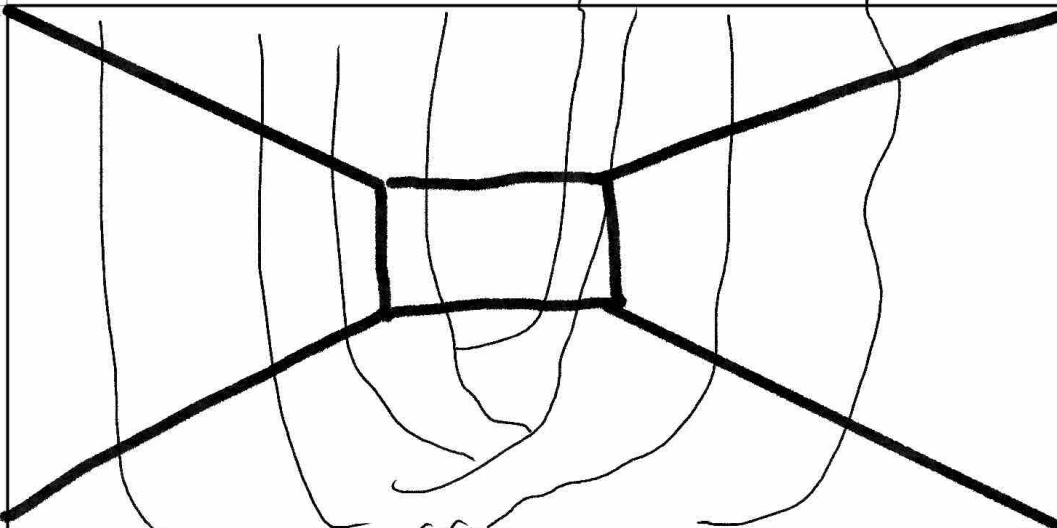
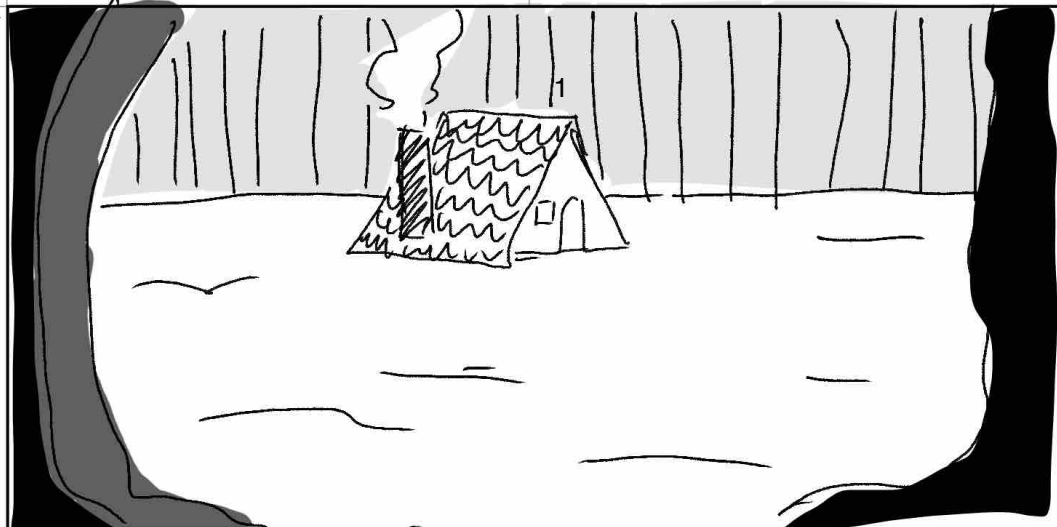


FRAME		AspectRatio = 2:1	
SHOT 1			
PANEL			
ACTION	Int. Ext. Day Night Truck In.	DIALOGUE	
SHOT 2			
PANEL			
ACTION	Int. Ext. Day Night ESTABLISHING SHOT	DIALOGUE	

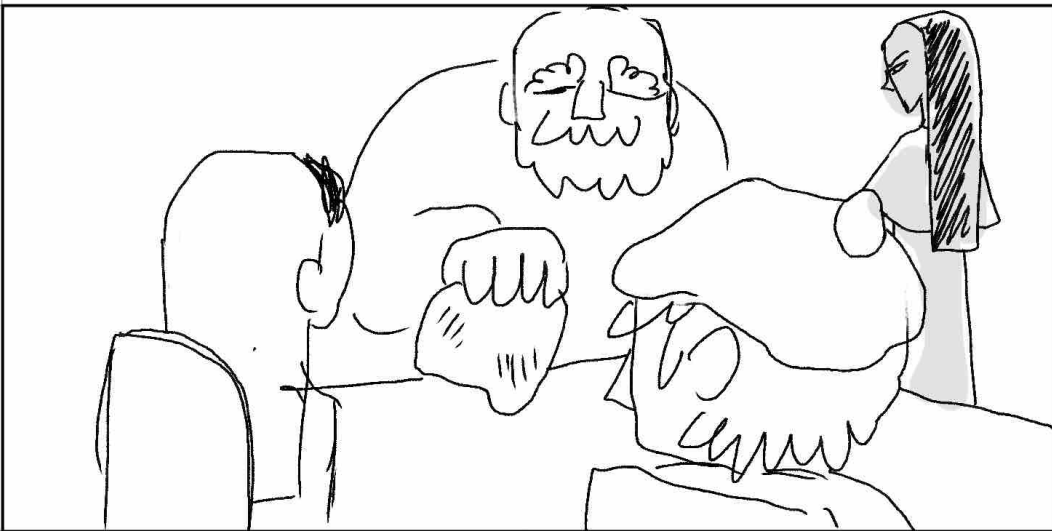
FRAME

AspectRatio = 2:1

SHOT

3

PANEL



ACTION

Int Ext Day Night

DIALOGUE

Father gives a stale piece of bread
to his children.

OTS

SHOT

4

PANEL



ACTION

Int Ext Day Night

DIALOGUE

Kids share the piece of bread

MS

"Your children eat too much. You
must lose them in the wood and
let the wild creatures care for them."

FRAME

AspectRatio = 2:1

SHOT

5

PANEL



ACTION

Int Ext Day Night DIALOGUE

Up shot

"My dears, wait here while I search
for firewood" - Father

SHOT

6

PANEL



ACTION

Int Ext Day Night DIALOGUE

Wide shot

FRAME		AspectRatio = 2:1	
SHOT 7			
PANEL	ACTION	Int. Ext. Day Night	DIALOGUE
SHOT			
PANEL	ACTION	Int. Ext. Day Night	DIALOGUE
	Pan Down	Int. Ext. Day Night	"We have walked too far, Our father is lost and so are we" - Gretel

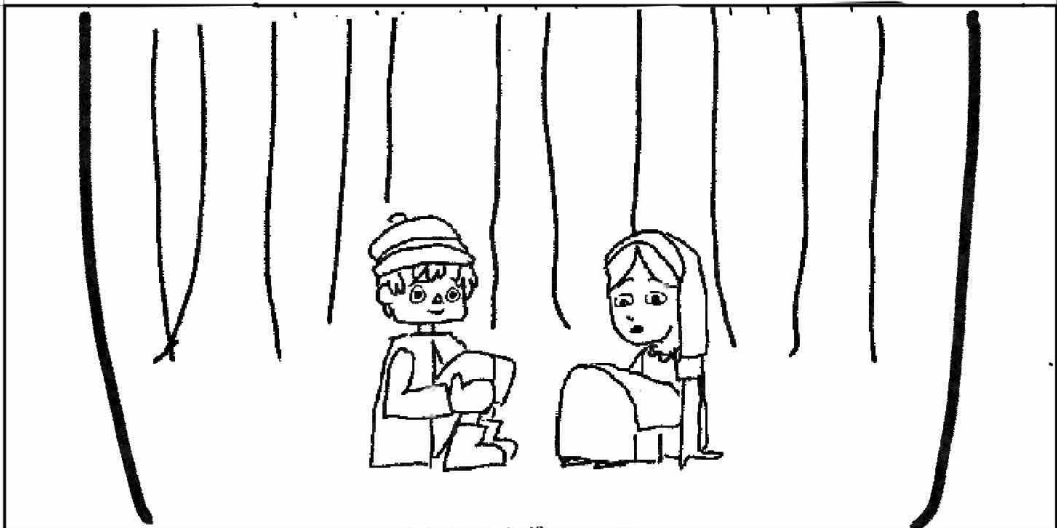
FRAME

AspectRatio = 2:1

SHOT

8

PANEL



ACTION

Int. Ext. Day Night

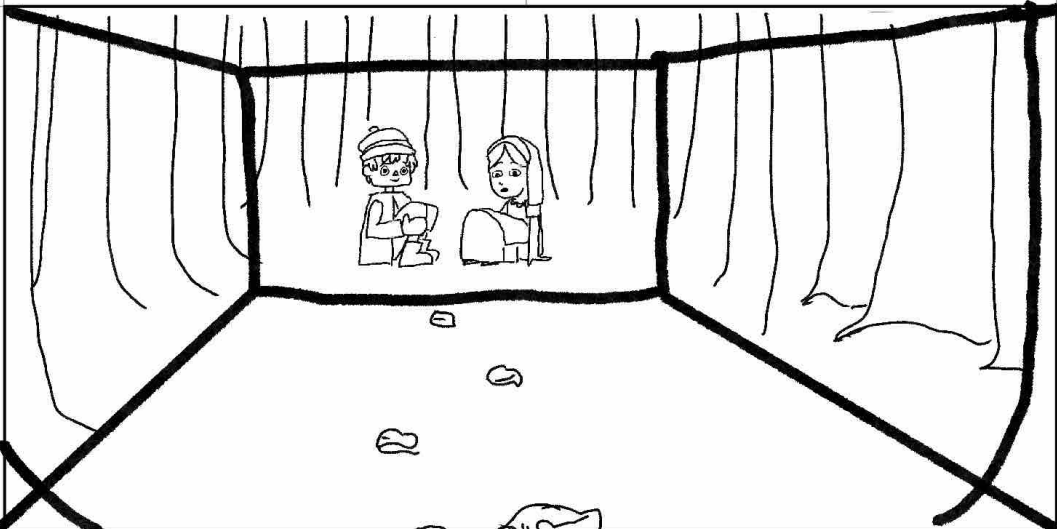
DIALOGUE

FS

"Cheer up little sister." - Hansel

T

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

Truck out Wide Shot

"I heard our Stepmother's horrid plan, so I have marked every twist of the path with a pure white pebble" - Hansel

FRAME		Aspect Ratio = 2:1	
SHOT 9			
PANEL	ACTION Int Ext Day Night DIALOGUE		
SHOT			
PANEL	ACTION Int Ext Day Night DIALOGUE		
Pan Down			

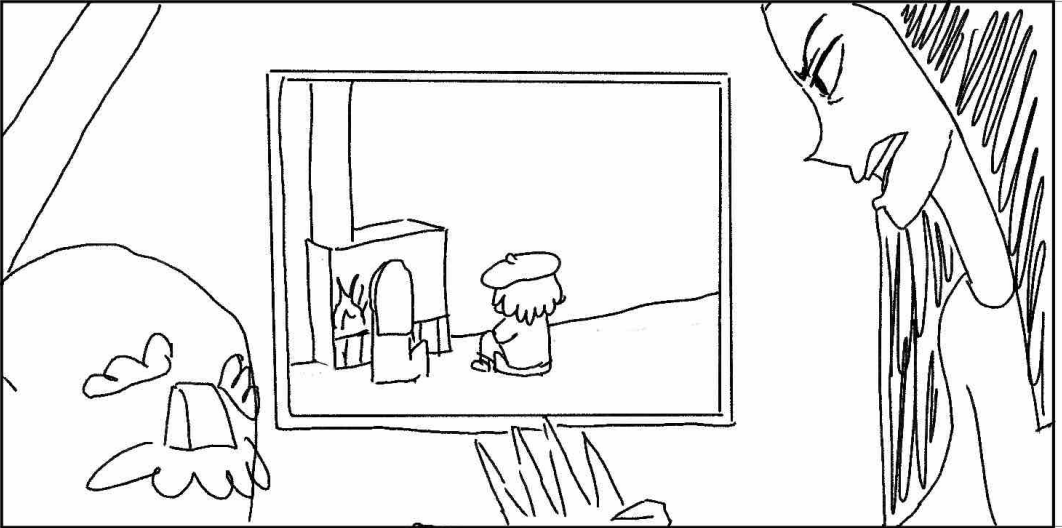
FRAME

AspectRatio = 2:1

SHOT

10

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

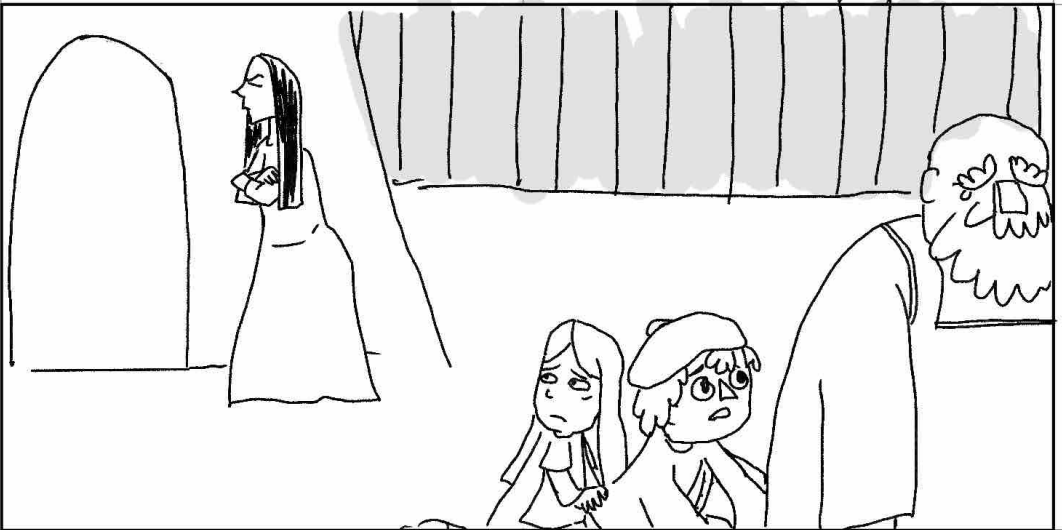
CU

"Husband, see how your two
pests torment me. Tonight you
must lose them forever" -
Stepmother

SHOT

11

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

Group shot

FRAME

AspectRatio = 2:1

SHOT
12

PANEL



ACTION

Int. Ext. Day Night

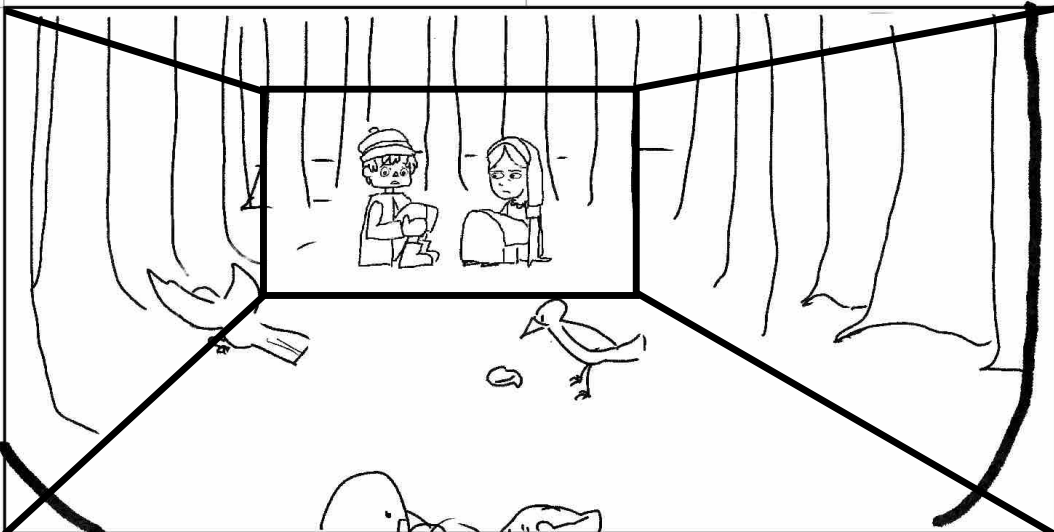
DIALOGUE

FS

"Cheer up little sister. This time I have scattered a trail of small white breadcrumbs" - Hansel

SHOT
13

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

Truck out/ Wide shot

FRAME		Aspect Ratio = 2:1	
SHOT 15			
ACTION		Int. Ext. Day Night	DIALOGUE
Wide Shot			
SHOT 16			
ACTION		Int. Ext. Day Night	DIALOGUE
Up Shot In the dream, a white dove circles around.			"Follow me Follow me!." - Dove

FRAME

AspectRatio = 2:1

SHOT

17

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

They wake up and chase after the dove.

Wide shot

"Lets follow her , Things can't get any worse." - Hansel

SHOT

18

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

MS

FRAME

AspectRatio = 2:1

SHOT

19

PANEL



ACTION

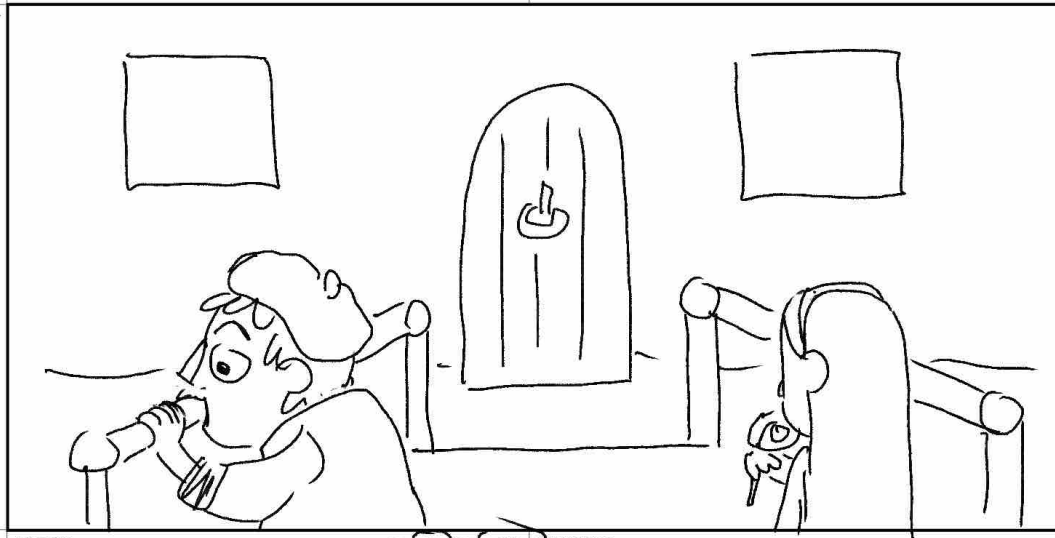
Int Ext Day Night DIALOGUE

Up shot

SHOT

20

PANEL



ACTION

Int Ext Day Night DIALOGUE

A voice is heard from the door.

"Come in my dears and warm yourselves." - Witch

SHOT	FRAME	AspectRatio = 2:1
21		
ACTION	☐ Int ☐ Ext ☐ Day ☐ Night DIALOGUE MS	
22		
ACTION	☐ Int ☐ Ext ☐ Day ☐ Night DIALOGUE Hansel is locked into an iron cage. 3 shot "Got you!" - Witch	

FRAME

AspectRatio = 2:1

SHOT

23

PANEL



ACTION

Int Ext Day Night

DIALOGUE

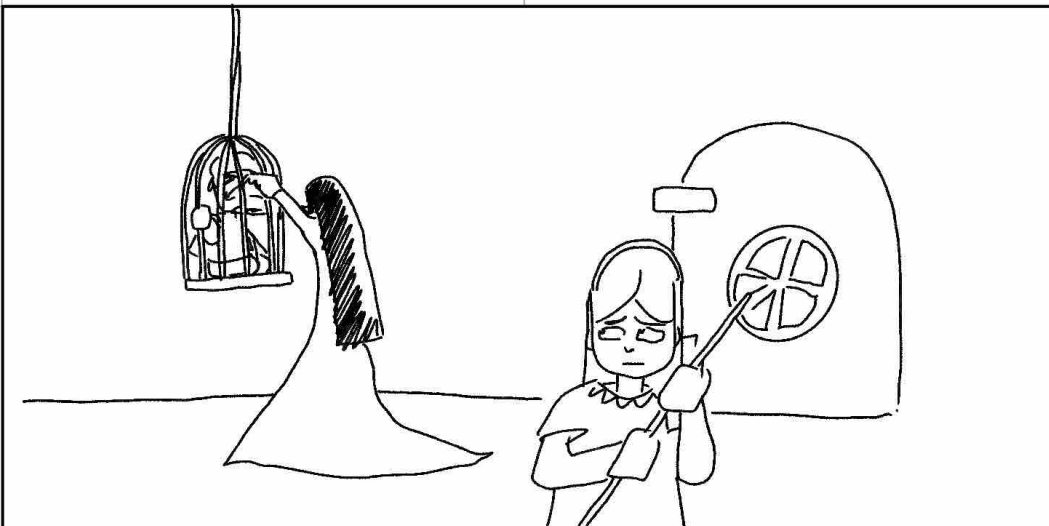
FS

"Boy you will grow plump and juicy. Girl you will be my slave." - Witch

SHOT

24

PANEL



ACTION

Int Ext Day Night

DIALOGUE

The witch fattens up Hansel until he was as round as a gobstopper.

MS

FRAME

AspectRatio = 2:1

SHOT

25

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

"Girl! Build up the fire. I want a Boy pie for my tea." - Witch

MS

SHOT

26

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

"Im very sorry, but I have never cooked a Boy pie before. Do you think the oven is hot enough" - Gretel

MS

FRAME

AspectRatio = 2:1

SHOT

27

PANEL



ACTION

☐ Int ☐ Ext ☐ Day ☐ Night

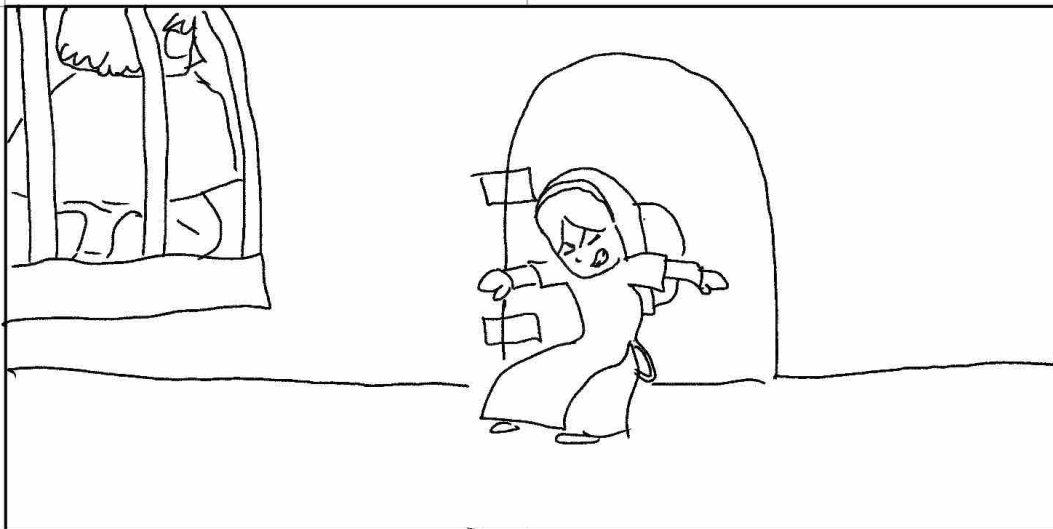
DIALOGUE

MS

SHOT

76

PANEL



ACTION

☐ Int ☐ Ext ☐ Day ☐ Night

DIALOGUE

“It’s HOT, HOT, HOT!” - Witch

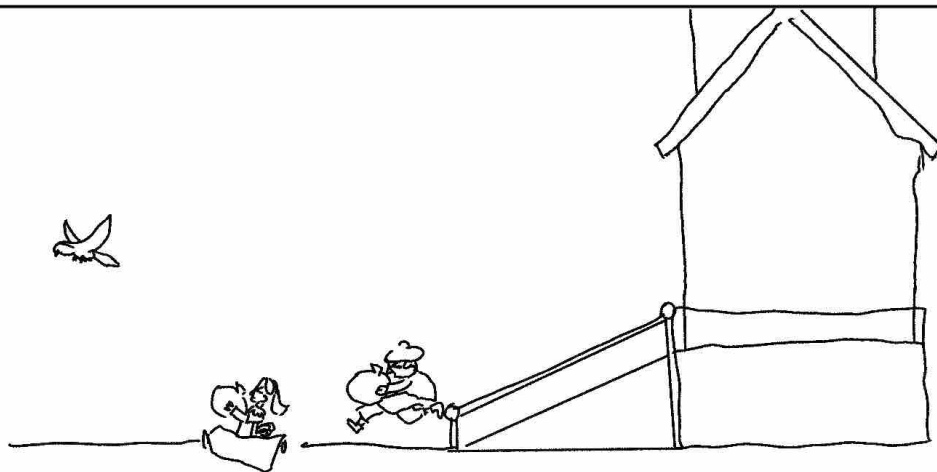
FRAME

AspectRatio = 2:1

SHOT

29

PANEL



ACTION

int. ☒ Day ☐ Night

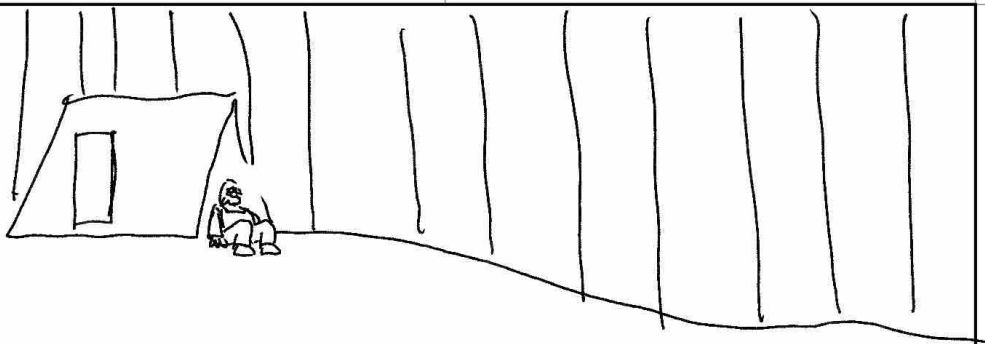
DIALOGUE

The two children grabbed the
witch's treasure and raced
outside.
Wide shot

SHOT

30

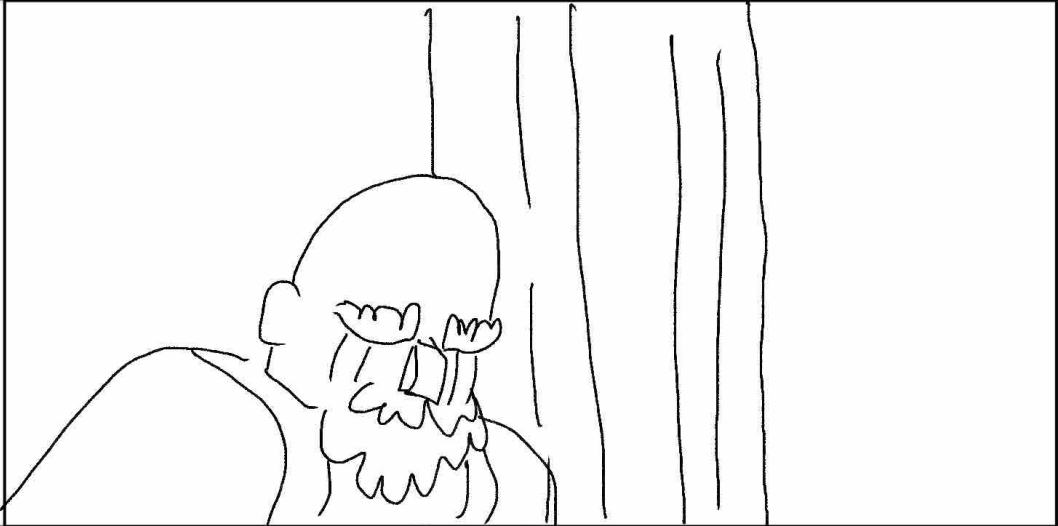
PANEL



ACTION

int. ☒ Day ☐ Night

DIALOGUE

FRAME		AspectRatio = 2:1	
SHOT 31			
PANEL			
ACTION	int. Ext. Day Night	DIALOGUE	
CU			
SHOT 32			
PANEL			
ACTION	int. Ext. Day Night	DIALOGUE	
CU			

FRAME

AspectRatio = 2:1

SHOT

33

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

FS

SHOT

34

PANEL



ACTION

Int. Ext. Day Night

DIALOGUE

FS