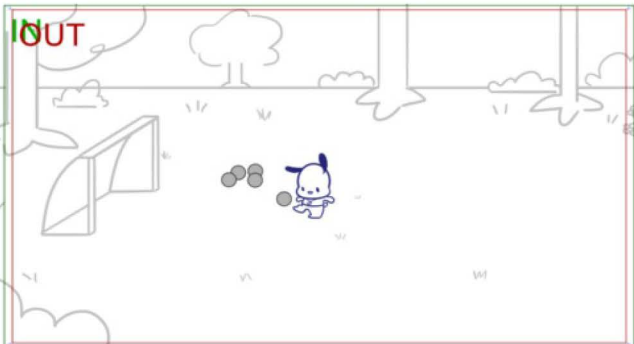
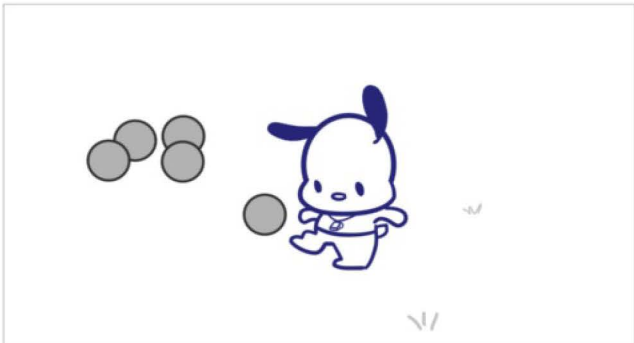
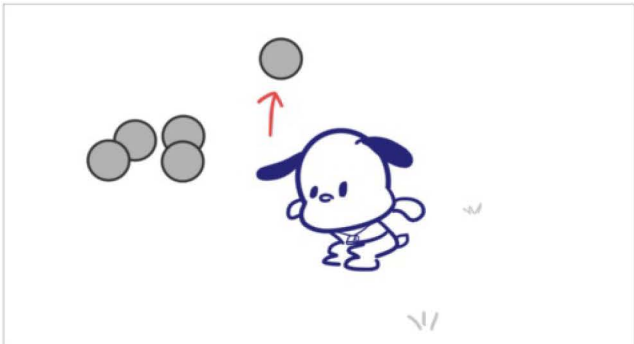
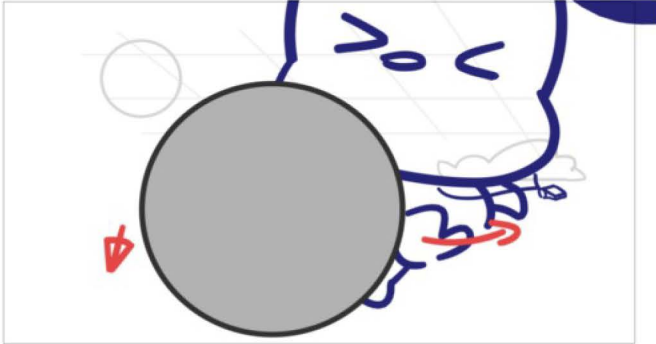
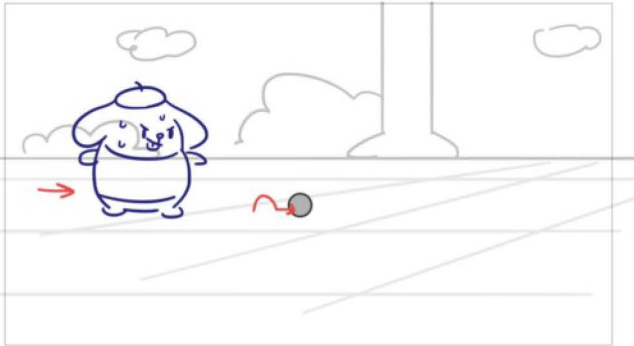
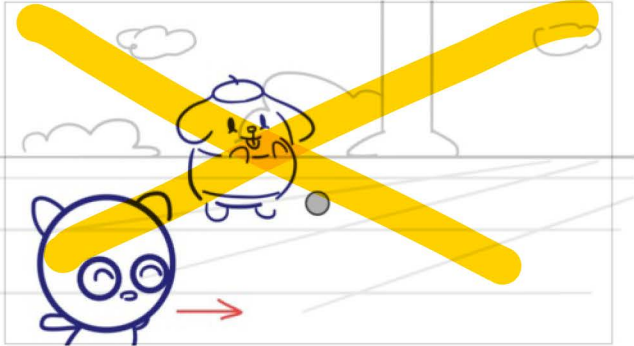
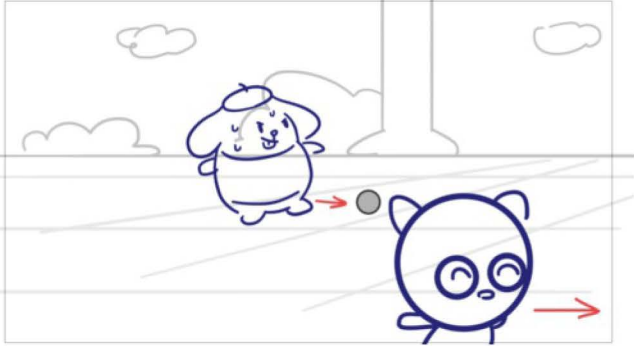
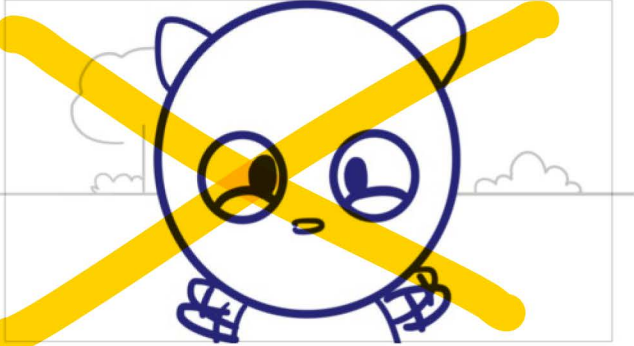
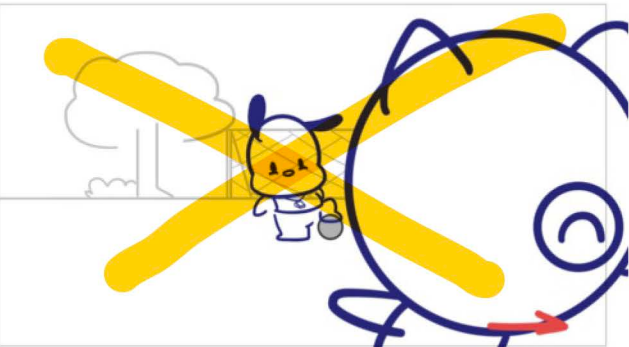
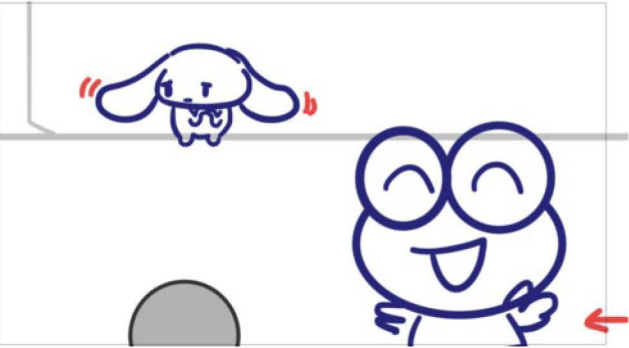
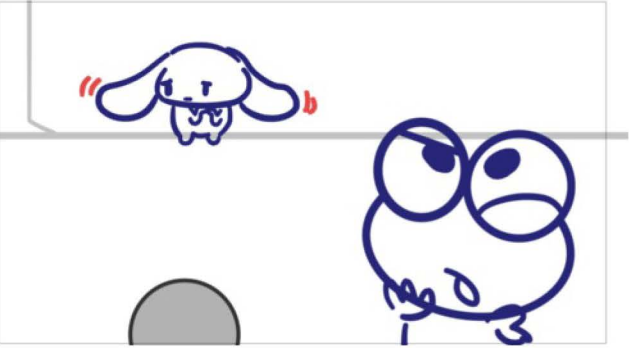
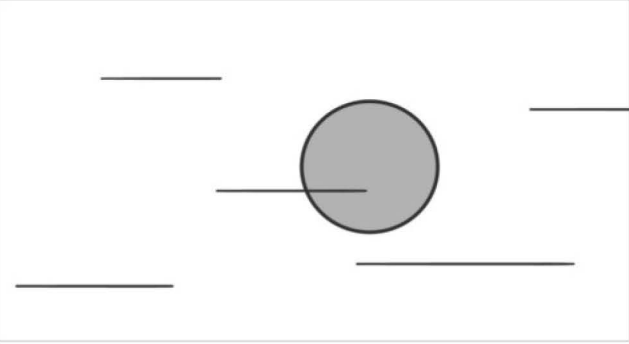
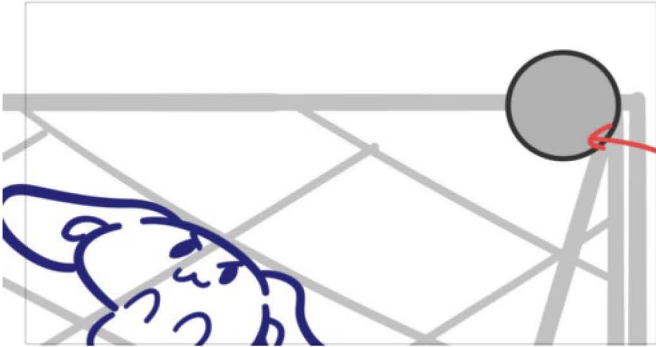
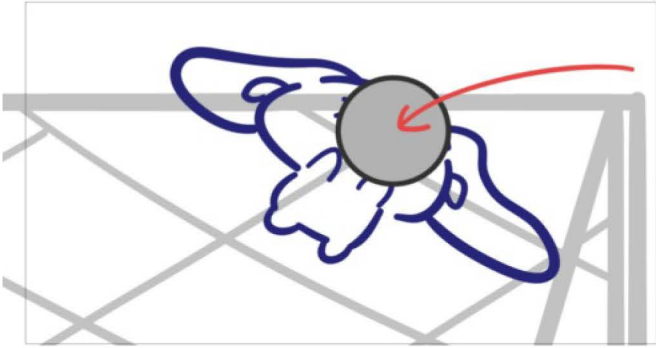
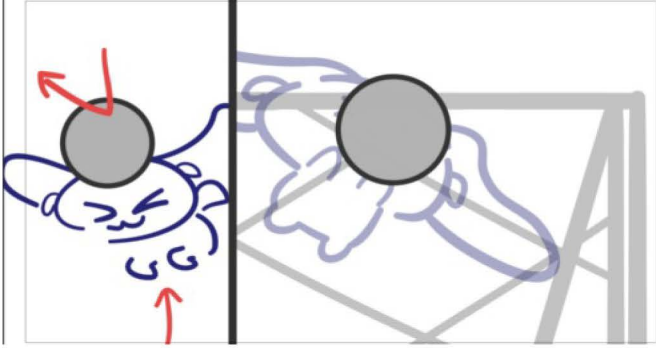
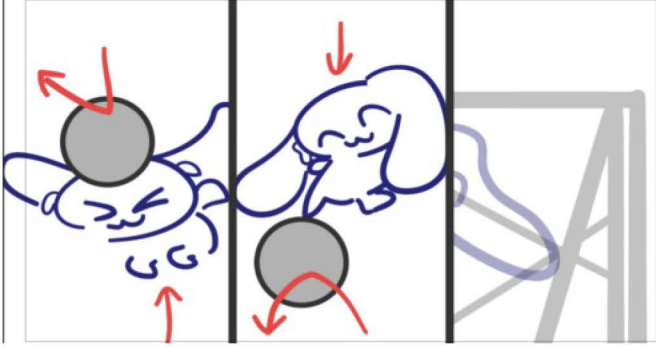


CUT	PICTURE	Dialog	TIME
2		Frame 2: Revise this scene to include a “reveal” of Pochacco since he is our new character for S04; Option - show close-up of his ears or feet first than pan or zoom out for reveal	01:10
3			01:13
			
4			01:04
			

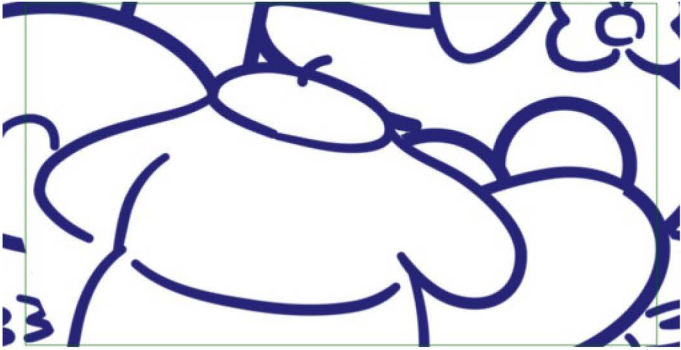
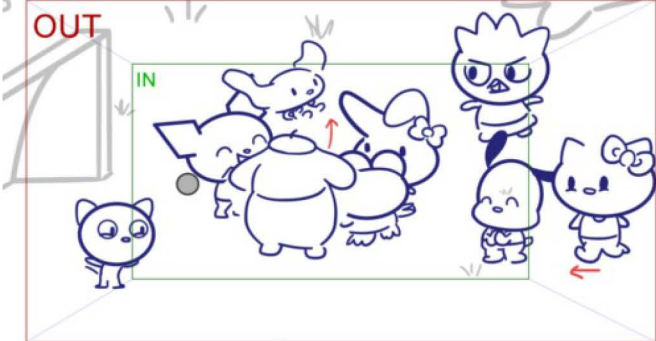
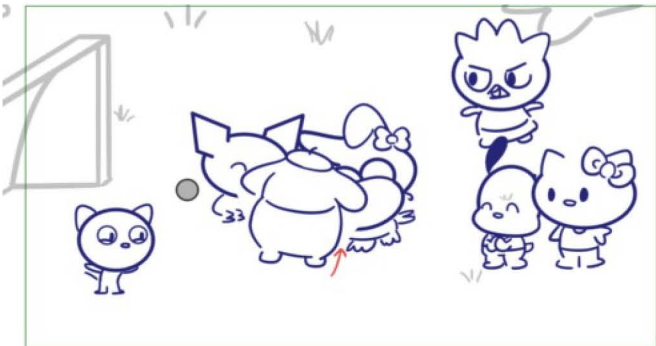
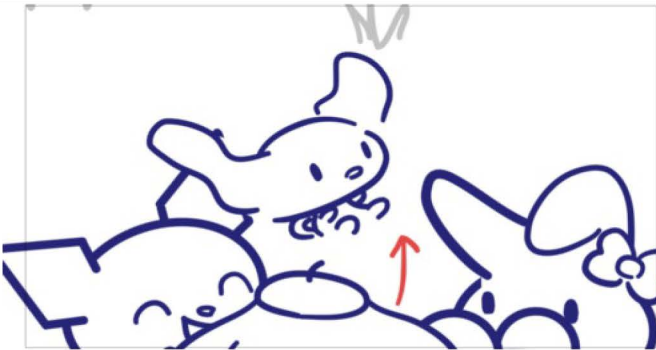
CUT	PICTURE	Dialog	TIME
	   	Frame 21 Panel D: If episode is running long and we need to cut areas, Sanrio is OK to cut this frame	
22		Frame 22 Panels A,B,C: Cut these these panels	03:14

CUT	PICTURE	Dialog	TIME
	  	14 POCHACCO Ready, Keroppi? Cinnamoroll? Frame 22 Panel D: Insert new panel with this scene	04:03
23	 	15 KEROPPI I was born ready!! 15 KEROPPI Well, I wasn't ready to play soccer the very second I was born.	

CUT	PICTURE	Dialog	TIME
34		Frame 34: Change Pompom's expression to look worried Currently too ambitious for his character	

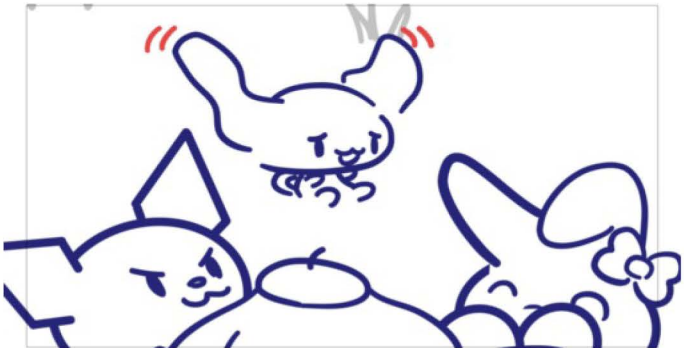
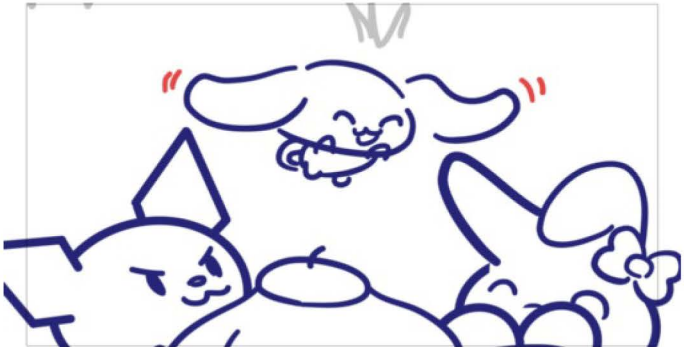
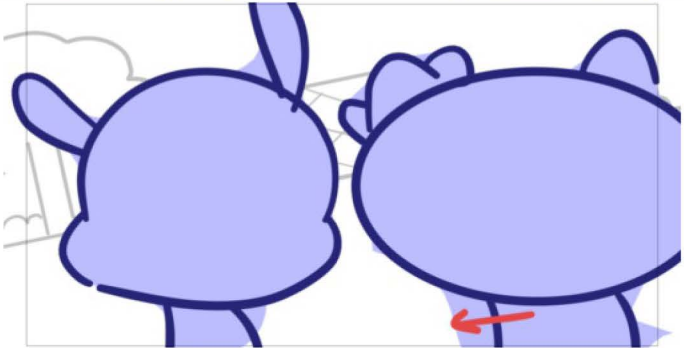
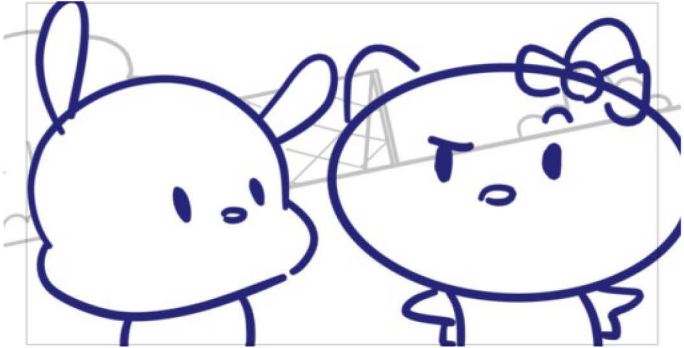
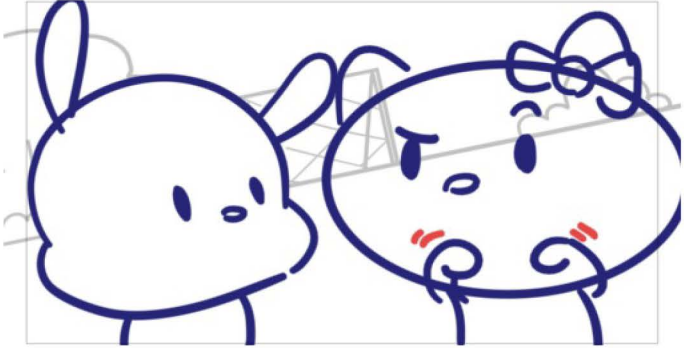
CUT	PICTURE	Dialog	TIME
51			01:00
52		Frame 52 All Panels: Is it possible to add “action” lines to the frames so it shows movement of the ball being caught/passes?	
		Frame 52 Panel B: Due to the character’s short arms, is it possible to lower the ball a little when the characters catch it so it doesn’t look like it’s hitting them in the face?	
		**S&P Note** - Frame 52 Panels C,D,E: make sure when the balls hits Cinnamoroll’s head it’s a soft bounce with audio sound that is more like a “bloop”	
			



CUT	PICTURE	Dialog	TIME
69			
		Frame 69 Panels B,C,D,E,F,G: Please move My Melody's bow to her right ear	
			
			
70			

02:03

(00:00)

CUT	PICTURE	Dialog	TIME
		30 CINNAMOROLL Uh, guys?	05:07
		30 CINNAMOROLL You know I can fly myself? (giggles)	
71			
		31 HELLO KITTY Funny how you	
		31 HELLO KITTY "accidentally" played the wrong song, Frame 71 Panel C: Since it would be challenging to draw Hello Kitty's hands signaling the "quote", suggestion to have her nudge Pochacco instead	