

## **WSOA4124A Animation**

**Group Name: Butterfly Studios**

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### **Assignment 1: Script, Production Schedule, Team Goals**

**Theme: Ja well no fine**

#### **Task 1**

##### Log Line:

A social media-addicted young man (Koa) gets his soul pulled out by a spirit master (Ether) in the hopes of enlightening the young man on the beauty and joys of the everyday little things.

##### Storyline:

Koa is walking on a crowded busy street surrounded by people on their phones while he stares down at his phone screen as well. This scene is in black and white symbolizing the lack of joy in Koa's life. A car swipes past the camera and the scene cuts to Koa's room. He lifts his blanket and gets into bed. There is no light in his room other than the glow of his phone screen. There is a clock at his bedside that shows time passing. Koa falls asleep and drops his phone on his chest.

Ether appears next to the bed and snaps his fingers which pulls Koa's spirit out of his body. Koa is confused by his spirit form. Ether gestures that Koa should follow him and the scene cuts to the characters walking towards a playground.

Koa is confused by the setting. He then reluctantly sits on the swing and notices a spark on the ropes. He reaches forward and touches the spark which adds color to the scene. A cat walks past and Koa has a sweet interaction. He sees a spark on its head and pets the cat, which again prompts the changes in colour to the scene. Ether looks pleased and then snaps his fingers.

This moves the setting to the beach. Koa stares at the water and hears the soothing sound of the ocean which changes the scene's colour.

Both characters hear a buzz in the distance. Koa is confused at the sound and turns to Ether. Ether lets out a sigh and gestures “Well ok” suggesting that their time is up. Ether snaps his fingers and Koa is back in his room. Only this time it is in full colour. Koa wakes up and looks at his phone. He sees that he has gotten a notification from Instagram. The End.

#### Characters:

- Koa is young (20 years old) and overwhelmed since he lives most of his life through a screen. He is unhappy with how he fills his days as he is addicted to social media. Koa has an unhealthy habit of not living in the present which causes him to overlook the beauty of his surroundings. Koa's physical appearance is tall and lanky, he also has a bit of a hunch. Koa's eyes show that he is seemingly always tired with a meh expression showing his indifference.
- Ether is a spirit master that wishes to bring joy back to people. Ether sees that Koa is miserable and wishes to show him the world when it is quiet and void of distractions. Ether's physical appearance is that of a small spirit (such as the wisps from Brave). Ether's color is dependent on the soul that he is helping (for Koa's soul, Ether will be a glowy blue).

Visuals: The animation will be in 2D. When the animation starts the scenes will be in black and white. The background characters as well as Koa will have swirly circles on their eyes. Koa's eye will return to normal when he touches the first spark. When Koa falls asleep the only thing of colour in his room will be Ether. When Koa is in spirit form, he will be drawn in a ghost-like form which means he floats instead of walking. As the story progresses with each touch of a spark more and more colour will be added to the scene. This will be done by going from black and white to a faded color saturation until the final scene where the colors will be vibrant (while maintaining the night aesthetic of the city). There will be elements to suggest that this story takes place in South Africa such as traffic lights, the Johannesburg tower in the distance as well as taxis parked on the street.

Dialogue: None, the characters use gestures to communicate.

## **Task 2**

<b>Goal (Personal/Team Development)</b>	<b>Weighting (%)</b>
1. To get better at time management and deliver on the deadlines stated in the Trello workspace. We would like feedback on the layout of our schedule to see if we are giving ourselves too little or too much time to complete tasks.	10%
2. We would like to improve our communication skills as a group so that we function as a unit and that the animation looks smooth and not as though it is done by two different people. We would like feedback on our character designs to see if we need to make them more or less detailed to be animation-friendly.	25%
3. As a team we would like to divide tasks effectively based on our strengths while also allowing ourselves the opportunity to work on weaknesses. This will be done by Feedback and iteration so that we refine the animation. We would like feedback on the flow of the storyboards as we will break them up between both of us.	10%

Goal (Technical/Skills)	Weighting (%)
<p>4. To communicate effectively without dialogue. The viewer shouldn't feel like something is missing from the animation in the absence of dialogue. We would like feedback on this choice: if it is a good fit for the story (since most of the communication happens in the form of expressions and the changing of colour which give visual cues to the audience, as well as complementary sounds) or if we need dialogue.</p>	25%
<p>5. We would like to learn new software to make the score and folly. The sound will work together with the changing of colour of the scenes. These sounds will include twinkles when Koa sees the sparks, sounds of the ocean, and clicking sounds when Ether snaps his fingers. For feedback, we would like to know if this is a good direction to go in and if we are missing any other sound design elements.</p>	10%
<p>6. We would like to improve our 2D animation drawing skills. We would both like to design detailed backgrounds for the scenes, and we want our animation to be more fluid and less choppy. We would like feedback on our scene choices as well as its design to understand if the backgrounds take away or add to the narrative conveyed.</p>	20%

**Task 3:**

We will be using Trello to plan our production schedule. We decided to make boards for each week to align with assignment dates. This offers a less complex view of the schedule.

(If you can't see the boards for all the weeks in the side panel please click the Boards menu above )

Here is a link to the workspace:

<https://trello.com/invite/userworkspace99ef0ff60334b19f7df1d9c6c4a062a9/ATTIfb4a006d79051ddb744617156f4cd33967E64E3>