

# PRINCE OF EGYPT

## SEQUENCE 05.7 WORKBOOK

### “HIEROGLYPH NIGHTMARE”

**Time of Day / Weather:**  
Night / Nightmarish Weather

**Keys:**  
NONE

**Same As's**

12 S/A 14.17



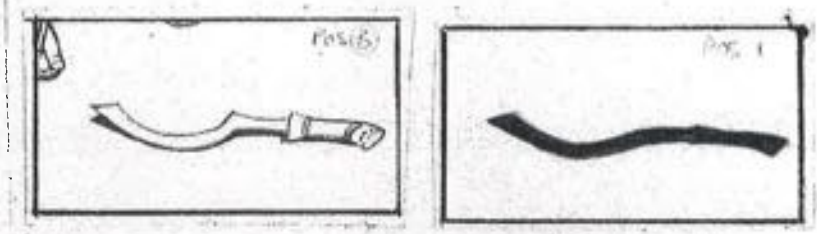
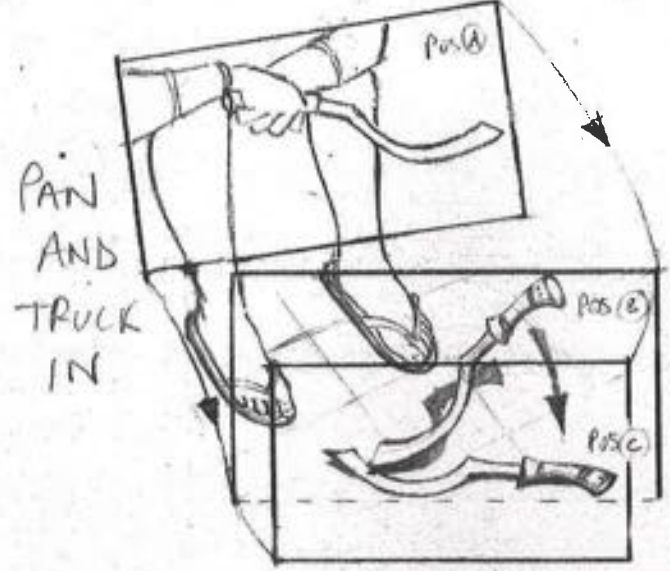
PRINCE OF EGYPT	Scene: 1
Sequence: 05.7	Footage: 23' 02
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE



ANIMATION

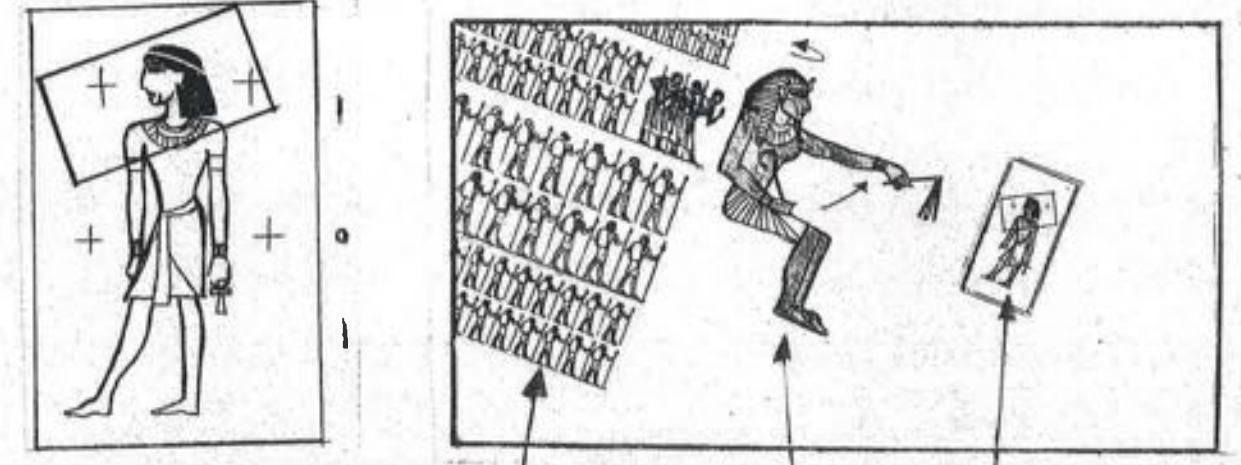
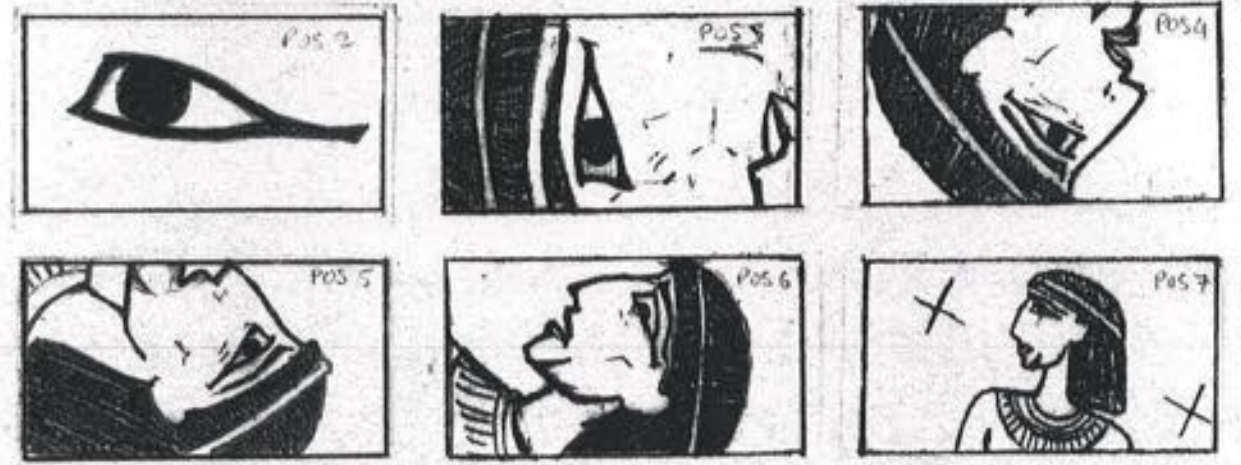
MOSES FALLS ASLEEP AND DROPS SWORD

SWORD TRANSFORMS TO OPEN EGYPTIAN EYE HIEROGLYPH. EYE IS A VECTOR DRAWING. TAKEN FROM 'BI-PAC' MOSES DRAWING. ANIMATE TRUCK OUT + ROTATION. CAMERA MOVE.

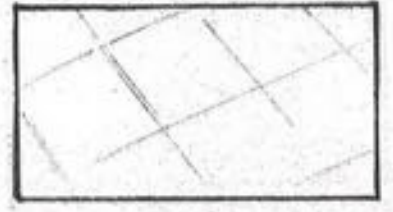


'BI-PAC' MOSES DRAWING

RESIZE + POSITION IN PANEL ON BG. ORIGINAL DRAWING AS BIG AS POSSIBLE ON 16 PPD PAPER.



BACKGROUND FROM SQ 055



MIX / CROSS DISSOLVE TO CG WALL PANEL.



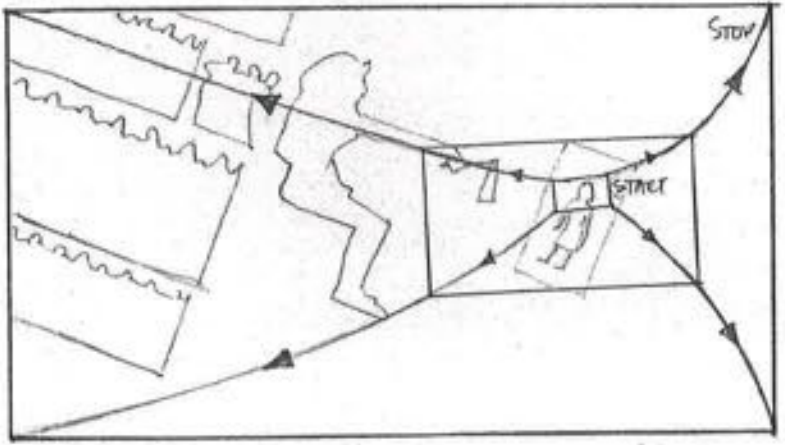
PRINCE OF EGYPT	Scene: 1
Sequence: 05.7	Footage: 23-08
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE

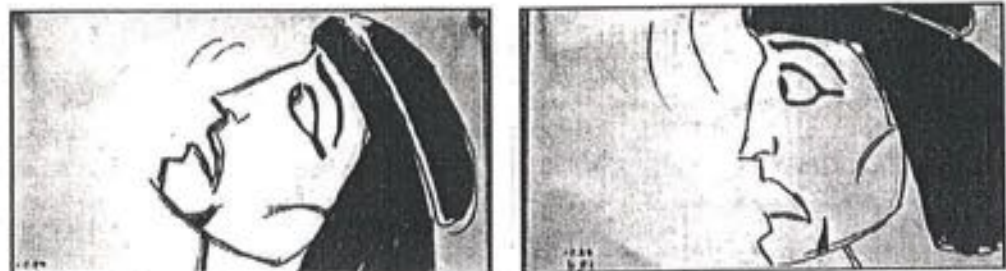
BACKGROUND  
 PAINTED AND  
 MAPPED IN  
 ANIMATION AREAS

CG PANEL



CAMERA

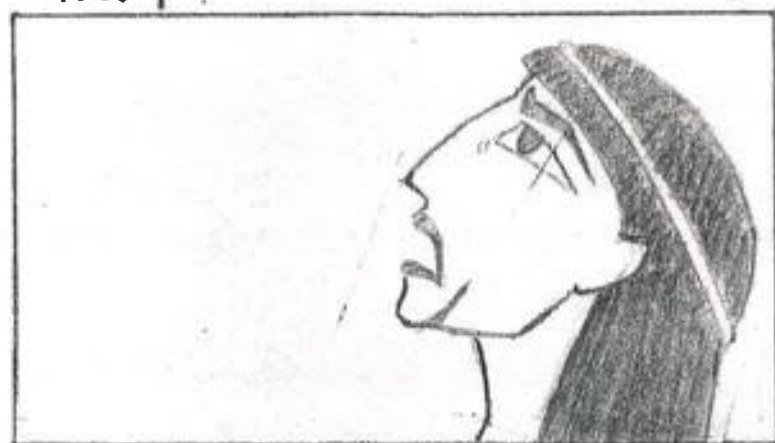




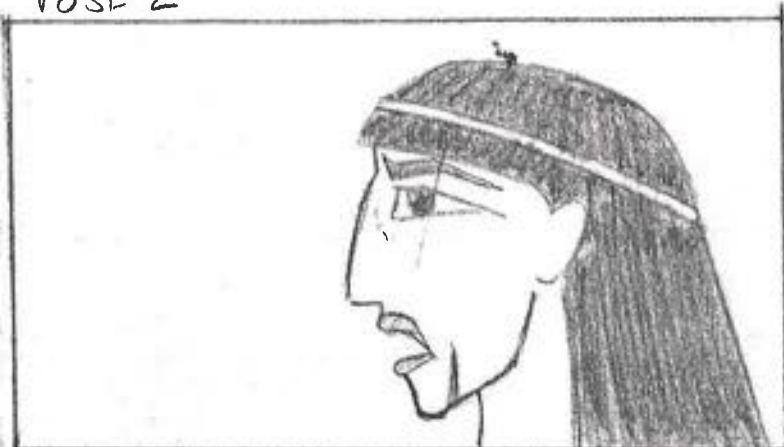
<b>PRINCE OF EGYPT</b>	Scene: 2
Sequence: 05.7	Footage: 1'03"
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE

ANIMATION

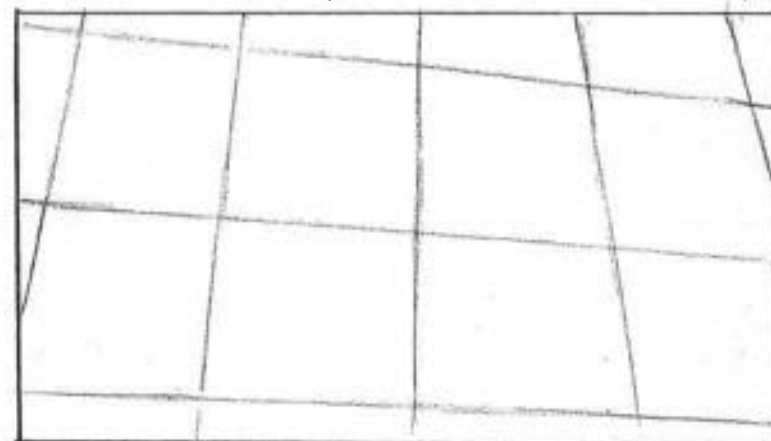
POSE 1



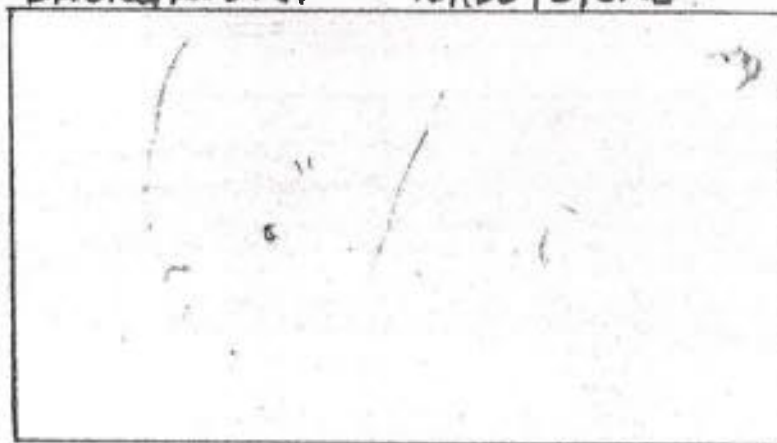
POSE 2



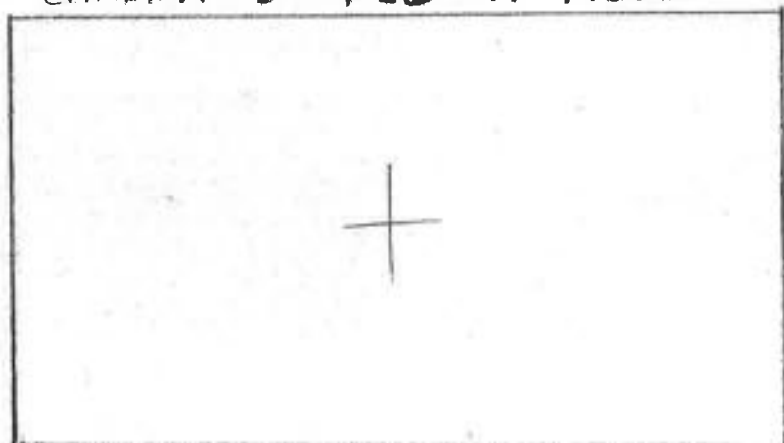
PERSPECTIVE GRID - POSSIBLE SLIGHT UPSHOT



BACKGROUND - WALL/STONE



CAMERA - LOCKED OFF FIELD





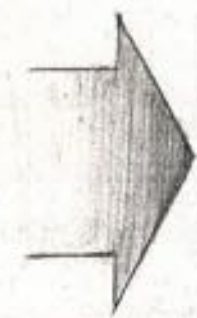
<b>PRINCE OF EGYPT</b>		Scene: 3
Sequence: 0.57	Footage: 6' 14"	
Title: HIEROGLYPH NIGHTMARE		Artist: CLIVE

ANIMATION

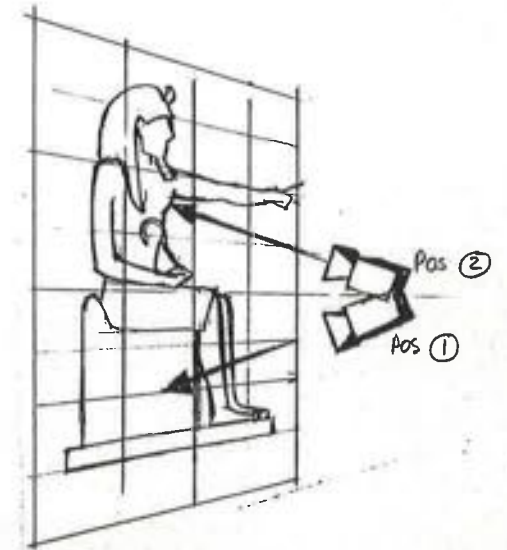
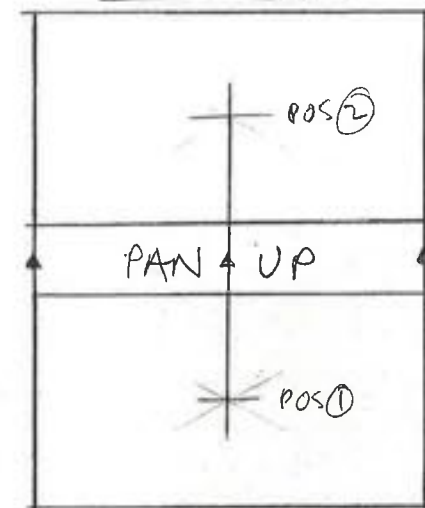
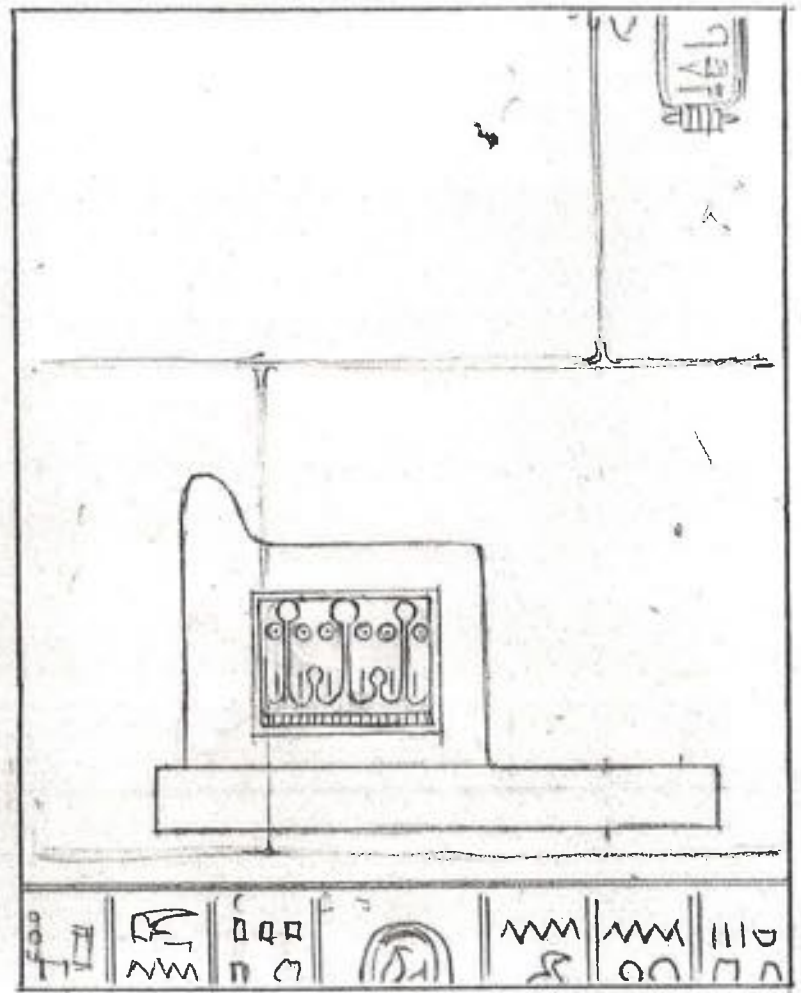
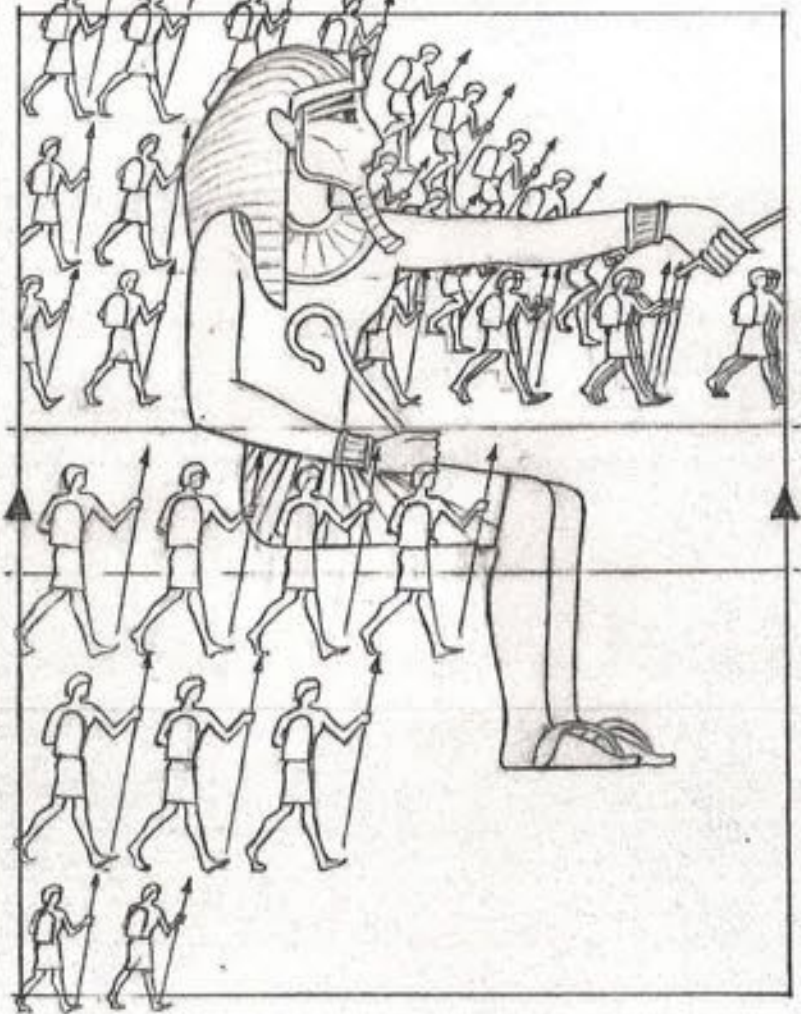
SETI -  
HELD LEVEL

BACKGROUND

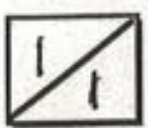
CAMERA

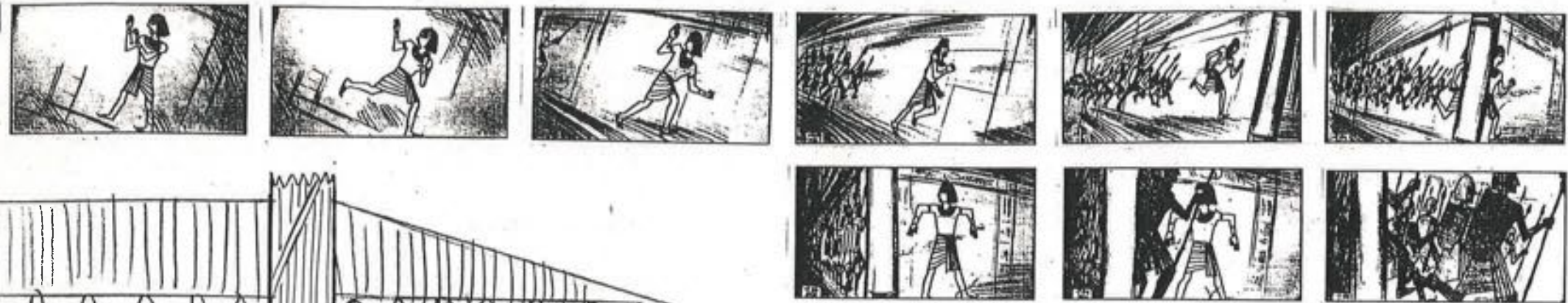


SOLDIERS  
ANIMATE  
ACROSS  
SCENE

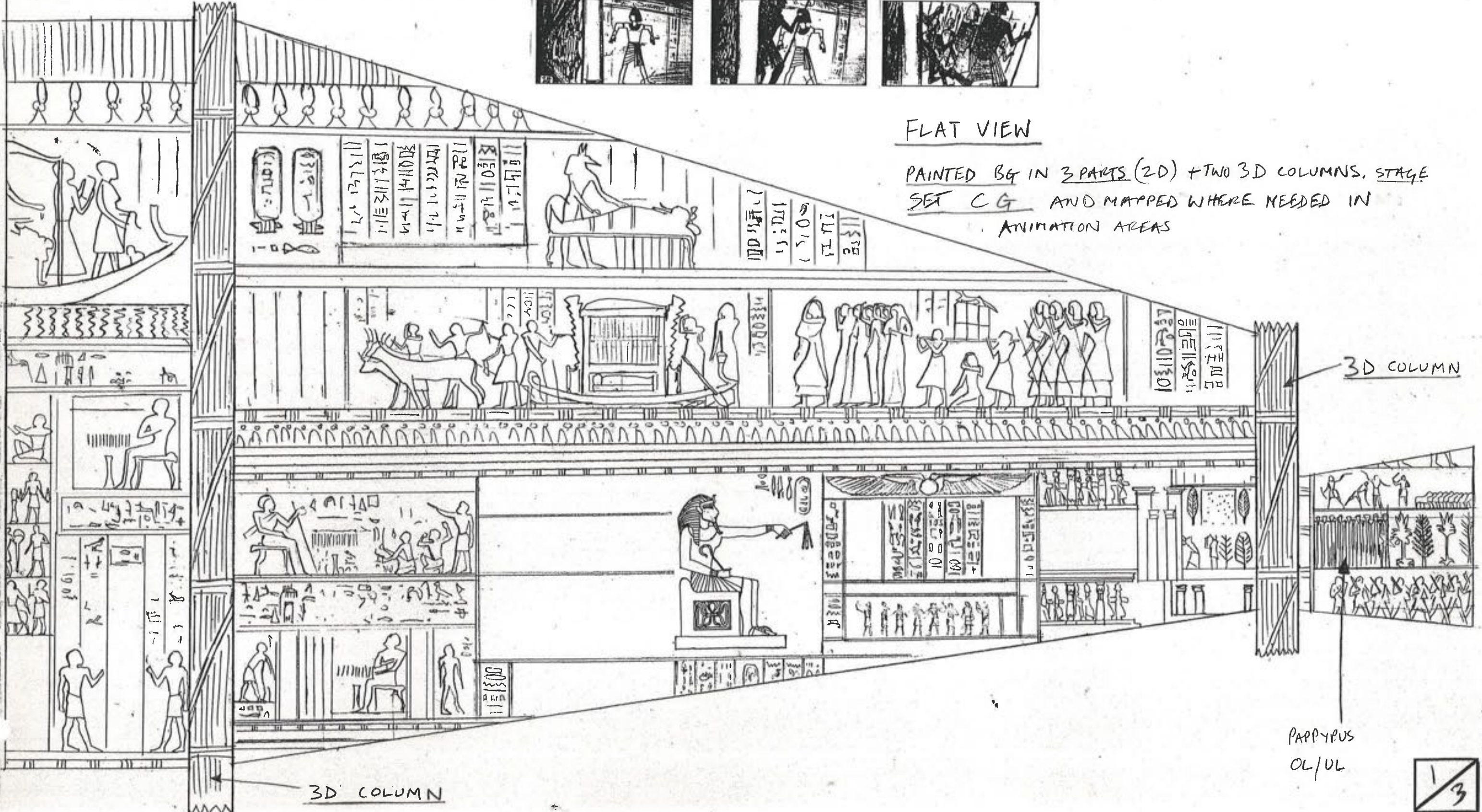


TONAL:  
LIGHTING DIRECTION





<b>PRINCE OF EGYPT</b>	Scene: 4
Sequence: 05.7	Footage: 8'06"
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE



FLAT VIEW

PAINTED BG IN 3 PARTS (2D) + TWO 3D COLUMNS. STAGE SET CG AND MAPPED WHERE NEEDED IN ANIMATION AREAS

3D COLUMN

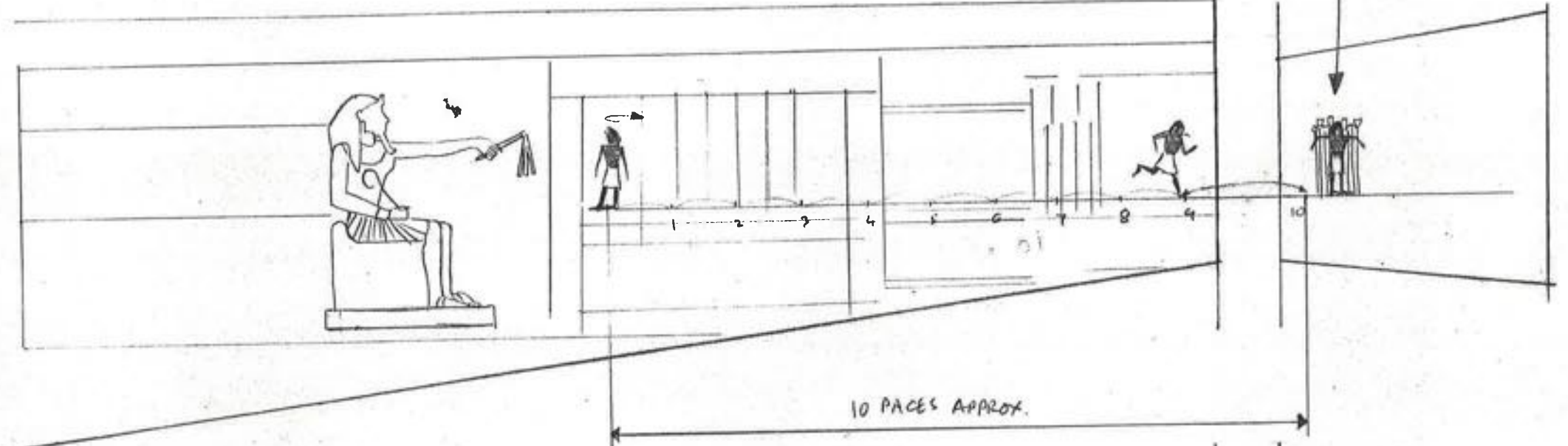
3D COLUMN

PAPYRUS  
OL/UL



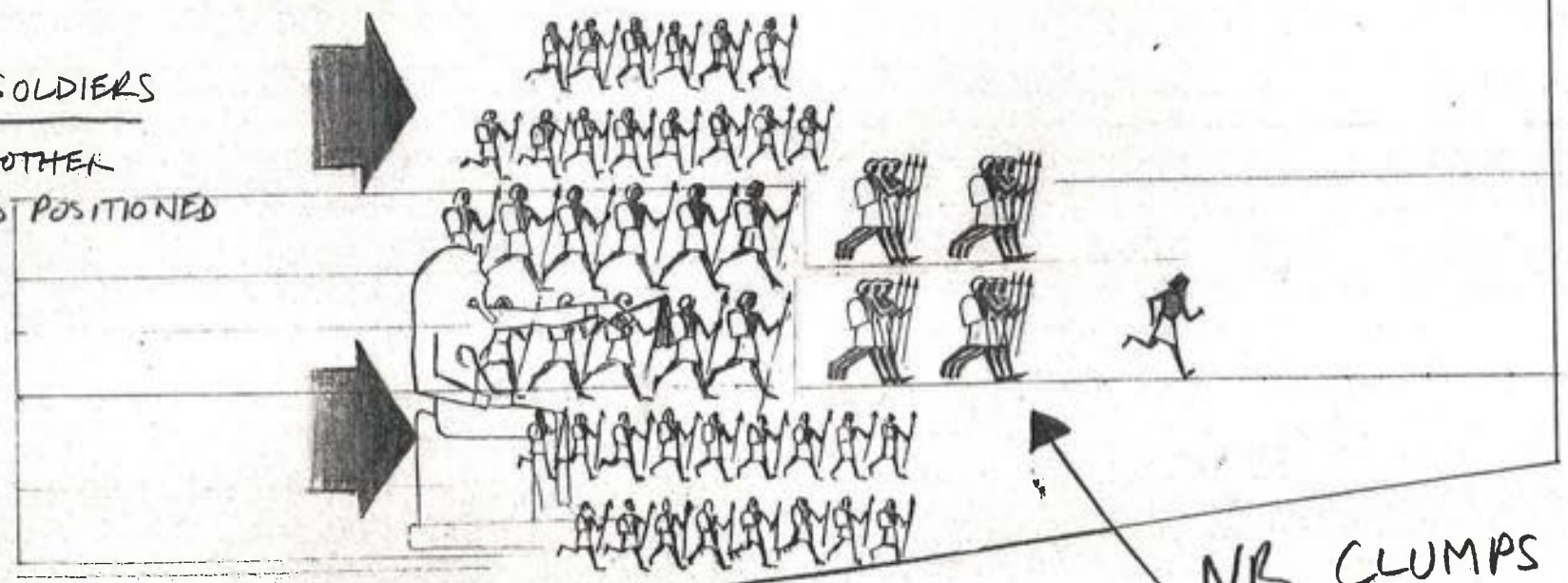
<b>PRINCE OF EGYPT</b>	Scene: 4
Sequence: 05.7	Footage: 8-06
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE

ANIMATION - MOSES  
 TURNS + RUNS - ANIM. CYCLE RESIZED AND  
 POSITIONED ON BG



ANIMATION - SOLDIERS

SOLDIERS - CLONES OF EACH OTHER  
 ANIM. CYCLE RESIZED AND POSITIONED  
 ON BG  
 SOLDIERS CHASE MOSES.

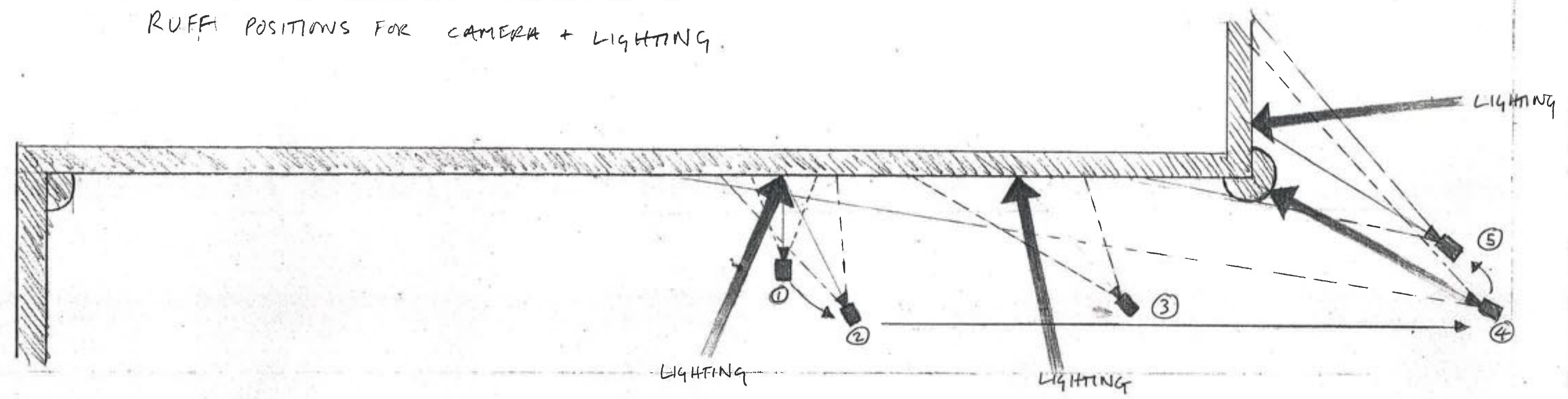


NB CLUMPS  
 OF SOLDIERS.  
 LIKE THIS!

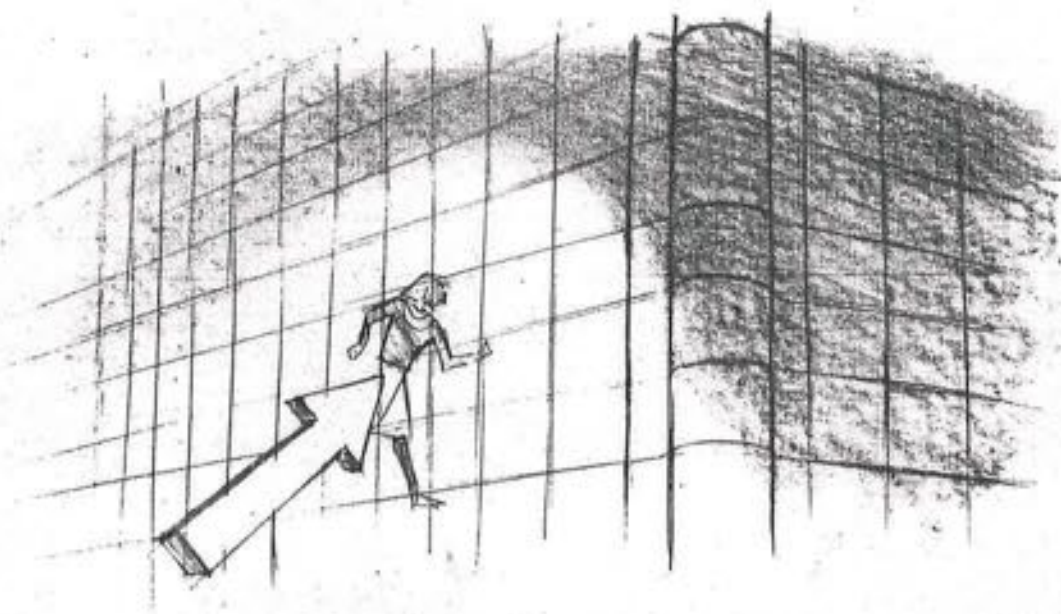
PRINCE OF EGYPT	Scene: 4
Sequence: 05.7	Footage: 8-06
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE

CAMERA + LIGHTING      PLAN VIEW

RUFF POSITIONS FOR CAMERA + LIGHTING.

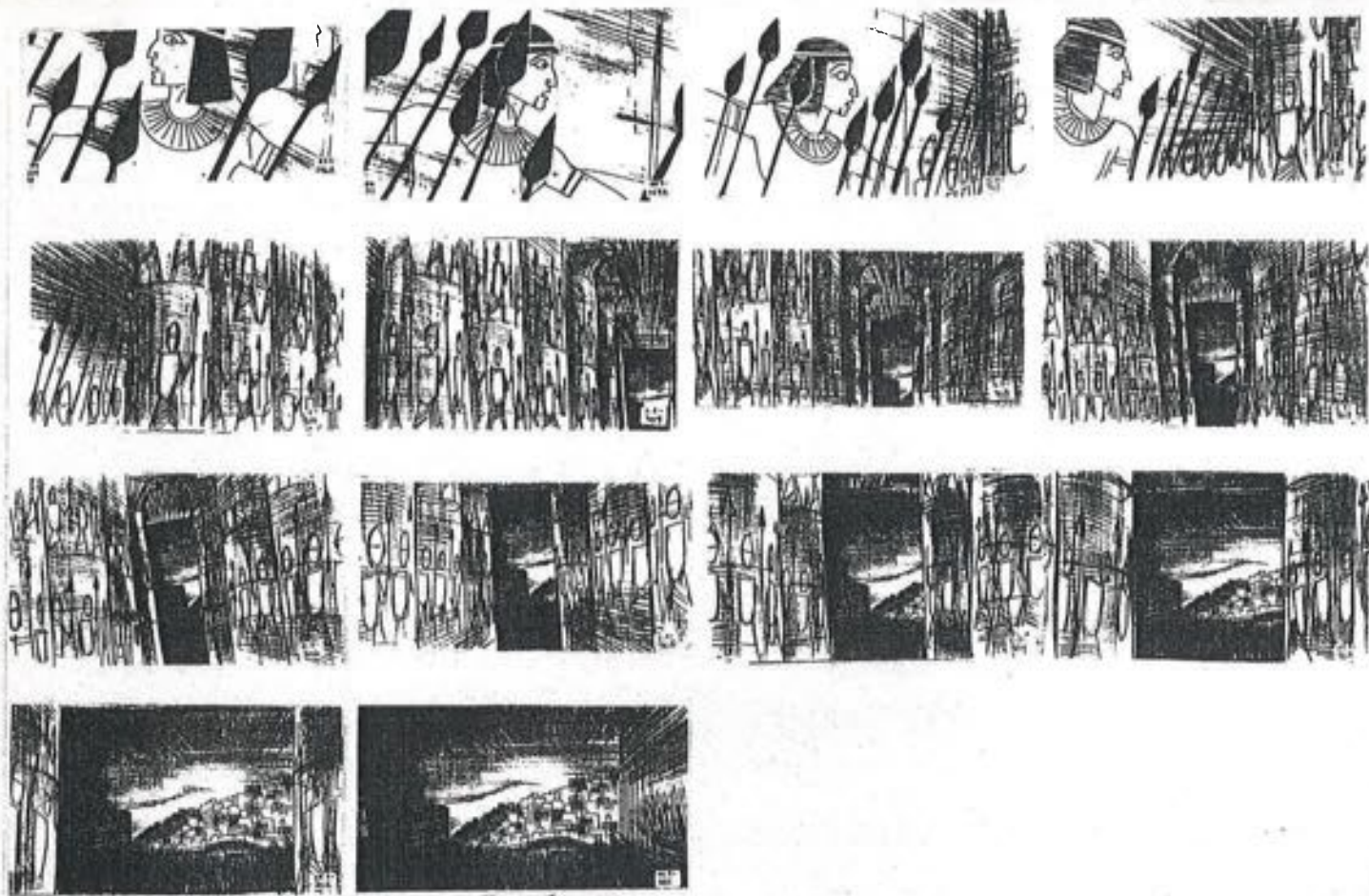


TORCH / SPOT LIGHT  
SLIGHTLY FROM BELOW  
FOLLOWS MOSES ACTION



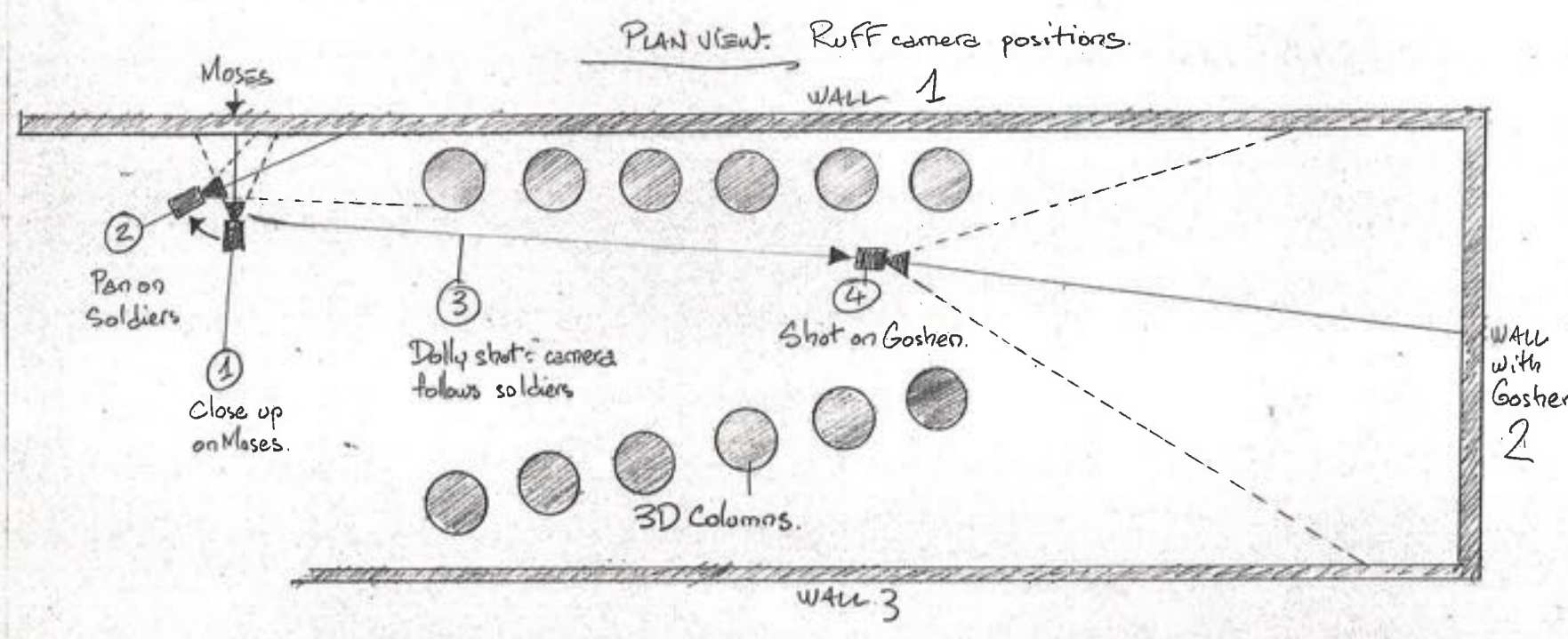
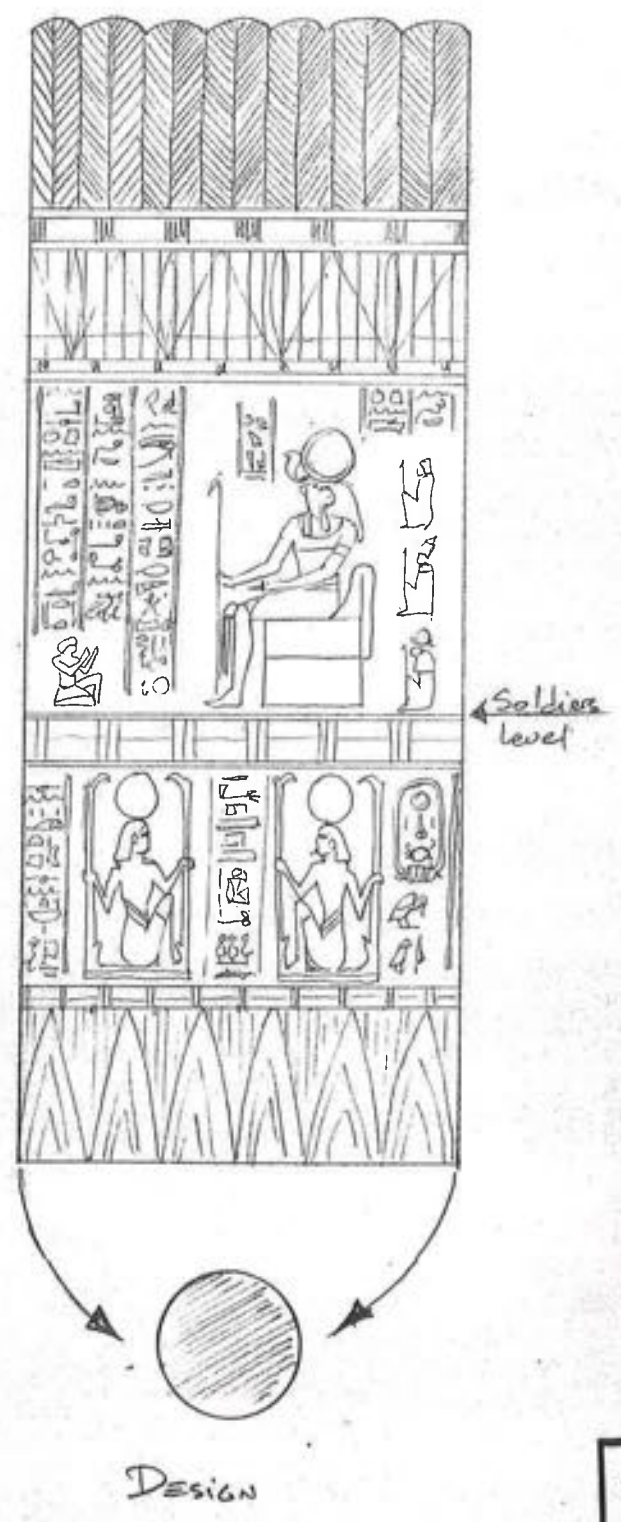
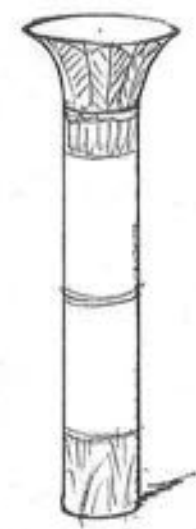


<b>PRINCE OF EGYPT</b>	Scene: 5
Sequence: 0.5.7	Footage: 12'-04
Title: NIGHTMARE	Artist: Jean-Luc

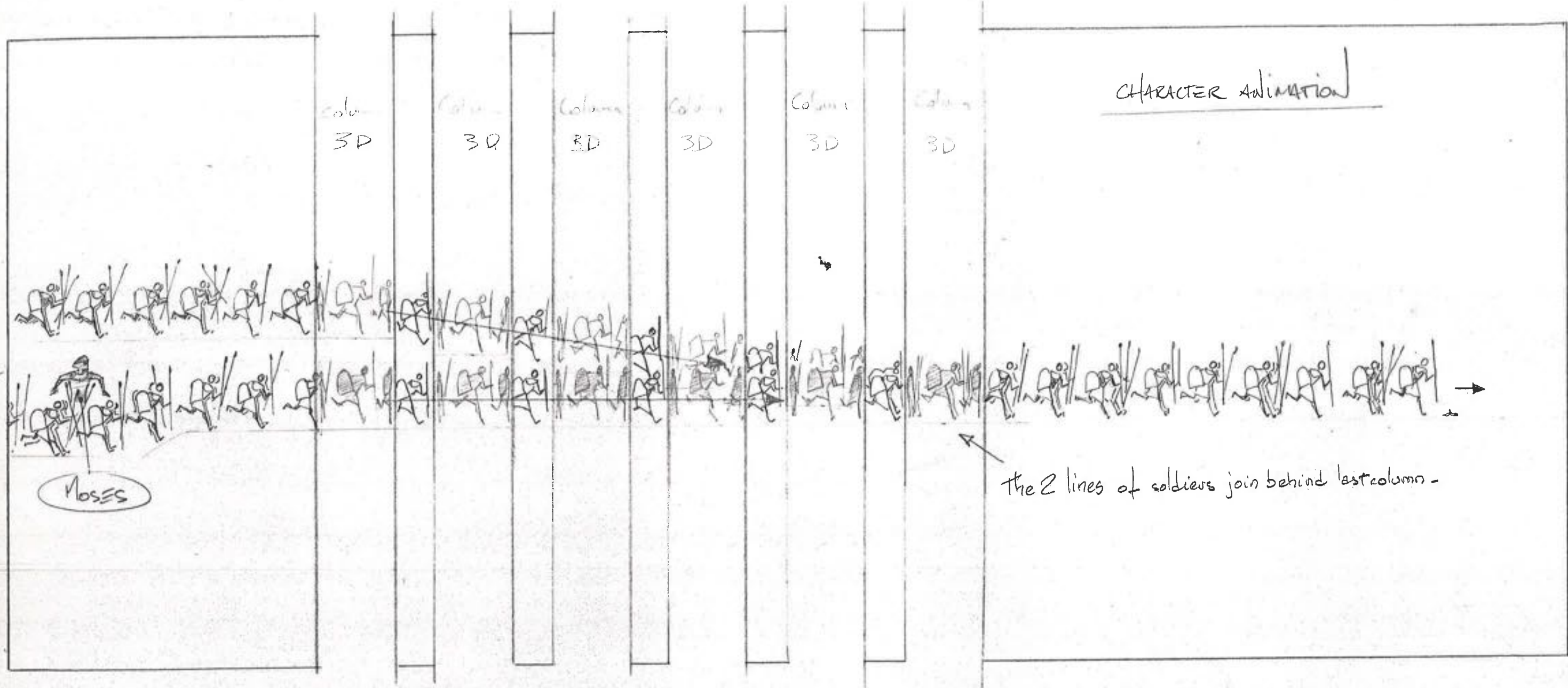


3D Columns

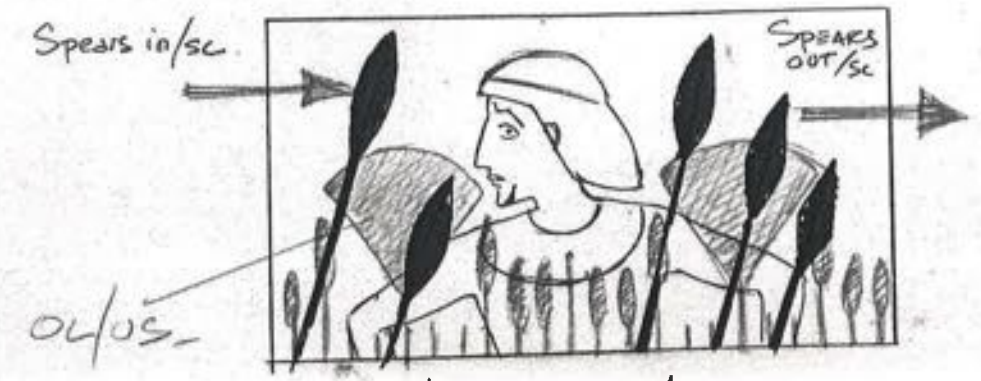
Columns with Capitals -



PRINCE OF EGYPT	Scene: 5.
Sequence: 05.7	Footage: 12-04
Title: HIEROGLYPH NIGHTMARE	Artist: Steve



MOSES ANIMATION

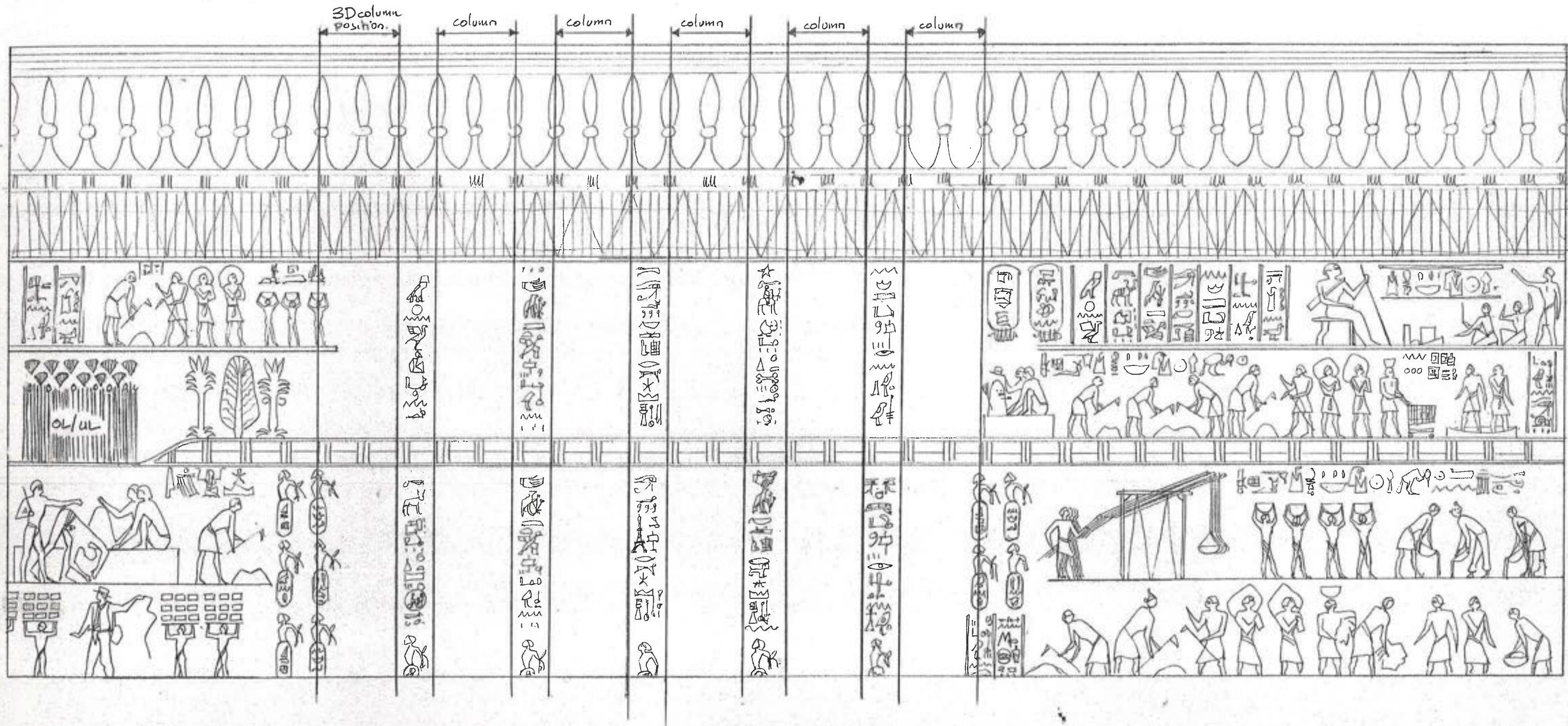


MOSES POSE 1



MOSES POSE 2

PRINCE OF EGYPT	Scene: 5
Sequence: 05.7	Footage: 12-04
Title: HIEROGLYPH NIGHTMARE	Artist: J. Lor

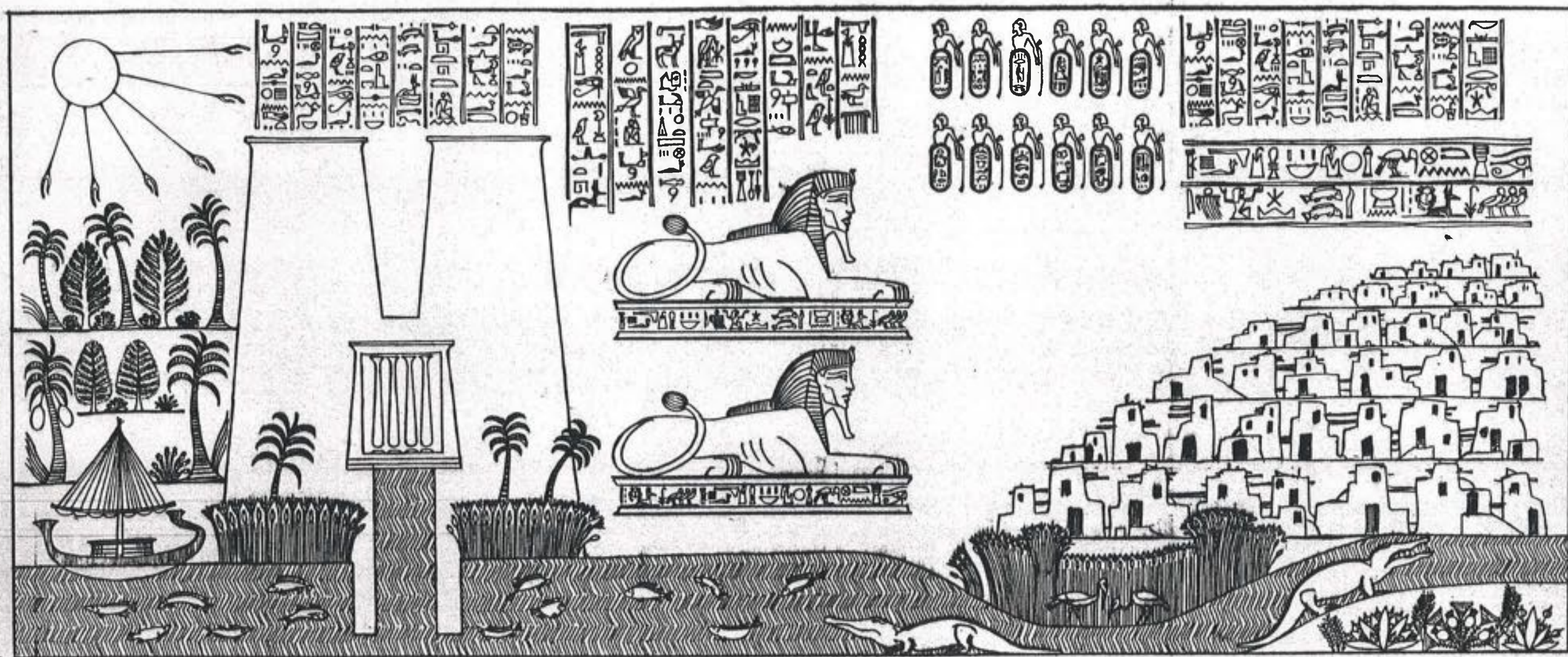


WALL 1

Background

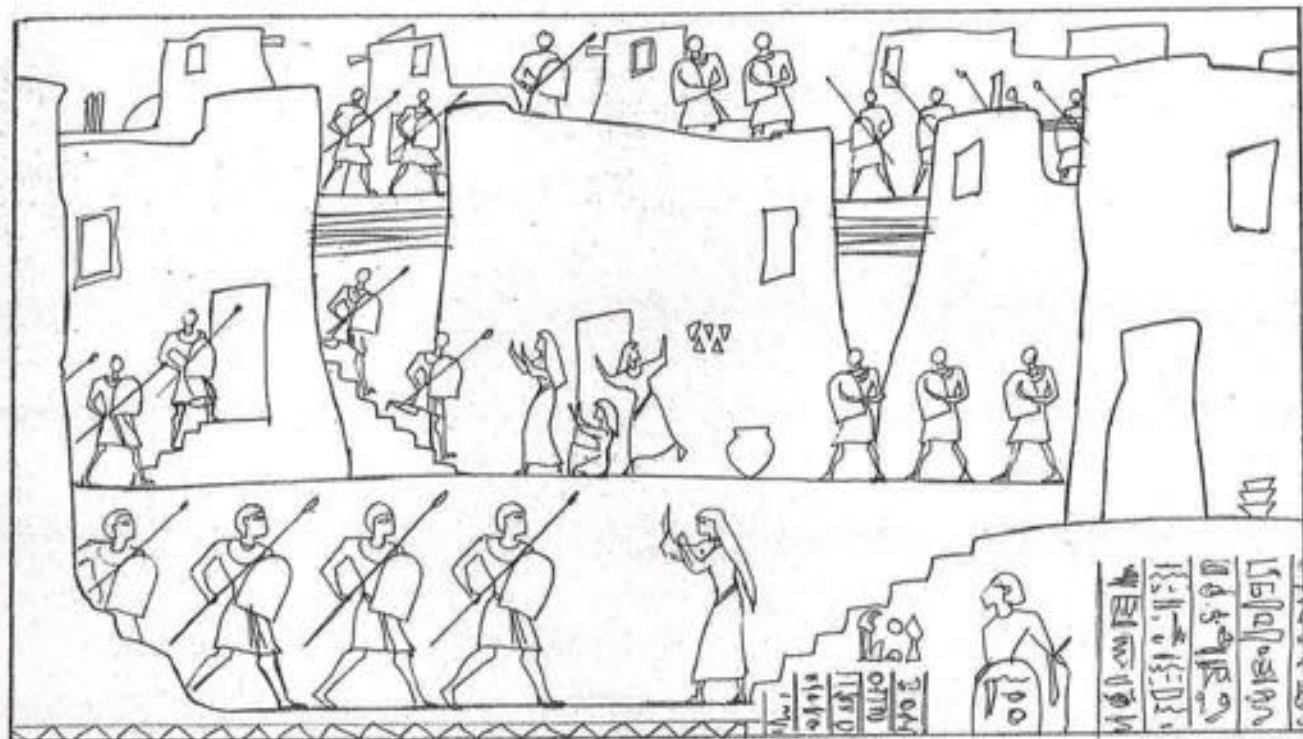
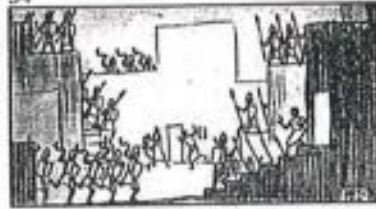
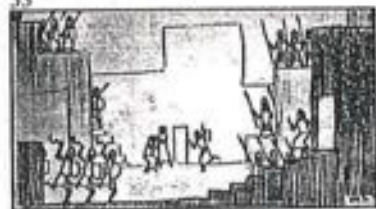
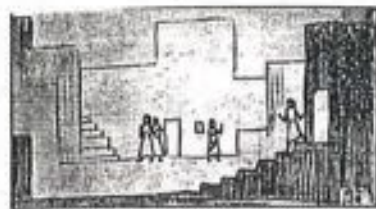
Same BG flop for 3rd wall 3D

PRINCE OF EGYPT	Scene: 5
Sequence: 05.7	Footage: 12-04
Title: HERCULES NIGHTMARE	Artist: E

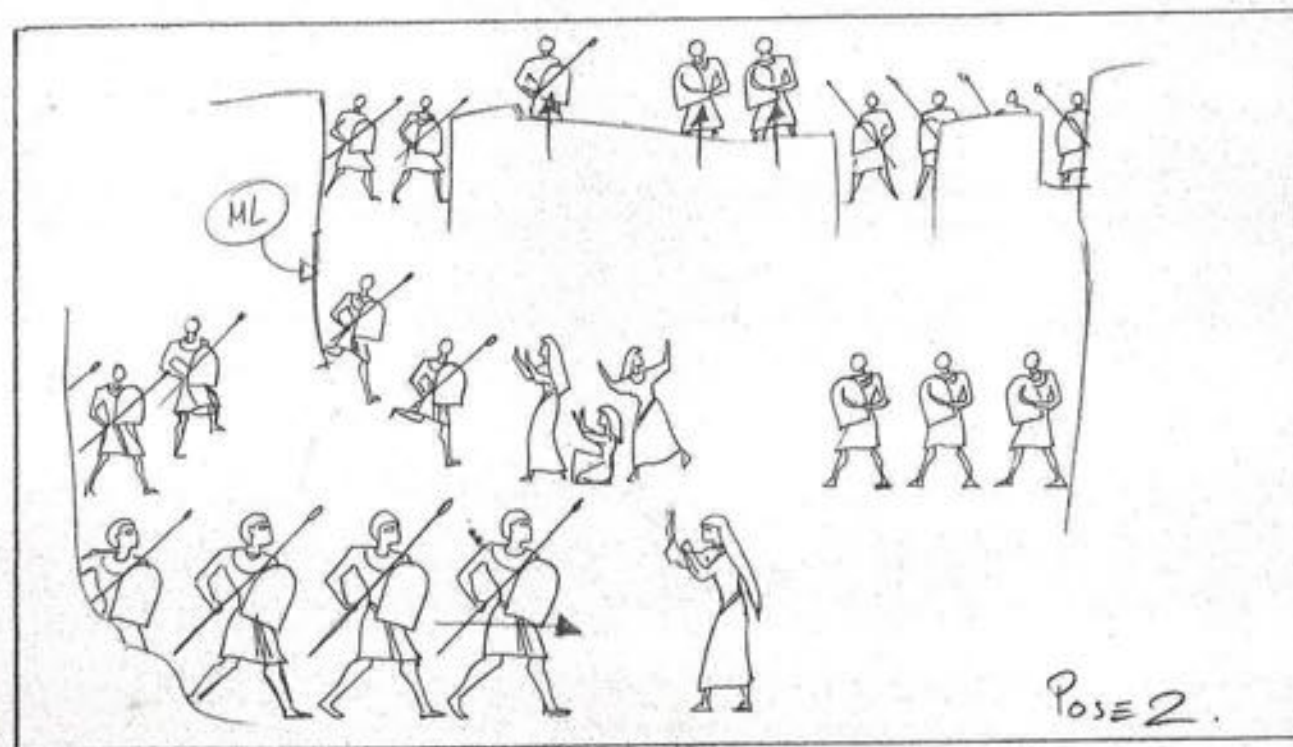
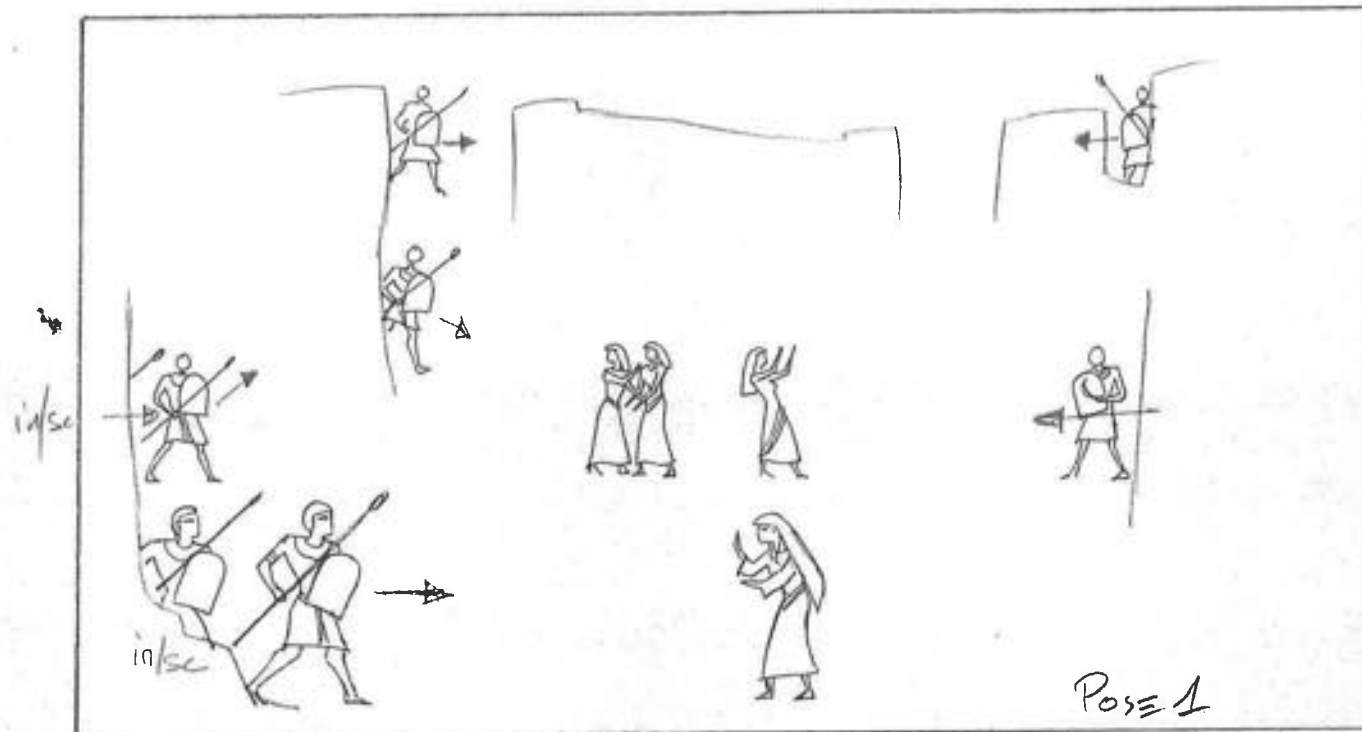


BG Wall 2

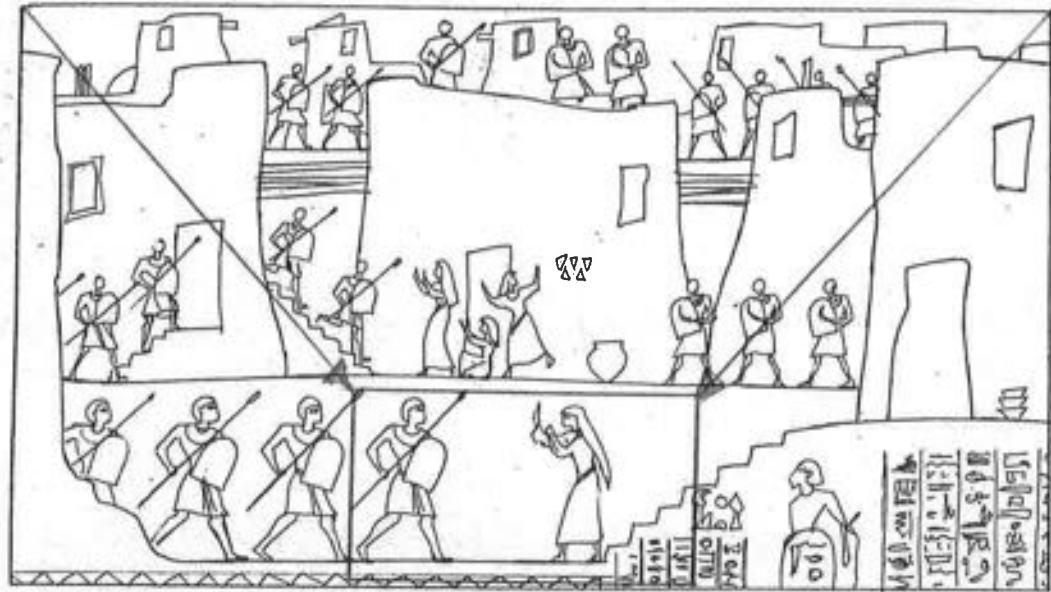
<b>PRINCE OF EGYPT</b>	Scene: 6
Sequence: 05.7	Footage: 5'-10
Title: HIEROGLYPH NIGHTMARE	Artist: Jesus-Lee



GENERAL COMPOSITE

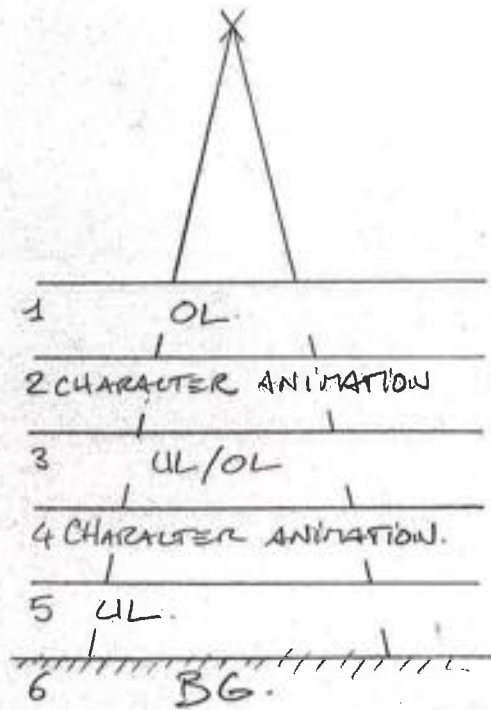


# FIELDING

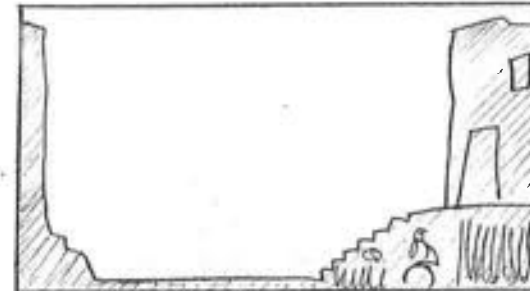


Slam zoom at end of scene.

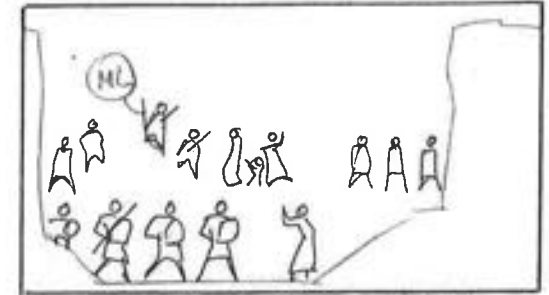
## LEVEL BREAKDOWN



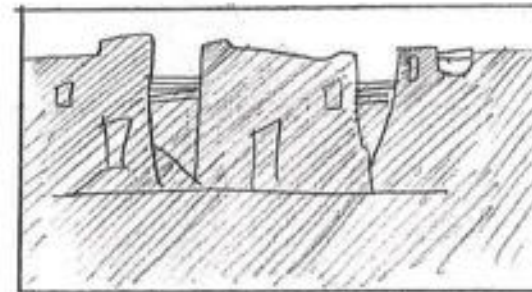
<b>PRINCE OF EGYPT</b>	Scene: 6
Sequence: 0.5.7	Footage: 5-10
Title: Hieroglyph Nightmare	Artist:



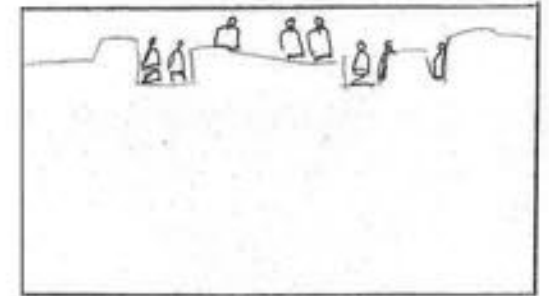
1 OL



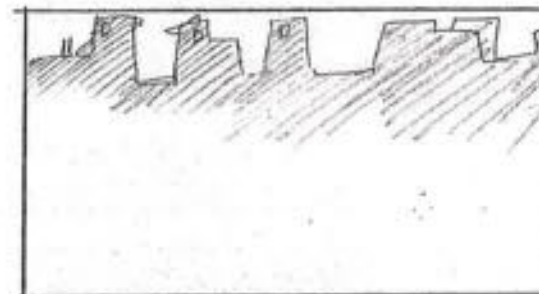
2 CHARACTER ANIMATION



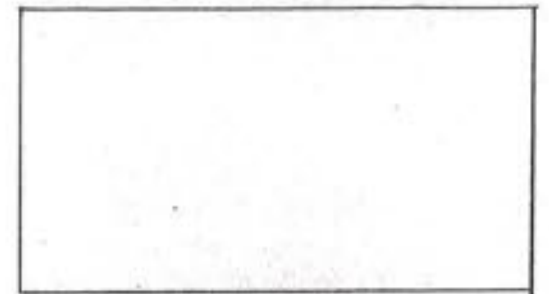
3 UL/OL



4 CHARACTER ANIMATION.

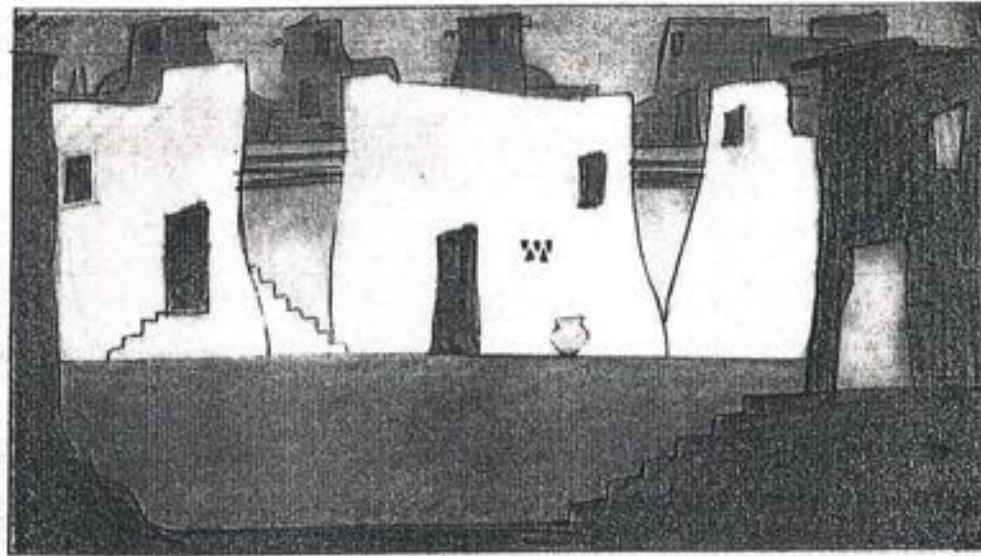


5 UL

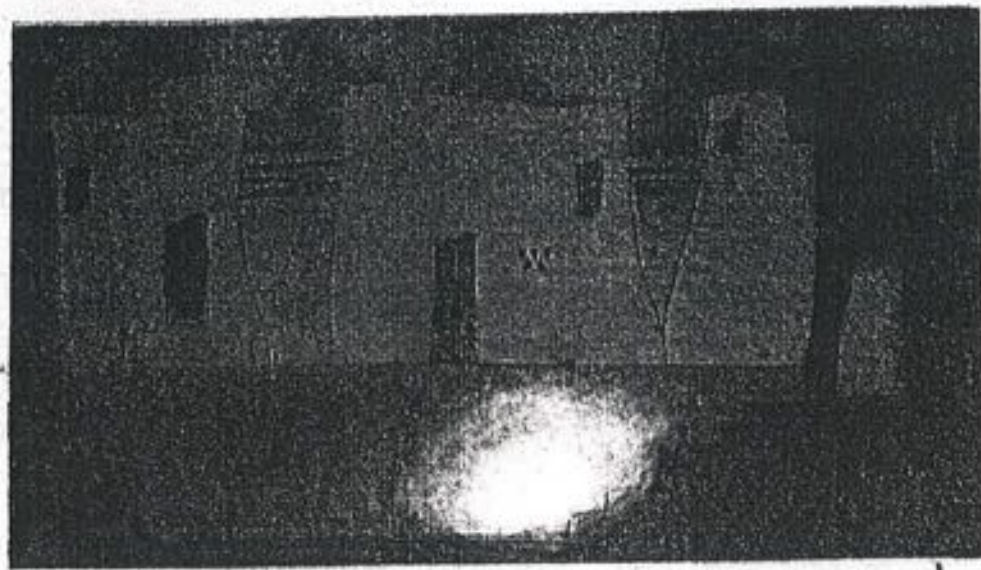


6 BG.

<b>PRINCE OF EGYPT</b>	Scene: 6
Sequence: 05.7	Footage: 5-10
Title: HERODOTUS NIGHTMARE	Artist:



LIGHTING.



3/3

<b>PRINCE OF EGYPT</b>	Scene: 7
Sequence: 05.7	Footage: 9'-13
Title: Hieroglyph Nightmares	Artist: Jean-Luc

SC.7

154A

156A

157



159



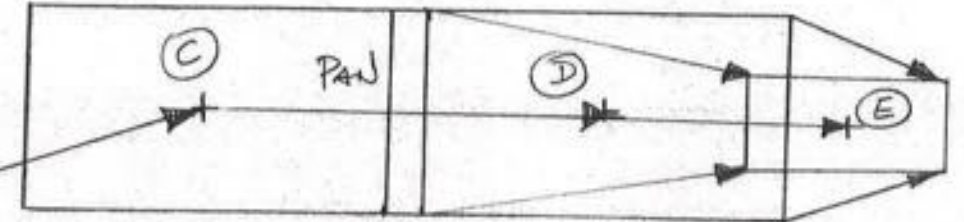
160A



161A



162A

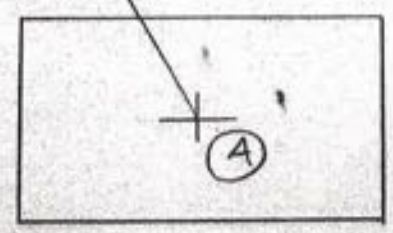
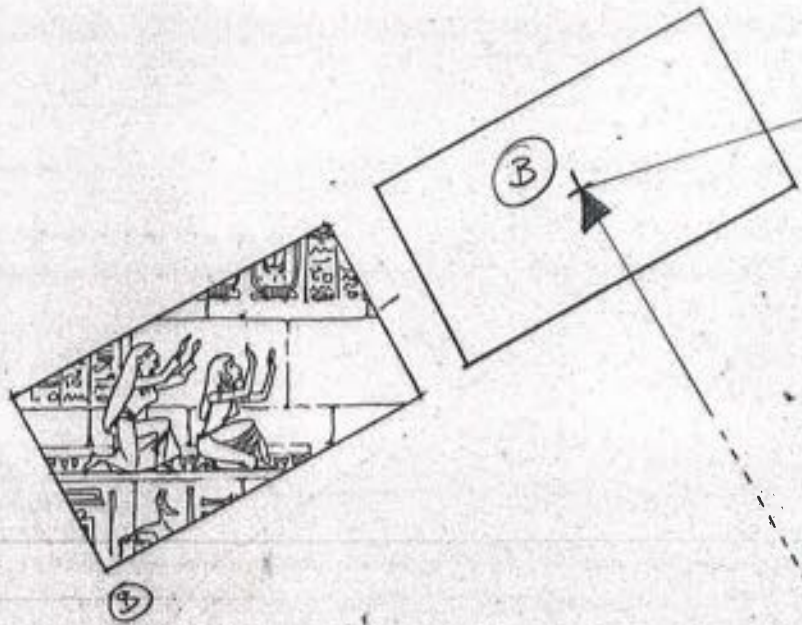


(D) → (E)  
CROSS DISSOLVE



VERY FAST  
REPEAT PAN  
(B) → (C)

VERY FAST  
REPEAT PAN  
from (A) → (B)

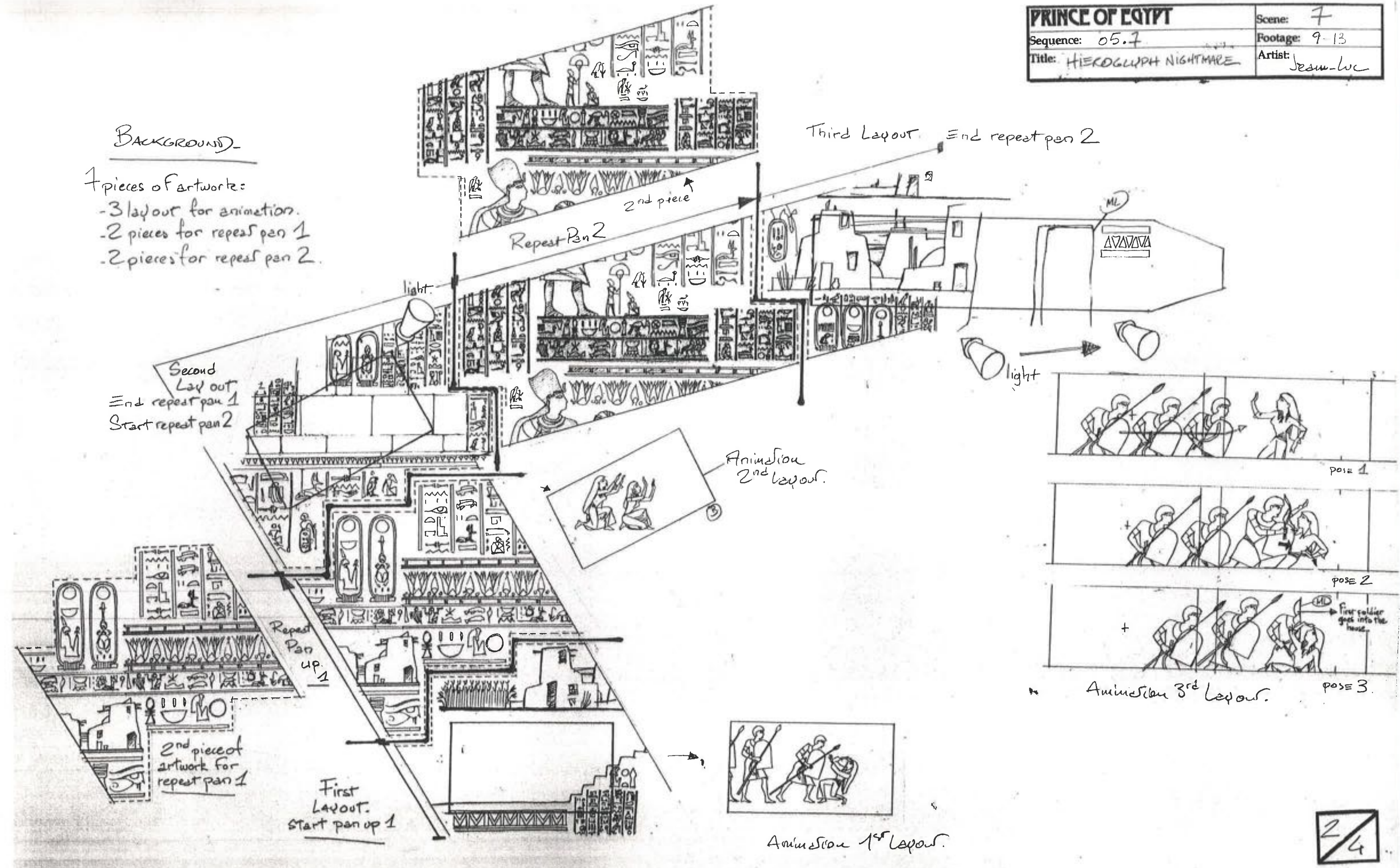




<b>PRINCE OF EGYPT</b>	Scene: 7
Sequence: 05.7	Footage: 9-13
Title: HIEROGLYPH NIGHTMARE	Artist: Jean-Luc

BACKGROUND

- 7 pieces of artwork:
- 3 layout for animation.
  - 2 pieces for repeat pan 1
  - 2 pieces for repeat pan 2.



Second Lay out  
End repeat pan 1  
Start repeat pan 2

Repeat Pan 2

Third Layout End repeat pan 2

Animation 2nd layout.

First Layout Start pan up 1

2nd piece of artwork for repeat pan 1

Animation 3rd layout.

Animation 1st layout.

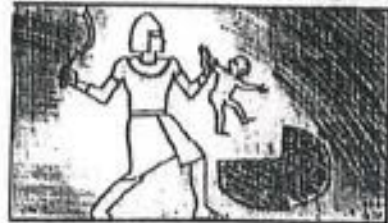
160A



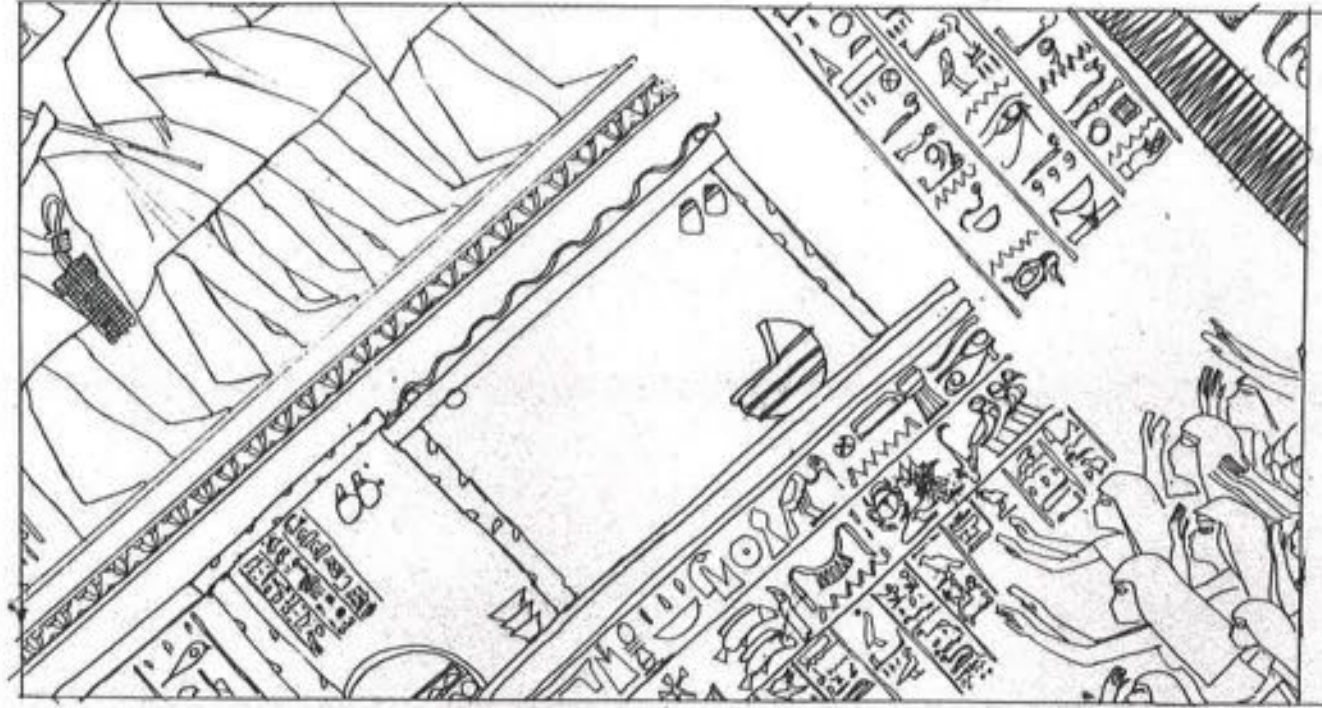
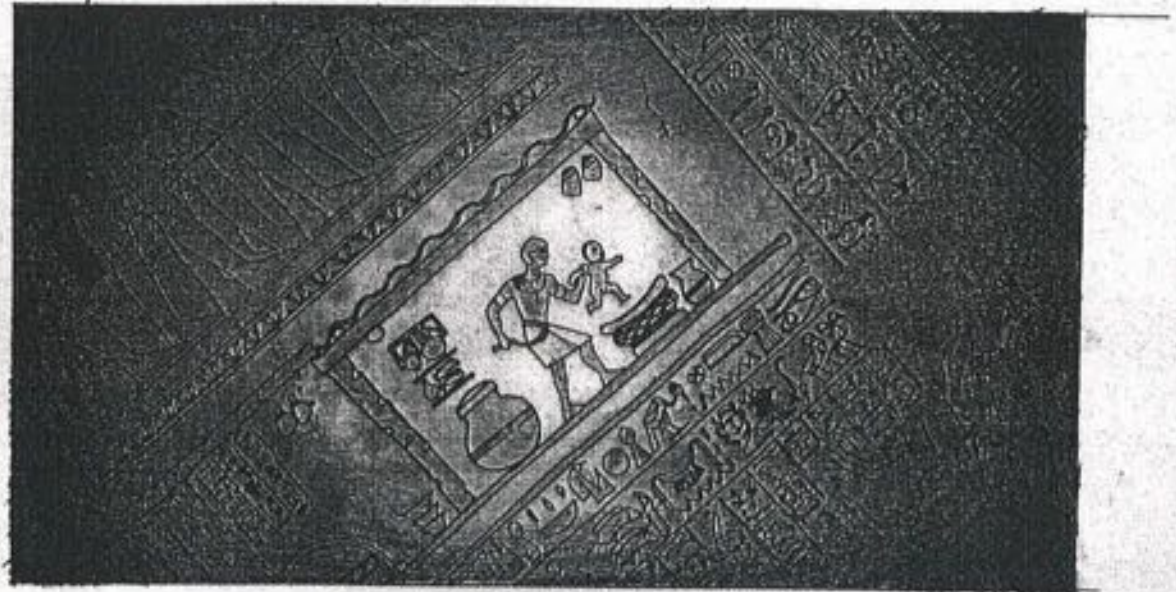
161A



162A

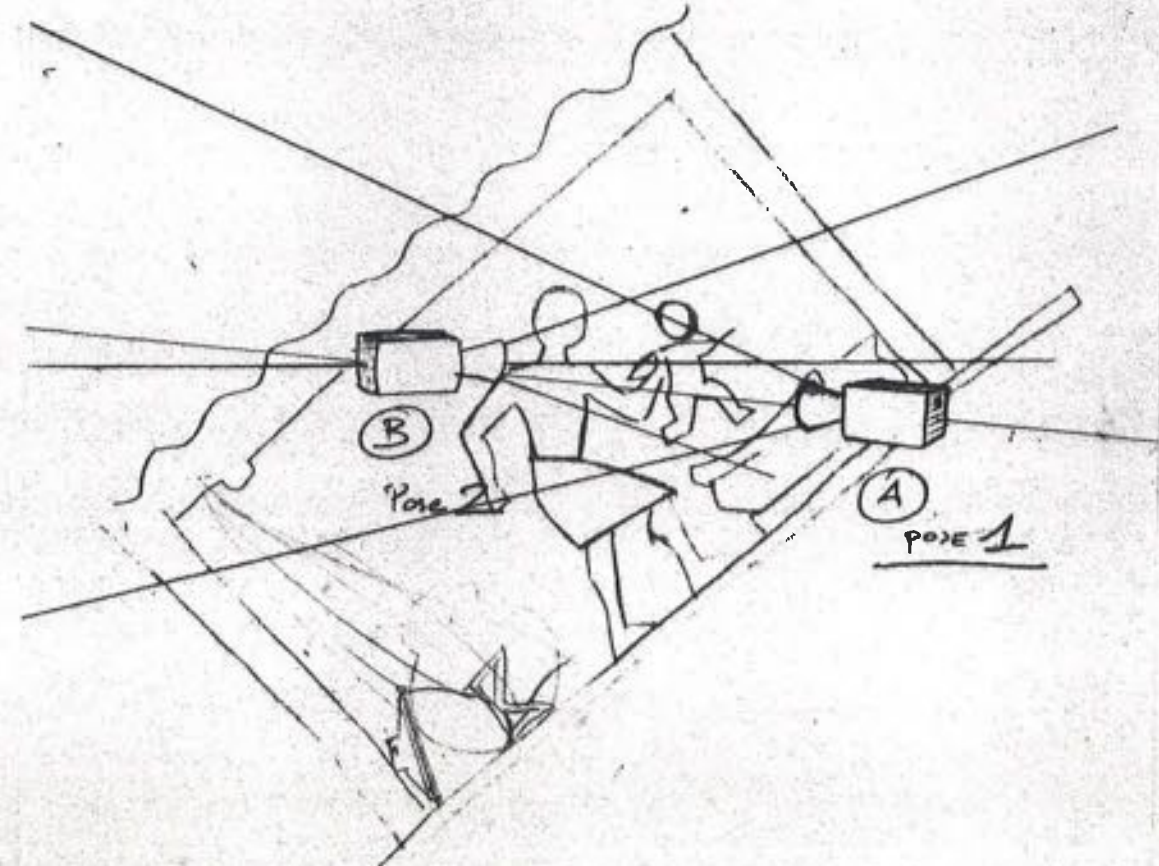


<b>PRINCE OF EGYPT</b>	Scene: 7
Sequence: 05.7	Footage: 9-13
Title: HIEROGLYPH NIGHTMARE	Artist:



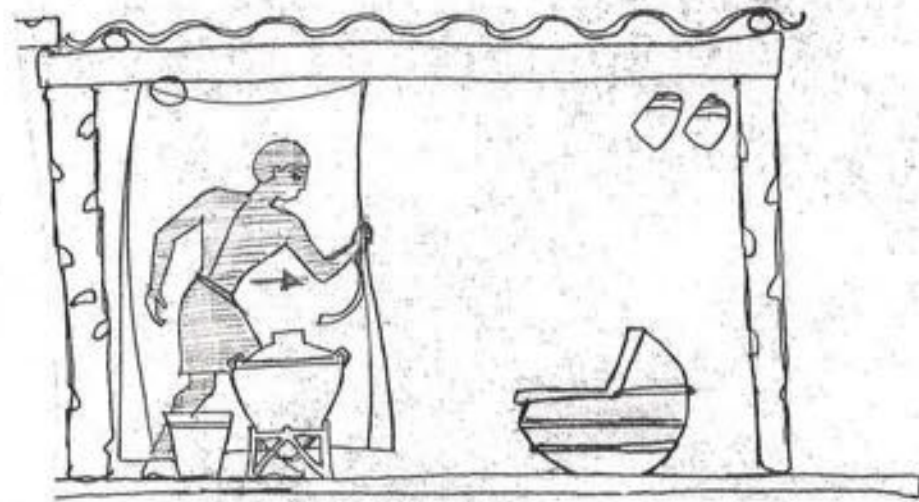
B6

CAMERA MOVE  
→

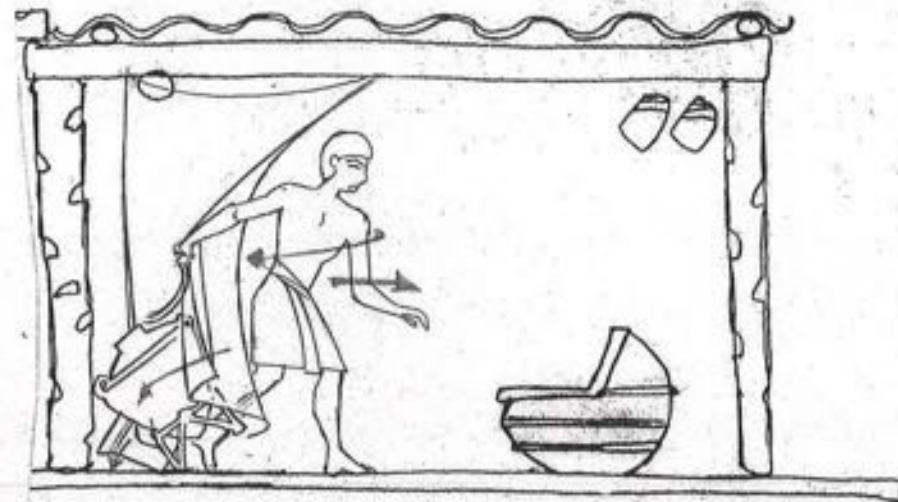


PRINCE OF EGYPT	Scene: 7
Sequence: 05.7	Footage: 9-13
Title: HIERO GLYPH NIGHTMARE	Artist: Jesula

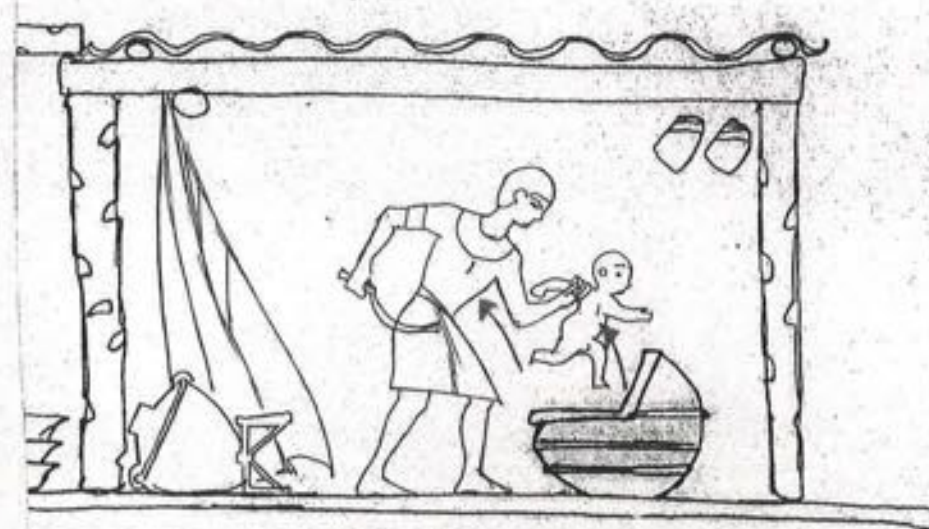
ANIMATION



POSE 1

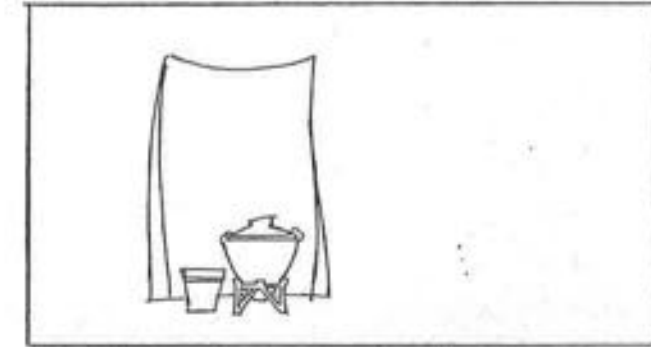
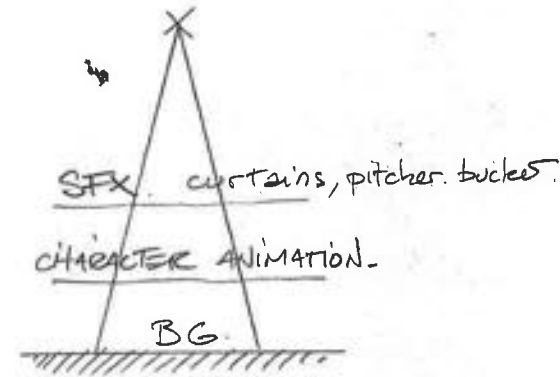


POSE 2

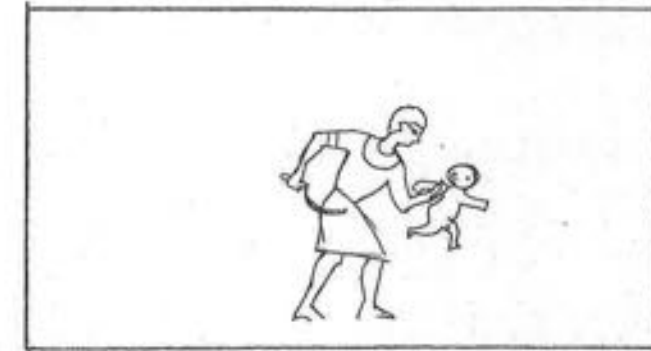


POSE 3

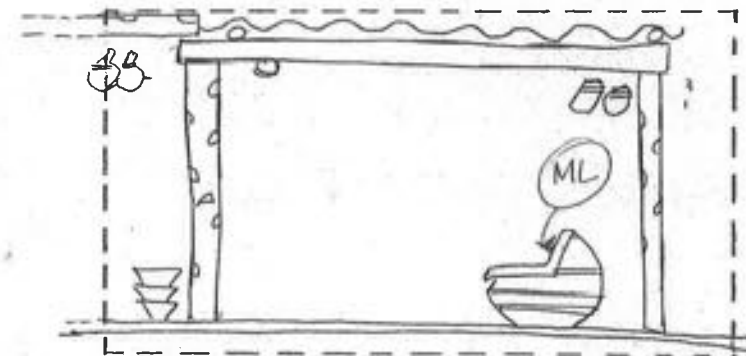
LEVEL BREAKDOWN



SFX.  
Animated curtains,  
pitcher, bucket.



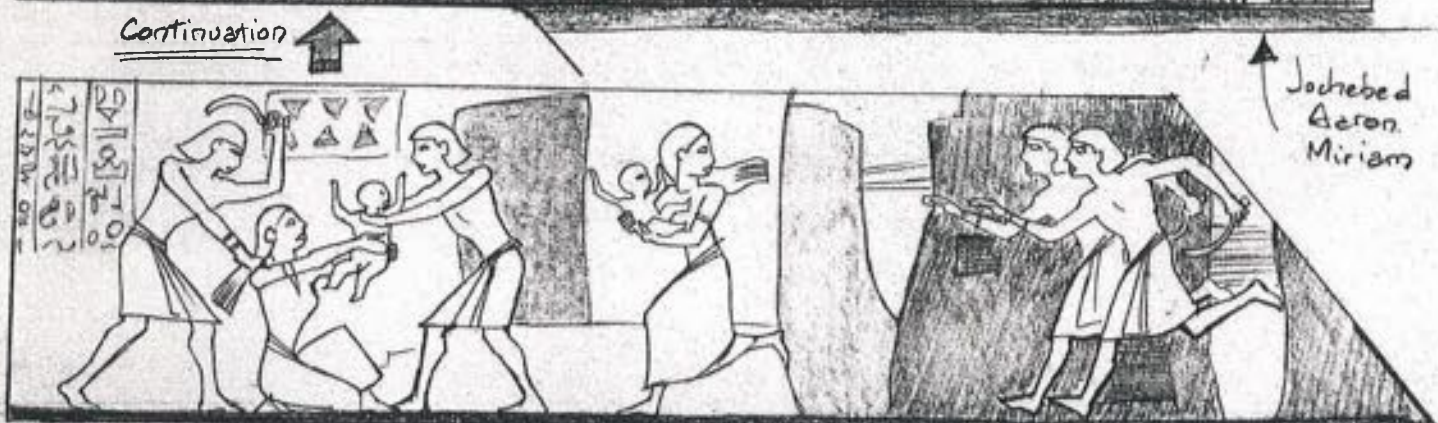
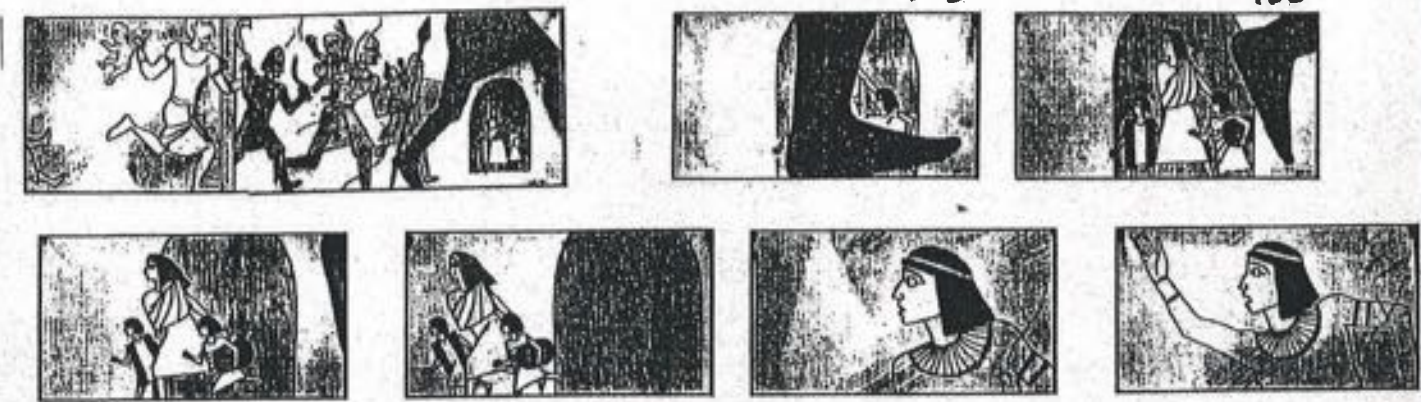
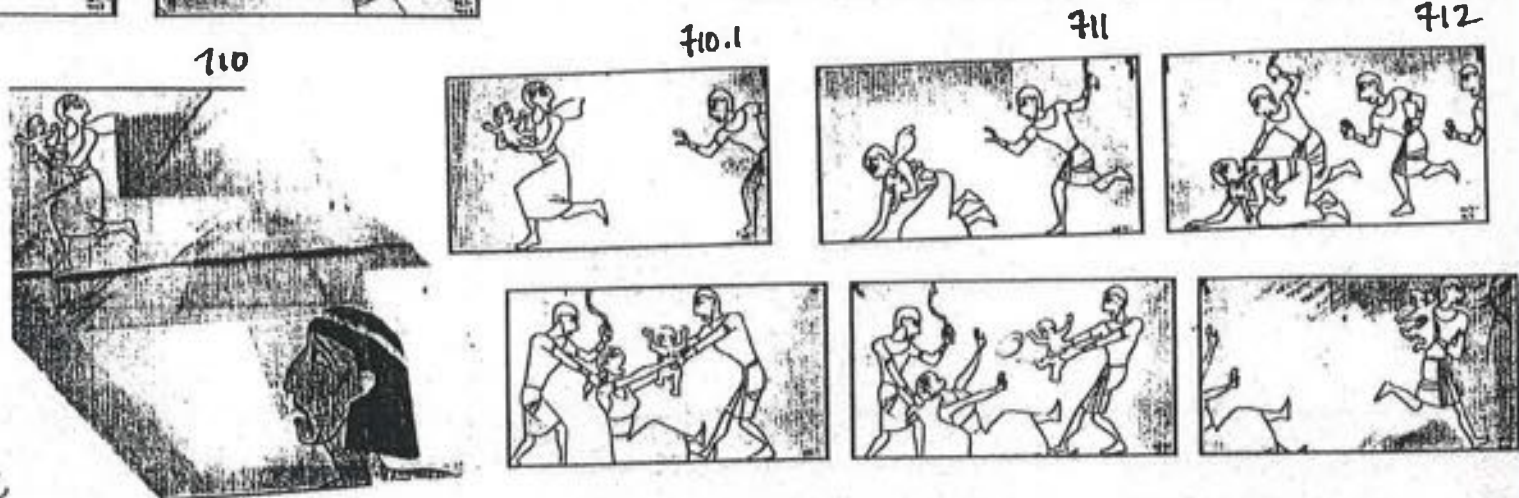
CHARACTERS ANIMATION  
Soldier.  
Baby



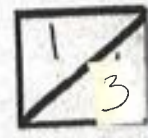
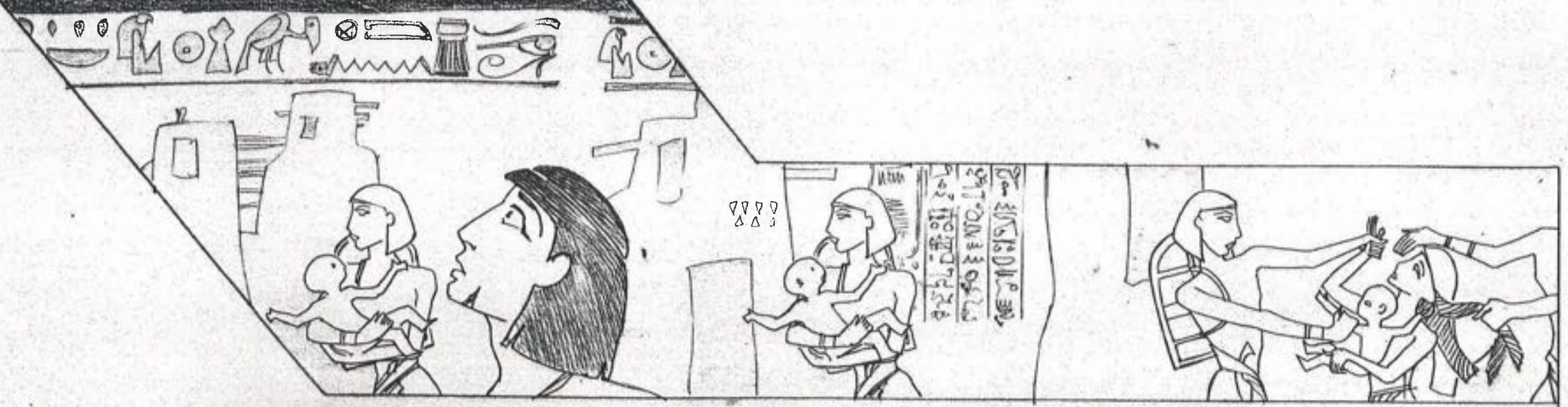
BG.



<b>REVISED</b>	<b>PRINCE OF EGYPT</b>	Scene: 8
	Sequence: 05.7	Footage: 19'00
	Title: HIEROGLYPH NIGHTMARE	Artist: Jean-Luc

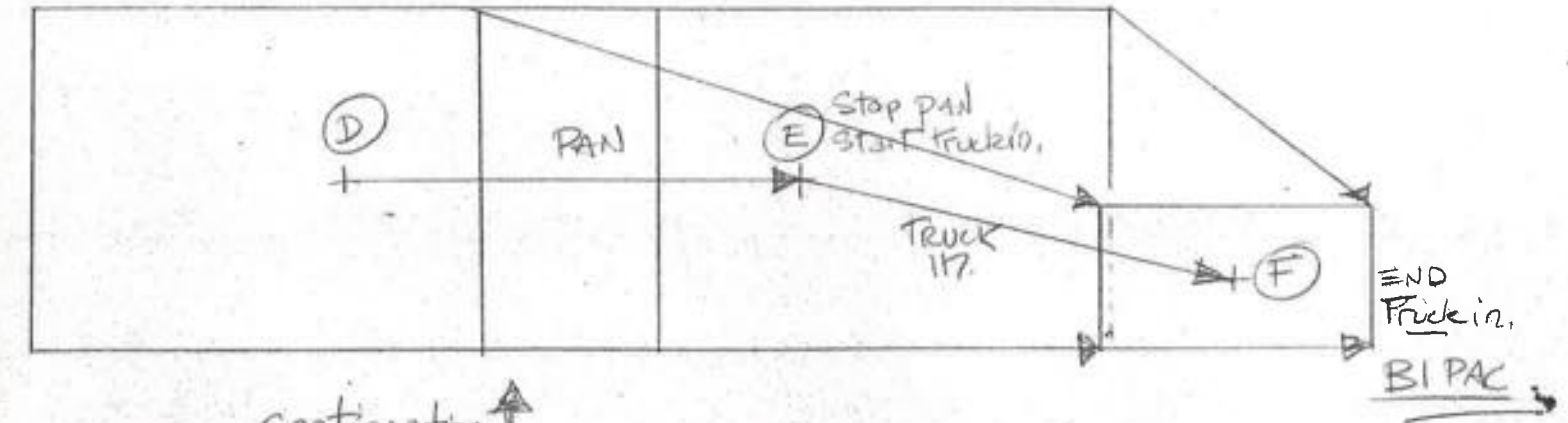


GENERAL COMPOSITION

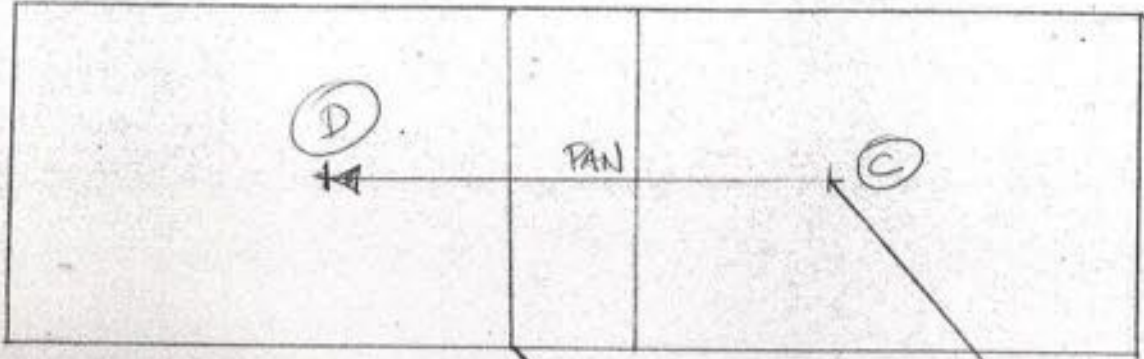


PRINCE OF EGYPT	Scene: 8
Sequence: 05.7	Footage: 19-00
Title: HIEROGLYPH Nightmare	Artist: Jean-Luc

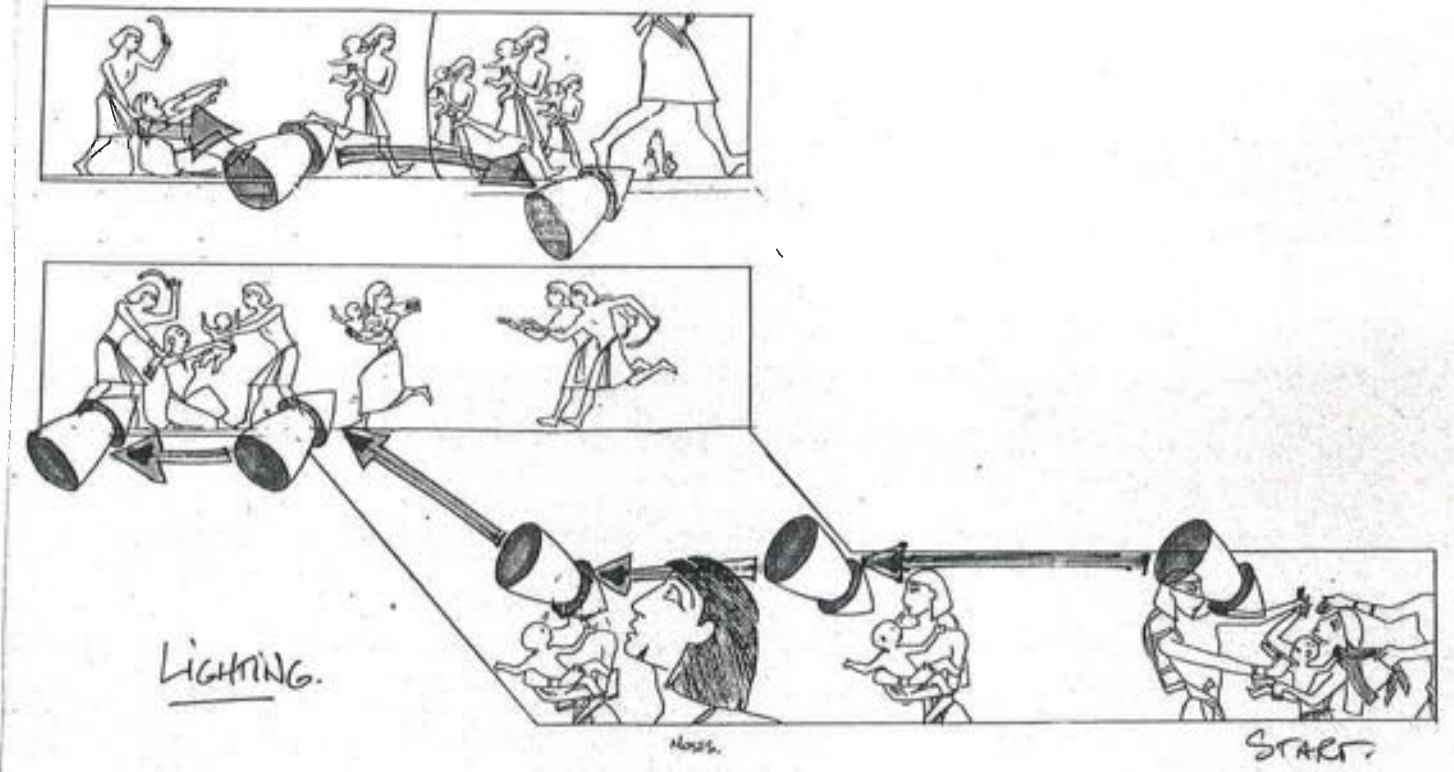
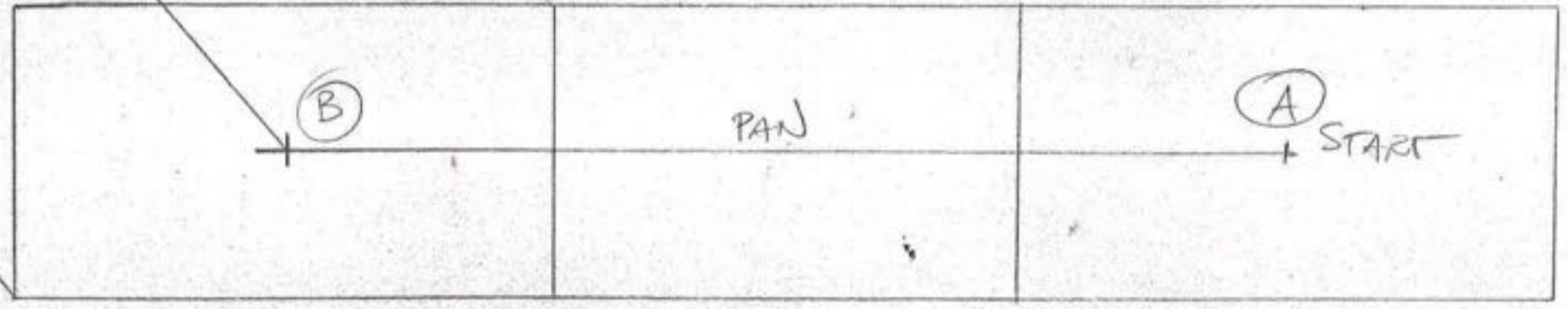
**REVISED**



Continuation ↑

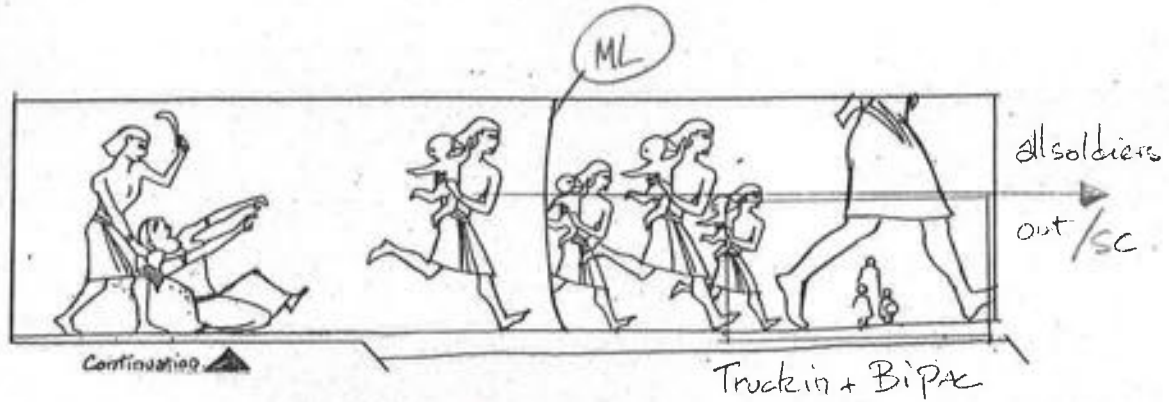


FIELDING

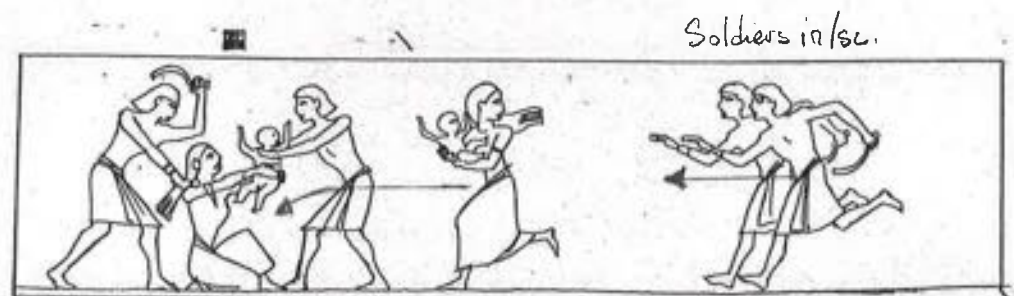


<b>PRINCE OF EGYPT</b>	Scene: 8.
Sequence: 05.7	Footage: 19-00
Title: HIEROGLYPH NIGHTMARE	Artist: Jesu-luc

**REVISED**



Truck in + Bipac

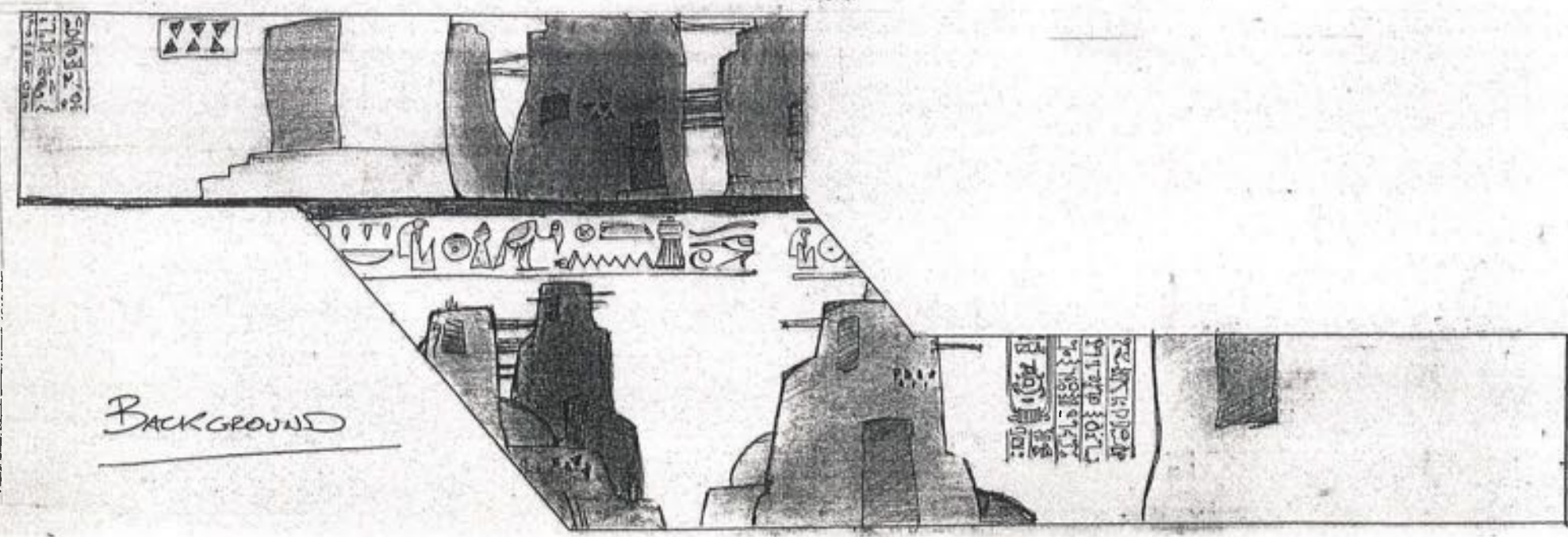
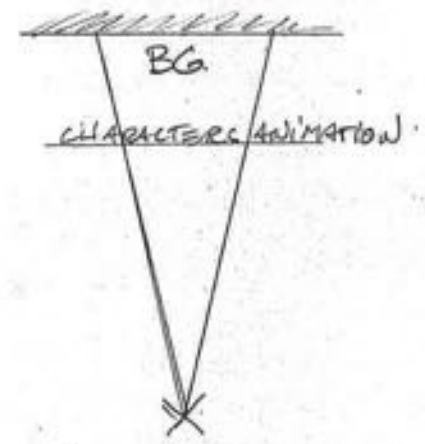


Hebrew woman runs and falls

ANIMATION



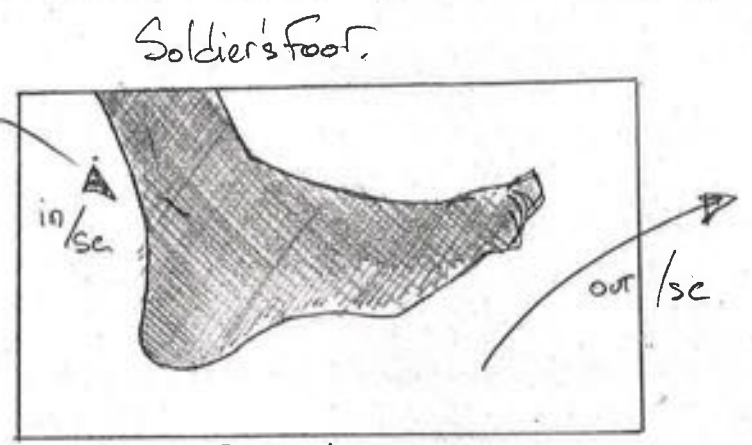
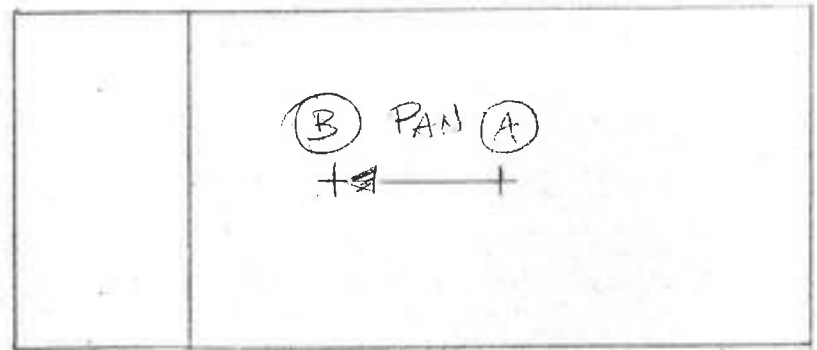
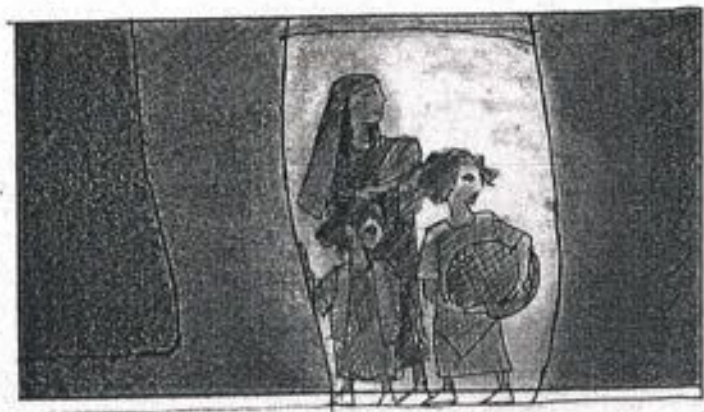
MOSS. POSE 1



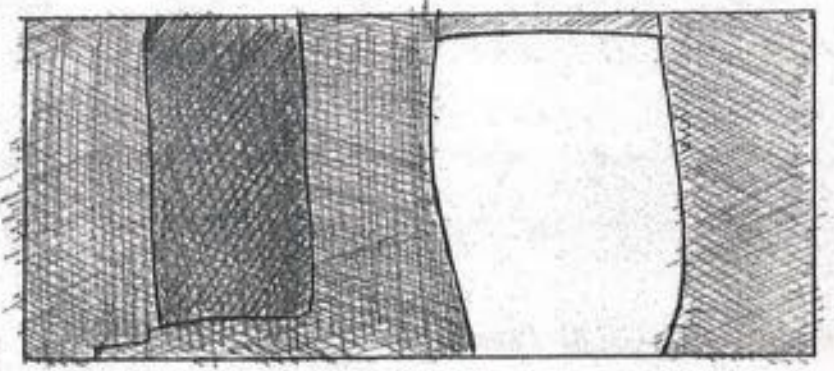
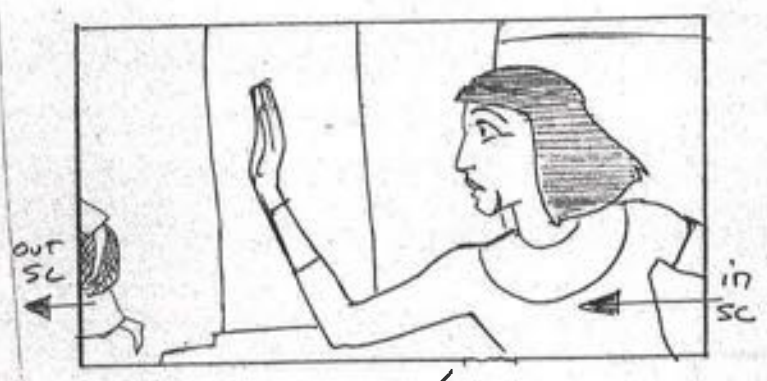
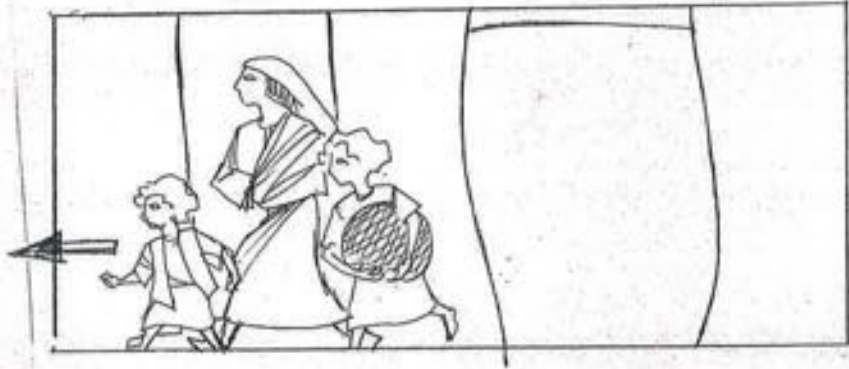
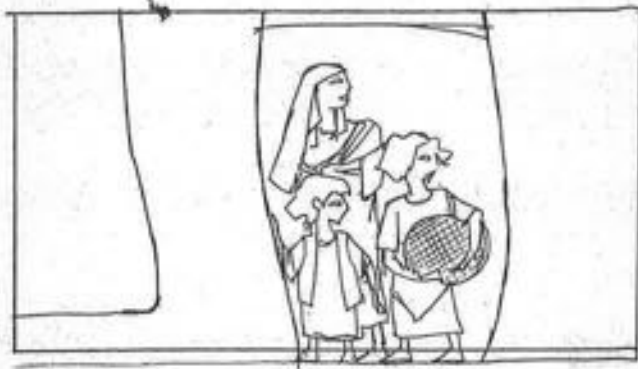
BI-PAC

REVISED

PRINCE OF EGYPT	Scene: 8.5
Sequence: 05.7.	Footage: 19-00
Title: HIEROGLYPH NIGHTMARE	Artist: Jesulyn



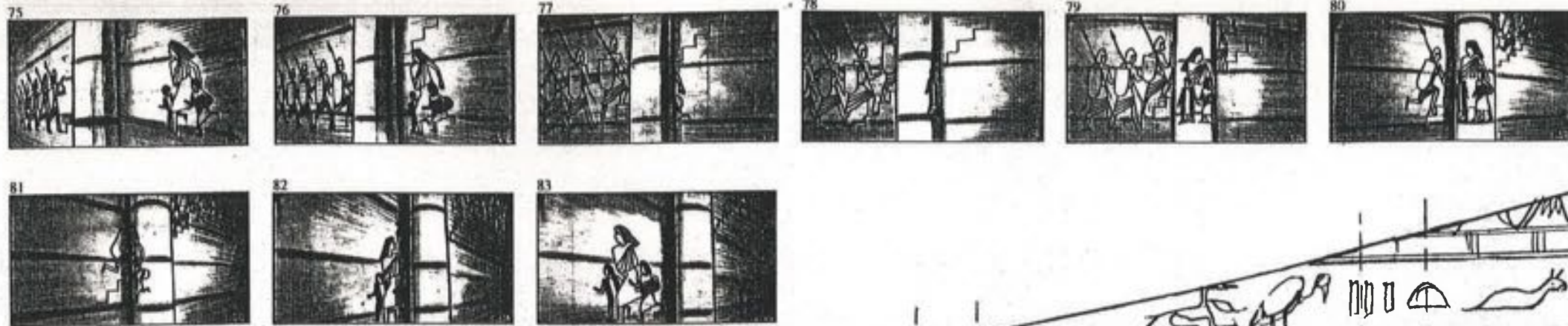
ANIMATION:



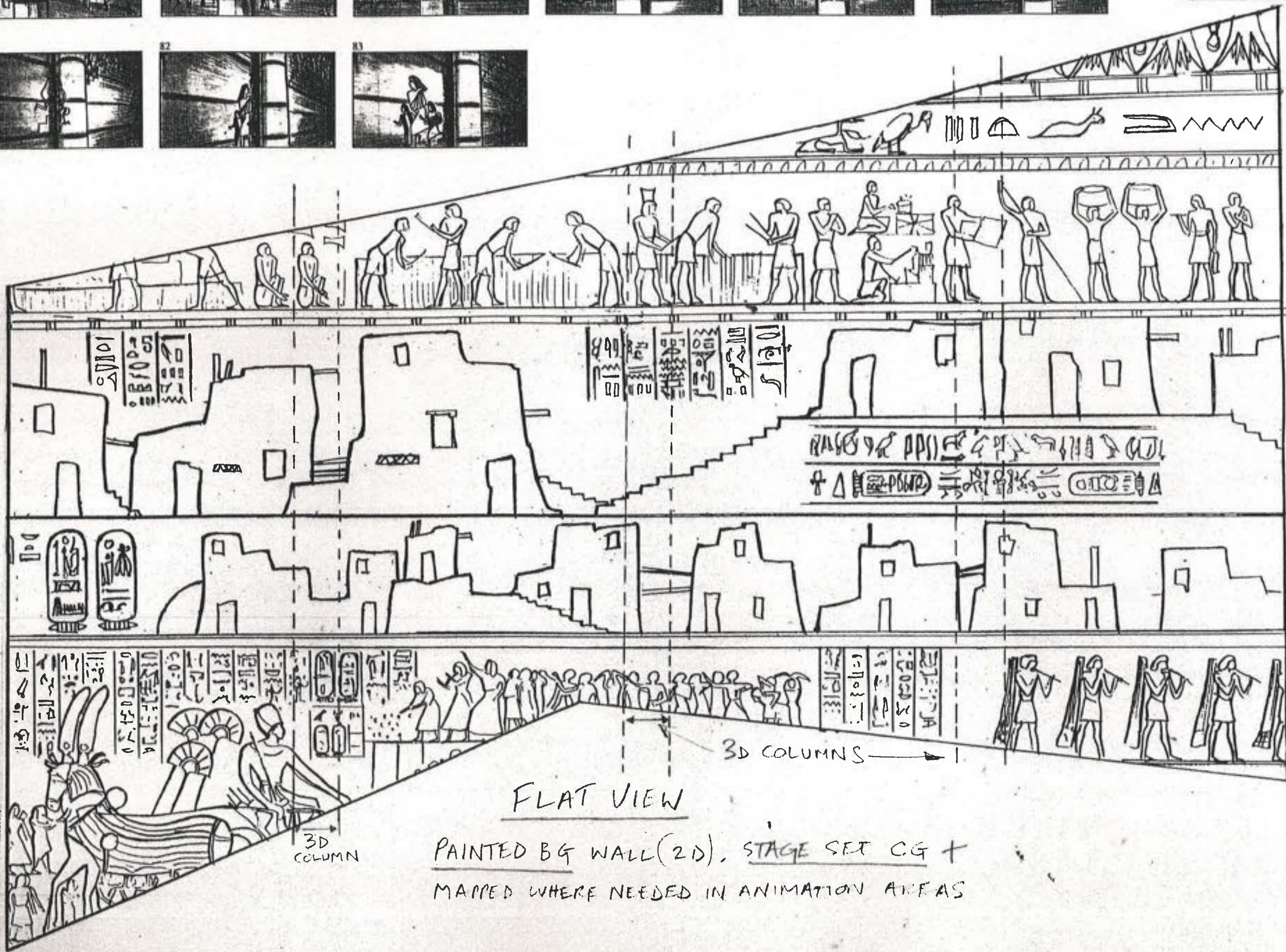
Light on Jochebed  
and kids.  
Follows them  
out/sc.

Moses  
comes in/sc.  
Jochebed, Aaron  
and Miriam out/sc.

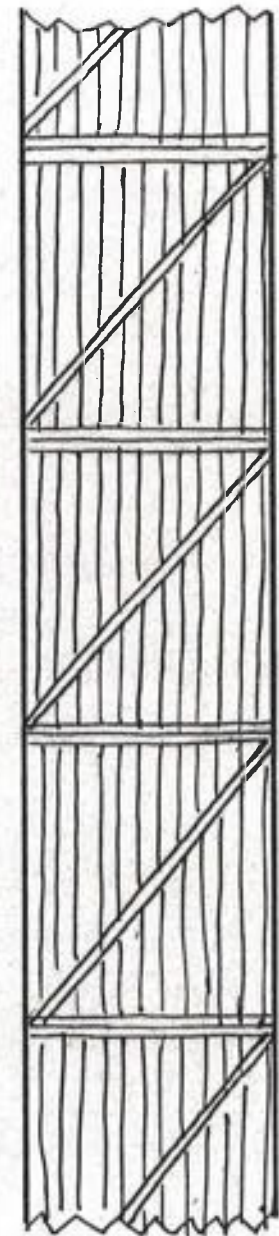




<b>PRINCE OF EGYPT</b>	Scene: 9
Sequence: 05.7	Footage: 8'06"
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE



3D COLUMNS  
ARTWORK X3



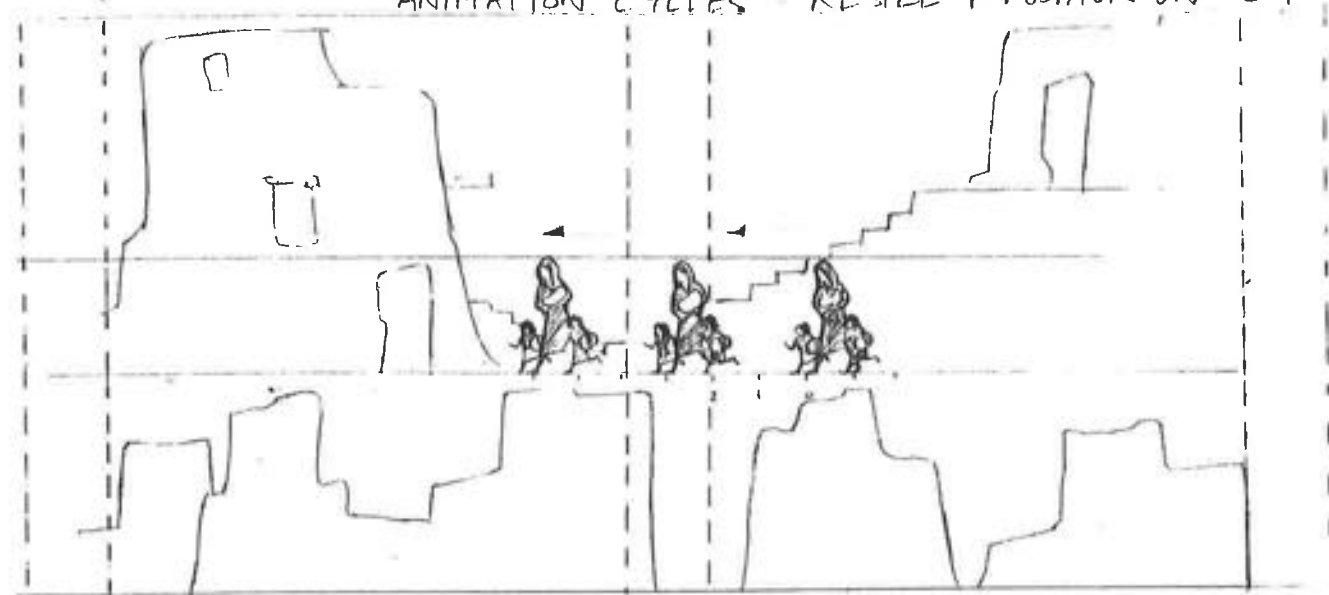
WRAP AROUND  
'WIRE FRAME'  
COLUMN

FLAT VIEW

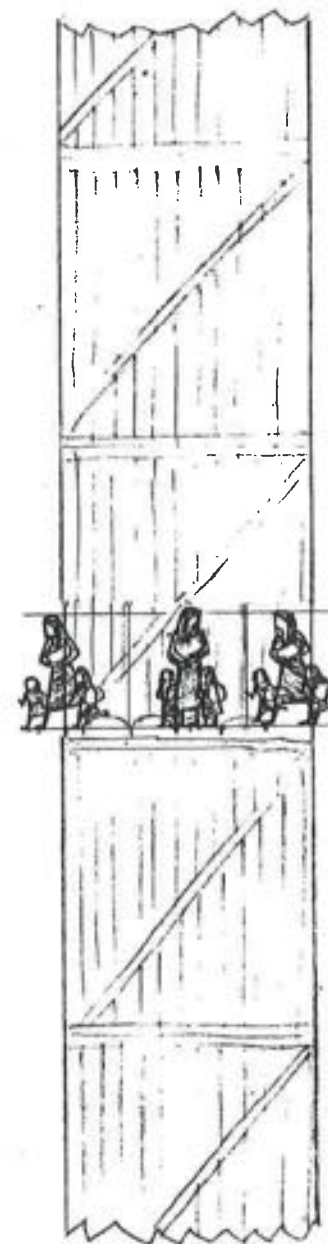
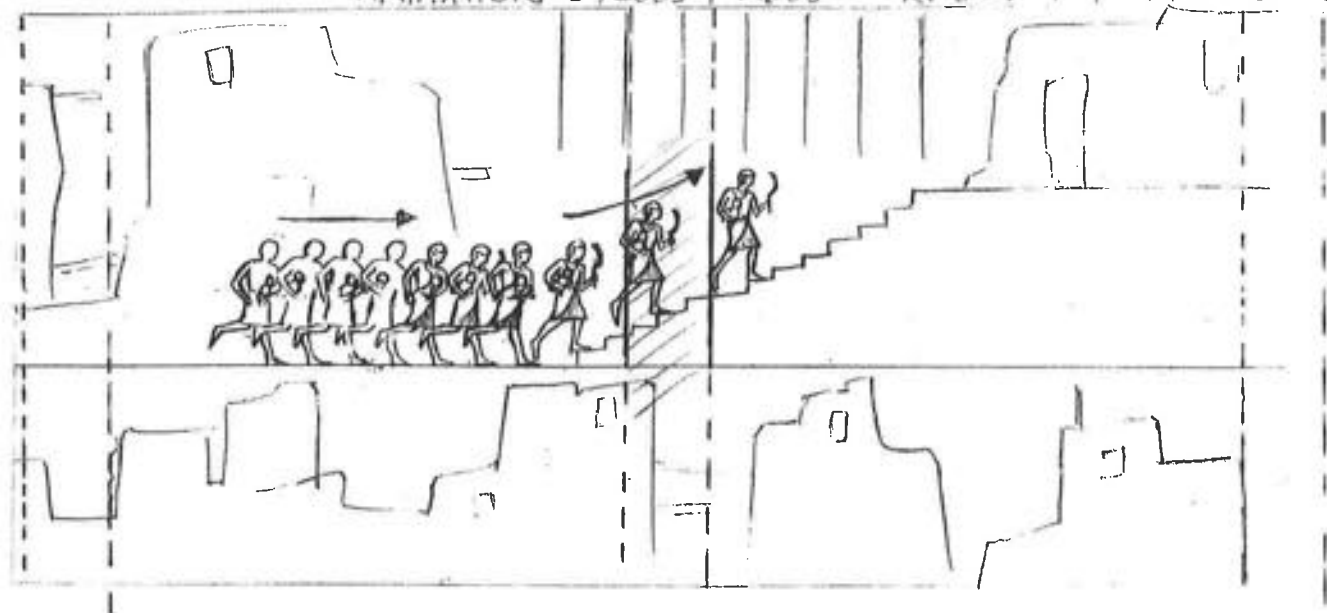
PAINTED BY WALL (2D), STAGE SET CG +  
MAPPED WHERE NEEDED IN ANIMATION AREAS



ANIMATION - JOCHABED MIRIAM, AARON, + BABY MOSES  
ANIMATION CYCLES - RESIZE + POSITION ON BG



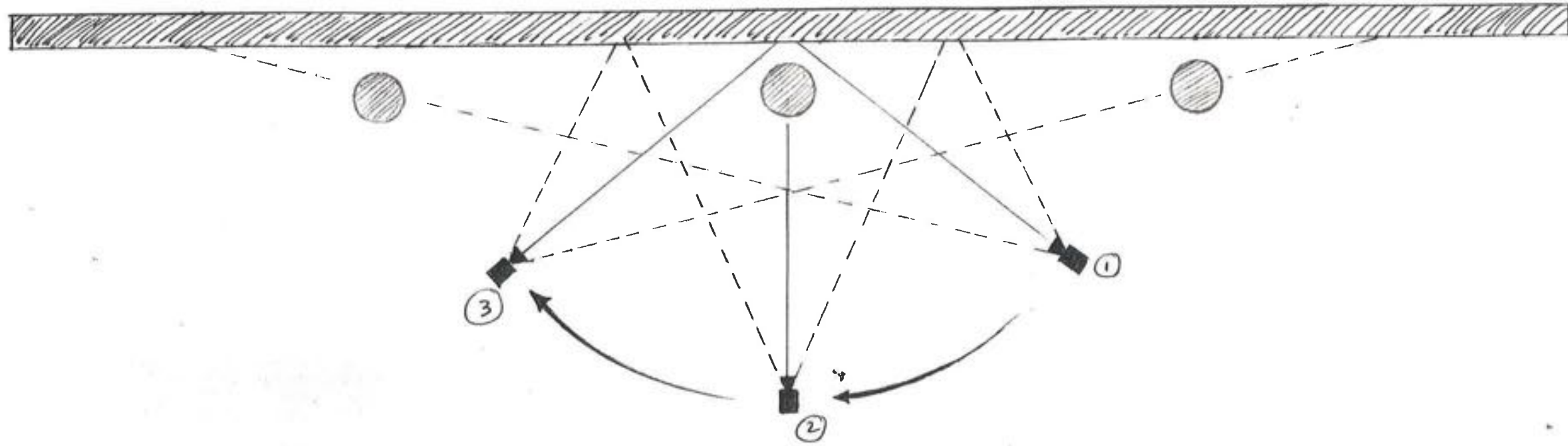
ANIMATION - SOLDIERS CARRYING BABIES RUN UP STEPS  
ANIMATION CYCLES + REUSE - RESIZE + POSITION ON BG



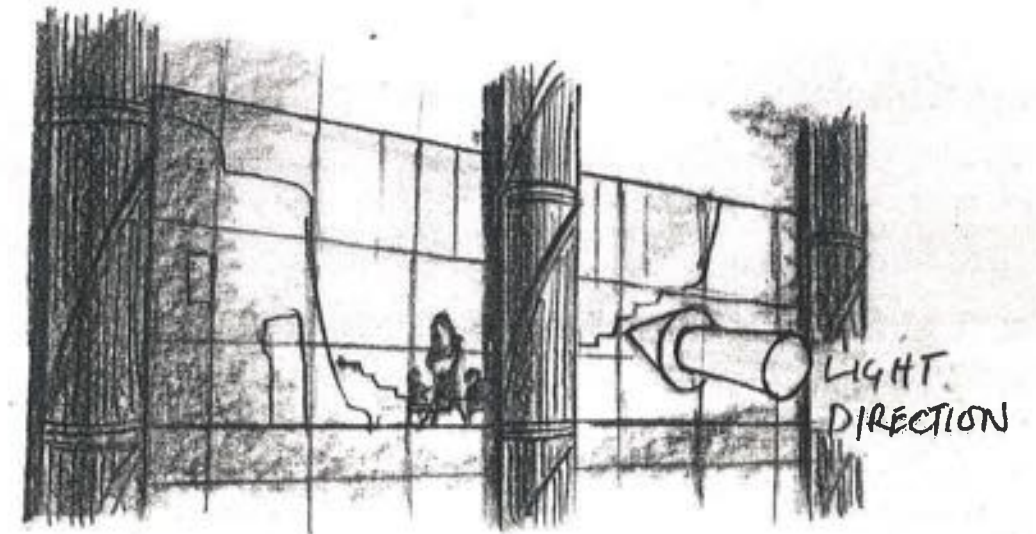
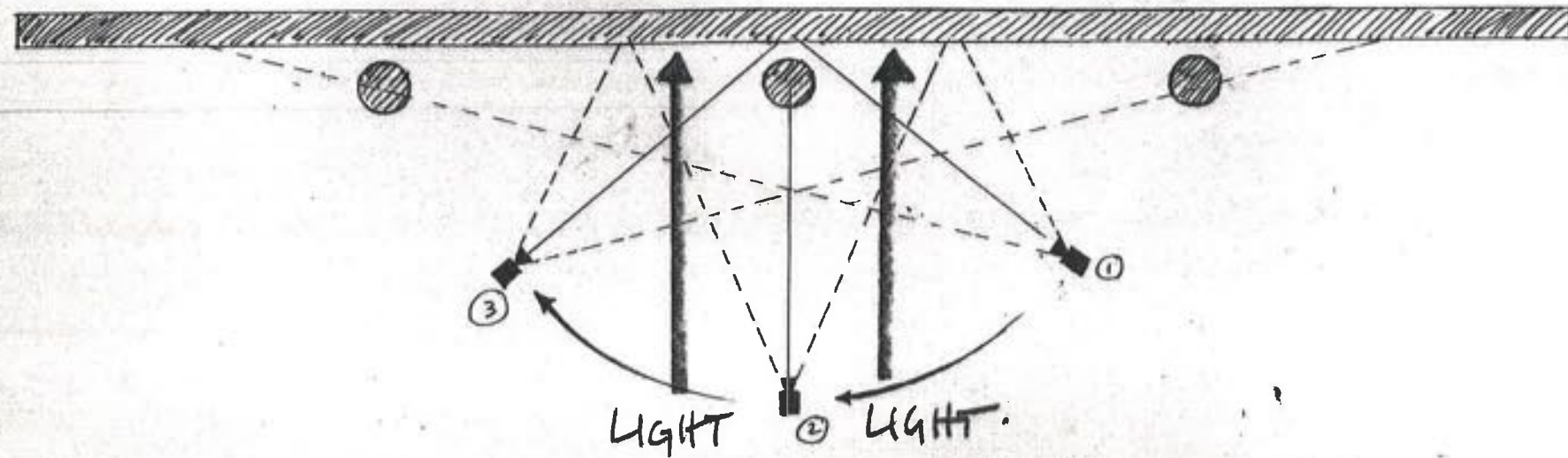
ANIMATION -  
JOCHABED + CHILDREN  
JUMP FROM WALL +  
HIDE ON COLUMN

DESIGN WRAPS  
AROUND 3D WIRE  
FRAME COLUMN.

PLAN VIEW - RUFF CAMERA POSITIONS



LIGHTING - SLIGHT UPLIGHT ON WALL



<b>PRINCE OF EGYPT</b>	Scene: 10
Sequence: 05.7	Footage: 1'-06
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE

84



85

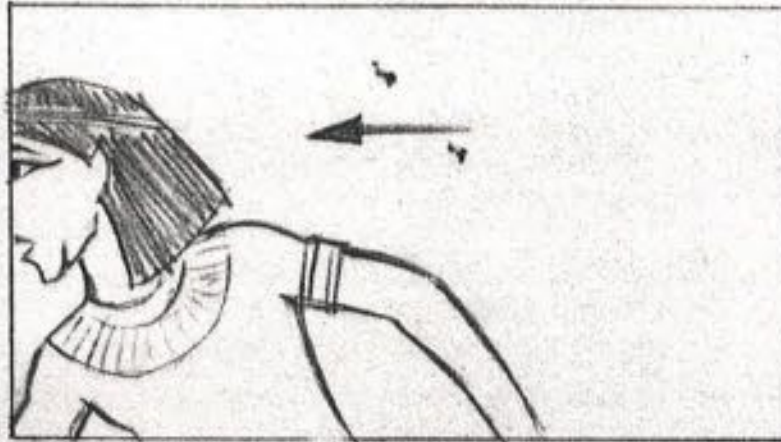


ANIMATION

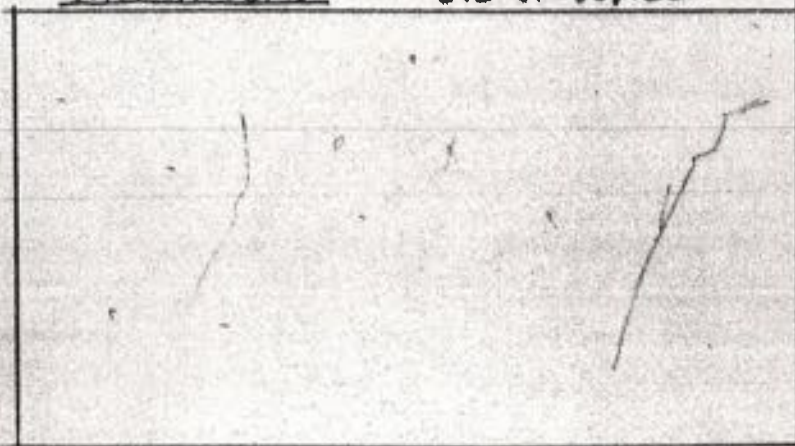
POSE 1



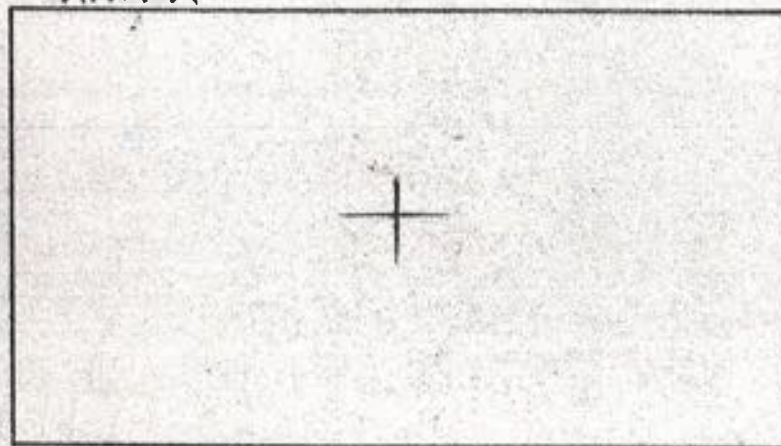
POSE 2



BACKGROUND - STONE WALL



CAMERA -

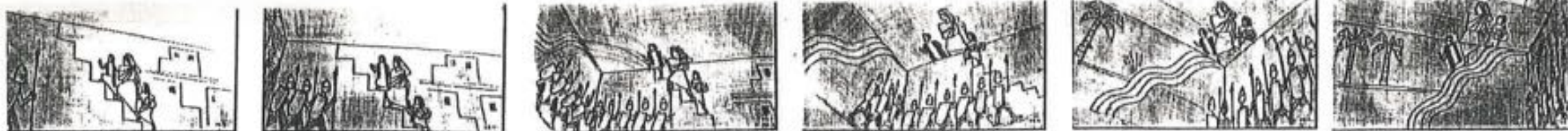


TONAL

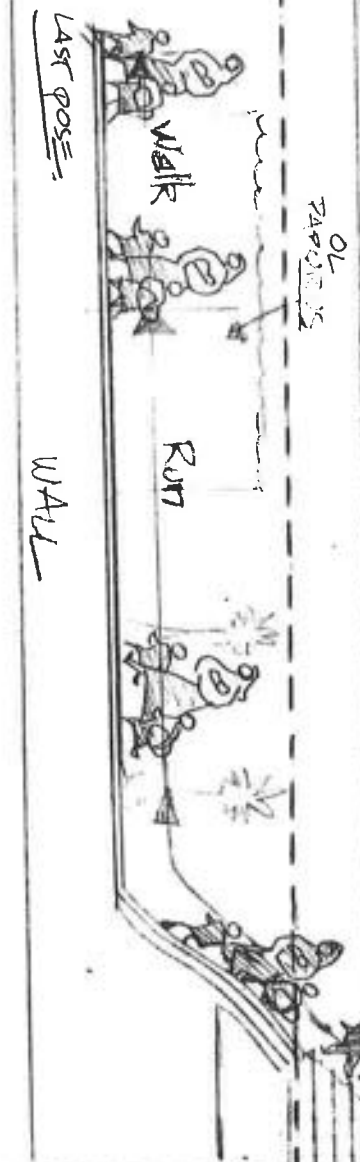
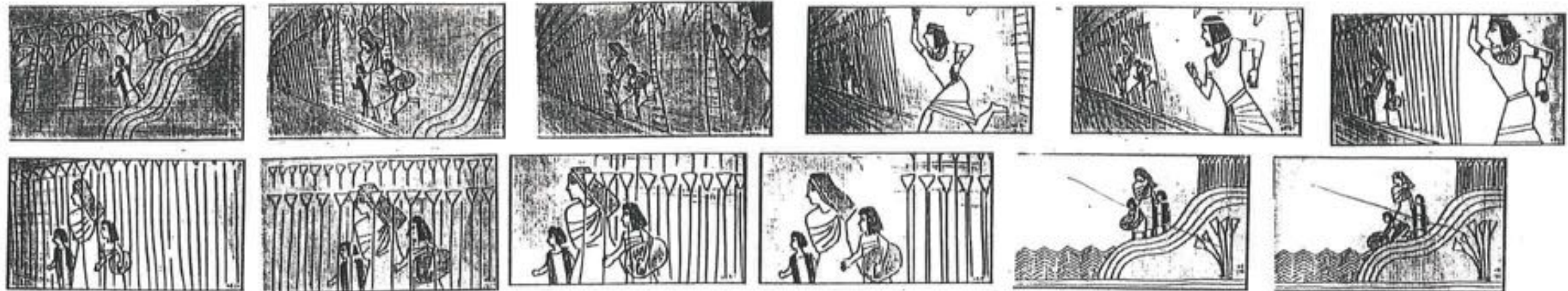


H/U TO 698.



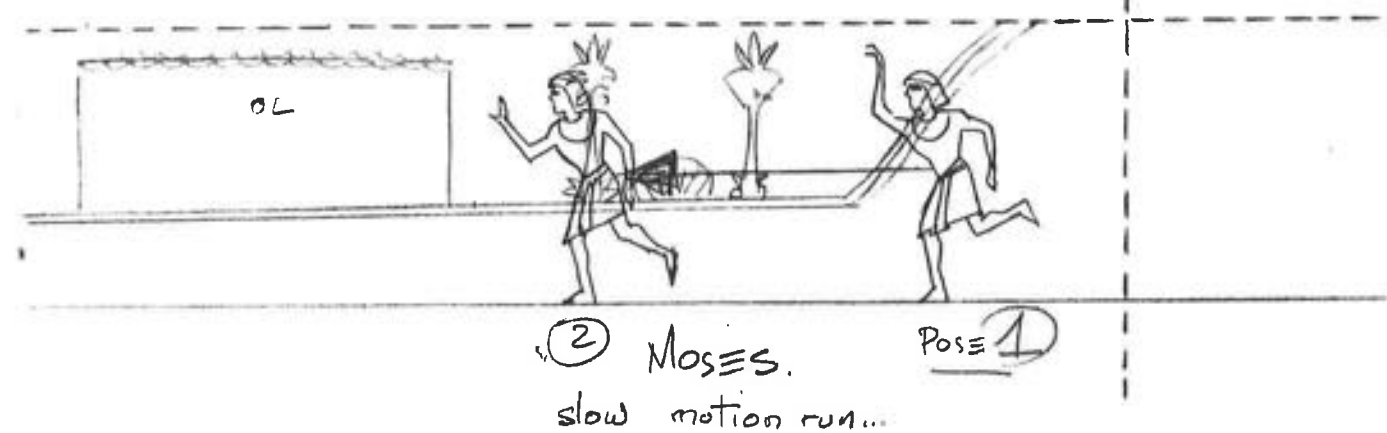
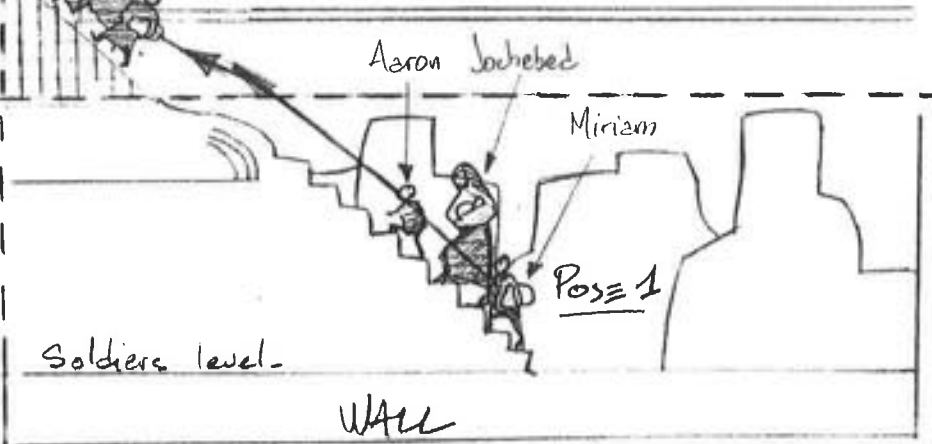
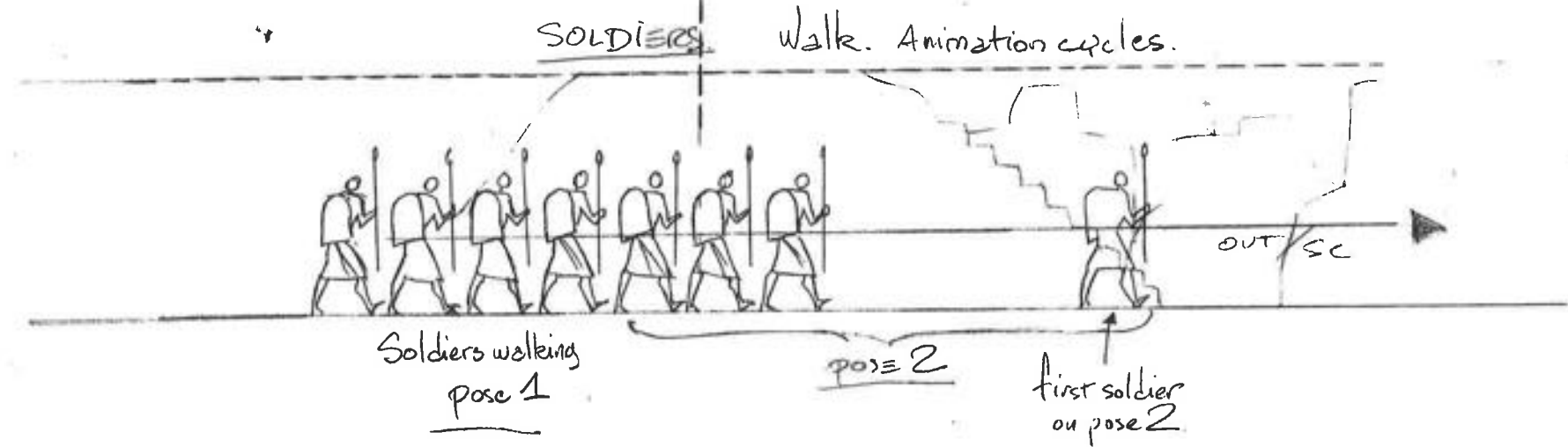


<b>PRINCE OF EGYPT</b>	Scene: 11
Sequence: 05.7	Footage: 11-06
Title: Hieroglyphs Nightmare	Artist: eau-lu

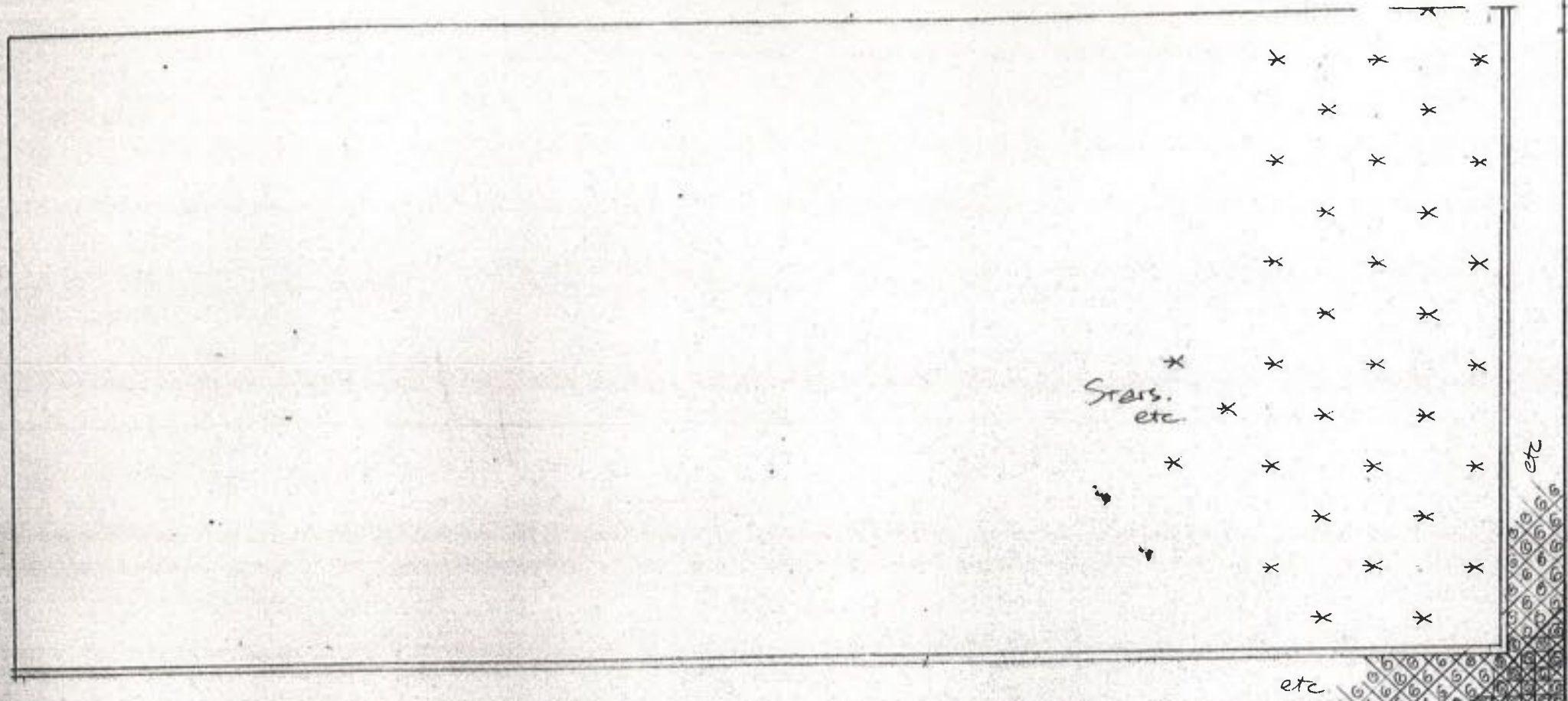


Aaron, Sochebed, Miriam animation

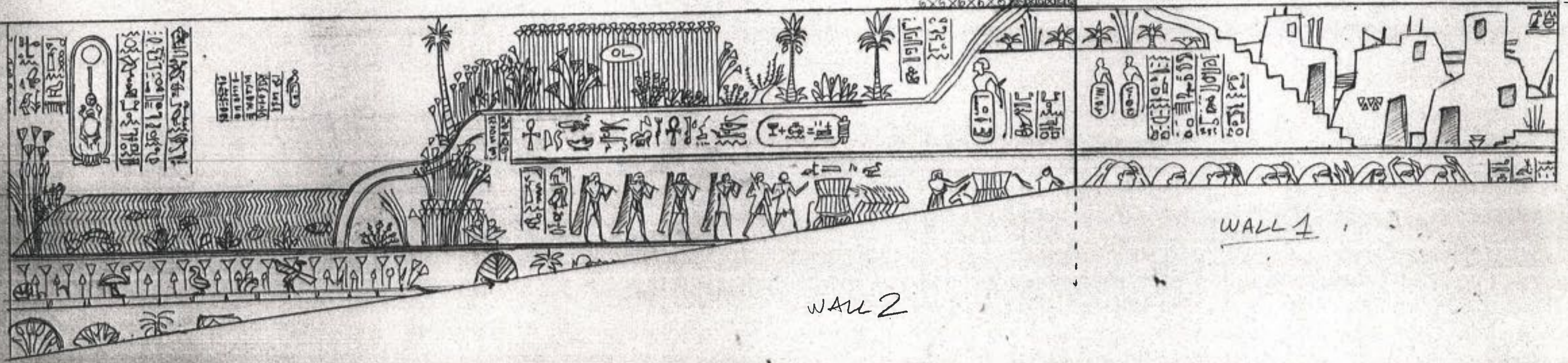
CEILING



<b>PRINCE OF EGYPT</b>	Scene: 11.
Sequence: 05.7	Footage: 11-06
Title: HIEROGLYPH NIGHTMARE	Artist: J. Schulz



← CEILING



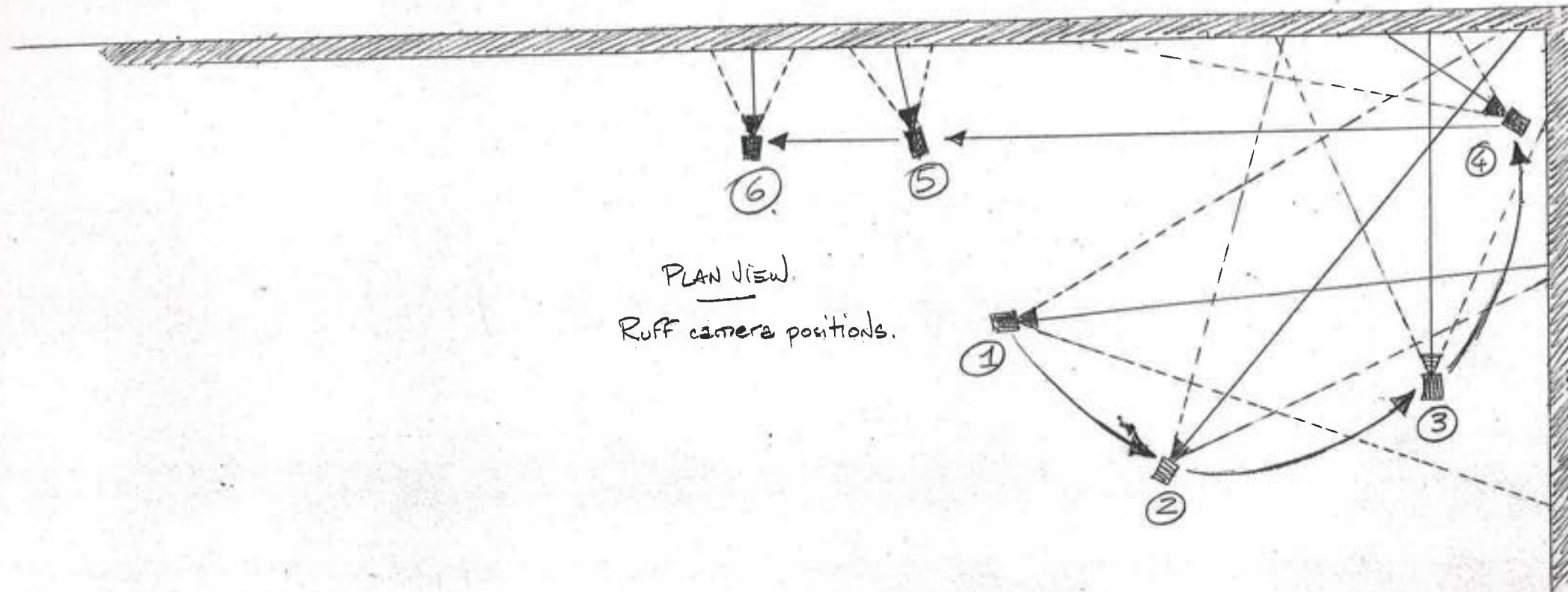
WALL 1

WALL 2

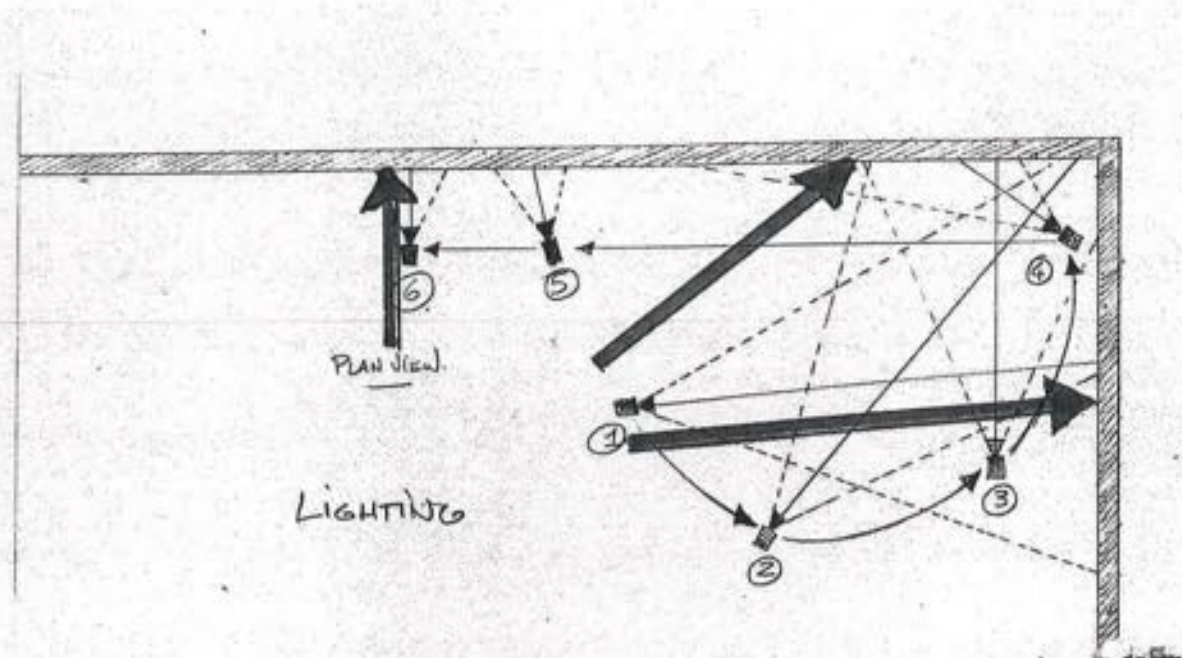
BG

<b>PRINCE OF EGYPT</b>	Scene: 11.
Sequence: 05.7	Footage: 11-06
Title: HIEROGLYPH NIGHTMARE	Artist: Jesulc.

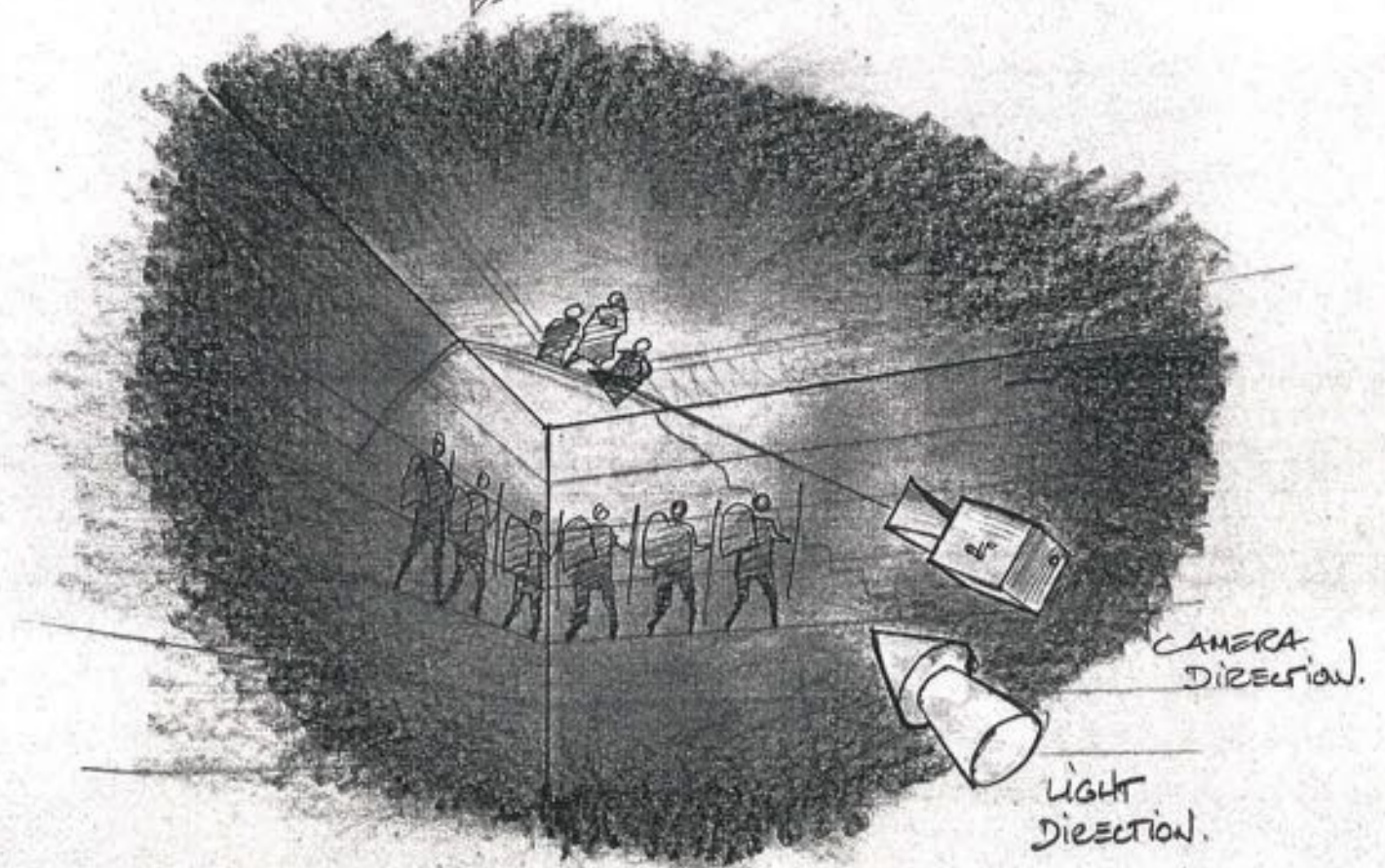
LIGHTING/CAMERA MOVE



PLAN VIEW.  
Ruff camera positions.



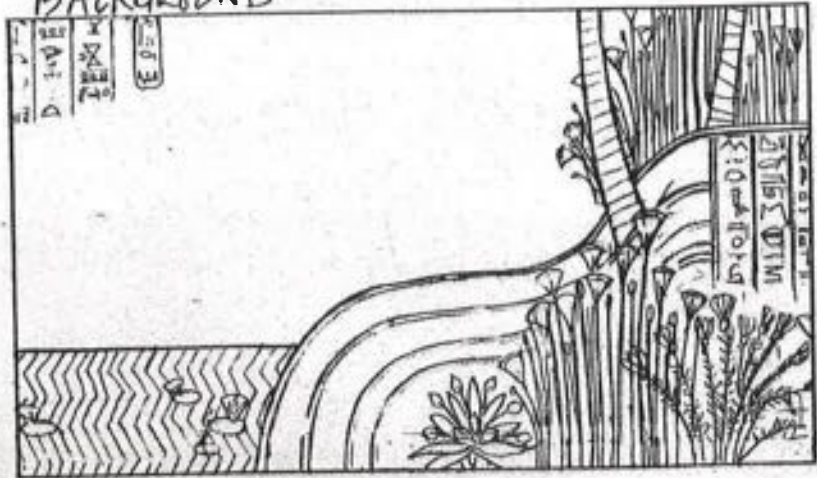
LIGHTING



<b>PRINCE OF EGYPT</b>	Scene: 12
Sequence: 05.7	Footage: 2-13 □
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE

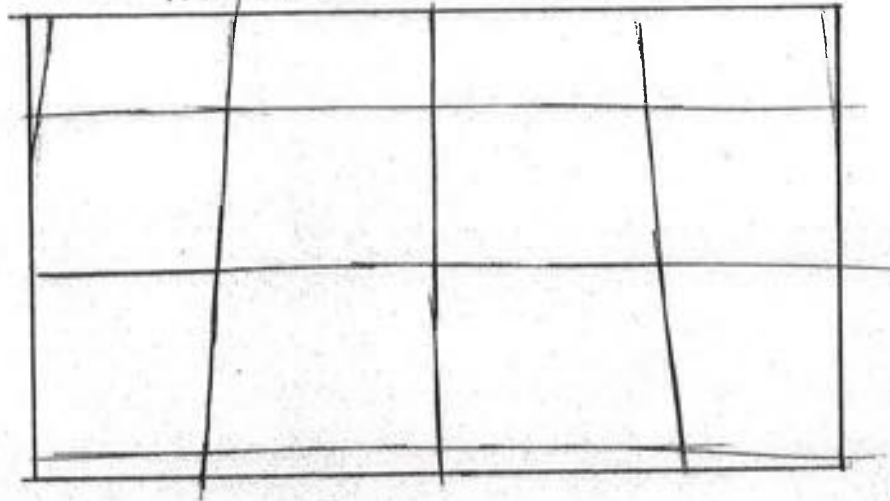


BACKGROUND

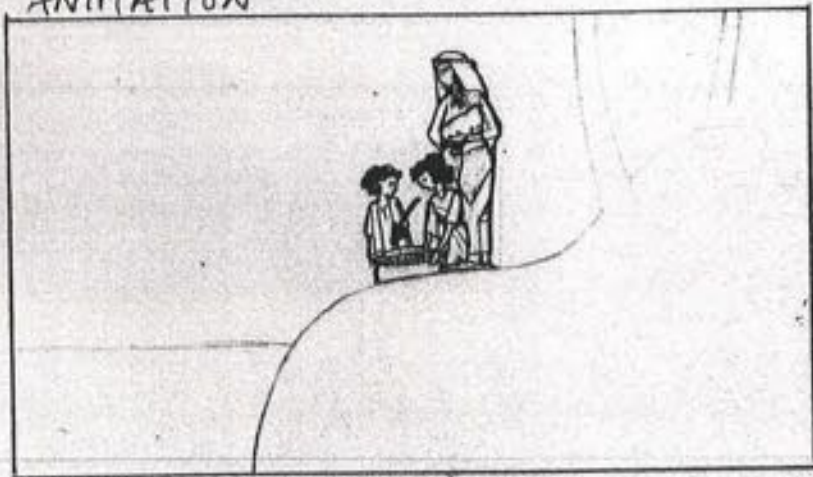


PAINTED STONE WALL  
CG HIEROGLYPHS  
+ MAPPED IN  
ANIMATION AREA

WALL PERSPECTIVE - POSSIBLE SLIGHT UPSHOT.



ANIMATION

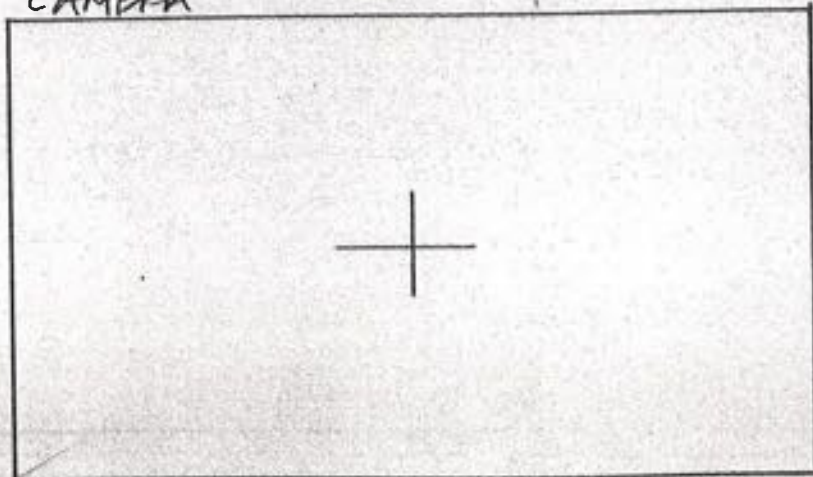


JOCHABED HOLDING  
BABY MOSES, MIRIAM  
PUTS DOWN BASKET,  
AARON WATCHES

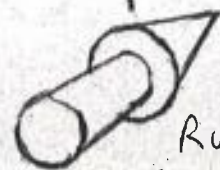
TONAL. (RUFF)



CAMERA

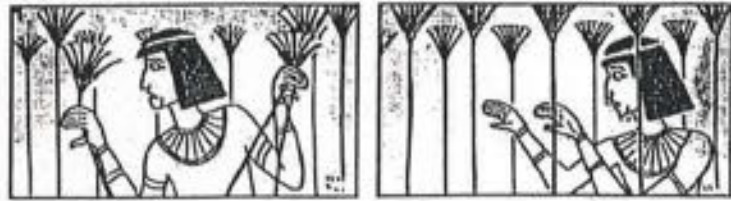


LOCKED OFF  
FIELD.



RUFF  
LIGHT SOURCE - FROM SIDE + UP LIGHT

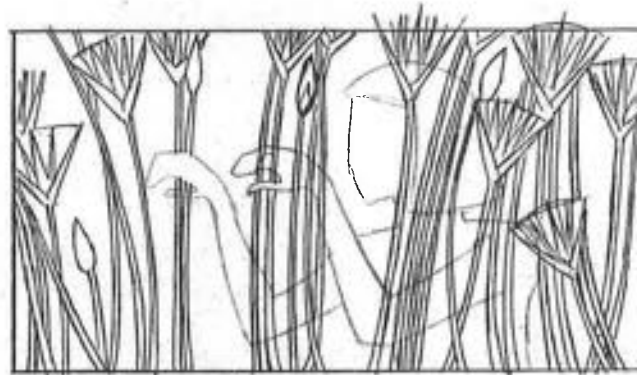




PRINCE OF EGYPT	Scene: 13
Sequence: 05.7	Footage: 1'-06
Title: HIEROGLYPH NIGHTMARE	Artist: Jean-Luc



SFX.  
Animated  
papyrus.



POSE 1



POSE 2

CHARACTER  
ANIMATION  
MOSES.

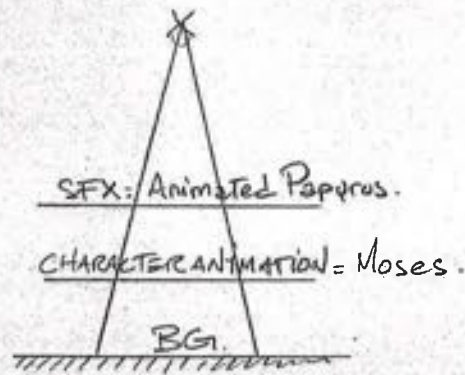


POSE 1



POSE 2

LEVEL  
BREAKDOWN



BG



Light

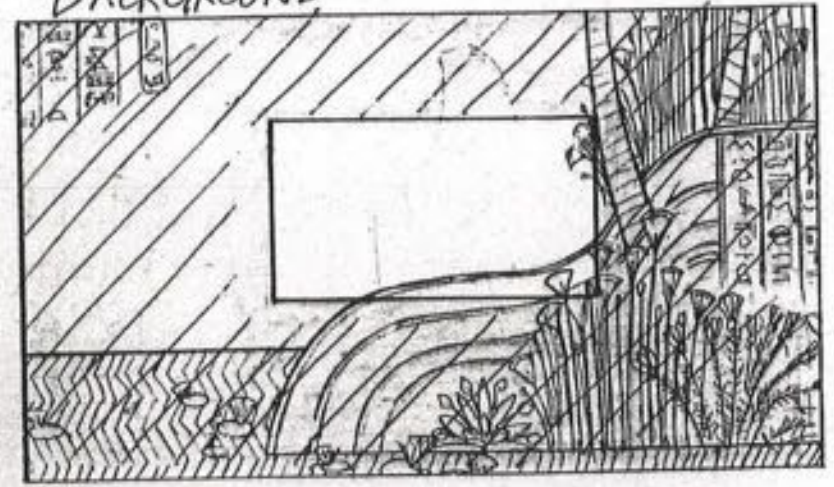




<b>PRINCE OF EGYPT</b>	Scene: 14
Sequence: 05.7	Footage: 2' 07"
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE

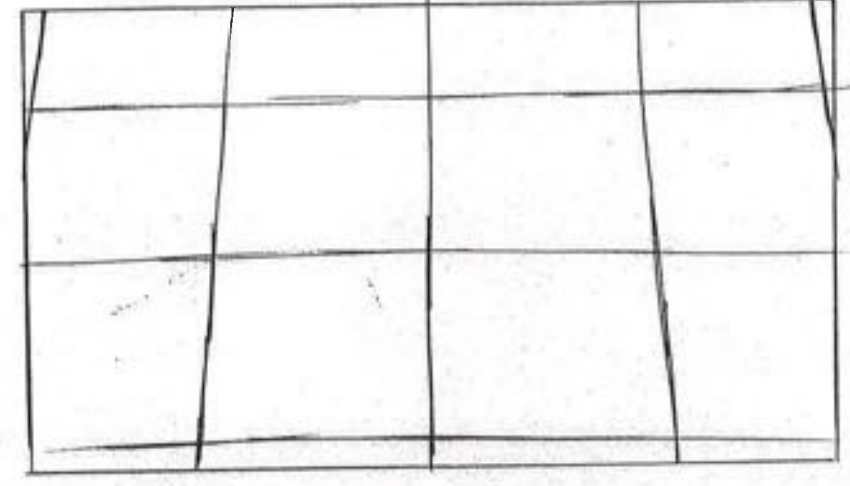


BACKGROUND



REUSE BG 12  
+ CG HIEROGLYPHS

WALL PERSPECTIVE - SLIGHT POSSIBLE UPSHOT.



ANIMATION

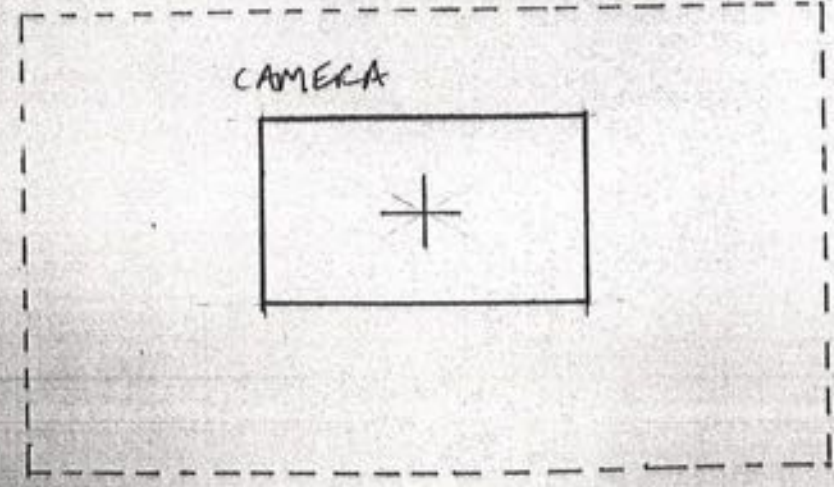


JOCHABED PLACES  
BABY MOSES INTO  
BASKET  
MIRIAM AND AARON  
ARE HELD LEVEL.

TONAL



CAMERA



CUT IN ON BG 12  
LOCKED OFF FIELD.



RUFF LIGHT SOURCE  
UPLIGHT.



SC.15

171.21

171.22

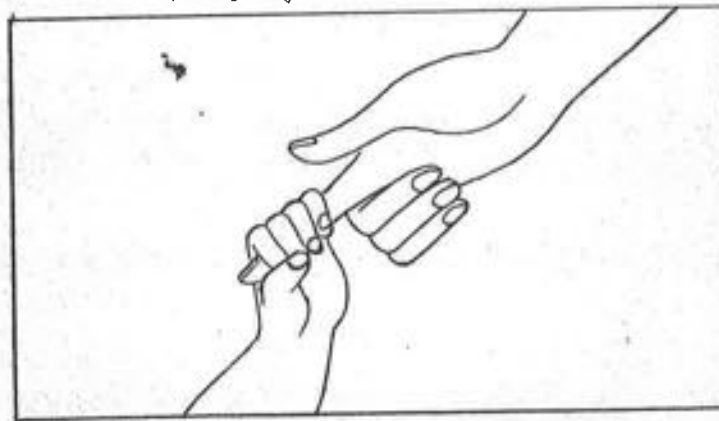


PRINCE OF EGYPT	Scene: 15.
Sequence: 05.7	Footage: 2'-01
Title: HIEROGLYPH NIGHTMARE	Artist: Jean-Luc

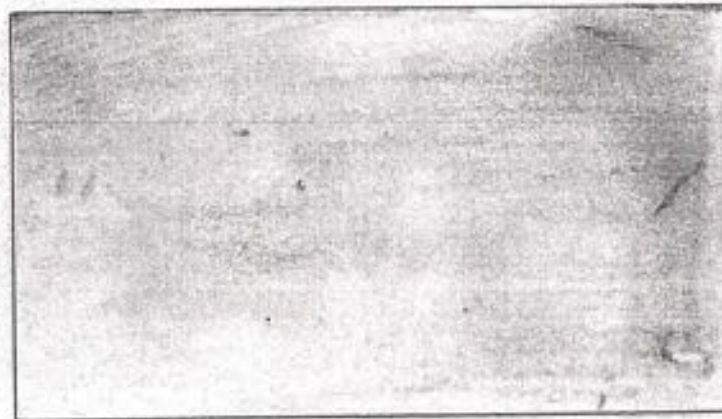
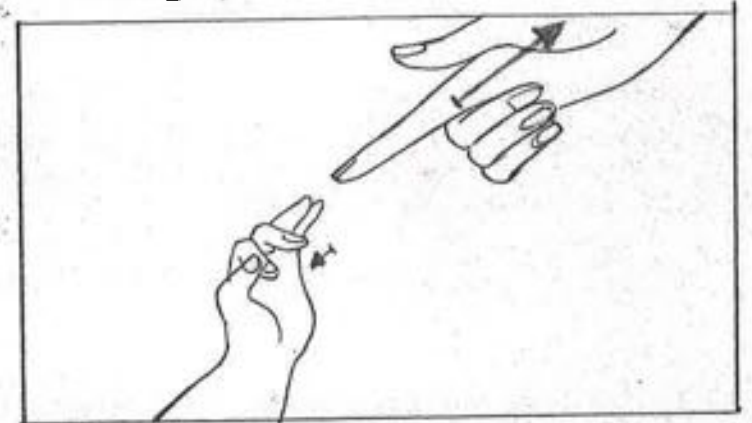


ANIMATION LEVEL

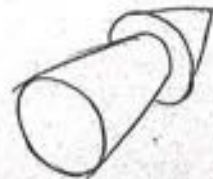
POSE 1



POSE 2



The Wall.



Light.



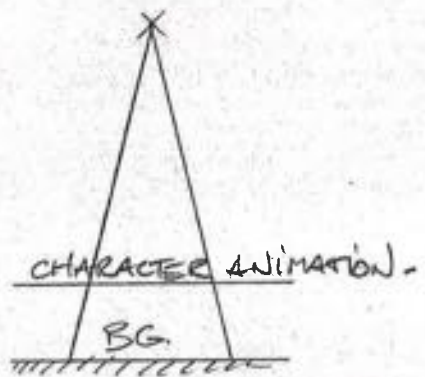


<b>PRINCE OF EGYPT</b>	Scene: 16.
Sequence: 05.7	Footage: 1'-10
Title: HIEROGLYPH NIGHTMARE	Artist: Jean-We



CHARACTER ANIMATION LEVEL : MOSES.

LEVEL BREAKDOWN.



Pose 1



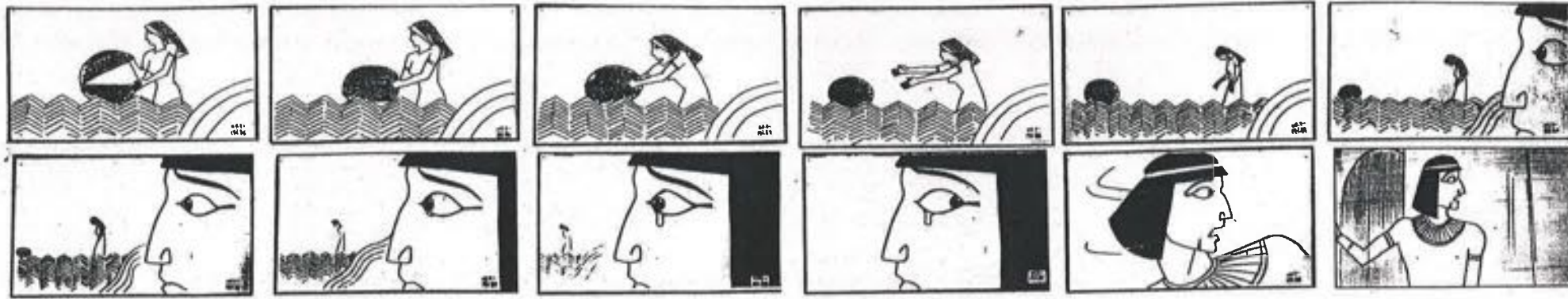
Pose 2



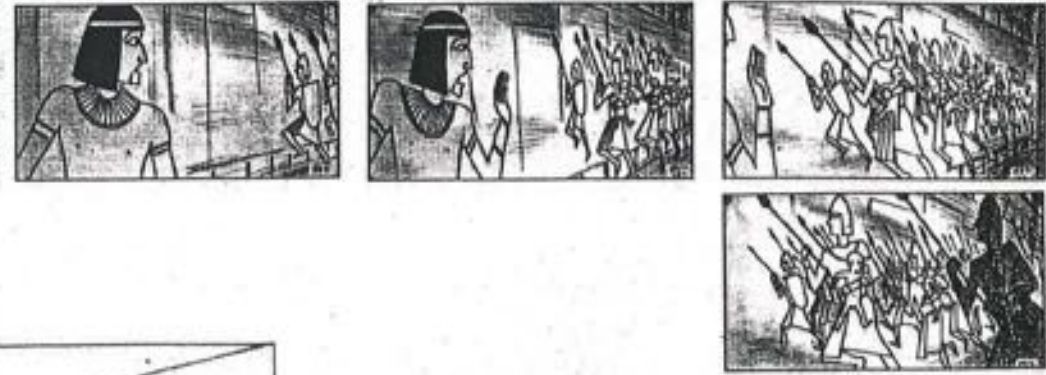
Light.



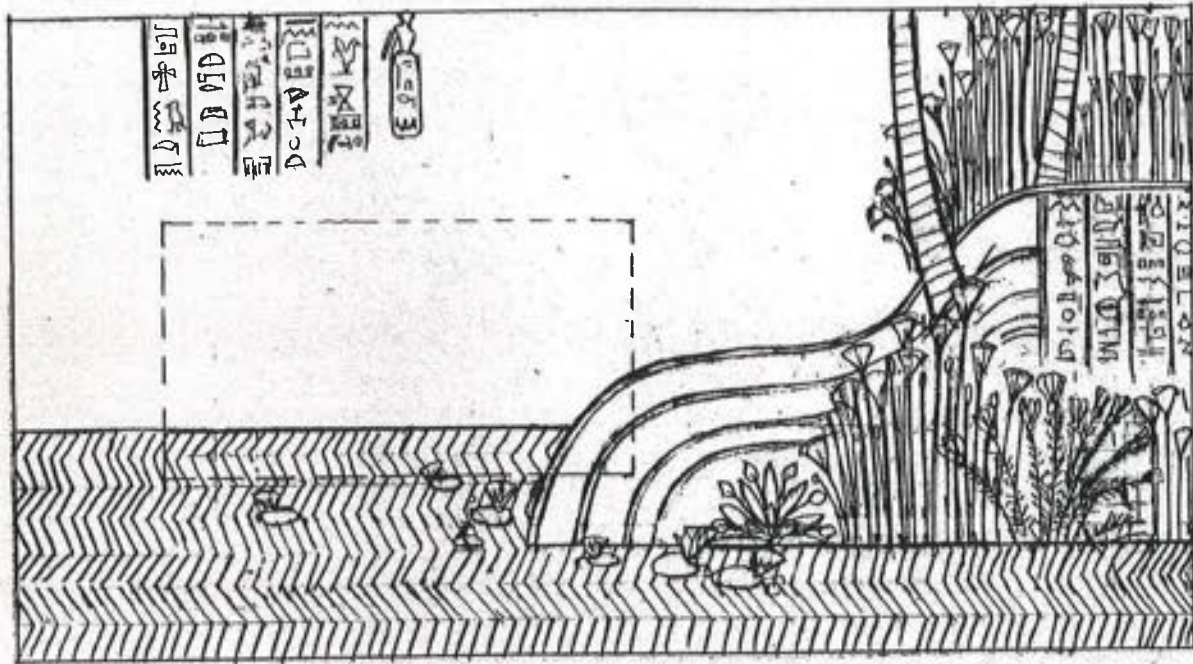
BG.



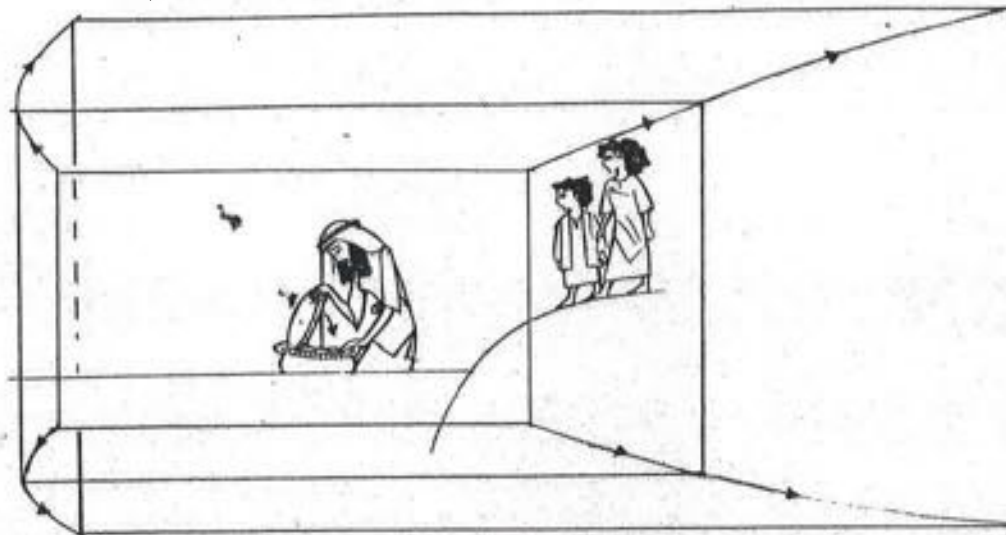
<b>PRINCE OF EGYPT</b>	Scene: 17
Sequence: 05.7	Footage: 1607
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE



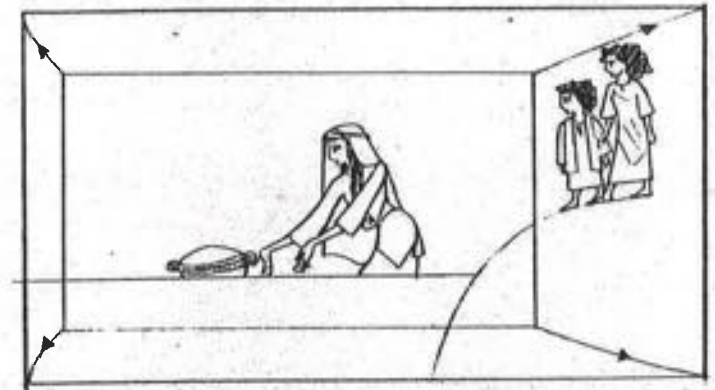
BACKGROUND REUSE Bg 12 + CG HIEROGLYPHS



ANIMATION POSE 1

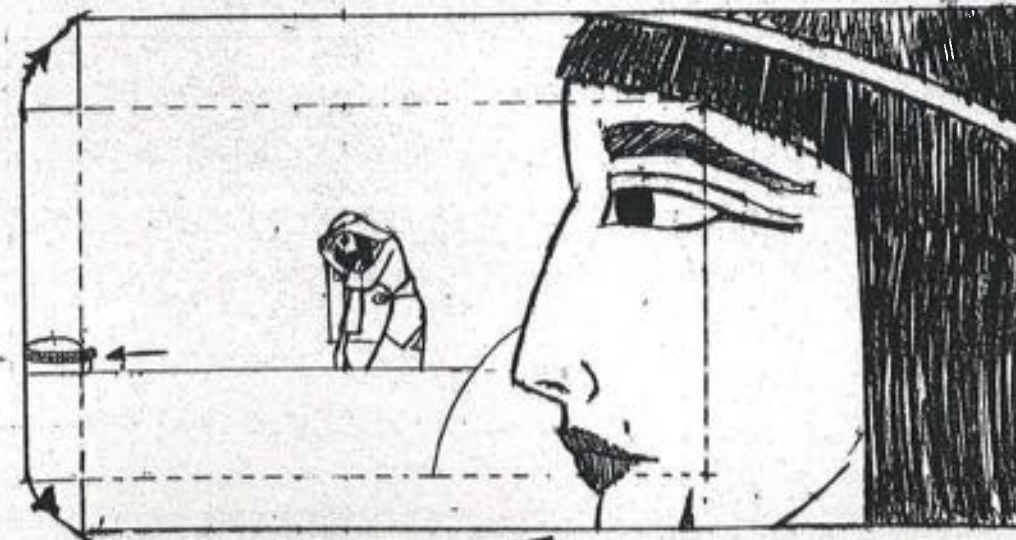


ANIM POSE 2

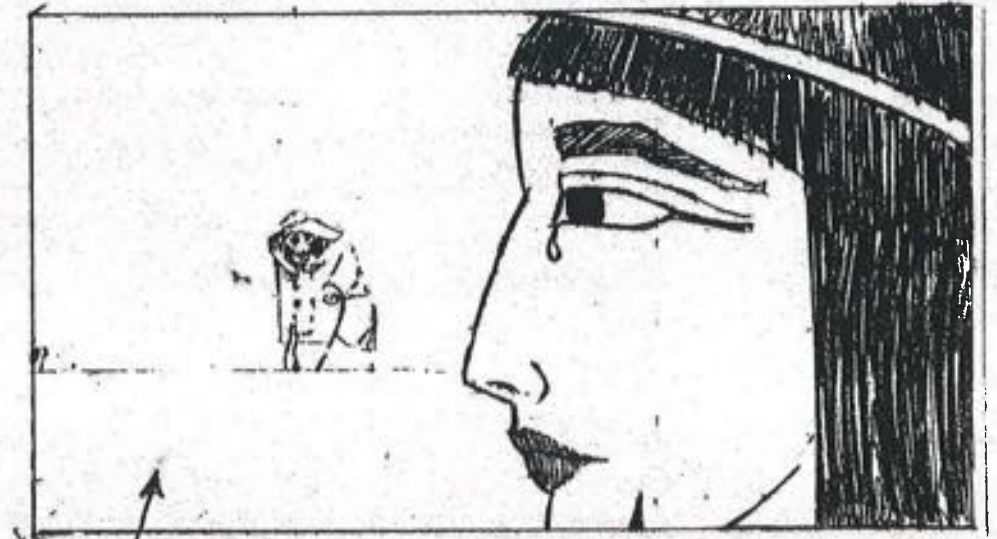


CAMERA MOVE TRUCK OUT AS SHOWN.

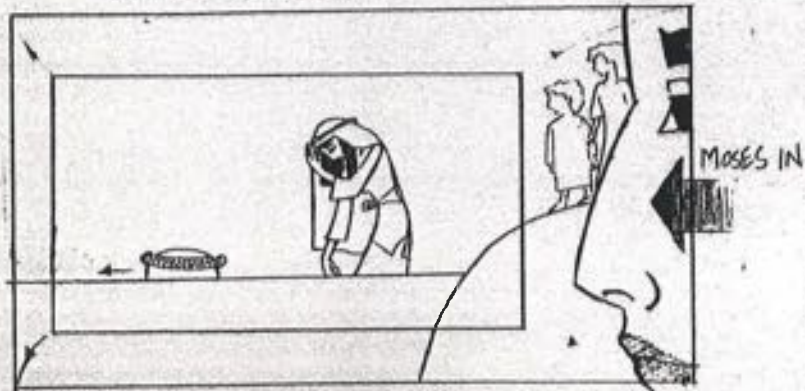
ANIM POSE 4



ANIM POSE 5



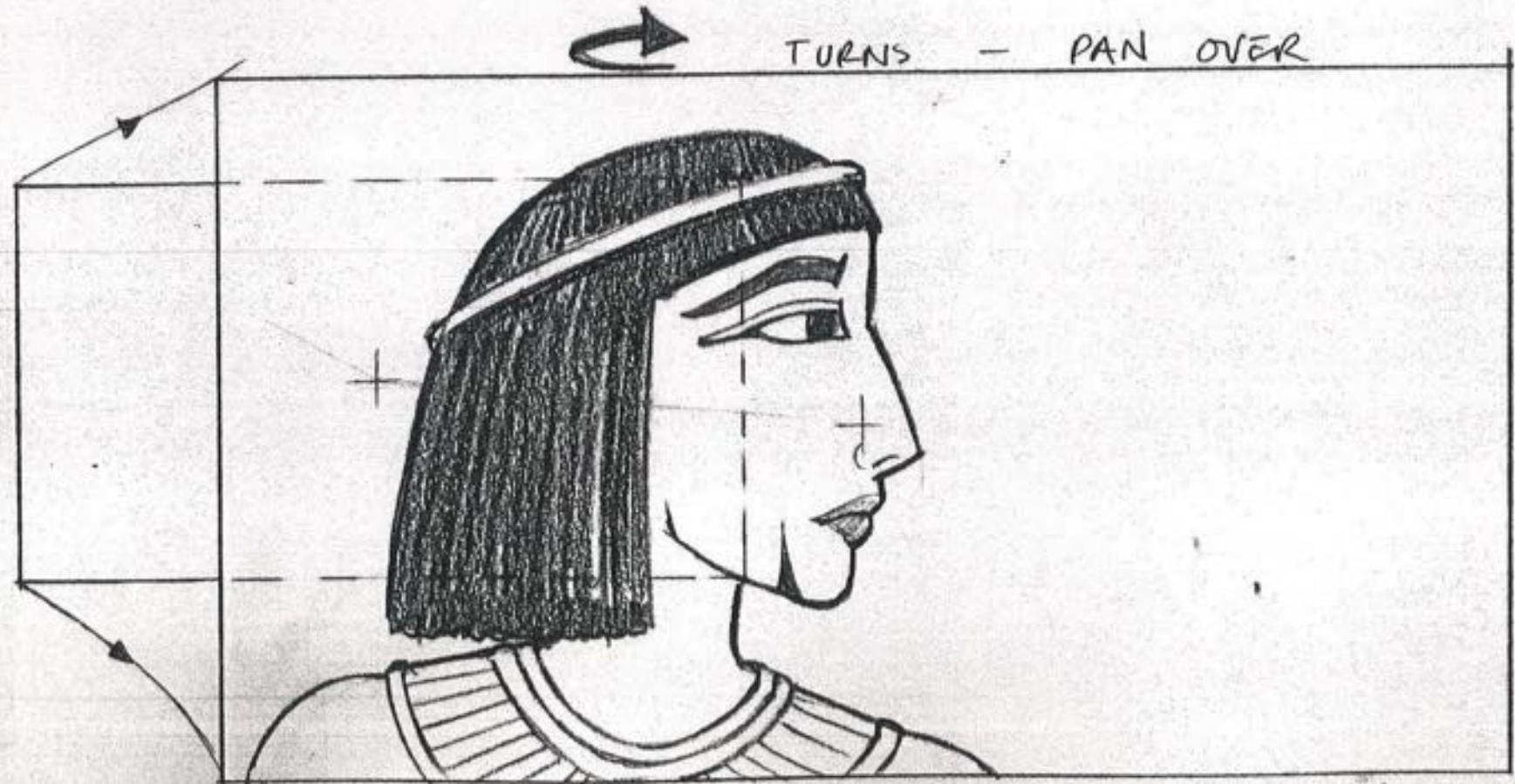
ANIM POSE 3



MOSES ANIMATION - 'BI-PAC'

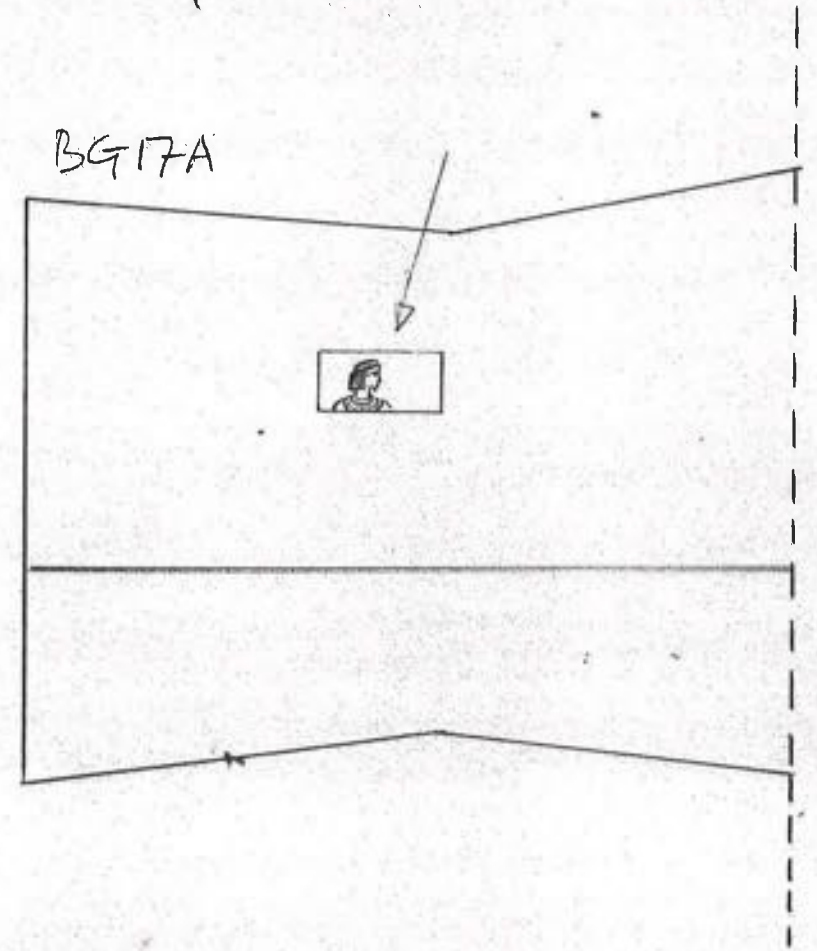
BG AND ANIMATION (TECH ABED) CROSS/DISSOLVE TO NEW BG 17A

<b>PRINCE OF EGYPT</b>	Scene: 17
Sequence: 05.7	Footage: 16'07"
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE

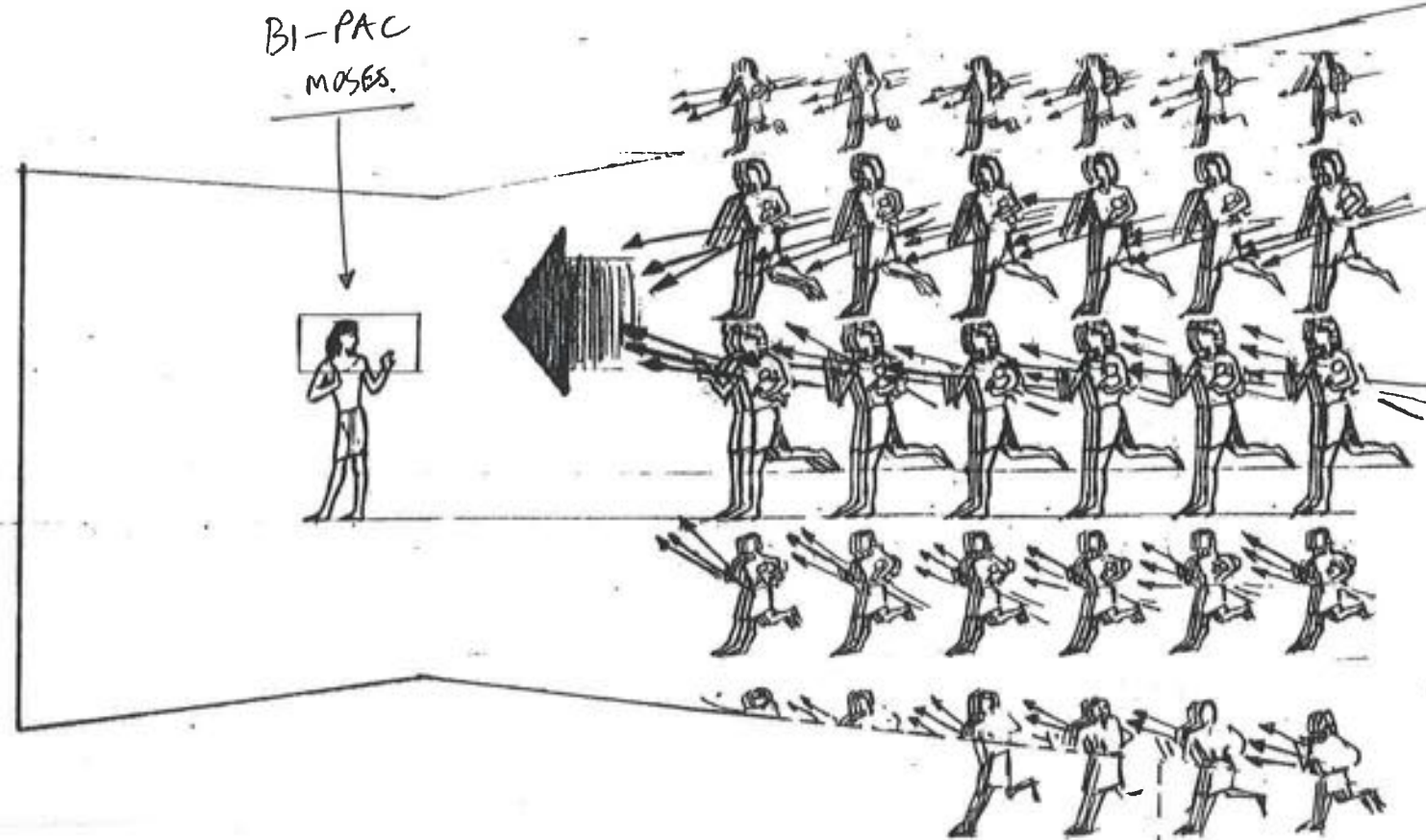


MOSES ANIMATION

BI-PAC RESIZED AND POSITIONED ON BG 17A - WALL TEXTURE.



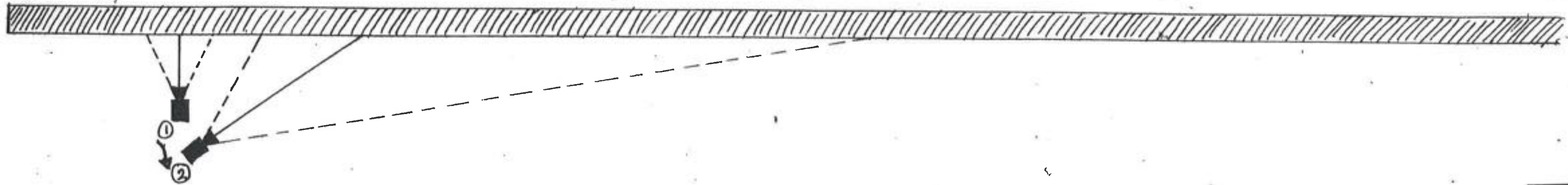
CHARACTER ANIMATION



SOLDIER ANIMATION (CARRYING BABIES)

RUBBER STAMP SOLDIERS  
 ANIMATE AS CYCLE -  
 RESIZE + POSITION ACROSS BG.

CAMERA + PLAN VIEW

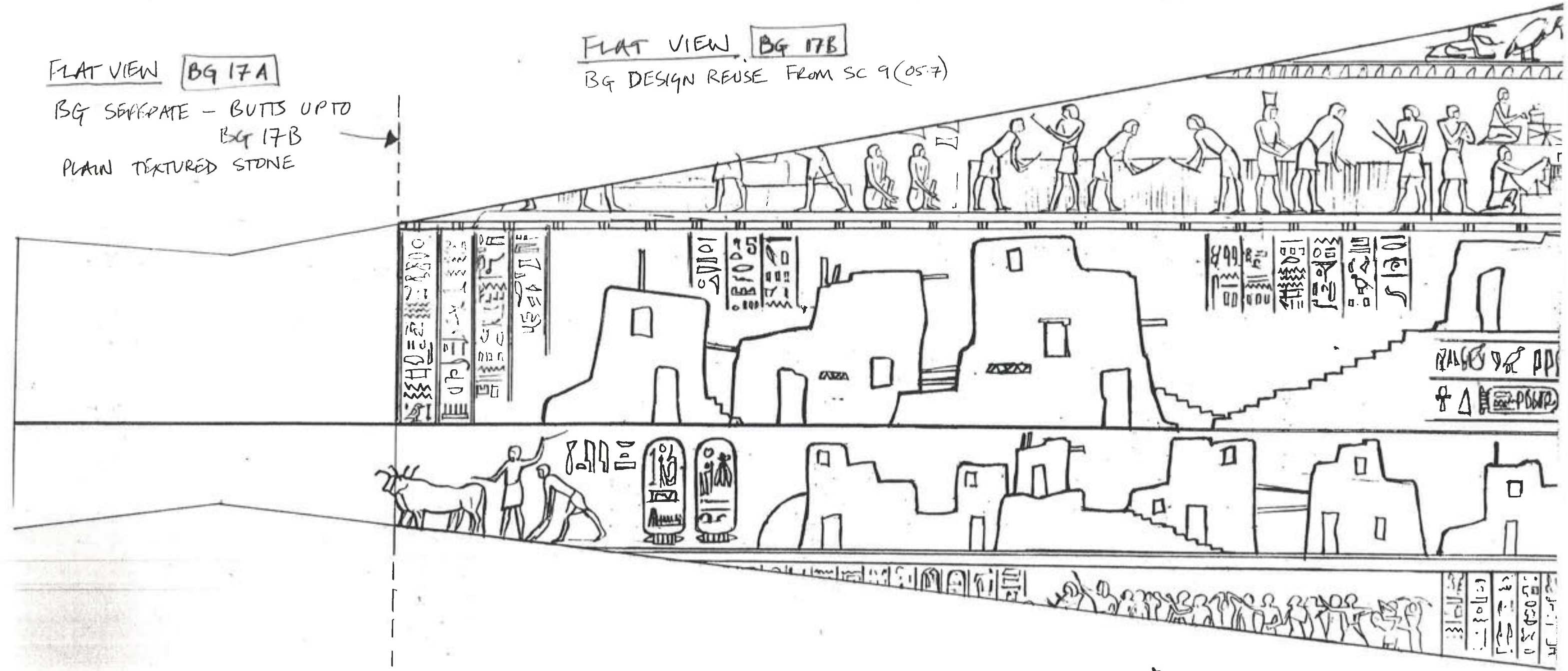


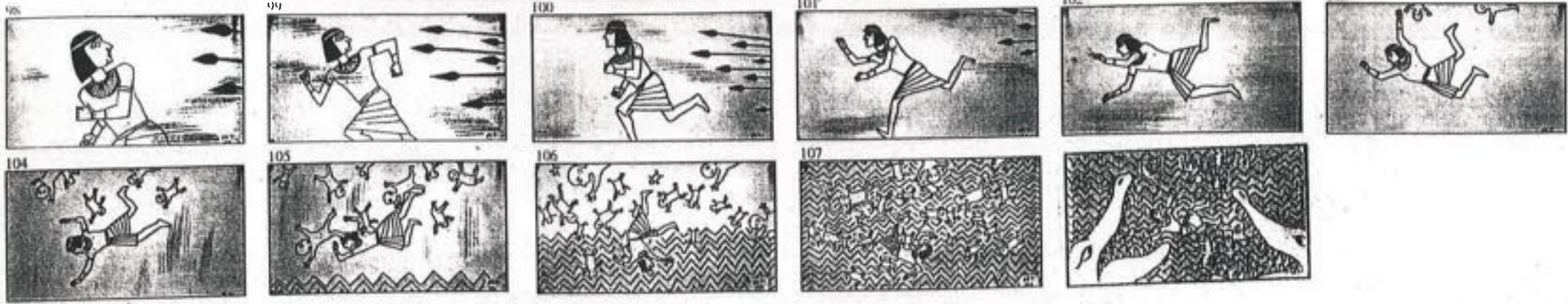
FLAT VIEW **BG 17A**

BG SEPARATE - BUTTS UP TO  
 BG 17B  
 PLAIN TEXTURED STONE

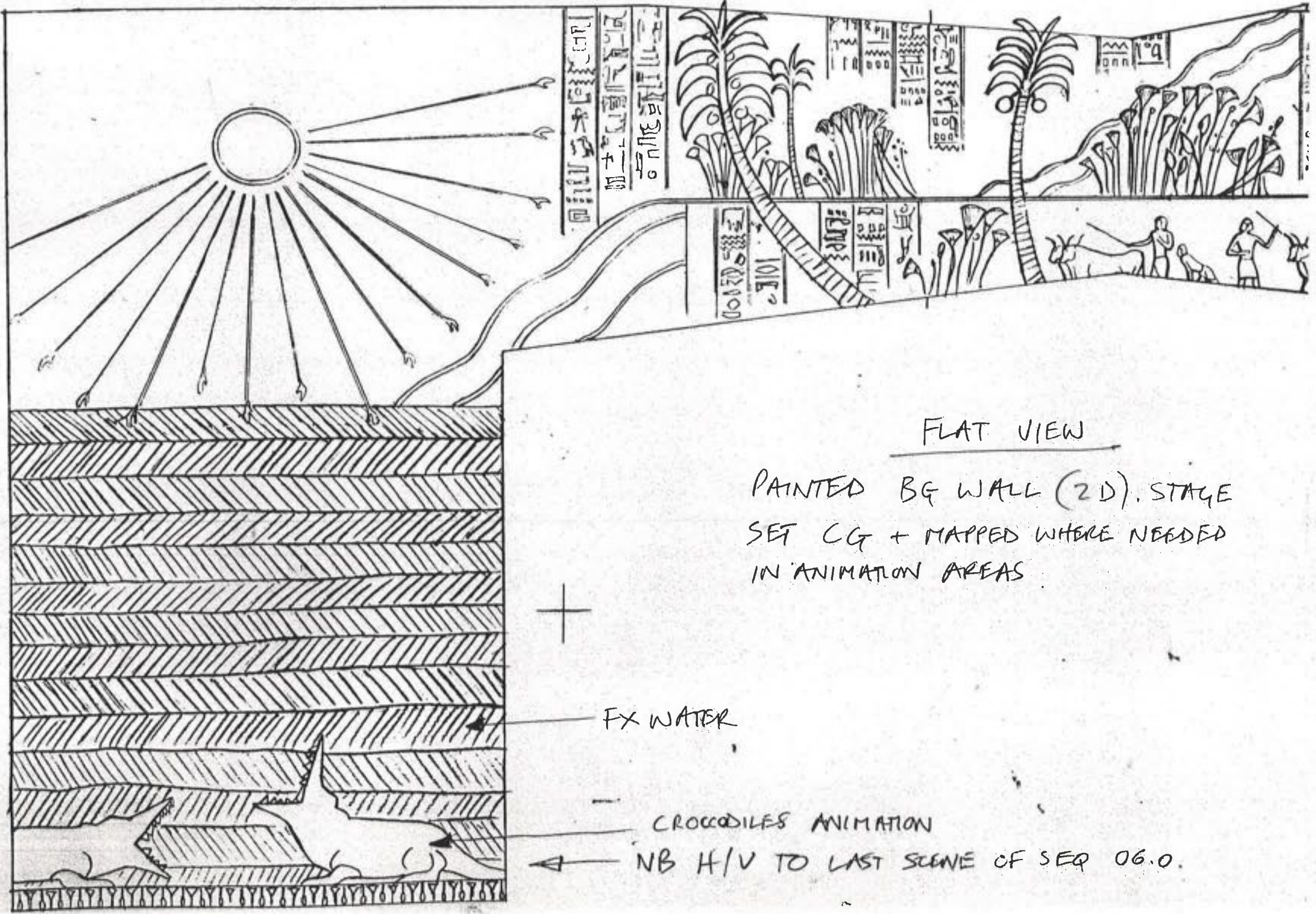
FLAT VIEW **BG 17B**

BG DESIGN REUSE FROM SC 9 (05.7)





<b>PRINCE OF EGYPT</b>	Scene: 18
Sequence: 05.7	Footage: 11' 04"
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE



FLAT VIEW

PAINTED BG WALL (2D). STAGE SET CG + MAPPED WHERE NEEDED IN ANIMATION AREAS

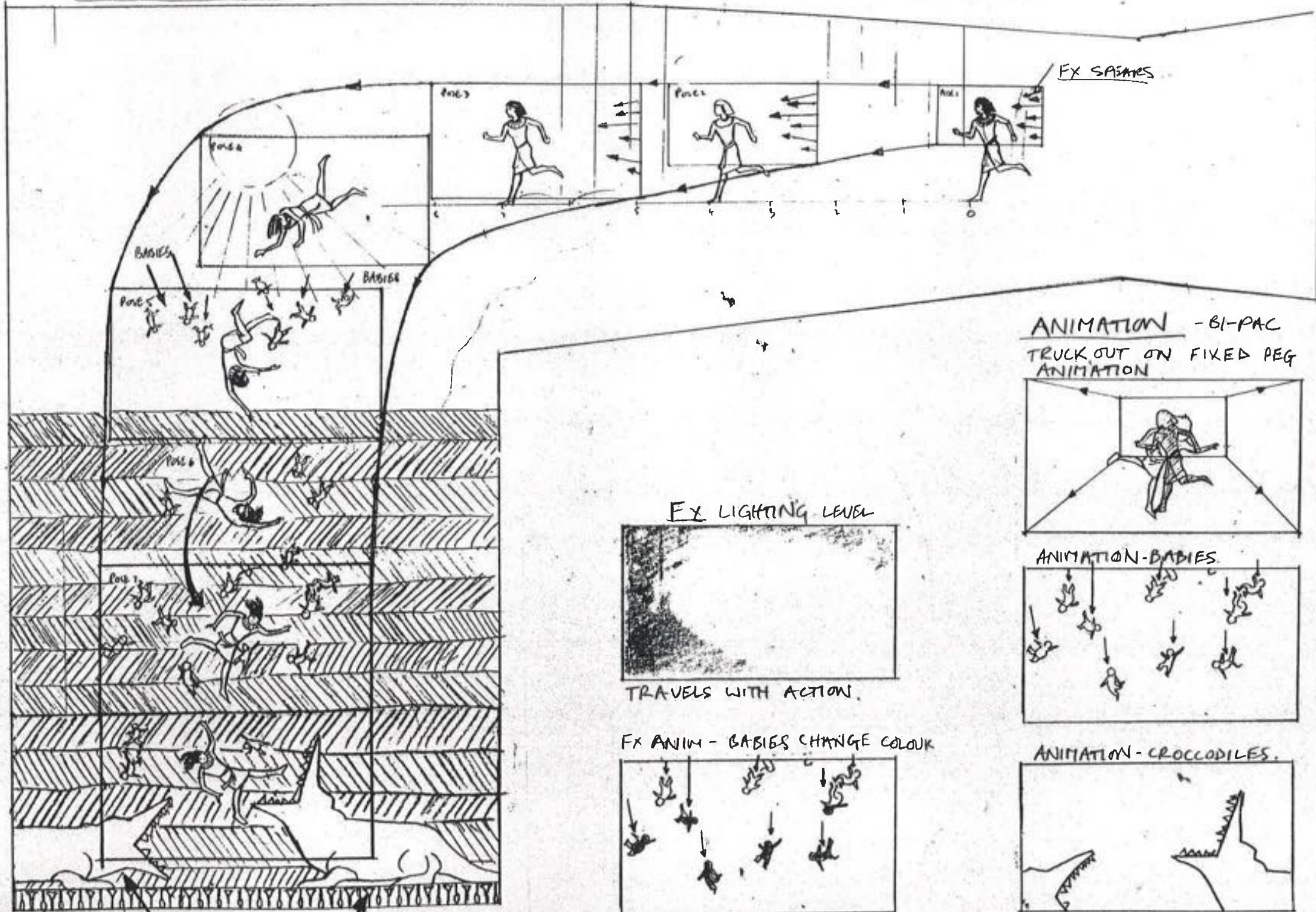
FX WATER

CROCODILES ANIMATION

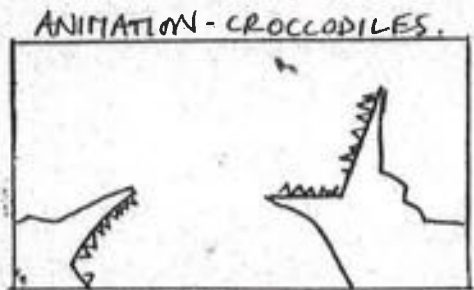
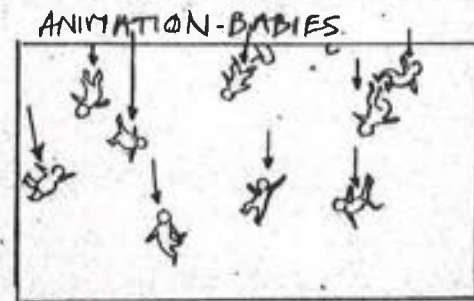
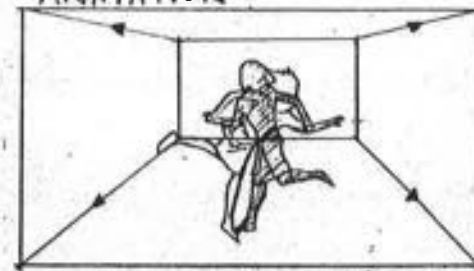
NB H/V TO LAST SCENE OF SEQ 06.0.



BG CAMERA MOVE + BI-PAC ANIMATION POSES PAN BG BEHIND CHARACTER ANIMATION.



ANIMATION - BI-PAC  
TRUCK OUT ON FIXED PEG  
ANIMATION

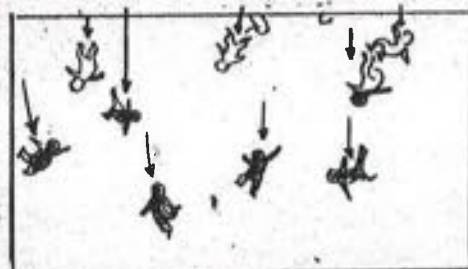


FX LIGHTING LEVEL



TRAVELS WITH ACTION

FX ANIM - BABIES CHANGE COLOUR



CROC ANIMATION

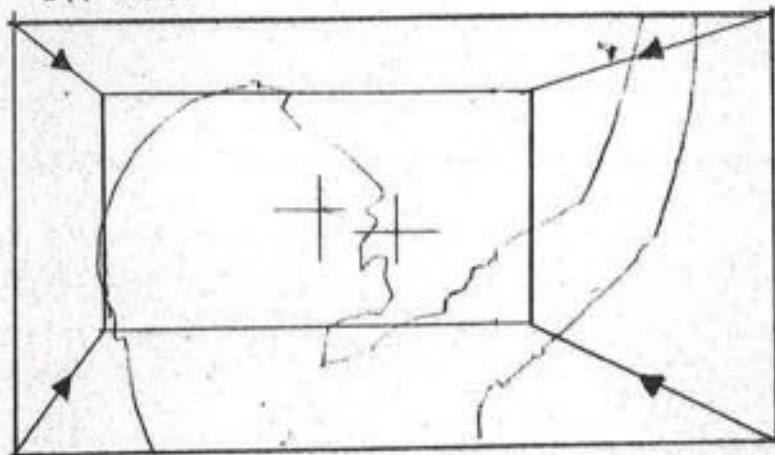
<b>PRINCE OF EGYPT</b>	Scene: 19
Sequence: 05.7	Footage: 5:01
Title: HIEROGLYPH NIGHTMARE	Artist: CLIVE



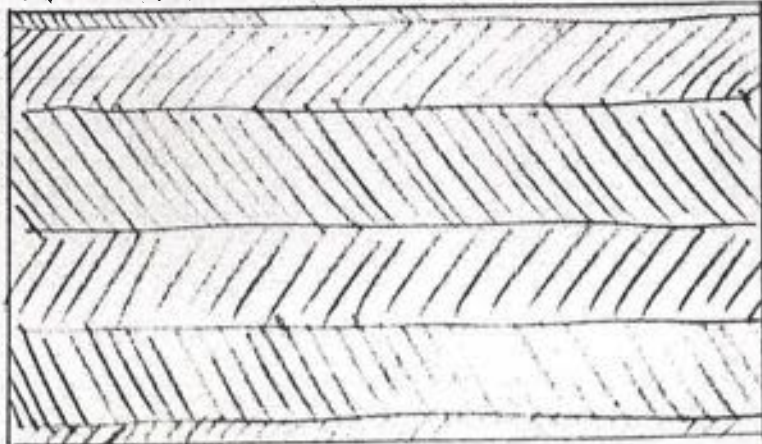
ANIMATION



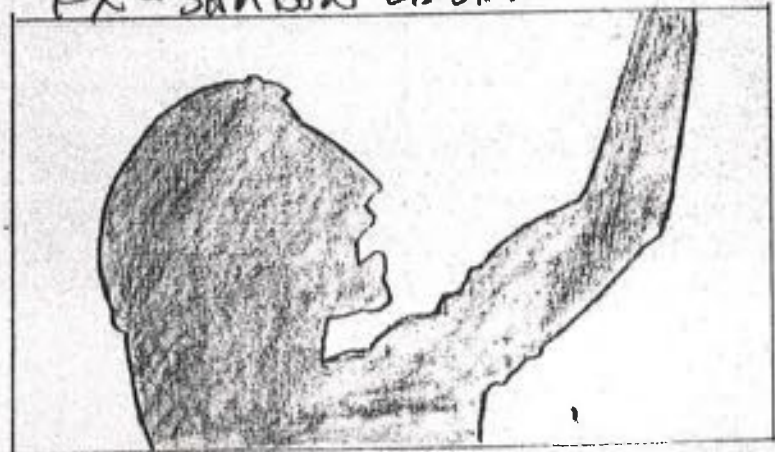
CAMERA - TRUCK IN



FX-WATER ANIMATION



FX-SHADOW LEVEL



TONAL

