

Morgan Stanley

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Version 3 | 8/20/2012

Approach

SEAMLESS TECHNIQUES

One technique might include some images blending to a neutral background on the edges to prevent hard straight lines from appearing while scrolling from one section to another. We are still exploring all options.

USER INITIATED IMAGERY COMBINATIONS

A combination of changing position, scale, and opacity will bring a level of sophistication to the foreground and background imagery during scrolling or during user initiated events.

AMBIENT IMAGE LOOPS

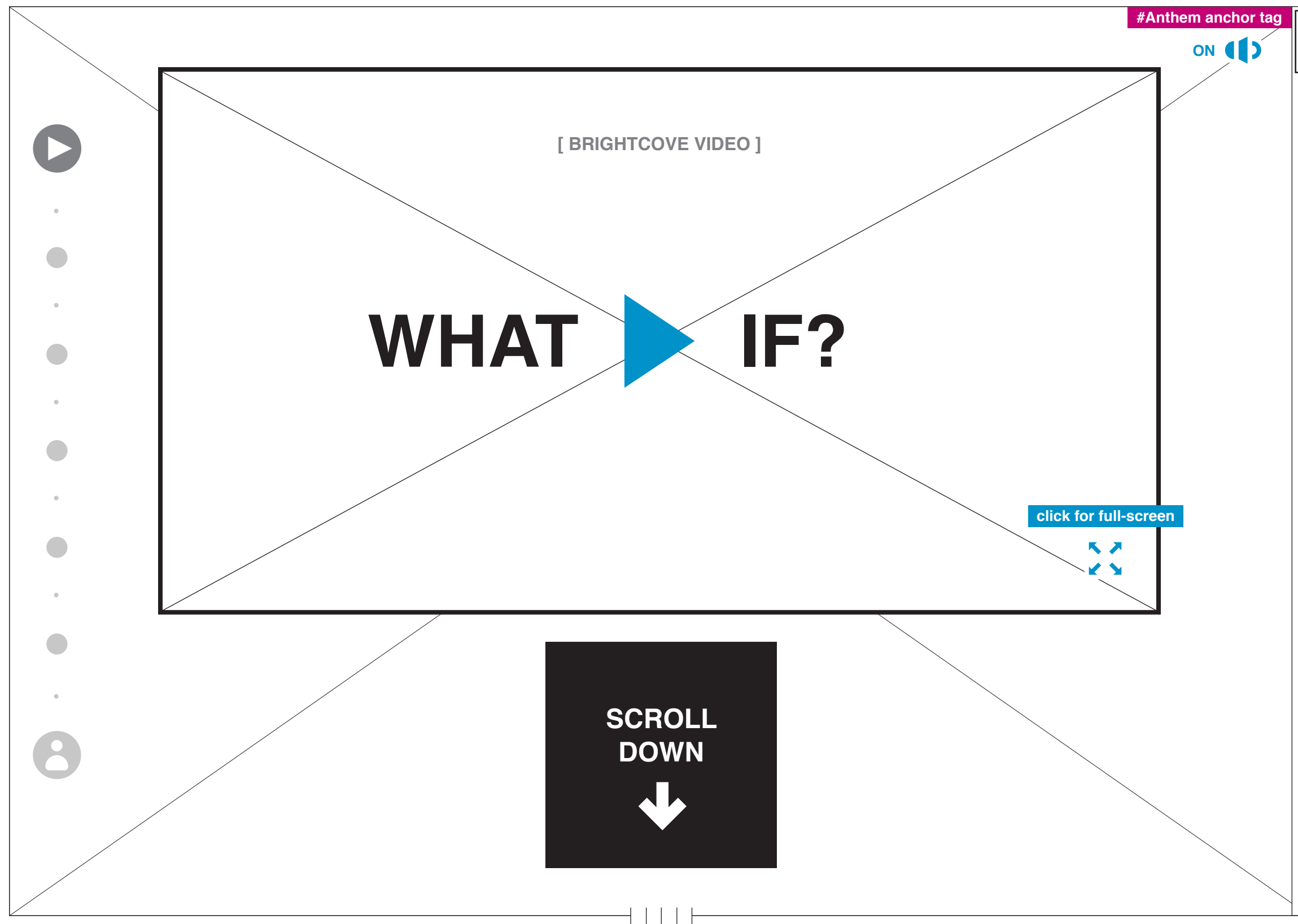
When a section such as a core belief is within view, certain portions of the screen will display loops to evoke a constant feeling of time or place. Looping examples could be clouds rolling, water lapping, or train tracks progressing through silhouettes.

MUSIC LOOP

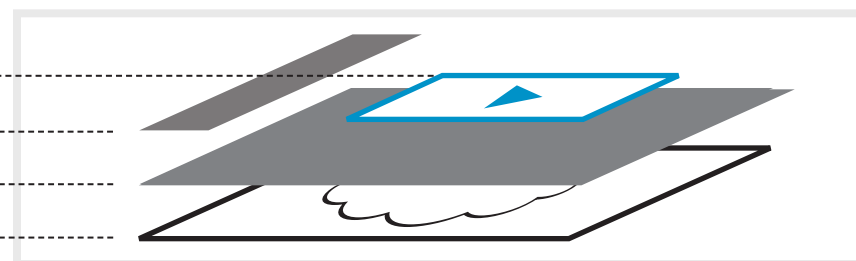
The music track from the Anthem Film will gently anchor the site with an endless moment in time. An audio on/off toggle will be available for users to control if they wish to hear sound.

VIDEO

Video will appear as an element within the experience with controls provided by Brightcove's video player. A full screen video option will be available for users to expand the video to encompass their entire screen.

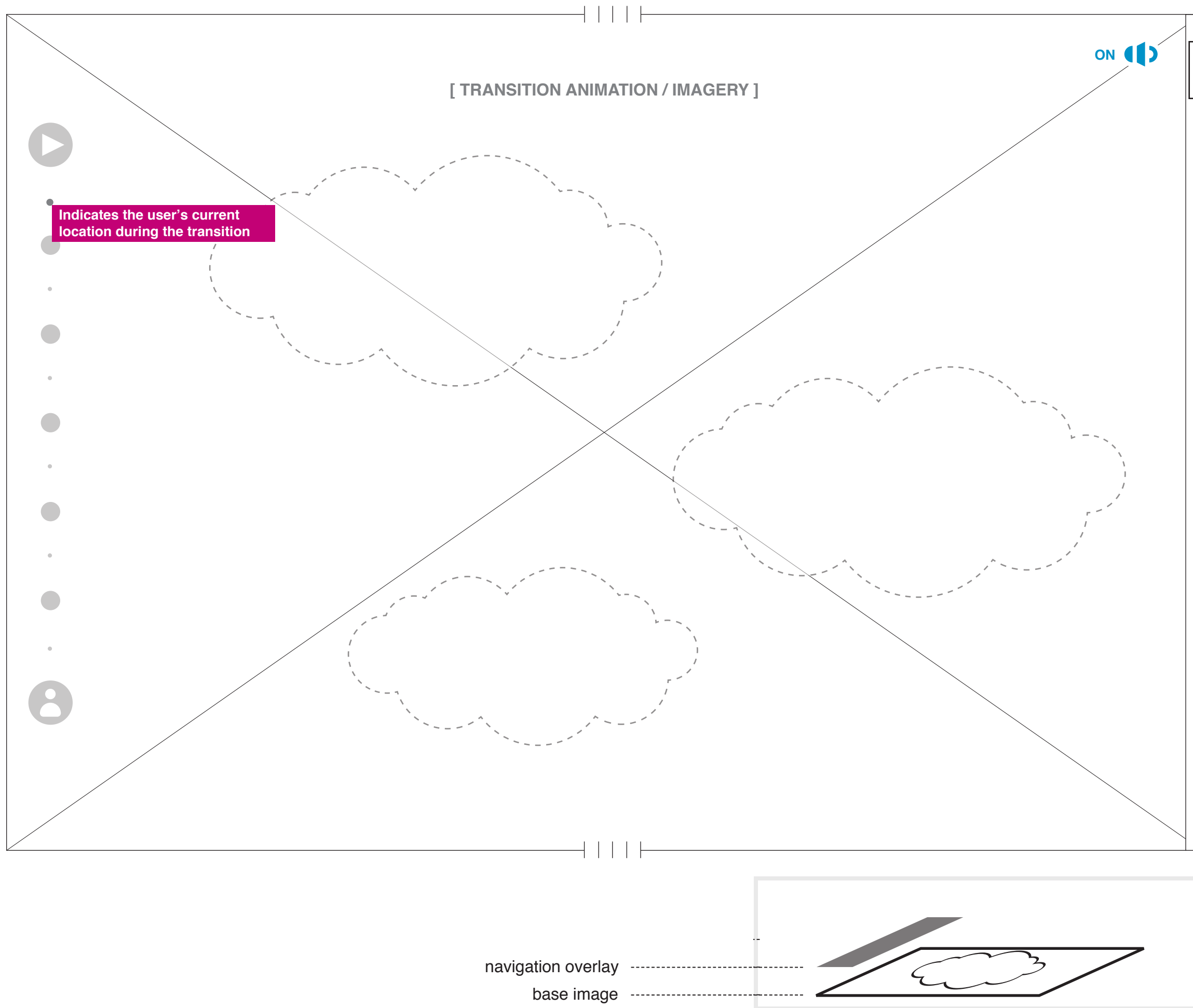


video overlay (embedded)
navigation overlay
silhouette overlaying images
base image



3 Anthem Film

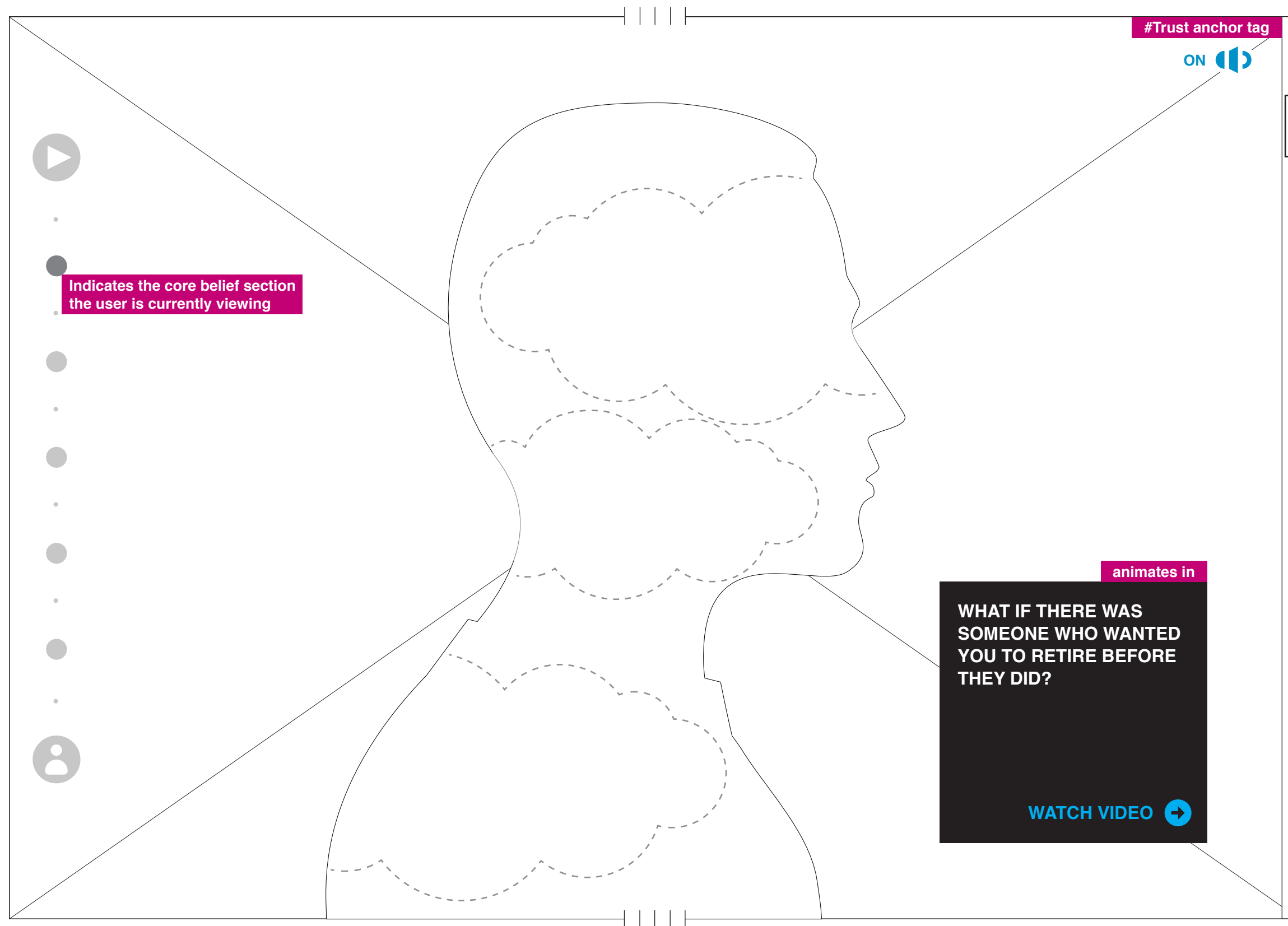
Once preload is complete, the **Anthem film** will appear, followed by a **scroll-down prompt** (an arrow) with messaging to help guide the user through the experience.



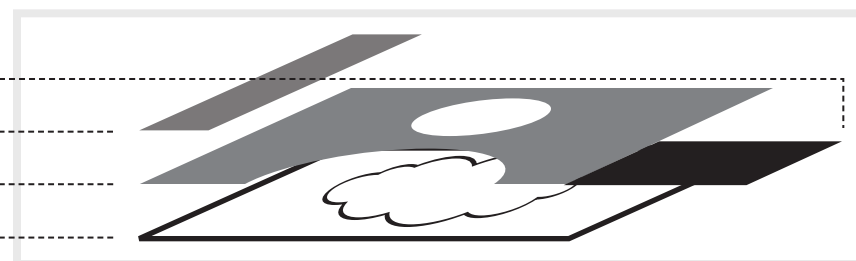
4 Transition

We will use imagery from the Anthem film to help us transition from one view (content topic) to the next.

Looping music begins.



textbox overlay
navigation overlay
silhouette overlaying images
base image



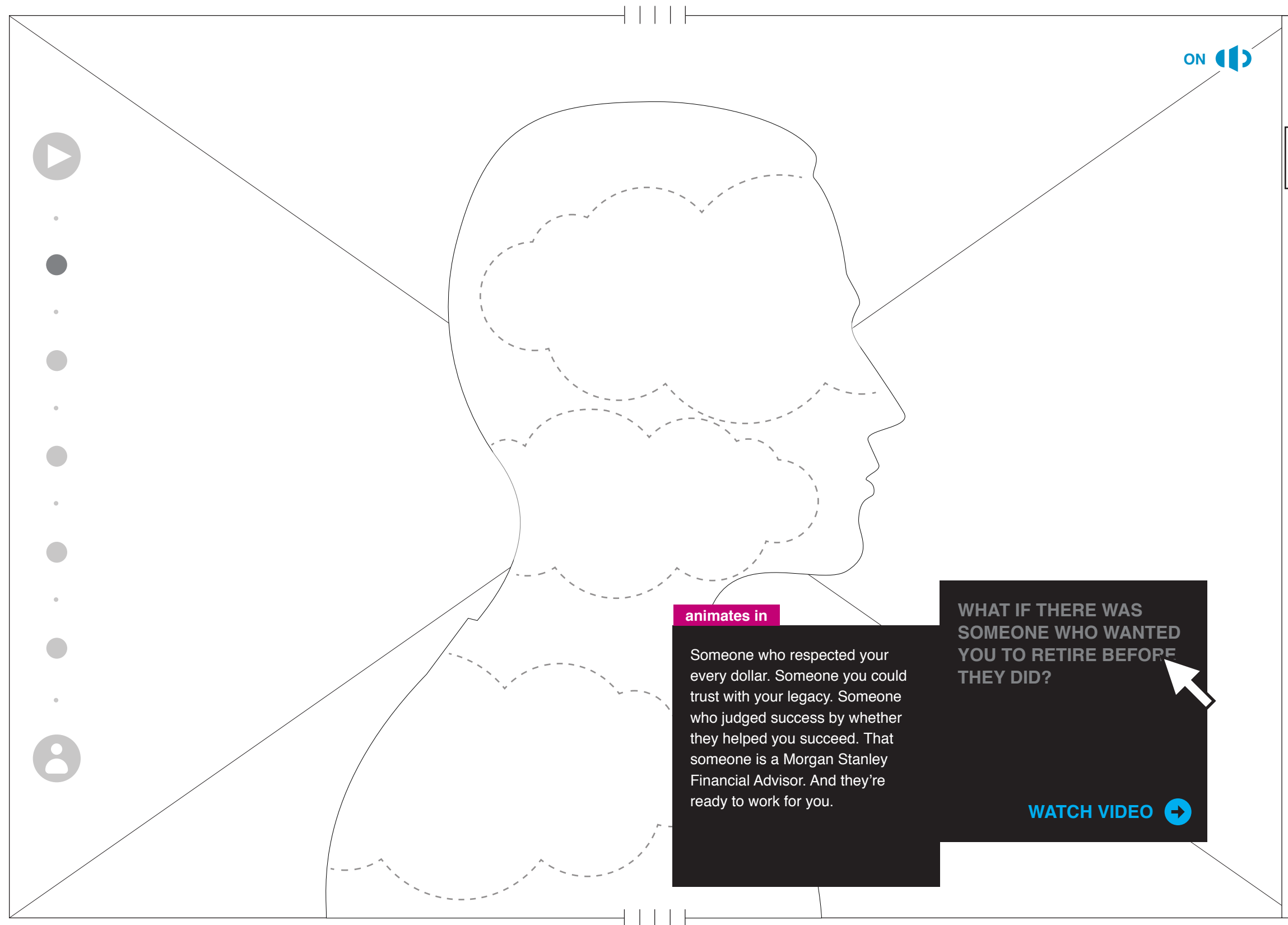
5 “Trust” headline

Idle animations occur to encourage user interaction.

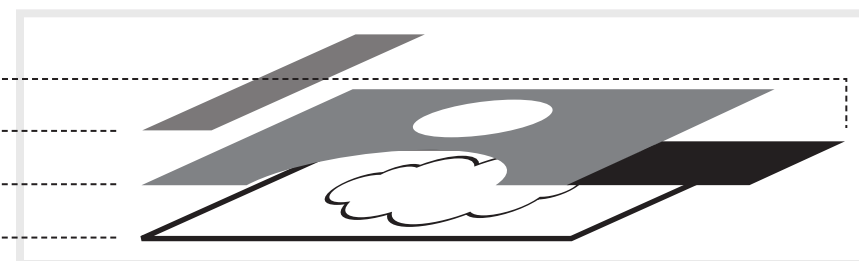
Image loops, for ex: clouds, occur from right-to-left to encourage users to scroll down/click to watch the video to the right. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



textbox overlay
 navigation overlay
 silhouette overlaying images
 base image



6 “Trust” description

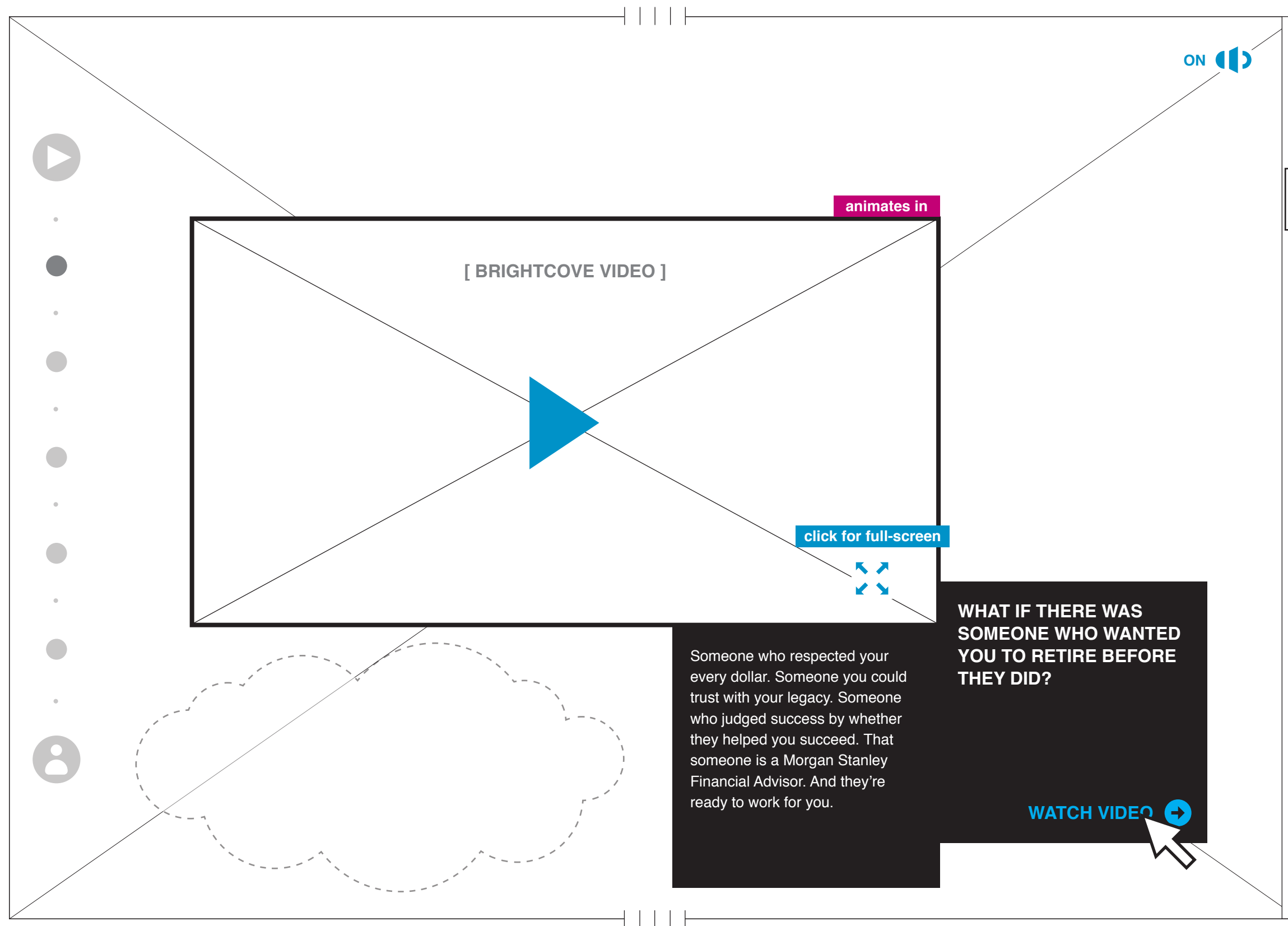
When the user hovers over the headline, the description textbox animates (folds) out from it.

Idle animations occur to encourage user interaction.

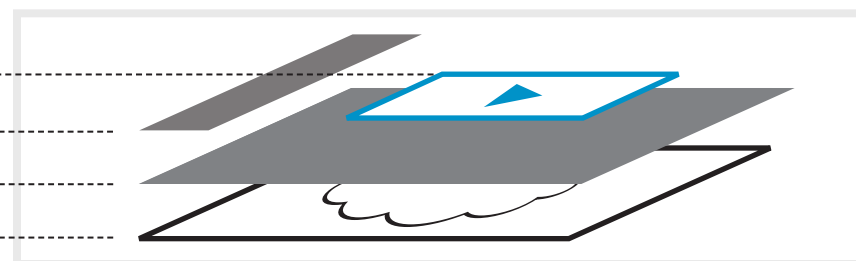
Image loops, for ex: clouds, occur from right-to-left to encourage users to scroll down/click to watch the video to the right. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



video overlay
navigation overlay
silhouette overlaying images
base image



7 “Trust” video

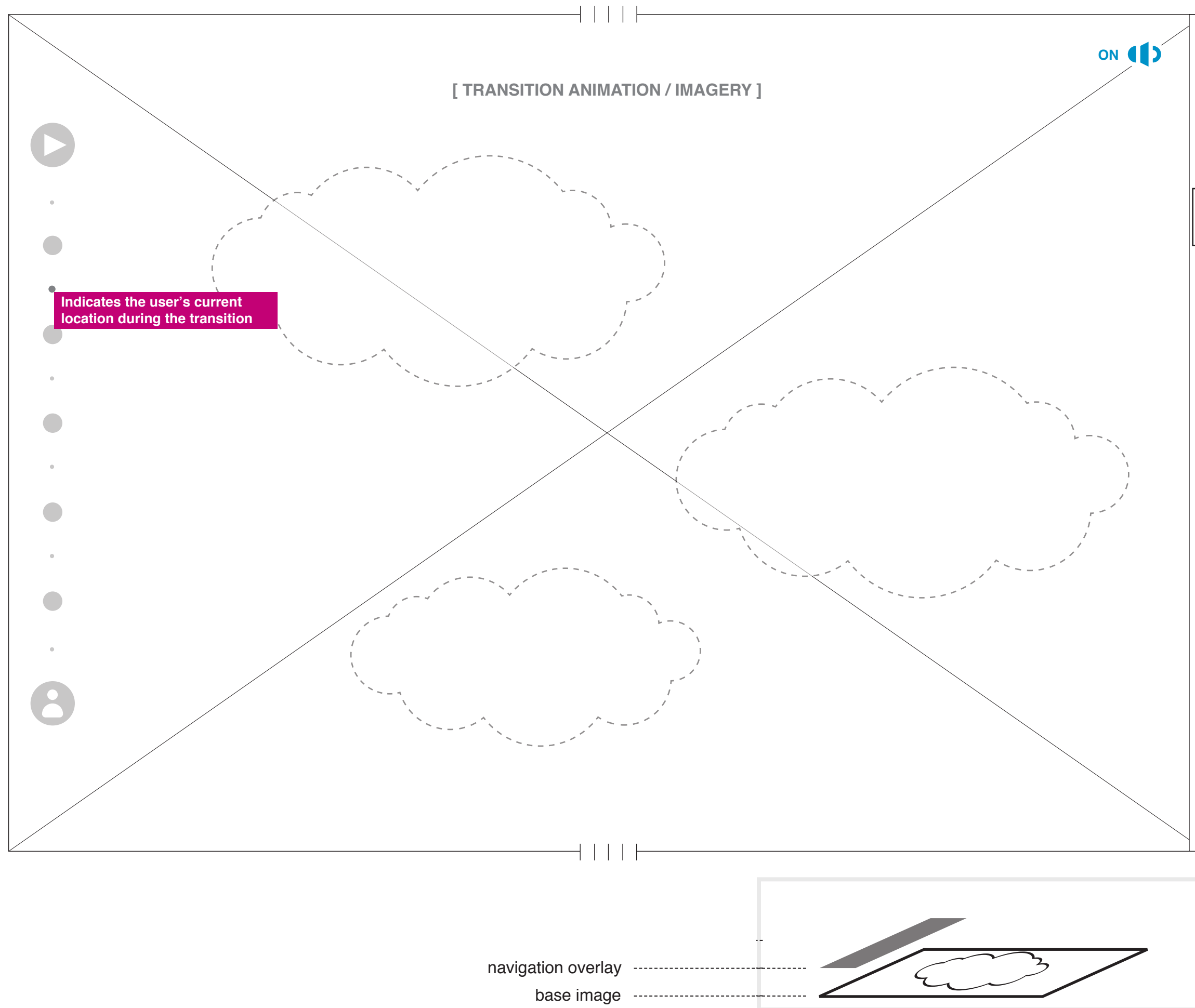
If the user clicks the “Watch Video” button, the site shifts and the user is presented with a video window. After the video has played, the user simply scrolls down to continue.

Idle animations occur to encourage user interaction.

Image loops, for ex: clouds, occur from right-to-left to encourage users to scroll down/click to watch the video to the right. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

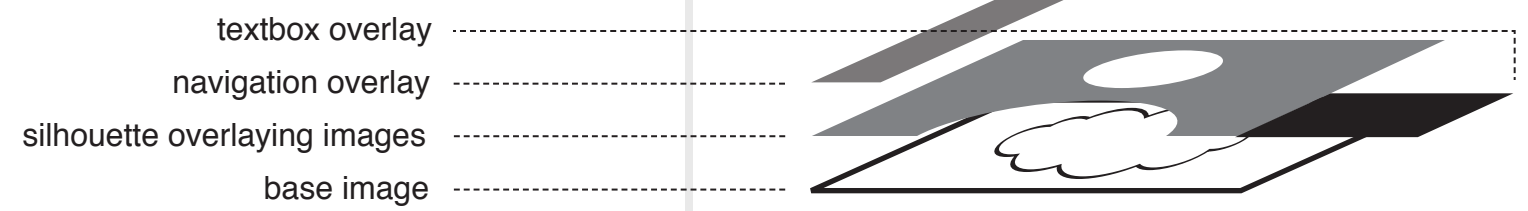
Looping music continues.



8 Transition

We will use imagery from the Anthem film to help us transition from one view (content topic) to the next.

Looping music continues.



9 “Build” headline

Idle animations occur to encourage user interaction.

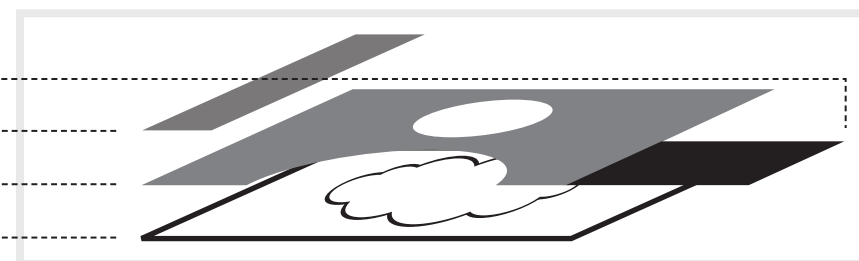
Image loops, for ex: clouds, occur from left-to-right to encourage users to scroll down/click to watch the video to the left. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



textbox overlay
 navigation overlay
 silhouette overlaying images
 base image



10 “Build” description

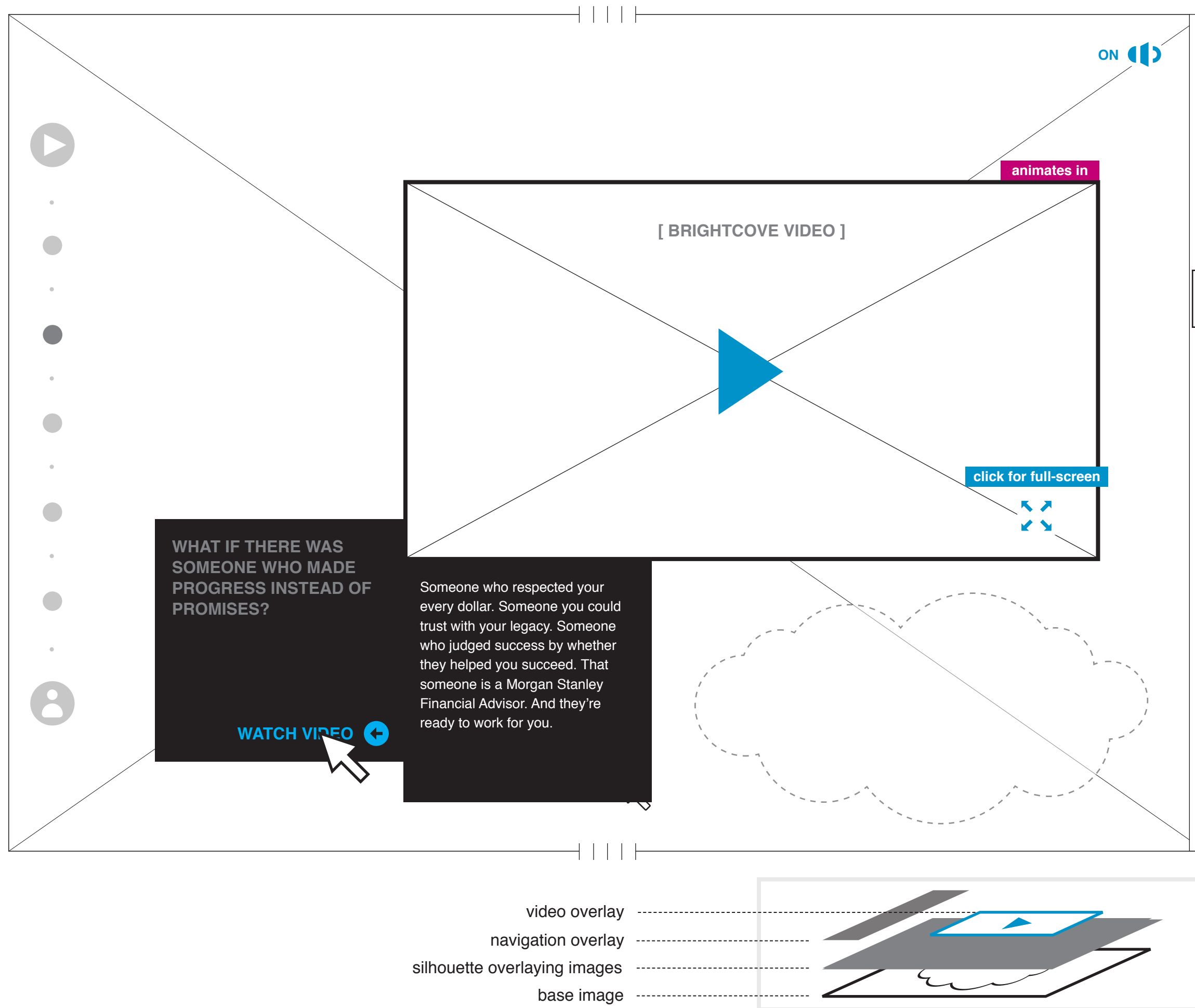
When the user hovers over the headline, the description textbox animates (folds) out from it.

Idle animations occur to encourage user interaction.

Image loops, for ex: clouds, occur from left-to-right to encourage users to scroll down/click to watch the video to the left. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



11 “Build” video

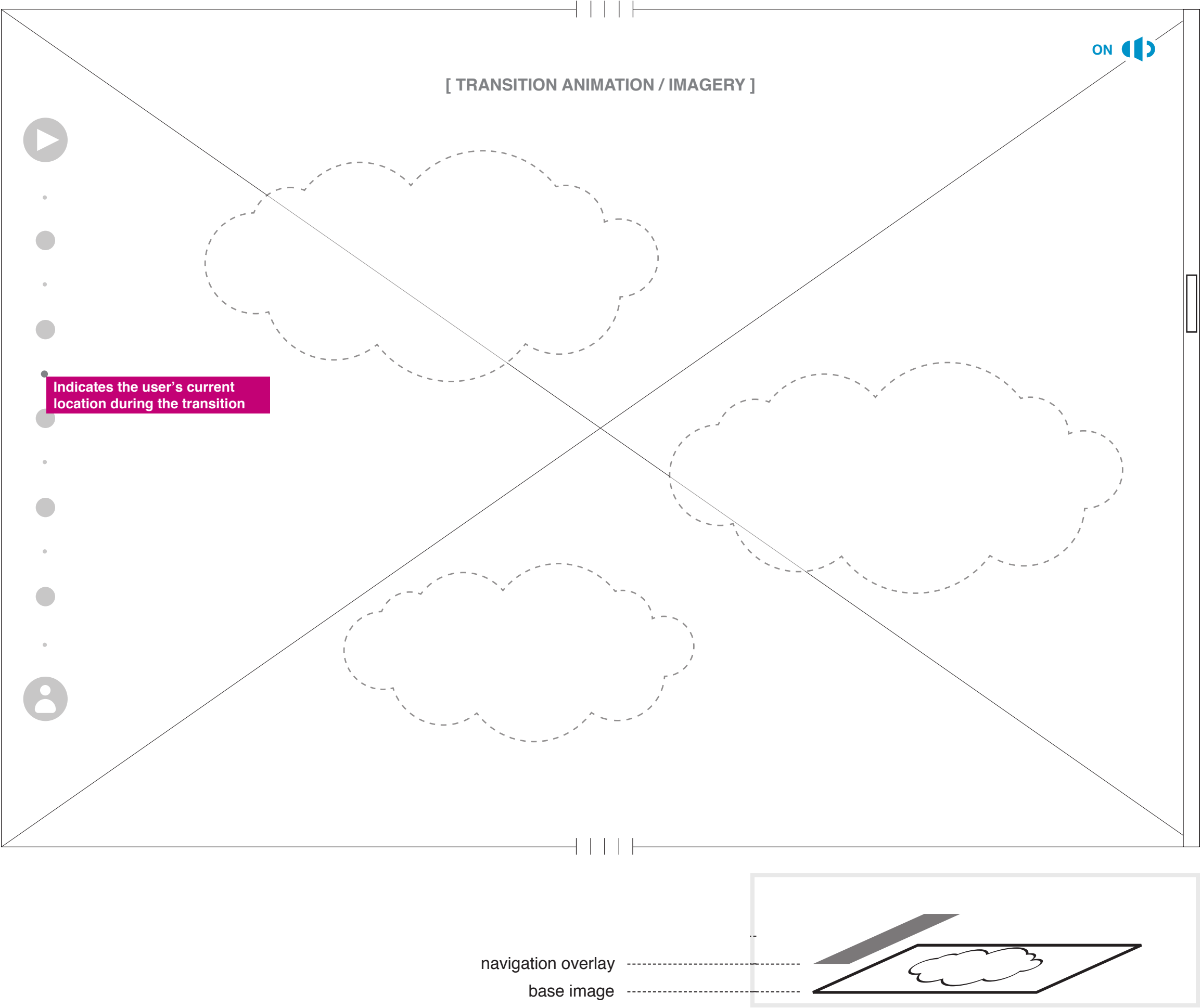
If the user clicks the “Watch Video” button, the site shifts and the user is presented with a video window. After the video has played, the user simply scrolls down to continue.

Idle animations occur to encourage user interaction.

Image loops, for ex: clouds, occur from left-to-right to encourage users to scroll down/click to watch the video to the left. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

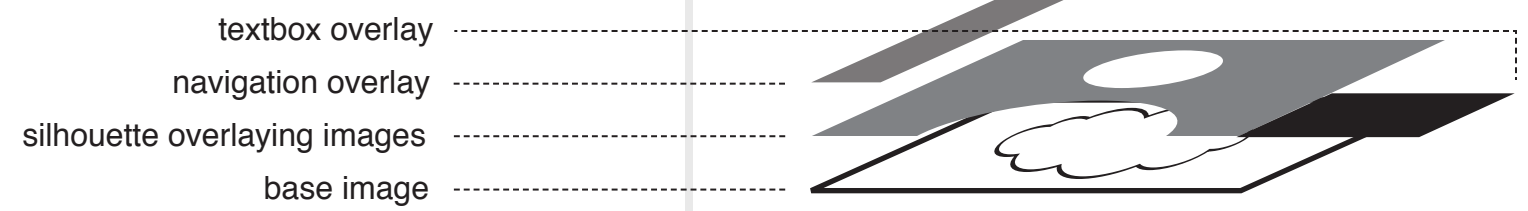
Looping music continues.



12 Transition

We will use imagery from the Anthem film to help us transition from one view (content topic) to the next.

Looping music continues.



13 “Lead” headline

Idle animations occur to encourage user interaction.

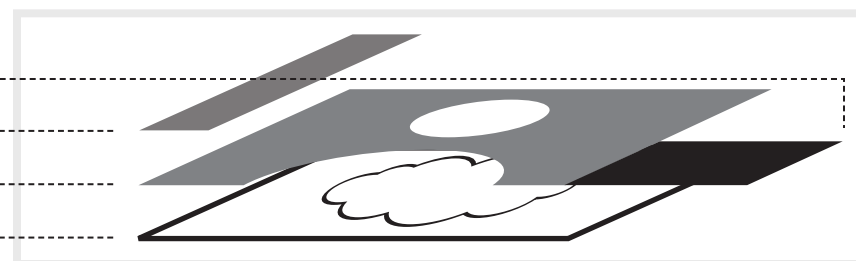
Image loops, for ex: clouds, occur from right-to-left to encourage users to scroll down/click to watch the video to the right. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



textbox overlay
 navigation overlay
 silhouette overlaying images
 base image



14 “Lead” description

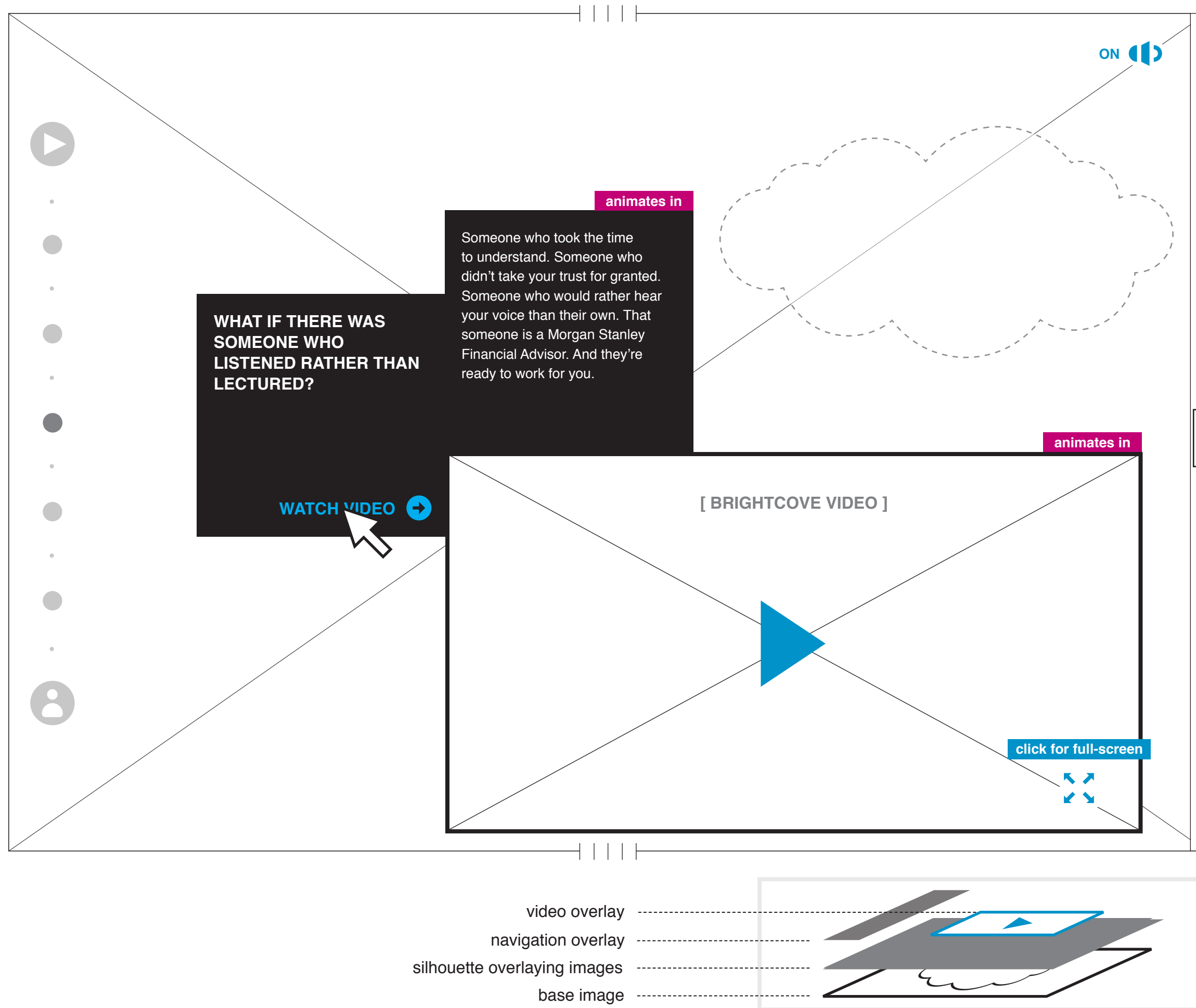
When the user hovers over the headline, the description textbox animates (folds) out from it.

Idle animations occur to encourage user interaction.

Image loops, for ex: clouds, occur from right-to-left to encourage users to scroll down/click to watch the video to the right. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



15 “Lead” video

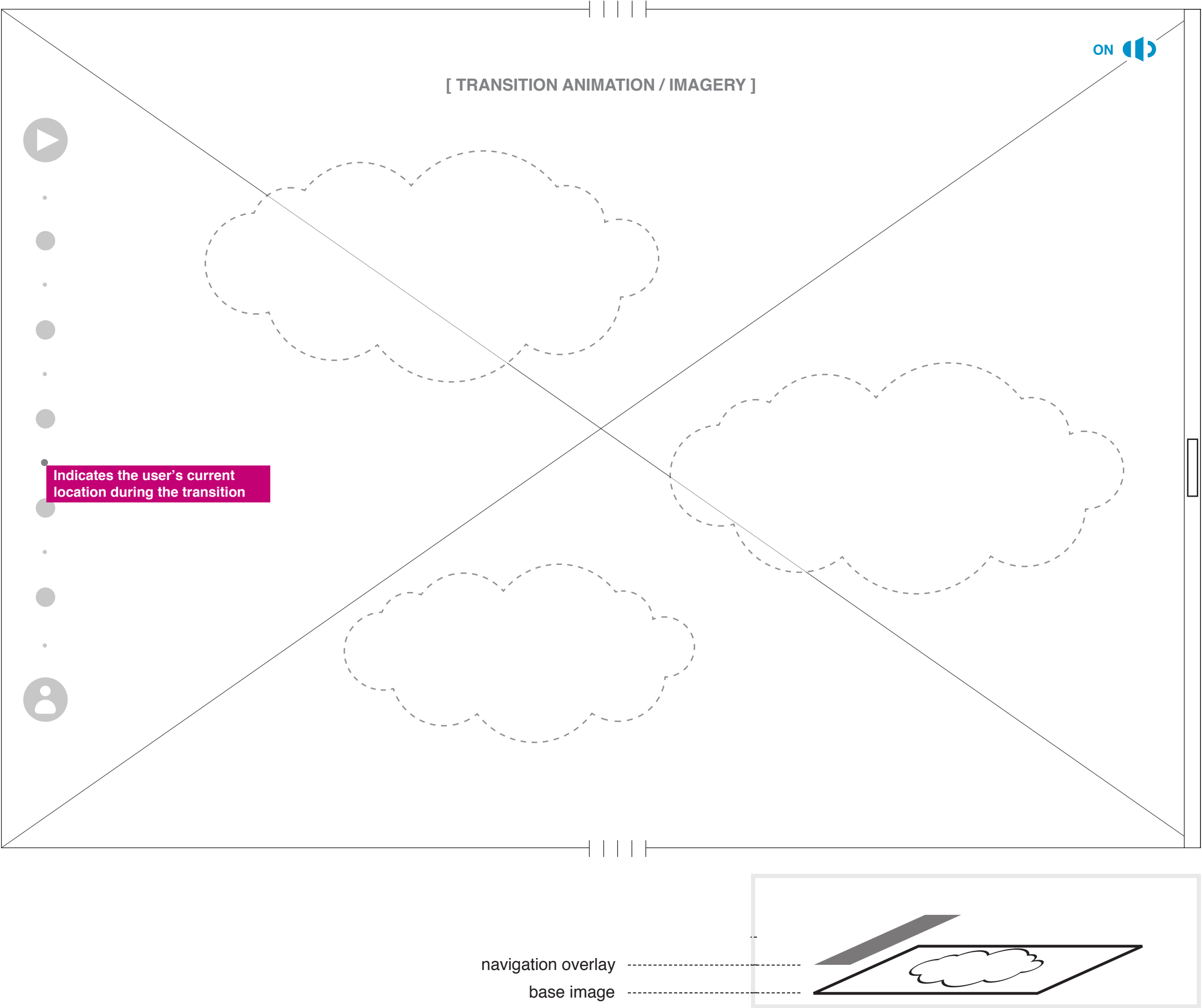
If the user clicks the “Watch Video” button, the site shifts and the user is presented with a video window. After the video has played, the user simply scrolls down to continue.

Idle animations occur to encourage user interaction.

Image loops, for ex: clouds, occur from right-to-left to encourage users to scroll down/click to watch the video to the right. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



16 Transition

We will use imagery from the Anthem film to help us transition from one view (content topic) to the next.

Looping music continues.

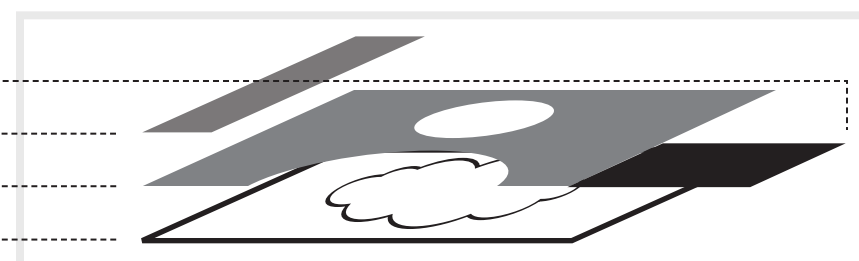


textbox overlay

navigation overlay

silhouette overlaying images

base image



17 “Give” headline

Idle animations occur to encourage user interaction.

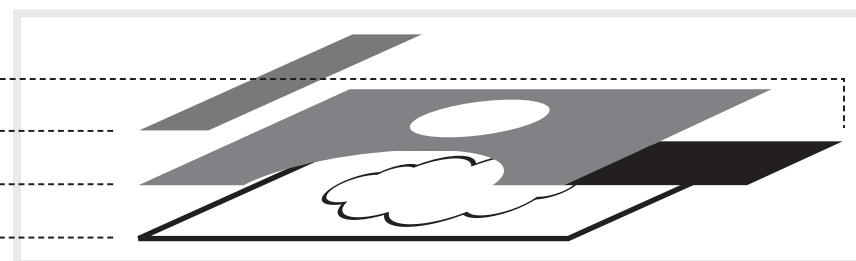
Image loops, for ex: clouds, occur from left-to-right to encourage users to scroll down/click to watch the video to the left. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



textbox overlay
 navigation overlay
 silhouette overlaying images
 base image



18 “Give” description

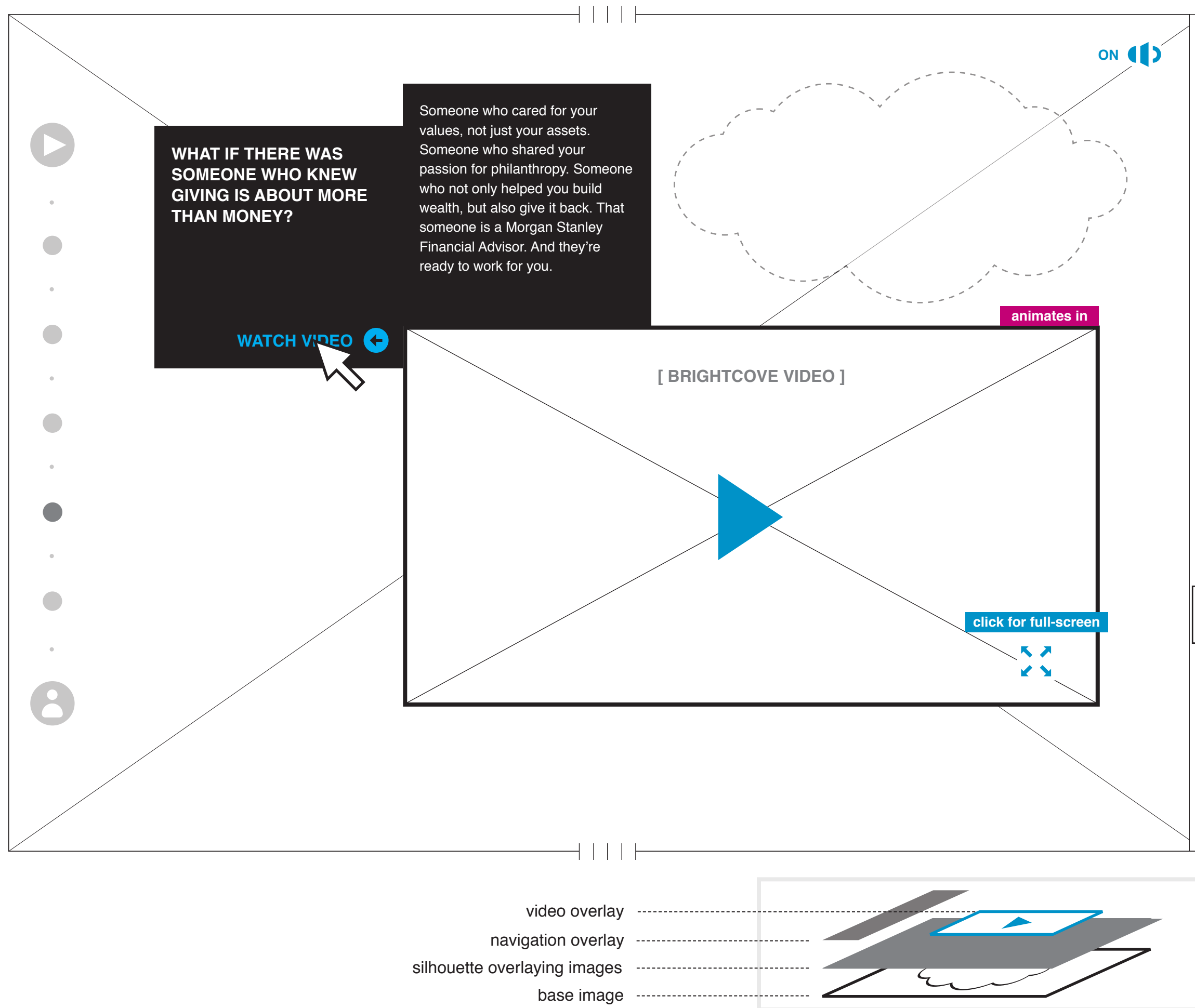
When the user hovers over the headline, the description textbox animates (folds) out from it.

Idle animations occur to encourage user interaction.

Image loops, for ex: clouds, occur from left-to-right to encourage users to scroll down/click to watch the video to the left. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



19 “Give” video

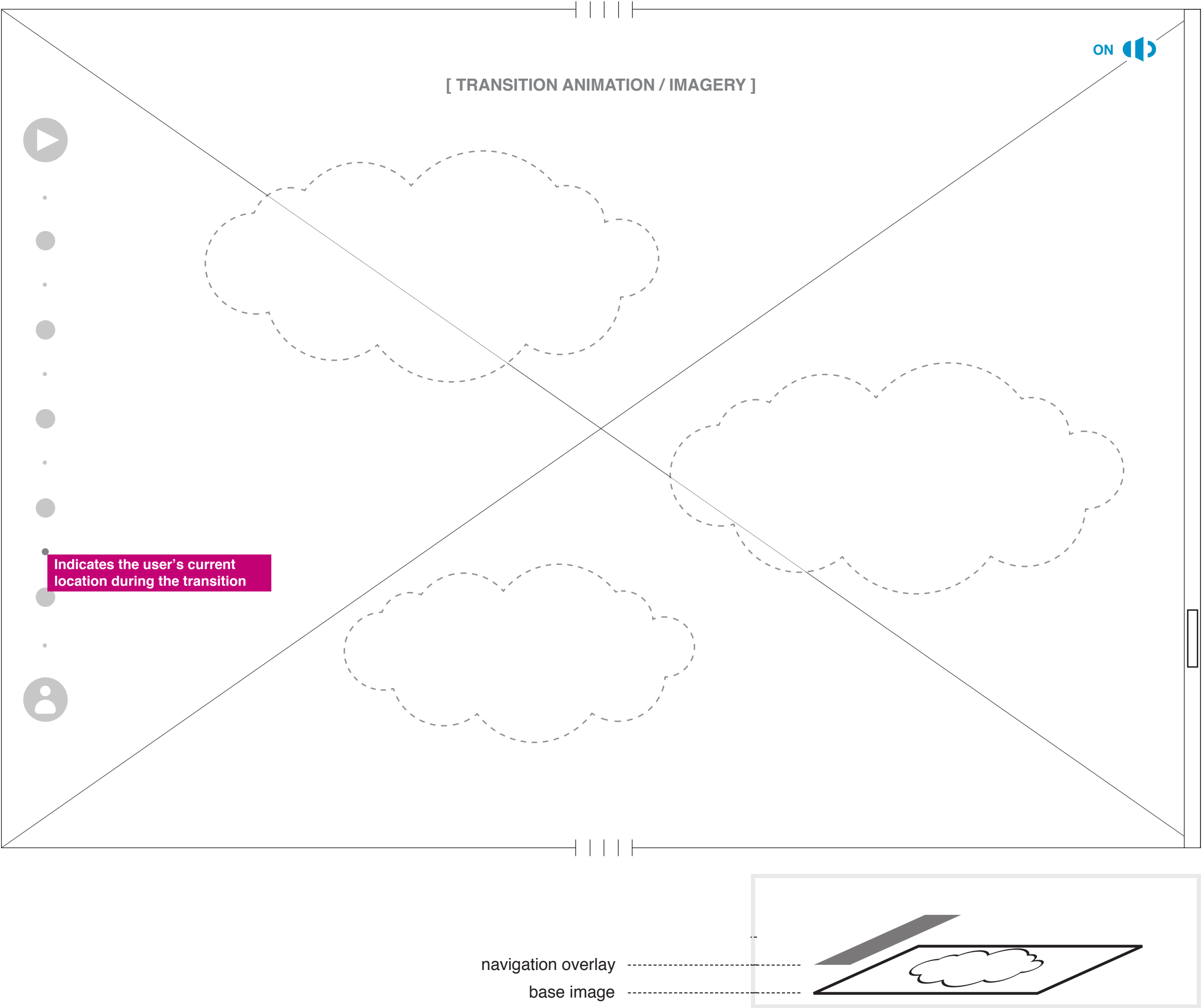
If the user clicks the “Watch Video” button, the site shifts and the user is presented with a video window. After the video has played, the user simply scrolls down to continue.

Idle animations occur to encourage user interaction.

Image loops, for ex: clouds, occur from left-to-right to encourage users to scroll down/click to watch the video to the left. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



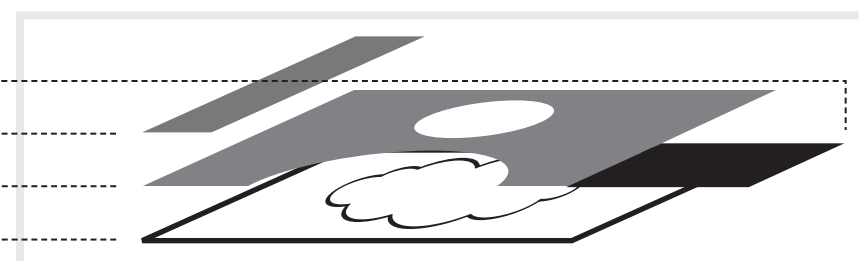
20 Transition

We will use imagery from the Anthem film to help us transition from one view (content topic) to the next.

Looping music continues.



textbox overlay
 navigation overlay
 silhouette overlaying images
 base image



21 “Hope” headline

Idle animations occur to encourage user interaction.

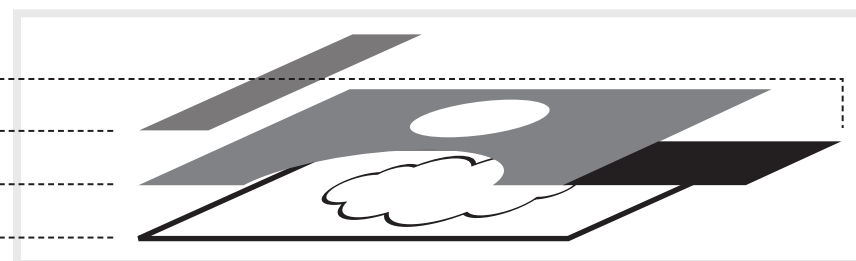
Image loops, for ex: clouds, occur from right-to-left to encourage users to scroll down/click to watch the video to the right. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



textbox overlay
navigation overlay
silhouette overlaying images
base image



22 “Hope” description

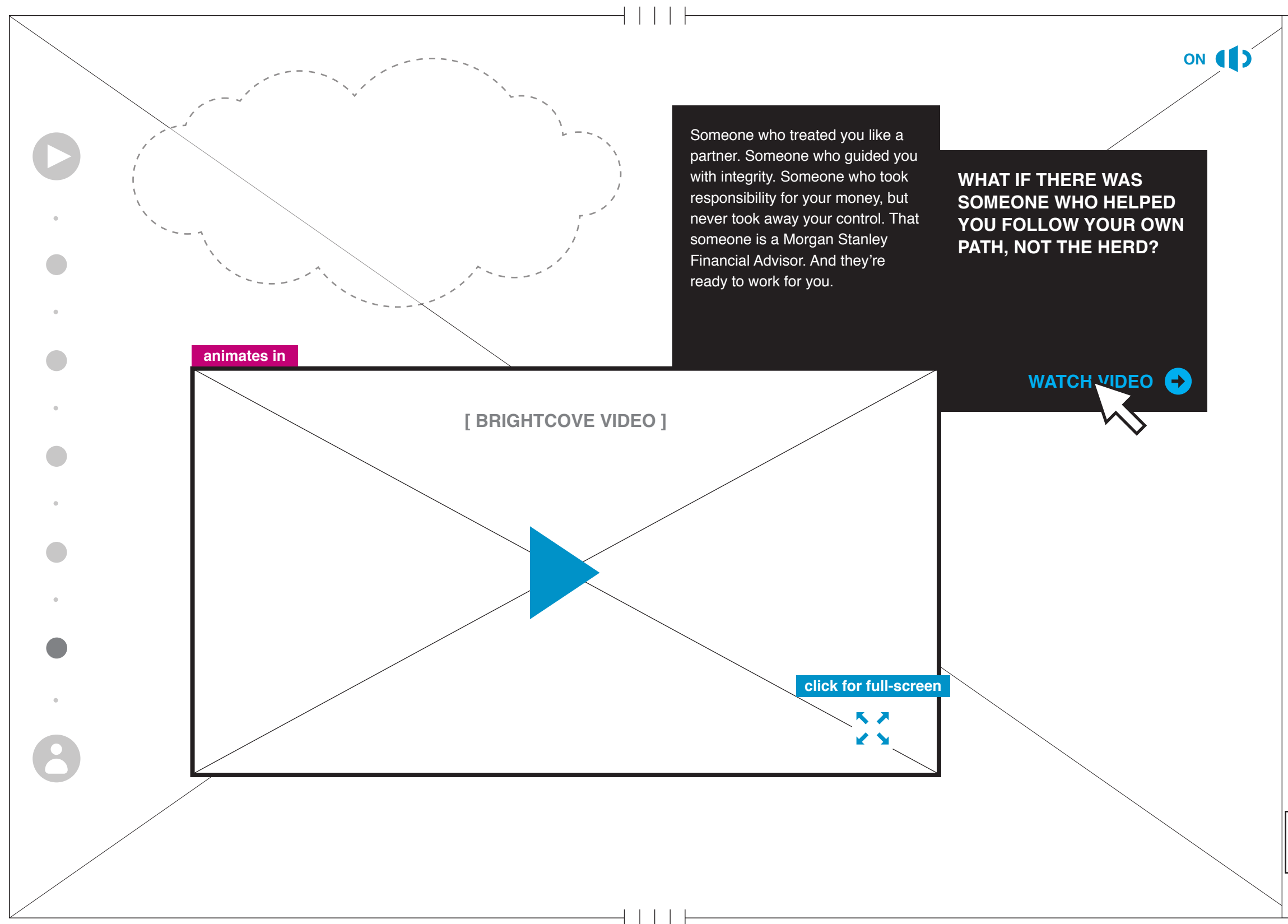
When the user hovers over the headline, the description textbox animates (folds) out from it.

Idle animations occur to encourage user interaction.

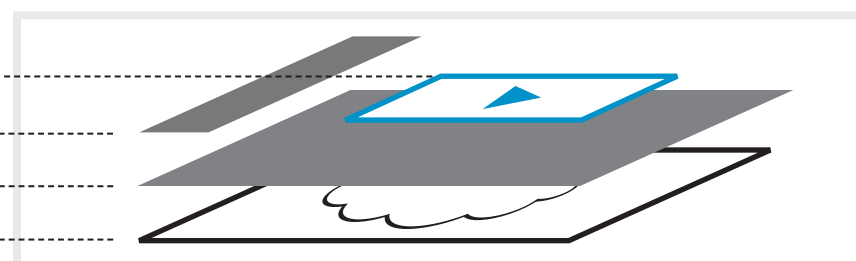
Image loops, for ex: clouds, occur from right-to-left to encourage users to scroll down/click to watch the video to the right. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



video overlay
navigation overlay
silhouette overlaying images
base image



23 “Hope” video

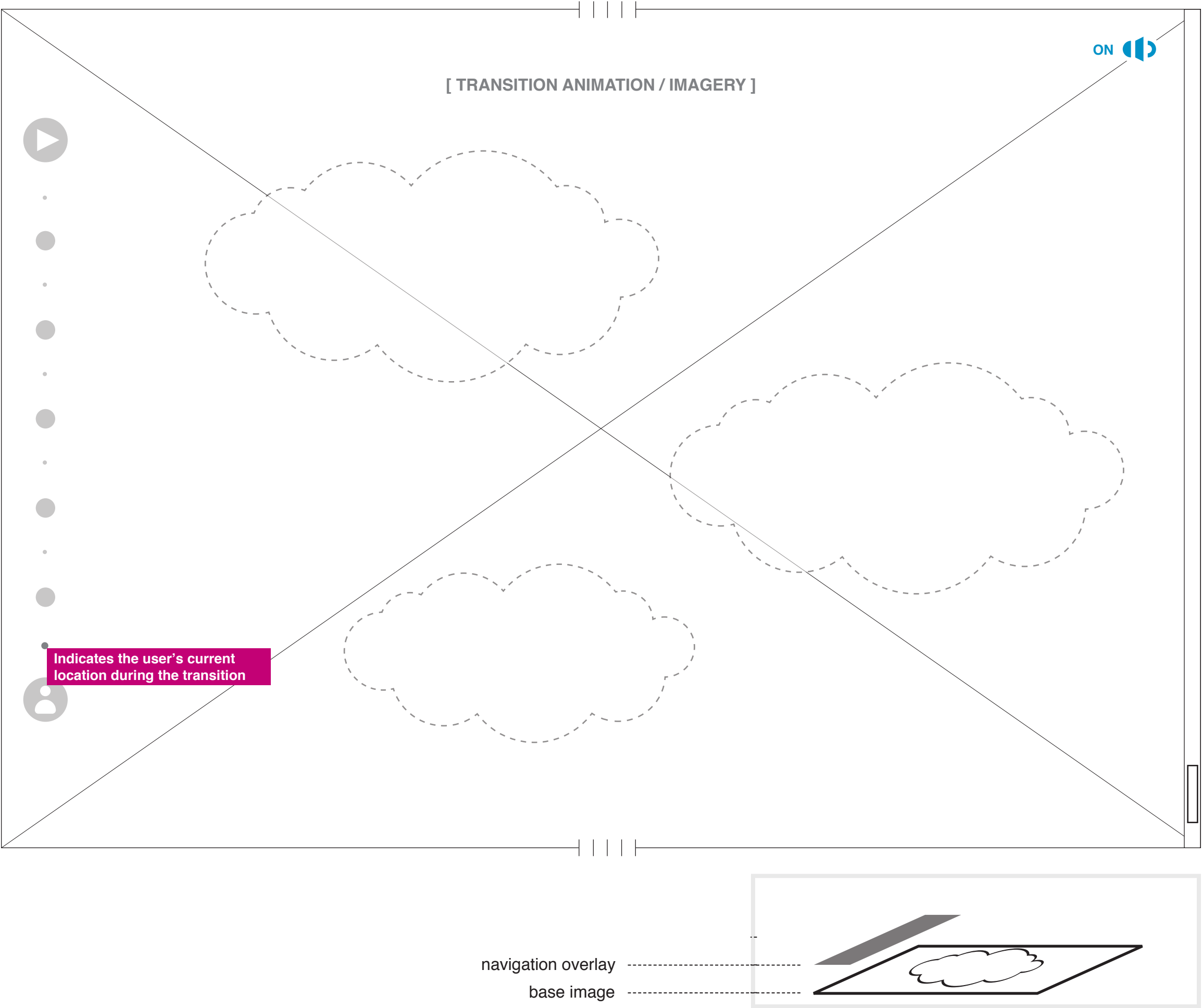
If the user clicks the “Watch Video” button, the site shifts and the user is presented with a video window. After the video has played, the user simply scrolls down to continue.

Idle animations occur to encourage user interaction.

Image loops, for ex: clouds, occur from right-to-left to encourage users to scroll down/click to watch the video to the right. (The direction of the image loops is based on the direction the silhouette is facing.)

Voice-over will be taken from the Anthem film and be queued by the section and user progress.

Looping music continues.



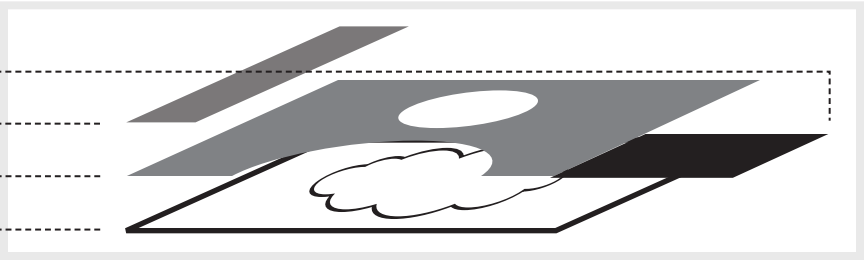
24 Transition to Social Links

We will use imagery from the Anthem film to help us transition from one view (content topic) to the next.

Looping music continues.



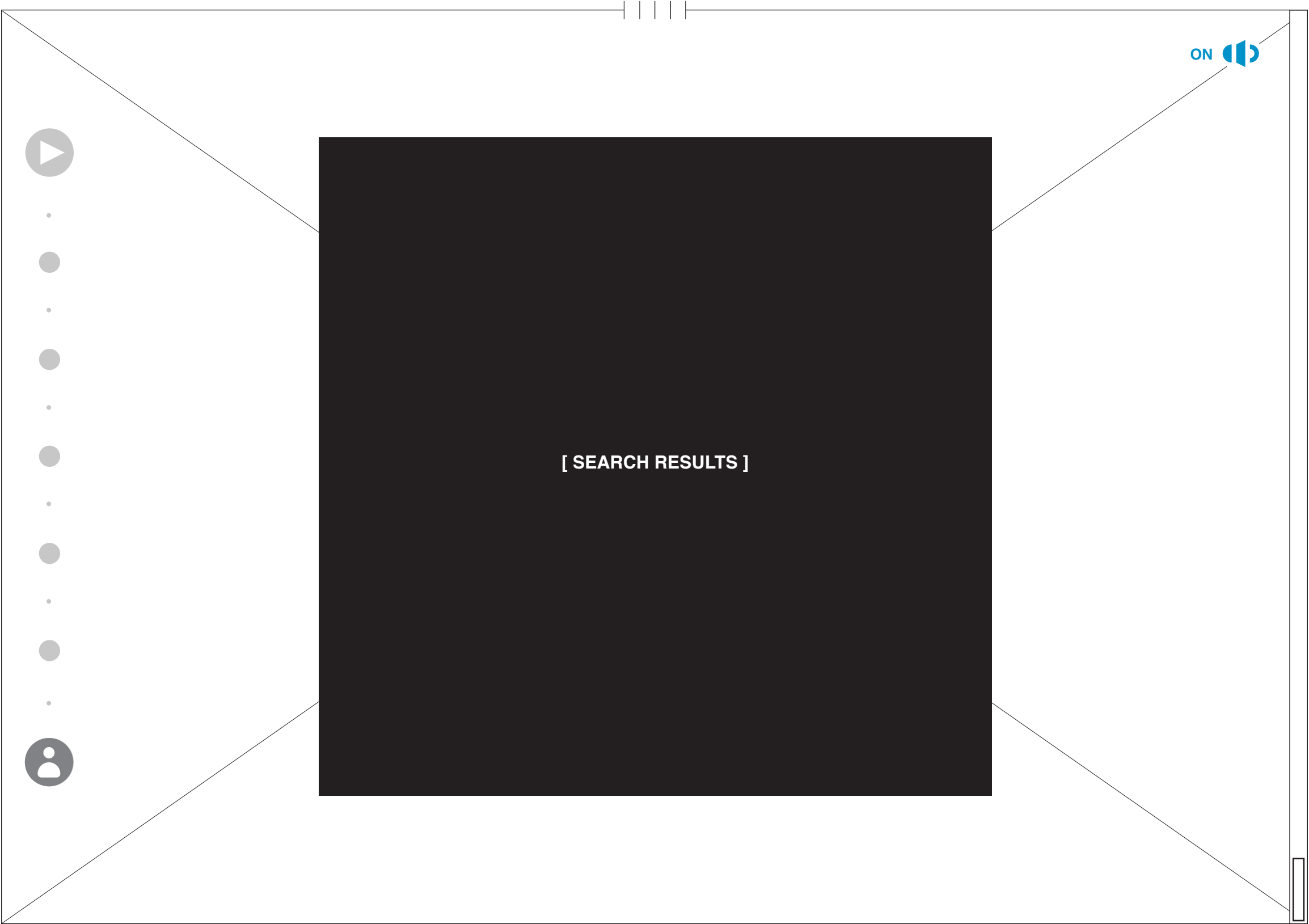
textbox overlay
navigation overlay
silhouette overlaying images
base image



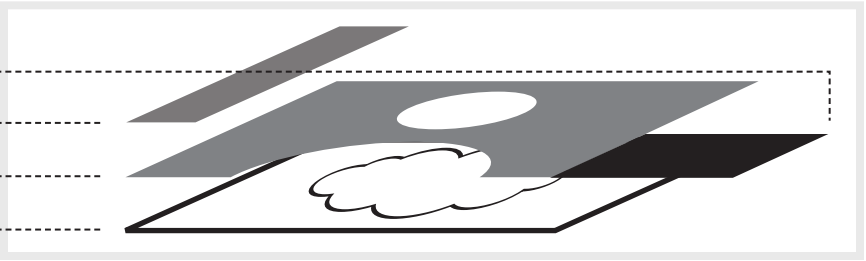
25 Social Links

“F.A. Locator” and “Follow Us”.

May include silhouette, trees, and/or other.



textbox overlay
navigation overlay
silhouette overlaying images
base image



26 “Find a F.A” Results

After inputting the required information to search for a F.A., a Search Results page appears.