Content:

Style tile

Description of the idea

Storyboard Message Genre/mood Analyzed with the narrative curve

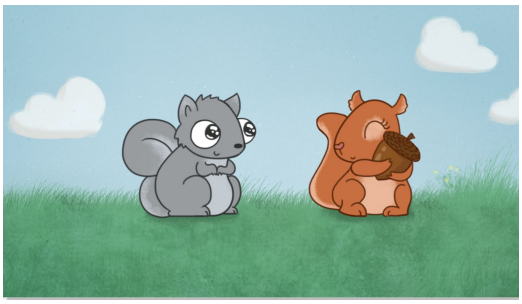
Work sheet

Background

Sprite sheet

Link to animated sprite sheet

Style tile



Inspiration from the stile :
Liza Vertudaches

Contour line:

Has a hand-drawn feeling to it. Black and very thin line.

Characters/background relationship:
The Characters stand out from the background due to a contrast in the colours. The background is simple 1 max 2 colors(a green forest and blue sky);

Specific characteristics in the style:

The style has a specific texture an organic feel, soft, hand-drawn feeling. The animations are cute and silly - the characters are usually animals. The eyes are just 2 dots if it doesn't have to express a feeling but if it has to express a feeling the eyes will have pupils.

Typography:

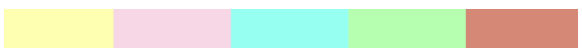
Has a handwriting feeling, uneven writing: Amatic SC, Indie Flower.- white
It gives the story a cute and innocent vibe,it is synchronized, similar and in perfect harmony with the animation.

EVERYTHING IN NATURE IS CONNECTED

everything in nature is connected

Colours:

Pastel colors, soft, milky, hand-drawn effect. Watercolor and fat color. Texture: Has a hand-drawn feeling to it.



Description of the idea

The story:

The main character is a wolf trying to hide from the hunter. The wolf sees a flock of sheep and hides between them hoping the hunter will leave. The sheep know the old and wicked wolf and they do not want to let it escape so easily, but they do not know what to do …..

The usar can help them out, it has 3 options:

1 - the sheeps to pretend that everything is in order and forgive the wolf from the past sins that he had made.
2 -the sheeps start talking to the hunter hoping to get the wolf out.
3- the sheeps run from one side to the other leaving the wolf behind.

Genre / mood:

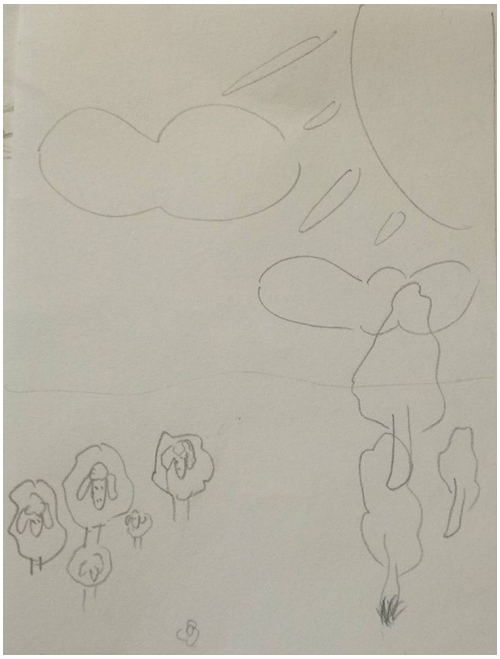
Humorous, tragic;

Message:

Don’t make unnecessary enemies, you don’t know when you might need them.
Or
Don’t judge a book by his cover.

Story board

FRAME 1



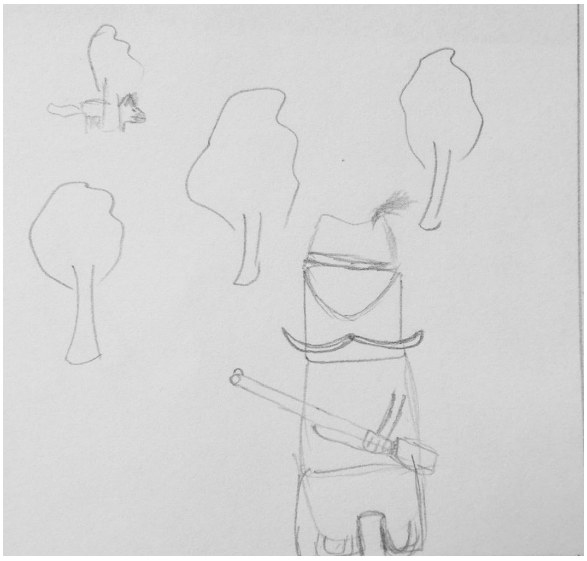
Action/plot:
Intro picture, revile the place where the action is gona take place.

Dialog:
"*Once upon a time in a faraway land, everything was so peaceful and beautiful as it should be*"

Sound:
peaceful, relaxing Music

Time:
about 5 seconds

Interaction: none .



FRAME 2

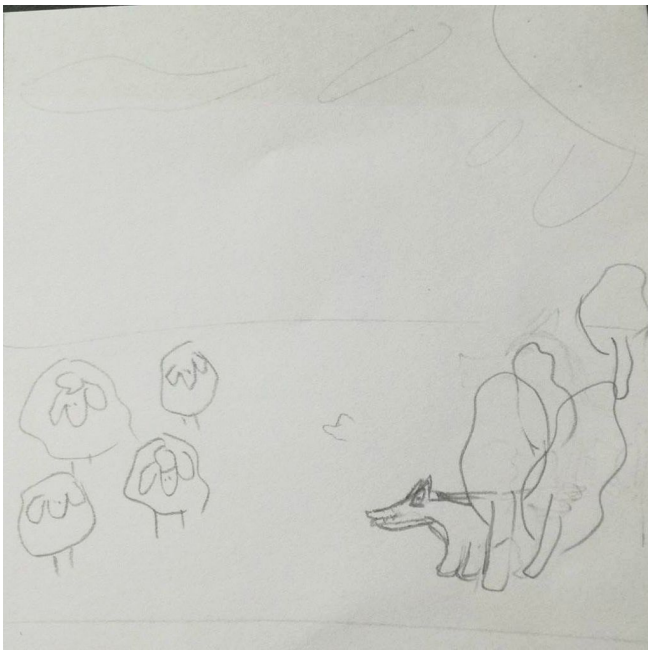
Action/plot:
The wolf is hiding from the hunter.

Sound:
strong, nervous music.

Dialog:
" not for everybody, let me introduce you the old wolf , it seems this is not one of his days"

Time:
3 sec.

Interaction: none



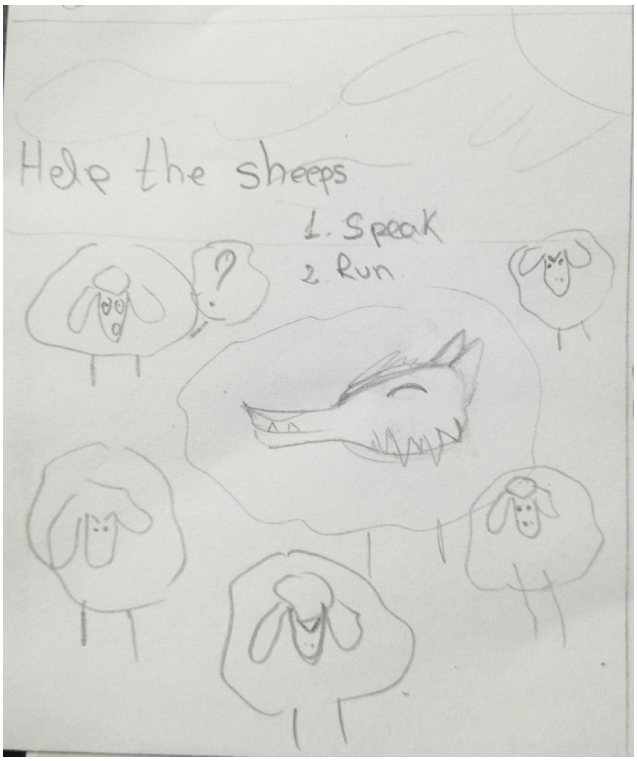
FRAME 3

Action/plot:
The wolf sees a herd of sheep and decides to hide between them.

Sound:releasing music.

Time: 5 sec.

Interaction: none



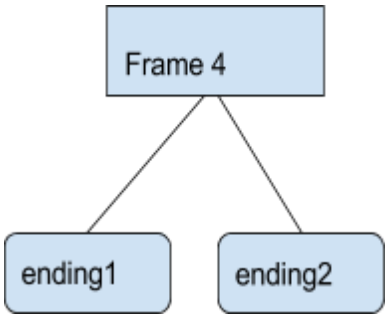
FRAME 4

Action/plot:
The user must help the sheeps to unmask the old bad wolf and revenge.

Interaction: The user can choose between two things:make the sheep's speak or make them run.

Time: Until the user has decided what the sheeps are going to do.

Sound:background music.



ENDING 1

Action/plot:
The user chose speak.

Interaction:
When the user click on the sheep, it start's speaking in front of the hunter when the user click's on the wolf he expose himself.

Time:
Until the user has decided to click the wolf.

Sound:
sad music at the end.

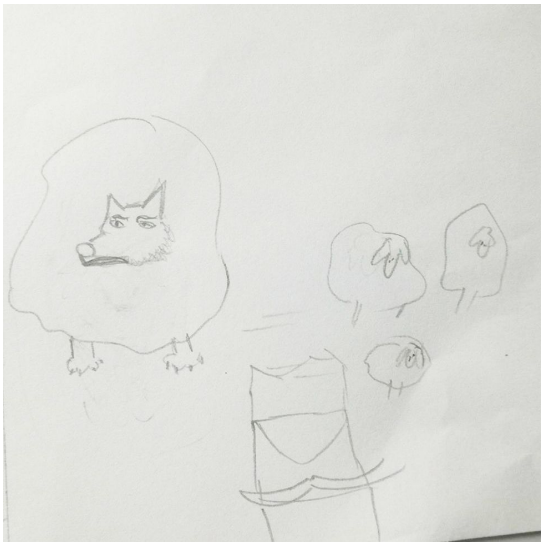
ENDING 2

Action/plot:
The user chose run. All the sheep's start to run on the right side and leave the wolf exposed behind.

Interaction: no one.

Sound:
running sound and sad music at the end.

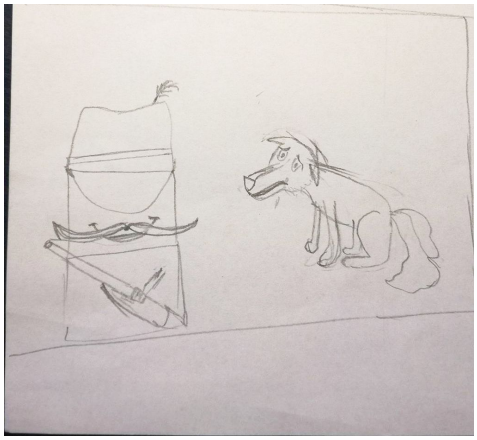
Time: 5min;



Action/plot: end picture
Sound: intense rock musik;
Time: 5min;

MESSAGE:

Don't make unnecessary enemies, you don't know when you might need them.
or
Don't judge a book by his cover.

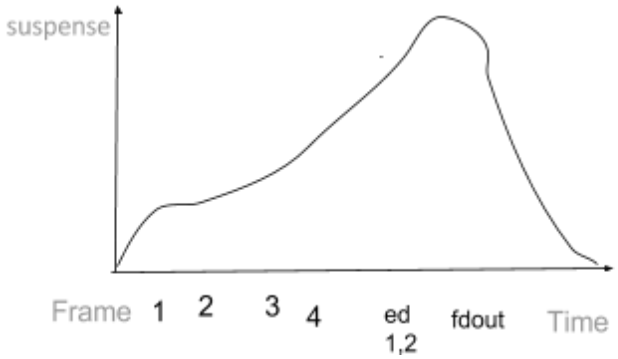


Action/plot:
The hunter fund the wolf.
Sound: sad music.
Time: 3 sec.

GENRE / MOOD:

Humorous, tragic;

Analyzed with the Narrative curve



Prelude: first frame, intro picture, revile the place where the action is gona take place.

Presentation:

The user meets the main character “the old wolf” who is hiding from the hunter .(frame 2)

Point of no return:

The wolf decide to run towards the sheep’s and pretend is one of them.(frame 3).

Rising action:

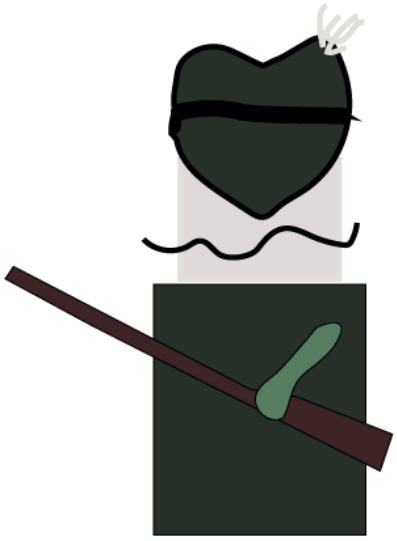
With the user’s help the sheep’s can get revenge and unmask the wolf. (frame 4) .

Climax: The wolf is trapped by the sheep’s, the hunter arrives and by mistake he reveals his identity.(ending 1,2) .

Fade out:

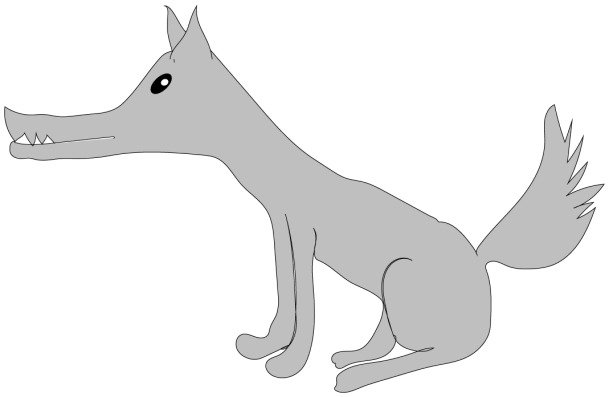
The wolf is unmask and the hunter will decide on his fate (end picture).

Work sheet
Character Sheet

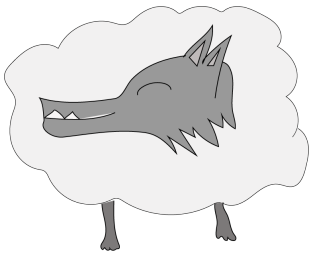


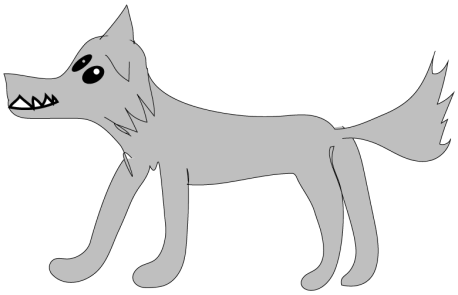
Hunter

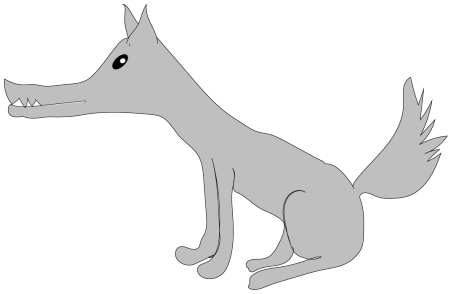
sheep



the old wolf







Work sheet

Main character - The old wolf

What drives the main character:
Survival

Character main goal:
Stay alive

Character friends and enemies:
Friends: he doesn't have friends.
Enemy: the shepherd, the sheepdogs and the hunter

What is at stake for the character:
Safety and food

What the character needs to fulfill its goal / mission:
Hunt for food and escape the hunter

Work sheet Physical- Psycological- Socoplogical 0.1

Main character name: old wolf
Gender: male
Age: 10
Height: 0.75m;
Weight: 25kg;
Eye color: black;
Hair color: grey;
Distingues marks: the mouth is more long than a normal wolf, and is smaller, like a dog.
Weakness: the taste of young sheeps;
Enhanced features: capability of disguised, sense of humor.
Handicap: not very smart, and kind of silly.
Strengths: full little sheeps.
Build : circle and rectangle.

Social/family:

Parents: Mr. & Mrs. Wolfstein
Siblings: 10
Marital Status: Unmarried
Relationship: Single
Pet: No
Friends: No
Ethnicity: eurasian
Eating Habits: Rabbits, sheeps
Main mode of transportation: walking
Workspace: forest
Important items: teeth and gloves
Weakness: lonely
Accent: -
Living Space: forest

Work sheet Physical- Psycological 02-Socoplogical 01

Main character name: Old Wolf

Beliefs: the strong rules the weak
Superstitions: daylight brings bad luck
Fears: The hunter and the sheep dogs
Prefers groups or solitarily life:
solitarity
Planned-out or spontaneous:
spontaneous
Hobby: howl at the moon, discover new territories
Prejudices: All humans are bad, sheeps are dumb
Stressors: hunger
Ambitions: be the king of the forest
Addictions: blood
Journal Entries (keeps diary): No
Leader or follower: Leader

Music or Book preference: birds singing
Sleeping habits: Sleep during day
How x relax: sleeping
Recreation: sleeping
What does excites: the sight of a prey
Obsessions: -
As seen by others: dummy
As seen by self: very smart
Special memories: fight with 4 sheep dogs
Nightmares: he'll be shot by the hunter

Clothes: fur
Costume: sheep
Color: white
Style: sheep
Uniform / Specific outfit: -
Rank: -
Embroidery: -

Work sheet

Second character - The hunter

Character role/part in the story:
The old wolf's enemy

Character main goal:
To catch the wolf alive

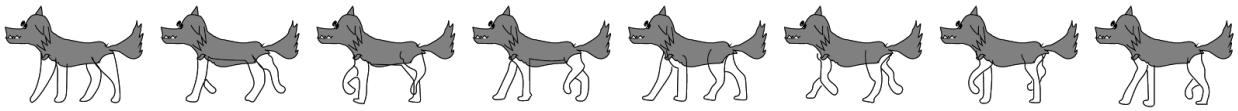
Character friends and enemies:
Friends: the shepherd
And his sheeps
Enemy: the old wolf

What is at stake for the character:
To have less predators for the deers so he can have more deers for himself

What the character needs to fulfill its goal / mission:
To kill the old wolf

Background

Sprite sheet drawn in illustrator



Link to my sprite sheet animation on web domain:

http://amaliadunca.com/kea/web/animation_walk-wolf/