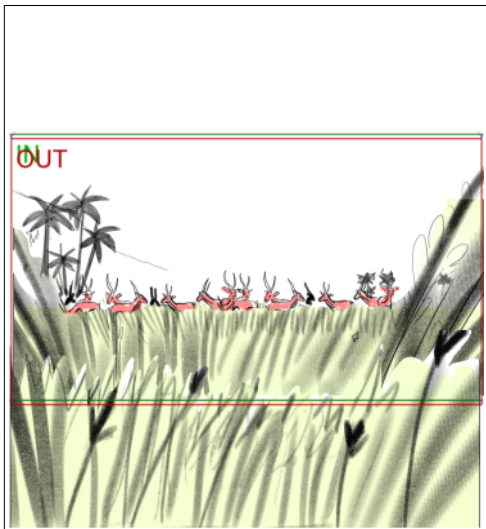


# Gilgamesh

The Movie

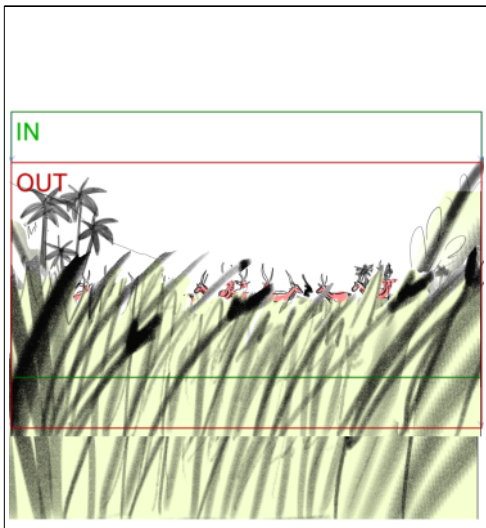
Seq	Scene	Panel
6	85	1



**Action Notes**

La cámara se introduce en los pastizales

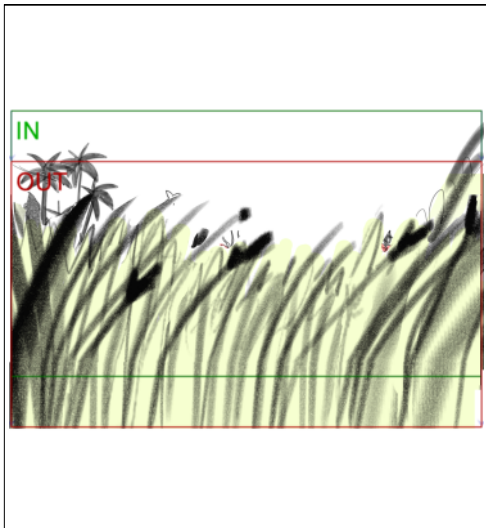
Seq	Scene	Panel
6	85	2



**Action Notes**

La cámara se introduce en los pastizales

Seq	Scene	Panel
6	85	3

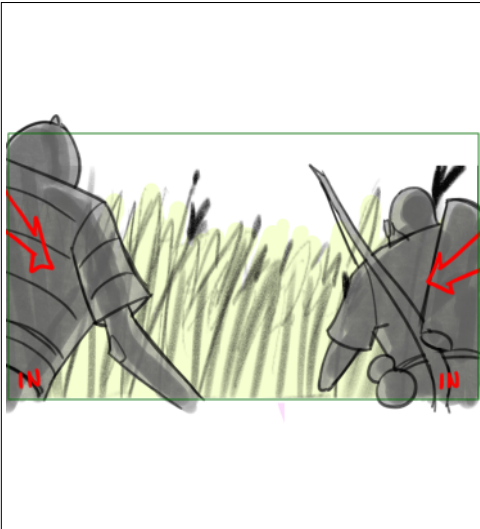


**Action Notes**

La cámara se introduce en los pastizales

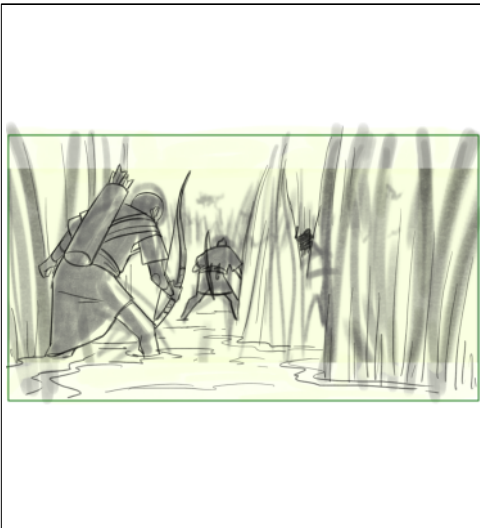
Seq	Scene	Panel
6	85	4

**Action Notes**  
Cazadores entran a cuadro



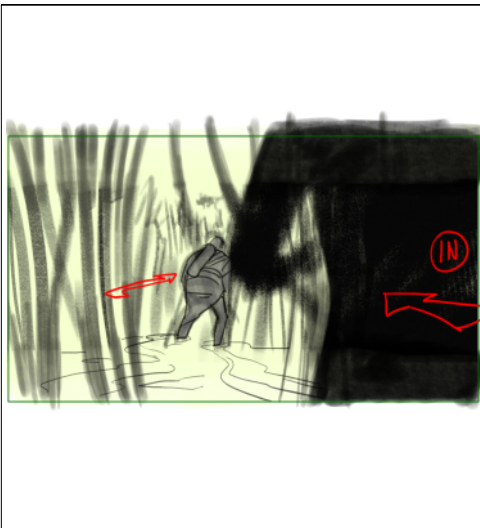
Seq	Scene	Panel
6	85	5

**Action Notes**  
los cazadores observan a su alrededor



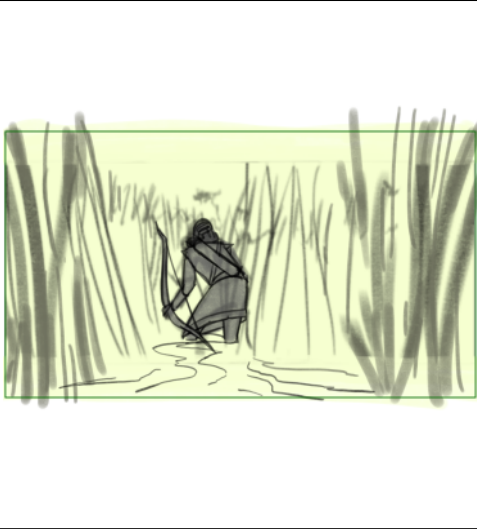
Seq	Scene	Panel
6	85	6

**Action Notes**  
cazador entra a cuadro



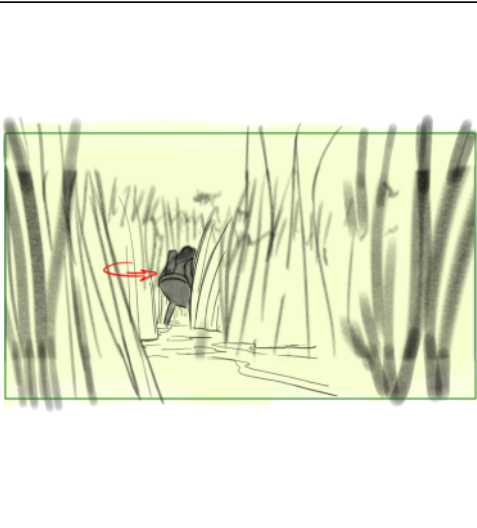
Seq	Scene	Panel
6	85	7

**Action Notes**  
caminan entre los pastizales

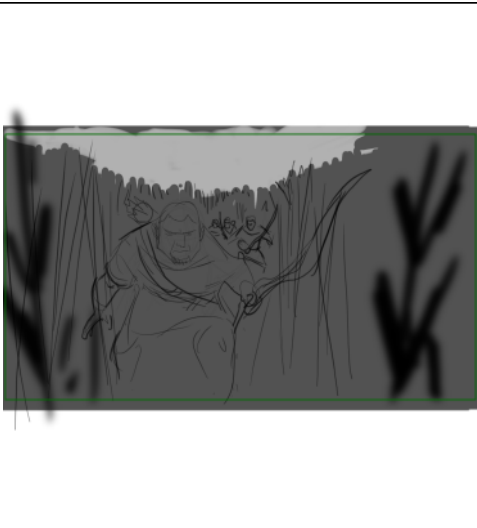


Seq	Scene	Panel
6	85	8

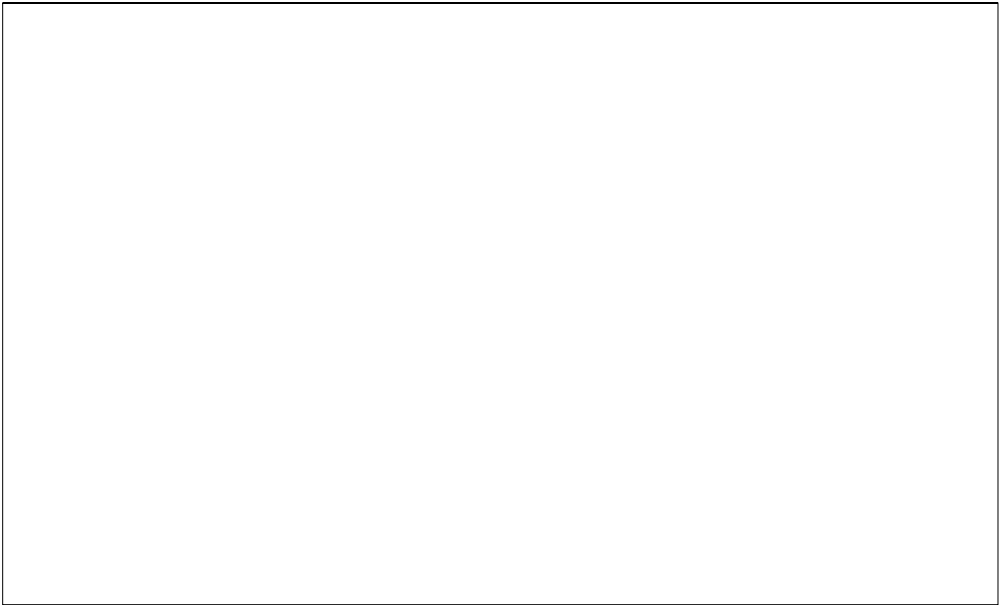
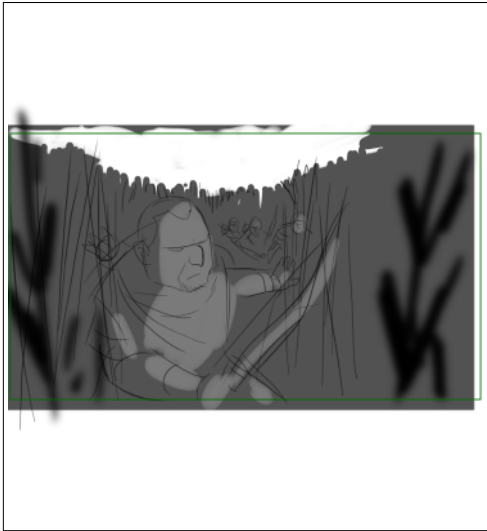
**Action Notes**  
caminan entre los pastizales



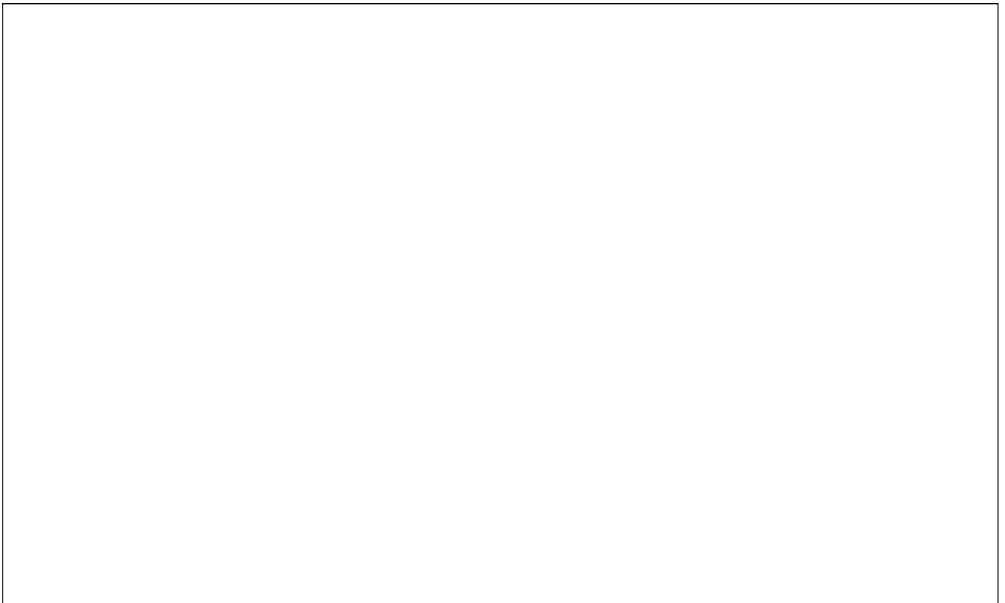
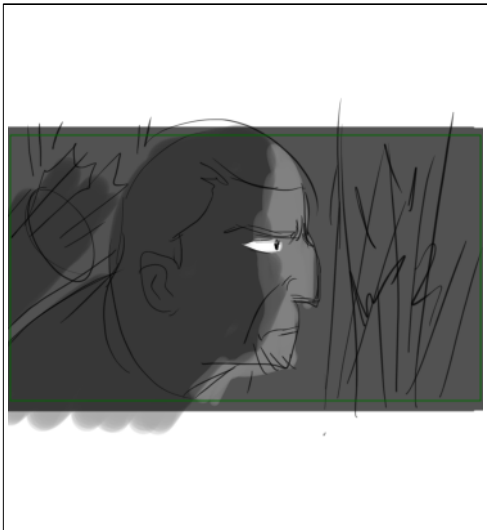
Seq	Scene	Panel
6	86	1



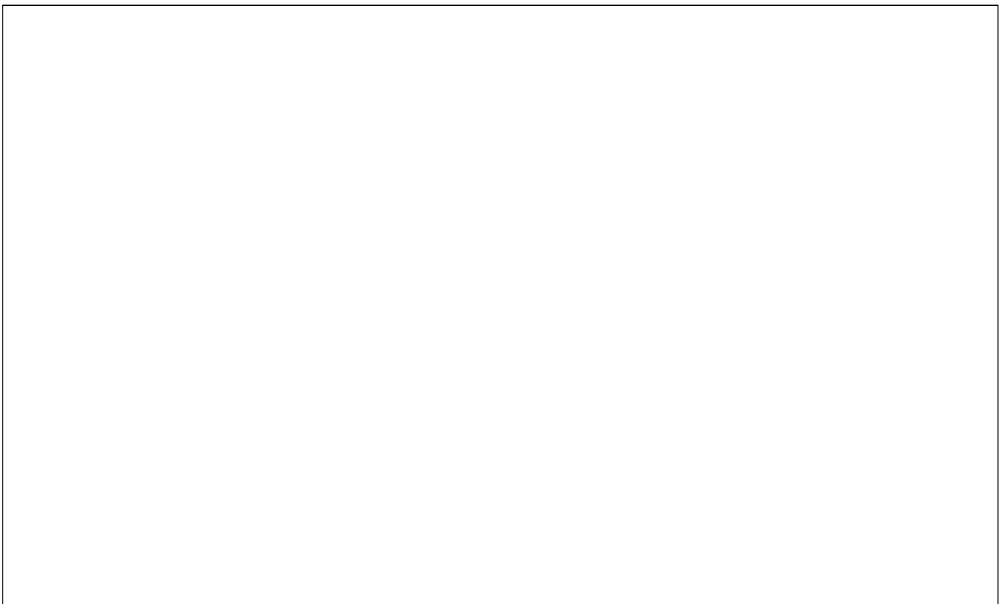
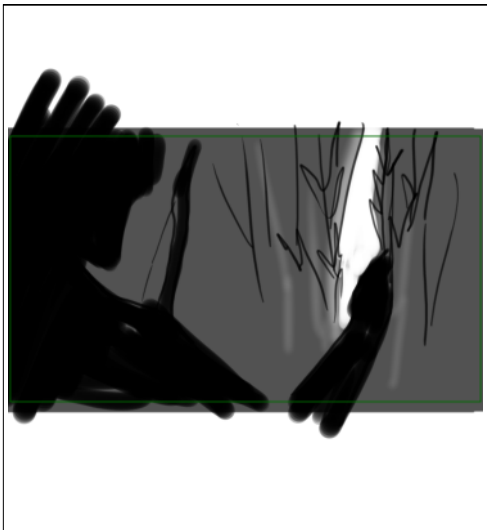
Seq	Scene	Panel
6	86	2



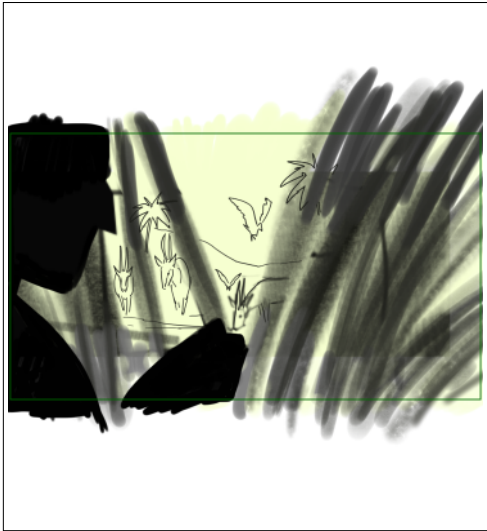
Seq	Scene	Panel
6	86	3



Seq	Scene	Panel
6	86	4



Seq	Scene	Panel
6	86	5



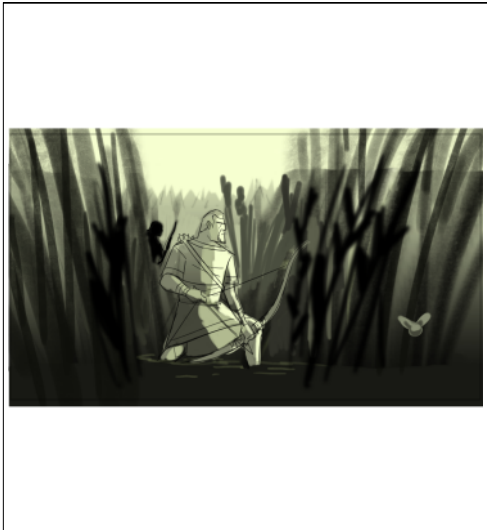
**Action Notes**

vemos la referencia de uno de los cazadores observando

Seq	Scene	Panel
6	86	6



Seq	Scene	Panel
6	87	1



**Action Notes**

el clima es tenso

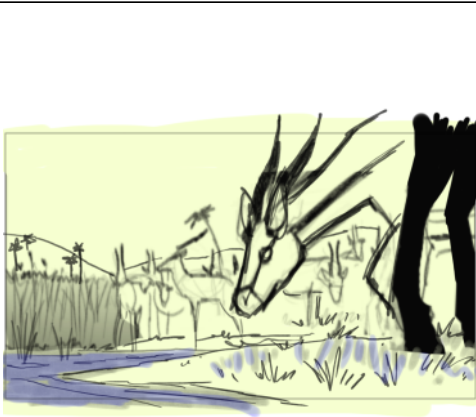
Seq	Scene	Panel
6	87	2

**Action Notes**  
el cazador apunta



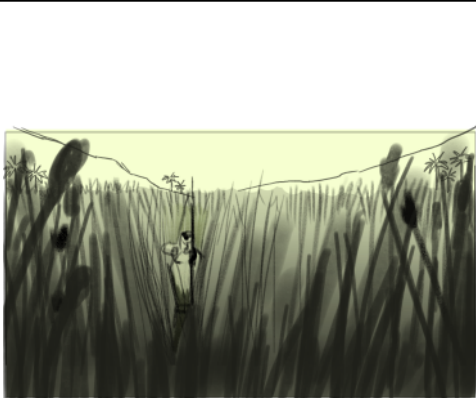
Seq	Scene	Panel
6	88	1

**Action Notes**  
las gacelas beben agua del rio

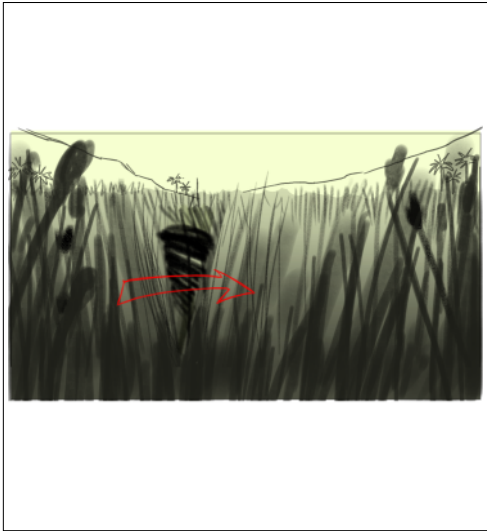


Seq	Scene	Panel
6	89	1

**Action Notes**  
el arquero esta a punto de soltar la flecha

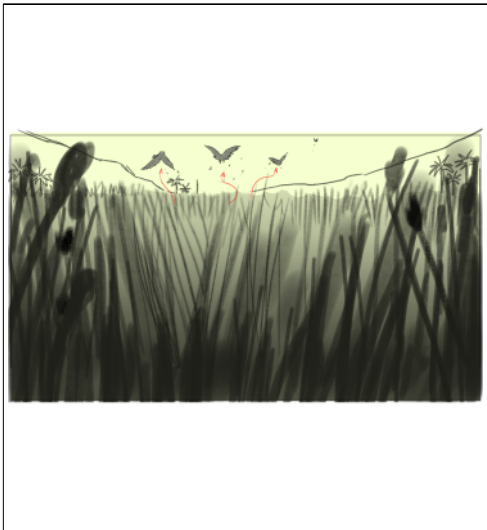


Seq	Scene	Panel
6	89	2



**Action Notes**  
algo tapa al cazador y éste desaparece

Seq	Scene	Panel
6	89	3



**Action Notes**  
leve sonido-no escuchamos casi nada

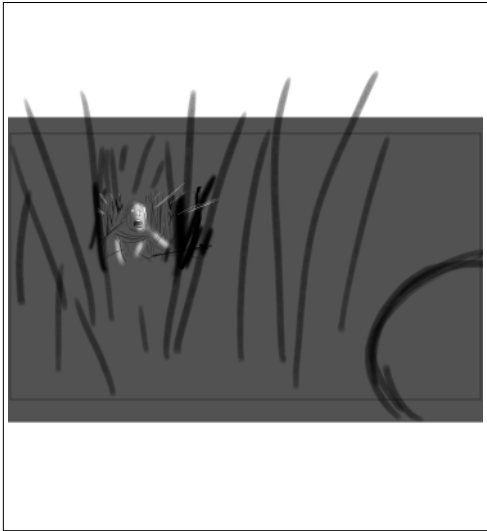
Seq	Scene	Panel
6	90	1



**Action Notes**  
gacela alerta



Seq	Scene	Panel
6	91	1



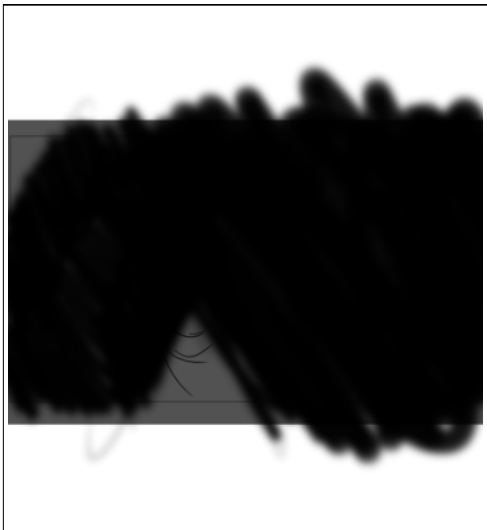
**Action Notes**  
un cazador esta alerta

Seq	Scene	Panel
6	91	2



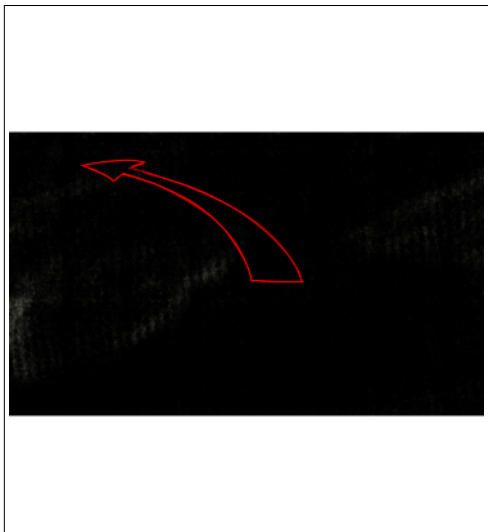
**Action Notes**  
un cazador esta alerta

Seq	Scene	Panel
6	91	3



**Action Notes**

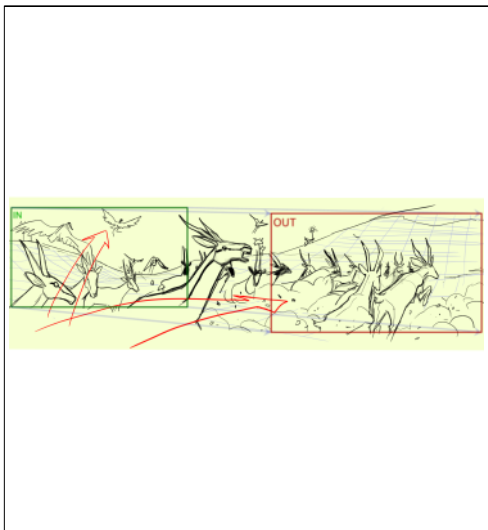
Seq	Scene	Panel
6	91	4



**Action Notes**

gritos y sonidos animalescos de enkidu  
el cuerpo de enkidu obtura el cuadro

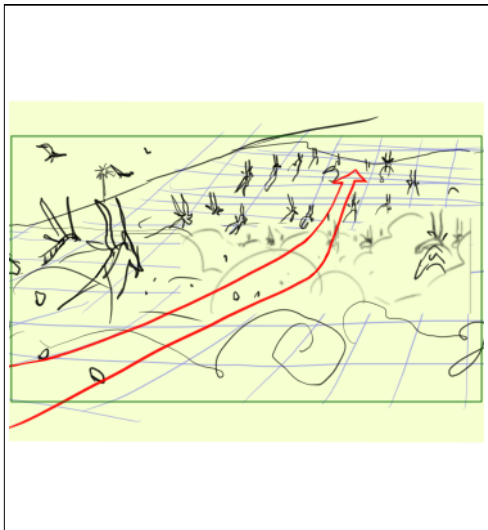
Seq	Scene	Panel
6	92	1



**Action Notes**

despues del grito las aves y gacelas que pastaban escapan  
paneo de camara acompañando el movimiento de la manada

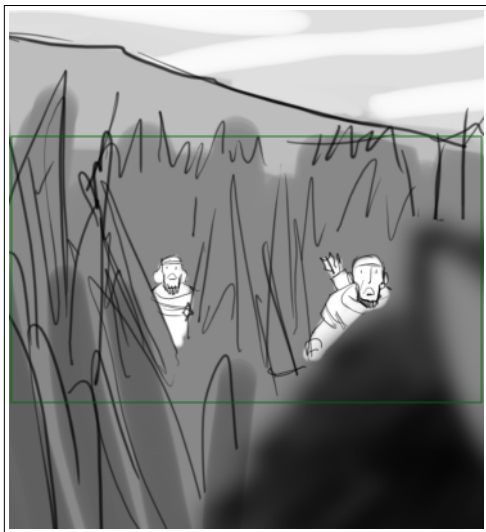
Seq	Scene	Panel
6	92	2



**Action Notes**

las gacelas huyen espantadas

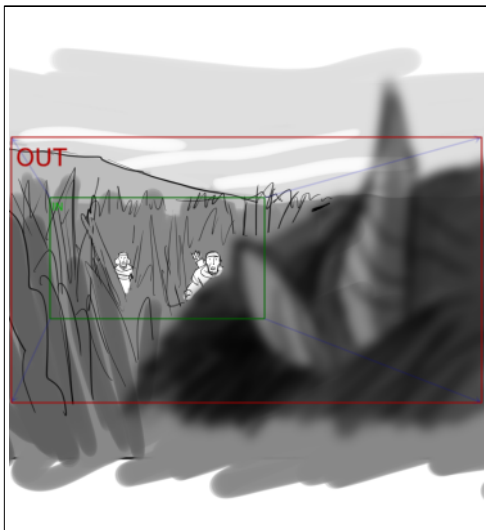
Seq	Scene	Panel
6	93	1



**Action Notes**

los cazadores quedan inmóviles  
inicio zoom out

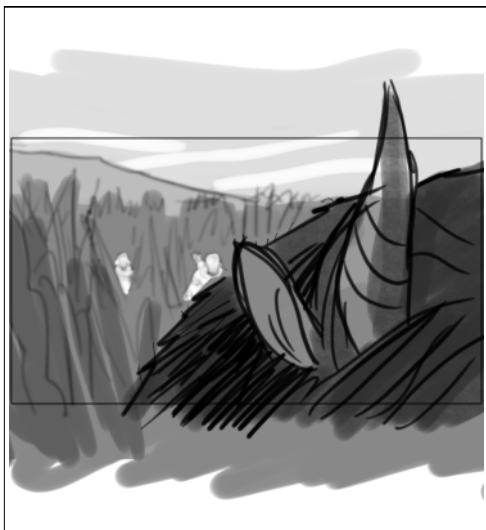
Seq	Scene	Panel
6	93	2



**Action Notes**

zoom out

Seq	Scene	Panel
6	93	3



**Action Notes**

fin zoom out (referencia de enkidu)

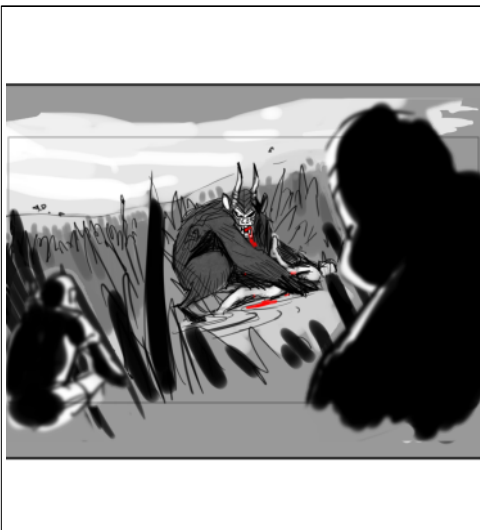
Seq	Scene	Panel
6	93	4

**Action Notes**

enkidu se gira para observarlos



Seq	Scene	Panel
6	94	1



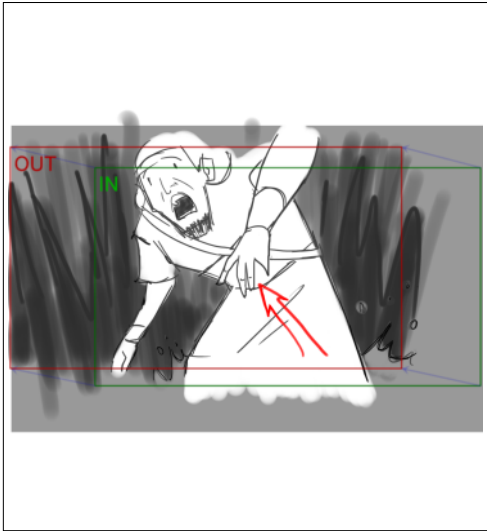
Seq	Scene	Panel
6	95	1

**Action Notes**

cazador uno se queda paralizado al ver a enkidu



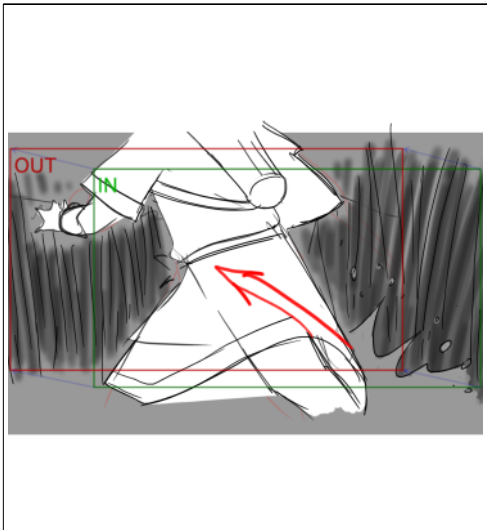
Seq	Scene	Panel
6	95	2



**Dialogue**  
 CAZADOR 1 :  
 ¡CORRAN!!!

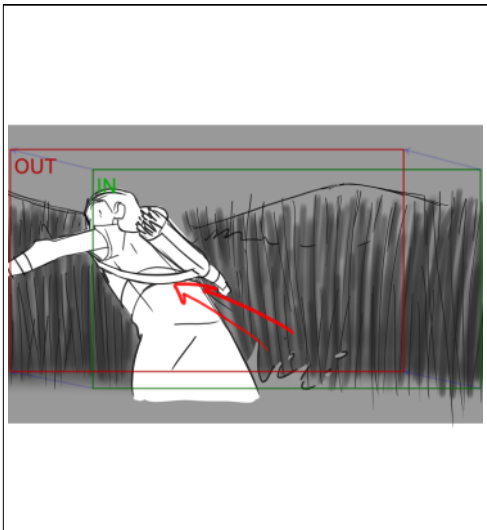
**Action Notes**  
 la cámara acompaña el movimiento del personaje

Seq	Scene	Panel
6	95	3



**Action Notes**  
 la cámara acompaña el movimiento del personaje

Seq	Scene	Panel
6	95	4

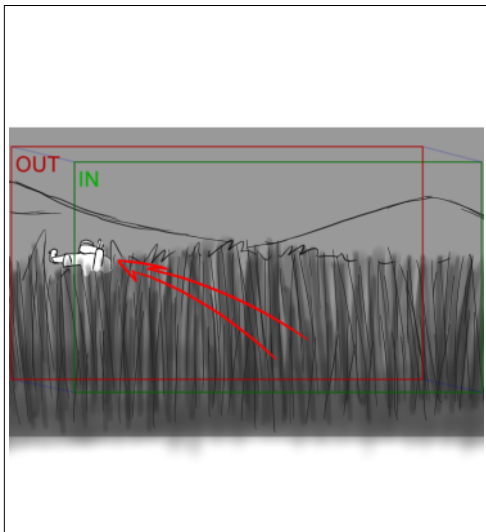


**Action Notes**  
 la cámara acompaña el movimiento del personaje

Seq	Scene	Panel
6	95	5

**Action Notes**

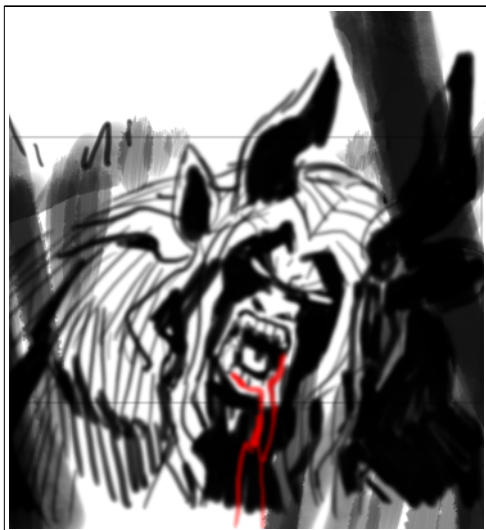
la cámara acompaña el movimiento del personaje



Seq	Scene	Panel
6	96	1

**Action Notes**

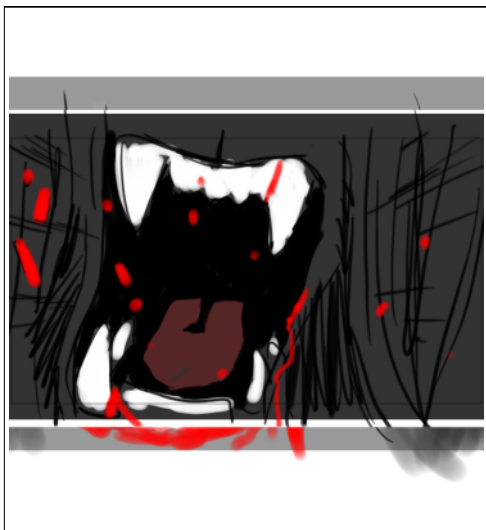
enkidu al ver que los cazadores se escapan se pone furioso



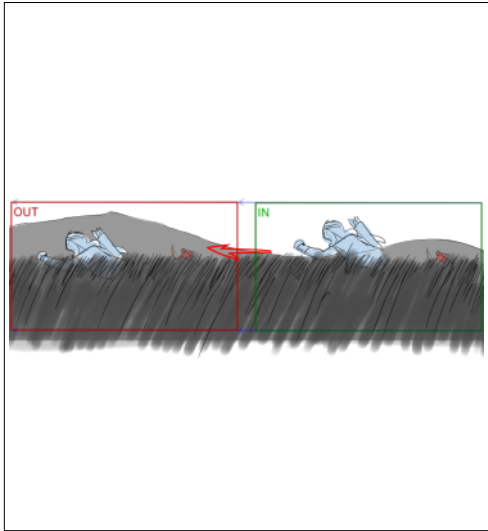
Seq	Scene	Panel
6	96	2

**Action Notes**

en su boca todavía se ve sangre de los cazadores muertos



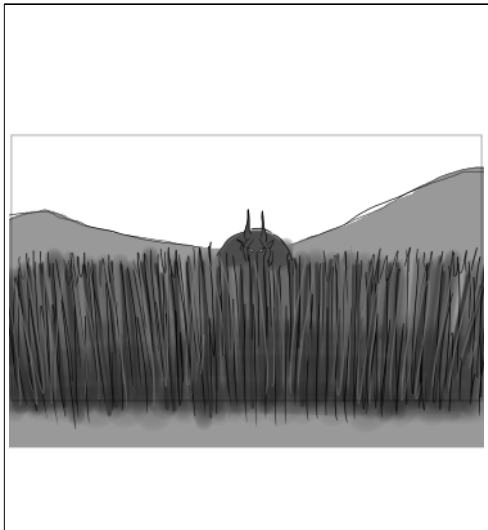
Seq	Scene	Panel
6	97	1



**Action Notes**

travelling acompañando el recorrido de los personajes que huyen de enkidu

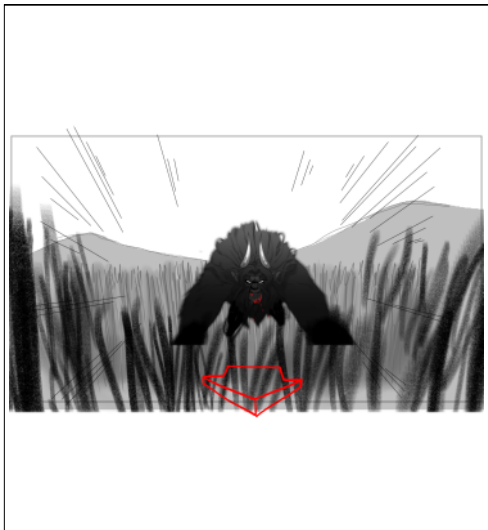
Seq	Scene	Panel
6	98	1



**Action Notes**

Vemos la silueta de Enkidu a unos metros, quieto

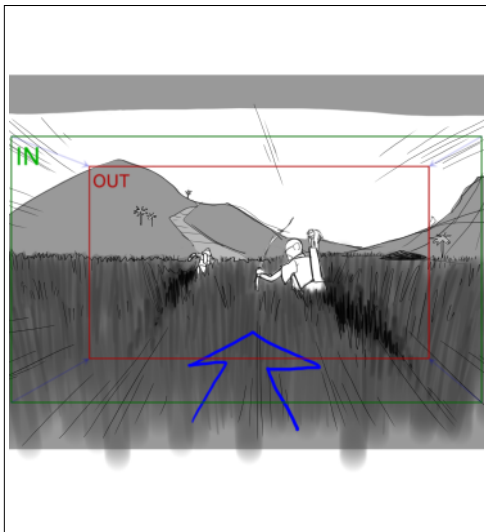
Seq	Scene	Panel
6	98	2



**Action Notes**

Enkidu se lanza de un salto sobre la camara

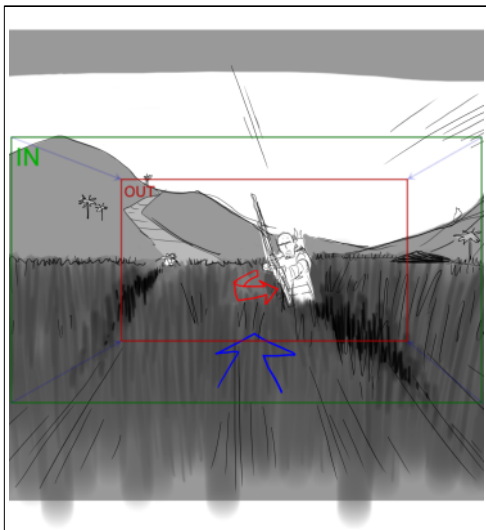
Seq	Scene	Panel
6	99	1



**Action Notes**

subjetiva de enkidu acercandose

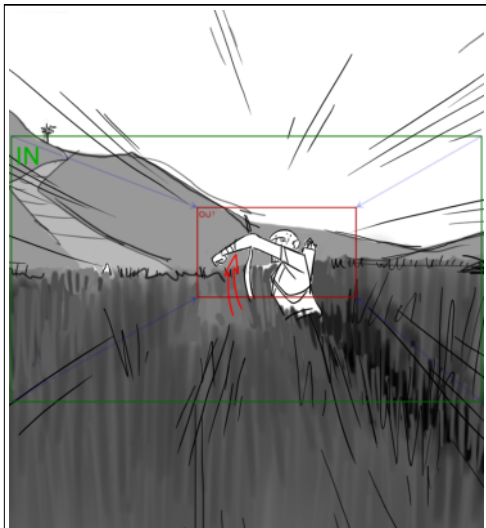
Seq	Scene	Panel
6	99	2



**Action Notes**

subjetiva de enkidu acercandose  
el cazador titubea, no puede apuntar

Seq	Scene	Panel
6	99	3



**Action Notes**

subjetiva de enkidu acercandose



Seq	Scene	Panel
6	99	4



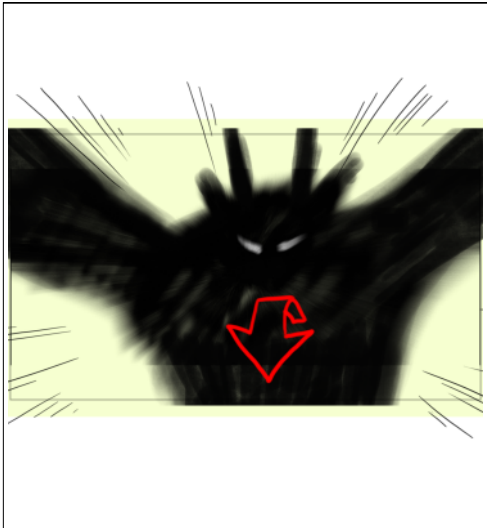
**Action Notes**  
subjativa de enkidu acercandose

Seq	Scene	Panel
6	100	1



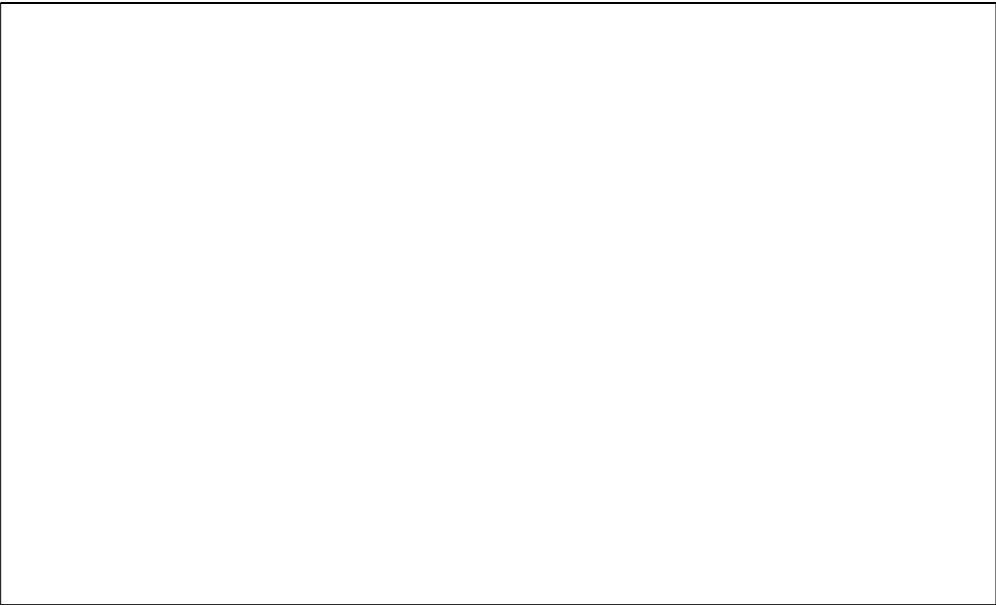
**Action Notes**  
enkidu se abre paso entre los pastizales

Seq	Scene	Panel
6	100	2

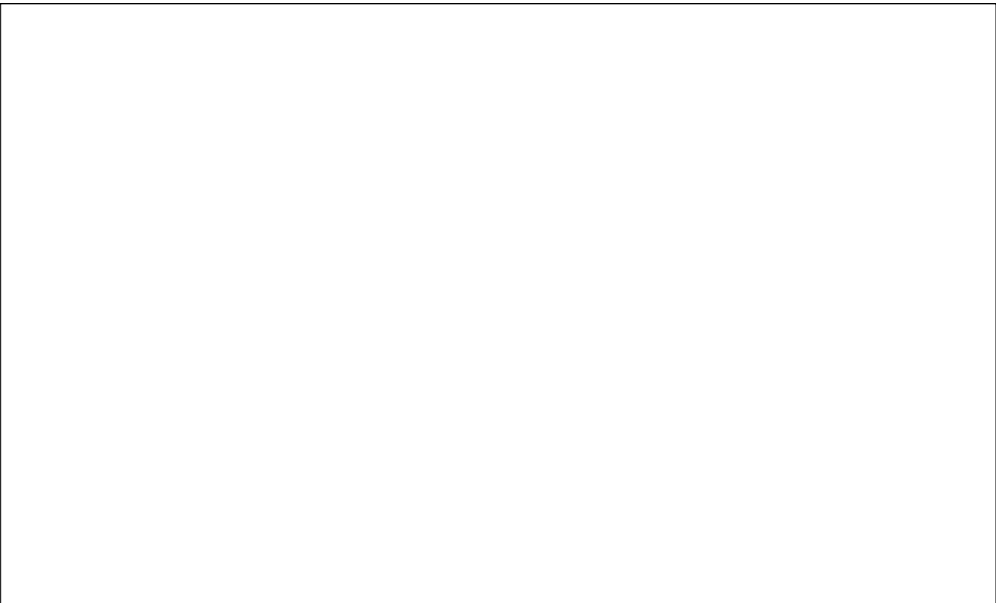


**Action Notes**  
enkidu salta en dirección a cámara

Seq	Scene	Panel
7	101	1



Seq	Scene	Panel
7	102	1

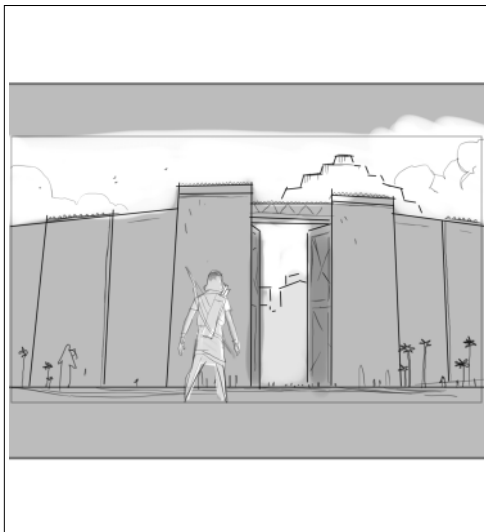


Seq	Scene	Panel
7	103	1



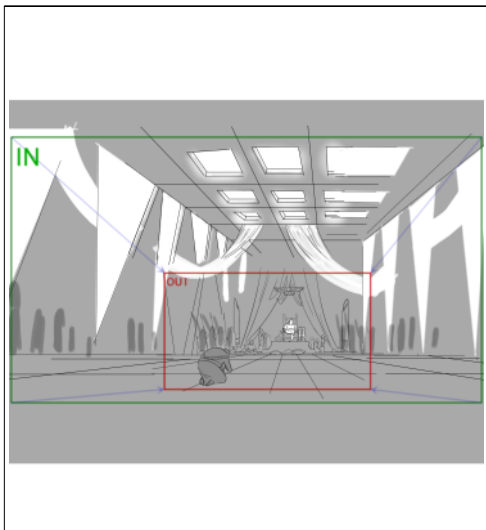
**Dialogue**  
PADRE DEL CAZADOR  
Sólo él sabrá

Seq	Scene	Panel
7	103	2



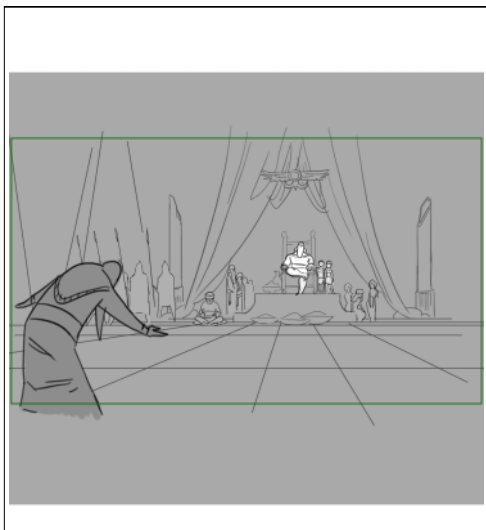
**Dialogue**  
 PADRE DEL CAZADOR  
 qué hacer.

Seq	Scene	Panel
7	104	1



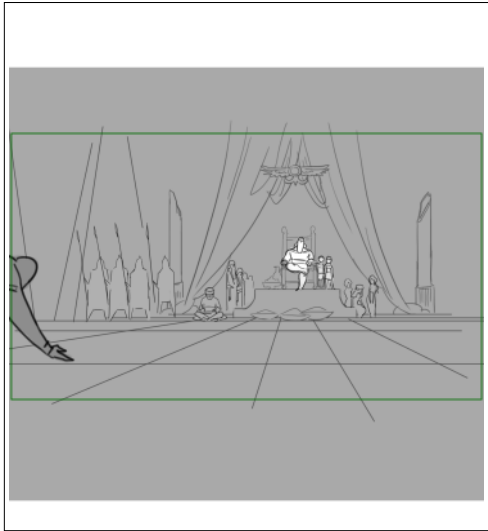
**Dialogue**  
 EXTRA  
 Agradezco

Seq	Scene	Panel
7	104	2



**Dialogue**  
 EXTRA  
 su concejo

Seq	Scene	Panel
7	104	3



**Dialogue**

EXTRA  
mi rey

Seq	Scene	Panel
7	105	1



Seq	Scene	Panel
7	105	2

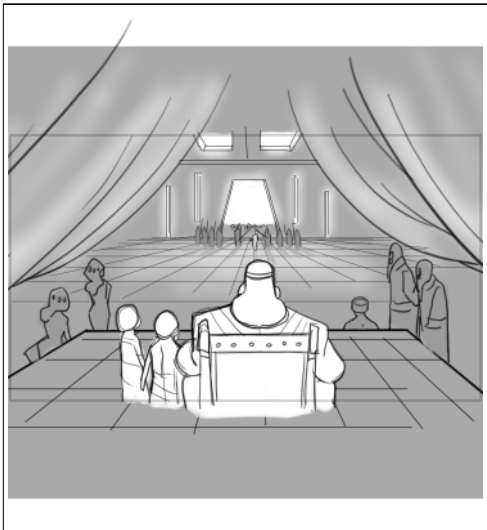


Seq	Scene	Panel
7	106	1



**Action Notes**  
habla mirando al cazador

Seq	Scene	Panel
7	107	1

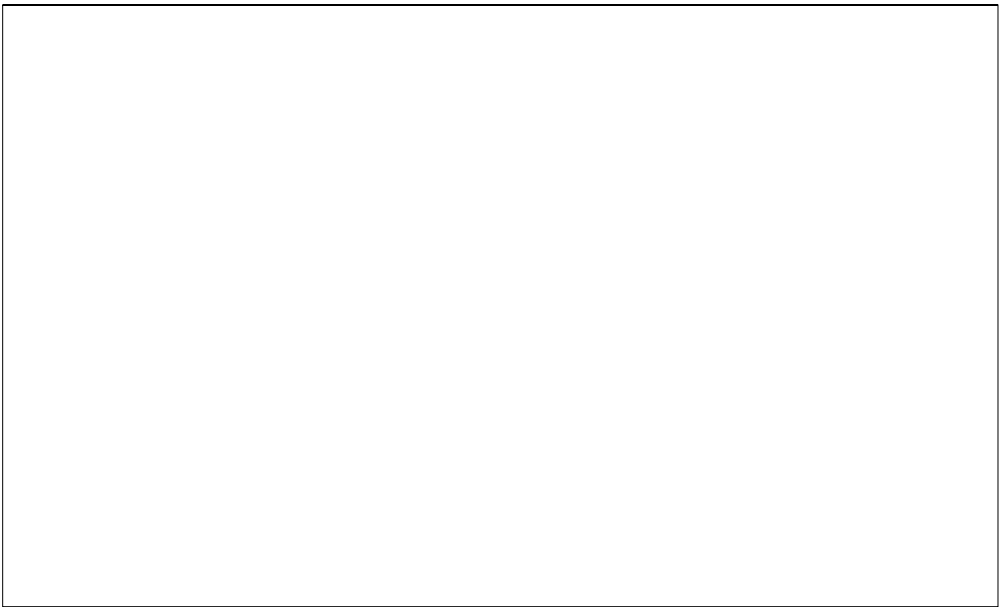
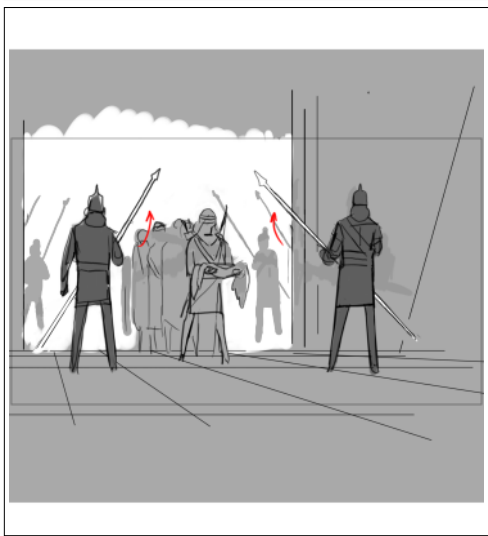


**Action Notes**  
el cazador se adentra en el palacio de gilgamesh

Seq	Scene	Panel
7	108	1



Seq	Scene	Panel
7	108	2

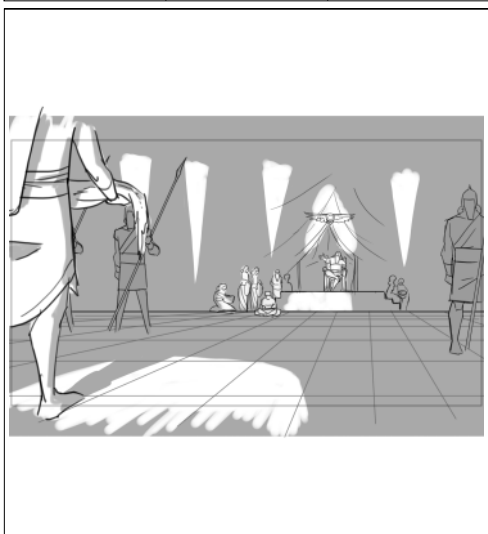


Seq	Scene	Panel
7	109	1



**Action Notes**  
gilgamesh escucha que alguien llega y gira su cabeza para ver quién es

Seq	Scene	Panel
7	110	1



**Action Notes**  
entra el cazador a plano

Seq	Scene	Panel
7	110	2



**Dialogue**

CAZADOR  
Mi señor,

**Action Notes**

el cazador se arrodilla ante gilgamesh

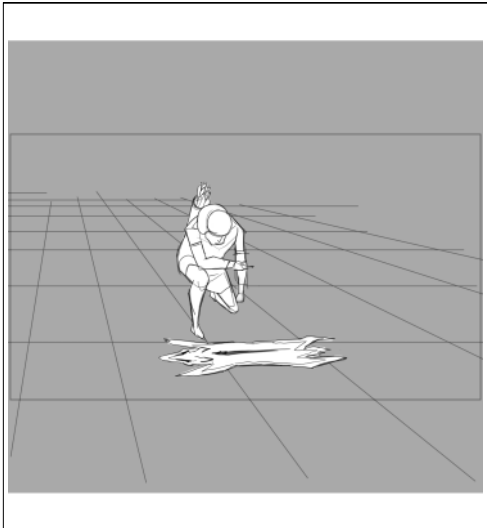
Seq	Scene	Panel
7	111	1



**Dialogue**

GILGAMESH: "¿Y, TU EXTRANJERO, QUÉ VIENES A BUSCAR?"

Seq	Scene	Panel
7	112	1



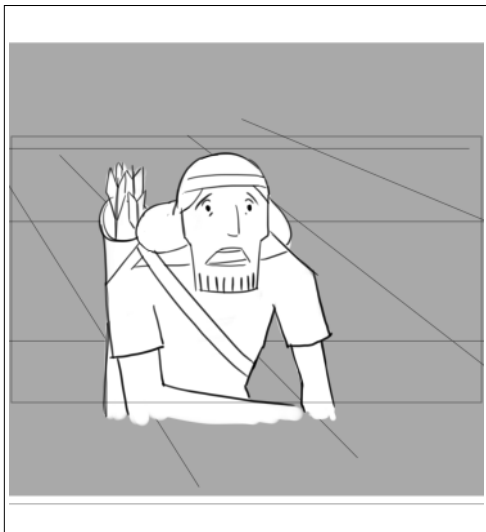
**Dialogue**

CAZADOR  
Mi Señor, hay un salvaje que bajó de las montañas. Vive en la estepa con su manada.

**Action Notes**

el cazador habla sin mirar a los ojos a gilgamesh

Seq	Scene	Panel
7	113	1



**Dialogue**

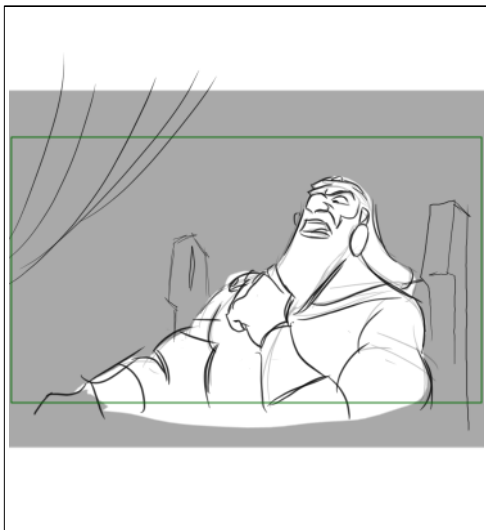
CAZADOR

Parece un animal, pero es un hombre. ¡El más poderoso que existe!

**Action Notes**

el cazador levanta la vista

Seq	Scene	Panel
7	114	1



**Dialogue**

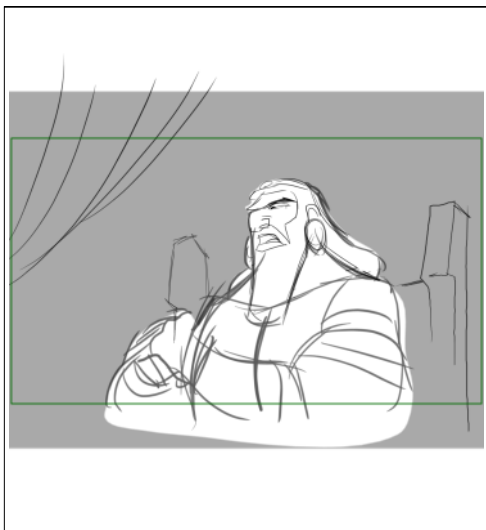
GILGAMESH

"¿Te atreves a afirmar

**Action Notes**

gilgamesh escucha atentamente

Seq	Scene	Panel
7	114	2



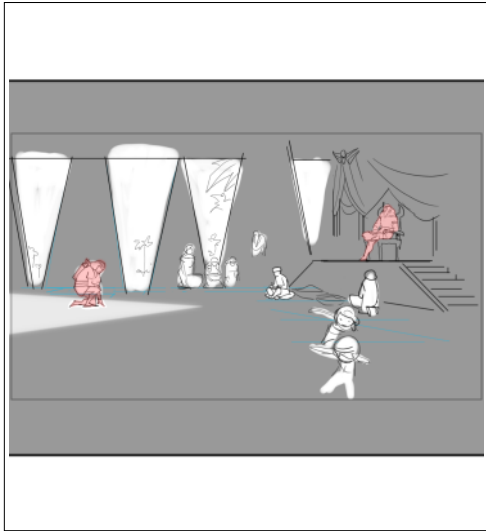
**Dialogue**

GILGAMESH

que hay alguien más poderoso que yo?



Seq	Scene	Panel
7	115	1



**Dialogue**

CAZADOR  
¡tiene tanta fuerza!

**Action Notes**

vemos al cazador de perfil

Seq	Scene	Panel
7	116	1



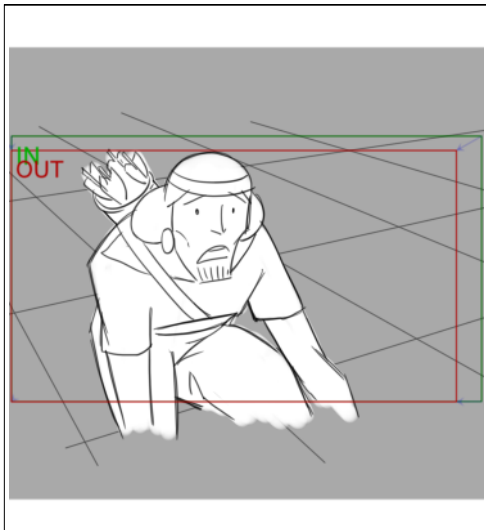
**Dialogue**

CAZADOR  
Destrozó mis trampas, espanto a las bestias, mató a uno de los míos. (acá debería decir "a mis compañeros", ya que fueron varios).

**Action Notes**

gilgamesh escucha atentamente

Seq	Scene	Panel
7	117	1



**Dialogue**

CAZADOR  
no puedo enfrentarlo. Te lo ruego,

**Action Notes**

el cazador mira desesperado a gilgamesh mientras habla

Seq	Scene	Panel
7	118	1



**Dialogue**

CAZADOR EN OFF:  
dime qué debo hacer.

**Action Notes**

gilgamesh escucha atentamente

Seq	Scene	Panel
7	118	2



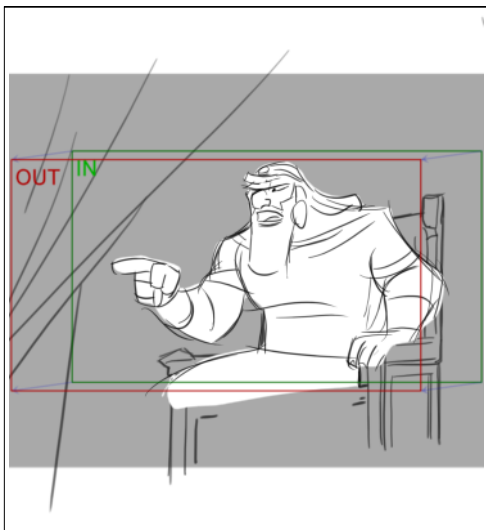
**Dialogue**

GILGAMESH  
Cazador, ve al templo de la diosa Ishtar

**Action Notes**

gilgamesh escucha atentamente

Seq	Scene	Panel
7	118	3



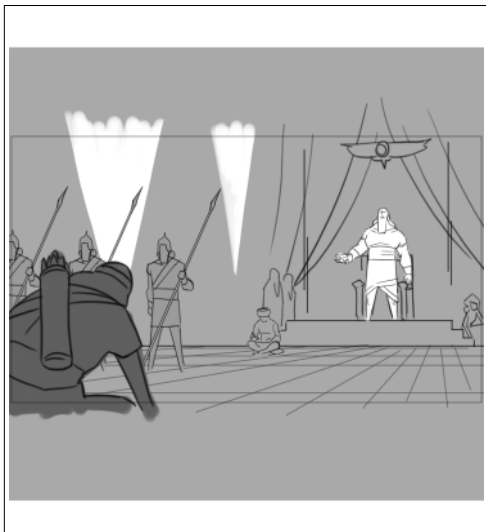
**Dialogue**

GILGAMESH  
y busca a Shamhat,

**Action Notes**

gilgamesh se reincorpora, la camara acompaña su movimiento

Seq	Scene	Panel
7	119	1



**Dialogue**

GILGAMESH  
la más sensual de sus sacerdotisas,

Seq	Scene	Panel
7	120	1



**Dialogue**

GILGAMESH  
la que enloquece a los hombres.  
Llévala contigo al desierto.

Seq	Scene	Panel
7	121	1



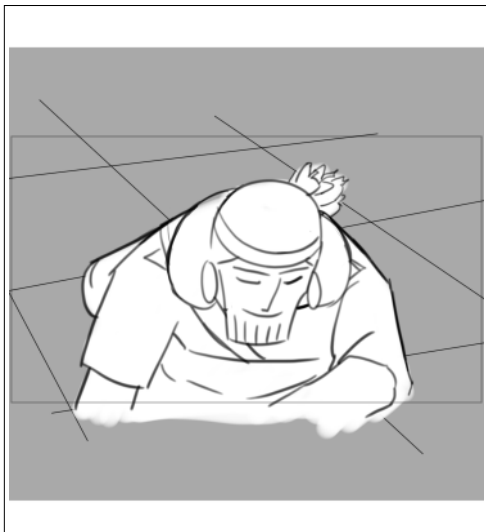
**Dialogue**

GILGAMESH  
lleva la contigo al desierto

**Action Notes**

el cazador escucha atento

Seq	Scene	Panel
7	121	2



**Action Notes**

el cazador asiente

Seq	Scene	Panel
7	121	3



**Dialogue**

GILGAMESH

Y cuando ese salvaje vaya a la aguada a beber,

**Action Notes**

el cazador escucha atento

Seq	Scene	Panel
7	122	1



**Dialogue**

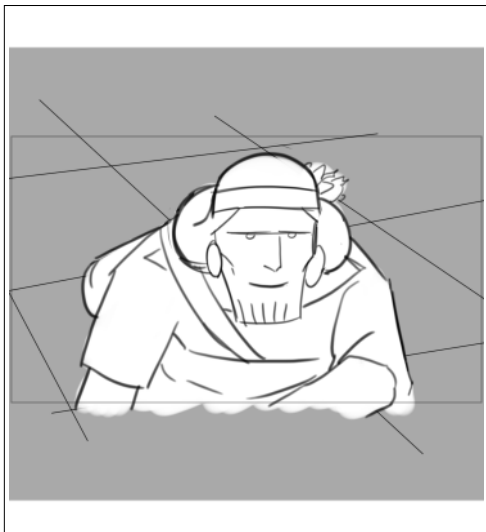
GILGAMESH

que ella se quite la ropa  
y le muestre su cuerpo.

**Action Notes**

gilgamesh habla mientras mira fijo al cazador

Seq	Scene	Panel
7	123	1

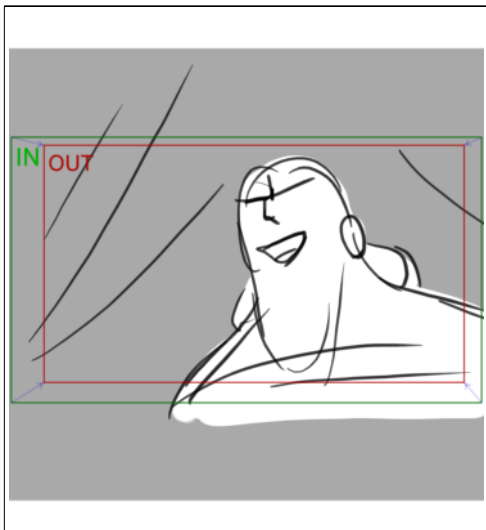


**Dialogue**

GILGAMESH

Él no podrá dominarse y se

Seq	Scene	Panel
7	124	1

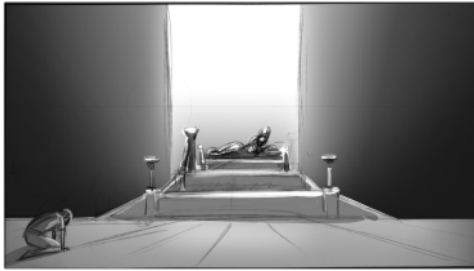


**Dialogue**

arrojará sobre la bella Shamhat.

Y la manada que creció con él huirá y lo dejará solo.

Seq	Scene	Panel
8	125	1



**Dialogue**

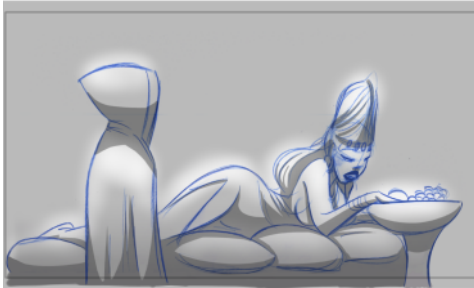
GILGAMESH

"Y la manada que creció con él huirá y lo dejará solo."

**Action Notes**

El CAZADOR espera a cierta distancia. ISHTAR habla con SHAMHAT. Le da instrucciones.

Seq	Scene	Panel
8	126	1



**Dialogue**

Ishtar: "Shamhat convence a Enkidu"

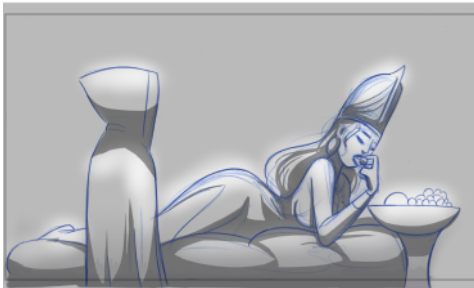
**Action Notes**

ishtar habla con shamhat mientras come frutas

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\referencias varias \_ alan\joyería

Seq	Scene	Panel
8	126	2



**Action Notes**

ishtar habla con shamhat mientras come frutas

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\referencias varias \_ alan\joyería

Seq	Scene	Panel
8	126	3



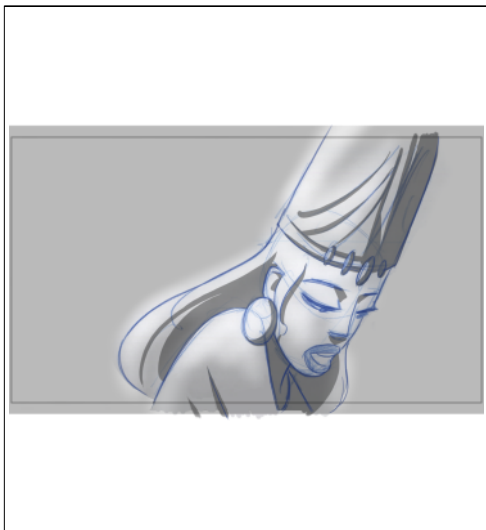
**Action Notes**

ishtar habla con shamhat mientras come frutas

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\referencias varias \_ alan\joyería

Seq	Scene	Panel
8	127	1



**Dialogue**

Ishtar: " Usa tus encantos"

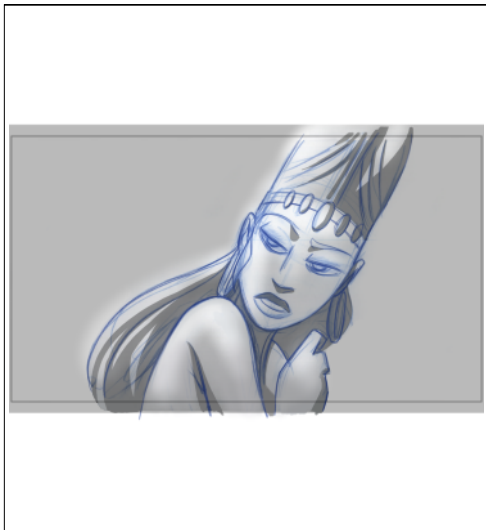
**Action Notes**

ishtar habla sin mirarla

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\referencias varias \_ alan\joyería

Seq	Scene	Panel
8	127	2



**Dialogue**

Ishtar: "y dile lo que sea necesario,

**Action Notes**

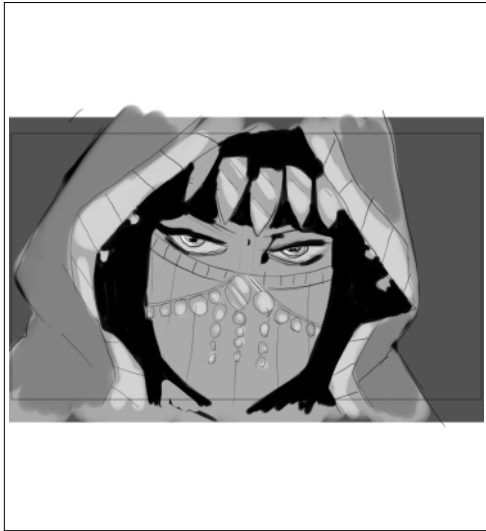
ishtar mira a shamhat

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\referencias varias \_ alan\joyería



Seq	Scene	Panel
8	127_A	1



**Dialogue**  
uIshtar: " pero tráelo a Uruk."

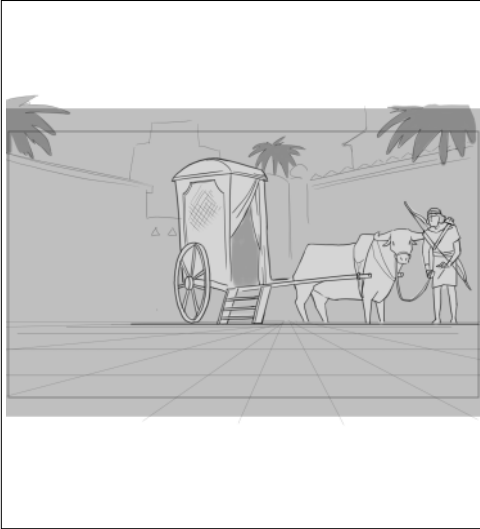
**Action Notes**  
vemos la espalda de shamhat

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\referencias varias \_ alan\joyería



Seq	Scene	Panel
9	128	1

**Action Notes**  
shamhat entra a cuadro



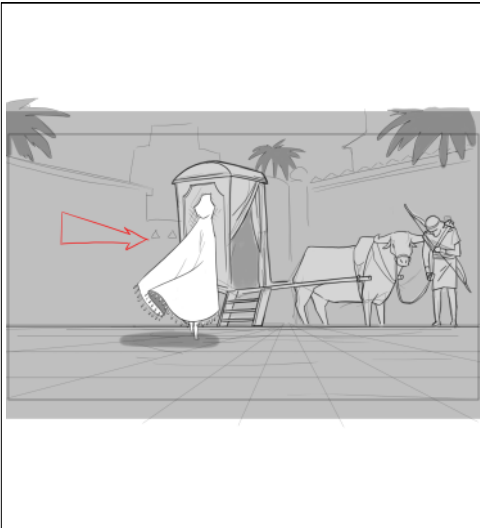
Seq	Scene	Panel
9	128	2

**Action Notes**  
shamhat entra a cuadro

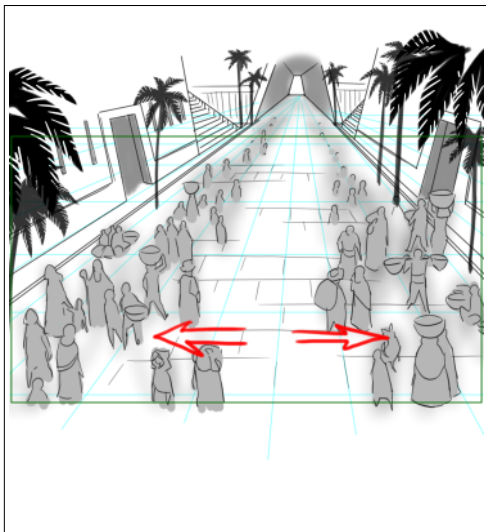


Seq	Scene	Panel
9	128	3

**Action Notes**  
shamhat entra a cuadro



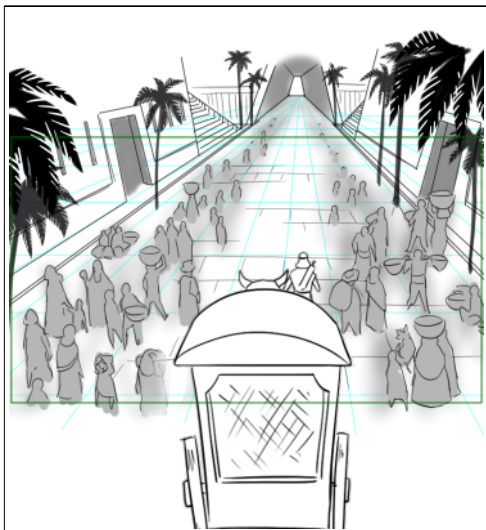
Seq	Scene	Panel
9	129	1



**Action Notes**

se observa que en la calle principal la gente abre el paso

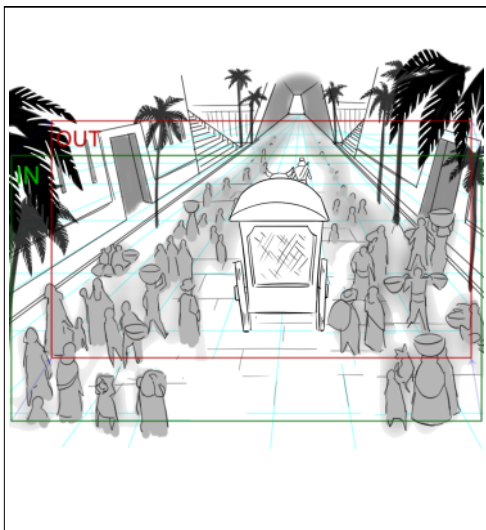
Seq	Scene	Panel
9	129	2



**Action Notes**

se observa que en la calle principal la gente abre el paso

Seq	Scene	Panel
9	129	3



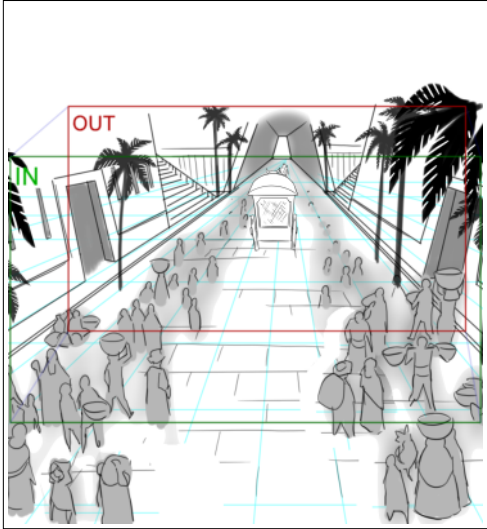
**Action Notes**

el carro es llevado por el cazador abriendo camino entre la gente

Seq	Scene	Panel
9	129	4

**Action Notes**

la camara acompaña al carruaje



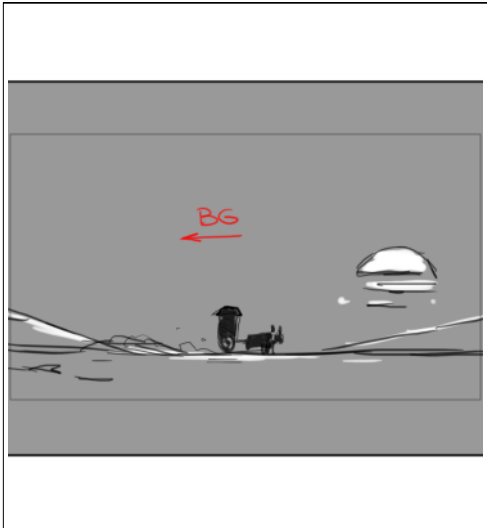
Seq	Scene	Panel
9	130	1



Seq	Scene	Panel
9	131	1

**Action Notes**

en un plano general vemos el carro cruzar el terreno

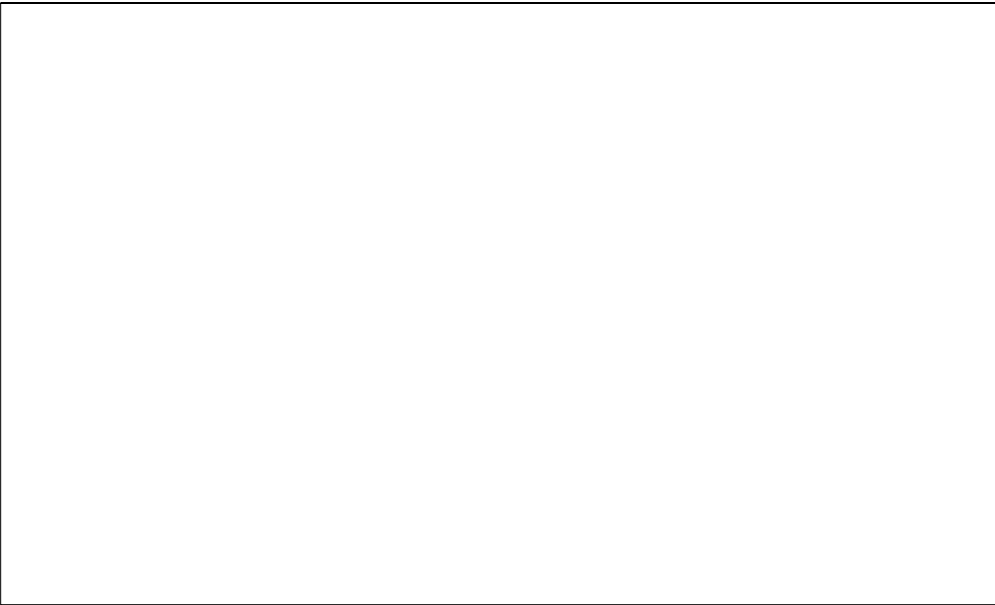
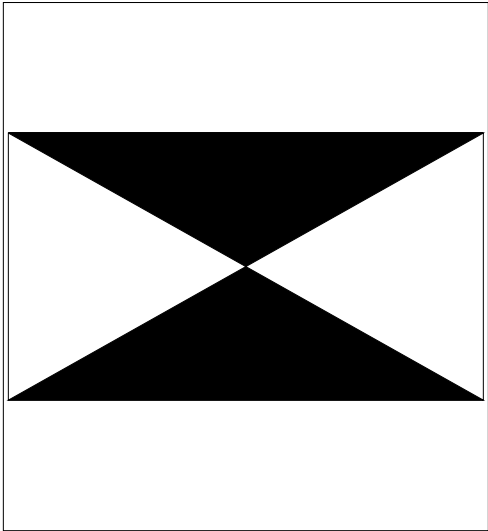


**referencia**

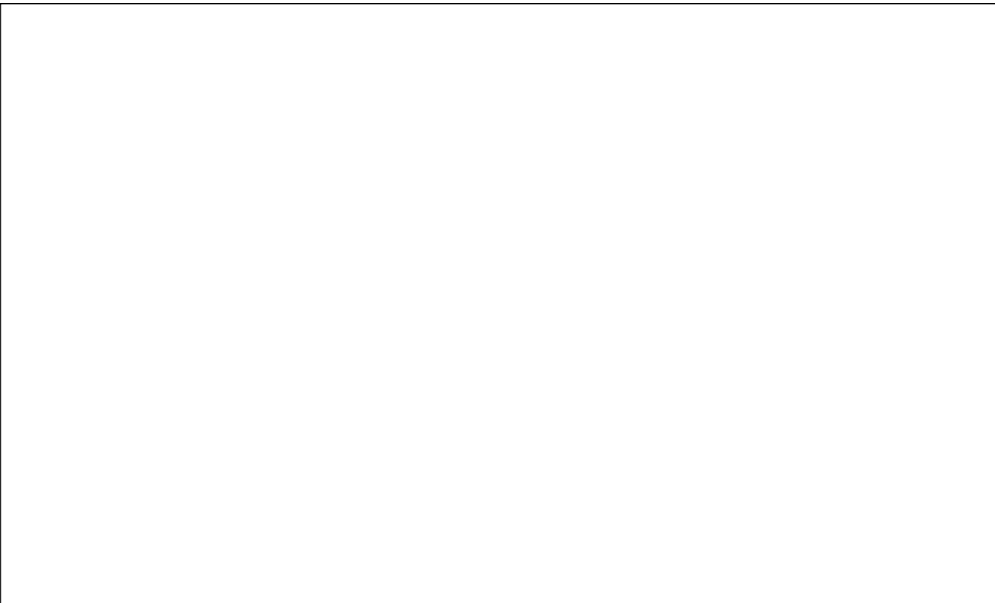
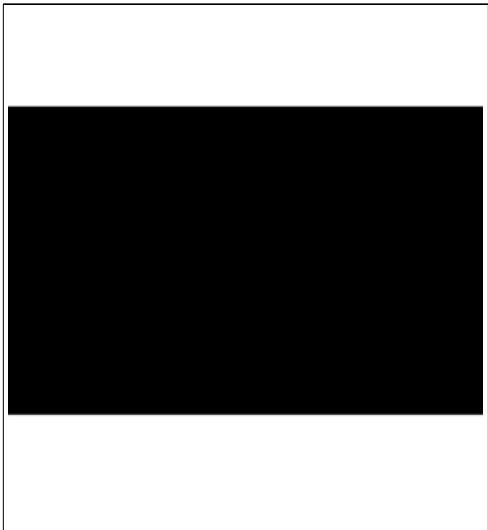
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\PAISAJES



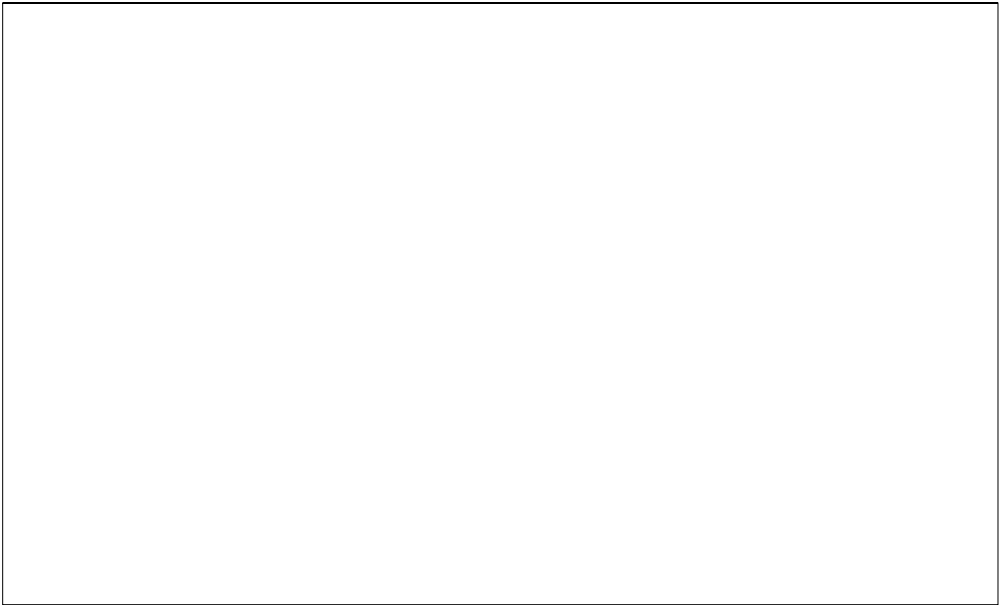
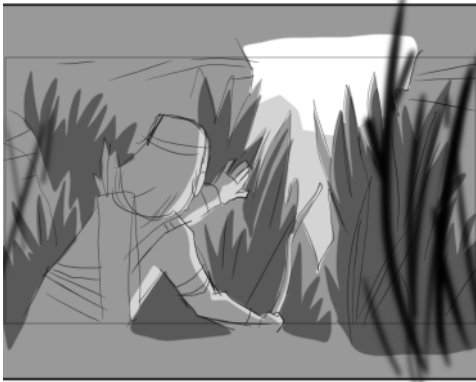
Dissolve



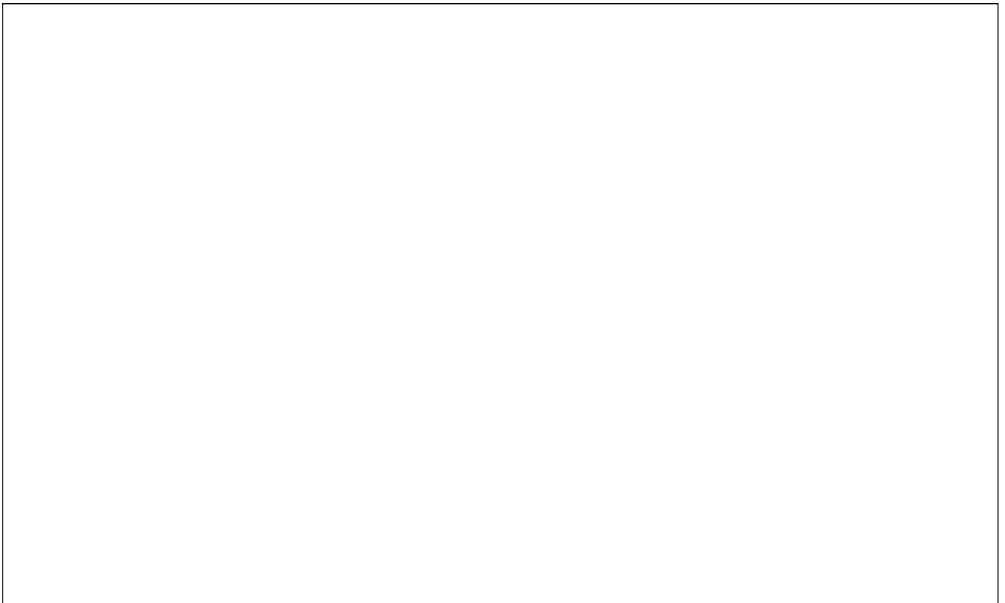
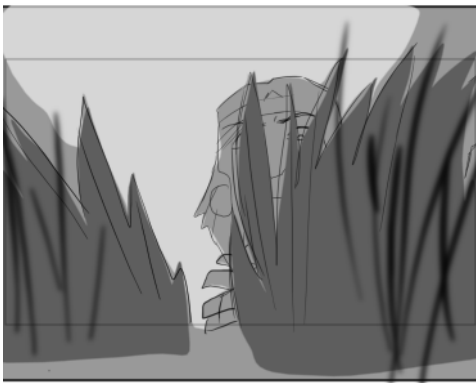
Seq	Scene	Panel
9	132	1



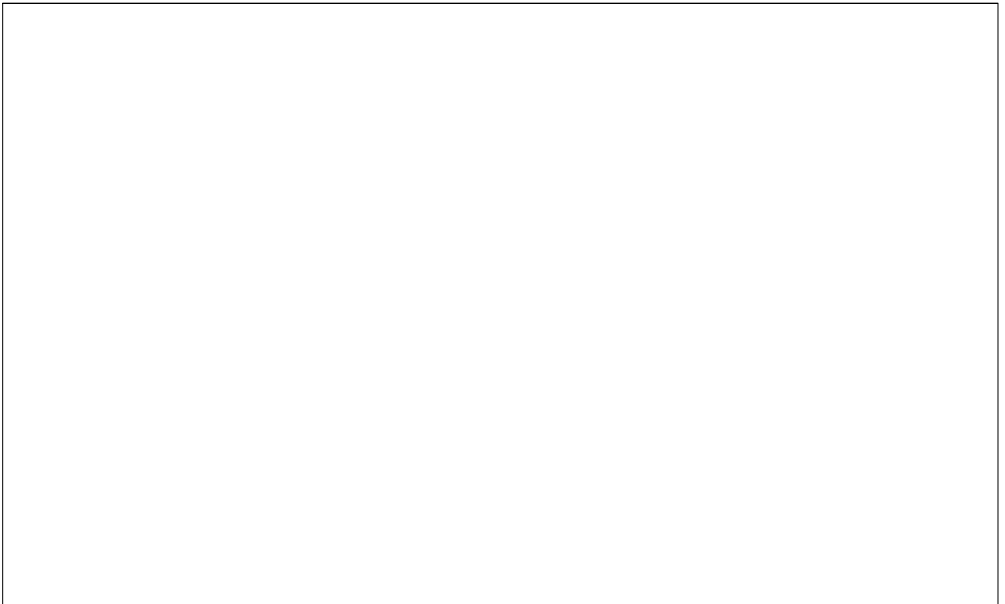
Seq	Scene	Panel
10	133	1



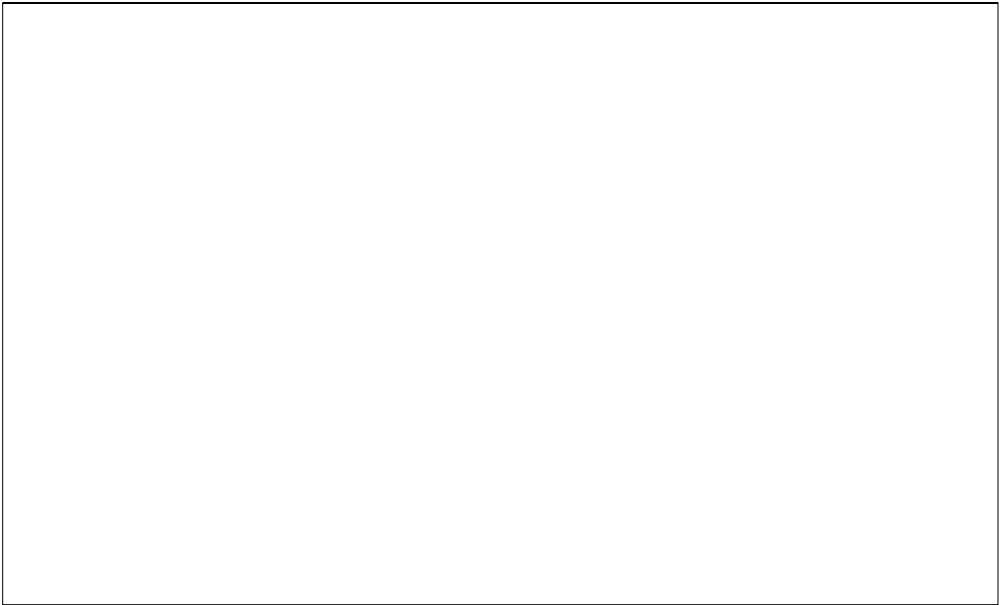
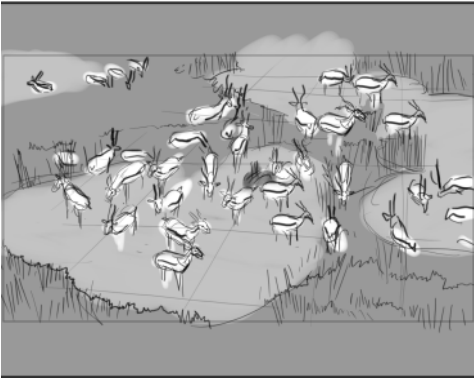
Seq	Scene	Panel
10	134	1



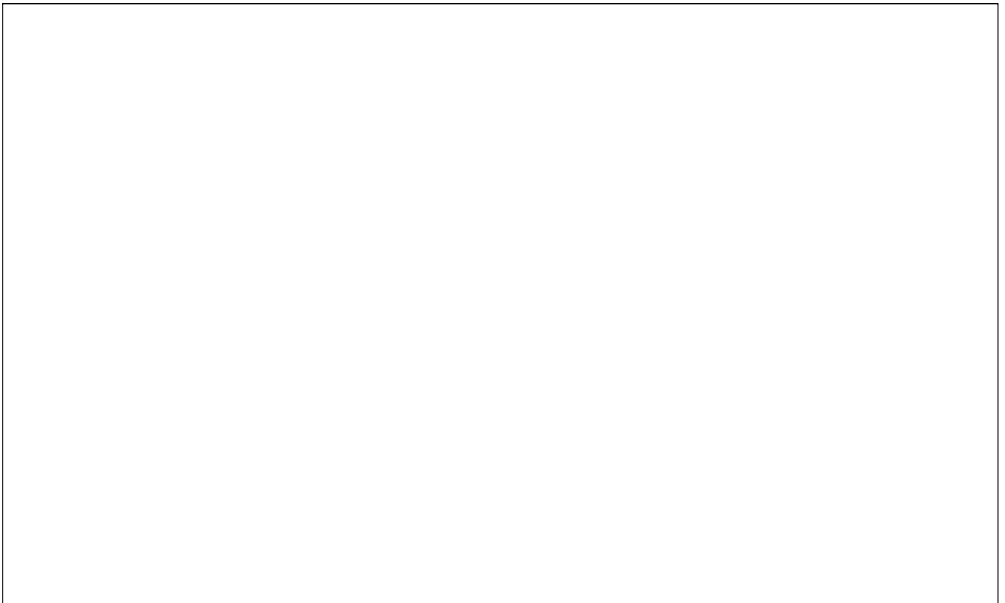
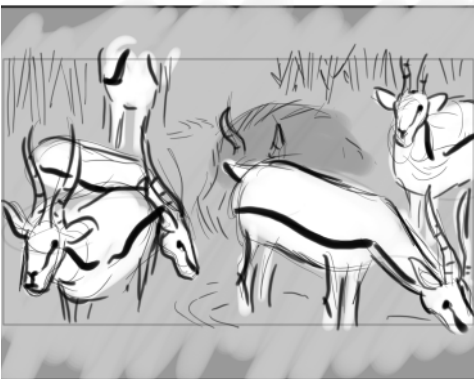
Seq	Scene	Panel
10	134	2



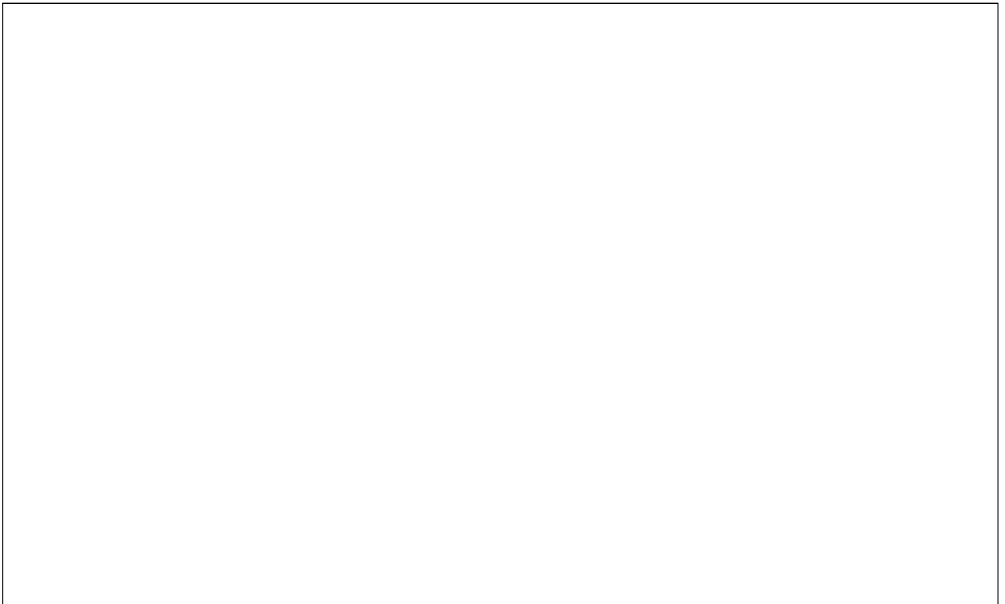
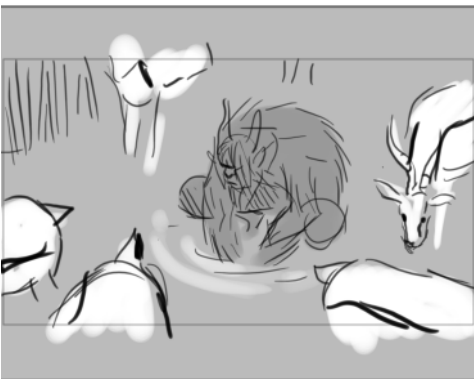
Seq	Scene	Panel
10	135	1



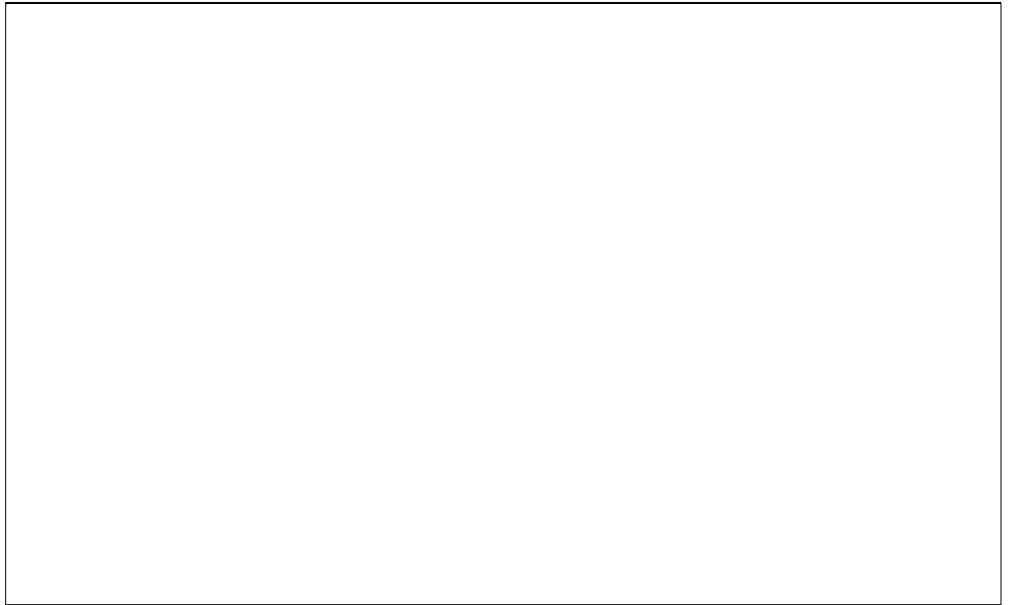
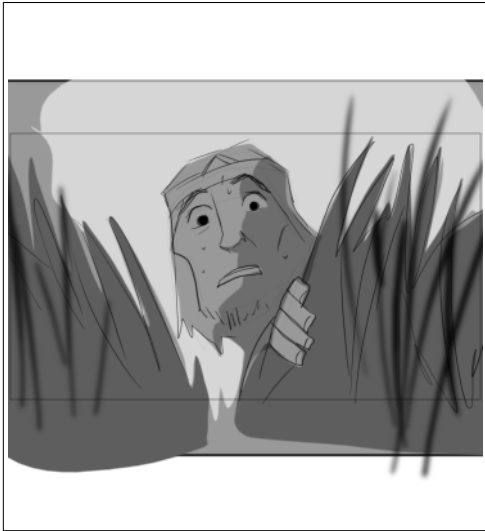
Seq	Scene	Panel
10	136	1



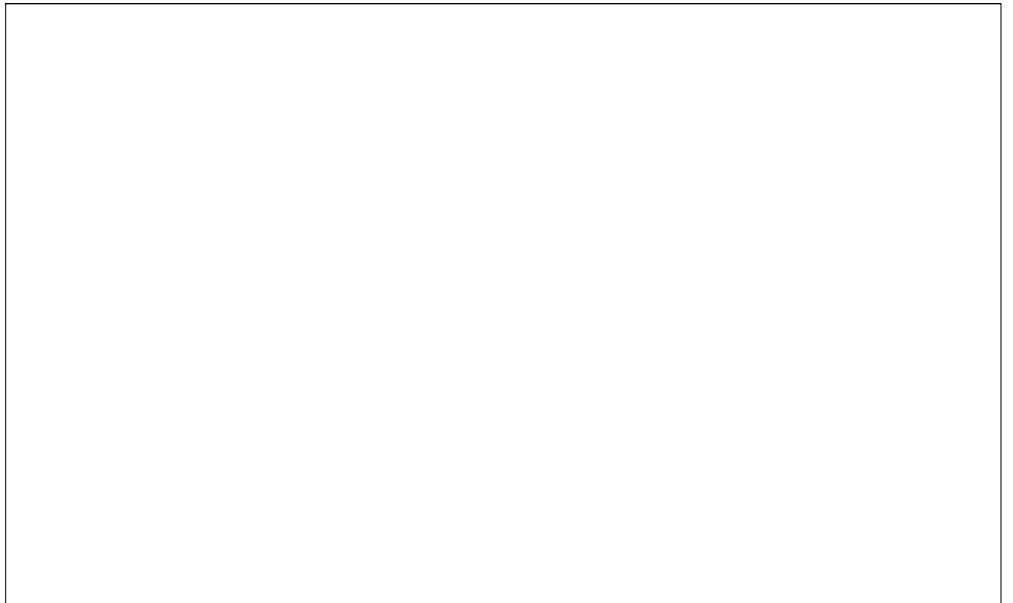
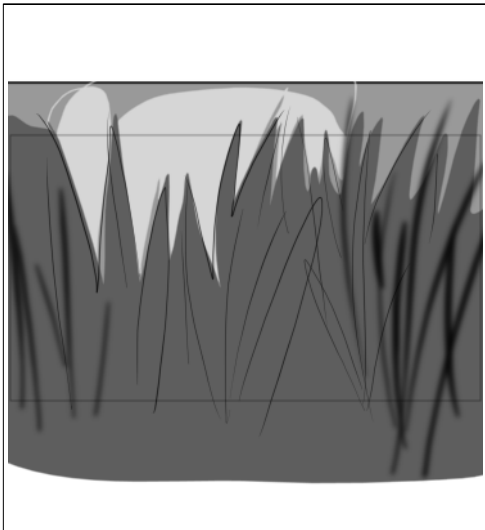
Seq	Scene	Panel
10	136	2



Seq	Scene	Panel
10	137	1



Seq	Scene	Panel
10	137	2



Seq	Scene	Panel
10	138	1



**Dialogue**  
CAZADOR  
¡Shamhat, es él!

**Action Notes**  
el perfil de shamhat se dibuja a contraluz

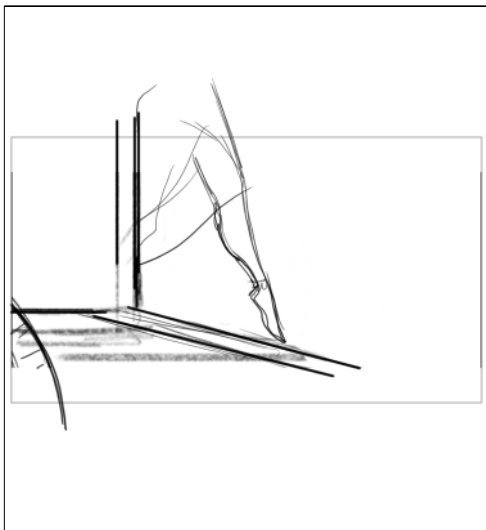
Seq	Scene	Panel
10	138	2



**Action Notes**  
shamhat se para

**Comentarios**  
revisar texto. es el del guion pero Tomas queria revisarlo.

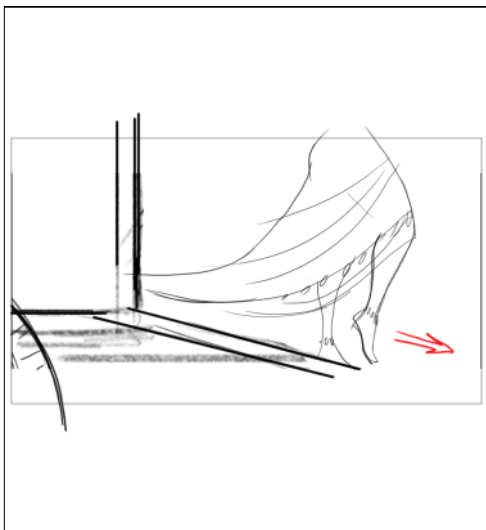
Seq	Scene	Panel
10	139	1



**Action Notes**  
shamhat sale del carro

**Comentarios**  
cambiar dialogo

Seq	Scene	Panel
10	139	2

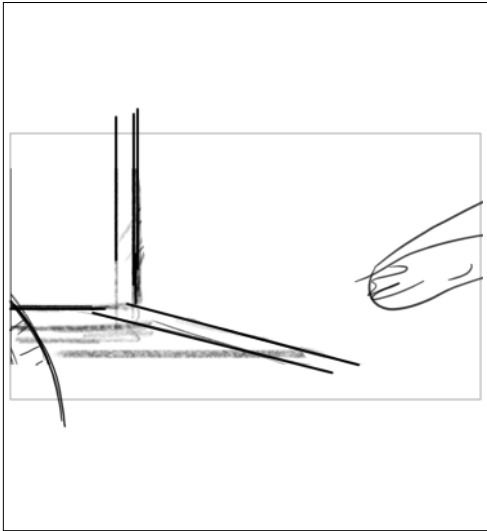


**Action Notes**  
shamhat sale del carro

**Comentarios**  
cambiar dialogo



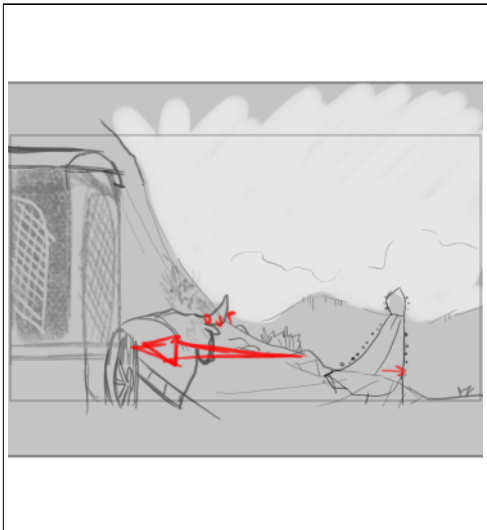
Seq	Scene	Panel
10	139	3



**Action Notes**  
shamhat sale del carro

**Comentarios**  
cambiar dialogo

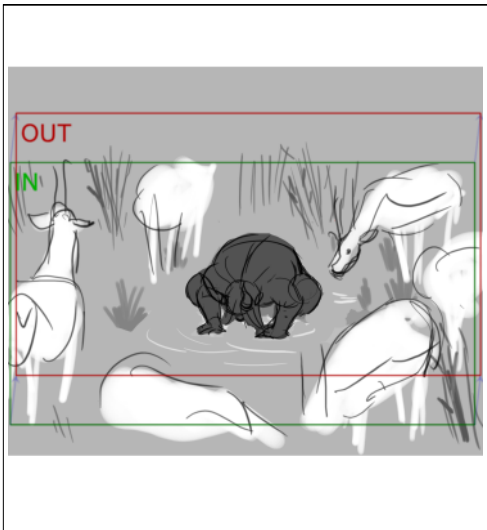
Seq	Scene	Panel
10	140	1



**Action Notes**  
shamhat va en dirección a enkidu

**Comentarios**  
cambiar dialogo

Seq	Scene	Panel
10	141	1



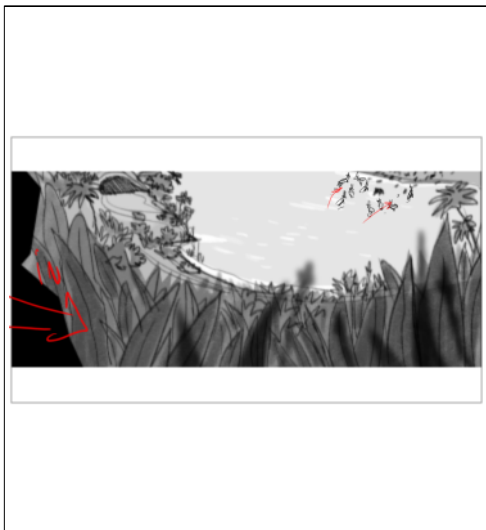
**Action Notes**  
sigue tomando agua, no se percata de la presencia de shamhat

Seq	Scene	Panel
10	141	2



**Action Notes**  
enkidu levanta la vista

Seq	Scene	Panel
10	142	1



**Dialogue**  
CAZADOR  
el salvaje delire de deseo.

**Action Notes**  
shamhat entra a cuadro

**Comentarios**  
cambiar dialogo

Seq	Scene	Panel
10	142	2



**Action Notes**  
shamhat se introduce en la vegetación

Seq	Scene	Panel
10	143	1

**Action Notes**  
Enkidu ve a shamhat, ruge



Seq	Scene	Panel
10	143	2

**Action Notes**  
enkidu observa a shamhat



Seq	Scene	Panel
10	143	3

**Action Notes**  
enkidu observa a shamhat



Seq	Scene	Panel
10	143	4



**Action Notes**  
enkidu observa a shamhat

Seq	Scene	Panel
10	144	1



**Action Notes**  
enkidu observa a shamhat

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\PAISAJES

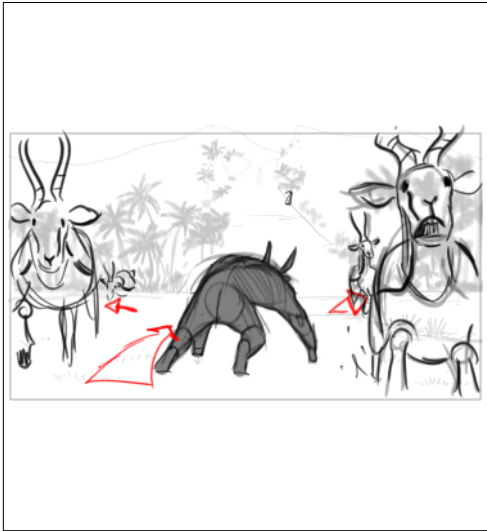
Seq	Scene	Panel
10	144	2



**Action Notes**  
shamhat camina, adentrándose en el paisaje, la cámara abre el plano hasta ver a enkidu en referencia

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\PAISAJES

Seq	Scene	Panel
10	144	3



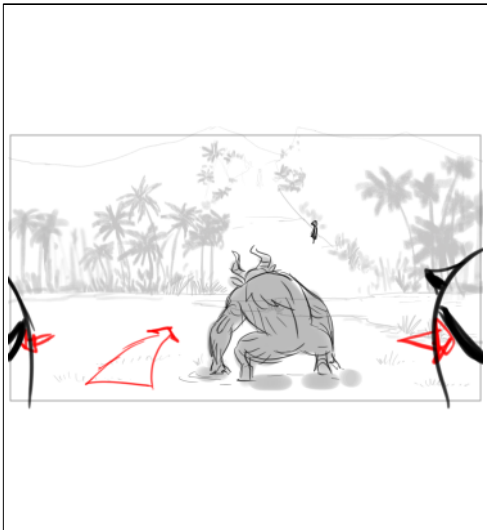
**Action Notes**

enkidu comienza a moverse hacia donde se dirige shamhat

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\PAISAJES

Seq	Scene	Panel
10	144	4



**Action Notes**

enkidu comienza a moverse hacia donde se dirige shamhat

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\PAISAJES

Seq	Scene	Panel
10	145	1



**Action Notes**

enkidu cruza el paisaje en dirección a shamhat

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\PAISAJES

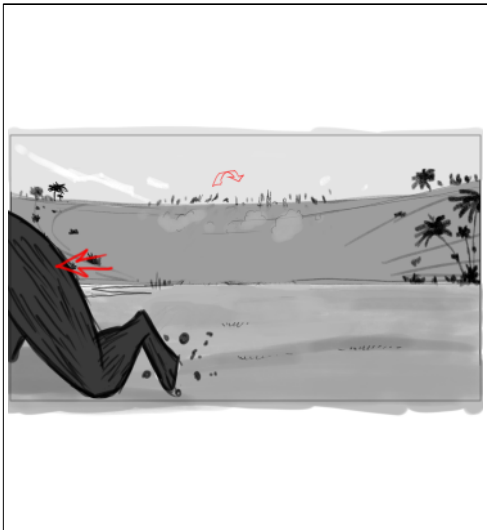
Seq	Scene	Panel
10	145	2



**Action Notes**  
 enkidu cruza el paisaje en dirección a shamhat

**referencia**  
 \\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\PAISAJES

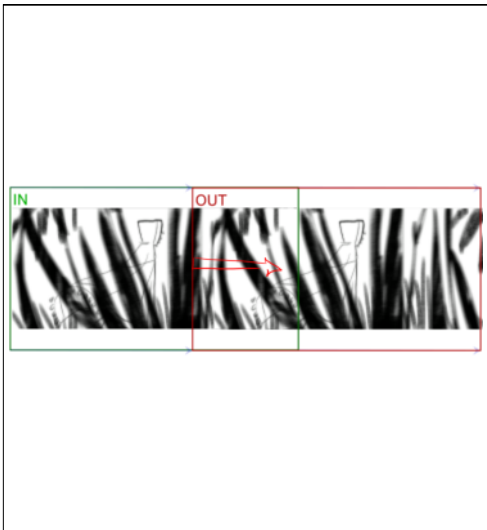
Seq	Scene	Panel
10	145	3



**Action Notes**  
 enkidu cruza el paisaje en dirección a shamhat, sale de cuadro

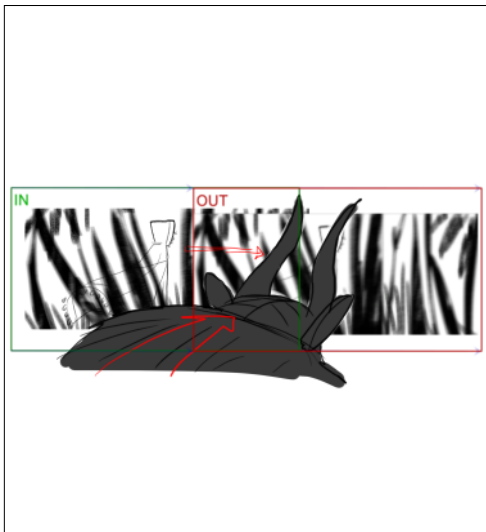
**referencia**  
 \\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\PAISAJES

Seq	Scene	Panel
10	146	1



**Action Notes**  
 shamhat camina entre los pastizales, la camara acompaña su recorrido

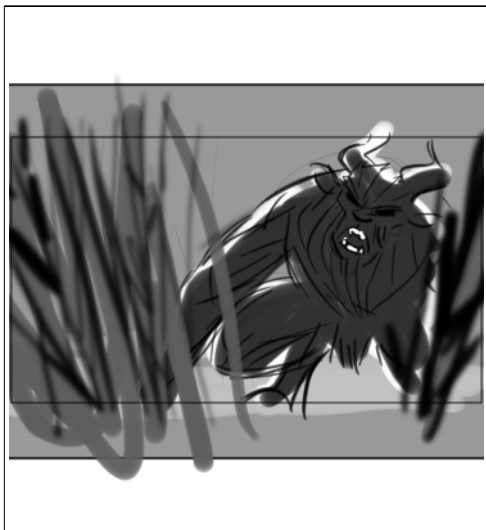
Seq	Scene	Panel
10	146	2



**Action Notes**

enkidu entra a cuadro sigue a shamhat

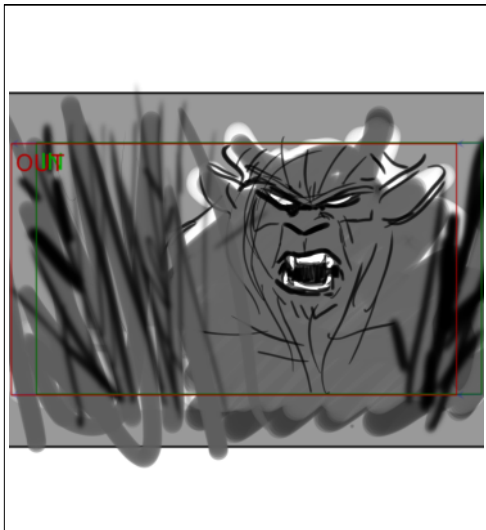
Seq	Scene	Panel
10	147	1



**Action Notes**

enkidu se acerca a cámara haciéndose paso entre los pastizales

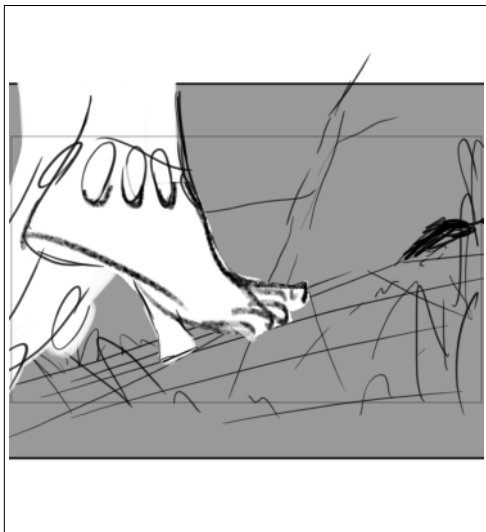
Seq	Scene	Panel
10	147	2



**Action Notes**

enkidu se acerca a cámara haciéndose paso entre los pastizales

Seq	Scene	Panel
10	148	1



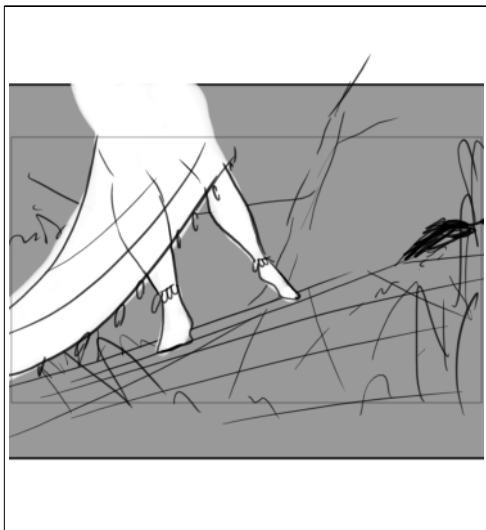
**Action Notes**

shamhat camina hacia una cueva

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\INDUMENTARIA

Seq	Scene	Panel
10	148	2



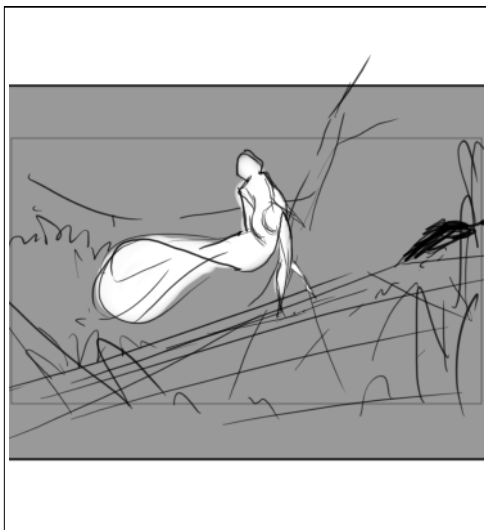
**Action Notes**

shamhat camina hacia una cueva

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\INDUMENTARIA

Seq	Scene	Panel
10	148	3



**Action Notes**

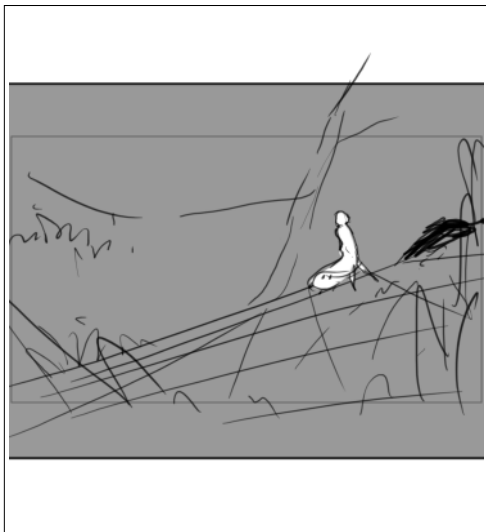
shamhat camina hacia una cueva

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\INDUMENTARIA



Seq	Scene	Panel
10	148	4



**Action Notes**

shamhat camina hacia una cueva

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\INDUMENTARIA

Seq	Scene	Panel
10	149	1



**Action Notes**

enkidu gruñe

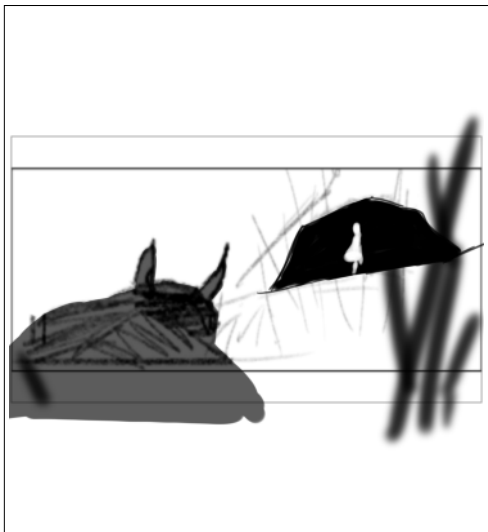
Seq	Scene	Panel
10	150	1



**Action Notes**

shamhat camina hacia una cueva, enkidu se queda fijo observándola

Seq	Scene	Panel
10	150	2



**Action Notes**

shamhat camina hacia una cueva, enkidu se queda fijo observándola

Seq	Scene	Panel
10	150	3



**Action Notes**

shamhat camina hacia una cueva, enkidu se queda fijo observándola

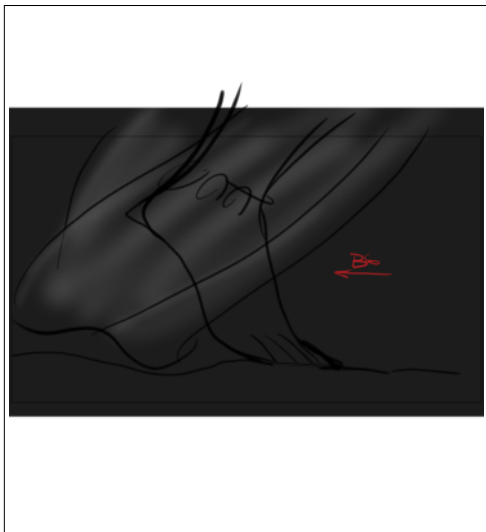
Seq	Scene	Panel
10	150	4



**Action Notes**

shamhat camina hacia una cueva, enkidu se queda fijo observándola

Seq	Scene	Panel
10	151	1



**Action Notes**  
shamhat camina en la oscuridad

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	152	1



**Action Notes**  
enkidu se mueve como un animal

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

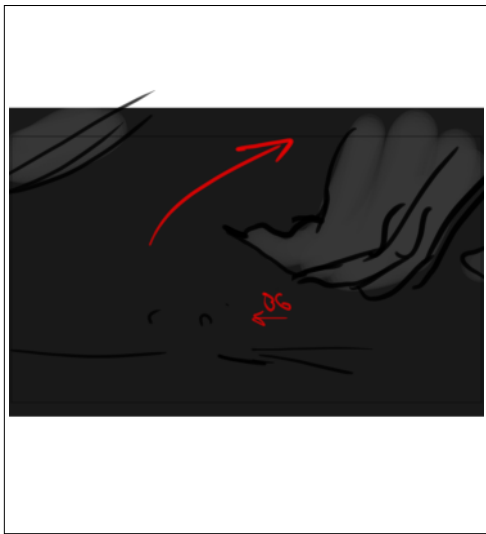
Seq	Scene	Panel
10	152	2



**Action Notes**  
enkidu se mueve como un animal

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	152	3



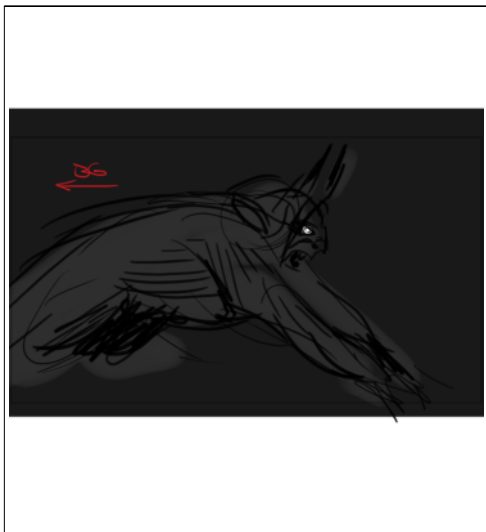
**Action Notes**

enkidu se mueve como un animal

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	153	1



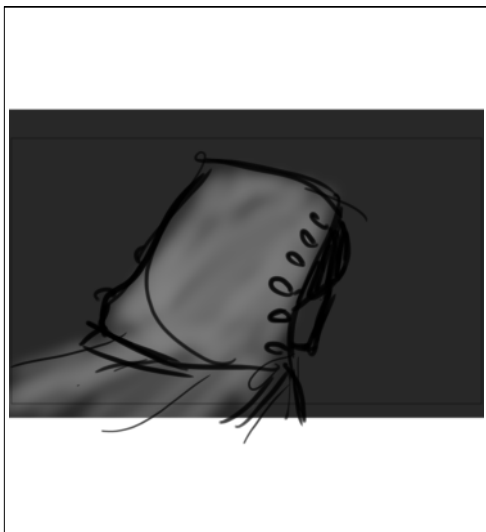
**Action Notes**

se mueve cada vez más rápido en la oscuridad

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	154	1



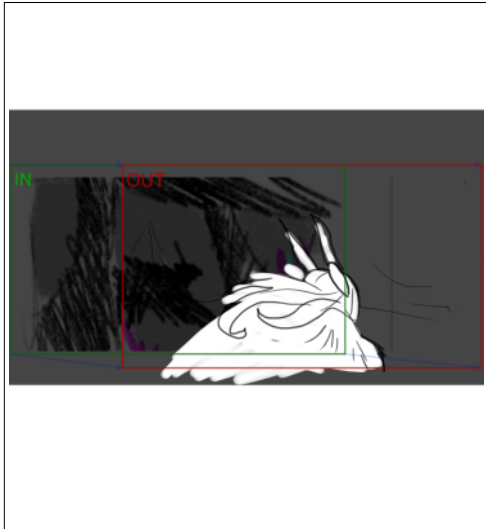
**Action Notes**

shmat camina en la oscuridad

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	1



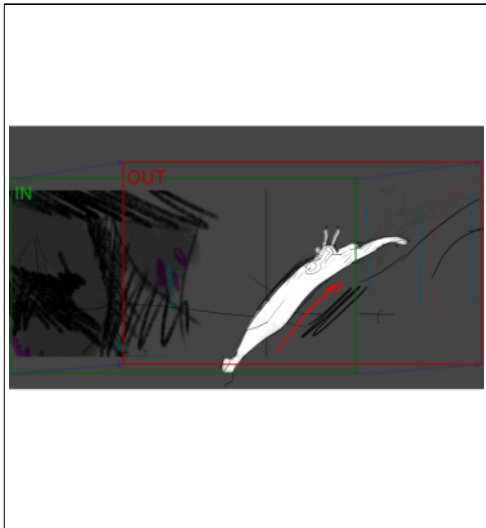
**Action Notes**

enkidu se apura en el recorrido, pero mantiene cierta distancia

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	2



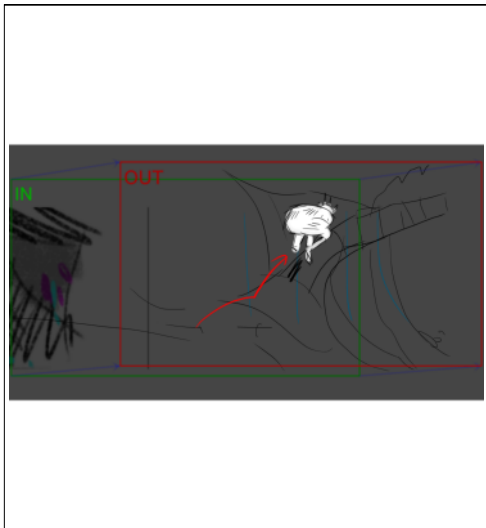
**Action Notes**

enkidu improvisa un recorrido por la estructura de la cueva para mantenerse alejado de shamhat y al mismo analizarla a la distancia

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	3



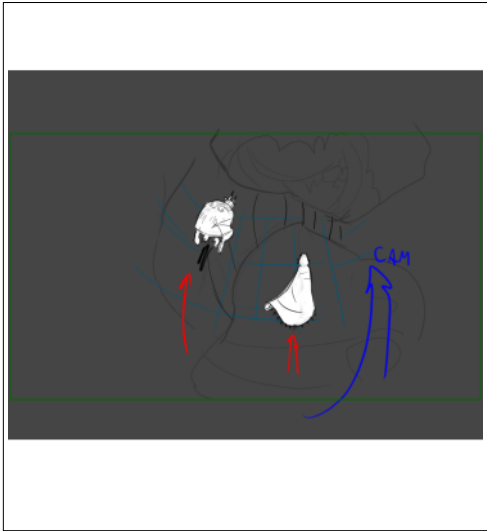
**Action Notes**

enkidu improvisa un recorrido por la estructura de la cueva para mantenerse alejado de shamhat y al mismo analizarla a la distancia

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	4



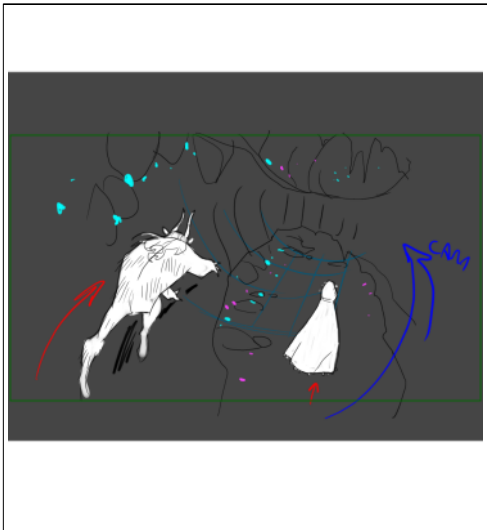
**Action Notes**

enkidu improvisa un recorrido por la estructura de la cueva para mantenerse alejado de shamhat y al mismo analizarla a la distancia

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	5



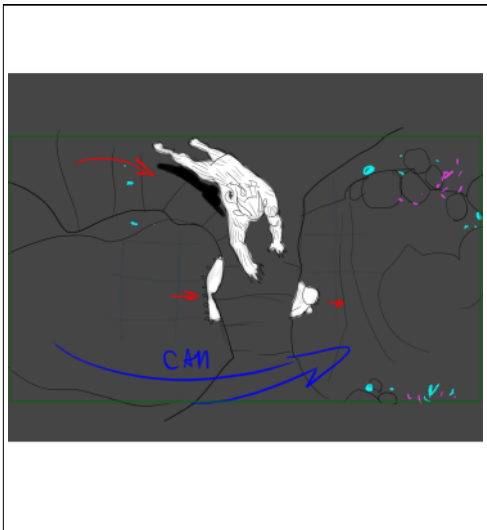
**Action Notes**

enkidu improvisa un recorrido por la estructura de la cueva para mantenerse alejado de shamhat y al mismo analizarla a la distancia

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	6



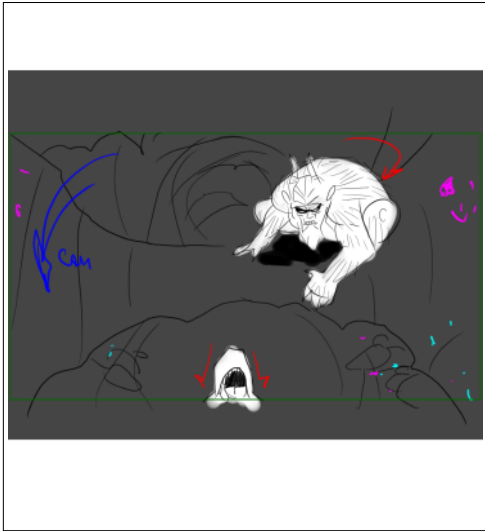
**Action Notes**

enkidu improvisa un recorrido por la estructura de la cueva para mantenerse alejado de shamhat y al mismo analizarla a la distancia

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	7



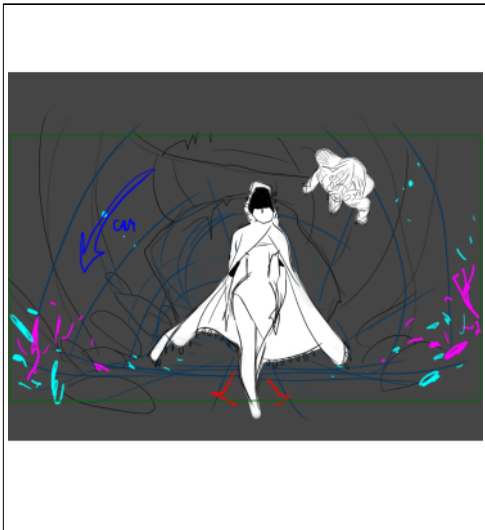
**Action Notes**

enkidu improvisa un recorrido por la estructura de la cueva para mantenerse alejado de shamhat y al mismo analizarla a la distancia

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	8



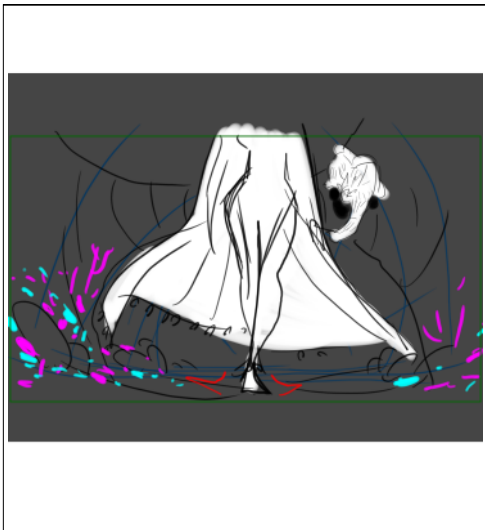
**Action Notes**

enkidu improvisa un recorrido por la estructura de la cueva para mantenerse alejado de shamhat y al mismo analizarla a la distancia.  
shamhat camina, no le presta atención a enkidu

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	9



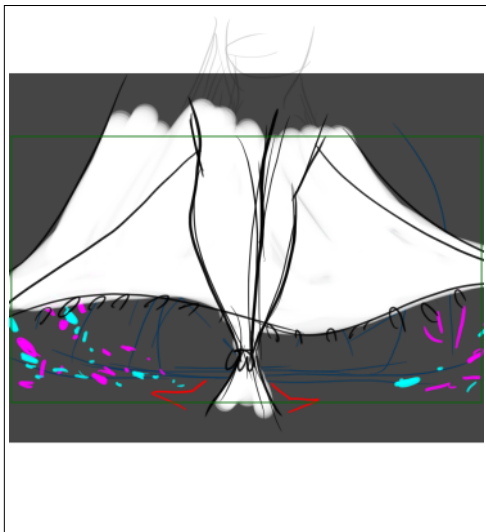
**Action Notes**

enkidu improvisa un recorrido por la estructura de la cueva para mantenerse alejado de shamhat y al mismo analizarla a la distancia  
shamhat camina, no le presta atención a enkidu

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	10



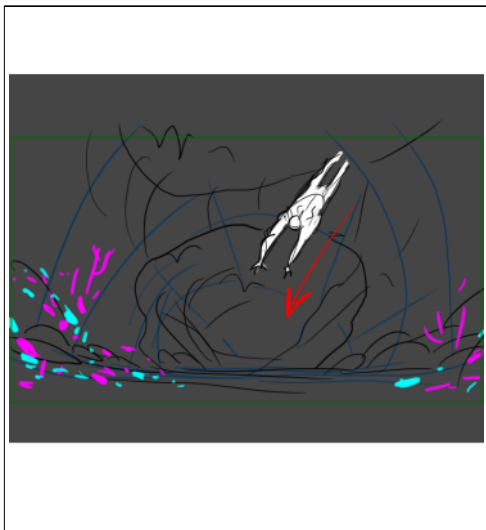
**Action Notes**

shamhat camina hacia cámara

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	11



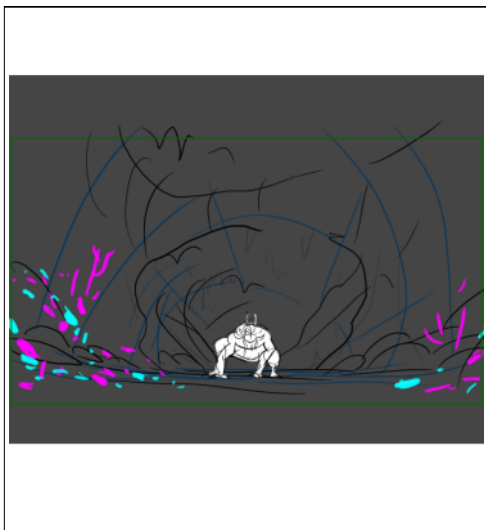
**Action Notes**

enkidu baja desde donde observaba a shamhat

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	155	12



**Action Notes**

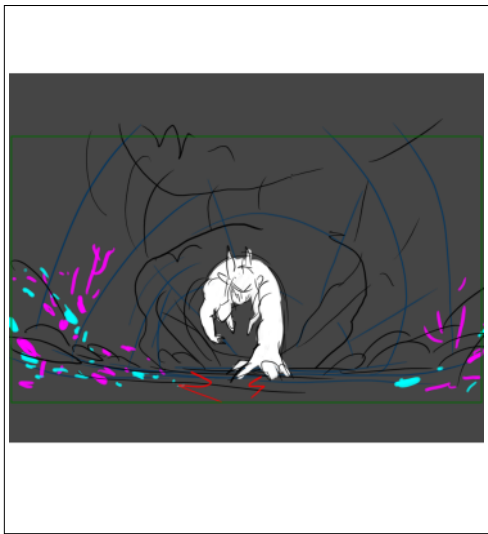
comienza a acercarse a cámara

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA



Seq	Scene	Panel
10	155	13



**Action Notes**  
se acerca a cámara

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

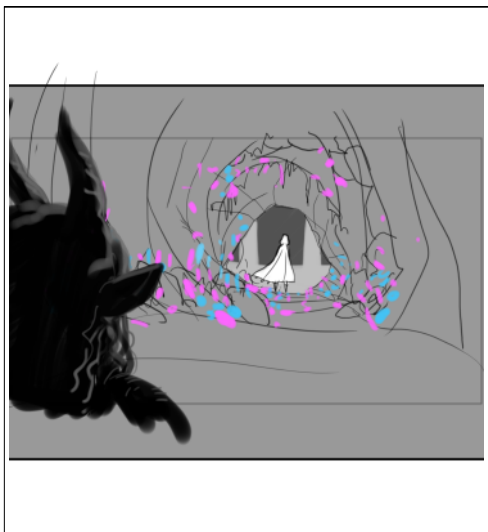
Seq	Scene	Panel
10	155	14



**Action Notes**  
se acerca a cámara

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

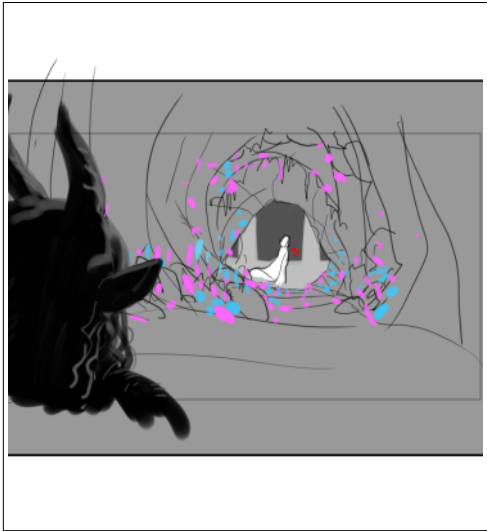
Seq	Scene	Panel
10	156	1



**Action Notes**  
shamat se acerca a un claro

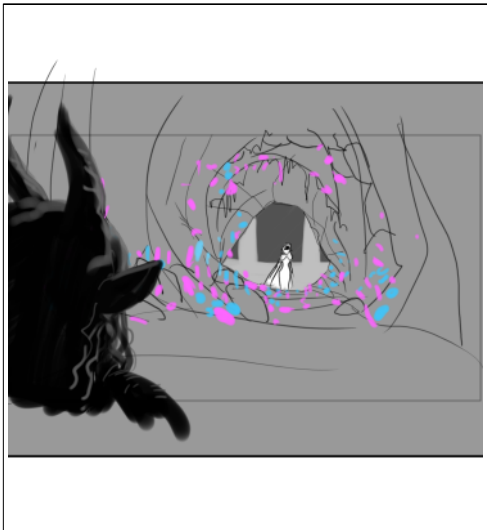
**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	156	2



**referencia**  
 \\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

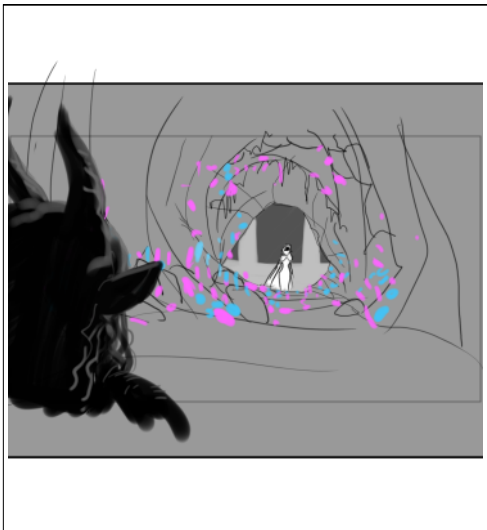
Seq	Scene	Panel
10	156	3



**Action Notes**  
 shamhat se gira y se quita la capucha

**referencia**  
 \\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

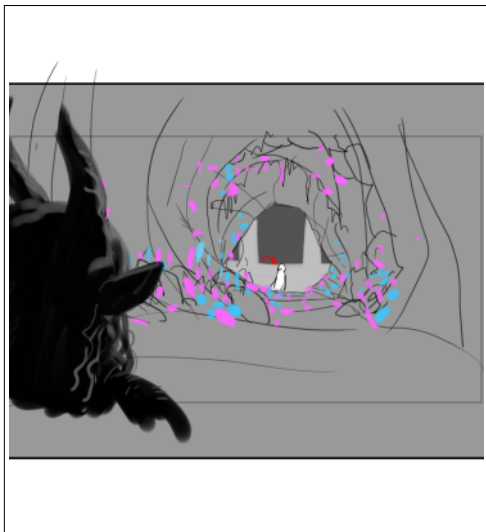
Seq	Scene	Panel
10	156	4



**Action Notes**  
 shamhat se gira y se quita la capucha

**referencia**  
 \\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	156	5



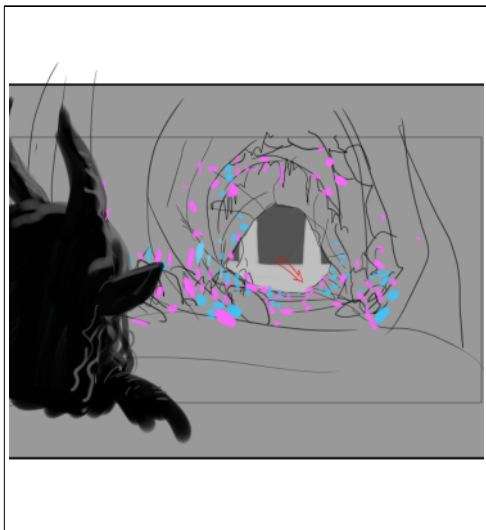
**Action Notes**

se gira nuevamente y se adentra en la claridad

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	156	6



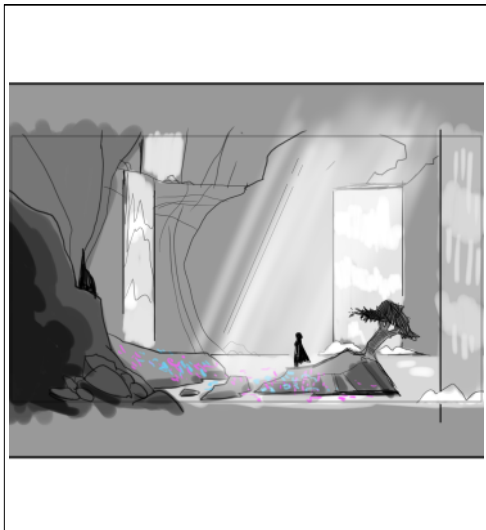
**Action Notes**

shamhat desaparece de cuadro

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	157	1



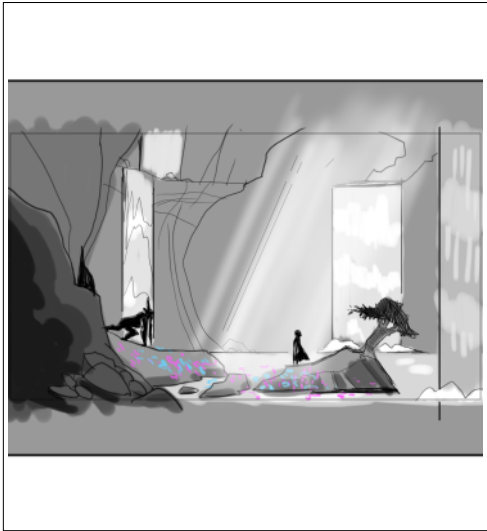
**Action Notes**

en un plano general vemos la inmensidad del lugar y a shamhat esperando a enkidu

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	157	2



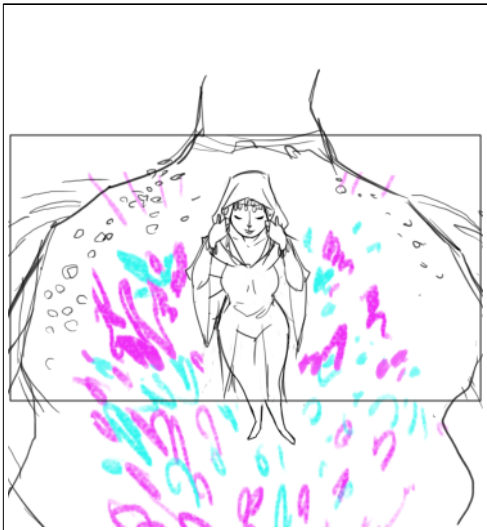
**Action Notes**

enkidu sale de la cueva y entra a cuadro

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	158	1



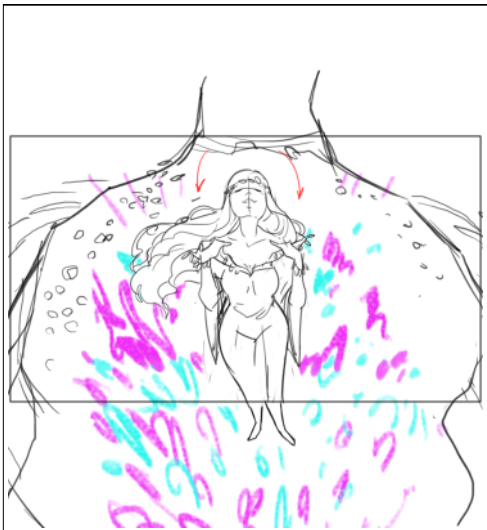
**Action Notes**

shamhat comienza a soltarse su vestido

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	158	2



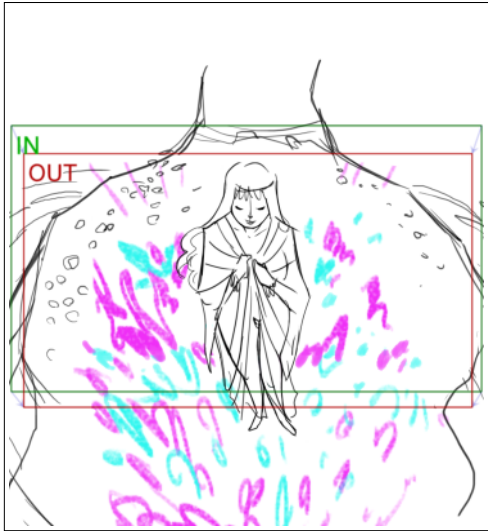
**Action Notes**

shamhat comienza a soltarse su vestido

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

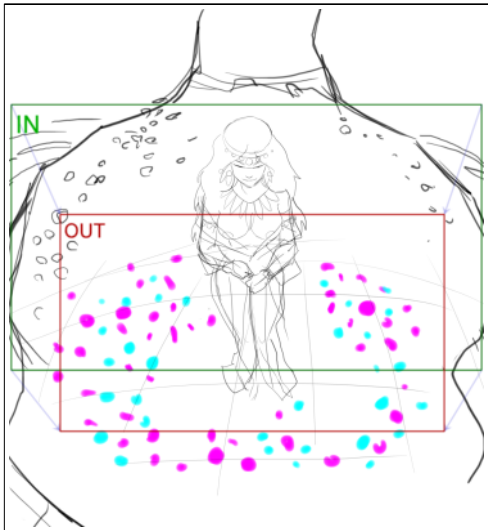
Seq	Scene	Panel
10	158	3



**Action Notes**  
shamhat comienza a soltarse su vestido

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

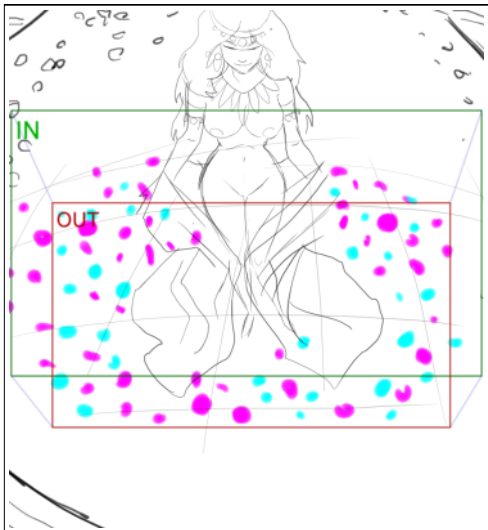
Seq	Scene	Panel
10	158	4



**Action Notes**  
shamhat se saca el vestido, la cámara baja recorriendo el cuerpo de ella, mientras cae su vestido

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

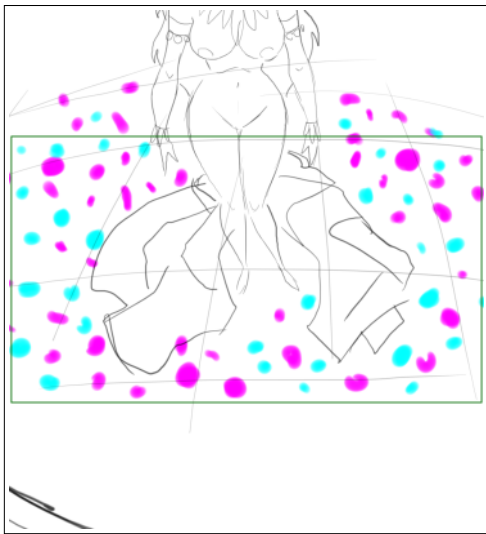
Seq	Scene	Panel
10	158	5



**Action Notes**  
shamhat se saca el vestido, la cámara baja recorriendo el cuerpo de ella, mientras cae su vestido

**referencia**  
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	158	6



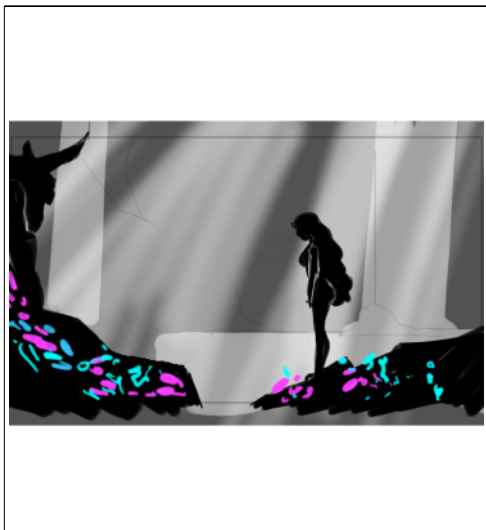
**Action Notes**

shamhat se saca el vestido, la cámara baja recorriendo el cuerpo de ella, mientras cae su vestido

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	159	1



**Action Notes**

vemos el perfil de enkidu y de shamhat a contraluz

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	159	2



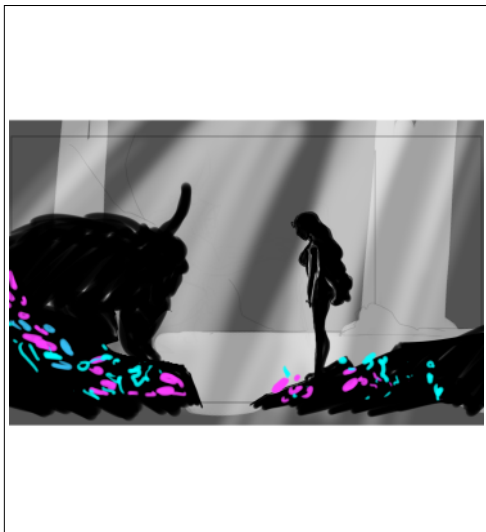
**Action Notes**

vemos el perfil de enkidu y de shamhat a contraluz

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	159	3



**Action Notes**

vemos el perfil de enkidu y de shamhat a contraluz

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	159	4



**Action Notes**

vemos el perfil de enkidu y de shamhat a contraluz

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	160	1



**Action Notes**

la mano de enkidu entra a cuadro

**referencia**

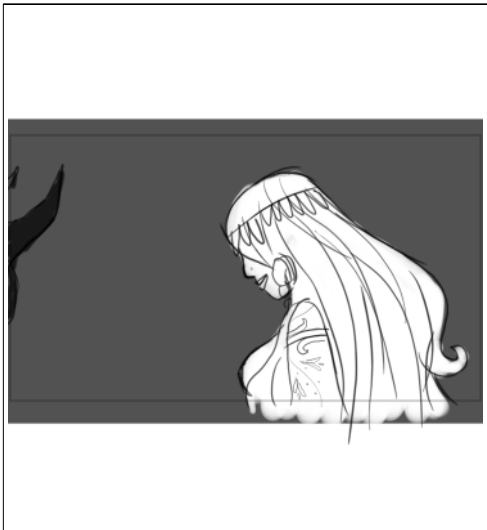
\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\referencas varias \_ alan\joyeria

Seq	Scene	Panel
10	161	1



**Action Notes**  
enkidu duda un segundo

Seq	Scene	Panel
10	162	1



**Action Notes**  
shamhat se sonríe

Seq	Scene	Panel
10	162	2

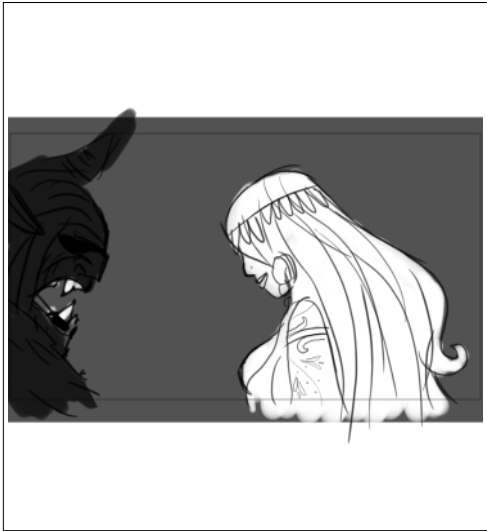


**Action Notes**  
enkidu se abalanza sobre shamhat

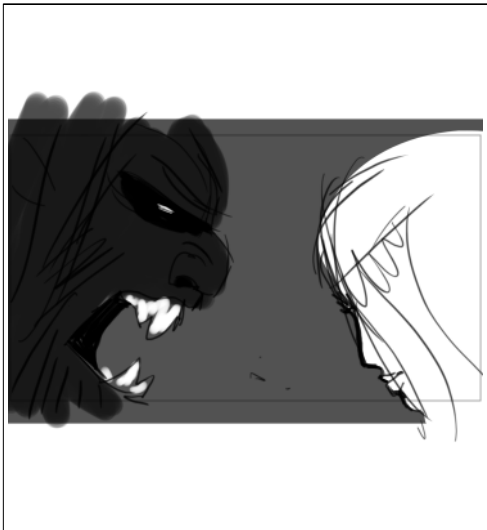


Seq	Scene	Panel
10	162	3

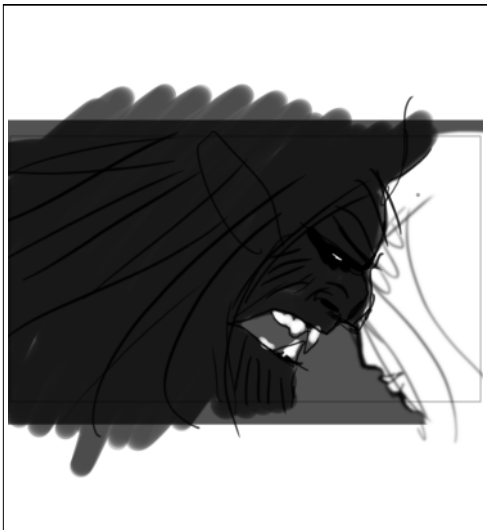
**Action Notes**  
enkidu se abalanza sobre shamhat



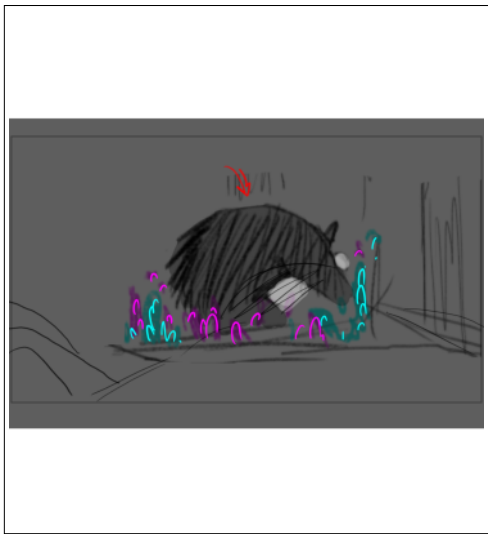
Seq	Scene	Panel
10	163	1



Seq	Scene	Panel
10	163	2



Seq	Scene	Panel
10	164	1



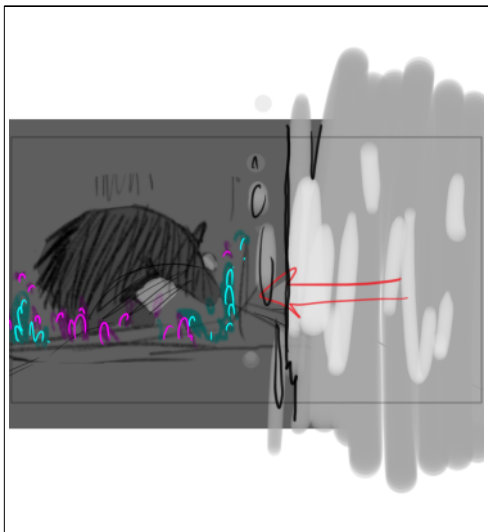
**Action Notes**

enkidu se abalanza sobre shamhat

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	164	2



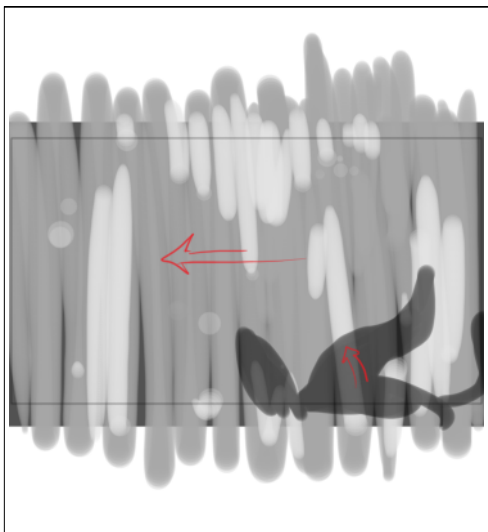
**Action Notes**

enkidu se abalanza sobre shamhat

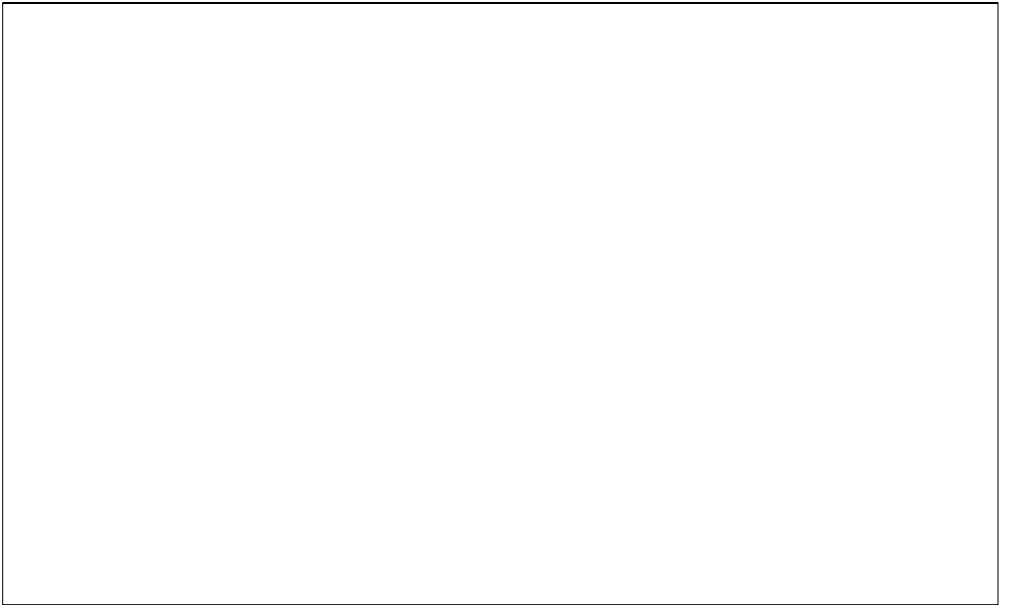
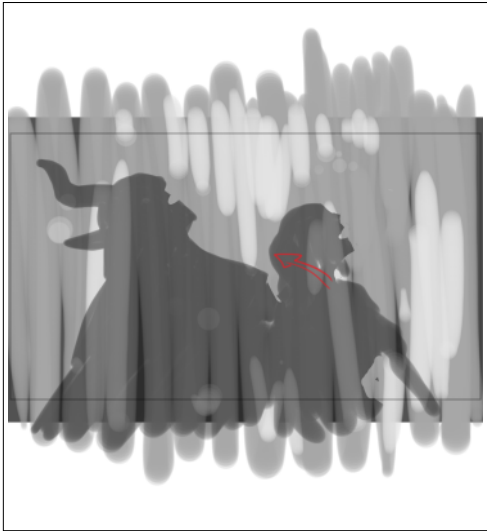
**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

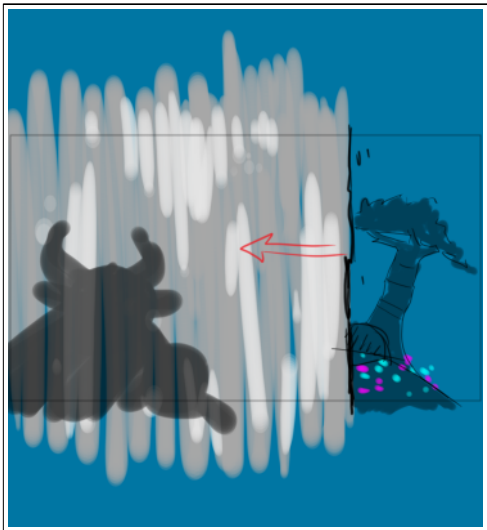
Seq	Scene	Panel
10	164	3



Seq	Scene	Panel
10	164	4

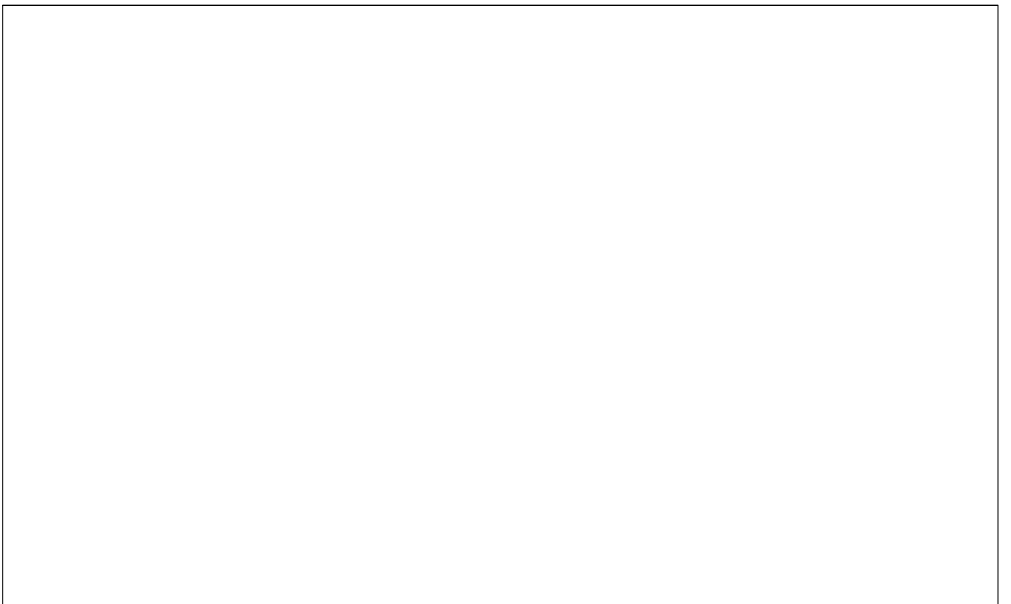
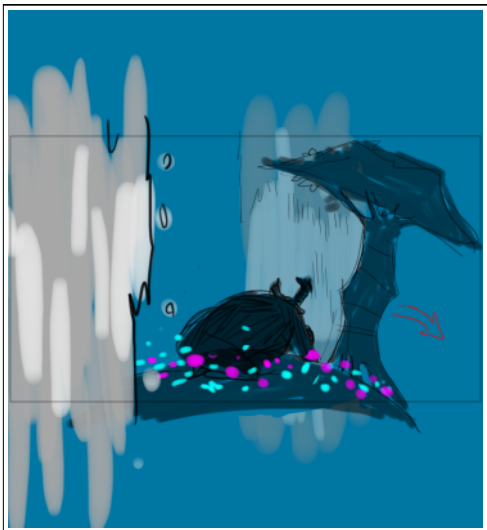


Seq	Scene	Panel
10	164	5

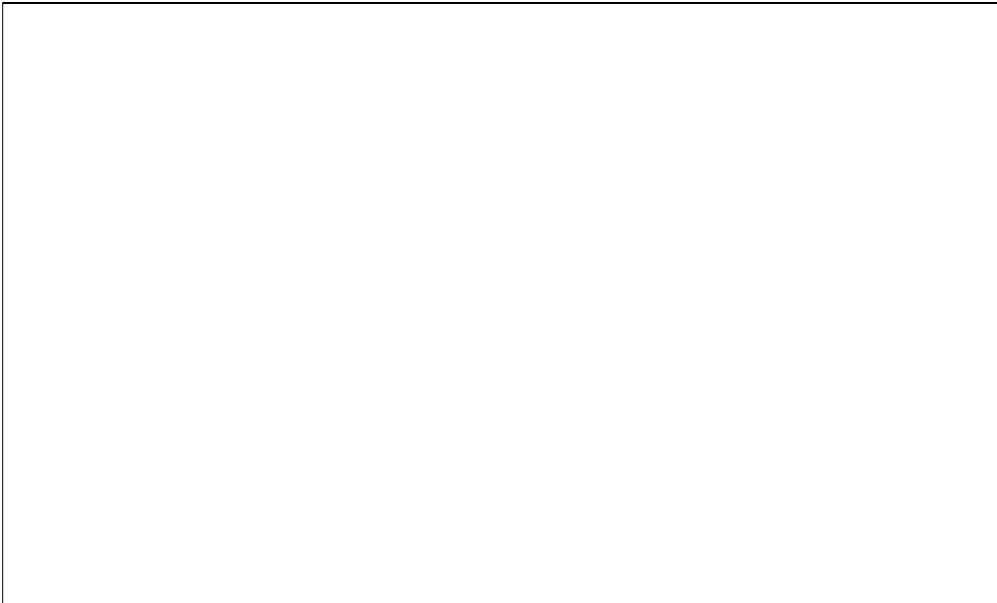
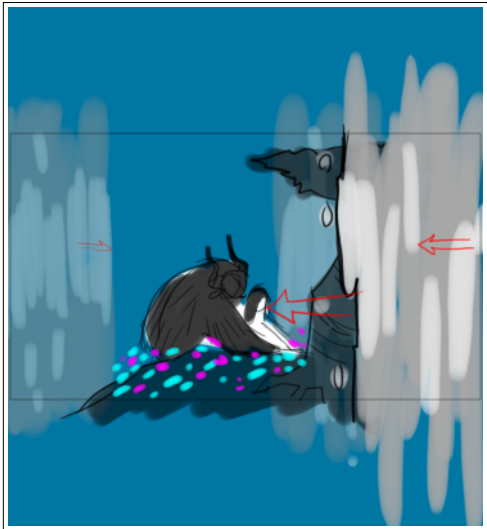


**Action Notes**  
enkidu esta sobre shamhat, lo esta disfrutando

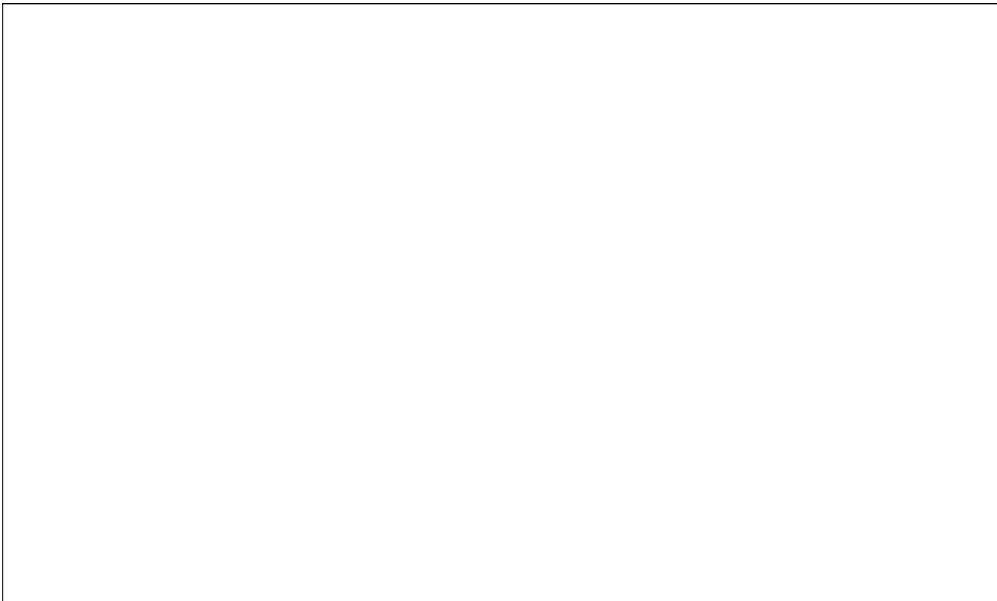
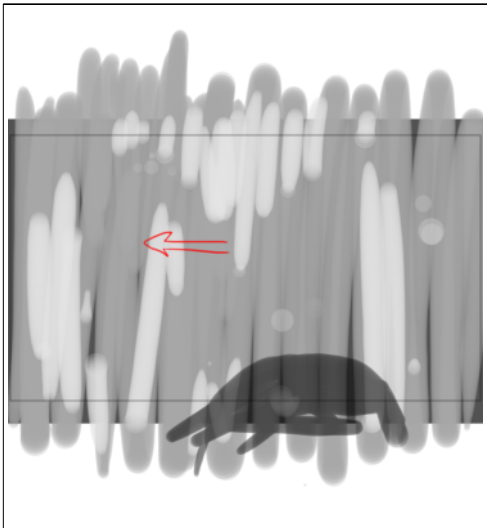
Seq	Scene	Panel
10	164	6



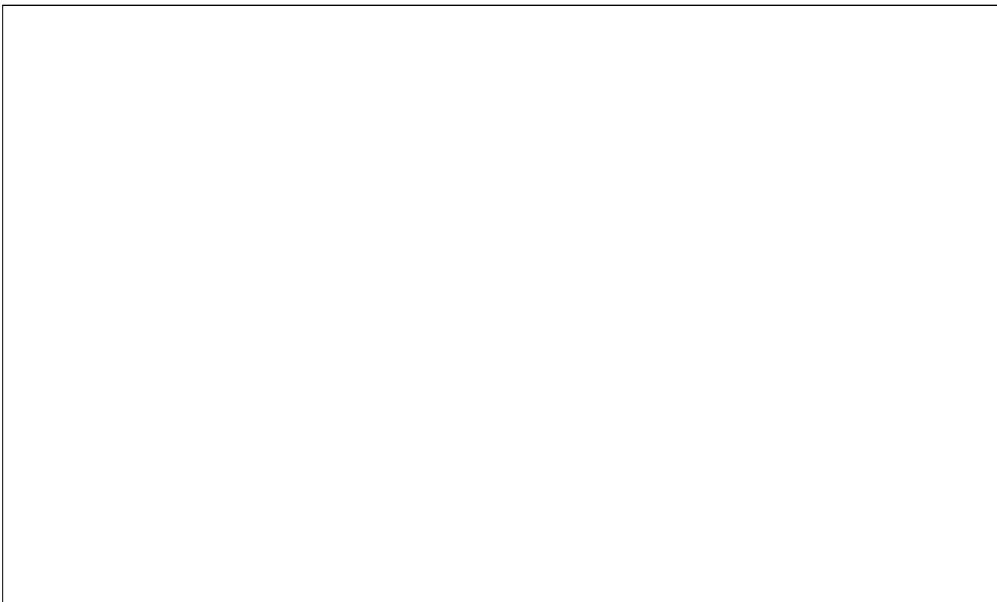
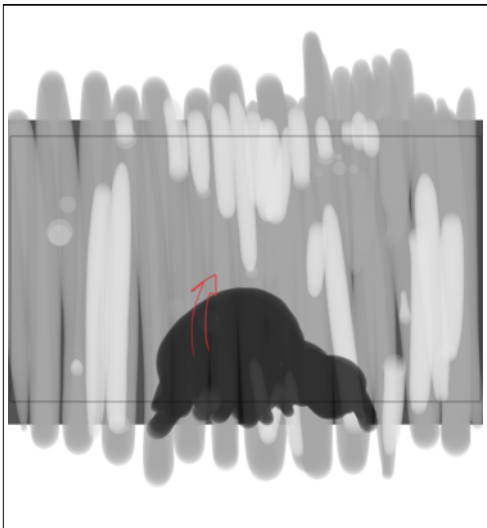
Seq	Scene	Panel
10	164	7



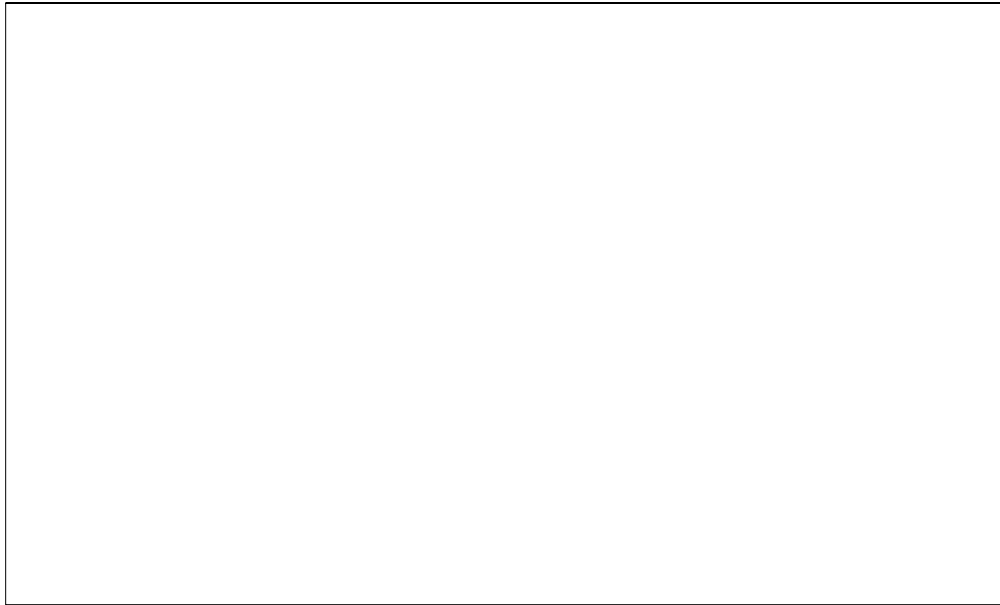
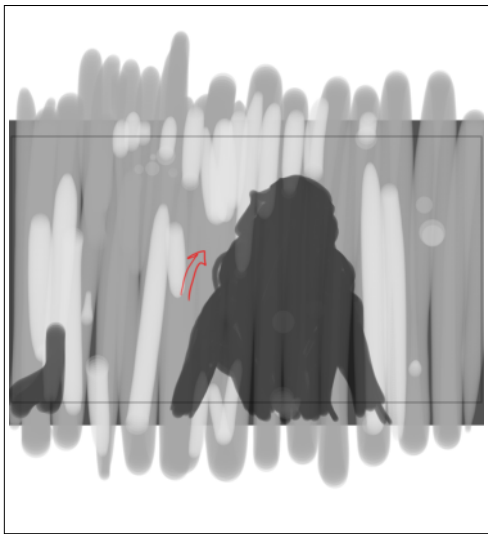
Seq	Scene	Panel
10	164	8



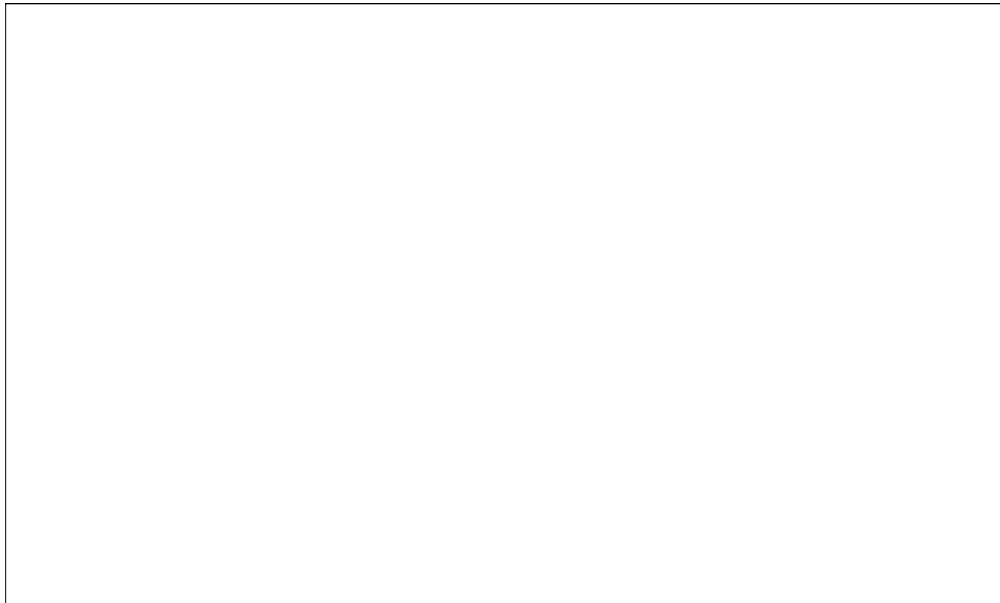
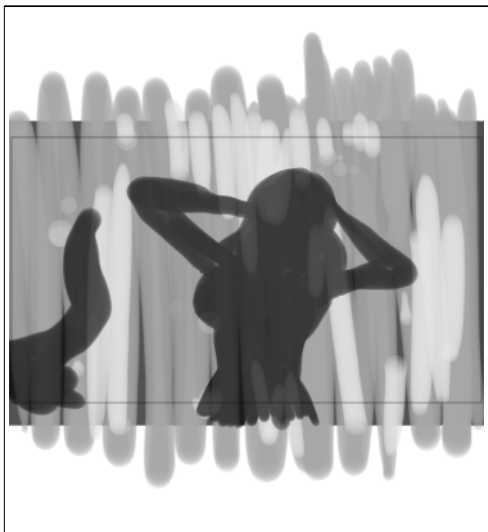
Seq	Scene	Panel
10	164	9



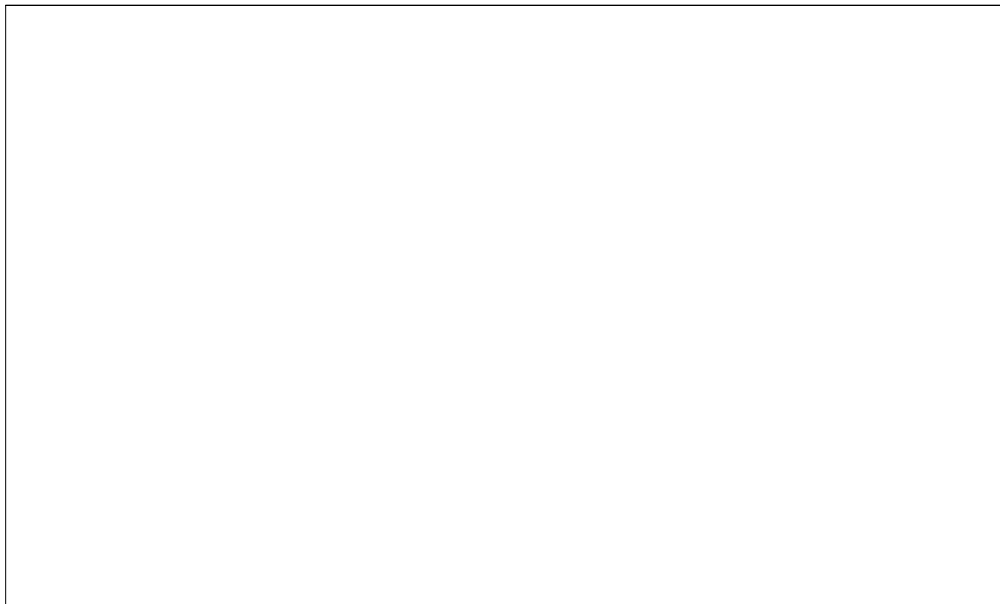
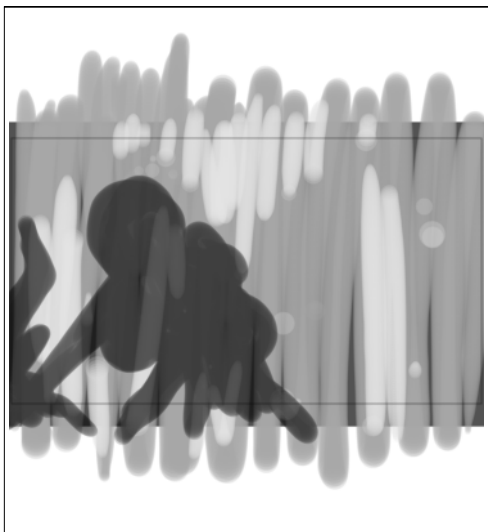
Seq	Scene	Panel
10	164	10



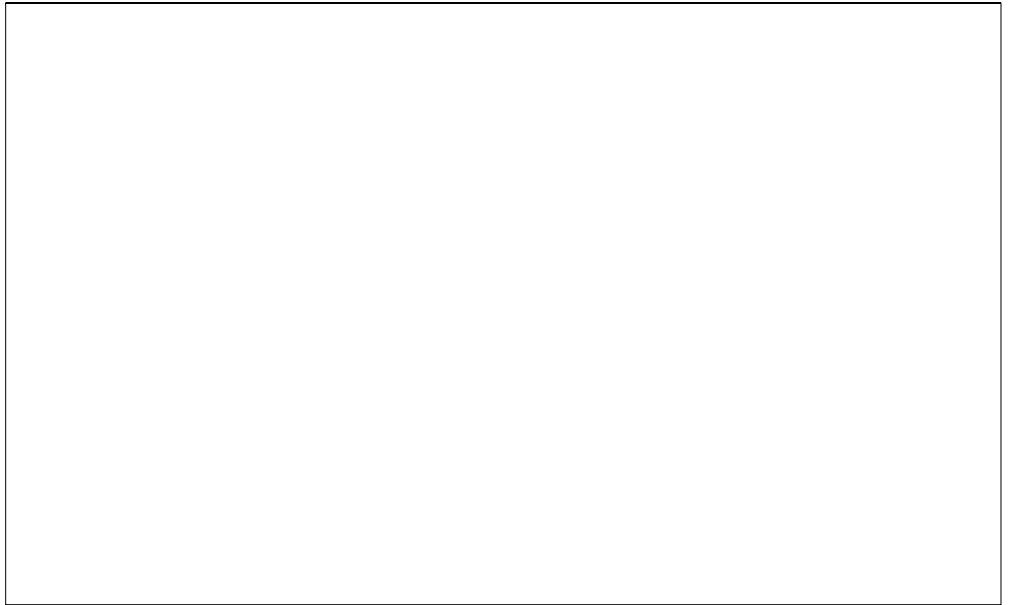
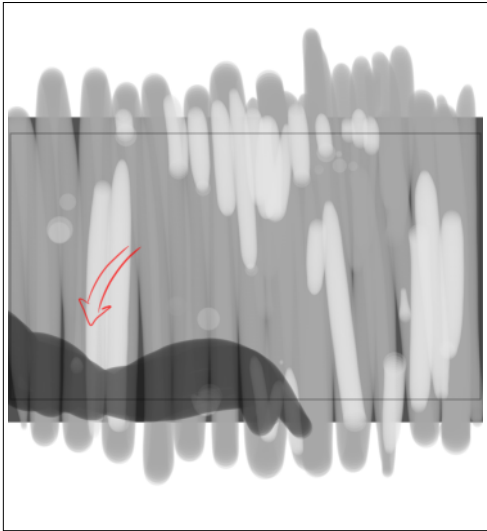
Seq	Scene	Panel
10	164	11



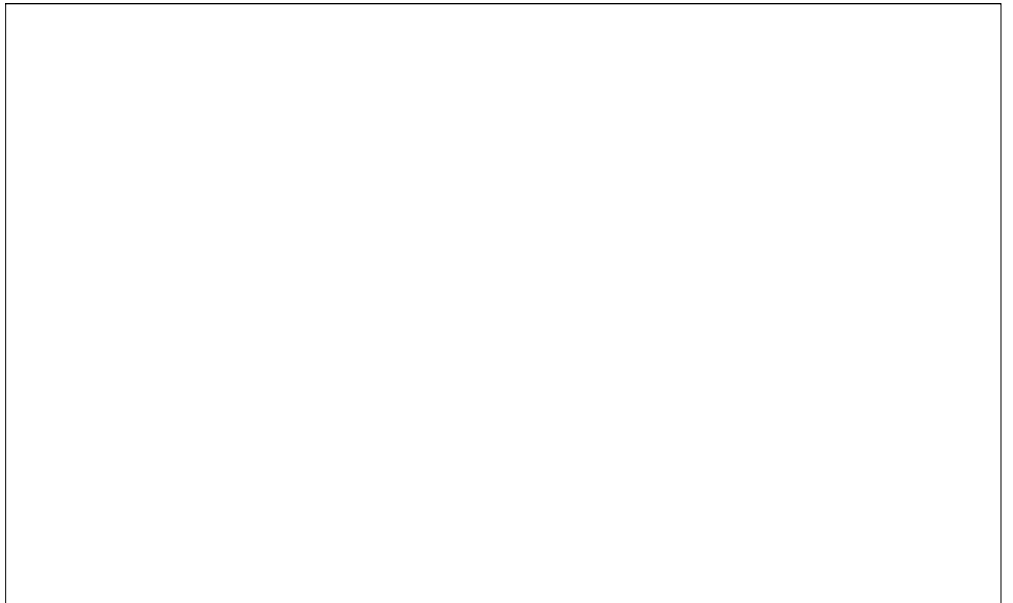
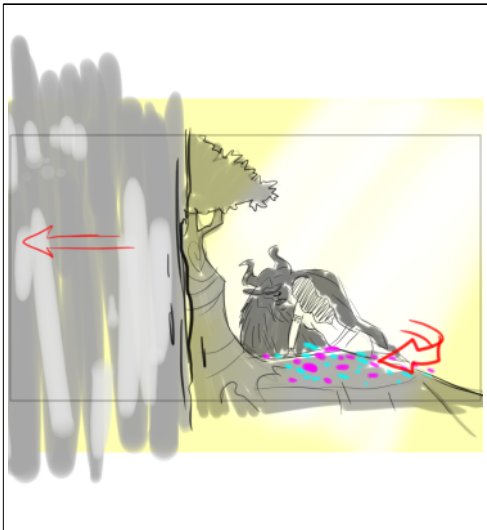
Seq	Scene	Panel
10	164	12



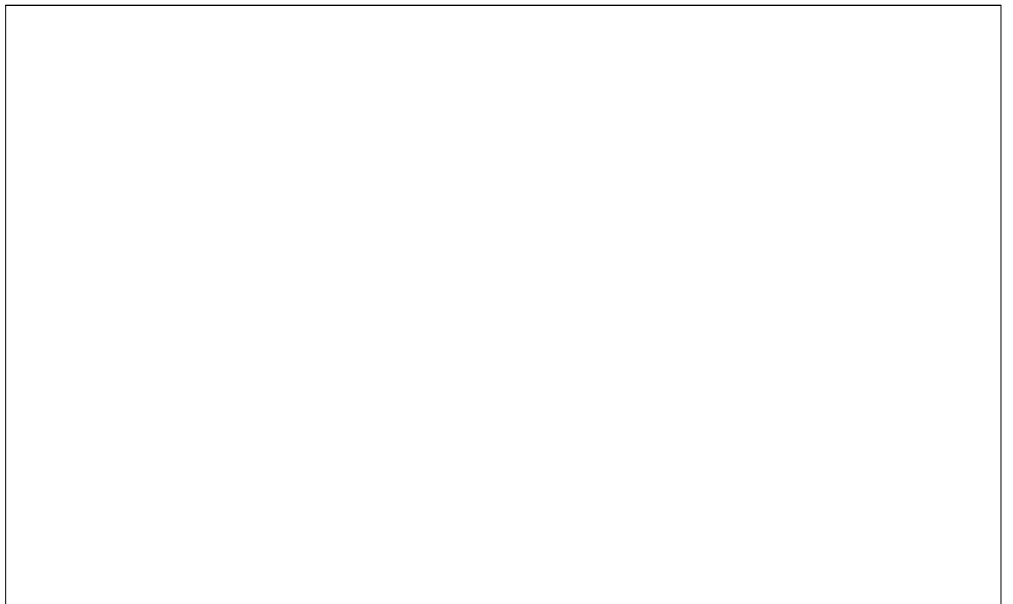
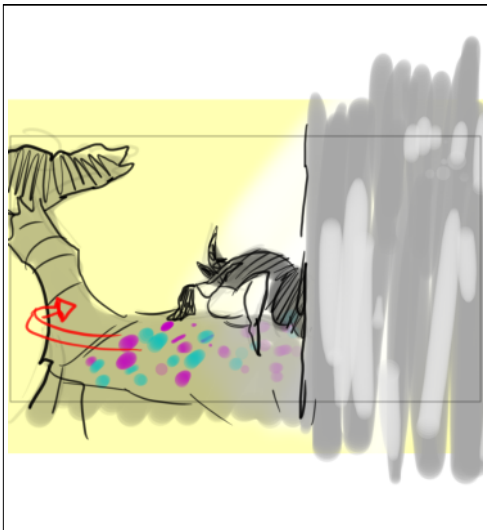
Seq	Scene	Panel
10	164	13



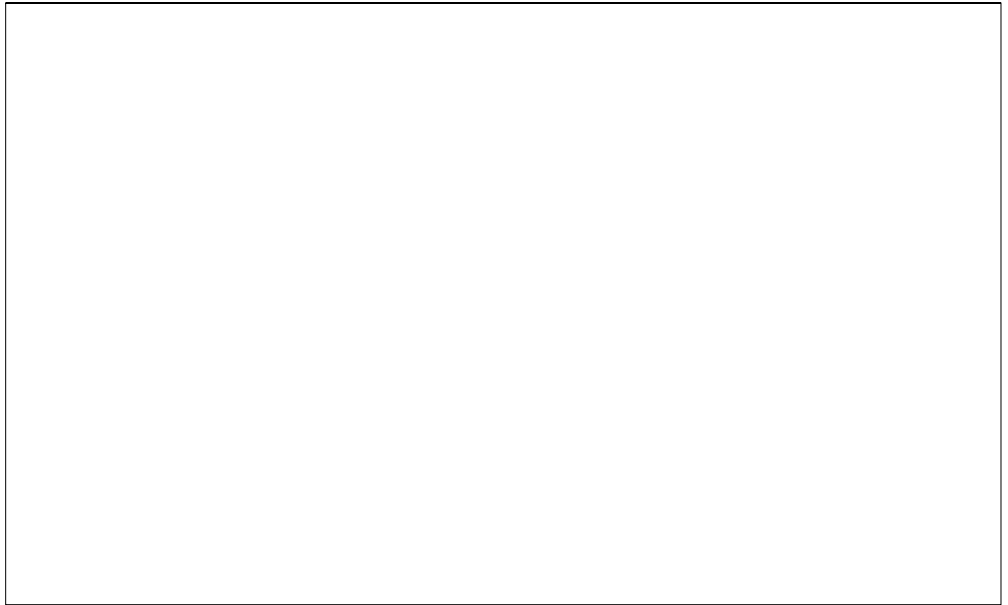
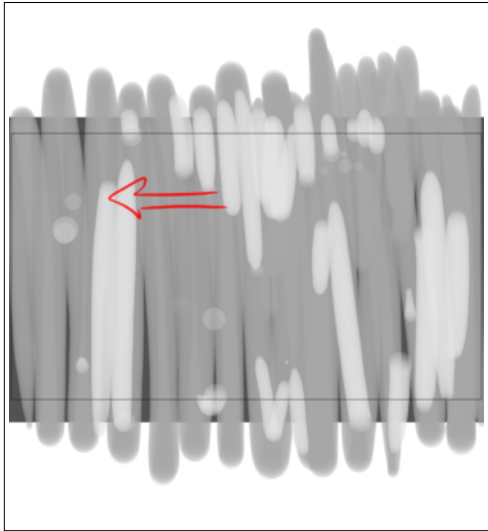
Seq	Scene	Panel
10	164	14



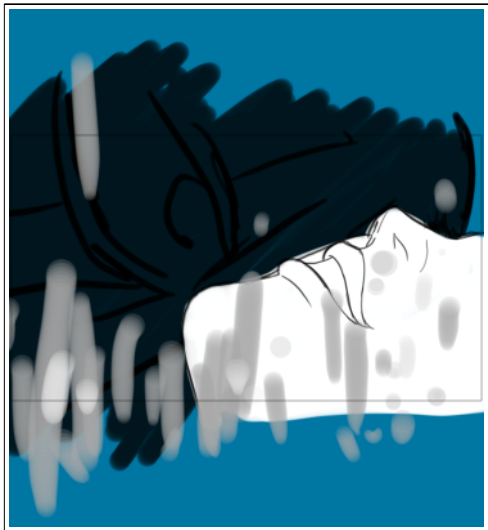
Seq	Scene	Panel
10	164	15



Seq	Scene	Panel
10	164	16

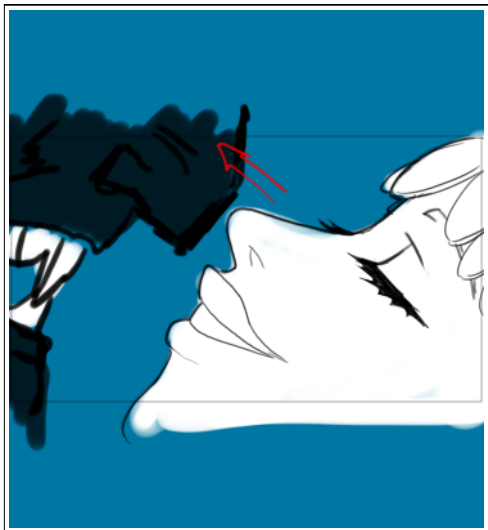


Seq	Scene	Panel
10	165	1



**Action Notes**  
shamhat disfruta el momento

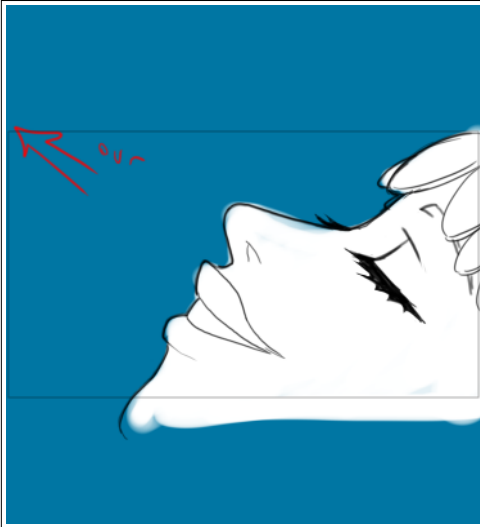
Seq	Scene	Panel
10	165	2



**Action Notes**  
shamhat disfruta el momento

Seq	Scene	Panel
10	165	3

**Action Notes**  
shamhat disfruta el momento



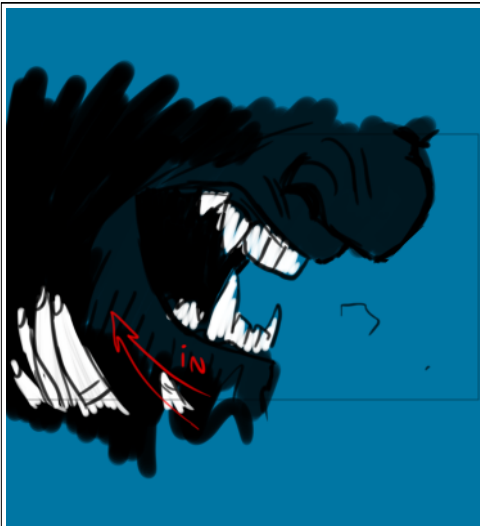
Seq	Scene	Panel
10	166	1

**Action Notes**  
enkidu disfruta lo que está pasando



Seq	Scene	Panel
10	166	2

**Action Notes**  
enkidu disfruta lo que está pasando





Seq	Scene	Panel
10	167	1



**Action Notes**

la cámara pasa de un plano de la espalda de enkidu a la cara de placer de shamhat

**referencia**

\\Srvraid\d\GILGAMESH\REFERENCIAS VARIAS E INFORMACION\CUEVA

Seq	Scene	Panel
10	167	2



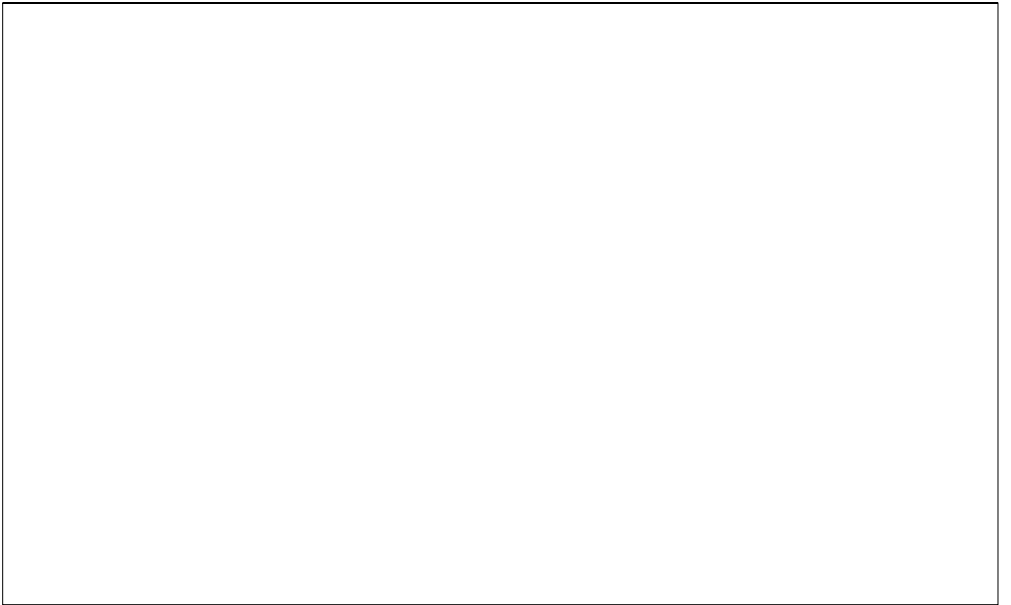
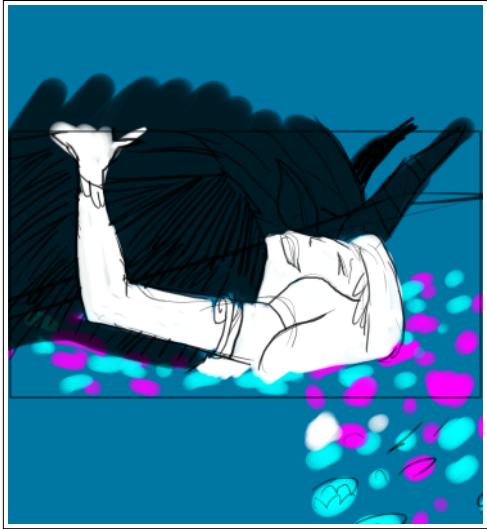
Seq	Scene	Panel
10	167	3



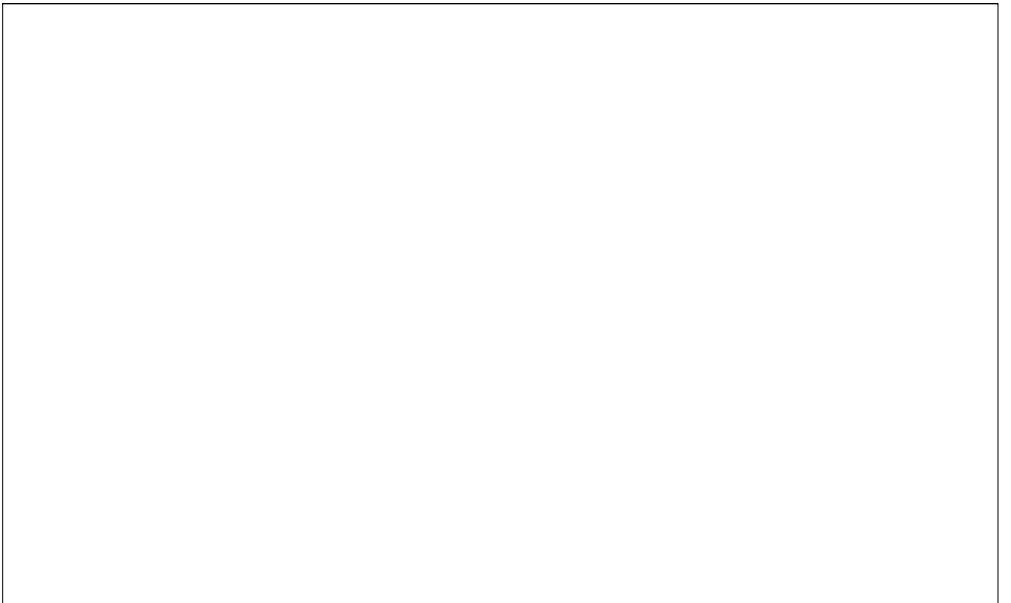
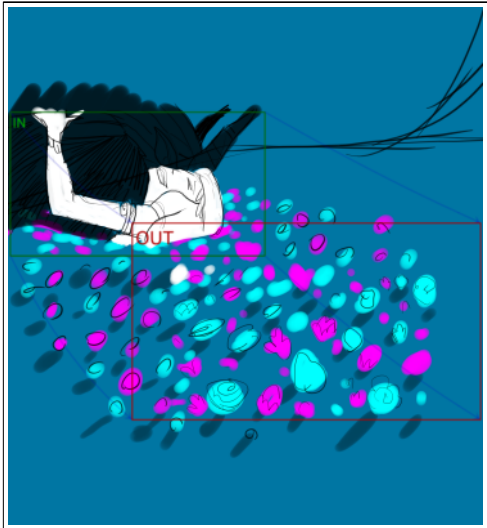
**Action Notes**

shamhat rodea a enkidu con sus brazos

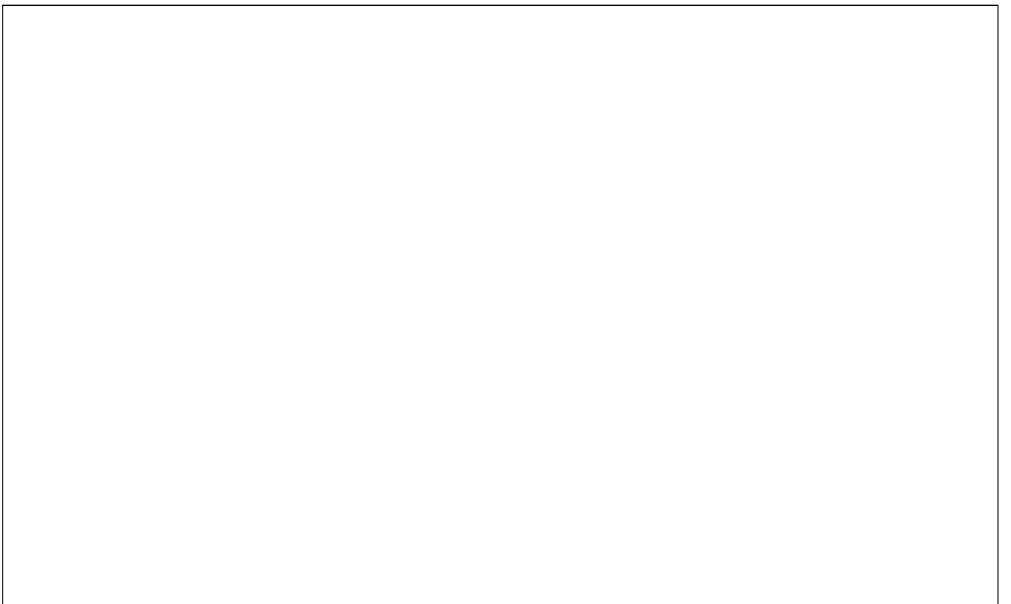
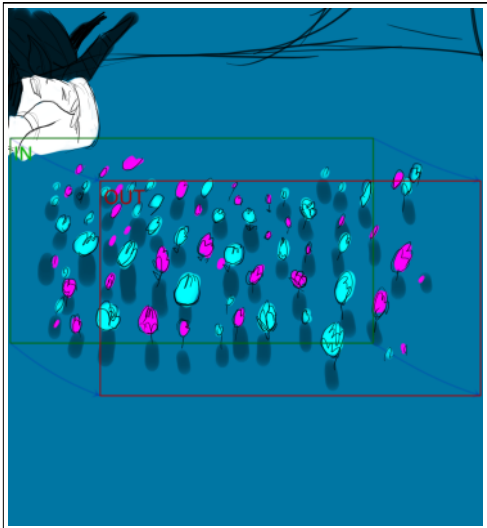
Seq	Scene	Panel
10	168	1



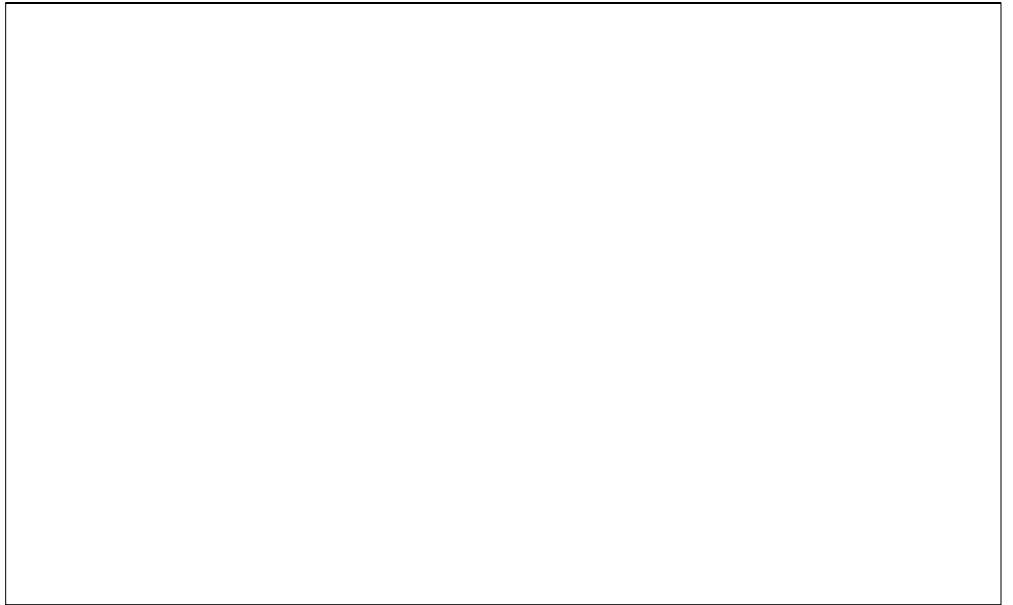
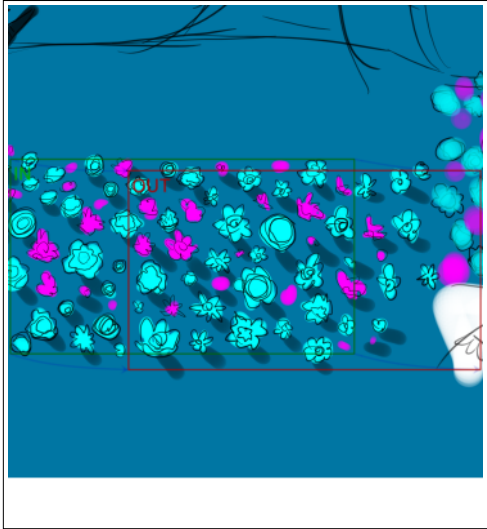
Seq	Scene	Panel
10	168	2



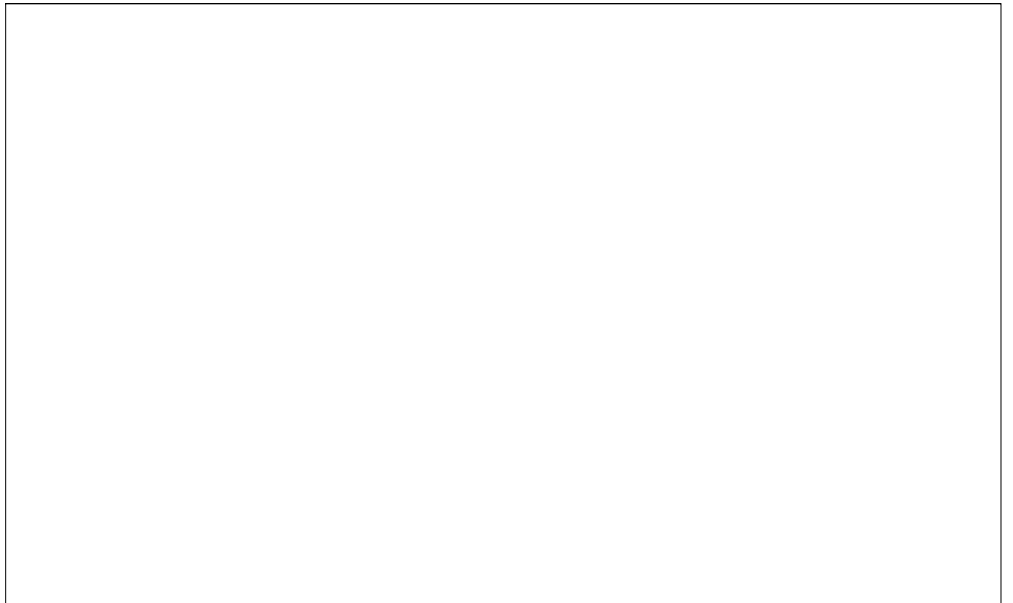
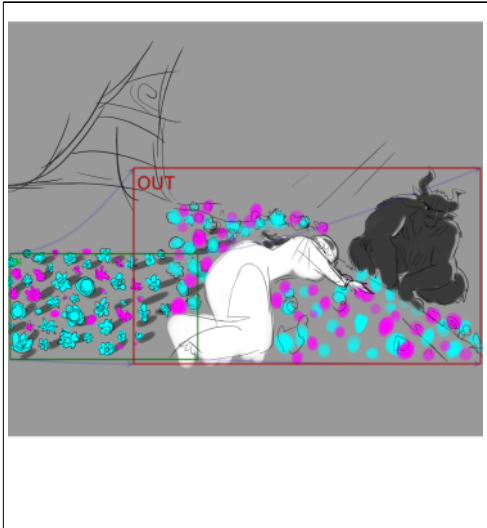
Seq	Scene	Panel
10	168	3



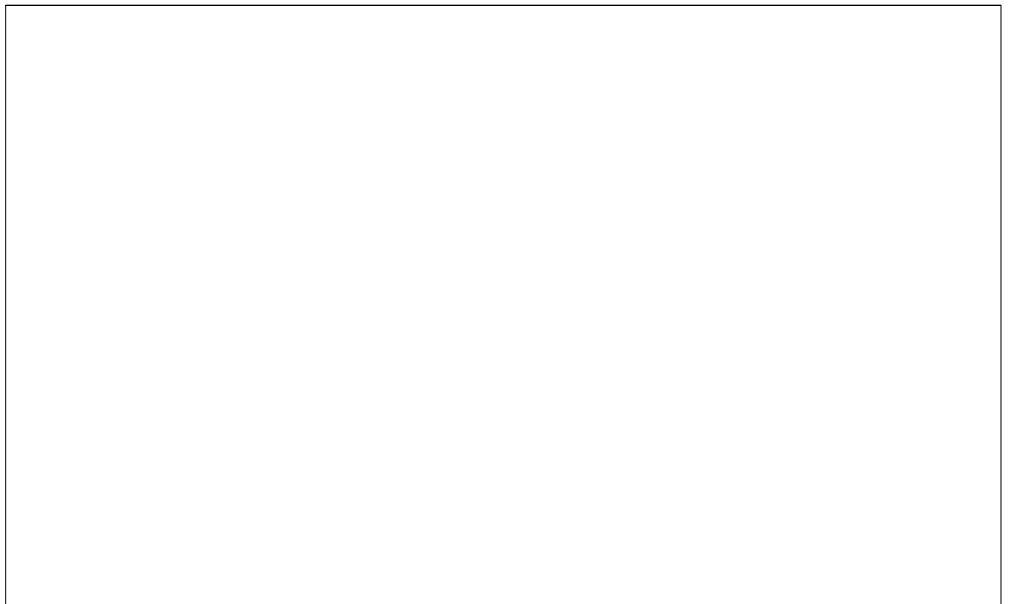
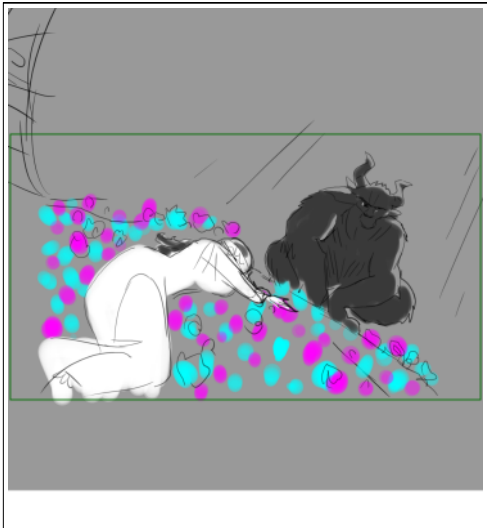
Seq	Scene	Panel
10	168	4



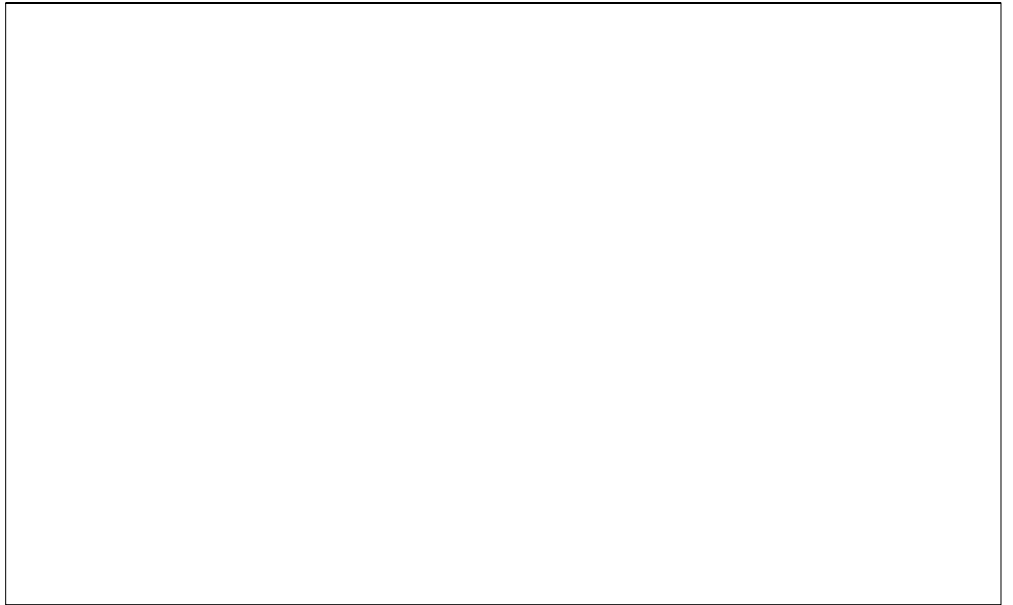
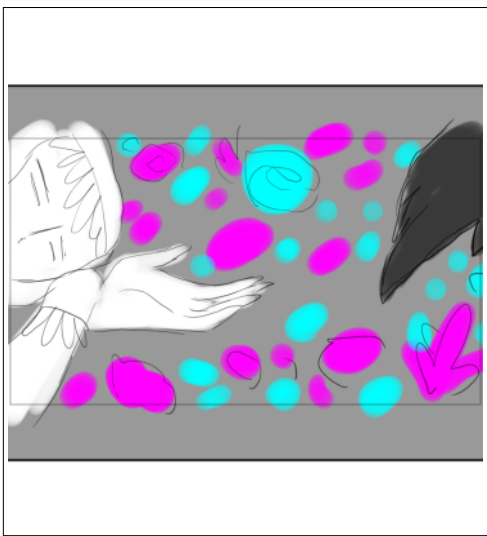
Seq	Scene	Panel
10	168	5



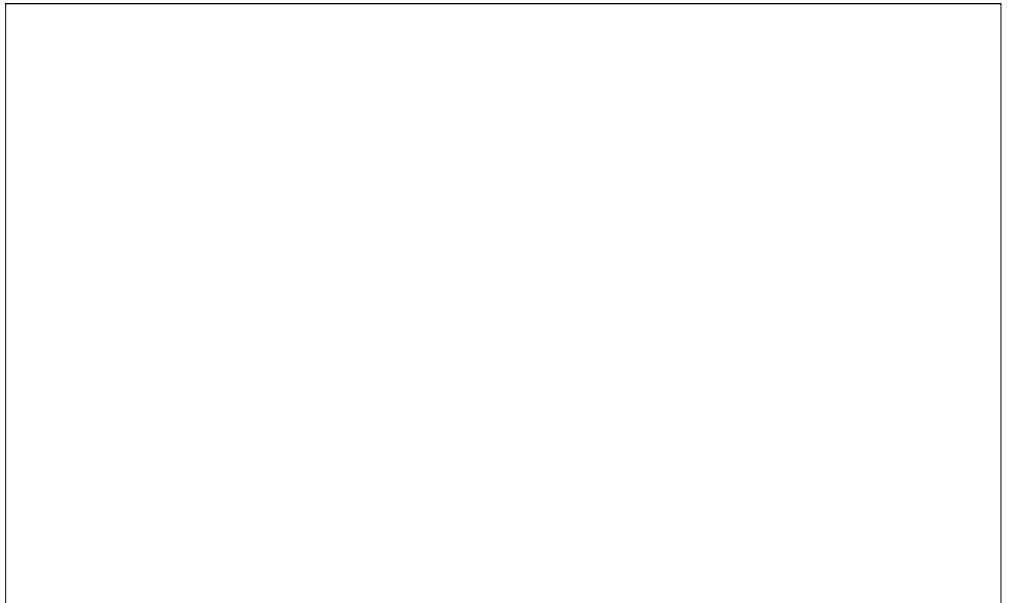
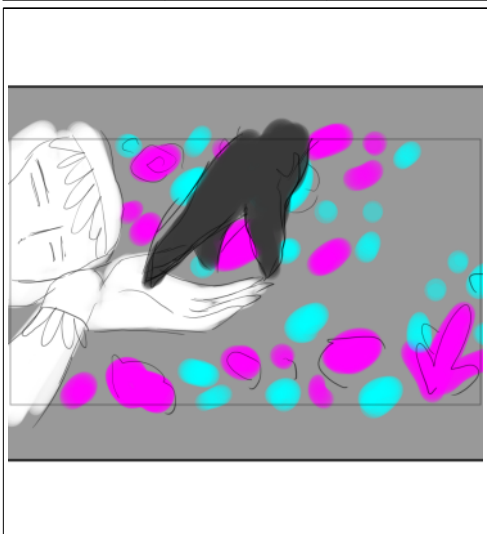
Seq	Scene	Panel
10	168	6



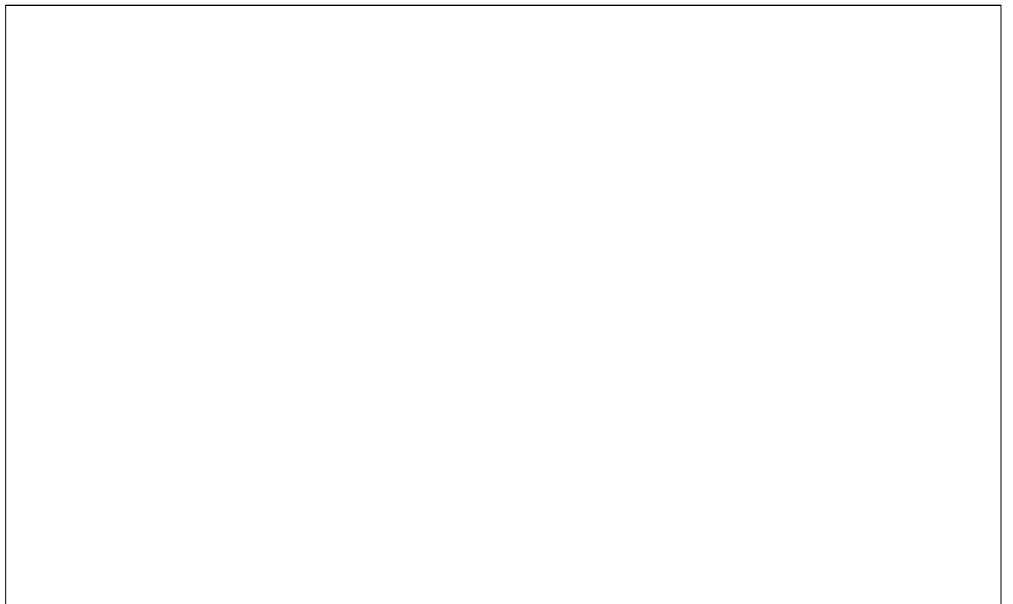
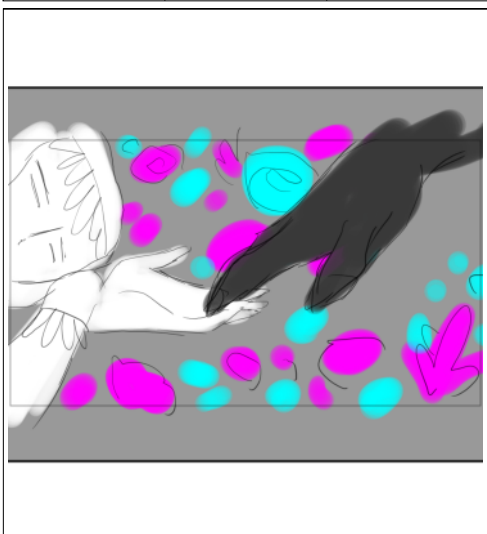
Seq	Scene	Panel
10	169	1



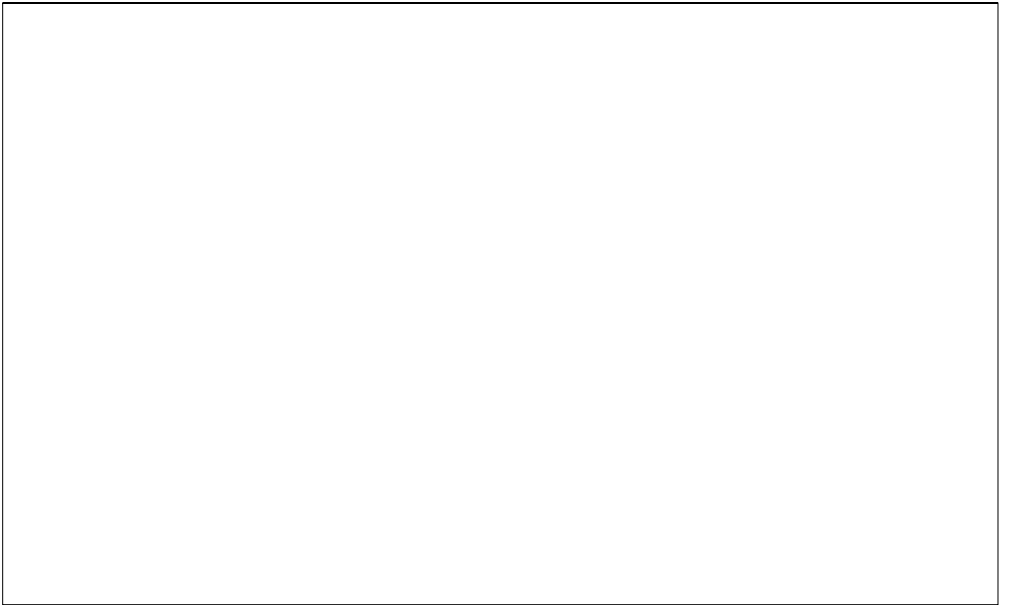
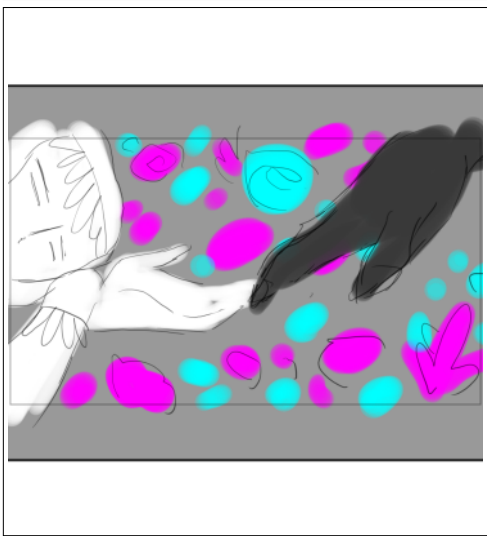
Seq	Scene	Panel
10	169	2



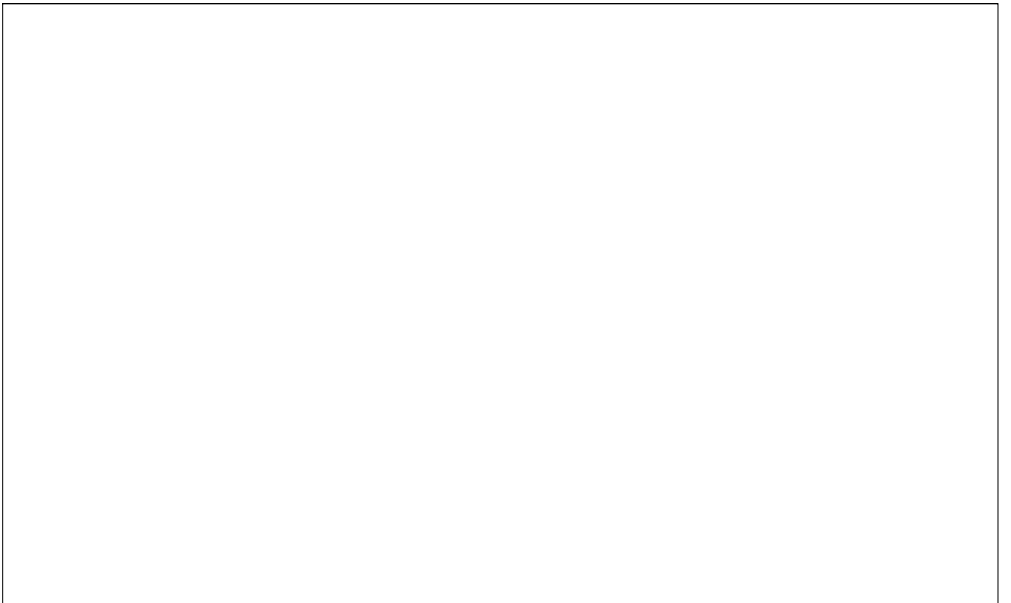
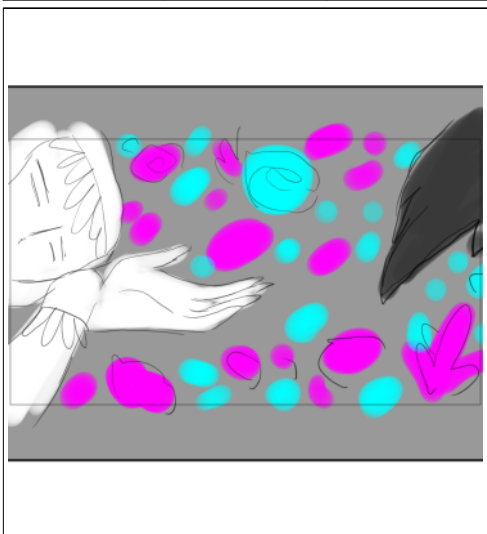
Seq	Scene	Panel
10	169	3



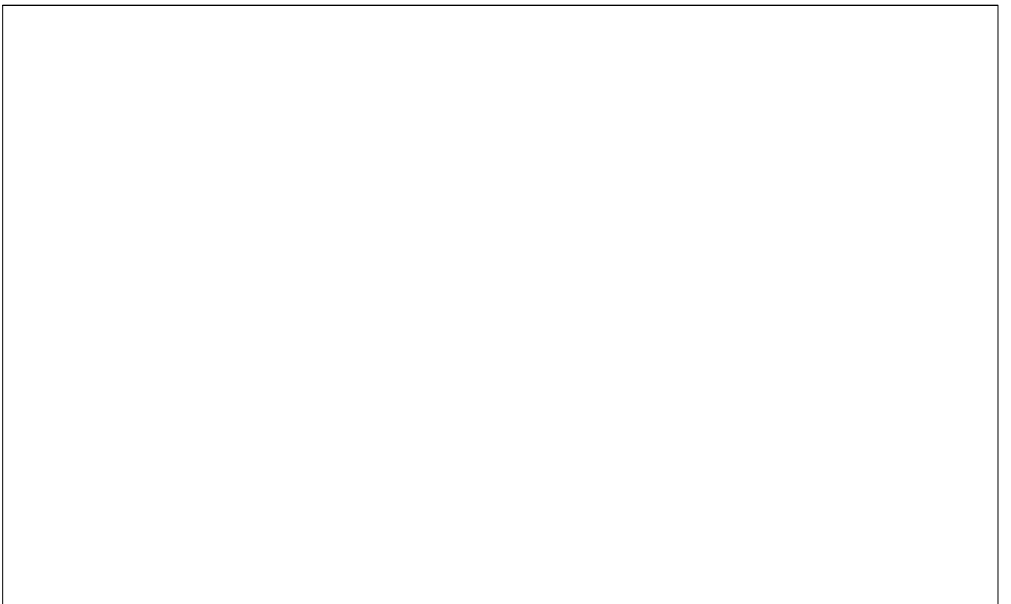
Seq	Scene	Panel
10	169	4



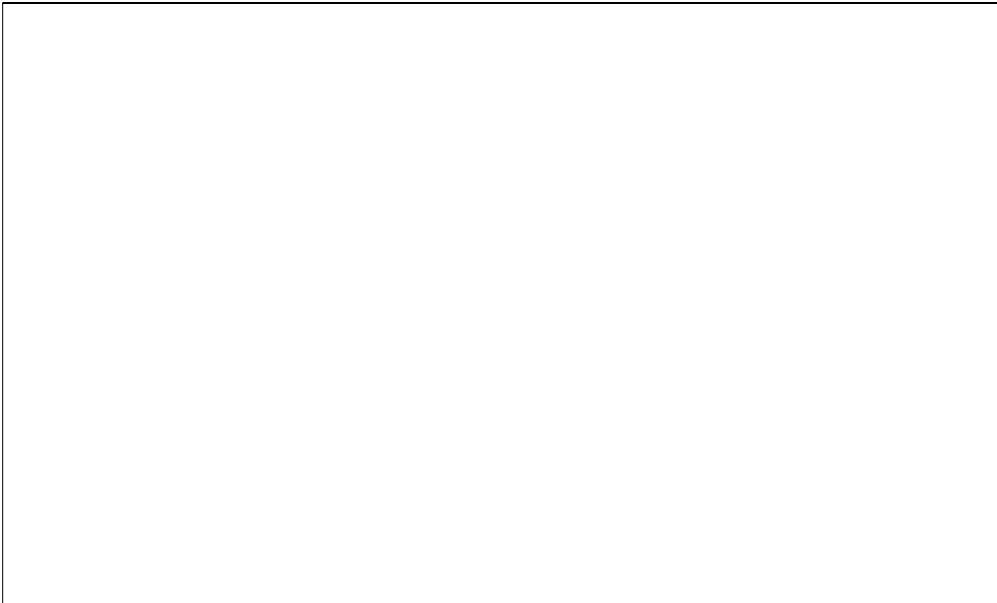
Seq	Scene	Panel
10	169	5



Seq	Scene	Panel
10	170	1



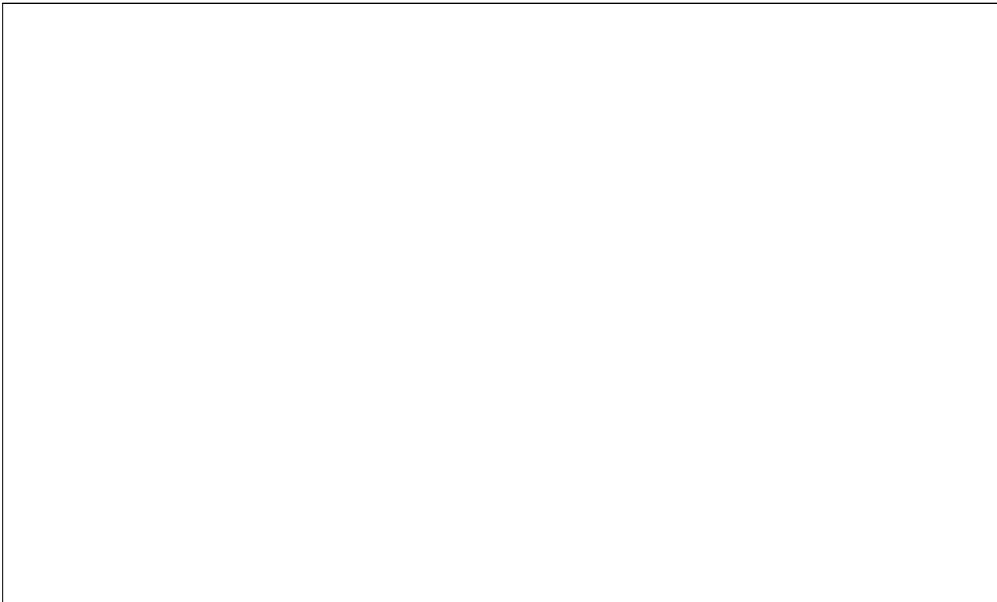
Seq	Scene	Panel
10	170	2



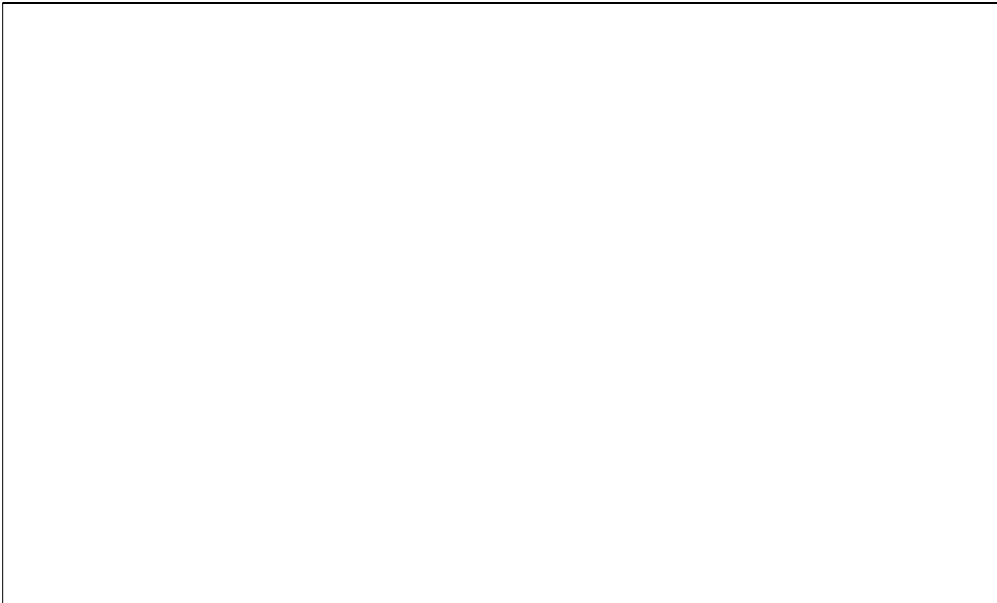
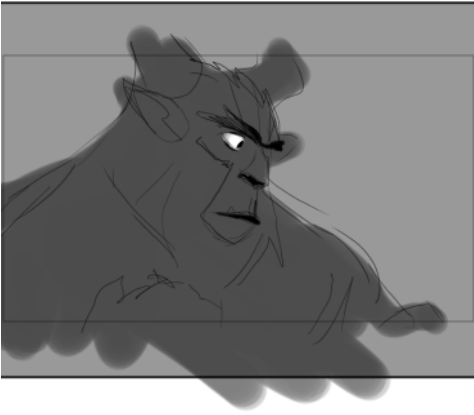
Seq	Scene	Panel
10	170	3



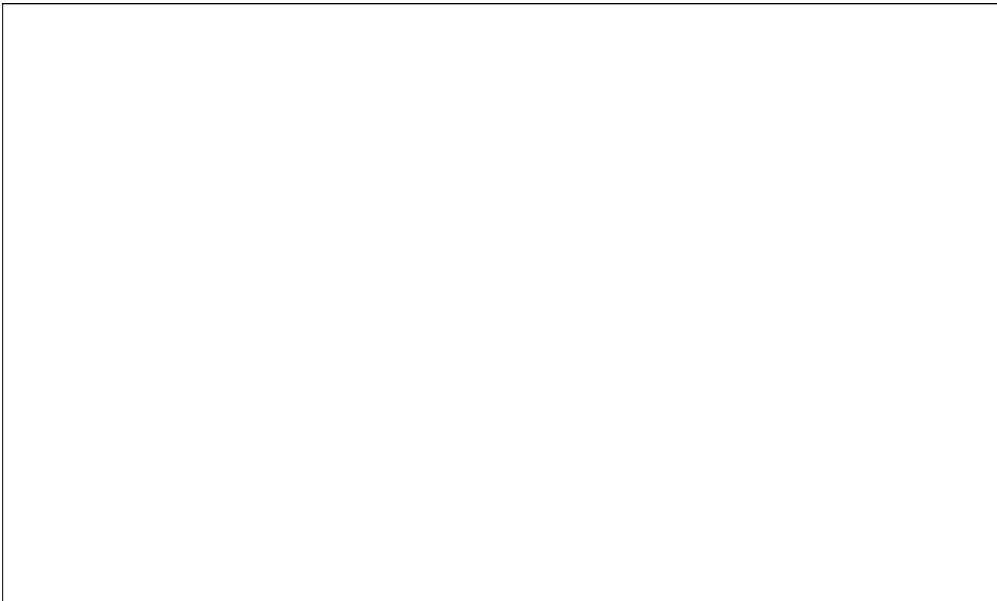
Seq	Scene	Panel
10	170	4



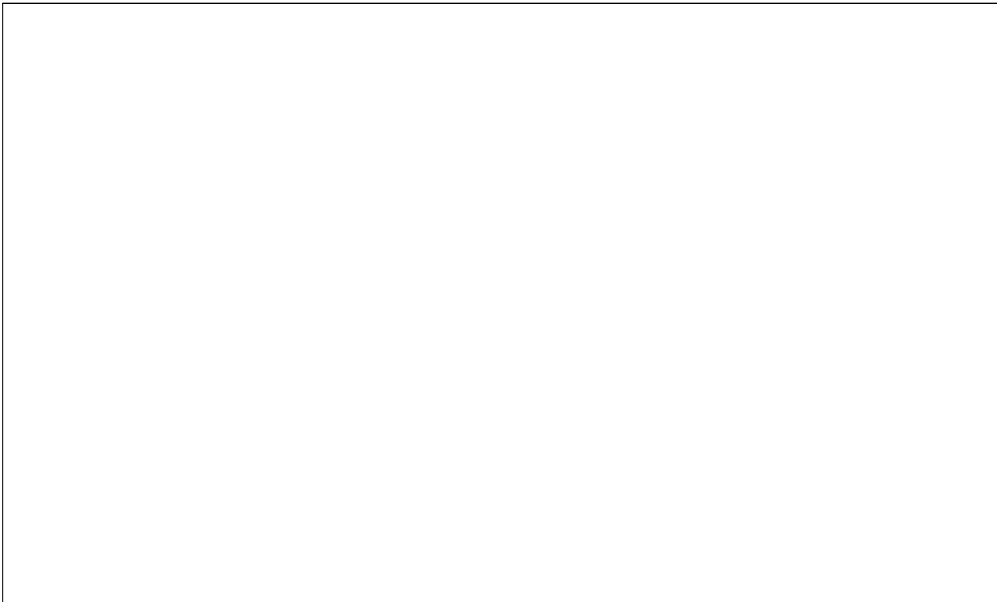
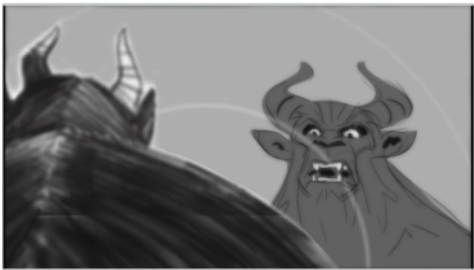
Seq	Scene	Panel
10	170	5



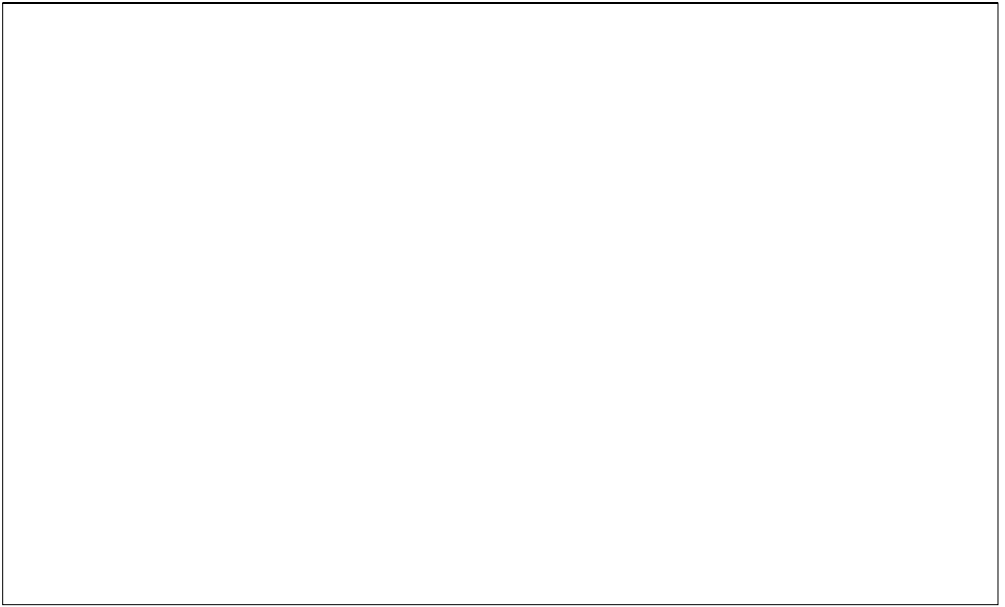
Seq	Scene	Panel
10	171	1



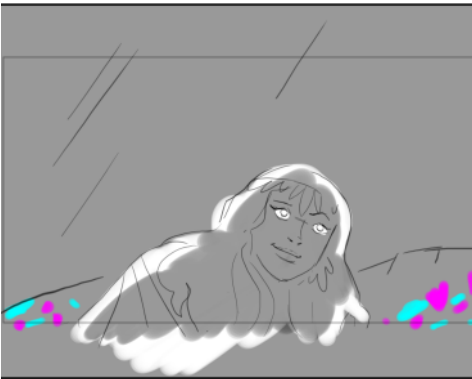
Seq	Scene	Panel
10	171	2



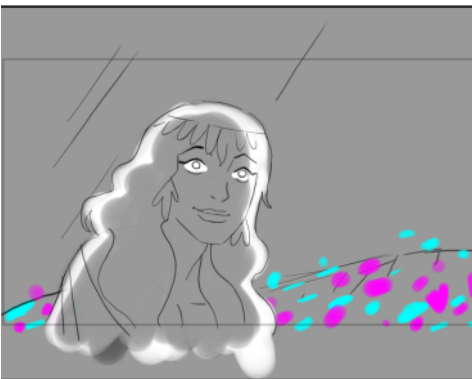
Seq	Scene	Panel
10	172	1



Seq	Scene	Panel
10	173	1



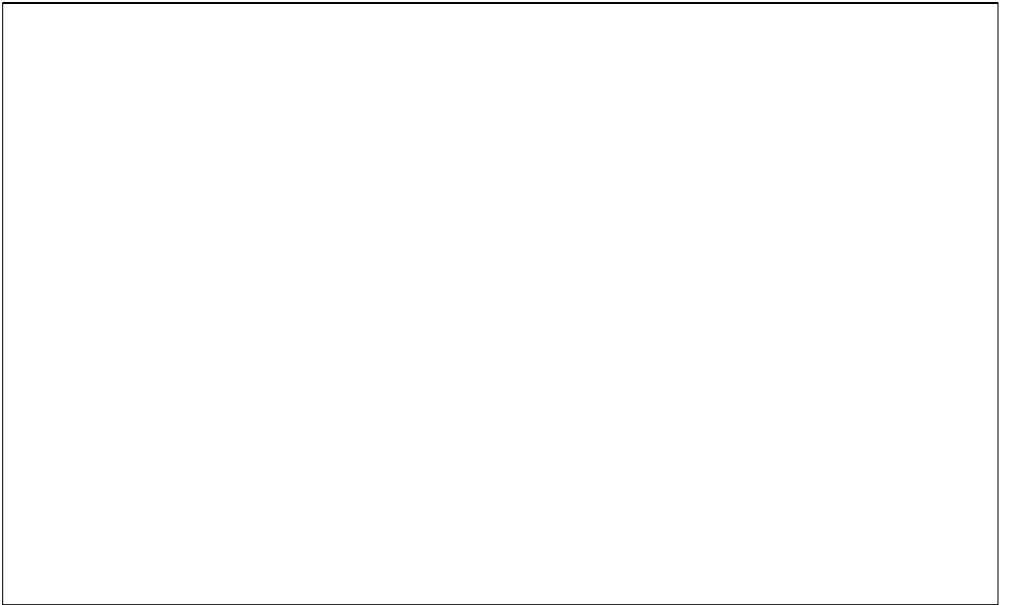
Seq	Scene	Panel
10	173	2



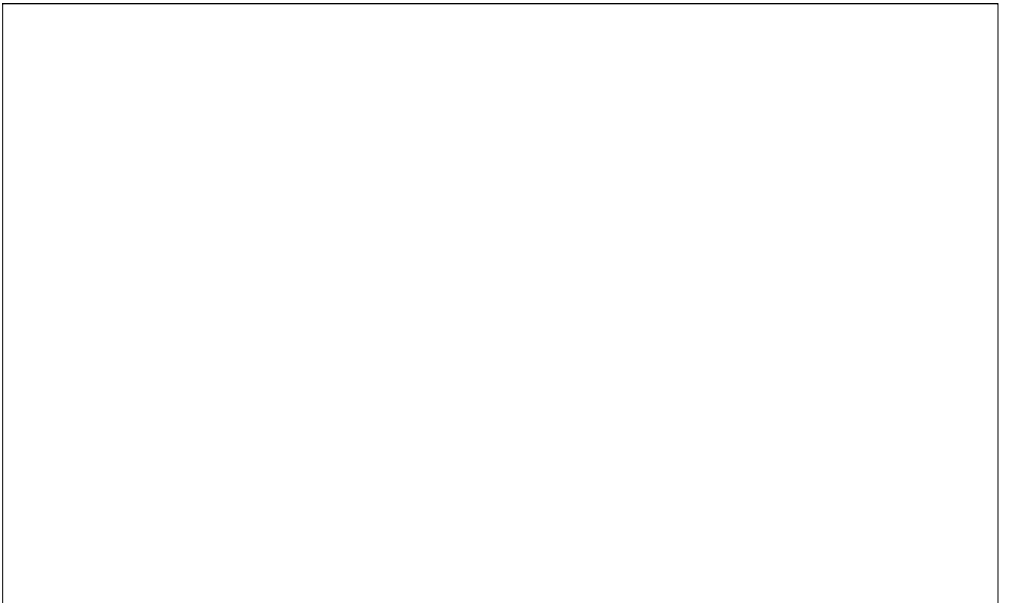
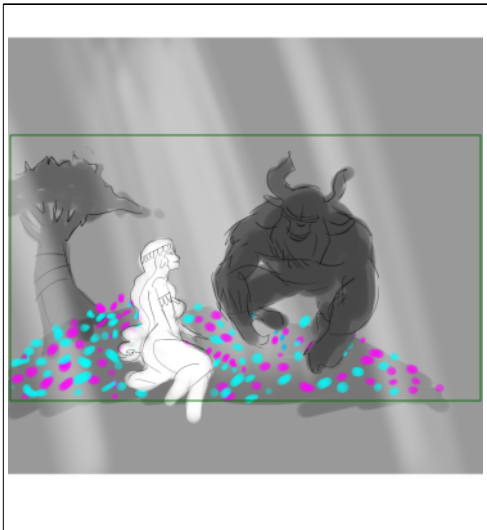
**Action Notes**  
enkidu acaricia torpemente a shamhat



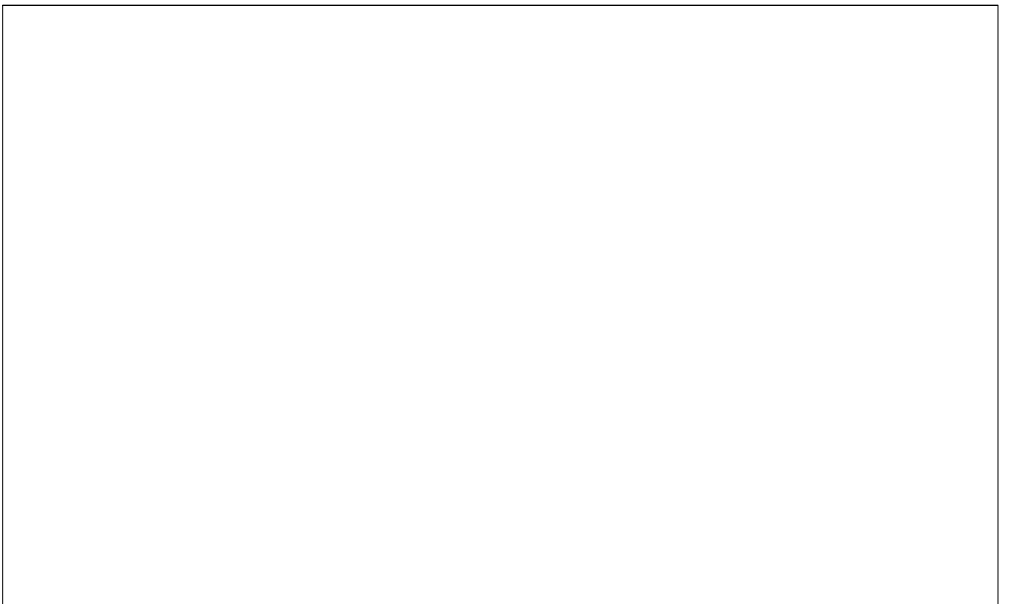
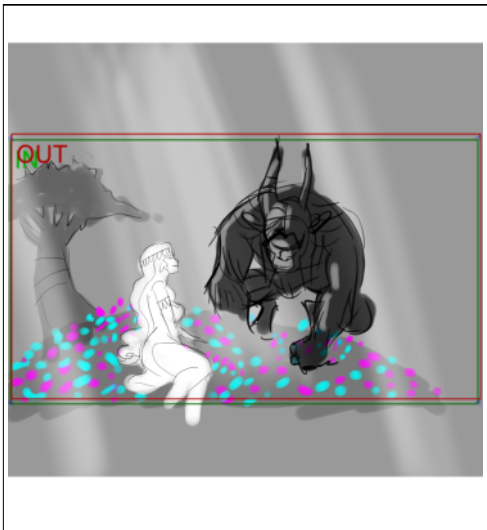
Seq	Scene	Panel
10	174	1



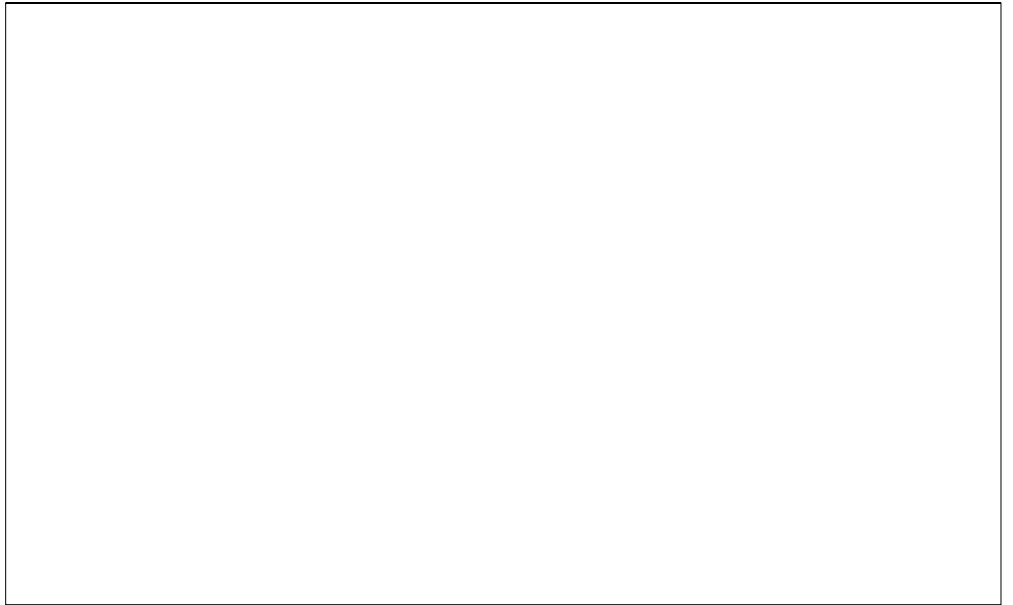
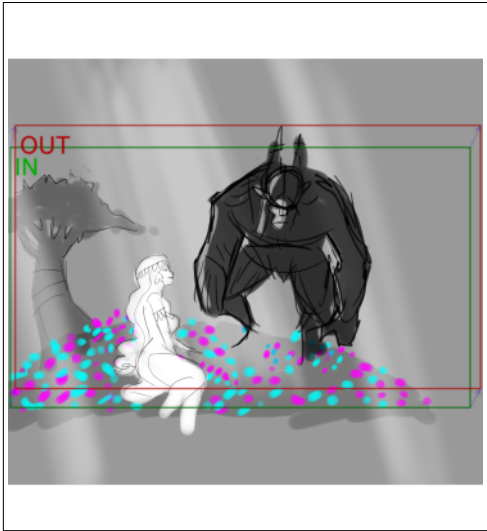
Seq	Scene	Panel
10	175	1



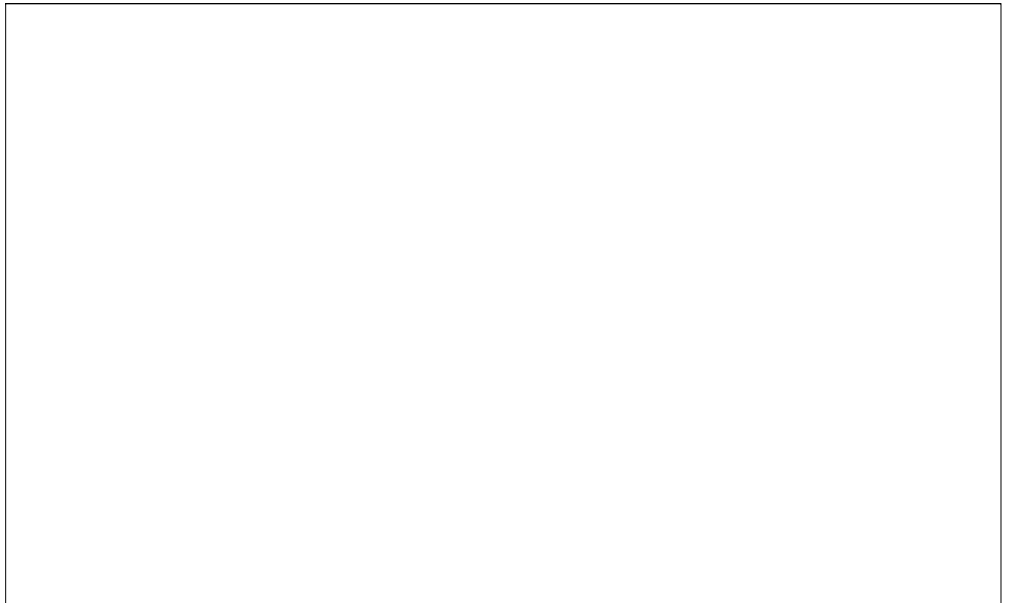
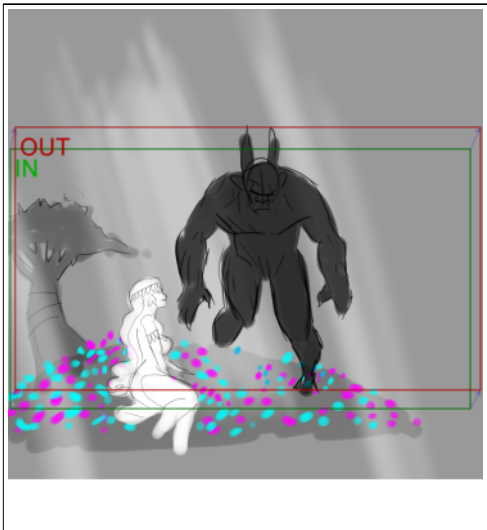
Seq	Scene	Panel
10	175	2



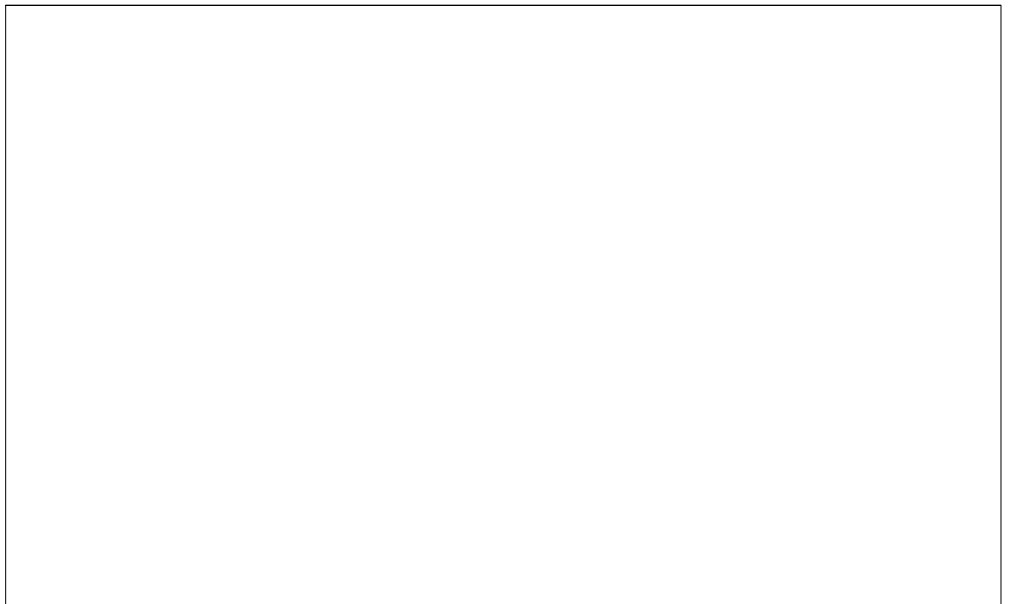
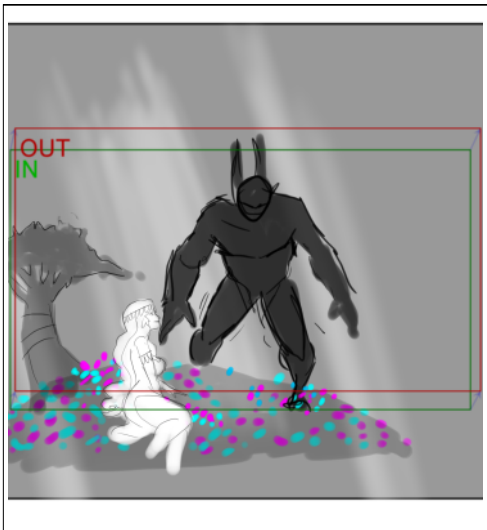
Seq	Scene	Panel
10	175	3



Seq	Scene	Panel
10	175	4



Seq	Scene	Panel
10	175	5



Seq	Scene	Panel
10	176	1



**Dialogue**  
ENKIDU  
Yo soy..

Seq	Scene	Panel
10	176	2



**Dialogue**  
ENKIDU  
Enkidu.