

LEGO RACERS STORYBOARD SCRIPT

ANIMATION NAME **Main Introduction rev 1.0**

Shot 1

The camera begins a slow descent over the Lego racers as they prepare to race. The engines rev, getting louder as the camera approaches, the cars vibrate as the engine rev build up.

Shot2

The number three appears from out of the screen, semi-transparent over the action, and shrinks into the centre of the screen. In main focus is the wheel of one of the racers. It edges slightly forward, as the engine revs.

Shot3

The number two appears from out of the screen, semi-transparent over the action, and shrinks into the centre of the screen. In main focus is the exhaust of one of the racers. It shakes as tiny clouds of smoke puff out in pace with the revving of the engine.

Shot4

The number one appears from out of the screen, semi-transparent over the action, and shrinks into the centre of the screen. In main focus is the steering wheel of one of the racer's cars. As the number one fades out over it, his hands tighten around the steering wheel, anticipating the start of the race.

Shot 5

Close in cameo shot of one of the racers. Sweat trickles down his brow, he is clearly nervous about the race. He glances to his left at the racer beside him.

Shot 6

Close in on the face of the racer he was looking at. His eyes narrow as he returns the gaze. He laughs, and looks forward, confident he will be victorious.

Shot 7

GO! Fades in from out of the screen, semi-transparent over the action, as the racers put their foot to the floor, and the cars take off in a flurry of dust. The cars head towards the camera, wheeling forward with the acceleration, suddenly they drop down as they approach the camera, passing over it as the scene cuts.

Player 1 cameo

Shot 1a

The camera tracks the racers from the front, looking low across the advancing cars. In main focus is player 1, he weaves across the road, trying to stop the other racer from passing him.

Shot 1b

The camera swings round looking across the side of the two duelling racers. The challenger accelerates moving up against player 1. He turns looking at the other racer, as they weave across the road.

Shot 2

Camera pulls a high shot, looking across the racers, in main centre. They nudge each other slightly as the battle for first player continues. Player 1 looks across at the challenger, then down across the road ahead.

Shot 3+4

Close head-shot as a wry grin appears across player 1's face. He obviously has had an idea. The camera dollies round looking across the wheel, to player one. He cackles, then pulls hard on the wheel, he intends to ram the challenger off the road.

Shot 5

Camera tracks across the road, pulling out. We see the challenger has used a ramp and is in mid jump. Player 1's car veers off the road, starting to spin as it goes. The challenger laughs as he passes over player 1. In the background you can see the other racers starting to go by.

Shot 6

Looking across at the main track from the side lines. Player 1's car comes to a halt, facing the wrong way. He sits in his car, his head spinning, as the other racers continue the battle for victory.

Player 2 cameo

Shot 1

Panning camera shot, as the pack of racers zoom past. It keeps the main bunch in focus, cutting as the camera view fills with dust.

Shot 2

Tail pipe shot, looking at the advancing racers. The new leader 'PLAYER 2' is heading up the pack, closely challenged from behind.

Shot 3

The camera dollies with the racers as they weave about the track, avoiding obstacles along the way.

Shot 4

Low ground shot looking up at the two racers. They make eye contact as the cars get neck and neck.

Shot 5

The camera pulls round to the front of the duelling racers as they battle to get the lead. Their wheels touch and there is a squeal of rubber. They look at each other, then player 2 drops his head lower, accelerating as much as he can to pass the leader.

Shot 6

The car accelerates into the camera view, and the cocky leader waves at the challenger as he pulls away, oblivious to the track ahead.

Shot 7

Close face shot as player 2 slowly turns forward to look at the track ahead. He looks forward, and then does a double take in disbelief of what lies ahead. He frantically pulls at the steering wheel.

Shot 8

Wide angle shot as player 2 leaves the track on a tight corner. His car spins wildly as the other racers pass. The challenger waves back at player 2, laughing as he passes.

Shot 9

Close cameo, quick shot. In on player 2's face as he sits in his car, the other racers passing him on the track. The other racers toot their horns at him as they pass.

Player 3 cameo**Shot 1**

The camera is looking at the brow of a hill in the track. Suddenly racers appear over it, jumping past the camera, and landing with a bump just past it.

Shot 2

Looking from behind the head of player 3 as he looks back at the challengers. In the foreground is a waterway, with a winding bridge over it.(This obstacle can change to suit the track we go with)

Shot 3

Cut to behind the leader looking back at the main challenger. He closes in on the leader, getting closer to the camera.

Shot 4

Camera tracks player 3 as he approaches the waterway. Suddenly he veers away from the long bridge, heading for the raised bank of the river.

Shot 5

Quick action shot, close on player 3's foot as he pushes it down to its limit on the pedal, squeezing out every last drop of acceleration.

Shot 6

Camera cuts back to player 3 as his car hits the raised bank. He shoots into the air, passing over the main part of the river.

Shot 7

The camera switches, looking at player 3 from the front as he passes over the river. The camera pans round slowly, bringing into shot the bridge on which the other racers are passing.

Shot 8

The camera stops the pan as we see player 3's car run out of zest, and drop comically into the river. The challenger passes by in main front, crossing the bridge. He chuckles to himself as he clatters over the bridge.

Shot 9

Looking from the surface of the river, across to the bridge in back shot. Player 3's head breaks the surface and he spits out a jet of water. As he bobs about in the water the other racers pass over the bridge to the back.

Player 4 cameo**Shot 1**

Low, rolling road shot of the two new lead challengers. The car to the back of the shot weaves about, trying to find the best route past the leader (player 4).

Shot 2

Pull in close to the challenger. The camera looks across the front right as the car begins to accelerate forward, exiting the frame to the left.

Shot 3

In cockpit shot of the challenger. His arm raises as he approaches player 4. The camera cuts as it starts to come down.

Shot 4

Close in action shot. The player's hand comes down hard on the button in front of him on the dash. A release of pressure is heard, and the car jolts forward slightly.

Shot 5

Low rolling road shot from the back wheel of the challenger. A grappling hook exits the front of his car, flying towards player 4 in prominent backspace.

Shot 6

Full forward face shot of player 4 as the hook hits his car. The camera shakes from the impact, and player 4 is thrown forward. He grimaces as the hook hits.

Shot 7

High open road shot as the race continues. In main frame are the race leaders, joined by the hook shot. The attached racer weaves about behind the leader, trying to slow him down.

Shot 8

Close in on the side of player 4's cockpit. He turns round to look at the challenger attached to him. He turns, looking forward again at the tunnel ahead, then back at the attached challenger, and smirks.

Shot 9

Long back shot of the two leaders. Player 4 suddenly weaves side to side, throwing the attached challenger wide off the side of the track. As player 4 enters the tunnel the challenger is catapulted into the side-wall next to it. His car bounces back off it, coming to rest on the grass, smoke billowing from the engine. Entering the frame from the bottom right is the next challenger. As player 4 enters the bridge he fires off the cannon ball weapon pick up he has with him.

Shot 10+11

Front shot of player 4 as he exits the tunnel, he is laughing heartily to himself. Suddenly the cannonball re-enters the shot, landing squarely on player 4's head. He begins to lose control and the car veers out off shot to the left.

Shot 12

Verge shot, looking across the road towards the tunnel. Player 4's car comes to a rest on the verge outside the tunnel, as the challenger takes the lead. He skids past player 4, tooting as he passes.

Player 5 cameo

Shot 13

The camera pans across the track left to right, looking at the racers heading forward. Player 5 is in the lead, closely challenged from behind.

Shot 14

As the camera halts its pan, the challenger bags into the side of player 5. Player 5 tries frantically to correct his steering, but the car begins to exit the frame to the right.

Shot 15

The camera tracks player 5's car as it heads off the road, and down a grassy verge to the side. He careers through bushes before coming to a halt.

Shot 16

Closer in on player 5. Looking across the frame, with the track in back view. On his head is a bird. It looks down at player 5 before flying off. In the background the other racers zoom past on the track.

Finish

Shot 1

The camera begins a descent down from behind the finish line, looking out across the track as the racers approach.

Shot 2

Pull in close, looking ahead at the advancing leaders, they are neck and neck. They bang wheels which starts to force their cars against each other, lifting them up.

Shot 3

The cars peel off each other with the force, and begin to slow down as they screech towards the finish line.

Shot 4

Back to the finish line shot as the two tipped up leaders approach. Suddenly from the back off the shot, player 6 zooms between the two leaders. He passes them as they slowly head towards the finish.

Shot 5

Side shot of the finish line as player 6 crosses it. He looks behind at the two leaders, and smiles, as he punches the air with delight.

Shot 6+7

Looking down across the finish line as the two tipped up racers approach it. As they begin to cross the line they hit the poles holding up the finish flag. It knocks them back down onto four wheels, and they glare at each other, fist shaking. As they exit the screen, bottom left, the other racers cross the line.

Shot 8

The camera begins to track up the podium, as the triumphant winner waves his cup in delight at the crowd. As the camera pans up the two losers start to stop waving and give each other daggers.

Shot 9

As the camera carries on up to the winner, the two losers dive at each other in anger, exiting the frame as the camera continues to rise.

Shot 10

The camera begins to come to a rest with the trophy in mid frame, as the winner brings it down to his chest.

Shot 11

The camera stops with the LEGO RACERS logo, which is on the cup, in full centre.

Shot 12

The cup fades out leaving the logo in full frame alone.