

STYLE SHEET

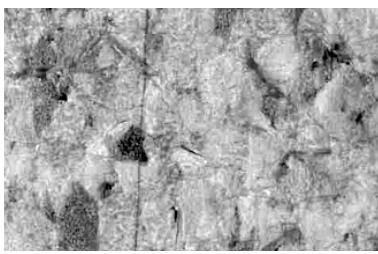
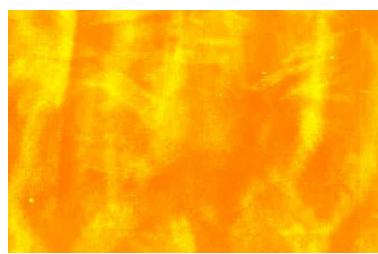
MONSTER ILLUSTRATION STYLE/FORM



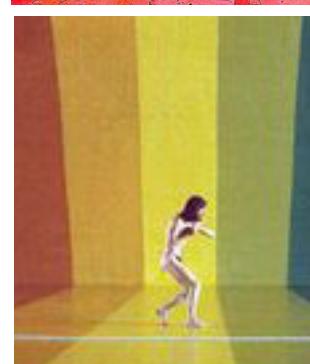
My characters style and form will be inspired by these abstract depictions of blob like creatures , that impersonate human form.

TEXTURES / COLOUR SCHEME

The animation of the creatures will be a simple outline containing coloured crinkled texture. the background will be the same made of more soft texture and contrasted colours. the colours will blend together smoothly by only using variables of two/three colours.



CONTOUR HORIZON EXAMPLES



I'd like to use a contour line as a horizon like like in these examples. I also like the way you've used landscape by interacting with foreground in a very two-dimensional manner down an x axis. creates a complicated image with a simple animation.

I'd will be incorporating striped geometric inanimate human made object or architecture into the animation. as think stripes are seen often in classicism and retro-futurist images which suits the style of this sci-fi / surreal genre.

STRIPEY GEOMETRIC ARCHITECTURE

STORY IDEA

The idea:

A blob like creature, that assumes an impression of human form finds itself at a metaphysical cross road. It must choose between two potential destinies. Either take the apple that might be a lemon off the floating hand or refuse the hand and remain confused about himself. As they debate the apple proposition the discussion leads to a general talk over the blob's purpose, function and desires through groans and short speech bubbles.

Although under the pretenses of a Java scripted animation, it will be up to the user to make the decision for him.

Message:

The message is then left up to the user depending on the choice they make. The animation will ask them to interpret the conversation and choose what's best for the blob. This kind of interactive narrative animation, I thought could be used as a subliminal tool for online opinion articles as a way of getting readers to engage in the subject and construct opinions for themselves through narrative-gameification.

Genre / mood:

surreal/horror

WORK SHEET

CHARACTER DESIGN



WORK SHEET

CHARACTER SHEET



CHARACTER MOTIVES

Story Name : When Life Gives You Lemons

Scene: 1

Character name : Some-thing

CHARACTER MAINS GOALS ? :

his main goal is to desifer his relationionship to landscape and what his function is?
he would aslo like to be human and have human purpose. and thus eat apples.

WHAT IS AT STAKE FOR THE CHARACTER ? :

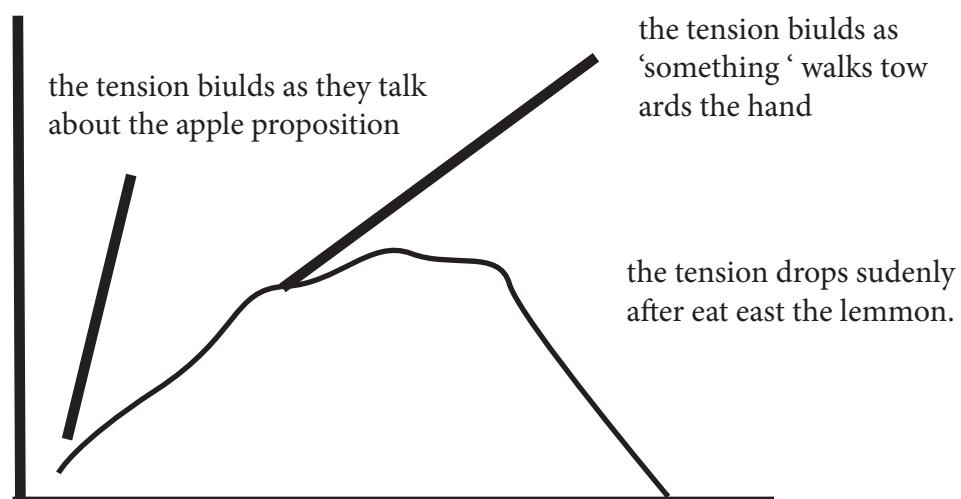
he will either eat a nice juicy apple , sour lemmom or nothing at all.
he will either decide he is a human, and get to eat an apple taht might be a lemmom eat noting at all and remain confused over his existence.

CHARACTORS FRIENDS AND ENIMIES

charectors friends and enemies are hard to define and everyone including the user seem to inbody both roles..

WHAT THE CHARACTER NEEDS TO FULLFIL HIS GOALS ? :

he must take the apple that might be a lemmom off the floating hand and for to make him understand himself.



CHARACTER DESCRIPTION

PAGE 1

GENDER:

genderless

ACE :

he lives within an infinite loop. an ageless creature that exists every moment of its life span all at once. it anticipates its origins, climax and eventual termination all at once

ENHANCE FEATURES:

big empty hole like eyes. creates a sense of sorrow within him but also emptiness. id like this to convey a feeling that the soul of the creature might not be whole inside.

STRENGTHS:

has an enhanced sense of the world around him. this is a strength but also a weakness

HANDICAPS:

he is a vague blob and thus finds himself hard to define

WEAKNESS:

he perpetually in a state of sorrowful confusion over who he is and what his purpose might be.

BUILD:

a blob-like physique that seems to imitate the human form as if he was once human or is attempting to be human but failing.

PARENTS :

he is not sure if he was born

SIBLINGS :

he exists alone or at least feels as if that is the case
friends: the hand-like creature may be his friend but he remains cautious as he is not aware of his intentions

he talks with groans that resemble speech but are hard to define

LIVING SPACE :

he lives among the rocks of a landscape manipulated by human architecture. he is not sure where he belongs and thus only experiences this inside places as a pictorial view.

CHARACTER DESCRIPTION

PAGE 2

BELIEFS

he beliefs that the apple is a lemon.
he also beliefs that either it or the world should end.

SUPERSTITIONS

he suspect that the hand its trying to trick him into believing he is human. and that the apple is in fact a sour lemmom.
fears
he fears that he has no real purpose adn that hes is only a pulutive burden to the lanscape.

PREFERS GROUPS OR SOLARITY LIFE

planed out or solitary life
he lives in solitude but only becuase he struggles to relate to people

STRESSORS

he is anctions that the apple will not be an apple.
his axitie in relation to not undertsanding himself and his relationship to world are a huge deal to him

AMBITIONS

he wants to feel like he belongs to the world. he also wants to understand why he exist and what is his function.

AS SEEN BY OTHER

he is seen by the hand as a human
and by the user as a blob

AS SEE BY SELF

he see himself as barely human. not quete constructed properly. a sloppy mess

CHARACTER MOTIVES

Story Name : When Life Gives You Lemons
Scene: 1
Character name : HANS

CHARACTER MAINS GOALS ? :

his main goal is to convince 'some-thing' that the lemmom is an apple.
he also wants the blob to think he is human and that he belongs to the world.
it is not explained if hanz actuaultly believes what he is saying or if he is in fact tricking
'some-thing'

WHAT IS AT STAKE FOR THE CHARACTER ? :

nothing is really at stake for the character as he is more of a prop to 'somethings' anxieties.

CHARACTORS FRIENDS AND ENIMIES

charectors friends and enemies are hard to define and everyone including the user seem to inbody both roles.

WHAT THE CHARACTER NEEDS TO FULLFIL HIS GOALS ? :

he must convicne something to take the apple that might be a lemmom off it.¹

NARRATIVE STRUCTURE

PRELUDE: Title picture

the blob and the hand talk to each other about the blobs existence resulting in the hand trying to convince the blob to eat an aplle that might be a lemon to prove to the blob that the blob is human

POINT OF NO RETURN:

he accepts or rejecst the apple
if he rejects teh aplle the story ends

ACTION

he slowly creaps towards hands to get the apple.
he is stil cautsou of the hand and his intentions.

RISING ACTION

the hand begins to levitate towards the apple
ominence sounds start to play

CLIMAX:

he takes the apple that might be a lemmom. and consumes it

FADE OUT:

the answer to the blobs quistion are left unasnwered and the screen fades out .

STORY BOARD : SCENE 1

ACTION / PLOT:

title:

INTERACTION:

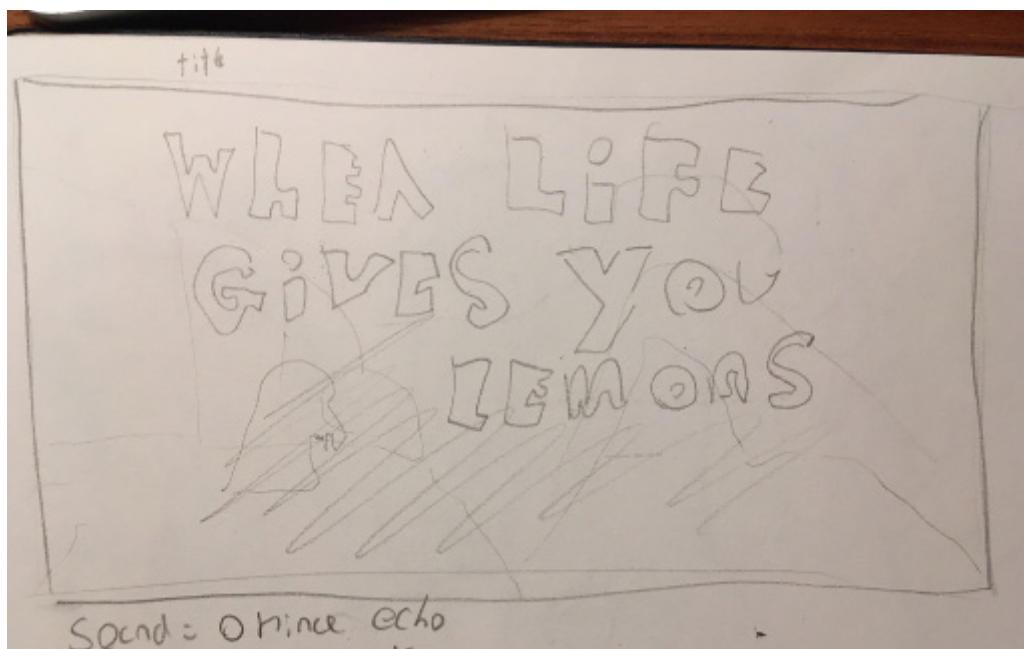
nothing yet

SOUND:

ominence aluring hum.

TIME:

about 6 secnds



STORY BOARD : SCENE 2

ACTION / PLOT:

the something at this point is just a puddle on the floor he slowly begins to form a human like structure and then after slowly breaths in and out .

INTERACTION:

nothing yet

SOUND:

you will here the sound of the landscape as groans coming from the something.

TIME:

about 6 secnds



STORY BOARD : SCENE 3

ACTION / PLOT:

the blob addressing him self, looking arond at the landscape and hands shouts "what am and what is my purpose ?" which will come up as a text box in the centre of the screen

INTERACTION:

use must click the arrow to continue the text

SOUND:

you will here the sound of the landscape as groans coming from the something.

TIME:

about 10 secnds



STORY BOARD : SCENE 4

ACTION / PLOT:

a levitation hand appears from the rigand side of the screen. the something stops his breating animation and the hand starts leviated slightly up and down to signifie that he is talking

"i believe you are human, and your purpose thus is subjective matter"

the hand stops hovering up and dw and the something sttarts to animatin his breathing. to signify him talking

"are you sure? i do not feel like i belong to this landscape."

"you do i promice, ill prove it, use your human eating function on this juicy apple?"

INTERACTION:

use must click the arrow to continue the text

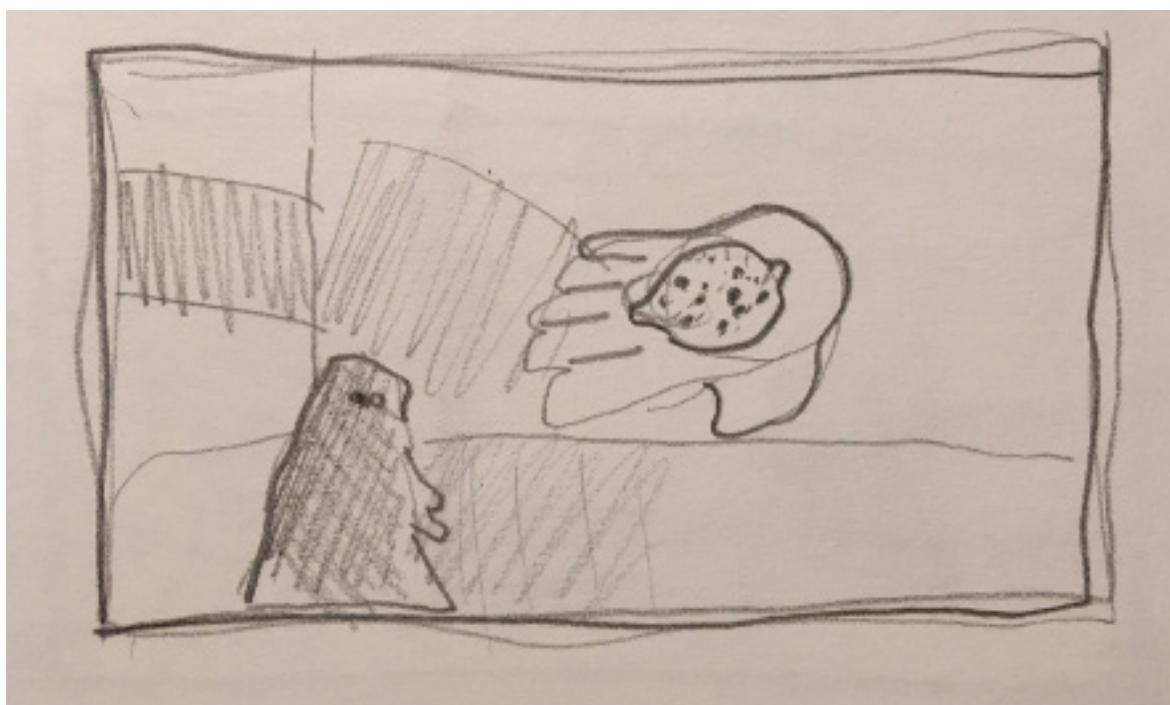
at th ened of the scene they will chose between him eating the appple or not eating the apple.

SOUND:

you will here the sound of the landscape as groans coming from the something and the hand

TIME:

about 13 secnds



STORY BOARD : SCENE 5

ACTION / PLOT:

if the user choses to take the apple the something walks towards the hand and then the lemmom sudnely appears in his hands.. he consumes the lemmom and becomes sliglyt lemon shaped.

if user choses nit to take the lemmom the something says
“ i do not trust you, and your apple”
and turns back into a puddle

INTERACTION:

use must click the arrow to continue the text

at th ened of the scene they will chose between him eating the appple or not eating the apple.

SOUND:

you will here the sound of the landscape as groans coming from the something and the hand . when the lemmom apears from the nad to lemons arms a game like ping will be heard.

TIME:

about 6 secnds

