

10.



2 sec

The spot opens with a look into a forest of cactus. A thick branch of green curved cactus forms a "half-pipe" that the green character uses for skating/gliding. He moves into view at great speed and straight...



10.



1,25 sec

...toward camera where he cuts a spiked vine.

20.



1 sec

We cut directly into a canyon view where the move is continued as the brown character jumps out of the sand

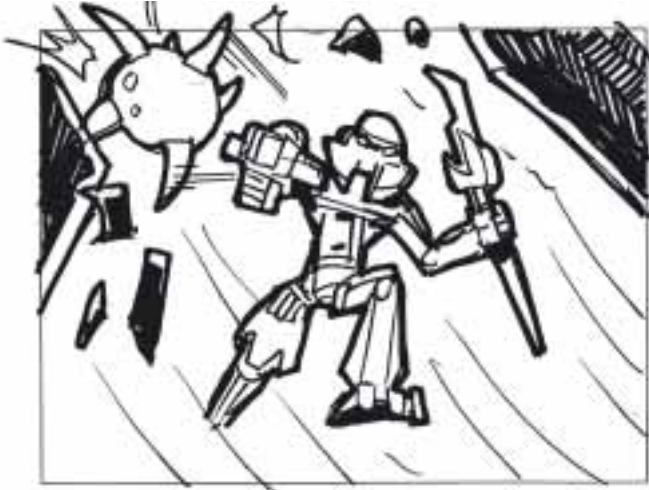
20.



1,25 sec

He jumps over a boulder that glides down the canyon side and slams into the canyon floor.

30.

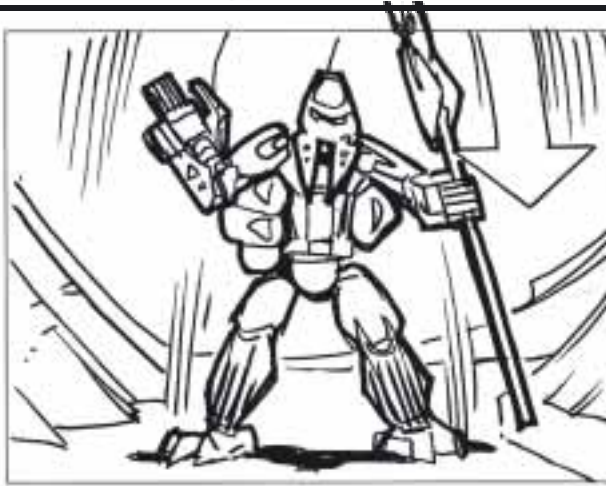


Another big piece of rock gets in his way and he shoots at it splitting it in two.

1 sec

3D ends

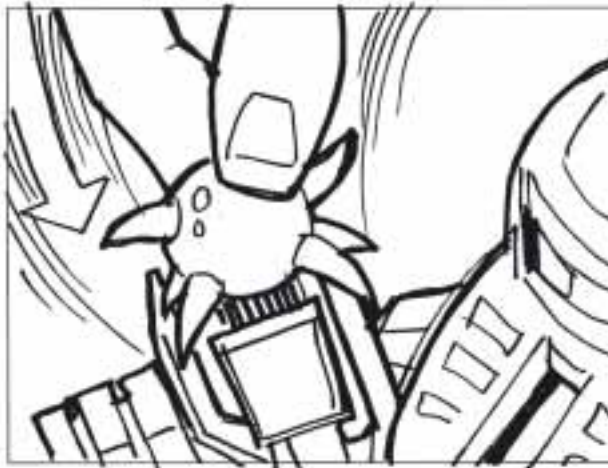
40.



Liveaction starts  
The brown is sat down by hand

1,5 sec

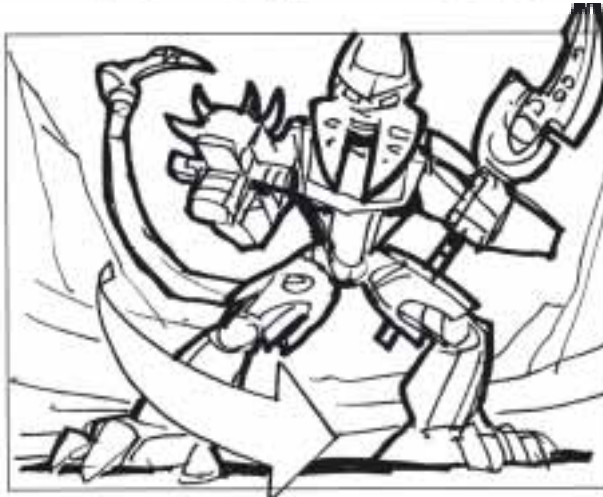
50.



His gun is reloaded

0,5 sec

60.



The camera moves around him  
standing in the sandy canyon

1,5 sec

70.



Close up of the green character

1 sec

80.



He poses and the camera moves around him standing in the cactus forest

1,5 sec

90.



Cut to close up of the white character

1 sec

100.



The camera moves around him standing in the ice region

1,5 sec

110.



Cut to close up of the red character

1 sec

120.



The camera moves around him standing in front of lava streams

1,5 sec

130.



Close up of the blue character.

1 sec

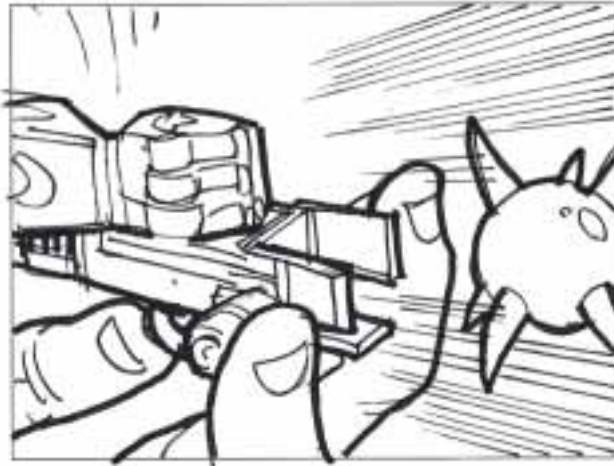
140.



The camera moves around her standing in the water region

1,5 sec

150.



The blue character fires a shot...

1 sec

160.



...and it is deflected by the shield of the black character

1 sec

160.

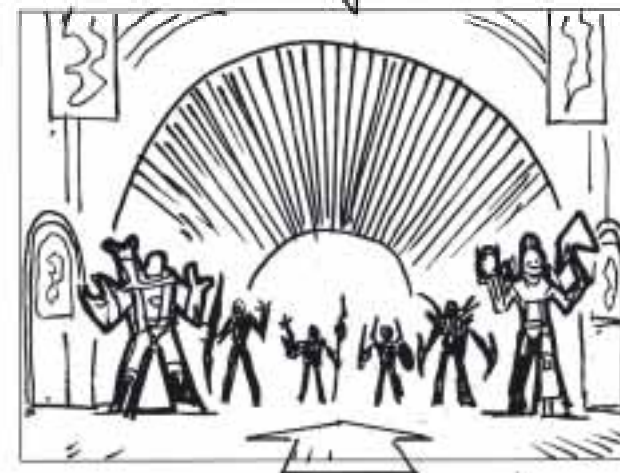


The camera moves around him standing in the black rock area

1,5 sec

Liveaction ends

170.



3D starts

Cut to 3D where we pull in to see all characters walking out of the shadow and into the arena

2 sec

180.



They come closer to the camera walking in a half circle. The logo fades on

1,5 sec

3D ends

190.



Liveaction starts

The characters transform into the cannisters. Packshot

3 sec