



Driving Home

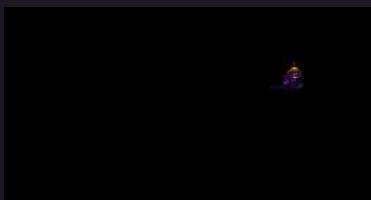
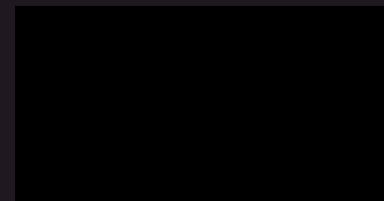
Maryann landlord

Synopsis

Dreams reside in a thinking space in our mind that is often inaccessible outside of sleep. In these short experiences, we encounter some of our most frightening, bizarre, magical, and intimate moments. Although each dream is unique to the dreamer, certain topics, places, and visuals are universal reoccurrences.

These overlaps, specifically in nightmares, inspired me to compose a single dream driven by the unique dreams of four different people. This project experiments with different techniques for combining 2D and 3D elements to create convincing and cohesive scenes.

Movement



Shots

0:00 - 0:11

Sets mood and visuals for animation. 3D scene set up in After Effects using 3d camera.

0:11 - 0:17

Continues through scene while 2D fish animated in Maya "swim" across screen to draw viewers eyes around.

0:17 - 0:30

Introduce first 3D characters, SpiderCrab. Pan sound around with their movement. Create a 3D effect by having spider jump above camera.

0:30 - 0:34

Zooms into cave to enter next scene. 2D fish swims from right to left of scene to draw eyes towards cave.

0:34 - 0:38

Black screen while audio runs. After Effects camera stays still from this scene on.

0:38 - 0:48

Glowing anemone light up scene.

0:48 - 0:58

Second 3D element, LadyFish ("Candle"), appears in the distance and swims off screen. Good chance to see movement of entire fish's body.

0:58 - 1:06

Ladyfish hovers in front of screen as her eyes dart around the audience. Detailed closeup of textured model.

1:06 - 1:07

Ladyfish launches a quick attack to the screen, matching with audio ("and he screams this high-pitch loud scream"). Climax of the audio.

1:07 - 1:13

Ladyfish turns from the screen and hovers for a moment. Combination of voices in audio continue.

1:13 - 1:18

Ladyfish swims into the darkness once more. Her body comes from top right side of screen to center to display the glowing textures on her body.

1:18 - 1:25

Audio trails off followed by the screeching sound effect of the Ladyfish.

Sound

All sounds apart from dialogue were created by dropping the bpm and pitch of the original dialogue until words became inaudible. The high screeching is from the dreamers' inhales while talking.

0:00 - 0:11

Sound effects come in after dreamer's first phrase so the dialogue is introduced clearly first. Murky underwater sounds.

0:11 - 0:17

Sounds paired with 2D fish swimming motions.

0:17 - 0:30

Deep rumbling to represent giant SpiderCrabs as they jump through the scene. Sounds follow the crabs.

0:30 - 0:34

Murky underwater sounds

0:34 - 0:38

Little clicks in the background suggesting new scene.

0:38 - 0:48

Bubbly sounds for each anemone that appears.

0:48 - 0:58

Sharp sounds as Ladyfish appears.

0:58 - 1:06

Low growling rumbles when Ladyfish pans into the scene. Reptile-like sound effects.

1:06 - 1:07

High-pitch quick screech for attack.

1:07 - 1:13

Rumbling sounds as Ladyfish turns away.

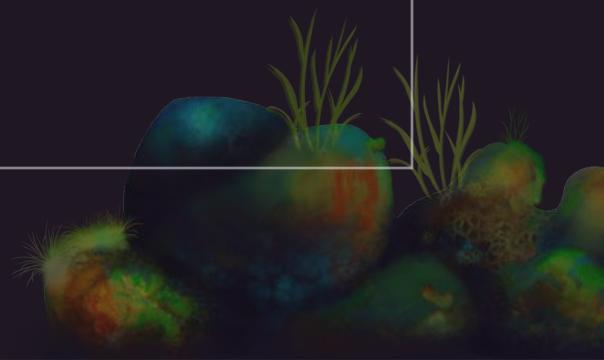
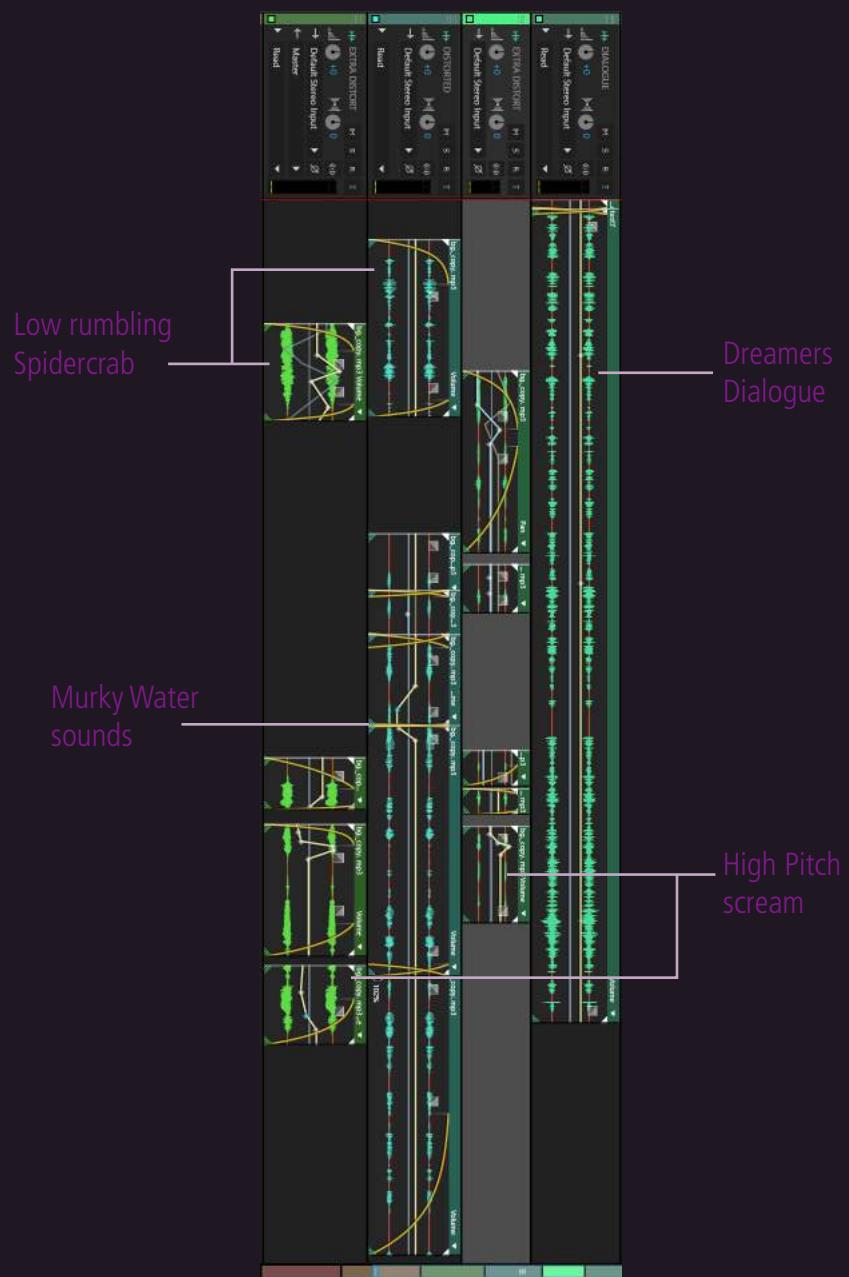
1:13 - 1:18

Sound effects trail off.

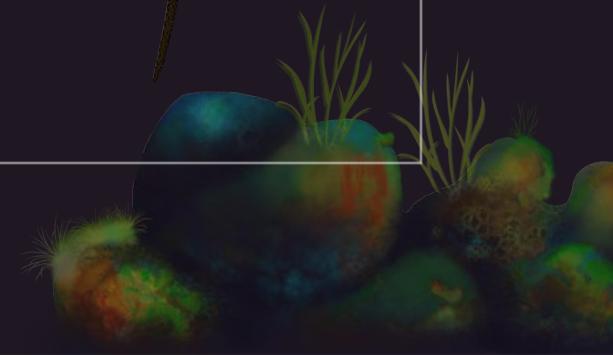
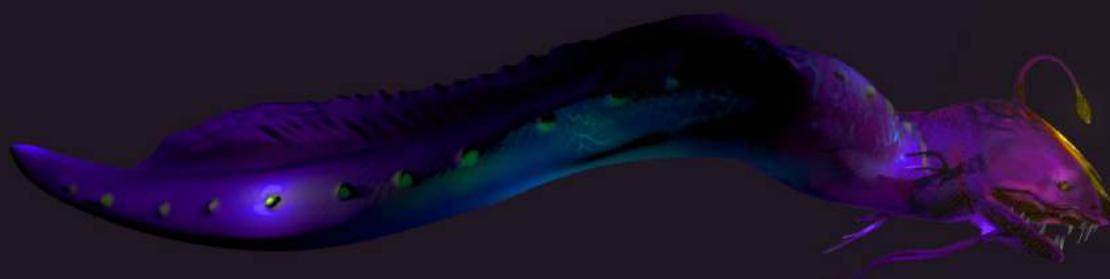
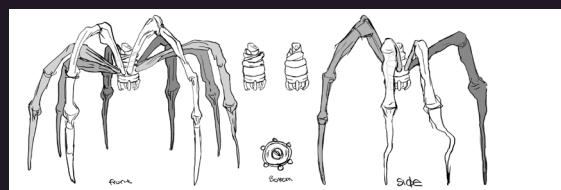
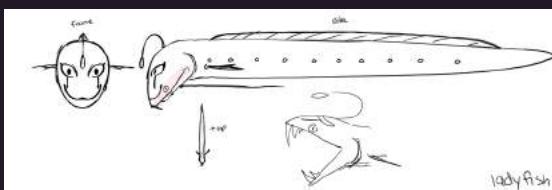
1:18 - 1:25

Ladyfish screeches at end of film.

Sound



Assets



Assets

