

The Void



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Frame 1

In the Void there is a jungle



Action/Plot:
presenting scenario

Sound:
Jungle sounds

Interaction:
none

Time:
2 seconds

Frame 2

and in the jungle there are monsters,



small adorable monsters.

Action/Plot:
small ones jumping

Sound:
jumping sounds

Interaction:
none

Time:
4 seconds

Frame 3



But some monsters are just...
Monsters.

Action/Plot:
Kills one of them

Sound:
spear flying

Interaction:
none

Time:
4 seconds

Frame 4

The thing is...



Action/Plot:
Happiness

Sound:
hssadjdsmd!

Interaction:
none

Time:
2 seconds

Frame 5

The thing is...



some monsters can't be kill.

Action/Plot:
Kills one of them

Sound:
laugh

Interaction:
none

Time:
3 seconds

Frame 6



Action/Plot:
Gets anoid

Sound:
#!!/oo!

Interaction:
none

Time:
2 seconds

Message:

Not all monsters are bad and some times the strongest can't defeat the smallest.

Genre / Mood:

Dark, horror, sarcastic, funny

Prelude:

Introdution with title and image.

Point of no return:

Small monster enter the scene jumping

Action:

Character kill one of the monsters

Rising action:

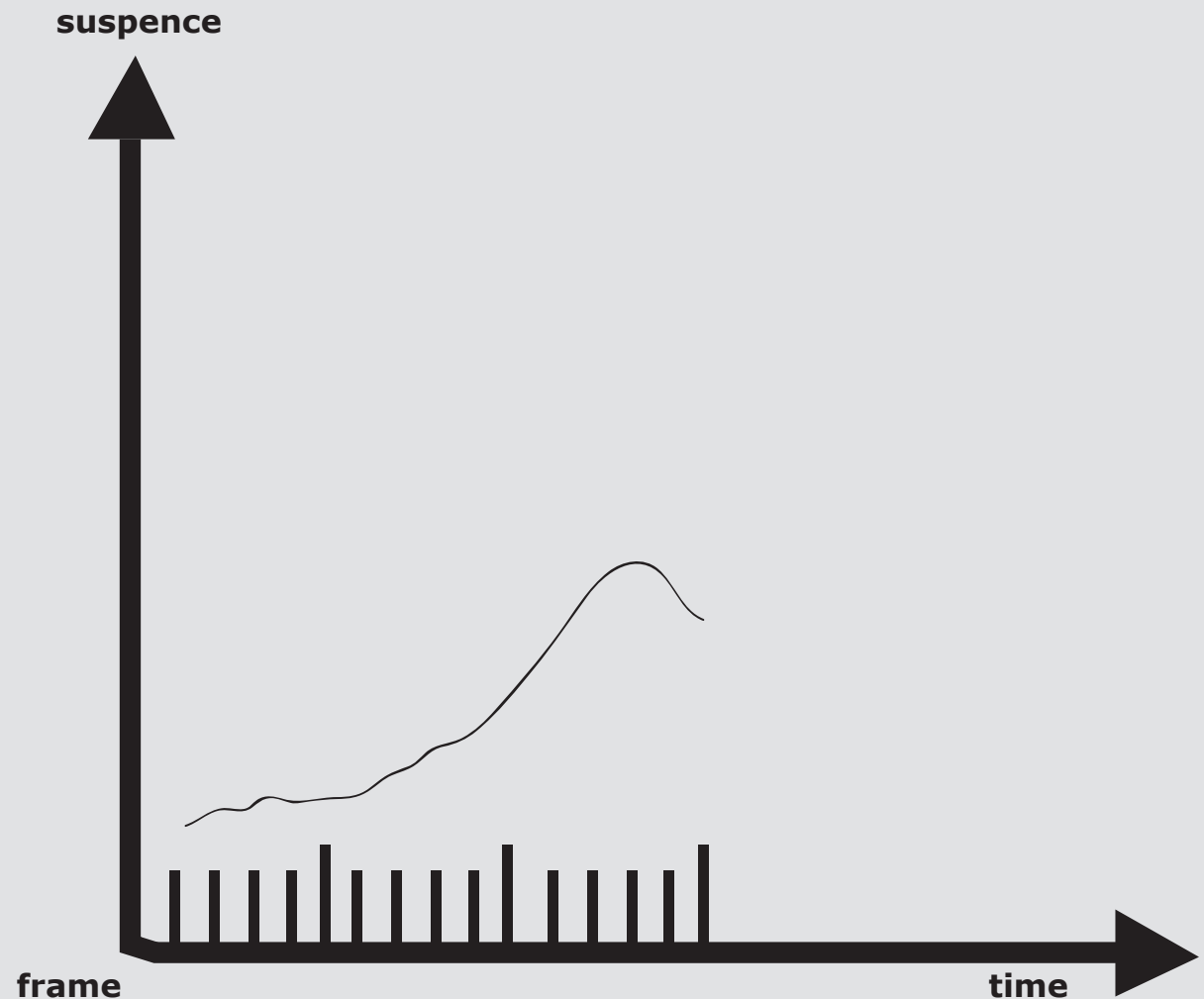
He starts laughing with the situation

Climax:

The monster that died returns because he can't be killed and starts laughing.

Fade out:

Character stays alone complaining in a unknown language.

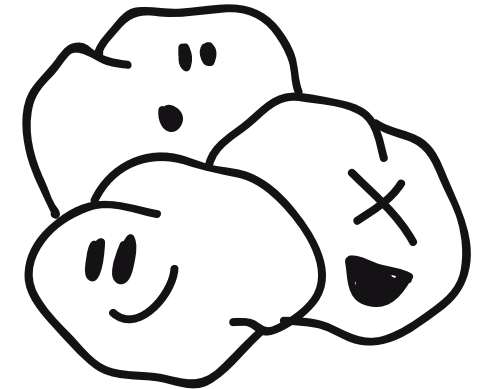
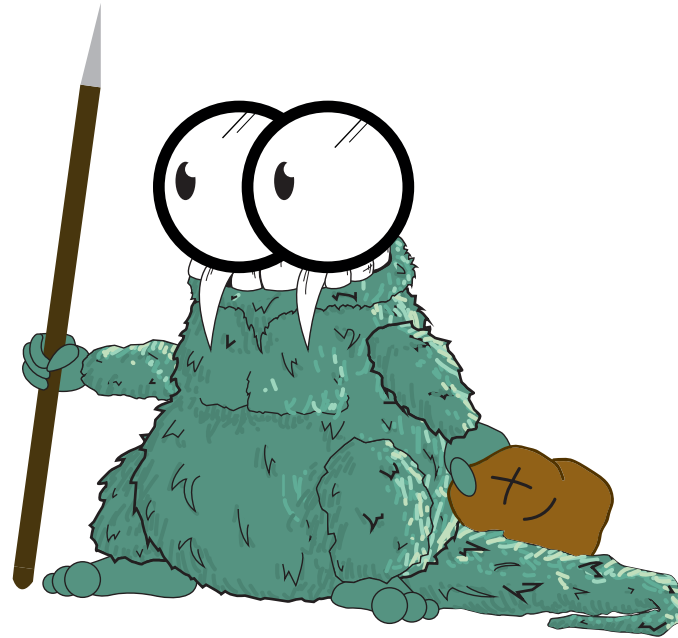


WORKSHEET

Character sheet

Story name: The Void

Character name: Orange, monster, small monsters



2-3 characters (front) side by side

Your name: João Camarão

WORKSHEET

Model sheet

Story name: The Void

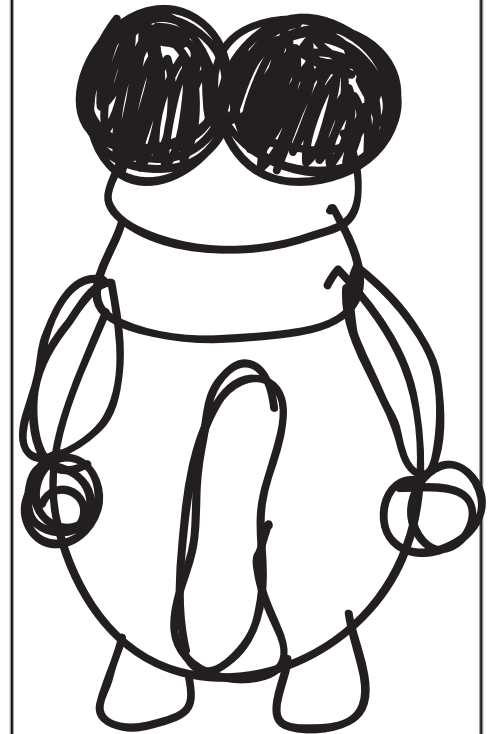
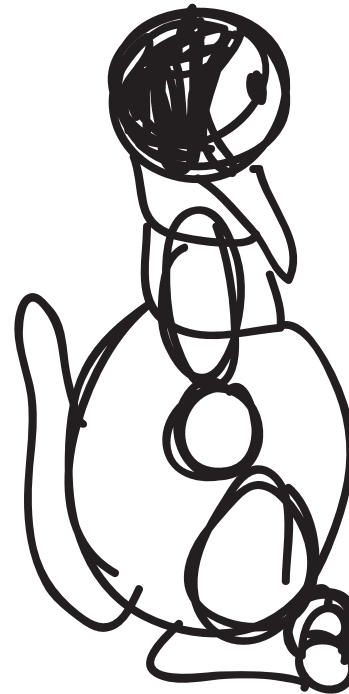
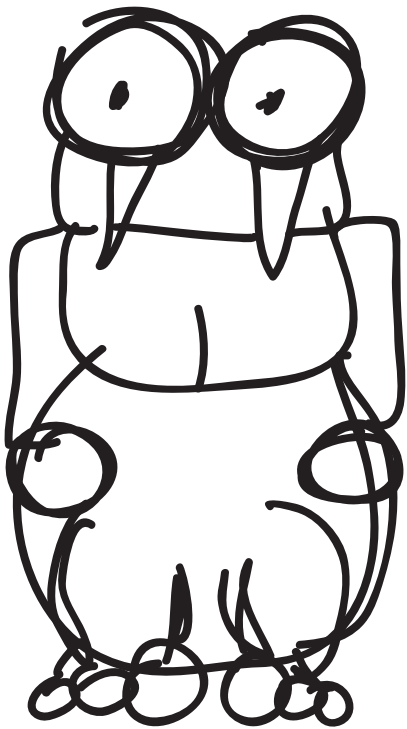
Character name: Monster

front

left side

right side

back



Your name: João Camarão

WORKSHEET

Story name: The Void

Character name: Orange

What drives the main character:

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

survival

Character 's main goal:

Get out of the void

What is at stake for the character:

behing alone for his intire life

Character 's friends and enemies:

he is alone alone in the Void an since the monsters can't talk ou understand him he has no friends. every one is his Enemie, he has the power of creation he can do what ever he wants inside the void.

What the character needs to fulfill the goal/ mission:

find a way to get out because several characters and objects can enter the void so there is a way to getting out.

Your name: João Camarão

WORKSHEET

Gender(s): Male

Age: Undred's (not sure)

Height: 1.65m

Weight: 80kl

Eye color: black

hair color: orange

Marks (tatoo, piercing, scars): none

Illness: none

Enhanced features:

Strenghts: power to create, he doesn't age

Handicap:

Wekness: He doesn't have powers outside the Void

Basic Shape: circle

Physical - Psychological - Sociological 01

Main character name: Orange

Parents: Unknown

Siblings: Unknown

Marital status: Single

Relationship: Single

Pets: some times the little monsters

Friends: none

Enemies: Every one

Ethnicity: he is a 'god'

Eating habbits: just for fun

Main transportation: walking

workspace: The Void

Important items: A stick

living space: Anywhere he can think

WORKSHEET

Beliefs: He's god

Superstitions: none

Fears: none

Groups or solitary: solitary

Hobbys: Build things

Prejudices: doesn't likes anyone

Stressors: everything

Ambitions: getting better powers

Additions: killing

Leader: his one

Physical - Psychological - Sociological 02

Main character name: Orange

Obsessions: killing

As seen by others: Mean

As seen by self: Best in the world

Special memories: none

Nightmares: Been defeated

Clothes

he's naked

WORKSHEET

Story name: The Void

Character name: Monster

What drives the main character:

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

killing smal monsters

Character 's main goal:

kill all other monsters

Character 's friends and enemies:

friends: his tribe
Enemies: small monsters

What is at stake for the character:

Nothing, he lives in the void

What the character needs to fulfill the goal/ mission:

kill them all.

Your name: João Camarão

WORKSHEET

Physical - Psychological - Sociological 01

Main character name: Monster

Gender(s): Male

Age: it's a tribe

Height: 1.75m

Weight: 90kl

Eye color: black

hair color:blue grees

Marks (tatoo, piercing, scars): none

Illness: none

Enhanced features:

Strenghts: very good working together

Handicap: several of them

Wekness: dumb

Basic Shape: square

Parents: tribe

Siblings: tribe

Marital status: none

Relationship: Single

Pets: none

Friends: tribe

Enemies: small monsters

Ethnicity: orange is a god

Eating habbits: what the forest provides

Main transportation: walking

workspace: The forest

Important items: weapons

living space: forest

WORKSHEET

Physical - Psychological - Sociological 02

Main character name: Monster

Beliefs: have to kill small monsters

Superstitions: don't mess with nature

Fears: Orange

Groups or solitary: Group

Hobbys: kill

Prejudices: doesn't like others

Stressors: not able to kill small monsters

Ambitions: kill all small monsters

Additions: killing

Leader: no

Obsessions: killing

As seen by others: Mean, dumb

As seen by self: simple

Special memories: tribe memories

Nightmares: small monsters

Clothes

he's naked