Style Tile

My inspiration is the Manga Style

Contour Line and stroke

Manga style is characterised by a black, light stroke to define facial features and body lines. Lines are also used to create shadowing or to stress a feeling (i.e. oblique short lines across the cheek to accentuate a flushing).

Character/Background Relationship

I decided to make all my background pretty dark, using different shades of greys with a watercolour feel to it. This both to remind of the classic black and white manga style, and to put it in contrast with each character, who are gonna have a highly saturated color each to represent them, put into little details in their appearance (A blue tie, a green hat etc). This way I wanna make them stand out as living, different objects than the dull background.

Specific Characteristics of the style

This style is characterised by portraying characters with a set of purposely exaggerated features, such as big expressive eyes, small nose and sometimes even non existent mouth or just represented by a tiny dot. Emotions and mannerisms are normally exaggerated, and displayed with graphic display like hearts as eyes for love, smoke coming out of the head to represent rage etc.
It is also common to give animal features to human characters to describe their personality (cat ears, rabbit tail, whiskers etc)

examples of manga characters drafts and facial expressions

Typography

The typography of this genre is normally a Comic Sans, handwriting kind of font, but I want to use a sans serif typography like Avenir.

Color scheme

My color scheme is based on shades of greys for the background, and then one highly saturated color that is gonna change based on the character. In my color scheme I chose to put a highly saturated yellow, for that is gonna be the color associated to the main character
love interest

#FAFA45

#B23F00

#635850

#BABABA

#F4F4F4

Story Idea

The Story

My story is placed in Manhattan, where the single bachelor Ted (yellow) is ready to settle down.
He agrees to go on a blind date, and at the beginning of the night he has to decide who is gonna set him up, if his player friend (green) or his married friend (red).

The user will decide what friend is gonna set him up, and what girl Ted is gonna go out with.

If the married friend gets to pick, the date will be romantic, if the player friend picks he will end up with a bimbo.

In both dates the user will decide what Ted will do to win the girl (pick a rose/ kiss for the romantic date or buy her a drink/invite her home for the bimbo date).

I want Ted's true love to make an appearance in the background during the date while he is distracted (while he kissed the other girl she walks behind them, when he gets drink she leaves te bar), and she will be represented by carrying a yellow umbrella (same shade of yellow as his to symbolise they are matches).

The story is inspired by the Tv Show How I met Your mother.

The Message

The message I wanna convey is bittersweet. By showing the true love as a mere appearance in the background I wanna convey the message that sometimes no matter the choices we make we don't meet that special person until we are supposed to, and no choice we can make is gonna take us there before the time is right. That is why whatever choice the user make Ted is not gonna meet the One that night.
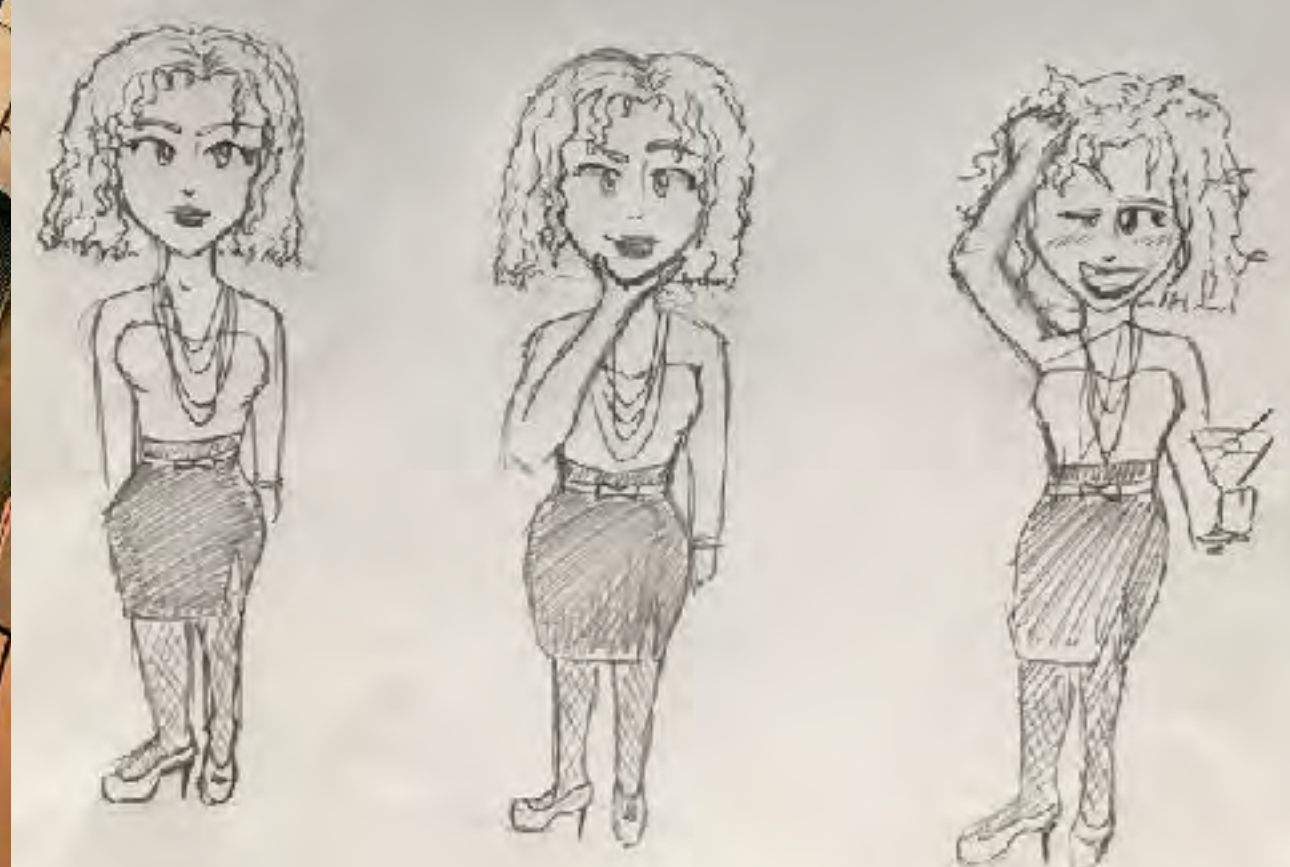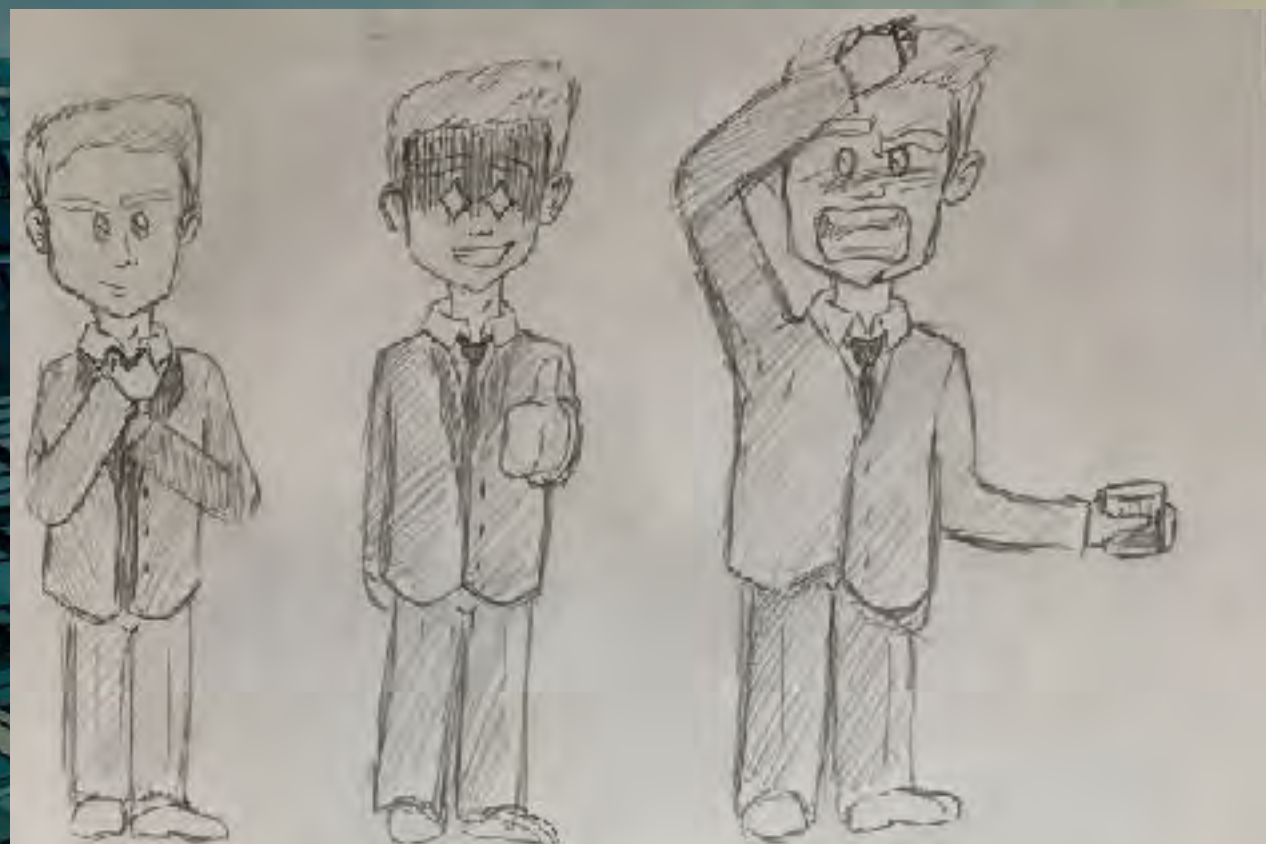
With the use of colours I also wanna convey how out there there's a perfect match for each one of us

Genre

Romantic / Ironic / Existential

Character Design
and sketching process
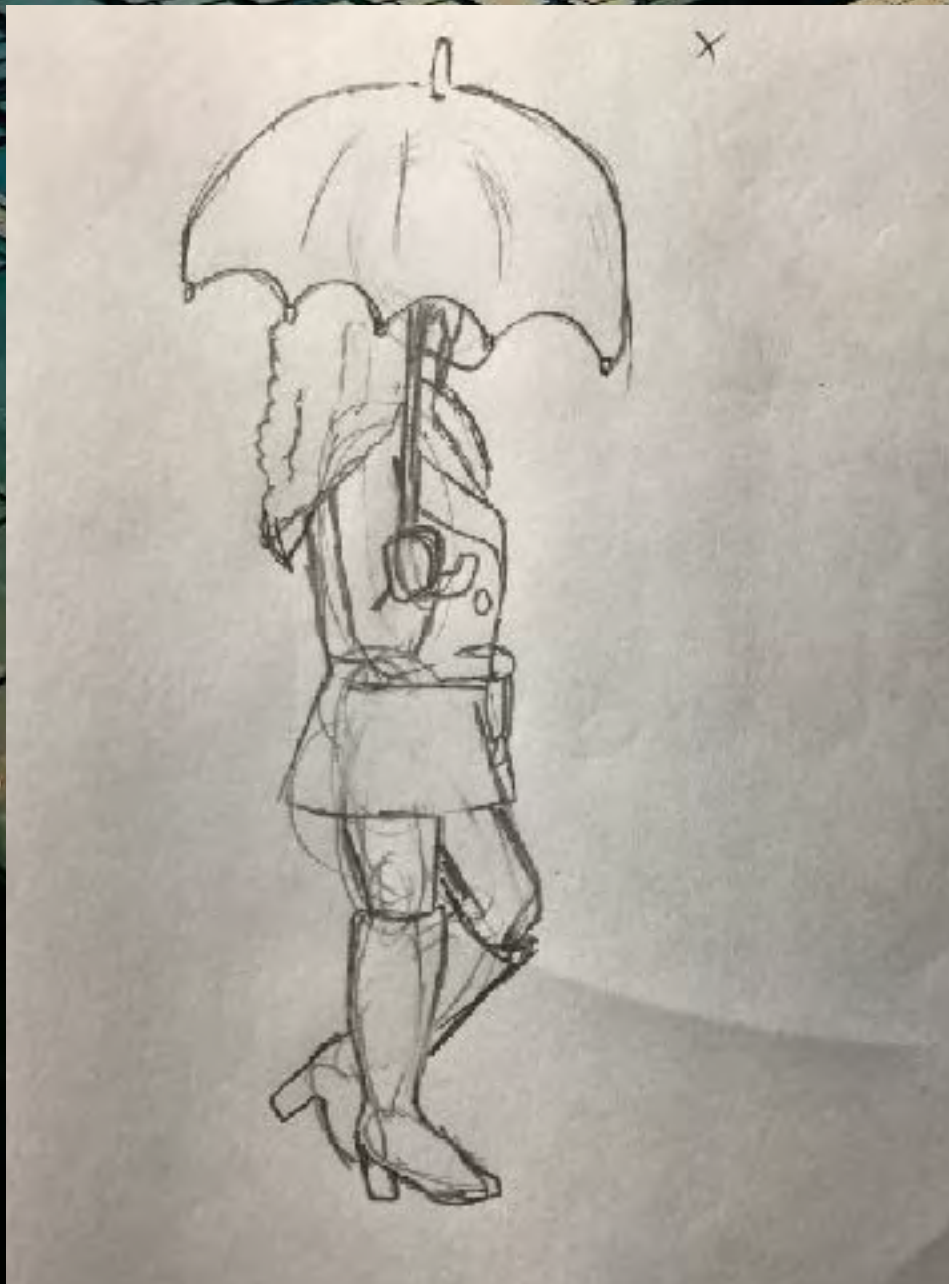
Work sheet
Model sheet

Side view

Front view

Back

Work sheet
Pose sheet

Main character: Ted Mosby

Core situations incl. props: Regular/Romantic Ted/Kisser/Uncor able/sexy

Situation 01

Situation 02

our name:

Work sheet
Character sheet

| Ted | Marshall | Barney | The Mother | Patrice | Candy |

Frame 1 – Prelude

Actions: Title   Time: until the user press starts   Sound: How I met your mother intro theme

Frame 2 – Prelude

Dialogue: Kids let me tell you about the night I almost met your mother (out of scene voice)   Time: 5 secs

Sound: Ted's voice

Frame 3 – Presentation

Action: show Barney and Marshall at the booth   Sound: background bar noises   Time: 7 seconds

Dialogue: (Ted/out of view) That night your uncle Marshall and your uncle Barney decided to set me up with one girl of their choosing

Frame 4 – Presentation

I know who the perfect girl for Ted is!

My girl for Ted's hotter!

Action: Ted looks uncomfortable and rubs his neck   Sound: background bar noises   Time: 4 secs

Dialogue: (Ted/out of view). Only one problem. They couldn't agree on one

Frame 5 - Presentation

Barney's choice — Who is Ted gonna choose? — Marshall's choice

Action: user has to help Ted make a decision

Dialogue: /

Sound: background bar noise

Time: until the users clicks one of the girls

Frame 6 - Point of No Return / Barney's choice

Action: Barney and Marshall react to your choice

Dialogue: /

Sound: Made choice sound

Time: 3 secs

Frame 6 - Point of No Return / Marshall's choice

Action: Barney and Marshall react to your choice

Dialogue: /

Sound: Made choice sounds

Time: 3 secs then fade out

Frame 7 - Barney's choice

Buy her one more drink

Invite her to your house

Fade-in in new scene with Barney's choice girl

Actions: Ted meet Barney's choice, candy, a bodacious bimbo

Sound: background noise

Time: 3 secs then choices pop in

Frame 2 - Barney's choice/extra drink choice

Actions: Candy gets too drunk and you end up having to take her home

Dialogue: That night I did not get the girl, kids.

Sound: sad music

Time: 5 secs

Frame 8 - Barney's choice/invite her home

CLIMAX

Actions: Candy is interested in your offer and you get the girl

Dialogue: That night I did get the girl kids

Sound: sad music

Time: 5 secs

Frame 7 - Marshall's choice

Give her a rose

Try to Kiss her

Action: You meet Marshall's choice, Patrice

Dialogue: /

Sound: Background bar noise

Time: 3 secs, then choices pop-in

Frame 8 - Marshall's choice/Try to Kiss her

CLIMAX

Action: Ted gives her a rose she's flattered

Dialogue: That night I did get the girl kids

Sound: sad music

Time: 5 secs

Frame 8- Marshall's choice / Try to kiss her

CONFLICT

Actions: you try to kiss her and she gets outraged

Dialogue: /

Sound: she sounds upset

Time: 3 secs

Frame 9- Marshall's choice / Try to kiss her. 2

CLIMAX

Action: Patrice slaps you

Dialogue: that night I did not get the girl kids

Sound: sad music

Time: 5 secs

Last scene

Dialogue: What I didn't know was that,
that night, your mother was right there,
so, so close, but so far.
It just wasn't our time yet.

Action: The mother walks in
front of the pub slowly

Sound: sad music from
Frame 8 raises as Ted's
voice fades.

Narrative:

I tried to follow the Aristotle narrative. The prelude is gonna be the first two frames, and the presentation is gonna lead to the point of no return, where the user will have to choose what girl Ted will choose. Then The user will have a conflict, where he needs to decide how Ted will try to conquer the girl. You then reach the climax where Ted either gets the girl or doesn't. In either cases the final is bittersweet and fades out with a view of the mother walking outside the bar.

Message:

Sometimes it doesn't matter how hard you try, you won't meet the right person until it's time.

Genre:

Romantic, existential

Work sheet

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

Character's main goal:

He wants to find his soulmate

What is at stake for the character:

His happiness, which he cannot find without someone to love.

Character's friends and enemies:

His friends are Marshall, Barney, marshall's wife, Lily and Robin. His enemies are his exes who he didn't end in good terms with

What the character needs to fulfill the goal/ mission:

He needs to choose the right girl and then to treat her right.

Your name: **Giada Ferrari**

Work sheet Physical - Psycological - Sociological 01

Main Character name: __Ted Mosby__

Gender(s) __Male__

Age __Late thirties__

Height __1,75 m__

Weight __80 kg__

Eye color __Brown__

Hair color __Brown__

Distingushes marks (tatoo, piercing, scars) __none__

Illnesses __none__

Enhanced features __Prominent cheekbones__

Strenghts __H's very knowledgable__

Handicap __He's a little condescending__

Weakness __Ego__

Build (basic shape) __Rectangle__

Social/family

Parents __Both alive,Virginia and Alfred Mosby__

Siblings __One sister__

Marital status __Single__

Relationship __Single__

Pets __none__

Friends __Robin, Lily Marshall barney__

Enemies __ex girlfriends__

Ethnicity __caucasian__

Eating habbits __Not too healthy__

Main mode og transportation __Bus and Subway__

Workspace __Architecture professor__

Important items __His Apartment__

Weakness __-__

Accent __none__

Living space __Apartment__

Your name: __Giada ferrari__

Work sheet Physical - Psycological 02 - Sociological 01

Main Character name: Ted Mosby

Beliefs Destiny and fate

Superstutions yes

Fears He s afraid of being alone

Prefers groups or solitary life Group

Planned-out or spontanious Planned out

Hobby Calligraphy and poetry

Prejudices -

Stressors being late

Ambitions Design a skyscraper in Manhattan

Addictions smoker

Journal entries(keep diary) -

Leader or follower Leader

Music & book preferences Poetry and 90's pop

Sleeping habbits Sleep at night

How does x relax Reading architecture magazines

Recreation sport

What excite s romanticism

Your name: Giada Ferrari

Obsessions Being neat

As seen by others Responsible, goofy, romantic

As seen by self Intellectual handsome interesting

Special memories first moving to Manhattan

Nightmares not often

Clothes

Costume yellow sweater, shirt and trousers

colors Yellow and brown

style casual

uniform/specific outfit -

Rank -

Embrodery -

Belt, hat no

Decoration no

Work sheet
second character

Characters role/part in the story:

Helper, Friend

Characters main goal:

Help Ted to find the perfect girl, help the environment

What is at stake for the character:

He feels guilty seeing not happy, so his peace of mind also depends in finding him the perfect girl

Characters friends and enemies:

Ted, Robin, Barney and Lily (who is also his wife). He hates people who pollute

What the character needs to fullfill goal/ mission:

Find Ted the right girl, become an environmental lawyer

Your name: **Giada Ferrari**

Backgrounds

Background with and without characters

Sprite Sheet and Animation Principles

Sprite Sheet working animation:
http://ferrarigiada.com/kea/02-animation/sprite-sheet/

Staging: I used staging by having her being the main focus of the scene. The camera stays put so that her walking throughout the screen takes the focus on her presence. Also the presence of the tree in the foreground give the scene depth.

Solid Drawing: I tried to draw my character so that it seemed like it had its own volume. Giving small shadows to accentuate some key points helped achieving this.