

BARBE-BLEUE Storyboard

Title picture



Action/plot:

Titel

Sound:

We can hear the deep breathing of the wind.

Interaction:

White title glowing on a dark background fading in and out, floating in the air. Like an invitation to enter on a dangerous path. Almost hypnotizing.

Time:

7 seconds.

BARBE-BLEUE Storyboard

Frame 1



Action/plot:

Barbe-Bleue is sleeping, we can see him from a far, we can see he is snoring.

Sound:

The wind is still blowing, but once, the user has clicked on the road we can hear branches crackling, and footsteps on the dirt path.

Interaction:

The path leading to Barbe-bleue is glowing, when the user clicks on the path, the setting changes, as if the user stepped in the forest and was ready to walk up to Barbe-Bleue's house. The path keeps glowing and calling the user, the journey begins.

Time:

Depends on users actions.

BARBE-BLEUE Storyboard

Frame 2



Action/plot:

The user is at the door, in front of this huge, imposant mansion, he is scared.

A key appears above the door, glowing and turning on itself.

Interaction:

The door is glowing, once again calling the user, when he clicks on the door we can hear is fist banging on the wood. All of a sudden a key appears above the door, glowing and turning on itself.

Sound:

We can now hear Barbe-bleue snoring, the sound of the user banging on the door, barbe-bleue is grunting in his sleep. Suddenly, behind all the noises we perceive a delicate and blinking noise.

Time:

Depends on users actions.

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Frame 3



Action/plot:

The user is clicked on the key, the door opens, something is coming out of the door, like an avalanche.

Interaction:

The door opens, everything happens so fast we can hear things but we don't know what's going on, everything is dark, the user knows he should get out of there but he is frozen by fear.

Sound:

We hear the key in the lock and the cracks when the door opens. Then a sudden sound coming from a far, something dangerous, heaving on its way, rolling down the stairs.

Time:

7 seconds.

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Frame 4



Action/plot:

Barbe-Bleue is awake, the user seems to regain consciousness, he is on the floor he opens his eyes, looks around and sees the horror, all these body parts around him, slowly disappearing in Barbe-Bleue's beard.

Interaction:

Once the user realises what is going on, he has choices, run away, brave barbe bleue,

Sound:

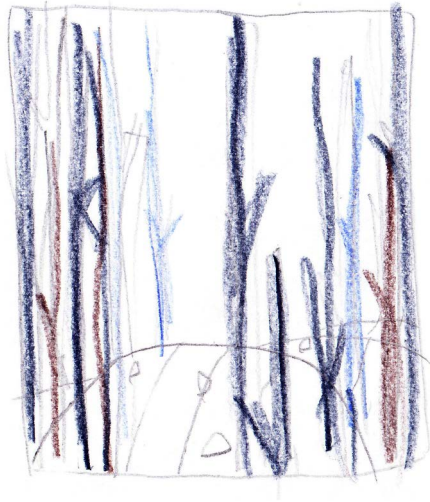
We hear the key in the lock and the cracks when the door opens. Then a sudden sound coming from a far, something dangerous, heaving coming our way, rolling down the stairs.

Time:

Until the user decides what to do.

BARBE-BLEUE Storyboard

Ending 1 Frame 1



Action/plot:

The user runs back to where he came from, we can see the trees and the path running before his eyes until he reaches the light, the edge of the woods.

Interaction:

none

Sound:

Somebody running in the forest, heavy breathing.

Time:

5 seconds

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Ending 2 Frame 1

Action/plot:

User gets thread and a needle,
helps Barbe-Bleue sew the corpses back
together, while listening to his story.
Sees Barbe-Bleue in a different way and gains a
new friend !

Interaction:

Once the corpses are back together, you can
click, on their mouth and they'll tell you the truth.

Sound:

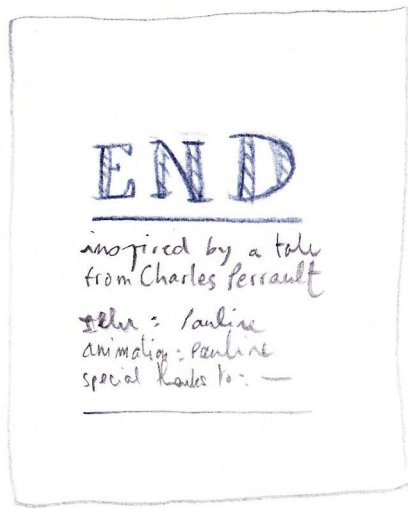
Barbe-bleue talking.

Time:

7 seconds

BARBE-BLEUE Storyboard

Credits



Action/plot:

End picture/drawing

Sound:

Wind breathing again.

Interaction:

none

Time:

7 seconds

BARBE-BLEUE

Analyzed with the Narrative curve

Prelude: Title picture, Barbe-Bleue snoring in the background.

Point of no return:
User starts his journey in the wood, up to the door.

Action:
The user bangs on the door, he is scared, but somehow, still tries to go further.

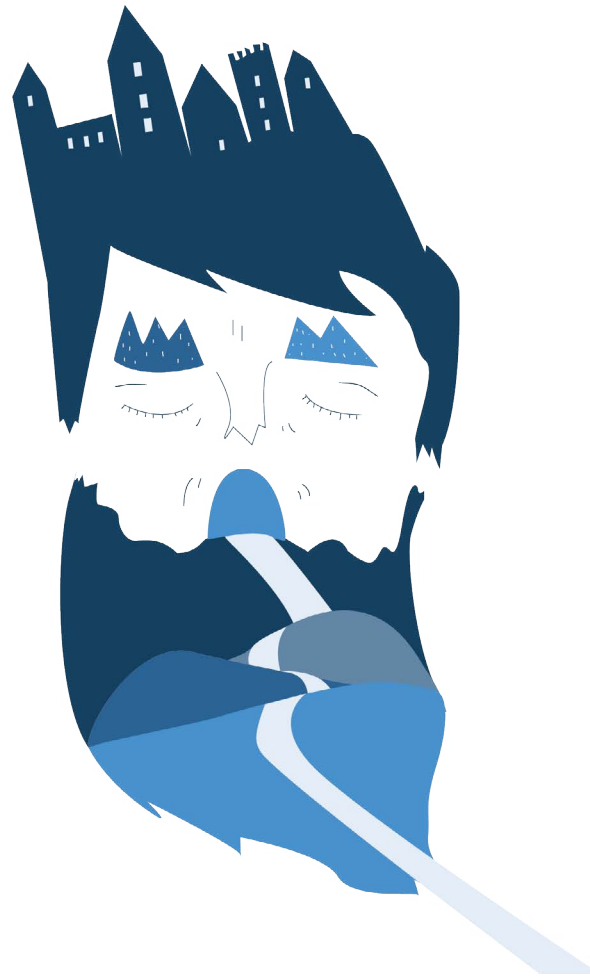
Rising action:
The user is scared Barbe-Bleue is waking up, he finds a key, and becomes more and more curious of what he could find inside.

Climax:
The door opens, it's too late, what has he done ? What is he going to discover?

Fade out:
He ran away, he didn't face his fears, leaving everything he saw behind, he is back into the light, but still has so many questions. Credits.

BARBE-BLEUE

Work Sheet



BARBE-BLEUE

Francis

What drives FRANCIS:

Love and to “belong”

Francis main goal:

Be accepted by others for who he really is, and find love. Never feel lonely again.

What is at stake for Francis:

Being rejected by others, his secret exposed to the world.

Francis friends and enemies:

The enemy are strangers, people he doesn't know entering his safe hiding place.

His big secret.

He doesn't really have any friends, there is his pet key but she doesn't talk that much.

What Francis needs to fulfill goal/mission:

Francis needs to get out of his comfort zone, be braver and let people in.

BARBE-BLEUE

Body parts of the 7 wives

Character role/part in the story:

Survival

_ main goal:

Not being dead ?

What is at stake for _:

Reveal the truth.

_ friends and enemies:

The whole village, wondering where they've been all this time

What _needs to fulfill goal/mission:

Be back from the dead, and restore the truth.

BARBE-BLEUE

Work sheet Physical - Psychological - Sociological 01

Gender(s): Male

Age: 39

Height: Hasn't been measured for a god damn while, but tall enough to pick fruit on trees without a ladder.

Weight: A lot but couldn't say for sure.

Eye color: Deep dark blue.

Hair color: All shades of blue, blue, blue.

Distinguishes marks (tatoo, piercing, scars): Blue hair, a lot of blue hair

Illnesses: He's a little pale, but that's just because he is been living in the forest for a while.

Enhanced features: He's just very big and very blue.

Strenghts: Very strong, a little too strong sometimes, but he can't help it.

Handicap: He's a very clumsy man, when you stay isolated for that long you kinda forget how to be around people you know.

Weakness: He is a little sensitive, and scared of others, he cares too much about what they think of him.

Build (basic shape): He's just a bunch of triangles, building a shell no one can approach.

Social/family:

Parents: His mom died while giving birth, his dad always had trouble looking at him after that, he wasn't the warmest dad either. He passed away a few years back.

Siblings: He is an only child.

Marital status: He was married 7 times, but we don't quite know what happened to his previous wives, all we know is that he is trying to find love again.

Relationship: Single, waiting for the one, (or should we say the 8th.).

Pets: He has a pet key, he had her for as far as he can remember, but don't really know how she ended up here.

Friends: He doesn't know many people, they never dare coming all the way down to the forest.

He can see them pointing fingers and calling him names from a far. He's so lonely, but to be honest he doesn't really have the courage to get out of the forest either.

Enemies: It just seems as it's almost all he has those days.

Ethnicity: French.

BARBE-BLEUE

Work sheet Physical - Psychological - Sociological 01

Eating habits: He usually eats what he can find in the forest, mushrooms, acorns, sometimes a rabbit or two but he doesn't really like to arm little animals.

Main mode of transportation: He doesn't get out of the forest that much, but he likes his digestive walks after dinner.

Workspace: He likes to make things out of wood, he has a little atelier in his big mansion, and he also likes to collect things from the forest. He doesn't need to work as he has a lot of money.

Important items: His key, the one who keeps the door behind which he hides shut.

Weakness: Should believe in himself a little more.

Accent: Just a normal french accent.

Living space: He lives in a big mansion he inherited from his parents, but he is so lonely on his own.

BARBE-BLEUE

Work sheet Physical - Psychological 02 - Sociological

Beliefs: He would like to believe in people more than anything else, but sometimes it's a little hard to do so.

Superstitions: He once broke a mirror, and since then thinks he brought 7 years of bad luck upon him.

Fears: Scared to be rejected.

Prefers groups or solitary life : He would love to hang out with friends, he imagine how life would be if he had them, but he doesn't and he stays alone, always.

Planned-out or spontaneous: He's an overthinker.

Hobby: He builds a lot of furniture and stuff out of wood.

Prejudices: He thinks everybody is cruel and against him.

Stressors: His big secret being revealed.

Ambitions: Find love, someone who will understand him.

Addictions: Oyster mushrooms.

Journal entries(keep diary): He talks to his key, but she's not good at answering.

Leader or follower: He's a leader on his own, but he tends to follow when with people, although that hasn't happened in a while.

Music & book preferences: He likes to read classics, and listen to the wind playing with the branches.

Sleeping habits: He always take a little nap after lunch.

How does x relax: Making things out of wood.

Recreation: Picking mushrooms, and grilling chestnuts in the forest.

What excites him:

Obsessions: Finding love.

As seen by others: A weirdo, a recluse, not like the others. A bit of a curiosity too.

As seen by self: He is way too hard on himself, He thinks he is a nice person, but thinks others a right too call him a weirdo, he would like to be more like the others.

Special memories: He doesn't remember his mom very much, he thinks she could have loved him. But he remembers the day his dad left.

Nightmares: He dreams about the day he dies, when nobody notices, nobody misses him.

BARBE-BLEUE

Work sheet Physical - Psychological 02 - Sociological

Clothes

Costume: Usually elegant, and comfortable.

Style: Maybe a bit old fashioned.

Colors: Always dark

Decoration: An emblem with is familie's coats of arms.

Uniform/specific outfit: His blue 'Date' suit.

Belt, hat: A beautiful belt with a big silver buckle.

BARBE-BLEUE

