

TITLE PICTURE



Action/Plot

title

Sound

buzzing sound

Interaction

None

Time

6 sec

FRAME 1



Action/Plot

The main character appears into white scene

Interaction

When the user click the character he starts to move forward

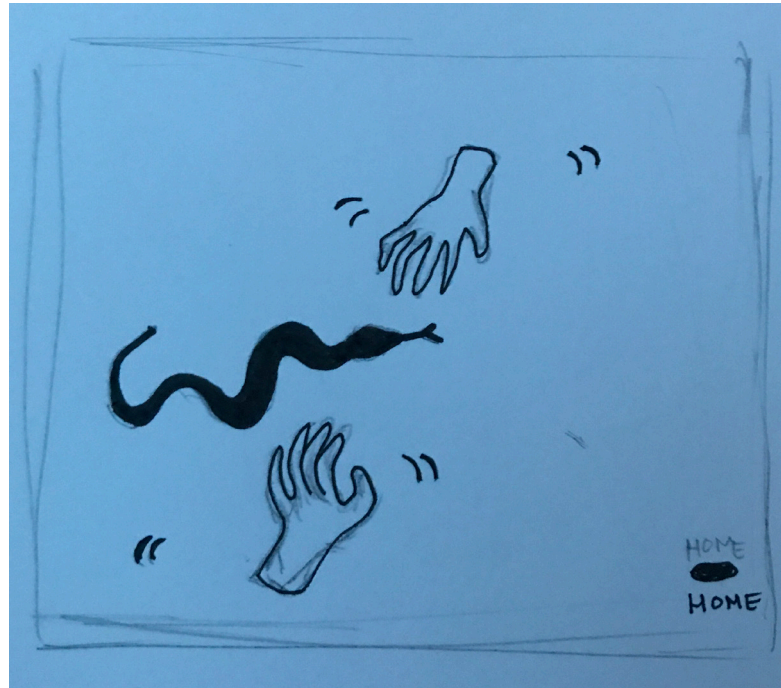
Sound

buzzing sound becoming exciting

Time

6 sec

FRAME 2



Action/Plot

The main character starts to sidestep so that the floating hands wouldn't catch him

Interaction

User needs to click the main character, it will dodge under these human hands

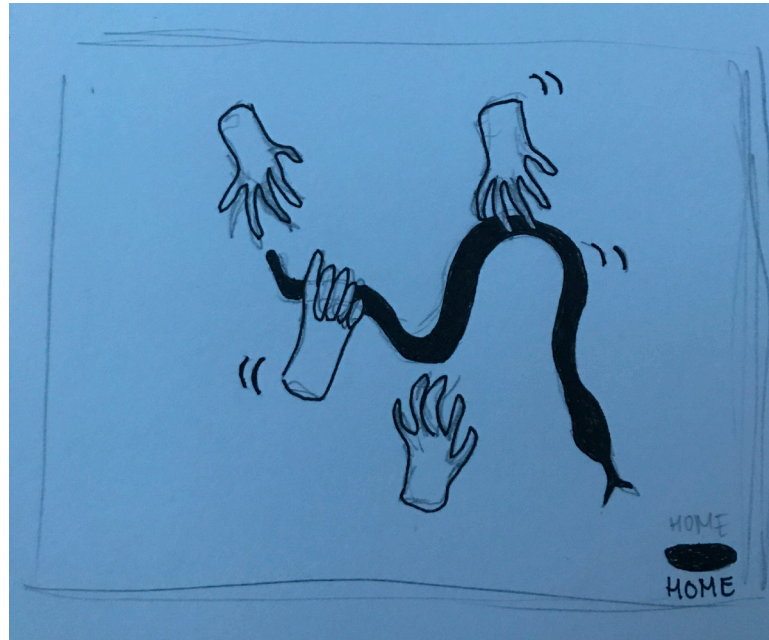
Sound

snakes tale making this buzzing noize

Time

3 sec

FRAME 3



Action/Plot

Floating hands are getting closer and are starting to reach the snake

Interaction

User needs to click the main character so it will get free

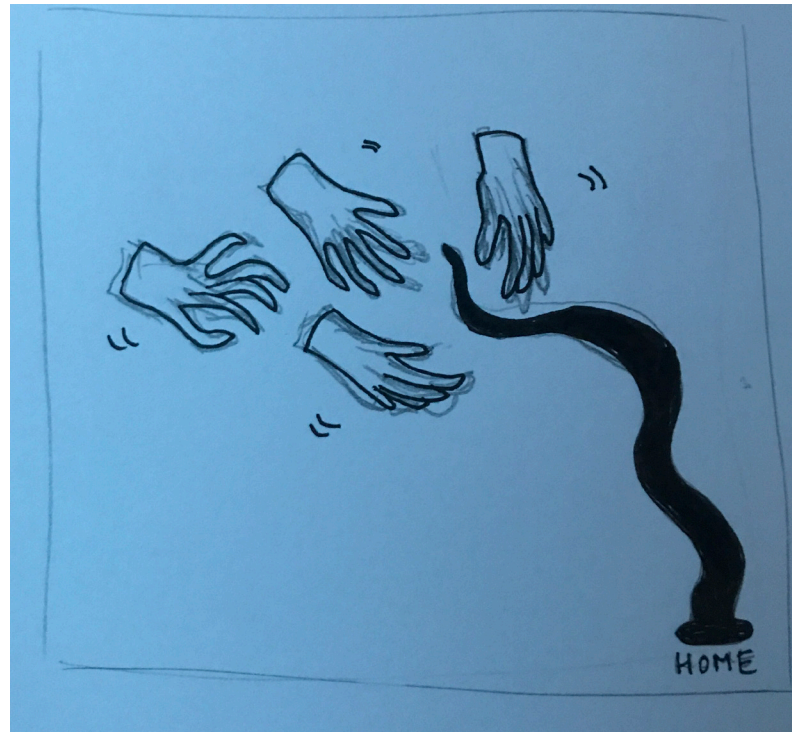
Sound

snakes tale making this buzzing noize and it's getting intence

Time

5 sec

FRAME 4



Action/Plot

The main character escapes and gets home

Interaction

None

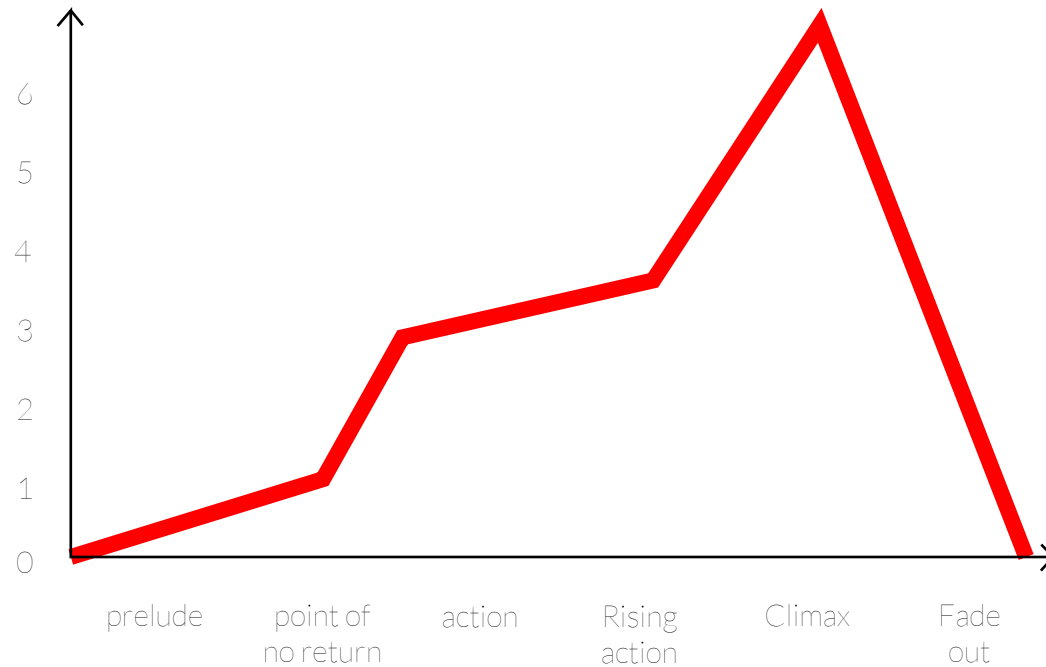
Sound

buzzing sound goes away and changes to this relaxing sound

Time

3 sec

NARRATIVE CURVE



Prelude

title picture

Point of no return

snake appears to the white background and knows he has to go

Action

human hands appears floating in

Rising action

floating hands are trying to catch the snake

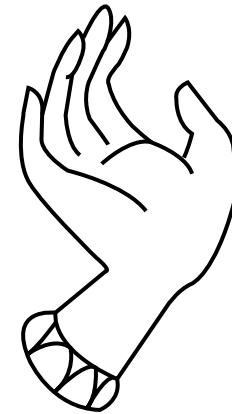
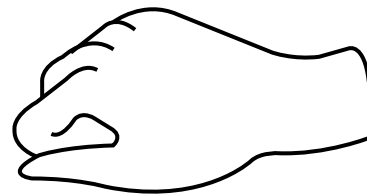
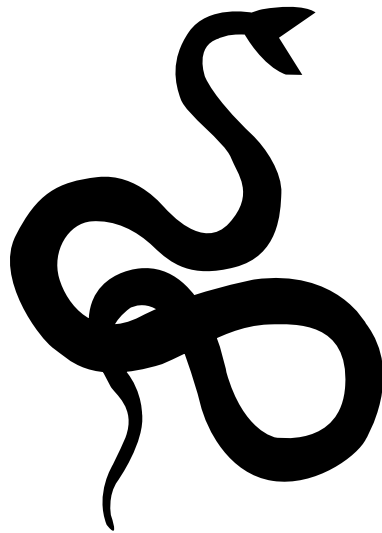
Climax

hand is about to catch the snake just before he gets home.

Fade out

snake gets home safely

WORKSHEET



all characters side by side

WORKSHEET

story name: homesick snake

character name: Mr. Snake

What drives the character

home, love, survival instincts

Characters main goal

is to get home safely and alive

Characters friends and enemies

friends are other snakes and his wife and young kids whom are at home waiting father/husband. Enemies are human hands.

What is at stake for the character

He's family who are waiting him in their home. He has three kids and lovely wife.

What the character needs to fulfill goals

He needs to be really quick and sneaky to avoid the human hands not to catch him.

WORKSHEET

story name: homesick snake

character name: Hands

What drives the character

greediness and human nature

Characters main goal

is to catch the snake

Characters friends and enemies

friends are other hands that are trying to catch the snake as well and they don't have enemies

What is at stake for the character

to not catch the snake which can escalate that hand don't get this high fashion wallet executed which can effect their job of wallet manufacturers

What the character needs to fulfill goals

Hands needs to be faster than snake and clever.

WORKSHEET

story name: homesick snake

character name: Mr. Snake

Physical

gender: male

age: 9 years old

height: 2m long

weight: 1kg

eye color: black

hair color: snake doesn't have hair

distinguishes marks: he has one scar under his eye

strengths: determination

weakness: relentless

Social / Family

siblings: snake has a little brother

marital status: married

relationship: snake has a wife

pets: no

friends: he has two best friends

enemies: eagles and humans

ethnicity: he doesn't have any

eating habits: he loves meat and eats little mammals

weakness: his curiosity

living space: snake and his family lives in the desert

WORKSHEET

story name: homesick snake

character name: Mr. Snake

Physical

beliefs: karma

superstitions: yes, spirits

fears: dark

prefers groups or solitary life: groups

planned-out or spontaneous: both

hobby: swimming

prejudices: bigger snakes

stressors: nights

ambitions: protect family

addictions: hunting

leader of follower: leader

sleeping habits: torpor at winter

how does snake relax: eating and sleeping

what excites: nice weather and travelling

obsession: to be the best

as seen by others: honest guy

as seen by self: nice guy

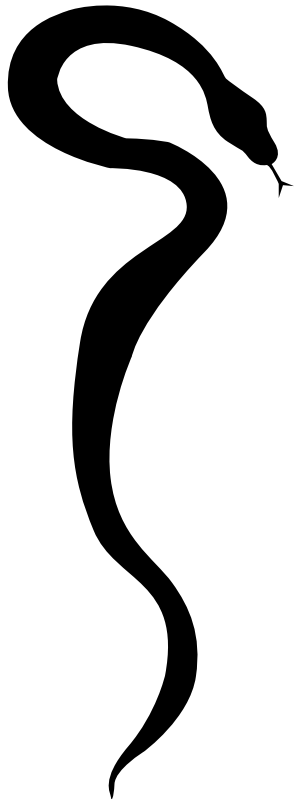
special memories: when his little brother was born

nightmares: that cold winter will kill them all

WORKSHEET

character sheet / pose sheet

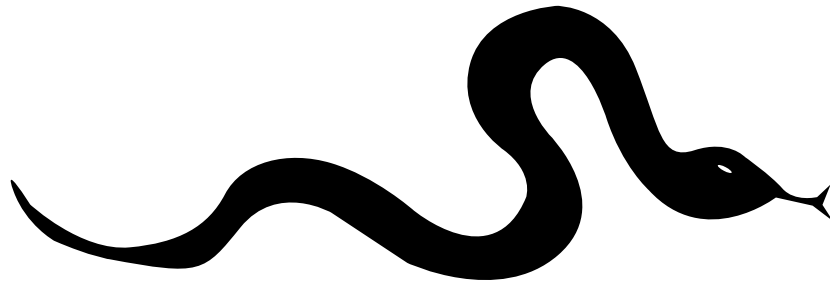
normal



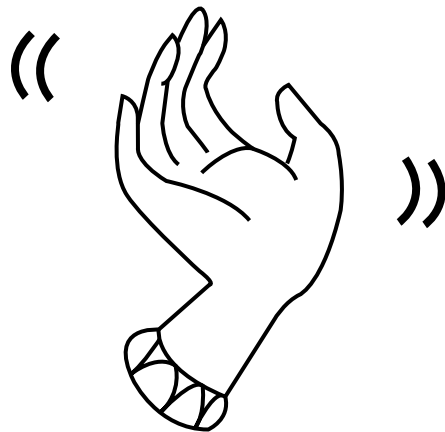
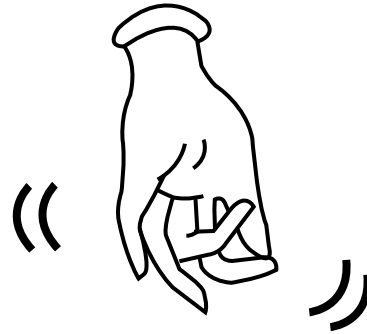
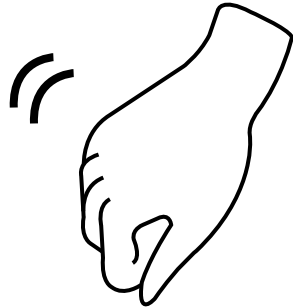
scared



defensive and aggressive



BACKGROUND



SPRITE SHEET DRAWN IN ILLUSTRATOR



LINK TO SPRITE SHEET ANIMATION

http://wilmakorpinen.com/oma_animointi/

STYLE TILE

Inspiration

From Flat Design and Joan Cornella

Contour Line

Main character doesn't have any lines but obstacle characters have black lines

Characters/ background relationship

The Characters stand out from the white background because it is black due to a great contrast in the colours. Colors will be simple but notissable and colors will be on the hands somewhere (nails, sleeve ect)

Specific characteristics in the style

The main character has eyes that will react into different events so that is only way you can figure what the character is feeling

Typography

is SF Archery Black because it has sharp lines but still a comic style. It's has something old and modern at the same time.

Colors

The main color is red because it represents anger and mood of this story.

Description of the idea

The story

Usually snakes come out of the bad guy but in this story the snake just wants to go home but the evil human hands are trying to catch him because they want to make a high fashion wallet out of him.

The snake tries to slither away from the hands but there appears to be an endless amount of them and the snake feels desperate.

You can know the snake's feelings only from his eyes, and he is terrified.

Is he able to go home safely?

Message

Is that everybody is heading home even snakes.

Also it's about human greediness to make everything to a material

Genre / mood

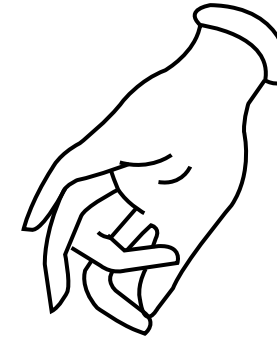
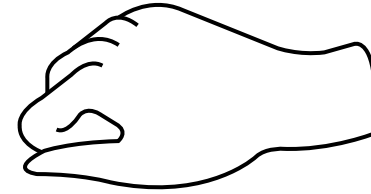
Simple, abstract, aesthetic, instructive

STYLE TILE

colors



evil characters



main character

typography

SF Archery Black

