

# Style tile

Inspiration from the stile flat design.

Specific characteristics in the style:

you see people instead Example of the style.

No shades. The colors are according to flat design,  
which are saturated colors often in red-orange,  
blue and yellow. The background is often one-color.

No line at all.

Typography: **Rockwell  
Extra  
Bold**

For a logotype, because it  
has a good, interesting look  
and I think it is perfect for a  
beginning.

Book Antiqua

For credits and other text

Colors:



Example of the style:



# Description of the idea

## The story:

The main character is a little, sad guy who is very rich but such a scourge.  
He is walking down the street and accidentally finds one coin on the floor.  
And ironically that coin makes his day better and he feels happy again.  
But not for a long time. After some minutes he feels lonely and sad again,  
And he understands that better he would find a friend, not a coin.  
THE END.

## Climax:

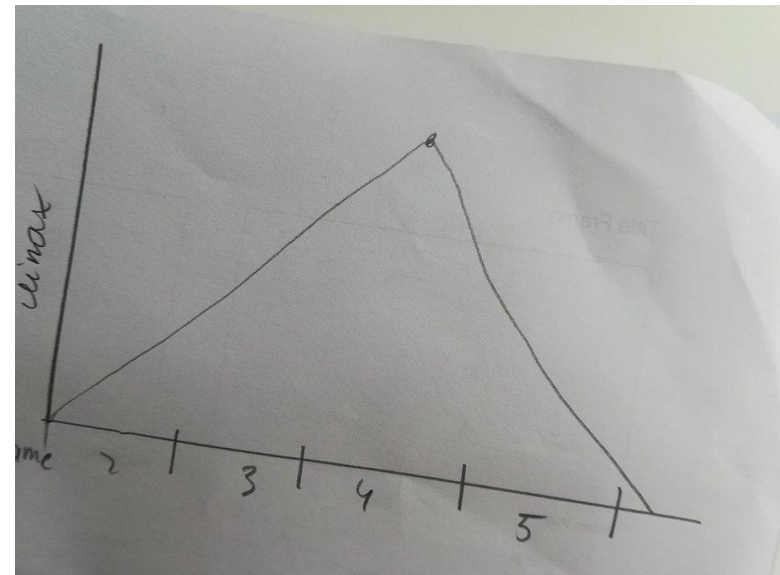
## Message:

Money is not everything in this world.  
Or  
Money doesn't bring happiness in your life.

## Genre / mood:

Tragic, Deep feelings, Fight with yourself.

When he understands that he cannot buy friends (frame4)



# Work sheet

Story name: Not so lucky day

## Model sheet

Character name: Richie

Front



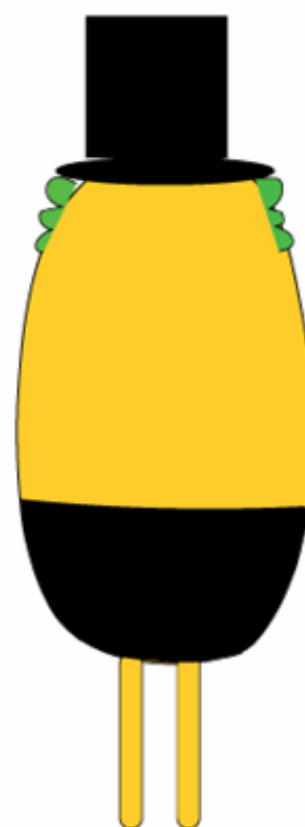
Left side



Right side



Back



# Work sheet

Main character: Richie

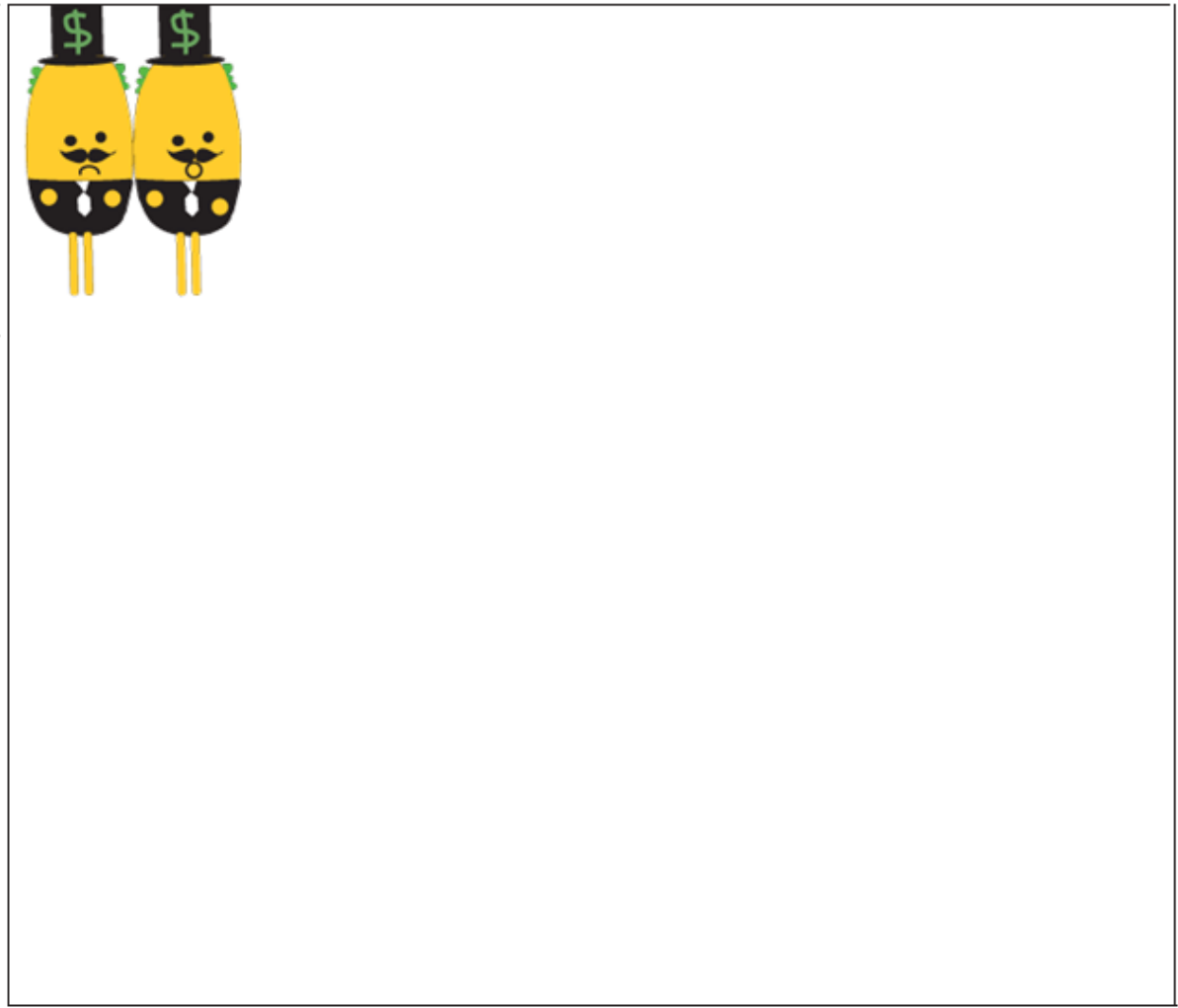
## Pose sheet

Core situations incl. props: Sad Richie walks the street and then sees the coin.

Situation 01

Situation 02

Situation 03



Your name: \_\_\_Diana Jurgutyte\_\_\_



# Work sheet

Story name: **Not so lucky day**

Character name: **Richie**

What drives the main character:

(Choose one: survival, safety and security, love and to "belong", need to know and understand, selfworth and self-esteem, God and the noble cause, self-realization)

Self-realization

What is at stake for the character:

Proof of stake aka the rich get richer

Character's main goal:

Set goals, not wishes and to earn more and more money.

What the character needs to fulfill the goal/ mission

Work hard and do not give up.

Character's friends and enemies:

He does not have friends because he is too arrogant with people.

All world is his enemies, because he thinks that everyone wants to steal his money.

Your name: \_\_Diana Jurgutyte\_\_

# Work sheet

Physical - Psychological - Sociological 01



Main Character name: Richie

Gender: Man Parents-siblings: None\*(Fosters home)

Age: 50 Marital status: single

Height: 140Cm Relationship: none

Weight: 100 Kg Pets: Old cat name Ms. Snowball

Eye Color: Black Friends: None

Hair Color: Green Enemies: All world

Illnesses: Depression, schizophrenia

Ethnicity: Switzerland

Strengths: 1. Leader Eating habits: Always eats at home

2. Independent

3. Charismatic Workspace: Bank

Accent: British

Handicap: not being able to drive Living space: Vila

Weakness: Too honest, Work too many hours

Your name: \_\_Diana Jurgutyte\_\_

# Work sheet

Physical - Psychological 02 - Sociological 01

**NOT SO**   
**LUCKY DAY**

Main Character name: Richie

Beliefs: his belief in the value of hard work

Fears: Loneliness

Prefers groups or solitary life

Planned-out or spontaneous

Hobby: postmark collecting

Stressors: of not enough money

Ambitions: Save more money

Addictions: of money

Journal entries: no

Leader or follower

Music & book preferences: classic music and deep mind books

Sleeping habits: Going to sleep at 8, waking up at 6

How does he relax: Counting money

Recreation: by working

Your name: \_\_\_ Diana Jurgutyte\_ \_\_\_\_\_

Obsessions: money

As seen by others: arrogant, lonely, super rich

As seen by self: sad, lonely, not rich enough

Special memories: When he earned his first million

Nightmares: House and all his money on fire

Clothes

Costume: suit

Colors: Black and white

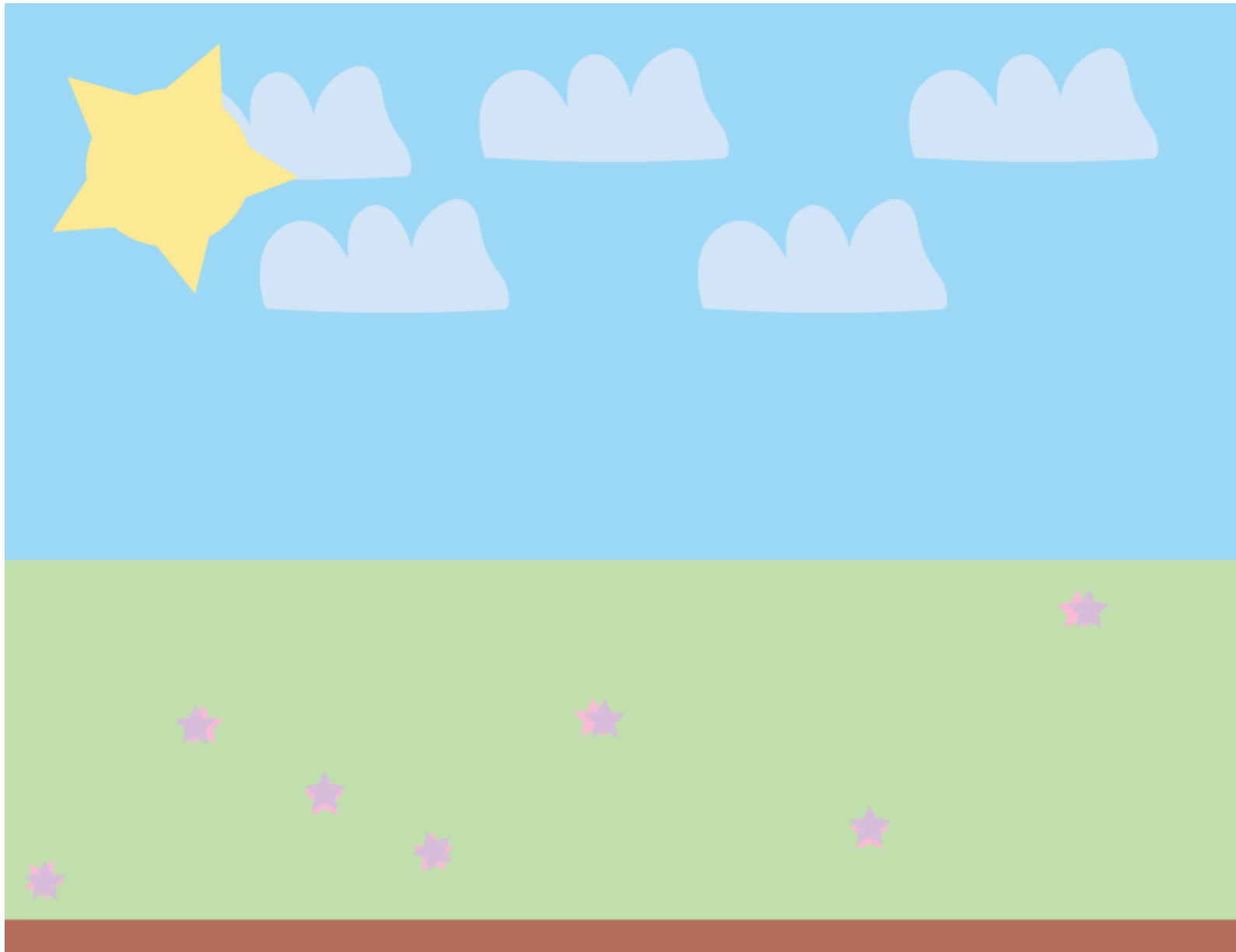
Style: Official

Rank: luxuriant

Embroidery: fanciful

Belt, hat

# Background





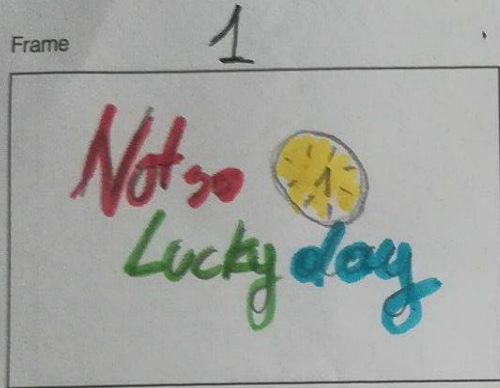
**NOT SO**   
**LUCKY DAY**

Sprite sheet



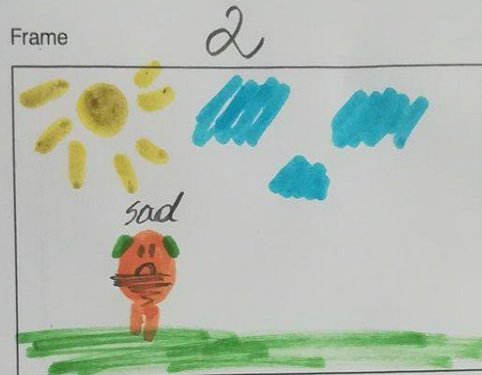
Title

**NOT SO**   
**LUCKY DAY**



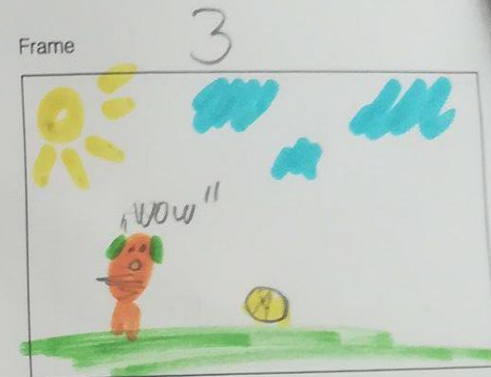
Action/Plot \_\_\_\_\_  
Sound open sound

Interaction \_\_\_\_\_  
Time day



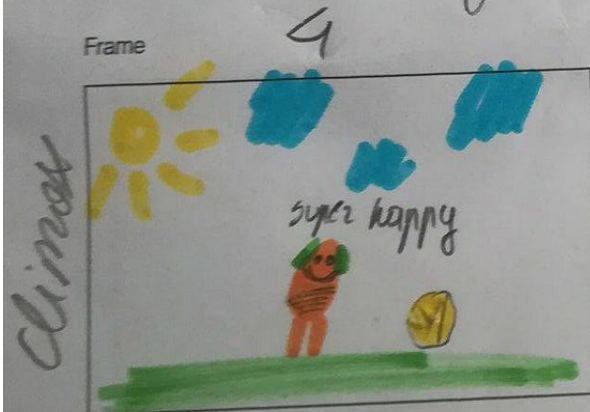
Action/Plot \_\_\_\_\_  
Sound walking sound

Interaction \_\_\_\_\_  
Time day



Action/Plot \_\_\_\_\_  
Sound stop sound

Interaction \_\_\_\_\_  
Time day



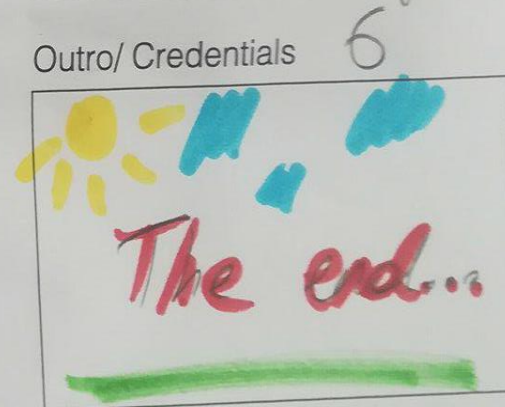
Action/Plot \_\_\_\_\_  
Sound happy sound

Interaction \_\_\_\_\_  
Time day



Action/Plot \_\_\_\_\_  
Sound cry sound

Interaction \_\_\_\_\_  
Time day



Action/Plot \_\_\_\_\_  
Sound end sound

Interaction \_\_\_\_\_  
Time day

climax

**NOT SO**   
**LUCKY DAY**

# Link:

<http://dianajdesign.dk/KEA/02-Web/index.html>

**NOT SO**   
**LUCKY DAY**