

# Scripting Worksheet

Name: Water incident Page #: 1

PANEL DESCRIPTION:

A non crewed patrol arrives to a factory.

PANEL 1

In first plane, we can see the patrol.

In second plane, we see a Full shot of the factory

SFX:

DIALOGUE:

With a robotic voice, the patrol informs:

PNT arriving to the zone

PANEL DESCRIPTION:

The patrol is inside the factory and begin a search for the intruders.

PANEL 2

SFX:

DIALOGUE:

The patrol informs:

Looking for intruders

PANEL DESCRIPTION:

The patrol approximates to the cargo building and see the door open.

PANEL 3

SFX:

DIALOGUE:

PANEL DESCRIPTION:

The patrol see a forklift hanging of the ceiling working normally

PANEL 4

SFX: Metal boxes crashing

poom --- poom

DIALOGUE:

# Scripting Worksheet

Name: Water incident Page #: 2

**PANEL DESCRIPTION:**  
The patrol turns around to search for strangers. The Fortkiff makes a pause

**SFX:** \_\_\_\_\_

**DIALOGUE:** \_\_\_\_\_

**PANEL DESCRIPTION:**  
The Fortkiff attacks to the patrol.

**SFX:** Fortkiff's alarm

**DIALOGUE:** \_\_\_\_\_

**PANEL DESCRIPTION:**  
The patrol twirls and see the attack comming.

**SFX:** Fortkiff's alarm

**DIALOGUE:** The patrol informs the situation.

**PNT** under attack

**PANEL DESCRIPTION:**  
The patrol avoid the attack and see a closed door, goes to the door to scape breaking it.

**SFX:** Boxes falling down  
Poom ... poom.

**DIALOGUE:** \_\_\_\_\_

# Scripting Worksheet

Name: Water incident Page #: 3

**PANEL DESCRIPTION:** Outside the cargo area, the patrol get break the door but has some damages. The patrol skids by the speed without control.

**PANEL 1**

**SFX:** Door breacking = crash  
Patrol skids

**DIALOGUE:**

**PANEL DESCRIPTION:** The patrol see at the distance an old truck scapping. The patrol keeps immobile for a moment.

**PANEL 2**

**SFX:** Truck engine at the distance Brooom

**DIALOGUE:**

**PANEL DESCRIPTION:** The patrol is recovered and chasing the truck.

**PANEL 3**

**SFX:**

**DIALOGUE:** The patrol reports situation:

Iniciating persecution

**PANEL DESCRIPTION:** The patrol arrives to a poor neighborhood and see the truck turned around and a lot of persons stealing the water. Warns the people of shots if they don't leave the water. The persons keep stealing.

**PANEL 4**

**SFX:**

**DIALOGUE:** Patrol: Stop stil water or I wil shot, repeat, stop stil water or I wil shot.

# Scripting Worksheet

Name: Water incident Page #: 4

PANEL DESCRIPTION:

The patrol makes an analysis of the people before shoot.

A biometric analysis.

SFX:

DIALOGUE:

PANEL 1

PANEL DESCRIPTION:

The patrol realizes that people are extremely dehydrated and need to drink water.

We can see an infrared image with the persons and a message with the word: dehydrated

SFX:

PANEL 2

DIALOGUE:

PANEL DESCRIPTION:

The patrol decided to turn around and let people steal the water.

PANEL 3

SFX:

DIALOGUE: Patrol informs. Impossible to shoot, humans needs water to survive.

Human voice: i Shoot immediately! repeat, Shoot immediately!

PANEL DESCRIPTION:

The patrol leaves the place.

PANEL 4

SFX:

DIALOGUE: Patrol: human needs water to survive.

Human voice - Get back to reprogrammed

# The water incident's comic script



by Gabriel García Hernández

June 20, 2016 User Id: 12295358

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## PROMPT

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## The water incident

### The water incident

The story of a machine who decides between human's life and the economic interes.

## RUBRIC

Comic script provides a linear order of information to the reader

- 1 point**  
**Yes**

- 0 points**  
**No**

Comic script is easy to read

- 1 point**  
**Yes**

- 0 points**  
**No**

Comic clearly delineates visual and word elements:

- 1 point**  
**Yes**

- 0 points**  
**No**

Story is easy to understand

- 1 point**  
**Yes**

- 0 points**  
**No**

Story provides closure (i.e. does not end on any kind of "to be continued" plot line that requires additional pages in order to be complete. The [comic script in the model](#) provides an acceptable minimum of closure for this assignment.)

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**Michael Reynoso**

Love your comic script Gabriel. What I like about this script is that it shows lessons and what people need. Great work!



**Darah Odelson**

Your comic script clearly explained each sequence and had good explanations of what was happening and the sound effects. However, there's not enough of an introduction to the machine. It's not entirely clear who the main character is or what it is doing. How do we know what the machine is thinking/feeling?

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**Michael Reynoso**

Great work Gabriel!



**Darah Odelson**

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page1:

panel1:

narration:The body of soul is going to take an exam in a week.

anxiety :Hey soul ! There is so much to read!! the body should start reading!!

Panel2:

Soul is in between anxiety and boredom and listening to them

Boredom: Don't listen to her soul!The books are too boring to read!

Soul : um...(confused)

Panel 3:

anxiety : boredom!!stop misleading soul !

panel4 :

curiosity :Even I agree with boredom ! just prompt the body to watch the tv show that is left in between last week!

Anxiety:no! soul!

Soul:ok! I will prompt the body to watch the tv show...

page 2:

narration:day before exam

panel1:

anxiety : Soul !! half of the syllabus is still left! The brain don't even remember what the body read till now!

Panel2:

fear :the body is going to fail! the body is going to fail! the body is going to fail!.....(teasing soul)

panel3:

confidence : soul! You can do it!don't listen to fear!

Panel4:

Soul: no! I don't think so! I should tell the body immediately.....(closes her eyes and conveys the message)

page 3:

narration: day of exam

before exam:

panel1:

panic : soul!! there is only 10 min left for the exam!! the brain of body forgot some important topics!

Panel2:

fear : See! the body is going to fail! the body is going to fail! the body is going to fail!.....

soul: !!

panel3:

anxiety : soul !there is missfunction in brain of body due to the words of fear and panic and we have to do something about it or else it will affect the exam!

Soul: OH! I will call confidence!!(trin trin trin).....

soul : hello!! Help me please!

Panel4:

Confidence: soul! Just calm down ok !the brain knows everything! dont listen to panic and fear! ok! the body can do it!

Soul: ok!(calms down and closes the eyes to convey the message)

page 4:

panel 1:

soul closes the eyes and conveys the message

narration: The body of soul starts writing the exam.

Panel 2:

soul : confidence! Your words helped body a lot and the body is doing well with her exam.

Happiness: yes! And the brain knows all the questions in the paper too.

after the exam

panel3:

worry :soul .... the body answered a question wrong and it may affect the grade!

Soul: !!

Panel4:

happiness : hey ! hey ! soul ! don't to listen to worry ! just forget about the exam! Its holiday time!!

Soul:yes!! Yay!!!!

# Soul and friends- the exam script



by Sri Vennela Vaishnapu

June 5, 2016 User Id: 15127622

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Yes



0 points  
No

Comic script is easy to read

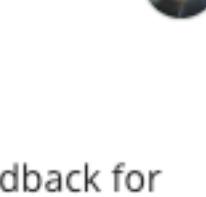
**1 point**  
Yes



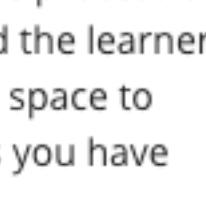
0 points  
No

Comic clearly delineates visual and word elements:

**1 point**  
Yes

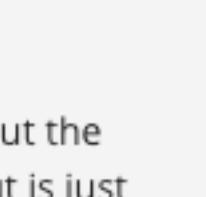


0 points  
No

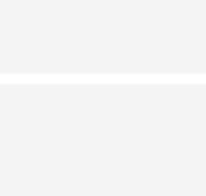


Story is easy to understand

**1 point**  
Yes

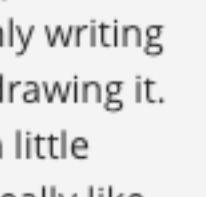


0 points  
No



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**1 point**  
Yes



0 points  
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**Marc Russo**

See below

**José Méndez**

Hello, i think this is a good idea. But the story is not ending with clarity. But is just my opinion. Hope to see your story in drawings.

**Kenneth Zambrano**

Your idea is very interesting. I only gave you a "no" on the visual/written elements because I think that you could make a better description of the visuals. Most of the script are dialogues. I mean, where are they? Are they inside the head? What do they look like? If, for example, your character is a man, you just have to write "a man" and everybody would know what a man looks like, but "fear" or "anxiety" or "happiness" or any emotion for that matter, what do they look like? I am sure that you have a very good idea in your head, but imagine that you are only writing the script and another person is drawing it. I think they would need to know a little more to be able to do it. I would really like to see how you turn this into drawings.

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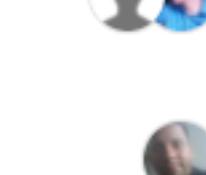
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Soul and friends-The exam

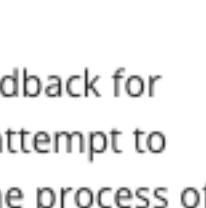
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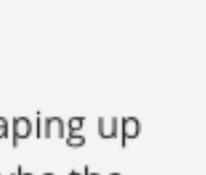


0 points  
No

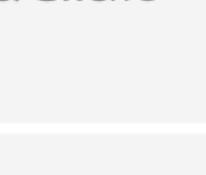


Comic script is easy to read

**1 point**  
Yes

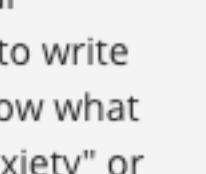


0 points  
No

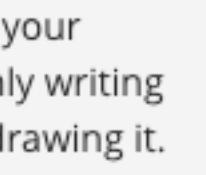


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**Marc Russo**

Great work. This story is really shaping up well. My only real comment is maybe the body should have a name. Maybe it is a girls name. Or girls name body (i.e. Gwen's body).

**José Méndez**

Same as above.

**Kenneth Zambrano**

Your idea is very interesting. I only gave you a "no" on the visual/written elements because I think that you could make a better description of the visuals. Most of the script are dialogues. I mean, where are they? Are they inside the head? What do they look like? If, for example, your character is a man, you just have to write "a man" and everybody would know what a man looks like, but "fear" or "anxiety" or "happiness" or any emotion for that matter, what do they look like? I am sure that you have a very good idea in your head, but imagine that you are only writing the script and another person is drawing it. I think they would need to know a little more to be able to do it. I would really like to see how you turn this into drawings.

First Panel:

- Deer is drinking from a pond. There are pine trees behind it, surrounding the clearing it's in.

Second Panel:

- Deer looks up, it's clearly been startled by something.

Third Panel:

- A shot of a person's feet walking by. There's small rocks around on the ground

Fourth:

- Two characters, Ray and Elliot, are in the panel, Ray is looking down at Elliot as they're walking, and Elliot is facing forward.

- Ray: "You think we're getting close?"

Fifth:

- Elliot turns away, crossing their arms.
- Elliot: "Nah, I don't."

Sixth:

- Ray rolls her eyes and makes a face.
- Ray: "Oh yeah? You got an ETA pathfinder?"

Seventh:

- The panel is a shot of the tops of the pine trees in the forest, above them is a starry night sky.
- Elliot: "I'll be able to tell when we're close, just trust me."
- Ray: "Alright, Magellan."

Eighth:

- The panel shows a close up, showing them from the bridge of the nose to down around their neck, focusing on the facial expressions they're making. Ray is looking over to Elliot, as if trying to figure out what they're thinking. Elliot is looking straight ahead, very focused.

Ninth:

- Ray is stretching with her hands behind her head, and arms up. She's smiling a little bit wistfully. Elliot is looking over mildly interested.
- Ray: "So like, what do you think it'll be like when we find it...? Think it'll smell?"

Tenth:

- Elliot touches their face, like reflecting over an old friend, Ray looks on in interest with a small smile.
- Elliot: "...incredible. Like nothing anyone's ever seen before. Give people hope they didn't know they had or wanted. ...And no. I don't think it will smell."

Eleventh:

- Elliot has turned to Ray, giving her their full attention, Ray is looking over at Elliot, and she's giving them a small smile.
- Elliot: "What about you? What do you think it'll be like?"
- Ray: "Oh sick as hell, no doubt."

Twelfth:

- Ray is holding their arms close to them, and is sort of hunched over, as if shy and embarrassed or maybe even ashamed.
- Ray: "When I was a kid... I would always look up at the night sky. Wanting something more. You know I never came from a good house. I just wanted to believe in something bigger than just me you know? I just wanted something to believe in. Something m-"

Thirteenth:

- Elliot grabs Ray's arm harshly, she looks stunned and confused.
- Elliot: "SH!"

Fourteenth:

- Elliot leans in close, with an anxious face, maybe even anticipation. Ray looks disgruntled and a little fearful.
- Ray: "What the hell man?"
- Elliot: "It's close."
- Elliot: "Really close."

Fifteenth:

- Elliot points up, looking off beyond the panel. Their face doesn't portray any emotion.
- Elliot: "Look."

Sixteenth:

- A wide view of the scene is shown. The two explorers are looking up, and the view is behind them so we just see the backs of their heads staring up. In front of them are pine trees and great rocks, and between these rocks, a UFO is nestled emitting a soft glow.

# Woods



by Kate Sorensen

October 22, 2017 User Id: 29282035

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Comic script is easy to read

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**John Allen**

Sorry, I was not sure about the "0" because the story, for that instant, had finished but a whole new story about to unravel I really liked it though

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### Woods

I'm focusing on the dynamic between two characters, and their search for something, rather than focusing on the thing they are searching for.

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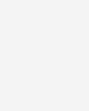
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