Style tile

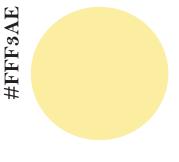
#B6EEFF

styles and

I inspired myself by the Nemo and Pop character style. Fugu is mixed of both of thise styles and ideas. Happy fish

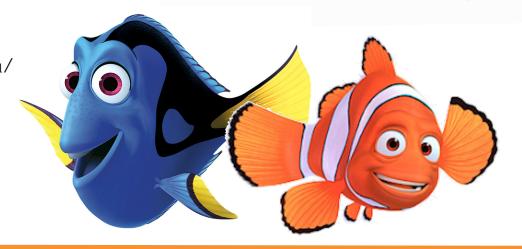
with cute big eyes.
As a basic shapes
to my character
I used circle and
triangle. Which
symbolise cuteness and ingenuity.

Solve control control



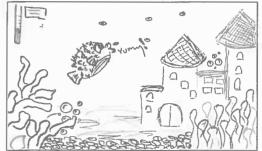
Link to my one sprite sheet animation: http://justflisiak.cba.pl/fugu/





Story board

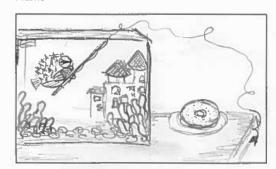
Title Frame



Action/Plot Frap-the fish, is colling the fish food simmilar in the view to the dorwats

Interaction boubles one going up and the food is falling day, user can move the fish to give it food.

Frame



Fogo is trying to which the donuct by fishing nod but oth goes wrong!

Interaction At Fugos face you can see that this is really Sound bouldes sounds and murchina (soft jazz moic in background) 4 seconds

Sounds of Moaning

3 seconds

coursed of hard workout

(of jan music playing in locg)

Frame

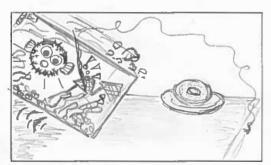
Action/Plot Fugo sees the dream donut He really wonts it that it is impossible to get it (soft jairs music playing in beg)

Interaction alrowe the tugo's head they are 1" signs and the donet is shining

Olike chair singina

3 seconds

Frame

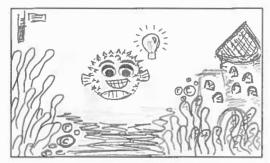


The operurius blow over and Those is shocked! Benuse of that short he is making himself so kg!

From is growing hear him they care "1" signs Sounds of troubles.

(soft im music reasing in boa) Time 3 sewnds

Frame



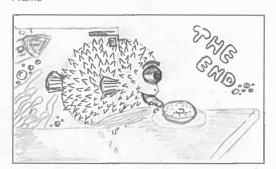
Action/Plot Fugo has an idea!

light bulb is poping out, Furn is smiling tricky

Sound of bouhle light turning ou. (soft jors music planing in bog)

2, seconds

Frame



Action/Plot Fortunately his body block the water and he is in perfect position to get the sounds

Figo is licking the donual bouldes and glove are moverna the , The end" inscription Sounds of pleasure and Icting the smut (soft for music planning in bog)

3 seconds

Listan & Faren // NEA

Fugu - the foodie fish is a cute balloonfish who loves food. He is eating the fish food, which is similar to the donuts and suddenly he recognizes that just next to him is the big, tasty 'dream donut'. He is trying to get it, but it is not so easy how he thoughts at first. He is using a fishing rug, but something goes wrong and he blows over the aquarium. He is in a big shock and his body is growing to a huge 'ball'. Fortunately, he is so big, that his body block the water and his mouth are outside the aquarium so he can easily eat the dream donut.

Protagonist: Fugu

Antagonist: yummy, tasty, 'dream donut'

Helper: fishing rod

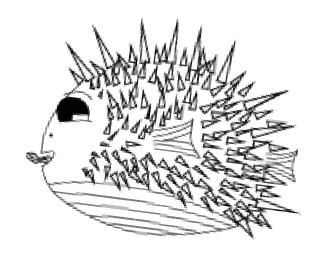
Obstacle: Distance from the aquarium and the donut/glass wall of an aquarium

Description of the idea

Message:

This story showes that everything is possible and if you really want something and do your best,then, if it is good for you, you will get it.

Mood: comedy, happy, cute



Analyze with the narrative curve

Prelude: Fugo is eating the foodie fish similar with the shape to the donuts.

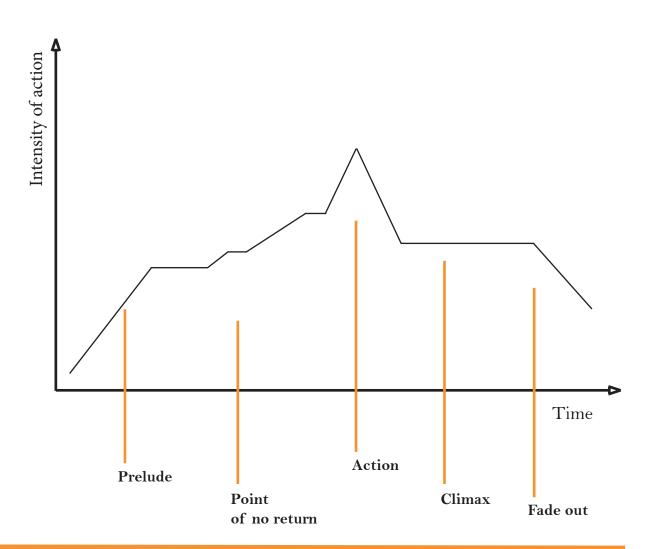
Point of no return: Fugo sees the 'dream donut' but it is inaccessible for him.

Action: Fugo has a brilliant idea!

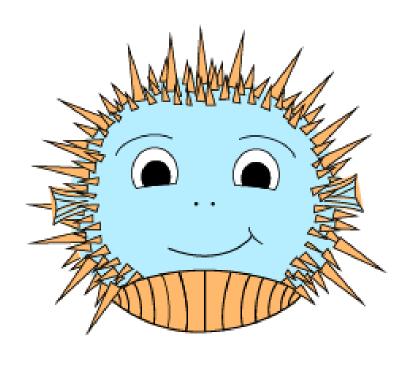
Rising action: By using the fishing rod, Fugo is trying to get the donut, but something goes wrong and he blows over the aquarium.

Climax: Fortunately everything ends with the happy end. Fugo grew up so much, that he blocked the water and he is available to taste eat the donut

Fade out: The donut and the closing credits are viewed



Work sheet Character sheet

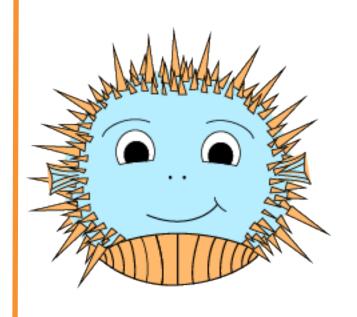


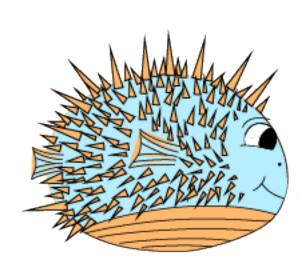
Fugu - the foodie fish

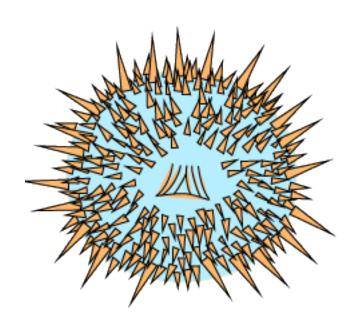


The dream donut

Work sheet Model sheet





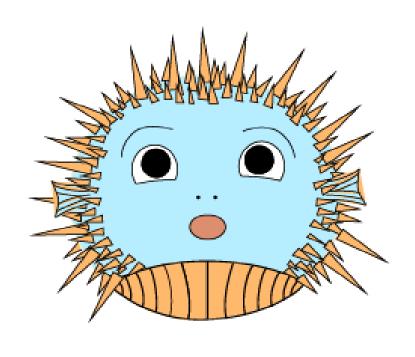


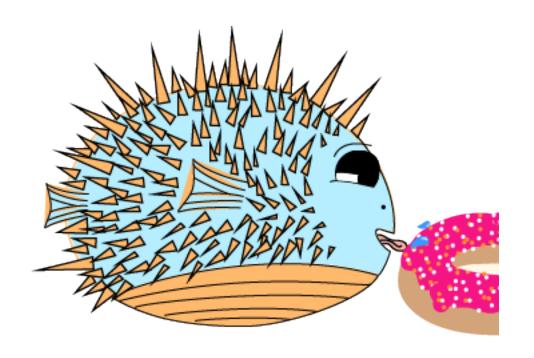
Front side

Right - side

Back

Work sheet Pose sheet





#1 situation

#2 situation

Work sheet What drives the main character

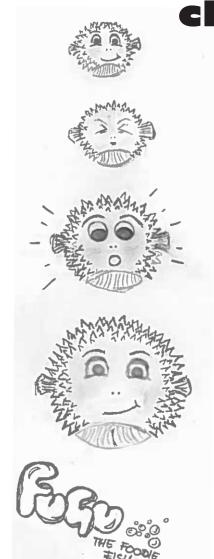
Fugo is driven mainly by the self-realization and... love to food!

His main goal is to take a bite of his 'dream donut'. He really loves food, his fishes food is similar to the donut, but it is like to comparison fast food and mother's dinner. Dream donut is much better than dry and tasteless food for fish.

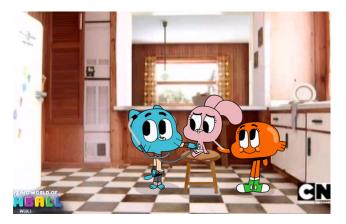
Fugo doesn't really have friends or enemies. His friends are water bubbles and ofc food, and his enemy is only the distance, glass wall of the aquarium and physics laws.

Fugo is at stake of the starving... or just being really upset :(

To get what he wants he wants to catch the donut by the fishing rod, but this idea doesn't work properly. Anyway, he gets what he wants, after the small accident when the aquarium blows over, he gets the access to his goal.



Backgrounds







As a background to my story, I have chosen a realistic background. I inspired myself with the Gumball cartoon. I think it gives an interesting result when we put an animated character into a realistic environment. This contrast makes people closer to the character and develops our imagination.



Work sheet

Physical - Psycological - Sociological

Gender: Male

Height: 10cm/25cm Weight: 15cm/35cm

Eye color: black

Hair color: none, he has spikes

Enhanced features: he can extend himself twice!

Build: circle

Marital status: great

Relationship: his biggest love are donuts

Friends: water bubbles and algae

Enemies: glass walls of the aquarium

Living space: aquarium

Eating habits: he loves all kind of food and especially

donuts

Outlook: Fufu likes to be naked, which is normal in the fish world. He is all blue after his parents. Color of his spikes he inherent after his grandmother.

Fears: famine

Prefers groups or solitary life: he likes to spend time

alone and if it is possible with other foodie fish

Planned-out or spontaneous: Fugu is spontaneous, he

has head full of creative ideas

Hobby: eating, playing with bubbles

Ambitions: eat the dream donut

Addictions: food

Music & book preferences: He likes smooth jazz mu-

sic and drama books. Sometimes he likes to dent to

Latin music.

Sleeping habits: sleep as long as possible

How does he relax: Fugu loves just swimming and

listening to the music

