

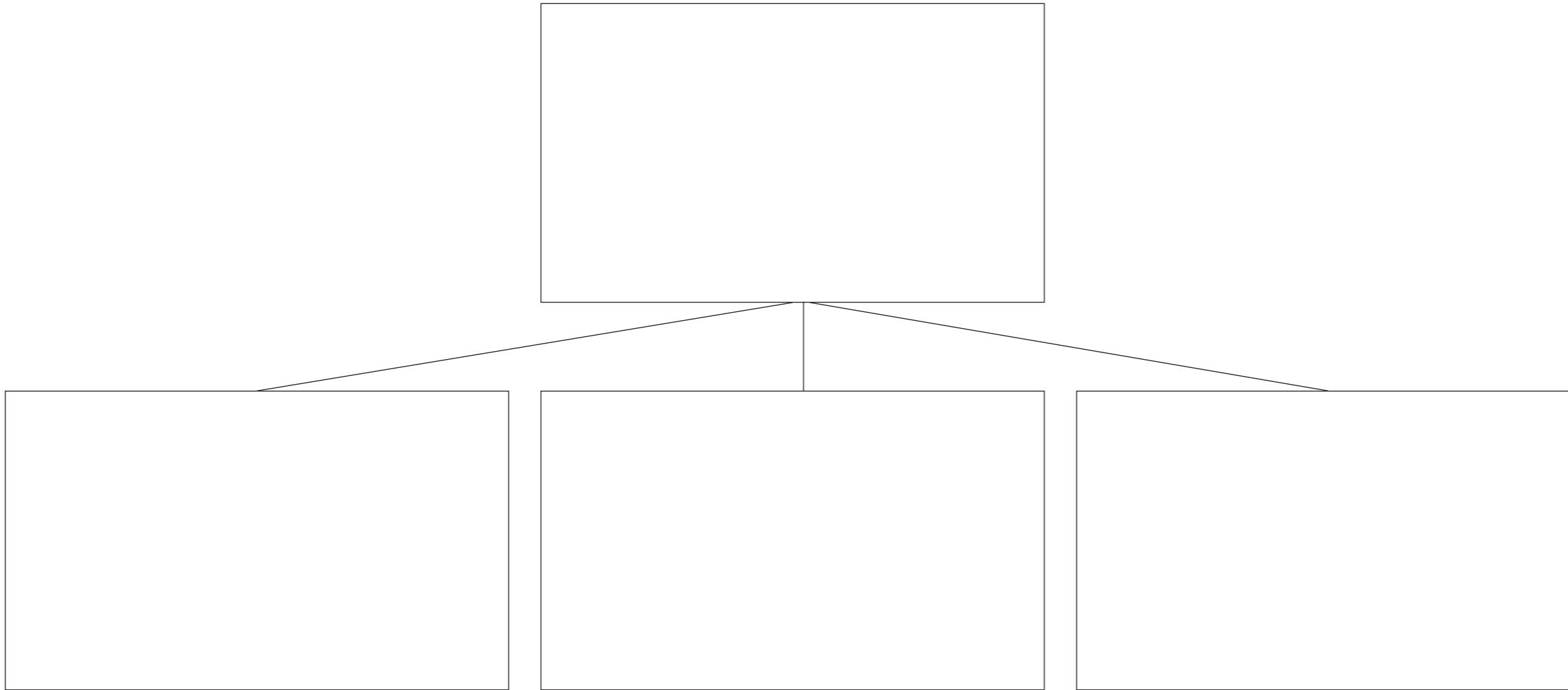
ASSIGNMENT 2.2.2

"FUTURE OR PRESENT"

by Damir Ozellilovic

Storyboard - Animation //KEA

Frame

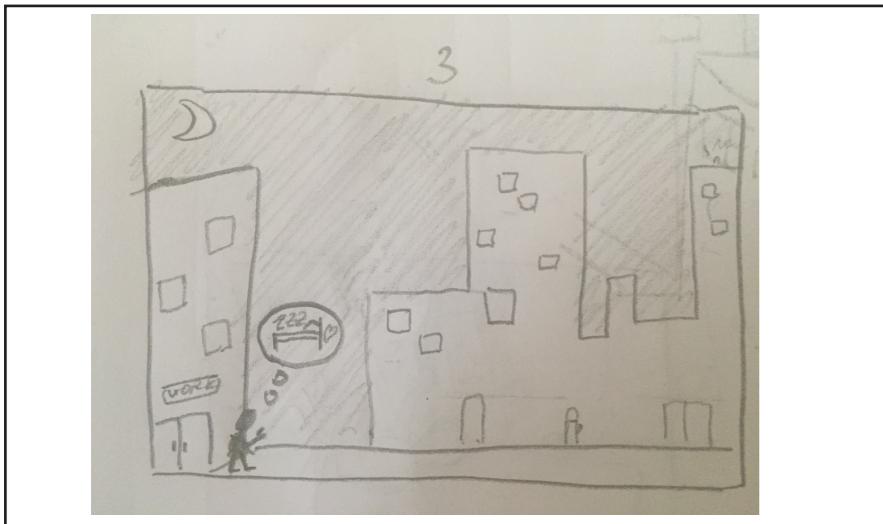


Title Frame



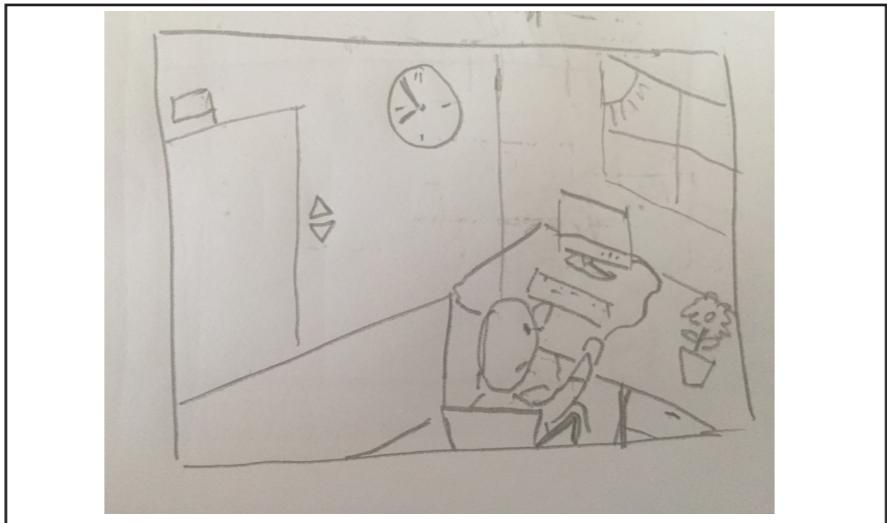
Action/Plot	Sound
Interaction	Time
click "start"	until user clicks start

Frame



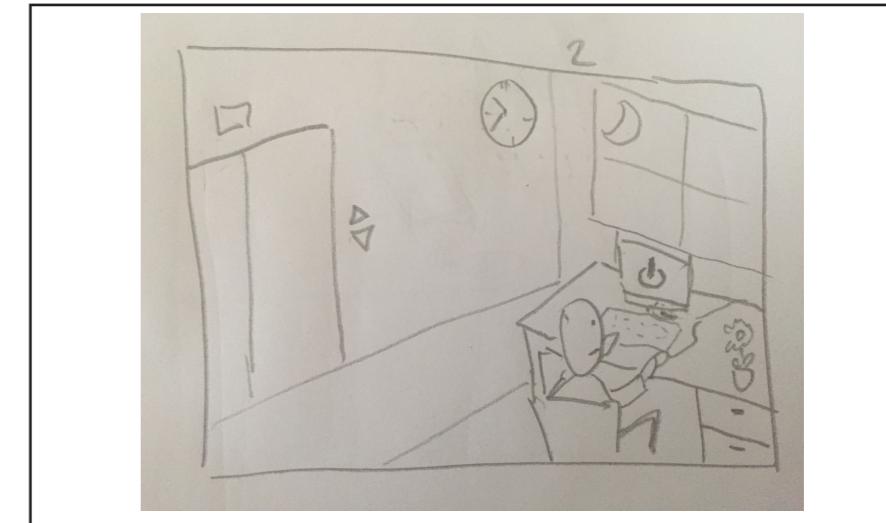
Action/Plot	Sound
our character is on the street , wants to go home to get some sleep	background theme music
Interaction	Time
	3-4 sec

Frame



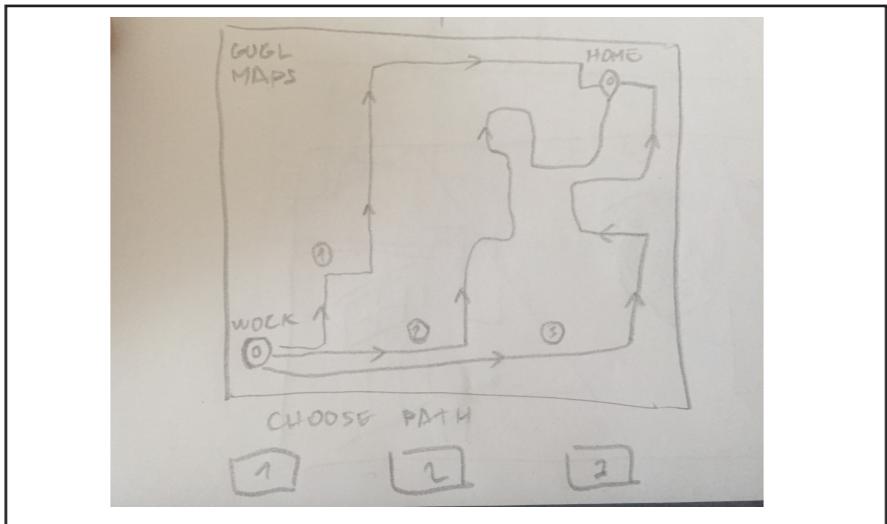
Action/Plot	Sound
"the Guy" is working	Background theme music , birds
Interaction	Time
	3-4 sec

Frame



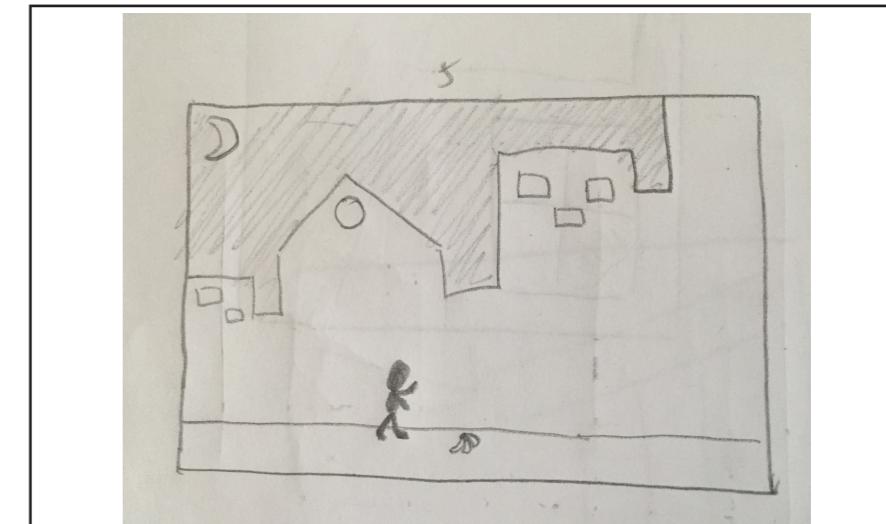
Action/Plot	Sound
our main character is still working and the night has come	Background theme music
Interaction	Time
	3-4 sec

Frame



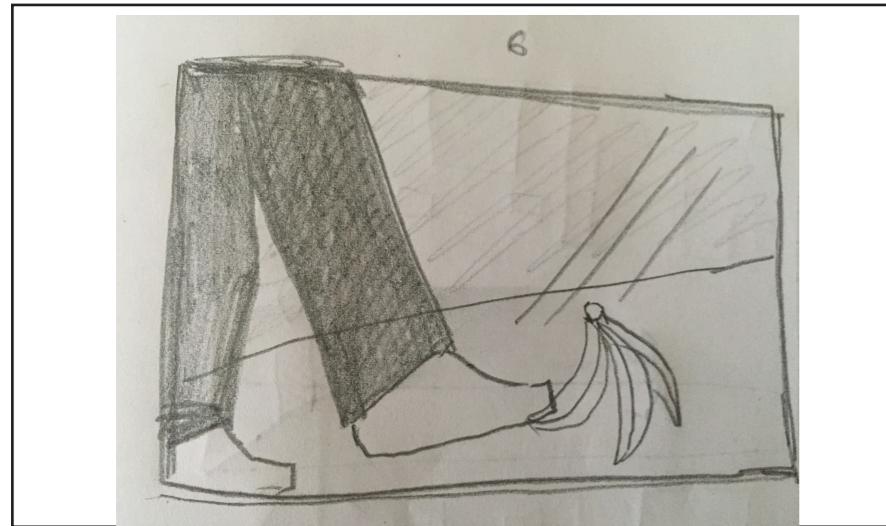
Action/Plot	Sound
"the Guy" opens navigation on smartphone to find best way home	
Interaction	Time
user needs to choose one one path	until user chooses path

Frame



Action/Plot	Sound
Main character is on his way home	background theme music
Interaction	Time
	7-8 sec

Frame



Action/Plot

"the guy" slips on banana

Sound

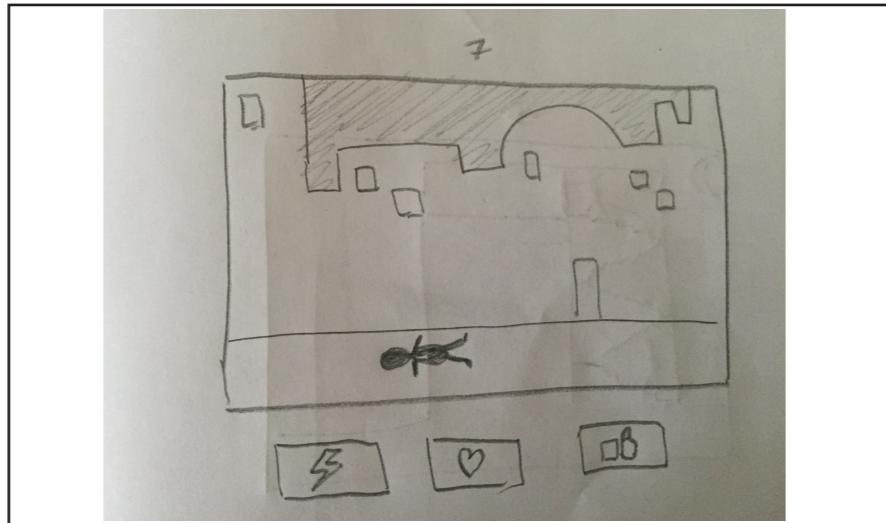
sound of character hitting ground

Interaction

Time

3-4 sec

Frame



Action/Plot
while our character is on
the ground you need to
give him energy by
clicking heart

Interaction

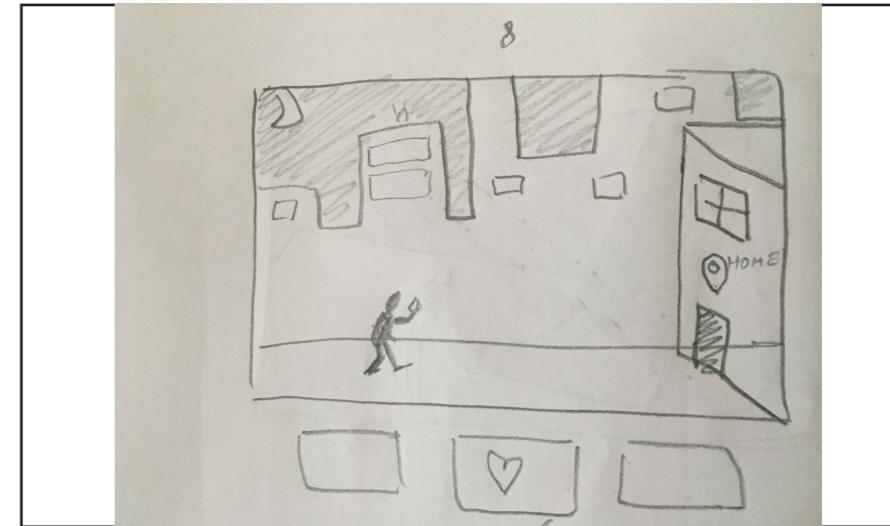
click "heart"

Sound

Time

until user clicks

Frame



Action/Plot

character finds his building

Sound

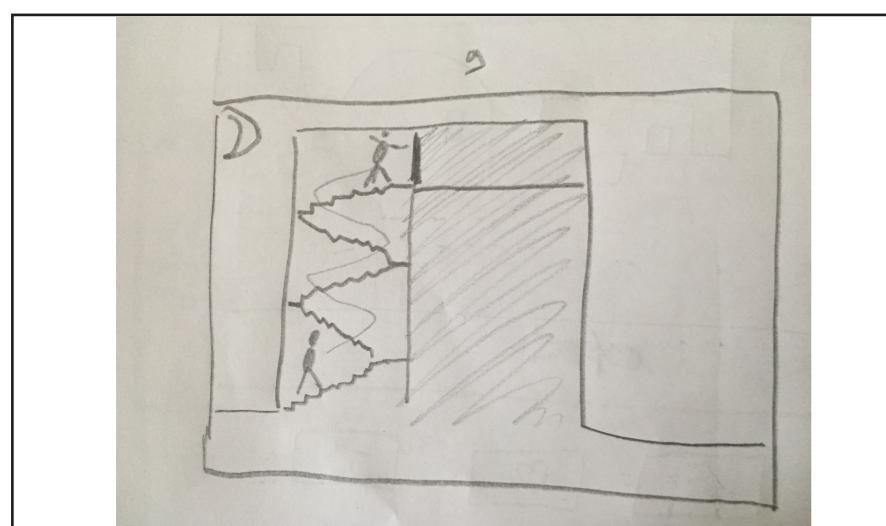
background theme music

Interaction

Time

3-4 sec

Frame



Action/Plot

"the Guy" gets upstairs

Sound

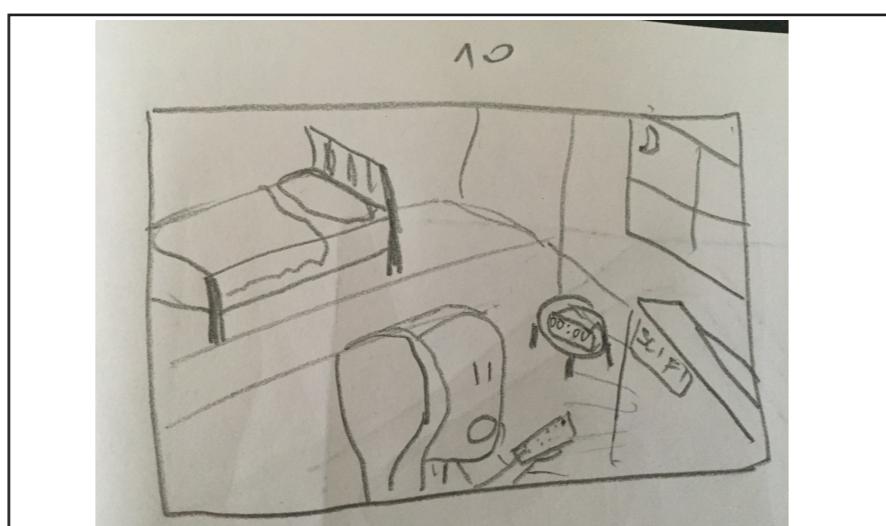
sound of footsteps on stairs

Interaction

Time

3-4 sec

Frame



Action/Plot
"the Guy" is finally home,
he decides to watch tv
before going to sleep

Interaction

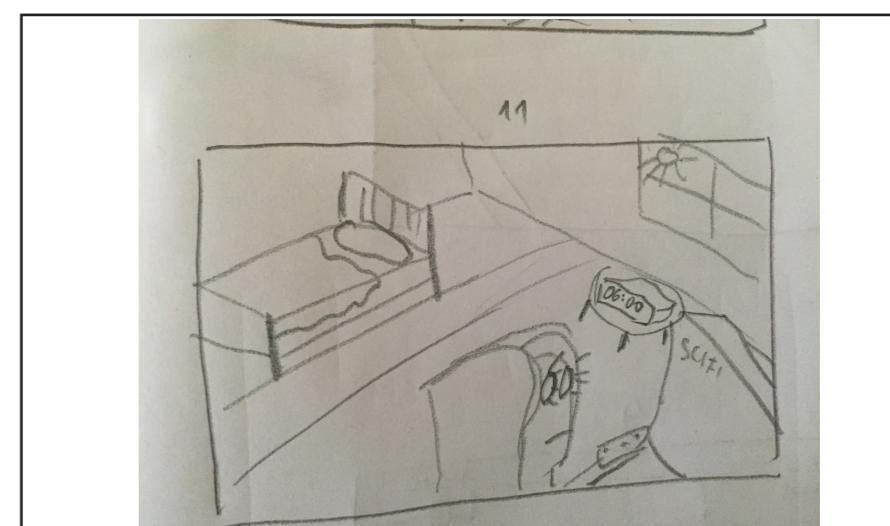
Sound

sound of a tv

Time

7-8

Frame



Action/Plot

It's 6 in the morning and he is
still watching tv, sun is up

Sound

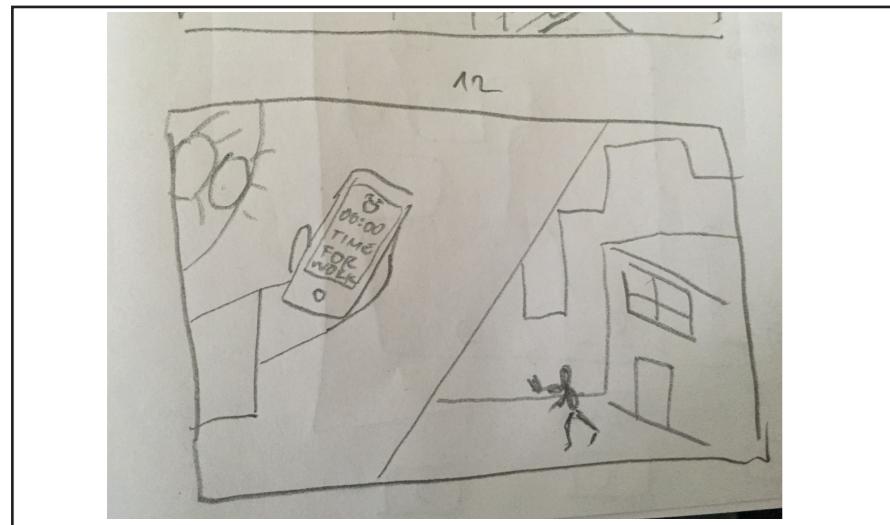
sound of a tv, birds

Interaction

Time

7-8

Frame



Action/Plot
alarm goes up for "the Guy" to go,
to work he storms outside to make it
in time for work

Sound

sound of alarm

Interaction

Time

7-8 sec

Frame



Action/Plot

Interaction

Sound

Time

Frame



Action/Plot

Interaction

Sound

Time

Frame



Frame



Action/Plot

Sound

Interaction

Time

Action/Plot

Interaction

Sound

Time

Action/Plot

Sound

end of animation

Interaction

Time

Frame



Action/Plot

Interaction

Sound

Time

Outro/ Credentials



Analyzed with the Narrative curve

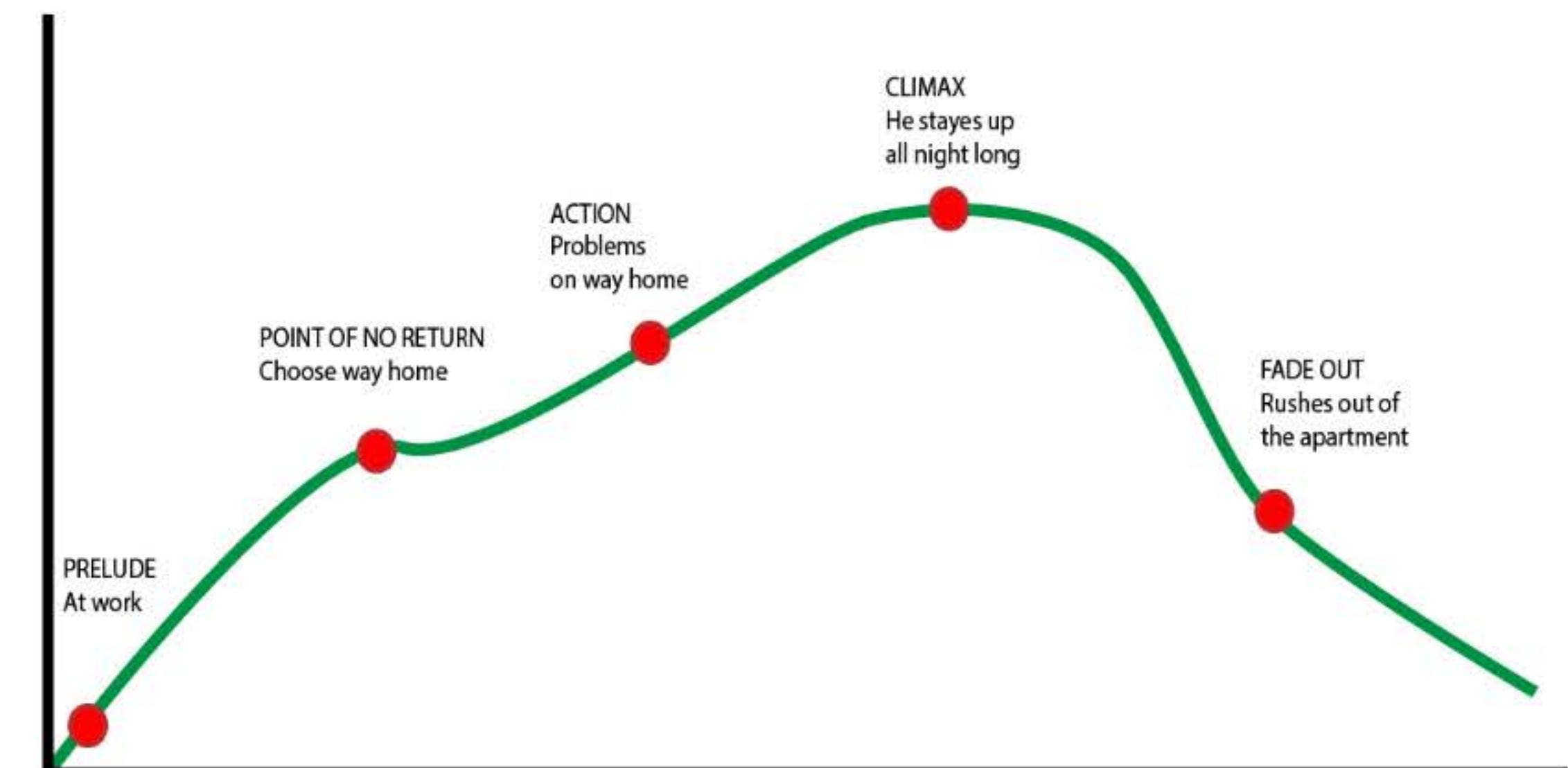
Prelude: "the Guy" is at work

Point of no return: the point of no return is when user chooses one of 3 different paths to home

Action: our character faces a problem on his way home(s), user needs to help him

Climax: he arrived home on time but stays all night watching TV

Fade out: he leaves the apartment in a hurry



MESSAGE:

Modern population is living way too fast, spending most of the time working.
Small people are being used to gain fortune by big corporations.
We are getting more and more addicted to technology, especially to social networks,
which, ironically, made us even more unsocial..

GENRE:

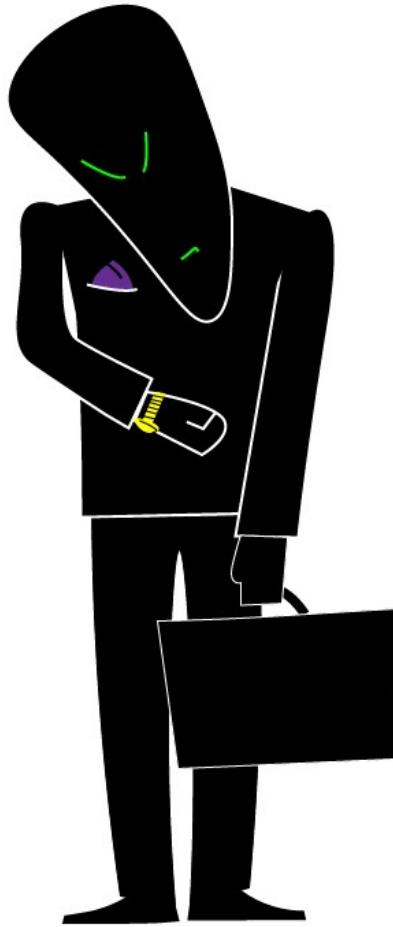
Tragedy

Work sheet

Character sheet

Story name: FUTURE OR PRESENT

Character names: THE GUY, THE BOSS



2-3 characters (front) side by side

Work sheet

Model sheet

Story name: FUTURE OR PRESENT

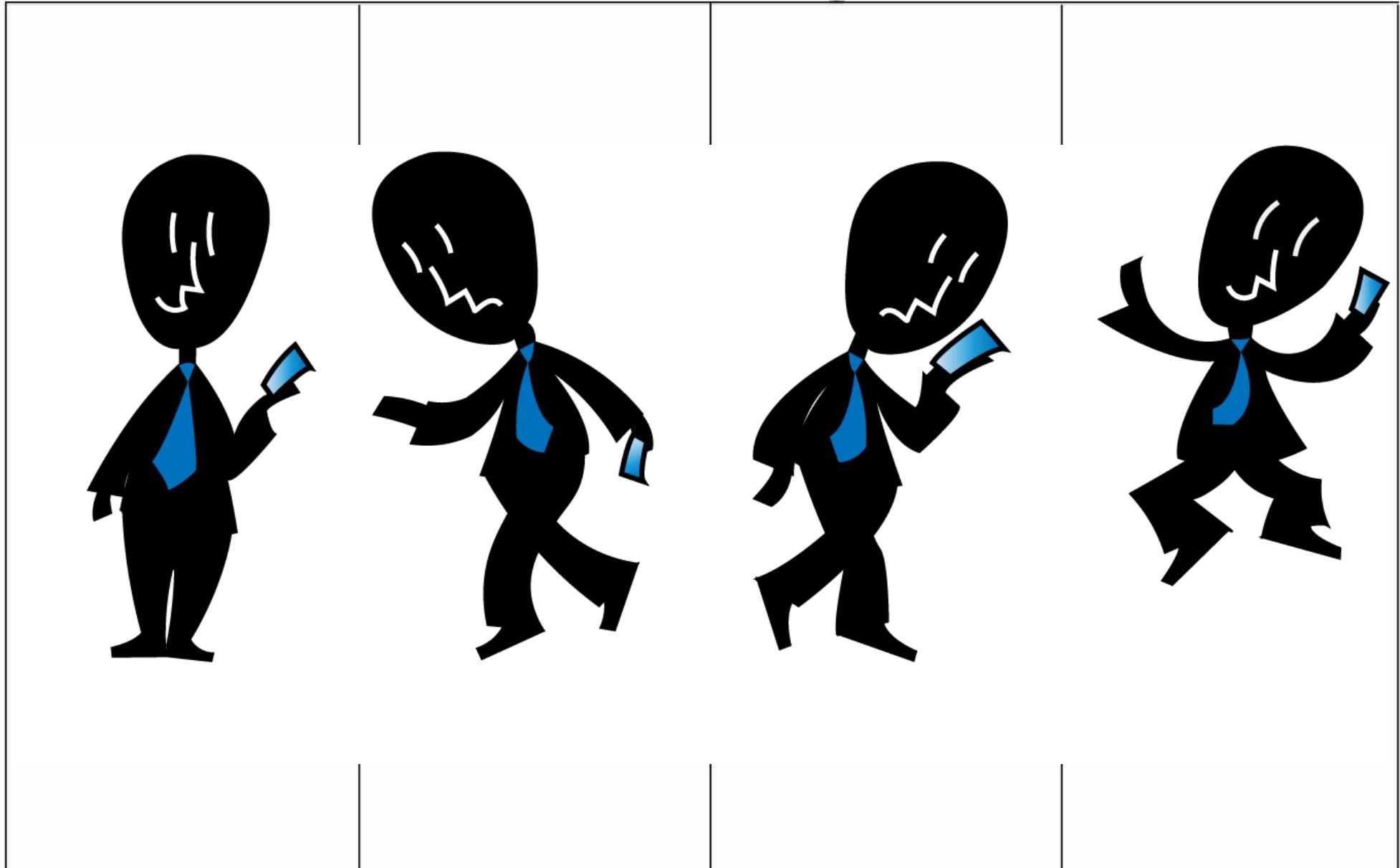
Character name: THE GUY

Front

Left side

Right side

Back



Your name: Damir Dželilović

Work sheet

Pose sheet

Main character: THE GUY

Core situations incl. props: _____

Situation 01

Situation 02

Situation 03

Work sheet

Story name: FUTURE OR PRESENT

Character name: THE GUY

What drives the main character:

(Choose one: survival, safety and security, love and to “belong”, need to know and understand, selfworth and selfesteem, God and the noble cause, selfrealization)

Safety and security

Character's main goal:

His main goal is to get home.

What is at stake for the character:

If he doesn't make it on time, he won't have enough time for sleep and rest.

Character's friends and enemies:

He has no friends, except his facebook friends.
His enemy is his BOSS.

What the character needs to fulfill the goal/ mission:

He needs to get home on time.

Work sheet Physical - Psychological - Sociological 01

Main Character name: _____

Gender(s) Male

Age Late 20's

Height Avarage

Weight unknown

Eye color N/A

Hair color N/A

Distinguishes marks (tatoo, piercing, scars) None

Illnesses Lack of sleep, depresion

Enhanced features unknown

Strengths Multitasking (does everything while using phone)

Handicap None

Weakness Adicction to technology, poor social skills

Build (basic shape) Round-ish

Social/family

Parents Normal people

Siblings None

Marital status Single

Relationship Has virual girlfriend

Pets Tamagochi

Friends Facebook friends (over 500)

Enemies His boss (The Boss)

Ethnicity unknown

Eating habbits Fast food junkie

Main mode og transportation none

Workspace Shared office

Important items His smartphone, laptop, tv

Weakness _____

Accent none

Living space Rented apartment

Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: THE GUY

Beliefs Steve Jobs

Superstitions none

Fears Low battery

Prefers groups or solitary life Doesn't have real friends - solitary

Planned-out or spontaneous Planned out

Hobby video games

Prejudices Yes - about people who don't have FB account

Stressors Bad wi-fi

Ambitions To reach 1000 followers on Instagram

Addictions Social networks, technology

Journal entries(keep diary) unknown

Leader or follower Follower

Music & book preferences Despacito, no books

Sleeping habits Constant lack of sleep

How does x relax Playing video games

Recreation Xbox kinetic sports

What excites New games, New technology

Your name: Damir Dželilović

Obsessions Social networks, technology, Video games

As seen by others Strange guy

As seen by self Normal guy (everyone else is strange)

Special memories His first PC

Nightmares Video games Villains

Clothes

Costume _____

colors BLACK

style _____

uniform/specific outfit Tie

Rank Low ranked employee

Embroidery _____

Belt, hat _____

Decoration _____

Work sheet

second character

Story name: FUTURE OR PRESENT

Character name: THE BOSS

Characters role/part in the story:

Instructs his employee to finish project before he goes home

Characters main goal:

To get Rich(er)

What is at stake for the character:

unknown

Characters friends and enemies:

unknown

What the character needs to fullfill goal/ mission:

He needs to use his workers to get rich.