# PROJECT

## DOCUMENTATION

**Group 2**
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# CONCEPT

After we finished watching "The Big Sleep", we all agreed that the film was mysterious, in both its aesthetics and the slightly confusing plot. Our idea for the teaser was to keep that theme, and our goal was to leave the viewer confused but intrigued. We wanted to put focus on the detective theme and make the viewer feel involved in his case by introducing them to some of the characters. We let the viewer know that these characters are somehow involved in the case, but we only give them a few of the characters quotes to get to know them.

The concept of our teaser is to give short clips as insights to what the film is about through animation sequences. It quickly introduces the era (1940s), and the environment (Los Angeles), while showing some of the twists and turns of the plot, like love interests and murder.

We end the teaser by the viewer clicking the door, and you hear gunshots and screams. This is a reference to the death of the "main villain" Eddie Mars. Our idea for this was to make the viewer want to uncover who was shot, and of  course who was behind the murders.

The teaser is myserious and confusing, just like the film is. We hope it is a mystery our viewers will want to uncover.

STORY

BOARD

# The Big Sleep

—— Howard Hawks

Marlowe is typing a letter about his last criminal case. Cigarette and smoke on a side.

Interaction: none
light: dark room, light on the typewriter and letter
sound: rain, typing
movement: letter appearing on the right
time: 10-15 seconds

Transition with animation

Interaction: none
light: transition between smoke and the 3rd frame
sound: dynamic music
movement: various
time: 5 seconds

The user is going through a room with a lashlight, getting to know the characters.

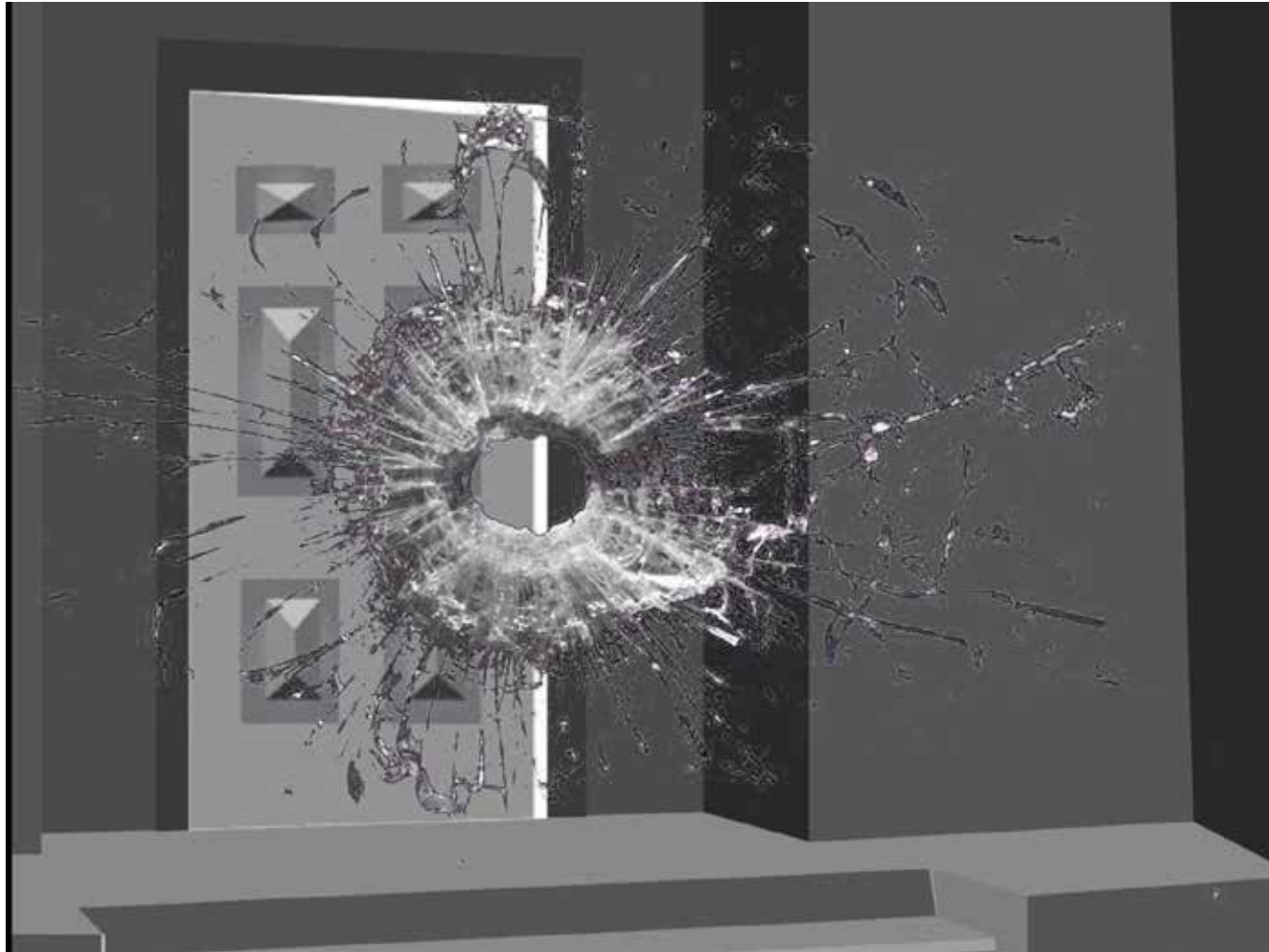Interaction: user can hover over the character and he/she lights up and says his/her line from the movie
light: dark room expect, characters light up, light is coming from the door
sound: movie theme
movement: characters are still, the doors open when clicked on
time: indefinite, user decides

Opening the door

interaction: User is navigated to press on the doors
light: when user press on the door, after gunshots bright light appears
sound: gunshots and screaming
movement: the door opening, someone gets shot
time: 10sec

Marlowe and Vivian - "What's wrong with you? Nothing you can't fix"

light: all dark, a single light from a lighter and silhouettes of Marlow and Vivian
sound: calm, kinda romantic
movement: none, they are both still
time: 3s

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Zuzanna Dzialowska
Tiril Grimsrud
Mihael Sandro
Maria Cambalova

Credits

sound: classic outro music
movement: title sequence with animations
time: 10sec

sketches

Getting the user to want to solve the crime Marlowe is working on - Mainly the idea is to get the user to watch the movie.

Genre/Mood: Crime (noir)

message

# Interactive

Hover over the characters (flashlight effect), click on them to find more about characters, click on the door.

# elements

# individual

**Zuzanna Dzialowska**
conducting user test and report
audio files
character: Eddie Mars
easter egg poster
buttons
project documentation

**Maria Cambalova**
conducting user test and report
gunshot drawing
credit page
character: Carmen

**Karoline Meyer-Jacobsen**
coding
characters: Marlowe and Vivian
blood for animation
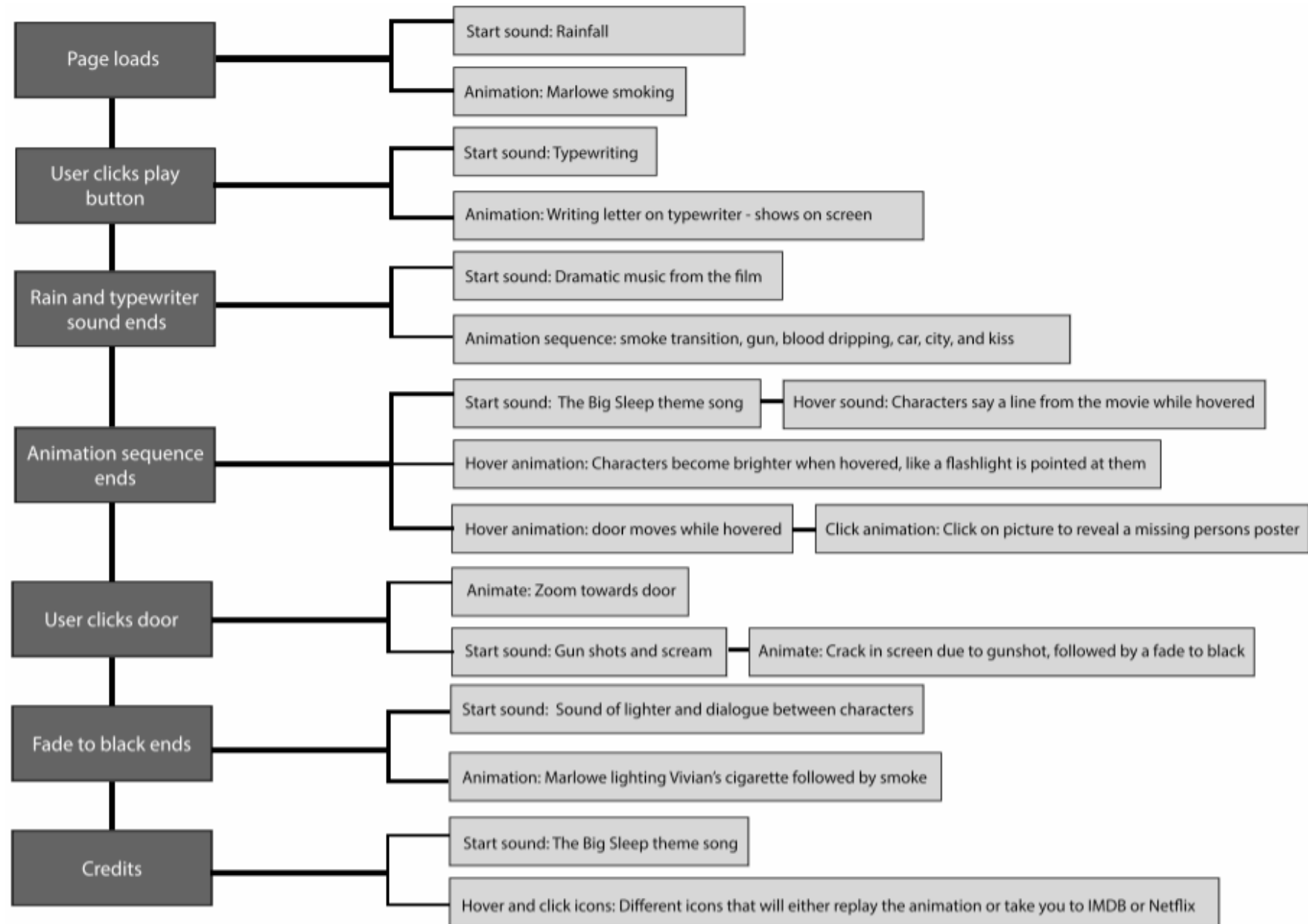the living room design

**Mihael Šandro**
all animations

**Tiril Grimsrud**
character sketches
illustration of Marlowe's office
illustration of Los Angeles
illustation of Marlowe and Vivian kissing
illustration of ending scene between Marlowe and Vivian
GIF poster
project documentation

# contributions

# sequence

**Page loads**
- Start sound: Rainfall
- Animation: Marlowe smoking

**User clicks play button**
- Start sound: Typewriting
- Animation: Writing letter on typewriter - shows on screen

**Rain and typewriter sound ends**
- Start sound: Dramatic music from the film
- Animation sequence: smoke transition, gun, blood dripping, car, city, and kiss

**Animation sequence ends**
- Start sound: The Big Sleep theme song
  - Hover sound: Characters say a line from the movie while hovered
- Hover animation: Characters become brighter when hovered, like a flashlight is pointed at them
- Hover animation: door moves while hovered
  - Click animation: Click on picture to reveal a missing persons poster

**User clicks door**
- Animate: Zoom towards door
- Start sound: Gun shots and scream
  - Animate: Crack in screen due to gunshot, followed by a fade to black

**Fade to black ends**
- Start sound: Sound of lighter and dialogue between characters
- Animation: Marlowe lighting Vivian's cigarette followed by smoke

**Credits**
- Start sound: The Big Sleep theme song
- Hover and click icons: Different icons that will either replay the animation or take you to IMDB or Netflix

# diagram

# coding

```javascript
83   function typewriter(){
84    sContents = ' ';
85    iRow = Math.max(0, iIndex-iScrollAt);
86    var destination = document.getElementById("typedtext");
87
88    while ( iRow < iIndex ) {
89     sContents += aText[iRow++] + '<br />';
90    }
91    destination.innerHTML = sContents + aText[iIndex].substring(0, iTextPos) + " ";
92    if ( iTextPos++ == iArrLength ) {
93     iTextPos = 0;
94     iIndex++;
95     if ( iIndex != aText.length ) {
96      iArrLength = aText[iIndex].length;
97      setTimeout("typewriter()", 500);
98     }
99     else{
100         typedText.classList.add('enable');
101         typeSound.pause();
102     }
103    } else {
104     setTimeout("typewriter()", iSpeed);
105    }
106   };
107
108   typedText.addEventListener('animationend', startMovie);
```

```javascript
108   typedText.addEventListener('animationend', startMovie);
109
110   function startMovie(){
111         console.log("hey you");
112         typeScene.style.display = "none";
113         movieDiv.style.display = "block";
114         rainSound.pause();
115         movieOne.play();
116         movieOne.addEventListener('ended', movieEnded);
117   }
118
119   function movieEnded(){
120         console.log("the movie ended");
121         movieDiv.style.display = "none";
122         mainScene.style.display = "block";
123         openDoor.style.display = "block";
124         marlow.style.display = "block";
125         eddie.style.display ="block";
126         wonderful.style.display = "block";
127         carmen.style.display = "block";
128         poster.style.display = "block";
129         sound.play();
130   }
131
132   marlow.onmouseover = function(){mouseOver()};
133   marlow.onmouseout = function(){mouseOut()};
```

# examples

# final

Our group found it to be a real pleasure to work together. The responsibilities have been assigned adequately and each one of us have conducted them perfectly. In fact, nothing would have make us happier than an oppurtinity to work in this team at least one more time, if not permanently. Each memeber of group 2 has learned something new. We believe we have worked out an efficient working practice that will profit from in the future.
The movie is quite difficult to follow, netherless we are proud to say we took what is best in it and used it for our work.

# remarks