

STYLE

I chose the style of Limbo, because of its surrealistic and creepy atmosphere which fits to my story very well.

TEXTURE

The most elements will have solid color-filling, but I will add shadows and gradients to some objects.

Main characters and objects will be plain and clear and the background will be blurred and misty.

SHAPES AND CONTOUR LINE

The whole scenery has the main elements (small, well detailed, smooth lines) and the background elements (big, rounded edges, lack details). There will be no contour lines in the animation.

COMPOSITION

Centered or "rule of thirds".

CHARACTER

Eyes: big, no pupils, asymmetric.

Hands and feet: disproportional, 5 fingers/shoes.

Body: disproportional, rounded, big head and small torso, long arms and legs.



COLOURS:

For the animation I will use black-and-white colour scheme, but there will also be a little surprise in the end, which will be colourful.



TYPOGRAPHY

AMATIC SC AMATIC SC

DESCRIPTION OF THE IDEA

THE IDEA

The character is alone in the dark and misty forest (twisted mind symbol), she is sad and a little bit scared, but calm at the same time. She is tired of feeling abandoned and lost and that is why she finally decides to move forward. She will face dangerous obstacles on her way, but it will not stop her. The last obstacle will be a withered giant flower. The character will feel puzzled at first, but then she will water the plant, which will give her a heart-shaped fruit (the symbol of life, love, kindness and peace) to thank her. When the character will take the fruit, everything instantly would become colourful and peaceful.

THE MESSAGES

- 1) Be brave, trust yourself, follow your path.
- 2) Be kind and helpful, love yourself and the others. Take care of your heart.
- 3) Your thoughts and feelings can create the world around you.

GENRE/MOOD

Beginning: sad, gloomy, scary

Ending: peaceful, full of hope.