

WEEK 12

CHARACTER DESIGN / STORY TELLING

020201

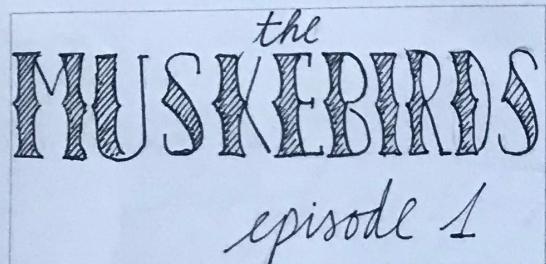
MUSKEBIRDS

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LISA MARIE BECHT ROJAS

Scene no: 01



Action / Plot:

TITLE

Interactive elements:

∅

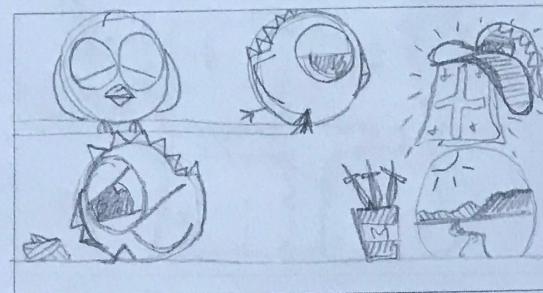
Time:

NONE 3 SEC

Sound / Music:

CALM/HAPPY
BIRDS CHIRPING

Scene no: 02



Action / Plot:

OPENING SCENE
(MORE DETAILS IN
ANNEX 01)

Interactive elements:

CLICK ON SHINING
MUSQUEBIRD OUTFIT

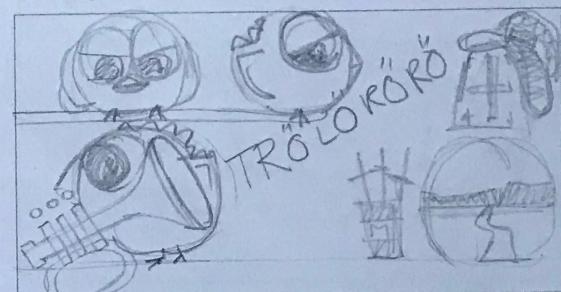
Time:

INDEFINITE: USER HAS TO
CLICK

Sound / Music:

AS BEFORE

Scene no: 03



Action / Plot:

TRUMPET POPS UP

Interactive elements:

∅

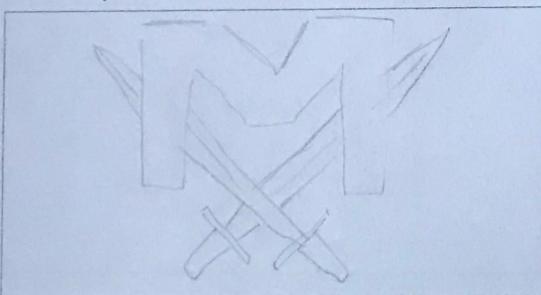
Time:

3 SEC

Sound / Music:

TRUMPET

Scene no: 04



Action / Plot:

CHANGING TRANSITION

Interactive elements:

∅

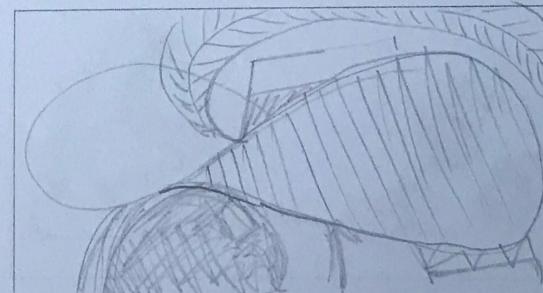
Time:

2 SEC

Sound / Music:

AS BEFORE

Scene no: 05



Action / Plot:

FLASHING SEQUENCE
OF MUSQUEBIRD HAT

Interactive elements:

∅

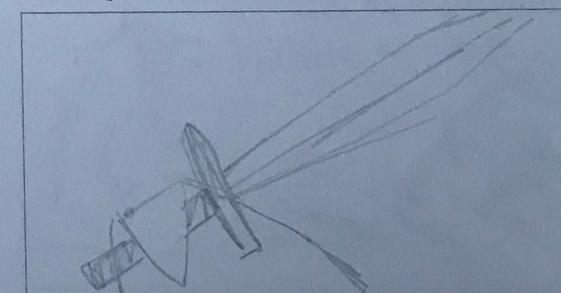
Time:

2 SEC

Sound / Music:

EPIC

Scene no: 06



Action / Plot:

FLASHING SEQUENCE
OF MUSKEBIRD SWORD

Interactive elements:

∅

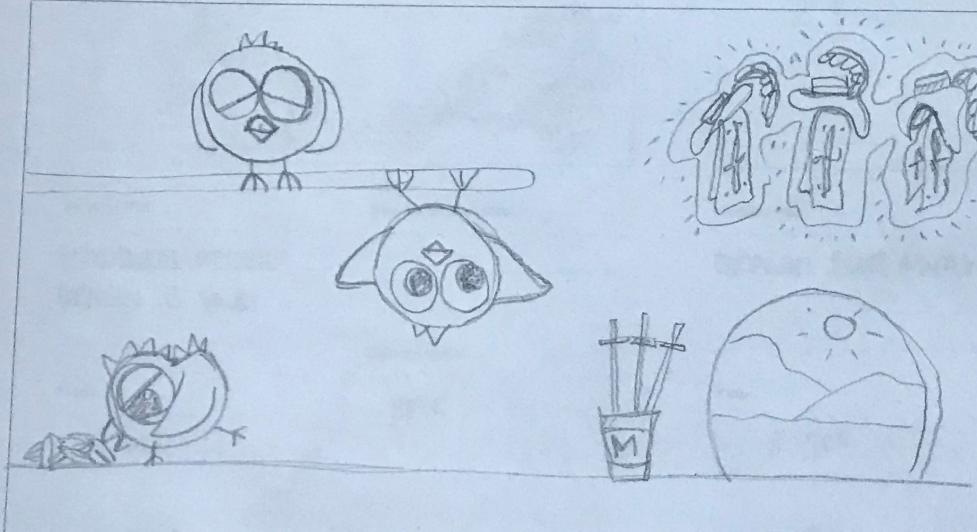
Time:

2 SEC

Sound / Music:

EPIC

Scene no: 02



Action / Plot: OPENING SCENE

MUSQUEBIRDS CHILLING AT HOME.

HANGING FROM CEILING / PICKING SEED /
LOOKING OUT OF WINDOW

MUSQUEBIRD OUTFIT HANGING ON
WALL = SHINING.

Interactive elements:

CLICK ON HANGING /
SHINING MUSQUEBIRD
OUTFIT = TRUMPET POPS
UP.

Sound / Music:

BACKGROUND / MORNING MUSIC
TRUMPET : TRÖRÖ TRÖLÖRÖRÖ

Time:

6 SECONDS ^(MIN)

+
INDEFINITE → USER HAS TO
CLICK ON SHINING OUTFIT

<p>Scene no: 01</p> <p>Action / Plot: TITLE PICTURE</p> <p>Interactive elements: NONE</p> <p>Sound / Music: CALM MUSIC BIRDS CHIRPING</p> <p>Time: 6 SEC</p>	<p>Scene no: 07</p> <p>Action / Plot: FLASHING SEQUENCE OF MUSKEBIRDS SHIRT</p> <p>Interactive elements: Ø</p> <p>Sound / Music: EPIC</p> <p>Time: 2 SEC</p>	<p>Scene no: 09</p> <p>Action / Plot: FINISHED OUTFIT SCENE</p> <p>Interactive elements: Ø</p> <p>Sound / Music: EPIC</p> <p>Time: 2 SEC</p>
<p>Scene no: 09</p> <p>Action / Plot: CHANGING TRANSIT</p> <p>Interactive elements: Ø</p> <p>Sound / Music: EPIC</p> <p>Time: 2 SEC</p>	<p>Scene no: 16</p> <p>Action / Plot: MUSKEBIRDS FACE OFF AGAINST DRAGON</p> <p>Interactive elements: Ø</p> <p>Sound / Music: EPIC</p> <p>Time: 3 SEC</p>	<p>Scene no: 11</p> <p>Action / Plot: USER GETS OPTION TO FIGHT / RETREAT</p> <p>Interactive elements: ATTACK / RETREAT BUTTON</p> <p>Sound / Music: EPIC</p> <p>Time: INDEFINITE</p>

Scene no: 12 A

ATTACK



Action / Plot:

MUSKEBIRDS ATTACK:
DRAGON IS HURT

Interactive elements:

Ø

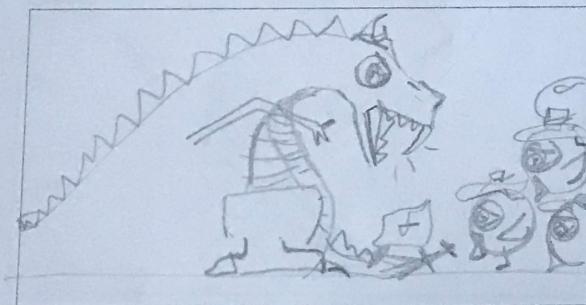
Sound / Music:

EPIC

Time:

6 SEC

Scene no: 12 B



Action / Plot:

MUSKEBIRDS RETREAT
DRAGON ATTACKS

Interactive elements:

Ø

Sound / Music:

EPIC

Time:

6 SEC

Scene no: 13 A

DRAGON



Action / Plot:

DRAGON FLIES AWAY

Interactive elements:

Ø

Sound / Music:

EPIC

Time:

3 SEC

Scene no: 13 A



Action / Plot:

DRAGON EATS
THE MUSKEBIRDS

Interactive elements:

Ø

Sound / Music:

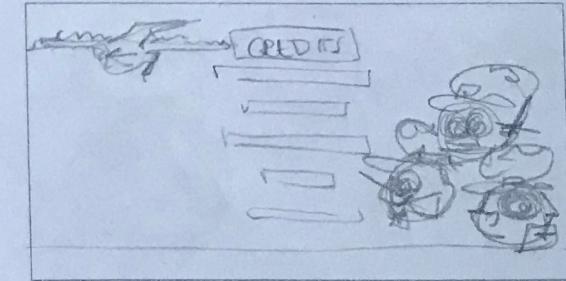
EPIC

Time:

3 SEC

Scene no: 14 A

CREDITS



Action / Plot:

DRAGON FLIES AWAY
WHILE CREDITS

Interactive elements:

Ø

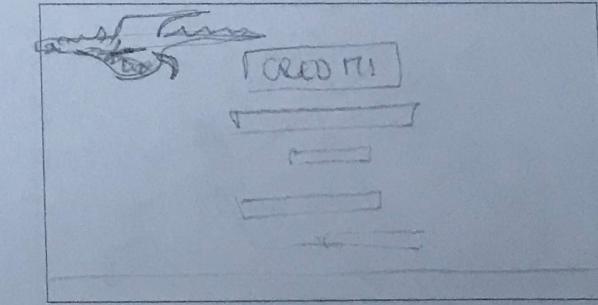
Sound / Music:

BIRDS CHIRPING

Time:

5 SEC

Scene no: 14 A



Action / Plot:

DRAGON FLIES AWAY
WHILE CREDITS

Interactive elements:

Ø

Sound / Music:

BIRDS CHIRPING

Time:

5 SEC

STORY DETAILS

Logline:

The musquebirds are on an epic mission to face agains their biggest enemy. You, the fourth musquebird must assist them in their fight and have to face the biggest decision in this epic saga.

The idea:

We have three main protagonists (who act as one, they are one entity the muskebirds. They are a hybrid between birds and dinosaurs.

The animation starts with them being in their home visibly bored. Close to the door there is a shiny and glowing muskebird outfit. This should attract the users eyes and he will be able to click on it.

This starts the action sequence, first a trumpet shows up on the screen making a loud: Trolororloro sound.

After this it will cut to a changing sceene of the birds, it is very power ranger/sailor moon/powerpuff girl inspired as in there are a lot of twirls and at the end they end up in a winning power position.

The next scene starts with the muskebirds facing a big dragon. Here the user is offered a choice: attack or retreat.

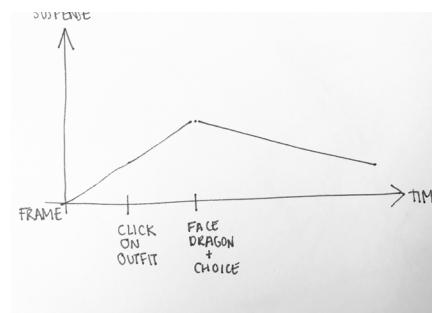
In the case of the retreat, the muskebirds will step back one step and suddenly the dragon opens his mouth and eats them all.

In the case of the attack, the first muskebird pokes the dragons tail and he gets scared and flies away.

Message: Trying is always better than not to. Sometimes what seems undoable is actually way easier if you only try.

Genre / mood: Humour, epic, cute.

Narrative curve analysis:



Prelude: Title picture

Point of no return: The user clicks the muskebird outfits

Action: The birds get changed in an epic way

Rising action: The birds face off against a giant dragon, the user gets offered the ultimate choice

Climax: The dragon either eats them or flies away depending on the choice of the user.

Fade out: dragon flies away while credits.

STYLICITY

Inspiration from the style:

Pop Character / Funny monsters

Contour line:

Either there is no line or the line is very thick.

Characters/background relationship:

Characters are very saturated, the background will be more pastellike.

Specific characteristics in the style:

The shapes are very round and the eyes are very big and round. The protagonists are opposed to the antagonist by the fact that the dragon will be more triangular but he will still keep a curved outline.

Typography:

"vtks study" is the chosen font for the title as it is very hand-drawn inspired which will translate the humour and self-awareness of the animation. This will also be the font used in order to give the choice to retreat or attack the dragon. For credits/other secondary connotation the chosen font will be "avenir next".

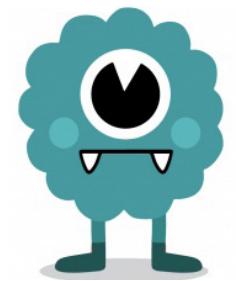
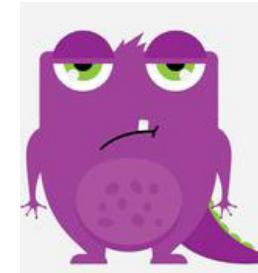
Logotype:

MUSKEBIRDS

Colours:

Mainly saturated for the characters with a contrast to the background which will be desaturated. Contains both cold and warm colours.

Example of the style:

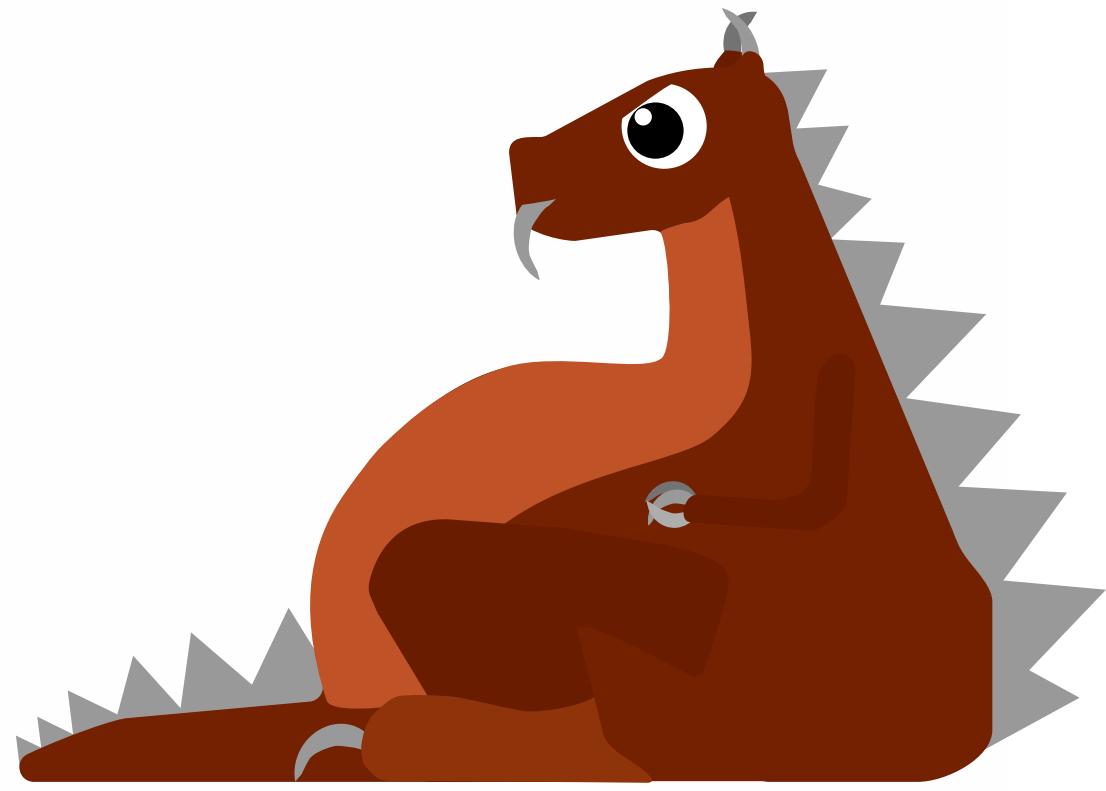
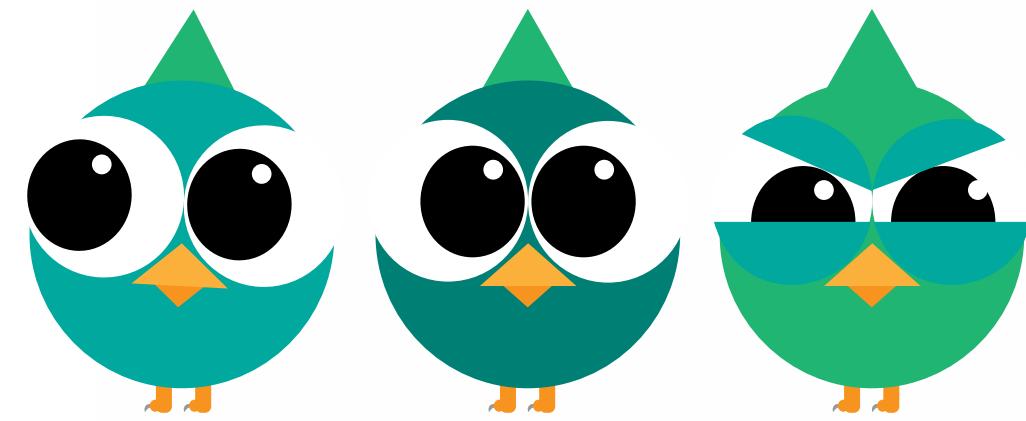


Work sheet

Character sheet

Story name: MUSKEBIRDS

Character names: Mauricio, Gustave, Klaus and Dragon.



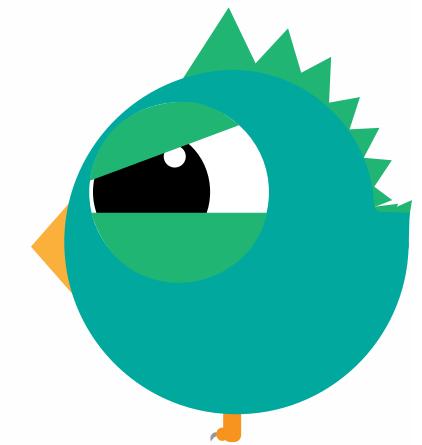
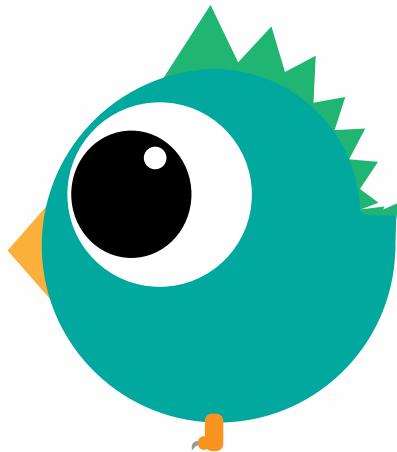
2-3 characters (front) side by side

Work sheet

Character sheet

Story name: MUSKEBIRDS

Character names: Mauricio



MAURICIO

What drives the main character:

Mauricio is the muskebirds leader he is goal driven and never afraid. He knows that he has to show the example and is always the first to act in any given situation. He is driven by the honour to defend the nation as the countries most noble elite force: the muskebirds.

Characters main goal:

He has to fight all evil, in this scenario the dragon.

Characters friend and enemies: The three birds are best friends and act as one big element even though Mauricio is Klaus' and Gustave's leader. They still enjoy quality time together and are roommates. The dragon is the big enemy of this episode and has no other purpose than attacking the muskebirds. But little do we know the dragon actually has to feed his babies too.

What is at stake for the character:

For the muskebirds their honour, lives but also the safety of their kingdom is at stake.

What does the character need to fulfill in order to achieve the goal:

In order to win against the dragon the muskebirds just need to dare to attack it otherwise they will lose everything.

Gender(s): Male

Age: 25 years

Height: 40 cm

Weight: 10 kg

Eye color: Black

Hair color: Green horns

Distinguishes marks: None

Illnesses: None

Enhanced features: None

Strengths: Very strong minded

Handicap: None

Weakness: Ticklish

Build (basic shape): Round

Social/family

Parents: Pedro and Eleanor

Siblings: None

Marital status: None

Relationship: None

Pets: None

Friends: Klaus and Gustave

Enemies: All enemies of the kingdom

Ethnicity: Bird ethnicity

Eating habits: 5 times a day

Main mode of transportation: Flying

Workspace: On the field

Important items: His uniform

Weakness: Chocolate

Accent: Spanish

Living space: Birdhouse

Psychological - Sociological

Beliefs: None

Superstitions: he doesn't like to fly under bridges

Fears: Seeing his best friends die

Prefers: being social with his 2 friends

Planned-out or spontaneous: Plans everything

Hobby: Puzzles

Prejudices: None

Ambitions: Being the king's personal guard

Addictions: Chocolate

Journal entries(keep diary): Keeps a military journal

Leader or follower: Leader

Music & book preferences: Loves classic music

Sleeping habits: Regular sleeper

How does Mauricio relax: He cleans the kitchen

What excites Mauricio: Going out with his friends

As seen by others: Loyal friend and leader

As seen by self: funny and strong

Special memories: That time the muskebirds fought a giant squid

Nightmares: A recurring dream about a flying squid

Uniform: Muskebird uniform on missions

colors: blue and grey

Rank: Leader

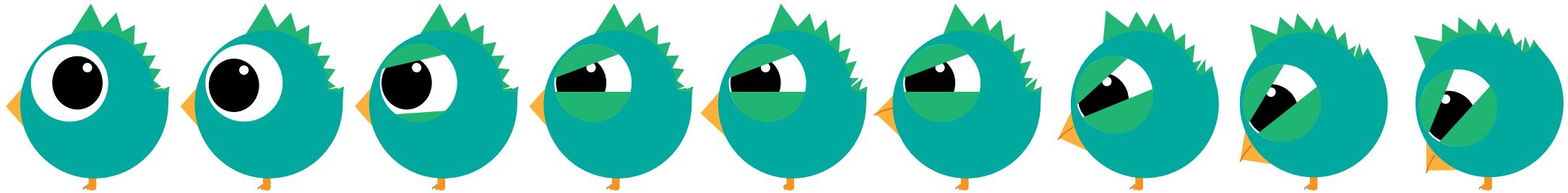
Belt, hat: Muskebird hat

Decoration: Sword on the side

SPRITE SHEET

Height: 250px

Width: 300px



Explanation of one or more animation principles according to my animation

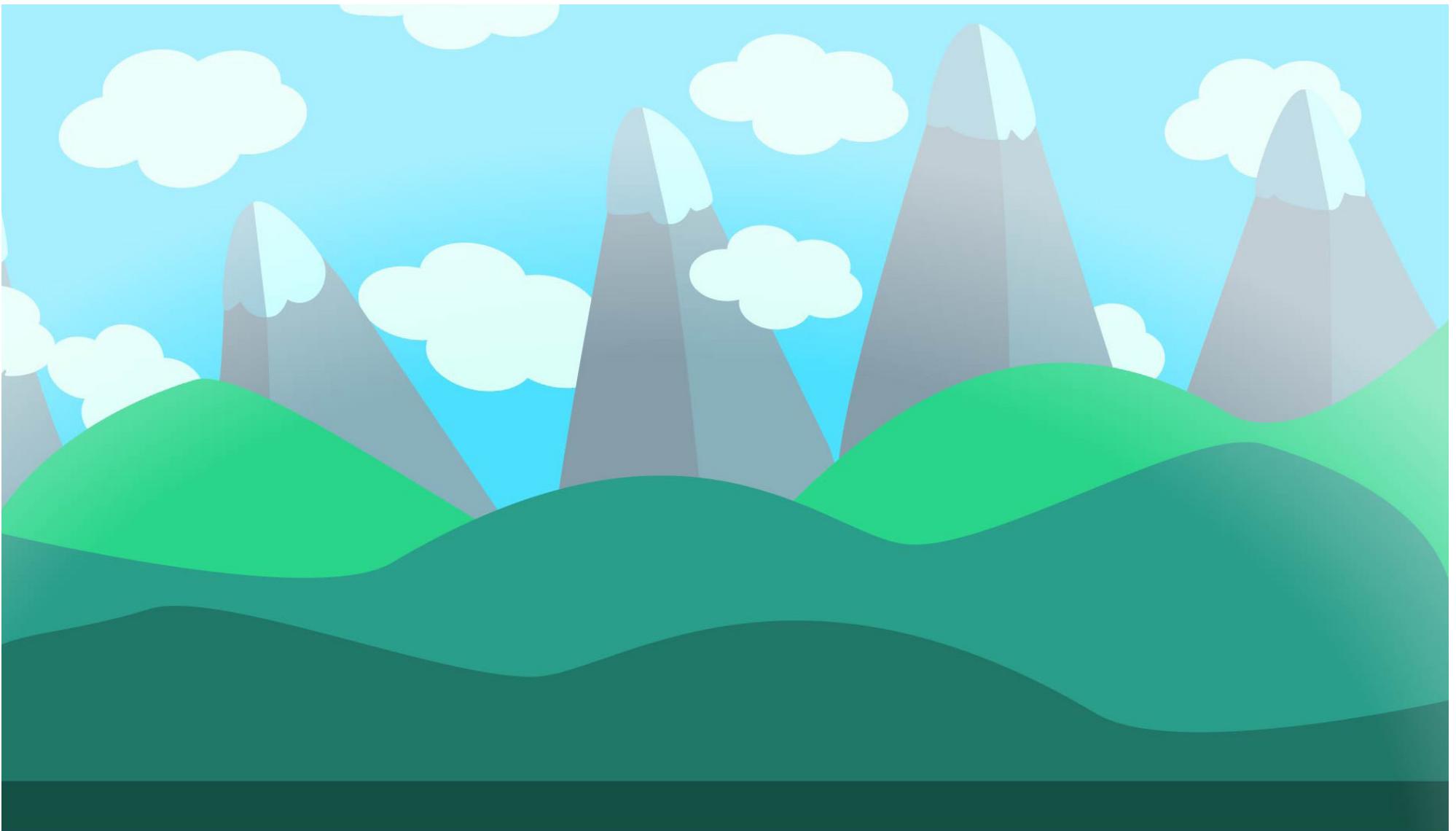
Slow in & Slow out: I used this principle in my animation when the last frames are very close to each other and slow down the process and make it more natural.

Timing: Timing is everything, which is why the frames are paced in the same timing.

Anticipation: First the eyes squeeze and then the beak then gets upset. You kind of expect the mouth to follow the motions the eyes hint to.

LINK TO ANIMATION: <http://www.lalisa.dk/muskebird.html>

BACKGROUND



INTRO IMAGE



CONFRONTATION SCENE



BIRDHOUSE SCENE

