

**WITCHES DREAM**

# STYLE TILE

## ***Inspiration from the style:***

Limbo and a little bit from flat design/style.

## ***Contour line:***

The line is thick and graffiti-like, I try to stay with this cute but still gloomy look of my characters by using black and white and thick lines.

## ***Characters/background relationship:***

The character stands out from the background. But it also plays a big part with the character.

## ***Specific characteristics in the style:***

Shapes of geometric, rectangular, circles. Characters are dark and mainly black because of the style I choose but still they are gloomy and a little bit cute and humoristic.

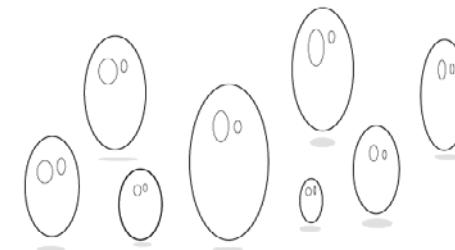
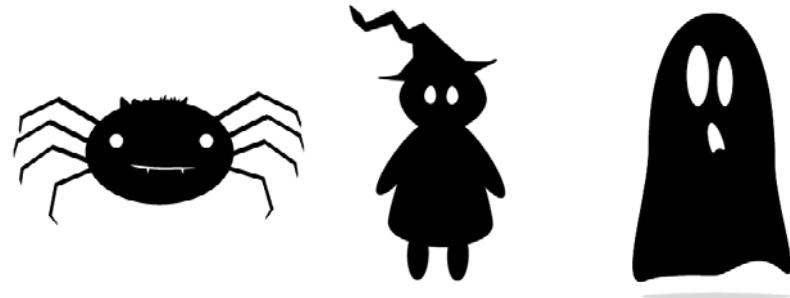
## ***Typography:***

Eva Fangoria, classic old horror movie font, but I will also if I need to write something I would use Raleway. Raleway is a sans serif font but Eva Fangoria I would say it is special reference to horror movies/style but sans serif.

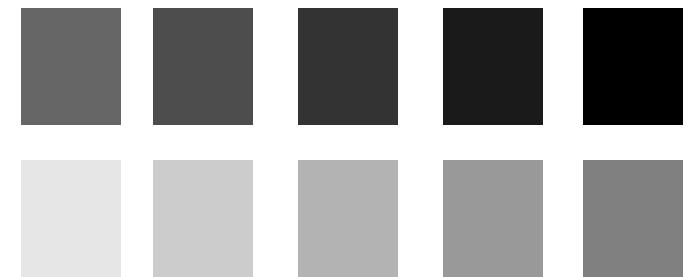
## ***Colours:***

Wanted to use dark colors but with a hint of cold by using greyish colors. Also I may use some light just to emphasize on some images/animation like the style does (Limbo).

## ***Characters example:***



## ***Colour palette:***



# Description of the story/idea

## ***The Story:***

Witch is walking through the woods, she meets a ghost, spider and some weird gloomy looking figures.

She sees the ghost and gets scared and screams but the ghost gets scared as well and screams too and runs away.

Then she meets the gloomy figures that glow in the dark and she gets afraid and screams and the figures get scared as well and hide under ground.

She then starts to run/skip and goes straight into a spiderweb and gets stuck and then the spider comes on the spiderweb and gets really afraid of the girl and spins her web to move/fly away.

Then the witch wakes up in here bed tangled in here sheeds that she thought was a spiderweb. It was all but a dream and she learns from this that there is nothing to be afraid of in the dark and all thouse creatures where also scared of here...

## ***Genre/Mood:***

Gloomy, Black & White, Fantasy, Dream, Little Scary.

**MESSAGE - THERE IS NOTHING TO BE AFRAID OF IN THE DARK**

# Analyzed with the Narrative curve

## *Prelude:*

Witches Dream

## *Point of no return:*

She starts walking in the woods, because she wants to get out.

## *Action:*

She wants to get out of the woods because she is afraid of the dark

## *Rising action:*

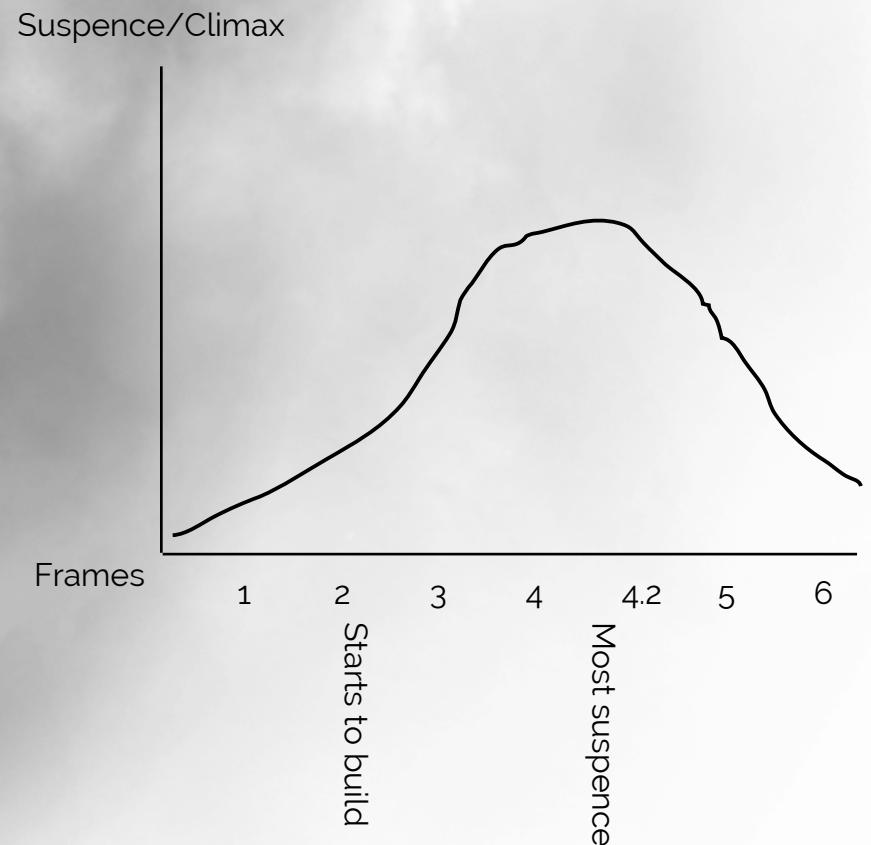
Meets these creatures in the woods that scare her and she scares them and then gets stuck with the spider, struggles.

## *Climax:*

Cut to black, she wakes up!

## *Fade out:*

Fade out into black



# StoryBoard

Title



***Action/Plot:***

Title

***Interaction:***

None

***Sound:***

Full Moon Tonigh - Silvastone feat. BellSaint

***Time:***

6sec

Frame 1



**Action/Plot:**

The main character stands in the woods and is getting ready to walk/starts walking

**Interaction:**

Not sure but could be that you click the witch and she starts walking through the woods.

**Sound:**

Sound of the night, owl or wolf howl.

**Time:**

Would be still for some time maybe 10sec but when nothing happen the character starts to move.

Frame 2



**Action/PLOT:**

The main character meet a ghost and the ghost gets also scared and screams.

**Interaction:**

The main character meets a ghost.

**Sound:**

Maybe some spooky music.

**Time:**

10 sec



**Action/PLOT:**

The little witch meets next strange figures that also get scared and move about and glow and when they see here the disappear into the ground. The witch then starts to run..

**Interaction:**

The witch gets spooked and the figures glow, so the background will be darker but just for now it is light so you can see the figures.

**Sound:**

Would like to have a sound similar to the sound Hattifattener in the Moomin made or something similar.

**Time:**

10sec

Frame 4



**Action/PLOT:**

The little witch runs in to a spiderweb and gets stuck, then the spider comes on to the web and sees the witch and gets scared and spins herself away.

**Interaction:**

Meets the spider and the both get scared and the little witch is stuck. The spider spins herself away and we fade in to black.

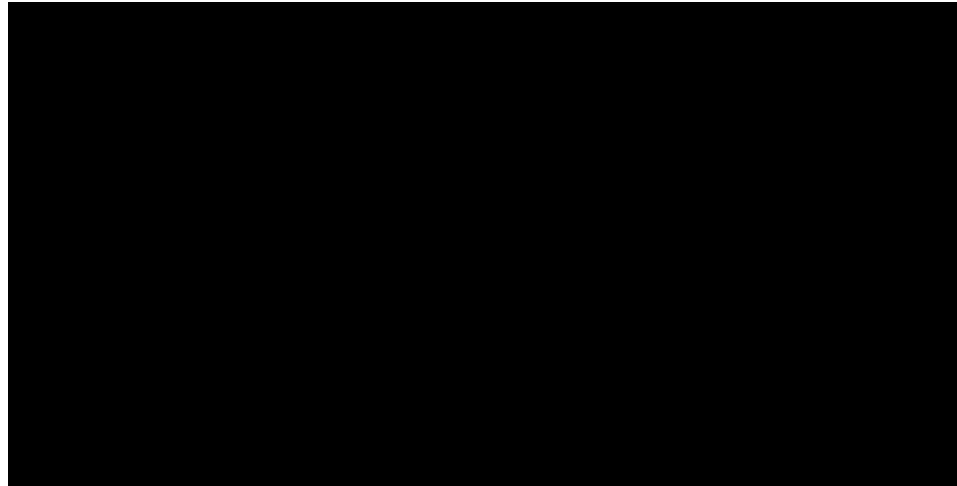
**Sound:**

Thrilling sound

**Time:**

10sec

Frame 4.2



***Action/PLOT:***

Black frame/ cut to black for split second  
and then we are in the characters bedroom.

***Interaction:***

Next up..

***Sound:***

Lullaby

***Time:***

2 sec

Frame 5



***Action/PLOT:***

The witch wakes up in here small bedroom  
in bed from a nightmare.

***Interaction:***

Wakes up, looks around and we fade out.

***Sound:***

I put a spell on you - IZA

***Time:***

4sec

Frame 6



**Action/Plot:**  
The End

**Interaction:**  
None

**Sound:**  
I put a spell on you - IZA

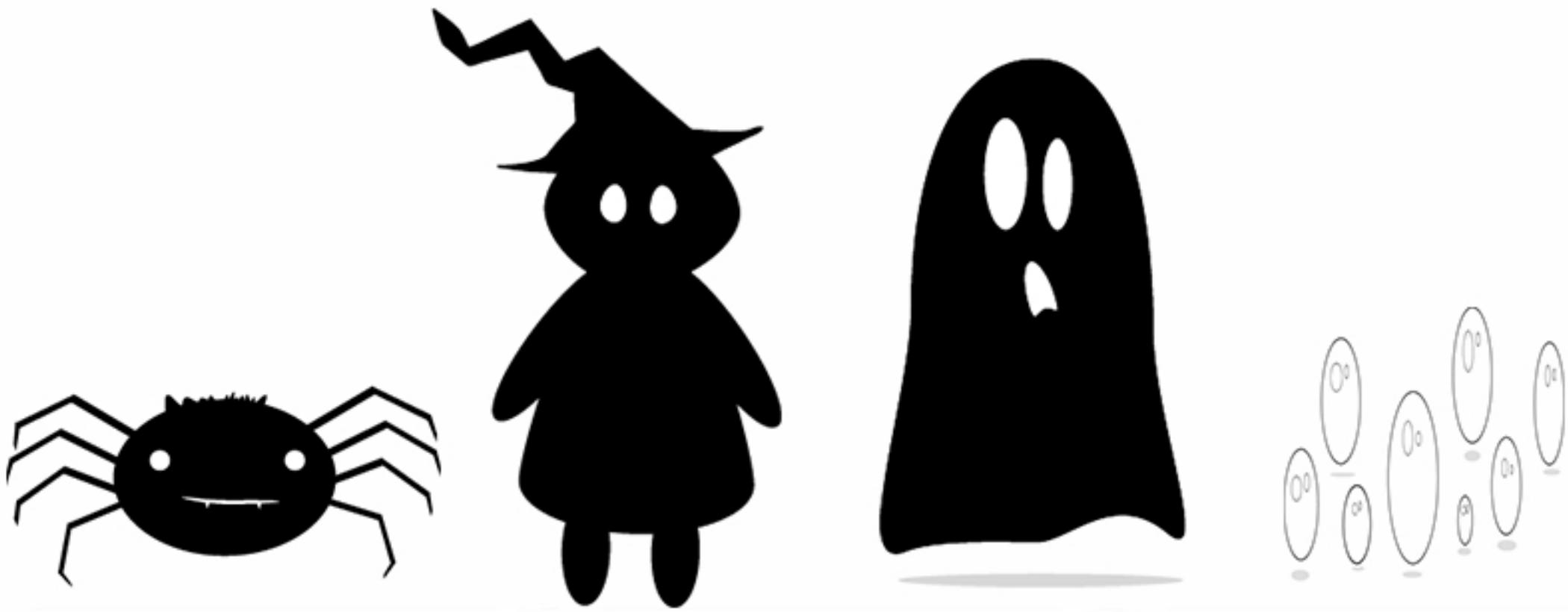
**Time:**  
10sec

# Work sheet

## Character sheet

Story name: WITCHES DREAM

Character names: LITTLE WITCH



2-3 characters (front) side by side

JÚLÍA BALDVÍNSDÓTTIR

Your name: \_\_\_\_\_

# Work sheet

## Model sheet

Story name: WITCHES DREAM

Character name: LITTLE WITCH

Front

Left side

Right side

Back



# Work sheet

Story name: WITCHES DREAM

Character name: LITTLE WITCH

## 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)

Survival and security

### Character's main goal:

Not be afraid of the dark anymore.

### Character's friends and enemies:

Well, there is not really friends and enemies but the dream could be metathor for an enemie. And the creatures could be here friend because they are also afraid of here.

### What is at stake for the character:

In the dream she thinks here life.

### What the character needs to fulfill the goal/ mission:

Finish the dream and realise that she doesn't have to be afraid of the dark.

# Work sheet Physical - Psychological - Sociological 01

Main Character name: LITTLE WITCH

Gender(s) Female

Age 12 years old

Height petit

Weight

Eye color

Hair color Black

Distinguishes marks (tatoo, piercing, scars)

Illnesses

Enhanced features Eyes

Strengths Witch

Handicap

Weakness Afraid of the dark

Build (basic shape)

## Social/family

Parents None that we know of

Siblings None that we know of

Marital status No

Relationship No

Pets No

Friends No

Enemies Here dreams

Ethnicity Wicca, Alchemy

Eating habits None that we know of

Main mode og transportation Broom

Workspace None

Important items Here hat

Weakness Afraid of the dark

Accent British

Living space Small room

# Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: Little Witch

**Beliefs** Wicca and alchemy

**Superstitions** All of them

**Fears** The dark

Prefers groups or solitary life Solitary life

Planned-out or spontaneous spontaneous

**Hobby** Flighing on here broom and walk in the woods  
None

**Prejudices** \_\_\_\_\_

**Stressors** \_\_\_\_\_

**Ambitions** \_\_\_\_\_

**Addictions** \_\_\_\_\_

**Journal entries(keep diary)** yes

**Leader or follower** \_\_\_\_\_

**Music & book preferences** \_\_\_\_\_

**Sleeping habbits** Sleep disorder

**How does x relax** \_\_\_\_\_

**Recreation** \_\_\_\_\_

**What excite s** \_\_\_\_\_

Júlia

Your name: \_\_\_\_\_

**Obsessions** Dreams

**As seen by others** \_\_\_\_\_

**As seen by self** \_\_\_\_\_

**Special memories** \_\_\_\_\_

**Nightmares** Constant

## Clothes

**Costume** Black dress

**colors** Black

**style** Witch chic

**uniform/specific outfit** witch hat

**Rank** \_\_\_\_\_

**Embroidery** \_\_\_\_\_

**Belt, hat** \_\_\_\_\_

**Decoration** \_\_\_\_\_

# Work sheet

## second character

Story name: WITCHES DREAM  
Character name: LITTLE WITCH

Characters role/part in the story:

Dreamer

Characters main goal:

To get out of this alive, not being afraid of the dark.

What is at stake for the character:

Being scared to death by the figures/creatures in the woods.

Characters friends and enemies:

The enemie is the dream, the creatures and the witch could be friends if they meet at different time :) But no real friends in the story.

What the character needs to fullfill goal/ mission:

Needs to wake up from the dream to realise that there is nothing to be afraid of.

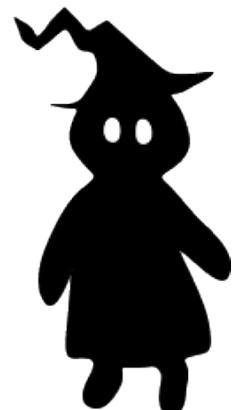
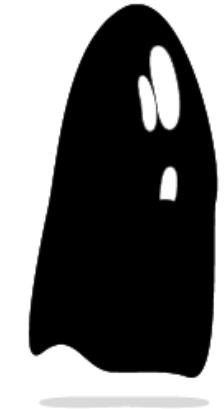
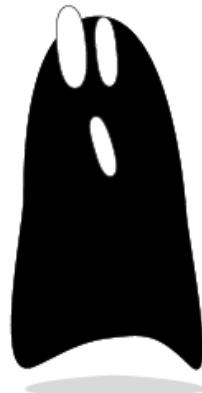
# Sprite sheet

Width: 1200px

Height: 300px

I try to make my characters move there body so they look a little bit clumsy when they are walking. Because I want to have that affect. Appeal with the eyes and soft shape, exaggeration with the eyes on the ghost so he has more emotions and the I tried to stick with

solid drawing first I made my witch really detailed and spent too much time on it so I changed it so she would be more simple and I wouldn't be making things more difficult for me (but I will make the other one but I need more time for that).



# Background

Would like to make 2 more to have with my story but haven't made them yet.



Link to web page with sprite sheet animation

