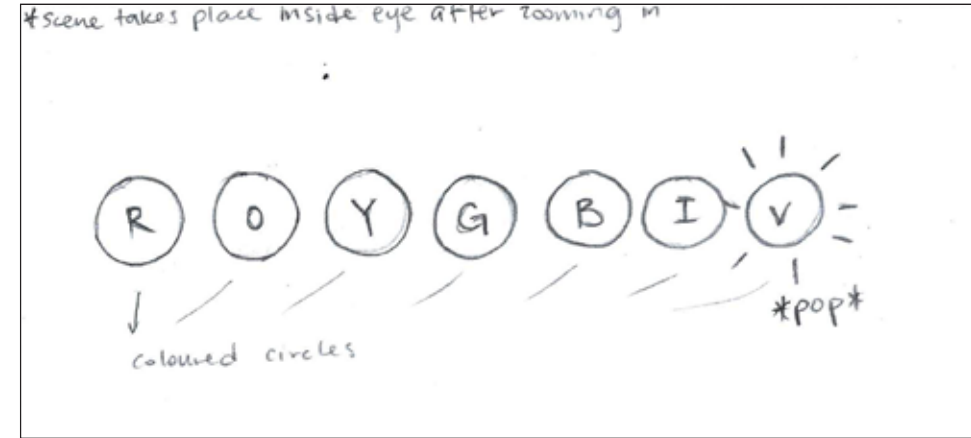




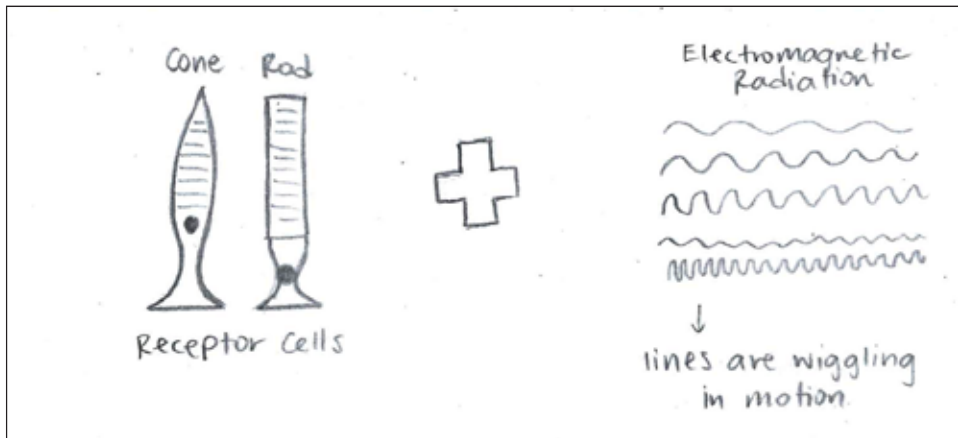
Panel No. 1 Scene Name: Introduction

Description: - Character with neutral expression (starting scene).  
- Thought bubbles appear to match script + expression changes to thinking.  
- Head turns to look at each thought as it pops in.



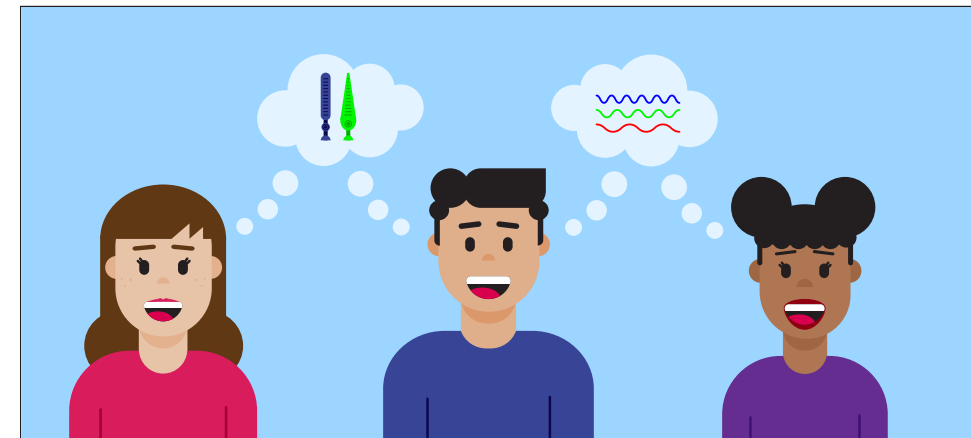
Panel No. 2 Scene Name: Visual Perception

Description: - Character returns to neutral expression.  
- Colour definition is explained and we zoom into the eyeball, creating a black back drop, at "visual perception" in script.  
- "Names such as ROY G BIV" Colour circles pop in one at a time as colours are announced.



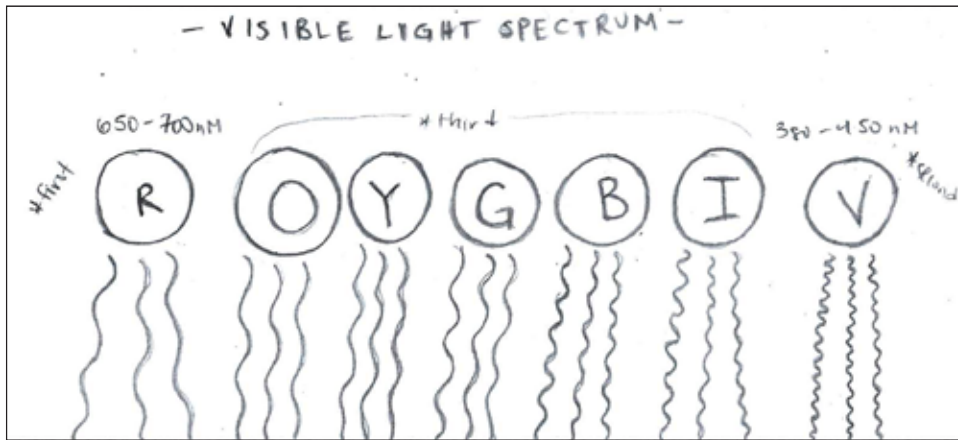
Panel No. 3 Scene Name: Photo-receptor Cells

Description: - Colour receptors and wavelengths pop off screen and characters appear.  
- His original thought bubbles are replaced with the waves and cells.  
- 2 other characters come in beside him ("Different People" in script).  
- Cone flashes colours (RGB) and waves wiggle for the duration of the scene.



Panel No. 4 Scene Name: Different People

Description: - Colour Receptors and wavelengths pop off screen and characters appear.  
- His original thought bubbles are replaced with the waves and cells.  
- 2 other characters come in beside him ("Different People" in script).  
- Cone flashes colours (RGB) and waves wiggle for the duration of the scene.



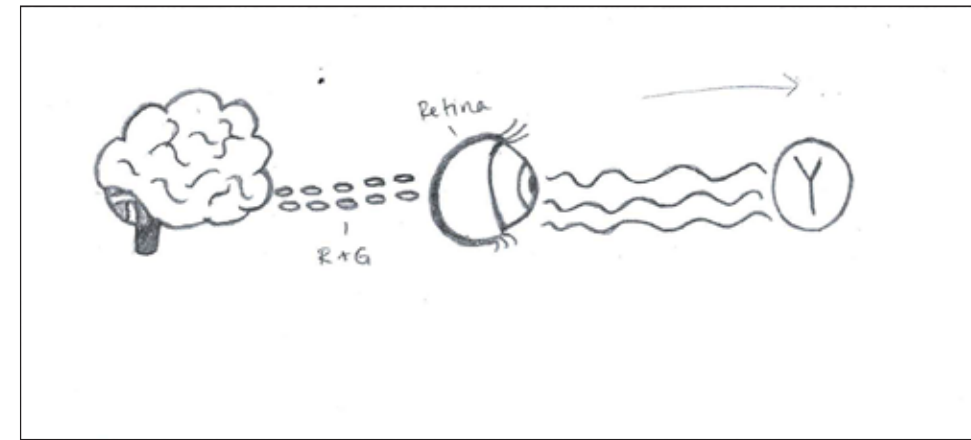
Panel No. 5 Scene Name: Visible Light Spectrum

Description: - Scene 4 fades to black screen.

- 2 Colour bubbles reappear (Red first, then Violet); each glows when it's name is called.

- As wavelengths are mentioned, they fade on and begin wiggling.

- \*Last Sentence: colours all come on with their wiggling wavelengths.

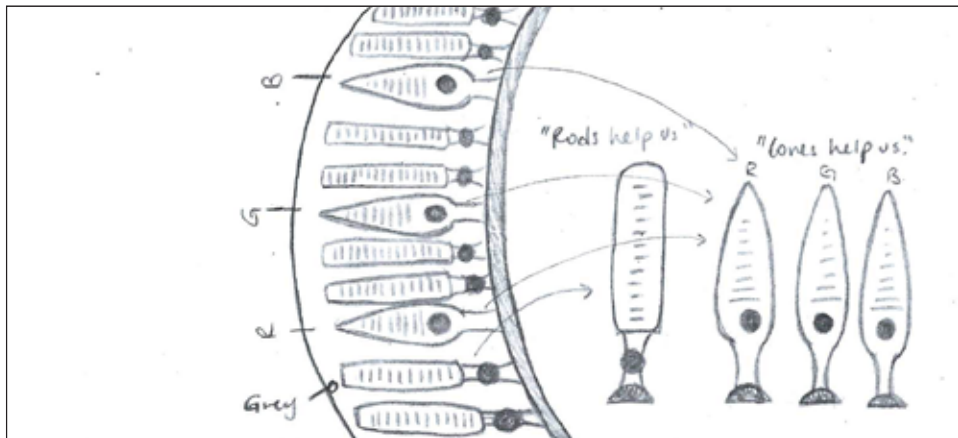


Panel No. 6 Scene Name: Wavelength Processing

Description: - All other colours fade away except for yellow.

- Yellow moves all the way to the right and an eye ball and brain come in.

- The yellow wavelengths redirect to the eye.



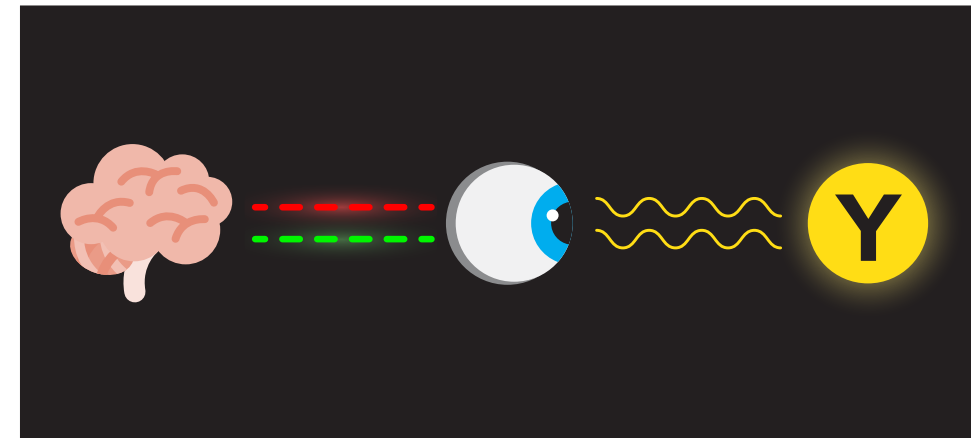
Panel No. 7 Scene Name: The Retina: Rods + Cones

Description: - Zoom into the retina (Brain and yellow are quickly pushed/thrown to either side, off screen).

- As rods and cones names are said, they each glow to show which is which.

- "Rods help us..." Move rods out, then "Cones help us..." Move all 3 cones out.

- "3 types of cones..." Each cone flashes as its name is mentioned.

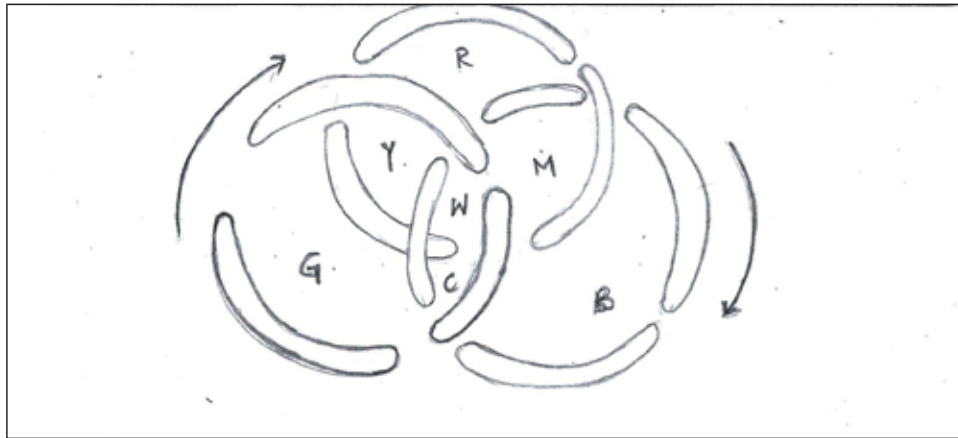


Panel No. 8 Scene Name: Yellow Wave Example

Description: - Zoom back out to Panel 6, brain and yellow swing back on screen.

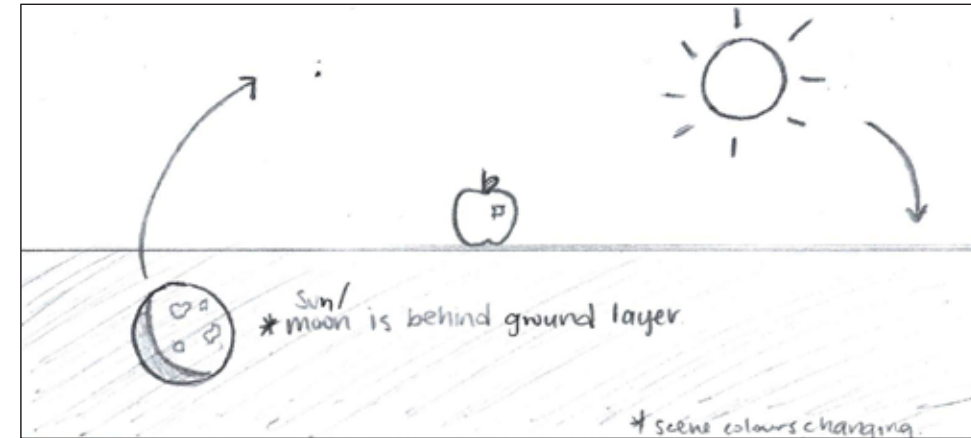
- "Red + Green Waves..." Highlight red + green waves as they're said.

- Have red + green flash then have yellow flash when "perceived as yellow" is said.



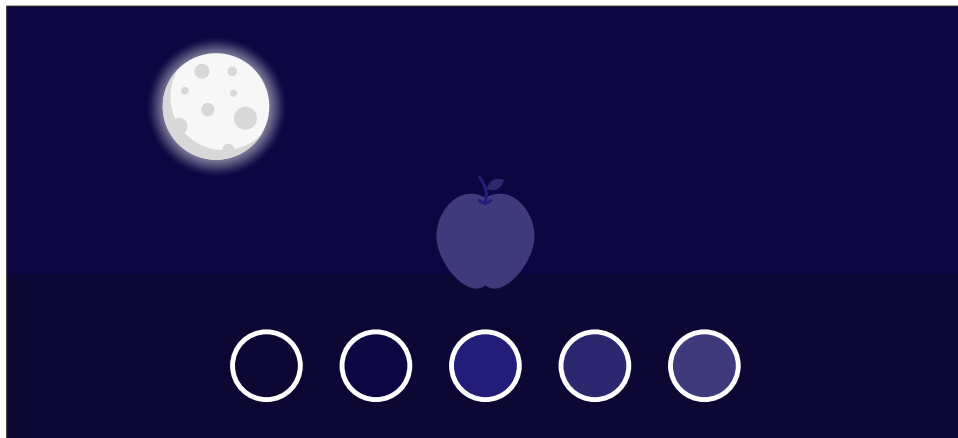
Panel No. 9 Scene Name: RGB: Additive Colour System

Description: – Panel 8 background fades away completely.  
 – As it's fading RGB colour circles are introduced.  
 – Colour circles rotate in as rounded strokes, then quickly form the RGB colour system overlap.  
 – "... added together they create light instead of darkness." \*Scene ends\*



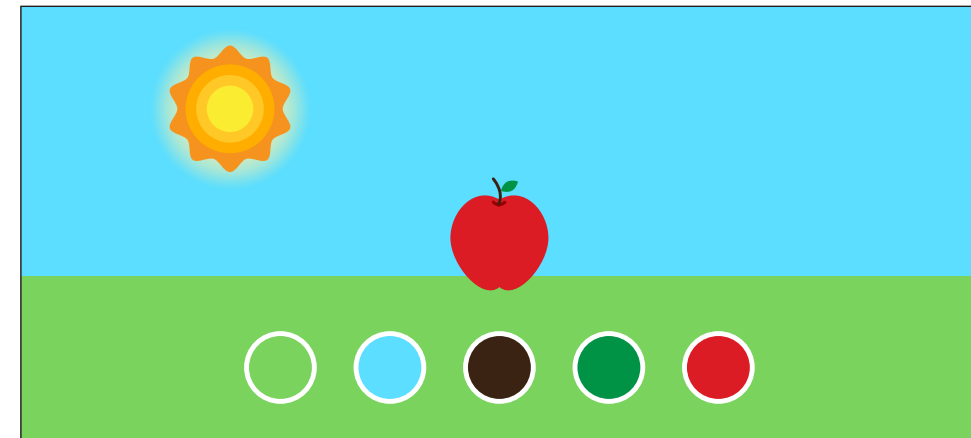
Panel No. 10 Scene Name: Colour in the Dark

Description: – Sun and moon traveling around and apple.  
 – The sun shows the apple in full colour.  
 – The moon shows the apple in shades of dark blue.  
 – Scene with moon is completely dark blue based.



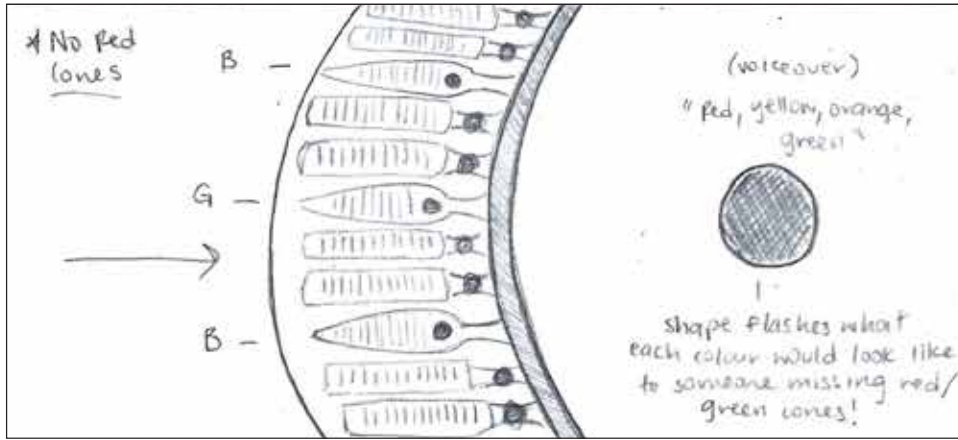
Panel No. 11 Scene Name: Different Shades

Description: – Continuing from Scene 10, as moon comes up it freezes in the sky.  
 – "... during the nighttime..." Show a 'shade picker' that lists all the dark blue/nighttime shades in circles.  
 (We only see one type of colour in the dark because we only have one type of rod receptor!)



Panel No. 11.5 Scene Name: Colourized Sunlight

Description: – Continuing from scene 11  
 – "... when light is present..." Night fades to day, and all the shades become colourized with the light.  
 (We see multiple colours with light because we have three cone receptors processing colour!)  
 – Scene set displays the major difference in colour when light is present versus not present.



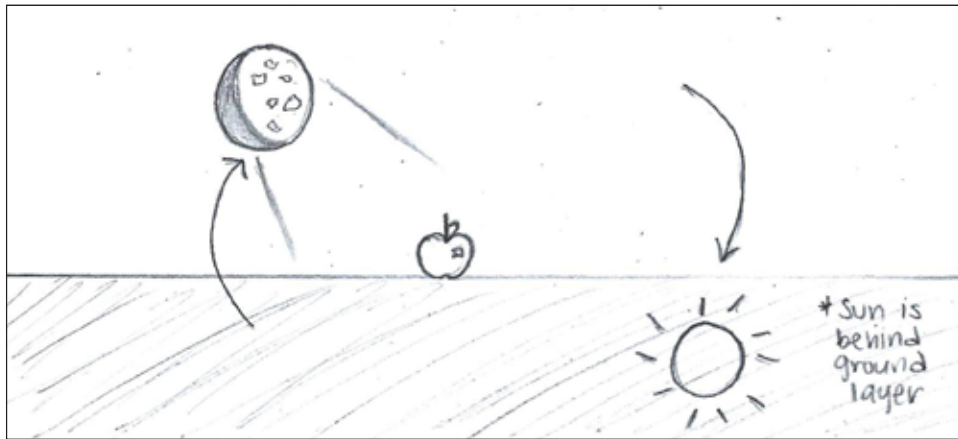
Panel No. 12 Scene Name: Colour Blindness

Description: – Have zoomed in retina from panel 7 slide in from the left.

– This time retina will only have red and blue cones, not green!

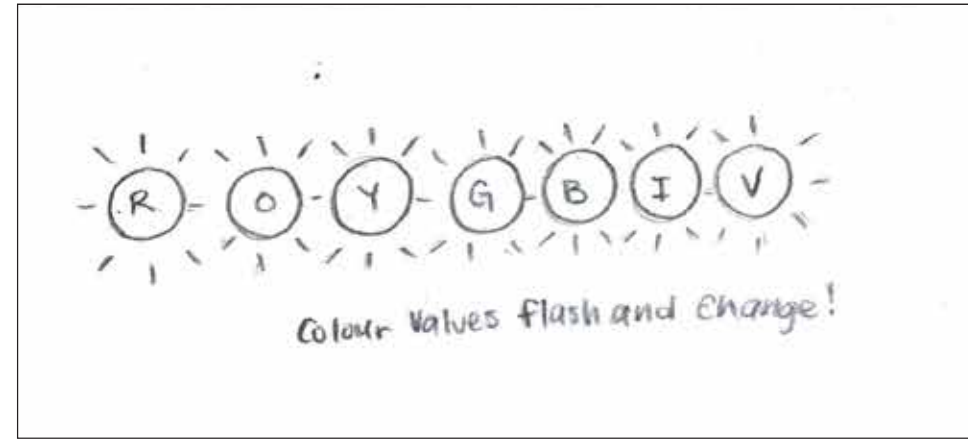
– Retina pushes the rest off screen OR prior scene fades to black?

– Circle slides on screen from the right flashing what colours look like for those who are colour blind.



Panel No. 14 Scene Name: "Changes in Light"

Description: – Bring back scene with apple, sun, and moon and have them quickly spin around the apple and change colours to repeat point about shade changes.



Panel No. 13 Scene Name: Main Takeaway

Description: – ROY G BIV scene bounces down with a black background.

– "Colour is ever-changing..." Have colour values begin flashing and changing colours.



Panel No. 15 Scene Name: Eye of the Beholder

Description: – Zoom out of main characters eye for the final scene to reveal a shocked expression as if we were in his mind the whole time.

– Zoom takes place at "... perception is in the eye of the beholder..."

– The video ends the same way it started with the main character!