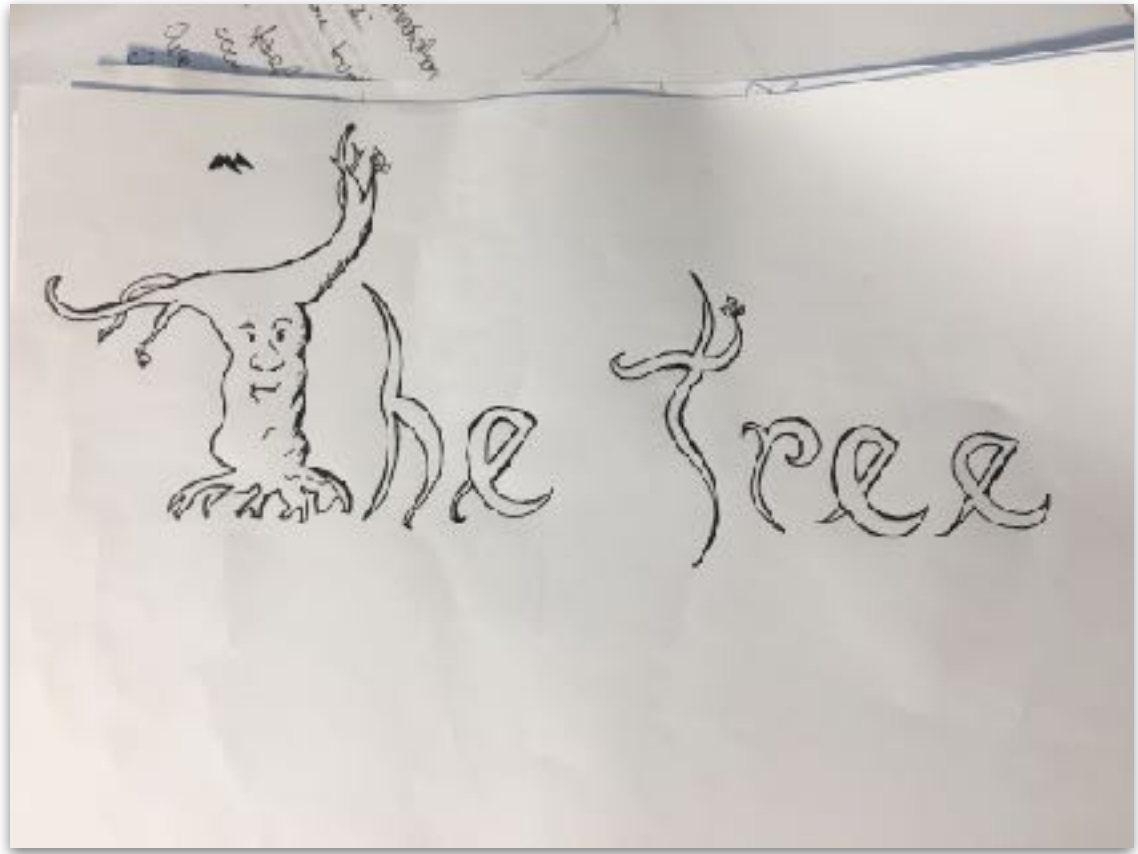


TITLE PICTURE



Action/Plot :
titel

Sound:
mysterious electronic music

Time:
about 5 seconds

Interaction:
When the user will click on a reven he will start to fly

FRAME 1



Action/Plot : _____

The main character is looking in the misummer night the magical fern flower

Sound:

mysterious electronic music + sounds of the forest at night

Time:

Depends when the user will click on a hero.

Furthermore on this scene I will attach small written intro to the story .

Interaction:

When the user will click on a main hero, she will start to walk trough forest.

PS.

I attached beginning of the background of 1st frame.

FRAME 2



Action/Plot :

The main character while looking for a fern flower, met on his way the black raven. The black raven asked main character what she's doing in the forest at the night. She said that, she's looking for a fern flower which gives wealth, strength and wisdom for the person which will find it. The raven responds her, that he's got for her something much better. The magical apple which grows on an old tree. The tree wakes up once per 100 years and the person which will eat the apple not only will get wealth, strength and wisdom but also eternal life.

Sound:

mysterious electronic music. Music is more dynamic, gets exciting.

Time:

The raven flies in and the discussion between main character and raven takes around 10 sec. With the interaction 13-14 sec.

Interaction:

When the user will click on a main hero, she will go with raven. In the same time raven jumps from happiness.

FRAME 3



Action/Plot : _____

The main character with raven arrived to the tree. Tree wakes up and tell the sotry about magical apple.

The main character decided to eat the apple.

Sound:

mysterious electronic music.

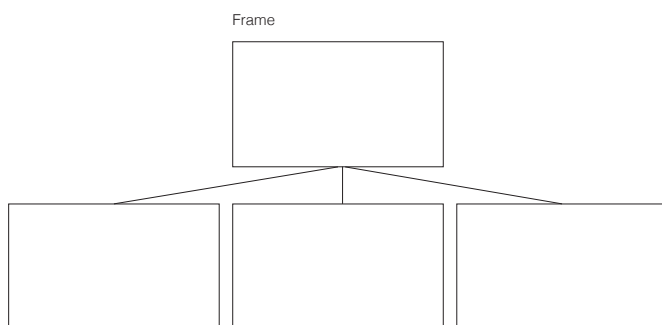
Time: around 10-15 sec

Interaction:

When the user will click on a tree, the tree will open the eyes. When user will click on a main hero she will take the apple from the tree. If option numer 2 gonna be chosen - the main character will not eat apple.

<FRAME 3 - 2 OPPORTUNITIES>

Storyboard - Animation //KEA



Storyboard - Animation //KEA

FRAME 4



Action/Plot : _____

The main character eat apple

Sound:
dramatic music

Time:
around 4 sec

Interaction:

none

FRAME 5



Action/Plot : _____

The raven is laughing

Sound:

dramatic music

Time:

around 4 sec

Interaction:

when you click on a raven he says: We all die. The immortality is a curse. The goal is not to live forever but to create something that will. Millions long for immortality,

but majority of them doesn't know what to do with themselves on rainy afternoon.
hahaha

MESSAGE:

Can a man full of weakness is able to resist the temptation, can he resist his own nature full of lusts ? Does the desire of immortality is stronger than rationality?

Analyzed with the Narrative curve

Prelude:

Title picture/ frame 1

Point of no return:

When the main hero eats apple (Frame 4)

Action

from the moment when the main character goes with raven (frame 2) and has to decide shall she eat apple (frame 4).

Rising action

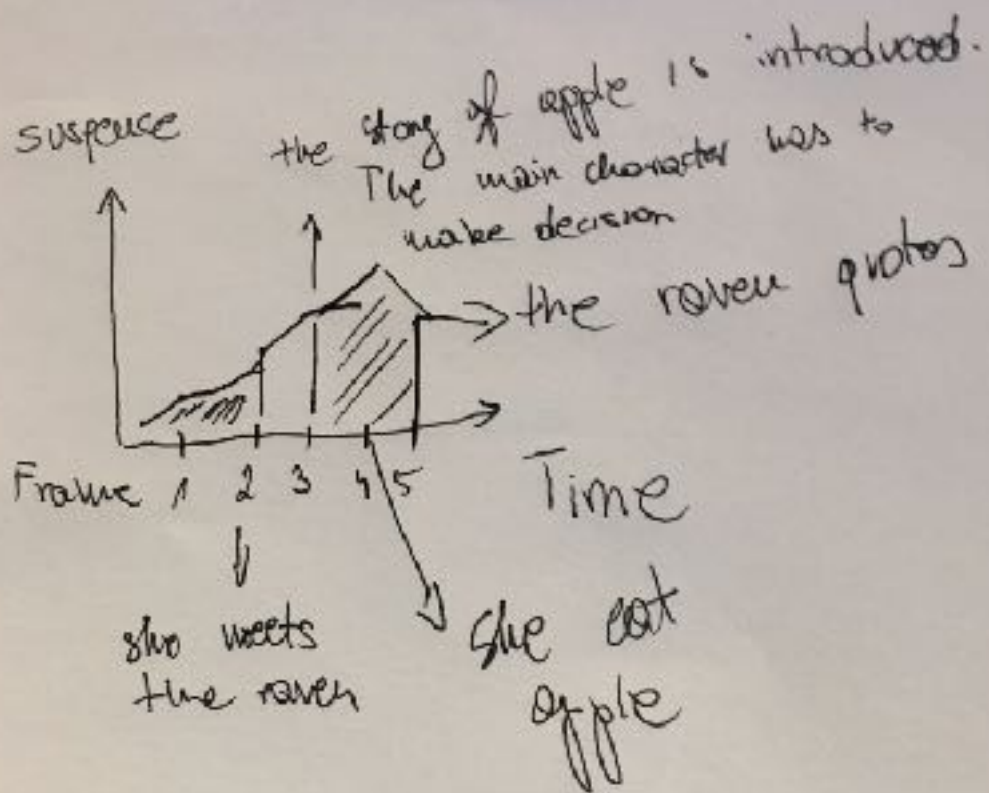
When the main character meets the raven which tells her the story about magic tree.

Climax:

when the main character have to decide - does she will eat the apple and will risk for a matters of her desires or she will resist and live with her cam life.

Fade out:

when the raven start to laugh and say the quotes.

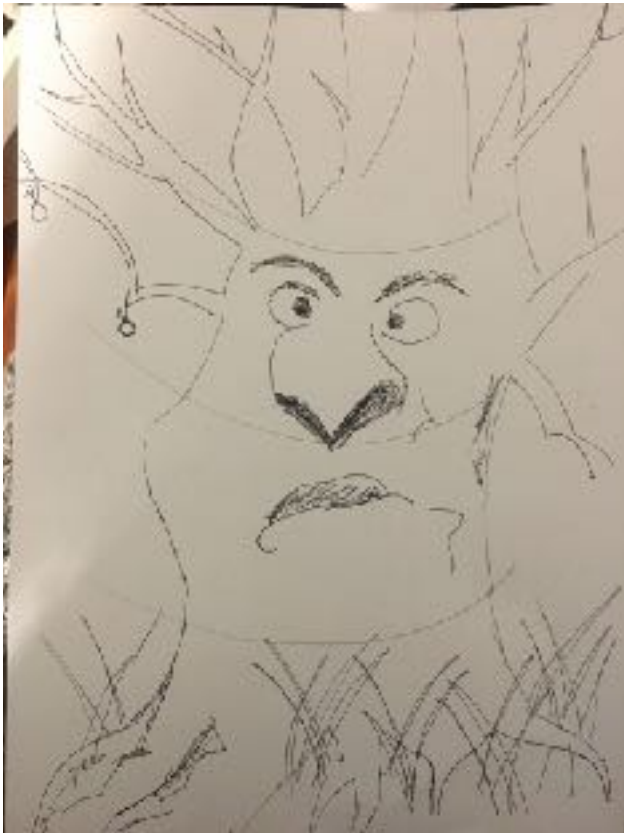


Worksheet



Main hero: SVIETLANA

2 other characters: raven and the tree - I make them now.



WORKSHEET

SVIETLANA

What drives main character: the desire for immortal live

Character main goal: reach immortality, wealth and strength

Character friends and enemies: Svietlana doesn't have any friend. the raven pretend to be her friend but it's her enemy. The tree is wisdom and neutral. He permit her make a decision.

What is a stake of the character: the immortal life is a curse. not a gift, which hero doesn't understand.

What hero needs to fulfill mission: hero needs to understand - the immortality isn't a gift. We should to live and leave something after us which is immortal. Like ie. art, something which we build and make our name immortal. if someone doesn't know what to do with it's time immortality is a curse.

RAVEN

What drives character: he see the weakness and stupidity of people. He knows Svietlana doesn't know main truth of life. He wants to have fun of her.

Character main goal: make Svietlana eat apple.

What is a stake of the character: he's got fun of human basic nature without understanding basics.

What hero needs to fulfill mission: Svietlana has to eat apple

THE TREE

What drives character: HE's old wisdom tree. He's neutral

What is a stake of the character: Neutral

What hero needs to fulfill mission: no mission

MAIN CHARACTER

Gender: female

Age: 18 years old

height: 170

weight: 60 kg

Ey color: blue

Hair color: blond

Illness: no

Piercing/Tattoo: no

Handicap: NO

Weaknesses: human desires

Build: young female body

Parents: Live with her in old village

Siblings: No

Marital status: single

Relationship: no

Pets: no

Friends: girls from village

Enemies: raven - she doesn't know it's her enemy

Ethnic: Slavic

Eating habits: common

Workspace: she doesn't work

important items : lack

accent: slavic

