

STORYBOARD

Title

Action/ plot:

The intro to the story

interaction:

trees waveing in the wind.

sound:

Sound of the nature, birds singing and sound of the wind

time: 3-5 seconds



STORYBOARD



frame 1

Action/ plot:

We see Makas, standing on his way up to the mountains.

Interaction:

He turn around and start walking towards the mountain.

sound:

We hear birds singing, and the wind.

STORYBOARD



Frame 2

Action/ plot:

We see Makas standing among the trees and the mountain in the background, as it starts snowing.

Interaction:

The snow is coming down from the sky.

sound:

low sound of the wind.

Time: Depends on the user.
the user can click to go to
the next frame

STORYBOARD



Frame 3

Action/ plot:

Makas is getting tired, and the user can now chose his faith. This would also be the point of no return.

Interaction:

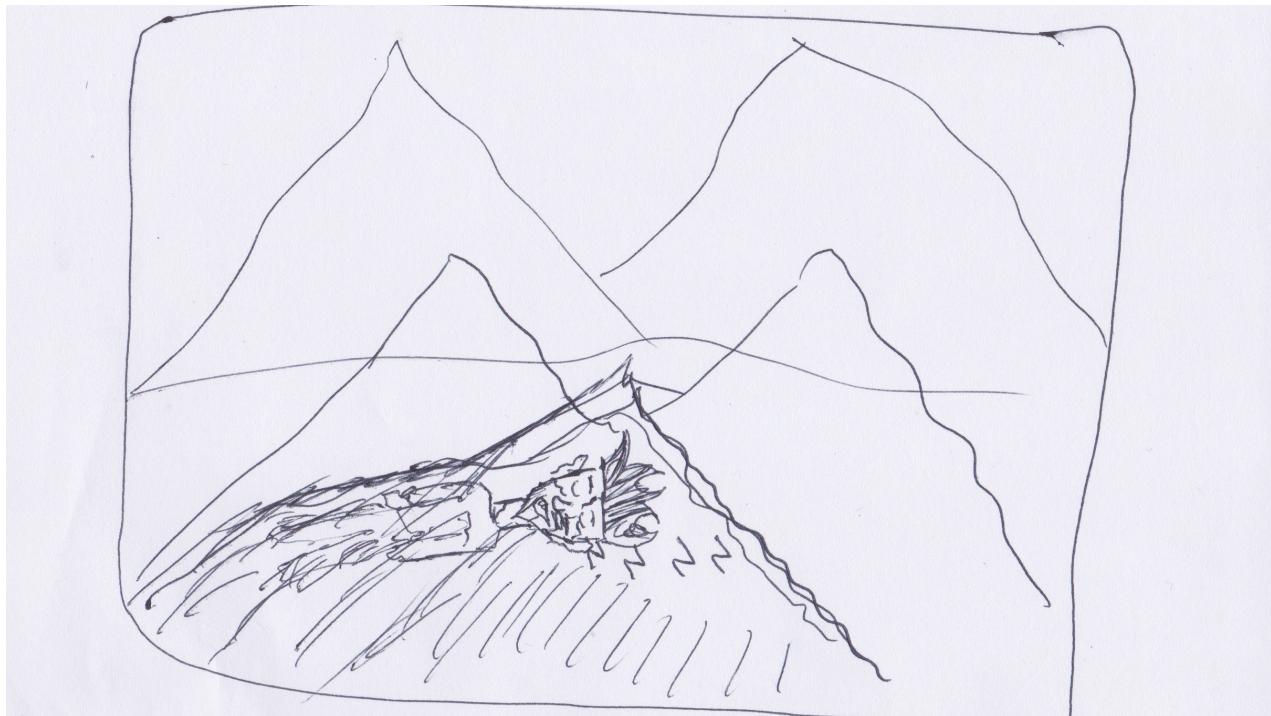
The user can click on the buttons, if they want him to sleep or not.

Sound:

A more suspense sound, as something they don't know will happen.

Time: Still depends on the user

STORYBOARD



Frame 4

Action/ plot:

If the user chose to let him sleep.

He is sleeping and is slowly turning into stone.

Interaction:

He is slowly turning into stone, and becoming a part of the mountain

Sound:

The wind is blowing, and a crunchy sound to make it sound like he is turning into stone.

Time: between 4-7 seconds

STORYBOARD



Frame 5:

Action/ plot:

If the user choose to let him continue.

We see him faint, and fall asleep in a sitting position, as he was too tired to continue.

Interaction:

He turns into stone, and becomes a part of the mountain anyway.

Sound:

Wind blowing and a crouncy sound of stone

Time:

4-7 seconds

THE STORY

The idea behind the story:

We see the main character his name is Makas, he is an icelandic troll that grew up without his parents.

He wants to explore the mountain in the hope for finding his parents, because he has heard stories about that his parents might have had turned into stone and become a part of the mountain, as the myth says that the faces in the mountains are sleeping trolls, because when a troll fall asleep on the mountain, they will turn into stone and become a part of the mountain.

He start walking towards the mountains, through a little forest with naked trees, he stops up for a minute as it starts snowing.

The closer to the mountains he get the more tired does he become.

Thats when the user can choose if he should stop and rest/ sleep for the night at the mountain or if he should continue walking further up the mountain.

If the user choose to let him rest and sleep, then he will turn into stone and become a part of the mountain.

If they choose to let him walk further then he will become so tired that he will faint and turn into stone anyway.

The message behind the story:

- A myth is not always a myth
- We are all a part of the nature

Genre/ mood of the story:

- Mysterious and icelandic folklore

Name Ideas for the main character:

- **Makas (chosen name)**
- Razi
- Seji
- Jumoke
- Napokue

THE NARRATIVE CURVE

Prelude: The title picture

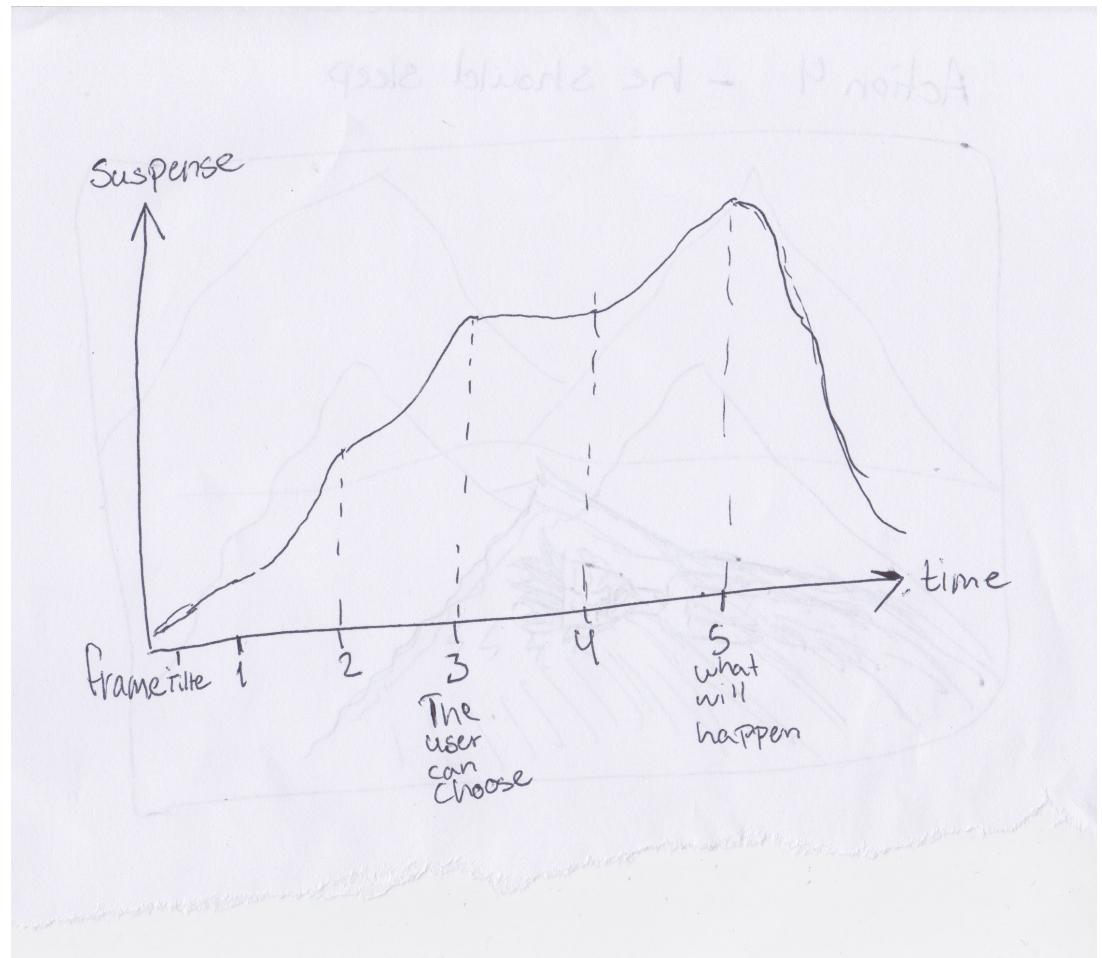
Point of no return:

He is walking towards the mountains, and know there is no way back now.

Action: He is getting tired, and but know if he falls asleep he might turn into stone.

climax: The user can choose his faith + if the user choose to let him continue he will fall asleep anyway.

fade out: you see him turn into a stone, and becoming a part of the nature



STYLE TILE

Style: I'm chose to work with the style they use in "year walk", it is also known as the hipster or Naive style. The colours that is used in this style are more saturated colors. The shapes are simple and looks like its been cut out in paper.

Colors: I tried to use as many cold and saturated colors as I could. I did that, to set the right mood of the animation. As the animation is taking place in Iceland during the winter time, so therefor cold and saturated colors would work well for that setting.

Texture: The texture that are being used in year walk are paper cut texture. And I'll be playing with that texture as well. I also worked with grain as a texture.

Shapes and contour lines: The animation will consist of simple shapes, and fewer elements. There will be used contour lines to give a certain depth in the animation and to play with the paper cut look.

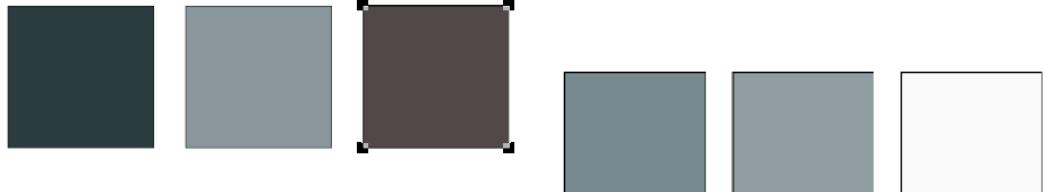
Composition: The focus will be on the main character, which will either centered or placed in the rule of third. most of the animation will be in 2D but I tried to create a 3D effect. I created layers in the bacground and made a blurred effect on the mountains so it would look like they were further away.

Typography: Ubuntu
 Dalton Maag (8 styles)

I watched the storm,
so beautiful yet
terrific.

+ Poppins
 Indian Type Foundry (18 styles)

Mist enveloped the
ship three hours out
from port.



Work sheet

second character

Story name: _____

Character name: Makas

Characters role/part in the story:

Main character

Characters main goal:

To go to the mountain and find his parents,
and to see the sleeping trolls

What is at stake for the character:

He could turn into a stone and become a
part of the mountain, if he falls asleep.
But he isn't aware that he is partly troll.

Characters friends and enemies:

The characters enemy is the spell that
makes the trolls turn into stone and be-
coming a part of the mountain if they
fall asleep on it.

What the character needs to fullfill goal/ mission:

To fullfill the mission does he need to
stay awake on the mountain so he
doesn't turn into stone.

Your name: _____

Work sheet Physical - Psychological - Sociological 01

Main Character name: _____

Gender(s) Male

Age 20

Height Average human male height

Weight Average human male weight

Eye color Brown

Hair color Brown

Distinguishes marks (tatoo, piercing, scars) Weird looking ears

Illnesses No illnesses

Enhanced features _____

Strengths Doesn't give up easily, confidence, strong mind

Handicap _____

Weakness Gets sleepy easily, takes too many breaks

Build (basic shape) skinny build, doesn't look too strong

Your name: _____

Social/family

Parents Never met them

Siblings Only child, grew up at with foster parents

Marital status Single

Relationship Too busy with adventures for a relationship

Pets No pets

Friends Plenty of friends

Enemies The spell he don't know about

Ethnicity Partly troll, partly human (icelandic)

Eating habits Eat everything

Main mode og transportation _____

Workspace Don't work

Important items His special stone from his real parents

Weakness Getting distracted easily

Accent no accent

Living space Close to the mountains in Iceland

Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: _____

Beliefs That he will find his real parents on his trips

Superstitions _____

Fears The unknown

Prefers groups or solitary life Like being alone

Planned-out or spontaneous Spontanious

Hobby Fishing, going on adventures

Prejudices _____

Stressors _____

Ambitions To find his parents

Addictions Addicted to adventures

Journal entries(keep diary) Yes, Keeps a journal

Leader or follower Leader

Music & book preferences The music of the nature

Sleeping habits sleeps a lot

How does x relax outside in the nature

Recreation _____

What excite s _____

Your name: _____

Obsessions Obsessed about finding his parents

As seen by others Strong, know what he wants.

As seen by self see himself as a true adventurer

Special memories growing up in the nature

Nightmares Being left behind, like his parents did

Clothes Normal human like clothes, touch of

Costume the nature

colors Colors that are in the nature

style No specific style4

uniform/specific outfit _____

Rank Straight back, Know how to carry himself

Embroidery _____

Belt, hat _____

Decoration _____

Work sheet

Model sheet

Story name: _____

Character name: Makas

Front



Left side



Right side



Back



Your name: _____

MAKAS AND HIS UNIVERSE



SPRITESHEET



Link to spritesheet animation:

<http://mariaernst.com/kea/02basicanimation/spritesheet.html>

* note about the spritesheet:

I would have liked to make the snow fall more naturally down, but I struggled a lot with making that work. Although I'll continue working on that after I've handed it in.