WHISPER DOWN THE LANE

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Logline

WHISPER DOWN THE LANE : An experimental, animated VR short movie that takes us on a linear journey, following a string of interconnected phone calls between five individuals that eventually escalate to a bigger conflict.

What is your vision for the full project?

It's a short animated experimental film inspired by the Whispering game, in which one person whispers a message to another, passing through a line of people until the last player announces the message to the entire group. Errors typically accumulate in the retellings, so the last player announces the statement differs significantly, and often amusingly, from the one uttered by the first. Reasons for changes include anxiousness, impatience, erroneous corrections, the difficulty-to-understand mechanism of whispering, and deliberately altering what is being said to guarantee a changed message by the end of the line.

Why are you making it now?

We often hear how important communication is, but not what it is and how it affects our relationships. The issue of communication in our community is an important subject that needs our attention.

For who?

This project targets (Teen, young adults, adults) as the ideas in the film are a bit complex for younger audiences to understand.

What do you aim to achieve with your project?

1- Create an impactful story and visually appealing experience.
2- Opening the possibilities for future creative projects.
3- Push the boundaries of storytelling by using technology.

Target audience, market and USP

Genre: Animation - Experimental /Drama

Age group: 13 - 60 Years old

Industry: Art/ Entertainment - Film and Animation

**Where:** Film Festivals, Galleries possibly (Streaming platform)

Duration: 4:00 - 5:30

Style: 2D Animation

Similar Projects

NAMO 2021 /PEARL 2016

Similarities: (Short Animated films- Family relationship - duration -Silent)

Differences: (Stories - Metaphors -Characters - Style and Animation - The use of sound and music)

GOOGLE SPOTLIGHT STORIES PRESENTS

P E A R L

DIRECTED BY PATRICK OSBORNE
youtube.com/gss
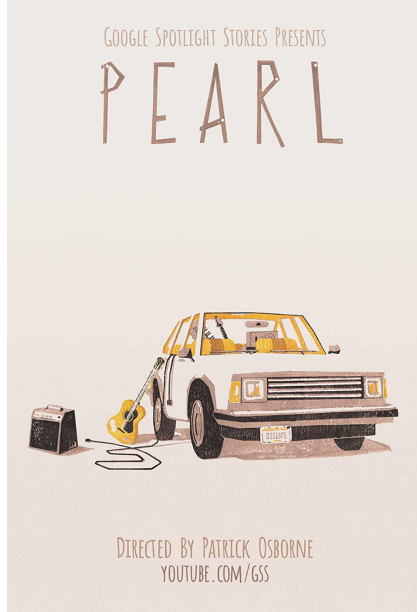
Prototype Description

What are you planning to create in the prototype development phase?

Since I already worked on the animation with camera movement, I plan to use the development phase for editing and compositing the film to test it for 360 view.

How will this serve as a proof of concept for the full project?

The 2D animated film in this stage can serve as proof of concept. Because it contain all the elements including (2D Animation, Background, Music, and Sound)

SHORT FILM LINK

https://vimeo.com/514068368
Password: phone

User Journey -
What will the audience see, do and feel?

This film takes us through a series of connected phone calls between five different individuals. As one individual hangs up to phone another, the previous call would trigger a certain emotion that would affect the next call, causing chaos and disruption between these individuals' relationships, to ultimately come full circle; affecting the main source.
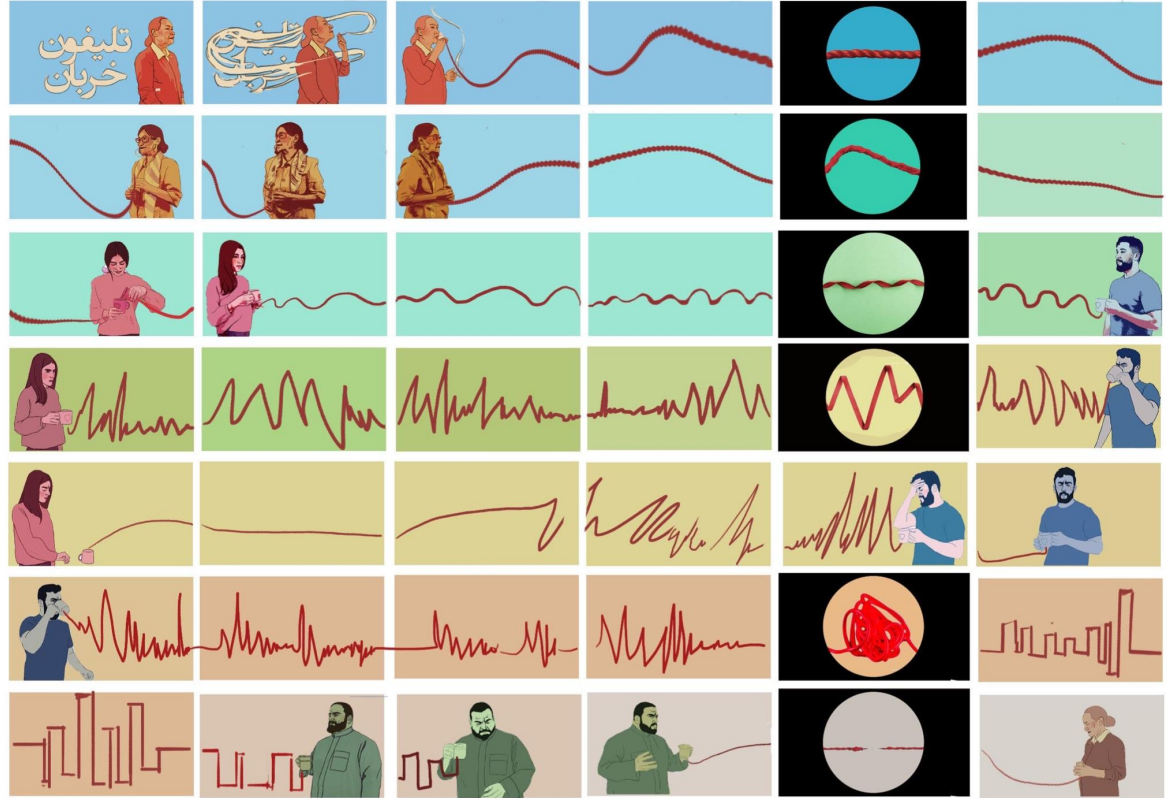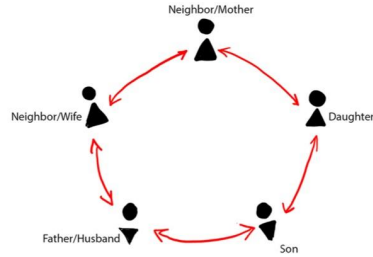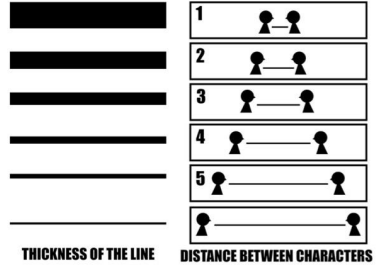
What is your plan for User testing?

Users can watch the film for testing on VR headset as well as 360 Video on the phone *(additional option mainly for testing)*

How long might the user take to experience your prototype?

4:00 - 5:30 Min

THICKNESS OF THE LINE
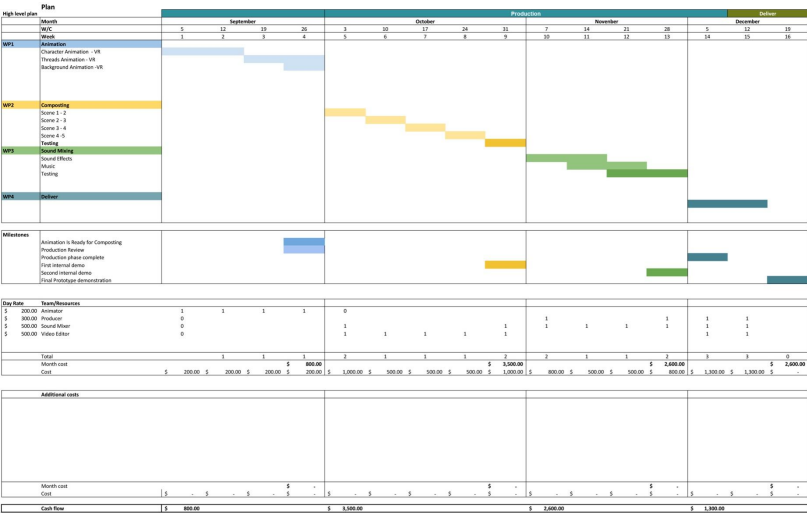
DISTANCE BETWEEN CHARACTERS

Neighbor/Mother

Neighbor/Wife

Daughter

Father/Husband

Son

BACKGROUND

SCENE 1   SCENE 2   SCENE 3   SCENE 4   SCENE 5

CHARACTERS

SCENE 1   SCENE 2   SCENE 3   SCENE 4   SCENE 5

PROPS

Technical plan and timeline

Key Prototype Parameters

Target platform (e.g. Oculus Quest 2)	Oculus Quest 2/Phone
Target duration of prototype expereince (minuites)	4:00 - 5:30 minuites
Development tools/environments:	
Softwares	Adobe Suite - (Animate, After Effects , Photoshop, Premier, Audition,)
Hardwares	Oculus Quest 2 - intuos pro - Computer
Possible mentors:	Technical Mentor - TBC
	Creative Mentor - TBC
Team roles:	
Role in team	Person/subcontractor
Animator/ Dirctor	Raghad Albarqi
Producer	Khawlah Halawani
Visual Composter/ Editor for VR	TBC
Sound Mixer for VR	TBC

Why did you choose this particular technology?

1- The storytelling technique depends heavily on the viewer's anticipation and perception of the relationship between the characters. That's why I believe virtual reality is the best medium for this film.
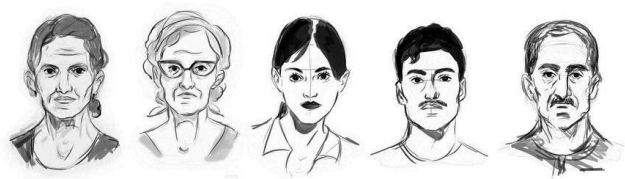
THICKNESS OF THE LINE

DISTANCE BETWEEN CHARACTERS
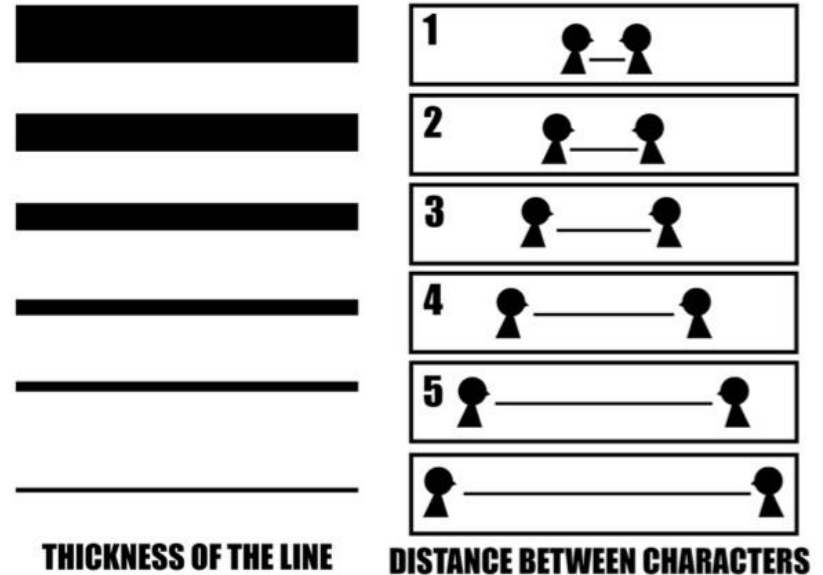
Budget

Budget

		USD->SAR	3.76	

Costs

Item	Unit cost	Quantity	Cost (USD)	Cost (SAR)
Staff costs				
Animator	$ 200.00	4	$ 800.00	SAR 3,008.00
Producer	$ 300.00	4	$ 1,200.00	SAR 4,512.00
Video Editor	$ 500.00	8	$ 4,000.00	SAR 15,040.00
	$ 500.00	7	$ 3,500.00	SAR 13,160.00
		0	$ -	SAR -
		0	$ -	SAR -
			$ 9,500.00	SAR 35,720.00
Equipment				
Adobe Suite			$ -	SAR -
Oculus Quest 2			$ -	SAR -
Intuos pro			$ -	SAR -
Computer			$ -	SAR -
			$ -	SAR -
			$ -	SAR -
			$ -	SAR -
			$ -	SAR -
			$ -	SAR -
			$ -	SAR -
			$ -	SAR -
			$ -	SAR -
Total costs			$ 9,500.00	SAR 35,720.00

Funding

Source			Amount	
ithra funding			$ 20,000.00	SAR 75,200.00
Personal investment			$ -	SAR -
Total funding			$ 20,000.00	SAR 75,200.00

Risk Log

Risk log

The prototype has minimal risk compared to the full experience

Risk	Mitigation	Probability	Impact
I might face difficulties converting some files	Solution exporting everything separately and recomposing some senses if necessary.	High	Medium
I might need a signed approvel from the production studio	Send an Email	Medium	Low

THANK YOU!