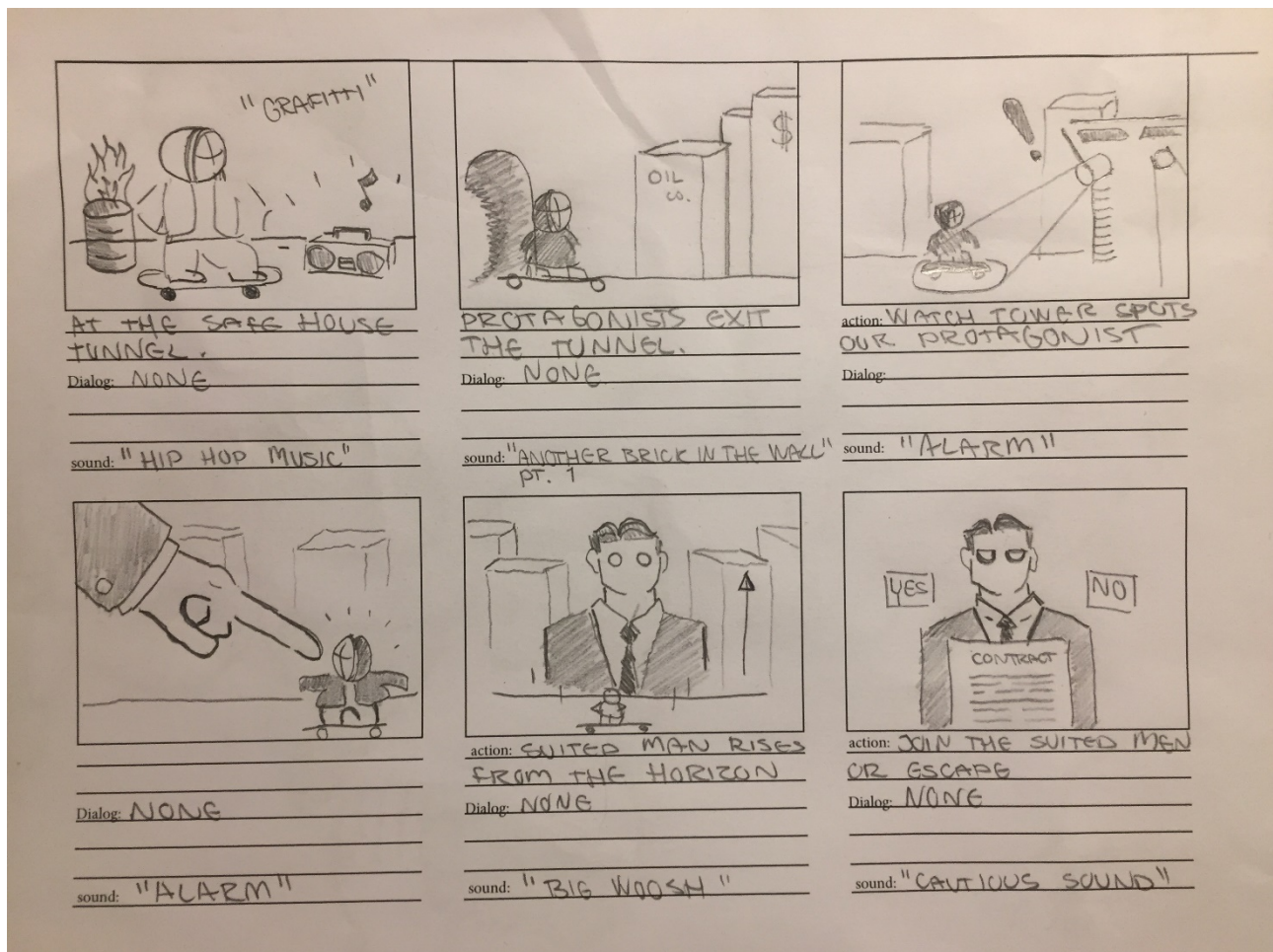# "GET OUT OF THE CITY"

An Animation by Kasper Jensen

STORYBOARD

Interaction:

The user will have to choose the fate of the protagonist. To join the suited men in the big city, or to escape completely.

DESCRIPTION OF THE STORY

RESUMÉ:

In a dark world of big men in black suits. An entire city where everything is black, white and squared. From the money hungry contracts to the company headquarter buildings. A young teenager lives in refuge in the underground, where art and music is praised. On a skateboard he tries to make his way out of the industrial world of political power. The only safe places from the suited men are the underground tunnels, where true colors are graffitied on the walls. Our main character will travel a dangerous path through the city, in order to escape. A journey in which you will have to prioritize wealth and freedom. Our main character will be "headhunted" for job opportunities in large commercialized companies, but with the cost of true free will. Will you be another brick in the wall, or will you be a rogue? The choice is yours.
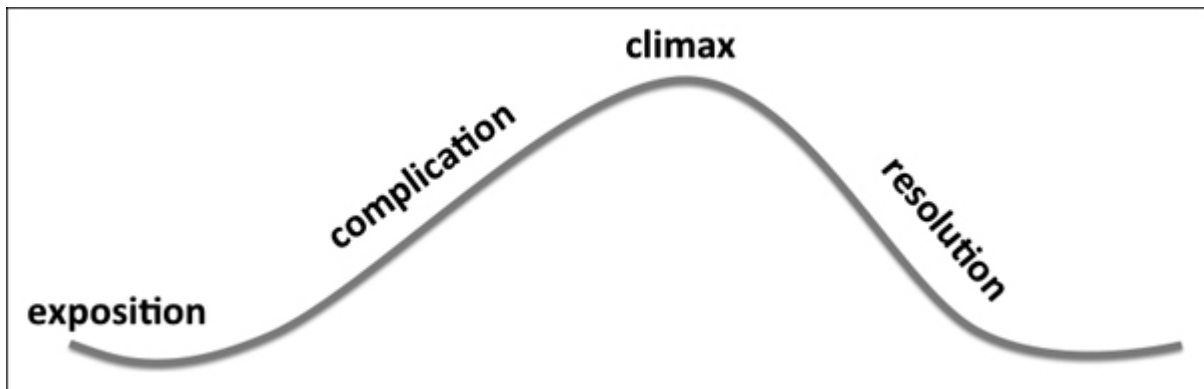
MESSAGE:

Will you become what you despise the most, and retrieve great power? Or will you skate your own path, unknowing of the future.

GENRE / MOOD:

Horror, Dark Setting, Heroic & Rebellious

NARRATIVE CURVE

Exposition:

The Protagonist leaves "The Underground" and is exposed to the dangers in The City.

Complication:

Our protagonist gets spotted by one of watchtowers in The City.

Climax:

The Man emerges and poses an ultimatum. The Protagonist cannot escape without acting.

Resolution:

The Protagonist will either escape and live life in freedom, or accept The Man's offer a live with wealth.

DRAMATURGIC ELEMENTS

Exposition:

Background Music (N.W.A – "Fuck Da Police")

Metro Sound Effects

Colorful Environment

Complication:

Background Music (Pink Floyd – "Happiest Days of Our Lives")

Dark Environment

Climax:

The Narrative Block. The man will act as the obstacle, emphasized by his size and red empty button-likes eyes.

Resolution:

Snoop Dogg – "Nothing But a G Thang" if "NO" button = true

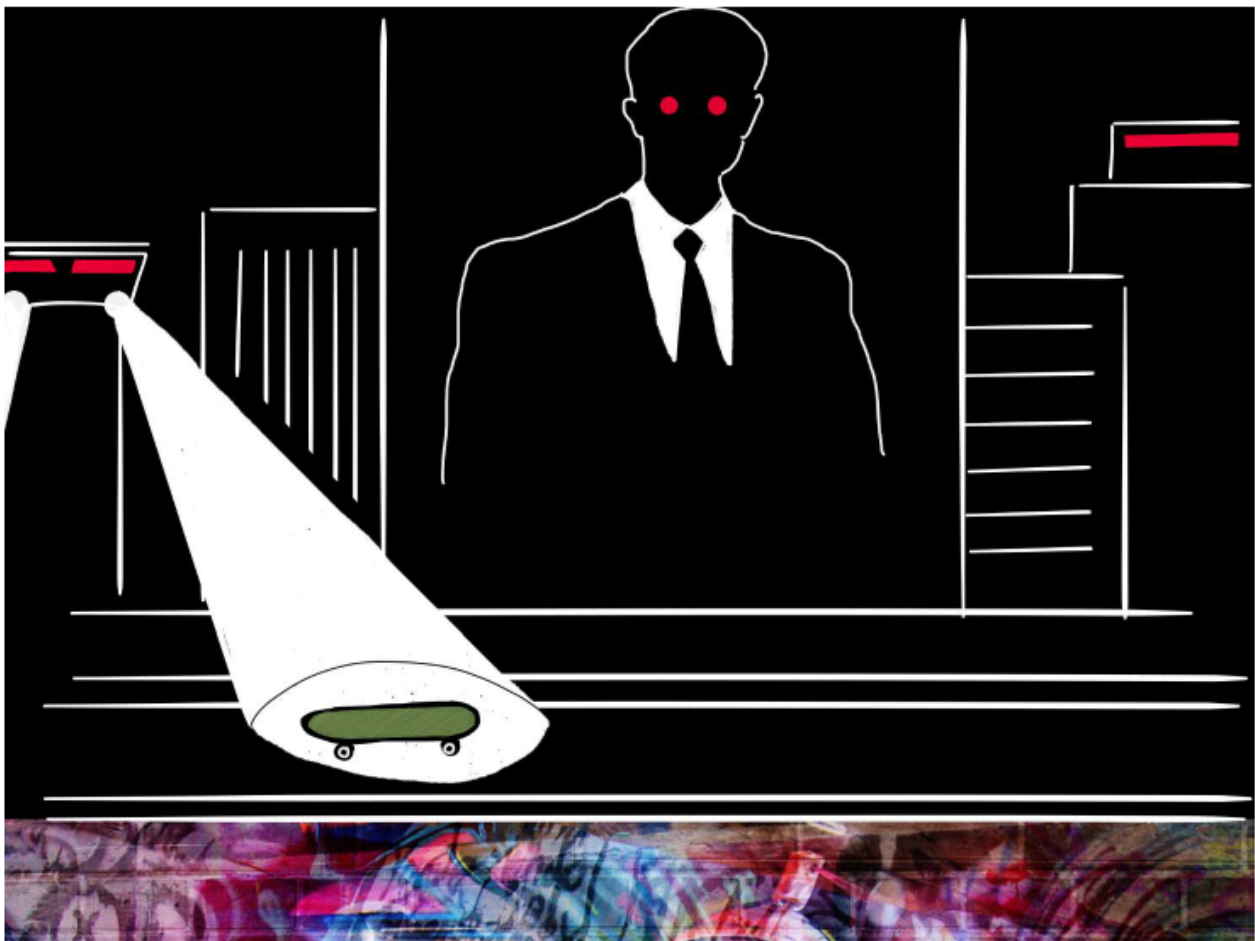Pink Floyd – "Waiting For The Worms" if "YES" button = true

STYLE TILE

Inspiration from the Constructivism Style
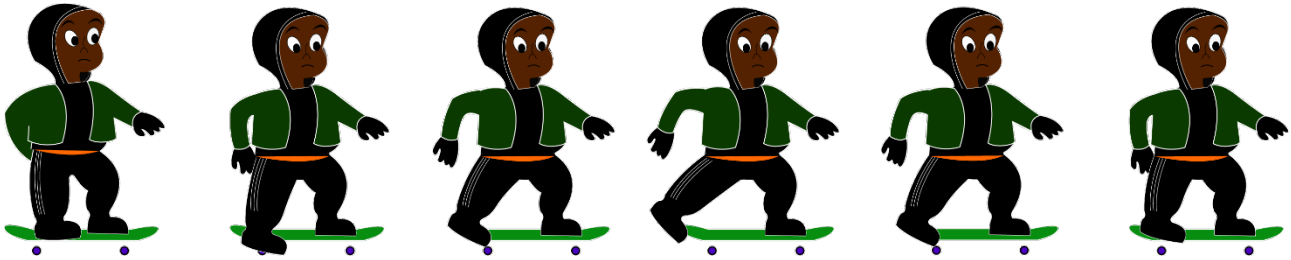
Characteristics in The Style:

The style of the city and characters within it is very minimalistic, often using squared shapes and straight lines in black and white to symbolize the cold order that dominates the city. The red creates a great contrast, to express an alarming feeling, making the setting seem dangerous and unfriendly. The men in suits carry a mysterious and empty character, as only their blank red eyes are visible. Our main character will be in great contrast to this style, as shown on the skateboard below, representing bright colors and natural organic shapes.
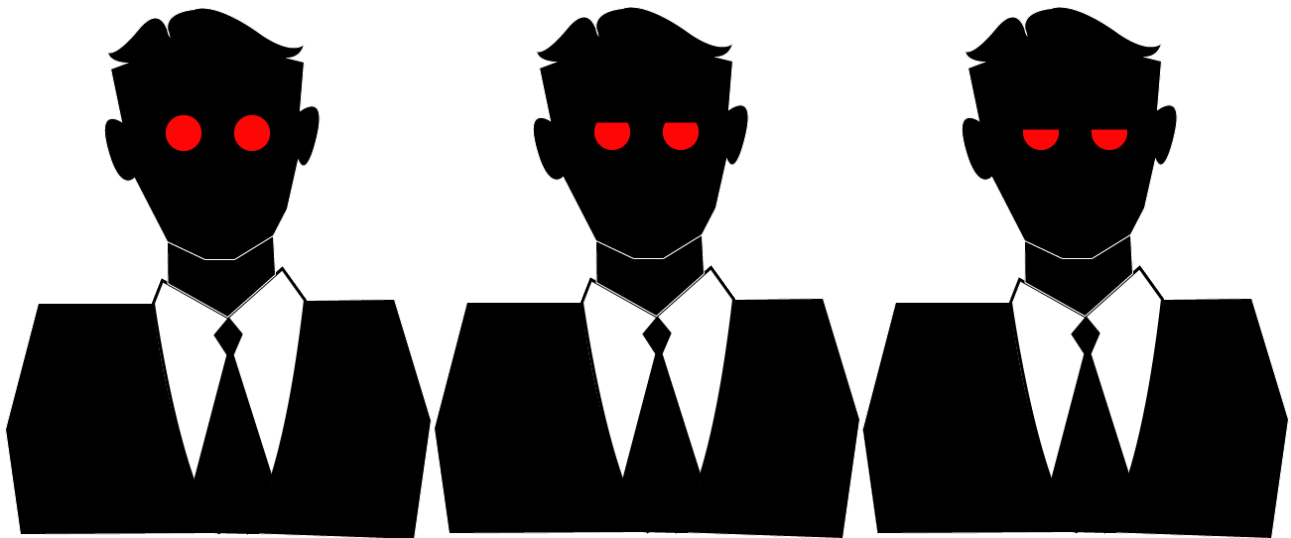
Typoraphy: **SOLID**

CHARACTERS WORKSHEET

PROTAGONIST "TYRONE"

Animation principles: Tyrone moves in a linear constant speed, creating the effect of riding a skateboard. His leg move in a circular motion, to act as the "wheel" element for his movement. Tyrone's eyes will move, so he'll be looking down, when kicking a step. Tyrone is standing in a prepared stance, adding action to his character.

VILLAIN "THE MAN"

Animaiton Principles: The Man's animation is timed slower than Tyrone, to emphasize his bigger size, and colder personality. I avoided to animate the man too much, to maintain a simple, mysterious and cold character.

Work sheet

Story name: "Get out" of the city!

Character name: Tyrone

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)

freedom

Character's main goal:

To escape the city

What is at stake for the character:

his freedom, his life, and his future.

Character's friends and enemies:

The man and no friends.

What the character needs to fulfill the goal/ mission:

He need to take the right answer. He needs to prioritize freedom over wealth.

Work sheet Physical - Psycological 02 - Sociological 01

Main Character name: Tyrone

Beliefs   Stick it to the man!

Superstutions   no

Fears   The goverment /The Man

Prefers groups or solitary life   no

Planned-out or spontanious   spontanius

Hobby   to skate and graffiti

Prejudices   The Man must be corrupt.

Stressors   The Man

Ambitions   To be free!

Addictions   Heroine

Journal entries(keep diary)   Paints his propheties on the street walls

Leader or follower   Rogue

Music & book preferences   N.W.A. / book Martin Luther King, Malcom X

Sleeping habbits   He has never slept beside another person.

How does x relax   Weed and heroine

Recreation   hell no

What excite s

Your name: Kasper

Obsessions   To be FREE!

As seen by others   Seen by others as a unemployed target.

As seen by self   The motherfuckin Man

Special memories   none....

Nightmares   The Man huge hand strangle him in the shower.

Clothes

Costume   no

colors   Green / blue / purple

style   Street / urban

uniform/specific outfit   no

Rank   0

Embrodery   no

Belt, hat   nope

Decoration   no

Work sheet Physical - Psycological - Sociological 01

Main Character name: Tyrone

Social/family

Gender(s) male

Age 16

Height 1.70

Weight 65

Eye color hazelnut

Hair color balck

Distingushes marks (tatoo, piercing, scars) none

Illnesses none

Enhanced features pro skater, artist

Strenghts stubborn and ice cold G

Handicap hell no

Weakness hell no

Build (basic shape) skater build

Parents none he knows of - orphan

Siblings none

Marital status singel

Relationship hell no

Pets Scott - his skateboard

Friends none

Enemies The Man

Ethnicity African American

Eating habbits donuts and pizza - only!

Main mode og transportation skateboard

Workspace The Underground

Important items skateboard, spraycan ghetto blaster

Weakness hell no

Accent O.G.

Living space

Your name: Kasper

Work sheet

second character

Characters role/part in the story:

Villan

Characters main goal:

To catch all unemployed people.

What is at stake for the character:

To keep the corporations staff working

Characters friends and enemies:

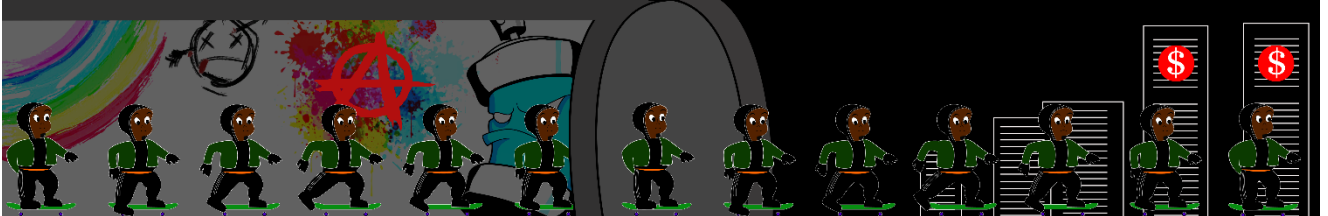not know.

What the character needs to fullfill goal/ mission:
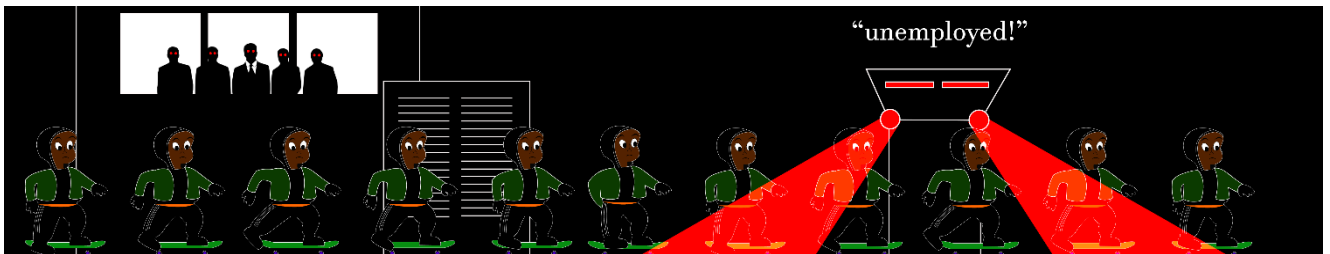
Catch Tyrone!

Your name: _____

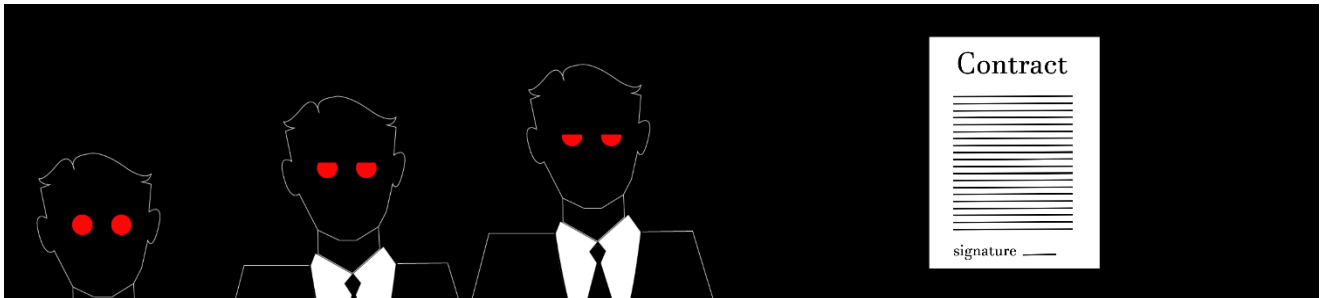# BACKGROUND

(background images include foreground elements)

Exposition:

Conflict:

Climax:

LINK TO SPRITE SHEET ANIMATION

"Tyrone Skate Cycle"

www.linlines.dk