

Dial

My Little Pony

Ep

Sc

Pl



Tr

Action



Tr



Dial

DIALOGUE

My Little Pony

Ep

Sc

Pl

KEEP ALL
DIALOGUE IN THIS
AREA.



Tr

Action



Tr



Dial

DIALOGUE

My Little Pony

Ep

Sc

Pl

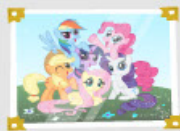
DISCRIPTION OF
ACTION GOES
HERE
↓



Action

ACTION





Dial

DIALOGUE

My Little Pony

Ep

Sc

Pl

THIS IS WHERE
THE PANEL
NUMBERS GO.



Action

ACTION





Dial

My Little Pony

Ep

Sc

Pl

THESE BOXES
ARE FOR CUTS AND
TRANSITIONS.
MAKE SURE THEY
COINCIDE WITH ANY
EDITS YOU MAKE



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

[C] — CUT

[SSS] / [XX] — CROSS DISSOLVE

[Hatched Triangle] — FADE OUT

[Hatched Triangle] — FADE IN

[ZIP] — ZIP

etc...



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

THIS IS THE STANDARD
FRAME. ALL ACTION, INCLUDING
CAMERA MOVES, SHOULD HAPPEN
IN THIS AREA.

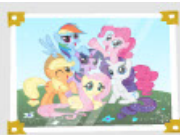


Tr

Action



Tr



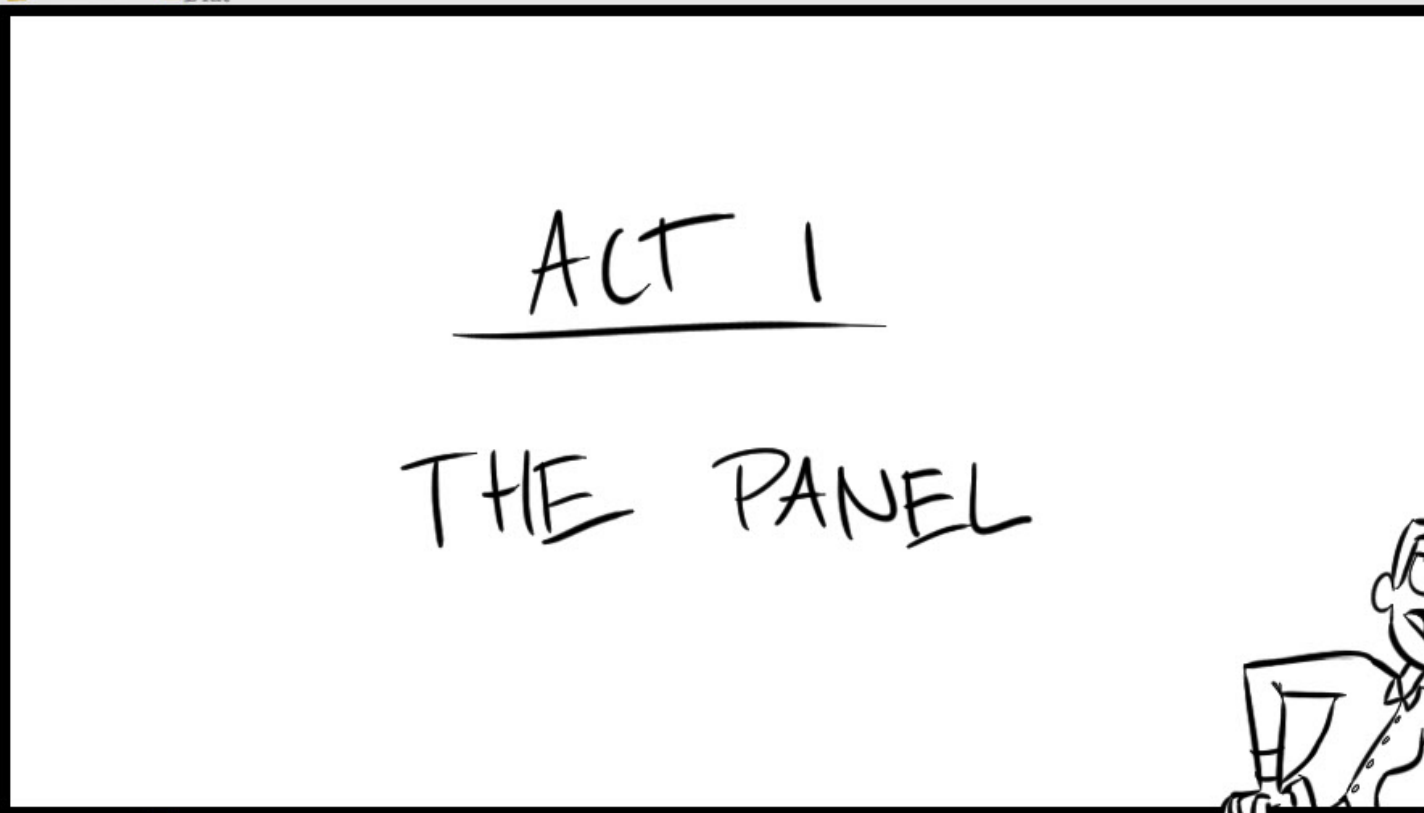
Dial

My Little Pony

Ep

Sc

Pl



ACT 1

THE PANEL



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

ACT 2
THE REUS



Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

EACH DIRECTOR HAS A DIFFERENT
COLOUR THEY USE FOR REVISIONS

 — DENNY

 — TIM S. (I'M ORANGE, OBUS)

 — JIM



Tr

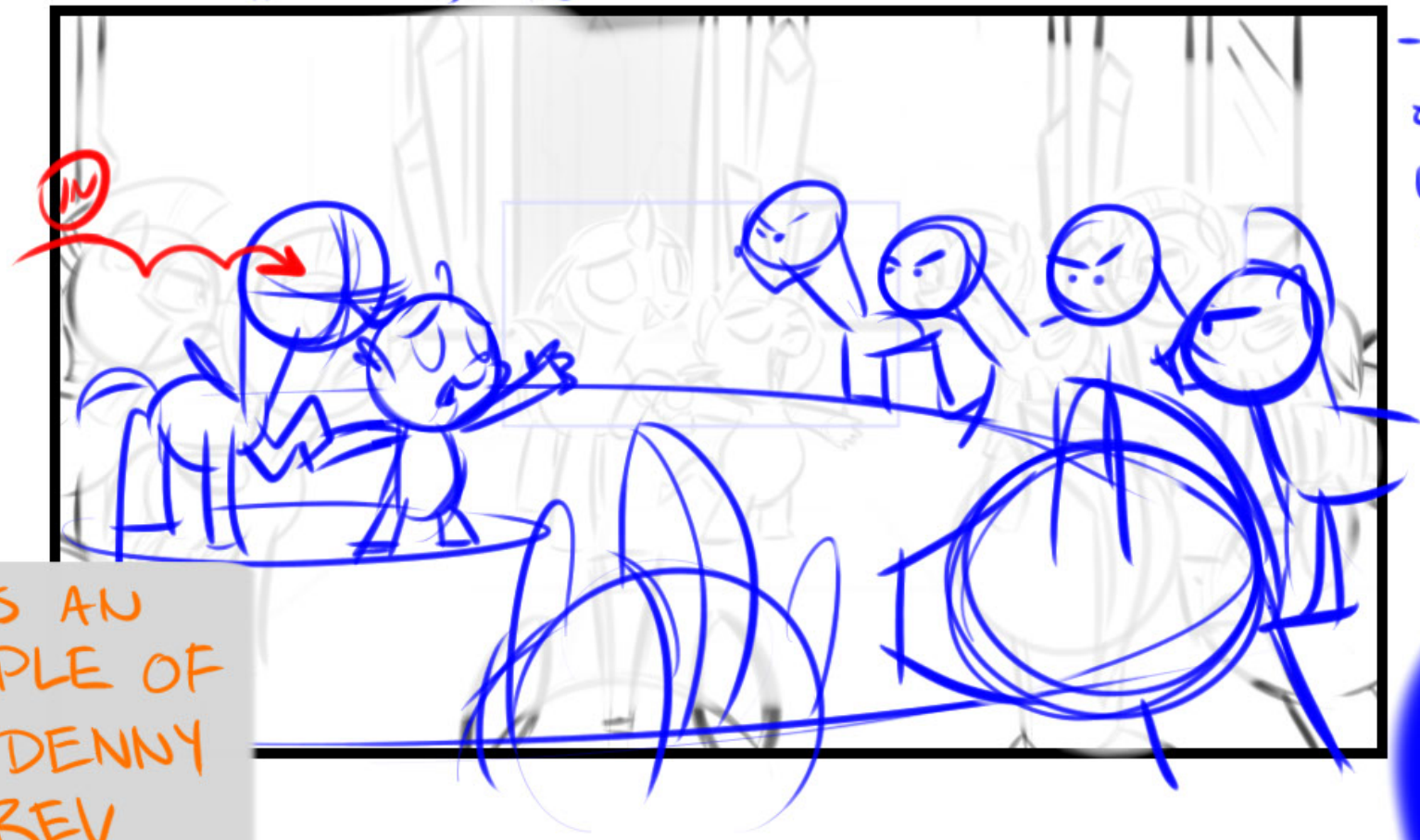
Action



Tr

① AND WOULD STAY BY MY SIDE TO THE END.
(TX WALK TO SK) ② ③

- ADD SP
- ADD POSSES
OF TX
WALK
TOWS
SK.



HERE'S AN
EXAMPLE OF
A DENNY
REV

DENNY'S
USUALLY
CLEAR
WITH
HIS REUS.
WATCH
HIS
CHARACTER
SIZES AND
ADJ AS
NEEDED

① AND WOULD STAY BY MY SIDE TO THE END.
(TX WALK TO SK) ② ③



- ADD SP
- ADD POSSES
OF TX
WALK
TOWS
SK.

HERE'S A TIM REV.
SOMETIMES THEY'RE
DRAWN ON PANEL,
SOMETIMES THEY'LL BE
WRITTEN ON A WORD DOC.
THESE REUS ARE USUALLY
THE ROUGHEST.

REFERENCE FOR

~~REV ON SC 228~~



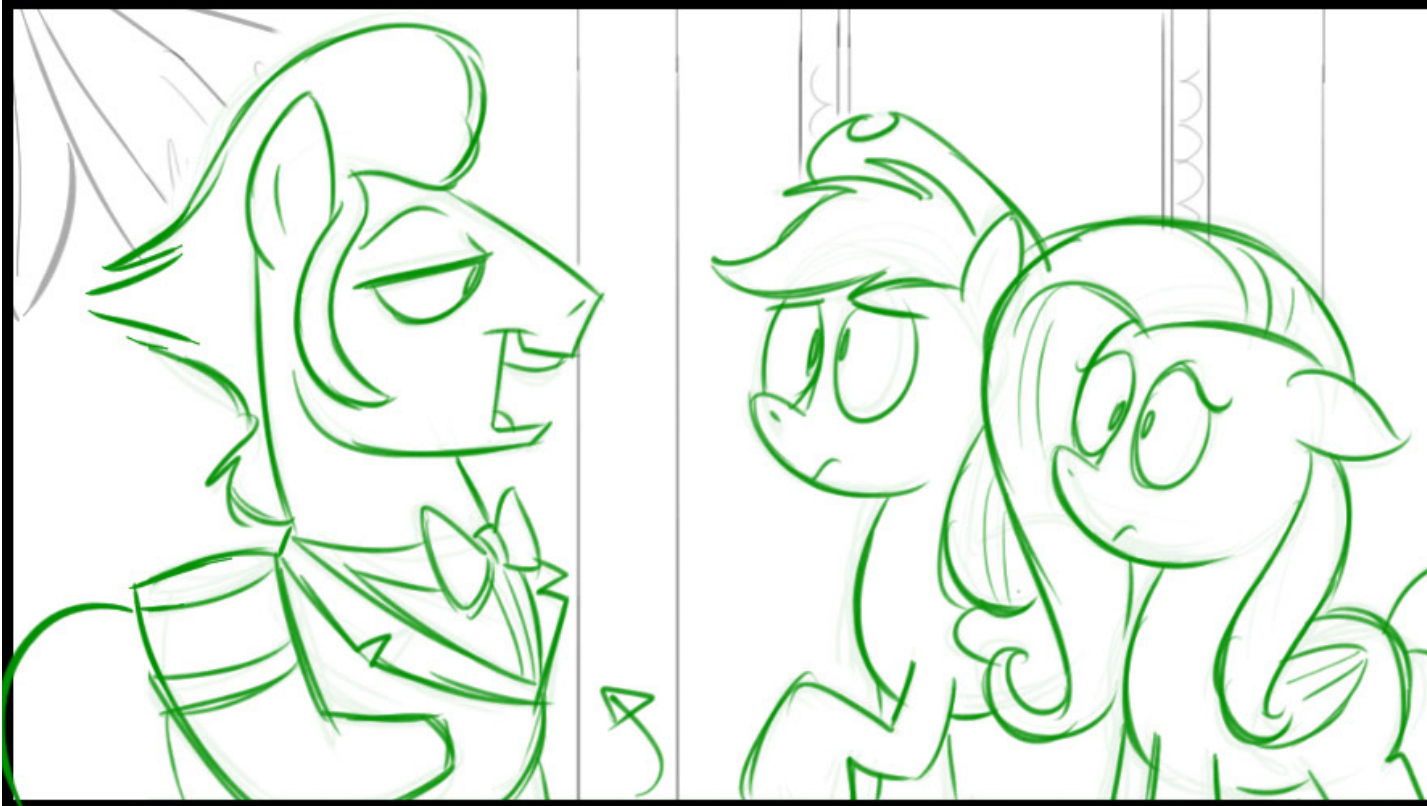


Dial

GM: ACTUAL COHORTS

My Little Pony

Ep 620 Sc 023 Pl 006



JIM HAS THE
CLEAREST
REVS MOST OF
THE TIME. MANY
OF THEM YOU
CAN SIMPLY
"BLACK OUT" AND
SEND AS IS.

Tr

Action

Tr



Dial

My Little Pony

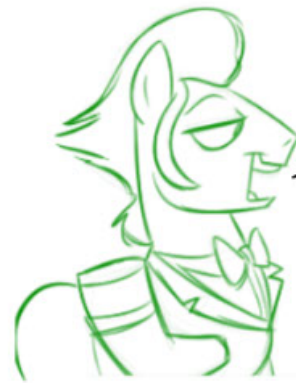
Ep

Sc

Pl

WHEN "BLACKING OUT" A REV, BE SURE
IT'S CLEAN.

CLEAN
ME
UP



I'M AS CLEAN
AS IT GETS

ALWAYS DRAW JIM'S POSES EXACTLY
AS HE ROUGHS THEM OUT



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

SOMETIMES THE DIRECTORS ROUGH REUS WILL
BE A STRANGE SIZE. ALWAYS BE SURE
THAT THE REUS YOU HAND IN ARE

ON MODEL

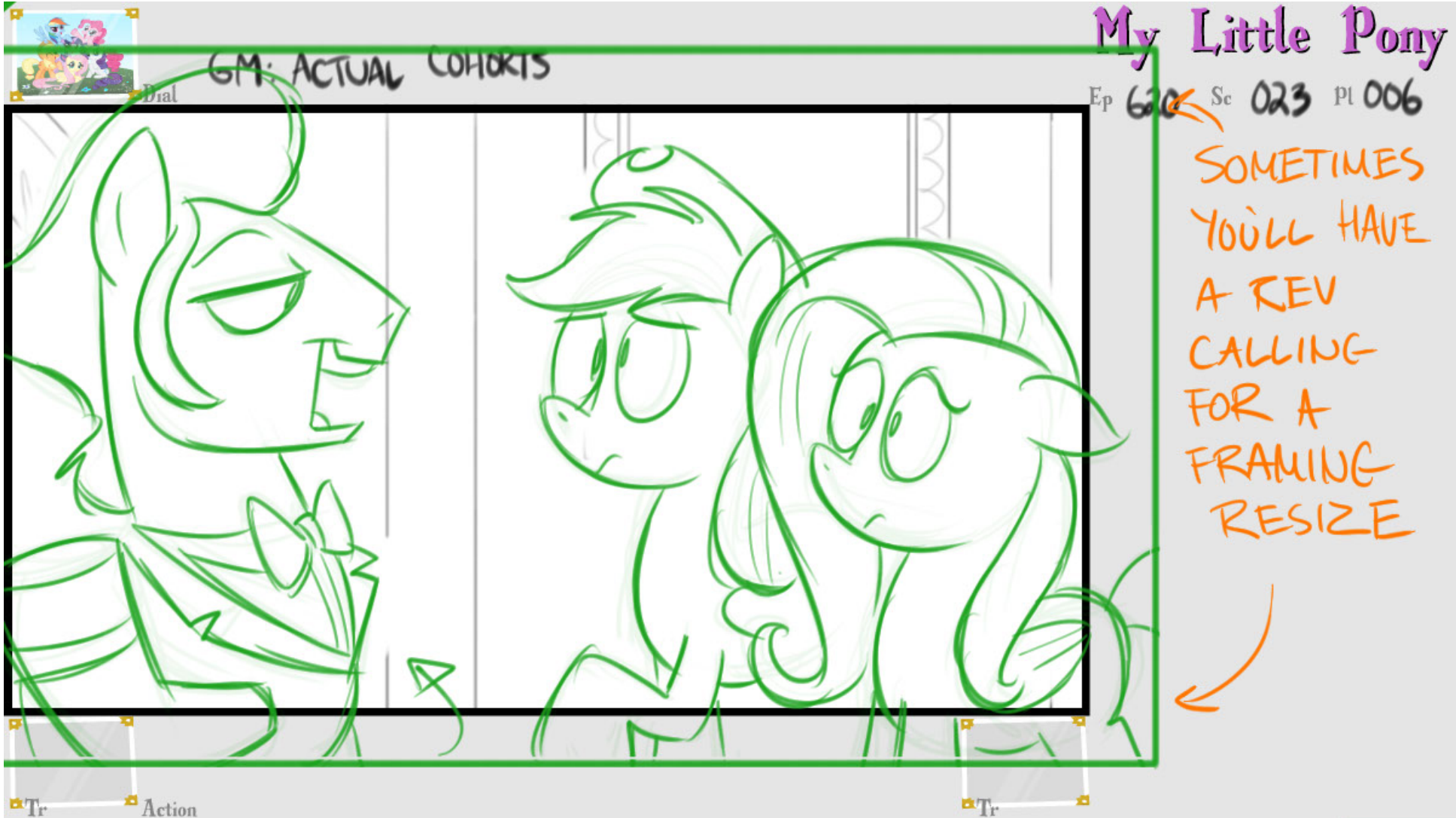


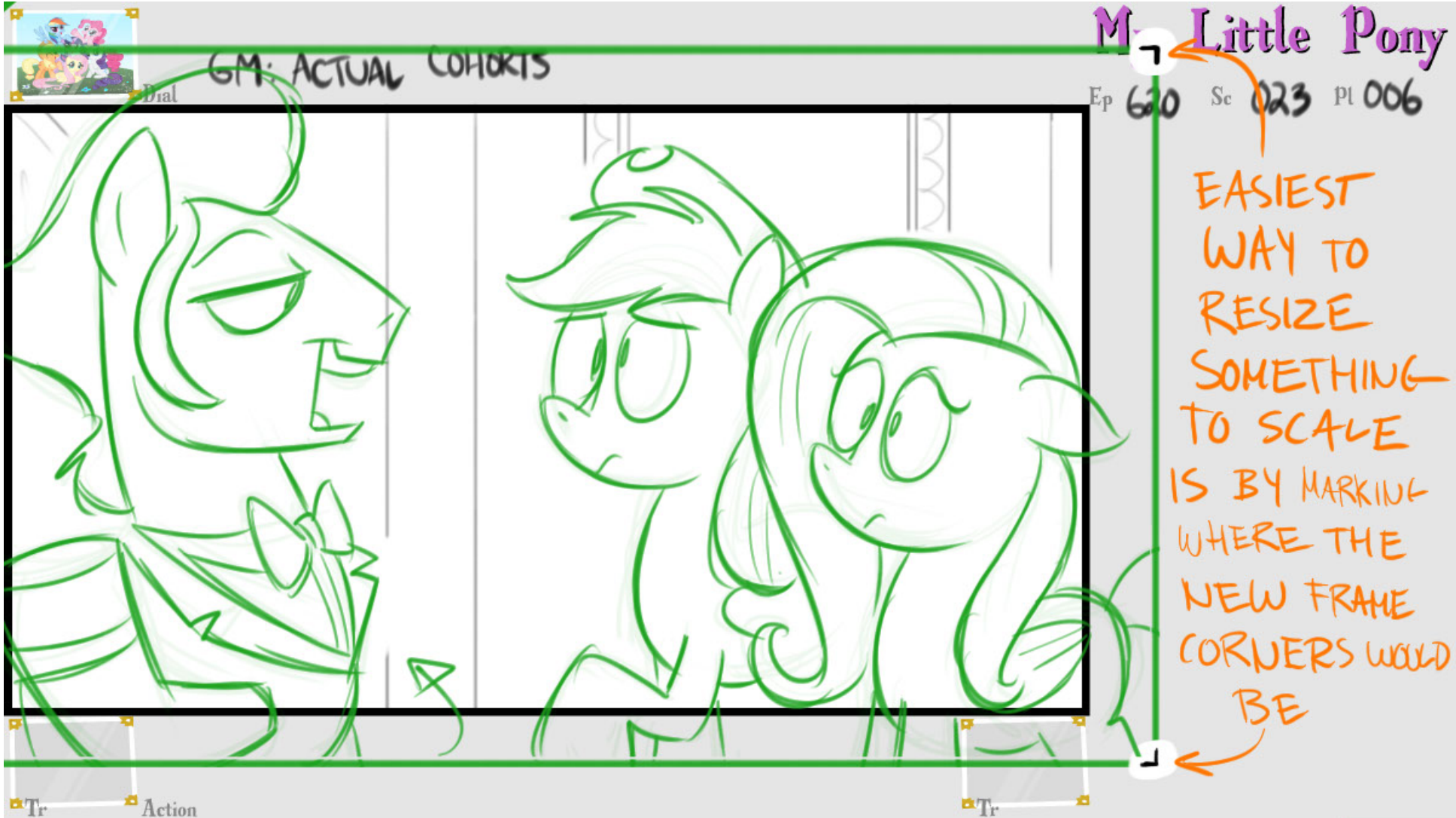
Tr

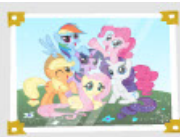
Action



Tr





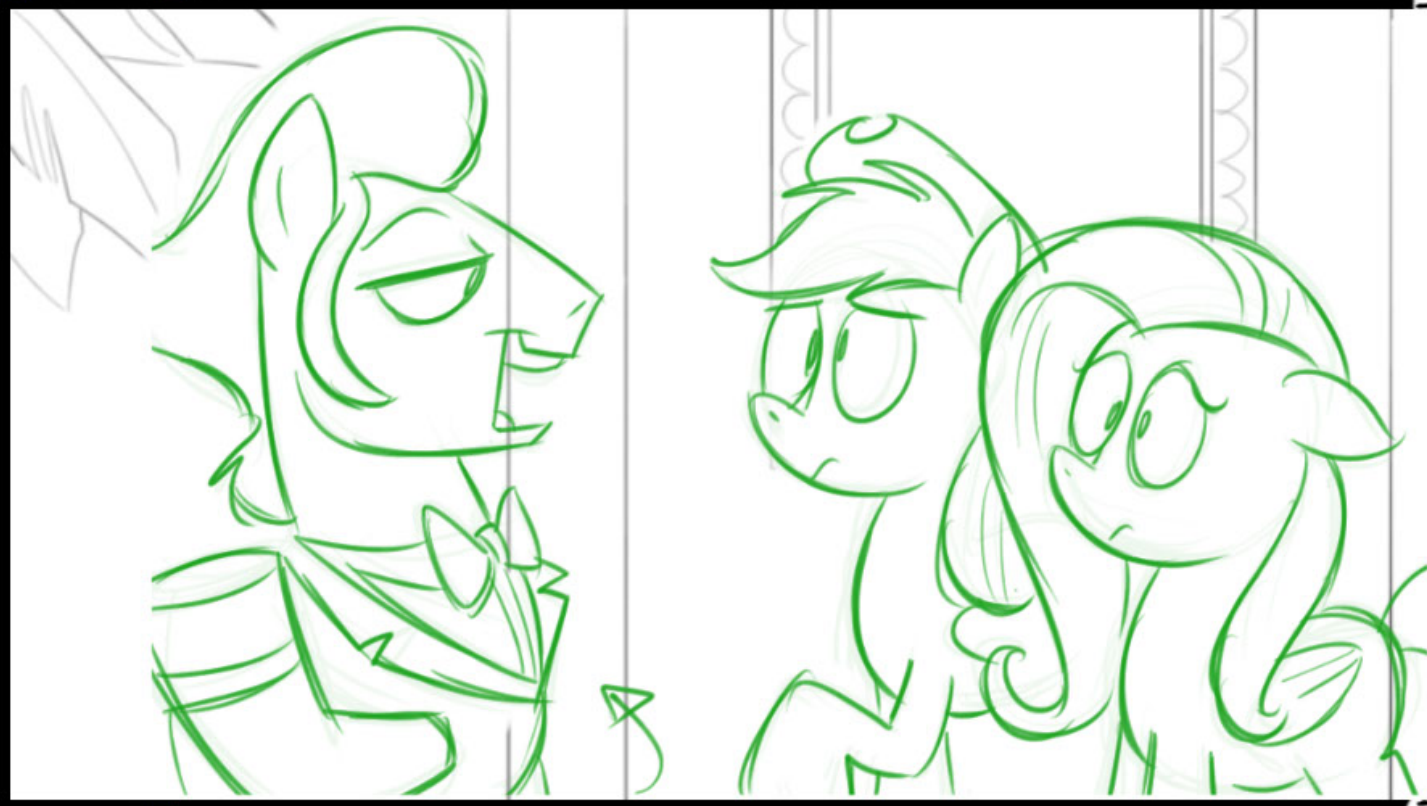


Dial

GM: ACTUAL COHORTS

My Little Pony

Ep 620 Sc 023 Pl 006



AND
MATCHING
IT TO THE
TEMPLATE'S
FRAME

Tr Action

Tr



Dial

GM: ACTUAL COHORTS

My Little Pony

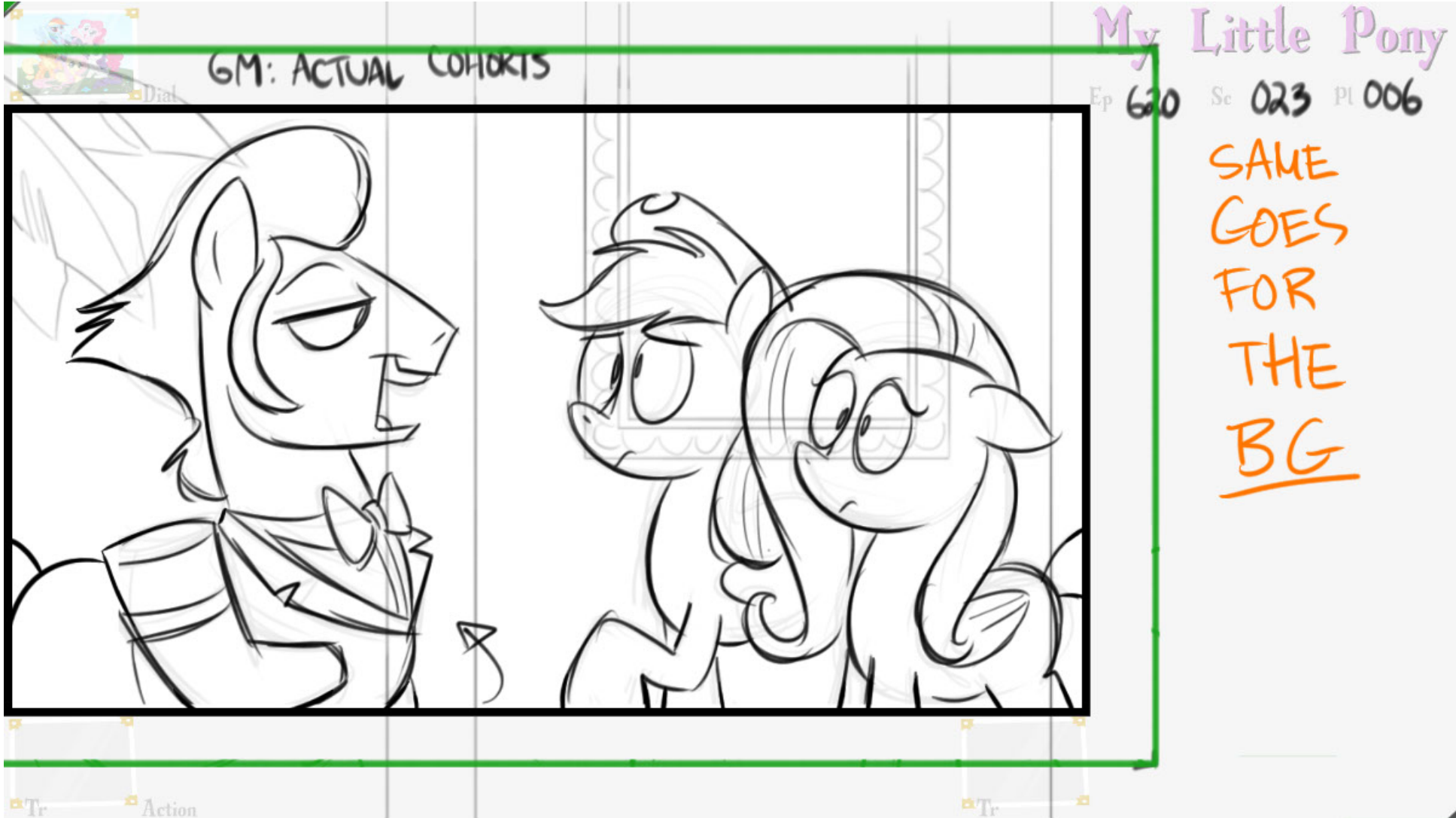
Ep 620 Sc 023 Pl 006

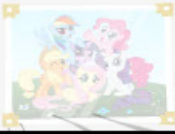


BE SURE
TO FINISH
THE DRAWING
AFTER IT'S
← RESIZED

Tr Action

Tr





GM: ACTUAL COHORTS

My Little Pony

Ep 620 Sc 023 Pl 006



SAME
GOES
FOR
THE
BG

Tr Action

Tr



Dial

GM: ACTUAL COHORTS

My Little Pony

Ep 620 Sc 023 Pl 006



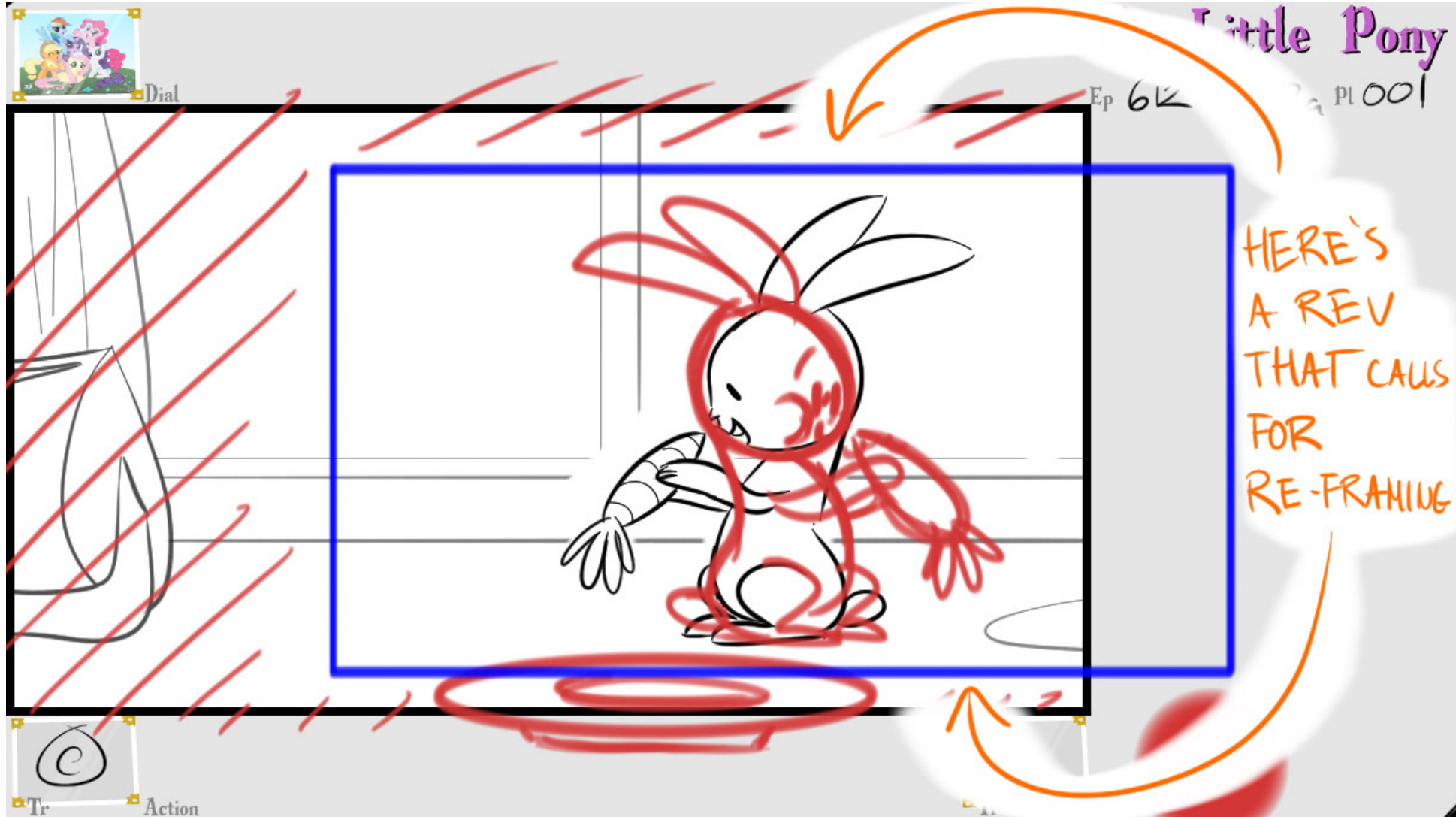
DONE

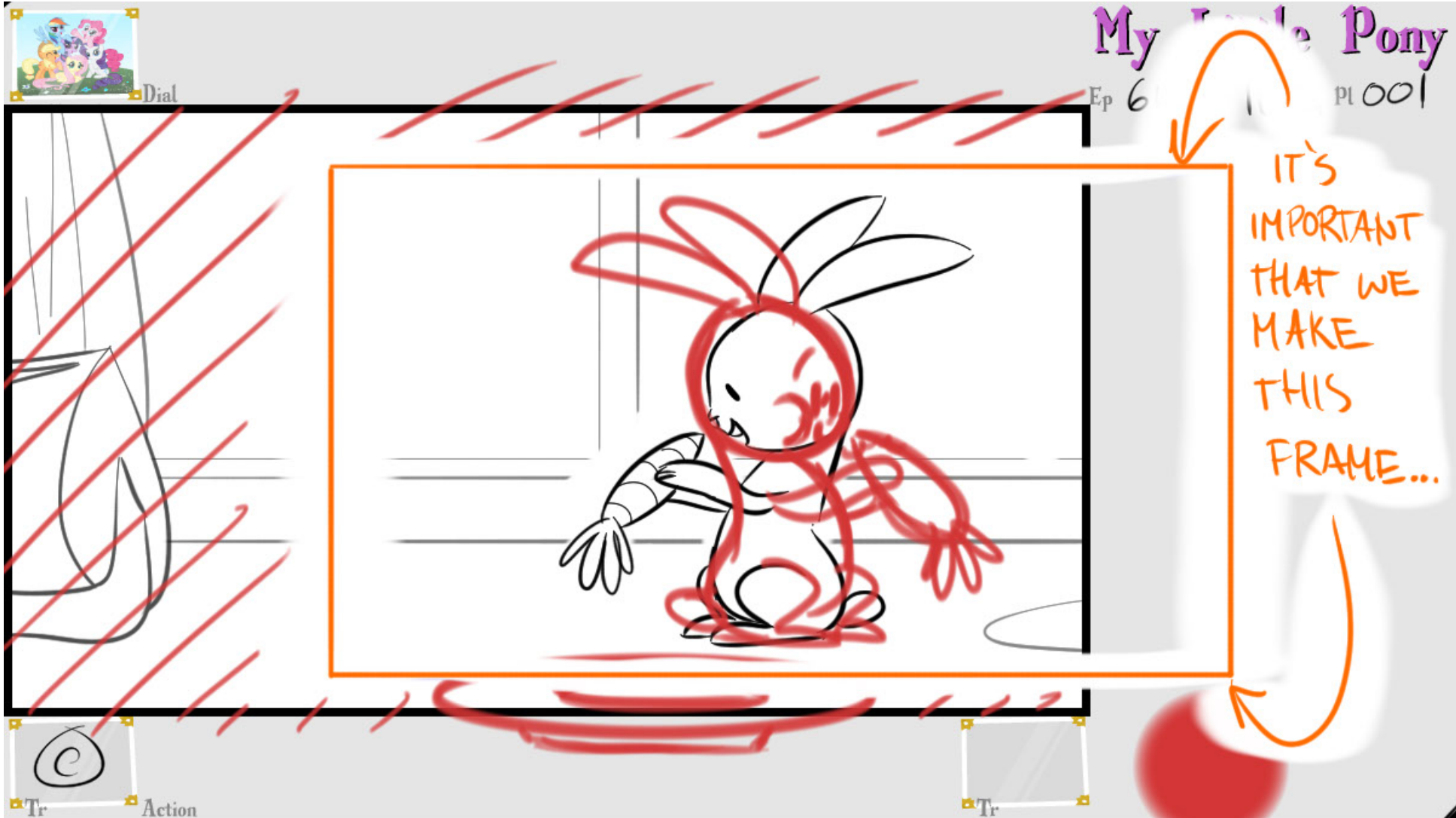


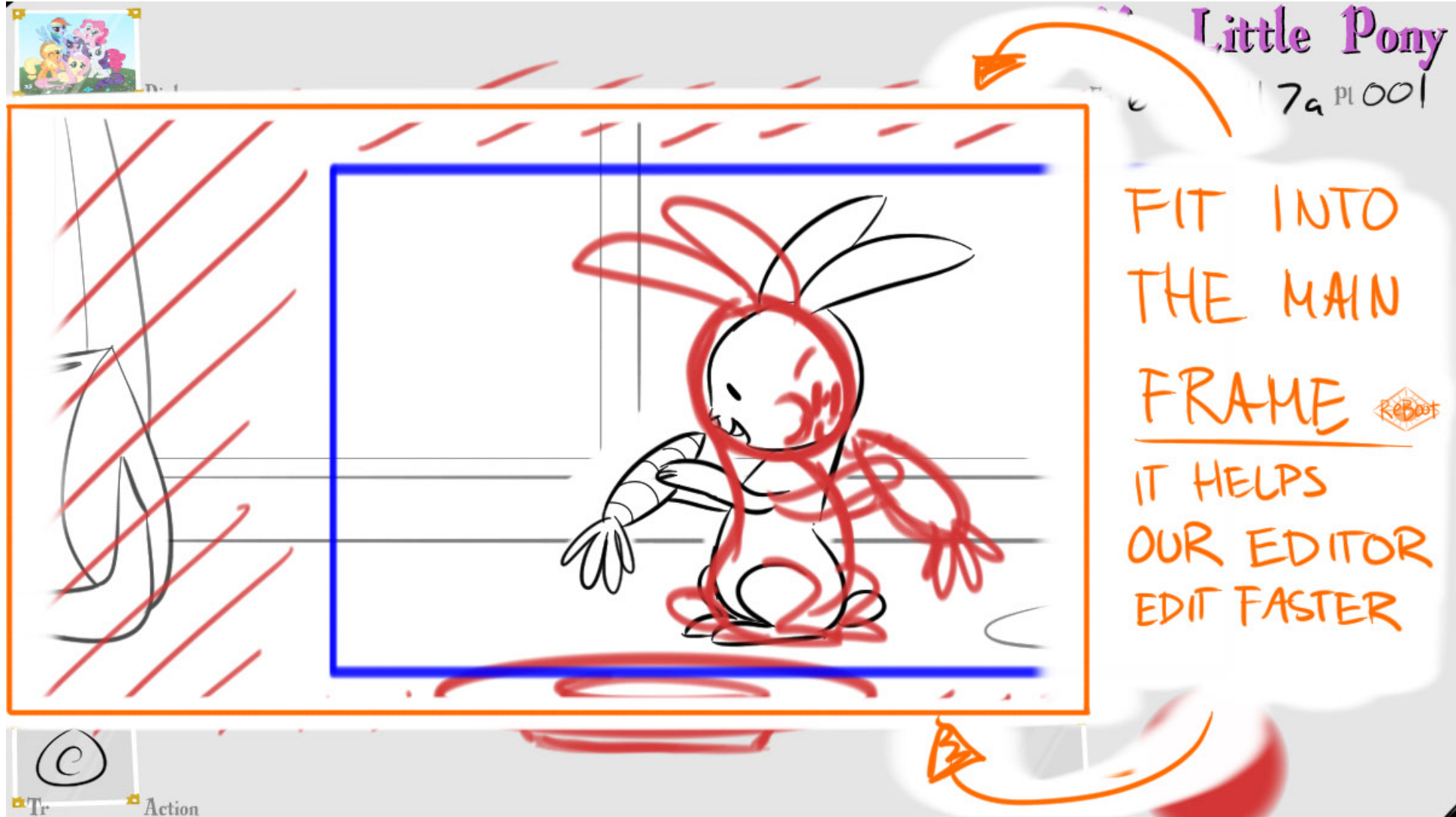
Action

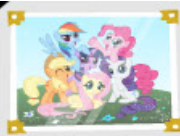


Tr





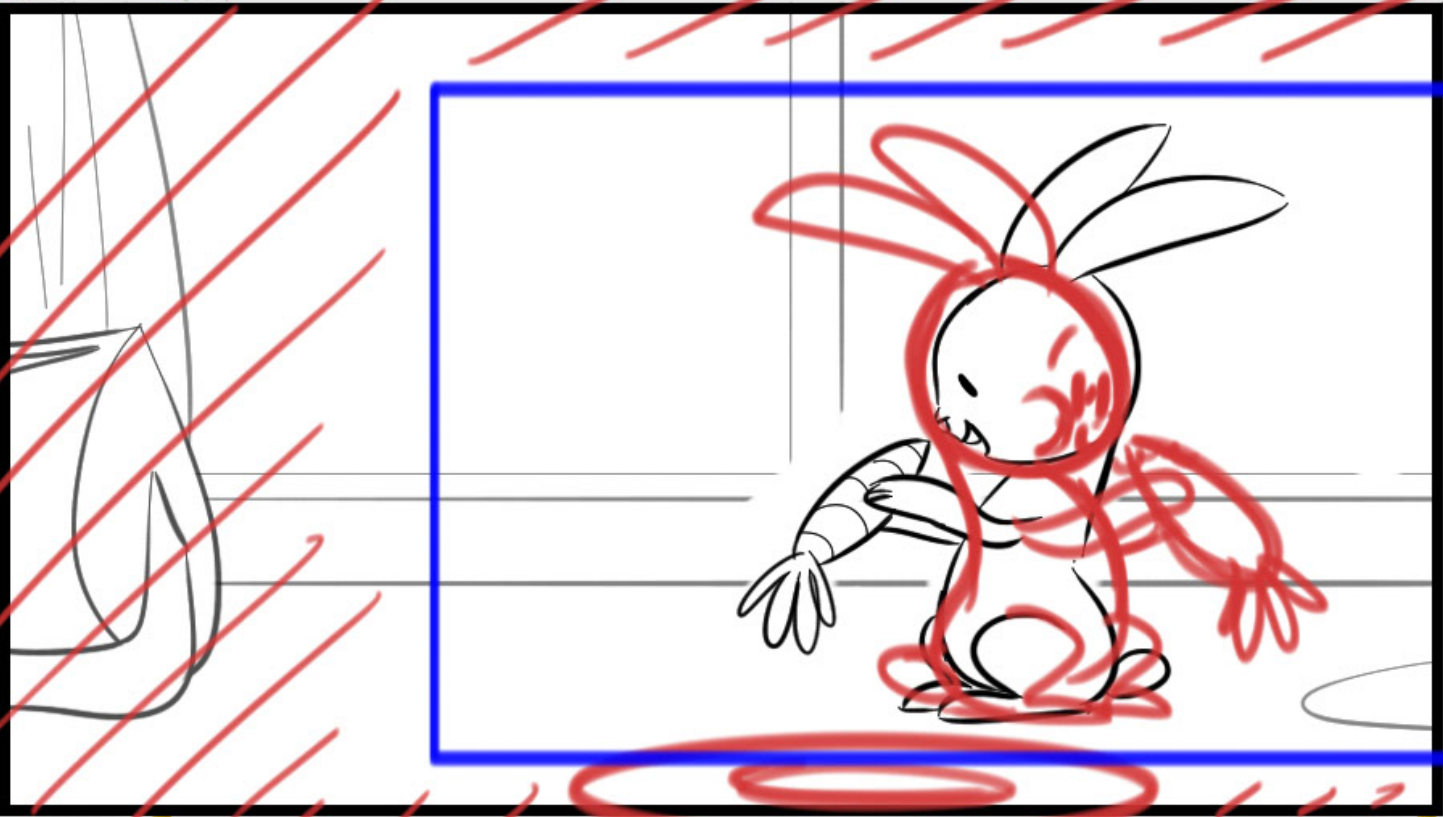




Dial

My Little Pony

Ep 612 Sc 117a Pl 001

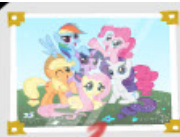


WE CAN USE THE SAME FRAME CORNER TRICK,



Action

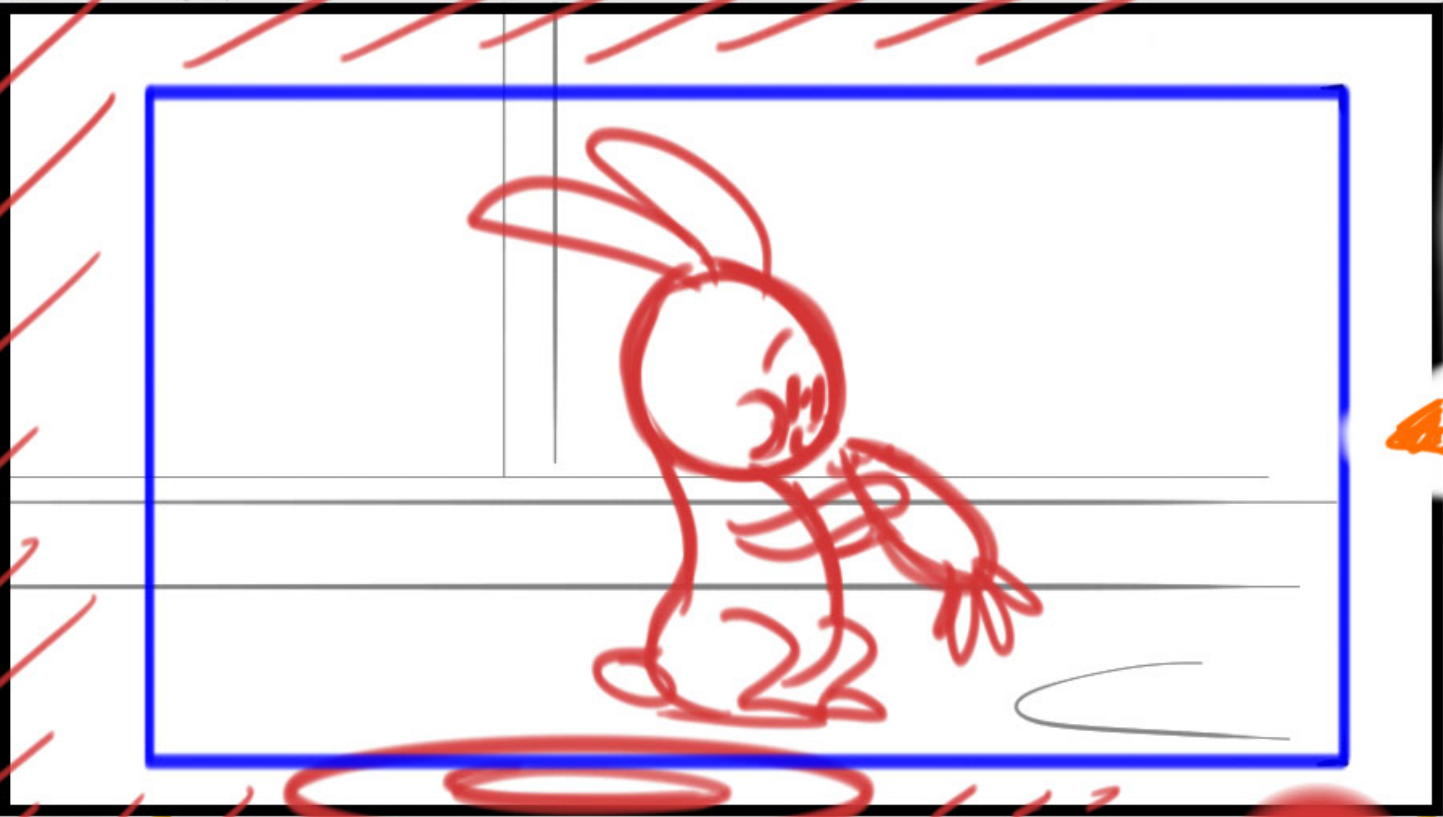




Dial

My Little Pony

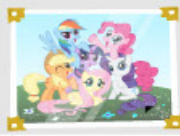
Ep 612 Sc 117a Pl 001



AND
MOVE
THE
← WHOLE
THING
OVER



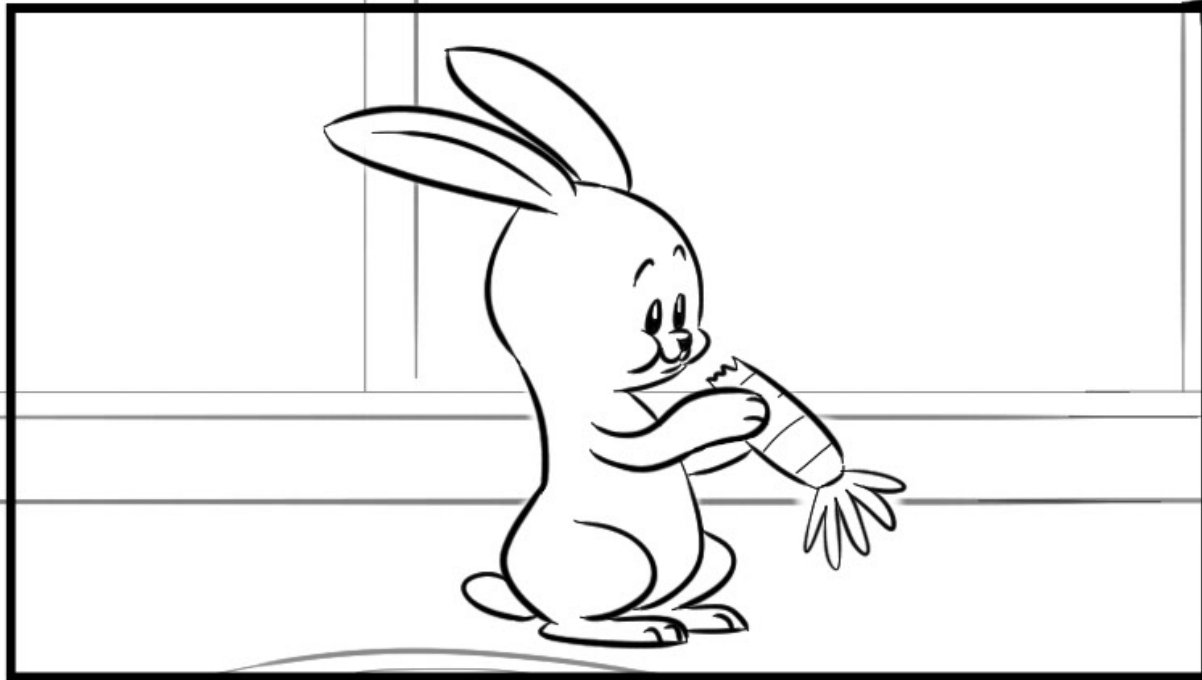
Tr Action



Dial

My Little Pony

Ep 612 Sc 117a Pl 001



DONE.

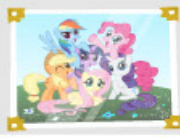


Tr

Action



Tr

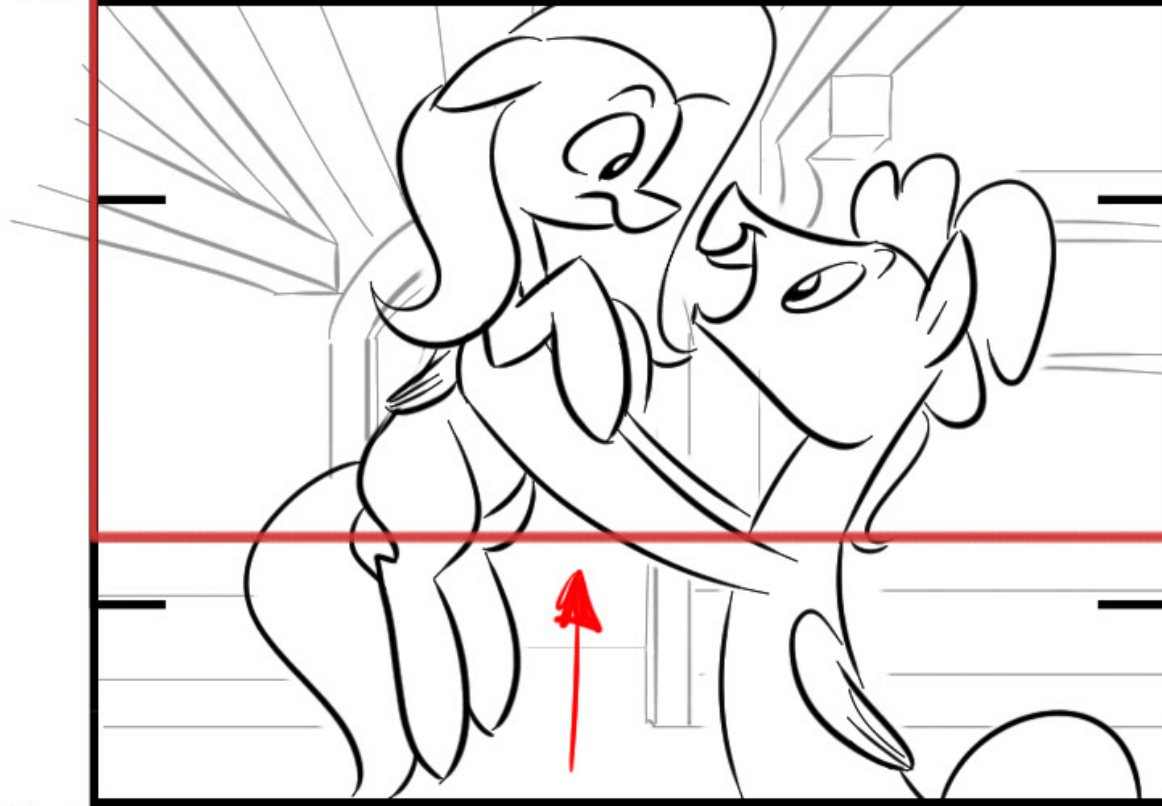


Dial

ZB: WE'RE GONNA HAVE

My Little Pony

Ep 612 Sc 121 Pl 008



IN THIS INSTANCE,
WE'LL NEED TO
RESIZE THE
ENTIRE
CAMERA MOVE

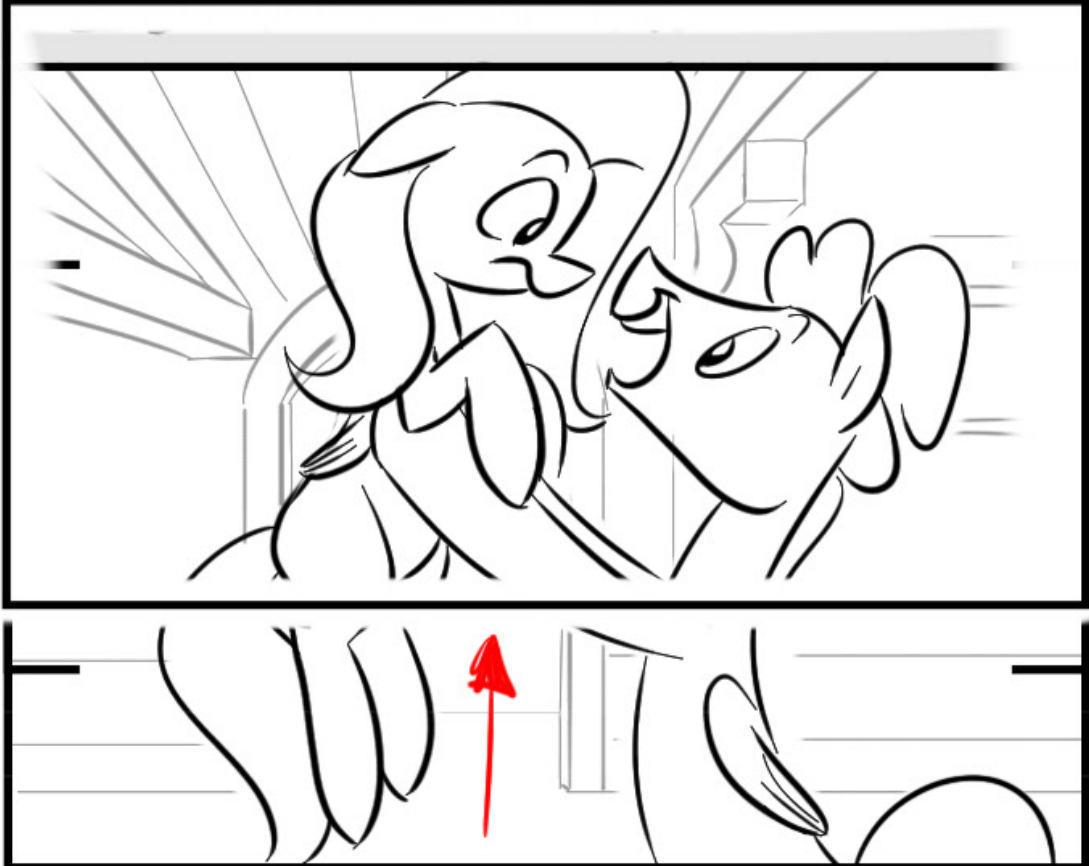
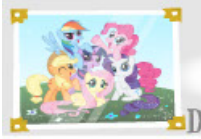


Tr

Action



Tr



My Little Pony

612 Sc | 21 Pl 008



ADD THE
NEW
FRAME BEFORE
RESIZING

Tr Action

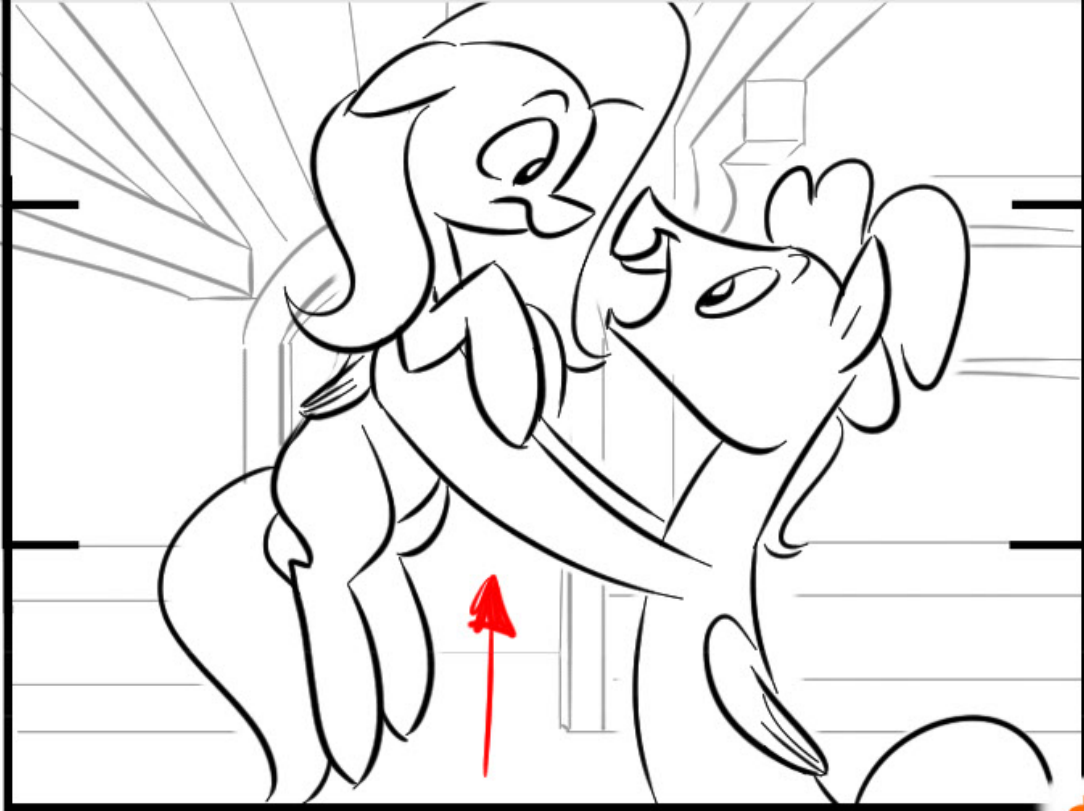
Tr



Dia

ZB: WE'RE GONNA HAVE

My Little Pony
Ep 6 (21) Pl 008



SAME
DEAL



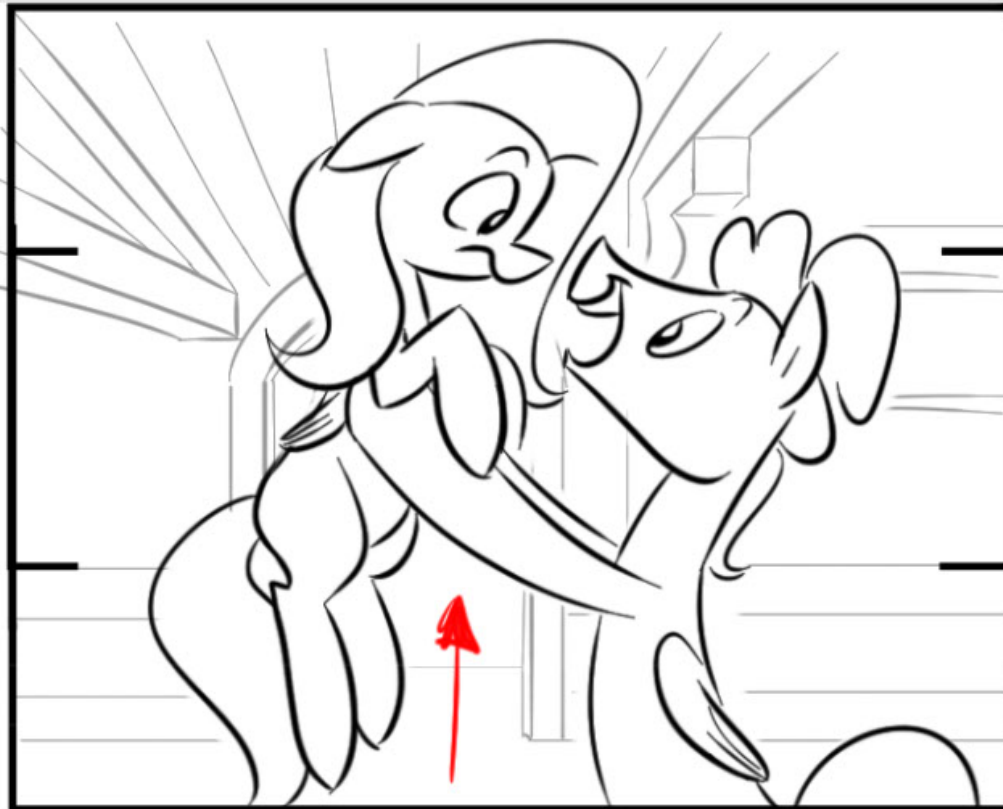
Action





Dial

ZB: WE'RE GONNA HAVE



My Little Pony

Ep 612 Sc 121 Pl 008

FROM HERE, IT WILL BE EASIER TO COPY ANY DRAWINGS FROM SUBSEQUENT PANELS IN THIS SCENE AND BRING THEM INTO THIS NEW FRAMING, RATHER THAN HAVING TO REFRAME THEM ALL. THEN JUST SAVE THEM AS NEW PANELS.



Action





Dial

My Little Pony

Ep

Sc

Pl

THIS REFRAMING RULE
MAY BE THROWN OUT
THE WINDOW IF WE ARE
IN A RUSH. BUT CHECK IN
FIRST, AS IT'S AN EMERGENCY
MEASURE.



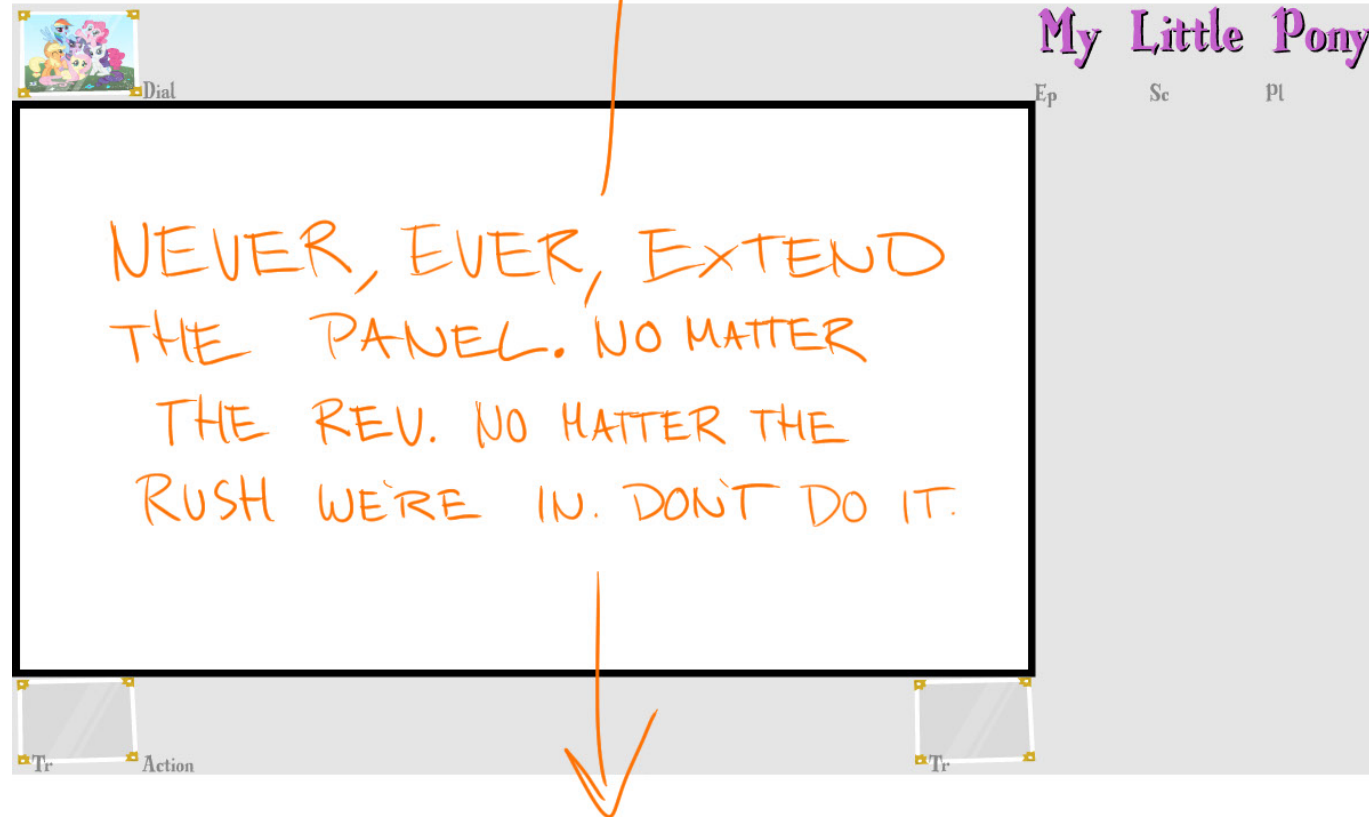
Tr

Action



Tr

N O O O O O O O O O O O O O O



N O O O O O O O O O O O O O O



Dial

My Little Pony

Ep

Sc

Pl



WHEN WORKING
ON A SC WITH
A STANDARD
BACKGROUND,



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl



BE SURE
TO FINISH
THE BG



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl



IF YOU HAVE
A SC WITH
A REALLY
WIDE TRUCKOUT,
BE SURE TO
DRAW THE FIRST
PANEL IN
THE FIRST FIELDING,
FULL FRAME.

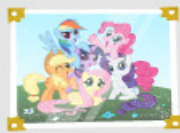


Tr

Action



Tr



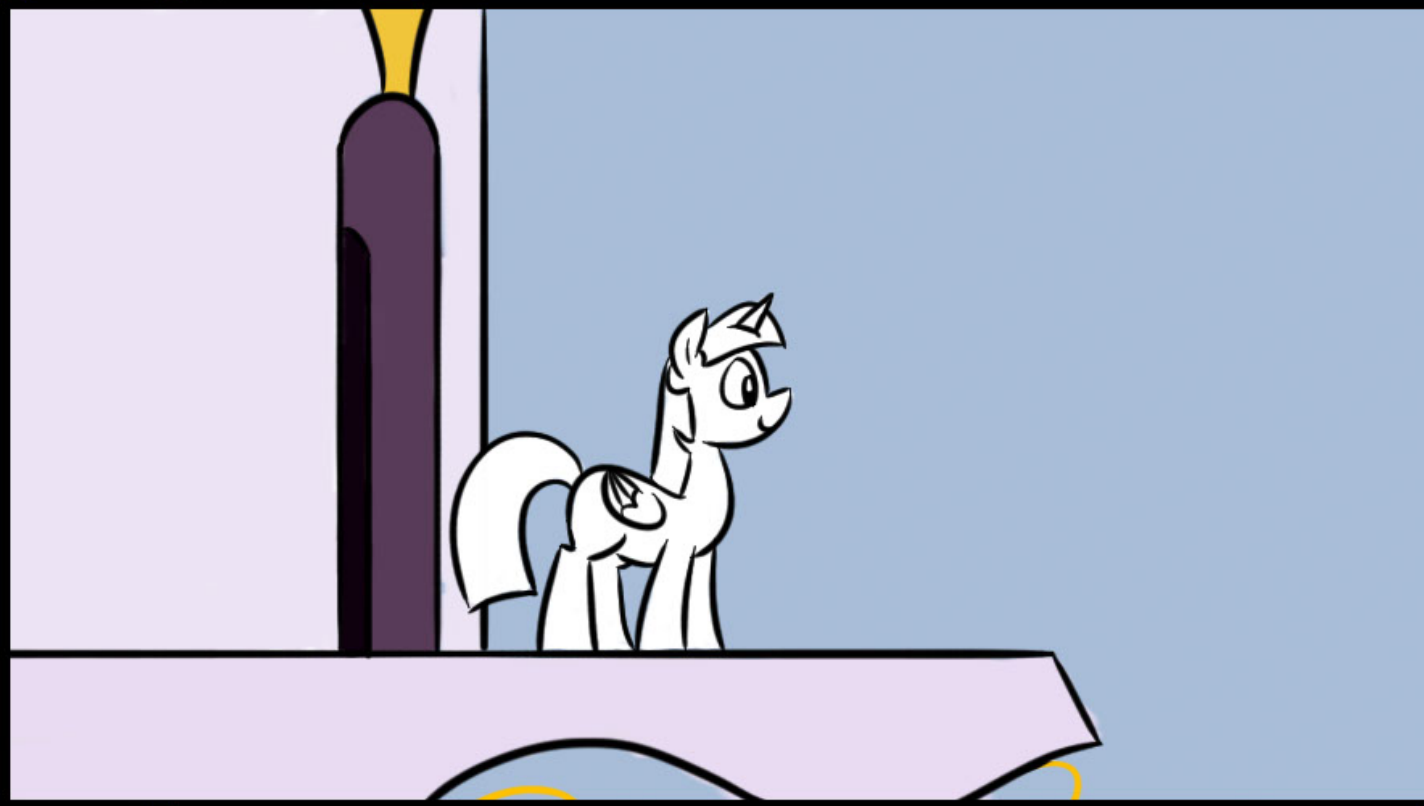
Dial

My Little Pony

Ep

Sc

Pl



THIS WAY WE
CAN SEE THE
STAGING AND
ACTING CLEARLY
IN THE FIRST
PANEL...



Action



Tr



Dial

My Little Pony

Ep

Sc

Pl



BEFORE
THE
WIDE
TRUCK-OUT.



Tr

Action



Tr

My Little Pony



Sc Pl
IF YOU NEED
TO EDIT OR CHANGE
A BG FOR A
WHOLE SC,
MARK THE
CORNERS OF
THE PANEL
ON THE
NEW/EDITED
BG LAYER



Dial

My Little Pony

Ep

Sc

Pl



AND SIMPLY
COPY AND
PASTE FOR
EACH
APPLICABLE
PANEL.



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl



✓
DONE.

THE SAME CAN
BE APPLIED
FOR ANY LAYER
YOU NEED TO
COPY.



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

WITH ANY EDITS, CAMERA MOVES, OR REFRAMING, KEEP YOUR PANELS CONSISTANT WITH ONE ANOTHER. AVOID CHARACTERS, BGS, OR FRAMING THAT "JUMP AROUND"
for example...



Tr

Action



Tr



(AJ) I DON'T WANT TO BE A SOWZ APPLE...

My Little Pony

Ep 620 Sc 003 Pl 001



Tr Action

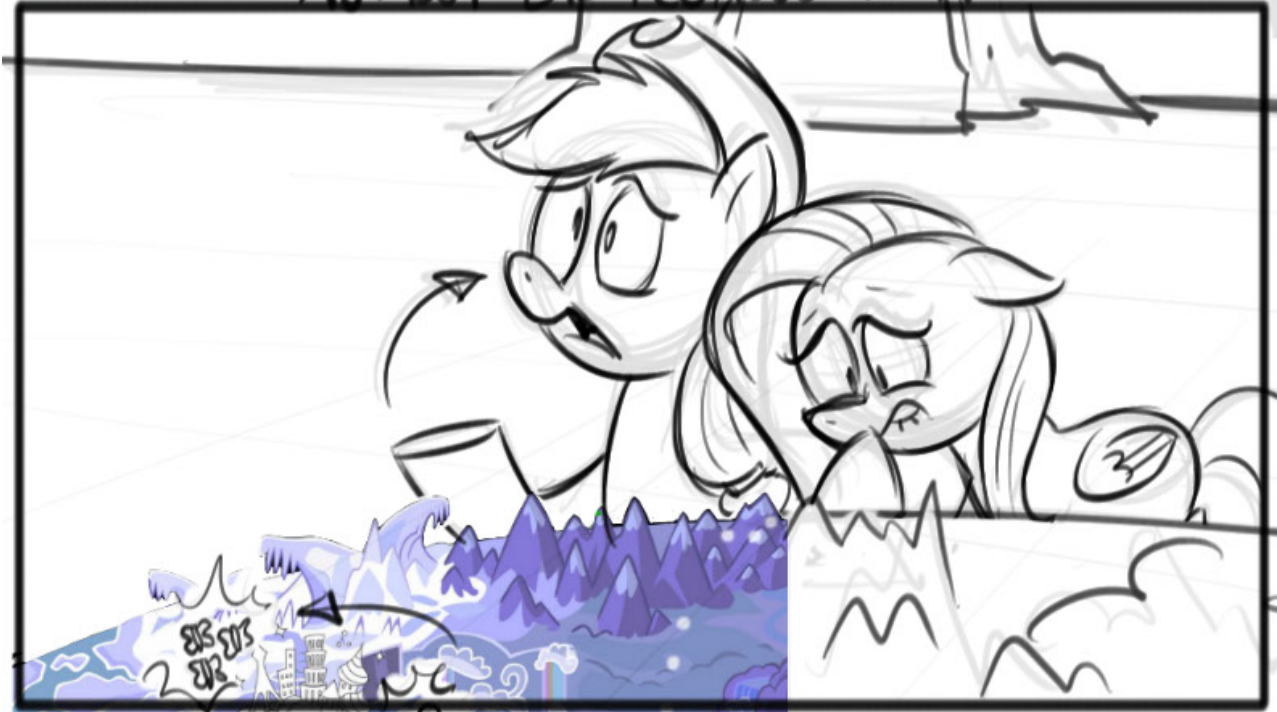
Tr



AJ: BUT LAS PEGASUS IS A

My Little Pony

Ep 620 Sc 003 Pl 001



SHAKY
BG.

Tr Action

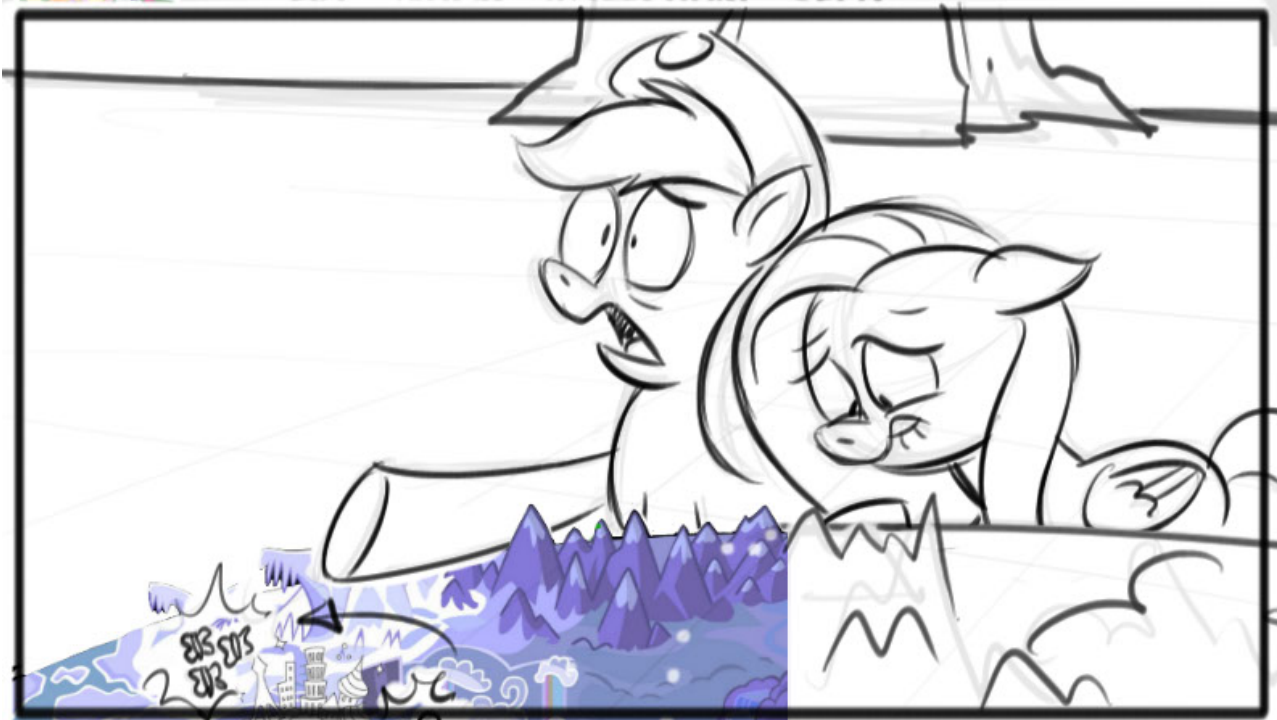
Tr



A1: WILD VACATION CONT

My Little Pony

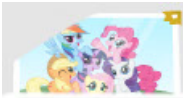
Ep 620 Sc 003 Pl 002



SHAKY BG.

Tr Action

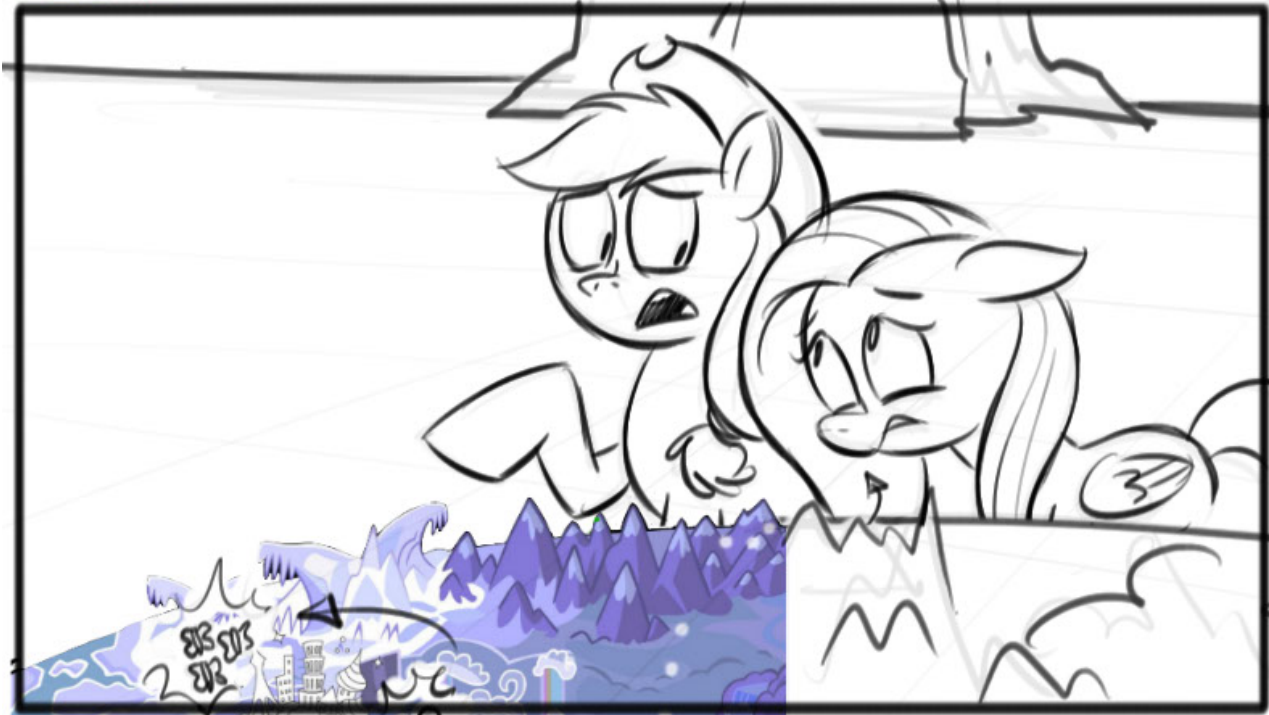
Tr



AN: NOT EXACTLY A FIT

My Little Pony

Ep 620 Sc 003 Pl 003



SHAKY BG.

Tr Action

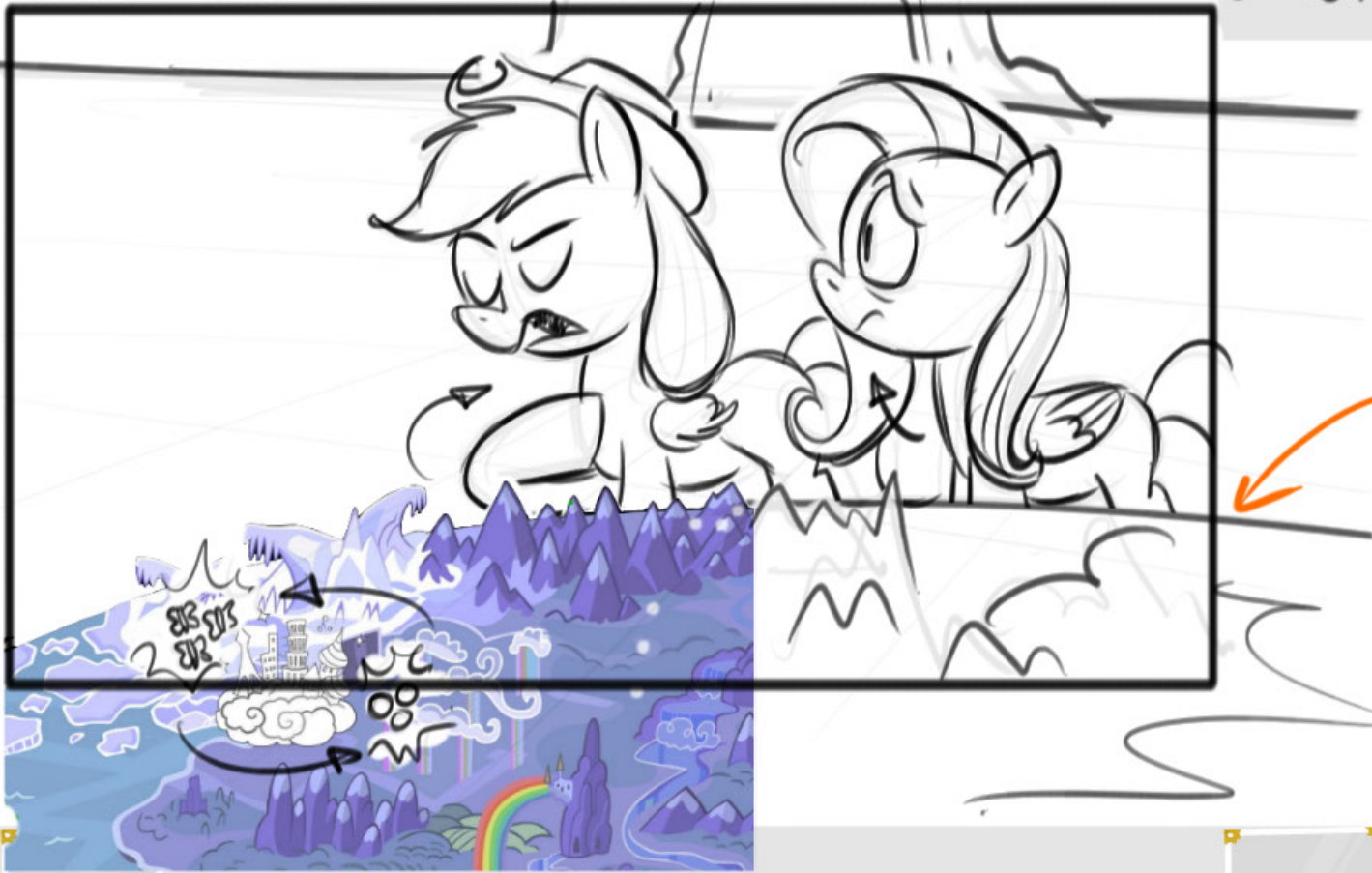
Tr



A.1: FOR A HARDWORKING EARTH PONY LIKE ME.

My Little Pony

Ep 620 Sc 003 Pl 004



SHAKY
BG.

Tr Action

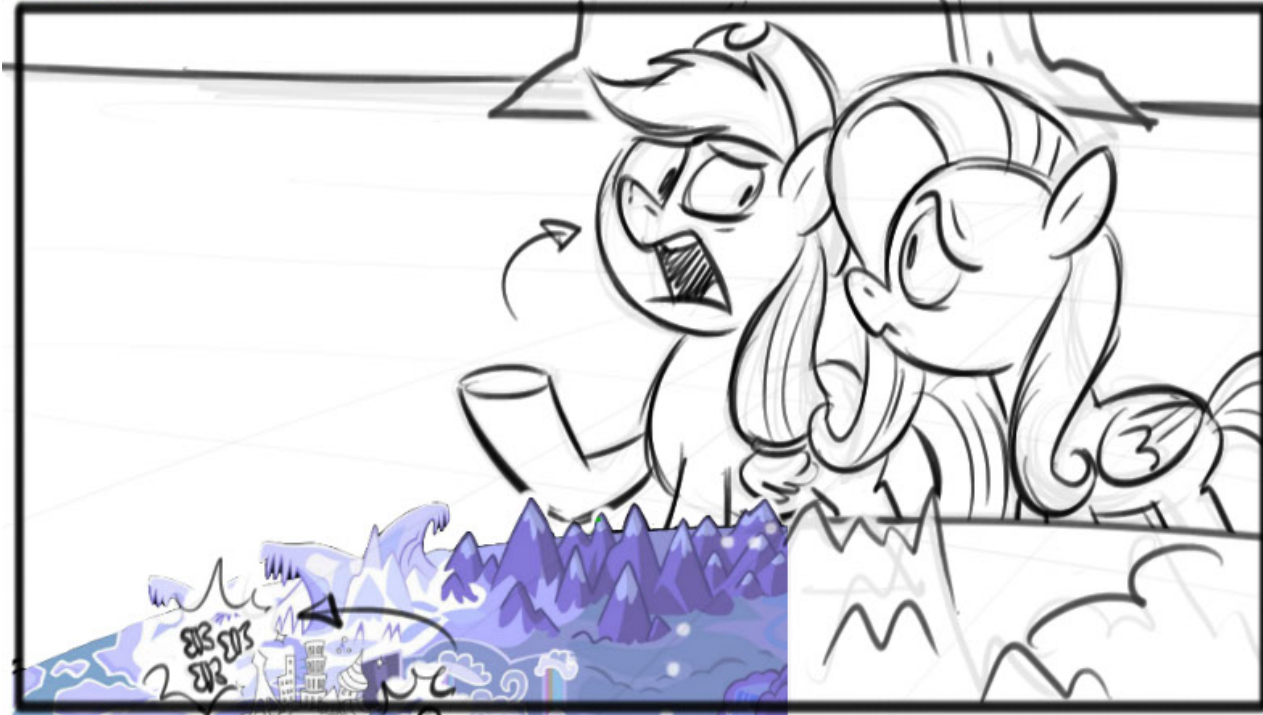
Tr



AL-ITIC VRT ONE BU

My Little Pony

Ep 620 Sc 003 Pl 005

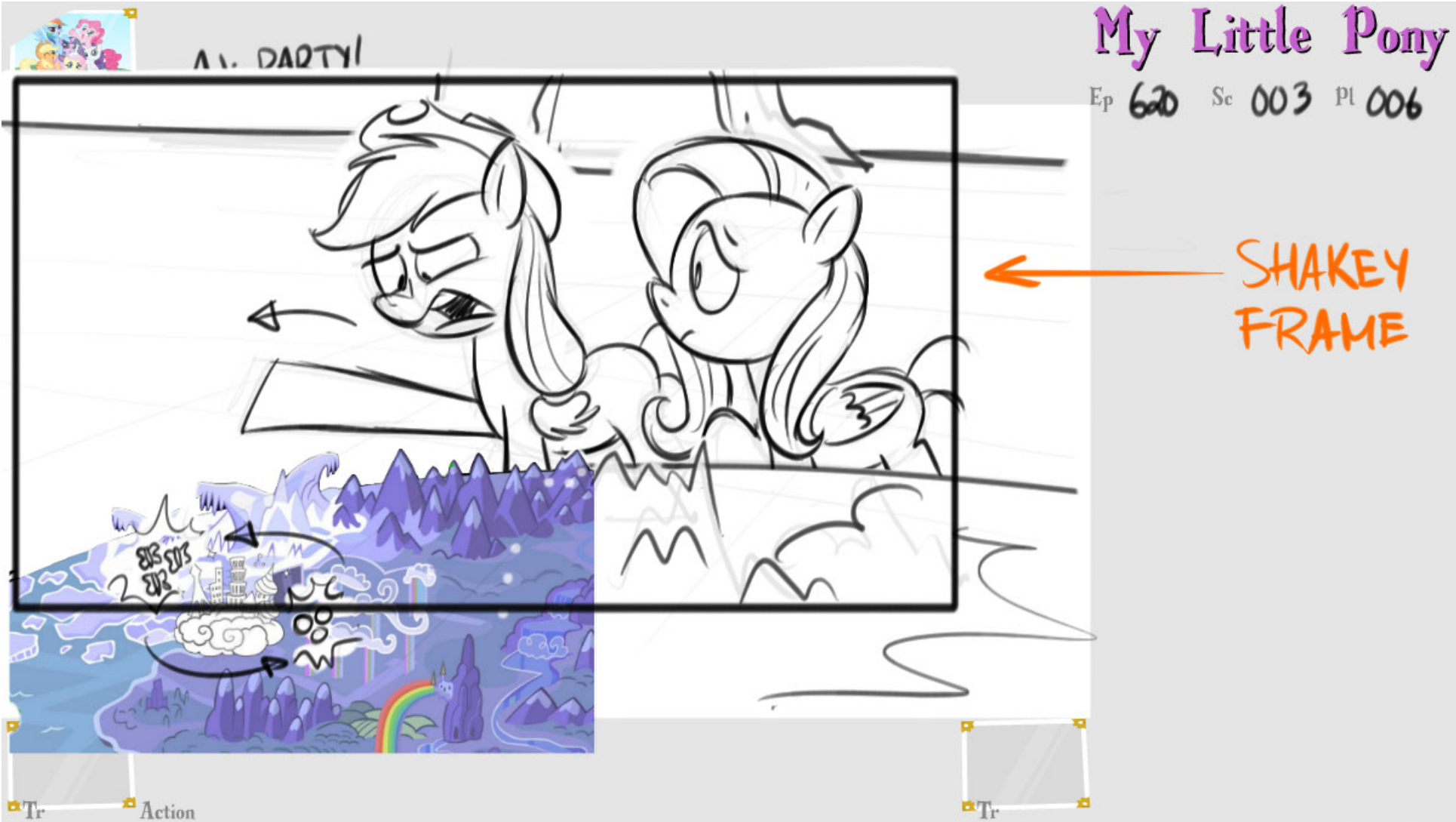


← SHAKEY FRAME



Tr Action

Tr





EE: ALL THOSE LIGHTS AND SOUNDS

My Little Pony

Ep 620 Sc 003 Pl 007



← SHAKEY FRAME

Tr Action

Tr



FC: NOT TO MENTION THE CROWDS!

My Little Pony

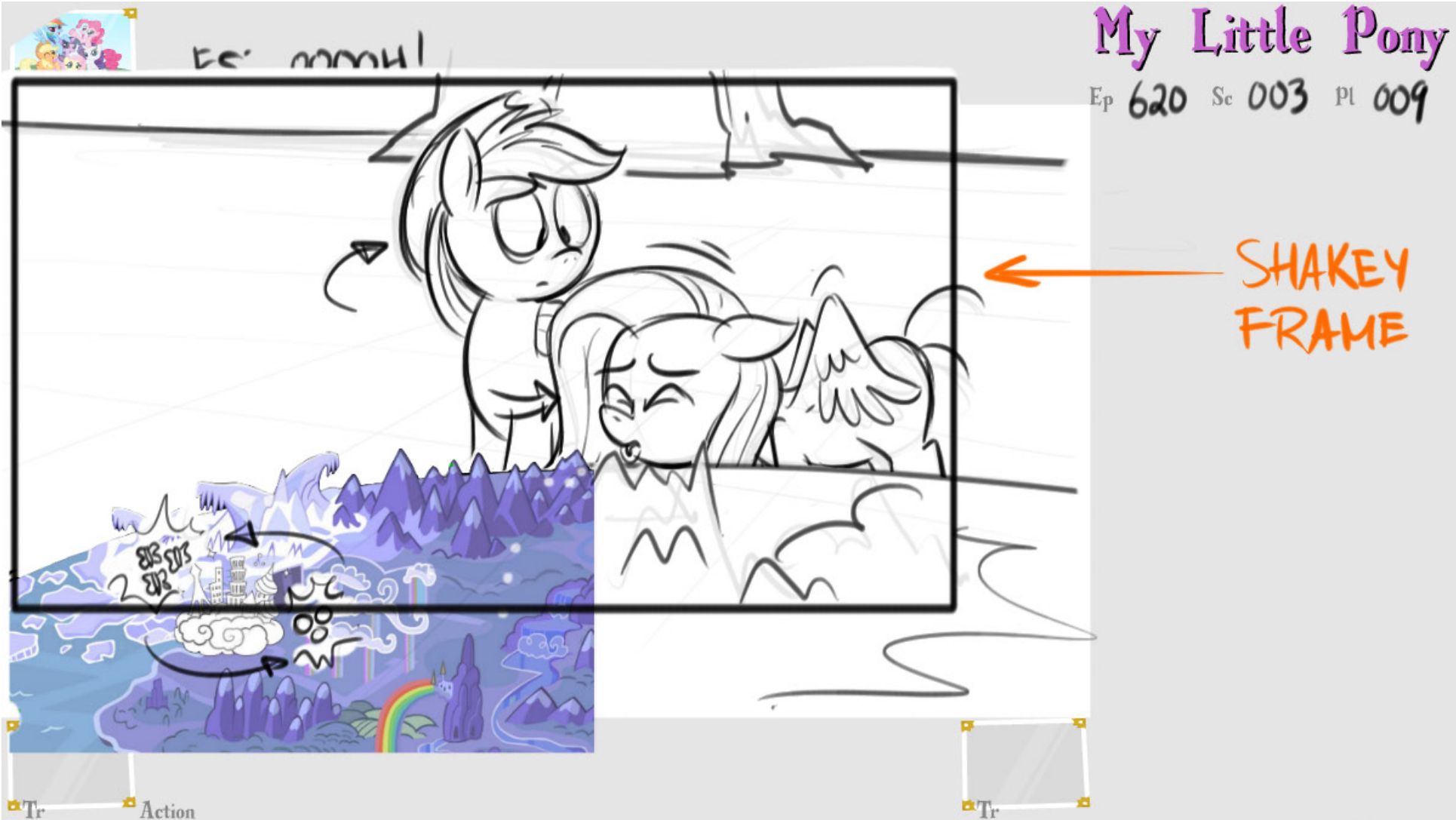
Ep 620 Sc 003 Pl 008



← SHAKEY FRAME

Tr Action

Tr





EG: JUST THE THOUGHT OF IT

My Little Pony

Ep 620 Sc 003 Pl 010



✓
STILL!

Tr Action

Tr



ES: IS OVERWHELMING

My Little Pony

Ep 620 Sc 003 Pl 011



✓
STILL!

Tr Action

Tr



ES: IS OVERWHELMING

My Little Pony

Ep 620 Sc 003 Pl 011



✓
STILL!

Tr Action

Tr



Dial

DIALOGUE

My Little Pony

Ep

Sc

Pl

ONLY SHOW DIALOGUE
RELEVANT TO THE ACTING
IN THAT PANEL.

for example...



Tr

Action



Tr



Dial ① PC: IM PRINCESS CELESTIA AND I HAVE ^②A LONG WINDED LESSON TO TEACH YOU. +STL Ep

My Little Pony

Sc Pl

THIS REV
WANTS
YOU TO

ADD A
POSE FOR
PC'S ACTING
AND ADD
A SETTLE
POSE



Tr Action

Tr



PC: IM PRINCESS CELESTIA AND I HAVE A LONG WINDED LESSON TO TEACH YOU.

My Little Pony

Ep Sc Pl



HERE'S
THE
SECOND
POSE,
BUT WE
NEED TO GET
RID OF THE
UNNECESSARY
DIALOGUE

Tr Action

Tr



PC: IM PRINCESS CELESTIA



My Little Pony

Ep

Sc

Pl



Action



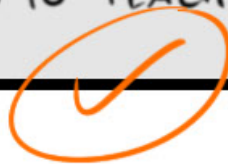
Tr



PC: AND I HAVE A LONG WINDED LESSON TO TEACH YOU.

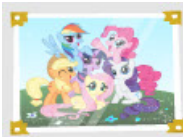
My Little Pony

Ep Sc Pl



Tr Action

Tr



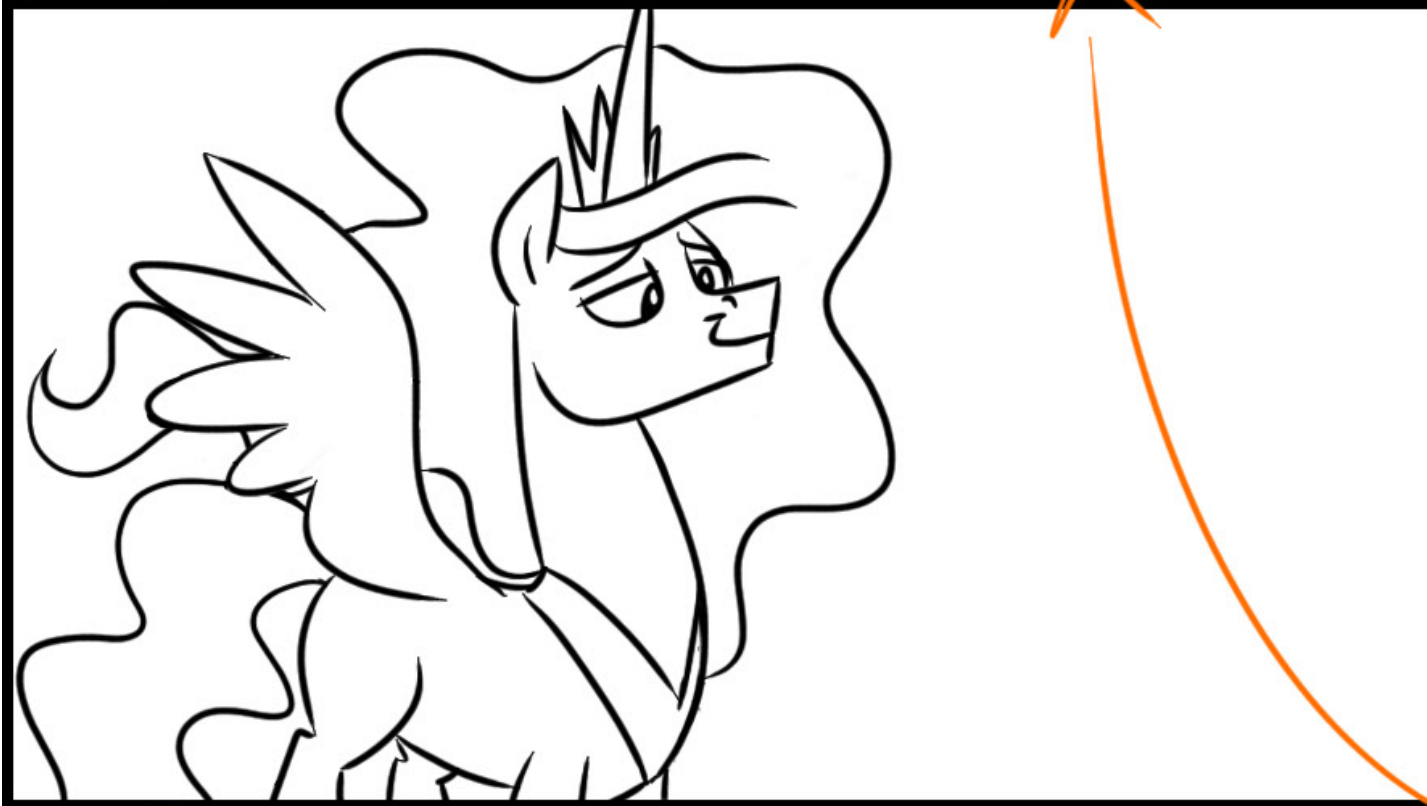
Dial

My Little Pony

Ep

Sc

Pl



HERE'S
THE STL
POSE.PC
ISN'T TALKING
SO MAKE SURE
THE DIALOGUE
AREA IS
CLEAR.

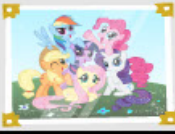


Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

WHEN ADDING A SCENE, OR A NEW
POSE/PANEL TO A SCENE
ADD a/b/c TO THE PANEL NUMBER.

EXAMPLE:

ADD A SC BETWEEN 001 and 002 = 001a

ADD 2 POSES AFTER PANEL 001-003

= 001-003a, 001-003b



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

• IF A DIRECTOR ADDS A:



ETC... IN A ROUGH REV, MAKE SURE IT SHOWS UP IN THE FINAL SUBMITTED DRAWING

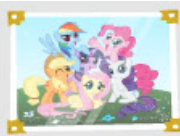


Tr

Action



Tr



Dial

My Little Pony

Ep

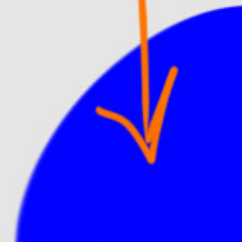
Sc

Pl



TURN OFF
REV DOT
WHEN DONE.

DO NOT
DELETE.



Tr

Action



Tr



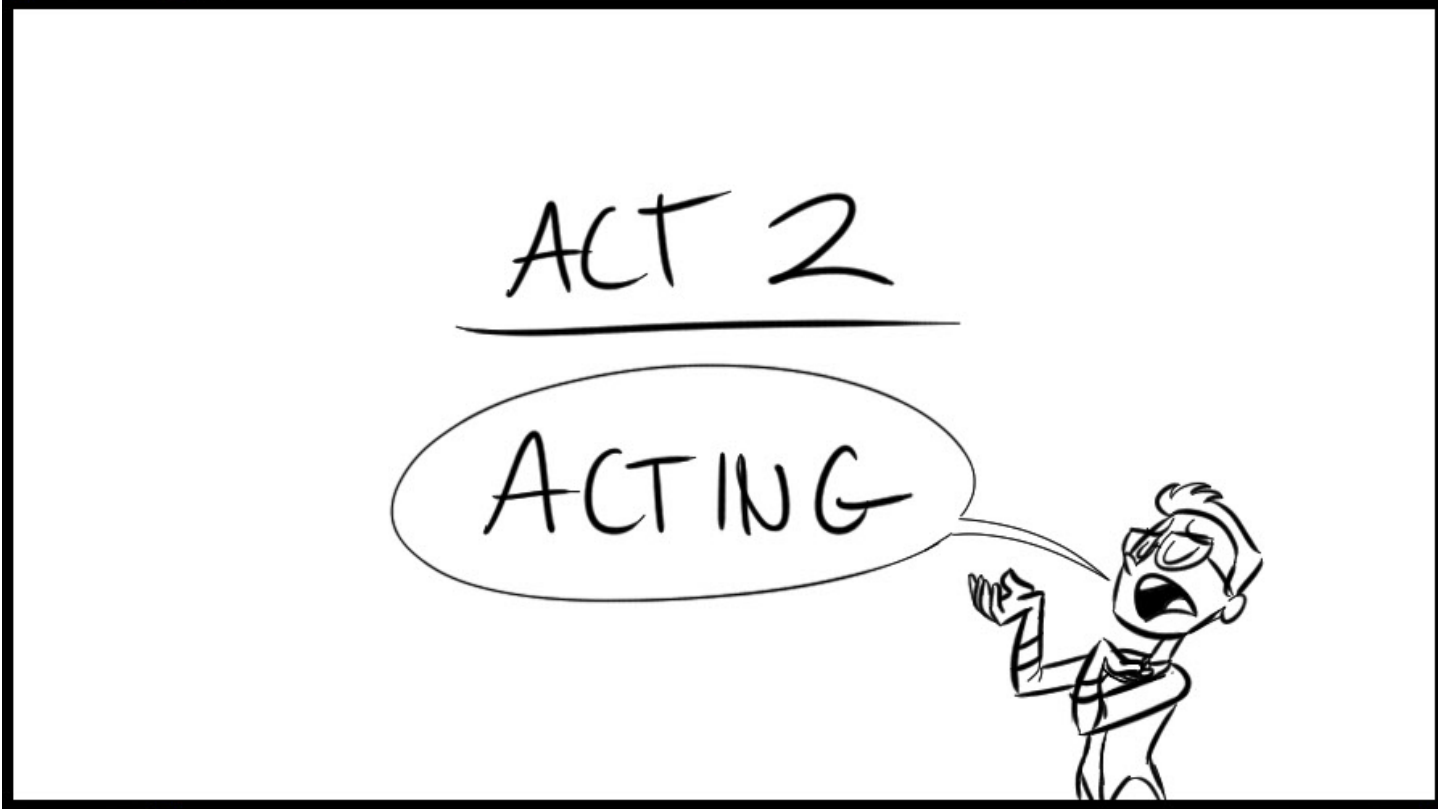
Dial

My Little Pony

Ep

Sc

Pl



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

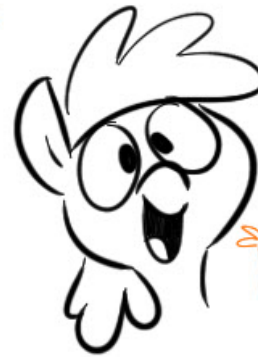
Pl

WHEN ADDING A START POSE (SP)
OR SETTLE (STL), BE SURE
THE CHARACTERS MOUTH IS
CLOSED.

Acceptable.



Acceptable



Unacceptable

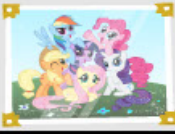


Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

WHEN THERE'S
A SCENE WITH MORE
THAN ONE CHARACTER, BE
SURE THAT ONLY THE
CHARACTER SPEAKING
HAS AN OPEN MOUTH



(UNLESS OTHERWISE INDICATED)



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

ALWAYS MAKE SURE
YOUR EYELINES
AND MOUTHS
ARE CLEAR

WOULD YOU
LIKE A
CUPCAKE?



WHO ARE
YOU TALKING
TO?



Tr

Action



Tr




Dial

My Little Pony


Ep


Sc

Pl

NO
"STICKY
HOOVES" → 


DON'T USE THE
PONY'S HOOVES LIKE
HANDS. THEY ARE HOOVES.

BAD
EARTH
PONY → 

GOOD
EARTH
PONY → 

Unicorns
can use
their
magic

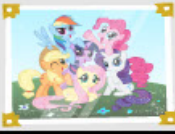
PEGUSI CAN
SOMETIMES HOLD
THINGS WITH HOOVES
BUT KEEP THEM AS
HORSE-LIKE AS
POSSIBLE.




Tr Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

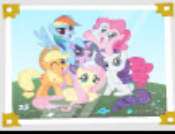
DON'T BE AFRAID TO
LOOK UP REFERENCES FOR
ACTING IN OUR REFERENCE
FOLDER, ON YOUTUBE,
OR EVEN IN A
MIRROR.



Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

BE SURE TO LISTEN TO THE ANIMATIC FOR
THE VOICE READ. MATCH THE ACTING TO HOW
THE VOICE ACTORS HAVE PORTRAYED THE ROLL.
TRY TO WATCH EACH ANIMATIC IN FULL BEFORE
STARTING WORK ON THE EPISODE. KEEP UP
WITH THE ANIMATICS AS THEY ARE UPDATED.
YOU CAN OFTEN ANSWER YOUR OWN
QUESTIONS THAT WAY.
THAT BEING SAID...



Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

DON'T BE AFRAID TO
ASK QUESTIONS.

QUESTIONS ARE GOOD. ASK YOUR
LEAD IF YOU'RE NOT SURE WHAT
TO DO, AND DON'T BE AFRAID
TO ASK THE DIRECTORS FOR HELP.

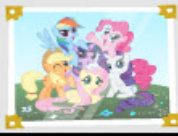


Tr

Action



Tr



Dial

My Little Pony

Ep

Sc

Pl

THAT'S PRETTY MUCH IT FOR NOW.

GO GET EM, TIGER



Tr

Action



Tr