**Setsuko Animation List**

**Character: Setsuko**

**Details:**

12-13 year old Japanese girl; wears a variation of 1940s Japanese schoolgirl uniform mixed with “Madeline”’s uniform (the French children’s book). She is light-hearted and occasionally silly, but can be brave and fierce when the situation arises. Her animations will move from cheerful skipping to aggressive taunting to being scared stiff. Ultimately, she should come across as very likeable and relatable. Think Clementine (the girl from The Walking Dead video games) meets Hermione from Harry Potter meets Lara Croft (the adventurer part, not the sexualized part obviously).\

Scenes of Clementine on YouTube:

<https://www.youtube.com/watch?v=OWf6Bk_U8l0>

<https://www.youtube.com/watch?v=nalIvIalUY8>

**Animations Needed:**

* Walking at a brisk pace
* Running, almost sprinting
* 3 idle animations with and without the Parasol (parasol doesn’t come into game until about 5 -7 minutes in right now); these should be playful and funny. She could doze off, tickle the parasol, anything really.
* Skipping with Parasol
* Jumping, both forward and up in the air slightly
* Backup in fear
* Shocked!
* Scared, both scared stiff and jump scare
* Laughing
* Sad (head bowed?)
* Swiping aggressively with parasol (not combative necessarily, just trying to be threatening)
* Annoyed (hands on hips, head to one side perhaps?)

\*\*That’s all I can think of for the moment. I’m sure I can come up with a few more later, but this should be a good start for her.

**Character: Diviner**

**Details:** A sorcerer in his early 40’s with a dark past that continues to haunt him and is his major motivation in everything he does. Above all he is domineering, even tyrannical, and demands respect from anyone who would speak to him. He needs to come off as imposing in almost all animations (with the exception of a couple where another part of him starts to come through). He is a man of great complexity, but when talking with others, he becomes manipulative, sometimes slipping into angry, arrogant outbursts. \*\*I'm still writing the rest of the story, but if you want my thoughts on what the characters deeper motivations are, feel free to ask me.

**Animations Needed:**

* Pacing slowly, hands behind back, back and forth (used for some talking)
* Walking at a regular pace
* Pointing, in a condescending way
* Laughing (a sinister laugh, head bent up, perhaps?)
* Angry, maybe gesticulating with hands? Not sure about this one.
* Annoyed, again in a very condescending way
* Thinking, one hand up to face with other hand under the elbow of hand on face
* Big, Maniacal Gesture, arms up and to the side (as if making a grand point or plan)
* In despair, slightly slumped, defeated. Head down maybe
* Shaking head, to himself as if trying to fight some awful thought or memory
* Shrugging off despair and becoming overbearing again.

**Character: Father of Setsuko**

**Details:** A man in his late 30s that was a soldier during World War 2. He has his left arm blow off above the elbow where there is stump now. He also walks with a very pronounced limp. This is a man who is three steps away from giving up on life completely, but for his wife and child, he forces himself to keep going. His scenes are in the family’s house and directly outside on the front lawn, and are short compared to scenes with Diviner, so not too much needed. Mainly just slow, painful movements so that the player can tell that this is a man who is struggling very hard.

**Animations Needed:**

* Slow, limping walk
* Calling after Setsuko (good arm raised perhaps)
* Sitting down in a chair
* Getting up from chair
* Talking to Setsuko (a few arm movements maybe)
* Shaking head in sadness (head slightly bowed)

**Character: Mother of Setsuko**

**Details:** A woman in her mid-30s who is critically ill from radiation poisoning. She appears in the house only during the first two days, but on the third, she gets up (as she has started to get better). During the first two days, she is always lying down, only moving her head and maybe her hands a bit. When she does get up and walk, it is very zombie-like as she has come under the control of the Diviner—a puppet really. The first two days, the player should see a woman in great pain, and on the third, a woman who has no will of her own.

**Animations Needed:**

* Lying down, talking to Setsuko. In great pain; only small movements of head and hands
* Getting up from bed on third day
* Walking around very robotically, without emotion. Not talking.