

Week assignment 02.02.01.

Diana Janstevica MMD S19

Story/Idea

Logline:

A man runs into a puppy and decides to take him home. Will he be able to compromise?

Story/idea:

The guy is in his 50s, all alone as his parents and wife have passed away, he's taking long walks to clear his head. One day he runs into a puppy while taking a walk and he just can't resist to not take him home.

The dog however is not used to having an owner, so he's doing whatever he wants - peeing on the couch, ripping apart the mans belongings.

The man gets mad and there he stands in front of two choices - kick the dog out or forgive him.

There are two alternate endings - if you choose to kick the puppy out - the man ends up being alone again and he can't cope with the guilt, thinking that the dog hasn't got a roof over his head again. If you choose to forgive - the man eventually learns, that the puppy just needed time to trust him, and gets a great companion, who's by his side until the end of his days.

Message:

Think about taking animals, will you be able to take care of them? Will you not get tired of not being able to explain to them what they've done wrong?

Or: It takes time to get to know someone, don't let the first impression stand in the way.

Genre/mood:

Depending on choices, it can be happy and fulfilling or sad and depressing.

Narrative curve

Prelude: Intro scene with man walking

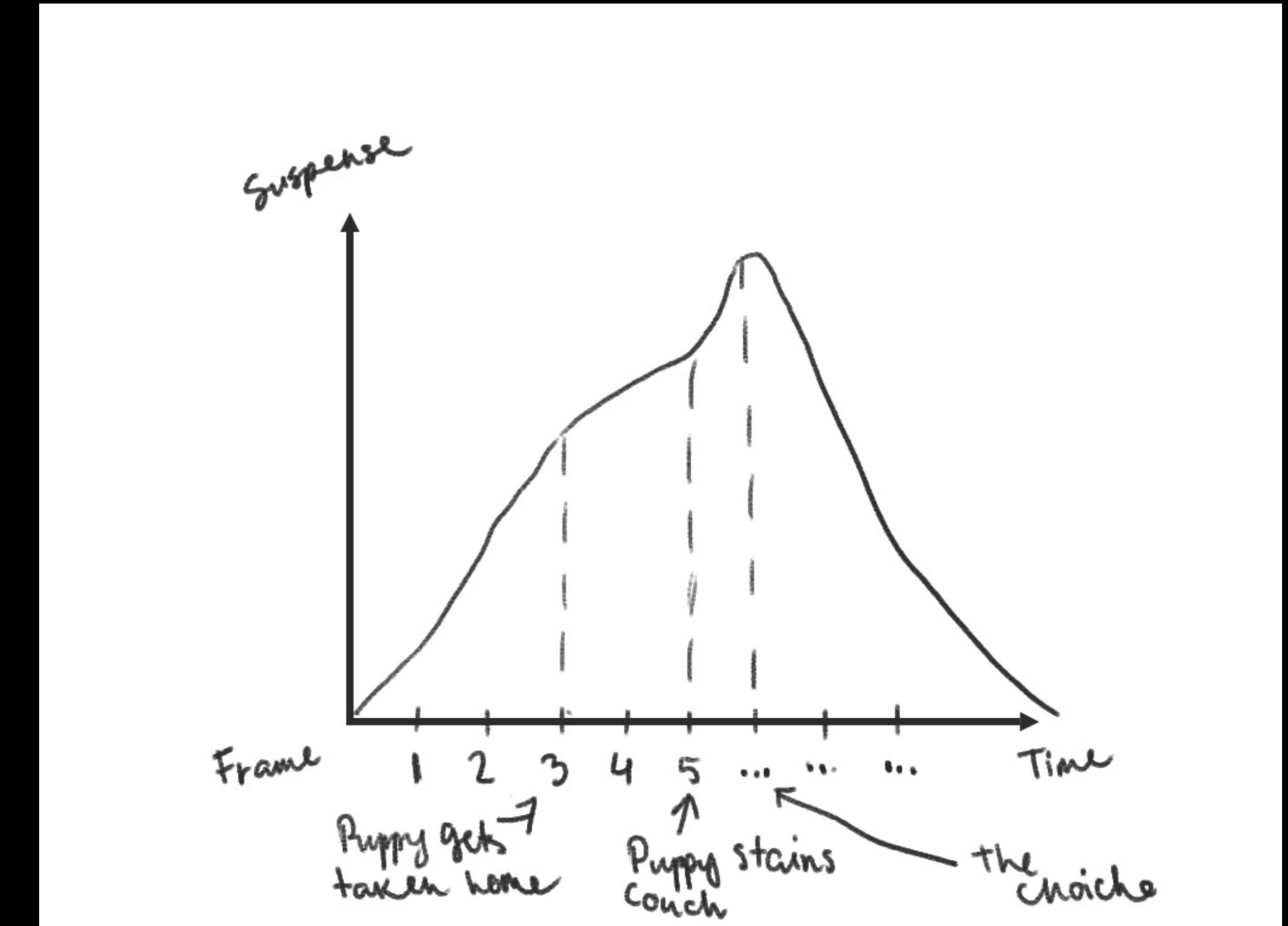
Point of no return: Man sees the “puppy eye”

Action: Man takes puppy home

Rising action: Puppy stains the couch

Climax: Choice between kicking puppy out or forgiving him

Fade out: Man all alone and sad/Both happy together and learn to compromise



Storyboard

Scene no: 1 - Intro



Action / Plot:

Intro scene - main character walking down the street on a sunny day, minding his own business.

Interactive elements:

None

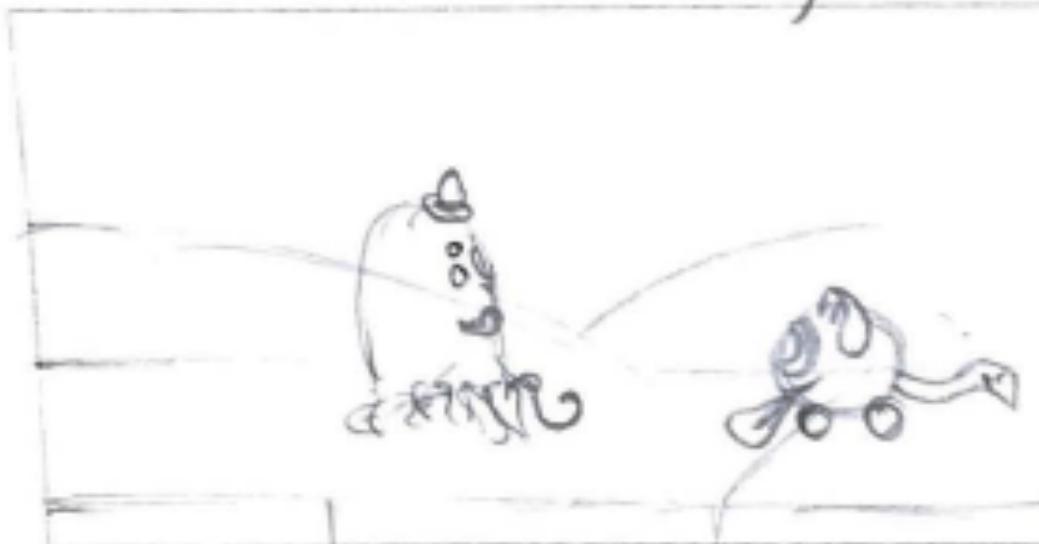
Sound / Music:

Birds chirping

Time:

~5 seconds

Scene no: 2 - First meeting



Action / Plot:

Main character
meets the other
character - dog.

Time:

About 3 seconds

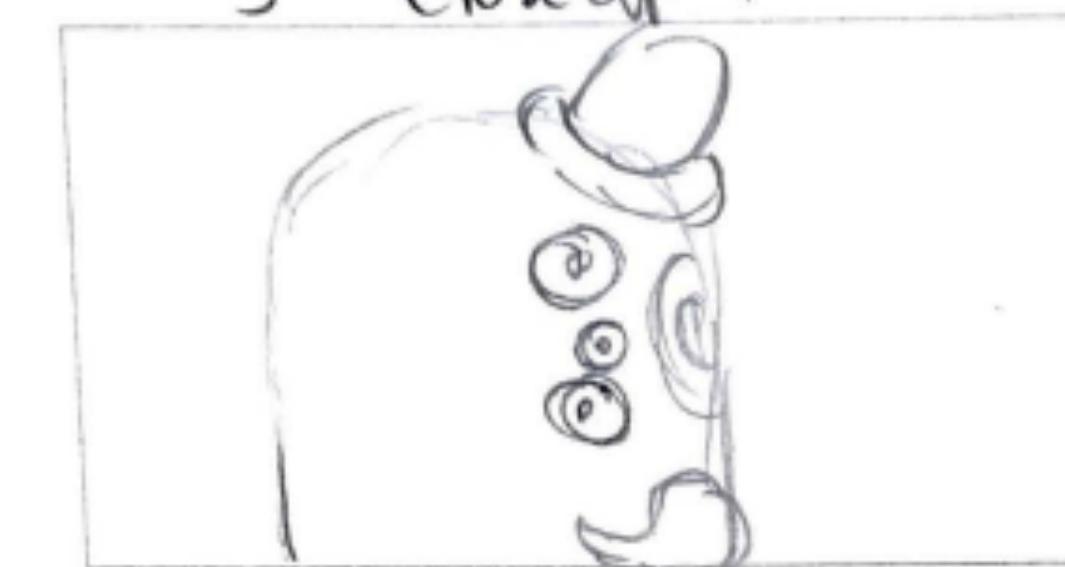
Interactive elements:

None

Sound / Music:

Birds chirping

Scene no: 3 - Closeup 1



Action / Plot:

Close-up scene
of monster

Time:

~ 3 seconds

Interactive elements:

None

Sound / Music:

Birds
chirping

Scene no: 4 - Close up 2



Action / Plot:

Close-up
scene of
dog with "puppy
eye"

Time:

~ 6 seconds

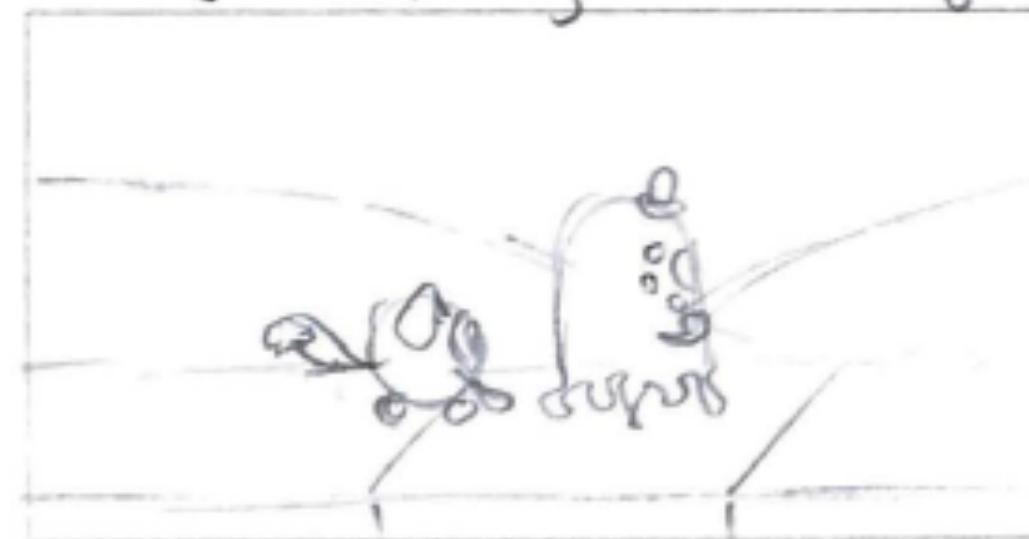
Interactive elements:

None

Sound / Music:

Cute music/
sound of falling
in love

Scene no: 5 - Going home together



Action / Plot:

Monster
decides to
take him home

Time:

~ 3 seconds

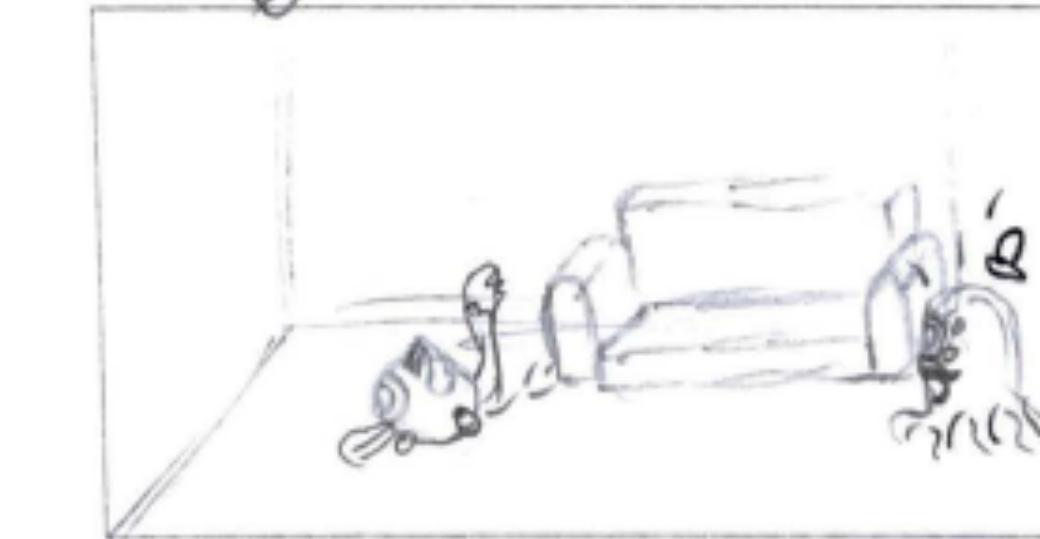
Interactive elements:

None

Sound / Music:

Birds
chirping

Scene no: 6 - The accident?



Action / Plot:

Dog runs
monsters
couch

Time:

~ 4 seconds

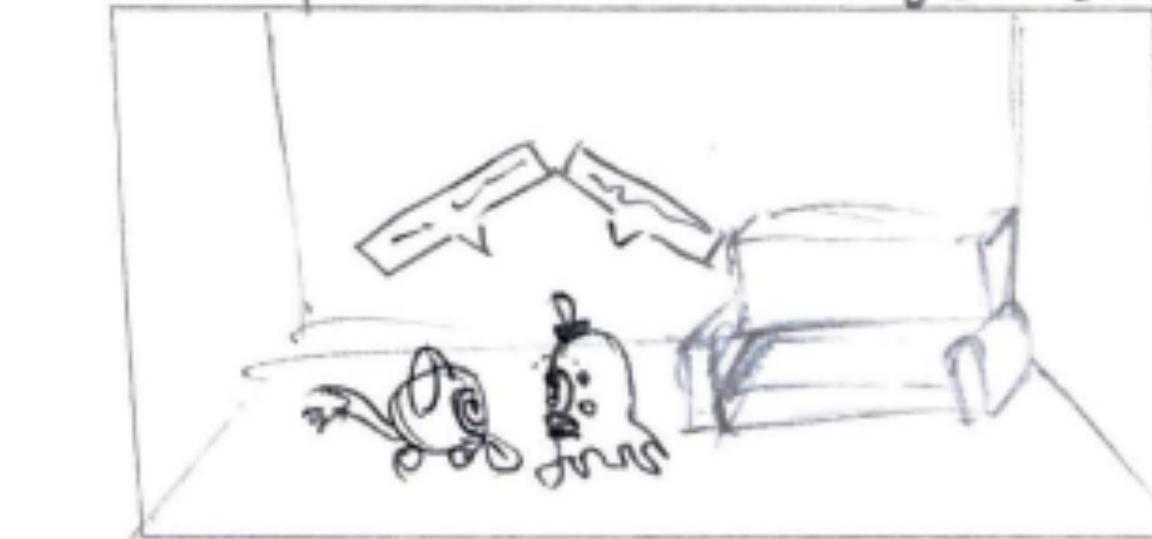
Interactive elements:

None

Sound / Music:

Sound of
surprise

Scene no: 7 - Choices to be made

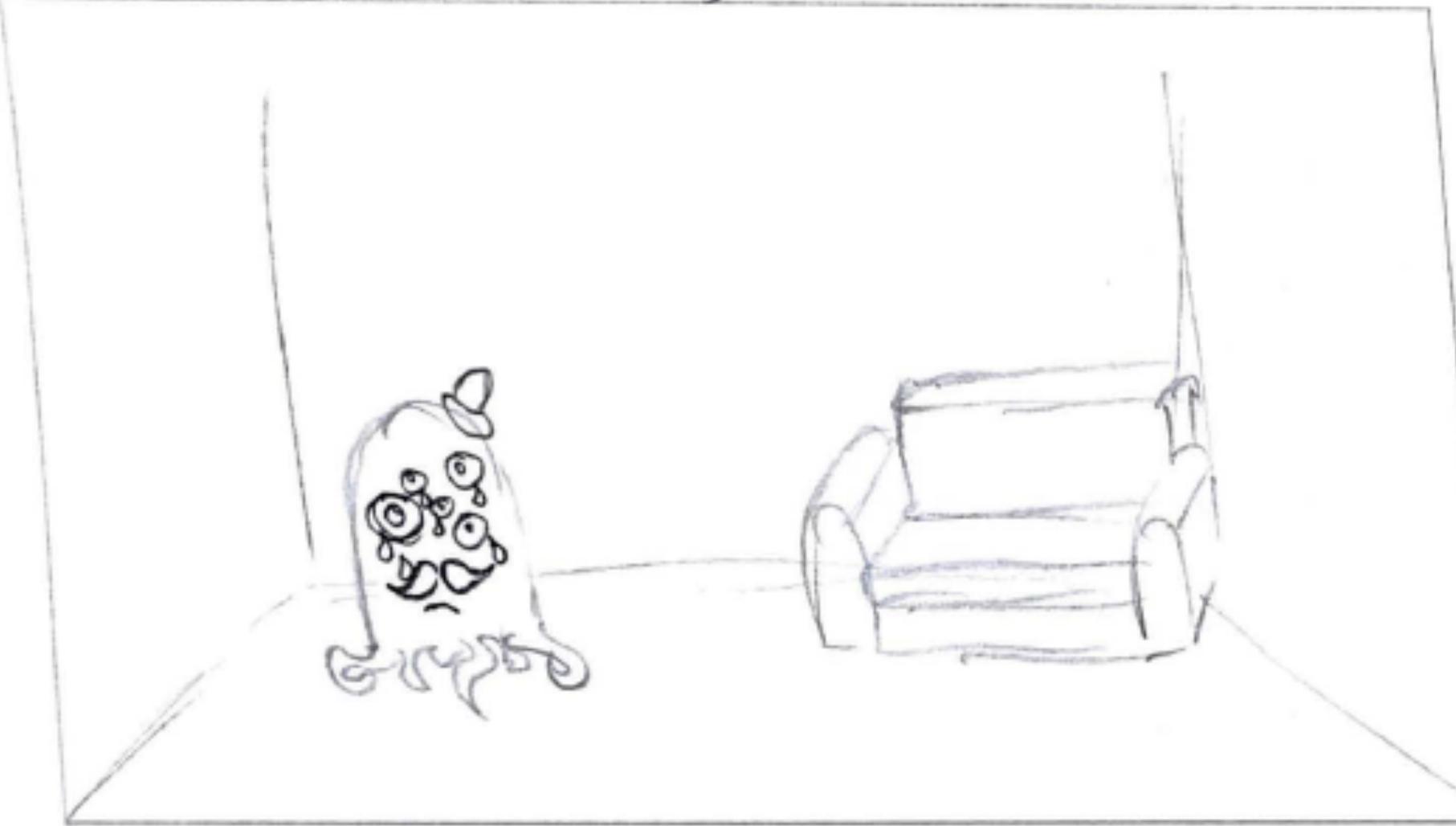


Action / Plot:

Monster now
has to choose
whether he tries
to deal with it or
"kick out" or
"forgive"

Sound / Music:
Time: Kicks the dog out / Dramatic
Until a choice
is made

Scene no: 8 - Ending #1



Action / Plot:

If the choice is „kick out”, monster ends up being all alone and sad, thinking about how he kicked out a living being on the street, not being able to forgive himself ever.

Interactive elements:

None

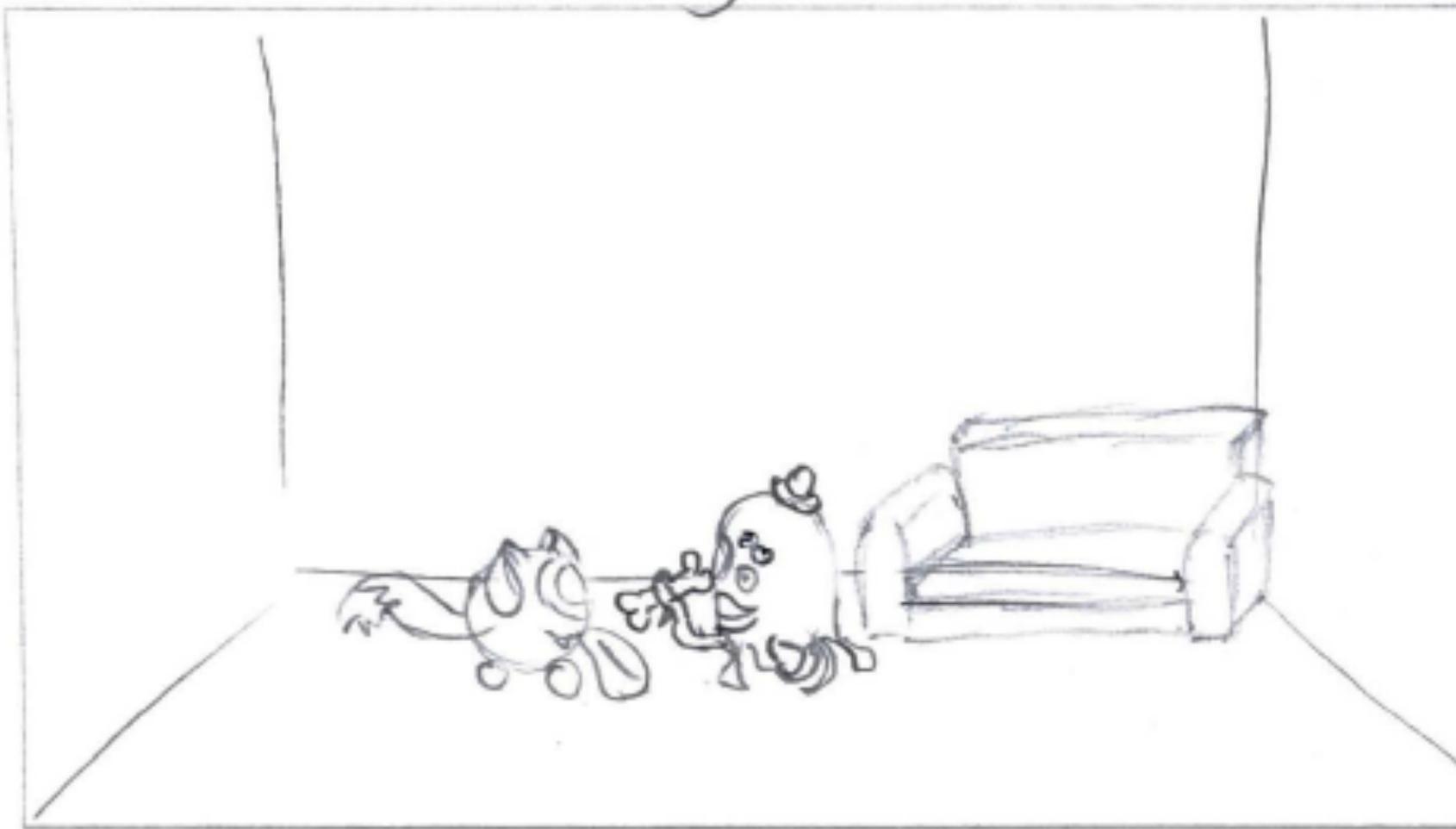
Sound / Music:

Sad / depressing
music

Time:

~ 6 seconds / fades
out to black

Scene no: 9 - Ending #2



Action / Plot:

If the choice is "forgive" then the monster learns that sometimes the other one can change when they start trusting the other person. They both live together happily ever after.

Interactive elements:

None

Sound / Music:

Happy sounds

Time:

~ 6 seconds / fades out to black

Style tile

Style: Pop Character/Funny monsters.

Outline: Quite thick and visible, not black usually a different tone of the same colour as the characters colour.

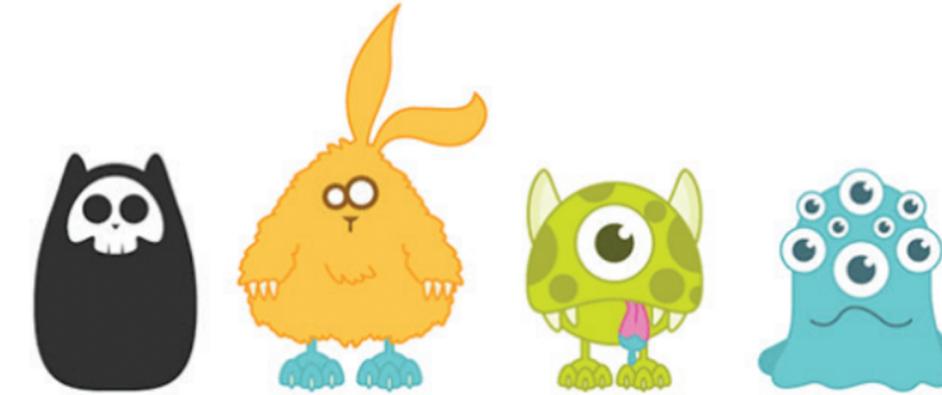
Shapes: Mostly geometric - circles, rounded rectangles, though they might me slightly aysmmetric.

Composition: Characters have asymmetrical features, unrealistically big eyes with colourful pupils, small mouths, making them look cute. Size contrast is used a lot in facial features. Not a huge colour contrast between outlines and fill.

Typography: Gloria Hallelujah.
Handwritten, sketchy style. It suits the style well as it's similar in thickness as the ouline used in characters. It's asymmetric as well, the letters aren't constrained to a specific size, for example lowercase u can appear bigger than a.

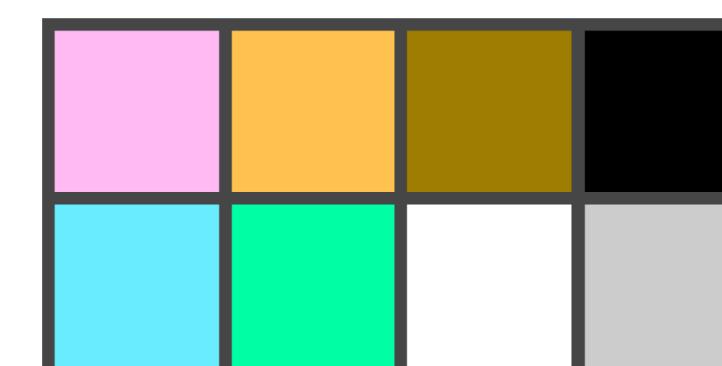
Gloria Hallelujah

Examples of style:



Colours: The colours pop even though they're not overly saturated, they're low contrast in the direction towards pastel. Black and white is not used much, usually for small details, like eyes.

Colour palette:

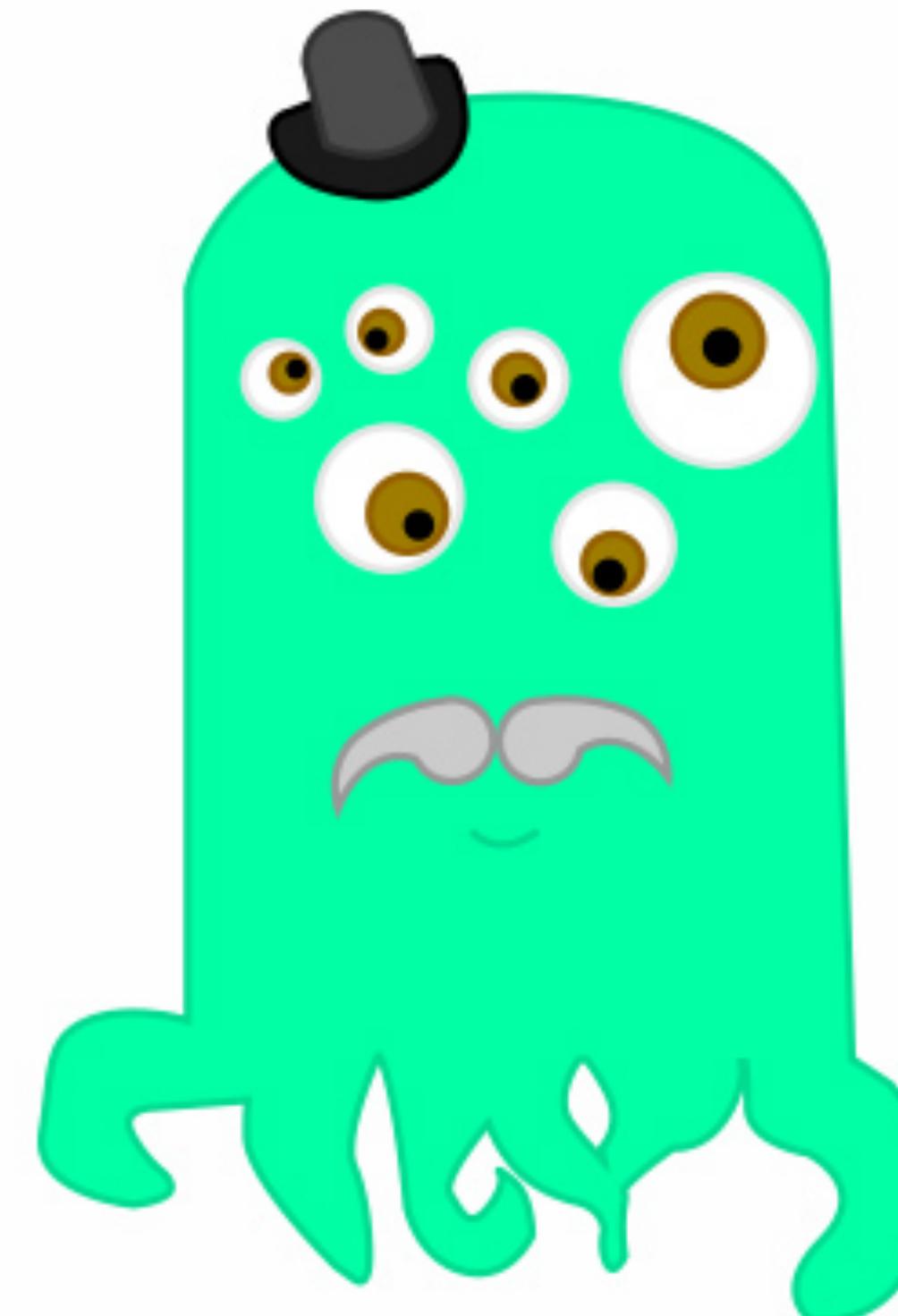


Work sheet

Work sheet Character sheet

Story name: A walk in the park

Character names: Monster and Dog



2-3 characters (front) side by side

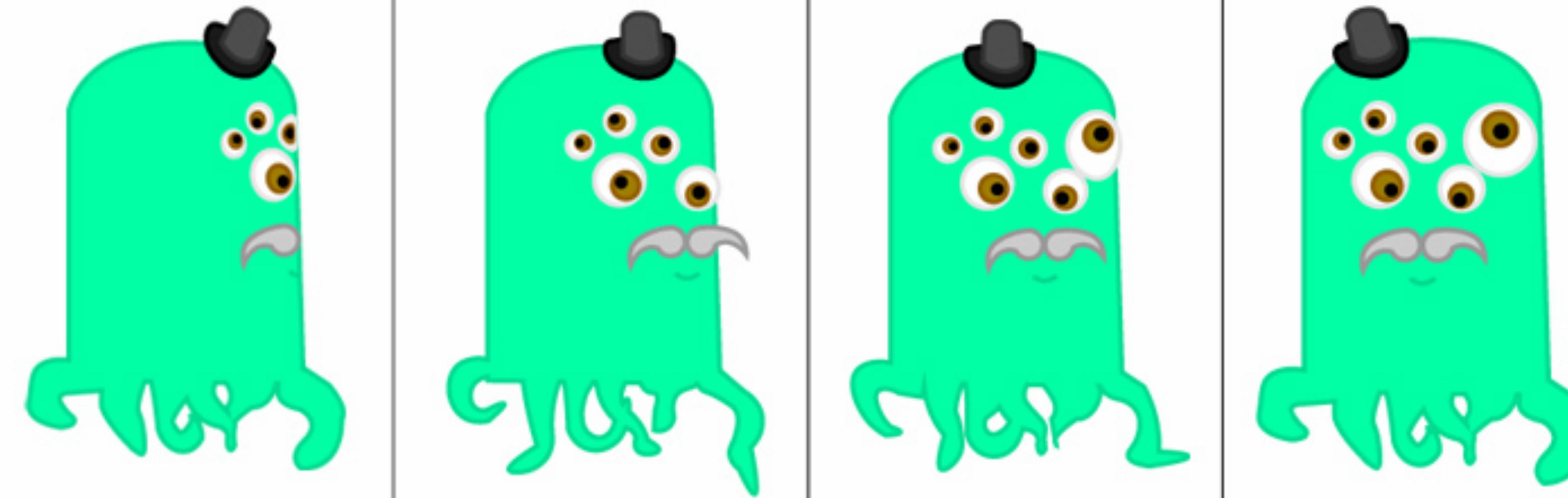
Your name: Diana Janstevica

Work sheet

Model sheet

Story name: A walk in the park

Character name: Monster



Your name: Diana Janstevica

Work sheet

Pose sheet

Main character: Monster

Core situations incl. props: Happy/Sad

Situation 01

Situation 02

Situation 03



Work sheet

Story name: A walk in the park
Character name: Monster

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)

Love and to "belong"

Character's main goal:

Save someone else from being alone.

What is at stake for the character:

Being alone himself for the rest of his life.

Character's friends and enemies:

He's alone, he doesn't have anybody.

What the character needs to fulfill the goal/ mission:

Realising what's good and what's bad about himself. He needs to be ready to let someone else in his life.

Your name: Diana Janstevica

Work sheet Physical - Psychological - Sociological 01

Main Character name: Monster

Gender(s) Male

Age 52

Height Below average

Weight A few extra pounds

Eye color Brown

Hair color Bald (has a grey mustache though)

Distinguishes marks (tatoo, piercing, scars) None

Illnesses Chronic smokers cough

Enhanced features His eyes, he has a lot of them

Strengths Vision

Handicap Has no fingers

Weakness Gets exhausted easily

Build (basic shape) Uniform, rounded rectangle

Social/family

Parents Deceased

Siblings None

Marital status Widower

Relationship None

Pets None

Friends None

Enemies None

Ethnicity Alien/Monster

Eating habits Vegan

Main mode og transportation Walking

Workspace He's had an early retirement

Important items Hat and mustache

Weakness

Accent Not from this planet

Living space Big empty apartment

Your name: Diana Janstevica

Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: _____

Beliefs Believes what he sees

Superstitions None

Fears Dying alone

Prefers groups or solitary life Groups (used to solitary life though)

Planned-out or spontaneous Obsessive planner

Hobby Painting

Prejudices None

Stressors Meeting someone new

Ambitions Almost non-existent

Addictions Excessive use of painkillers

Journal entries(keep diary) None

Leader or follower Follower

Music & book preferences Romance

Sleeping habits Barely sleeps

How does x relax By painting

Recreation None

What excites Long walks

Your name: Diana Janstevica

Obsessions None

As seen by others Weird old man

As seen by self Someone who's not lucky

Special memories Getting married

Nightmares Losing everyone who he loves

Clothes

Costume None

colors He's green

style None

uniform/specific outfit None

Rank None

Embroidery None

Belt, hat Little black tophat

Decoration Grey mustache

Work sheet

second character

Story name: A walk in the park
Character name: Dog

Characters role/part in the story:

Companion to main character.

Characters main goal:

Show monster that he's still capable of loving someone.

What is at stake for the character:

He might get a roof over his head.

Characters friends and enemies:

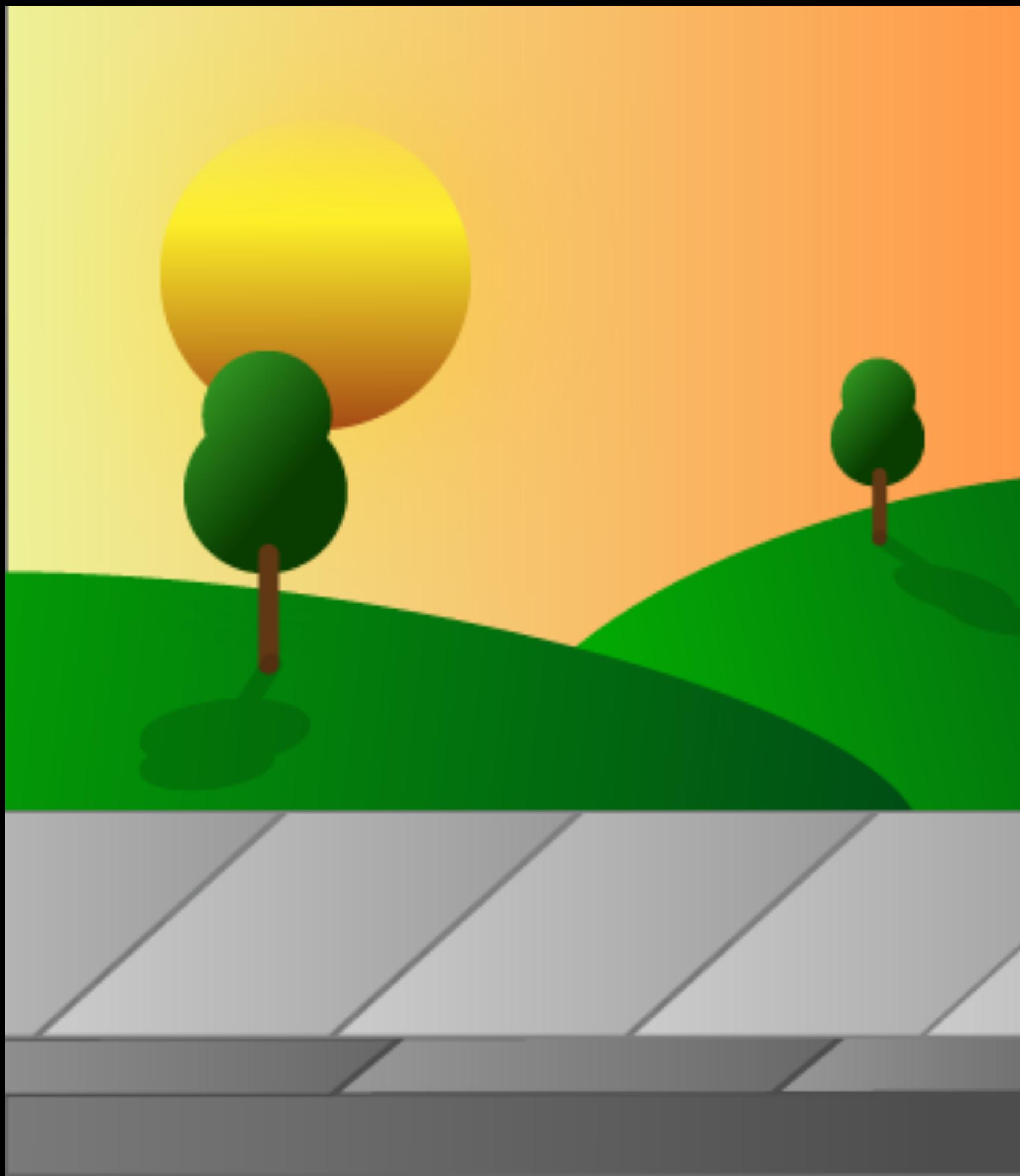
He's alone as well.

What the character needs to fullfill goal/ mission:

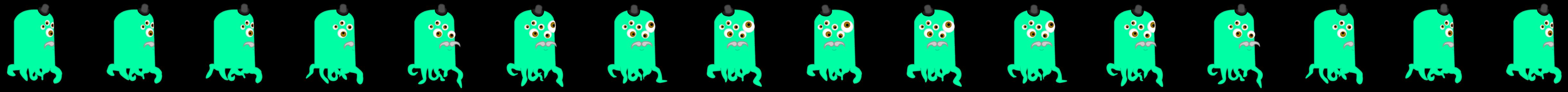
Be a good boy.

Your name: _____

Background



Spritesheet



<http://janstevica.dk/spritesheet/>