



Dialogue

237. RADIO VOICE 1 (V.O.):
Unit One reporting -- second floor's...

Action Notes

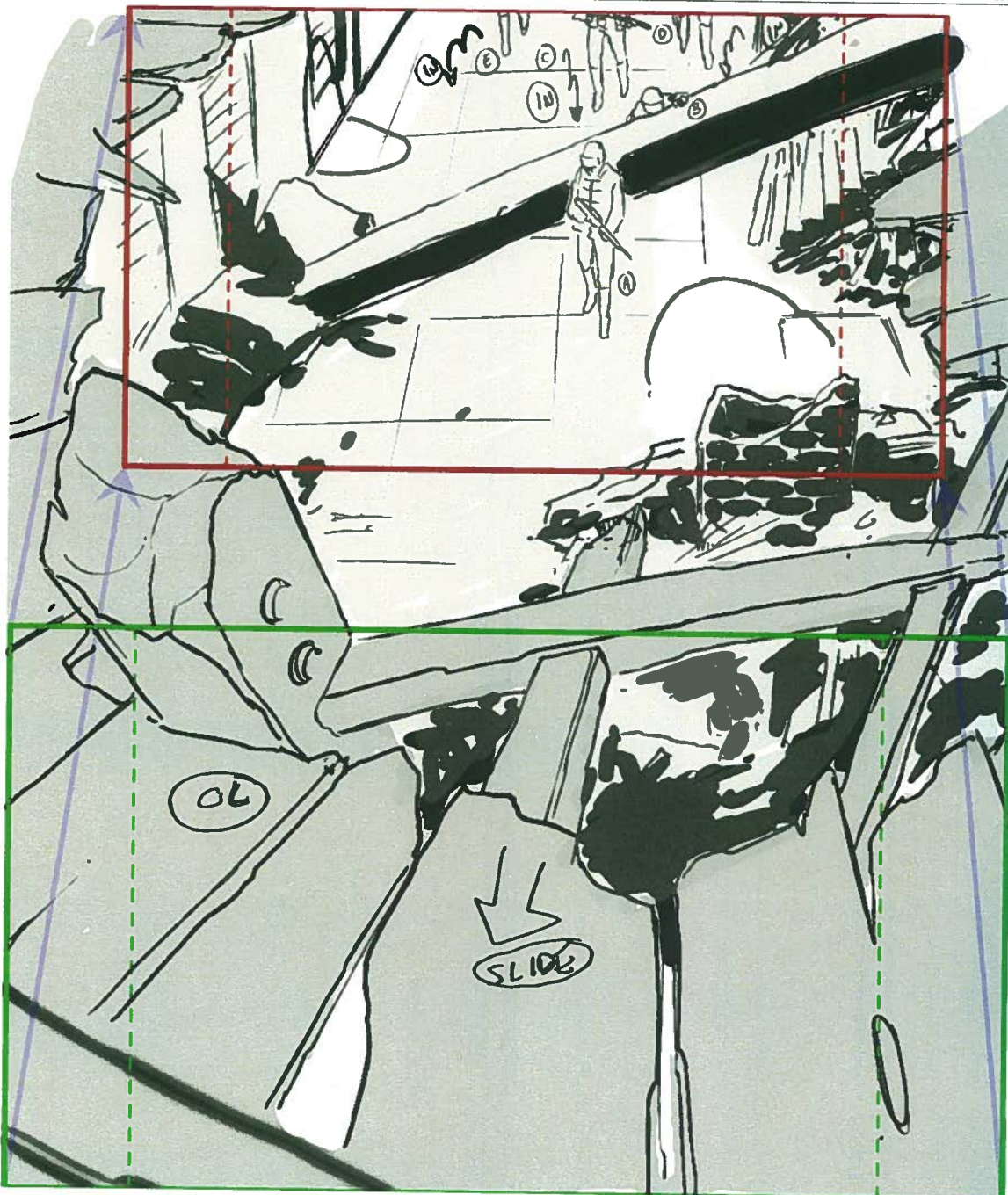
INT. TENEMENT BUILDING LOBBY- NIGHT.
Cut to close-up floor boards.

Pan-up/slide OL to reveal SWAT officers searching rubble. Flash lights moving around.

Throughout sequence:
*(A) is SWAT Commander Brendon
*(B) is SWAT Officer #7
*(C) is SWAT Officer #6

Slugging

Scene	Panel
B226	1/3



STD. FLASH LIGHT FX

* WEDGE TEST

Dialogue

237. RADIO VOICE 1 (V.O.) (CONT'D):
...a mess. Nothing living.

238: RADIO VOICE 2 (V.O.):
Unit two...

Action Notes

Cont. action.
SWAT Officer B ducks under beam.

Slugging

Scene	Panel
B226	2/3





Dialogue
238: RADIO VOICE 2 (V.O.) (CONT'D):
...reporting. Body under the water heater.
Just...

Action Notes
SWAT Officer C ducks under beam.

Slugging

Scene Panel
B226 3/3



Dialogue
238: RADIO VOICE 2 (V.O.) (CONT'D):
...an old wino.

Action Notes
Cut to medium SWAT officers walking
towards camera. H/U.
*(A) is SWAT Commander Brendon
*(B) is SWAT Officer #7
*(C) is SWAT Officer #6

Slugging

Scene Panel
B227 1/2



STD. FLASHLIGHT FX
W/ LENS FLARE

Dialogue

Action Notes
Officers turn left. Stagger turn. B first,
followed C, then A.

Slugging

Scene Panel
B227 2/2





Dialogue

Action Notes

Cut to chimney as spotlight animates in.

Slugging

Scene

B228

Panel

1/4



STR. FLASH LIGHT FX

Dialogue

Action Notes

Spotlight stops on chimney for a beat.

Slugging

Scene

B228

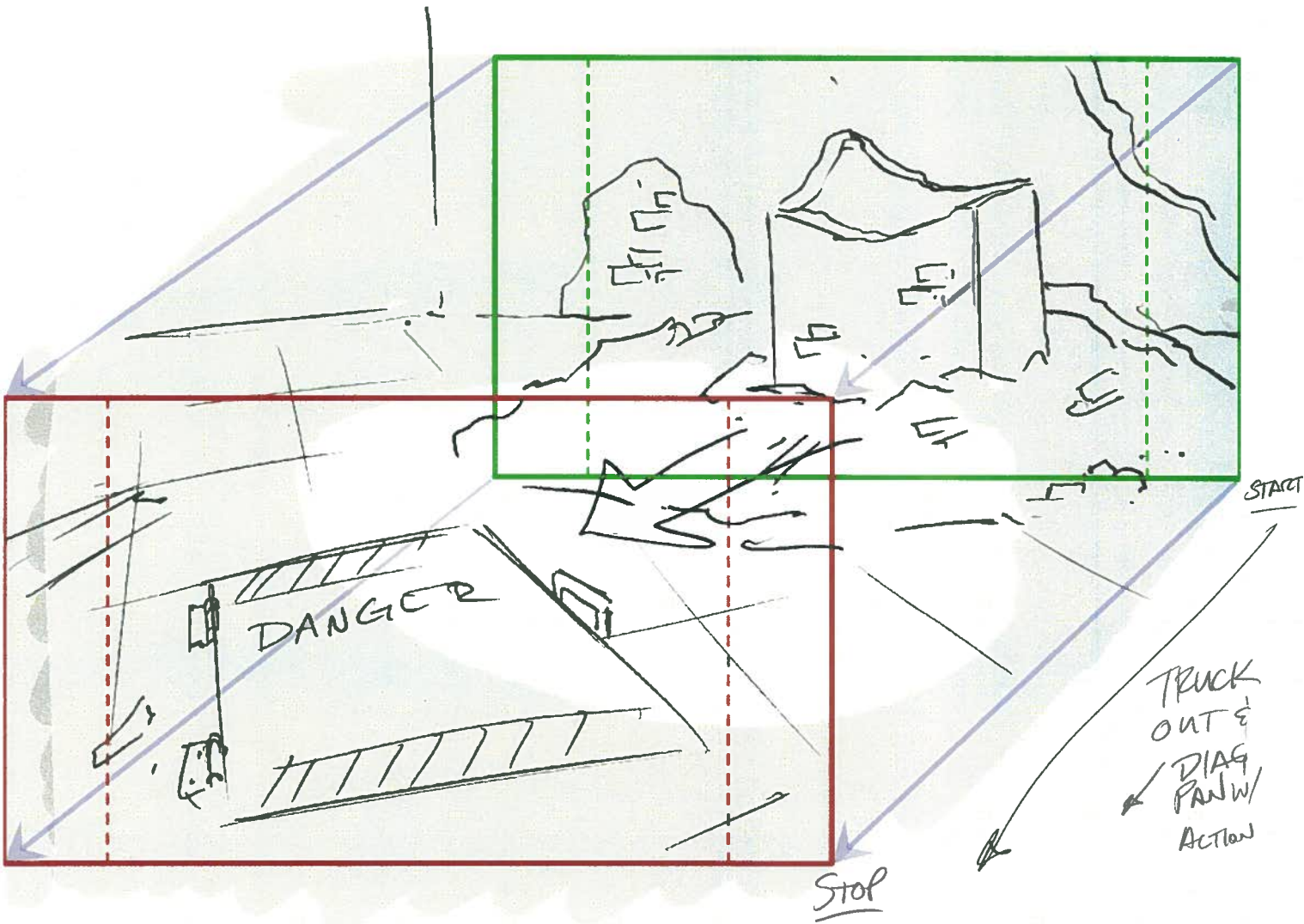
Panel

2/4





Scene	Panel
B228	3/4



Dialogue

Action Notes
Pan w/action as spotlight moves to door.

Slugging

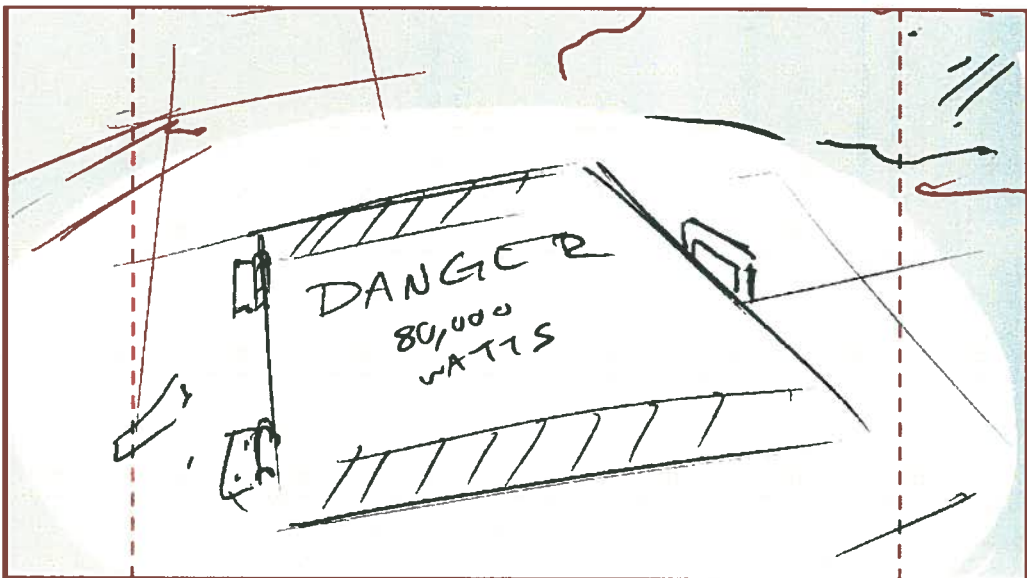


Dialogue

Action Notes
Hold on door for a beat.

Slugging

Scene Panel
B228 4/4



Dialogue
239. SWAT MEMBER:
If he made it down there, ...

Action Notes
The SWAT officers take 2 steps and come to a stop. Stagger walking action. They look toward cam as C speaks.
*(A) is SWAT Commander Brendon
*(B) is SWAT Officer #7
*(C) is SWAT Officer #6

Slugging

Scene Panel
B229 1/4



STD, FLASH LIGHT FX W/ LENS FLARE

Dialogue
239. SWAT MEMBER (CONT'D):
...he might have survived.

Action Notes
Brendon (A) considers what he just heard.

Slugging

Scene Panel
B229 2/4



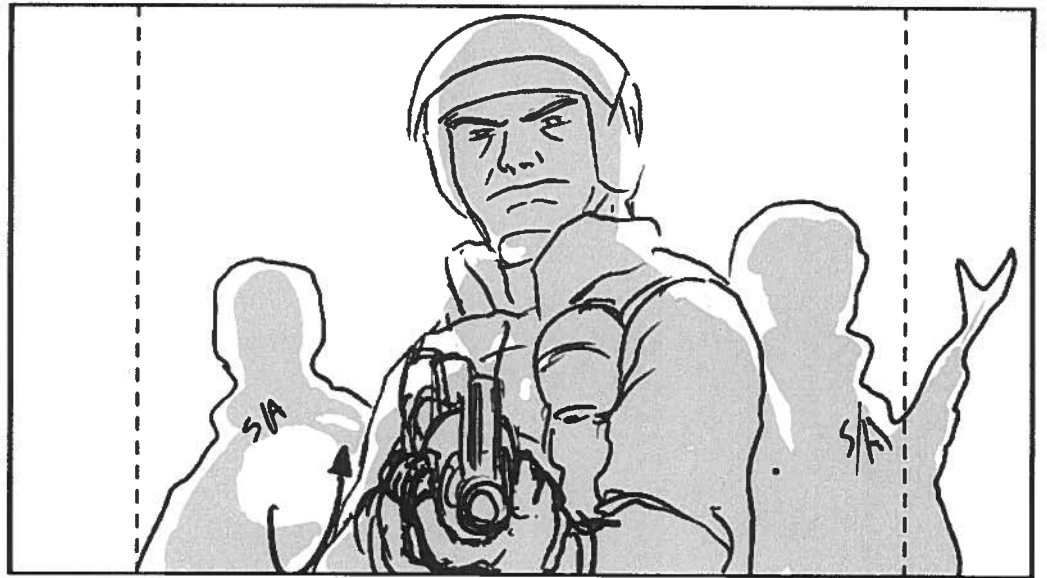


Dialogue

Action Notes
Brendon (A) raises rifle and points it at camera.

Slugging

Scene B229 Panel 3/4



Dialogue

Action Notes
He FIRES. Anim shells from gun and hi-con lighting on and off Brendon as he shoots.

Slugging

Scene B229 Panel 4/4



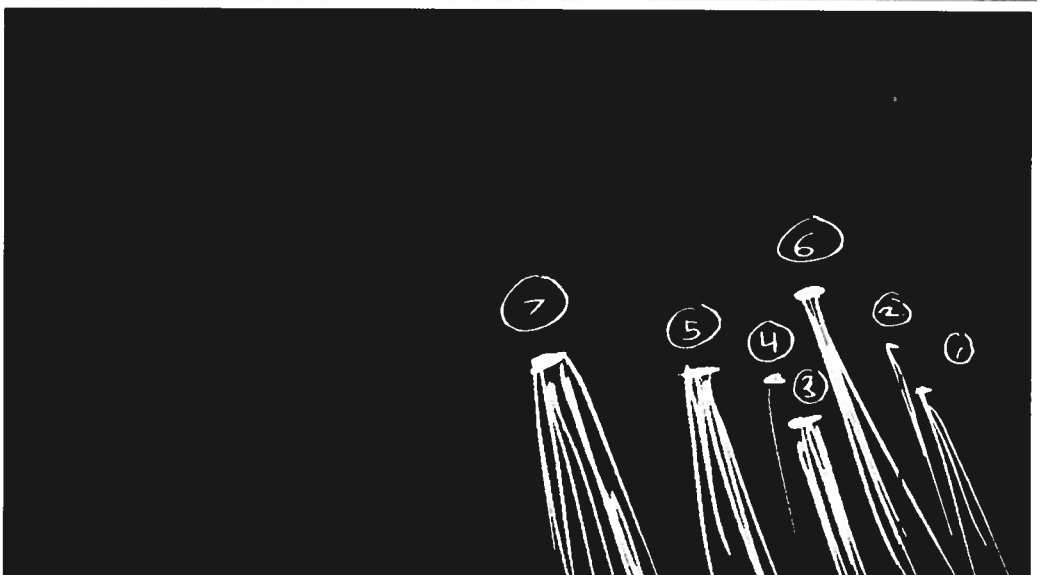
STD. RIFLE BLAST FX

Dialogue

Action Notes
Cut close-up underside of door. H/U bullet holes punching through door towards camera. Light beams through bullet holes.

Slugging

Scene B230 Panel 1/4



STD. CAST LIGHT FX

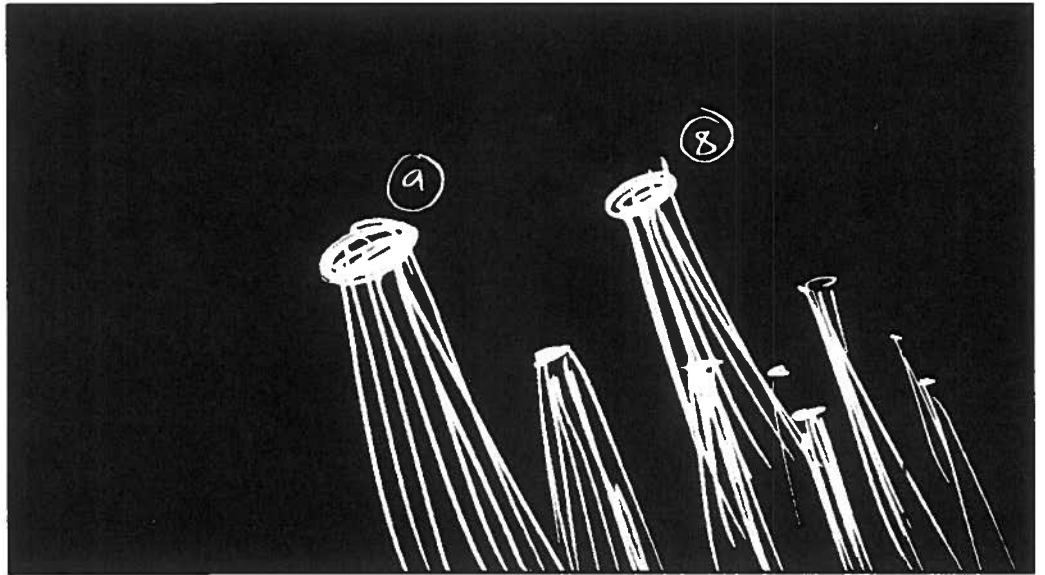
WEDGE TEST

Dialogue

Action Notes
Cont. action.

Slugging

Scene B230 Panel 2/4

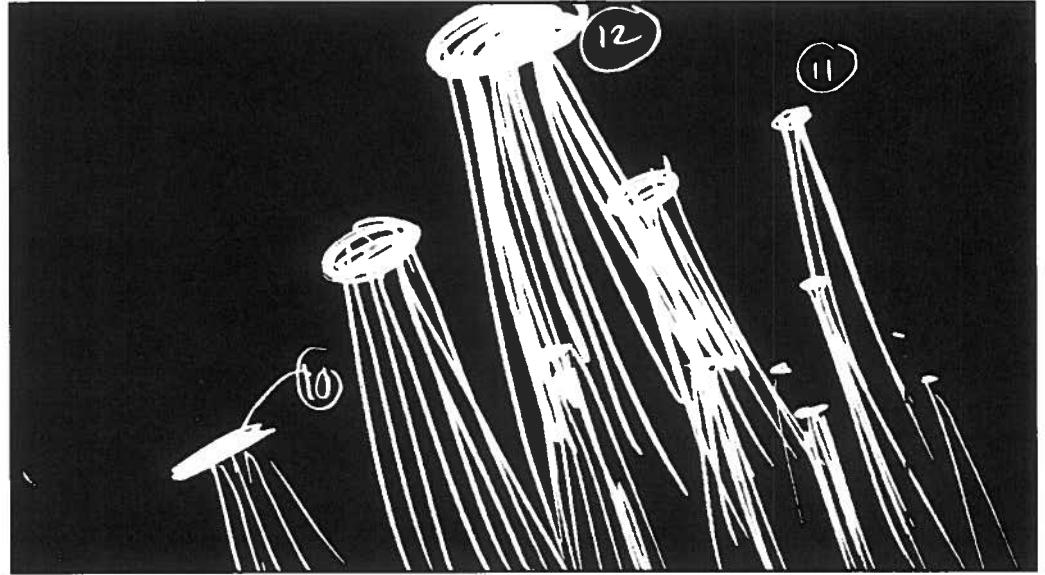


Dialogue

Action Notes
Cont. action.

Slugging

Scene B230 Panel 3/4

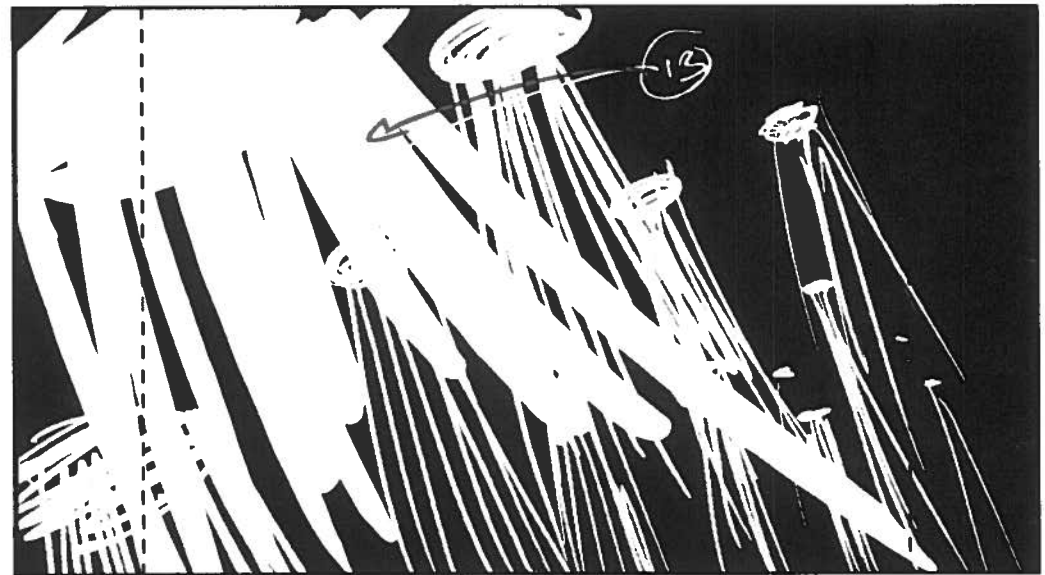


Dialogue

Action Notes
Cont. action.

Slugging

Scene B230 Panel 4/4





Dialogue

Action Notes

Cut back to SWAT Officers. Cont anim shells from gun and hi-con shadows flash on and off Brendon while shooting.

Slugging

Scene

B231

Panel

1/4



STD. RIFLE BLAST FX

Dialogue

Action Notes

Brendon stops firing. DX steam rises from barrel.

Slugging

Scene

B231

Panel

2/4



DX SMOKE FX

Dialogue

240. BRENDON:
Check it out.

Action Notes

Brendon speaks.

Slugging

Scene

B231

Panel

3/4





Dialogue

Action Notes
Officer in back (B) walks toward camera and leans down.

Slugging

Scene B231 Panel 4/4

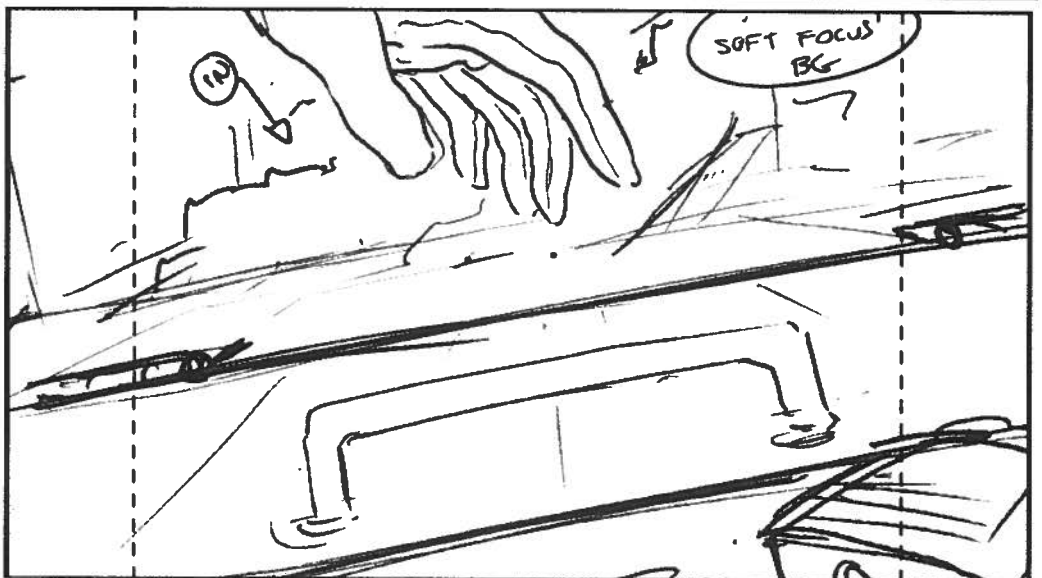


Dialogue

Action Notes
Cut to close-up door handle. Officer's hand enters SC.

Slugging

Scene B232 Panel 1/3

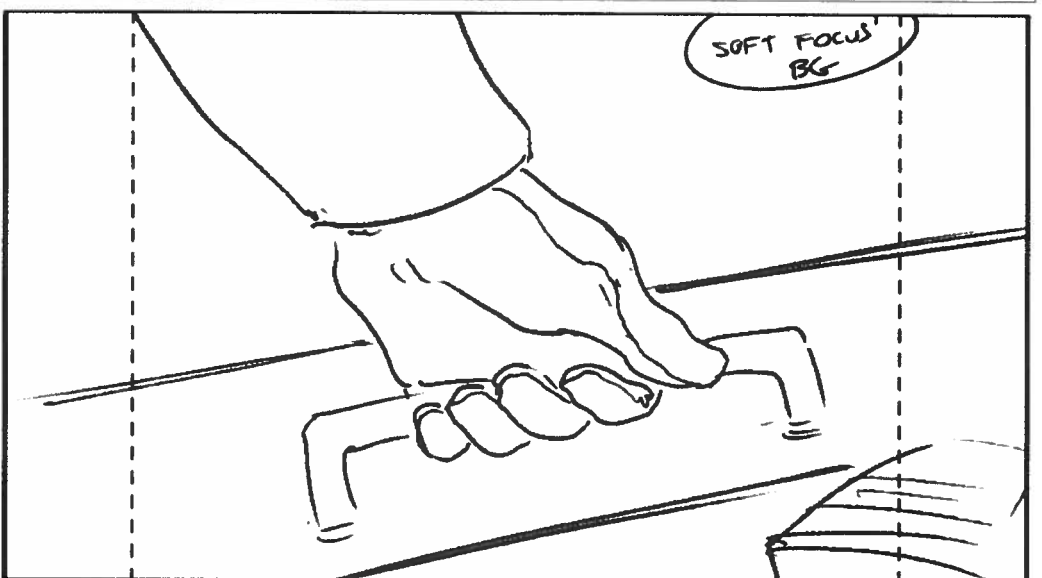


Dialogue

Action Notes
Officer grabs handle.

Slugging

Scene B232 Panel 2/3



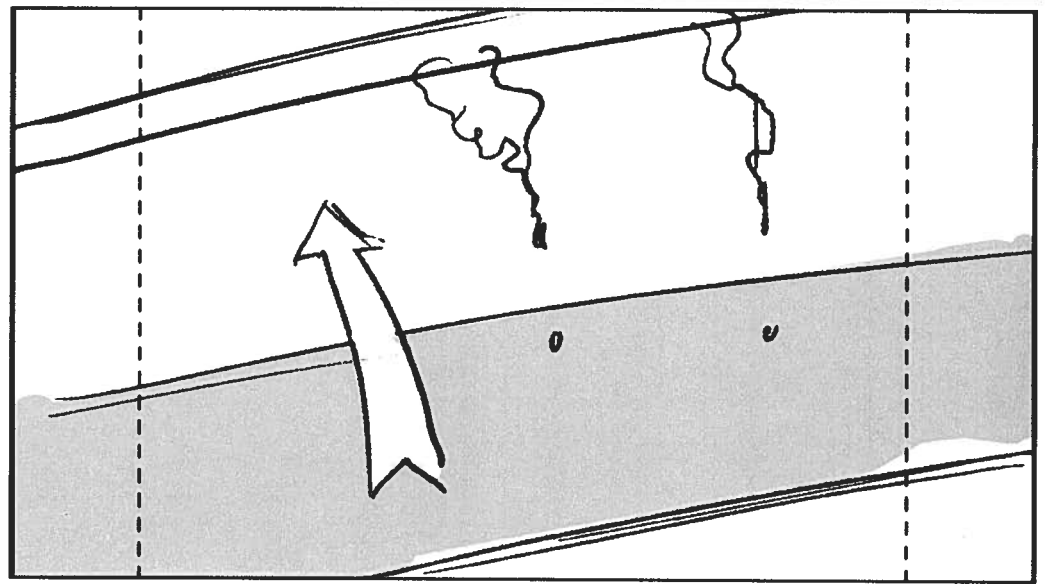


Dialogue

Action Notes
Officer lifts door open.

Slugging

Scene B232 Panel 3/3

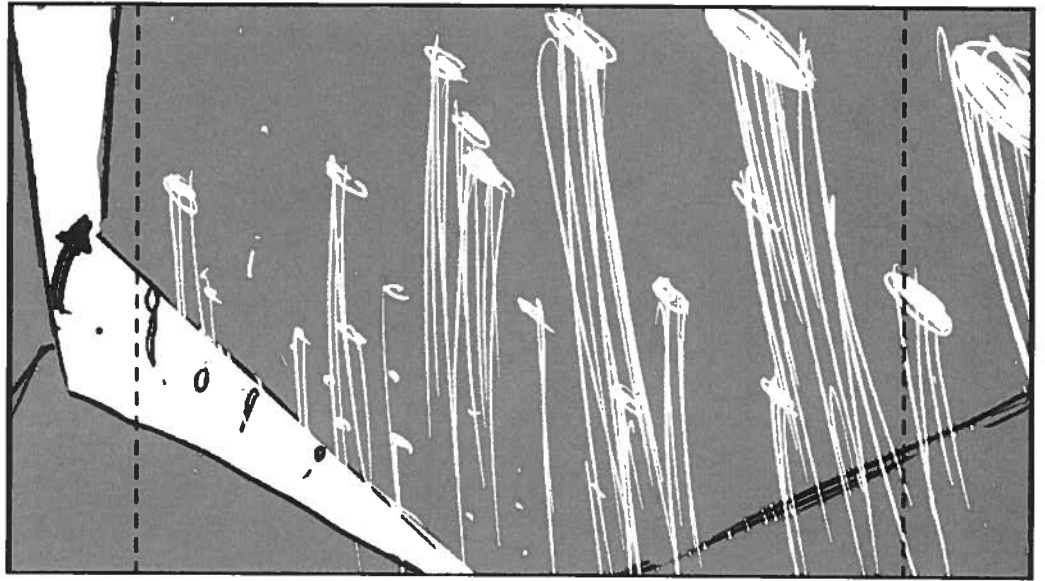


Dialogue

Action Notes
Cut to underneath door. H/U opening door.

Slugging

Scene B233 Panel 1/2



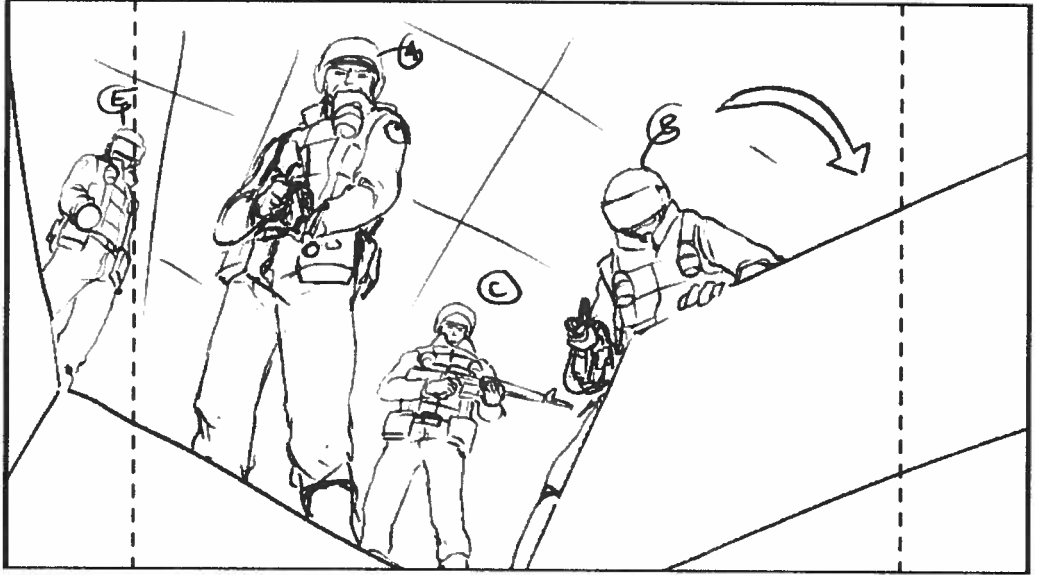
STR. CAST LIGHT FX

Dialogue

Action Notes
Cont. action. Reveal SWAT Officers.
*(A) is SWAT Commander Brendon
*(B) is SWAT Officer #7
*(C) is SWAT Officer #6

Slugging

Scene B233 Panel 2/2



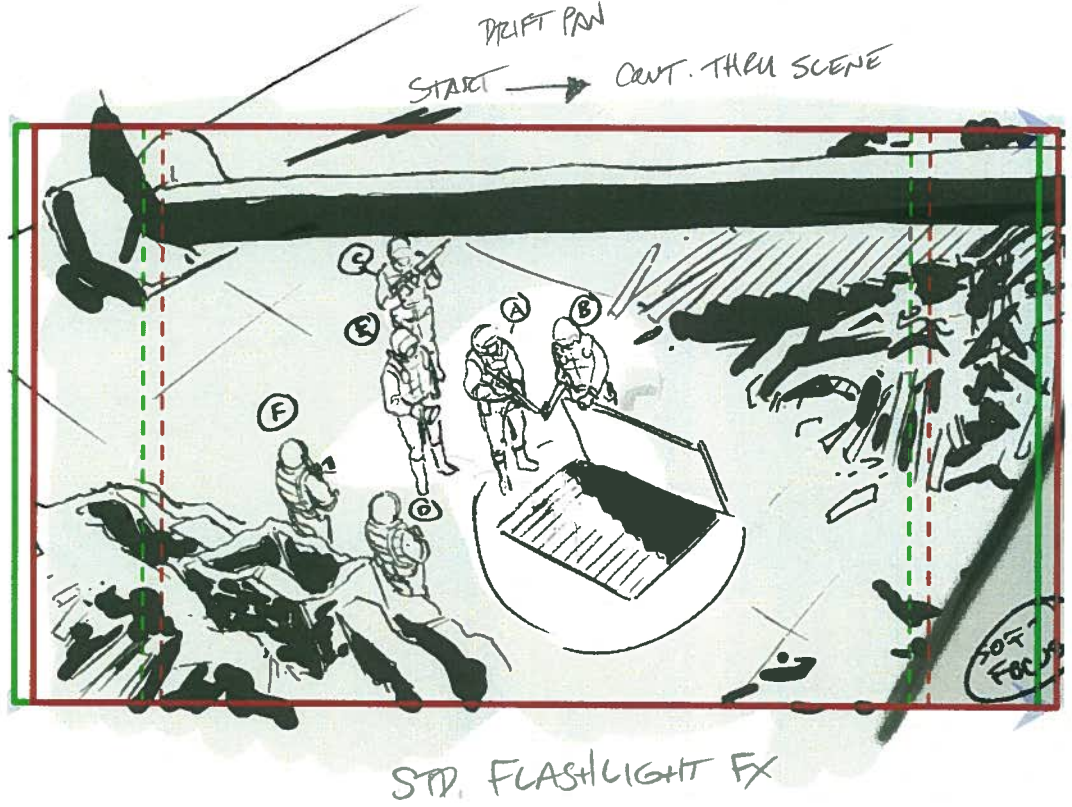


Dialogue

Scene	Panel
B234	1/3

Action Notes
 Cut to wide/downshot of SWAT.
 Continuous Drift pan right throughout scene. H/U.
 *(A) is SWAT Commander Brendon
 *(B) is SWAT Officer #7
 *(C) is SWAT Officer #6

Slugging





Dialogue

Scene

Panel

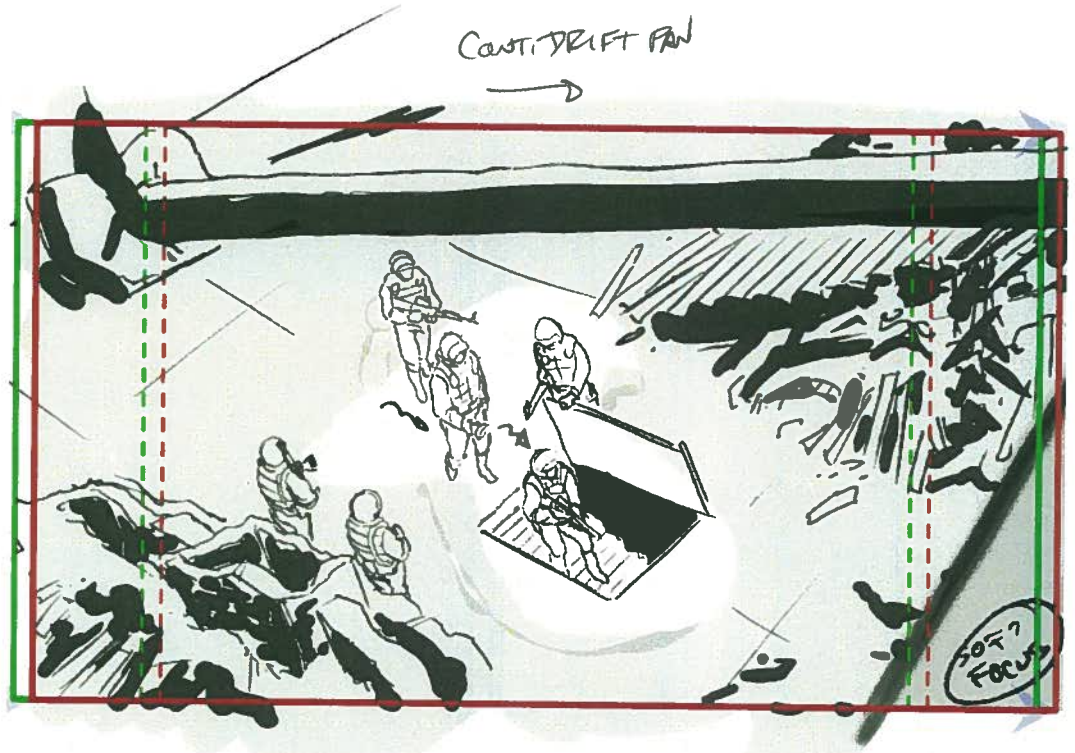
B234

2/3

Action Notes

SWAT Officers start walking down stairs.

Slugging





Dialogue

Scene

Panel

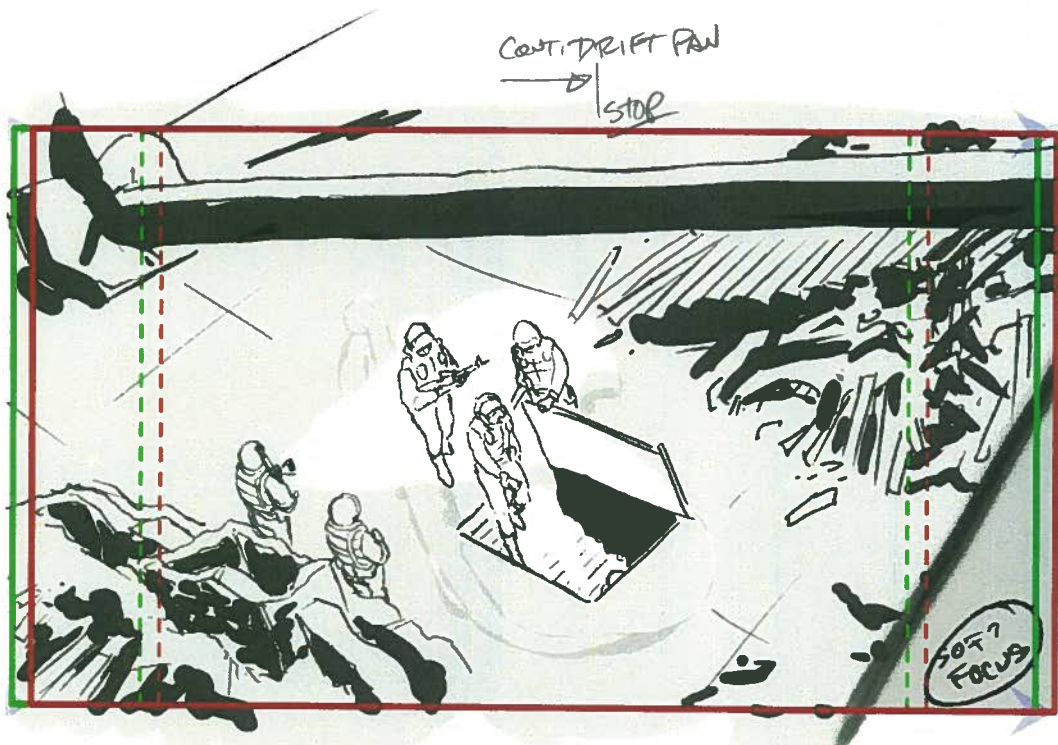
B234

3/3

Action Notes

Cont. action.

Slugging





Dialogue

Scene

B235

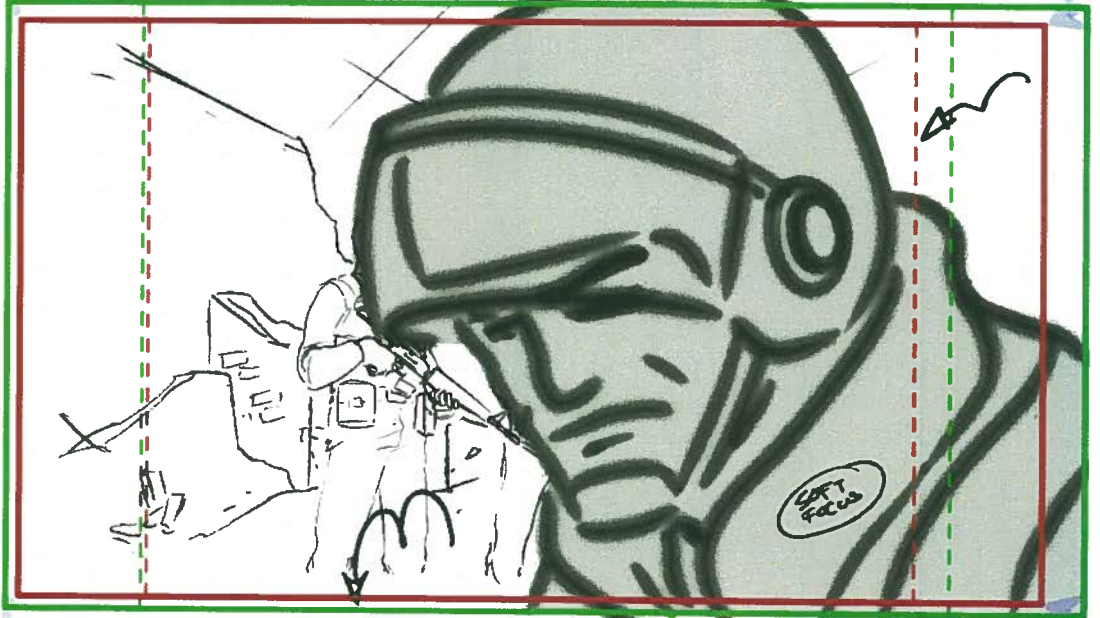
Panel

1/5

Action Notes

Cut to close-up SWAT Officer (soft-focus) walking down stairs (H/U). Slow truck-in.

Slugging



TRUCK IN TO PANEL



Dialogue

Scene

B235

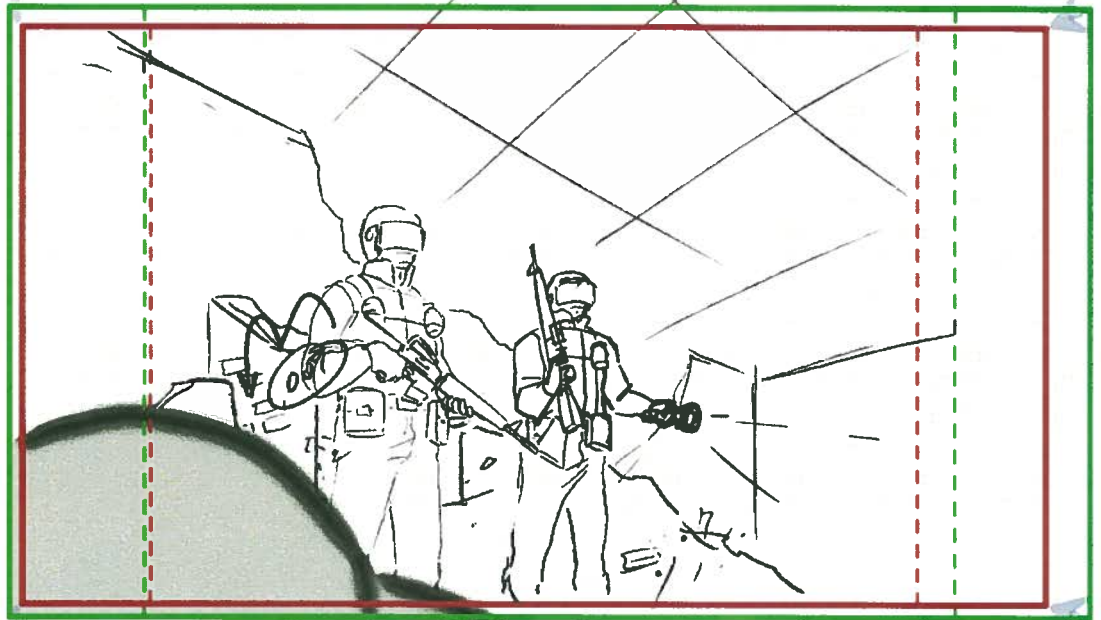
Panel

2/5

Action Notes

Cont. action. Officer walks OS.

Slugging



STD. FLASHLIGHT FX

Cont. T/1

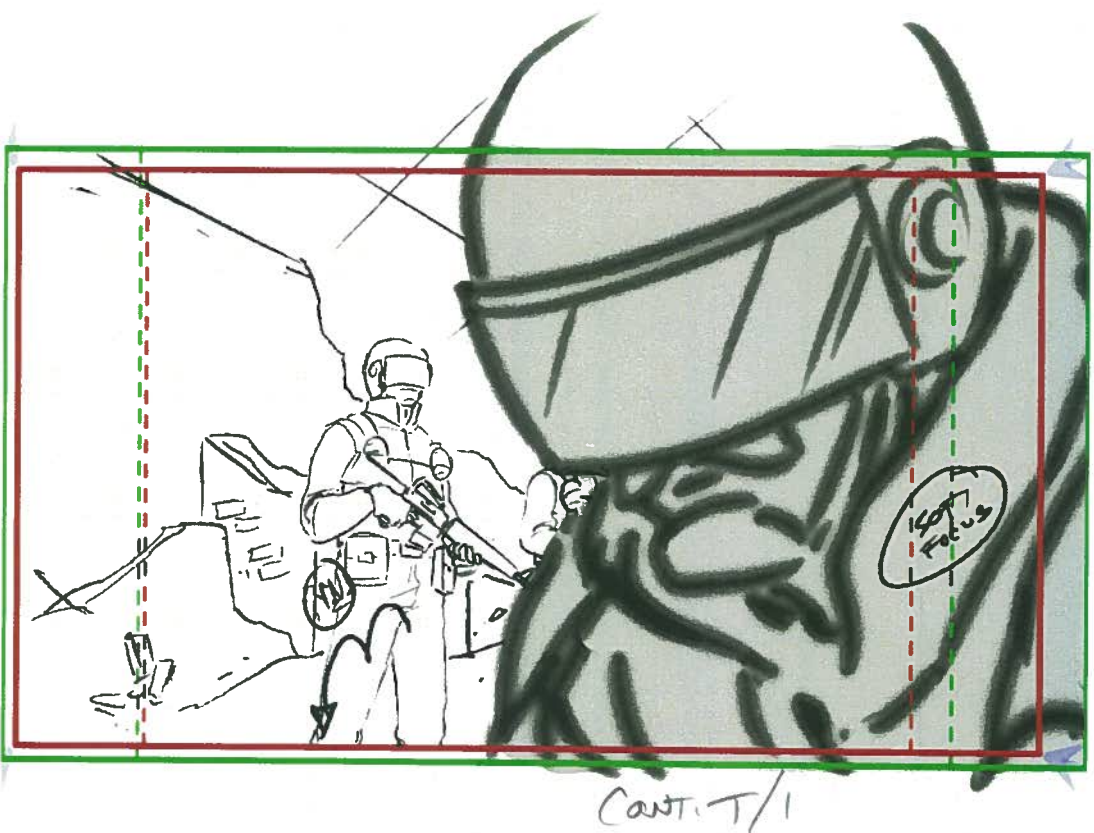


Dialogue

Scene	Panel
B235	3/5

Action Notes
Cont. action. 2nd SWAT Officer
walks into SC.

Slugging





Dialogue

Scene

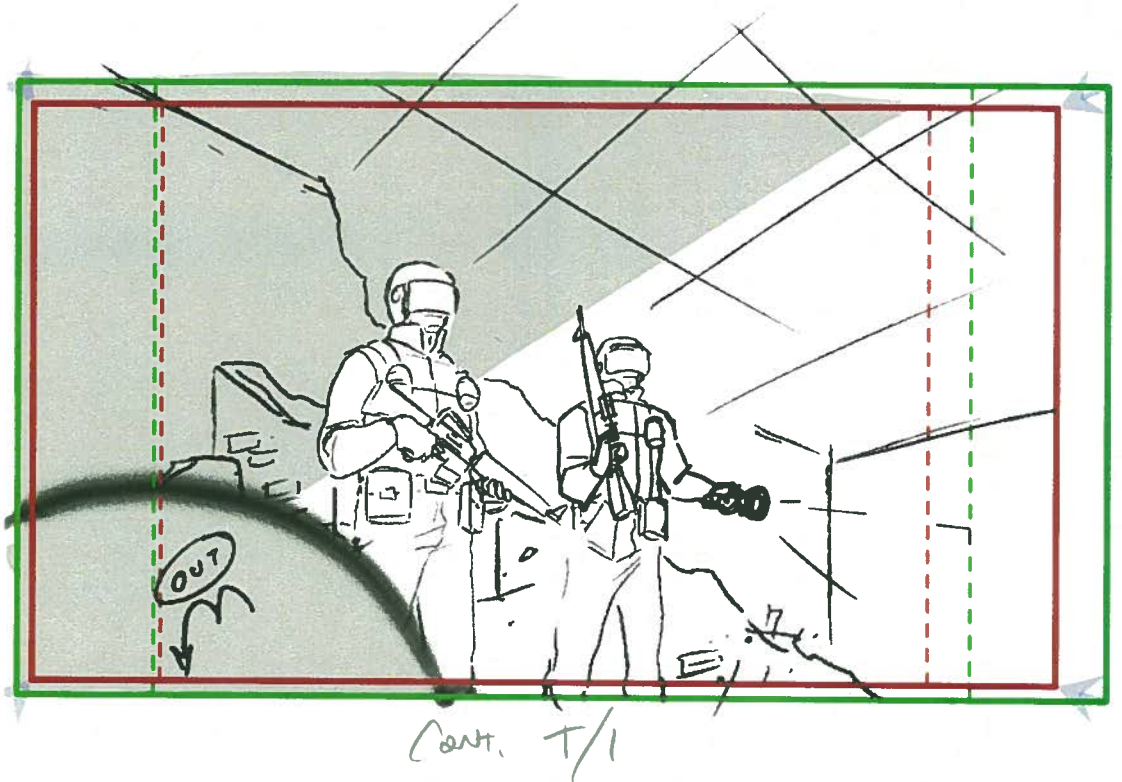
B235

Panel

4/5

Action Notes
Cont. action.

Slugging



Dialogue

Scene

B235

Panel

5/5

Action Notes
2nd Officer walks OS.

Slugging



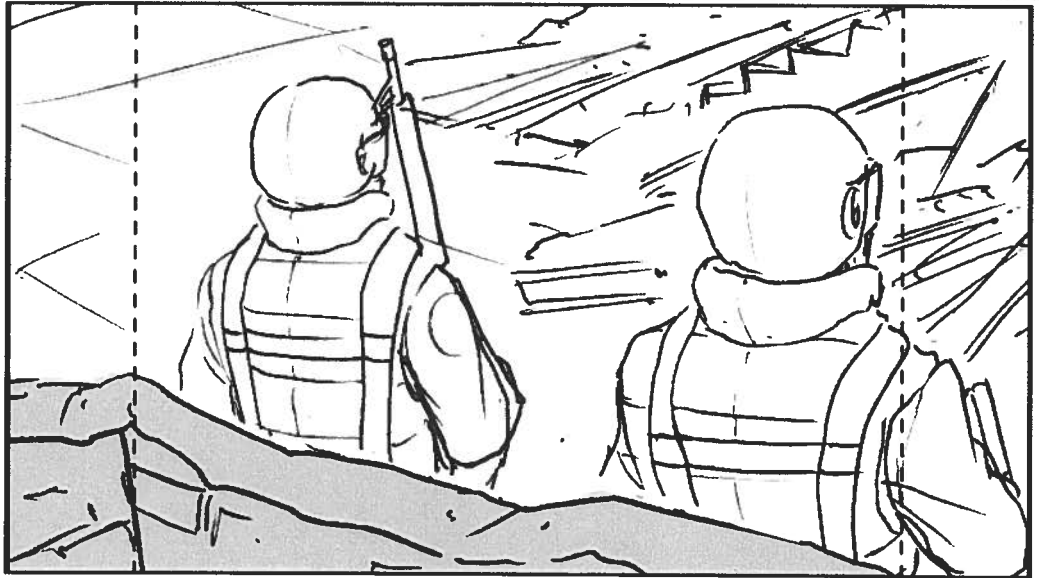


Dialogue

Action Notes
Cut to reverse downshot.
HU SWAT Officers.

Slugging

Scene Panel
B236 1/3

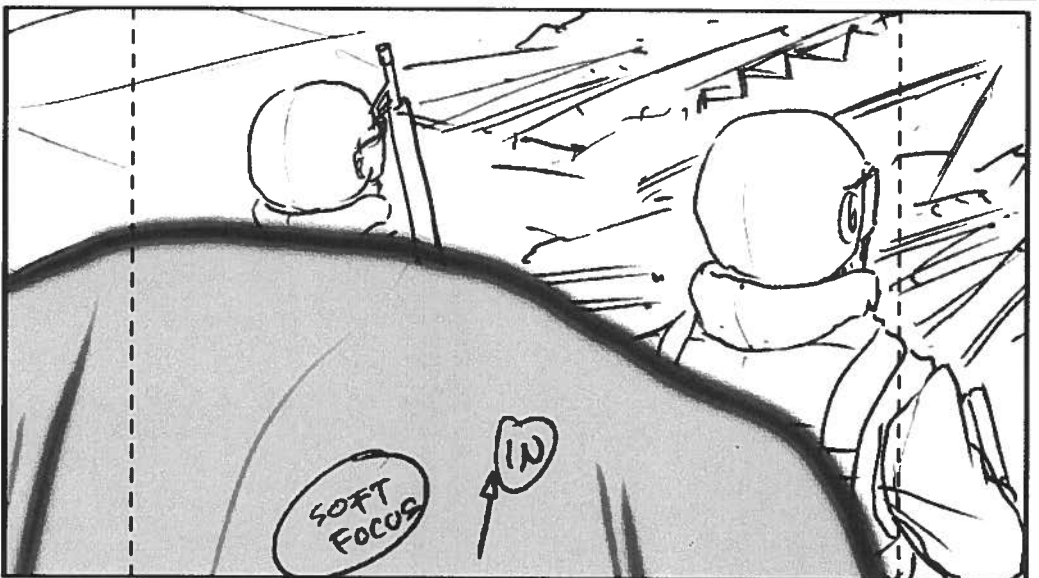


Dialogue

Action Notes
Batman enters SC. (soft focus). He rises slowly.

Slugging

Scene Panel
B236 2/3

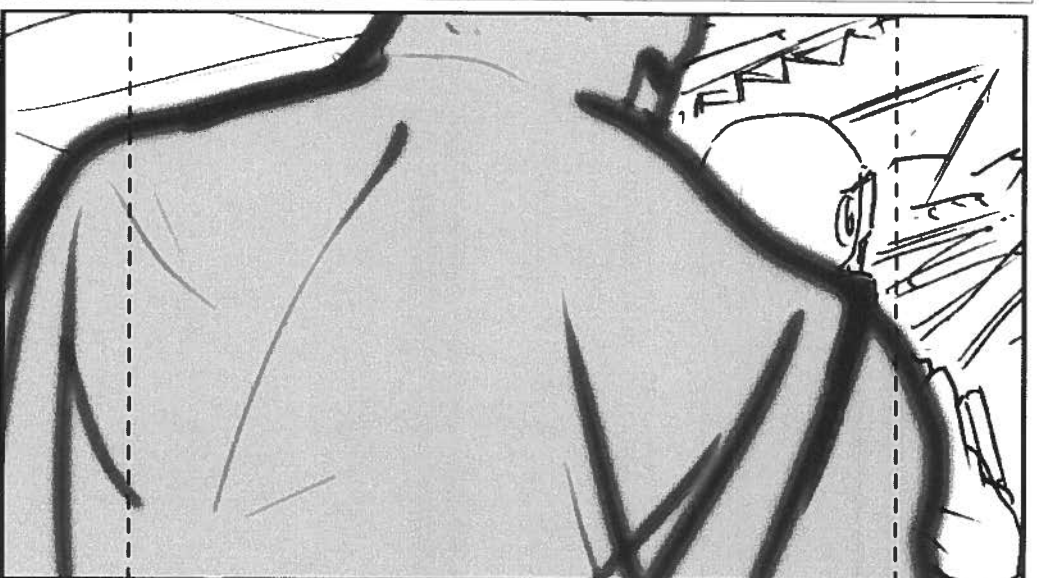


Dialogue

Action Notes
Batman settles slowly.

Slugging

Scene Panel
B236 3/3



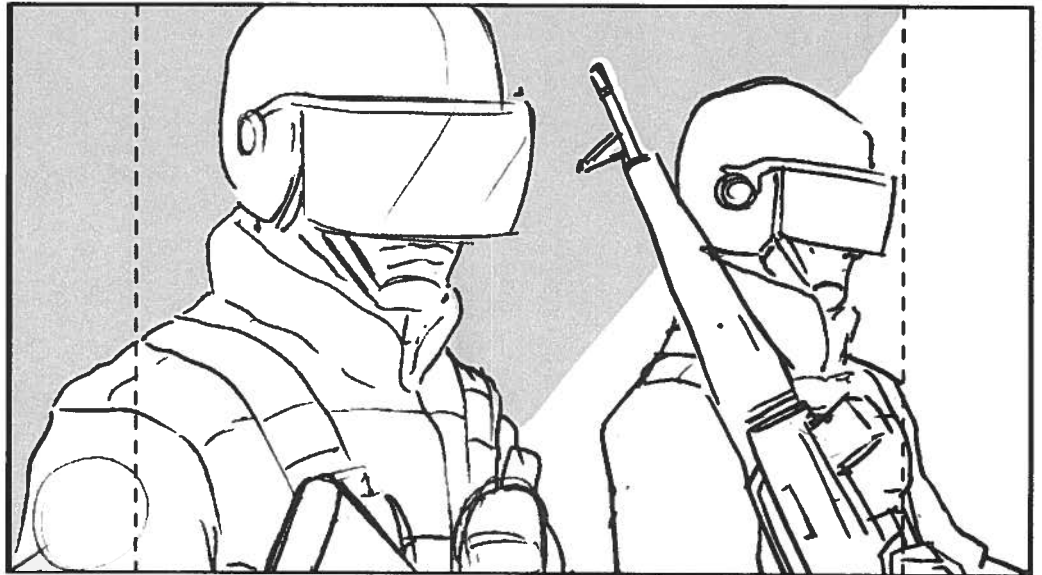


Dialogue

Action Notes
Cut to reverse SWAT Officers.

Slugging

Scene B237 Panel 1/4

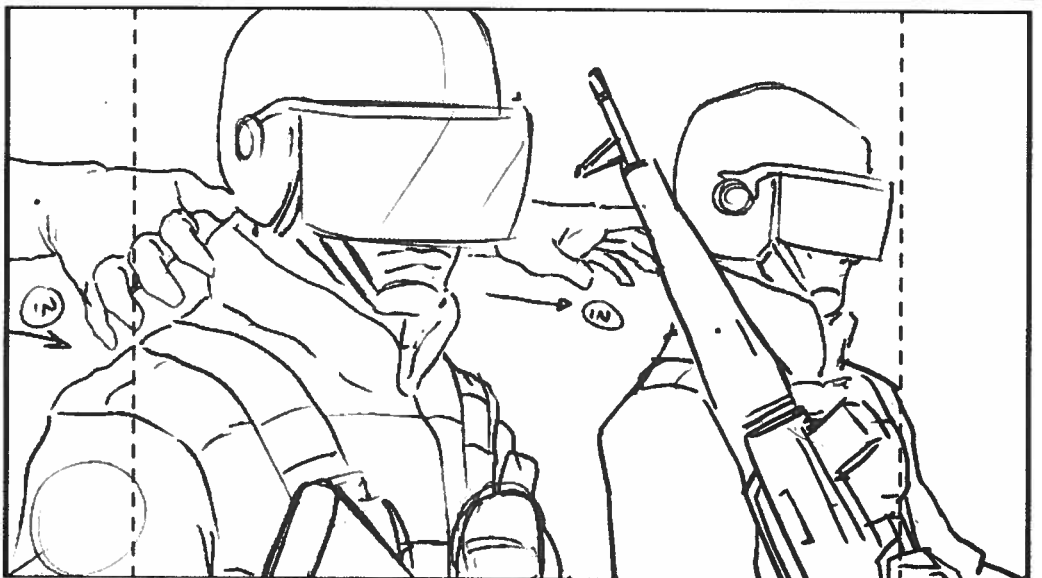


Dialogue

Action Notes
Batman's hands enter SC.

Slugging

Scene B237 Panel 2/4

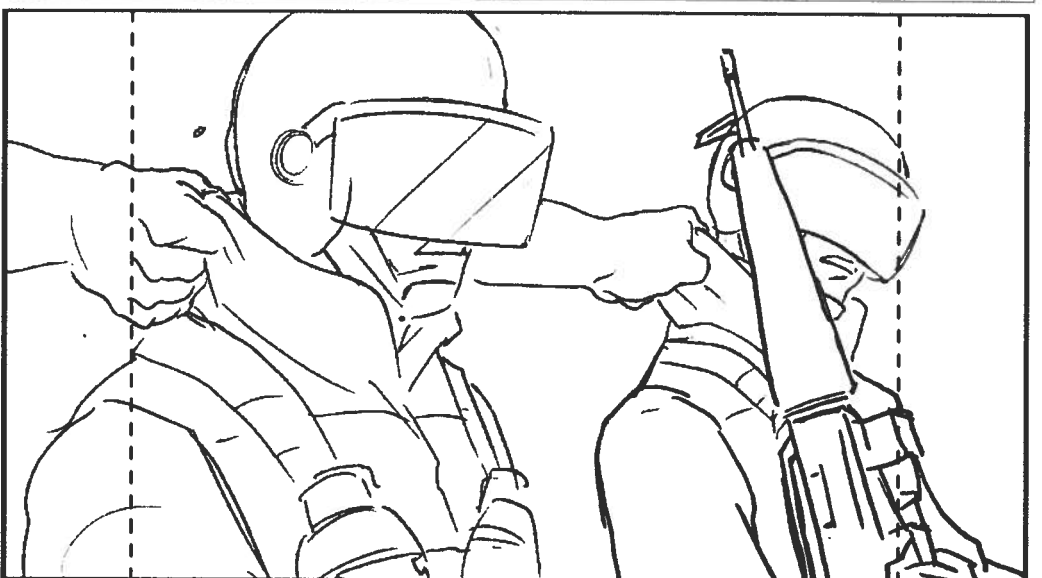


Dialogue

Action Notes
Batman grabs Officers' vests.

Slugging

Scene B237 Panel 3/4





Dialogue

Action Notes
Batman pulls Officers together.

Slugging

Scene B237 Panel 4/4

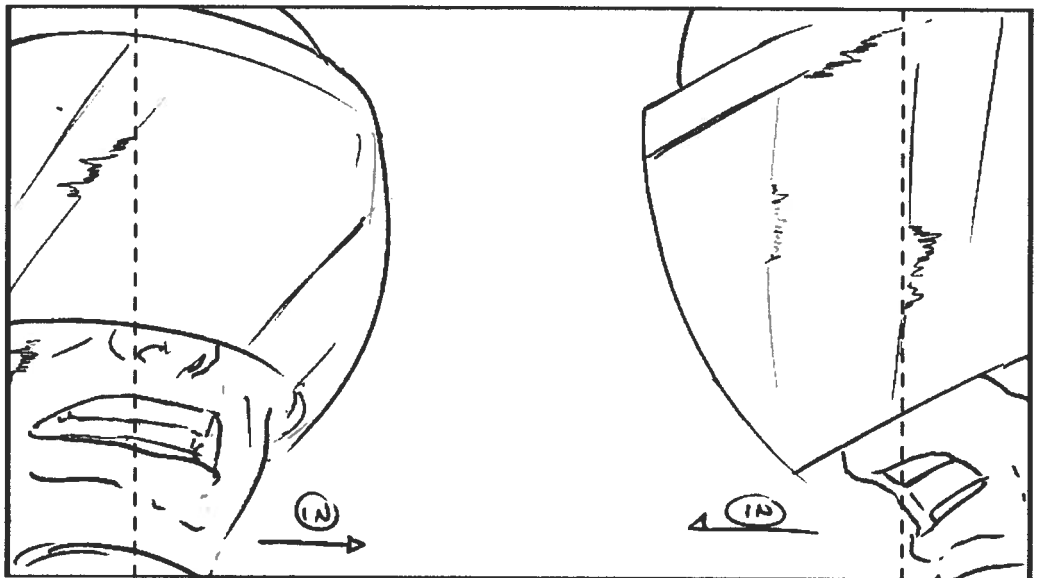


Dialogue

Action Notes
Cut to close-up of SWAT helmets into SC.
Dark shadowy area is behind them.

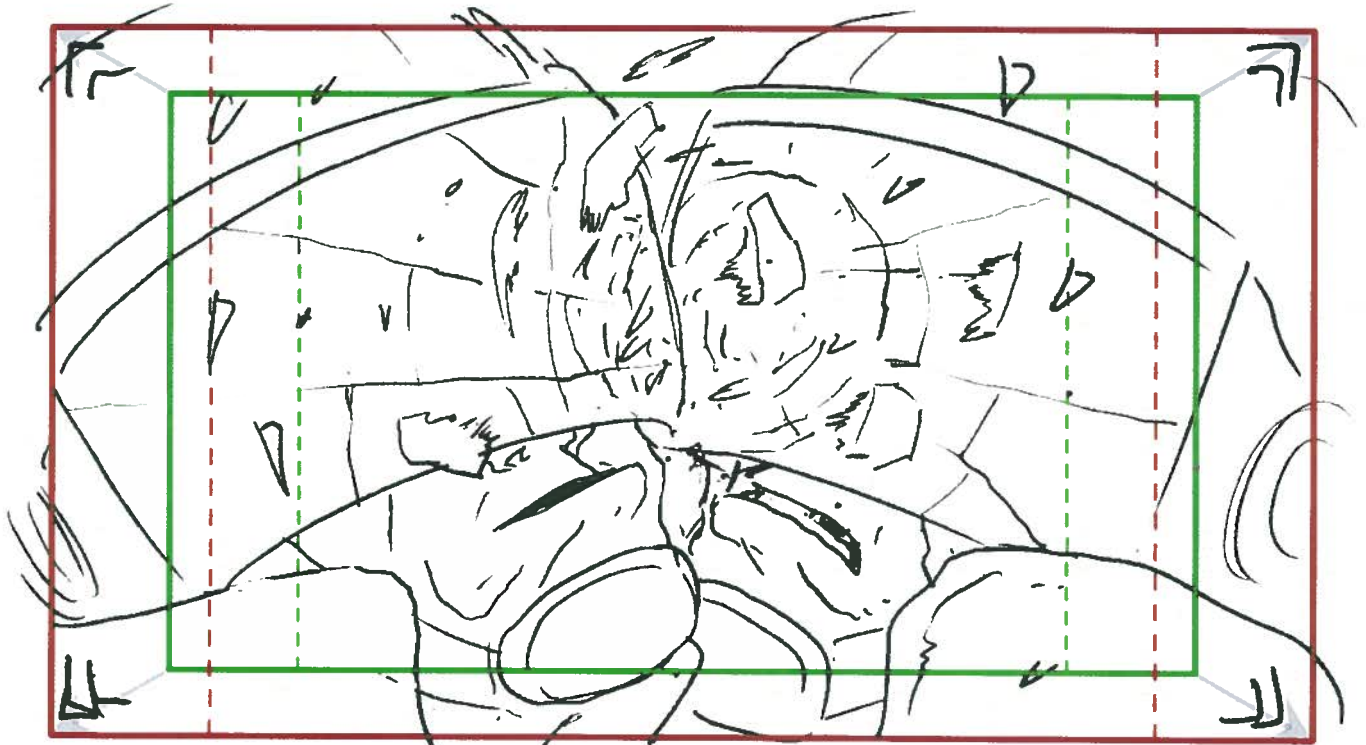
Slugging

Scene B238 Panel 1/5





Scene	Panel
B238	2/5



TRUCK IN
CAM SHAKE

Dialogue

240A. 2 SWAT MEMBERS:

Oof!

Action Notes

Snap truck-out and slight camera shake as helmets crash into each other.

Slugging



Dialogue

Scene

B238

Panel

3/5

Action Notes

Cont. action as SWAT Officers fall OS.

Slugging



Dialogue

Scene

B238

Panel

4/5

Action Notes

Officers fall OS. Fade up Batman eyes (soft-focus).

Slugging



Dialogue

Scene

B238

Panel

5/5

Action Notes

Rack focus to eyes.

Slugging

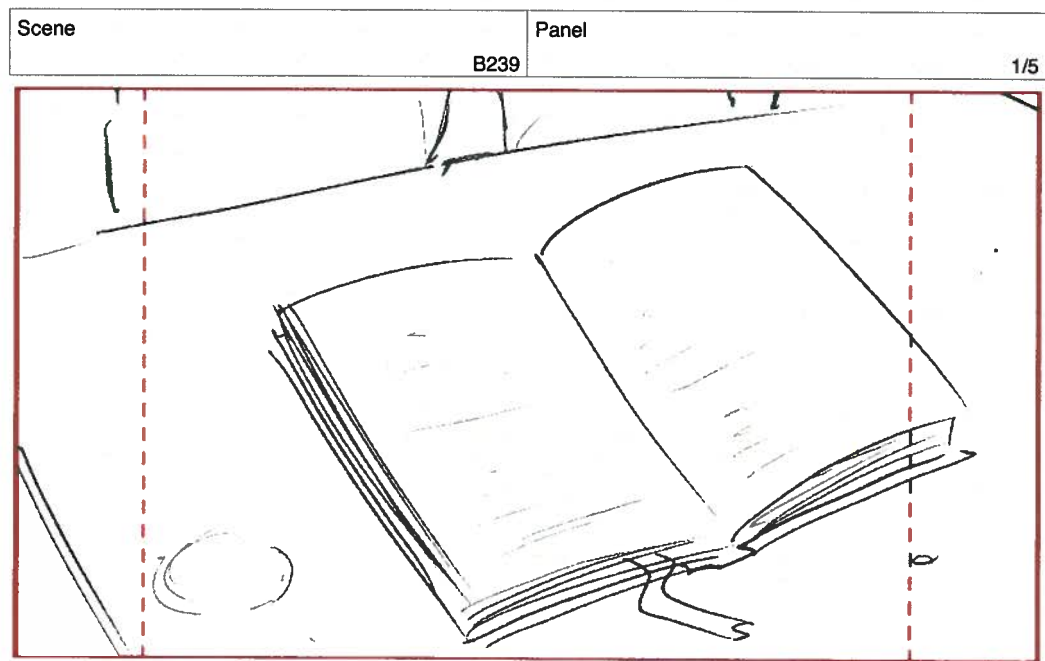




Dialogue

Action Notes
INT. BASEMENT-NIGHT.
Cut to close-up Bible.

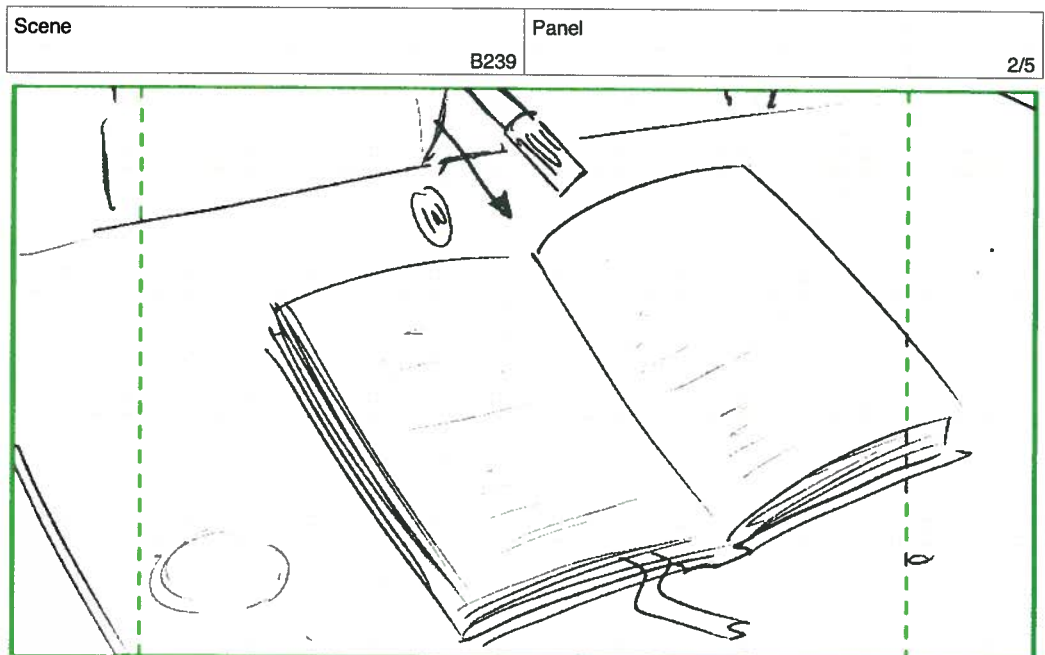
Slugging



Dialogue

Action Notes
Rifle's muzzle enters SC.

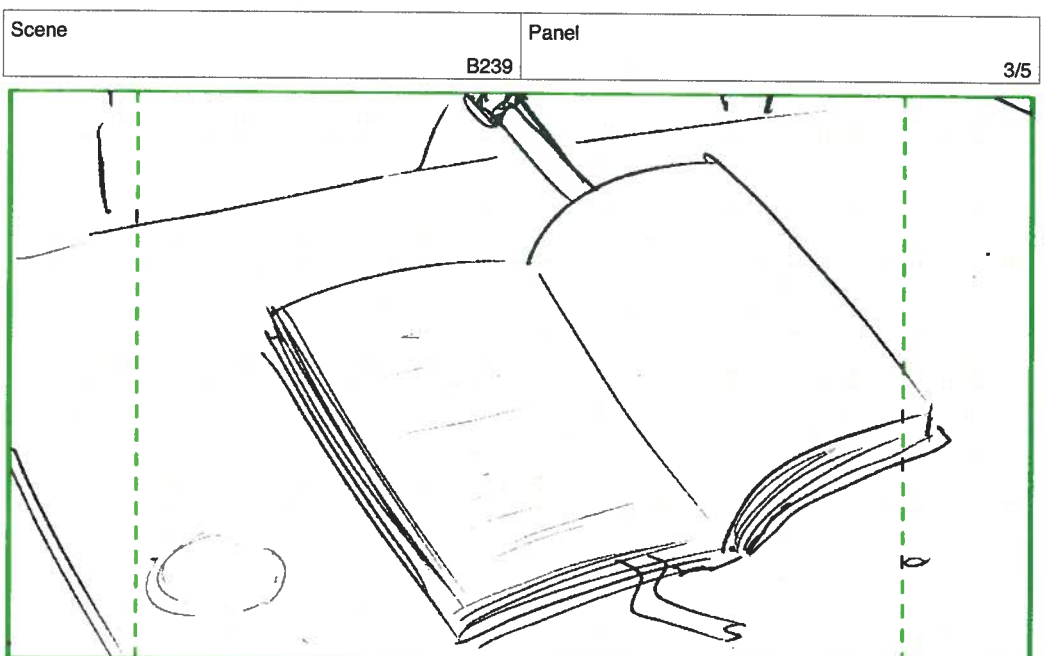
Slugging



Dialogue

Action Notes
Muzzle goes underneath book.

Slugging



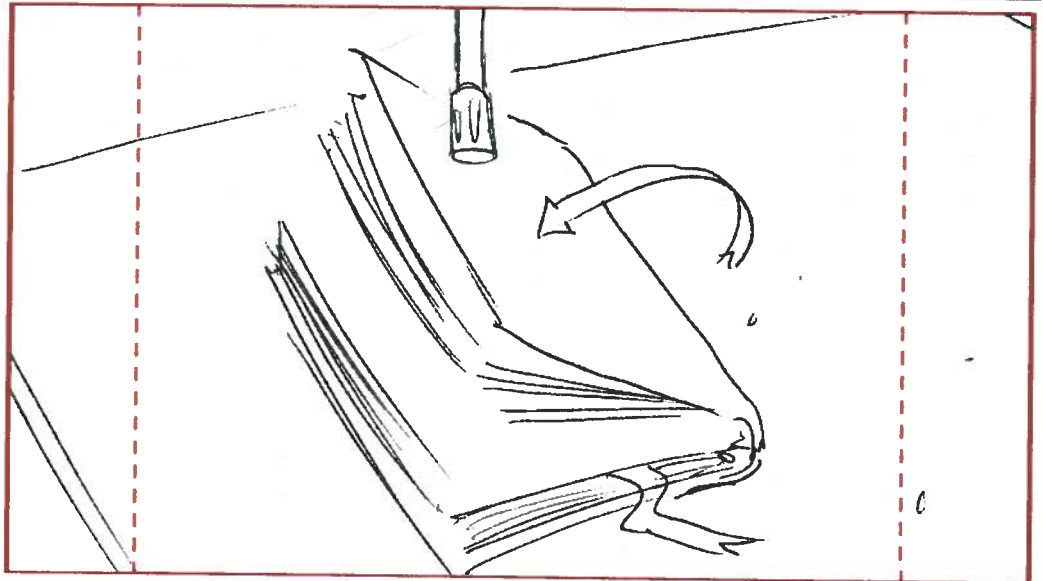


Dialogue

Action Notes
Muzzle closes book.

Slugging

Scene B239 Panel 4/5



Dialogue

Action Notes
Muzzle goes OS.

Slugging

Scene B239 Panel 5/5



Dialogue

Action Notes
Cut to close-up SWAT Officer (B).
*(A) is SWAT Commander Brendon
*(B) is SWAT Officer #7
*(C) is SWAT Officer #6

Slugging

Scene B240 Panel 1/5





Dialogue
241. SWAT MEMBER:
Super must have...

Action Notes
Cont.

Slugging

Scene Panel
B240 2/5



Dialogue
241. SWAT MEMBER (CONT'D):
...lived here.

Action Notes
Door in BG begins to close.

Slugging

Scene Panel
B240 3/5



Dialogue

Action Notes
Door in BG slams closed.

Slugging

Scene Panel
B240 4/5





Dialogue

Action Notes
Brendon and SWAT officers turn towards it.

Slugging

Scene B240 Panel 5/5

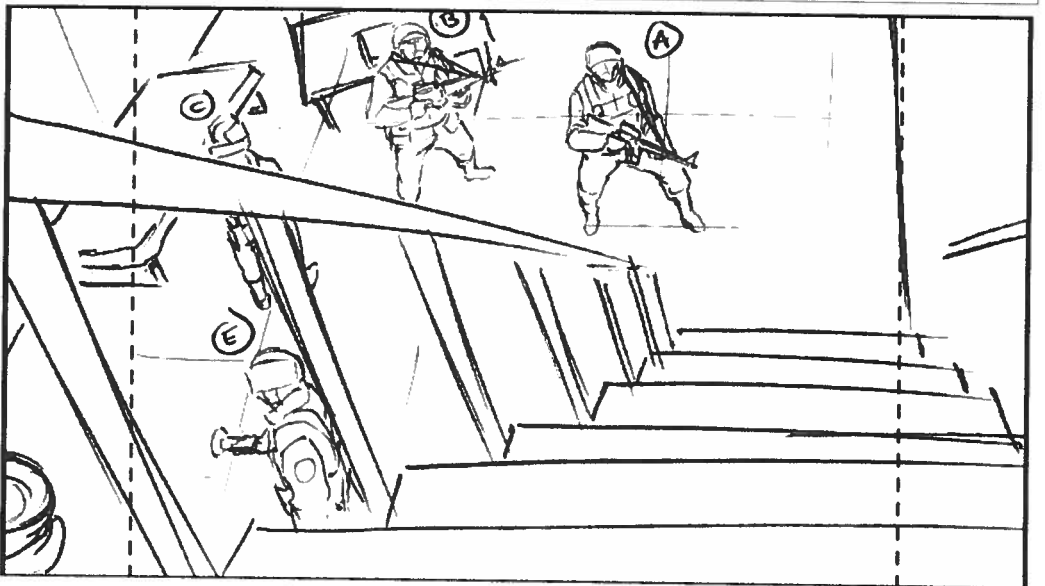


Dialogue

Action Notes
Cut to wide downshot of Brendon and SWAT Officers.
*(A) is SWAT Commander Brendon
*(B) is SWAT Officer #7
*(C) is SWAT Officer #6

Slugging

Scene B241 Panel 1/4



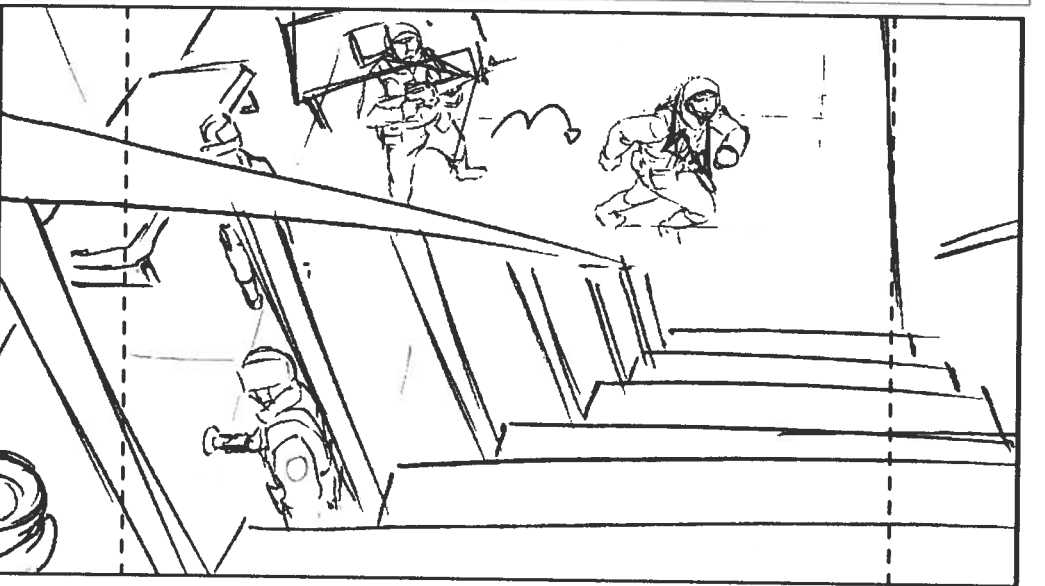
STD. FLASH LIGHT FX

Dialogue
242. BRENDON:
What the hell's...

Action Notes
Brendon runs towards stairs.

Slugging

Scene B241 Panel 2/4





Dialogue
 242. BRENDON (CONT'D):
 ...going on??

Action Notes
 Brendon runs up stairs.

Slugging

Scene Panel
 B241 3/4

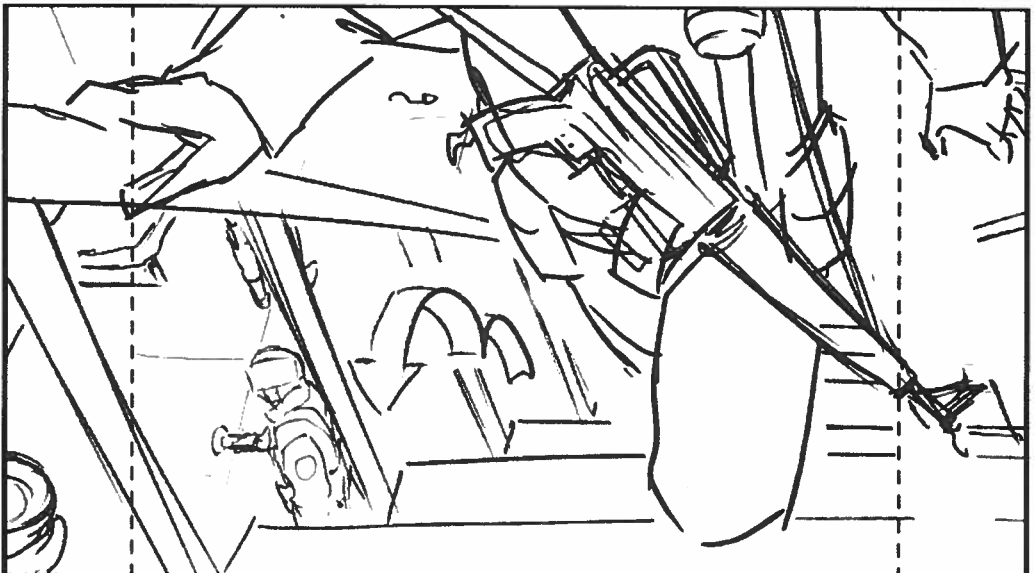


Dialogue

Action Notes
 Cont. action.
 Officer B starts to follow.

Slugging

Scene Panel
 B241 4/4

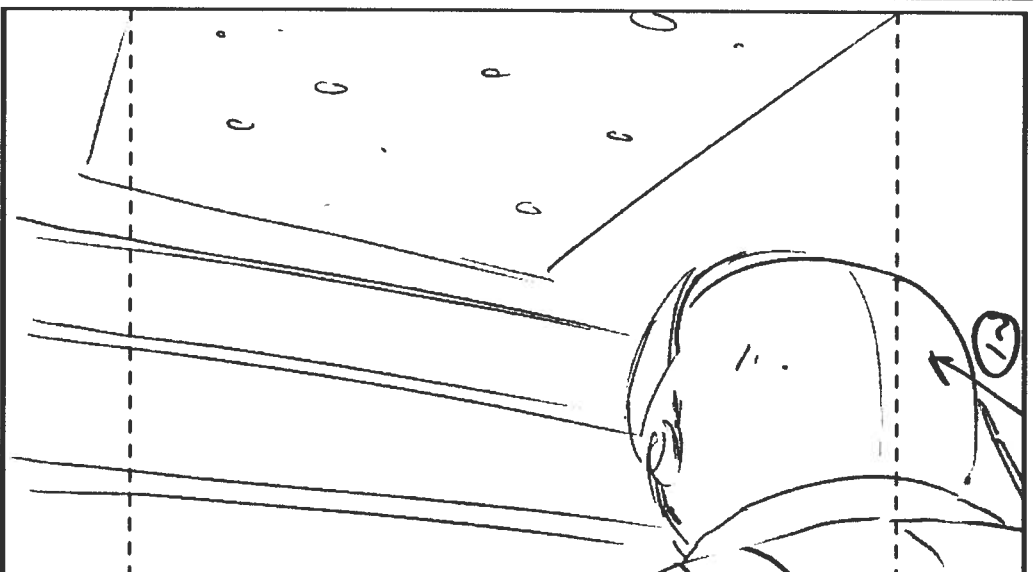


Dialogue

Action Notes
 Cut to OTS Branden on door. H/U
 Brendon running up.

Slugging

Scene Panel
 B242 1/7





Dialogue

Scene

Panel

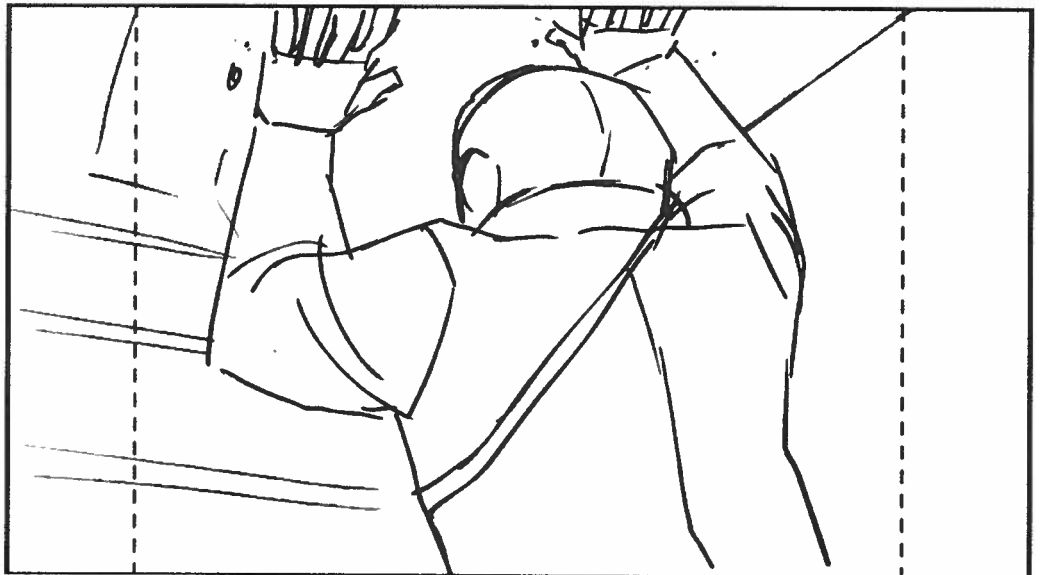
B242

2/7

Action Notes

Cont. action. Brendon pushes door.

Slugging



Dialogue

Scene

Panel

B242

3/7

Action Notes

Cont. action. Brendon pushes harder.

Slugging



Dialogue

Scene

Panel

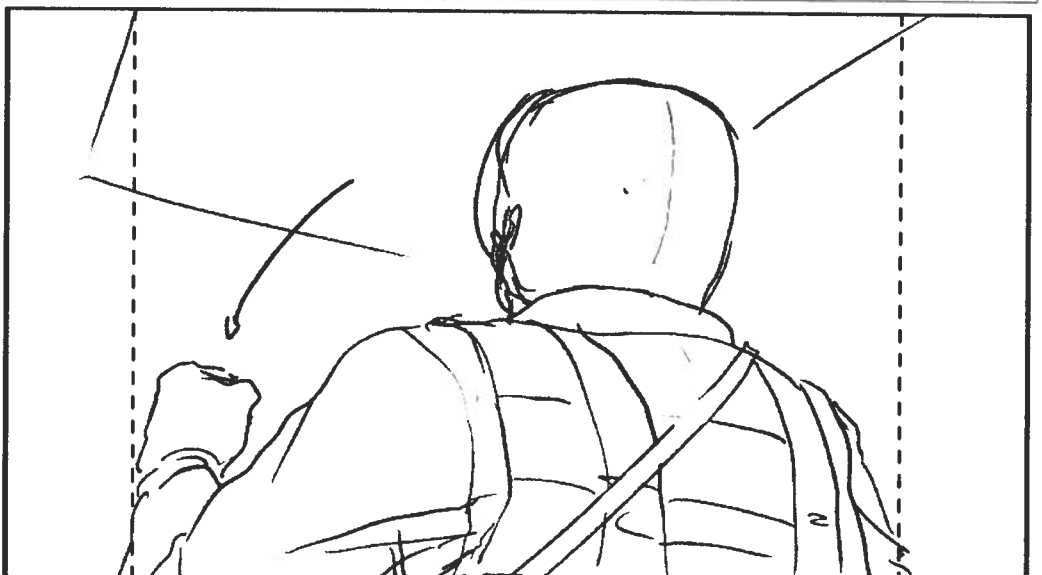
B242

4/7

Action Notes

He stops for a beat.

Slugging





Dialogue
242. BRENDON (CONT'D):
Open that goddamn door!

Action Notes
Cont. action. Brendon pounds on the door angrily.

Slugging

Scene B242 Panel 5/7

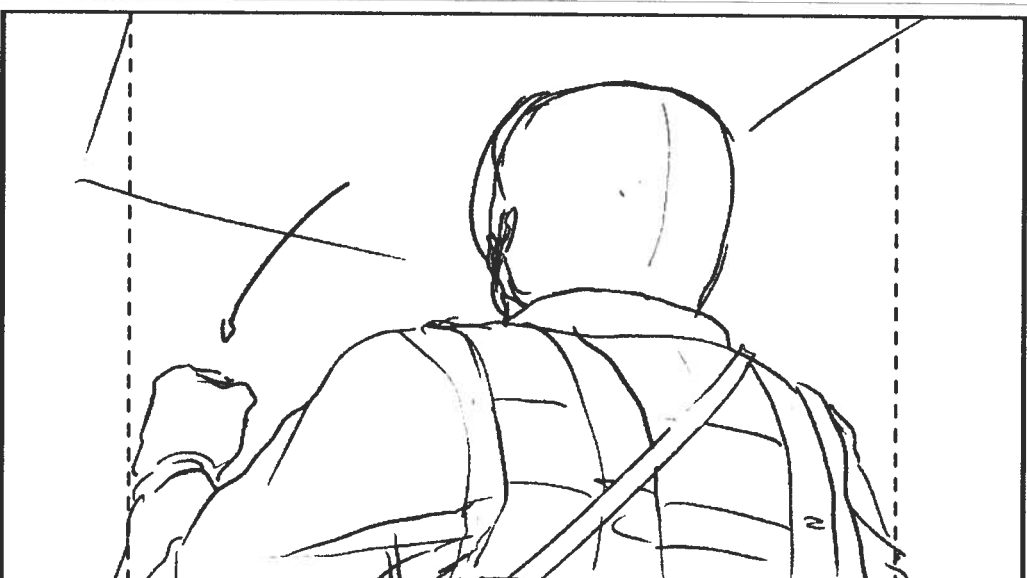


Dialogue
243. BATMAN (OS RADIO):
I like...

Action Notes
He lowers his arm.

Slugging

Scene B242 Panel 6/7



Dialogue
243. BATMAN (OS RADIO) (CONT'D):
...you right...

Action Notes
Brendon turns towards radio (OS).

Slugging

Scene B242 Panel 7/7





Dialogue

243. BATMAN (OS RADIO) (CONT'D):
...where you are, Brendon.

Action Notes

Cut to close-up of Brendon's radio.

Slugging

Scene

B243

Panel

1/1



Dialogue

244. BATMAN:
Too many people have already
died. Order your squads to
withdraw.

Action Notes

Cut to medium Batman &
unconscious SWAT Officers.
Drift pan right.

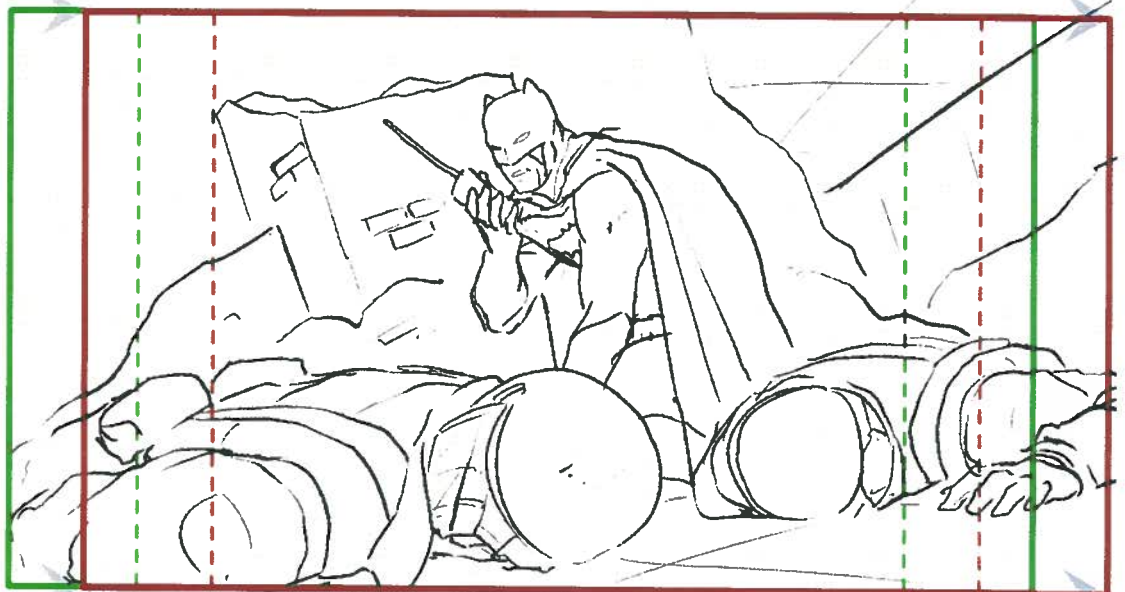
Slugging

Scene

B244

Panel

1/1





Dialogue
244. BATMAN (RADIO) (CONT'D):
I can't...

Action Notes
Cut to close-up Brendon. Brendon brings radio into SC.

Slugging

Scene Panel
B245 1/4



Dialogue
244. BATMAN (RADIO) (CONT'D):
...guarantee their safety.

Action Notes
He listens for a beat.

Slugging

Scene Panel
B245 2/4



Dialogue
245. BRENDON:
Units One and Two, converge on the lobby!

Action Notes
Brendon shouts into the radio.

Slugging

Scene Panel
B245 3/4





Dialogue
245. BRENDON (CONT'D):
He's here!

Action Notes
Brendon looks up.

Slugging

Scene Panel
B245 4/4



Dialogue
245. BRENDON (OS RADIO) (CONT'D):
Shoot on...

Action Notes
SWAT Officers look around one of the upper floors.

Slugging

Scene Panel
B245_A 1/5



Dialogue
245. BRENDON (OS RADIO) (CONT'D):
...sight!

Action Notes
They stop to listen to the radio call from
Brendon.
Stagger movement.

Slugging

Scene Panel
B245_A 2/5





Dialogue

Scene

Panel

B245_A

3/5

Action Notes

They begin to run back downstairs towards the lobby.

Slugging



Dialogue

Scene

Panel

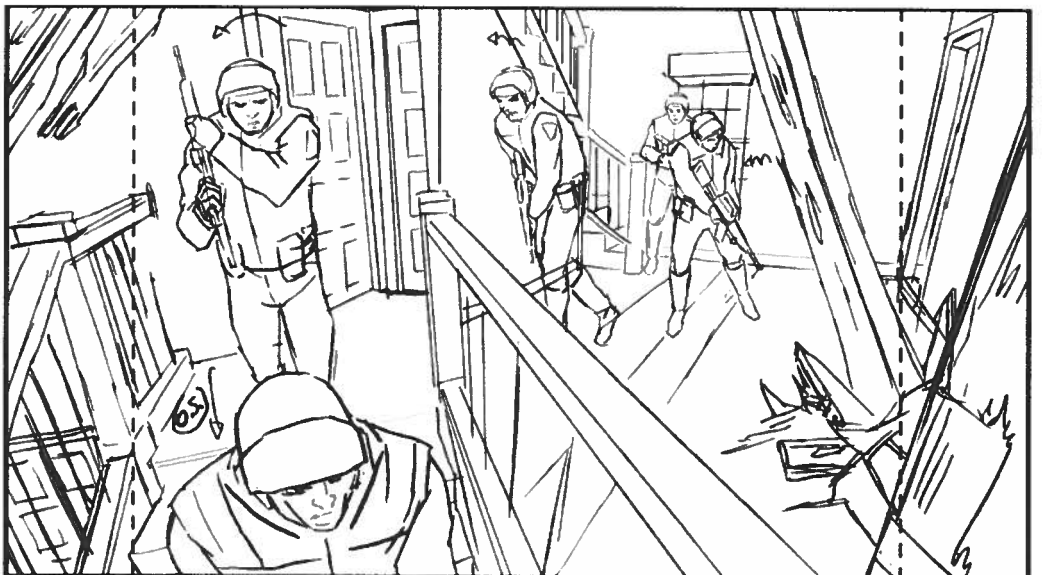
B245_A

4/5

Action Notes

Cont.

Slugging



Dialogue

Scene

Panel

B245_A

5/5

Action Notes

Cont.

Slugging



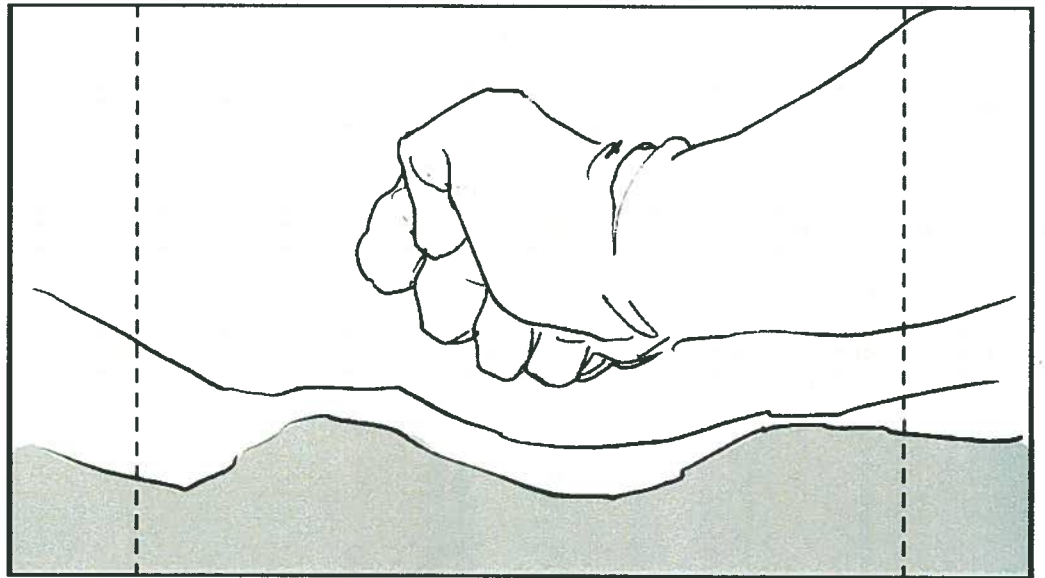


Dialogue

Action Notes
Cut to close up Batman's hand over chimney.

Slugging

Scene B246 Panel 1/2

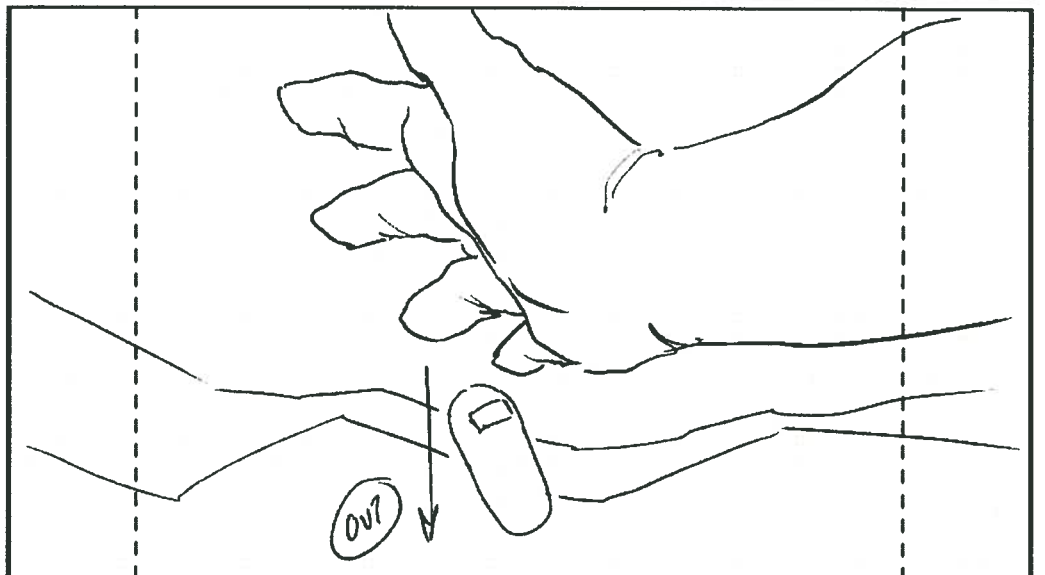


Dialogue

Action Notes
Batman drops capsule OS.

Slugging

Scene B246 Panel 2/2



Dialogue

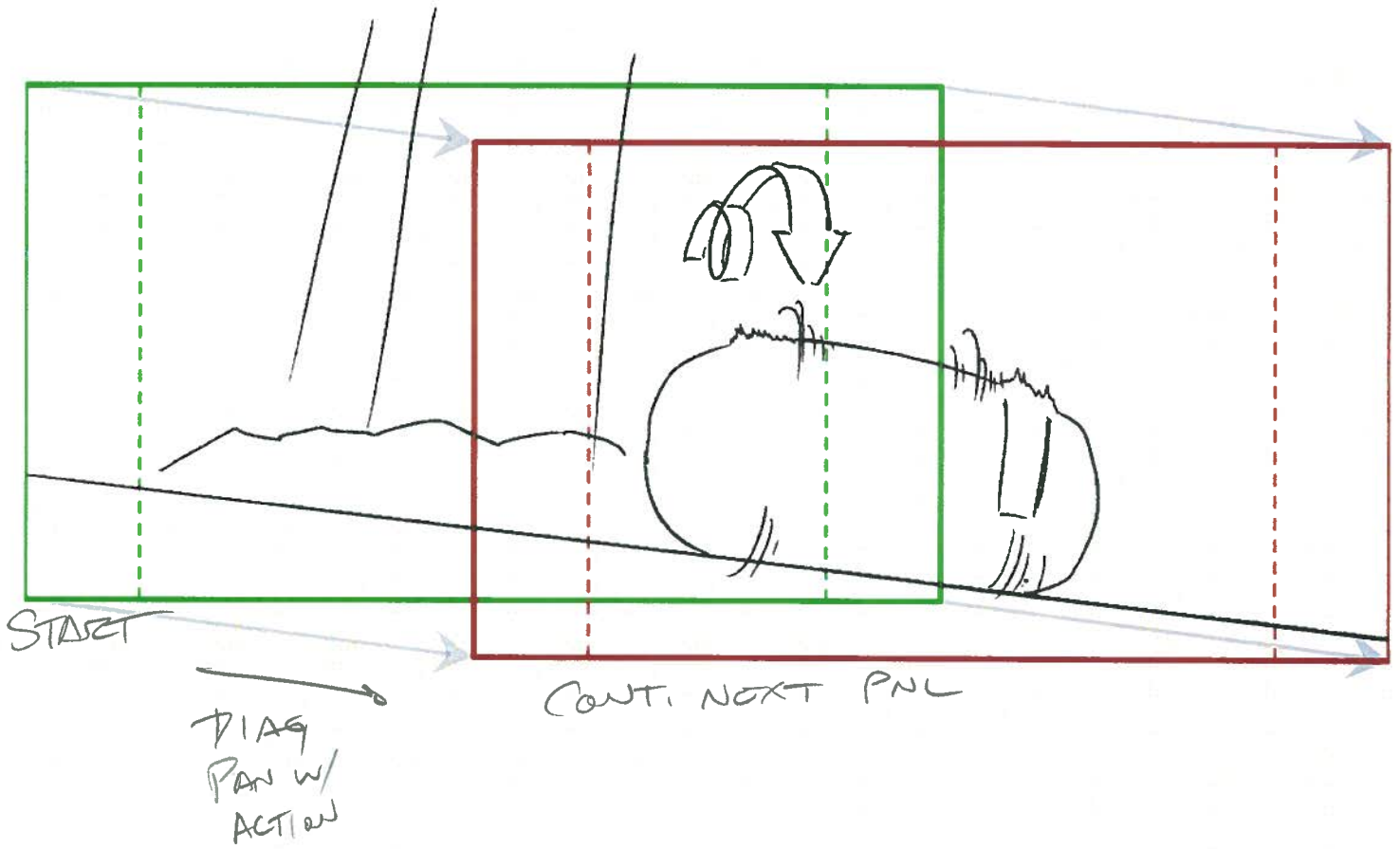
Action Notes
Cut to chimney in lower basement. Capsule falls into SC and bounces out onto the floor.

Slugging

Scene B247 Panel 1/6



Scene	Panel
B247	2/6



Dialogue

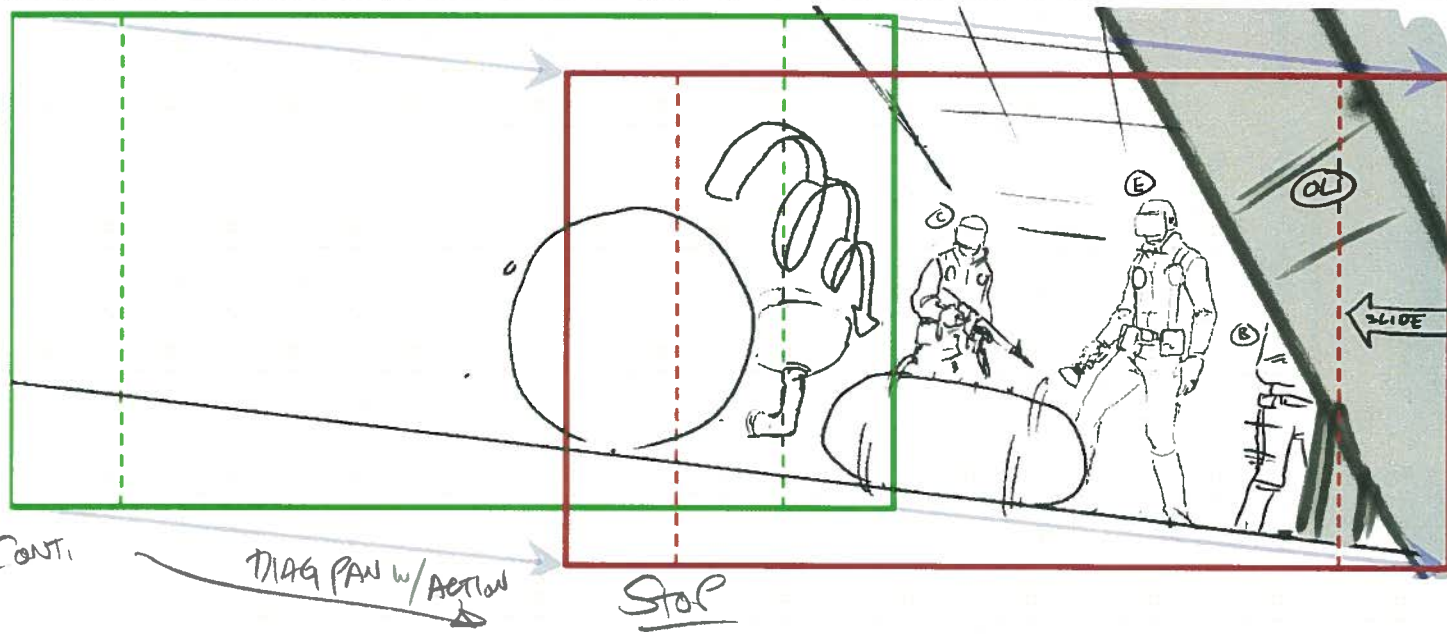
Action Notes

Pan adjust as Capsule rolls towards camera.

Slugging



Scene	Panel
	B247
	3/6



Dialogue

Action Notes
Pan w/action as Capsule rolls past camera towards SWAT Officers. Slide OL (soft-focus) in.

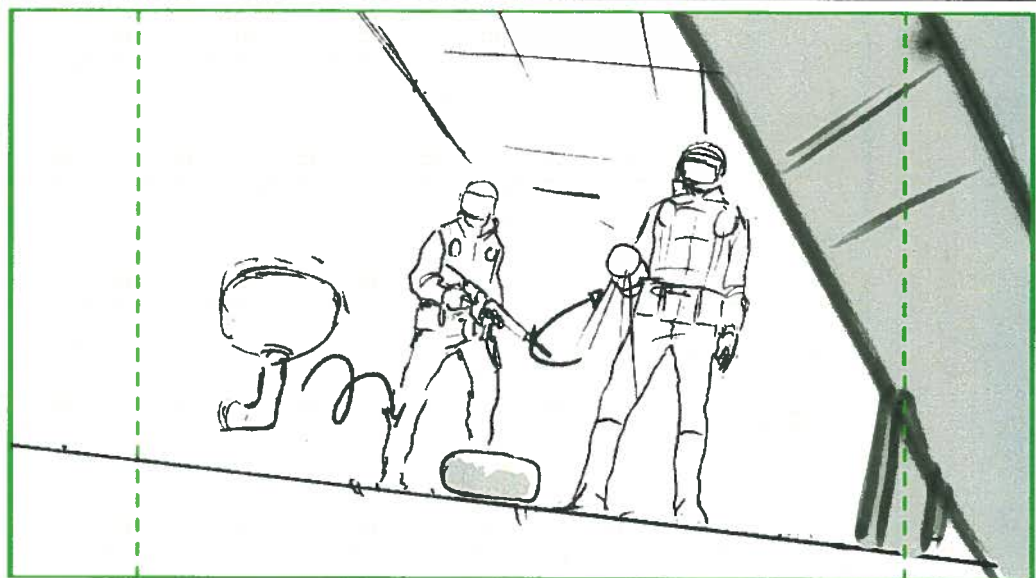
Slugging

Dialogue

Action Notes
Capsule rolls to a stop. SWAT Officer shines light onto Capsule.

Slugging

Scene	Panel
	B247
	4/6





Dialogue

Action Notes
Smoke bursts out of Capsule.

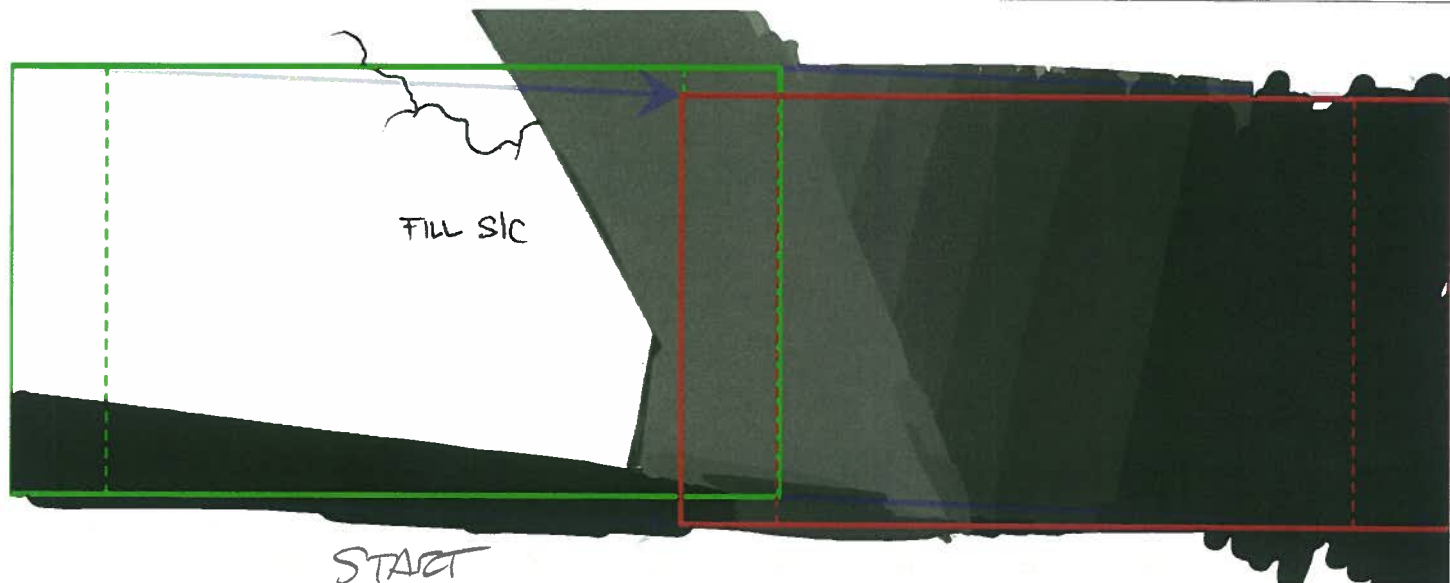
Slugging

Scene B247 Panel 5/6



OPAQUE GAS FX

Scene B247 Panel 6/6



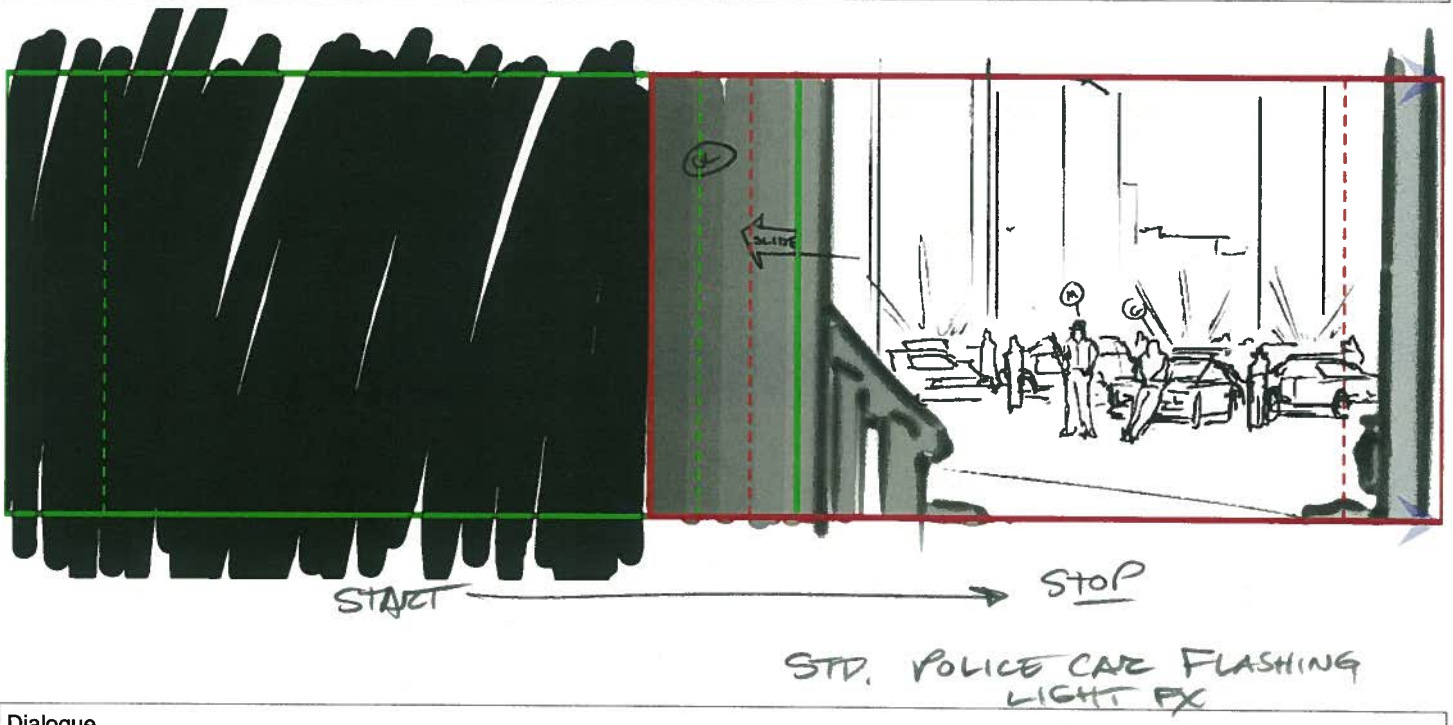
Dialogue
Coughing/screams.

Action Notes
Smoke fills the room. Pan right/wipe to black.

Slugging



Scene	Panel
B248	1/1



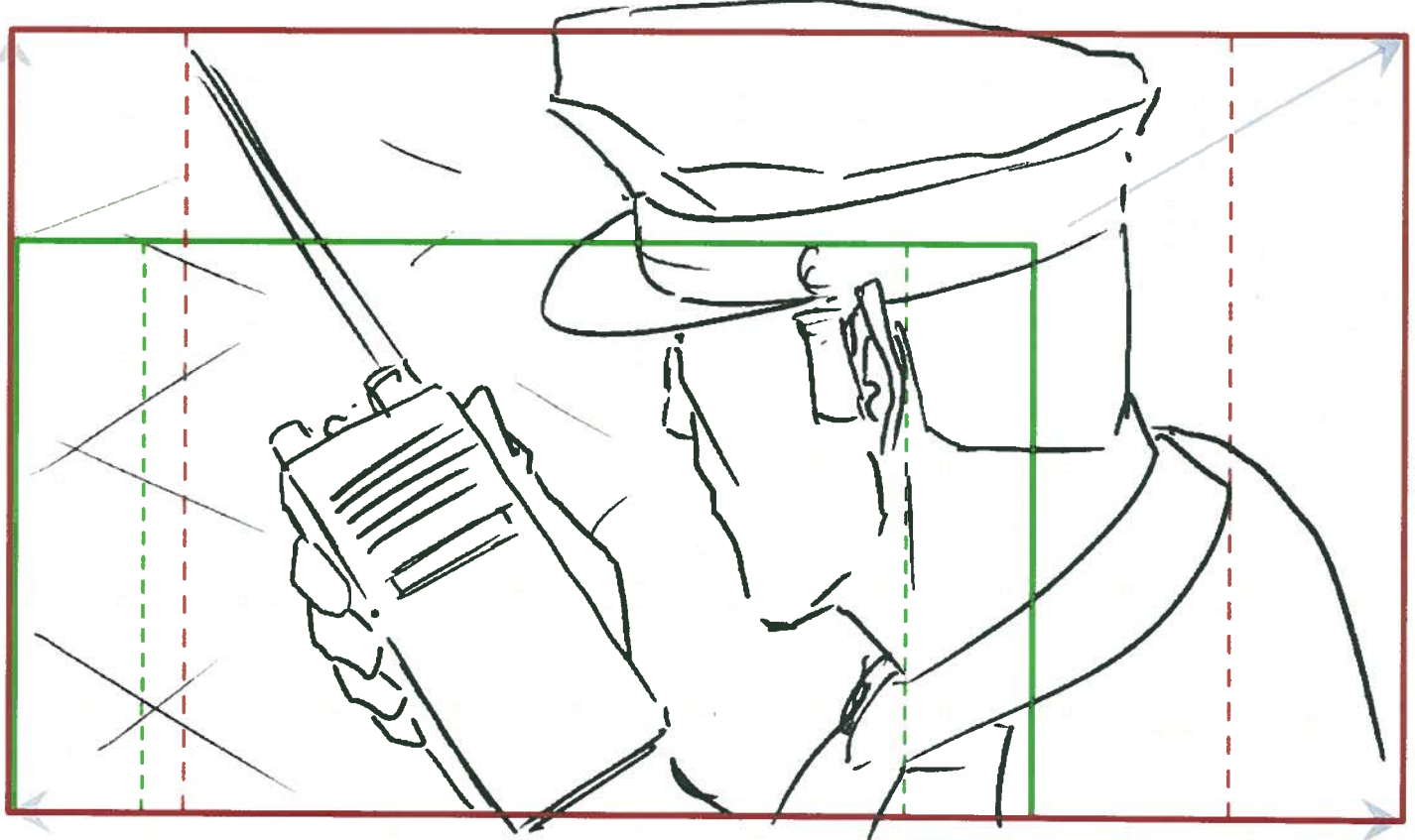
Dialogue
Cont. Coughing/screams (over RADIO)

Action Notes
Wipe to next SC/exterior streets. OL soft-focus.
Gordon and Merkel wait outside the tenement building next to Police Cruisers.

Slugging



Scene	Panel
B249	1/2



Dialogue
Cont. Coughing/screams (over RADIO) -- louder

Action Notes
Cut to close-up radio/Merkel. Truck-out.

Slugging



Dialogue

246. COP #3 (aka MERKEL):
Sounds like Brendon's in trouble,
lieutenant.

Action Notes

Merkel turns towards OS Gordon.

Slugging

Scene

B249

Panel

2/2



Dialogue

247. GORDON:
Wish I could help. But orders are orders.

Action Notes

Cut to close-up Gordon cleaning glasses.

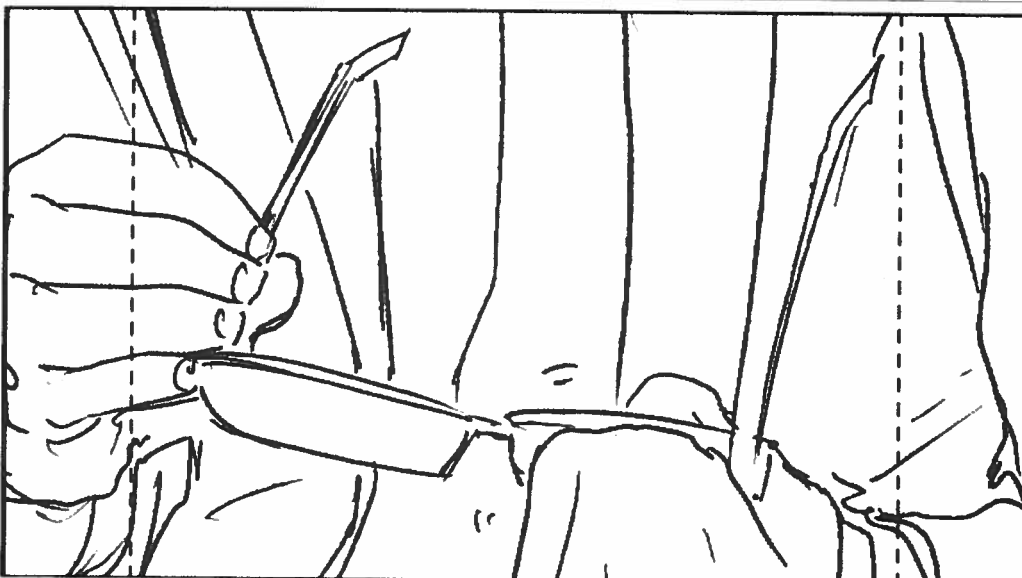
Slugging

Scene

B250

Panel

1/1



Dialogue

Action Notes

Cut to wide Gordon & Merkel.
HU Gordon's hands and glasses.

Slugging

Scene

B251

Panel

1/3



STR, POLICE CAR FLASHING LIGHT FX



Dialogue
247. GORDON (CONT'D):
Breaks my ...

Action Notes
Gordon puts on glasses.

Slugging

Scene B251 Panel 2/3



Dialogue
247. GORDON (CONT'D):
... heart.

Action Notes
He lowers his hands and looks up.

Slugging

Scene B251 Panel 3/3



Dialogue

Action Notes
Cut to upshot crowd.

Slugging

Scene B252 Panel 1/6



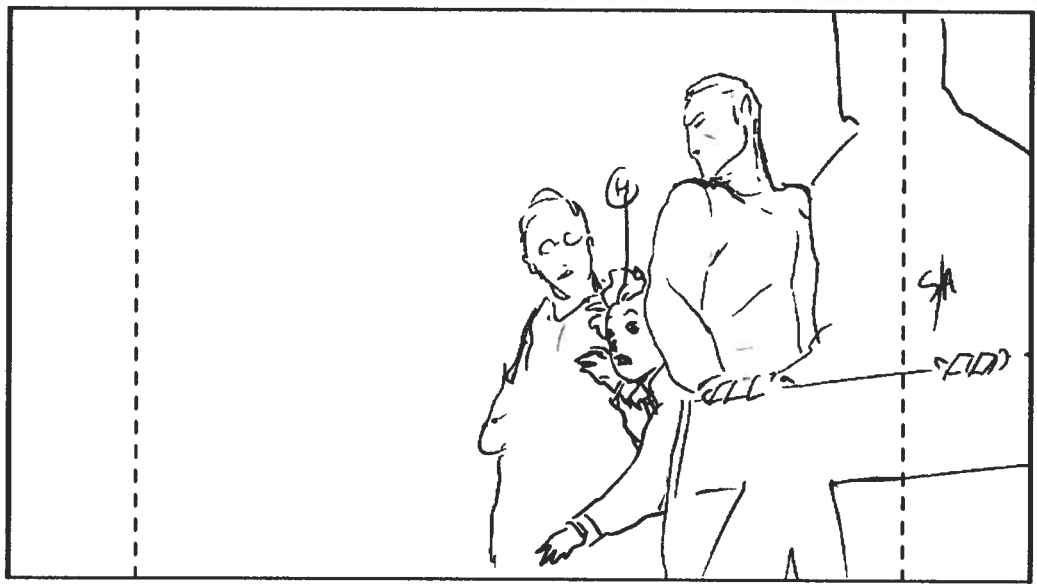


Dialogue

Action Notes
Holly pushes through crowd.

Slugging

Scene B252 Panel 2/6



Dialogue

Action Notes
Holly walks to front of crowd.

Slugging

Scene B252 Panel 3/6



Dialogue

Action Notes
Selina pushes her way through crowd.

Slugging

Scene B252 Panel 4/6



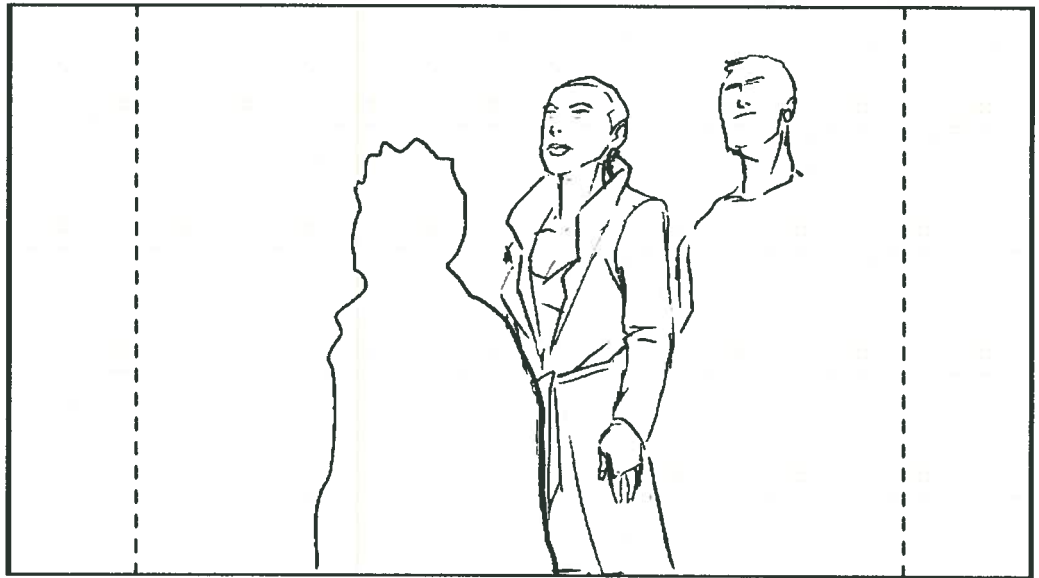


Dialogue

Action Notes
Selena walks up to Holly.

Slugging

Scene B252 Panel 5/6

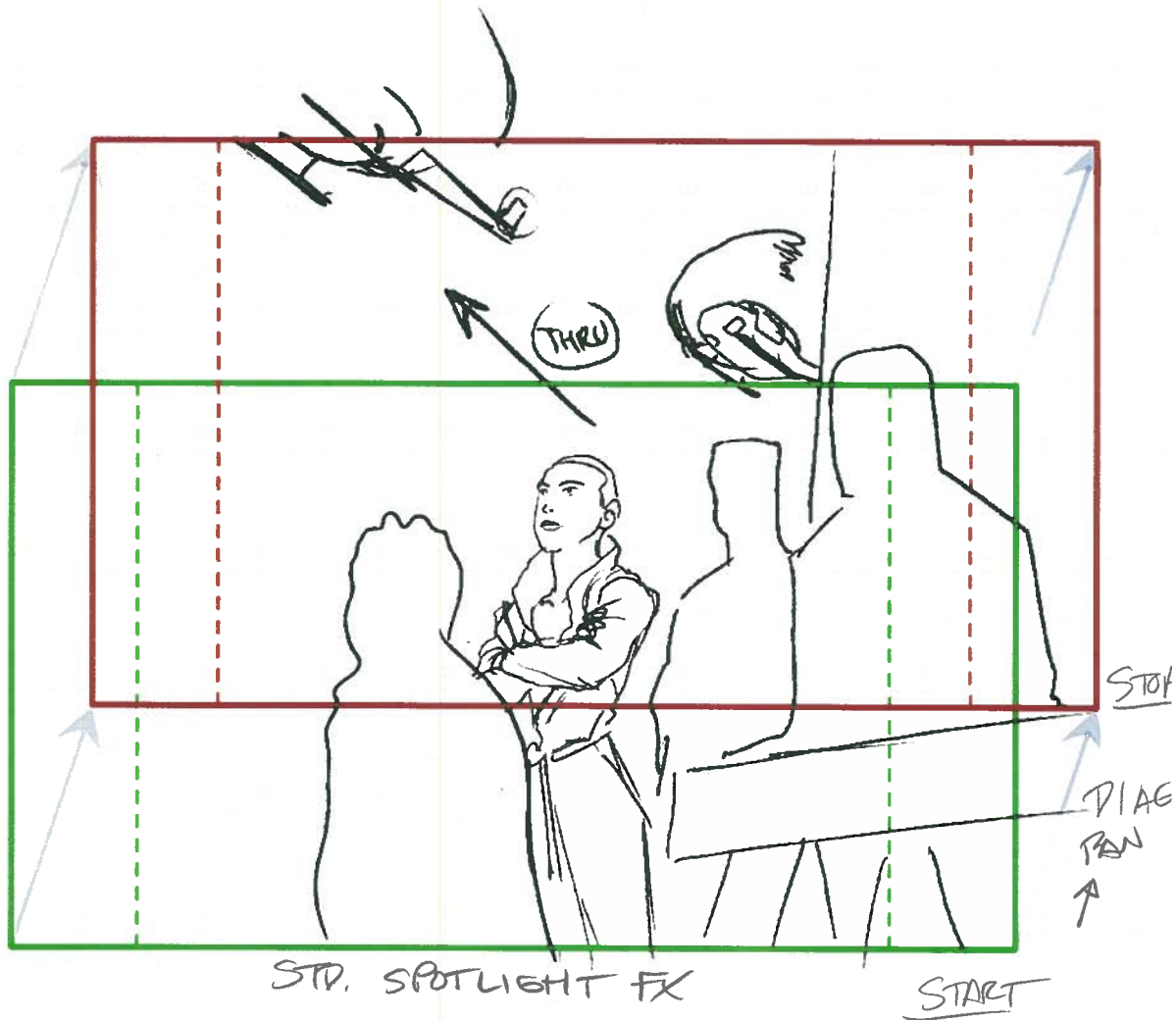


Dialogue

Action Notes
Selina crosses arms. Pan up as Loeb's chopper flies thru SC.

Slugging

Scene B252 Panel 6/6





Dialogue

Action Notes

Cut to close-up Loeb in chopper. Loeb unwrapping some candy.
* Slight cam shake to indicate rumble from the chopper throughout scene.
* Commissioner Loeb needs to wear headphones while in the chopper from B253-B346.

Slugging

Scene

B253

Panel

1/4



TX GLASS

Dialogue

248. CHOPPER PILOT:
Sir, he's taken out Unit Three.

Action Notes

Loeb eats candy. The Chopper Pilot turns to speak to him.

Slugging

Scene

B253

Panel

2/4



Dialogue

248. CHOPPER PILOT (CONT'D):
The entire unit, Commissioner.

Action Notes

Cont. action.

Slugging

Scene

B253

Panel

3/4





WEDGETEST

Scene	Panel
-------	-------

B253

4/4



START → PAN w/ ACTION → STOP

Dialogue

Action Notes

Loeb leans back. Pan right to reveal sniper. Pan BG.

Slugging

Dialogue

249. LOEB:
You better shoot straight, son.

Action Notes

Cut to OTS Sniper (soft-focus) on Loeb.
Pan BG.
Slight cam shake to indicate rumble from the chopper throughout scene.

Slugging

Scene	Panel
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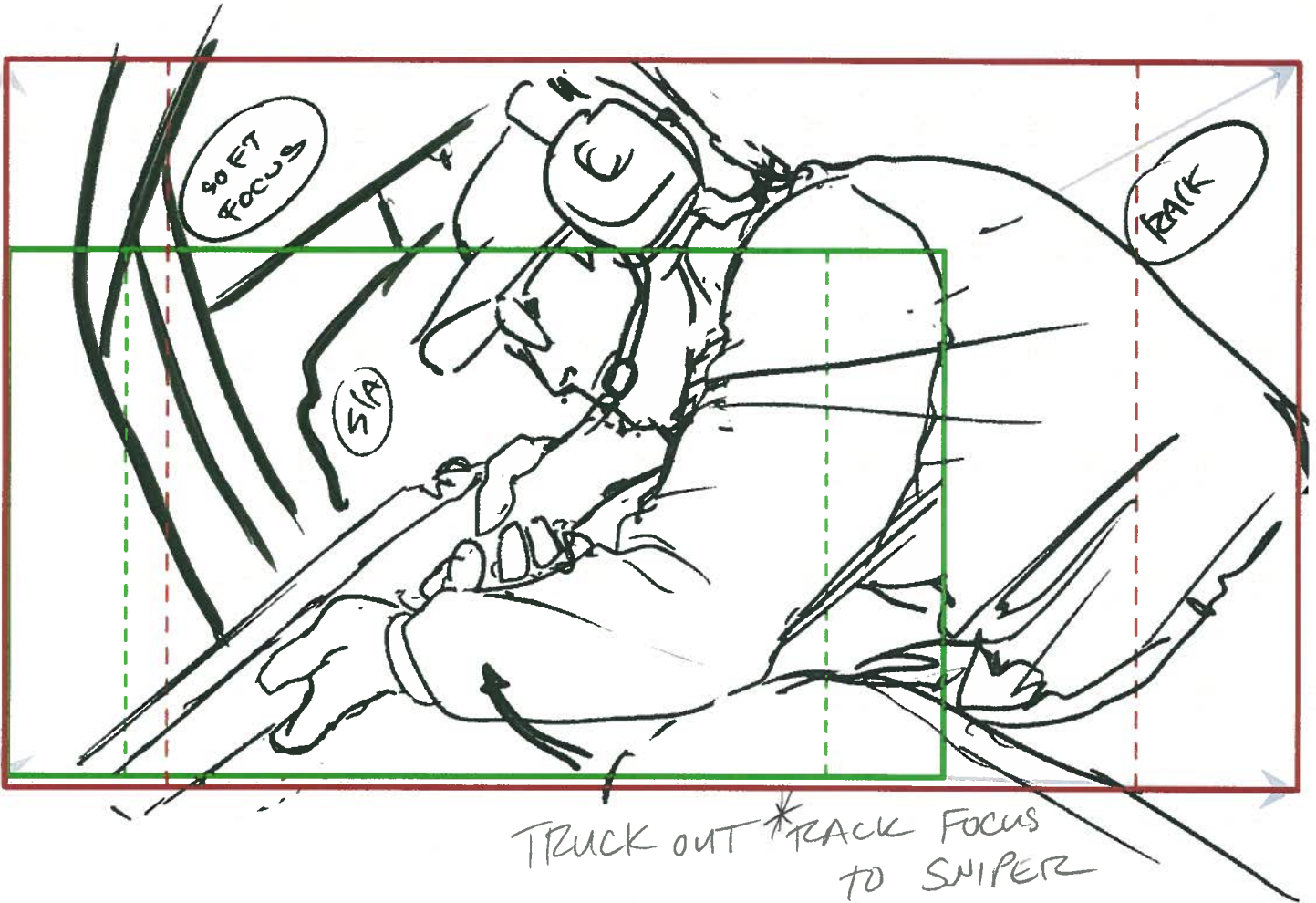
B254

1/2





Scene	Panel
B254	2/2



Dialogue

Action Notes
Pan adjust/rack focus sniper as he takes aim.

Slugging

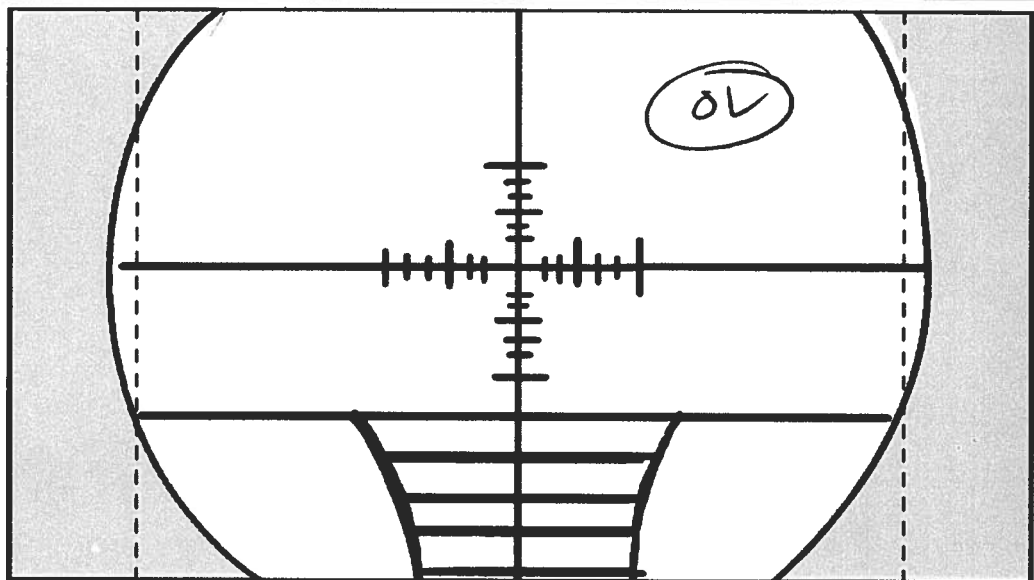


Dialogue

Action Notes
Scope OL

Slugging

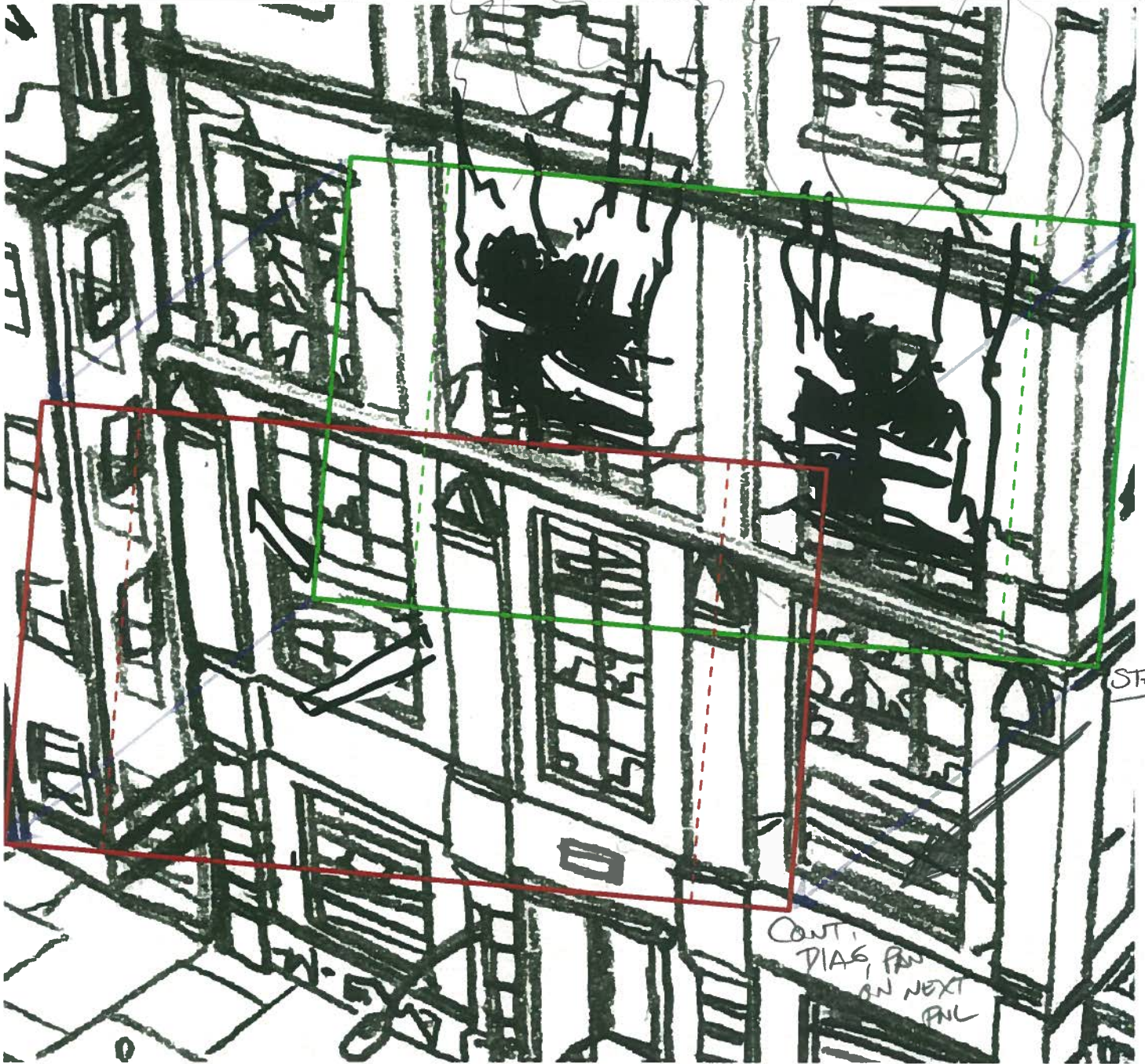
Scene	Panel
B255	OL





Scene	Panel
	1

B255



STD FIRE FX

STD. SMOKE FX

Dialogue

Action Notes

Cut to scope's POV of Tenement. Pan left. Slight Handheld CAM FX othruout scene.

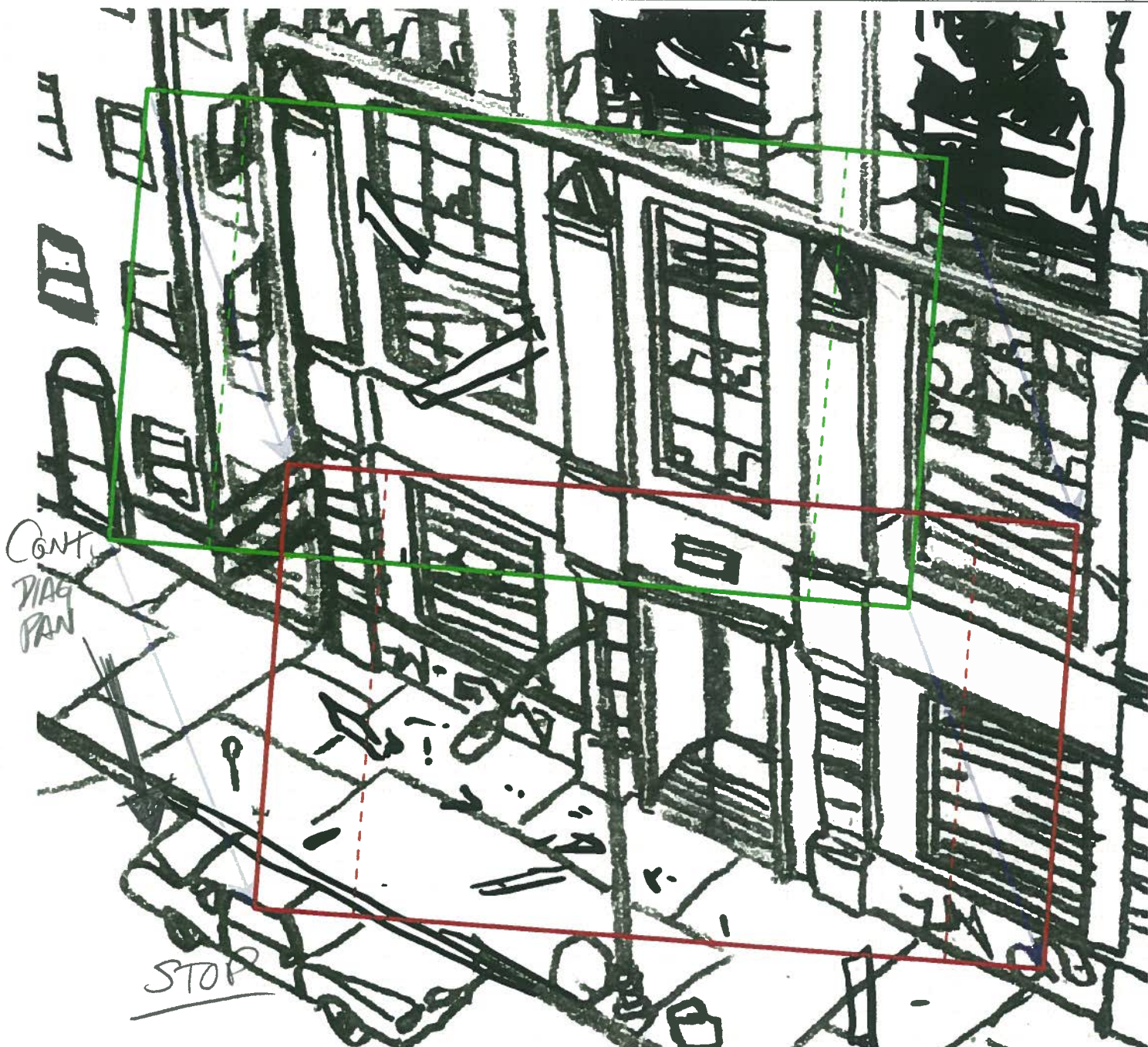
Slugging



Scene	Panel
-------	-------

B255

12



Dialogue

Action Notes

Overlap camera movement as pan reverses and moves right.

Slugging

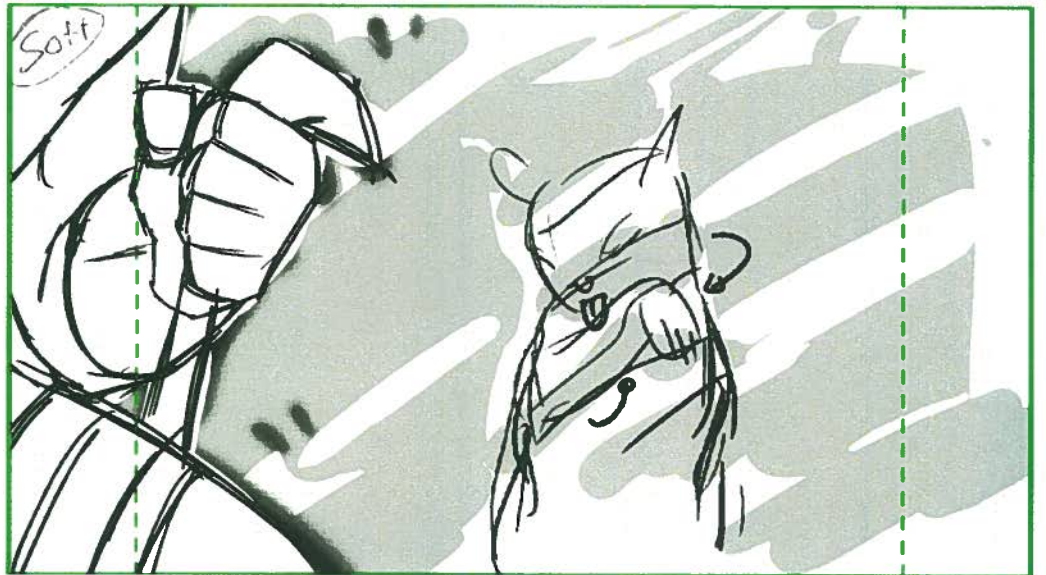


Dialogue
250. BRUCE (VO):
I've...

Action Notes
Batman is in FG (slight soft focus).
He is bandaging himself.
The cat in BG licks its paws.

Slugging

Scene Panel
B256 1/3



Dialogue
250. BRUCE (VO) (CONT'D):
...made a mess...

Action Notes
Batman continues to bandage himself.
The cat stops licking and looks up.

Slugging

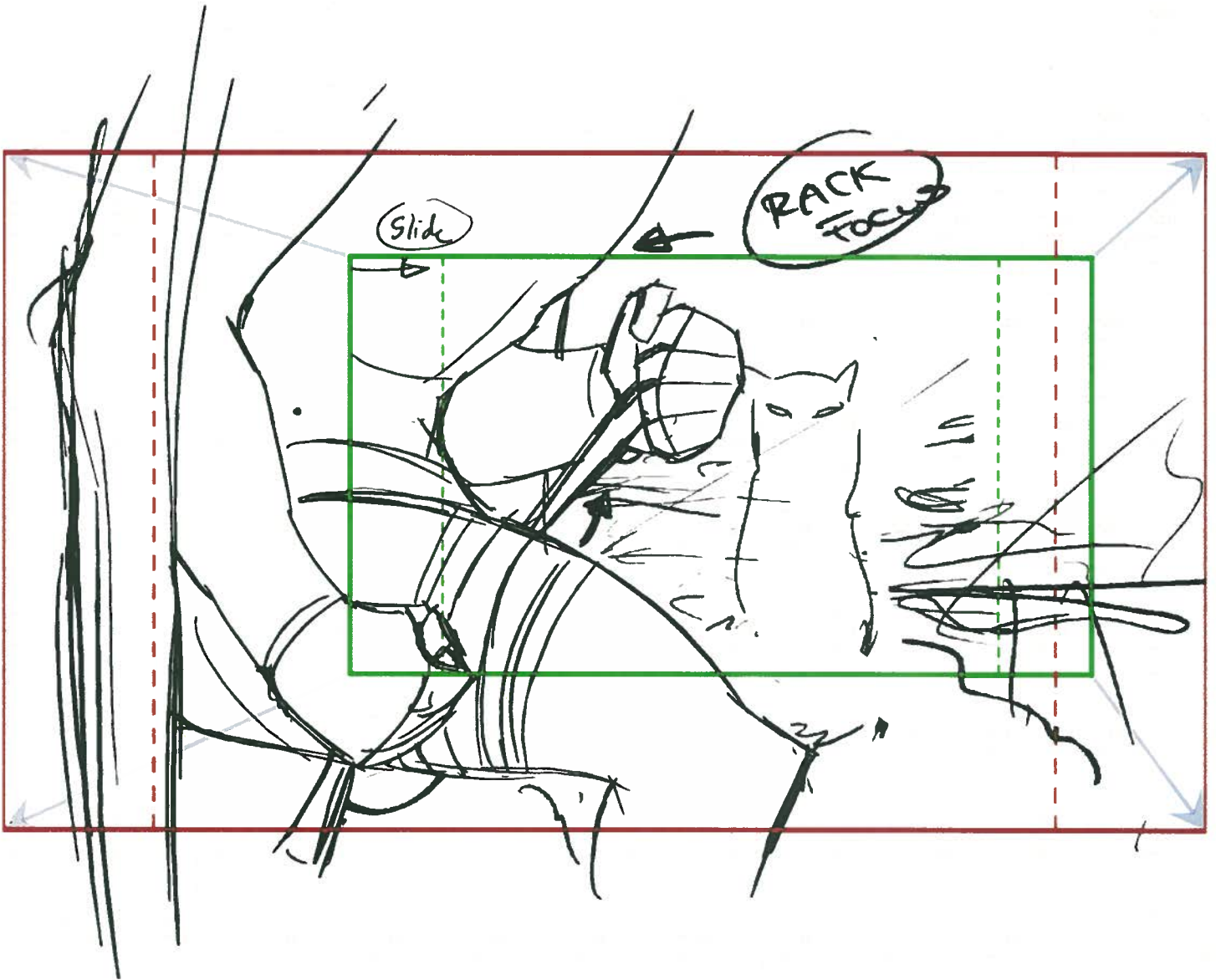
Scene Panel
B256 2/3



* CAT From
SC. A380



Scene B256	Panel 3/3
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Dialogue

250. BRUCE (VO) (CONT'D):
...of things.

Action Notes

Truck out as Batman continues to bandage himself. The cat looks at Batman.
Rack focus to Batman in FG. BG goes into slight soft focus.

Slugging

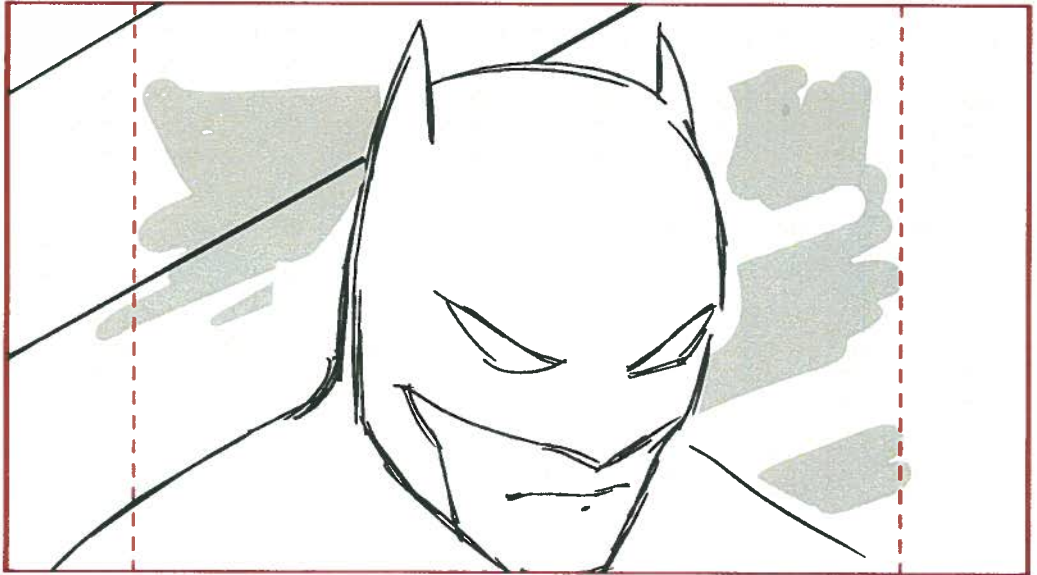


Dialogue
250. BRUCE (VO) (CONT'D):
Let it get out of hand.

Action Notes
Cut to a close on Batman, looking down
O.S.

Slugging

Scene Panel
B257 1/8



Dialogue

Action Notes
Batman looks up as dust falls from the
stairs above his head. He hears OS
footsteps.

Slugging

Scene Panel
B257 2/8

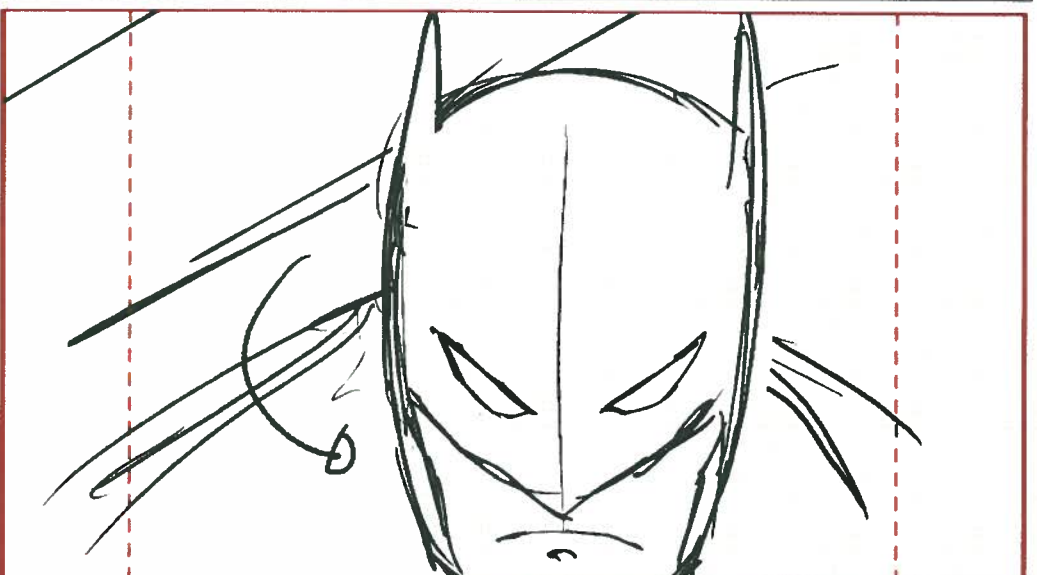


Dialogue

Action Notes
Batman ducks down.

Slugging

Scene Panel
B257 3/8



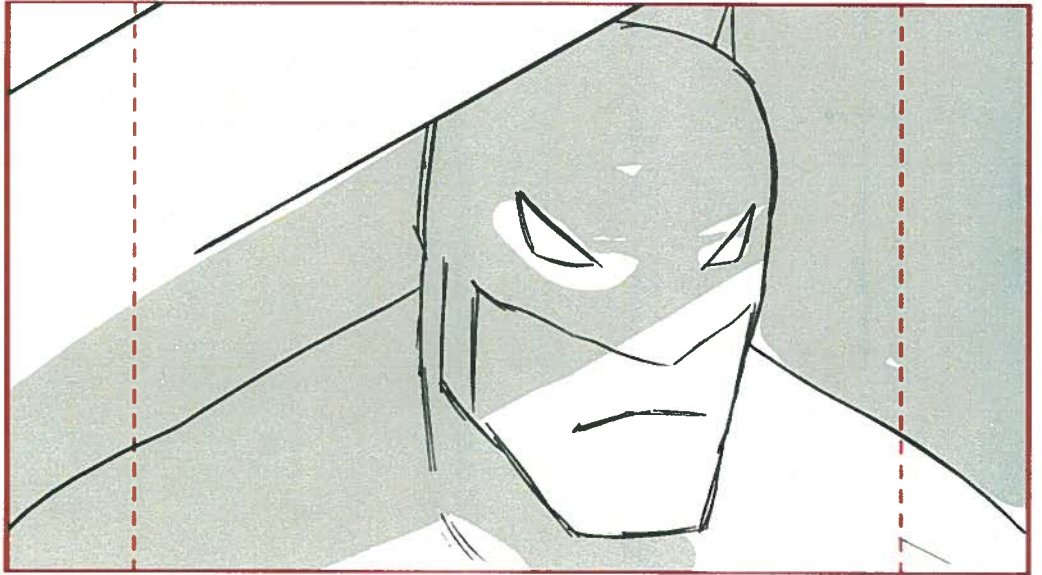


Dialogue

Action Notes
He backs into shadows, hiding underneath the staircase.
The shadow of the staircase falls over him.
Anim DX shadows over him.

Slugging

Scene B257 Panel 4/8



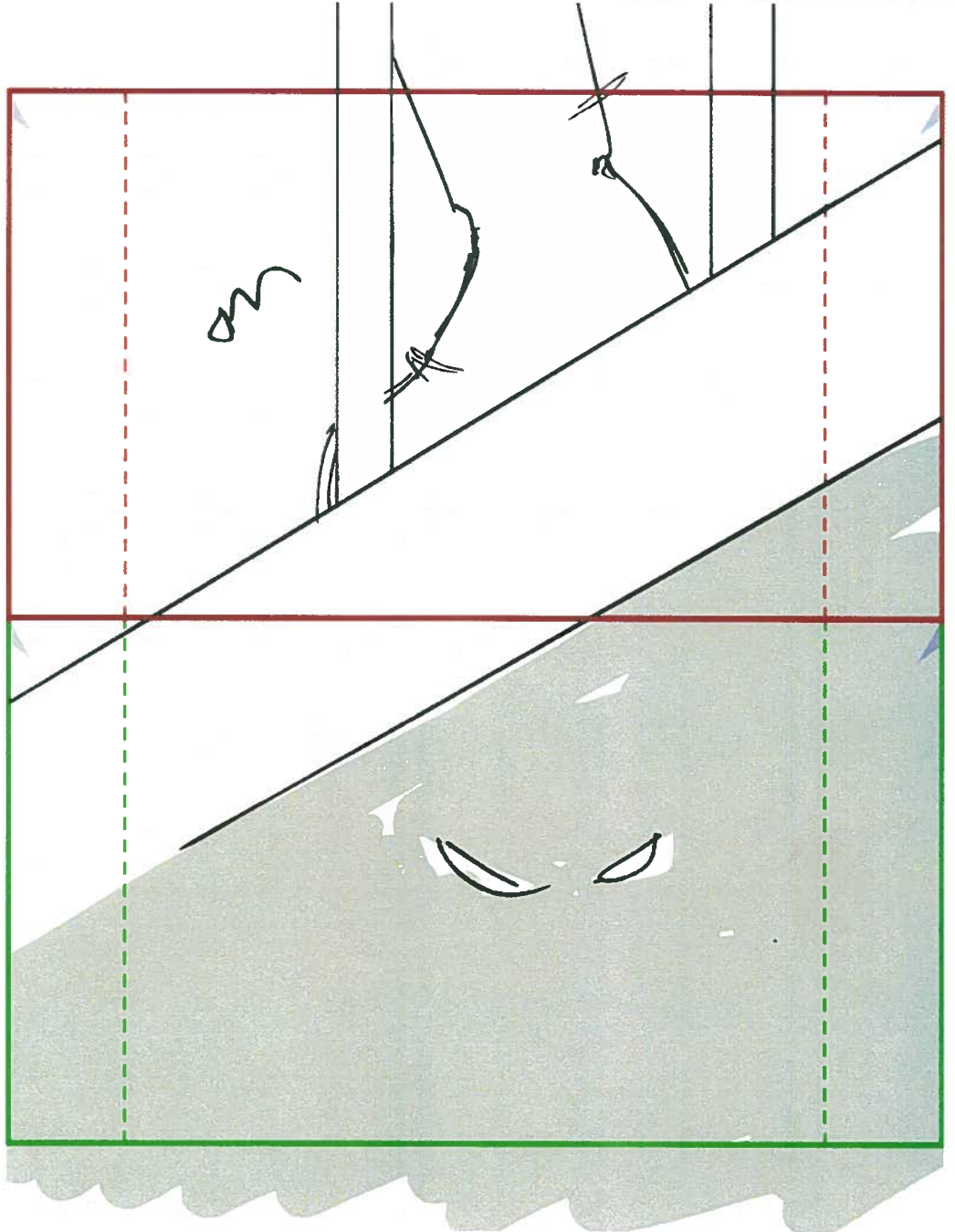
STD. SHADOW FX

Dialogue
251. SWAT MEMBER (OS):
Step it up! ...

Action Notes
He is completely in shadow.
Pan up to the staircase.
The SWAT team come down the stairs.

Slugging

Scene B257 Panel 5/8



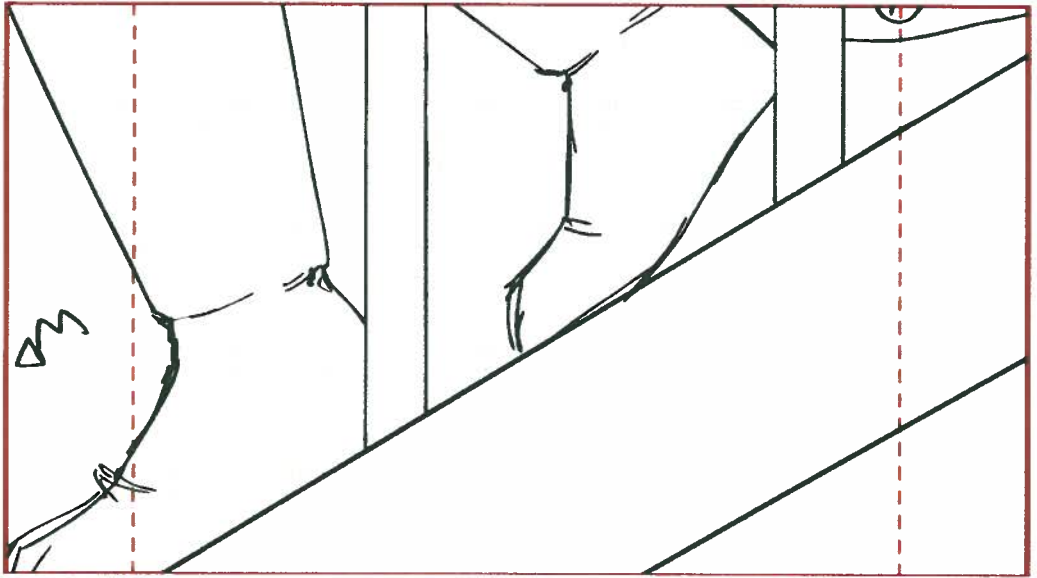


Dialogue
251. SWAT MEMBER (OS) (CONT'D):
... Step it up!

Action Notes
Cont.

Slugging

Scene B257 Panel 6/8

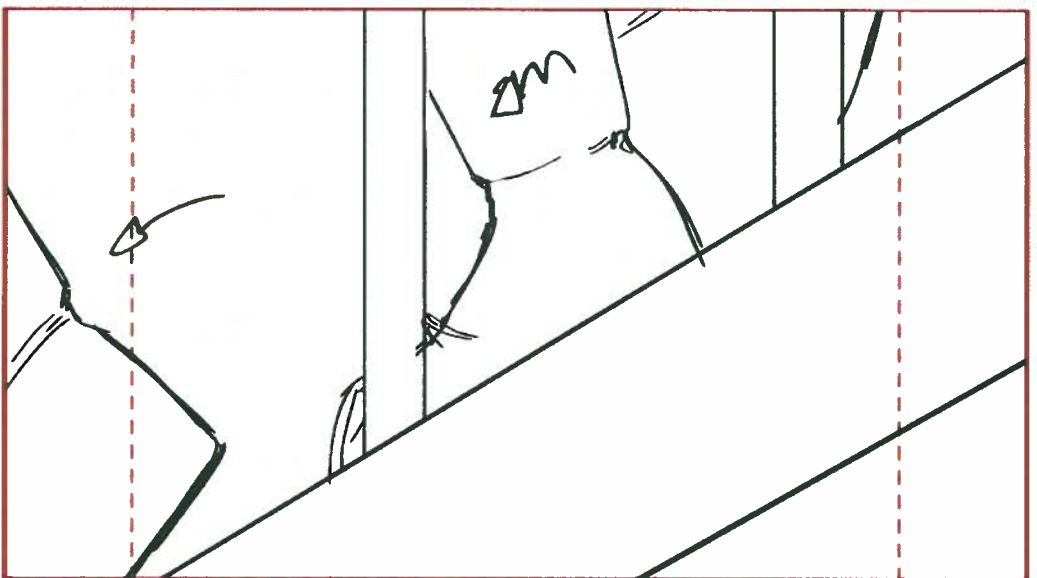


Dialogue

Action Notes
Cont.

Slugging

Scene B257 Panel 7/8

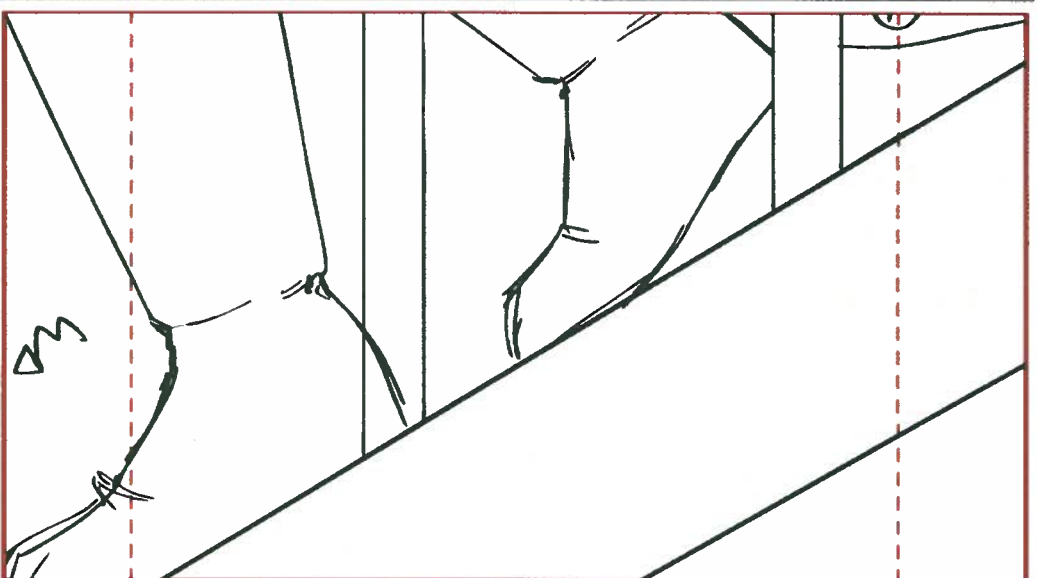


Dialogue

Action Notes
Cont.

Slugging

Scene B257 Panel 8/8





Dialogue

253. ANOTHER SWAT MEMBER:
Careful! These stairs are about to
give way!

Scene

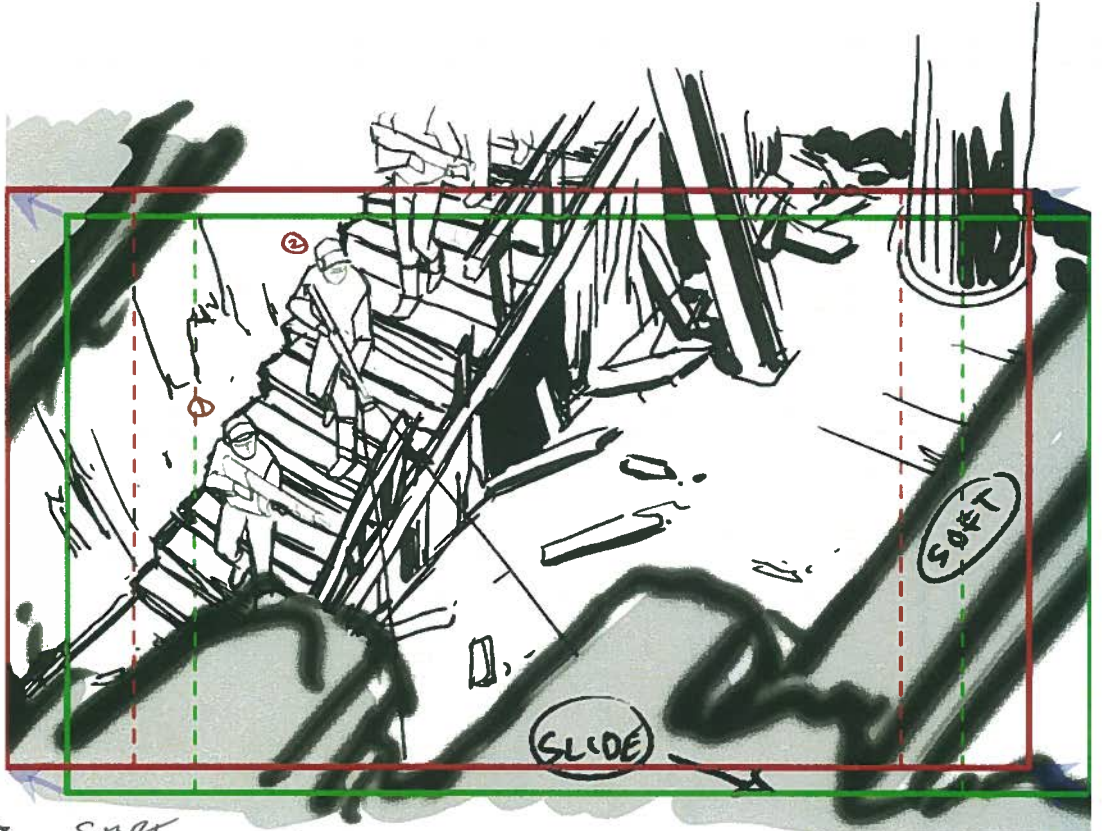
B258

Panel

1/4

Action Notes

Cut to a slow panning wide
downshot of the stairs as the
SWAT team descends. Slide Soft
Focus OL right as pan left.
*SWAT Officers #1 - #5 have
visors raised. Throughout the
sequence, all other SWAT Officers
have lowered visors.



Slugging

CONT.
TO PNL
(4)

DIAG
PAN

START

STR. FLASHLIGHT FX



Dialogue

Scene

B258

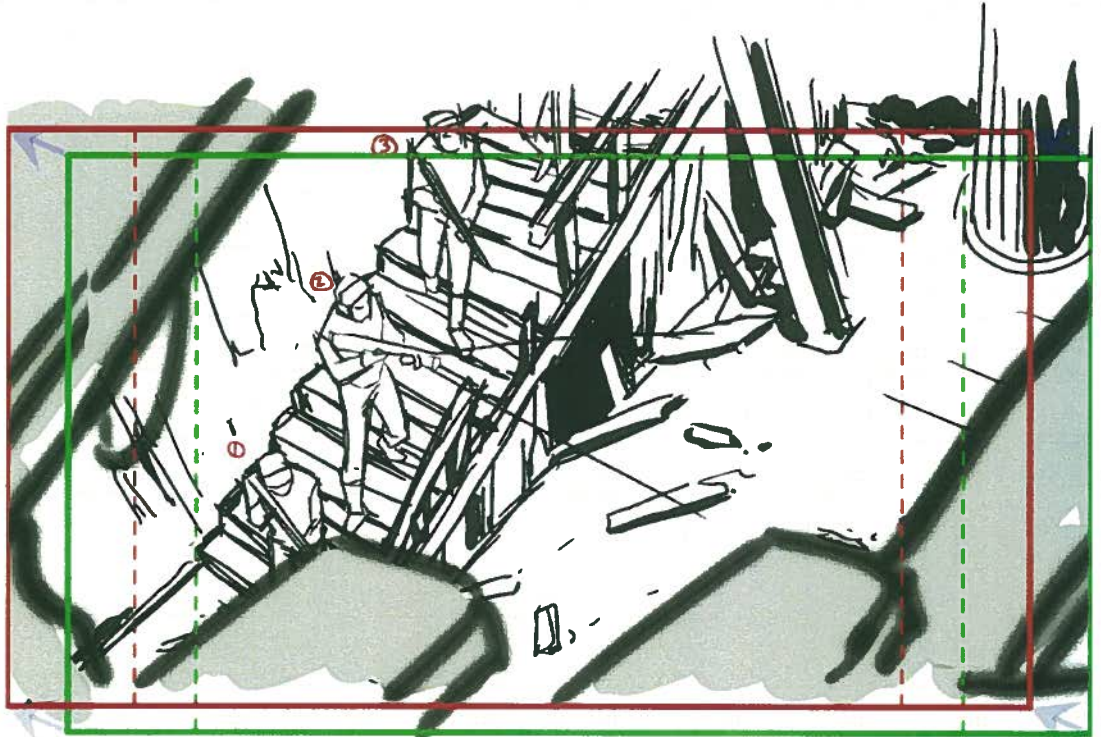
Panel

2/4

Action Notes

Cont. pan.
SWAT Officer #2 uses a flashlight
to check the room below.

Slugging





Dialogue

Scene

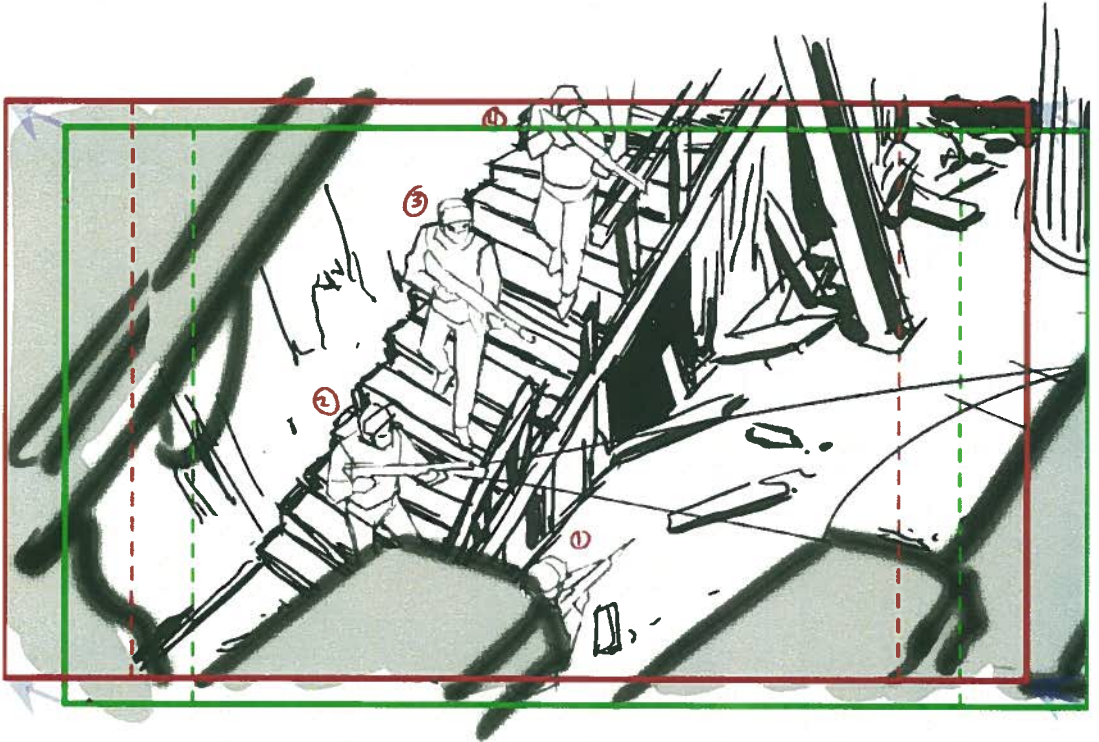
B258

Panel

3/4

Action Notes
Cont.

Slugging



Dialogue

Scene

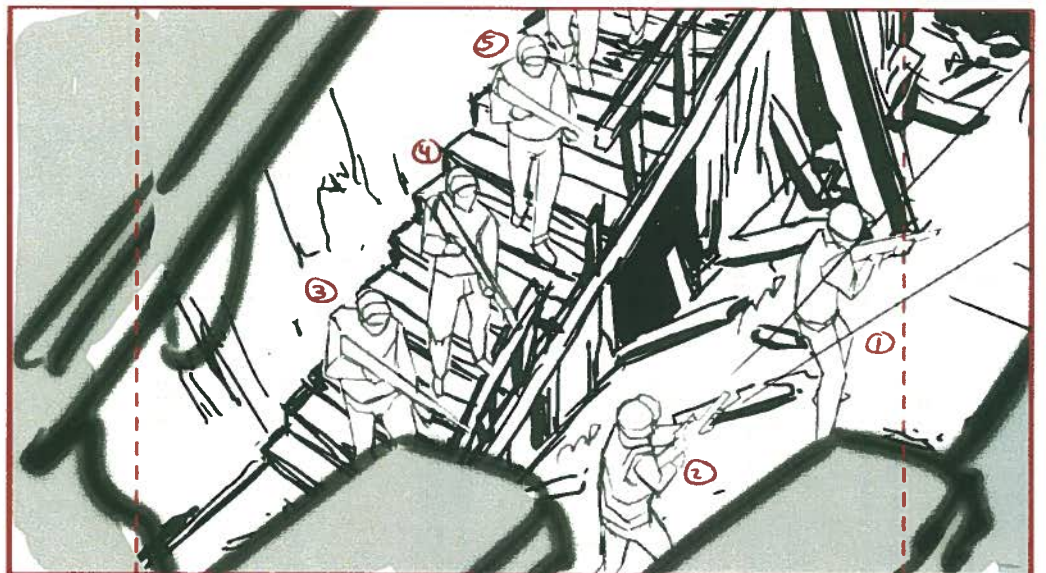
B258

Panel

4/4

Action Notes
Cont.

Slugging



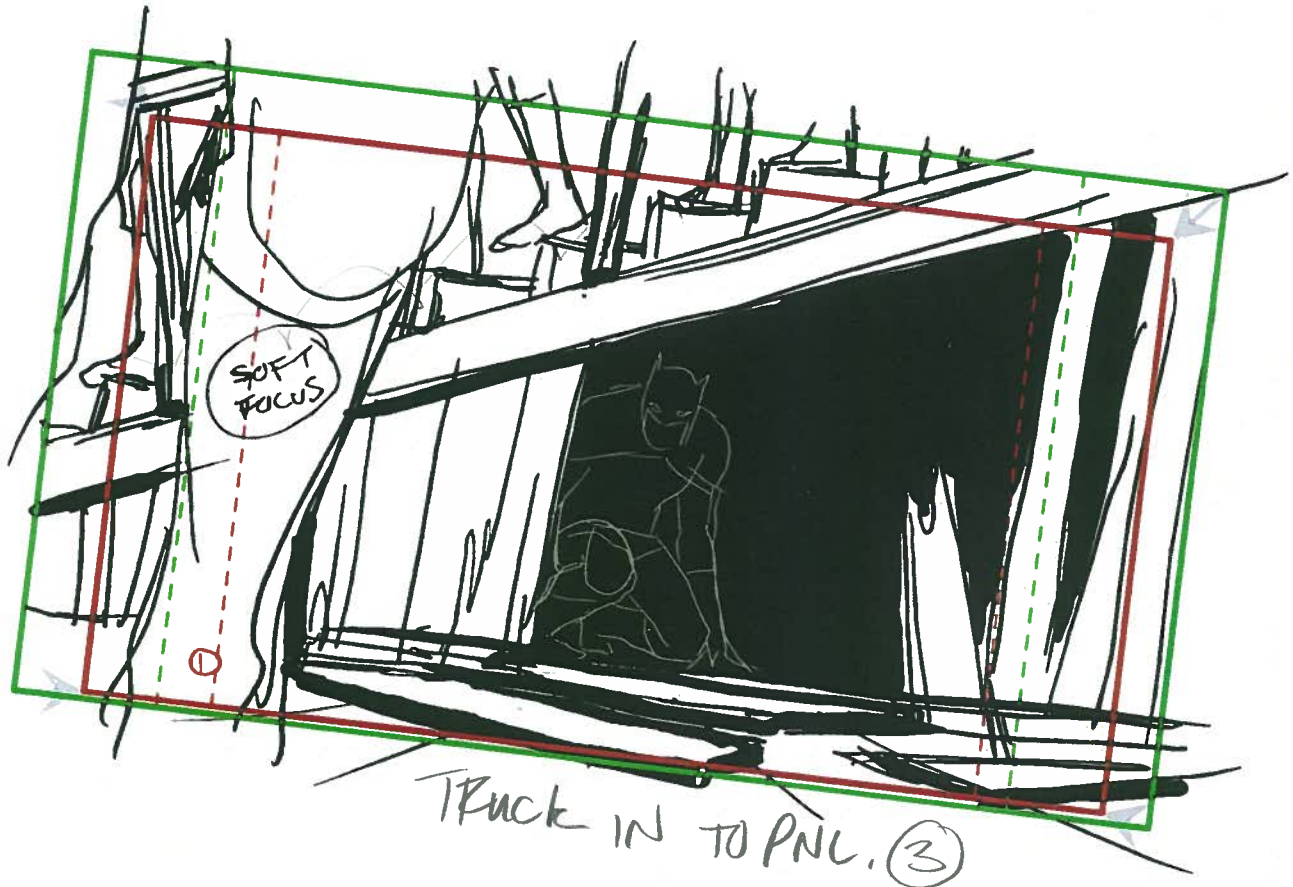


Scene

Panel

B259

1/5



STR. SHADOW FX
 NOTE: BATMAN IS BARELY VISIBLE

Dialogue

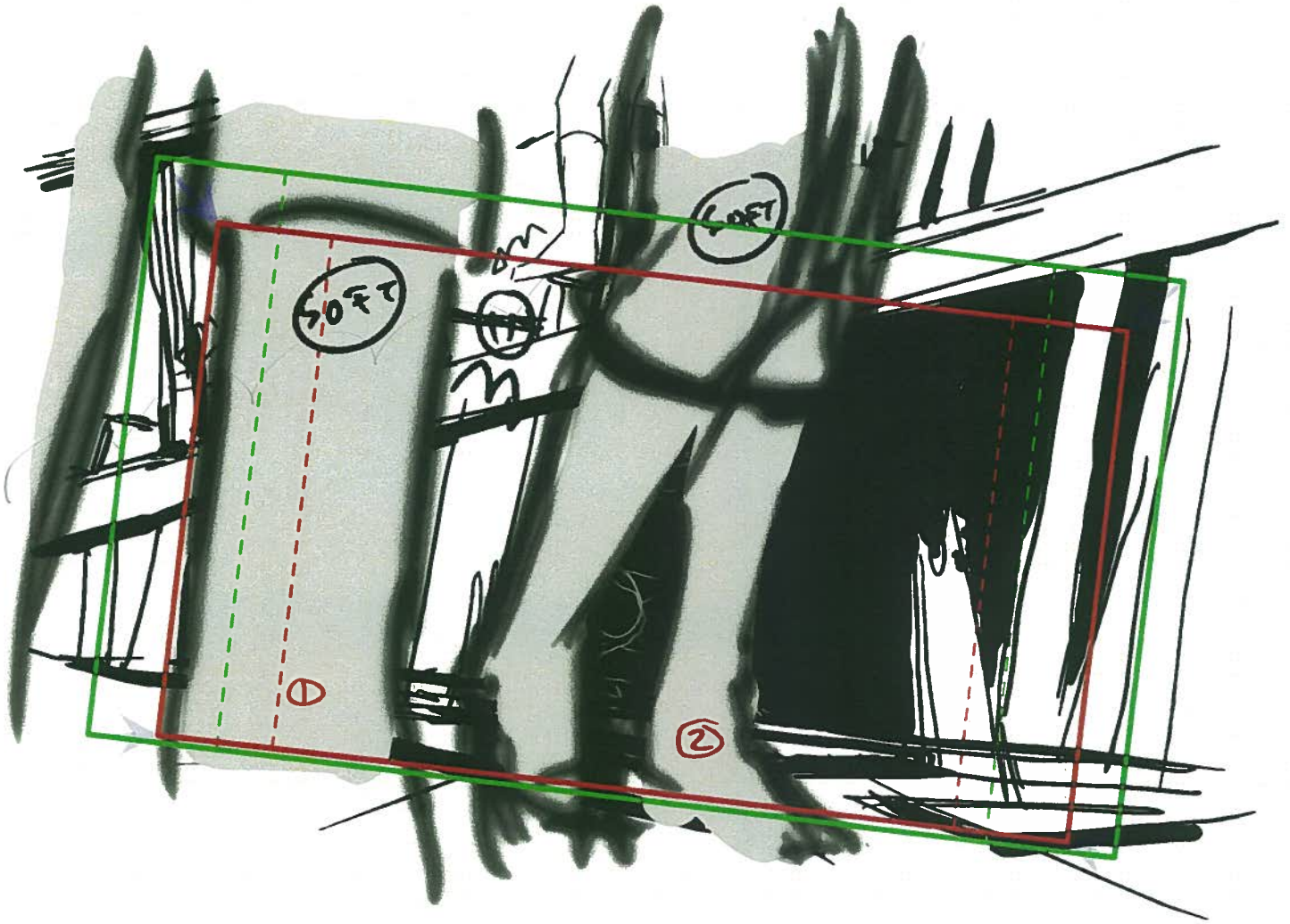
Action Notes

Cut to a low close up of the SWAT team's feet as they walk into position (soft focus). Truck in slowly to underneath the staircase. Batman is barely visible in the dark shadows.

Slugging



Scene	Panel
B259	2/5

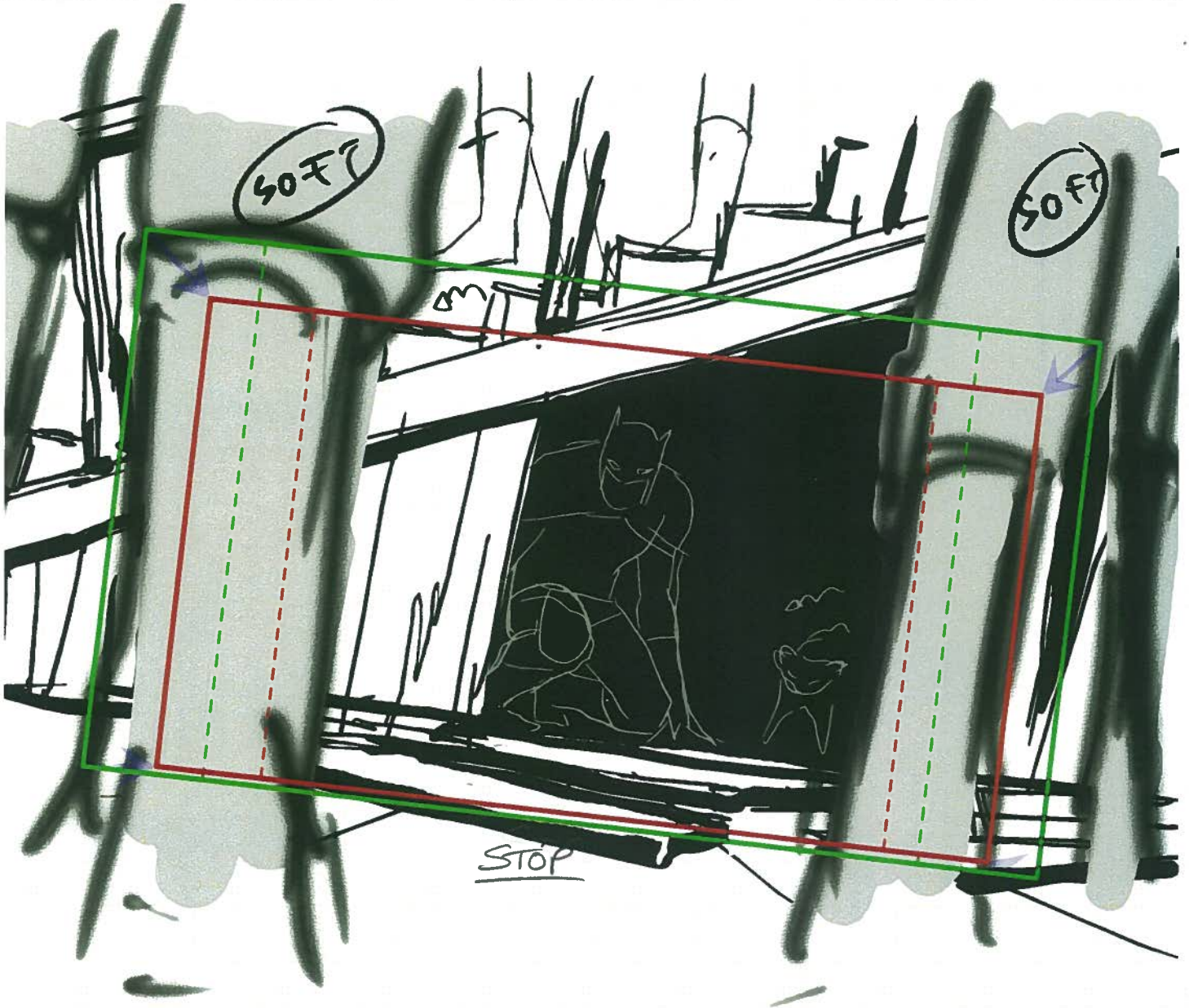


Dialogue

Action Notes
 Cut to a low close up of the SWAT team's feet as they walk into position. Truck in slowly to underneath the staircase.

Slugging

Scene	Panel
B259	3/5



Dialogue

Action Notes
Cont. T.I. to a stop. Hold for a beat. Cat fades up thru shadows.

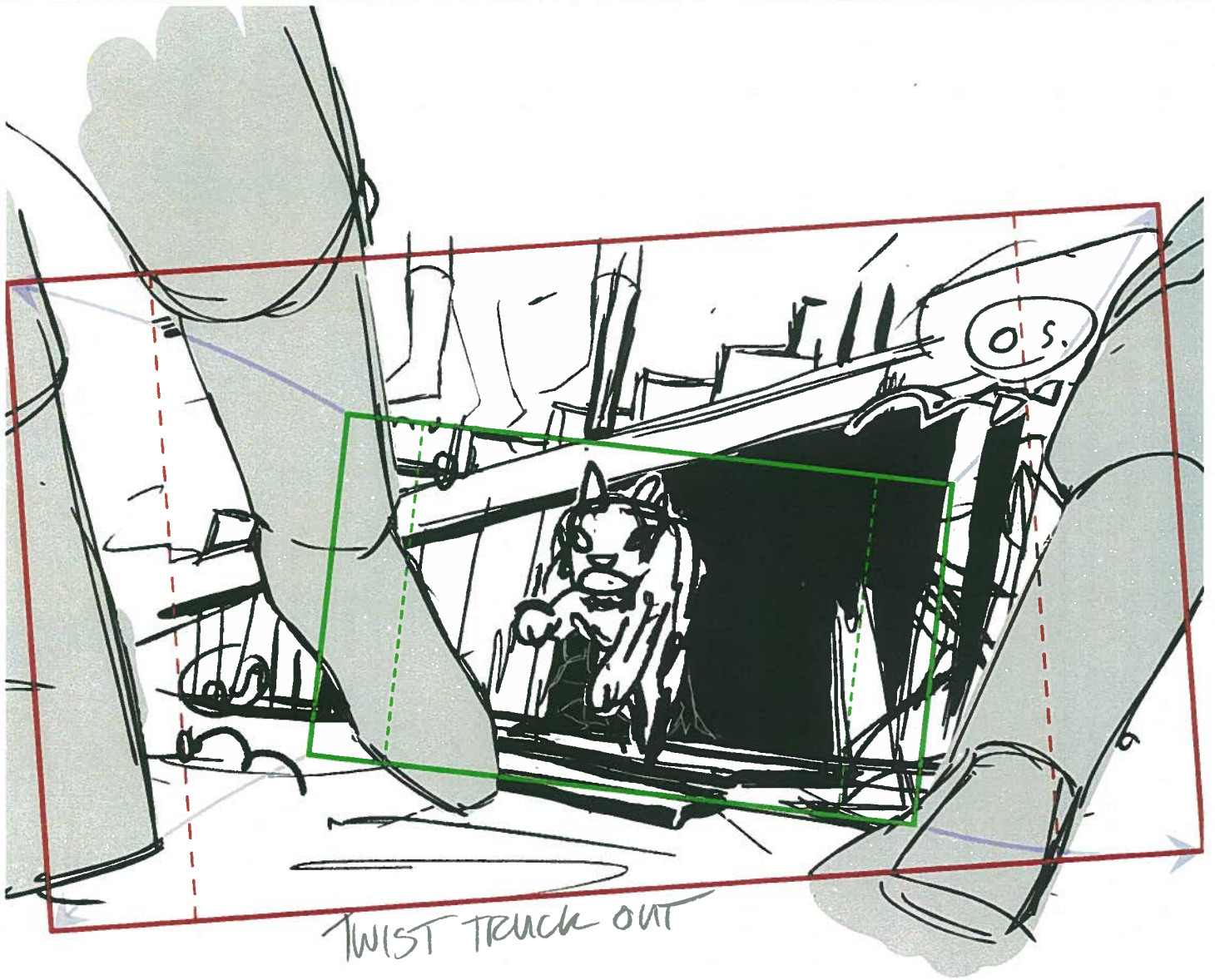
Slugging



Scene	Panel
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B259

4/5



Dialogue

Action Notes
Suddenly the cat jumps out from underneath the staircase.
Quick truck out.

Slugging

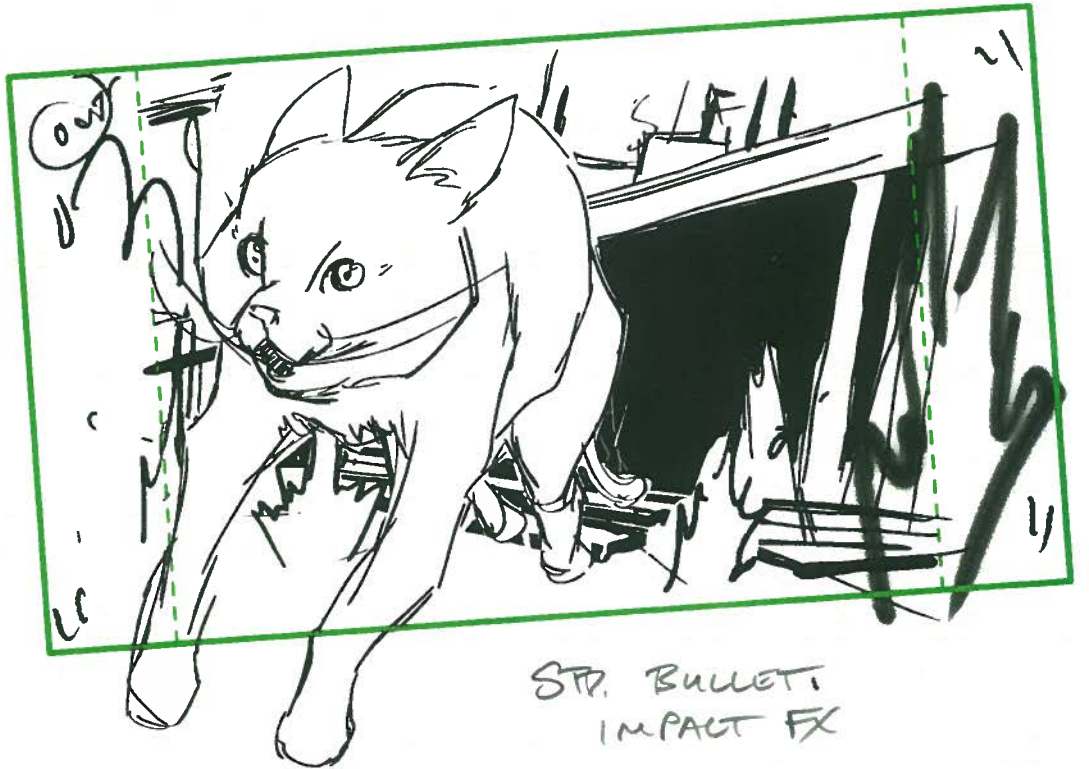


Dialogue

Scene B259 Panel 5/5

Action Notes
The cat runs past camera.

Slugging



Dialogue

Scene B260 Panel 1/4

Action Notes
Cut to a medium upshot of SWAT #1 as he shoots at the cat.
Anim shells coming out of gun.
Anim hi-con shadows flashing on and off shooter.
*SWAT Officers #1 - #5 have visors raised. Throughout the sequence, all other SWAT Officers have lowered visors.

Slugging





Dialogue

Action Notes
He turns and continues shooting at the cat O.S.
Anim shells coming out of gun.
Anim hi-con shadows flashing on and off shooter.

Slugging

Scene B260 Panel 2/4



Dialogue

Action Notes
Cont.
SWAT # 2's arm comes into frame and pushes gun down.

Slugging

Scene B260 Panel 3/4



Dialogue
254. SWAT MEMBER:
Hold your fire!

Action Notes
SWAT Officer #2 puts his hand on the gun and pushes it down. The other SWAT members look at him.

Slugging

Scene B260 Panel 4/4





Dialogue
254. SWAT MEMBER (CONT'D):
It's a bat we're after.

Action Notes
Cut to an OTS of the SWAT Officer #2
(aka. SWAT Member).

Slugging

Scene B261 Panel 1/1



Dialogue

Action Notes
Reverse to an OTS of the SWAT Officer #1. Behind them, SWAT Officers walk down the stairs.
*SWAT Officers #1 - #5 have visors raised. Throughout the sequence, all other SWAT Officers have lowered visors.

Slugging

Scene B262 Panel 1/4



Dialogue

Action Notes
SWAT #2 walks OS left. SWAT #3 turns to walk OS. SWAT guys continue to walk down the stairs.

Slugging

Scene B262 Panel 2/4





Dialogue

Action Notes
Cont.
SWAT #1 looks on as SWAT #2 walks away.

Slugging

Scene Panel
B262 3/4

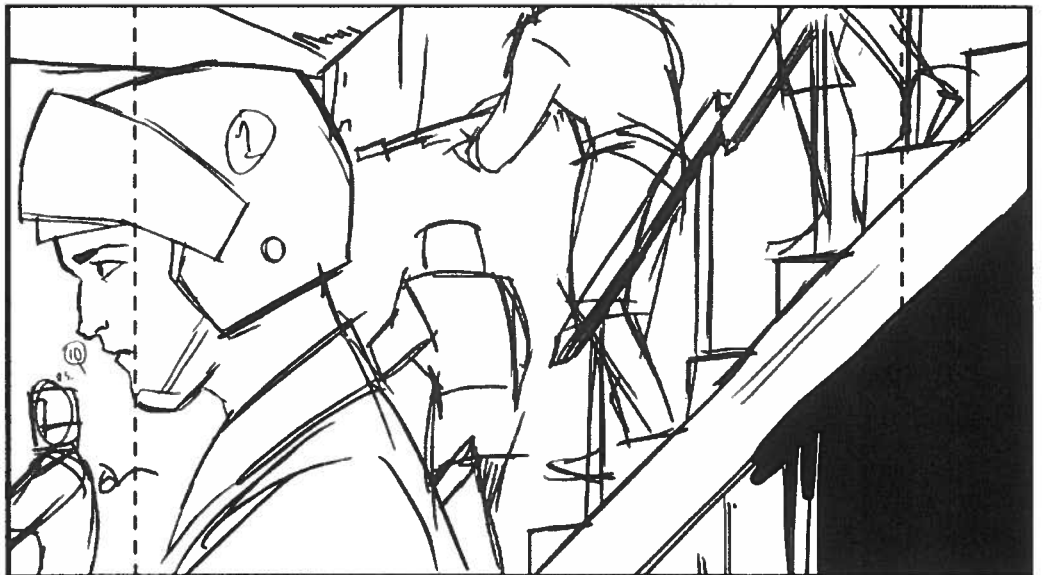


Dialogue
___ ANOTHER SWAT MEMBER:
Keep an eye out.

Action Notes
SWAT #1 follows OS.

Slugging

Scene Panel
B262 4/4

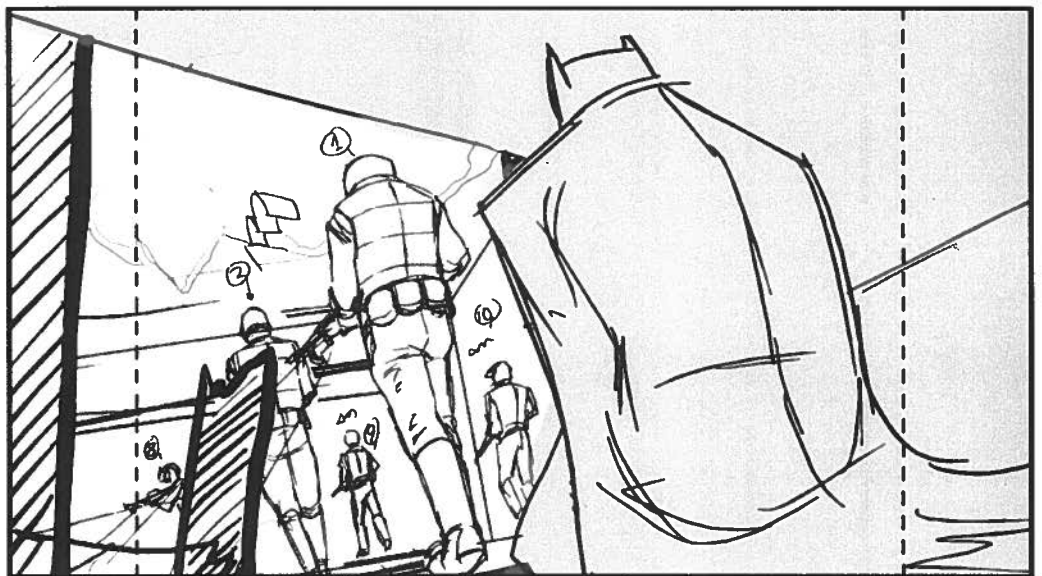


Dialogue
255. BRUCE (VO):
With my belt gone, ...

Action Notes
Cut to full from behind Batman. SWAT #1 and #2 walk away from Batman. *SWAT Officers #1 - #5 have visors raised. Throughout the sequence, all other SWAT Officers have lowered visors.

Slugging

Scene Panel
B263 1/2



SPD: SHADOW FX



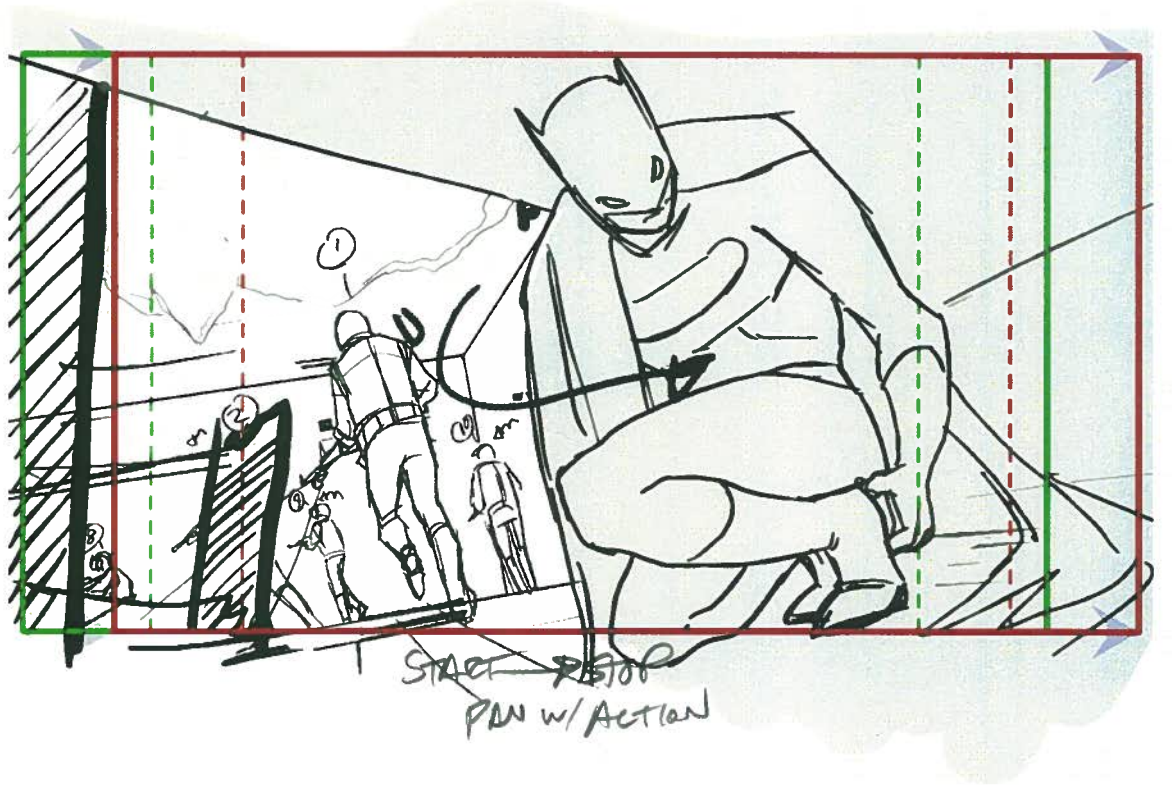
Dialogue
 255. BRUCE (VO)
 (CONT'D):
 ...I'm down to a blowgun, ...

Scene
 B263

Panel
 2/2

Action Notes
 Action continued.
 Batman turns and reaches
 for his boot.
 Camera pans with Batman.

Slugging



Dialogue

Scene
 B264

Panel
 1/3

Action Notes
 Cut in to Batman's boot, he pulls heel off
 of boot.

Slugging



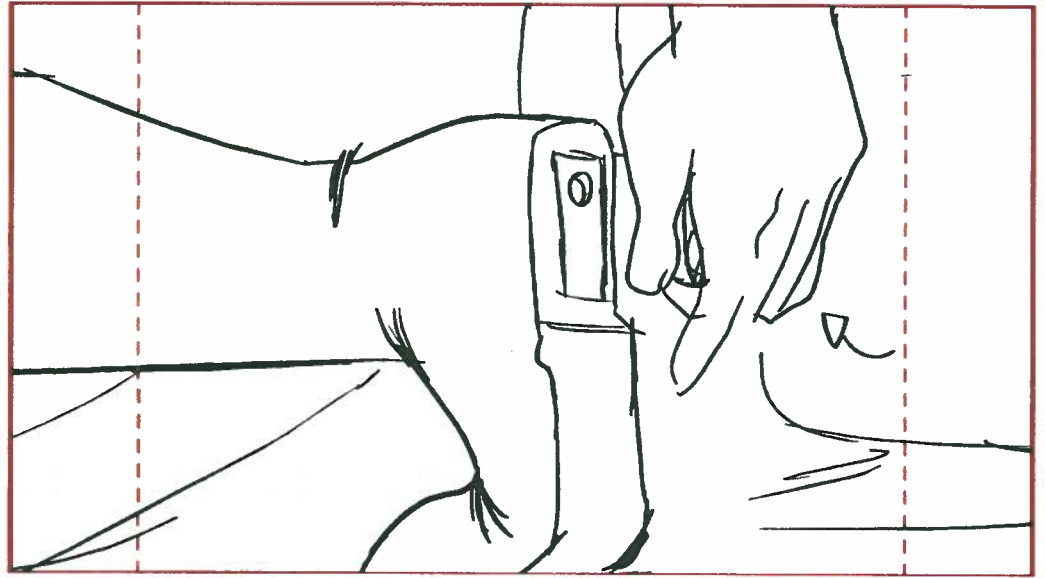


Dialogue
255. BRUCE (VO) (CONT'D):
...three darts, ...

Action Notes
Cont. He moves his hand towards the
button.

Slugging

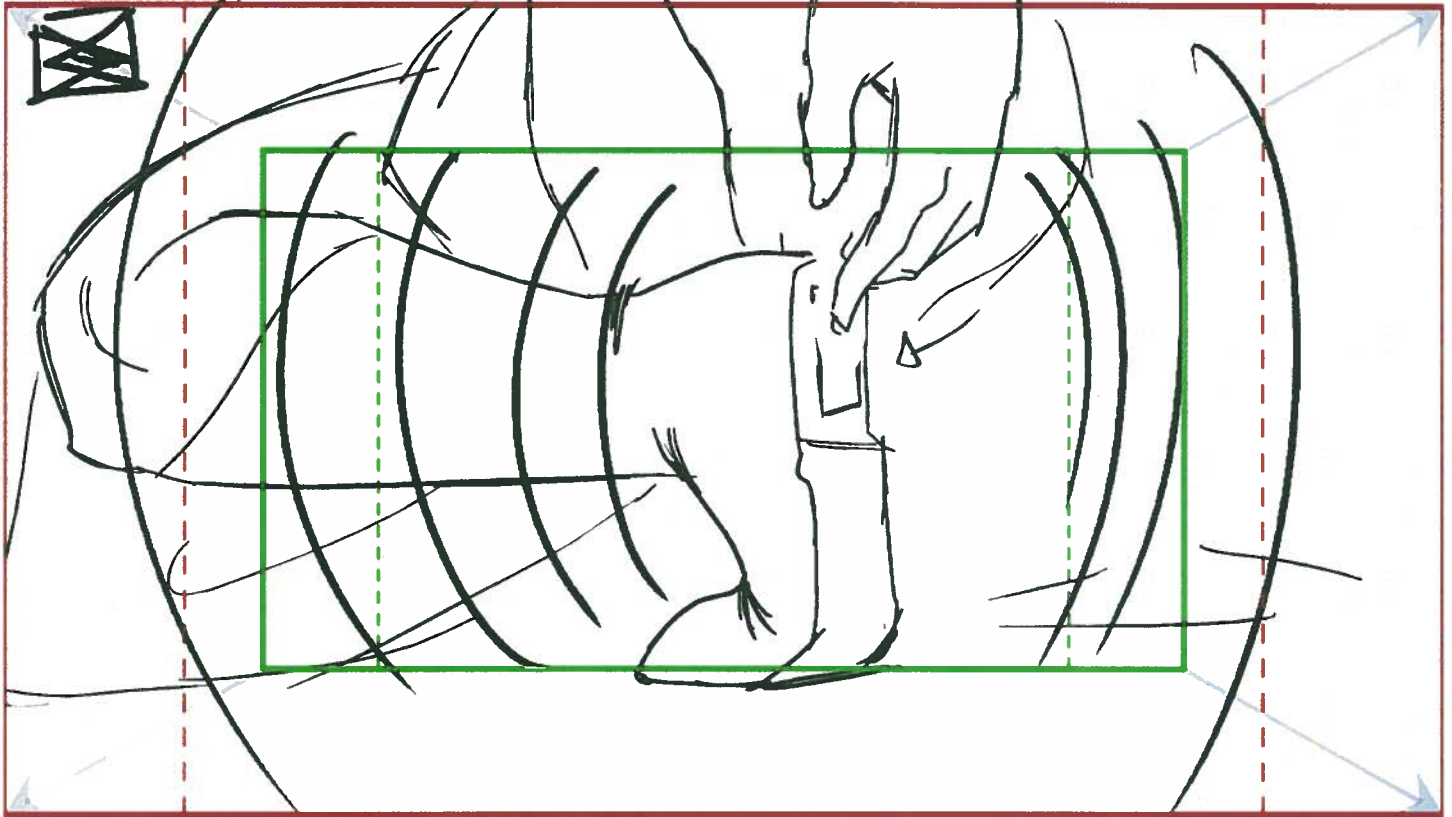
Scene B264 **Panel** 2/3





Scene	Panel
B264	3/3

WEDGE TEST



STR. SOUND WAVE FX

Dialogue

255. BRUCE (VO) (CONT'D):
... and an unofficial invention of Wayne Electronics.

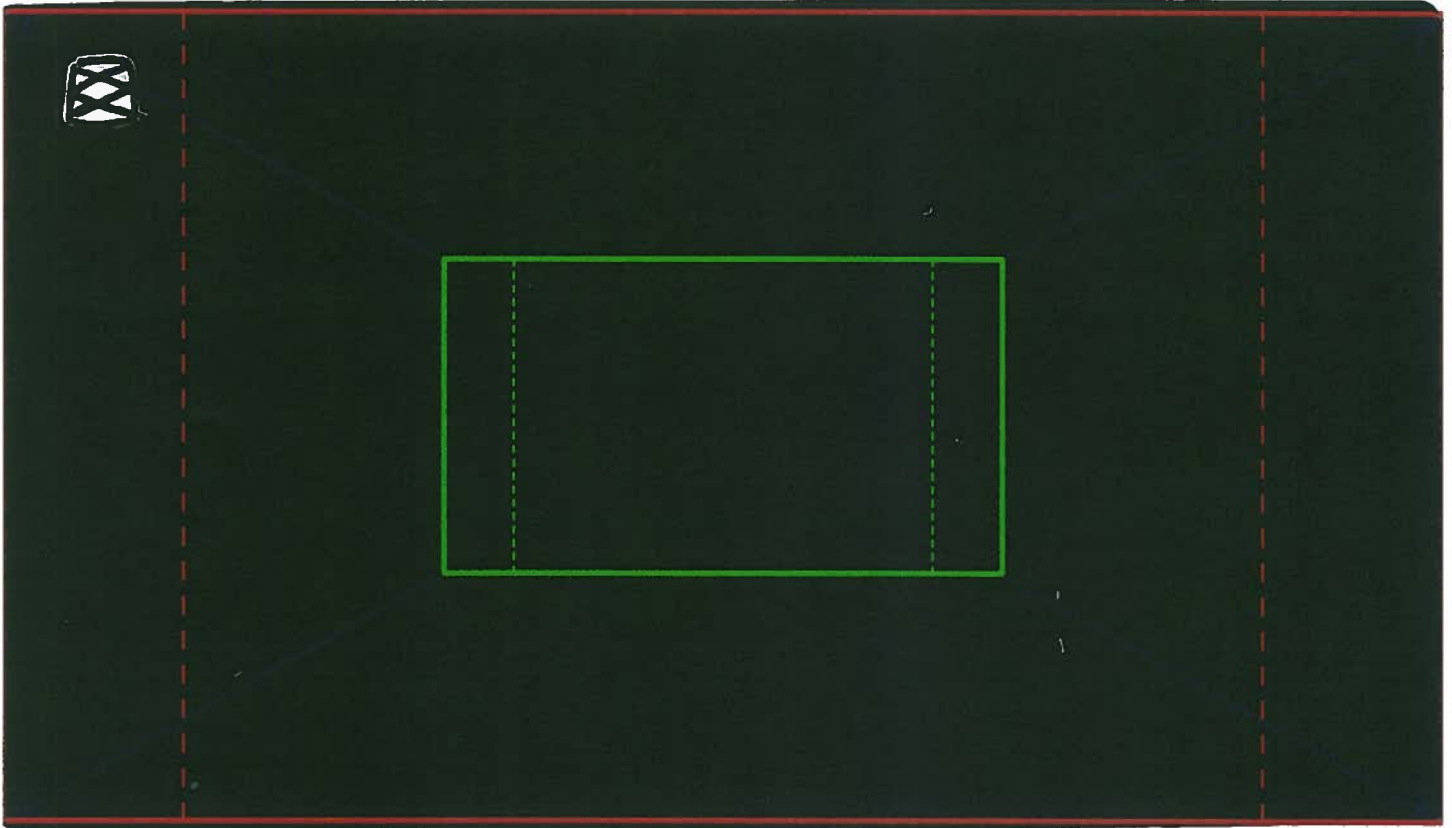
Action Notes

Batman presses the button, which sends out a signal. T.O. with signal distortion waves.

Slugging



Scene	Panel
B265	1/2



Dialogue

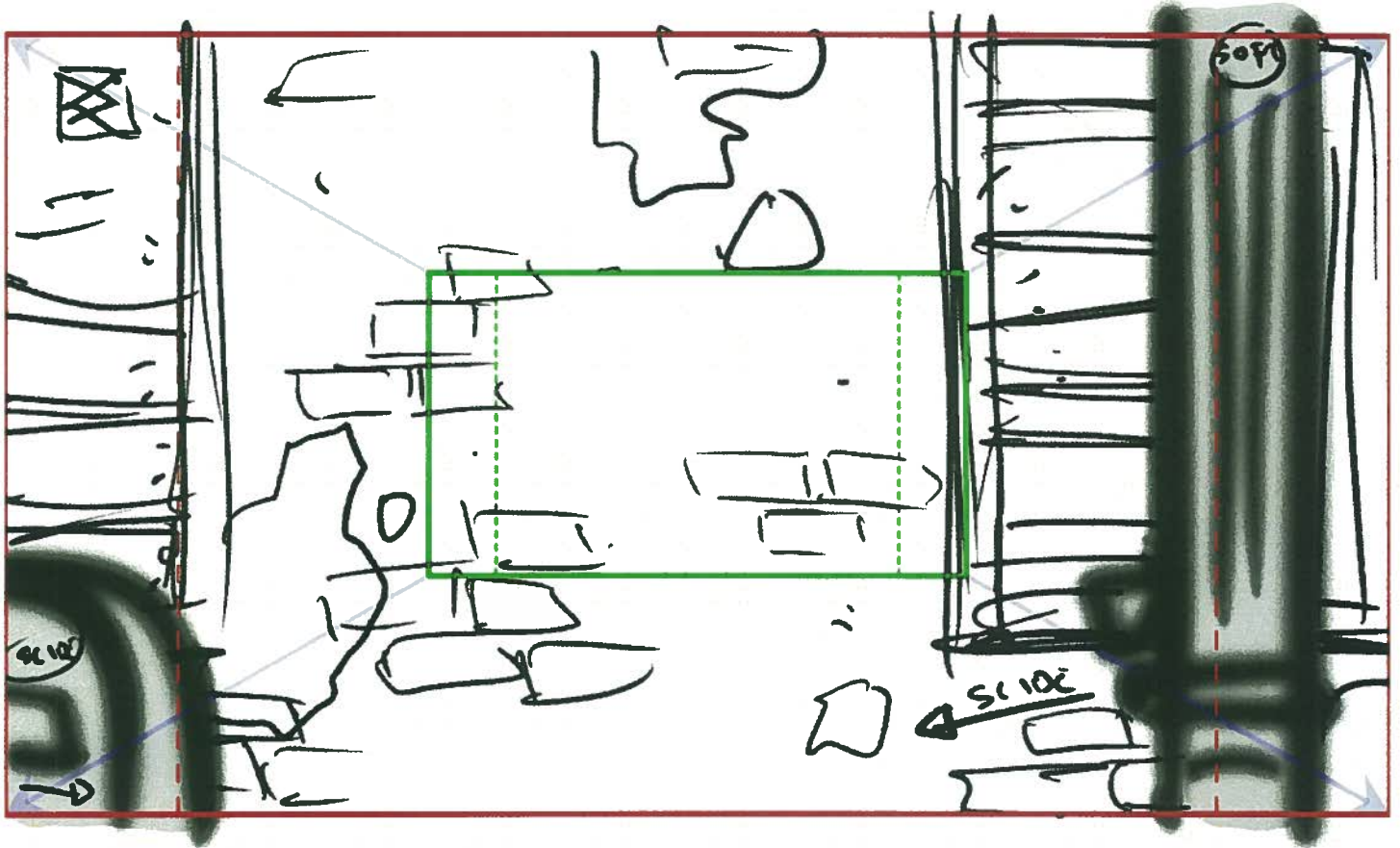
Action Notes
Cross fade to black.

Slugging



Scene	Panel
B265	2/2

WEDGE TEST



TRUCK OUT

Dialogue

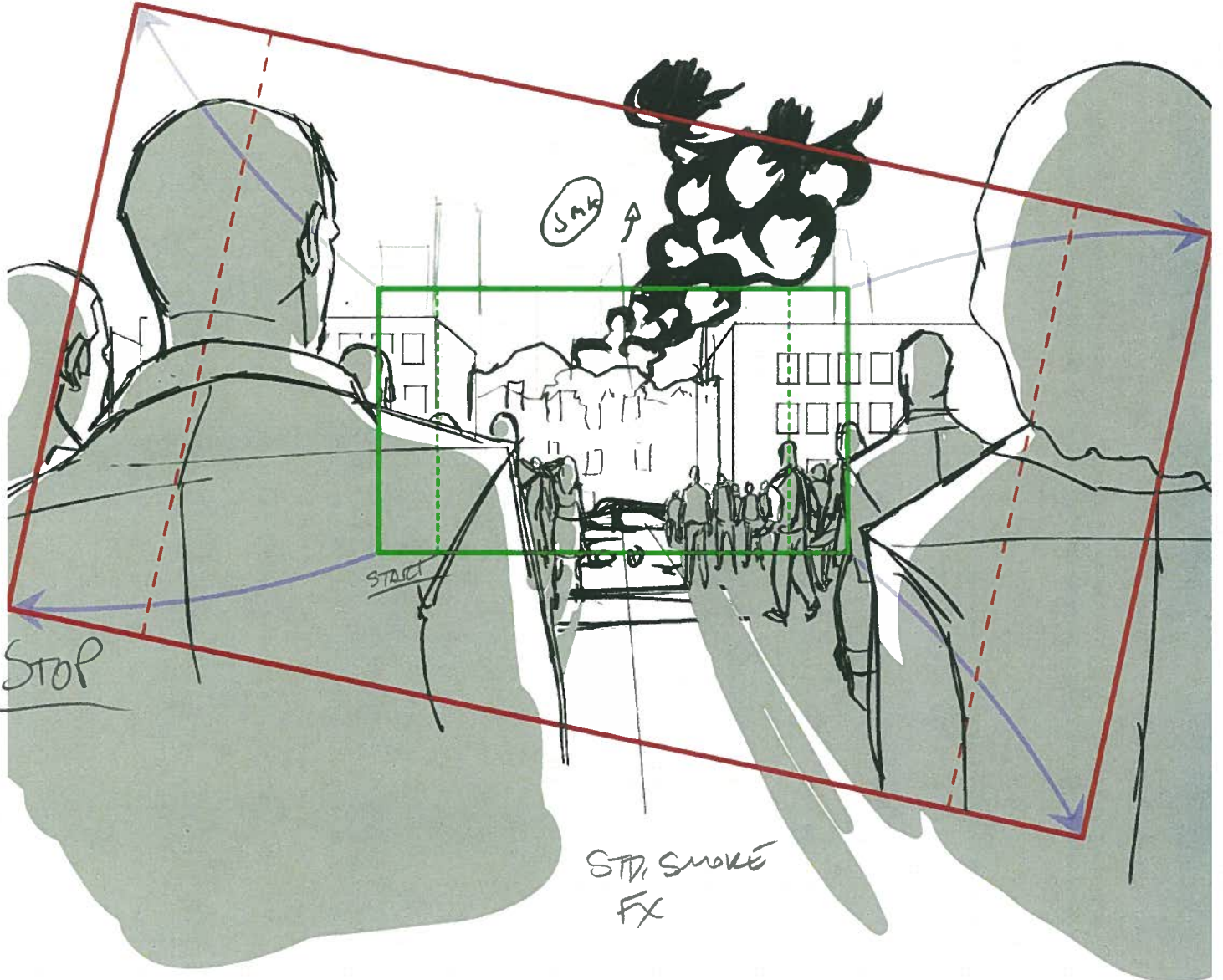
Action Notes

Cross fade to the wall while trucking out from the wall.
 Bi-pack T.O. FG elements faster.
 Soft focus FG elements.

Slugging



Scene	Panel
B266	1/4



Dialogue

256. BRUCE (VO):
Haven't tested it...

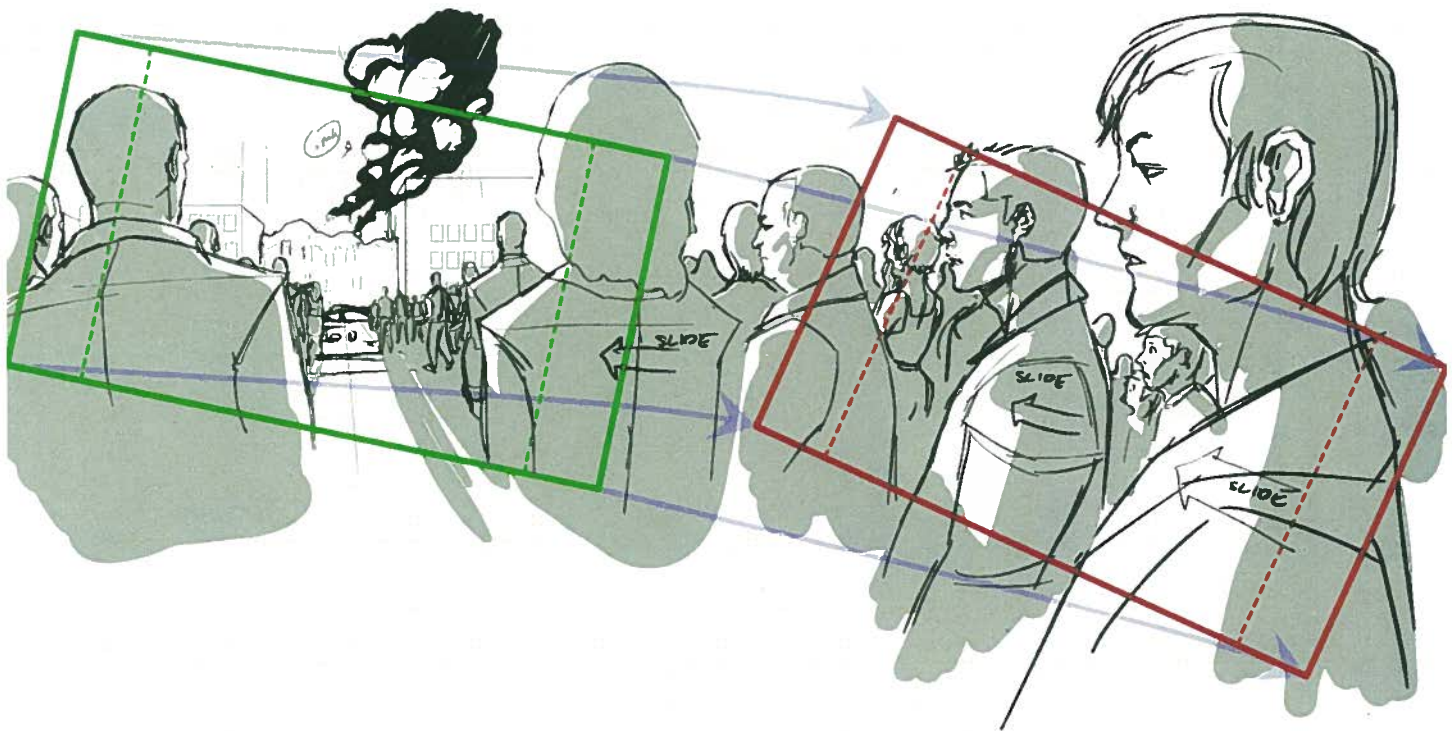
Action Notes

Continuous truck out.
Cross fade to a wide shot, Bi-pack and slide in people in the foreground.

Slugging



Scene	Panel
B266	2/4



Dialogue

256. BRUCE (VO) (CONT'D):
...for this great a distance.

Action Notes

Cont.
T-pan past the crowd.
Slide FG people faster.

Slugging



Dialogue

Scene

B266

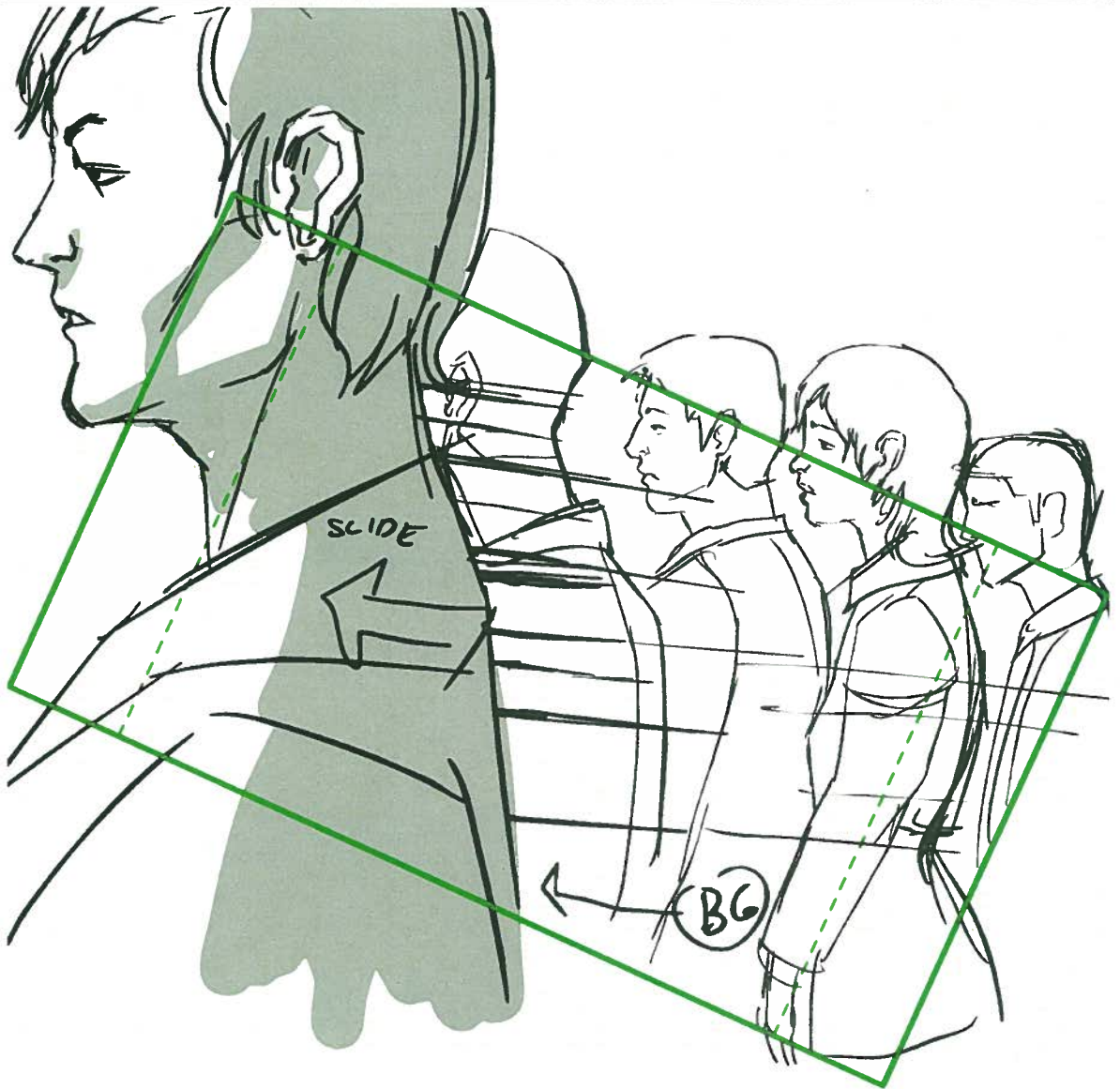
Panel

3/4

Action Notes

Cont.
T-pan past the crowd,
crowd blurs into trees.

Slugging





Dialogue

Scene

Panel

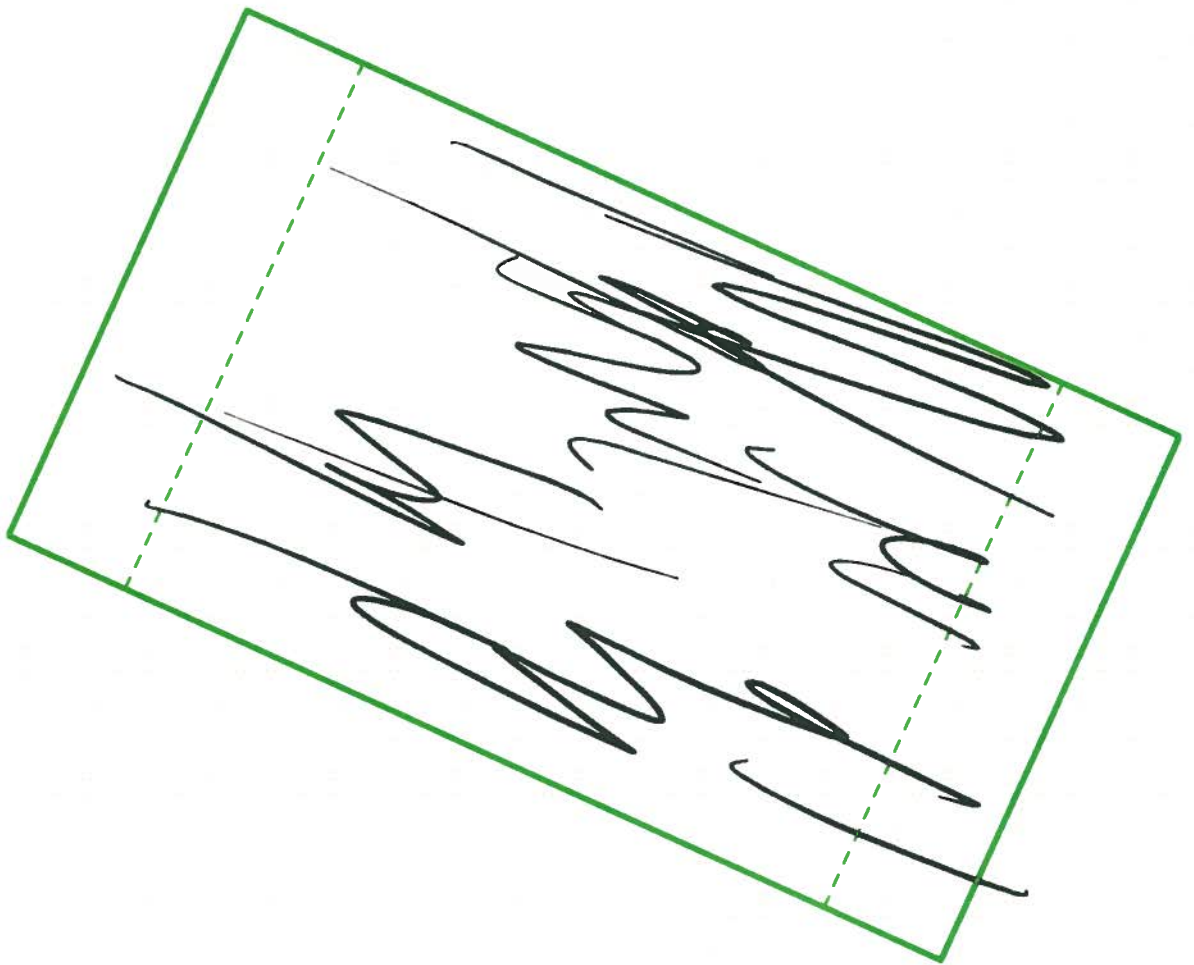
B266

4/4

Action Notes

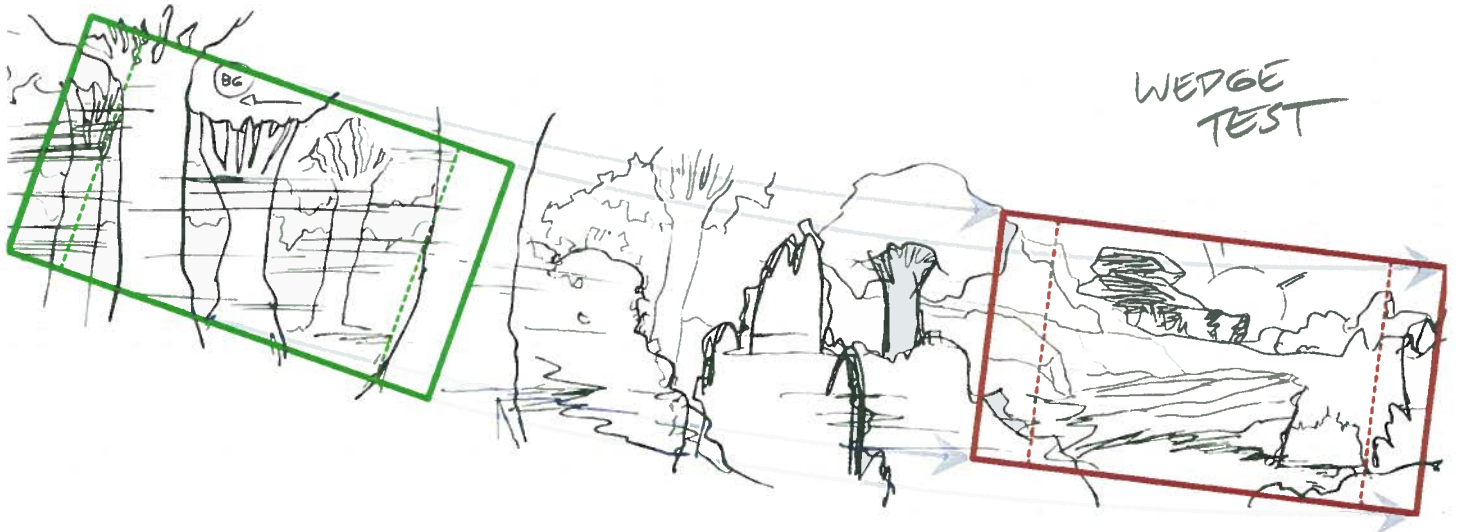
Fast blur pan.

Slugging





Scene	Panel
B267	1/5



Dialogue

257. BRUCE (VO):
Took me weeks...

Action Notes

Blur pan slows to reveal trees. Cont pan over to sunrise.

Slugging



Dialogue

257. BRUCE (VO)
(CONT'D):
...to find the right
ultrasonic...

Scene

B267

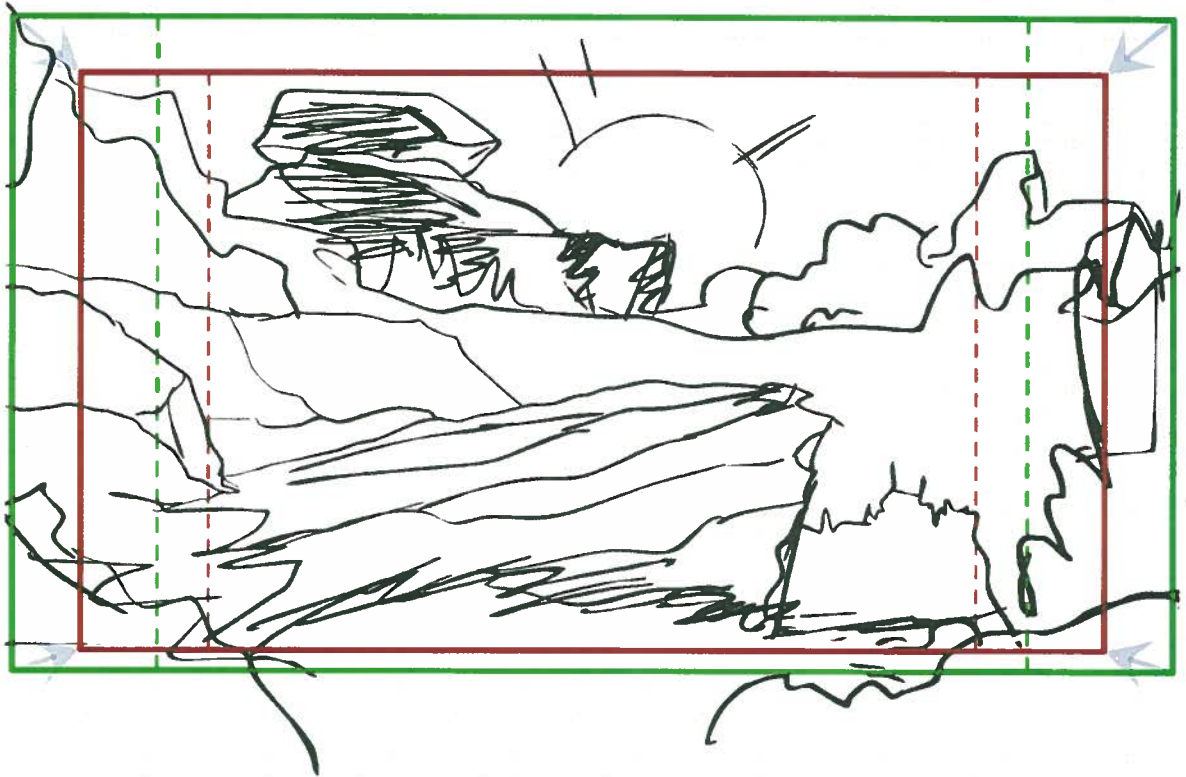
Panel

2/5

Action Notes

Overlap camera
movements. Truck in on
rocks.

Slugging





Dialogue

257. BRUCE (VO) (CONT'D):
... tone.

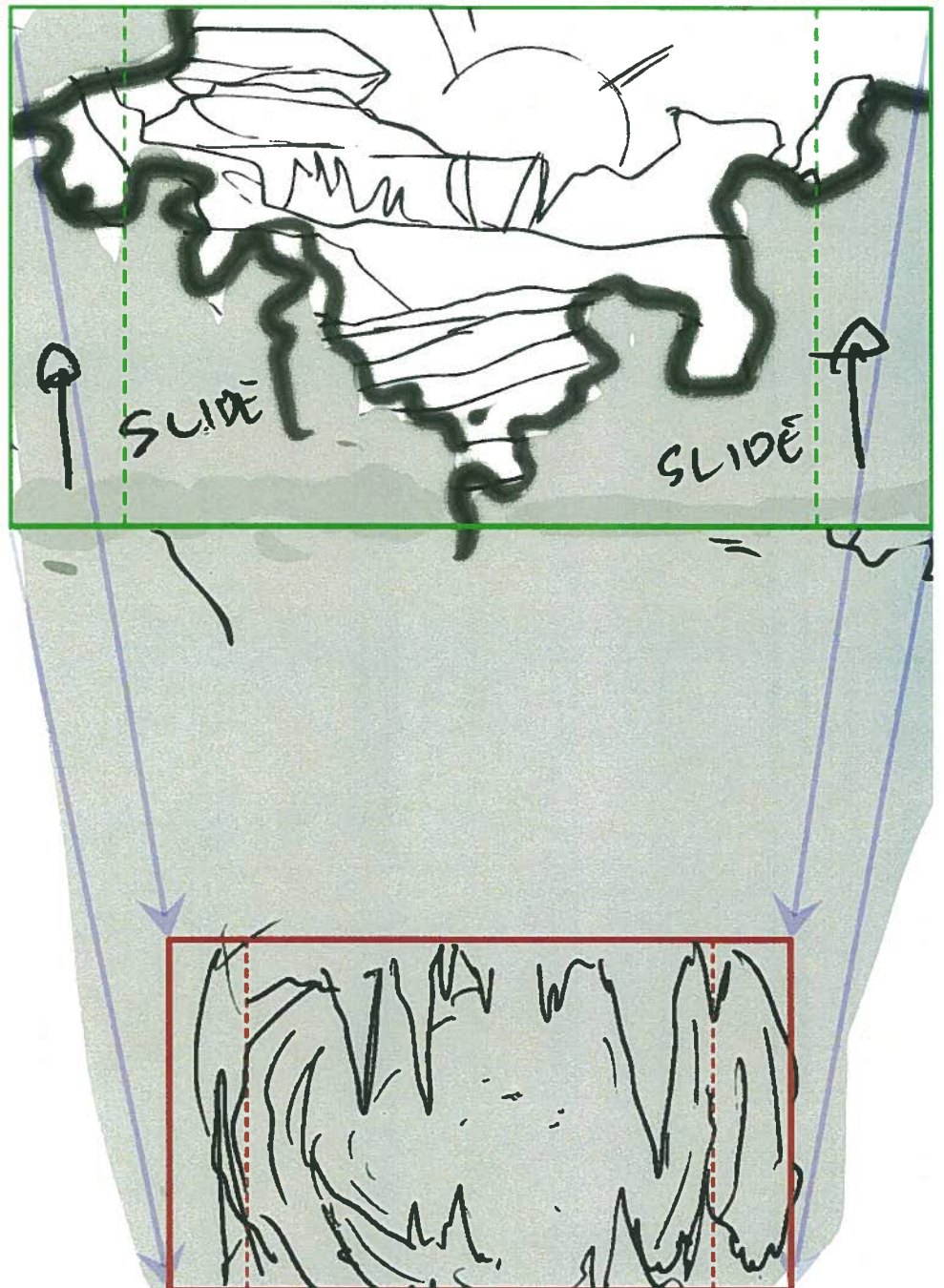
258. BRUCE (VO):
A tone that acts as an attractant.

Action Notes

Overlap cam movement as cam begins to pan down. Slide up and bi-pack T.I. on soft focus trees in FG.

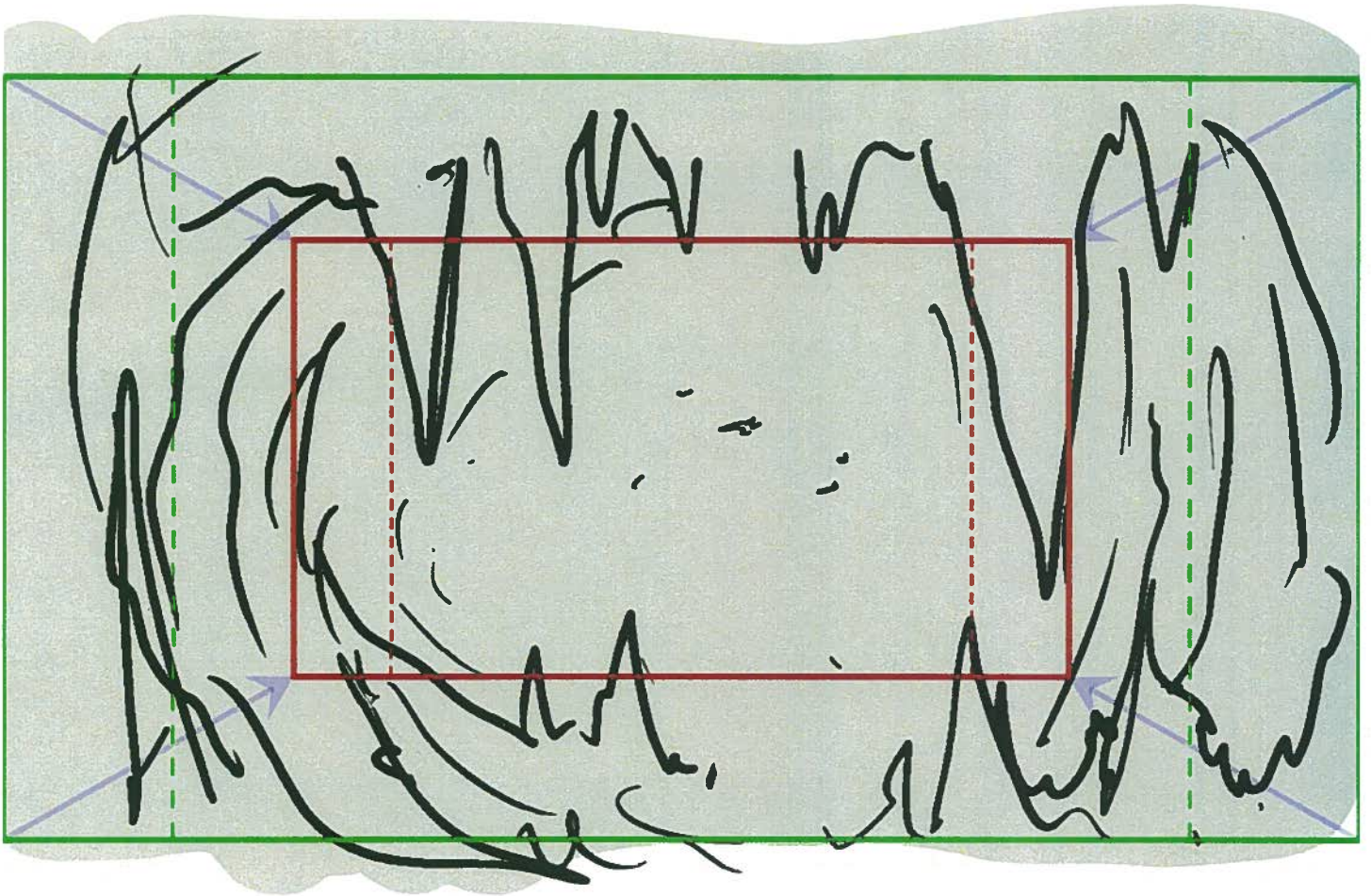
Slugging

Scene	Panel
B267	3/5





Scene	Panel
B267	4/5



Dialogue

Action Notes
Truck into the cave.

Slugging

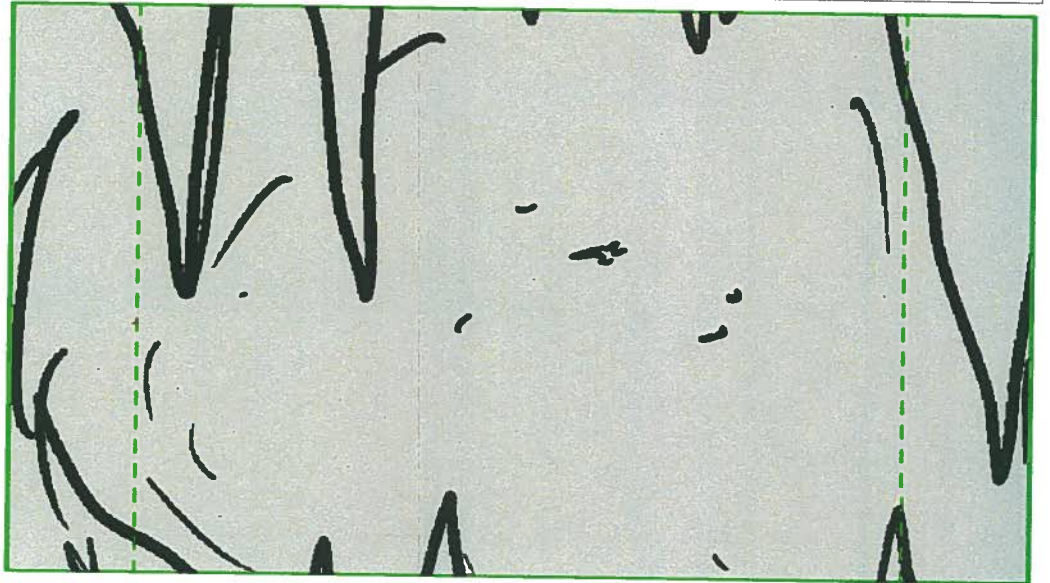


Dialogue

Action Notes
Cont. into darkness.

Slugging

Scene B267 Panel 5/5



LIGHT/SHADOW FX
SUN FX
LENS FLARE FX

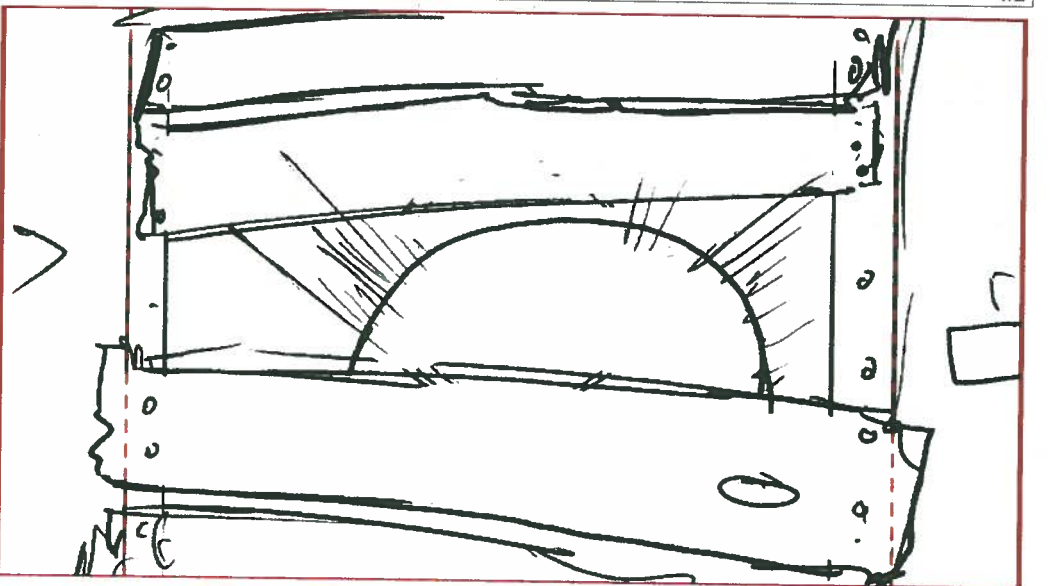
SLOW PAN ON SUN ↑

Dialogue
- DAWN -
WEDGE TEST

Action Notes
Cut to boarded window, the sun shines through the cracks.

Slugging

Scene B268 Panel 1/2



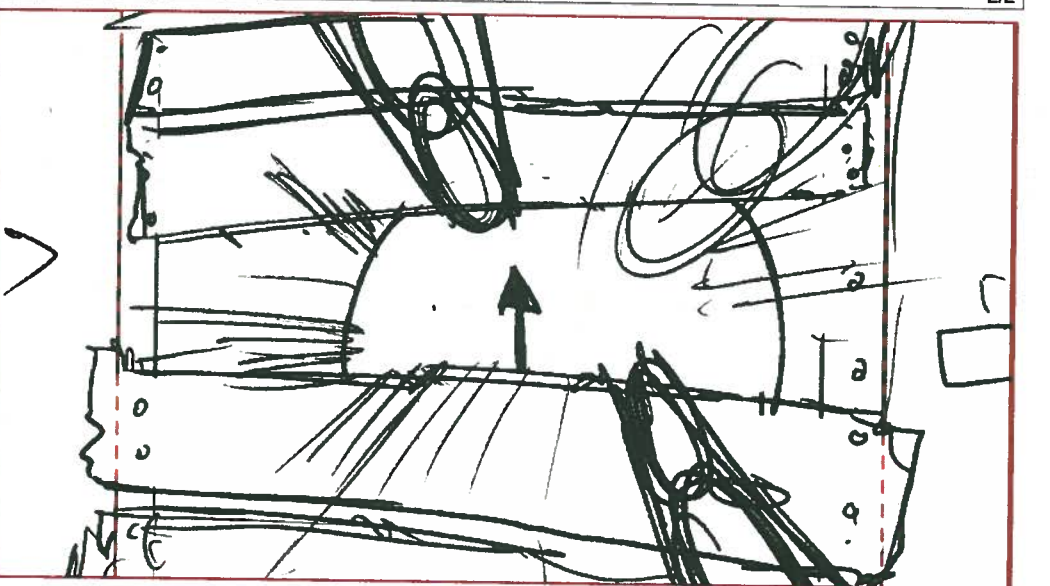
24x FADE ON LENS FLARE

Dialogue

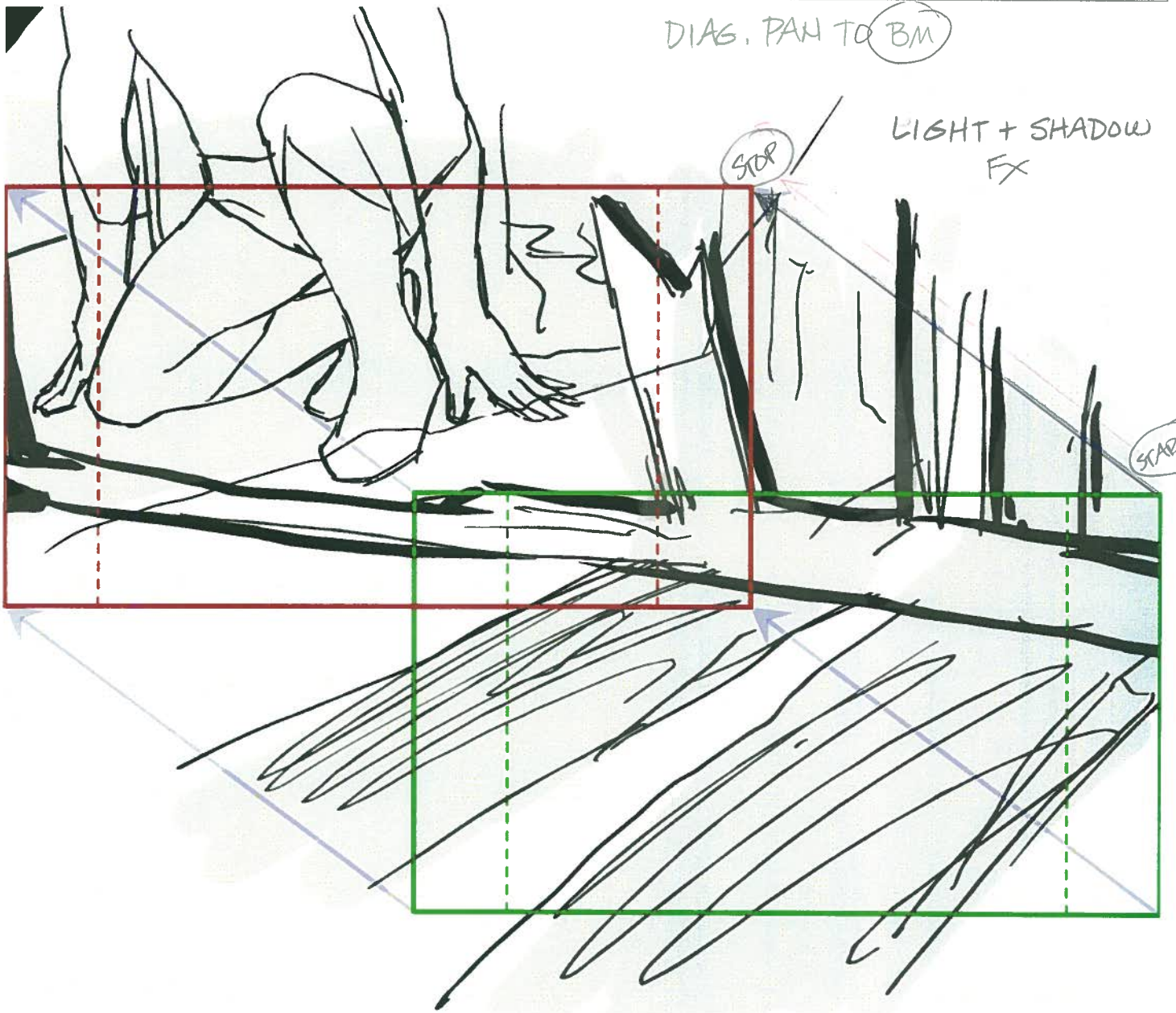
Action Notes
Lens flare.

Slugging

Scene B268 Panel 2/2



Scene	Panel
B269	1/2



Dialogue

Action Notes
Cut to downshot. Pan across the cast shadows on the floor to Batman's foot. The tip of it is in the light.

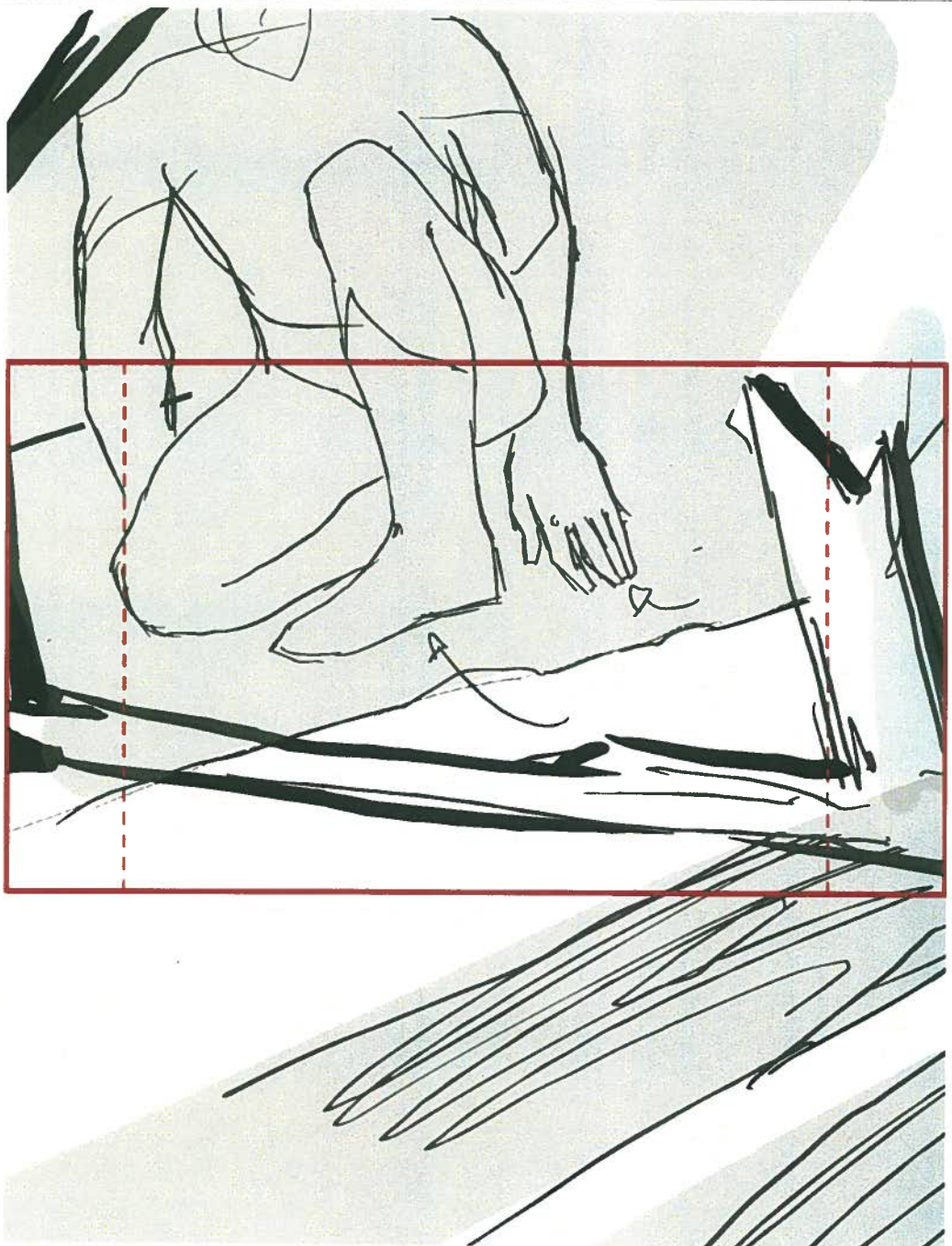
Slugging



Dialogue

Scene B269 Panel 2/2

Action Notes
Batman slides his foot back into the shadows.

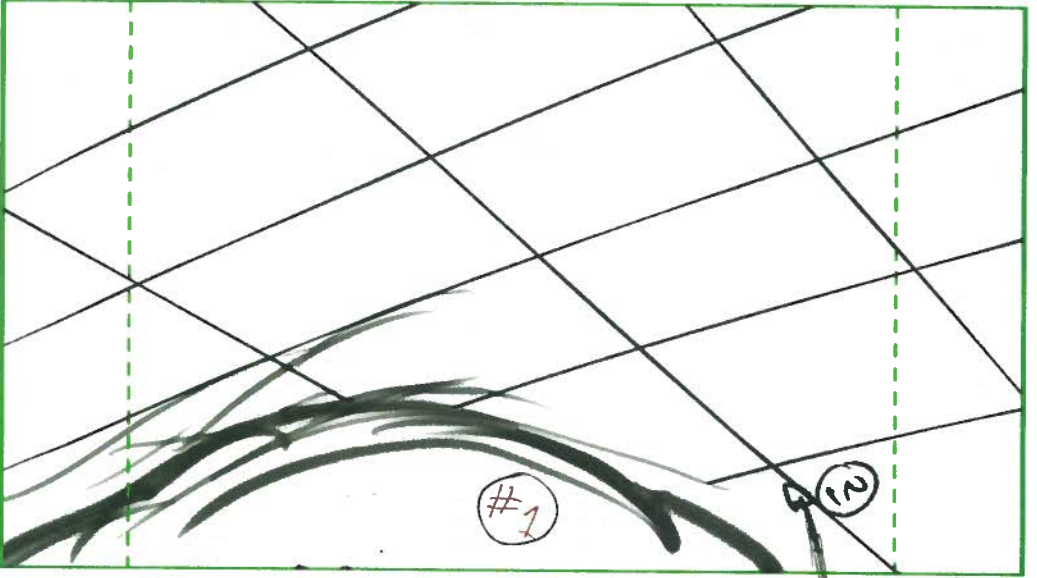


Slugging

Dialogue

Scene B270 Panel 1/3

Action Notes
Cut to a close up on SWAT Officer #1.



Slugging



Dialogue

Action Notes
SWAT #1 struggles with a large piece of wood O.S.

Slugging

Scene B270 Panel 2/3



Dialogue
259. SWAT #1:
Whoever Batman is...

Action Notes
He looks down.

Slugging

Scene B270 Panel 3/3



FG IN SOFT FOCUS

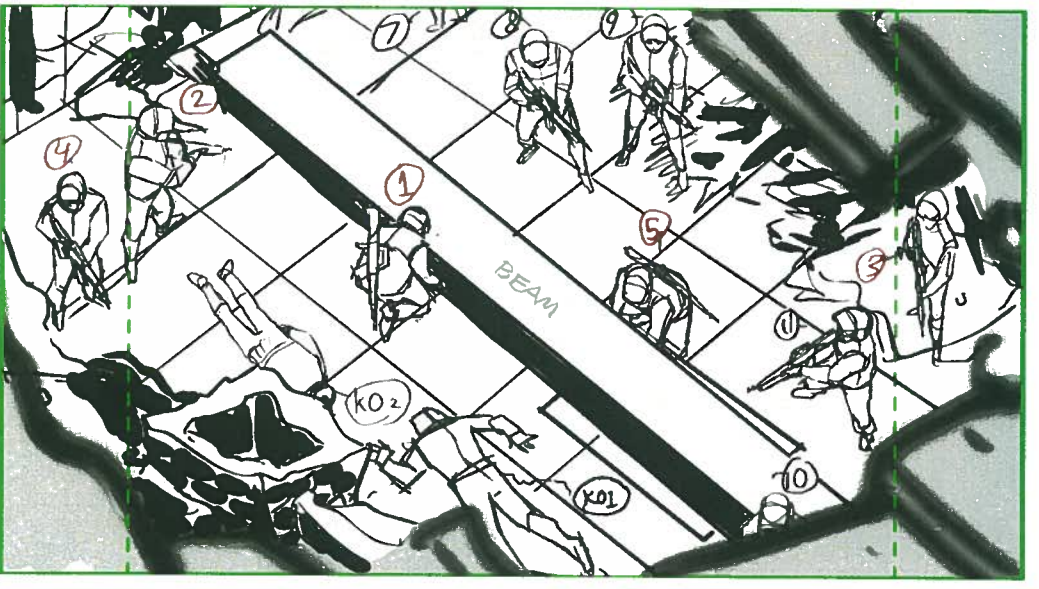
Dialogue
259. SWAT #1 (CONT'D):
...he's stronger than a-

260. ANOTHER SWAT MEMBER:
Shut-up!

Action Notes
Cut to down shot of SWAT team. SWAT #1 and #5 are trying to lift the wooden beam. SWAT #3 cuts SWAT #1 off, hissing at him to shut up. The SWAT Officers that Batman knocked out in sc. B238 lie on the floor (KO1 and KO2).

Slugging

Scene B271 Panel 1/2





Dialogue
260. ANOTHER SWAT MEMBER
(CONT'D):
He could be anywhere.

Action Notes
Cont. SWAT #10 walking OS.

Slugging

Scene Panel
B271 2/2



Dx SHADOW

Dialogue

Action Notes
Cut to medium on SWAT #3.
Batman hides in the shadows beneath
the stairs. He is BARELY visible to imply
that the SWAT members cannot see him
in the shadows.

Slugging

Scene Panel
B272 1/2



DUST FX

Dialogue

Action Notes
A floorboard creaks and dust falls from
the stairs over Batman. SWAT #3 turns
his head.

Slugging

Scene Panel
B272 2/2





Dialogue

Action Notes
Cut close on SWAT #3 as he looks OS.

Slugging

Scene B273 Panel 1/3



Dialogue

Action Notes
SWAT #3 looks closer and squints his eyes. SWAT #10 raises his gun and antics to turn.

Slugging

Scene B273 Panel 2/3

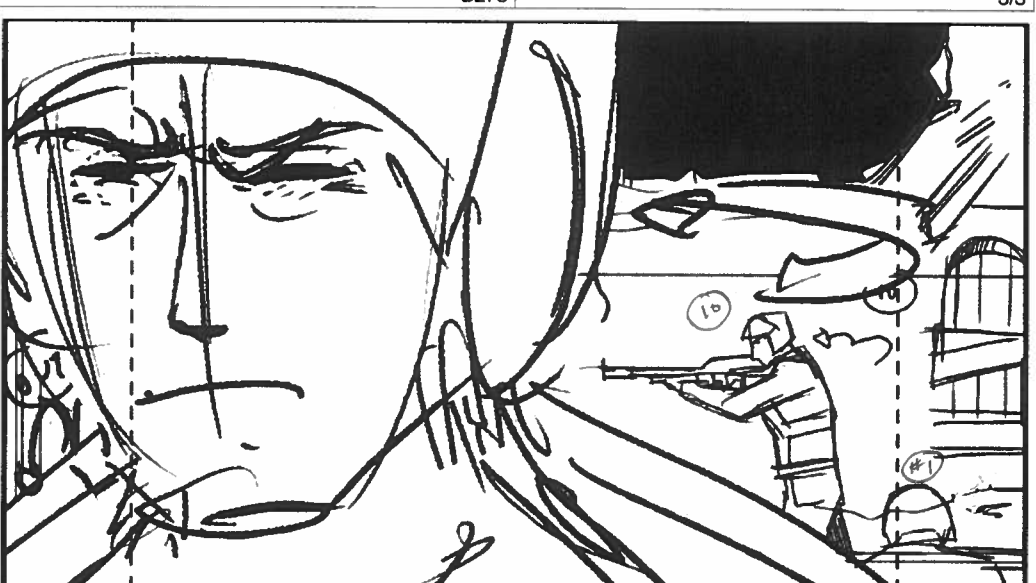


Dialogue

Action Notes
SWAT #3 walks twd camera. SWAT #10 turns and walks left.

Slugging

Scene B273 Panel 3/3



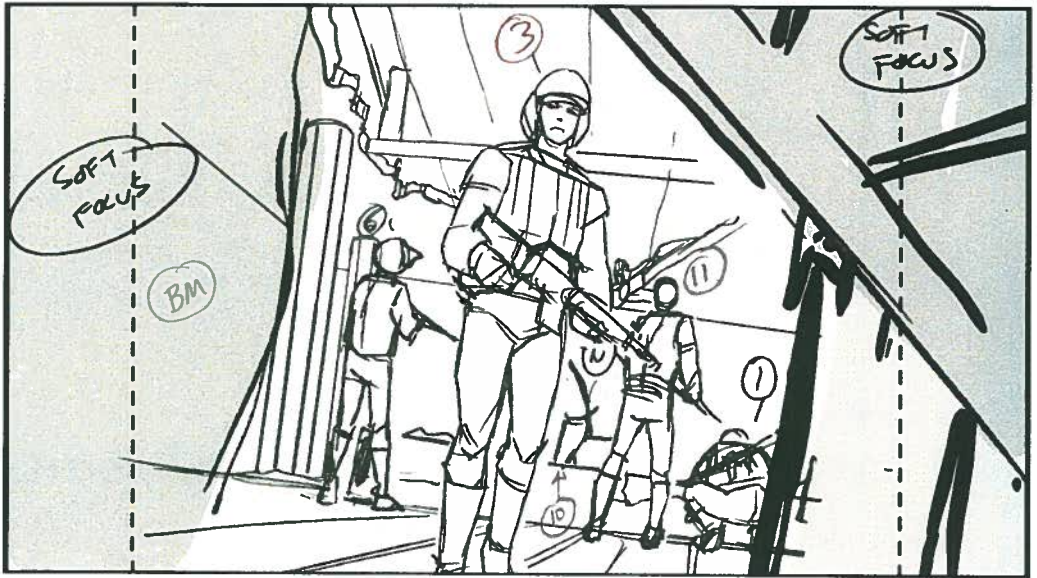


Dialogue

Action Notes
Cut to a low angle OTS of Batman.
SWAT #3 walks toward Batman.

Slugging

Scene B274 Panel 1/2



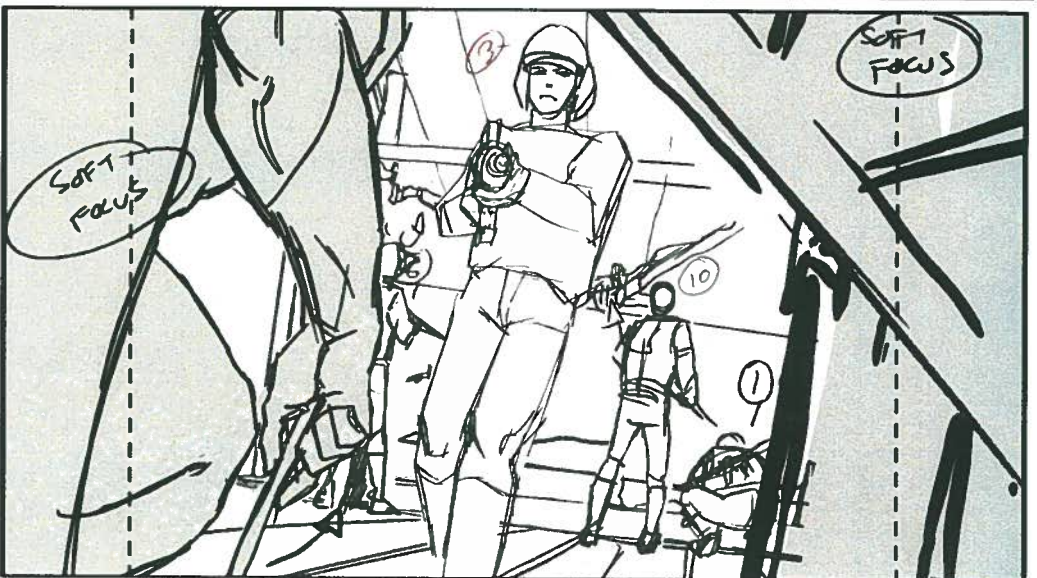
FG IN SOFT FOCUS

Dialogue

Action Notes
SWAT #3 raises his gun. Batman pulls out his blowgun.

Slugging

Scene B274 Panel 2/2

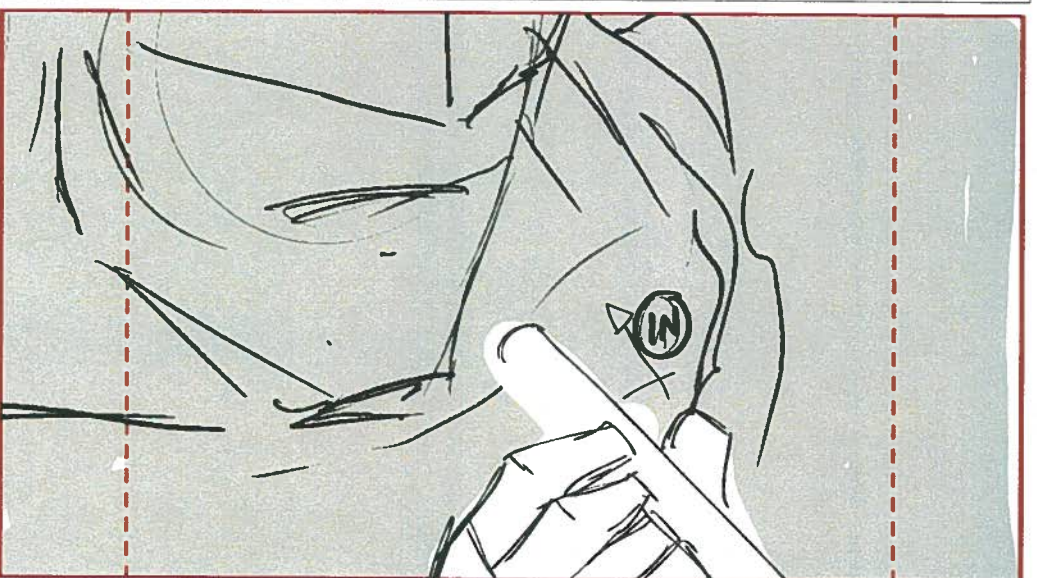


Dialogue

Action Notes
Batman lifts the blowgun into frame.

Slugging

Scene B275 Panel 1/2



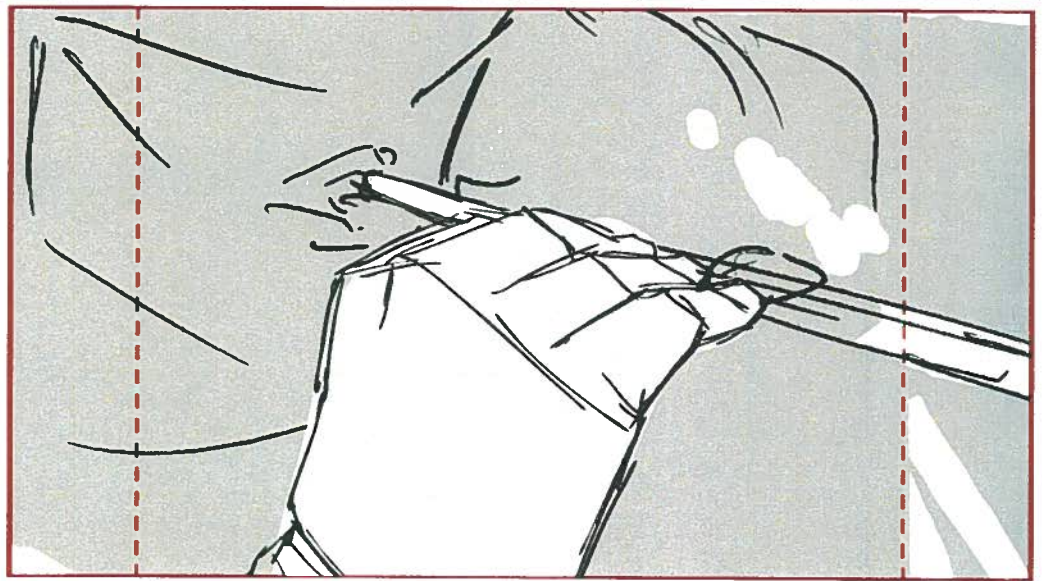


Dialogue

Action Notes
He places it in his mouth.

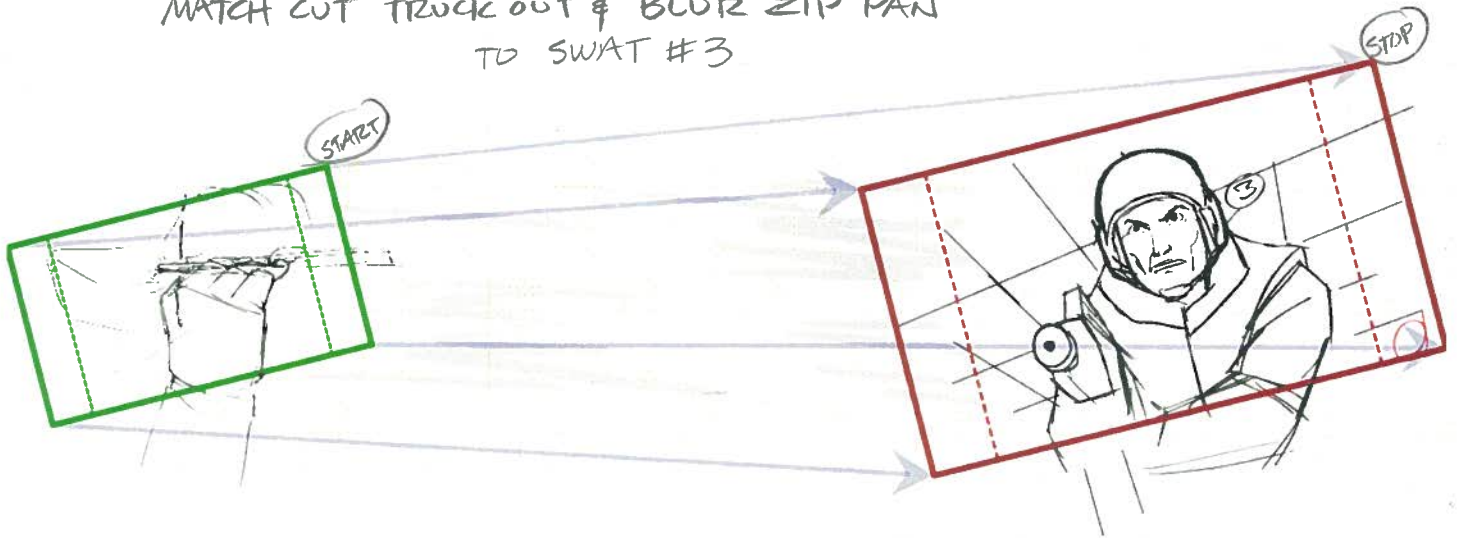
Slugging

Scene B275 Panel 2/2



Scene B276 Panel 1/6

MATCH CUT TRUCK OUT & BLUR ZIP PAN
TO SWAT #3



Dialogue

Action Notes
He blows and we Quick Whip Pan to SWAT #3.
SWAT # 11 IS VISIBLE SCREEN RIGHT, WITH HIS HEAD + BACK TO CAMERA

Slugging



Dialogue

Action Notes
The dart flies into frame, hitting SWAT #3 in the throat. He reacts, shocked.

Slugging

Scene
B276

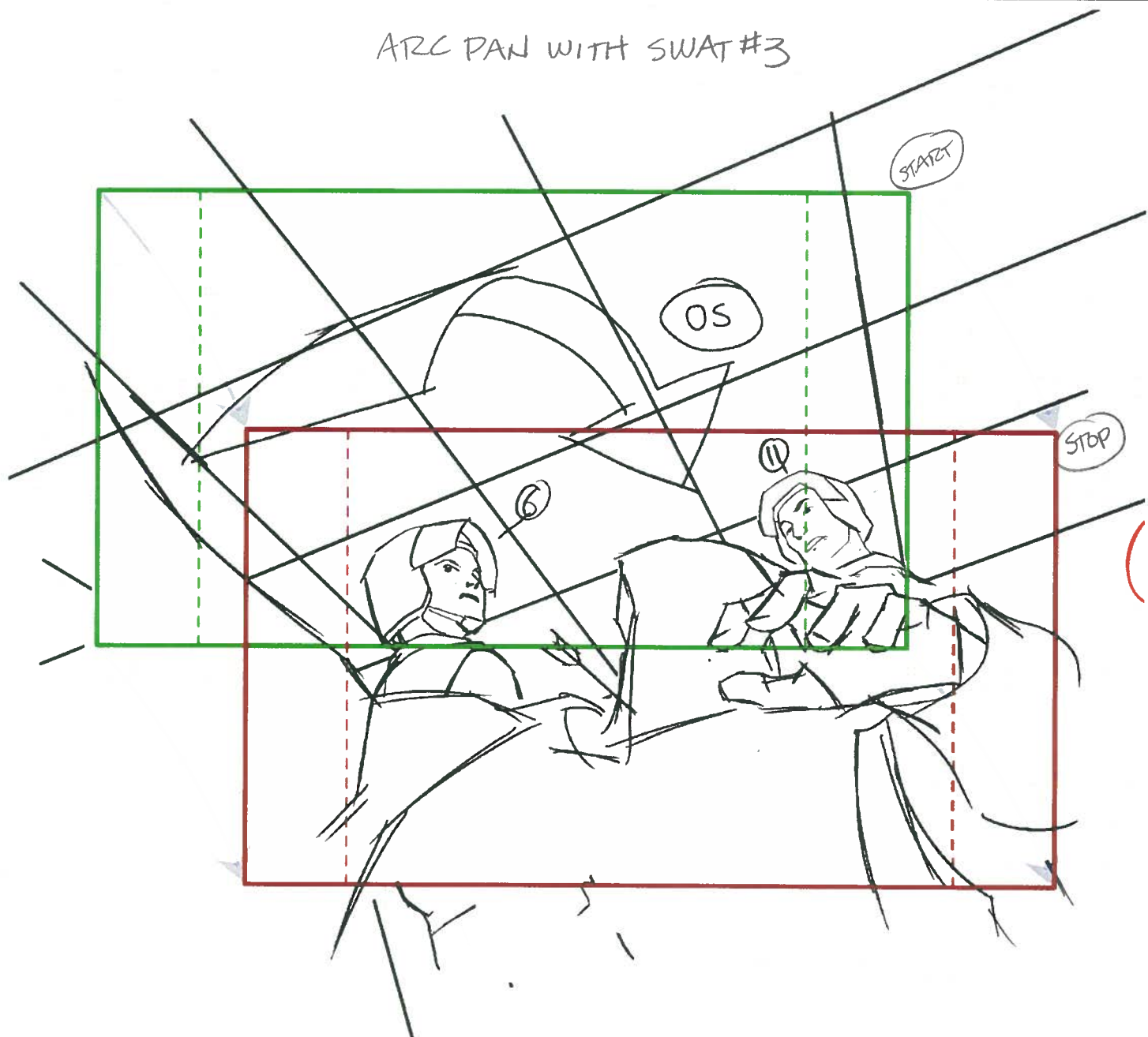
Panel
2/6





Scene	Panel
B276	3/6

ARC PAN WITH SWAT #3



Dialogue

Action Notes

SWAT #3 falls backwards O.S. revealing SWAT #1, #6,

SWAT #11 ALREADY VISIBLE SCREEN RIGHT

Slugging



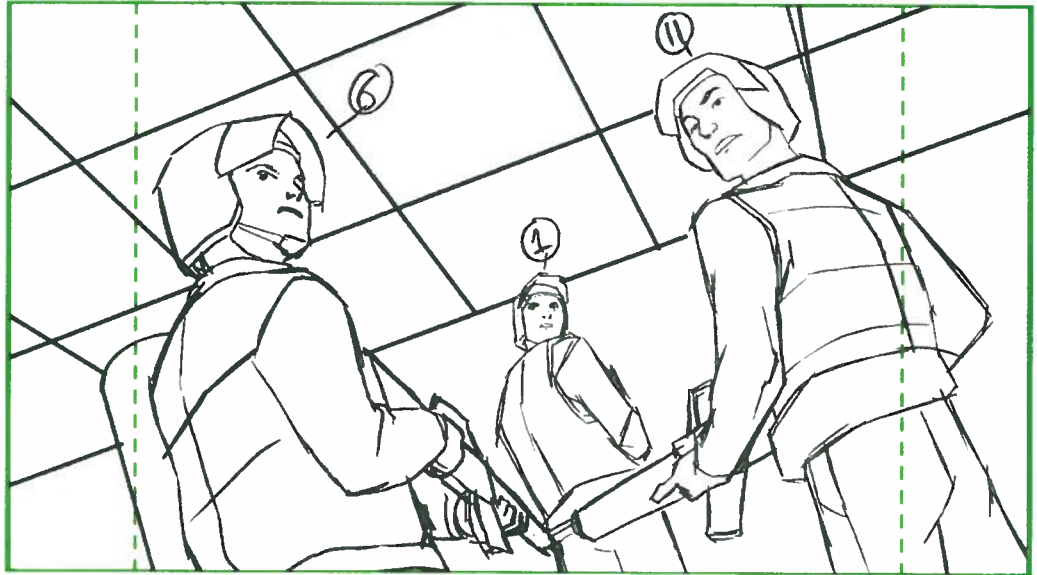
Dialogue

Action Notes
SWAT memebers look OS.

Slugging

Scene
B276

Panel
4/6



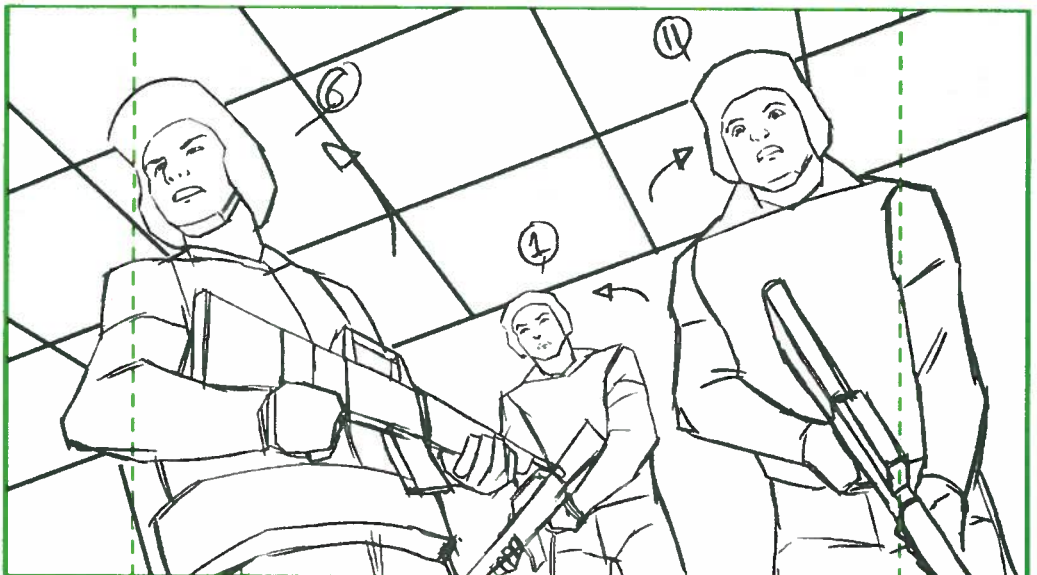
Dialogue

Action Notes
They all turned, surprised.

Slugging

Scene
B276

Panel
5/6



MUZZLE FLASH FX
STD, GUN FIRE FX
HI CON SHADOW FX

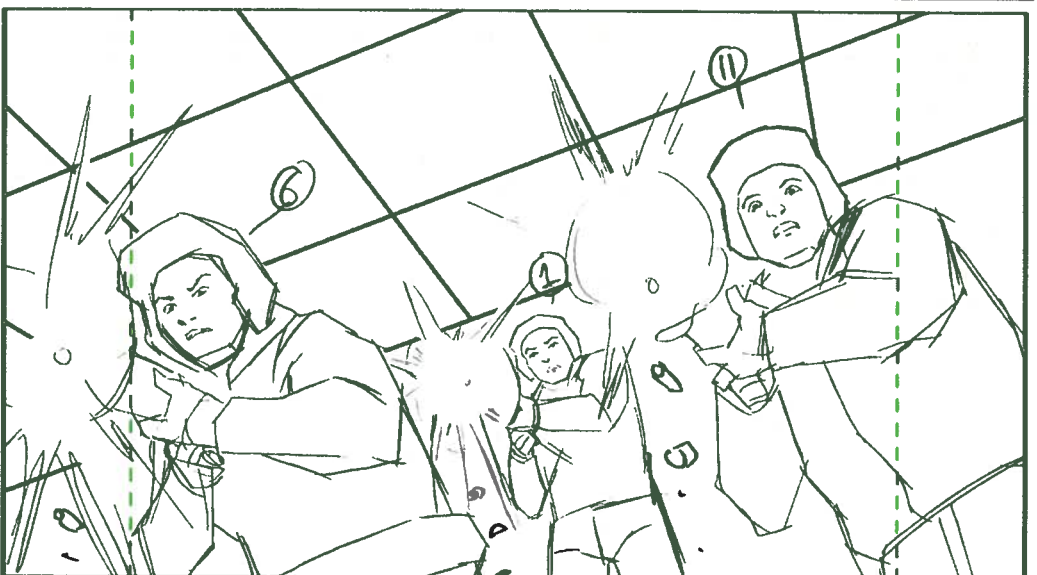
Dialogue

Action Notes
They all lift their guns and start shooting.
Anim shells falling from shooting guns.
Anim hi-con shadows over shooters while shooting.

Slugging

Scene
B276

Panel
6/6





Dialogue

Scene

B277

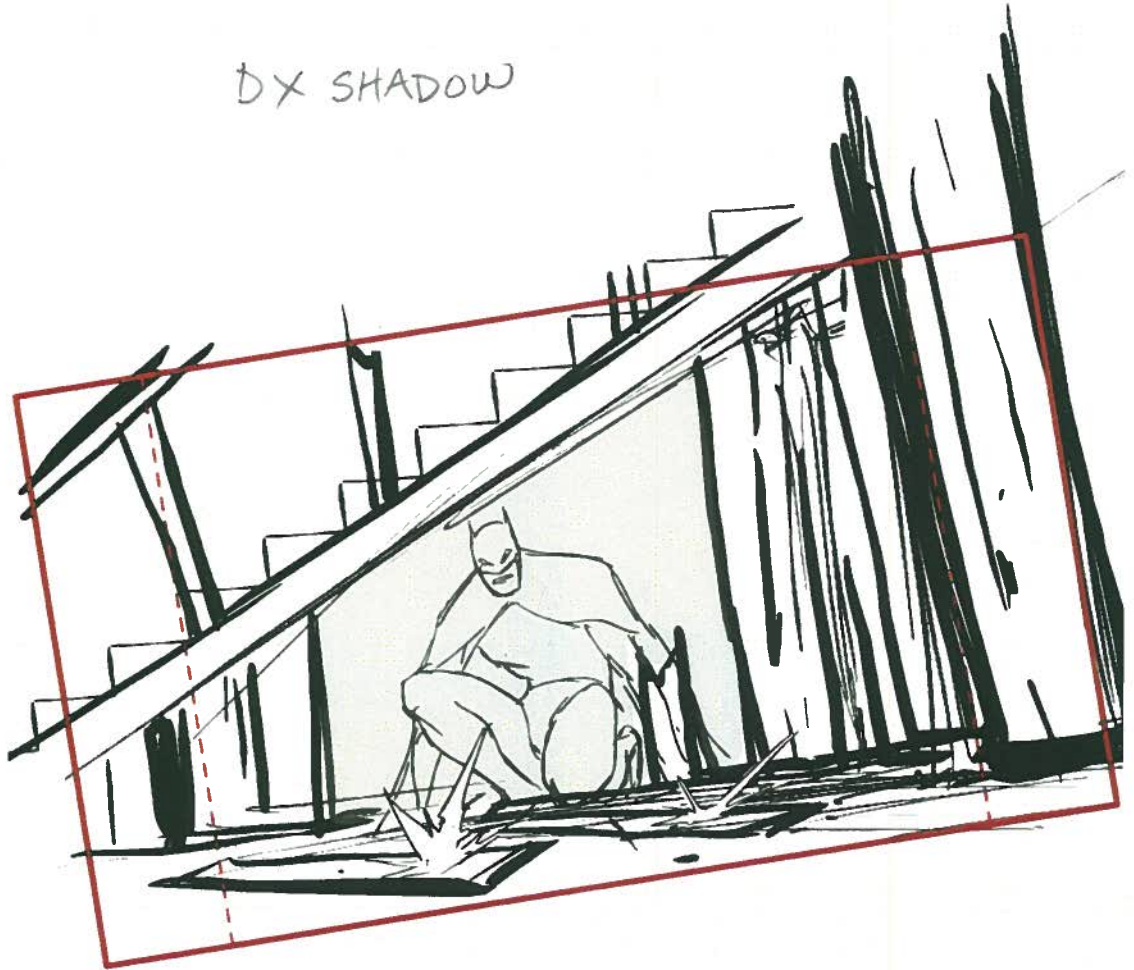
Panel

1/4

Action Notes

Cut to full of Batman under the stairs, bullets hit the floor. Batman is barely visible in the shadows.

DX SHADOW



Slugging



Dialogue

Scene

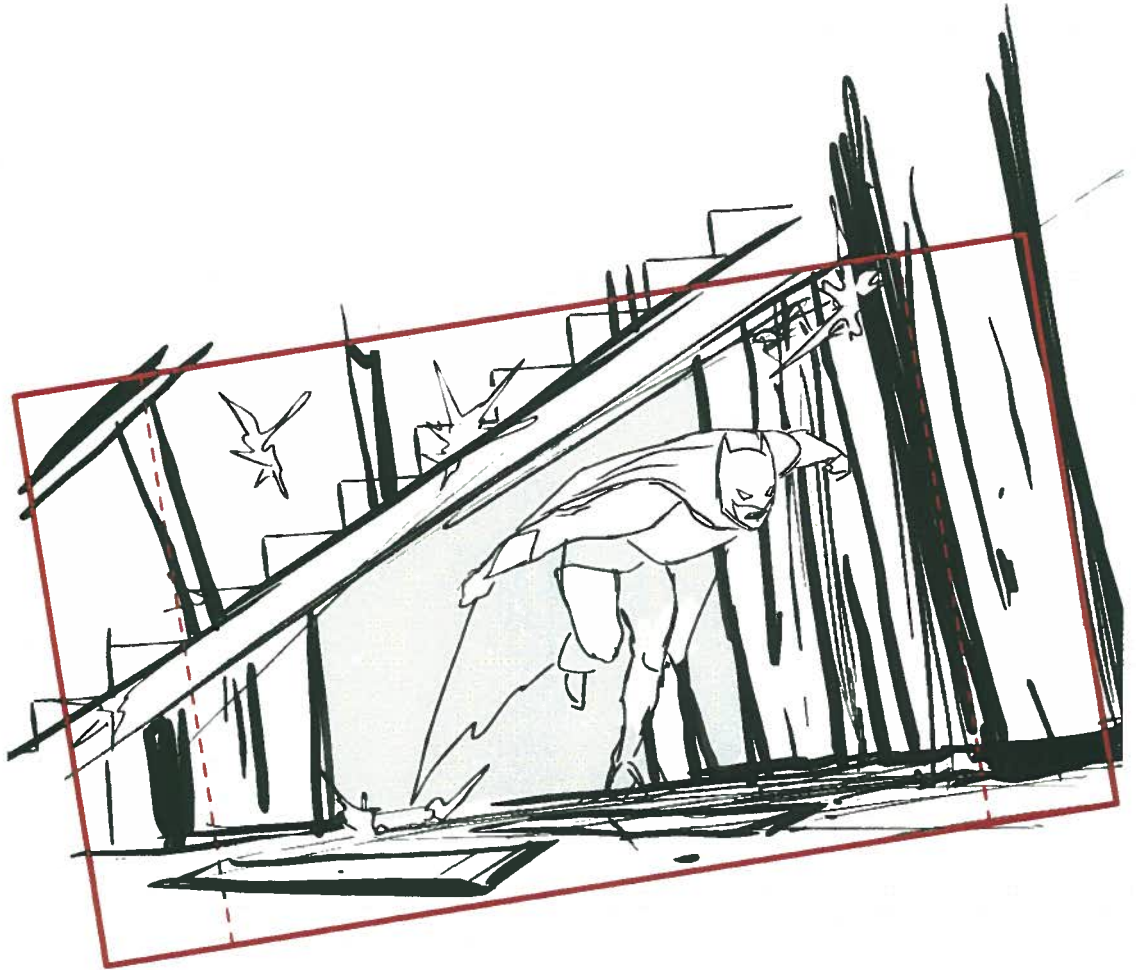
B277

Panel

2/4

Action Notes

Batman runs out of the shadows. Bullets hit all around the stairwell.

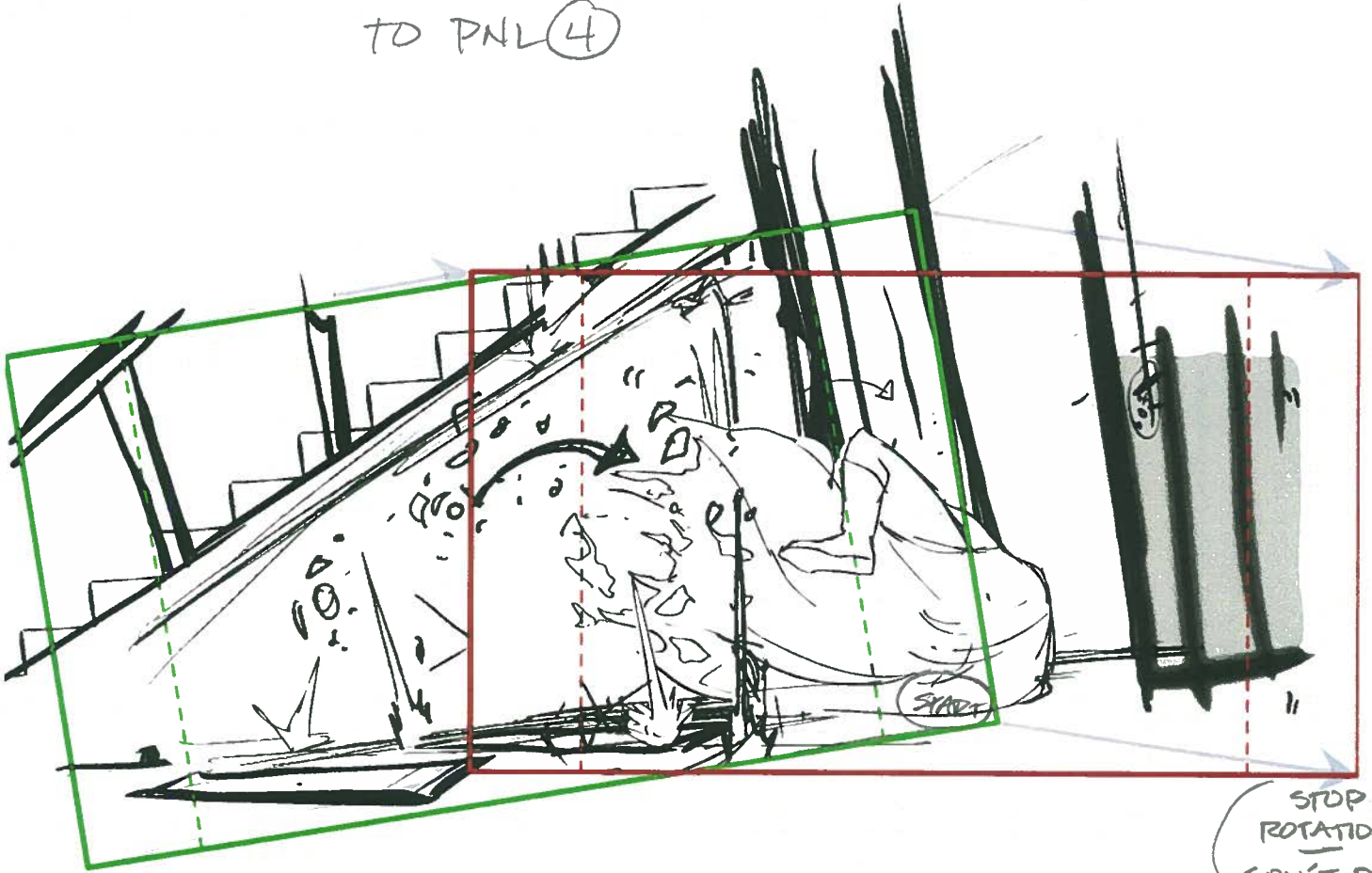


Slugging



Scene	Panel
B277	3/4

CAMERA ROTATION & PAN WITH ACTION
TO PNL (4)



STOP
ROTATION
DON'T PAN

Dialogue

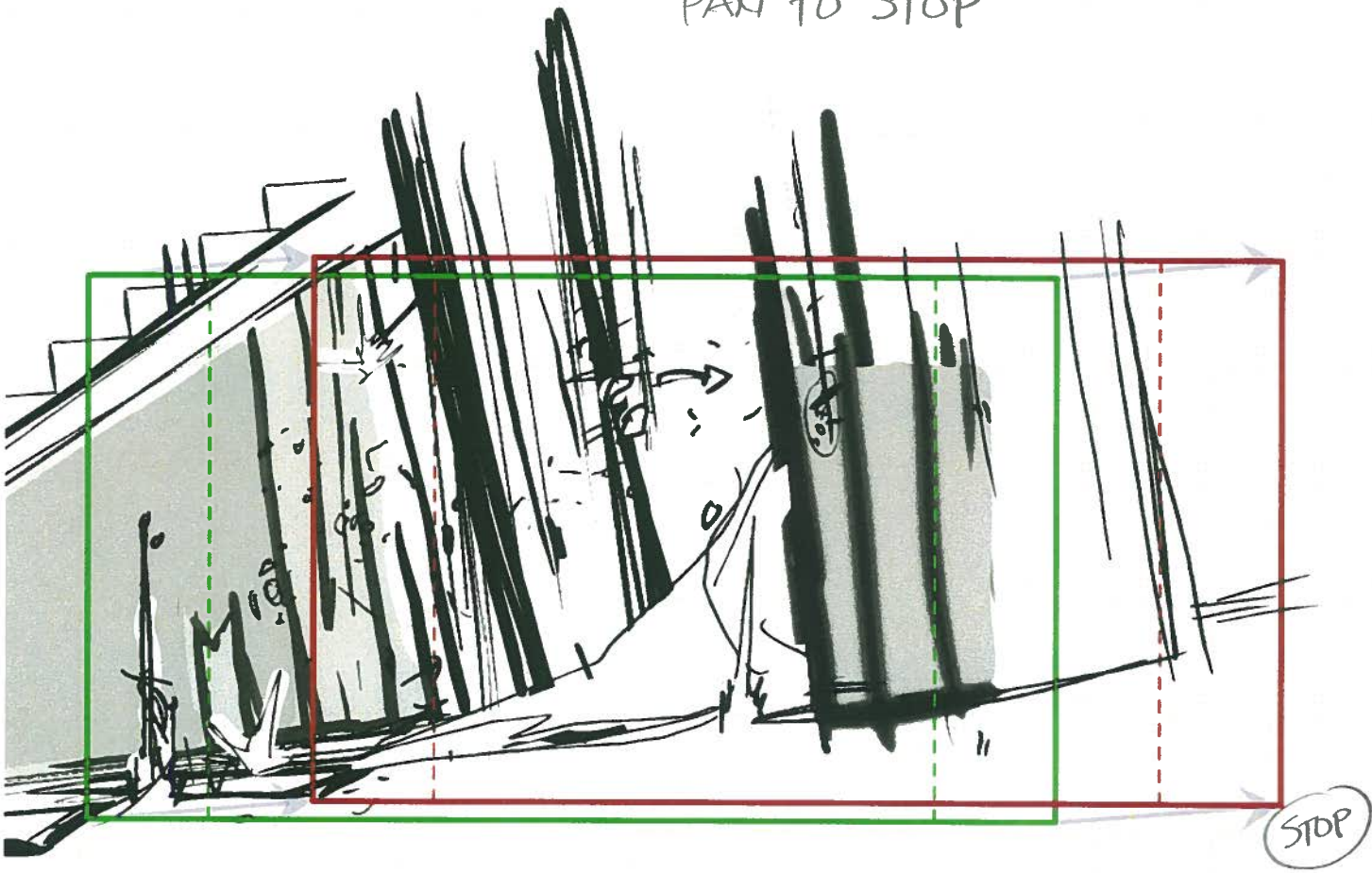
Action Notes
 Batman hits the floor rolling, bullets hit everywhere. Batman's cape is cut up with bullet holes.
 Pan with action.

Slugging



Scene	Panel
B277	4/4

PAN TO STOP



Dialogue

Action Notes
Pan with action, Batman rolls behind behind a pillar O.S.

Slugging



Dialogue

Action Notes

Cut to a full shot of Batman as he pushes himself off the floor. Bot lit flashes from muzzles and gunfire in BG.

Slugging

Scene

B278

Panel

1/4



Dialogue

Action Notes

Cont.
Batman runs thru scene.

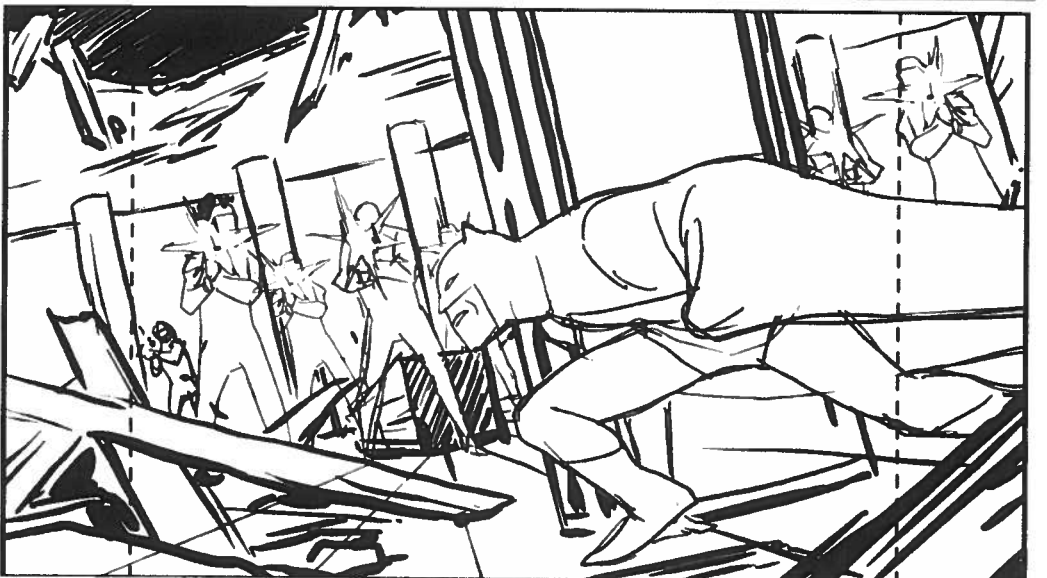
Slugging

Scene

B278

Panel

2/4



Dialogue

Action Notes

Batman runs OS.

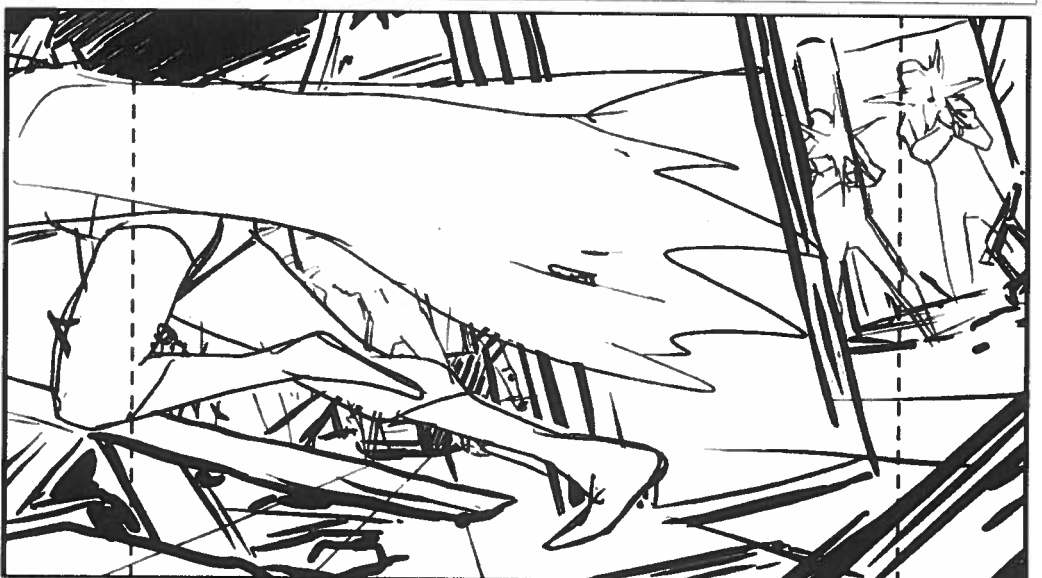
Slugging

Scene

B278

Panel

3/4





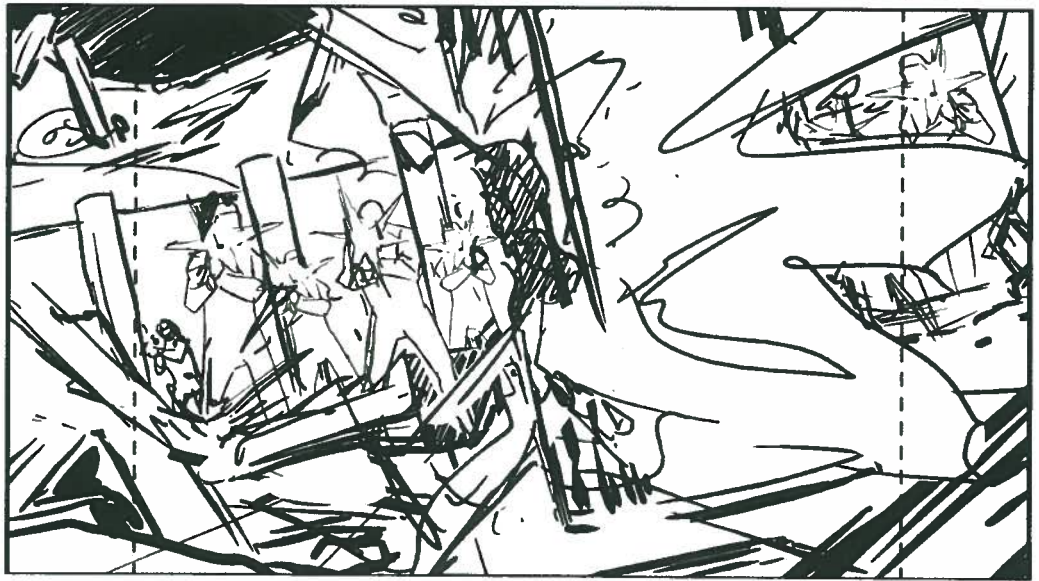
Dialogue

Action Notes
The pillar is chipped away at from the gunfire. Dust and debris blast off of the pillar.

Slugging

Scene B278

Panel 4/4



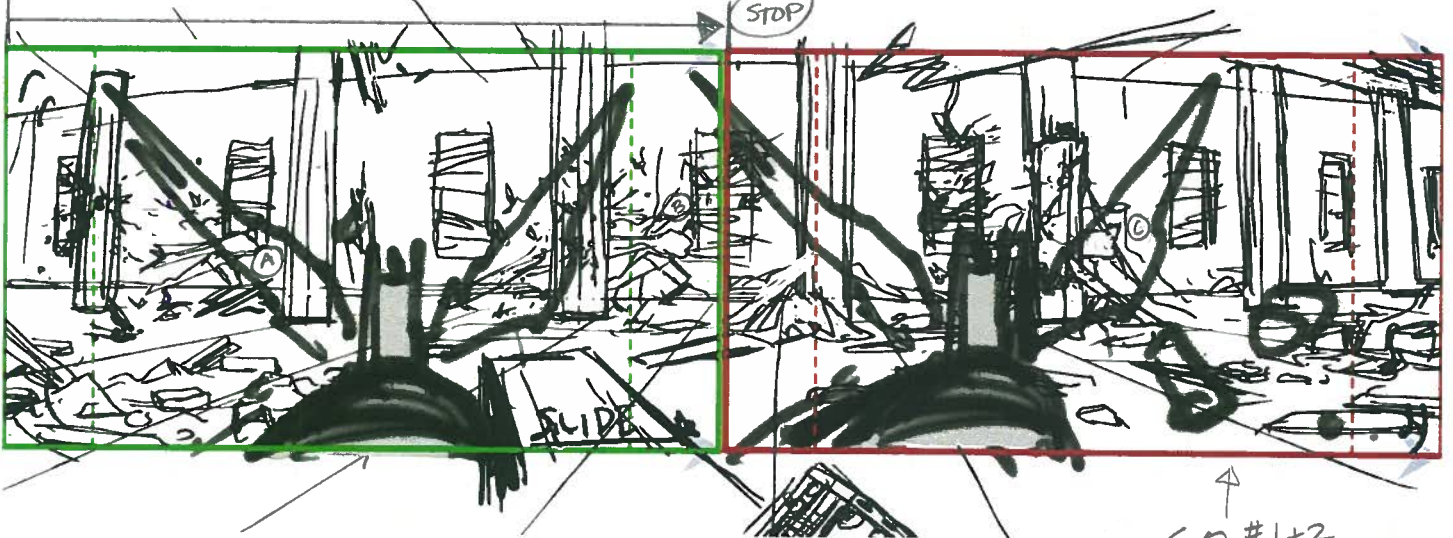
Scene B279

Panel 1/2
HICON FX ON GUN ONLY
DUST FX
SID. GUNFIRE FX
MUZZLE FLASH FX

PAN WITH GUN

START

STOP



SLIDE

FG IN SOFT FOCUS

S.O. #1+2
WILL ENTER ON
PAN - SEE
PNL 2

Dialogue

Action Notes
Cut to a wide as Batman runs across the room, SWAT in the foreground shooting at him. Slide SOFT FOCUS OL across scene as gun follows Batman. Bot lit flashes from gun muzzle while shooting. Anim shells coming from gun. Bullets tear up the area surrounding Batman. Anim bulletholes in walls and floor kicking up debris and dust.

Slugging

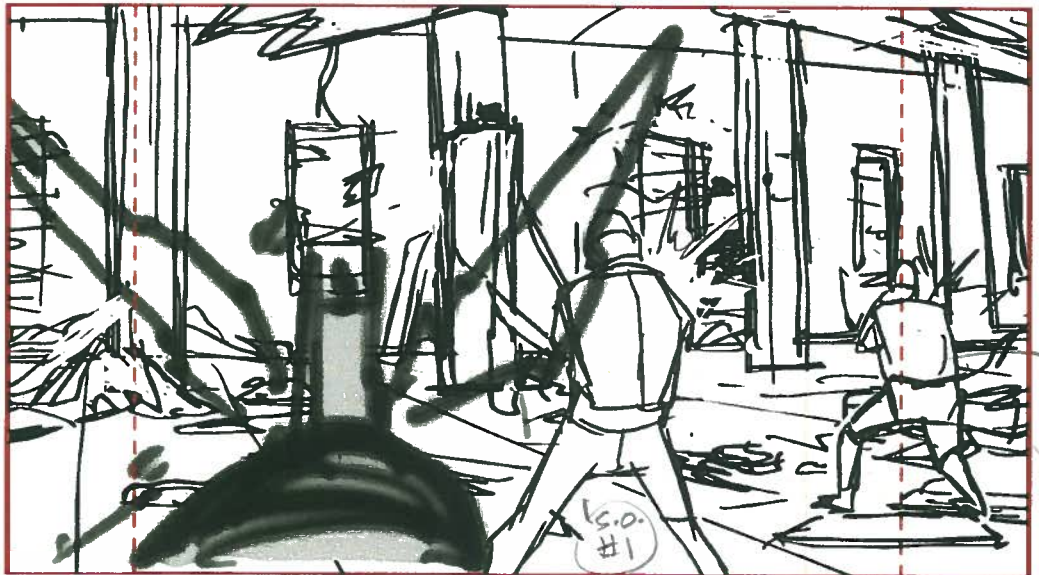


Dialogue

Action Notes
Cont.

Slugging

Scene B279 Panel 2/2



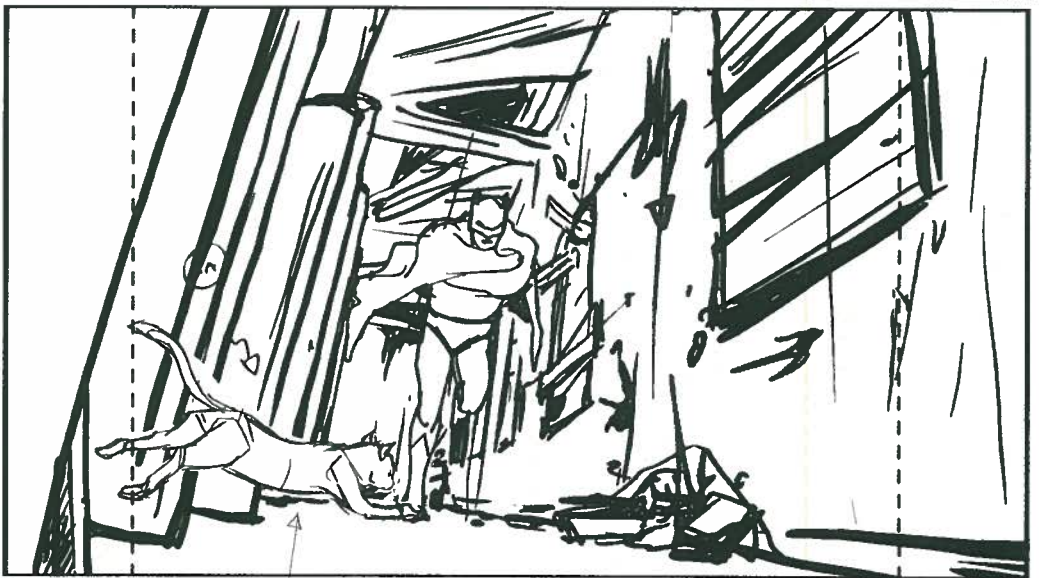
UST FX
STD. GUNFIRE FX

Dialogue

Action Notes
Cut to a wide low angle as Batman runs toward camera. The cat runs into frame. Gunshots tear up the area around Batman. Panels are shot off the windows.

Slugging

Scene B280 Panel 1/6



SELINA
CAT #1

Dialogue

Action Notes
Batman keeps running. The cat runs towards camera.

Slugging

Scene B280 Panel 2/6



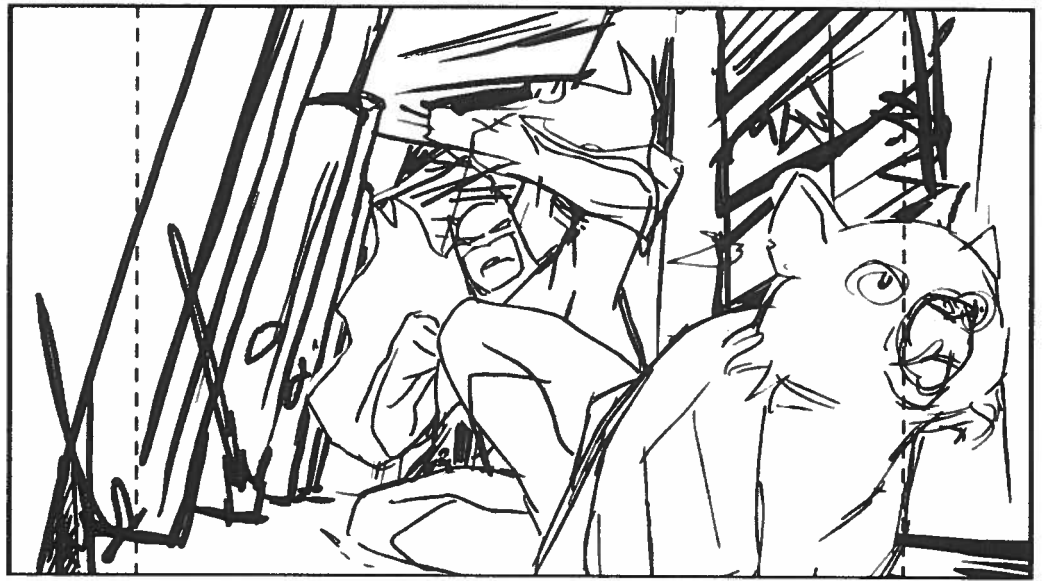


Dialogue

Action Notes
Batman hits the floor and slides towards camera.

Slugging

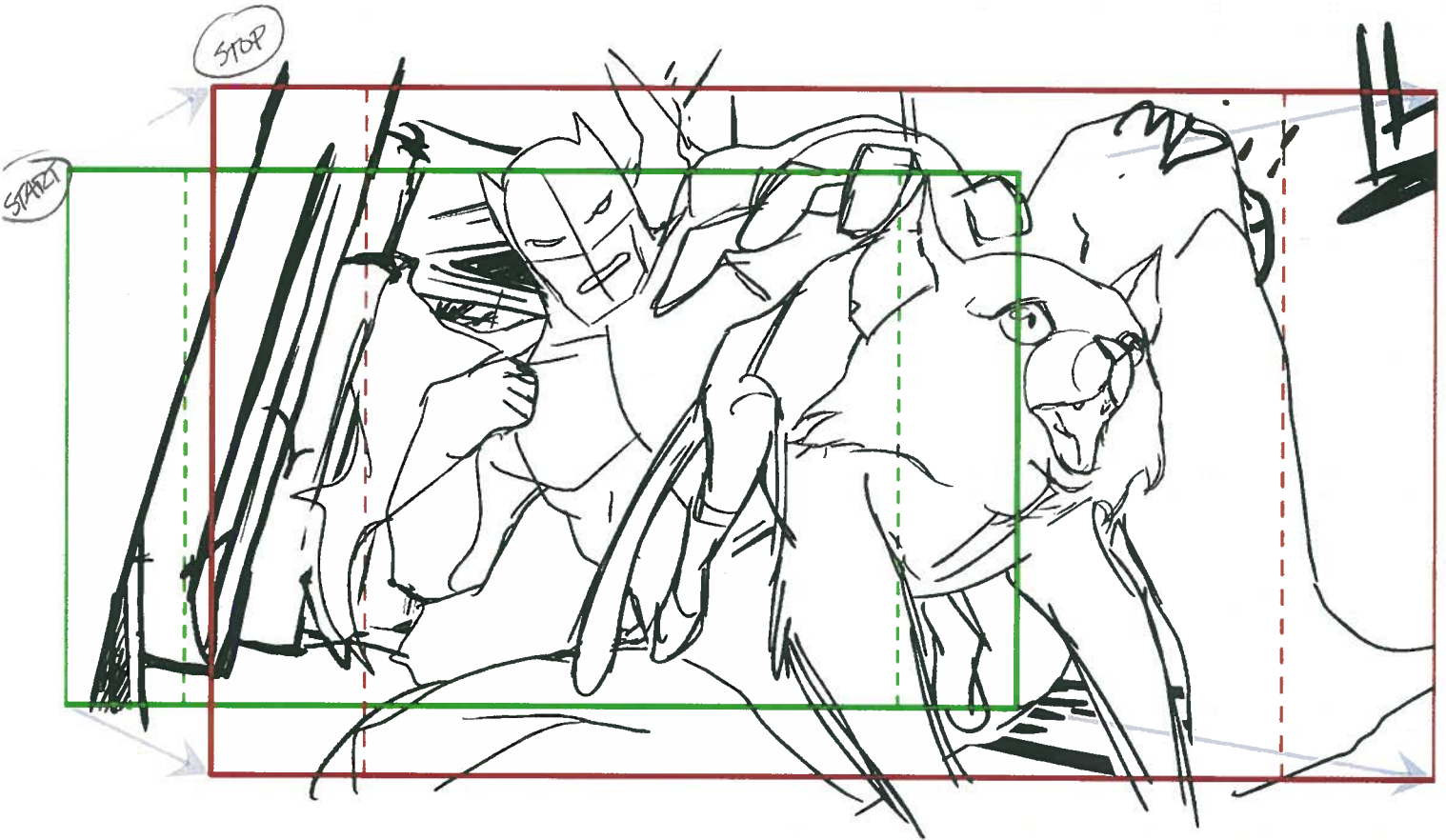
Scene B280 Panel 3/6





Scene	Panel
B280	4/6

TROCK OUT & PAN



Dialogue

Action Notes
T.O. and pan as Batman reaches to grab the cat.

Slugging

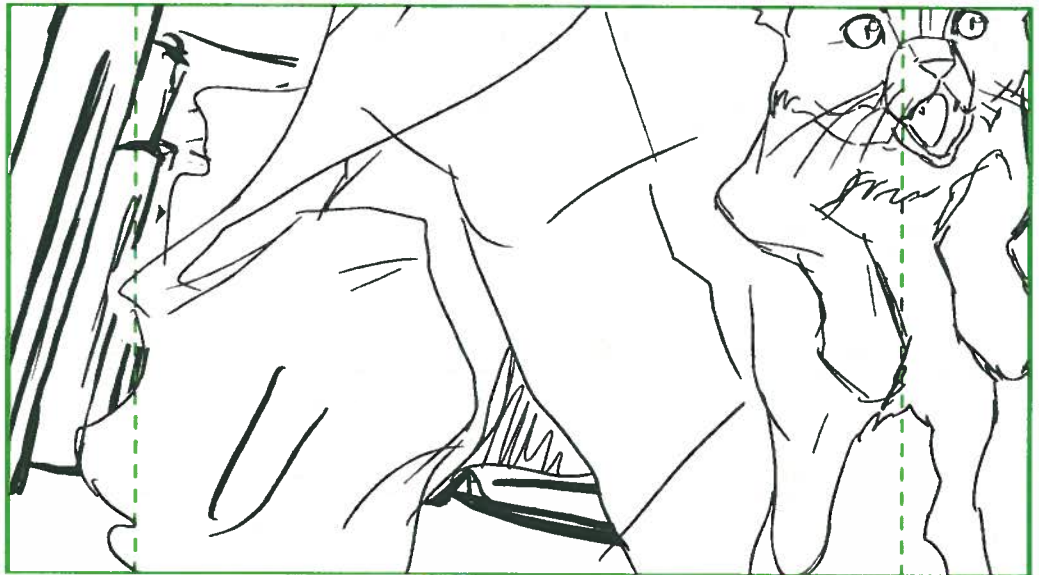


Dialogue

Action Notes
Batman grabs the cat and slides toward camera.

Slugging

Scene B280 Panel 5/6

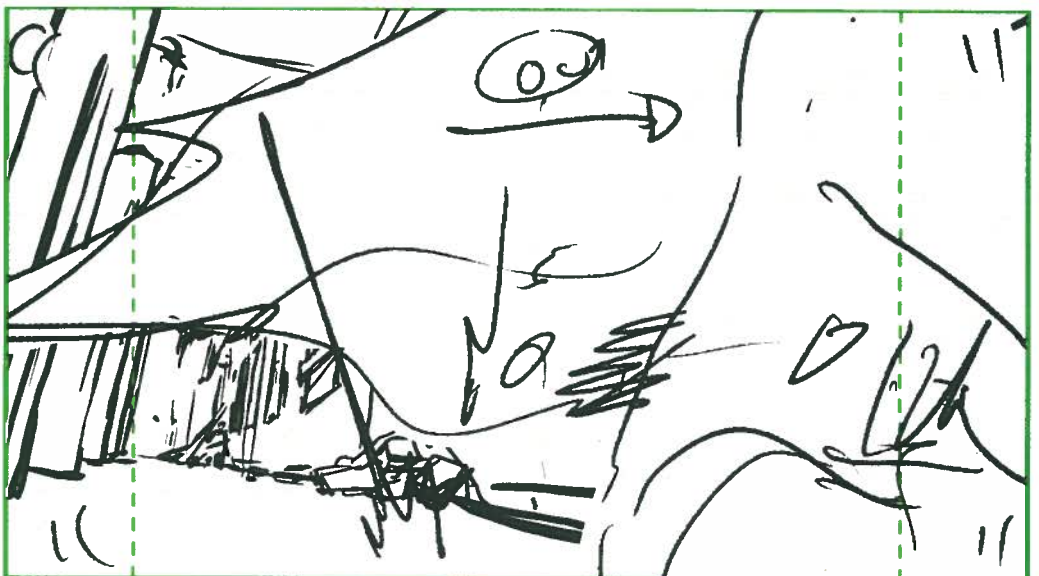


Dialogue

Action Notes
Batman slides O.S.

Slugging

Scene B280 Panel 6/6



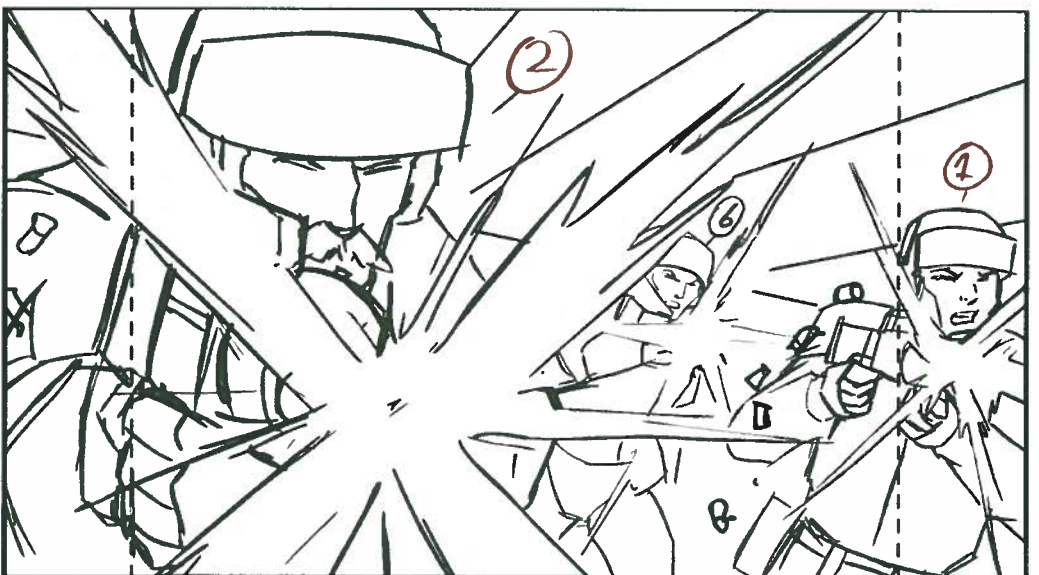
STD. GUNFIRE FX MUZZLE FLASH FX HICON SHADOW FX

Dialogue

Action Notes
Cut to a close on the SWAT team as they shoot at Batman O.S.
Anim shells coming from shooting guns.
Bot lit muzzle flashes. Anim hi-con shadows on shooters.

Slugging

Scene B281 Panel 1/2





Dialogue

Action Notes
They turn toward camera as they continue to fire.

Slugging

Scene B281 Panel 2/2



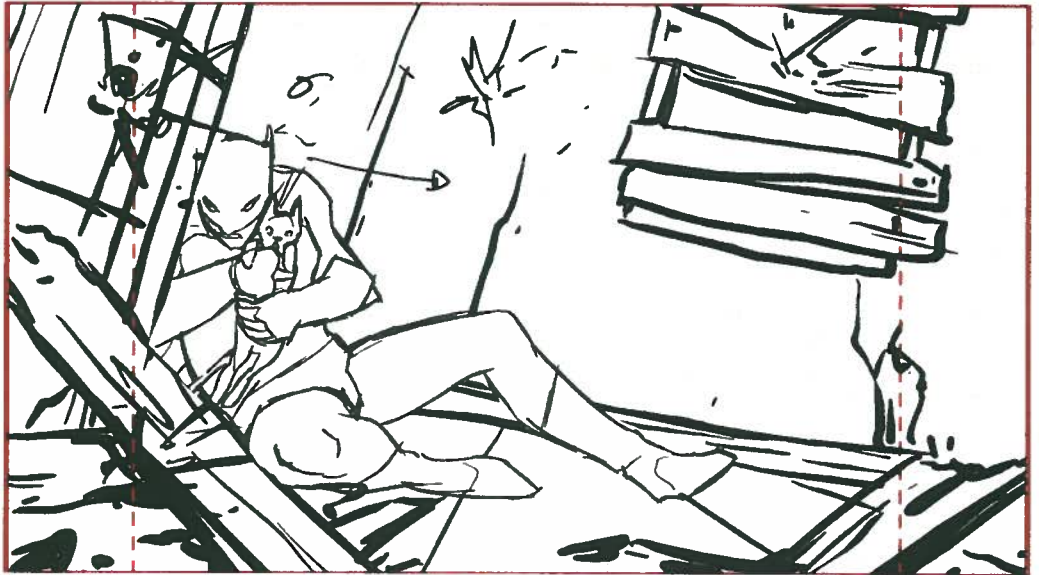
Dialogue

Action Notes
Cut to wide as Batman slides out from behind a pillar holding the cat. Bullets hit all around and the windows behind Batman shatter.

Slugging

Scene B282 Panel 1/2

DUST FX STD. GUNFIRE FX

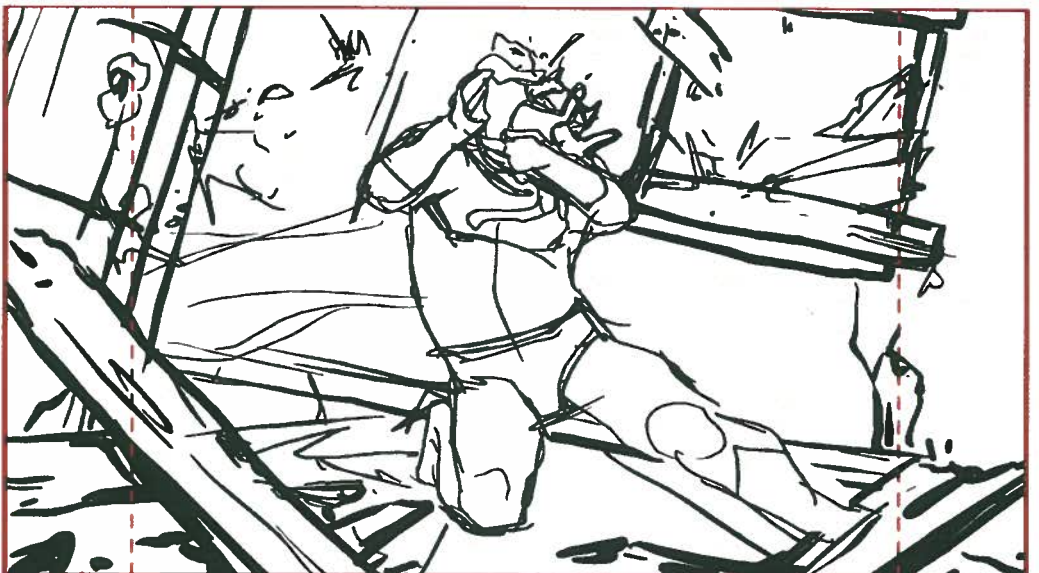


Dialogue

Action Notes
Batman lifts the cat.

Slugging

Scene B282 Panel 2/2



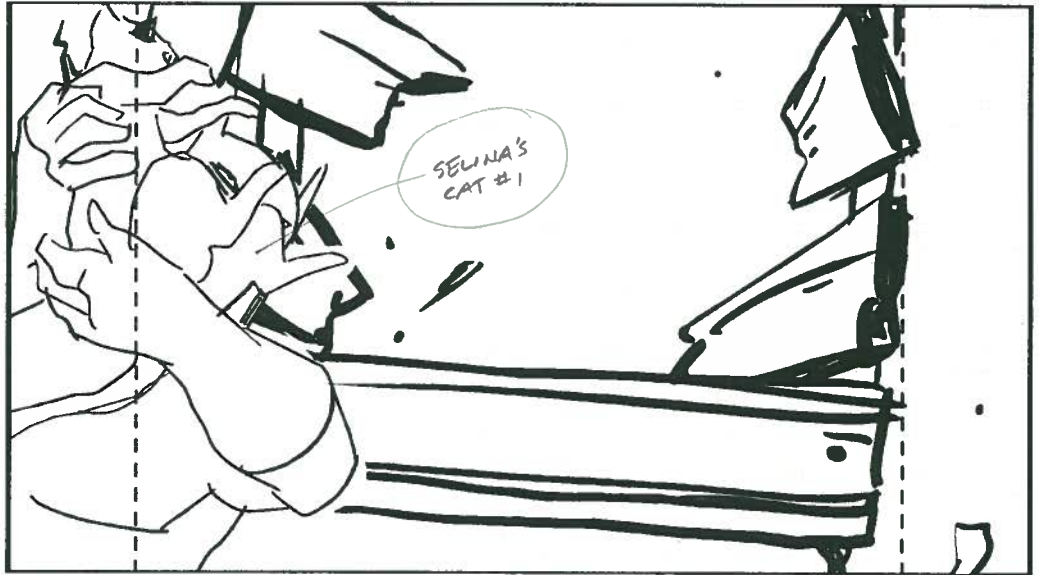


Dialogue

Action Notes
Cut in on Batman sliding and lifting the cat.
HU previous scene.

Slugging

Scene B283 Panel 1/4



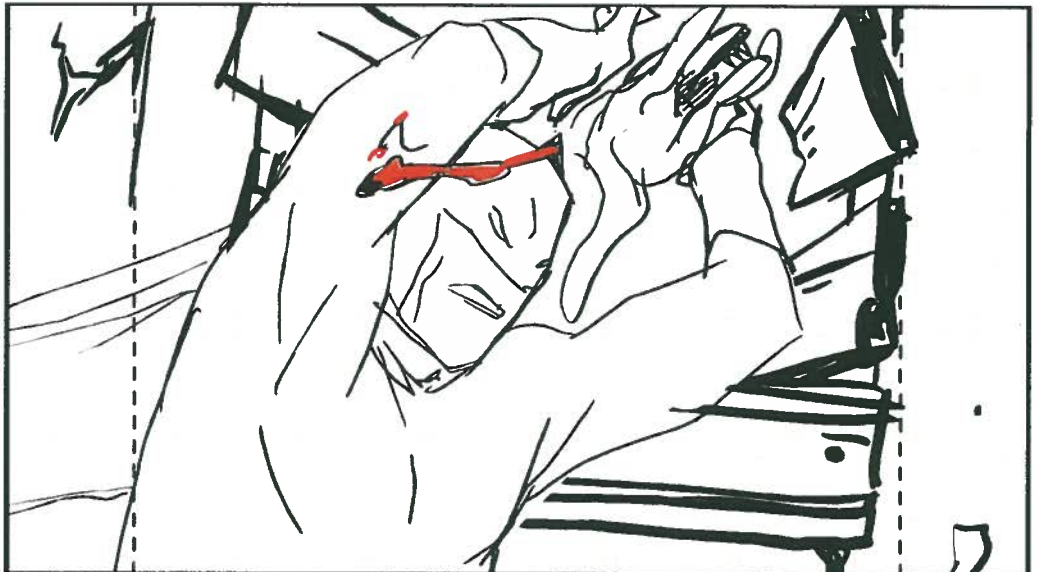
* BLOOD FX ON SEPARATE LEVEL

Dialogue

Action Notes
He lifts the cat above his head, throwing it out the window and to safety as he begins to turn.
A bullet hits his arm.

Slugging

Scene B283 Panel 2/4





Dialogue

Scene

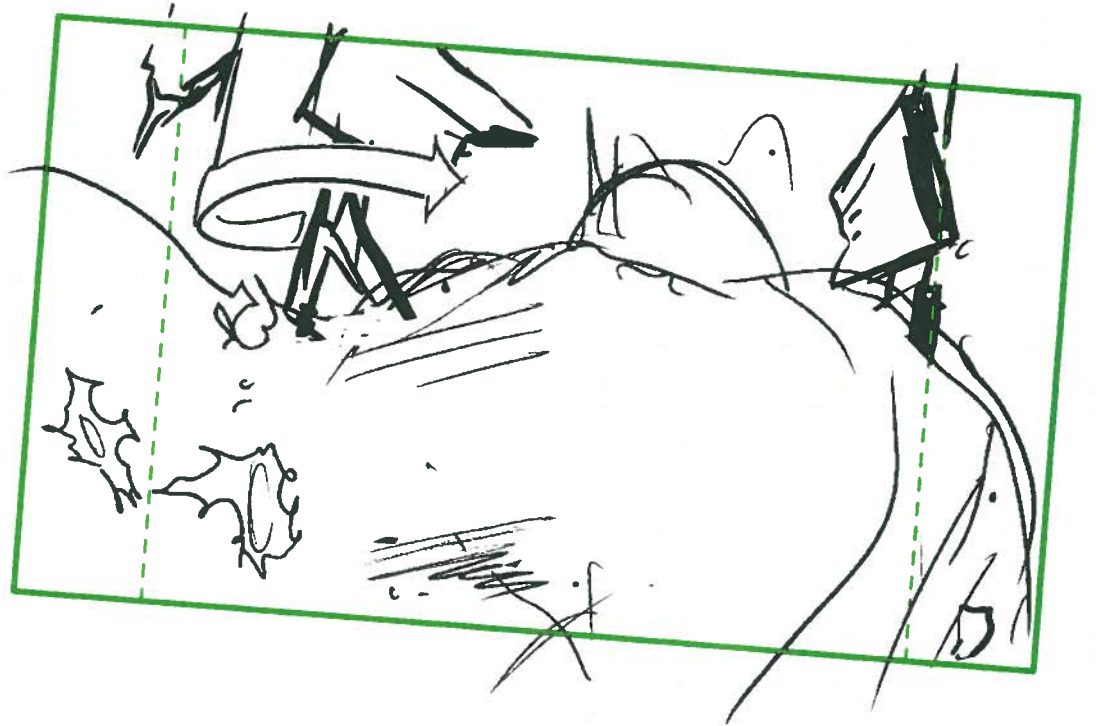
B283

Panel

3/4

Action Notes

Batman cont. turn so his back is toward camera. Bullets cut holes in his cape.



Slugging



Dialogue

Scene

B283

Panel

4/4

Action Notes

Fill black as Batman's cape fills the screen.

Slugging

