

~~submission~~

~~2.2.1~~

Helle Hadson

by Beata Kornecka

Style tile
Color scheme
Description of the idea
Storyboard
Analyze with the narrative
curve
Work sheet
Background
Sprite sheet
Link



Style Tile

Inspiration from the style: Year Walk

Stroke:

There is non contour line, only fill color

Characters/background relationship:

The characters stand out from the background due to a texture and shape contrast

Specific characteristics in the style:

Great use of textures and saturated colors. Simple shapes, which resembles of paper cuts. Often use central symmetrical composition.

Typography:

Helle Hadson



Typography:

Year Walk logotype:

Sans serif made from cut out elements from the background shapes.

Therefore i choose for my creation textured sans serif - Papyrus

Colours:

saturated mostly cold colours, always framed in the darkness



Color scheme

#131414

#0e0f0f

#381e0d

#161512

#495b49

#0f1616

#3e4941

#49280f

#3d3307

#506055

#2a2d2d

#4b594f

#3d220e

#332c10

#8cb3b5

#000000

#ffffff

#603214

#706841

#eaeab5

~~Description~~ ~~of the idea~~

The Story:

Young strange woman walks to the town. On the way she sees bird which is trying to eat worm. She decided to shoot the bird. Observators wouldn't understand her motiv. But the truth is that she wants to rescue the worm, cause it is so vulnerable. When she is walking to the town weather is changing to cloudy and gloomy, she doesn't know that she is the cause of it. She thinks it just happens.

Her goal is to see the exhibition of pop art. She has a big hart for an art, cause her origins are so dark and sad, full of death. So she wants to see something from the different angle and find the joy in the life

Message:

no matter what is your origin you can be who you want to be

Genre/mood:

horror/comedy

Storyboard

Helle Hadson

Title frame



Action:
title

Sound:
rain sound

Interaction:
play button

Time:
about 5s

Action:

Helle comes from the forest and walks ahead. The weather starts to change to cloudy and rainy

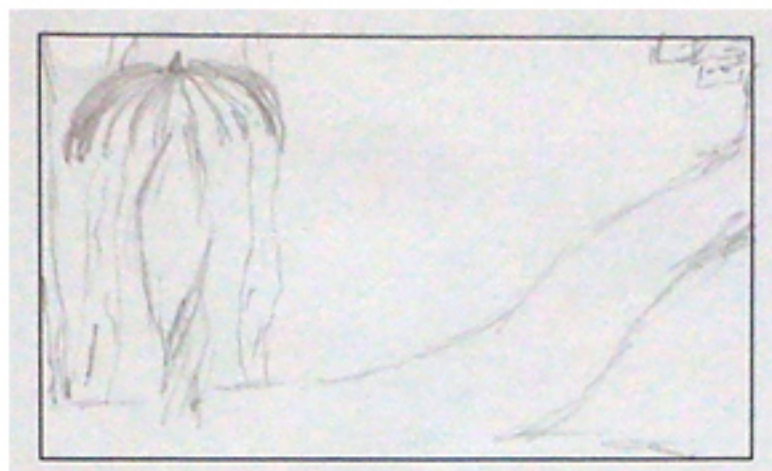
Dramaturgic elements:
light changes to darker

Sound:

rain sound + Pink Freud

Interaction:
none

Time:
about 7s

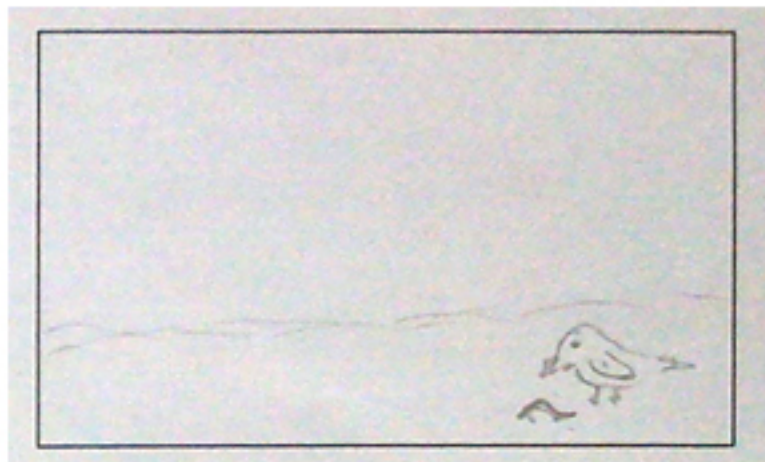


Frame 2

Storyboard

Helle Hadson

Frame 3



Action:
Bird hants a worm

Dramaturgic elements:
weather is still good, light
as well

Sound:
rain sound +Pink Freud

Interaction:
none

Time:
about 4s

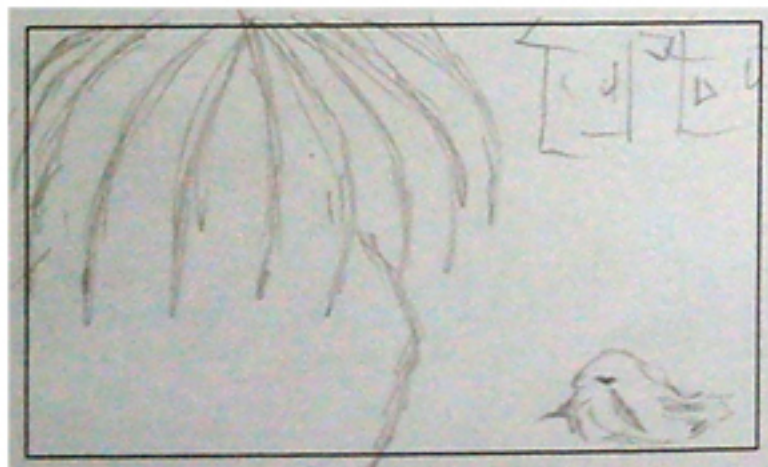
Action:
Helle approaches the bird.
Bad weather comes as
well

Dramaturgic elements:
light changes to darker,
music stops

Sound:
rain sound

Interaction:
none

Time:
about 4s



Frame 4

Storyboard

Helle Hadson

Frame 5



Action:
Helle shoots the bird and starts to walk forward

Dramaturgic elements:
music starts again

Sound:
rain sound + gun shoot
+Pink Freud

Interaction:
none

Time:
about 4s

Action:
Bird is bliding and dying,
worm runs away

Dramaturgic elements:
none

Sound:
rain sound + Pink Freud

Interaction:
none

Time:
about 4s



Frame 6

Storyboard

Helle Hadson

Frame 7



Action:
Helle is walking through
the town

Dramaturgic elements:
none

Sound:
rain sound + Pink Freud

Interaction:
none

Time:
about 6s

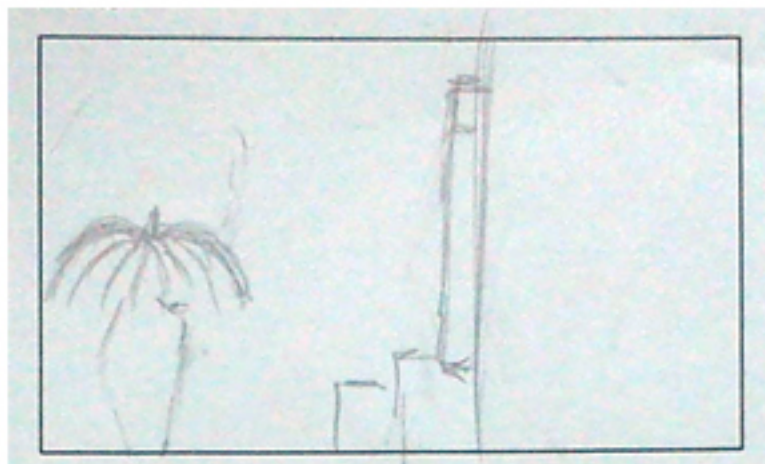
Action:
Helle stops at front of a
building and starts to
smoke

Dramaturgic elements:
motion stops, music
stops

Sound:
rain sound + sound of a
lighter

Interaction:
none

Time:
about 4s

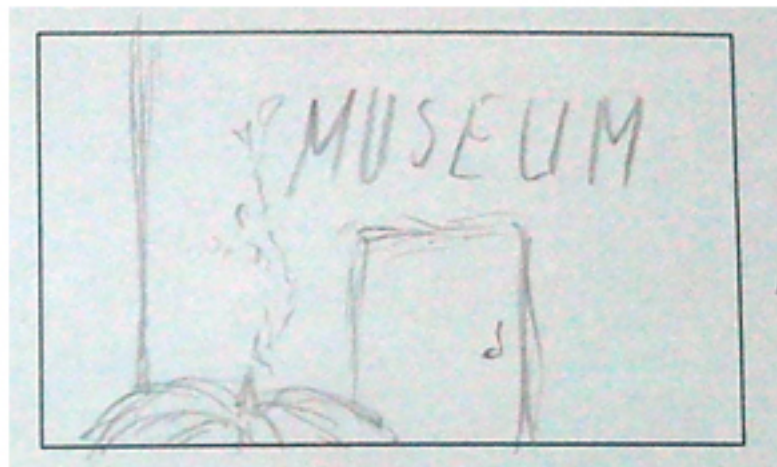


Frame 8

Storyboard

Helle Hadson

Frame 9



Action:
smokes goes up, camera
follows the motion

Dramaturgic elements:
tilt up motion

Sound:
rain sound

Interaction:
none

Time:
about 6s

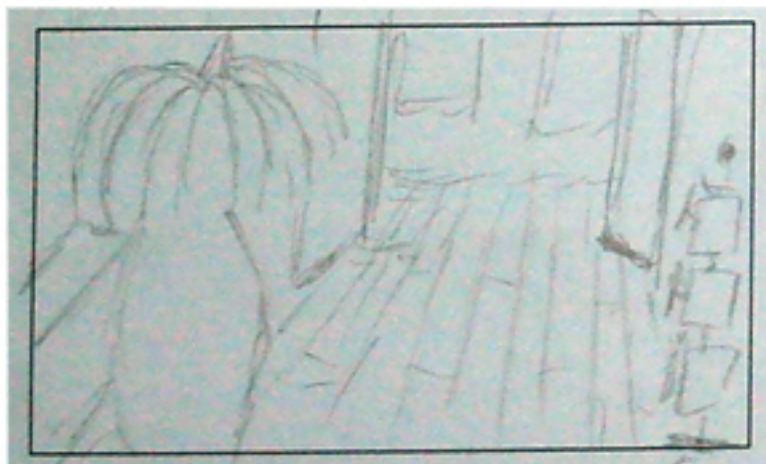
Action:
Helle walks inside the
museum

Dramaturgic elements:
no music, only environ-
mental sound, also light
is getting darker

Sound:
sound of environmental
+ door closes

Interaction:
none

Time:
about 4s



Frame 10

Storyboard

Helle Hadson

Frame 11



Action:
Helle stops in the museum room and looks on the painting

Dramaturgic elements:
motion stops

Sound:
sound of environmental

Interaction:
none

Time:
about 4s

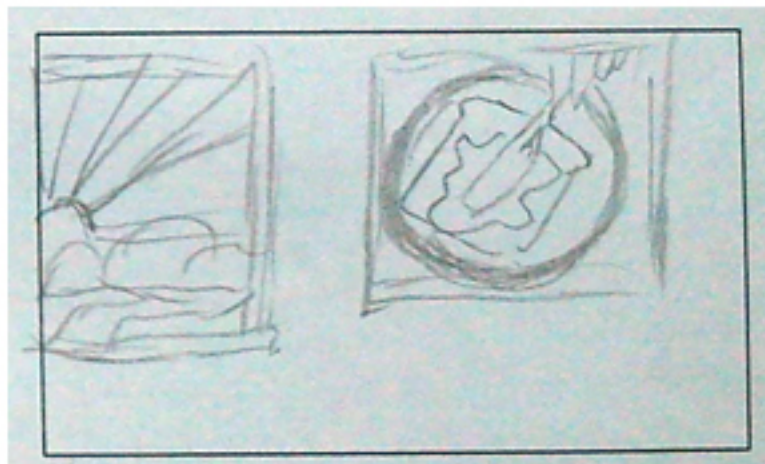
Action:
view on the painting by Roy Lichtenstein

Dramaturgic elements:
music on

Sound:
Pink Freud

Interaction:
none

Time:
about 4s



Frame 12

Storyboard

Helle Hadson

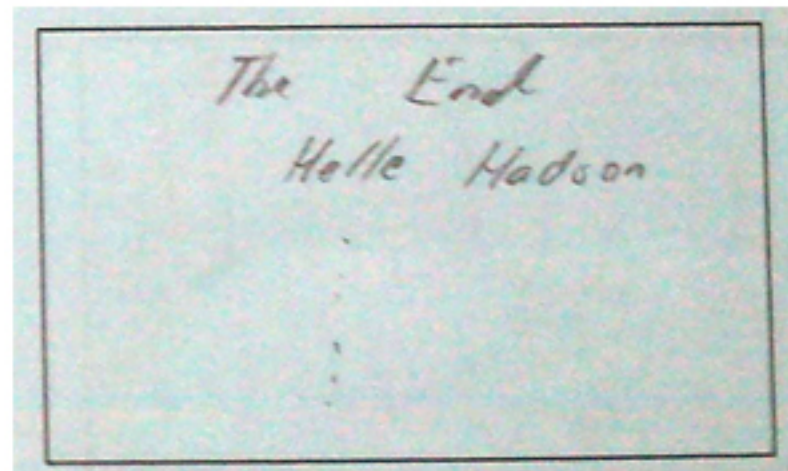
Action:
end picture

Sound:
Pink Freud

Interaction:
none

Time:
about 7s

Credits



~~Analyze~~

Helle Hadson

~~with~~

The Narrative Curve

Prelude: Title picture

Point of no return:

Helle walks toward the town. Weather starts to get bad

Action:

Helle shoots the bird. Only Helle knows her reason

Rising action:

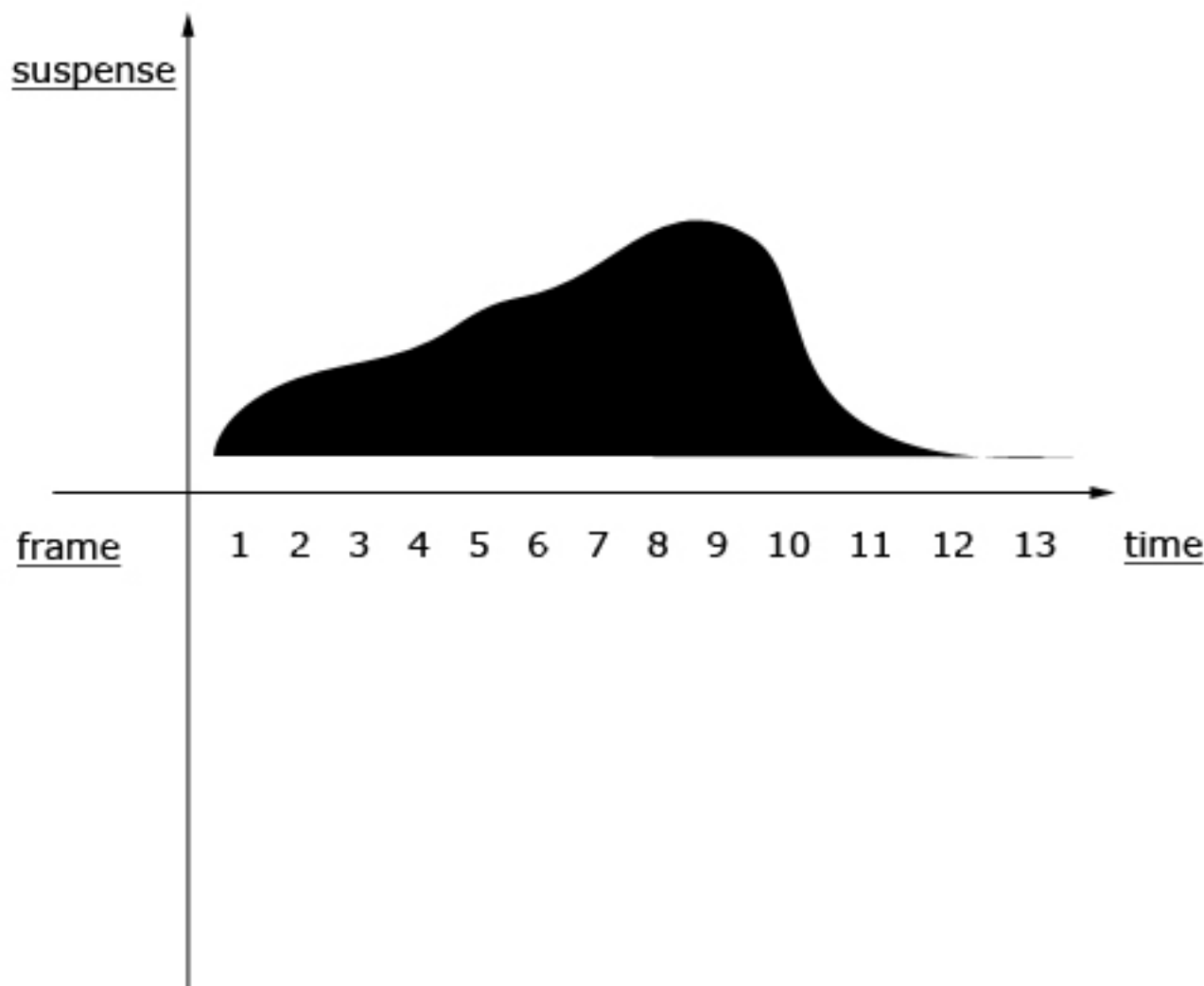
Helle enters the town. Nobody knows what she is up to

Climax:

Helle goes inside the building. Is she an assassin? What she is going to do?

Fade out:

Viewer sees the pop art exhibition and the goal of Helle trip.
Credits



~~Work sheet~~



Front



Back



Right side

Character sheet:
Main character side by side

Helle Hadson

~~Work sheet~~

Helle Hadson

What drives the main character:

(Choose one: survival, safety and security, love and to "belong", need to know and understand, selfworth and selfesteem, God and the noble cause, selfrealization)

love and to "belong"

Character's main goal:

to find the life purpose and happiness in the life

Character's friends and enemies:

she doesn't like those who hurting weak one

What is at stake for the character:

she is in the risk of social problems

What the character needs to fulfill the goal/ mission:

She wants to see pop art exhibition

Worksheet

Physical - Psychological - Sociological 01

Helle Hadson

Gender(s) female

Age 26

Height 170 cm

Weight 51kg

Eye color green

Hair color gray

Distinguishes marks (tatoo, piercing, scars) none

Illnesses none

Enhanced features destruction, 8th arms

Strenghts disintegration by touch poisoning by
puffing, bringing gloomy weather

Handicap no

Weakness sensitivity to art

Build (basic shape) diamond, tall, skinny

Social/family

Parents mather: Hel, father: Hades

Siblings unknown

Marital status single

Relationship hard family relations

Pets bird

Friends none

Enemies predators

Ethnicity death realm

Eating habbits vegetarian

Main mode og transportation walking

Workspace cottage

Important items umbrela

Weakness cannot stand too much sun

Accent scandinavian

Living space forest cottage

Worksheet

Physical - Psychological 02 - Sociological 01

Helle Hadson

Beliefs mortality

Superstitions cats bringing surprises

Fears eternal loneliness

Prefers groups or solitary life solitary life

Planned-out or spontaneous spontaneous

Hobby visiting art museums

Prejudices predators

Stressors people that wish to get along

Ambitions visit all museums in the world

Addictions smoking, drinking tea

Journal entries(keep diary) colage book

Leader or follower leader

Music & book preferences jazz

Sleeping habits various

How does x relax by traveling

Recreation gardening

What excites art

Obsessions death

As seen by others scary

As seen by self normal

Special memories fsmilly meeting

Nightmares day without the end

Clothes

Costume gray kimono and mantle

colors gray/dark

style japanisse

uniform/specific outfit always with umbrela

Rank young witch

Embroidery none

Belt, hat no

Decoration holes

~~B a c k~~
~~ground~~



Sprite sheet

Link:
http://bebutton.dk/kea/02-animation/helle_animation/animation.html

