

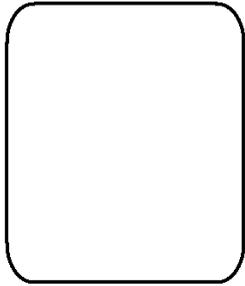


Bullying Commercial Storyboard

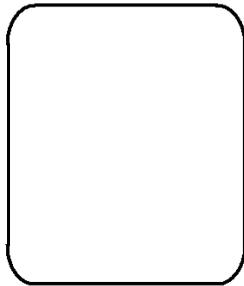
Worksheet

Scratch Programming
Short Commercial

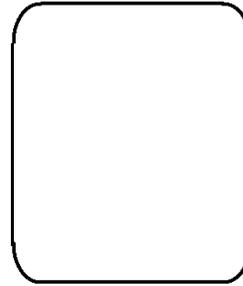
Draw a rough sketch of at least six frames of your final animation project. Make notes below on the lines provided, indicating the possible color modifiers, and/or direct manipulation paths that will be introduced in the frame sketched. Your time/frame numbers do not have to be consecutive but should be sequential.



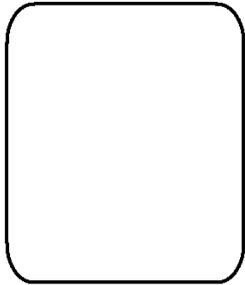
Time/frame number



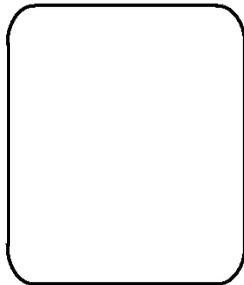
Time/frame number



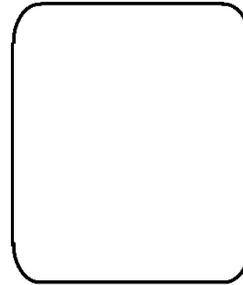
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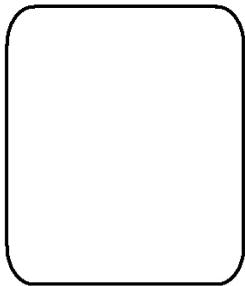
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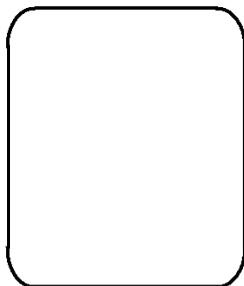
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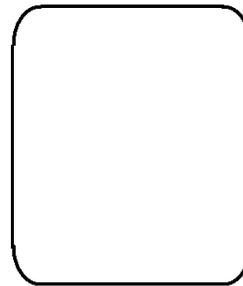
Time/frame number



Time/frame number



Time/frame number



Time/frame number
