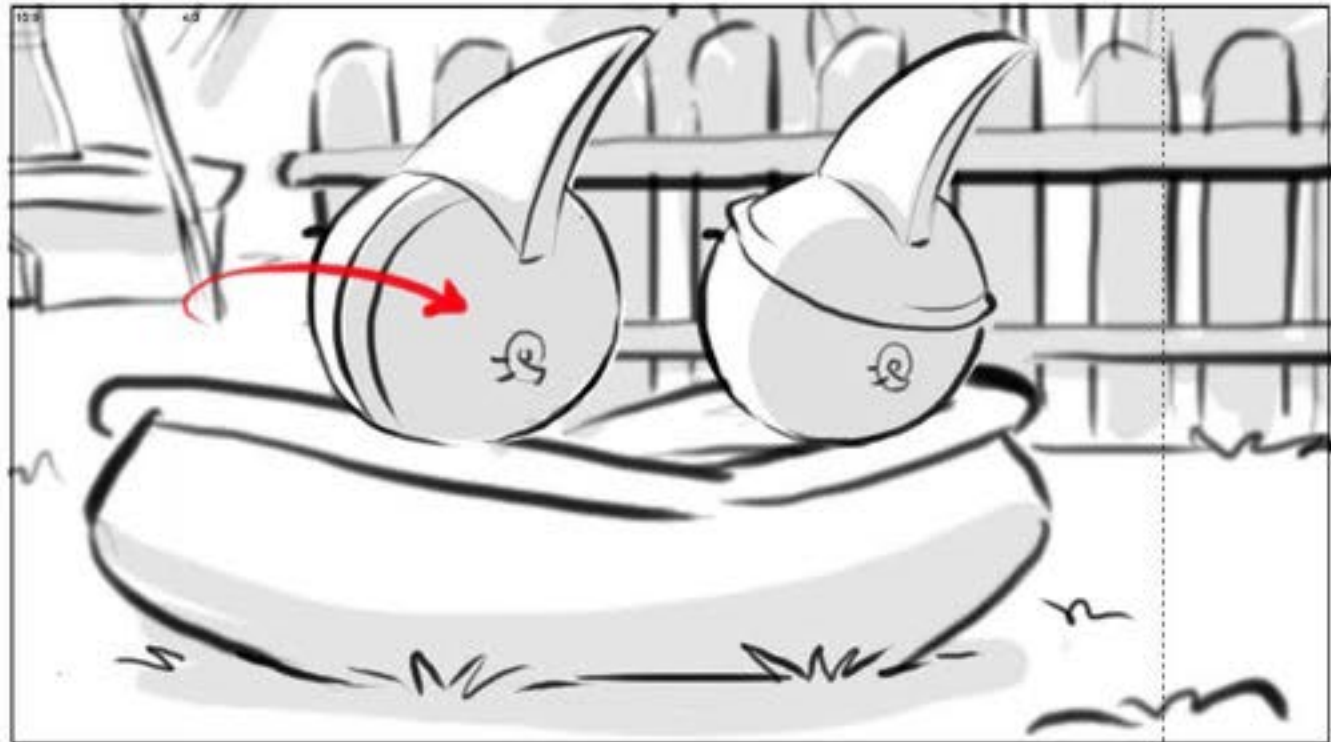


Action

FX/SFX

SLUG

Sc. 17 Panel 11 BG



Action

FX/SFX

SLUG

Sc. 14 Panel 01 BG



Action

FX/SFX

SLUG

Sc. 19 Panel 01 BG



Action

FX/SFX

SLUG



Sc. 19 Panel 02 BG



Action

FX/SFX

SLUG

Sc. 19 Panel 03 BG



Action

FX/SFX

SLUG

Sc. 19 Panel 04 BG



Action

FX/SFX

SLUG

Sc. 19 Panel 05 BG

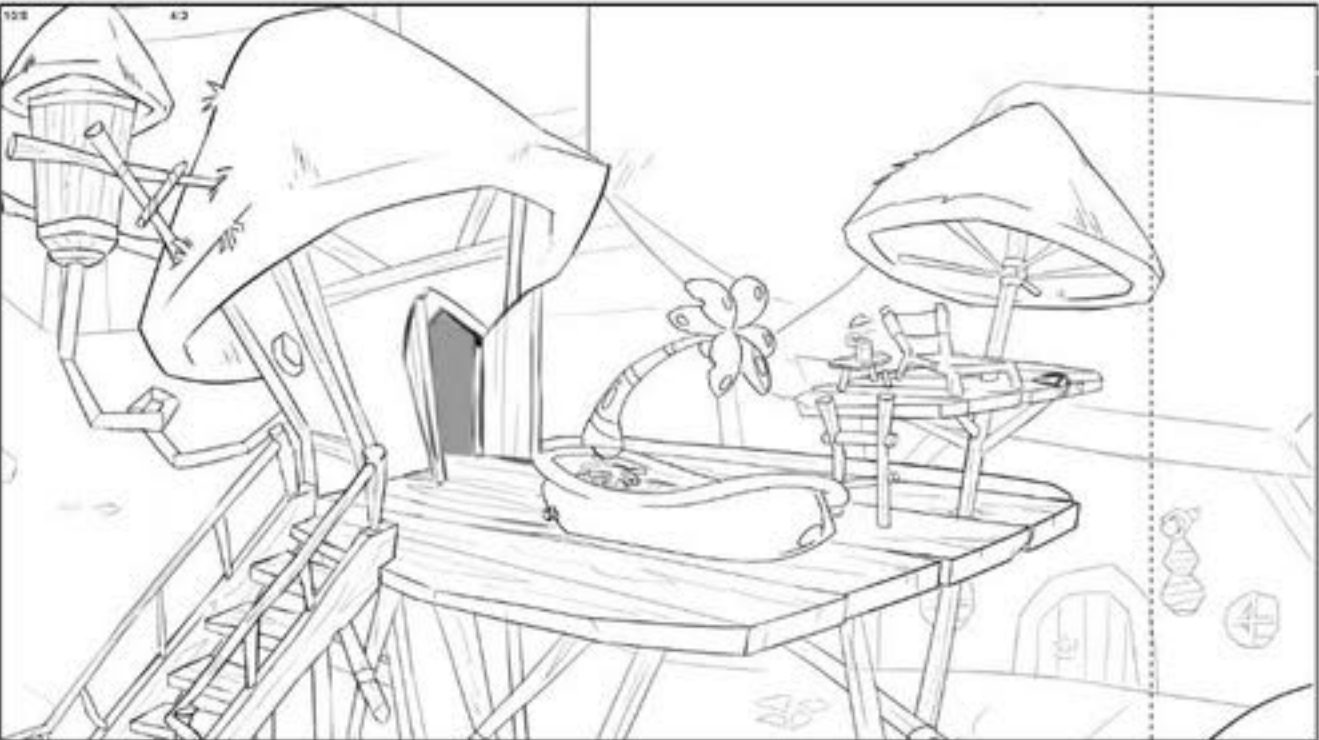


Action

FX/SFX

SLUG

Sc. 20 Panel 01 BG



 Action

FX/SFX

SLUG

Sc. 21 Panel 01 BG



 Action

FX/SFX

SLUG



Sc. 21 Panel 02 BG

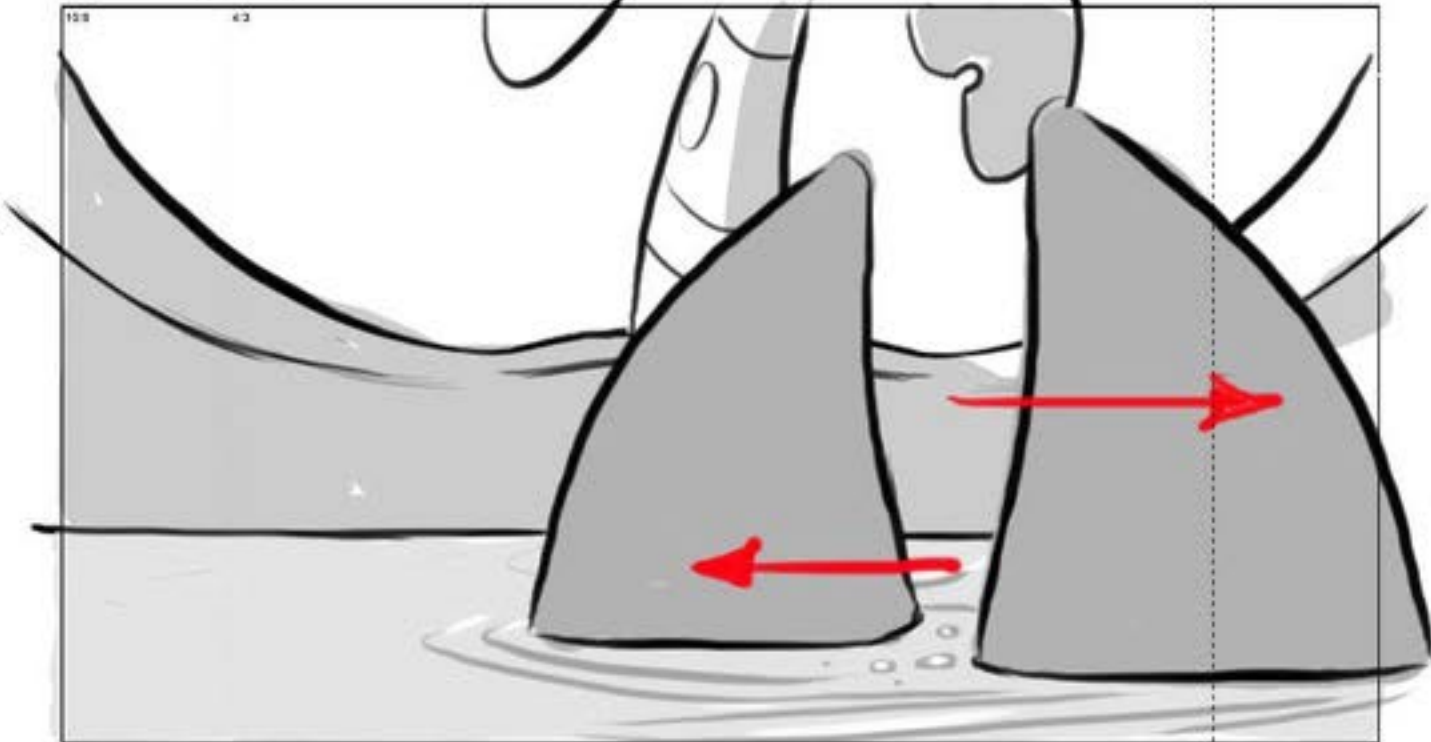


Action

FX/SFX

SLUG

Sc. 21 Panel 03 BG



Action

FX/SFX

SLUG

Sc. 21 Panel 04 BG



Action

FX/SFX

SLUG

Sc. 21 Panel 05 BG



Action

FX/SFX

SLUG

Sc. 21 Panel 06 BG

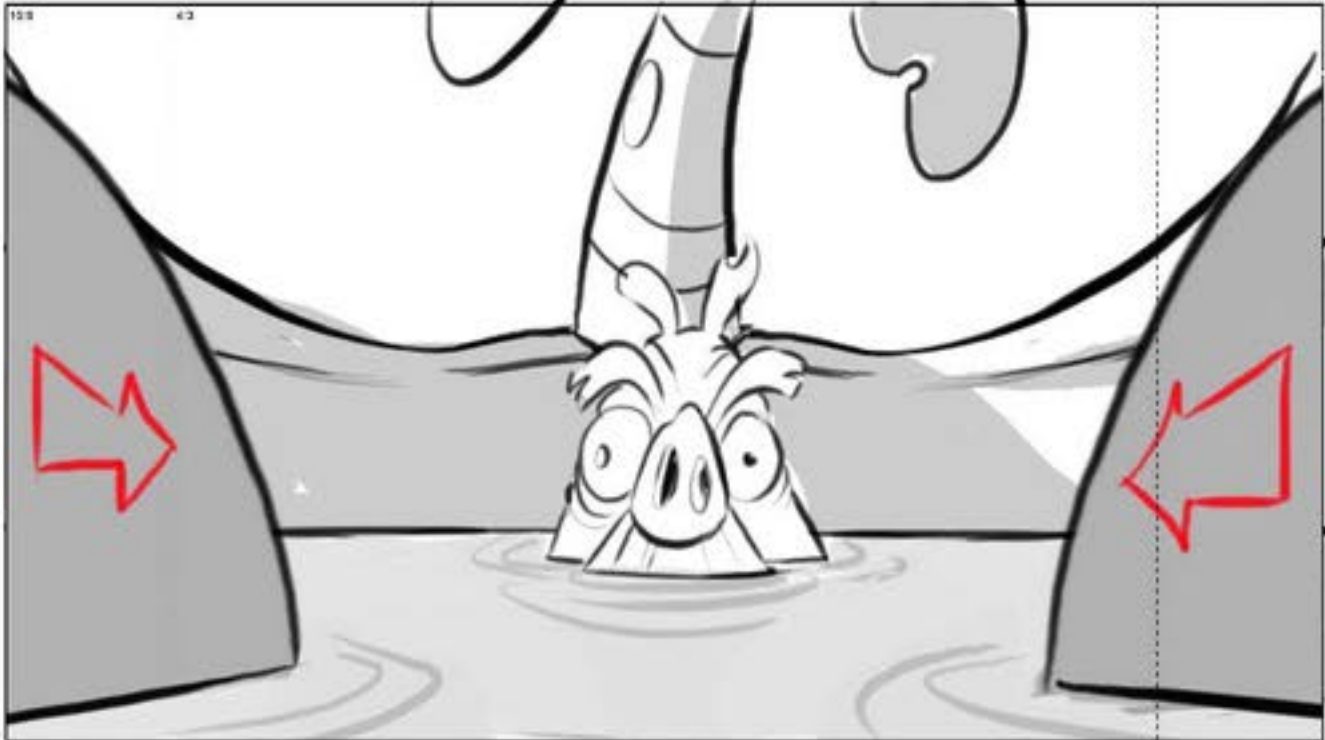


Action

FX/SFX

SLUG

Sc. 21 Panel 07 BG



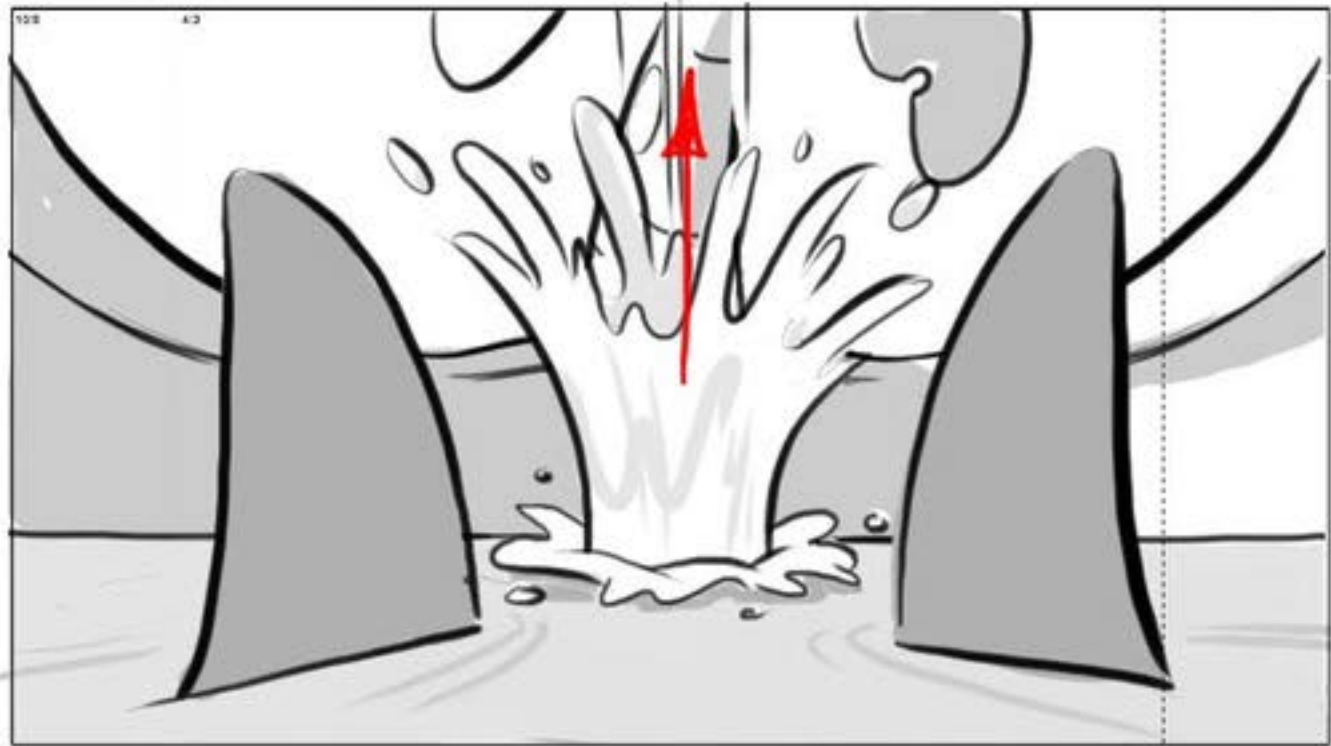
Action

FX/SFX

SLUG



Sc. 21 Panel 08 BG

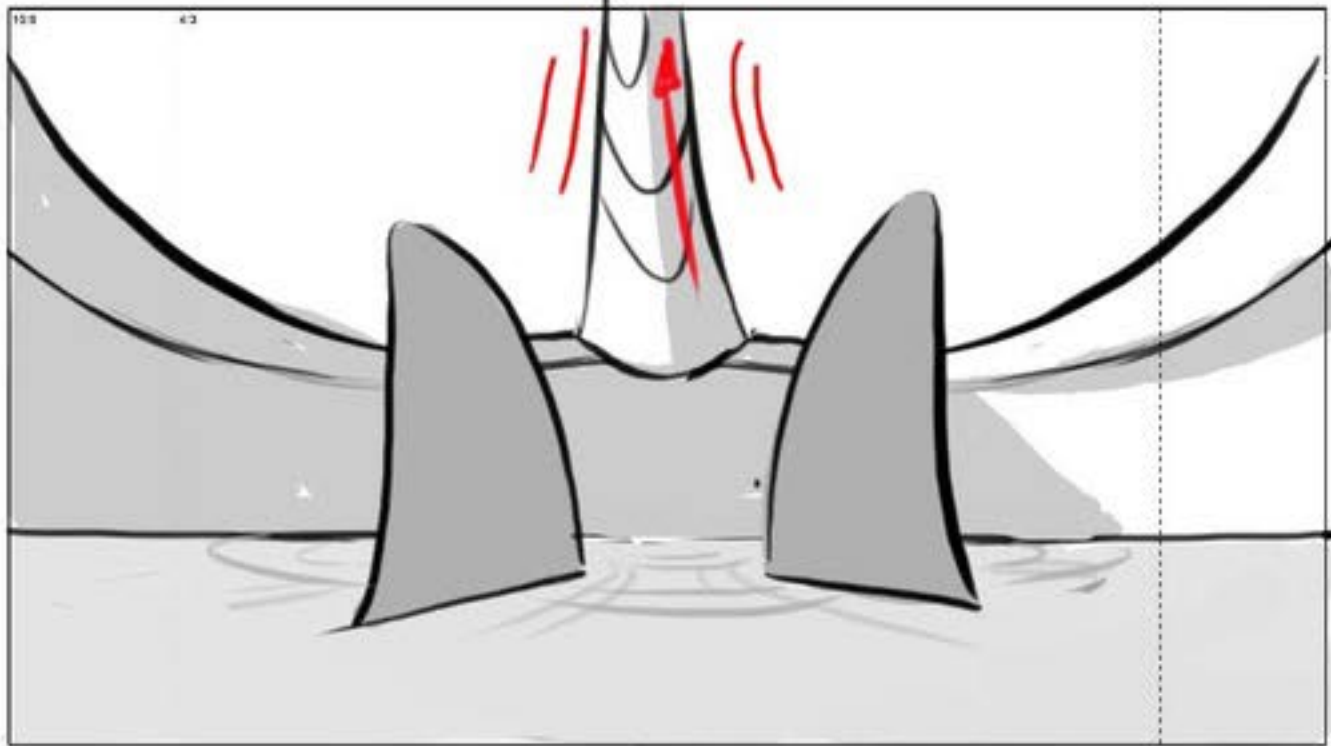


Action

FX/SFX

SLUG

Sc. 21 Panel 09 BG



Action

FX/SFX

SLUG

Sc. 22 Panel 01 BG

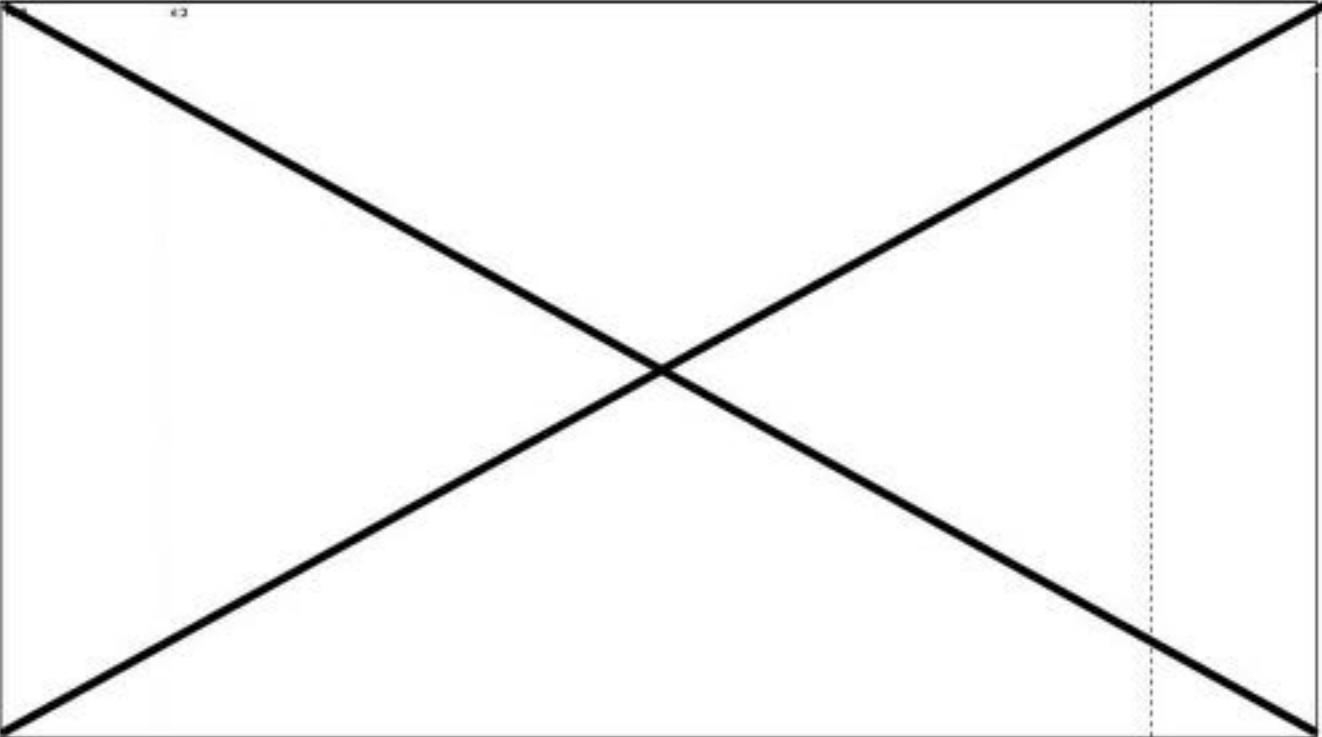


Action

FX/SFX

SLUG

Sc. Panel BG



Action  
NO PANEL

FX/SFX

SLUG

Sc. 22 Panel 03 BG

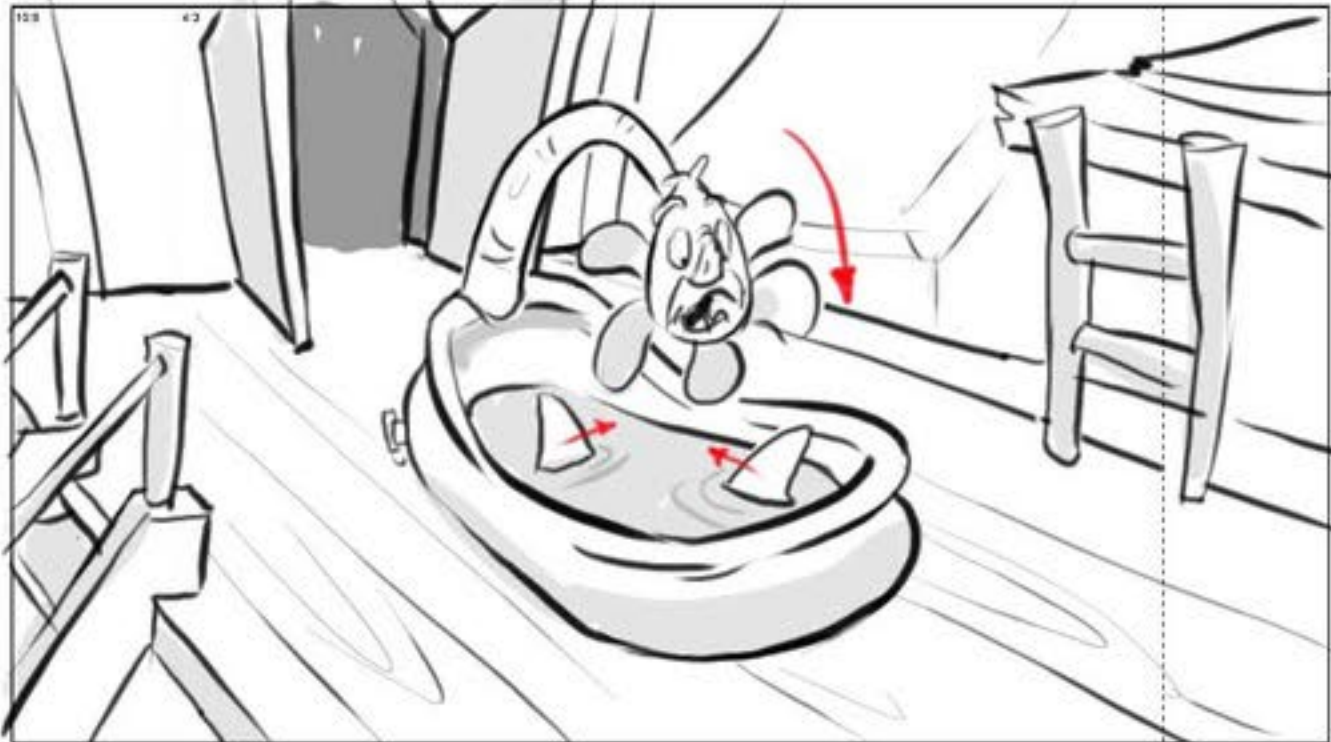


Action

FX/SFX

SLUG

Sc. 23 Panel 01 BG



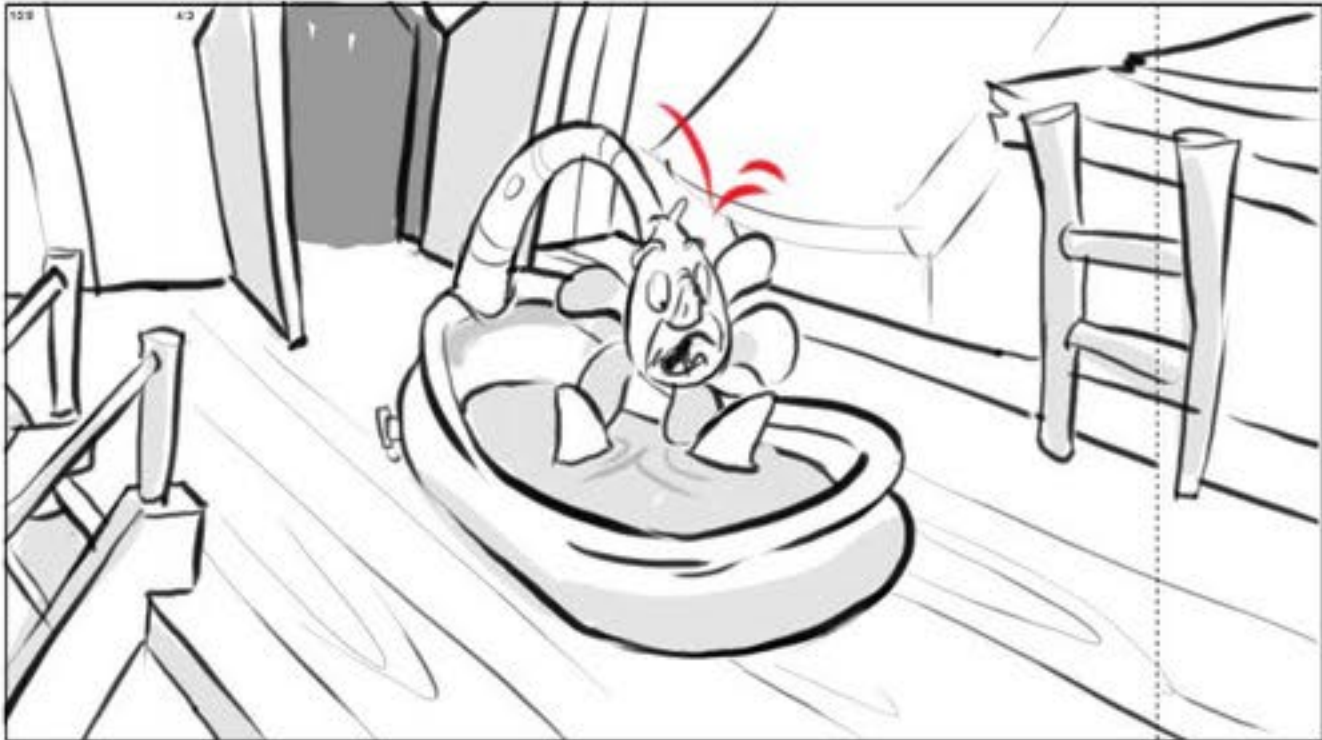
Action

FX/SFX

SLUG



Sc. 23 Panel 02 BG

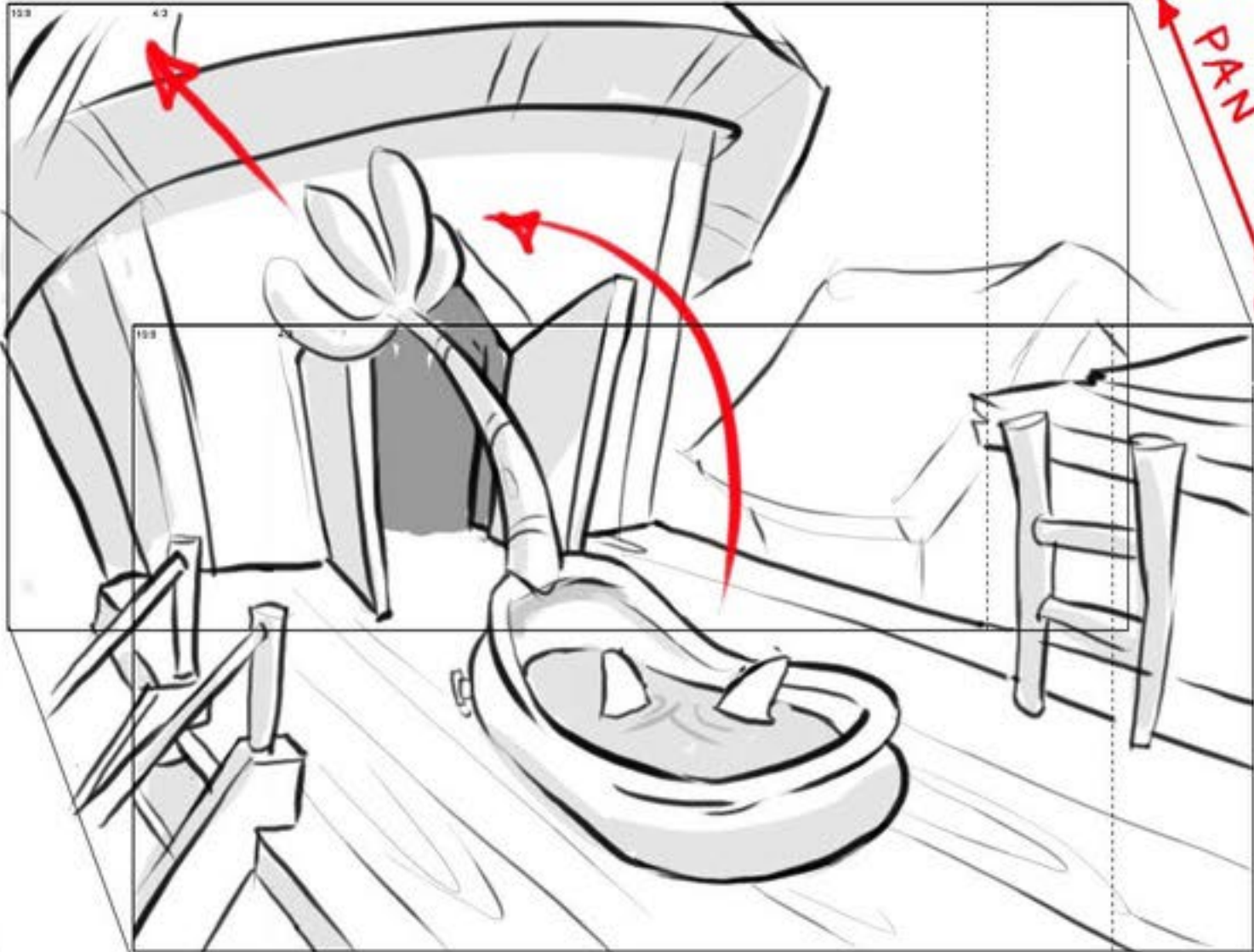


Action

FX/SFX

SLUG

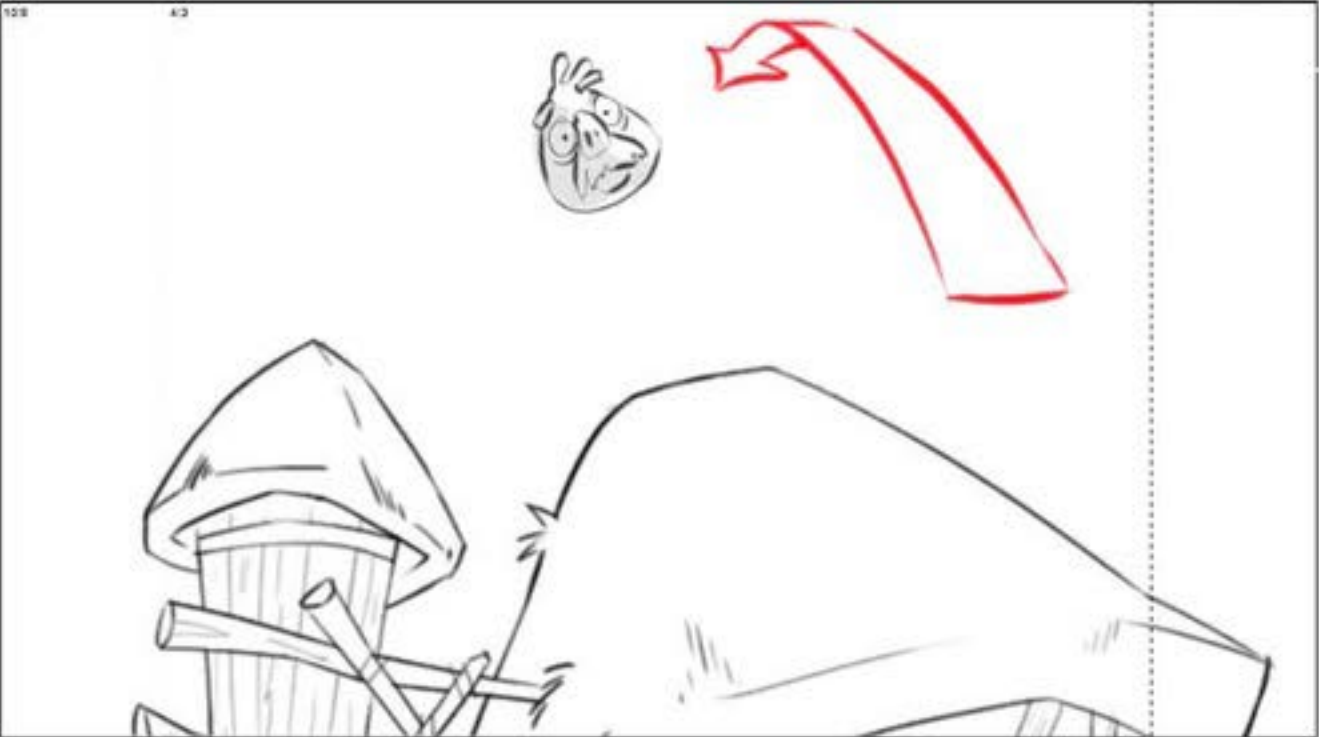
Sc. 23 Panel 03 BG



FX/SFX

SLUG

Sc. 24 Panel 01 BG

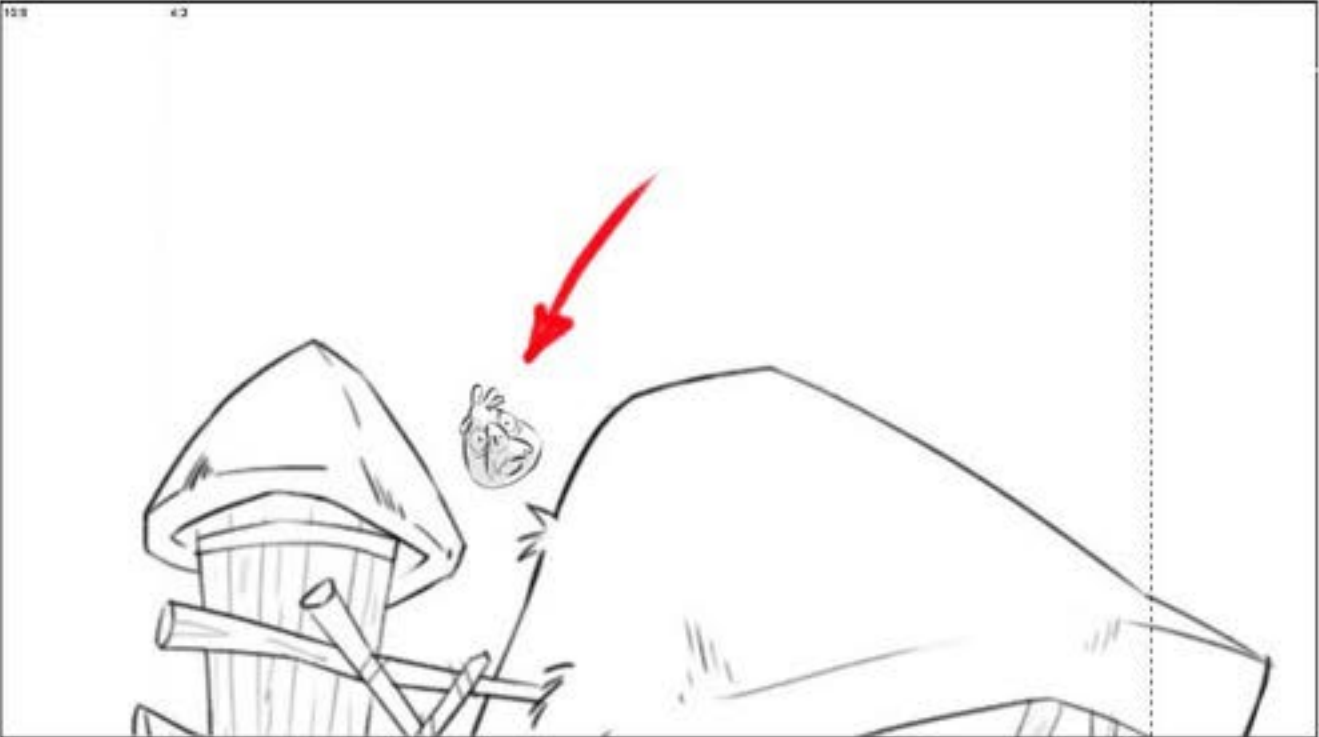


Action

FX/SFX

SLUG

Sc. 24 Panel 02 BG

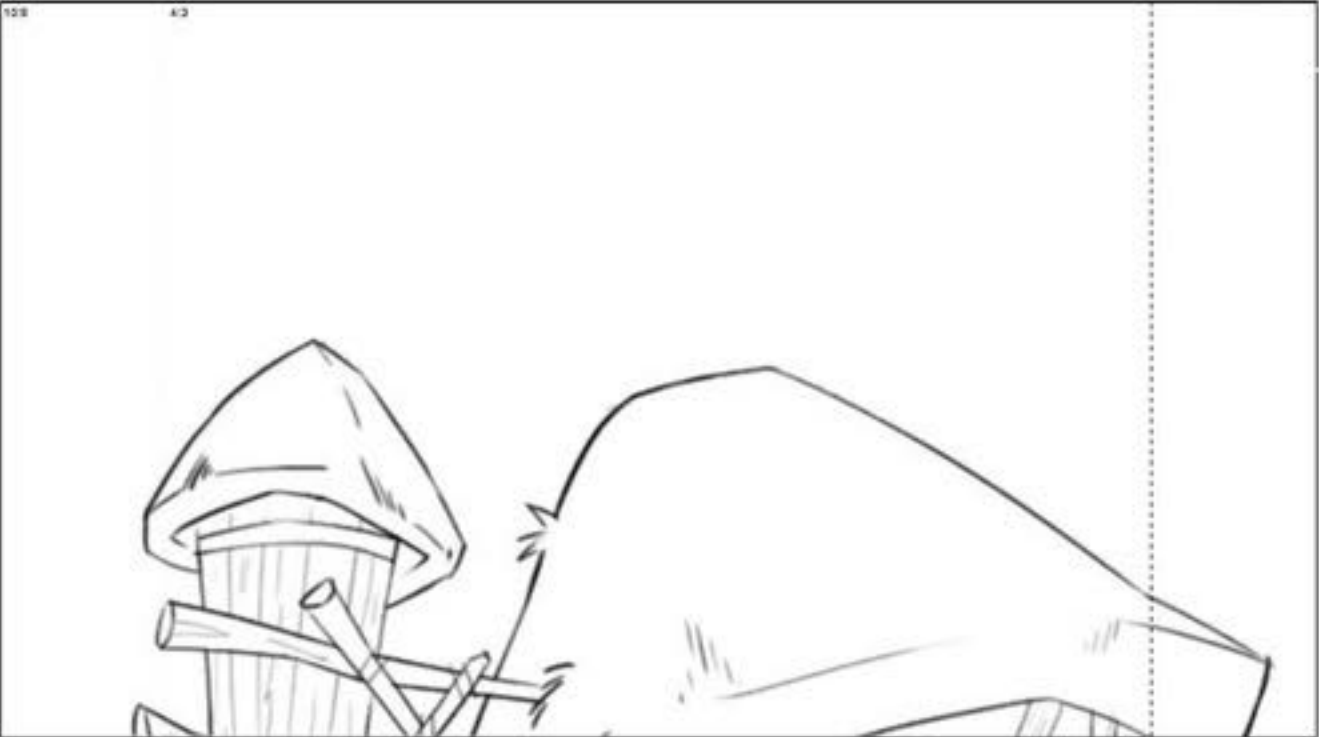


Action

FX/SFX

SLUG

Sc. 24 Panel 03 BG

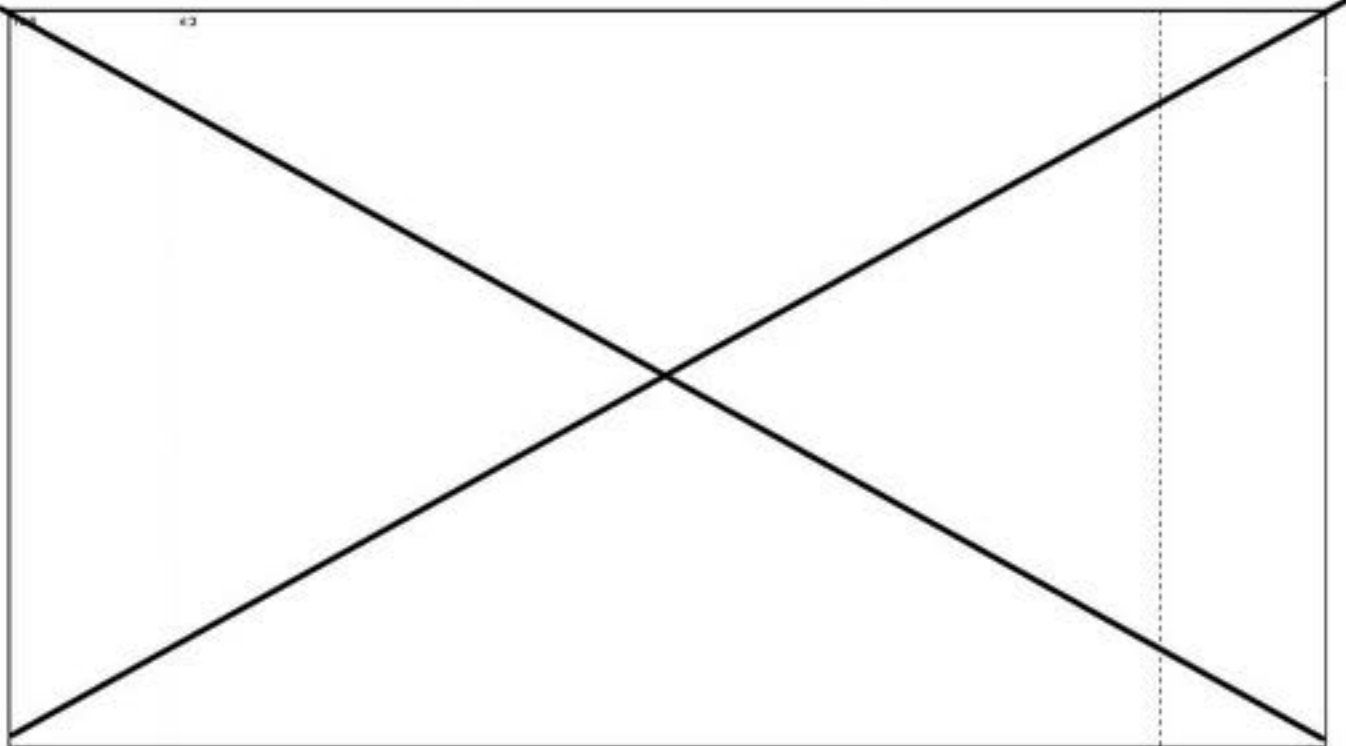


Action

FX/SFX

SLUG

Sc. Panel BG



Action

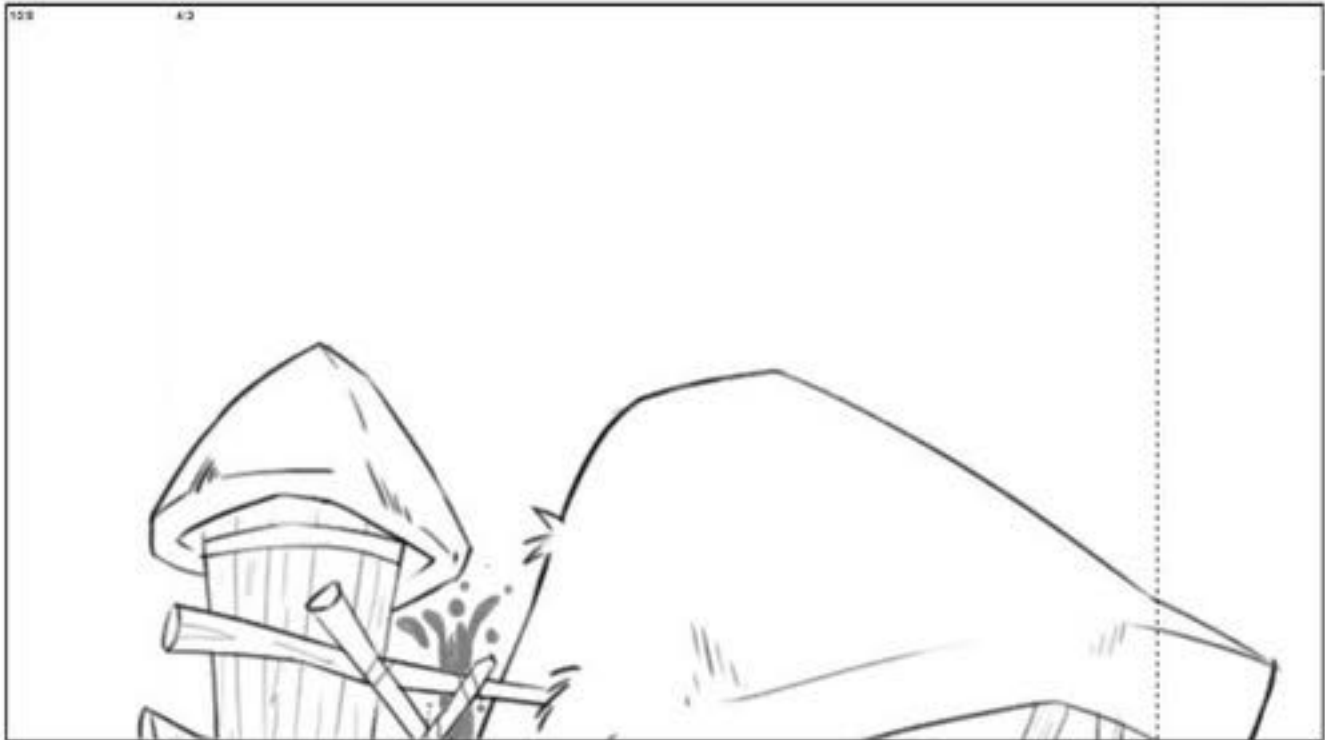
NO PANEL

FX/SFX

SLUG



Sc. 24 Panel 04 BG

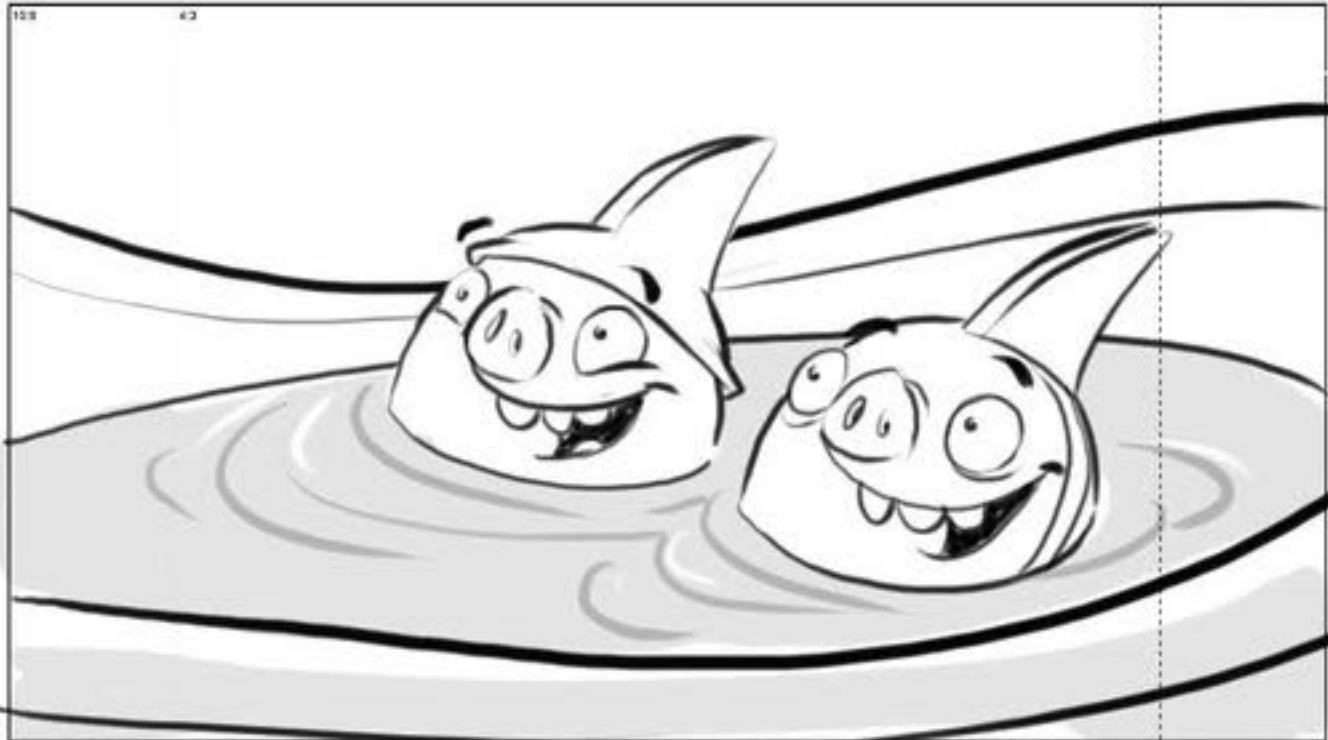


Action

FX/SFX

SLUG

Sc. 25 Panel 01 BG



Action

FX/SFX

SLUG

# **Storyboards**

## **-Transformer Rescue Bots**



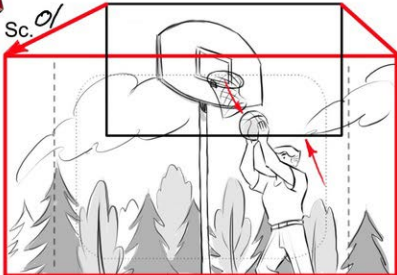
Title: TRB

EP: 119

SEQ: 01

Page 04

Sc. 01



(TRUCK OUT)

Action:

...AND FALLS THROUGH. TRUCK  
OUT AS CHIEF CATCHES IT.

Dial:

Slug:

Sc. 01

Bg \_\_\_\_\_



Action:

- GRAHAM ENTERS FROM FOREGROUND -

Dial:







Title: TRB

EP: 119

SEQ: 01

Page 05

Sc. 01

Bg \_\_\_\_\_



Action:

- GRAHAM BEGINS COVERING  
CHIEF ...

Dial:

Slug:

Sc. 01

Bg \_\_\_\_\_



Action:

... CHIEF DRIBBLES TO RIGHT.

Dial:





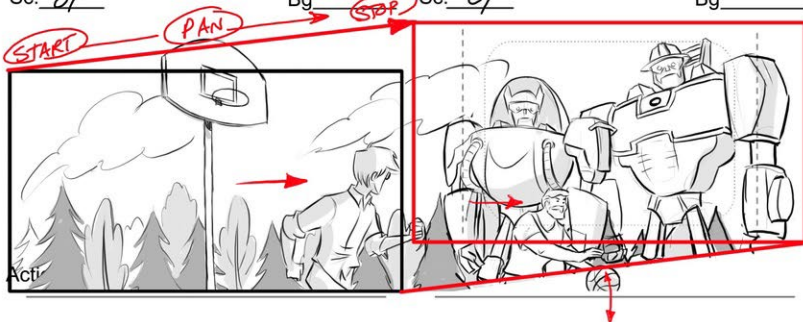
Title: TRB EP: 119 SEQ: 01 Page 06

Sc. 01

Bg

Sc. 01

Bg



Acti

Dial:

Slug:

PAN UP UP TO BLADES & H.W. WATCHING  
THE GAME AS GRAHAM FOLLOWS  
CHIEF DOWN THE COURT.





Title: TRB

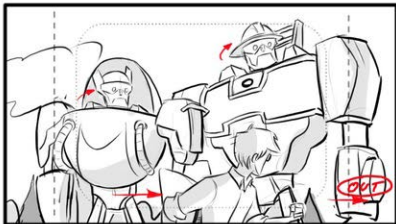
EP: 119

SEQ: 01

Page 07

Sc. 01

Bg \_\_\_\_\_



Action:

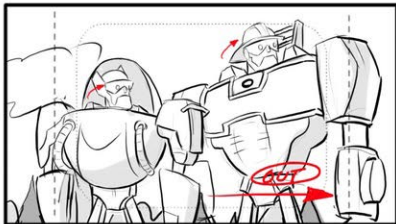
-BOTS FOLLOW THE ACTION,  
TURNING THIER HEADS -

Dial:

Slug:

Sc. 01

Bg \_\_\_\_\_



Action:

Dial:

©







Title: TRB

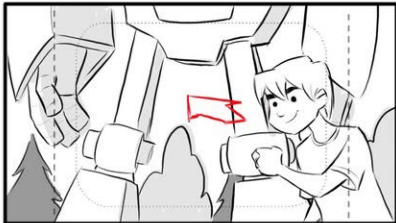
EP: 119

SEQ: 01

Page 08

Sc. 02

Bg \_\_\_\_\_



Action:

- CLOSE ON CODY AS HE  
STEPS TOWARD CAMERA -  
- CHASE STANDS BEHIND HIM -

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Sc. 02

Bg \_\_\_\_\_



(C)

Action:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_





Title: TRB

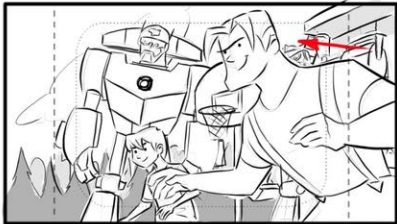
EP: 119

SEQ: 01

Page 09

Sc. 03

Bg \_\_\_\_\_



Action:

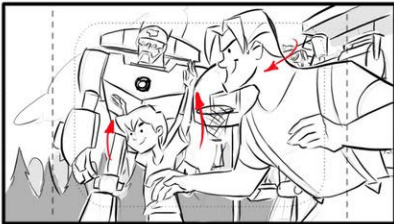
- WIDER, AS KADE STEPS  
FORWARD -

Dial:

Slug:

Sc. 03

Bg \_\_\_\_\_



Action:

- CODY WAVES HIS ARMS, AS  
KADE LOOKS ACROSS AT HIM.

Dial:





Title: TRB

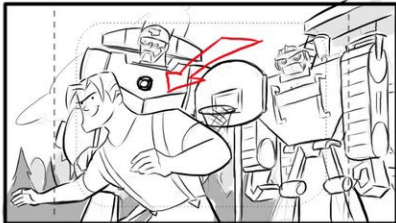
EP: 119

SEQ: 01

Page 10

Sc. 03

Bg \_\_\_\_\_



Action:

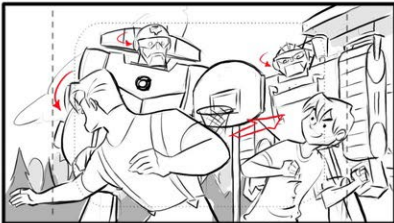
- KADE STEPS IN FRONT OF  
CODY.

Dial:

Slug:

Sc. 03

Bg \_\_\_\_\_



Action:

- CODY DASHES OUT FROM  
BEHIND KADE...

Dial:







Title: TRB EP: 119 SEQ: 01 Page 11

Sc. 03

Bg.



©

Action:

... AND INTO THE CLEAR -

Action:

Dial:

Dial:

CODY = "DAD! I'M OPEN!"

Slug:





Title: TRB

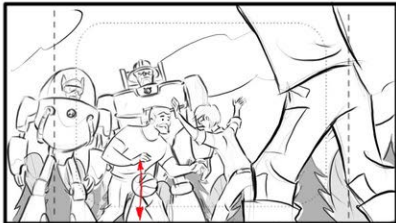
EP: 119

SEQ: 01

Page 12

Sc. 04

Bg \_\_\_\_\_



Action:

- REVERSE ANGLE - GRAHAM  
IS COVERING THE CHIEF AS HE  
DRIBBLES -

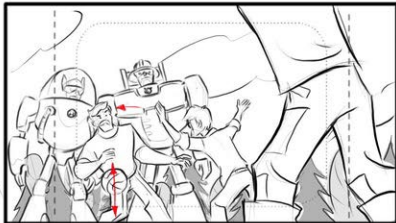
Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Sc. 04

Bg \_\_\_\_\_



Action:

- CHIEF LOOKS AT CODY ...  
\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

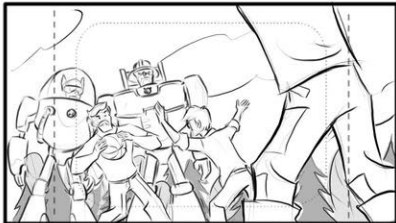




Title: TRB EP: 119 SEQ: 01 Page 13

Sc. 04

Bg \_\_\_\_\_



Sc. 04

Bg \_\_\_\_\_



©

Action:

...AND SNAPS CODY THE BALL...

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Action:

\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_







Title: TRB

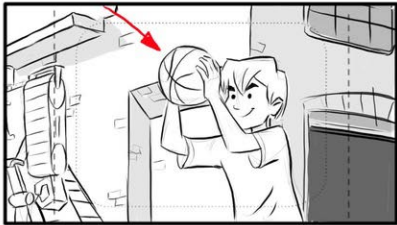
EP: 119

SEQ: 01

Page 14

Sc. 05

Bg \_\_\_\_\_



Action:

- CODY CATCHES THE BALL -

\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Sc. 05

Bg \_\_\_\_\_



Action:

...AND TURNS TO LEFT,  
DRIBBLING.

\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



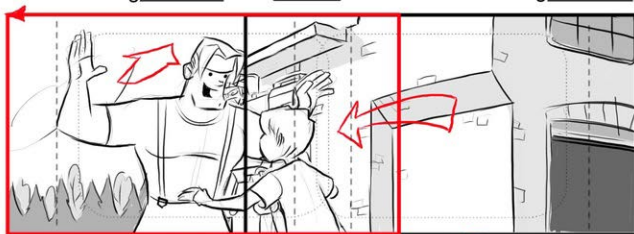


Title: TRB EP: 119 SEQ: 01 Page 15

Sc. 05

Bg \_\_\_\_\_ Sc. \_\_\_\_\_

Bg \_\_\_\_\_



Action:

- PAN WITH CODY AS HE  
DRIBBLES LEFTWARD, BUT  
IS SUDDENLY BLOCKED BY KADE -

Dial:

KADE: "END OF THE LINE,  
SHORT STUFF!"

Slug:

Action:

Dial:

(C)





Title: TRB

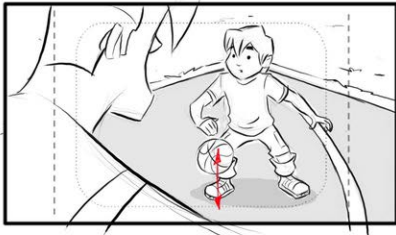
EP: 119

SEQ: 01

Page 16

Sc. 06

Bg \_\_\_\_\_



Action:

- REVERSE ANGLE -

\_\_\_\_\_  
\_\_\_\_\_

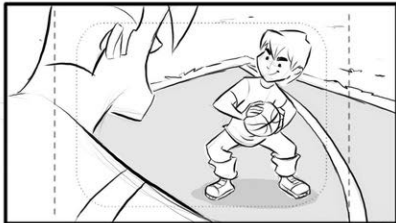
Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Sc. 06

Bg \_\_\_\_\_



©

Action:

... AS CODY PULLS BACK

\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



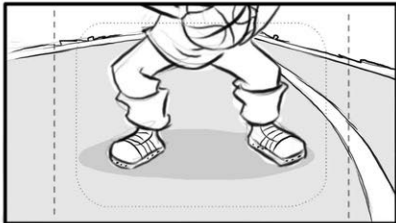




Title: TRB EP: 119 SEQ: 01 Page 17

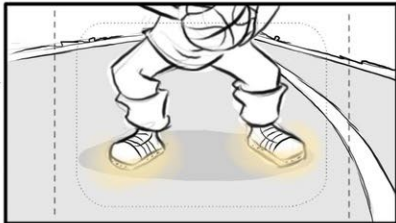
Sc. 07

Bg \_\_\_\_\_



Sc. 07

Bg \_\_\_\_\_



Action: - CLOSE ON CODY'S SHOES ...

\_\_\_\_\_  
\_\_\_\_\_

Dial: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Slug: \_\_\_\_\_

Action: ...AS THEY LIGHT UP...

\_\_\_\_\_  
\_\_\_\_\_

Dial: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

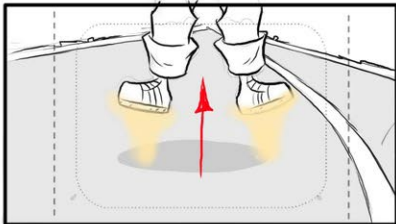




Title: TRB EP: 119 SEQ: 01 Page 18

Sc. 07

Bg \_\_\_\_\_



©

Action:

AND BEGIN TO RISE-  
\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Sc. 08

Bg \_\_\_\_\_



Action:

-CLOSE ON KADE AS HE  
WATCHES IN DISBELIEF.  
\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_





Title: TRB

EP: 119

SEQ: 01

Page 19

Sc. 08

Bg \_\_\_\_\_



Action:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Sc. 09

Bg \_\_\_\_\_



Action:

- CODY'S P.O.V. AS HE RISES  
INTO THE AIR.

\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_







Title: TRB

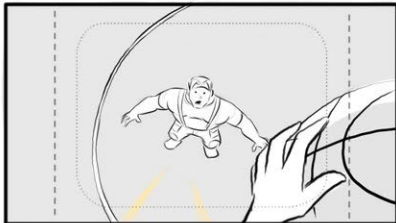
EP: 119

SEQ: 01

Page 20

Sc. 09

Bg \_\_\_\_\_



Action:

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Dial:

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Slug:

Sc. 09

Bg \_\_\_\_\_



©

Action:

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Dial:

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---

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Title: TRB

EP: 119

SEQ: 01

Page 21

Sc. 10

Bg \_\_\_\_\_



Action:

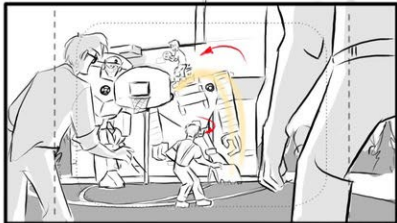
-WIDE AS CODY FLIES OVER  
GRAHAM TOWARD THE NET.

Dial:

Slug:

Sc. 10

Bg \_\_\_\_\_



Action:

Dial:

©





Title: TRB

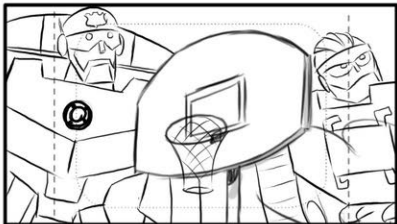
EP: 119

SEQ: 01

Page 22

Sc. 11

Bg \_\_\_\_\_



Action:

- CLOSE ON NET...

\_\_\_\_\_  
\_\_\_\_\_

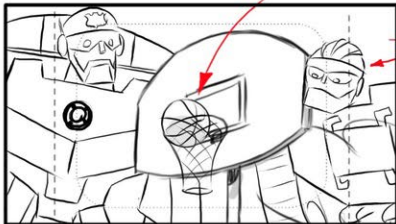
Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Sc. 11

Bg \_\_\_\_\_



Action:

... AS CODY SINKS THE BALL.

\_\_\_\_\_  
\_\_\_\_\_

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



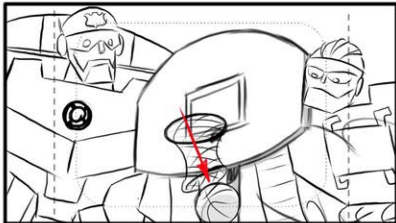




Title: TRB EP: 119 SEQ: 01 Page 23

Sc. 11

Bg \_\_\_\_\_



Action:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

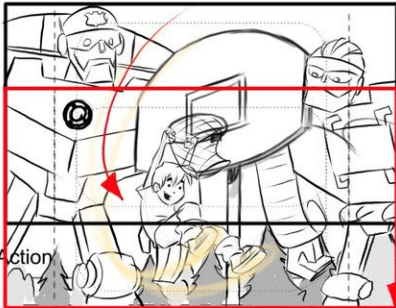
Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Sc. 11

Bg \_\_\_\_\_



Action

- PAN WITH CODY AS HE FLEES AROUND,  
HOT-DOGGING OFF THE RIM.

Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_





Title: TRB

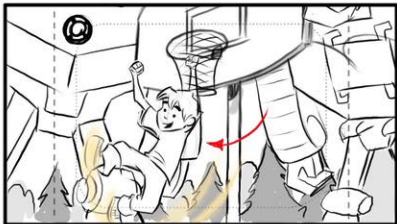
EP: 119

SEQ: 01

Page 24

Sc. 11

Bg \_\_\_\_\_



Action:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

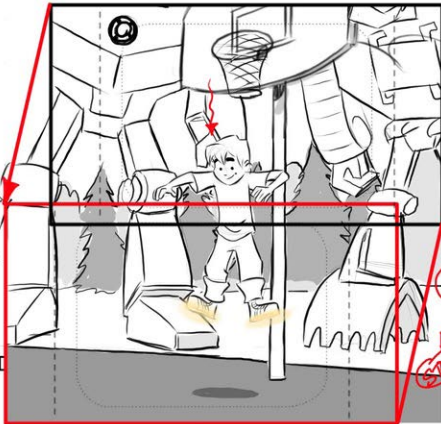
Dial:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Slug:

Sc. 11

Bg \_\_\_\_\_



- CODY SLOWLY SETTLES TO THE GROUND -

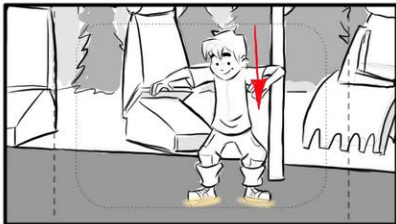




Title: TRB EP: 119 SEQ: 01 Page 25

Sc. 11

Bg \_\_\_\_\_



Action:

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Dial:

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Slug:

Sc. 11

Bg \_\_\_\_\_



©

Action:

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Dial:

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# **Animation Development Work**

**-Pirate Express**

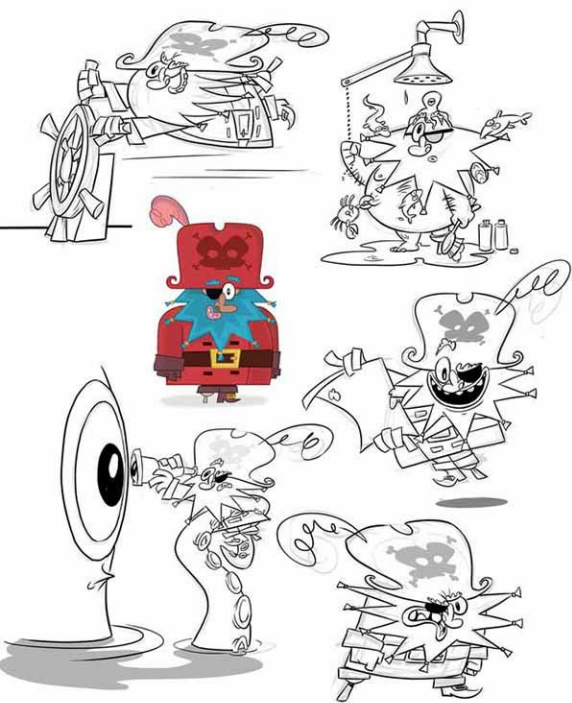
**-Mother Up!**

**-Hot Stuff**

**-Rich Dog/Poor Dog**

**-Meat & Gravy**

**-Pixies**





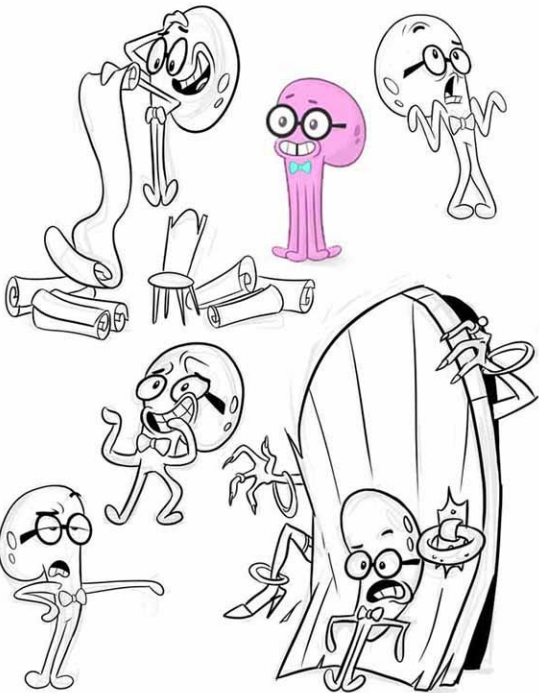
















RUDI  
EXPRESSION  
SHEET 01  
(BASED ON  
VERSION 32)





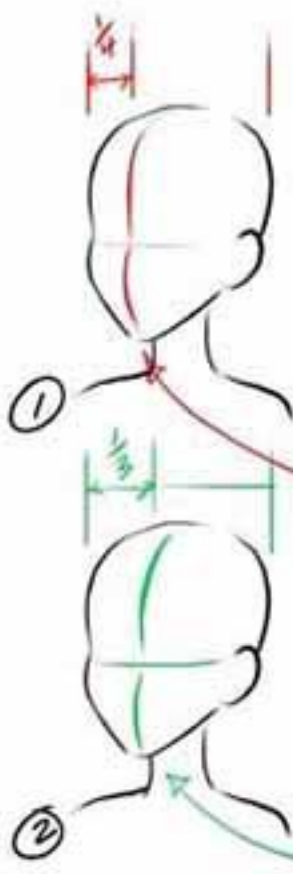
# MEET RUDI WILSON...

...DISGRACED RECORD EXEC & MOTHER  
OF TWO, AMONGST OTHER THINGS.

ONE OF THE TRICKIEST THINGS ABOUT  
DRAWING RUDI, AND MANY OF THE OTHER  
CHARACTERS, IS THE STRUCTURE OF HER  
HEAD...OR RATHER, THE NON-STRUCTURE!

IF YOU TAKE RUDI'S HEADFORM IN  
A  $\frac{3}{4}$  VIEW, AND DRAW A LINE  
SEPARATING THE LEFT AND RIGHT  
SIDES, MOST LIKELY YOU WOULD PLACE  
IT SOMEWHERE AROUND HERE...

...BUT IT SHOULD ACTUALLY BE CHEATED  
INWARD TO ABOUT HERE...



THIS IS HOW RUDI'S FACE LOOKS  
WITH THE FIRST CENTER-LINE.  
IT IS MORE NATURALISTIC, BUT WE  
LOSE SOME OF HER FARTHER EYE.

BY CHEATING THE CENTER-LINE  
INWARD, WE GAIN VALUABLE  
SPACE FOR HER FARTHER  
EYE — MUCH NEEDED FOR OUR  
EXPRESSIONS CHARACTERS.





JENNY EXPRESSION SHEET # 01  
(RIFFING OFF JENNY 16)





MEGHAN ROTATION 01/15/01







## Hot Stuff







**Fatso**



**Stretch**



**Stinkie**



Hot Stuff



**Spooky**



**Wendy**



**Schoolkid**









"UN-DEAD AND ALL-INCLUSIVE"

# pixies "Twitch"



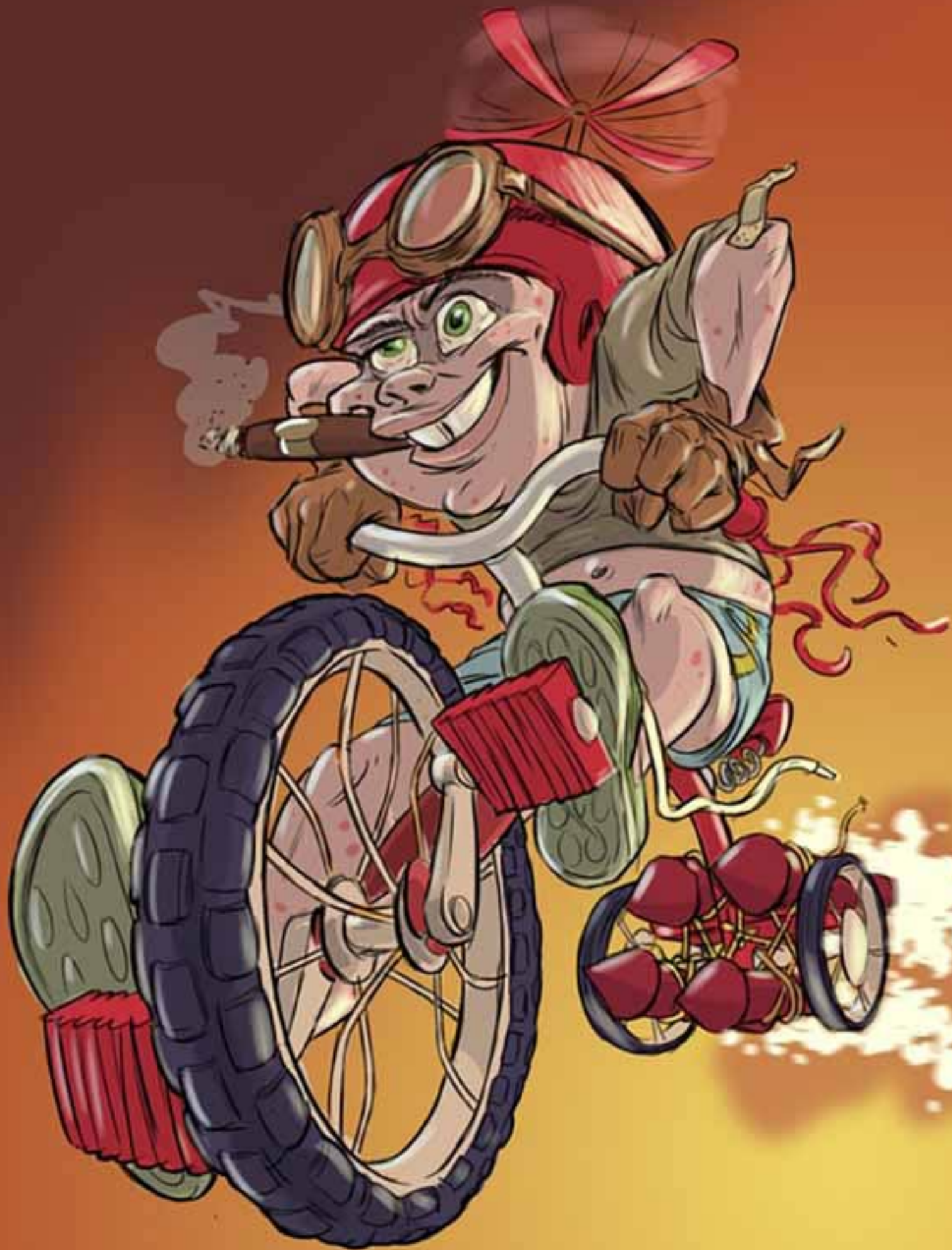
Evangelatos

# **Artwork**

## **-Various**







Q

# **GOLD STARS ARE FOR SUCKERS**









# THE CLAMP

**WARNING**  
CONTAINS COARSE  
LANGUAGE  
MAY BE OFFENSIVE  
TO SOME



'Twas the night before Christmas

# RETAILLACK LODGE











