

Scene 148

Panel 1

Scene 148

Panel 2

Scene 148

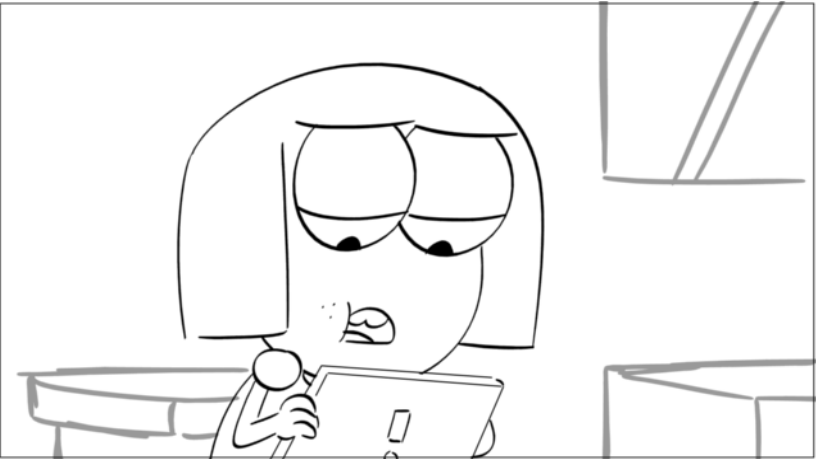
Panel 3



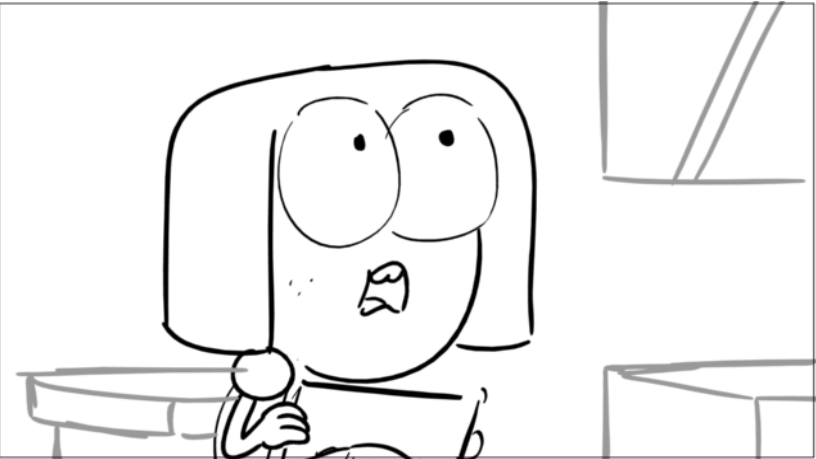
Action Notes

Int. Ladies Room

Lighting Notes: Night, lit up inside



Action Notes



Action Notes

Dialog

#TILLY: Well Tilly.

Dialog

#TILLY: The road of indecision has brought us here.

Dialog

#TILLY: All alone,



Action Notes

Dialog
#TILLY: hiding from an angry mob



Action Notes

Dialog



Action Notes

Dialog
#TILLY:...on a toilet.



Action Notes



Action Notes

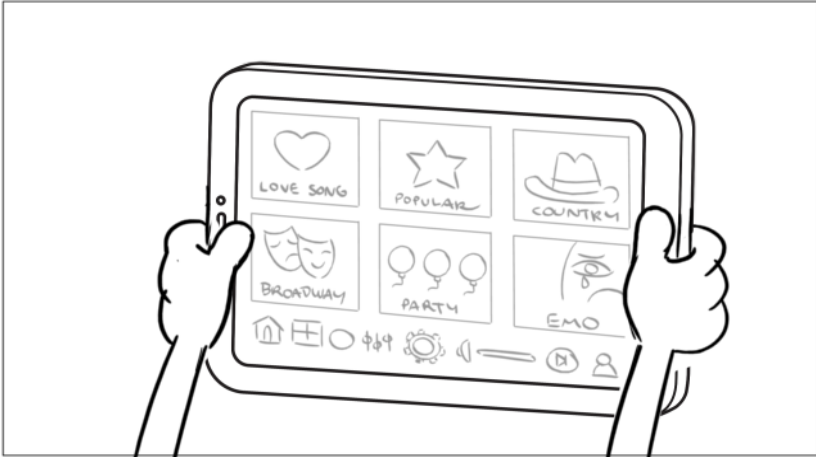


Action Notes

Dialog
#TILLY: (sigh)

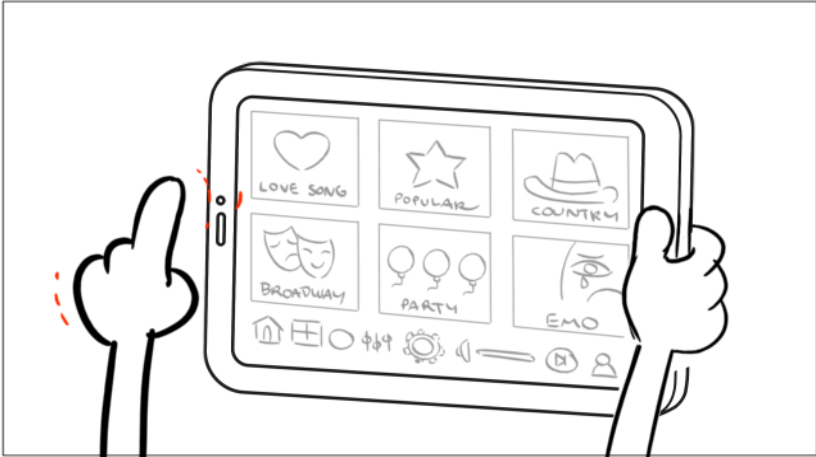
Dialog
#TILLY: Why are you doing this to yourself?!

Dialog
#TILLY: There are literally thousands of song to choose from!



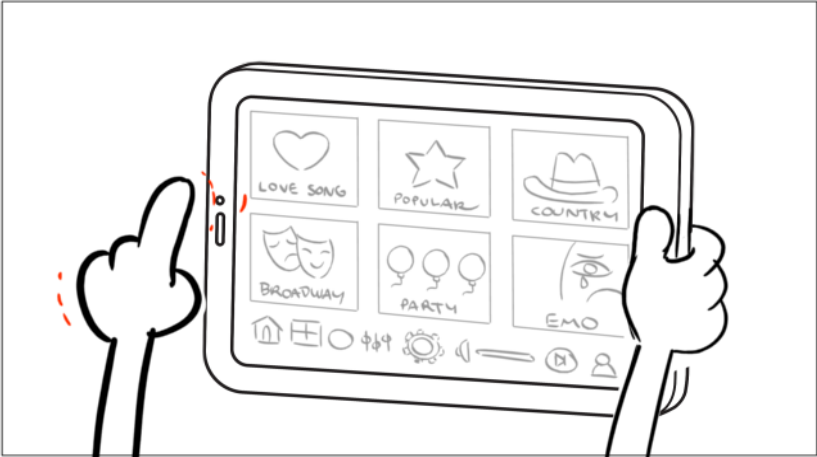
Action Notes

Dialog
#TILLY (OS): All you need to do



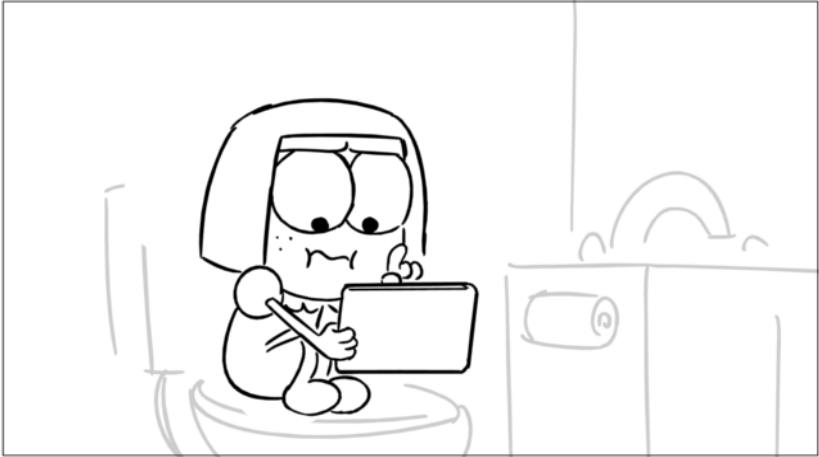
Action Notes
Cycle shaky finger

Dialog
#TILLY (OS): is...

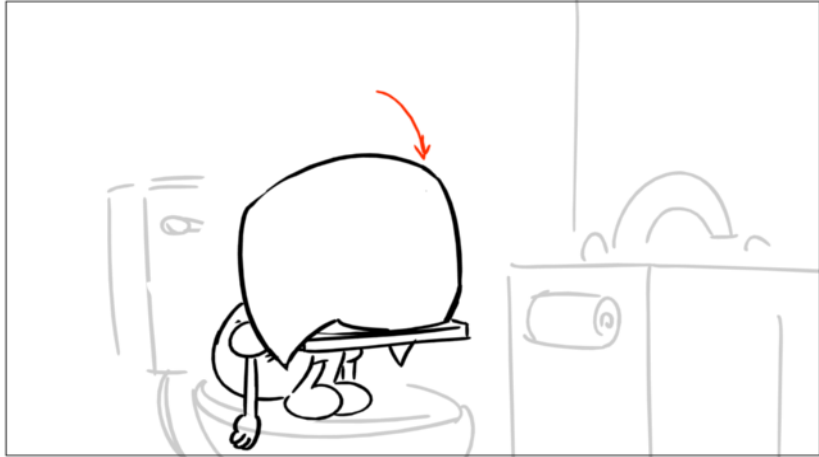


Action Notes
Cycle shaky finger

Dialog
#TILLY (OS): pick...one...



Action Notes



Action Notes



Action Notes

Dialog

Dialog
#TILLY: Guh!

Dialog
#TILLY: Or maybe I should resign myself to

Scene 152

Panel 4

Scene 152

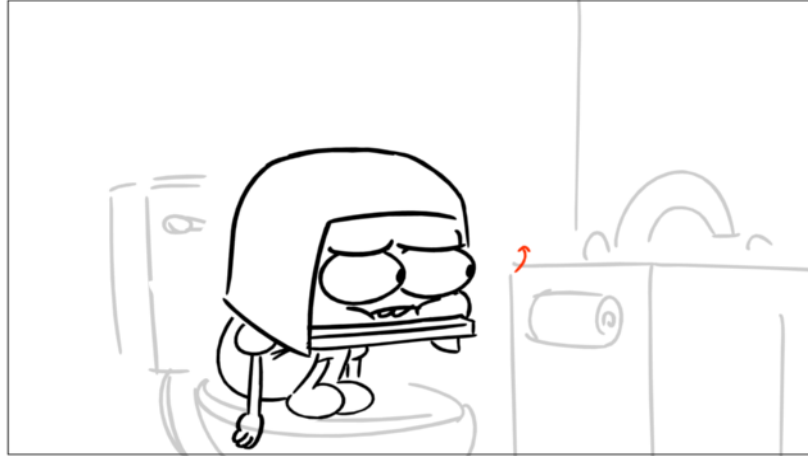
Panel 5

Scene 153

Panel 1



Action Notes



Action Notes



Action Notes

Dialog

#TILLY: living in this bathroom for the rest of my life.

Dialog

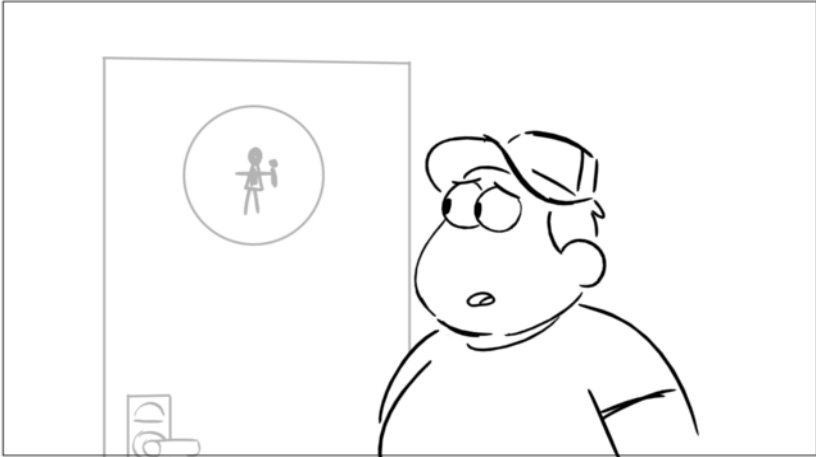
#BILL (OS): Tilly?

Dialog

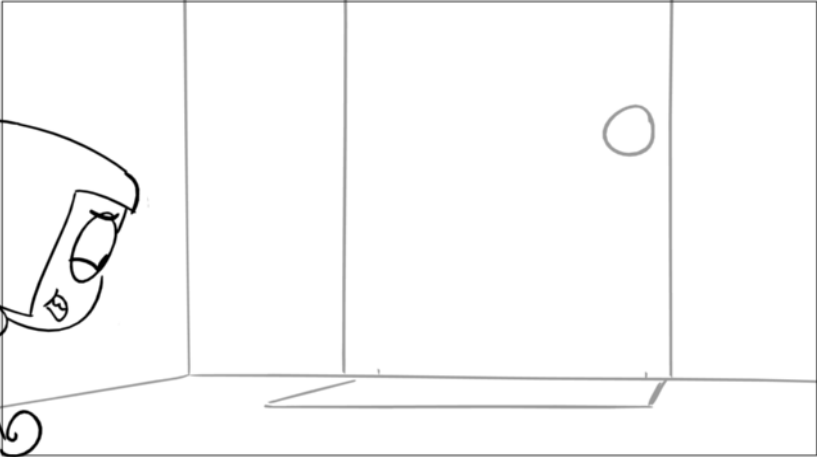
#BILL: Tilly there's no need to get upset!



Action Notes



Action Notes

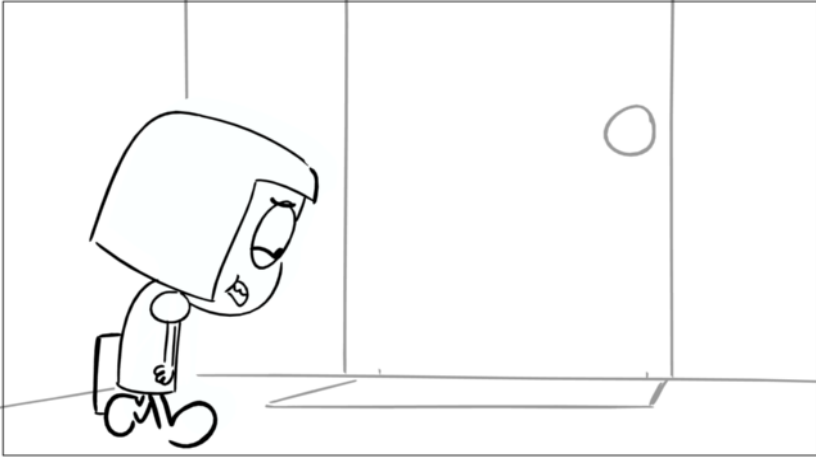


Action Notes

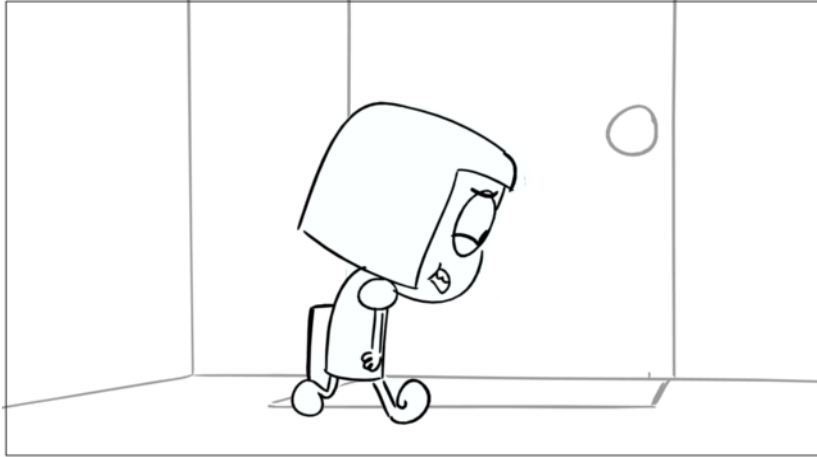
Dialog
#BILL: I'm sure anything you sing'll be great!

Dialog
#TILLY(OS): You don't understand!

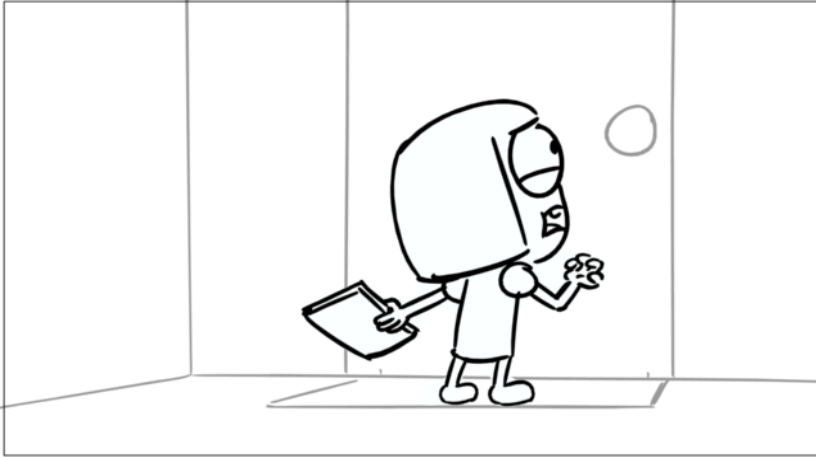
Dialog
#TILLY: I know it's silly but...



Action Notes



Action Notes



Action Notes

Dialog
#TILLY: I just wanted to

Dialog
#TILLY: find a way to

Dialog
#TILLY: truly

Scene 154

Panel 5

Scene 154

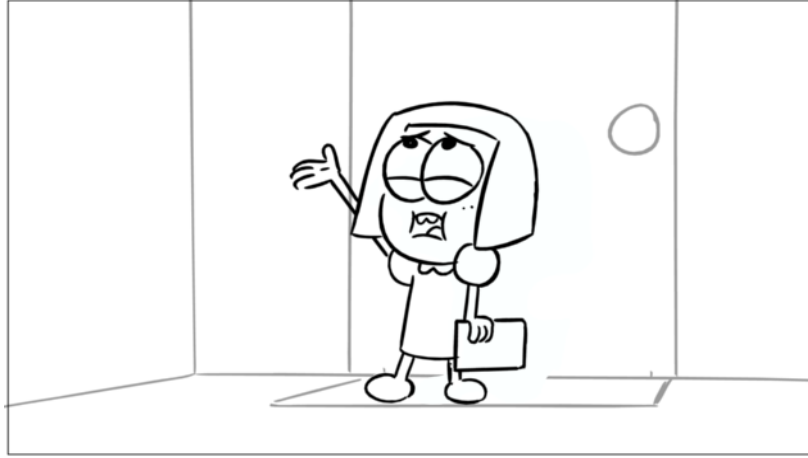
Panel 6

Scene 155

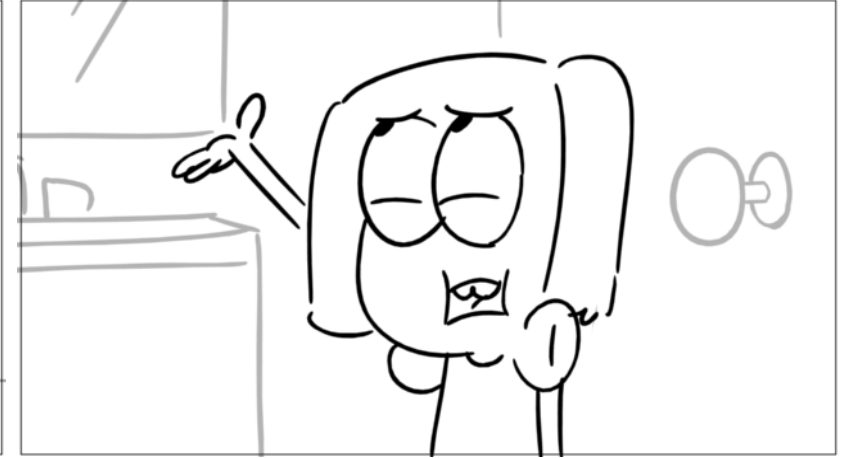
Panel 1



Action Notes



Action Notes



Action Notes

Dialog

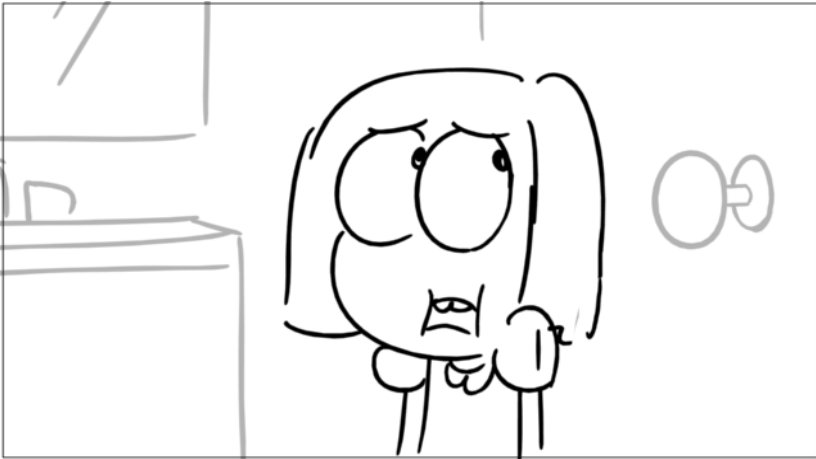
#TILLY: express

Dialog

#TILLY: myself!

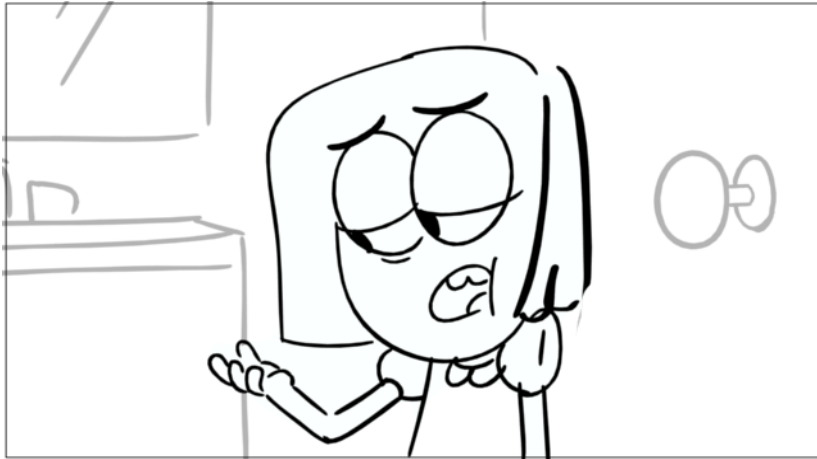
Dialog

#TILLY: You all



Action Notes

Dialog
#TILLY: got to sing songs that were perfect for you...



Action Notes

Dialog
#TILLY: but no matter how hard I look,



Action Notes

Dialog
#TILLY: I just can't find a song that's



Action Notes

Dialog
#TILLY: ME.



Action Notes

Dialog
#TILLY (VO): Maybe I'll never find where I belong



Action Notes

Dialog
#BILL: But-

Scene 156

Panel 3



Action Notes

Dialog

#CRICKET: Dad, lemme

Scene 156

Panel 4



Action Notes

Dialog

#CRICKET: try talking to her.

Scene 157

Panel 1



Action Notes

Dialog



Action Notes



Action Notes



Action Notes

Dialog

Dialog
#CRICKET: ehem

Dialog
#CRICKET: Tilly,



Action Notes



Action Notes



Action Notes

Dialog
#CRICKET: the reason you can't make a decision is

Dialog
#CRICKET: 'cause your perfect song

Dialog
#CRICKET: doesn't exist!

Scene 157

Panel 8

Scene 157

Panel 9

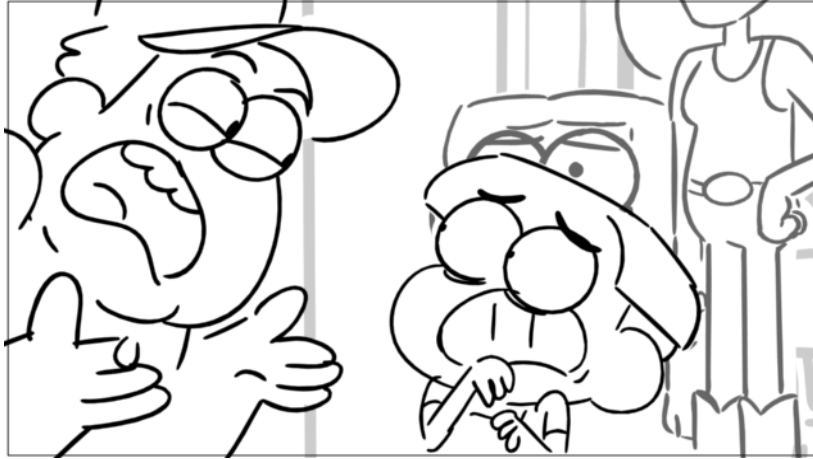
Scene 157

Panel 10

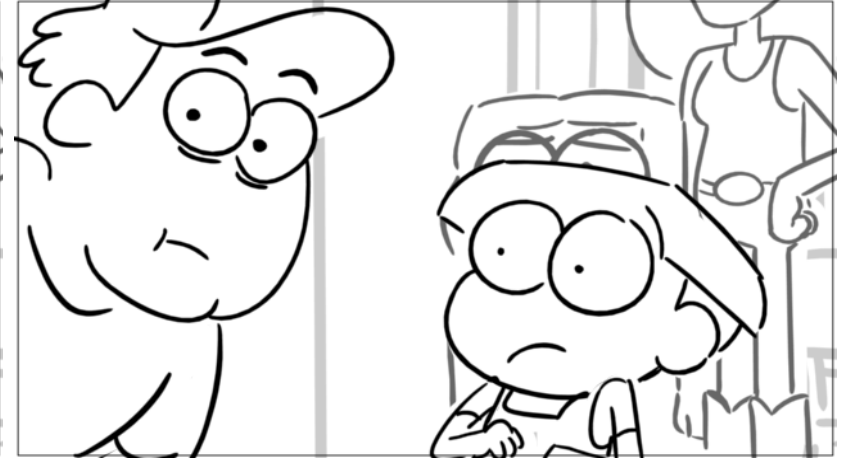


Action Notes

Bill bends down into frame



Action Notes



Action Notes

door opening

Dialog

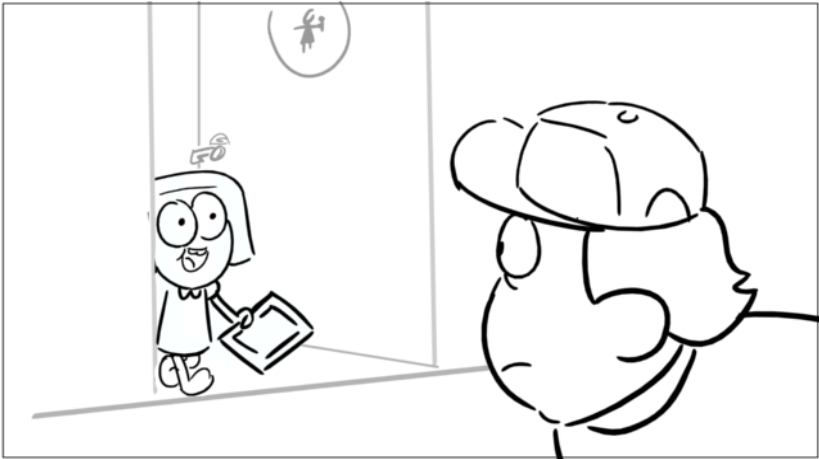
#BILL: DANGIT CRICKET

Dialog

#BILL: WE'RE TRYING TO HELP YOUR SISTER!

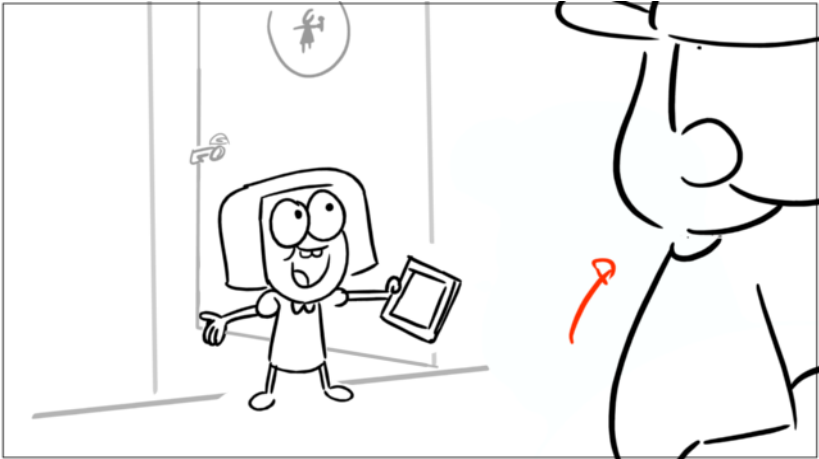
Dialog

#TILLY: (os) Wait!



Action Notes

Dialog
#TILLY: That's



Action Notes

Dialog
#TILLY: it!



Action Notes

Dialog
#TILLY: I can't find my



Action Notes

Dialog
#TILLY: perfect song because



Action Notes

Dialog
#TILLY: it doesn't exist!



Action Notes

Dialog
#Tilly: *mwah*



Action Notes

Dialog
#Tilly: *mwah*



Action Notes

Dialog
#Tilly: Thank you brother!



Action Notes

Dialog
#BILL: Wait-

Scene 159

Panel 8

Scene 159

Panel 9

Scene 160

Panel 1



Action Notes



Action Notes



Action Notes

Dialog

#BILL: hold on I-

Dialog

#CRICKET: And that's how you do it.

Dialog

#SFX: (crowd walla)



Action Notes

Dialog
#TILLY: Mister!



Action Notes

Dialog
#TILLY: Here's the song



Action Notes

Dialog
#TILLY: programmer



Action Notes

Dialog
#SKA GUY: So, you



Action Notes

Dialog
#SKA GUY: finally picked



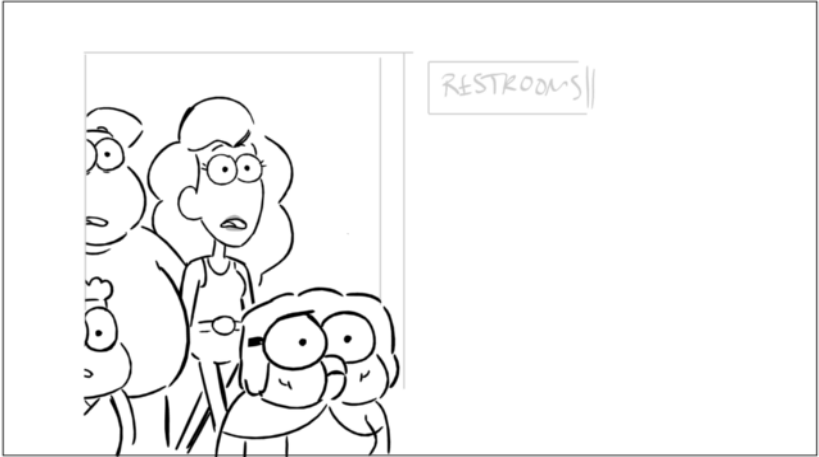
Action Notes

Dialog
#SKA GUY: a



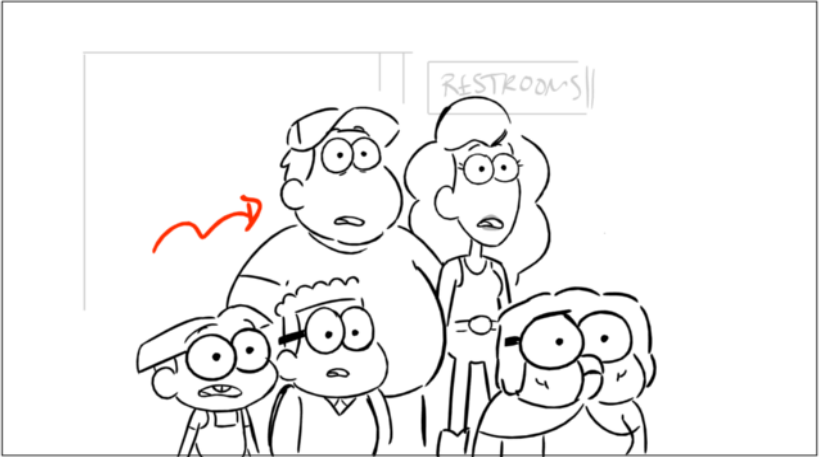
Action Notes

Dialog
#SKA GUY: song?



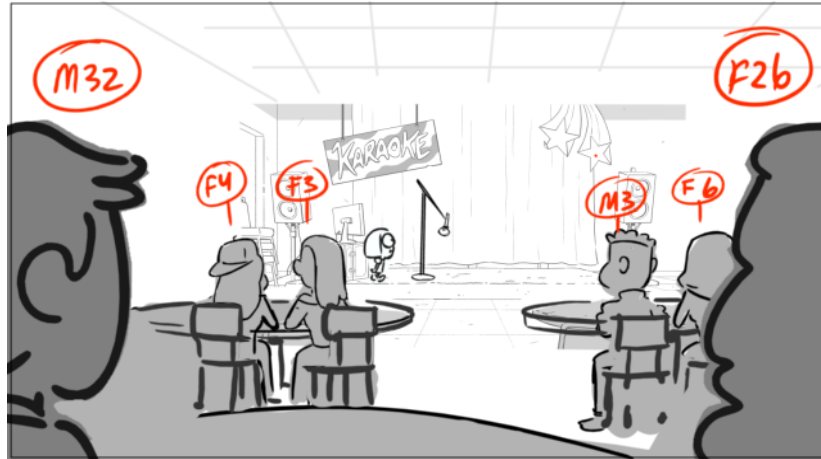
Action Notes

Dialog
#NANCY: What 's



Action Notes

Dialog
#NANCY: goin on??



Action Notes

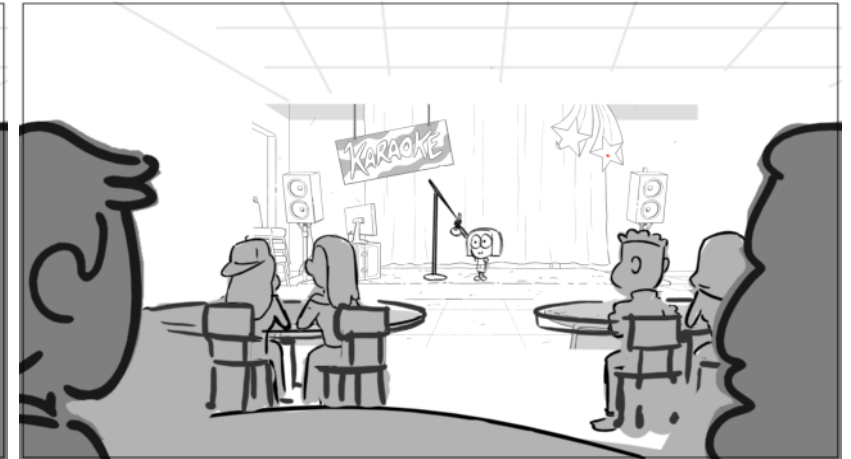
Int. karaoke room

Lighting Notes: Night, lit up inside



Action Notes

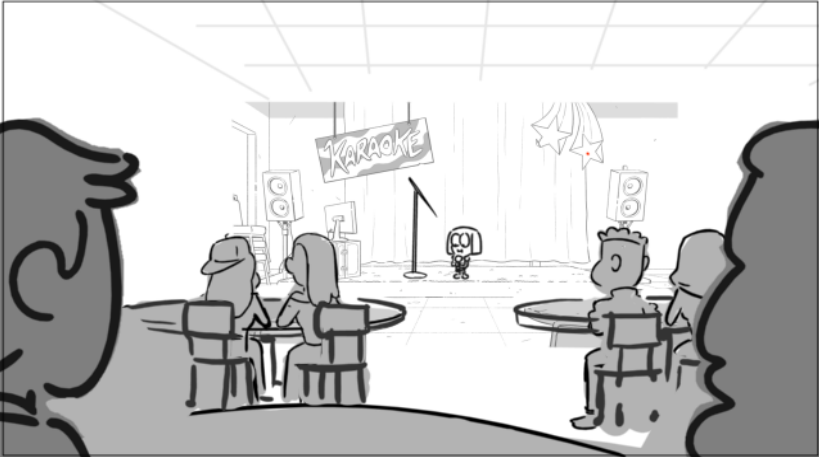
Dialog



Action Notes

Tilly reaches up and grabs the microphone

Dialog



Action Notes

Dialog



Action Notes
Spotlight on Tilly

Dialog
#TILLY: (inhale)



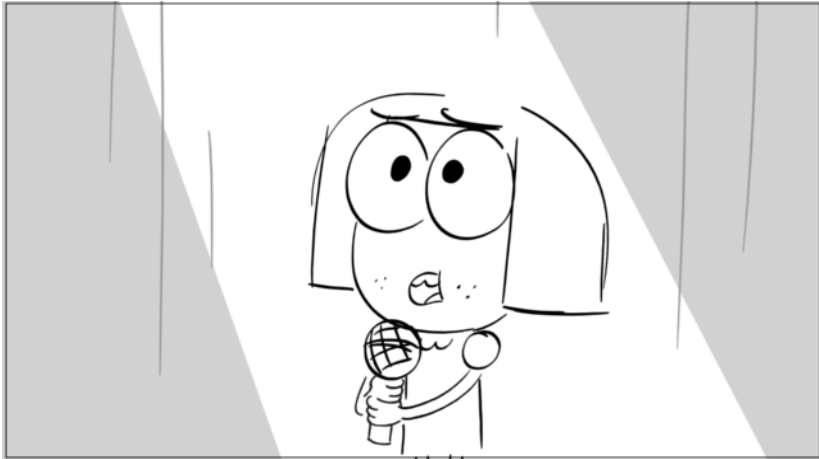
Action Notes

Dialog
#TILLY: (shy) I.....ammmmm



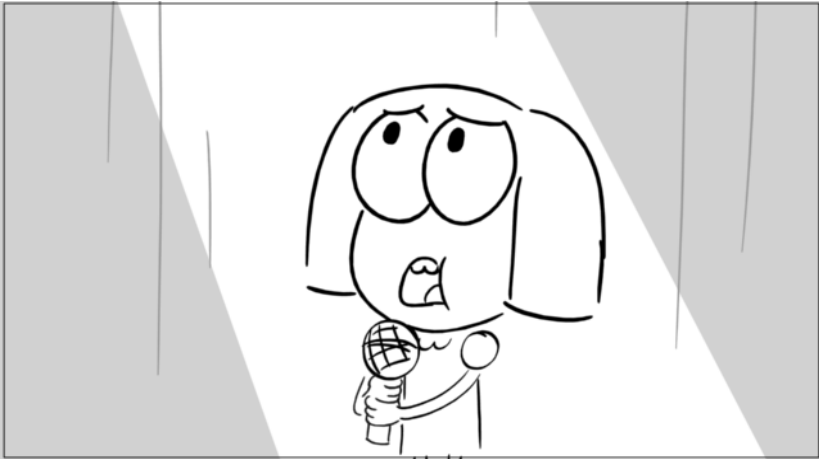
Action Notes

Dialog
#TILLY: (shy) Tilly Green!



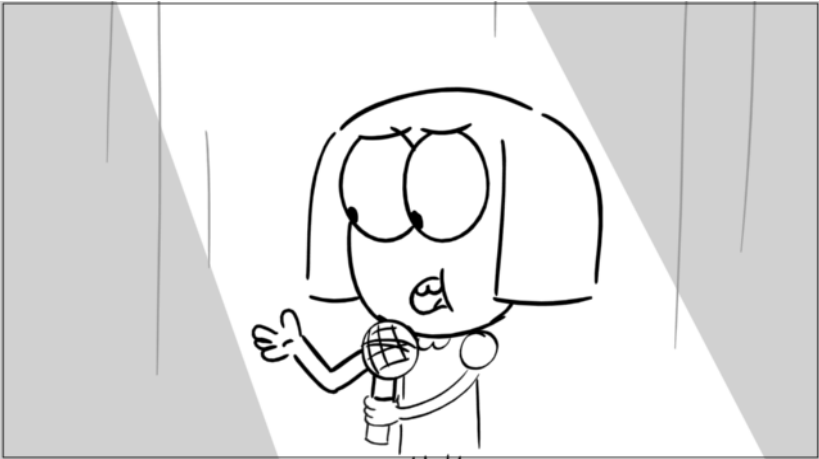
Action Notes

Dialog
#TILLY: (shy) and I thought there was no



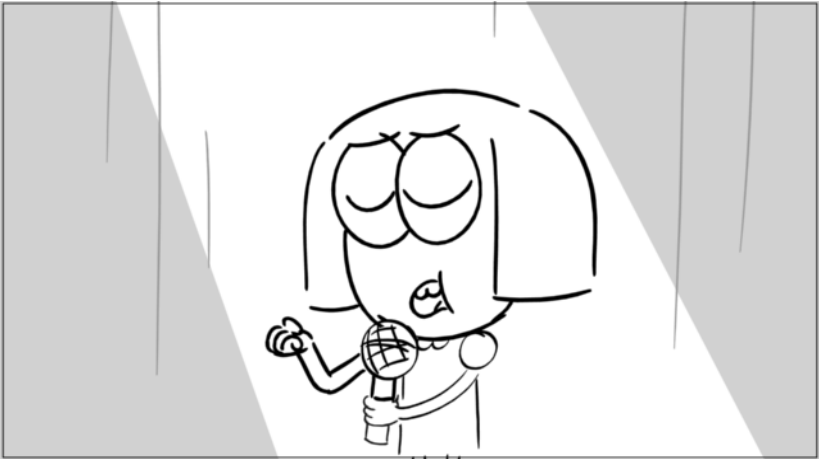
Action Notes

Dialog
#TILLY: (shy) song for me!



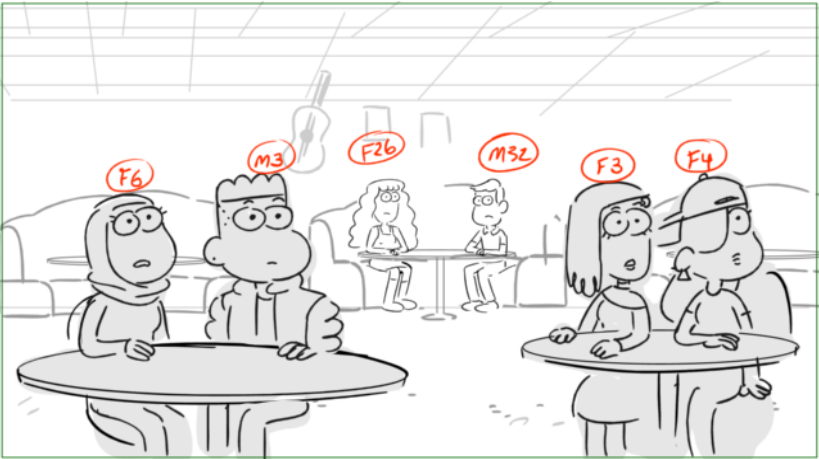
Action Notes

Dialog
#TILLY: (singing) Kept looking for something



Action Notes

Dialog
#TILLY: (singing) pre-written,



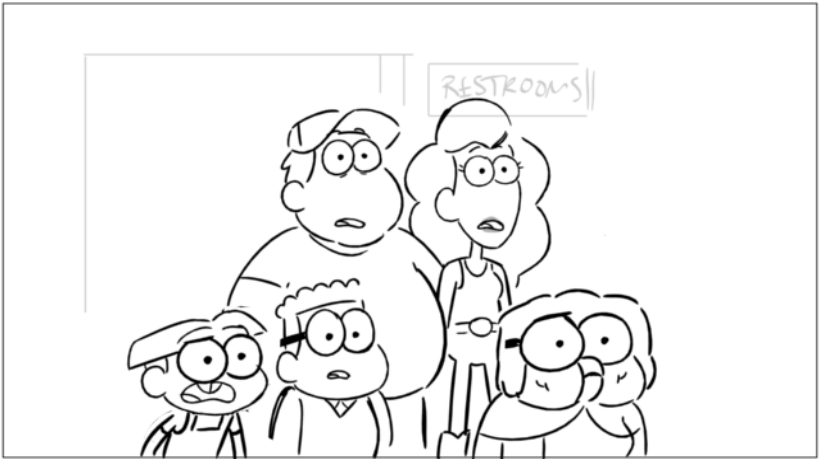
Action Notes

Dialog
#TILLY: (singing) A mold



Action Notes

Dialog
#TILLY: (singing) that I could fit in!



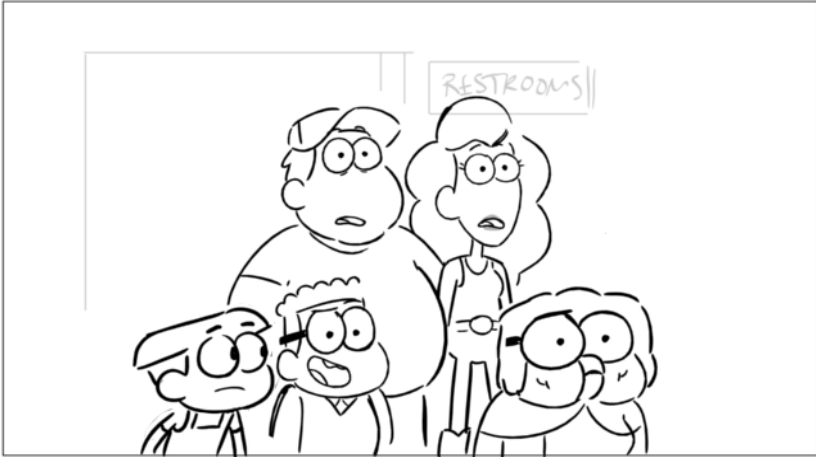
Action Notes

Dialog
#CRICKET: What's she singing?



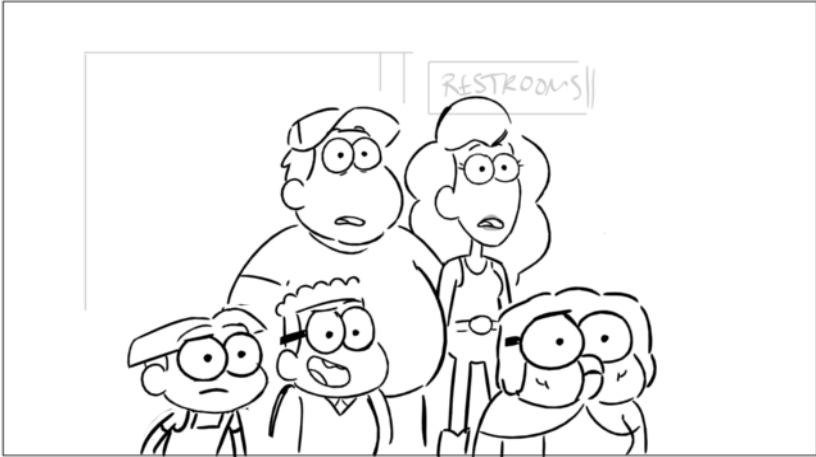
Action Notes

Dialog
#CRICKET: I've never heard this song before.



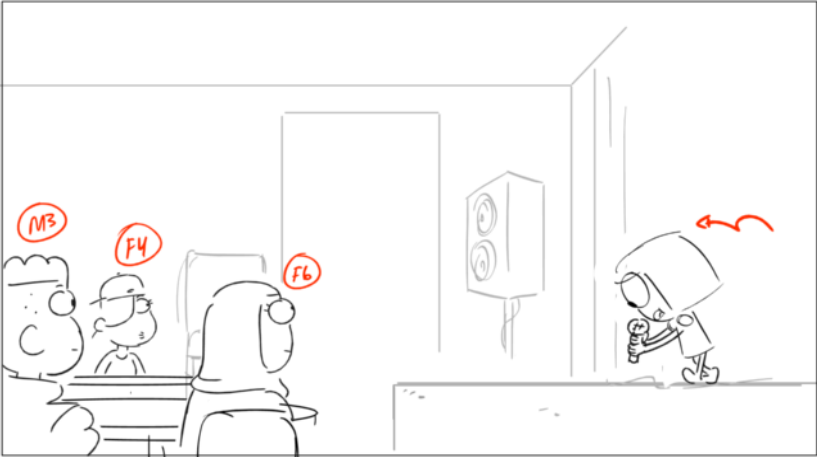
Action Notes

Dialog
#REMY: I think she's making up



Action Notes

Dialog
#REMY: her own!



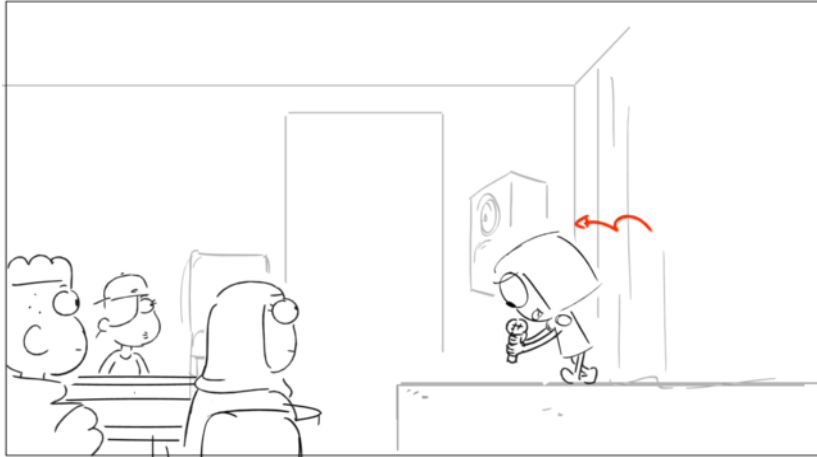
Action Notes

Dialog
#TILLY: (singing) But in



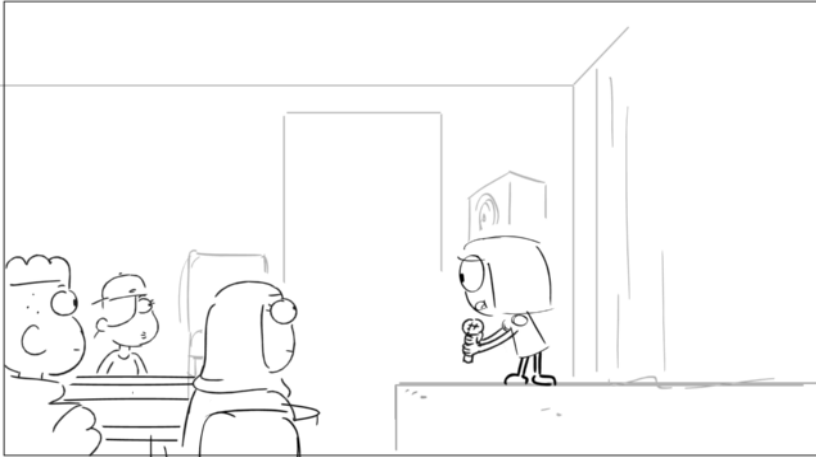
Action Notes

Dialog
#TILLY: (singing) all the



Action Notes

Dialog
#TILLY: (singing) tunes



Action Notes

Dialog
#TILLY: (singing) that I perused,



Action Notes

Dialog
#TILLY: (singing) Nothing felt



Action Notes

Dialog
#TILLY: (singing) Tilly true,



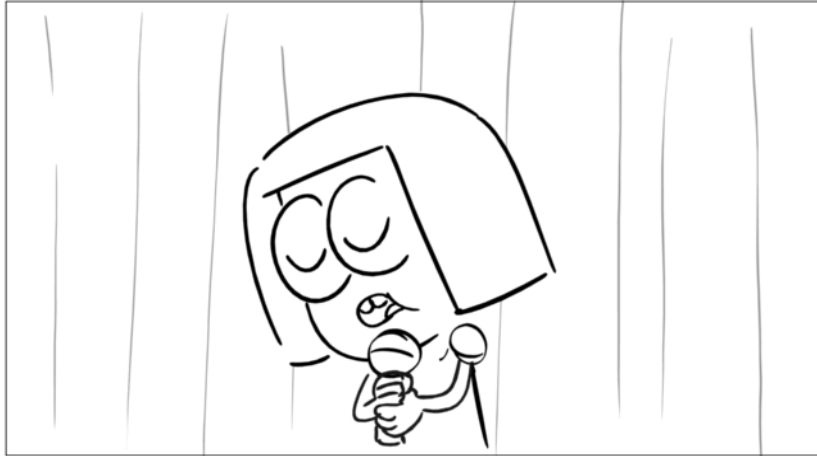
Action Notes

Dialog
#TILLY: (singing) I didn't think I



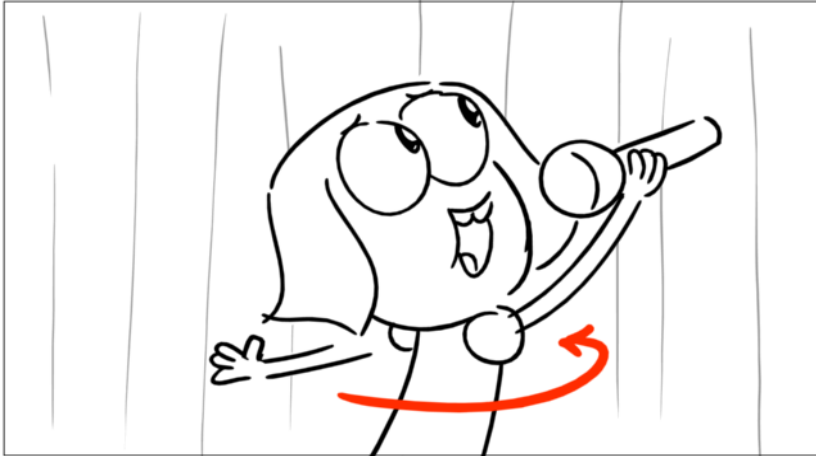
Action Notes

Dialog
#TILLY: (singing) was such a puzzle



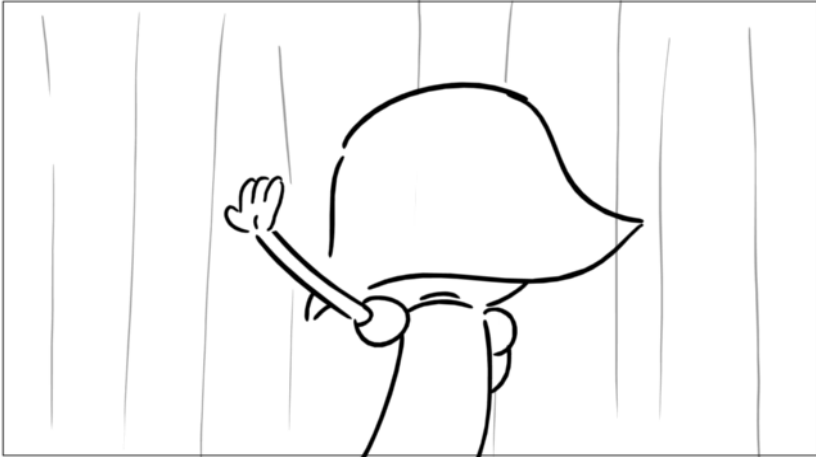
Action Notes

Dialog
#TILLY: (singing) All I wanted was

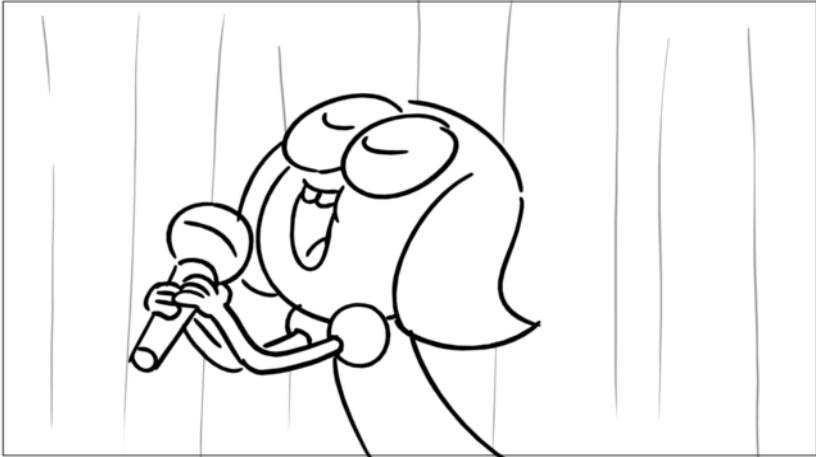


Action Notes

Dialog
#TILLY: (singing) something



Action Notes



Action Notes

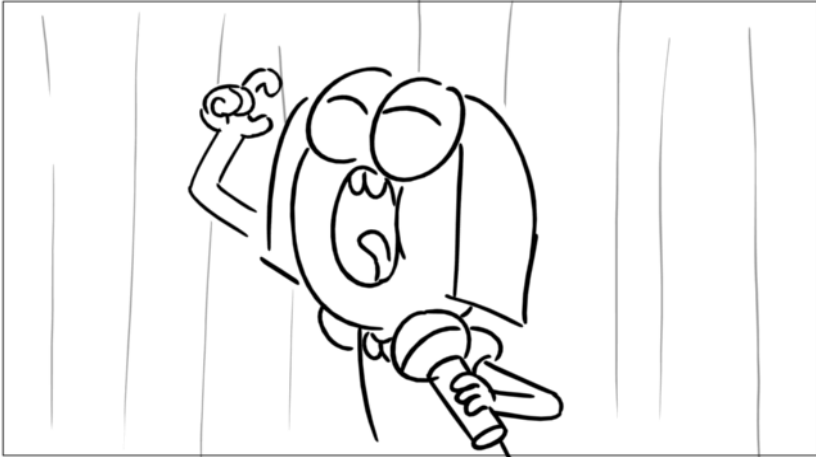


Action Notes

Dialog
#TILLY: (singing) play

Dialog
#TILLY: (singing) ful

Dialog
#TILLY: (singing) with just a



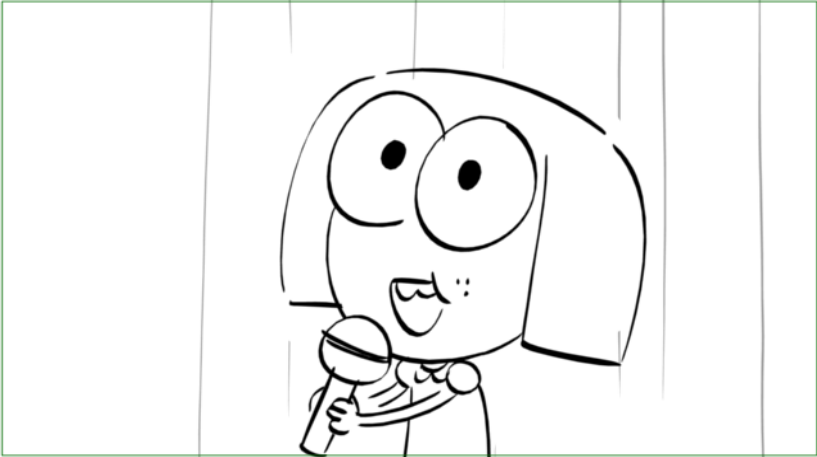
Action Notes

Dialog
#TILLY: (singing) hiiiiiiiiint



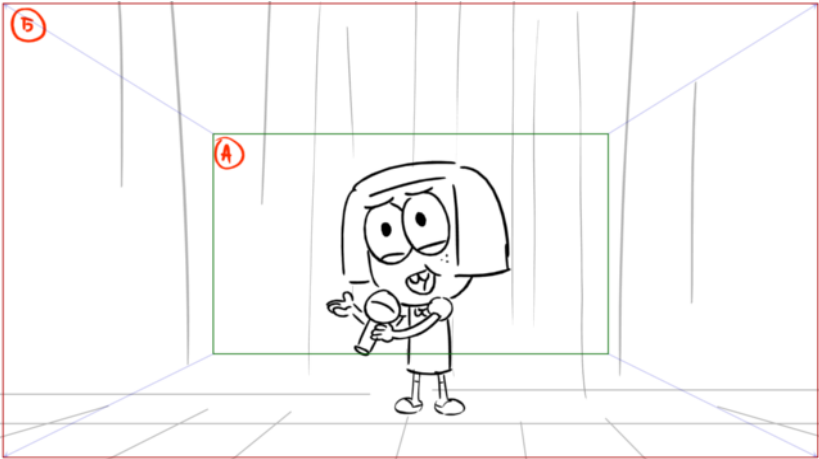
Action Notes

Dialog
#TILLY: (singing) of trouble!



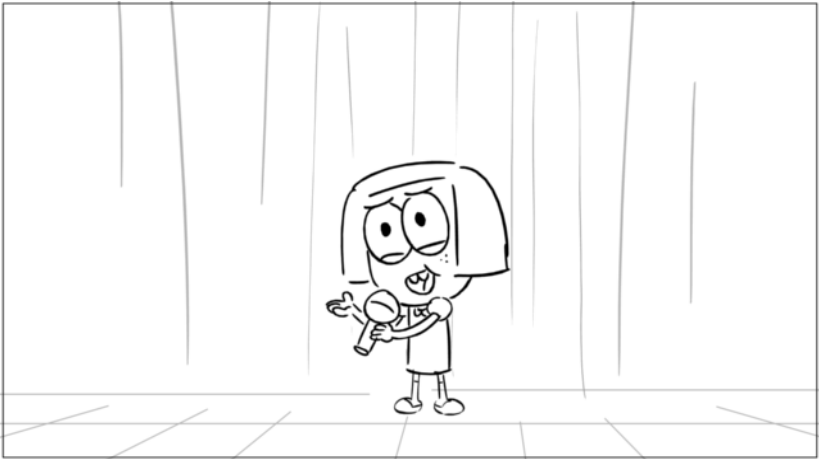
Action Notes

Dialog
#TILLY: (spoken) So if you feel you're wrong



Action Notes
Truck Out

Dialog
#TILLY: (singing) and don't belong.



Action Notes

Dialog
#TILLY: (singing) and don't belong.



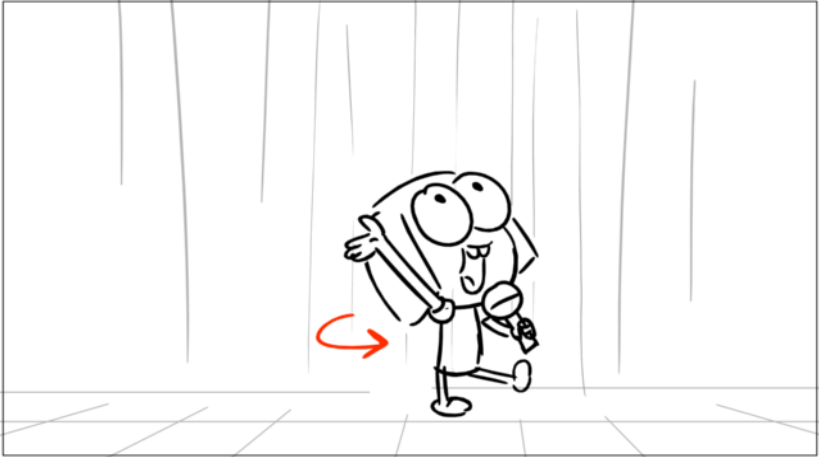
Action Notes

Dialog
#TILLY: (singing) Just do your own



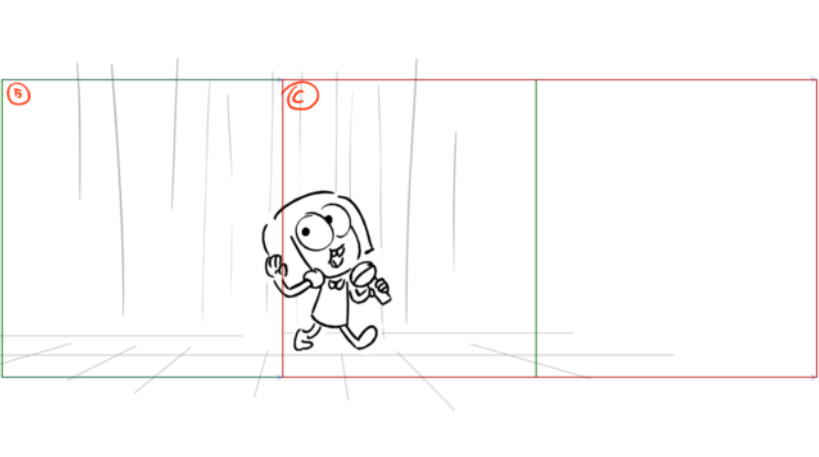
Action Notes

Dialog
#TILLY: (singing) thing



Action Notes

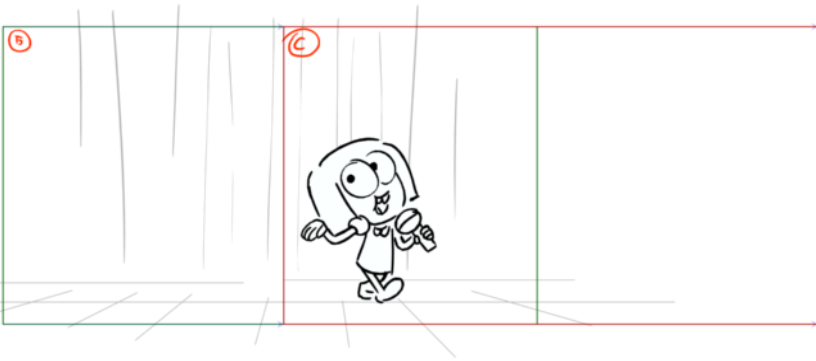
Dialog
#TILLY: (singing) and say



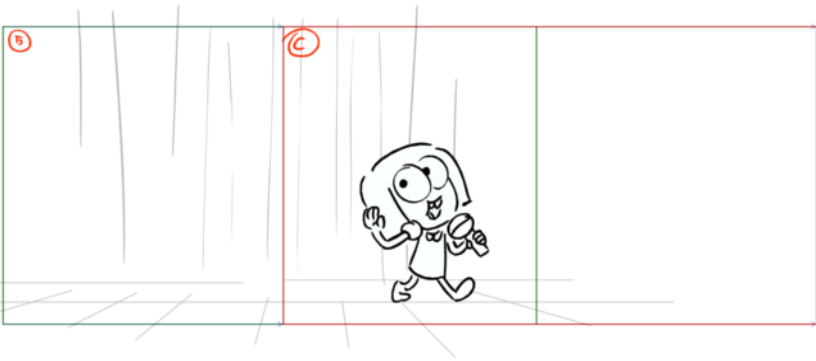
Action Notes
Cycle Tilly waving goodbye

Pan with Tilly

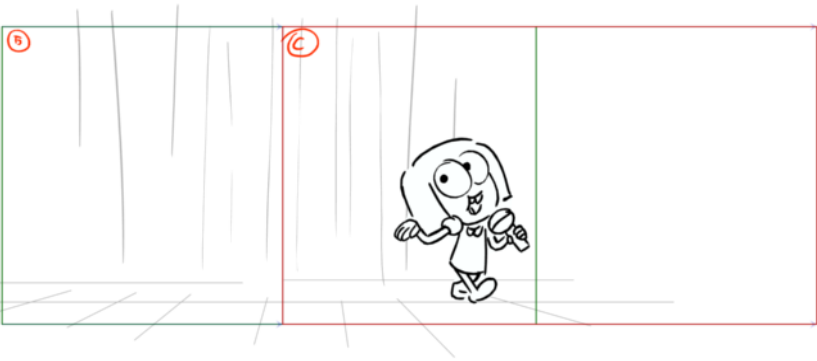
Dialog
#TILLY: (singing) so long



Action Notes
Cycle Tilly waving goodbye



Action Notes
Cycle Tilly waving goodbye

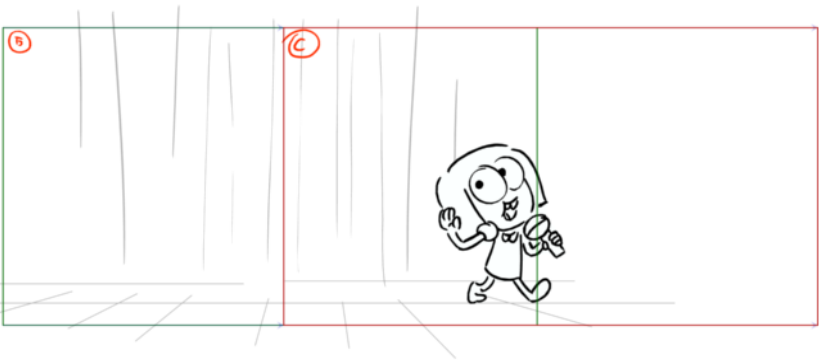


Action Notes
Cycle Tilly waving goodbye

Dialog
#TILLY: (singing) so long

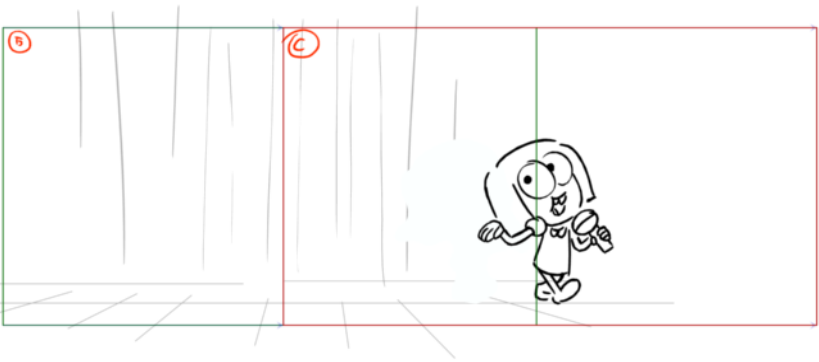
Dialog
#TILLY: (singing) so long

Dialog
#TILLY: (singing) so long



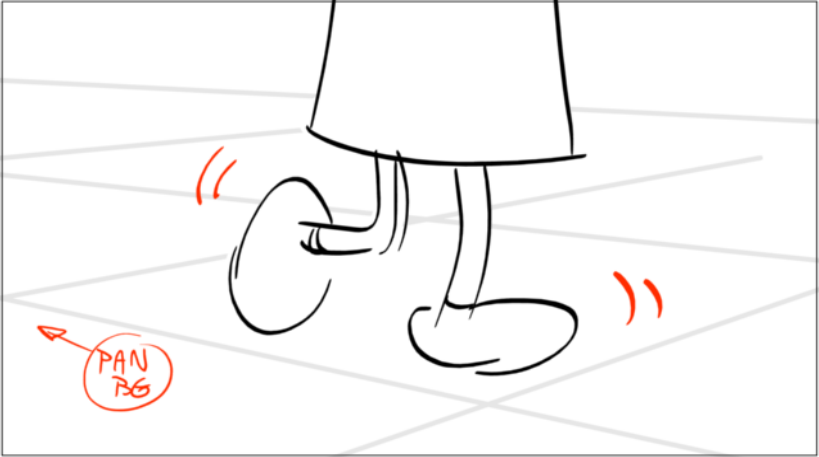
Action Notes
Cycle Tilly waving goodbye

Dialog
#TILLY: (singing) so long



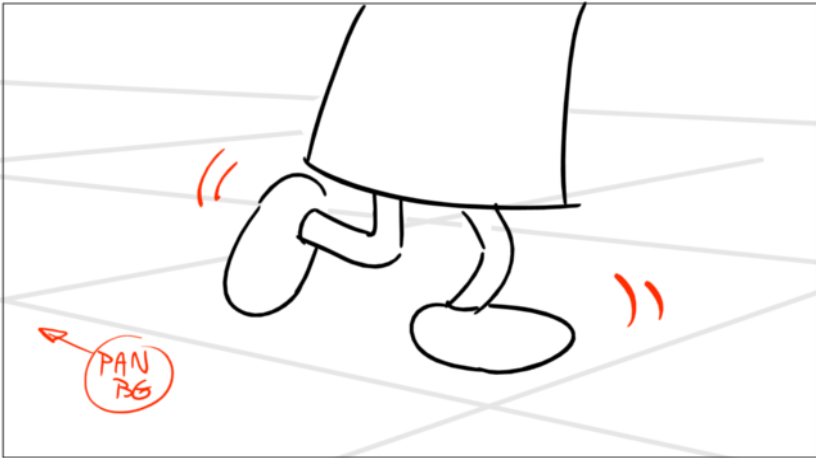
Action Notes
Cycle Tilly waving goodbye

Dialog
#TILLY: (singing) so long



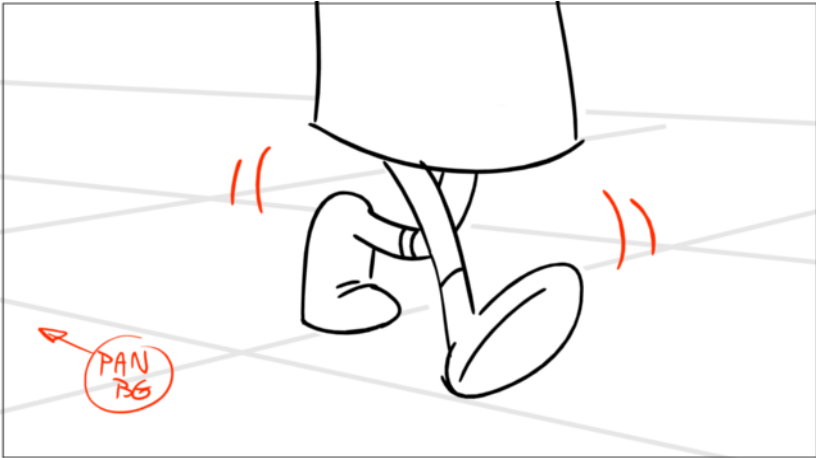
Action Notes
Tilly walk cycle should like a little jig,
like Tilly is bumping along to the music

Dialog
#TILLY: (singing) Yeah,



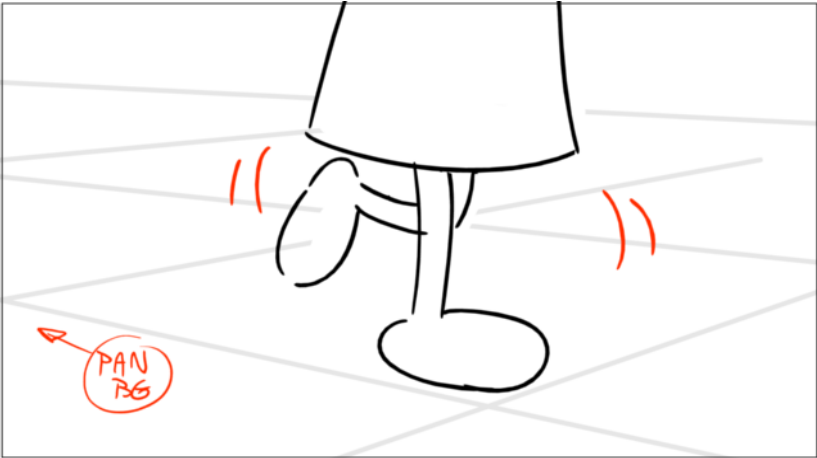
Action Notes
Tilly walk cycle should like a little jig,
like Tilly is bumping along to the music

Dialog
#TILLY: (singing) Yeah,



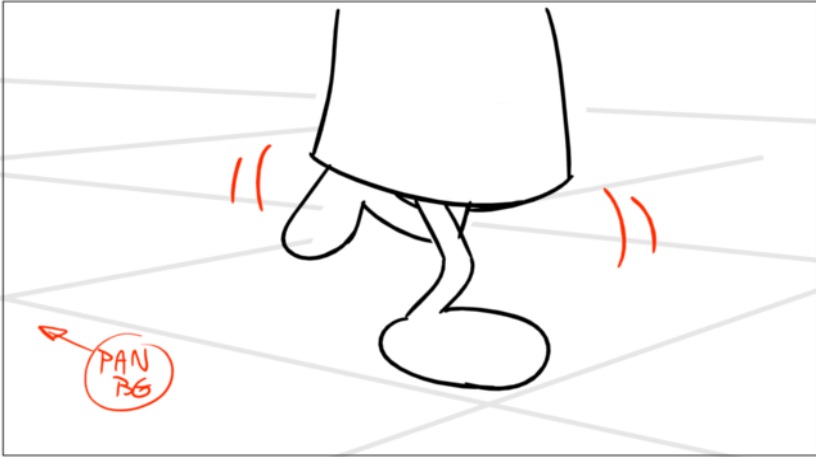
Action Notes
Tilly walk cycle should like a little jig,
like Tilly is bumping along to the music

Dialog
#TILLY: (singing) that's what



Action Notes
Tilly walk cycle should like a little jig,
like Tilly is bumping along to the music

Dialog
#TILLY: (singing) that's what

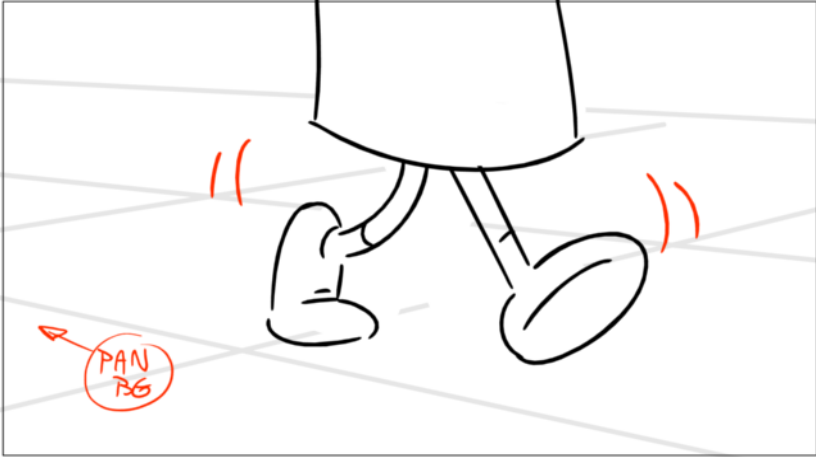


Action Notes

Tilly walk cycle should like a little jig,
like Tilly is bumping along to the music

Dialog

#TILLY: (singing) I'm doing

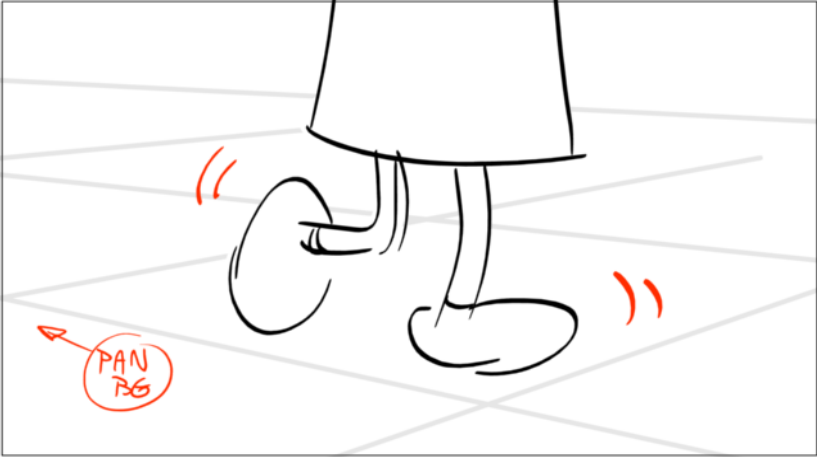


Action Notes

Tilly walk cycle should like a little jig,
like Tilly is bumping along to the music

Dialog

#TILLY: (singing) I'm doing

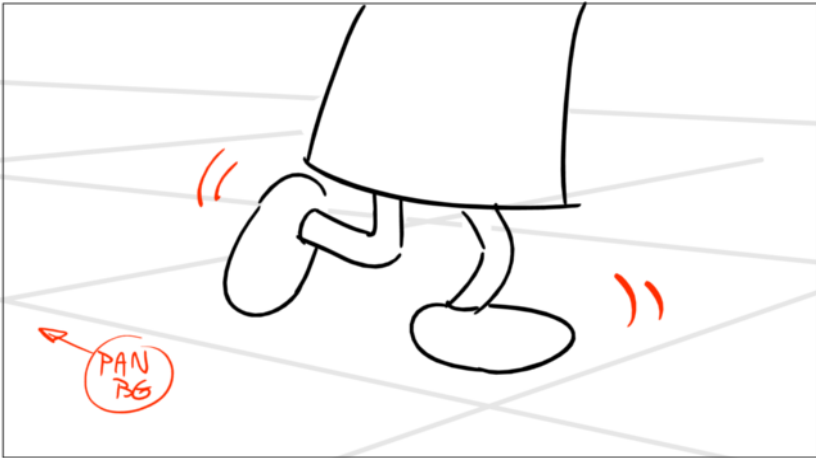


Action Notes

Tilly walk cycle should like a little jig,
like Tilly is bumping along to the music

Dialog

#TILLY: (singing) I'm doing



Action Notes

Tilly walk cycle should like a little jig,
like Tilly is bumping along to the music



Action Notes

Cycle Tilly



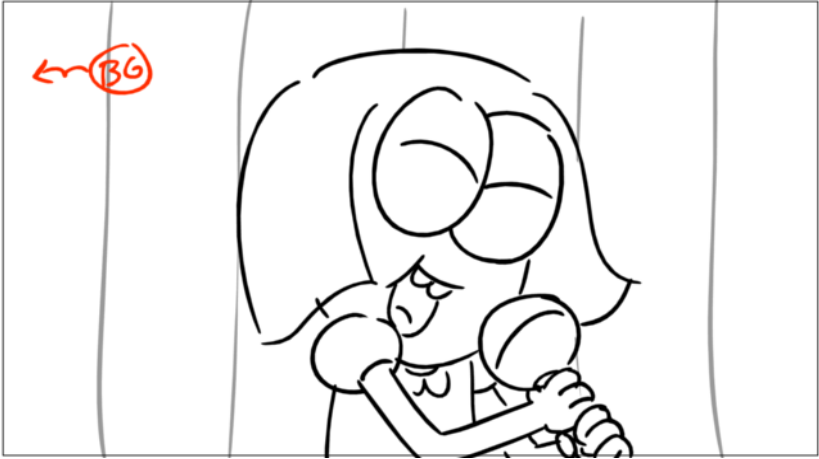
Action Notes

Cycle Tilly

Dialog
#TILLY: (singing) when

Dialog
#Tilly: (singing) I sing

Dialog
#Tilly: (singing) this



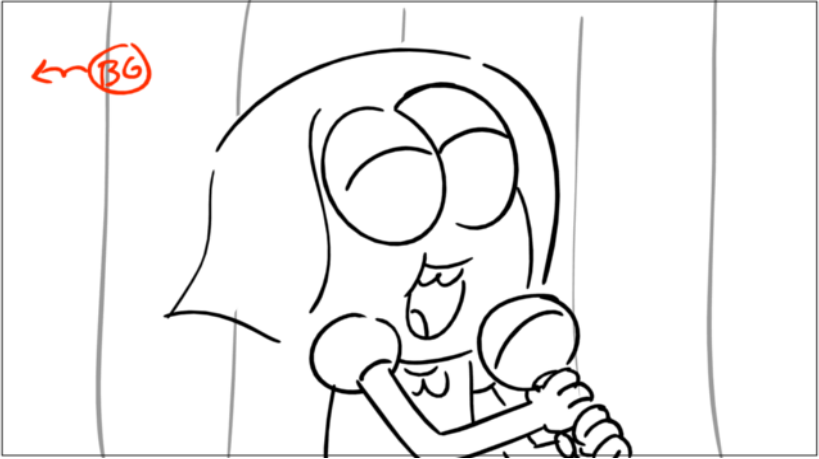
Action Notes
Cycle Tilly

Dialog
#Tilly: (singing) song



Action Notes
Cycle Tilly

Dialog
#Tilly: (singing) song



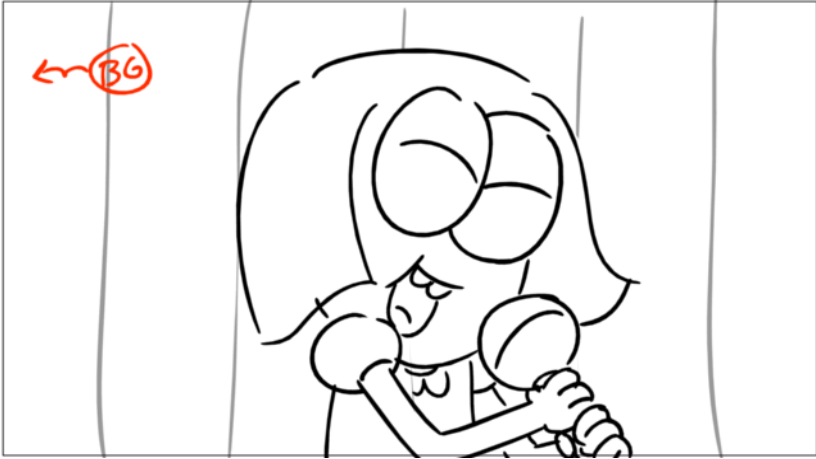
Action Notes
Cycle Tilly

Dialog
#Tilly: (singing) song



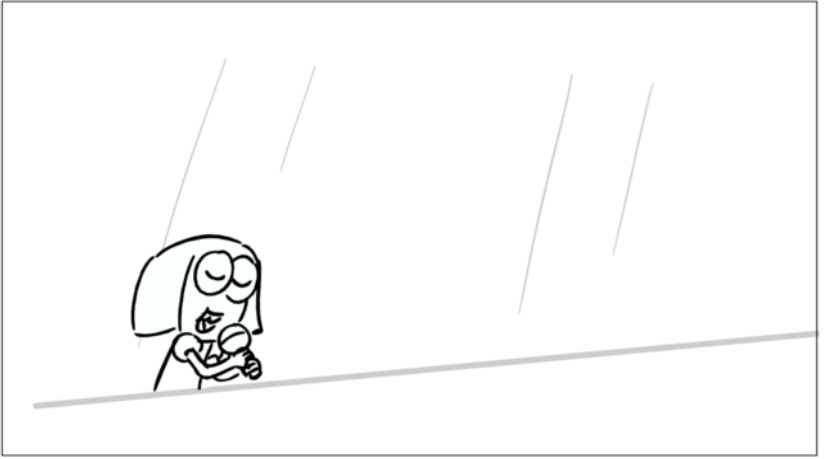
Action Notes
Cycle Tilly

Dialog
#Tilly: (singing) song



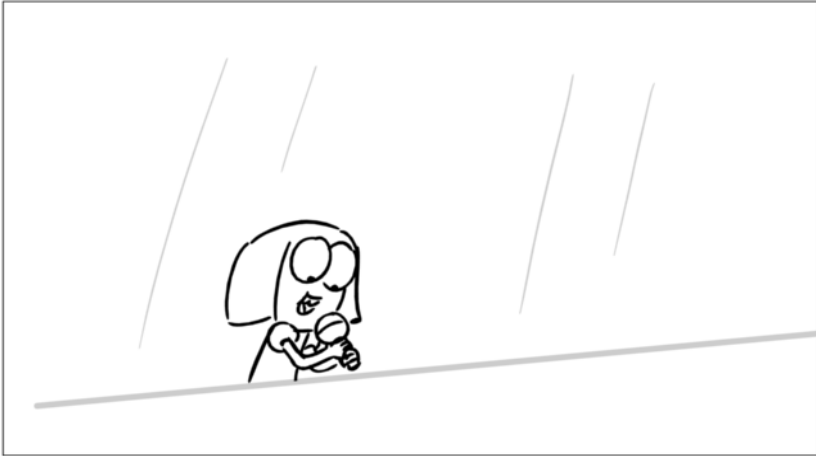
Action Notes
Cycle Tilly

Dialog



Action Notes

Dialog
#TILLY: (singing) Yeah,



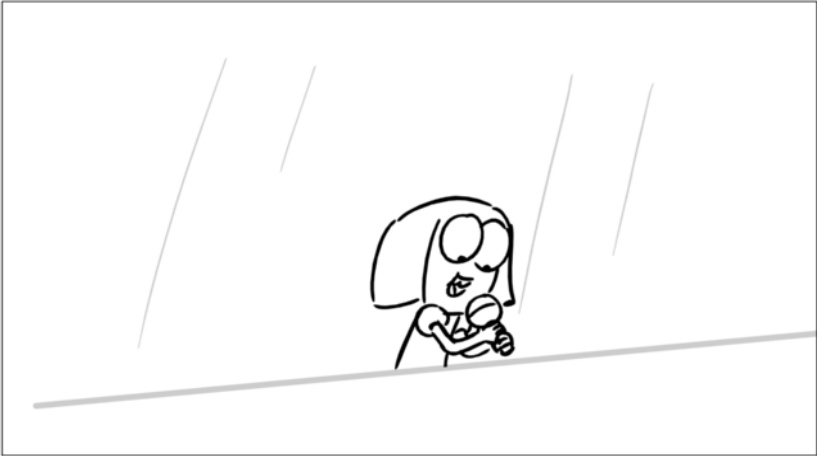
Action Notes

Dialog
#TILLY: (singing) it



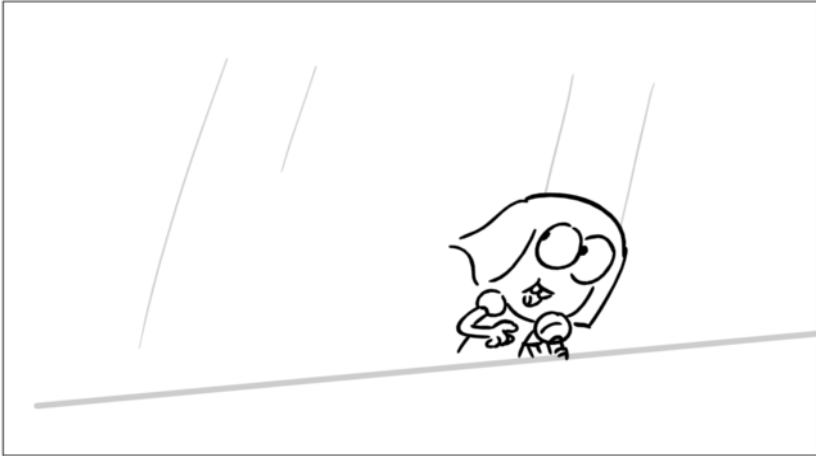
Action Notes

Dialog
#TILLY: (singing) feels



Action Notes

Dialog
#TILLY: (singing) so



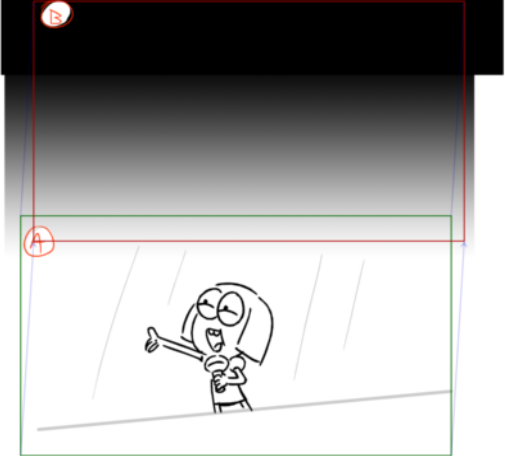
Action Notes

Dialog
#TILLY: (singing) good



Action Notes

Dialog
#TILLY: (singing) to sing my



Action Notes
Pan Up

Dialog
#TILLY: (singing) ... song!



Action Notes

Fades away into ocean

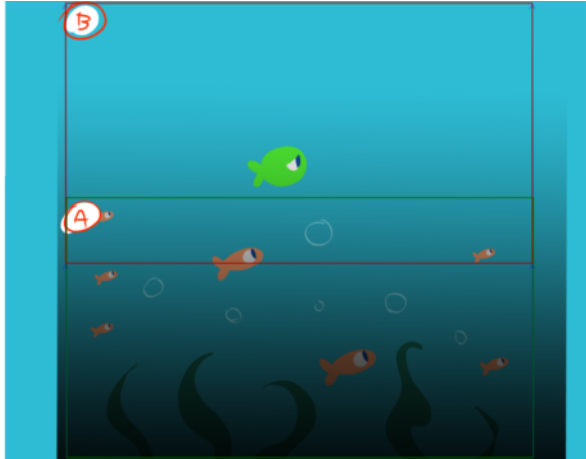
Dialog



Action Notes

Fades away into ocean

Dialog



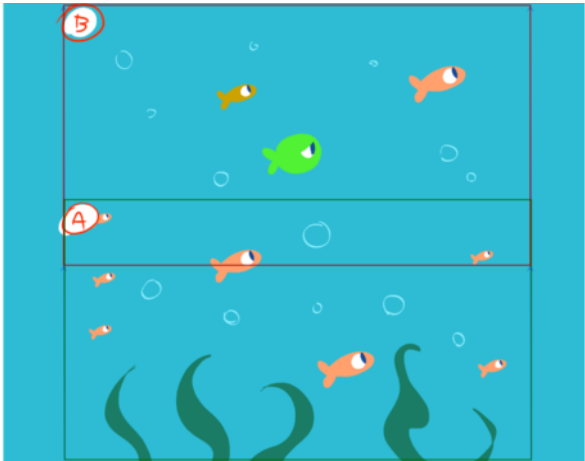
Action Notes

Fades away into ocean

Pan Up

Dialog

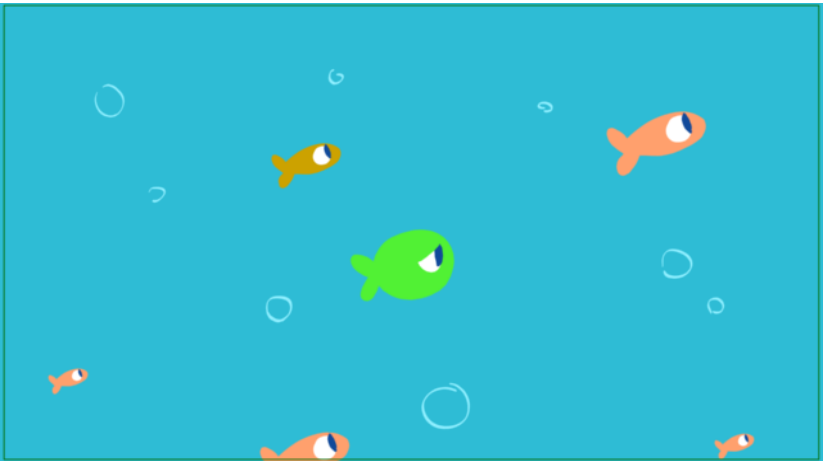
#TILLY (VO): (singing) If you're a fish
out of water



Scene 171Panel 3



Scene 171Panel 4



Action Notes

Fades away into ocean

Lighting Notes: Day

Pan Up

Action Notes

Action Notes

Dialog

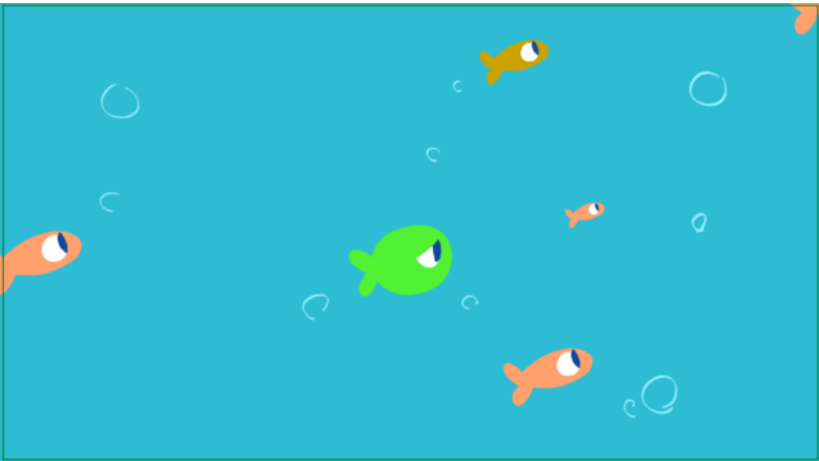
#TILLY: (singing) If you're a fish out of water

Dialog

#TILLY: (singing) If you're a fish out of water

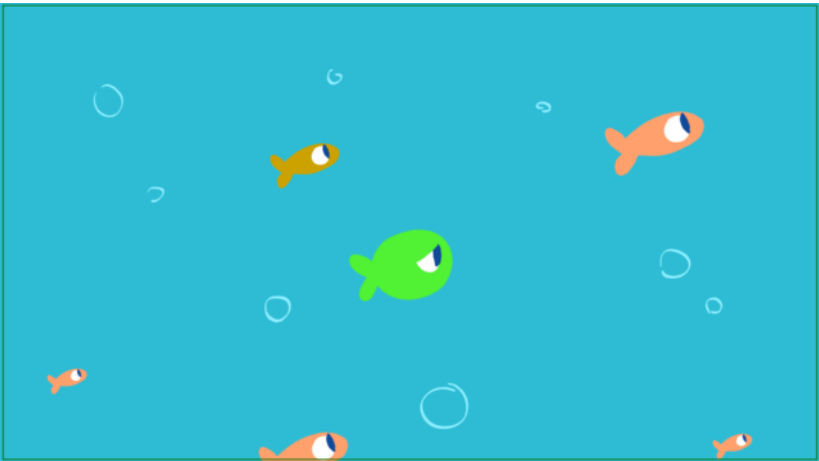
Dialog

#TILLY: (singing) If you're a fish out of water



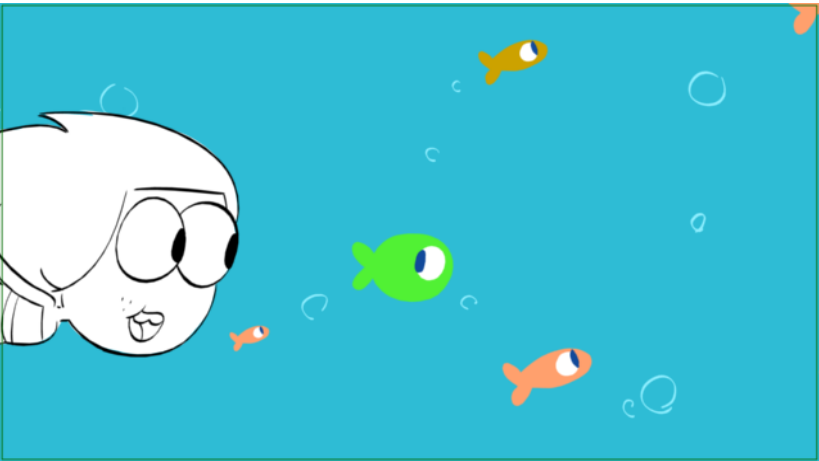
Action Notes

Dialog
#TILLY: (singing) If you're a fish out of water



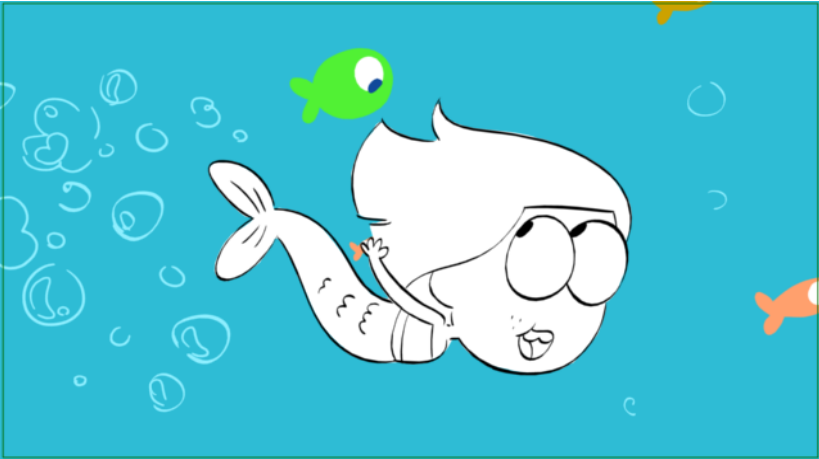
Action Notes

Dialog
#TILLY: (singing) If you're a fish out of water



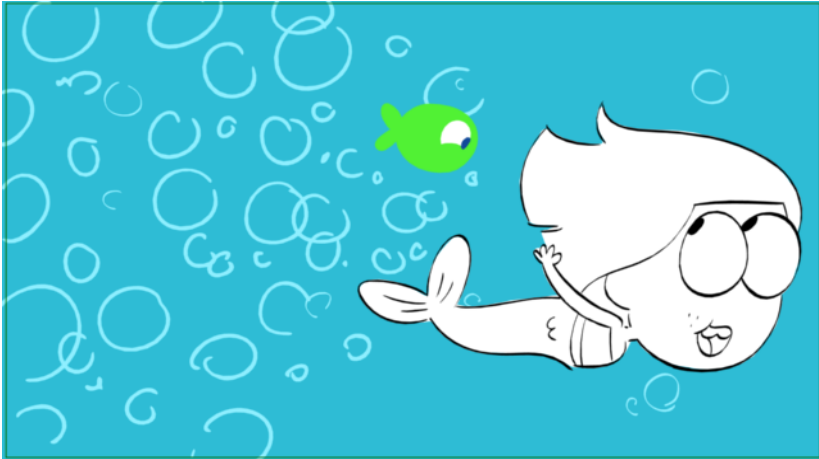
Action Notes

Dialog



Action Notes

Dialog
#TILLY: (singing) Maybe you gotta



Action Notes

Dialog
#TILLY: (singing) dig your own



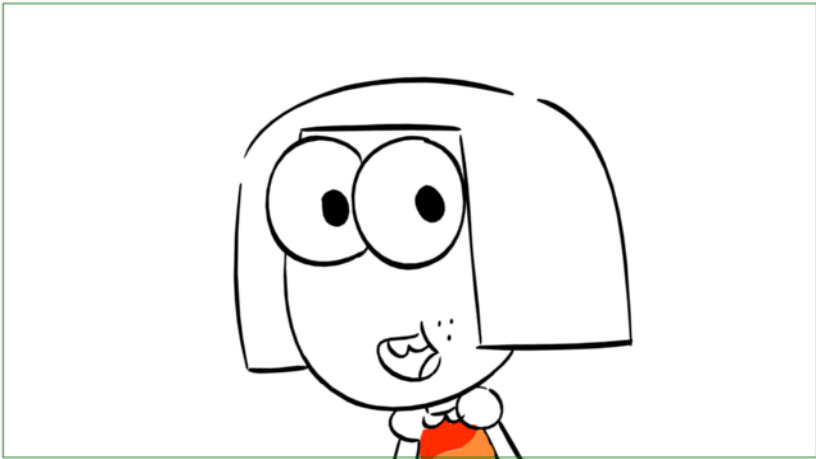
Action Notes
Bubble wipe

Dialog
#TILLY: (singing) lake



Action Notes
Bubble wipe

Dialog
#TILLY: (singing) If you can't

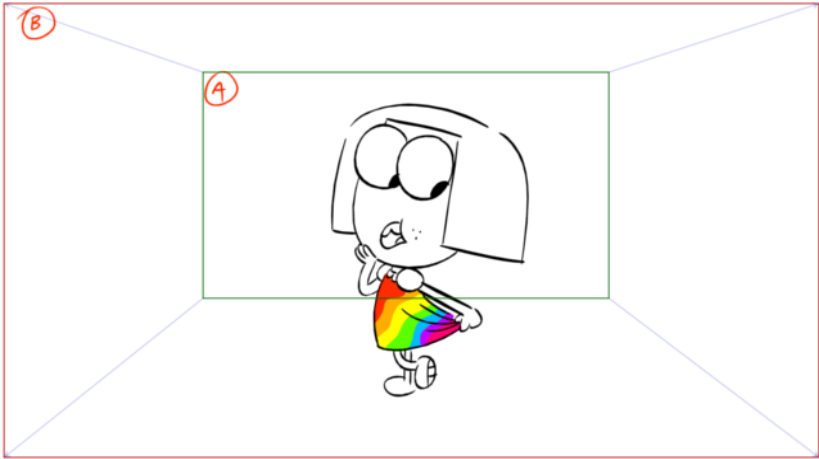


Action Notes
Blank space

Lighting Notes: Day

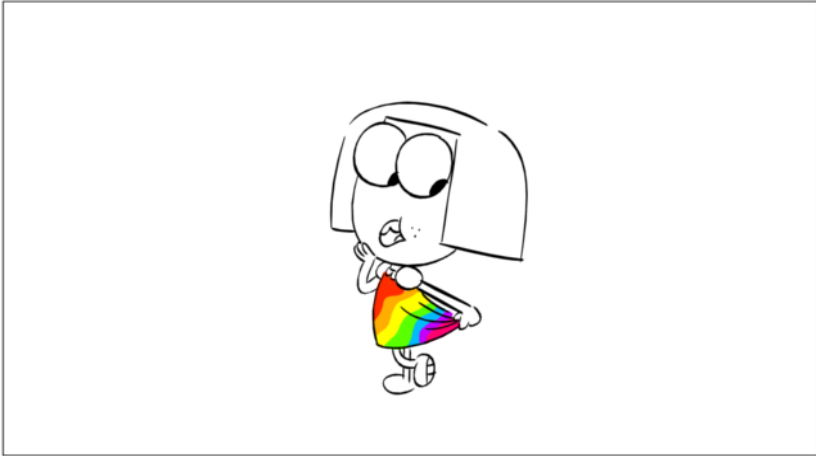
Tilly in rainbow dress

Dialog
#TILLY: (singing) If you can't

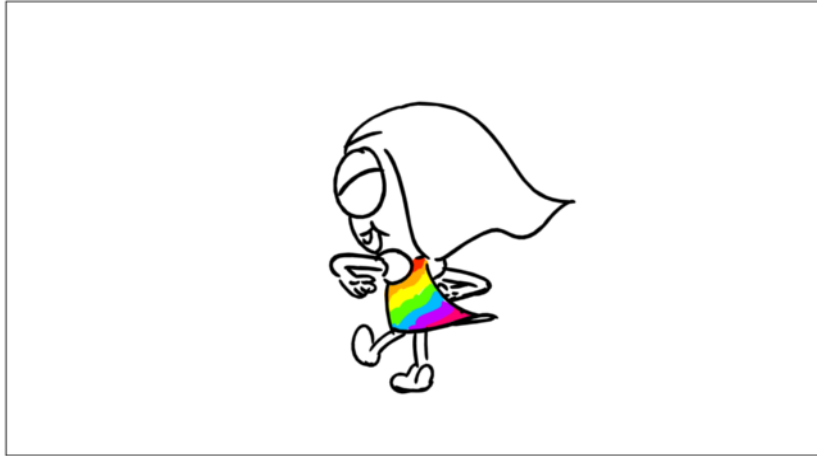


Action Notes
Truck Out

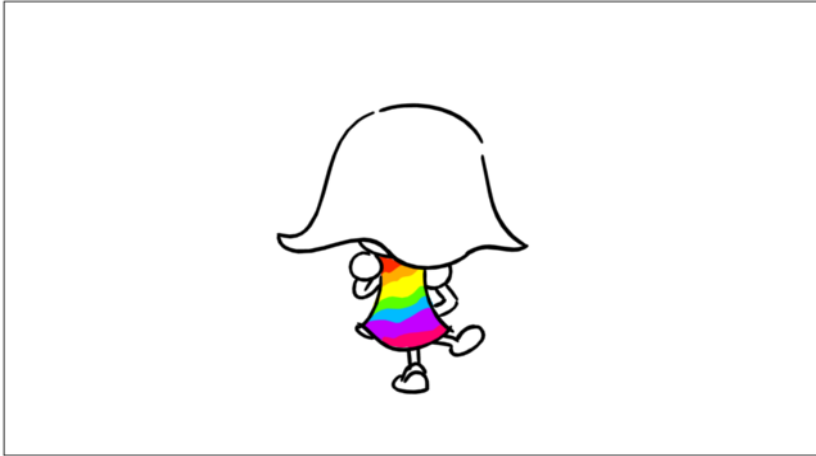
Dialog
#TILLY: (singing) find the right color



Action Notes



Action Notes

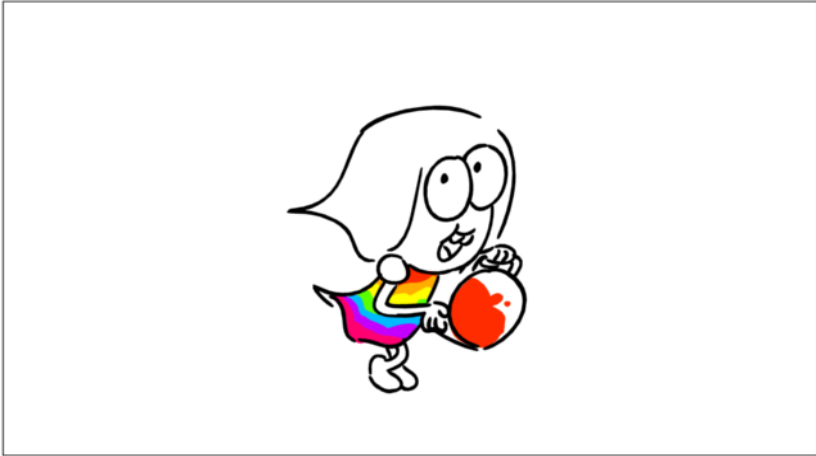


Action Notes

Dialog
#TILLY: (singing) find the right color

Dialog
#TILLY: (singing) You just

Dialog
#TILLY: (singing) gotta



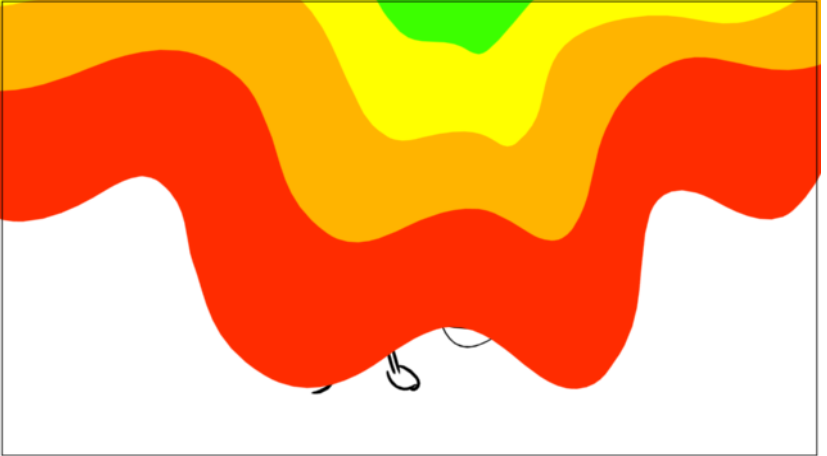
Action Notes

Dialog
#TILLY: (singing) mix



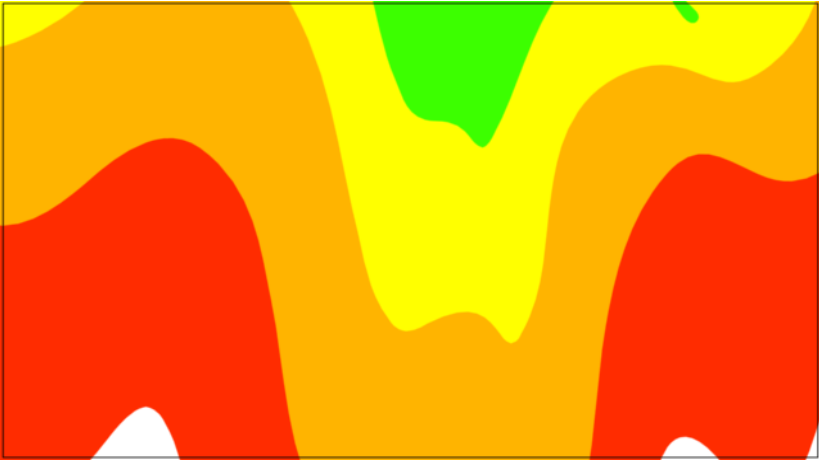
Action Notes

Dialog
#TILLY: (singing) your own paint



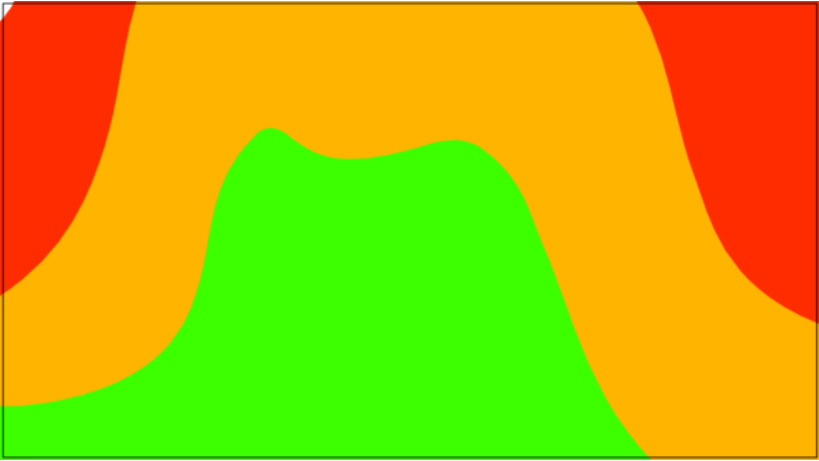
Action Notes
Paint wipe

Dialog
#TILLY: (singing) your own paint



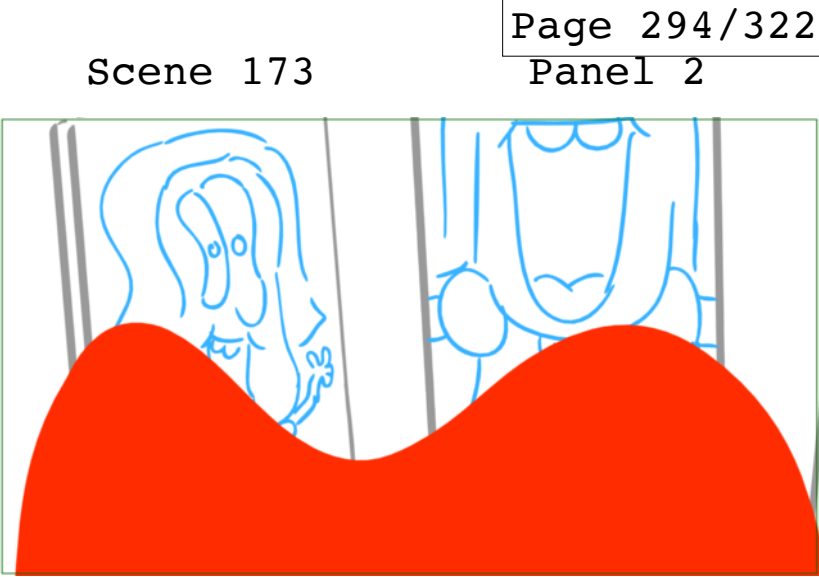
Action Notes
Paint wipe

Dialog



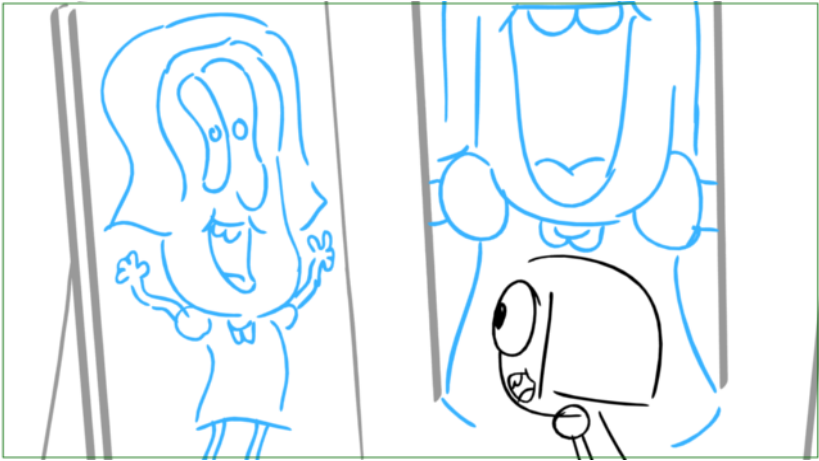
Action Notes
Paint wipe

Dialog



Action Notes
Paint wipe

Dialog

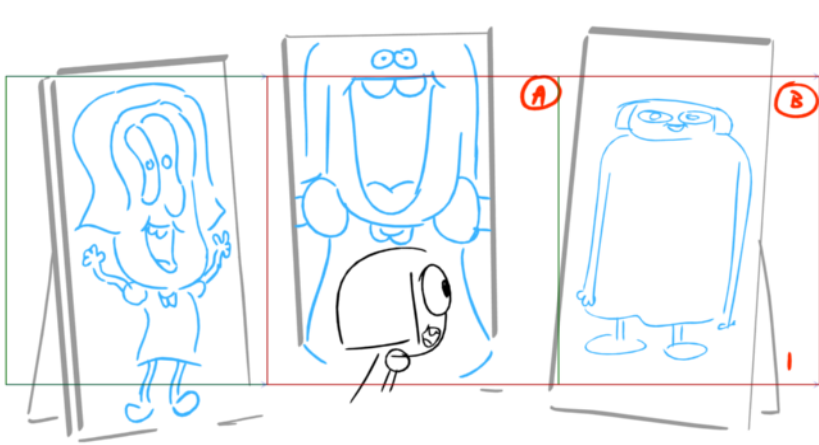


Action Notes
Blank space

Lighting Notes: Day

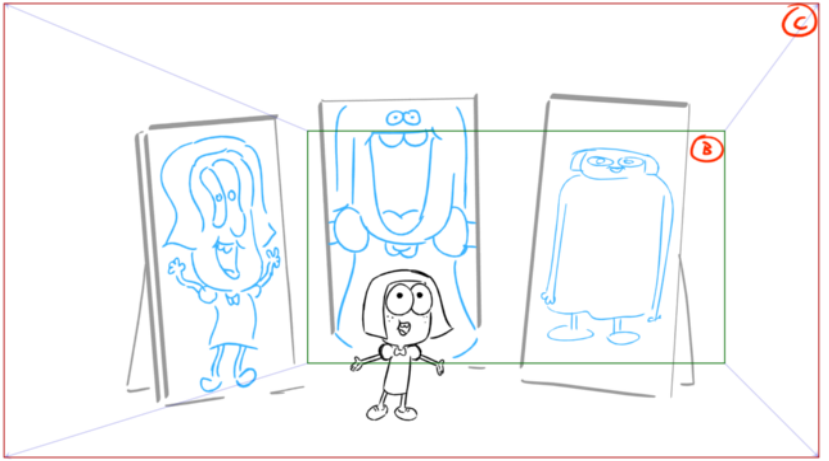
Tilly surrounded by funhouse mirrors

Dialog
#TILLY: (singing) Doesn't matter if



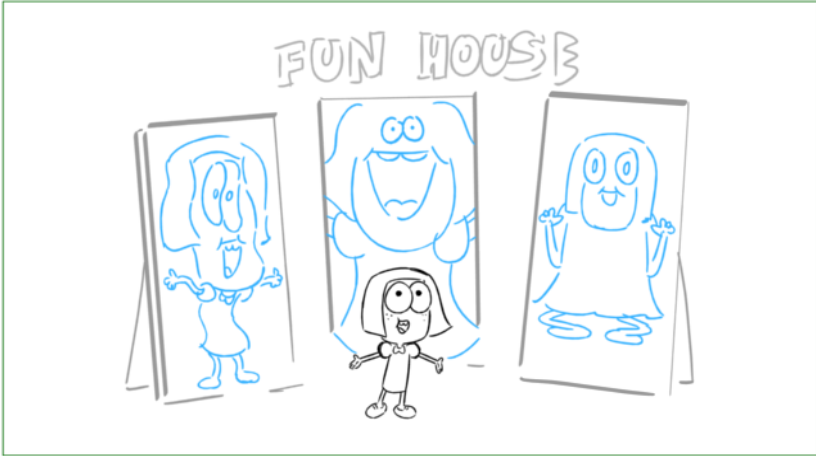
Action Notes
Pan across mirrors

Dialog
#TILLY: (singing) you're different



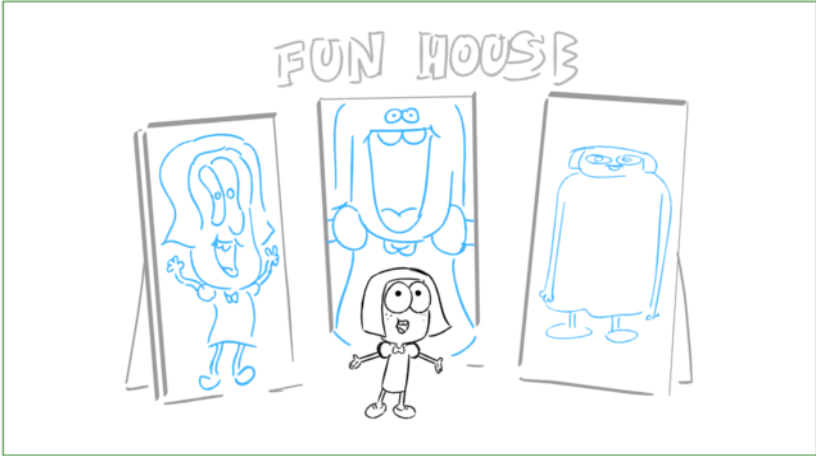
Action Notes
Truck Out

Dialog
#TILLY: (singing) so long as what you do
is right for you



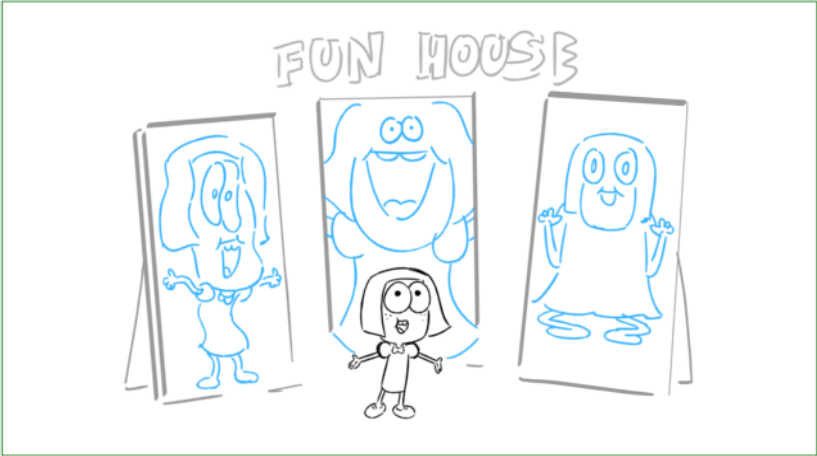
Action Notes
Mirror images start dancing, cycle

Dialog
#TILLY: (singing) so long as what you do
is right for you



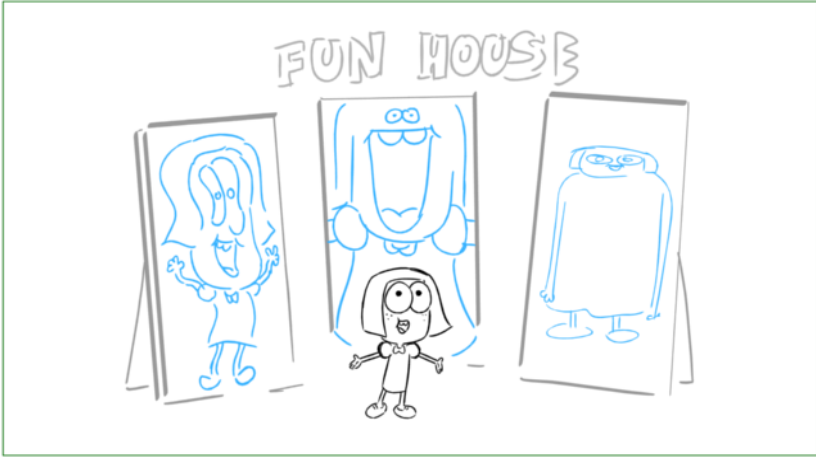
Action Notes
Mirror images start dancing, cycle

Dialog
#TILLY: (singing) so long as what you do
is right for you



Action Notes
Mirror images start dancing, cycle

Dialog
#TILLY: (singing) so long as what you do
is right for you

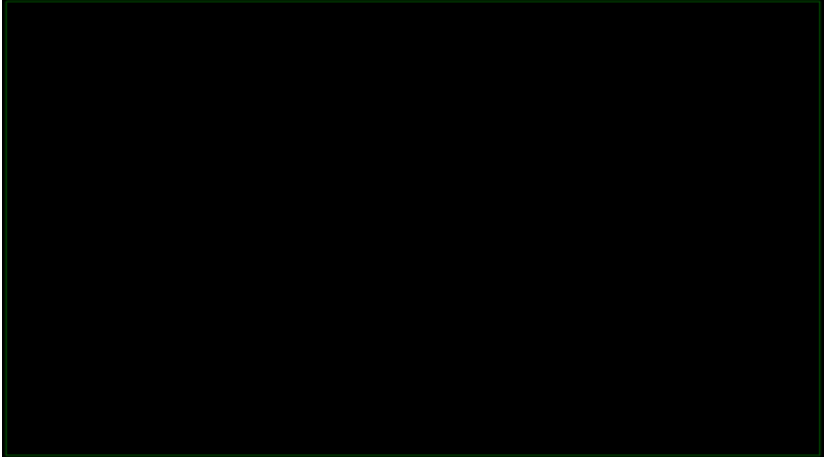


Action Notes

Mirror images start dancing, cycle

Dialog

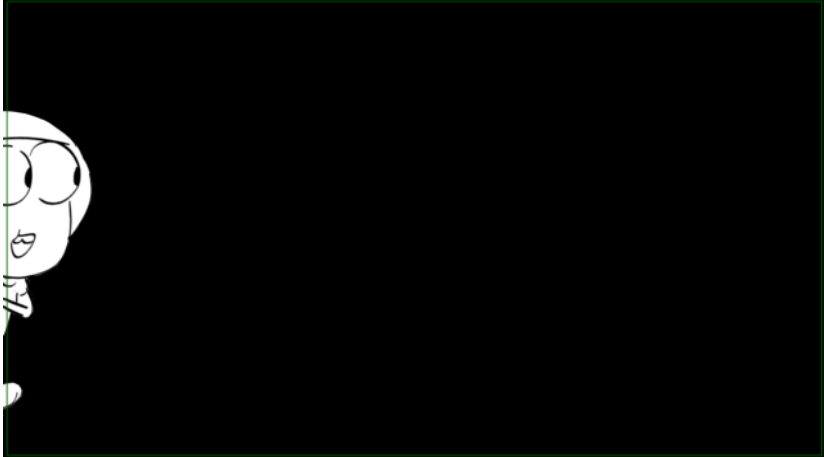
#TILLY: (singing) so long as what you do
is right for you



Action Notes

Dark space, Tilly dances and color swirls
around her

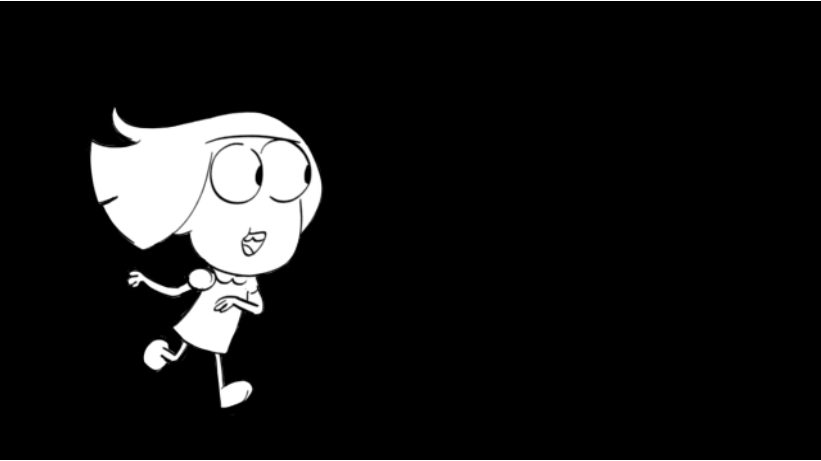
Dialog



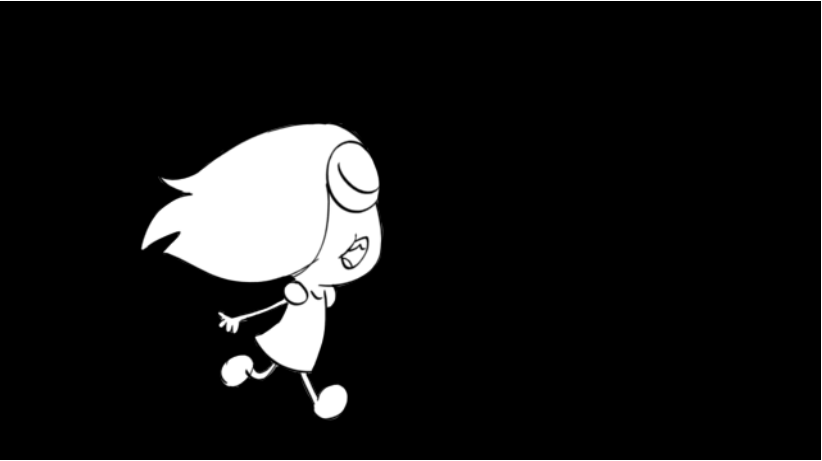
Action Notes

Dialog

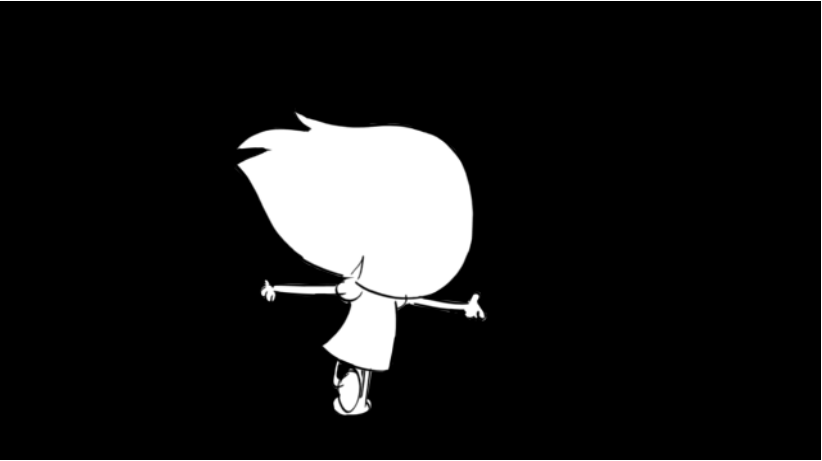
#TILLY: (singing) Your



Action Notes



Action Notes

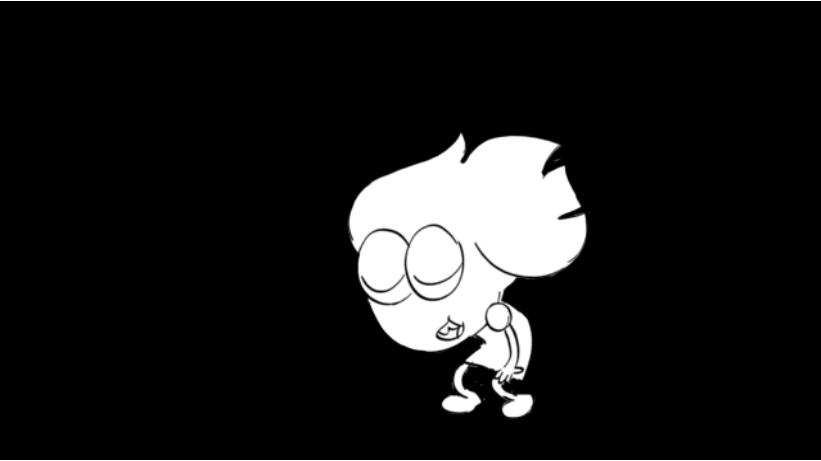


Action Notes

Dialog
#TILLY: (singing) unique-

Dialog
#TILLY: (singing) -ness

Dialog
#TILLY: (singing) -ness



Action Notes

Dialog
#TILLY: (singing) is



Action Notes

Dialog
#TILLY: (singing) a treasure



Action Notes

Dialog
#TILLY: (singing) a treasure



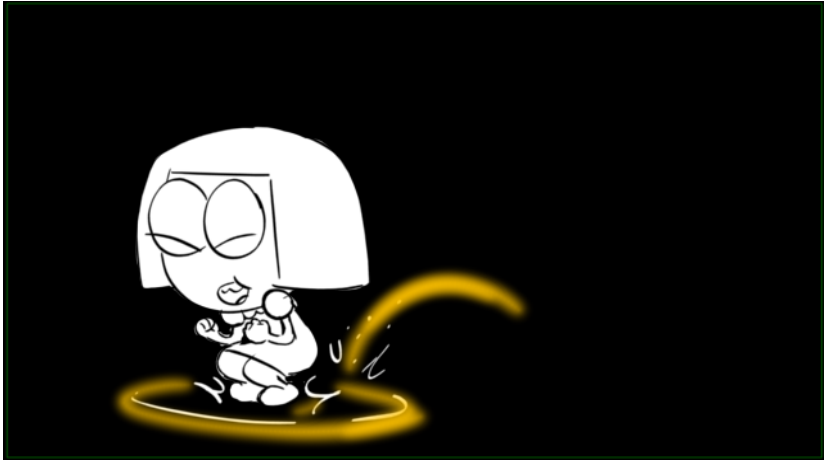
Action Notes

Dialog
#TILLY: (singing) Sharing



Action Notes

Dialog
#TILLY: (singing) Sharing



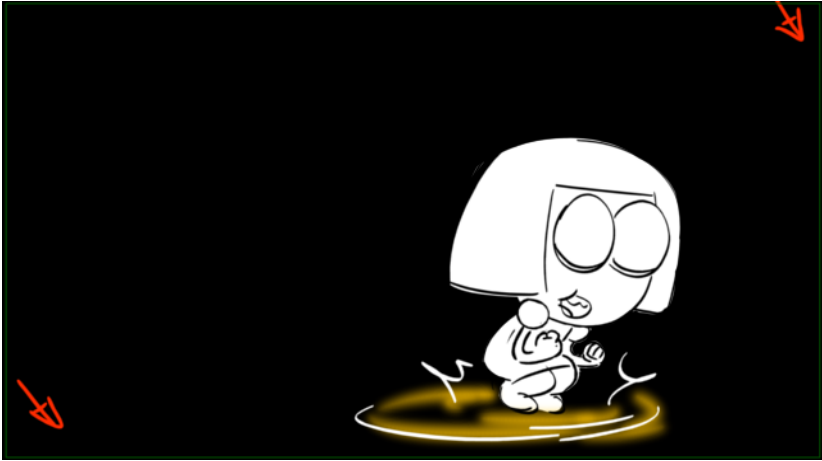
Action Notes

Dialog
#TILLY: (singing) Sharing



Action Notes

Dialog
#TILLY: (singing) differences



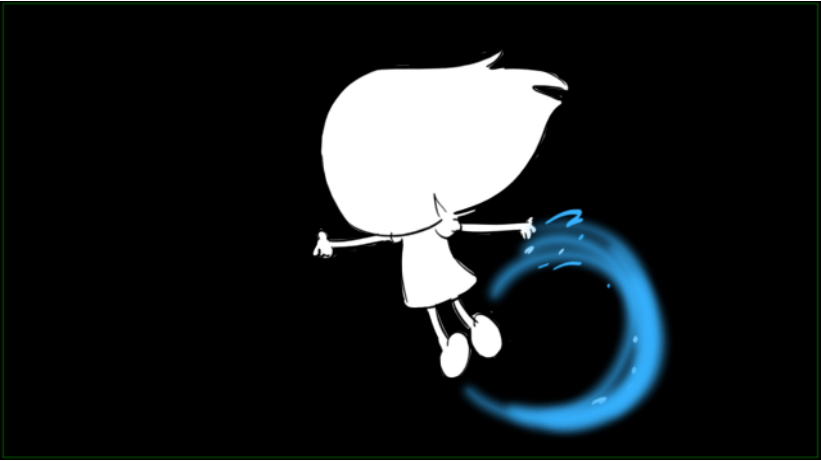
Action Notes

Dialog
#TILLY: (singing) differences



Action Notes

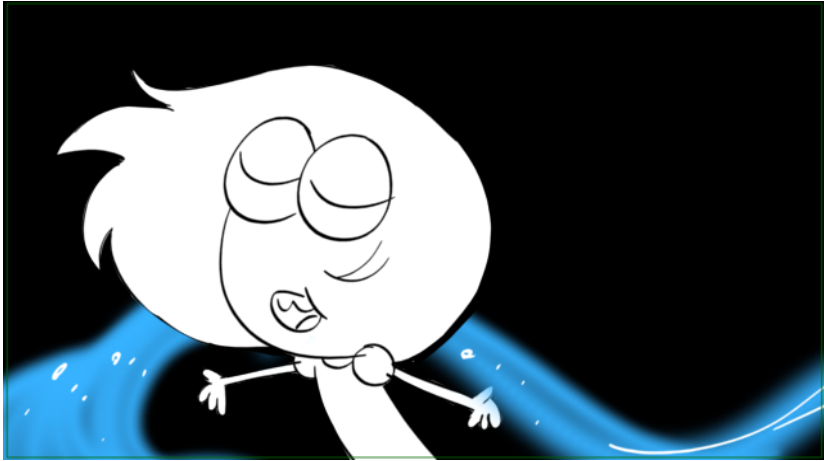
Dialog
#TILLY: (singing) brings



Action Notes



Action Notes

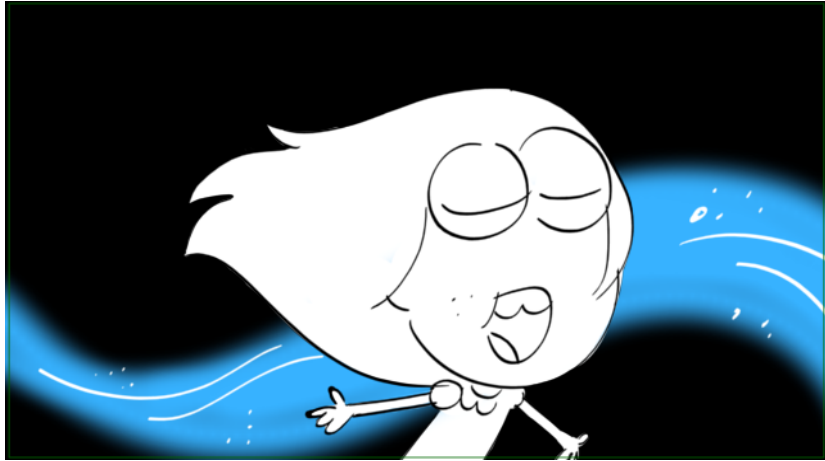


Action Notes

Dialog
#TILLY: (singing) us

Dialog
#TILLY: (singing) together

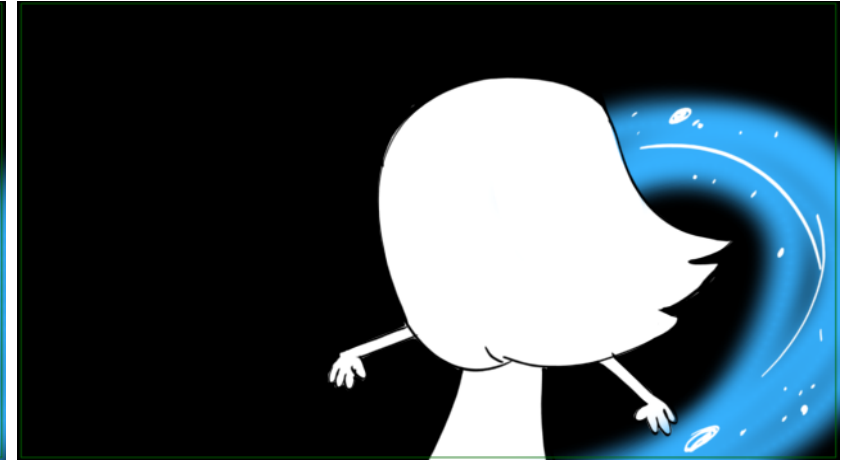
Dialog
#TILLY: (singing) together



Action Notes



Action Notes



Action Notes

Dialog

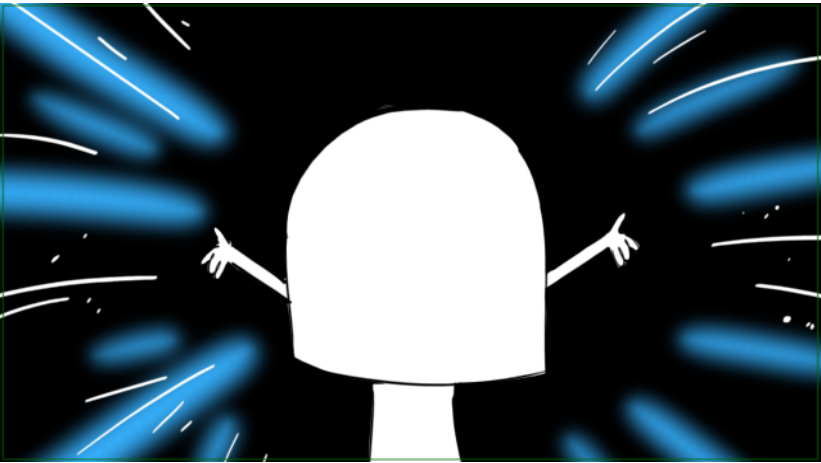
#TILLY: (singing) it's true

Dialog

#TILLY: (singing) together

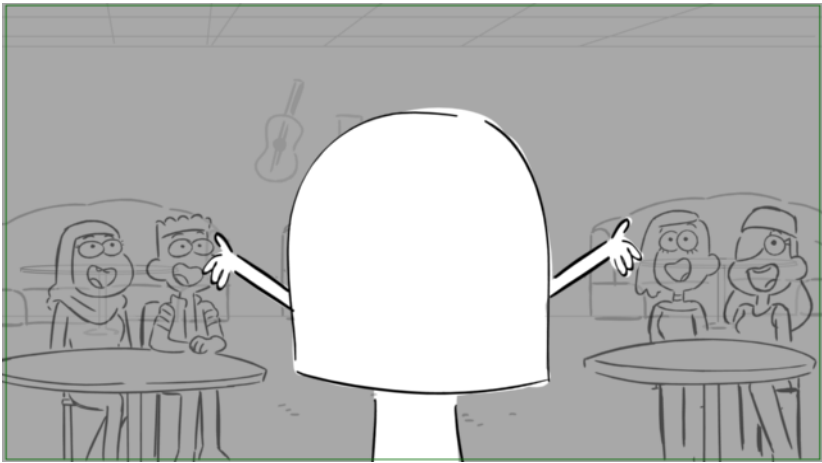
Dialog

#TILLY: (singing) ooooo-oooooh



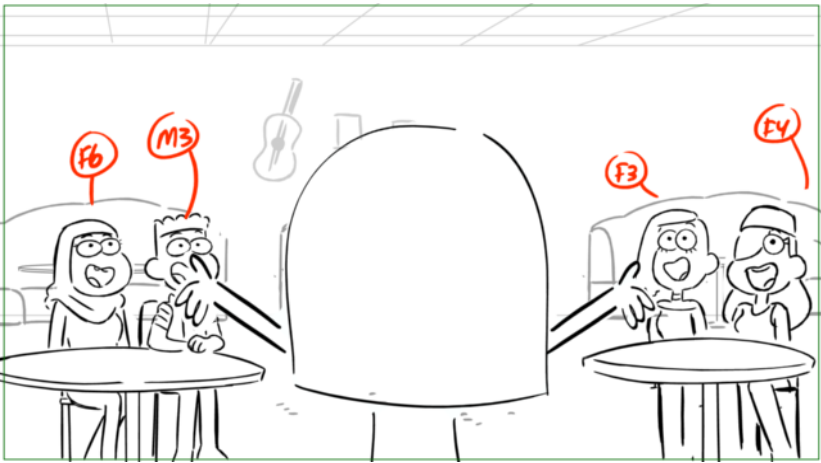
Action Notes

Dialog
#TILLY: (singing) ooooo-ooooooh



Action Notes
Match Dissolve back into karaoke room

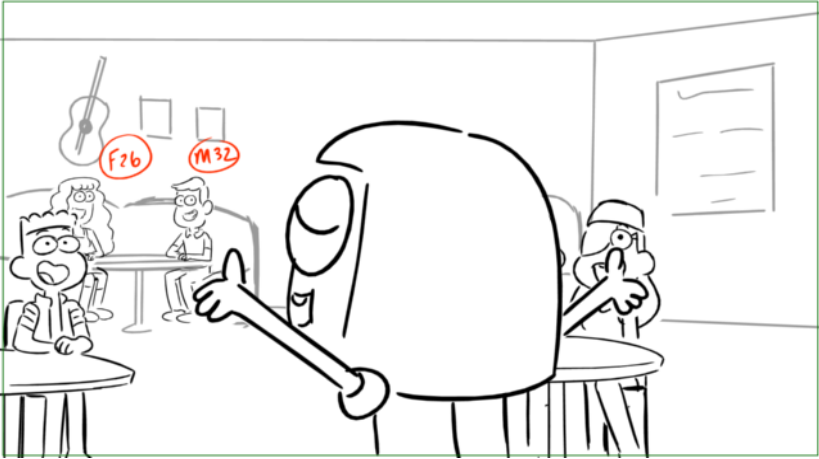
Dialog
#TILLY: (singing) ooooo-ooooooh



Action Notes
Fade back into karaoke room

Spotlight on Tilly

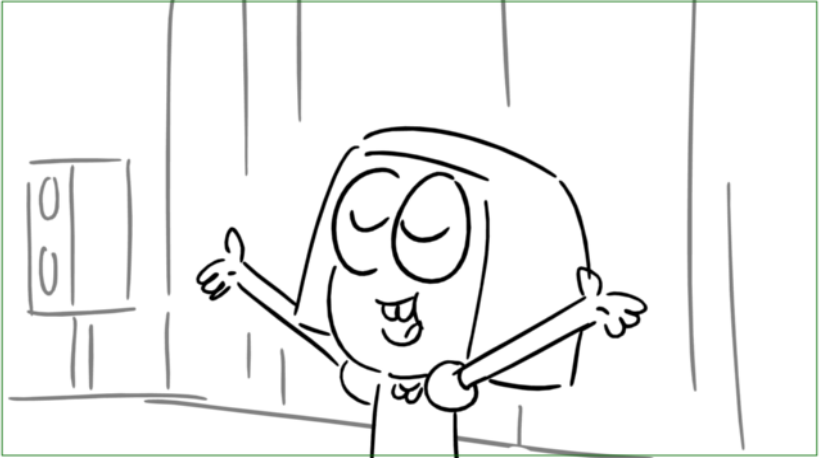
Dialog
#TILLY/CROWD: (singing) If you



Action Notes
Camera 360's around Tilly



Action Notes
Camera 360's around Tilly

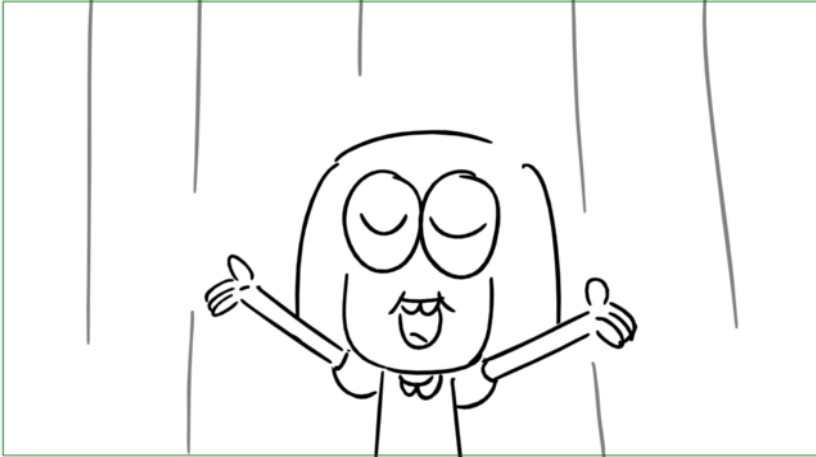


Action Notes
Camera 360's around Tilly

Dialog
#TILLY/CROWD: (singing) feel

Dialog
#TILLY/CROWD: (singing) you're

Dialog
#TILLY/CROWD: (singing) wrong



Action Notes
Camera 360's around Tilly



Action Notes
Camera 360's around Tilly

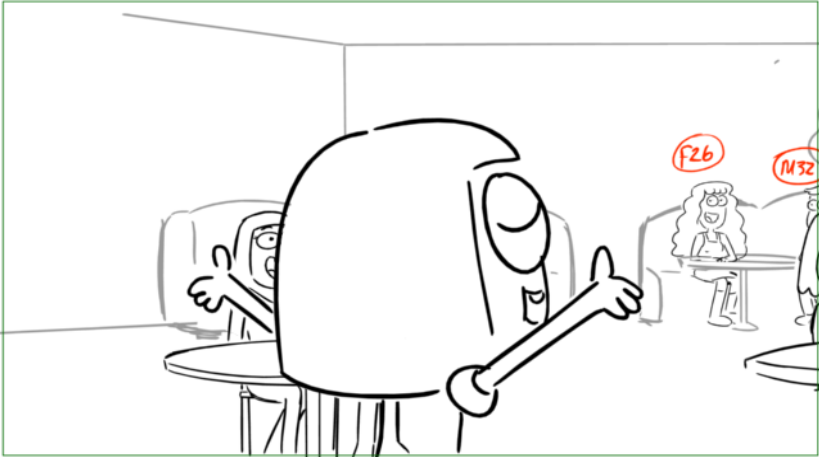


Action Notes
Camera 360's around Tilly

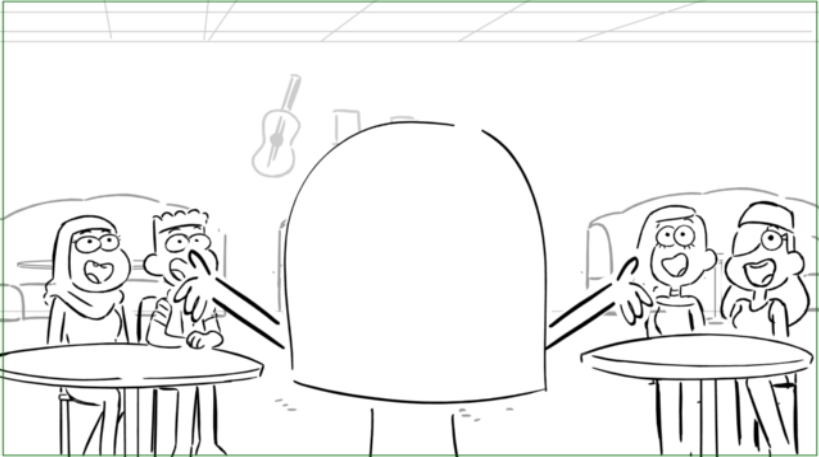
Dialog
#TILLY/CROWD: (singing) wrong

Dialog
#TILLY/CROWD: (singing) and

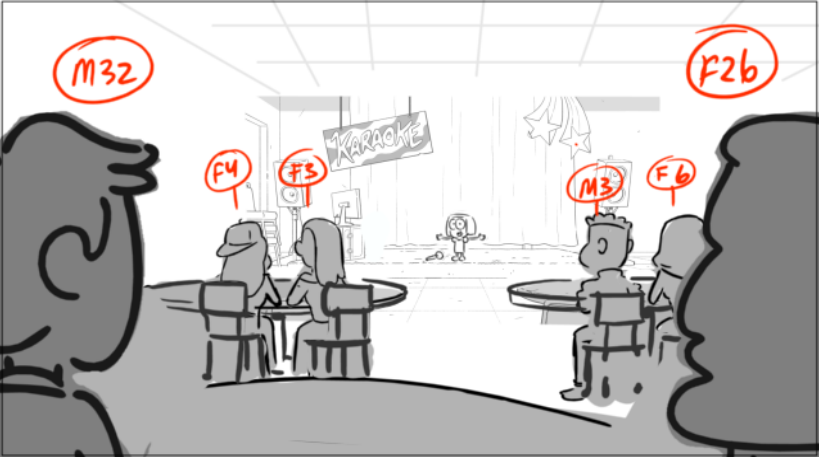
Dialog
#TILLY/CROWD: (singing) don't



Action Notes
Camera 360's around Tilly



Action Notes
Camera 360's around Tilly



Action Notes

Dialog
#TILLY/CROWD: (singing) be-

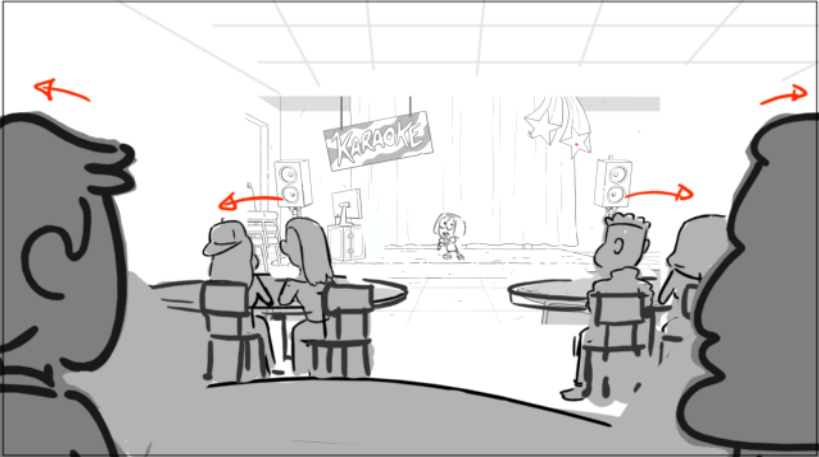
Dialog
#TILLY/CROWD: (singing) -long

Dialog
#TILLY/CROWD: (singing) Just do



Action Notes

Dialog
#TILLY/CROWD: (singing) your own



Action Notes
cycle pnls 3-7 per animatic

Dialog
#TILLY/CROWD: (singing) thing



Action Notes

Dialog
#TILLY/CROWD: (singing) and



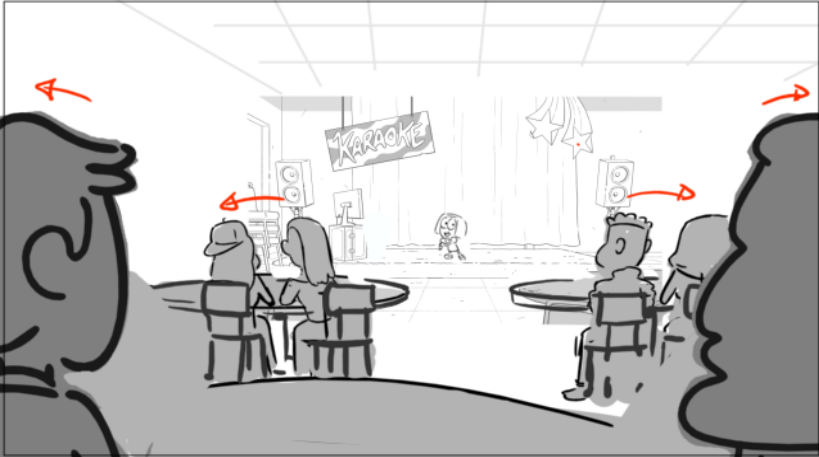
Action Notes

Dialog
#TILLY/CROWD: (singing) say



Action Notes

Dialog
#TILLY/CROWD: (singing) so



Action Notes

Dialog
#TILLY/CROWD: (singing) long



Action Notes



Action Notes



Action Notes

Dialog
#TILLY/CROWD: (singing) Yeah,

Dialog
#TILLY/FAMILY/CROWD: (singing) that's
what I'm doin'

Dialog
#TILLY/FAMILY/CROWD: (singing) as I make
up



Action Notes

Dialog
#TILLY/FAMILY/CROWD: (singing) this song



Action Notes
cycle panels per animatic

Dialog
#CROWD: (singing) Yeah, it feels



Action Notes

Dialog
#CROWD: (singing) so good

Scene 178

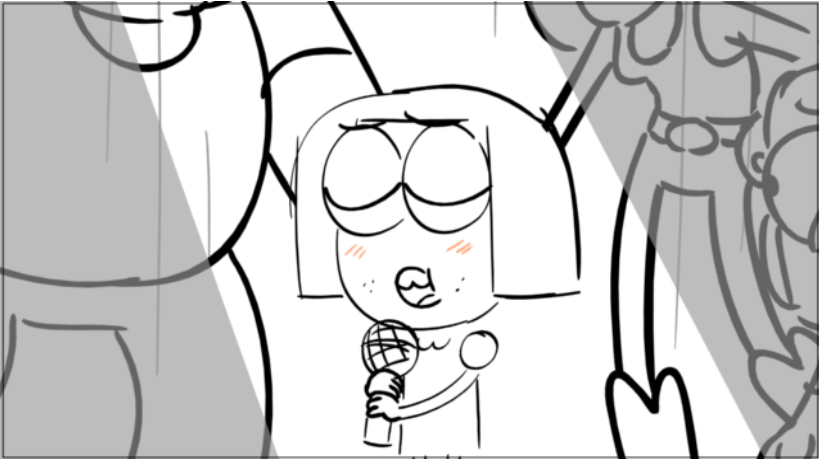
Panel 1

Scene 178

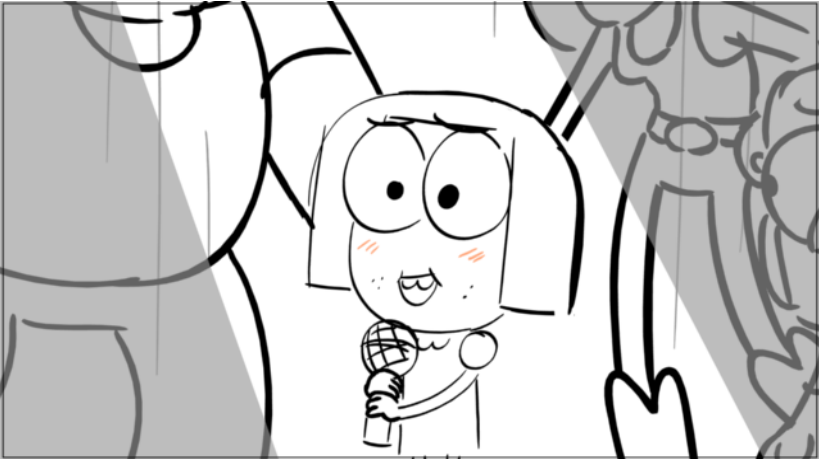
Panel 2

Scene 178

Panel 3



Action Notes



Action Notes



Action Notes

Dialog

#TILLY/FAMILY: (singing) to sing

Dialog

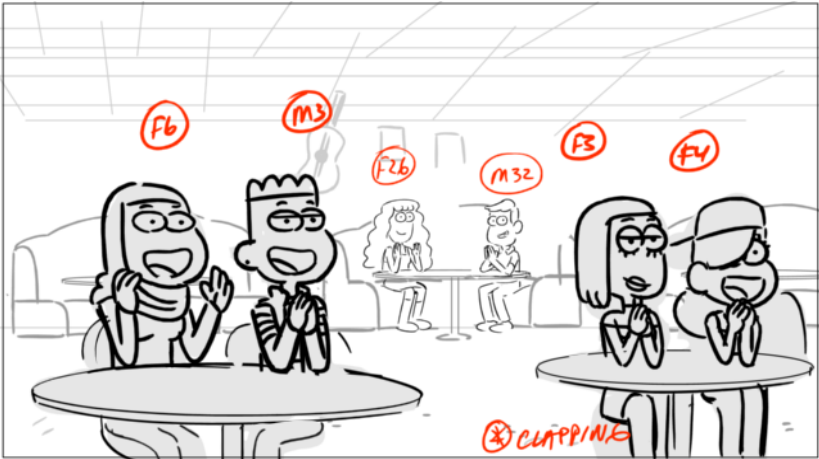
#TILLY/FAMILY: (singing) along

Dialog

#TILLY: (singing) to Tilly's song!

Scene 179

Panel 1



Action Notes

cycle clap per animatic

Dialog

#CROWD: *walla applause*

Scene 179

Panel 2



Action Notes

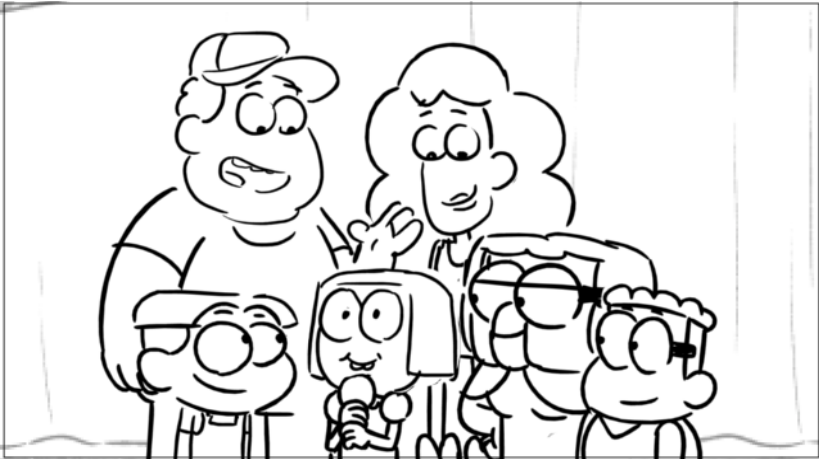
Cycle clap

Dialog

#CROWD: *walla applause*

Scene 180

Panel 1



Action Notes

Dialog

#BILL: Well

Scene 180

Panel 2

Scene 180

Panel 3

Scene 180

Panel 4



Action Notes



Action Notes



Action Notes

Dialog

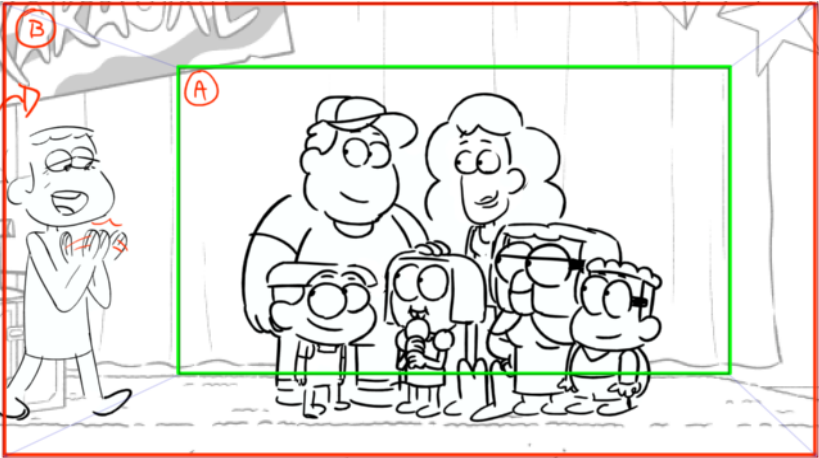
#BILL: sweetie, howd'ya feel?

Dialog

#TILLY: Like I belong.

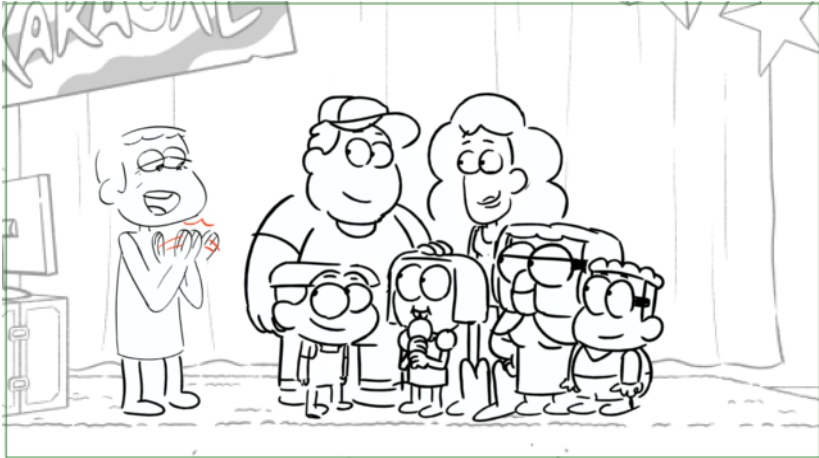
Dialog

#ALL: AWWWWW TILLYYYYY



Action Notes

Truck Out as Kara walks in, clapping



Action Notes



Action Notes

Dialog

#KARA: Yes yes,

Dialog

#KARA: well done

Dialog

#KARA: my child!



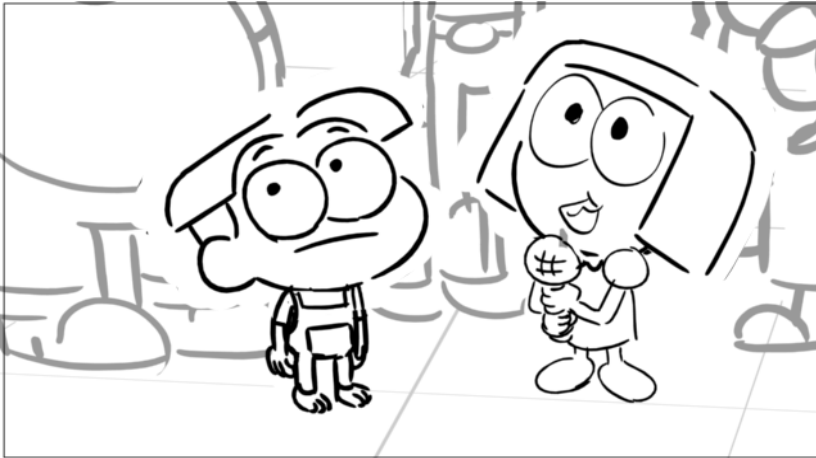
Action Notes

Dialog
#KARA: By looking within yourself,



Action Notes

Dialog
#KARA: you were able to find your true song.

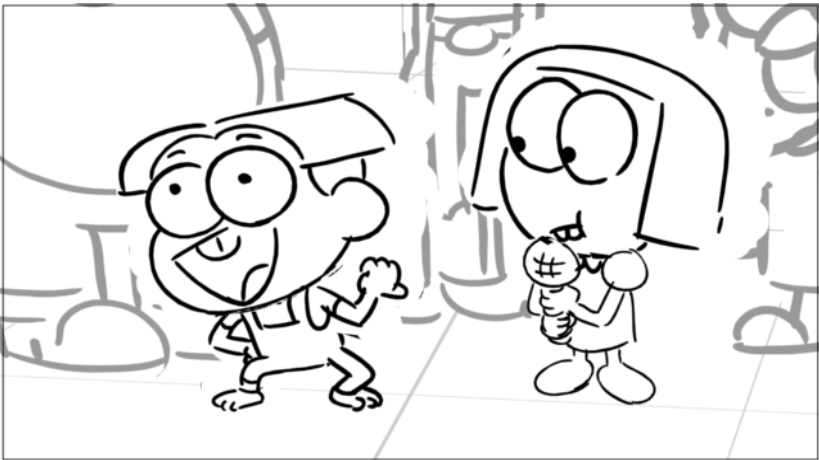


Action Notes

Dialog
#TILLY: Well thank you very much!

Scene 182

Panel 2



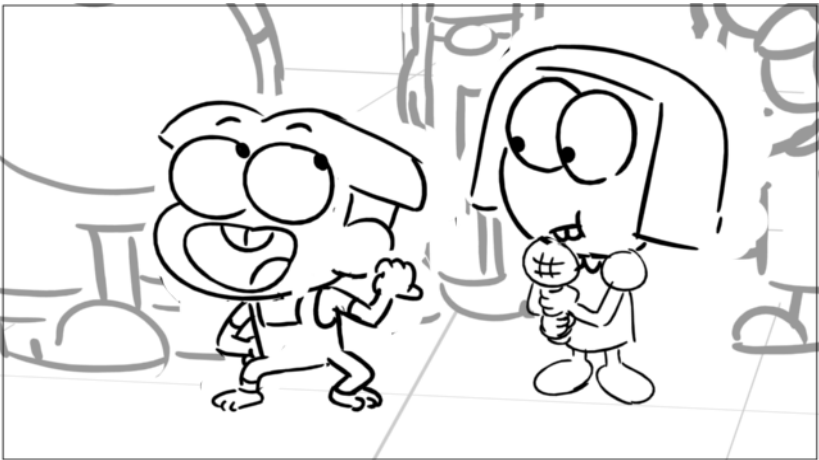
Action Notes

Dialog

#CRICKET: Hey since Tilly won at karaoke

Scene 182

Panel 3



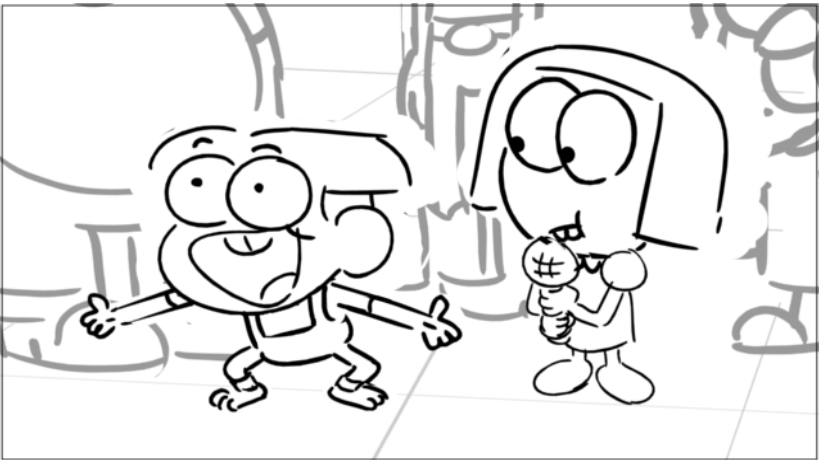
Action Notes

Dialog

#CRICKET: or whatever,

Scene 182

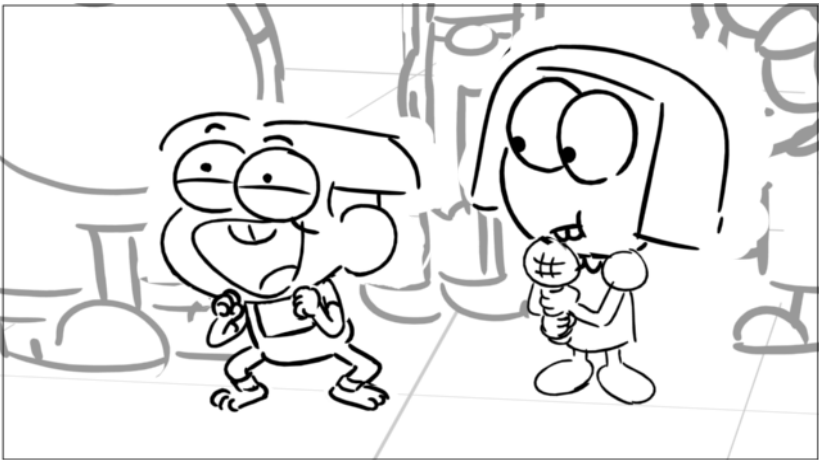
Panel 4



Action Notes

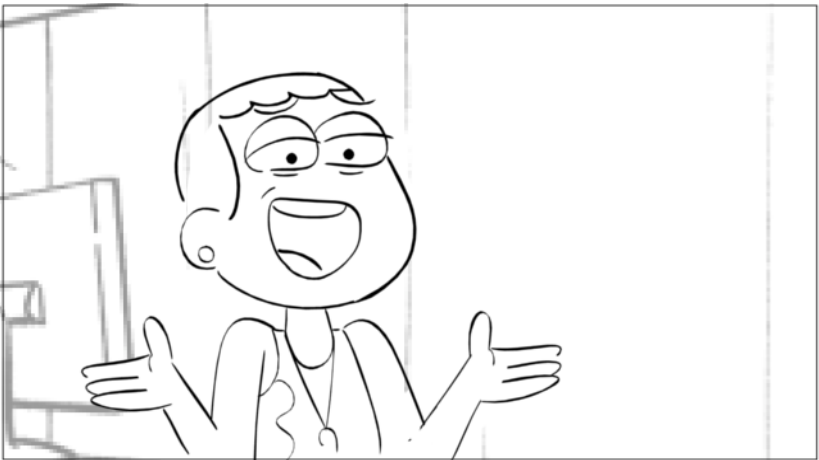
Dialog

#CRICKET: do we get a prize



Action Notes

Dialog
#CRICKET: or something?



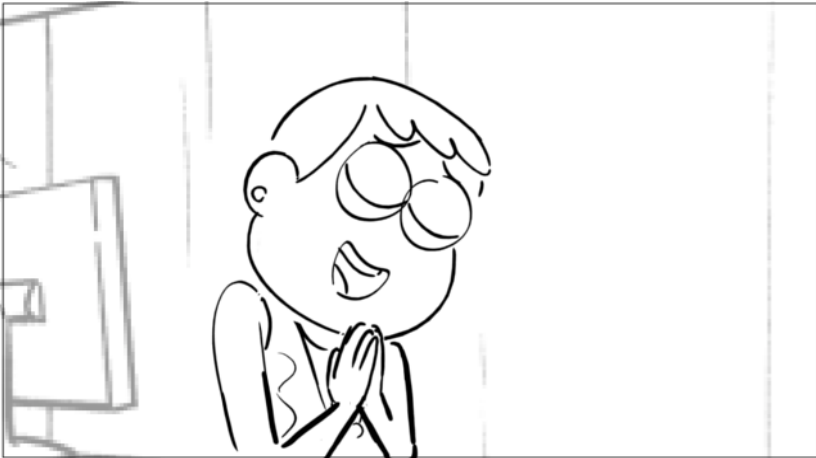
Action Notes

Dialog
#KARA: There never was a prize



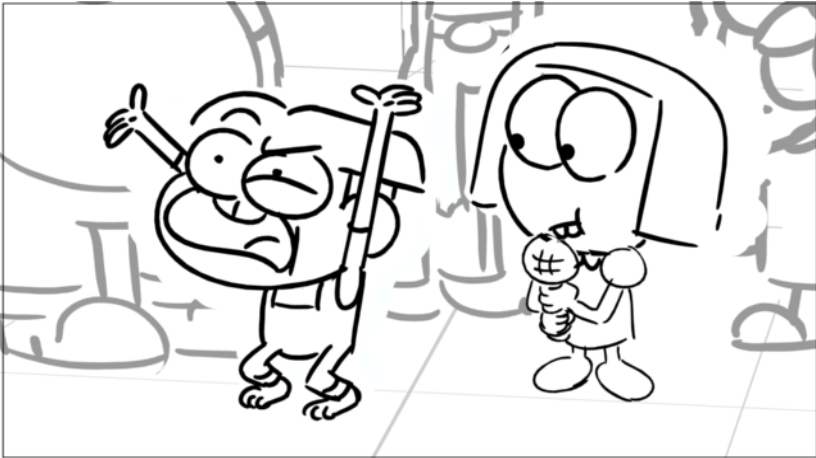
Action Notes

Dialog
#KARA: Your satisfaction with expressing
your soul



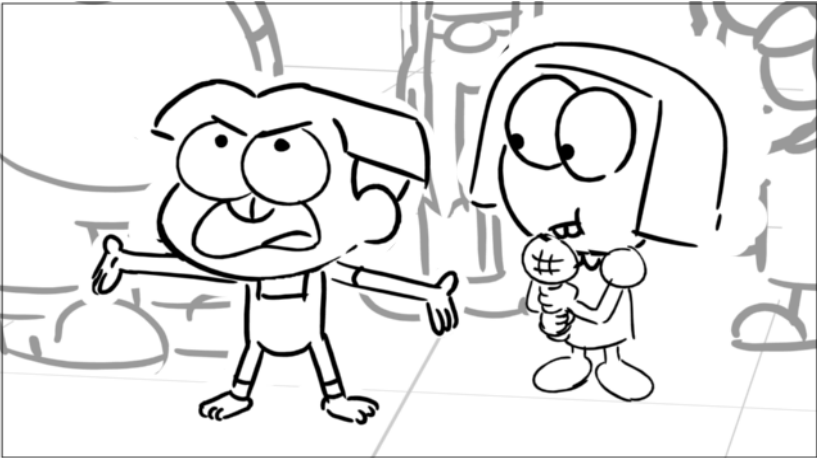
Action Notes

Dialog
#KARA: should be its own reward



Action Notes

Dialog
#CRICKET: Since when is satisfaction



Action Notes

Dialog
#CRICKET: a reward?!



Action Notes

Dialog
#CRICKET: AT LEAST GIVE ME A BAD TSHIRT
I'LL NEVER WEAR



Action Notes

Dialog
#TILLY: I think it's time we



Action Notes

Dialog
#TILLY: call it a night brother.



Action Notes



Action Notes



Action Notes

Dialog

Dialog

Dialog

#KARA: May the next guest come to the mic please?



Action Notes



Action Notes

Dialog

#SFX: doot doot

Dialog

#SFX: doot doot