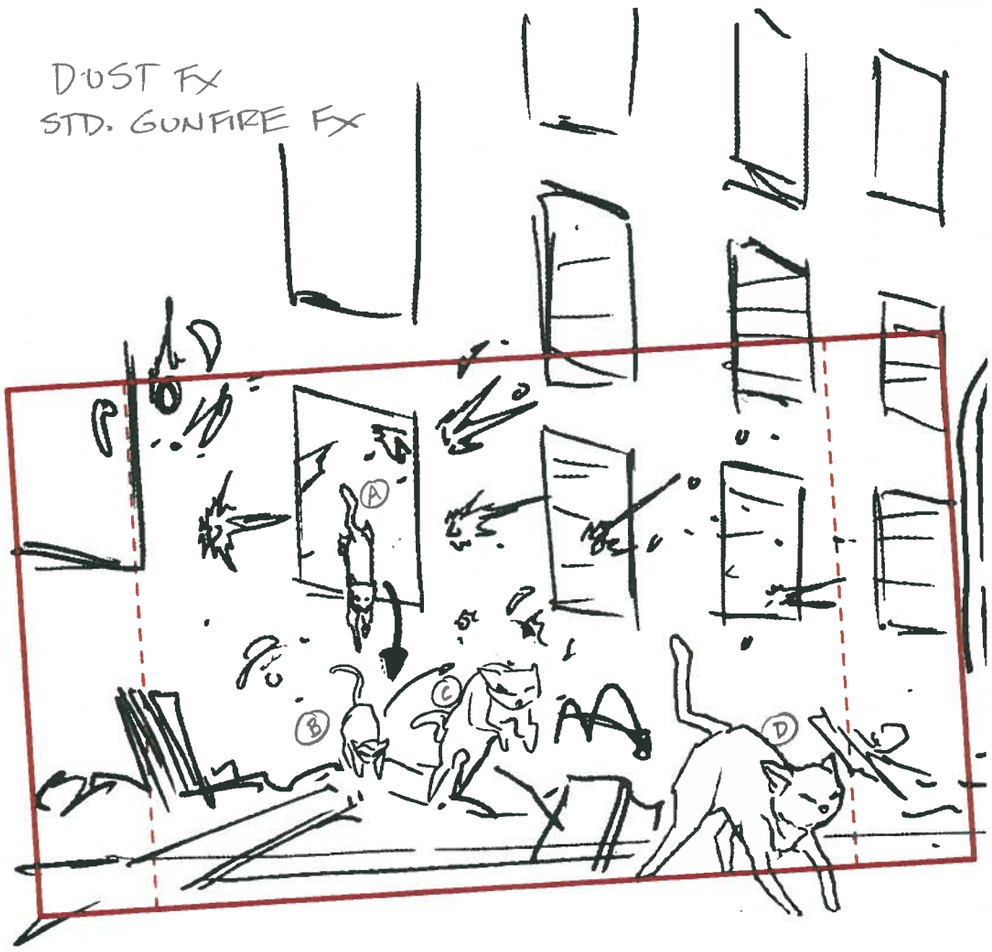
STD. GUNFIRE FX

BATMAN: YEAR ONE
195-382

PAGE: B431

Dialogue

Scene	Panel
B284	1/4



Action Notes

Cut to exterior of tenement building. Bullets firing out of windows/walls. Cat jumps out of window and runs towards camera.

Slugging

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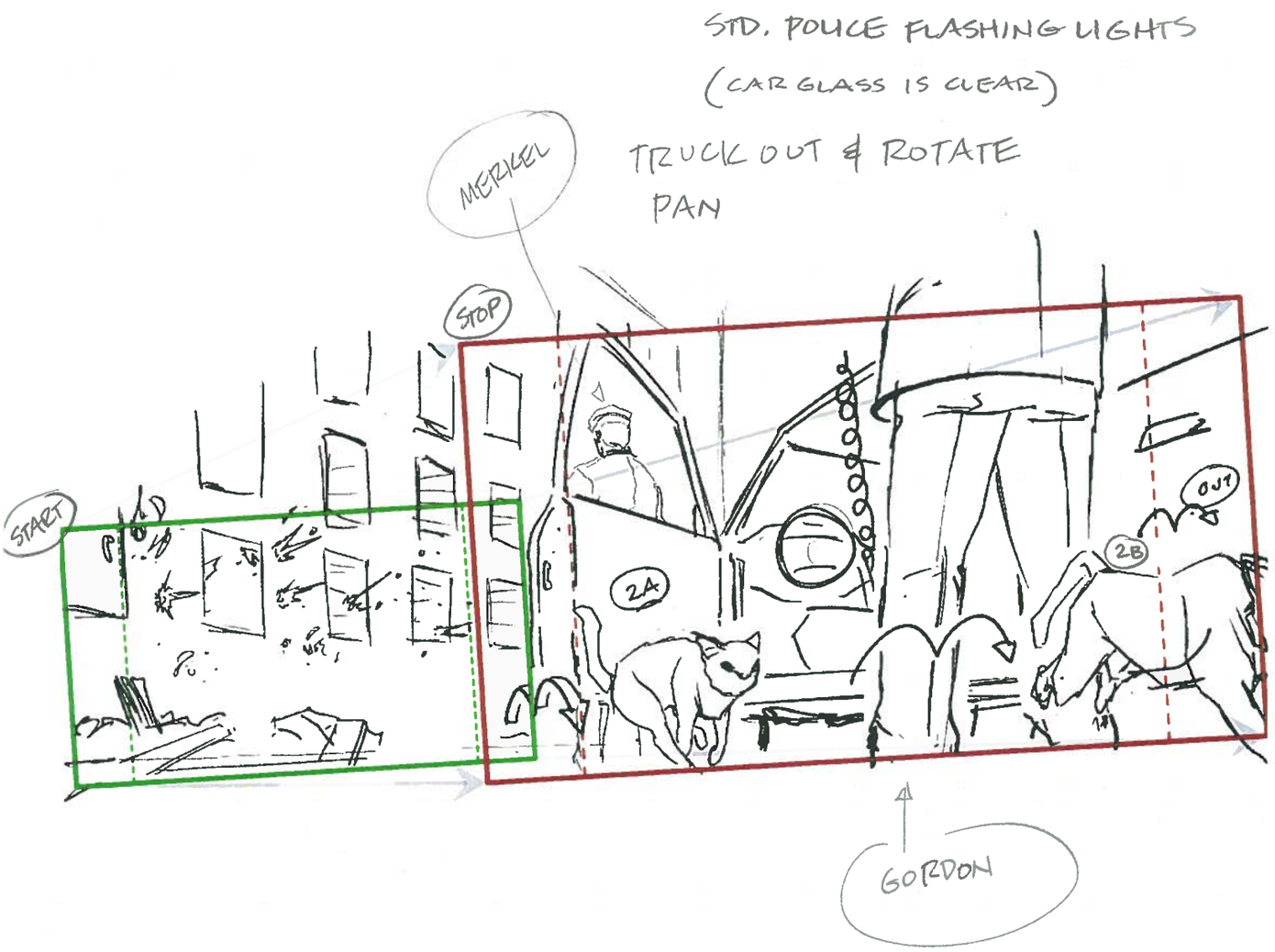
Scene	Panel
B284	2/4



Dialogue

Action Notes

Pan w/action reveal Gordon and Merkel (in front of Police Cruiser). Cat runs OS.

Slugging

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Dialogue

261. MERKEL:
Ugh-!

Scene	Panel
B284	3/4

Action Notes

Bullets shatter windshield and hit Merkel in shoulder. Gordon ducks.

Slugging

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Dialogue

262. GORDON:
Cease fire, you idiots!

Scene	Panel
B284	4/4

Action Notes

Merkel falls onto Police Cruiser.

Slugging

STD. POLICE CAR FLASHING LIGHTS

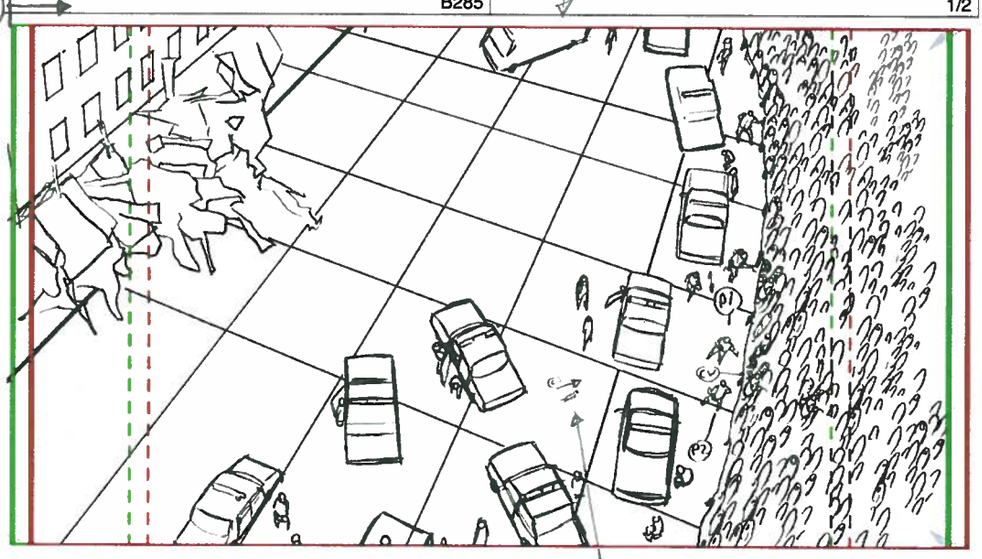
DRIFT PAN TO PNL (2)

AMBULANCE

Dialogue

START

Scene	Panel
B285	1/2



Action Notes

Cut to a wide down shot of the street.
Slow constant drift pan right.
The cat walks through the scene,
while the police hide behind their
Police Cruisers.
HU Merkel and Gordon.

Slugging

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SELINA'S
CAT #1

PAN TO STOP

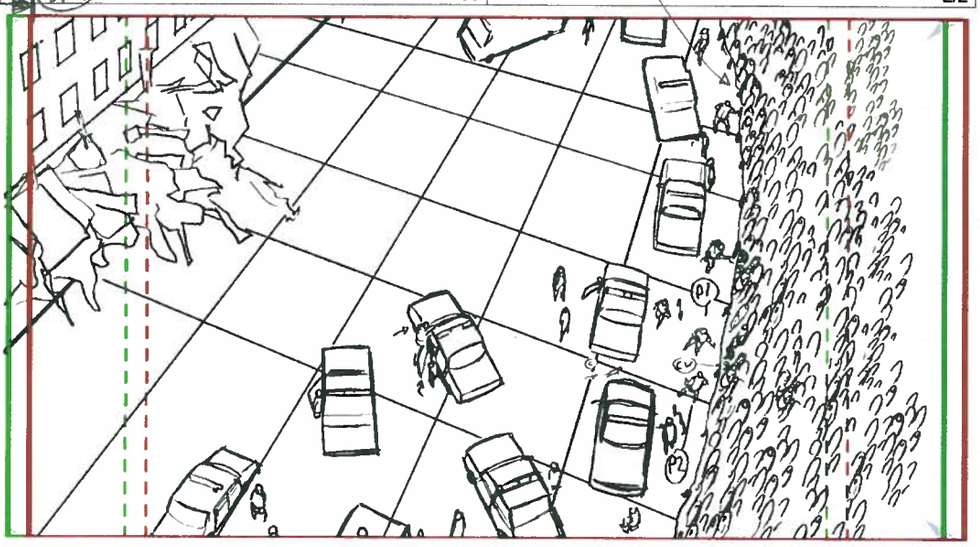
BATMAN: YEAR ONE
195-382

POLICE LINE BARRIER

PAGE: B435

Dialogue	Scene	Panel
	B285	2/2

STOP



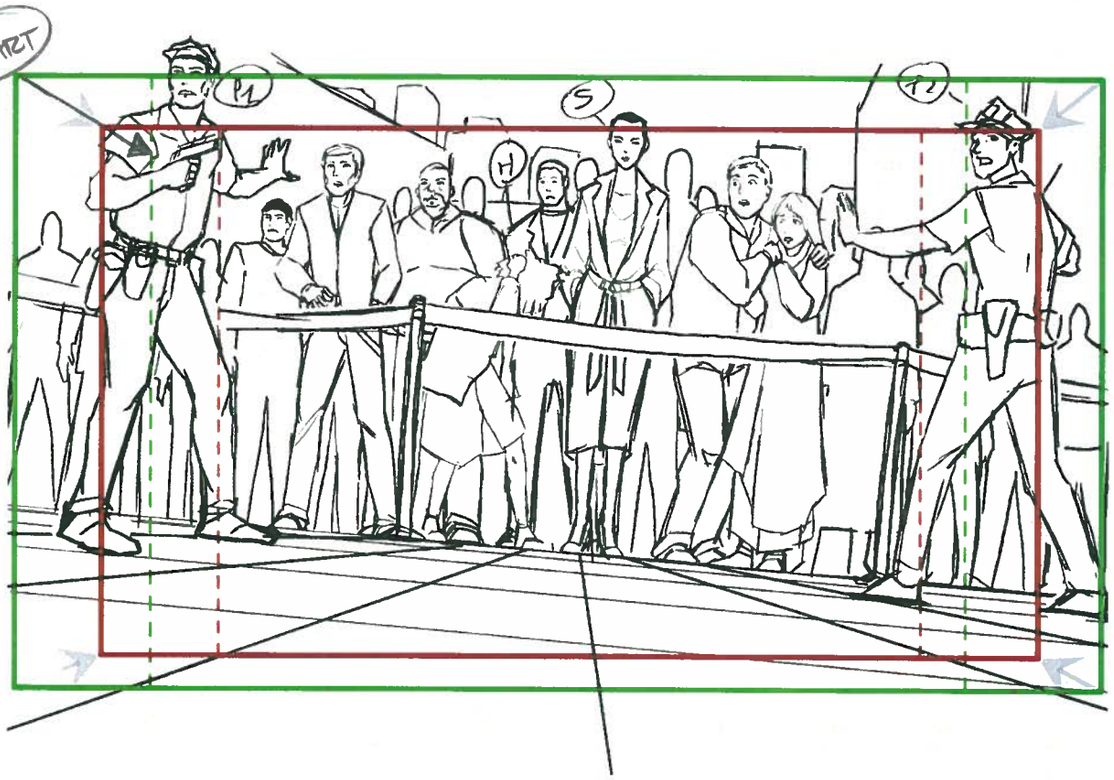
Action Notes
Cont.
Gordon and other policemen recover.

Slugging

Dialogue	Scene	Panel
	B286	1/4

TRUCK IN TO PNL (3)

START



Action Notes
Cut to a low angle shot of policemen holding back a crowd. Selina stands behind the line. Holly has both her hands covering her head.

Slugging

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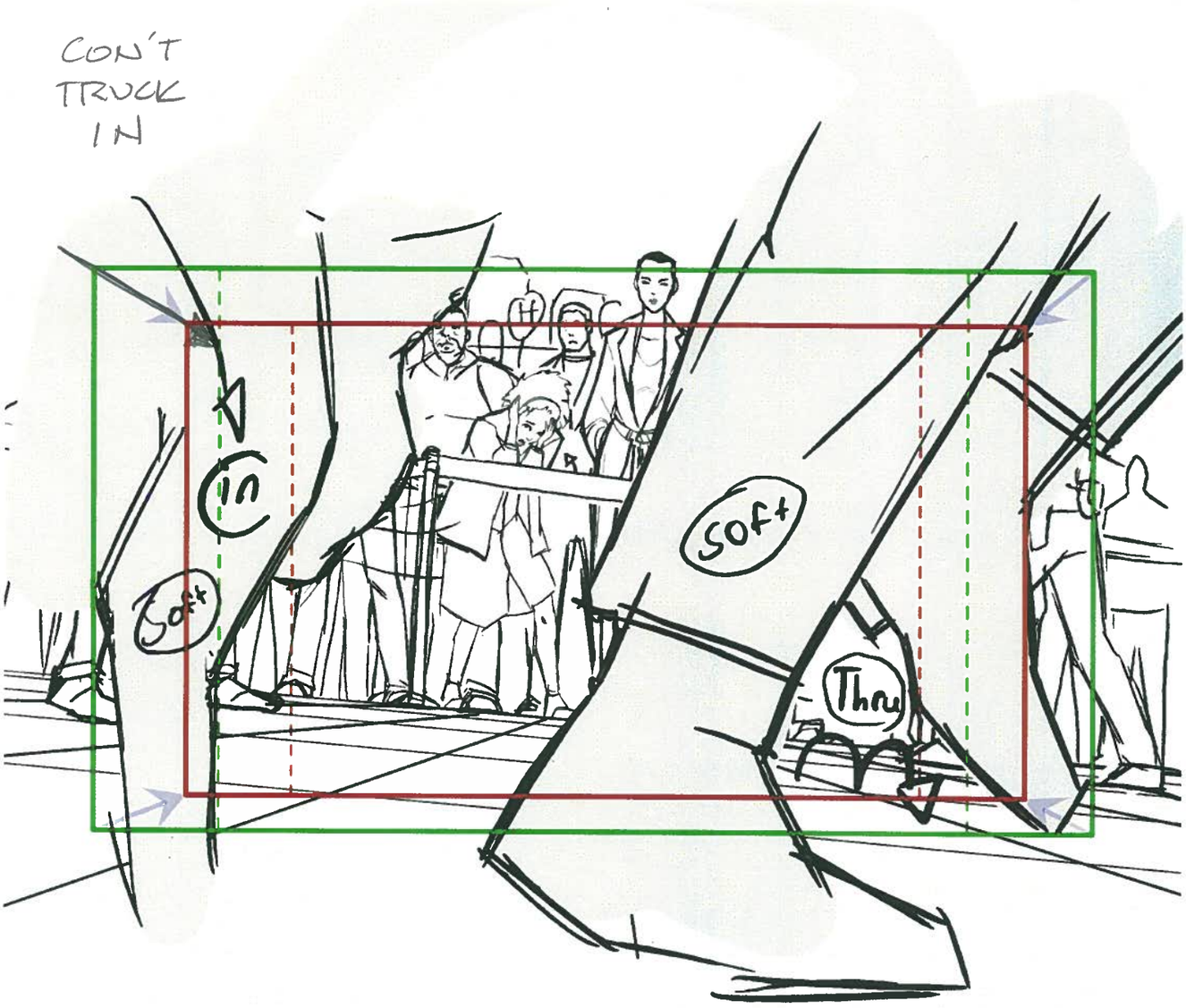
Scene	Panel
B286	2/4



FG IN SOFT FOCUS
CAT & POLICE

Dialogue

Action Notes

Cont T.I.
The cat comes into frame.
Police run in front of the camera.
Holly looks ups.
Cat and police in soft focus.

Slugging

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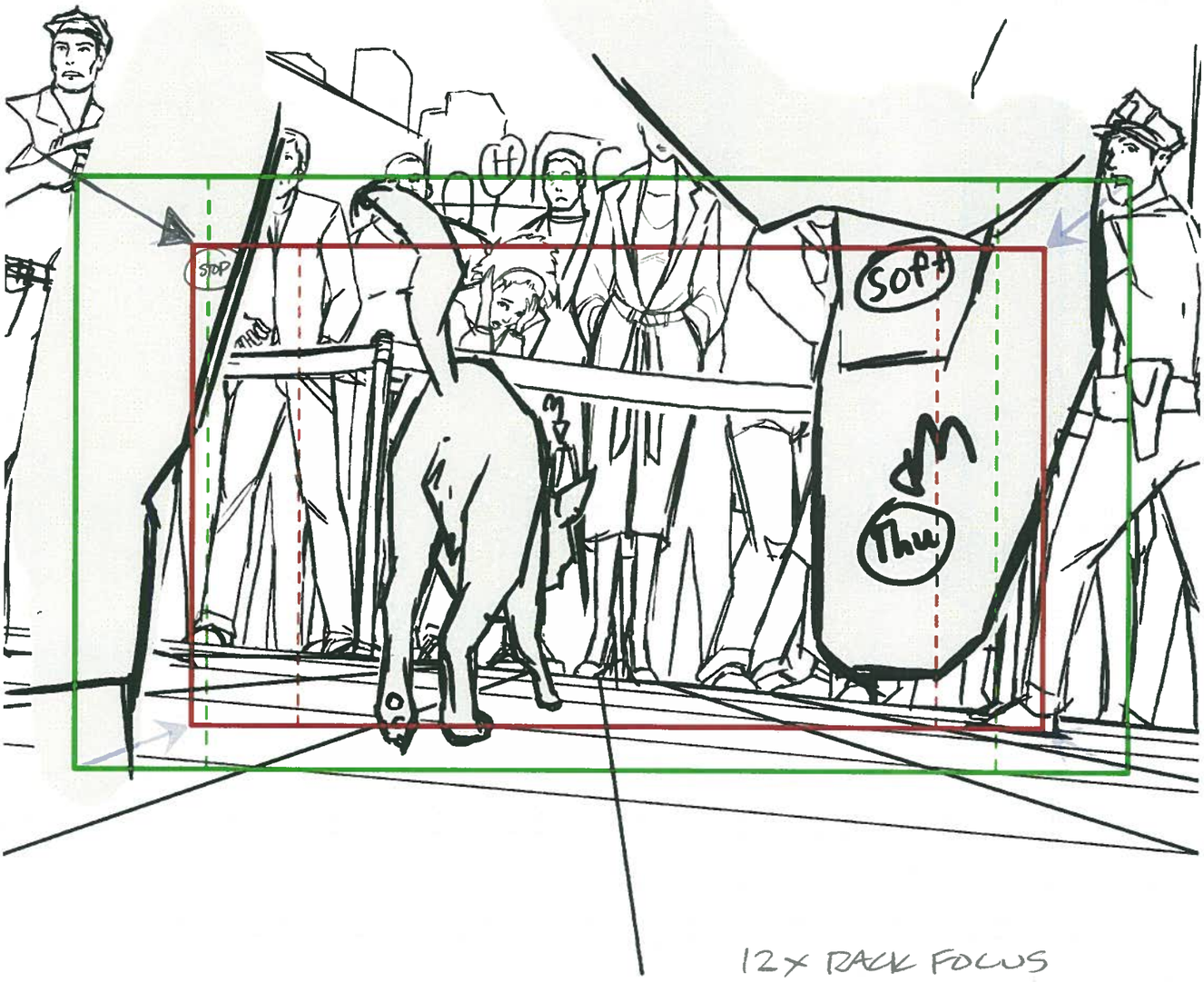
Scene	Panel
B286	3/4

TRUCK IN TO STOP



12x RACK FOCUS
ON CAT ONLY

Dialogue

Action Notes

Cont. T.I.
The cat walks toward Selina.
Police in soft focus. Rack cat out of soft focus as it walks away from cam.

Slugging

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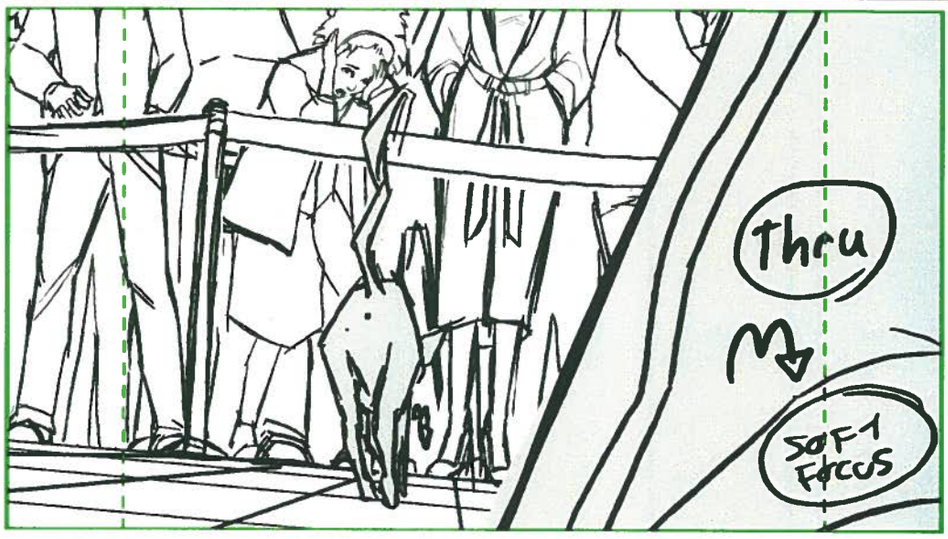
Dialogue

Action Notes
Cont.

Slugging

Scene B286

Panel 4/4



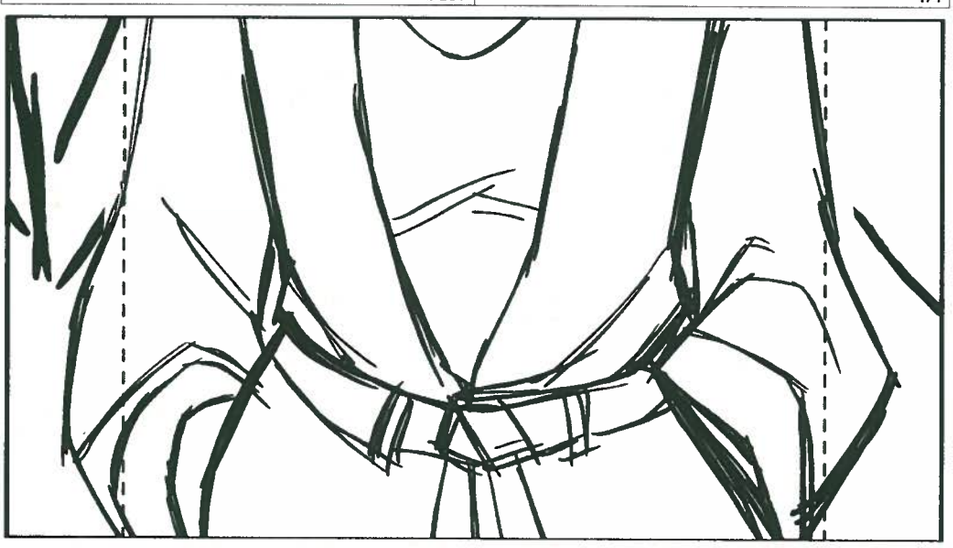
Dialogue

Action Notes
Cut in close to Selina's waist.

Slugging

Scene B287

Panel 1/4



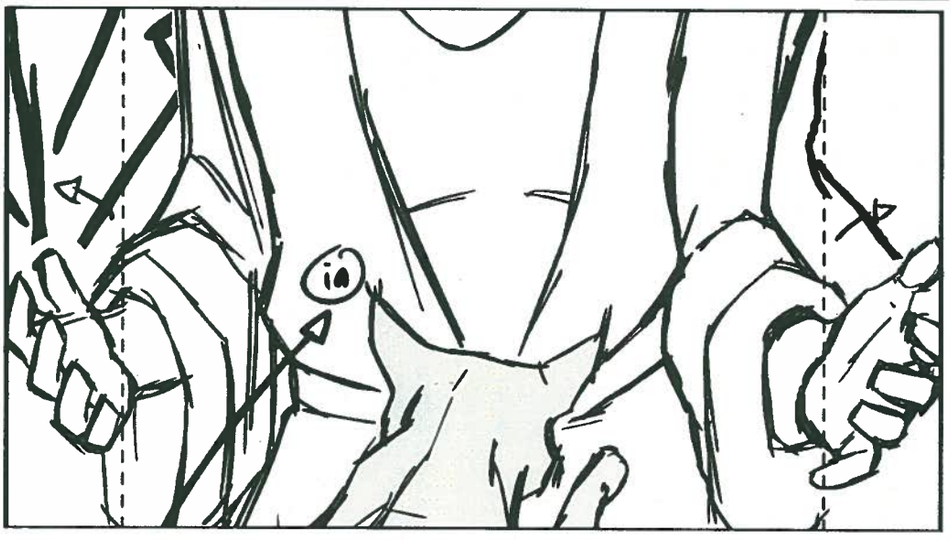
Dialogue

Action Notes
Selina opens her arms as the cat jumps into frame.

Slugging

Scene B287

Panel 2/4



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Dialogue

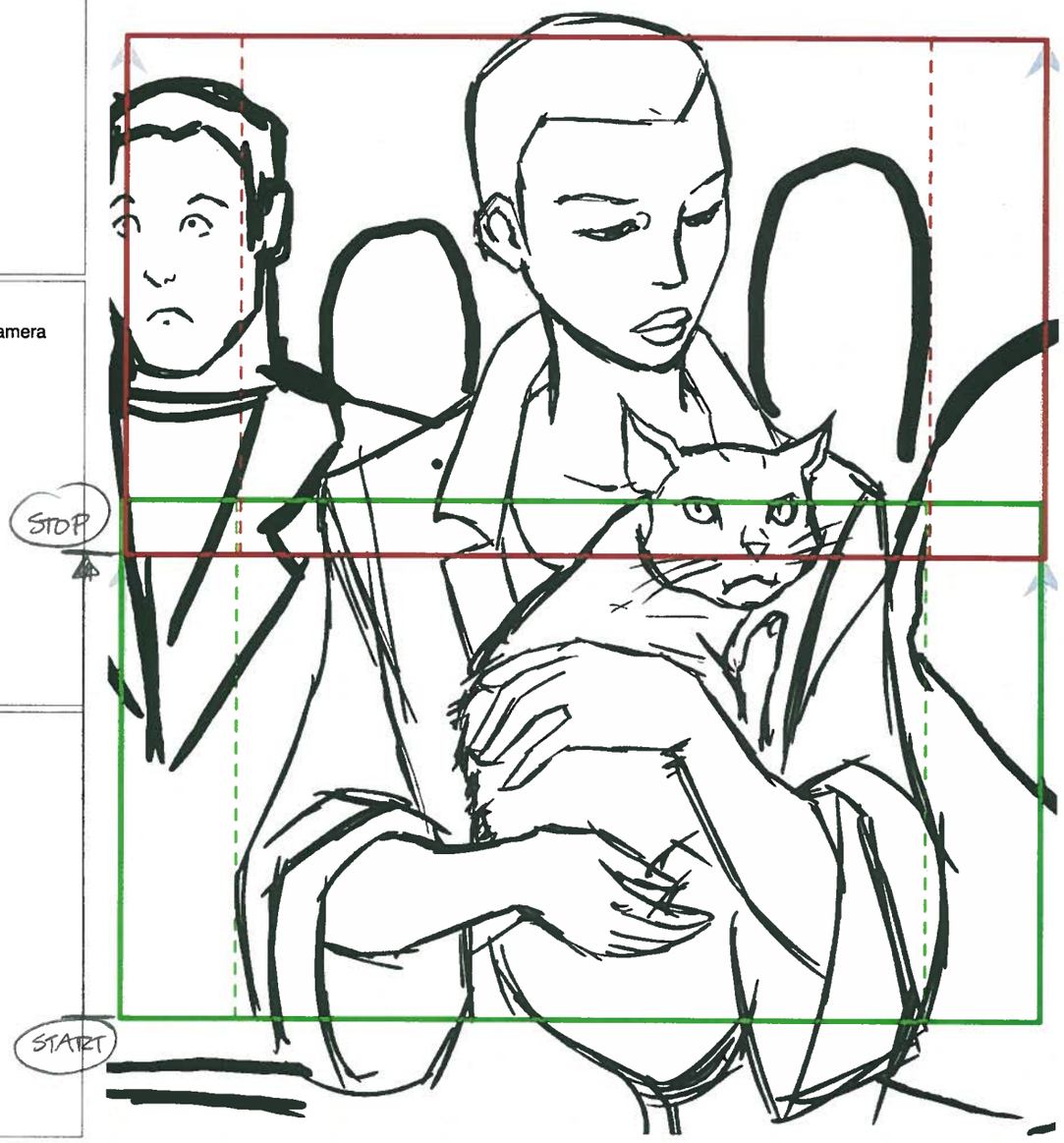
Scene	Panel
B287	3/4

Action Notes

Selina catches the cat, the camera pans up.

VERT. PAN

Slugging



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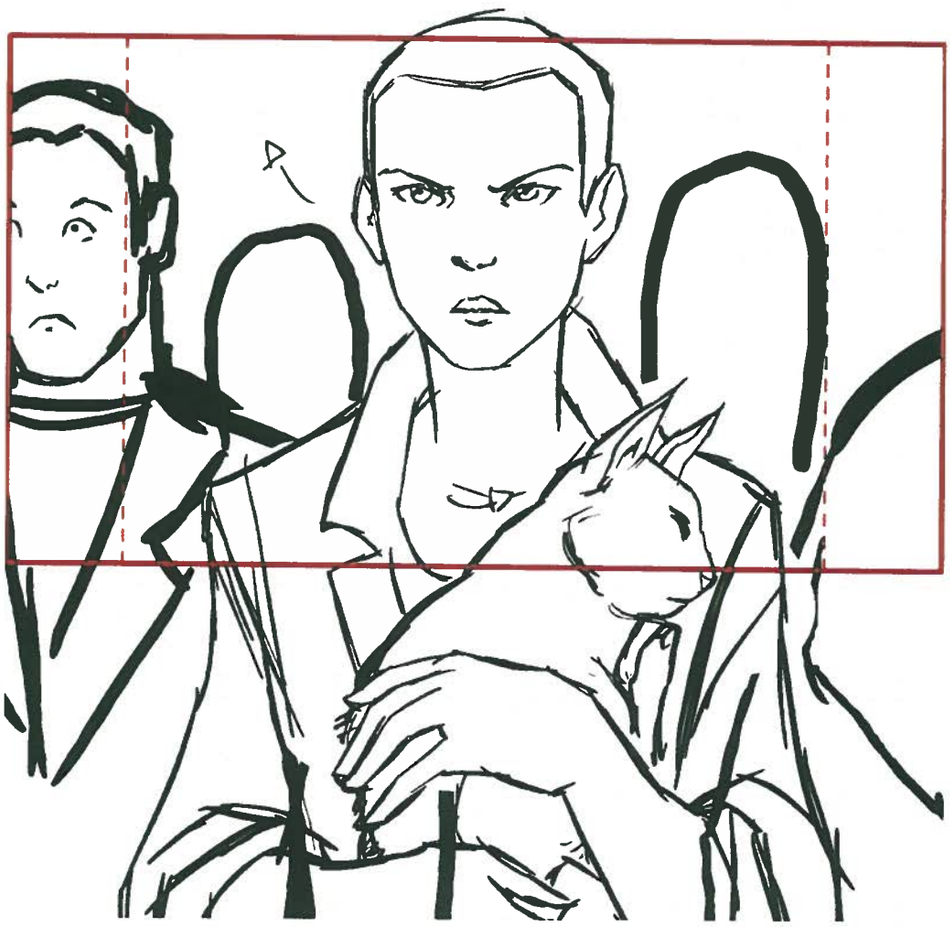
Dialogue	Scene	Panel
	B287	4/4

Action Notes

Selina looks up and the cat looks away.

Slugging



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MUZZLE FLASH FX
STD. GUNFIRE FX

BATMAN: YEAR ONE
195-382

* BLOOD FX ON SEPARATE LEVEL

PAGE: B441

Dialogue

DX SHADOW
DUST FX

DIAG. PAN

Action Notes

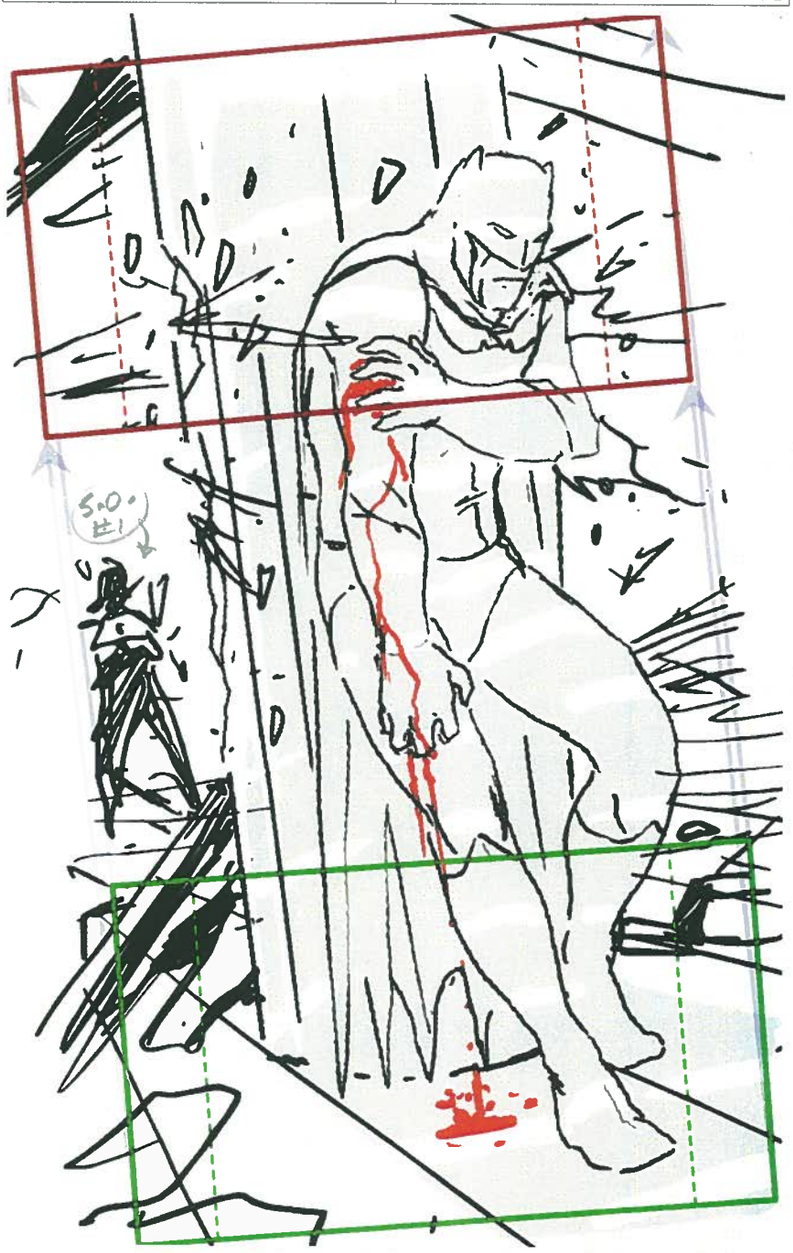
Cut to close-up of Batman's feet. Blood dripping.
Pan up.
Pillar being chipped away by gunfire.

* BLOOD ON BM BODY IS HELD

* BLOOD ANIMATES FROM HAND TO FLOOR

Slugging

Scene	Panel
B288	1/2



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Dialogue

Scene	Panel
B288	2/2

Action Notes

Cont. action.
Batman leans back.

Slugging

FG PILLAR, DUST + DEBRIS IN SOFT FOCUS

DUST FX

STD. GUNFIRE FX

Dialogue

Scene	Panel
B289	1/1

Action Notes

Cut to close-up Batman.
Continue anim bullets chipping away at pillar (soft-focus). Dust and debris chip off of pillar.
HU Batman.

Slugging

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Dialogue

Scene	Panel
B290	1/3

HI CON SHADOW FX
MUZZLE FLASH FX
STD. GUNFIRE FX

Action Notes

Cut to wide SWAT officers firing rifles towards camera. Anim shells, hi-con shadows on shooters, and bot lit muzzle flashes.

Slugging

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BATMAN: YEAR ONE
195-382

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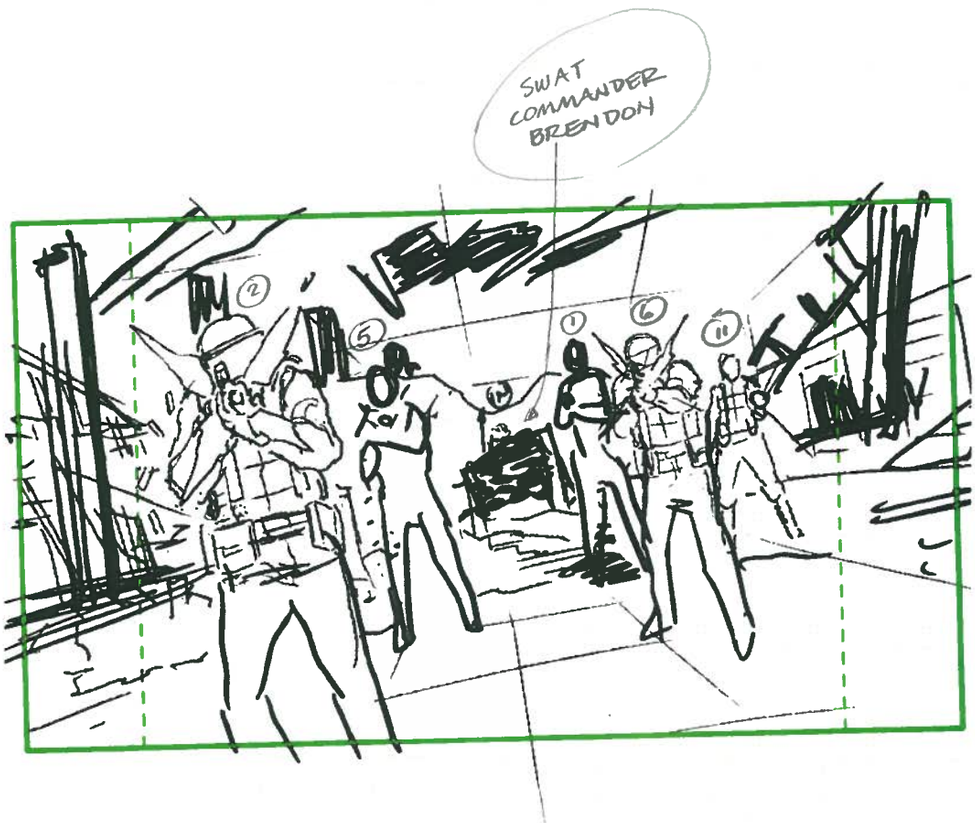
Dialogue

Scene	Panel
B290	2/3



Action Notes

Cont. action.
Brendon's arm comes up through chimney.

*BRENDON'S VISOR IS UP

Slugging

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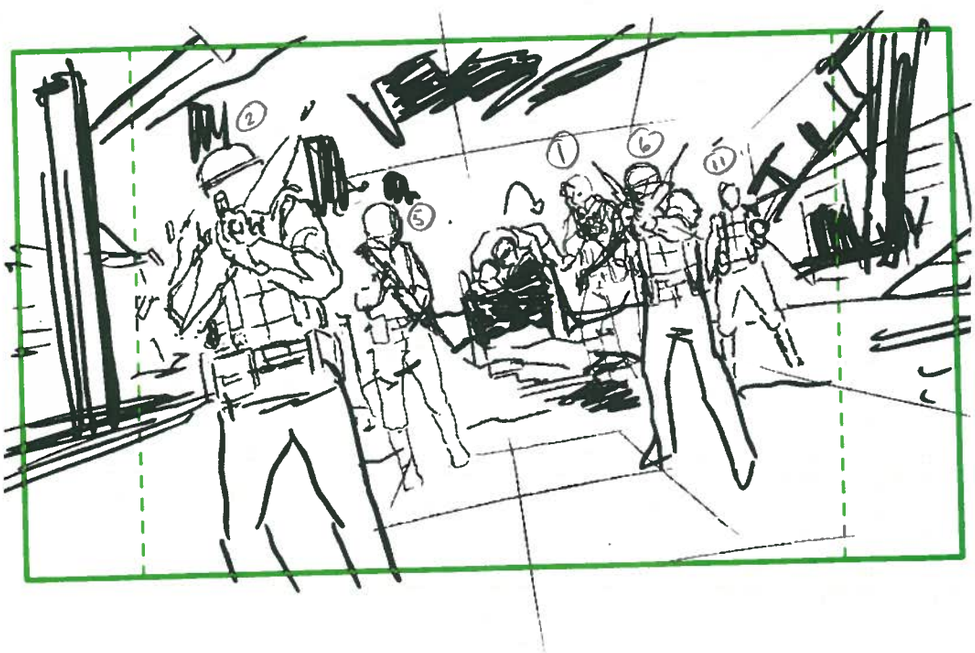
Dialogue

Scene	Panel
B290	3/3



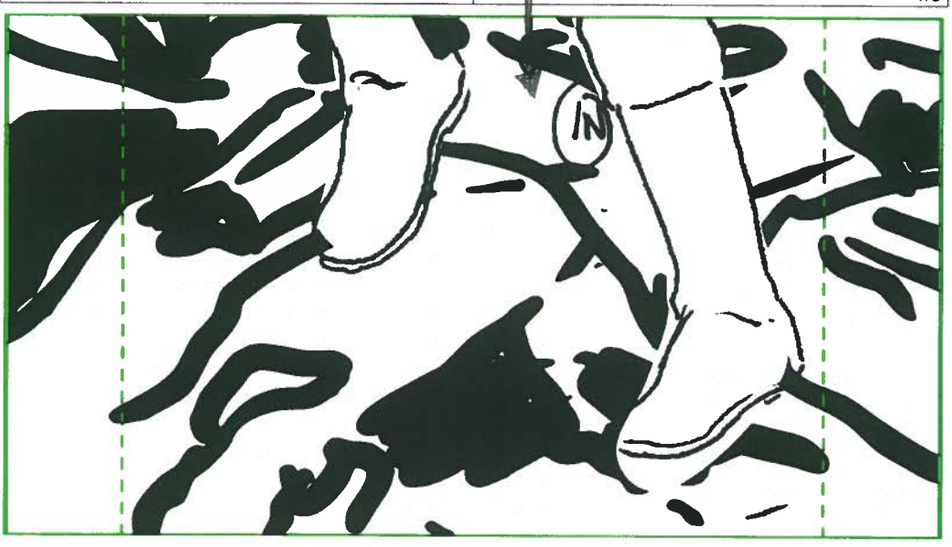
Action Notes

A couple SWAT officers stop firing and turn towards Brendon as he climbs out of chimney.

Slugging

Dialogue

Scene	Panel
B291	1/6



Action Notes

Cut to close-up up Brendon's feet. H/U.

Slugging

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BATMAN: YEAR ONE
195-382

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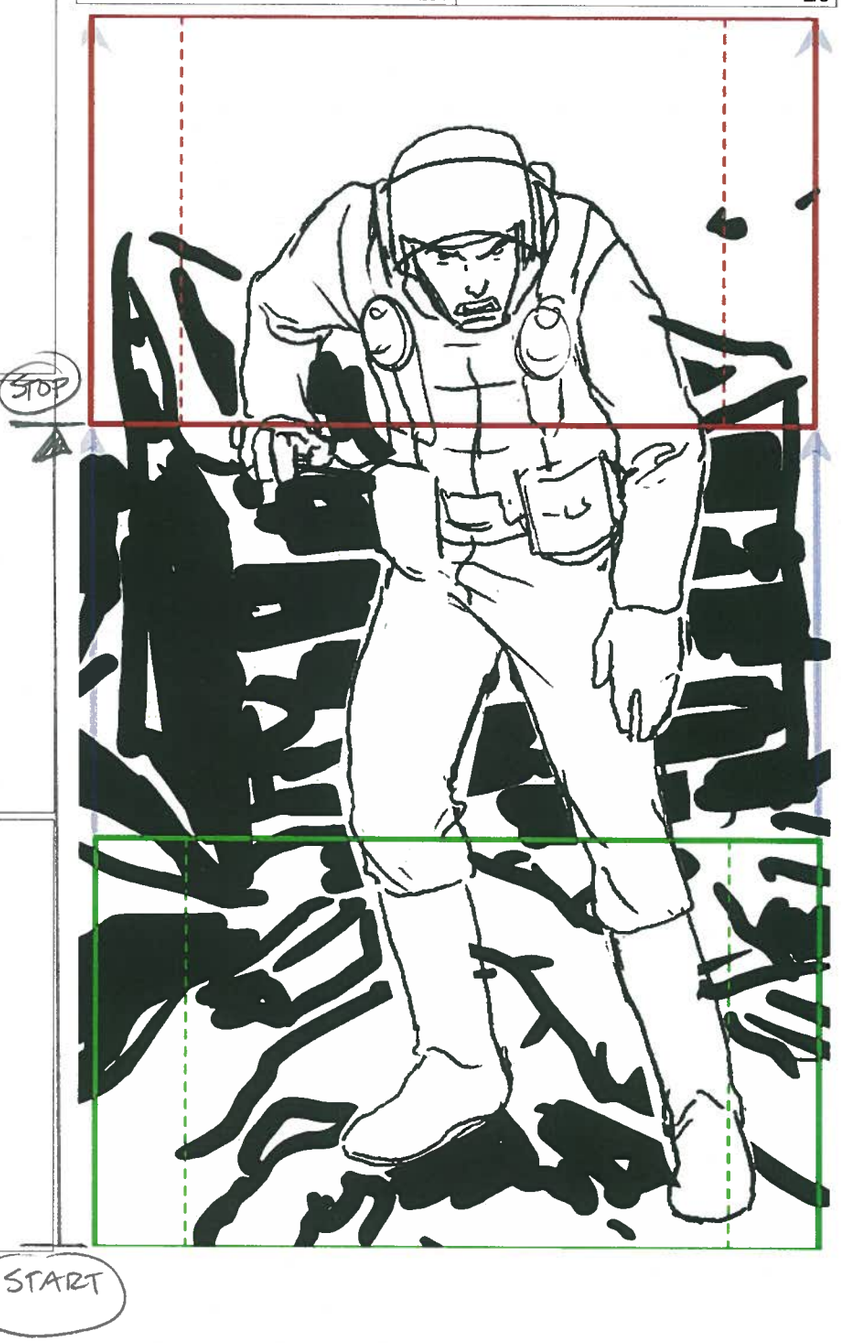
Dialogue

263. BRENDON:
Gonna cut that...

Scene B291

Panel 2/6



Action Notes

Pan up as Brendon steps off chimney.

VERT. PAN

Slugging

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Dialogue
263. BRENDON (CONT'D):
...bastard...

Scene	Panel
B291	3/6

Action Notes
Pan adjust as Brendon grabs helmet.

Slugging
VERT. PAN

Dialogue
263. BRENDON (CONT'D):
...in ha-

Scene	Panel
B291	4/6

Action Notes
Brendon lifts helmet as he walks towards camera.

Slugging

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Dialogue
263. BRENDON (CONT'D):
-If!

Action Notes
Cont. action. Brendon throws helmet OS.

Slugging

Scene B291 | Panel 5/6

Dialogue

Action Notes
Cont. action.

Slugging

Scene B291 | Panel 6/6

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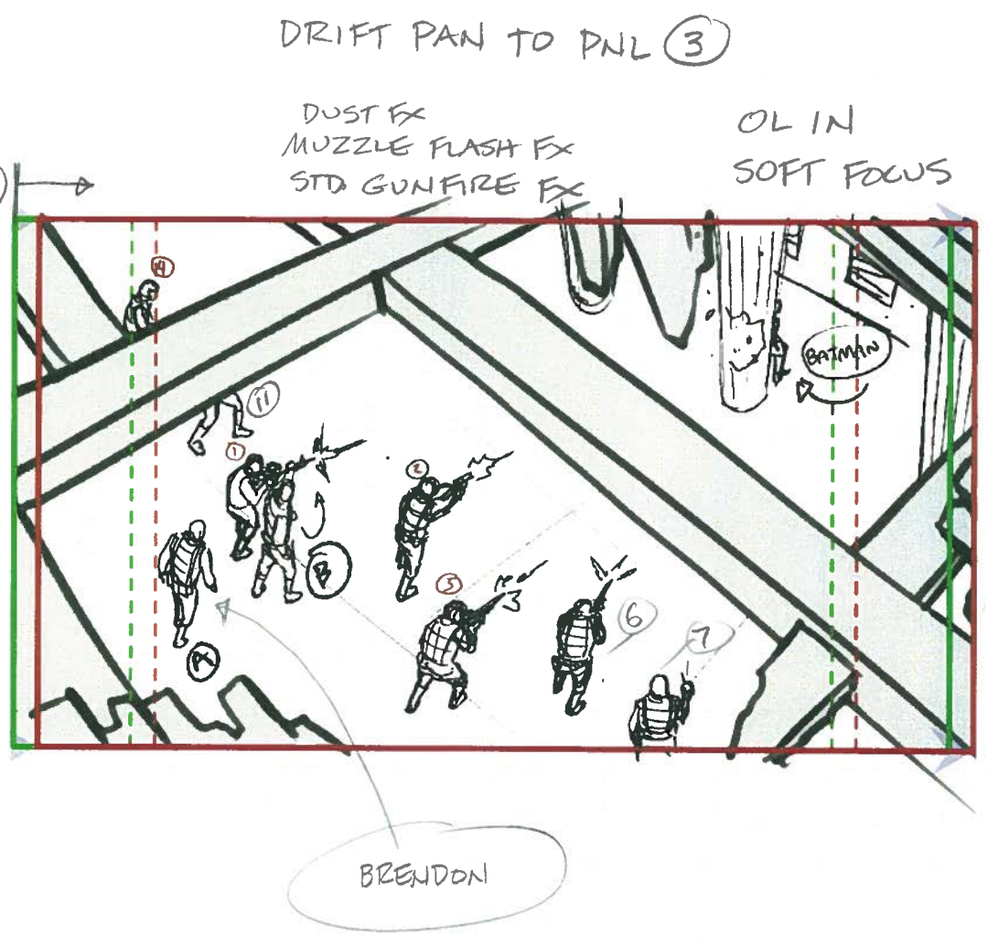
Dialogue

Scene	Panel
B292	1/3



Action Notes

Cut to wide downshot. SWAT officers are firing. Brendon walks up to SWAT Officer #1 and grabs his M16 rifle. Slow pan right, slide OL (soft-focus) left.

Slugging

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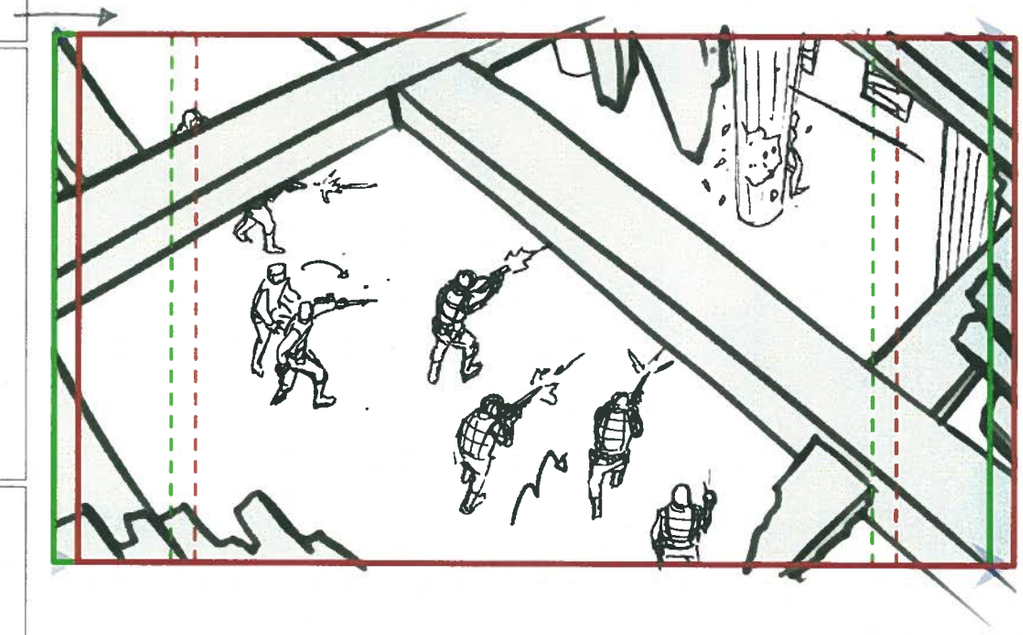
Dialogue

Scene	Panel
B292	2/3

CON'T PAN



Action Notes

Cont. action.
Brendon grabs rifle.

Slugging

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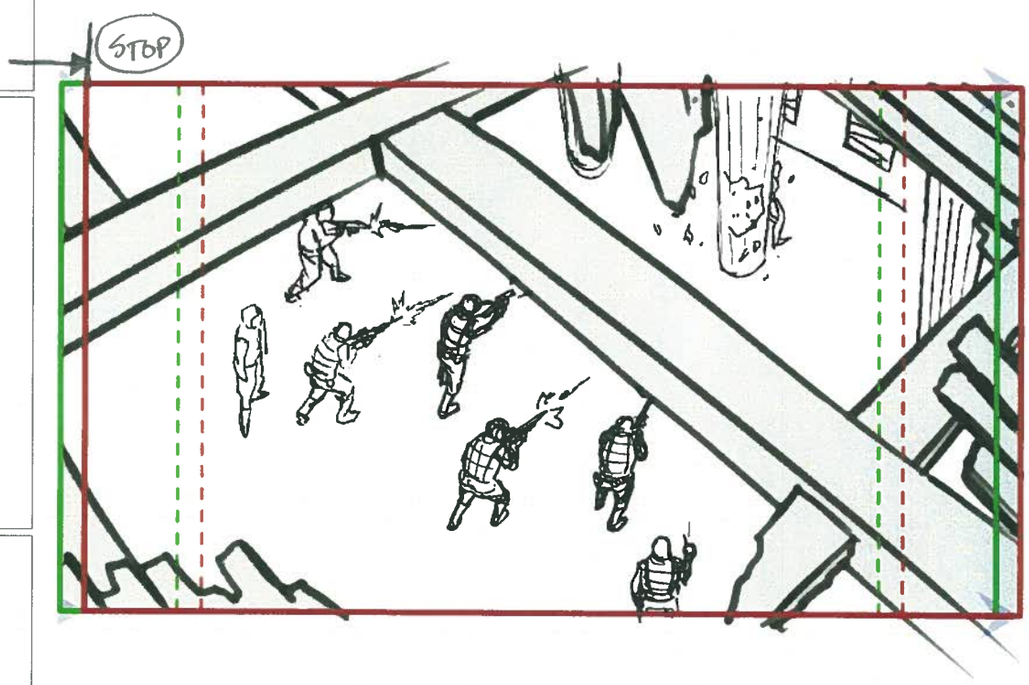
Dialogue

Scene	Panel
B292	3/3

PAN TO STOP



Action Notes

Cont. action.
Brendon begins walking towards Batman while firing.

Slugging

PAN BG

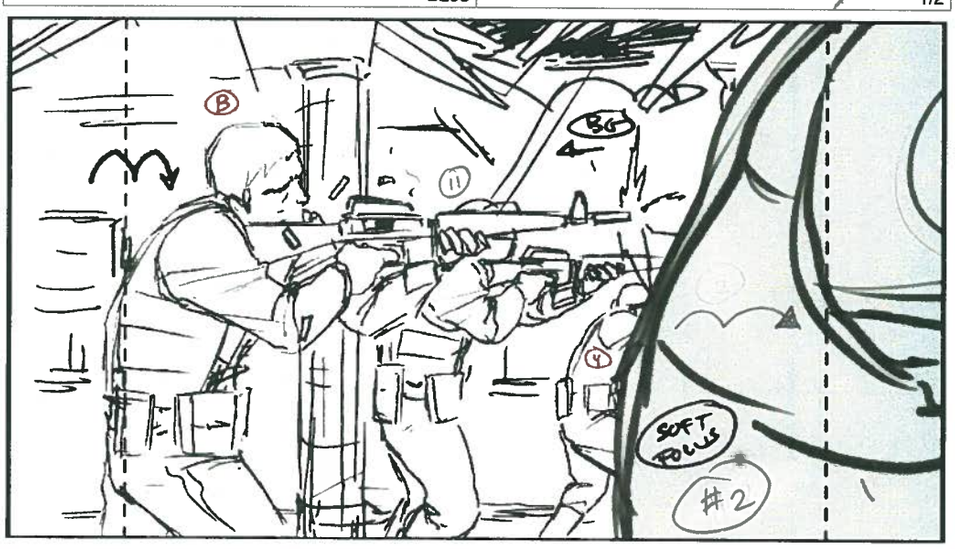
STD. GUNFIRE FX
MUZZLE FLASH FX
HI CON SHADOW FX

FG SOFT FOCUS

Dialogue

CHARACTERS ARE ADVANCING

Scene	Panel
B293	1/2



Action Notes

Cut to medium Brandon.
Brendon walks thru SC. Pan BG.
HU firing/walking.
Anim shells falling from guns. Anim Hi-con shadows flashing on shooters.
Anim bot lit muzzle flashes.
* Camera pans right passing FG soft focus SWAT member.

Slugging

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BATMAN: YEAR ONE
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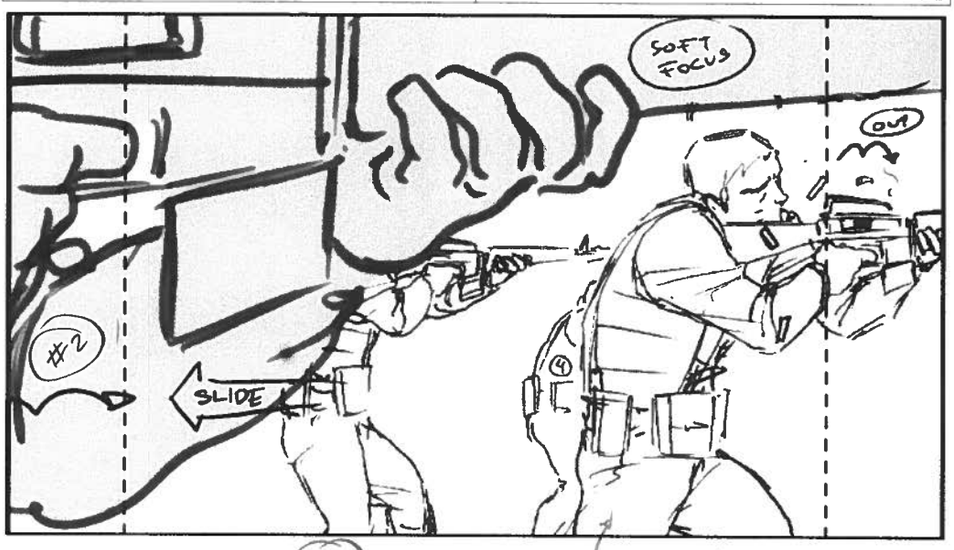
Dialogue

Action Notes
Cont. action. Brendon walks OS.

Slugging

Scene	Panel
B293	2/2



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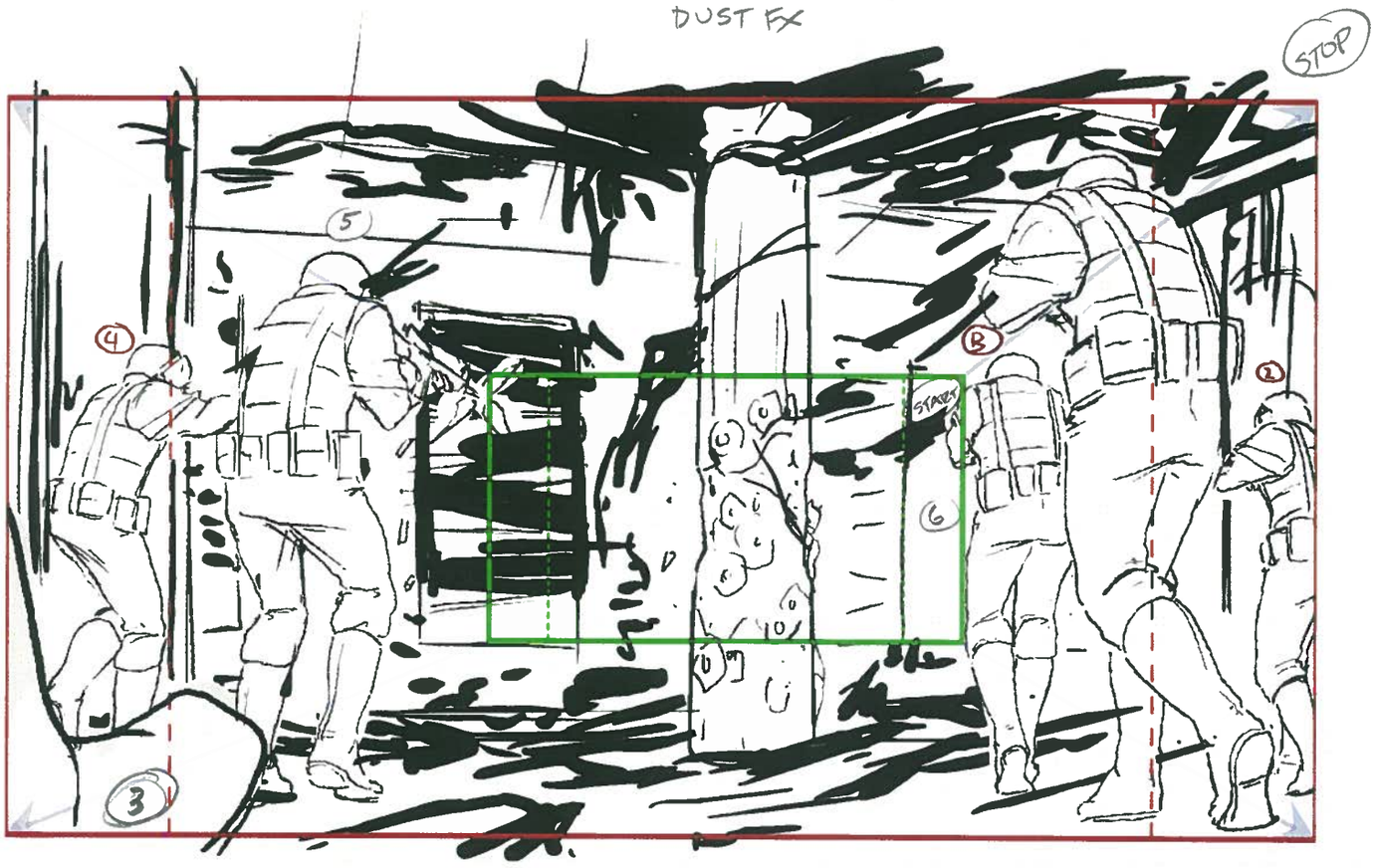
Scene	Panel
B294	1/3

TRUCK OUT

STD. GUNFIRE FX
MUZZLE FLASH FX
HICON SHADOW FX
DUST FX



Dialogue

Action Notes

Cut to close-up pillar being chipped away w/bullets.
Truck out to reveal SWAT officers walking/firing towards Batman.
More SWAT officers walk into the SC.
Anim shells falling from guns. Anim hi-con flashing on shooters. Anim bot lit muzzle flashes.

Slugging

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Dialogue

Action Notes
Cont. action.

Slugging

Scene B294 | Panel 2/3

Dialogue

Action Notes
Cont. action.

Slugging

Scene B294 | Panel 3/3

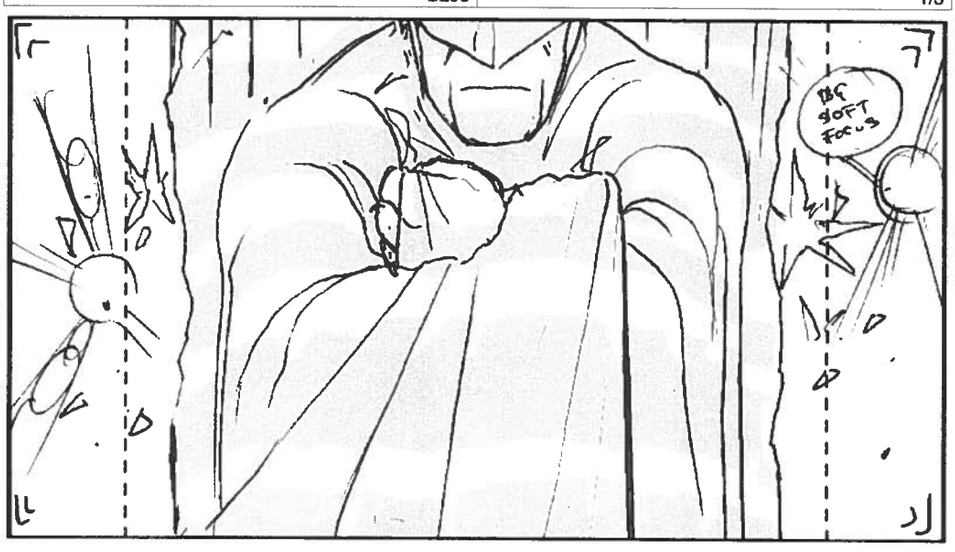
BG ONLY IN SOFT FOCUS DX SHADOW DUST FX VERY SLIGHT CAMERA SHAKE

Dialogue
WEDGE TEST

Action Notes
Cut to medium Batman. Pillar behind him chipping away. Add very slight camera shake. BG filled w/dust and soft-focus. Anim bot lit muzzle flashes seen thru dust.

Slugging

Scene B295 | Panel 1/3



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BATMAN: YEAR ONE
195-382

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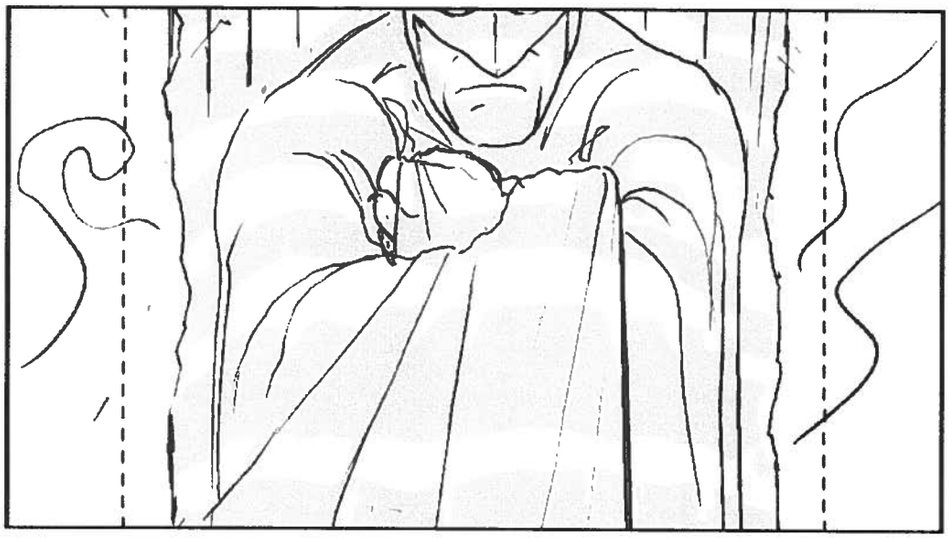
Dialogue

Action Notes

SWAT officers all stop firing. Batman lowers head slightly. Stop cam shake.

Slugging

Scene	Panel
B295	2/3



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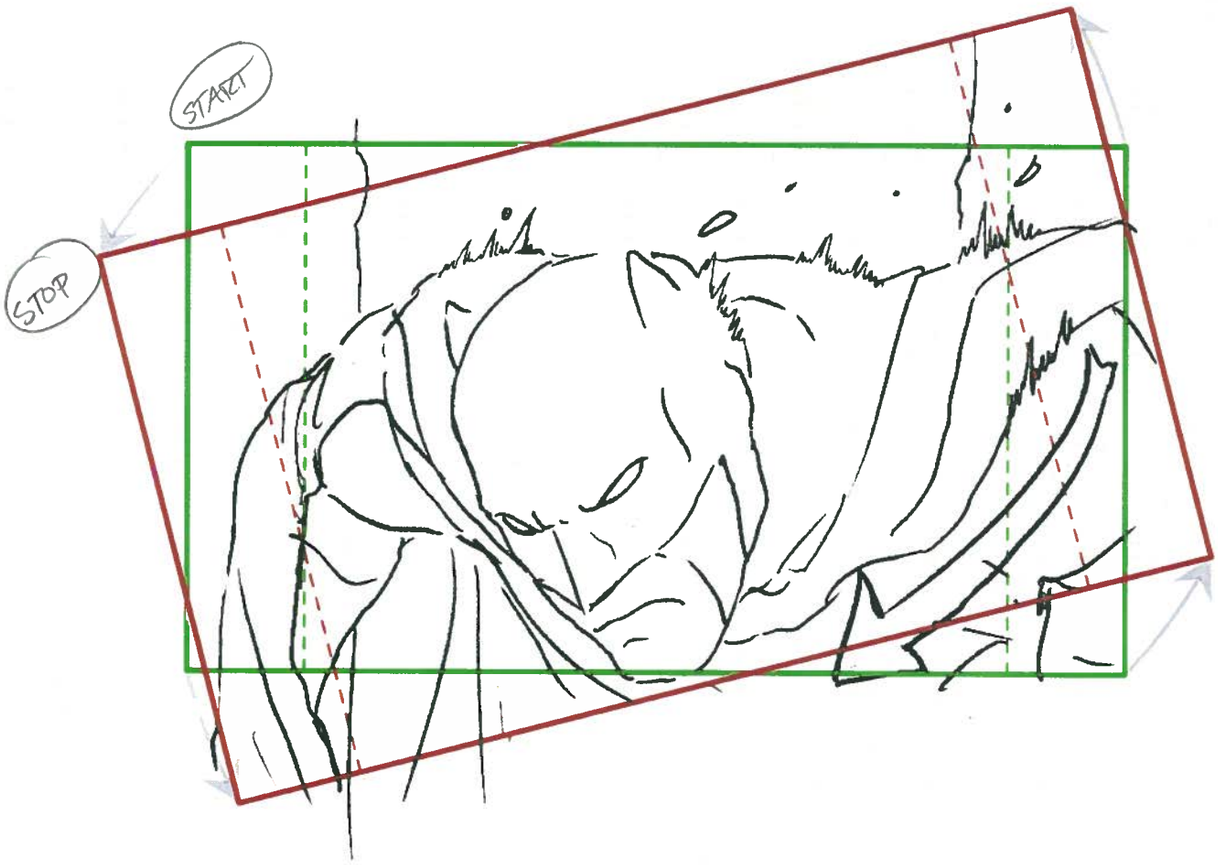
Scene	Panel
B295	3/3

TRUCK OUT & ROTATE
WITH ACTION



Dialogue

Action Notes

Pan with action as Batman spins towards camera.

Slugging

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BATMAN: YEAR ONE
195-382

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Dialogue

Action Notes
Cut to reverse Batman.
HU Batman spinning towards pillar

Slugging

Scene	Panel
B296	1/3

Dialogue

Action Notes
Cont. action.

Slugging

Scene	Panel
B296	2/3

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BATMAN: YEAR ONE
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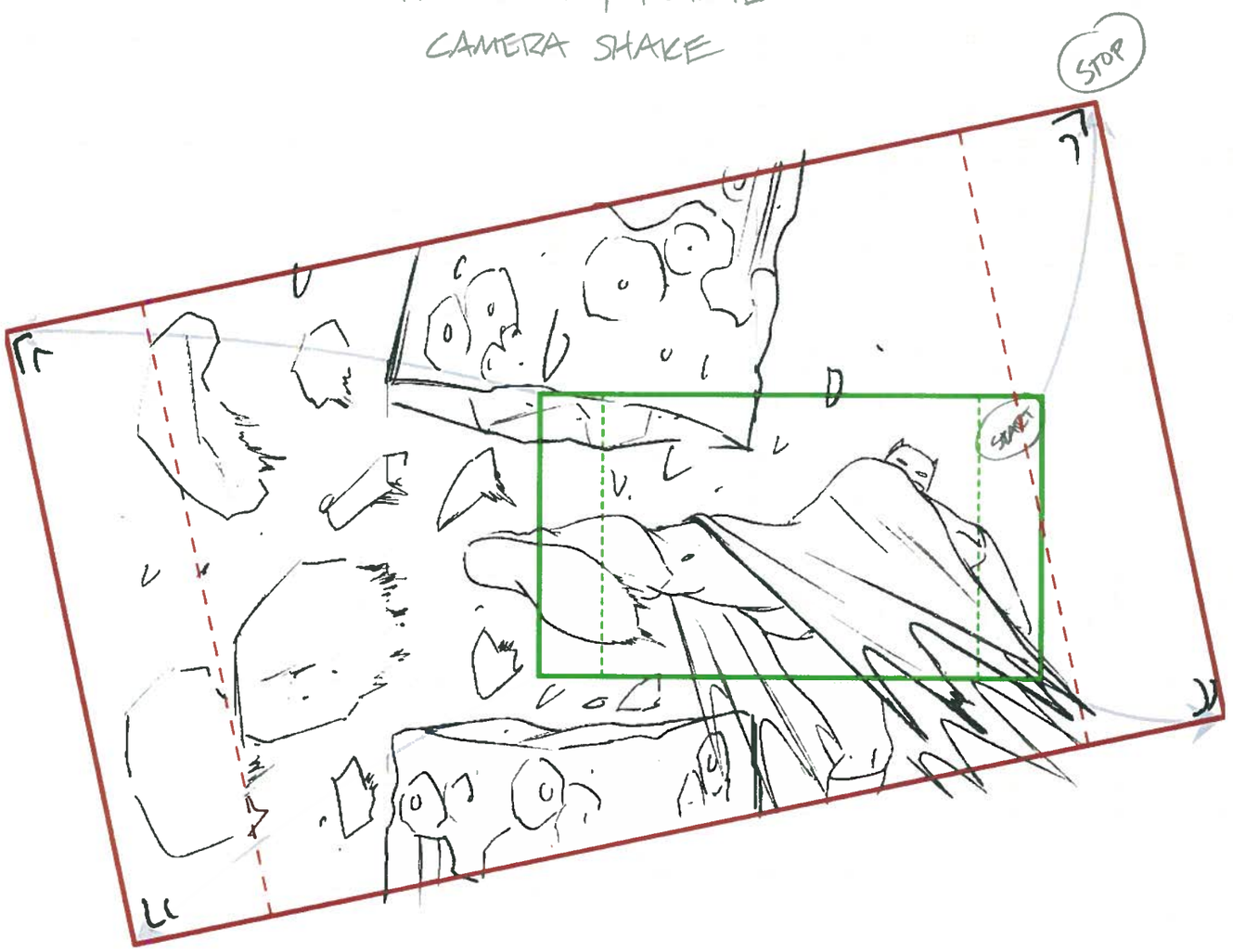
Scene	Panel
B296	3/3



Dialogue

Action Notes

Snap truck-out/camera shake as Batman kicks pillar in half.

Slugging

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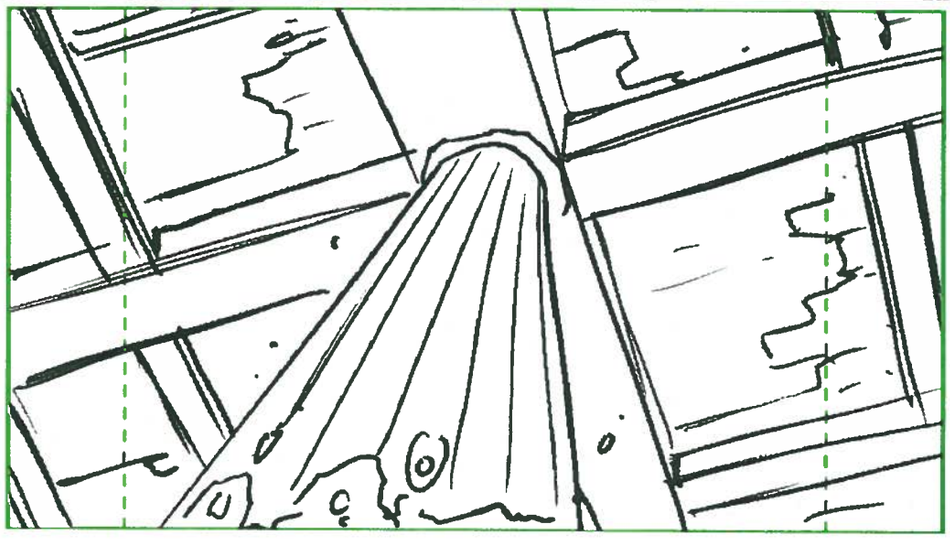
Dialogue

Action Notes
Quick cut to top of pillar/ceiling.

Slugging

Scene	Panel
B297	1/2



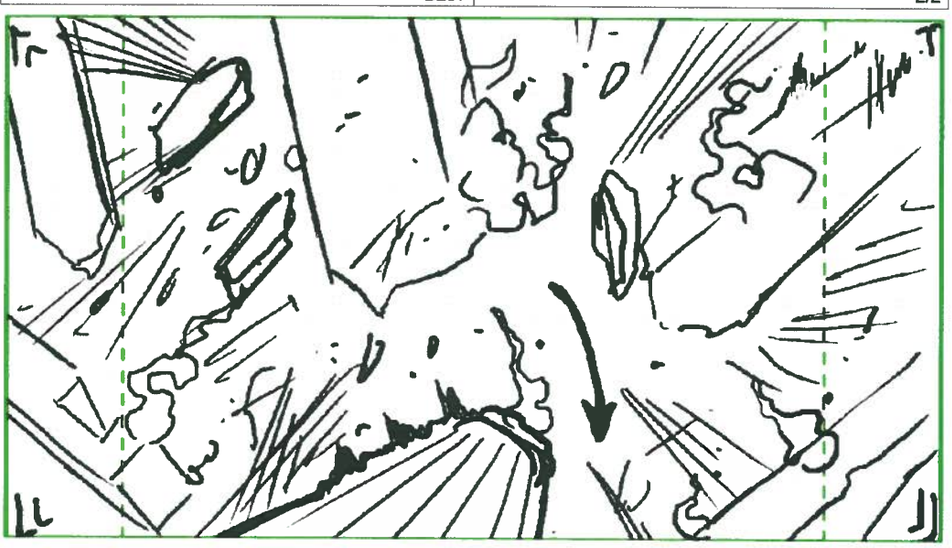
CAMERA SHAKE

Dialogue

Action Notes
Pillar cracks at top and starts to fall away from camera. The rest of the ceiling starts to fall towards camera. Camera shake.

Slugging

Scene	Panel
B297	2/2



CAMERA SHAKE

Dialogue

Action Notes
Cut to close-up Brendon and SWAT officers. Camera shake. They look around, worried.

Slugging

Scene	Panel
B298	1/5

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BATMAN: YEAR ONE
195-382 DUST FX

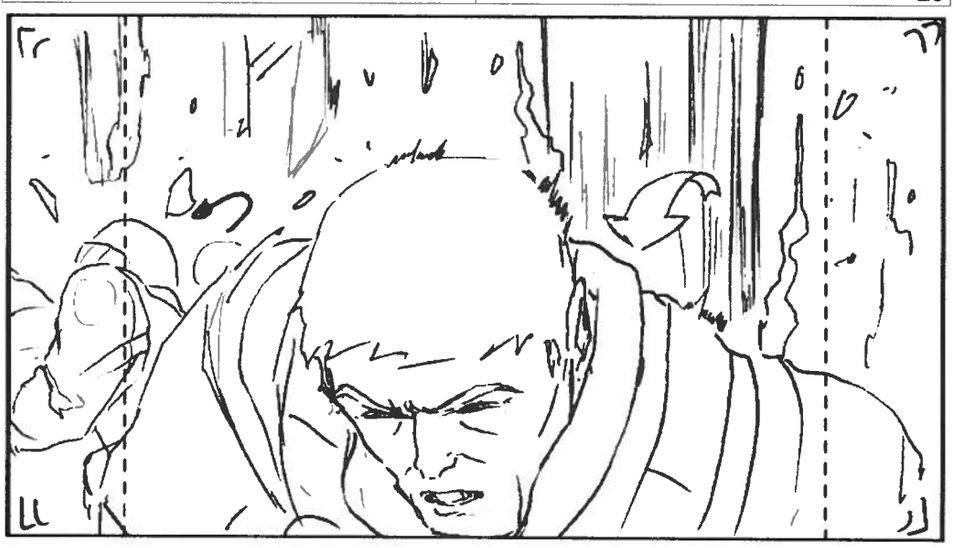
PAGE: B460

Dialogue

Action Notes
Beams and debris fall into SC as SWAT officers turn and run. Brendon jumps towards camera.

Slugging

Scene B298 | Panel 2/5

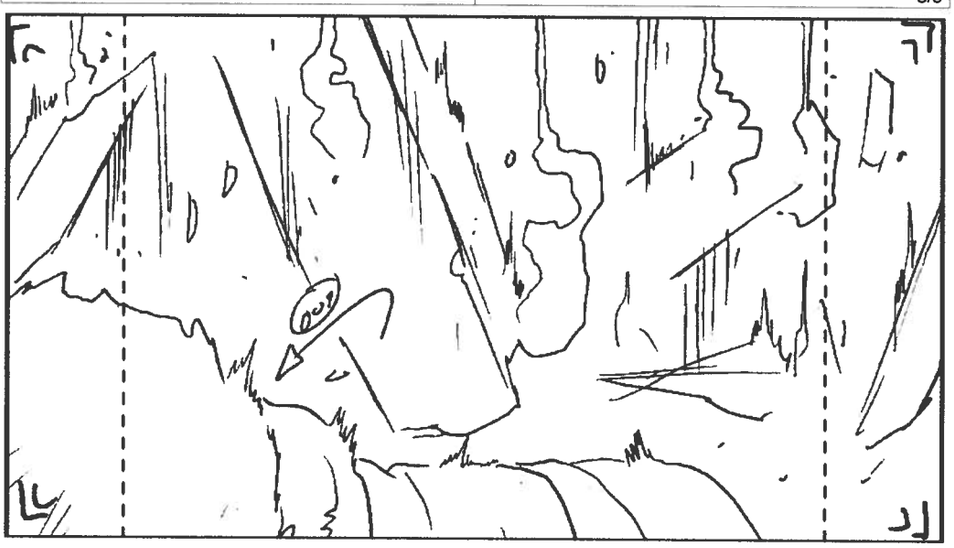


Dialogue

Action Notes
Brendon goes OS as rest of ceiling collapses around SC. Brendon is seperated from the rest of the SWAT members by falling debris and dust.

Slugging

Scene B298 | Panel 3/5

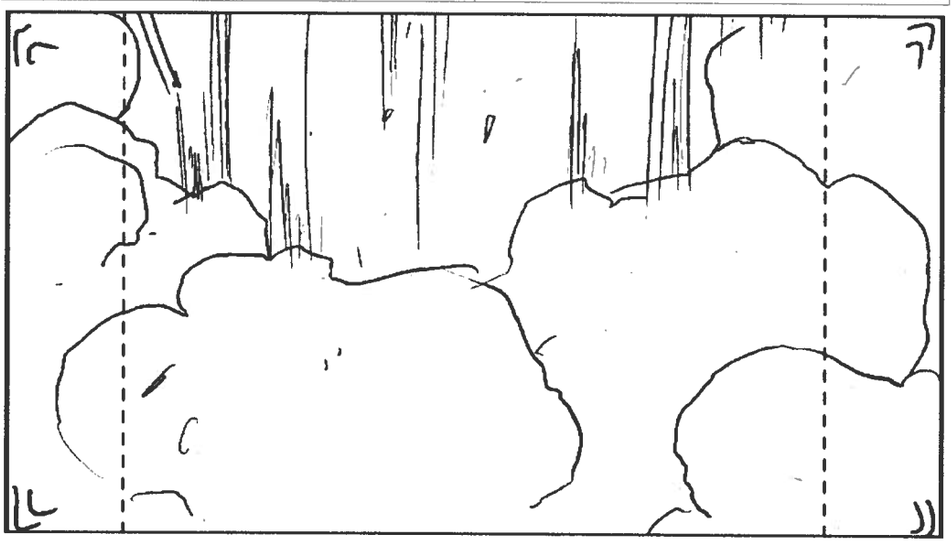


Dialogue

Action Notes
Cont. action.
Dust/smoke begin to fill SC.

Slugging

Scene B298 | Panel 4/5



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BATMAN: YEAR ONE
195-382

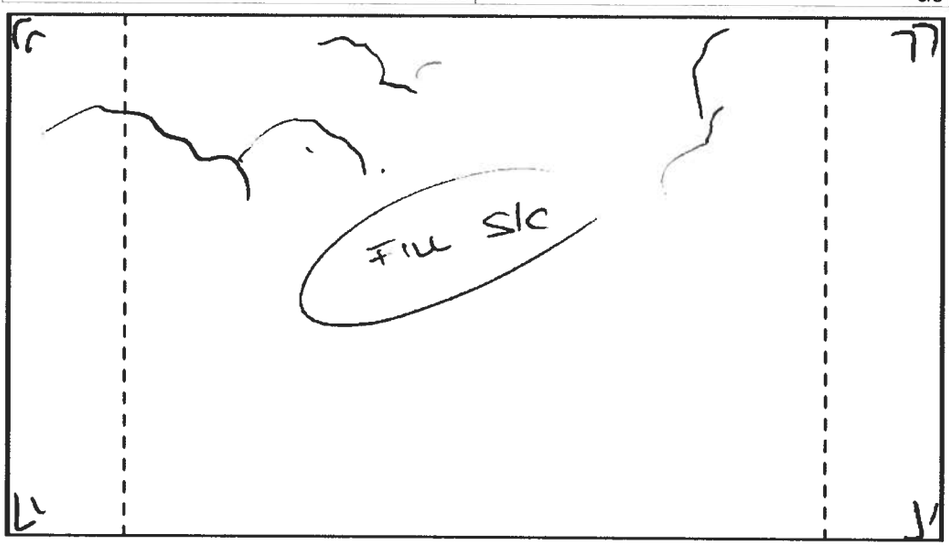
PAGE: B461

Dialogue

Action Notes
Cont. action.
Fill SC w/ dust.

Slugging

Scene	Panel
B298	5/5



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BATMAN: YEAR ONE

195-382 DUST FX

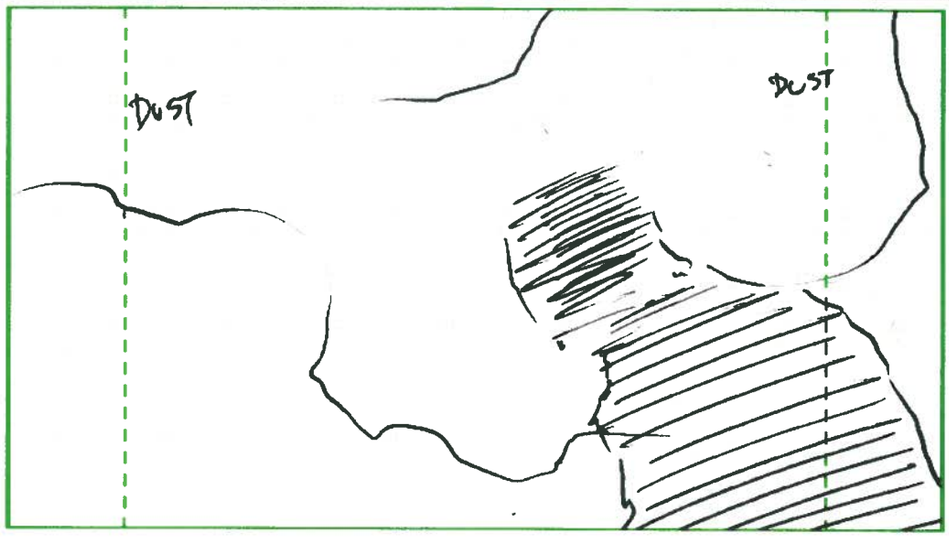
PAGE: B462

Dialogue

Action Notes
Brendon's silhouette appears in dust cloud.

Slugging

Scene B299 | Panel 1/6



Dialogue

Action Notes
Fade silhouette thru dust/smoke. Reveal Brendon coughing.

Slugging

Scene B299 | Panel 2/6

Dialogue

Action Notes
Brendon raises rifle and walks towards camera.

Slugging

Scene B299 | Panel 3/6

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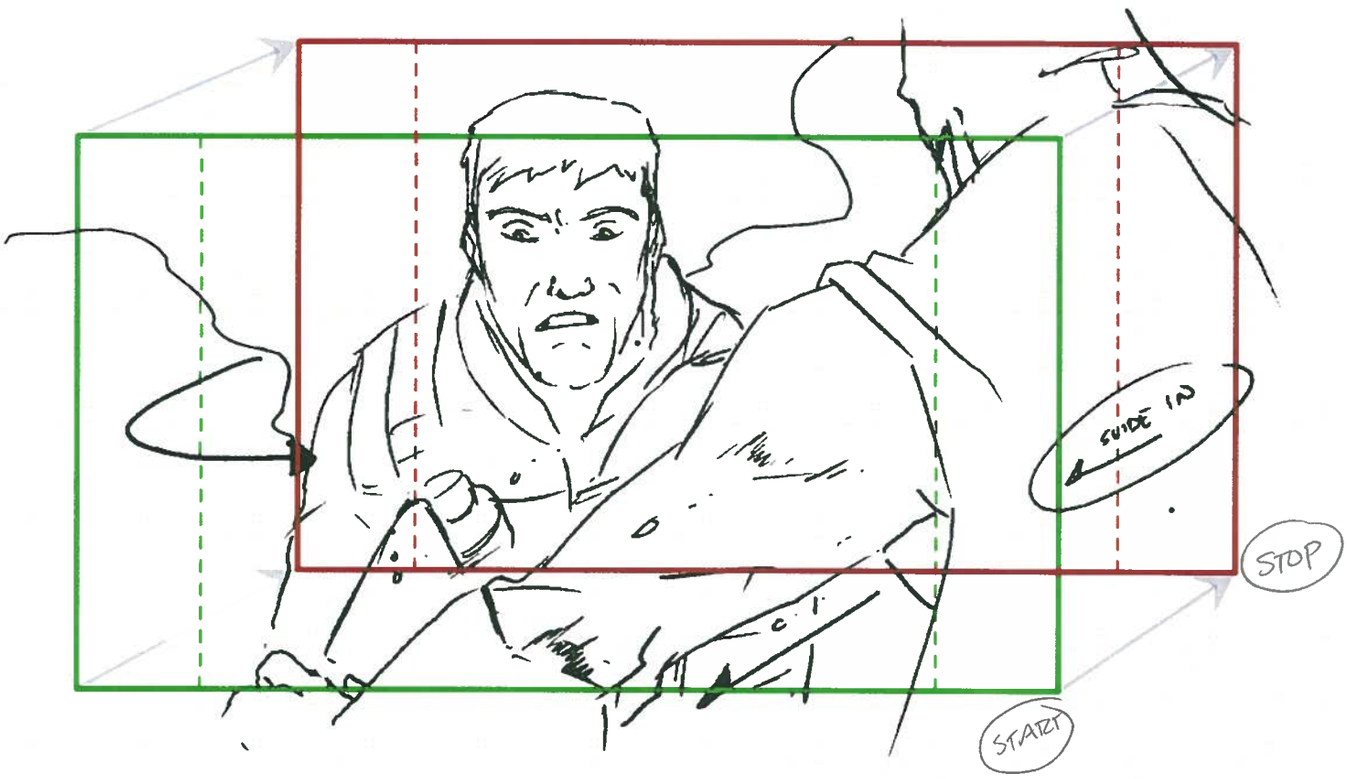
Scene	Panel
B299	4/6

DIAG. PAN



Dialogue

Action Notes

Pan with Brendon as he begins to turn. Pan/slide Batman in as he pushes Brendon's rifle down.

Slugging

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BATMAN: YEAR ONE
195-382

PAGE: B464

Dialogue

Action Notes
Batman grabs Brendon.

Slugging

Scene	Panel
B299	5/6

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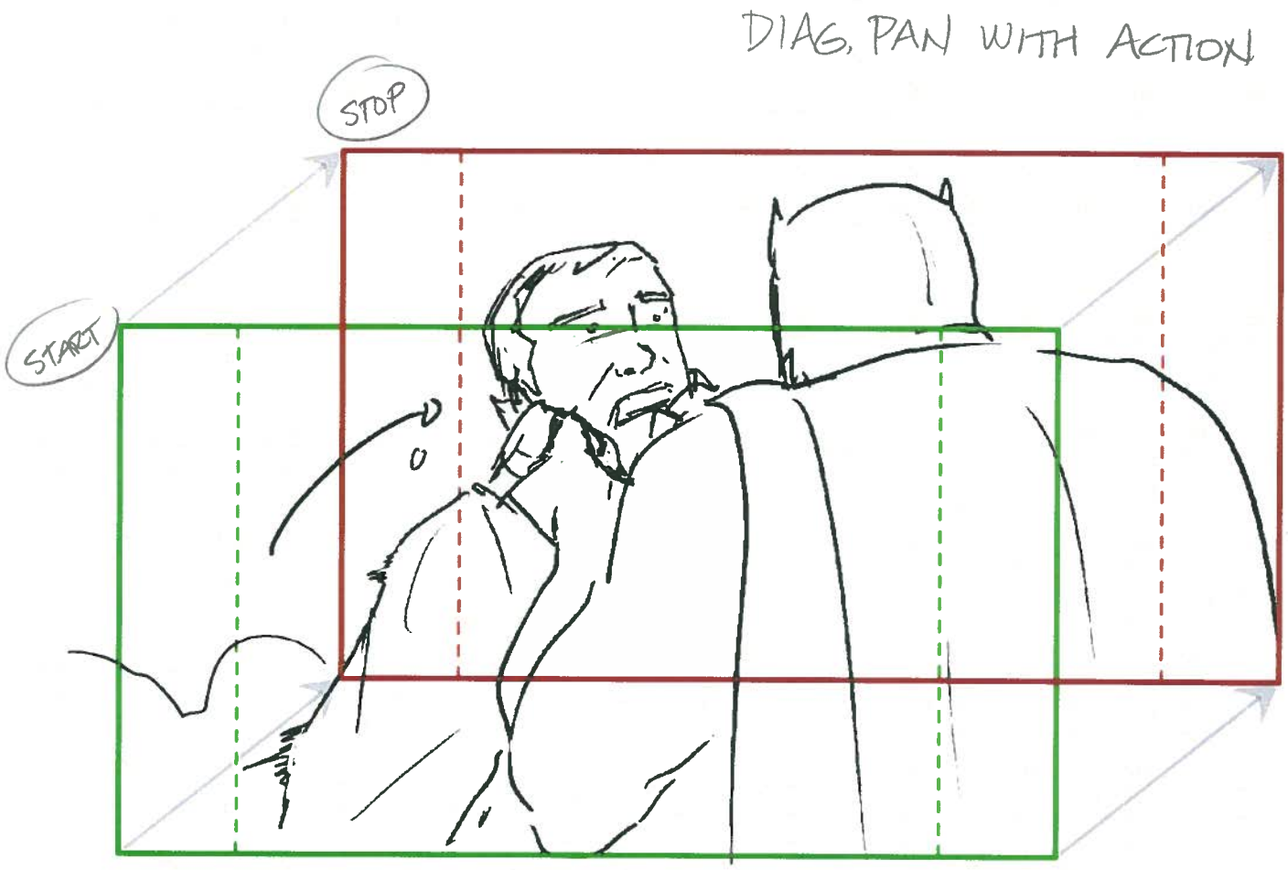
Scene	Panel
B299	6/6



Dialogue

Action Notes

Pan w/action as Batman pulls Brendon in.

Slugging

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BATMAN: YEAR ONE
195-382

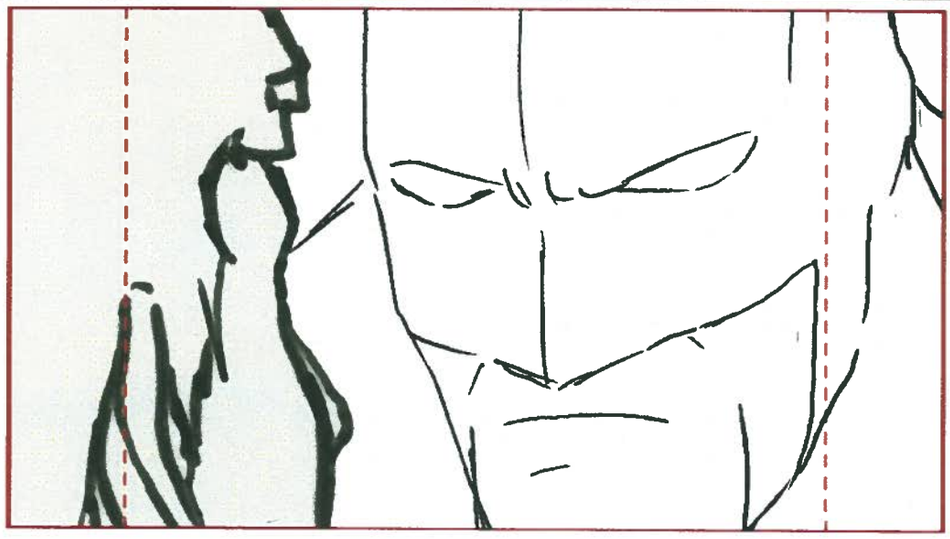
PAGE: B466

Dialogue

Action Notes
Cut to OTS Brendon on Batman.

Slugging

Scene B300 | Panel 1/2

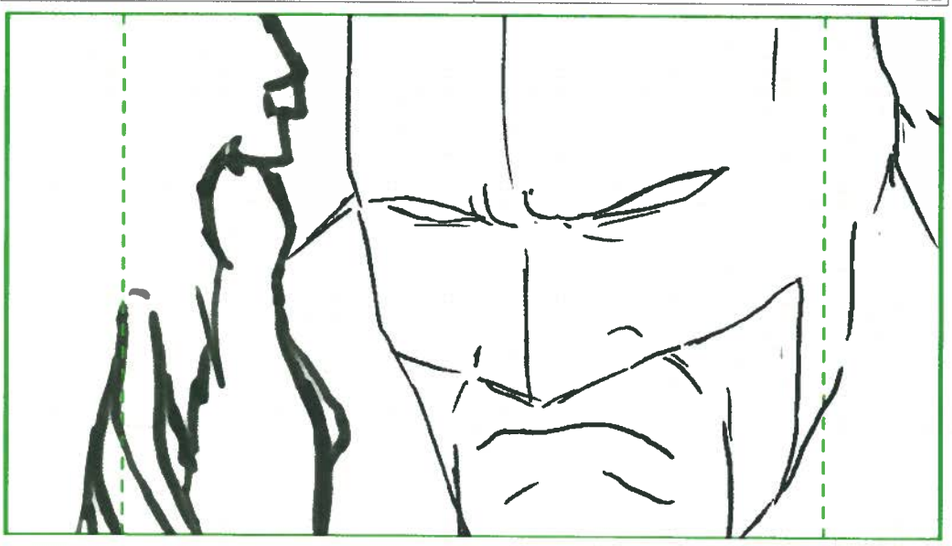


Dialogue

Action Notes
Batman frowns.

Slugging

Scene B300 | Panel 2/2



STD, POLICE CAR FLASHING LIGHTS

OL IN SOFT FOCUS

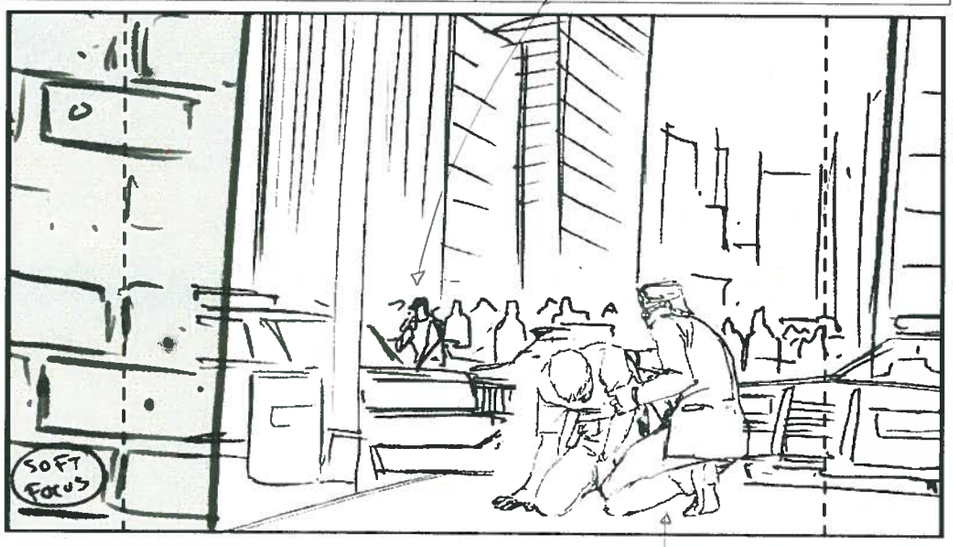
COP #1

Dialogue

Action Notes
Cut to Gordon/Merkel outside. OL soft focus.

Slugging

Scene B301 | Panel 1/5



GORDON

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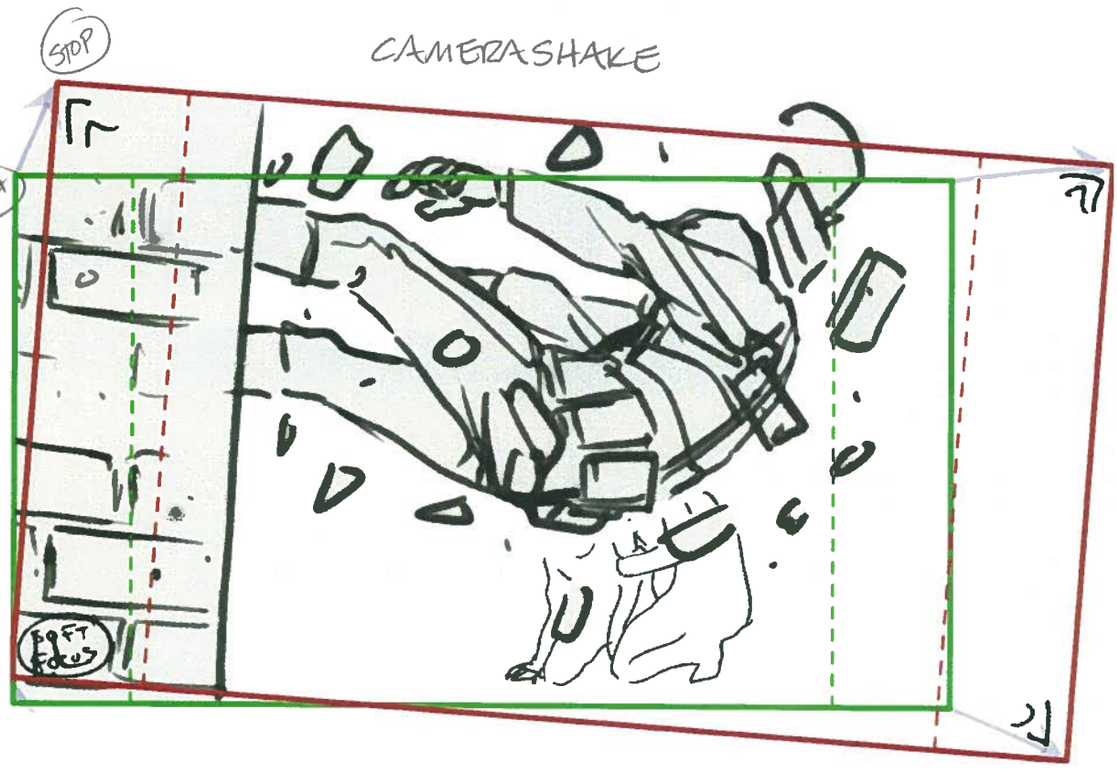
Dialogue	Scene	Panel
	B301	2/5

TRUCKOUT & ROTATE
AND PAN WITH ACTION

CAMERASHAKE



OL + BRENDON IN SOFT FOCUS

Action Notes

Snap-truck/camera shake as Brendon (soft-focus) gets thrown through wall.

Slugging

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BATMAN: YEAR ONE
195-382

PAGE: B468

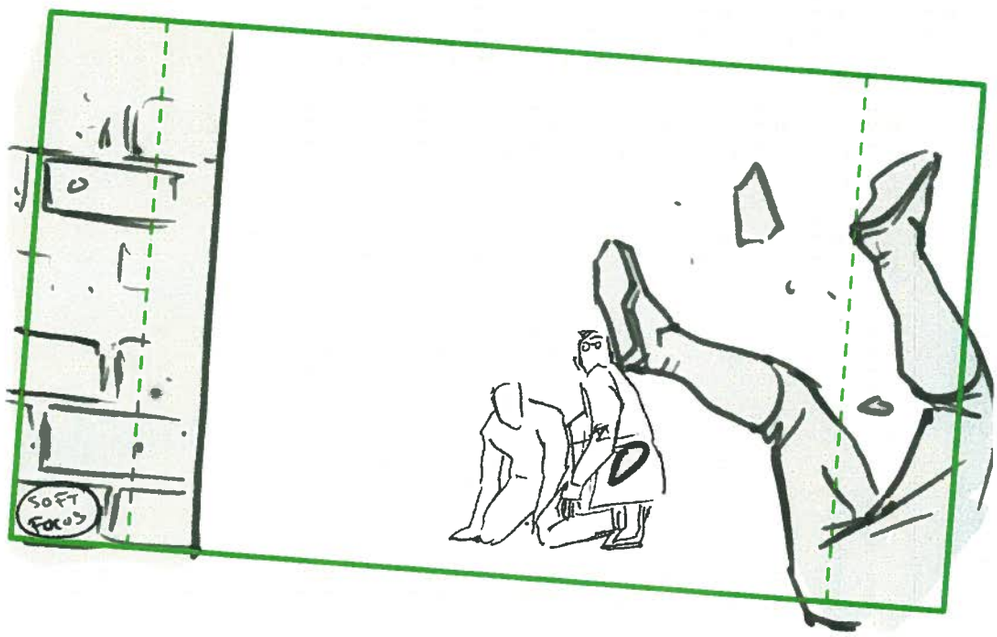
Dialogue

Scene	Panel
B301	3/5

Action Notes

Brendon lands.
Gordon and Merkel look up to follow Brendon.

Slugging



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BATMAN: YEAR ONE
195-382

PAGE: B469

Dialogue

Scene	Panel
B301	4/5

Action Notes

Brendon rolls OS. Gordon stands up, looking at Brendon.

Slugging

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Dialogue

Scene	Panel
B301	5/5

Action Notes

Brendon rolls OS.

Slugging

STD. POLICE CAR FLASHING LIGHT FX

COP #1

BG + CROWD IN SOFT FOCUS

Dialogue

Scene	Panel
B302	1/2

Action Notes

Cut to close-up Gordon. BG soft-focus. HU Gordon.

Slugging

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Dialogue

Action Notes
Crowd starts cheering. Gordon turns back towards Tenement (OS).

Slugging

Scene B302 | Panel 2/2

STD. POLICE CAR FLASHING LIGHT FX

FG IN SOFT FOCUS

COP #1

Dialogue

Action Notes
Cut to OTS Batman (soft-focus) on Gordon/Merkel. OL is soft focus. HU Gordon.

Slugging

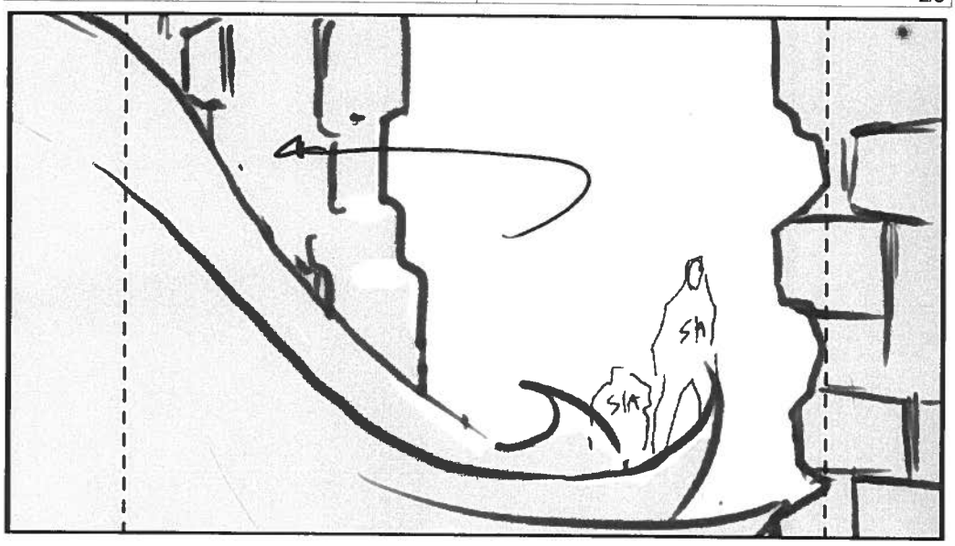
Scene B303 | Panel 1/3

Dialogue

Action Notes
Batman quickly turns away.

Slugging

Scene B303 | Panel 2/3



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BATMAN: YEAR ONE
195-382

PAGE: B472

Dialogue

Action Notes
Cont.

Slugging

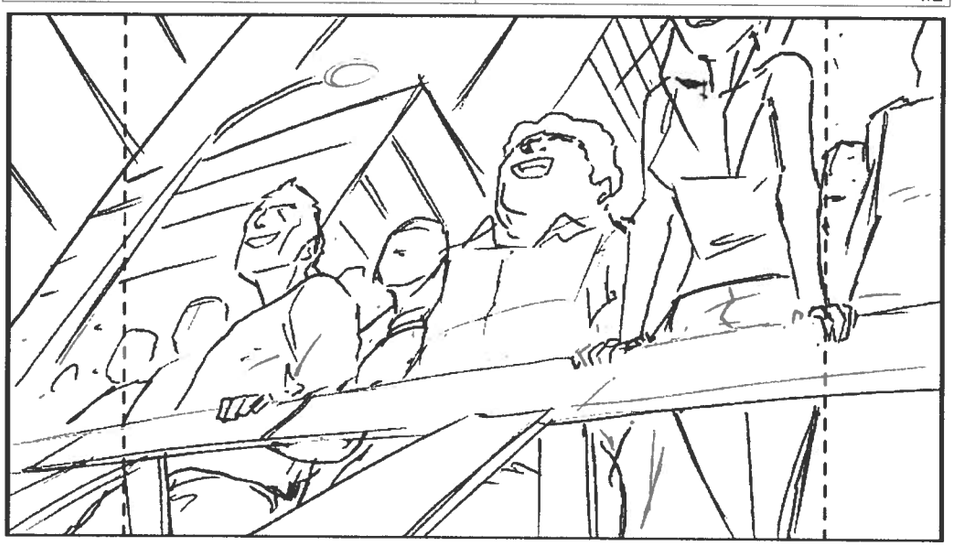
Scene B303 | Panel 3/3

Dialogue
263C. CROWD:
Yeahhh!!!

Action Notes
Cut to close-up crowd cheering.

Slugging

Scene B304 | Panel 1/2

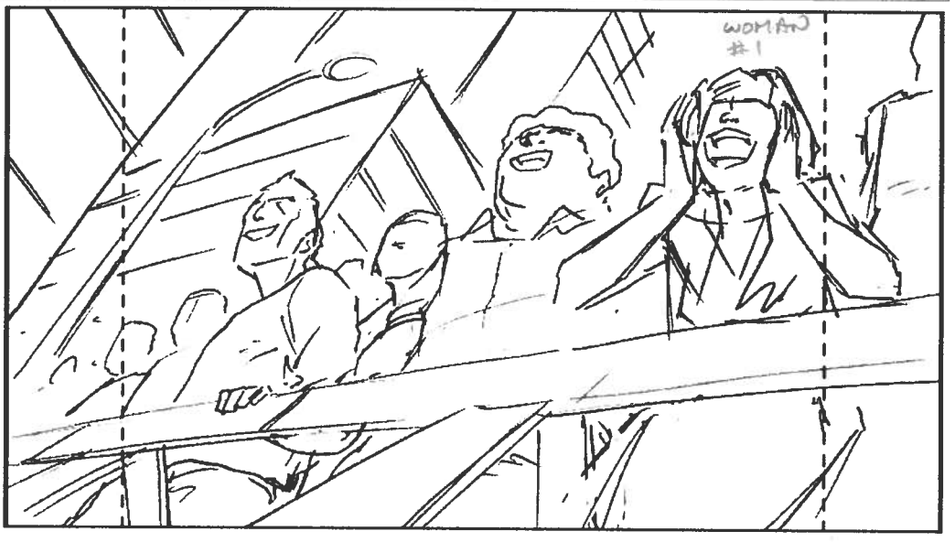


Dialogue
263C. CROWD (CONT'D):
Woo-hoo!!!

Action Notes
Cont. action. Girl squeals towards Tenement (OS).

Slugging

Scene B304 | Panel 2/2



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Dialogue

264. GORDON (VO):
They've made a hero out of him.

<OS cheers turn to screams>

Action Notes

Cut to close-up Gordon. BG soft-focus.

Slugging

Scene	Panel
B305	1/2

ALL ELEMENTS EXCEPT GORDON IN SOFT FOCUS

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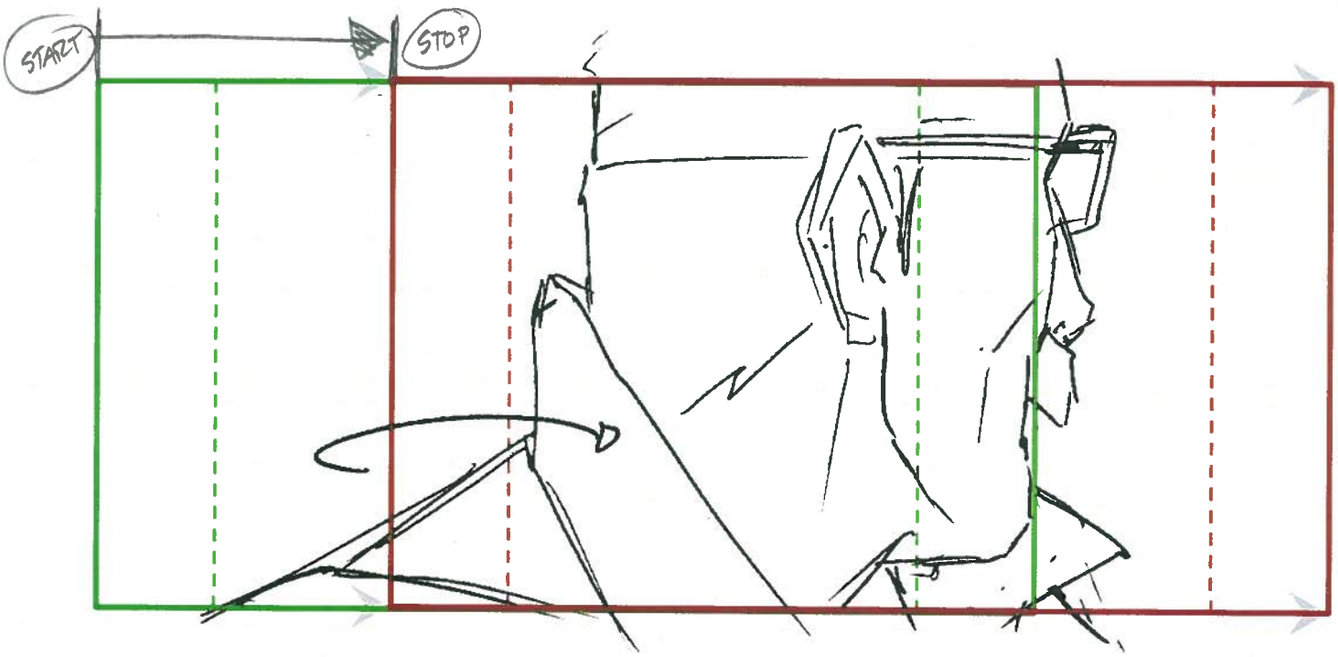
Scene	Panel
B305	2/2

PAN WITH ACTION



Dialogue

265. CROWD:
(scream walla)

Action Notes

Gordon turns towards crowd as cheers turn to screams. Pan adjust.

Slugging

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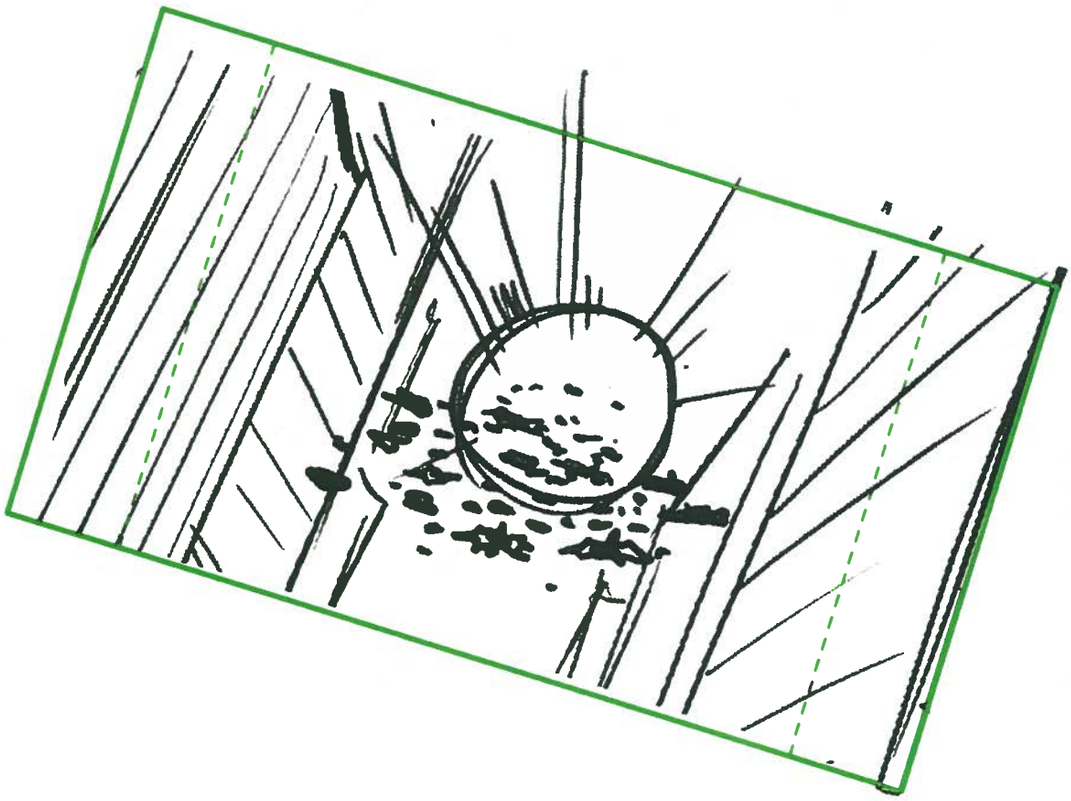
BATMAN: YEAR ONE
195-382

PAGE: B475

Dialogue
265. CROWD (CONT'D): (scream walla)

Scene	Panel
B306	1/3



Action Notes
Cut to bats flying towards camera.

Slugging

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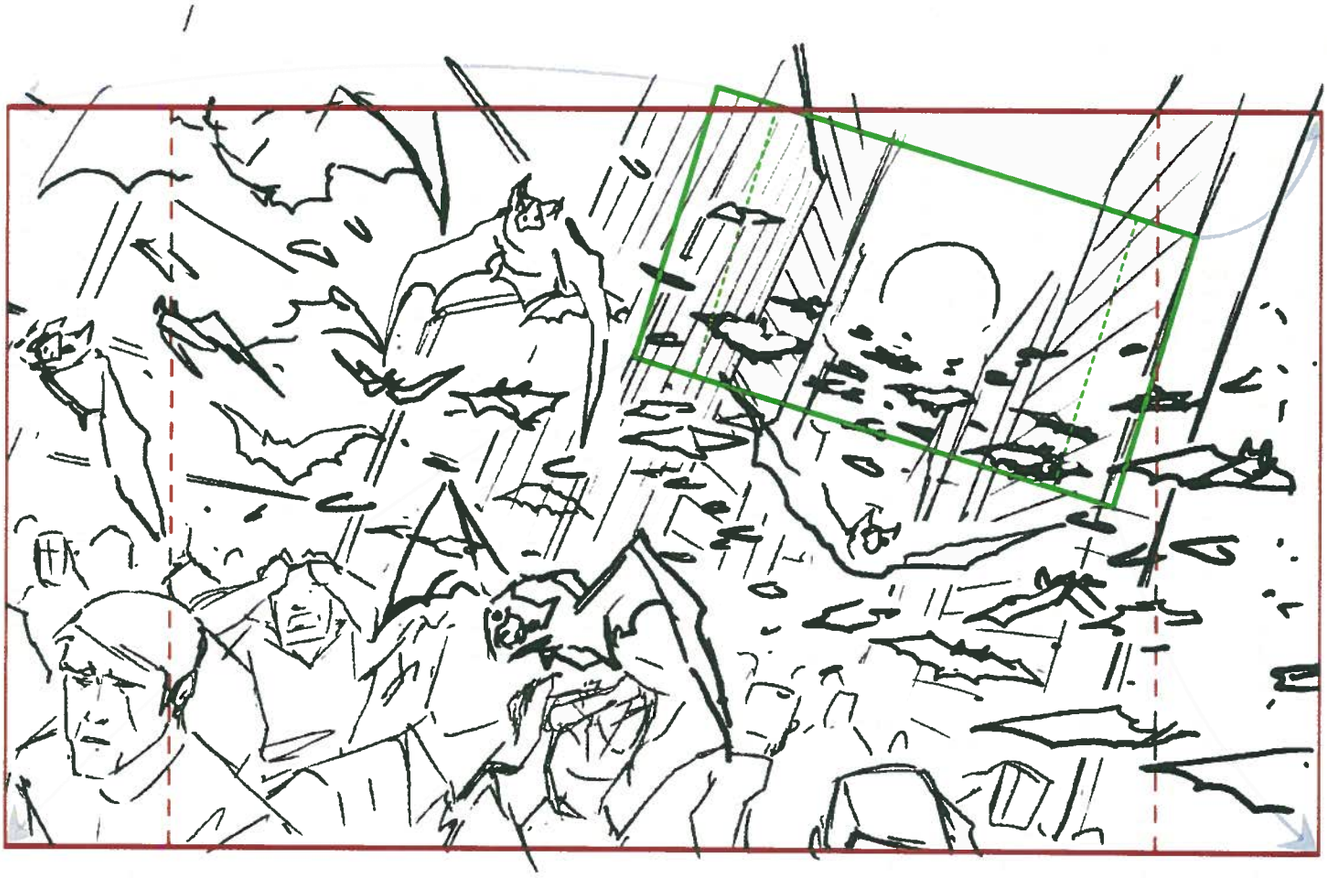
Scene	Panel
B306	2/3

TRUCK OUT & ROTATE



Dialogue

265. CROWD (CONT'D):
(scream walla)

Action Notes

Truck-out w/bats over crowd of people. People run in panic.

Slugging

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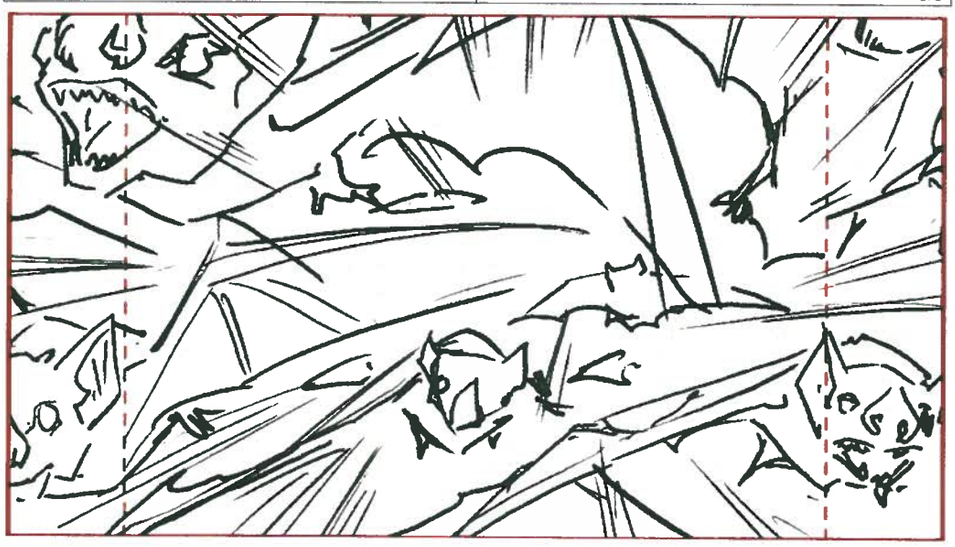
Dialogue
265. CROWD (CONT'D):
(scream walla)

Action Notes
Bats fill SC.

Slugging

Scene B306 | Panel 3/3



OL IN SOFT FOCUS

Dialogue

Action Notes
Cut to Male Pedestrian #8 standing on balcony. Wall of bats flying through SC. OL soft-focus.

Slugging

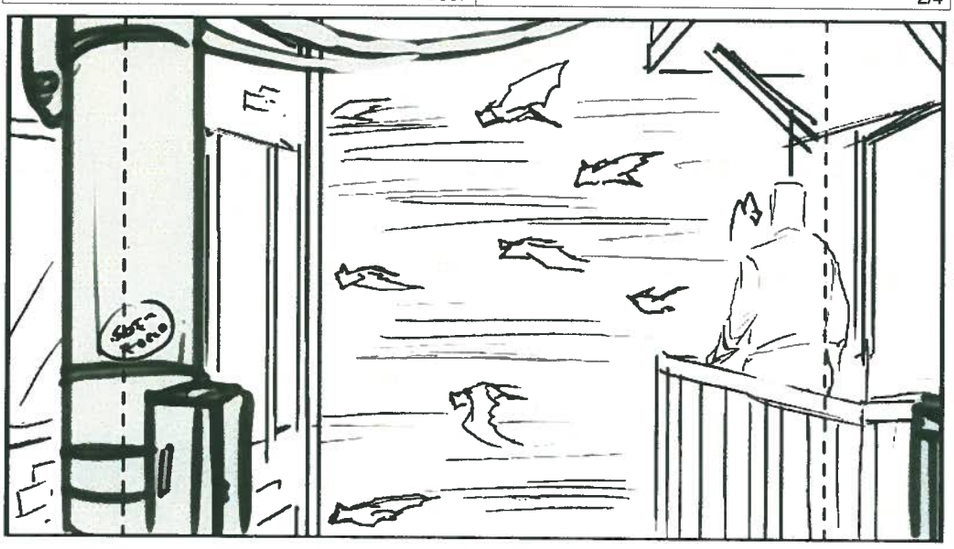
Scene B307 | Panel 1/4

Dialogue

Action Notes
Man steps back.

Slugging

Scene B307 | Panel 2/4



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BATMAN: YEAR ONE
195-382

PAGE: B478

Dialogue

Action Notes
Man turns.

Slugging

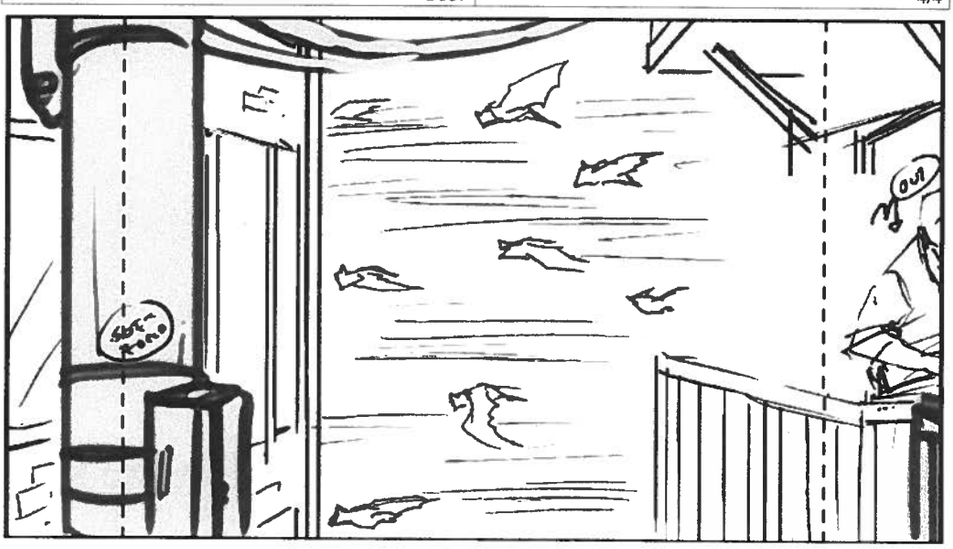
Scene	Panel
B307	3/4

Dialogue

Action Notes
Man runs OS.

Slugging

Scene	Panel
B307	4/4



PEOPLE RUNNING IN FG IN SOFT FOCUS

Dialogue

Action Notes
Cut to Selina/Holly. Selina pushes Holly to the ground. Crowd running around in BG being attacked by bats. People running in FG (soft-focus).

Slugging

Scene	Panel
B308	1/4

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Dialogue

Action Notes
Cont. action. Selina begins to untie coat.

Slugging

Scene B308 | Panel 2/4

MAN #2

Dialogue

Action Notes
Cont. action. Selina covers Holly w/coat.

Slugging

Scene B308 | Panel 3/4

MAN #2

Dialogue

Action Notes
Cont. action.

Slugging

Scene B308 | Panel 4/4

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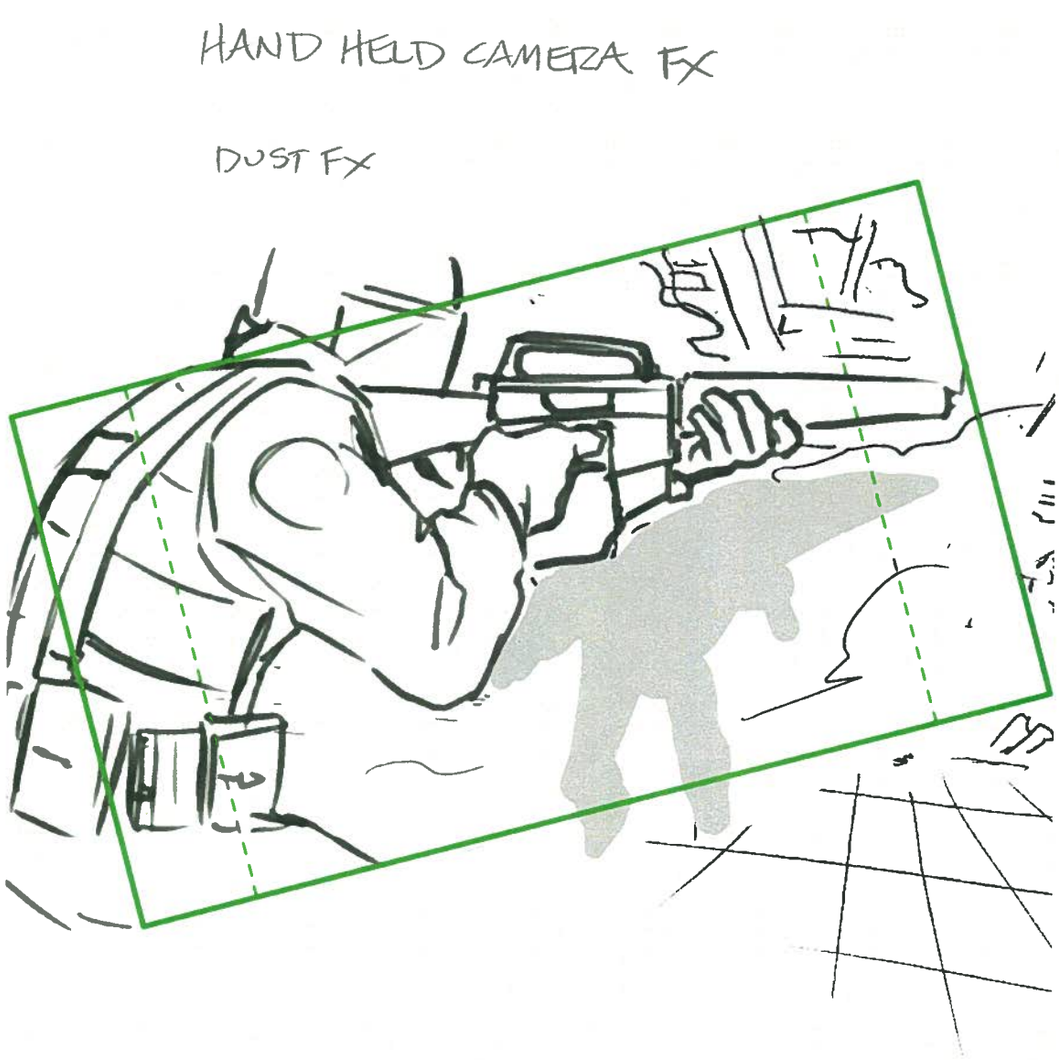
MAN #3

Dialogue

Scene	Panel
B309	1/14



Action Notes

Cut to Batman running thru dust towards SWAT officer. Next sequence of shots done in hand-held camera style. Action in sequence is very, very fast.

Slugging

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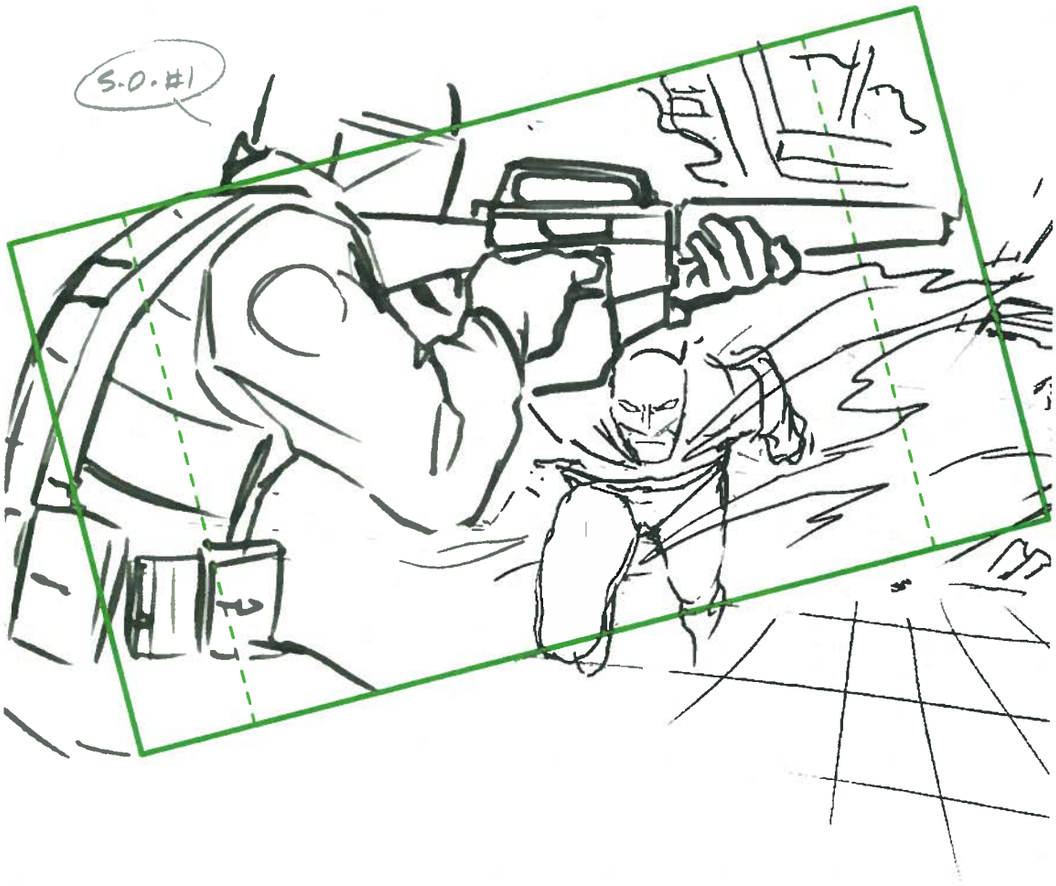
BATMAN: YEAR ONE
195-382

PAGE: B481

Dialogue

Scene	Panel
B309	2/14



Action Notes

Batman runs out of dust towards SWAT officer.

Slugging

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BATMAN: YEAR ONE
195-382

PAGE: B482

Dialogue

Scene	Panel
B309	3/14

MUZZLE FLASH FX
STD. GUNFIRE FX

Action Notes

Cont. action.
SWAT officer quickly turns towards Batman and fires, but only hits cape as Batman ducks.

Slugging

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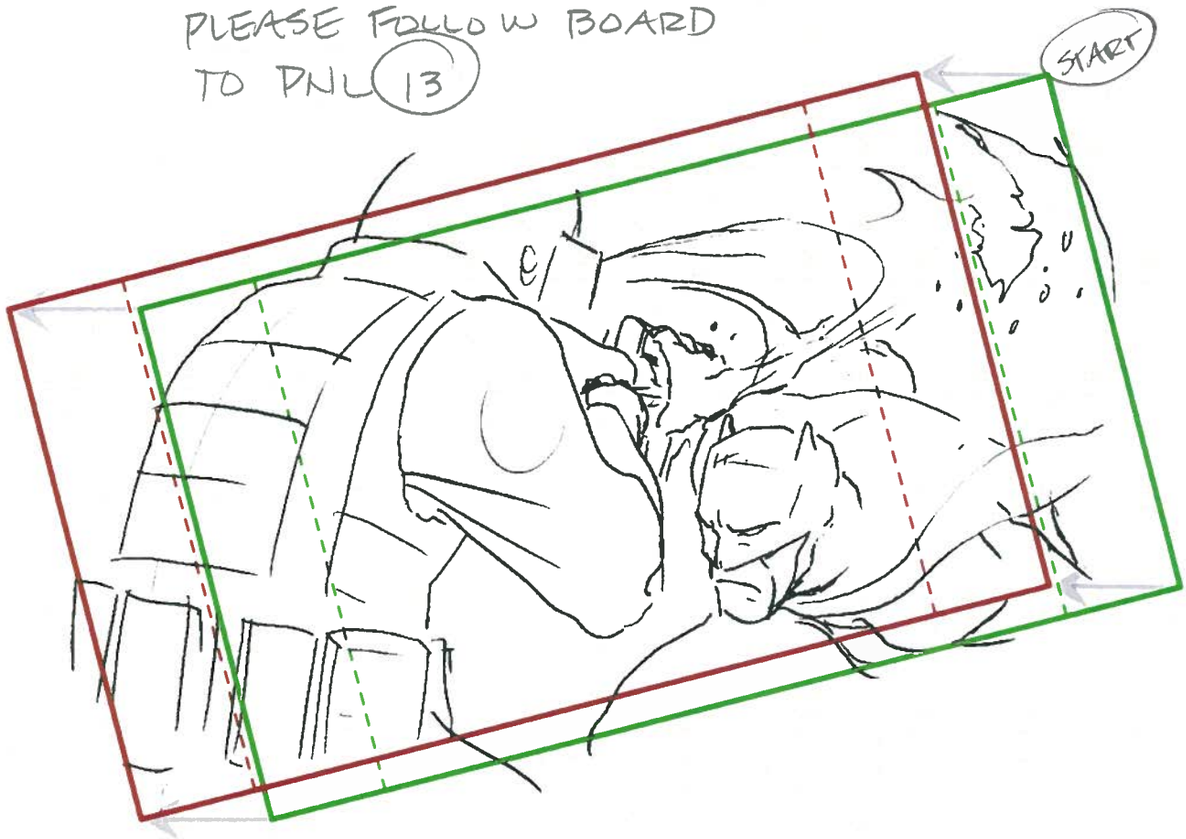
Scene	Panel
B309	4/14



Dialogue

Action Notes

Pan adjust as Batman grabs SWAT officer's rifle away.

Slugging

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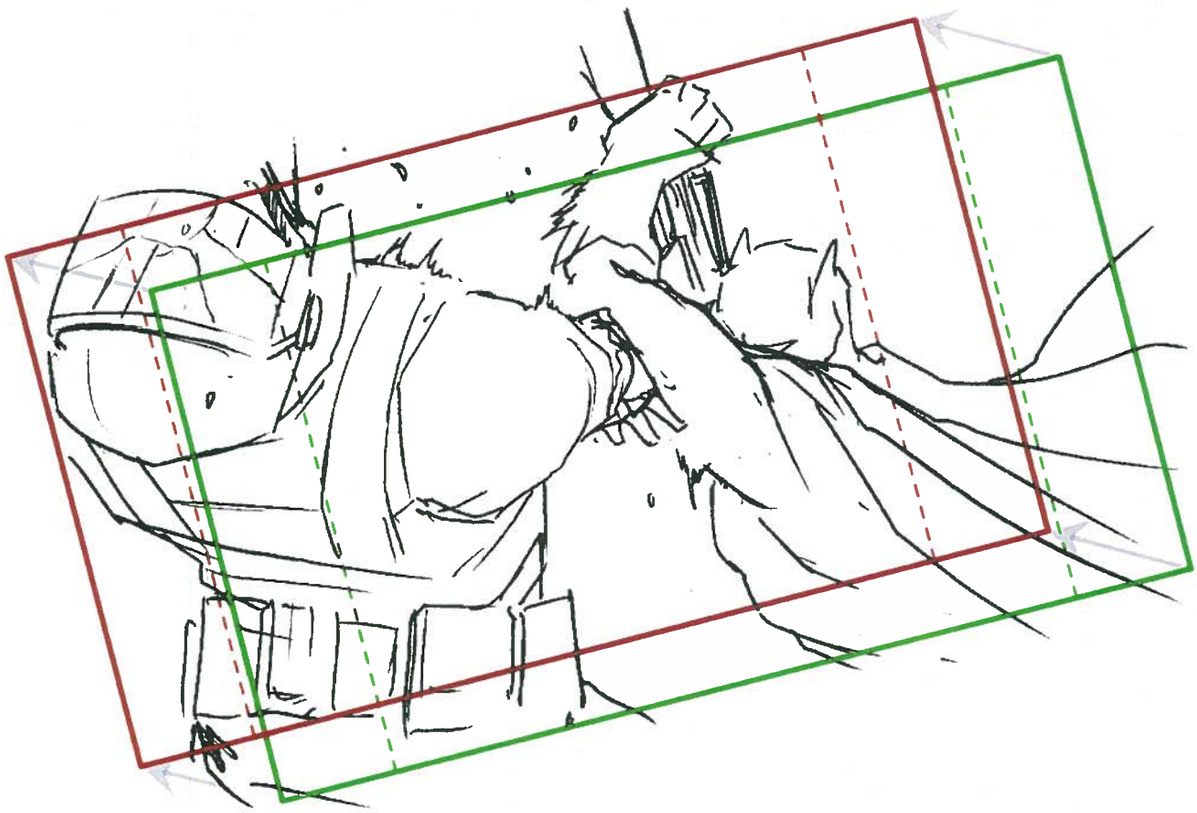
Scene	Panel
B309	5/14

CON'T PAN W/ ACTION



Dialogue

Action Notes

Pan w/action as Batman knocks SWAT officer with butt of his own rifle. (Batman slams rifle stock up).
Add camera shake.

Slugging

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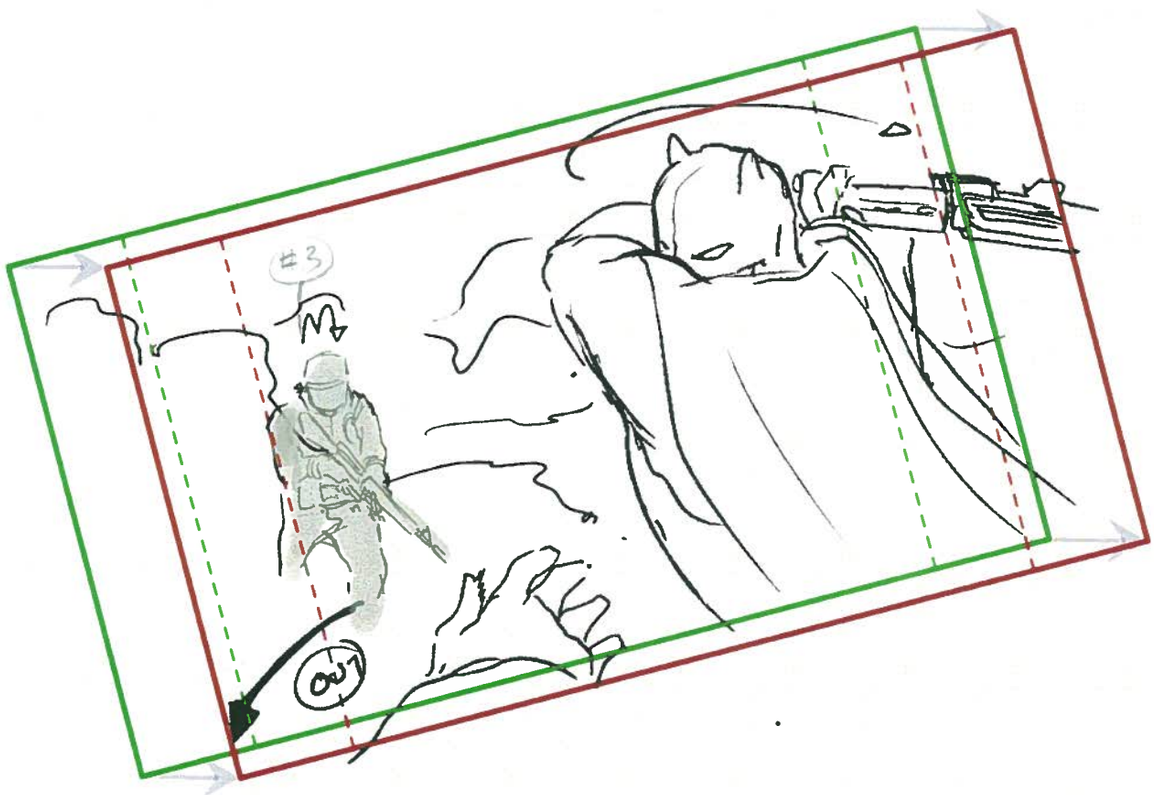
Scene	Panel
B309	6/14

CON'T PAN W/ ACTION



Dialogue

Action Notes

1st SWAT officer falls OS to reveal 1 more in BG running towards camera. Pan adjust as Batman prepares to swing rifle.

Slugging

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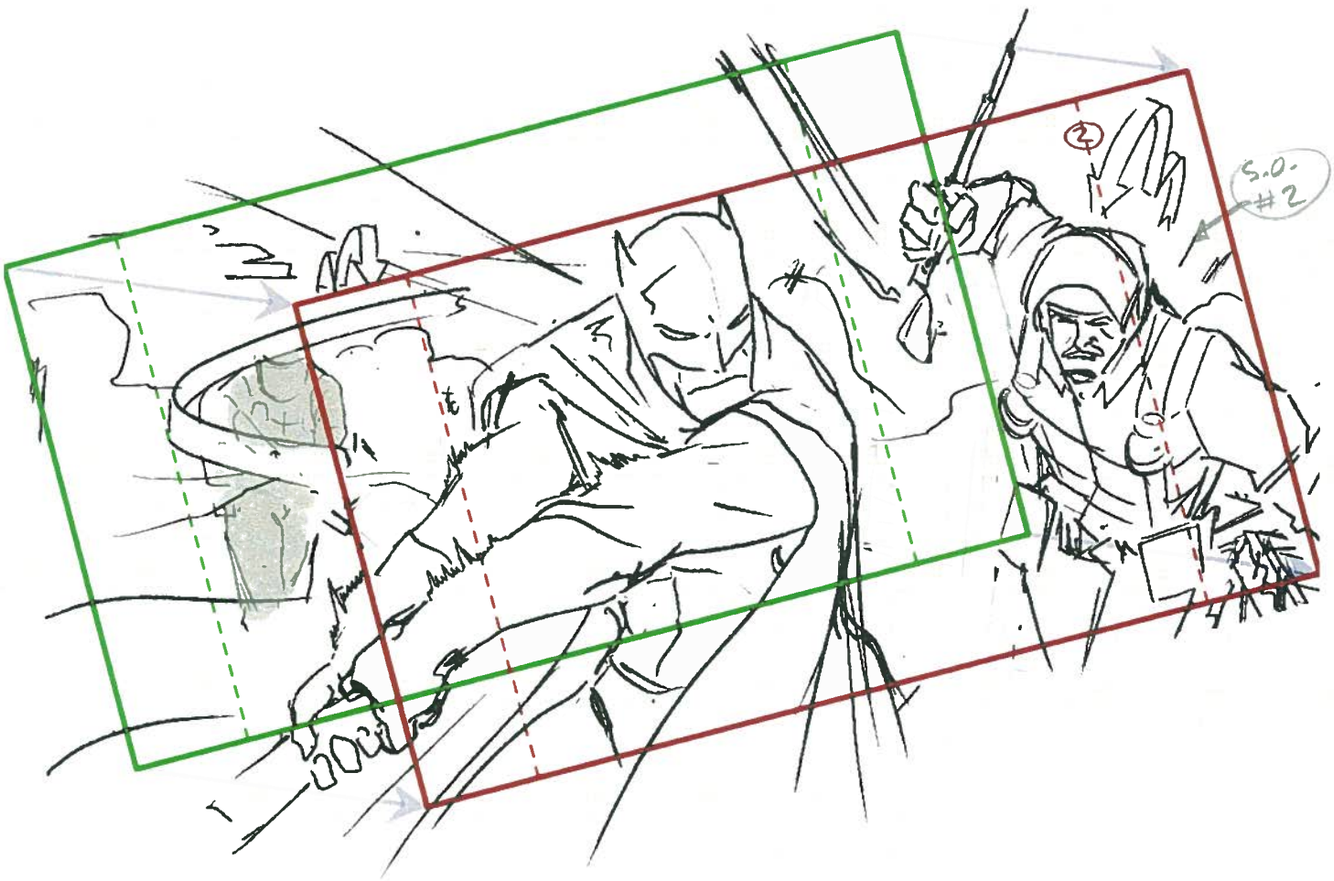
Scene	Panel
B309	7/14

CON'T PAN W/ACTION



Dialogue

Action Notes

Pan w/action as Batman swings rifle towards SWAT Officer #2 running towards him.

Slugging

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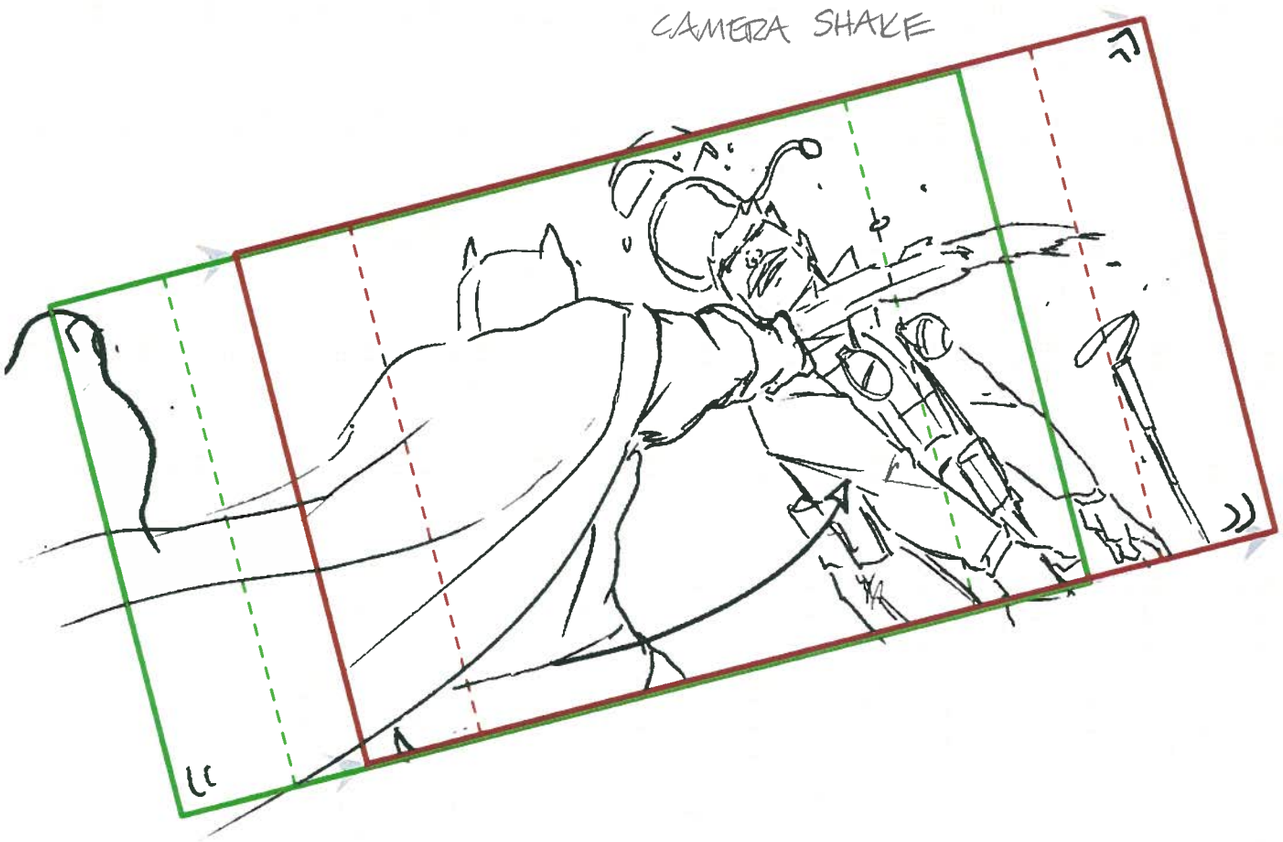
Scene	Panel
B309	8/14

CON'T PAN W/ ACTION

CAMERA SHAKE



Dialogue

Action Notes

Cont. action. Camera shake as Batman hits SWAT Officer #2.

Slugging

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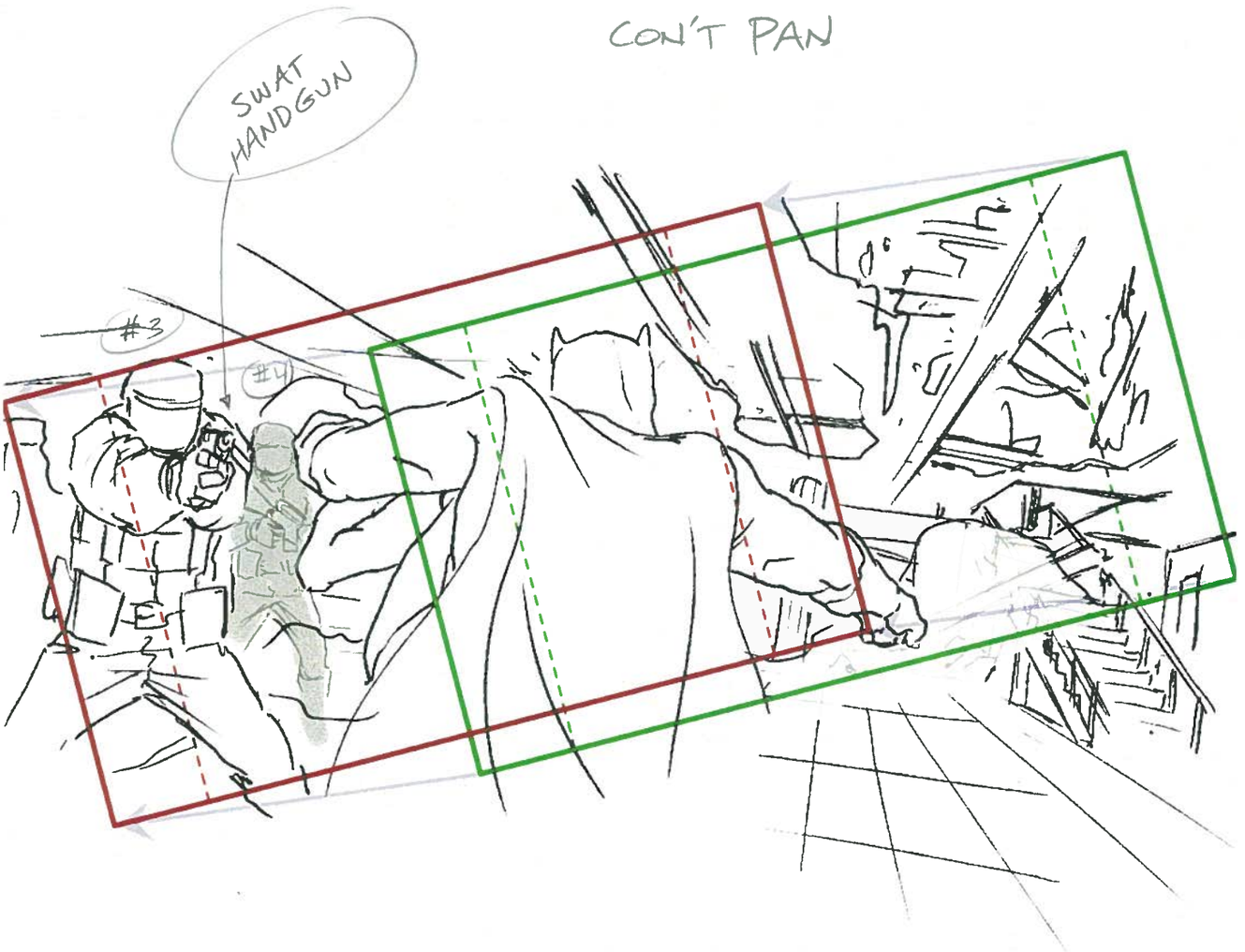
Scene	Panel
B309	9/14



Dialogue

Action Notes

Pan w/action as Batman prepares to kick closest SWAT officer (now holding handgun up).

Slugging

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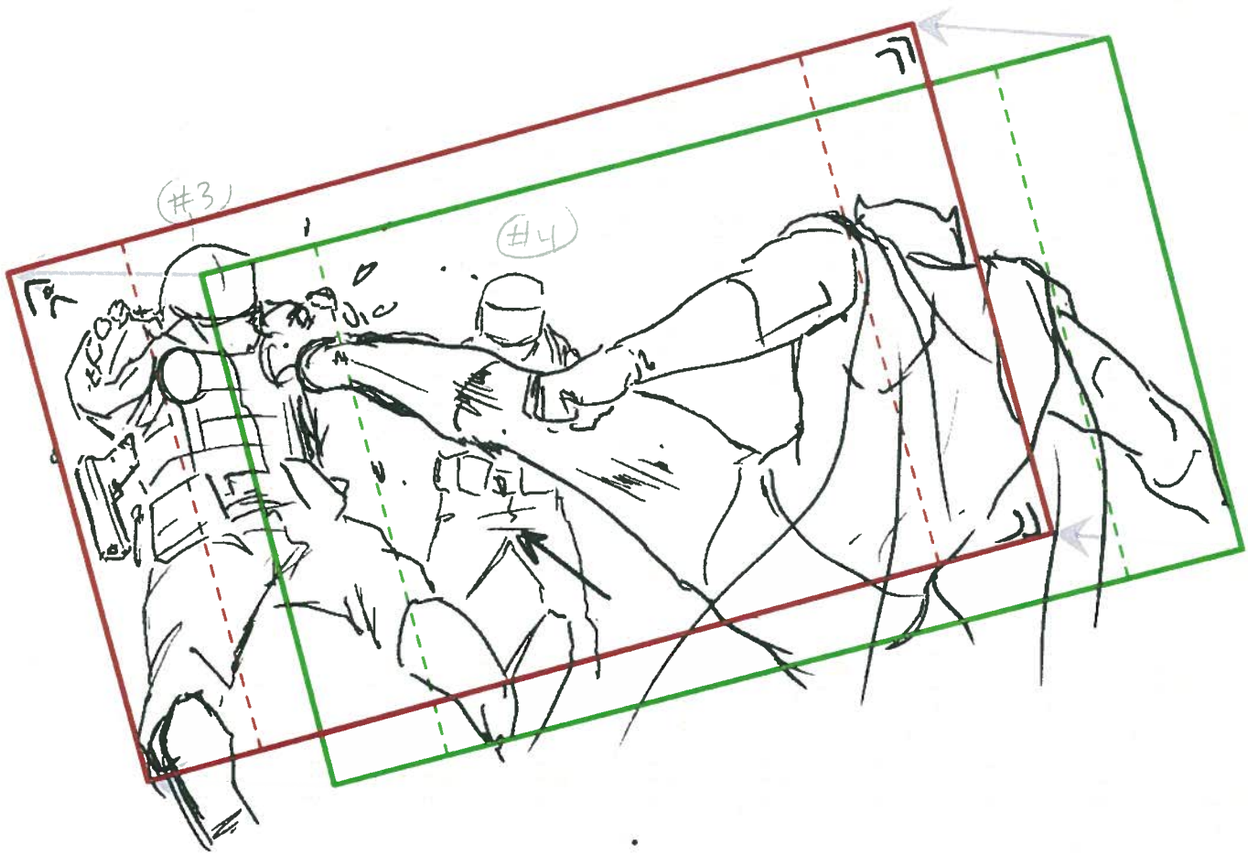
Scene	Panel
B309	10/14

CON'T PAN W/ ACTION



Dialogue

Action Notes

Cont. pan/action as Batman kicks SWAT officer. Add camera shake.

Slugging

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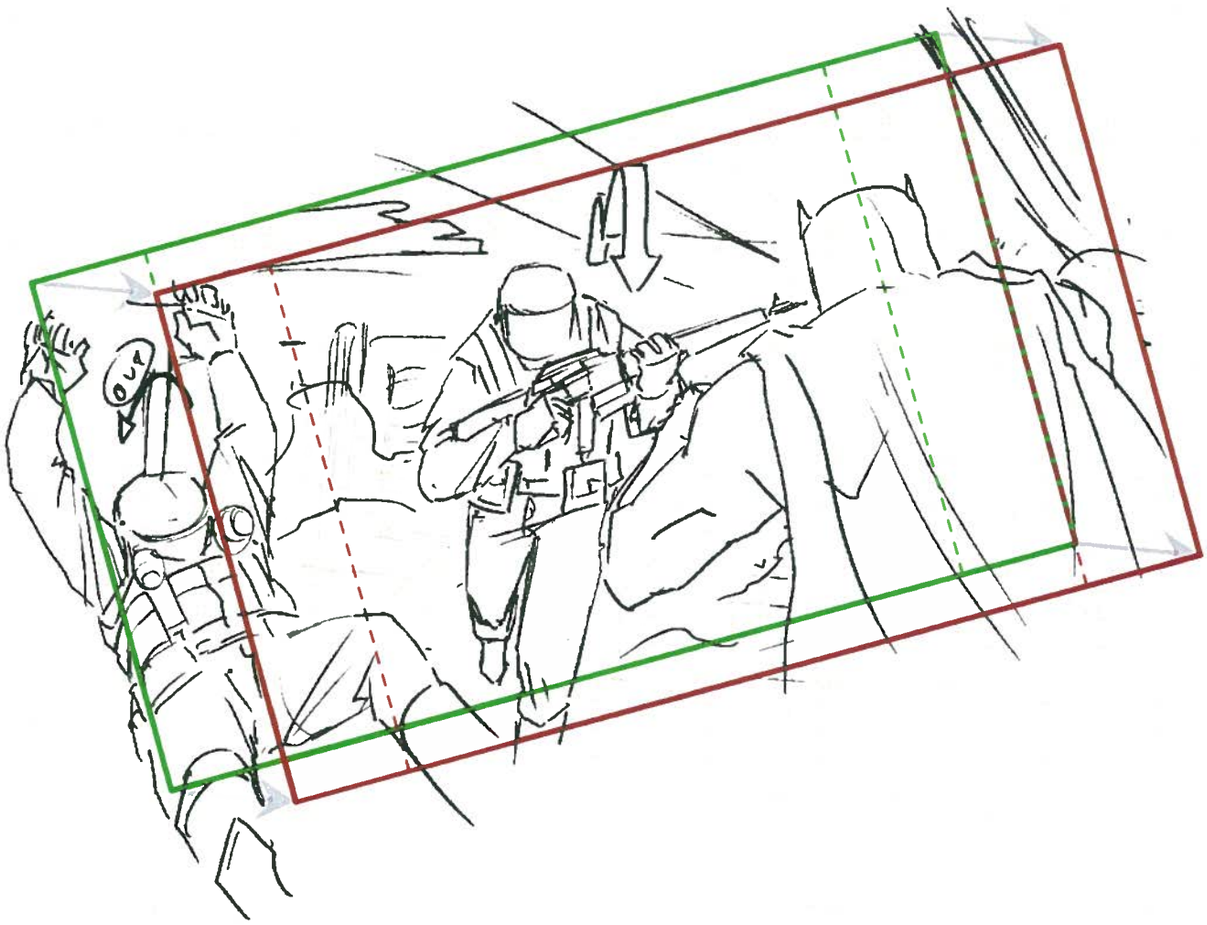
BATMAN: YEAR ONE
195-382

PAGE: B490

Scene	Panel
B309	11/14

CON'T PAN W/ ACTION



Dialogue

Action Notes

Kicked SWAT officer falls OS. Pan adjust as next SWAT officer starts running towards Batman.

Slugging

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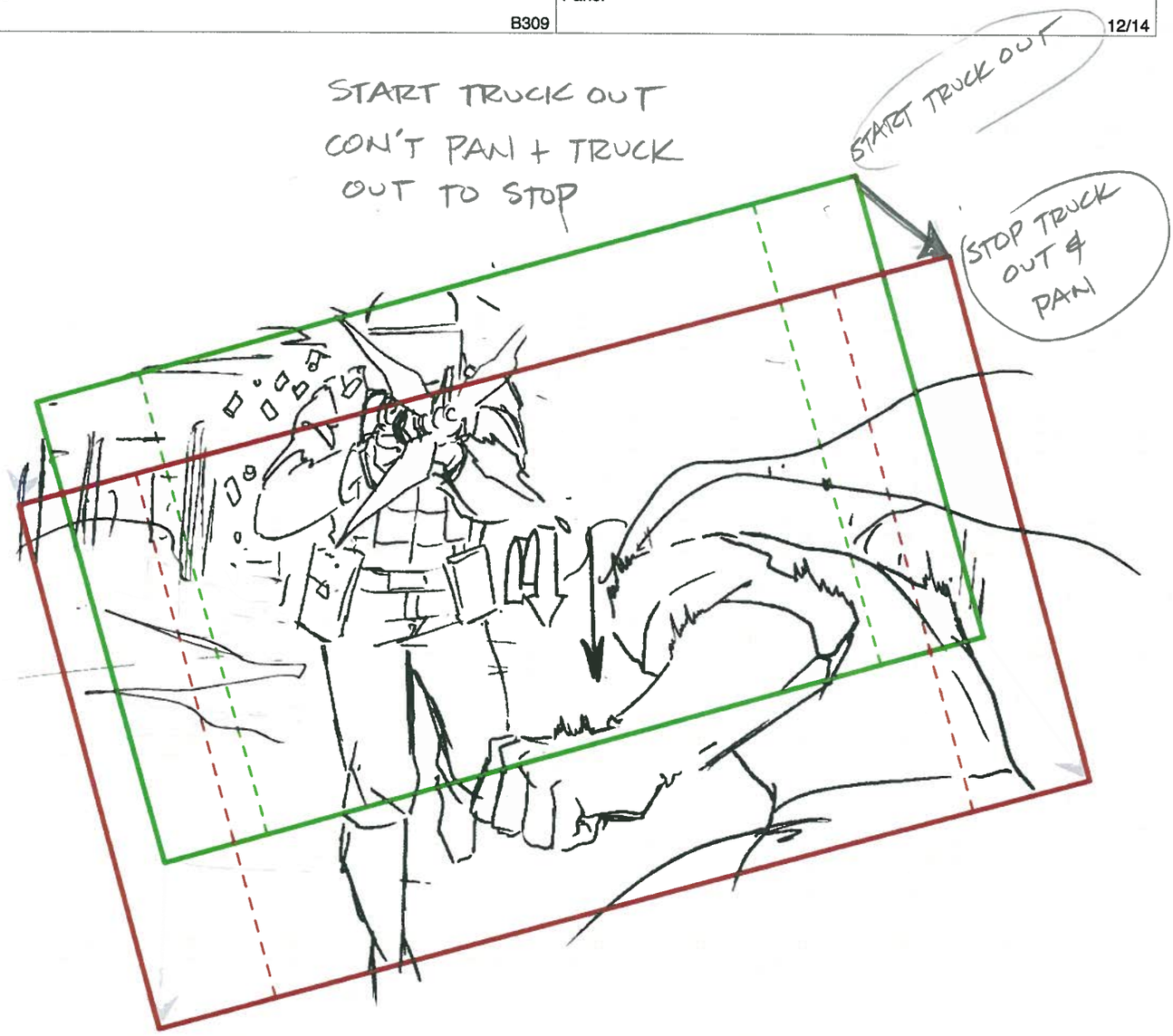
Scene	Panel
B309	12/14



Dialogue

Action Notes

Cont. action. SWAT officer fires rifle. Anim shells from rifle. Bot lit muzzle flashes. Anim hi-con lighting on shooter. Pan w/action as Batman ducks.

Slugging

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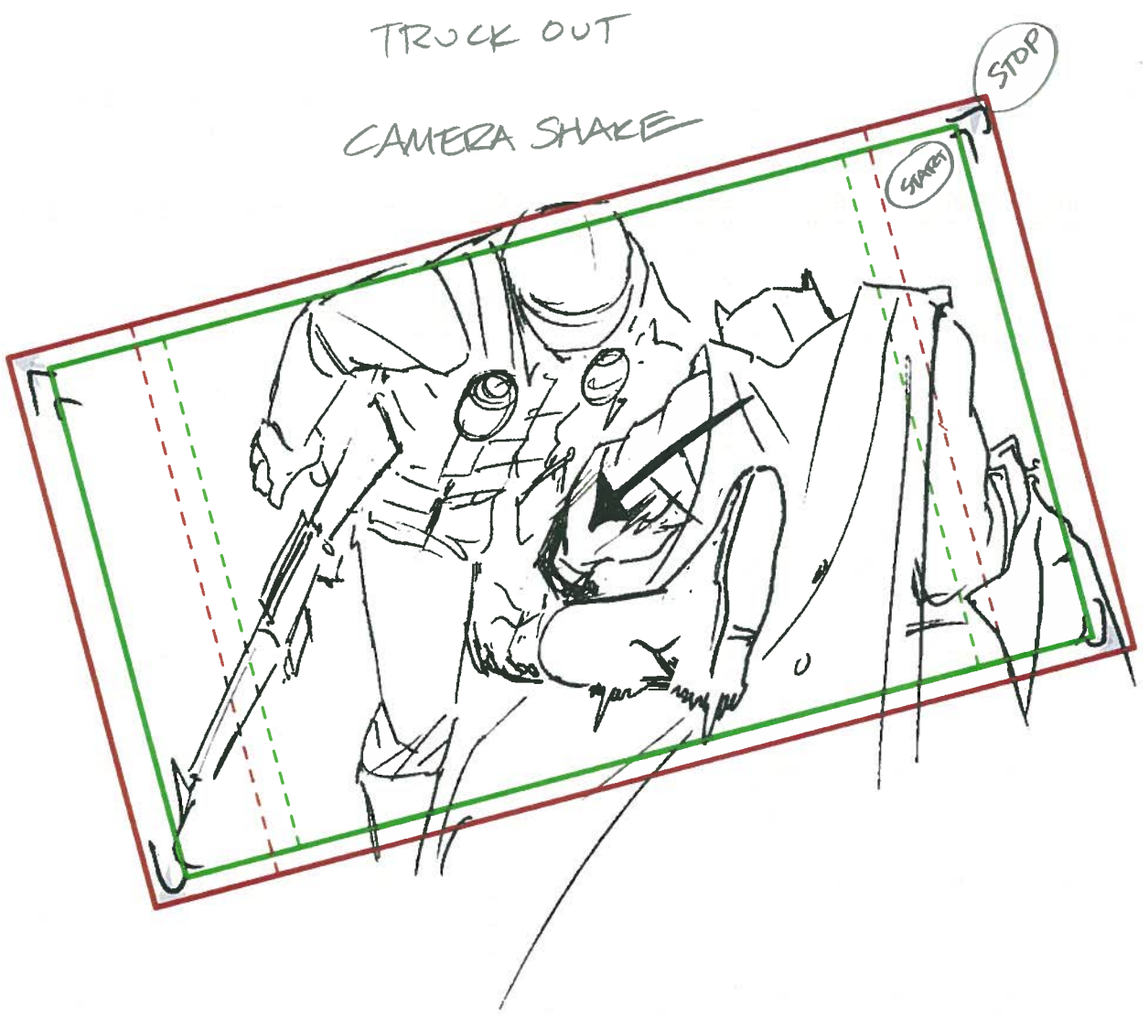
Scene	Panel
B309	13/14



Dialogue

Action Notes

Snap truck-out/camera shake as Batman breaks SWAT officer's leg.

Slugging

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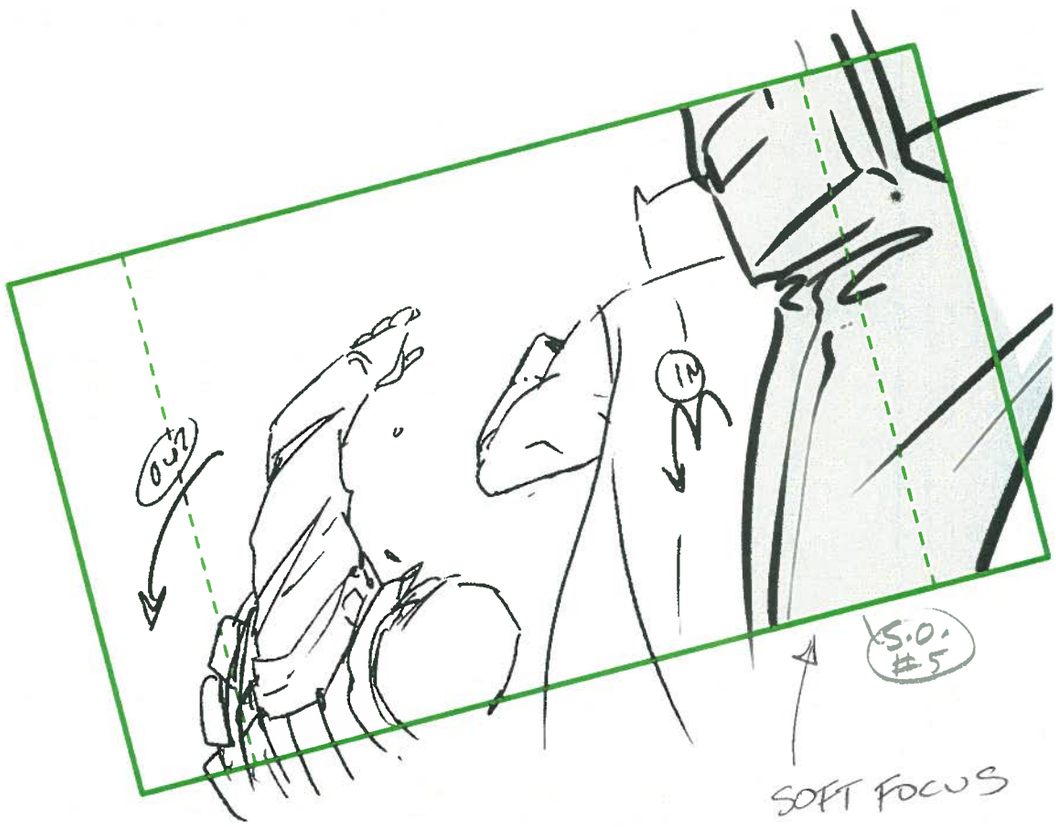
Dialogue	Scene	Panel
	B309	14/14

Action Notes
SWAT officer falls OS. Another SWAT officer (soft-focus) runs into SC.

Slugging



DUST FX

Dialogue	Scene	Panel
	S.O. #5 B310	1/3

Action Notes
Cut to OTS Batman on SWAT officer.

Slugging

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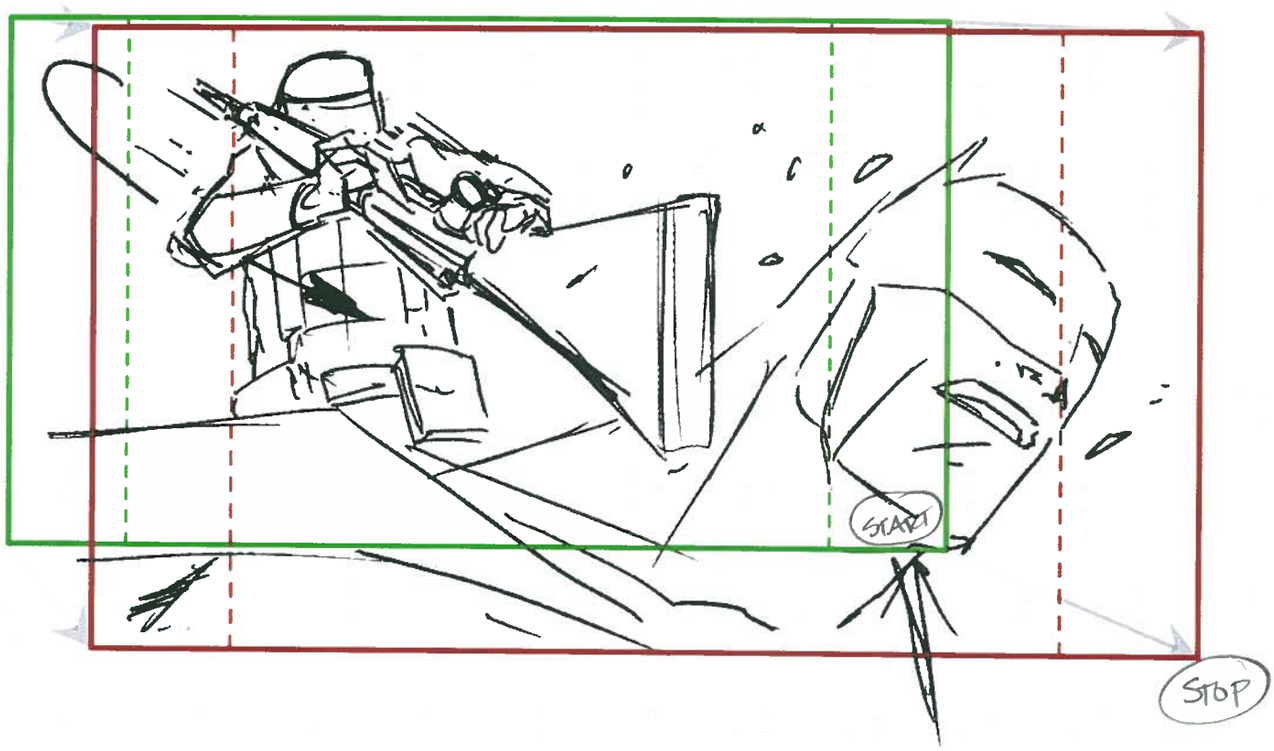
Scene	Panel
B310	2/3

TRUCK OUT & PAN

CAMERA SHAKE



Dialogue

Action Notes

SWAT officer hits Batman with rifle stock. Pan w/action, camera shake.

Slugging

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BATMAN: YEAR ONE
195-382

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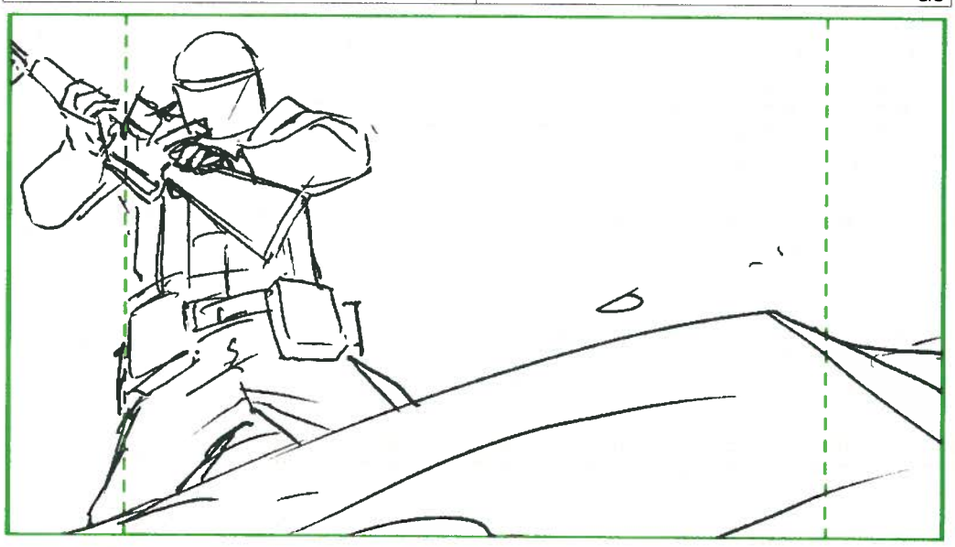
Dialogue

Action Notes
Batman rolls OS.

Slugging

Scene B310 | Panel 3/3

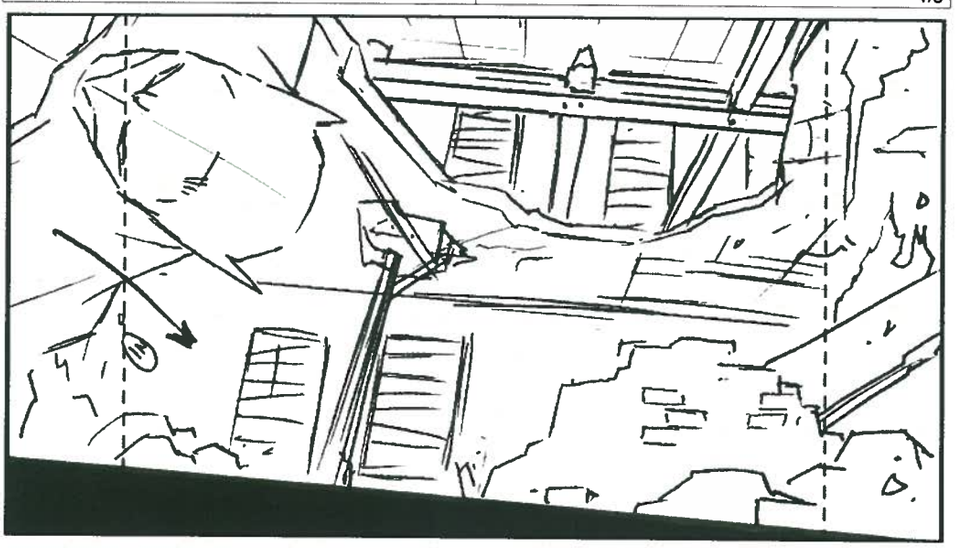


Dialogue

Action Notes
Cut to low angle.
Batman rolls into SC (H/U).

Slugging

Scene B311 | Panel 1/5



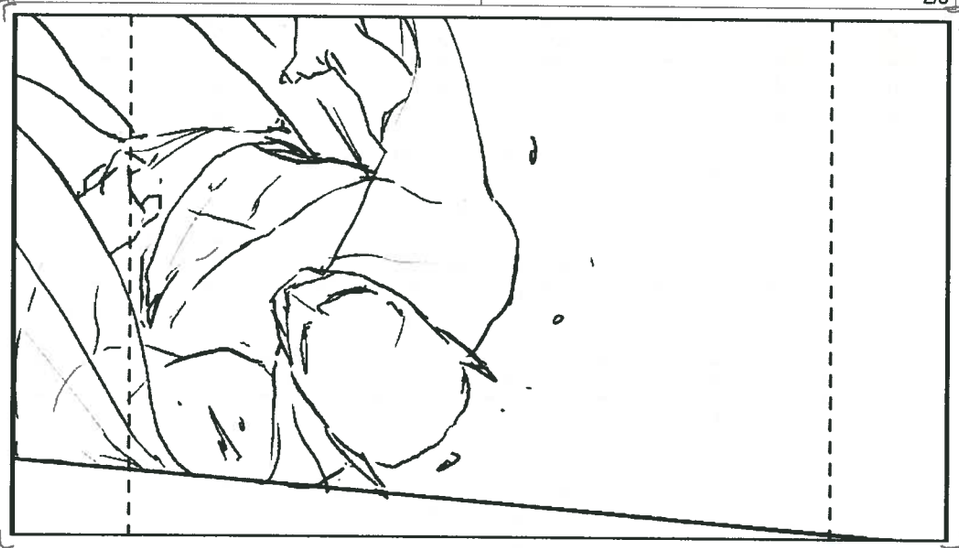
SLIGHT CAMERA SHAKE

Dialogue

Action Notes
Cont. action.
Slight camera shake as Batman lands.

Slugging

Scene B311 | Panel 2/5



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BATMAN: YEAR ONE
195-382 DUST FX STD. GUNFIRE FX

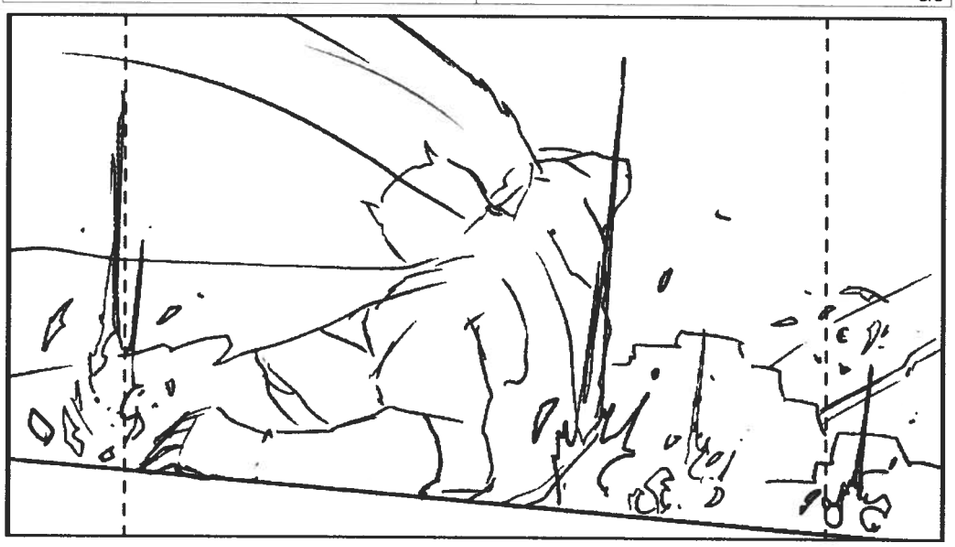
PAGE: B496

Dialogue

Action Notes
Cont. action.
Bullets start striking all around Batman.

Slugging

Scene B311 | Panel 3/5



Dialogue

Action Notes
Cont. action.
Batman grabs brick on ground.

Slugging

Scene B311 | Panel 4/5

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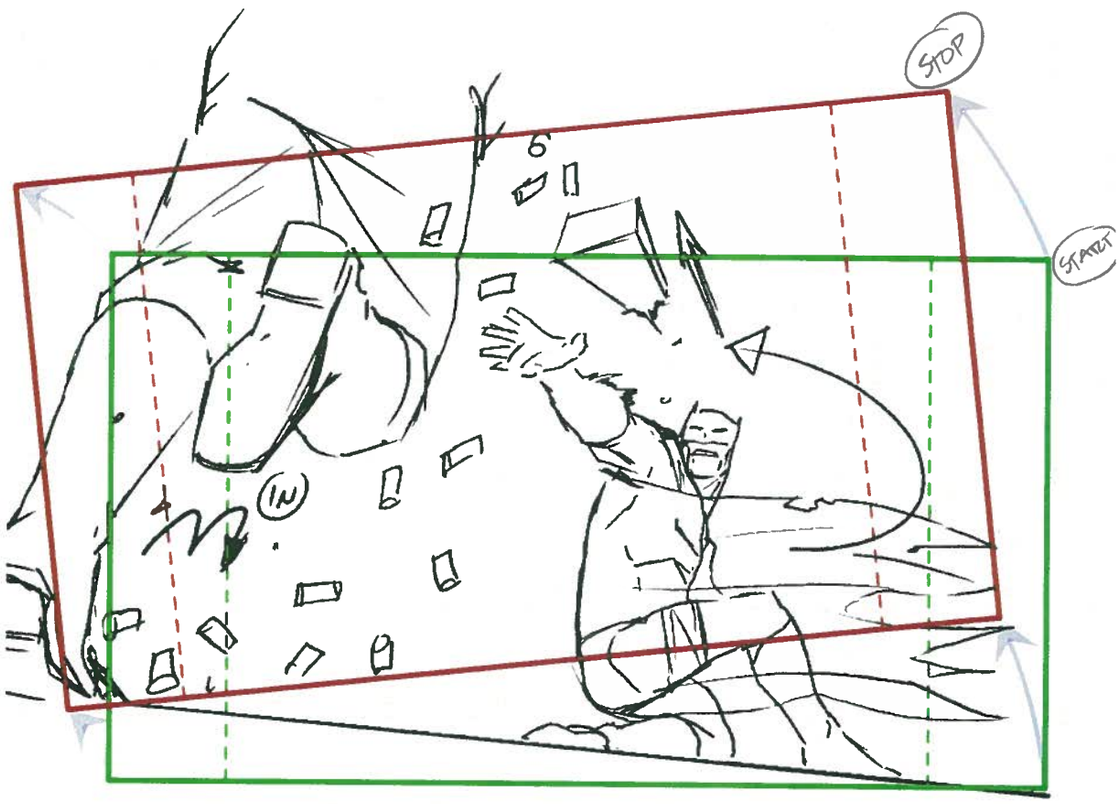
Dialogue

Scene	Panel
B311	5/5

PAN & ROTATE WITH ACTION



Action Notes

Batman throws brick at SWAT officer that runs into SC.
Continue with bullet richocets.
Animate brass shells landing on ground.

Slugging

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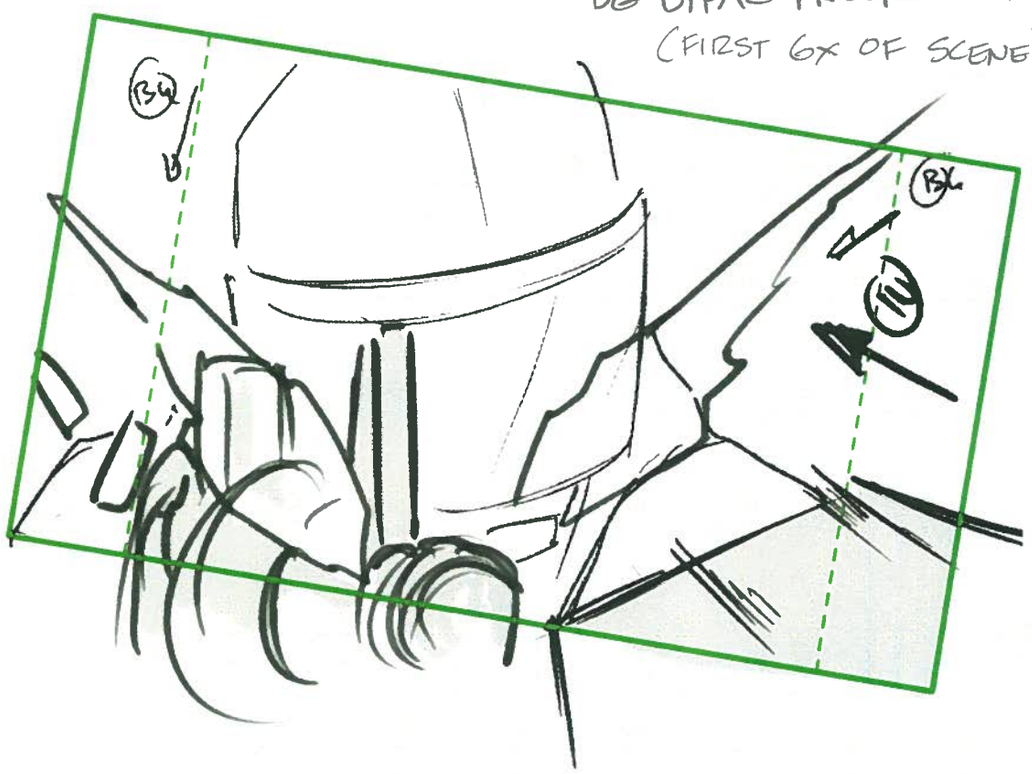
Dialogue

Scene	Panel
B312	1/8

HI CON SHADOW FX
STD. GUNFIRE FX
MUZZLE FLASH FX
DUST FX

BG BIPAC TRUCK OUT
(FIRST GX OF SCENE)



Action Notes

Cut to close-up SWAT officer firing rifle.
Bot lit muzzle flash.
Add camera shake.
H/U brick entering SC.
Pan BG.

Slugging

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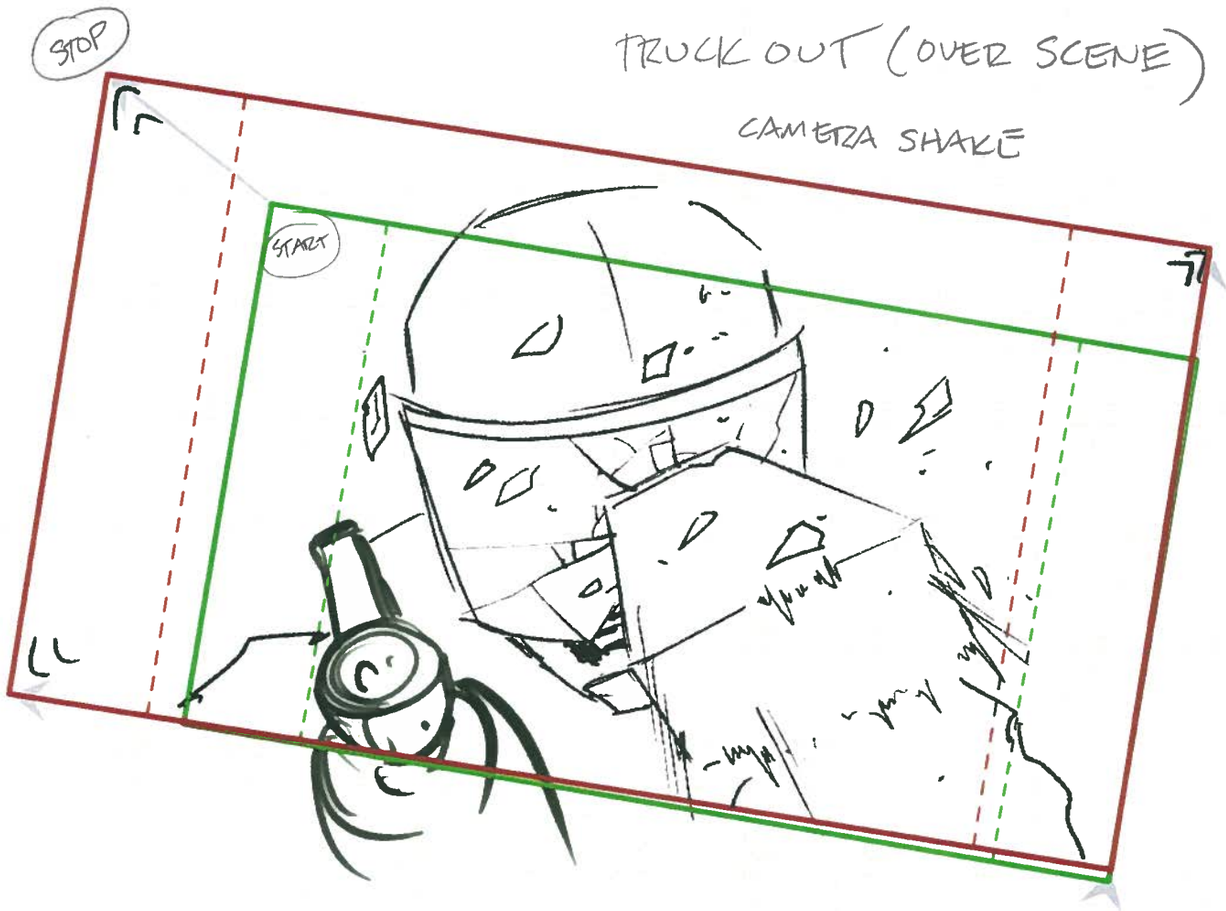
Scene	Panel
B312	2/8



Dialogue

Action Notes

Snap-truck out/camera shake as brick hits SWAT officer in face.

Slugging

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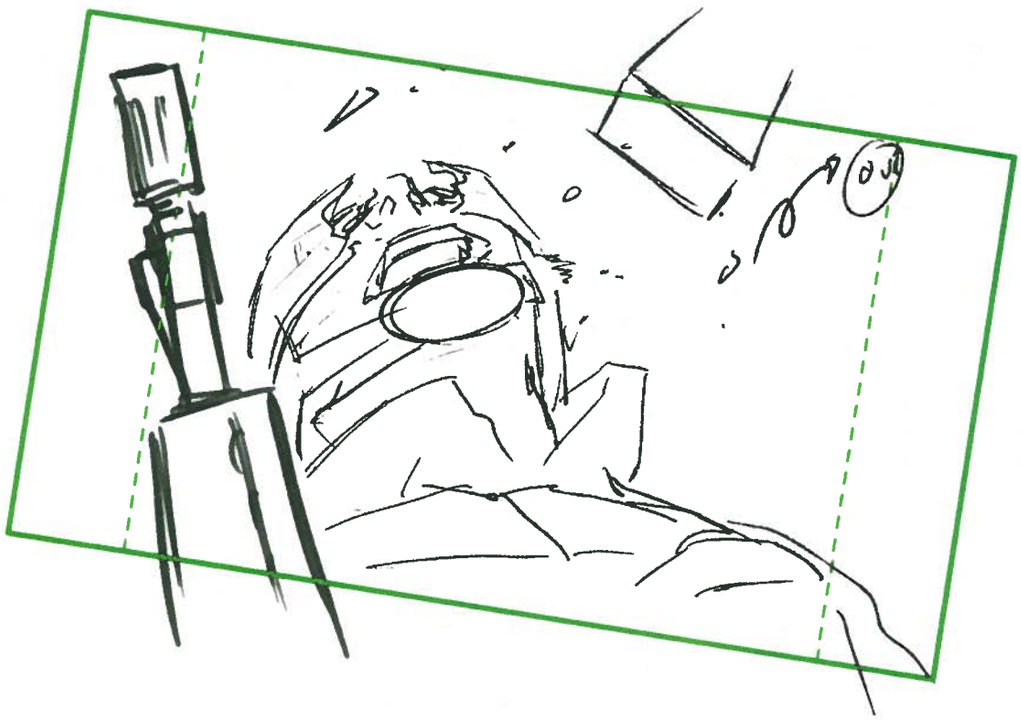
BATMAN: YEAR ONE
195-382

PAGE: B500

Dialogue

Scene	Panel
B312	3/8



Action Notes

Brick flies OS.

Slugging

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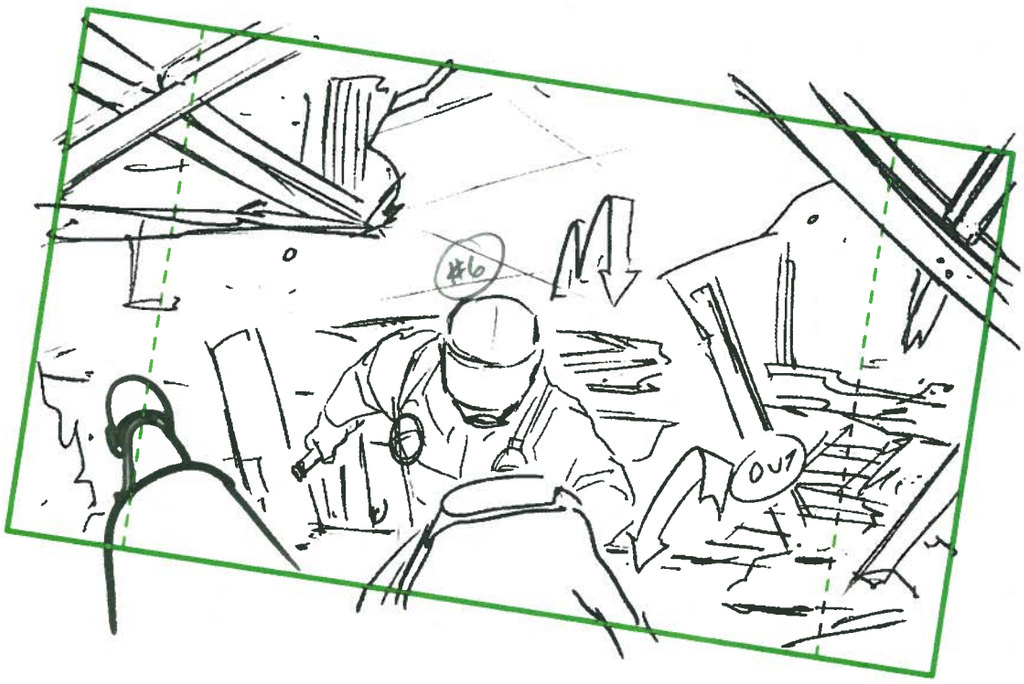
BATMAN: YEAR ONE
195-382

PAGE: B501

Dialogue

Scene	Panel
B312	4/8



Action Notes

SWAT officer falls OS, revealing another one running towards camera.

Slugging

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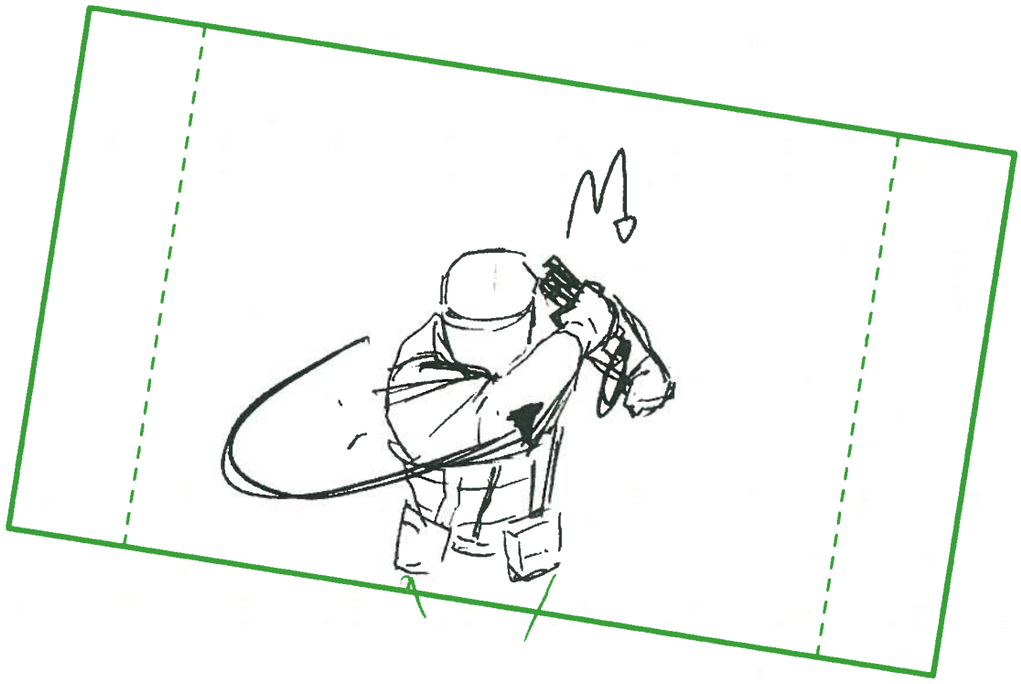
BATMAN: YEAR ONE
195-382

PAGE: B502

Dialogue

Scene	Panel
B312	5/8



Action Notes

Cont. action.
Officer prepares to deploy baton.

Slugging

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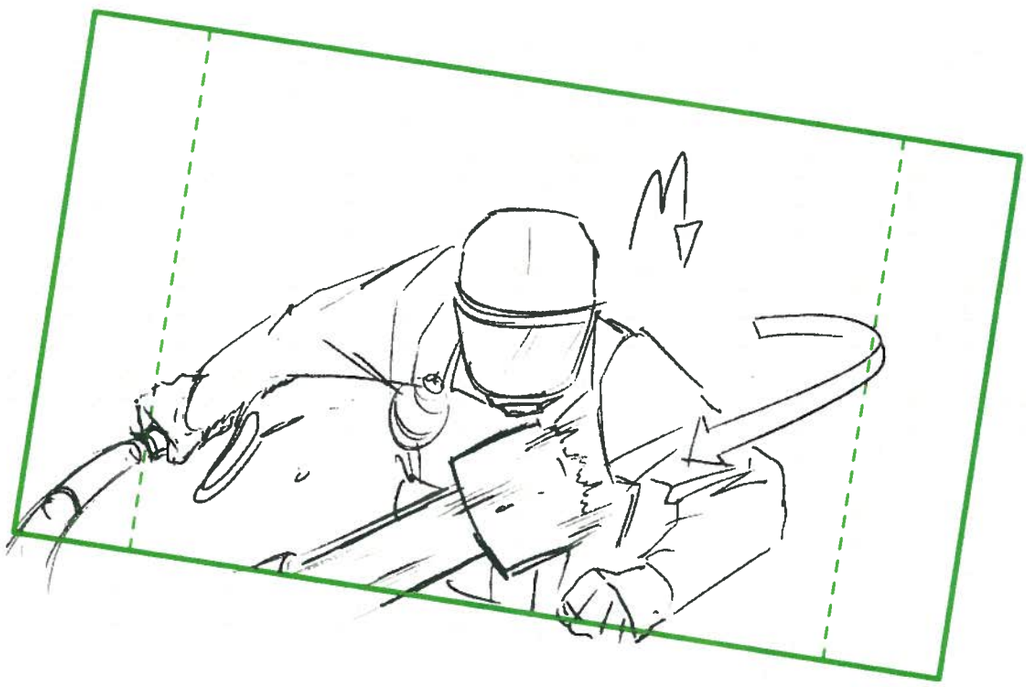
BATMAN: YEAR ONE
195-382

PAGE: B503

Dialogue

Scene	Panel
B312	6/8



Action Notes

Cont. action.
SWAT officer deploys baton.

Slugging

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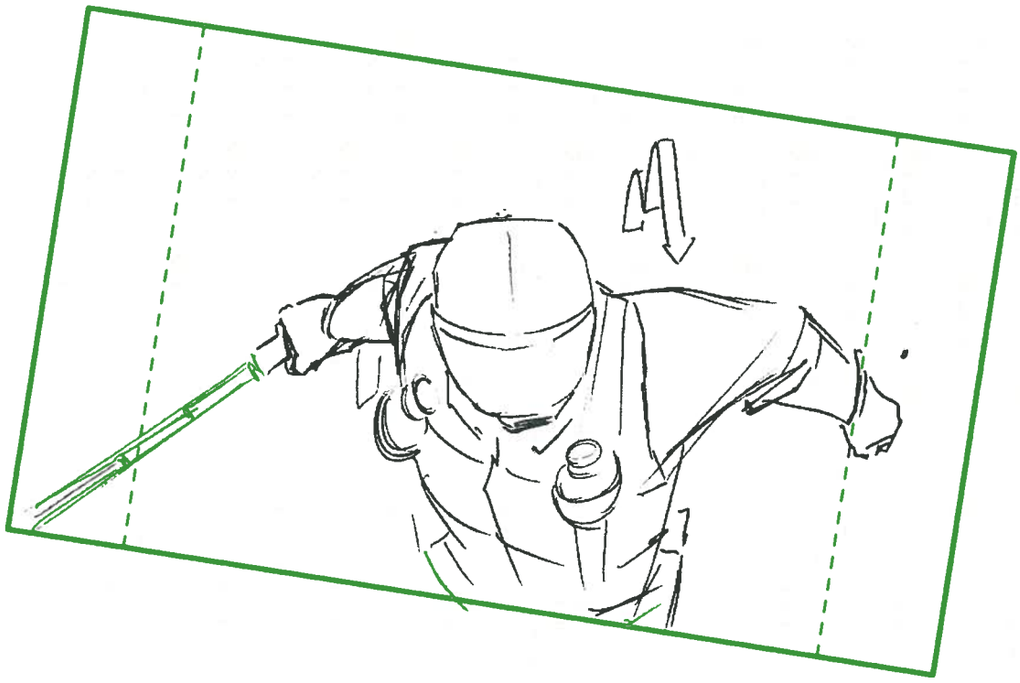
Dialogue

Scene	Panel
B312	7/8



Action Notes

Cont. action.

Slugging

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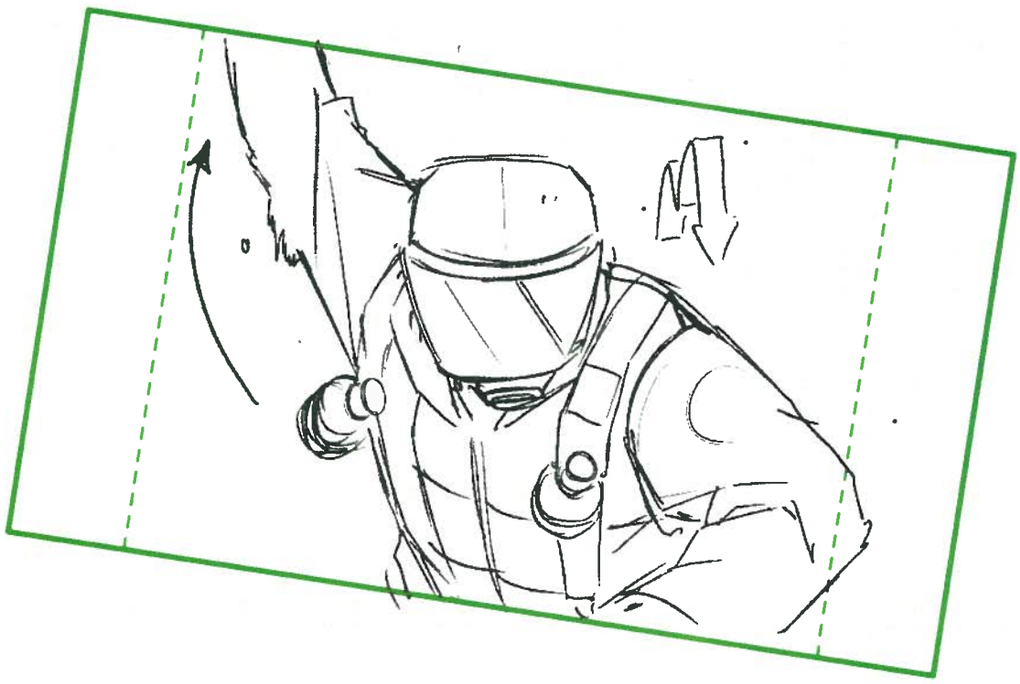
Dialogue

Scene	Panel
B312	8/8



Action Notes

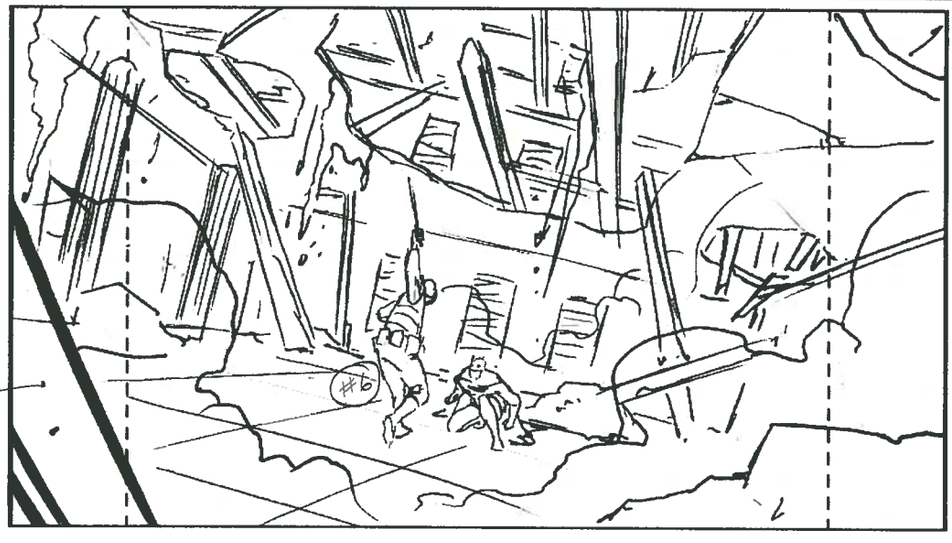
Cont. action.

Slugging

DUST FX

Dialogue

Scene	Panel
B313	1/3



Action Notes

Cut to wide. H/U Swat officer running towards Batman w/baton.
Anim dust throughout.

Slugging

SOFT FOCUS

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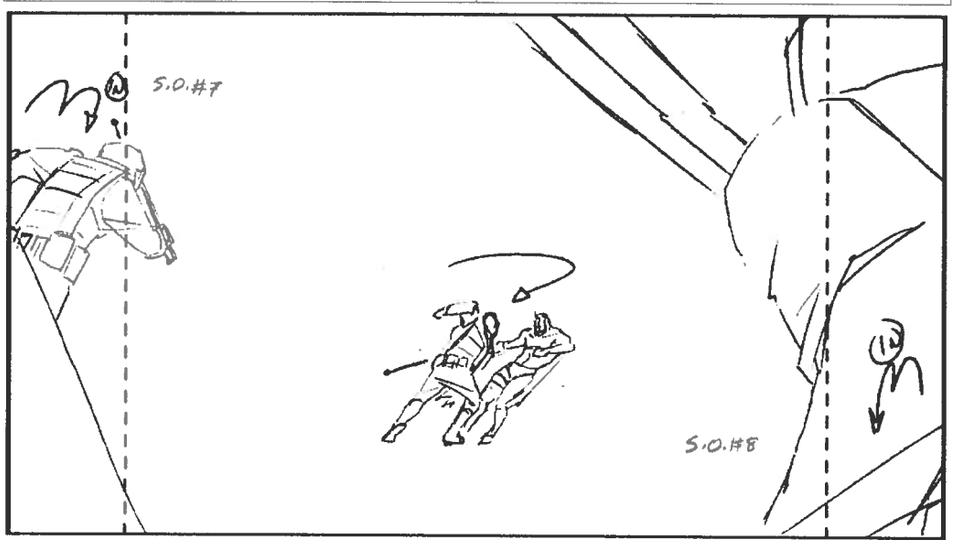
Dialogue

Action Notes
Batman dodges baton. More SWAT officers run into SC.

Slugging

Scene B313

Panel 2/3



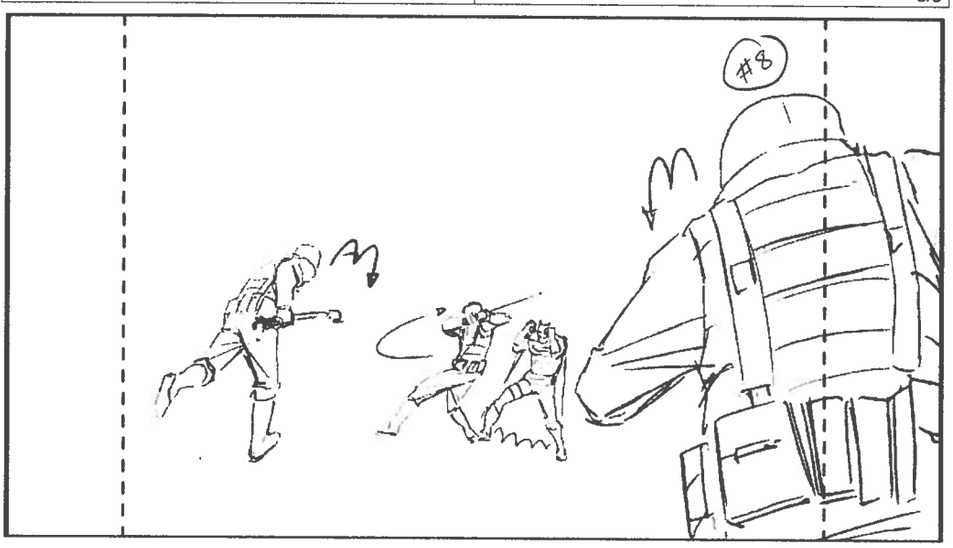
Dialogue

Action Notes
Cont. action.
First SWAT officer prepares for another swing.

Slugging

Scene B313

Panel 3/3



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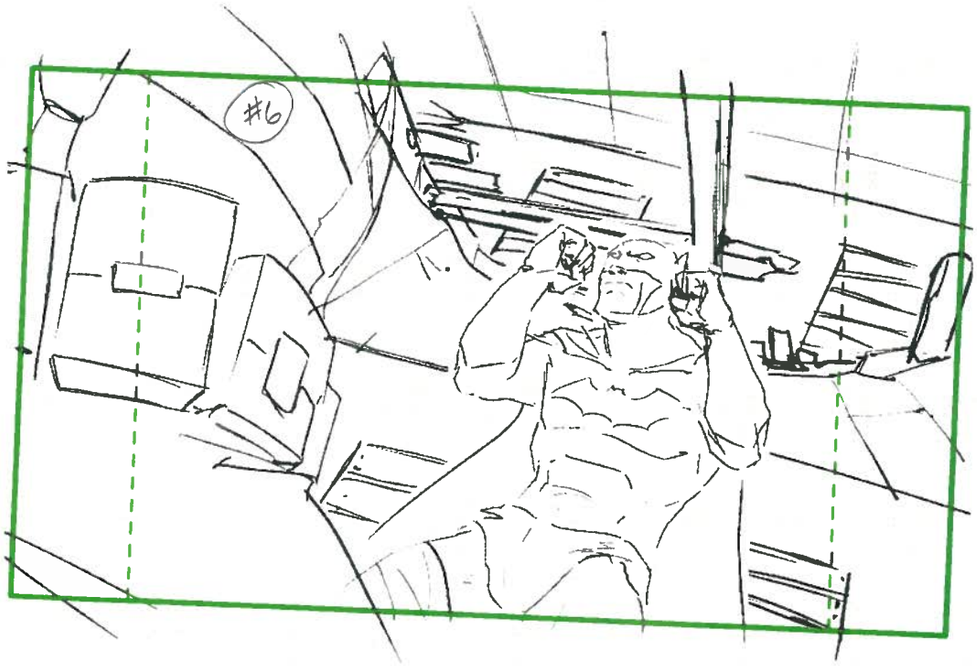
BATMAN: YEAR ONE
195-382

PAGE: B507

Dialogue

Scene	Panel
B314	1/12

HAND HELD CAMERA FX
THRU SCENE



Action Notes

Cut to medium upshot Batman and 1st SWAT officer.
Handheld camera style.
HU Batman.

Slugging

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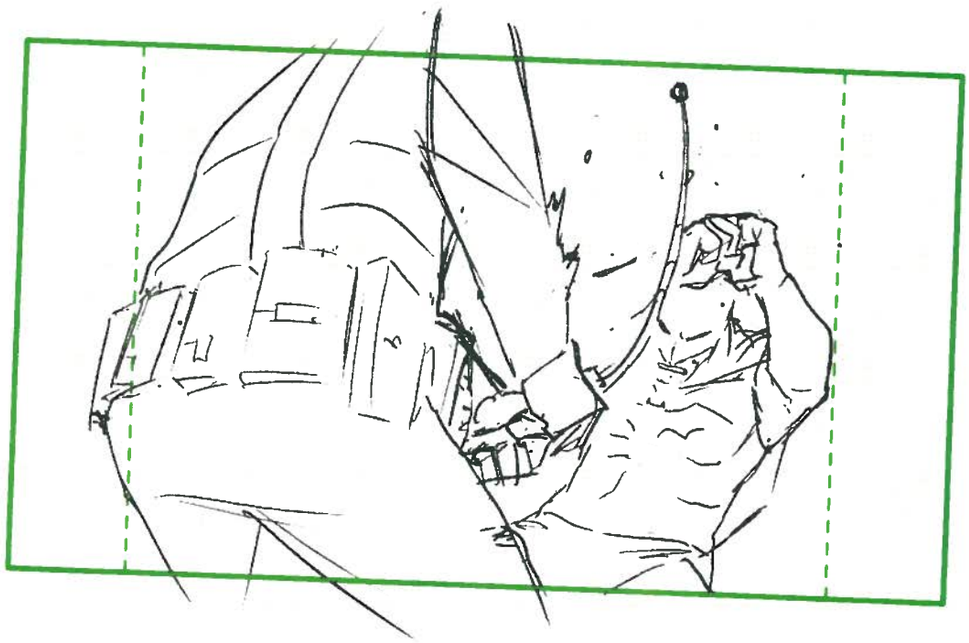
BATMAN: YEAR ONE
195-382

PAGE: B508

Dialogue

Scene	Panel
B314	2/12



Action Notes

SWAT officer strikes Batman w/baton.

Slugging

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BATMAN: YEAR ONE
195-382

PAGE: B509

Dialogue

Scene	Panel
B314	3/12

Action Notes

Batman lunges towards SWAT officer.

Slugging

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BATMAN: YEAR ONE
195-382

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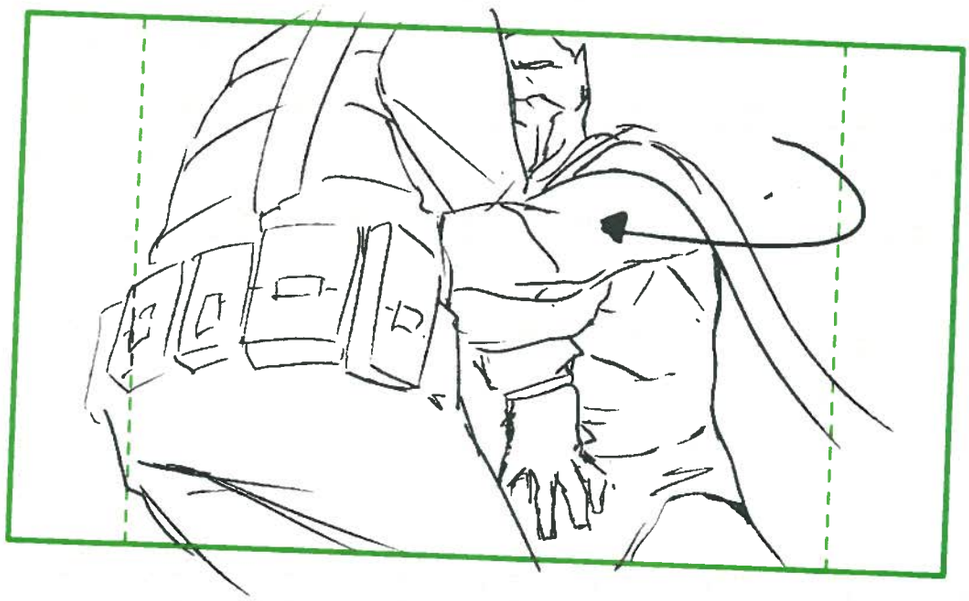
Dialogue

Scene	Panel
B314	4/12



Action Notes

Batman grabs SWAT officer's arms.

Slugging

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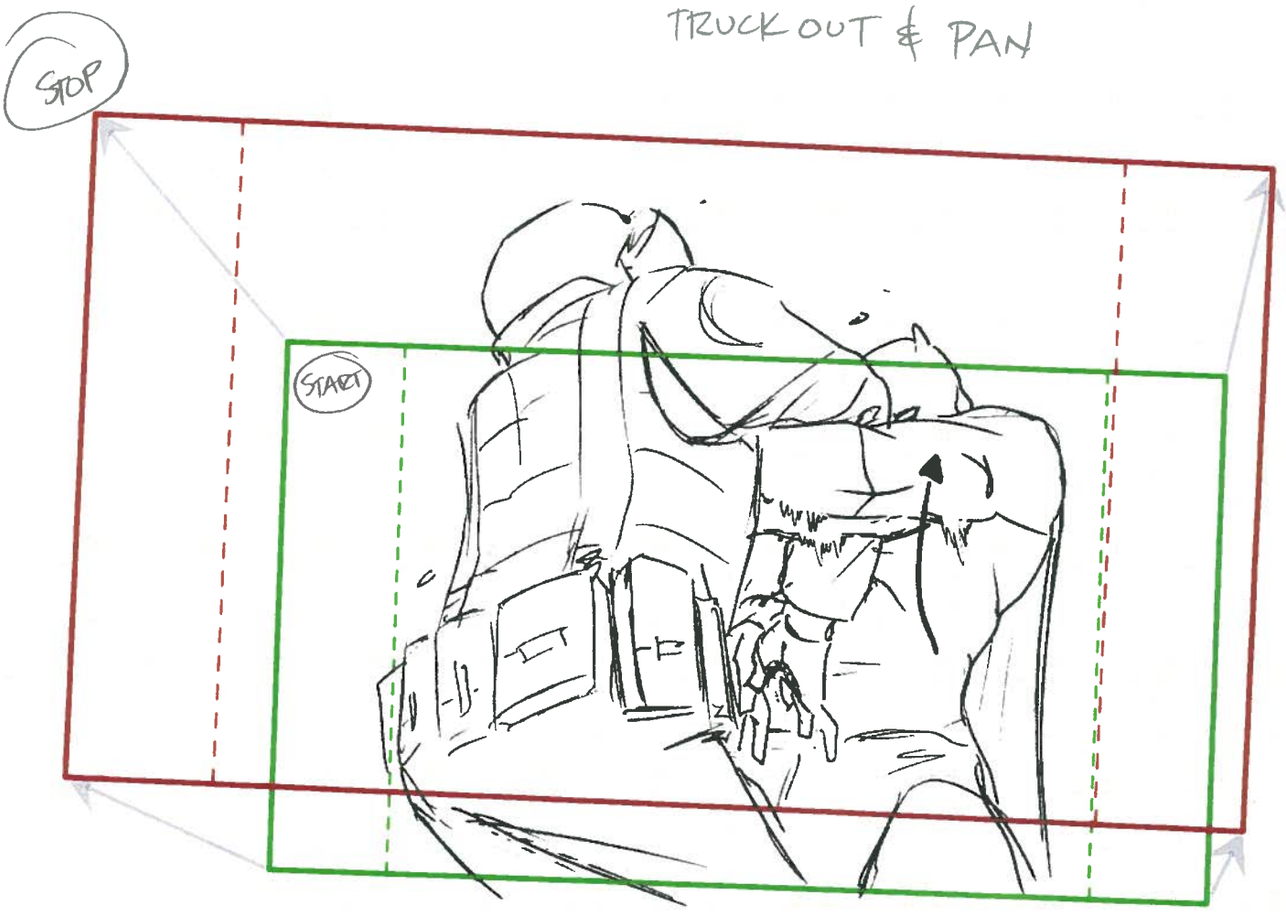
Scene	Panel
B314	5/12



Dialogue

Action Notes

Pan w/action as Batman snaps SWAT officer's elbows.

Slugging

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BATMAN: YEAR ONE
195-382

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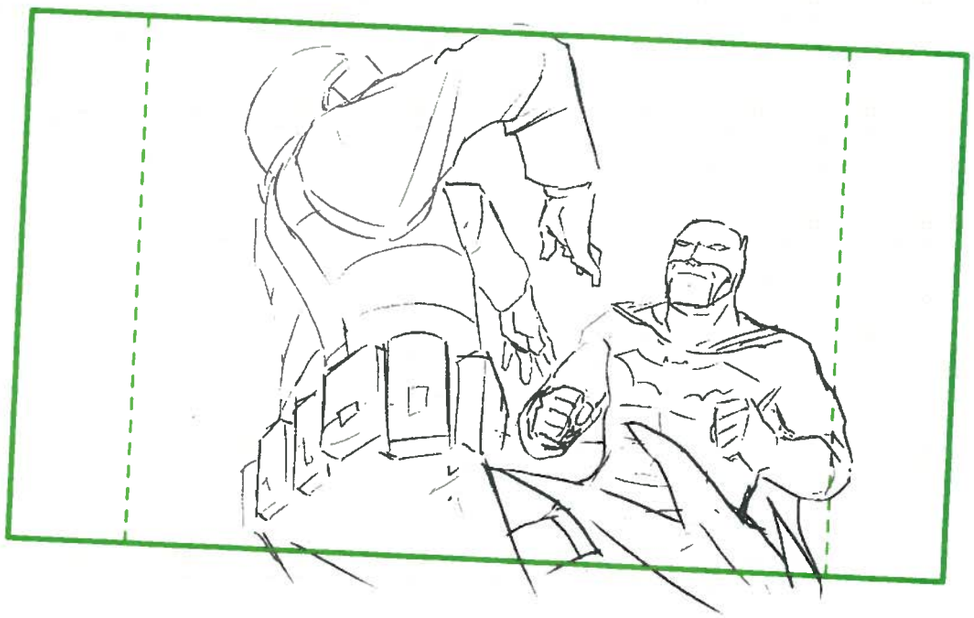
Dialogue

Scene	Panel
B314	6/12



Action Notes

Batman lets go/steps back.

Slugging

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BATMAN: YEAR ONE
195-382

PAGE: B513

Dialogue

Scene	Panel
B314	7/12

Action Notes

Batman plants foot on SWAT officer's torso.

Slugging

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BATMAN: YEAR ONE
195-382

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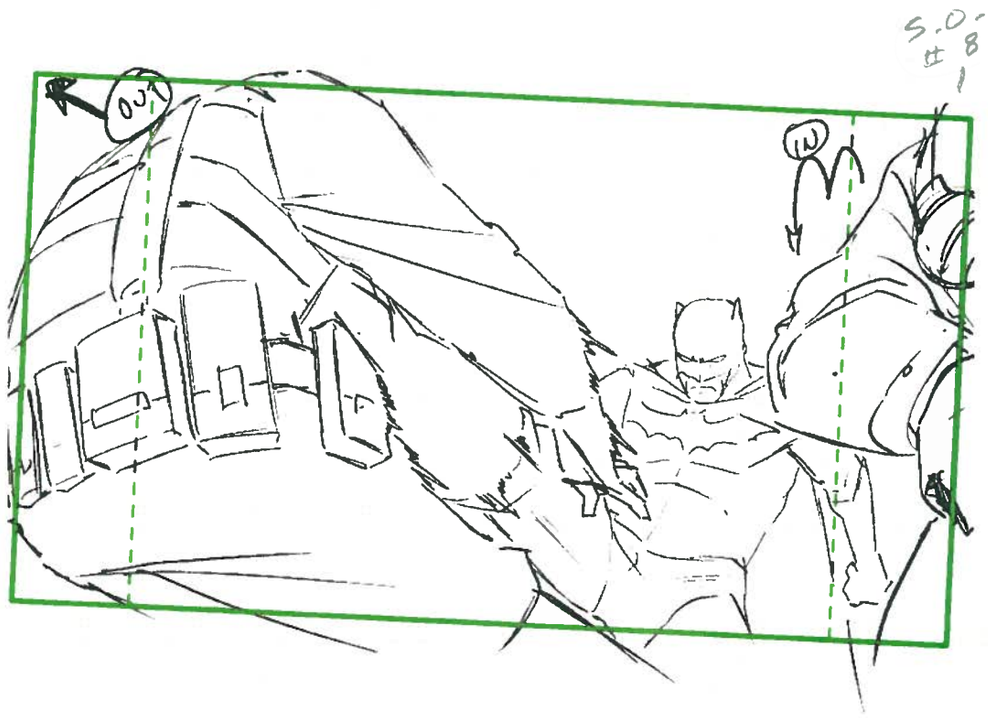
Dialogue

Scene	Panel
B314	8/12



Action Notes

Batman shoves SWAT officer OS as another one runs into SC.

Slugging

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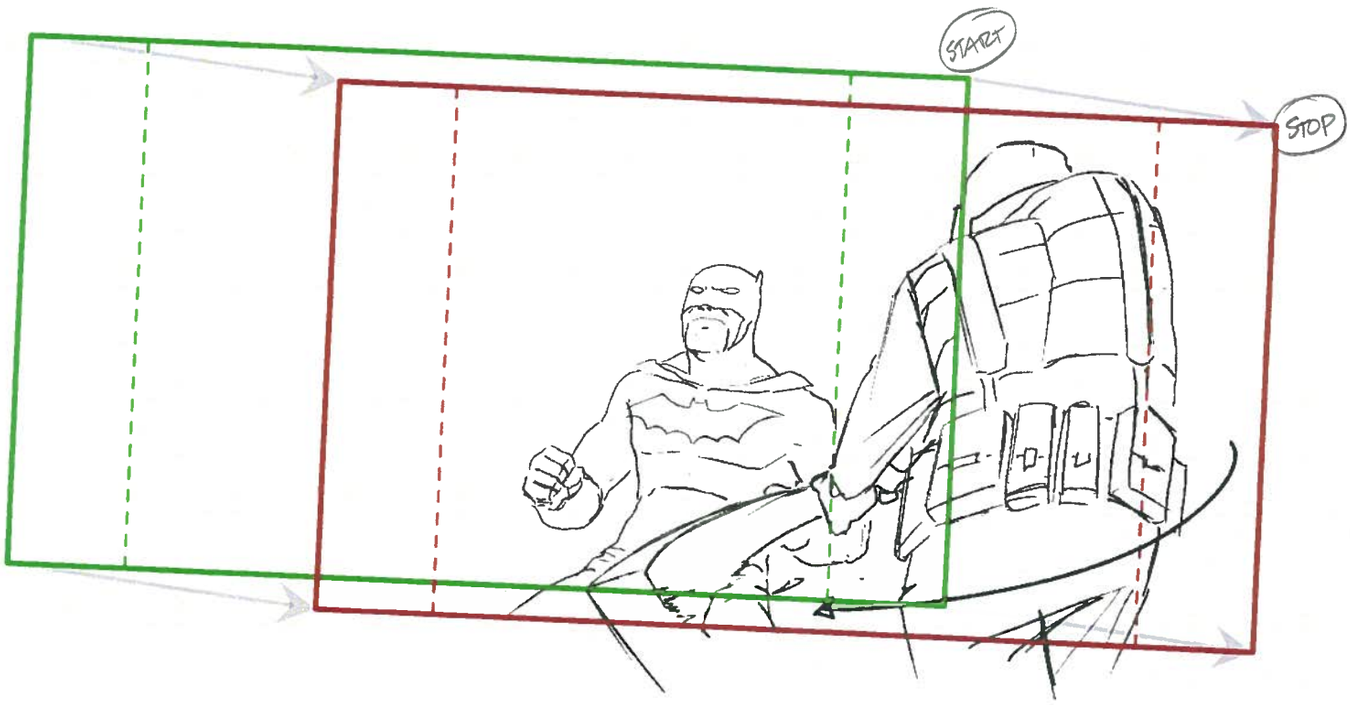
Scene	Panel
B314	9/12

DIAG. PAN



Dialogue

Action Notes

Pan/action as 2nd SWAT officer swings wooden plank towards Batman.

Slugging

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195-382

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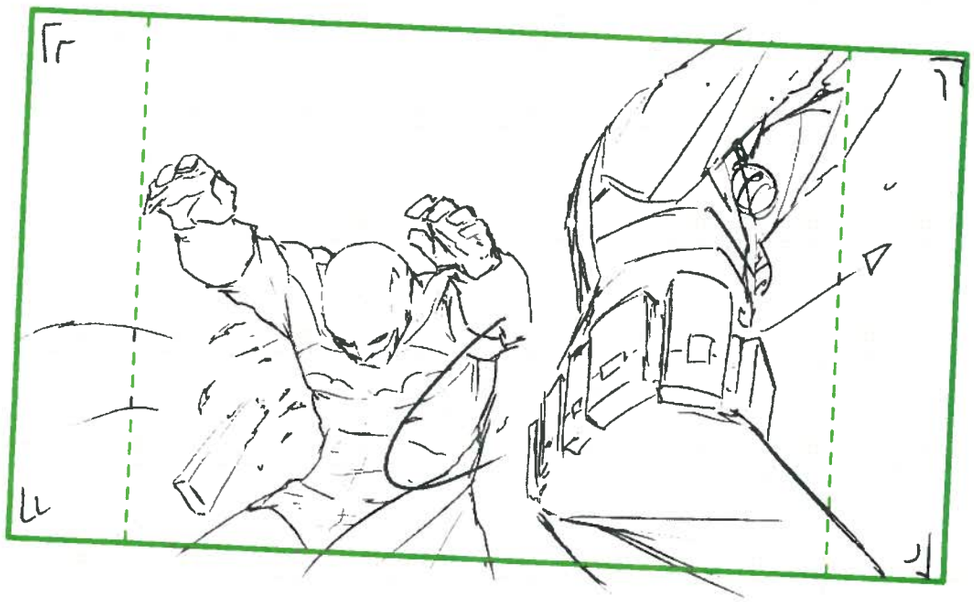
Dialogue

Scene	Panel
B314	10/12

CAMERA SHAKE



Action Notes

Camera shake as SWAT officer breaks plank on Batman.

Slugging

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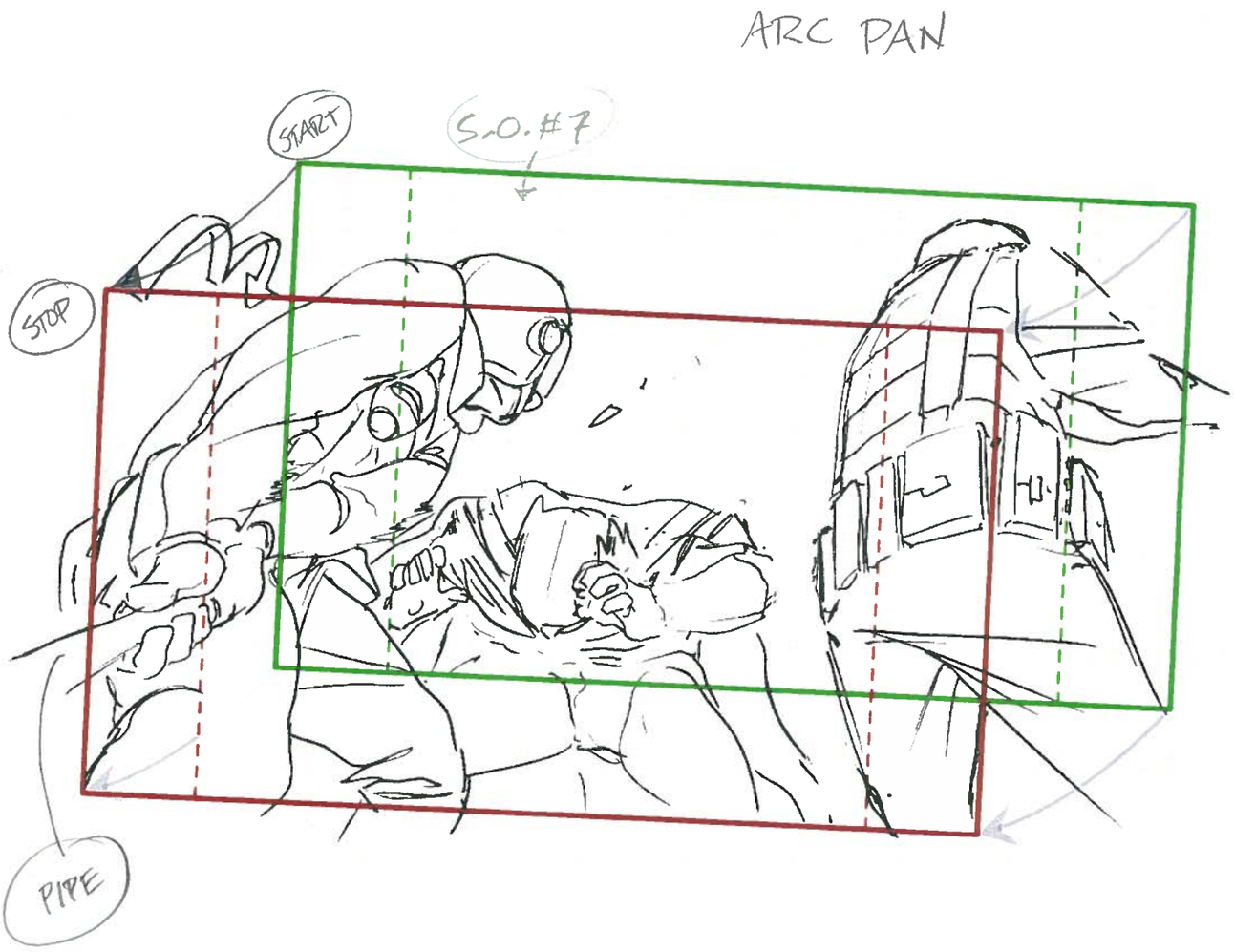
Scene	Panel
B314	11/12



Dialogue

Action Notes

Pan w/action as another SWAT officer runs into SC and hits Batman with a metal pipe.

Slugging

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Dialogue

Scene	Panel
B314	12/12

CAMERA SHAKE

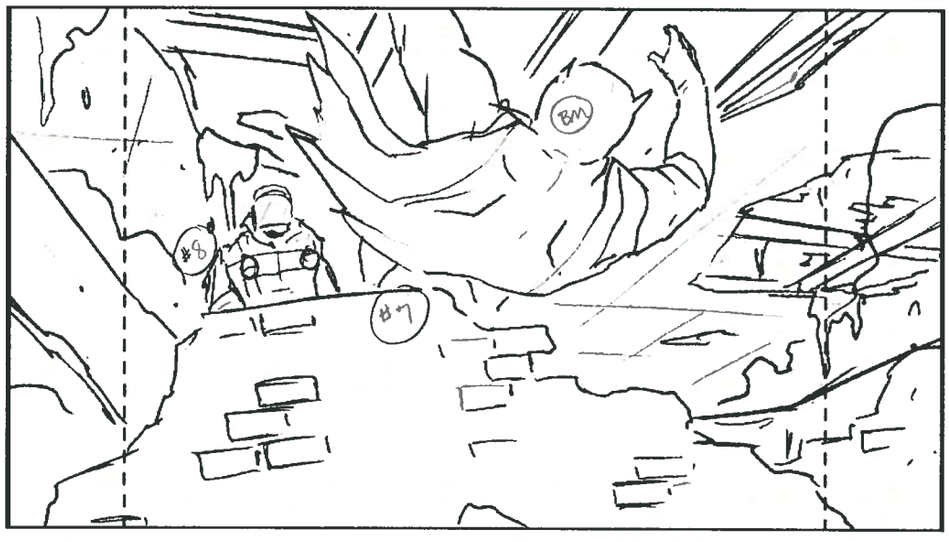
Action Notes

SWAT officer swings pipe other way and knocks Batman back.

Slugging

Dialogue

Scene	Panel
B315	1/4



Action Notes

Cut to reverse.
H/U Batman falling towards camera.

Slugging

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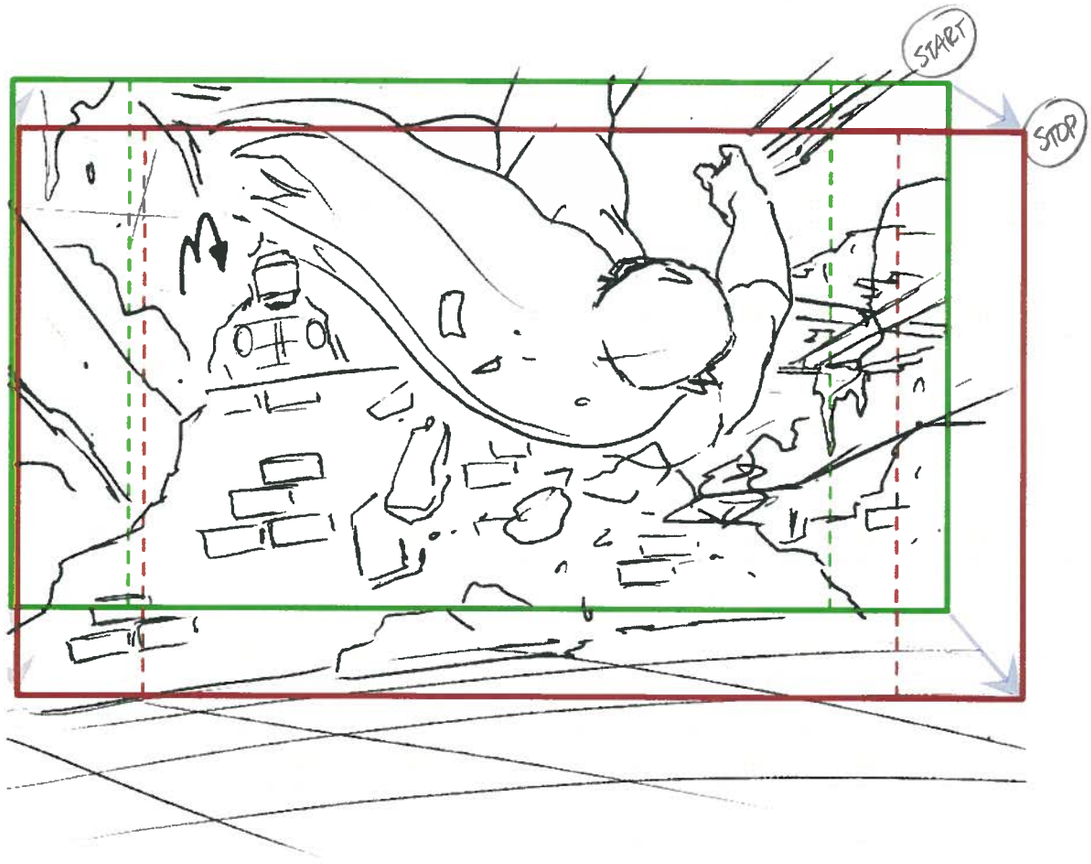
Dialogue

Scene	Panel
B315	2/4

TRUCK OUT & PAN



Action Notes

Pan w/action as Batman crashes through rubble.

Slugging

DUST FX

#9 HOLDS A HAND GUN

Dialogue

Scene	Panel
B315	3/4

Action Notes

Slight camera shake as Batman hits ground. SWAT officers walking towards Batman.
Stagger walk cycles of SWAT officers walking forward.

Slugging

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Dialogue

Action Notes
Cont. action.
Batman struggles to get up.

Slugging

Scene B315 | Panel 4/4

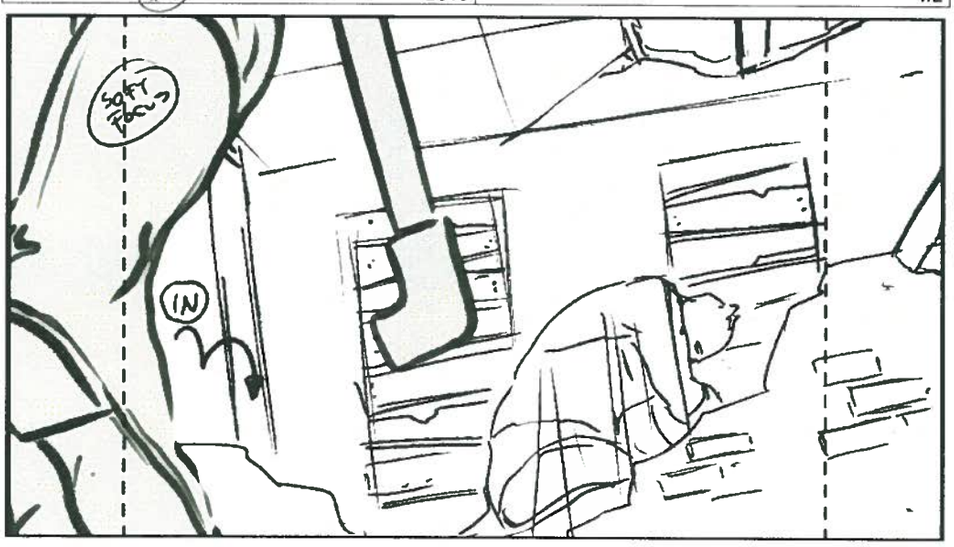
FG IN SOFT FOCUS

Dialogue

Action Notes
Cut to reverse. SWAT officer walks into SC (soft-focus).
H/U Batman.

Slugging

Scene B316 | Panel 1/2



Dialogue

Action Notes
Another SWAT officer walks into SC (soft focus). Batman turns towards them.

Slugging

Scene B316 | Panel 2/2

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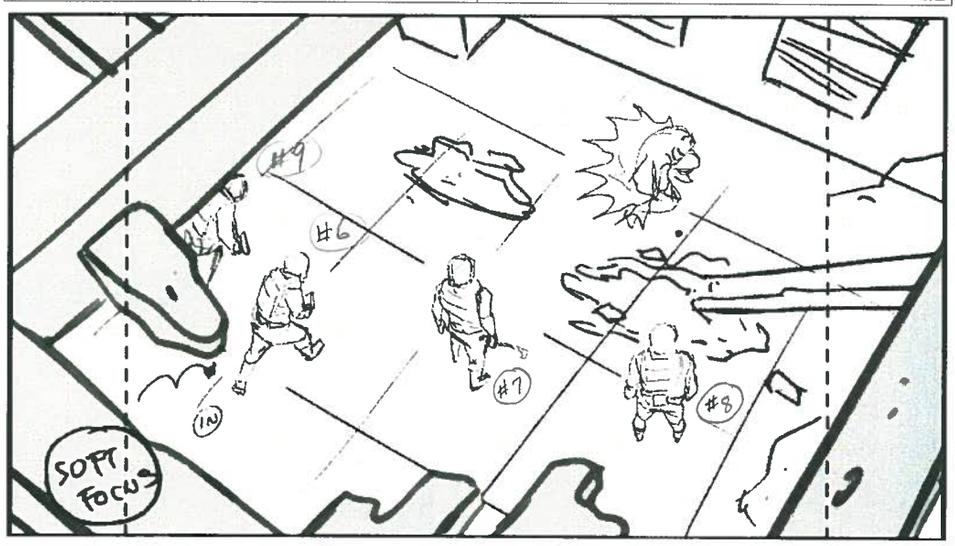
Dialogue

Action Notes
Cut to wide downshot. 2 more SWAT officers walk into SC. OL soft-focus. HU Batman.

Slugging

Scene B317 | Panel 1/2

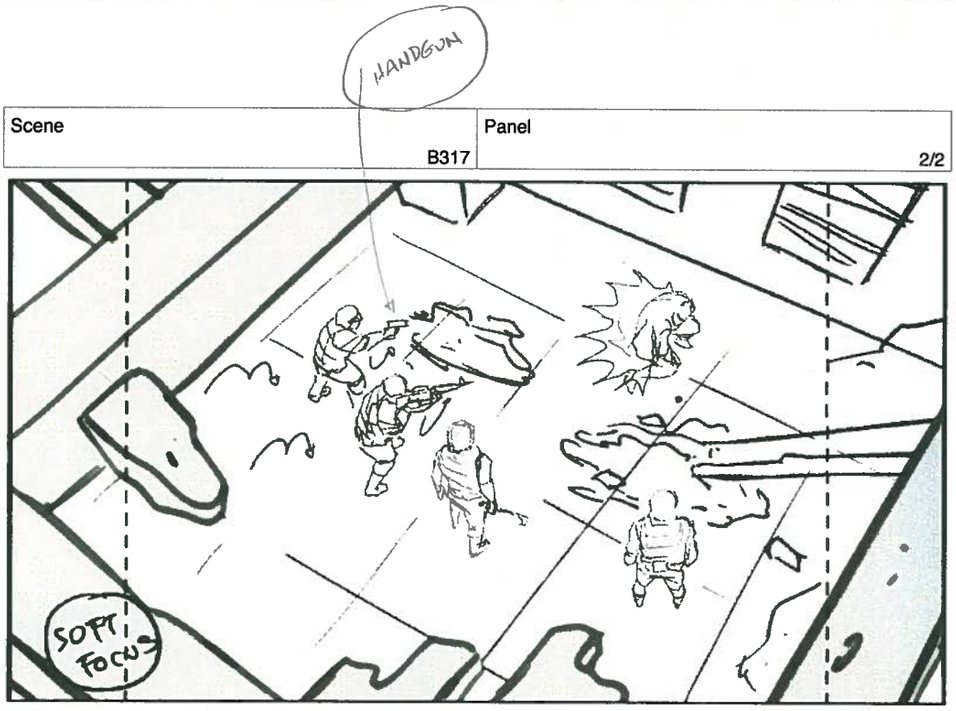


Dialogue

Action Notes
Cont. action.
2 SWAT officers point guns at Batman.

Slugging

Scene B317 | Panel 2/2



Dialogue

Action Notes
Cut to close-up Batman. Bat screeches heard OS.
H/U Batman.

Slugging

Scene B318 | Panel 1/2

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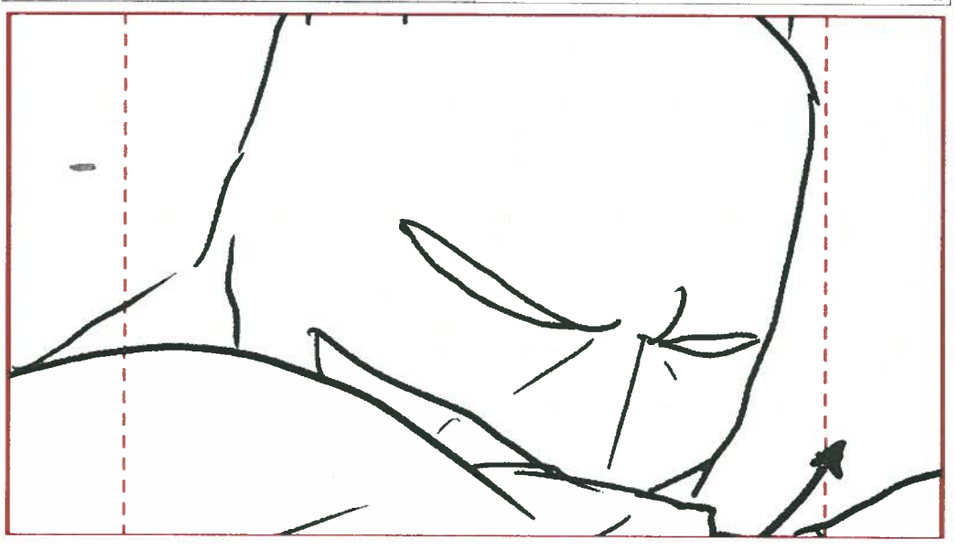
Dialogue	Scene	Panel
	B318	2/2



Action Notes

Cont. action. Screeches get louder. Batman raises arm up.

Slugging

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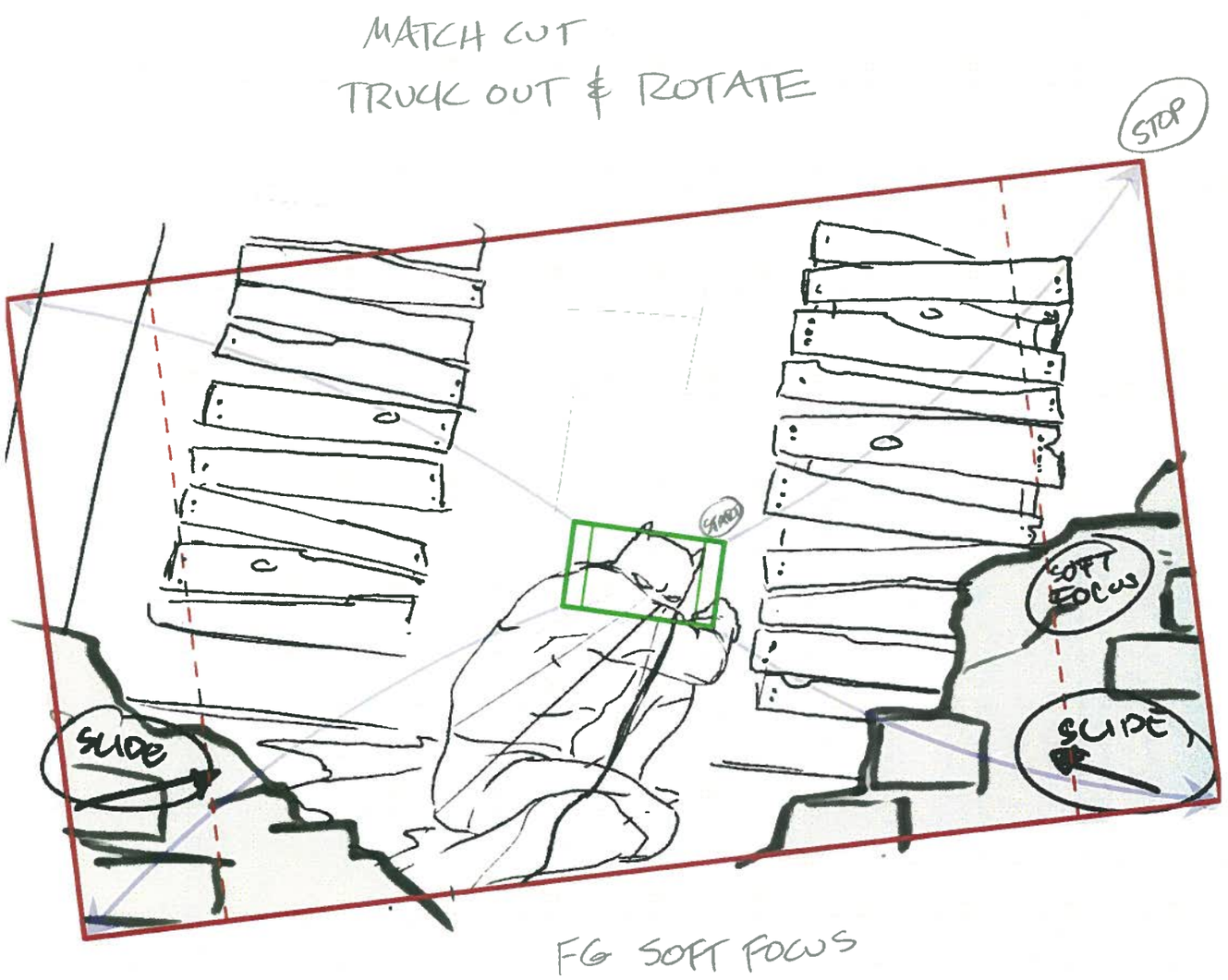
Scene	Panel
B319	1/3



Dialogue

Action Notes

Match cut and 4 FRAME SNAP T.O.
Continue trucking out (faster). Slide OL in (soft-focus). Continue Bat screeches (OS).

Slugging

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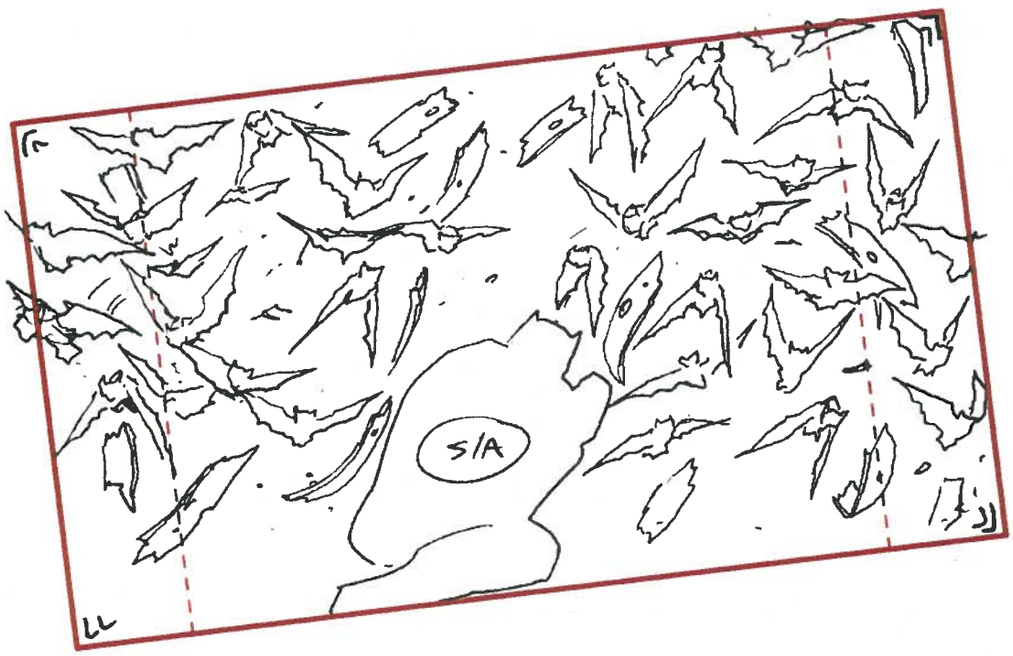
Dialogue

Scene	Panel
B319	2/3

CAMERA SHAKE



Action Notes

Bats burst through boarded up windows. Subtle camera shake.

Slugging

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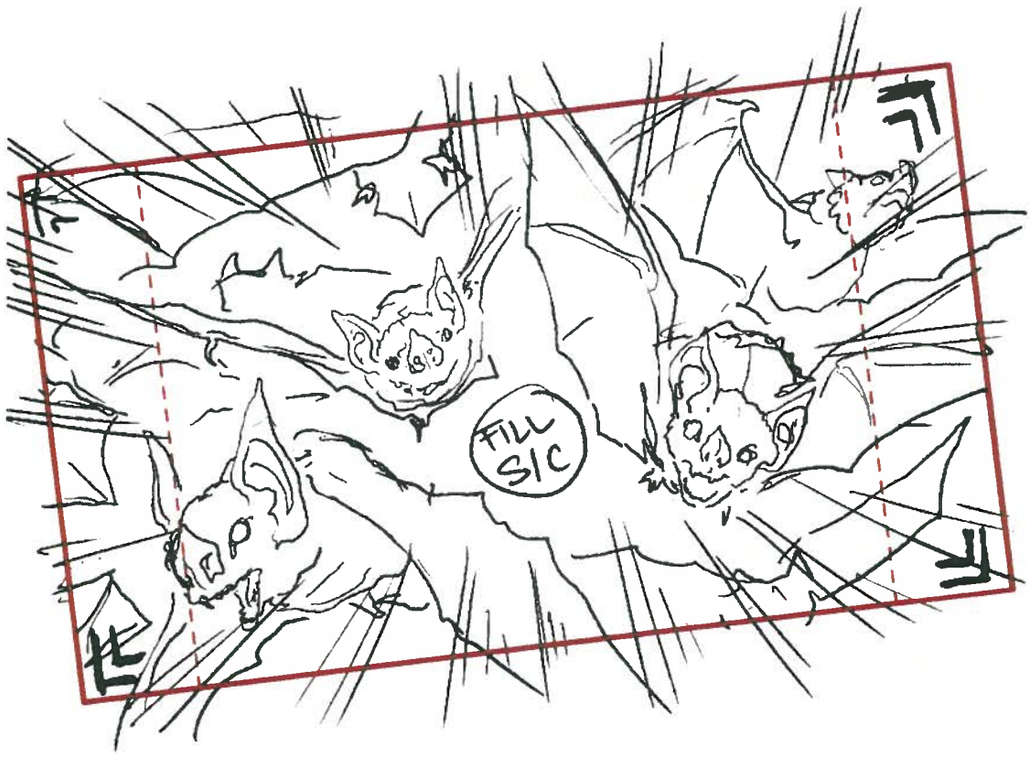
Dialogue

Scene	Panel
B319	3/3

CAMERA SHAKE



Action Notes

Bats fly towards camera and fill SC. Add camera shake.

Slugging

FG BATS IN SOFT FOCUS

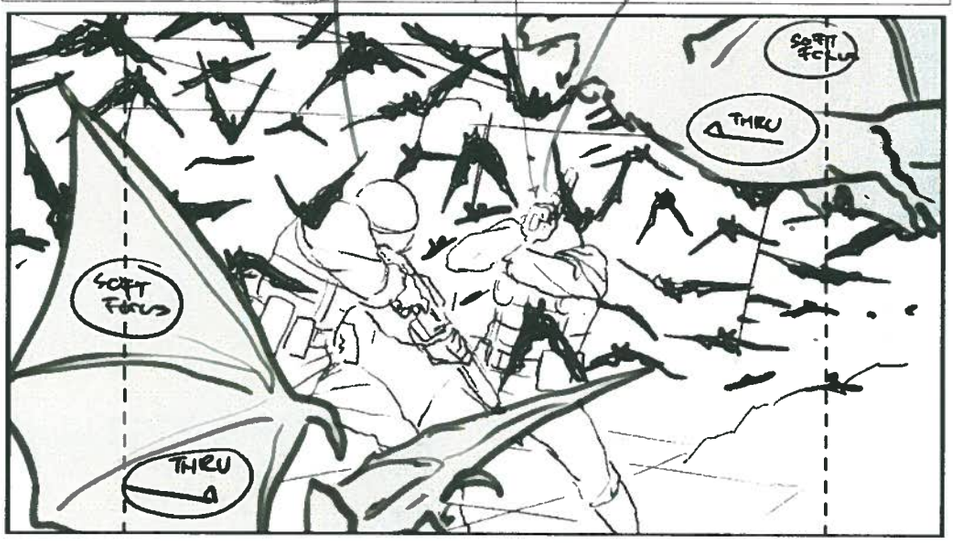
HANDGUN

Dialogue

Scene	Panel
B320	1/4

S.O. #6

S.O. #9



Action Notes

Cut to SWAT officers struggling w/bats. Soft-focus bats flying thru SC in FG.

Slugging

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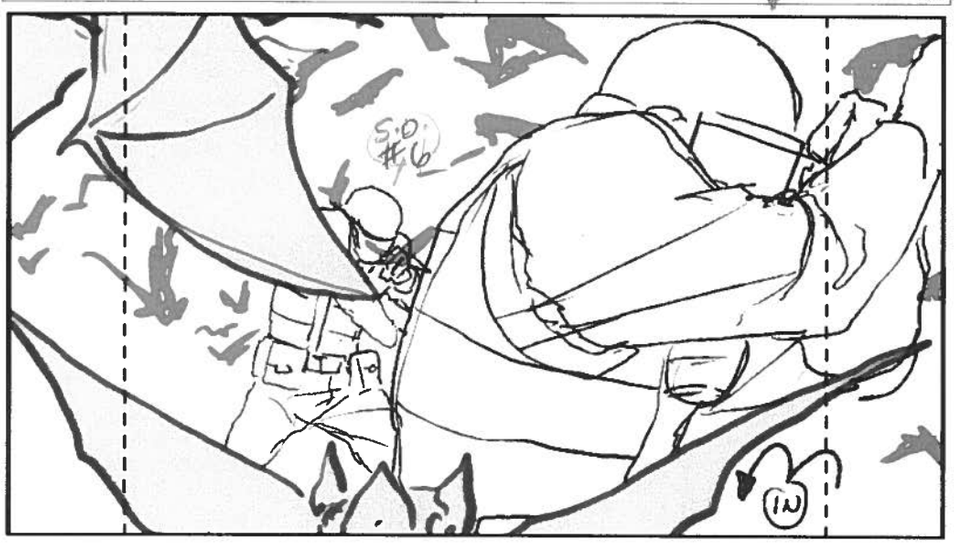
Dialogue

Action Notes
Cont. action. Another SWAT officer backs into SC.

Slugging

Scene B320 | Panel 2/4

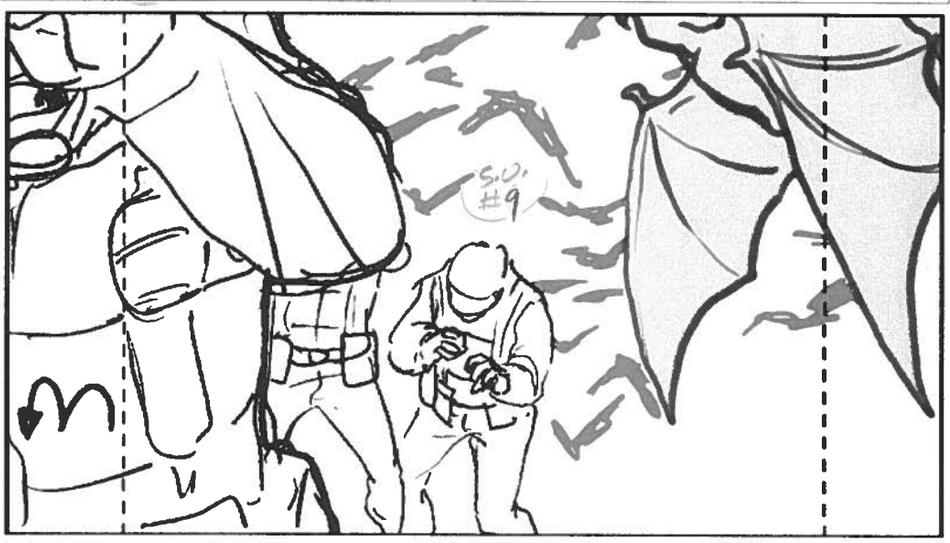


Dialogue

Action Notes
Cont. action.

Slugging

Scene B320 | Panel 3/4



Dialogue

Action Notes
Cont. action.
SWAT officer in FG walks OS.

Slugging

Scene B320 | Panel 4/4

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DX CAR GLASS

OL IN SOFT FOCUS

BATMAN: YEAR ONE

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STD, POLICE CAR FLASHING LIGHT FX

Dialogue	Scene	Panel
	B321	1/2

Action Notes

Cut to Gordon pulling Merkel into Police Cruiser. Bats flying all around/above them. OL soft-focus.

Slugging

Dialogue	Scene	Panel
	B321	2/2

Action Notes

Cont. action.

Slugging

DX CAR GLASS

FG IN SOFT FOCUS

Dialogue	Scene	Panel
	B322	1/4

Action Notes

Cut to interior of Police Cruiser. H/U Gordon pulling Merkel in. Bats flying around outside. OL soft-focus.

Slugging

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Dialogue

Scene	Panel
B322	2/4

PAN WITH ACTION
PAN OL FASTER

Action Notes

Pan w/action as Gordon pulls Merkel into SC, slide OL left. Reveal Batman running towards camera/through bats.

Slugging

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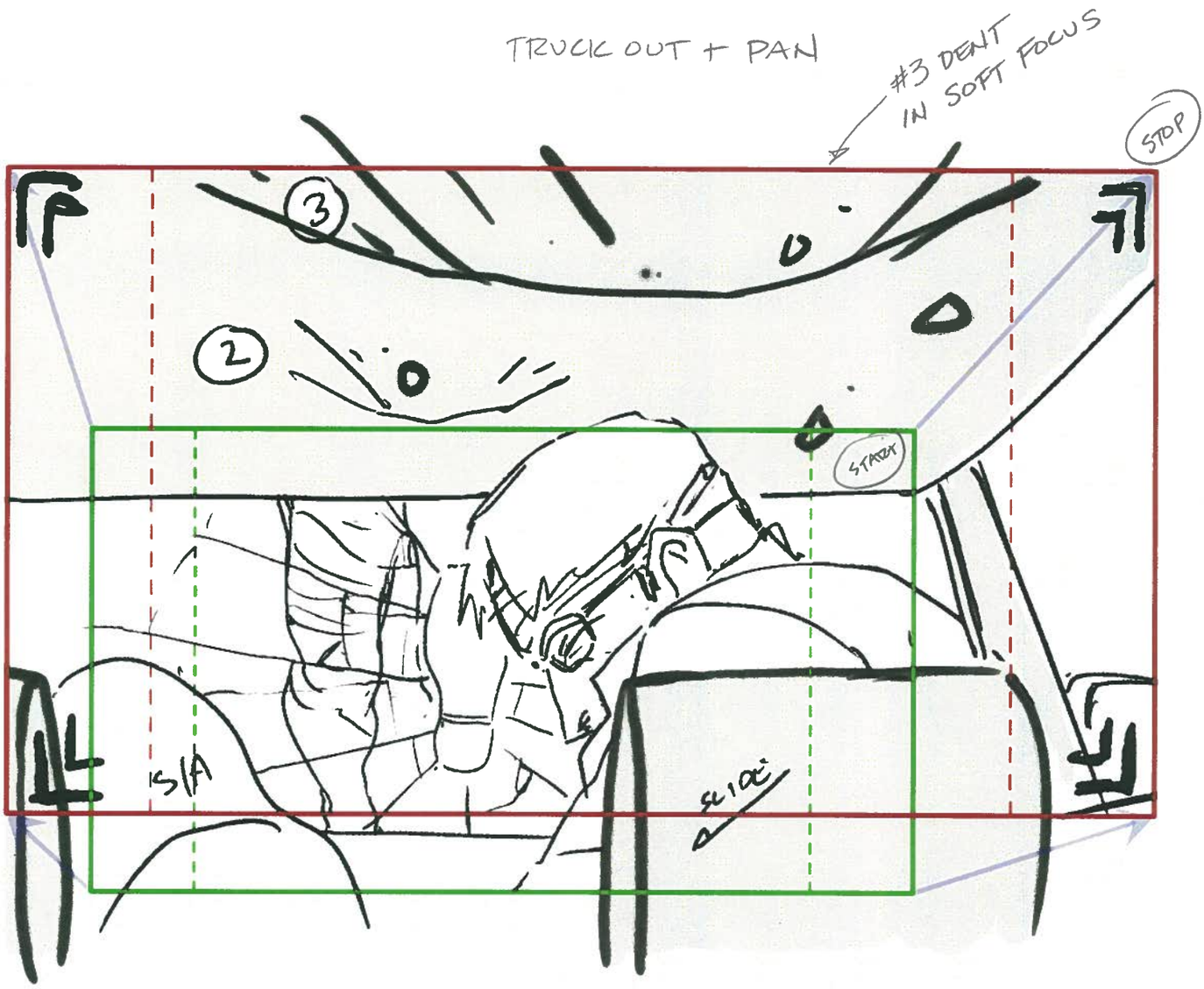
Scene	Panel
B322	3/4



Dialogue

Action Notes

Pan w/action as Batman jumps onto car (stepping onto windshield-animate cracks) and bumps from footprints on car's ceiling.
Slide OL.
Third foot print/bump soft-focus.
Add camera shake for 3rd foot bump.

Slugging

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Dialogue

Action Notes
Gordon looks back at Batman (OS).

Slugging

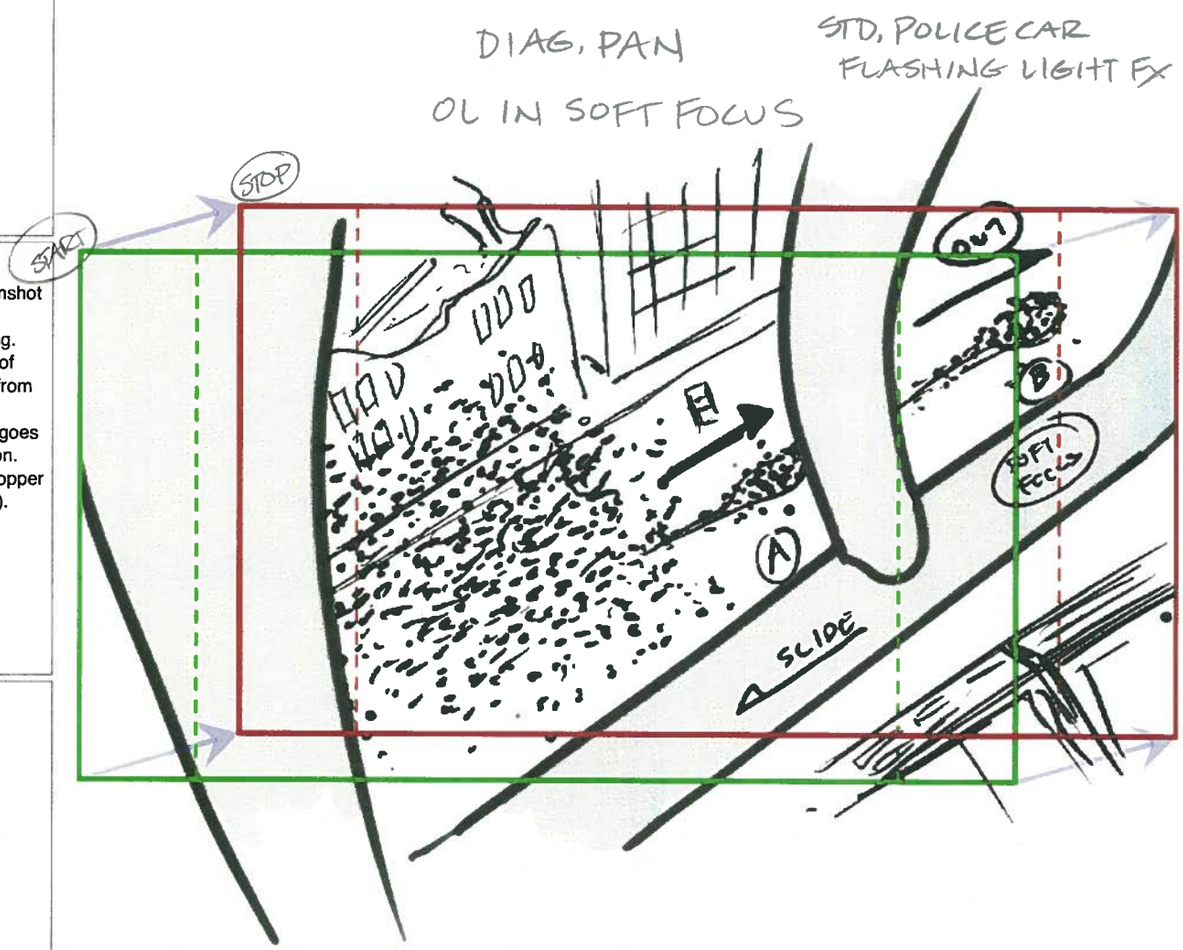
Scene	Panel
B322	4/4

Dialogue

Action Notes
Cut to wide downshot bats in front of tenement building. Small gathering of bats shoots out from large bat cloud. Small gathering goes OS. Pan w/action. Slide OL left (chopper skids/ soft-focus).

Slugging

Scene	Panel
B323	1/1



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DX CHOPPER GLASS

SLOW BG DIAG. PAN

Dialogue

Action Notes

Cut to close-up Loeb in chopper. Slow BG pan.
*Commissioner Loeb needs to wear headphones while in the chopper from B253-B346.

Slugging

Scene	Panel
B324	1/1

Dialogue

Action Notes

Cut to moving swarm of bats. Pan BG and OL (soft-focus). Truck-in.

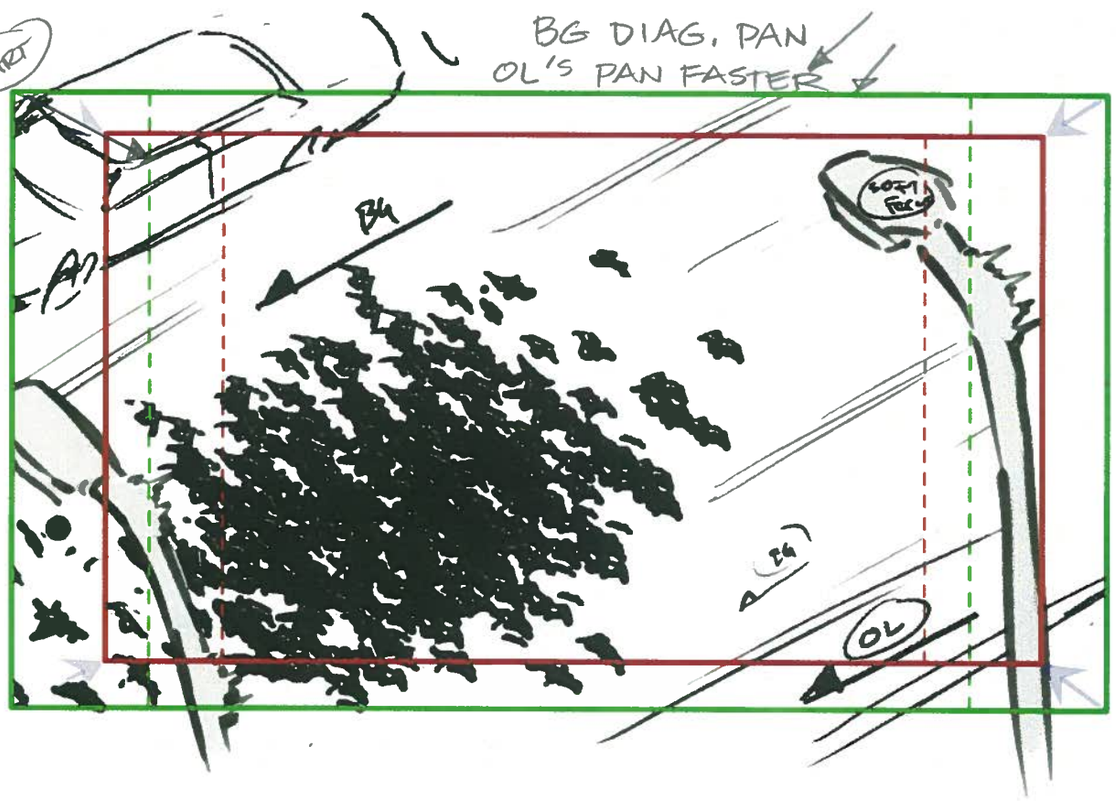
Slugging

Scene	Panel
B325	1/4

TRUCK IN TO PNL (3)

BG DIAG. PAN
OL'S PAN FASTER

START



OL IN SOFT FOCUS

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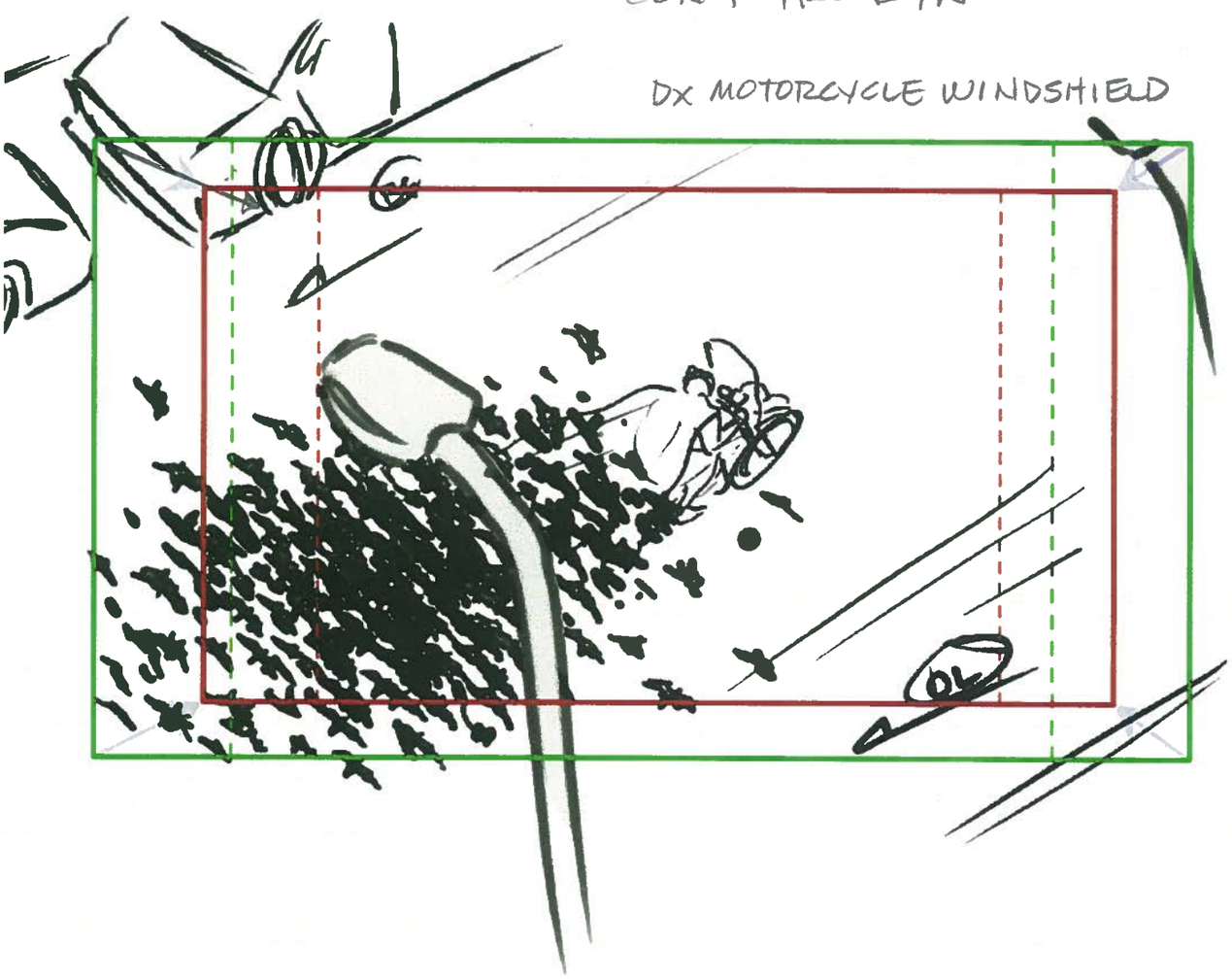
Scene	Panel
B325	2/4

NO FLASHING LIGHTS ON MOTORCYCLE

CON'T TRUCK IN

DX MOTORCYCLE WINDSHIELD



Dialogue

Action Notes

Cont. action.
Swarm of bats thin out to reveal Batman.

Slugging

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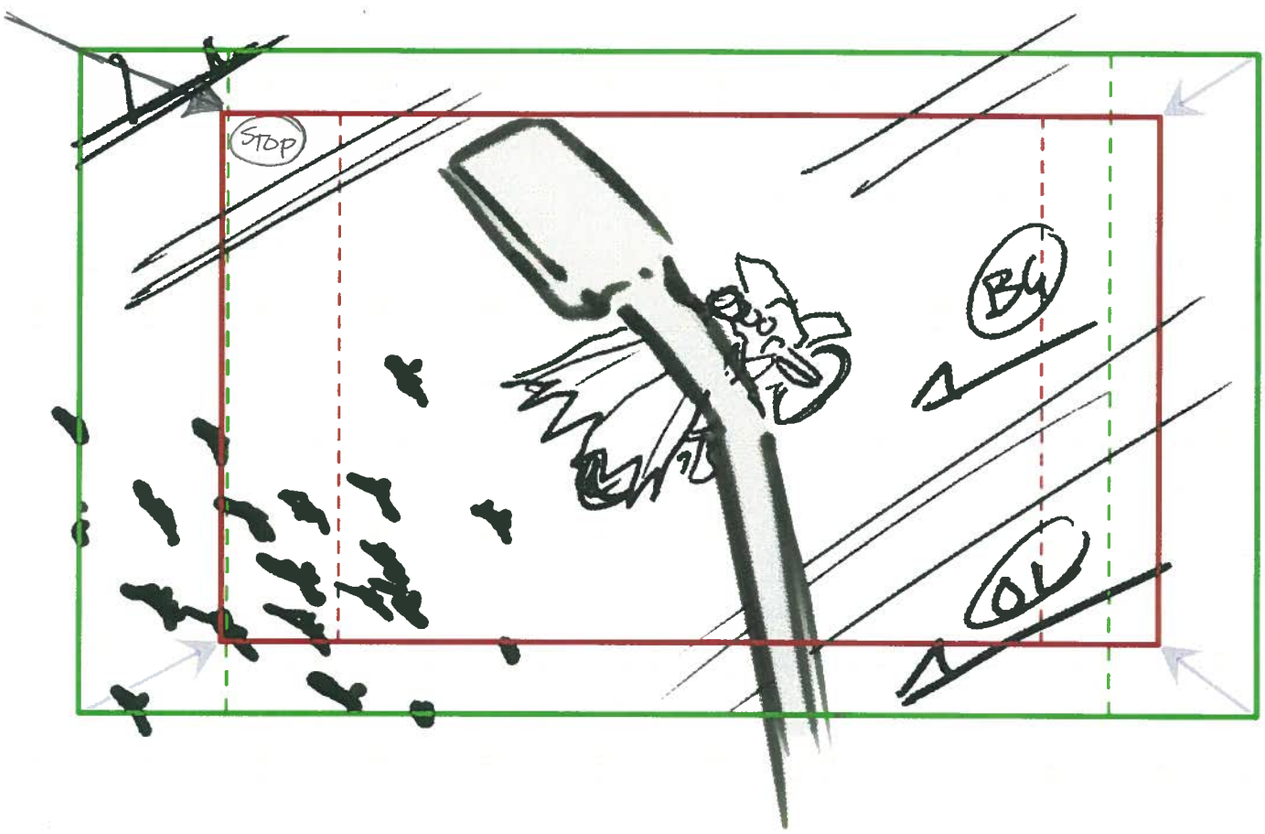
Scene	Panel
B325	3/4

TRUCK IN TO STOP



Dialogue

Action Notes

Cont. action.
Most bats being left behind.

Slugging

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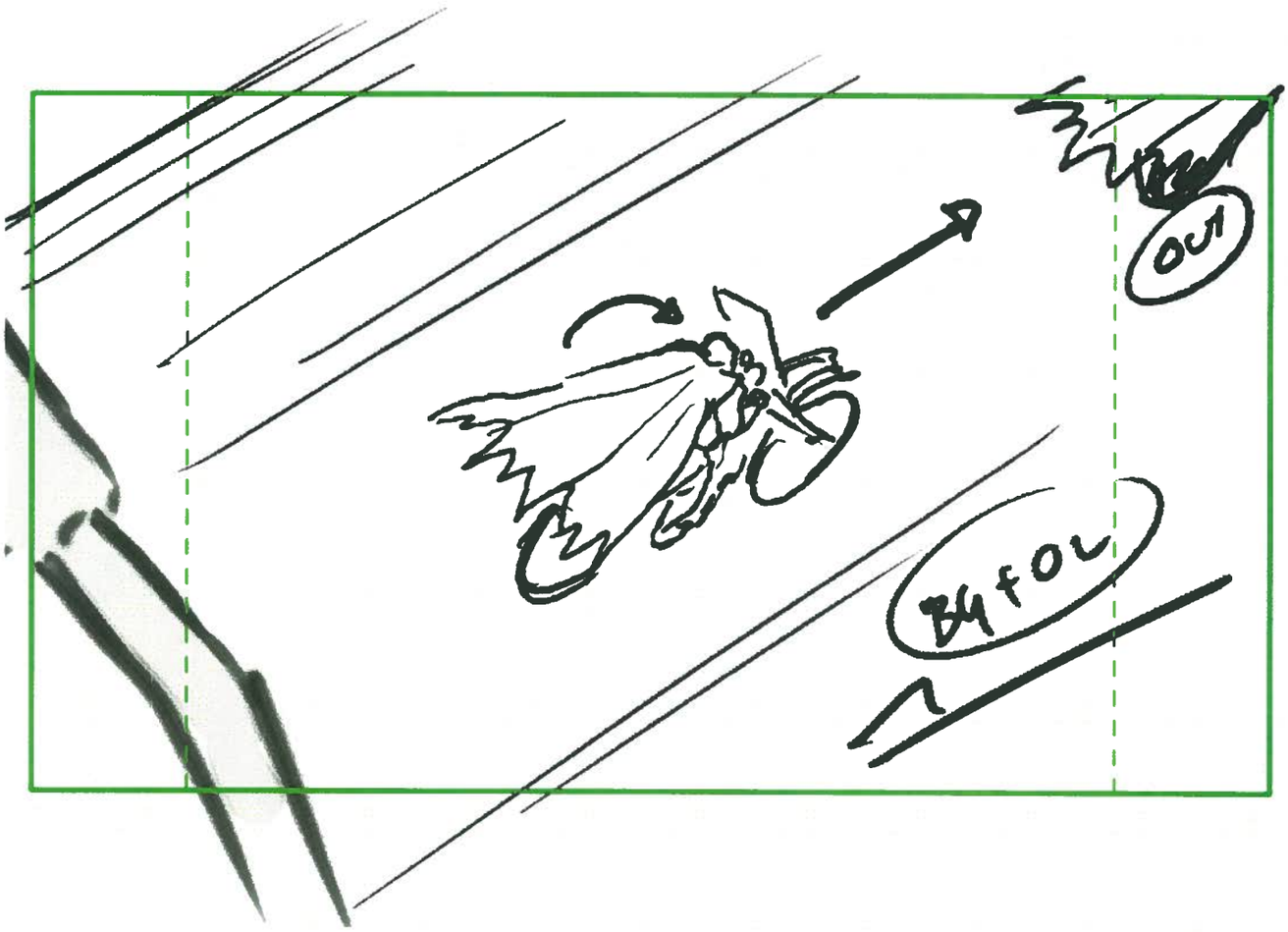
Scene	Panel
B325	4/4



Dialogue

Action Notes

Cont. action.
Bats are now completely gone. Batman hunches over and speeds OS.

Slugging

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BATMAN: YEAR ONE
195-382

DX CHOPPER GLASS

BG PAN ←

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Dialogue

Action Notes
Cut back to Loeb/pilot. OL soft focus. Loeb sees Batman OS.
*Commissioner Loeb needs to wear headphones while in the chopper from B253-B346.

Slugging

Scene B326 | Panel 1/7

Dialogue
266. LOEB:
There! The motorcycle!

Action Notes
Cont. action.

Slugging

Scene B326 | Panel 2/7

Dialogue
266. LOEB (CONT'D):
After him!

Action Notes
Loeb turns towards pilot.

Slugging

Scene B326 | Panel 3/7

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Dialogue

Action Notes
Loeb turns back to look at Batman (OS). Pilot pushes stick forward.

Slugging

Scene	Panel
B326	4/7

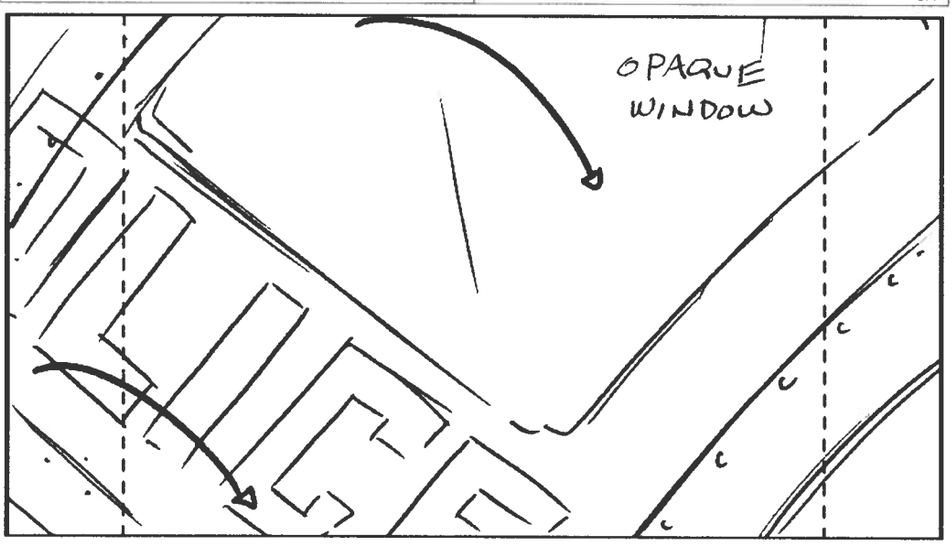
NO BG IS VISIBLE IN PNL (5)

Dialogue

Action Notes
Chopper dives down/wipes SC.

Slugging

Scene	Panel
B326	5/7



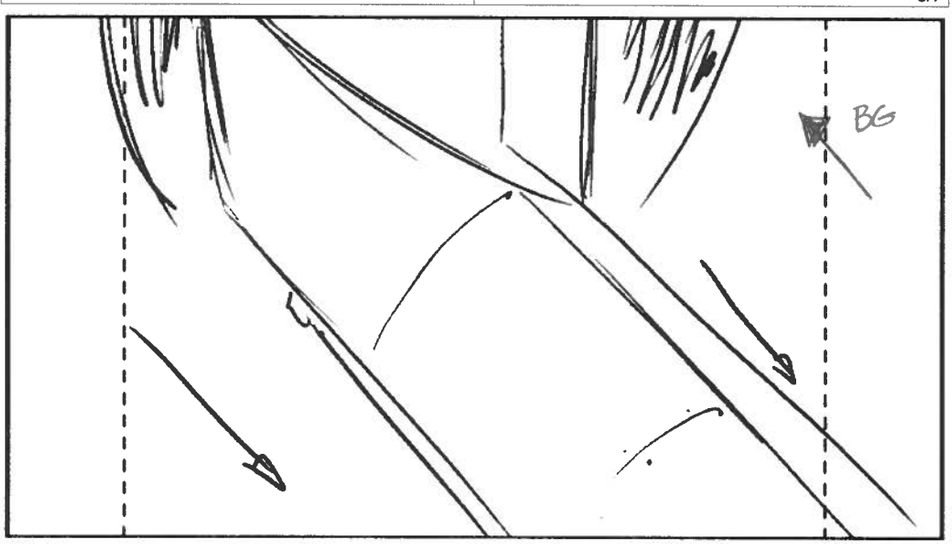
RESUME BG PAN

Dialogue

Action Notes
Cont. action.

Slugging

Scene	Panel
B326	6/7



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Dialogue

Action Notes
Helicopter goes OS.

Slugging

Scene	Panel
B326	7/7

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