

WITCH MUM SURVIVAL GUIDE

Phase 2

gowdy

from all angles



face-on



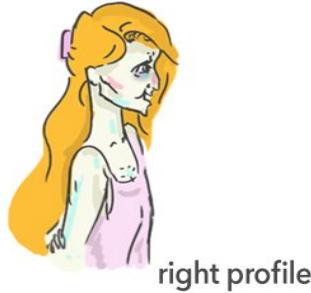
3/4 left



left profile



back



right profile



3/4 left

gawdy

in action

Here I experimented with showing my character's frequent movements and poses to illustrate her daily disposition.



vulnerable



neutral



furious



painting



disgusted



hexing

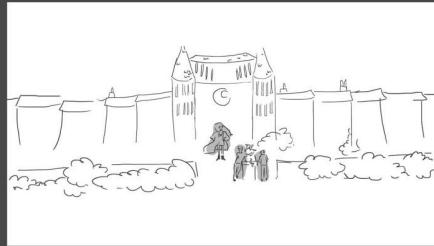


(workwear colour scheme)

WITCH MUM SURVIVAL GUIDE

SHOT 1.

DURATION 4s



DESCRIPTION establishing shot. Gorde stands in front of house, wind is blowing, house is scared.

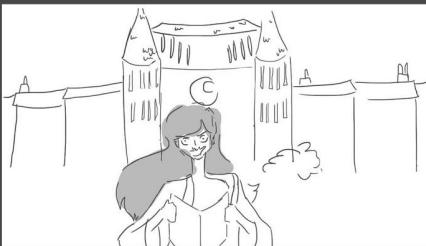
DIALOGUE -

AUDIO crickets, wind

SHOT x long shot

SHOT 4

DURATION 1s



DESCRIPTION Gorde addresses children. She is wide awake despite thus being early in the morning. Crazy look in her eyes.

DIALOGUE

"okay team! today we're decluttering."

AUDIO as before

SHOT medium shot

SHOT 2

DURATION 1/2s



DESCRIPTION track in. Gorde smiling maniacally.

DIALOGUE -

AUDIO lightning bolt

SHOT medium shot

SHOT 5

DURATION 1s



DESCRIPTION dramatic pause. Hair is blowing.

DIALOGUE -

AUDIO as before.

SHOT medium shot

SHOT 3

DURATION 1/2s



DESCRIPTION lightning bolt disappears

DIALOGUE -

AUDIO as before

SHOT medium shot

SHOT 6

DURATION 2s



DESCRIPTION kids have just been pulled out of bed. Gorde is angry. Bear hugging statue half asleep.

DIALOGUE gurning noises.

AUDIO as before

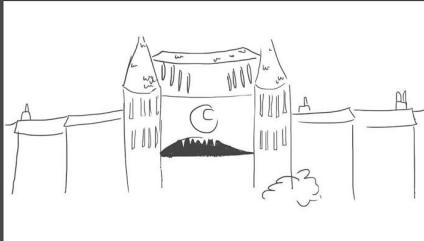
SHOT medium long shot

WITCH MUM SURVIVAL GUIDE

OLIWIA WIDUTO

SHOT 7

DURATION 2s



DESCRIPTION House looks at Gondie, terrified.

DIALOGUE "have mercy woman!"

AUDIO as before. SHOT long shot

SHOT 8

DURATION 2s



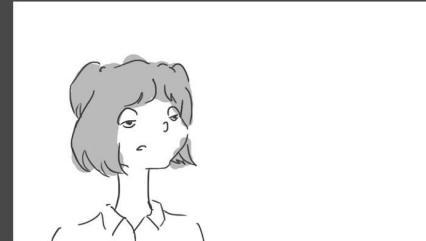
DESCRIPTION Bean, still half asleep.

DIALOGUE "mum, you love this house..."

AUDIO as before SHOT close up

SHOT 9

DURATION 2s



DESCRIPTION Fennel, looking ignorant.

DIALOGUE "yeah mum, we thought this was your aesthetic."

AUDIO as before SHOT close up

SHOT 10

DURATION 1s



DESCRIPTION Bean rolls eyes at Fennel for using the milieunial word "aesthetic"

DIALOGUE "ugh"

AUDIO as before SHOT close up

SHOT 11

DURATION 5s



DESCRIPTION Gondie addressing kids

DIALOGUE "I do, but if me never tried new things, you'd still be eating cheerios instead of cookie crisp. Anywo, you can't keep lying in."

AUDIO as before SHOT medium shot

SHOT 12

DURATION 1/2s



DESCRIPTION Gondie references her guide book to lecture children.

DIALOGUE "...it...

AUDIO as before SHOT medium shot

WITCH MUM SURVIVAL GUIDE

OLIWIA WIDUTO

SHOT

DURATION



DESCRIPTION Gorroha finds answer in book

DIALOGUE "mates you play xbox!"

AUDIO as before SHOT medium

SHOT

DURATION



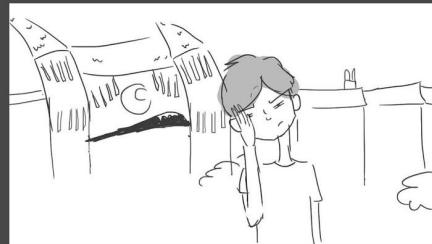
DESCRIPTION Gorroha & Bean behind paint buckets

DIALOGUE -

AUDIO as before SHOT medium shot

SHOT

DURATION



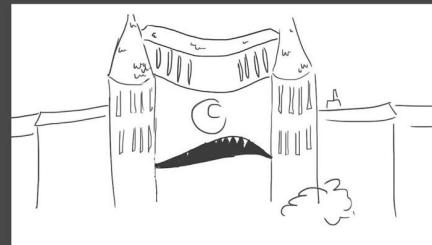
DESCRIPTION House and Bean cringe at Gorroha's misunderstanding of human functions

DIALOGUE -

AUDIO as before SHOT medium close up

SHOT

DURATION



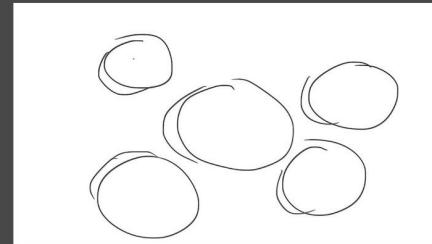
DESCRIPTION House , distraught, says dialogue

DIALOGUE "we are not in a seaside town"

AUDIO as before SHOT long shot

SHOT

DURATION



DESCRIPTION paint buckets

DIALOGUE -

AUDIO as before SHOT birds eye view

SHOT

DURATION



DESCRIPTION Gorroha reasons with house

DIALOGUE "sweetie, hush! I think the blue will really bring out the porch."

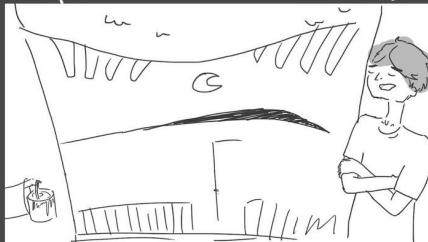
AUDIO as before SHOT medium shot

WITCH MUM SURVIVAL GUIDE

OLIWIA WIDUTO

SHOT 1A

DURATION 3s



DESCRIPTION Bean mocks Gordie. House is angry.

DIALOGUE "yeah house, the blue brings out your eyes..." /sarcastically/

AUDIO as before SHOT medium close up

SHOT 22

DURATION 2s



DESCRIPTION brush moves left to right

DIALOGUE "stay put. stop moving!"

AUDIO as before SHOT extra close up

SHOT 20

DURATION 4s



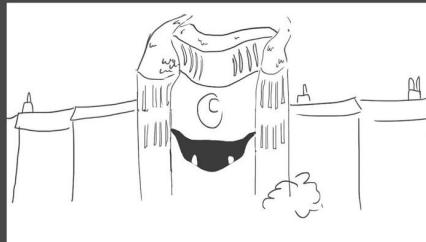
DESCRIPTION House is horrified. Bean & Gordie set out to paint.

DIALOGUE -

AUDIO as before SHOT long shot

SHOT 23

DURATION 2s



DESCRIPTION House shaking & giggling

DIALOGUE "ooh, you stop that!"

AUDIO as before SHOT long shot

SHOT 21

DURATION 4s



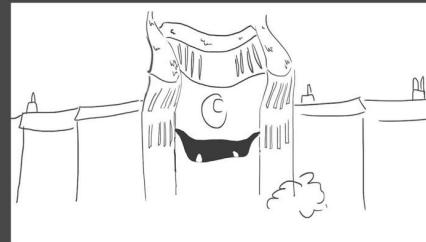
DESCRIPTION Fennella cleaning house as house giggles

DIALOGUE "oh my God!"

AUDIO as before SHOT extra close up

SHOT 24

DURATION 2s



DESCRIPTION House continues giggling

DIALOGUE -

AUDIO as before SHOT long shot

WITCH MUM SURVIVAL GUIDE

SHOT 25

DURATION 3s



DESCRIPTION Show both Fennella & House interacting

DIALOGUE "oh my God!"

AUDIO as before SHOT medium close up

SHOT 28

DURATION 1s



DESCRIPTION Fennella brushes spider off her shoulder

DIALOGUE * squirming *

AUDIO as before SHOT medium close up

SHOT 26

DURATION 1s



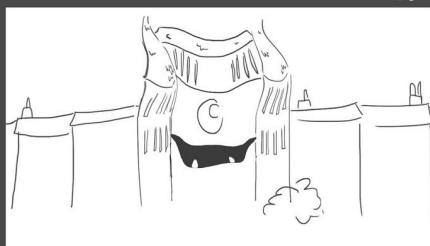
DESCRIPTION back of Fennella's shoulder for suspense

DIALOGUE -

AUDIO as before SHOT extra close up

SHOT 29

DURATION 2s



DESCRIPTION House laughs at Fennella's misfortune

DIALOGUE * laughing *

AUDIO as before SHOT long shot

SHOT 27

DURATION 1s



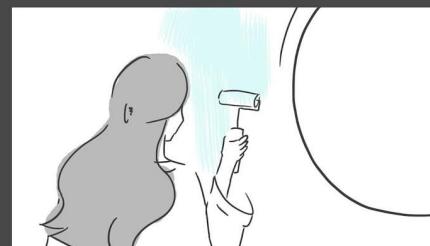
DESCRIPTION Spider falls on Fennella's shoulder

DIALOGUE "ew!!!"

AUDIO as before SHOT extra close up

SHOT 30

DURATION 2s



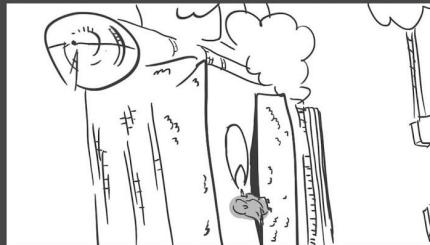
DESCRIPTION Gardue painting

DIALOGUE -

AUDIO paint roller SHOT medium close up

WITCH MUM SURVIVAL GUIDE

SHOT 31



DURATION 35

DESCRIPTION Show Gowdie & House together to explain close relationship

DIALOGUE "I'm guessing the bookclub didn't go so well..." - House

AUDIO rustling wind SHOT bird's eye view

SHOT 34

DURATION 15



DESCRIPTION eye twitching

DIALOGUE -

AUDIO - SHOT xx close up

SHOT 32

DURATION 25



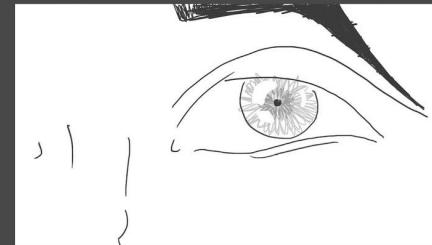
DESCRIPTION Gowdie's eye twitches in distress

DIALOGUE "don't be silly"

AUDIO wind fades out SHOT extra close up

SHOT 35

DURATION 15



DESCRIPTION eye twitching

DIALOGUE -

AUDIO - SHOT xx close up

SHOT 33

DURATION 45



DESCRIPTION Suburban mothers running furiously trying to put out fire. Gowdie sits uncomfortably, responsible for fire. (flashback)

DIALOGUE -

AUDIO fire, classical music SHOT long shot

SHOT 36

DURATION 35



DESCRIPTION at back to painting house.

DIALOGUE "it was great! Linda's great. Her mince pies are..."

AUDIO paint roller SHOT medium close up

WITCH MUM SURVIVAL GUIDE

OLIWIA WIDUTO

SHOT 37

DURATION 3s



DESCRIPTION (flashback) Gordie bites mince pie

DIALOGUE "...out of this world"

AUDIO classical music SHOT medium close up

SHOT 40

DURATION 2



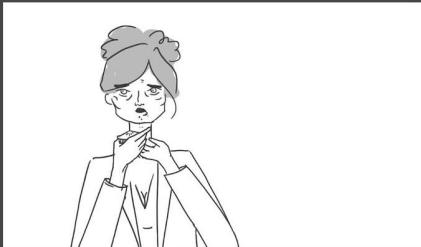
DESCRIPTION cut back to current time. Gordie painting, trying to brush off bad night yesterday

DIALOGUE "and the kids..."

AUDIO paint roller, wind SHOT medium close up

SHOT 38

DURATION 2s



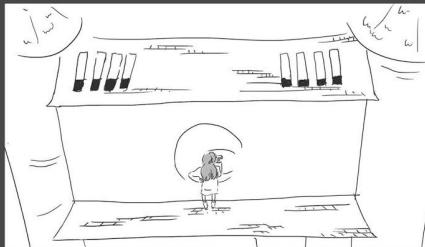
DESCRIPTION tasting mince pie

DIALOGUE -

AUDIO chewing, classical SHOT medium close up

SHOT 41

DURATION 3s



DESCRIPTION show Gordie & House to convey House's worried expression

DIALOGUE "...are fantastic!"

AUDIO wind SHOT extra long shot

SHOT 39

DURATION 2s



DESCRIPTION disgusted at mince pie

DIALOGUE -

AUDIO classical SHOT extra close up

SHOT 42

DURATION 3s



DESCRIPTION spot private school boy disgusted at Gordie's gift to the family.

DIALOGUE "so interesting and... polite!"

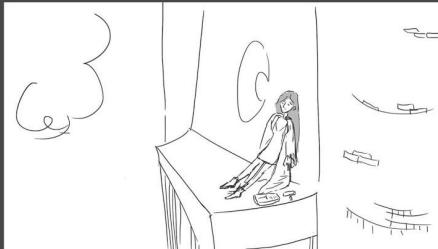
AUDIO classical music SHOT over shoulder, medium close up

WITCH MUM SURVIVAL GUIDE

OLIWIA WIDUTO

SHOT 43

DURATION 2s



DESCRIPTION cut back to present. Gardie gives up on painting; leans on House for support.
DIALOGUE "great, great."

AUDIO wind

SHOT extra long shot

SHOT 46

DURATION 3s



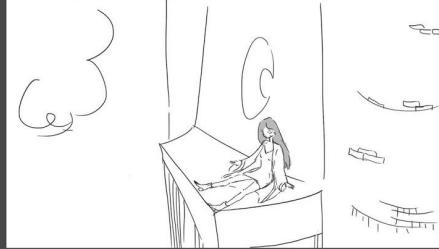
DESCRIPTION Gardie looks at House w/ mixed feelings
DIALOGUE "well... I think it's nice..."

AUDIO wind

SHOT close up

SHOT 44

DURATION 3s



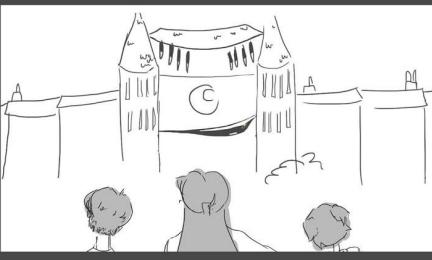
DESCRIPTION Gardie collapses with exhaustion.
DIALOGUE "just great."

AUDIO wind

SHOT extra long shot

SHOT 47

DURATION 4s



DESCRIPTION House is convinced he looks great. Family is judging.

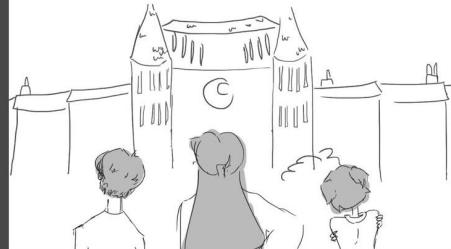
DIALOGUE "you know at first I was apprehensive..."

AUDIO wind

SHOT long shot

SHOT 45

DURATION 4s



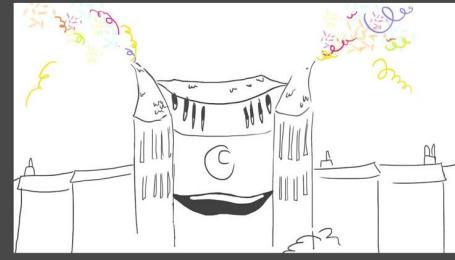
DESCRIPTION family admiring their day's work
DIALOGUE -

AUDIO wind

SHOT long shot

SHOT 48

DURATION 2s



DESCRIPTION House bursts confetti w/ happiness.

DIALOGUE -

AUDIO vivacious trumpet SHOT long shot

WITCH MUM SURVIVAL GUIDE

SHOT 49

DURATION 2s



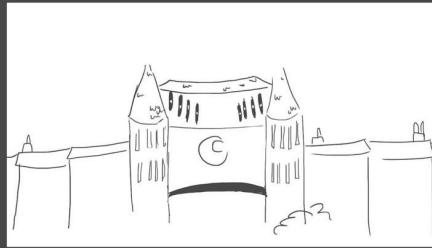
DESCRIPTION Fennela looking at House sarcastically.
DIALOGUE "you look ugly."

AUDIO wind

SHOT medium close up

SHOT 50

DURATION 3s



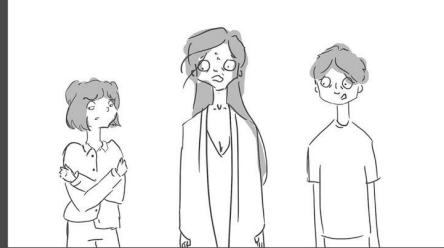
DESCRIPTION House looks at Fennela, clearly hurt & upset.
DIALOGUE -

AUDIO as before

SHOT long

SHOT 51

DURATION 3s

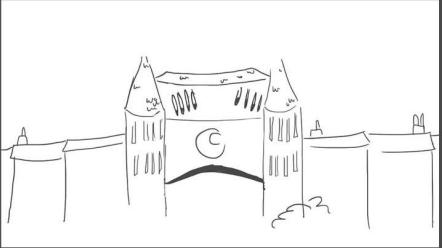


DESCRIPTION Gwendie & Bean look at Fennela, distressed.
DIALOGUE -

AUDIO as before . SHOT medium shot

SHOT 52

DURATION 3s



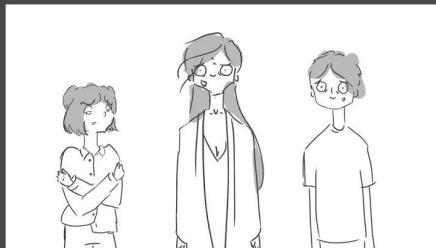
DESCRIPTION House is distressed.

DIALOGUE -

AUDIO as before SHOT long shot

SHOT 53

DURATION 3s

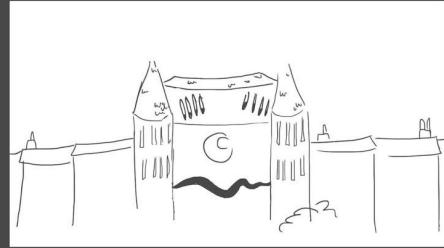


DESCRIPTION Gwendie & Bean give House reassuring look
DIALOGUE -

AUDIO as before SHOT medium shot

SHOT 54

DURATION 3s



DESCRIPTION House's lips trembling, about to cry.
DIALOGUE -

AUDIO as before SHOT long shot



WITCH MUM SURVIVAL GUIDE

[Alternative Link](#)

CONCEPT IMAGE

I decided to move the house and Gowdie so it looks like they are speaking to each other. This allowed me to make the characters more animated hence showing their personality and relationship.



Influences

The idea for my mini-series was to create a show which would appeal to an entire family, creating a feeling of relativity and a means of reflection at the end of a long hard week for every member. Amy Sherman-Palladino, creator of cult show “Gilmore Girls”, claims this was the success of her show. After experimenting, I concluded with Ursula Decay and Disney being the most obvious stylistic influences. This is because I wanted realism but a style simple enough to be produced in a fully animated series at low cost. Like Adventure Time I wanted the show to be somewhat out of this world, but still carry strong morals and unravel like an allegory.



Success & Failure

What I like about my design is it is different both in terms of plot and style, I think if it aired on TV it would be memorably different. What I don't like is the use of stereotypes. Although the point of the exercise is referencing Scottish mythology, I think going for a tall white skinny female is taking an easy way out. On top of this, her body type is not reminiscent of a mum's, and I feel the kids are too skinny and perfect too. I reference I wish I'd paid more heed to is Bob's Burgers.

I think the animatic is not a good precursor to my series. Some ideas don't come through; perhaps I should've outright stated that Gowdie is a witch, and that she is clueless about how to run a human household, because I felt my hints just weren't doing it. Since Phase 1, I have worked on correcting the back and foreground colours for more contrast, and I think the character now really stands out from back with the help of some blur which is great.

I am very fond of the colours I chose- I think the concept looks just the right amount of moody, with a little bit of warmth.



Feedback

In relation to Phase 1 critiques, I decided to alter the role of House to be more dominant. In my storyboards he is more buoyant and his expressions can be seen through moving features. I used this ad as reference:

<https://www.campaignlive.co.uk/article/zoopla-talking-houses-vccp-blue/1148627>

I also received feedback saying Gowdy's design was inconsistent therefore worked on developing more images of frequent poses to convey the character's feelings with body language. I think my design still isn't spot on in terms of showing the character's age, and there is a lot of variation, however, the idea is that the character is extremely changey and moody so it is hard to aim for consistency. Furthermore, I was told the characters seemed stiff so I tried to develop more interactions and movement, especially in my concept image where Gowdie is now speaking with house and waving her arms instead of addressing audience, and the house hidden behind her. To emphasise this, I also added in many more angles i.e. birds eye view.

