

“Three Names” Process Statement

“Three Names” is an adaptation of a story I wrote when I was eleven called *The Cat With Three Names*. The original story was basically fanfiction of a popular book series I loved at the time, the *Warrior Cats* series by Erin Hunter, where I slightly changed some of the mechanics and names but kept the same idea. However, it remains the longest piece of writing I’ve ever kept adding to, and although I never finished it, I still have the notes on where I wanted the story to go next. What I was able to convert into twine story form barely scratches the surface of the story, and I kind of wish I could do more with it, if only to honor how hard my younger self worked on it. However, while it was fun and I learned a lot in the process, I’m definitely finished with it now and don’t plan to take it any further, even though I have enough source material and alternate endings to make far more spiraling paths. I originally chose to adapt this story because of the sheer length of source material I had to work with. When I started out, I wasn’t sure how much content I would need to fill out the minimum of required passages, so I went with something long just in case. I ended up using less than a fifth of the total story, so in retrospect I probably could have used a different short story or even written something completely original. However, I was also kind of happy to treat this project as a final goodbye to a story I spent a lot of time and effort on.

I really enjoyed putting together the images for this work, using the art I drew in sixth grade as a basis for the characters and scenes. Oddly enough, I was mostly inspired by dating simulator art, because those characters tend to have a few poses that they switch between. I didn’t have time to draw each scene by hand, so I did something similar by moving and slightly editing one image of each character for the different scenes. I wanted to do something with sound design as well because I just really like sound design, but I just didn’t have time. The color scheme for the website itself is inspired by the colors of the main character, Silver (or as she is later known, Blackclaw), with mostly grays and blues.

I’ve dabbled (and more than dabbled) in writing short stories and poetry, drawing and animating, writing and playing music, video and audio editing, movie script writing, acting, RPG writing and playing, and programming, so in future projects, I would like to use more of these skills to a greater extent. I understand that “Three Names” barely scratches the surface of what is possible with the tools I have available to me, but I think it is a good jumping off point if I decide I want to do more things like this in the future.