Jumping Worlds

Capstone Checklist v9

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Design Doc

Executive Summary

- **Hook**
  - Imagine a world where kids can travel to different dimensions (worlds). Follow Katie, Spencer, and Raven across the multiverse to fight monsters, solve problems and help people.
- **Value Prop**
  - I'm building a short teaser animation as proof of concept with the future goal of creating a pilot for a full series for people who like action-adventures to explore the hero's journey.
- **Story**
  - Katie wants to be a hero when she gets invited to a summer camp where she can do just that. She is overly excited and headstrong, but so is her mentor, Raven. Spencer joins their team to provide a nice balance between the two while also tackling challenges of his own.
- **Target Audience**
  - Kids who like action-adventures
- **Design Requirements**
  - Needs to include 3D and 2D design. Needs to include animation, and it needs to be well planned as a project.
- **Constraints**
  - Platform: Youtube
  - This animation should be 3 - 5 minutes long
  - Software/Tools: Storyboard Pro, Adobe Suite, 3ds Max/Maya, 3D Coat, Asana, Possibly Toonboom Harmony

Value Proposition

- **Value Proposition**
  - I'm building a short teaser animation as proof of concept with the future goal of creating a pilot for a full series for people who like action-adventures to explore the hero's journey.
  - It will have character building, action, and puzzle solving.

Story

Katie and Spencer are playing Soccer
Katie uses her power
Spencer uses his power, but isn't in control of it just yet
Raven uses his power to enter the scene and stop the match.
Katie complains of cheating
Raven: Mission.
Katie: Mission!!

Katie has excited Questions
Spencer has Anxious Questions
Raven has direct answers
They fall into a Jump Gate

They jump to a city
A monster (Tree monster?) is attacking
Katie runs off.
Raven wanted to plan and is upset with Katie
--
Katie moves to attack
The monster starts flailing around wildly
She can't get close enough to land another attack
--
Raven notices the monster is focusing on Katie
He tells Spencer to distract the monster
Spencer portals off
Raven gets out his laser gun
Raven dissolves into shadow
--
Katie is still having trouble
Spencer calls to her
She jumps into a portal and lands an attack at the monster's back
The monster shrieks, but goes after spencer who is distracting it
Katie and Spencer work together to portal, distract and attack.
--
Raven pops out of shadow at the monster's roots
He notices bystanders trapped in a corner.
Shot of Katie fighting from Raven's pov, Shot of bystanders
He rolls his eyes and saves them. Leads them to a safe place
While Raven is running along the monster's roots, he shoots at them, causing the roots to break free from the ground

Once he's led them to a nearby building, he dissolves into shadow.
--
Katie and Spencer have made progress. The monster looks beat up.
Katie readies the final blow
Spencer's portal misses, and she ends up hitting thin air.
Raven pops up and shoots the final shot.
The monster falls over and dies

Katie is upset.
"You cheated!"
Raven shows her that he was the one who cut the monster's roots
"It's not cheating if you use the tools you have available to win"

They Jump home.

Target Audience

- Kids who like action adventures
  - Examples of action-adventures I'm trying to emulate
    - Digimon Adventure
    - Cardcaptor Sakura
    - Soul Eater
    - My Hero Academia
    - Avatar the Last Airbender
  - Things that people like about this genre
    - Character Development
    - Long story arcs
    - Capable protagonists
    - A mystery to solve
    - Multidimensional Villains
    - Monsters of the Week
    - World Building

Design Requirements

- Needs to include both 2D and 3D in animation and design
- I'd like to continue this story after school is over. I'd like to make a plan for a pilot episode and a plan for the rest of the series.
- It'd be cool if I could get a Kickstarter plan figured out by the end of the semester.

Constraints

- Platform
  - I plan to release episodes on Youtube
- Technical
  - Episodes should be 10 - 15 minutes long
  - I'd like to focus on breadth instead of depth when it comes to the animation and timing. Dynamic storyboards as much as possible, and true animation where it counts.
- Communication
- Software/Tools
  - Adobe Suite
  - Storyboard Pro
  - Toonboom Harmony
  - 3Ds Max/Maya for 3D character design, rigging, and Environment greyboxes
  - 3D Coat
  - Try to make a move into Blender if possible

Animation Guide

Script

Est. Shot of Camp. Pan Down to Soccer Field. DAY

Low angle shot of someone kicking a ball.

High Angle Shot of Katie and Spencer playing soccer.

>   Katie:
>   Hey, Spencer, See if you can dodge this!

Spencer misses the ball.

>   Spencer:
>   Wow, Katie, you're fast!

Spencer has the ball now. Katie tries to get at him, but misses.

He scores a goal.
>   Katie:
>   [Annoyed]
>   You catch on fast.

Katie has the ball now.

Spencer almost overtakes the ball.

Katie uses her fire power to boost the ball away from him.

Spencer is initially stunned, but he smiles.

He portals to where he thinks the ball is going to land.

He's just slightly off. The ball bounces on his head and keeps going.

Just as the ball is about to land in the goal, a hand pops out of shadow and catches it.

>   Katie:
>   Raven, Spencer cheated.

>   Raven:
>   We've got a mission.

Katie:
                           A mission!?

Katie grabs spencer from off screen.

                             Spencer:
                               Ack!

Raven starts fiddling with a device.

                              Katie:
         Is this going to be the dimension with the dinosaur monsters?

                             Spencer:
            Dimension? We're going to a different dimension?

                              Raven:
              They're worlds. It's called Jumping.

                              Katie:
                Am I going to be able to fight?

                             Spencer:
                         There's fighting?!

A portal opens under their feet. They fall through.

Est. Shot. City. A tree monster is wreaking havoc. Pan down to a city
rooftop.

A portal opens up and the team falls through. Katie lands in a hero
pose. Raven is nonchalant, and Spencer lands on his butt.
Katie runs off.

Raven runs to the edge of the building.

                              Raven:
                Katie, wait! We're supposed to plan first!

Katie gets up to the monster and readies an attack.

The monster is flailing around.

She can't get close to it.

Raven notices that the monster is focusing on Katie.

Raven:
          Spencer, use your portal ability to distract it.

                        Spencer:
                         Right!

Spencer portals away.

Raven gets out his laser gun and dissolves into shadow.

Katie dodges an attack.
                        Katie:
                   Ugh. I can't get close!

                  Spencer [off screen]:
                        Katie!

Katie looks over and Spencer is halfway in a portal reaching out to
her.

She jumps down into the portal.

A portal opens behind the monster. Spencer and Katie fly up from the
portal. Katie flies more than Spencer due to momentum. She's able to
land an attack at the monster's back.

The monster shrieks in pain.

It sees Spencer running along a branch. The monster starts focusing
on Spencer.

Spencer opens a portal and both Spencer and Katie jump in.

The portal pops out on a roof. Katie is confused.

                        Katie:
                       Spencer!

                        Spencer:
                         Oops!

--

Est Shot of the monster's roots.

Raven pops out of shadow.

He starts running toward the monster

Bystander [Off screen]:
                              Help us!

Raven stops in his tracks.

He sees a group of bystanders trapped in the roots.

He looks up at Katie who popped out of a portal to hit the monster

He looks at the Bystanders.

Raven cuts the roots.

                              Raven:
                             Follow Me.

Raven and the Bystanders run along the roots. Raven cuts each root as
they run by.

He directs them into a building and then dissolves into shadow.

--

Katie and Spencer have made progress. The monster looks terrible.

Katie readies the final blow.

Spencer's portal misses. Katie lands her blow into thin air.

Raven steps out of shadow next to her and shoots.

He lands the final blast, and the monster falls.

Spencer portals into the scene.

                              Katie:
                           Hey! You cheated!

                              Raven:
   It's not cheating. It's using the tools you have available to win.

He opens a Jump Gate.

                              Raven:
                          Time to go home.

They Jump. Roll Credits.

Storyboard

Animatic

Style Guide

- **Theme**
    - Bright colors, easily distinguishable locations.
    - Focus on Character Development. Establish the heroes and test them.
- **Tone**
    - Action should be energetic
    - Jokes and Humor can be used to lighten the mood
    - Flexibility for seriousness when needed
- **Messages**
    - It's not cheating if you use the tools you have available to you.
- **Colors**
- **Style**
    - Should be a combination of 2D and 3D. Some shots and movements will be easier to do in 3D while some animations and expressions will be easier in 3D
    - Anime-style animation and storytelling
- **Staging**
    - The Central characters are Katie, Spencer, and Raven. Each character should have moments where they shine, and moments where they fall or are weak. This should be accentuated with staging of shots.
    - Who's scene is this? Are they the focal point?
- **Concept Art**
- **Environment Design**
    - Headquarters should be a summer camp.
    - Action scene is placed in a city
    - Might be worth planning an environment kit to put assets as we go.
- **Test Assets**
    - Need test models of the 3 main characters; Rigged
    - Need a Bystander model
    - Need a Monster model
    - Environment for Soccer field
    - Environment for City Skyline
    - Environment for City Street
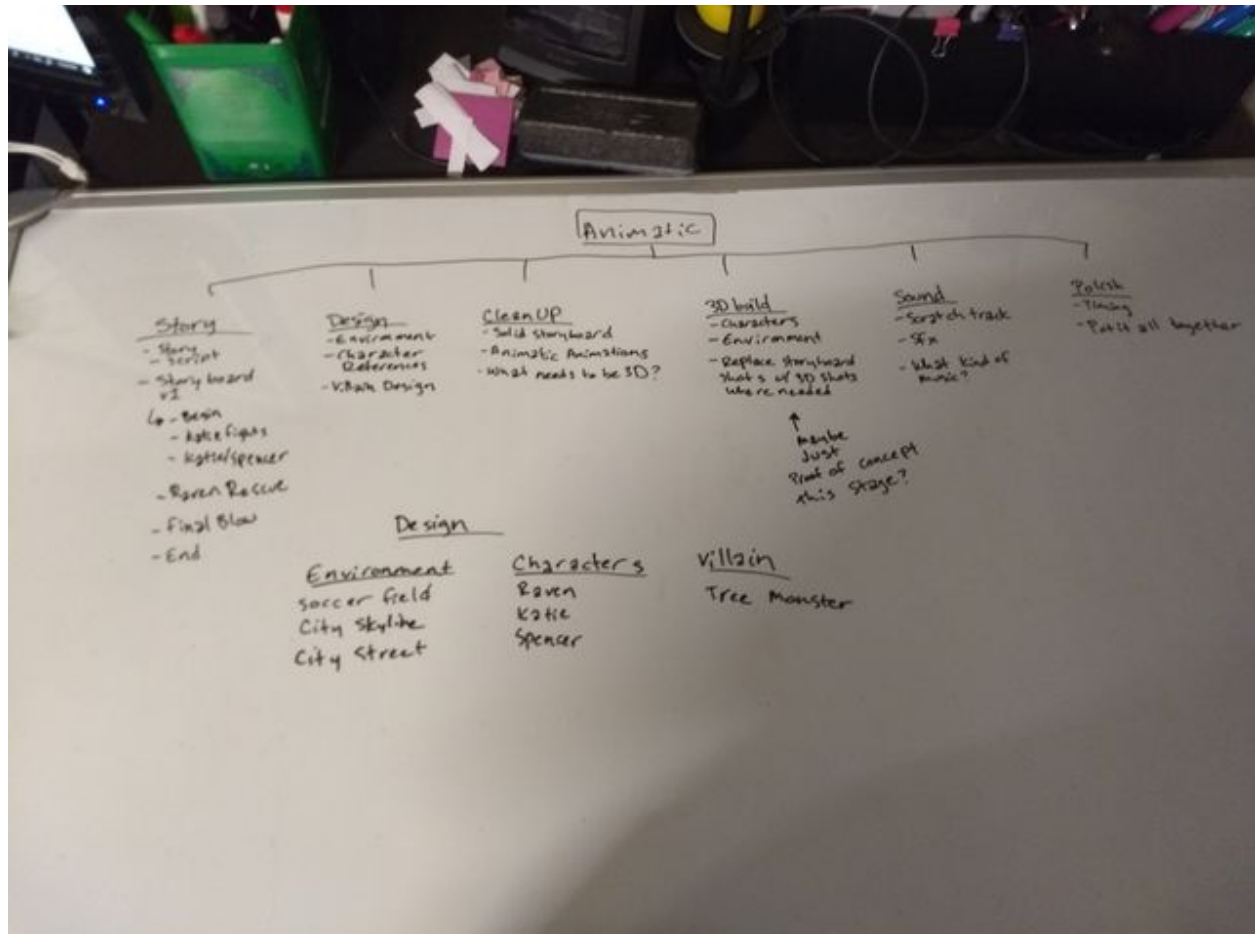
Art Deliverables List

- 3 - 5 minute Teaser Animation
- Scratch Dialog, Sound Effects, Test Music
- Character Reference Bible
    - Spencer
    - Katie
    - Raven
    - Bystander
    - Villain
- Environment Reference Bible
    - Camp/Soccer Field
    - City Skyline
    - City Street
- 1 Season Story arc

Project Management Plan

Executive Summary

- **Mission Statement**
- **Objectives**
- **Major Needs**
    - Musician
    - Voice Actors
    - Sound Effects and/or Foley
- **Constraints**
    - Technical
    - Time
        - 12 Weeks for the semester
        - I'd like to work full-time on this
    - Communication
    - Software
    - Legal
        - Will need to figure out music
        - Will need to figure out voice actors

Work Breakdown

Animatic

Story
- Story
  - Script
- Story board #1
  └─ Begin
     - Katie fight
     - Katie/Spencer
  - Raven Rescue
  - Final Blow
  - End

Design
- Environment
- Character References
- V.Back Design

Clean UP
- Solid storyboard
- Animatic Animations
- What needs to be 3D?

3D build
- Characters
- Environment
- Replace storyboard shots w/ 3D shots where needed

↑
maybe Just Proof of concept this stage?

Sound
- Scratch track
- Sfx
- What kind of music?

Polish
- Timing
- Put it all together

Design

Environment
soccer field
City Skyline
City Street

Characters
Raven
Katie
Spencer

Villain
Tree Monster

Schedule/Roadmap

Weeks

1.
2.
3.
4. Prototype
5.
6.
7.
8. Prototype
9.
10.
11.
12. Deliverables should be done
13. Buffer time
14. Presentation Should be Done
15. Presentation Pitch
16. Creative Expo

Risk Assessment Plan