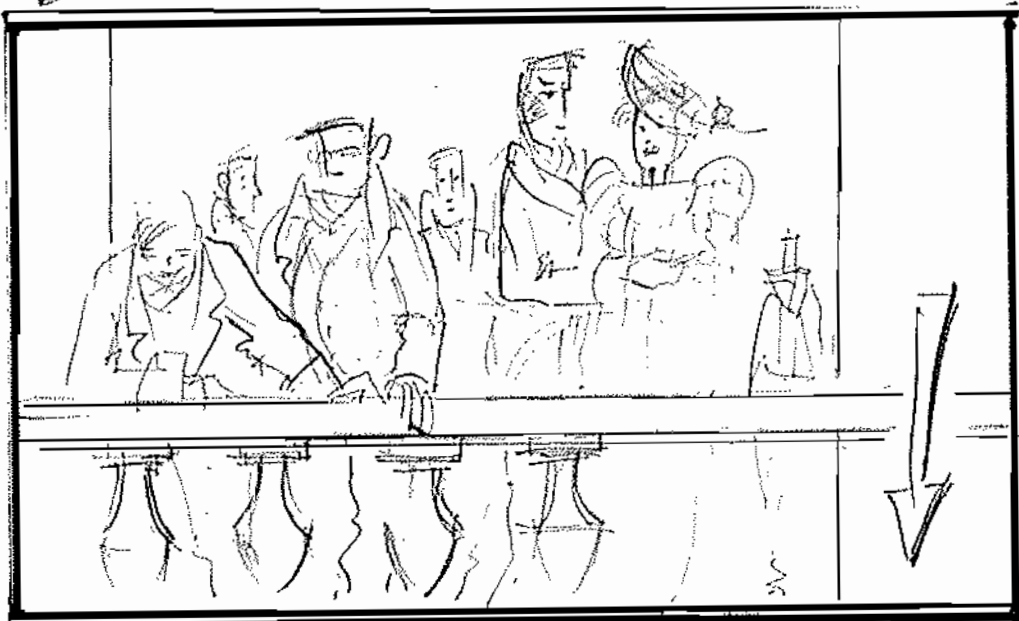
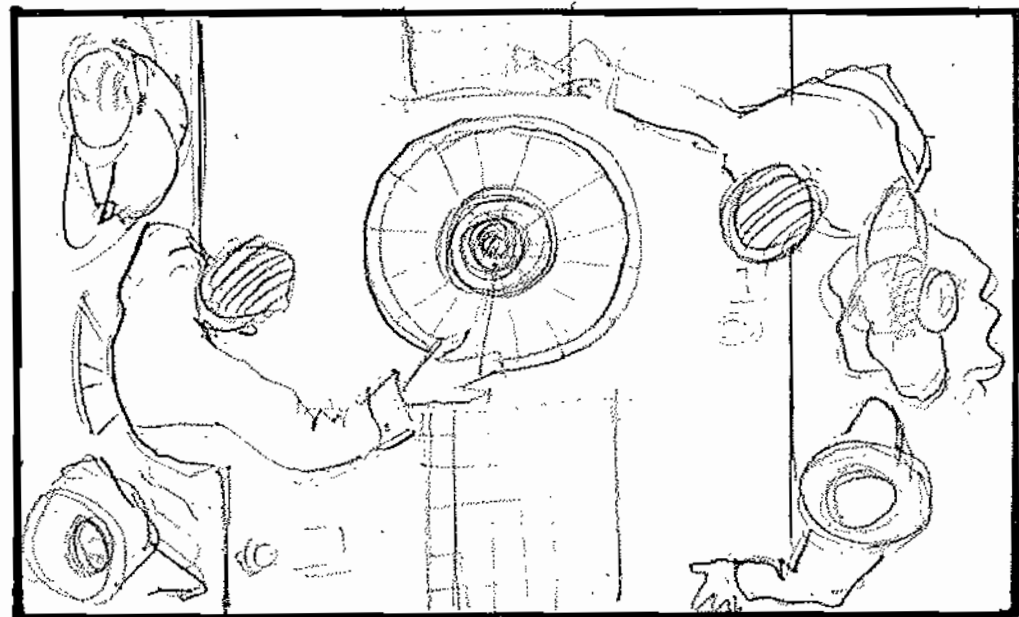


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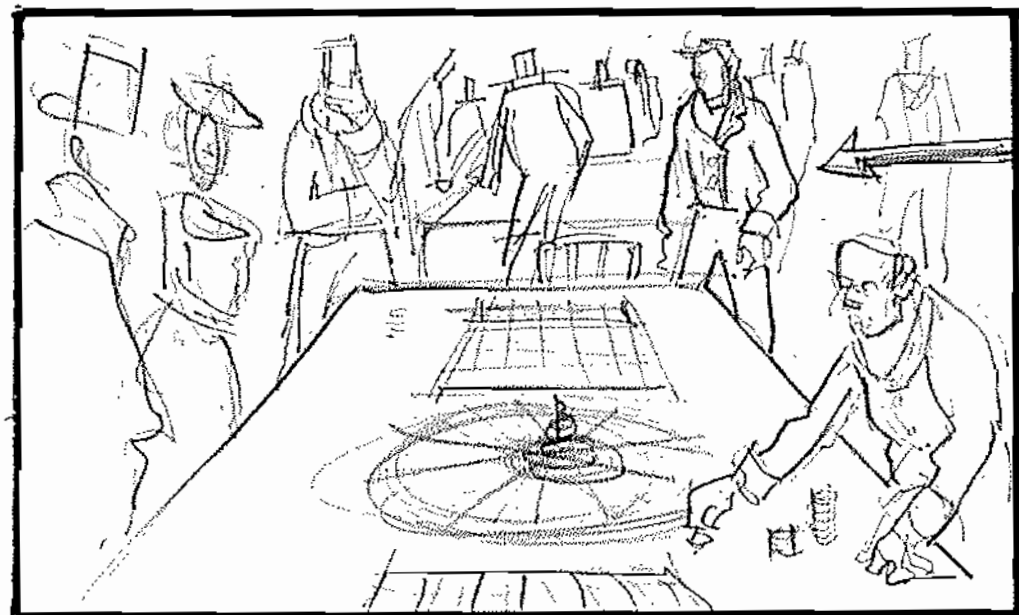
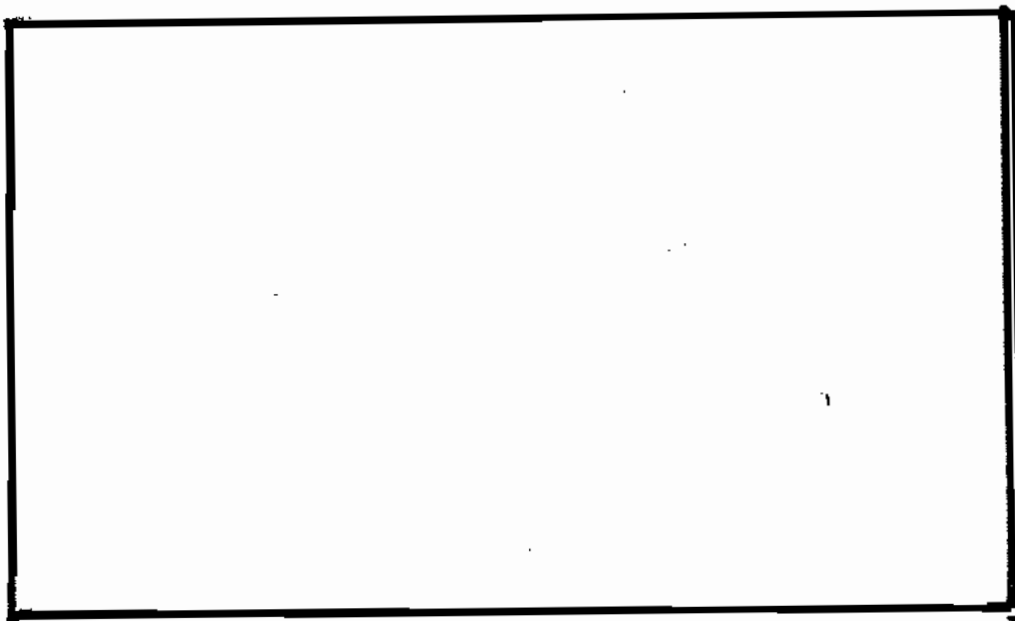
" LA PEAU DE CHAGRIN "



1) 6me - mouvement H ↓ B



1) suite

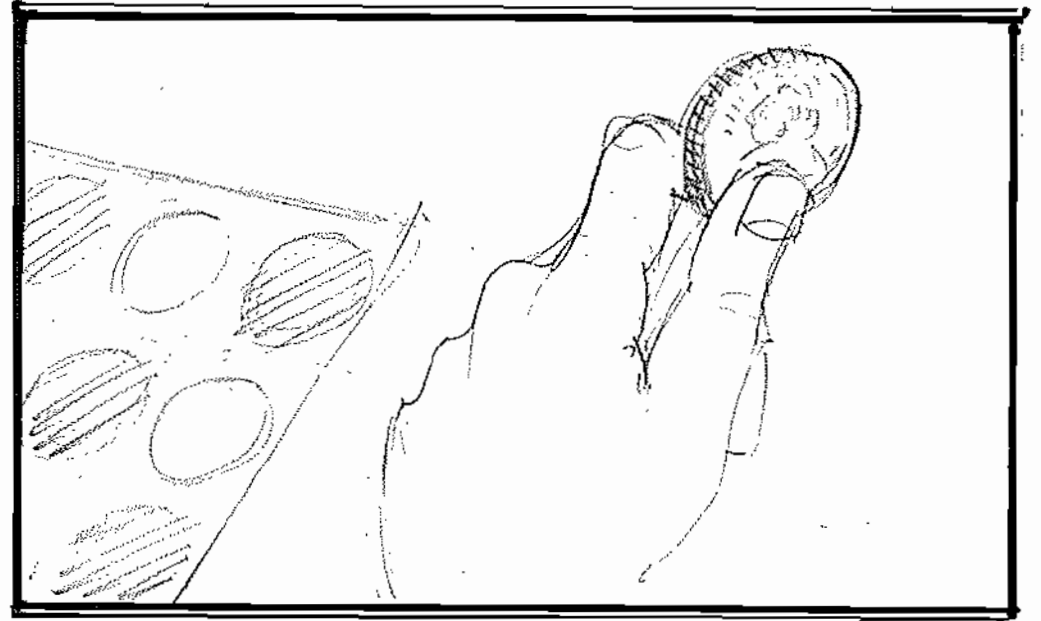


1) suite

1 quite



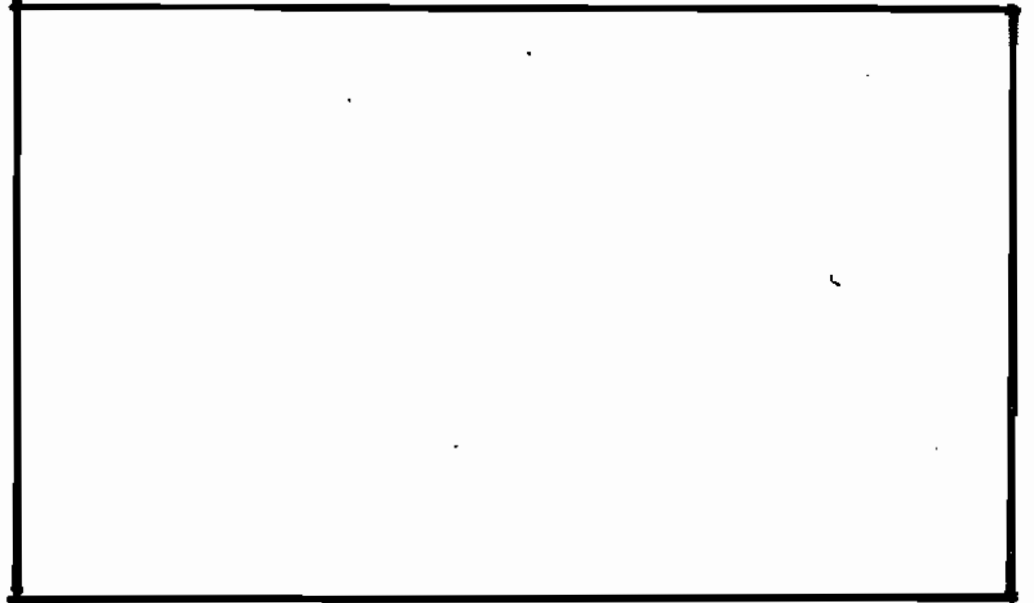
① Fri



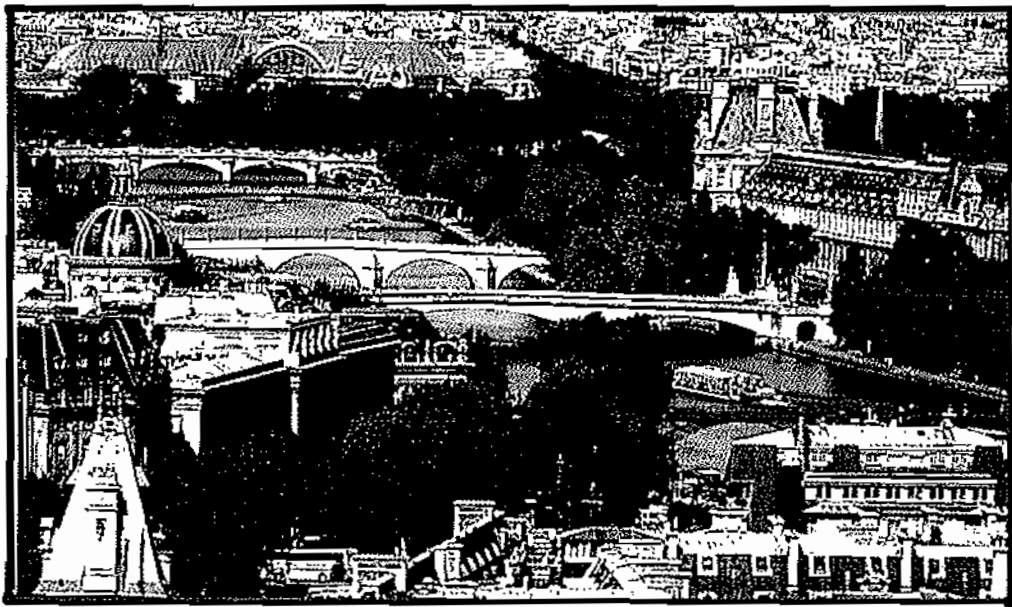
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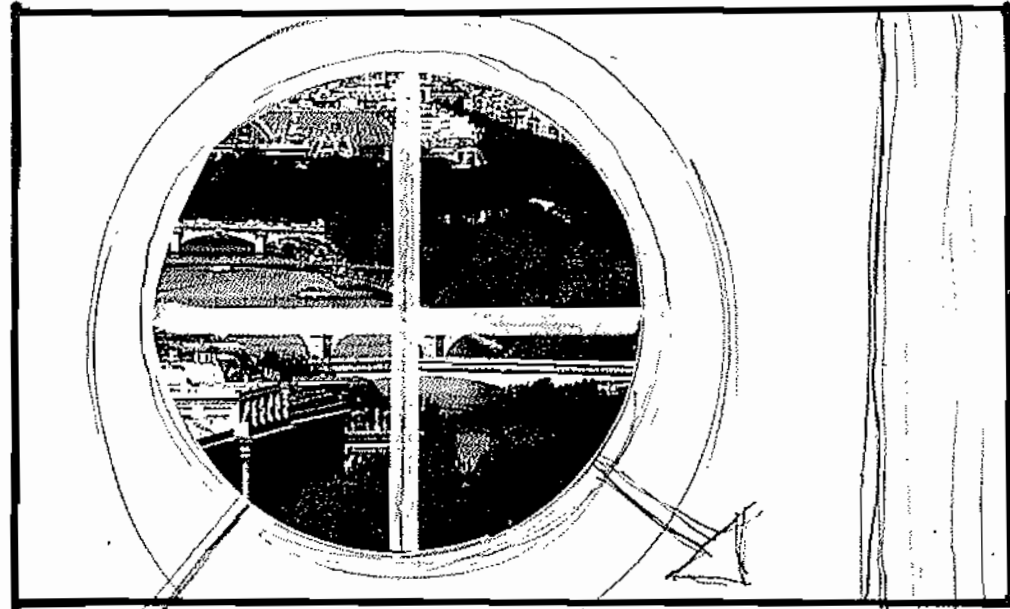
③



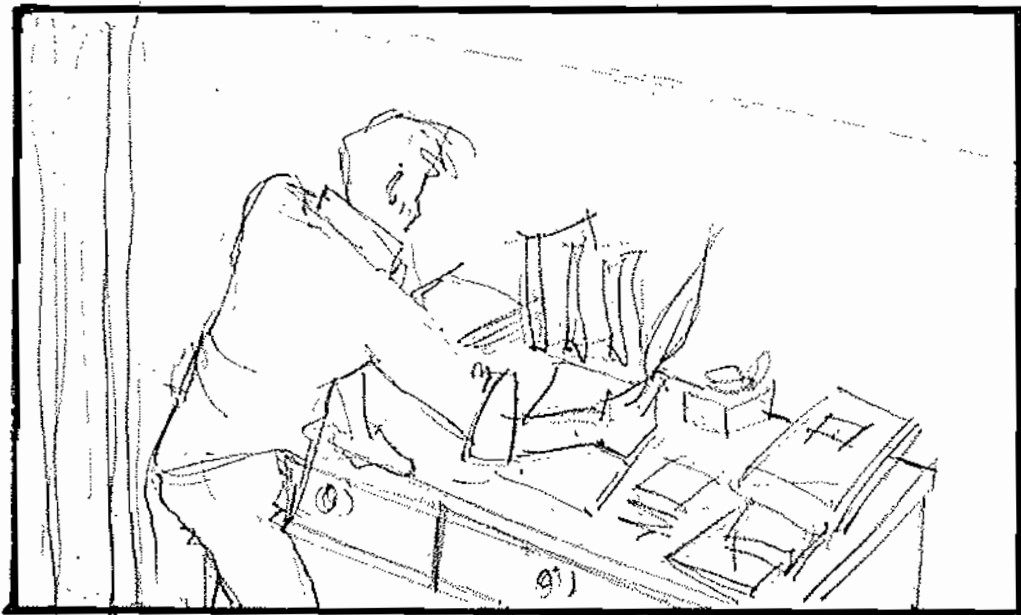
2



① mate 4x



① smite - Travelling amier



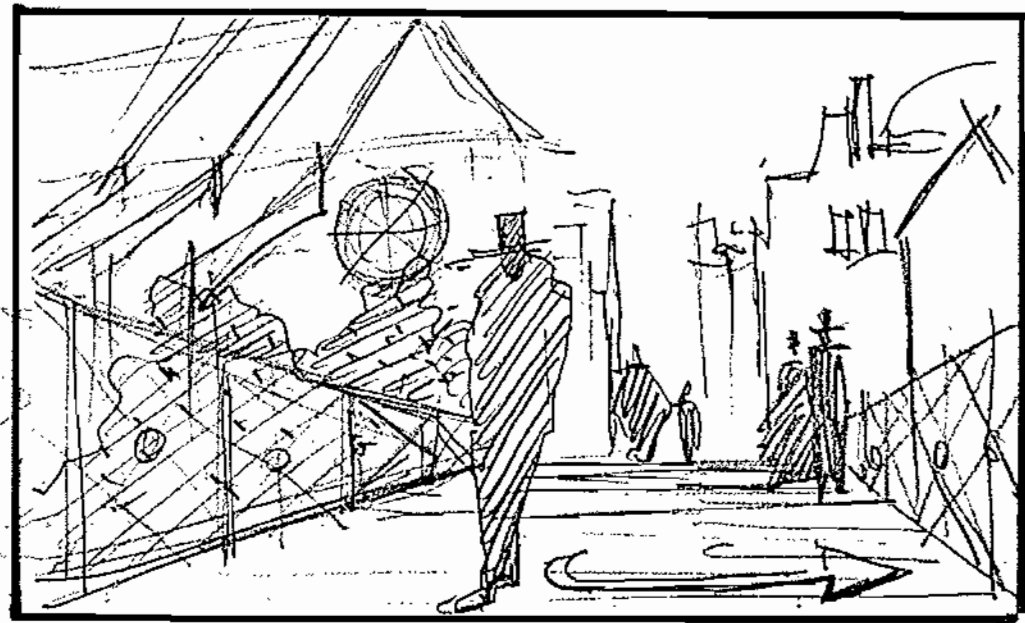
② Travelling D → 6



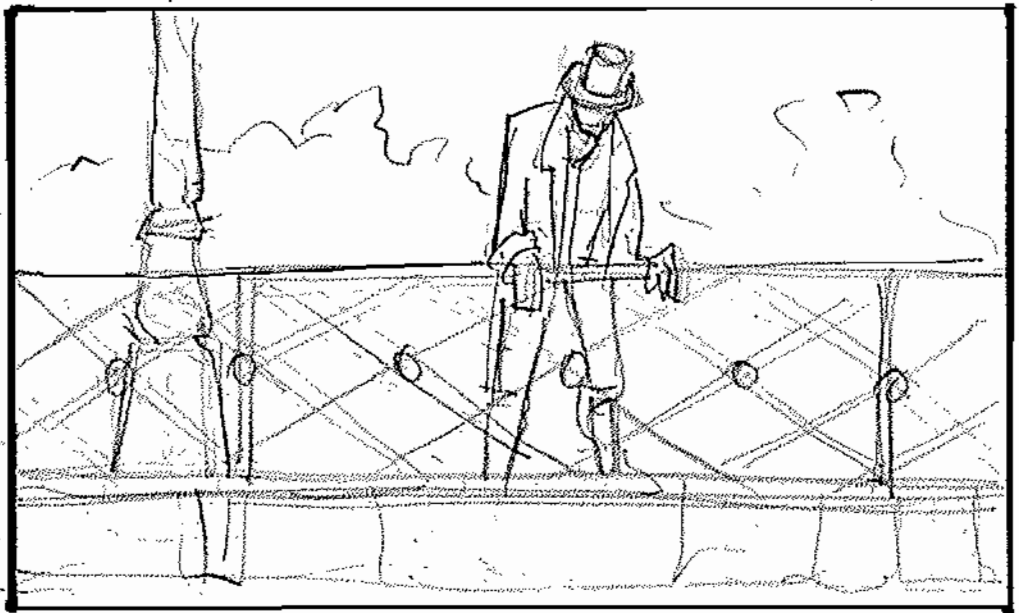
② smite



① Travelling accompagnant Raphaël



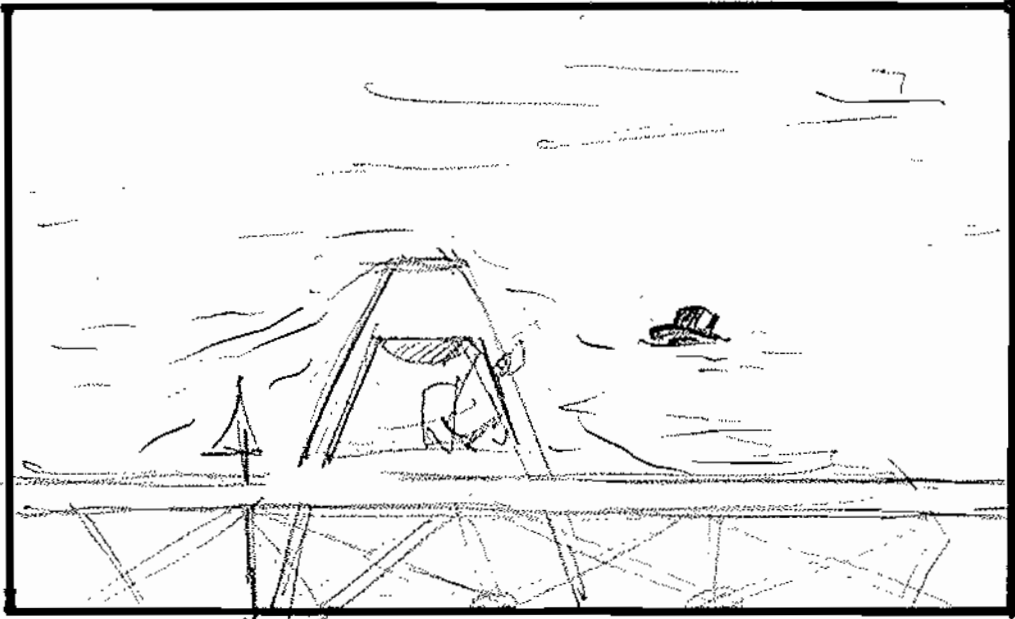
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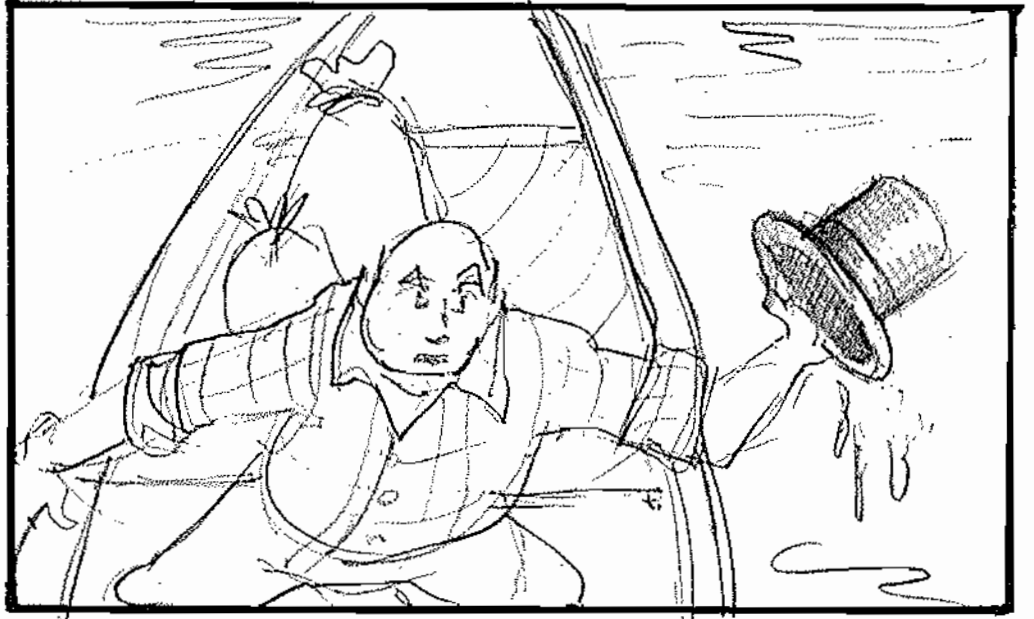
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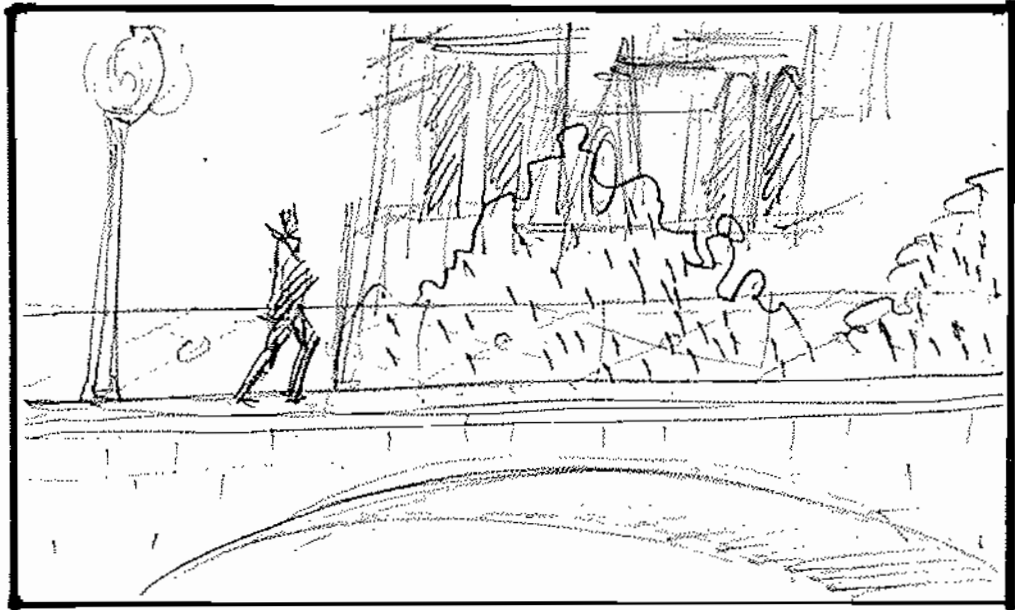
④



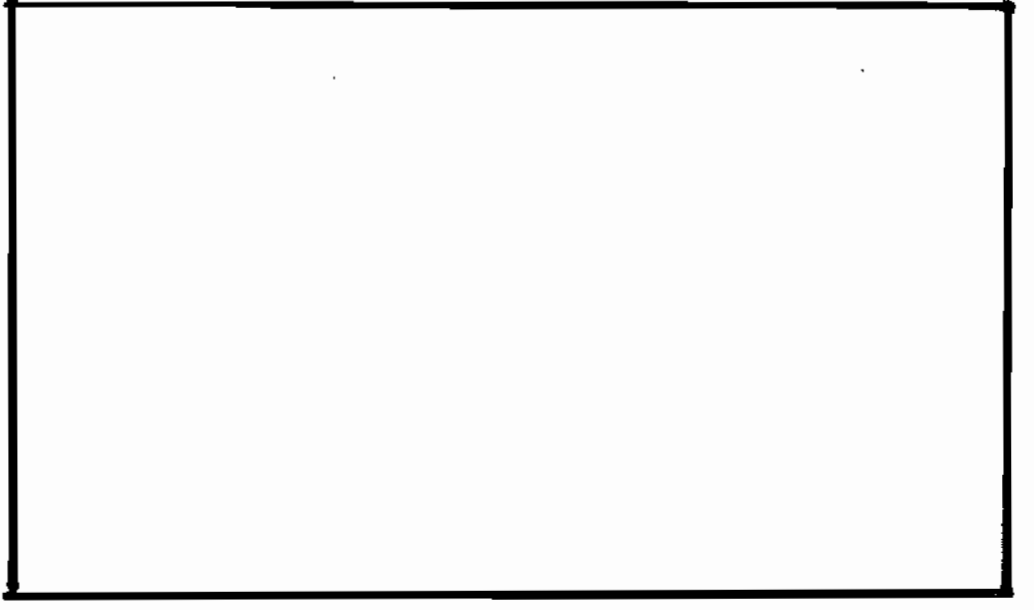
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6



7

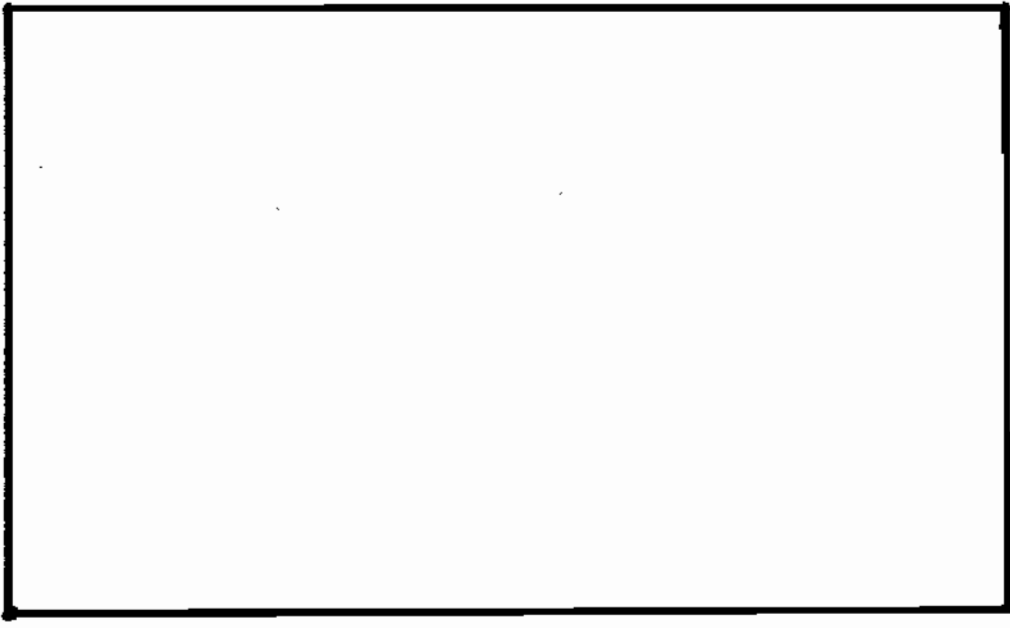
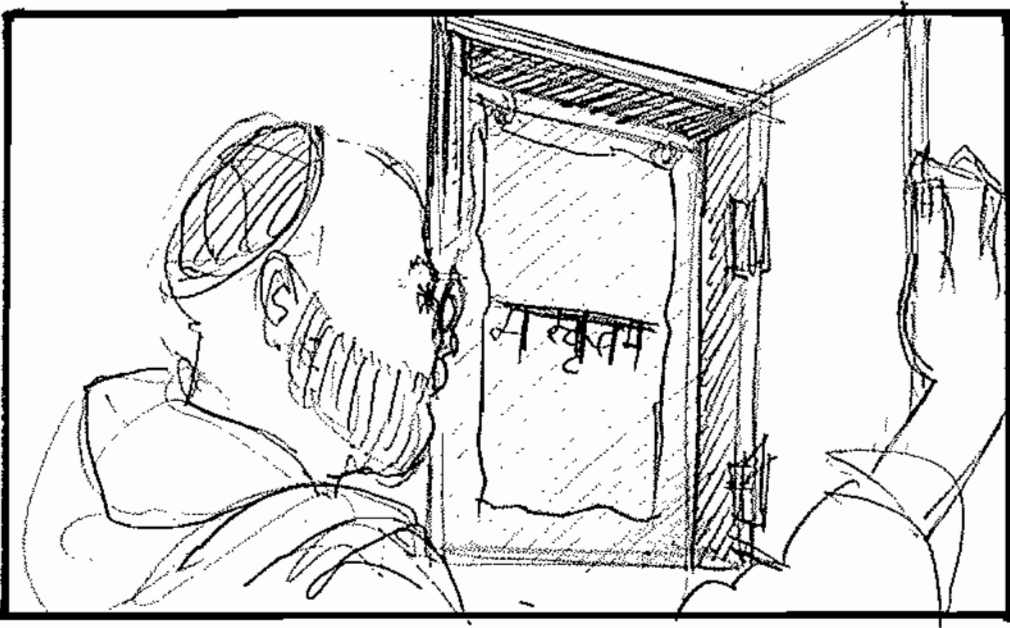




1



2





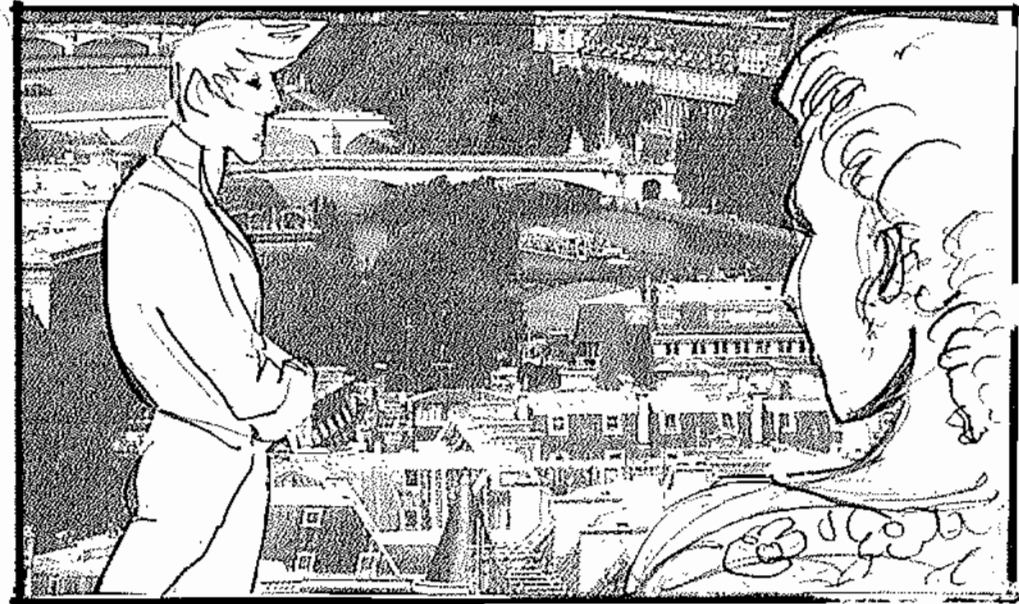
①



②

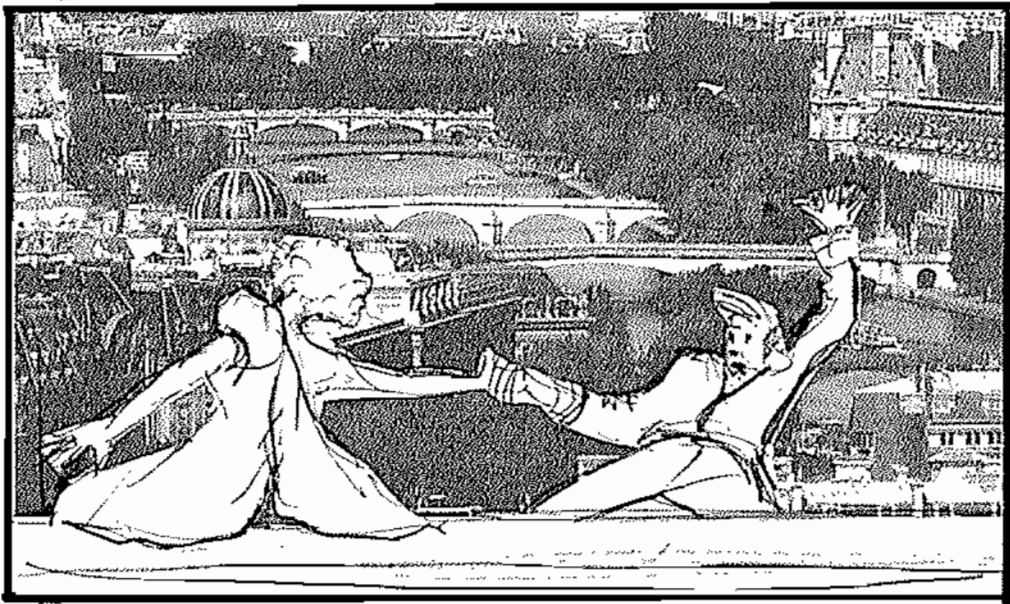


③ mate sfx



④ mate sfx

6A mite



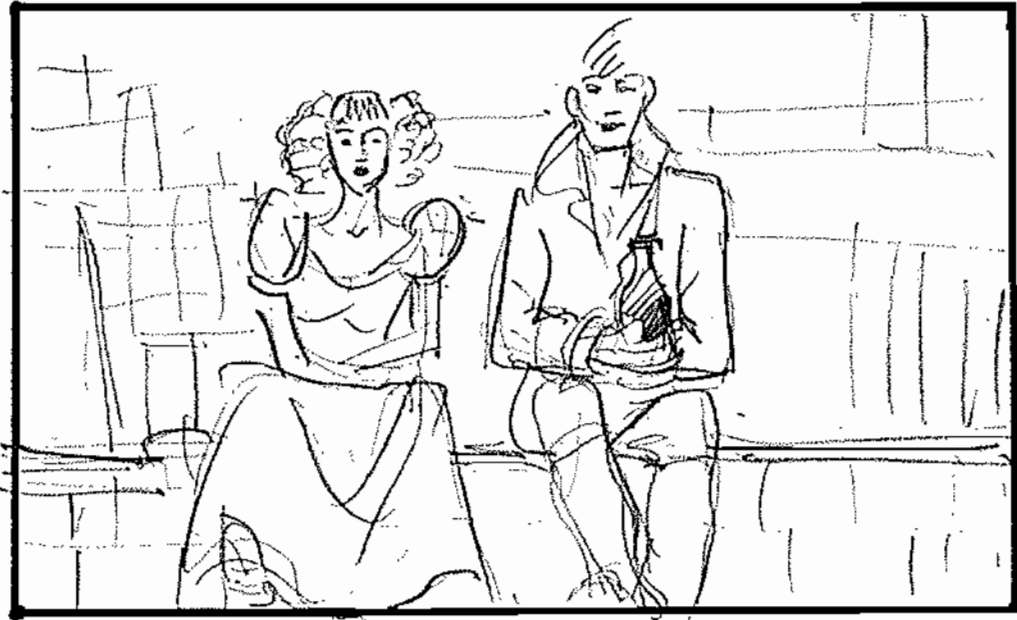
⑤ mate & fx



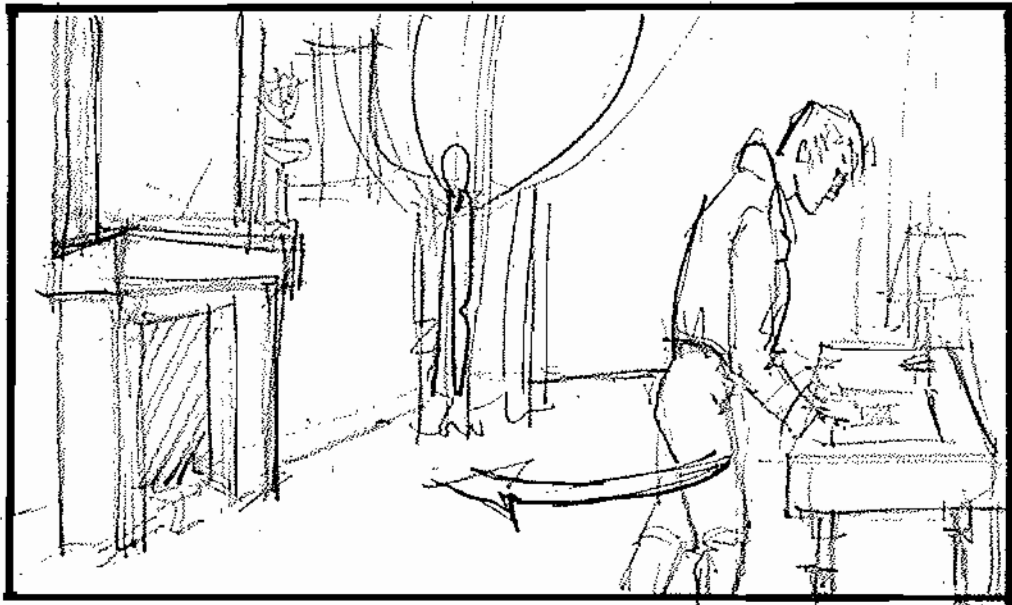
⑥



⑦

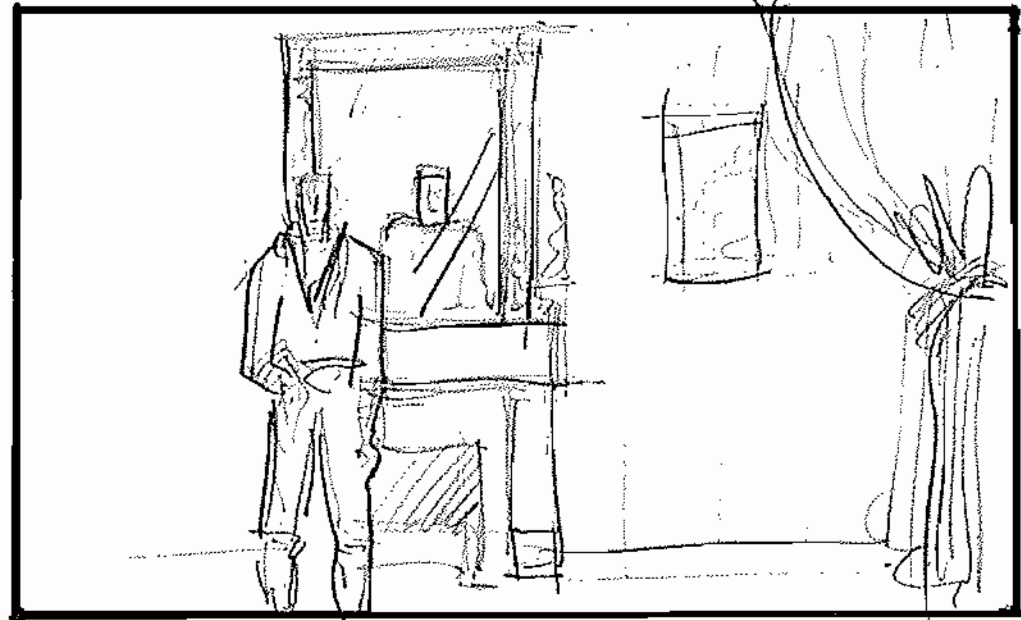
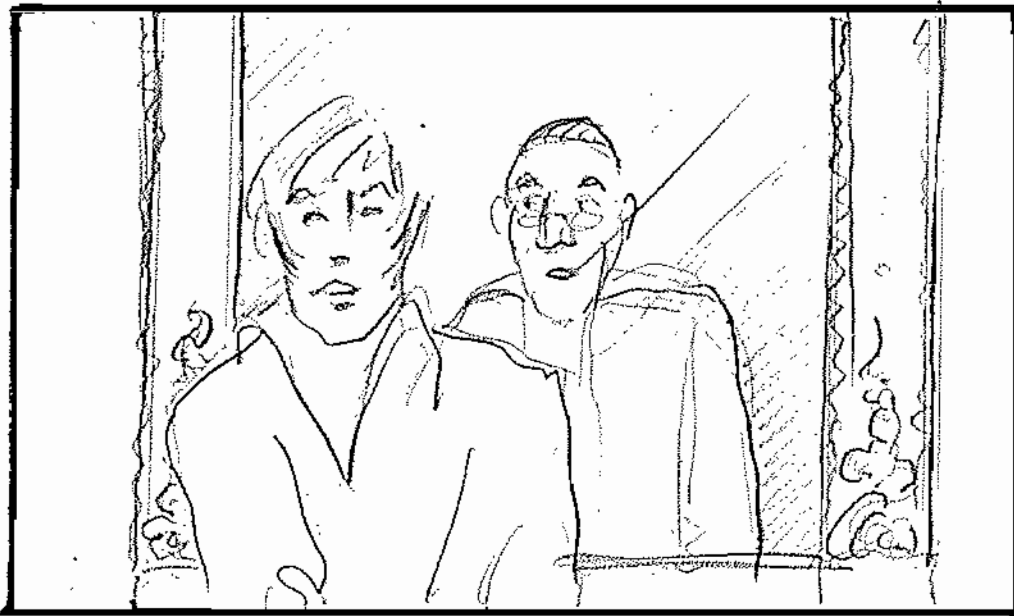


⑧



①

② trav. arrière



② suite

③

#1



①

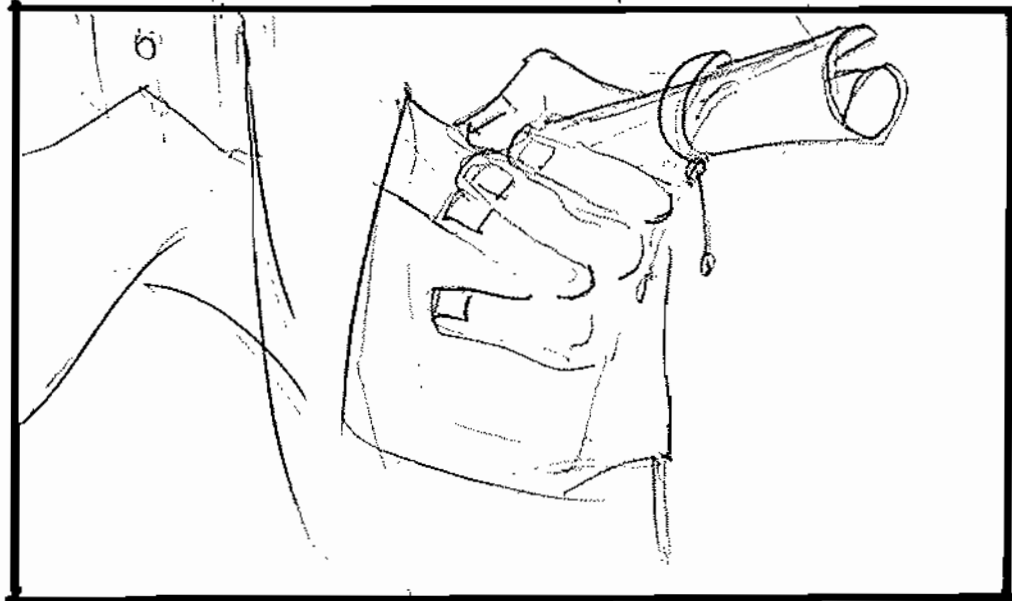


②

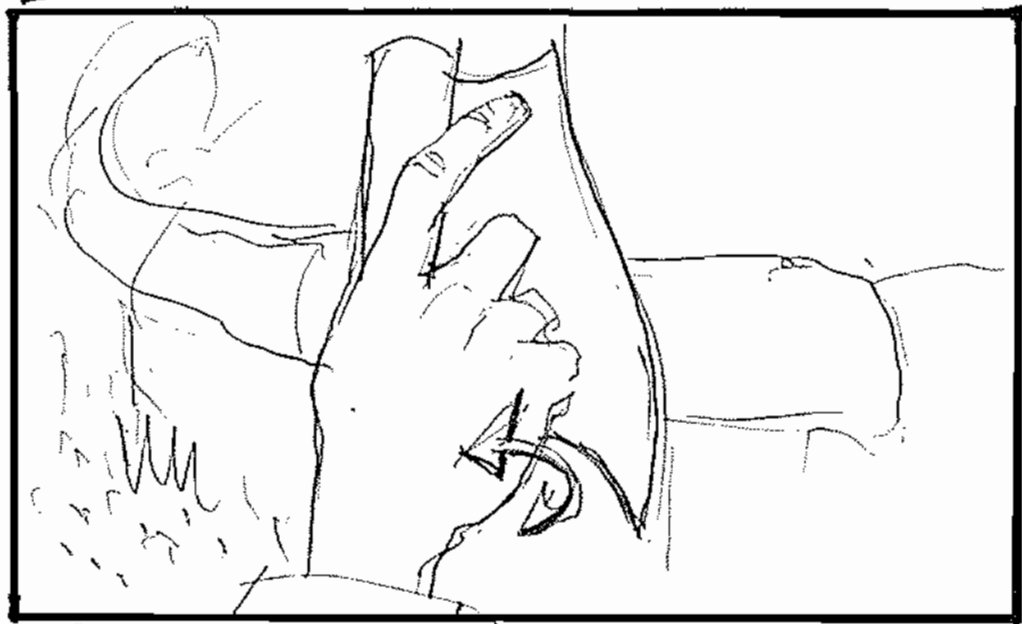
Travelling avar



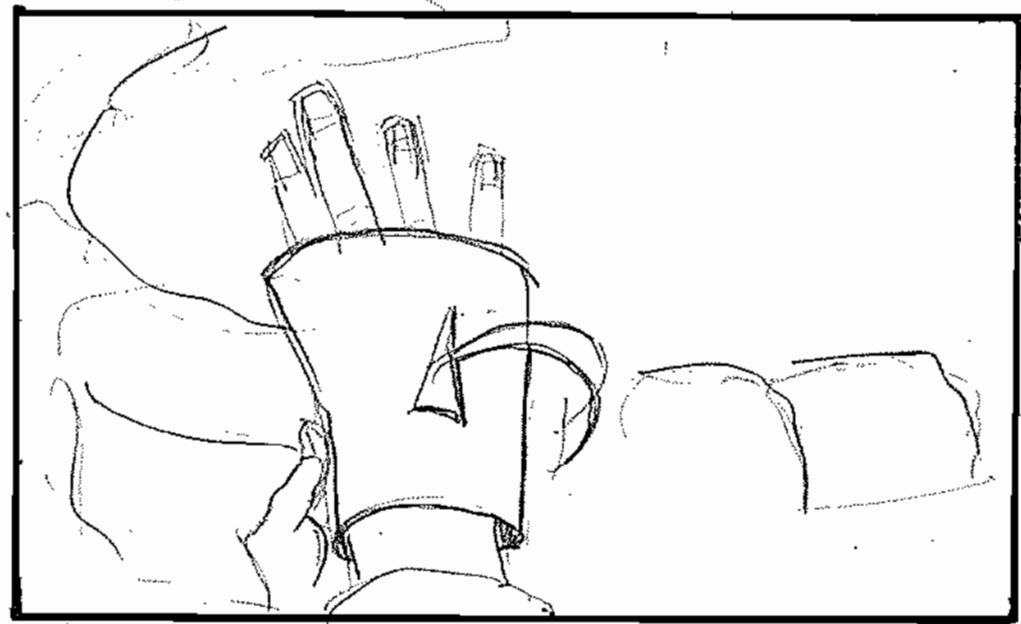
Travelling av. fia



③



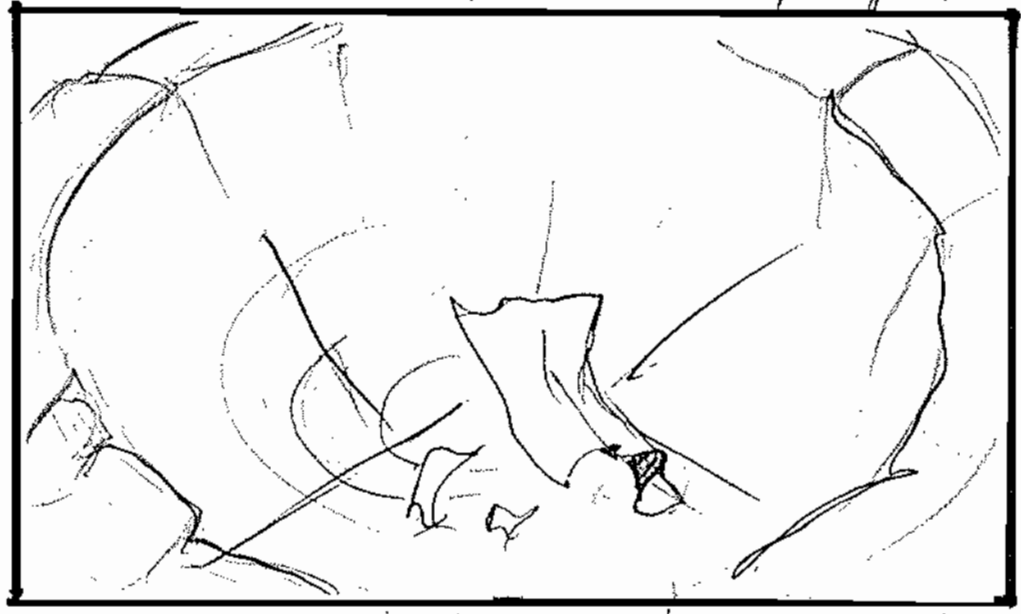
④ SFX - la peau commence à bouger



⑤ SFX - la peau s'émoule autour de la main et poignet

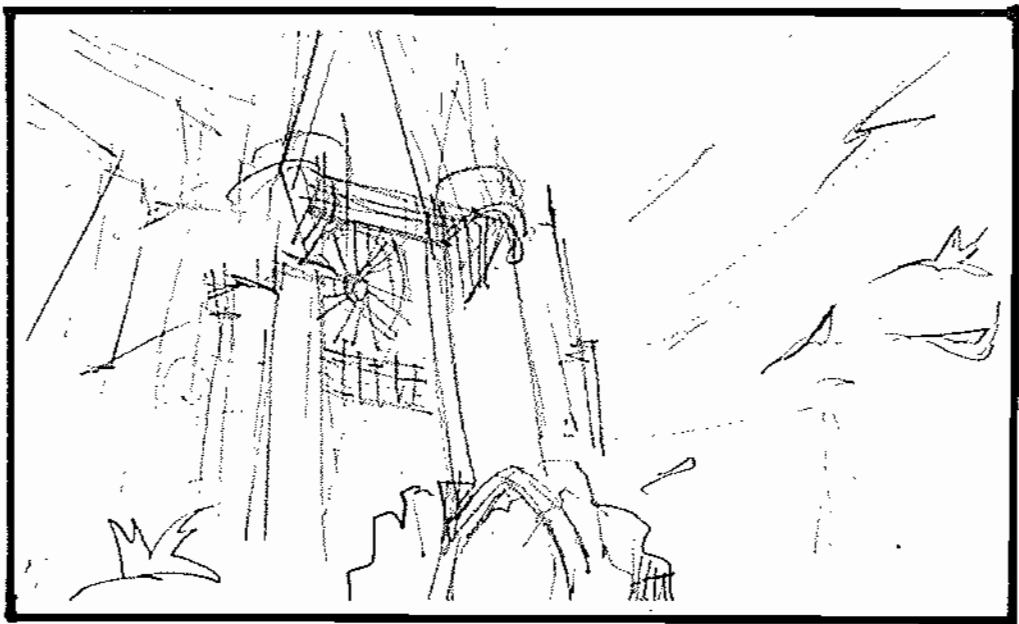


⑥ SFX - Raphaël arrache la peau qui se débat

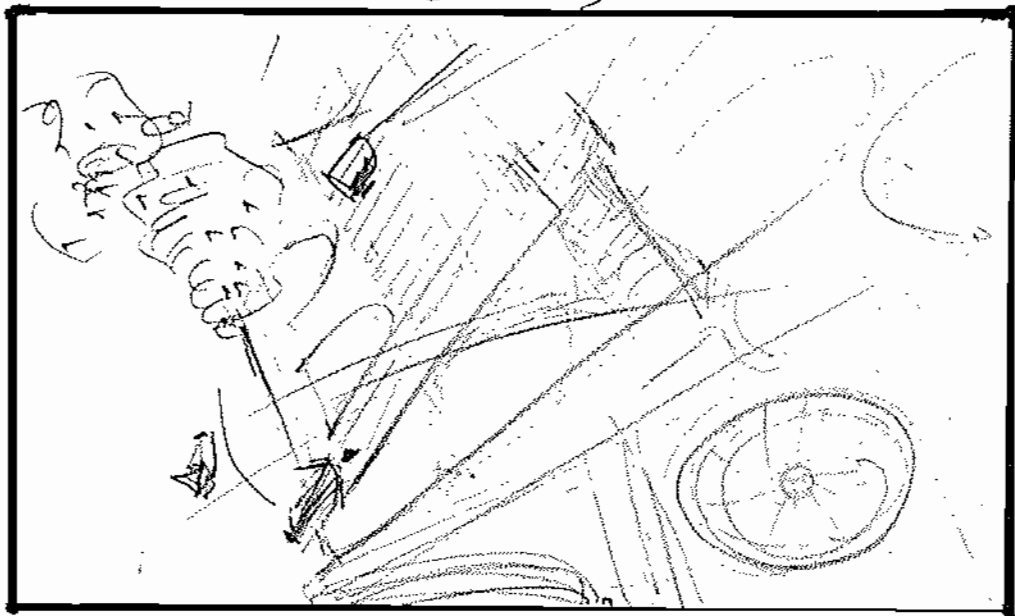


⑦ SFX. la peau tombe jusqu'à disparaître dans le noir

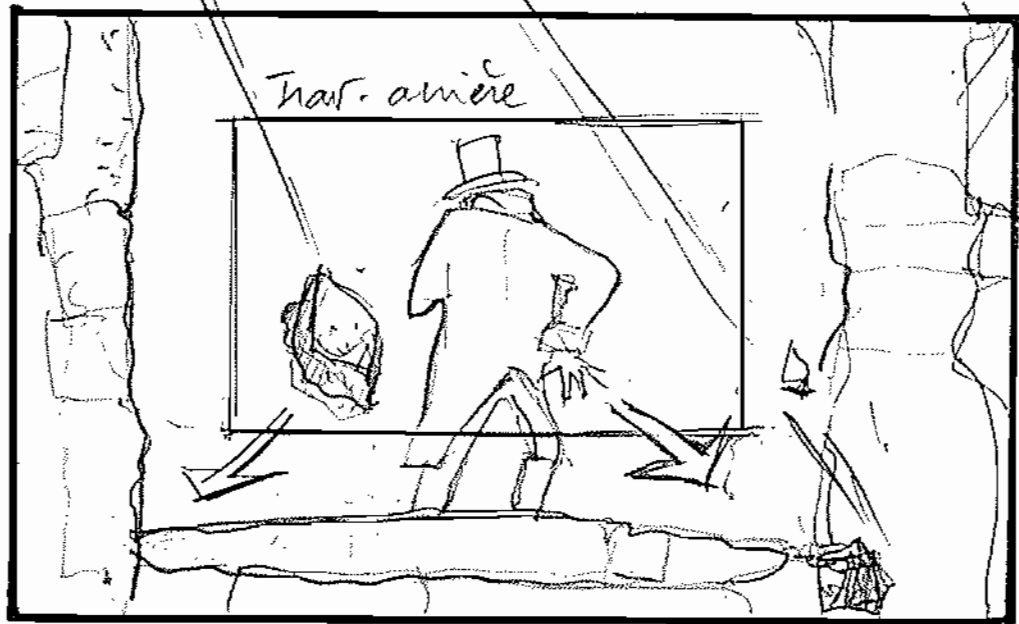
71 suite 2



8) SFX - le ciel s'assombrit + éclairs



10

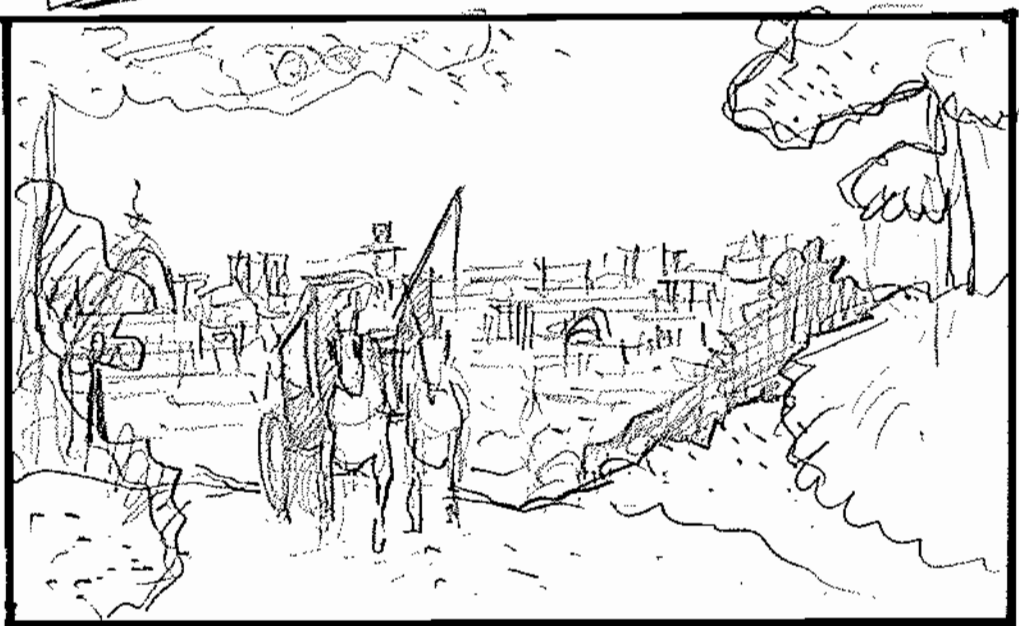


9) SFX - Prise de vue / chute de Piems

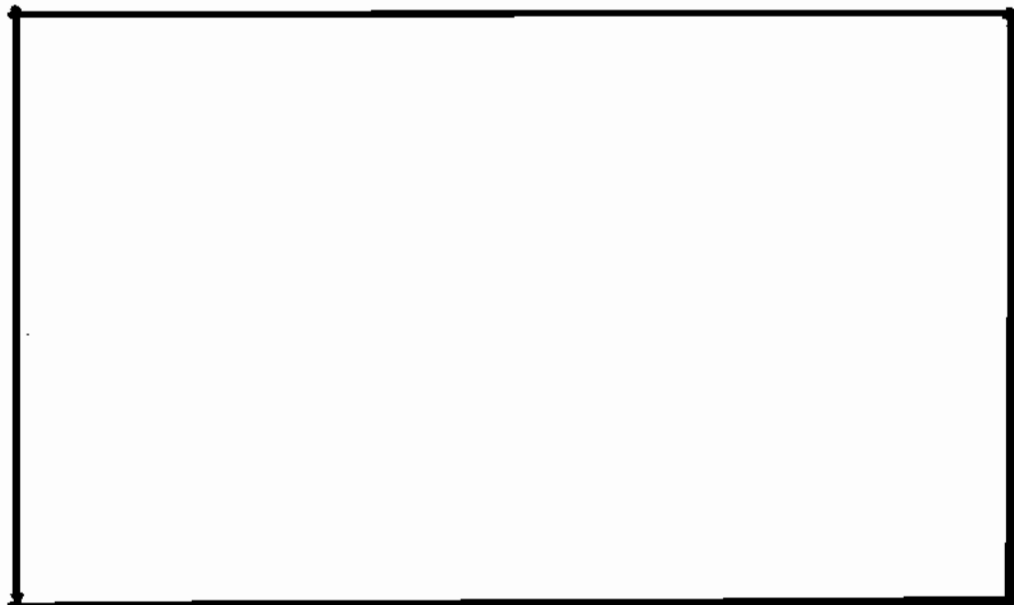
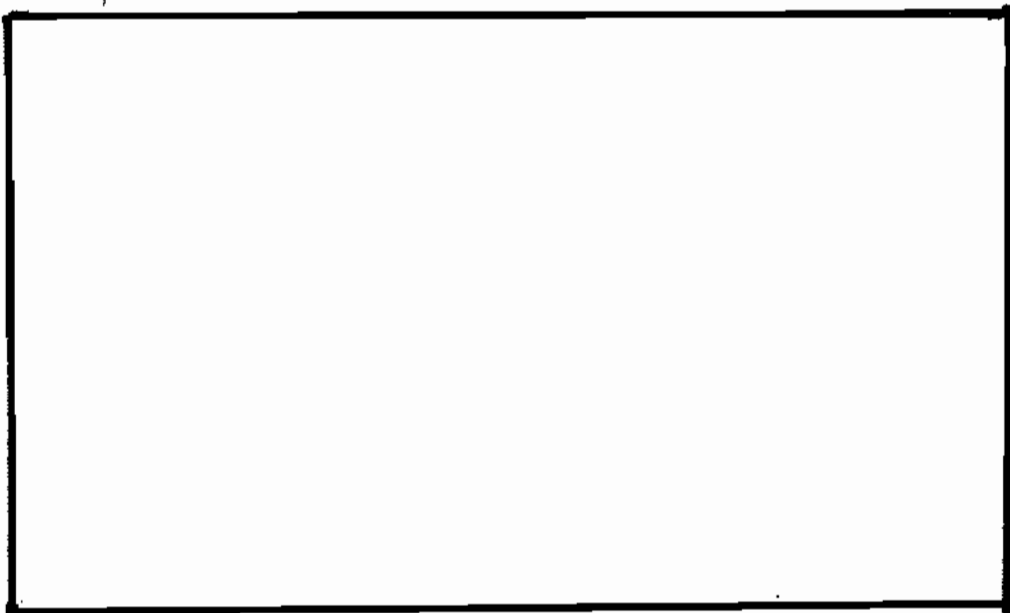
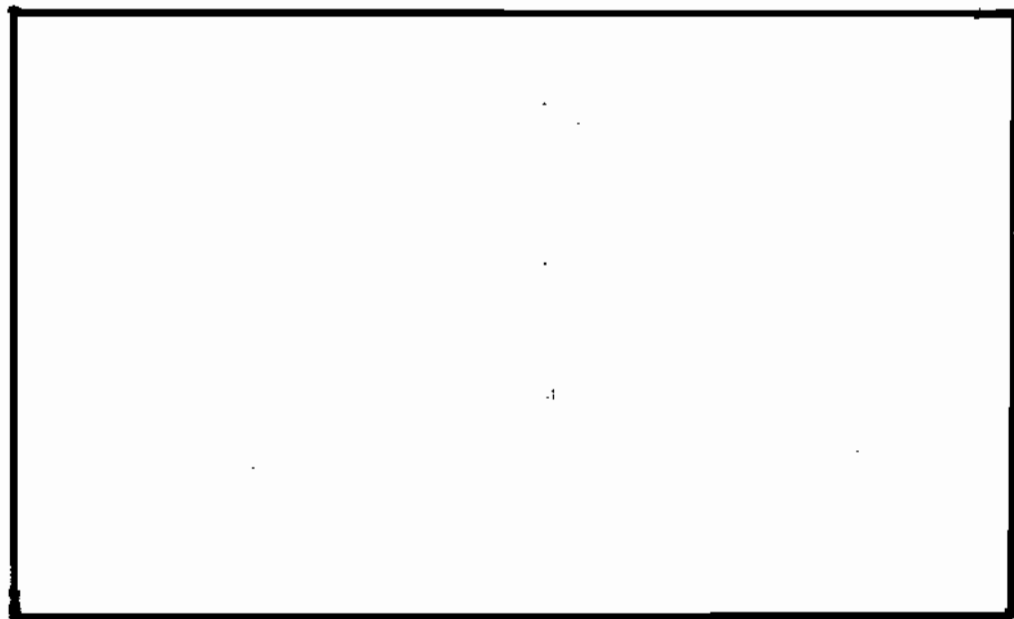


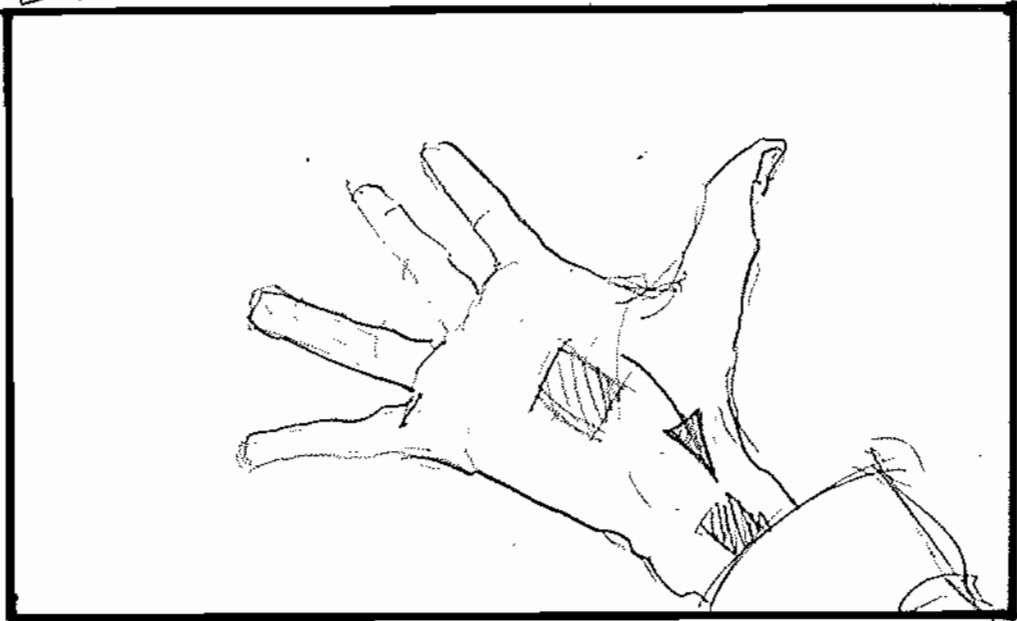
11

77

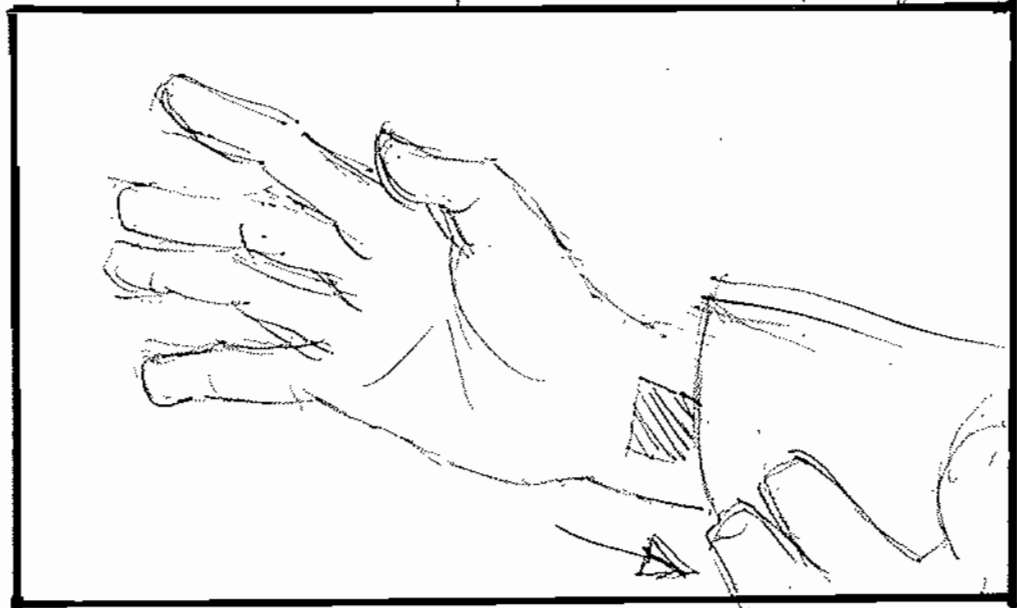


Sfx mate de la ville au lointain

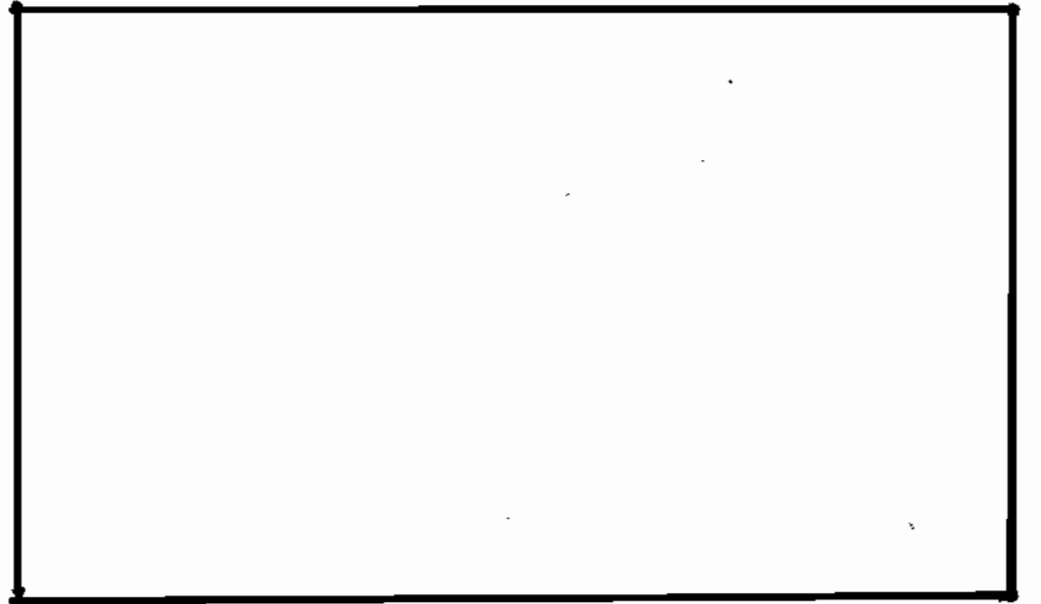




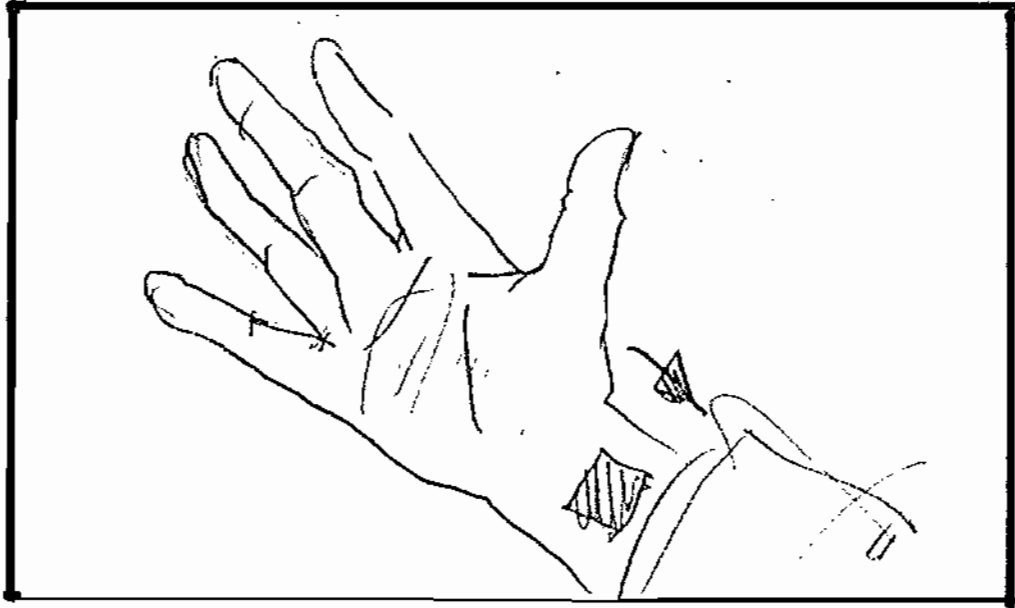
① glx - la peau de chagrin glisse de la paume vers le poignet



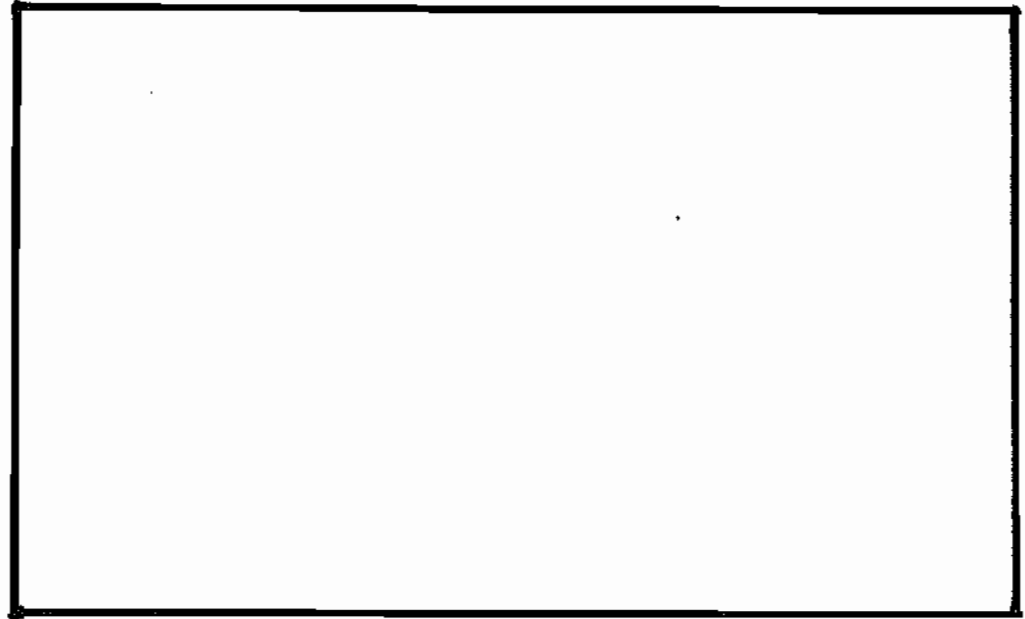
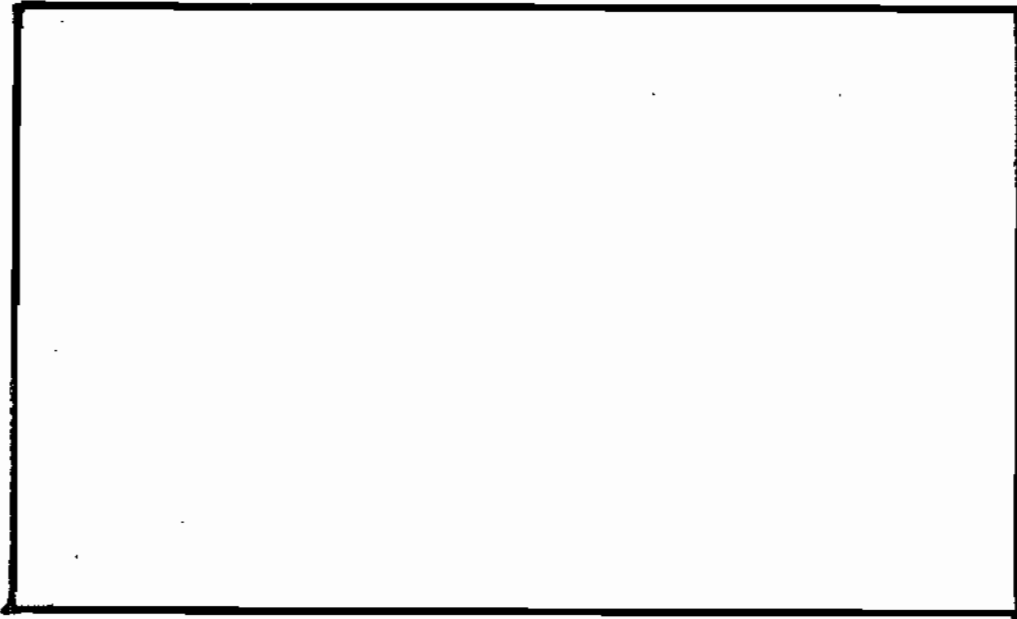
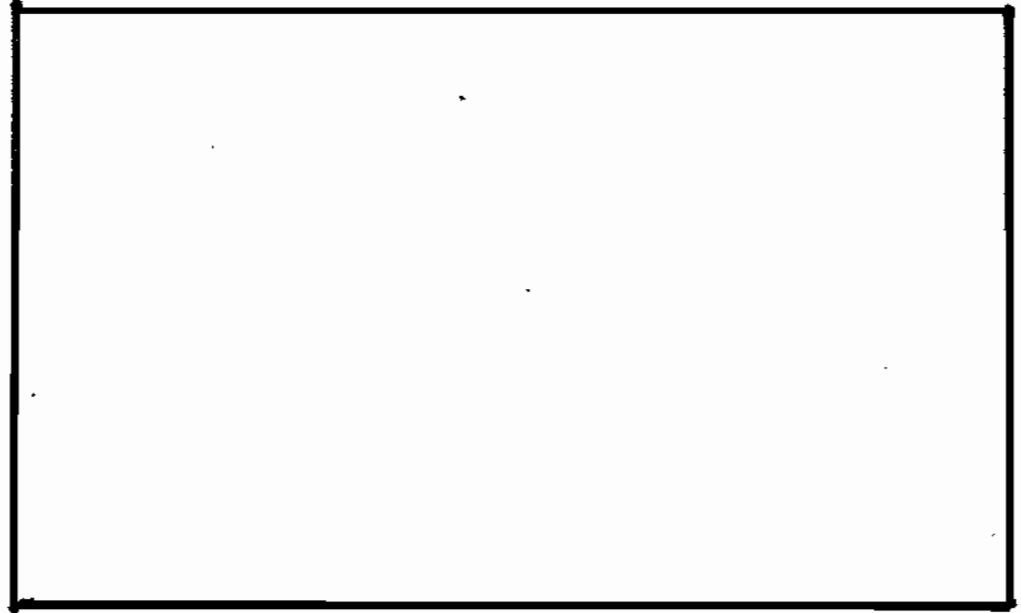
Il relève sa manche puis tourne son poignet

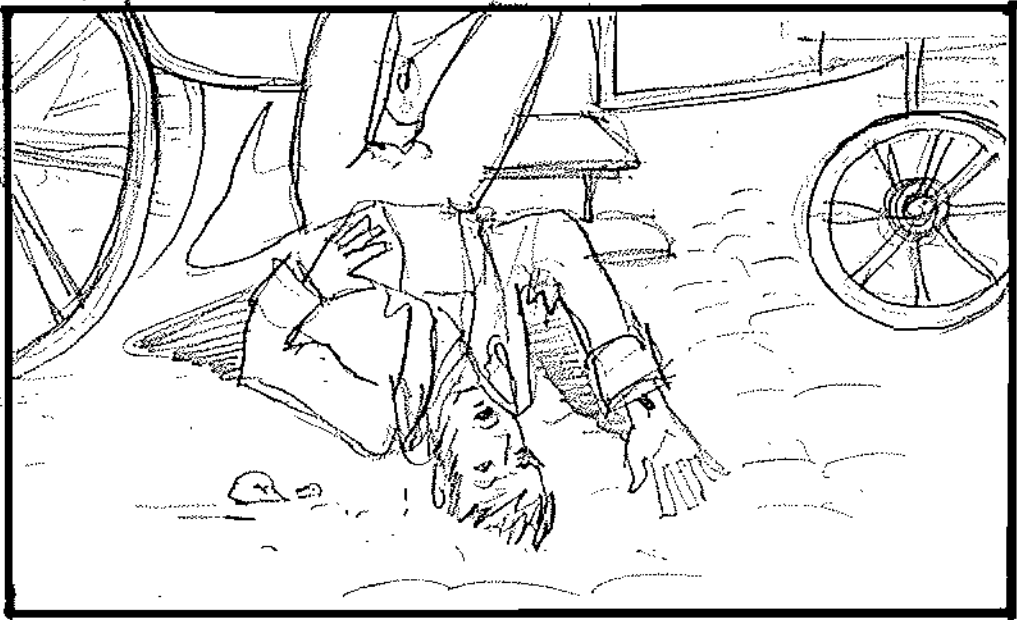


84 (Duel)

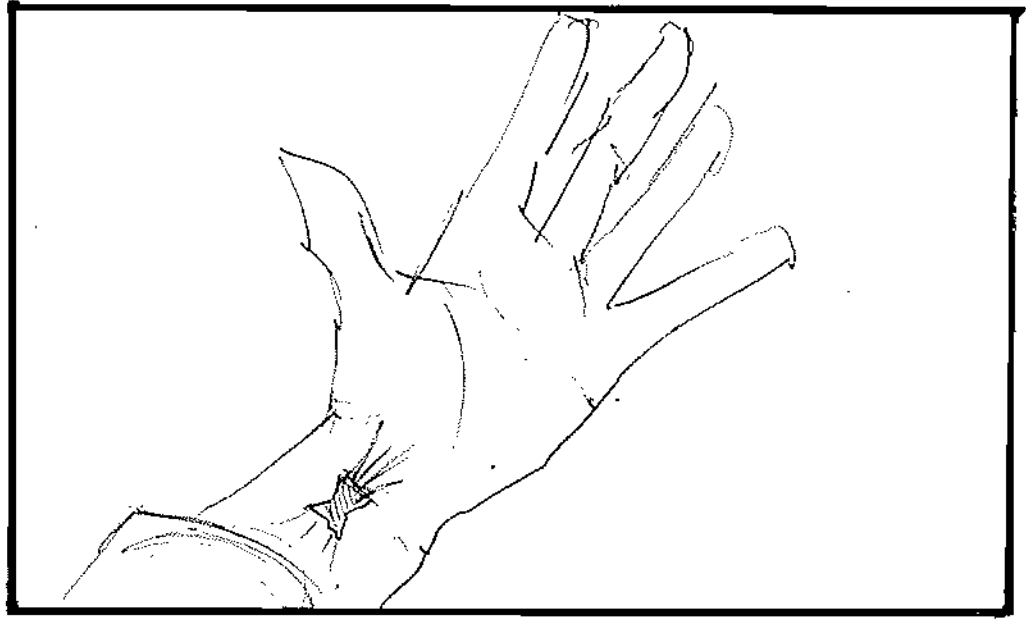
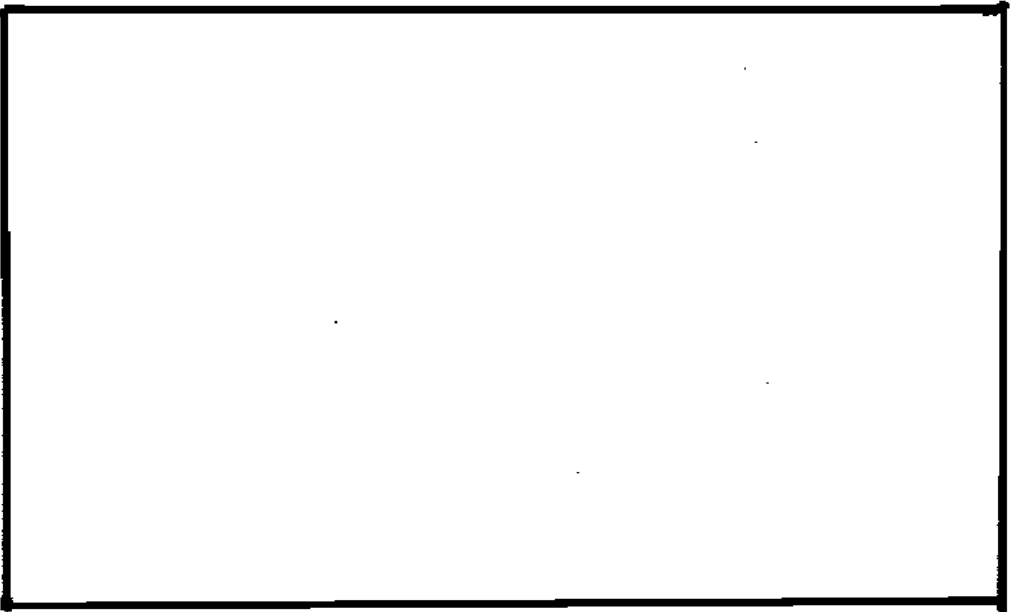


SFX - Raphaël regarde la peau





SFX



SFX - la peau se retracte et
friffe la peau de Raphaël

