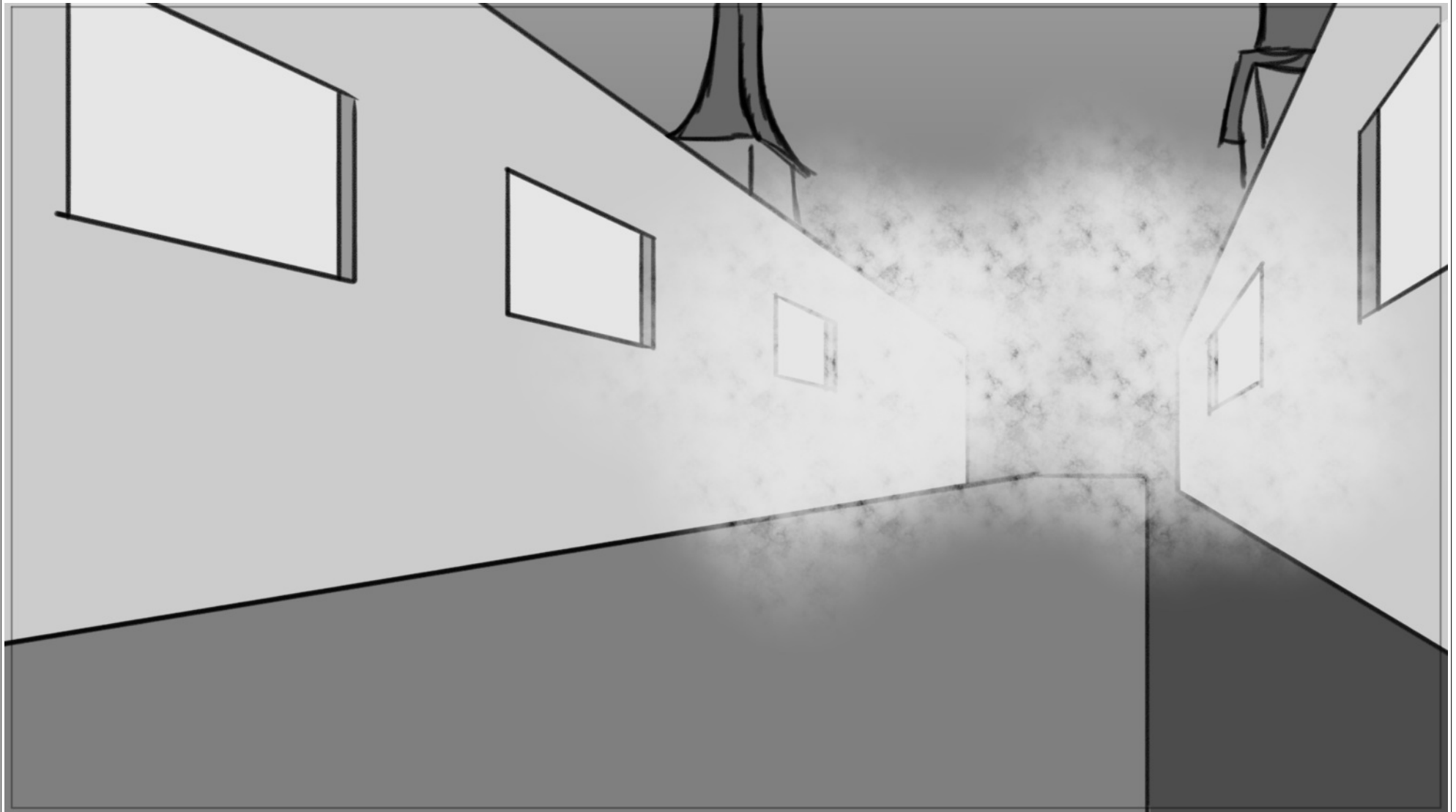


Vin and Kelsier go
over the wall

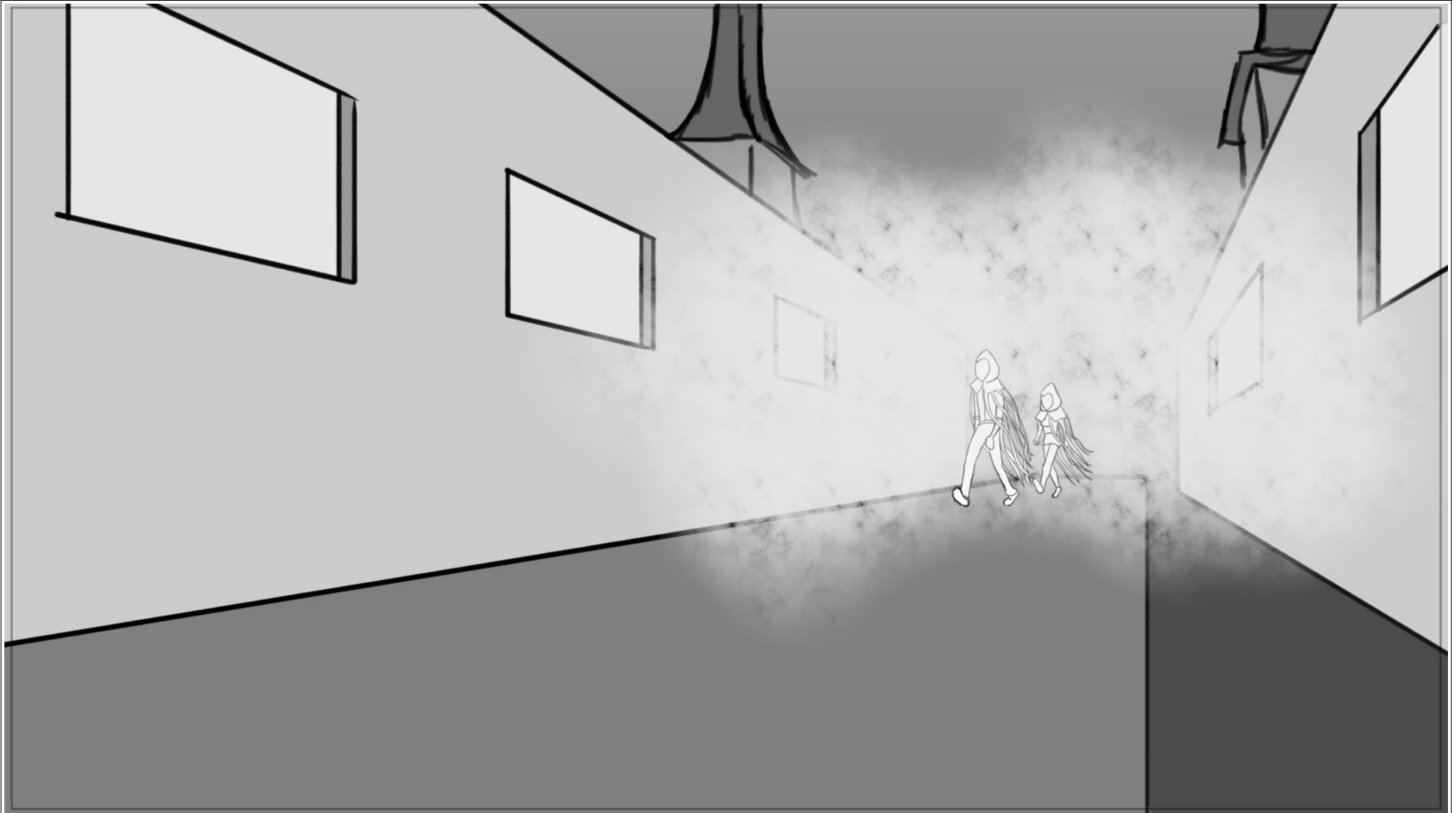
Scene	Duration	Panel	Duration
1	04:04	1	00:20



Action Notes

Establishing shot of a misty street as the two figures emerge from the mist and the camera pans to the left to turn into a profile shot.

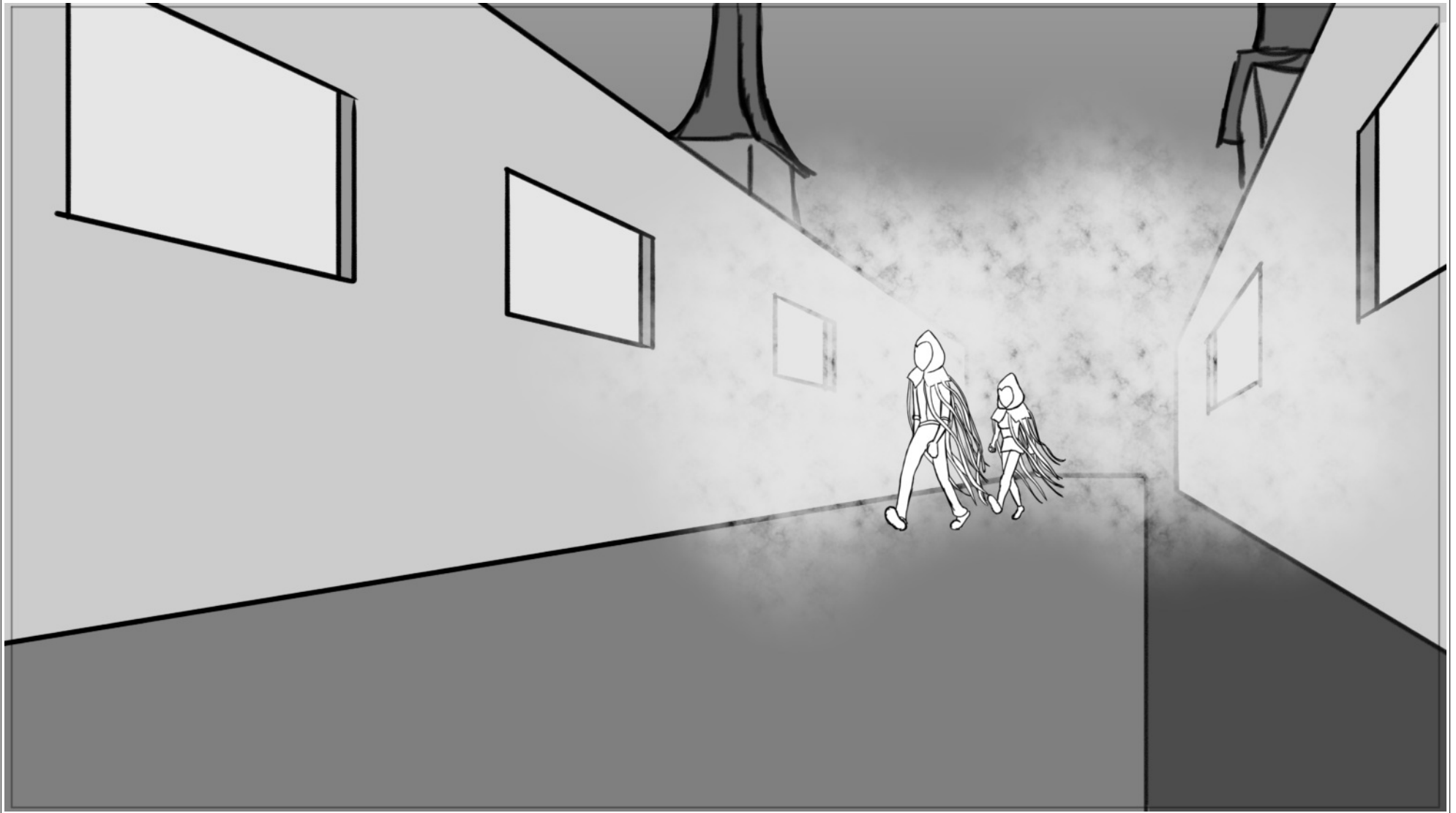
Scene	Duration	Panel	Duration
1	04:04	2	00:10



Action Notes

Establishing shot of a misty street as the two figures emerge from the mist and the camera pans to the left to turn into a profile shot.

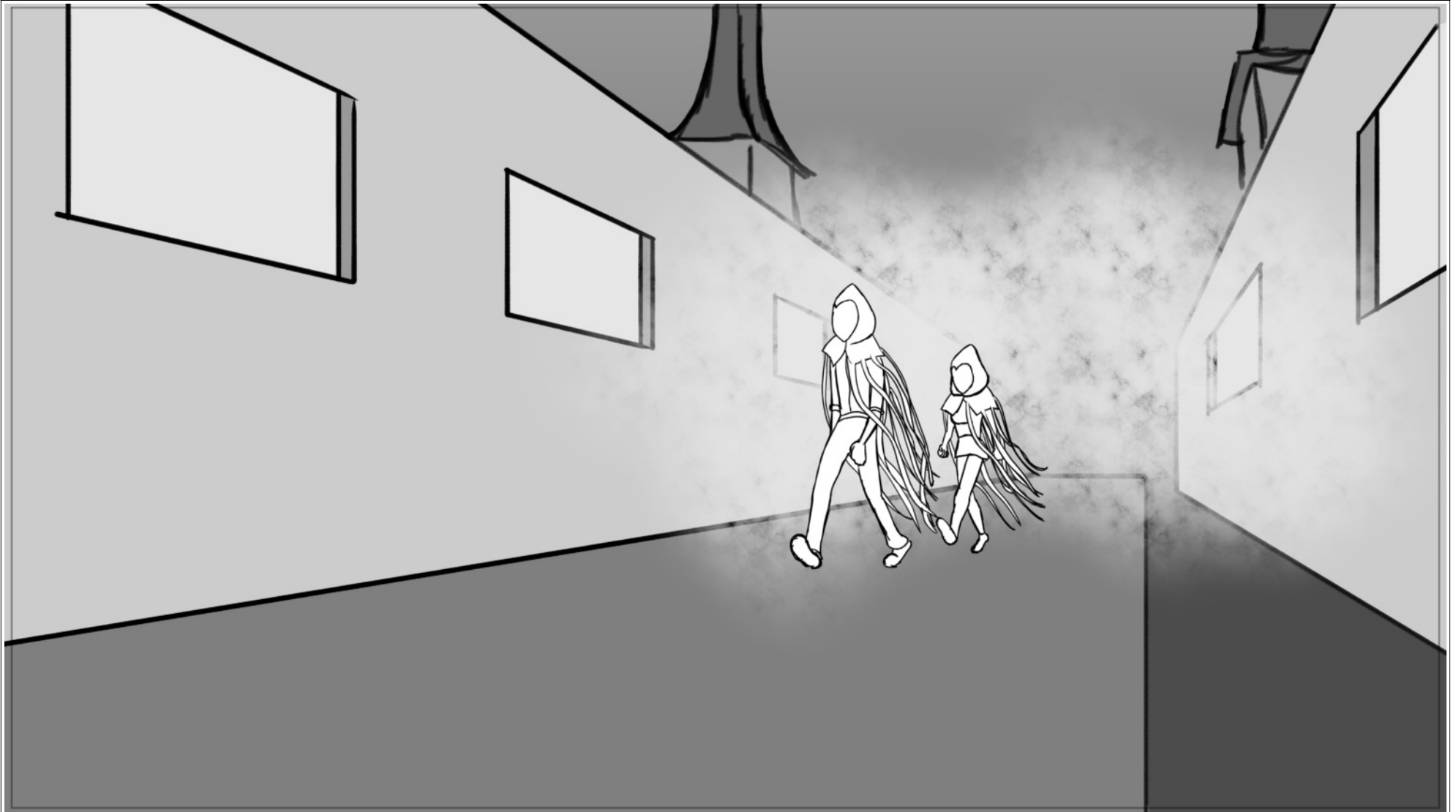
Scene	Duration	Panel	Duration
1	04:04	3	00:10



Action Notes

Establishing shot of a misty street as the two figures emerge from the mist and the camera pans to the left to turn into a profile shot.

Scene	Duration	Panel	Duration
1	04:04	4	00:10



Action Notes

Establishing shot of a misty street as the two figures emerge from the mist and the camera pans to the left to turn into a profile shot.

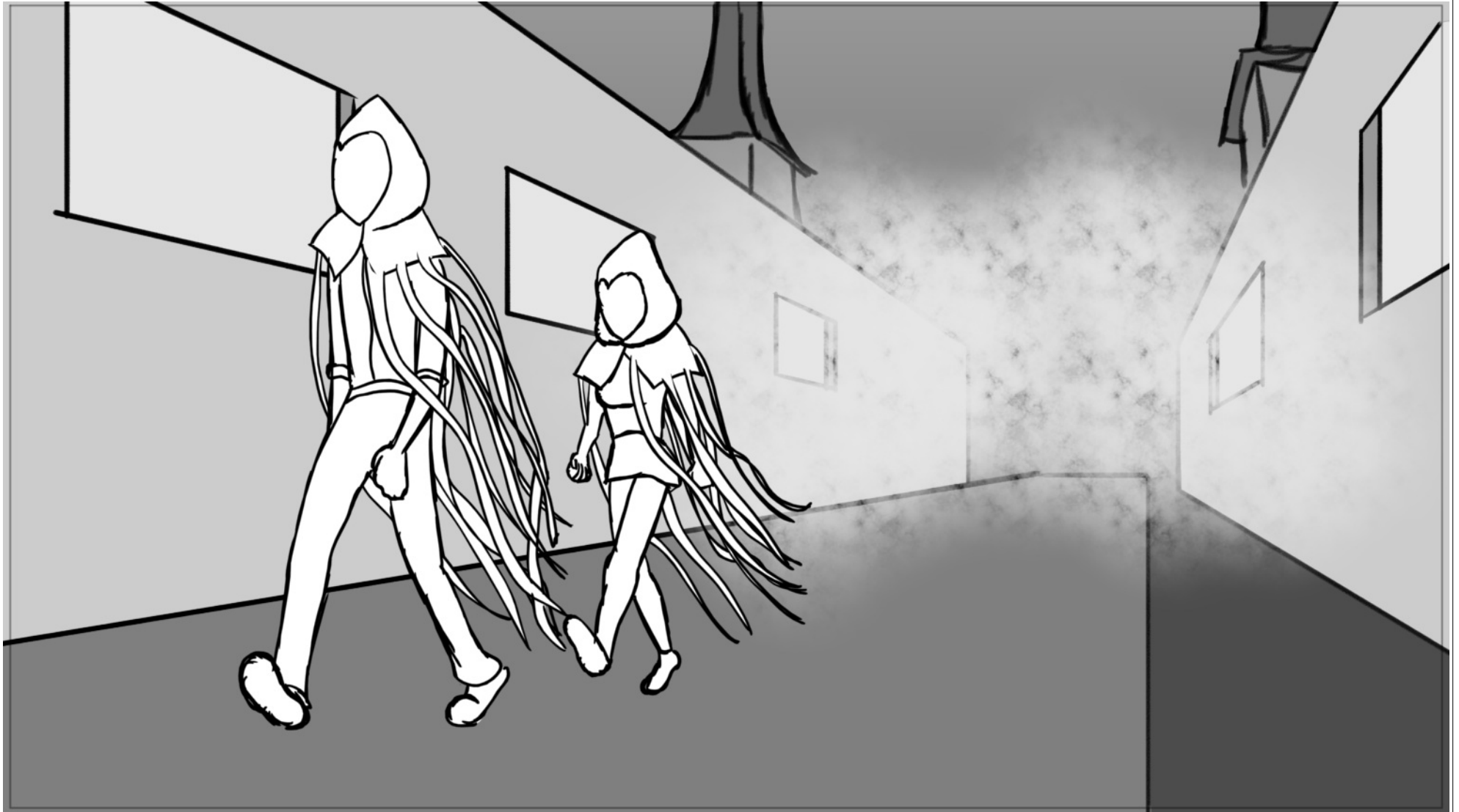
Scene	Duration	Panel	Duration
1	04:04	5	00:10



Action Notes

Establishing shot of a misty street as the two figures emerge from the mist and the camera pans to the left to turn into a profile shot.

Scene	Duration	Panel	Duration
1	04:04	6	00:10



Action Notes

Establishing shot of a misty street as the two figures emerge from the mist and the camera pans to the left to turn into a profile shot.

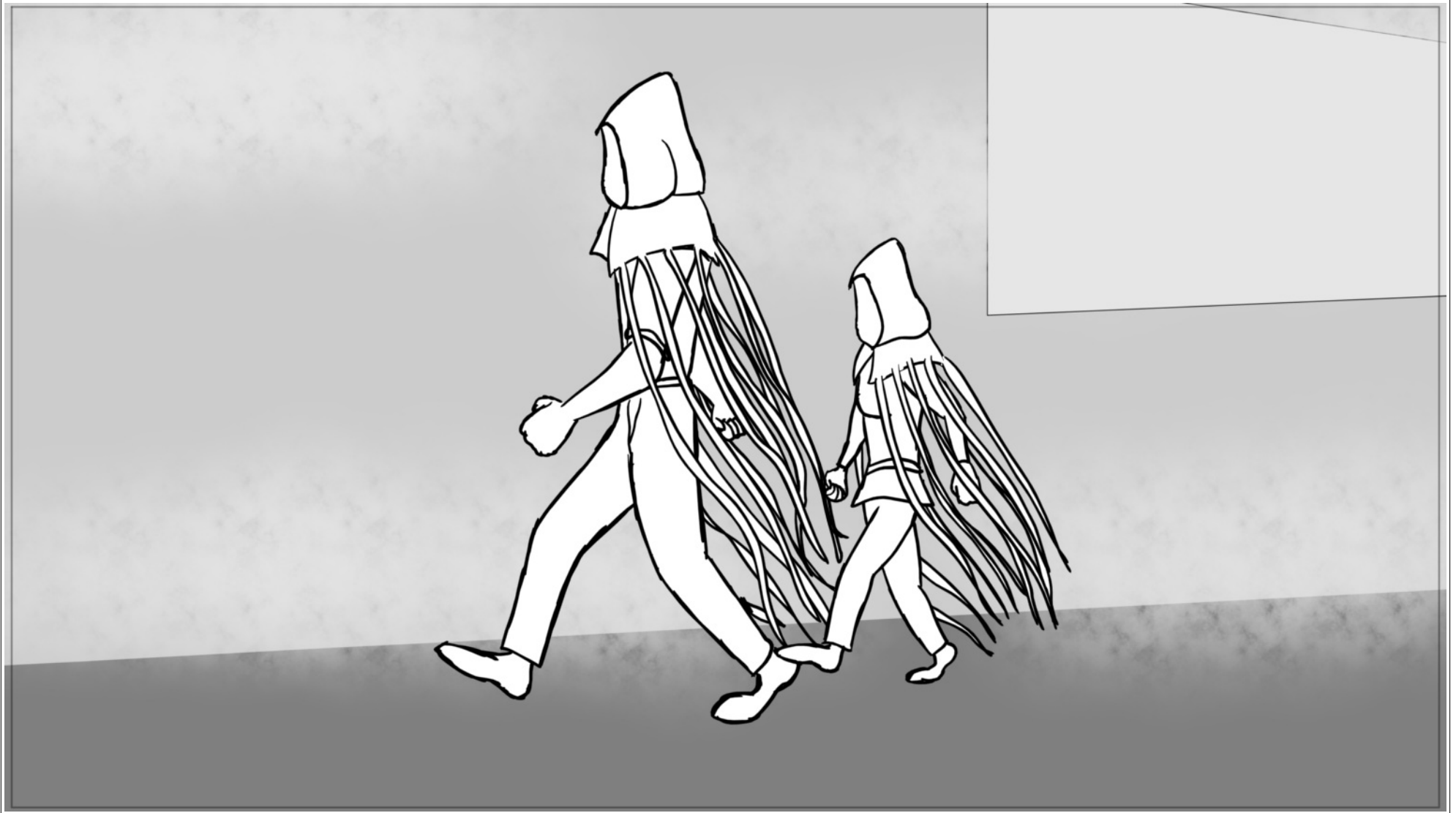
Scene	Duration	Panel	Duration
1	04:04	7	00:10



Action Notes

Establishing shot of a misty street as the two figures emerge from the mist and the camera pans to the left to turn into a profile shot.

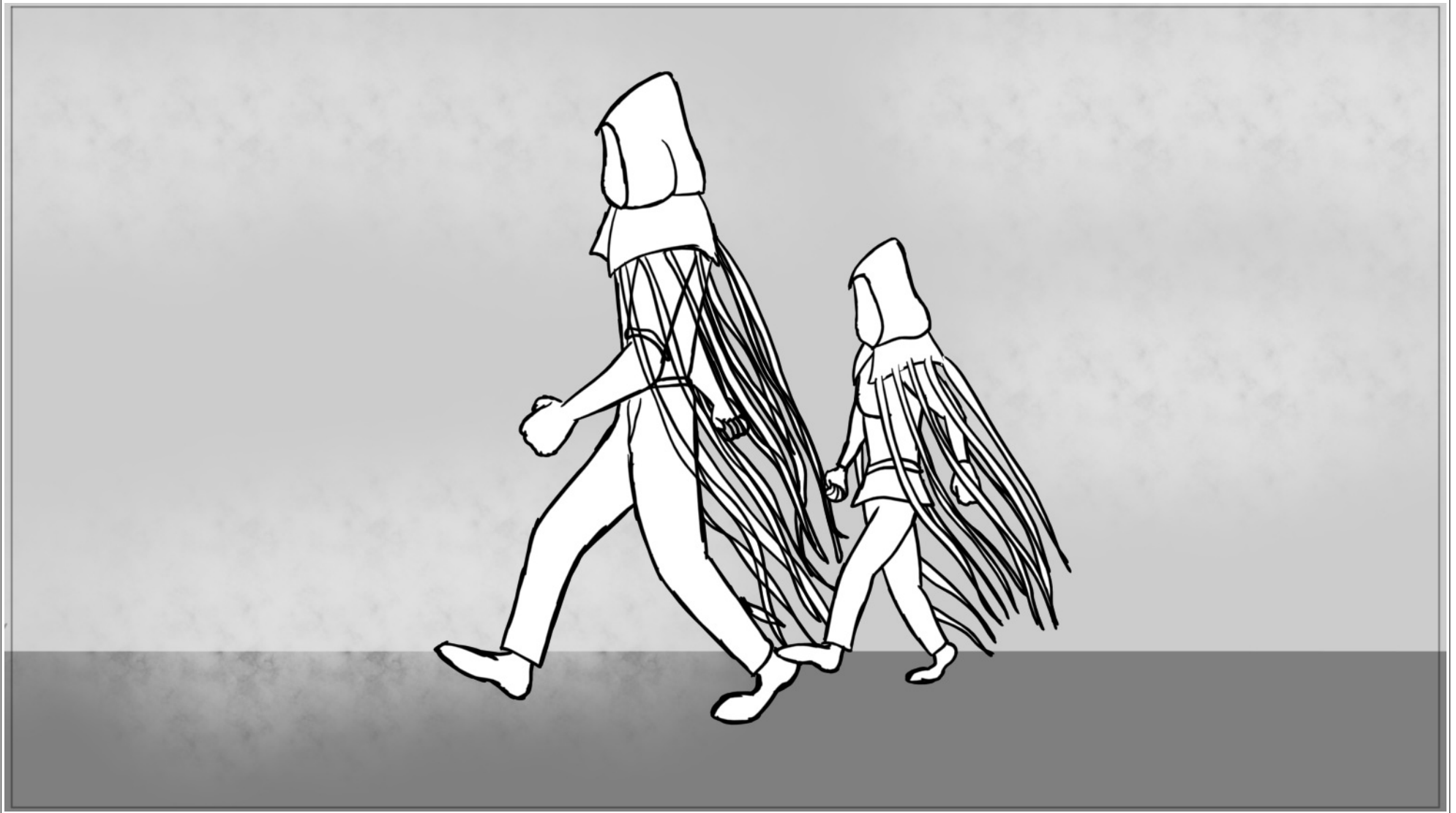
Scene	Duration	Panel	Duration
1	04:04	8	00:10



Action Notes

Establishing shot of a misty street as the two figures emerge from the mist and the camera pans to the left to turn into a profile shot.

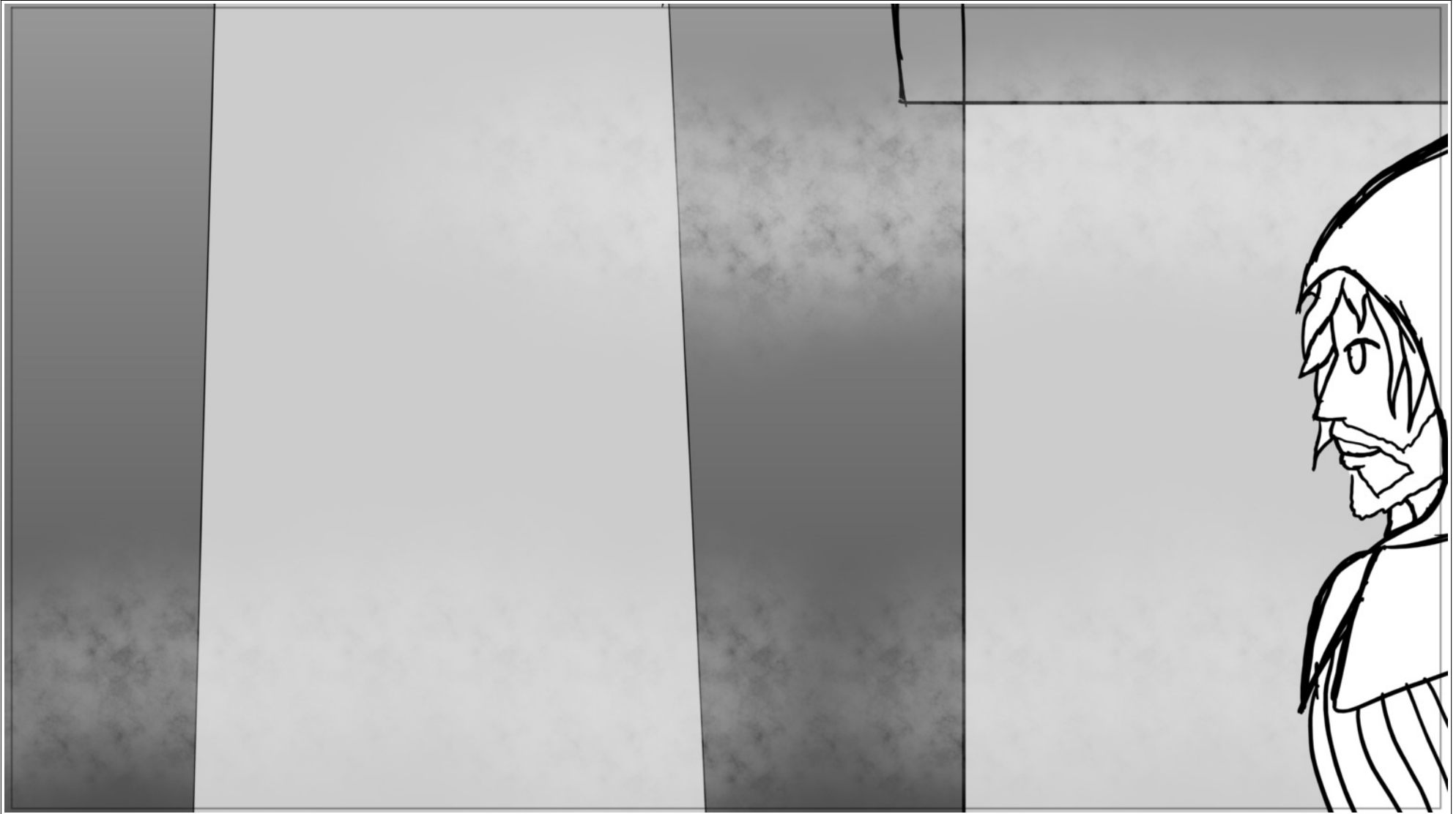
Scene	Duration	Panel	Duration
1	04:04	9	00:10



Action Notes

Establishing shot of a misty street as the two figures emerge from the mist and the camera pans to the left to turn into a profile shot.

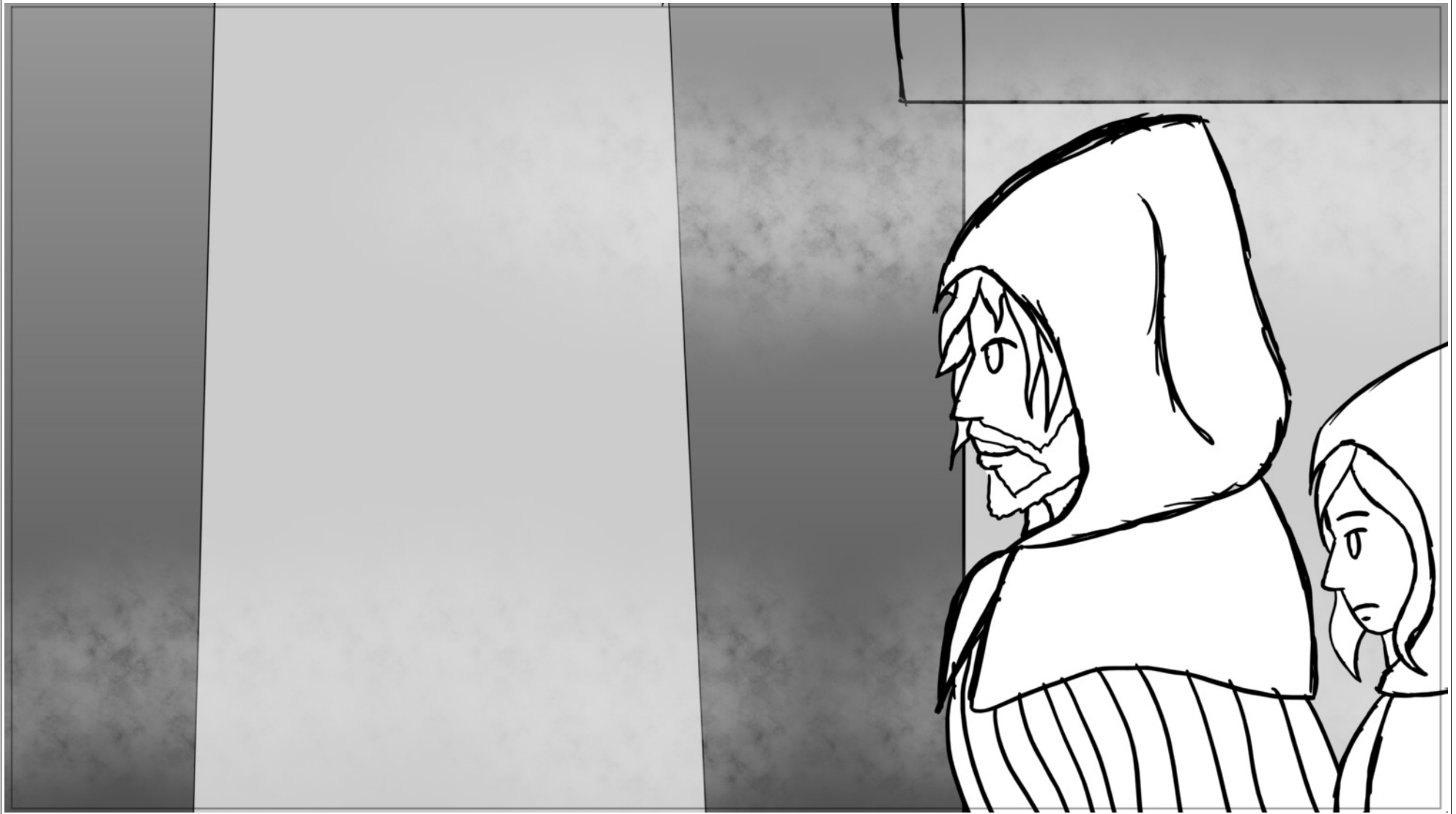
Scene	Duration	Panel	Duration
2	03:08	1	00:12



Action Notes

close up profile shot of the two as they come to a sto and the taller one {Kelsier} looks up then the smaller one {Vin} looks at him then she looks up and then her jaw drops.

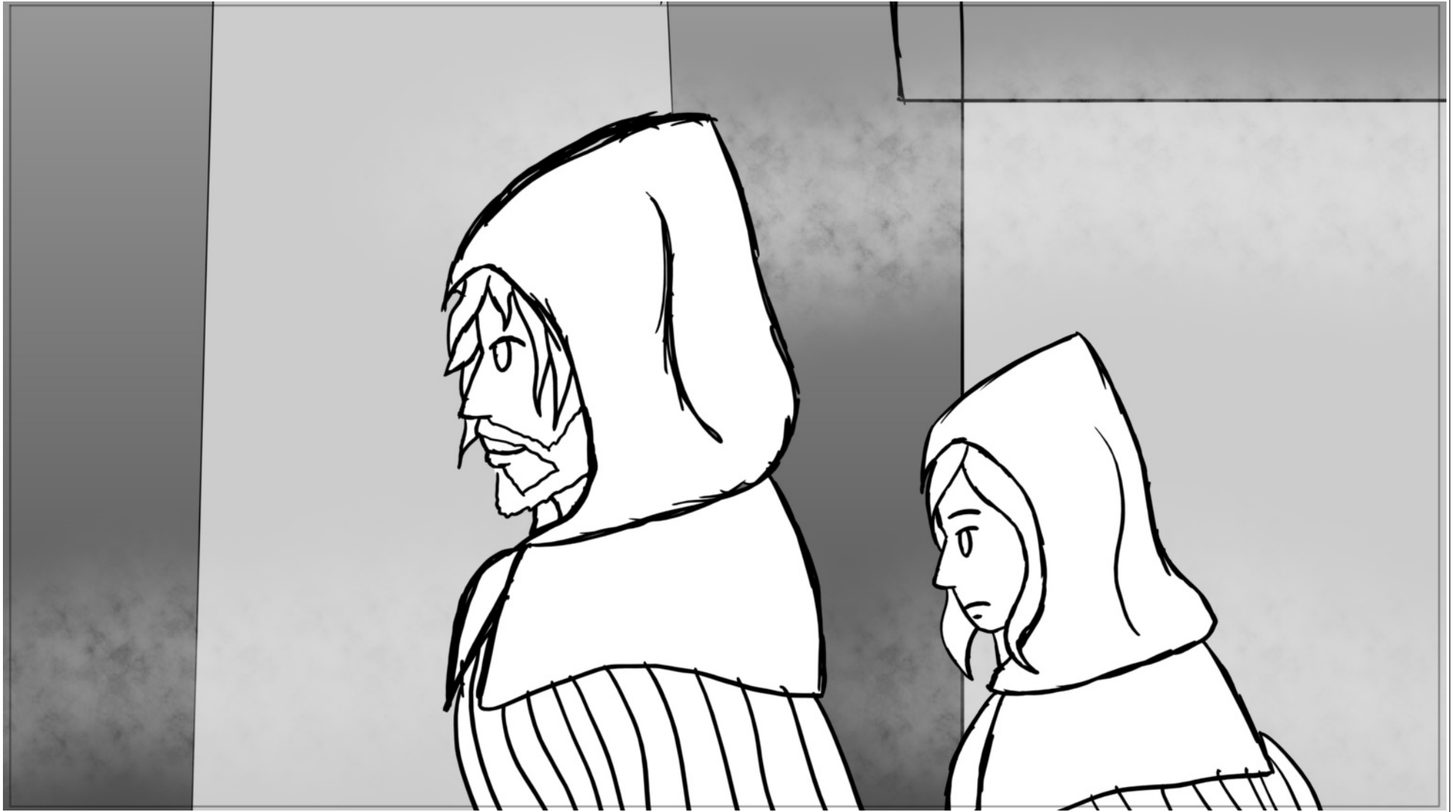
Scene	Duration	Panel	Duration
2	03:08	2	00:12



Action Notes

close up profile shot of the two as they come to a sto and the taller one {Kelsier} looks up then the smaller one {Vin} looks at him then she looks up and then her jaw drops.

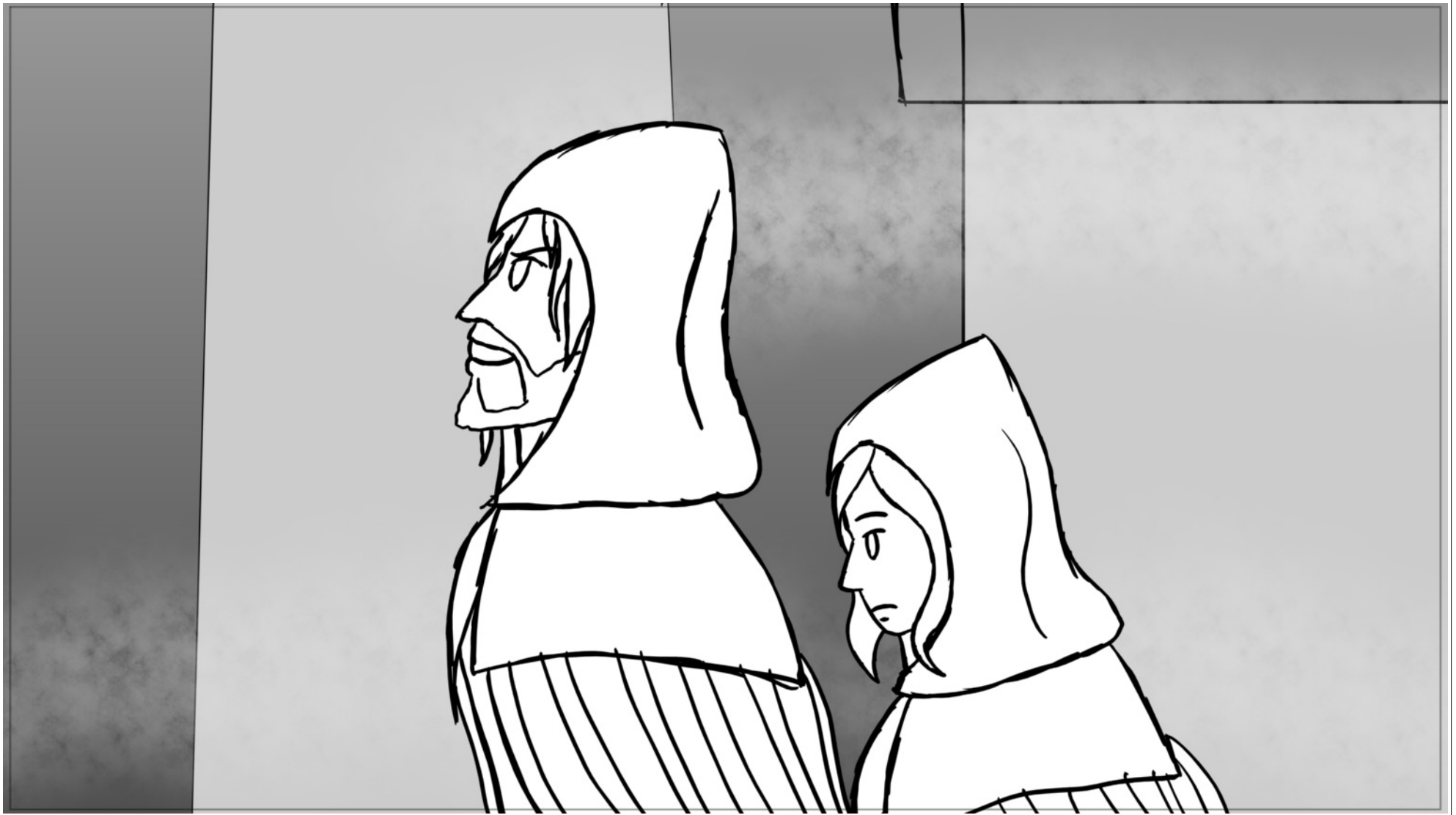
Scene	Duration	Panel	Duration
2	03:08	3	00:12



Action Notes

close up profile shot of the two as they come to a sto and the taller one {Kelsier} looks up then the smaller one {Vin} looks at him then she looks up and then her jaw drops.

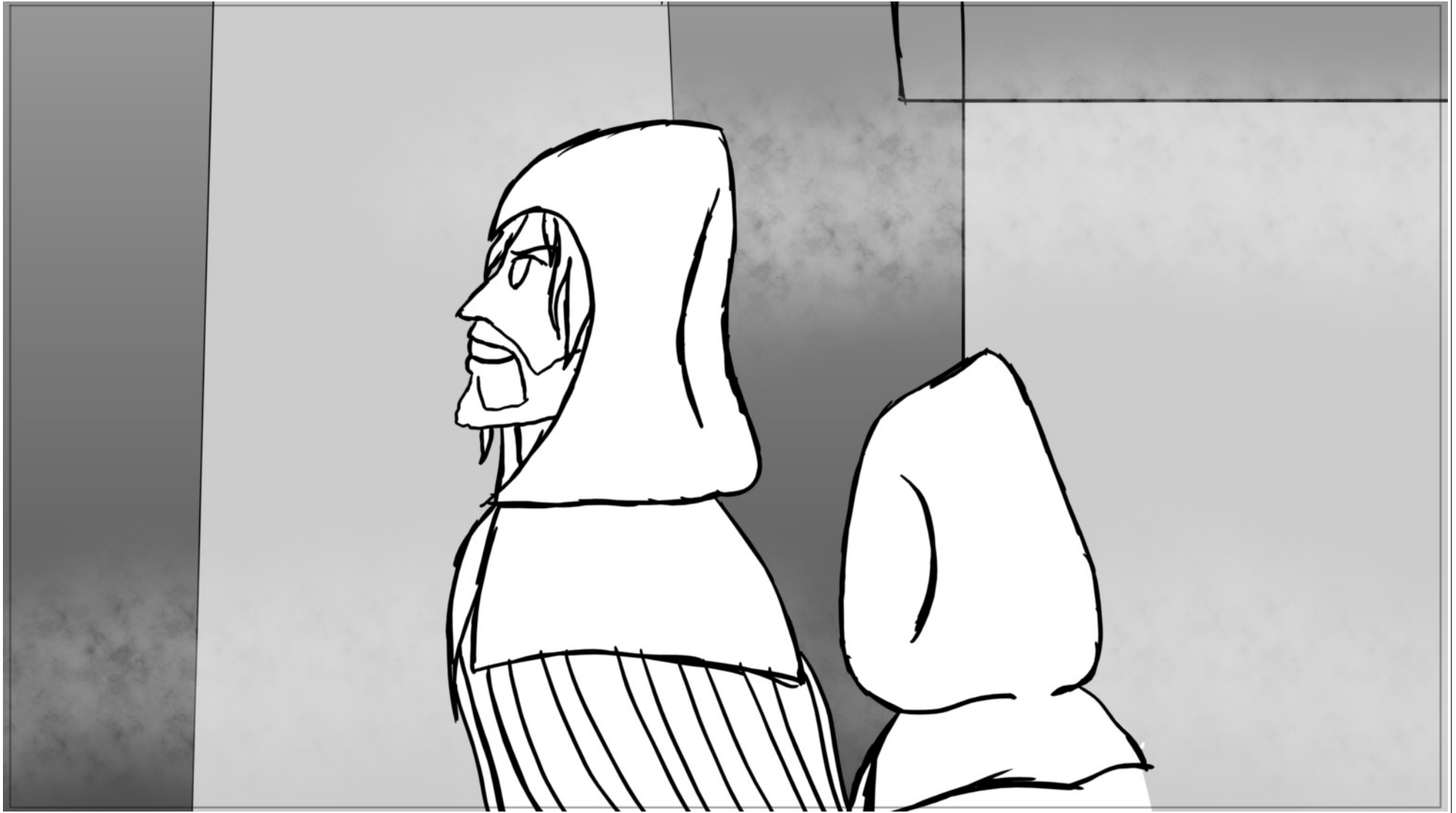
Scene	Duration	Panel	Duration
2	03:08	4	00:09



Action Notes

close up profile shot of the two as they come to a sto and the taller one {Kelsier} looks up then the smaller one {Vin} looks at him then she looks up and then her jaw drops.

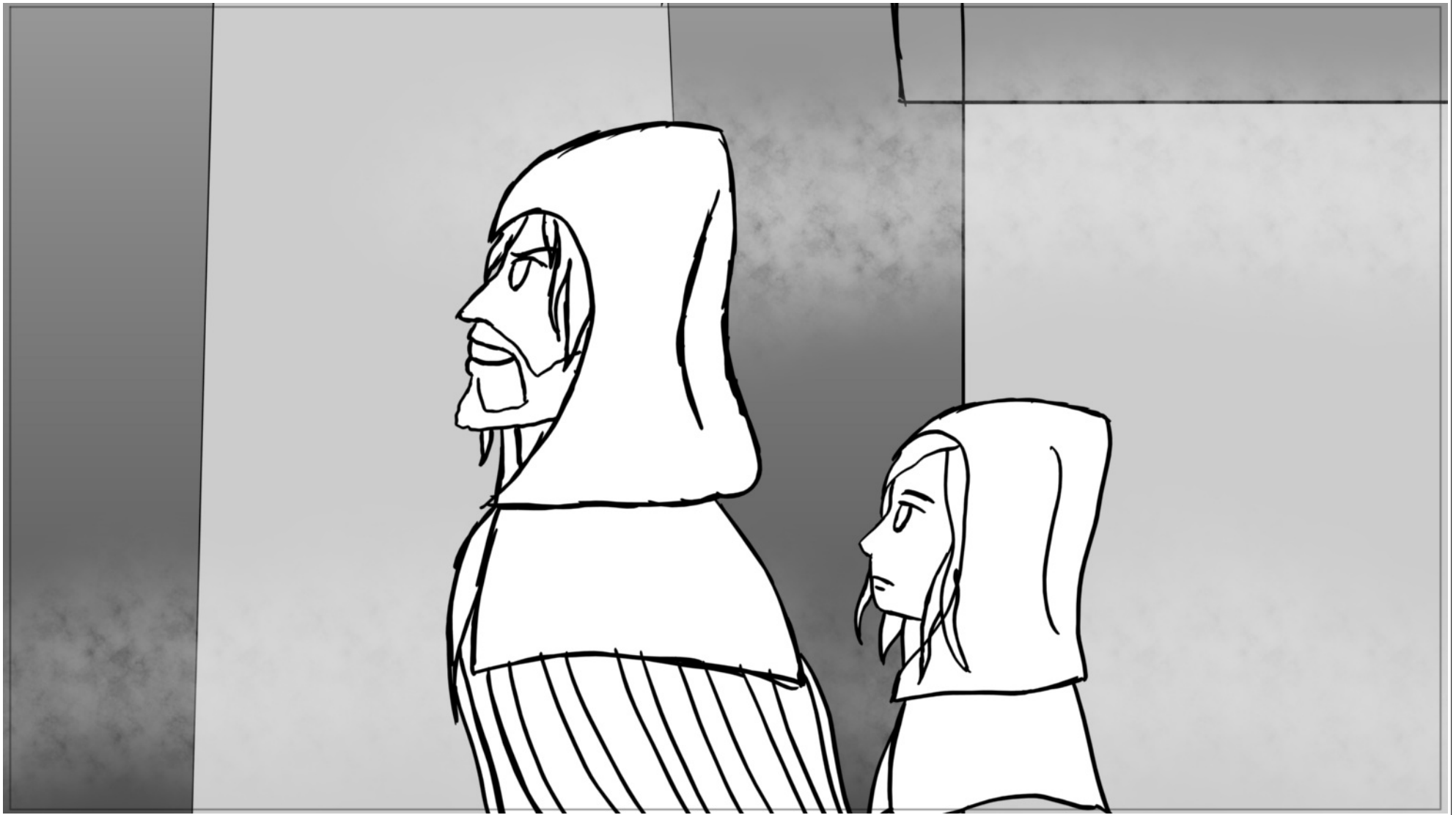
Scene	Duration	Panel	Duration
2	03:08	5	00:11



Action Notes

close up profile shot of the two as they come to a sto and the taller one {Kelsier} looks up then the smaller one {Vin} looks at him then she looks up and then her jaw drops.

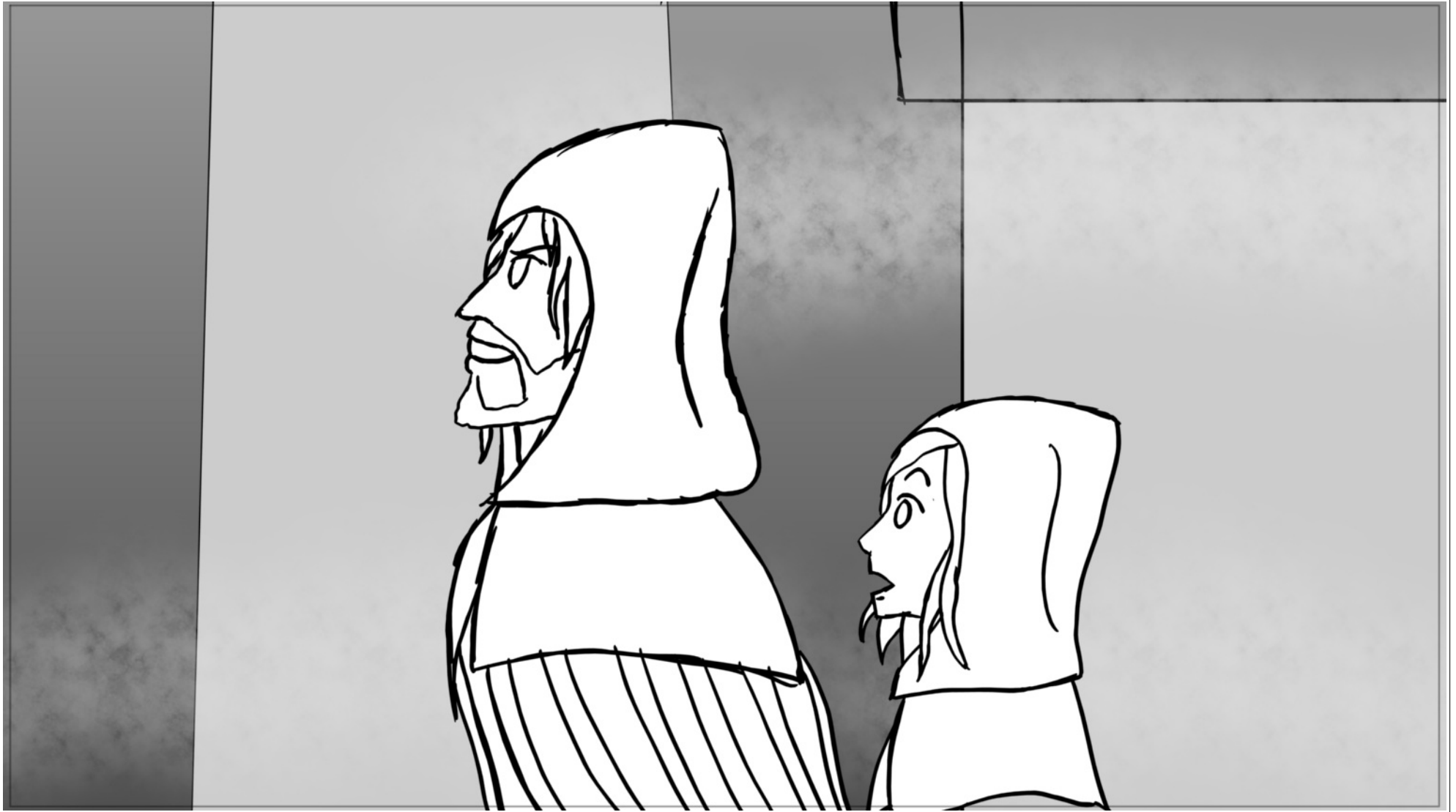
Scene	Duration	Panel	Duration
2	03:08	6	00:12



Action Notes

close up profile shot of the two as they come to a sto and the taller one {Kelsier} looks up then the smaller one {Vin} looks at him then she looks up and then her jaw drops.

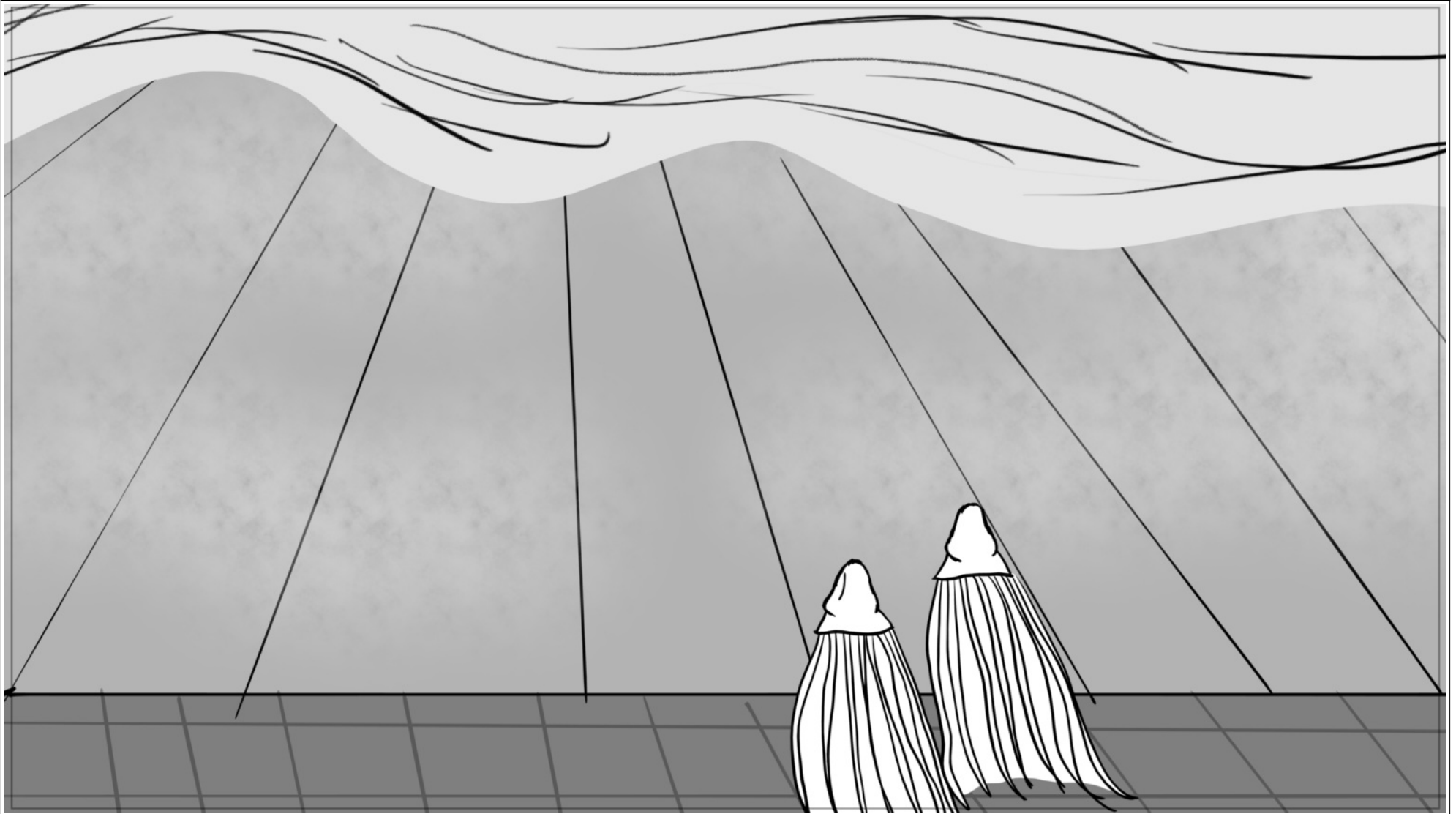
Scene	Duration	Panel	Duration
2	03:08	7	00:12



Action Notes

close up profile shot of the two as they come to a sto and the taller one {Kelsier} looks up then the smaller one {Vin} looks at him then she looks up and then her jaw drops.

Scene	Duration	Panel	Duration
3	01:21	1	00:15



Action Notes

upward shot of the two figures looking up at the wall

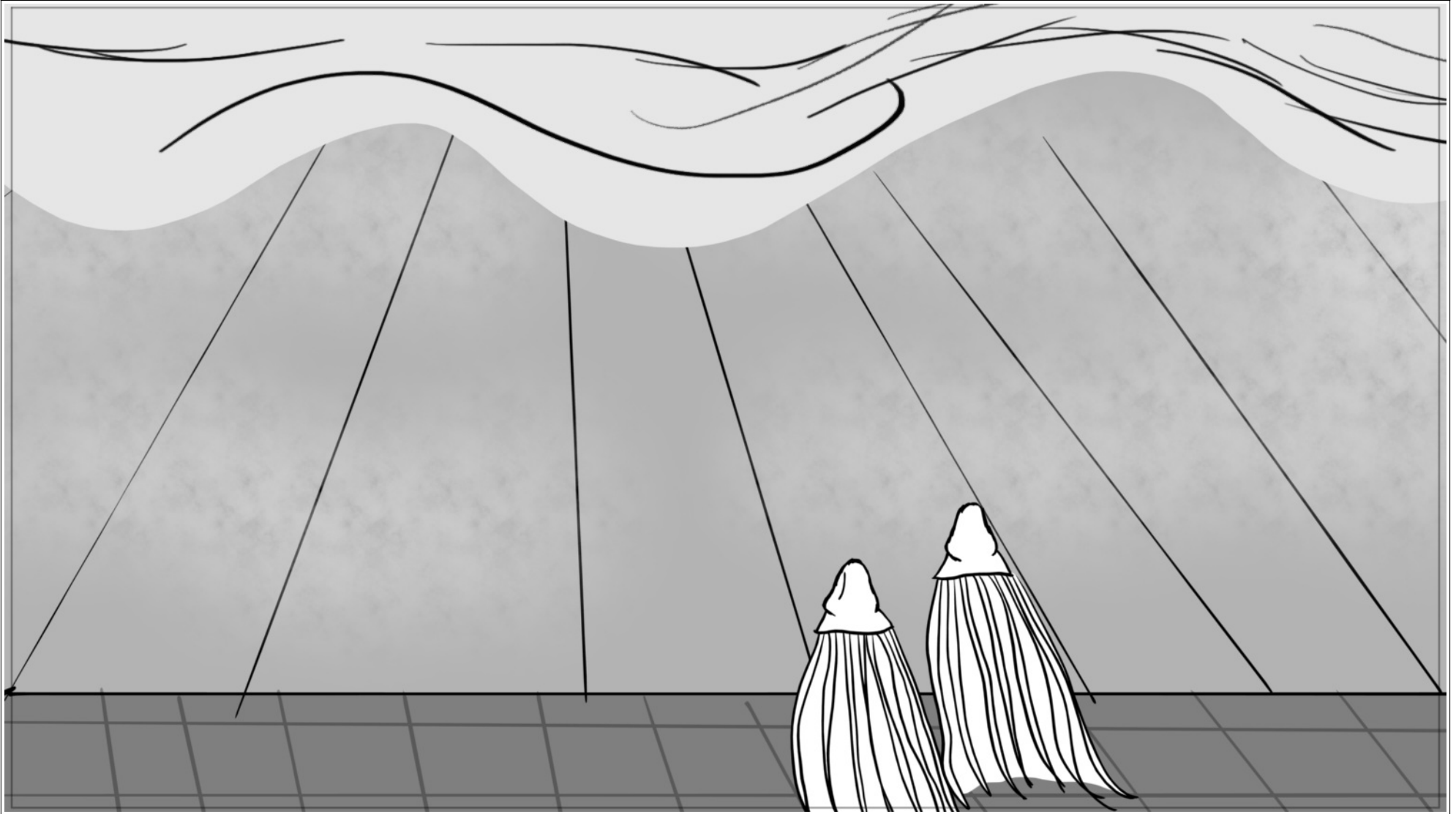
Scene	Duration	Panel	Duration
3	01:21	2	00:15



Action Notes

upward shot of the two figures looking up at the wall

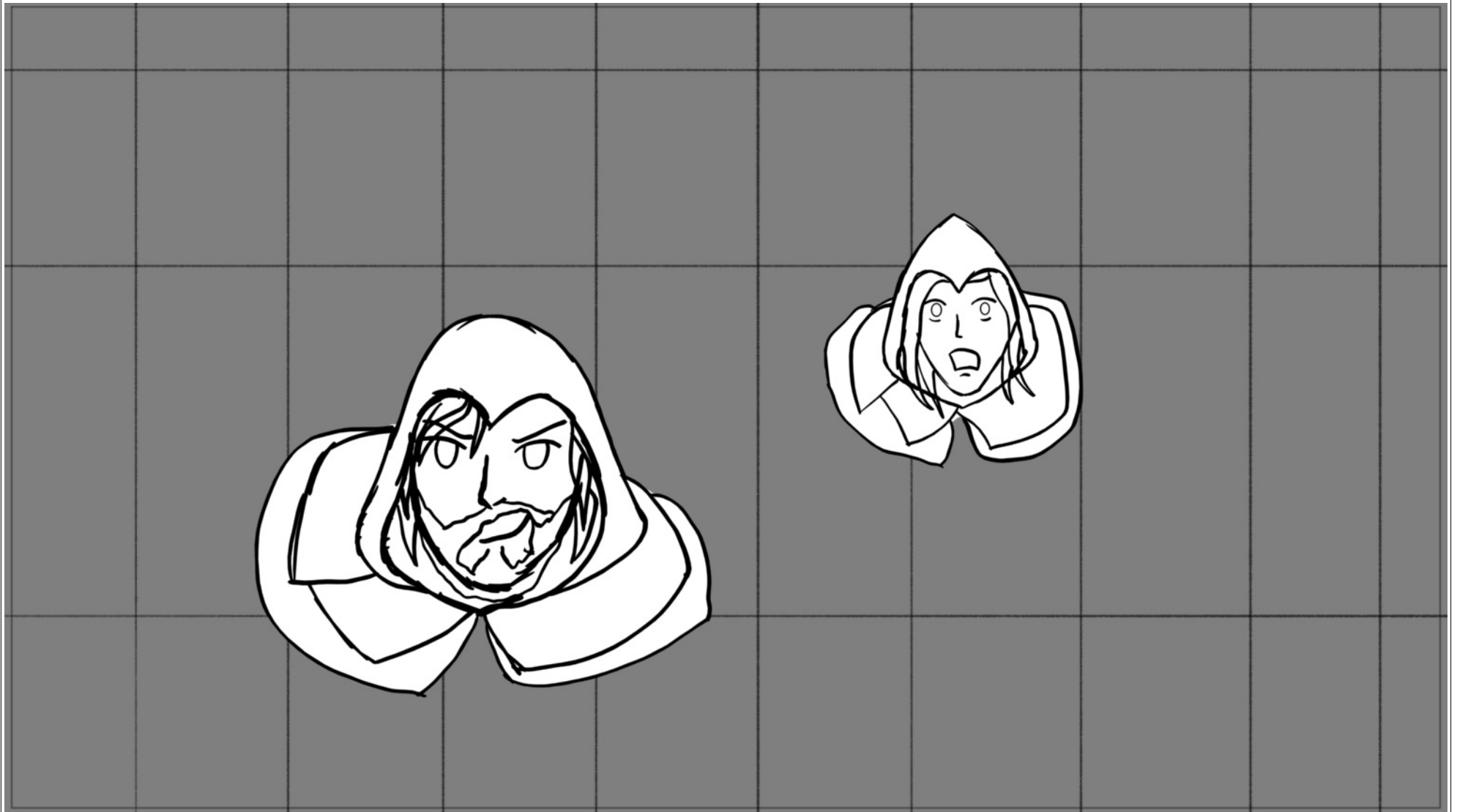
Scene	Duration	Panel	Duration
3	01:21	3	00:15



Action Notes

upward shot of the two figures looking up at the wall

Scene	Duration	Panel	Duration
4	03:06	1	01:00



Dialog

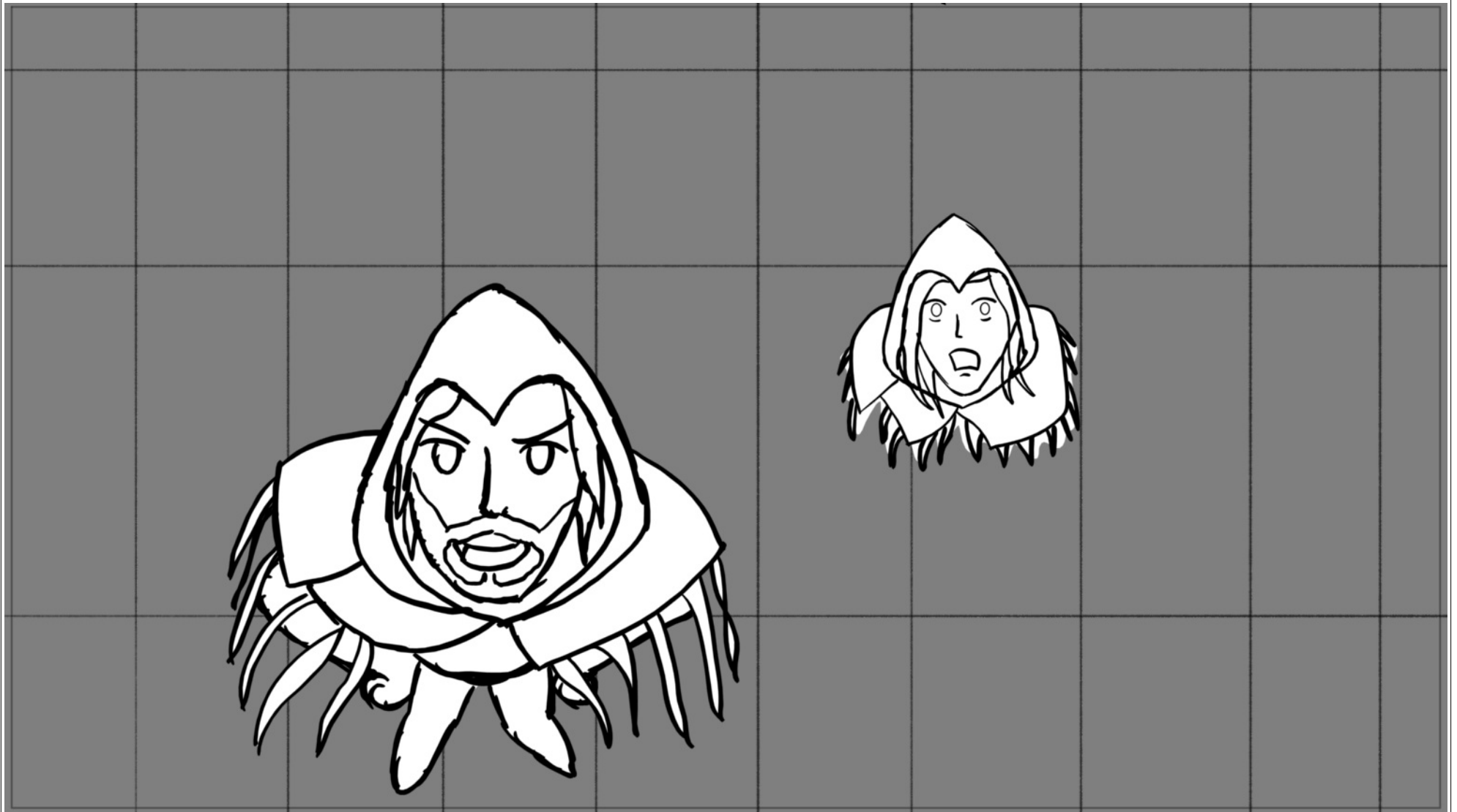
Kelsier: Good. Now, Lets go jump over that Wall

Vin:What?

Action Notes

Overhead shot of the two as Kelsier then moves towards the wall and looks at him bewildered

Scene	Duration	Panel	Duration
4	03:06	2	01:10



Dialog

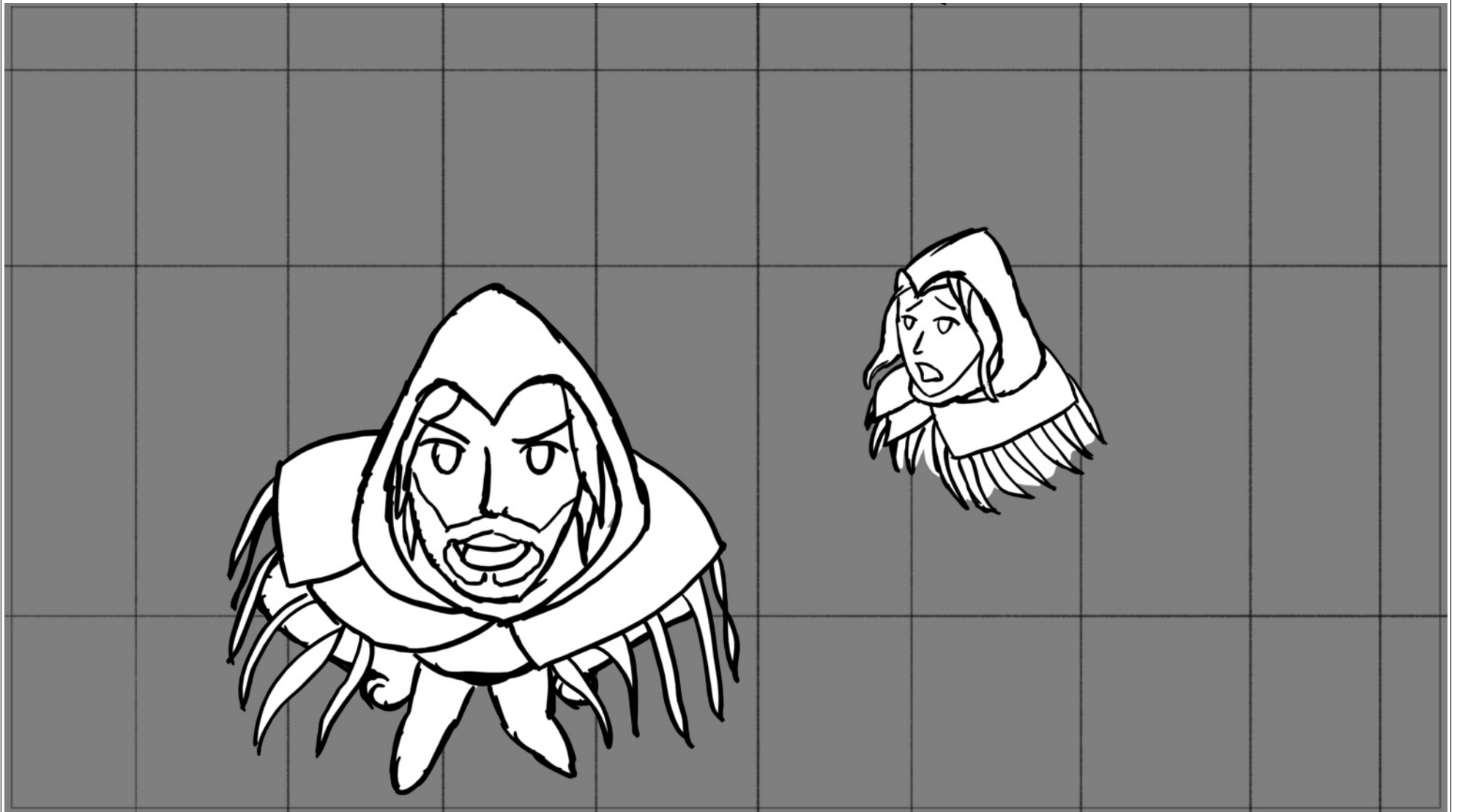
Kelsier: Good. Now, Lets go jump over that wall

Vin:What?

Action Notes

Overhead shot of the two as Kelsier then moves towards the wall and looks at him bewildered

Scene	Duration	Panel	Duration
4	03:06	3	00:10



Dialog

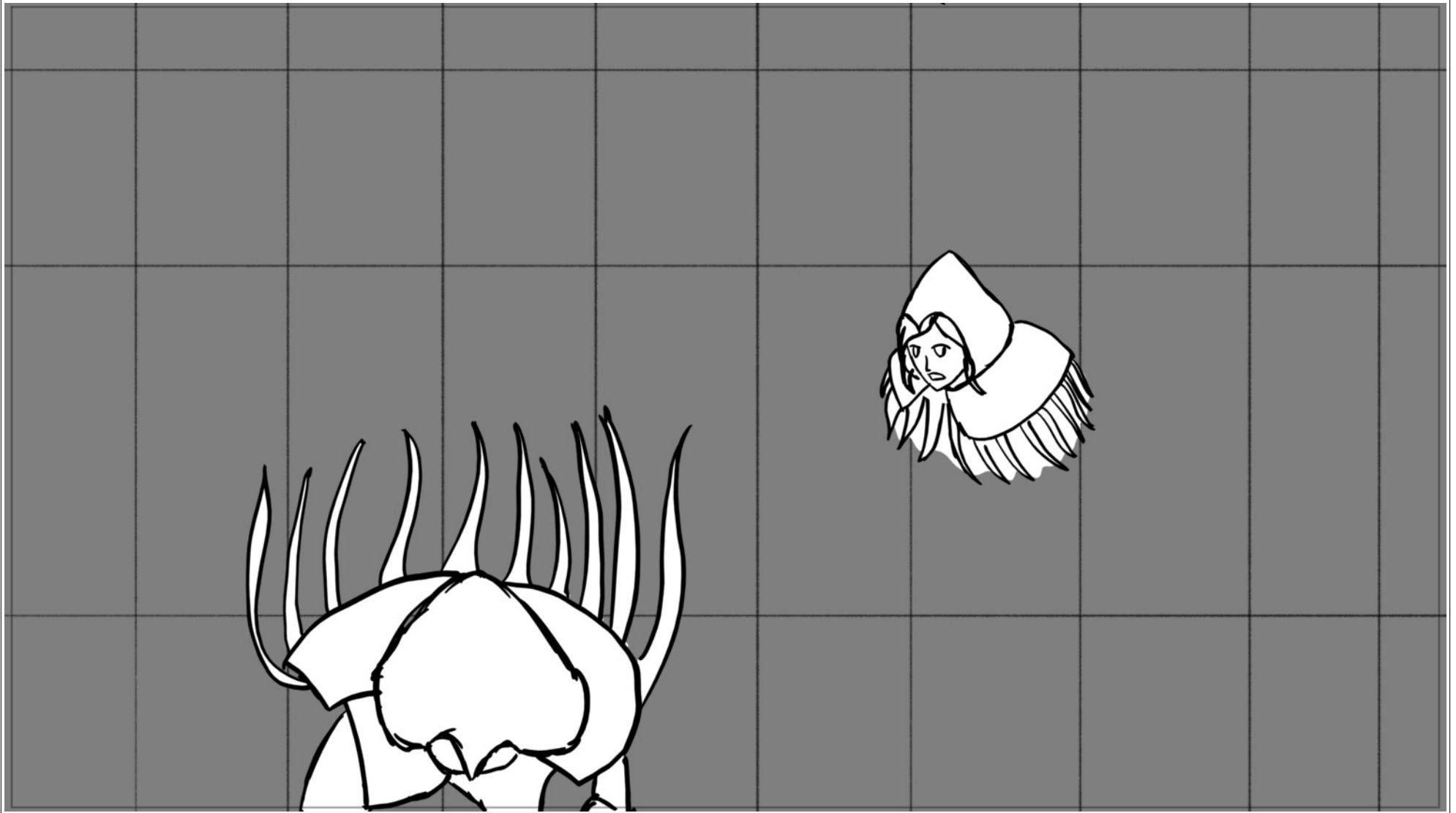
Kelsier: Good. Now, Lets go jump over that Wall

Vin:What?

Action Notes

Overhead shot of the two as Kelsier then moves towards the wall and looks at him bewildered

Scene	Duration	Panel	Duration
4	03:06	4	00:10



Dialog

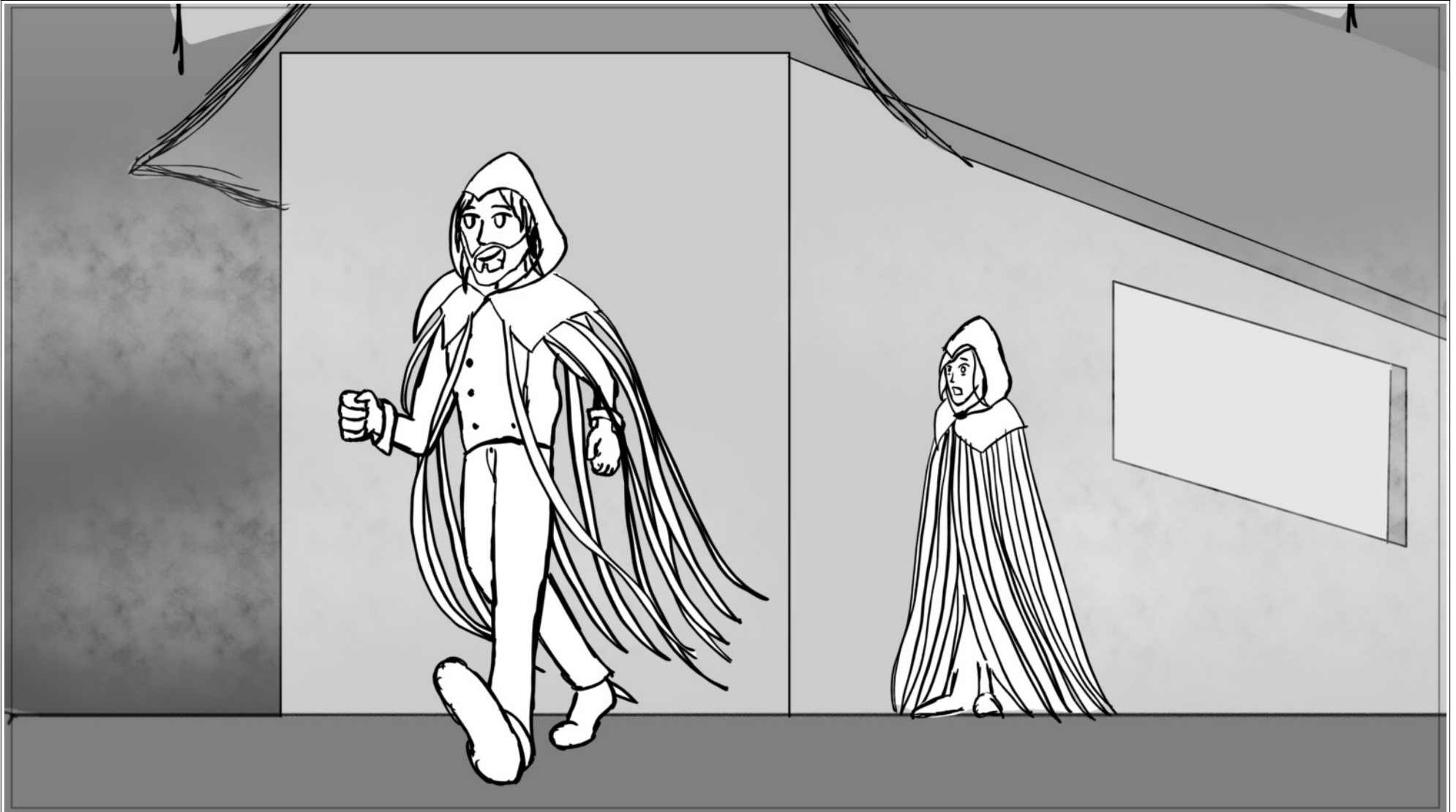
Kelsier: Good. Now, Lets go jump over that Wall

Vin:What?

Action Notes

Overhead shot of the two as Kelsier then moves towards the wall and looks at him bewildered

Scene	Duration	Panel	Duration
5	09:20	1	00:10



Dialog

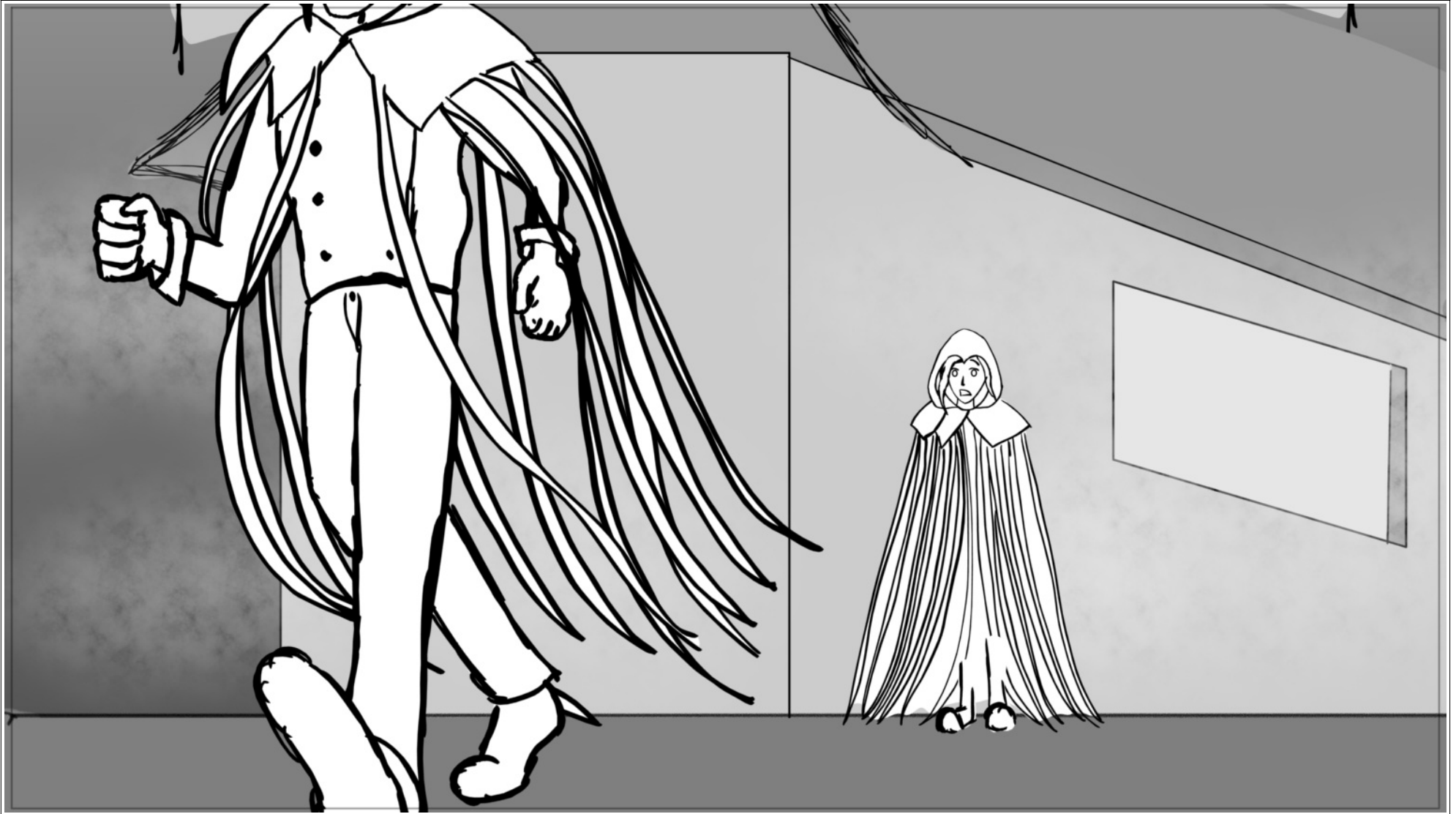
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
	5	09:20	2
			00:10



Dialog

Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	3	00:10



Dialog

Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	4	00:10



Dialog

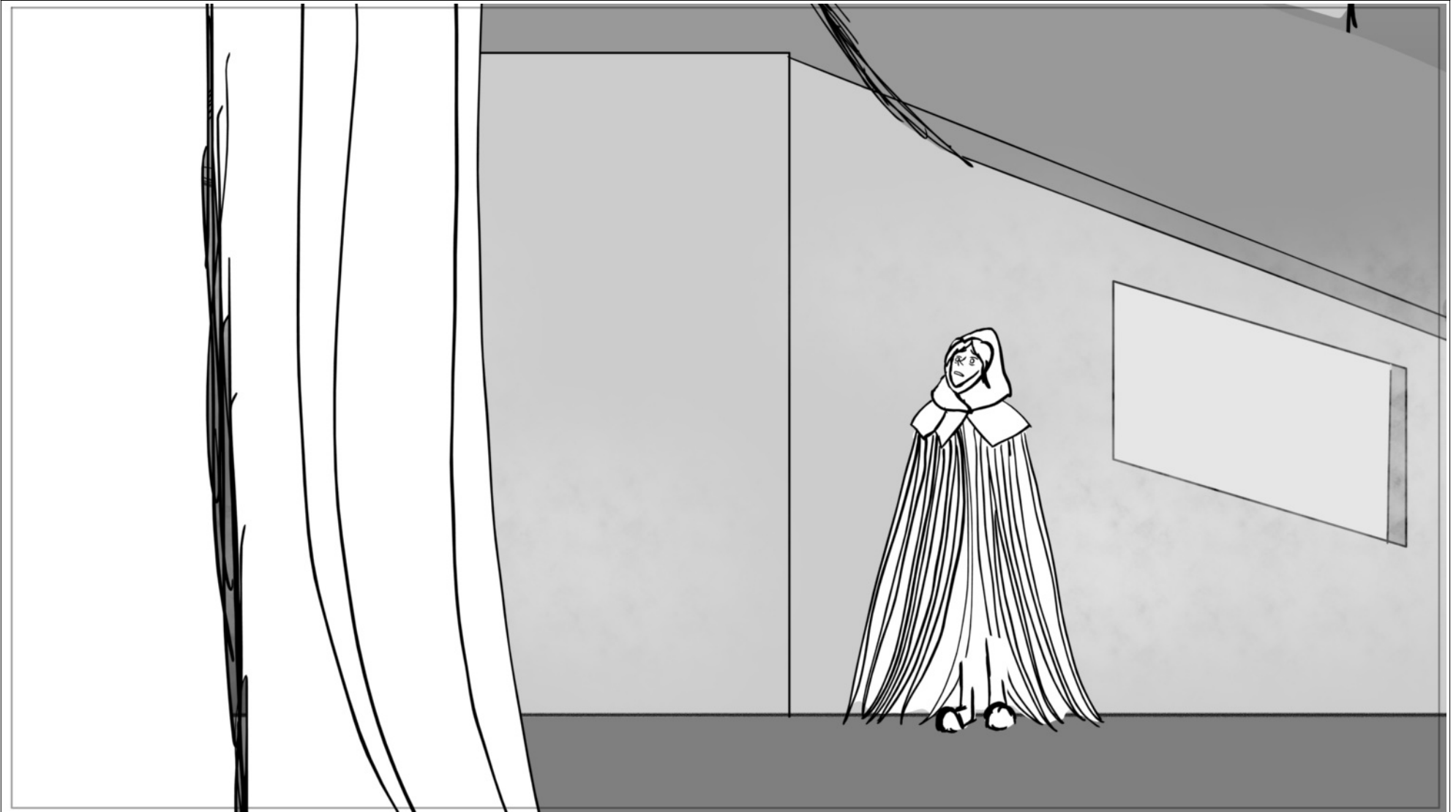
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	5	00:10



Dialog

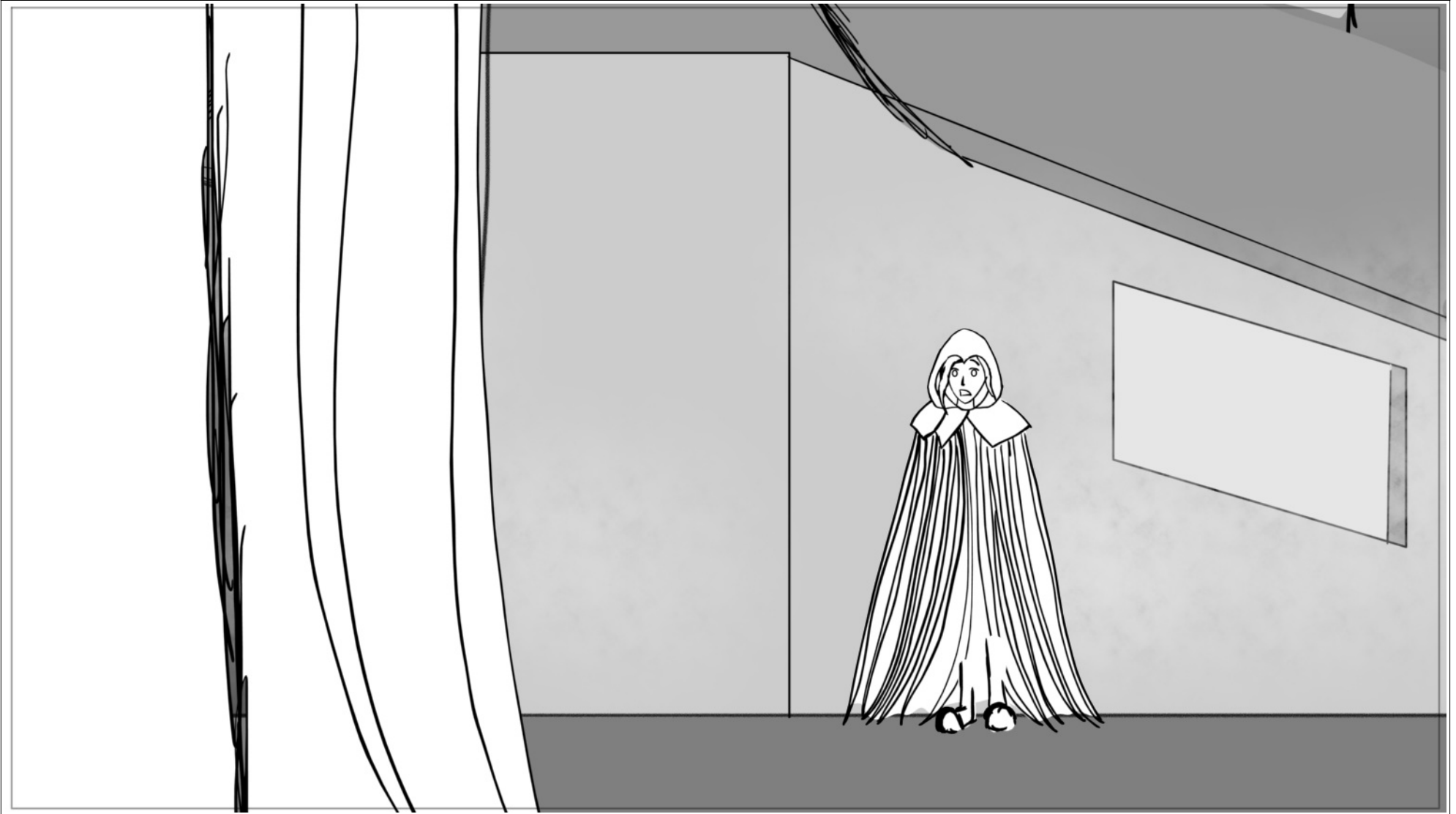
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	6	00:10



Dialog

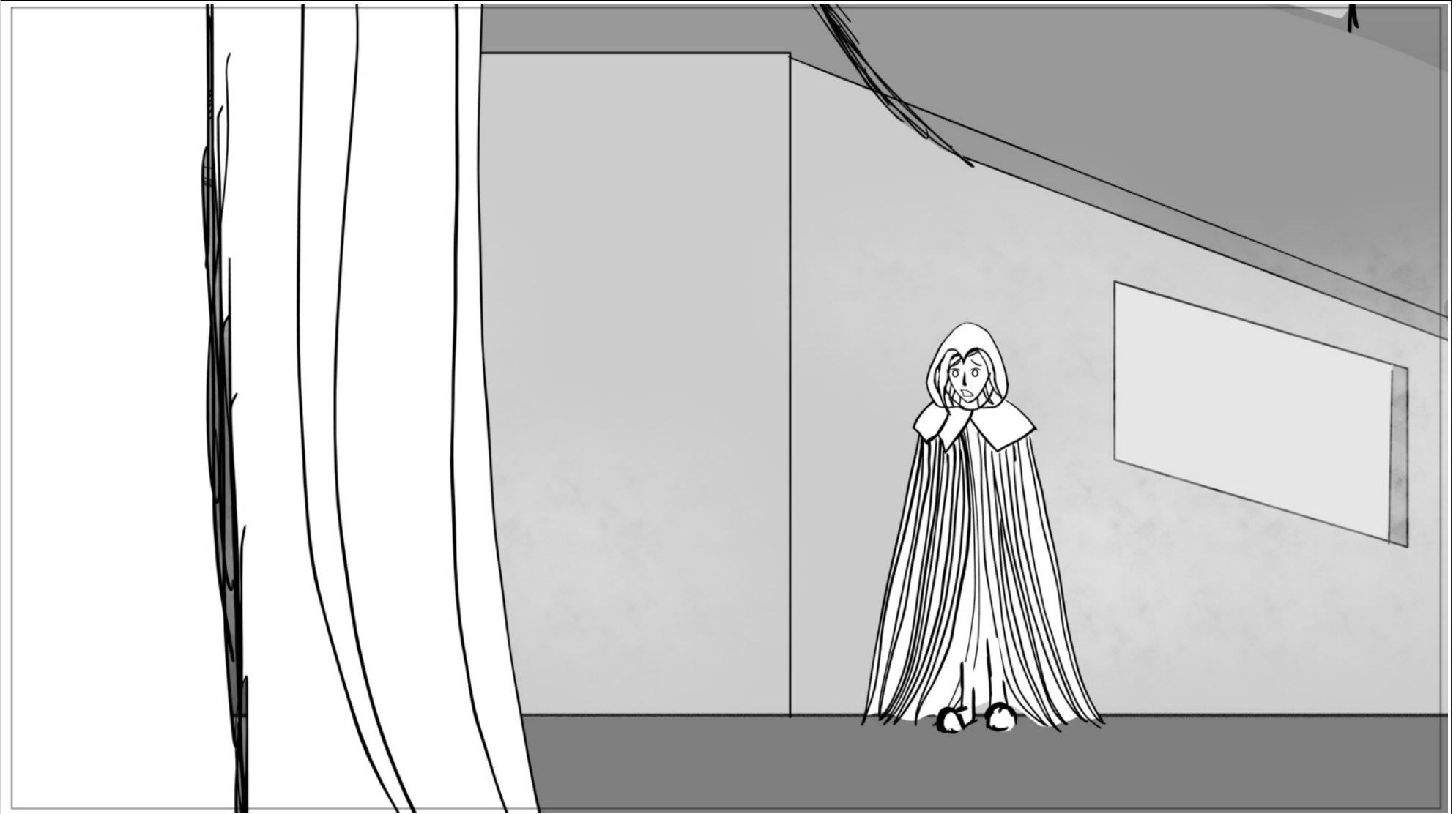
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	7	00:15



Dialog

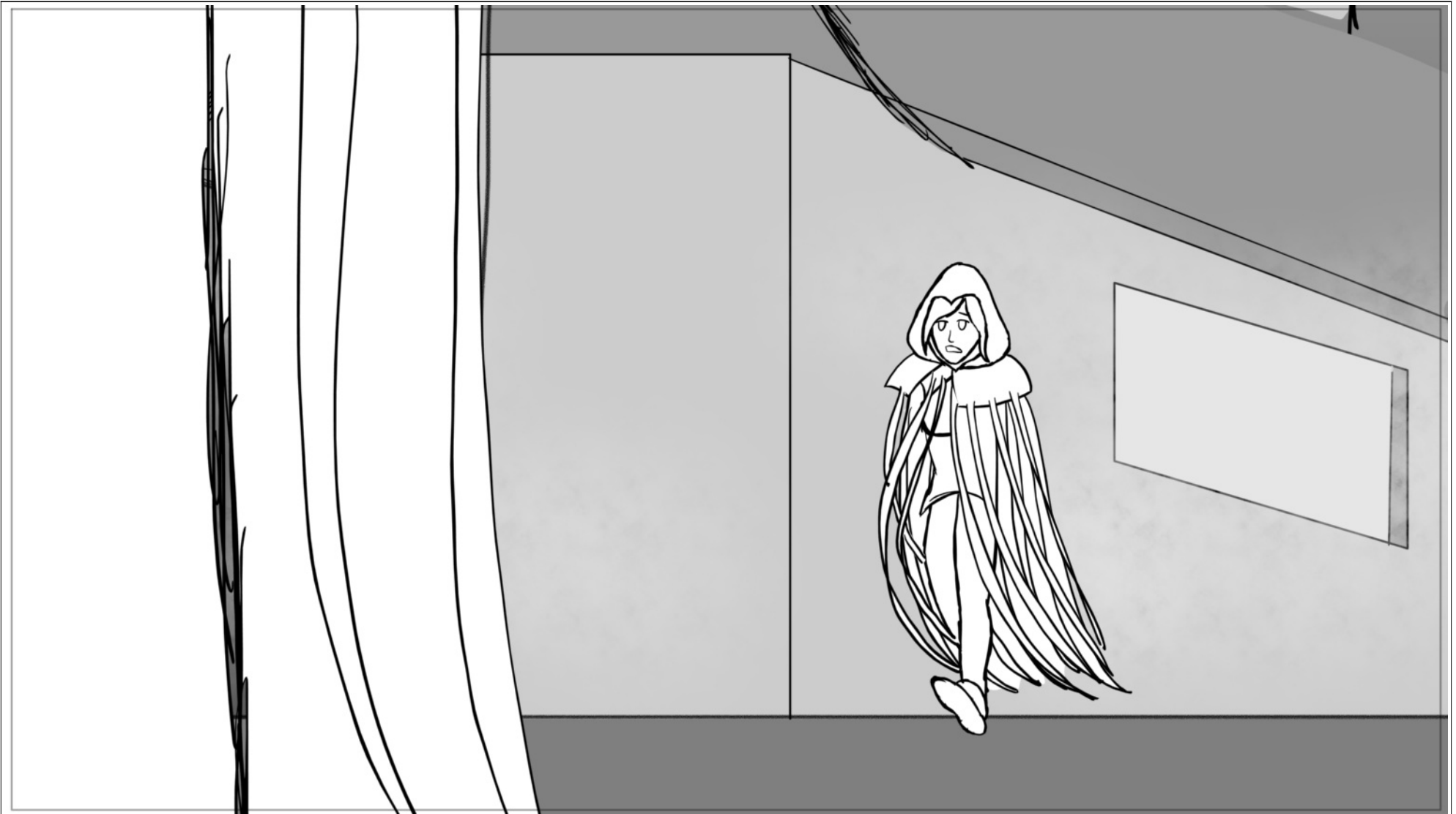
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	8	00:10



Dialog

Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	9	00:10



Dialog

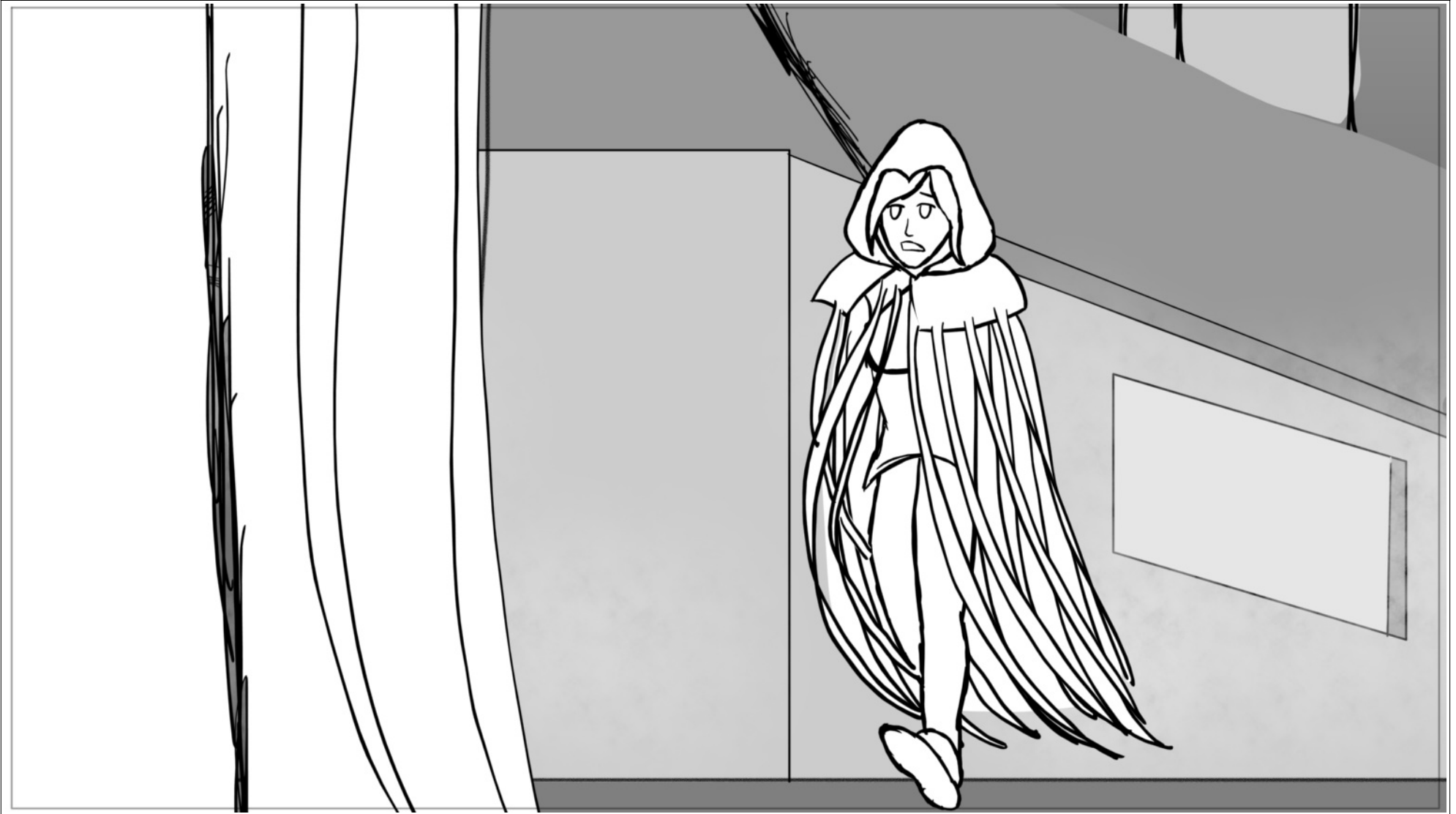
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	10	00:10



Dialog

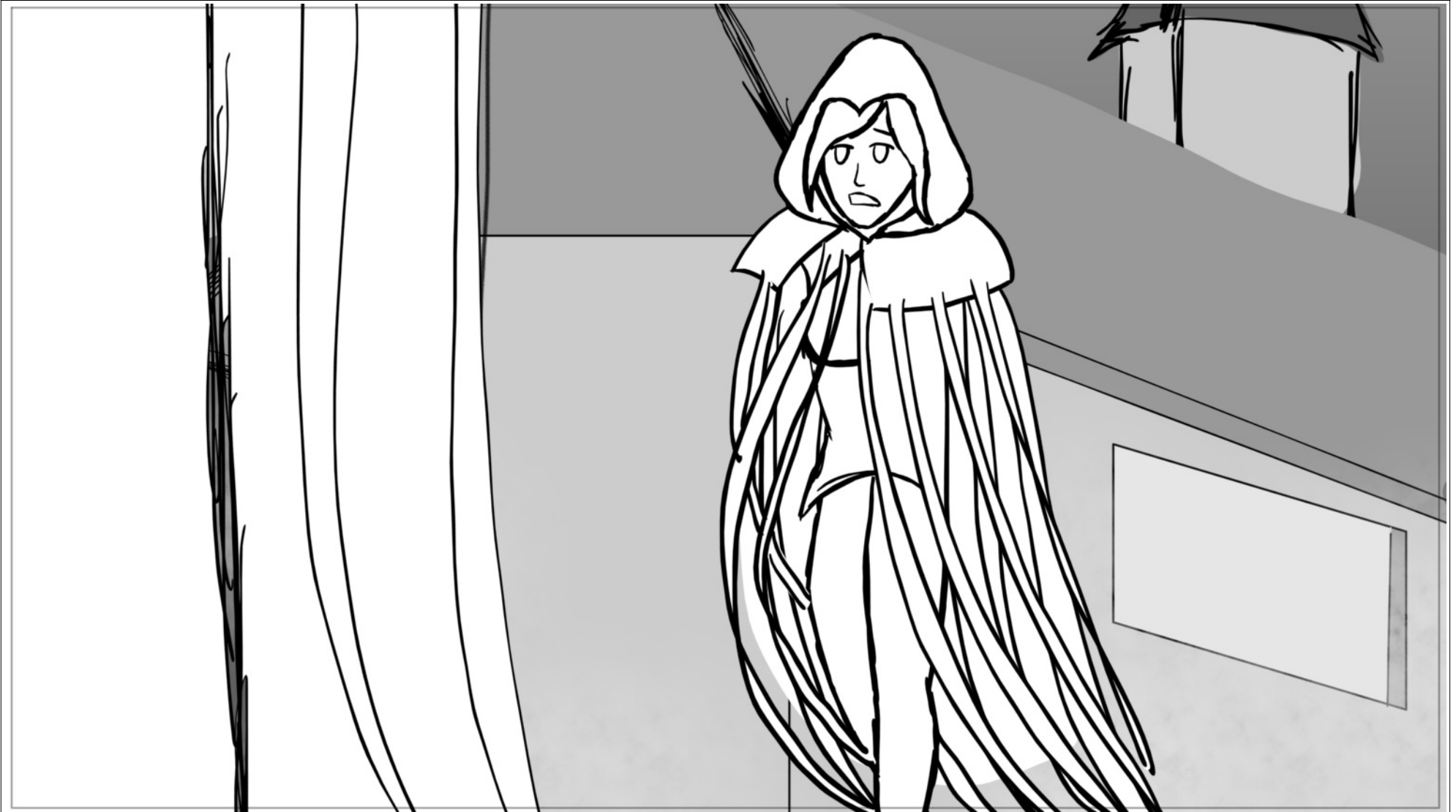
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	11	00:10



Dialog

Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
	5	09:20	12
			00:10



Dialog

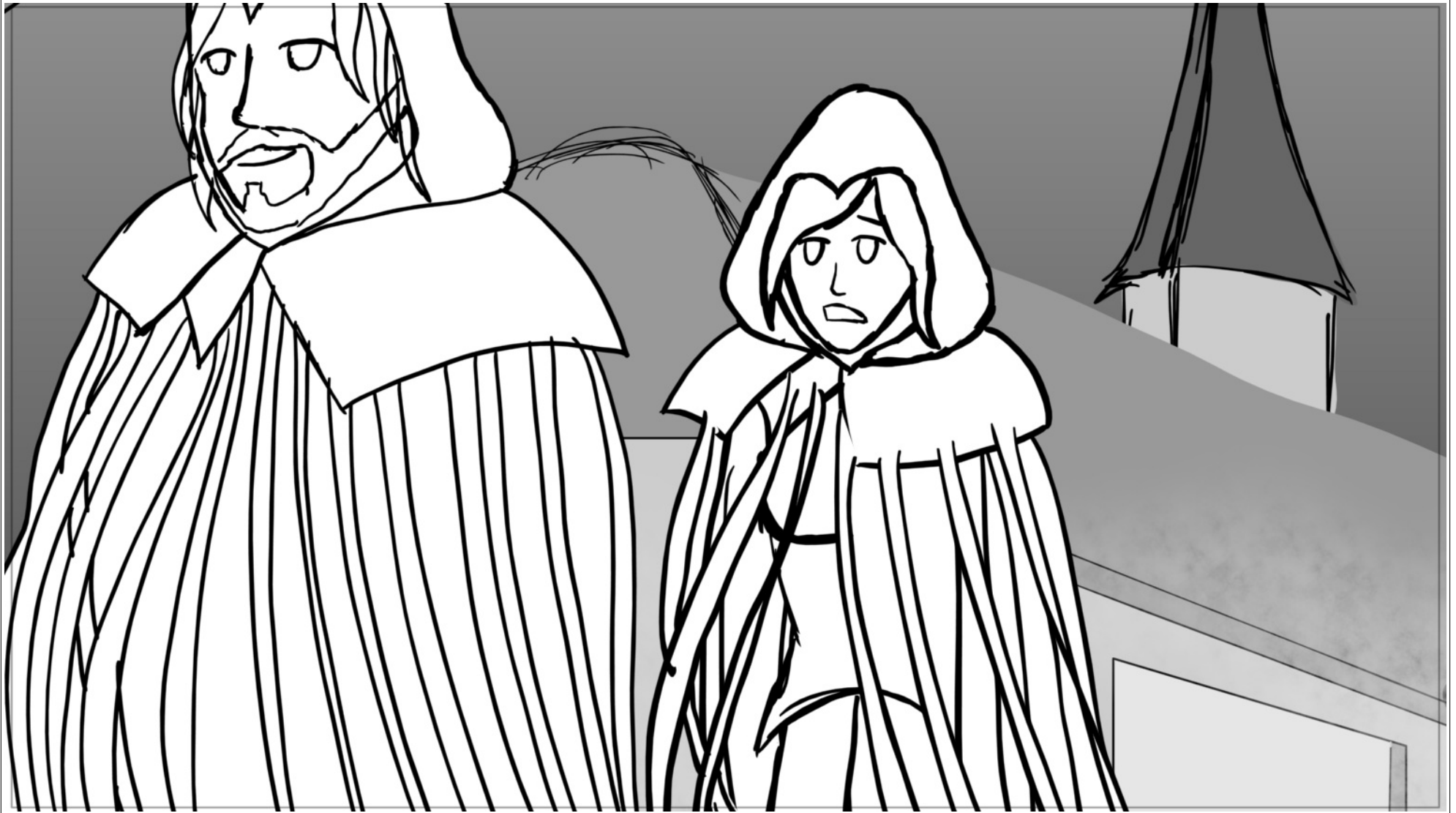
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	13	00:11



Dialog

Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.



Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
	5		14
	09:20		00:12



Dialog

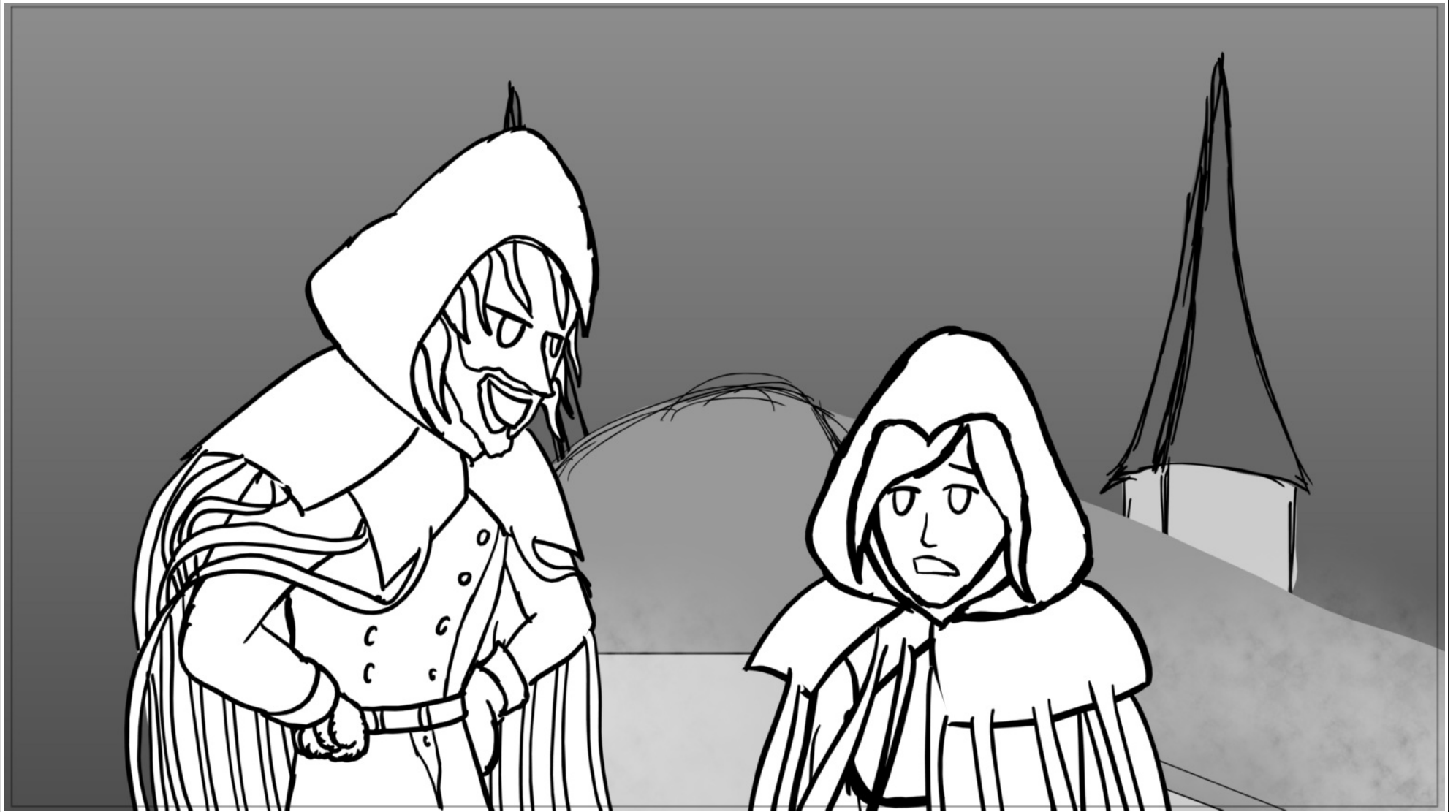
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	15	00:12



Dialog

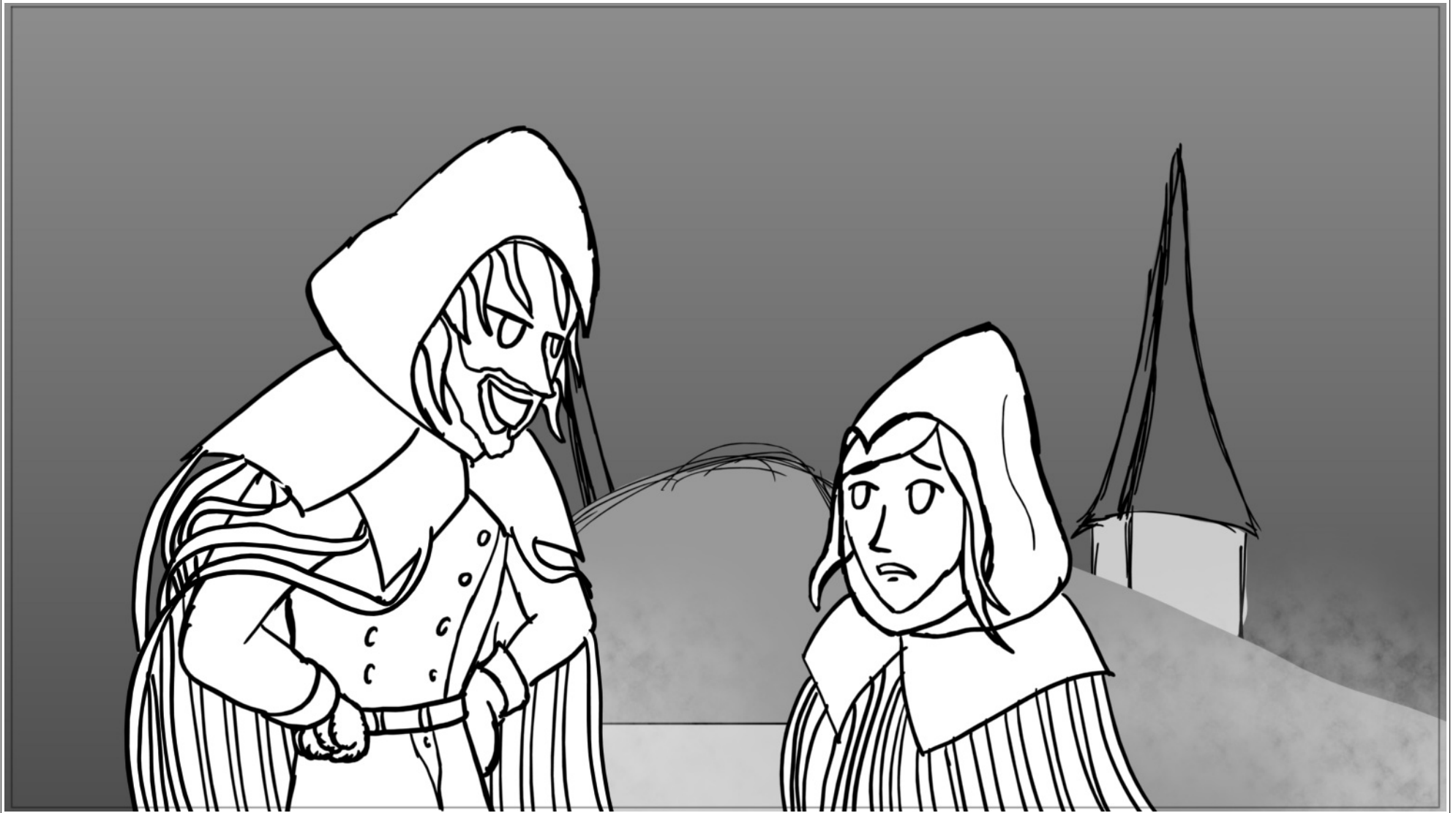
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
	5		16
	09:20		00:15



Dialog

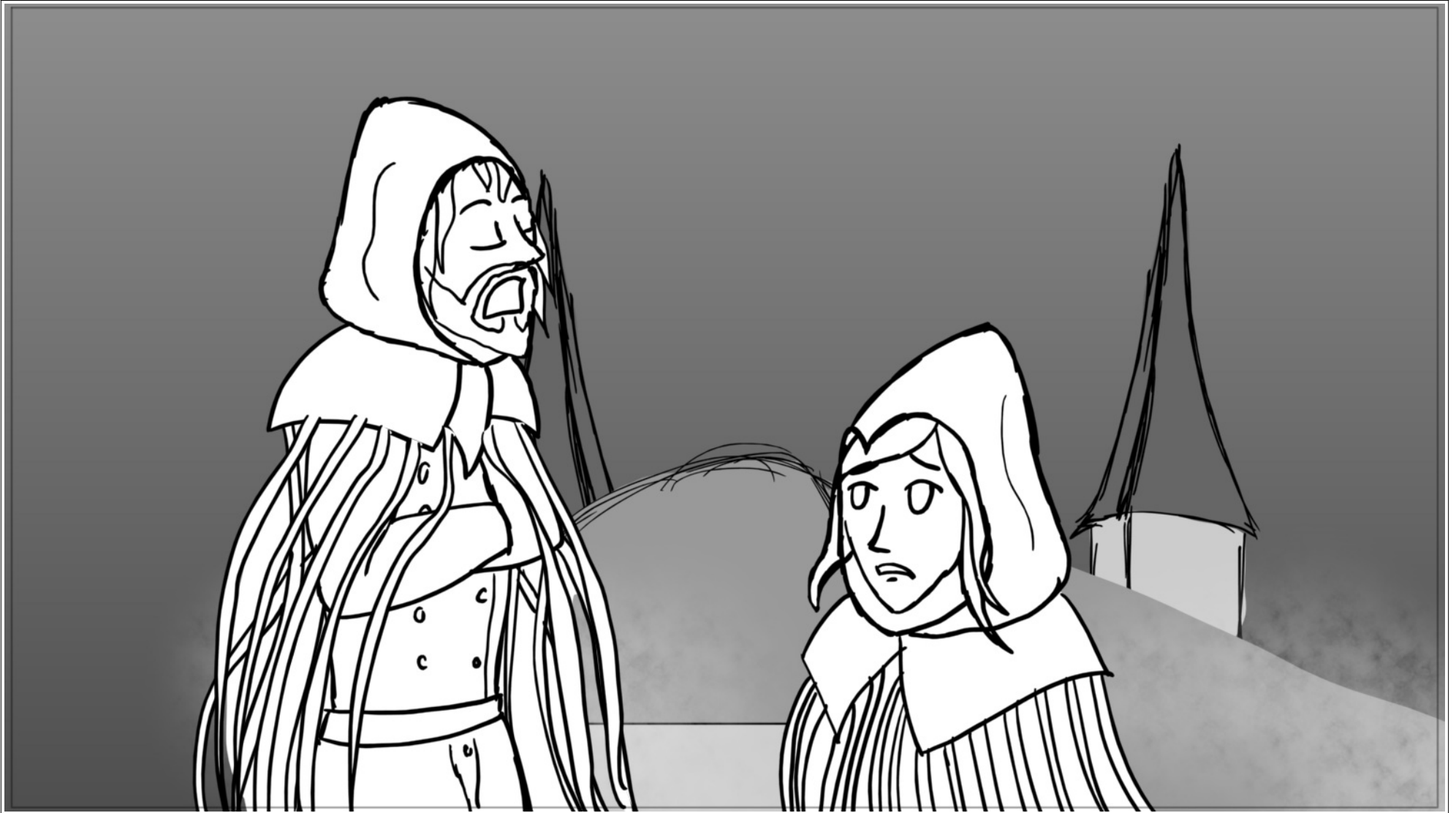
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	17	00:15



Dialog

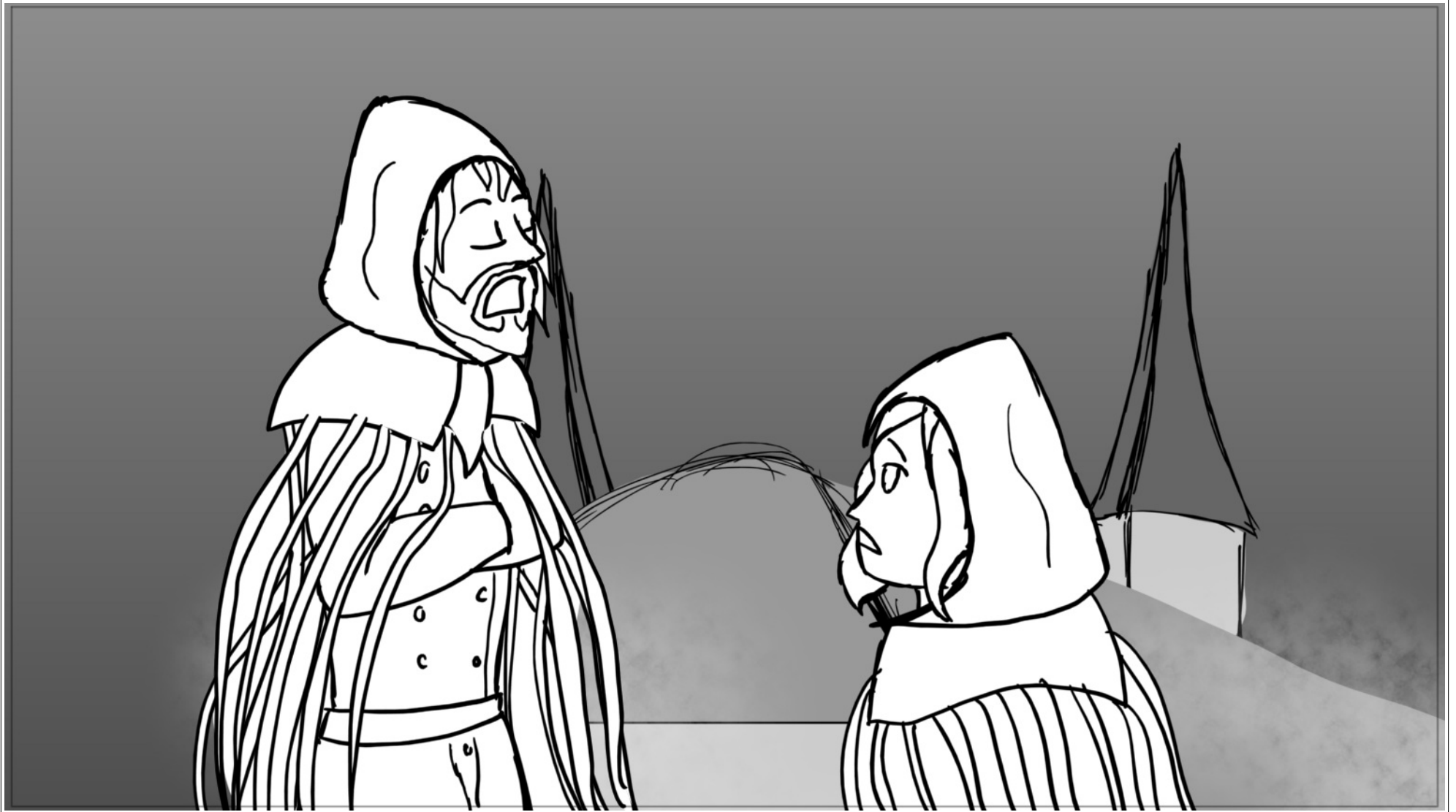
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	18	00:15



Dialog

Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	19	00:15



Dialog

Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

Scene	Duration	Panel	Duration
5	09:20	20	00:16



Dialog

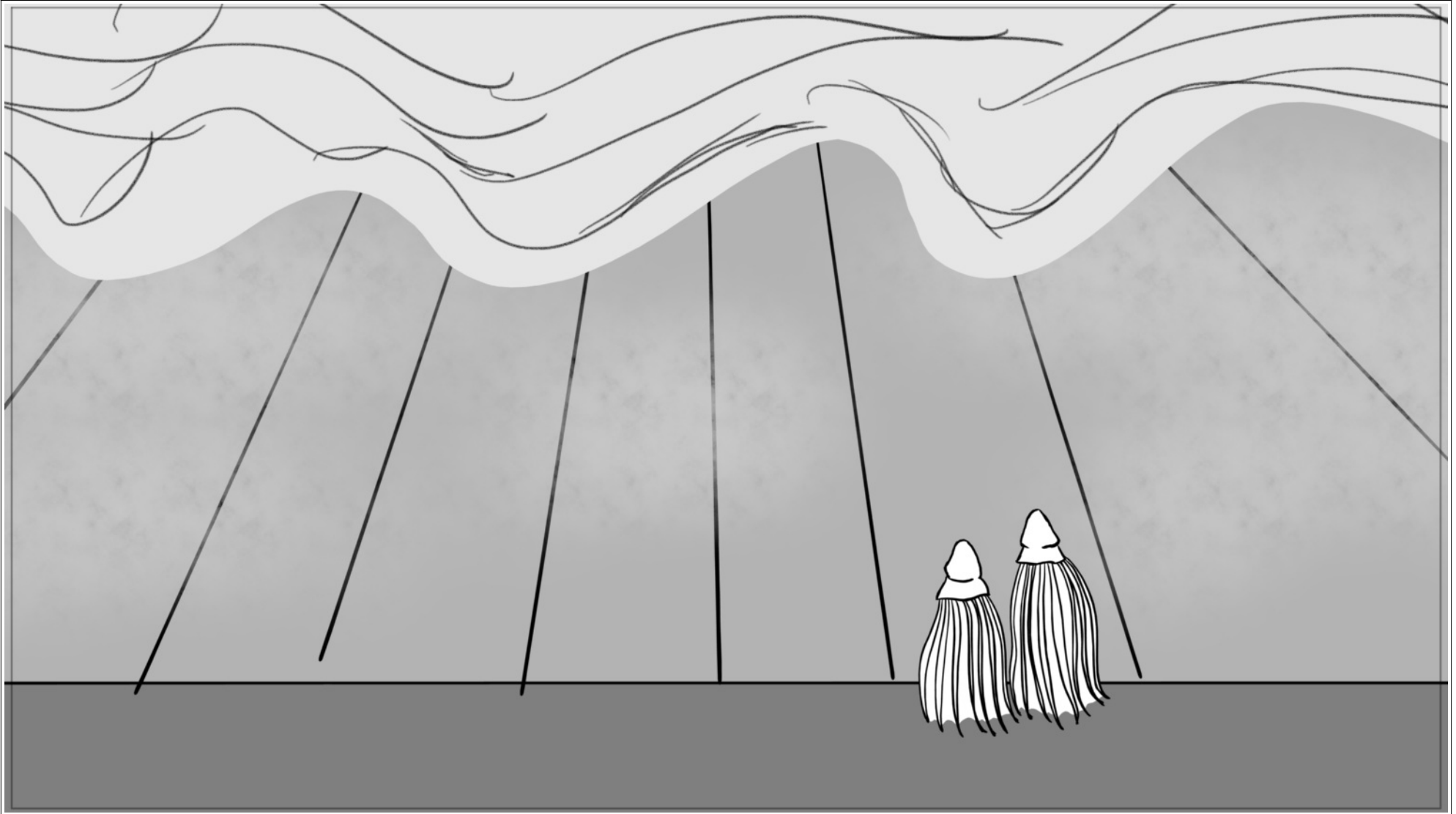
Vin: You're insane

Kelsier: I think thats the second time today you've said that to me. You need to pay better attention-if you'd been listening to everyone else, you'd know that my sanity departed long ago.

Action Notes

Knee level upward shot as Kelsier goes towards the camera Vin looks back and forth between him and the wall and she speaks then move to go stand beside him and the camera pedestal's up and turns into a close up of the two as they speak to eachother.

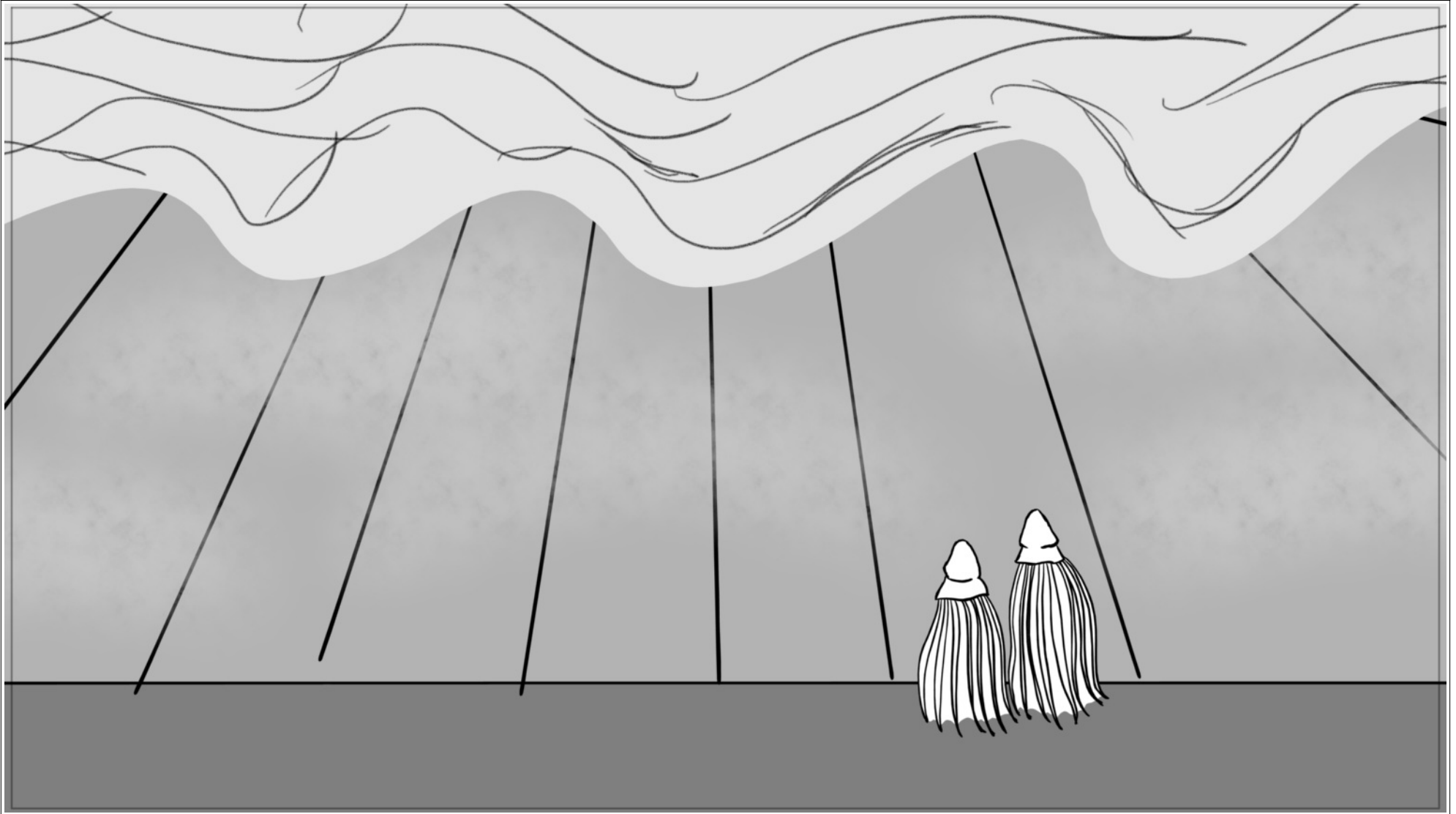
Scene	Duration	Panel	Duration
6	02:13	1	00:17



Action Notes

shot of Vin looking up at the wall.

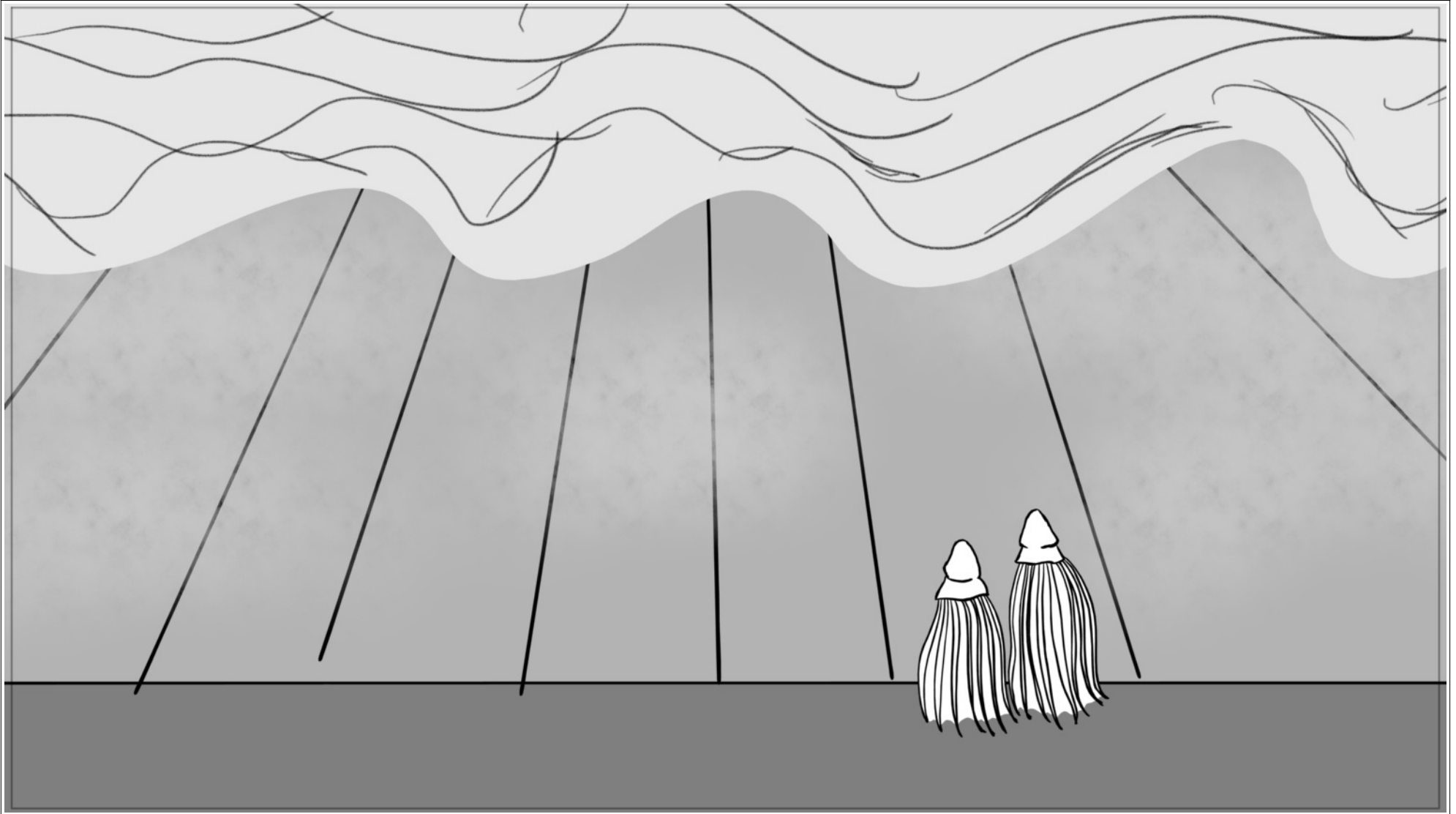
Scene	Duration	Panel	Duration
6	02:13	2	00:16



Action Notes

shot of Vin looking up at the wall.

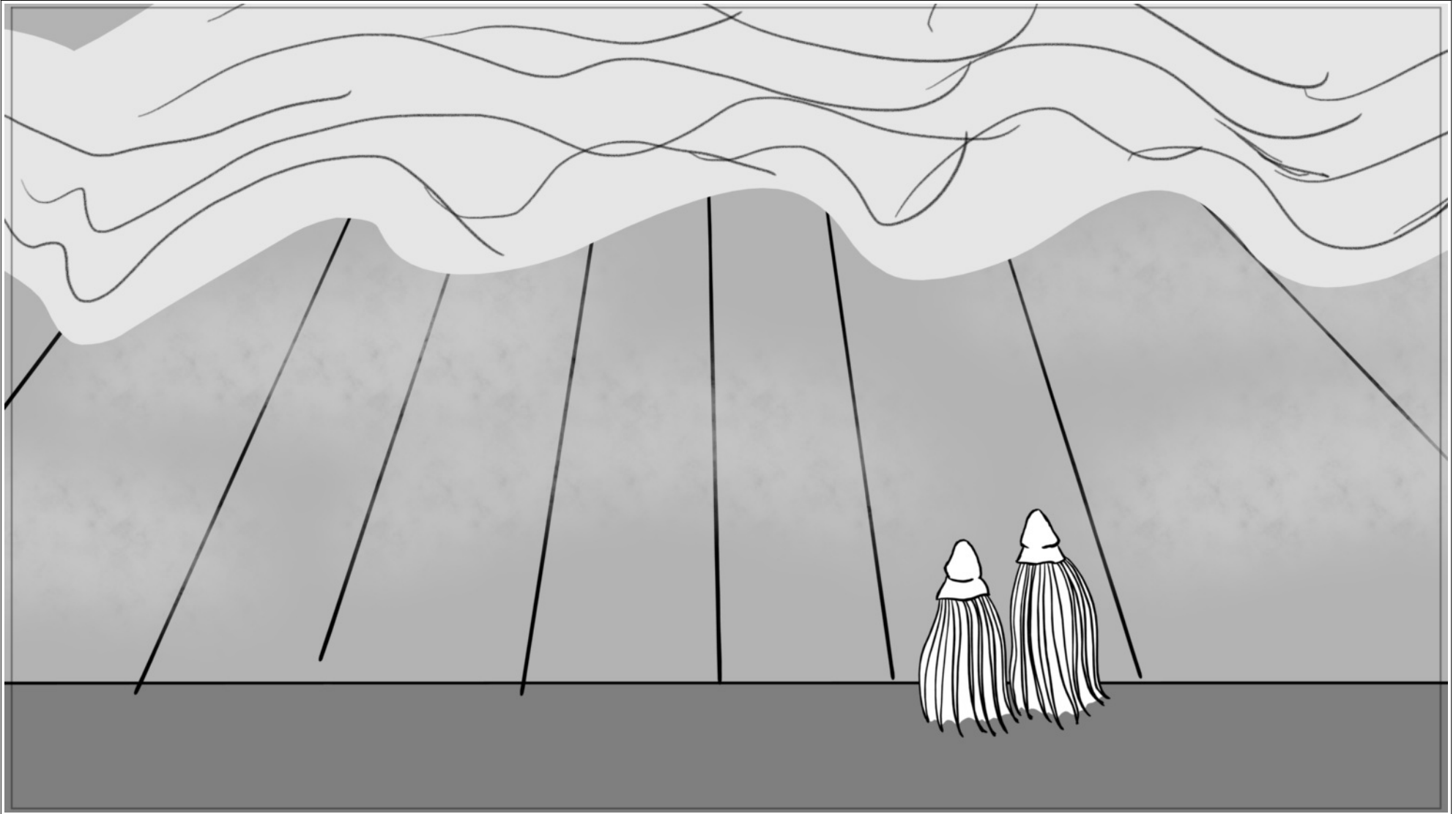
Scene	Duration	Panel	Duration
6	02:13	3	00:15



Action Notes

shot of Vin looking up at the wall.

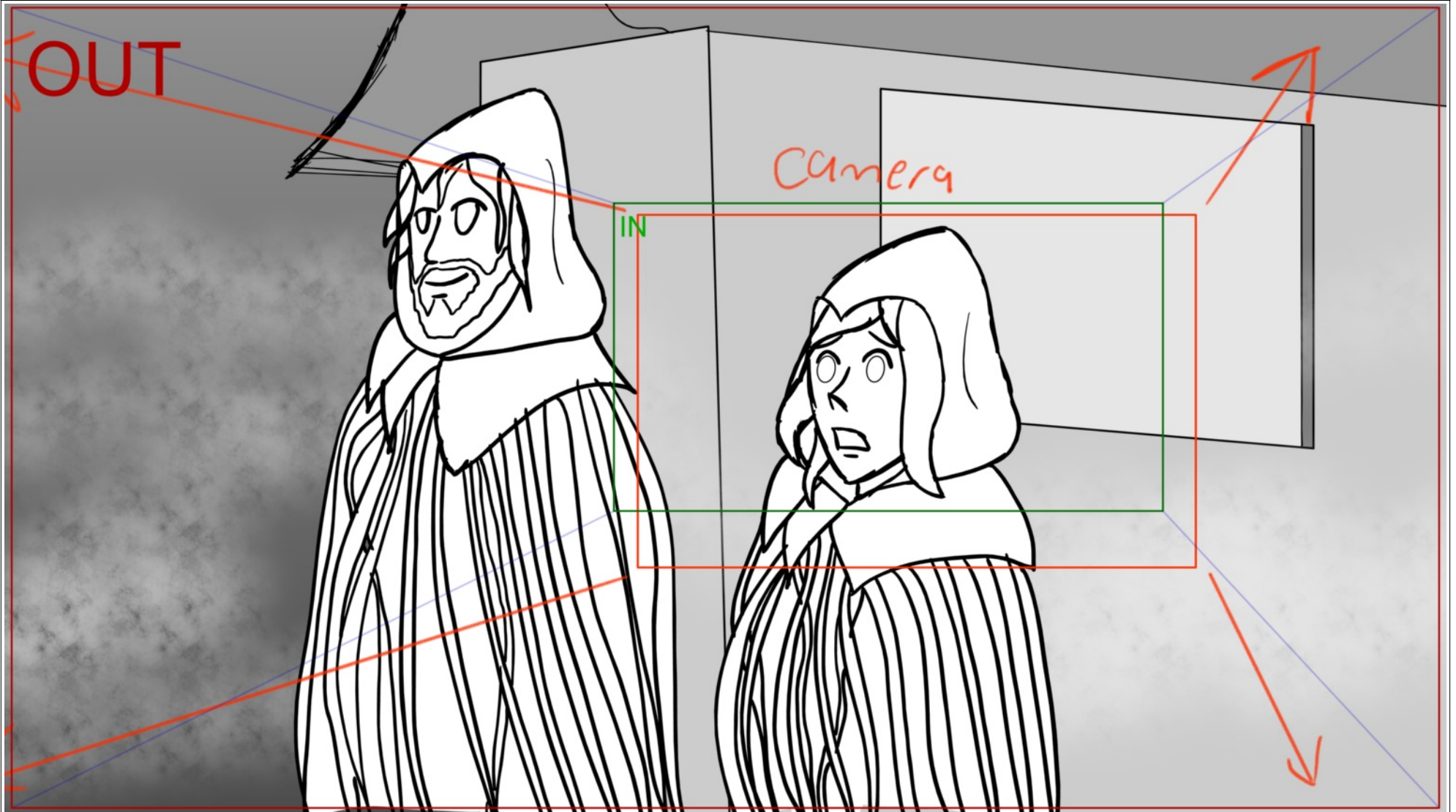
Scene	Duration	Panel	Duration
6	02:13	4	00:13



Action Notes

shot of Vin looking up at the wall.

Scene	Duration	Panel	Duration
7	07:17	1	01:10



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.



Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	2	00:16



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.

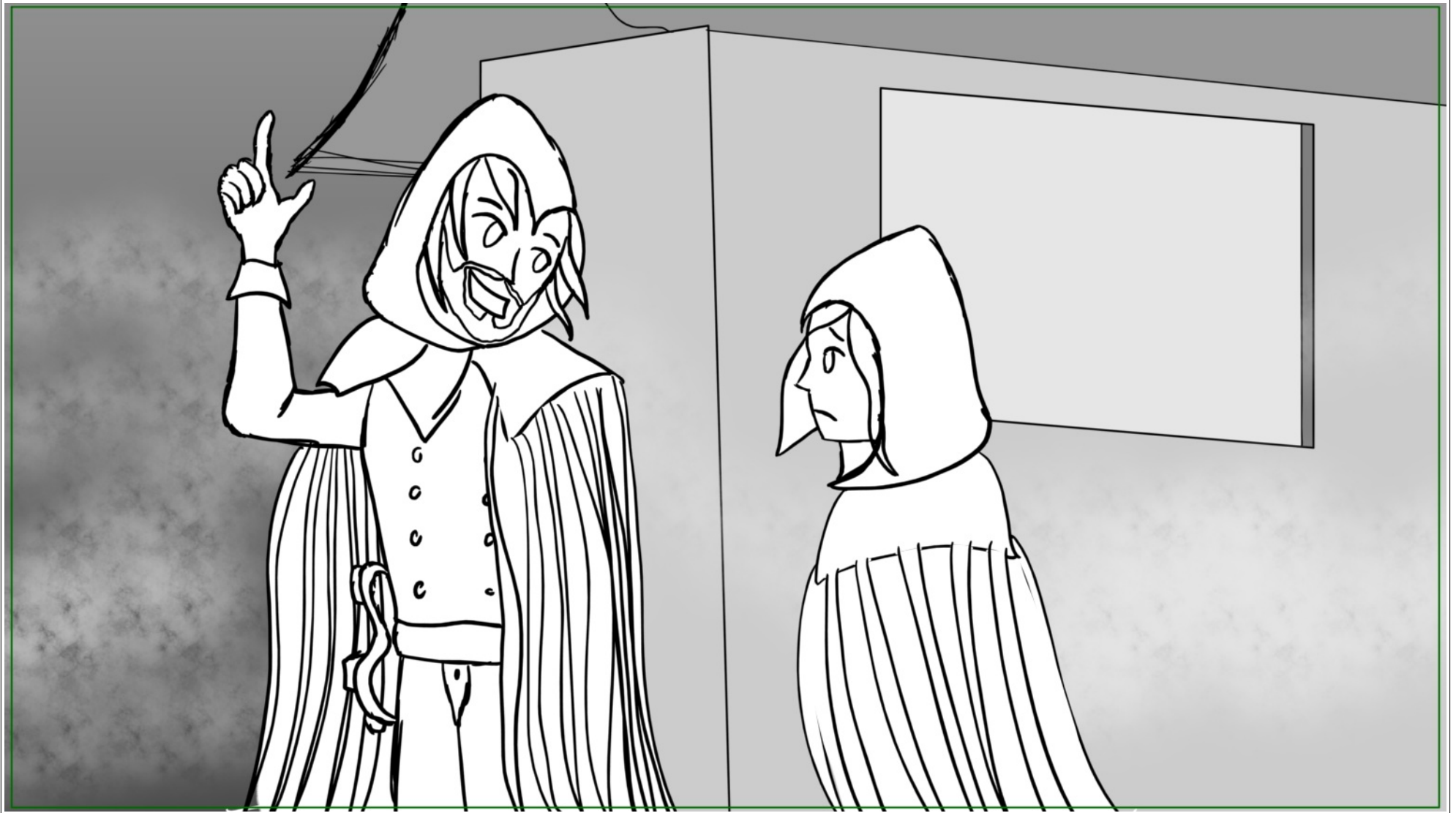


Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	3	00:15



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.



Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	4	00:14



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.



Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	5	00:15



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.



Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	6	00:15



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.



Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	7	00:15



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.

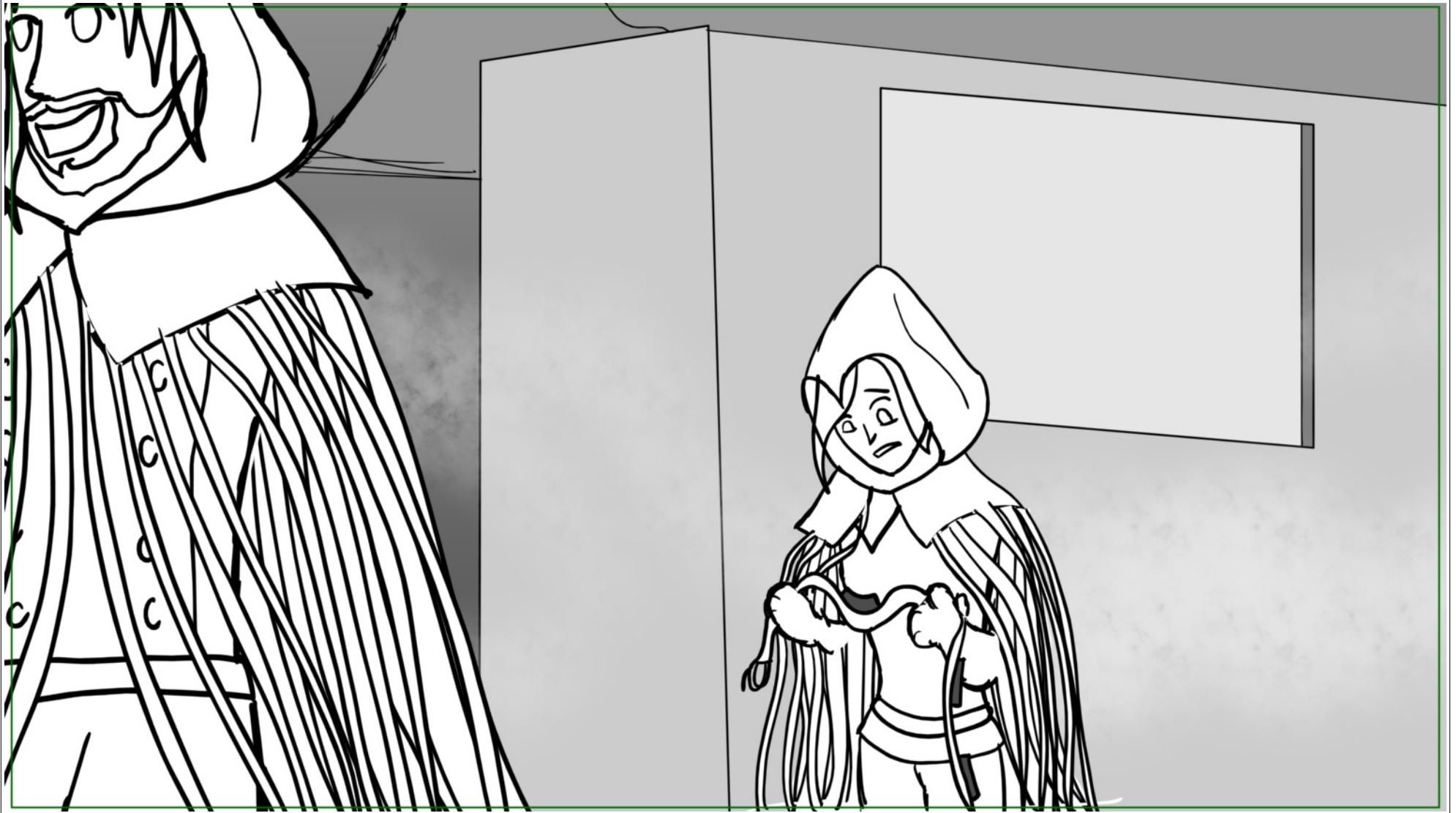


Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	8	00:15



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.

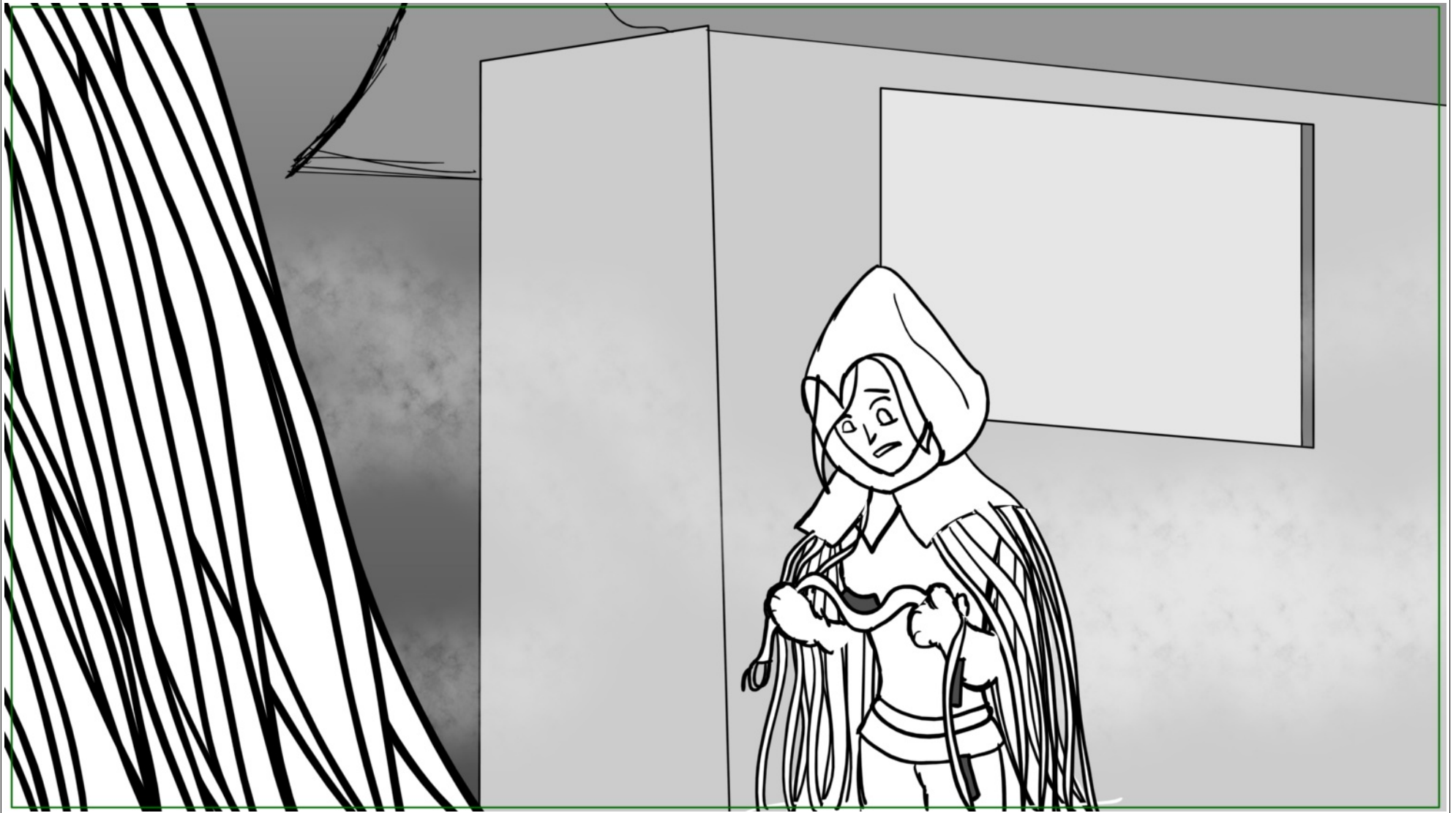


Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	9	00:16



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.

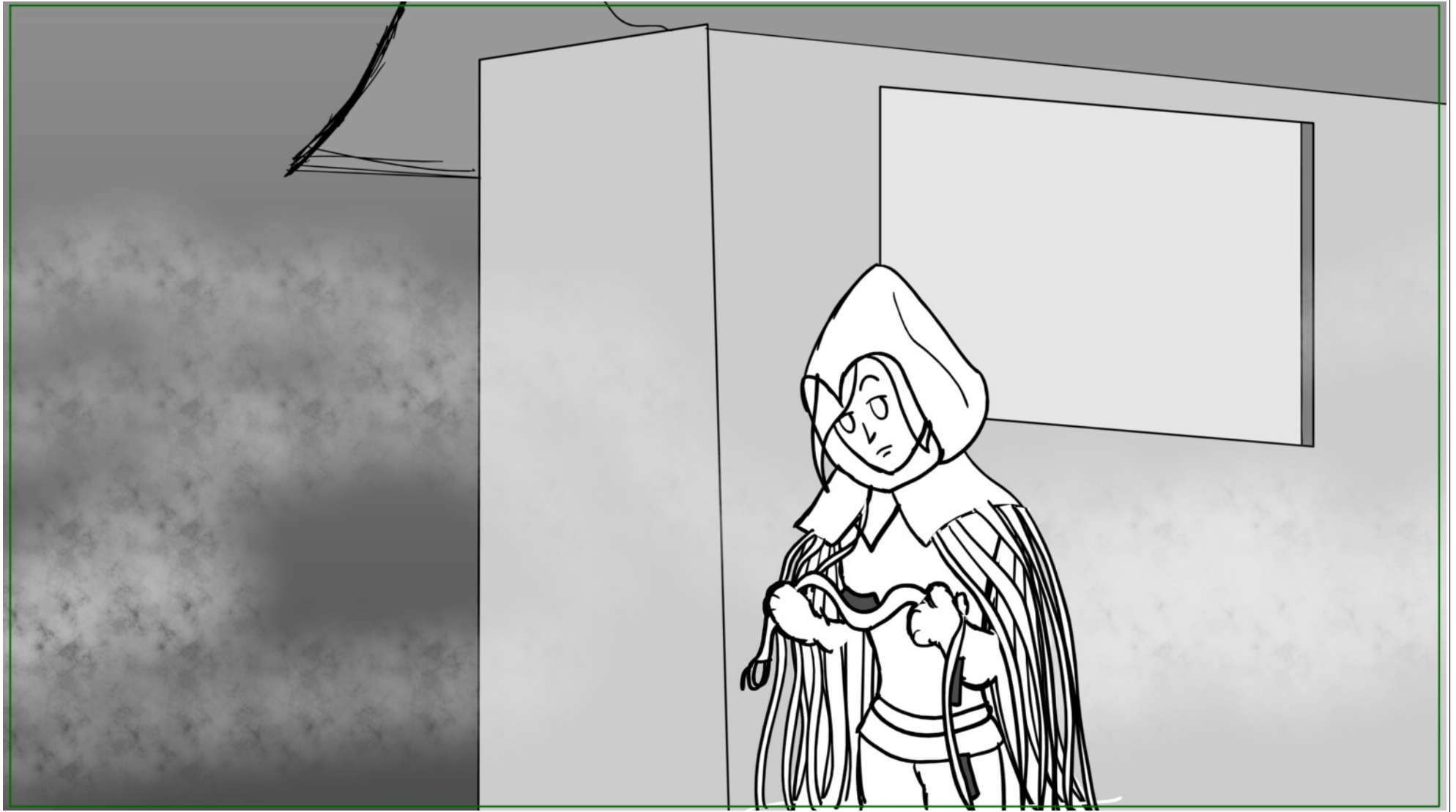


Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	10	00:15



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.

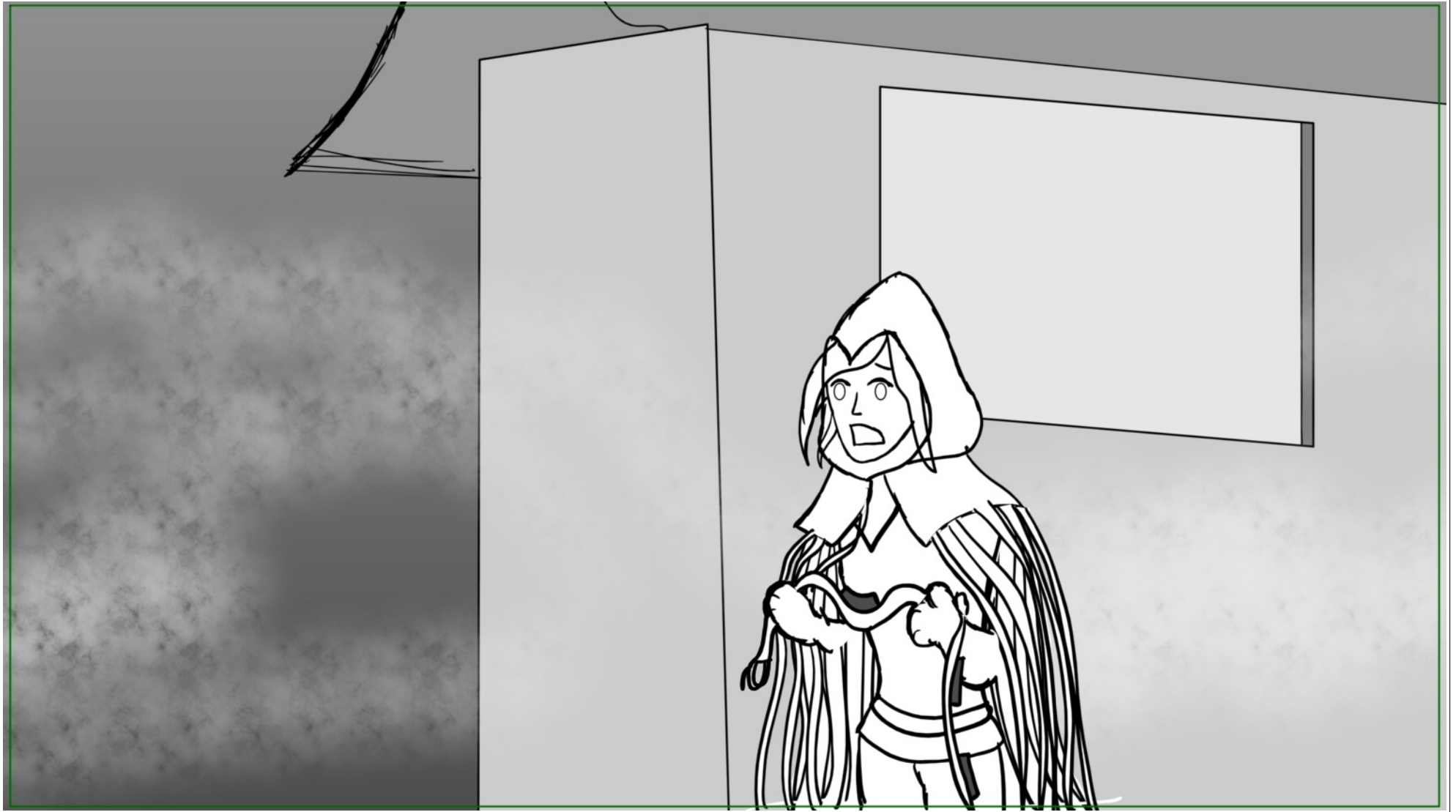


Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

Scene	Duration	Panel	Duration
7	07:17	11	00:15



Dialog

Vin:Kelsier...I can't...I mean, I've never really even used Allomancy before this evening!

Kelsier:Yes, but you're such a quick learner, Here put this on. Its got metal weights strapped to it. If something goes wrong I'll probably be able to catch you.

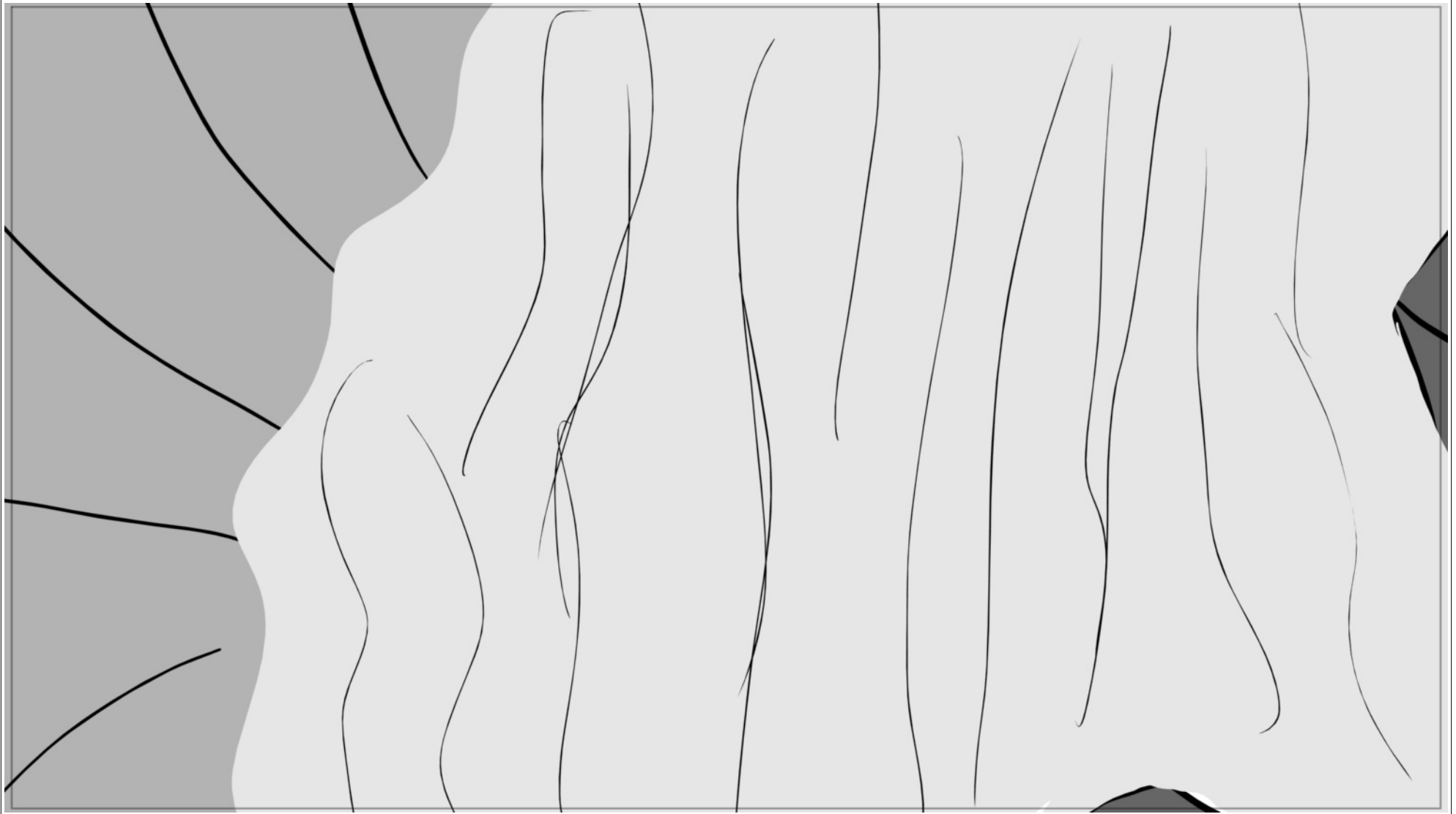


Vin: Probably?

Action Notes

start as a close up of Vin and then the camera pulls out to show Kelsier in the shot. Kelsier gives Vin a weighted belt and then walks towards the camera and out of the shot.

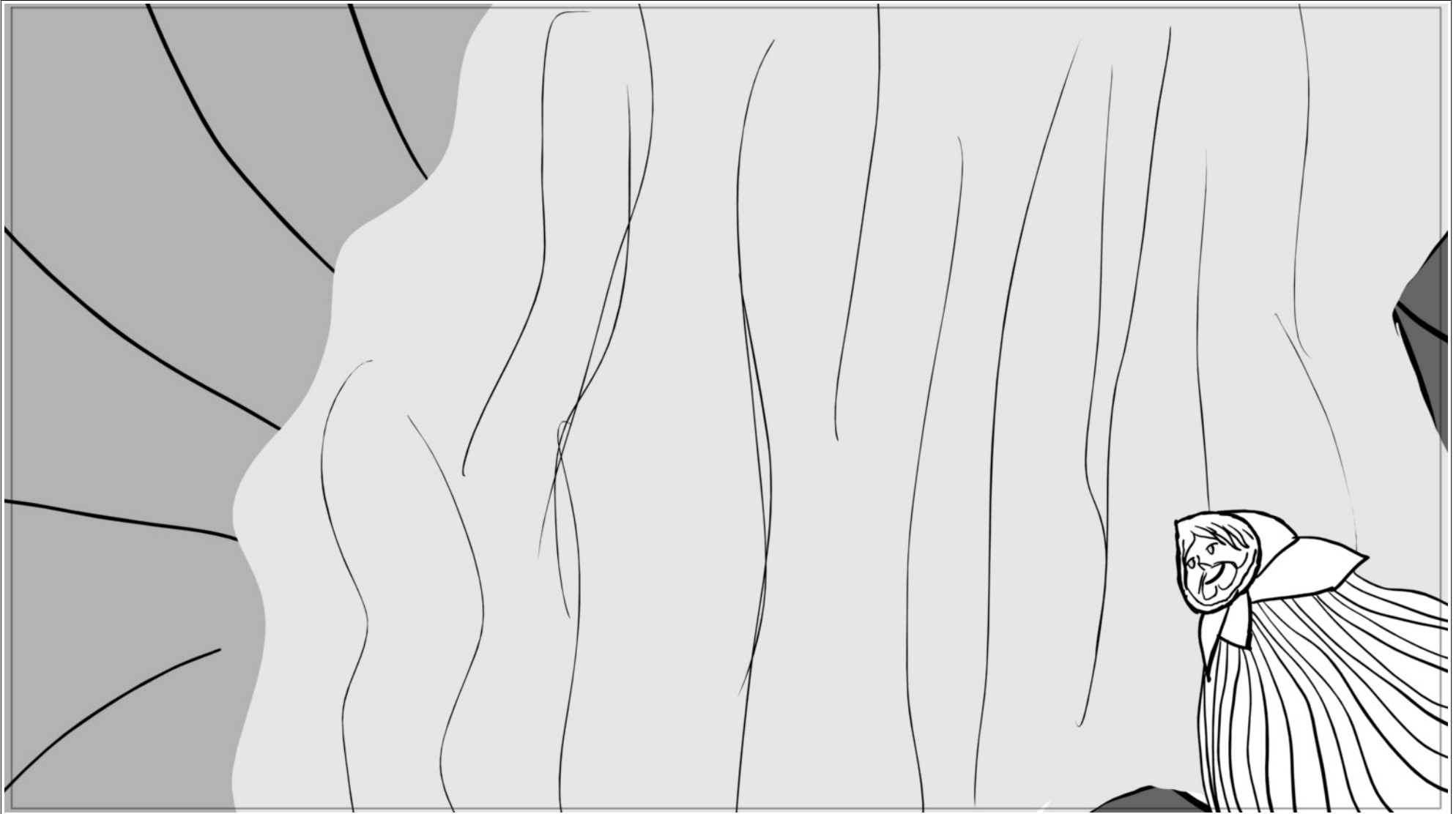
Scene	Duration	Panel	Duration
8	05:19	1	00:17



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

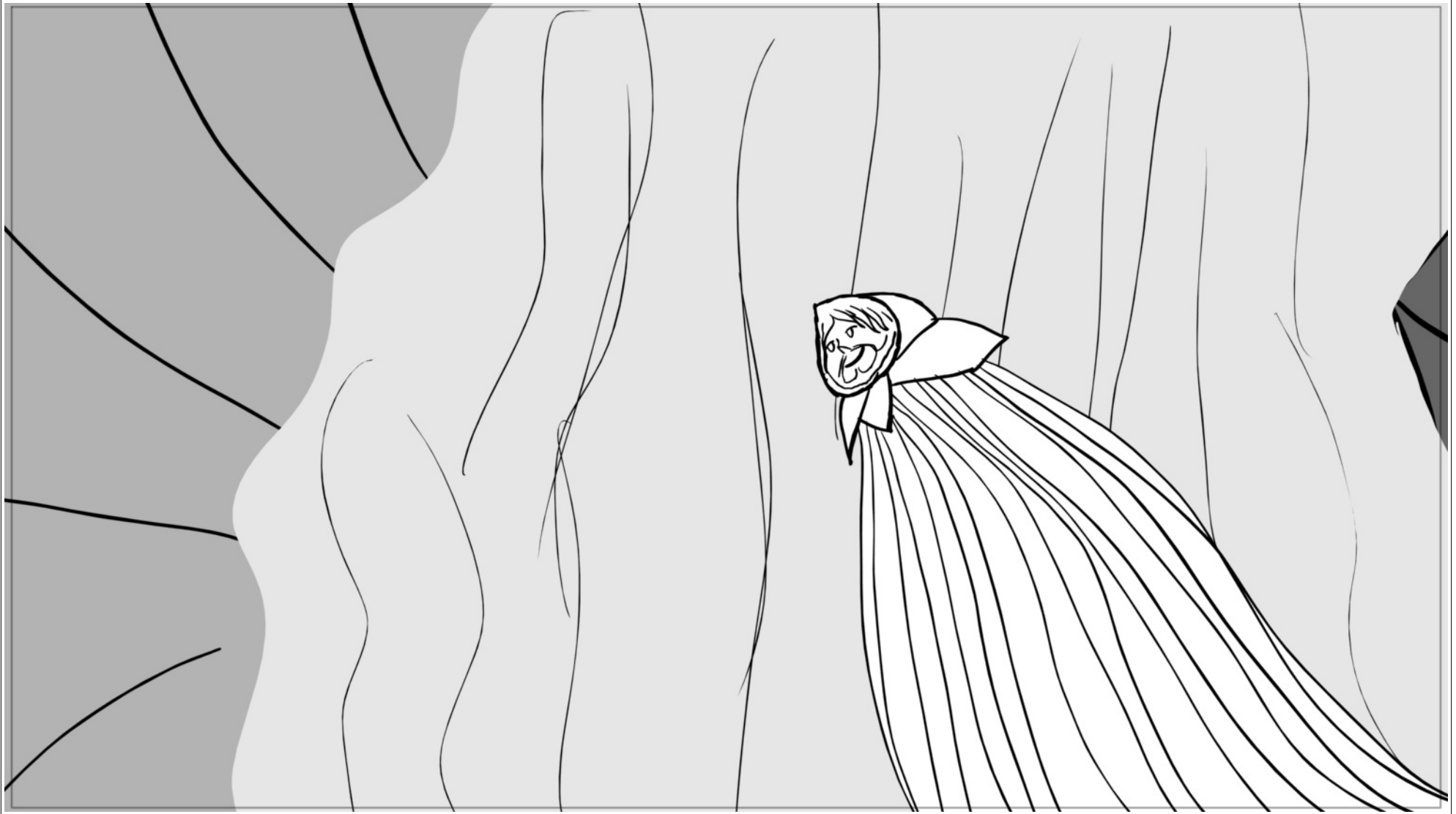
Scene	Duration	Panel	Duration
8	05:19	2	00:17



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

Scene	Duration	Panel	Duration
8	05:19	3	00:17



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

Scene	Duration	Panel	Duration
8	05:19	4	00:10



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

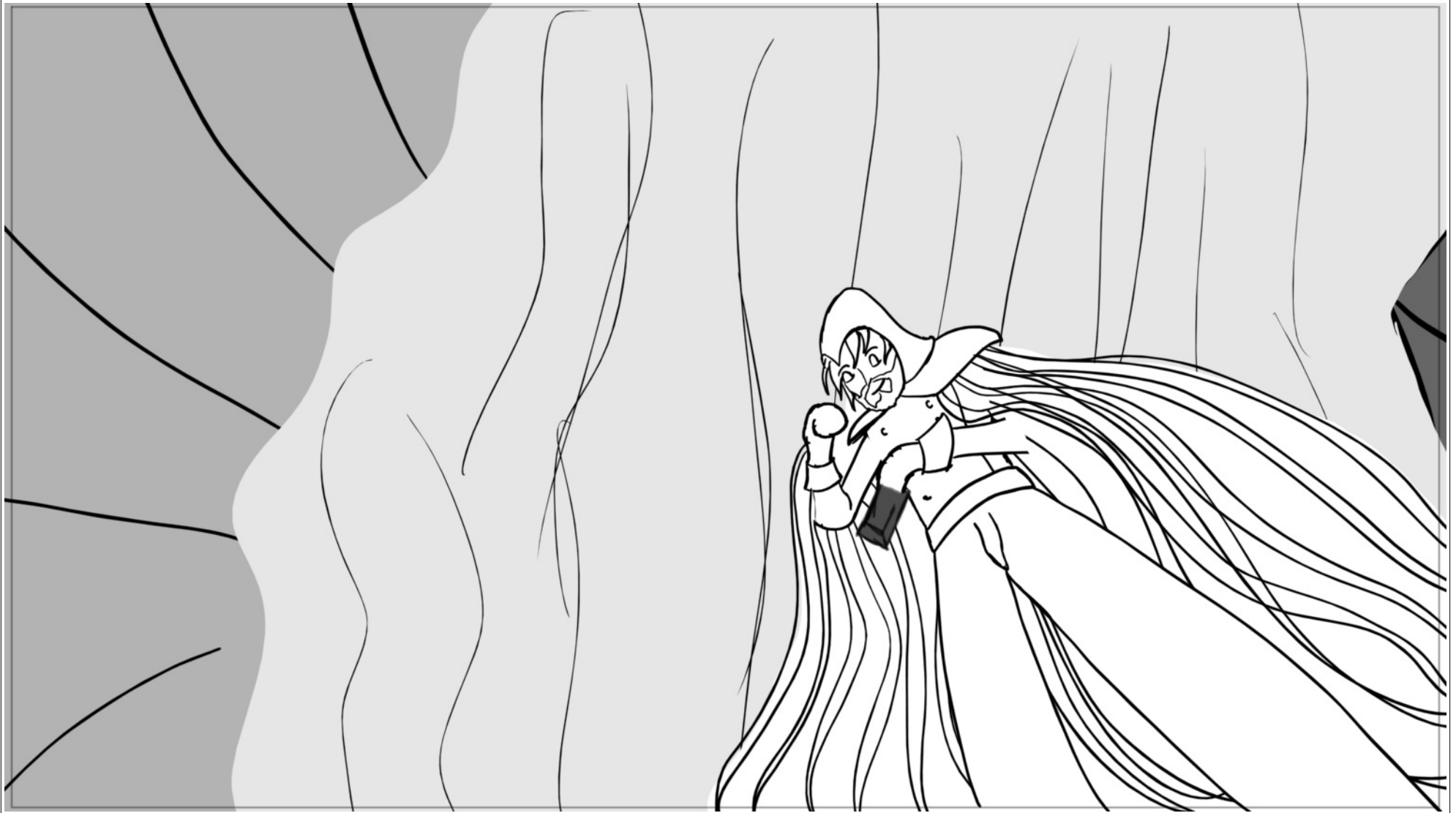
Scene	Duration	Panel	Duration
8	05:19	5	00:10



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

Scene	Duration	Panel	Duration
8	05:19	6	00:10



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

Scene	Duration	Panel	Duration
8	05:19	7	00:18



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

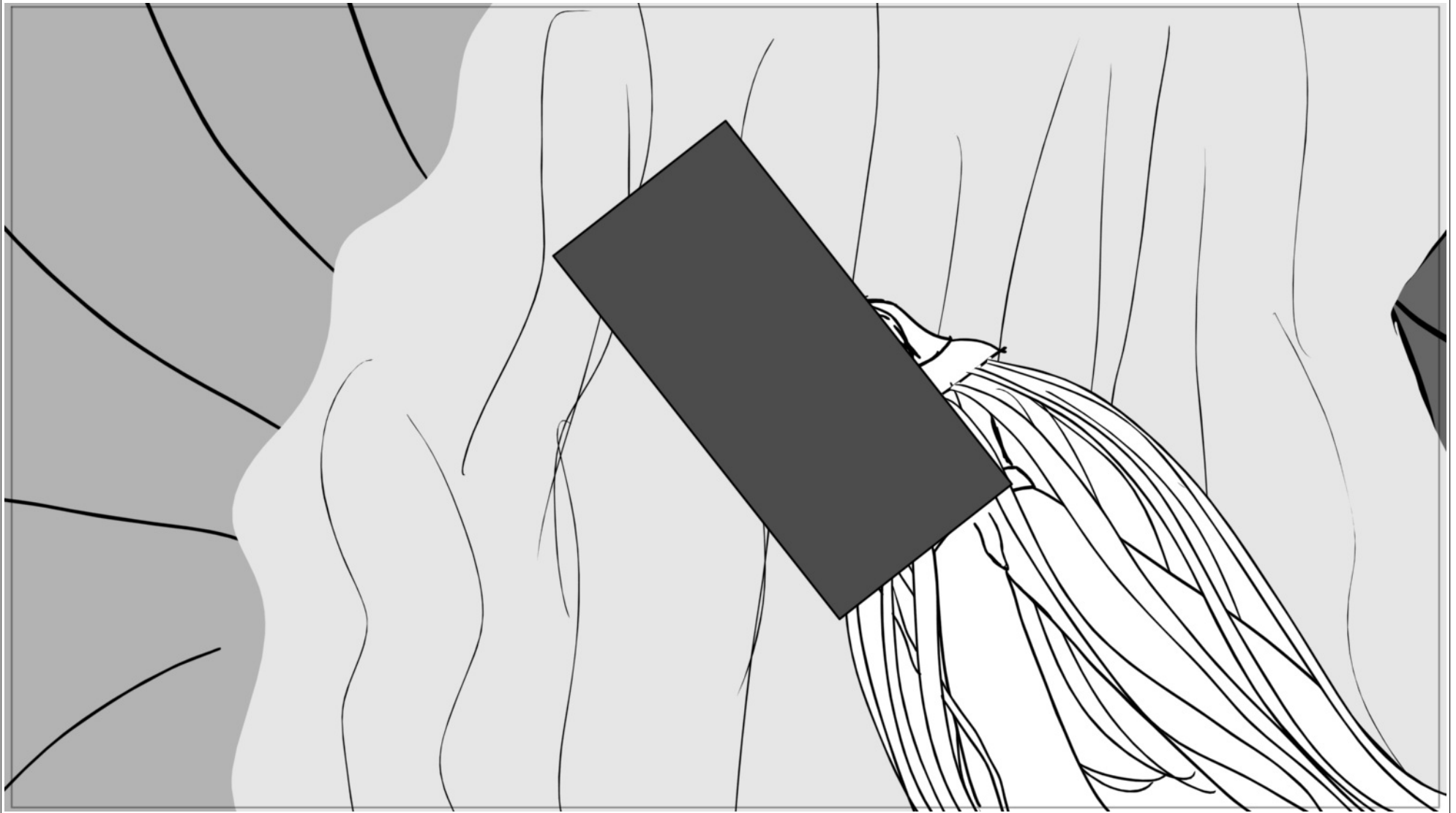
Scene	Duration	Panel	Duration
8	05:19	8	00:10



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

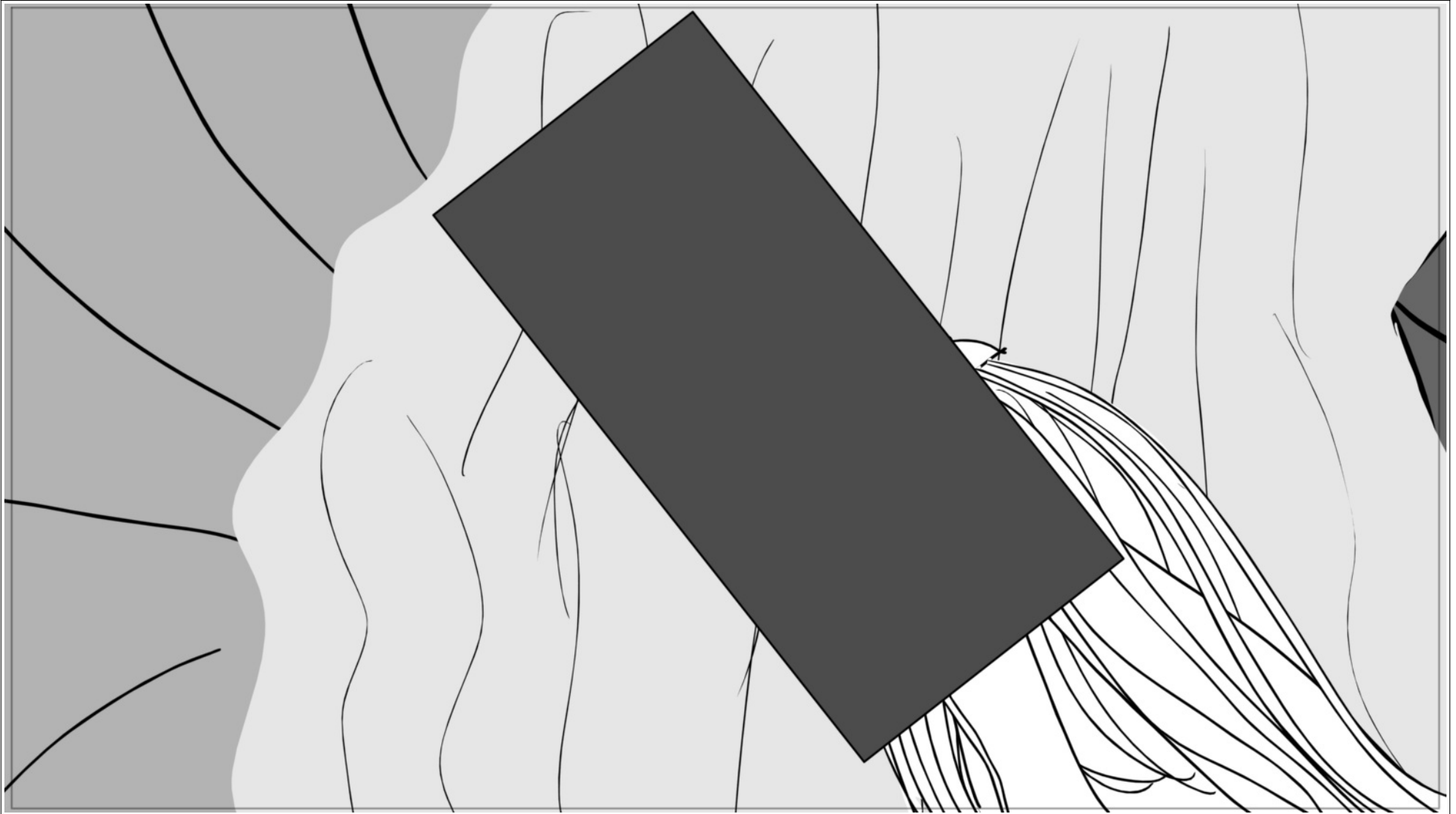
Scene	Duration	Panel	Duration
8	05:19	9	00:10



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

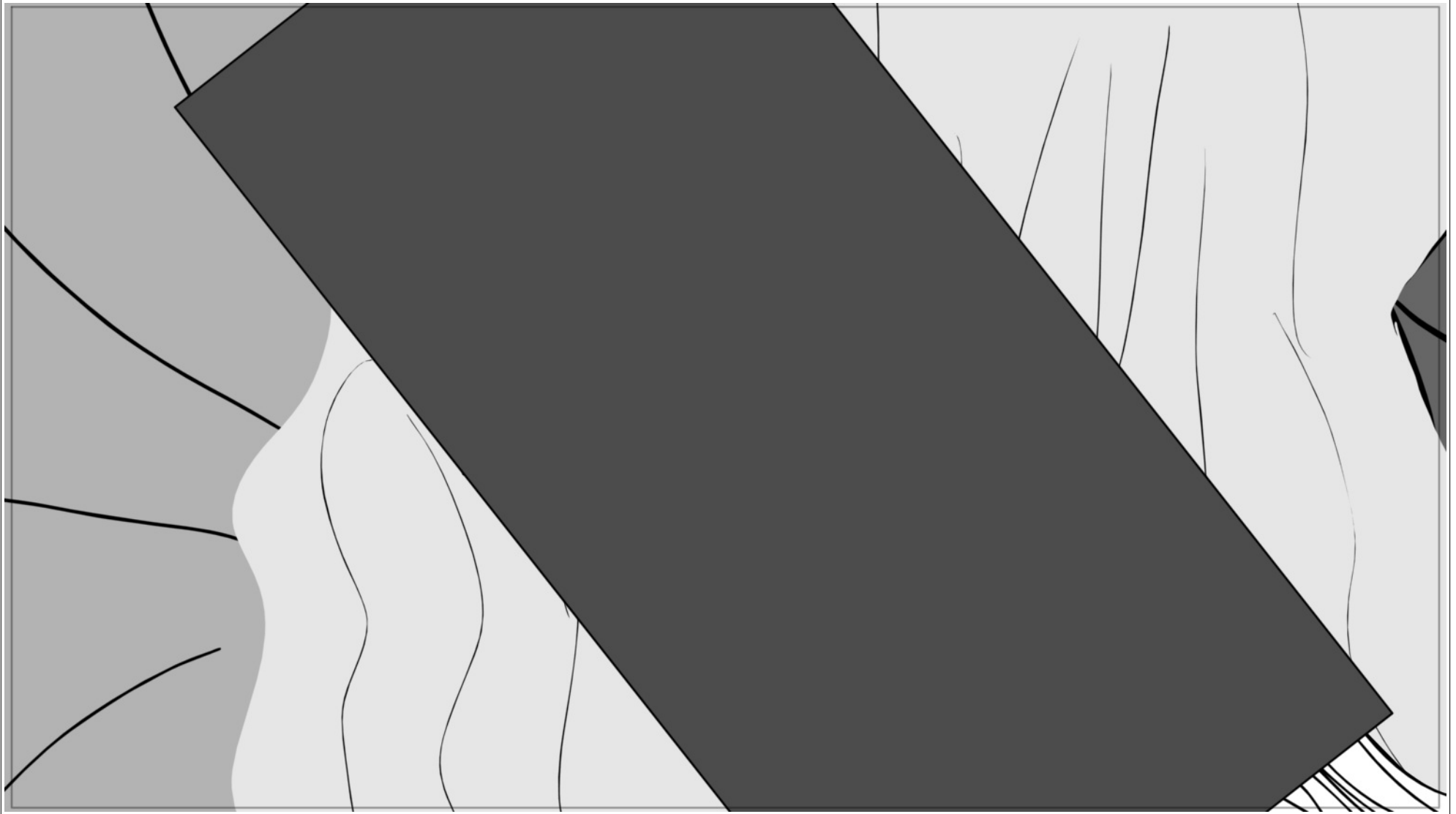
Scene	Duration	Panel	Duration
8	05:19	10	00:10



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

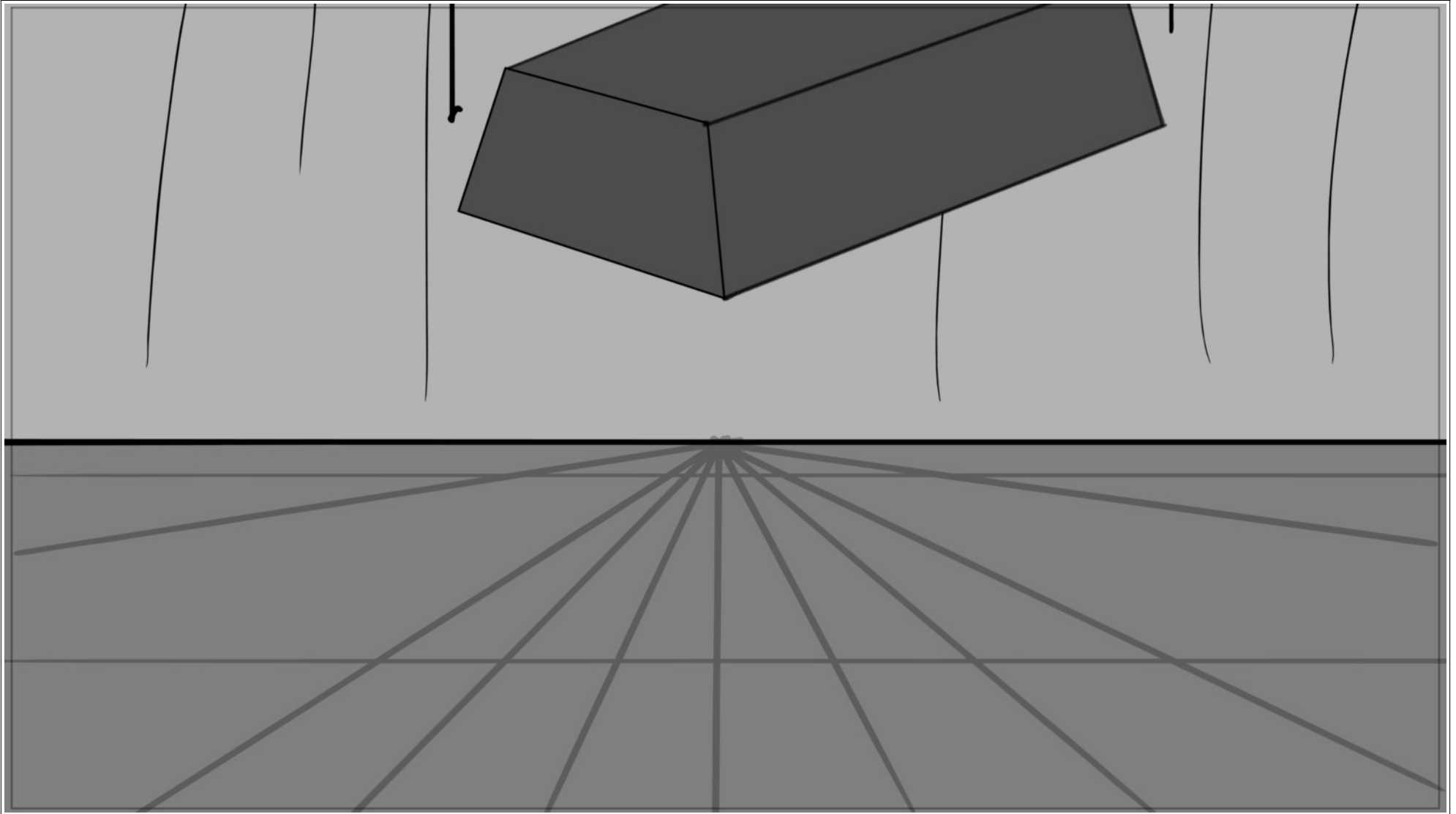
Scene	Duration	Panel	Duration
8	05:19	11	00:10



Action Notes

Worms eye shot of Kelsier entering the frame as he pulls out a metal bar and drops it to the ground and comes towards the camera, cut on action.

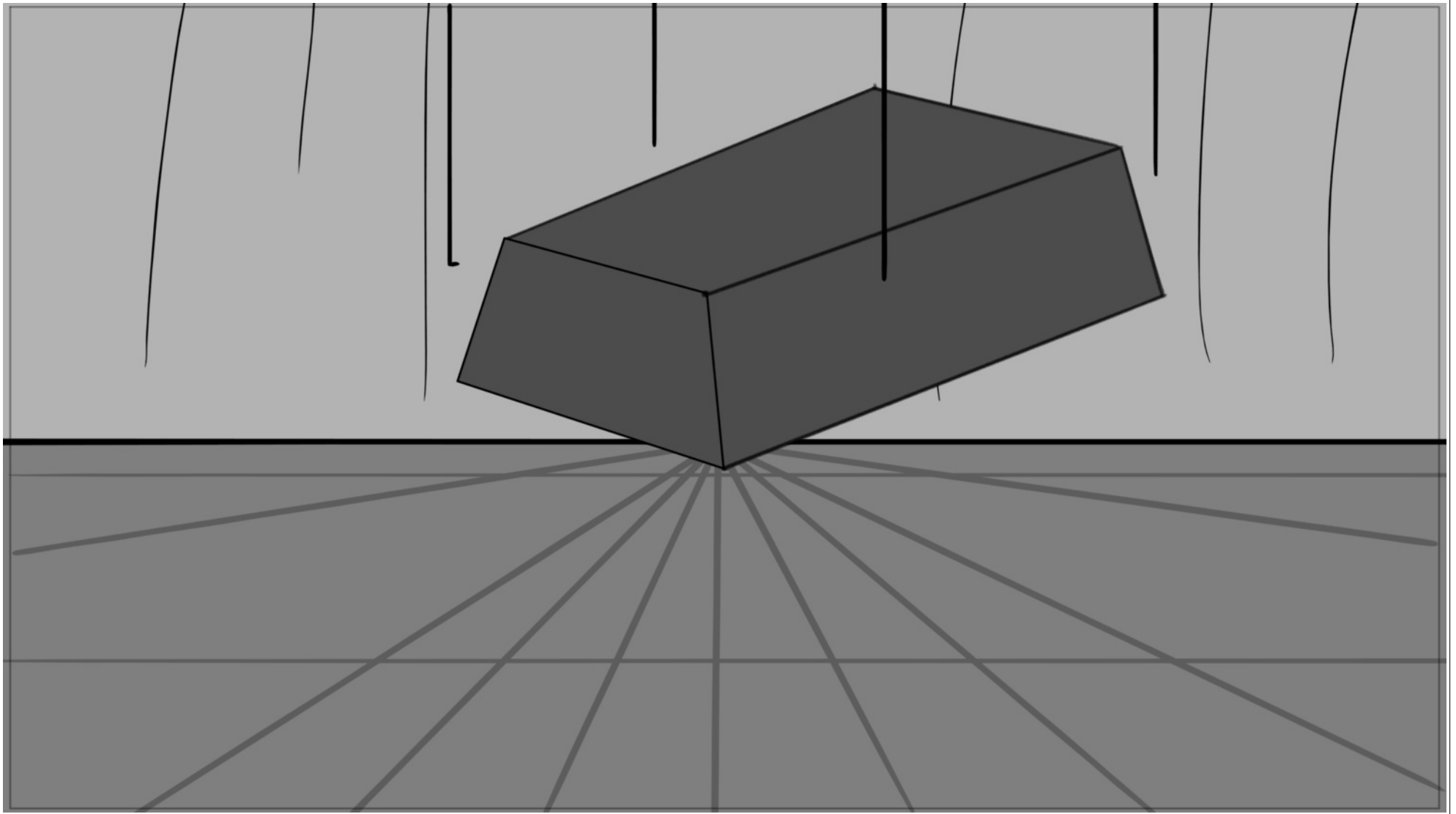
Scene	Duration	Panel	Duration
9	01:03	1	00:10



Action Notes

shot of the metal bar dropping to the ground.

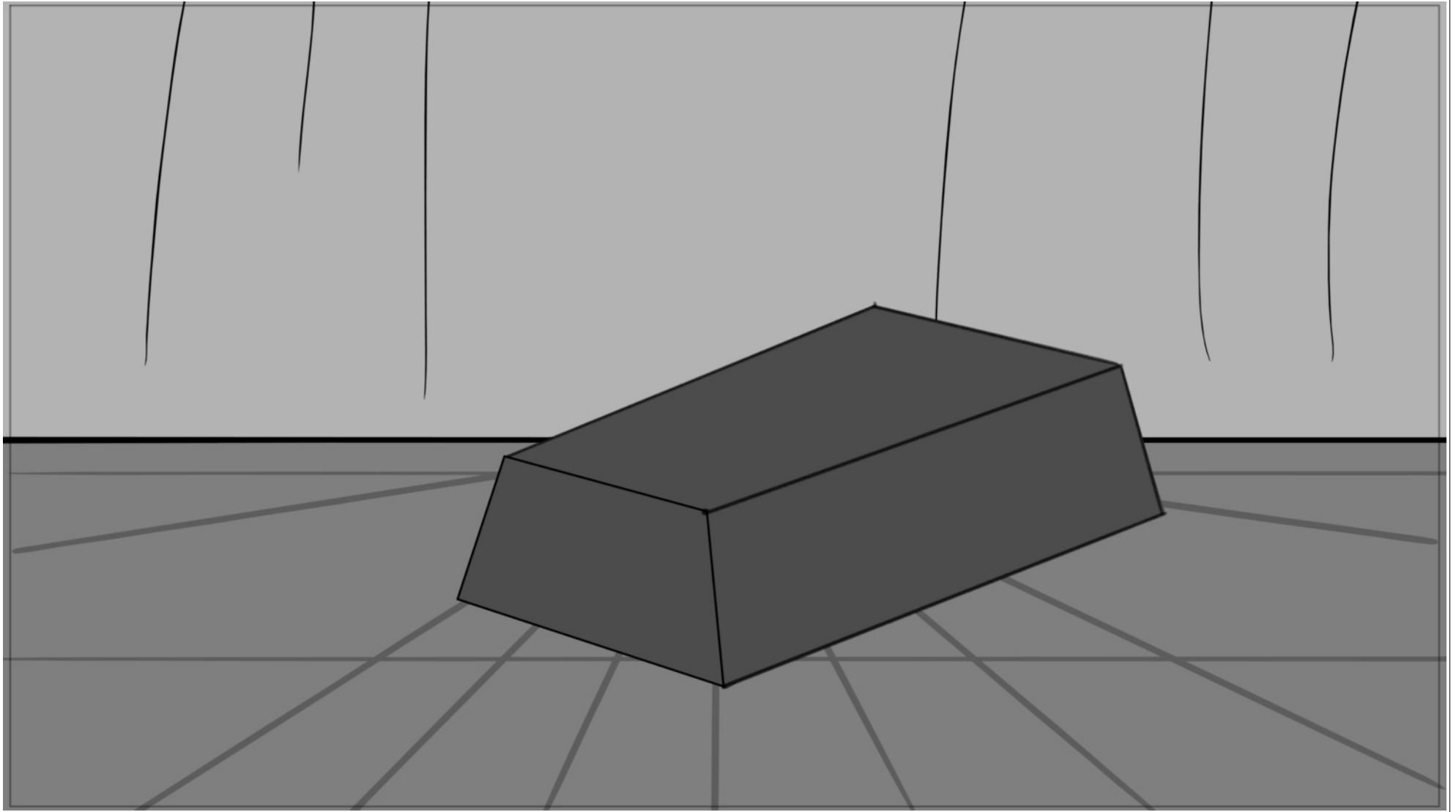
Scene	Duration	Panel	Duration
9	01:03	2	00:09



Action Notes

shot of the metal bar dropping to the ground.

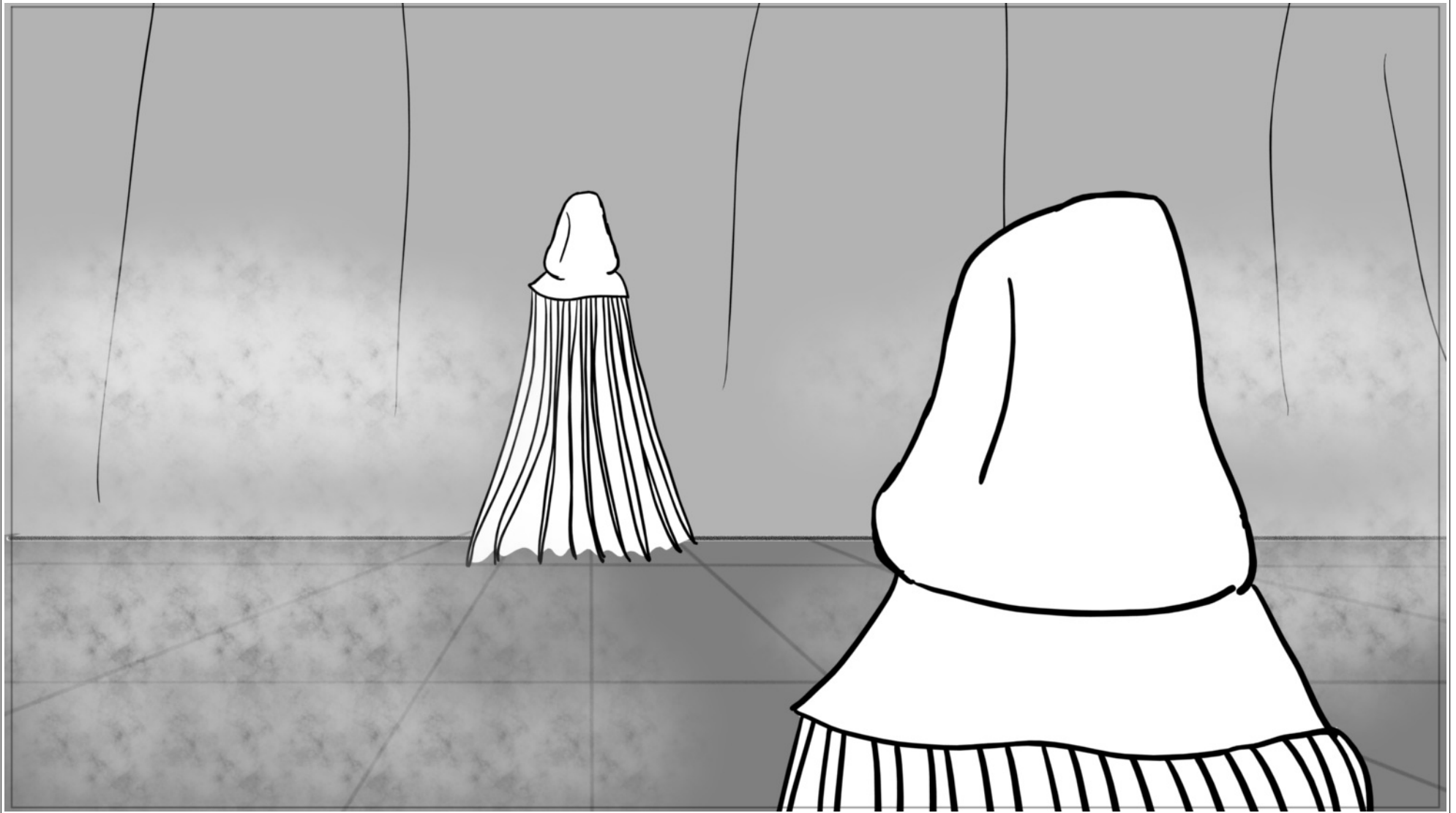
Scene	Duration	Panel	Duration
9	01:03	3	00:08



Action Notes

shot of the metal bar dropping to the ground.

Scene	Duration	Panel	Duration
10	08:10	1	00:15



Dialog

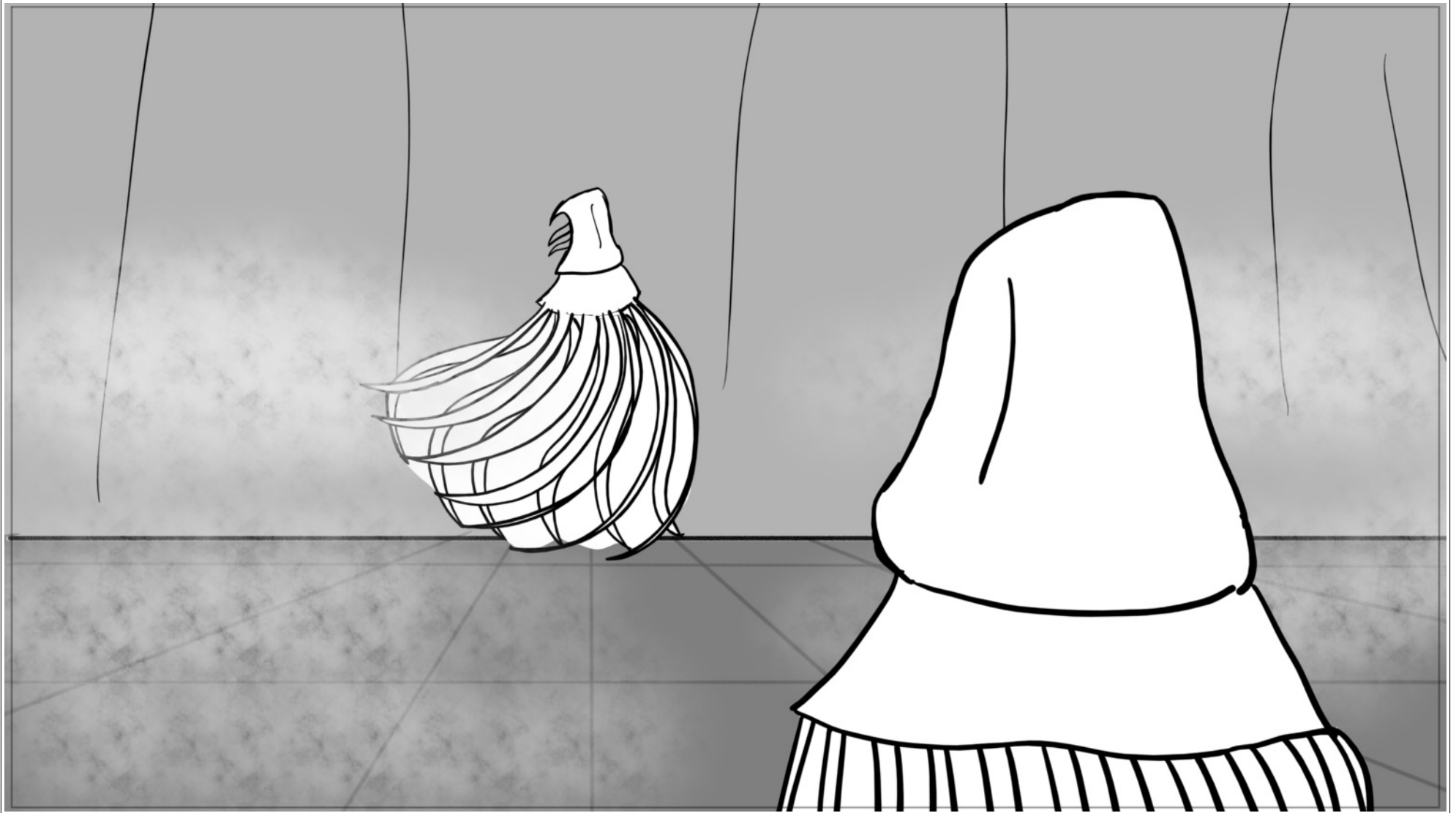
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	2	00:10



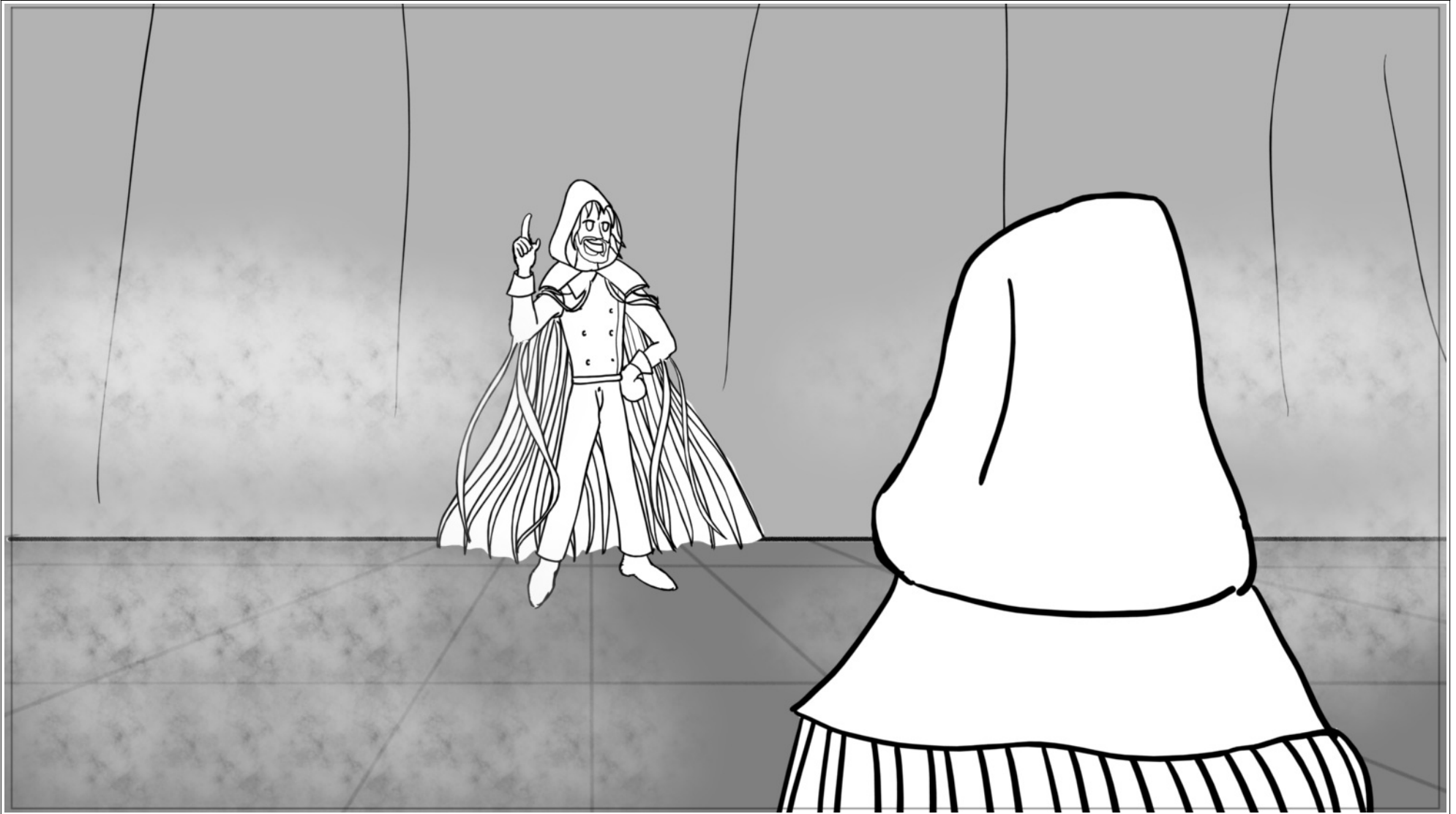
Dialog

Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall

Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	3	00:15



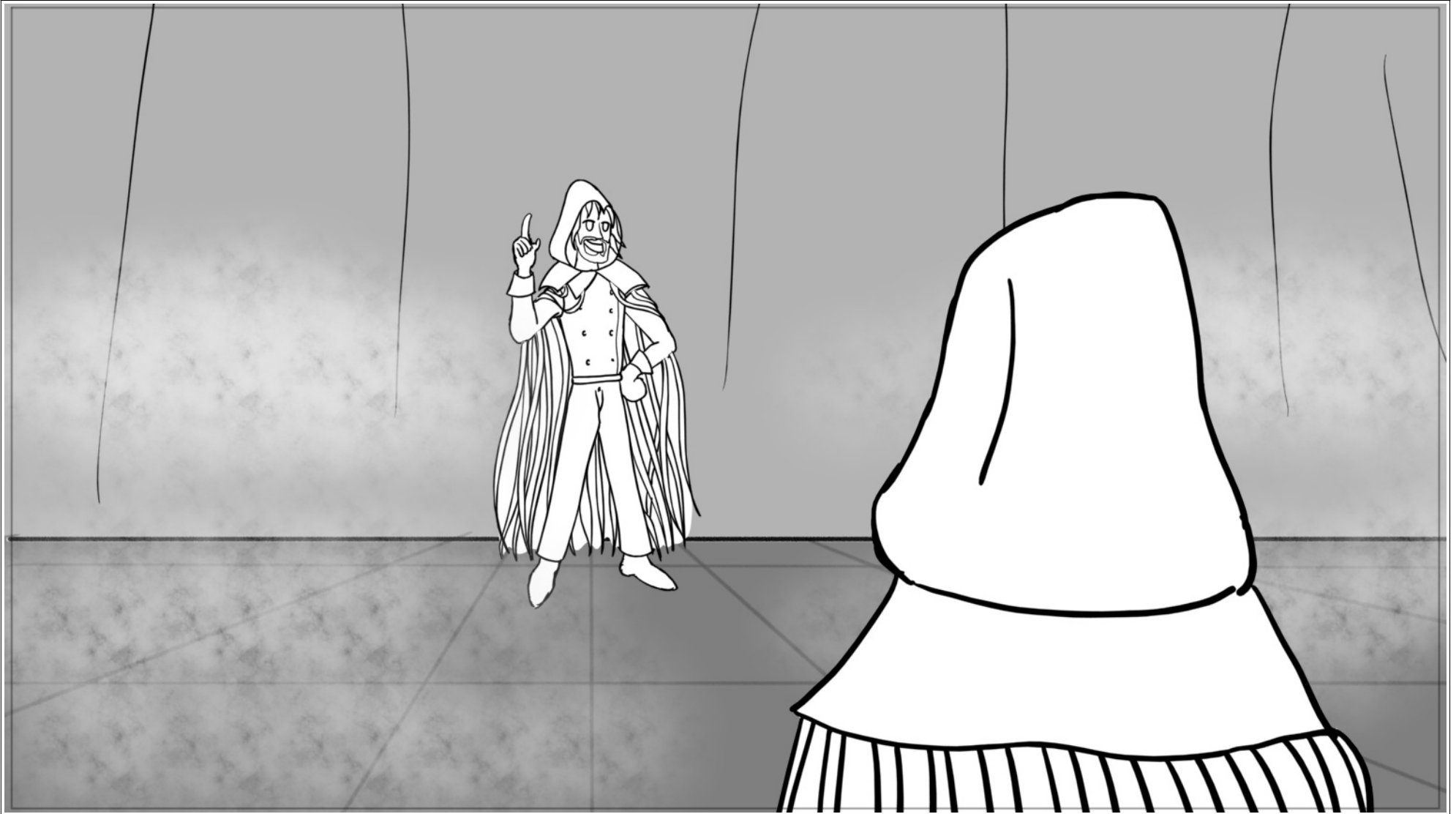
Dialog

Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall

Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	4	00:15



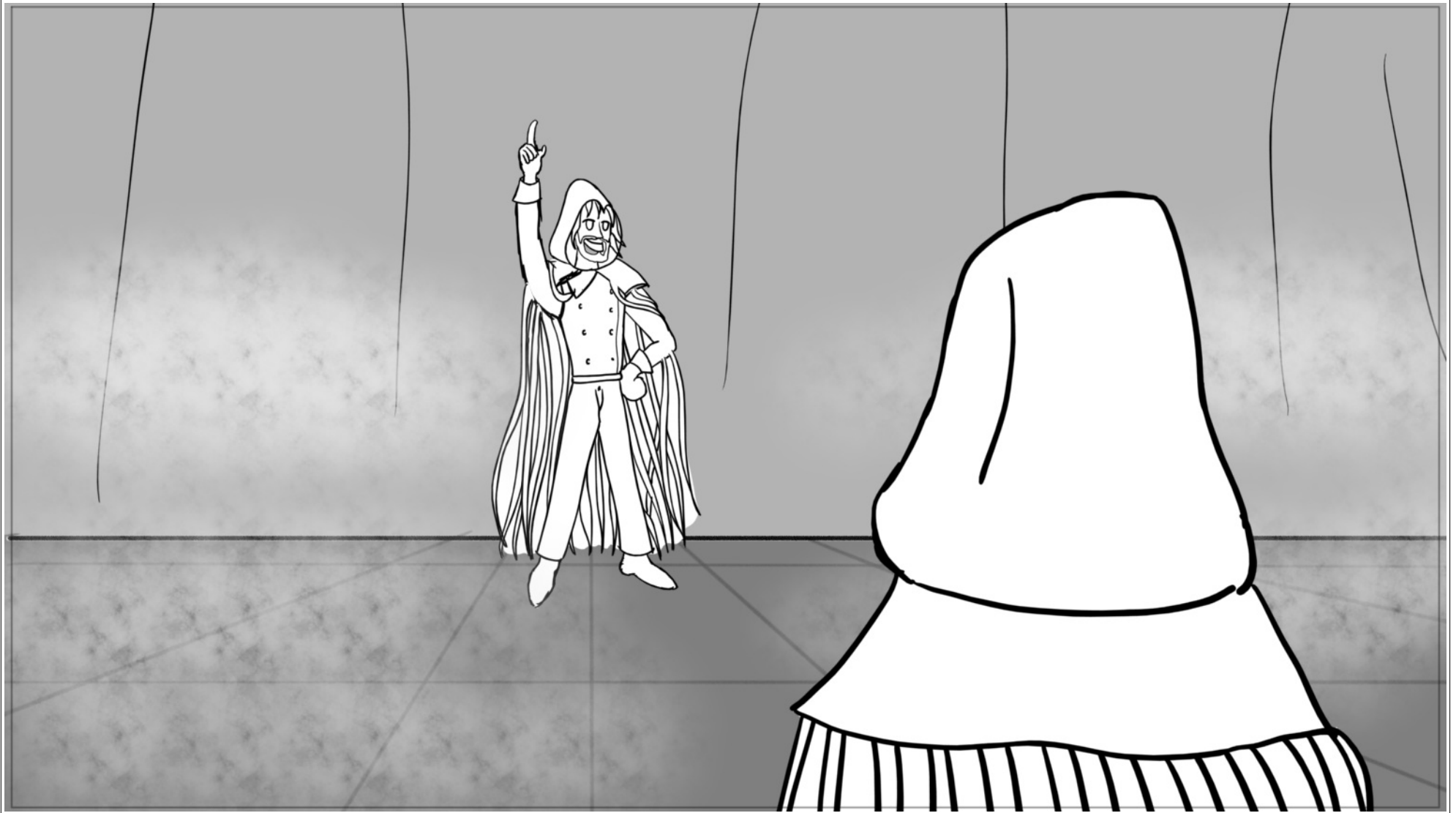
Dialog

Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall

Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	5	00:15



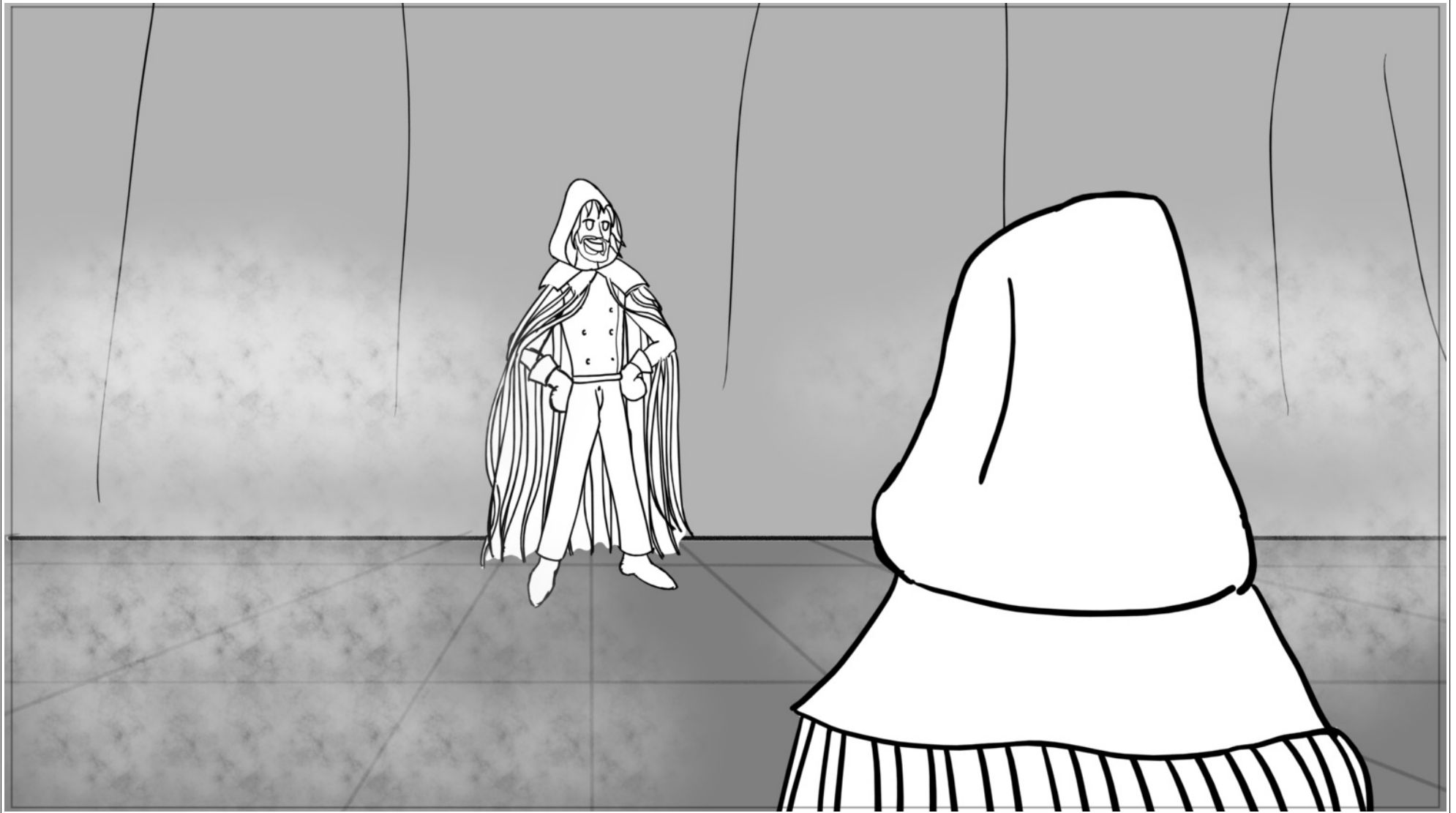
Dialog

Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall

Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	6	00:15



Dialog

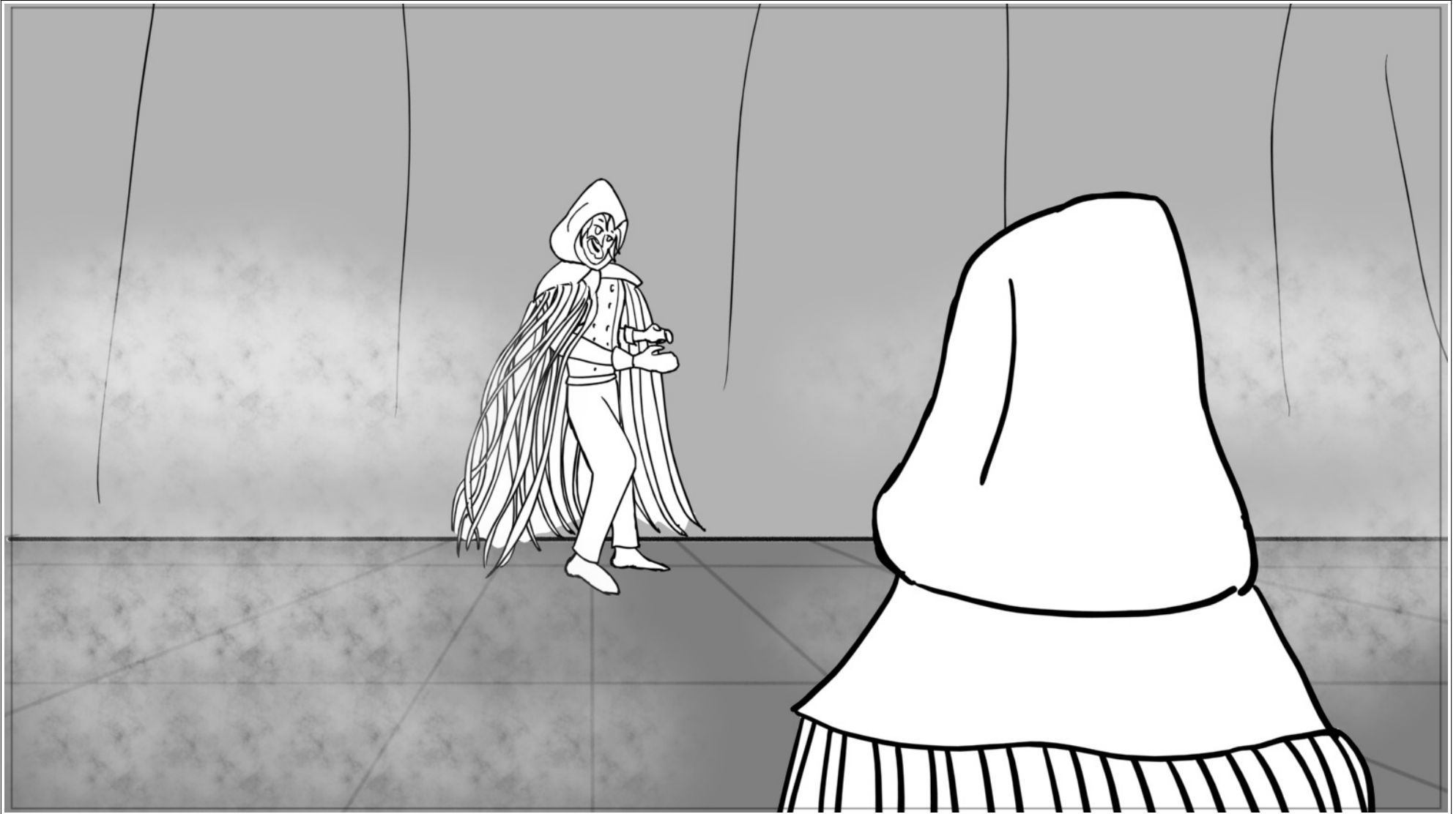
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	7	00:10



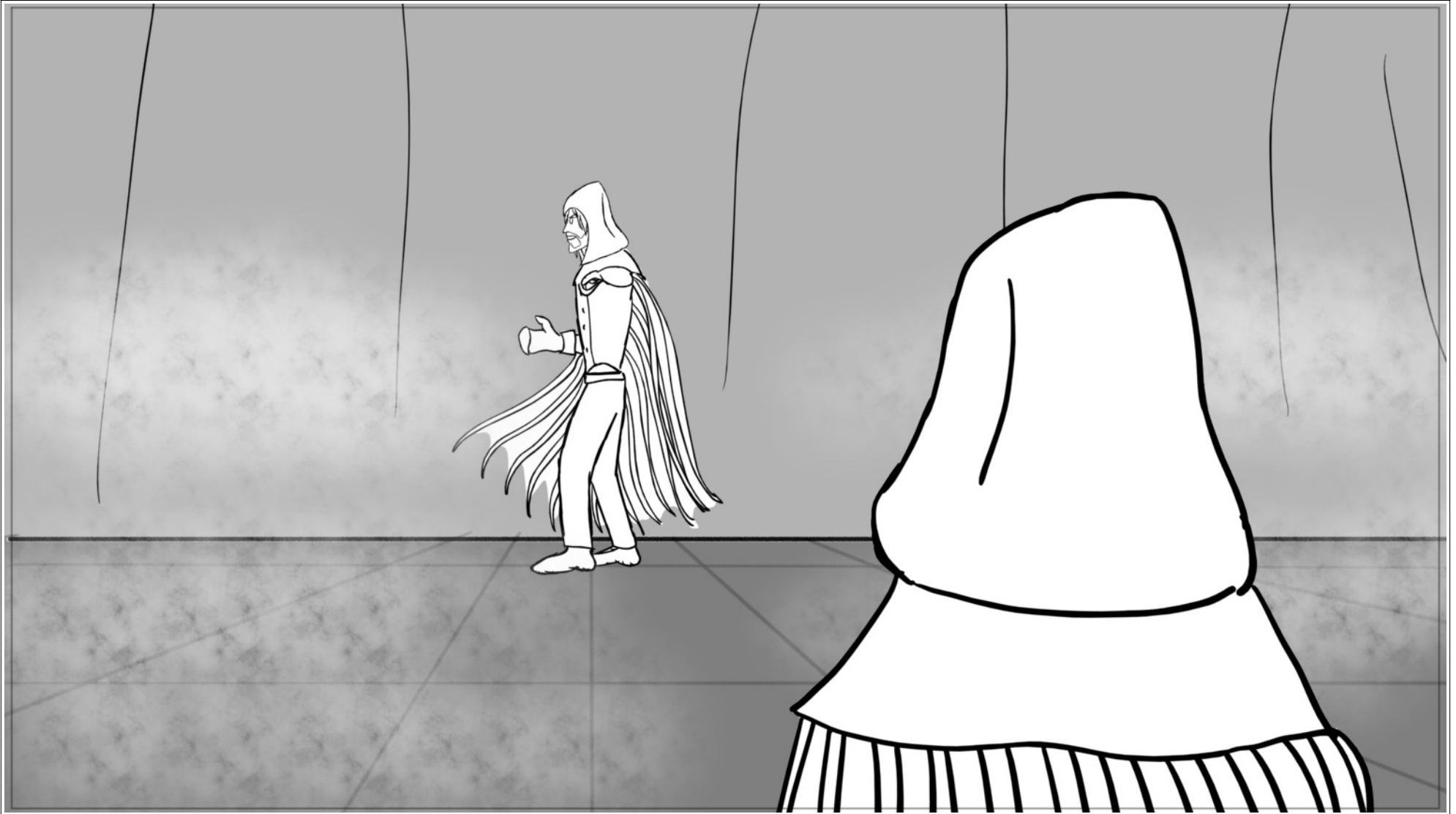
Dialog

Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall

Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	8	00:10



Dialog

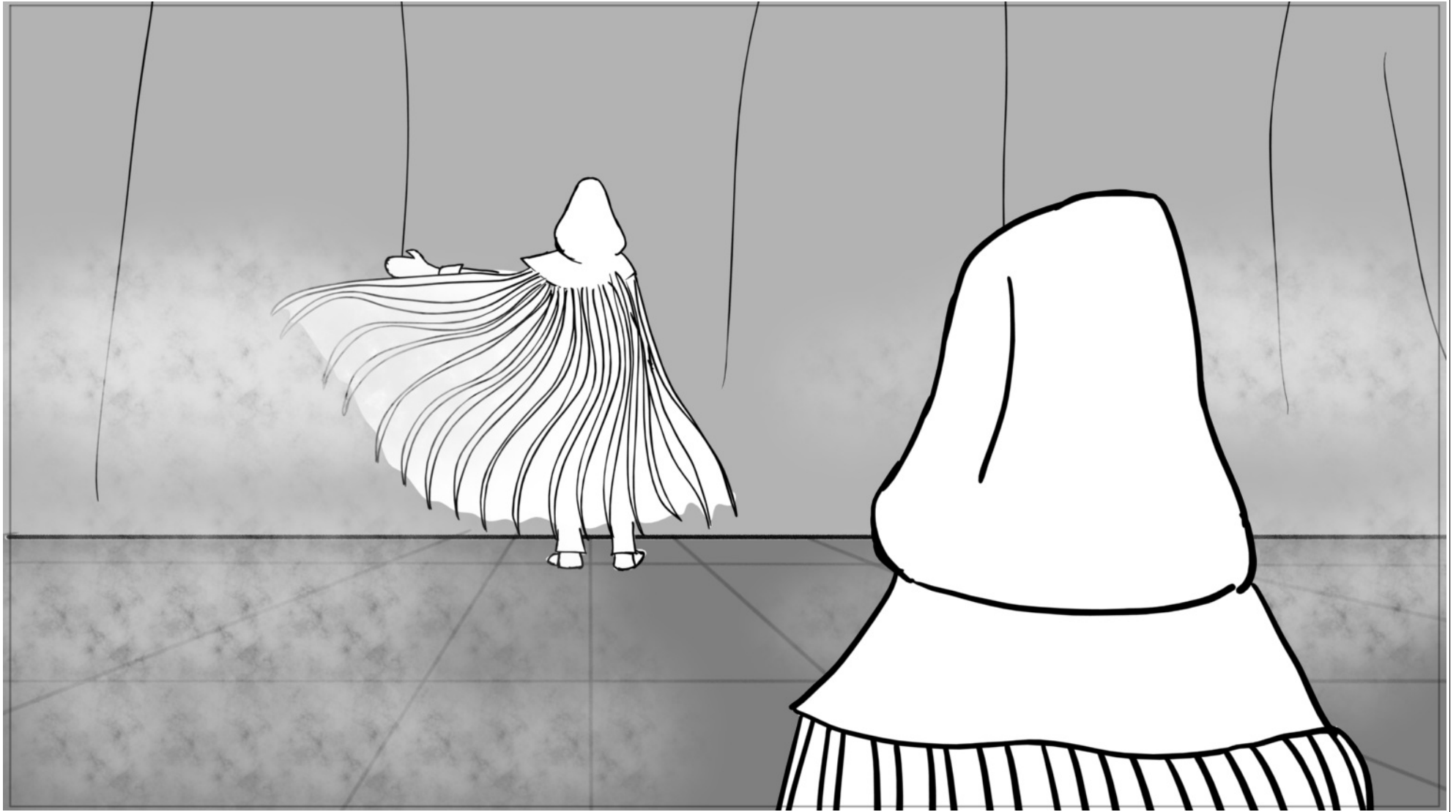
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	9	00:10



Dialog

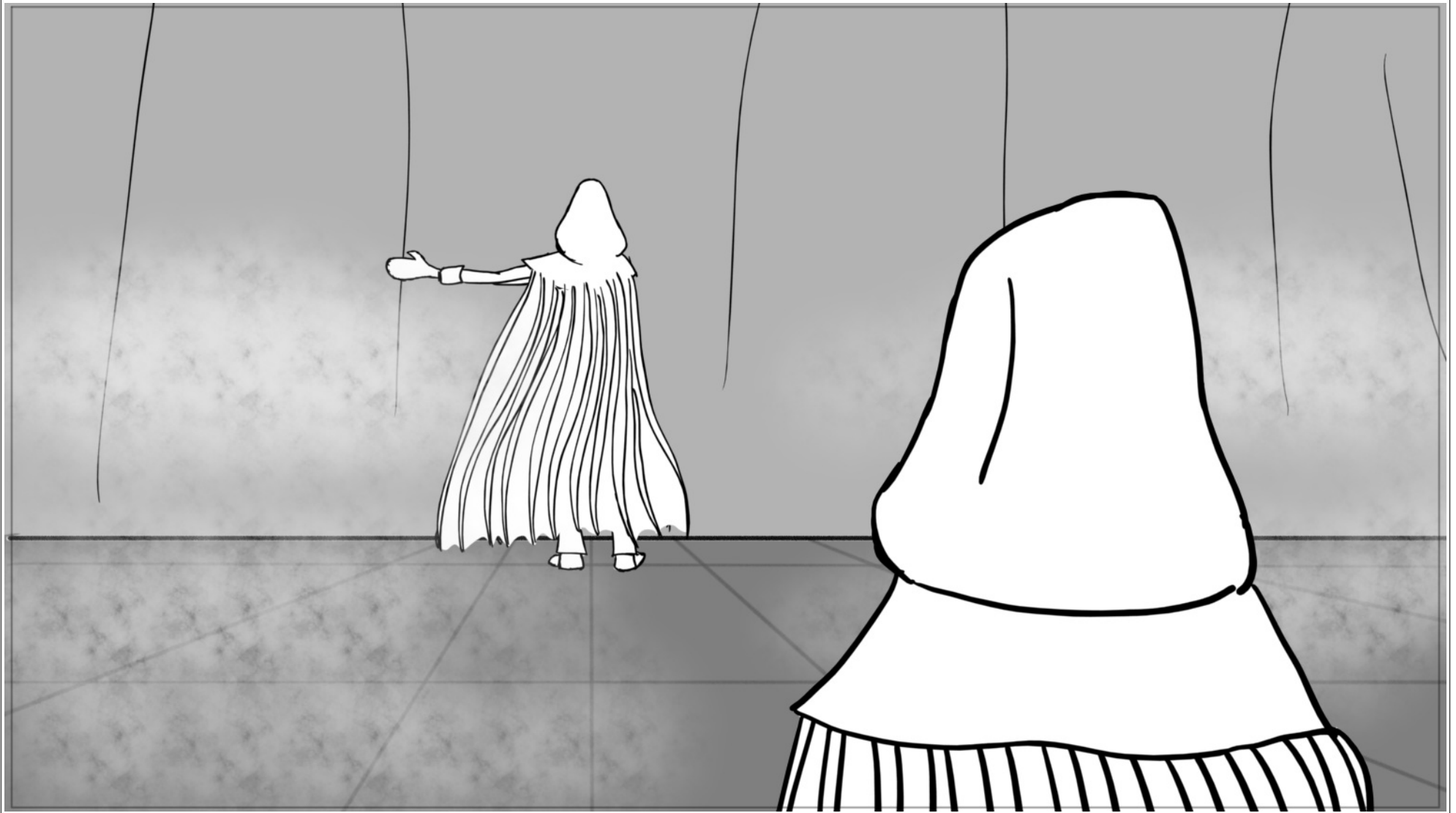
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	10	00:15



Dialog

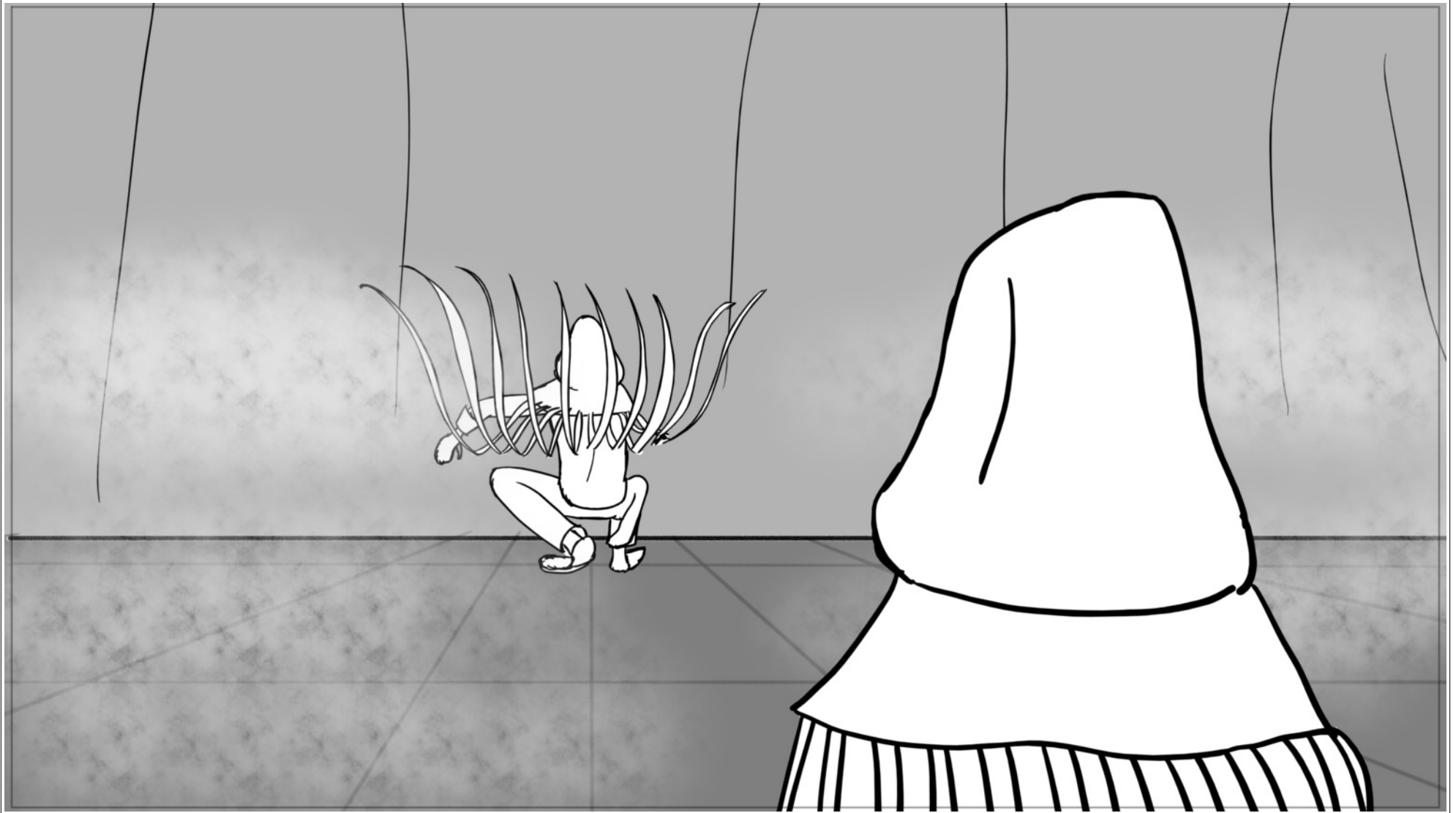
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	11	00:08



Dialog

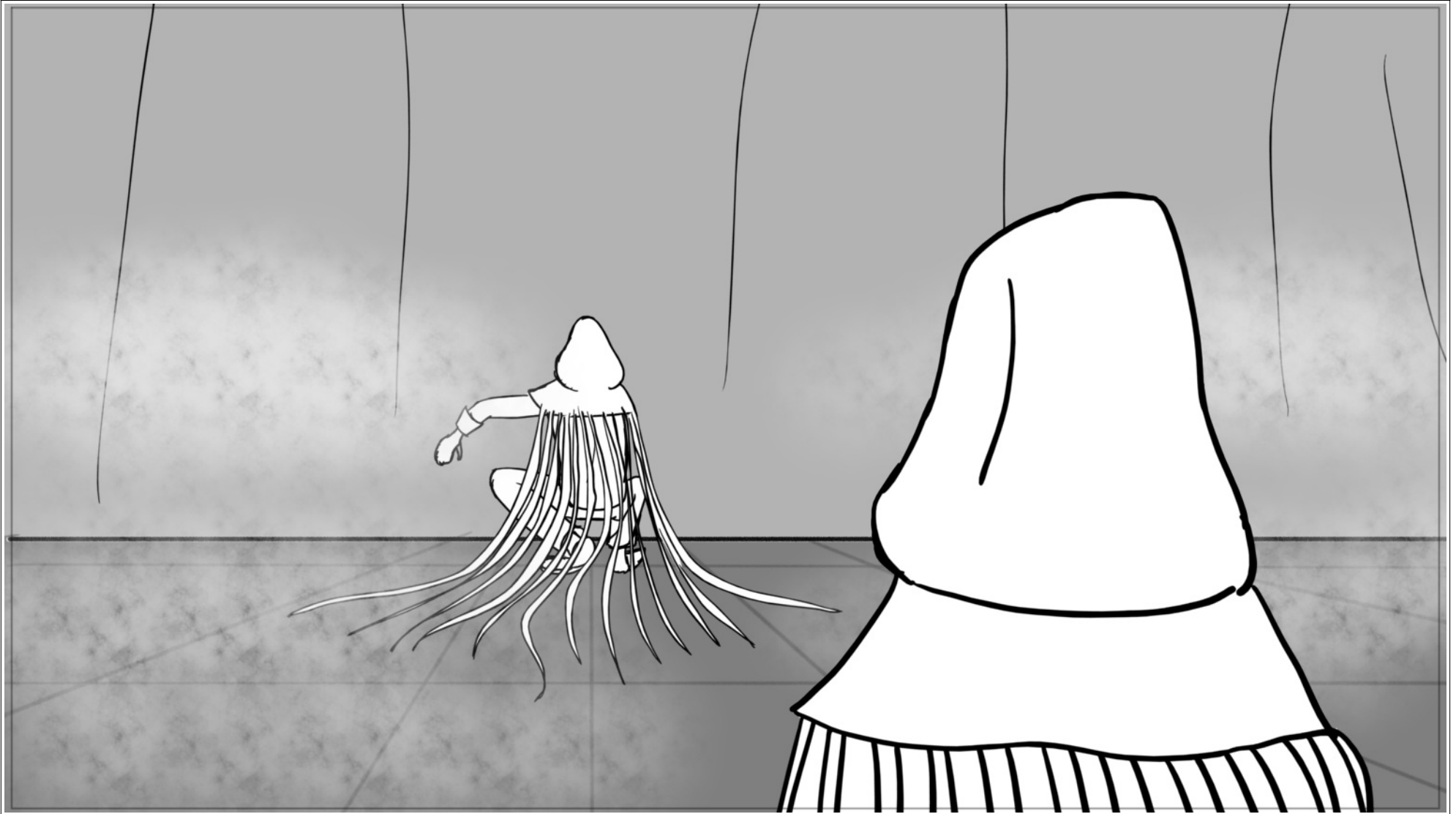
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	12	00:08



Dialog

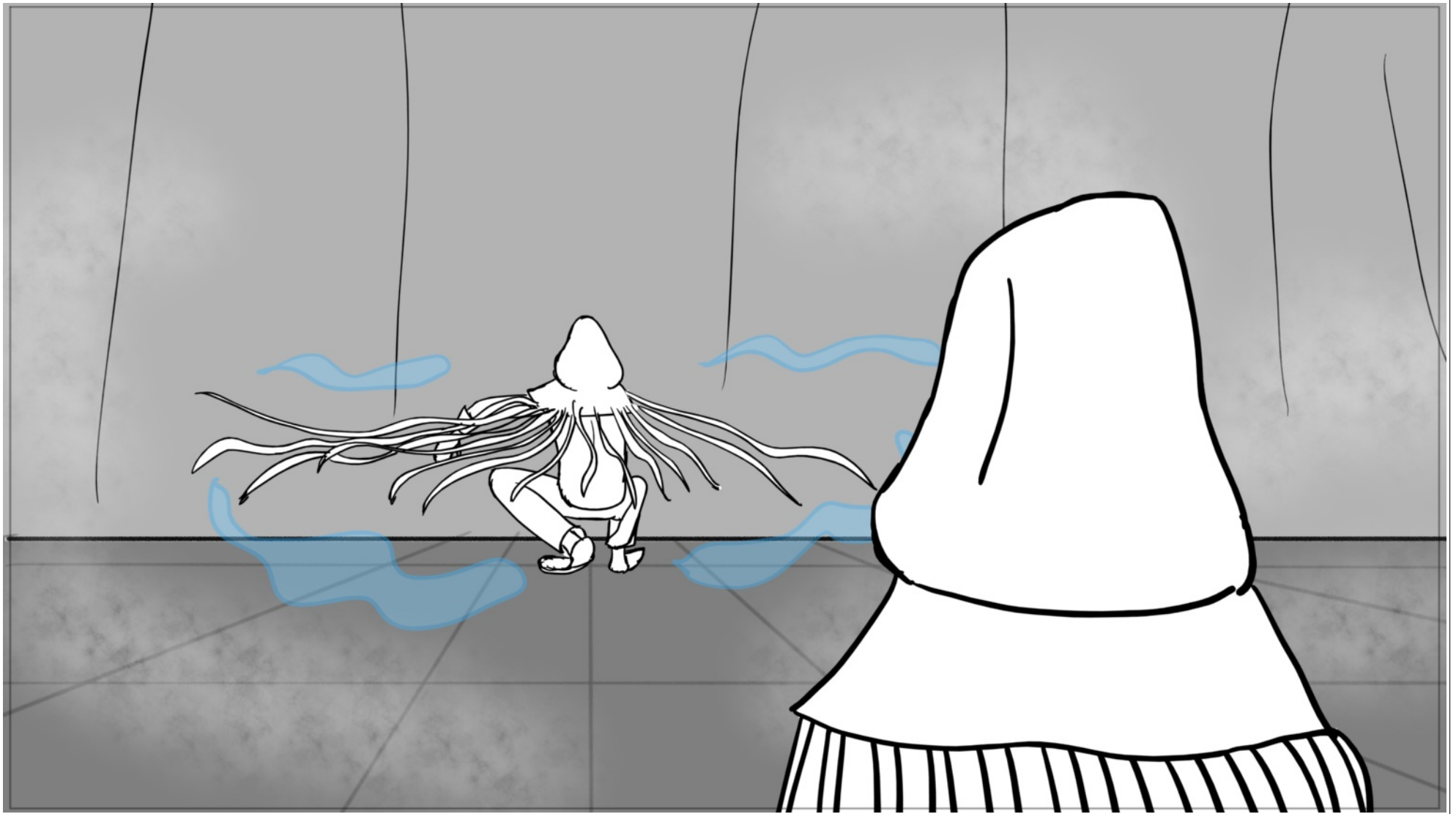
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	13	00:08



Dialog

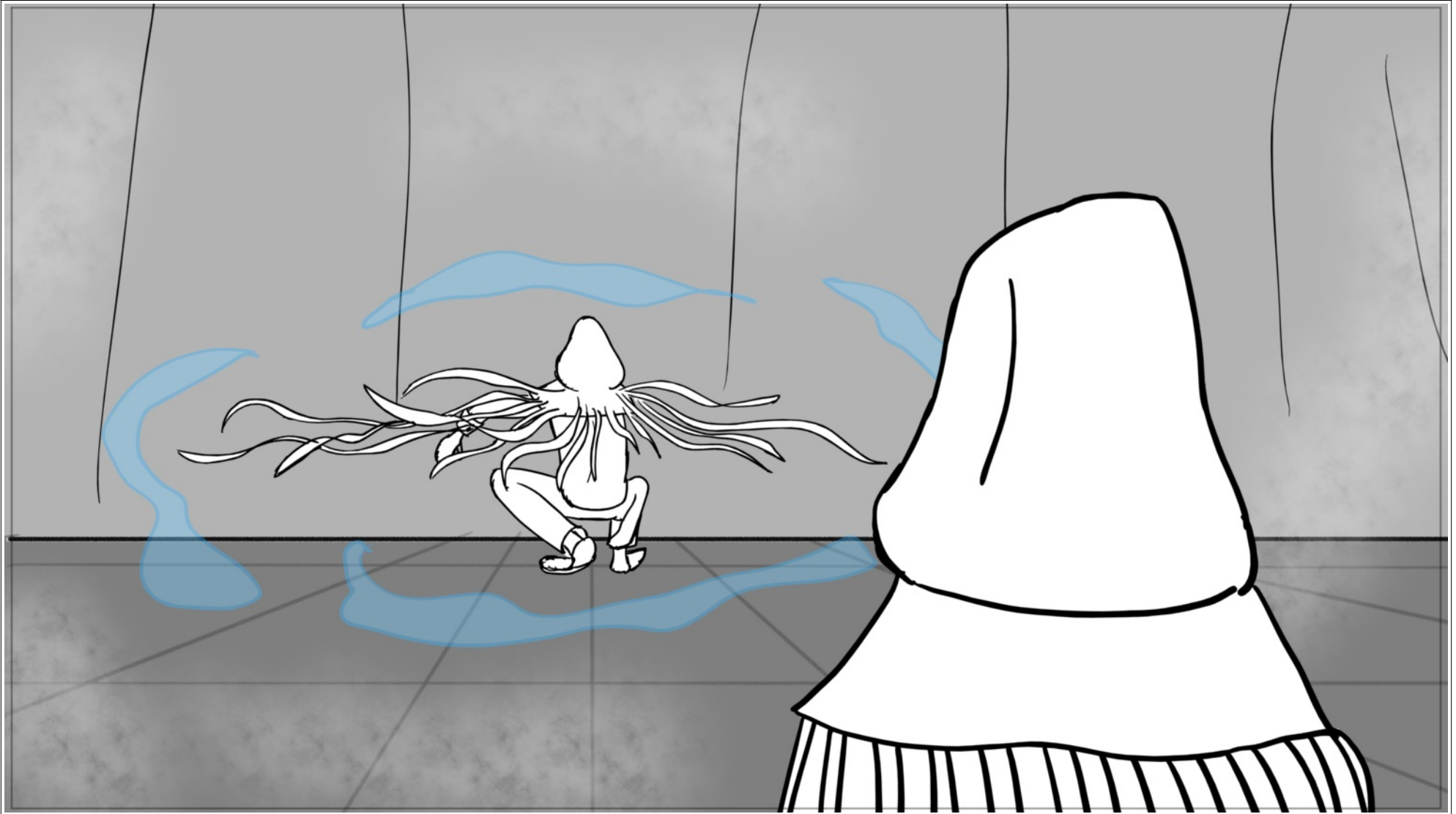
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	14	00:08



Dialog

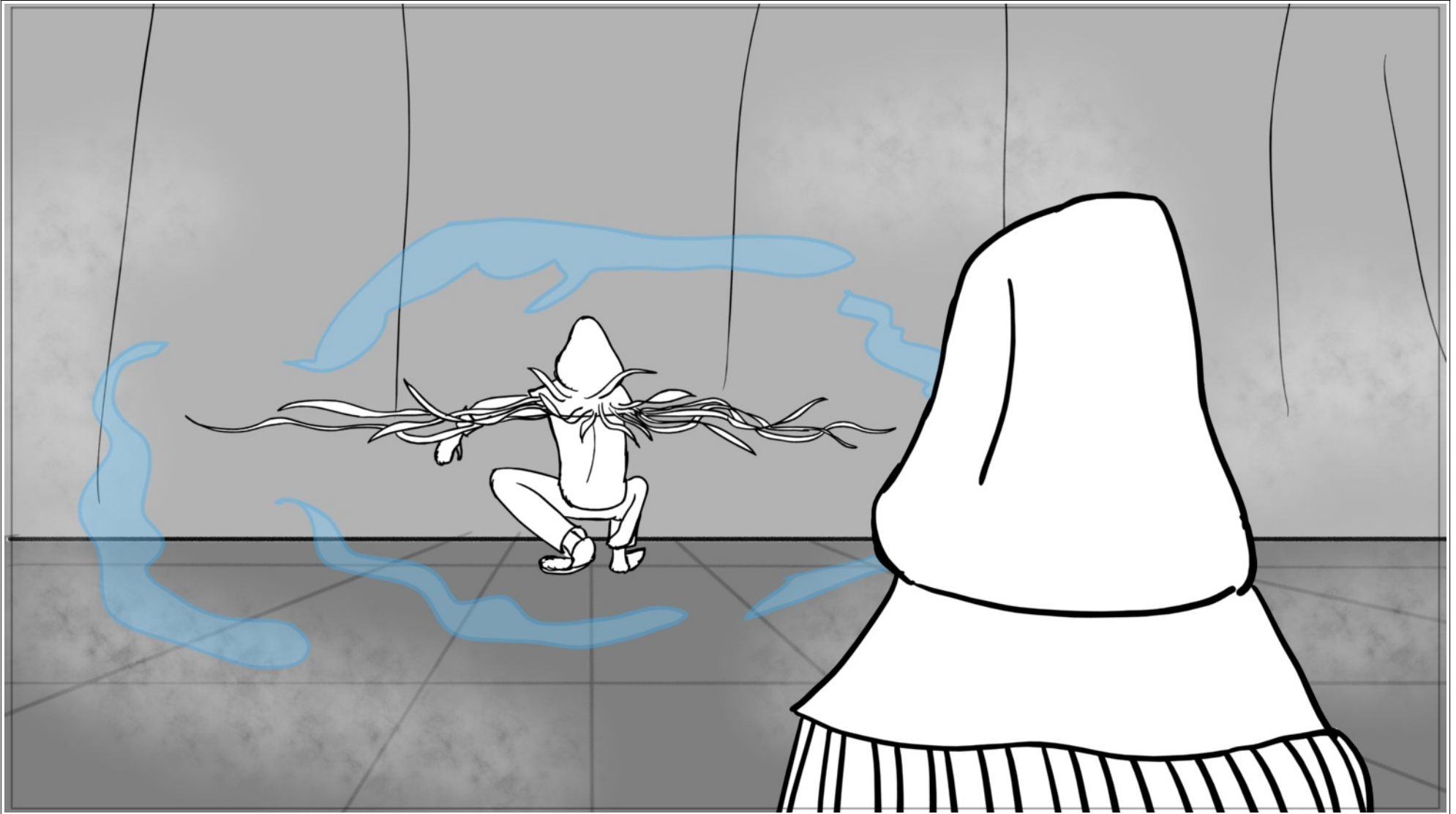
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	15	00:08



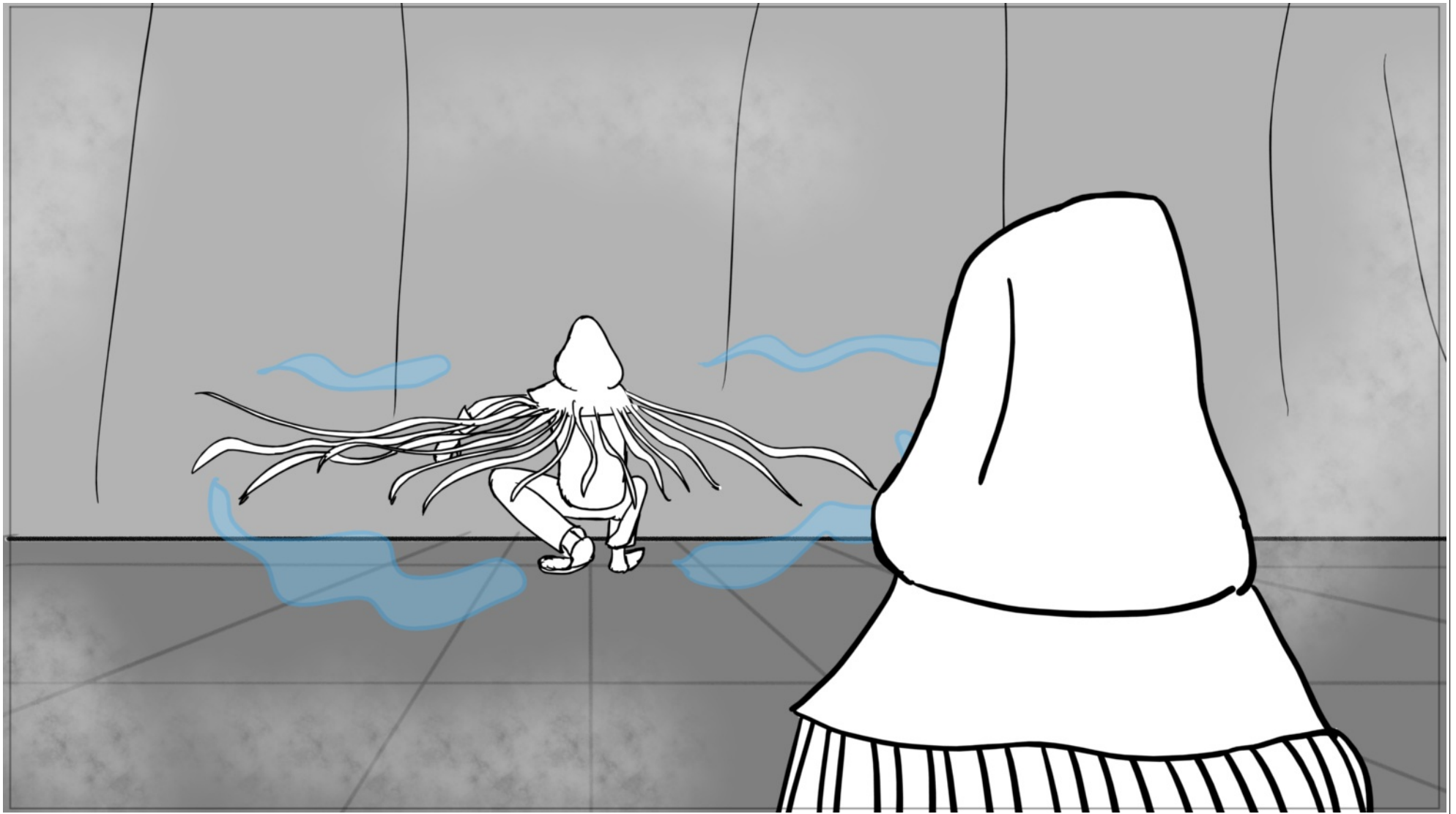
Dialog

Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall

Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	16	00:08



Dialog

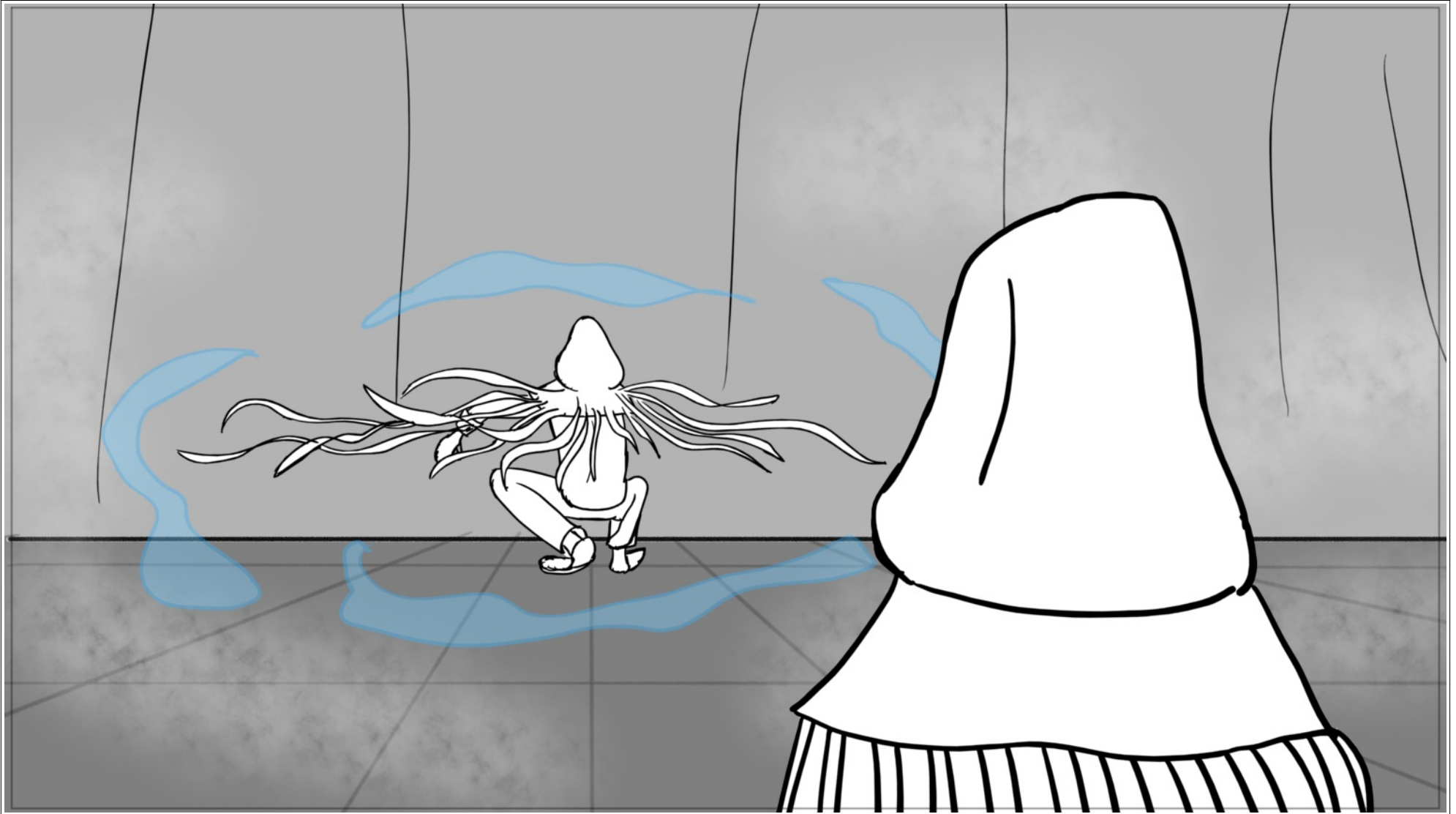
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	17	00:08



Dialog

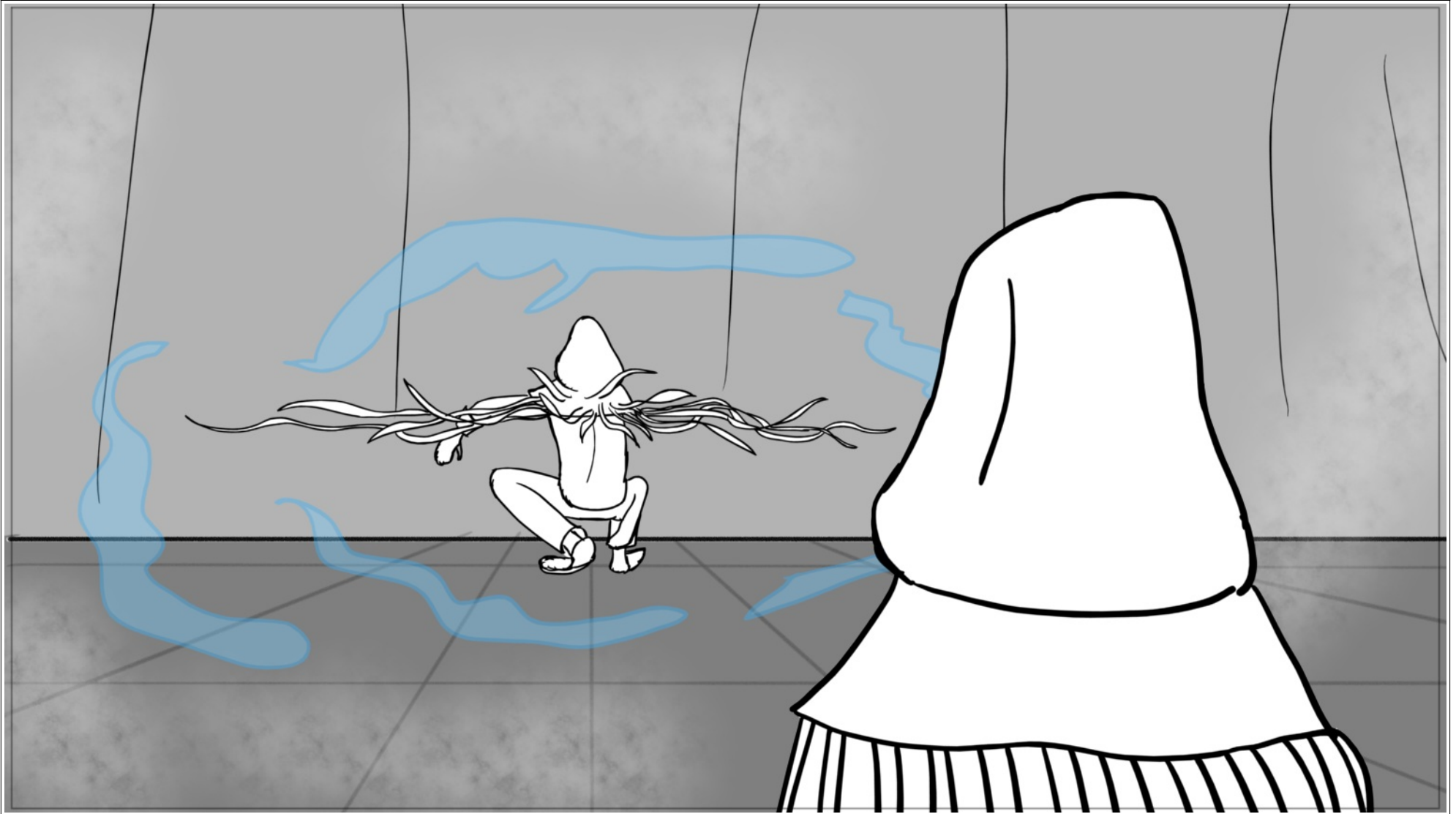
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	18	00:08



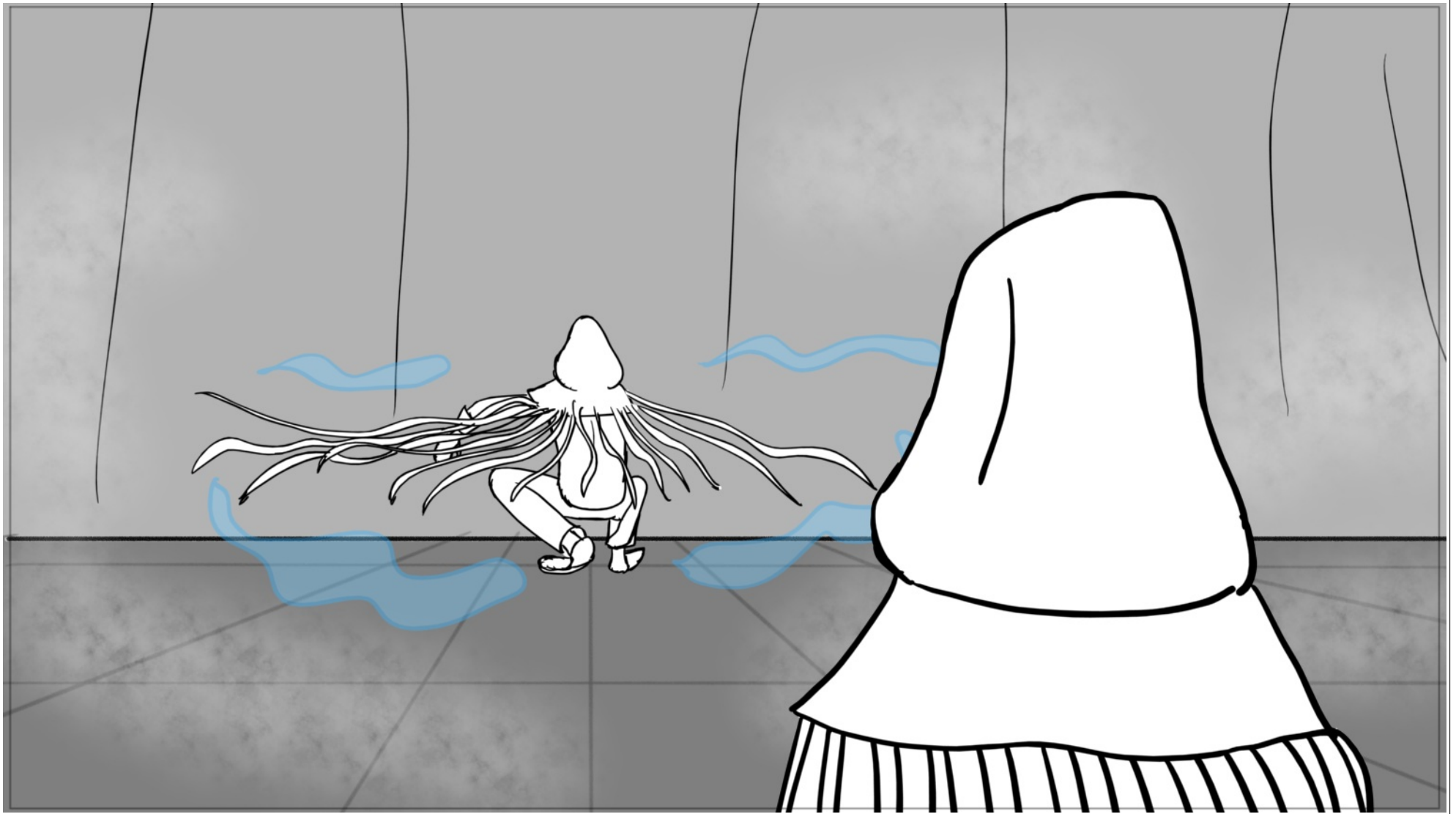
Dialog

Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall

Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

Scene	Duration	Panel	Duration
10	08:10	19	00:08



Dialog

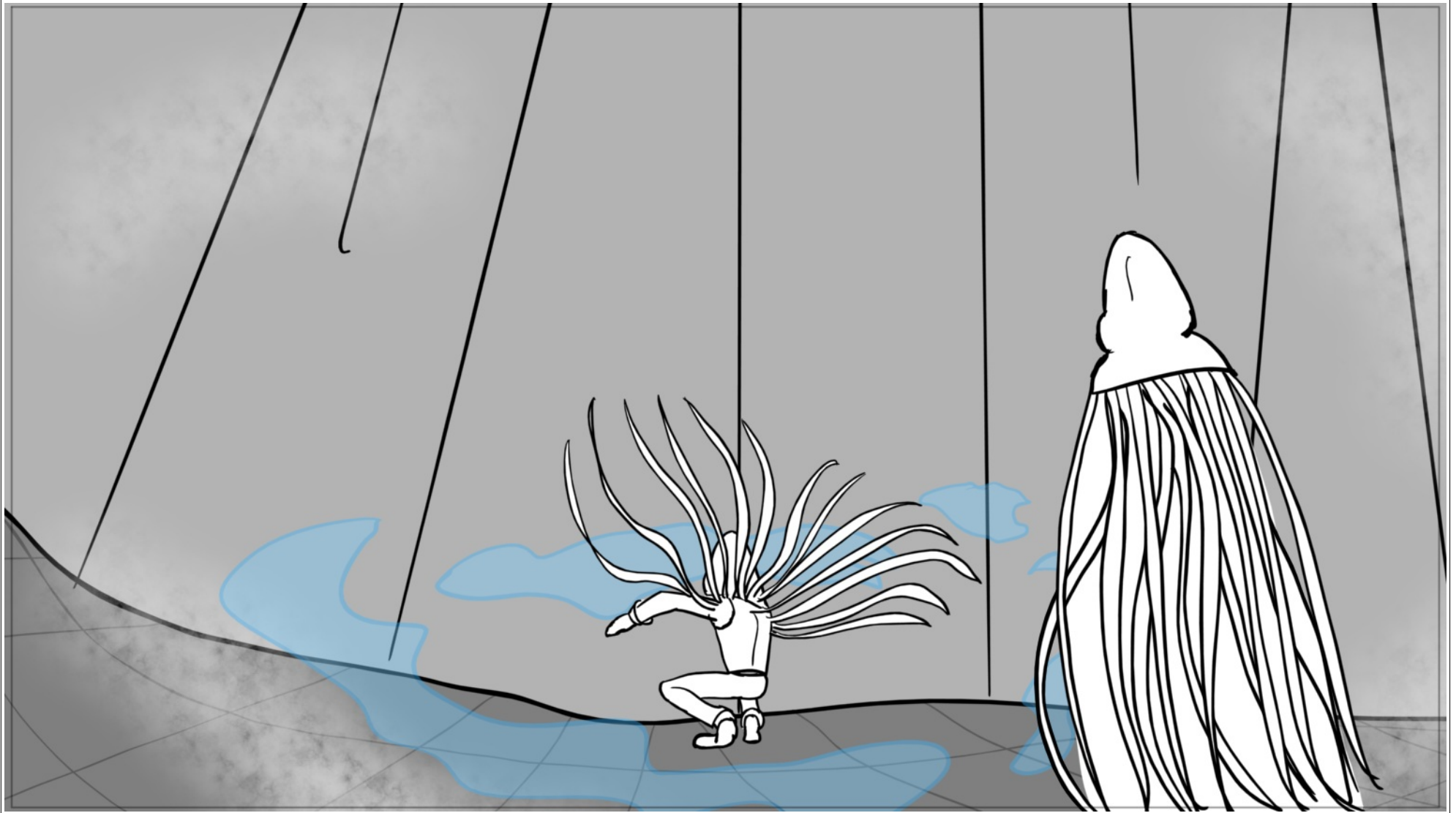
Kelsier: put the ingot directly below you, and remember to Steelpush, not Ironpull. Don't stop until you reach the top of the wall



Action Notes

Over the shoulder shot of Kelsier explainin to Vin how to Steelpush jump, then he squats and charges up and gets ready to jump.

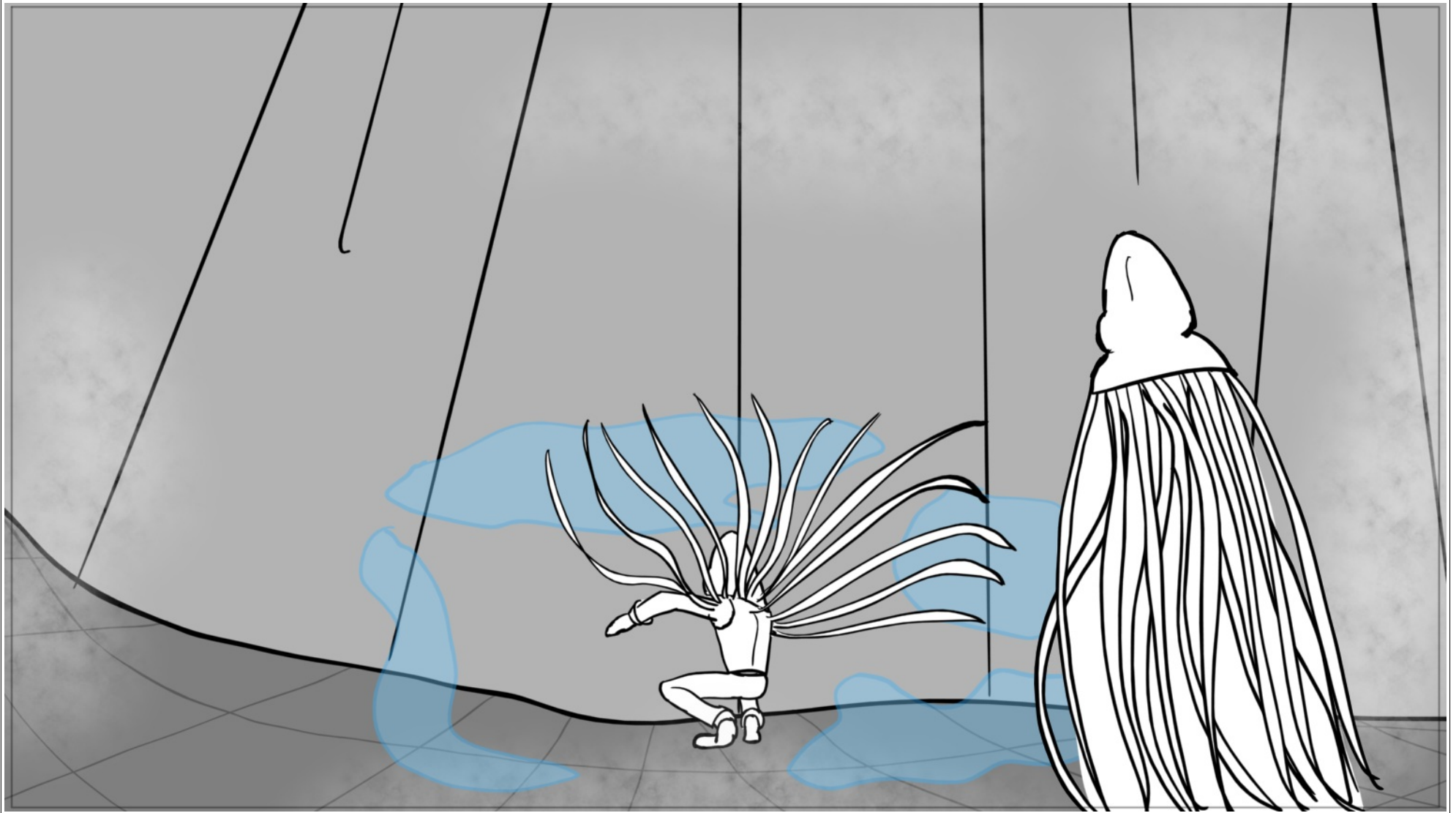
Scene	Duration	Panel	Duration
11	03:15	1	00:08



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

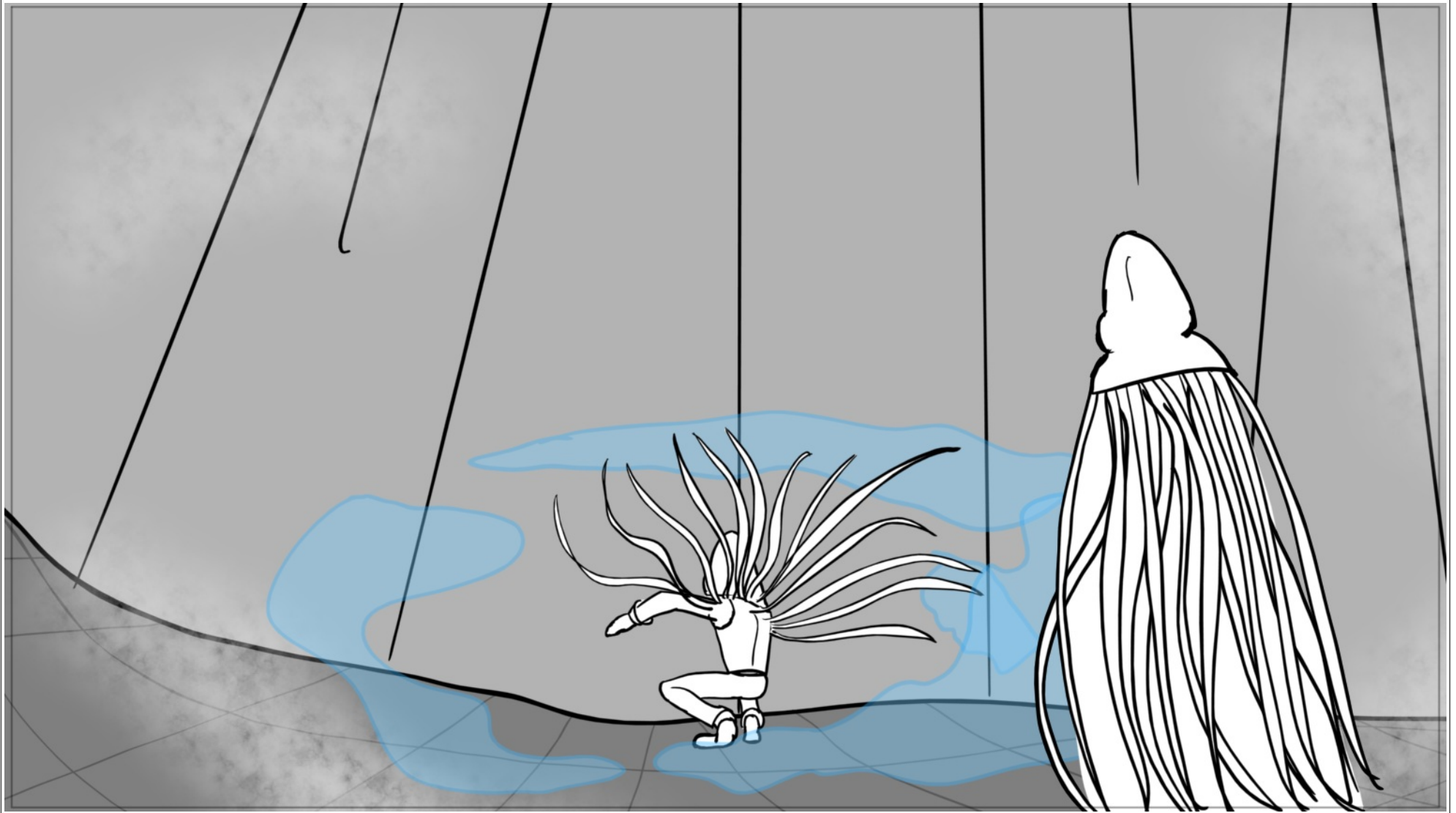
Scene	Duration	Panel	Duration
11	03:15	2	00:08



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

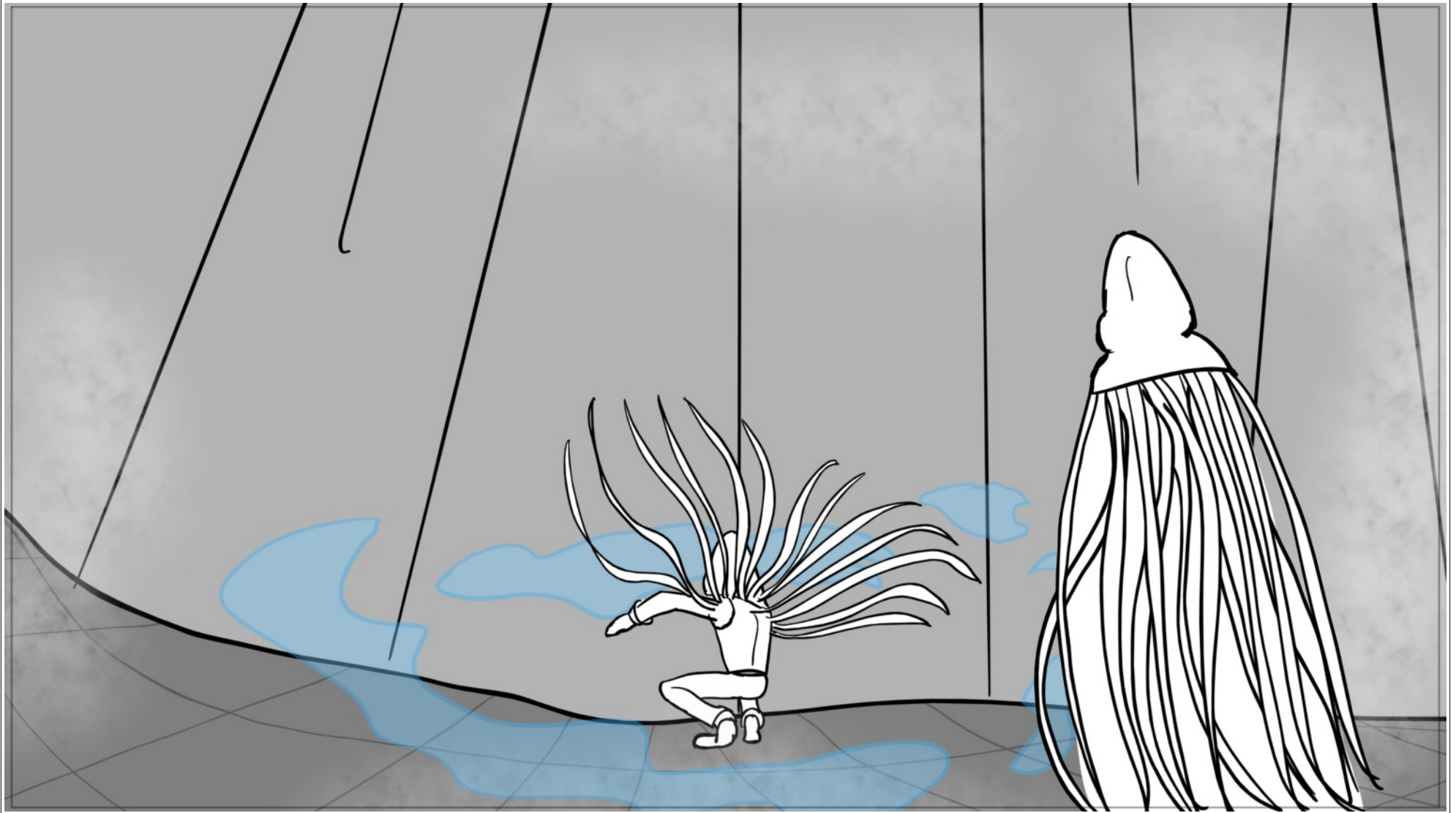
Scene	Duration	Panel	Duration
11	03:15	3	00:08



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

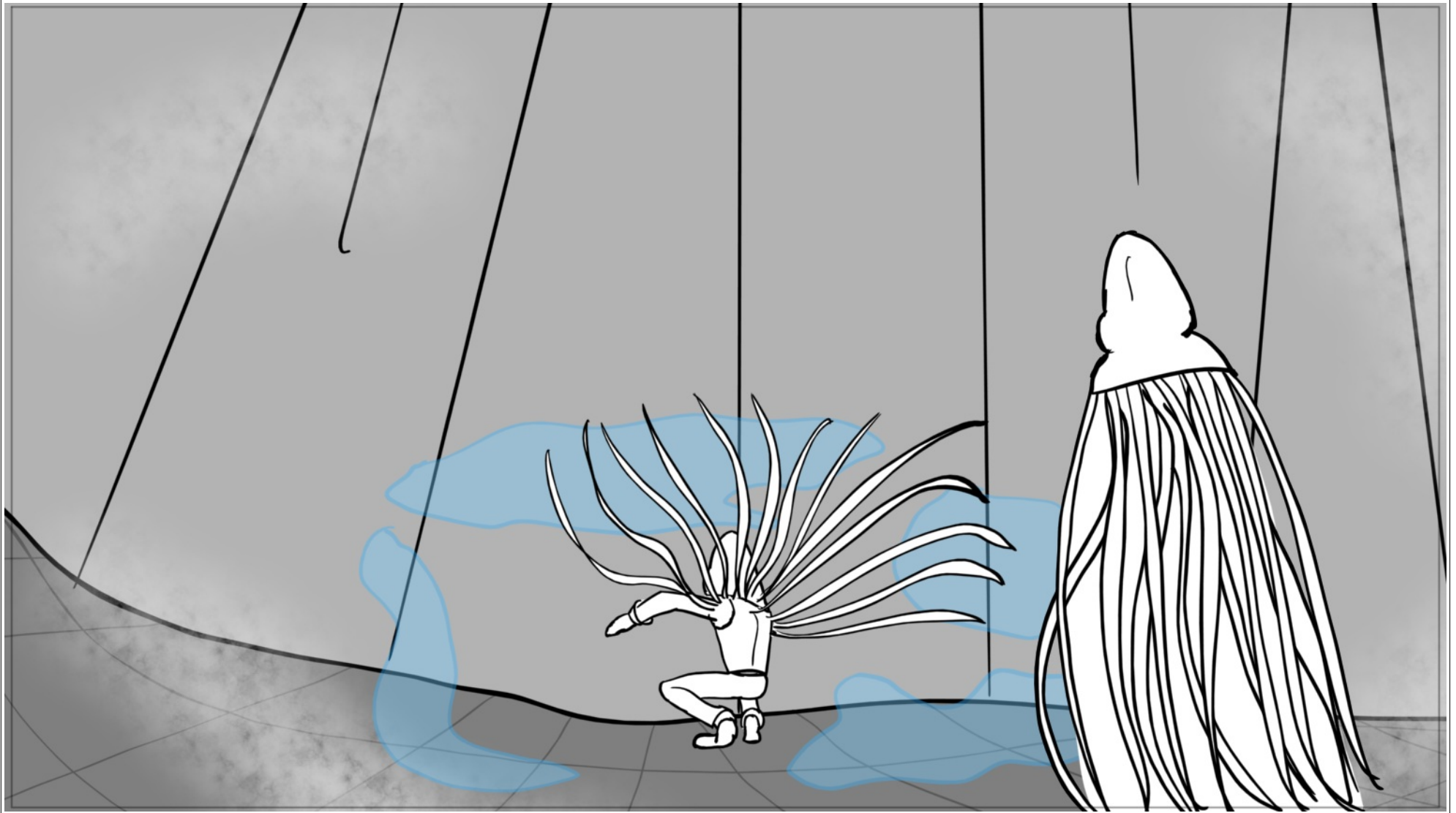
Scene	Duration	Panel	Duration
11	03:15	4	00:08



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

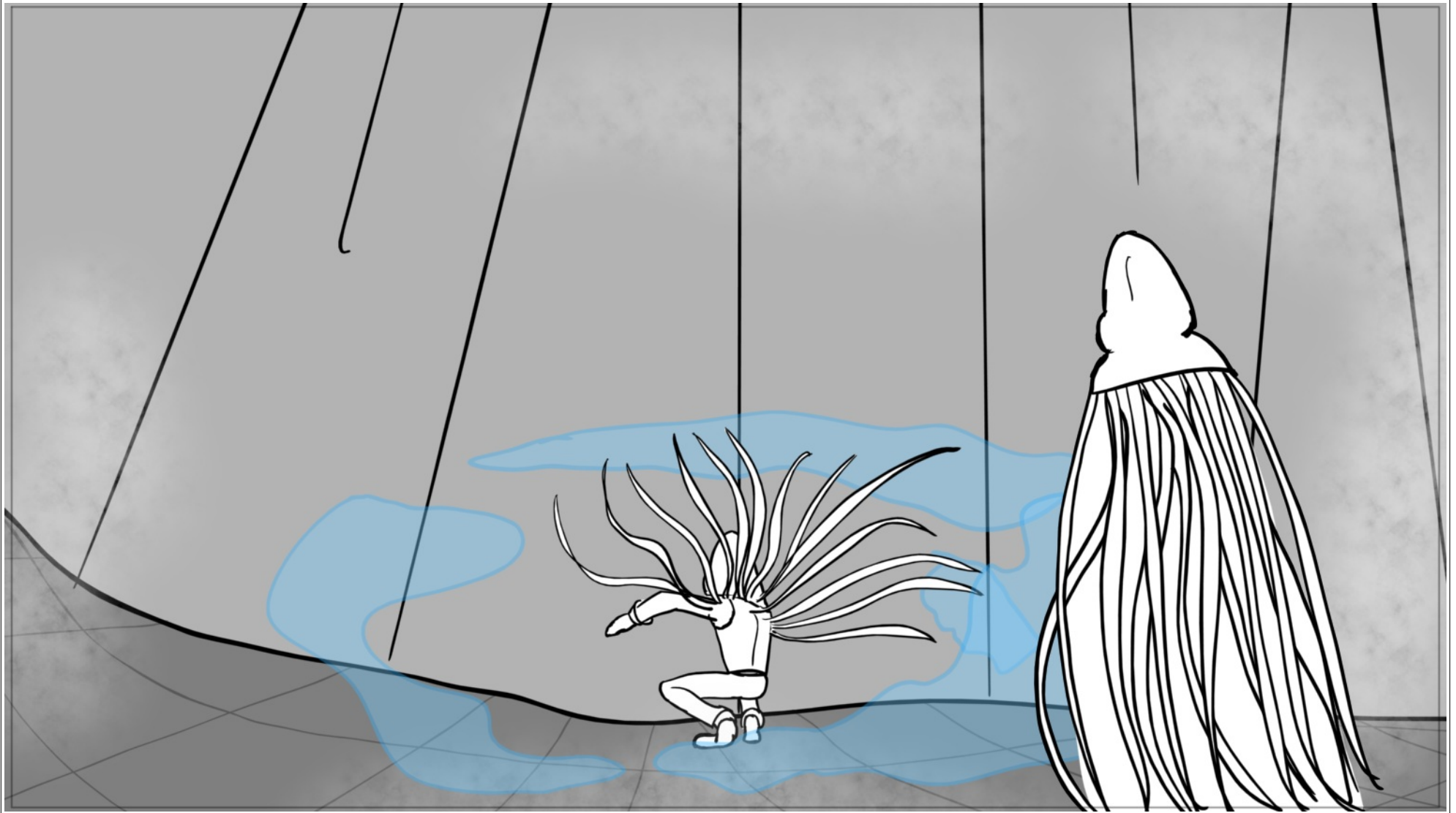
Scene	Duration	Panel	Duration
11	03:15	5	00:08



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

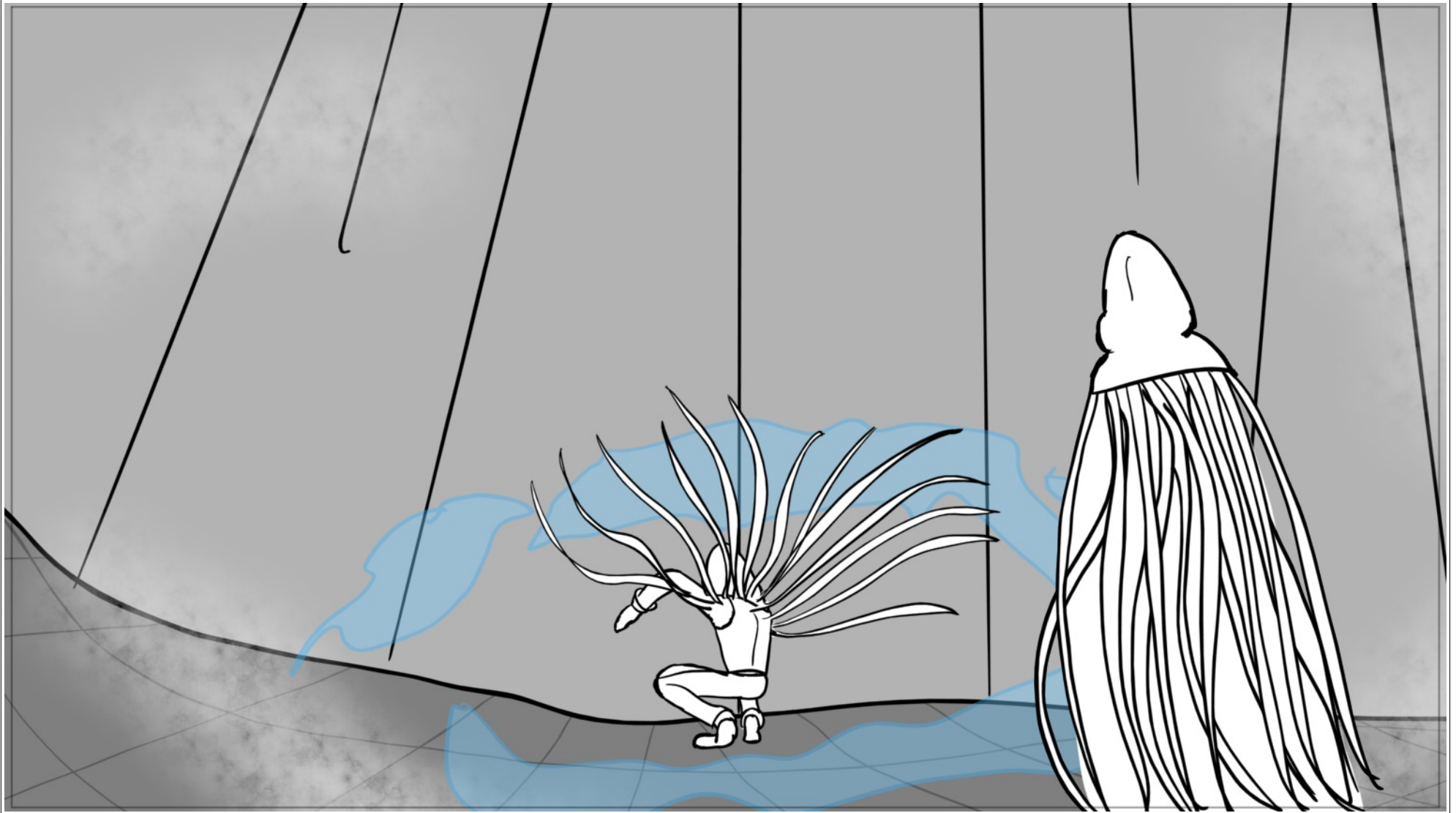
Scene	Duration	Panel	Duration
11	03:15	6	00:08



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

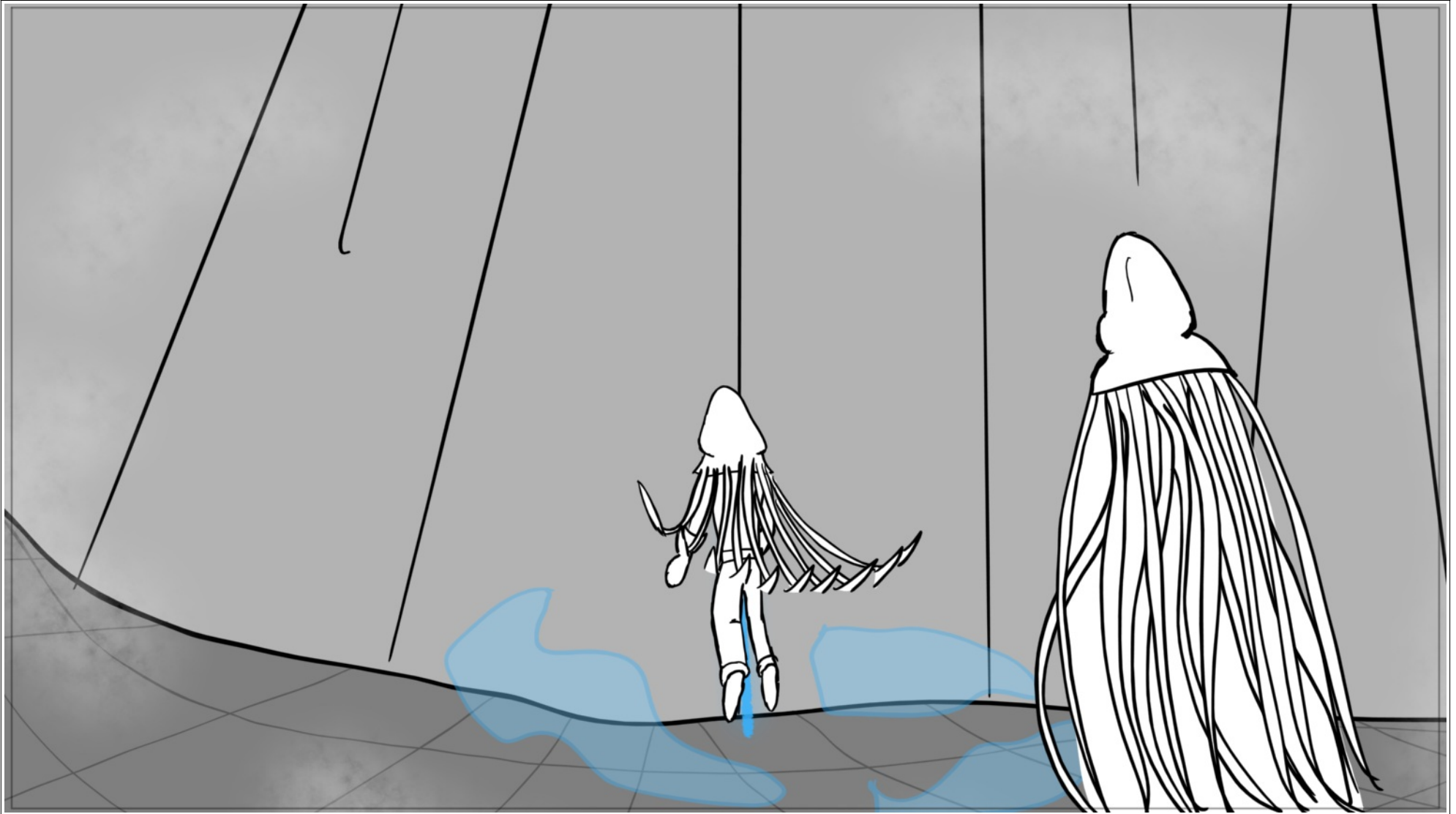
Scene	Duration	Panel	Duration
11	03:15	7	00:05



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

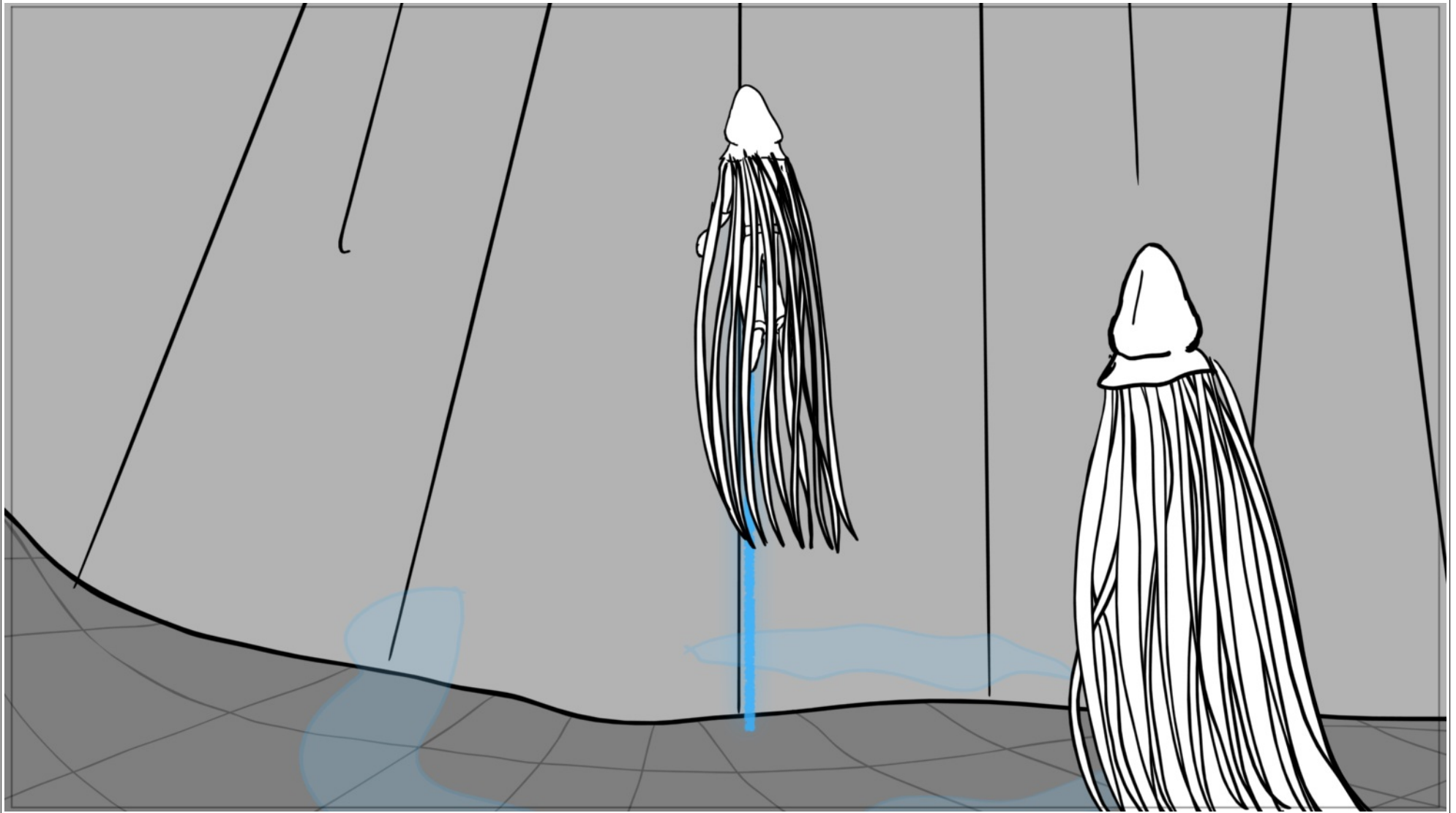
Scene	Duration	Panel	Duration
11	03:15	8	00:10



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

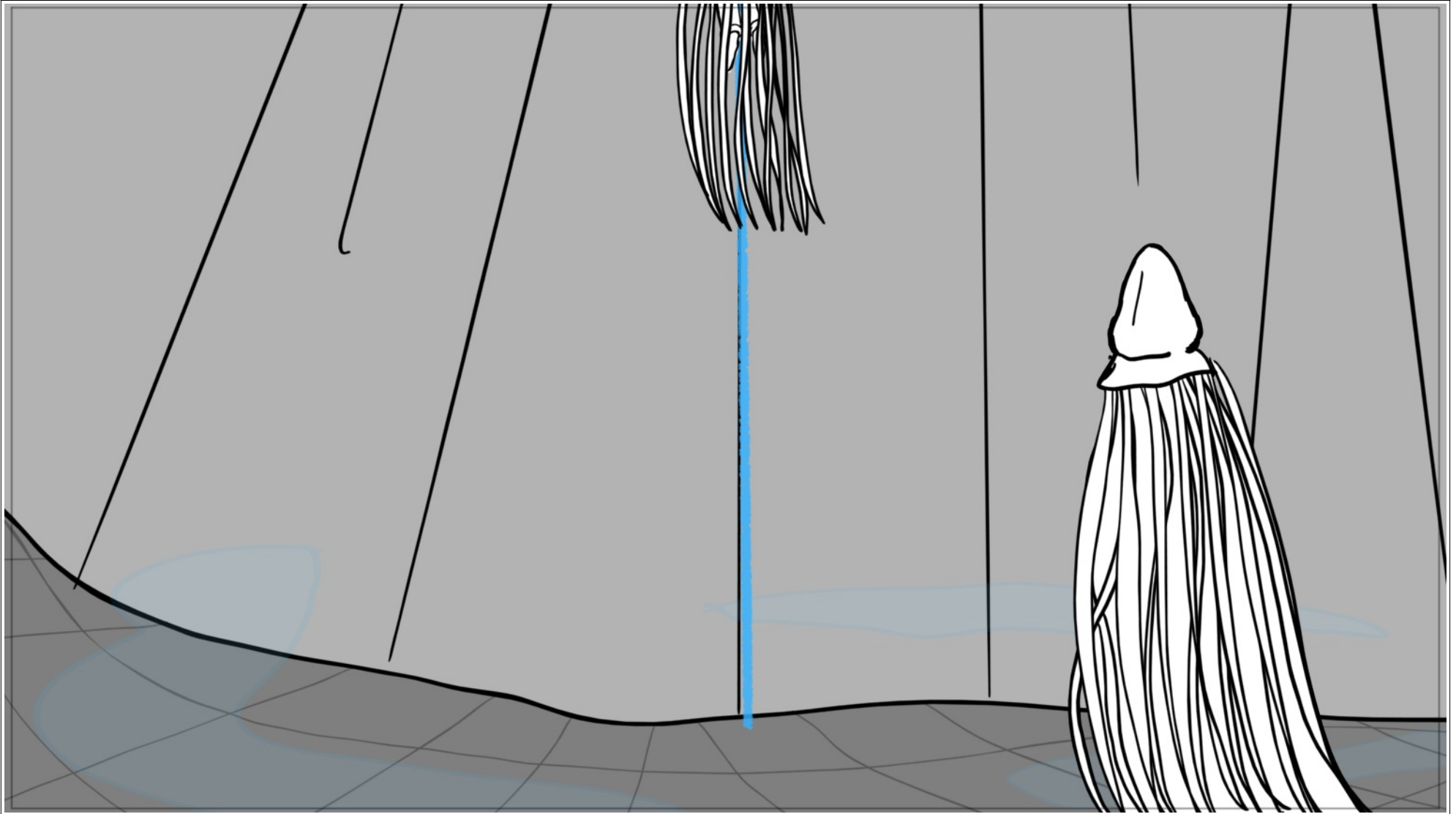
Scene	Duration	Panel	Duration
11	03:15	9	00:09



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

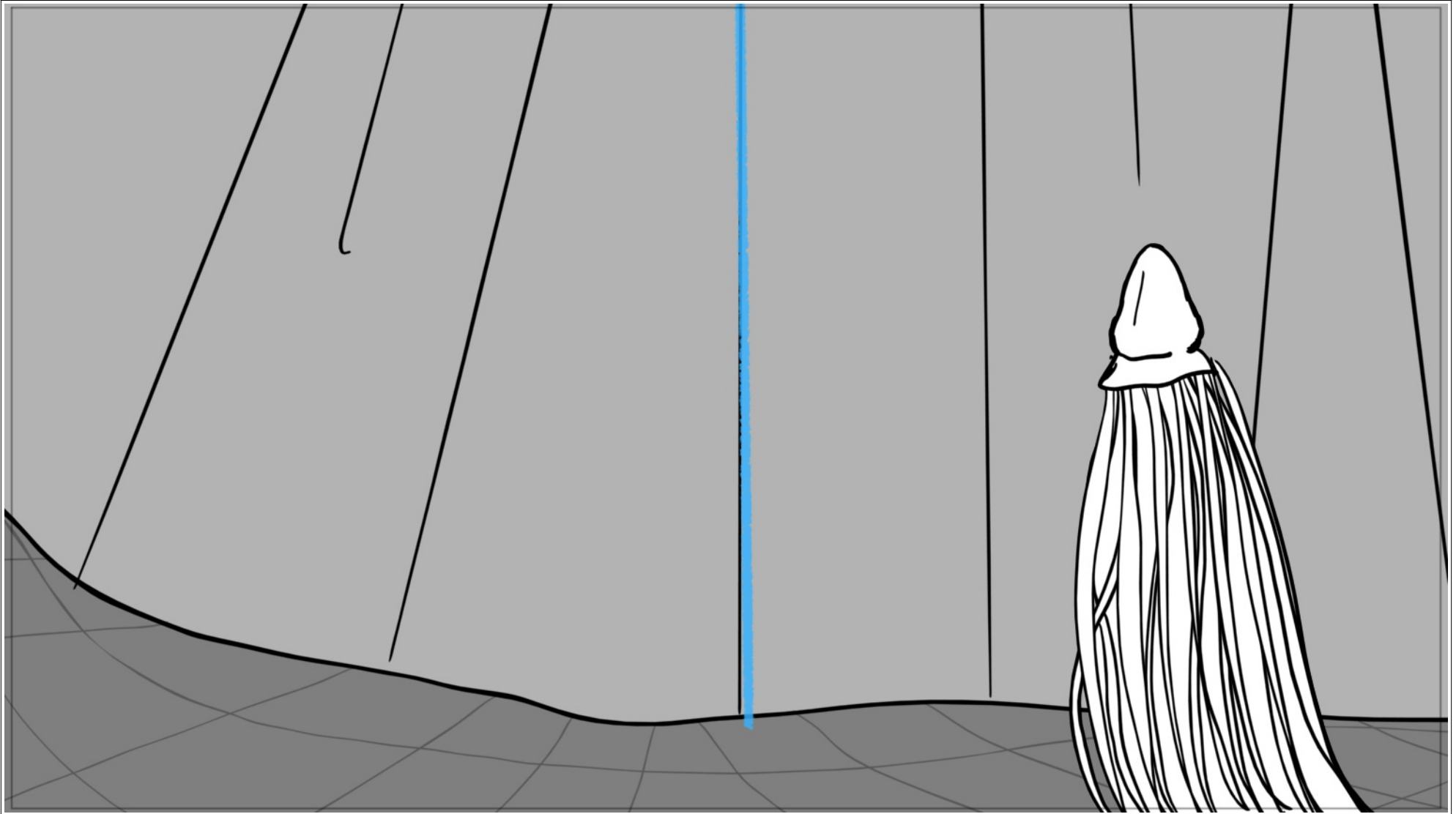
Scene	Duration	Panel	Duration
11	03:15	10	00:08



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

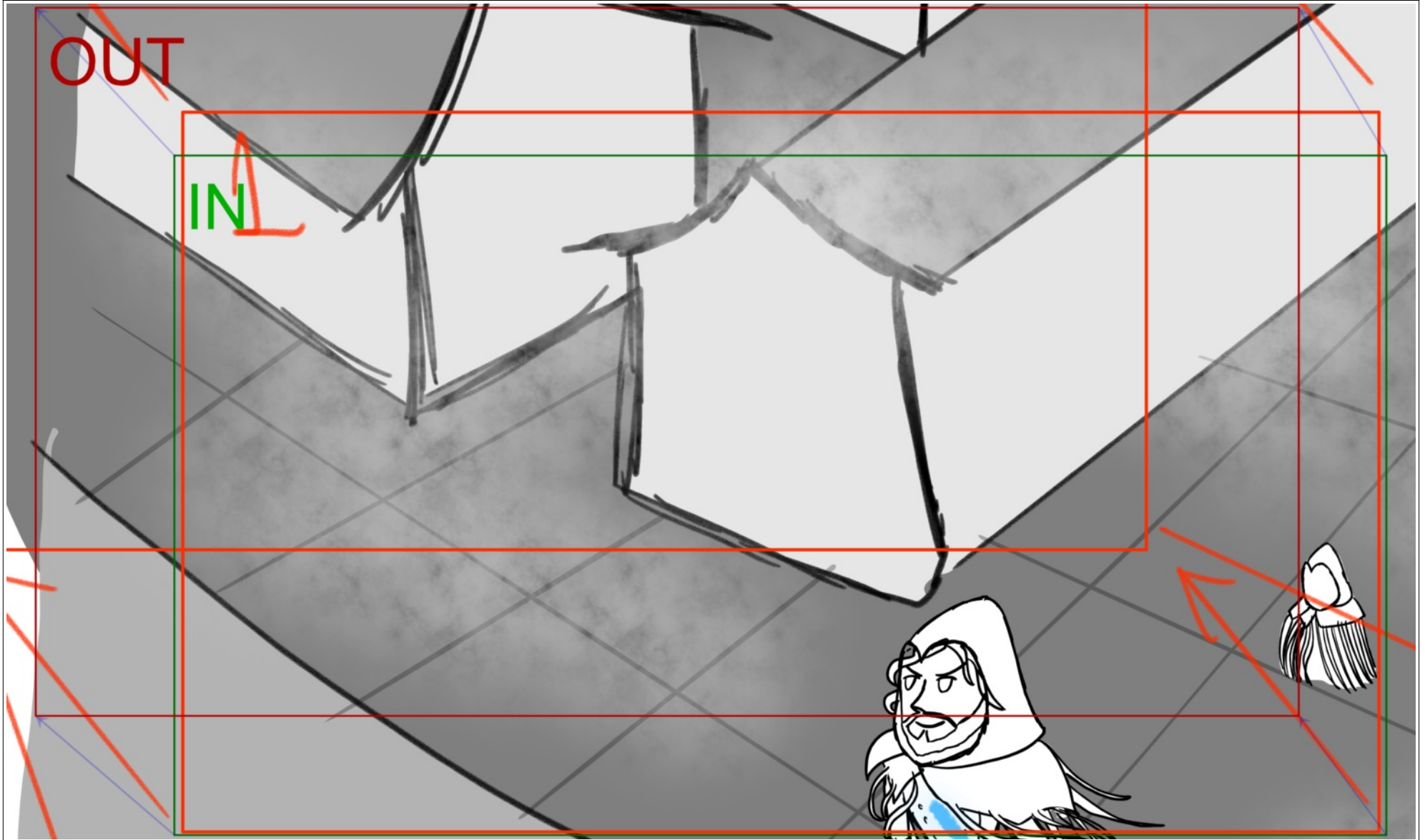
Scene	Duration	Panel	Duration
11	03:15	11	00:07



Action Notes

worms eye shot of Kelsier charging up then jumping into the air. cut on action.

Scene	Duration	Panel	Duration
12	02:18	1	00:10



Action Notes

birds eye shot of Kelsier launching into the air and the camera follows him then pulls out to see V

in still on the ground.

Scene	Duration	Panel	Duration
12	02:18	2	00:10

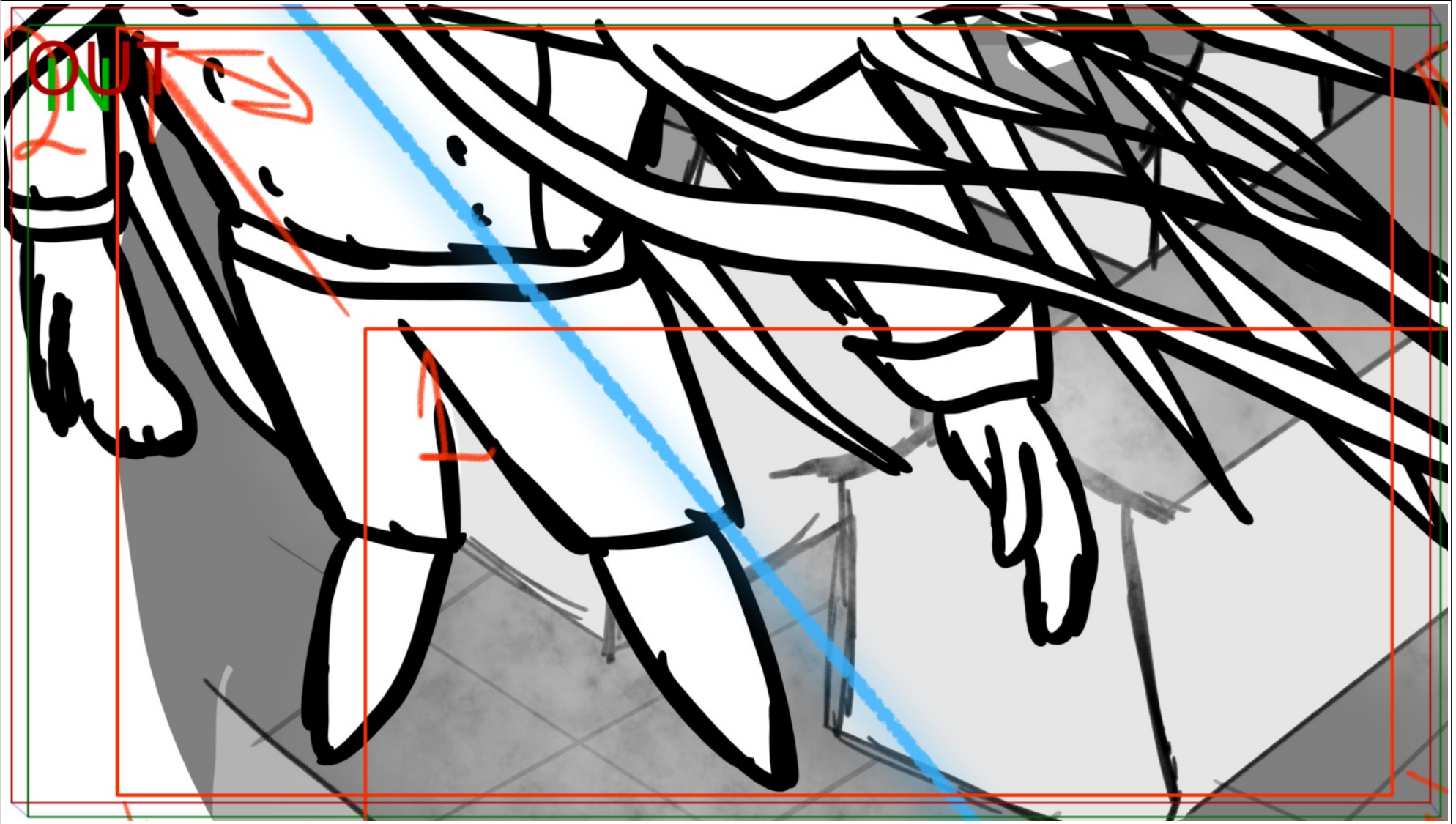


Action Notes

birds eye shot of Kelsier launching into the air and the camera follows him then pulls out to see V

in still on the ground.

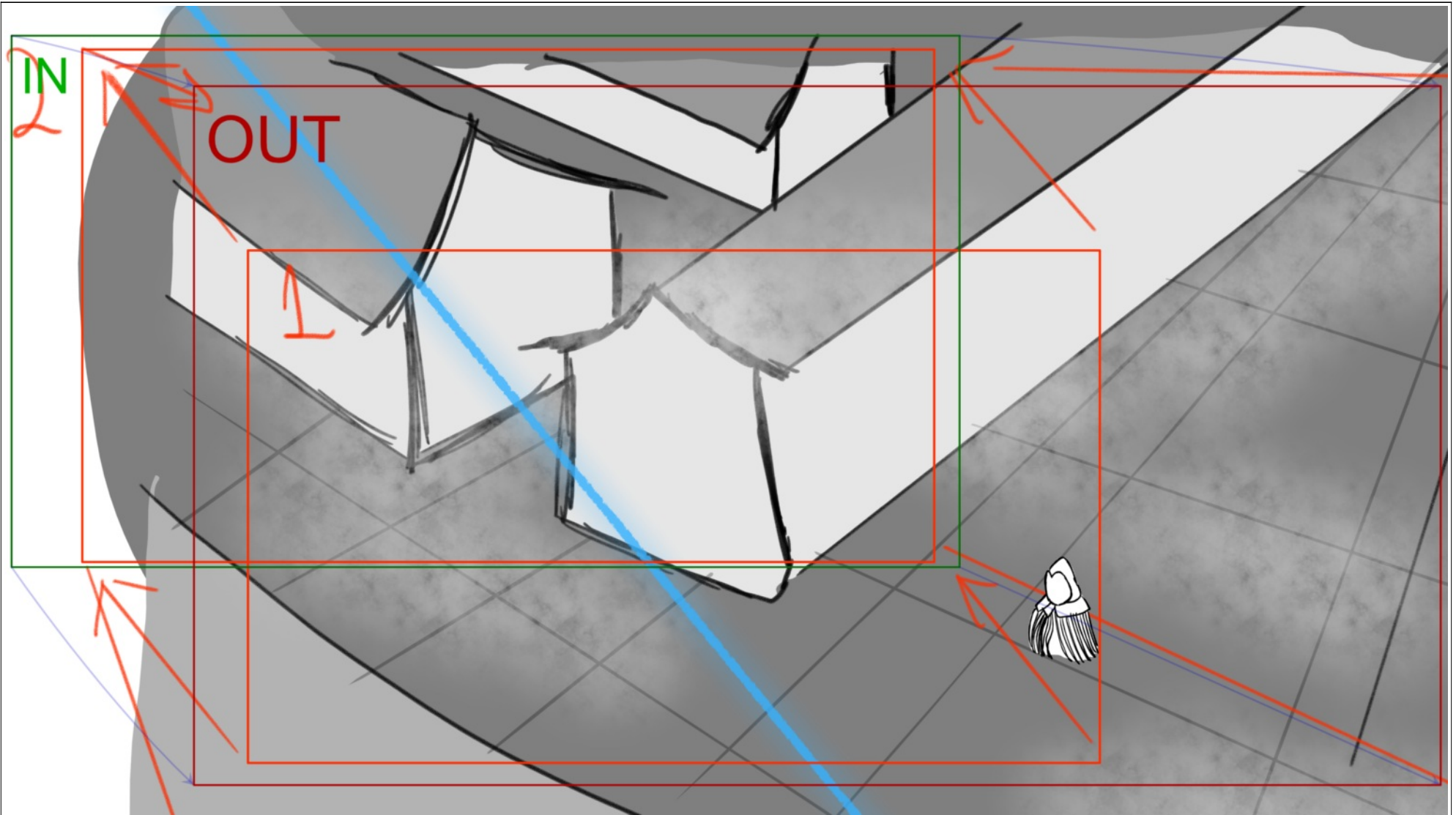
Scene	Duration	Panel	Duration
12	02:18	3	00:10



Action Notes

birds eye shot of Kelsier launching into the air and the camera follows him then pulls out to see Vin still on the ground.

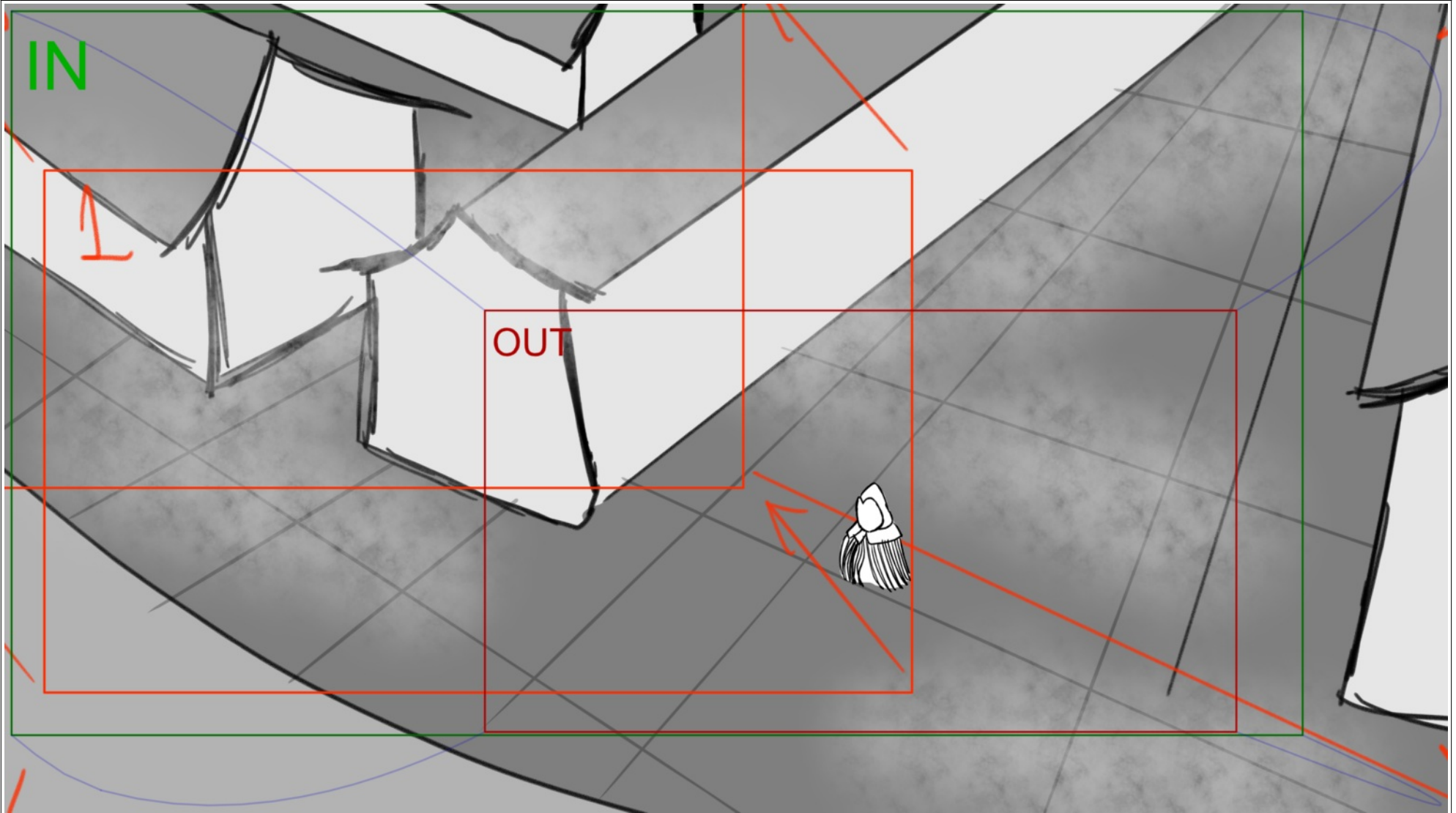
Scene	Duration	Panel	Duration
12	02:18	4	00:12



Action Notes

birds eye shot of Kelsier launching into the air and the camera follows him then pulls out to see Vin still on the ground.

Scene	Duration	Panel	Duration
12	02:18	5	01:00



Action Notes

birds eye shot of Kelsier launching into the air and the camera follows him then pulls out to see Vin still on the ground.

Scene	Duration	Panel	Duration
13	02:09	1	00:12



Action Notes

Profile shot of Vin at first looking up then looking scared then becoming more confident as she moves forward.

Scene	Duration	Panel	Duration
13	02:09	2	00:15



Action Notes

Profile shot of Vin at first looking up then looking scared then becoming more confident as she moves forward.

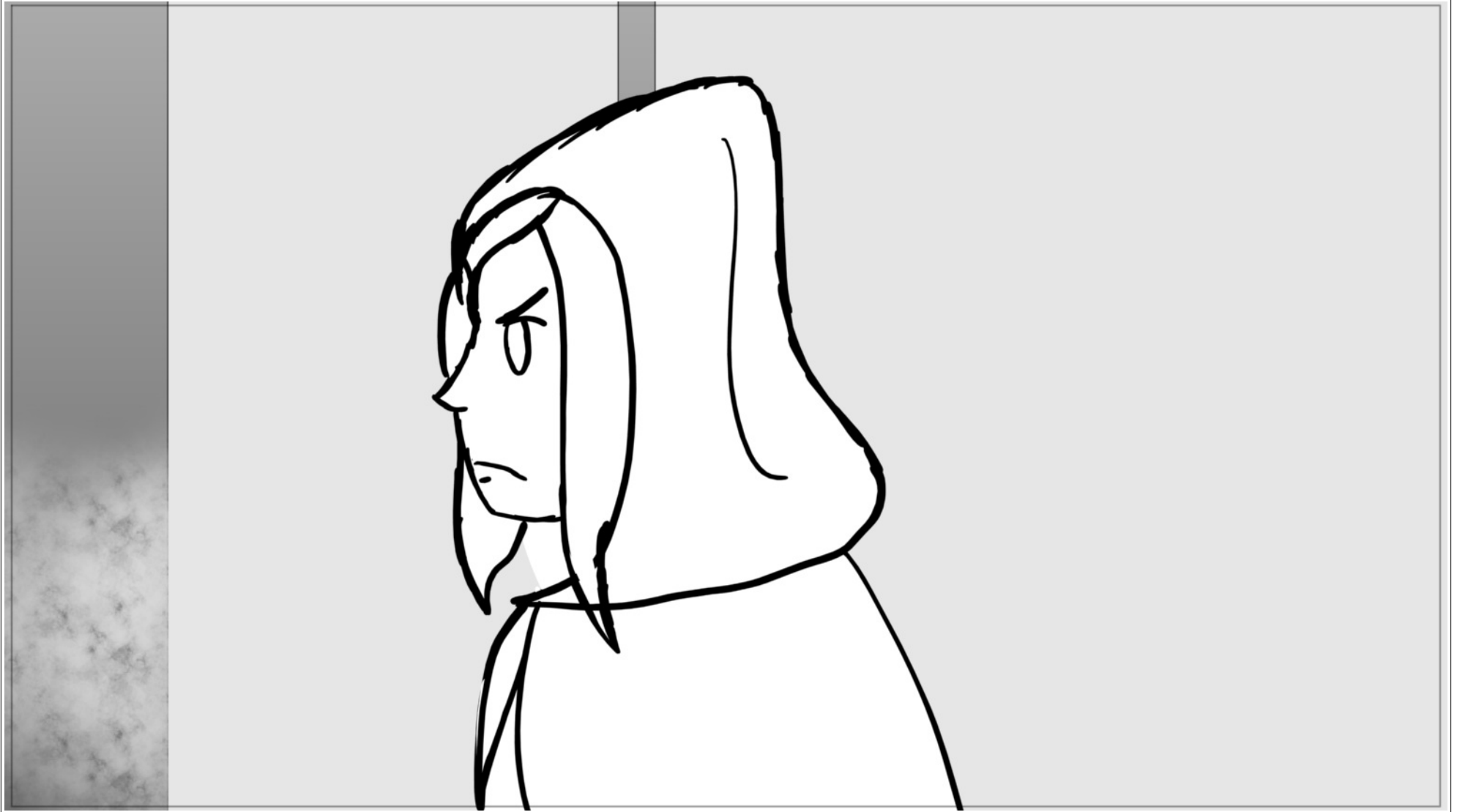
Scene	Duration	Panel	Duration
13	02:09	3	00:10



Action Notes

Profile shot of Vin at first looking up then looking scared then becoming more confident as she moves forward.

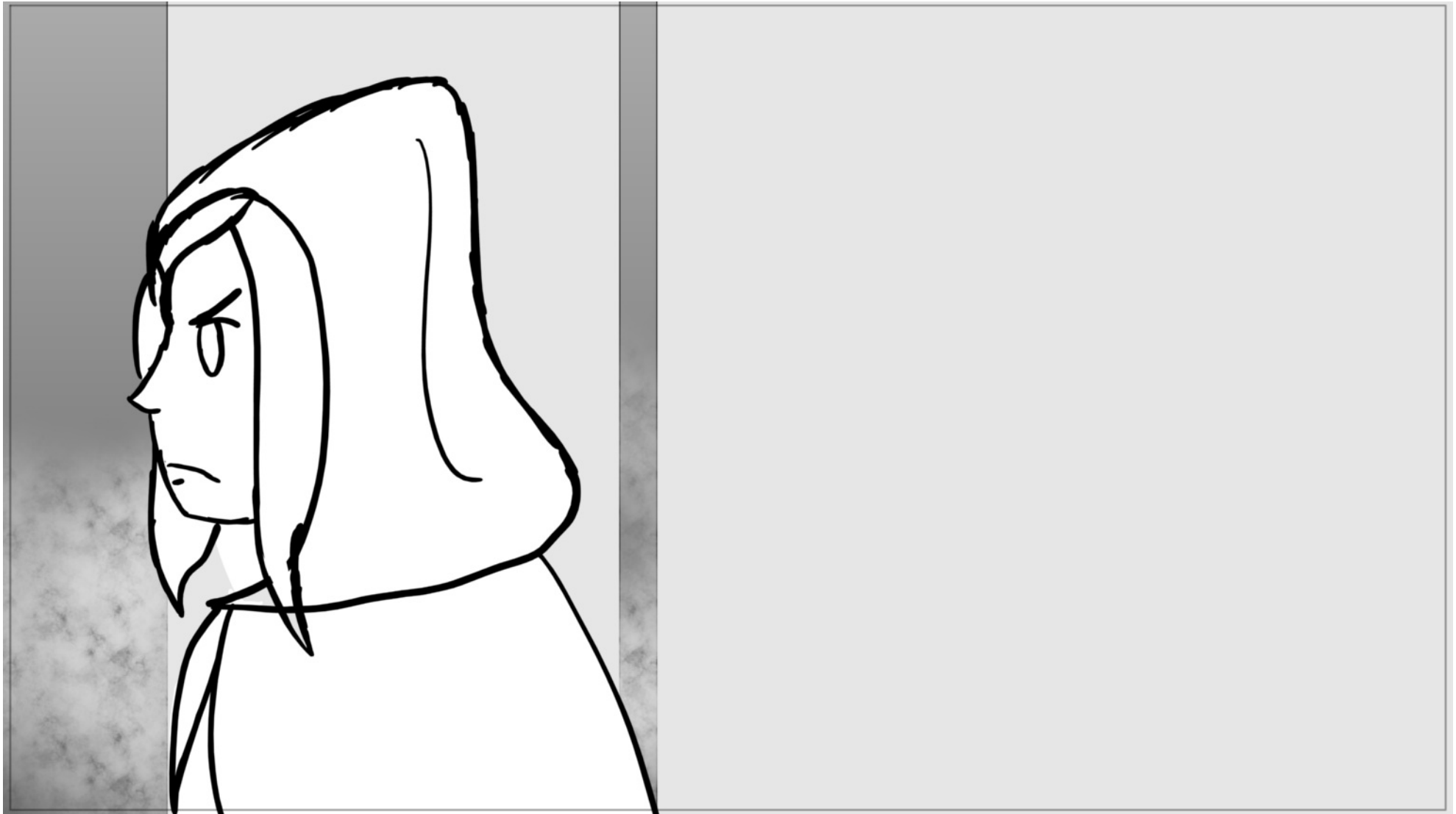
Scene	Duration	Panel	Duration
13	02:09	4	00:10



Action Notes

Profile shot of Vin at first looking up then looking scared then becoming more confident as she moves forward.

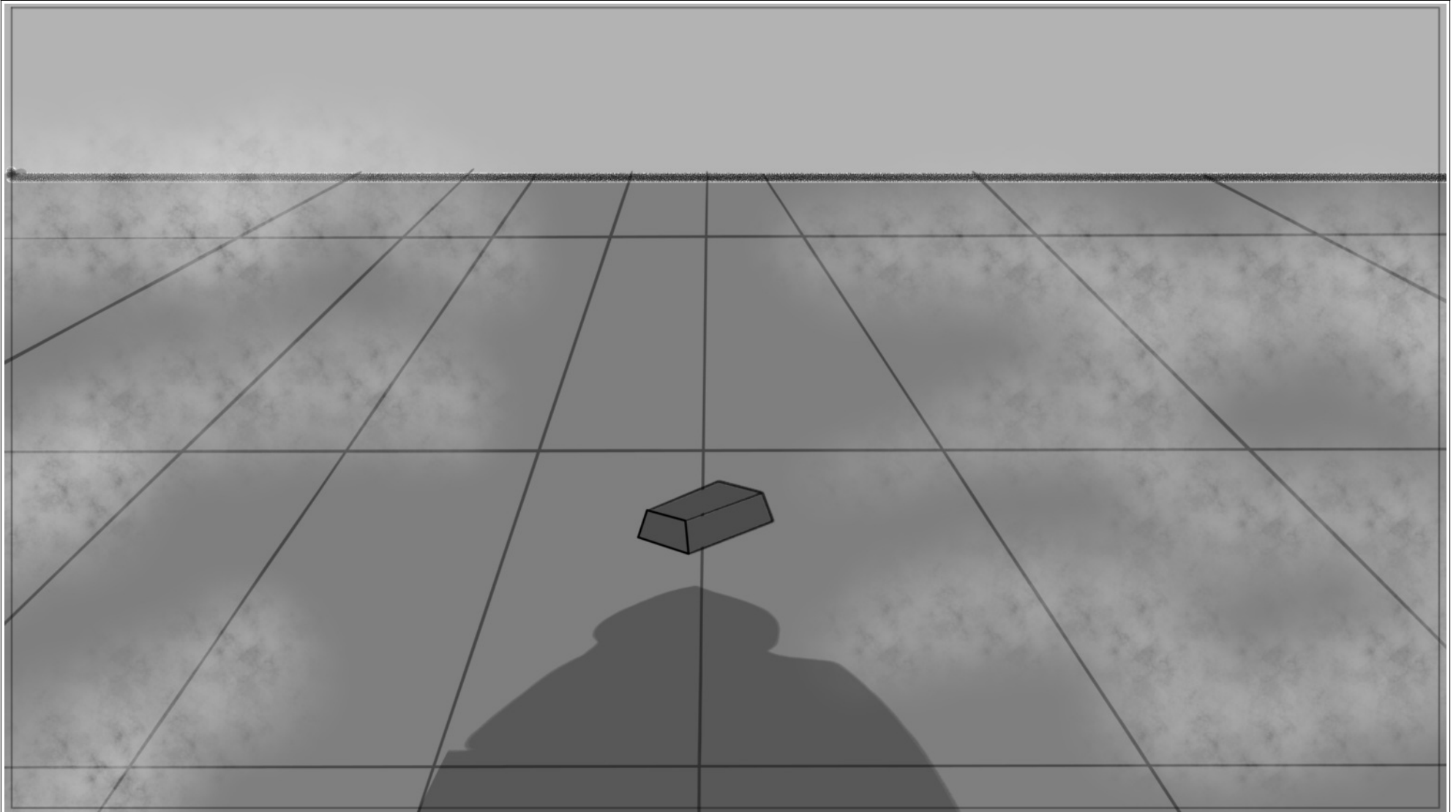
Scene	Duration	Panel	Duration
13	02:09	5	00:10



Action Notes

Profile shot of Vin at first looking up then looking scared then becoming more confident as she moves forward.

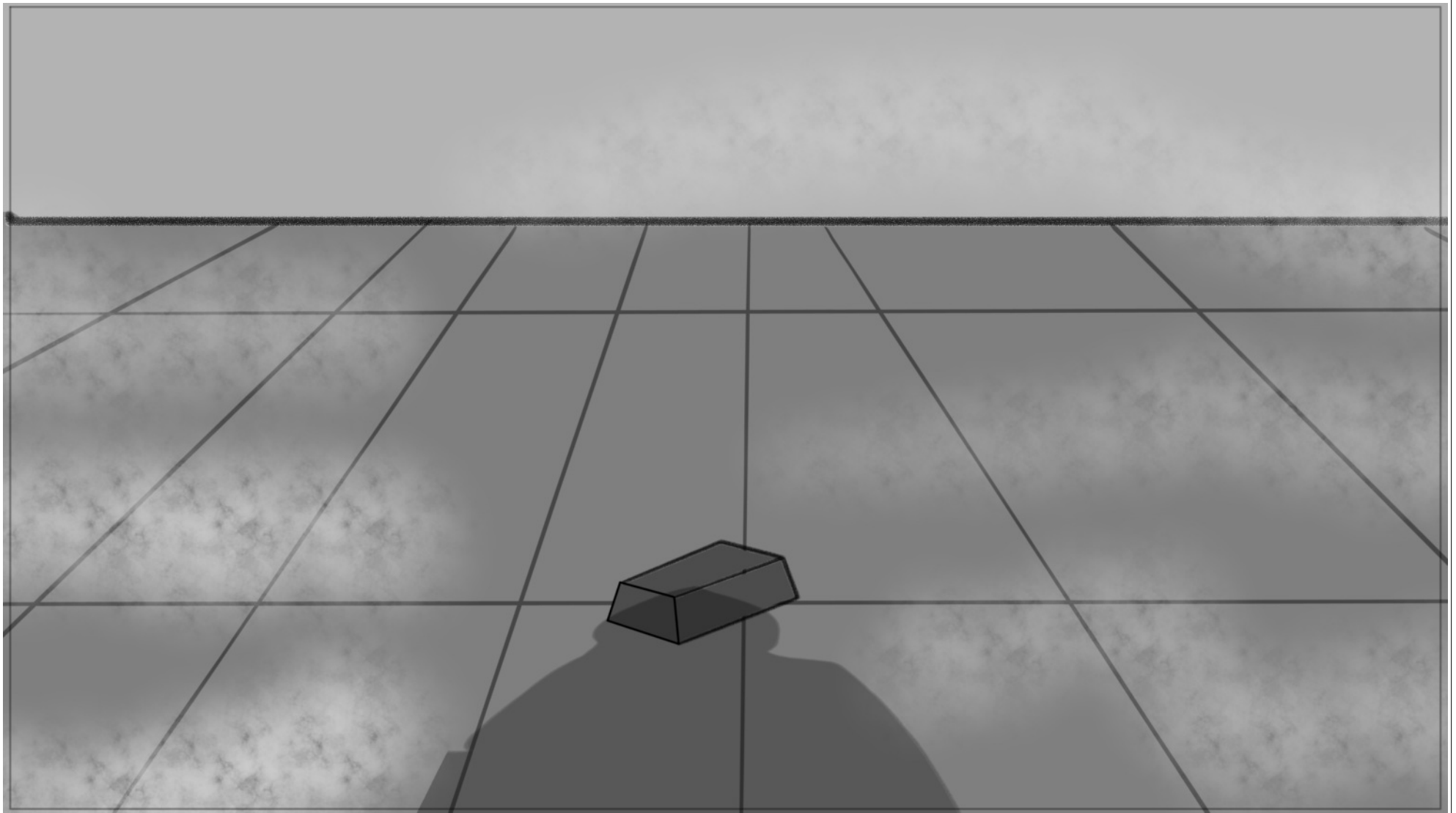
Scene	Duration	Panel	Duration
14	01:16	1	00:13



Action Notes

POV shot of Vin walking forward and looking down at the ingot.

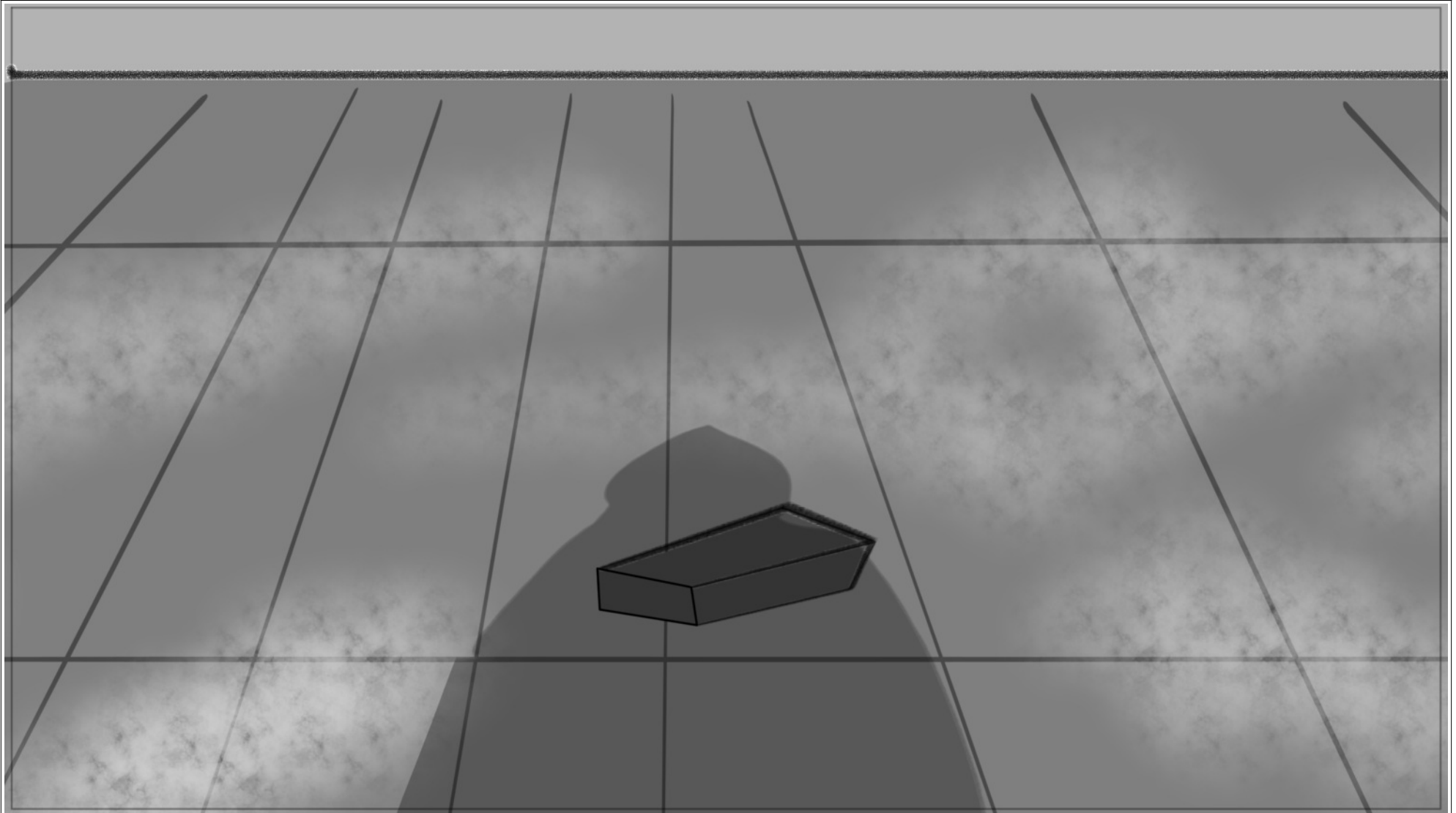
Scene	Duration	Panel	Duration
14	01:16	2	00:12



Action Notes

POV shot of Vin walking forward and looking down at the ingot.

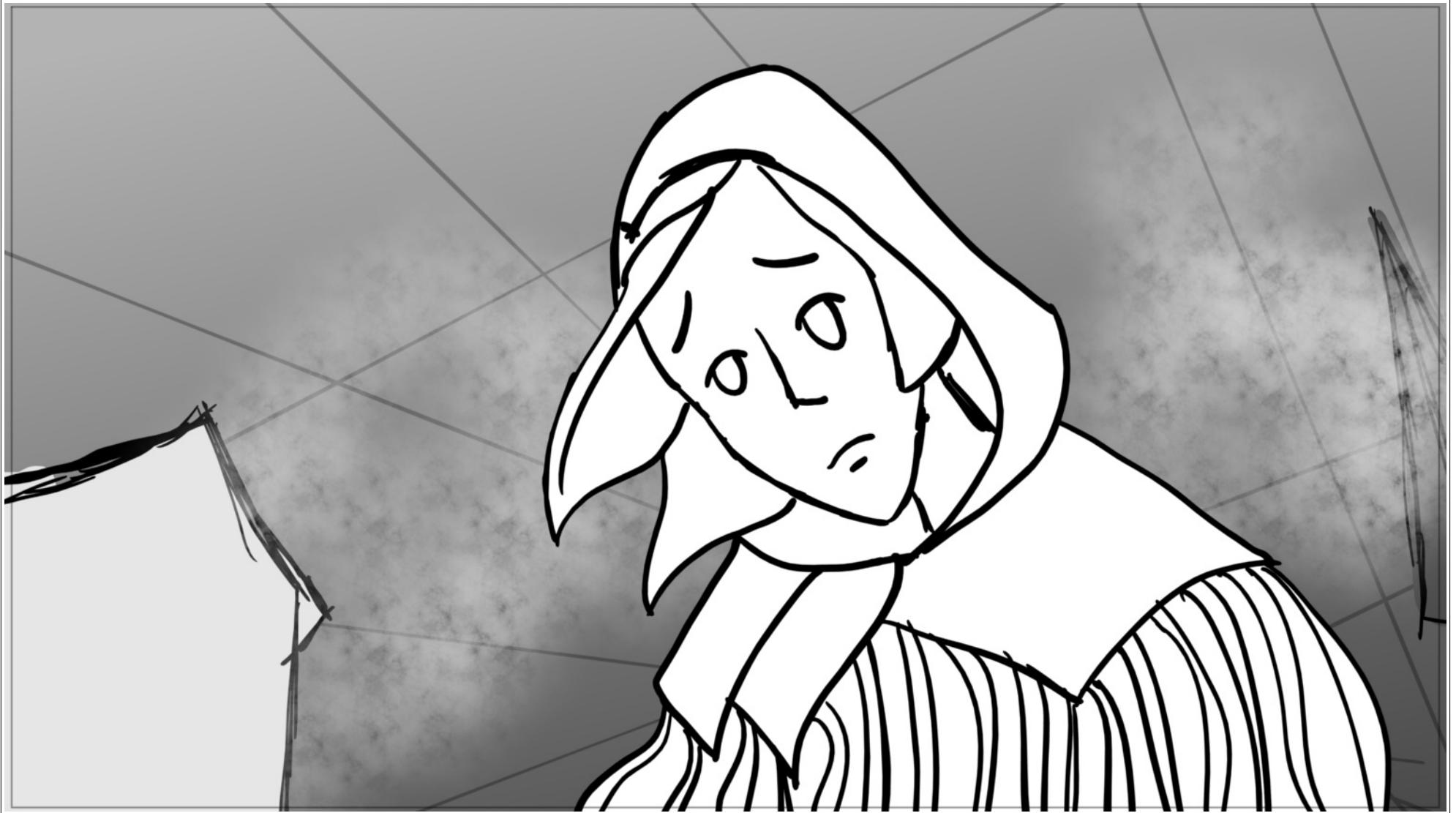
Scene	Duration	Panel	Duration
14	01:16	3	00:15



Action Notes

POV shot of Vin walking forward and looking down at the ingot.

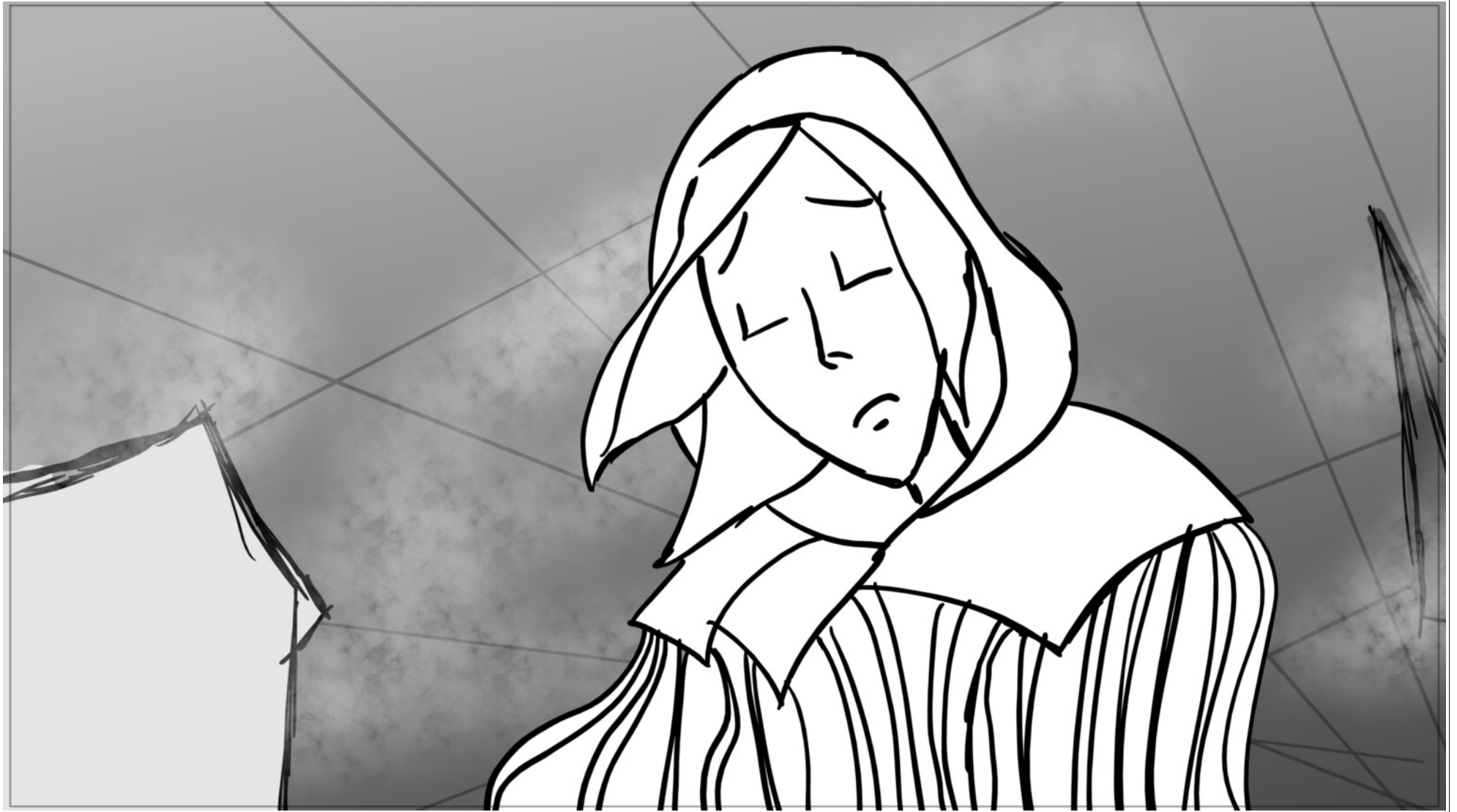
Scene	Duration	Panel	Duration
15	01:16	1	00:15



Action Notes

worms eye shot of Vin looking down at the ground as she inhales and then looks more confident.

Scene	Duration	Panel	Duration
15	01:16	2	00:10



Action Notes

worms eye shot of Vin looking down at the ground as she inhales and then looks more confident.

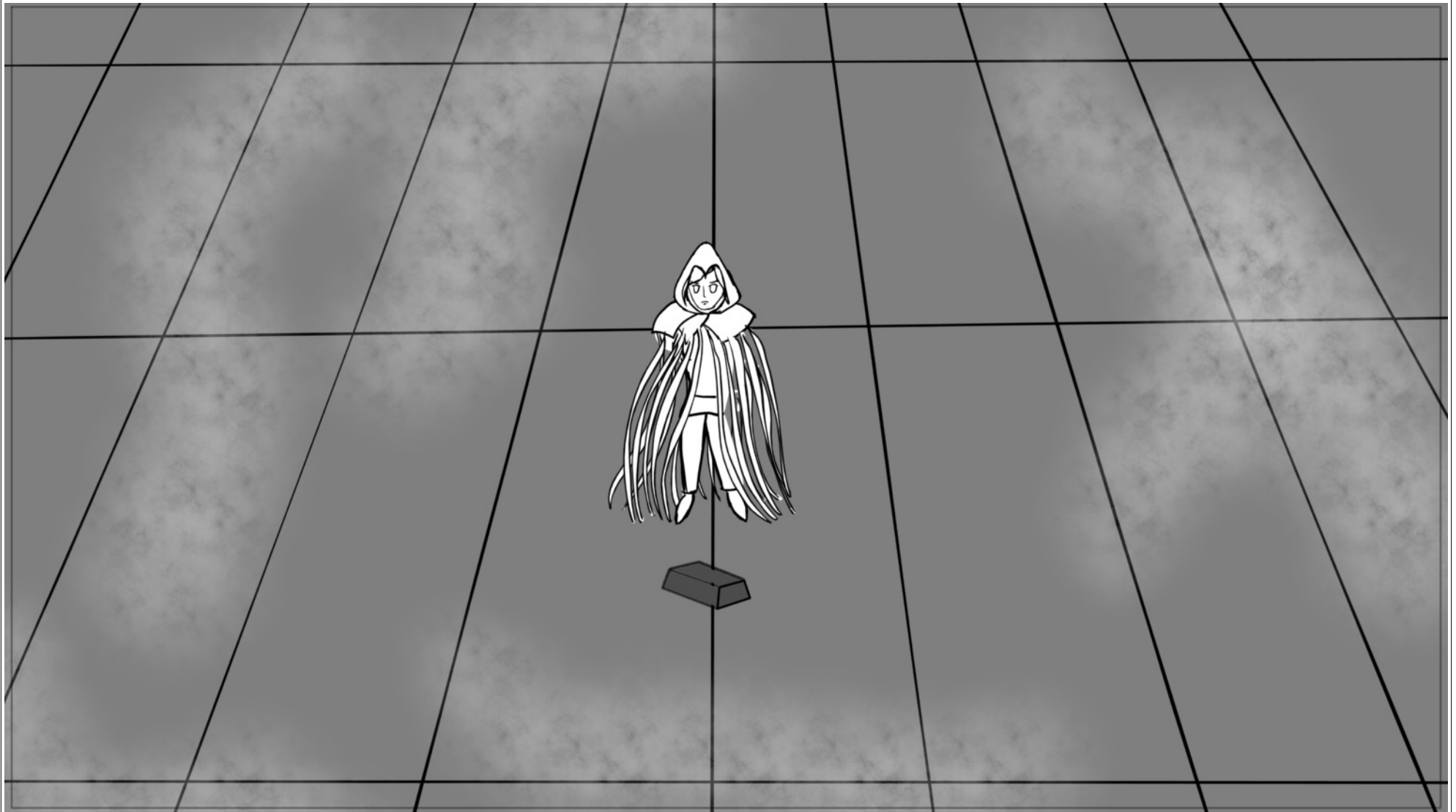
Scene	Duration	Panel	Duration
15	01:16	3	00:15



Action Notes

worms eye shot of Vin looking down at the ground as she inhales and then looks more confident.

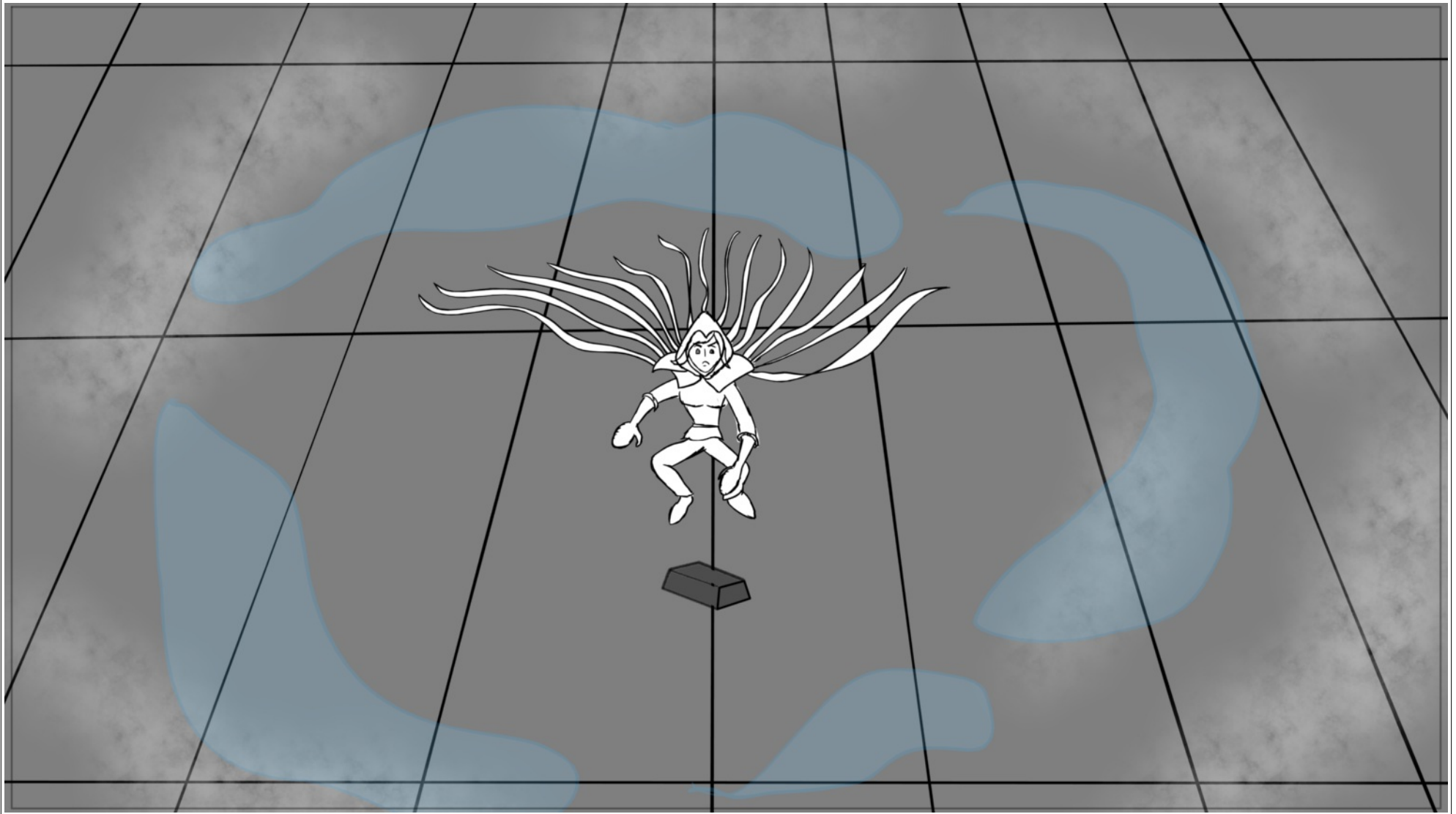
Scene	Duration	Panel	Duration
16	06:08	1	00:13



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

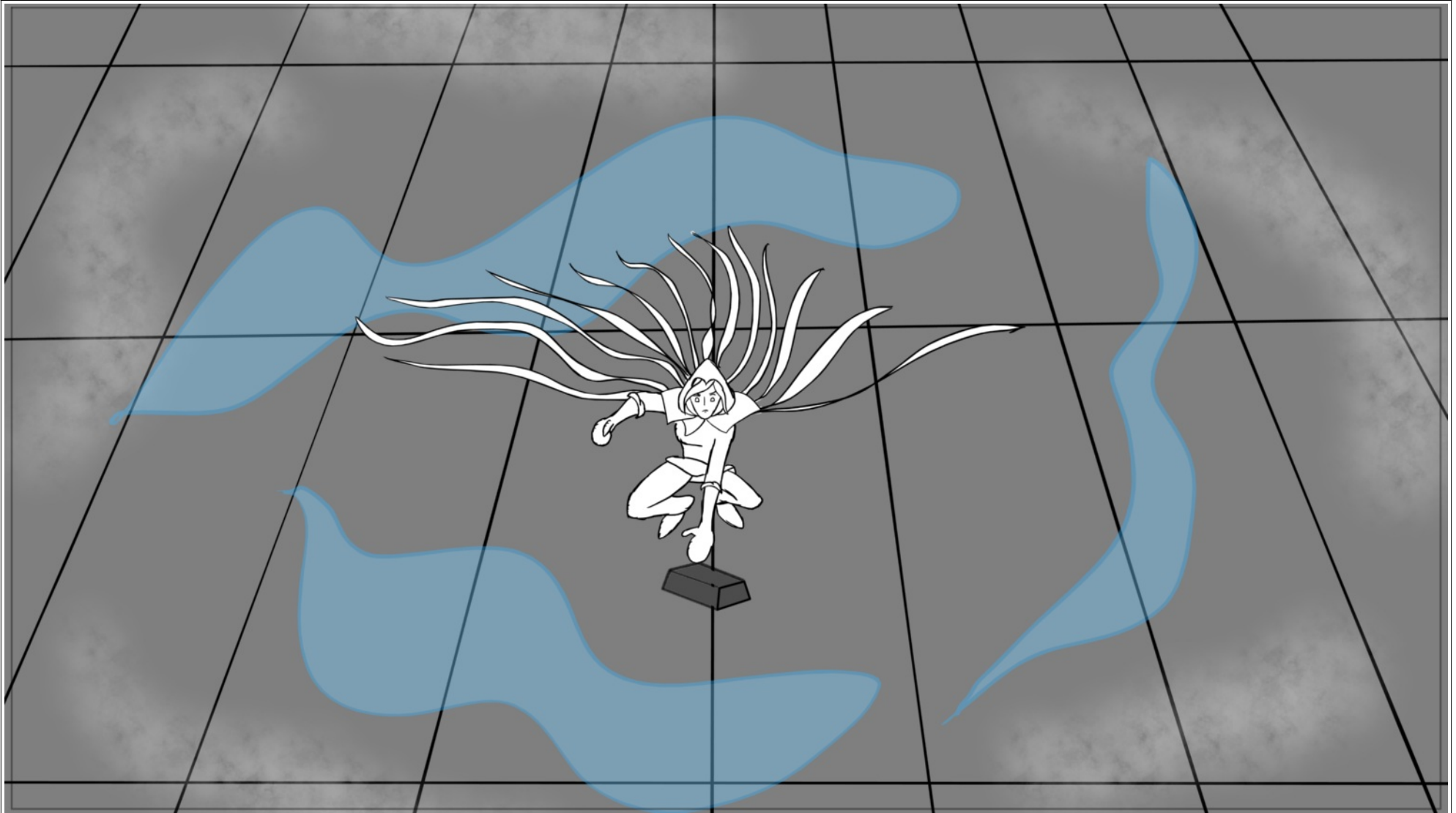
Scene	Duration	Panel	Duration
16	06:08	2	00:10



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

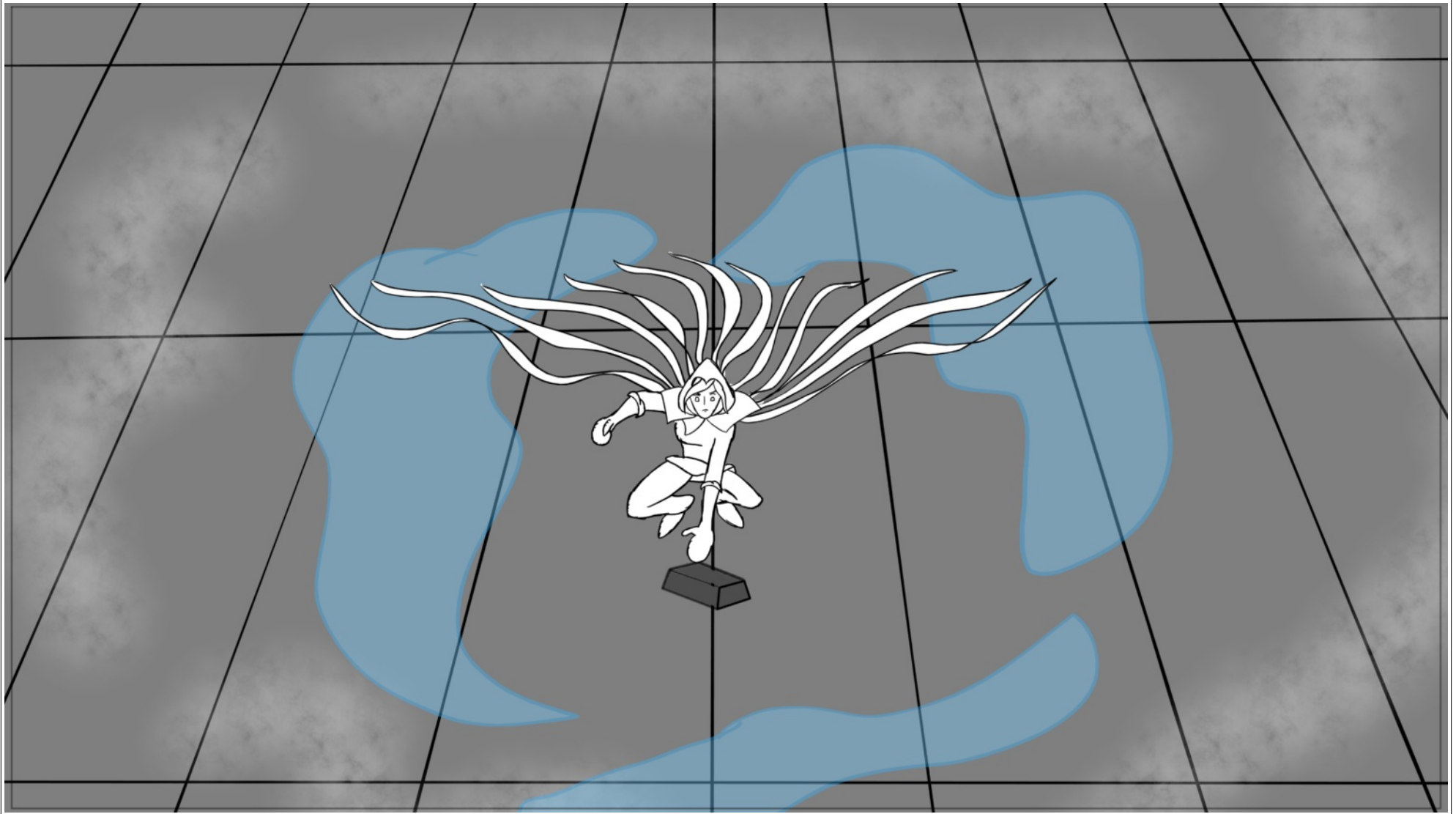
Scene	Duration	Panel	Duration
16	06:08	3	00:10



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

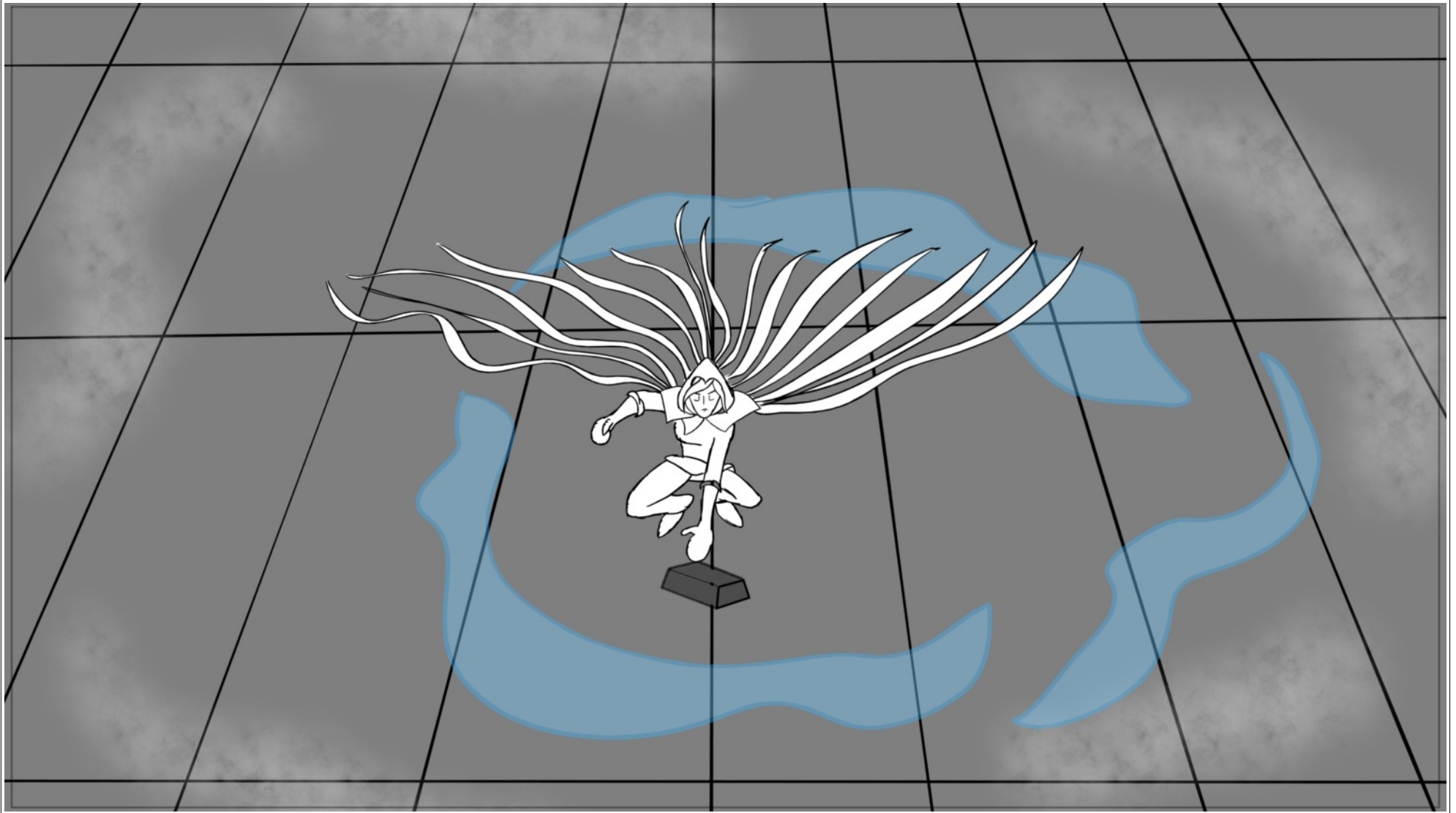
Scene	Duration	Panel	Duration
16	06:08	4	00:10



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

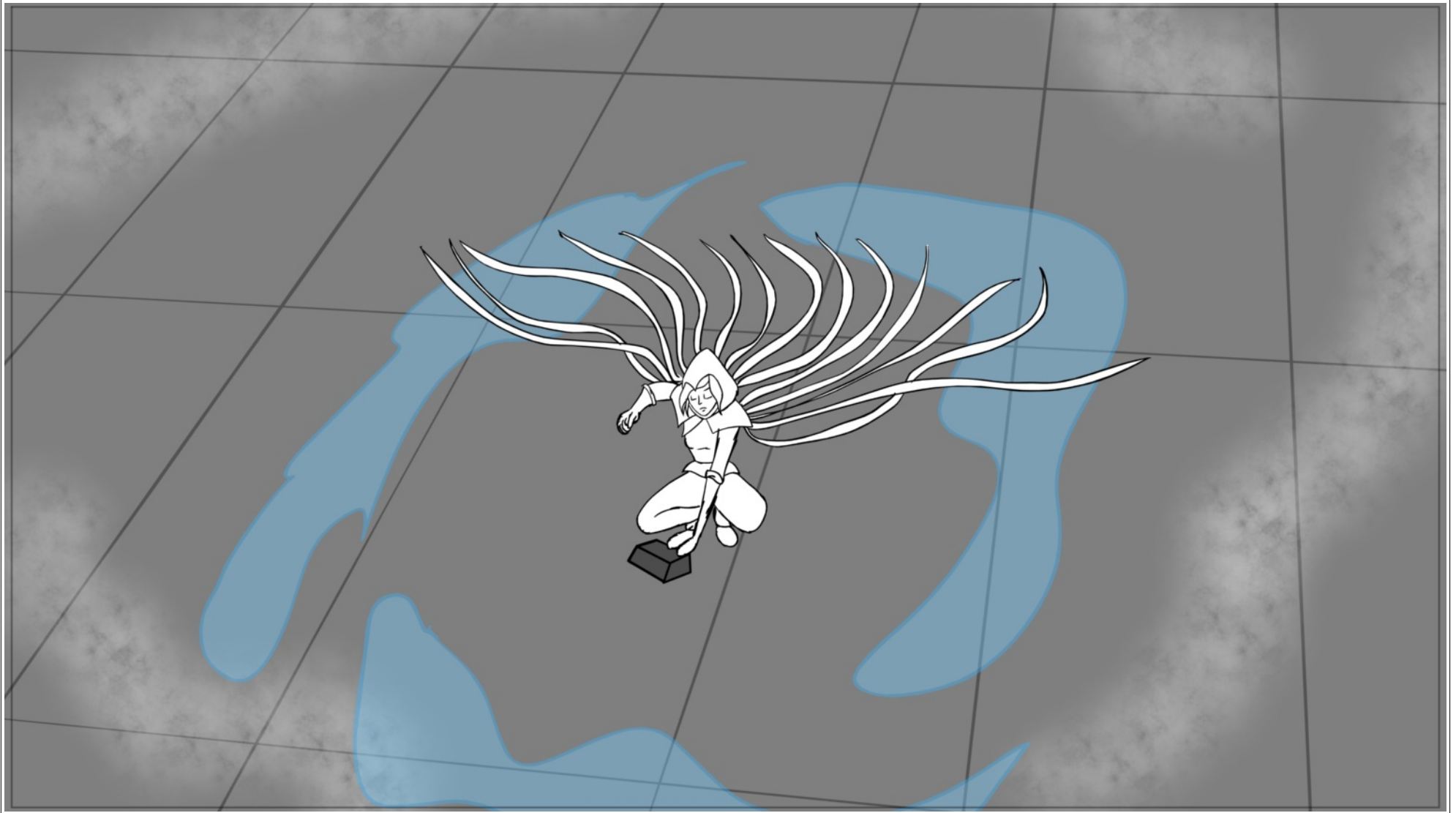
Scene	Duration	Panel	Duration
16	06:08	5	00:10



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

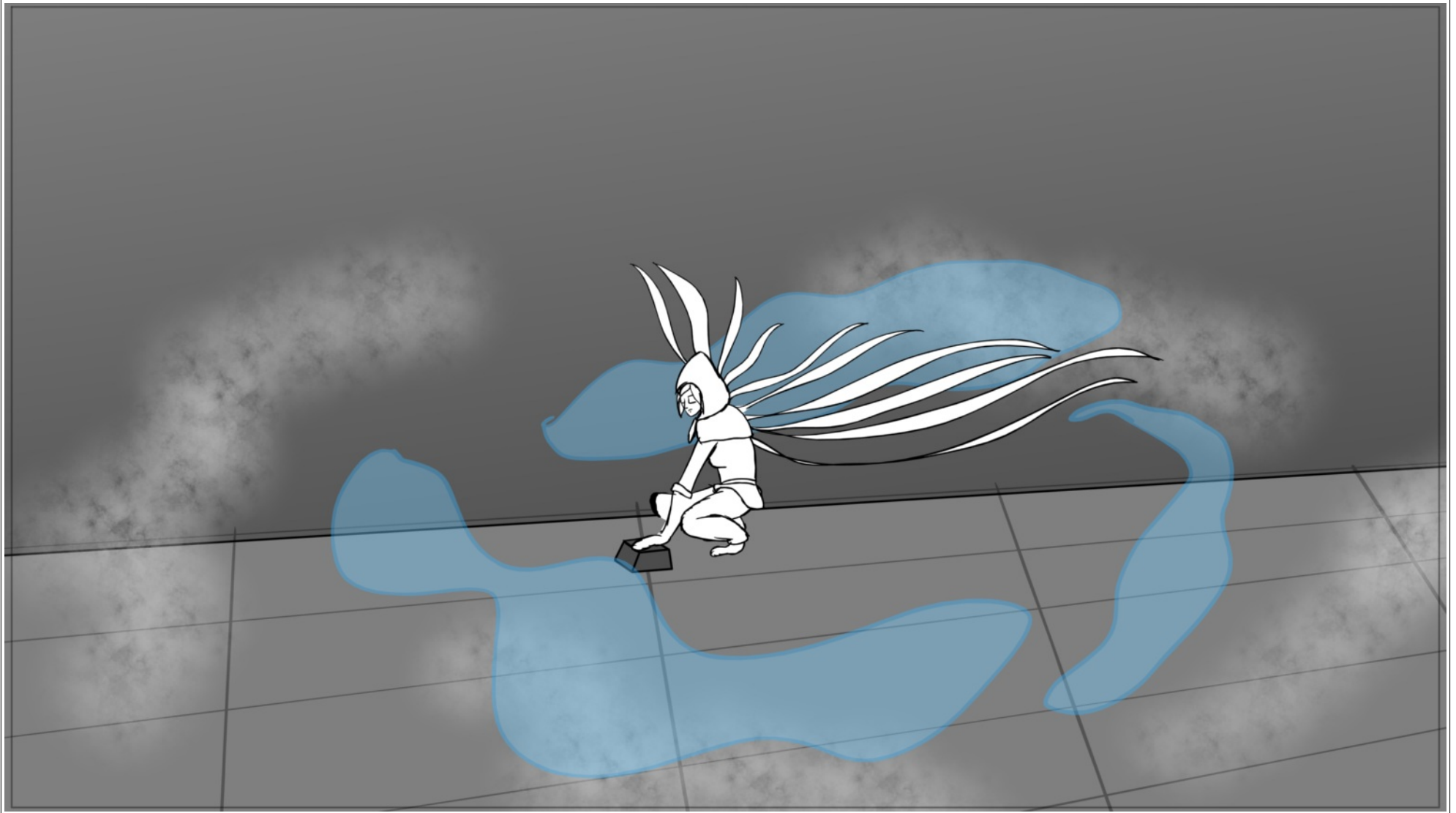
Scene	Duration	Panel	Duration
16	06:08	6	00:10



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

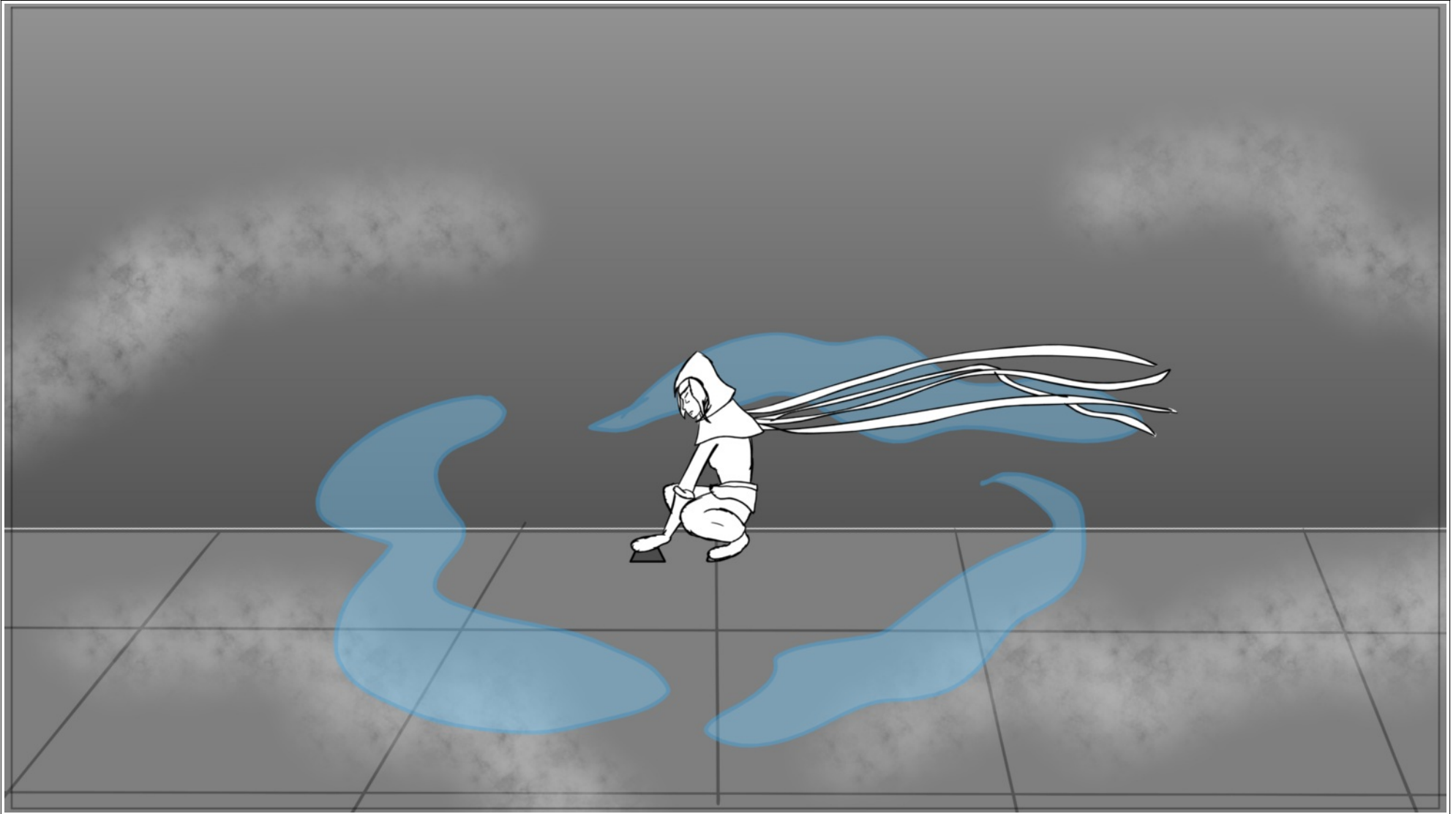
Scene	Duration	Panel	Duration
16	06:08	7	00:10



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

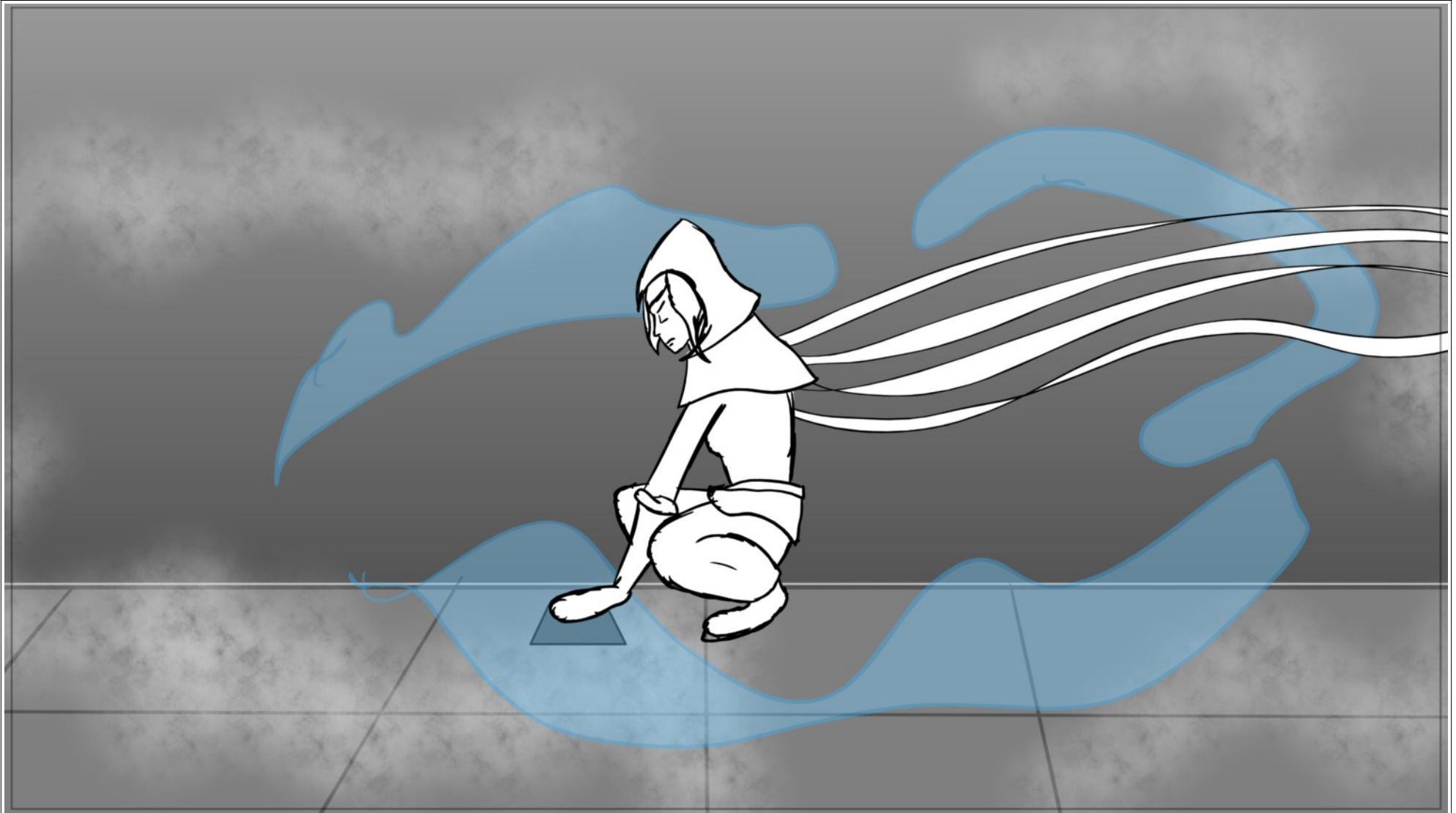
Scene	Duration	Panel	Duration
16	06:08	8	00:10



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

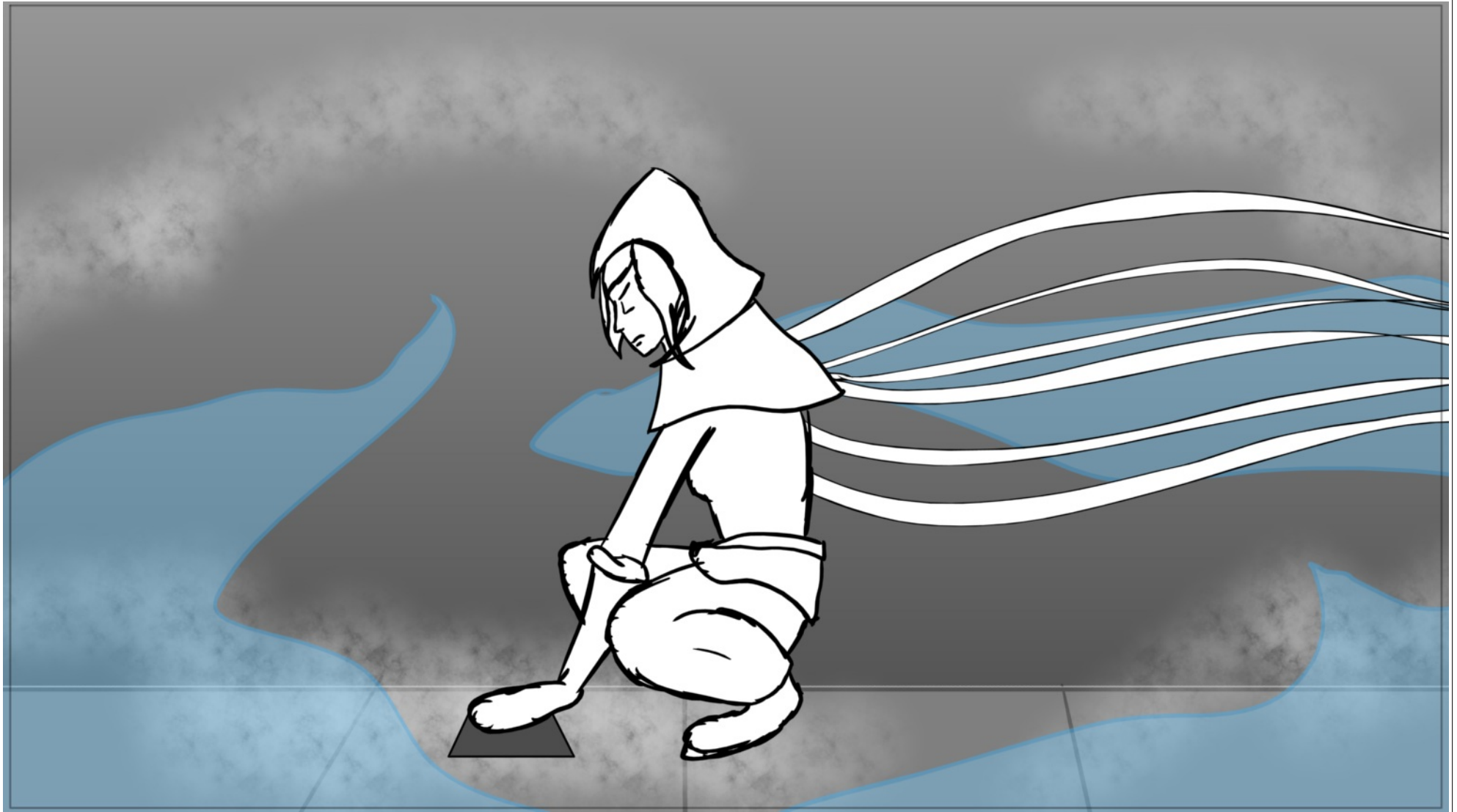
Scene	Duration	Panel	Duration
16	06:08	9	00:08



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

Scene	Duration	Panel	Duration
16	06:08	10	00:08



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

Scene	Duration	Panel	Duration
16	06:08	11	00:08



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

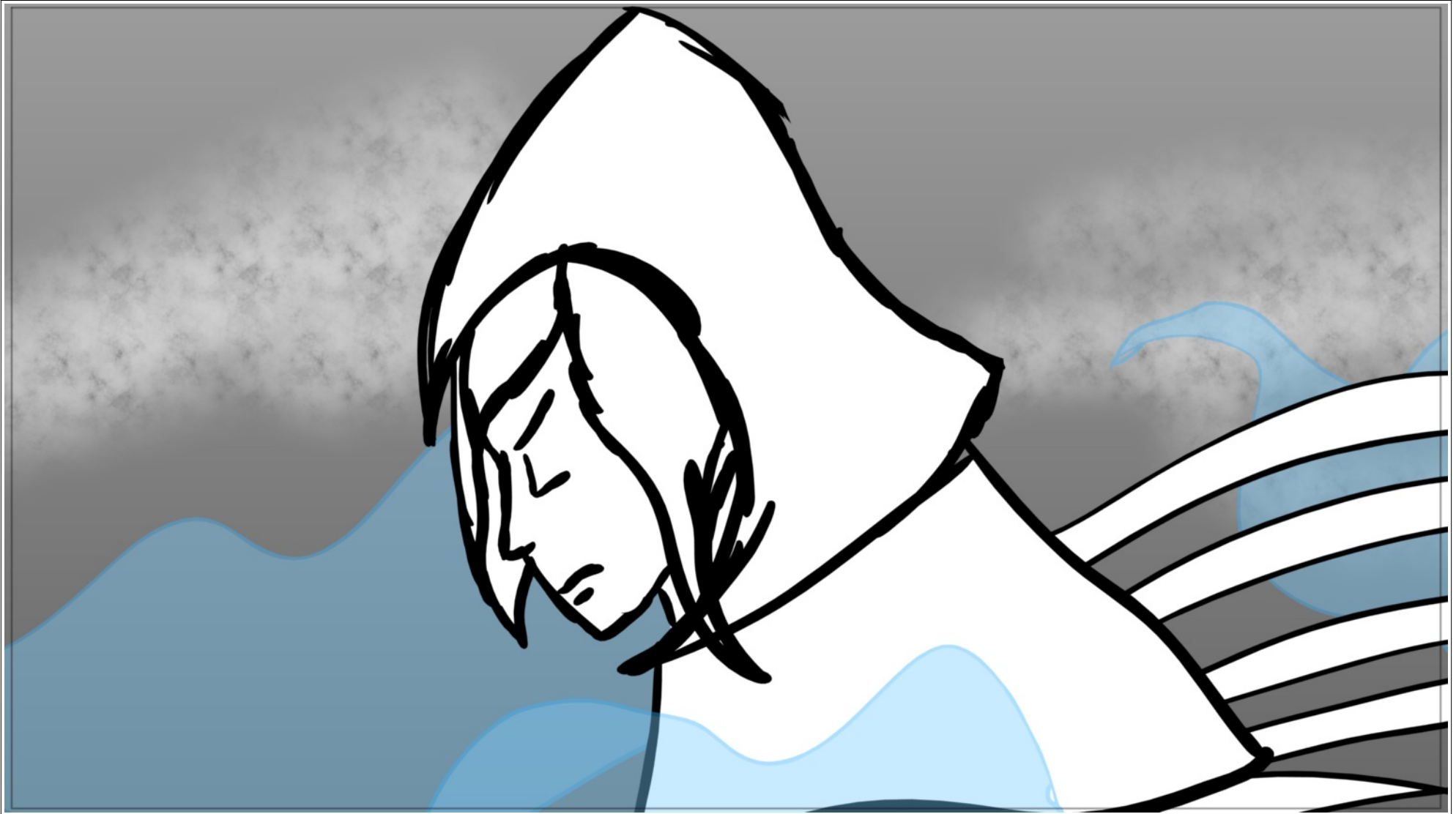
Scene	Duration	Panel	Duration
16	06:08	12	00:08



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

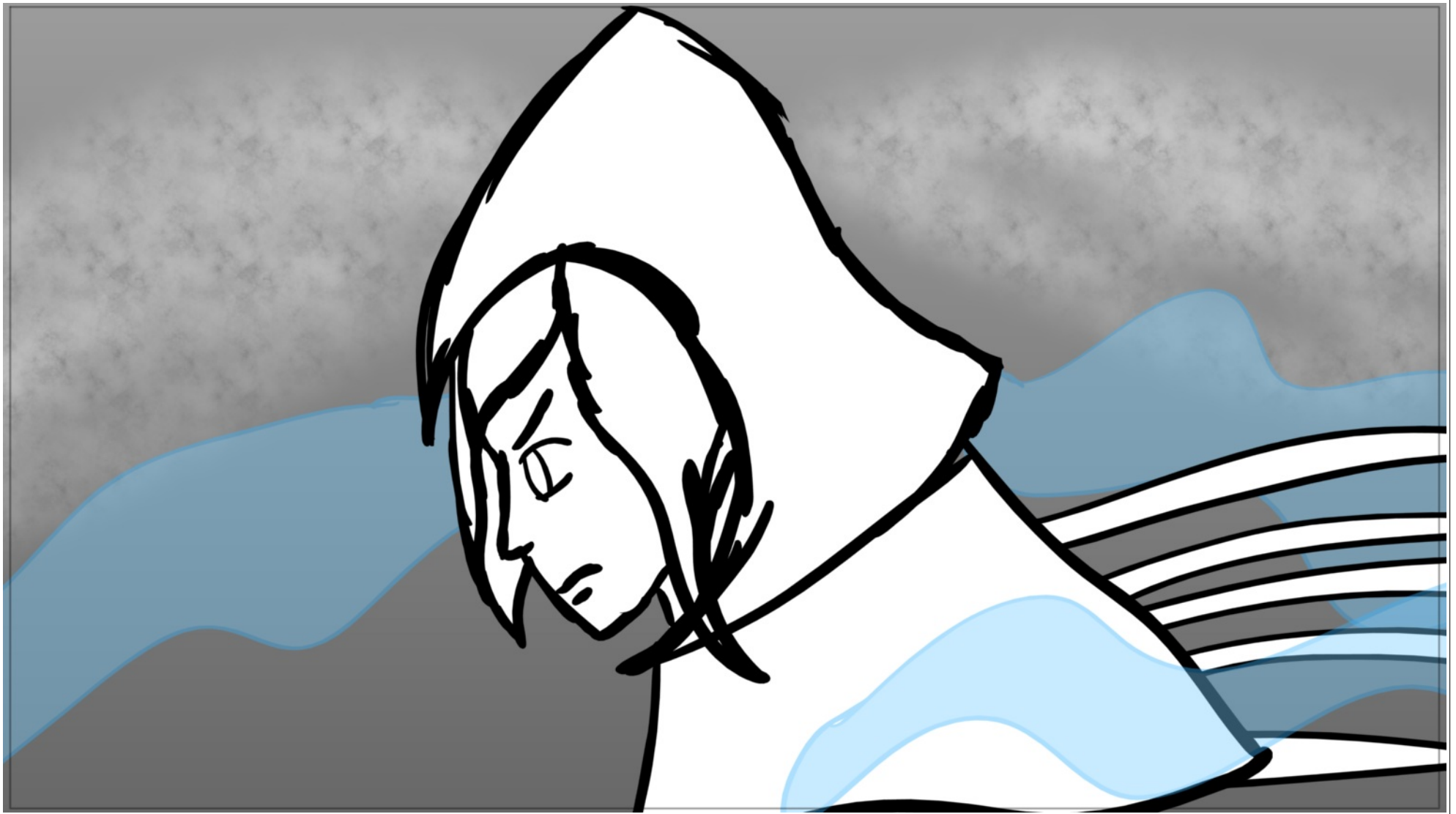
Scene	Duration	Panel	Duration
16	06:08	13	00:08



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

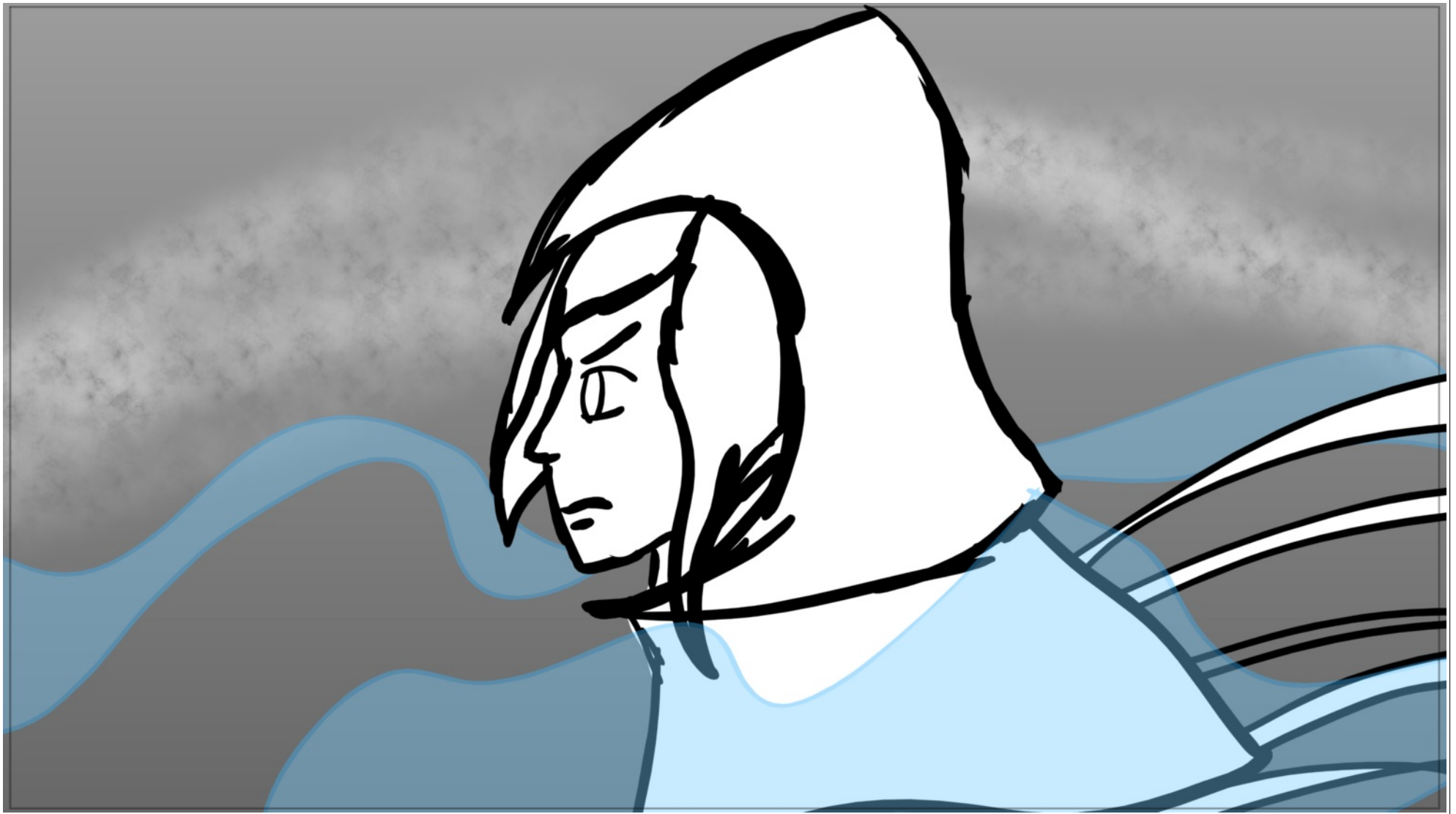
Scene	Duration	Panel	Duration
16	06:08	14	00:08



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

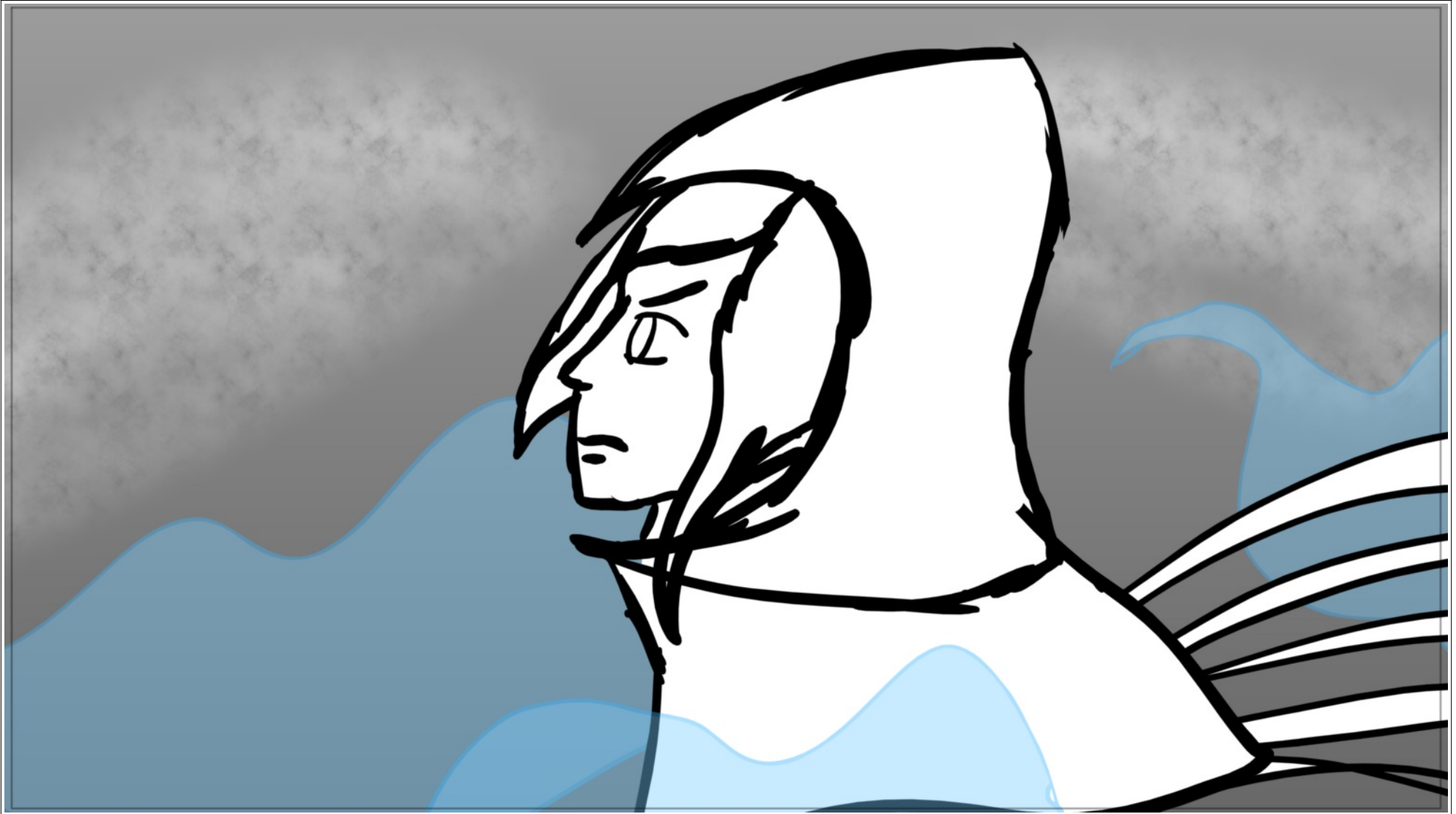
Scene	Duration	Panel	Duration
16	06:08	15	00:07



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

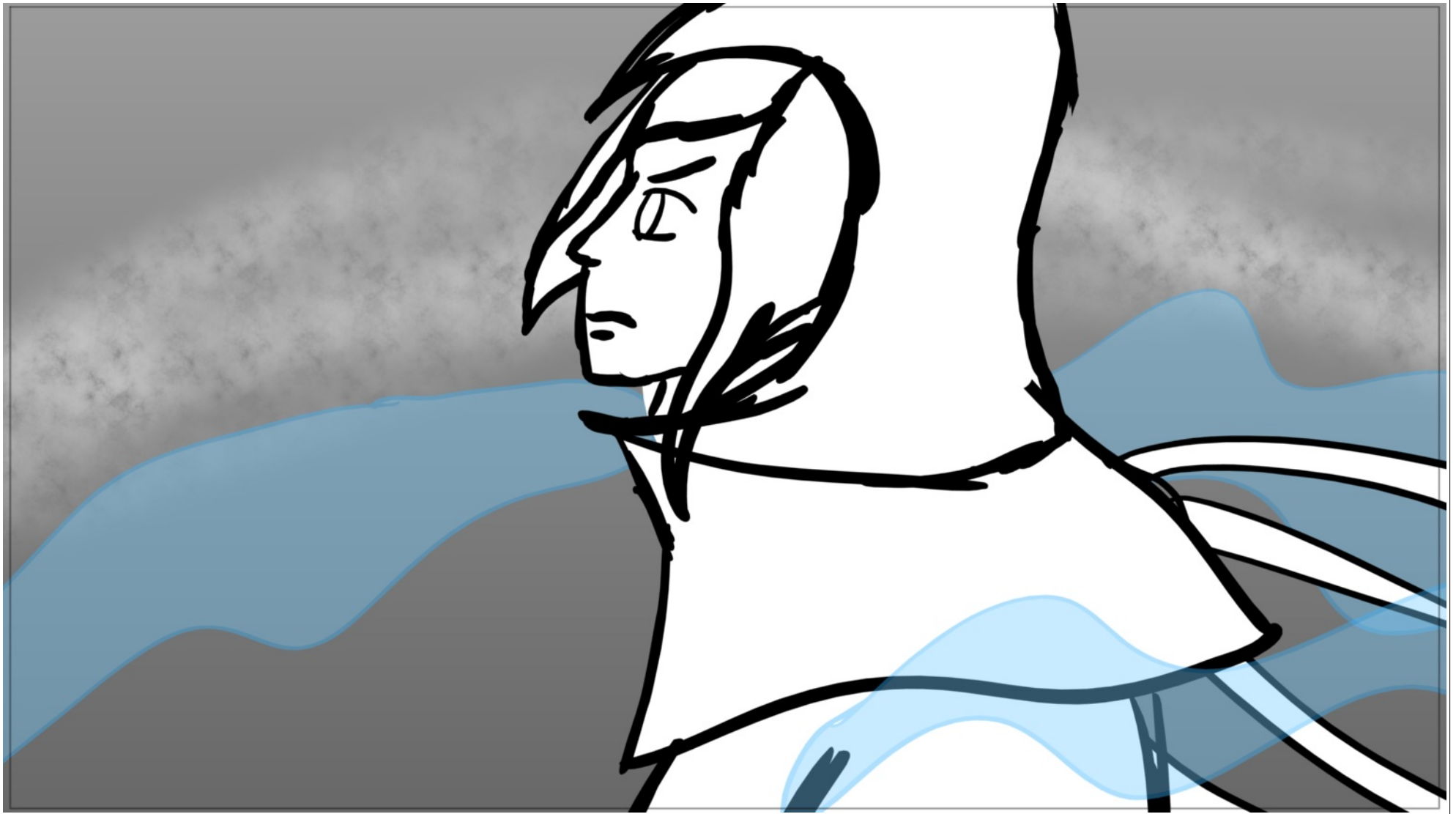
Scene	Duration	Panel	Duration
16	06:08	16	00:07



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

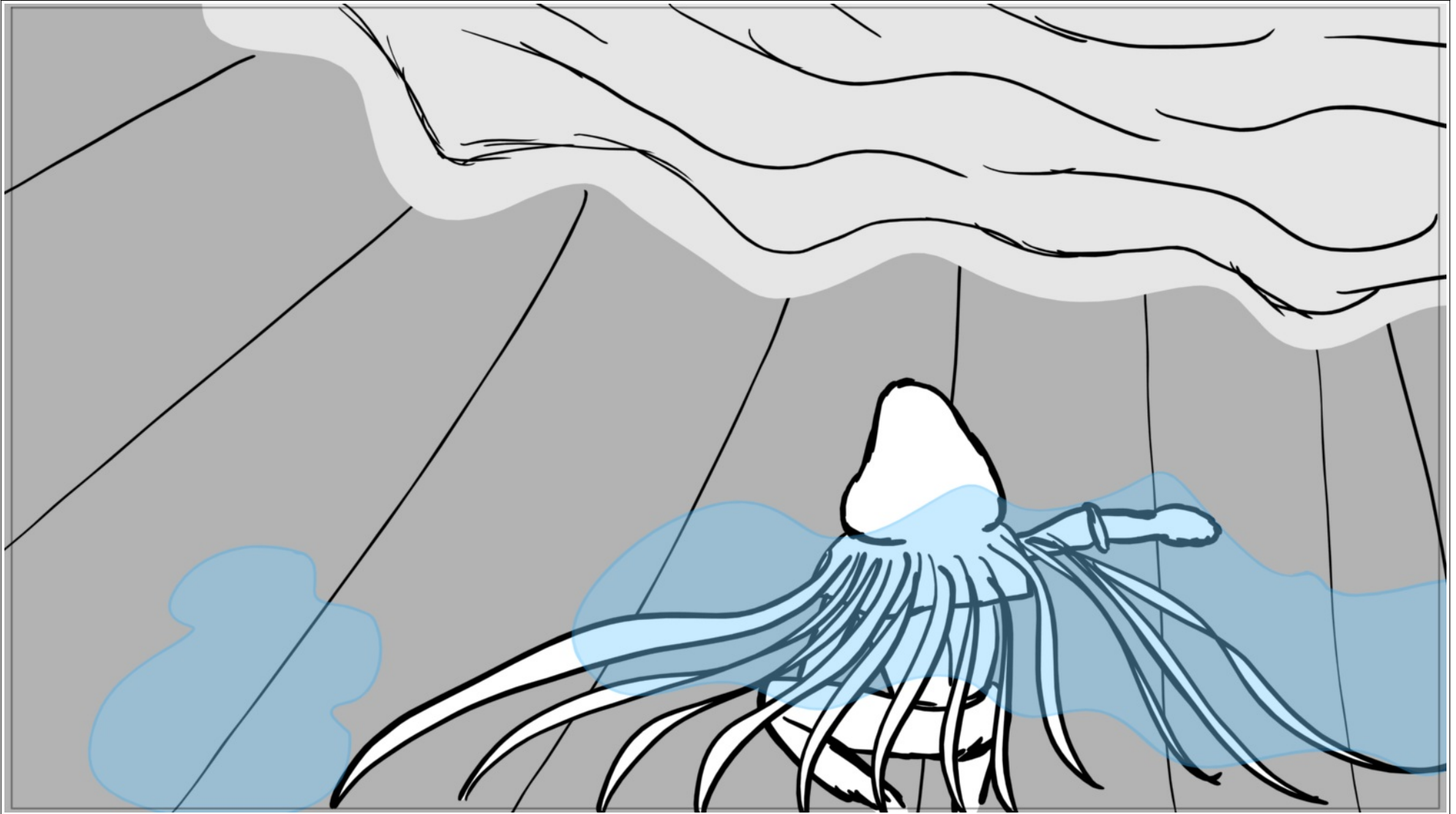
Scene	Duration	Panel	Duration
16	06:08	17	00:07



Action Notes

start with a full shot of Vin squatting down and laying her hand on the metal ingot. then the camer arcs and zooms into a profile shot of Vin with her eyes closed and she opens them and looks up and begins to get up and cut on action.

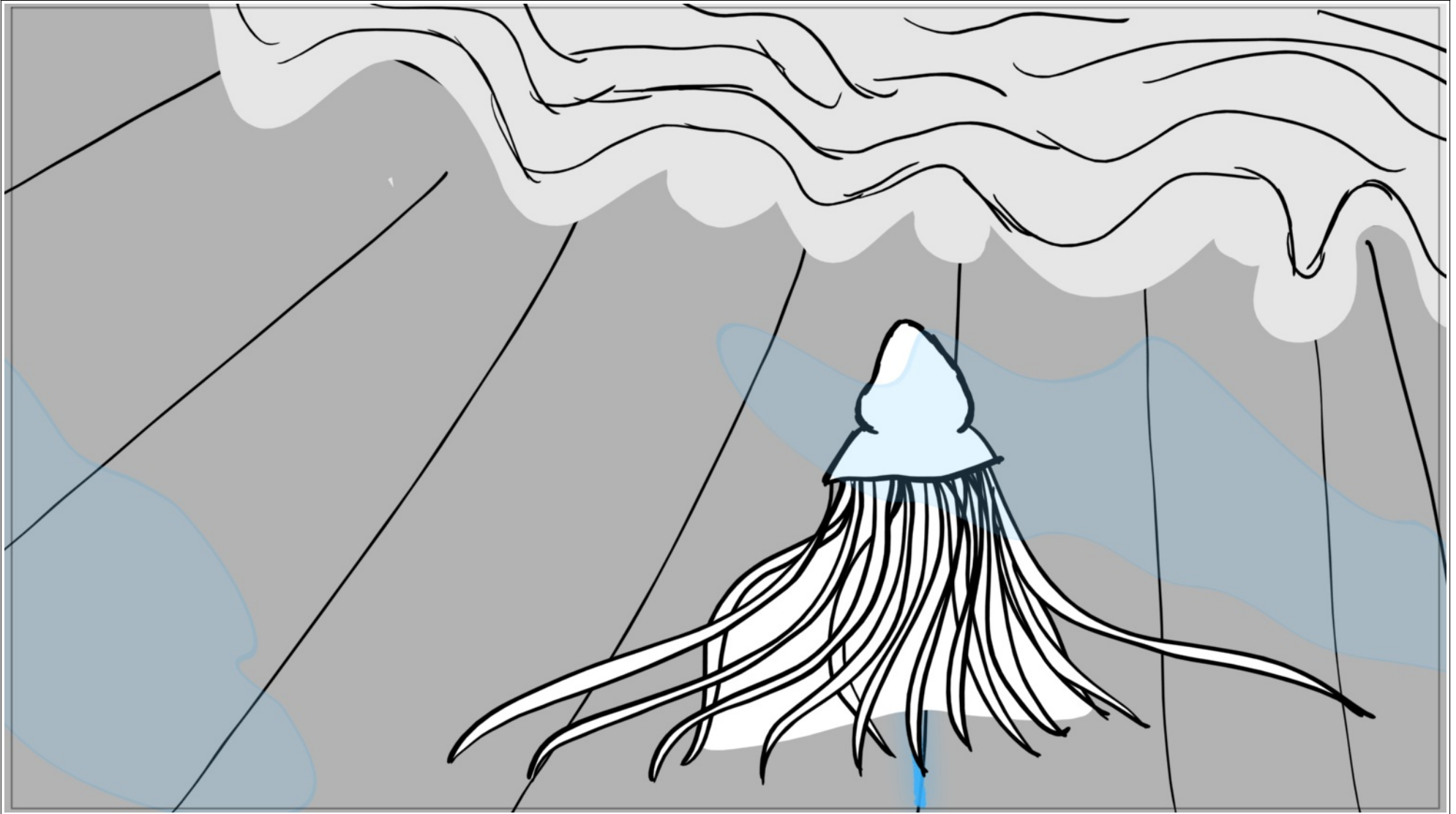
Scene	Duration	Panel	Duration
17	01:07	1	00:05



Action Notes

upward shot of Vin launching up into the air.

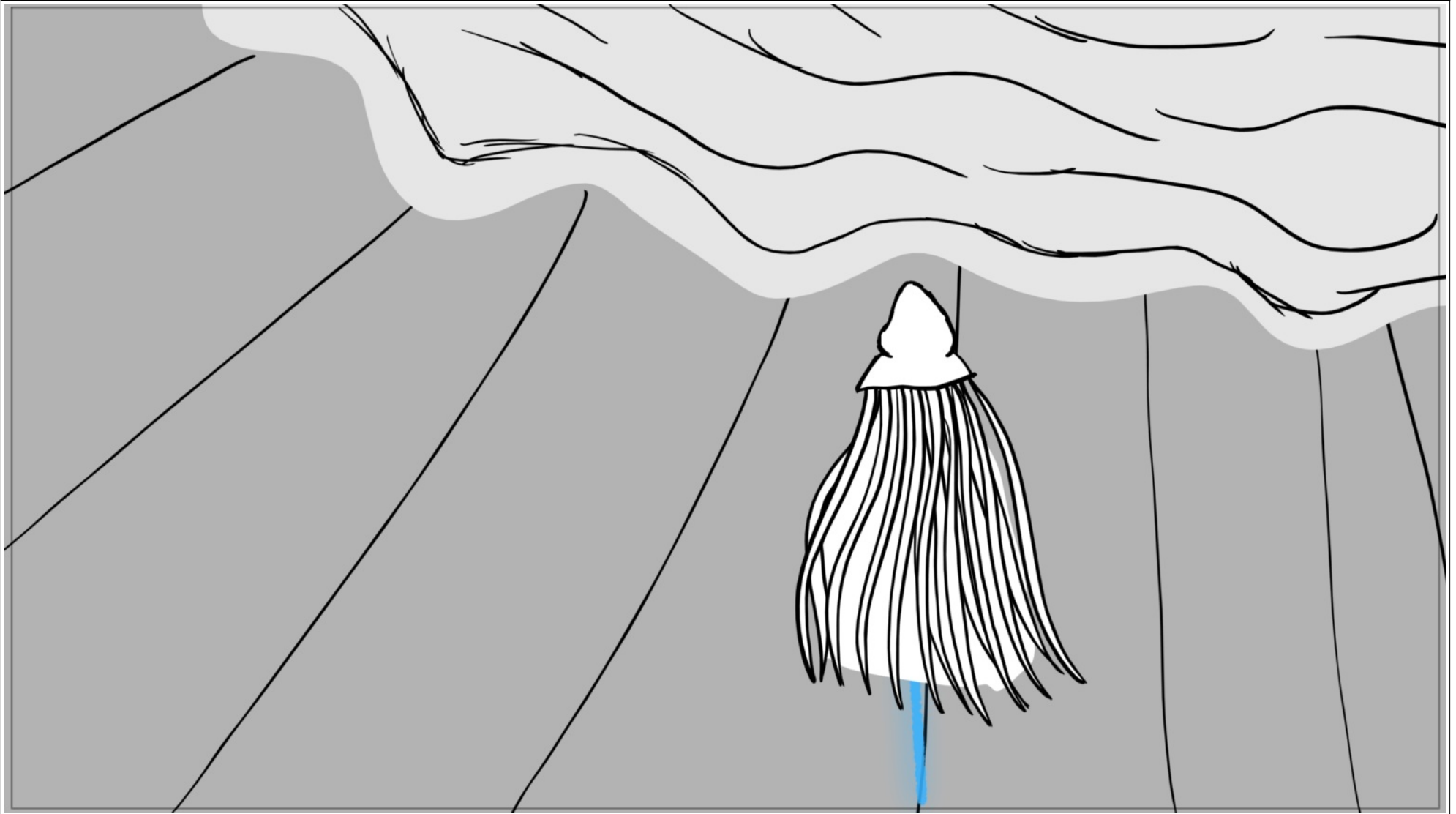
Scene	Duration	Panel	Duration
17	01:07	2	00:07



Action Notes

upward shot of Vin launching up into the air.

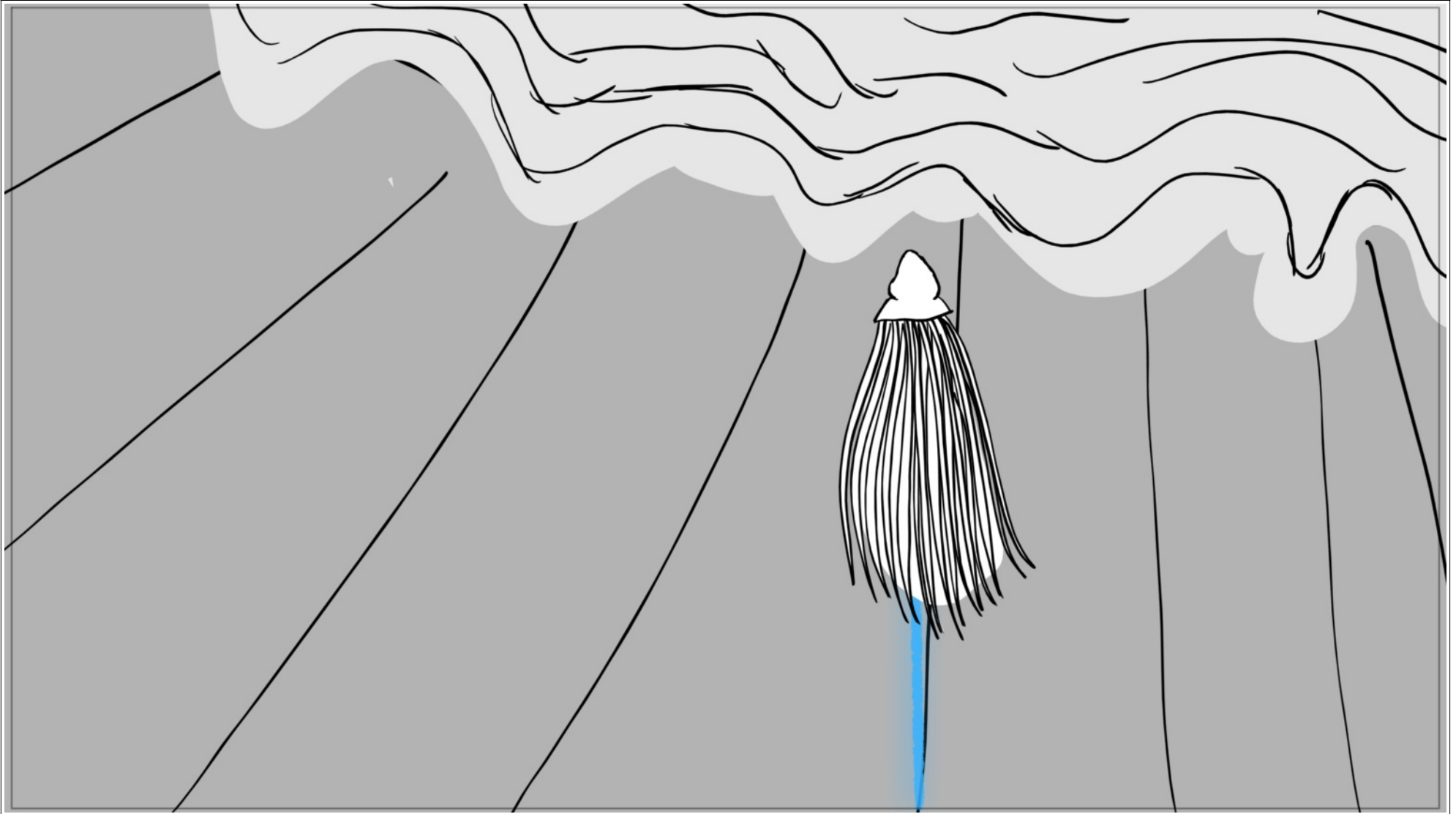
Scene	Duration	Panel	Duration
17	01:07	3	00:09



Action Notes

upward shot of Vin launching up into the air.

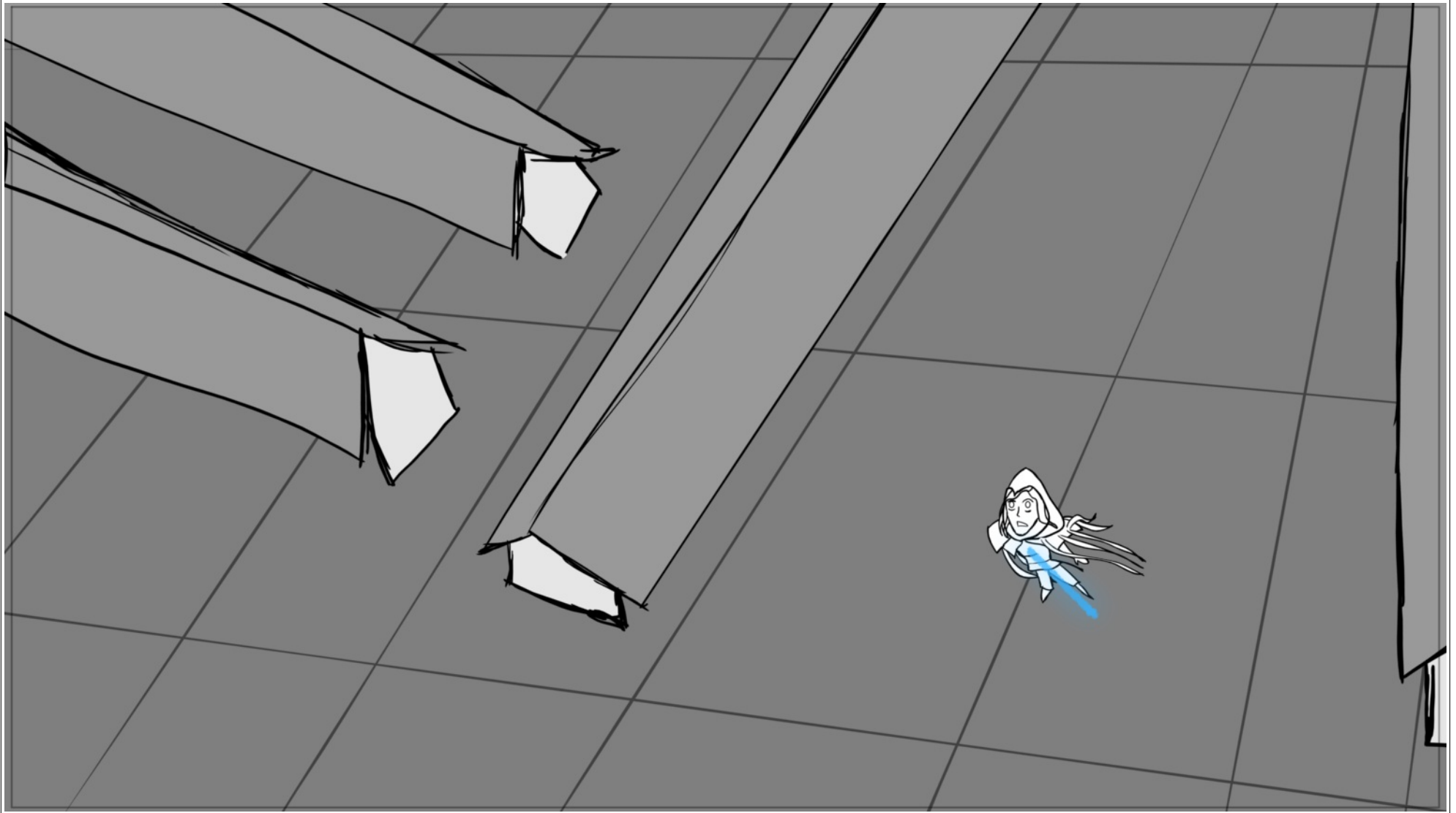
Scene	Duration	Panel	Duration
17	01:07	4	00:10



Action Notes

upward shot of Vin launching up into the air.

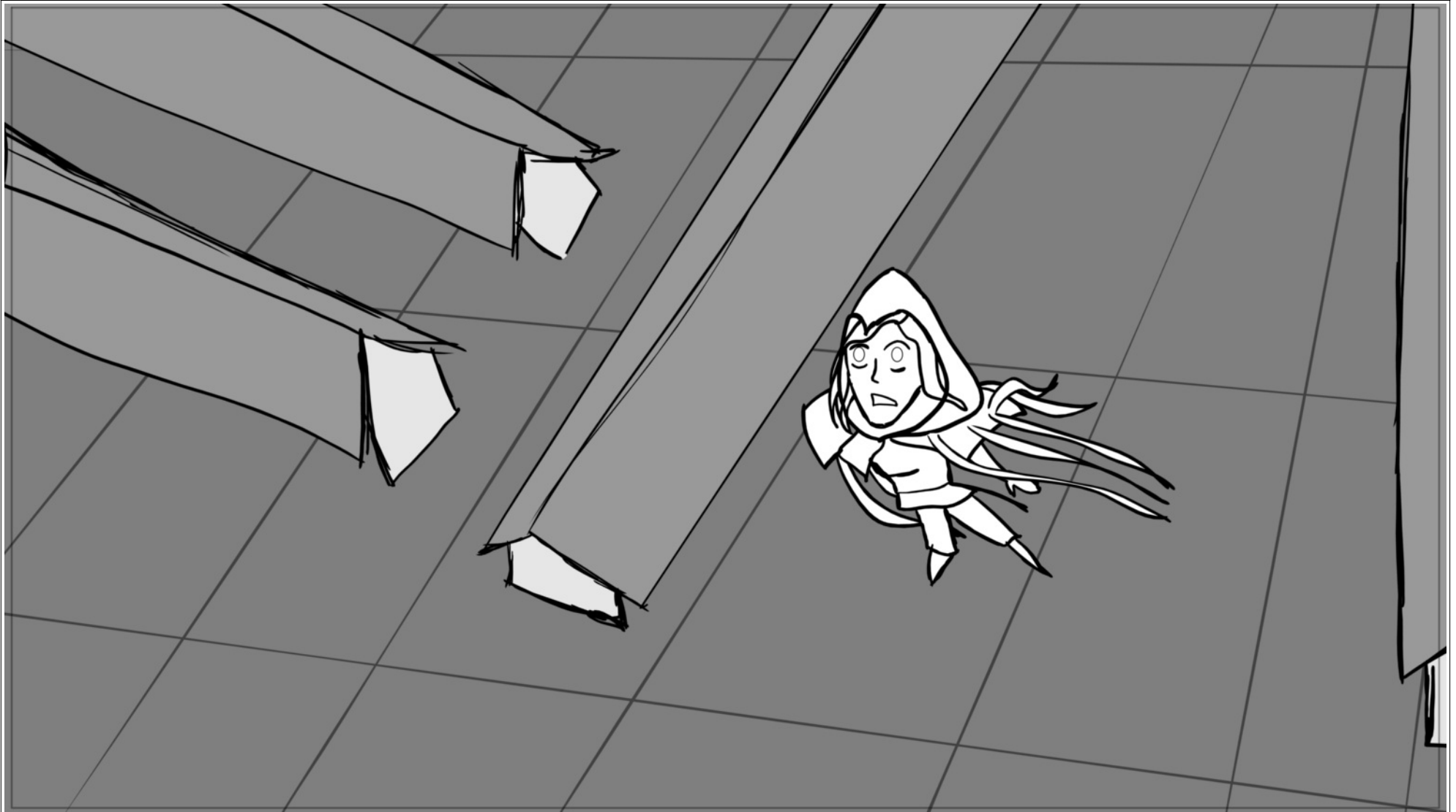
Scene	Duration	Panel	Duration
18	03:08	1	00:10



Action Notes

Vin comes towards the camera and the camera pans from the right to the left as she flies in the air.

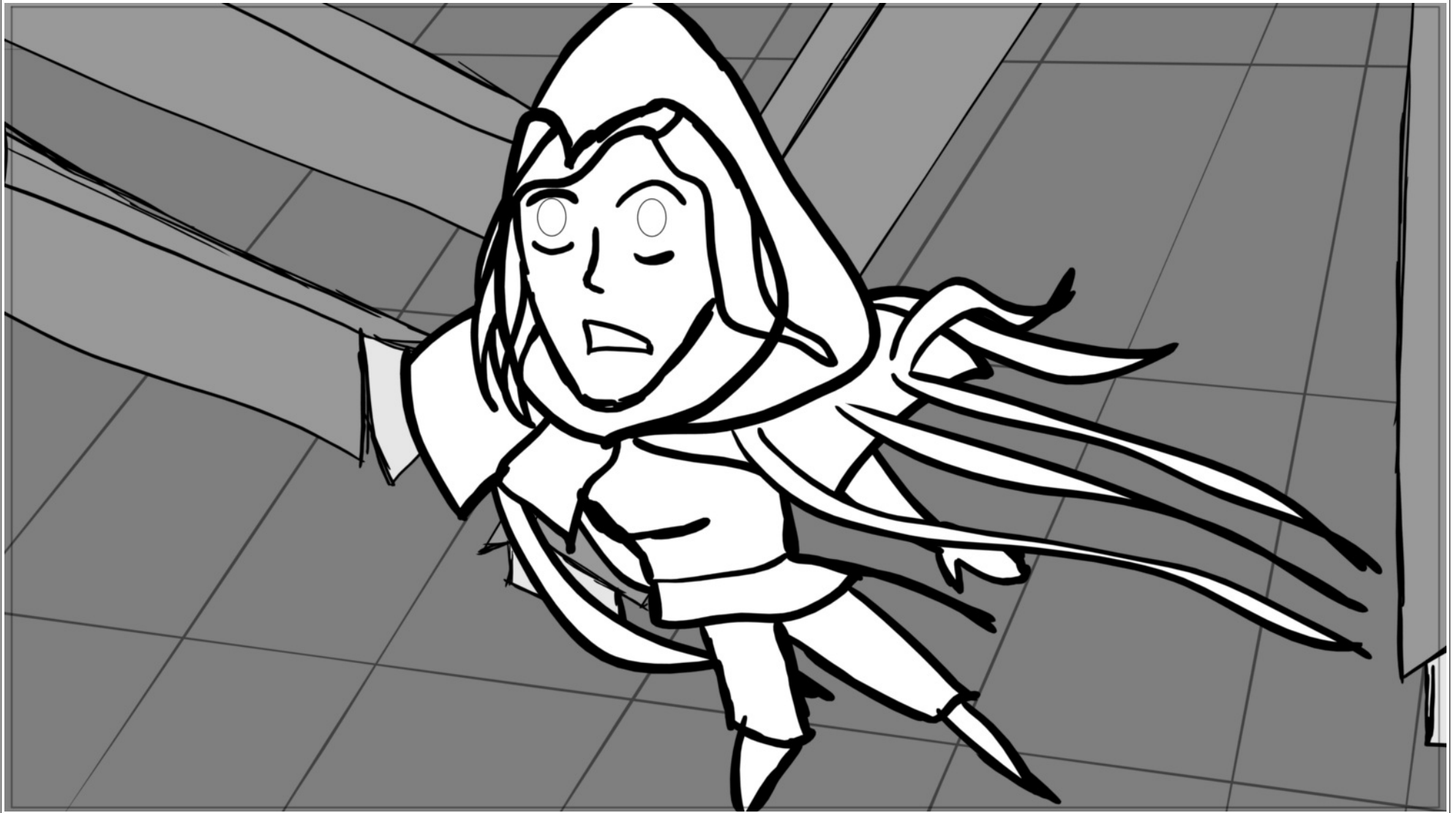
Scene	Duration	Panel	Duration
18	03:08	2	00:10



Action Notes

Vin comes towards the camera and the camera pans from the right to the left as she flies in the air.

Scene	Duration	Panel	Duration
18	03:08	3	00:10



Action Notes

Vin comes towards the camera and the camera pans from the right to the left as she flies in the air.

Scene	Duration	Panel	Duration
18	03:08	4	00:10



Action Notes

Vin comes towards the camera and the camera pans from the right to the left as she flies in the air.

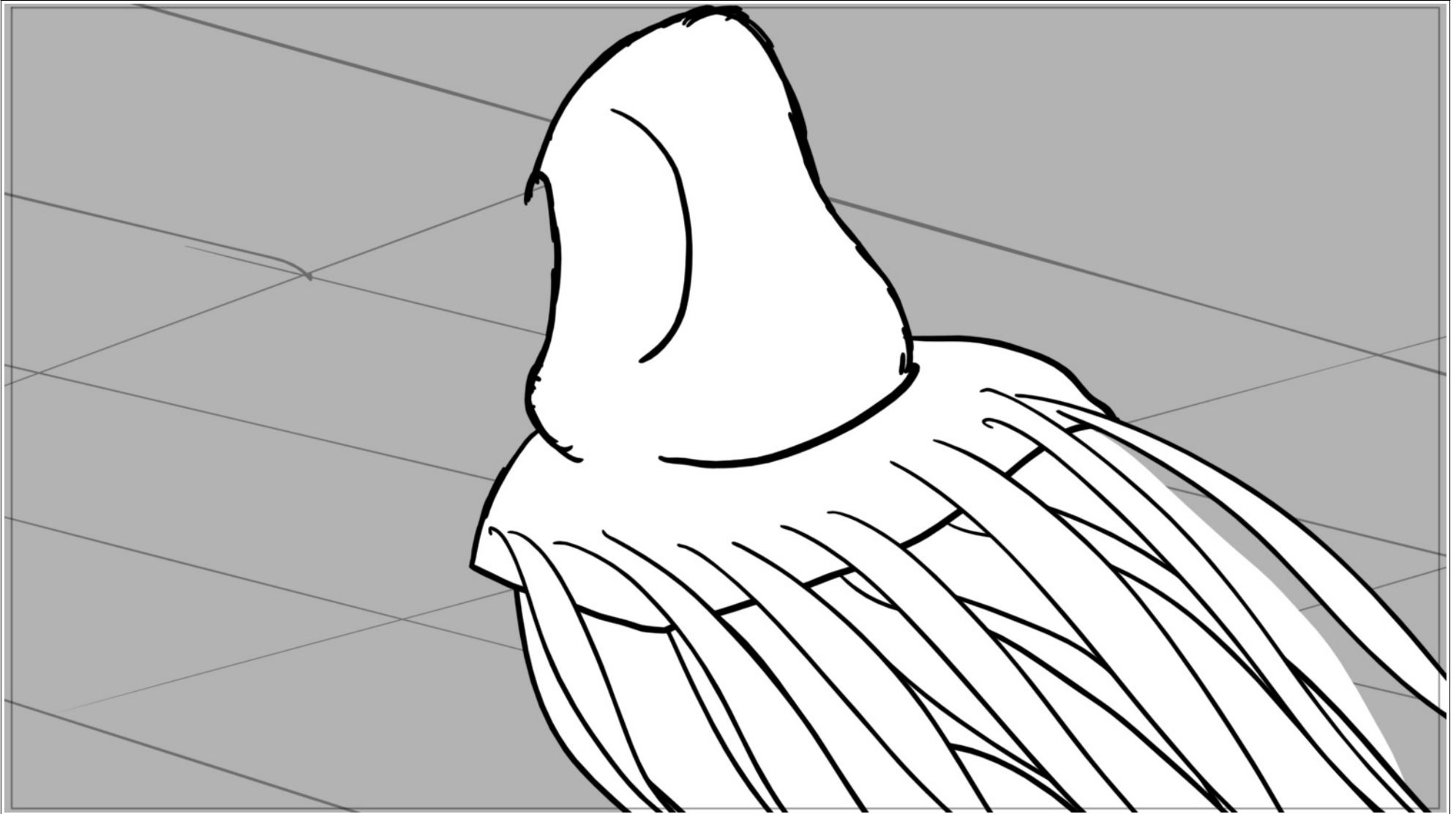
Scene	Duration	Panel	Duration
18	03:08	5	00:10



Action Notes

Vin comes towards the camera and the camera pans from the right to the left as she flies in the air.

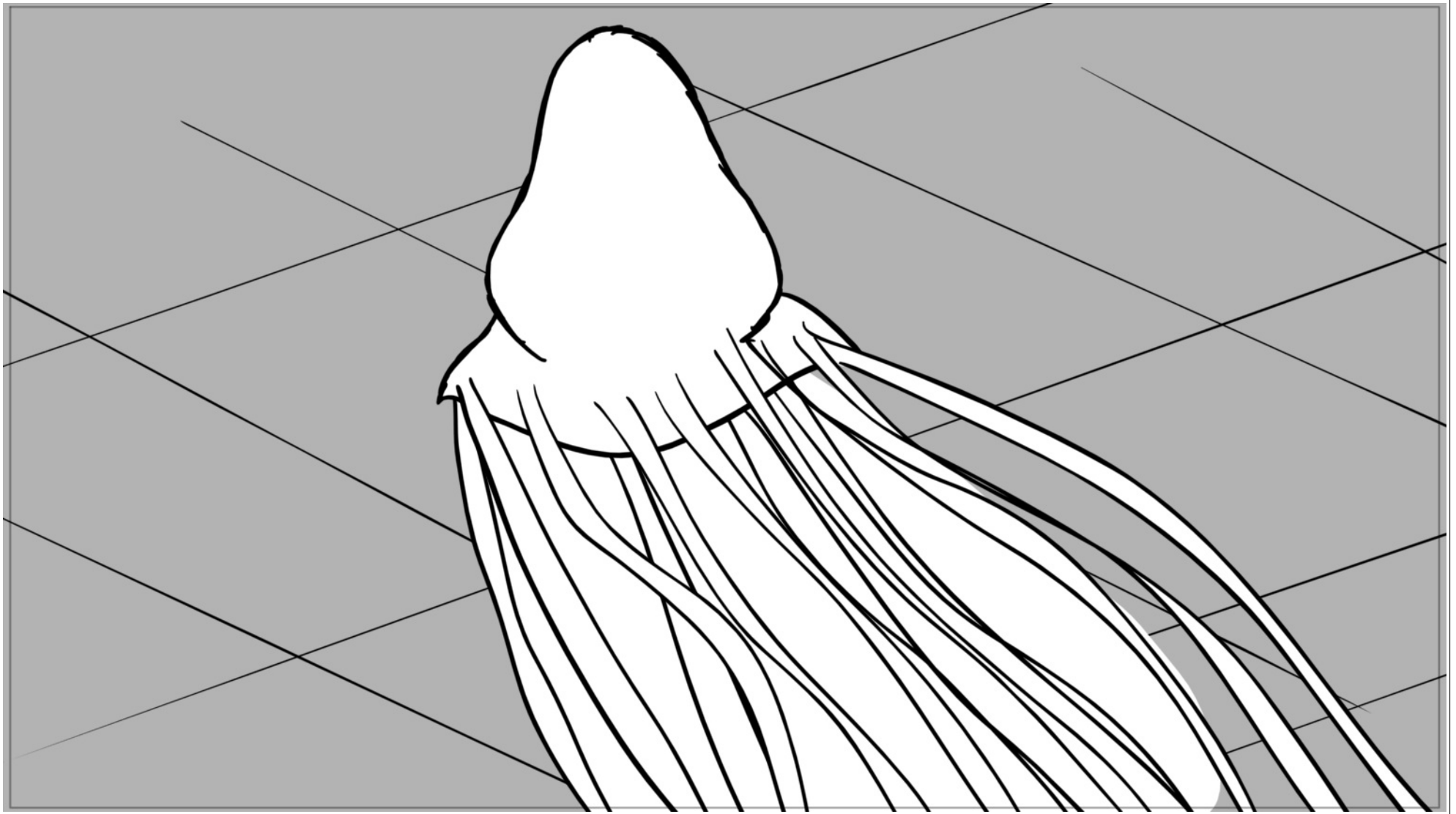
Scene	Duration	Panel	Duration
18	03:08	6	00:10



Action Notes

Vin comes towards the camera and the camera pans from the right to the left as she flies in the air.

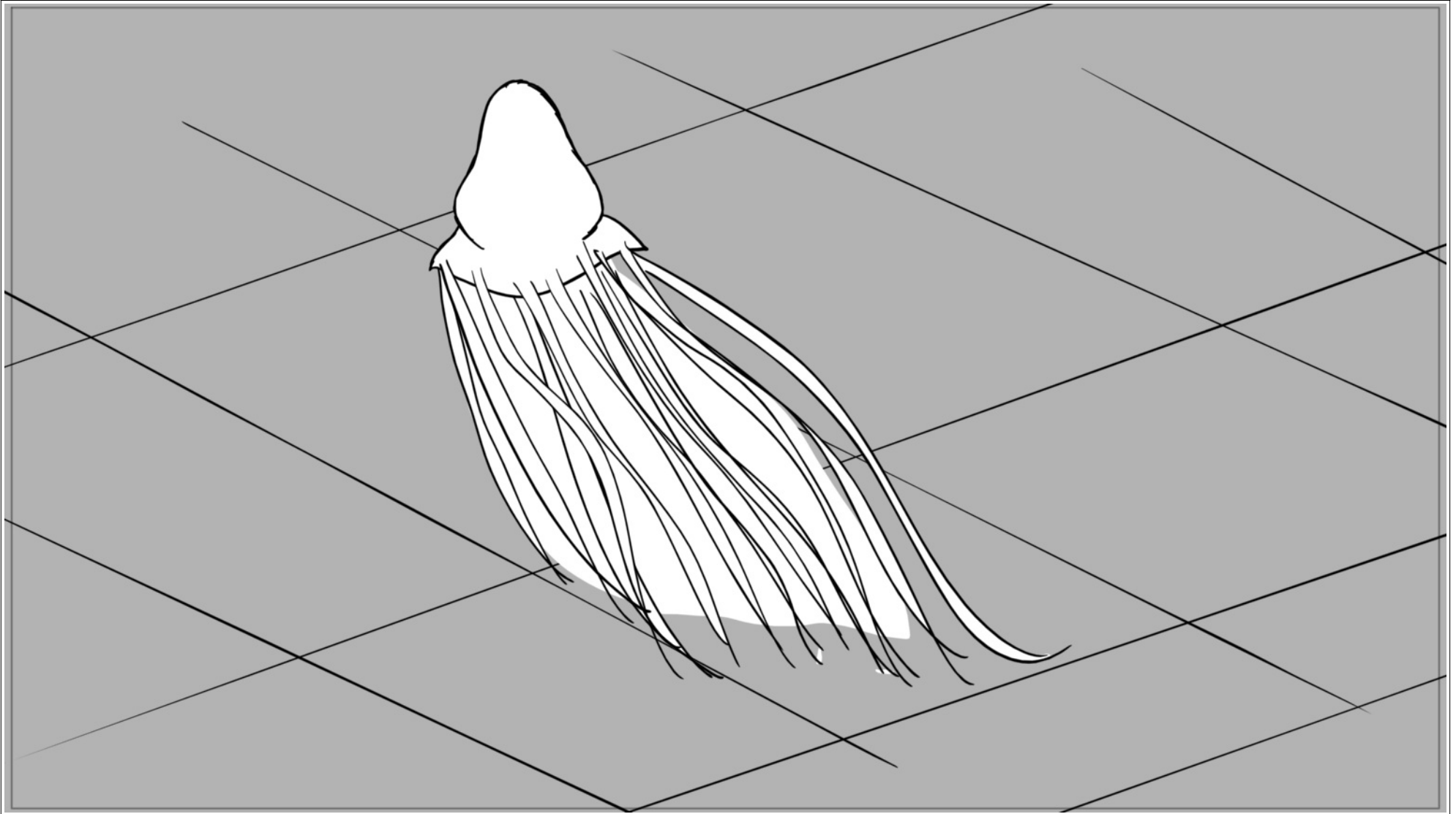
Scene	Duration	Panel	Duration
18	03:08	7	00:10



Action Notes

Vin comes towards the camera and the camera pans from the right to the left as she flies in the air.

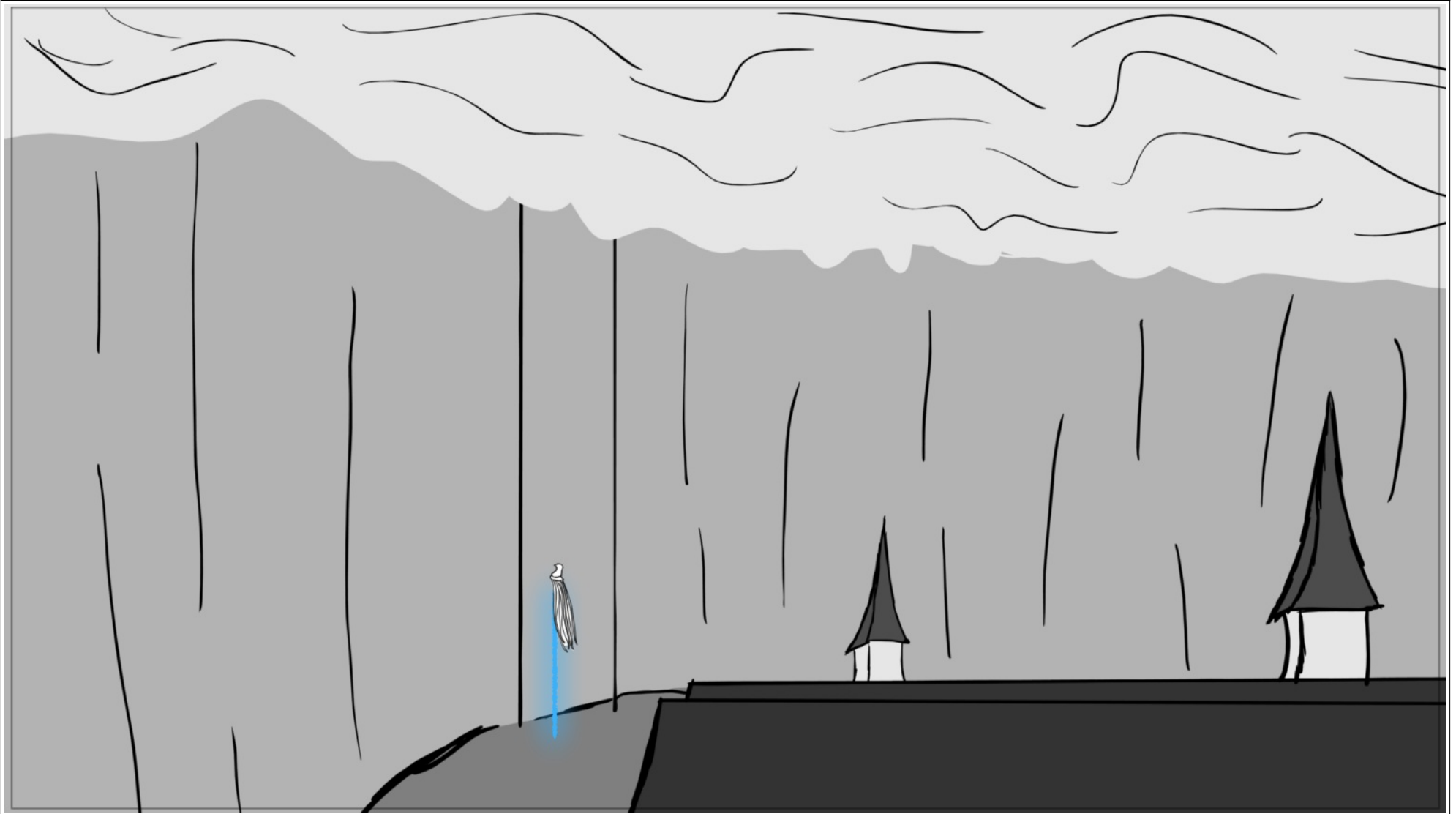
Scene	Duration	Panel	Duration
18	03:08	8	00:10



Action Notes

Vin comes towards the camera and the camera pans from the right to the left as she flies in the air.

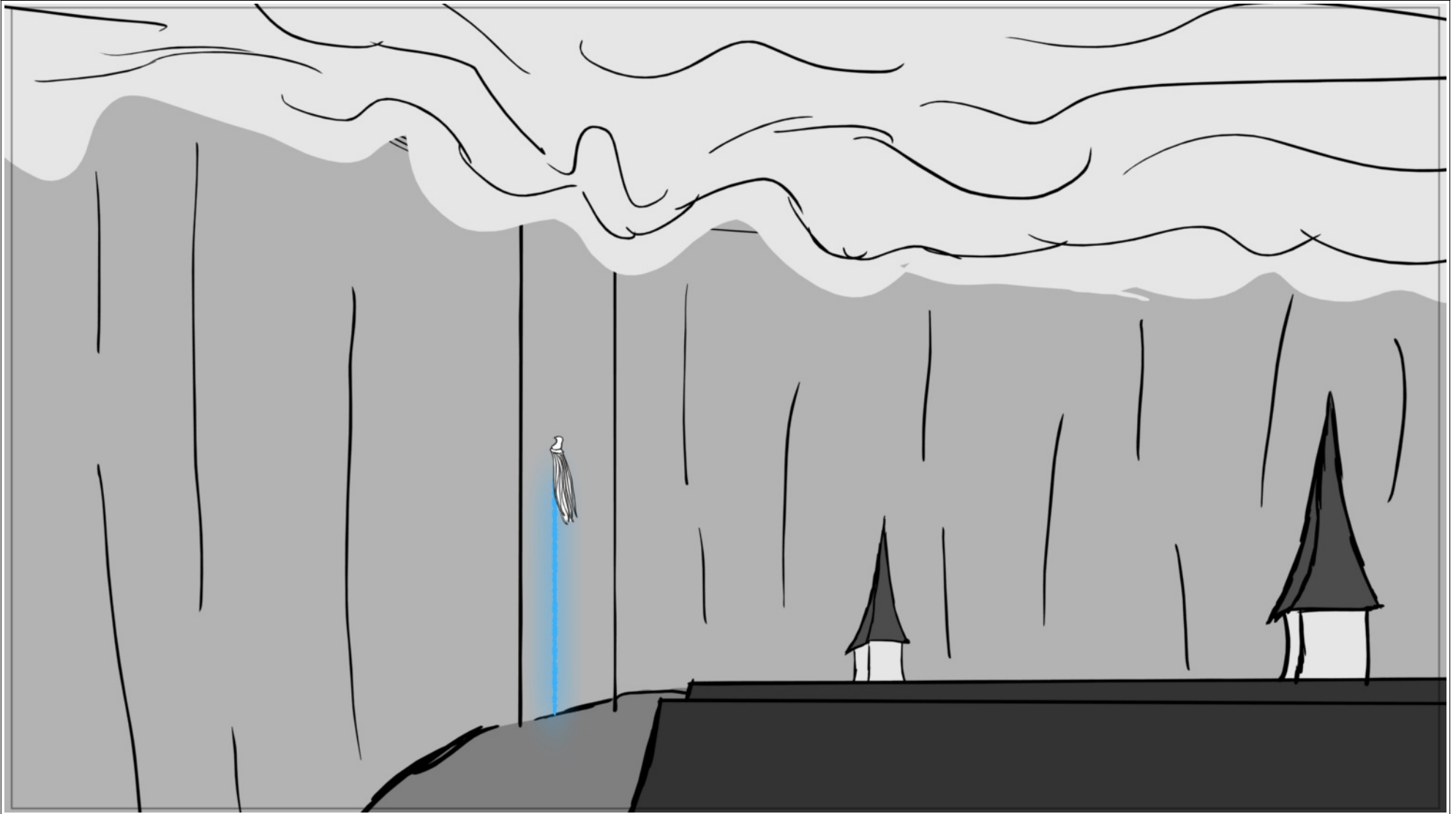
Scene	Duration	Panel	Duration
19	01:18	1	00:12



Action Notes

zoomed out shot of Vin soaring in the air

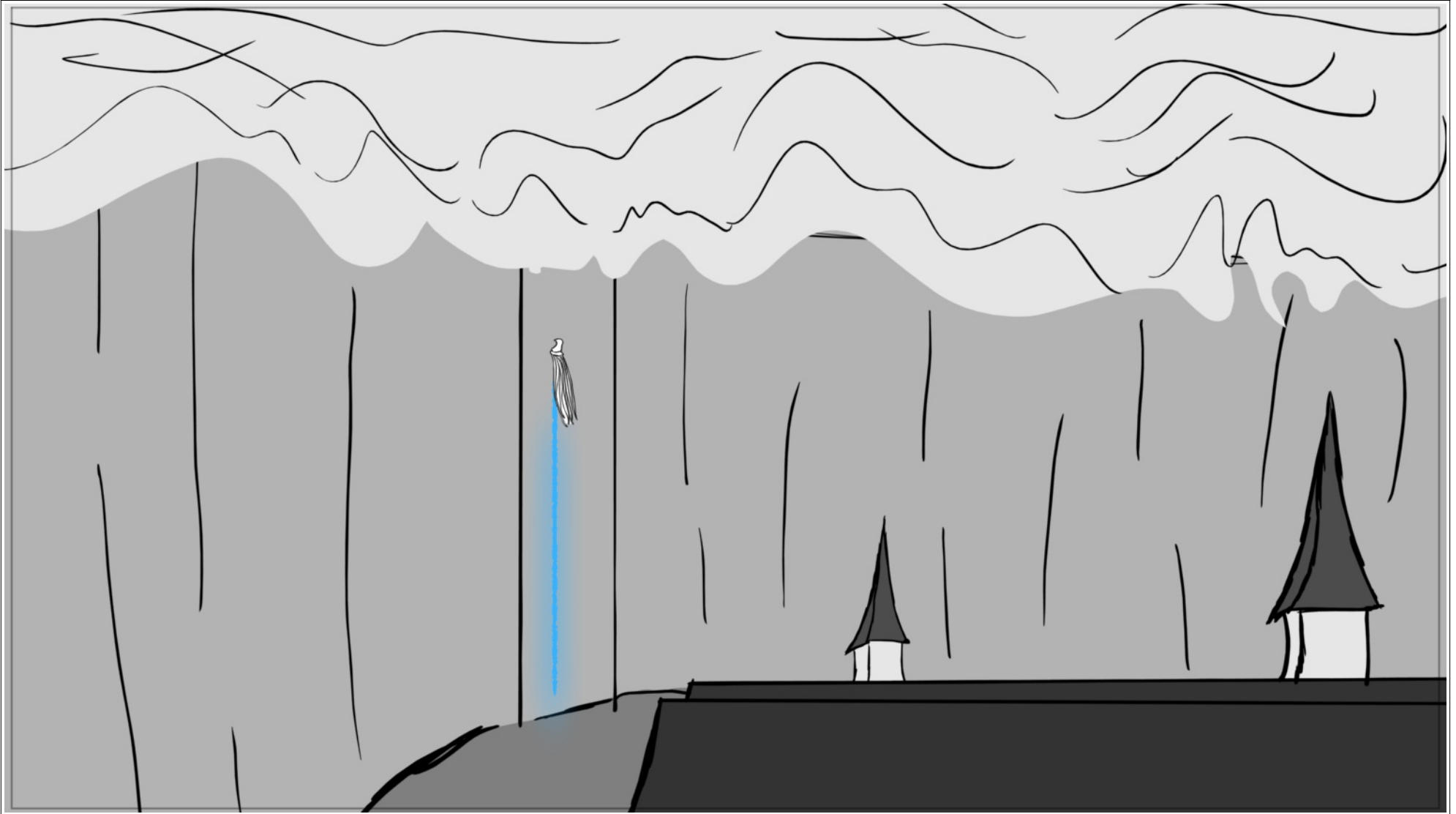
Scene	Duration	Panel	Duration
19	01:18	2	00:11



Action Notes

zoomed out shot of Vin soaring in the air

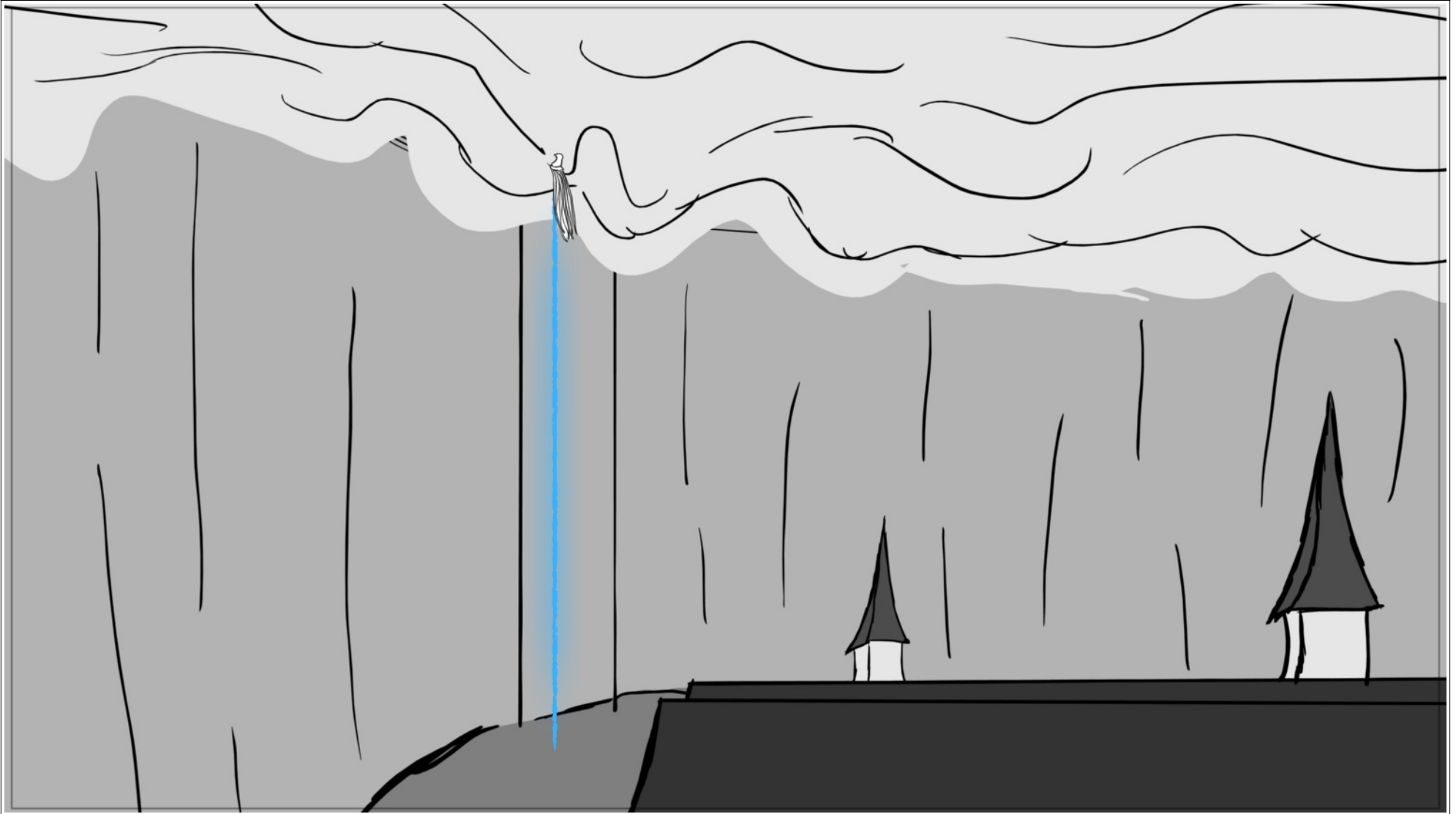
Scene	Duration	Panel	Duration
19	01:18	3	00:10



Action Notes

zoomed out shot of Vin soaring in the air

Scene	Duration	Panel	Duration
19	01:18	4	00:09



Action Notes

zoomed out shot of Vin soaring in the air

Scene	Duration	Panel	Duration
20	02:15	1	00:12



Action Notes

Close up shot of Vin as she flies in the air.

Scene	Duration	Panel	Duration
20	02:15	2	00:12



Action Notes

Close up shot of Vin as she flies in the air.

Scene	Duration	Panel	Duration
20	02:15	3	00:12



Action Notes

Close up shot of Vin as she flies in the air.

Scene	Duration	Panel	Duration
20	02:15	4	00:09



Action Notes

Close up shot of Vin as she flies in the air.

Scene	Duration	Panel	Duration
20	02:15	5	00:09



Action Notes

Close up shot of Vin as she flies in the air.

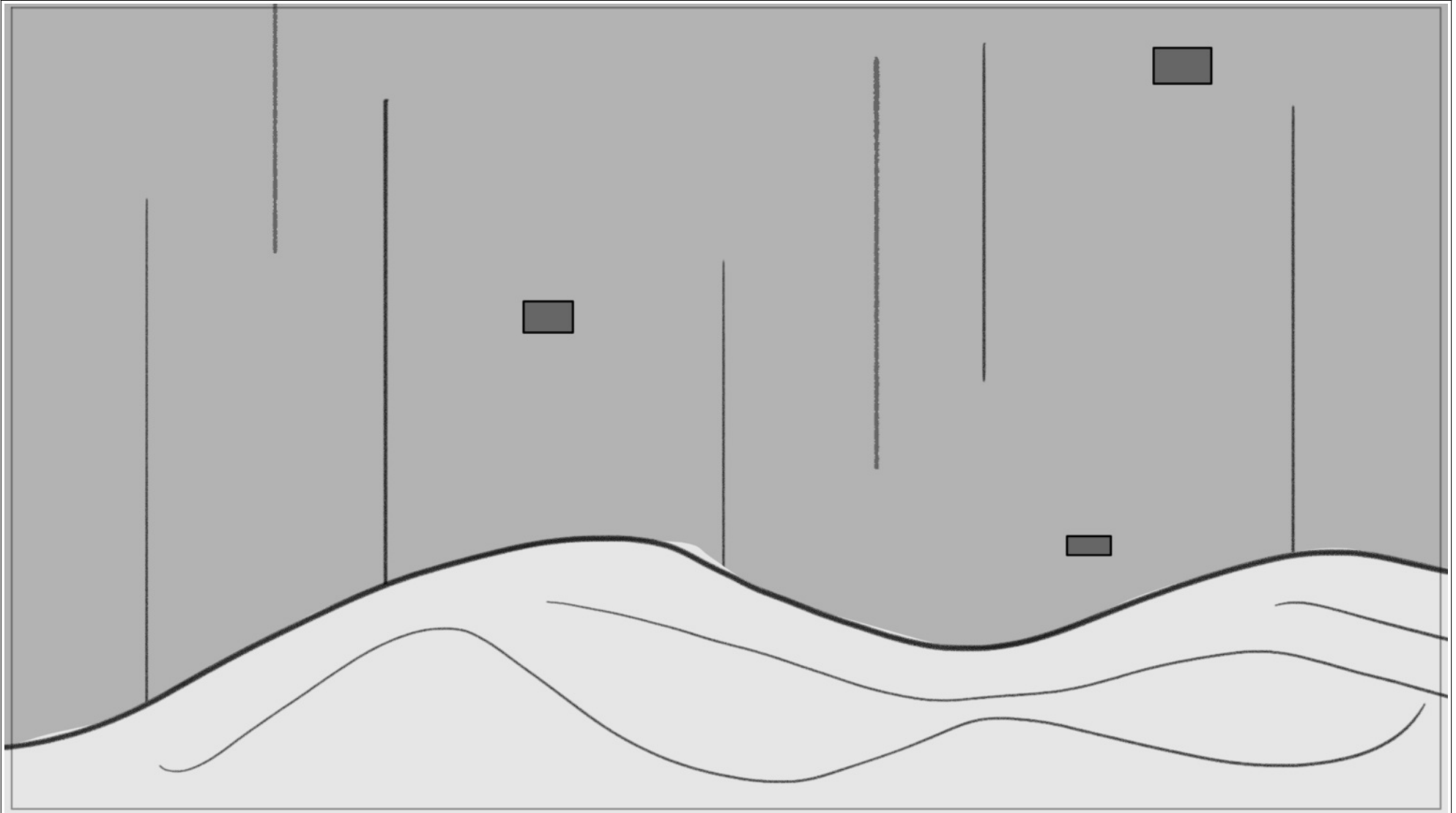
Scene	Duration	Panel	Duration
20	02:15	6	00:09



Action Notes

Close up shot of Vin as she flies in the air.

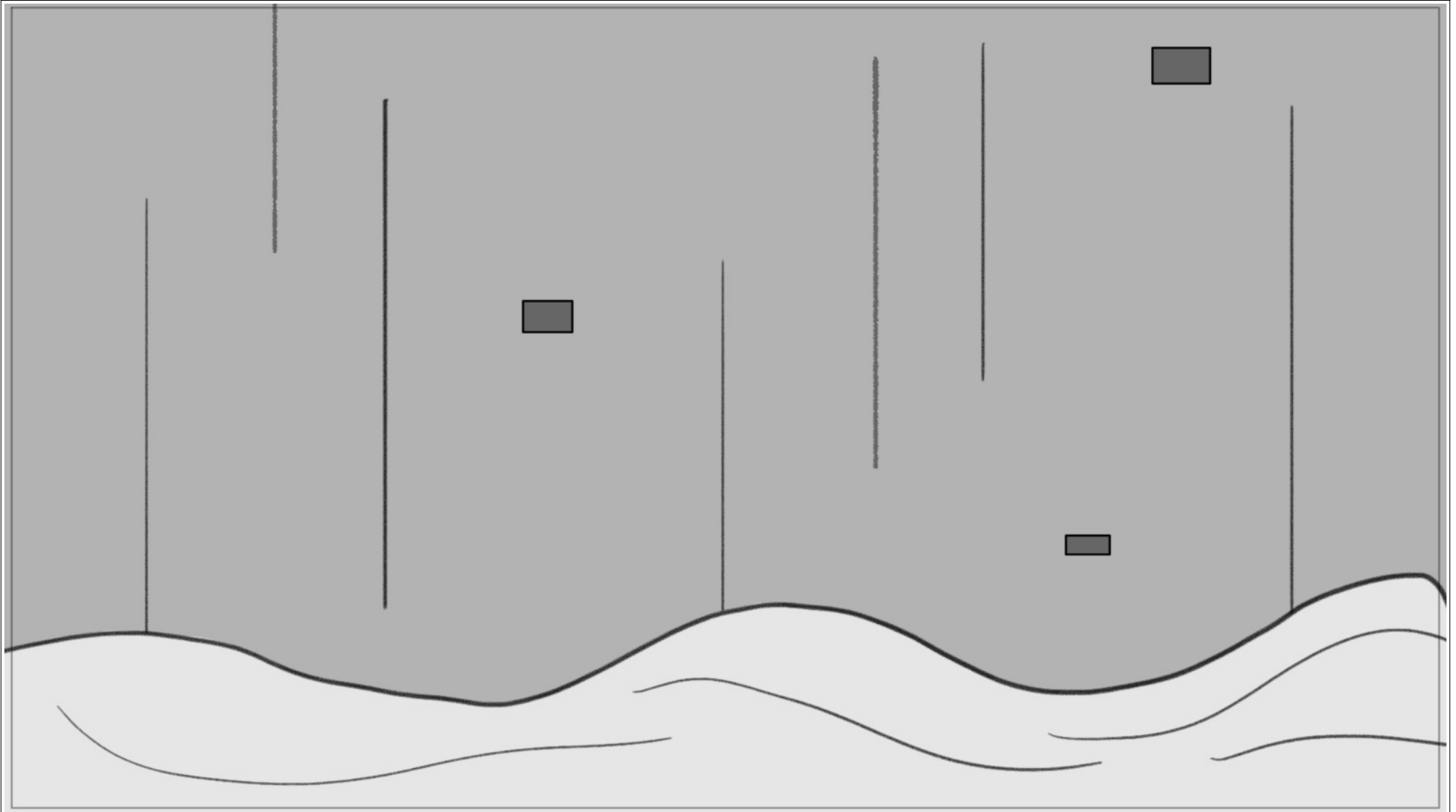
Scene	Duration	Panel	Duration
21	14:05	1	00:15



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

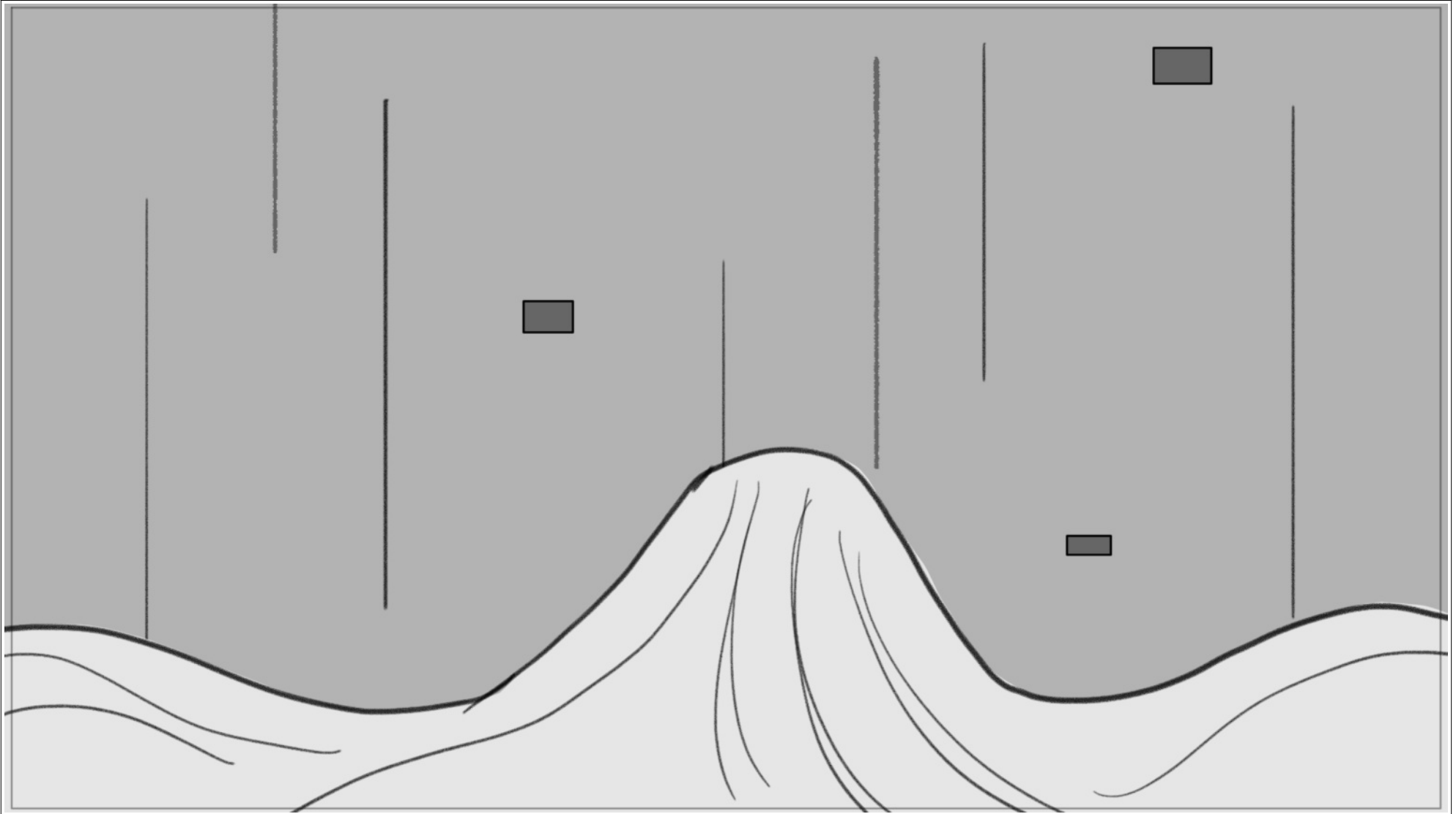
Scene	Duration	Panel	Duration
21	14:05	2	00:15



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

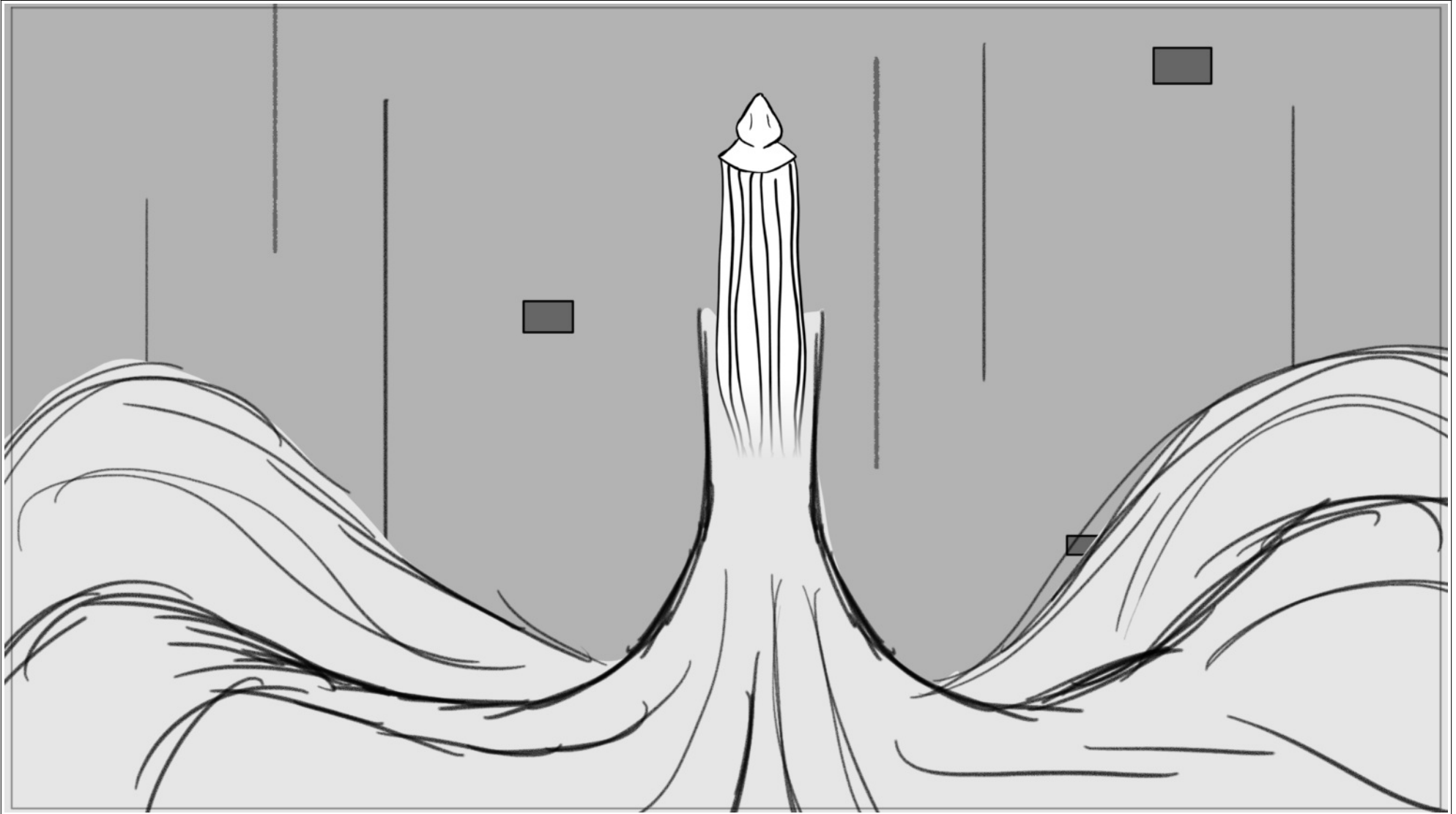
Scene	Duration	Panel	Duration
21	14:05	3	00:12



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

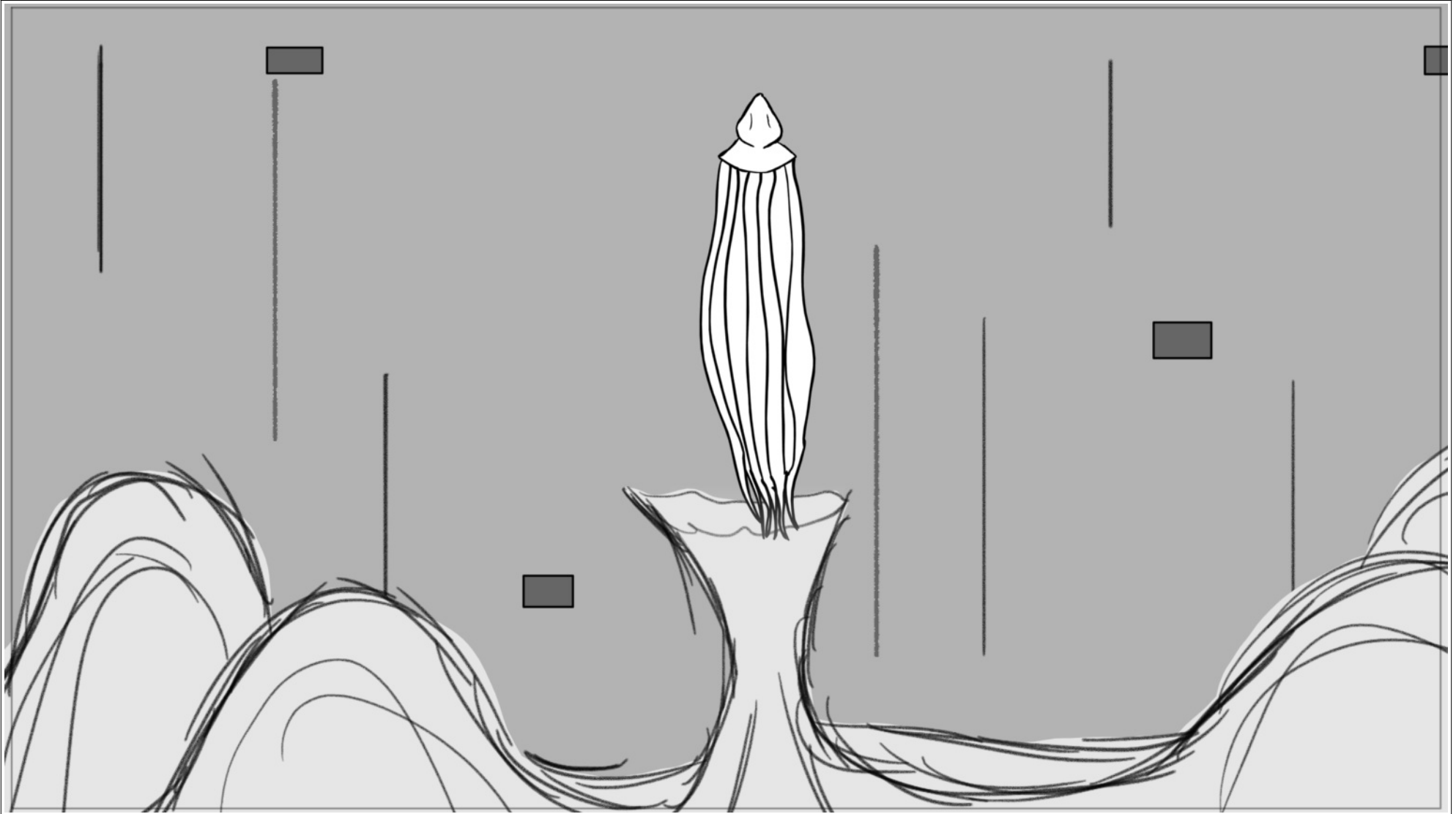
Scene	Duration	Panel	Duration
21	14:05	4	00:12



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

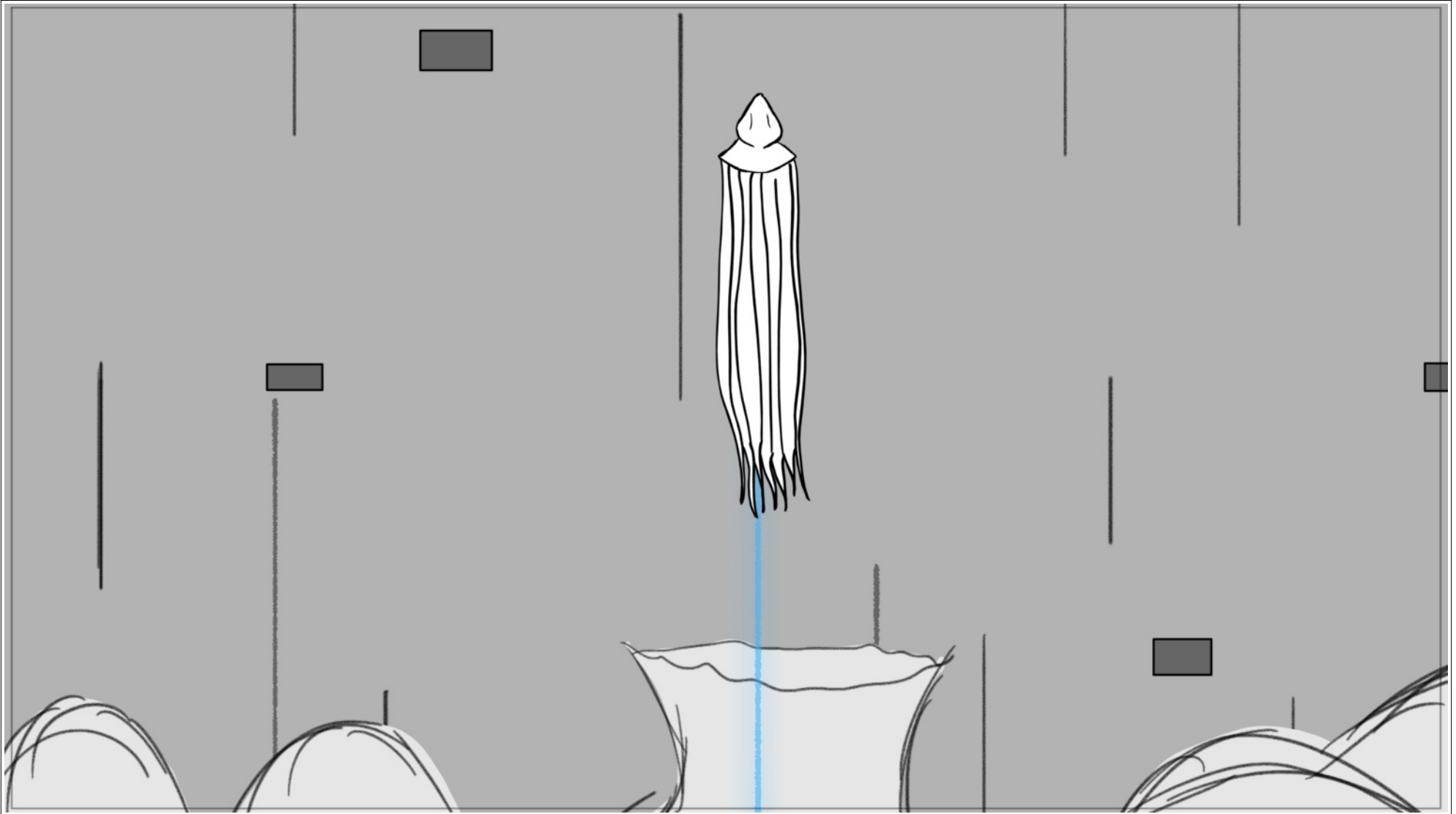
Scene	Duration	Panel	Duration
21	14:05	5	00:12



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

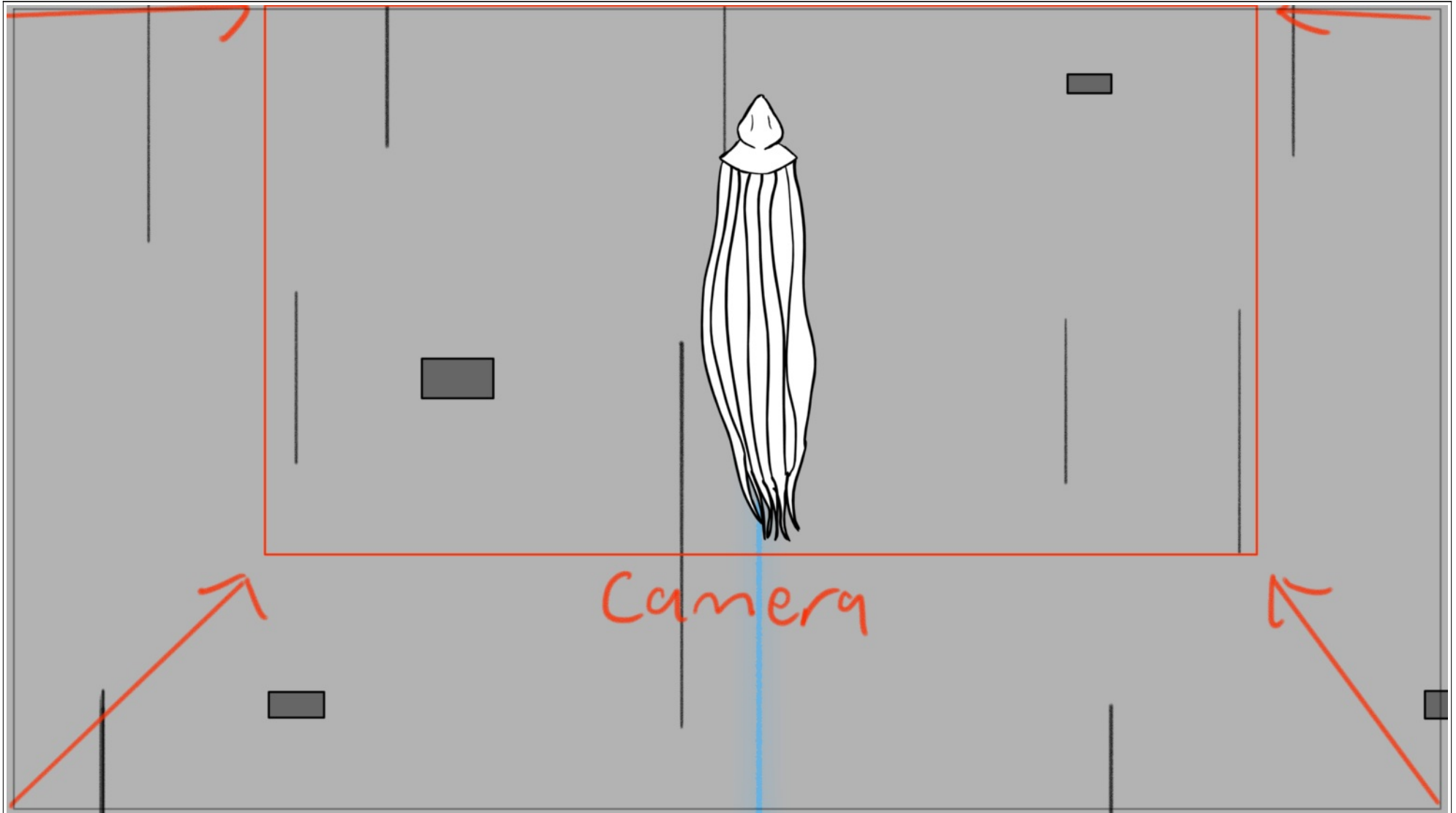
Scene	Duration	Panel	Duration
21	14:05	6	00:12



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

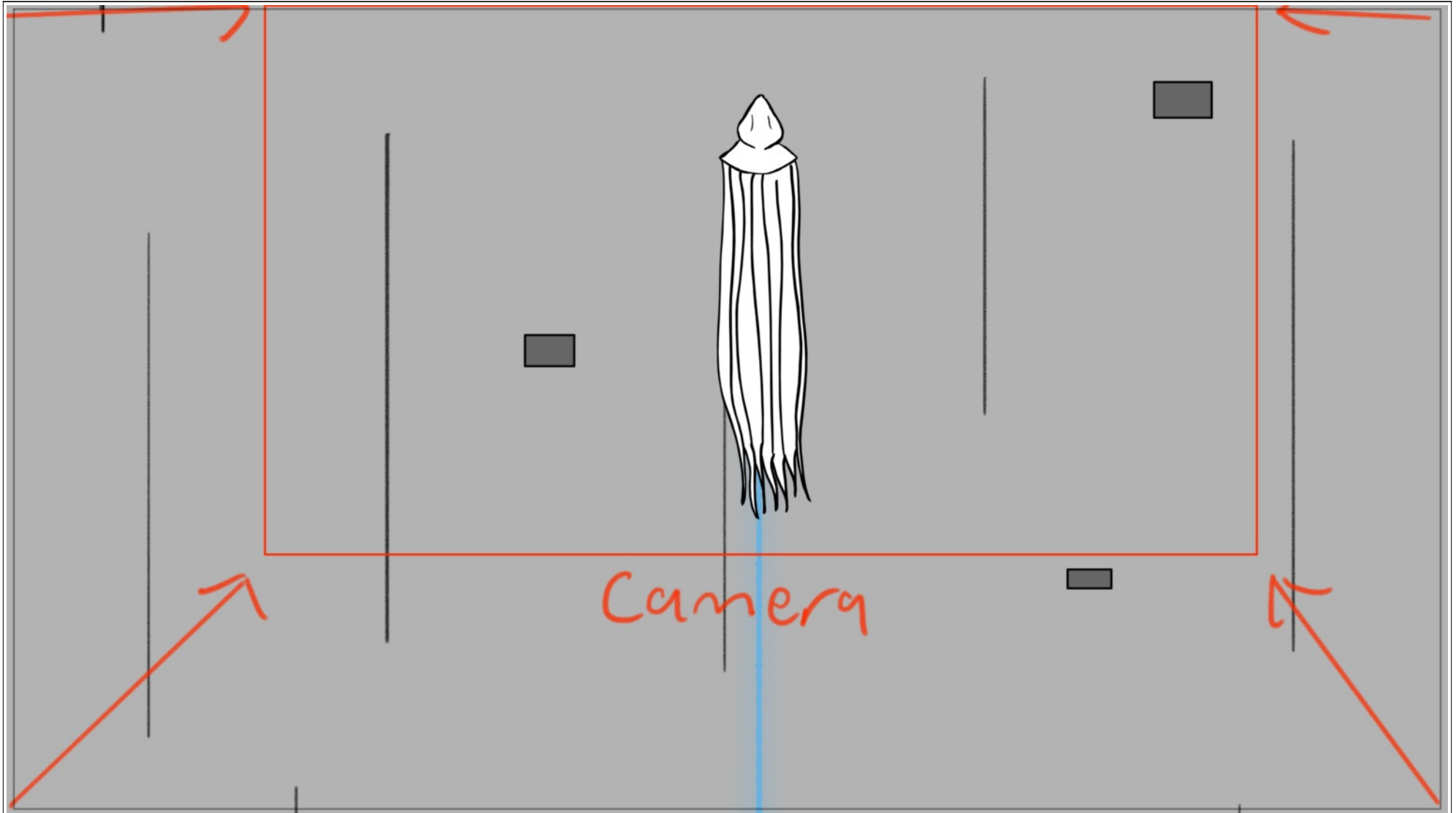
Scene	Duration	Panel	Duration
21	14:05	7	00:10



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

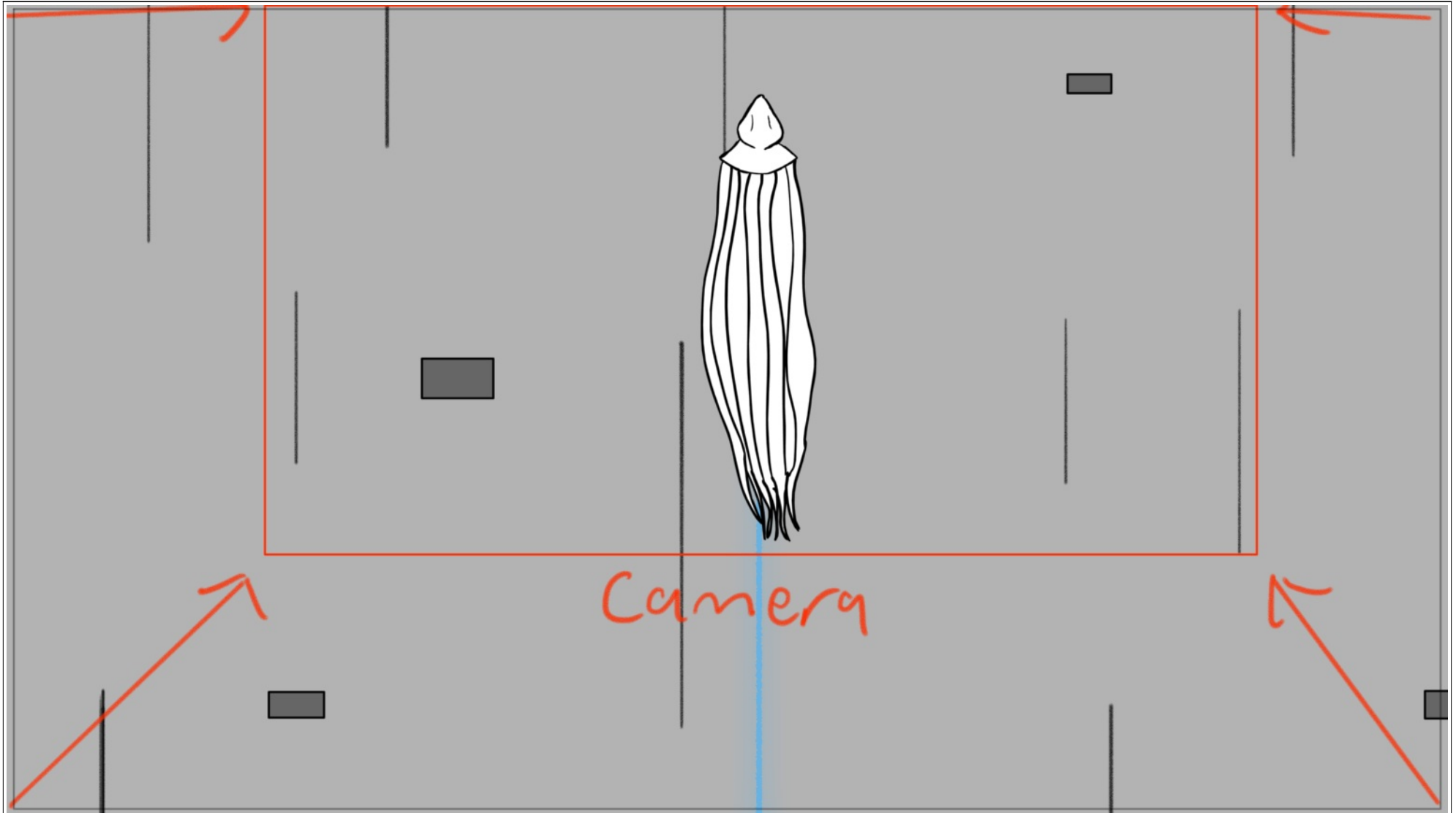
Scene	Duration	Panel	Duration
21	14:05	8	00:10



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

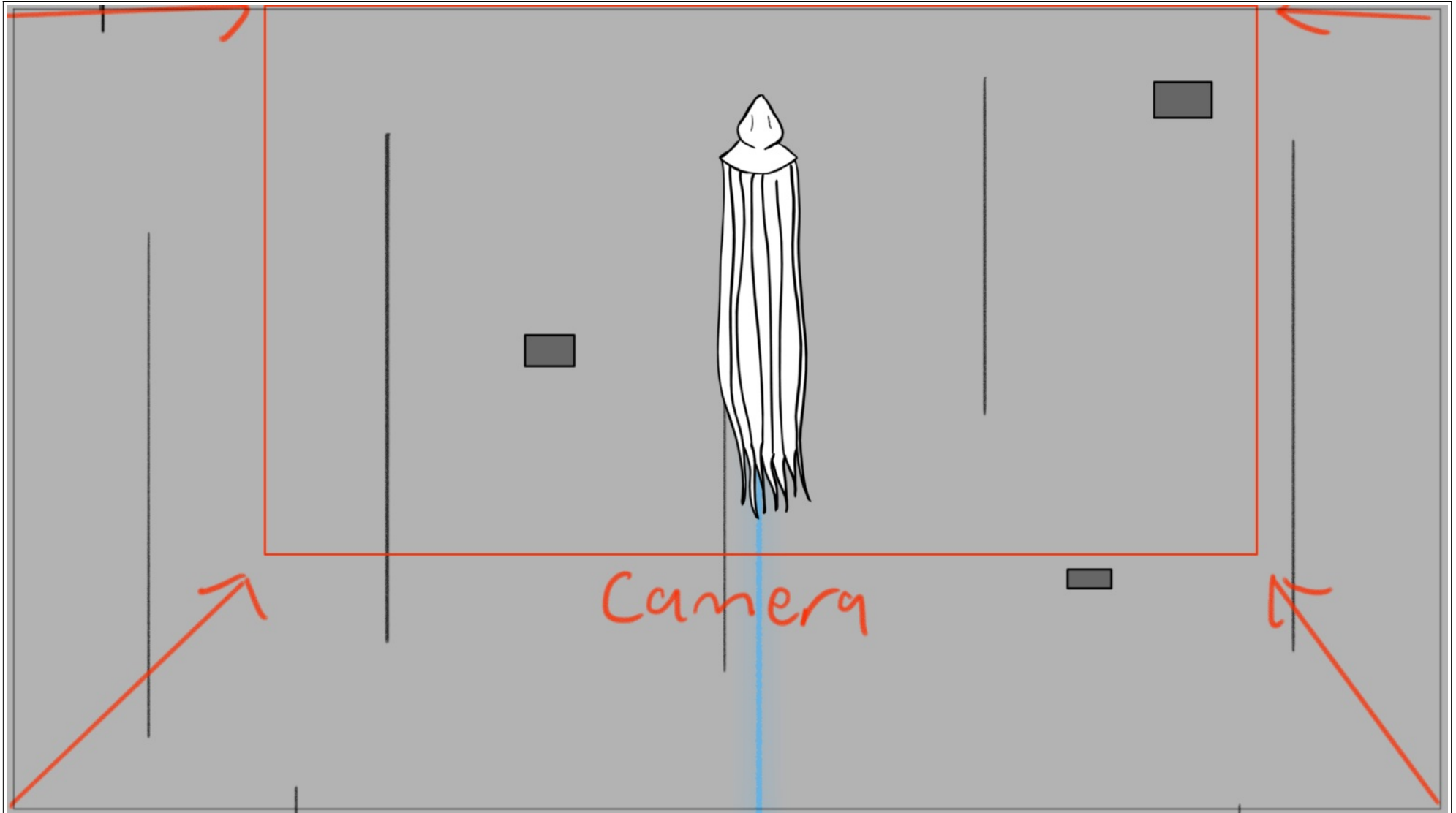
Scene	Duration	Panel	Duration
21	14:05	9	00:10



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

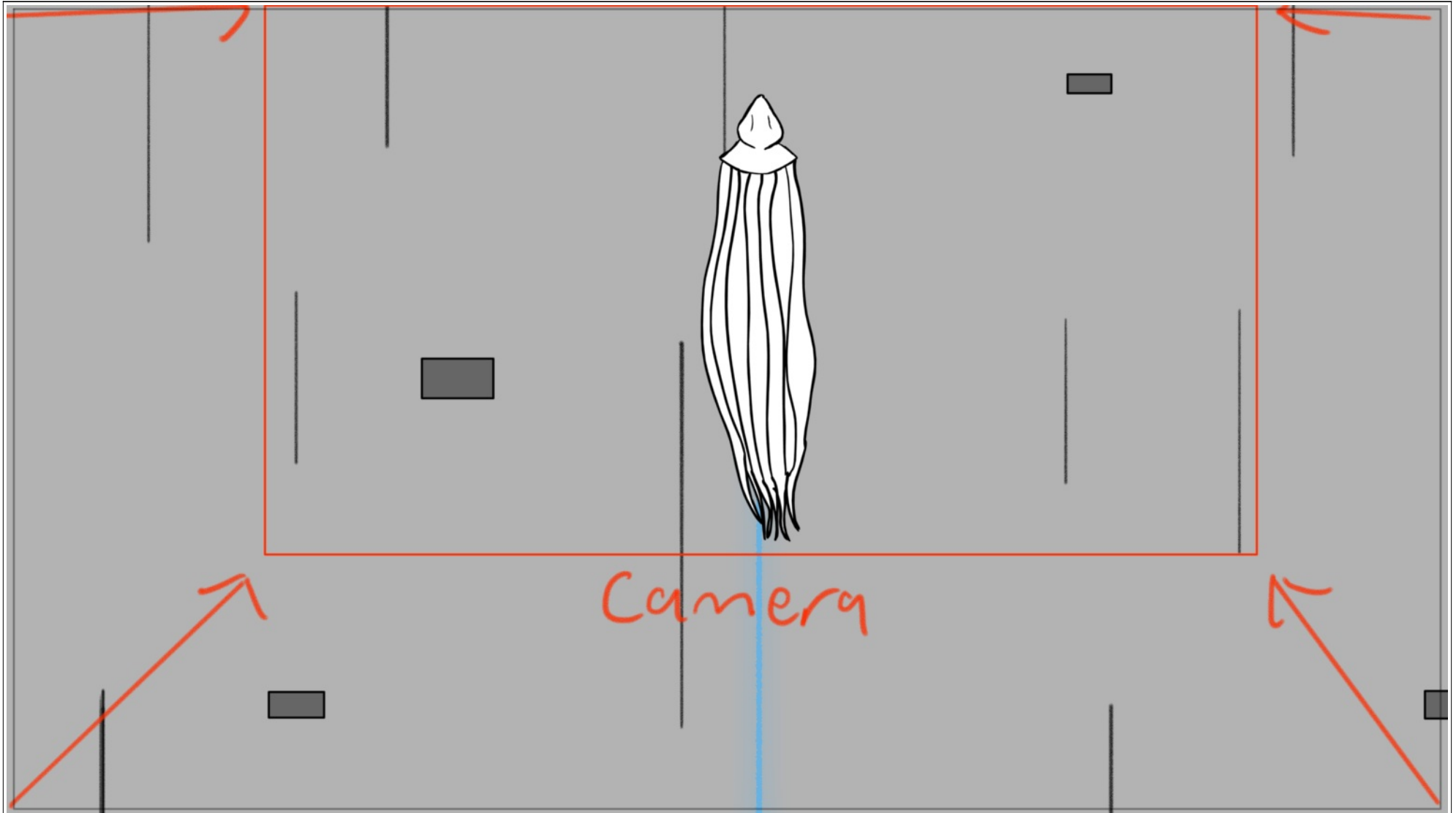
Scene	Duration	Panel	Duration
21	14:05	10	00:10



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

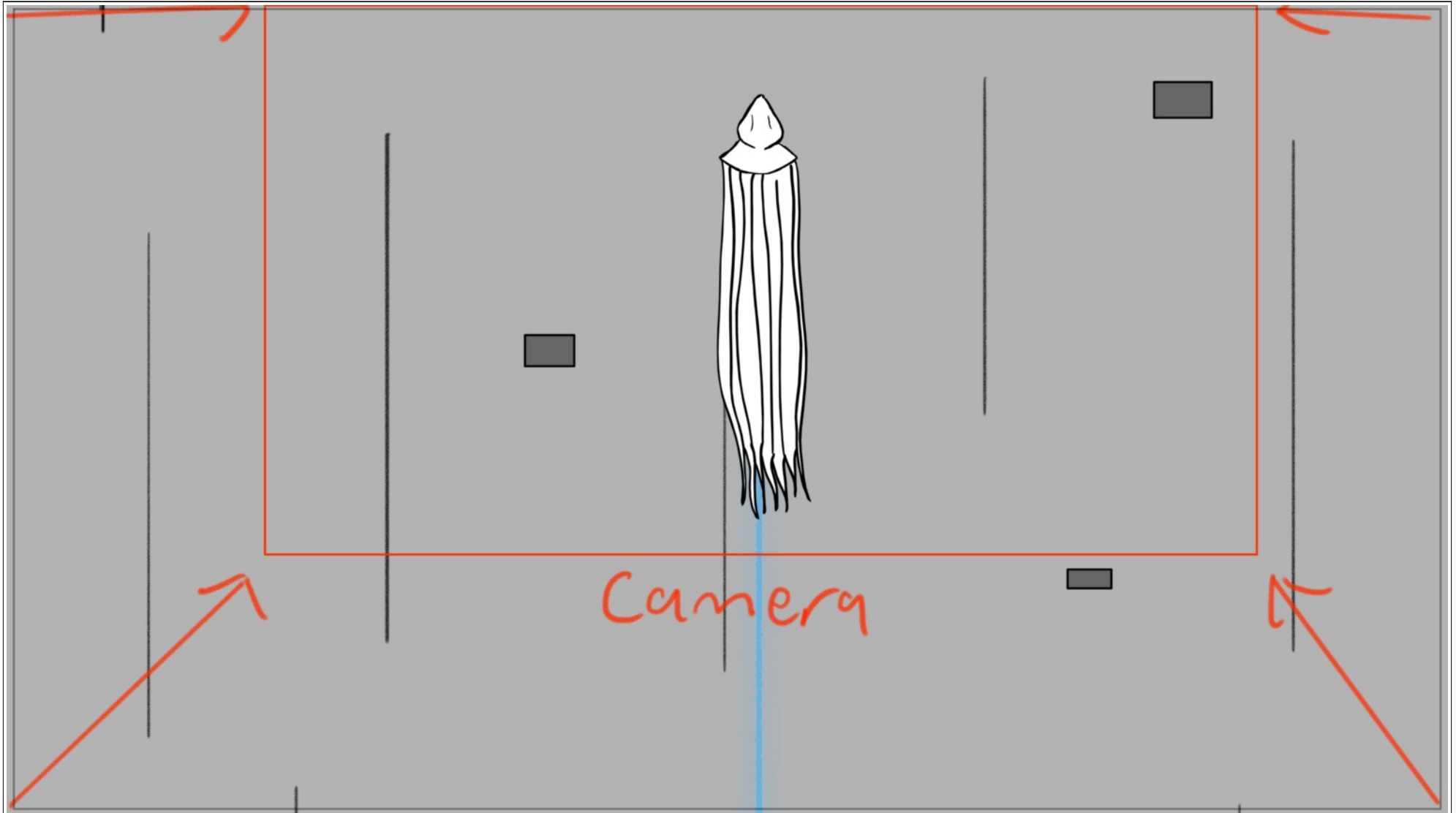
Scene	Duration	Panel	Duration
21	14:05	11	00:10



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

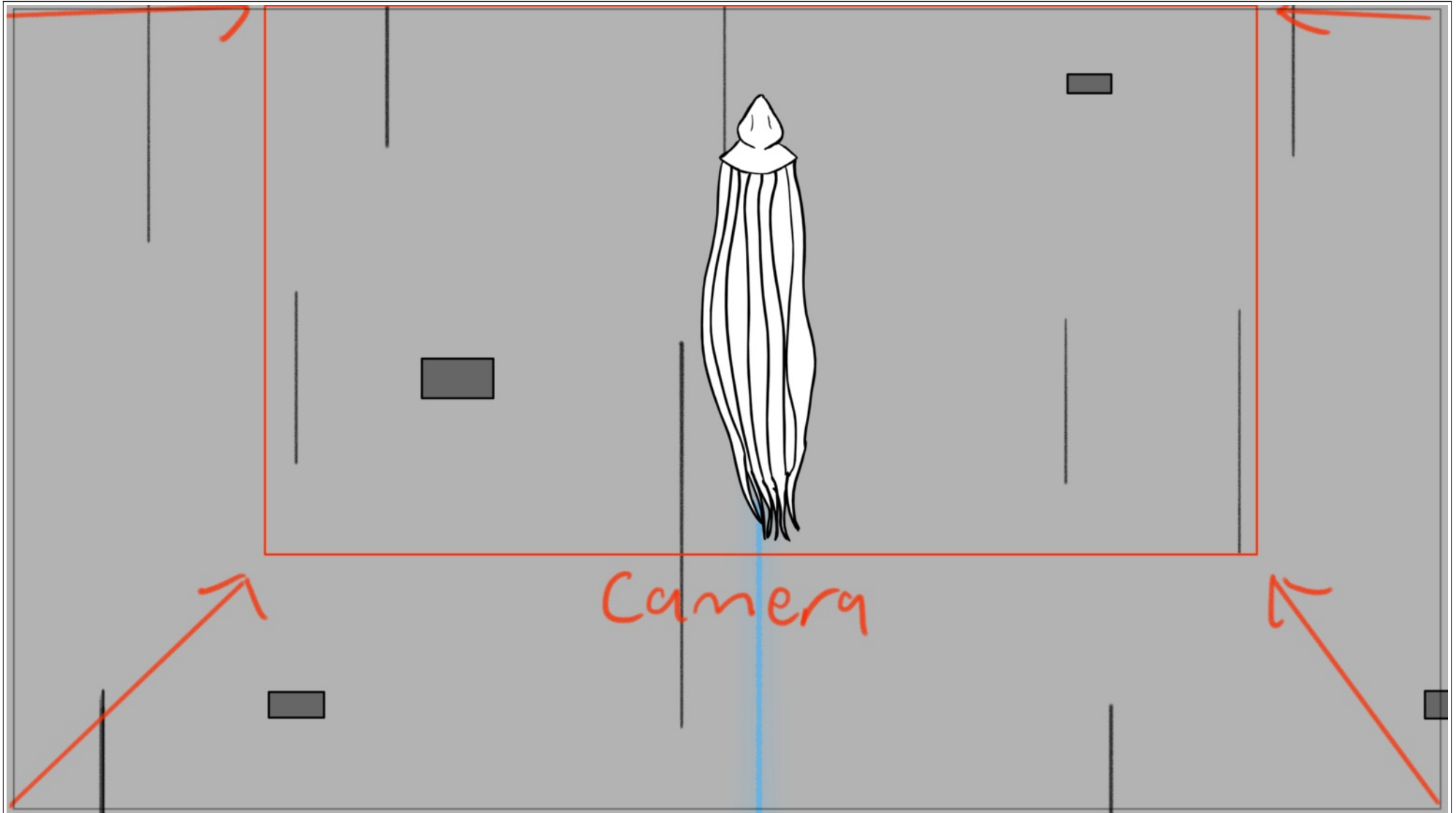
Scene	Duration	Panel	Duration
21	14:05	12	00:10



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

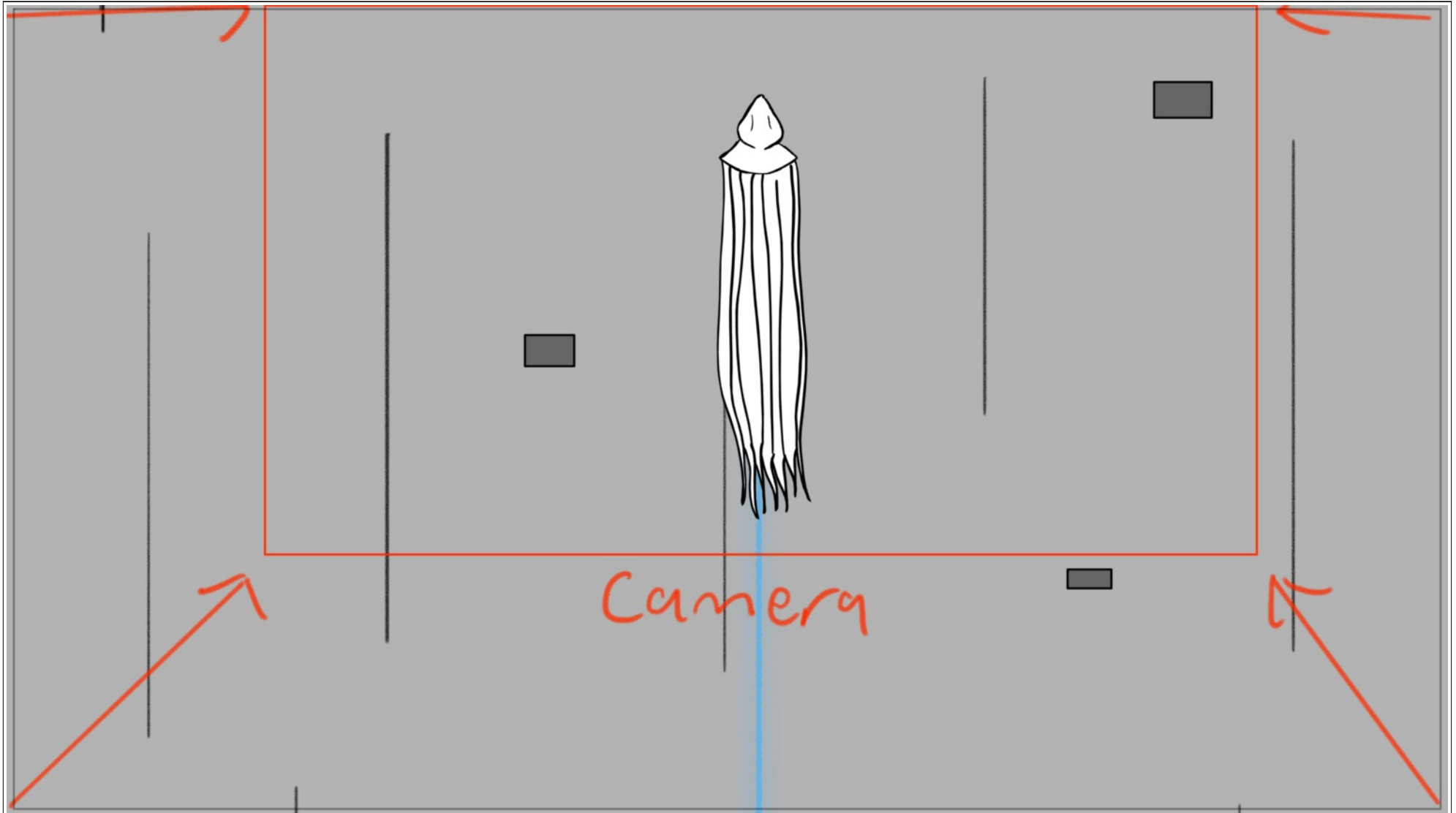
Scene	Duration	Panel	Duration
21	14:05	13	00:10



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

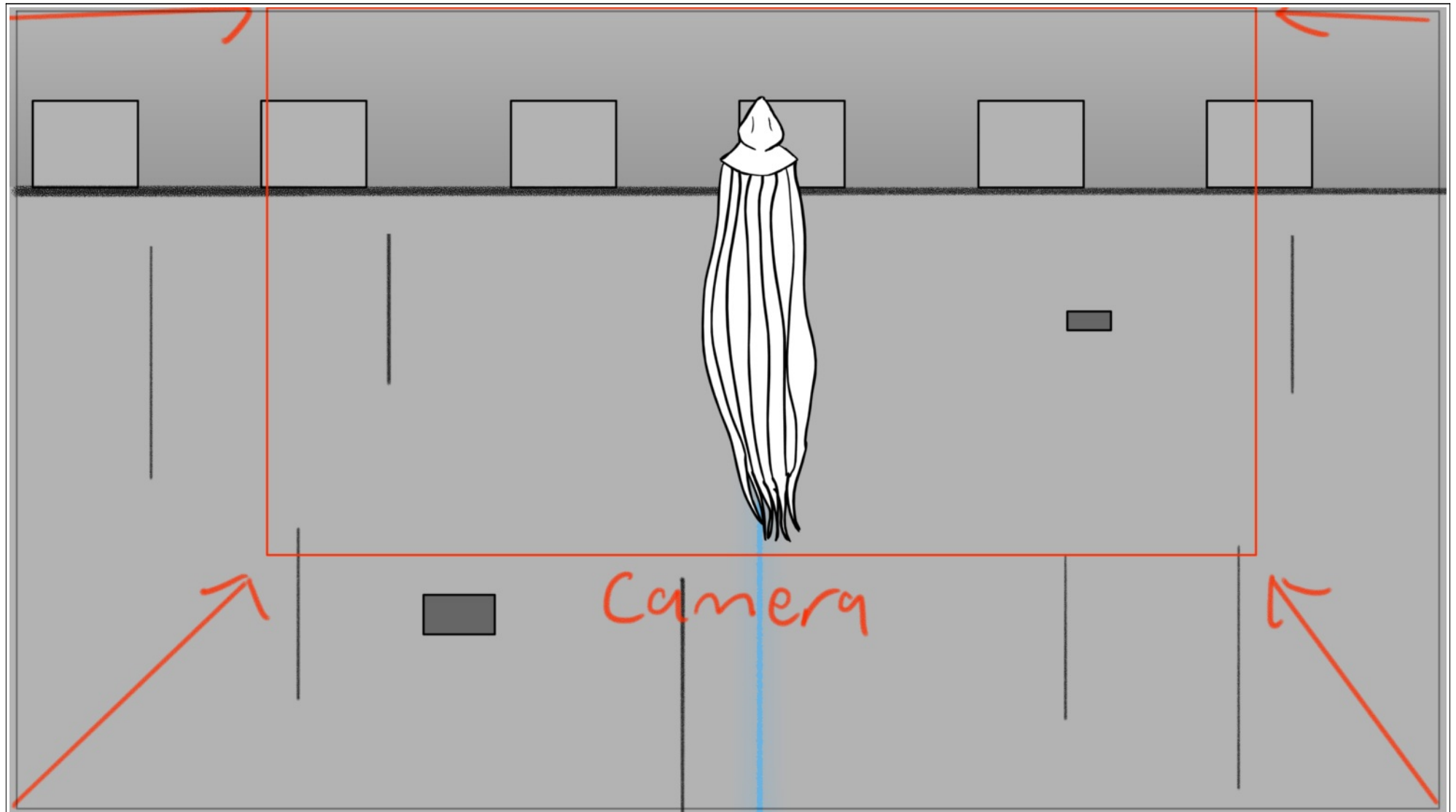
Scene	Duration	Panel	Duration
21	14:05	14	00:10



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

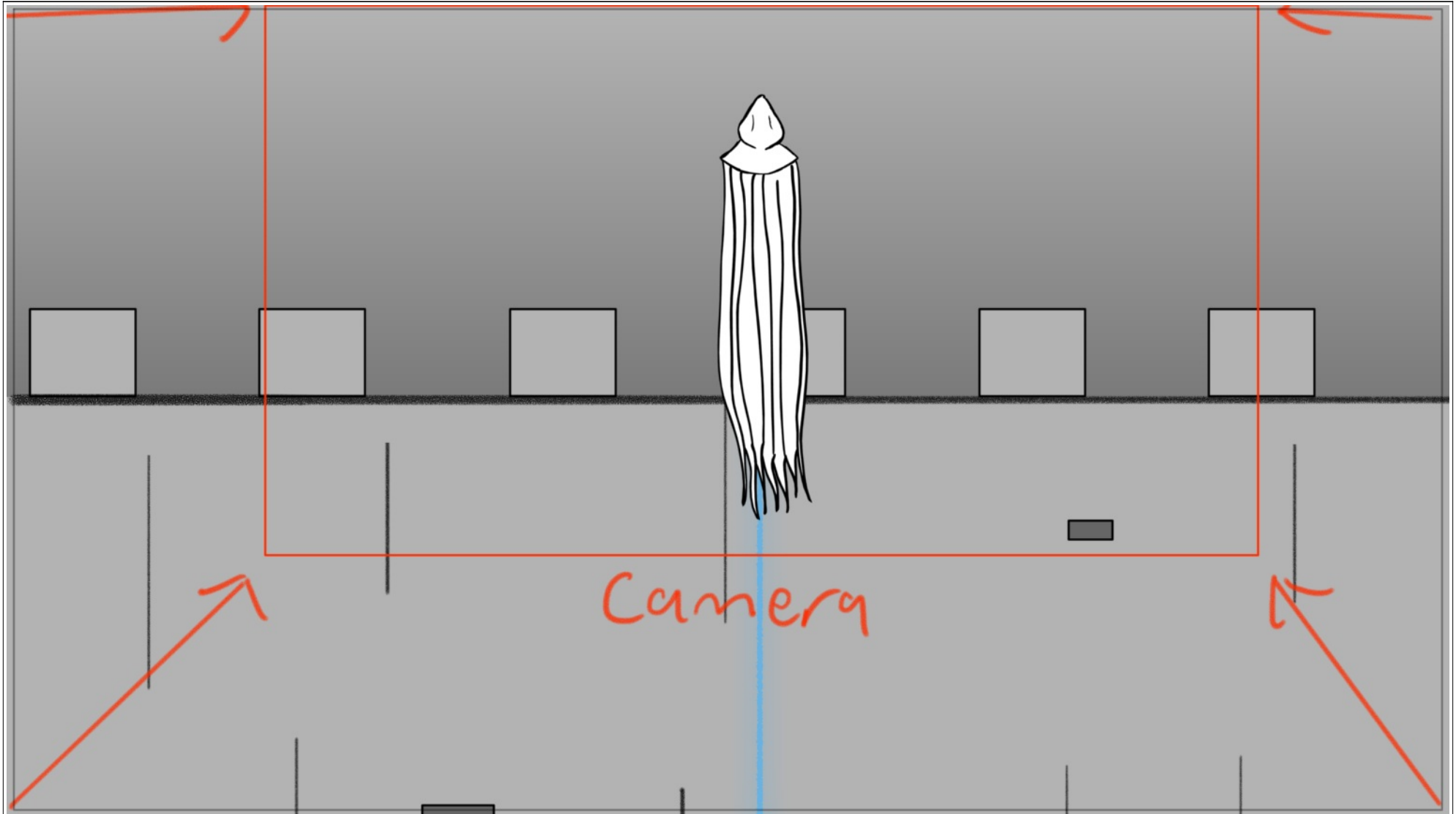
Scene	Duration	Panel	Duration
21	14:05	15	00:11



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

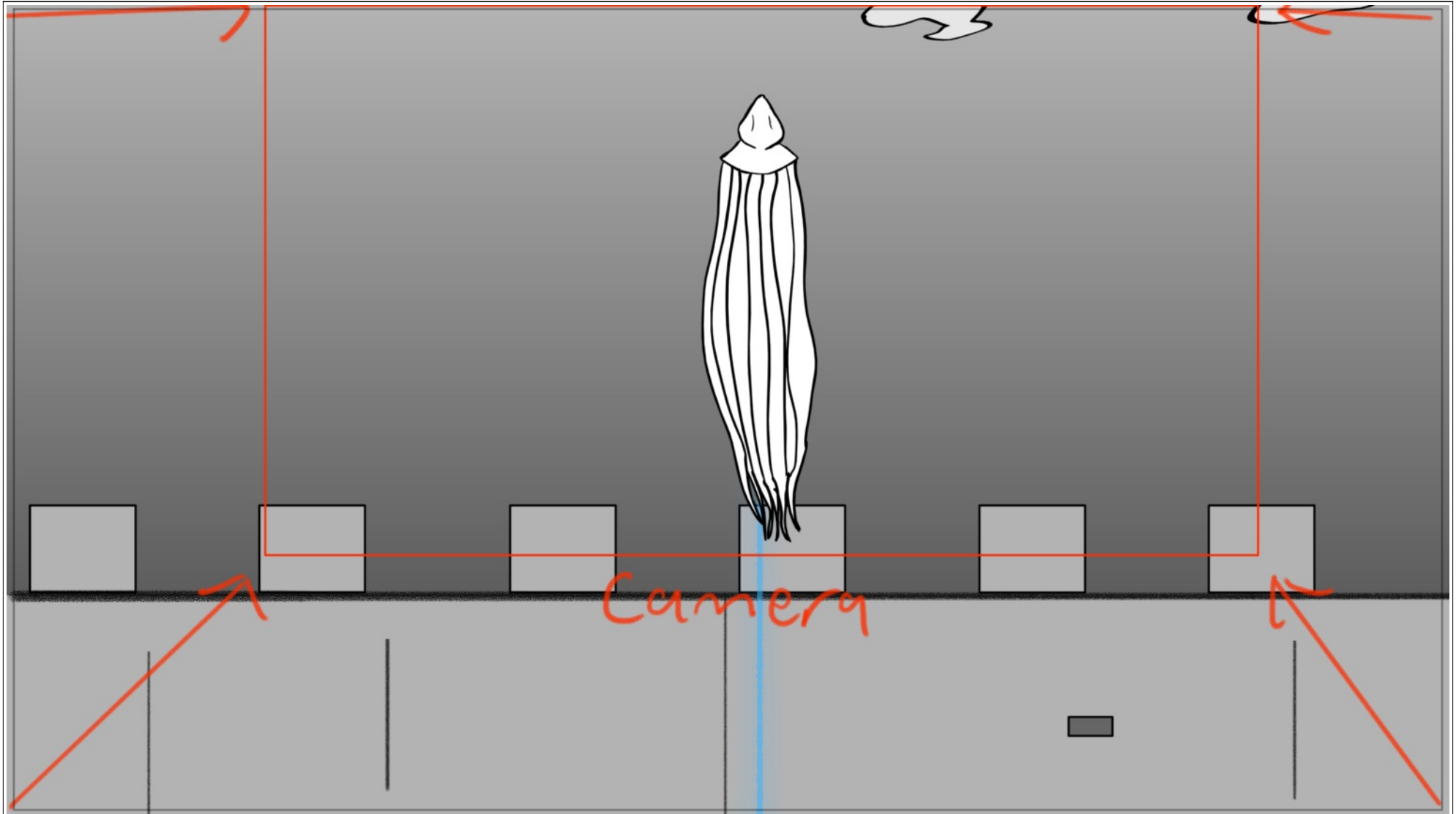
Scene	Duration	Panel	Duration
21	14:05	16	00:12



Action Notes

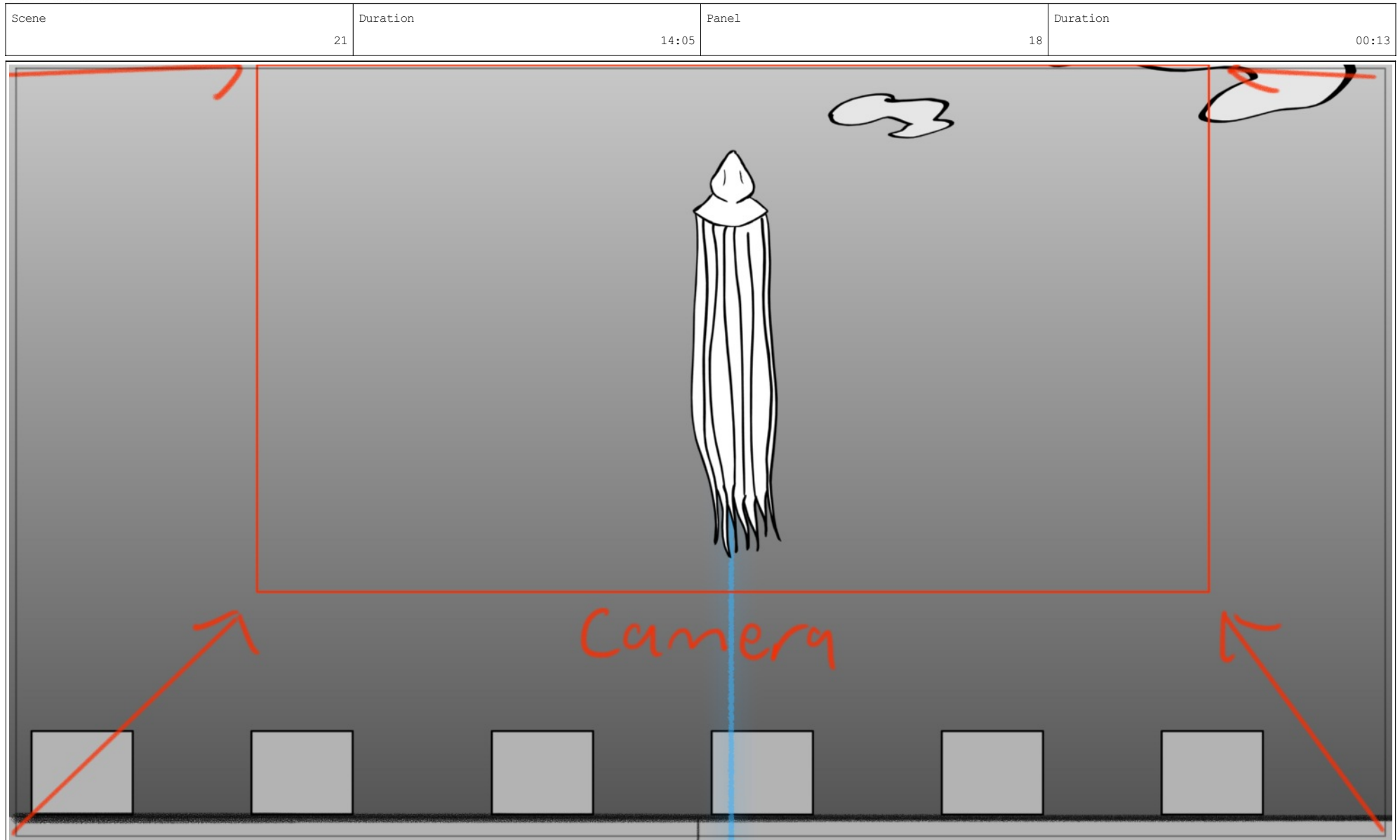
action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

Scene	Duration	Panel	Duration
21	14:05	17	00:12



Action Notes

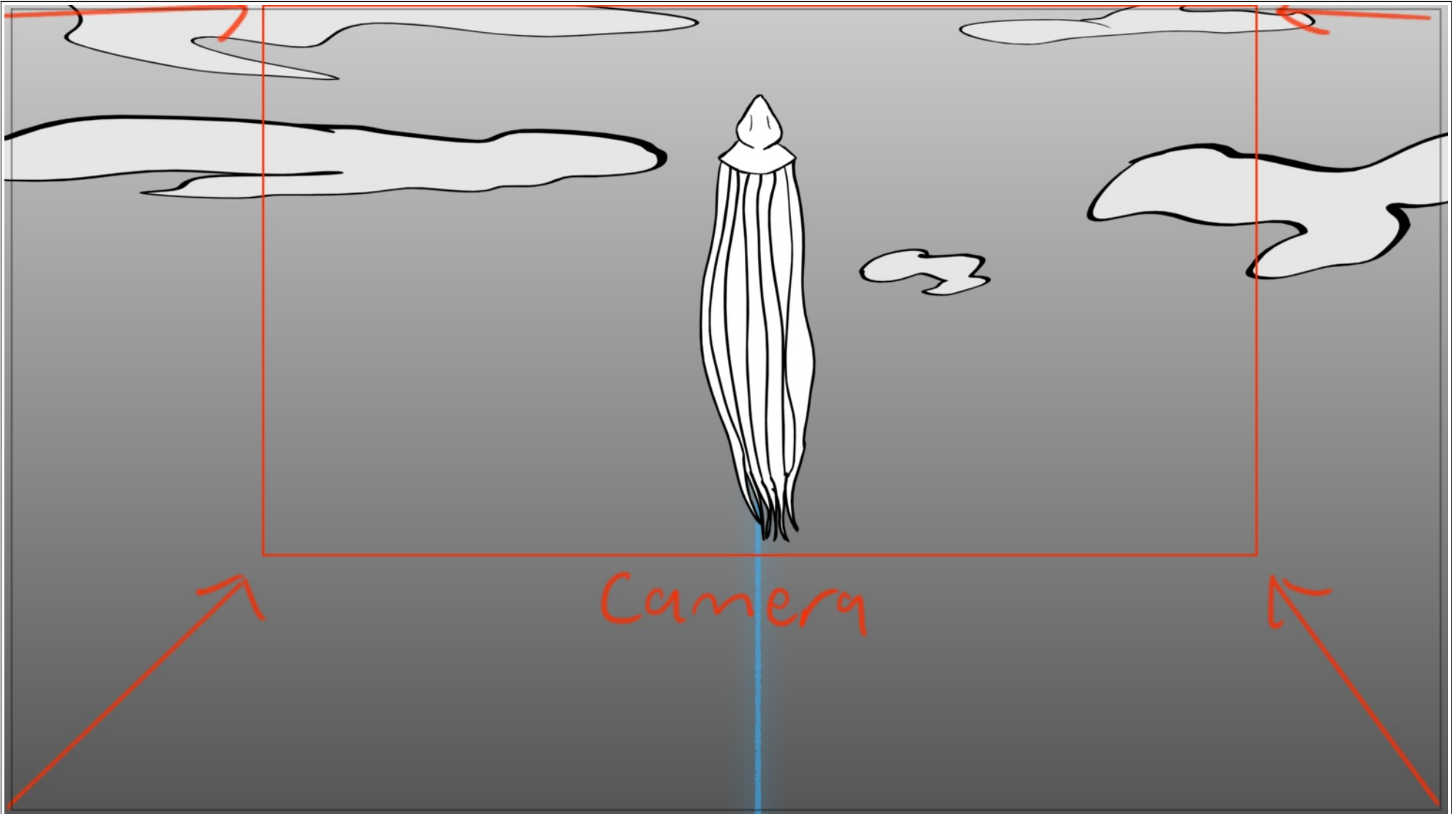
action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.



Action Notes

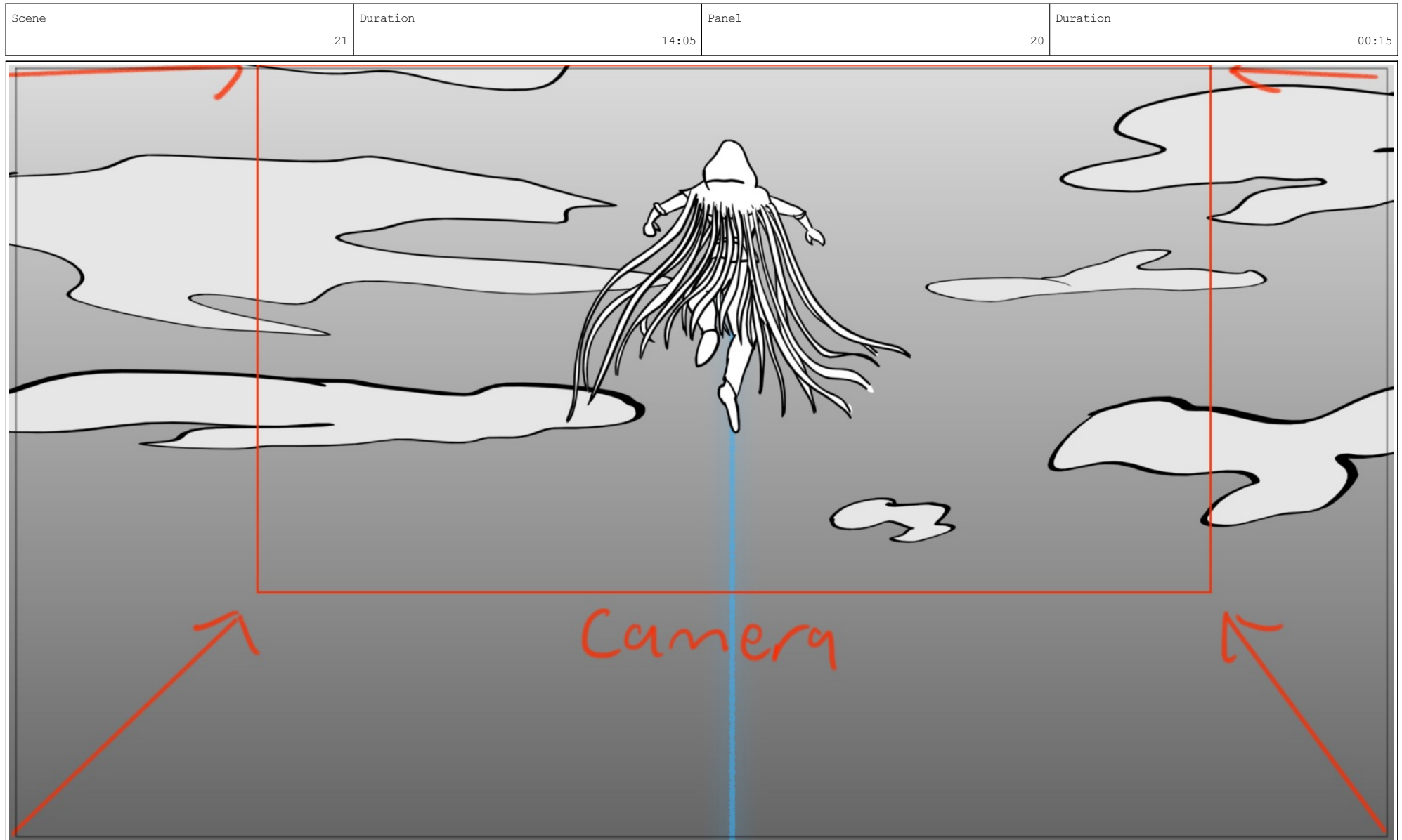
action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

Scene	Duration	Panel	Duration
21	14:05	19	00:12



Action Notes

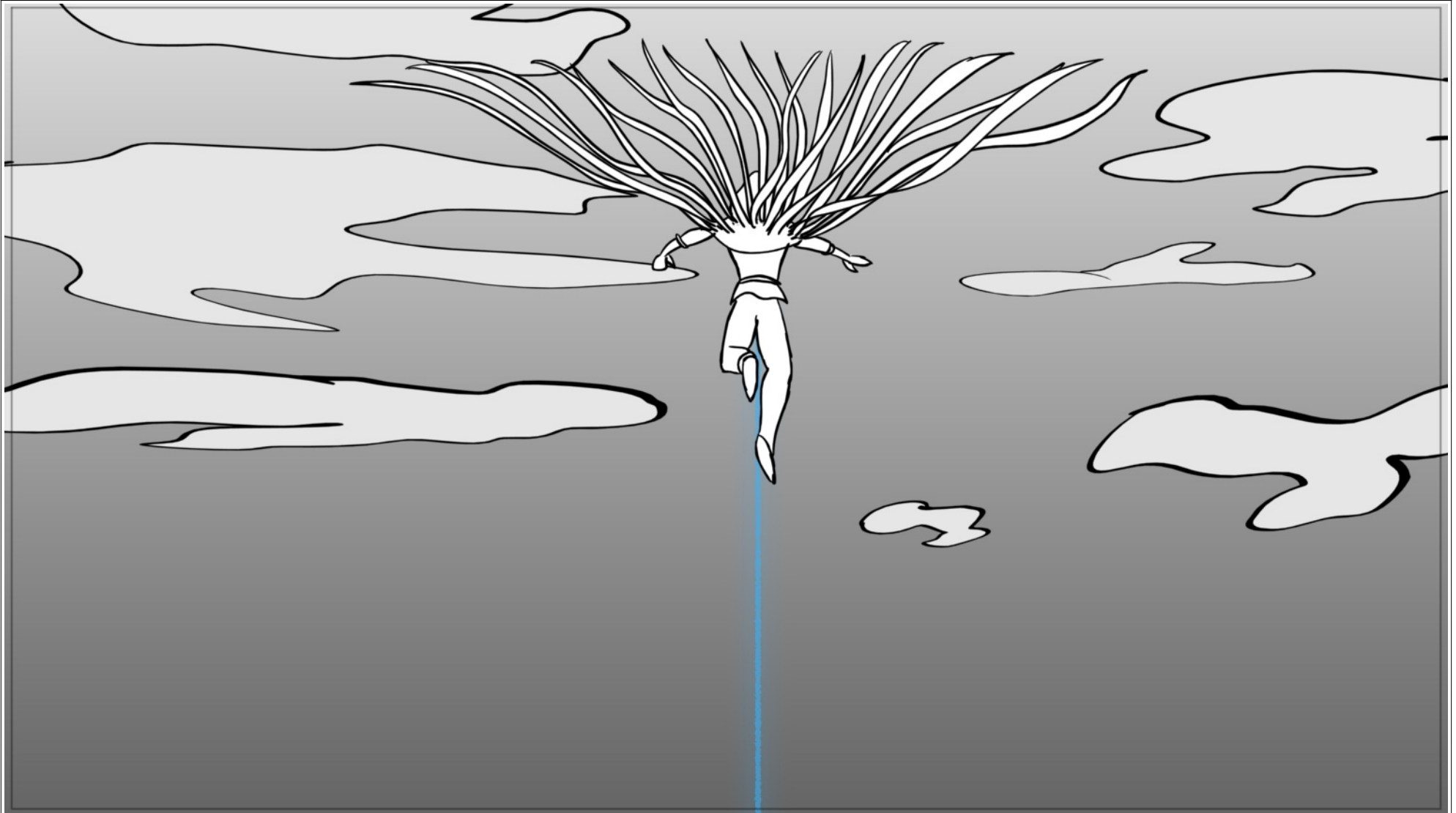
action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

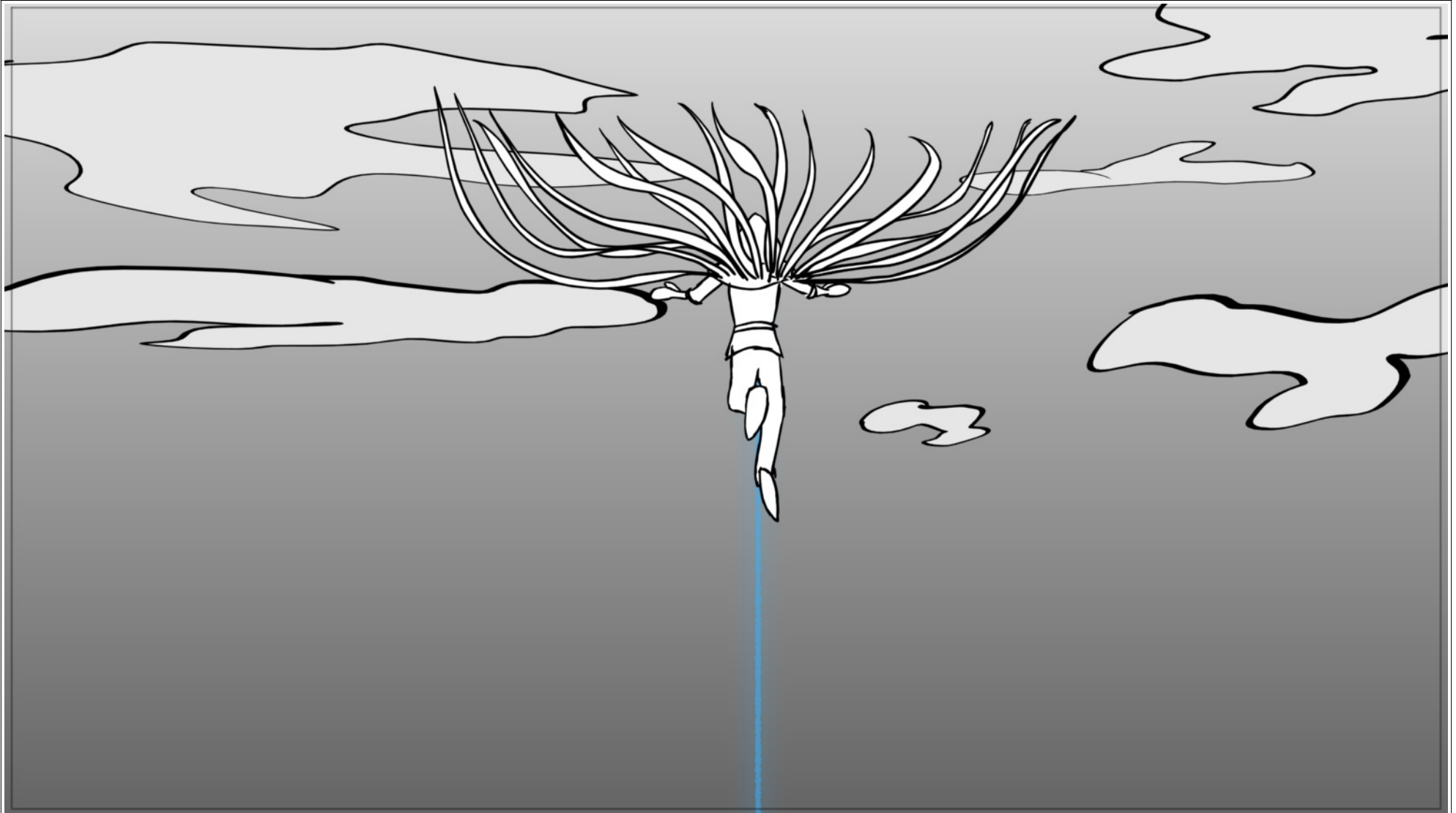
Scene	Duration	Panel	Duration
21	14:05	21	00:17



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

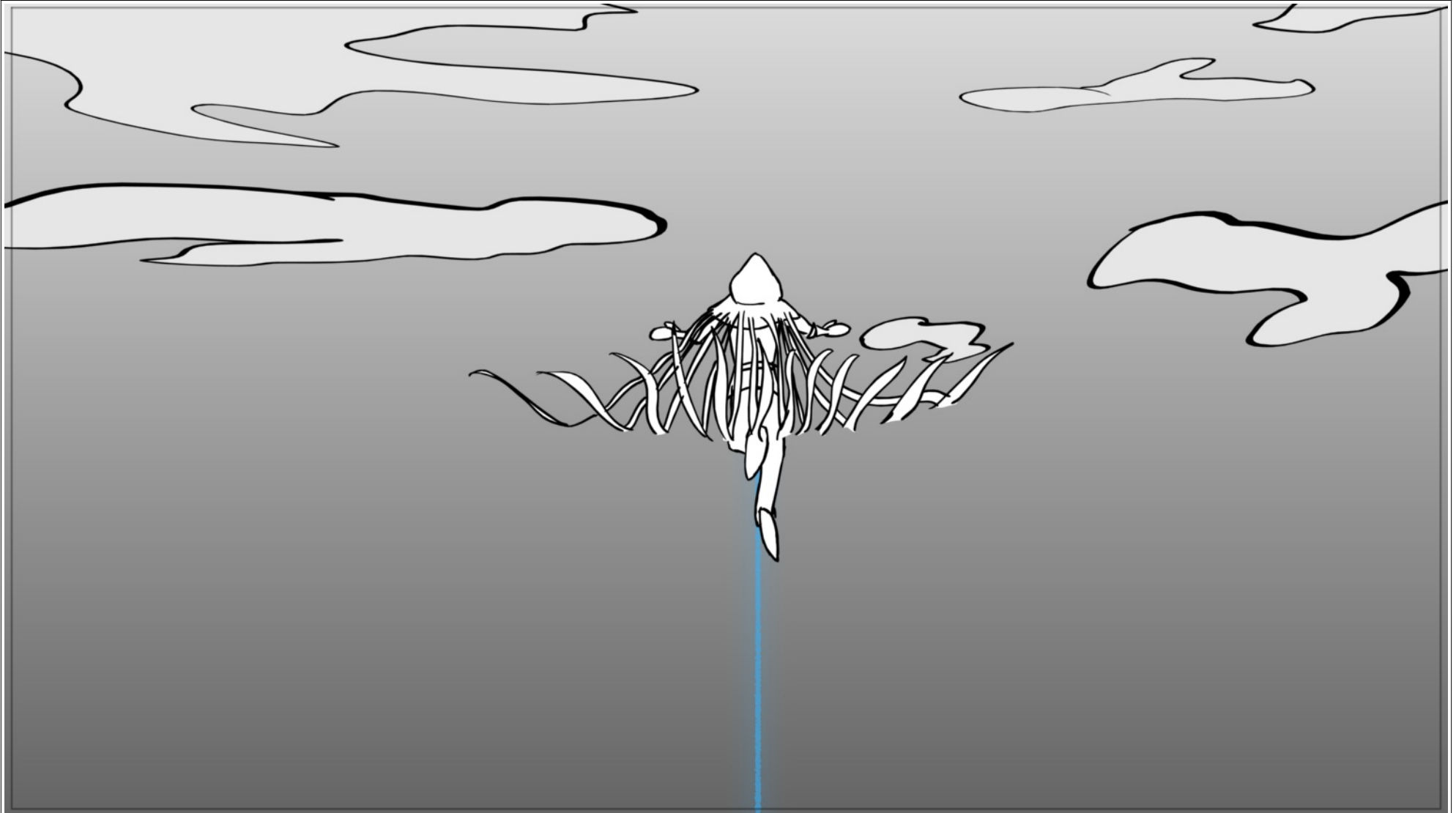
Scene	Duration	Panel	Duration
21	14:05	22	00:17



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

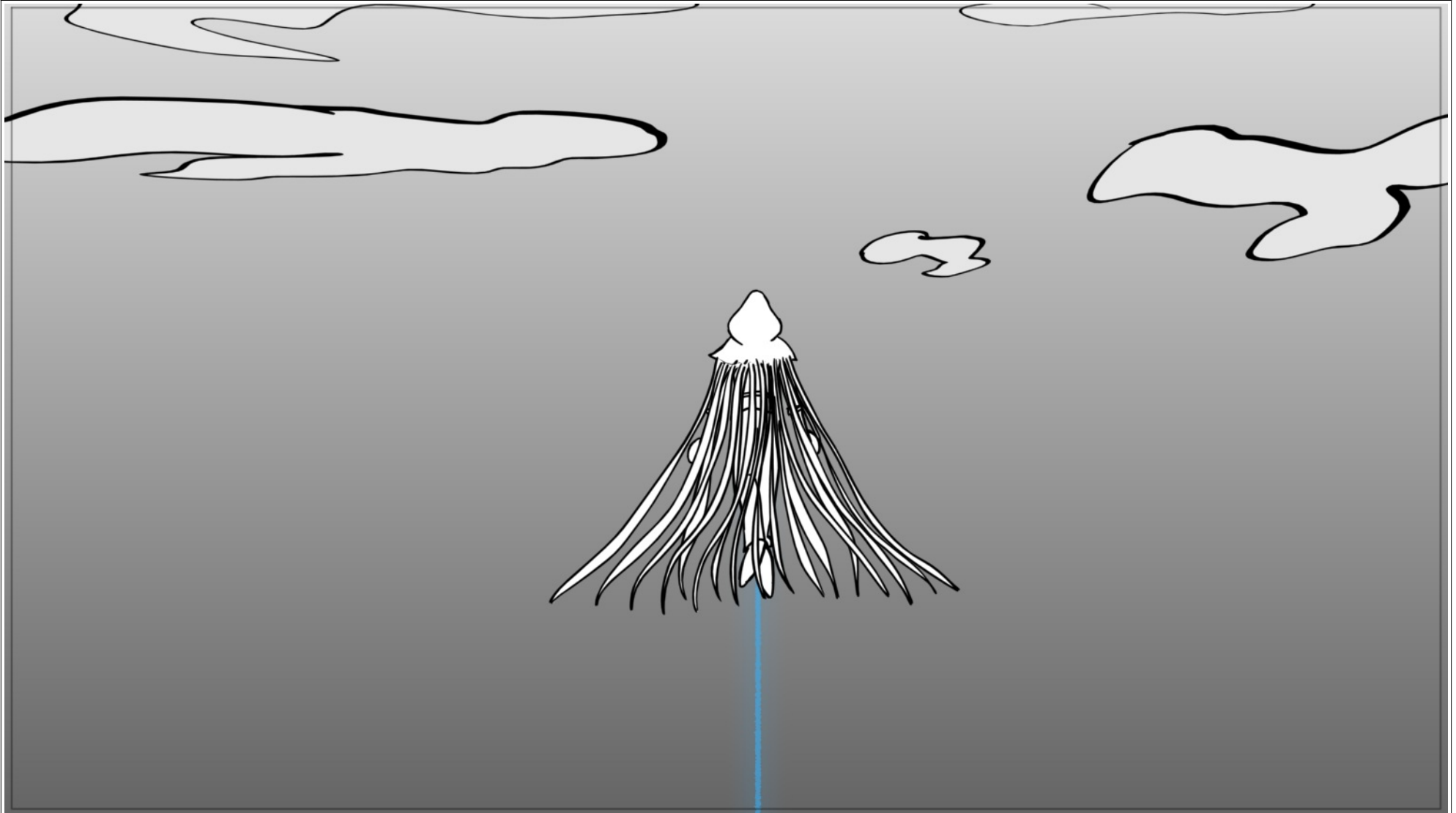
Scene	Duration	Panel	Duration
21	14:05	23	00:17



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

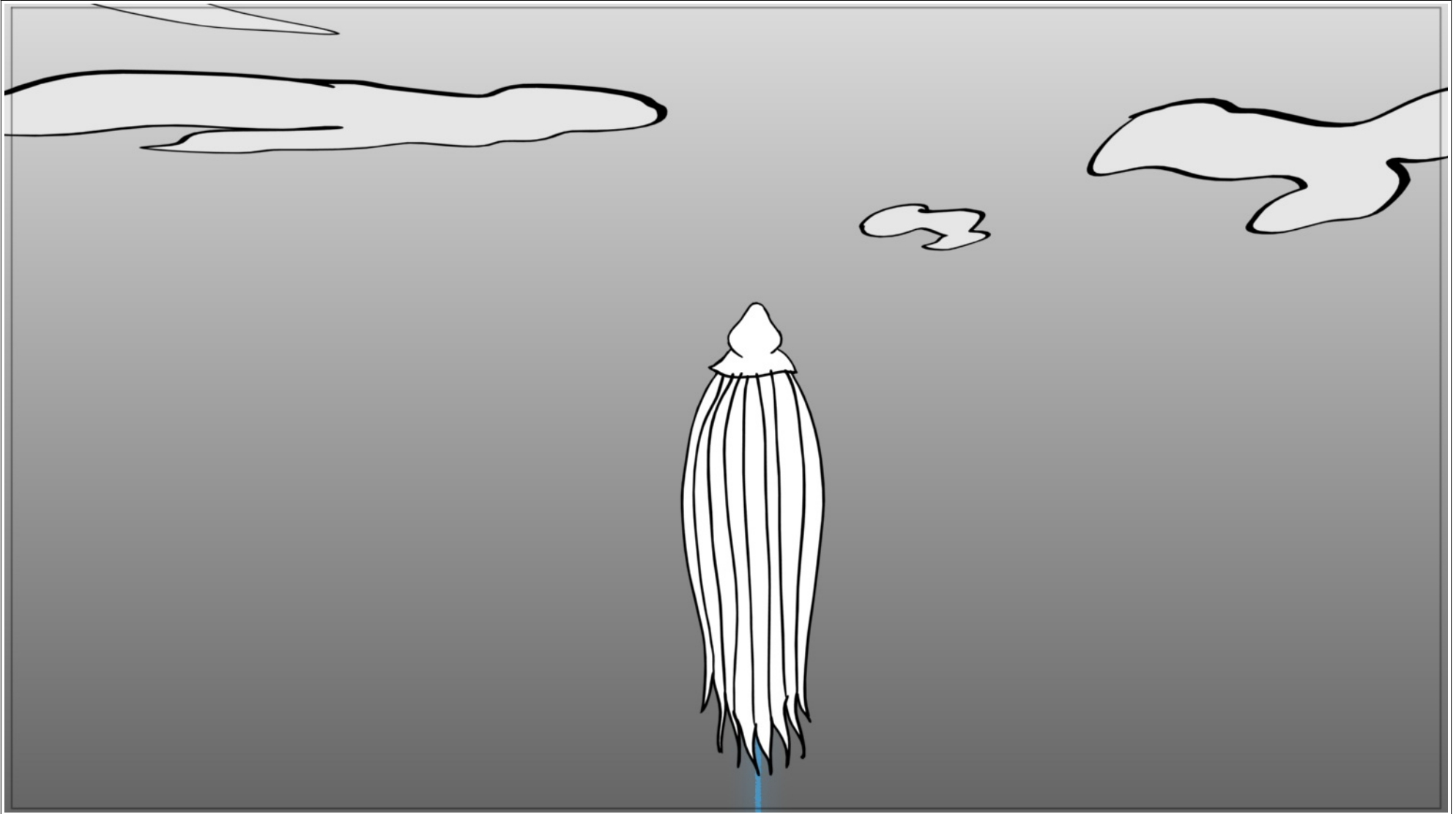
Scene	Duration	Panel	Duration
21	14:05	24	00:17



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

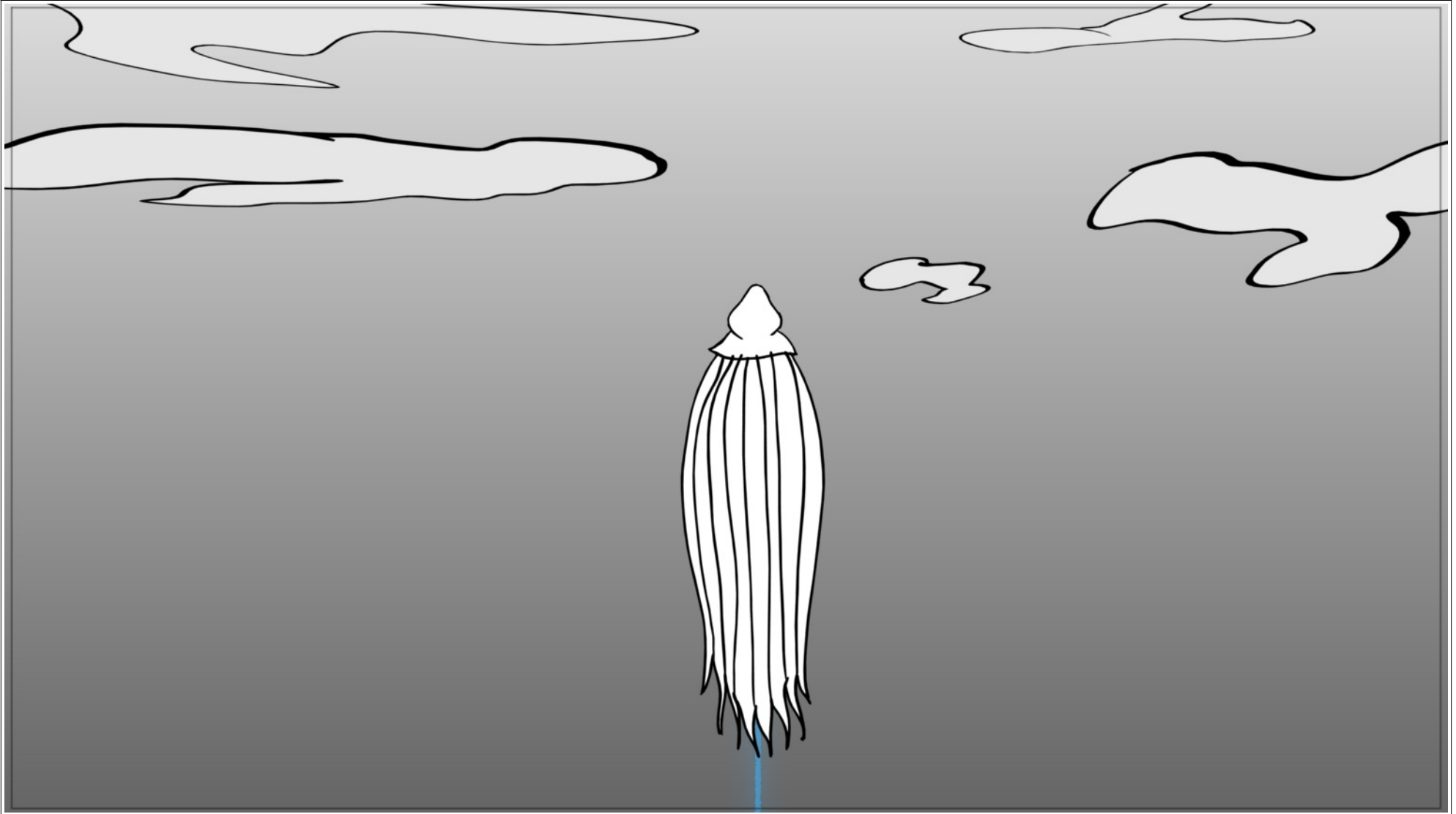
Scene	Duration	Panel	Duration
21	14:05	25	00:14



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

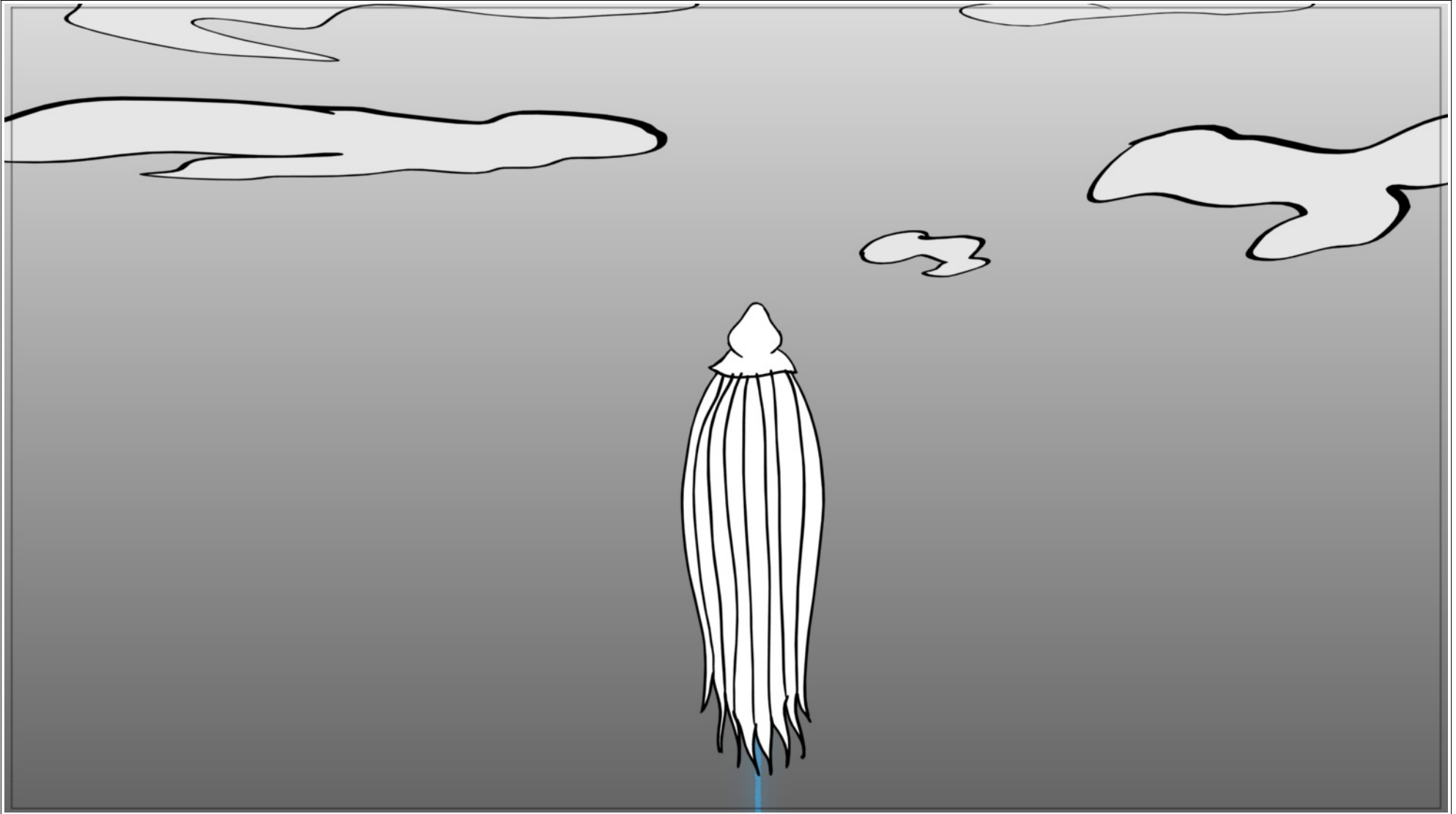
Scene	Duration	Panel	Duration
21	14:05	26	00:12



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

Scene	Duration	Panel	Duration
21	14:05	27	00:14



Action Notes

action shot of Vin rising through the mist then then to the top of the wall and the camera zoom's into Vin as she is in the air.

Scene	Duration	Panel	Duration
22	01:18	1	00:17



Action Notes

close up shot of Vin as she opens her eyes and see's the outside

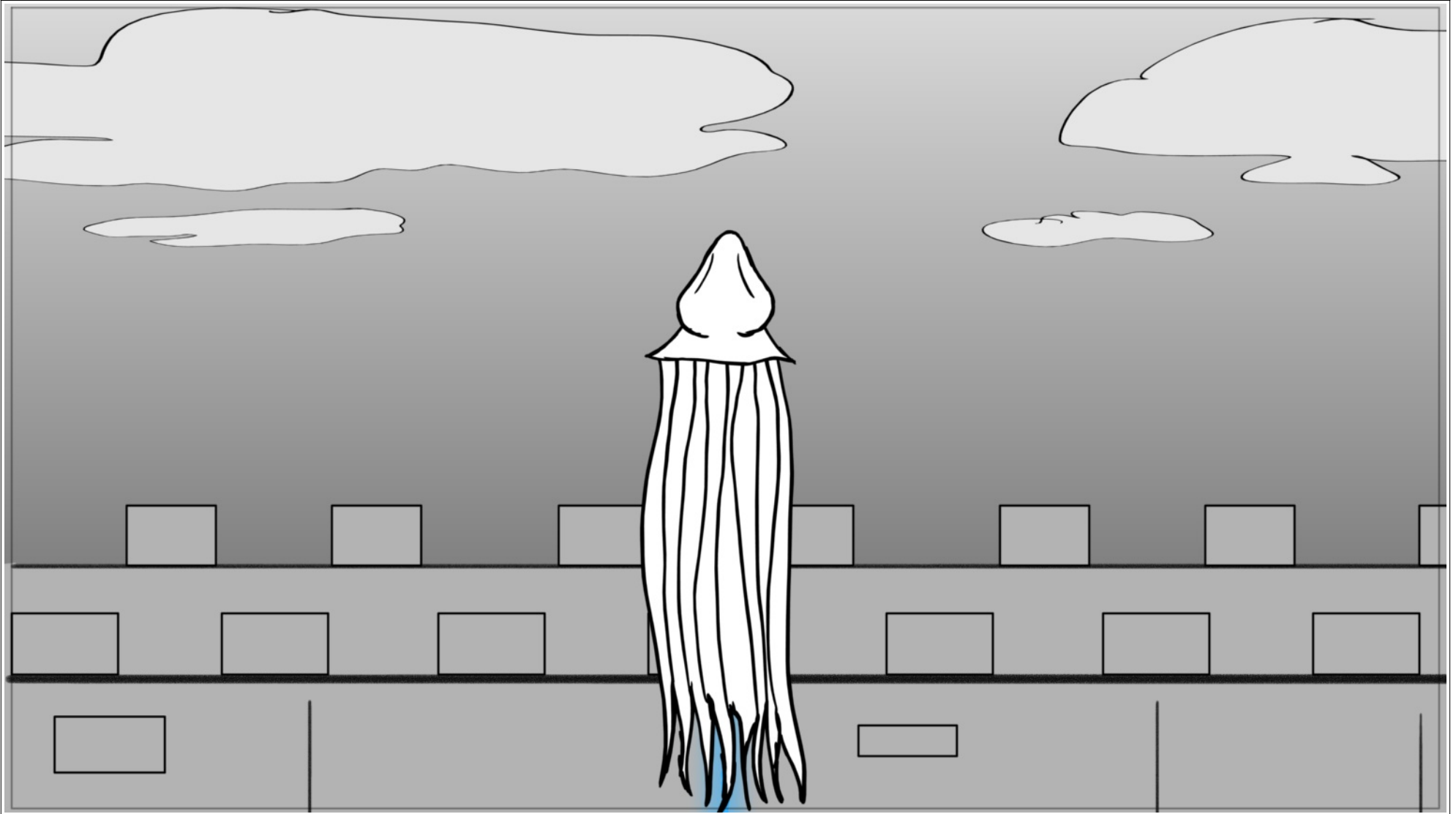
Scene	Duration	Panel	Duration
22	01:18	2	00:10



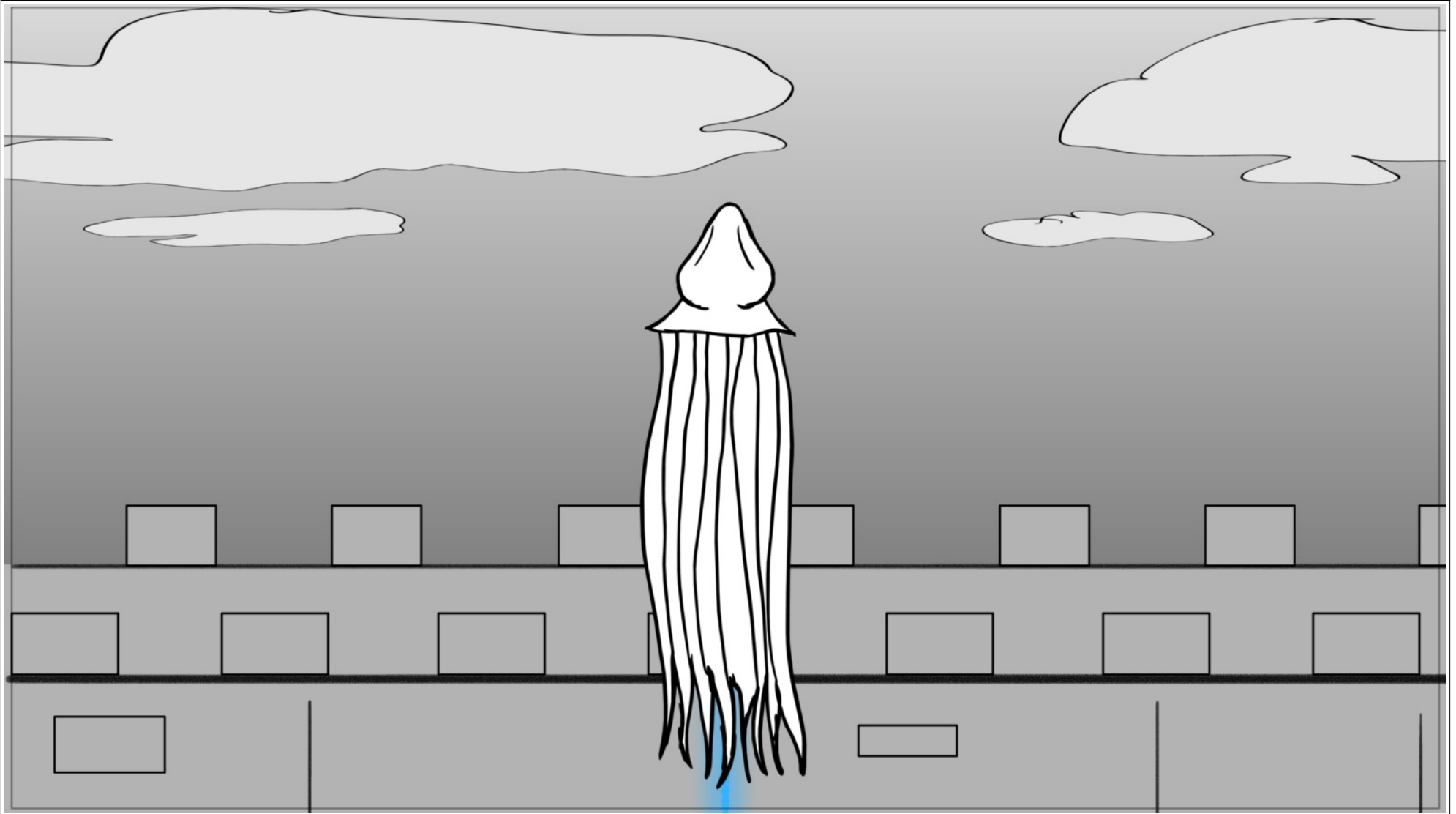
Scene	Duration	Panel	Duration
22	01:18	3	00:15



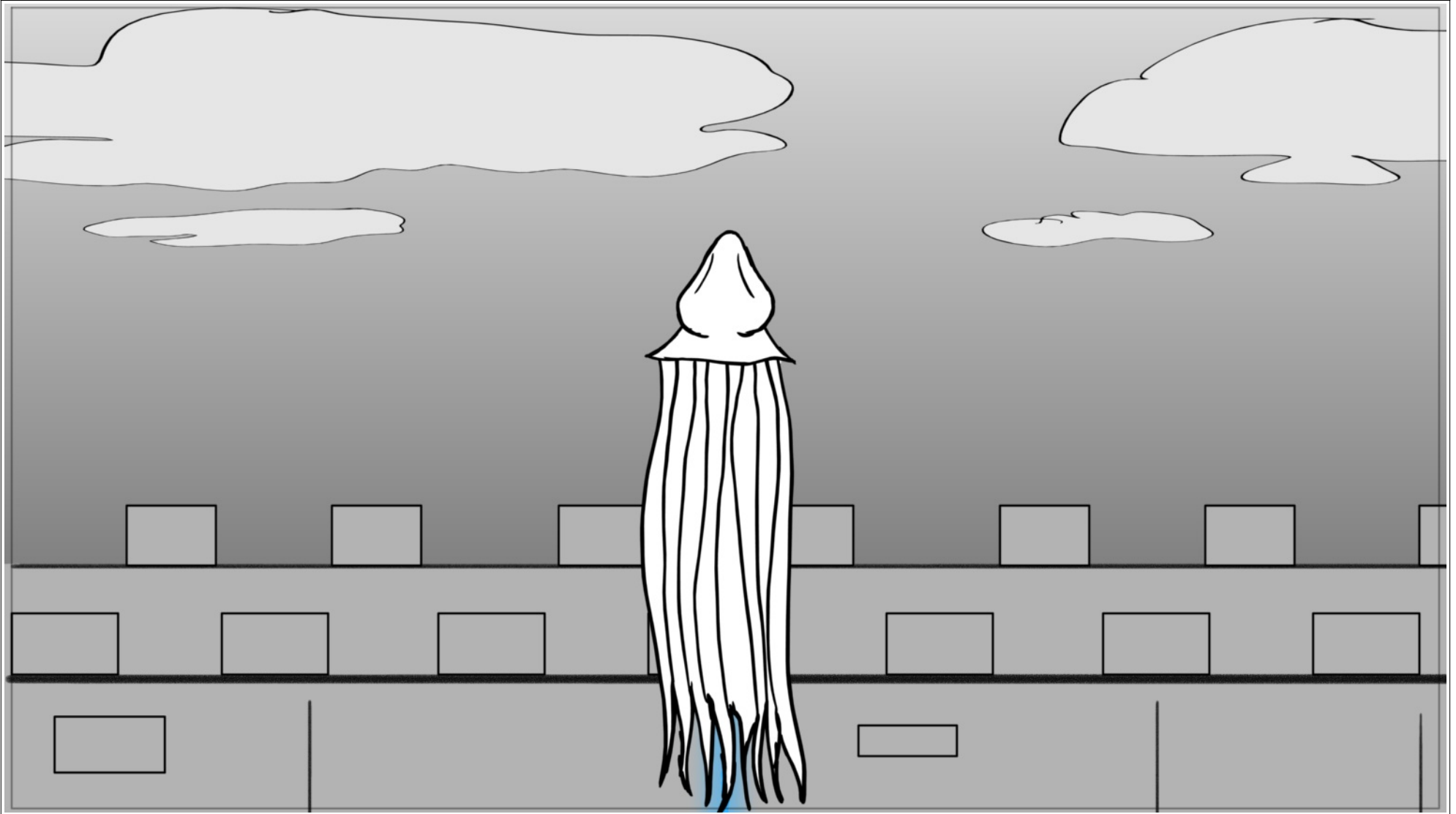
Scene	Duration	Panel	Duration
23	02:15	1	00:17



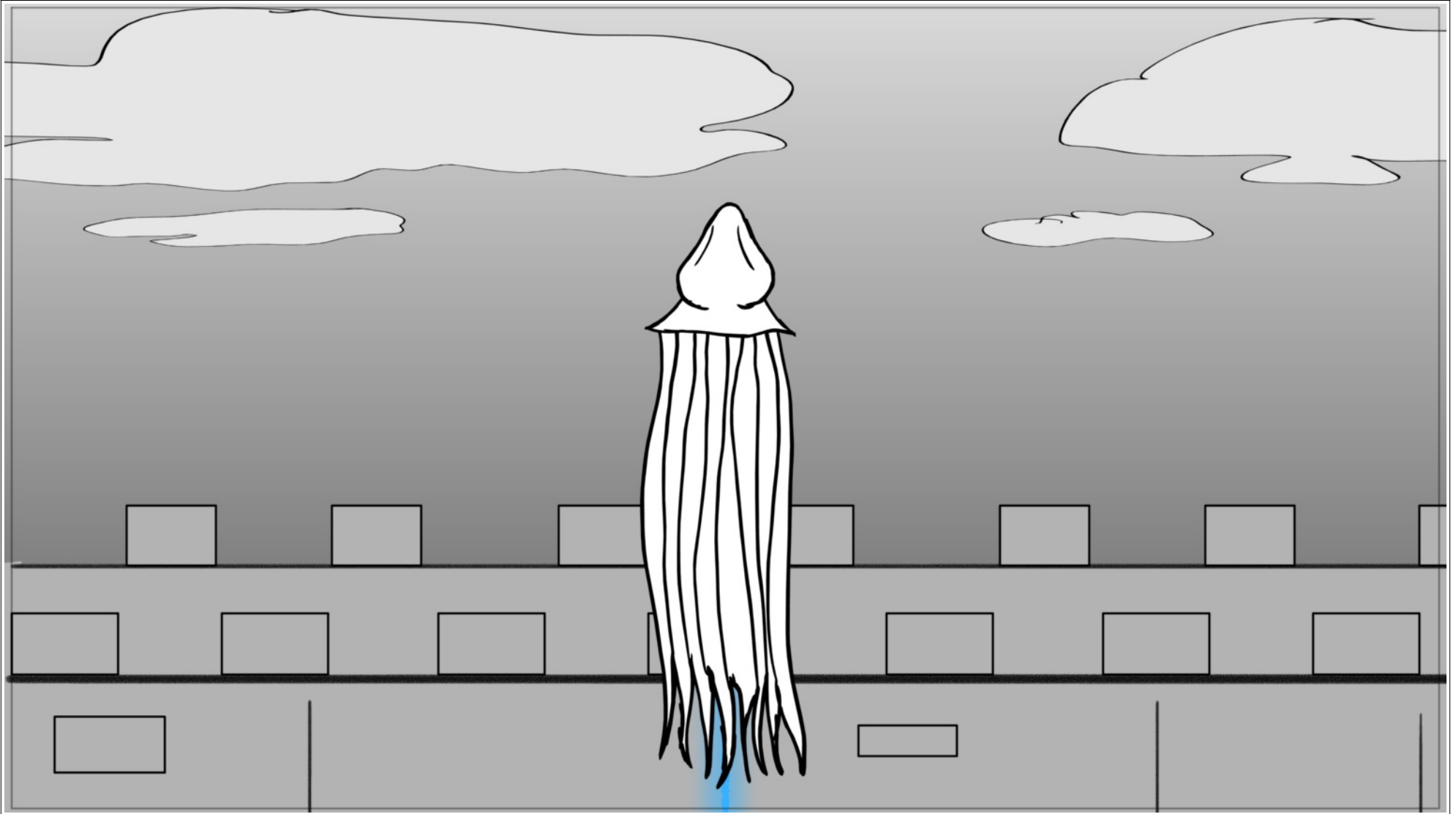
Scene	Duration	Panel	Duration
23	02:15	2	00:15



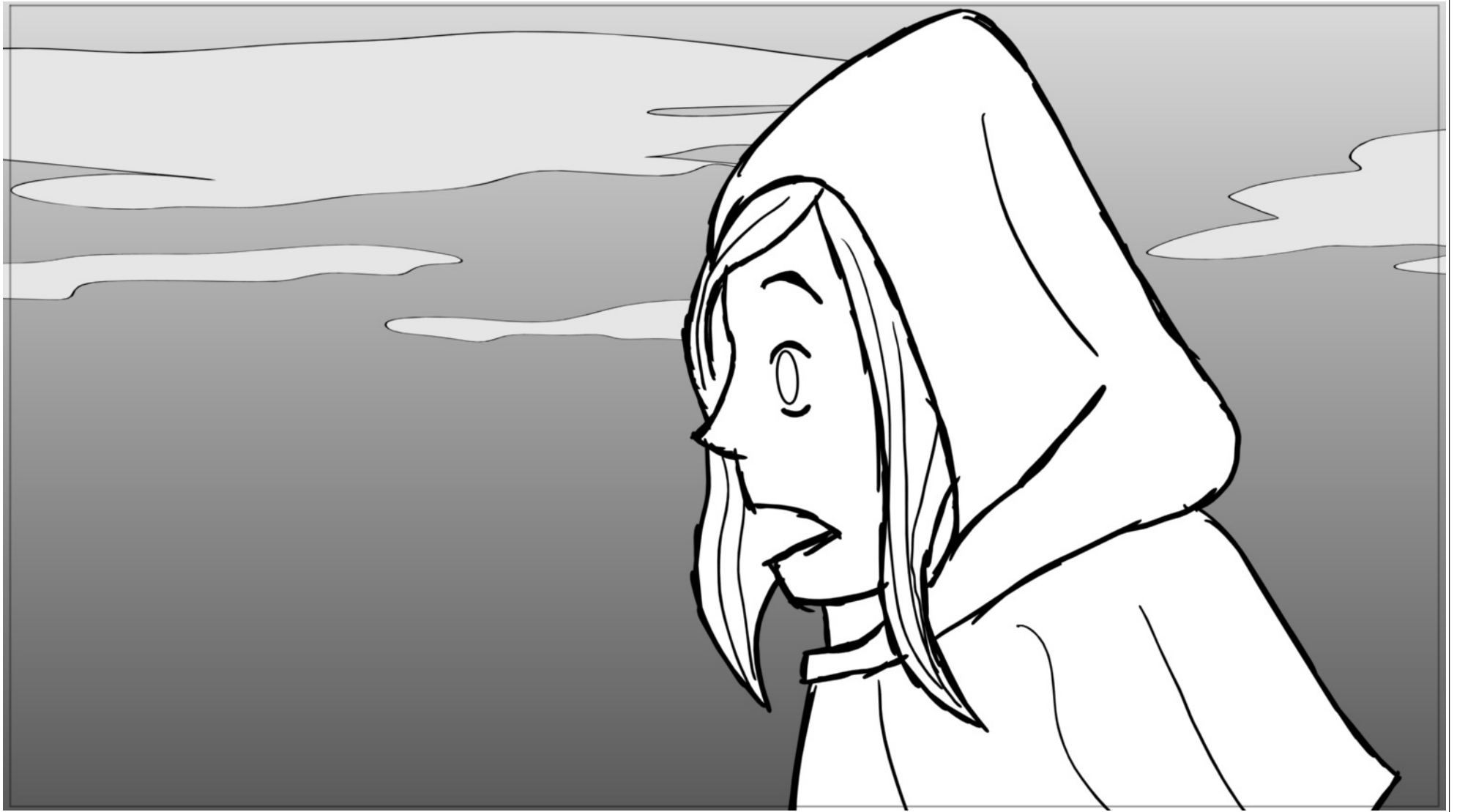
Scene	Duration	Panel	Duration
23	02:15	3	00:16



Scene	Duration	Panel	Duration
23	02:15	4	00:15



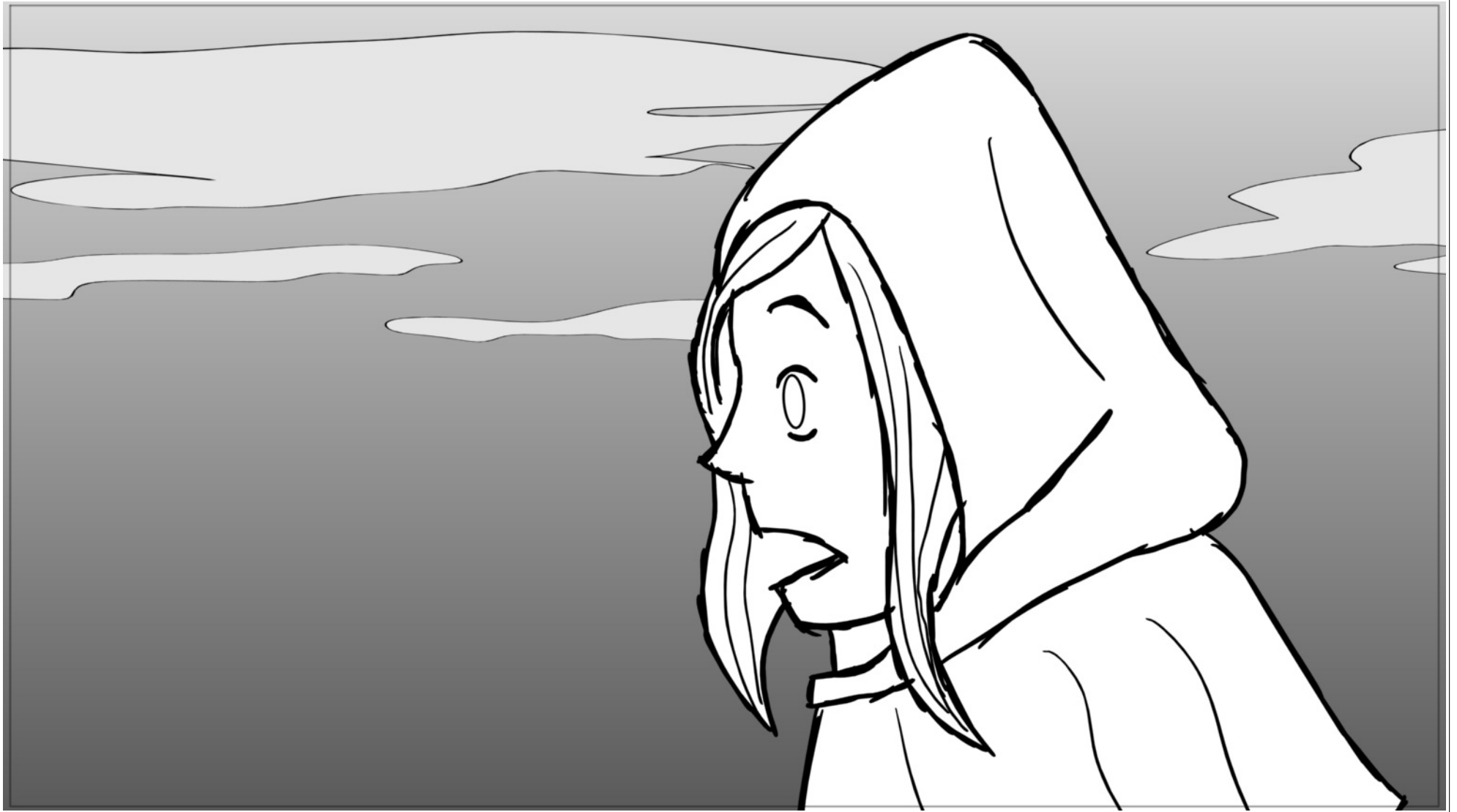
Scene	Duration	Panel	Duration
24	02:00	1	00:13



Action Notes

profile shpt of Vin looking forward then down towards the ground

Scene	Duration	Panel	Duration
24	02:00	2	00:11



Action Notes

profile shpt of Vin looking forward then down towards the ground

Scene	Duration	Panel	Duration
24	02:00	3	00:13



Action Notes

profile shpt of Vin looking forward then down towards the ground

Scene	Duration	Panel	Duration
24	02:00	4	00:11



Action Notes

profile shpt of Vin looking forward then down towards the ground

Scene	Duration	Panel	Duration
25	01:00	1	01:00



Scene	Duration	Panel	Duration
26	02:06	1	00:12



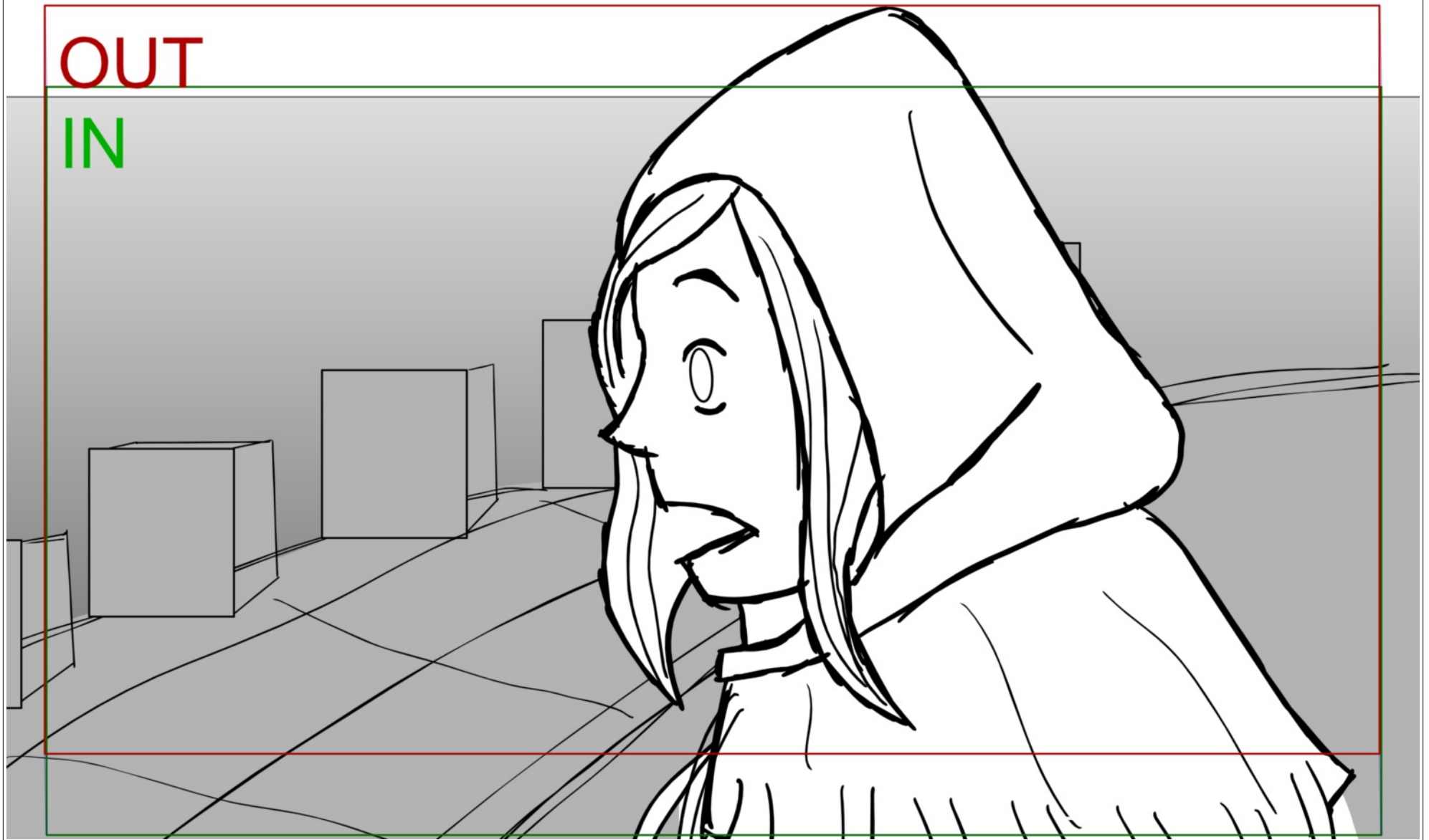
Dialog

Kelsier:I've always liked the view from up here

Action Notes

camera starts on a profile shot of Vin then trucks to the left to move Vin to the right and we see Kelsier in a relaxed pose.

Scene	Duration	Panel	Duration
26	02:06	2	00:16



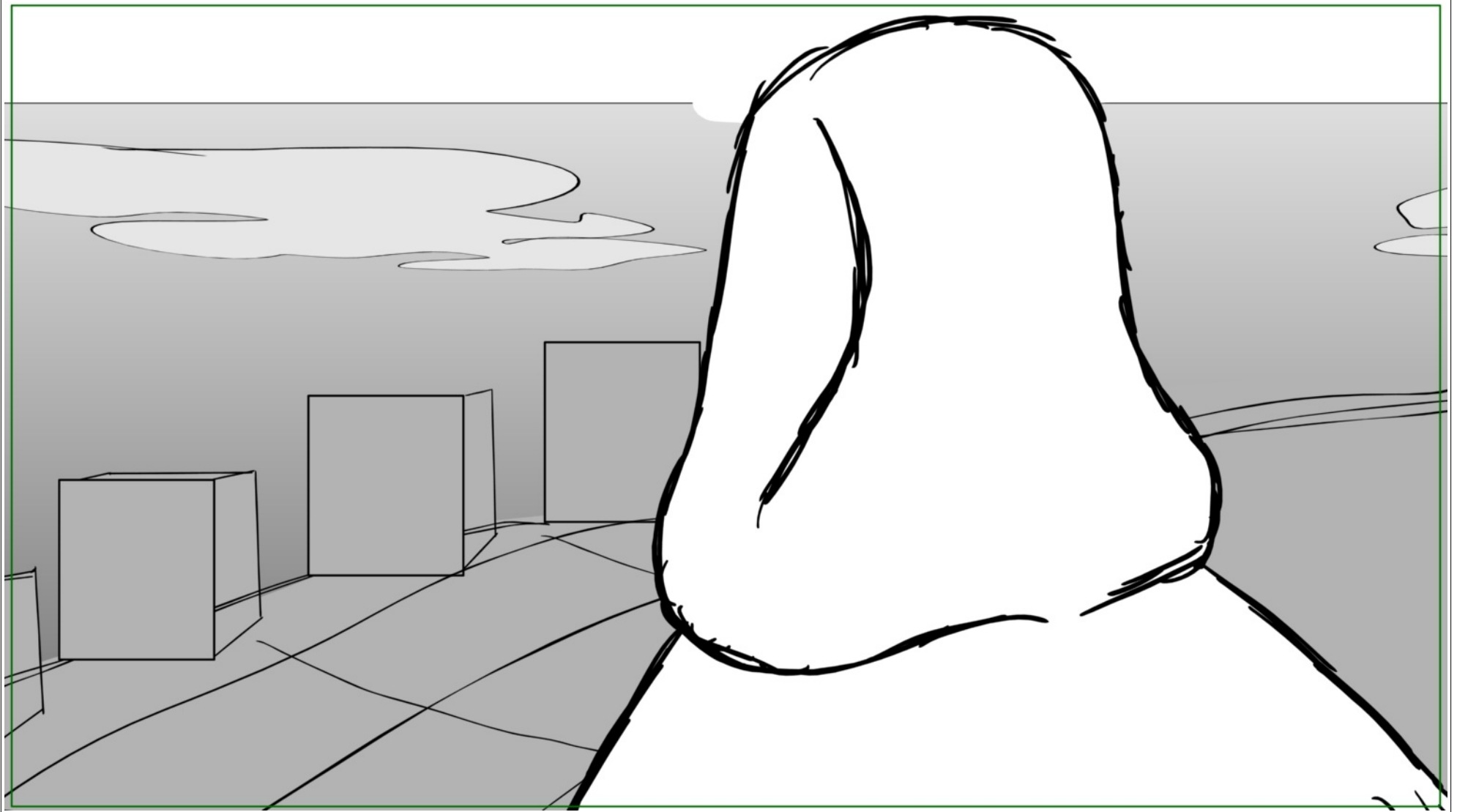
Dialog

Kelsier:I've always liked the view from up here

Action Notes

camera starts on a profile shot of Vin then trucks to the left to move Vin to the right and we see Kelsier in a relaxed pose.

Scene	Duration	Panel	Duration
26	02:06	3	00:10



Dialog

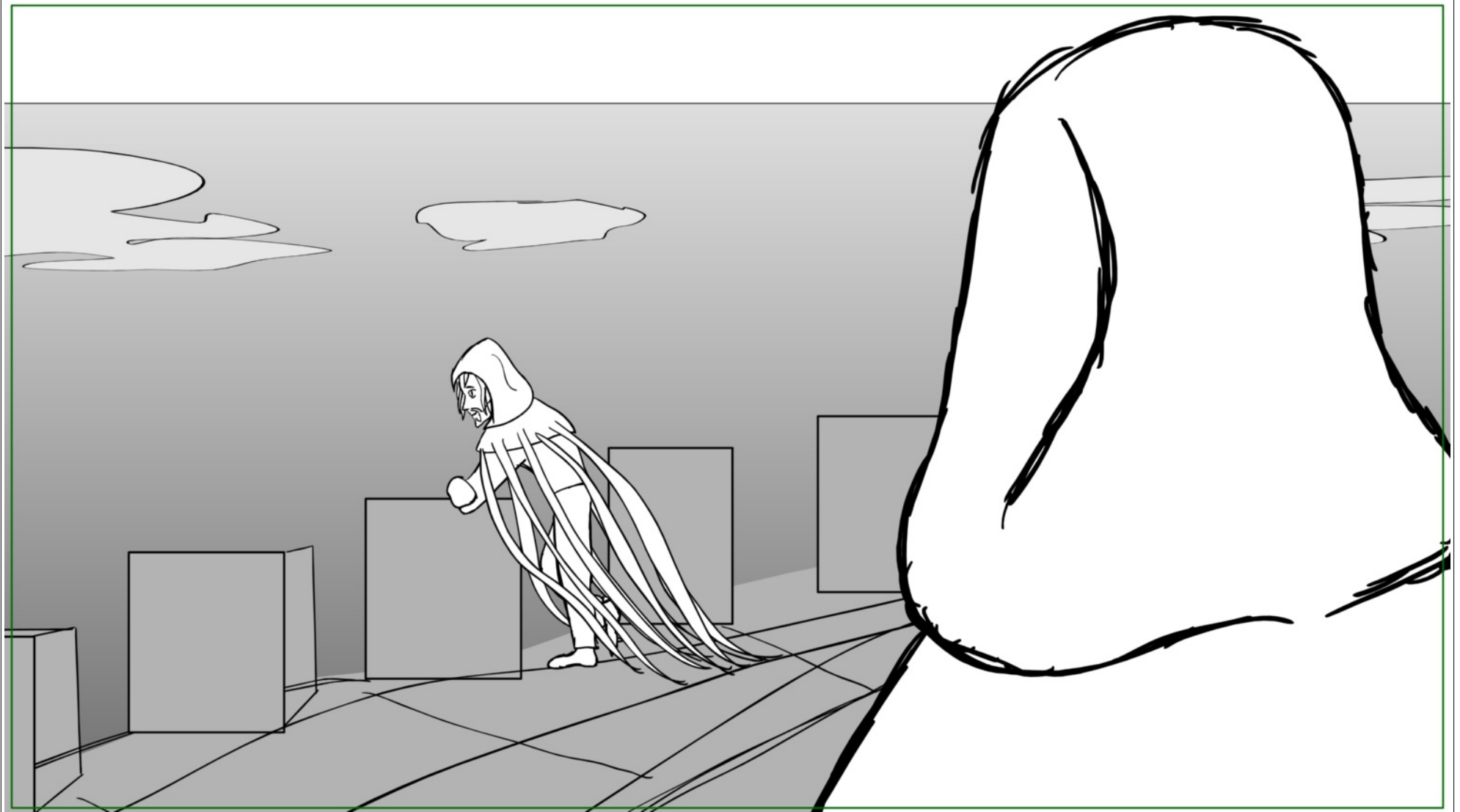
Kelsier:I've always liked the view from up here



Action Notes

camera starts on a profile shot of Vin then trucks to the left to move Vin to the right and we see Kelsier in a relaxed pose.

Scene	Duration	Panel	Duration
26	02:06	4	00:16



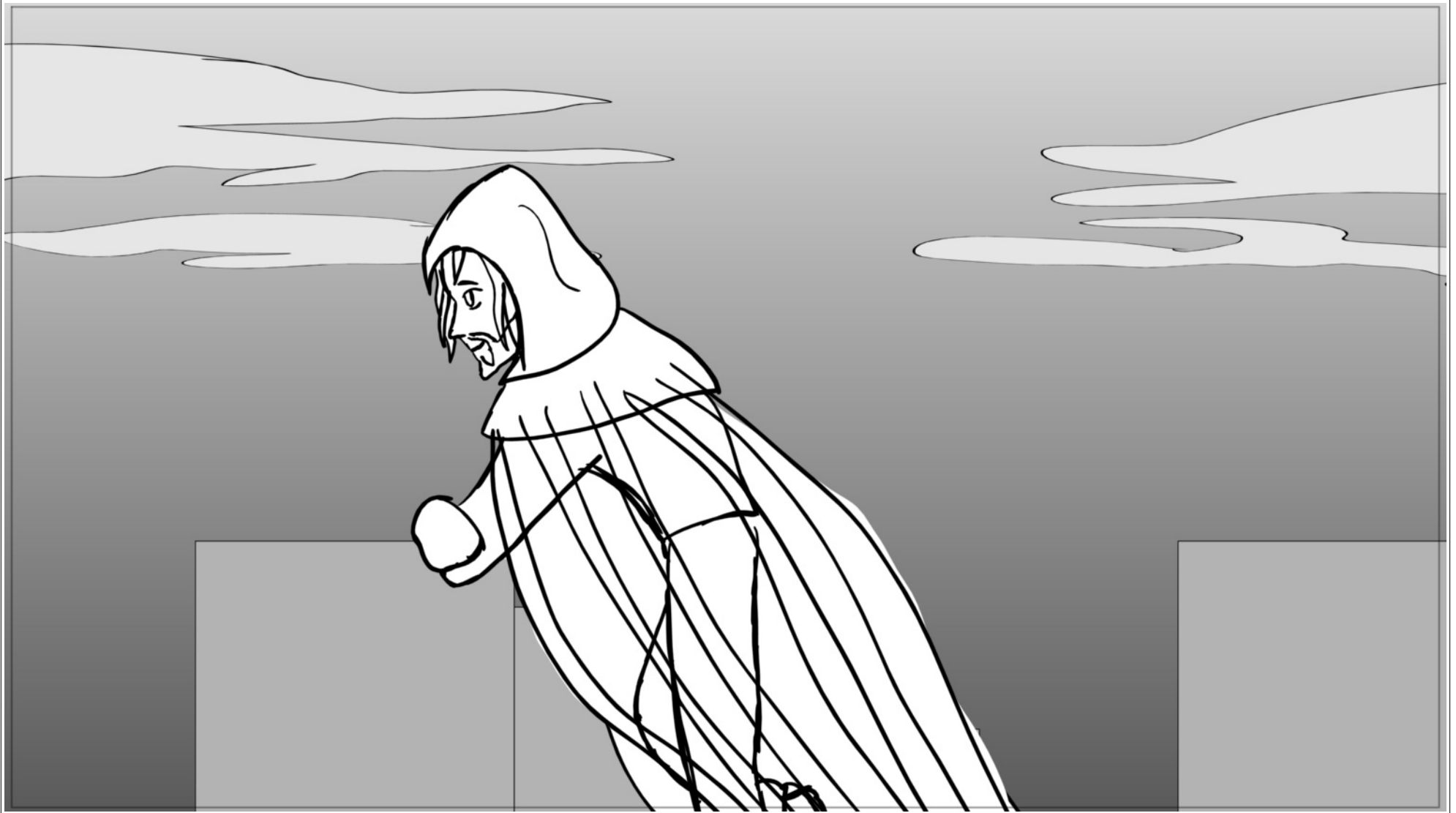
Dialog

Kelsier:I've always liked the view from up here

Action Notes

camera starts on a profile shot of Vin then trucks to the left to move Vin to the right and we see Kelsier in a relaxed pose.

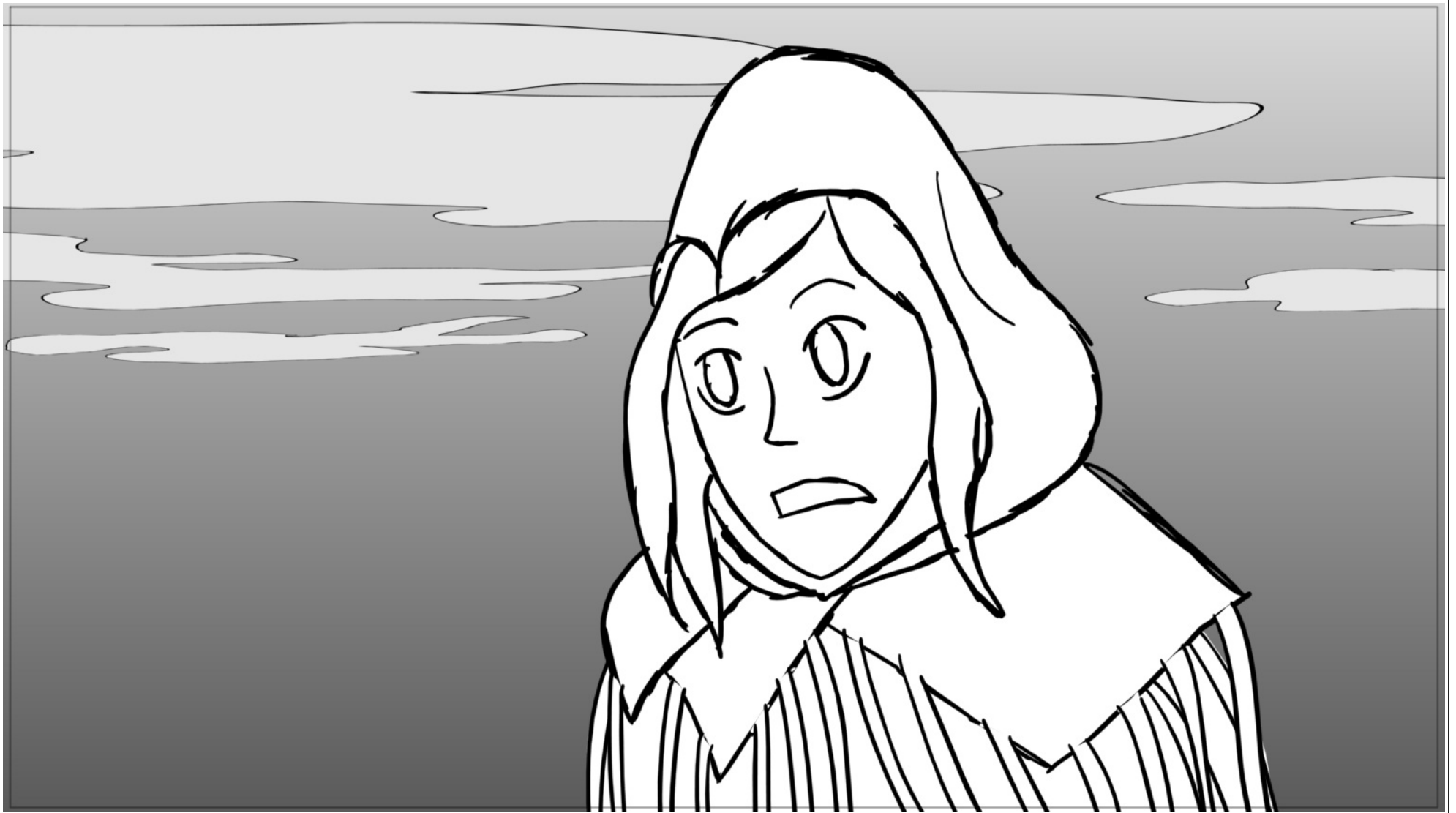
Scene	Duration	Panel	Duration
27	01:00	1	01:00



Action Notes

full shot of Kelsier leaning against the wall block.

Scene	Duration	Panel	Duration
28	01:18	1	00:15



Action Notes

3/4 quarter shot of Vin close up shot as she asks Kelsier for help.

Scene	Duration	Panel	Duration
28	01:18	2	00:12



Action Notes

3/4 quarter shot of Vin close up shot as she asks Kelsier for help.

Scene	Duration	Panel	Duration
28	01:18	3	00:15



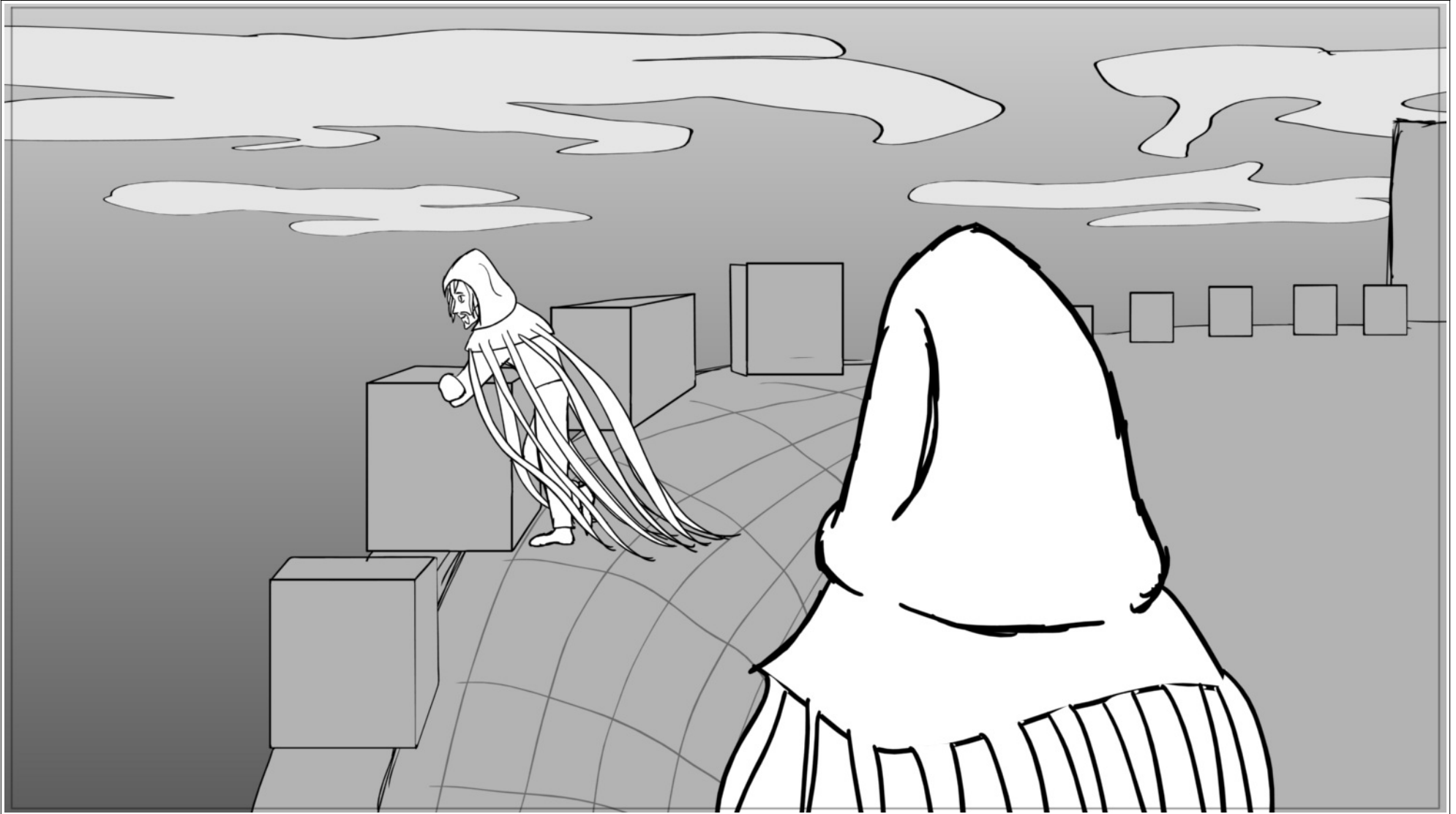
Dialog
Vin:Help!



Action Notes

3/4 quarter shot of Vin close up shot as she asks Kelsier for help.

Scene	Duration	Panel	Duration
29	02:12	1	00:15

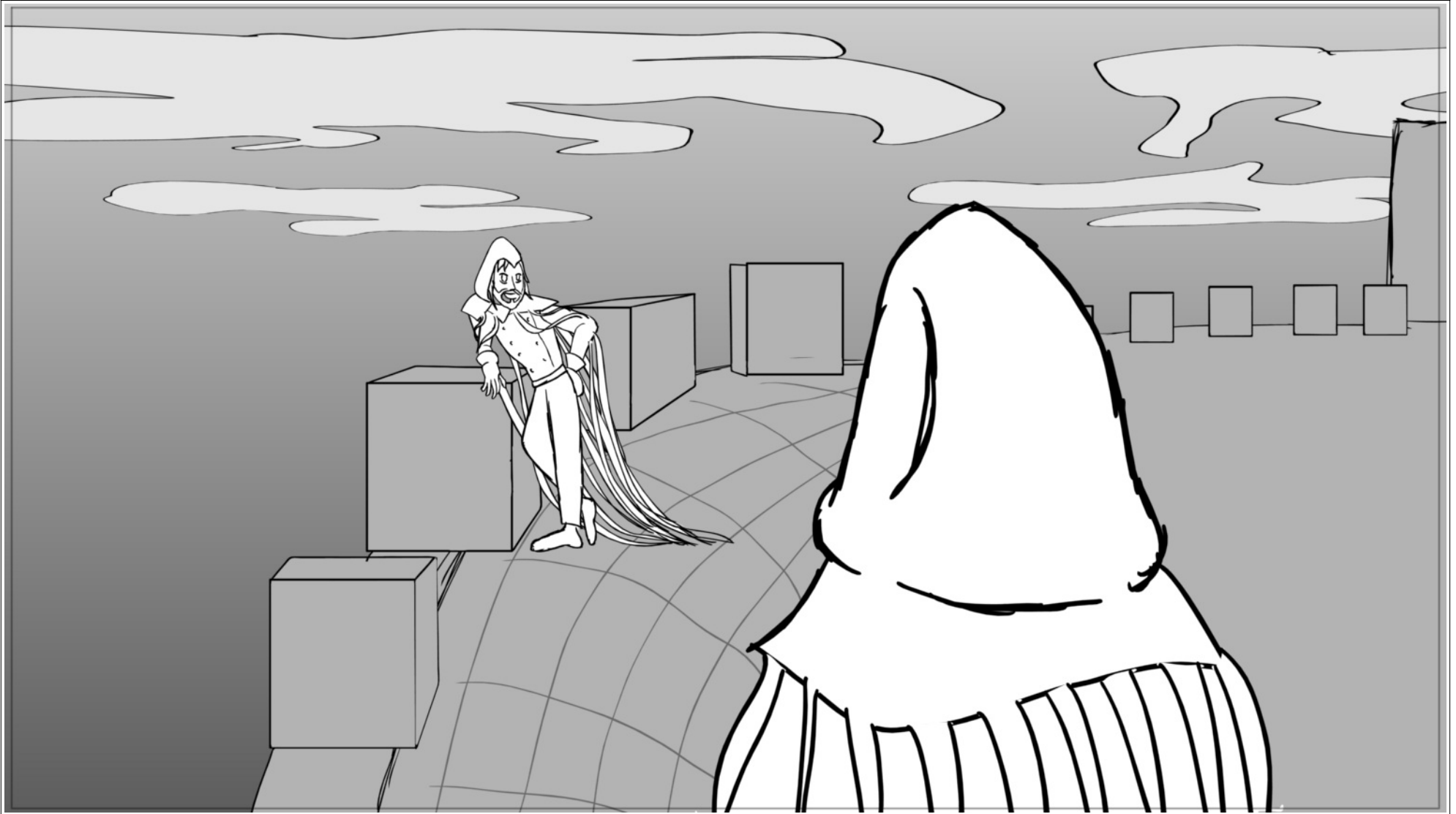


Dialog

Kelsier: You dont have to worry too much. It's easier to balance in the air if you have a tripod of anchors, but you can do fine with a single anchor. Your body is used to balancing itslef. Part of what you've been doing since you learned to walk transferes to Allomancy. As long as you stay still

, hanging at the very edge of your Pushing ability , you'll be pretty stable-your mind and body will correct any slight deviations from the base center of your anchor below, keeping you from falling to the sides.

Scene	Duration	Panel	Duration
29	02:12	2	00:15



Dialog

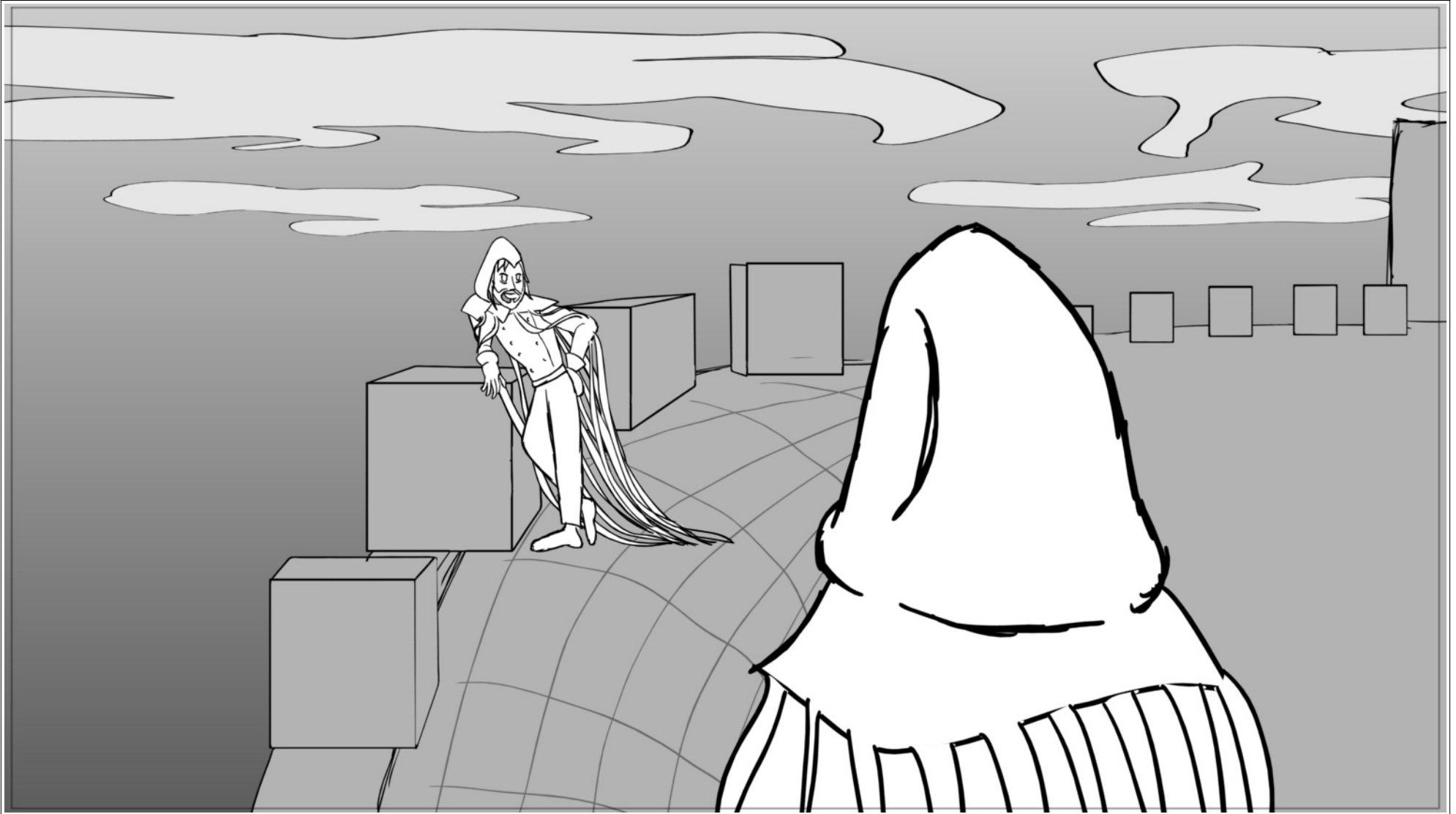
Kelsier: You dont have to worry too much. It's easier to balance in the air if you have a tripod of anchors, but you can do fine with a single anchor. Your body is used to balancing itslef. Part of what you've been doing since you learned to walk transferes to Allomancy. As long as you stay still

, hanging at the very edge of your Pushing ability , you'll be pretty stable-your mind and body will correct any slight deviations from the base center of your anchor below, keeping you from falling to the sides.

Action Notes

over the shoulder shot of Kelsier explaining the balancing in Allomancy.

Scene	Duration	Panel	Duration
29	02:12	3	00:15

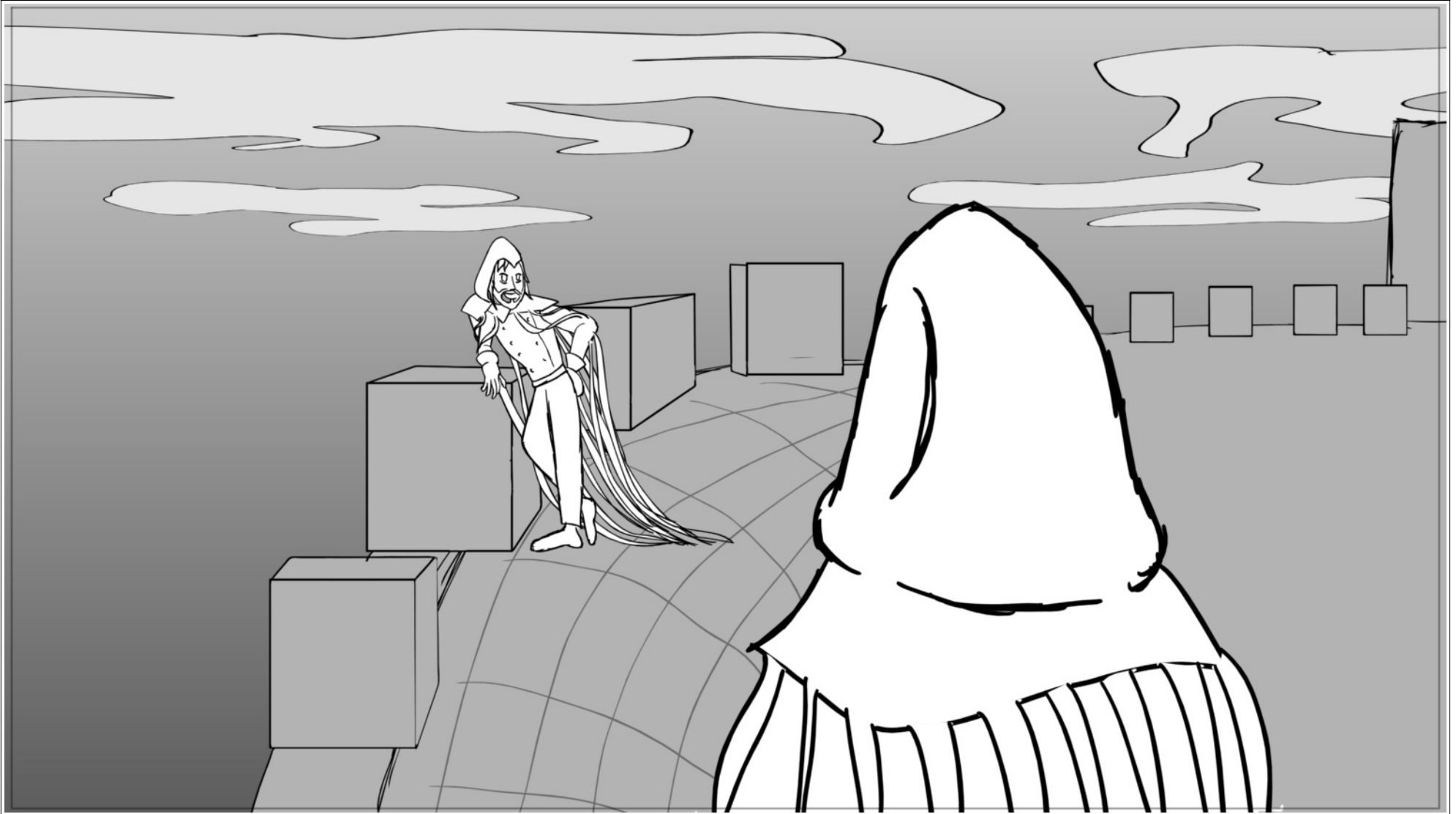


Dialog

Kelsier: You dont have to worry too much. It's easier to balance in the air if you have a tripod of anchors, but you can do fine with a single anchor. Your body is used to balancing itslef. Part of what you've been doing since you learned to walk transferes to Allomancy. As long as you stay still

, hanging at the very edge of your Pushing ability , you'll be pretty stable-your mind and body will correct any slight deviations from the base center of your anchor below, keeping you from falling to the sides.

Scene	Duration	Panel	Duration
29	02:12	4	00:15



Dialog

Kelsier: You dont have to worry too much. It's easier to balance in the air if you have a tripod of anchors, but you can do fine with a single anchor. Your body is used to balancing itslef. Part of what you've been doing since you learned to walk transferes to Allomancy. As long as you stay still

, hanging at the very edge of your Pushing ability , you'll be pretty stable-your mind and body will correct any slight deviations from the base center of your anchor below, keeping you from falling to the sides.

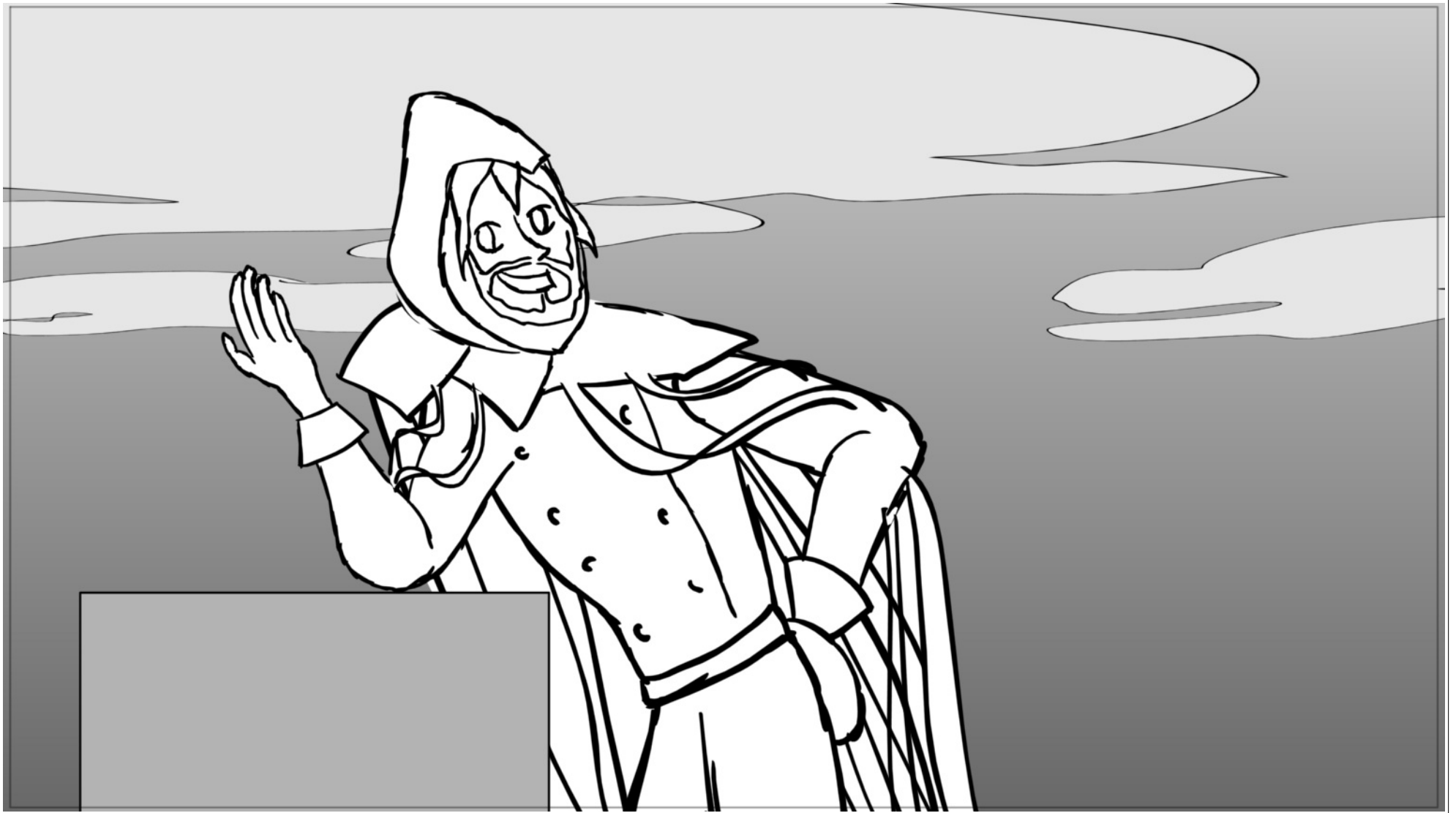
Scene	Duration	Panel	Duration
30	03:03	1	00:12



Dialog

Kelsier: If you were to Push on something else, or move too much to one side, though... well, you'd lose your anchor below and wouldn't be able pushing directly up anymore. Then you'd have problems-you'd tip over like a lead weight on top of a very tall pole.

Scene	Duration	Panel	Duration
30	03:03	2	00:13



Dialog

Kelsier: If you were to Push on something else, or move too much to one side, though... well, you'd lose your anchor below and wouldn't be able pushing directly up anymore. Then you'd have problems-you'd tip over like a lead weight on top of a very tall pole.

Scene	Duration	Panel	Duration
30	03:03	3	00:13



Dialog

Kelsier: If you were to Push on something else, or move too much to one side, though... well, you'd lose your anchor below and wouldn't be able pushing directly up anymore. Then you'd have problems-you'd tip over like a lead weight on top of a very tall pole.

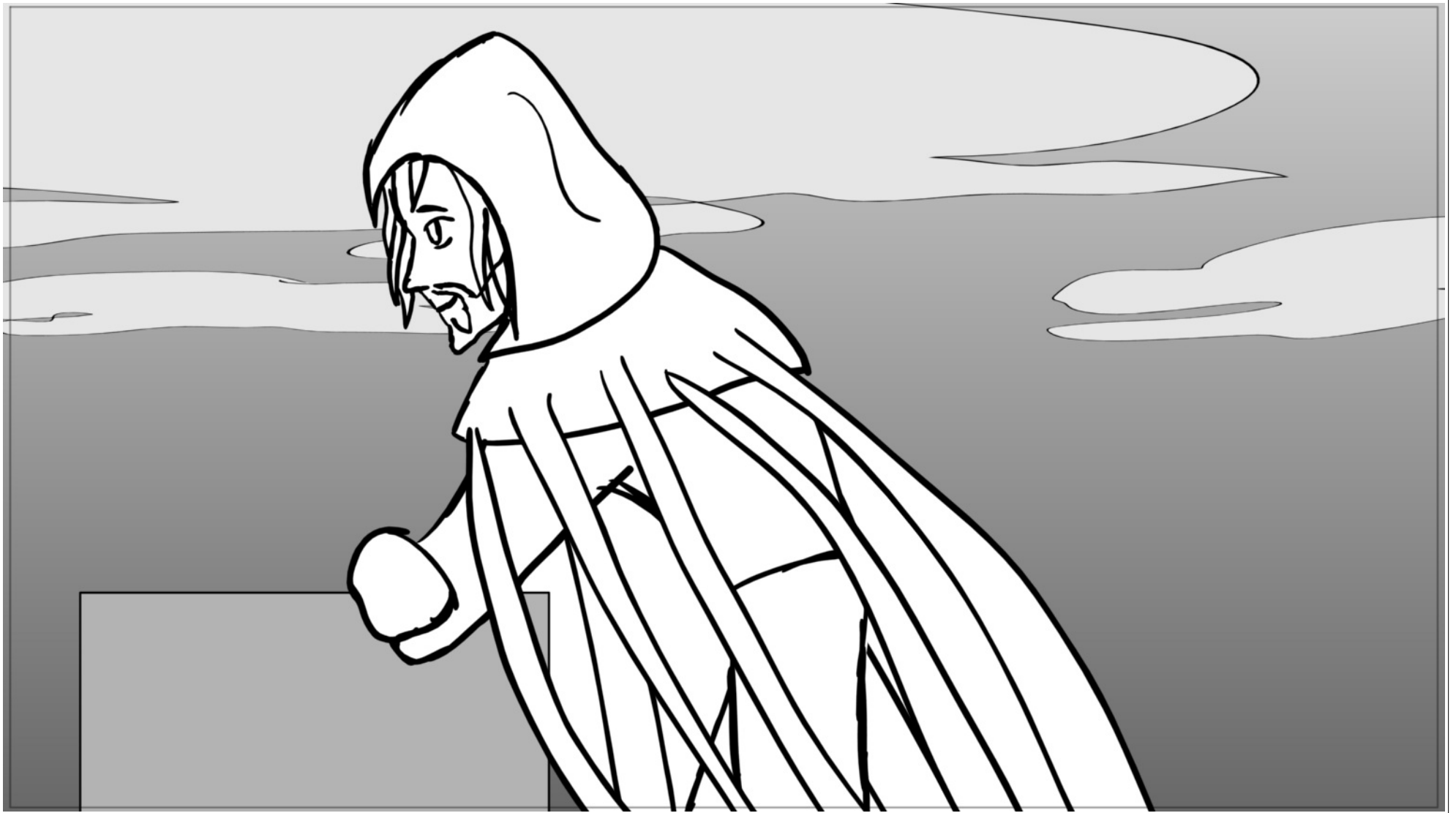
Scene	Duration	Panel	Duration
30	03:03	4	00:12



Dialog

Kelsier: If you were to Push on something else, or move too much to one side, though... well, you'd lose your anchor below and wouldn't be able pushing directly up anymore. Then you'd have problems-you'd tip over like a lead weight on top of a very tall pole.

Scene	Duration	Panel	Duration
30	03:03	5	00:10



Dialog

Kelsier: If you were to Push on something else, or move too much to one side, though... well, you'd lose your anchor below and wouldn't be able pushing directly up anymore. Then you'd have problems-you'd tip over like a lead weight on top of a very tall pole.

Scene	Duration	Panel	Duration
30	03:03	6	00:15



Dialog

Kelsier: If you were to Push on something else, or move too much to one side, though... well, you'd lose your anchor below and wouldn't be able pushing directly up anymore. Then you'd have problems-you'd tip over like a lead weight on top of a very tall pole.

Scene	Duration	Panel	Duration
31	01:01	1	00:10



Dialog

Vin:Kelsier!

Action Notes

close up shot of Vin as she gets angry at Kelsier

Scene	Duration	Panel	Duration
31	01:01	2	00:15



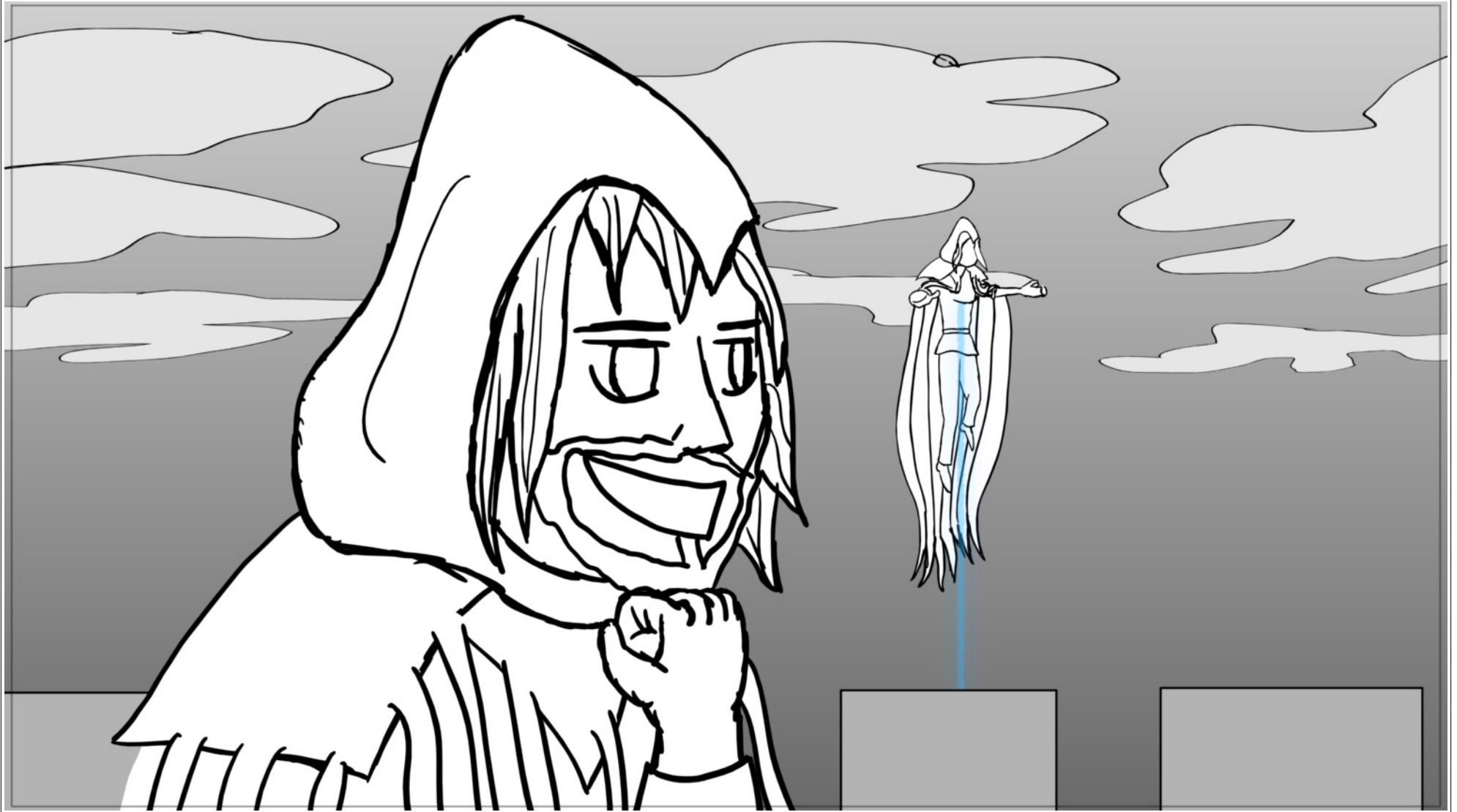
Dialog
Vin:Kelsier!



Action Notes

close up shot of Vin as she gets angry at Kelsier

Scene	Duration	Panel	Duration
32	03:06	1	00:13



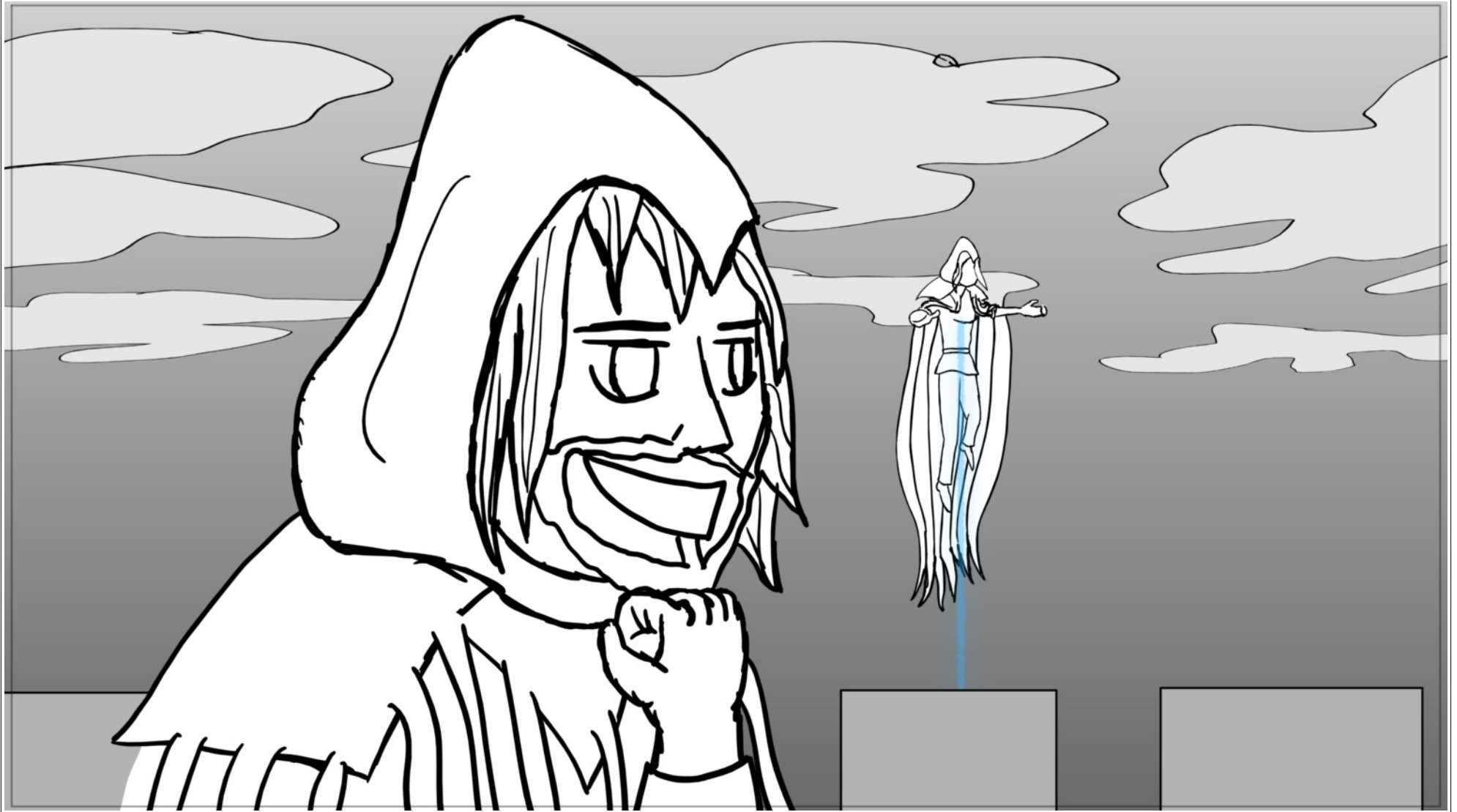
Dialog

Kelsier: I hope you arent afraid of heights, Vin. Thats quit a disadvantage for a Mistborn.

Action Notes

two shot of Kelsier in the foreground and Vin floating in the background.

Scene	Duration	Panel	Duration
32	03:06	2	00:13



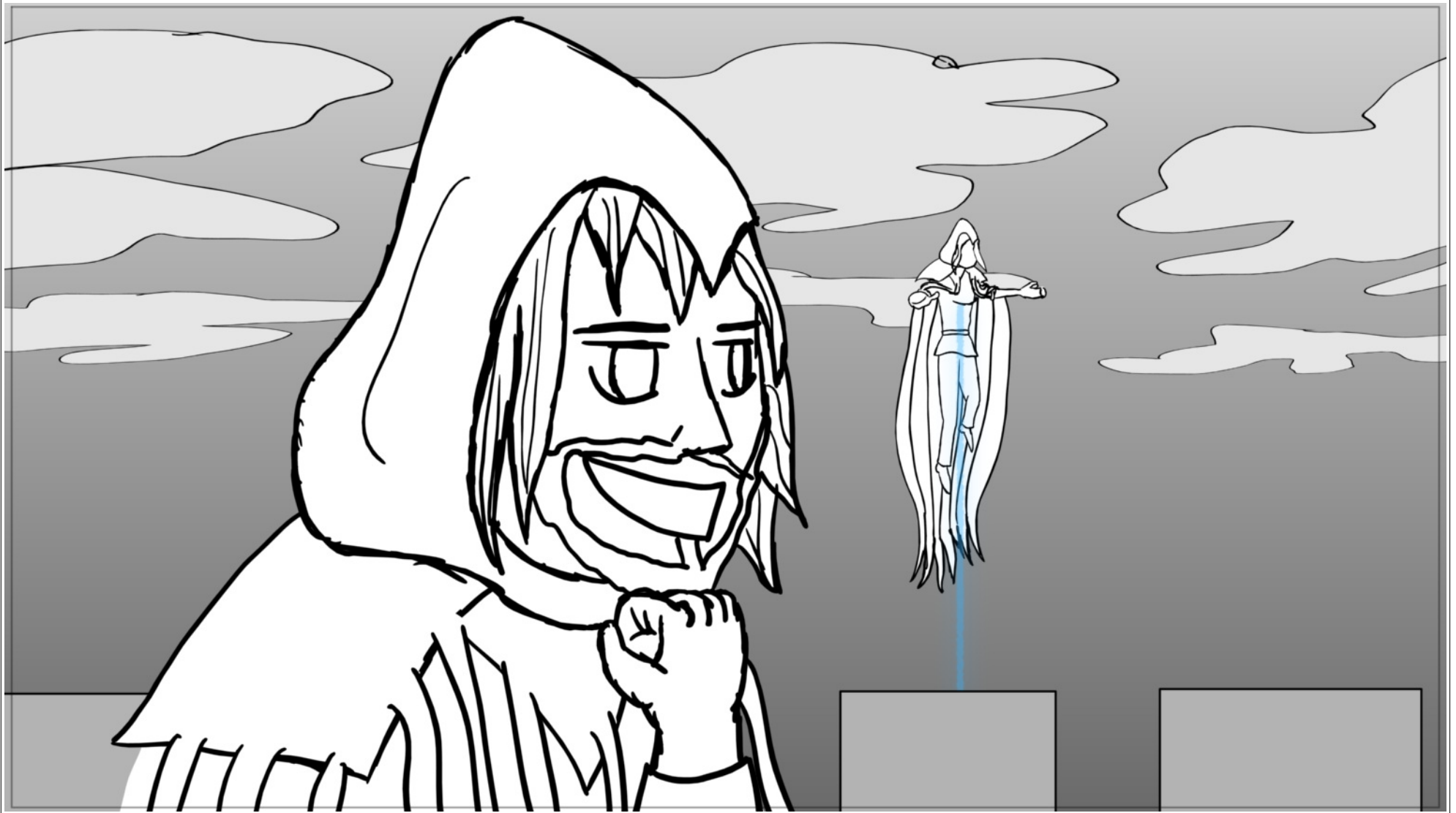
Dialog

Kelsier: I hope you arent afraid of heights, Vin. Thats quit a disadvantage for a Mistborn.

Action Notes

two shot of Kelsier in the foreground and Vin floating in the background.

Scene	Duration	Panel	Duration
32	03:06	3	00:13



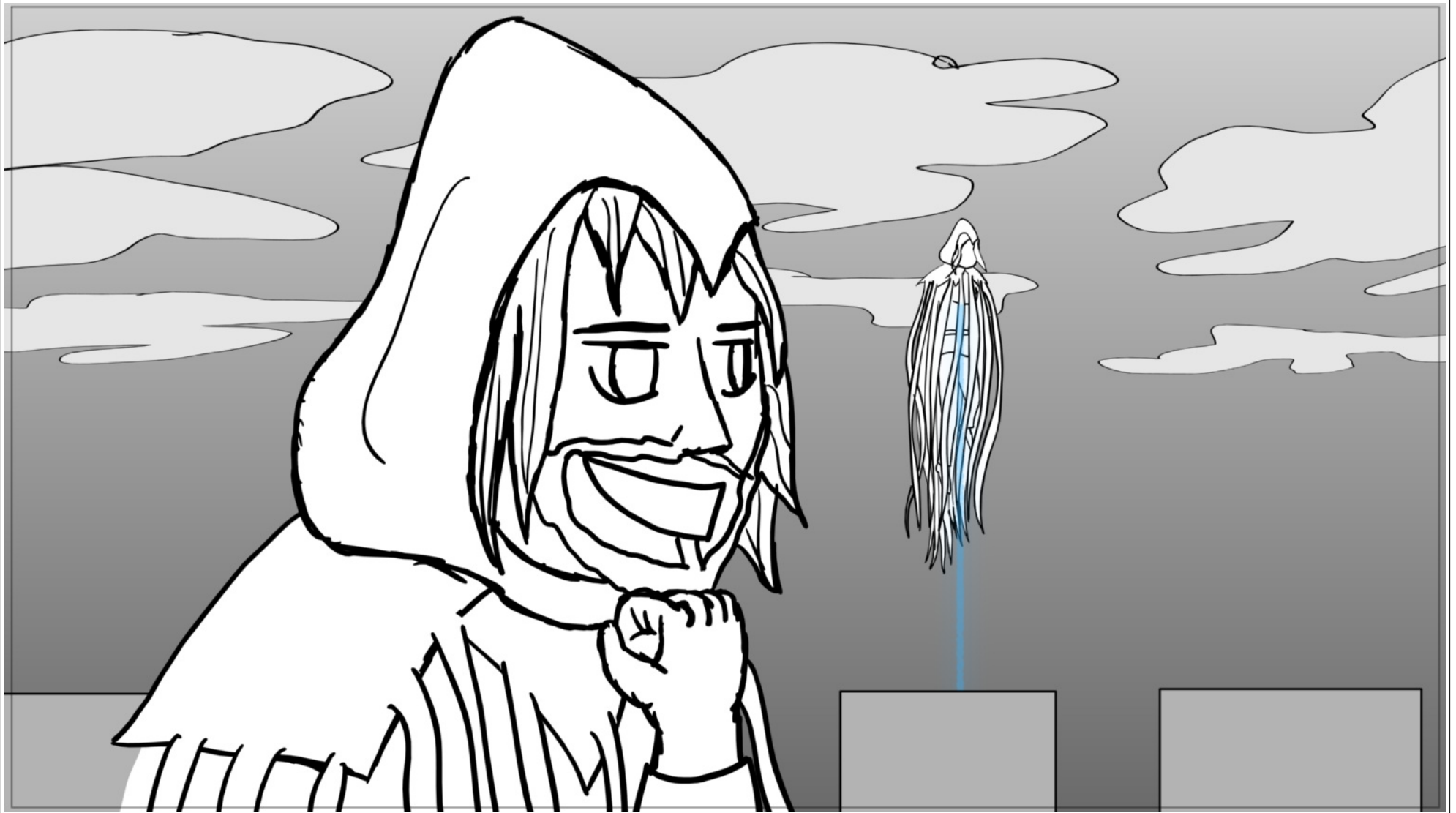
Dialog

Kelsier: I hope you arent afraid of heights, Vin. Thats quit a disadvantage for a Mistborn.

Action Notes

two shot of Kelsier in the foreground and Vin floating in the background.

Scene	Duration	Panel	Duration
32	03:06	4	00:13



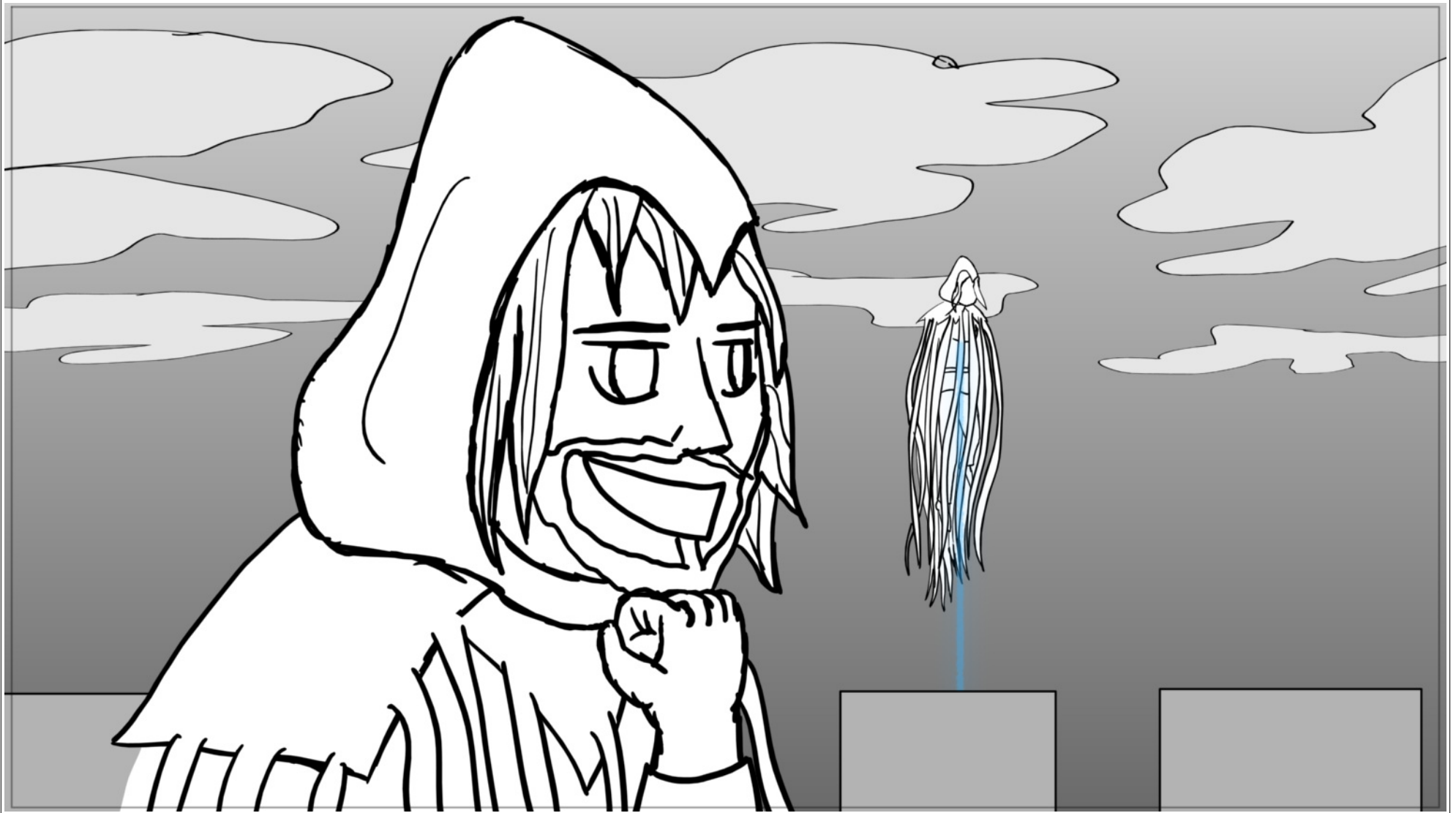
Dialog

Kelsier: I hope you arent afraid of heights, Vin. Thats quit a disadvantage for a Mistborn.

Action Notes

two shot of Kelsier in the foreground and Vin floating in the background.

Scene	Duration	Panel	Duration
32	03:06	5	00:13



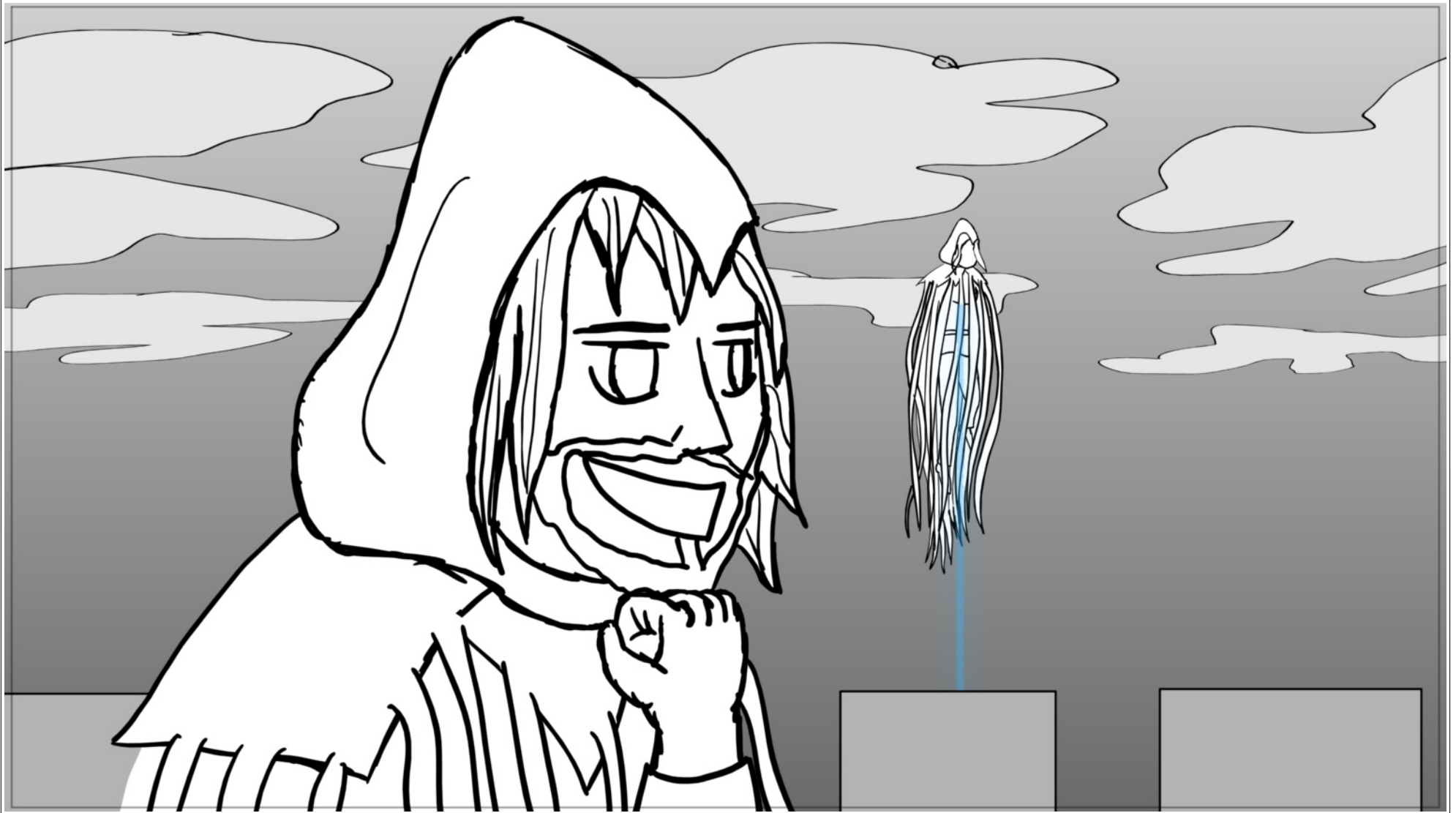
Dialog

Kelsier: I hope you arent afraid of heights, Vin. Thats quit a disadvantage for a Mistborn.

Action Notes

two shot of Kelsier in the foreground and Vin floating in the background.

Scene	Duration	Panel	Duration
32	03:06	6	00:13



Dialog

Kelsier: I hope you arent afraid of heights, Vin. Thats quit a disadvantage for a Mistborn.

Action Notes

two shot of Kelsier in the foreground and Vin floating in the background.

Scene	Duration	Panel	Duration
33	03:03	1	00:12



Dialog

Vin: I'm...not...afraid...of...heights...But I'm also not accustomed to hanging in the air a hundred feet above the bloody street!



Action Notes

close up shot of Vin being very angry with Kelsier

Scene	Duration	Panel	Duration
33	03:03	2	01:00



Dialog

Vin: I'm...not...afraid...of...heights...But I'm also not accustomed to hanging in the air a hundred feet above the bloody street!



Action Notes

close up shot of Vin being very angry with Kelsier

Scene	Duration	Panel	Duration
33	03:03	3	01:15



Dialog

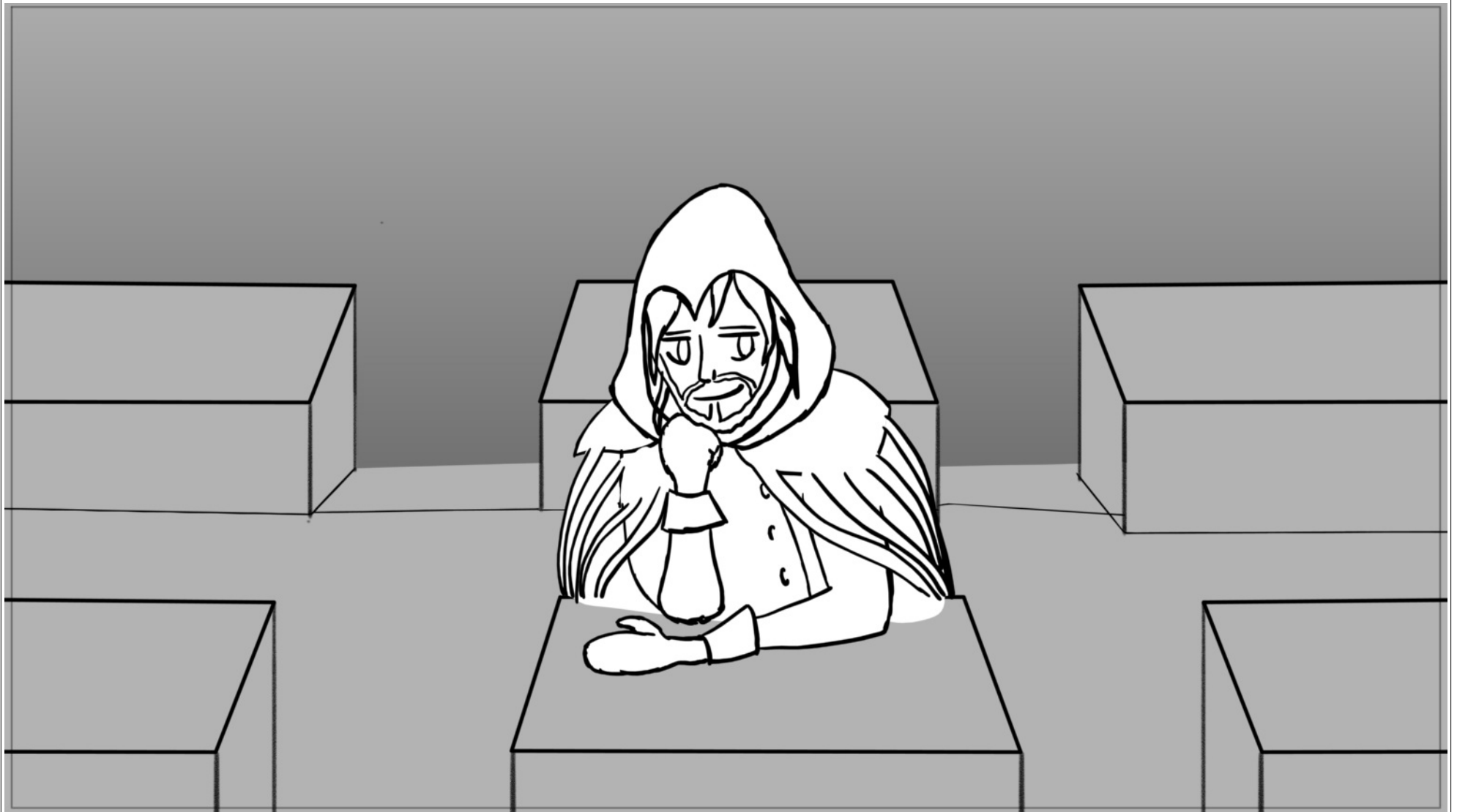
Vin: I'm...not...afraid...of...heights...But I'm also not accustomed to hanging in the air a hundred feet above the bloody street!



Action Notes

close up shot of Vin being very angry with Kelsier

Scene	Duration	Panel	Duration
34	02:20	1	00:15



Action Notes

downward shot of Kelsier leaning on the wall as he pulls on Vin to bring her to the wall.

Scene	Duration	Panel	Duration
34	02:20	2	00:10



Action Notes

downward shot of Kelsier leaning on the wall as he pulls on Vin to bring her to the wall.

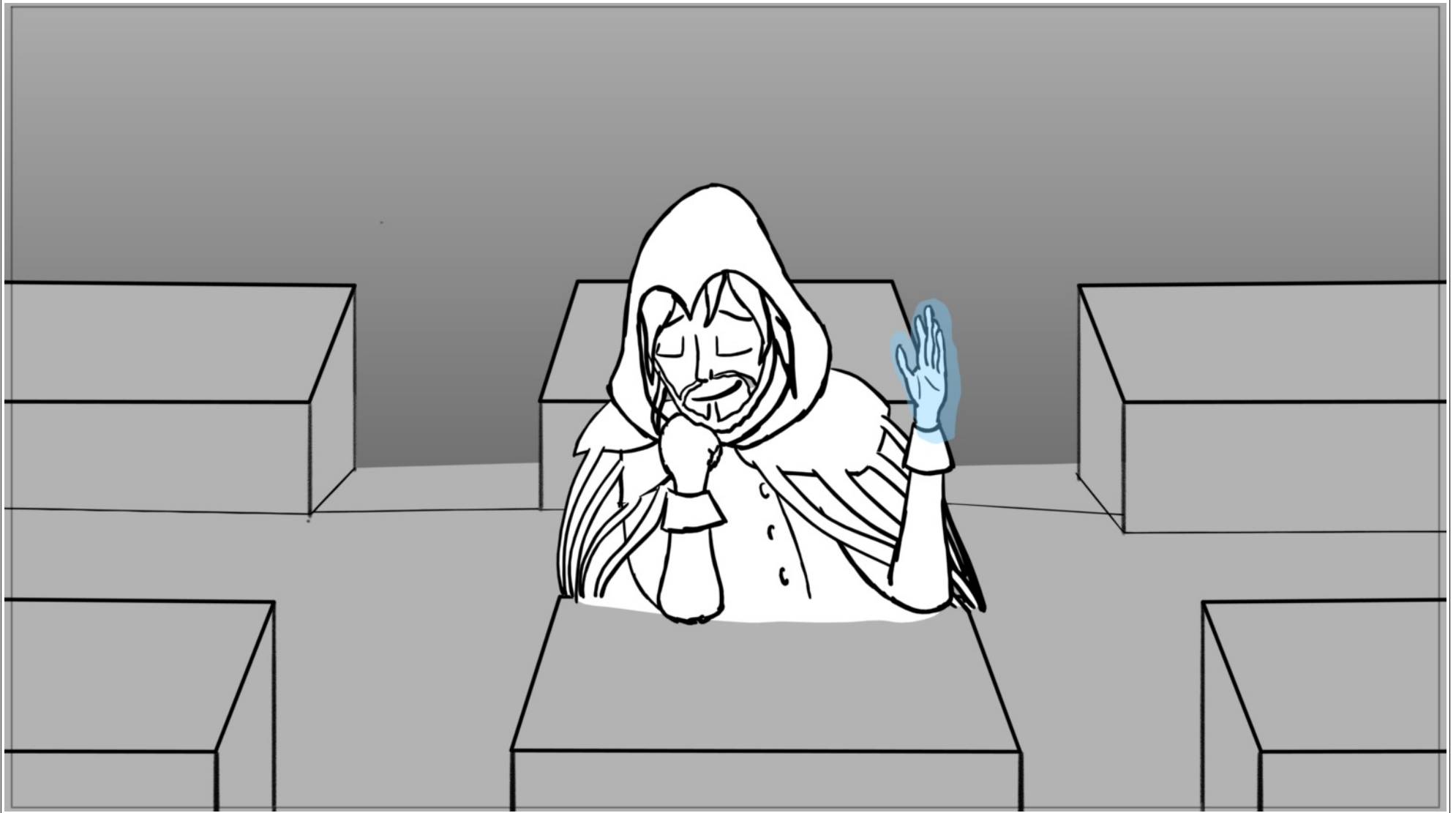
Scene	Duration	Panel	Duration
34	02:20	3	00:15



Action Notes

downward shot of Kelsier leaning on the wall as he pulls on Vin to bring her to the wall.

Scene	Duration	Panel	Duration
34	02:20	4	00:13



Action Notes

downward shot of Kelsier leaning on the wall as he pulls on Vin to bring her to the wall.

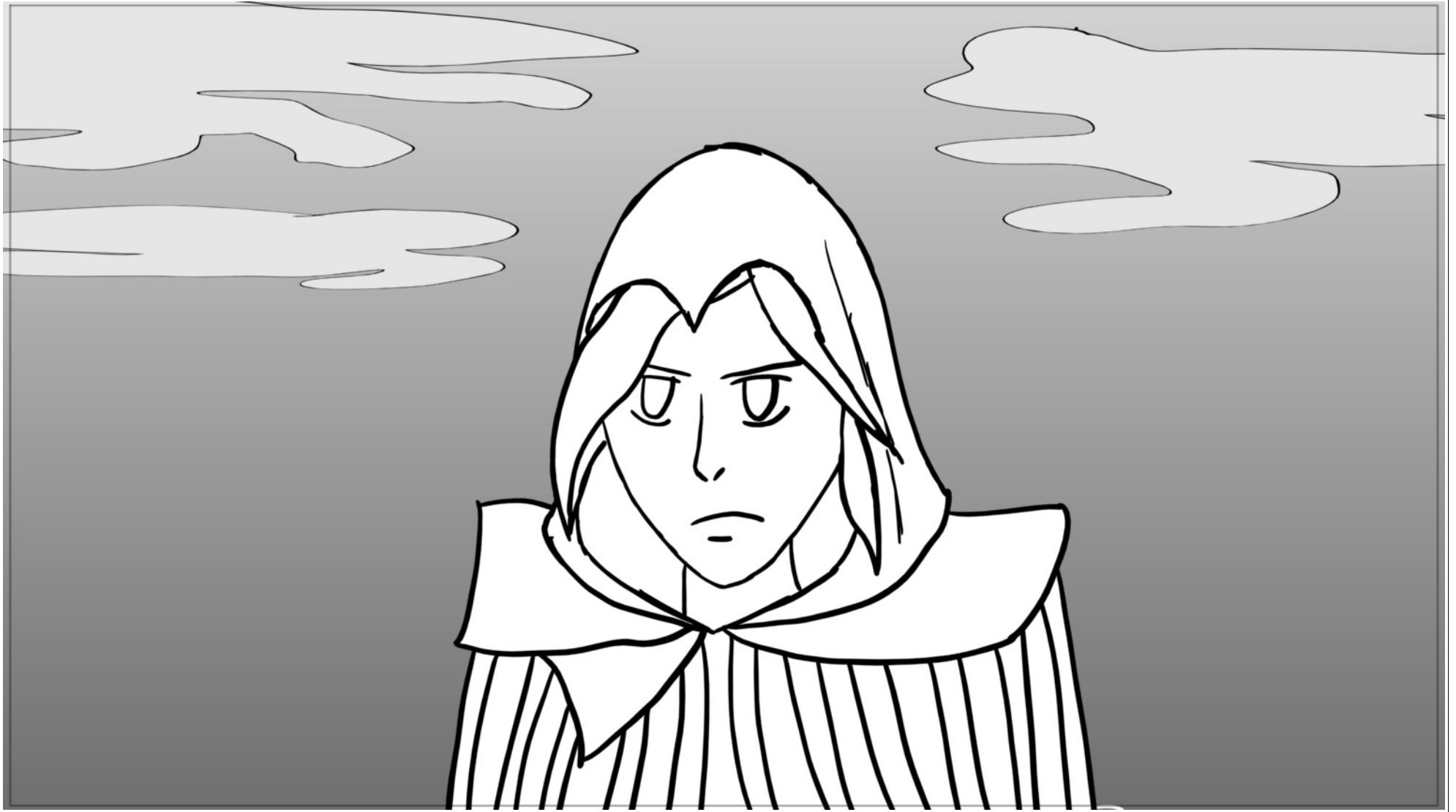
Scene	Duration	Panel	Duration
34	02:20	5	00:15



Action Notes

downward shot of Kelsier leaning on the wall as he pulls on Vin to bring her to the wall.

Scene	Duration	Panel	Duration
35	02:11	1	00:20



Action Notes

close up of Vin as she is pulled to the wall

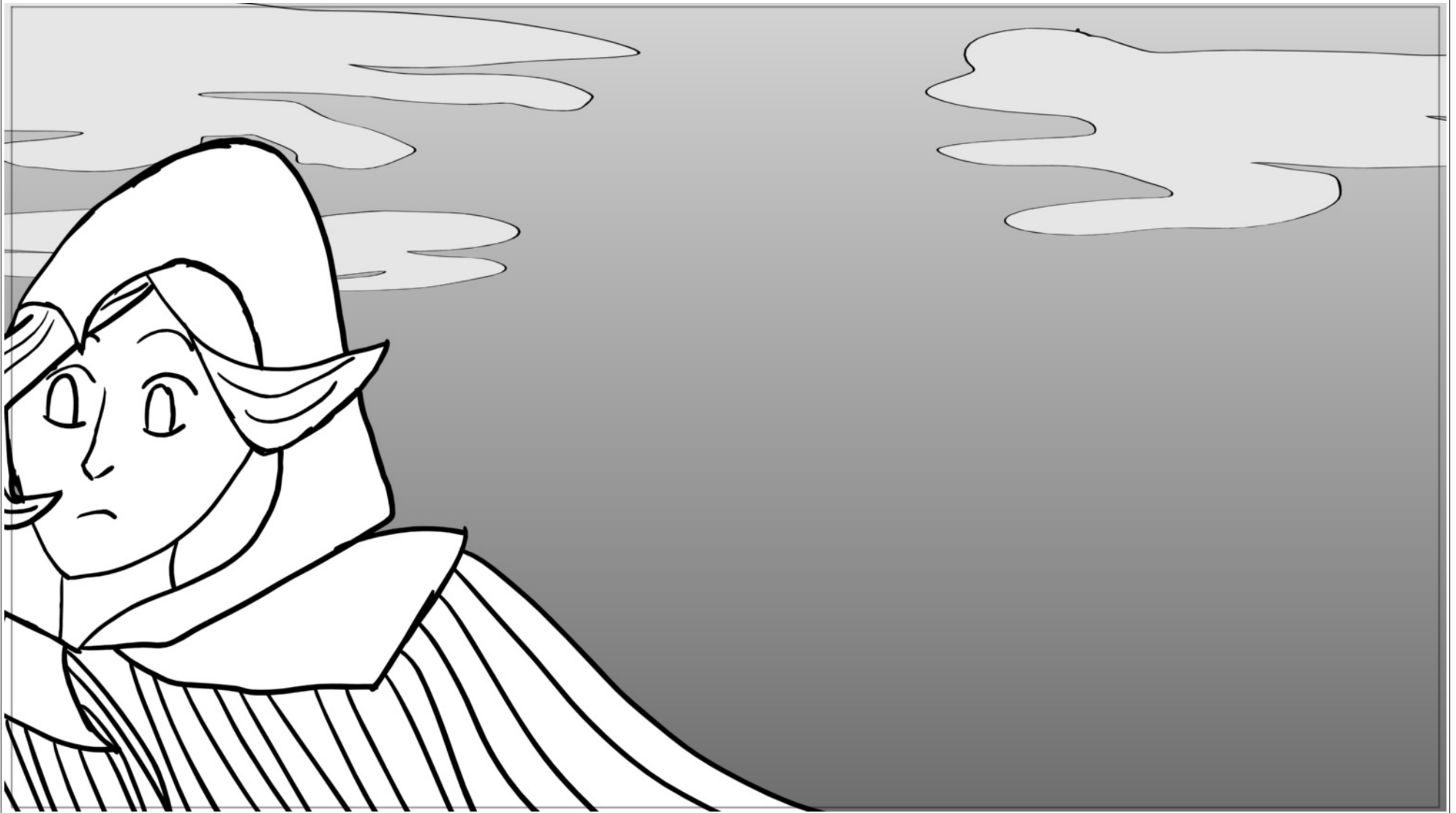
Scene	Duration	Panel	Duration
35	02:11	2	00:13



Action Notes

close up of Vin as she is pulled to the wall

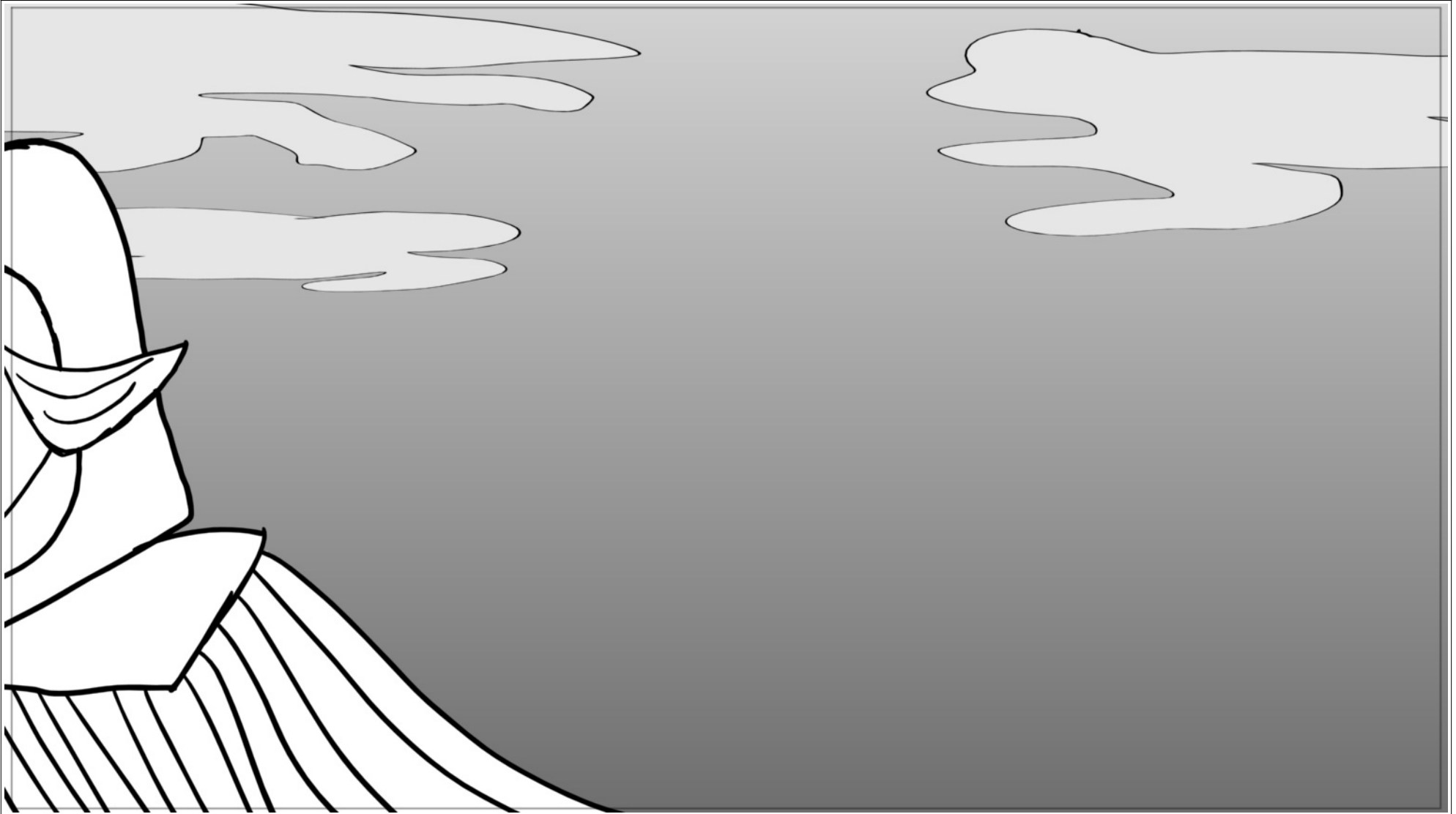
Scene	Duration	Panel	Duration
35	02:11	3	00:13



Action Notes

close up of Vin as she is pulled to the wall

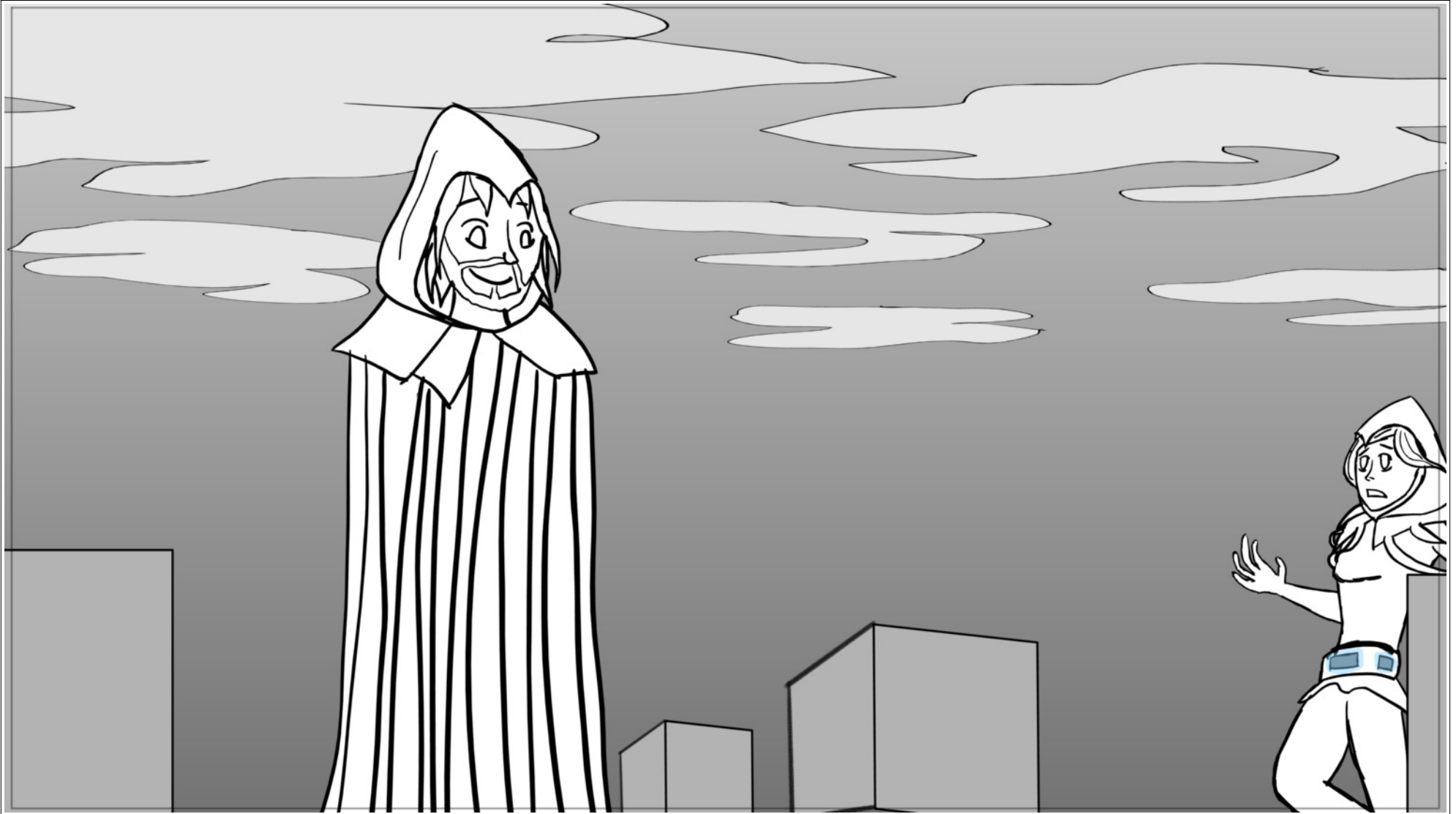
Scene	Duration	Panel	Duration
35	02:11	4	00:13



Action Notes

close up of Vin as she is pulled to the wall

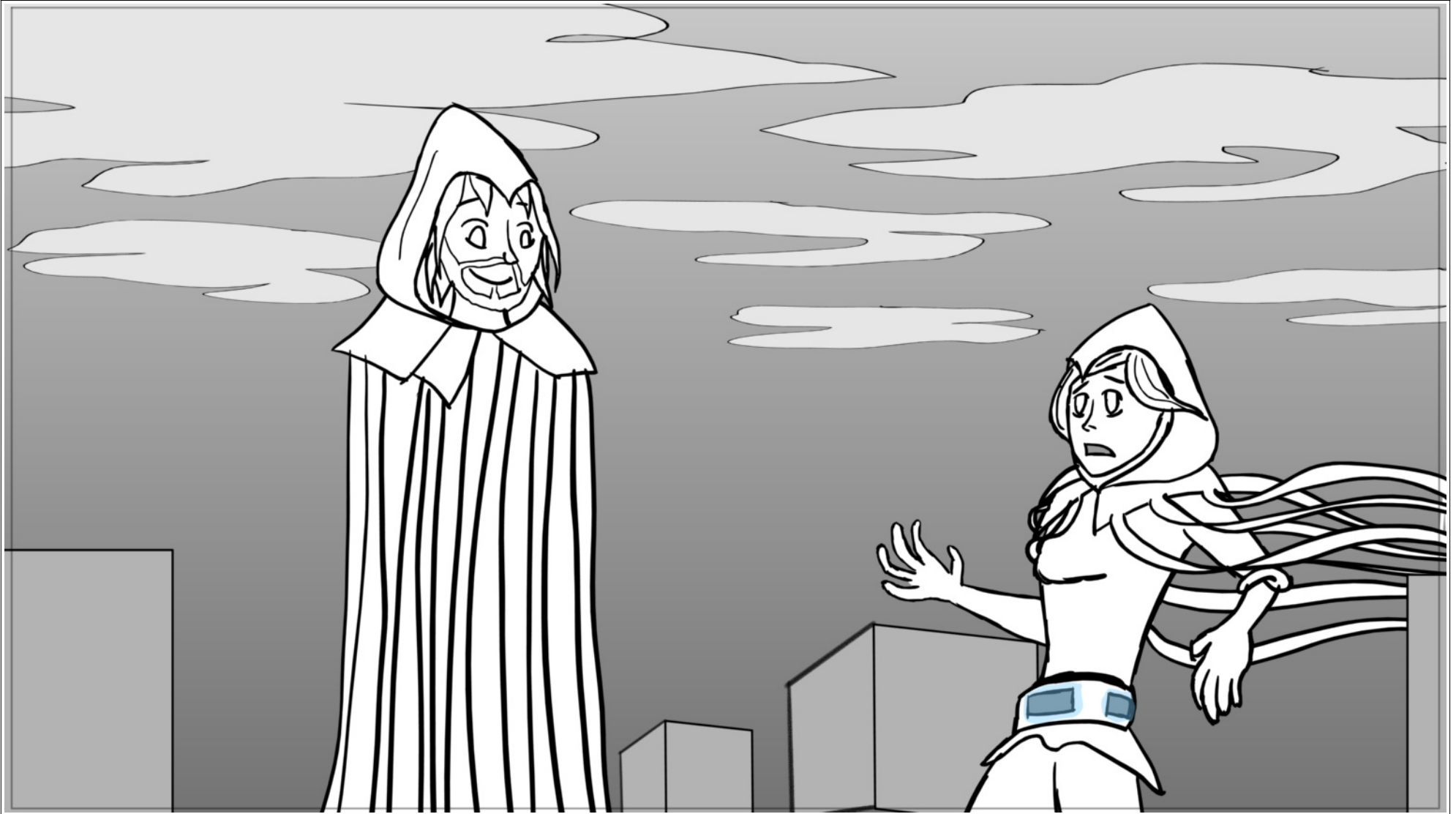
Scene	Duration	Panel	Duration
36	04:23	1	00:10



Action Notes

full shot of Kelsier standing on the wall as he pulls Vin to the wall then goes to camera right.

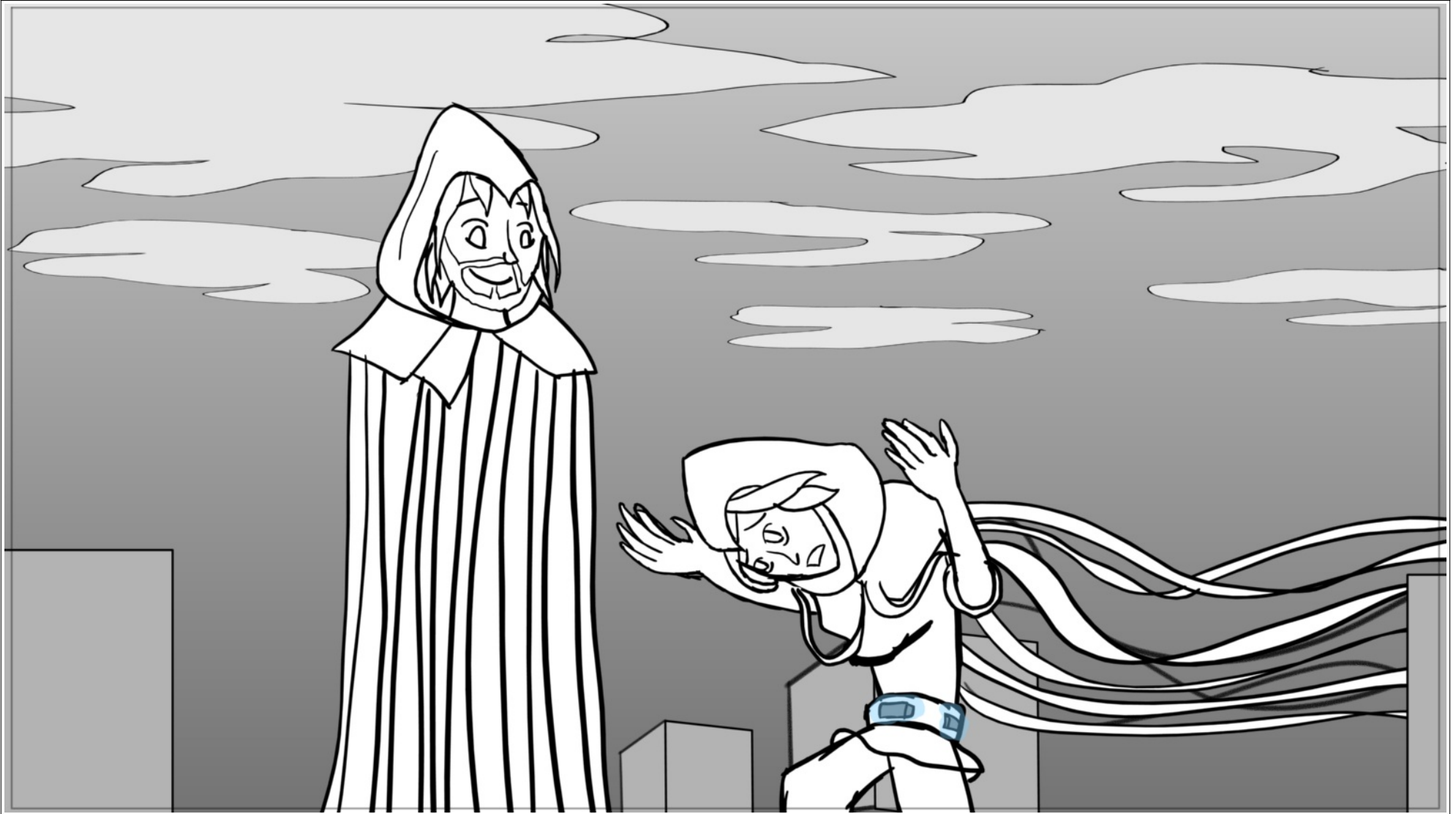
Scene	Duration	Panel	Duration
36	04:23	2	00:14



Action Notes

full shot of Kelsier standing on the wall as he pulls Vin to the wall then goes to camera right.

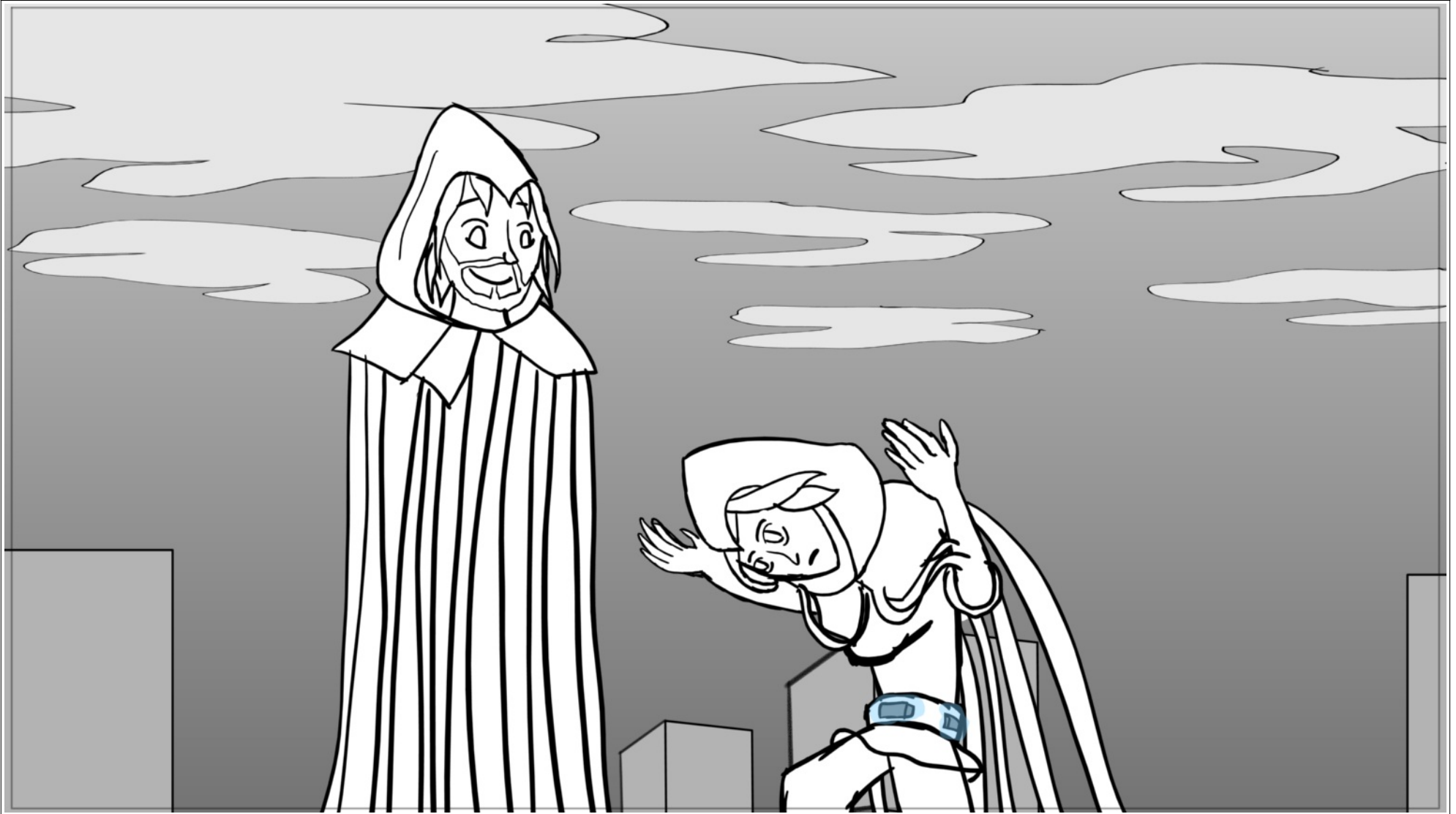
Scene	Duration	Panel	Duration
36	04:23	3	00:10



Action Notes

full shot of Kelsier standing on the wall as he pulls Vin to the wall then goes to camera right.

Scene	Duration	Panel	Duration
36	04:23	4	00:13



Action Notes

full shot of Kelsier standing on the wall as he pulls Vin to the wall then goes to camera right.

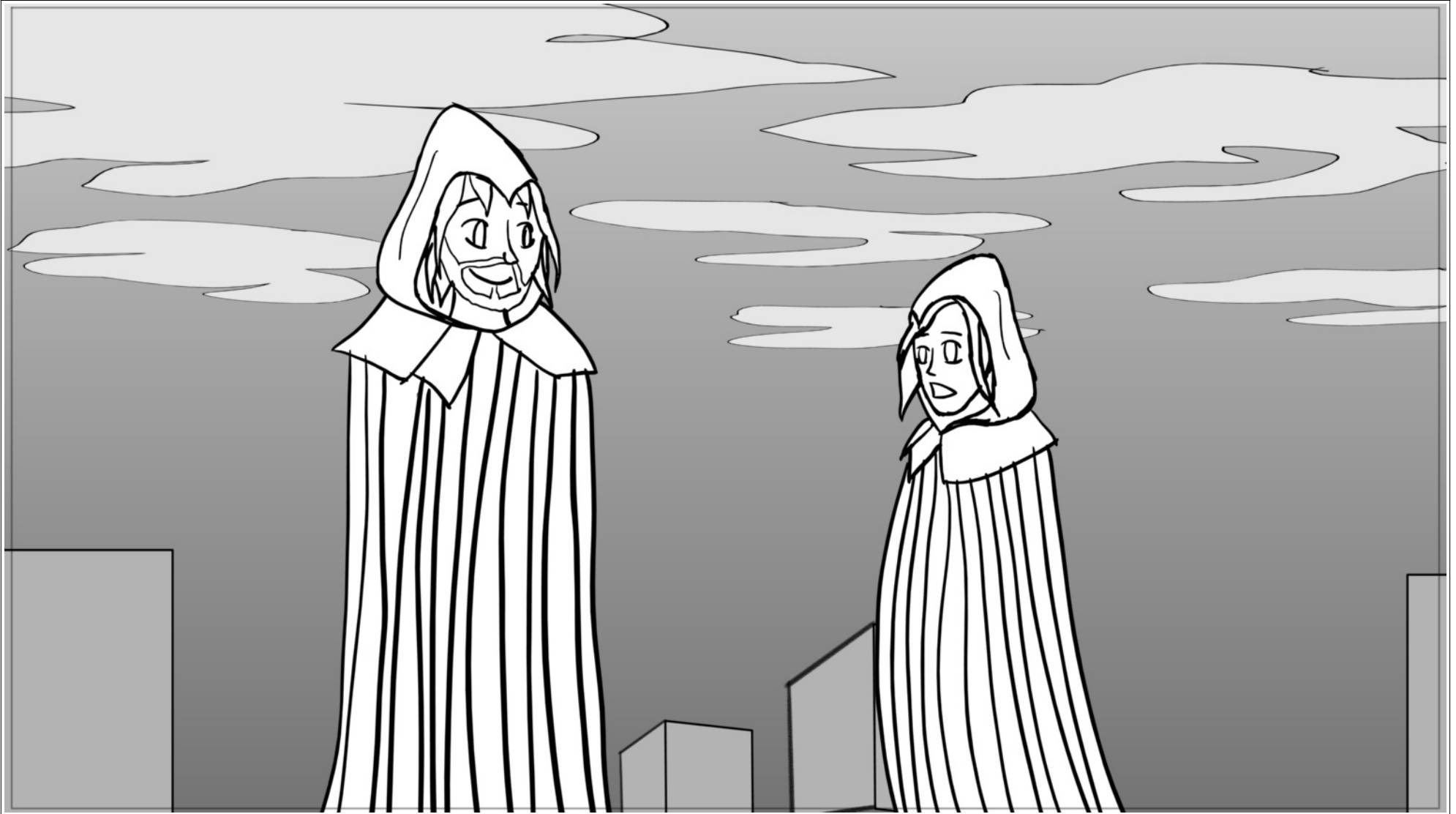
Scene	Duration	Panel	Duration
36	04:23	5	00:12



Action Notes

full shot of Kelsier standing on the wall as he pulls Vin to the wall then goes to camera right.

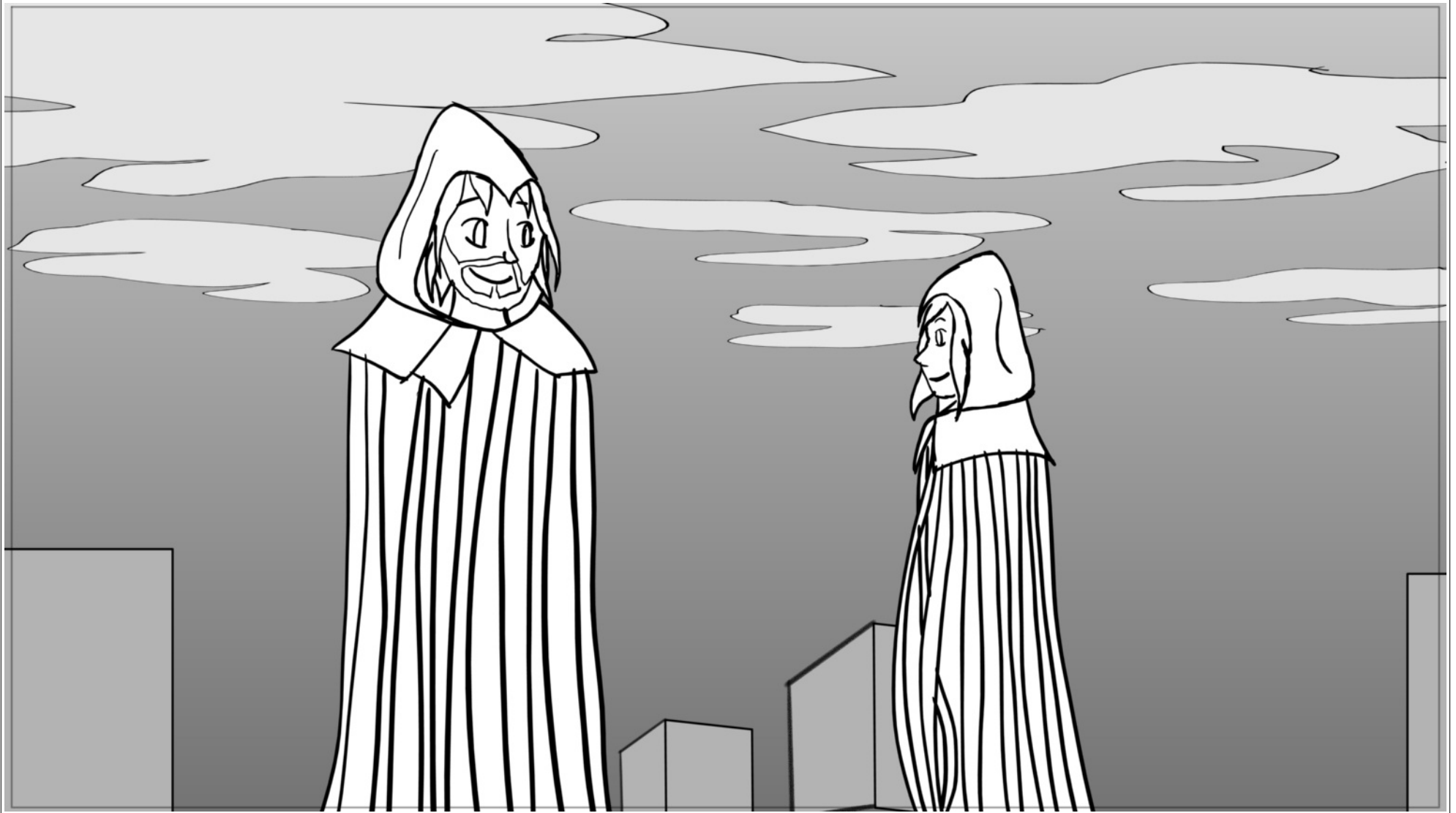
Scene	Duration	Panel	Duration
36	04:23	6	00:15



Action Notes

full shot of Kelsier standing on the wall as he pulls Vin to the wall then goes to camera right.

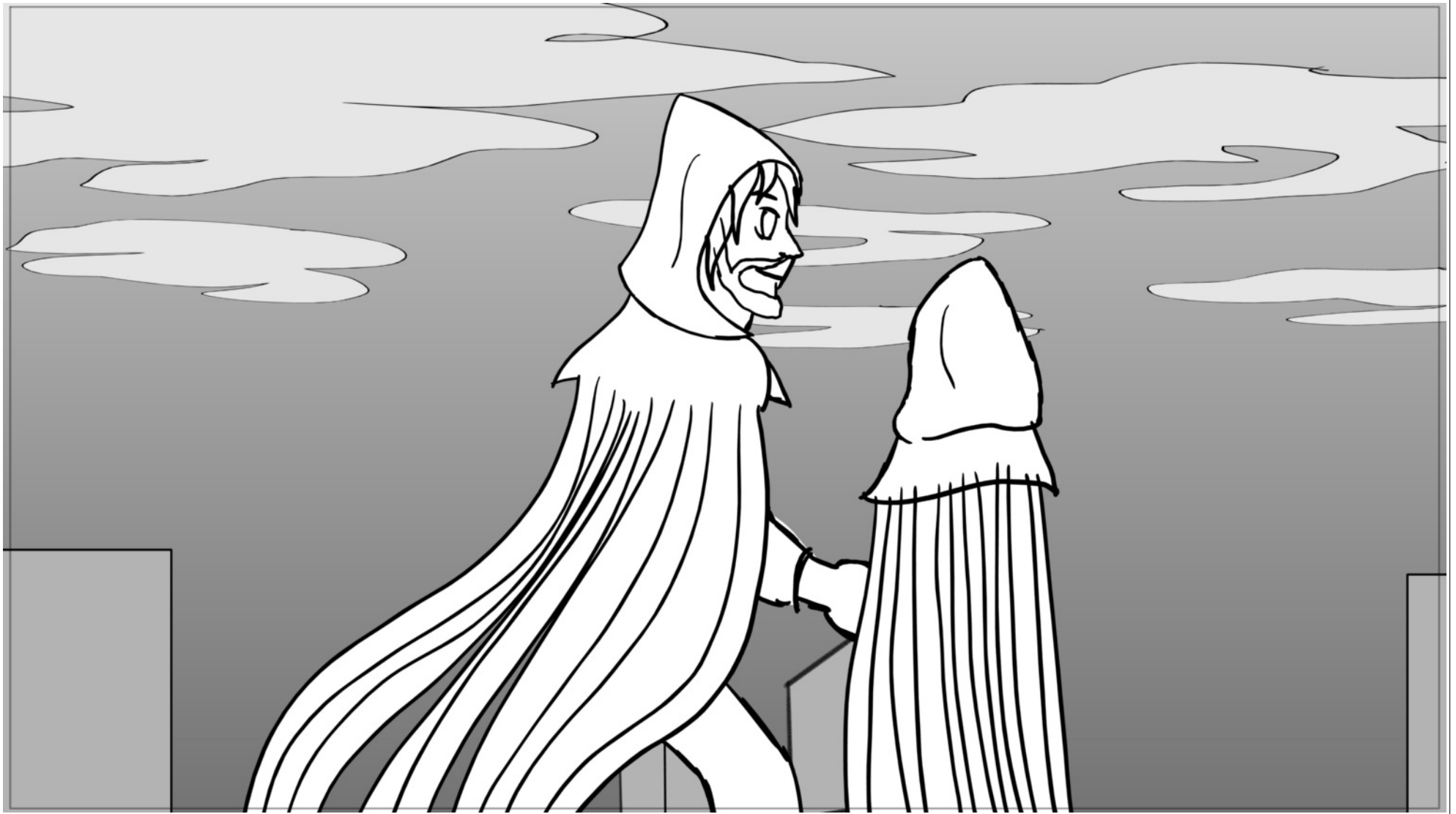
Scene	Duration	Panel	Duration
36	04:23	7	00:12



Action Notes

full shot of Kelsier standing on the wall as he pulls Vin to the wall then goes to camera right.

Scene	Duration	Panel	Duration
36	04:23	8	00:15



Action Notes

full shot of Kelsier standing on the wall as he pulls Vin to the wall then goes to camera right.

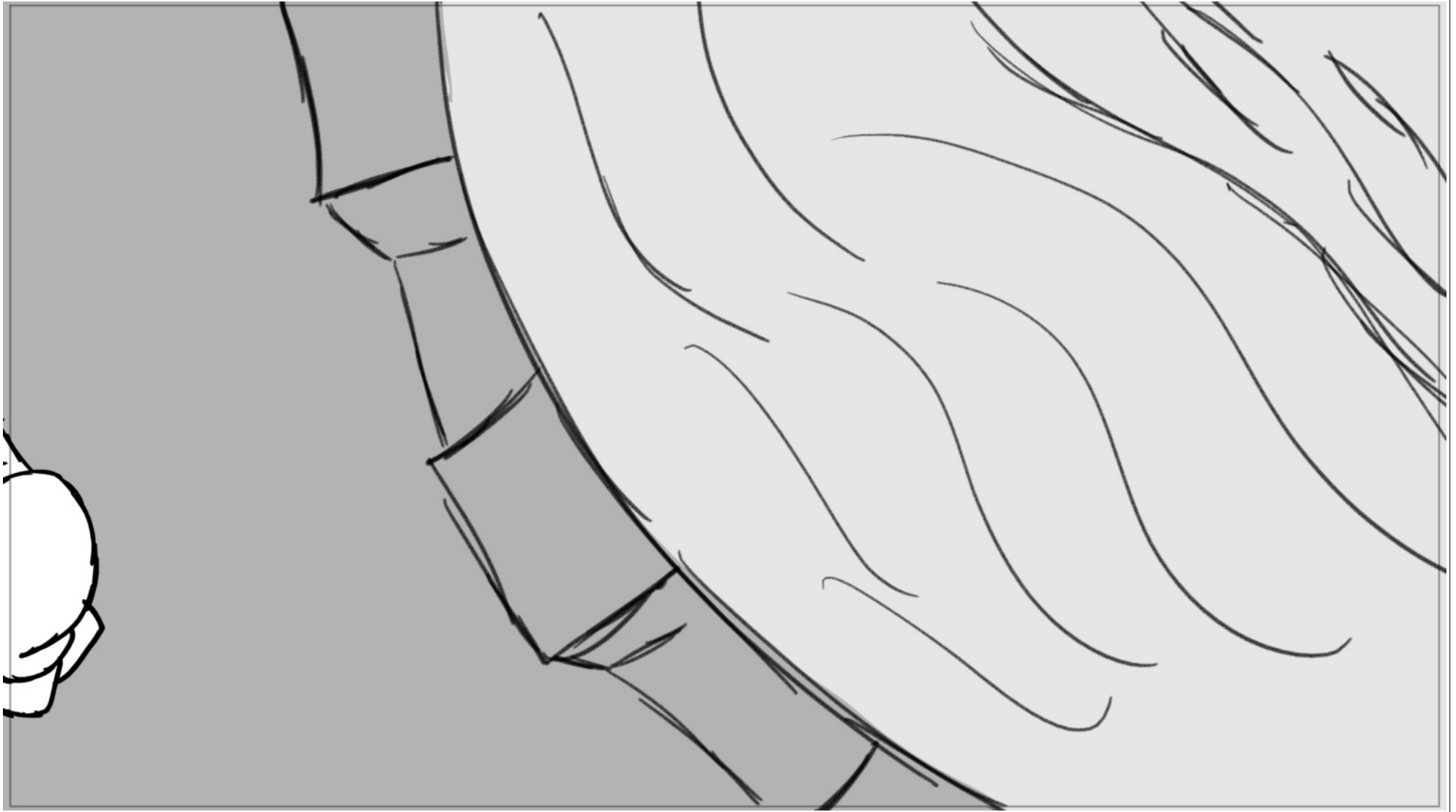
Scene	Duration	Panel	Duration
36	04:23	9	00:18



Action Notes

full shot of Kelsier standing on the wall as he pulls Vin to the wall then goes to camera right.

Scene	Duration	Panel	Duration
37	02:22	1	00:15



Action Notes

downward shot of Kelsier standing on the edge of the wall and he extends his arm over the edge.

Scene	Duration	Panel	Duration
37	02:22	2	00:15



Action Notes

downward shot of Kelsier standing on the edge of the wall and he extends his arm over the edge.

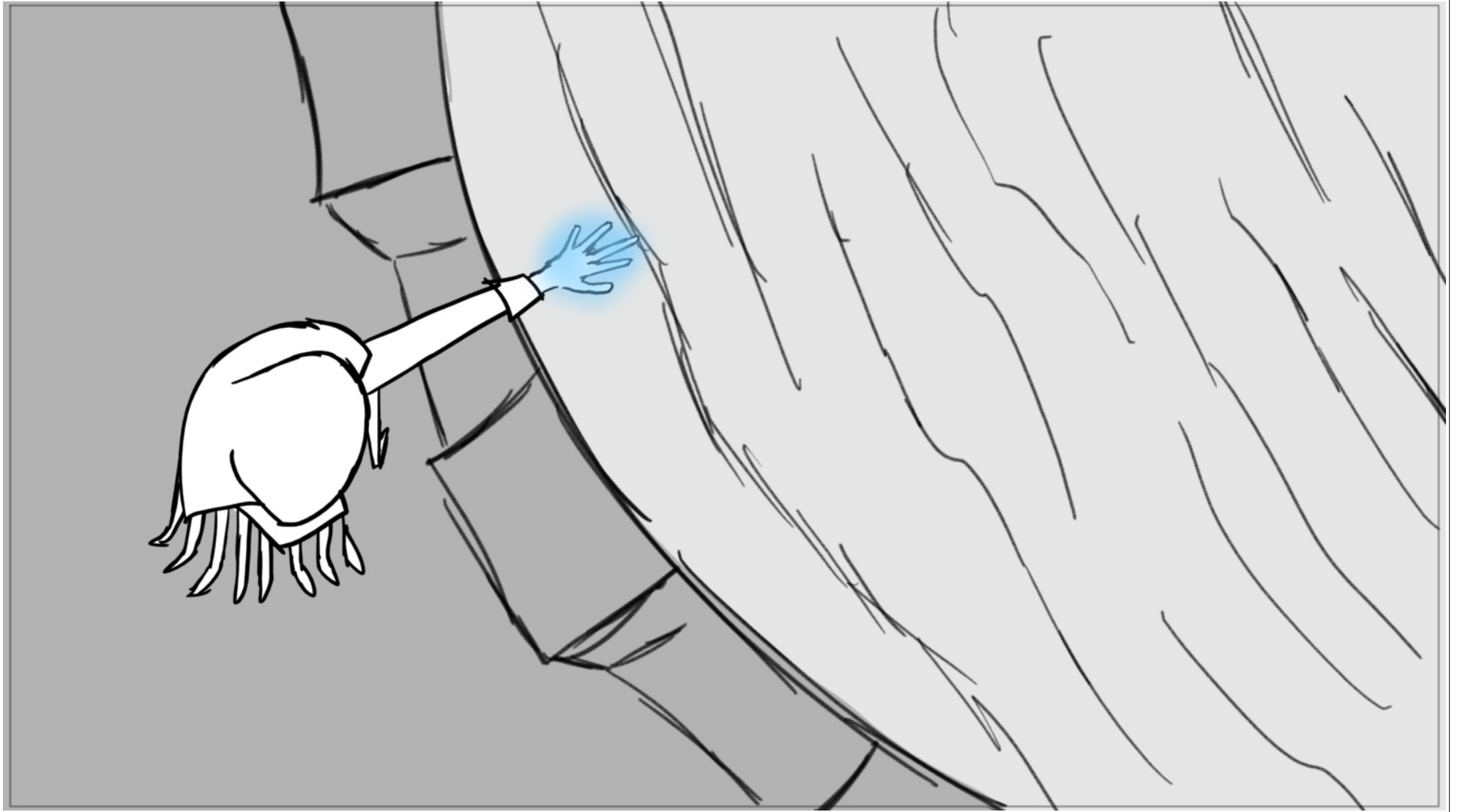
Scene	Duration	Panel	Duration
37	02:22	3	00:15



Action Notes

downward shot of Kelsier standing on the edge of the wall and he extends his arm over the edge.

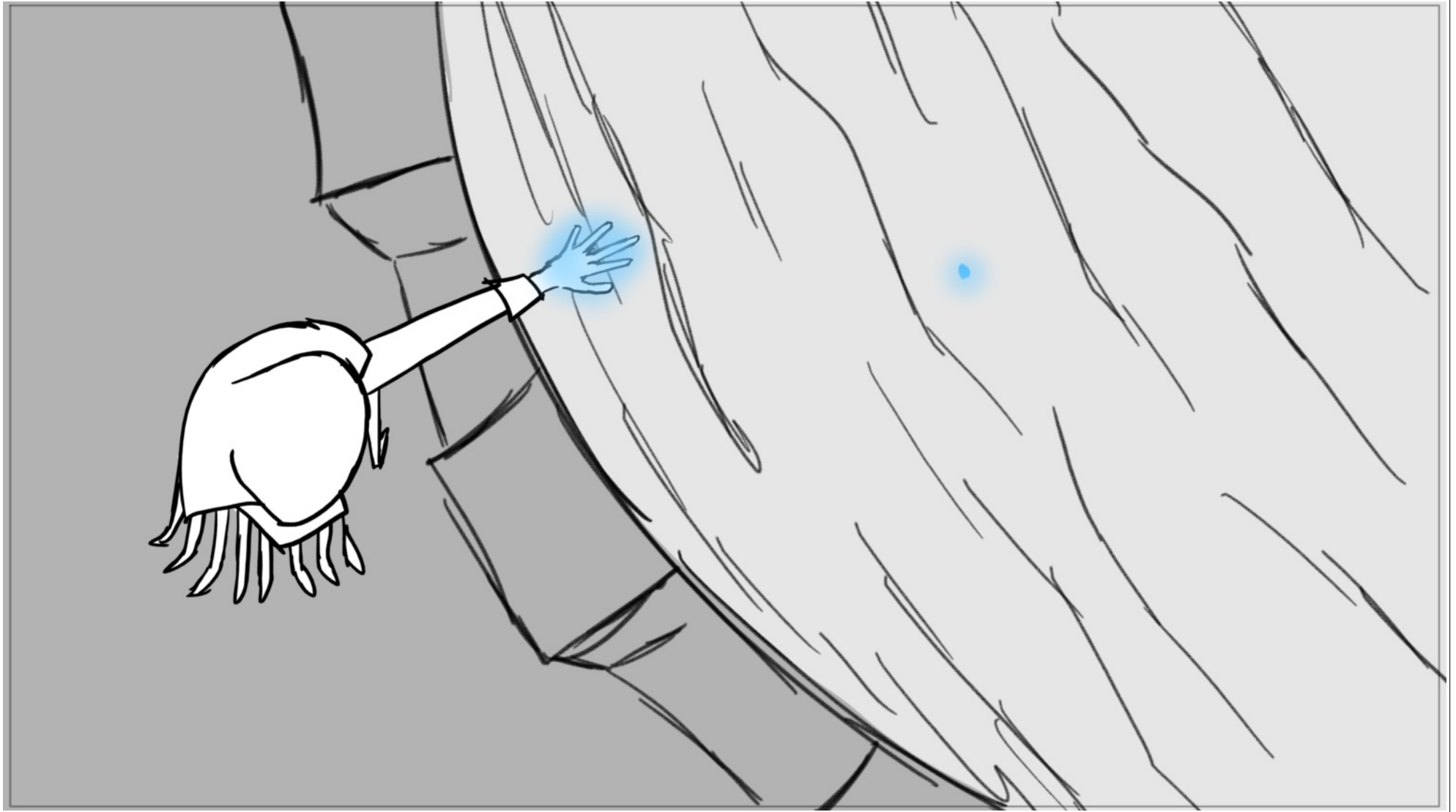
Scene	Duration	Panel	Duration
37	02:22	4	00:10



Action Notes

downward shot of Kelsier standing on the edge of the wall and he extends his arm over the edge.

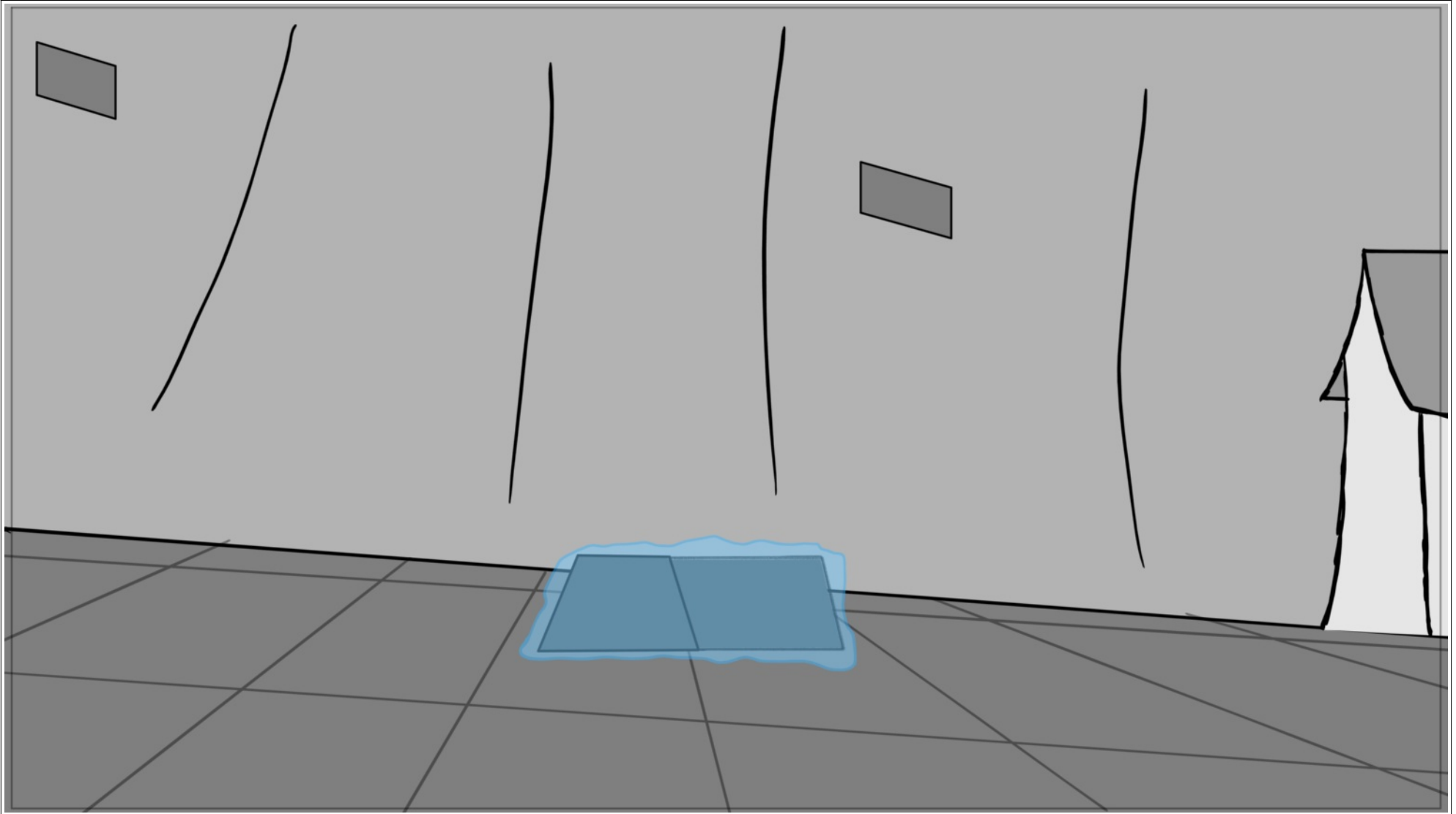
Scene	Duration	Panel	Duration
37	02:22	5	00:15



Action Notes

downward shot of Kelsier standing on the edge of the wall and he extends his arm over the edge.

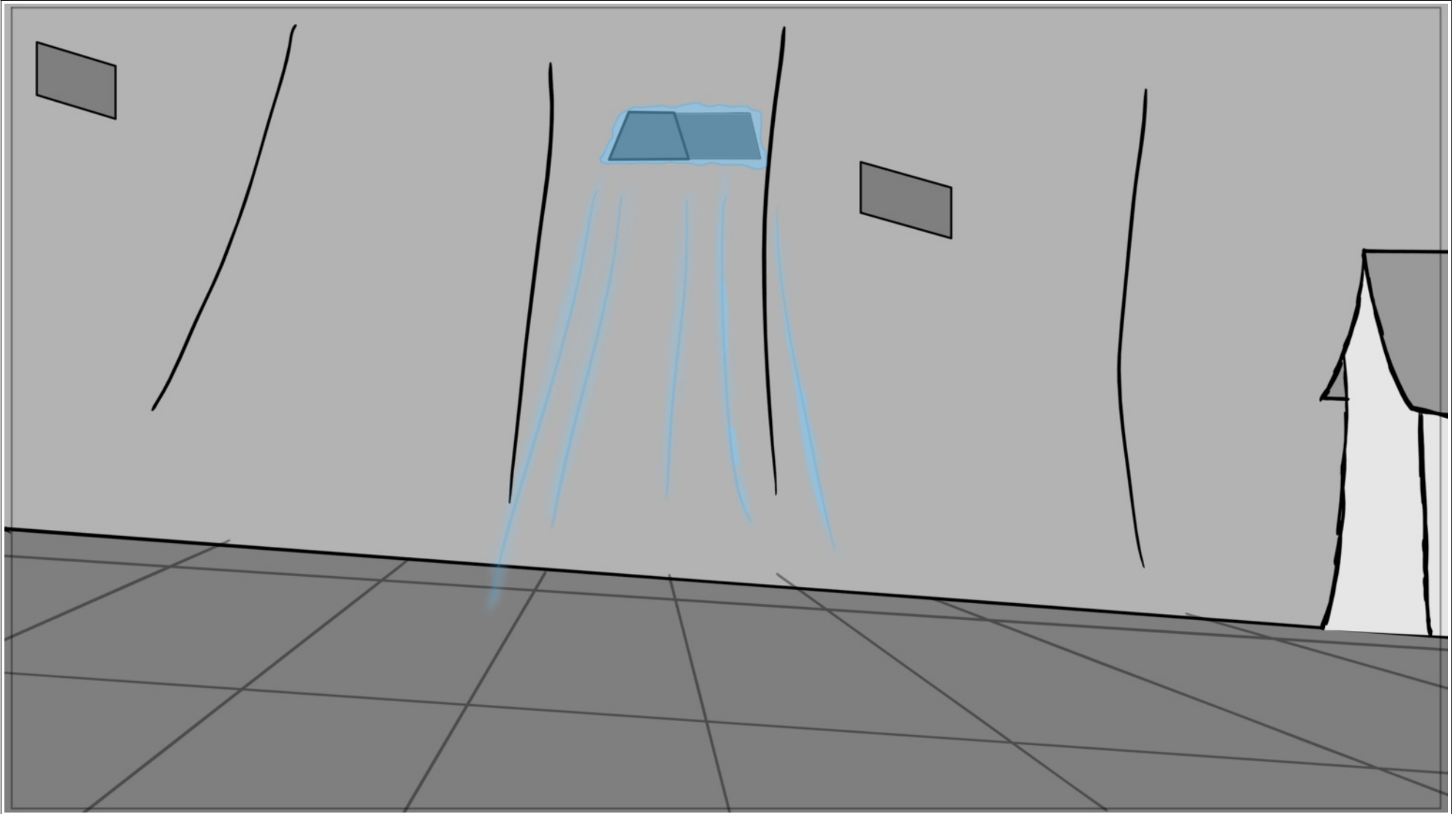
Scene	Duration	Panel	Duration
38	01:12	1	00:15



Action Notes

ground level shot of the metal ingot then the ingot goes into the air.

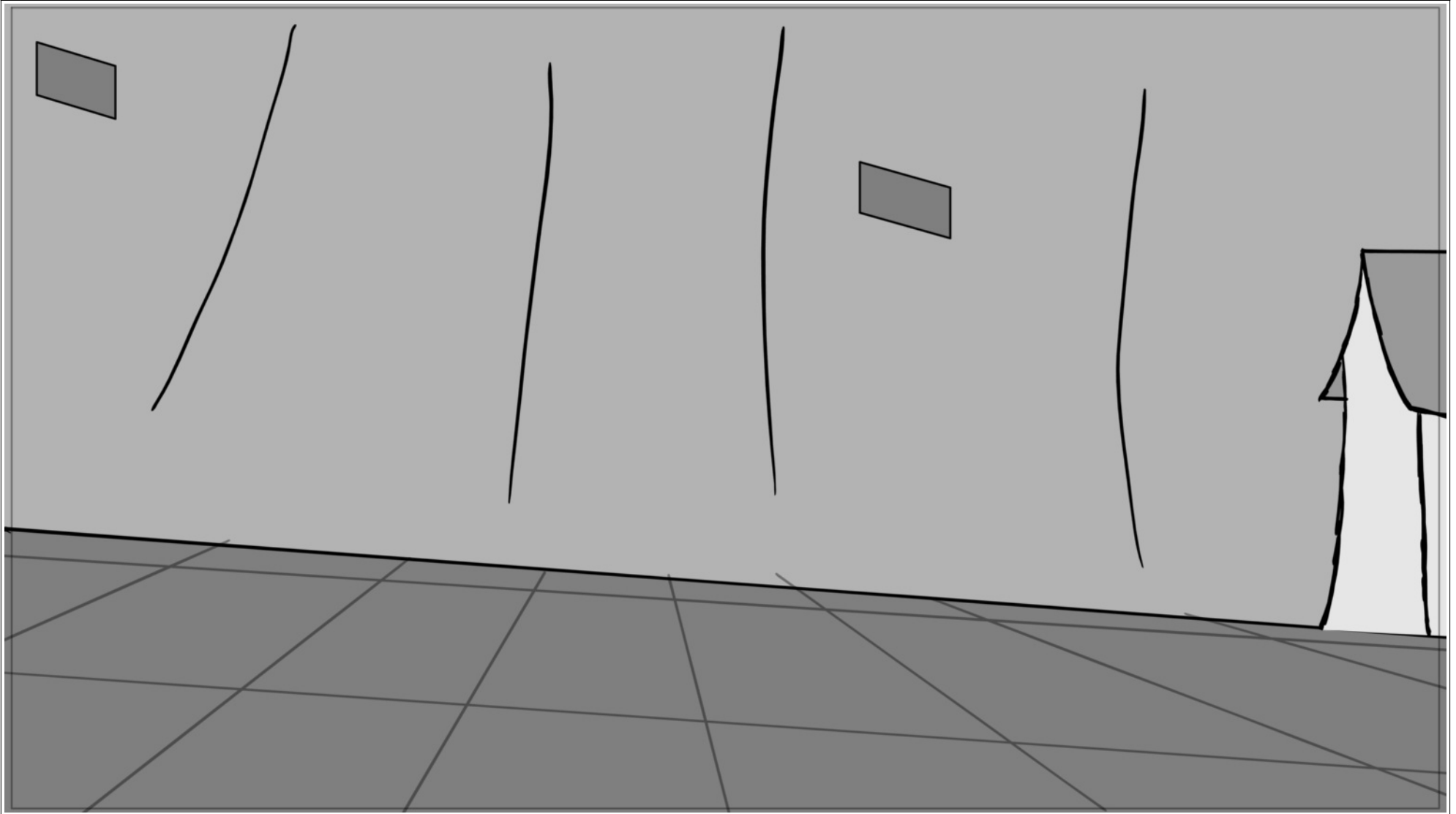
Scene	Duration	Panel	Duration
38	01:12	2	00:11



Action Notes

ground level shot of the metal ingot then the ingot goes into the air.

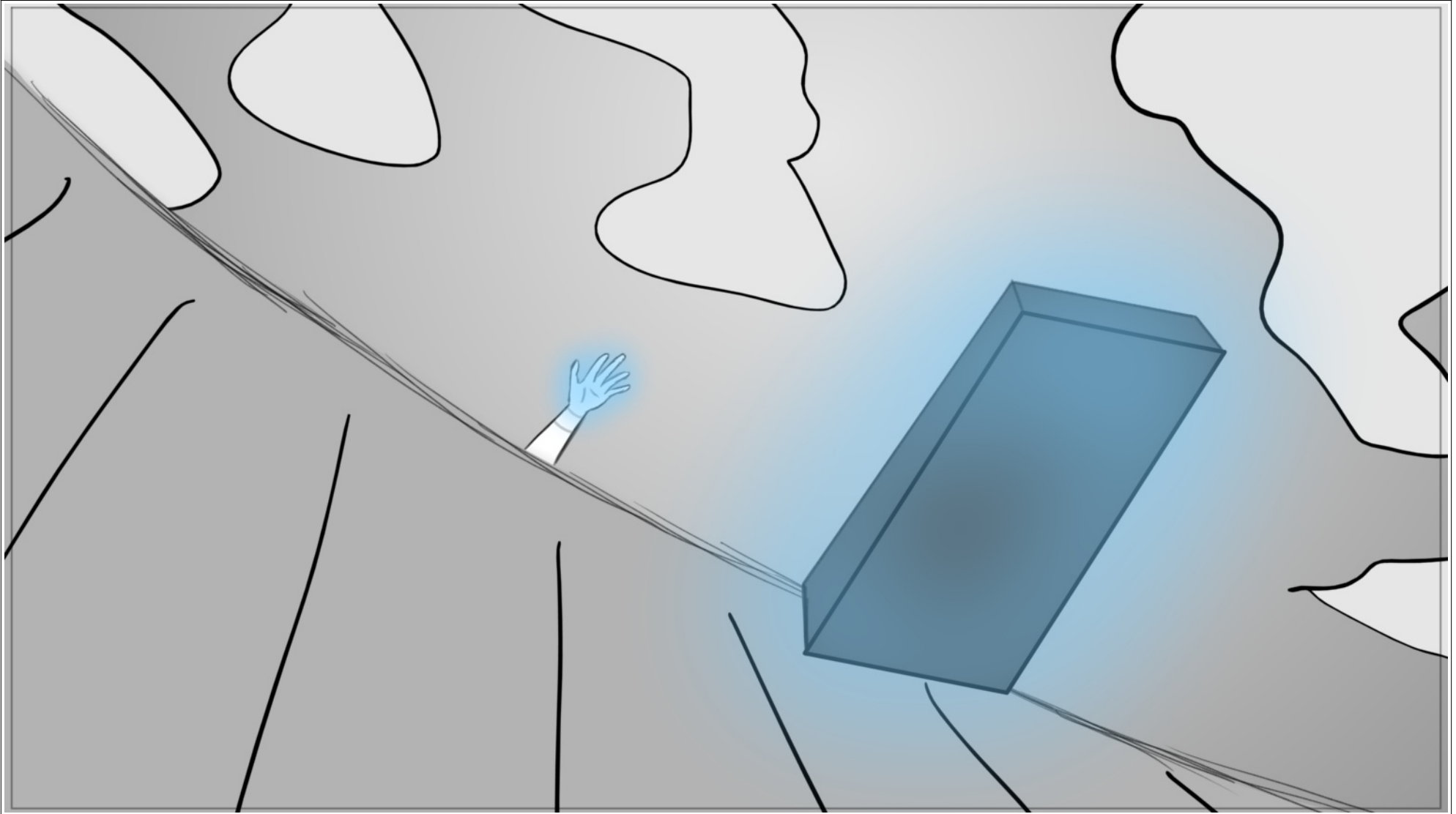
Scene	Duration	Panel	Duration
38	01:12	3	00:10



Action Notes

ground level shot of the metal ingot then the ingot goes into the air.

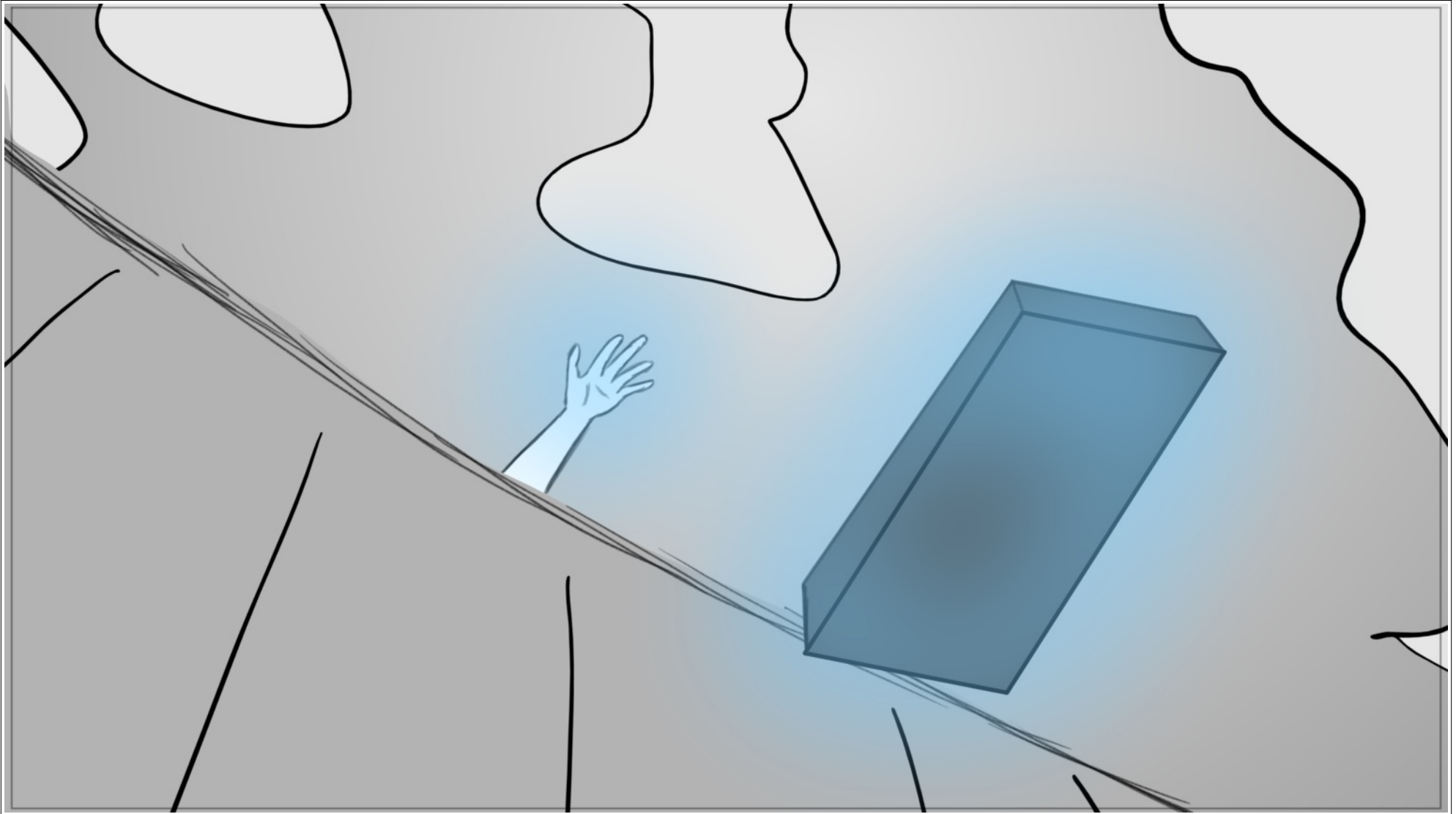
Scene	Duration	Panel	Duration
39	03:19	1	00:10



Action Notes

shot of the metal bar going into Kelsier's hand as the camera follows the bar.

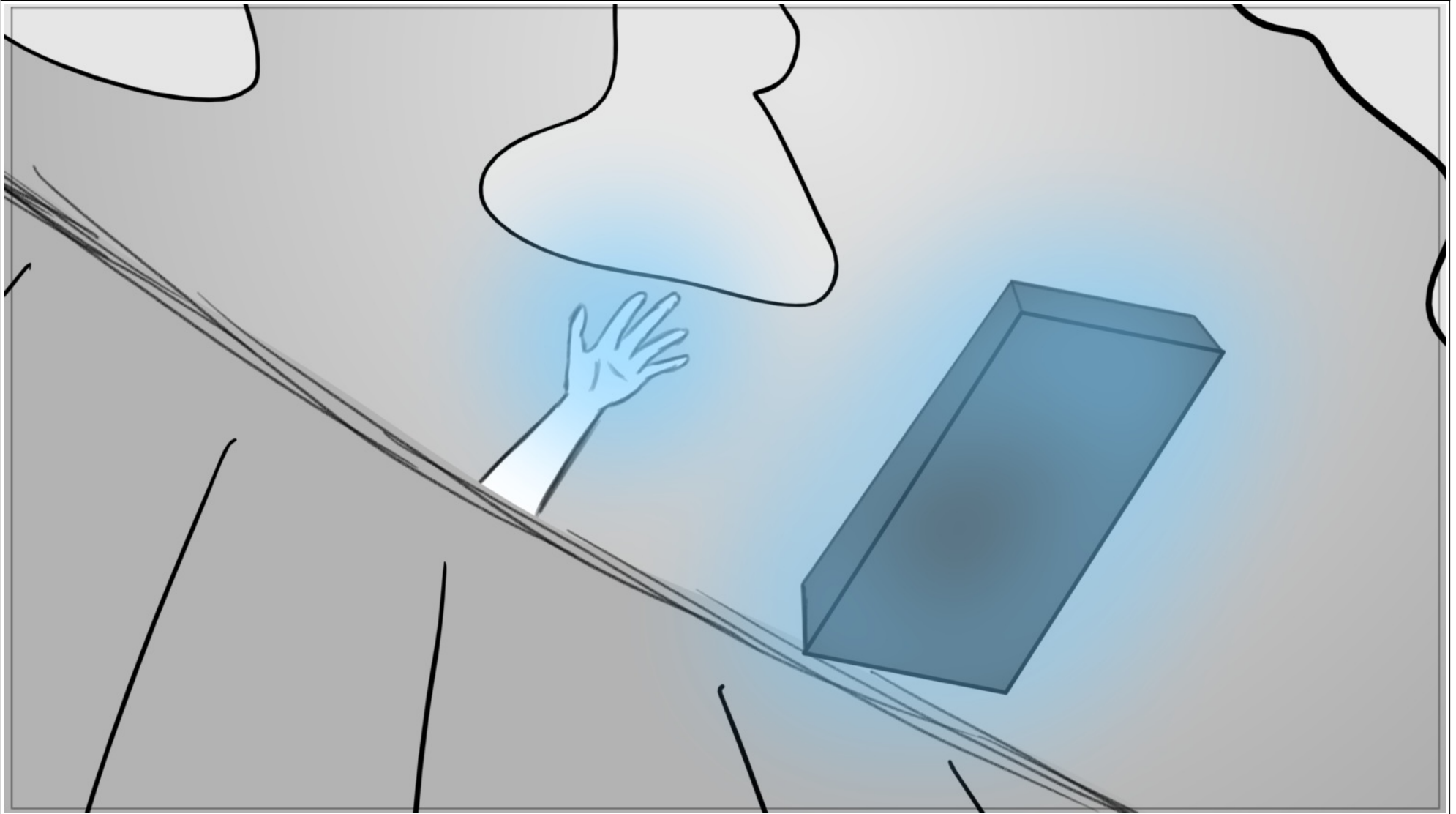
Scene	Duration	Panel	Duration
39	03:19	2	00:09



Action Notes

shot of the metal bar going into Kelsier's hand as the camera follows the bar.

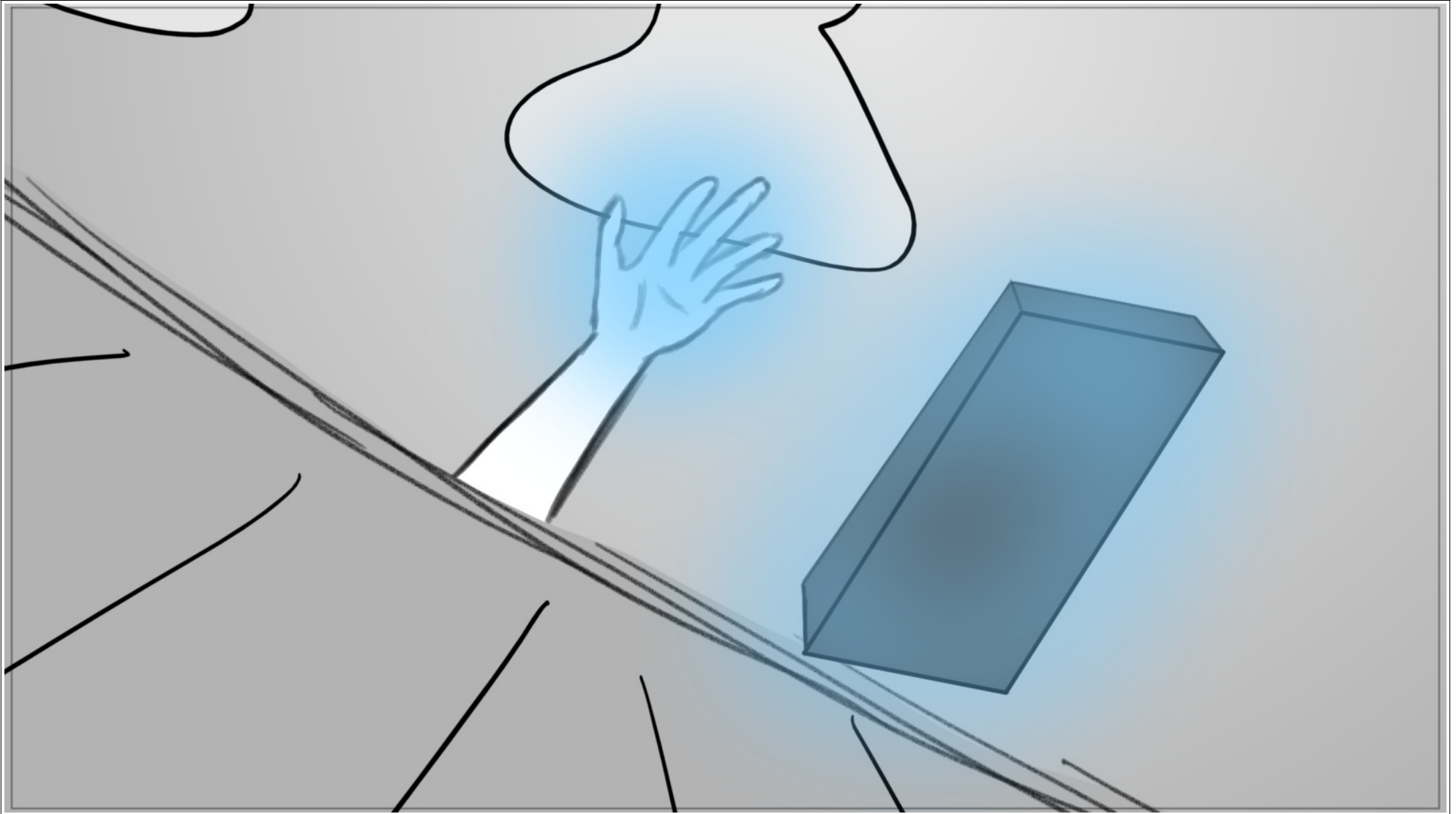
Scene	Duration	Panel	Duration
39	03:19	3	00:10



Action Notes

shot of the metal bar going into Kelsier's hand as the camera follows the bar.

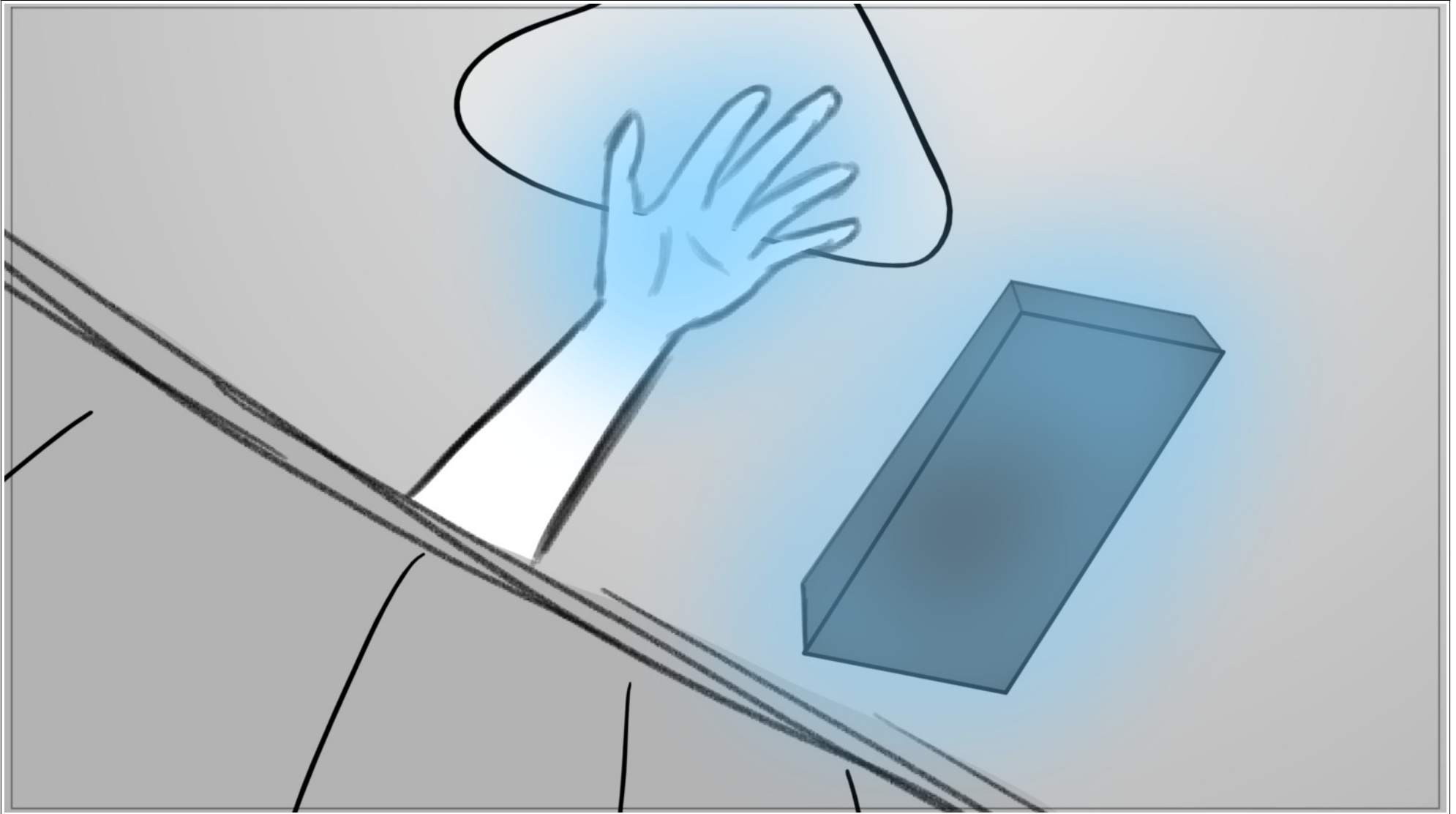
Scene	Duration	Panel	Duration
39	03:19	4	00:09



Action Notes

shot of the metal bar going into Kelsier's hand as the camera follows the bar.

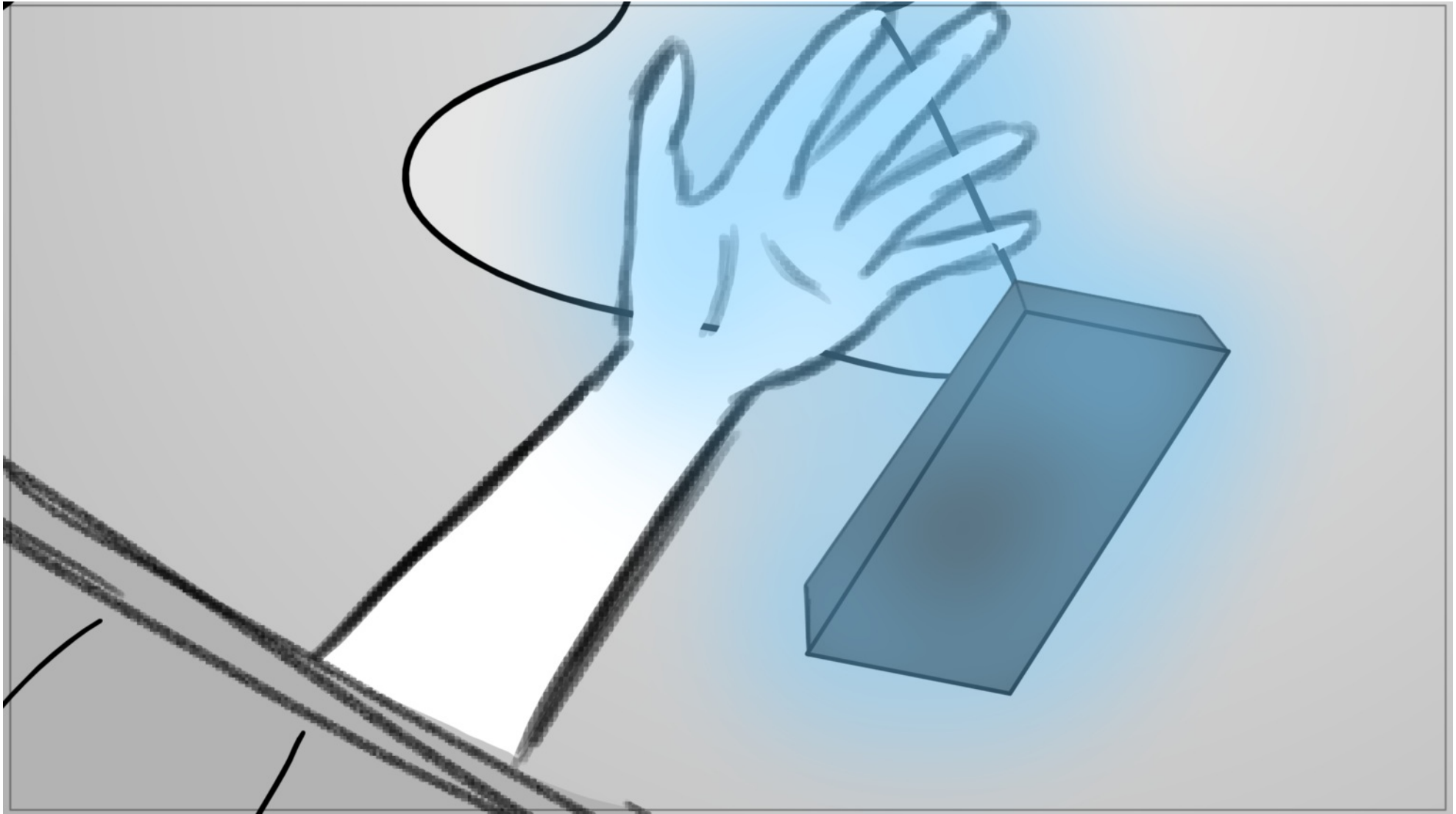
Scene	Duration	Panel	Duration
39	03:19	5	00:10



Action Notes

shot of the metal bar going into Kelsier's hand as the camera follows the bar.

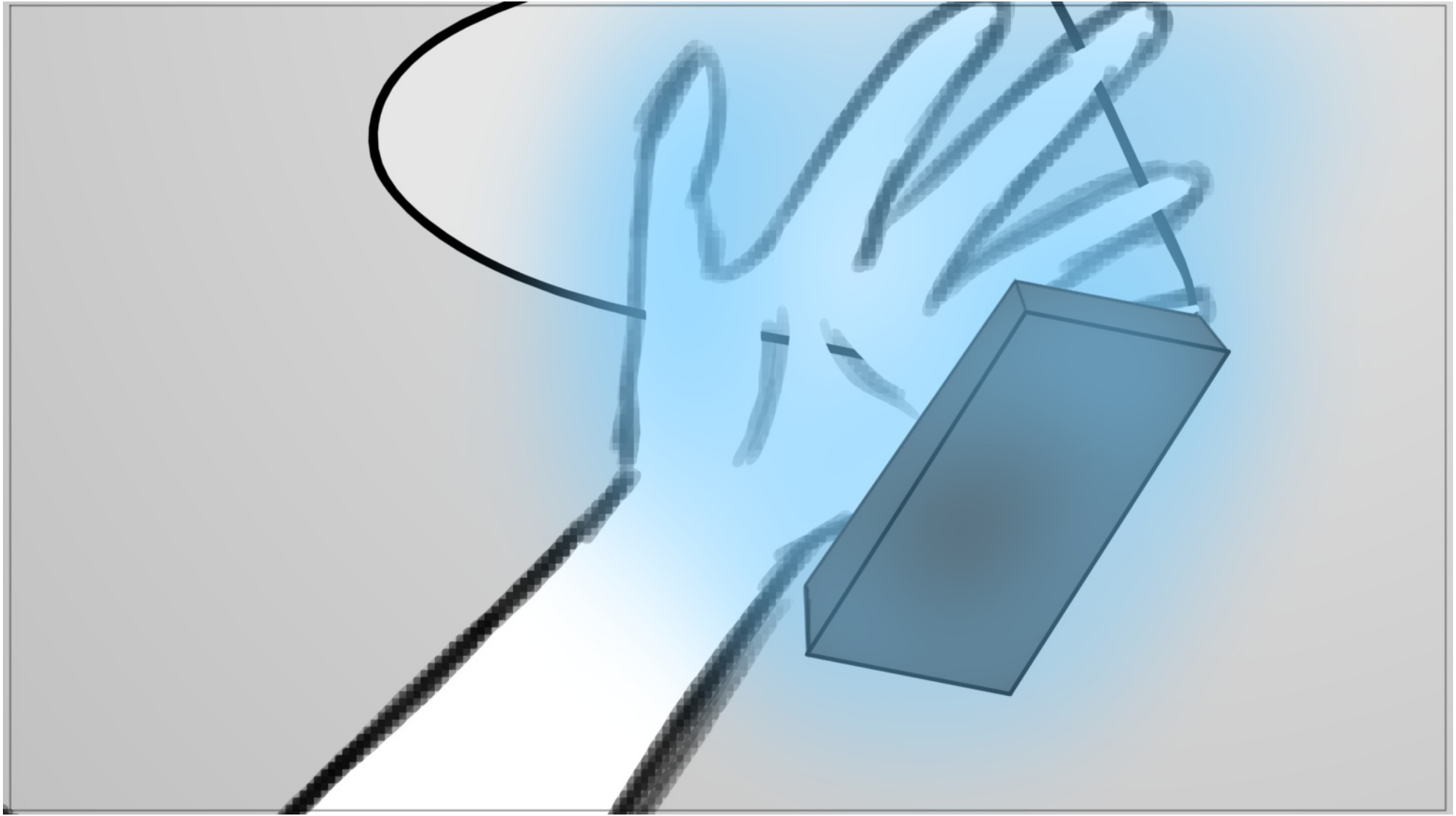
Scene	Duration	Panel	Duration
39	03:19	6	00:10



Action Notes

shot of the metal bar going into Kelsier's hand as the camera follows the bar.

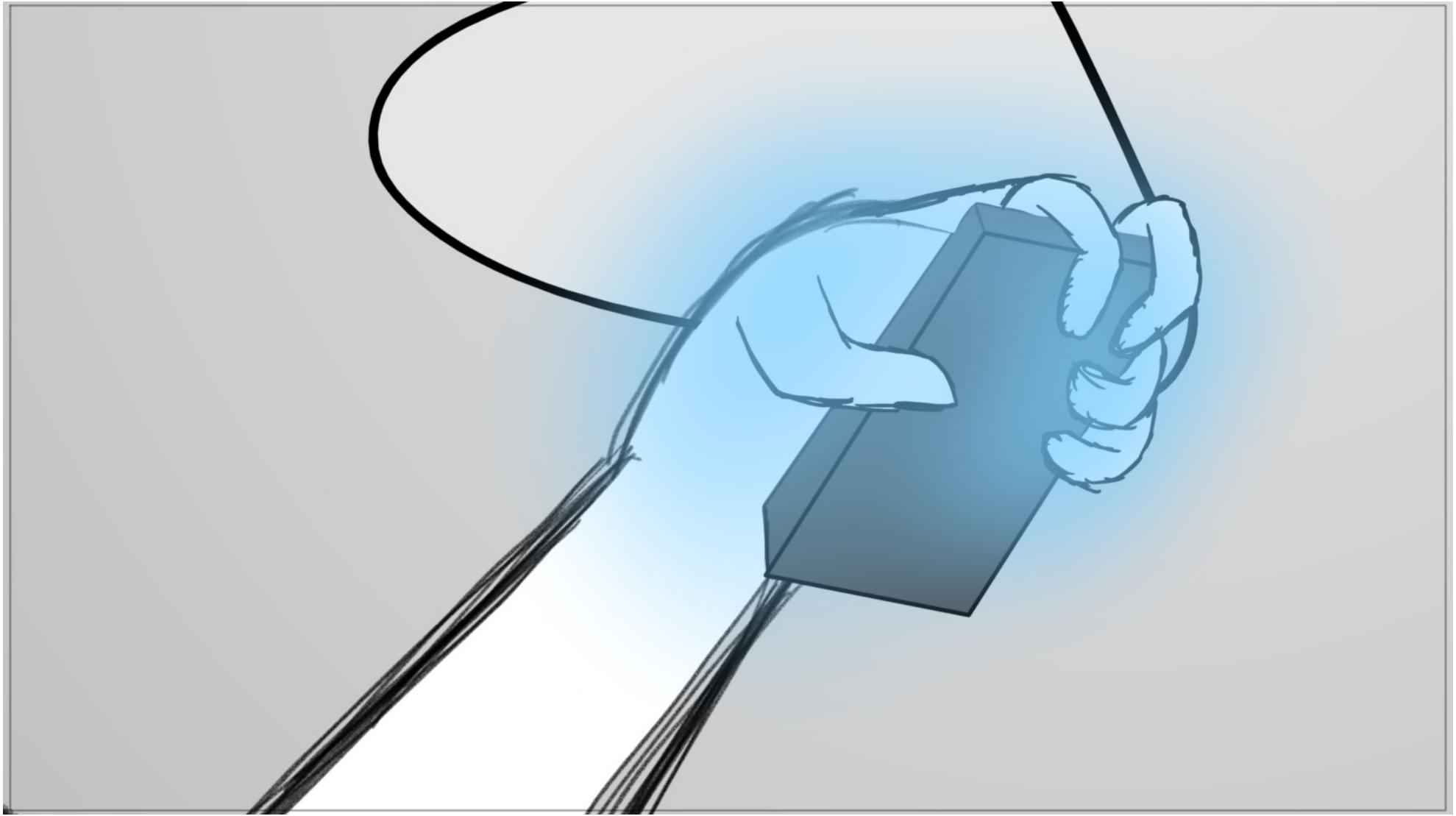
Scene	Duration	Panel	Duration
39	03:19	7	00:10



Action Notes

shot of the metal bar going into Kelsier's hand as the camera follows the bar.

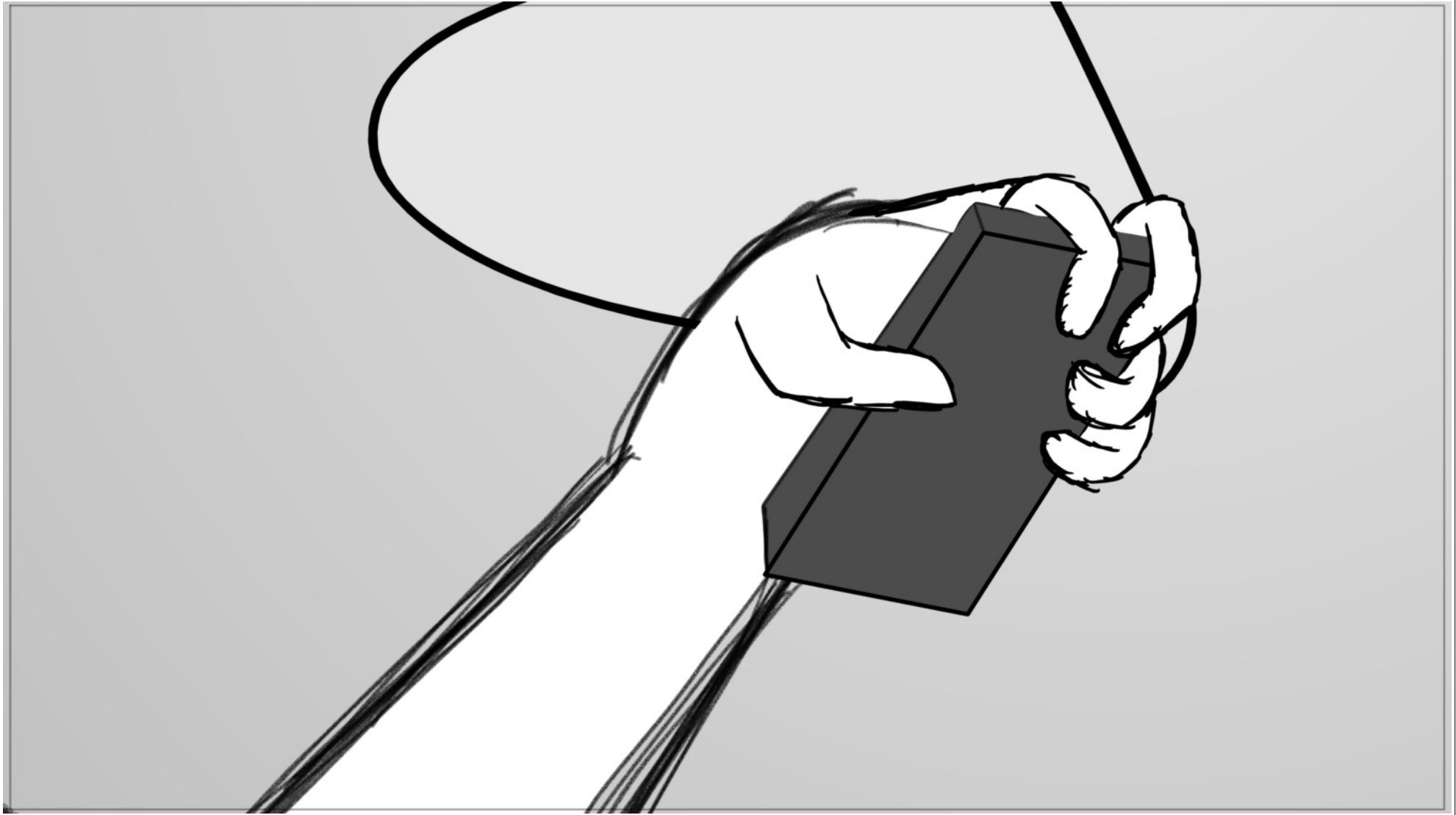
Scene	Duration	Panel	Duration
39	03:19	8	00:10



Action Notes

shot of the metal bar going into Kelsier's hand as the camera follows the bar.

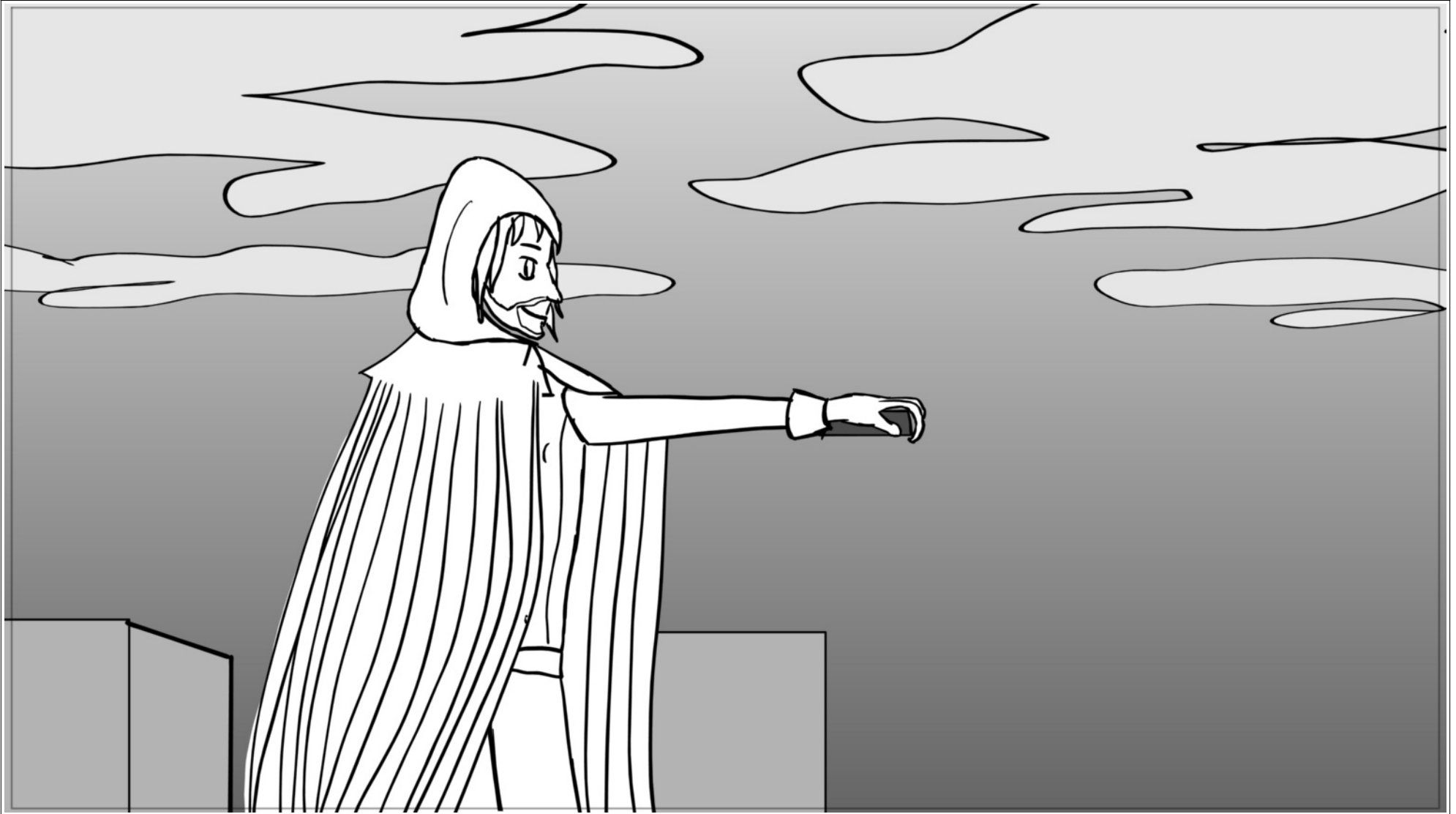
Scene	Duration	Panel	Duration
39	03:19	9	00:13



Action Notes

shot of the metal bar going into Kelsier's hand as the camera follows the bar.

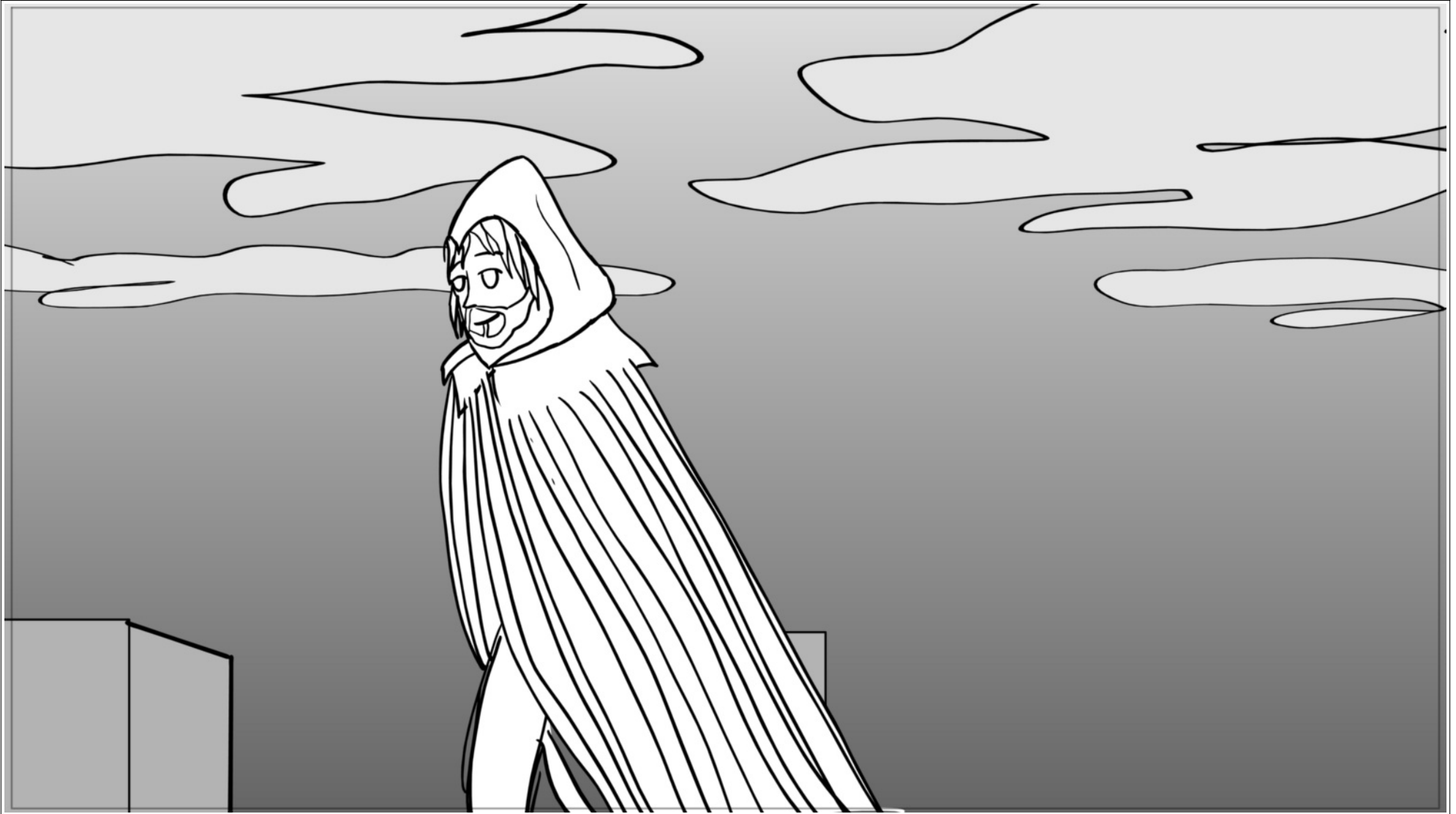
Scene	Duration	Panel	Duration
40	01:14	1	00:12



Action Notes

full profile shot of Kelsier with his hand extended then he turns and walks off camera.

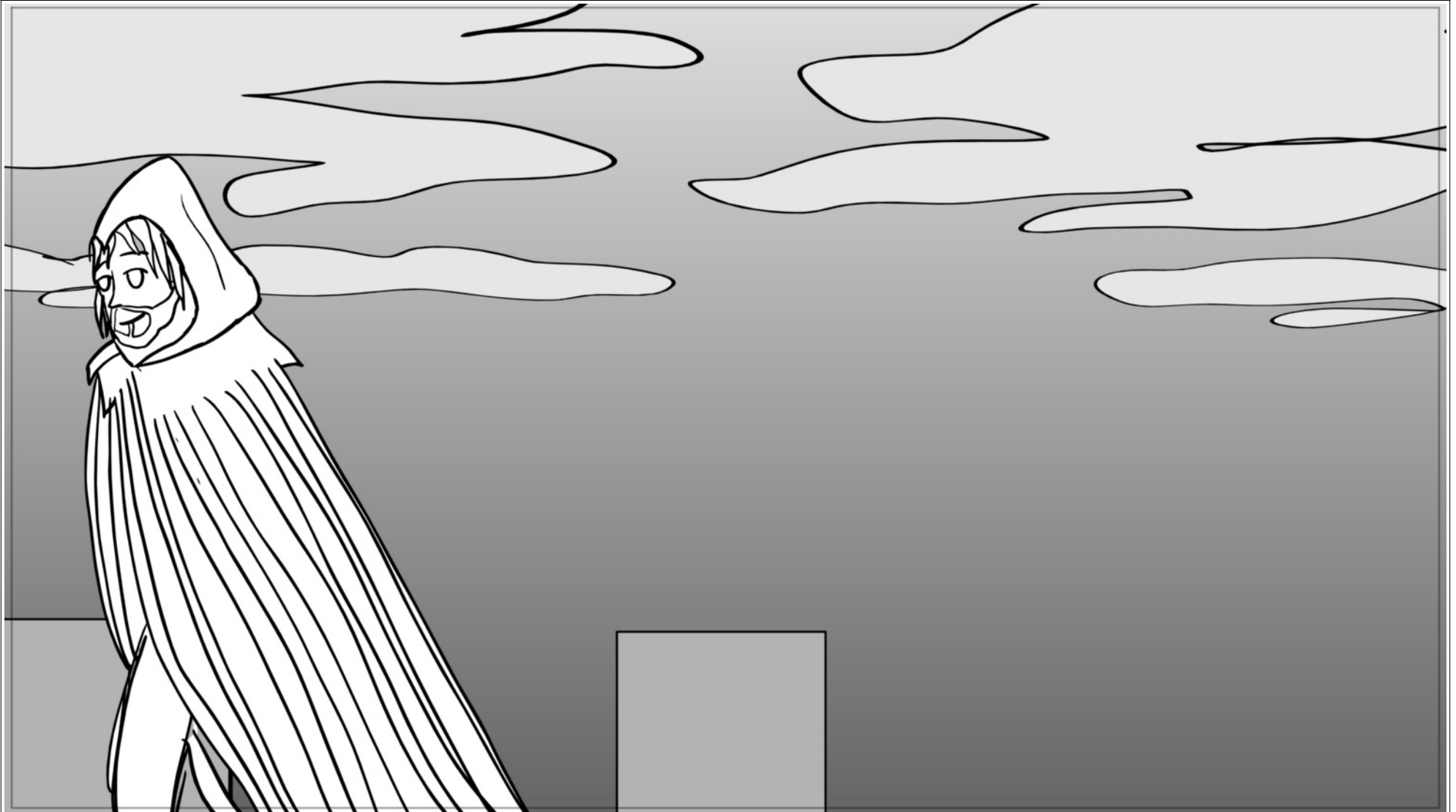
Scene	Duration	Panel	Duration
40	01:14	2	00:13



Action Notes

full profile shot of Kelsier with his hand extended then he turns and walks off camera.

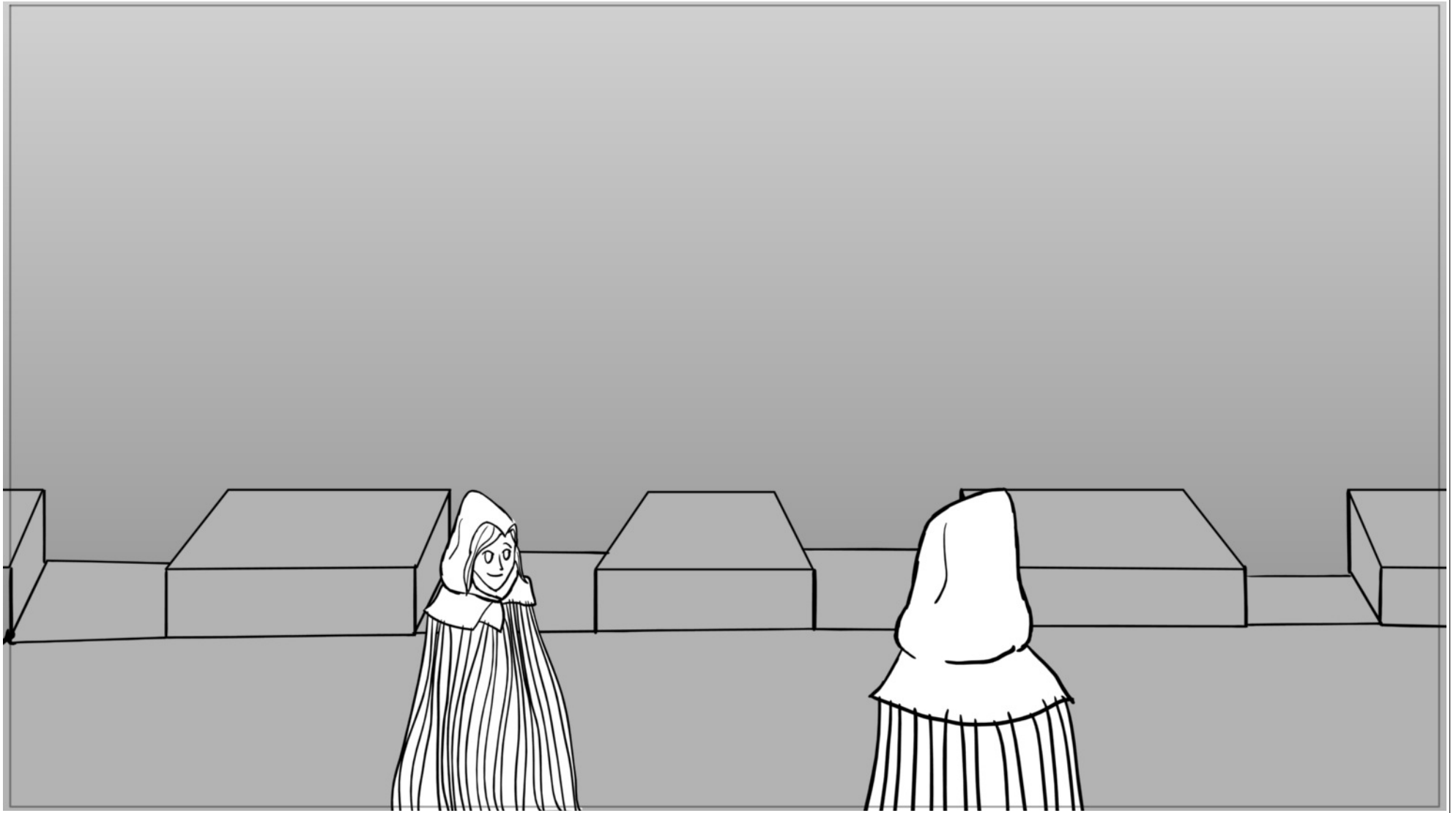
Scene	Duration	Panel	Duration
40	01:14	3	00:13



Action Notes

full profile shot of Kelsier with his hand extended then he turns and walks off camera.

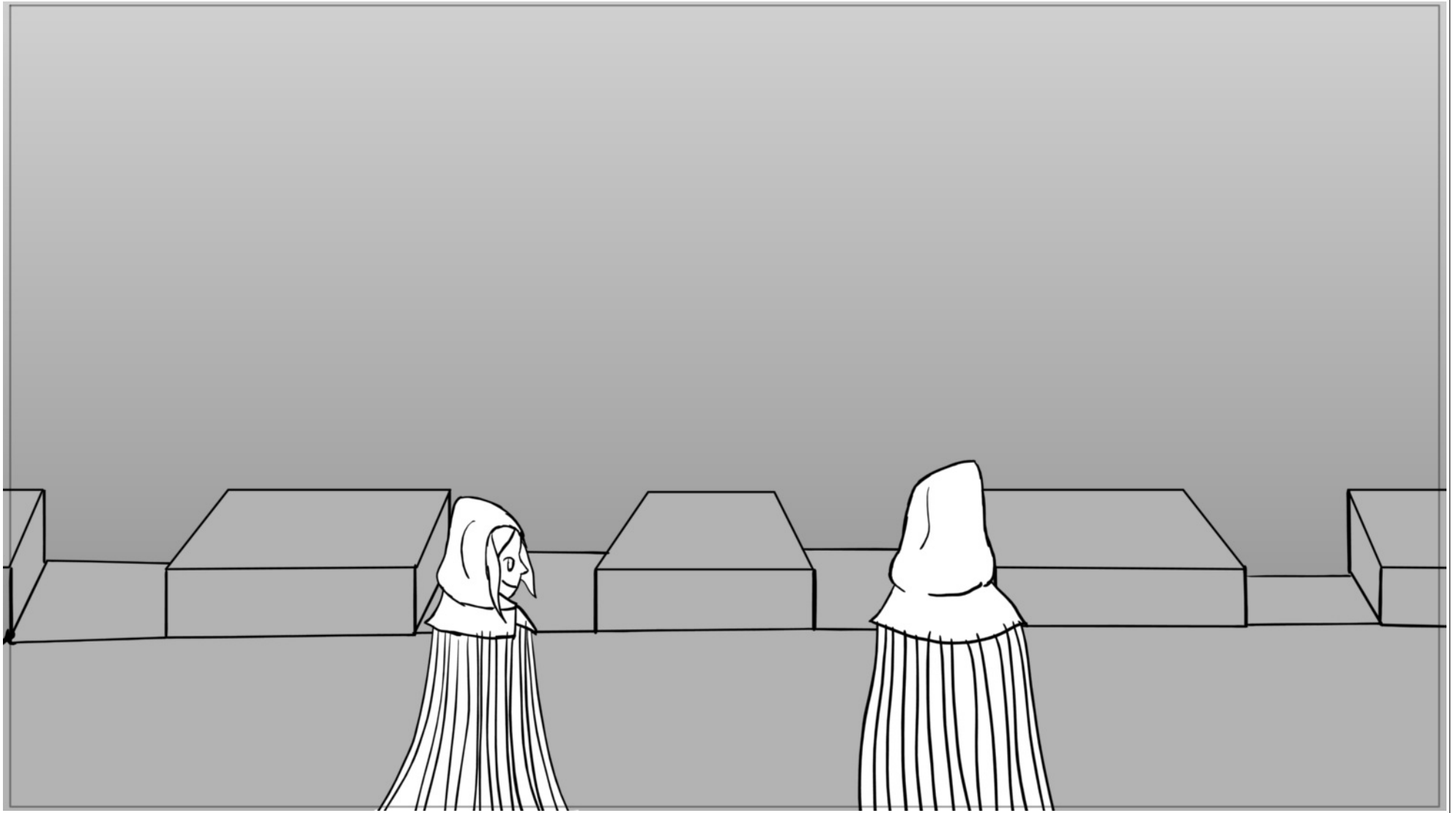
Scene	Duration	Panel	Duration
41	01:20	1	00:14



Action Notes

downward shot of the two as they stand on the edge of the wall.

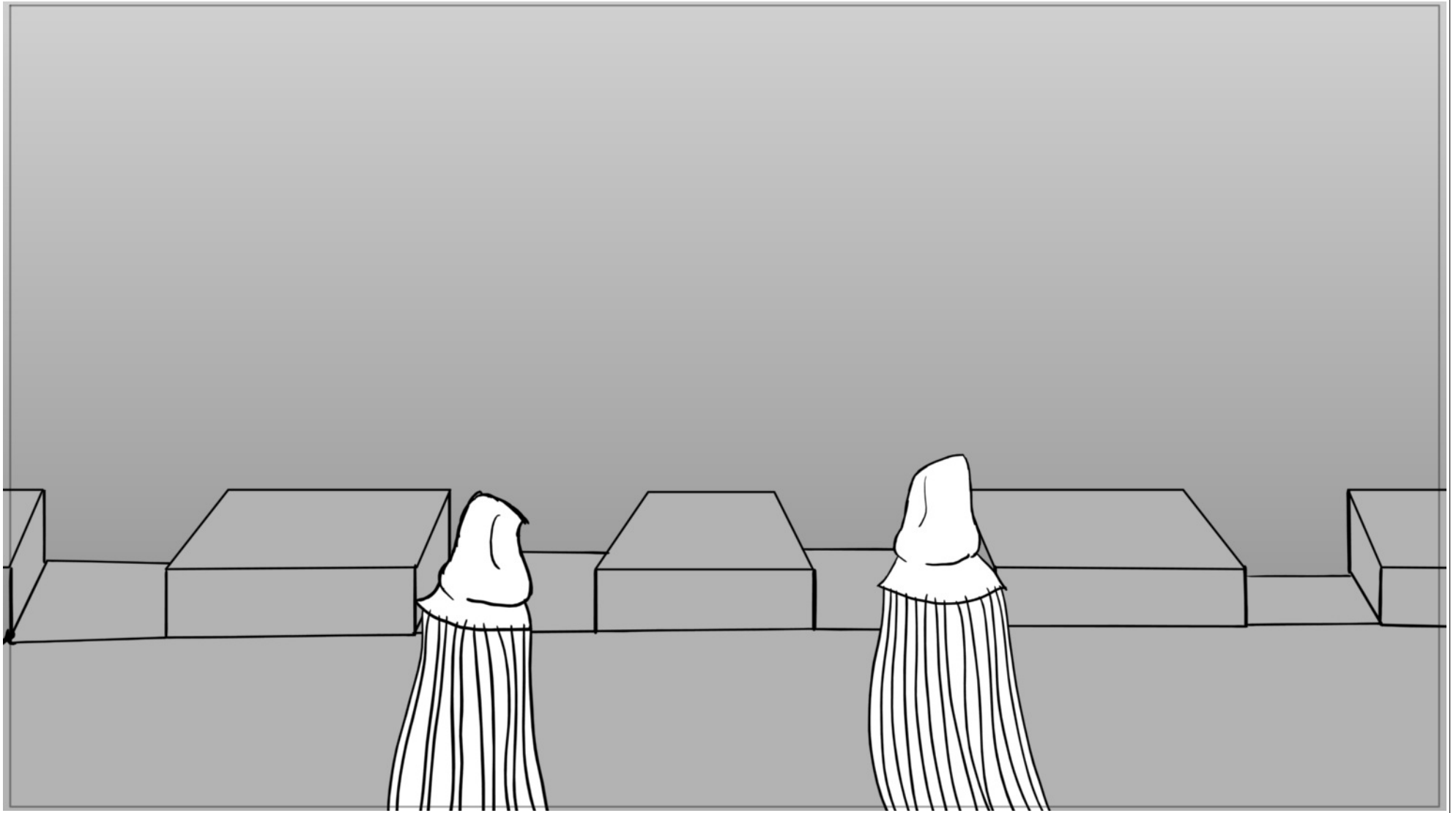
Scene	Duration	Panel	Duration
41	01:20	2	00:15



Action Notes

downward shot of the two as they stand on the edge of the wall.

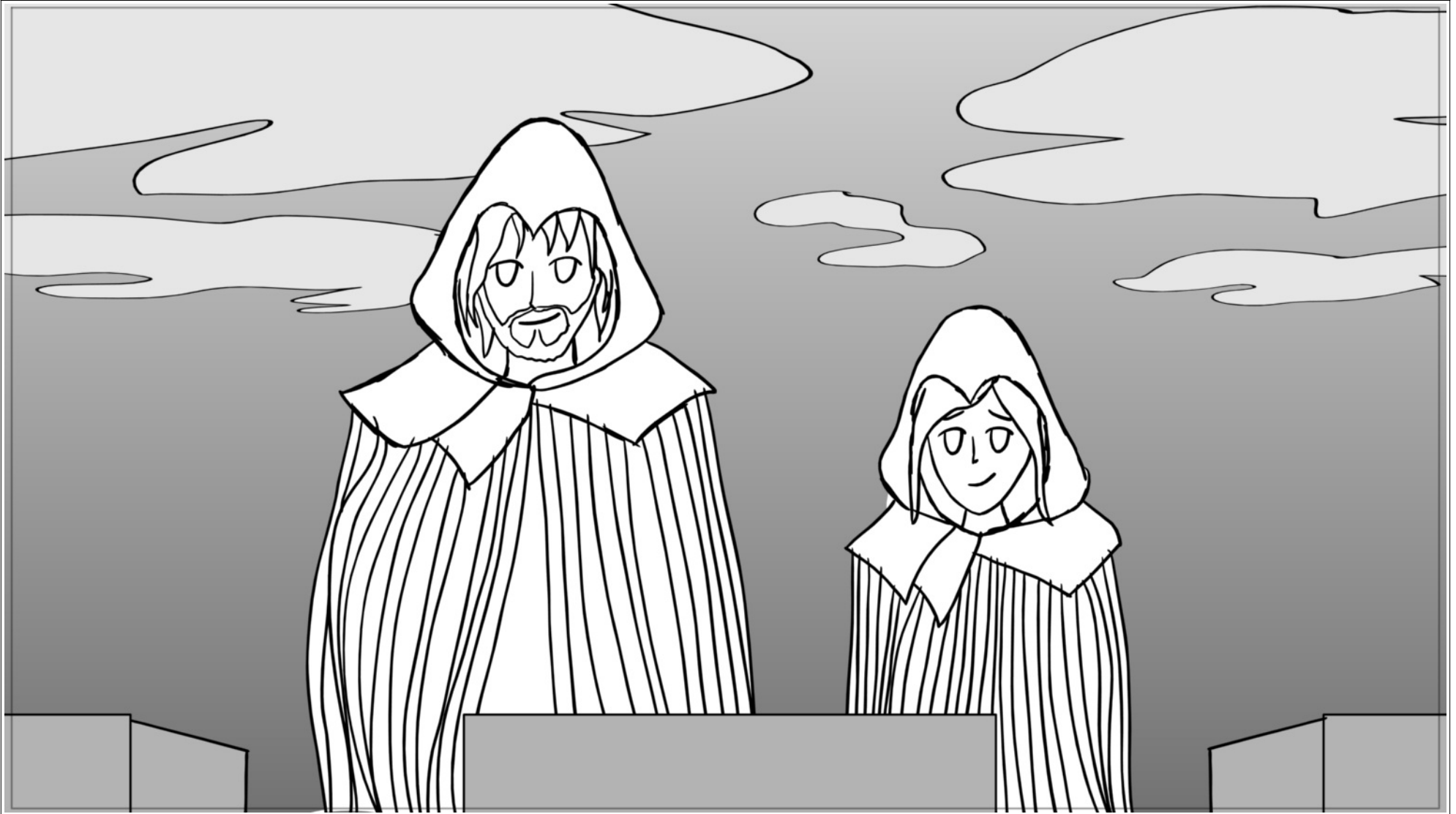
Scene	Duration	Panel	Duration
41	01:20	3	00:15



Action Notes

downward shot of the two as they stand on the edge of the wall.

Scene	Duration	Panel	Duration
42	05:14	1	00:20



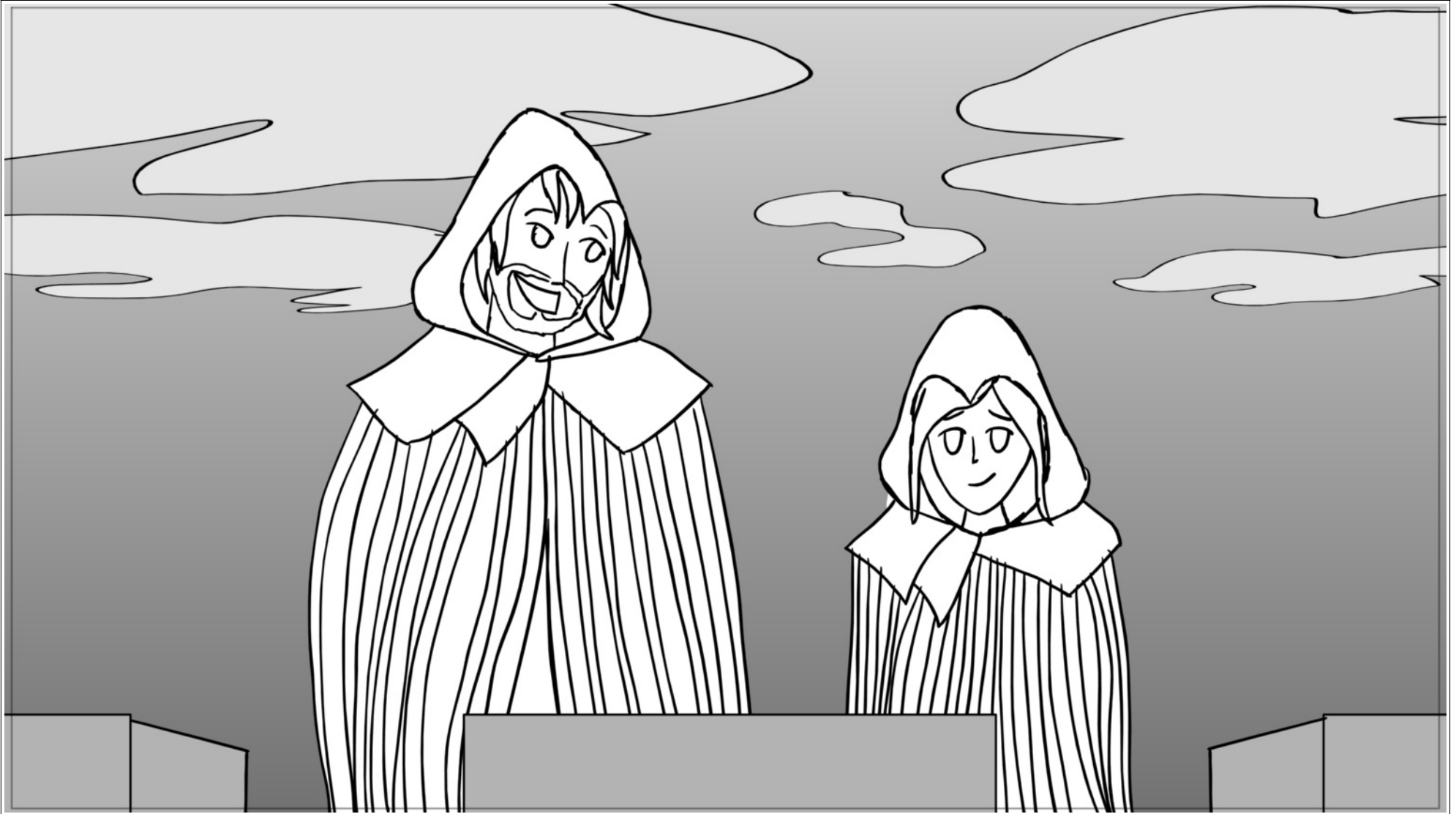
Dialog

Kelsier: Okay... now lets go back down.

Action Notes

two shot of the two of them looking out to the camera. Then Kelsier walks to the edge and extends his hand to the camera holding a bar of metal and Vin looks worried to go back down.

Scene	Duration	Panel	Duration
42	05:14	2	01:15



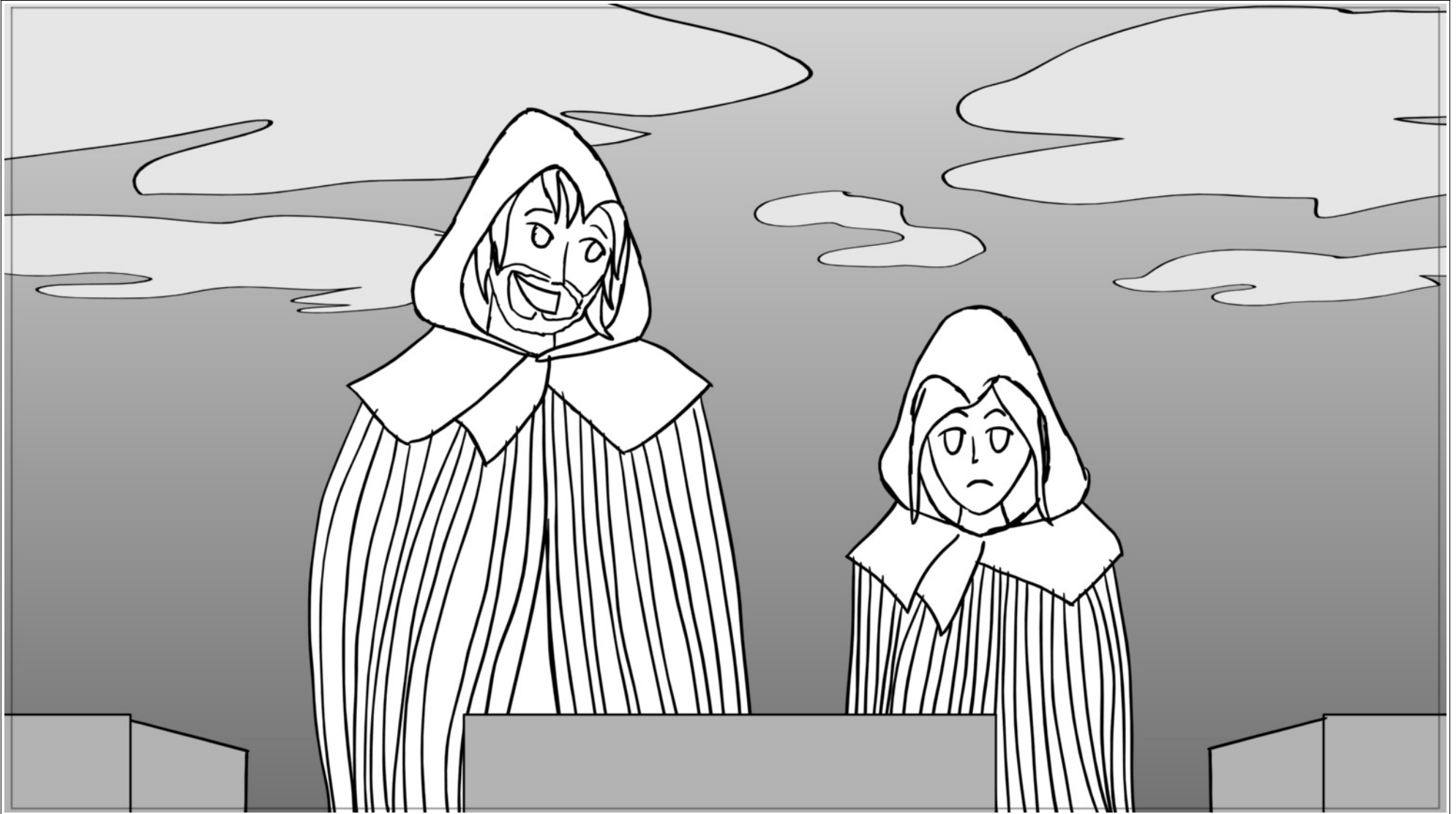
Dialog

Kelsier: Okay... now lets go back down.

Action Notes

two shot of the two of them looking out to the camera. Then Kelsier walks to the edge and extends his hand to the camera holding a bar of metal and Vin looks worried to go back down.

Scene	Duration	Panel	Duration
42	05:14	3	00:16



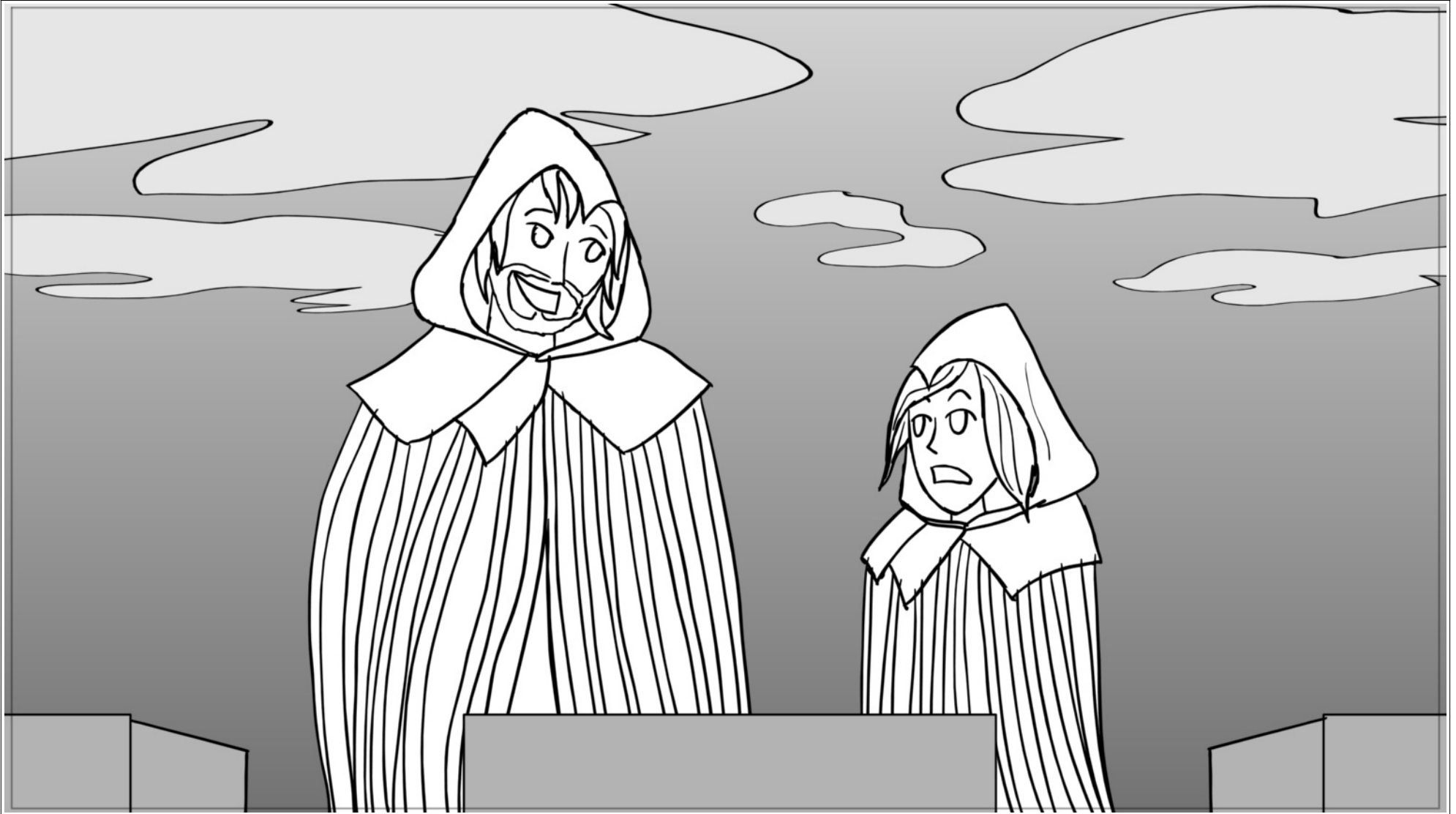
Dialog

Kelsier: Okay... now lets go back down.

Action Notes

two shot of the two of them looking out to the camera. Then Kelsier walks to the edge and extends his hand to the camera holding a bar of metal and Vin looks worried to go back down.

Scene	Duration	Panel	Duration
42	05:14	4	00:20



Dialog

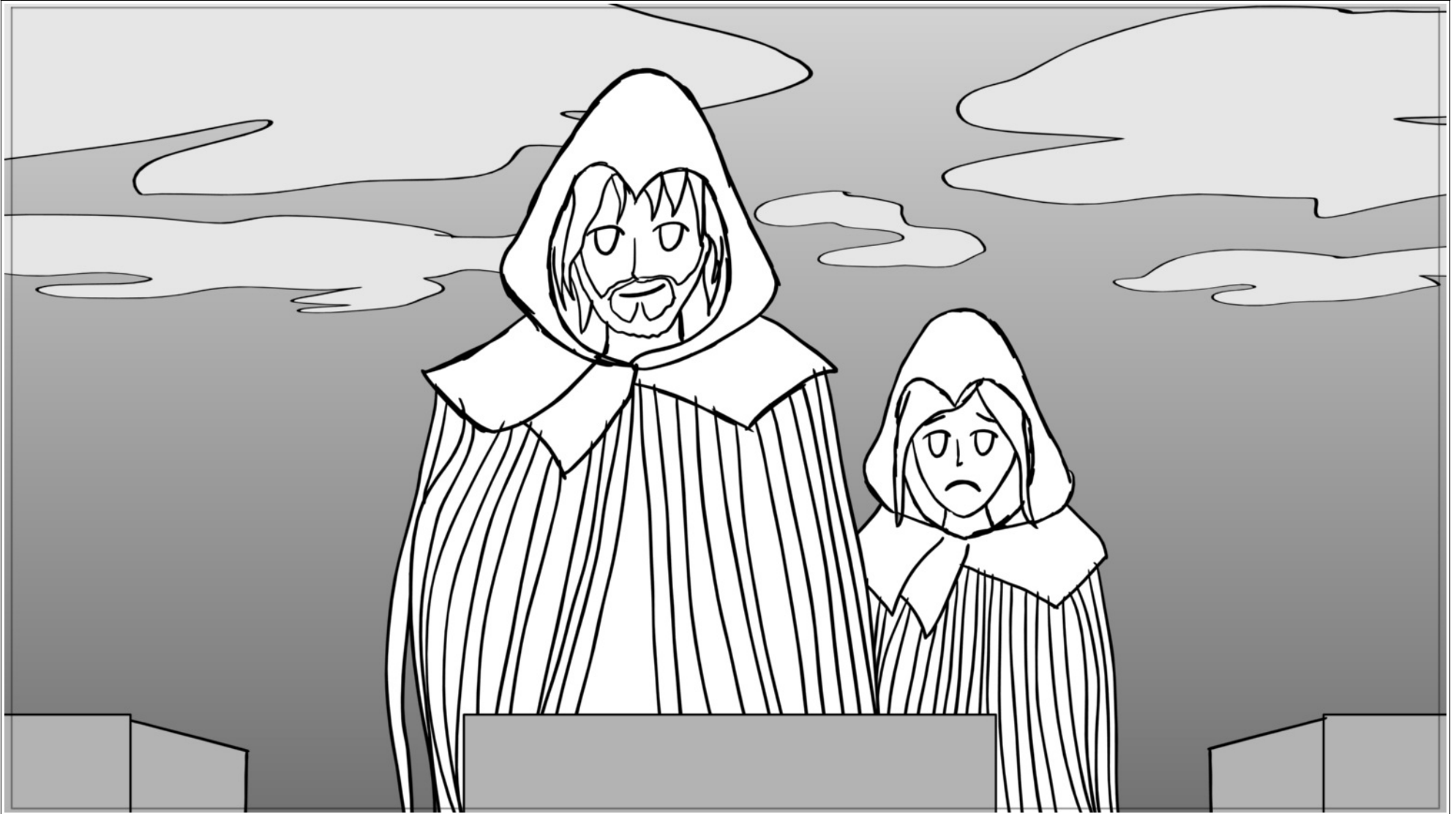
Kelsier: Okay... now lets go back down.



Action Notes

two shot of the two of them looking out to the camera. Then Kelsier walks to the edge and extends his hand to the camera holding a bar of metal and Vin looks worried to go back down.

Scene	Duration	Panel	Duration
42	05:14	5	00:15



Dialog

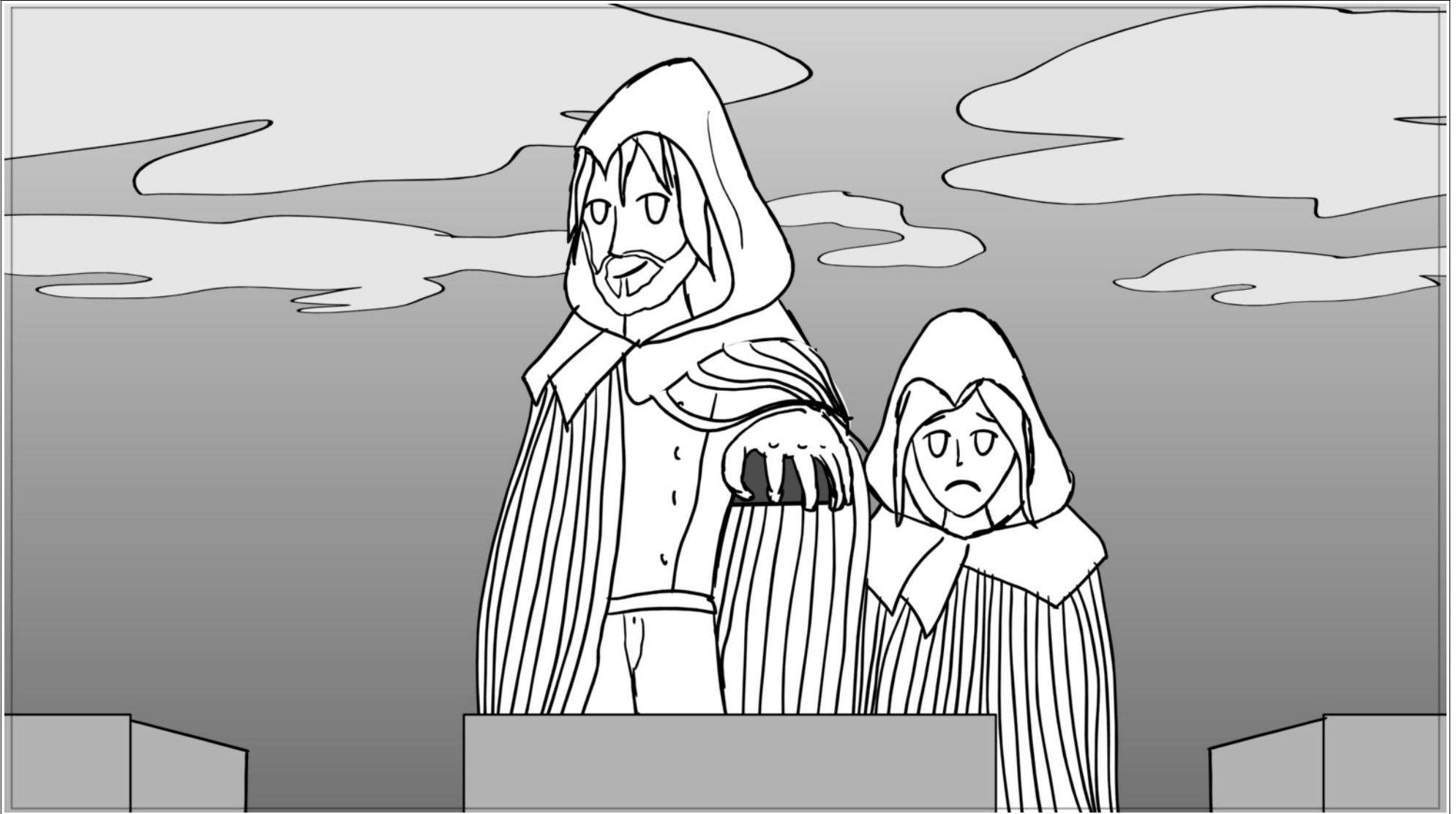
Kelsier: Okay... now lets go back down.



Action Notes

two shot of the two of them looking out to the camera. Then Kelsier walks to the edge and extends his hand to the camera holding a bar of metal and Vin looks worried to go back down.

Scene	Duration	Panel	Duration
42	05:14	6	01:00



Dialog

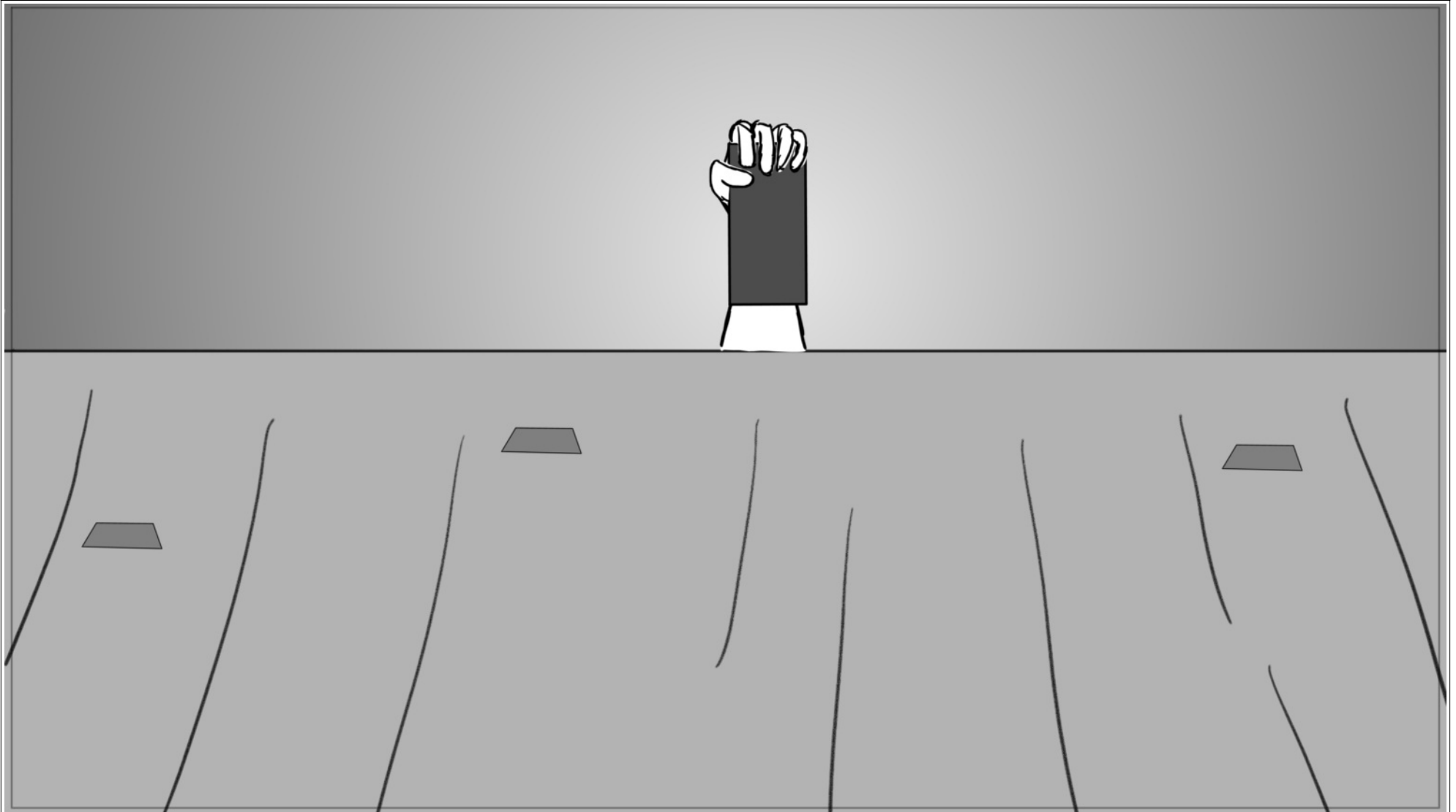
Kelsier: Okay... now lets go back down.



Action Notes

two shot of the two of them looking out to the camera. Then Kelsier walks to the edge and extends his hand to the camera holding a bar of metal and Vin looks worried to go back down.

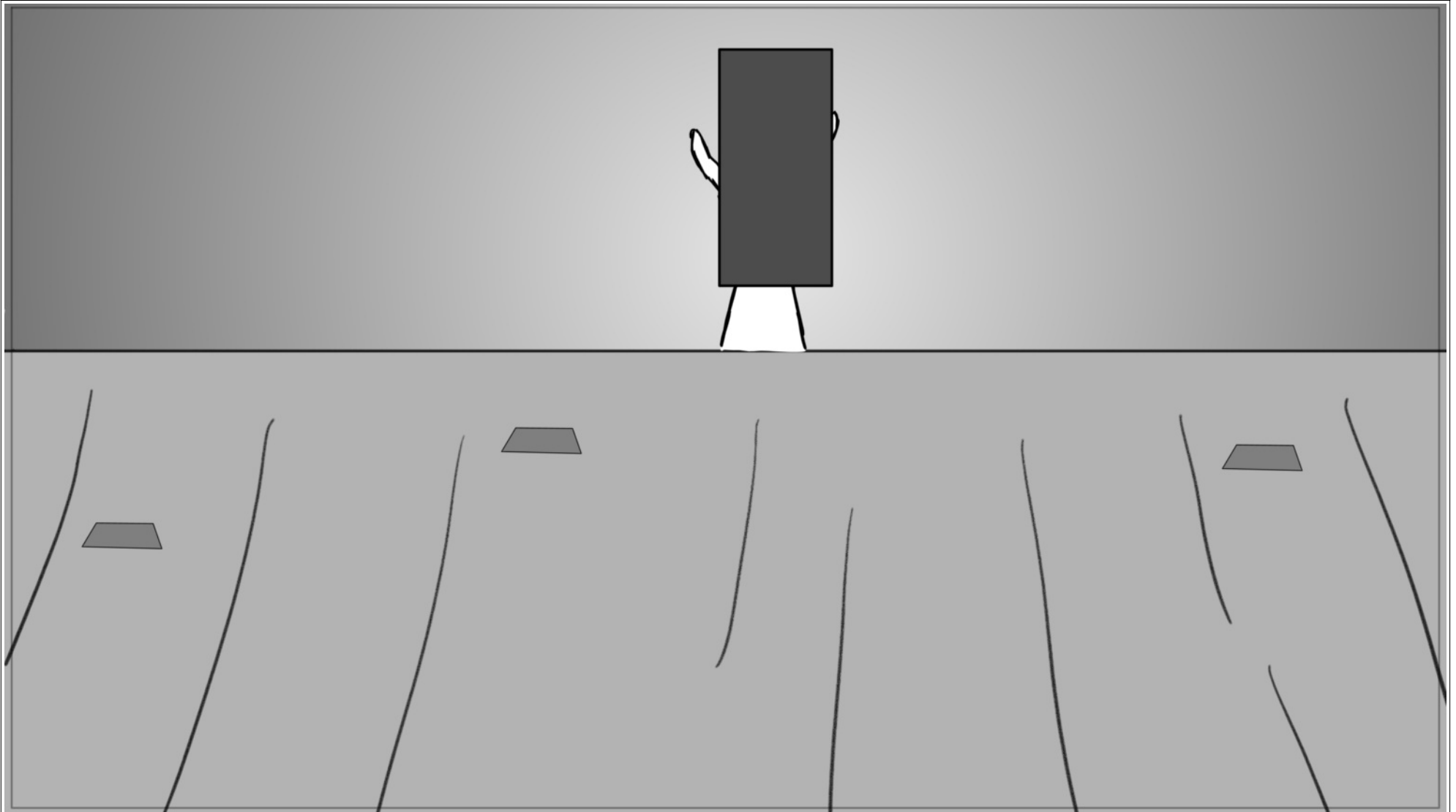
Scene	Duration	Panel	Duration
43	03:15	1	00:15



Action Notes

upward shot of Kelsiers hand over the wall and he drops the metal bar towards the camera to transition to a black screen.

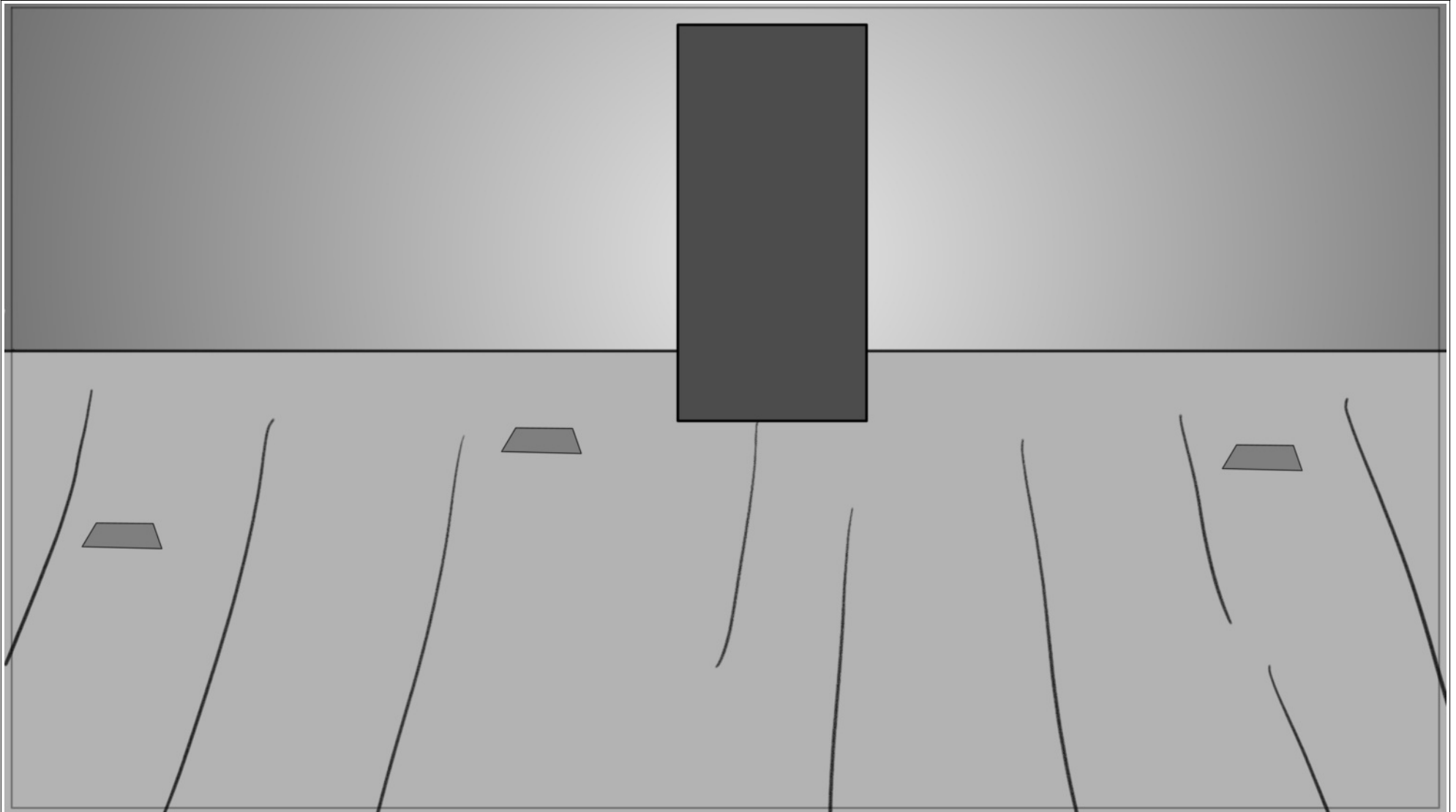
Scene	Duration	Panel	Duration
43	03:15	2	00:10



Action Notes

upward shot of Kelsiers hand over the wall and he drops the metal bar towards the camera to transition to a black screen.

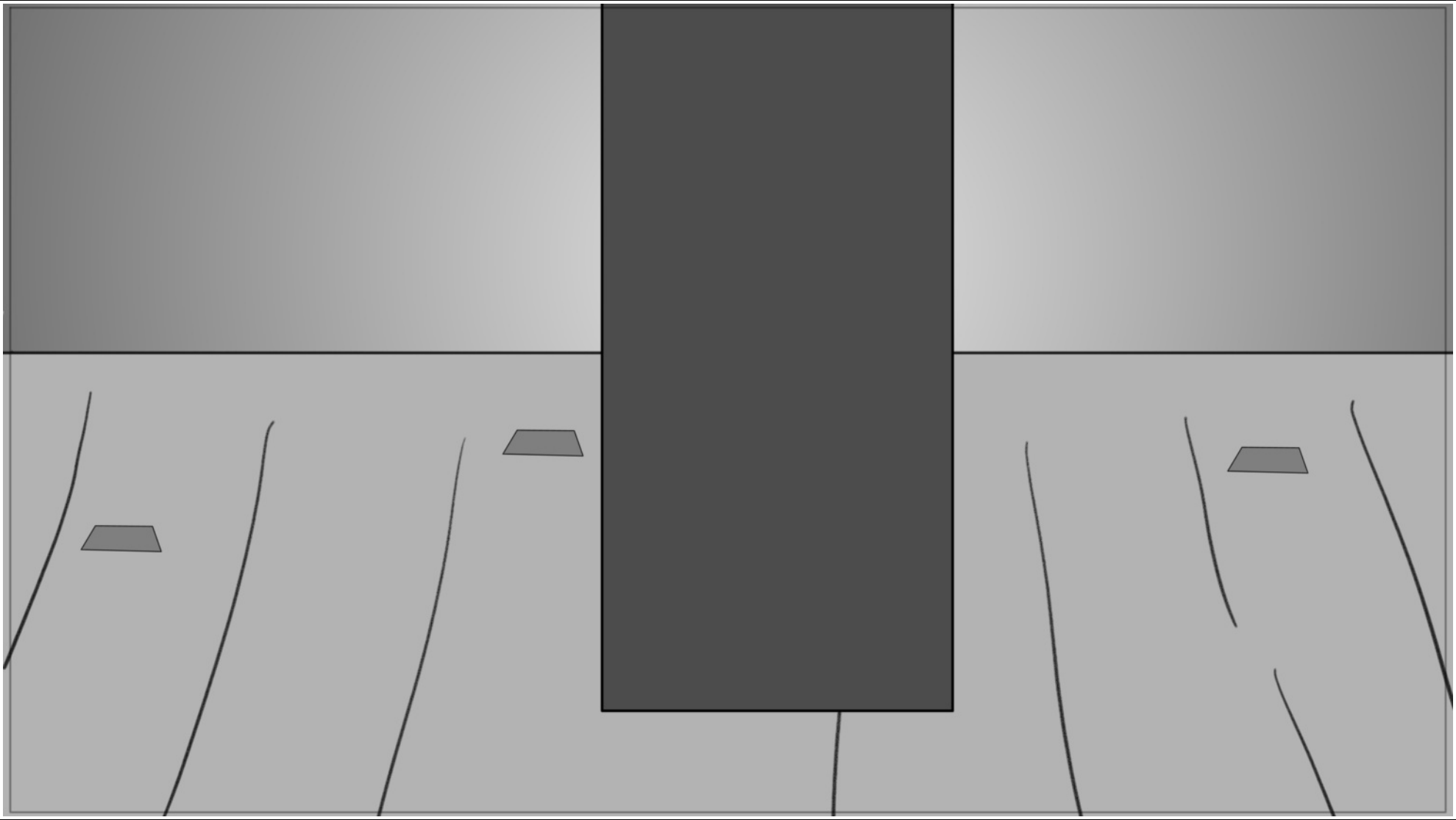
Scene	Duration	Panel	Duration
43	03:15	3	00:10



Action Notes

upward shot of Kelsiers hand over the wall and he drops the metal bar towards the camera to transition to a black screen.

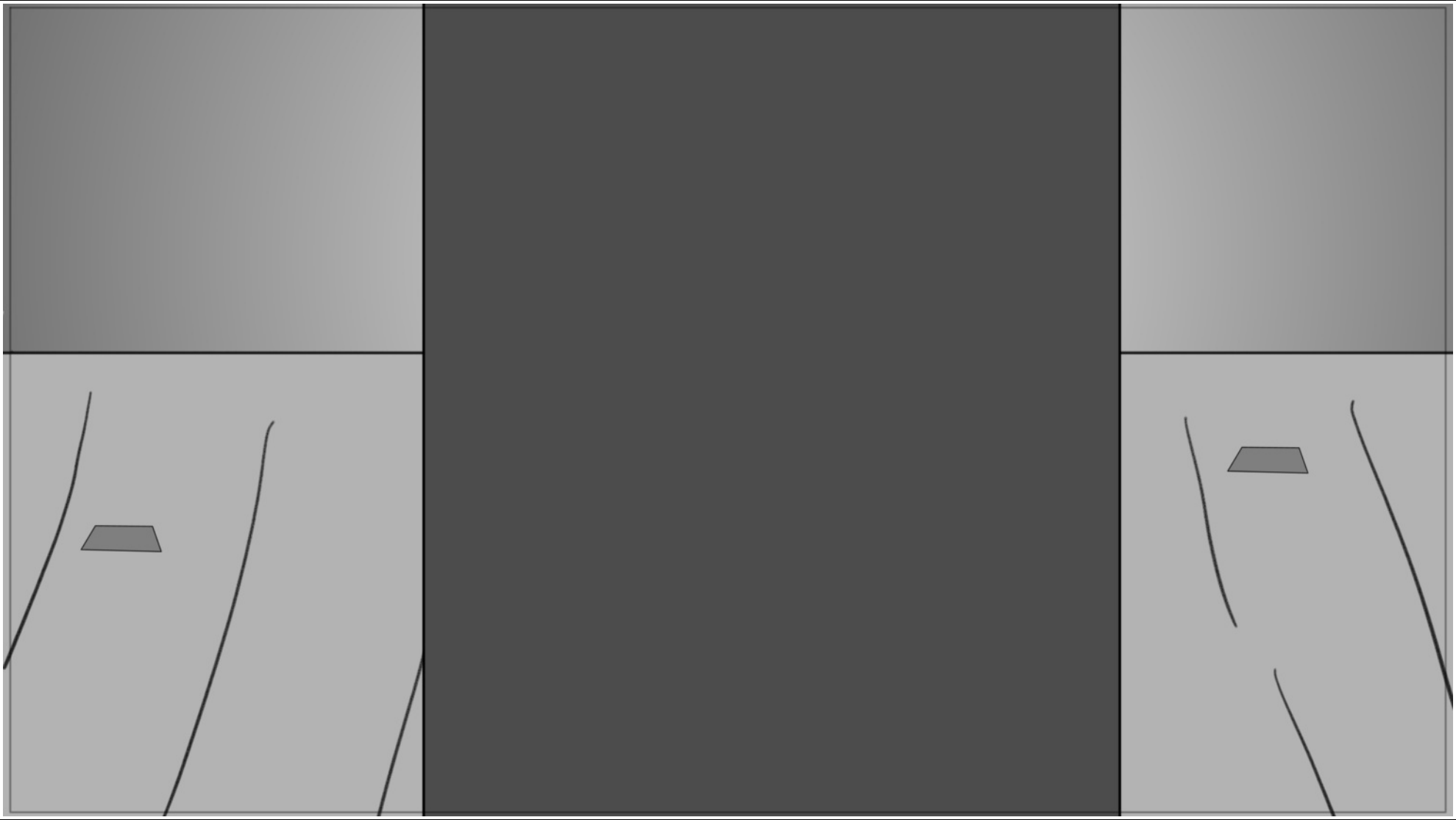
Scene	Duration	Panel	Duration
43	03:15	4	00:10



Action Notes

upward shot of Kelsiers hand over the wall and he drops the metal bar towards the camera to transition to a black screen.

Scene	Duration	Panel	Duration
43	03:15	5	00:09



Action Notes

upward shot of Kelsiers hand over the wall and he drops the metal bar towards the camera to transition to a black screen.

Scene	Duration	Panel	Duration
43	03:15	6	00:09



Action Notes

upward shot of Kelsiers hand over the wall and he drops the metal bar towards the camera to transition to a black screen.



Scene	Duration	Panel	Duration
43	03:15	7	01:00

