

STORYBOARD

Group 3

Main Idea

The concept of the interactive animation is to shortly summarize the mood of the 1961 movie Yojimbo. The user will enter an ancient Japanese atmosphere, following the protagonist into a little town. Here the protagonist/user will encounter several hostile samurai gang members. To solve this conflict, the protagonist will have to act and fight in true samurai style. The story will include all parts of the narrative curve.

Message

“Fight for your samurai honor, and don’t disappoint the dragon. “

Genre/Mood

Epic & Heroic, Action, Gang-Violence

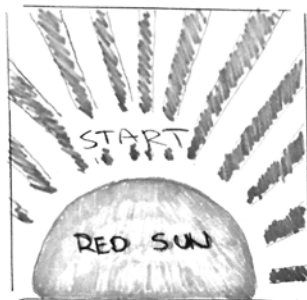
Interactive and Dramaturgic Elements

The animation will feature an authentic atmosphere, being drawn in classic Japanese style. The red circle will function as a big interactive start button, which then transform into the Red Rising Sun, clarifying the Japanese setting. The setting is supported by soundtrack from the Yojimbo movie, and background images

of a typical ancient Japanese landscape. To make the teaser exciting and interactive, we make the user act, to make the protagonist solve his conflicts.

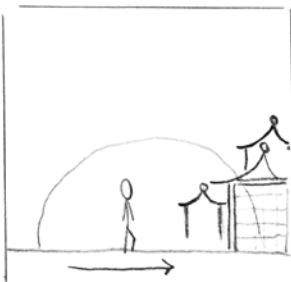
BACKGROUND MUSIC: YOSIMBO SOUNDTRACK

" STORYBOARD "

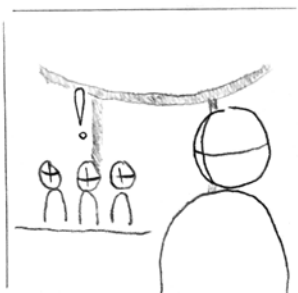


RED SUN RISES AND EXPANDS

TRANSITION: SLIDE UP



YOSIMBO WALKS INTO TOWN



YOSIMBO MEETS SOME BAD GUYS



CONFLICT / PONR



YOSIMBO FIGHTS THE BAD GUYS



YOSIMBO WINS BUT FACES MORE BAD GUYS.