

STORYTELLING &

CHARACTER DESIGN

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STYLE TYLE

TYPOGRAPHY

The fonts that I am using are:

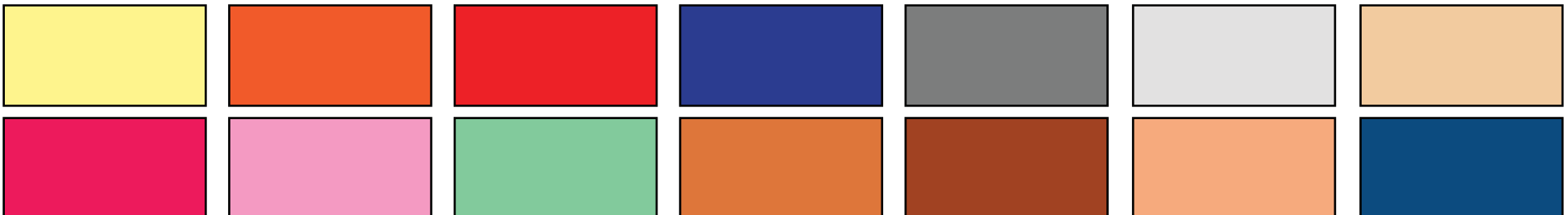
- **CHEAP PINE** - because I think it fits with the shadows of the charecters that I've created in Illustraor, just like the shadows used in the font
- **COOLVETICA** - because it is easy to read and looks good with the font mentioned above

CHOICE OF STYLE

I am trying to copy a hand dranwn style by using shapes and shadows

COLOR SCHEME

The colors that I am using are bright and vivid:





STORY & MESSAGE

STORY

The Story is about a young boy who finds the perfect clock, but as soon as the clock finds it's home, it turns to a torture machine that just doesn't want to SHUT UP.

MESSAGE

Be careful what you wish for.

GENRE/MOOD

Horror/comedy/documentary

THE CLOCK





STORY BOARD



**The clock is awaiting
for his buyer**



**The clock has found
its owner**



**The clock saga be-
gins**



STORY BOARD



**WAKE UP! - the
clock says ringing
annoyingly**



**SHUT UP! - the hand
of destiny strikes**



The pain.....



STORY BOARD



REVENGE!!!!



**WAKEEEE UPPPP! -
OH the horror**



**You will die...or will
you?! - the boy and
the hammer won-
dered?**



NARRATIVE CURVE

PRELUDE

The boy and the clock meet for the first time! The boy thinks that he found the perfect clock.

POINT OF NO RETURN

When the clock shows his evil face and starts its wake up ALARM.

RISING ACTION

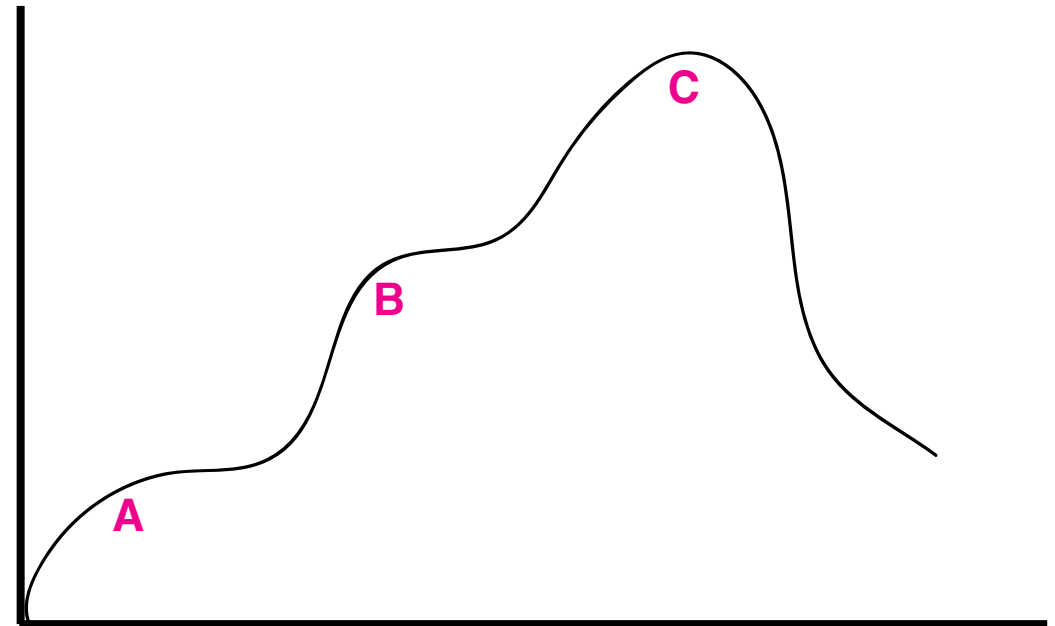
When the boy pushes the clock

CLIMAX

When the angry clock starts ringing again, after being half broken. Boy takes the hammer.

FADE OUT

The clock is smashed.



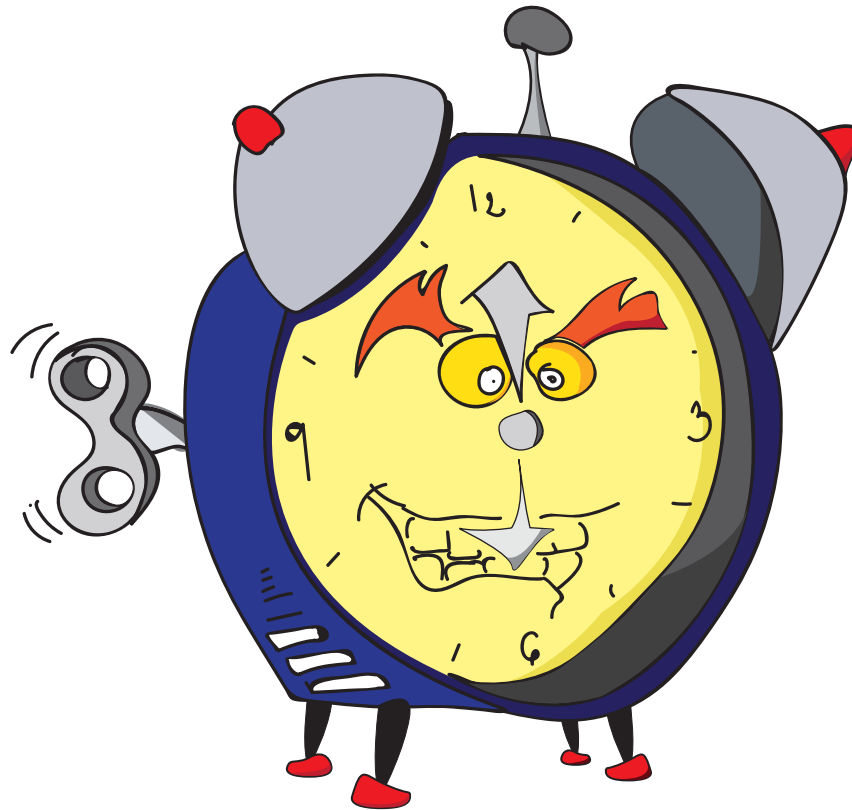
A - the clock and the boy find each other

B - the clock is pushed to the ground

C - the angry clock starts ringing again



THE CHARACTER



http://animedesign.eu/clock_story/



THE BACKGROUND





WORK SHEET

Story name : **THE CLOCK**

Charecter name: **PIE**

CHARACTERS MAIN GOAL:

The clock - to find someone to annoy

The boy - to find a clock

CHARACTERS FRIENDS AND ENEMIES:

The clock - the hand and the hammer

The boy - the clock

WHAT IS AT STAKE:

The clock - collect the dust on the shelf

The boy - living a normal life (he doesn't know this fact until he buys the clock)

WHAT THE CHARACTER TO FULLFILL GOAL/MISSION:

The clock - just a person whose dreams it can destroy

The boy - a hammer

Genders:

The clock - unidentified

The boy - a boy

Height:

The clock - unusually big

The boy - 163cm

Weight:

The clock - 50kg

The boy - 50kg

Strenghts:

The clock - loud and unbreakable

The boy - has a hammer