

WEEK ASSIGNMENT

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

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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.

FRAME 1



SOUND:

No sound.

TIME:

3 s.

ACTION/PLOT:

The character is alone in the forest, she is a little bit scared, but decides to move forward.

INTERACTION:

No interaction.



FRAME 2



SOUND:

No sound.

TIME:

5 s.

ACTION/PLOT:

The character is walking towards the flower.

INTERACTION:

No interaction.

FRAME 3



SOUND:

No sound.

TIME:

1 s.

ACTION/PLOT:

The character finally sees the flower.

INTERACTION:

No interaction.

FRAME 4



SOUND:

No sound.

TIME:

2 s.

ACTION/PLOT:

The character is shocked because the flower is alive.

INTERACTION:

No interaction.

FRAME 5



SOUND:

No sound.

TIME:

1 s.

ACTION/PLOT:

The character is totally in shock because the flower looks scary and it looks like it wants to eat her.

INTERACTION:

No interaction.

FRAME 6



SOUND:

No sound.

TIME:

1 s.

ACTION/PLOT:

The flower is giving the heart to the character and she is looking at that.

INTERACTION:

No interaction.

FRAME 7



SOUND:

No sound.

TIME:

4 s.

ACTION/PLOT:

The character notices that that world around her became colourful.

INTERACTION:

No interaction.

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

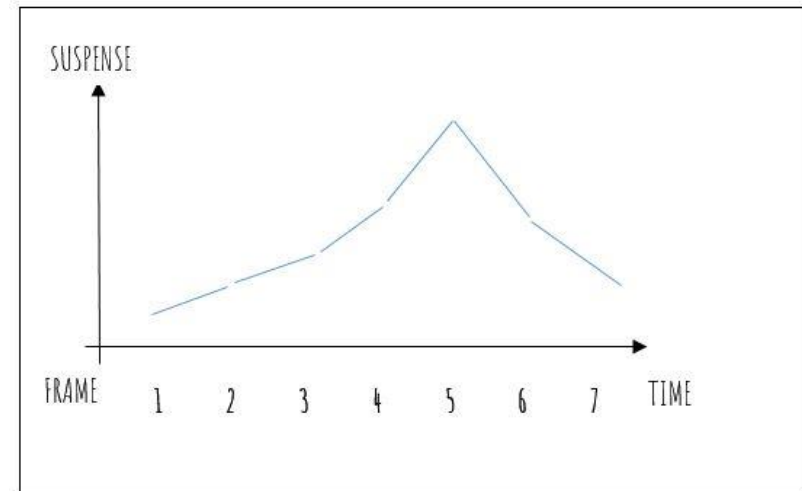
Ending: peaceful, full of hope.

ANALYZED WITH THE NARRATIVE CURVE

PRELUDE: Character standing.

POINT OF NO RETURN: Character decides to move forward.

ACTION: Character walking.



RISING ACTION: The character finally sees the flower. She is shocked because the flower is alive.

CLIMAX: The character is totally in shock because the flower looks scary and it looks like it wants to eat her.

FADE OUT: The flower is giving the heart to the character and she is looking at that. The character notices that that world around her became colourful. The character is calm and pleased and standing still.

WORKSHEET/ ALL CHARACTERS (FRONT)

THE GIRL



THE FLOWER



STORY NAME: the flower.

CHARACTER NAME: the girl

WHAT DRIVES THE CHARACTER: the character wants to escape creepy forest.

CHARACTERS MAIN GOAL:

to escape the forest and to find the right path.

CHARACTERS FRIENDS AND ENEMIES: the flower is the enemy and the friend at the same time.

WHAT IS AT STAKE: the way from the forest.

WHAT THE CHARACTER NEEDS TO FULLFILL THE GOAL:

the character needs to go further and to take flower's heart to become alive again.

CHARACTER NAME: THE GIRL

PHYSICAL

GENDER: FEMALE

AGE: 12 Y.O.

HEIGHT: 1 M

WEIGHT: 20KG

EYE COLOR: WHITE

HAIR COLOR: BLACK

DISTINGUSHES MARKS: THE BOW

ILLNESS: NO ILLNESSES.

STRENGTHS: COURAGE

WEAKNESS: COWARDICE

BUILD: SMALL, ROUNDED

SOCIAL/FAMILY

PARENTS: ORPHAN

SIBLINGS: NO SIBLINGS

MARITAL STATUS: SINGLE

RELATIONSHIP: SINGLE

PETS: NO PETS

FRIENDS: THE FLOWER

ENEMIES: THE FLOWER

ETHNICITY: BELONGS TO NOWHERE

EATING HABBITS: SWEETS

WORKSPACE: SCHOOL GIRL

IMPORTANT ITEMS: NO ITEMS

ACCENT: DOESN'T SPEAK

LIVING SPACE: NOWHERE

CHARACTER NAME: THE FLOWER

PHYSICAL

GENDER: NO GENDER

AGE: 1 YEAR

HEIGHT: 2 M

WEIGHT: 2KG

EYE COLOR: WHITE

HAIR COLOR: NO HAIR

DISTINGUSHES MARKS: THE HEART

ILLNESS: NO ILLNESSES.

STRENGTHS: BIG

WEAKNESS: DIES AFTER GIVING THE HEART TO A GIRL

BUILD: BIG, ROUNDED

SOCIAL/FAMILY

PARENTS: SOME OTHER FLOWER

SIBLINGS: NO SIBLINGS

MARITAL STATUS: SINGLE

RELATIONSHIP: SINGLE

PETS: NO PETS

FRIENDS: THE GIRL

ENEMIES: THE GIRL

ETHNICITY: BELONGS TO NOWHERE

EATING HABBITS: MOON LIGHT

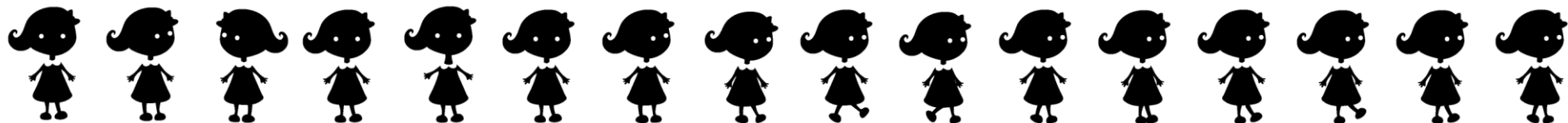
WORKSPACE: NO WORK

IMPORTANT ITEMS: THE HEART

ACCENT: DOESN'T SPEAK

LIVING SPACE: NOWHERE

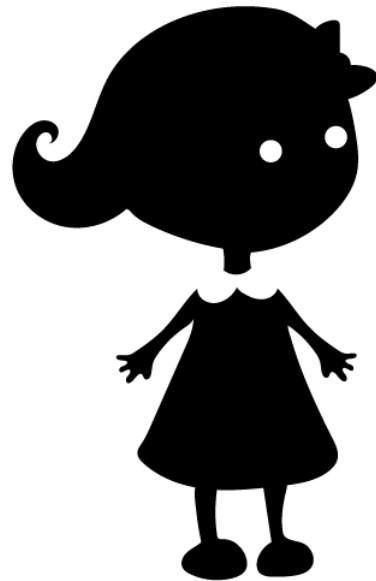
THE GIRL SPRITE SHEET



THE FLOWER SPRITE SHEET



CHARACTER SHEET



LINK TO ANIMATION

[HTTP://WWW.EINYLUNE.EU/FLOWER/](http://www.einylune.eu/flower/)