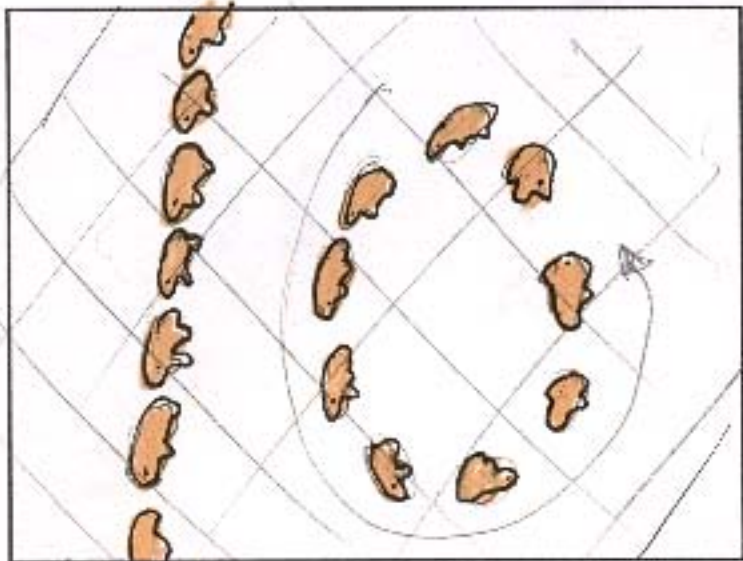


ANIMAL HOUSE / TRAIN



- the '1' keeps going top to bottom off the screen;
 - the '0' goes in a circle
 - '10' is made of animal crackers

↳ transition is watching the animals get eaten / running away...

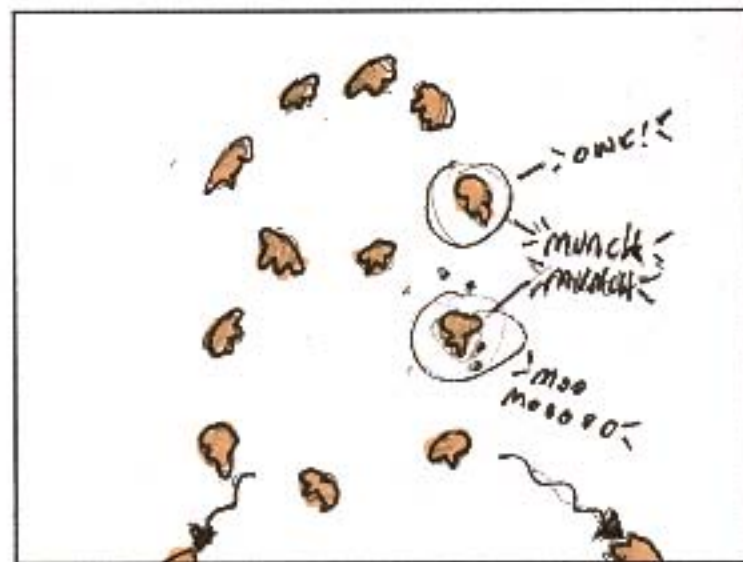
- on a napkin background, plaid / checkered



- '1' becomes '9'

↳ sounds of eating crackers
 ↳ also frantic animals sound when they get eaten up!

- maybe also a basic drum beat that speeds up as there are fewer animals



- 9 → 8 : less more animals, run away / eaten



8-7 → same idea...
 ↳ less movement → just
 shaking / shuffling →
 show nervousness



at this pt → as few
 animals as possible.
 ↳ animals only shaking
 from fear; switch
 to BLACK SCREEN.

↳ music → indicate impending
 doom → sharp violin strings
 (motif?)
 ↳ or maybe a shadow
 creep up from the corner.



- last animal → a screaming
 cry + munching sad +
 three / four frames of
 it being eaten.

↳ switch to credits → appears
 as abruptly as the animals
 disappeared.