

# Daffoolil

A Short Film by Alison Chapman



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# Logline

A Shepherd girl cast out and treated cruelly by her village uses her unique talent to save the day and change their hearts and minds

# Synopsis

The story starts with a young teenage girl in a field minding her flock of sheep. It's a hazy summer afternoon, warm breeze, tall grass swaying in the wind. The girl is a shepherd and is about to put her flock in a pen for the night. She gathers them up and puts them in a pen, counting them as she goes. But there's one missing, where's Oddball? She looks around but cannot see anything for the tall grass. She gets on her tall stilts wreathed with flowers, in particular daffodils, and looks up above the grass trying to spot the missing sheep. She spots him in a small clear path distracted by a butterfly. Oddball is not like the other sheep, he has black patches and maybe a missing eye, he's a stark contrast to the rest of the snow white sheep in his flock. When she returns him, the other normal sheep are relieved and welcome him back gladly.

The Girl walks on her stilts back to her village. On the way storm clouds start to gather. Normally, the girl would get off her stilts first before entering the village, however this time she forgets. The villages are surprised to see such a strange sight. They look at her weirdly and distrustfully. She's different and odd, she's bare foot and walking around on stilts and they wear proper shoes and walk on the ground. Eventually more and more villages crowd around to see her. Whispers turn to loud talking turns to shouting and yelling. The mob wants her gone. She's strange and they are scared of that. Some start pulling the flowers off her stilts and eventually push her over off the stilts. The rest of the villages do nothing but turn their noses away, some pull their children away concerned and frightened by the weirdness. The girl sits on the ground crying while everyone shuns her.

Just then someone rushes into the crowd panicking. Her child is missing, they didn't come home yet and no one knows where they are. Everyone in the village starts looking for the child, ignoring/forgetting the girl. She gets up, brushes herself off and picks up her stilts, heading to the outskirts of town to look for the child. With the aid of the stilts, she is able to look above all the tall grass of the fields and finds the child asleep in the grass unharmed. She returns the boy to his mother who is beyond grateful. Despite the villagers' cruelty, she looked past it to do the right thing. The villagers realise this and are ashamed. To make amends they help the Girl tie new flowers to her stilts. The storm clouds dissipates and a sunset shines on the clouds.

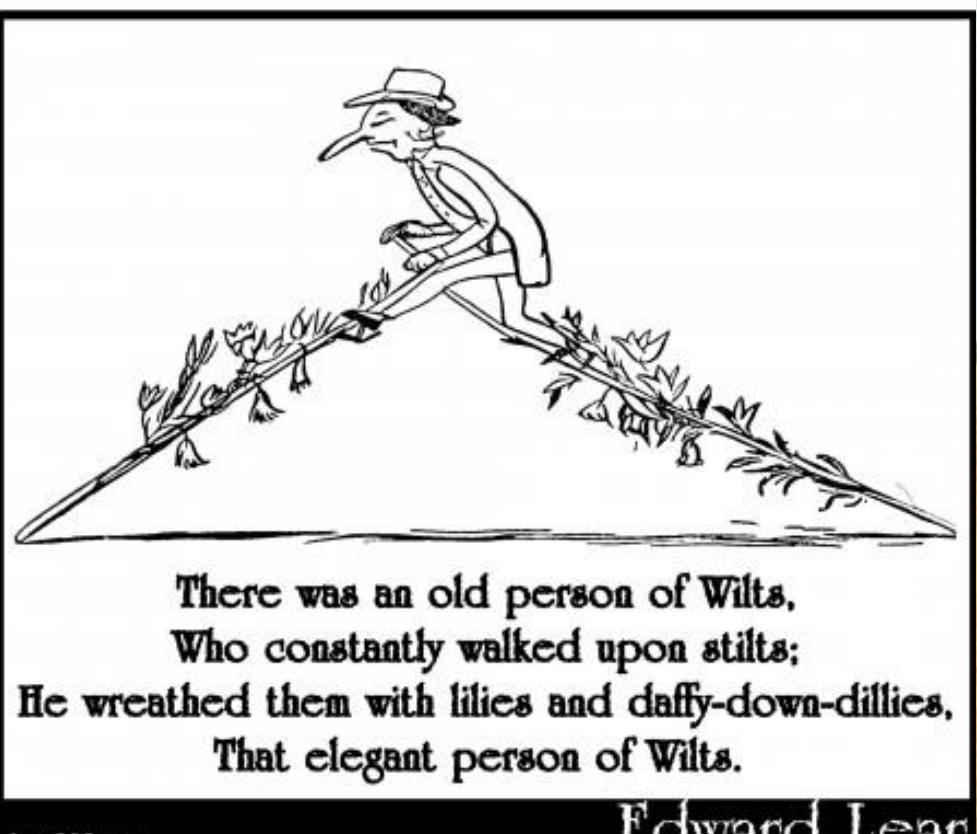
# Origins

The origins of "Daffodil" come from Edward Lear's poem "The Old Person of Wilts." The short films concept was mainly inspired from the central idea of stilts with beautiful flowers and daffodils attached to them and the reason they would be used for. Some research into the history of stilts revealed they used to be used by shepherds in mountains ranges to mind their flocks.

The setting was heavily inspired by Wiltshire, England as mentioned in the poem. It is a picturesque English farming region with quaint little villages scattered throughout rolling hills. The setting and the concept seemed to fit nicely together in the end.

From here, the short film was also heavily inspired by French Impressionism and Plein Air painting as they capture landscapes and fields in a rich variety of colour and beautiful lighting. Monet's "Haystacks" became the colour script for the entire short film.

The poem provided a springform to explore further concepts and inspired more ideas. The film does not resemble the original poem but the imagery and concept became a key component.



# Script



## EXT. FIELDS. AFTERNOON

WIDE: BIG, OPEN FIELDS WITH TALL GOLDEN GREEN GRASS AND ROLLING HILLS. IT'S A HAZY SPRING/SUMMER AFTERNOON. THERE'S A WARM, STRONG BREEZE AND BIG WHITE FLUFFY CLOUDS IN THE SKY. THERE'S WILD FLOWERS IN THE GRASS, PARTICULARLY DAFFODILS AND LILIES.

SHEPHERD GIRL is looking out over the grass, watching her small flock of sheep. She looks like she's enjoying the sun and being outside. Eventually she squints at the sun as if looking at the time, gets up and starts gathering her sheep to put away in a pen for the night.

SHEPHERD GIRL counts thdm as they go into. She looks confused.

SHEPHERD GIRL

(To herself) That's strange,  
there's one missing...

Looks up and around. The grass is particularly high though and it's obvious she can't see very far.

SHEPHERD GIRL

Where's Oddball?

SHEPHERD GIRL walks away but appears a few moments later above the grass on tall stilts wreathed with beautiful wildflowers. Now she can see far around her thanks to the stilts. After talking a few steps, SHEPHERD GIRL spots a black and white shape in the grass. It's ODDBALL, distracted by a butterfly. SHEPHERD GIRL looks relieved.

ODDBALL is clearly different to the other sheep. He's black and white and missing an eye.

ODDBALL is returned to the other sheep in the pen. They look relieved and embrace him. SHEPHERD GIRL looks happy.

SHEPHERD GIRL leaves the sheep and walks away on her stilts heading home towards a small village in the distance.

**EXT. VILLAGE SQUARE. LATER AFTERNOON, SLIGHTLY STORMY**

Typical old quaint English village. Old buildings and cobblestone roads. Contrast to the green fields surrounding village, everything here is mostly brick.

SHEPHERD GIRL walks into village square still on her stilts. VILLAGERS of various ages notice her and start to whisper. They give her weird stares and grimaces as she passes them. They point at her stilts in disgust and confusion.

VILLAGER 1

(Somewhere in the crowd, whispering  
To Villager 2) What *she* doing here?

VILLAGER 2

And what's with the strange poles.

VILLAGER 3

(Somewhere else) She isn't normal

A crowd starts to form and soon SHEPHERD GIRL is surrounded by the VILLAGERS. Whispering everywhere intensifies, soon growing louder and louder. SHEPHERD GIRL looks around her confused and more and more scared. Storm clouds grow.

VILLAGER IN CROWD

(Shouting) Outsider!

VILLAGER IN CROWD

(Whispered shouting) Go away  
weirdo!

VILLAGER IN CROWD

(Shouting) You're too different!

SHEPHERD GIRL is upset and scared. Young people close in on her and start grabbing and ripping the flowers off her stilts. The shouts of the villagers continue.

SHEPHERD GIRL

(Desperate) No, please don't!

Someone pushes SHEPHERD GIRL over and she falls off her stilts. The VILLAGERS stand over her, now quiet as tears run down her face. Suddenly, a MOTHER rushes into the crowd. She's worried and panicked.





MOTHER

Has anyone seen my boy?! He hasn't come home yet and I can't find him anywhere! Please, help me!

The VILLAGERS look concerned and the crowd starts to disipate as they begin to look for the BOY. A few VILLAGERS console the MOTHER. The SHEPHERD GIRL is still on the ground, now ignored. She looks at VILLAGERS who just shunned her and then to her tattered stilts lying in front of her. The SHEPHERD GIRL gets up, brushes herself off and picks up the stilts.

EXT. FIELDS. STORMY AFTERNOON

The SHEPHERD GIRL looks out over the stormy field, wind blowing the grass and trees swaying. She spots a tree in the distance with a dark shape at the bottom and walks over to investigate. It's the BOY, fast asleep under the tree in a patch of flowers and clover. The SHEPHERD GIRL smiles down at the BOY, relieved.

EXT. VILLAGE SQUARE. LATE AFTERNOON, STORMY

The SHEPHERD GIRL returns to the villager walking on the stilts with the young BOY on her shoulders. The BOY waves enthusiastically to his MOTHER still surrounded by the VILLAGERS. They look at the two of them in shock, relief and awe.

YOUNG BOY

(Yelling to his MOTHER) Look mummy!  
The nice giant lady found me!

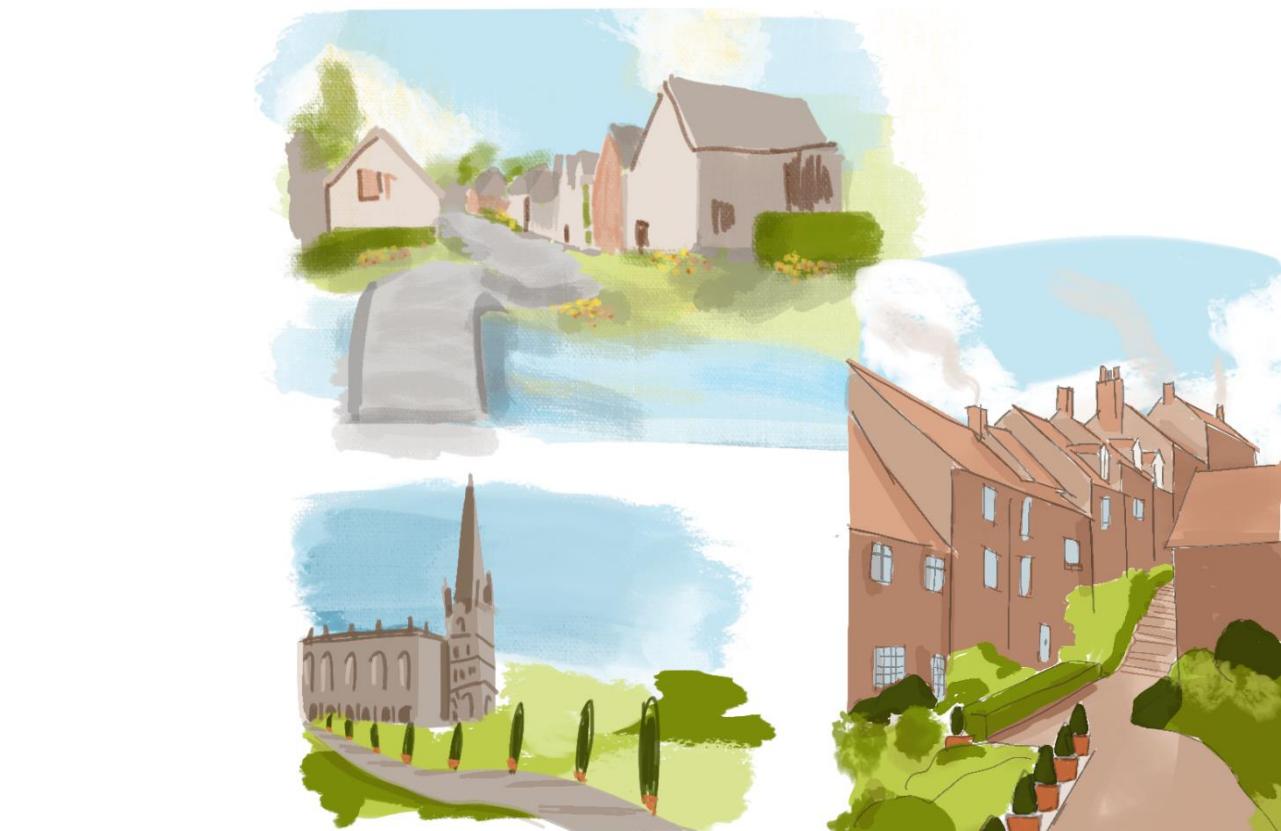
The VILLAGERS look ashamed as the SHEPHERD GIRL returns the young BOY to his MOTHER. They realise it was her differences that helped save the BOY and she still helped even after how they treated her.

The SHEPHERD GIRL stands quietly as she watches the BOY and the MOTHER reunite and hug. She turns to see the VILLAGERS sheepishly approach her with armfuls of flowers. The SHEPHERD GIRL smiles and together they tie the flowers back onto the stilts and reconcile. The sun shines through the storm clouds and finishes with a sunset.

# Concept Art









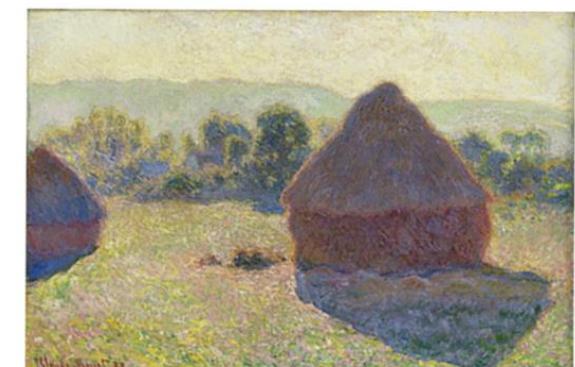
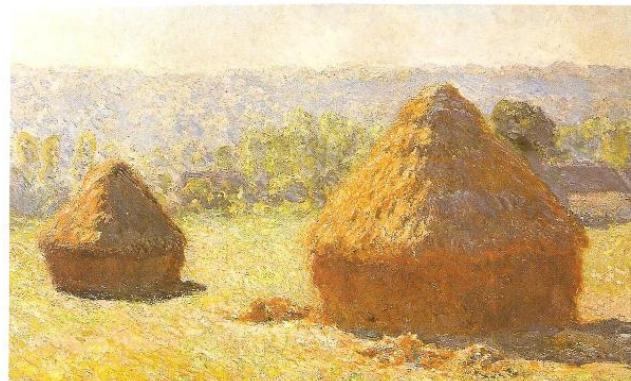
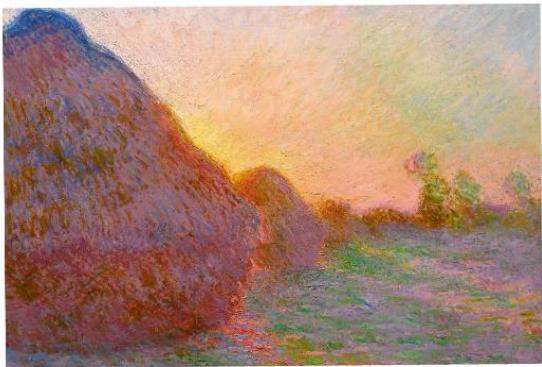
# CHARACTER DESIGN SKETCHES - SHEEP



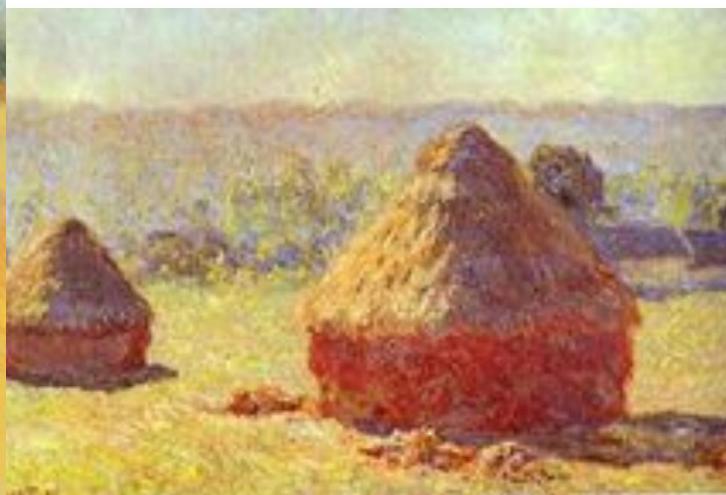
FINALS: "ODDBALL"

REGULAR  
SHEEP

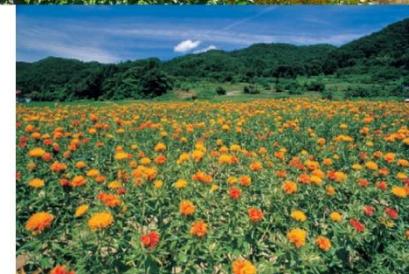




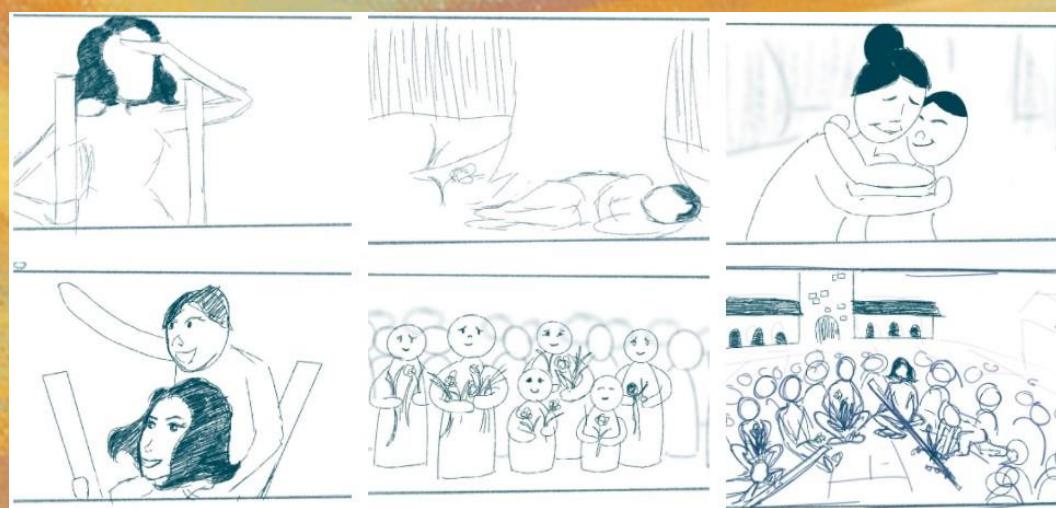
# Moodboard – Art Inspiration



# Moodboard – Real Life Inspiration



# Beatboards



# Shot List

Shot Number	Scene	Shot Type	Action	Shot
Shot 1	1	Far Wide Shot, slight zoom in	Zoom in on Shepherd Girl looking over flock	
Shot 2	1	Mid Shot	Girl starts walking towards flock	
Shot 3	1	Far wide shot	Girl walking away	
Shot 4	1	High wide shot	Girl ushers flock into pen	
Shot 5	1	Mid shot	Girl closes gate	
Shot 6	1	High angle close POV	Girl is looking at and counting the sheep	
Shot 7	1	Close up shot	Still looking at sheep	
Shot 8	1	Close up shot	Turns head to left "Where's Oddball?"	
Shot 9	1	Long Shot	Girl parting grass	
Shot 10	1	Long shot	Girl disappears and rustling in grass	

Shot 22	1	Extreme wide angle	Girl in distance walking towards village	
Shot 23	2	High, wide angle shot	Girl walks into village square, villagers milling around	
Shot 24	2	Wide shot	Girl walking on stilts, her out of frame, villagers whisper and frown	
Shot 25	2	Mid shot	Two villagers whispering to each other	
Shot 26	2	Mid shot	Stilts cross in front of villagers	
Shot 27	2	Wide shot	Girls stops in the middle of the square, villagers crowd around her, raising voices	
Shot 28	2	Wide shot	Crowd closes in even further, shouting escalates	
Shot 29	2	Extra close up	Girl looks distressed	
Shot 30	2	Close up	Hands reach towards stilts	
Shot 31	2	Close up	Hands rip flowers and grasses off the stilts	

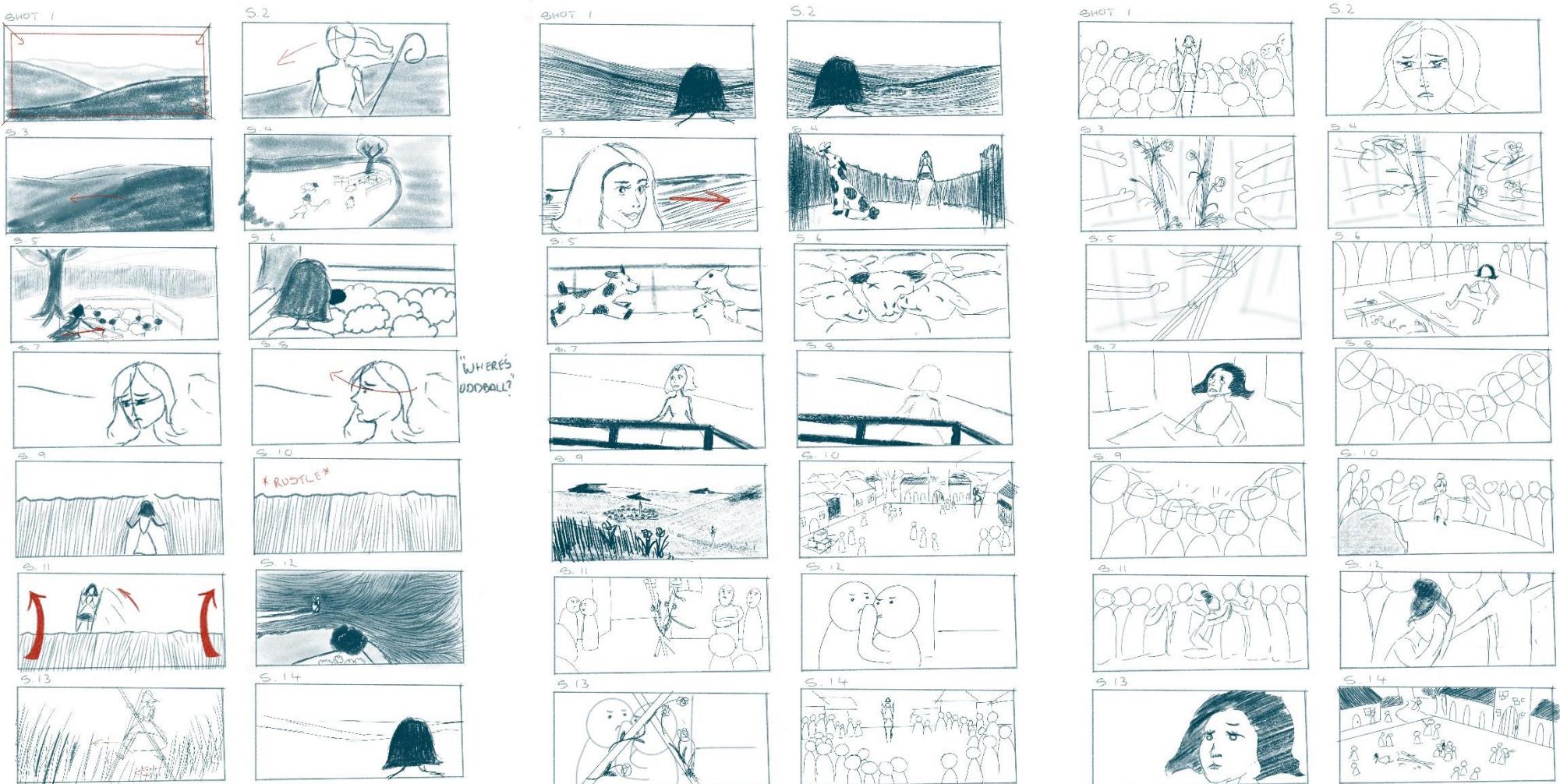
Shot 42	2	Slight high angle, <del>extreme</del>	Stilts lying on ground	
Shot 43	2	Slight high angle, <del>extreme</del>	Hands coming down to grab stilts	
Shot 44	2	Extreme Long, wide shot	Girl leaving village and walking into fields	
Shot 45	3	Mid shot	Girl looking over field	
Shot 46	3	Wide shot, zoom into tree	Girl spots tree and clearing in the distance	
Shot 47	3	Mid shot	Boy curled up sleeping under tree	
Shot 48	3	Fade into extra wide shot	Women waving to her son in the distance	
Shot 49	3	Close up	Boy on Girls shoulders waving back	
Shot 50	3	Wide, long shot	Boy and women running towards each other, villagers look on	
Shot 51	3	Wide long shot	Boy and women hug	

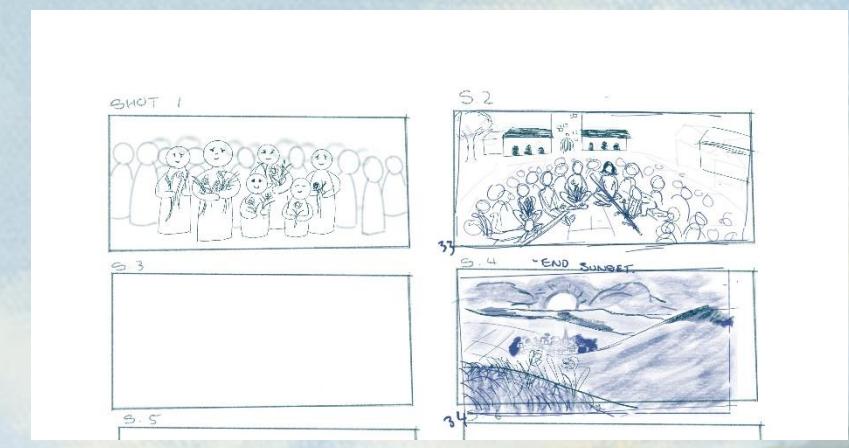
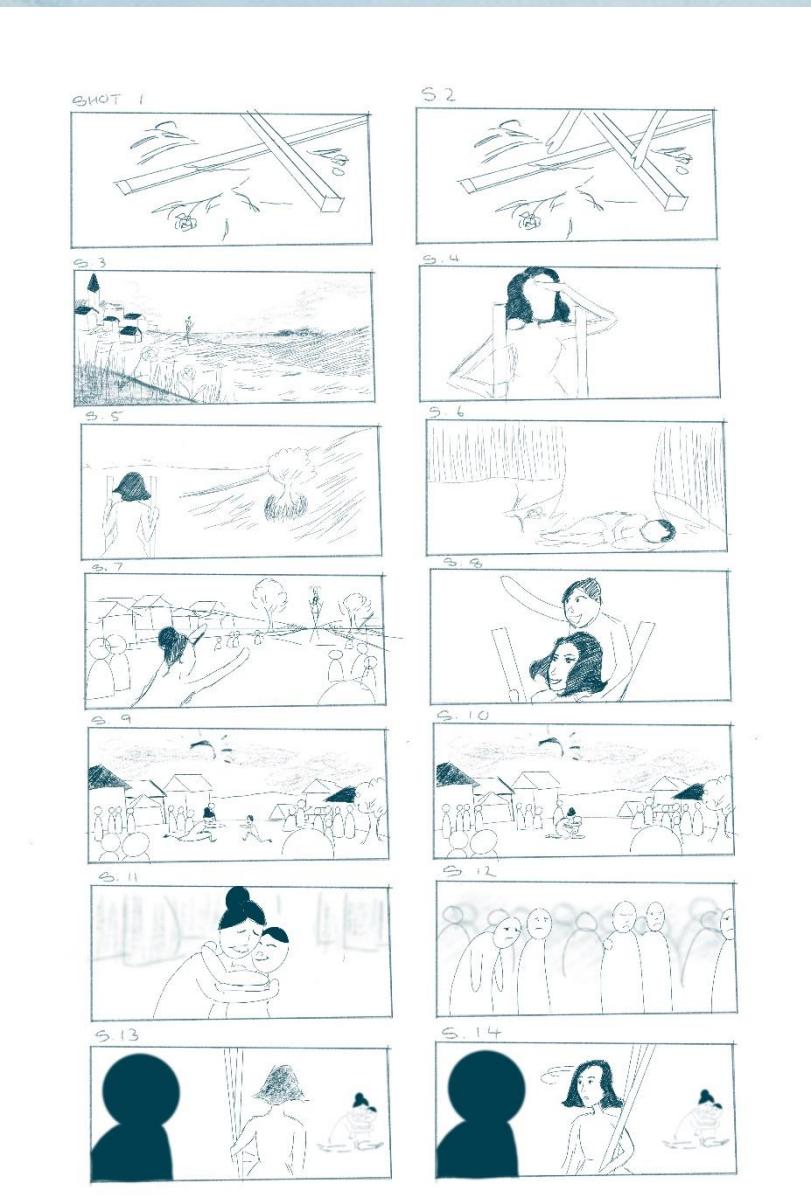
Shot 11	1	Long shot, tilt upwards	Girl pops up out of grass on stilts	
Shot 12	1	High angle, extra wide shot	Girl walking through field	
Shot 13	1	Low angle, wide shot	Girl walking through field	
Shot 14	1	Wide <del>close</del> , pan right	Girl scanning field	
Shot 15	1	Pan from last shot, wide shot, <del>close</del> , girl	Girl scanning field, spots hole in grass	
Shot 16	1	Close up	Smiles and walks out of frame right	
Shot 17	1	Low angle, wide shot, fade out	Oddball runs, clearing above Oddball. Oddball distracted by butterfly	
Shot 18	1	Mid shot, fade in	Oddball running towards flock in pen	
Shot 19	1	Close up	Oddball and flock greeting	
Shot 20	1	Mid shot	Girl looking at flock	
Shot 21	1	Mid shot	Turns around and leaves	

Shot 32	2	Close up	Someone pushes the stilts over	
Shot 33	2	Wide shot, slight high angle	Girl lies on the ground, stilts in front of her, crowd looing over her	
Shot 34	2	Close up	Close up of the girl crying	
Shot 35	2	Low angle, mid shot	Crowd looms in, shouting, closing in over her	
Shot 36	2	Low angle, mid shot	Crowd hems a shout, all look to left	
Shot 37	2	<del>Close</del> wide shot	A woman pushes the crowd apart crying for help "I can't find my son!"	
Shot 38	2	Wide shot	Villagers comfort the woman, crowd around her instead	
Shot 39	2	Close up	Woman with her head in her hands	
Shot 40	2	Close up	Close up of girl looking concerned	
Shot 41	2	High angle wide shot	Villagers spread out looking for the boy, leaving girl on the ground ignored.	

Shot 52	3	Mid shot	Boy and women hug	
Shot 53	3	Wide, mid shot	Villager crowd looking on, looking sheepish and ashamed	
Shot 54	3	Mid shot <del>close</del>	Villager walks up to Girl looking at mother and son	
Shot 55	4	Mid shot <del>close</del>	Girl turns around to see villagers	
Shot 56	4	Wide shot	Crowd of villagers all holding handfuls of flowers	
Shot 57	4	Long, wide shot	All the villagers and the Girl sitting together tying flowers and garlands back onto her stilts	
Shot 58	4	Extreme wide, long shot	Farms and hills and village in distance with light streaming down	

# Storyboards





# Budget and Schedule

The budget and schedule were created together and can be found on the following page. They take into account a ‘no expense spared’ budget and a team of predominantly high level, freelance, remote working artists, animators and directors. The budget assumes that a freelance employee would have hardware and supplies on hand already but a small percentage of the budget was solely allocated to purchasing more equipment if needed.

This is a rough budget based on recent average estimates of cost and rates in the industry. This would be subject to much more change that would come with more research and the inevitable unexpected expenses that come with a project.

The total estimate comes to approximately \$340,000 AUD. This is again a rough estimate and does not take into account all the things needed for a project, however I believe it covers the most important and costly features.

The timeline of the project is equally as generous. 14 weeks with an extra 2 weeks if needed should be enough time to complete a 3-4min short film. There would be at least 4-5 animators or artists working on the shots at any one time and with the added advantage of animating in twos, completion of the work should proceed rapidly.

By employing a variety of directors and producers to oversee the project, the film can proceed smoothly and be kept on track. The utilisation of project/team managers and regular scheduled meetings ensures issues are identified and handled quickly and communication can be effective.

The timeline and budget are included in the same excel document as they are linked so they update automatically when something changes. An adjustment of the timeline is automatically accounted for in the budget and vice versa. Expenses, budgeted and actual, can be easily and efficiently tracked this way.

# Budget and Schedule

Category	Rate	No.	Capital	Overtime Expenses	Projects	Time weeks	Wk 01	Wk 02	Wk 03	Wk 04	Wk 05	Wk 06	Wk 07	Wk 08	Wk 09	Wk 10	Wk 11	Wk 12	Wk 13	Wk 14	Wk 15	Wk 16	Status	Proj Mgr				
Pre-production			Budg	Act	Budg	Act	Pre-production																					
Mid Level Concept Artist	\$300/day	4	24000				Pre-production																					
Mid Level Storyboard Artist	\$420/day	4	33600				Ideation, Initial Research and Planning	1	○○																			
Graphic Designer	\$300/day	1	4500				Concept Generation and First Concept Art	2	○○○○																			
Script Writer	\$250/day	2	3500				Script Writing	2	○○○○																			
Art Director	\$576/day	1	40320				Voice Over Recording	1	○○																			
Creative Director	\$825/day	1	57750				Concept art based on script refinement (Environments)	2	○○○○																			
Producer	\$670/day	1	46300				Concept art based on script refinement (Visuals)	2	○○○○																			
Background Artist	\$275/day	2	3000				Concept art based on script refinement (Characters)	2	○○○○																			
Production			Budg	Act	Budg	Act	Production																					
Mid Level 2D Character Animator	\$355/day	4	28400				Production																					
Senior Animation Director	\$675/day	1	13500				Animating: Keys	Wk 01	□																			
2D Generalist	\$512/day	1	5120				Animating: Breakdowns	Wk 02	○○																			
Voice Actors	\$350/minute	4	5600				Animating: Revisions	Wk 03	□																			
Commissioned Music	\$600/minute	1	2400				Background Design	Wk 04	○○○○																			
Clean Up Artist	\$320/day	1	3200				Commissioned Music Production	Wk 05	○○○○																			
Post-Production							Team Progress Meetings and Critiques	Wk 06	□																			
Compositing Artist	\$355/day	2	7100				Post-Production	Wk 07	○○○○																			
VFX Artist	\$650/day	1	6500				Editing	Wk 08	○○○○																			
Graphic Designer	\$300/day	1	1500				Compositing	Wk 09	○○○○																			
Clean Up Artist	\$320/day	1	3200				Music and Sound Effects	Wk 10	○○○○																			
Sound Designer	\$305/day	2	6100				VFX	Wk 11	○○○○																			
Motion Designer	\$385/day	1	3850				Final Review and Edits	Wk 12	○○○○																			
Hardware							Overtime Margin (if needed)	Wk 13	○○○○																			
Budget for Extra Tech Equipment			20000				Totals:	Wk 14	○○○○																			
Budget for Extra Art Supplies			10000					Wk 15	○○○○																			
Software			Budg	Act	Budg	Act	Post-Production	Wk 16	○○○○																			
Toon Boom Harmony Advanced	\$162/month	4	648				Post-Production																					
Adobe Suite	\$116/month	4	464				Editing																					
Microsoft 360	\$78.30/month	4	313				Compositing																					
MYOB Premier	\$70/month	4	280				Music and Sound Effects																					
McAfee Antivirus	\$149.95/year	1	149				VFX																					
Backups	\$149/year	1	149				Final Review and Edits																					
Servers	\$150/year	1	150				Overtime Margin (if needed)																					
Monday.com	\$268/month	4	1072																									
Licenses (various)			5000																									
			338,270	0	0	0																						

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