

Scene no.: 1**Shot Choice:****Plot:**

It's early in the morning, Monday. Girl was watching her favourite series till late night, so she didn't sleep much but she had to wake up early. She is tired and wish she could go back to bed again.

Dramaturgic elements:

Sound: moody nice music, girl is yawning

Movement: walking slowly to the right

Time: 5 seconds

Interactive elements:

None.

Scene no.: 2**Shot Choice:****Plot:**

Scene 2 continues with a walking girl, suddenly she stops when she meets a cup of coffee. Coffee is total opposite of the girl, it is happy and full of energy. It is trying to find out, why is girl in a bad mood.

Dramaturgic elements:

Sound: moody nice music, coffee is talking

Movement: girl is walking and stops when she meets coffee, coffee starts to talk - moving with its mouth

Interactive elements:

none.

<p>Scene no.: 3</p> <p>Shot Choice:</p> 	<p>Dramaturgic elements:</p> <p>Sound: moody nice music, talking</p> <p>Movement: moving with the hands, laughing, face expressions</p> <p>Time: 5 seconds</p> <p>Interactive elements:</p> <p>None.</p>
<p>Plot:</p> <p>Girl and coffee start to chatting with each others and girl finds out, that she feels much better. She's not tired anymore, contrariwise she is full of life and energy.</p>	

<p>Scene no.: 4</p> <p>Shot Choice:</p> 	<p>Dramaturgic elements:</p> <p>Sound: moody nice music, laughing and talking</p> <p>Movement: jumping and hugging</p> <p>Time: 5 seconds</p> <p>Interactive elements:</p> <p>Nope.</p>
<p>Plot:</p> <p>She starts to thank coffee, that she's not tired anymore and that she feels amazing now and coffee is happy, that someone appreciate him. They become inseperable best friends.</p>	

<p>Scene no.: Outro</p> <p>Shot Choice:</p> 	<p>Dramaturgic elements:</p> <p>Sound: moody nice music</p> <p>Movement: credits going from the top down, covering the picture</p> <p>Time: 5 seconds</p>
<p>Plot: End picture + credits</p>	

Style tile

Inspiration from the style Lisa Vertudaches.

Contour line:

I am going to use thin black line for my characters to give them hand-drawn feeling, also because I want to keep it simple and legible.

Characters/background relationship:

It is typical for Lisa Vertudaches style to keep background "empty", which means to use just white or pastel colours, so you can be concentrated on the characters and their story only.

Specific characteristics in the style:

Pastel and water colours, hand-drawn type of lines and only a single or couple of characters solving humorous and common daily life problems.

Typography:

Amatic SC Regular, which is simple but effective font from handwriting category, ideal for a short sentences and words in my animation.

AMATIC SC REGULAR

Examples of the style:



Colour palette:



Description of the idea

The story:

One of the main characters is a girl who is really tired at the begining of the story, because it's Monday morning and she had to wake up early. She feels dejected and wants go back to bed but suddenly she meets a cup of coffee. The cup is happy and full of energy and it's trying to found out, what is wrong with a girl. After some time of talking girl notices, that she's not tired anymore, on the contrary, she's brisk and ready for a whole new week. They will become a best friends and he can't imagine life without each other, because she loves, how she feels, when she's with a coffee cup, and coffee is happy, that it has it's own 'partner in crime' and feels honored, that it is so important in someones life.

The Message:

- coffee is amazing, because it's keep us awake and has an amzing taste
- on the other hand, it's quite easy start to be addicted to it
(as a girl in my story)
- it's always nice to have someone who cheers us up, when we feel down

Genre/Mood:

Cozy, funny, cute.

Work sheet

Character sheet

Story name: Not all addictions are bad

Character names: Girl and Coffee



2-3 characters (front) side by side

YournamePolina Jurankova _____

Work sheet

Story name: Not all addictions are bad-----

Character name: Girl and Coffee _____

What drives the main character:

(Choose one: survival, safety and security, love and to "belong", need to know and understand, selfworth and selfesteem, Godand the noble cause, selfrealization)

Love and to belong

Character's main goal:

Girl's main goal is to stop to be tired and cup's goal is to wake up the girl and make a new friend.

What is at stake for the character:

As the story is bit easy and there's no option for another plot except this one, I would say that there's nothing at stake for characters. If the story would be more complicated, there could be risk, that they won't meet each other and they lost an opportunity to built a new friendship.

Character's friends and enemies:

Girl's friens is cup of coffee and cup's friend is girl.

What the character needs to fulfill the goal/mission:

For both is important to meet each other, otherwise the girl will stay tired and the cup of coffee will be without new friend.

Yourname: Polina Jurankova

Sprite sheet

width: 1271 px
height: 1142 px







Background:

- without background (white colour)

Link to animation: file:///Users/polinajurankova/Desktop/animation/index.html