

These are rough design frames drawn from a few points in the script.

The final piece will set the talent in all sorts of poses and actions - she will occasionally interact with the drawings.

The "actress" seen here is not to suggest casting or wardrobe - we'll address those later.

RE: Environment.

We feel it is important to create an environment in which to stage this piece - 3 reasons...

- 1 - The juxtaposition of the primitive - abstract drawing style against a photorealistic environment is a very rich visual twist. - creates great visual interest.  
The use of some sort of "prop" increases this visual interest.
- 2 - We need a nice clear surface to draw the visual stories on - being in a room makes it natural to see a wall in the background.
- 3 - Some of the "gags" we have in mind require a floor to give them a sense of place.

1 13,000 LPL advisors across the nation.

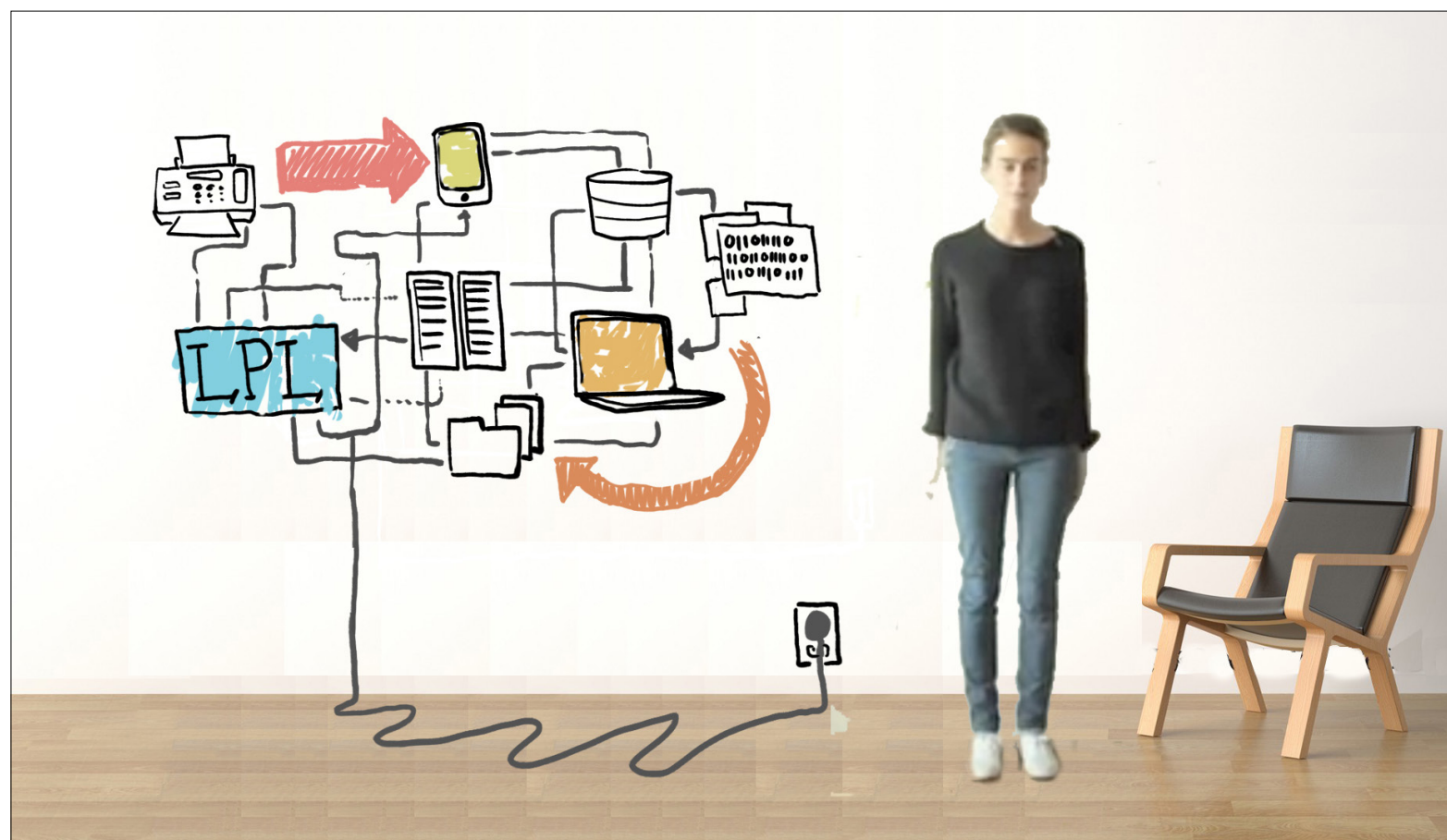


2 Rapid growth caused complexity



Actor steps up - erases complex block the replaces with more elegant form in next scene.

3 - Rapid growth caused complexity - Alternate



Character reaches down and unplugs the complex flow chart - it collapses in a logical way. - transition to next scene

4 - Corporate logo

