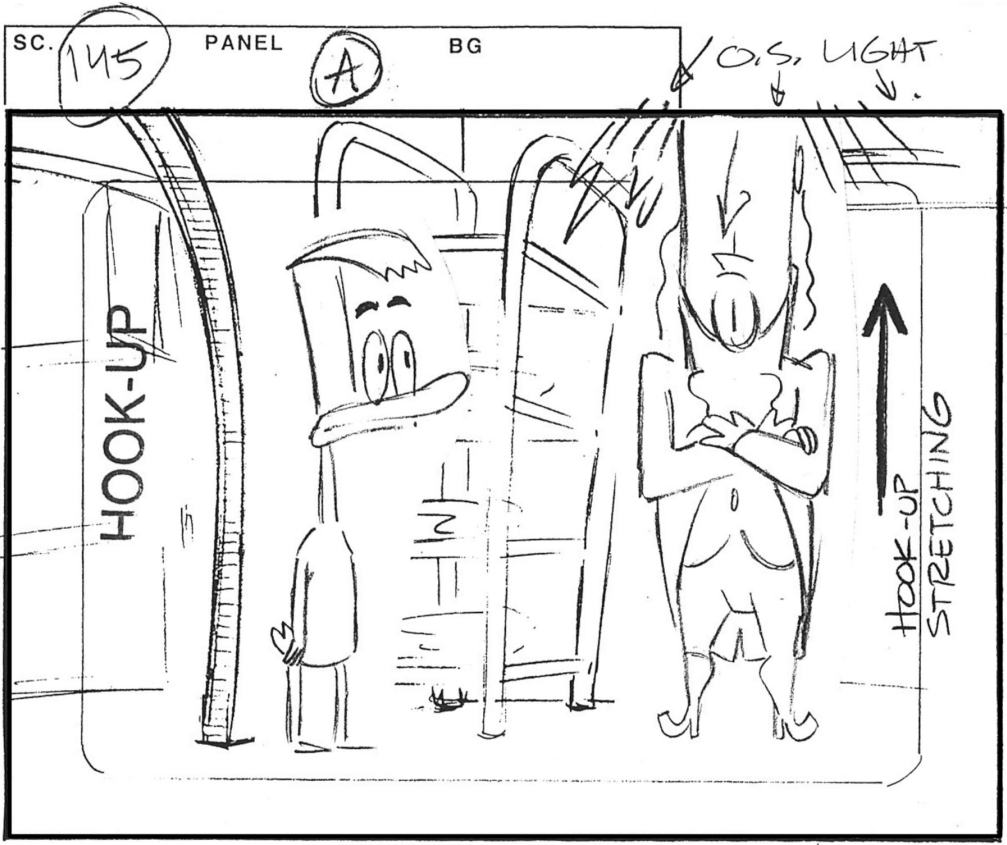


KLASKY
CSUPONC.

DUCKMAN # 4334 The Once and Future Duck

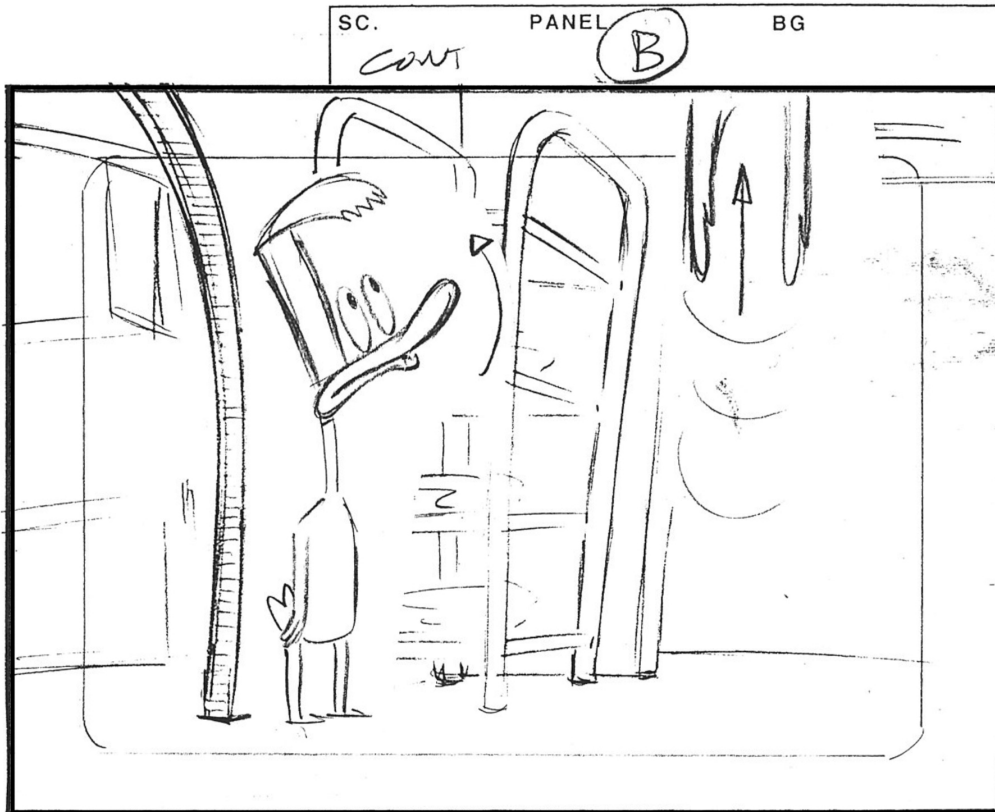


8x
CUT WIDE - HOOK-UP MADISON
STRETCHING UPWARD

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KLASKY
CSUPONC.

DUCKMAN # 4334 The Once and Future Duck



4x

HE SHOOTS UP - O.S.

Storyboarded and Directed by Peter Avanzino

KLASKY
CSUPONC.

DUCKMAN # 4334 The Once and Future Duck



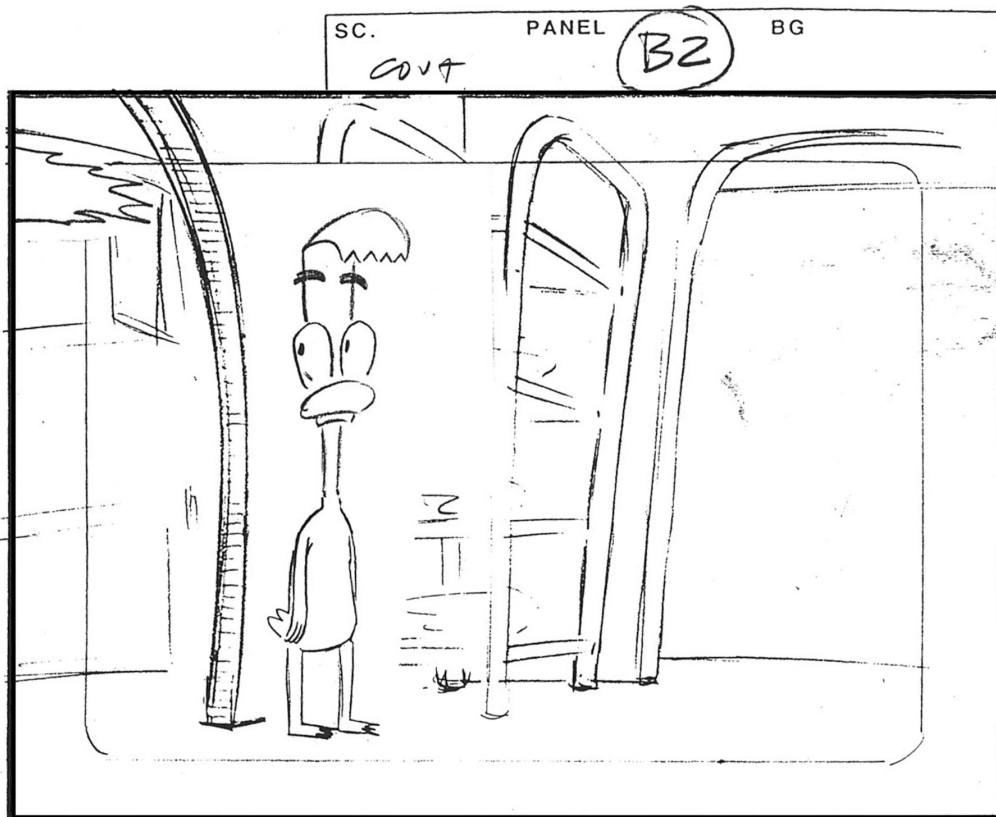
108

DM LOOKS RIGHT AT CAMERA

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KLASKY
CSUPONC.

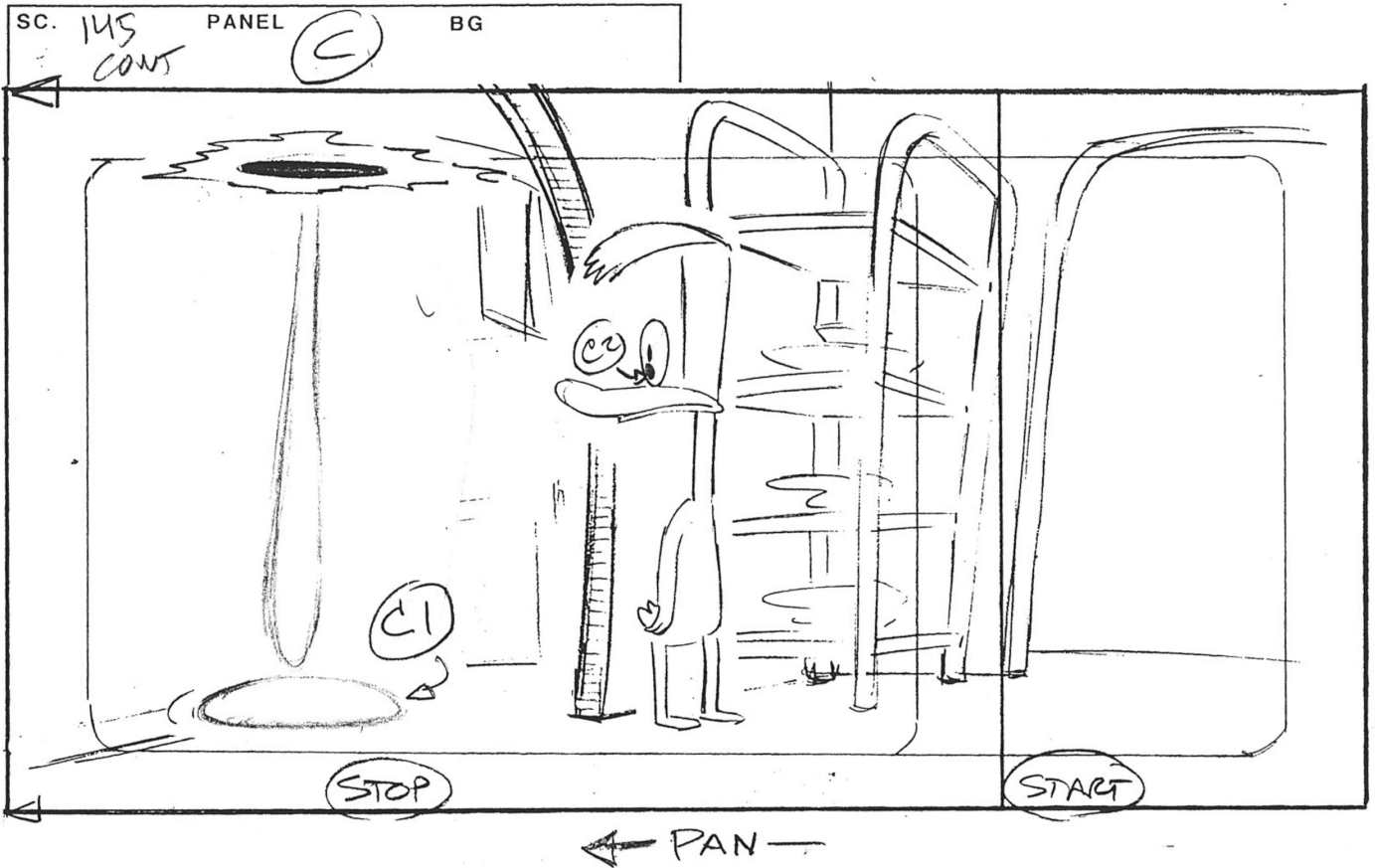
DUCKMAN # 4334 The Once and Future Duck



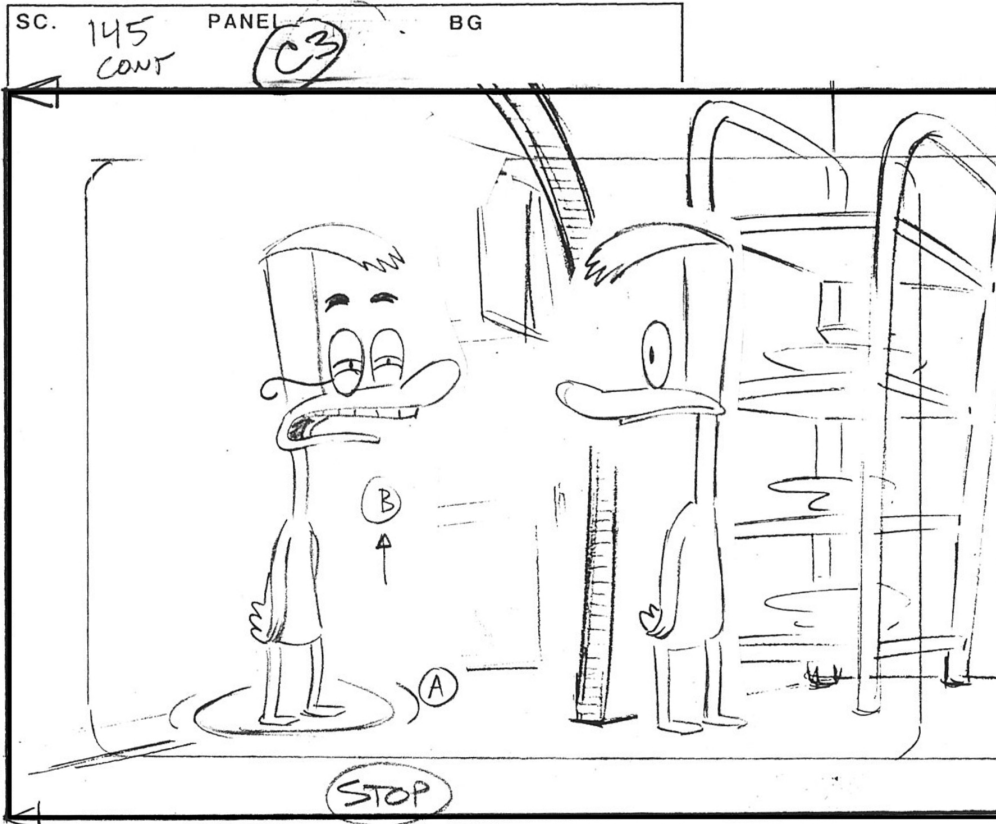
12x

A VORTEX FORMS O.S.

Storyboarded and Directed by Peter Avanzino



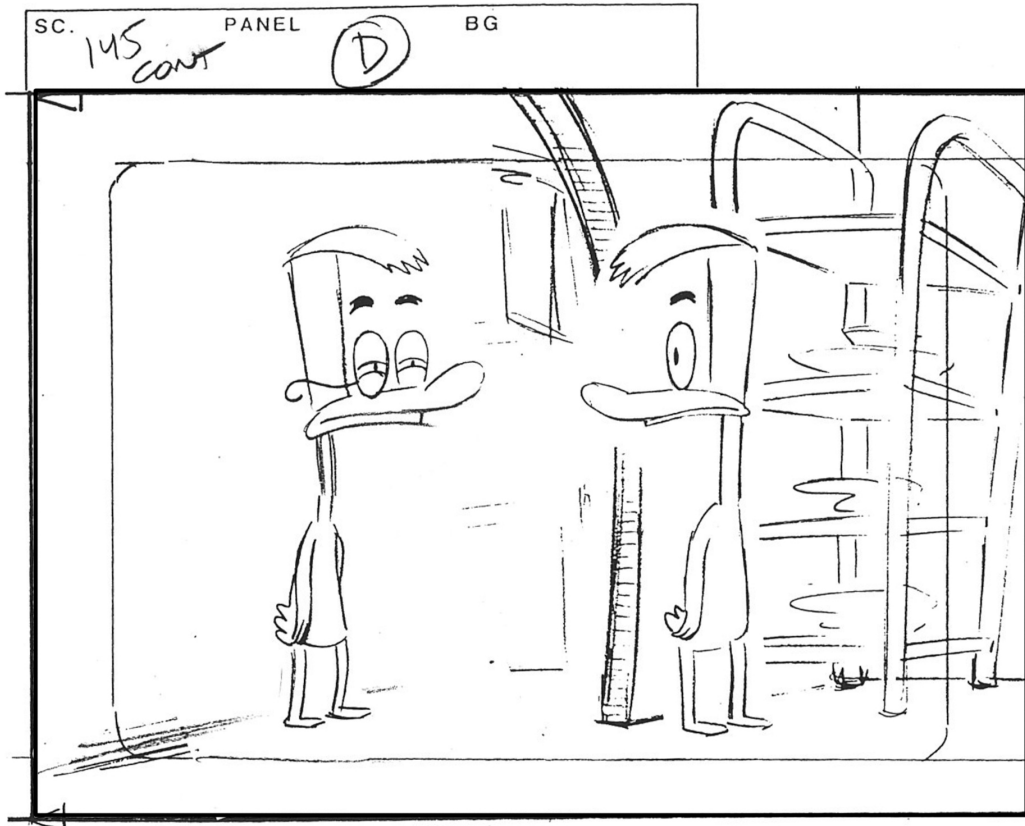
— PAN RIGHT AS DM TURNS TO LOOK
— NEW DM DROPS DOWN, SQUASHES



3 SECS. DM -
GESUNDHEIT.

← PAN →

- NEW DM
- VORTEX CLOSES. / DIALOG.

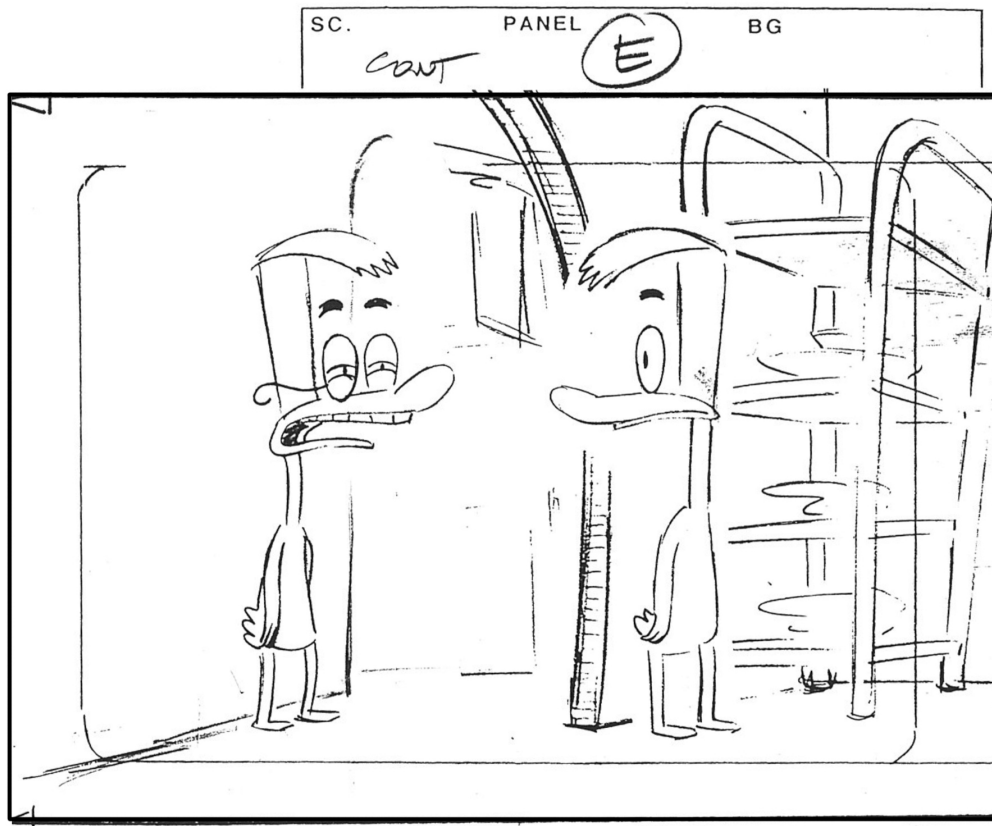


(BEAT)

108

KLASKY
CSUPONC.

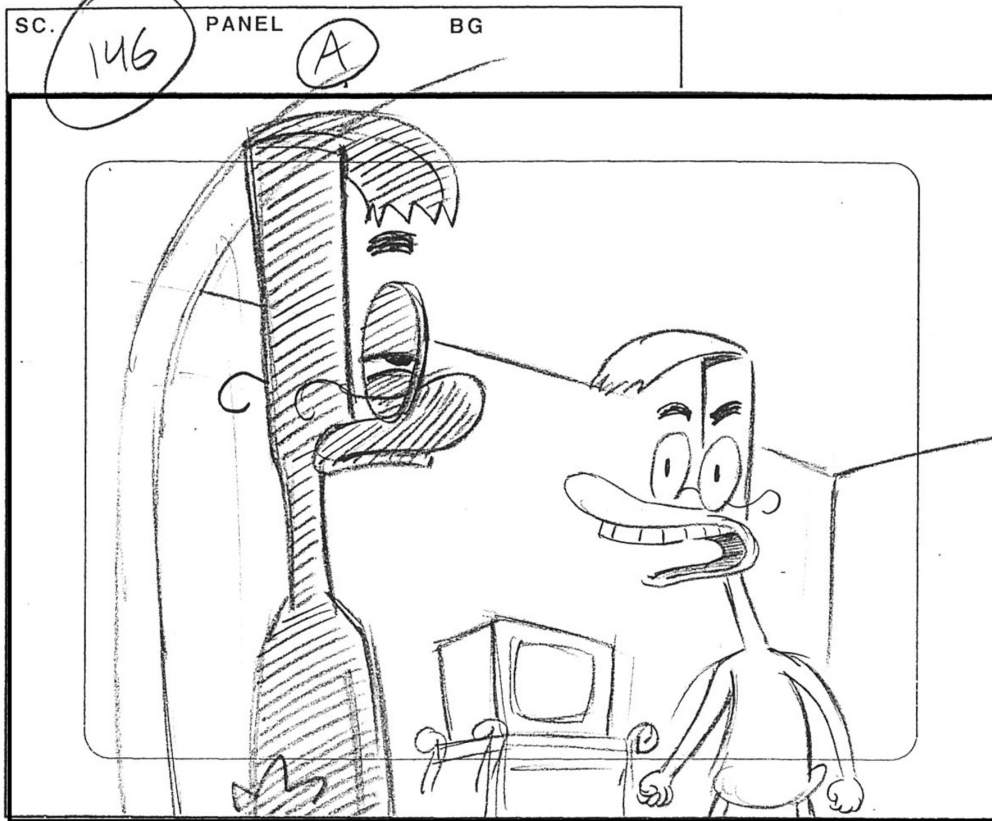
DUCKMAN # 4334 The Once and Future Duck



3 SEC. DM. - I'M YOU 3 SECONDS
FROM NOW.

202

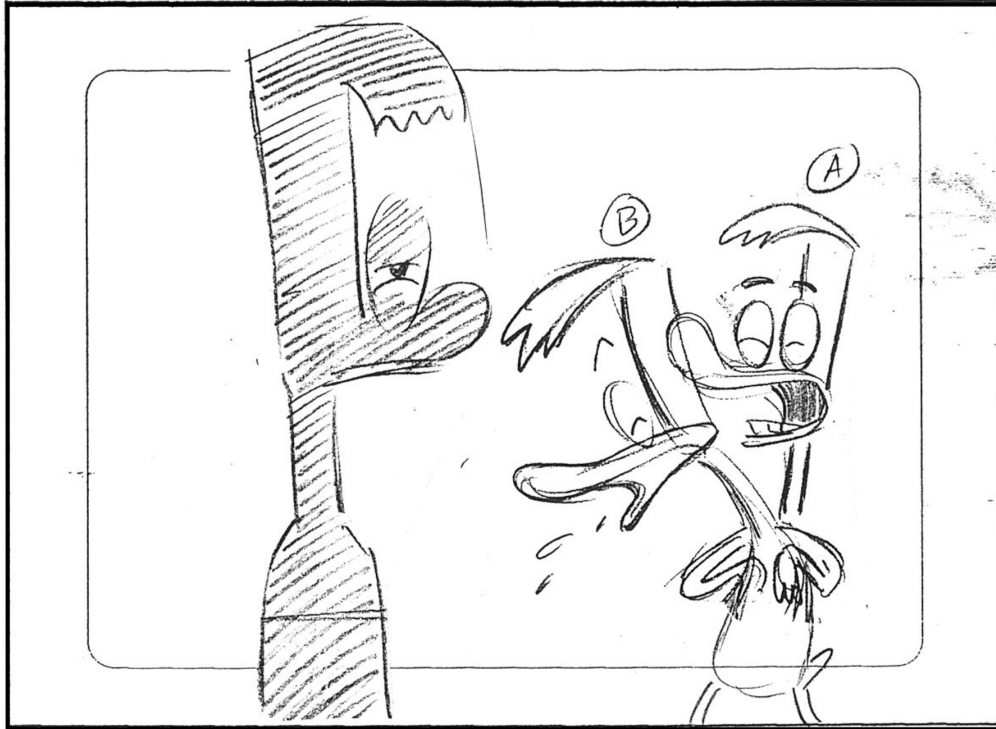
Storyboarded and Directed by Peter Avanzino



DM - I DONT CARE WHO YOU...

108

SC. *CONT* PANEL (B) BG

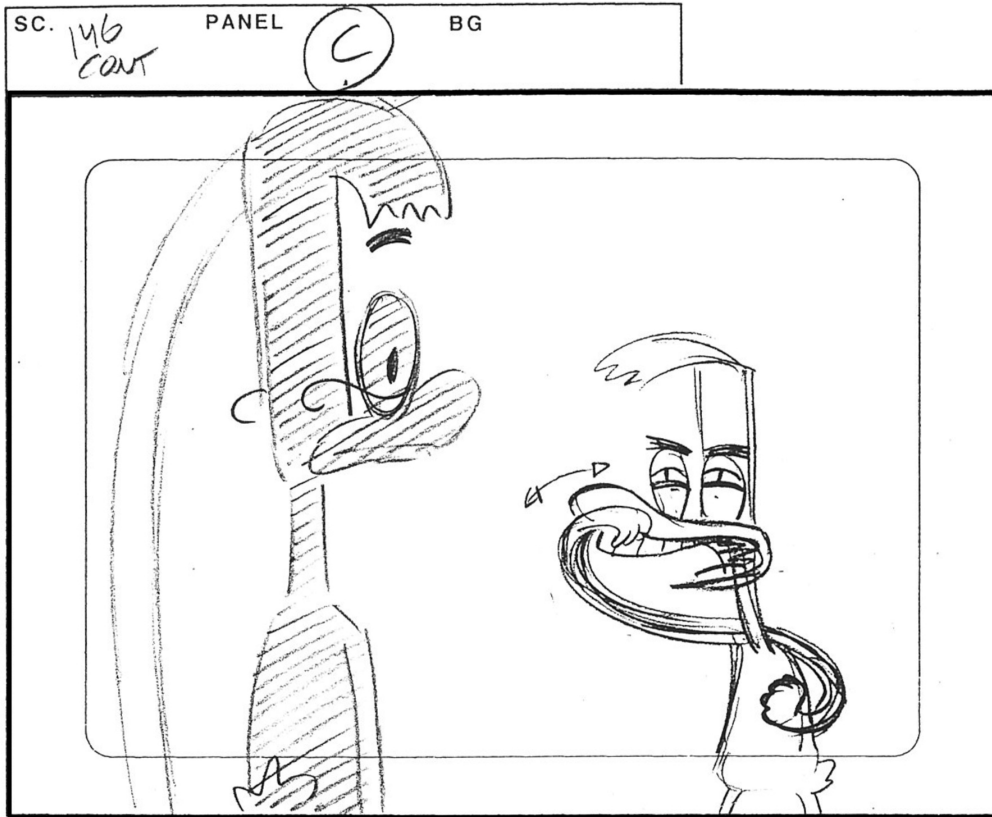


AH - CHOO
(A) (B)

DM SNEEZES

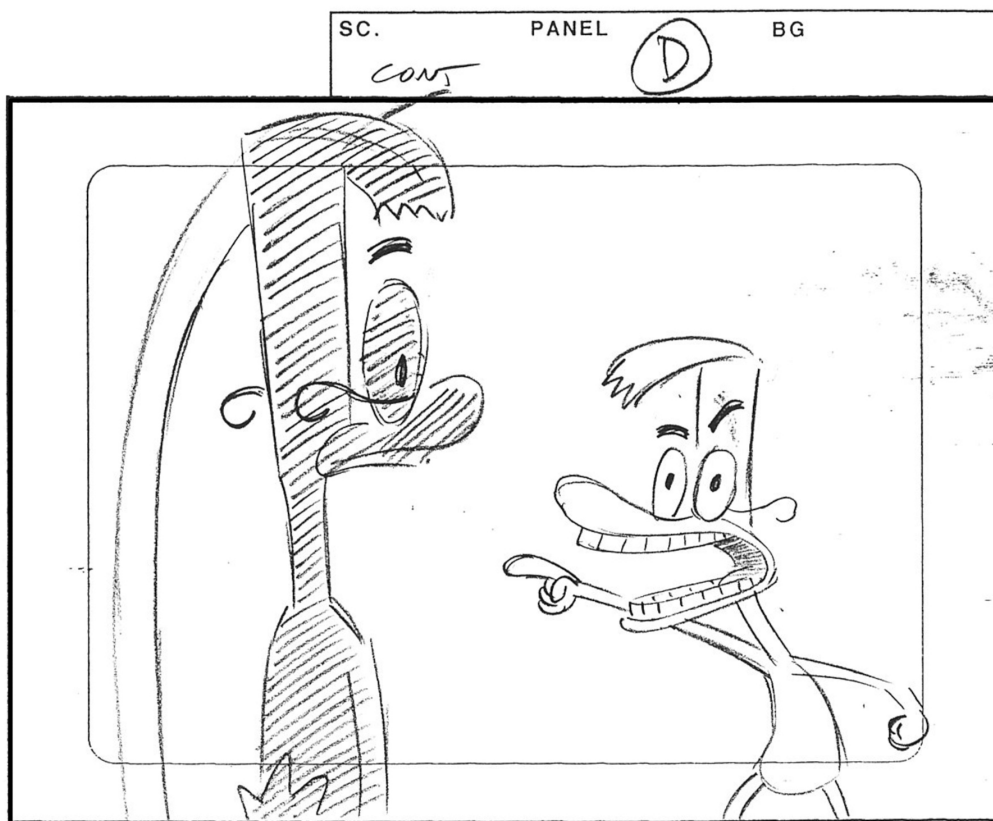
109

(CONT) →



DM - ARE...

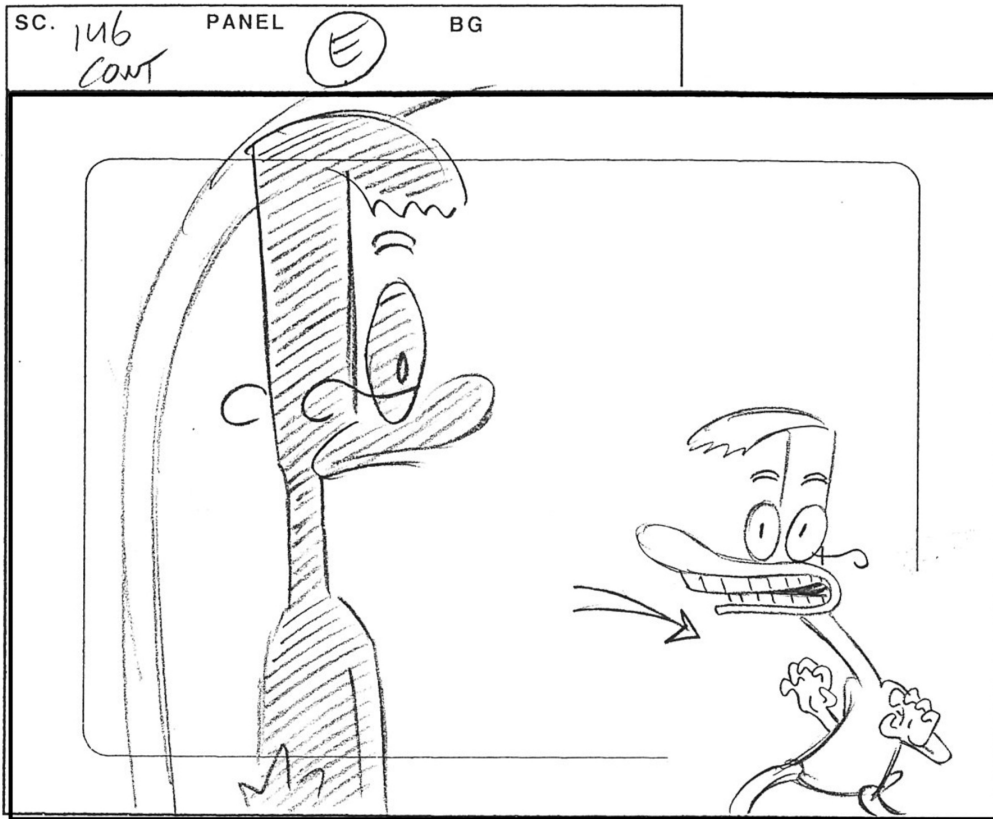
DM WIPES HIS NOSE B+F
HIS EXPRESSION MATCHES
THE 3-SEC. DM'S ¹⁰²



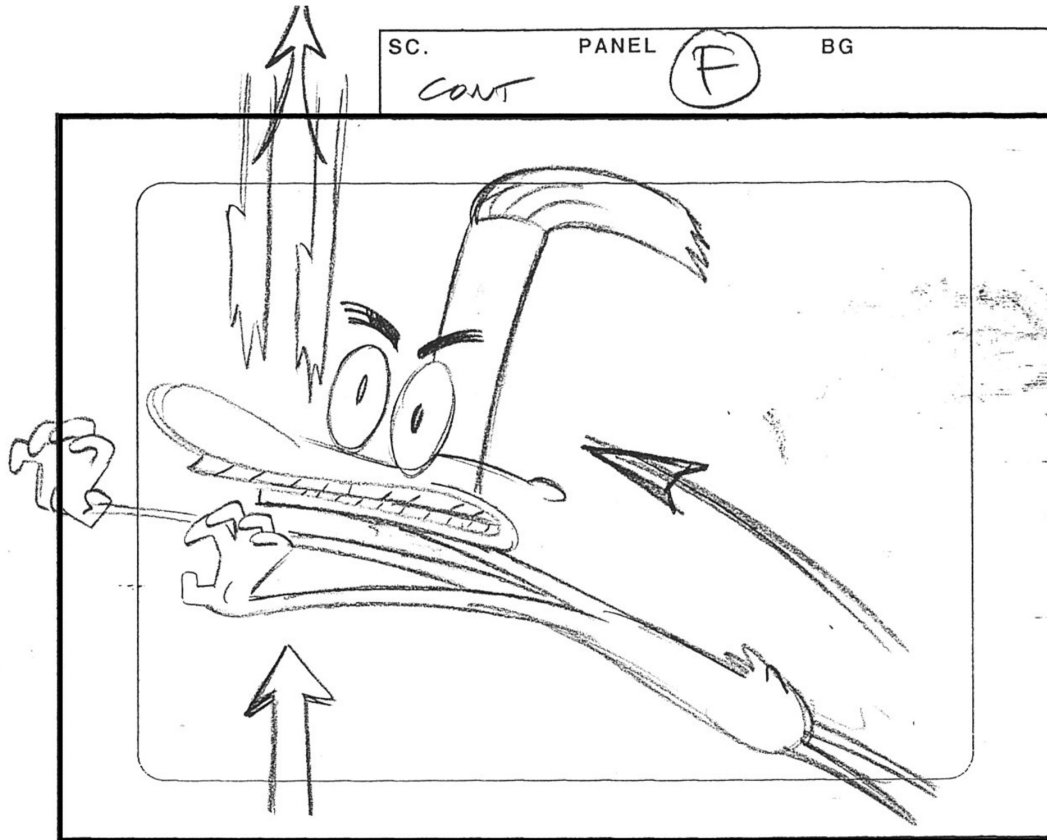
I WANT YOU OUT OF MY HOUSE!

202

CONT →



4x
HE ANTICS BACK —



3 SEC DM STRETCHES O.S./UP AS
DM LUNGES FORWARD AT HIM
AND PAST

4x

CONT →

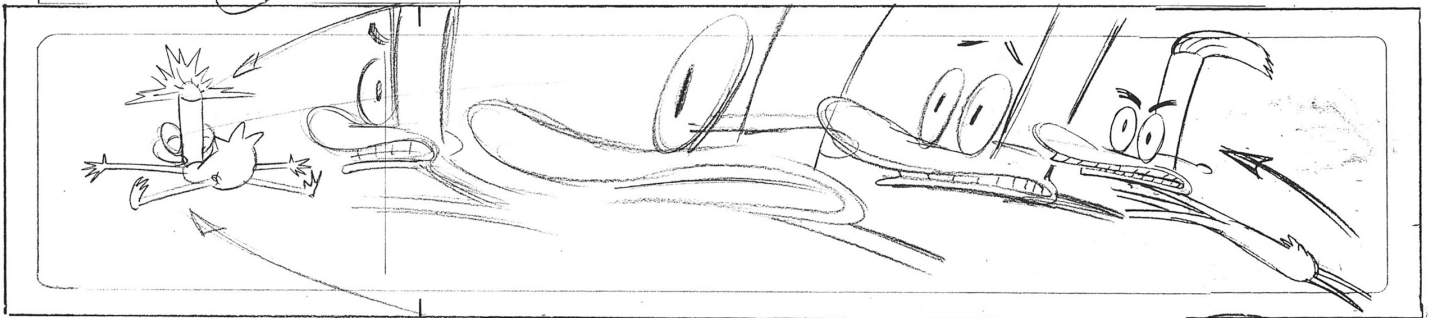
KLASKY
CSUPONC.

DUCKMAN # 4334 The Once and Future Duck

SC. 146
CONT

PANEL (6)

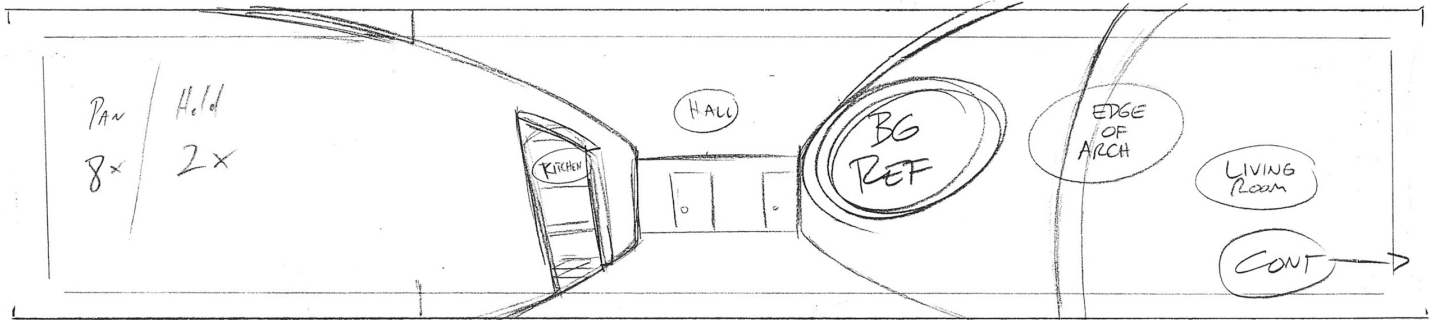
BG



STOP

PAN LEFT
AS DM FLIES INTO CAM,
PAST IT, AND INTO THE WALL.

START



Pan | Hold
8x | 2x

HALL

BG
REF

EDGE
OF
ARCH

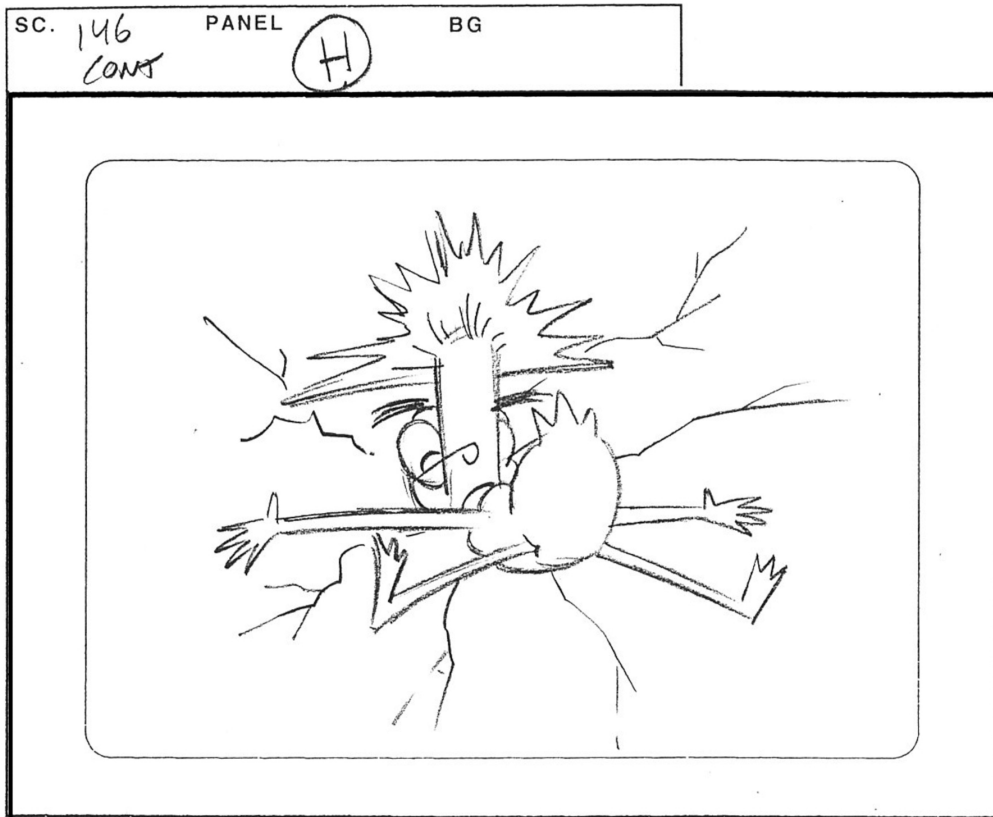
LIVING
Room

CONT →

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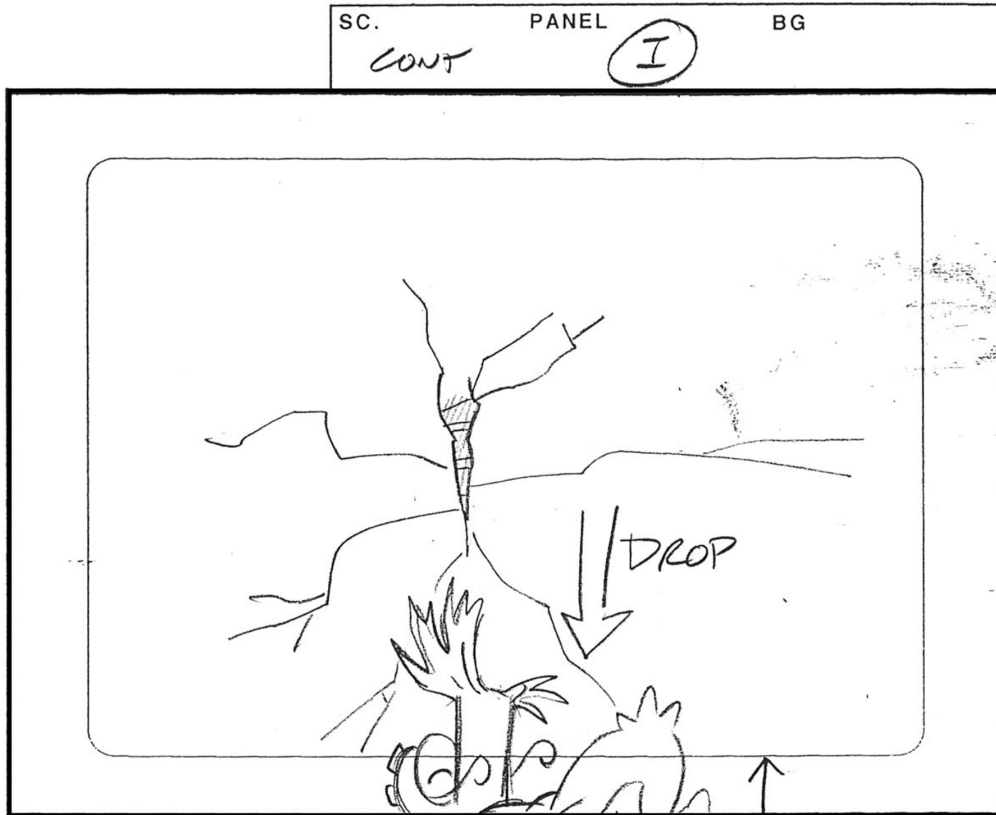
KLASKY
CSUPONC.

DUCKMAN #4334 The Once and Future Duck



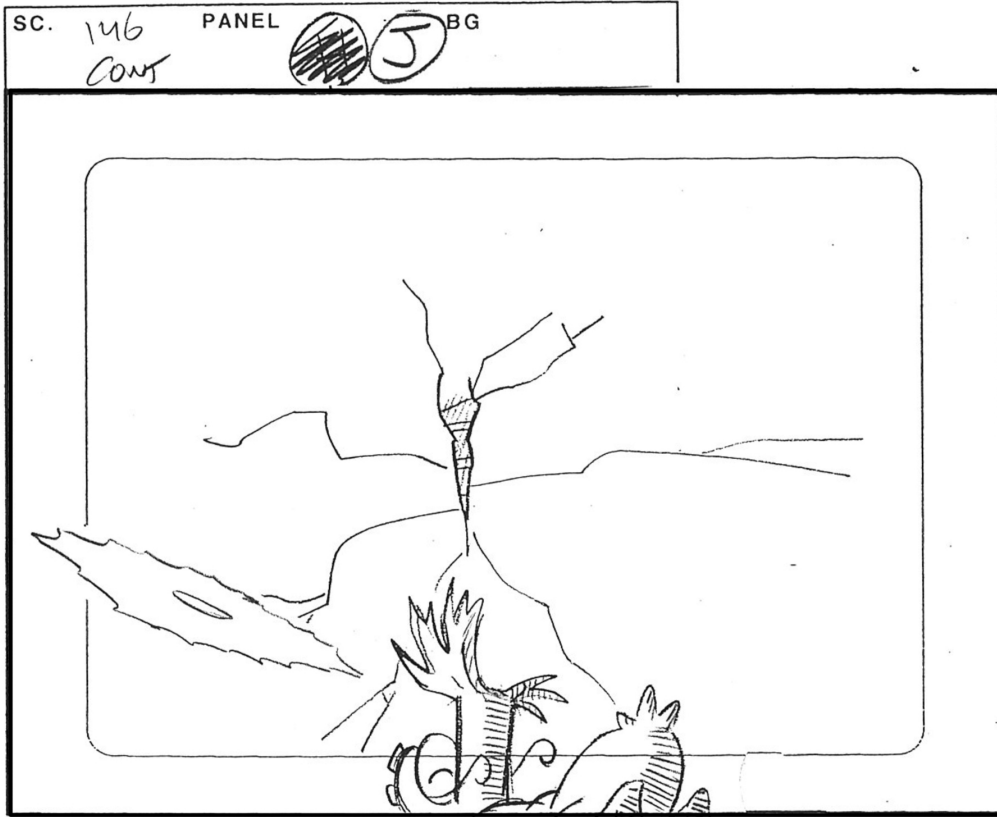
8x
END OF PAN FRAME - DM
FLATTENS AGAINST WALL -

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HE DROPS
DOWN TO
FLOOR

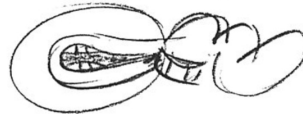
8x
MAKE SURE
TV CUT-OFF FALLS
HERE ON D.M.

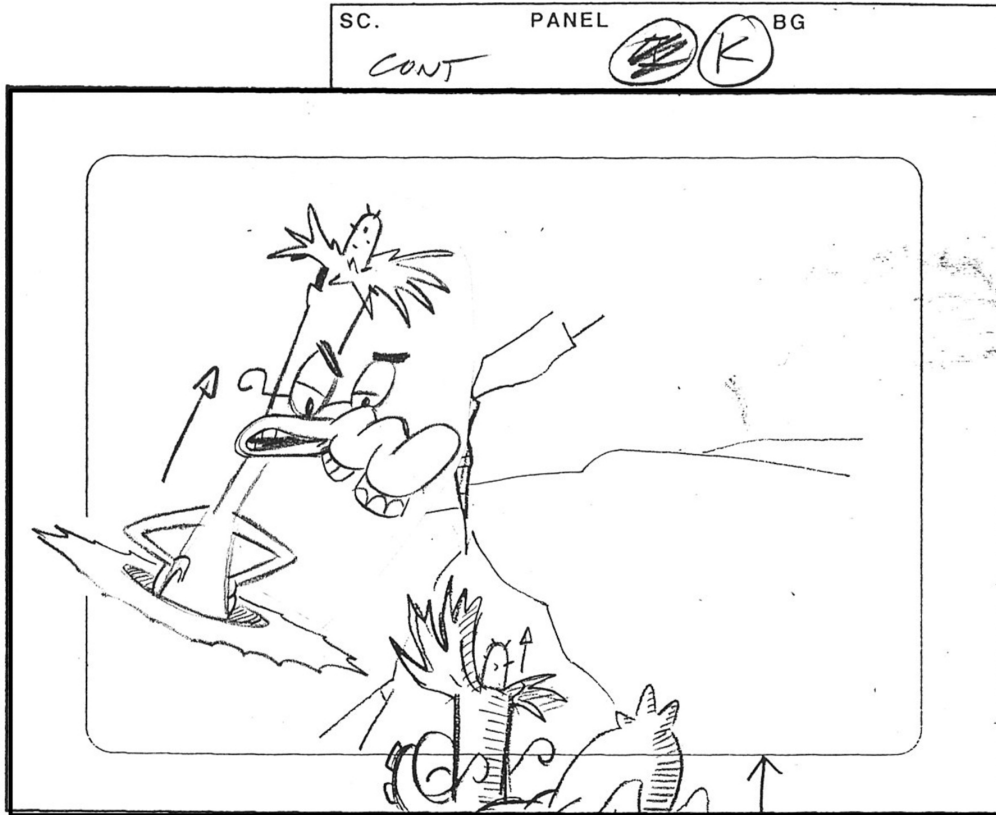


#1
VORTEX APPEARS

4x

MASHFACE
TALKS ONLY
OUT OF SIDE OF
MOUTH



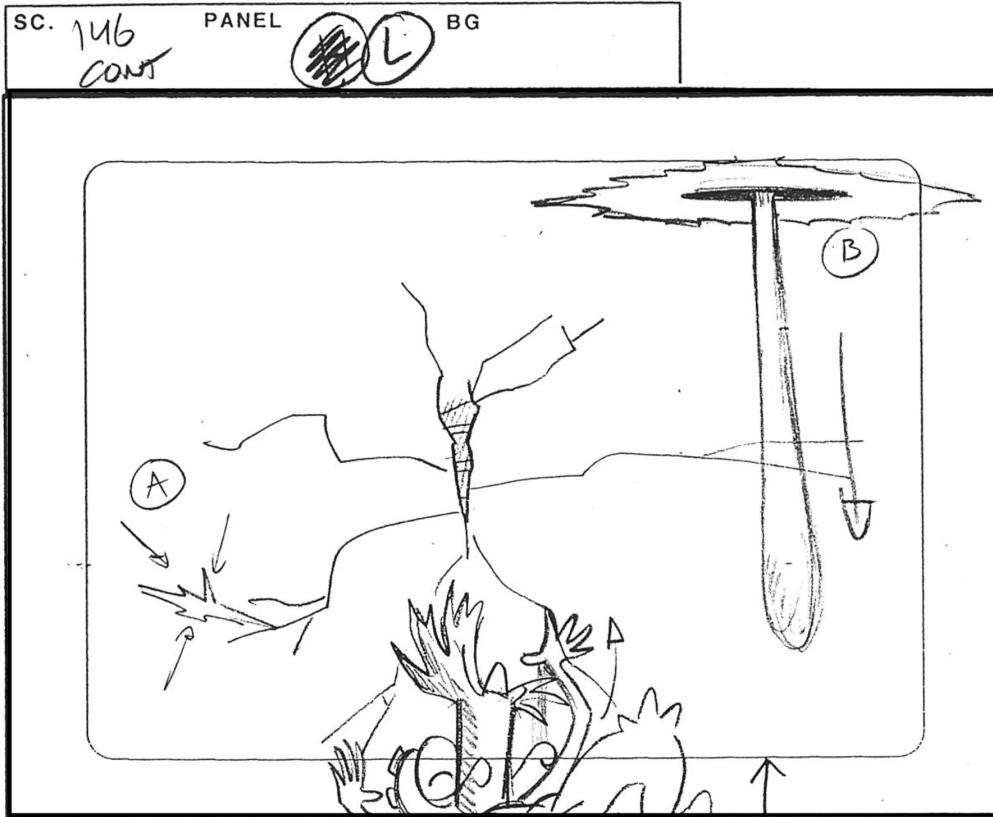


MASHFACE DM - TANKS A WOT.

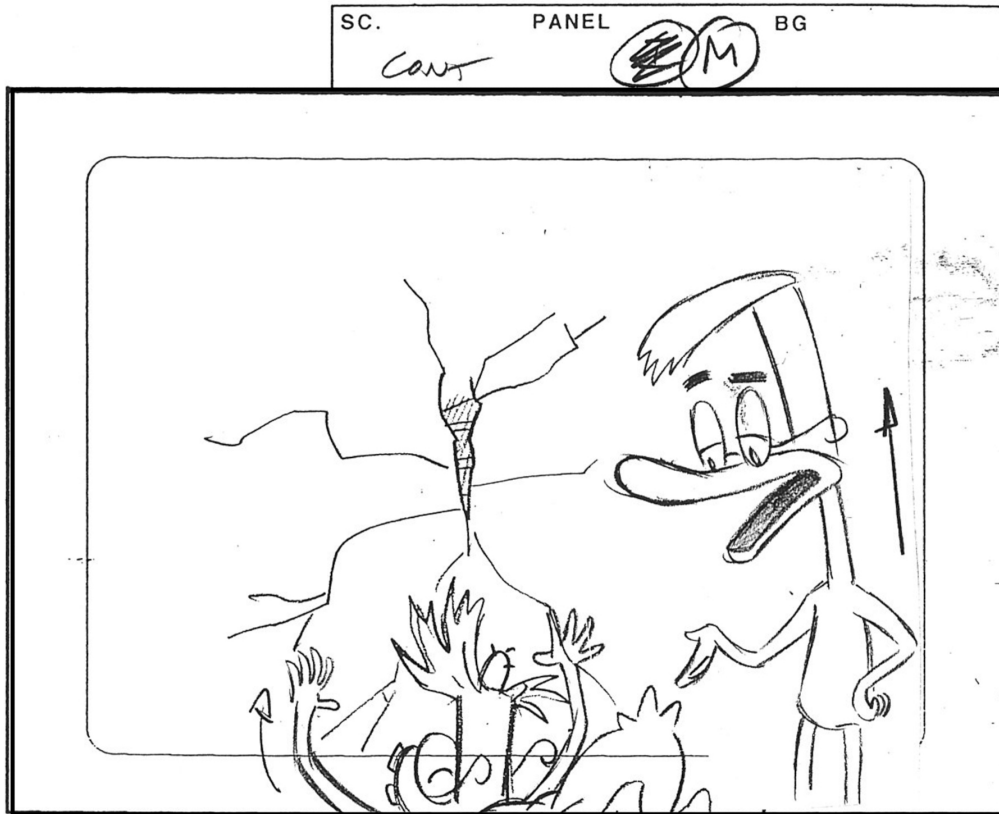
MASHFACE DM POPS UP - WITH A
BUMP ON HIS HEAD

- BUMP GROWS ON DM'S HEAD

CONT →



- (A) VORTEX CLOSES #1 6x
- (B) NEW VORTEX OPENS AND SHAPE DROPS OUT #2
- DM RAISES A HAND UP WEAKLY

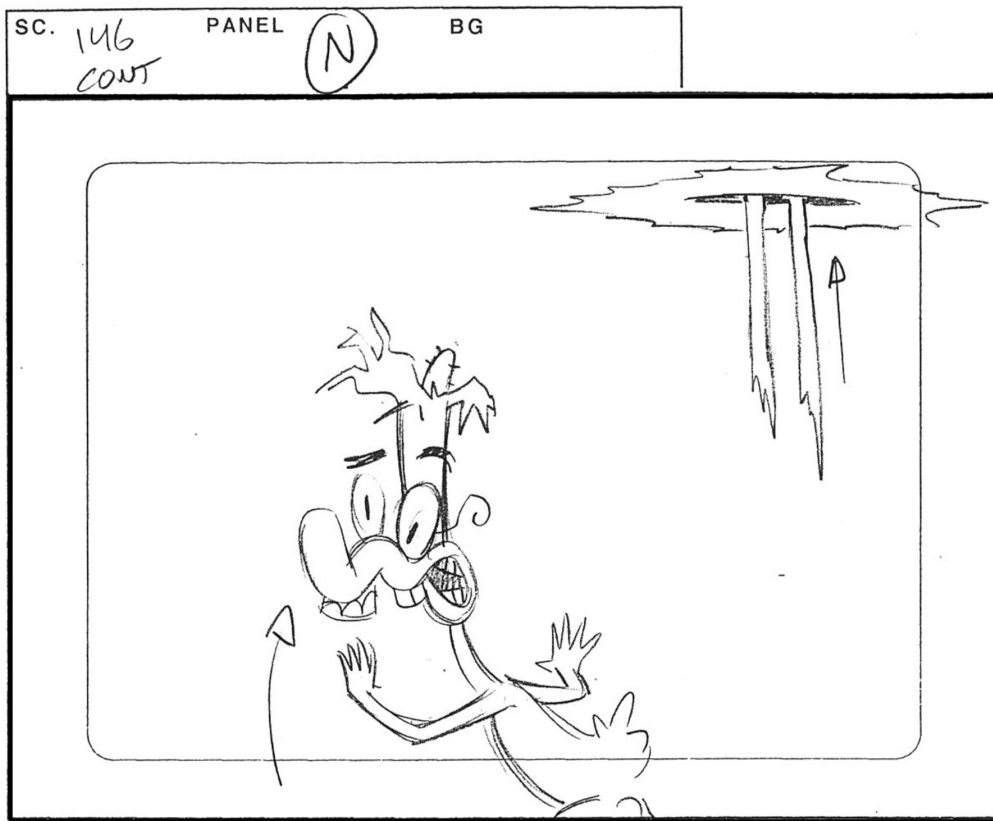


3 SECS DM - NO, THAT'S NOT TOO MUCH TO ASK

200

3 SECS DUCKMAN POPS UP!
DM RAISES OTHERS HAND

CONT →



DM - GASP

- DM RAGES UP FAST

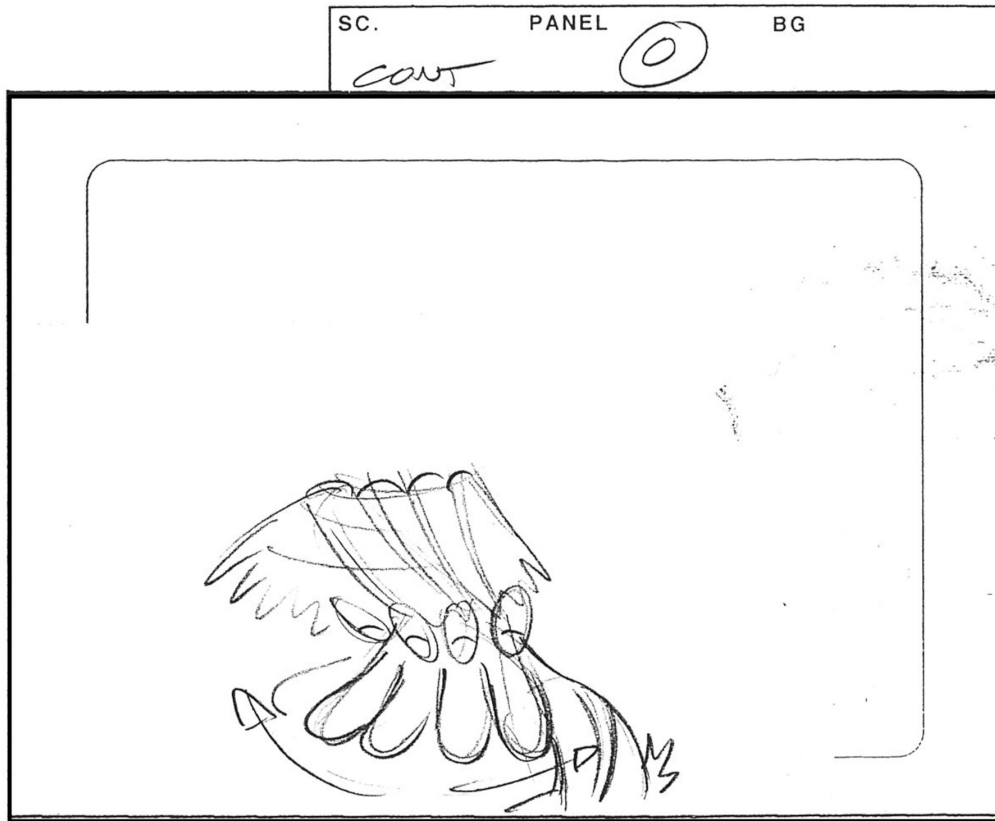
104

- 3 SEC DM POPS UP INTO VORTEX

- VORTEX DISAPPEARS

KLASKY
CSUPONC.

DUCKMAN # 4334 The Once and Future Duck

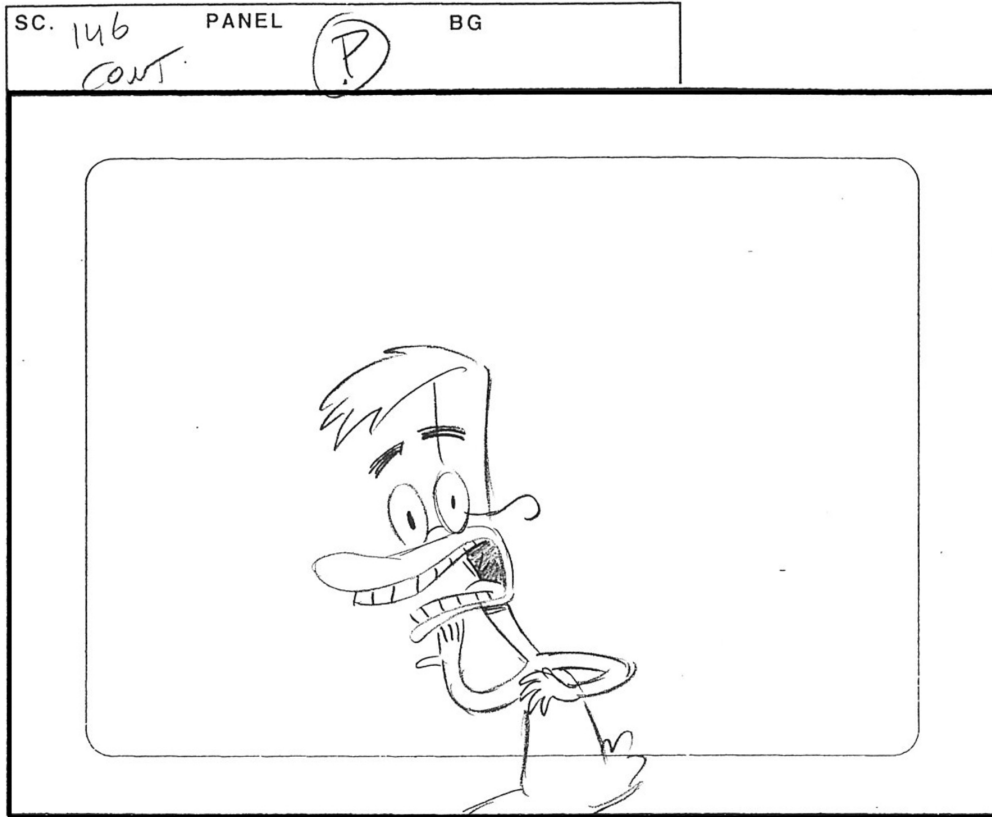


12x

HE SHAKES HEAD VIOLENTLY
BACK & FORTH

CONT →

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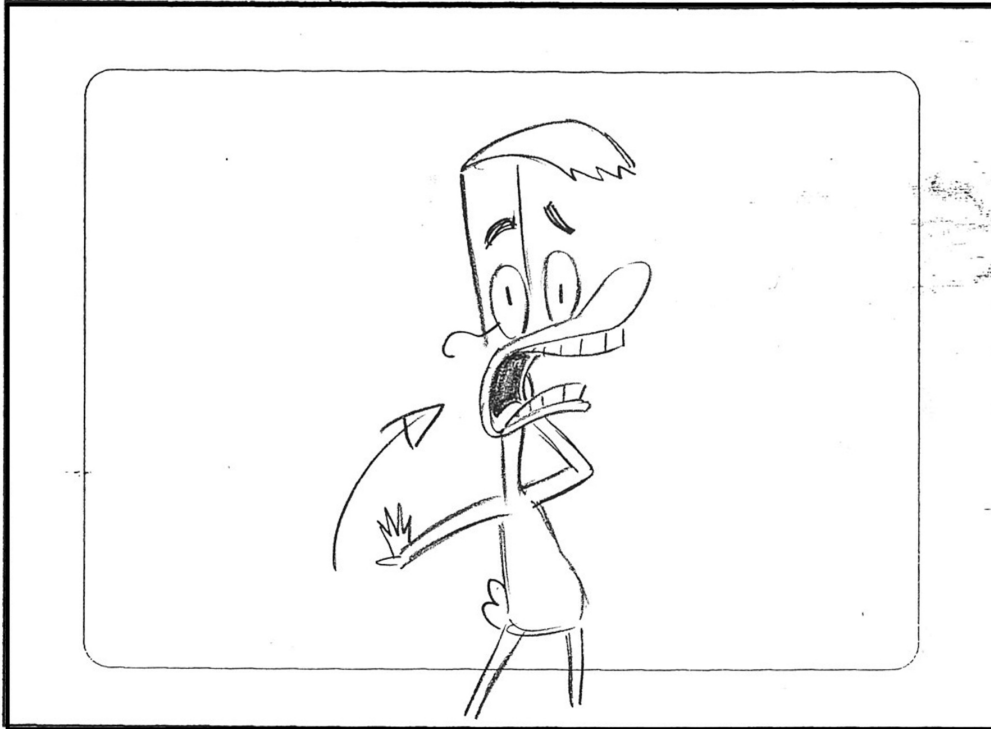


DM- ALL I WANNA KNOW IS
WHETHER I SHOULD

STOPS SHAKING - HEAD IS
BACK TO NORMAL.

13

SC. PANEL Q BG
CONT



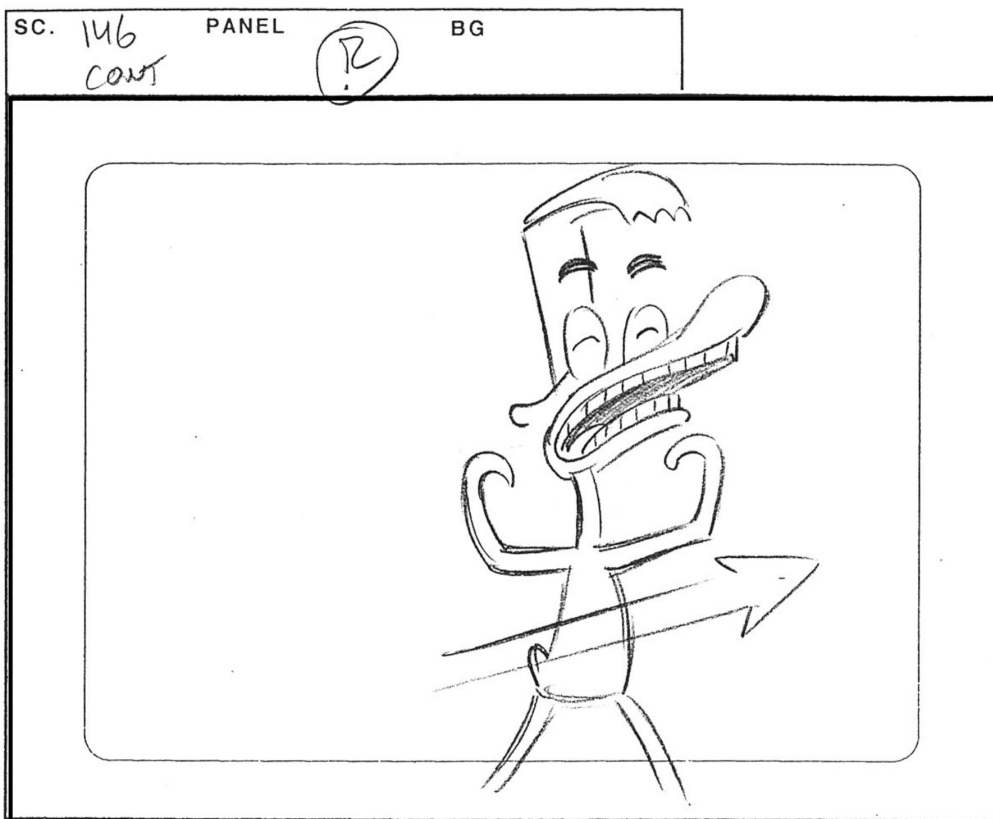
GO TO THE RECITAL
OR NOT, . . .

HE STANDS

109
CONT →

KLASKY
CSUPONC.

DUCKMAN # 4334 The Once and Future Duck



DM - IS THAT TOO MUCH...

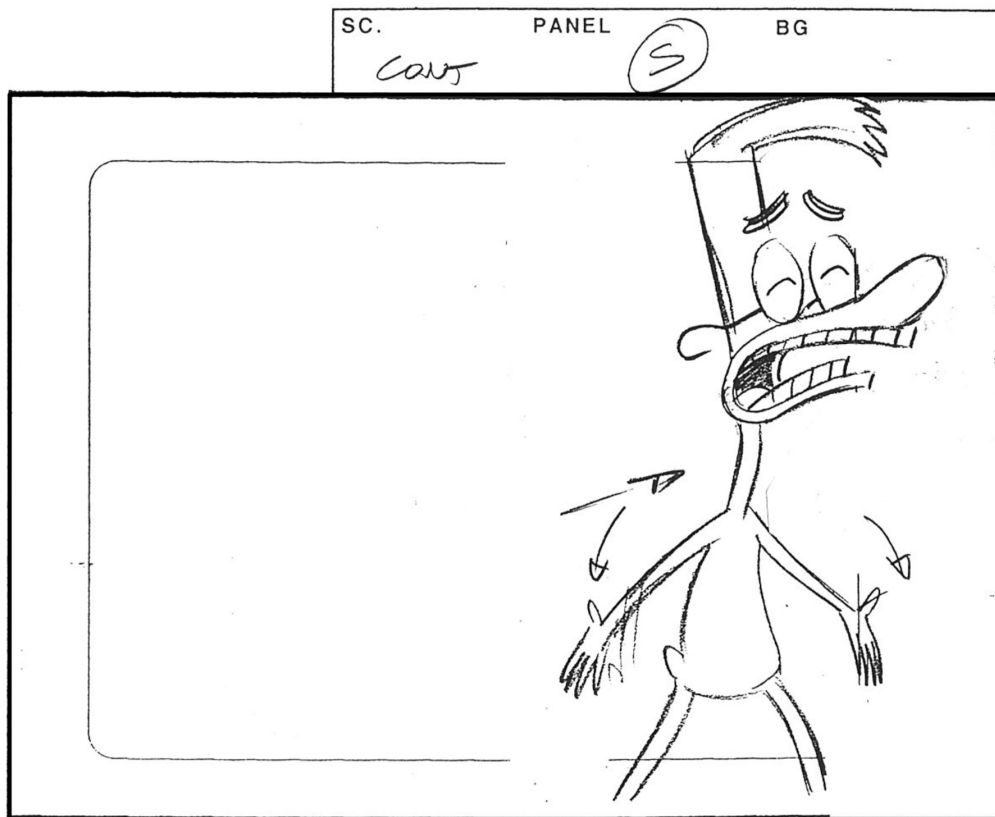
STARTS FWD

15x

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KLASKY
CSUPONC.

DUCKMAN # 4334 The Once and Future Duck



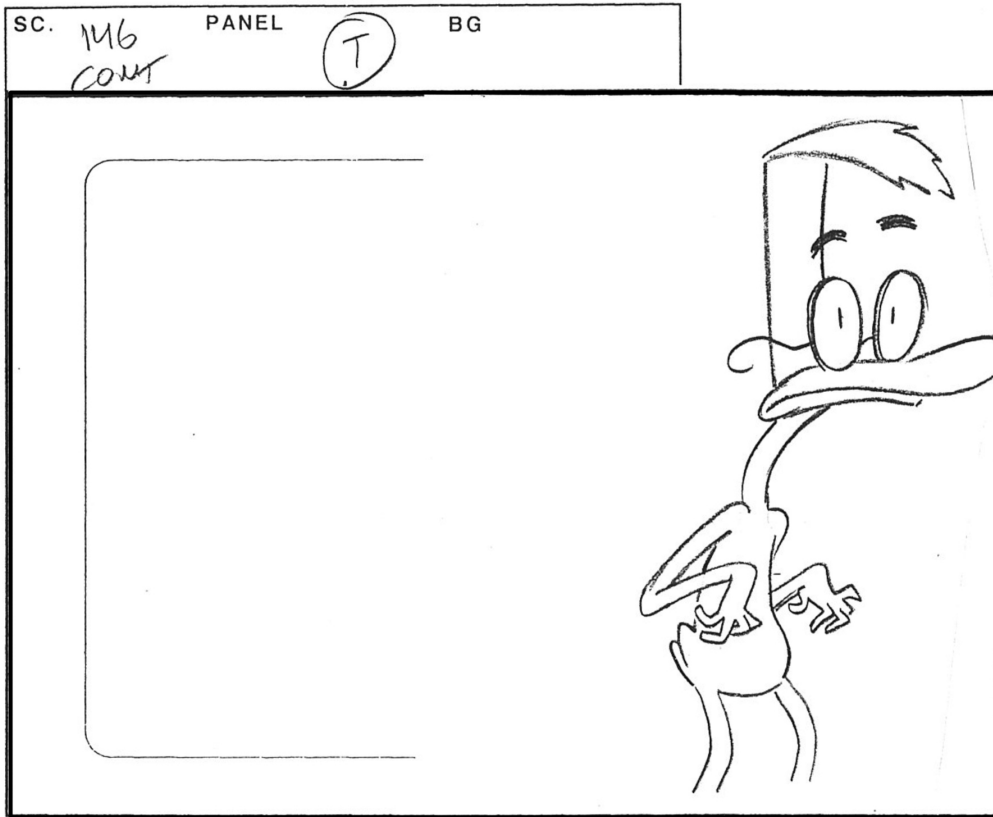
TOO ASK ?!!

WALKS ~~TO~~
RIGHT

8x

CONT →

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HE STOPS SHORT - REALIZING

101