

Week assignment

02.02.01

Scene 1



Action/plot:

The scene opens with Thomas Rainer, a giant raindrop who happens to be the last raindrop in the entire world. The locals call him the Rain-man. He's feeling very lonely and very beside himself with the whole situation. So we open, on a scorched world, as dry as a sun-dried tomatoe, in desperate need of rain; and an unexpected hero.

Interactive elements:

The people are knocking on the door, they need Tom's help. You can knock up to three times

Sound/music:

Knocking, slamming and even kicking on the door sound

Time:

10-15 seconds

Period time 2099

Scene 2



Interactive elements:

There is no interaction here, he answers the door by himself

Sound/music:

The sound of pleading

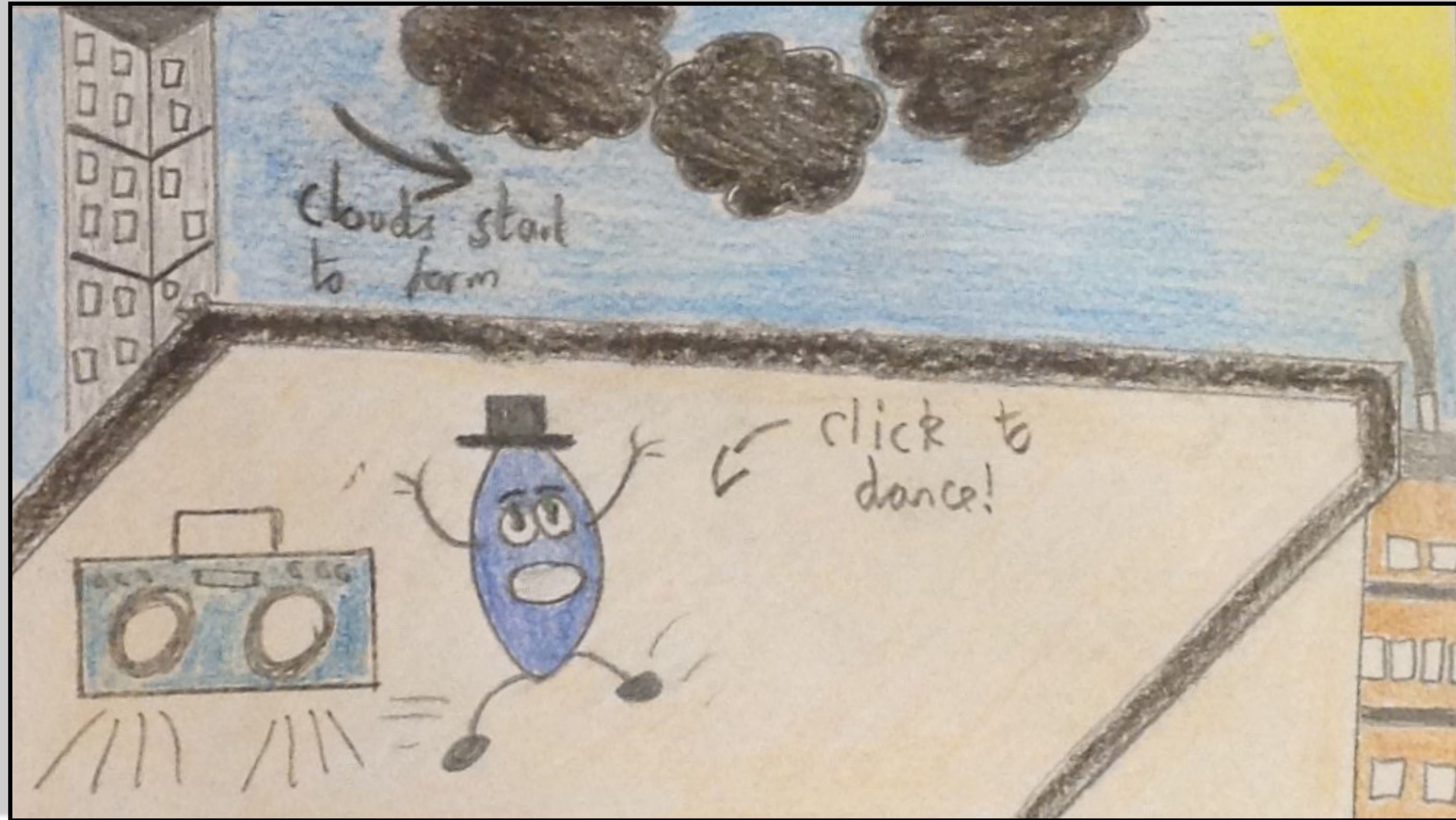
Action/plot:

After the third knock Tom stumbles over to the door and answers it to find a frantic sun-man and a pickle bro. They ask him to do the legendary rainedance of his people. The harvest hasn't come and the world is in dire need of food. Taking the responsibility into his own hands, Thomas agrees.

Time:

10 seconds

Scene 3



Action/plot:

Tom goes to the roof of his apartment building and despite his sadness, he dances his greatest dance and the rain clouds start to form. The sun starts to get blocked out and the rain starts to fall. Little does he know it's his fallen brothers, back from the aqua wars of 2096

Interactive elements:

Press Tom to make him do his legendary dance and save the day

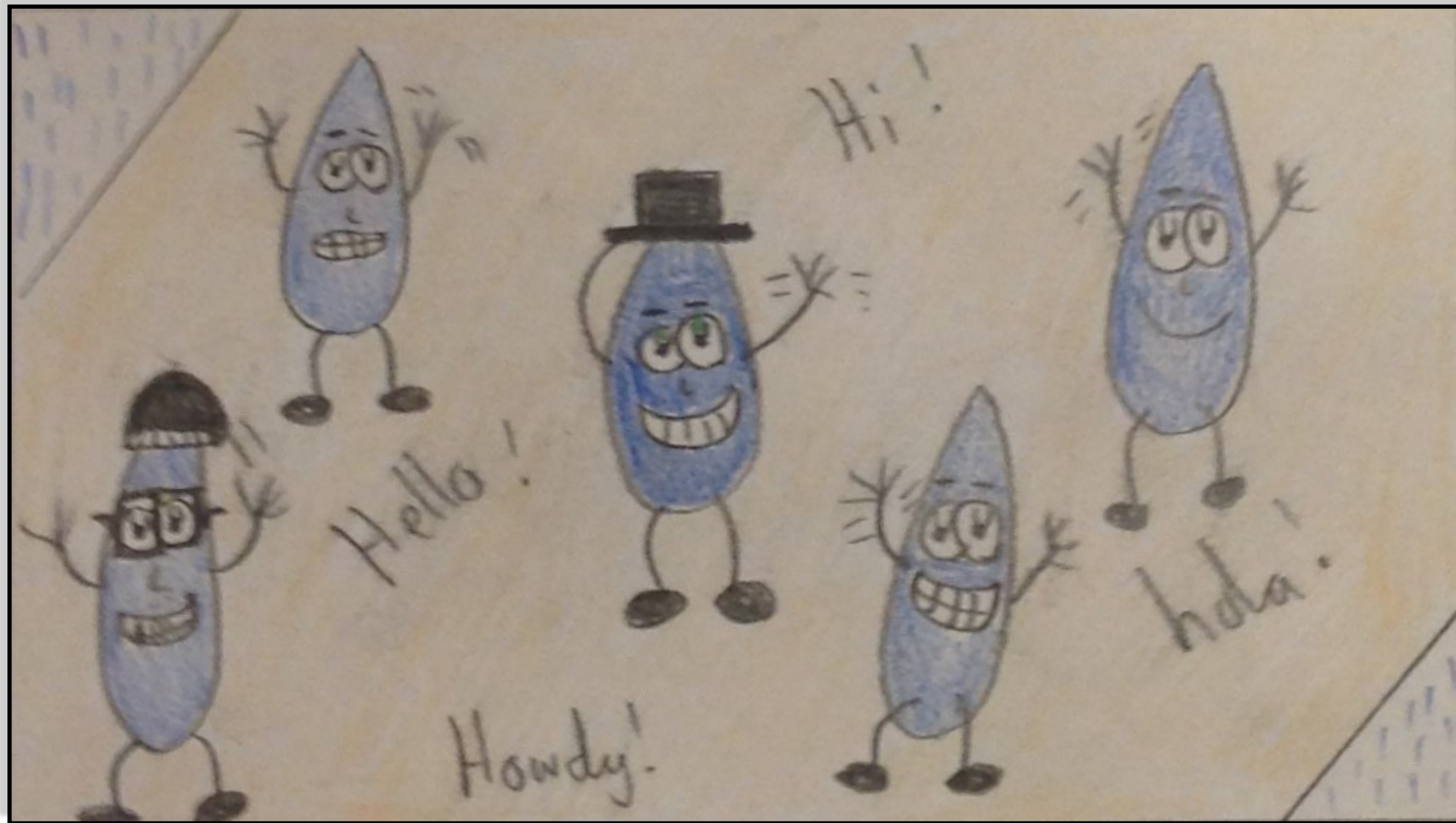
Sound/music:

Rain sounds
Thunder
Rain drops, drop top song song comes on

Time:

10-15 seconds

Scene 4



Action/plot:

The rain drops that fall down are Thomas' old friends and his smile returns.

Interactive elements:

None unfortunately

Sound/music:

Rain-drops. storm sounds, lots of 'hello' 'hi' and 'hola senor'

Time:

5-10 seconds

Scene 5



Action/plot:

The animation ends with the rain drop at the apartment drinking and its raining and they are all pretty happy about that

Interactive elements:

None

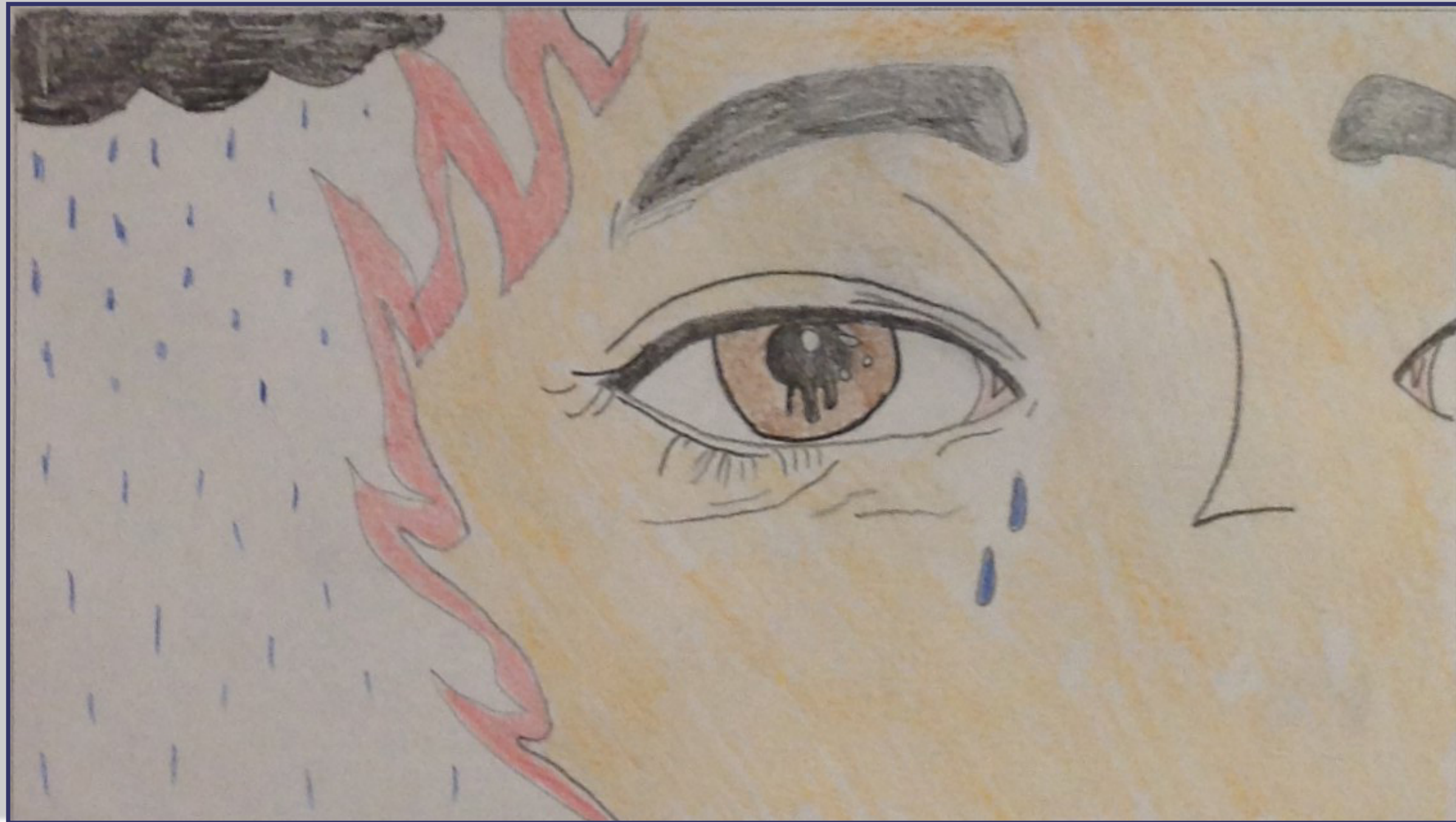
Sound/music:

Party music

Time:

5-7 seconds

Scene 6



Action/plot:

A sun-man looks sad

FIN.

Extreme close-up

Interactive elements:

None

Sound/music:

DUM DUM DUUUUUMMMM

Time:

3-5 seconds

The Story

My original idea is the one I'm going to stick with, which centres around a lonely rain-man that happens to also be a giant raindrop.

SETUP:

4 years prior to the setting, was the devastation aqua war which stripped the land of rain, resulting in food-shortages. Thomas Rainer, the only rain-man left in the entire world is called upon to do the rain-dance to bring rain back to the planet once again.

After being an outcast for so long Thomas is weary when he first hears knocking on his door, nevertheless after the third knock he answers the door.

CONFRONTATION:

He sees a sun-man and a pickle bro asking for his help to make it rain. He goes to the roof of his apartment building with a big ghetto blaster, and does the performance of a lifetime. Thunder and rain clouds push in and the rain pours down. But not just any rain, its Thomas' fallen brothers from the aqua war returning from their slumbers in the clouds.

RESOLUTION:

Thomas is so happy to reunite with his brothers and the rain continues to pour down. In consequence the plants begin to grow and the earth itself is healed in the selfless act by a lonely little rain-drop.

They have a big party at his place to celebrate life and the return of a band of brothers. But there are black crows everywhere as the old saying goes.

To end, the camera switches to an extreme close up shot of a sun-man as a tear falls down his face. Is it sadness? Is it relief after years of working as a sun-man? No one will know for sure, as is life.

Logline

A lonely individual finds the courage to selflessly help those who made him an outcast. To save the ever dying earth.

The message

The message I believe is every cloud has a silver lining, and everyone has a meaning in life.

Also on the flip side, referring to the ending is that every action has a consequence.

Genre/mood

Random/funny
Sort of dark at the end
Heartwarming in parts

Narrative curve

PRELUDE: Title picture

POINT OF NO RETURN: Agreeing to help the sun-man and pickle bro (scene 2)

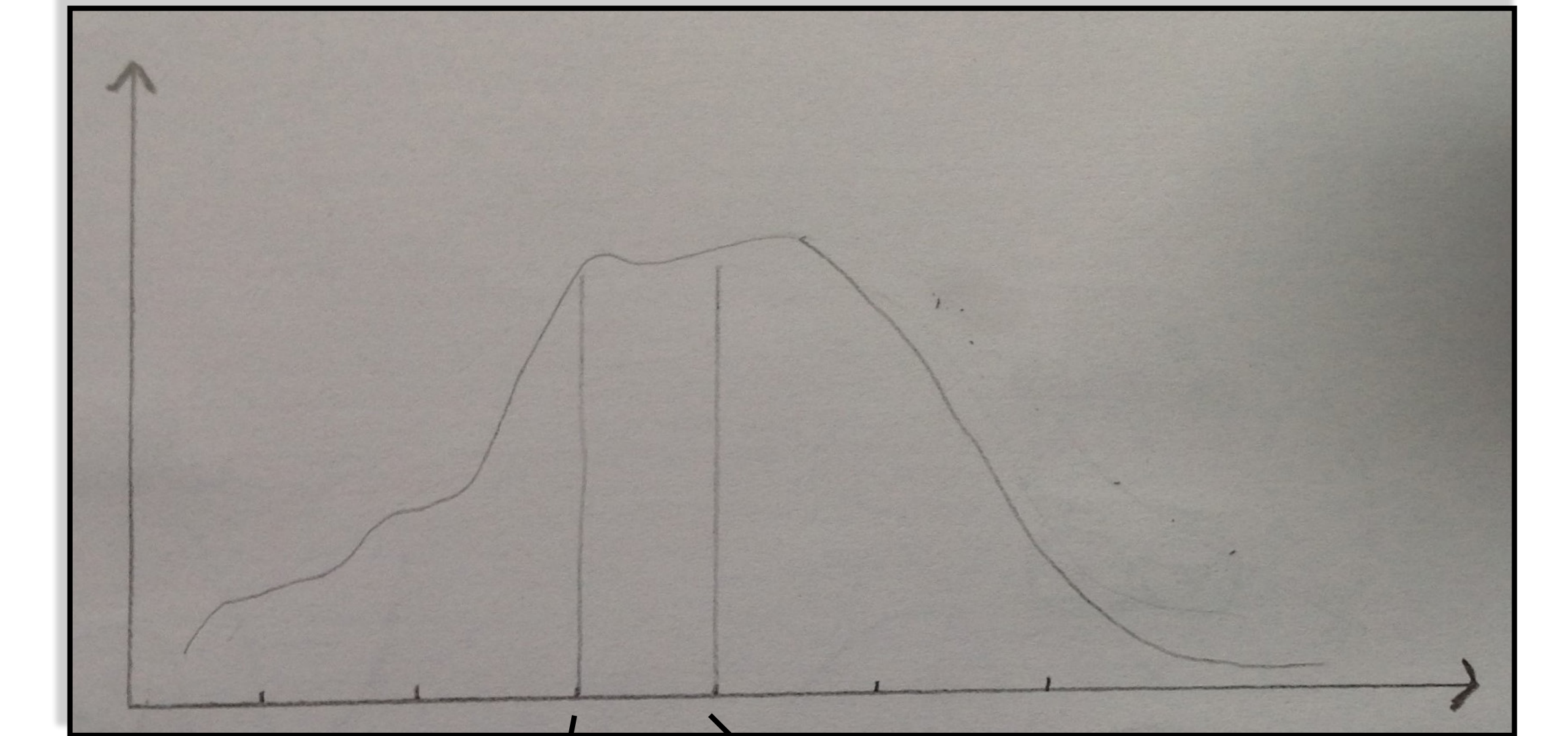
ACTION POINT: When he starts his rain-dance during his dance. He needs to finish it in order to help out (scene 3)

RISING ACTION: The rain starts to come down and the sun vanishes under dark thick clouds

CLIMAX: He meets his fallen brothers once again and he's happy as if everyone else. They go back to his place to celebrate the fact that he just saved the earth from certain doom.

ENDING: An extreme close up of a sun-man (the one from scene 2 who asked for help) who is now with a tear streaming down his face. Then it cuts to black.

suspense



frame

1

2

5

6

time

Starts his dance

His friends appear

STYLE TILE

Inspired by my chosen style: Pop character

CONTOURS:

The pop characters themselves do not possess the contour lines that you may expect in very cartooney like characters such as these would have. That then draws the focus away from the outline and more into the prominent features f.x eyes.

CHARACTER/BACK-GROUND RELATIONSHIP:

These cute funny monsters are seen mostly on plain backgrounds so that the focus is entirely on these strange creations and the background is not a defining feature.

CHARACTERISTICS:

The most prominent feature in the style is usually the large eyes, often accompanied with a large mouth. This is complimented with the nice bright vibrant colours that makes these monsters stand out.

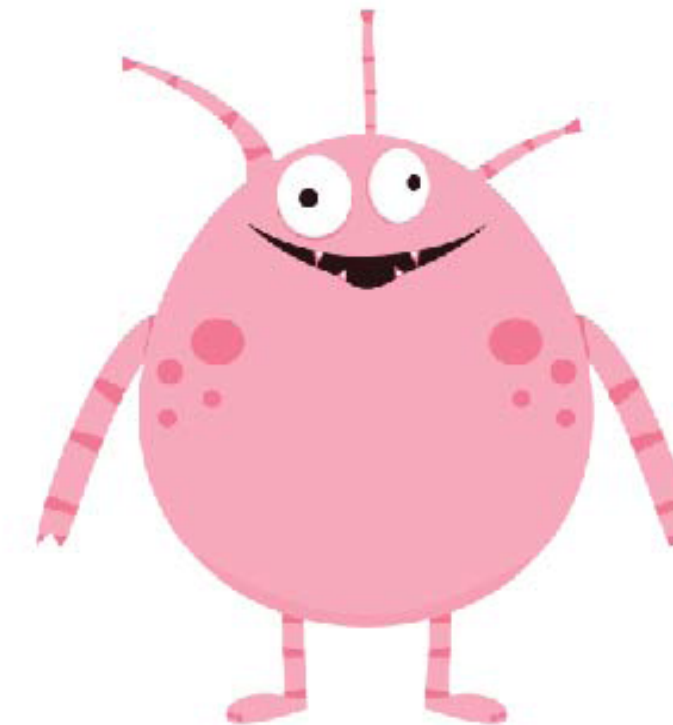
TYPOGRAPHY:

I had trouble coming up with a suitable typography for an art form that doesn't really revolve around text. But I believe, like the monsters, the writing should be bold and round. A sans serif with a broad look to it.

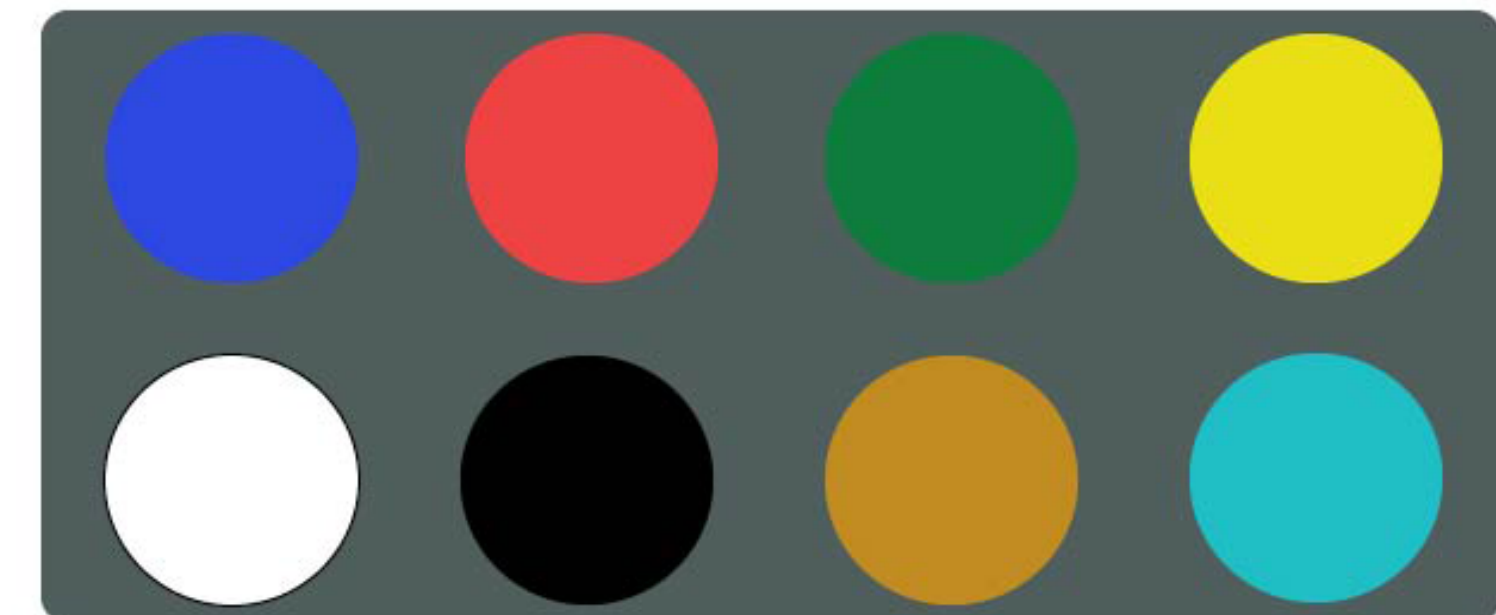
SNIGLET BOLD

SnUBNOSE

MONSTER EXAMPLES:



COLOUR SCHEME

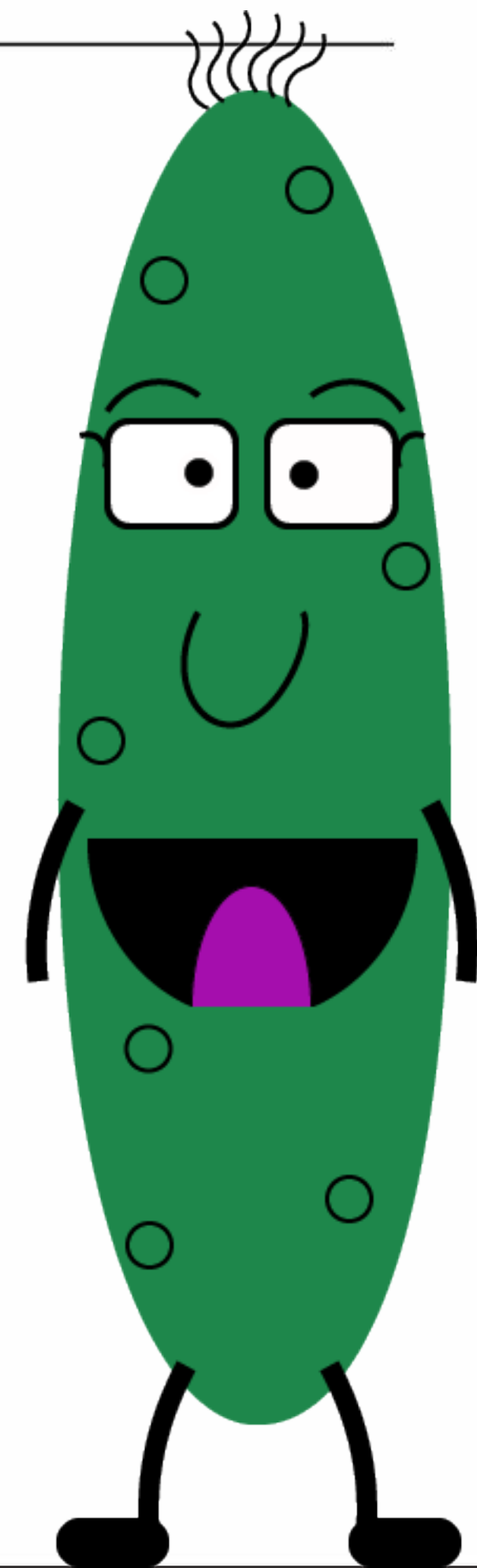
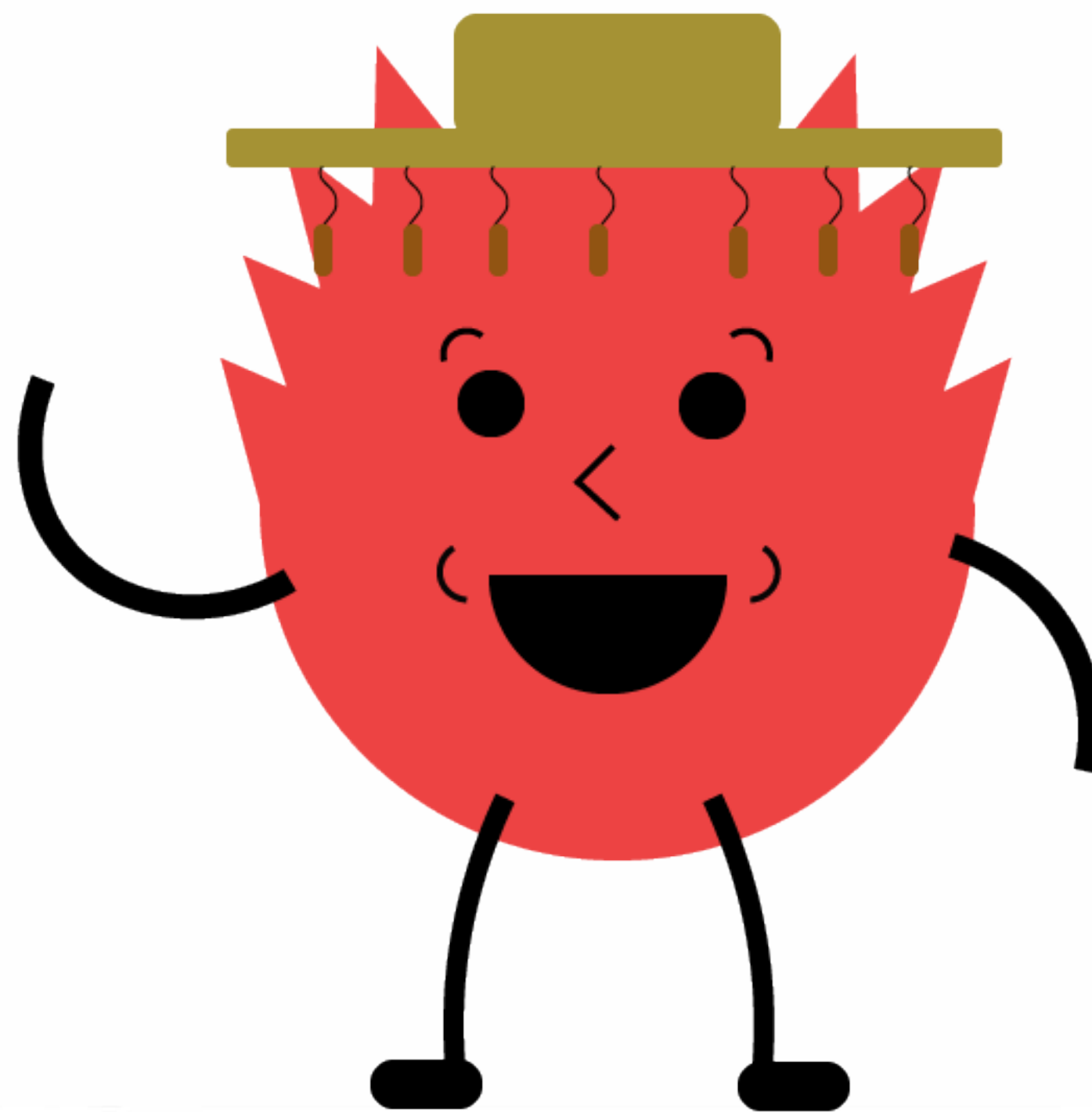
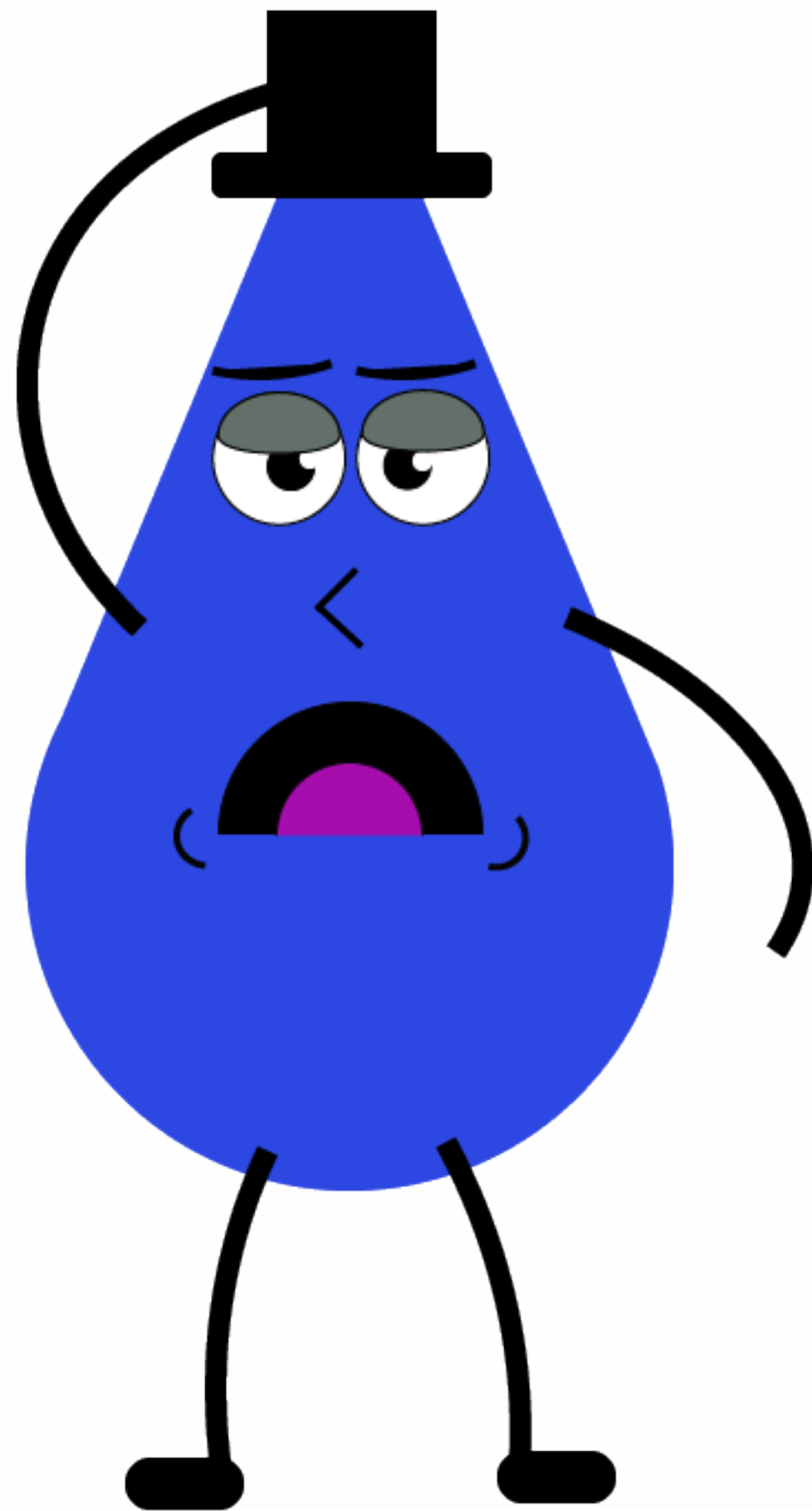


Work sheet

Character sheet

Story name: MAKE IT RAIN

Character names: Thomas Rainer



2-3 characters (front) side by side

Your name: _____

Work sheet

Model sheet

Story name: MAKE IT RAIN

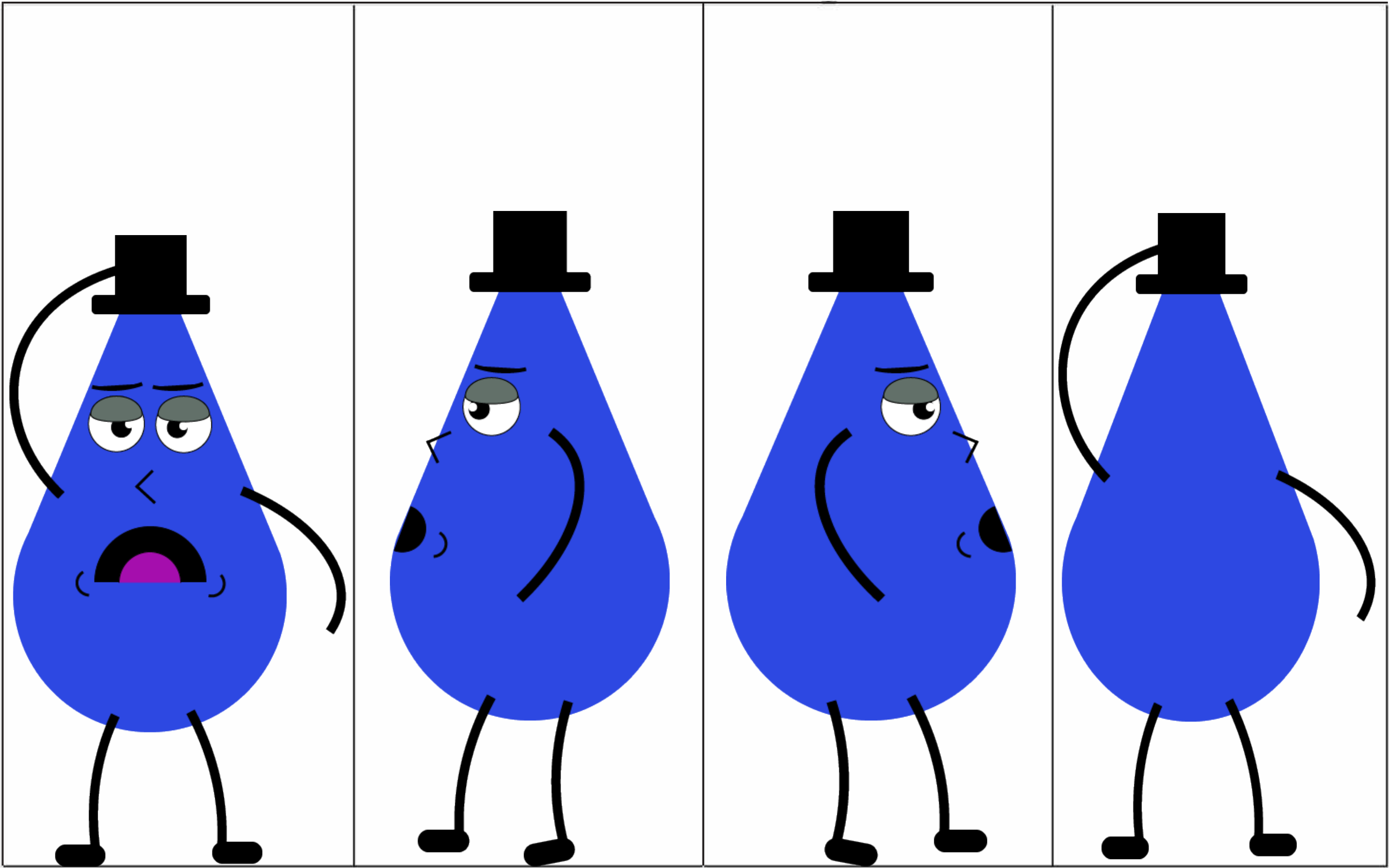
Character name: Thomas Rainer

Front

Left side

Right side

Back



Your name: _____

Work sheet

Story name: MAKE IT RAIN

Character name: Thomas Rainer

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)

Self-realization

Character's main goal:

To bring the rain back to the earth once again

What is at stake for the character:

Failure in the eyes of the public, destroying the hope of an entire civilization and plunging the world into darkness and despair, so yeah.. alot

Character's friends and enemies:

FRIENDS: His fellow rain-men

ENEMIES: Most of the public until they need his help, mostly the sun-men

What the character needs to fulfill the goal/ mission:

He needs to do the legendary rain-dance of his people.

Your name: _____

Work sheet Physical - Psychological - Sociological 01

Main Character name: Thomas Rainer

Gender(s) Male

Age 168 years old

Height 4ft

Weight 5 stone

Eye color Green

Hair color Has no hair

Distinguishes marks (tatoo, piercing, scars) None

Illnesses None

Enhanced features He's a giant rain-drop so i guess not

Strengths Willpower, self-awareness and endurance

Handicap Can't stay in the sun for too long

Weakness Lonliness, shyness

Build (basic shape) A sort of rounded traingle/elongated cone shape

Social/family

Parents A cloud from 100's of years before

Siblings Every rain-drop from his cloud

Marital status Single and ready to mingle

Relationship With his sofa maybe

Pets None unfortunetly

Friends His fellow rain-men

Enemies Most of the public/sun-men

Ethnicity Rain-man

Eating habbits Just absorbs water

Main mode of transportation He rarely leaves his apartment

Workspace Has a yoga mat

Important items His awesome top hat

Weakness Sun

Accent Sunderland/Newcastle accent

Living space A lovely studio apartment

Your name: _____

Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: Thomas Rainer

Beliefs The almighty thunder cloud/Thor

Superstutions Don't walk under scaffolding

Fears Social interaction with sun-men/ghosts/aliens

Prefers groups or solitary life Definitely a solitary life

Planned-out or spontanious Spontaneous

Hobby His puzzle board games

Prejudices Sun-men saying Thors name in vain

Stressors Having to pick up his mail

Ambitions To live a life away from the eyes of the sun-men

Addictions Indian Pale Ale

Journal entries(keep diary) No diary

Leader or follower N/A

Music & book preferences Straight up gangster rap/Of Mice and Men

Sleeping habbits A solid 8 hours a night

How does x relax A nice puzzle or board game

Recreation ??

What excite s When a sun-man falls off his skateboard

Your name: _____

Obsessions Sudoku

As seen by others A lonely werid man

As seen by self A self-loathing guy who needs a break

Special memories Playing catch with his brother Damien

Nightmares The recreation of the aqua wars that took all the rain-men away

Clothes

Costume Shoes, top-hat

colors black

style Suave

uniform/specific outfit N/A

Rank N/A

Embroidery N/A

Belt, hat A top-hat

Decoration N/A

Work sheet

second character

Story name: MAKE IT RAIN

Character name: Sun-man Franklin

Characters role/part in the story:

Asks Thomas Rainer for help then regrets it

Characters main goal:

To get the help he needs to make it rain again so his crops can grow

What is at stake for the character:

A possible return of the aqua wars, the terrible effect the rain has on his fire covered body

Characters friends and enemies:

Most of the public like him, as they are mostly sun-men too

What the character needs to fullfill goal/ mission:

He needs Thomas to agree to his demands for helping out

Your name: _____

Sprite sheet animation

Height: 350 px

Width: 200 px



Slow in & slow out: Easing - I used this in my animation, to elongate the time at the start and end, to make the movements appear more natural, as most movements start and end like this.

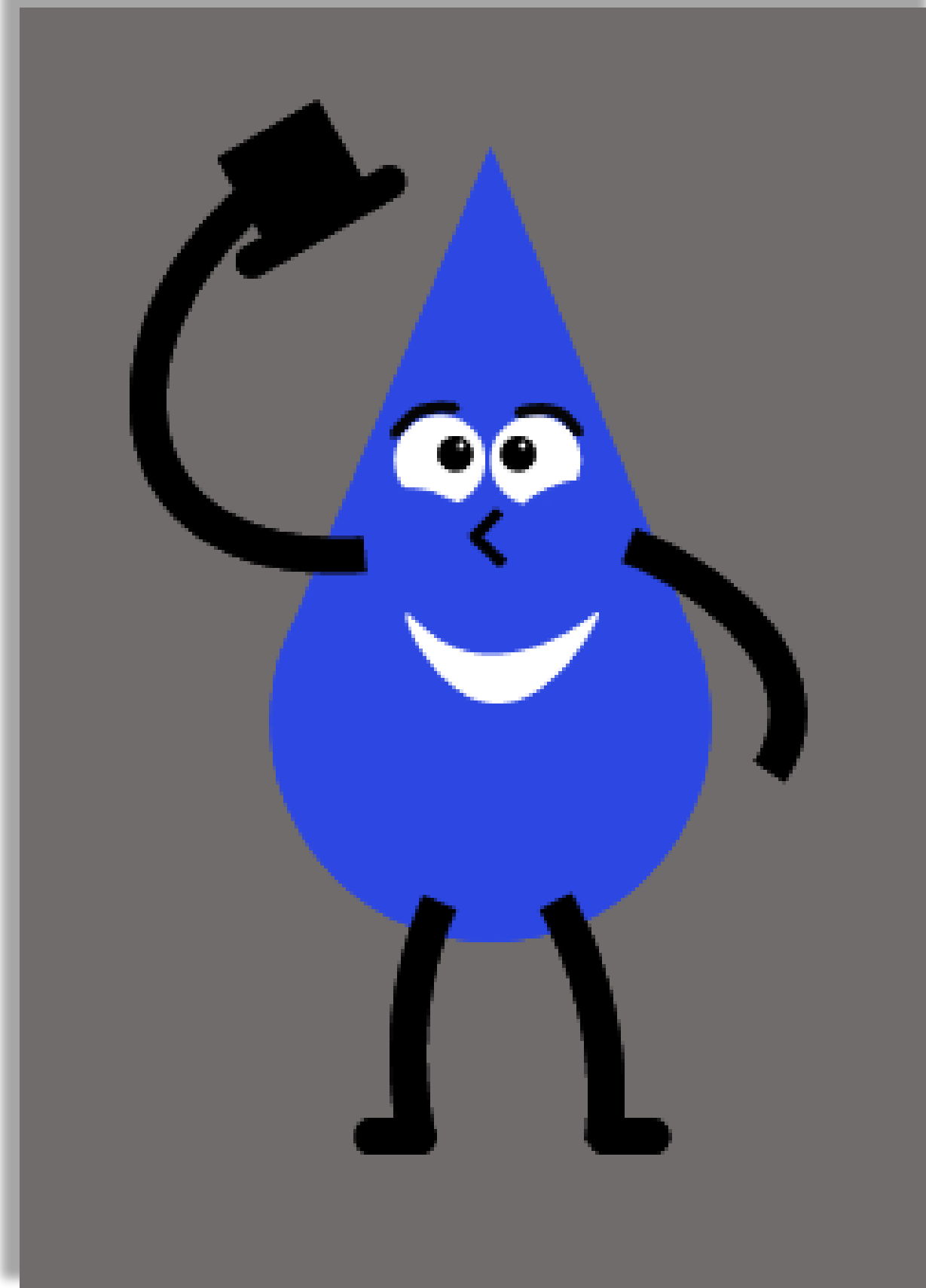
Timing: As used in pretty much everything, I used multiple frames of the same pose to make the timing longer so it wasn't just one speedy movement.

Anticipation: As the hat is taken off the head, you can almost guess that there will be a wink or some facial expression, as this is commonly accompanied by this.

Background



Link to my sprite sheet



http://liam-edwards.dk/02.02.01_1

Title screen

