**WSOA4124A Animation**

**Group Name: Butterfly Studios**

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

**Task 1**

Log Line: A social media-addicted young man gets his soul pulled out by a spirit master 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 blue glow of his phone screen. Koa falls asleep and drops his phone on his chest.

Arlo appears next to the bed and snaps his fingers which pulls Koa’s spirit out of his body. Arlo gestures that Koa should follow him and the scene cuts to the characters walking towards a playground. Koa is confused at the setting and reluctantly sits on the swing. He begins to swing back, and forth which causes the colour of the screen to change from black and white to faded colour. A cat walks past and Koa has a sweet interaction by petting the cat, which again prompts the changes in colour to the scene. The spirit snaps his fingers and Koa is at the beach. The camera cuts to the ocean and Koa hears the soothing sound of the ocean which changes the scene colour. Koa then hears a buzz in the distance, the camera cuts to Arlo who gets annoyed and shocked, he then reluctantly gestures “Well ok” and snaps his fingers. Koa wakes up in his bed and gets a notification for load-shedding that is happening soon. The End.

Characters:

* Koa is young and overwhelmed since he lives most of his life through the screen.
* 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.

Visuals: The animation will be in 2D, and the main character’s (Koa) emotions will be shown by the addition of color to the scenes. When Koa is in spirit form, he will have a white-blue glow surrounding him while Arlo will be fully white-blue with a glow. The setting will be a city at night. With small visual cues to suggest that it is South African such as Traffic lights, Parked taxis on the street and the city trash cans.

Dialogue: None, the characters use gestures to communicate.

**Task 2**

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| Goal (Personal/Team Development) | Weighting (%) |
| To get better at 2D Animation |  |
| To excel in background design |  |
| To get better at working in a team .In terms of deadlines and effective communication. |  |

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| Goal (Technical/Skills) | Weighting (%) |
| To communicate effectively without dialogue. The viewer shouldn't feel like something is missing from the animation in the absence of dialogue |  |
| To learn new software to make the score and folly. |  |
| To learn colour theory to communicate Koa's feelings in scenes as it changes . |  |