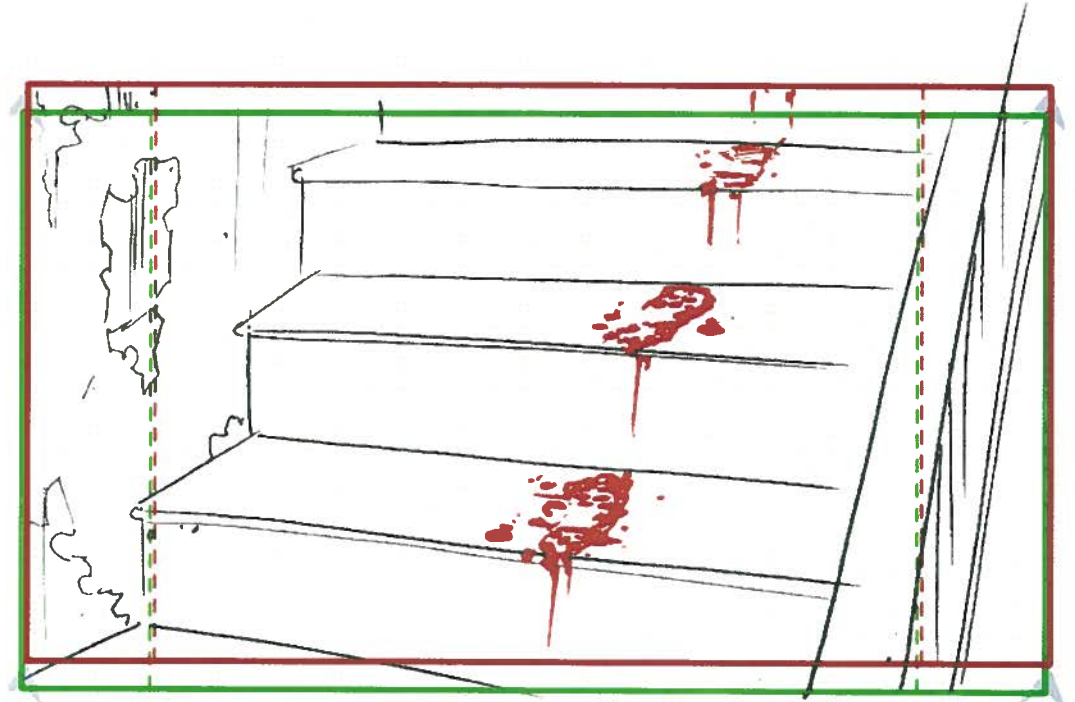




Dialogue

Scene	Panel
B176	1/1

Action Notes  
Cut to CU stairs with bloody footprints.  
Slow constant drift pan up.



Slugging

Dialogue

Scene	Panel
B177	1/5

Action Notes  
Cut to CU Batman walking up stairs.  
Pan BG.  
Slide OL (slight Soft-Focus).



Slugging



Dialogue

Action Notes  
Cont action.

Slugging

Scene B177 Panel 2/5



Dialogue

Action Notes  
Cont action.

Slugging

Scene B177 Panel 3/5

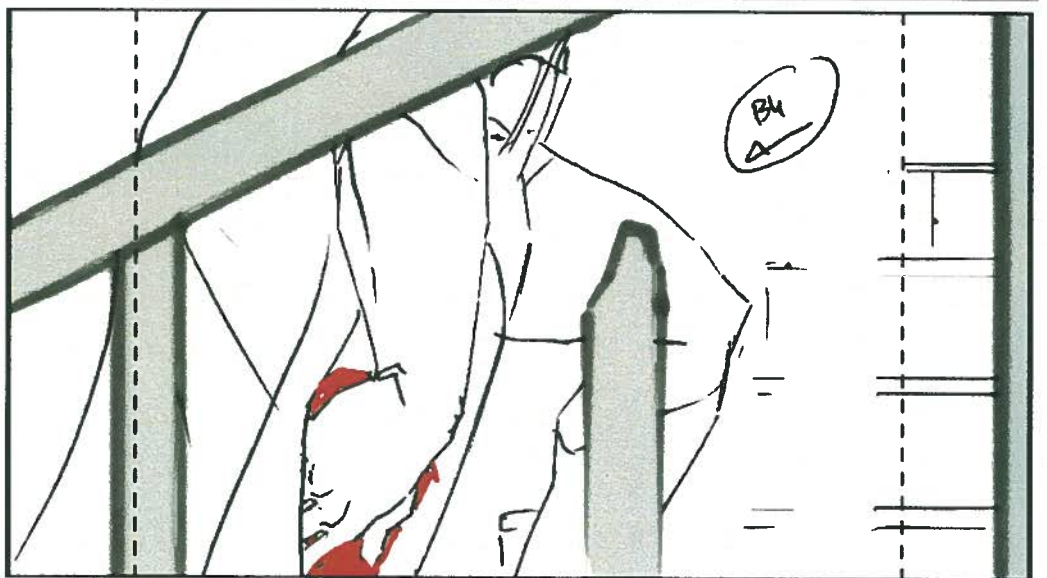


Dialogue

Action Notes  
Cont action.

Slugging

Scene B177 Panel 4/5



Dialogue

Action Notes  
Cont action.

Slugging

Scene B177 Panel 5/5

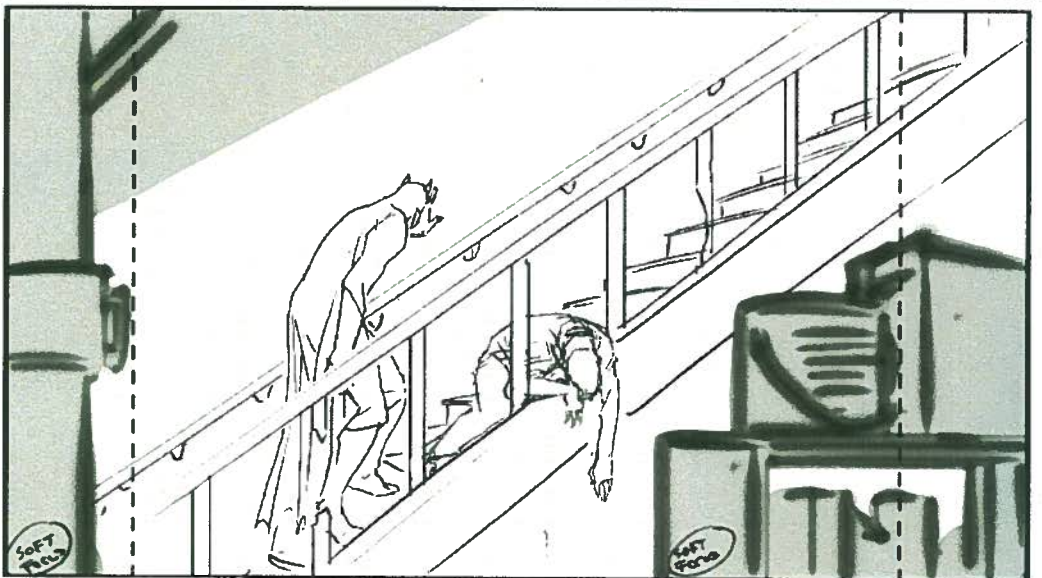


Dialogue

Action Notes  
Cut to Wide as Batman continues up the stairs.  
HU action.  
OL Soft Focus.

Slugging

Scene B178 Panel 1/5

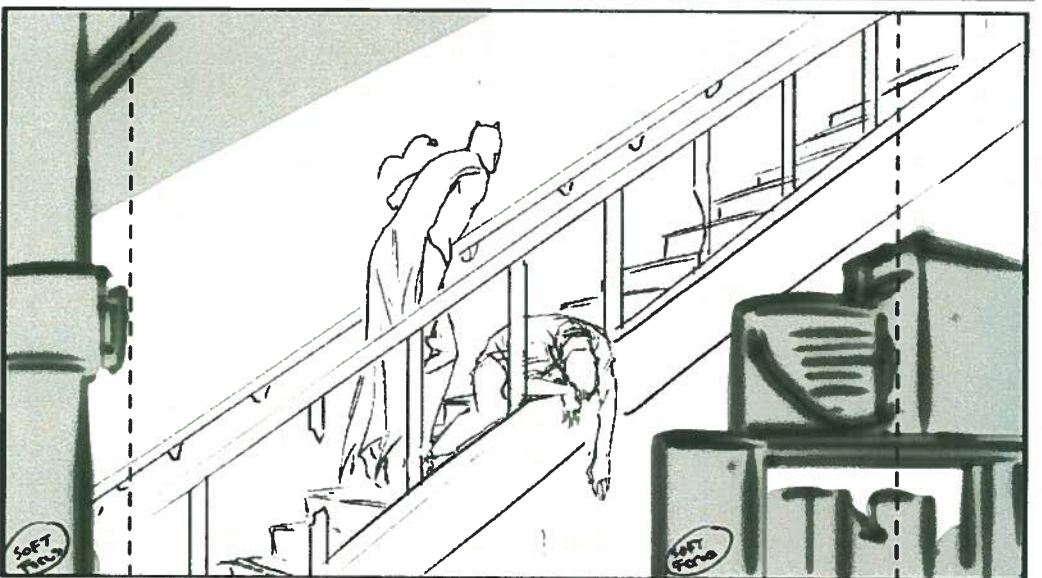


Dialogue

Action Notes  
Cont action.

Slugging

Scene B178 Panel 2/5



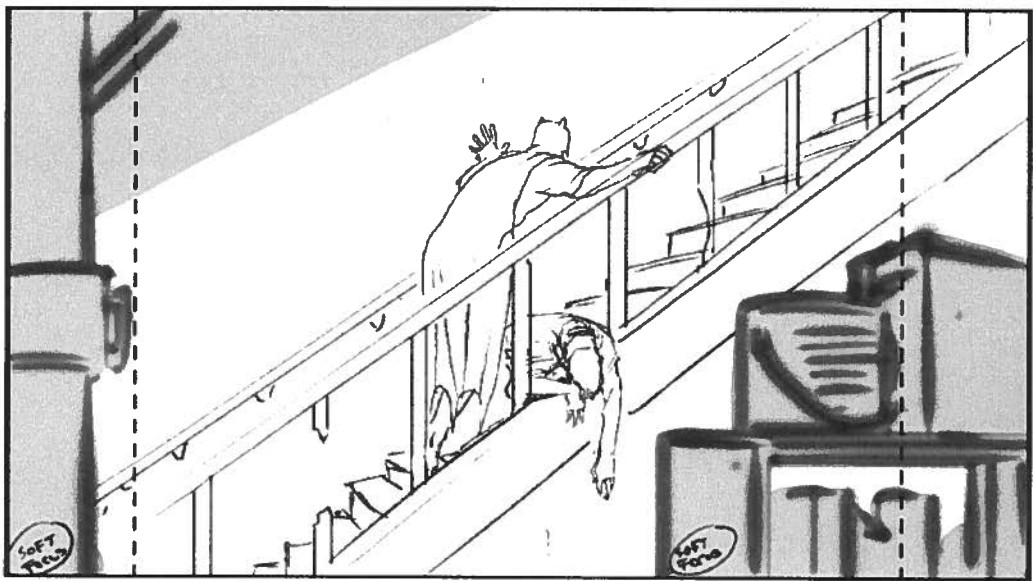


Dialogue

Action Notes  
Batman grabs railing to stabilize himself.

Slugging

Scene B178 Panel 3/5

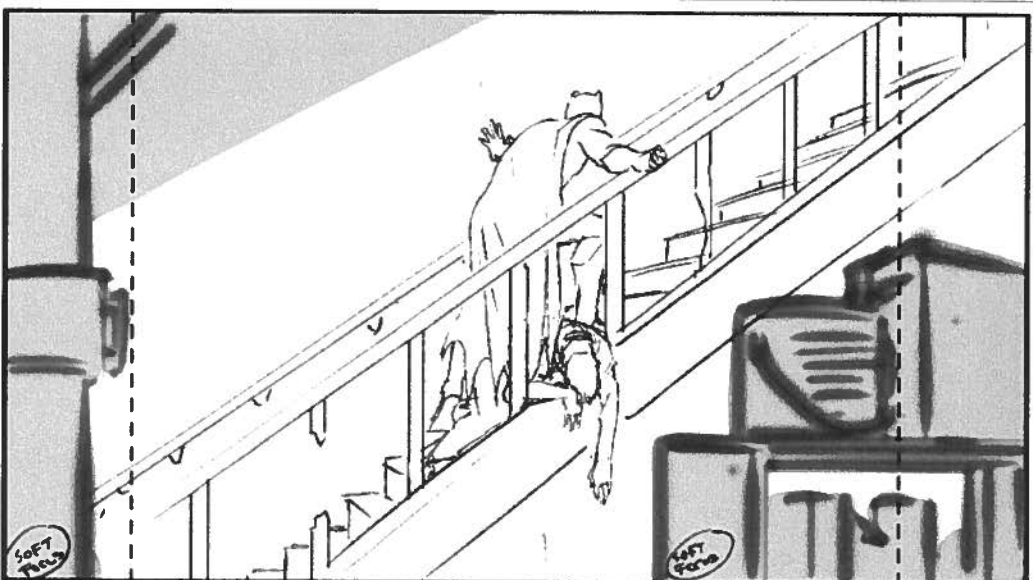


Dialogue

Action Notes  
Cont action.  
Batman slowly steps over passed out wino.

Slugging

Scene B178 Panel 4/5

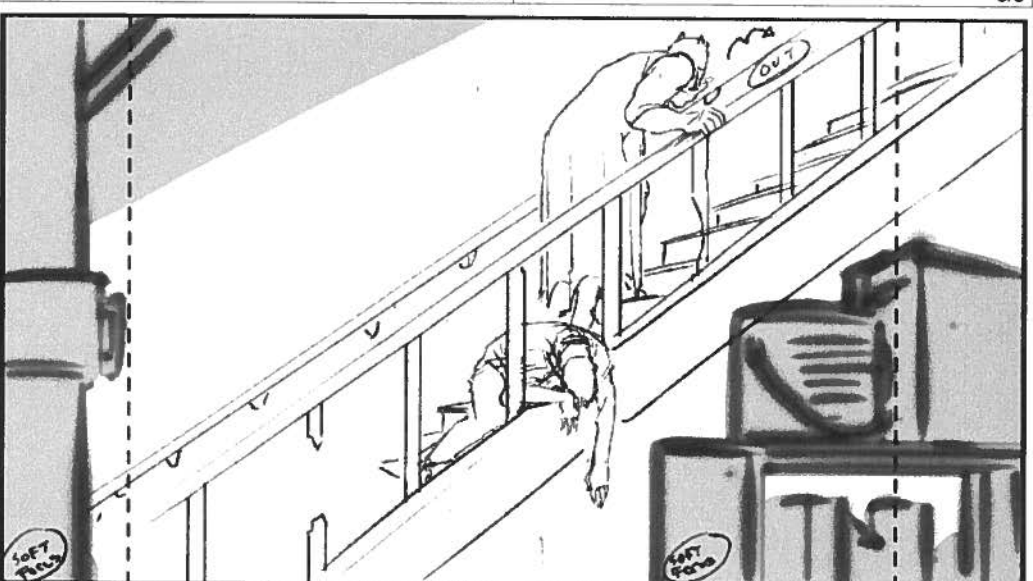


Dialogue

Action Notes  
Cont action.  
Batman pulls himself over wino and walks O.S.

Slugging

Scene B178 Panel 5/5





Dialogue

217. GORDON:  
Batman hasn't attacked anybody!  
There's no need for Brendon!

Action Notes

Cut to CU of Gordon.  
Flashing red/blue hi-con lighting.  
BG Soft Focus.

Slugging

Scene

Panel

B179

1/4



STR. POLICE CAR FLASHING LIGHT FX

Dialogue

217. GORDON (CONT'D):  
I've got the situation in hand.

Action Notes

Chopper sound heard in BG getting  
louder.

Slugging

Scene

Panel

B179

2/4



Dialogue

Action Notes

Wind from chopper blades and spotlight  
hit Gordon and officers on ground.

Slugging

Scene

Panel

B179

3/4



STR. SPOTLIGHT FX



Dialogue

Action Notes

Gordon shields his eyes and looks up at chopper (OS).

Slugging

Scene

B179

Panel

4/4



Dialogue

Action Notes

Cut to Upshot OTS Gordon on Chopper/blinding light.  
Add lens flare FX.  
HU Gordon.

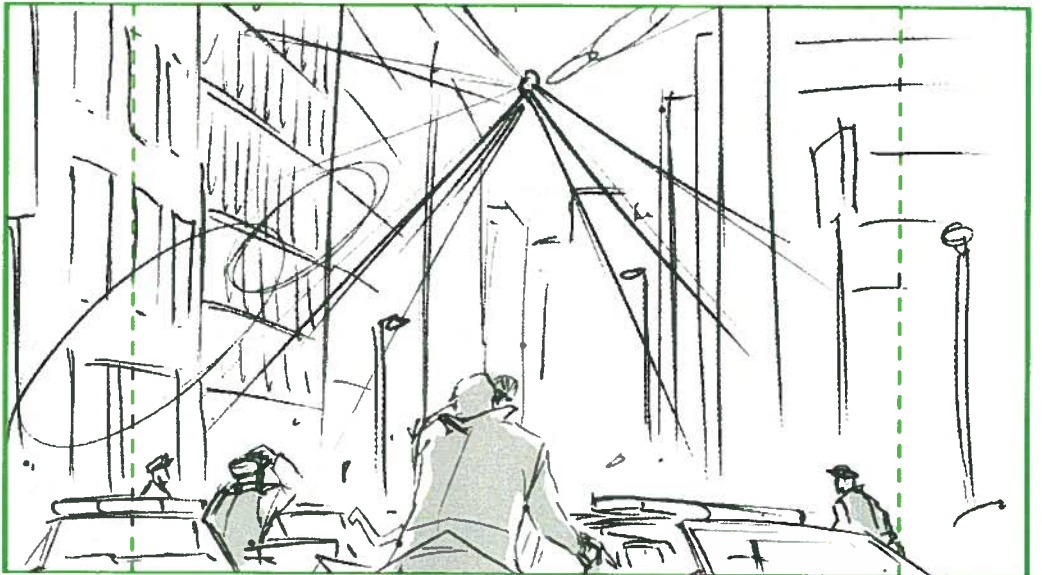
Slugging

Scene

B180

Panel

1/4



STD. SPOTLIGHT FX w/ LENS FLARE

Dialogue

Action Notes

Spot light turns UP towards CAM.  
Blows out SC.

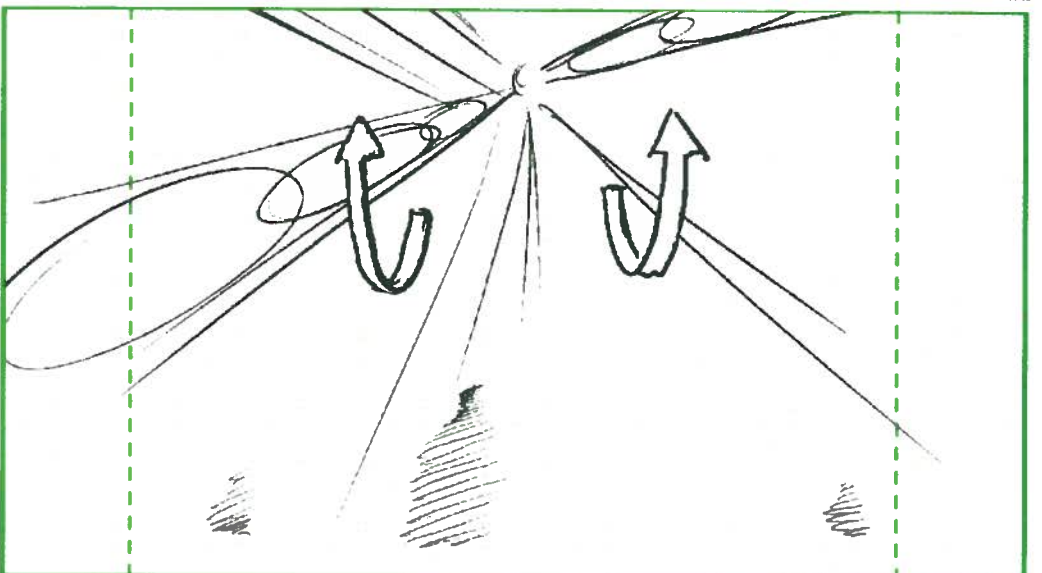
Slugging

Scene

B180

Panel

2/4





Dialogue

Action Notes  
Reveal police chopper flying towards  
CAM.

Slugging

Scene B180 Panel 3/4



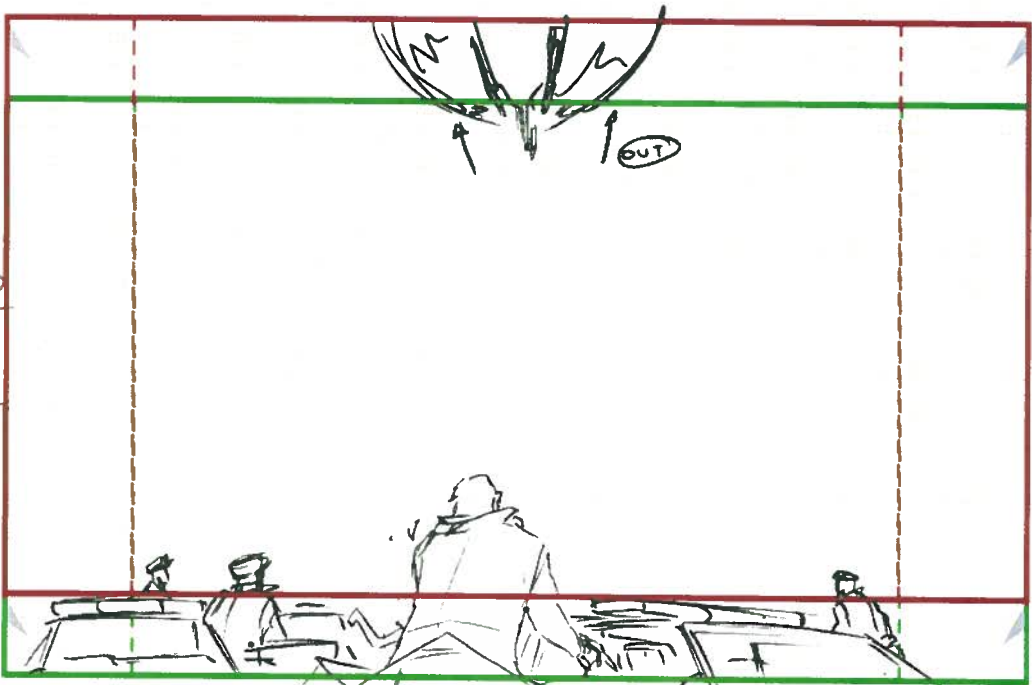
STD. SPOTLIGHT (CORE) FX

Dialogue

Action Notes  
Pan adjust up as Chopper flies O.S.  
Pan thru end of scene.

Slugging

Scene B180 Panel 4/4



VERT PAN  
w/ ACTION  
STOP  
↑  
START



Dialogue

Scene

B181

Panel

1/2

Action Notes

Cut to CU/Downshot Gordon.  
HU Gordon.

Slugging



Dialogue

Scene

B181

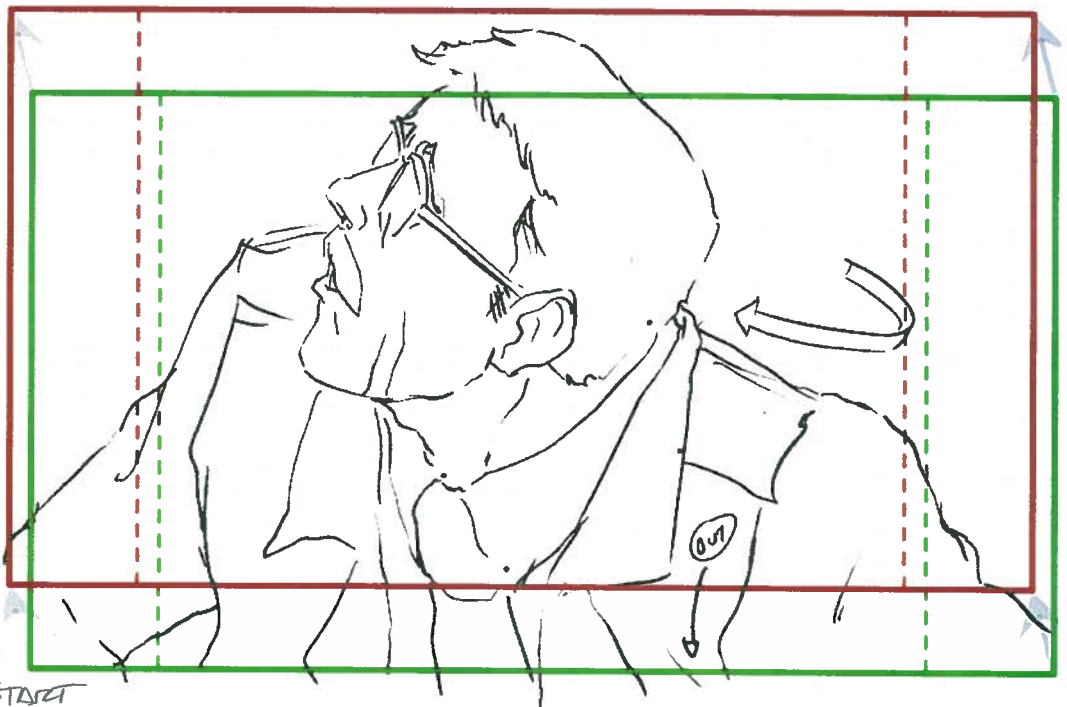
Panel

2/2

Action Notes

Pan adjust as Gordon watches  
Chopper fly by overhead.

Slugging



STOP  
DIAG  
PAN w/  
ACTION  
START





Dialogue

Action Notes

Cut back to Batman walking up staircase.

Chopper noise in BG.

Slugging

Scene

B182

Panel

1/4



Dialogue

Action Notes

Cont action.  
Chopper volume increases.

Slugging

Scene

B182

Panel

2/4



Dialogue

Action Notes

Batman looks up as spot light shines through boarded up window.

Slugging

Scene

B182

Panel

3/4



STD. SPOTLIGHT FX

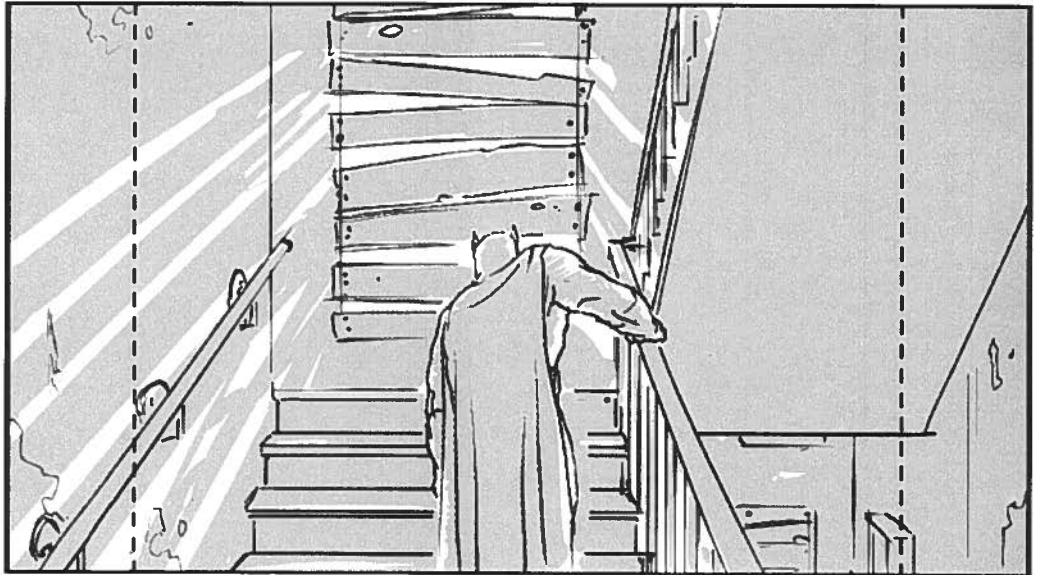


Dialogue

Action Notes  
Batman looks up as spot light shines through boarded up window.

Slugging

Scene B182 Panel 4/4

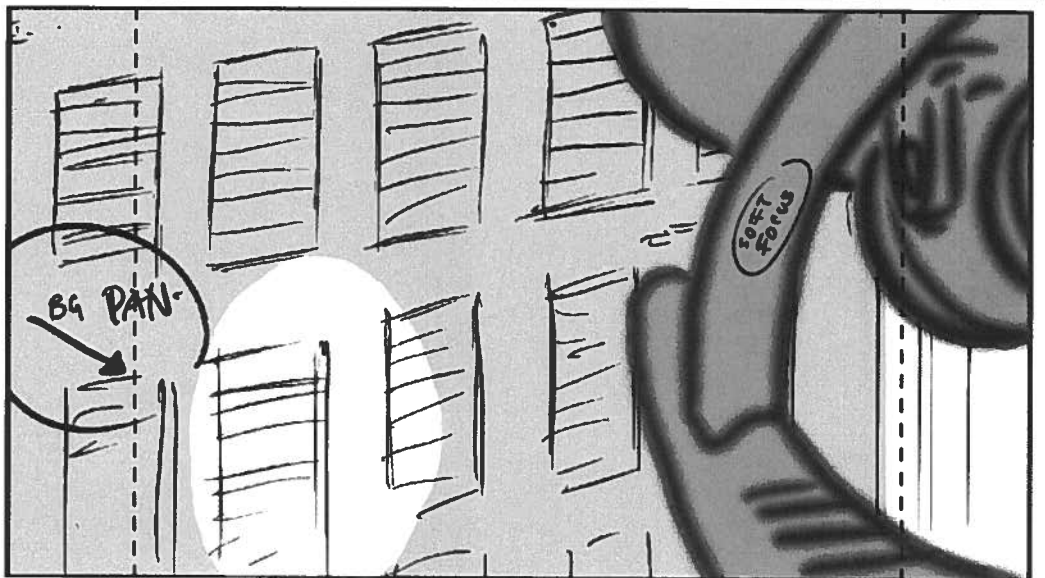


Dialogue

Action Notes  
Cut to OTS Chopper (Soft Focus) on Tenement building as it flies closer to Tenement building. Slide BG (Tenement).

Slugging

Scene B183 Panel 1/2



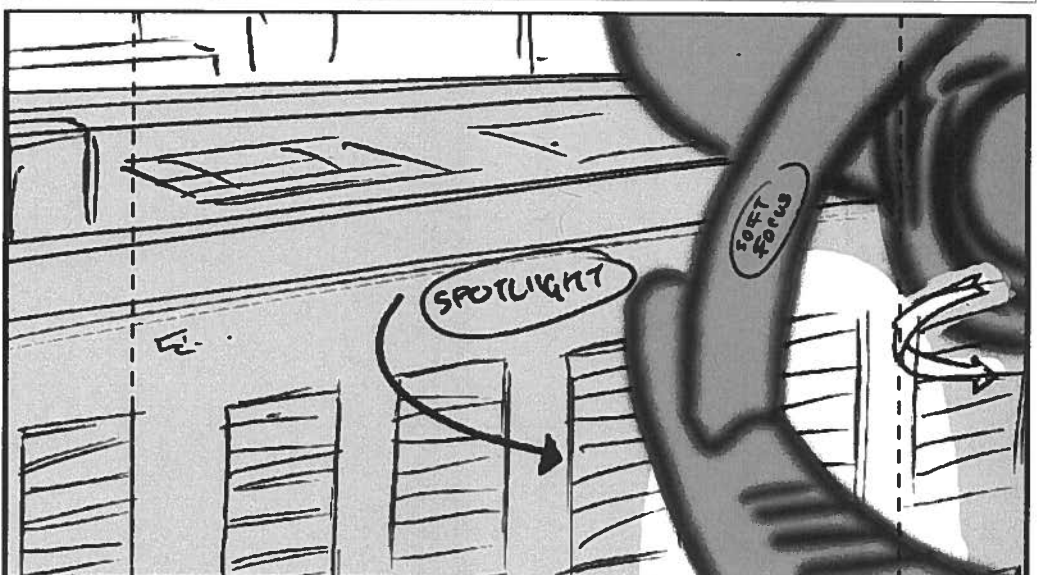
STD. SPOT LIGHT FX

Dialogue

Action Notes  
Cont action.  
Cont pan BG down throughout scene. Spotlight moving around.

Slugging

Scene B183 Panel 2/2



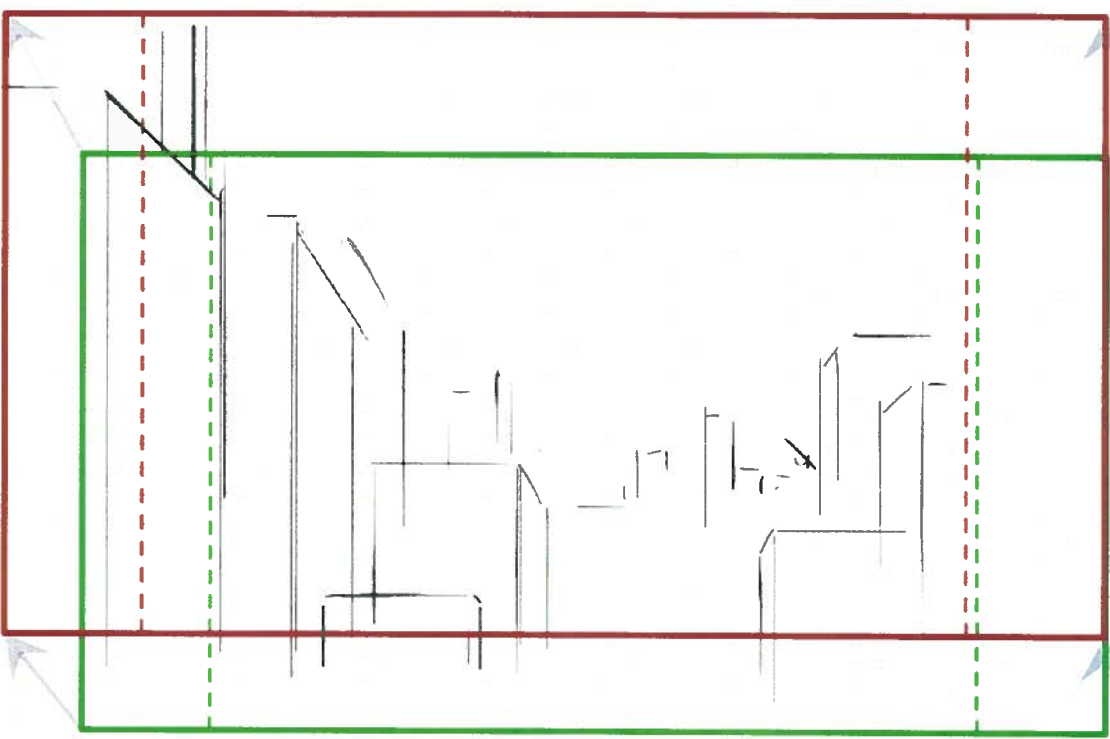


Dialogue

Scene B184 Panel BG\_REF

Action Notes  
BG bi-pack ref for B184.

Slugging



START

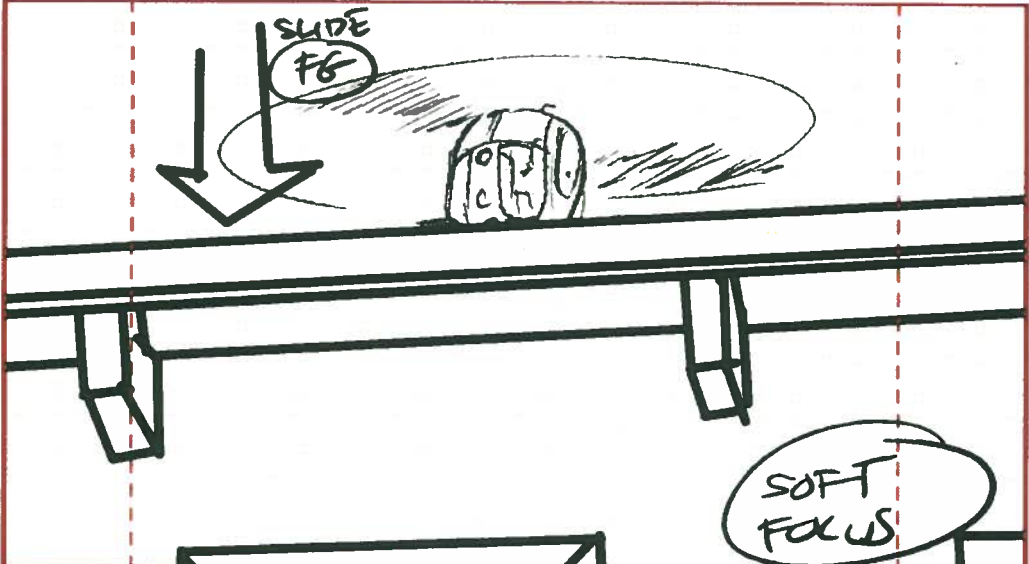
VERT PAN ↑ & TRUCK OUT.

Dialogue

Scene B184 Panel 2/3

Action Notes  
Cut to CU chopper.  
Slide FG building OS.  
Soft Focus FG building.

Slugging



STR. SPOTLIGHT FX w/ BOT LIT CORE

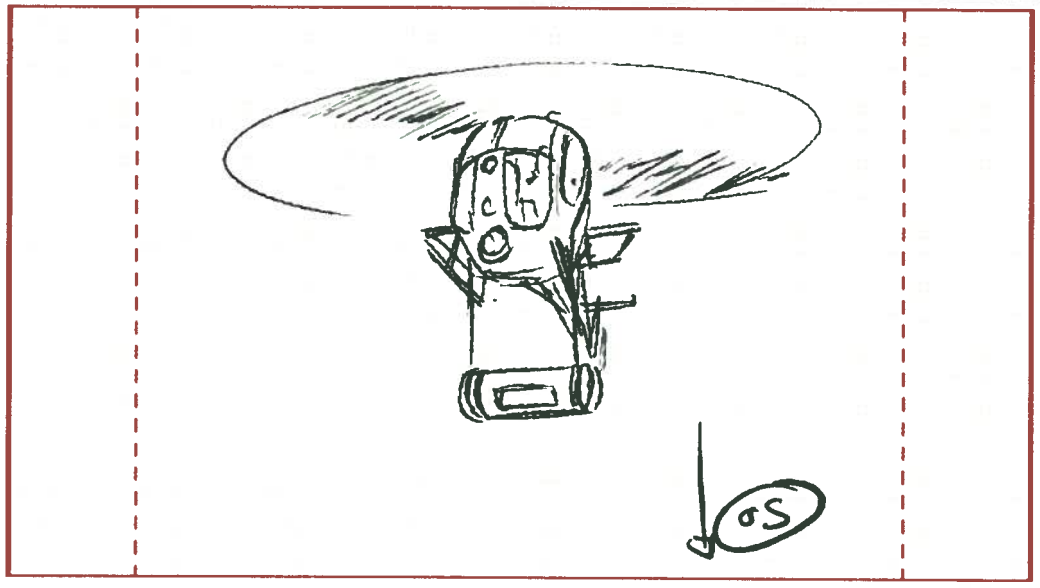


Dialogue

Action Notes  
Stop BG bi-pack. Chopper stops and hovers in place.

Slugging

Scene B184 Panel 3/3



Dialogue  
218. GORDON (CONT'D):  
Oh no...

Action Notes  
Cut back to Gordon (back to flashing blue/red hi-con lighting).

Slugging

Scene B185 Panel 1/2



STD. POLICE CAR FLASHING LIGHT FX

Dialogue  
219. GORDON:  
EVERYBODY BACK!!

Action Notes  
Gordon spins away from CAM.

Slugging

Scene B185 Panel 2/2





Dialogue

Scene

B186

Panel

1/4

Action Notes

Cut to reverse.  
HU Gordon waving towards cops in FG.  
Three cops already running towards  
CAM, another crouches behind a police  
cruiser.

Slugging



STD. POLICE CAR FLASHING LIGHT FX

Dialogue

Scene

B186

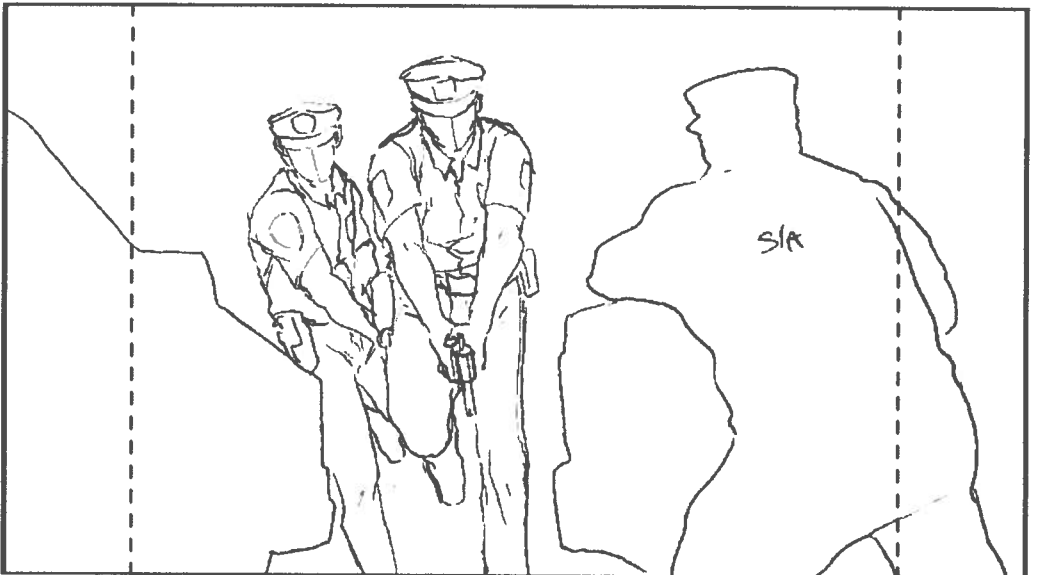
Panel

2/4

Action Notes

Cont action.

Slugging



Dialogue

Scene

B186

Panel

3/4

Action Notes

Cont action.

Slugging





Dialogue

Action Notes

Cont action.  
Cops run O.S.

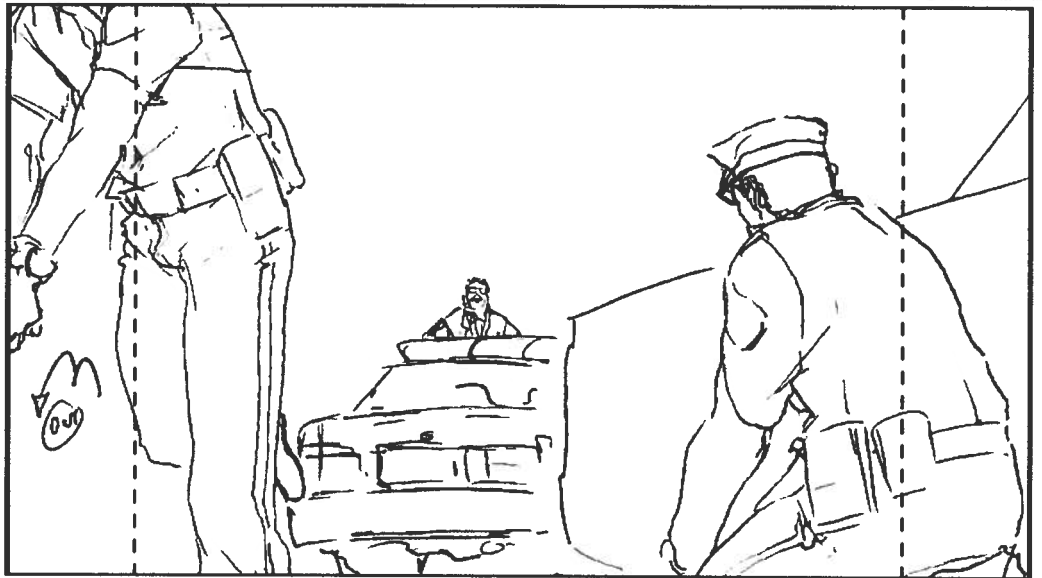
Slugging

Scene

B186

Panel

4/4



Dialogue

Action Notes

Cut to chopper Wide. An explosive hangs beneath it.  
OL Soft Focus.

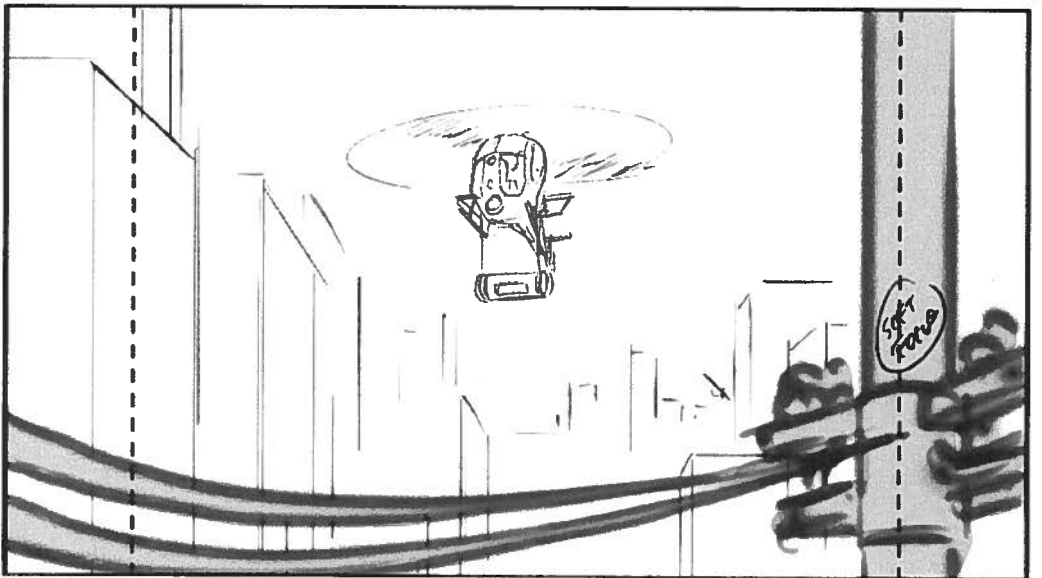
Slugging

Scene

B187

Panel

1/5



STD. SPOTLIGHT FX W/ BOT LTR CORN

Dialogue

Action Notes

One of the lines holding the explosive releases.

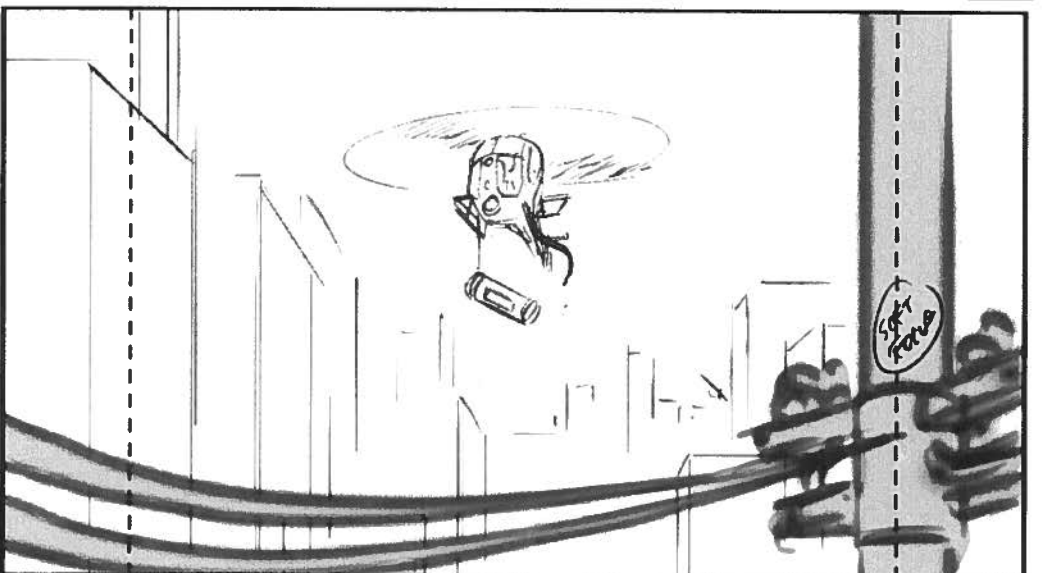
Slugging

Scene

B187

Panel

2/5





Dialogue

Scene

B187

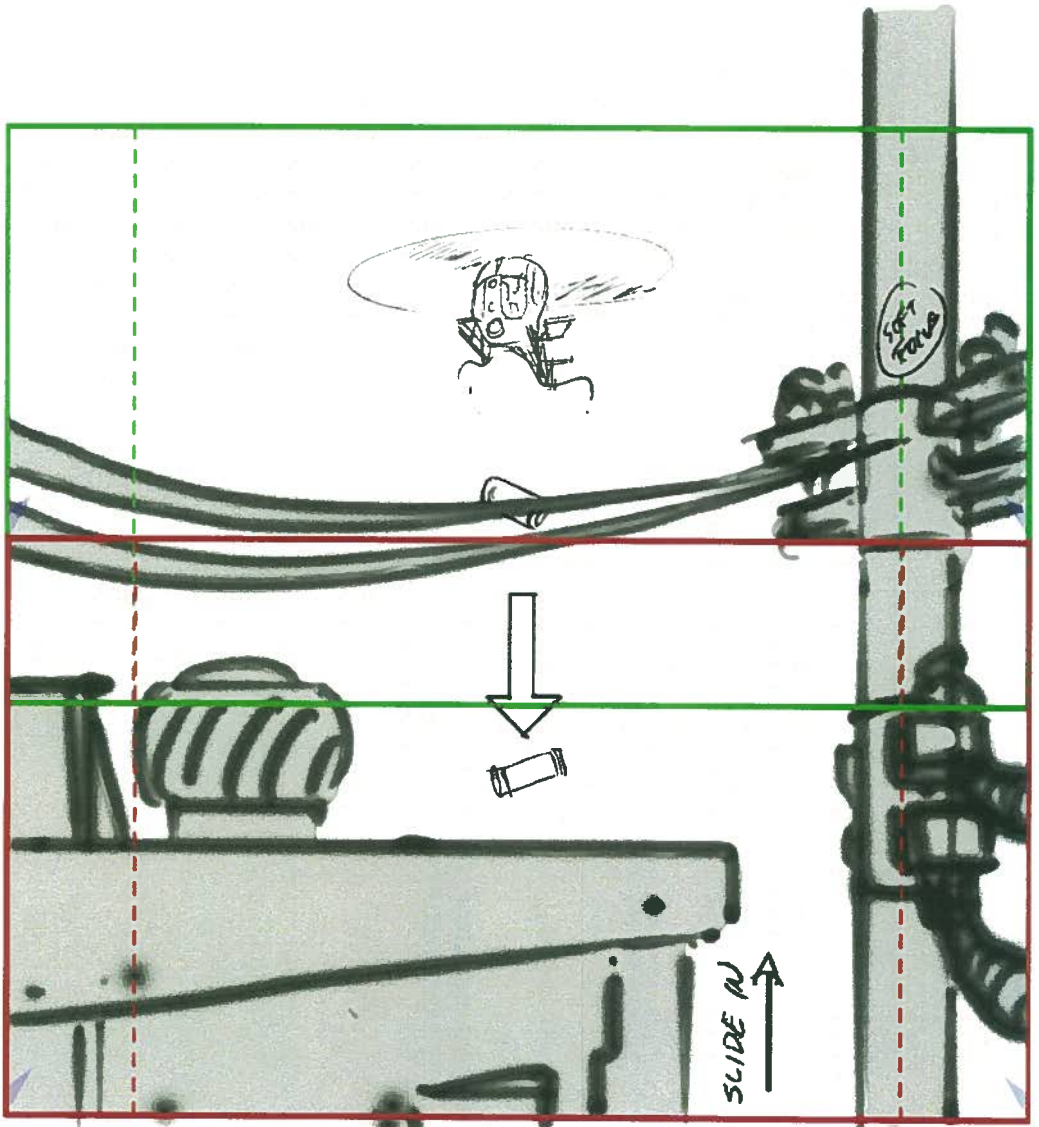
Panel

3/5

Action Notes

Explosive released.  
Pan with action.  
Slide OL (Soft Focus) UP.

Slugging



Dialogue

Scene

B187

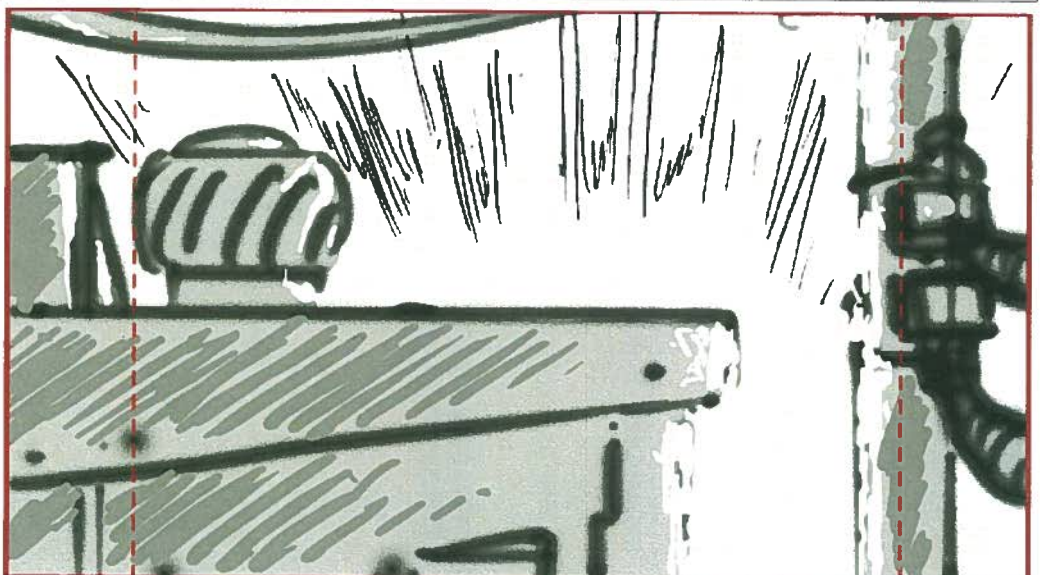
Panel

4/5

Action Notes

Bright flash of light.

Slugging



STD. EXPLOSION FX



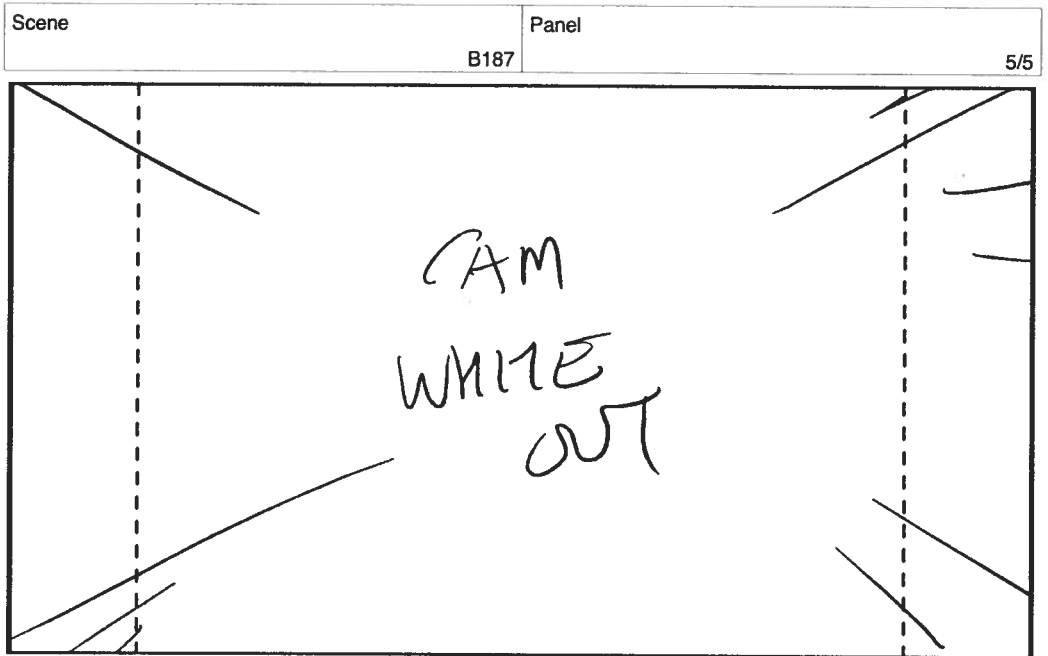
Dialogue

---

Action Notes

---

Slugging



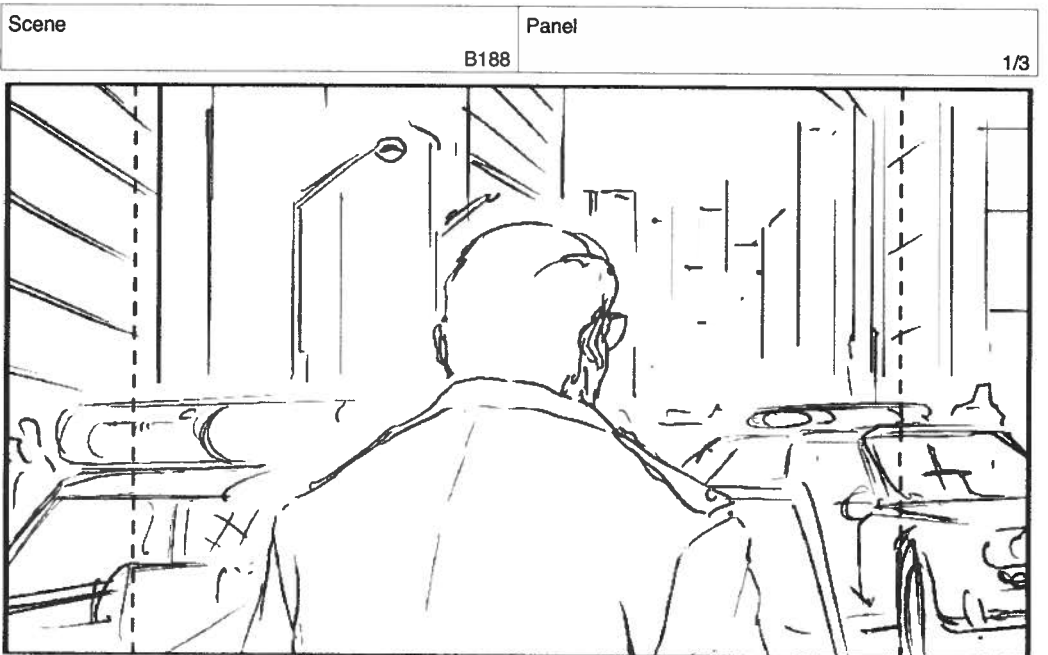
Dialogue

---

Action Notes  
Cut to medium Gordon.

---

Slugging



Dialogue

---

Action Notes  
Gordon turns towards CAM.

---

Slugging







Dialogue

Scene

Panel

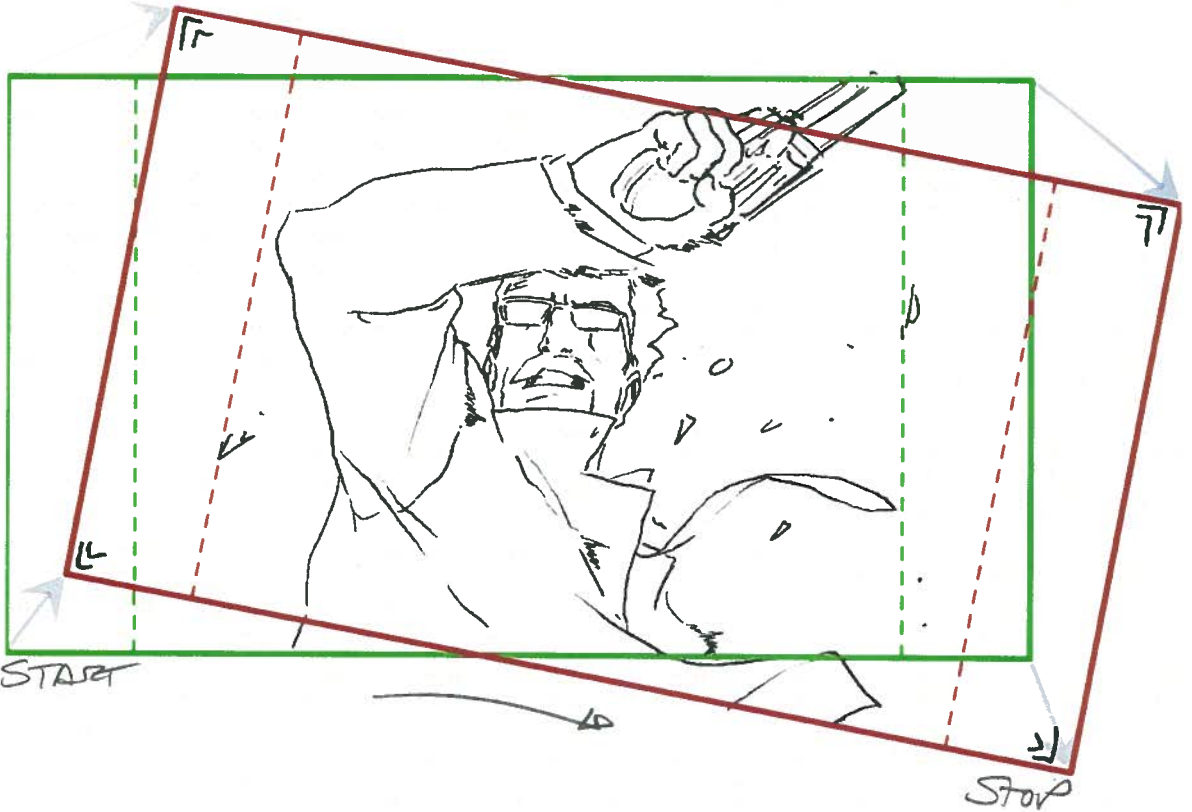
B188

3/3

Action Notes

CAM shake/CAM adjust  
as bomb (O.S.)  
explodes.

Slugging



Dialogue

Scene

Panel

B189

1/4

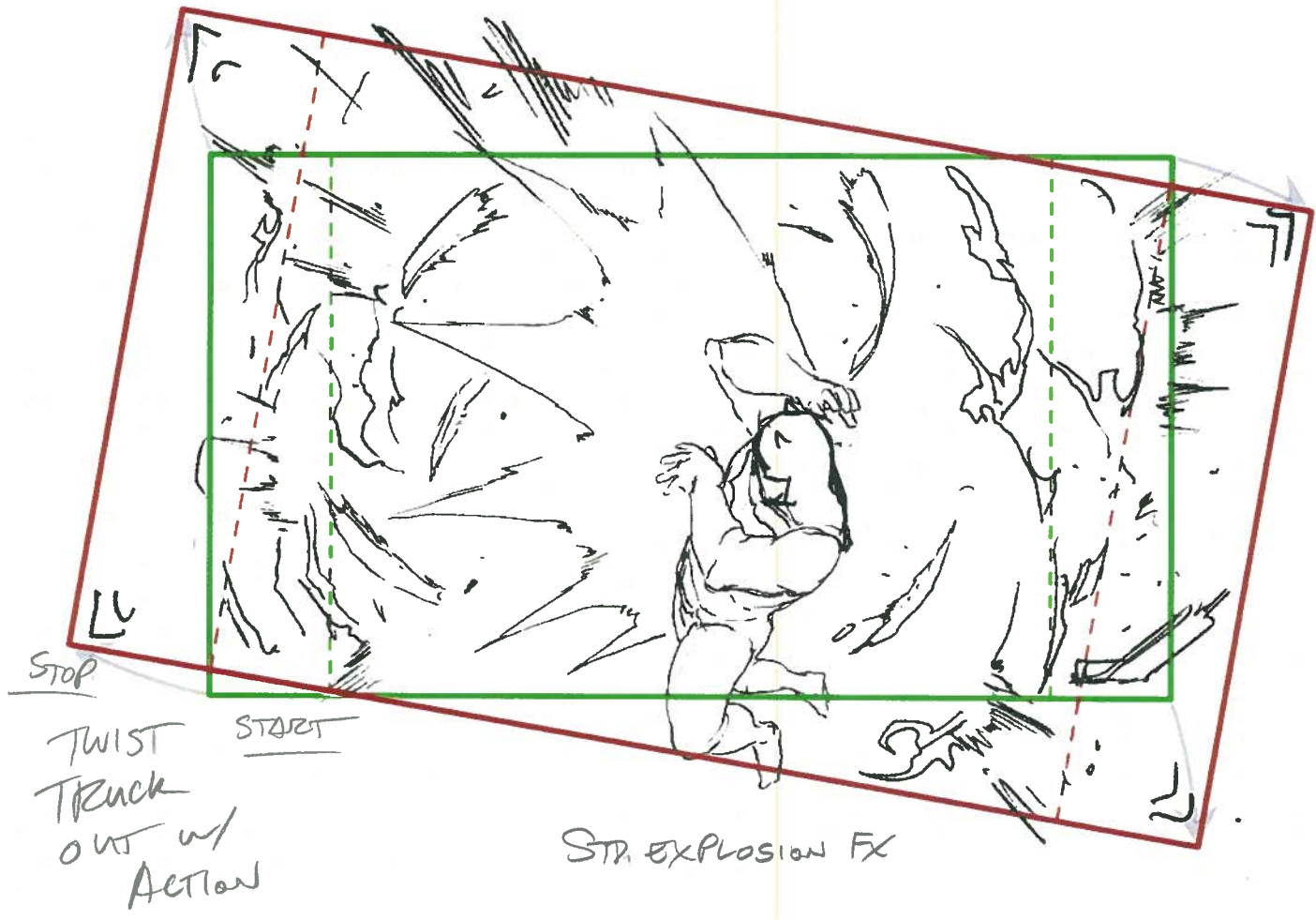
Action Notes  
Cut to Batman.

Slugging





Scene	Panel
B189	2/4



Dialogue

Action Notes  
 CAM shake/snap T.O. as fire bursts through boarded up windows.  
 Batman knocked towards CAM.

Slugging



Dialogue

Scene

B189

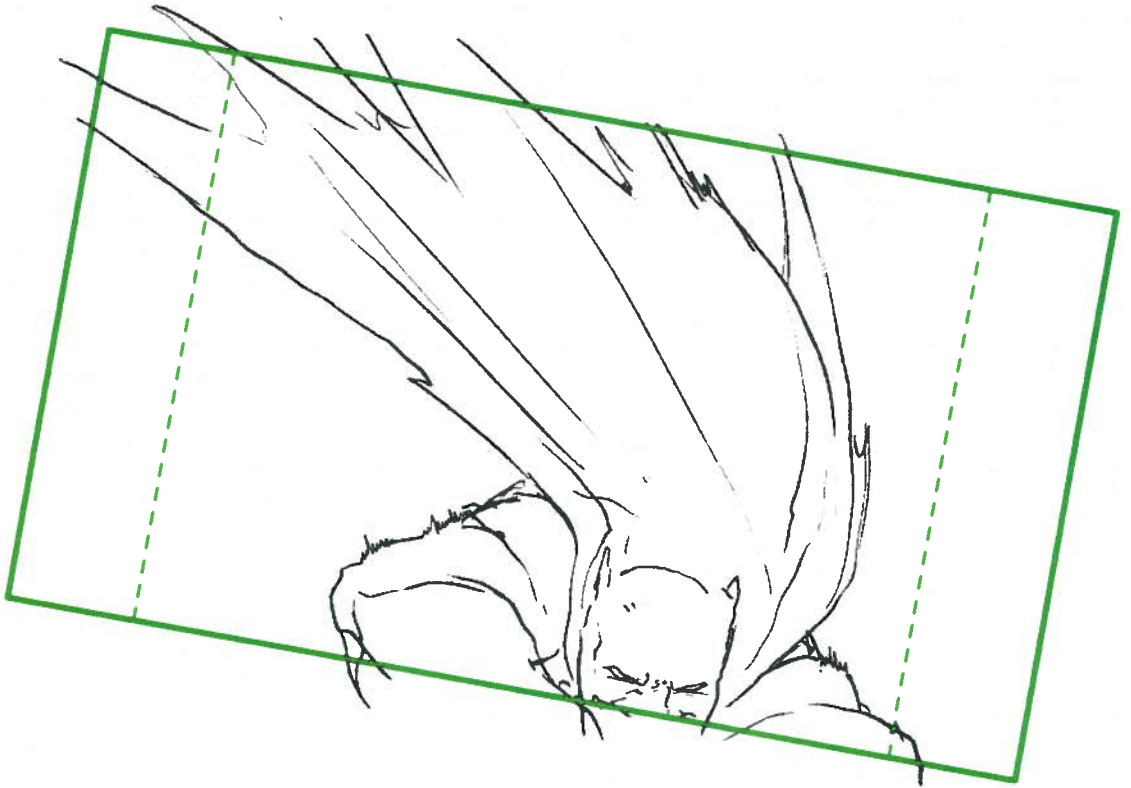
Panel

3/4

Action Notes

Cont action.

Slugging





Dialogue

Scene

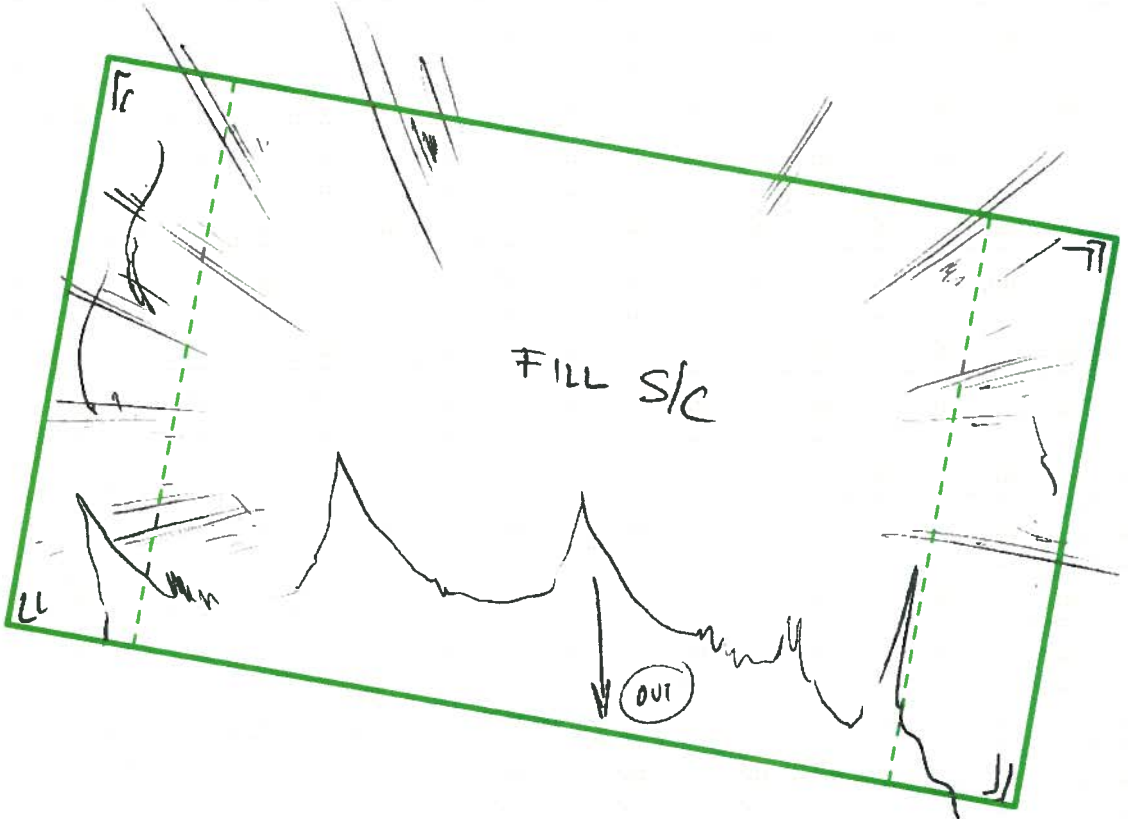
B189

Panel

4/4

Action Notes

Batman falls O.S.  
Fill SC with fire/explosion.



Slugging

Dialogue

Scene

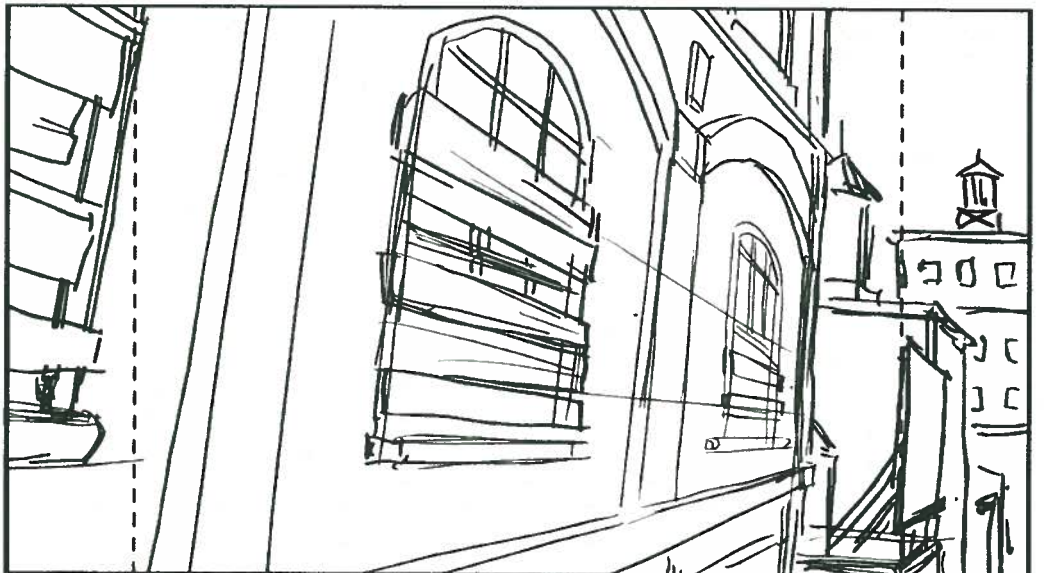
B189\_A

Panel

1/3

Action Notes

Quick cut to windows.



Slugging



Dialogue

Action Notes

CAM SHAKE as windows explode outward.

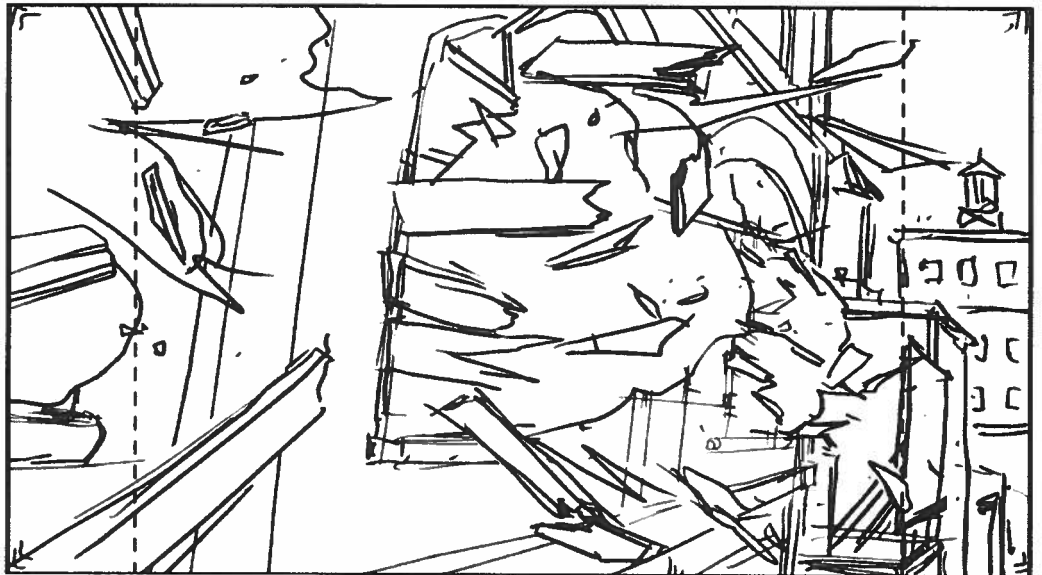
Slugging

Scene

B189\_A

Panel

2/3



Dialogue

Action Notes

Cont. CAM SHAKE as windows explode outward.

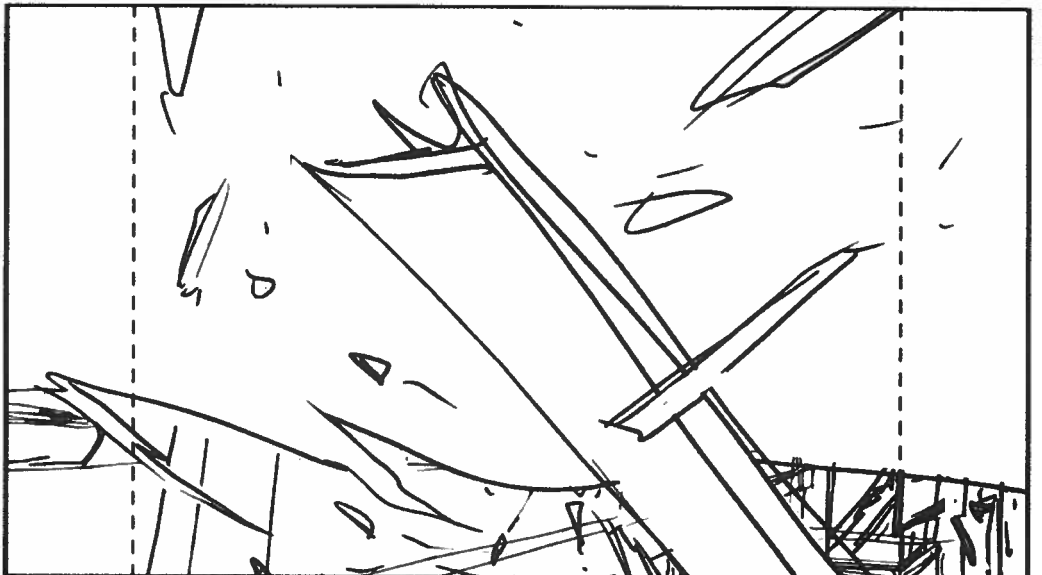
Slugging

Scene

B189\_A

Panel

3/3



Dialogue

Action Notes

Cut to CU helicopter flying towards CAM.

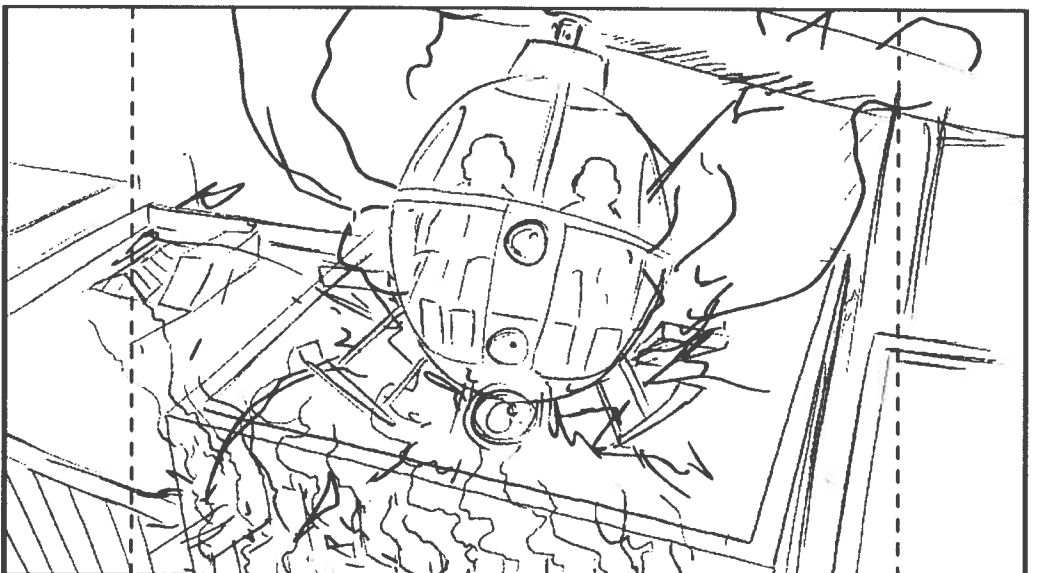
Slugging

Scene

B190

Panel

1/3



\* STR SPOTLIGHT FX w/ BOT LIT CORE  
\* LENS FLARE FX



Dialogue

Action Notes

Slight CAM shake as chopper flies O.S. past cam.

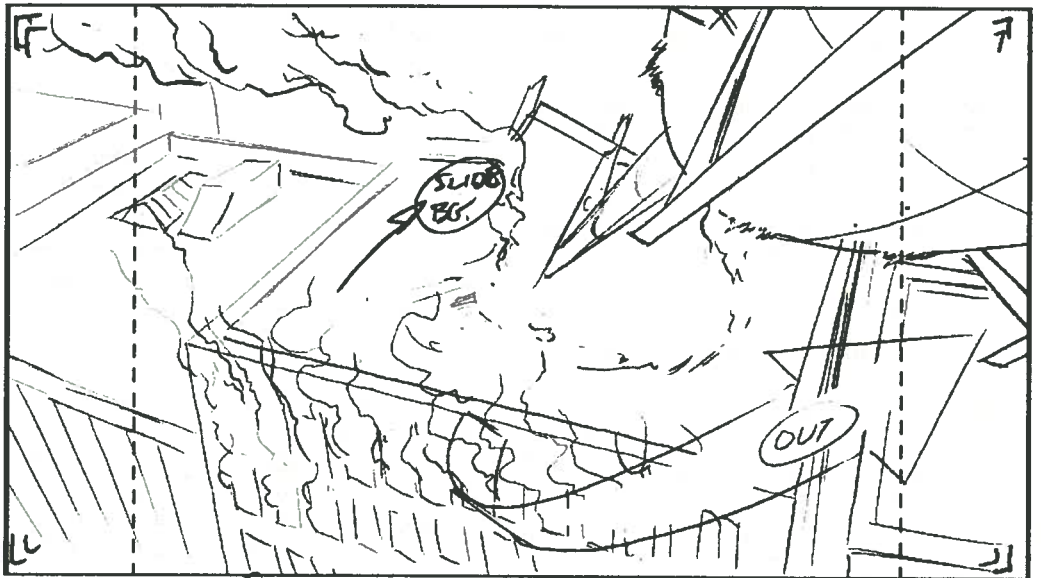
Slugging

Scene

B190

Panel

2/3



STD. SMOKE FX  
STD. FIRE FX

Dialogue

Action Notes

Reveal burning Tenement.

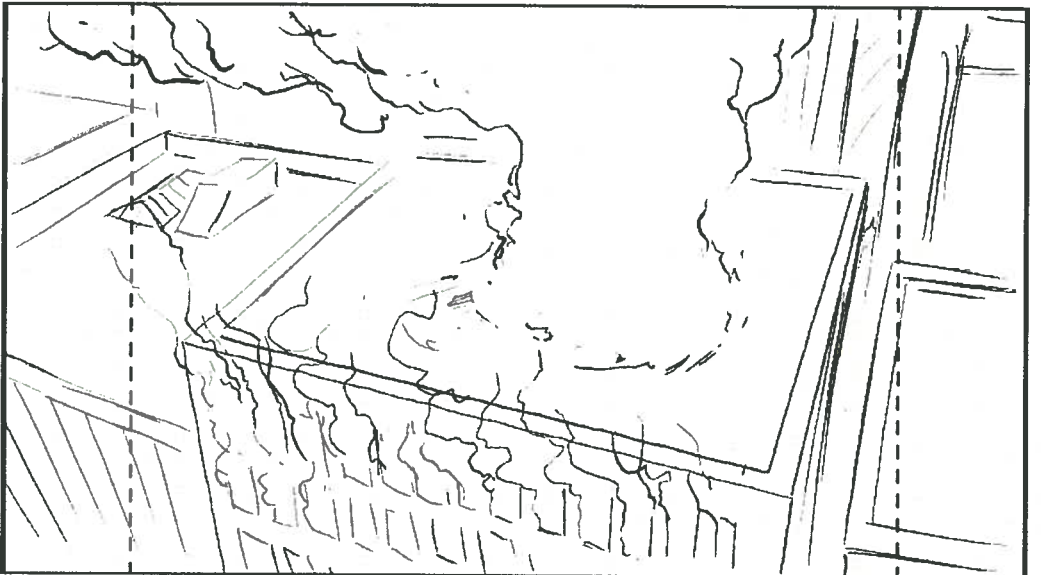
Slugging

Scene

B190

Panel

3/3



Dialogue

Action Notes

Cut wide.  
Chopper flies across the sky. Anim  
SMOKE.

Slugging

Scene

B190\_A

Panel

1/2



STD. SMOKE FX

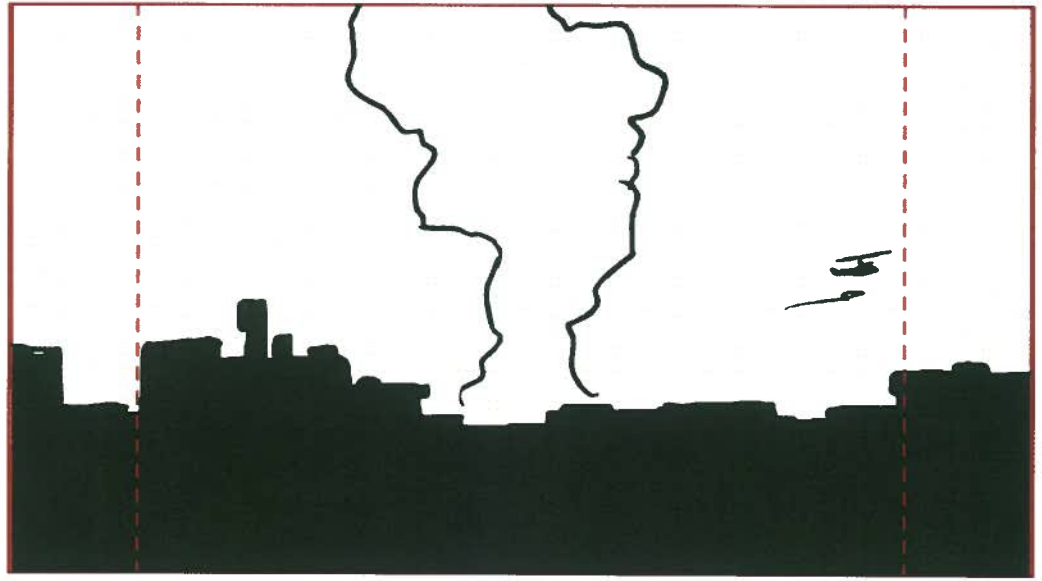


Dialogue

Action Notes  
Cont. Chopper flying across the sky.  
Anim SMOKE.

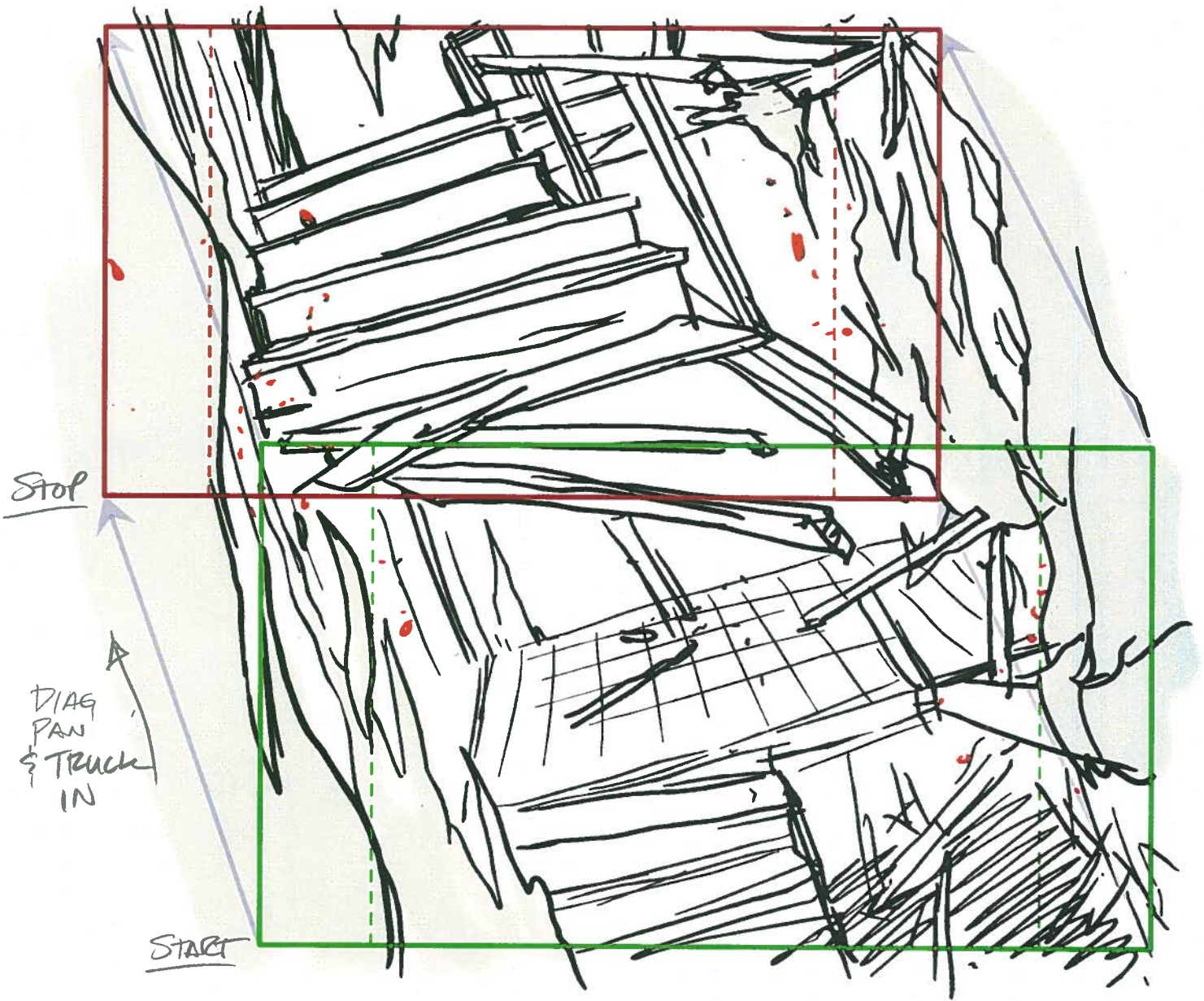
Slugging

Scene B190\_A Panel 2/2





Scene	Panel
B190_B	1/1



STD FIRE FX  
 STD SMOKE FX  
 STD EMBERS FX

Dialogue

Action Notes  
 Cut back to Int. Tenement building. Slow pan up across burning stairs.  
 Anim bot lit fire, bot lit embers, and smoke.  
 Smoke haze fills shot throughout.

Slugging



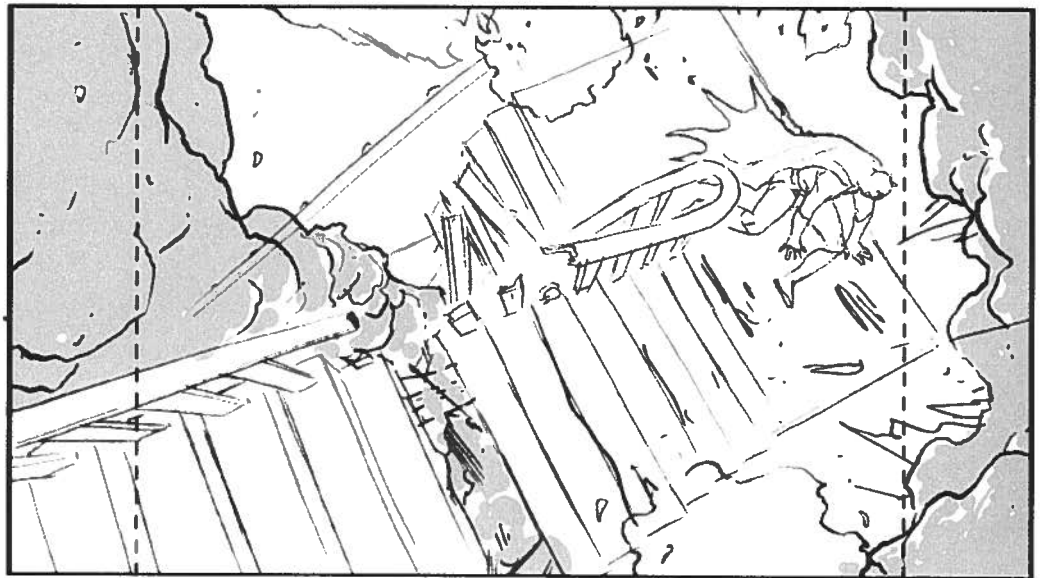


Dialogue

Action Notes  
Cut to burning interior.  
Batman sits dazed on stairs.  
Anim bot lit fire, bot lit embers, and  
smoke. Smokey haze fills scene  
throughout.

Slugging

Scene B191 Panel 1/3



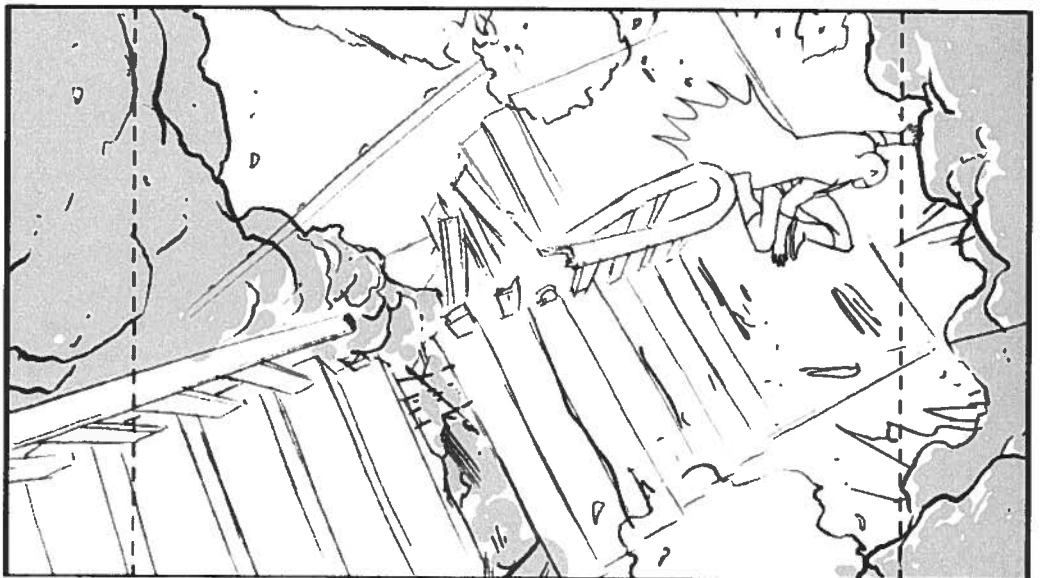
STD, FIRE FX STD, SMOKE FX  
STD, EMBER FX

Dialogue

Action Notes  
Cut to burning interior.  
Batman sits dazed on stairs.  
Anim bot lit fire, bot lit embers, and  
smoke. Smokey haze fills scene  
throughout.

Slugging

Scene B191 Panel 2/3

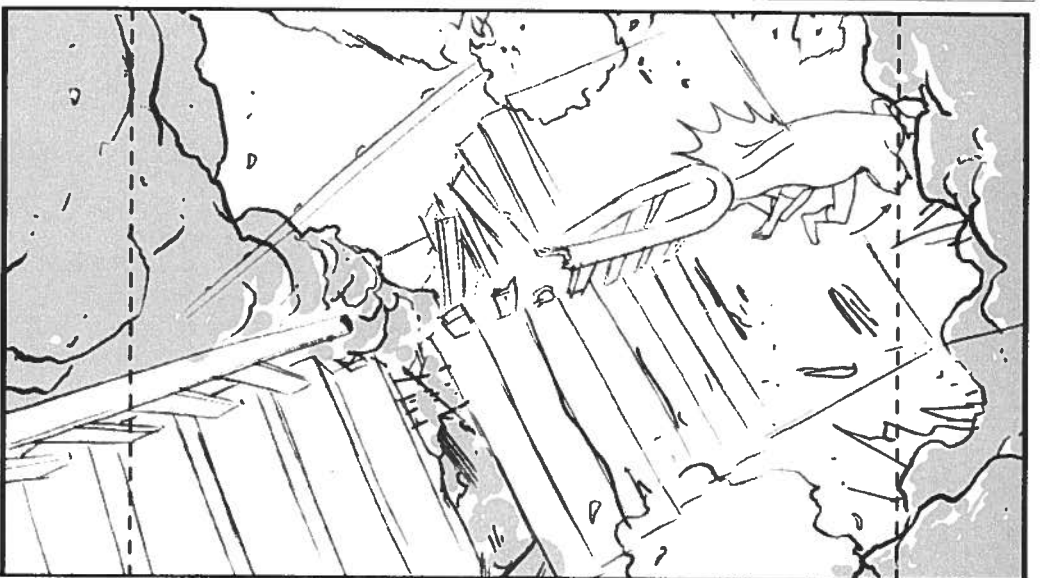


Dialogue

Action Notes  
Batman props himself up.  
Anim bot lit fire, bot lit embers, and  
smoke. Smokey haze fills scene  
throughout.

Slugging

Scene B191 Panel 3/3



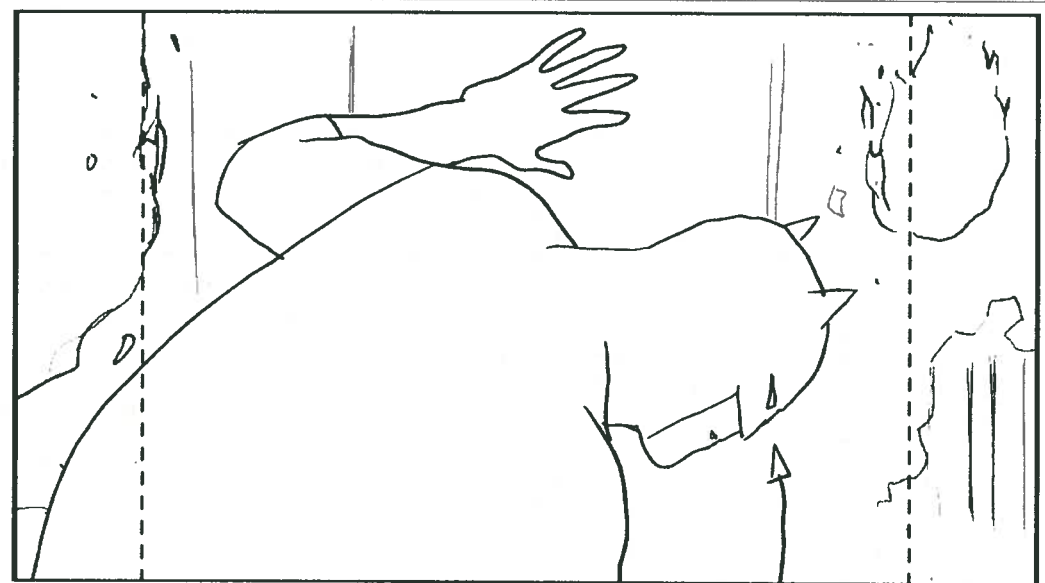


Dialogue

Action Notes  
Cut to CU Batman standing up.  
Anim bot lit fire, bot lit embers, and  
smoke. Smokey haze fills scene  
throughout.

Slugging

Scene Panel  
B192 1/2



Dialogue

Action Notes  
Cracking sounds (O.S.).  
Batman looks DOWN.  
Slight cam shake.  
Anim bot lit fire, bot lit embers, and  
smoke. Smokey haze fills scene  
throughout.

Slugging

Scene Panel  
B192 2/2

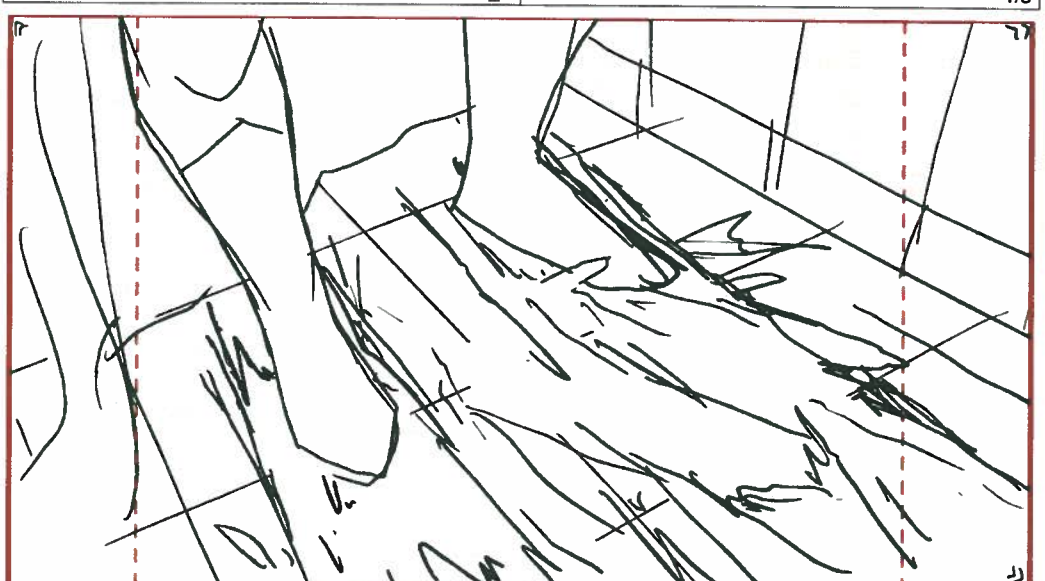


Dialogue

Action Notes  
Cut to Batman's feet as the floor crumbles  
beneath them.  
Slight cam shake.

Slugging

Scene Panel  
B192\_A 1/3



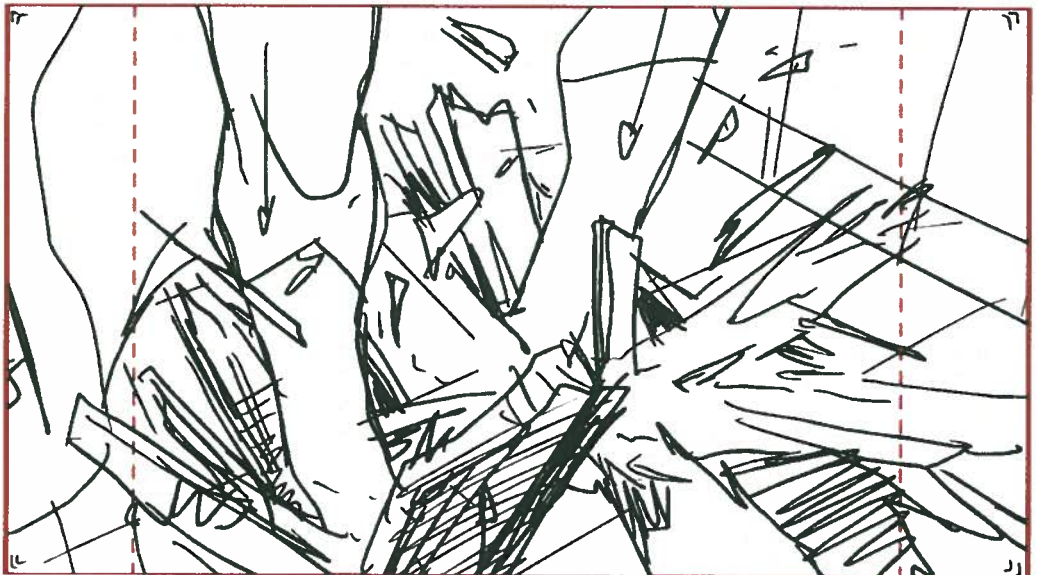


Dialogue

Action Notes  
Batman falls thru.  
Slight cam shake.

Slugging

Scene B192\_A Panel 2/3

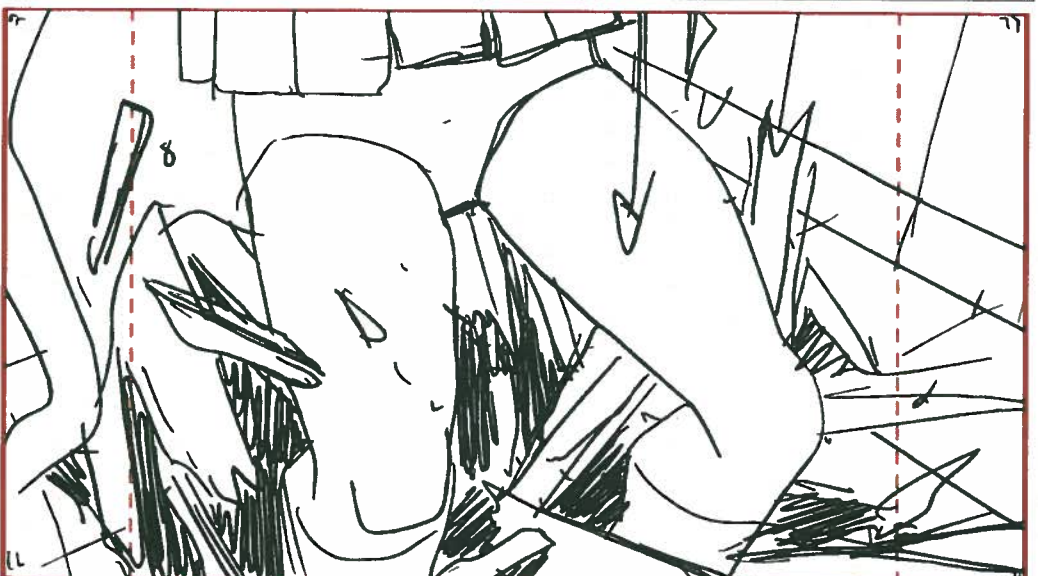


Dialogue

Action Notes  
Cont.  
Slight cam shake.

Slugging

Scene B192\_A Panel 3/3





Dialogue

Scene

B193

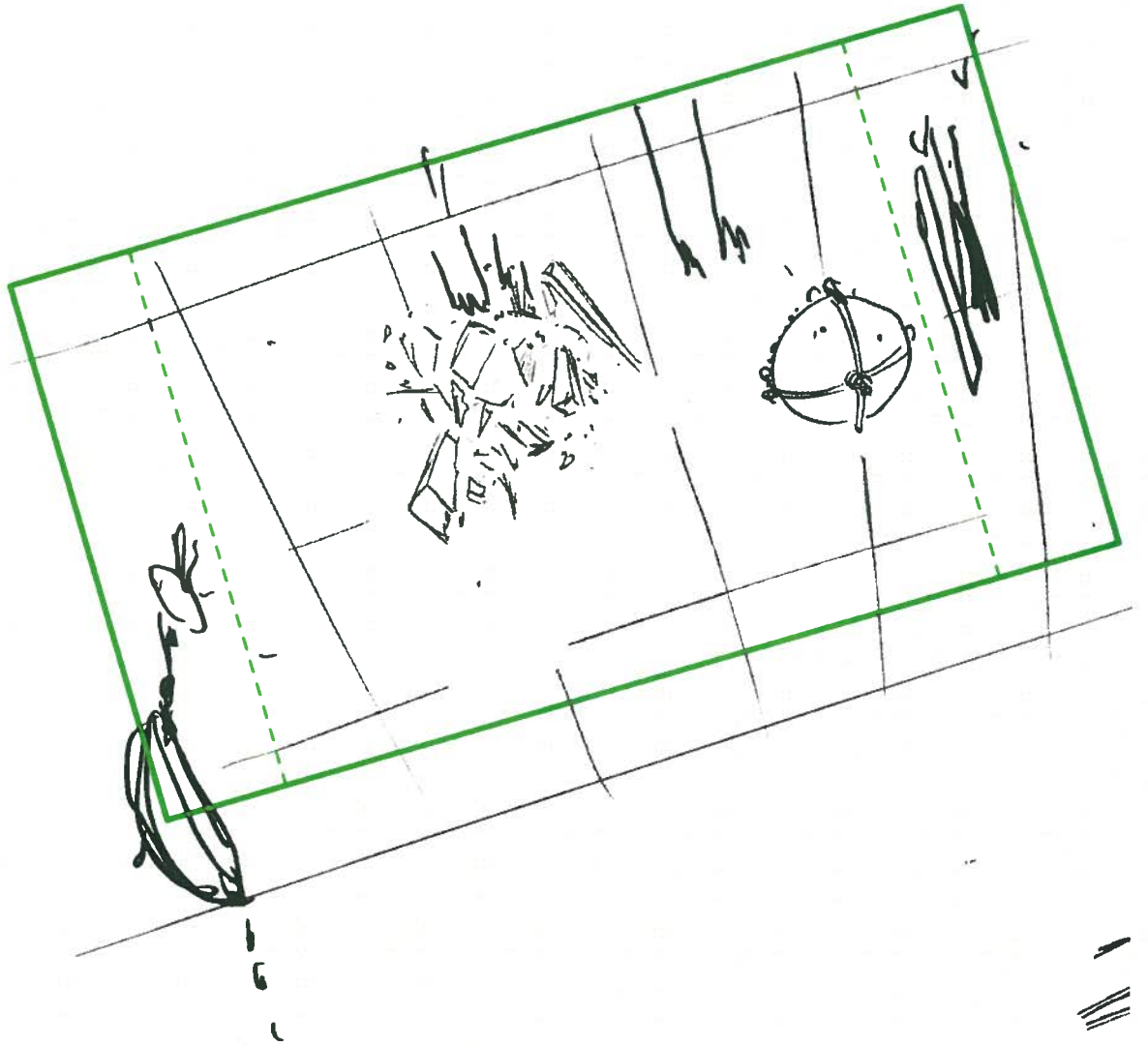
Panel

1/5

Action Notes

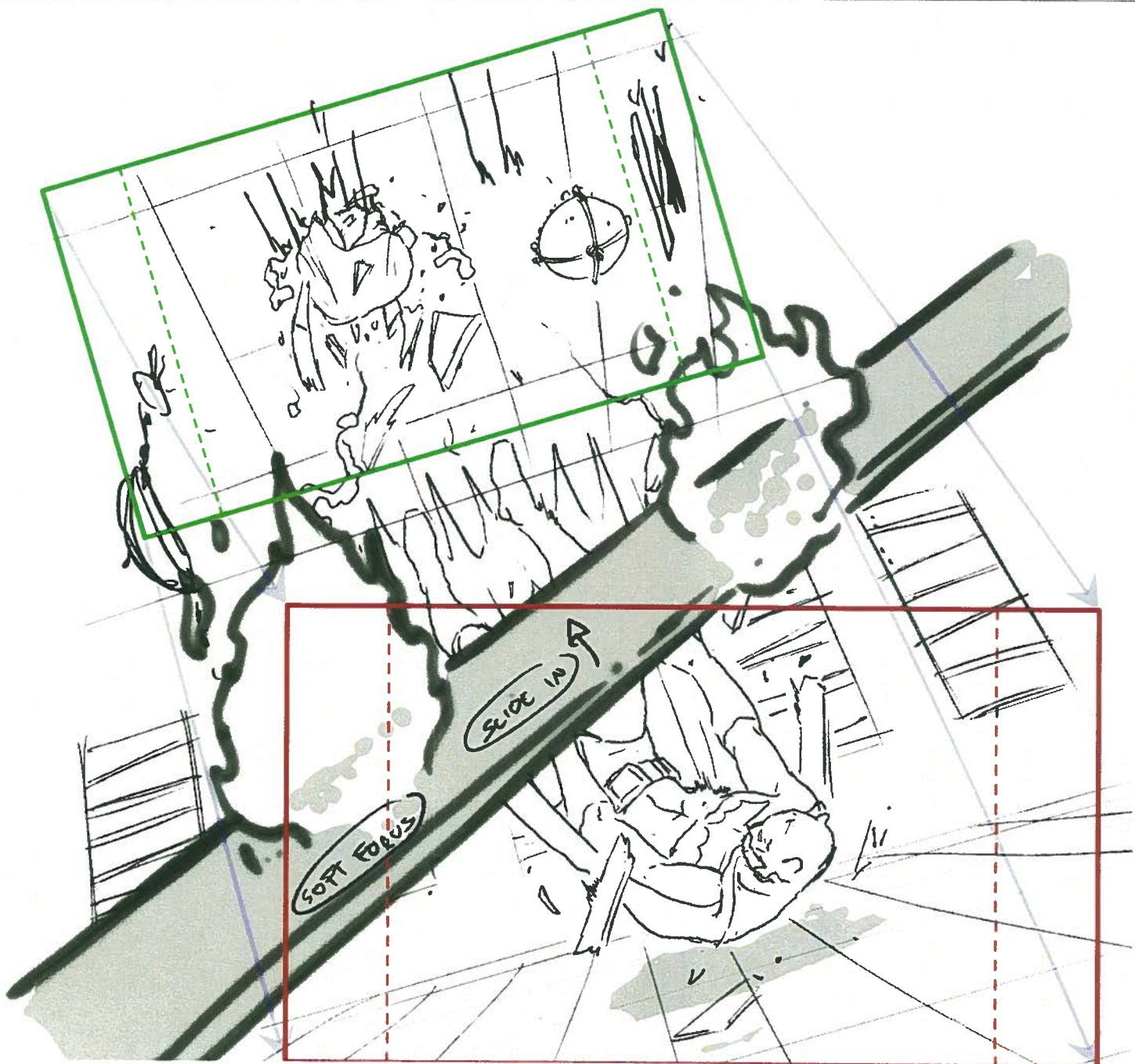
Cut to ceiling in room below.  
HU beams/stairs falling through.  
Anim bot lit fire, bot lit embers, and smoke throughout. Smokey haze fills scene throughout.

Slugging





Scene	Panel
B193	2/5



STD. FIRE FX      STD. SMOKE FX      STD. EMBER FX

Dialogue

Action Notes

Pan with action as Batman falls through.  
Slide OL (Soft-Focus) IN.

Slugging

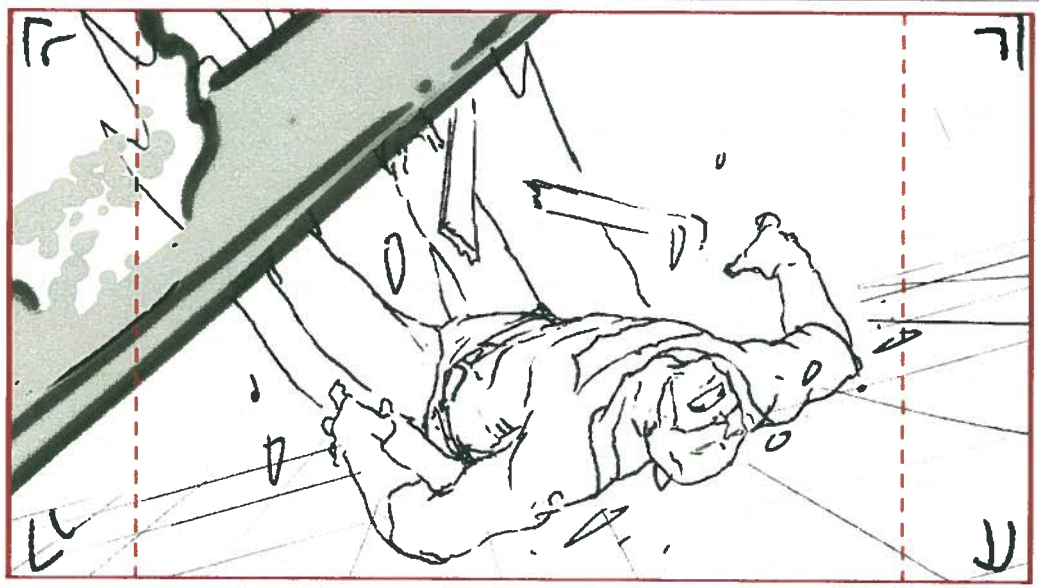


Dialogue

Action Notes  
CAM shake as Batman hits the ground.

Slugging

Scene B193 Panel 3/5



Dialogue

Action Notes  
Cont action.

Slugging

Scene B193 Panel 4/5

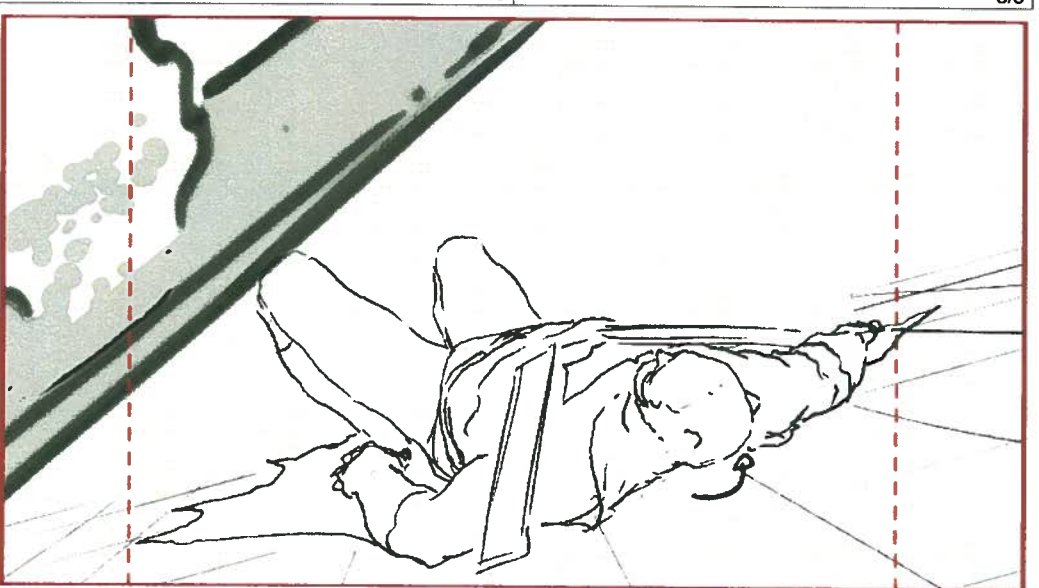


Dialogue

Action Notes  
Batman lifts head.

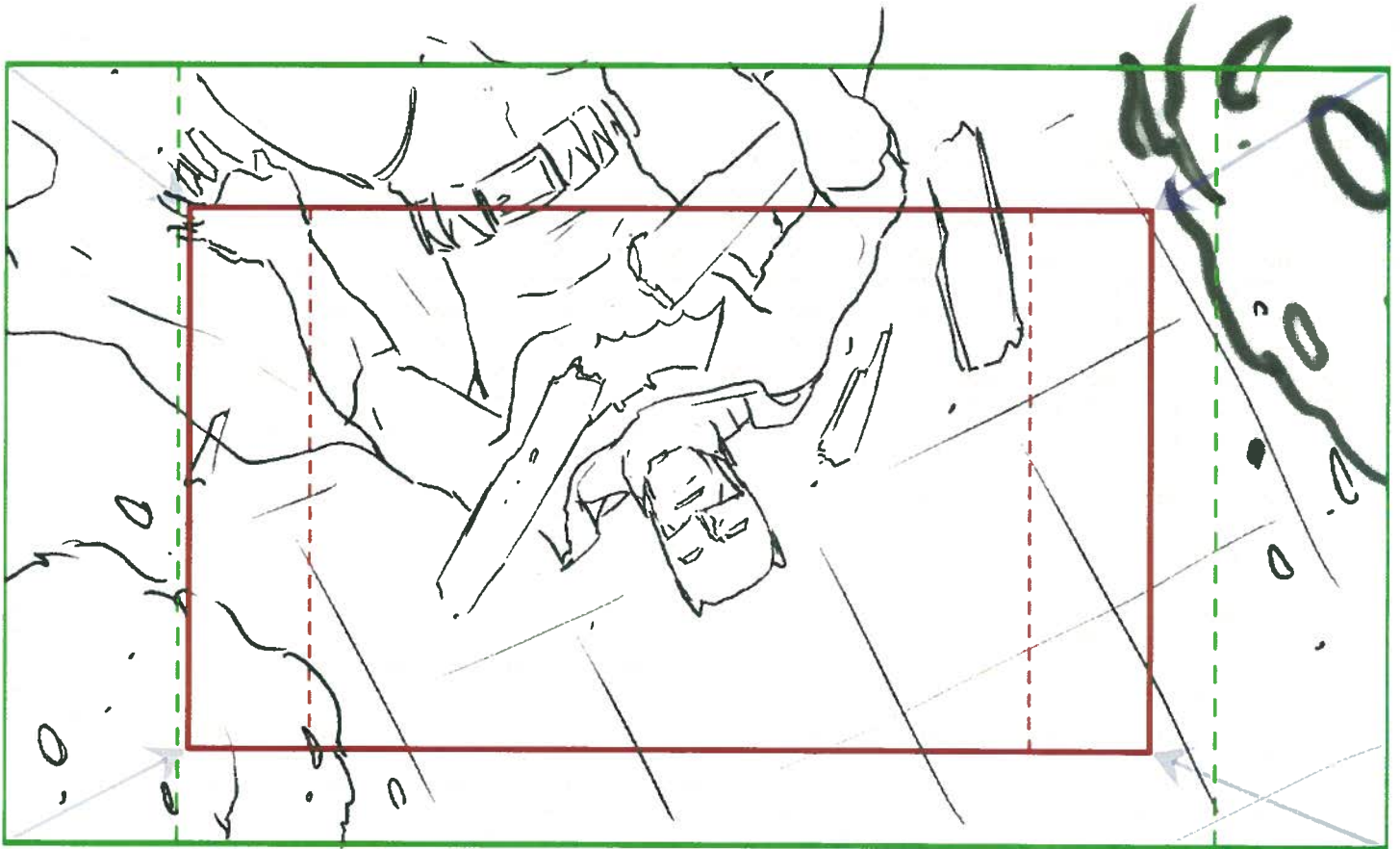
Slugging

Scene B193 Panel 5/5





Scene	Panel
B194	1/2



START

TRUCK IN

STD. SMOKE FX  
STD. FIRE FX  
STD. EMBER FX

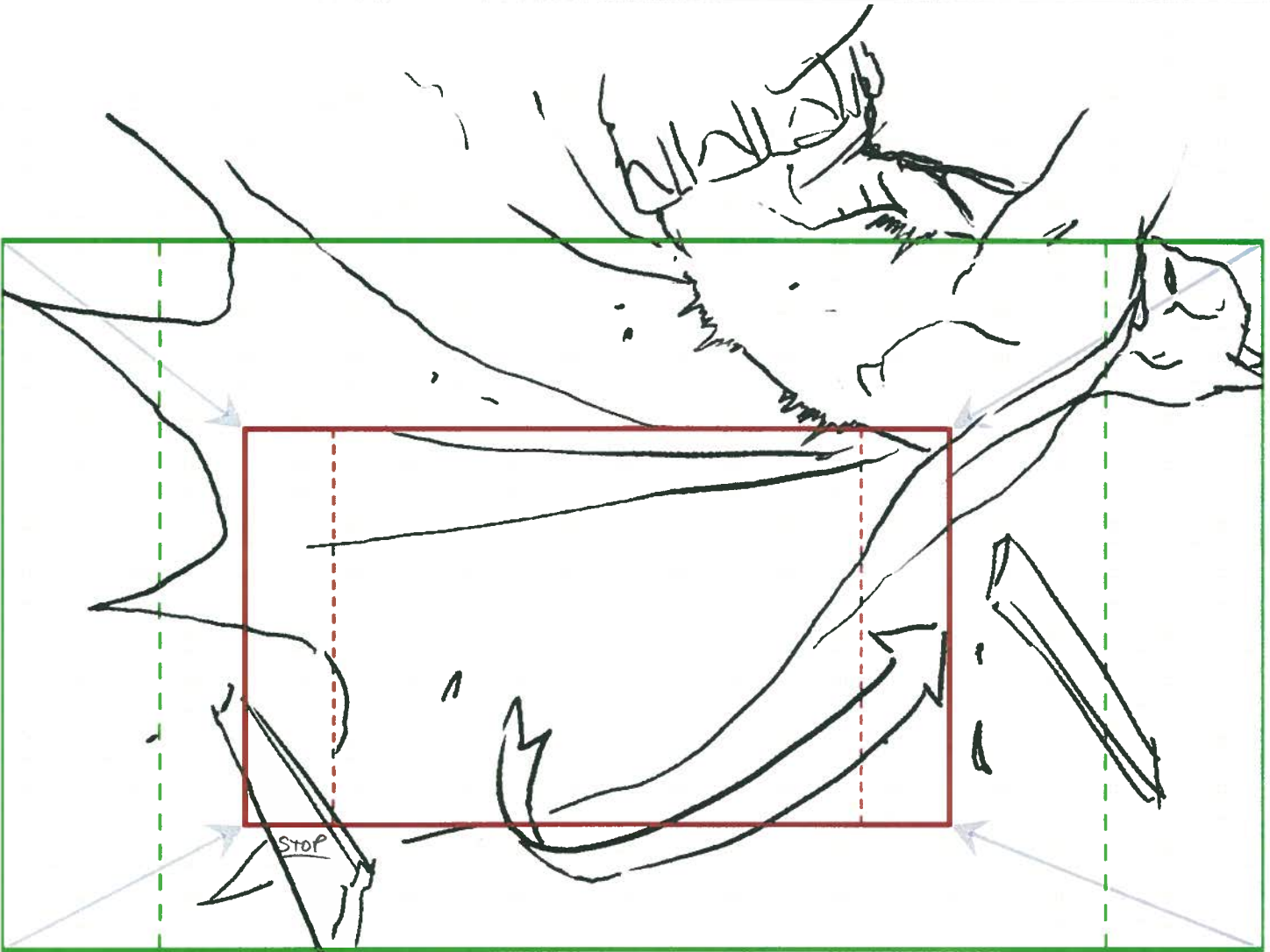
Dialogue

**Action Notes**  
 Cut to Downshot on Batman.  
 Very fast T.I.  
 HU Batman.  
 Anim bot lit fire, bot lit embers, and smoke throughout. Smokey haze fills scene throughout.

Slugging



Scene	Panel
B194	2/2



CONT.

Dialogue

Action Notes  
 Cont action. T/I  
 Batman rolls O.S.

Slugging



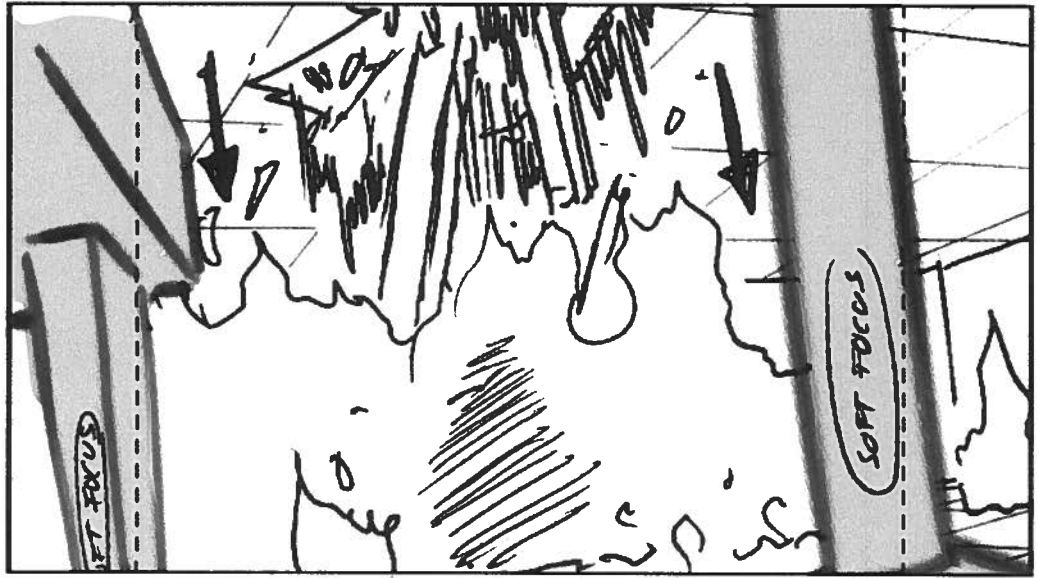


Dialogue

Action Notes  
Cut to lower room.  
Large beams/structures crash into SC (behind wall of fire).  
Furniture OL Soft-Focus.  
DX shape of BM is visible thru fire.  
Anim bot lit fire, bot lit embers, and smoke throughout. Smokey haze fills scene throughout.

Slugging

Scene B195 Panel 1/5



STD. FIRE FX / STD. SMOKE FX / STD. EMBER FX

Dialogue

Action Notes  
Batman bursts through fire.  
CAM shake as debris hits floor (behind fire).

Slugging

Scene B195 Panel 2/5

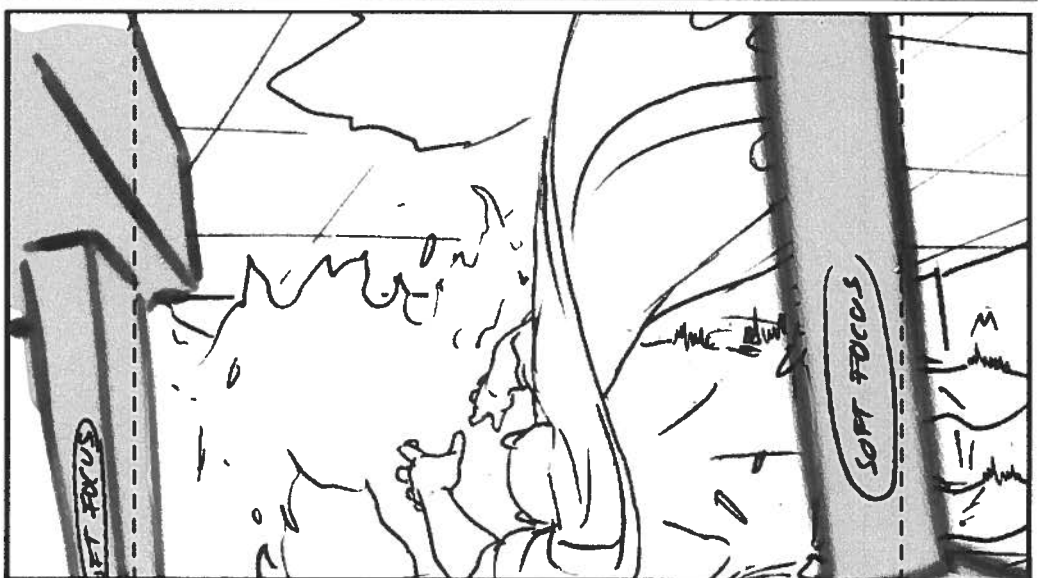


Dialogue

Action Notes  
Cont action.

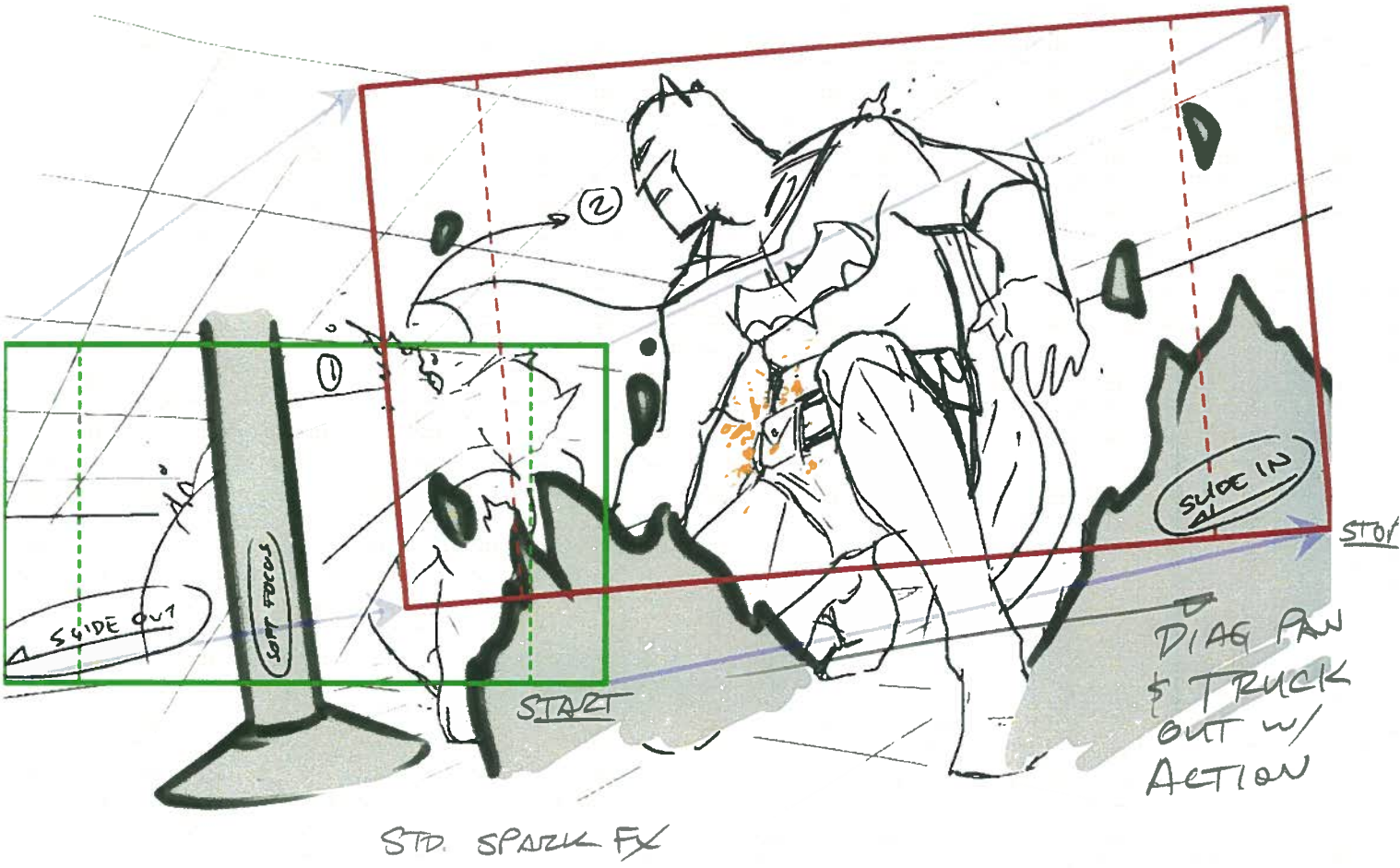
Slugging

Scene B195 Panel 3/5





Scene	Panel
B195	4/5



Dialogue

Action Notes  
 Pan with action as Batman rolls towards CAM.  
 Slide OL.  
 Belt is sparking/on fire.

Slugging



Dialogue

Scene

B195

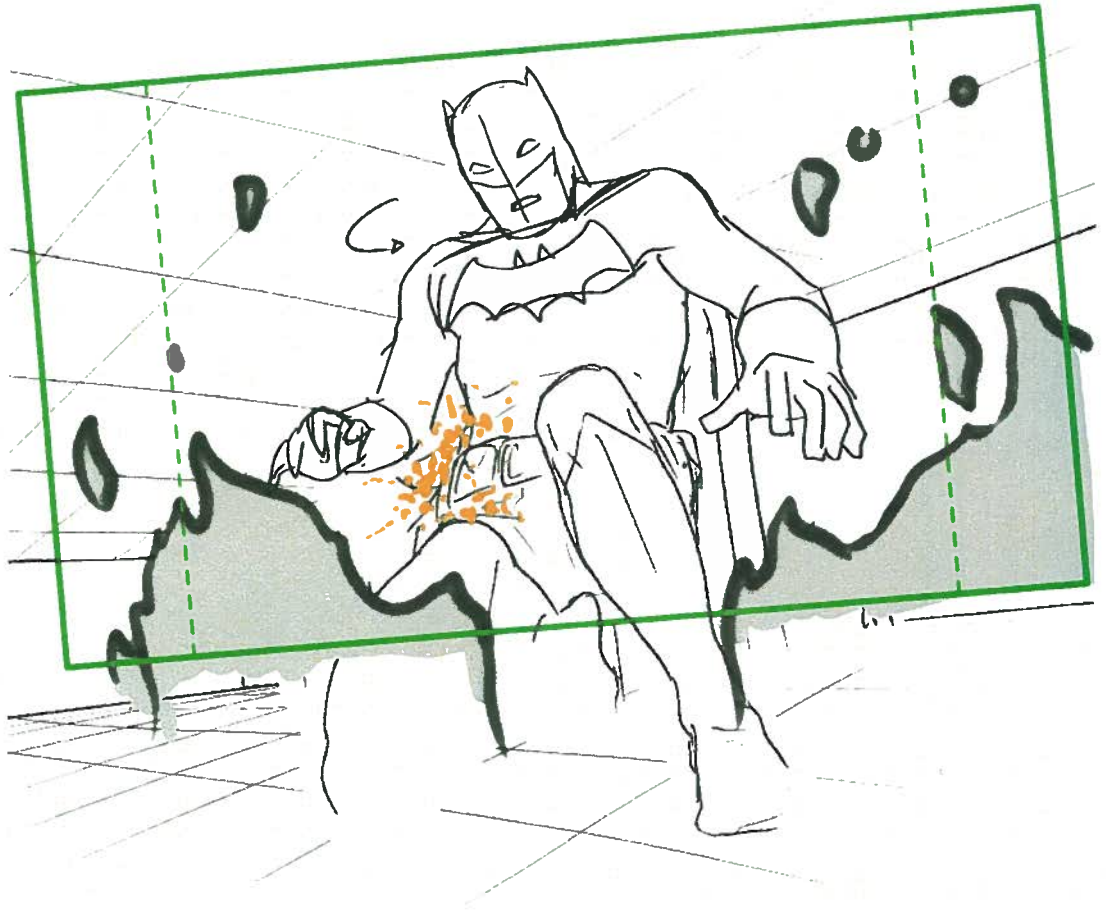
Panel

5/5

Action Notes

Batman looks DOWN at belt.

Slugging



Dialogue

Scene

B196

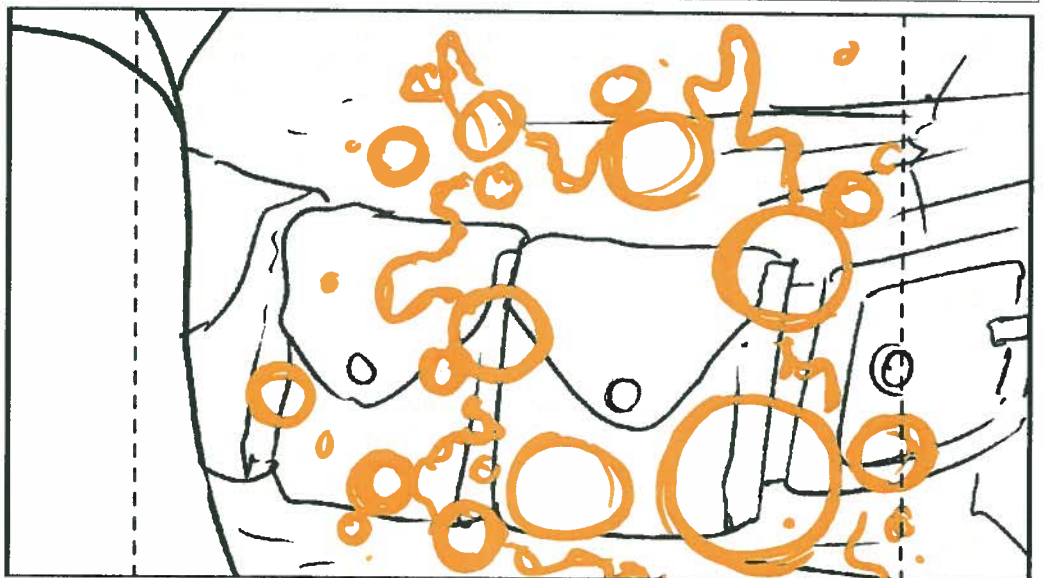
Panel

1/6

Action Notes

Cut to CU burning belt. The thermite in the belt is igniting.

Slugging



STD. SPARK FX  
(CHEMICAL REACTION THAT WILL  
RESULT IN FIRE)



Dialogue

Action Notes  
Batman reaches for buckle.

Slugging

Scene B196 Panel 2/6

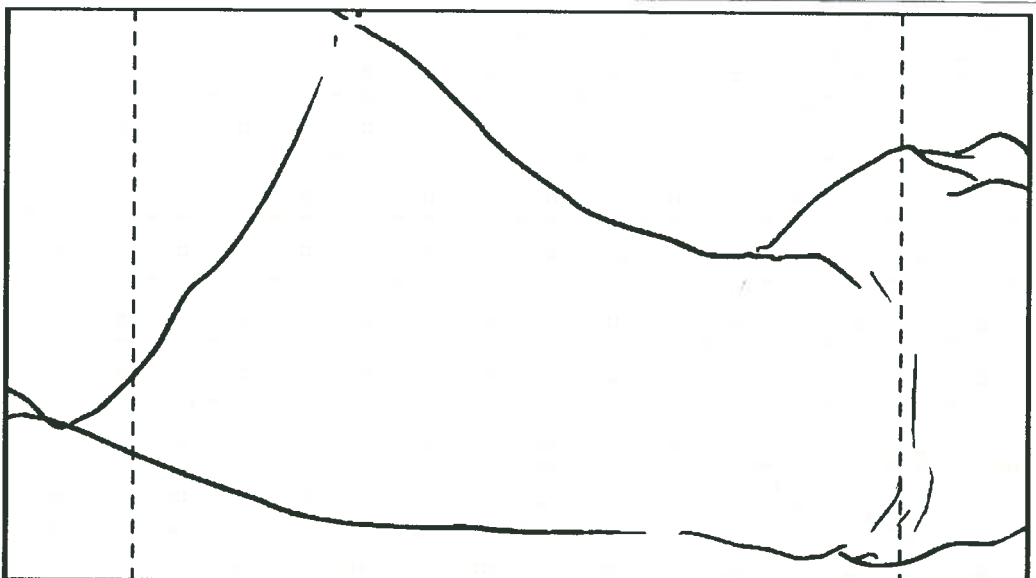


Dialogue

Action Notes  
Batman grabs buckle.

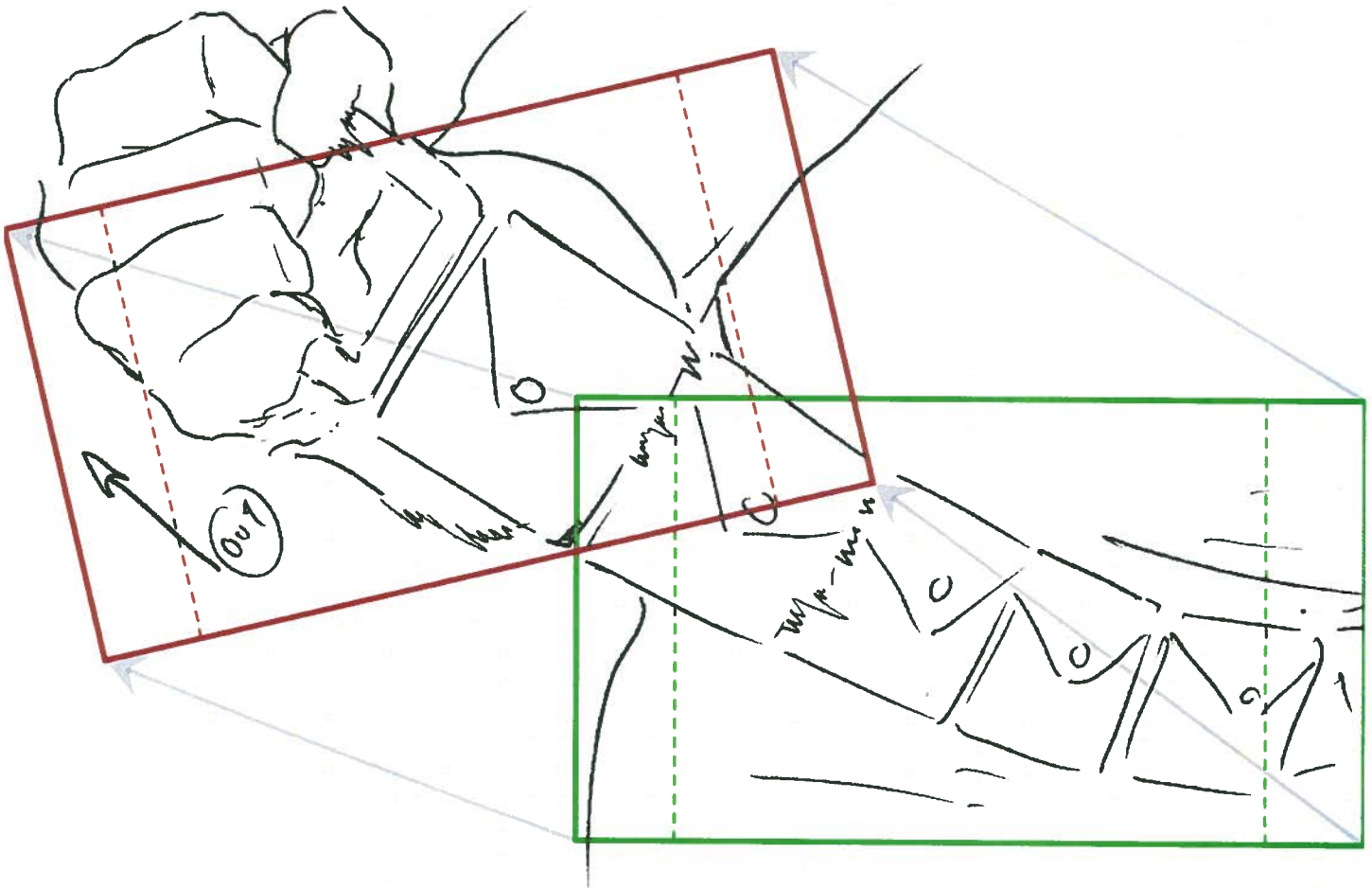
Slugging

Scene B196 Panel 3/6





Scene	Panel
B196	4/6



Dialogue

Action Notes  
 Pan with action as Batman pulls belt off.  
 Hand goes O.S.

Slugging



Dialogue

Scene

Panel

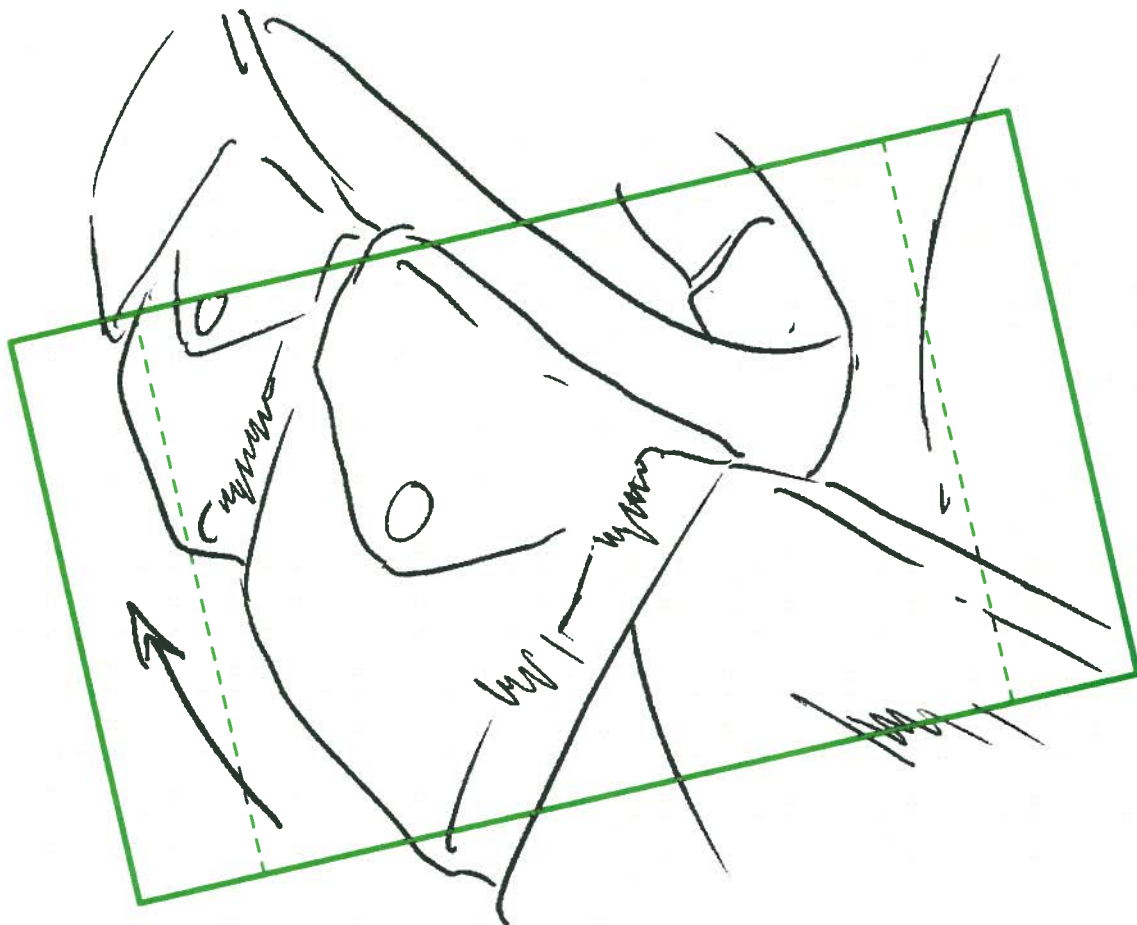
B196

5/6

Action Notes

Cont action.

Slugging





Dialogue

Scene

B196

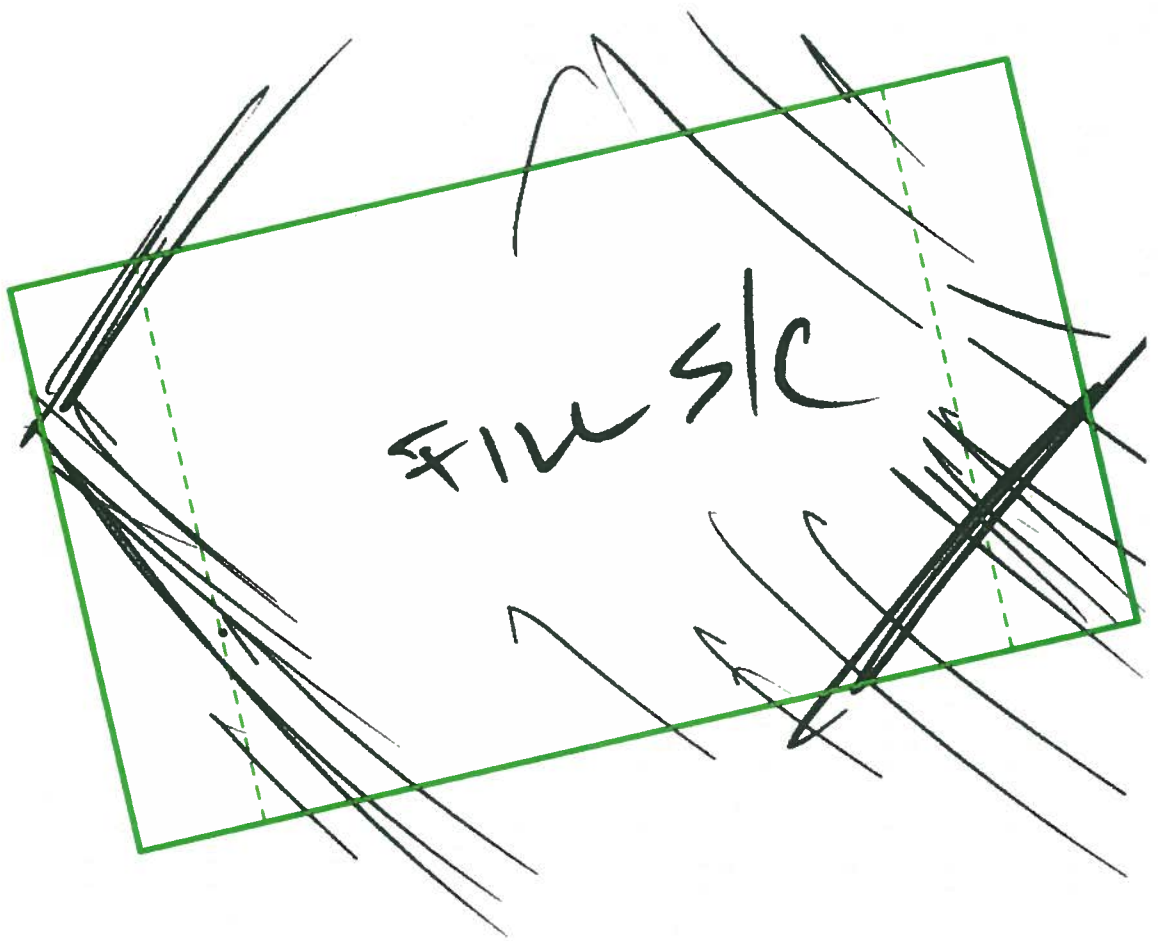
Panel

6/6

Action Notes

Belt fills SC/Wipe.

Slugging



Dialogue

Scene

B197

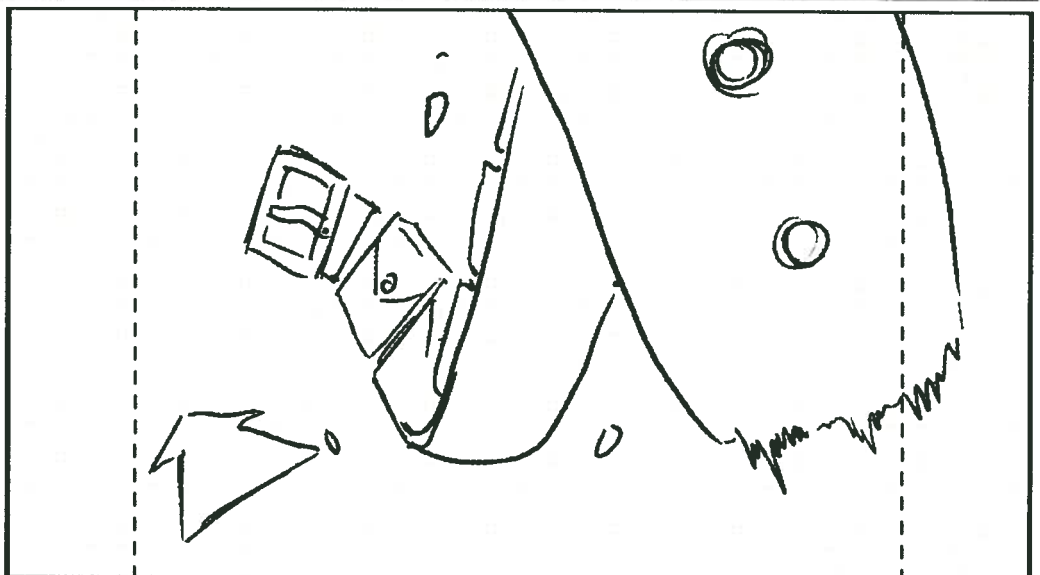
Panel

1/2

Action Notes

Belt being thrown away from SC.  
Anim bot lit fire, bot lit embers, and  
smoke throughout. Smokey haze fills  
scene throughout.

Slugging





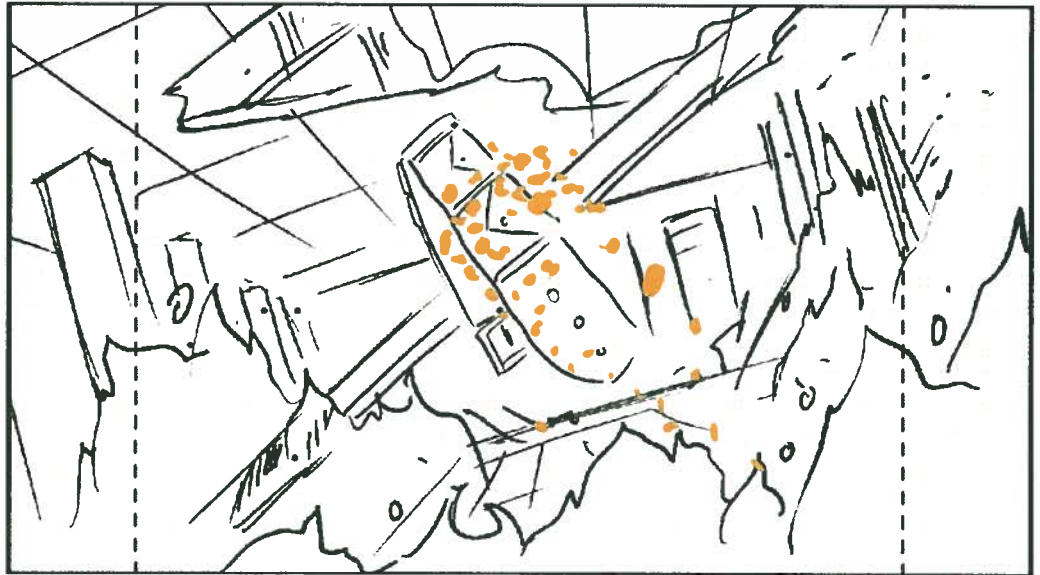
Dialogue

Action Notes  
Cont action.

Slugging

Scene  
B197

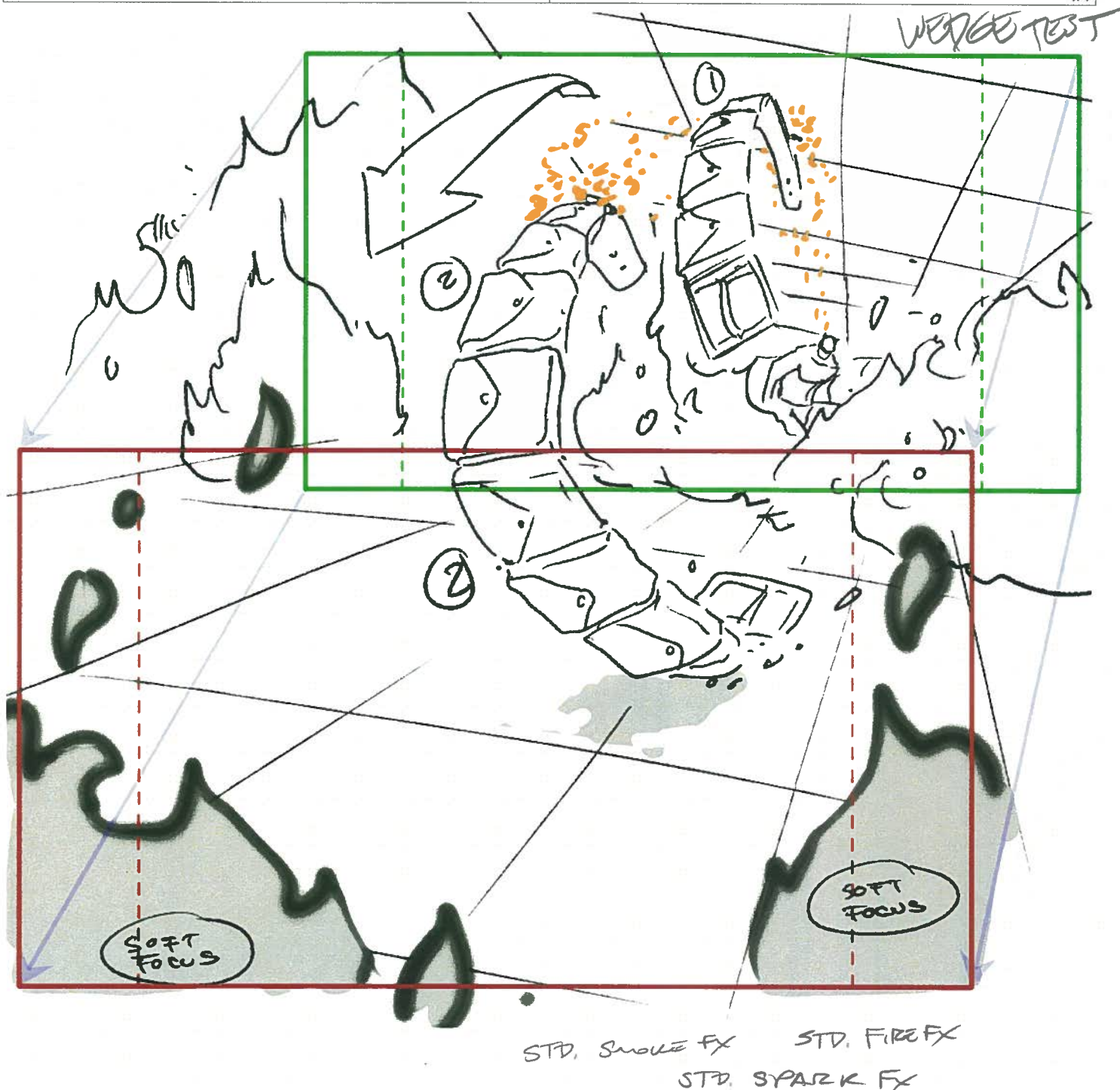
Panel  
2/2







Scene	Panel
B198	1/4



Dialogue

Action Notes  
 Cut to reverse.  
 Pan with action as belt falls towards CAM.  
 OL Soft Focus.  
 Anim bot lit fire, bot lit embers, and smoke throughout. Smokey haze fills scene throughout.

Slugging

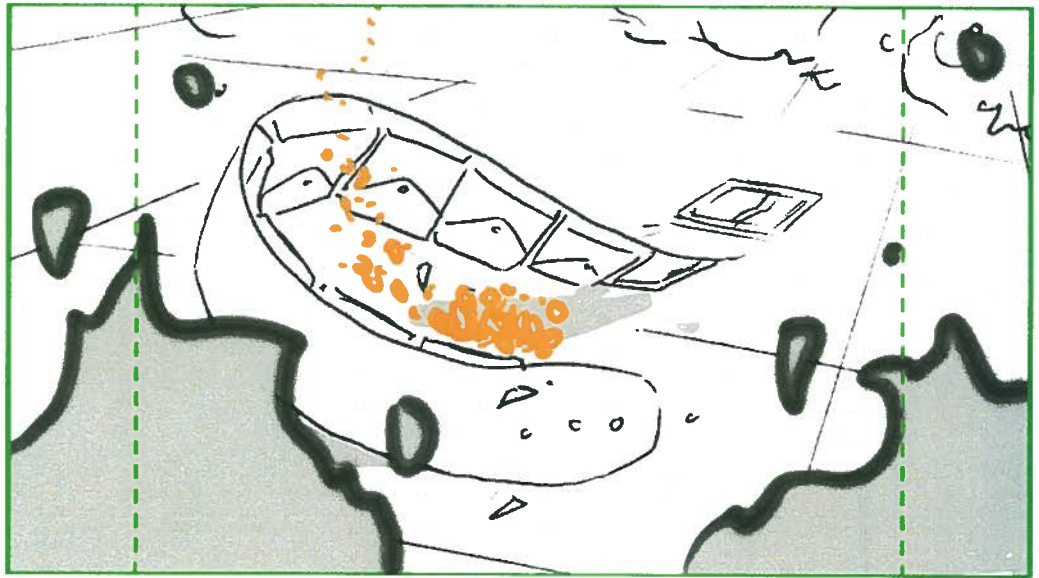


Dialogue

Action Notes  
Cont action.

Slugging

Scene B198 Panel 2/4

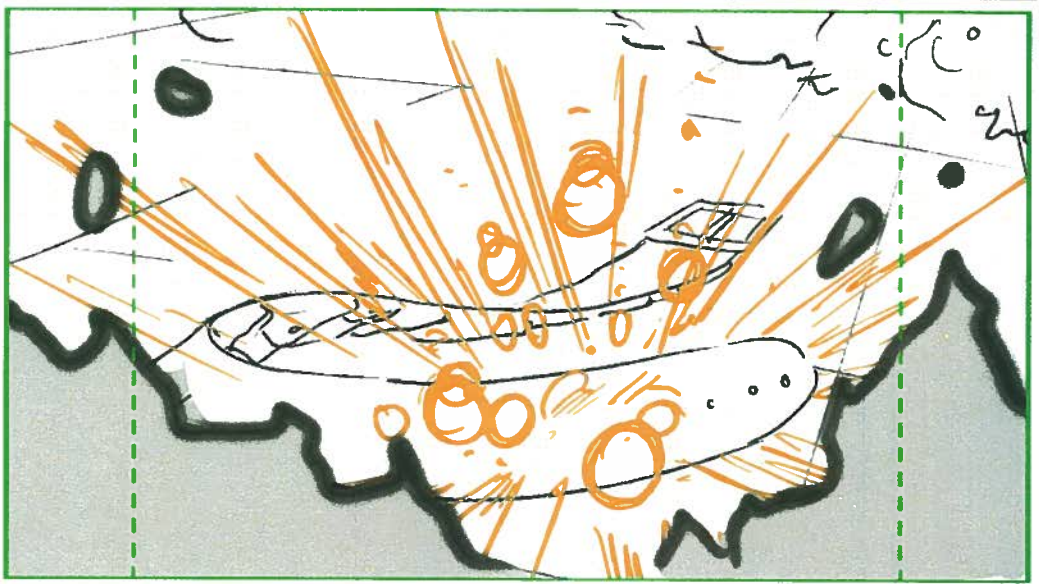


Dialogue

Action Notes  
Belt burns up brightly.

Slugging

Scene B198 Panel 3/4

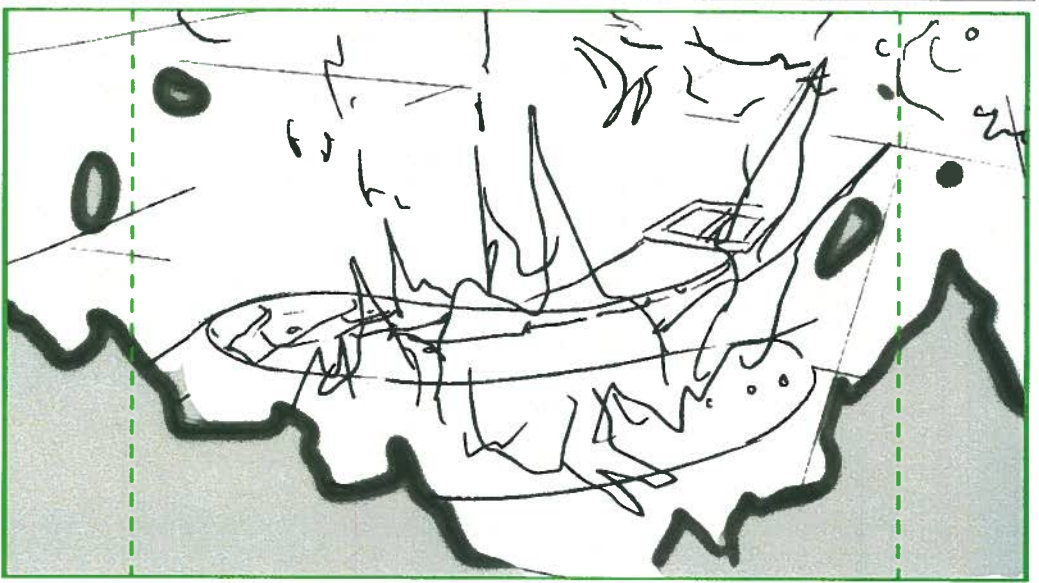


Dialogue

Action Notes  
Belt catches on fire from small explosion.

Slugging

Scene B198 Panel 4/4





Dialogue

Action Notes  
Cut to CU Batman.  
Soft Focus OL and BG.  
Anim bot lit fire, bot lit embers, and smoke throughout. Smokey haze fills scene throughout.

Slugging

Scene Panel  
B199 1/2



STD. FIRE FX STD. SMOKE FX  
STD. EMBER FX

Dialogue

Action Notes  
Batman turns head.

Slugging

Scene Panel  
B199 2/2



Dialogue

Action Notes  
Cut to OTS Burning Wino corpse on Batman. Wino Soft-Focus.  
Anim bot lit fire, bot lit embers, and smoke throughout. Smokey haze fills scene throughout.

Slugging

Scene Panel  
B200 1/4



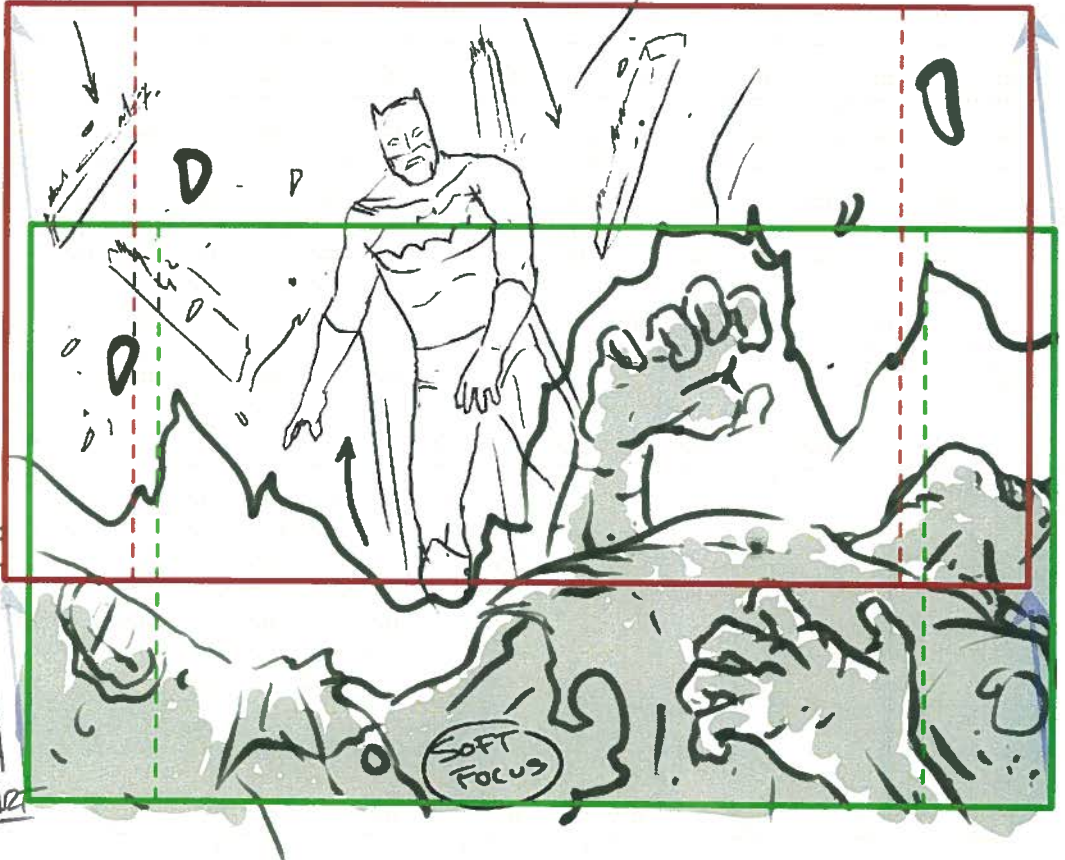
STD. FIRE FX STD. EMBER FX  
STD. SMOKE FX



Dialogue

Scene B200 Panel 2/4

Action Notes  
Pan with action as Batman stands UP trying to get to wino to help. Debris starts falling in BG.

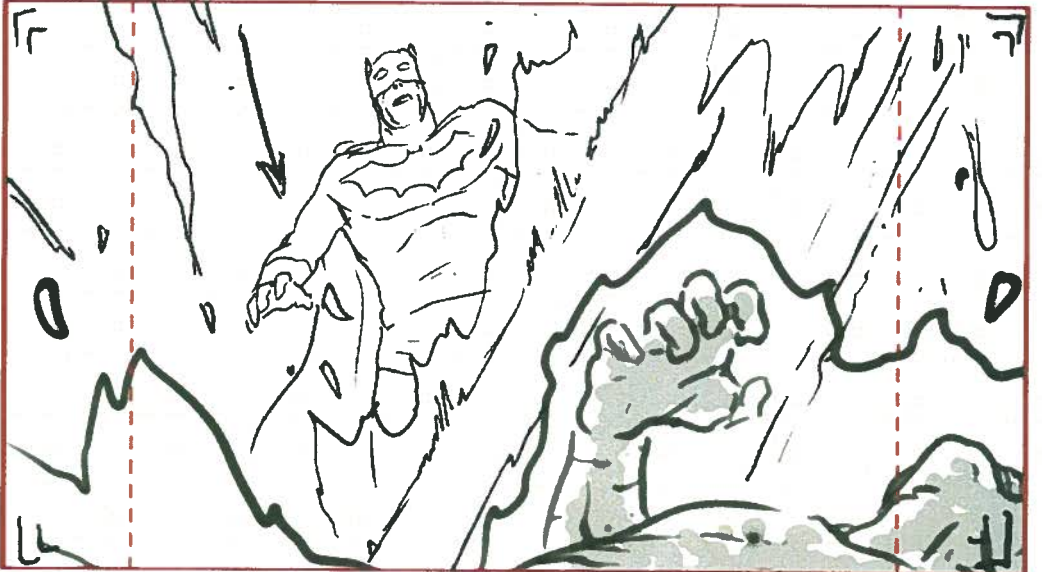


Slugging  
DIAG  
PAN w/  
ACTION  
STOP  
START

Dialogue

Scene B200 Panel 3/4

Action Notes  
CAM shake as large structural piece lands between Wino and Batman.



Slugging



Dialogue

Action Notes  
Cont action.  
Batman looks UP.

Slugging

Scene B200 Panel 4/4



Dialogue

Action Notes  
Cut to Wide/Downshot Batman.  
OL Soft-Focus.  
HU Batman.  
Anim bot lit fire, bot lit embers, and smoke throughout. Smokey haze fills scene throughout.

Slugging

Scene B201 Panel 1/2



SOFT FOCUS FG STD. FIRE FX / STD. SMOKE FX  
STD. EMBER FX

Dialogue

Action Notes  
CAM shake as structure breaks and falls towards Batman. Batman begins to run.

Slugging

Scene B201 Panel 2/2





Dialogue

Action Notes

Cut to Wide.  
HU Batman running & structures falling from ceiling.  
Anim bot lit fire, bot lit embers, and smoke throughout. Smokey haze fills scene throughout.

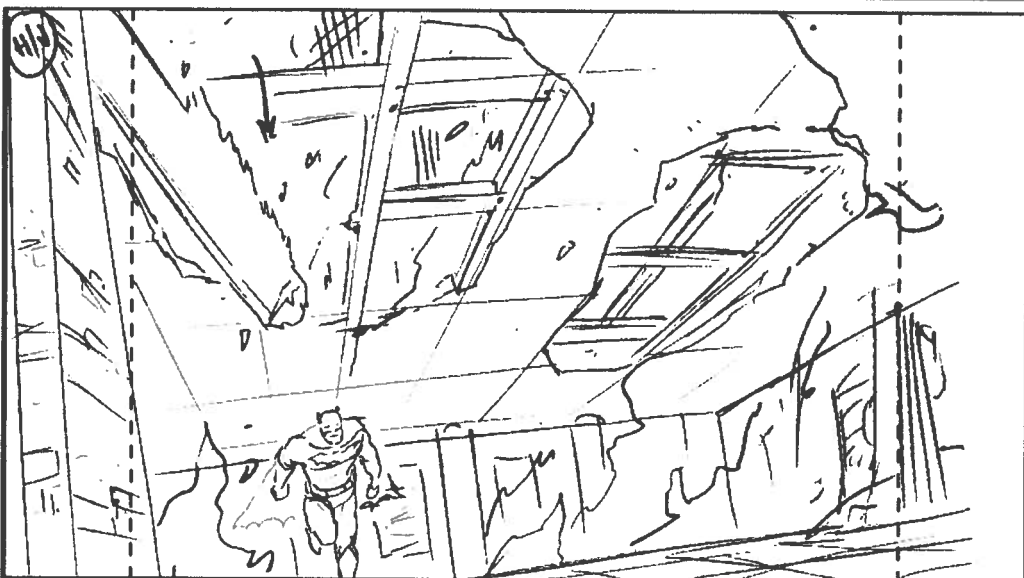
Slugging

Scene

B202

Panel

1/9



STD. FIRE FX    STD. SMOKE FX    STD. EMBER FX

Dialogue

Action Notes

Batman dodges falling beam.

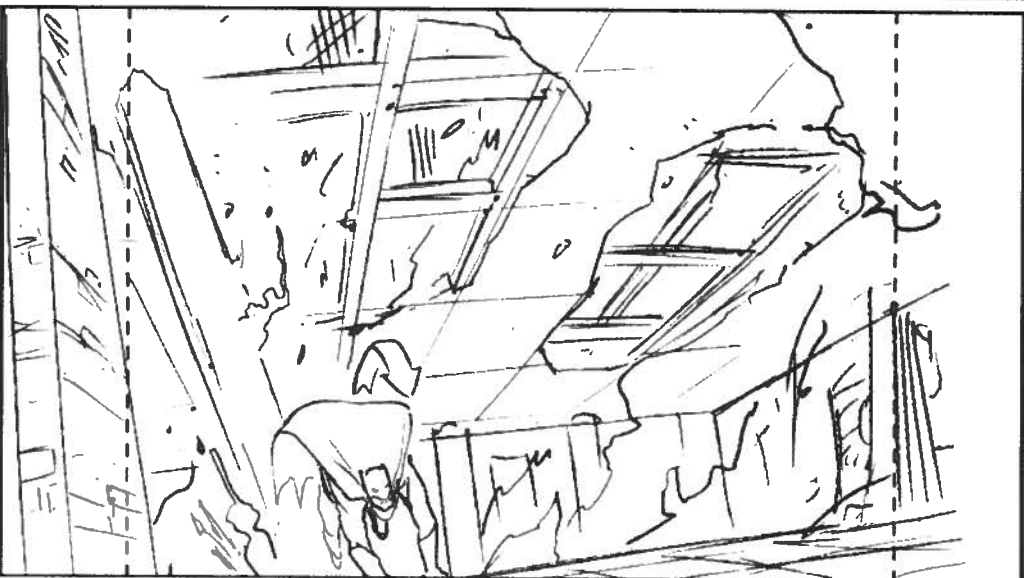
Slugging

Scene

B202

Panel

2/9



Dialogue

Action Notes

Cont action as Batman begins roll.

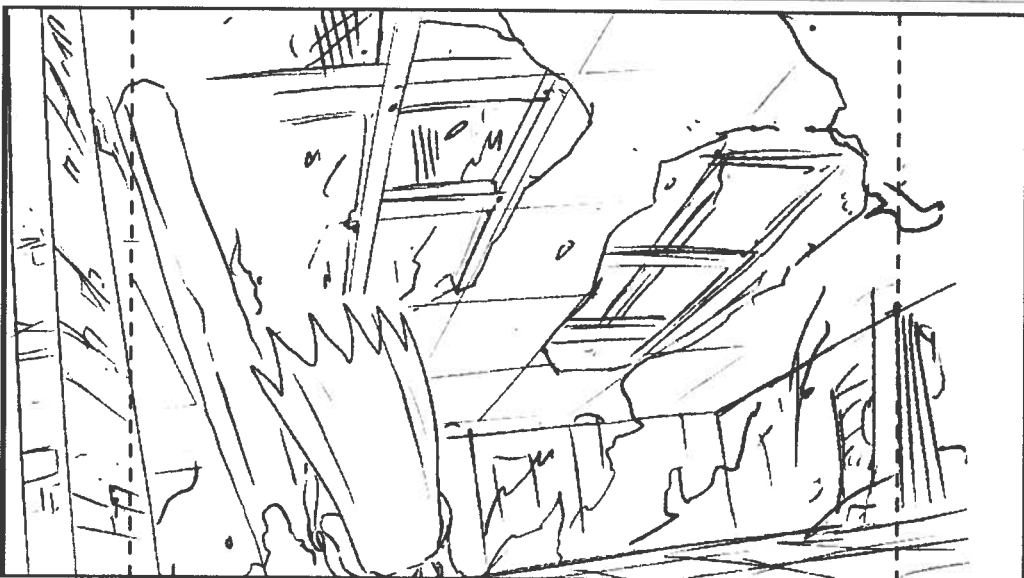
Slugging

Scene

B202

Panel

3/9



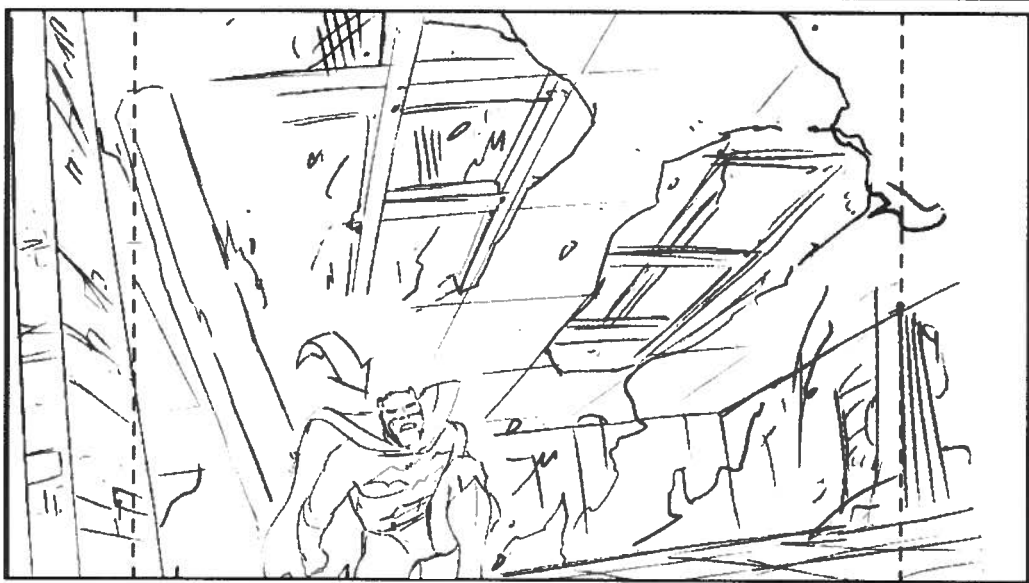


Dialogue

Action Notes  
Cont action.

Slugging

Scene B202 Panel 4/9

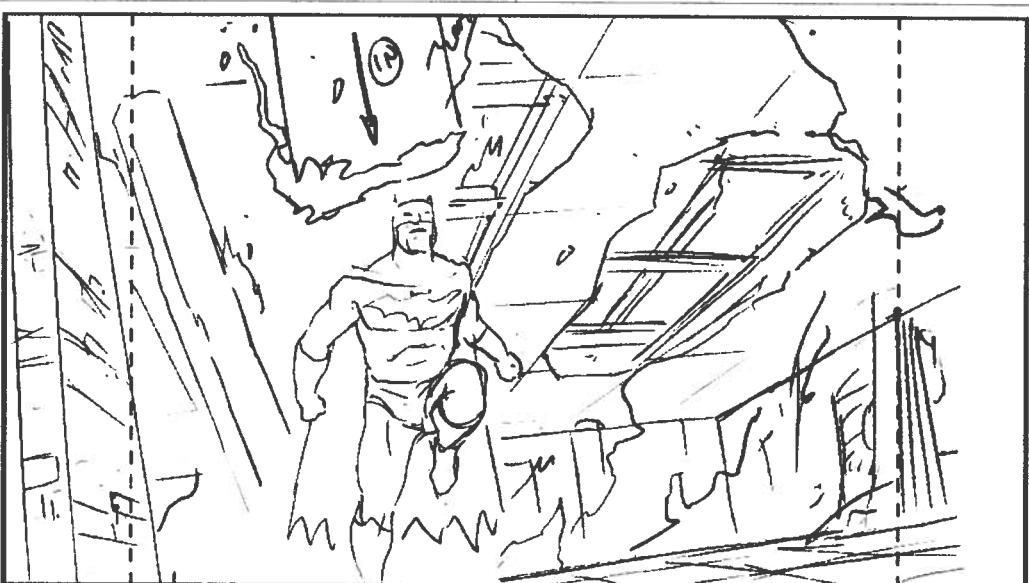


Dialogue

Action Notes  
Cont action.

Slugging

Scene B202 Panel 5/9



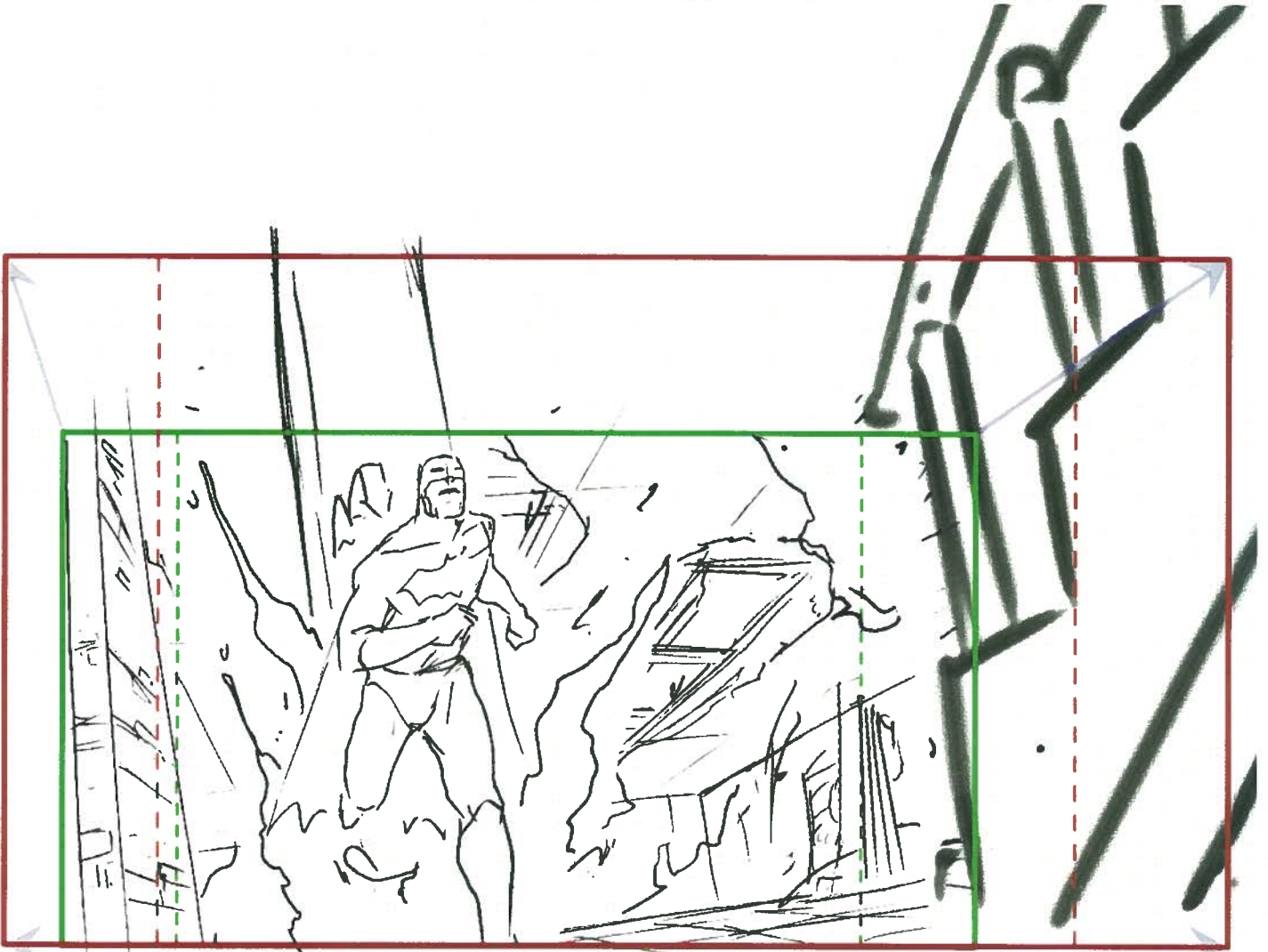


Scene

B202

Panel

6/9



TRUCK OUT w/ACTION

Dialogue

Action Notes

Cont action.  
T.O. as Batman runs towards CAM.  
CAM shake as beam hits ground.  
Slide OL (Soft Focus) IN.

Slugging





Dialogue

Scene

B202

Panel

7/9

Action Notes

Rear pillar starts falling over.  
Batman tries to stop.

Slugging



Dialogue

Scene

B202

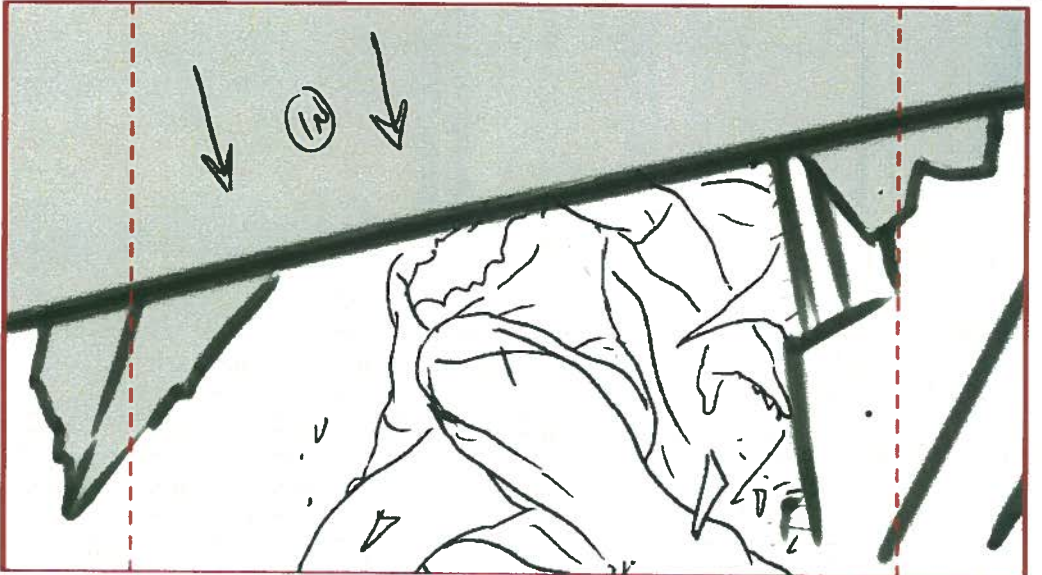
Panel

8/9

Action Notes

Cont Action.  
Large Pillar falls into SC (Soft-Focus).

Slugging



Dialogue

Scene

B202

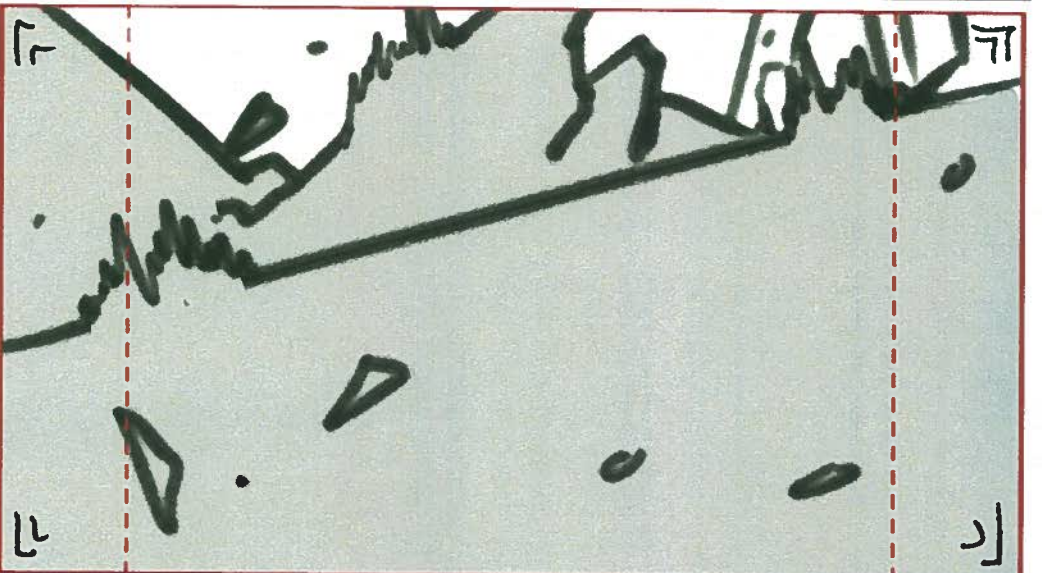
Panel

9/9

Action Notes

CAM shake as debris hit ground and fill SC.

Slugging





Dialogue

Action Notes

Cut to medium Batman.  
OL Soft-Focus.  
Anim bot lit fire, bot lit embers, and  
smoke throughout. Smokey haze fills  
scene throughout.

Slugging

Scene

B203

Panel

1/2



STD, FIRE / SMOKE / EMBER FX

Dialogue

Action Notes

Batman turns to basement door.

Slugging

Scene

B203

Panel

2/2





Dialogue

Scene

Panel

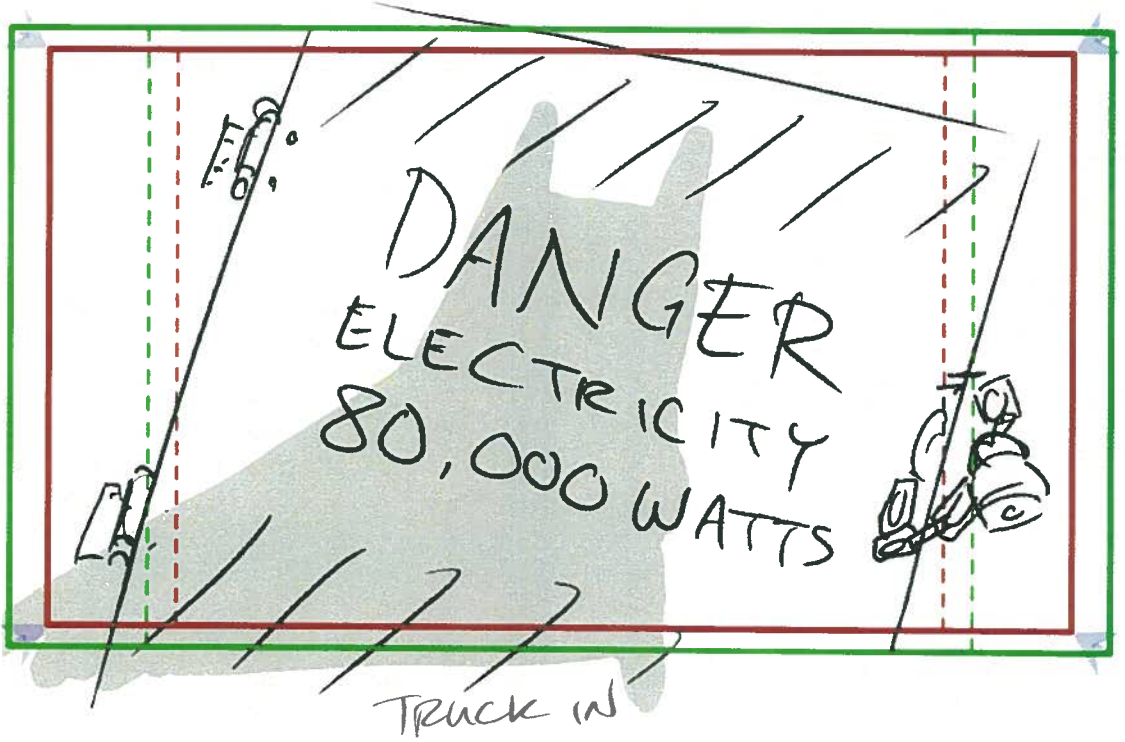
B204

1/1

Action Notes

Cut to CU door.  
Slow T.I.

Slugging



Dialogue

Scene

Panel

B205

1/2

Action Notes

Cut to CU batman.

FIRE & SMOKE BEHIND  
BATMAN IN ROOM

Slugging



STD. FIRE FX    STD. SMOKE FX



Dialogue

Action Notes  
Batman squints.

Slugging

Scene	Panel
B205	2/2

