

# Group 13 Animation Project

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Movie: The Hunchback of Notre-Dame

## Story board

### FRAME 1

#### Action/plot:

The animation starts with a background image, the church of Notre Dame. It reveals the place and the time that the action is gonna take place.

#### Time:

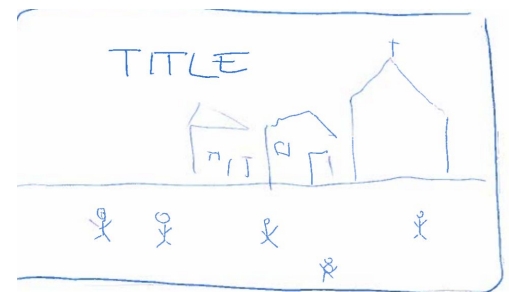
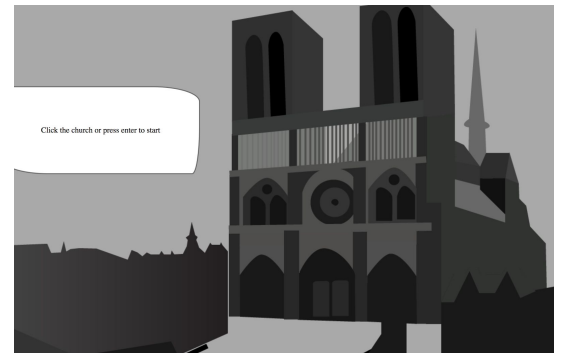
Until the user clicks the church or press enter;

#### Sound:

Holly music, Sad music; choral: church music;

#### Interaction:

The user has to click the church or press enter to get to the next frame;



### FRAME 2

#### Action/plot:

The second frame starts with Quasimodo (The Hunchback) who is ringing the bells in the Notre Dame church;

#### Sound:

Bells sound ;

#### Time: 4 sec;

Interaction: None;



## FRAME 3

Action/plot:

The festival is taking place in the center of the city where Esmeralda (The gipsy girl) is dancing in front of the king, to get some money to live; Phoebus (Captain of the King's Archers) falls in love with Esmeralda when he sees her dancing;

Sound:

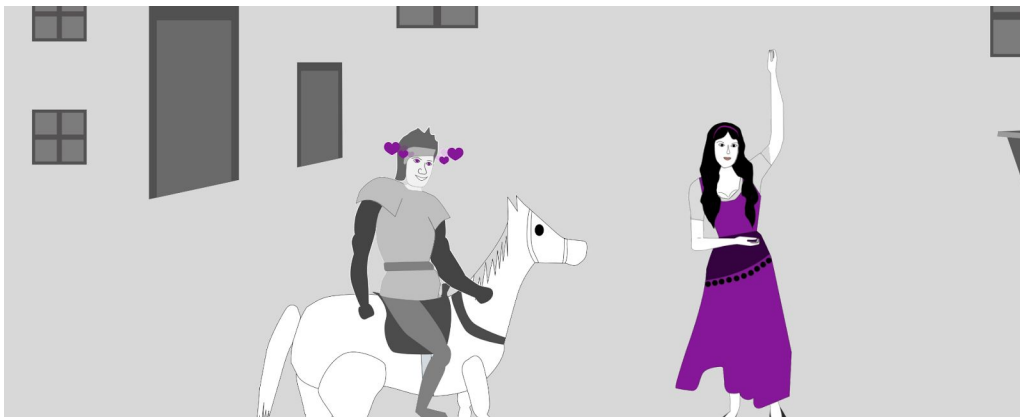
dancing sound;

Time :

Until the user has decided to click Esmeralda ;

Interaction:

The user has to click on Esmeralda to make her dance;



## FRAME 4

Action/plot:

Written story, a description with the action that happened in the meantime, to help the user keep up with the story;

Sound:

Dramatic sound;

Time : 6 sec;

Interaction:

none;

While the people outside were enjoying the festival, a dark soul named Jehan Frollo was having terrible thoughts. Obsessed with Esmeralda's beauty he fools Quasimodo into kidnapping Esmeralda for him.

## FRAME 5

Action/plot:

Quasimodo is chasing Esmeralda;

Sound:

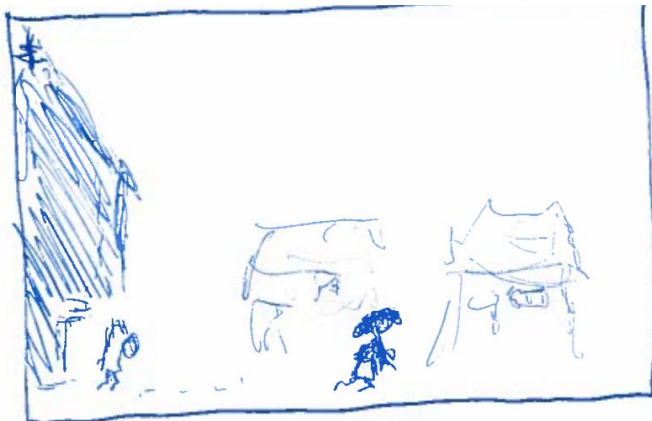
Dramatic sound and screams ;

Time :

3 sec;

Interaction:

none;



## FRAME 6

Action/plot:

Quasimodo is being punished for chasing Esmeralda;

Sound:

Whipping sound ;

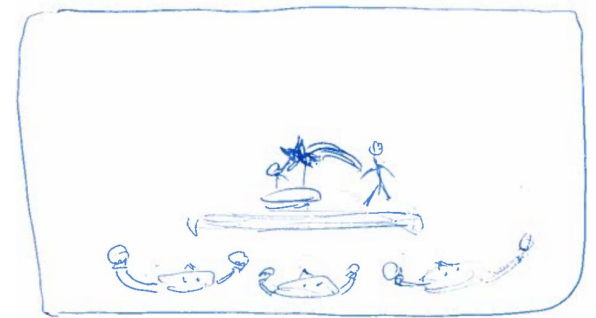
Time :

Until the user whips him 3 times, if it will be more than 3 times, Quasimodo will die ;



Interaction:

The user has to click on the guard to whip The Hunchback;



## ENDING 1

Action/plot:

Quasimodo is ded because the user wiped him to much.

Sound:

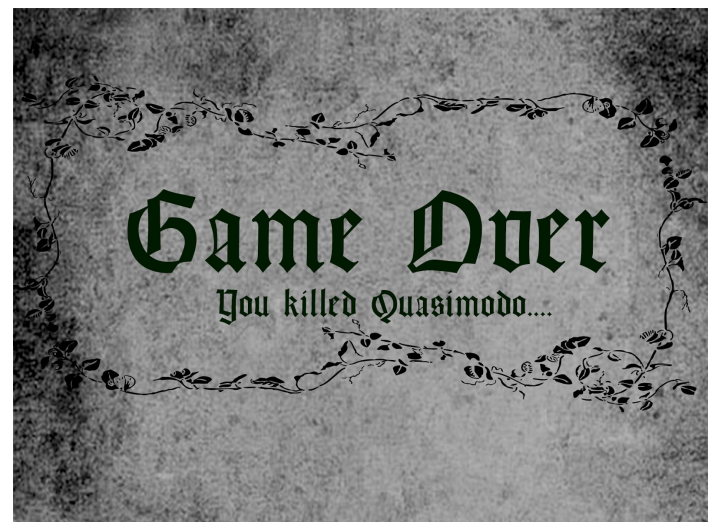
Tragic sound;

Time :

3 min;

Interaction:

None;



## FRAME 7

### Action/plot:

Esmeralda forgives him and comes to give him water ;

### Sound:

Sad, lovely sound, Esmeralda sound(when she appears this sound is displayed) ;

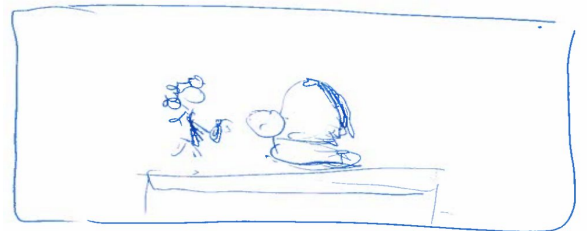
The Hunchback shouts “water” ;

### Time :

Until the sound stops;

### Interaction:

The user has to click on Esmeralda to give him water; The Hunchback shouts “water” until the user decides to click on Esmeralda;



## FRAME 8

### Action/plot:

Written story, a description with the action that happened in the meantime, to help the user keep up with the story;

### Sound:

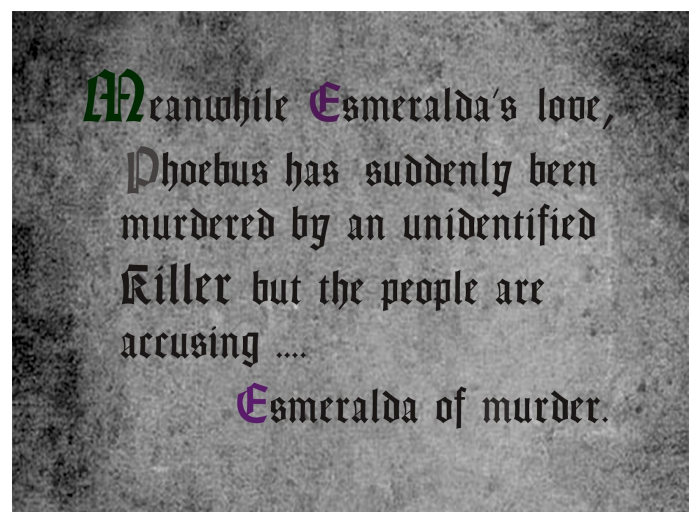
Tragic sound;

### Time :

6 sec;

### Interaction:

none;



## FRAME 9

Action/plot:

Esmeralda is to the point of being hanged .

Sound:

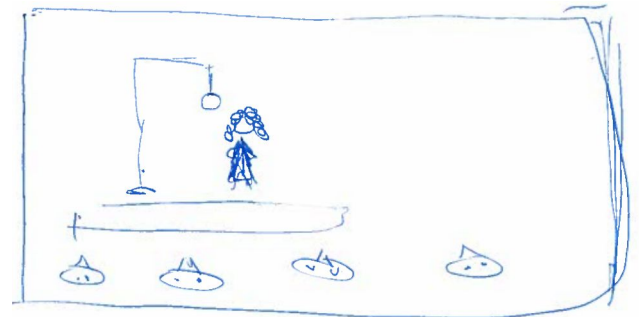
Tragic sound, scary;

Time :

6 sec;

Interaction:

none;



## FRAME 10

Action/plot:

Quasimodo is in the church crying.

Sound:

Sad music, Esmeralda ;

Time :

6 sec;

Interaction:

none;



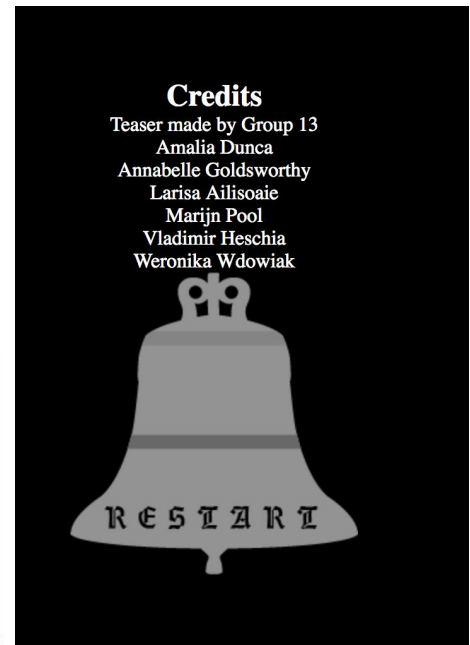
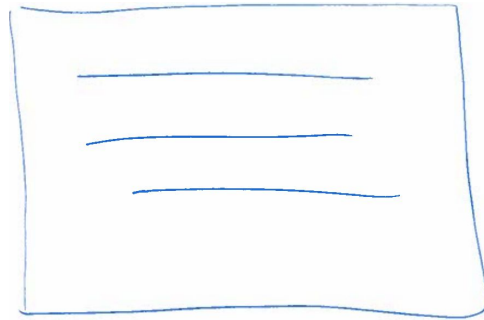
## FRAME 11

Action/plot:  
Credits "restart page";

Sound:  
Sad music;

Time :  
6 sec;

Interaction:  
none;



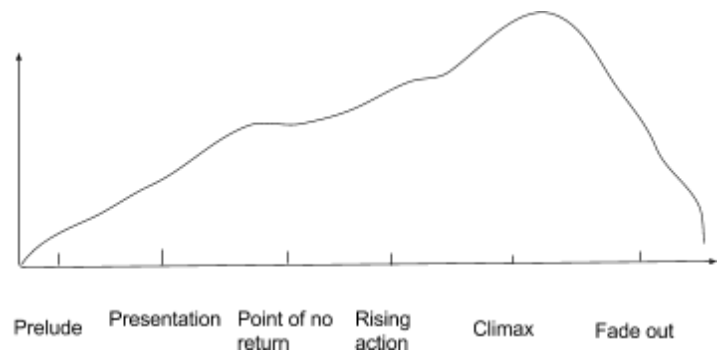
Message:

Love doesn't care about beauty;  
Don't judge people by their appearance;

Mood:  
Tragic Love Drama Black Humor;

*Analyzed with the Narrative curve*

**Prelude:** intro picture, revile the place where the action is gona take place.  
(1 frame);



**Presentation:**

The user meets the main character Quasimodo 'The hunchback' who is ringing the bells in Notre Dame church,(frame 2) and Esmeralda who is dancing in the festival;  
(frame 3)

**Point of no return:**

When Quasimodo is being tricked by Frollo to kidnap Esmeralda;  
(frame 4,5).

**Rising action:**

Quasimodo is being punished for chasing Esmeralda; (frame 6,7).  
Esmeralda forgives him and comes to give him water ;

**Climax:**

Esmeralda is accused of murder and it is to the point of being hanged (frame 8,9).

**Fade out:**

Quasimodo is crying in the church;



## Idea/concept of the teaser

We wanted to make an interactive teaser that will be more appealing to young people 15-18 years, so they will want to watch the movie “The Hunchback of Notre Dame” black/white version 1939.

The idea of the tesar was to begin with the image that reveals the place and timing of the action and is in the center of the movie, Notre Dame church. Than display Quasimodo world in a frame, The Hunchback , all the time alone and all about his life was to ring the bells of the church. At the opposite side is Esmeralda, a gypsy girl how earns money by dancing she was always surrounded by people. Esmeralda is dancing in the festival while Phoebus, a captain is falling in love with her;

Quasimodo and Esmeralda meat in a bead circumstance, Frollo is obsessed with her beauty and fools Quasimodo to kidnap her, he failed and had been punished for his deed; Esmeralda forgives him and tries to help him by giving him water;

Than the story continues with Esmeralda being accused of killing Phoebus, because she is a gypsy and Frollo setted all up;

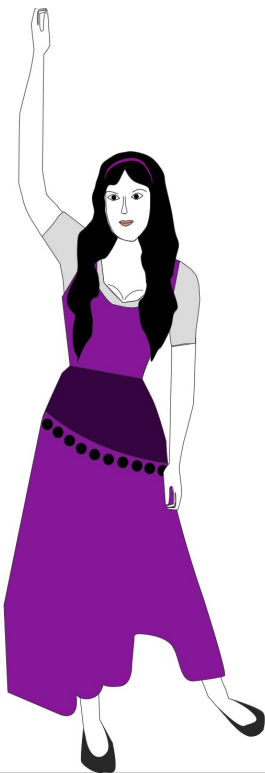
The teaser ends with Quasimodo crying because of the injustice that they made to Esmeralda;

# Sketches and final graphics

Crowd:

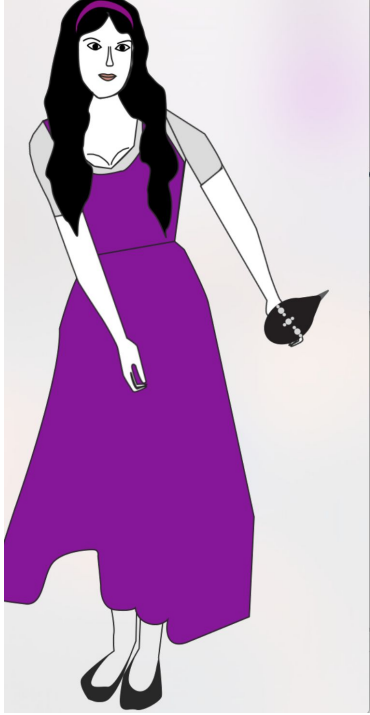


Esmeralda:



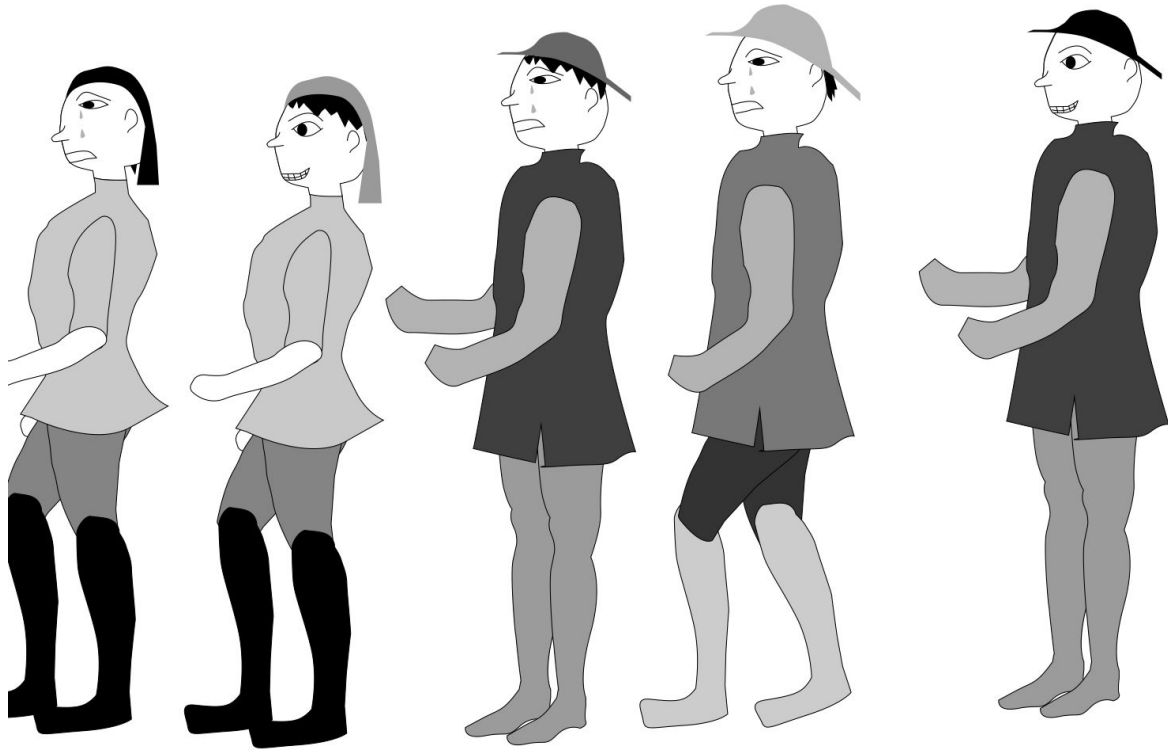
Quasimodo:



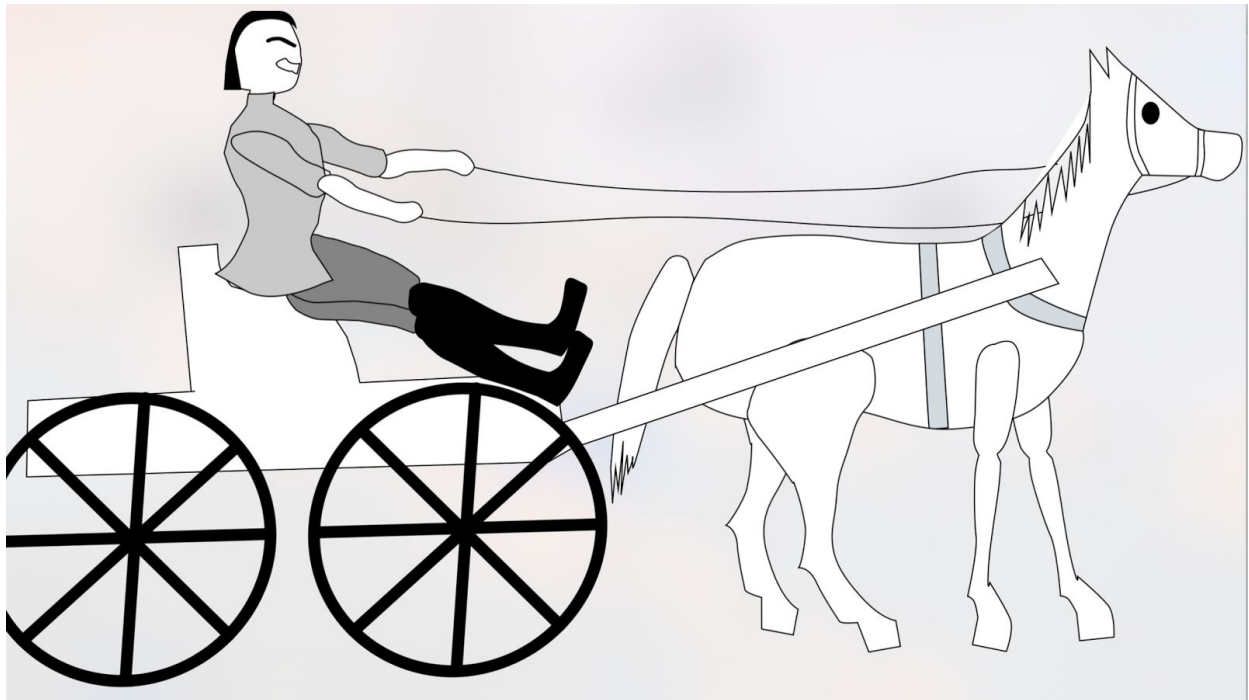


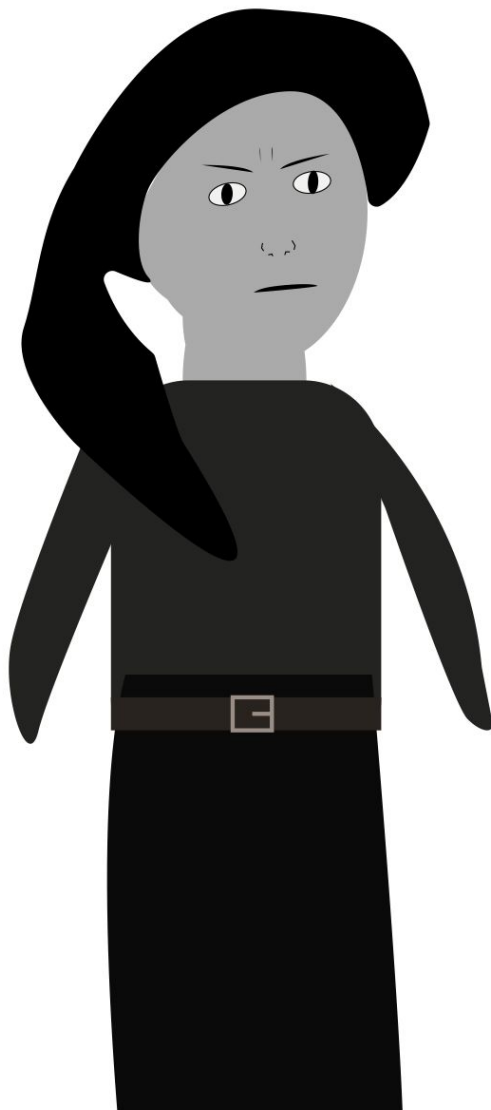
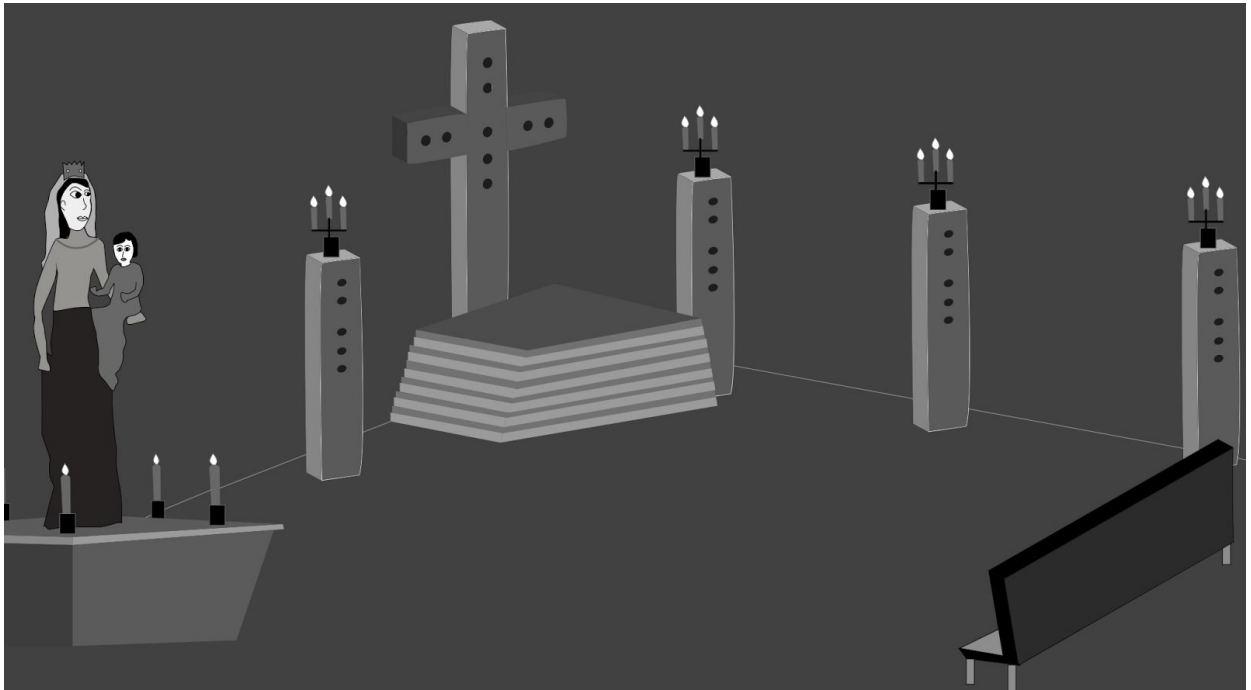
People reactions, emotions:





More Characters:



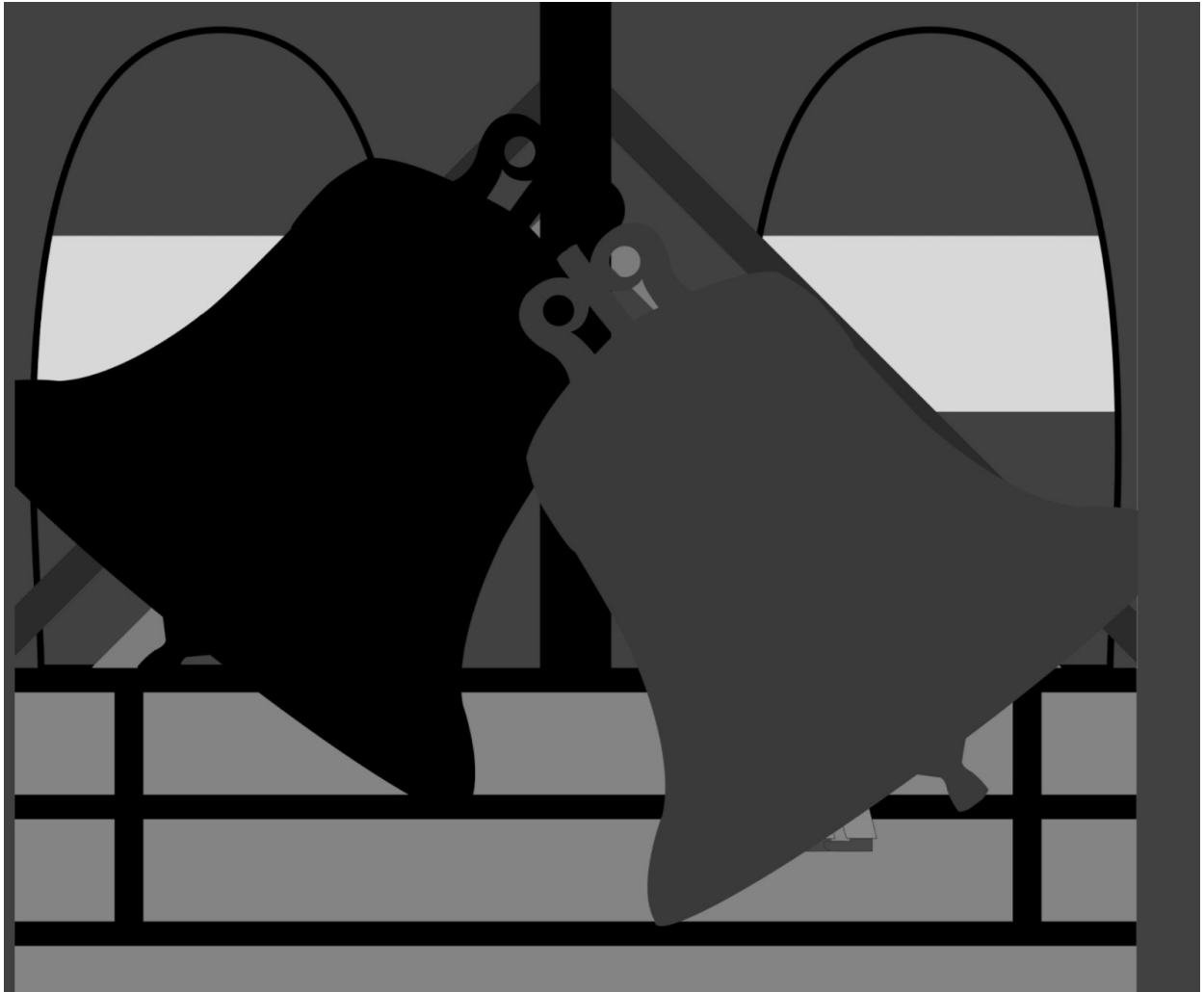


Background:

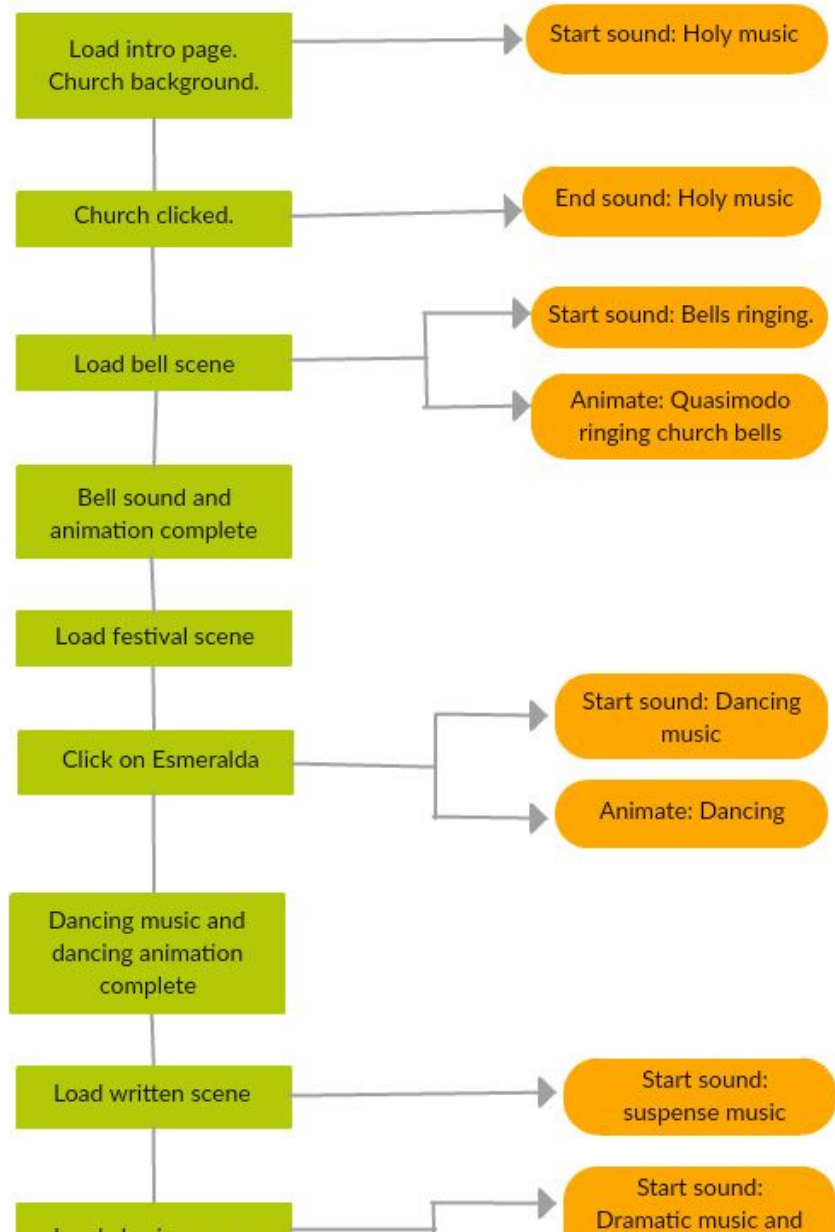




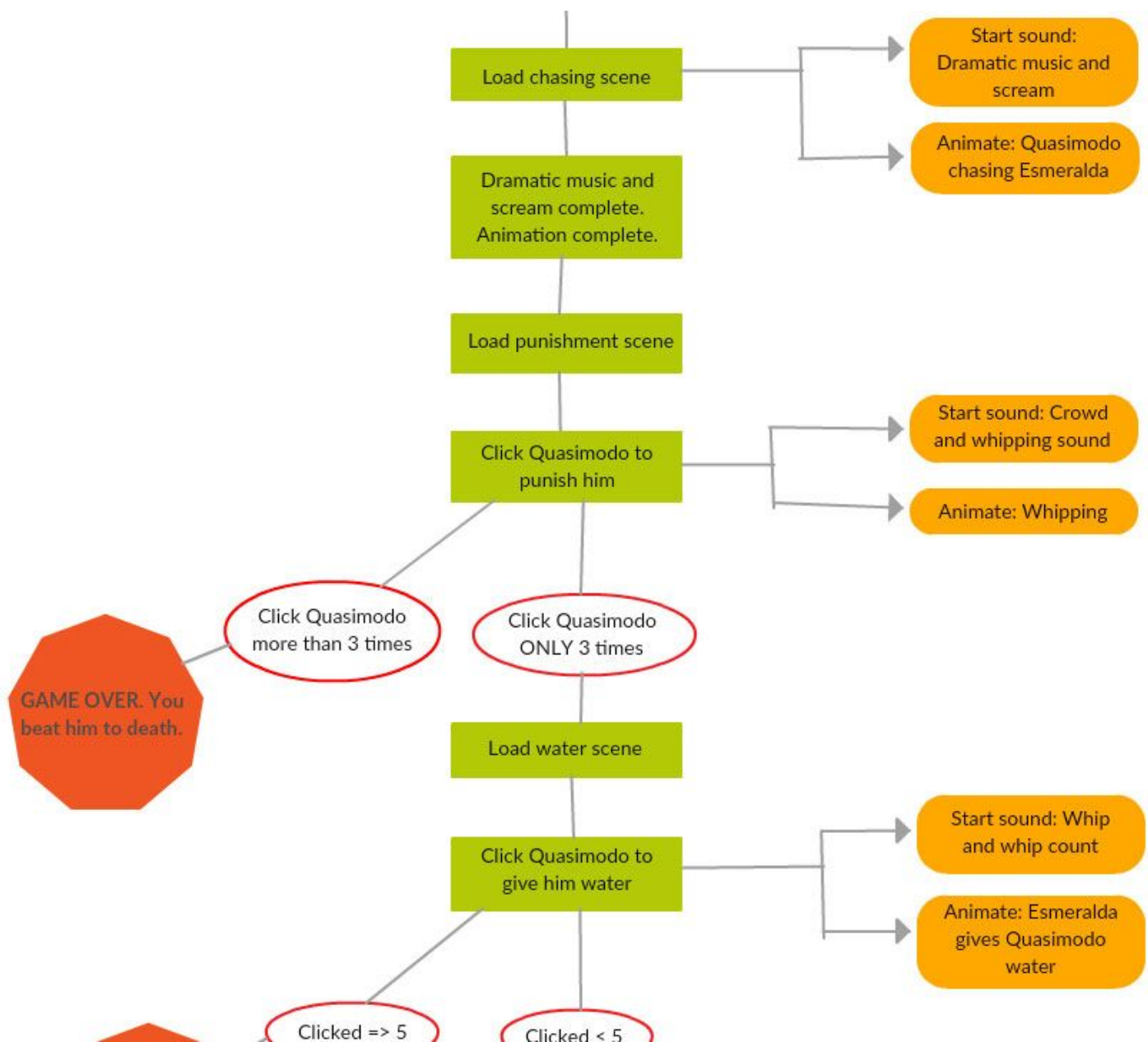




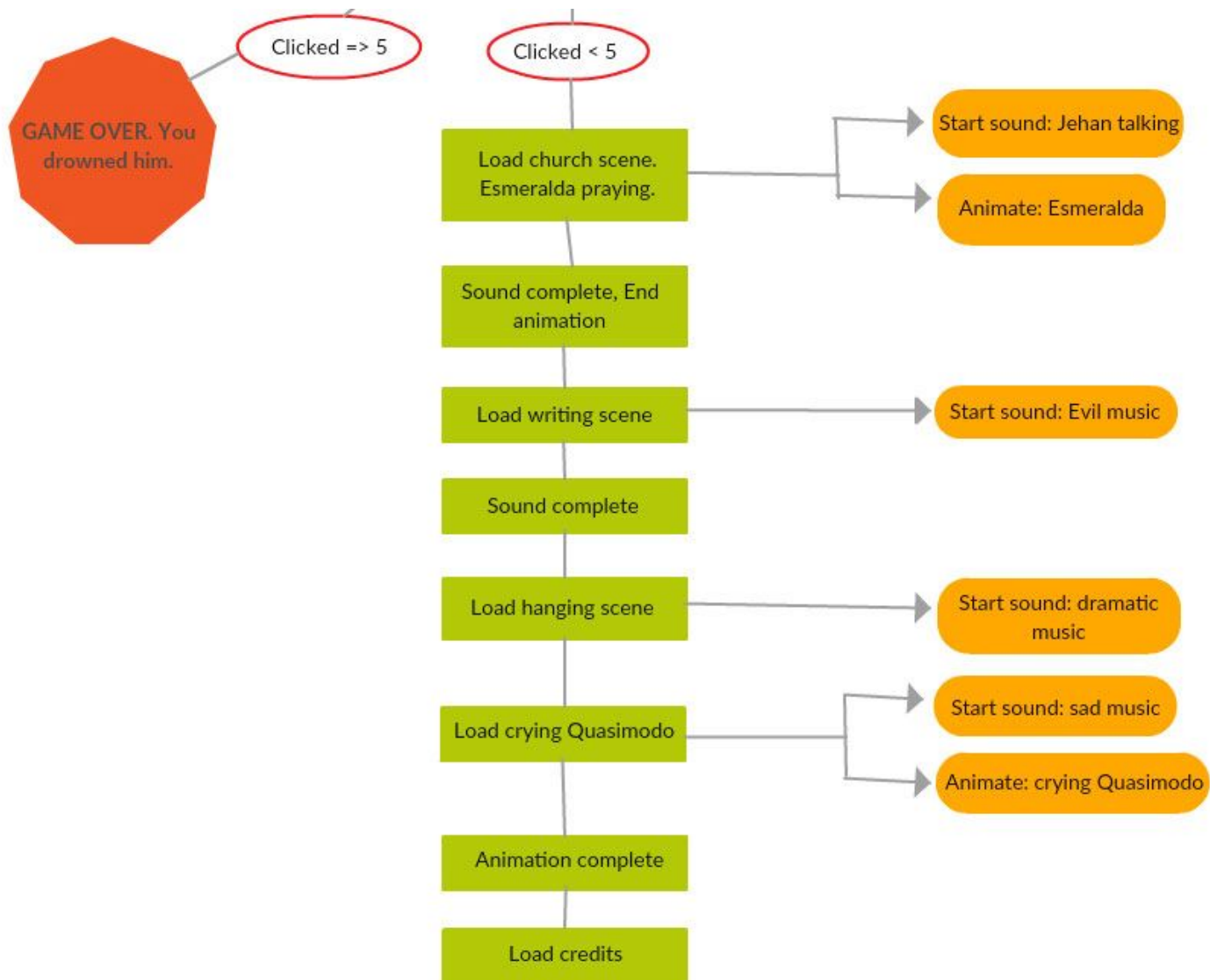
# Sequence Diagram



Continued below...



Continued below...



## Coding Examples of Event Chaining

```
154 ▼ function showScene5() { //beaten
155     scene5.classList.remove("notshowing");
156     scene3.classList.add("notshowing");
157     beat_scene.addEventListener('click', toBeat)
158     whipBackA.play();
159
160
161 ▼     function toBeat() {
162         beated ++
163         console.log(beated)
164         console.log('whip audio');
165         let whipAudio = new Audio('audio/'+beated+'whip.mp3');
166         whipAudio.play();
167         beatingImg.classList.remove("clickable")
168         beatingImg.src = 'animations/whiping1.gif'
169         setTimeout(checkBeated, 500)
170
171     }
172
173 ▼     function checkBeated() {
174         console.log('check beated status quasimodo')
175         console.log(beated)
176         setTimeout(resetbeatImg, 100)
177 ▼         if (beated == 3) {
178             setTimeout(showScene6, 3000)
179         }
180
181 ▼         if (beated >= 5) {
182             setTimeout(gameOver, 100)
183             killed ++
184         }
185
186 ▼         function resetbeatImg() {
187             beatingImg.src = 'whiping.png'
188             beatingImg.classList.add("clickable")
189         }
190     }
191 }
192
```

This is the scene where Quasimodo gets beaten. He must be whipped at least 3 times in order for the scene to proceed. If he is whipped 5 or more times, the user kills Quasimodo and the game ends. If he is whipped under 5 times, the scene will proceed to Esmeralda giving him water.

```

258 ▼ function checkWatered() {
259     wateredChecked ++
260     console.log('check water status quasimodo')
261 ▼ if (watered >= 5) {
262     setTimeout(gameOver, 100)
263     killed2 ++
264 }
265 ▼ if (watered >= 2) {
266     setTimeout(showScene7, 1000)
267     console.log('polite player tho')
268 ▼ } else if (watered <= 4) {
269     setTimeout (checkWatered,3000)
270     console.log('not enough water')
271     let askWater2 = new Audio('audio/1water.mp3');
272     askWater2.play();
273 }
274 }
275
276 ▼ function showScene7() { //praying
277 ▼ if (killed2 == 0) {
278     let holyMusicAudio = new Audio('audio/7_eviltalk.mp3');
279
280     holyMusicAudio.play();
281     console.log('move to scene3');
282     scene7.classList.remove("notshowing");
283     scene6.classList.add("notshowing");
284
285     setTimeout(showScene07, 10000)
286 }
287
288 }

```

This screenshot shows the code for the scene of giving Quasimodo water. The code declares that if the number of times Quasimodo is clicked is equal to or greater than 5, the game ends and he is killed. If he is given water 2 or more times, he will ask for water politely. If the number of times he is given water does not exceed 4, the next scene where Esmeralda is praying will start.



```

325 ▼ function showScene8() { //point of hanging
326     console.log('drama music audio');
327     let dramaticMusicAudio = new Audio ('audio/8_dramatic.mp3');
328     dramaticMusicAudio.play();
329     console.log('move to scene8');
330     scene8.classList.remove("notshowing");
331     scene07.classList.add("notshowing");
332
333     setTimeout(showScene9, 7000)
334 }
335
336 ▼ function showScene9() { //crying in church
337     console.log('innocent audio');
338     let innocentAudio = new Audio ('audio/9and10_cryingcredits.mp3');
339     innocentAudio.play();
340     console.log('move to scene9');
341     scene9.classList.remove("notshowing");
342     scene8.classList.add("notshowing");
343
344     setTimeout( theEnd, 8000)
345 }
346

```

This shows the function that calls scene 8 and 9. Scene 8 has a duration of 7 seconds. Once the 7 seconds are over, the music will stop and the scene will change to scene 9 where Quasimodo is crying in the church. This scene has a duration of 8 seconds and it will switch to the credits after these 8 seconds, but the audio will continue into the next scene.

# Individual Contributions

## **Marijn**

- Designed and drew intro page with Notre-Dame background, Jehan and the King and a few other details.
- Coding: Implemented multiple functions e.g. switching between GIFs and SVGs. Implemented user influence to the game.
- Coding: Worked together with Weronika to position elements, add audio and switch scenes, improve coding and fix bugs.

## **Weronika**

- Conceptualized story and drew first storyboard.
- Coding: Declared positions of img and GIFs. Added audio and created most classes in CSS. Implemented functions e.g. switching scenes and clickable areas.
- Coding: Worked together with Marijn to improve the coding, story and fix bugs.
- Created some posters for the exhibition.

## **Vladimir**

- Designed and drew characters and backgrounds in Illustrator, referencing characters from the movie to create resemblance.
- Animated the characters in Adobe After Effects using a different technique to spritesheets, but the same principle.

## **Larisa**

- Designed and drew characters, staging, backgrounds and extras on the scenes, using Illustrator.
- Helped in the animation process by creating different angles of the characters from which they could be animated.
- Cooked food for the exhibition.



## **Amalia**

- Created personas collage.
- Conducted expert review.
- Conceptualized improved version of the story to make it more cohesive.
- Helped to conduct interview with real users.
- Created GIF animated poster utilizing one of the animations we had and added some extra animations to it.
- Project documentation: idea/concept, updated storyboard, sketches and final graphics.
- Created the 'written text scenes' used in animations.

## **Annabelle**

- Conceptualized story and helped with first storyboard.
- Selected, cut and edited audio.
- Helped to conduct interview with real users.
- Project documentation: sequence diagram, coding snippets, list of individual contributions and final remarks with the help of everyone else.
- Created some physical designs for the exhibition.

## Final Remarks

We were constantly improving the project whilst working on it. It was hard to foresee and plan elements we were going to have to add to it until we ran into said situation.

We got a lot of feedback from different sources - experts, real users - which helped us to create the most appropriate, entertaining and user-friendly experience.

Everyone in the group worked well together. We maintained a democratic system which helped a lot and prevented conflict and tension from arising within the group.

The teaser was well perceived by the young people, they were attracted by the animation, the backgrounds, the gifs, the sound and the black and white feel;

Some of them were very attracted by the thing that the user could make some choices and influence the game.

We got some good feedback and we could improve in some aspects, e.g. some of the users were confused about how they killed Quasimodo and were unsure as to how they could keep him alive.

We could give the user more hints to know more of what to expect from the game and what they have to do in order to finish it.

Overall, it was a very pleasant and educational experience.



