

# **Jumping Worlds**

## **Jessica Cain**

**Capstone Project**  
**Digital Animation**  
**and Game Design**

**2019**

**Jacob Pollak**

# Executive Summary

## Hook

Imagine a world where kids can travel to different worlds. Follow Katie, Spencer, and Raven across the multiverse to fight monsters, solve problems and help people.

## 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.

## Deliverable List

By the end of Fall 2019 semester, I want:

- A complete animation
- Documentation about plans for a series
- Plans/ideas for a pilot episode
- Plans for a Kickstarter

## Team

I will be the only person working on this project. During the spring semester, I will be recruiting voice actors for dialog.

## Target Audience

This animation is designed for people who like action-adventure cartoons. It's for people who have nostalgia for shows like Digimon Adventure, Avatar the Last Airbender, My Hero Academia, and Soul Eater.

## Project Plan

I'm planning 2 week sprints starting January 2 with soft and hard deadlines for each piece. I'm planning on taking a break every 6 weeks.

## Design Requirements

The idea is to incorporate 3D into a 2D style using the 3D to help with environment, perspective shots, and polish. The colors should be vibrant, and the action should be energetic. Characters should have strong and weak moments.

## Constraints

I'm making this animation for Youtube using software that I'm familiar with. I'm using Asana for project management.

## Risks

- Needing to redo the story after production has started
- Audio Problems
- Consistency issues between 2D and 3D shots

## Quality Assessment

- A: A Complete, Fluid Animation
- B: Complete, but Choppy or Assets are Missing
- C: Scenes are Missing, or Incomplete Animation

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# **Hook**

Imagine a world where kids can travel between worlds. Follow Katie, Spencer, and Raven across the multiverse to fight monsters, solve problems, and help people.

# **Value Proposition**

I'm making 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

Raven is teaching Katie and Spencer about the 9 worlds when the Broccoli Alarm goes off. The team Jumps to the city to deal with it.

They get to the city to find a giant broccoli monster has grown in the middle of downtown and is destroying buildings. Katie leaps into action to deal with it, much to Raven's annoyance. He had wanted to make a plan of attack first.

He notices that the roots and tendrils are keeping Katie from getting close, so he tells Spencer to go help her. Spencer portals off to help.

"Help me!" yells a voice from behind Raven. A bystander is trapped in a bunch of vines. Raven is annoyed, but he goes to help.

Meanwhile, Katie is still having trouble. "Katie!" She turns to see Spencer suspended in a portal and reaching out a hand to her. She leaps up to grab it, and he swings her into the portal.

She emerges behind the Broccoli and lands a solid hit with her flame attack.

Raven successfully untangles the bystander. "Thank you!" exclaims the bystander.

"Time for me to land the final blow," Raven says confidently as he pulls out his laser gun and turns dramatically...

To find that Katie has already defeated the monster. She stands over the defeated Broccoli confidently.

"Where's the next one?" Katie asks excitedly.

# 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
- Villains with character development
- Monsters of the Week
- World Building

# Design Requirements

The idea is to incorporate 3D into a 2D style.

- 3D environment or test shots
- 3D where 2D is difficult
- 2D stills
- 2D painted over 3D if needed for polish

The show is an action hero adventure. It should have bright colors and easily distinguishable locations.

The action should be energetic. Jokes and humor can be used to lighten the mood.

Each character should have moments where they are strong and moments where they are weak.

Project needs to include a plan for a pilot episode.

# Constraints

I'm not taking Capstone until Fall 2019

If I'm going to continue this project after capstone, I need to figure out how to generate income for the project, like starting a Kickstarter.

**Platform:** YouTube

**Communication:** Will need to start documenting regular updates to get in the habit of communicating with an audience who is waiting for a product.

**Software:** Adobe Suite, 3Ds Max/Maya, Zbrush, 3D Coat, Storyboard Pro, Blender, ToonBoom Harmony, Asana for Project Management

I'd like to move away from Autodesk software as the project goes on because I can't afford a professional license.

# Script

Opening: A blackboard shot of the 9 worlds. Zoom out as dialog happens to reveal Raven teaching Katie, who is not interested, and Spencer, who is taking notes.

Raven:

Long ago, we discovered the 9 worlds, and magic is different in each--

Katie:

Oh no! The broccoli alarm's going off! We have to save the city

Raven facepalms and opens a portal. They fall through.

Spencer:

(Falling)

Wait, isn't this importaaaaannnnnttt...?

Middle: Monster is attacking a city.

Monster:

Raaawwrrr

Portal opens. They fall through. Katie is ready to go, Spencer falls on butt, Raven is upright.

Katie Runs off. Raven runs to the edge of the building.

Raven:

Wait, Katie! We're supposed to plan first!

The monster's vines flail wildly. Katie can't get close.

Raven:

Spencer, help her!

Bystander:

(Off-screen)

Help me!

A bystander is trapped in vines.

Reverse shot. Raven facepalms, Spencer (in bg) portals off. Raven moves off-screen toward Bystander.

Katie is still having trouble.

Spencer:  
(Off-screen)  
Katie!

OTS Shot. Spencer is holding a portal open and reaching out to Katie. Katie jumps toward Spencer.

Their arms connect.

Spencer swings her into the portal.

Katie pops out behind the monster and gets a good shot in. The monster is on fire.

Monster:  
(In pain)  
RAAAWWWR!R

Raven untangles Bystander from vines. Bystander runs off.

Bystander:  
Thank you!

Raven turns around and prepares for the final shot.

Raven:  
Time for me to land the final blow!

Katie has already beaten the monster, and is standing over it.

Katie:  
Where's the next one?!

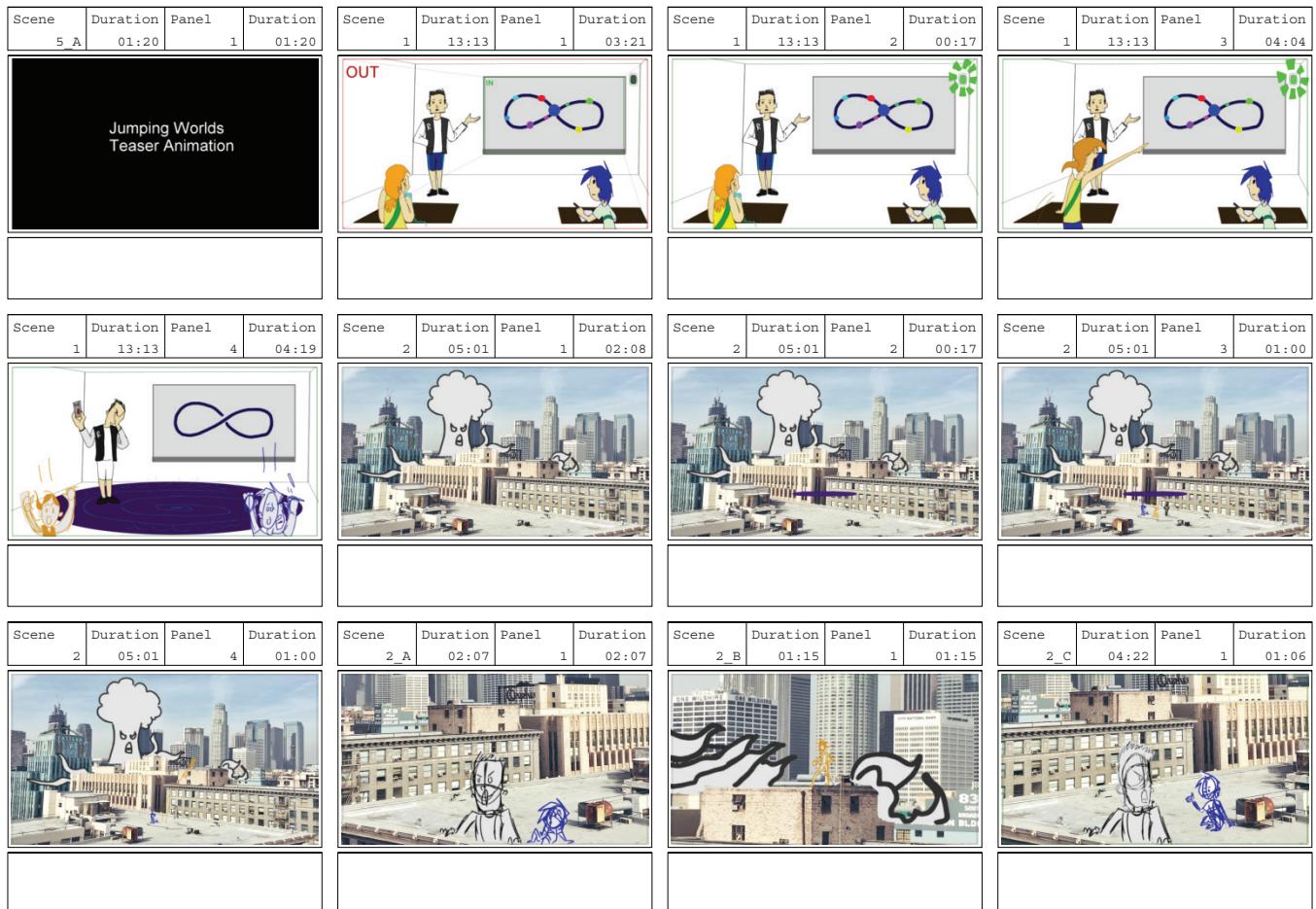
Raven facepalms.

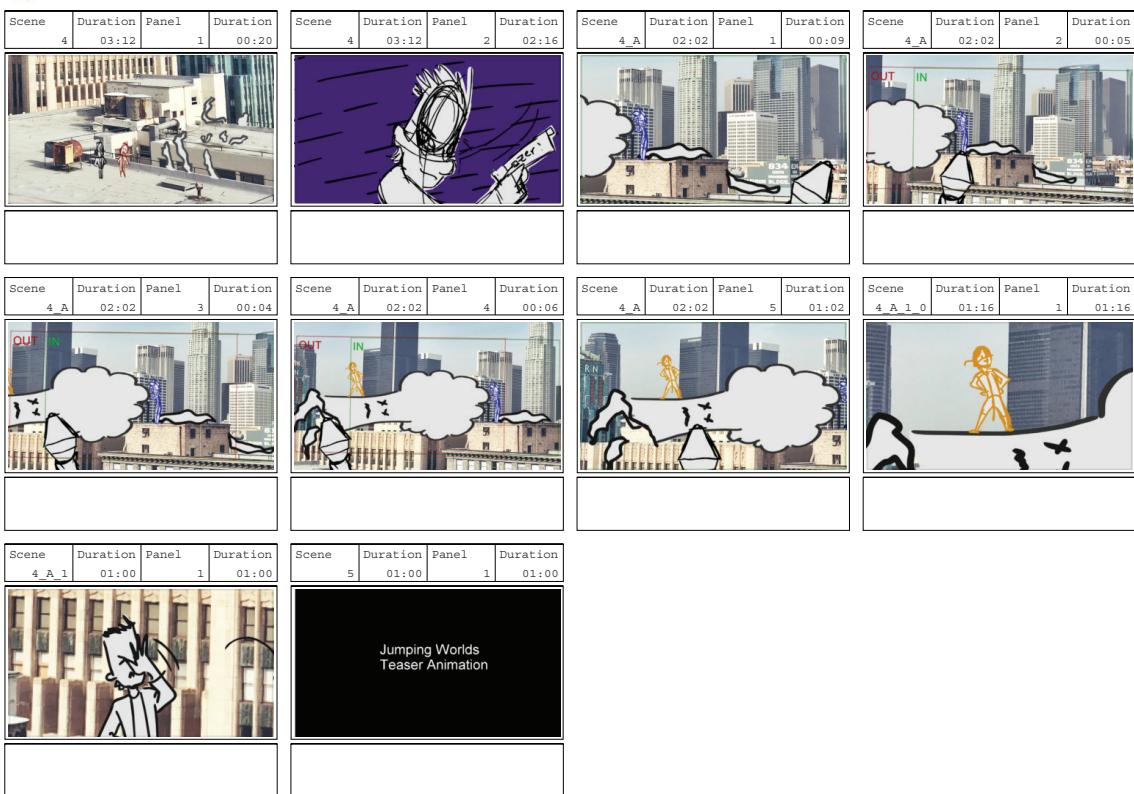
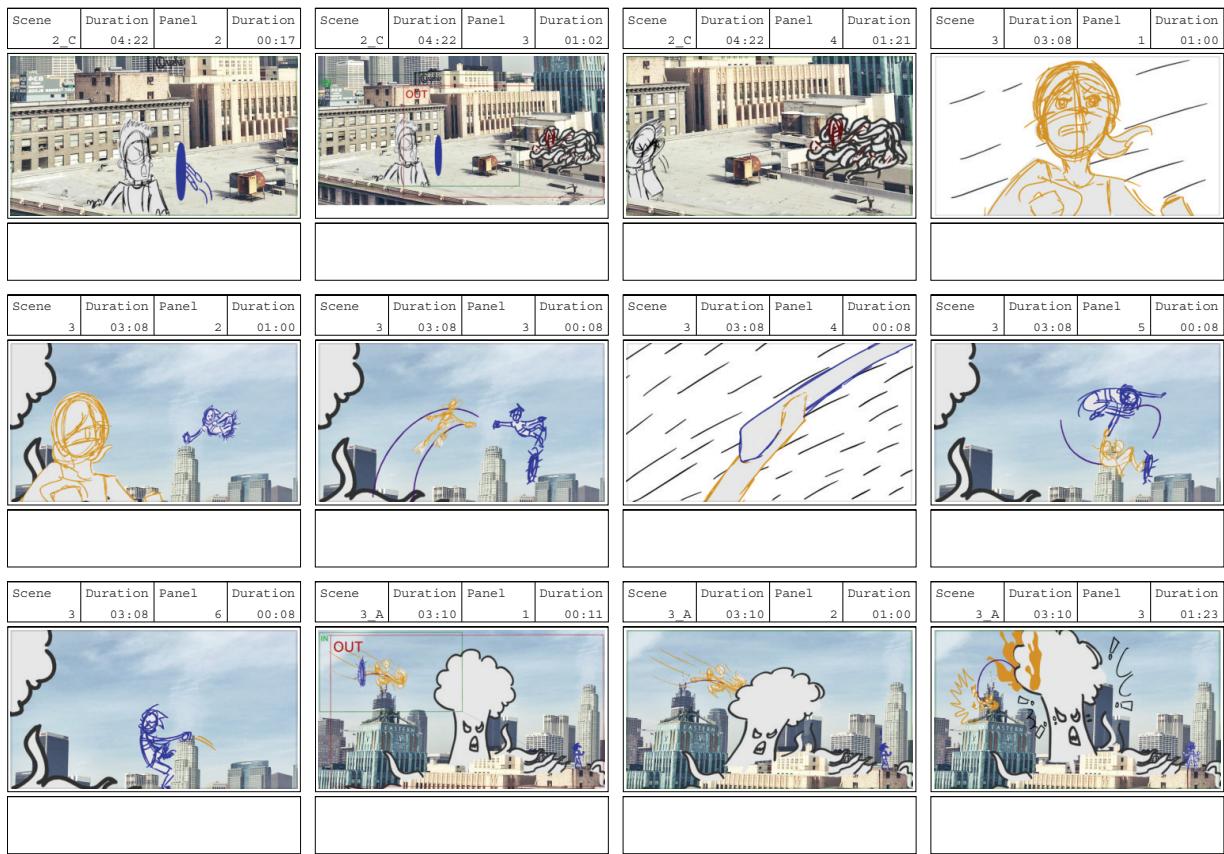
Credits Roll.

# Storyboard

Toon Boom Teaser Pilot

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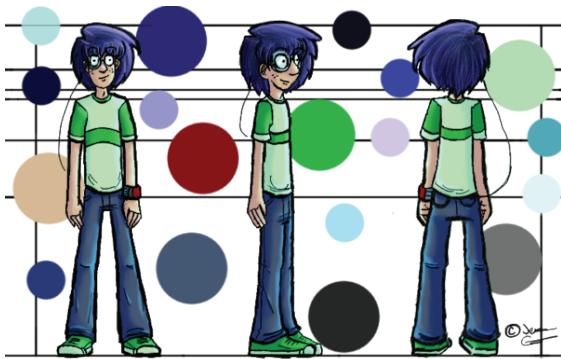


# Concept Art

## The Team



Spencer



Cartoony 3D Art Style



# **Deliverable List**

**Due by the end of the 2019 Fall Semester:**

**A Complete Animation**

Documentation about plans for a series

Plans/ideas for a pilot episode

Plans for Kickstarter

# Asset List

## Art Bible

### Characters

3 Main Characters

Katie

Raven

Spencer

Detachable/Hideable limbs

Models and Rigs for all 3

1 Bystander Character

Standing

Trapped in Vines

### Villain

Broccoli Monster

Moving Vines, Modeled and Rigged

### Environments

Classroom

City Rooftops

### Visual Effects

Jumping Portal

Spencer's Portal

Katie's Flame Attack

### Sound

SFX

Dialog

Casting Plan

Recording Dialog

Music

### Animatic Shots

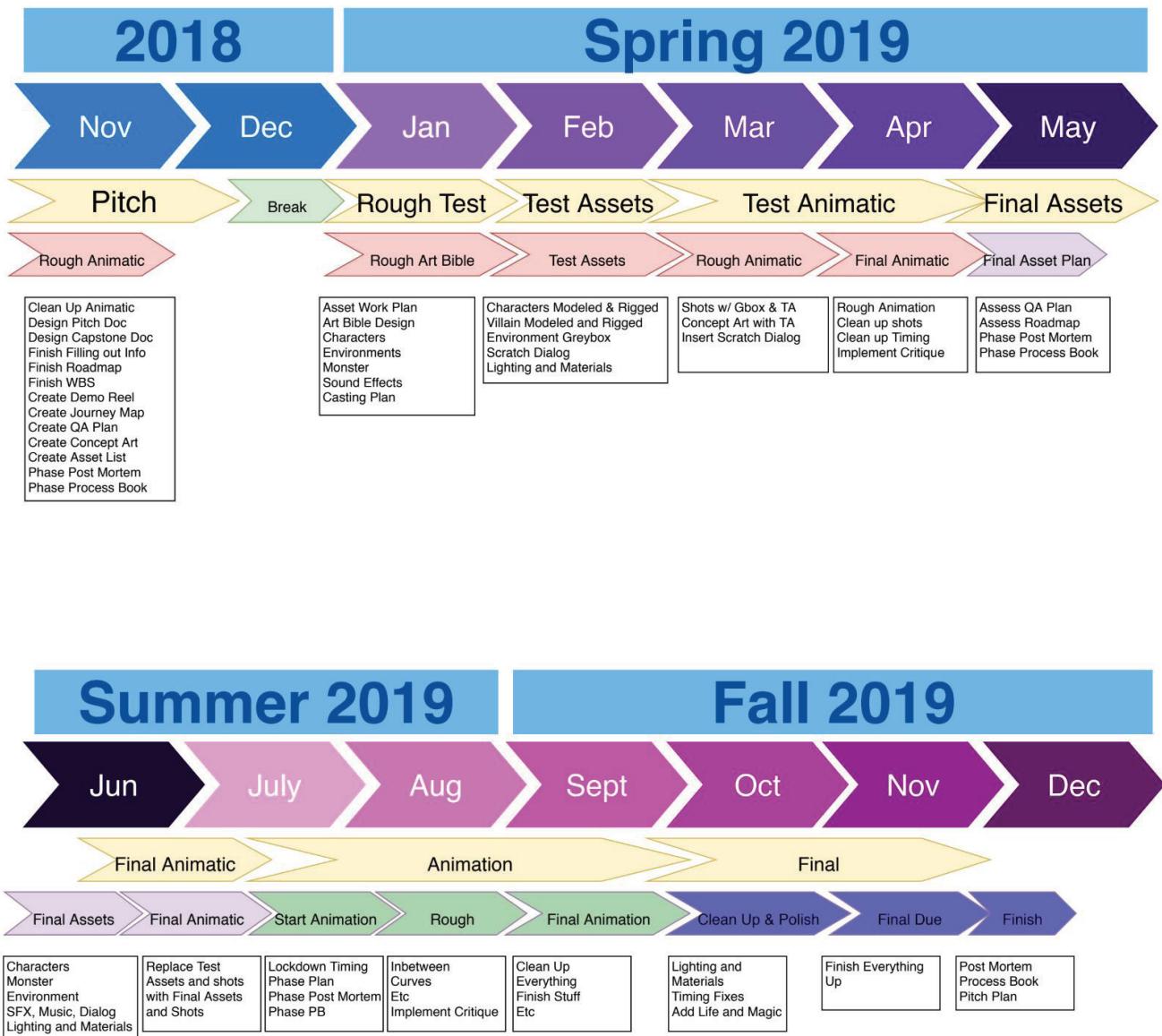
Detailed in the Storyboard/Animatic

### Animation

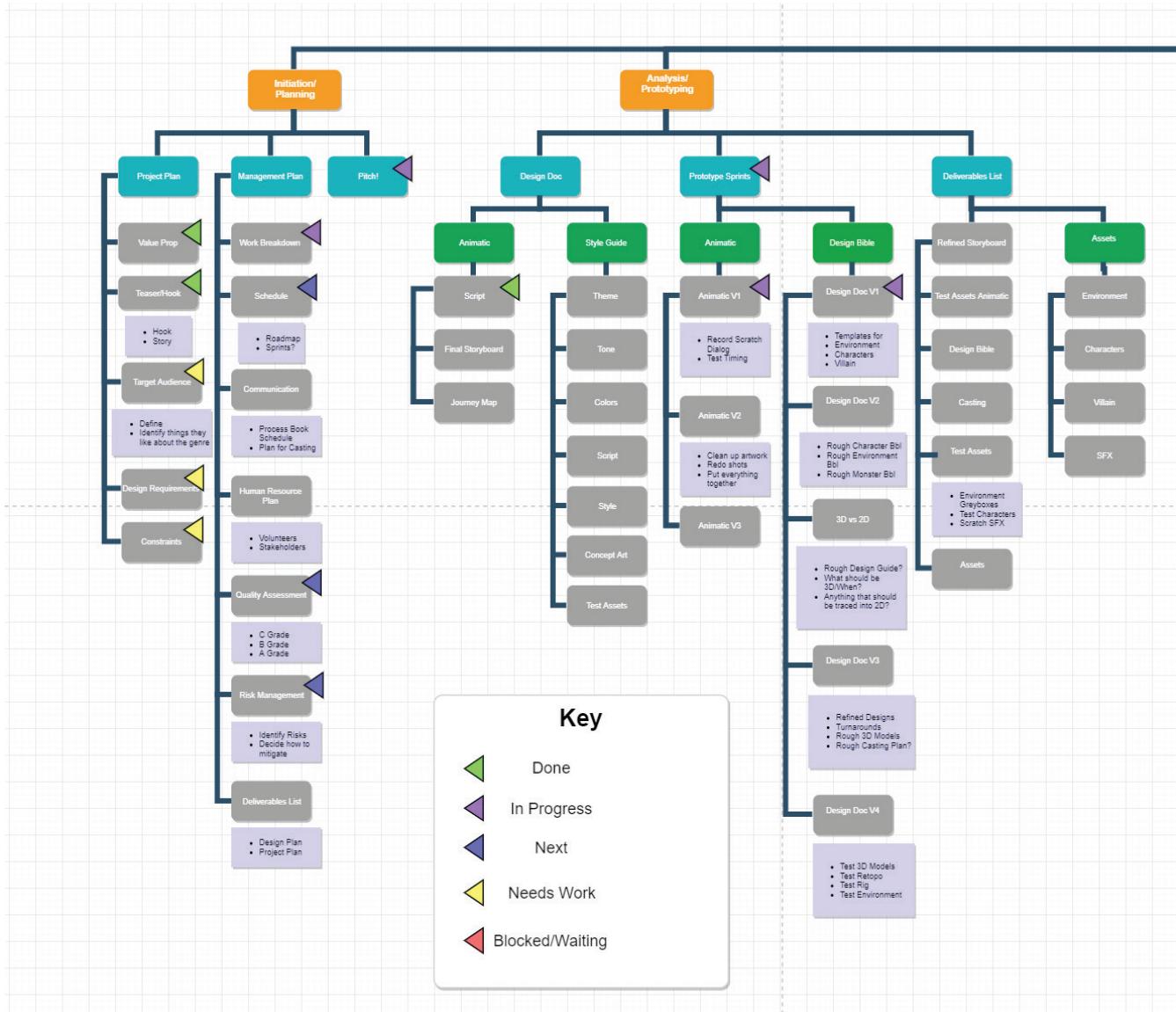
# Roadmap

I'm planning on 2 week sprints starting January 2 with soft and hard deadlines for each piece.

I've planned on taking breaks every 6 weeks.



# Work Breakdown



# Risk Mitigation Plan

Prob/Risk	Low	Med	High
Low	Power Outage, Moving Out	Not Getting into Capstone F 2019, Car Breaks Down	No Voice Actors, Getting a Real Job
Med	Internet Outage, Mom needs a big chore done	3D vs 2D, Forgetting to do a task, Not taking enough breaks	Bad Audio, Too many Work Hours, Flu, Vague or Undefined tasks, Mechanical Failure
High	MEGA/Volunteer work taking too much energy, Doggo needs walkies	Needing to Redo any part of the story, Too much to do/not enough time, Panic Attacks	HD Failure, Week 6 Slump

Threat Level	Risk	Description	Mitigation Plan
High/High	HD Failure	If my hard drive breaks, gets lost, Or stolen	Schedule one day a week to backup and archive files and tasks
High/High	Week 6 Slump	Some time around week 6 work becomes hard or overwhelming, or there's a lack of motivation to do it	Take regular breaks throughout the semester; Schedule week 6 as a buffer week to get caught up on tasks
High/Med	Needing to redo any part of the story	If some part of the story is not working or needs to be changed.	This feels like it might get harder the further into the project I go, but I might be able to mitigate it by simply working in an iterative process. I'll have to design some iterative sprints. If I need to redo parts of the story, that means going back to the storyboard/animatic level, but that should get easier once I have real assets to work with.
High/Med	Needing to re-record audio with voice actors	This one might be difficult to work around	Recruit DAGD students for voice acting. Make sure to lock down the dialog before recording
High/Med	Too much to do/Not enough time	If I have scheduled far too much to do in one week	Cut down tasks to bare minimum. Do, Defer, Delegate, or Delete tasks
High/Med	Panic Attacks	I have one of these at least once a semester. I need time to recover.	Cut down on stress as much as possible. Schedule work and breaks so that they actually make sense.
High/Med	Vague or Undefined tasks	This one's tough because my brain tends to ignore tasks that need to be defined more. Either I can't think of them, or they sit on my to-do list waiting for me to do something about it.	Plan on taking the time to look at these tasks once a week and taking the time to think about them. I can't guarantee something won't fall through the cracks, but I can at least keep an eye on these.
Med/High	Bad Audio	My current microphones suck, so the audio I've been getting is pretty bad	Get a decent Microphone. See if I can get a quiet conference room or studio to record in
Med/High	Too many work hours	If I get scheduled for too many hours at work	I plan on quitting my job before capstone so that I don't have to deal with work and capstone at once.
Med/High	Flu	Getting really sick to the point that I need to take a week off	I think it might be worth it to plan for a couple of weeks mid semester (probably week 6 and week 12) that are meant to be low-work, low stress in case I need to take a break for a few days.
Med/High	Mechanical Failure	If my computer, hard drive, tablet, etc stops working for some reason	If I have to buy another piece of hardware, it will suck, but I'll do it.
Med/Med	3D vs 2D	I need to figure out how I want to handle the 3D design and the 2D design.	I need to lock down an idea for this early. Once I get some 3D assets done, I can work on this further.
Med/Med	Forgetting to do a task	I might have a task that I had wanted to or needed to get done that might not have gotten written down or just forgot about	Try to write down everything and keep tabs of tasks that need to be taken care of. Make sure important tasks get the attention they need.
Med/Med	Not Taking enough breaks	When I don't give myself a break, the breaks take themselves whether or not I have the time to take it	Set times for work, and set times for break time. Set aside a week or 2 for low-stress tasks
Med/Low	Internet Outage		Go somewhere else to work, or take a break. Never rely on one day to get anything important done
Med/Low	Mom needs a big chore done	This might just happen. Mom's pretty understandable about school, but there might be a big chore that I can't get out of.	If it comes on a day I really need to get things done, I can explain it. Maybe work overtime on that day, Do whatever
Low/Med	Not getting into capstone F2019		If I don't get into capstone with my pitch on the 20th, I can keep refining my pitch until it's ready. I have time to figure this out
Low/Med	Car Breaks down		I might have to buy a new car
Low/Low	Power Outage		Backup data often, take a break, go somewhere else to work
Low/Low	Moving out		This is not really going to happen.

# Communication Plan

## Weekly Schedule

I will be bringing my work into labs for critique every 2 weeks. I'll be updating a blog on my website with my progress.

## Contact Lists

Jessica Cain  
(616)633-3041  
[JessMCain@gmail.com](mailto:JessMCain@gmail.com)  
[JessicaCain.net](http://JessicaCain.net)

## Communication Hierarchy

Jessica will be the person to contact for anything involving the project.

## Emergency Contact

If Jessica cannot be reached for any reason, please talk to her mother.  
Kim Miller (616)322-9213

## File Storage

I'll be storing Files on my computer drive, with backups to bitbucket at least once a week.

# File Hierarchy

Jumping Worlds 2019

## .Process Book

### Indesign Folder

Process Book.pdf

## .Deliverables

### Art Bible

AssetWorkPlan.pdf

TestAssetBible.pdf

FinalAssetBible.pdf

### Assets

#### Characters

##### Spencer

Spencer\_Test.obj

Spencer\_Final.obj

##### Katie

##### Raven

##### Bystander

##### Broccoi Monster

#### Environment Greyboxes

##### Classroom

##### City Rooftops

#### Sound

##### Dialog

##### SFX

##### Music

#### Animatics

#### Pilot Episode Plan

#### Kickstarter Plan

#### Season Plan

## .Working Files

### Assets

### Animatics

### Sound

### Documents

## BiWeekly Updates

### Dated Folders

Stuff I want critique on

Documented Notes

## Old

Collecting all Related Folder and Files and Putting them in one Place

# **Human Resource Plan**

I will be working alone on this project. I'll be working on recruiting voice actors for dialog in Spring 2019.

## **Volunteer Requirements**

I will be recruiting voice actors Spring 2019. Volunteers will need to meet with Jessica in a sound booth and act out dialog. Volunteers may be asked to come back and re-record lines later in production.

## **Chain of Command**

Jessica will be at the top of the chain of command.

## **Intellectual Property**

Contributing voice work or other work does not mean ownership of Jumping Worlds or its characters. Volunteers will be credited, but should not expect compensation for their work.

Jessica Cain retains ownership and rights to Jumping Worlds, its characters, locations, and stories.

## **Stakeholders**

Core Stakeholders: Jessica Cain

Direct Stakeholders: Kids who like action-adventure cartoons

Indirect Stakeholders: DAGD Staff and Students, Ferris State

# Quality Assessment

## A

- Animation is Fluid
- Art Design is Appealing
- Looks Professional
- Pilot Episode Plan
- Kickstarter Plan ready to go live
- First Season Episode List

## B

- Animation is Choppy
- Assets are Missing
- Art Design needs work
- Pilot Episode Documentation
- Kickstarter plan documentation, but not ready to go live
- Some First Season documentation

## C

- Scenes are Missing
- End result is more of an animatic
- No lighting or materials
- No Pilot Episode Plan
- No Kickstarter Plan
- No Season Documentation

# Credits

Jumping Worlds Teaser Animation is produced by Jessica Cain as a Capstone project for the Digital Animation and Game Design B.A.S. program at Ferris State University.

This project plan was developed in DAGD 498: PreCapstone in Fall 2018 taught by Jacob Pollak.

