The Monster in the Jar Notes:

Jessica’s version:

“Alice is in bed. Mom kisses her good night before getting up and walking over to the door. As she walks, you see moving boxes around the room and a dream jar on her nightstand.”

Alexis - I like the nonverbal establishment of a good relationship between the mother & daughter here.

“The girl closes her eyes to sleep contentedly.

The nightlight starts buzzing and flickering, waking the girl, before going out. The boxes in the room create large, menacing shadows-“

Alexis - If she already has the jar, it feels odd for her to have an unexpected adventure into it here. If she discovered the jar, we would need to see that, you know?

Casie - What is a dream jar?

Sierra - I like this and I think that having moving stuff everywhere is a great way to tell the audience whats up without having to set up a whole scene for it. Saves time

Nathan - Maybe add some scary visuals when the girl is in darkness that go away when she is no longer scared at the end.

Alexis - Rather than the light going out, perhaps it is non-powered, and it stays lit as the monster takes it. Otherwise, everything should already be shadowed, so no big menacing shadows would be created. If the light stays on, that would easily stay consistent with shadows becoming larger and more intimidating, as the lower to the ground that the light is, the higher the shadows are cast.

“crack on the floor”

Sierra - Broken glass around children noooooo

“A monster jumps out of the bushes in front of her and tries to scare her by hissing and jumping around like a cat. The girl stumbles backward and falls, scratching up her hand, which makes her pony-bead bracelet jingle. The sound piques the interest of the monster and he goes to investigate.”

Alexis - It feels a little odd to have the monster acting this hostile. I feel it may detract from the message of the story.  
  
The bracelet adds a point of contention, but I also feel it is superfluous to the point of the story.

Sierra - I feel like having him jump at her unprovoked is a bit lose in narrative

“The girl raises her hand (with the bracelet) to protect herself from the monster.”

Sierra - This could be great where the reason the monster approaches her is he spies whatever her trinket is

“She points at it excitedly making the creature look at it. He knows how to get to it and scurries forward before looking back at the girl.”

Sierra - Her emotional 180 is a bit much, She should be thrilled with the monster and he should realize she’s still terrified, putting him in like a comfort dog role

“She follows him into the forest.”

Nathan - I like how the monster is like a guide.  
I would recommend looking up the Hero's Journey and applying that to the story.  
  
[https://en.wikipedia.org/wiki/Hero%27s\_journey](https://www.google.com/url?q=https://en.wikipedia.org/wiki/Hero%2527s_journey&sa=D&ust=1611002444568000&usg=AOvVaw15rJyNk0qMZnZ5mJY6E-W0)

“The monster grabs a branch of berries nearby and trots into the darkness.”

Sierra - A moment where she feels betrayed or alone could be impactful

“licks the girls face, messing up her hair and nuzzles her.”

Casie - This would freak me out I was her.

“no longer scared of the monsters in the dark. She and her monster friend continue onward.”

Casie - Glad she not afraid anymore.

**“EXT MUSHROOM TOPS – NIGHT”**

Casie - Tbh, I am not a huge fan of the glowing mushrooms. To me, it does not make sense and doesn't fit. I like that she trust the monster. I just do not think the mushrooms fit to bounce her back home. Not feeling it. Just my opinion

  “massive glowing, mushrooms”

Alexis - If there are glowing mushrooms, it may be confusing why the monster wanted to steal the girl's nightlight when he could just gather mushroom instead. We'd need to establish a reason why he can't use the mushrooms for light, like maybe they stop glowing when picked or something.

“The monster hops back easily, then does little hopping motions to show the girl that she needs to jump. She looks up at the sky and sees that she is so close to where her nightlight is. She takes in a breath”

Sierra - We can have a mushroom forest but this is a time eater without plot contributing, which is a shame because it would look awesome but its not helpful

“The monster flies over to the nightlight and excitedly flies around it to show her that”

Alexis - It'd be interesting if the monster could fly. I may have missed it if we discusssed that in the group before. But one thing to keep in mind is that animating flying is notoriously difficult because of how you have to account for physics, or else it will look very floaty and not right. If we go this route, we will want to be very careful with that.

Casie - I do not remember him being able to fly either...  
I would rather not have him fly. I definitely saw him as more cat like, creeping around/ slithering.

“She realizes that she was able to overcome her fear, this time, without help and feels proud of herself. She pets the monster, kisses his head, and offers the bracelet to him in friendship.”

Sierra - I want to point out that in this story the girl doesn't really influence her own story, its more just a much of things happening to her, which isn't necessarily bad but there is no build up to her change of heart, she also doesnt need fall for the 'ive been left behind' bit after they already did it. It might be more impactful for them to accomplish a task together. She maybe needs a few false starts at bravery so it builds up to her brave moment. Also whats happening with the nightlight seems a bit random and vauge

“The jar still broken, but not glowing”

Casie - I don't like that the jar is broken and not glowing. Takes away from the magic for me

“The only thing different is that she doesn’t have her bracelet, indicating that what happened did happen.”

Sierra - Does she know the jar is where the magic land was? I'm not sure I like that its broken haha, I like the idea of more adventures

**“The End”**

Casie - This seems more than 2-4 minutes film length. May be tough to complete this long of a short film

Casie Version:

“Scene opens with Chloe sitting on her bed. Boxes are piled around the room. A photo of Chloe and her father holding his shield and sword is hung up next to her bed. His shield has a beautiful sigal/symbol on it. Her shield, without a symbol, is hung up above her bed. Her night stand is next to her with a jar on top of it. Next to the jar is her battery power “knight light”, a shield she uses to keep the darkness away.She looks out the window and watches as the U-Haul drives away.”

Jessica - I like the quick setup of her moving with the boxes being in the scene. The Uhaul truck isn’t necessary in the way you setup the scene. Why is there a random jar on her nightstand? Why would it be there?  
  
The time period seems to be rather confusing as well. The sword and shield make it sound as if it is medieval times (which could work, I’d just have to change the character designs), but the picture, nightlight, and Uhaul make it modern which makes it confusing.  
  
Modern day knights don’t have swords and shields (Sir Ian McKellen, Sir Paul McCartney, ect.) If we want to do something like what Onward did, I feel like it’d be difficult to convey that it is modern day but fantasy.

Alexis - The way I am picturing this is if the girl is obsessed with medieval fantasy, perhaps having a themed room (though after a move, that might be hard to show, since all her decor might not be unpacked yet).

“Cloe is in bed. Attempts to sleep without knight light. Too scary. Chaos. Shadows are intense, noise scary, and not able to sleep. She turns on her battery powered shield and the light shines on her, her photo of her and her dad, her shield over her bed, and the jar on her dresser. She is able to drift off into sleep because of knight light.

The jar on the dresser begins to have a glowing swirl inside. Shakes, and a tiny hand comes out of the jar, and the monster peeks out. The monster creeps/slithers out it’s jar and a mist fills the room. He slinks over to the knight light, picks it up and smiles with big eyes.

Chloe snores/makes a sleeping noise. Monster whips head and sees her.

He firmly hugs the knight light and creeps back into his jar.”

Jessica - Why is she attempting to sleep without the knightlight? Maybe she has it on initially, but as she stares at the picture or shield of her dad, decided to try to be brave and turns it off, only to realize that she needs it to be on. Then she’d be ashamed of herself?

Nathan - I like how she tries to sleep without the light first.

Sierra - Might work if she already was using it as a light sheild and tried turning it off as a test of bravery, The sheild could be very cool

Alexis - Is the jar something she already posesses in this version of the story or did she find it? If found, we'd need to show that somehow

Nathan - Maybe have Chloe wake up a little and see the monster creep back into the jar with her light and then she wakes up with in a shock just before the light disappears in her room.

“The light is gone. The light in the room implodes and all that is left is darkness. Chloe bolts awake, terrified of the night/dark. The shadows grow into menacing shapes. She can see the monster’s glowy footprints across her night stand and into his jar. The mist grows thicker and encircles her and she starts to be pulled toward the jar. Grasping to the bedpost, she manages to grab her shield as she is pulled into the Monster’s jar.

The room is quiet, still and dark.”

Jessica - Why would the light in the room “implode”? Wouldn’t it just be suddenly gone?

Alexis - I think this would require some trigger (other than light) to wake her if she has fallen asleep. Are you envisioning a sound when the light goes off?

Sierra - Visually this could be awesome, having her head to the jar might be her first try and bravery though

“Chloe falls to the ground. Looks around and scurries to her shield. She holds it close;cowering. She looks around at this new world. Scary. Menacing shadows, scary noises, not light. Only light can be seen are the glowing footprints of the monster’s trail

and a shimmering faint light in the distance. She stands up, shield in hand, cowering and follows the monster tracks.”

Jessica - Why would she need to scurry to her shield? Wasn’t she hugging it to herself? I also like the light trail.

Sierra - Love the idea of a visual scene where our character is out of depth and only their little light is keeping them safe. Could look very cool

Alexis - I like the visual of some sort of light trail. my mind pictures almost... glitter that fades over time

“Chloe grips her shield as she walks forward.

She comes to a giant rock and sees an enormous, distorted monster shadow. She is afraid! She puts her shield up and drops to her knees, hiding behind her shield. The light flickers and turns off. Darkness overcomes the forest. The noises become louder. She finds the courage to  put her shield to the side and creep around the rock. There she finds the little monster terrified and curled up with her knight light shield.

She realizes he is not scary. He is scared. She touches the monster’s back. He flinches. She shows him her shield. He looks at the shield he is holding. She is a good knight, like her father and the knight light. Her shield takes on the symbol/sigil of her father’s shield. It is glowing. She is not afraid. She can be brave.

The shadows become normal. The mist lessens.  The stars come out. The noises turn to cricket noises.

She must go home. The Monster shows her the way. The path is no longer scary. Her and her monster friend have shields. They are brave. She stands tall with her new sense of empowerment. Her and the monster make their way back to Chloe’s home.”

Jessica - Why would her showing him her shield make her a good knight? And why is the knightlight a good knight?  
  
Why is the monster showing her the way back? Are they friends now? How does it show that they have become friends?

Sierra - Maybe a battery falls out or something?

Alexis - This moment of empathy is very powerful. I think it's an excellent moment of character growth.

Sierra - If we go this way it would be awesome to have her see her dad silloutt in her shadow to show what she is thinking

Sierra - Very excited for our characters to become friends. Guiding is a good idea

Chloe and the monster have returned to her room. The room is misty from the return. She proudly hangs her shield over her bed, her own sense of power. She removes the  batteries from the alarm clock/another toy on her night stand and puts them in the battery powered knight light. She looks at her father’s picture, her shield and back to the little monster. She gifts him his own shield, the knight light. He crawls back into his jar and falls asleep with his shield. We can see his happy sleepy face.

She crawls in bed, and falls asleep. She is not afraid.

Room is dark. Shadows are normal, noises are crickets. The glow from the jar and shield blend and shine a faint light over Chloe, the picture, and the Monster in the Jar.

Jessica - Is the knightlight really small or is the jar really big? How does the knightlight fit in it?  
  
Overall interesting story, I feel like there should be a bigger adventure to make her overcoming her fear more triumphant and to create a bigger pay off.

Sierra - Does she get a actual sheild and is it different from the knightlight?

Alexis - In this, I'm picturing the light leaned against the jar, where we can see the monster curled up inside, which I think would be super cute.

Sierra - Very sweet and we could use some cool medieval style music and such, there are a few things to smooth over but the being brave bit is great. Maybe we could have it be her mother as a night to vary from the default, reminds me a little of the old Road to Camalot movie haha

Sierra Version:

**Room with wooden floor and boxes as signs of moving. Many unpacked items and dim light from one uncovered lightbulb that creates a ‘looming’ effect with many shadows that seem to shift. Against the far wall is a bed that seems small and the girl in the bed seems even smaller to highlight how out of control Girl is.**

Jessica - Looking really small is more of a scared feeling not really an out of control feeling.

Casie - Like showing the girl's lack of control through scenery

Girl huddles under blanket and holds a plastic wand toy to her chest, breathing a sigh of relief when she hits the button and it glows, fending off shadows that seem to be drawing closer. Behind her Girls mother sits on the bed in the dim light, she smiles and tries to tuck hair beind her daughters ear but girl curls around her light and away from mom with an upset face.

Moms face changes to sad/hurt and she looks around helplessly at the cluttered unwelcoming room and back to her daughter. She smiles sadly and stands up to kiss her daughters forehead. Girls face loosens into less angry face but she still looks sad and doesnt face her mother.

Jessica - Why is the girl upset? Is she normally a brat? I get that it is probably from the move, but I don't feel like it's shown very well. Also, why would the girl be scared with the mom there? Unless mom is abusive? She shouldn't be fearful unless she is alone and without light.

Nathan - Love the idea of the light being a toy wand

Casie - Love the wand idea

Alexis - I love the idea of the wand being the lightsource, but perhaps it could be introduced this way:  
  
"The little girl and her mother enter a dark bedroom from a lit hallway. The light from the hall illuminates moving boxes. The little girl is hiding just slightly behind her mother's leg. Her mom leads her to the bed, tucks her in, then opens a moving box and digs around until she finds the wand. The little girl's expression becomes slightly more confident when she sees the wand. The mom waves it around in demonstration, before she turns it on, and lights up the dark room with a warm glow. She then hands the wand to her child, who grasps it tight and snuggles into her bed. The mother kisses the girl goodnight, and leaves the room.  
The girl starts nodding off, which causes the wand to slip out from her hand, and it falls to the floor, where the jar (located perhaps under the bed), now opens as the monster spies the wand. The thud of the wand startles the girl awake, and as she leans over to see it, she sees it disappear under the edge of the bed. She climbs down and peeks under the bed, seeing the wand being pulled towards the jar, and she tries to squeeze under to follow, upon doing so, she enters the fantastical world inside the jar."  
  
I feel this can show that the girl is turning to someone she trusts for help instead of having her angry at her mother. This establishes a good example that the little girl can emulate to comfort the monster later in the story, exemplifying the message of overcoming fear.  
It also establishes the moving as a story aspect without dialogue (which I believe Jessica wanted to leave out? correct me if I am wrong), which I think streamlines it a touch.

Casie - Shows the girl is thinking about it. Sweet, and innocent. Like.

Casie - Love this concept and quote

Nathan - If we do do more voice acting then I think this is a good line to keep

“We cannot see inside jar but we see lid unscrew itself and slide back. Eyes glow out of the jar.

Camera turns to close up on light up wand keeping shadows at bay.

Monster head pops up out of jar in excitement and after a moment of glancing around darts for the bed/wand while dodging shadows.”

Casie - Like this visual

Casie - Cute and can picture it

Jessica - I don't care for the idea that the monster steals the light. If we want to make him a guide for the girl, he can't be the antagonist as well. We have to pick one or the other.

Cut to girl going to pull her wand closer while she sleeps but her arms are empty. Confused she sits up in panic and looks around.

Jessica - She was asleep. She wouldn't wake up from her toy being gone. Maybe from a loud noise? Maybe the monster drags the wand over the bed and it clatters to the ground, waking her?

**“Somewhat like the running through the forest scene in Snow white. A forest scene but everything is exaggerated, trees are massive, stones are huge and sharp. Colors are muted in a blue way that implies night time but still leaves characters visible and light is exaggerated from the wand in bright colors. It seems like there are faces and grabbing hands.”**

Jessica - Do we want the forest to be creepy? I think the girl being in an unknown place is scary enough.

“10 - 20 second scene of back and forths for the wand, the Monster seems to be trying to drag it someplace  while both try to avoid the dark and stay in the light.”

Jessica - Why is the monster scared of the dark. He is a nocturnal creature and lives in this land normally. He shouldn't be scared of something he is accustomed to.

Alexis - I like the realization of a common cause here, and I'd love to incorporate a moment of the girl's character development towards becoming empathetic and reassuring to the monster. (before she jumps in front of him to defend him)

Casie - The wand lights up very bright and startled, the Monster drops it and it turns upside down, reducing the light to a thin glow. Shadows dodge forward immediately. Girl swallows desperately and looks around before dodging forward, Monster curls around wand and Girl dives in front of him, arms flung out and closes her eyes, terrified.

Jessica - Monster shouldn't be scared of the dark. He is nocturnal.

“After a moment she opens her eyes, scared. The monster has lifted the light and it illuminates the forest which suddenly doesn not seem so scary and is filled with recognizable shapes and features.”

Casie – cute

“( *This would illustrate realizing your fears cant hurt you and suddenly she sees things as they really are)”*

Casie - Good point to story

Jessica - You shouldn't need parentheses to show this concept. You should just be able to show it.

“There is a brief cut to the jar in her room which glows on the floor.”

Casie - Like the back to room view, then back to monster scene. Ties it together. Reminds us that she is on a journey/adventure and her room is waiting for her when she is done

Jessica - I think it takes out of the adventure unnecessarily. We know she is on an adventure. We know that this is some sort of in the jar adventure thing.

“The wand casts a glow all around and small creatures emerge from the forest, delighted by the light. Girl realizes why Monster stole the light, he was being brave for his friends.”

Casie – So sweeeeeet!

Alexis - Showing realization can be difficult. This may take some heavy thought to really nail down if we take this direction.  
  
One other thought, if we include friends of the monster, we are adding a significant amount of design and animation work, unless they all look like the monster.

“Monster makes eye contact with girl and looks at wand. HIs shoulders slump, he knows that the wand isnt his. The girl looks at the darkness where the glow doesnt reach and then at the happy faces of the Woodies. She reaches out a hand and Monster looks sad but instead she pets his head.”

Jessica - Why would the monster feel remorse? He knew from the beginning that it wasn't his. The girl didn't help him or befriend him, she simply followed him. If they became friends, than I could see him feeling guilty about stealing the light.

“Sleepily girl opens her eyes and her room is not as scary as it seems before. She yawns and closes her eyes.”

Casie – She is brave!

“Across the room the jar glows.”

Casie - fun tie back to monster with the wand