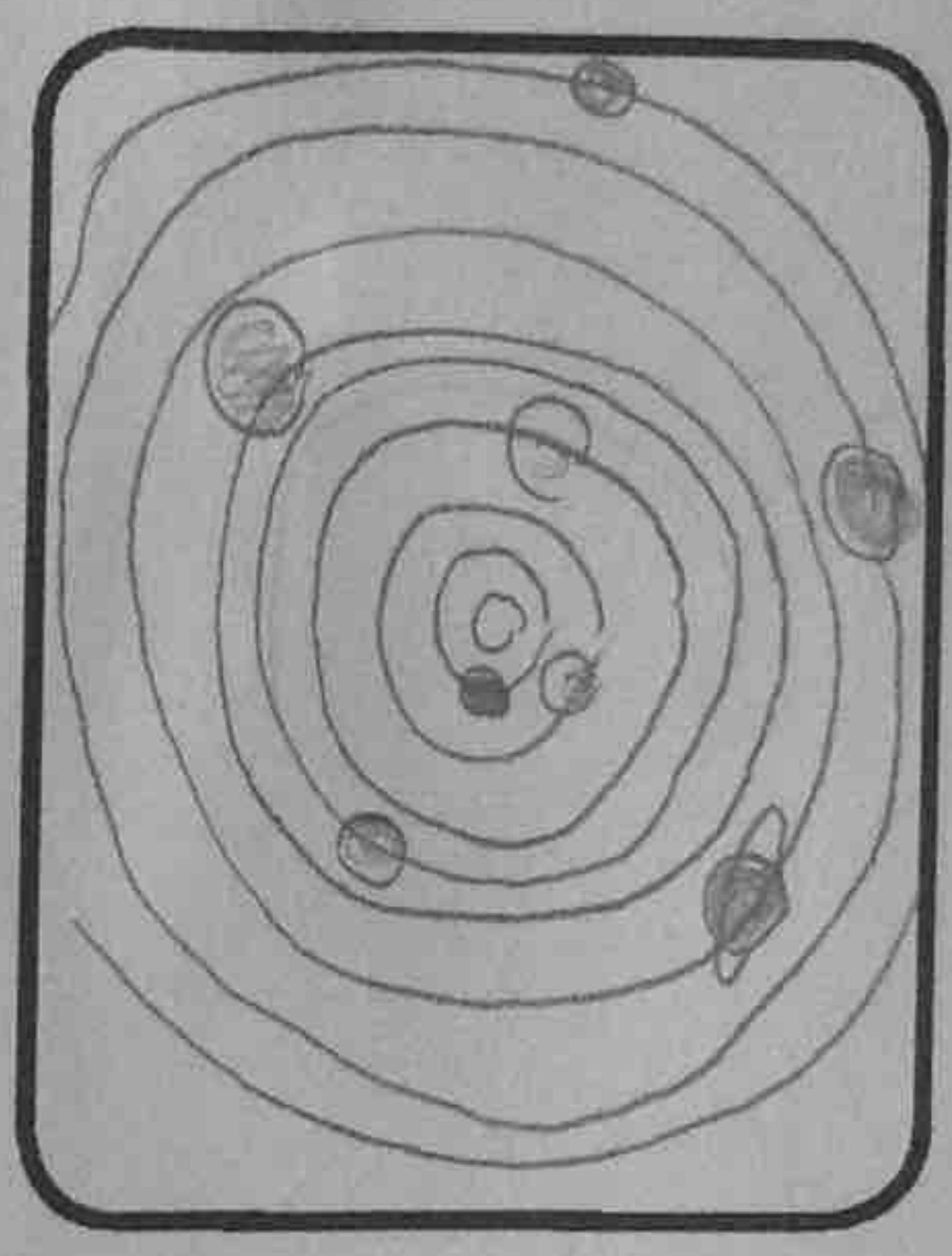
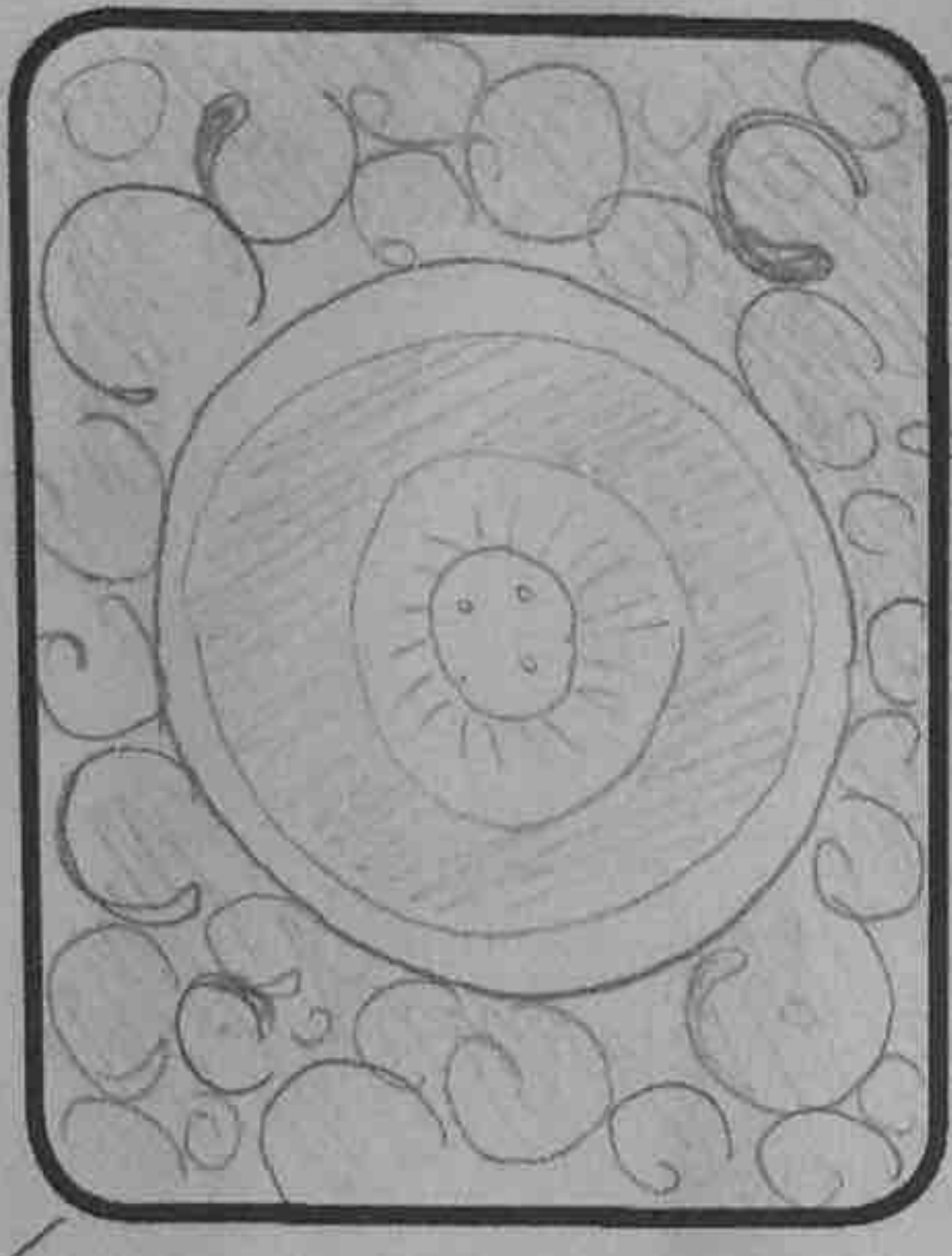


PLANETS SKETCH

storyboard.jpg (3400x2200)



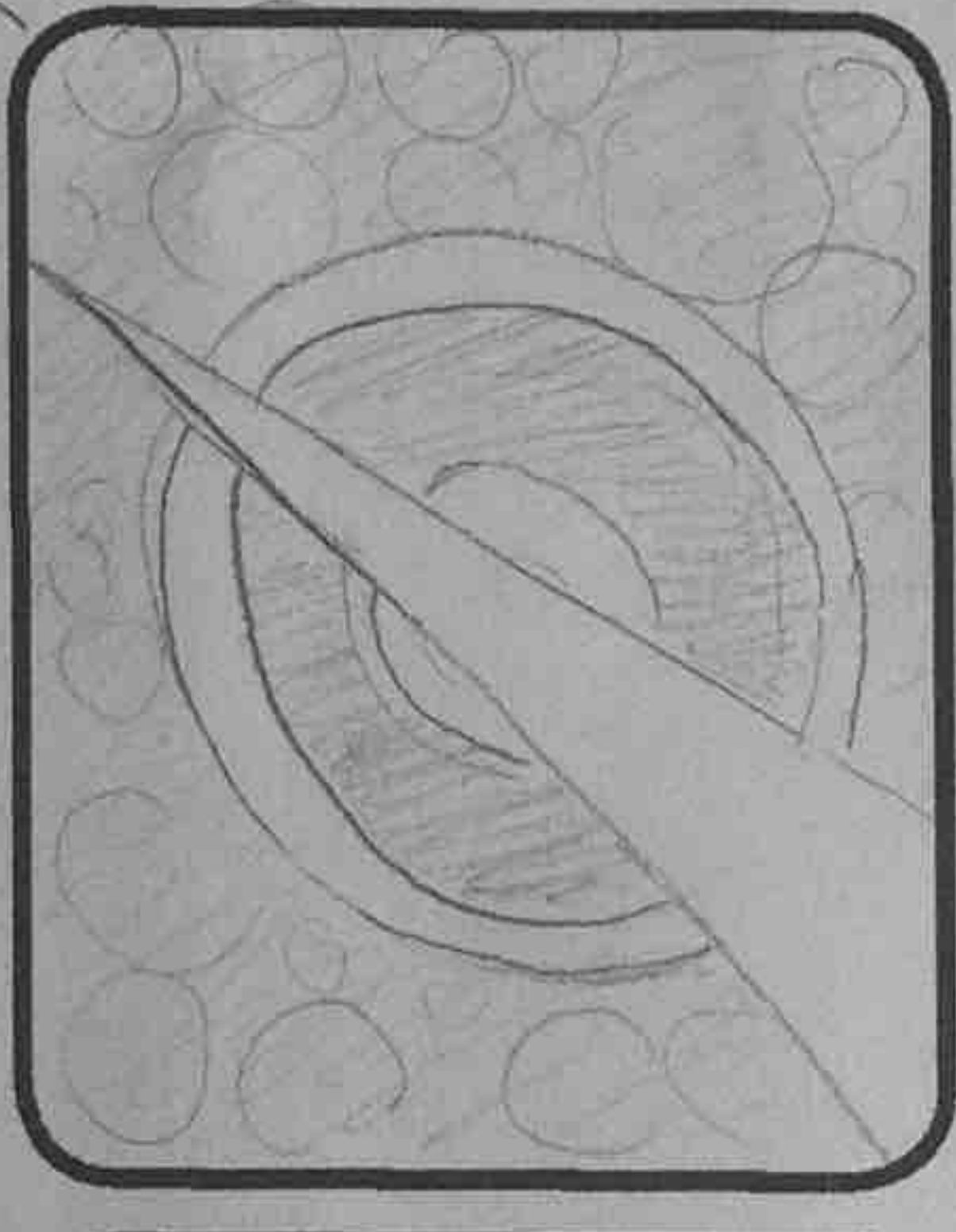
Opening - 1 by 1
the 8 planets orbiting
the sun appear on
screen - varying speeds
2nd stage



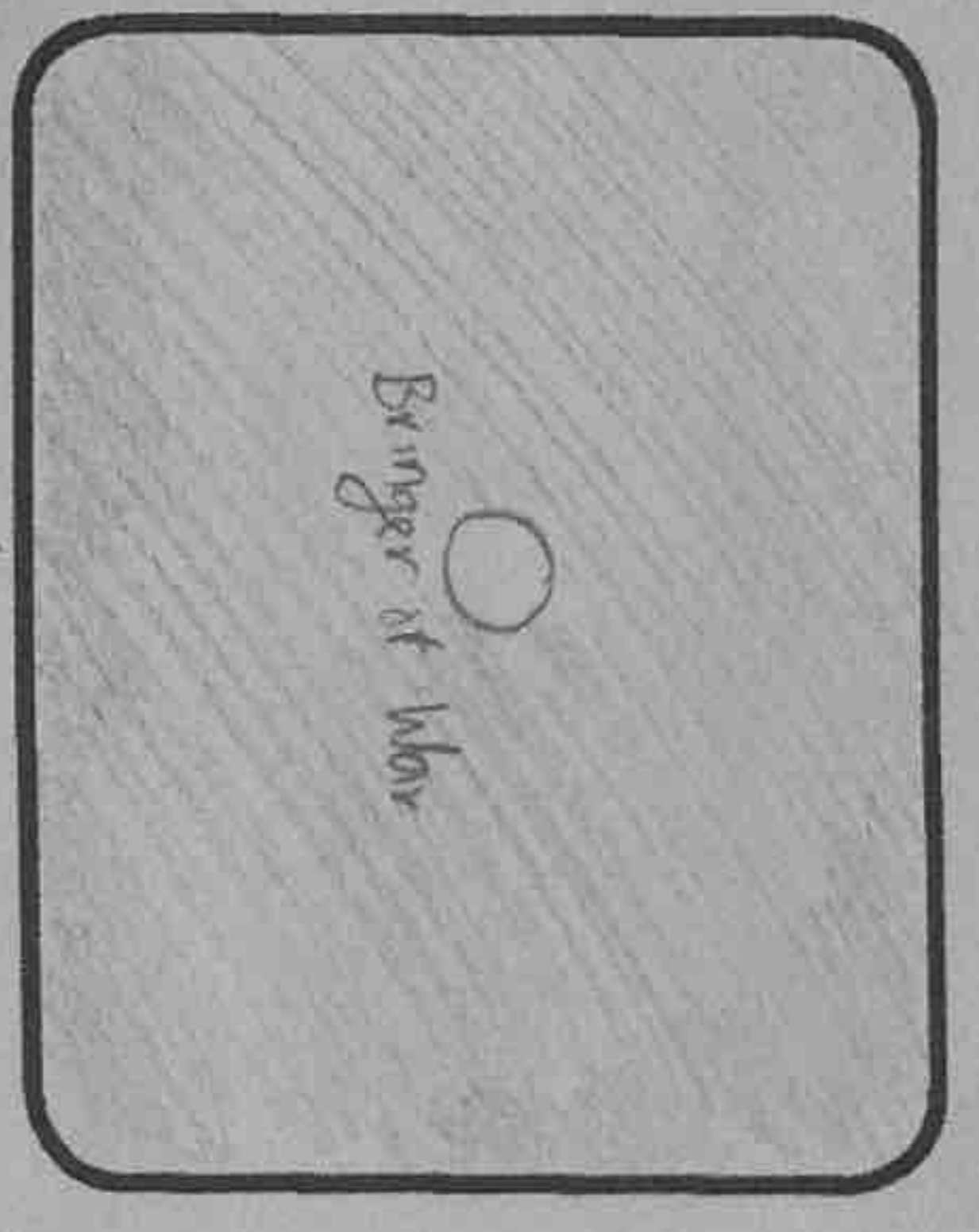
flashing background
of orange, red, black
pulsating continues, rotation
leps, turning gears of
war



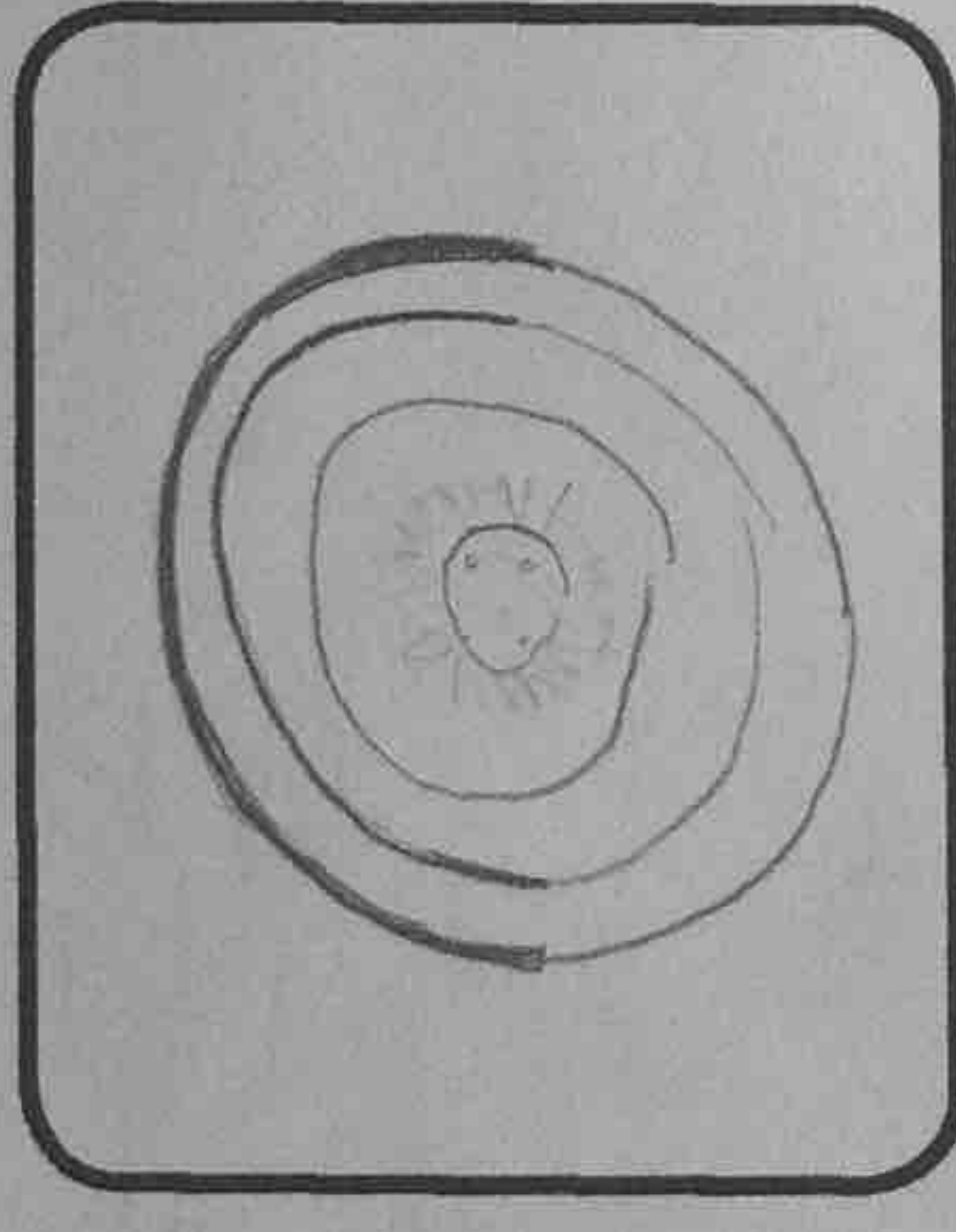
falling over 1
planet highlights it
slows down speed



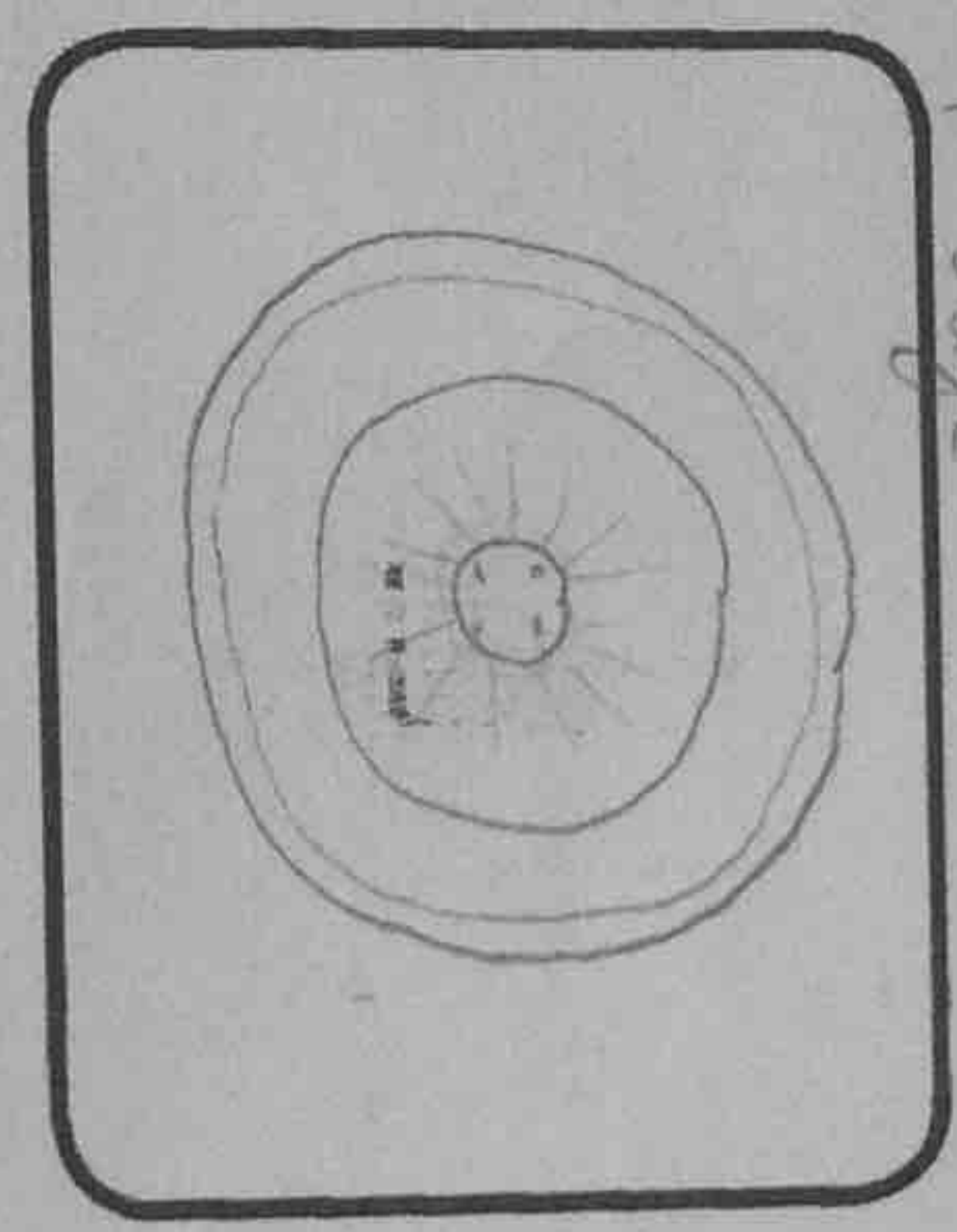
jagged lines across
screen represent his
spear, violent stabbing



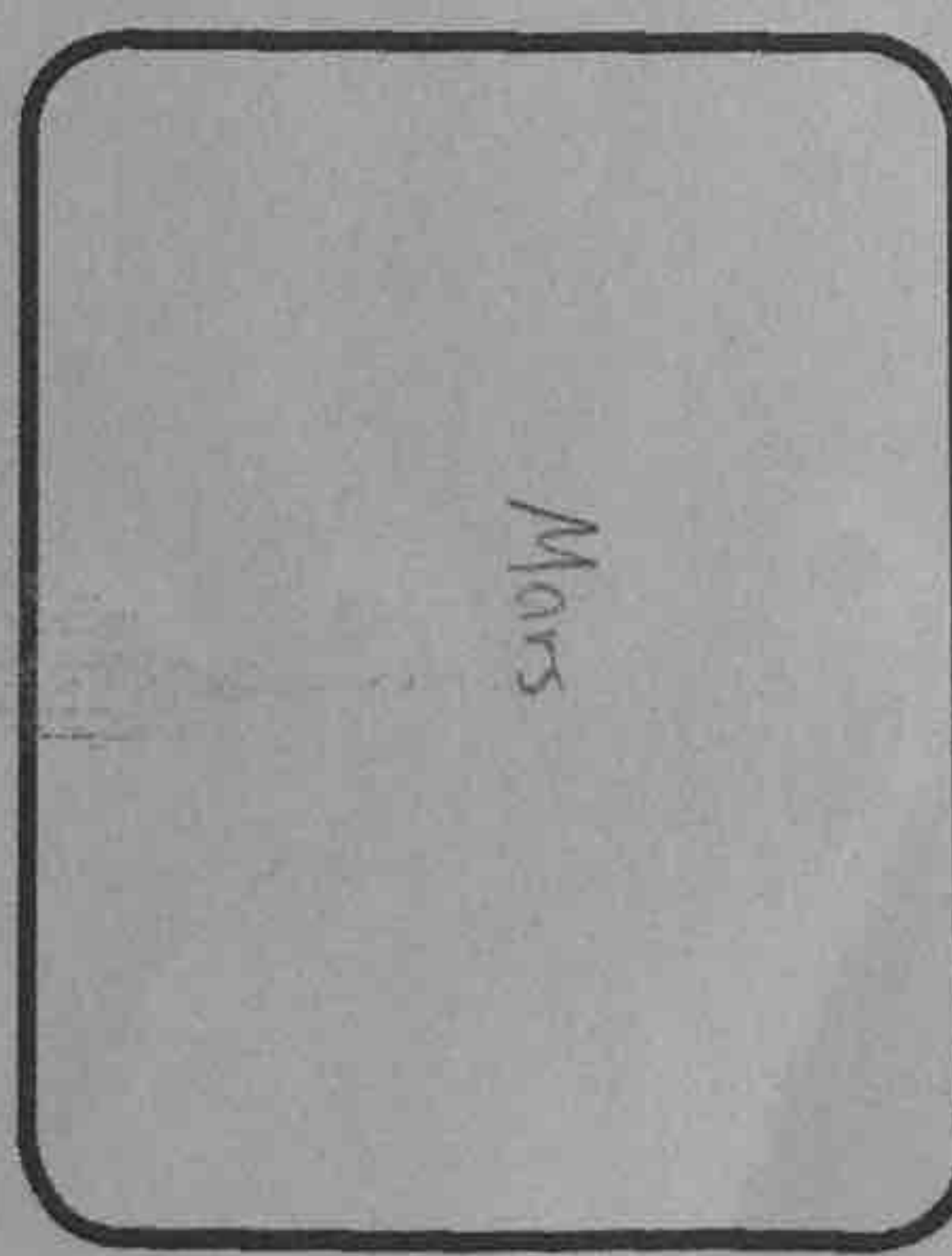
Mars - "Bringer of War"
planet moves to screen
center & everything else
fades



all movement slows
down, (war for peace &
stability), colors brighter



1st stage
Circle formation in
center represents his shield
pulsates to a "beat"
the marching of battle



at the end of each
animation, fade out to
Name on screen, then in
to solar system interface

war -> peace
mars is still
shown in center
of shield

Name:

interaction:

mousepos determines
intensity of the beat,
speed of rotation.
Clicking spawns spear,