

“We are similar, but we are different! ”

- when a Ball meets other balls

Resume of story:

A simple (simple shape, simple minded) toy ball was brought to a home. When the night comes he starts to investigate this new environment and meet his fellows.

He is generally careful but gets excited when he sees someone in similar shape as he does. He approaches them and try to mimic them so that they are more alike. When he believes that he has accomplished the task and they are now very much the same, he meets what they really are behind the looks and they all turn out to be a big surprise.

Message:

Having similar looks doesn't mean having similar inside, far from the same // Get to know what's behind the look is more important and safe.. // You can't fit in a new environment just by having a similar look.

Genre / Mood:

horror, silly

Viewer Interaction:

Viewer can pick which element the Ball can approach and interact with. All alternatives end with similar ending, surprise in a bad way.

Narrative Curve Analysis:

“Prelude”:

starts with daytime scene of a living room, someone brought a ball home. It quickly turns dark with the moon gliding across the sky hint midnight. The Ball moves a bit.

“Presentation”:

Use Ball’s view. Ball opens eyes and pans over the room and looks at different things in the room with different length of pause. He pauses at round shaped things longer, movees fast away from triangle etc.

“P.O.N.R.”:

Ball carefully rolls down from the side table and hits the ground. Ground shakes a bit, Ball looks worried then proceeds carefully.

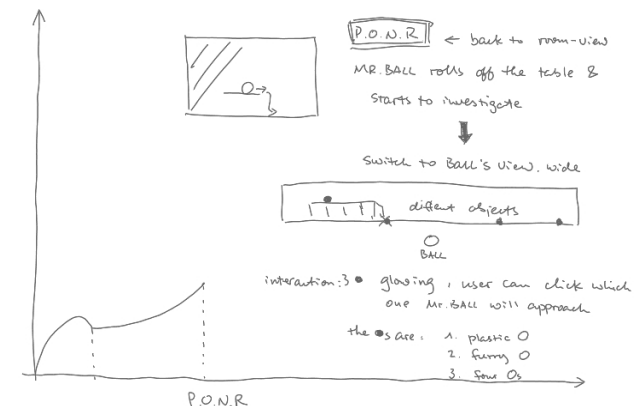
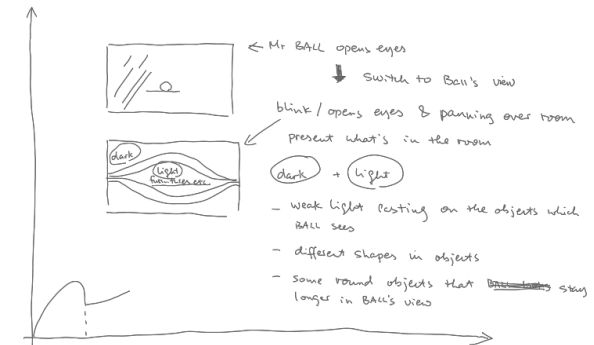
User gets to pick where Ball is going. They are all in round shapes.

“Rising Action”:

In all the cases, Ball approaches the thing viewer picked and says “Hi, I’m Ball, you are round too~~”, then he mentions some difference between them and starts thinking.

Ball then starts to mimic the look of the fellow and gets happier in the process.

1. Ball vs. Furry ball: Ball has only 4 hair so he glues some furry stuff on his body in order to become furry, like eyelashes. He dances around while he is becoming furrier. The hair and eyelashes dance with him.



2. Ball vs. calm circle with round light: Ball opens his mouth wide and round to mimic the big black circle and opens only one eye to mimic the round light
3. Ball vs 4 circles : Ball turn himself into 4 pieces, even divided his 4 hair, then position himself as the the 4 circles do.

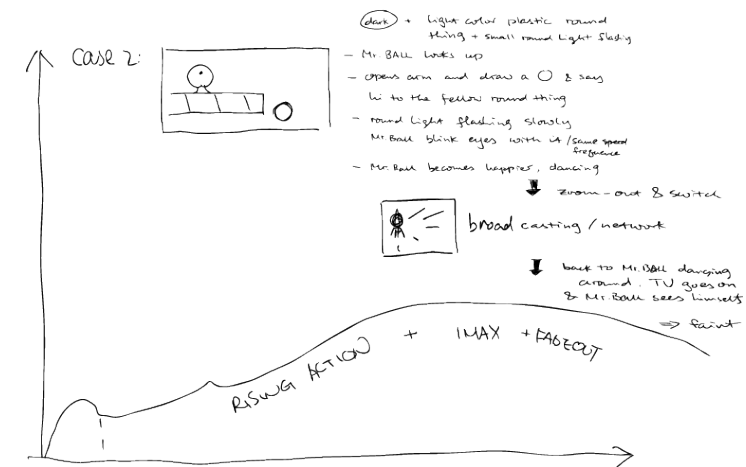
“Climax”:

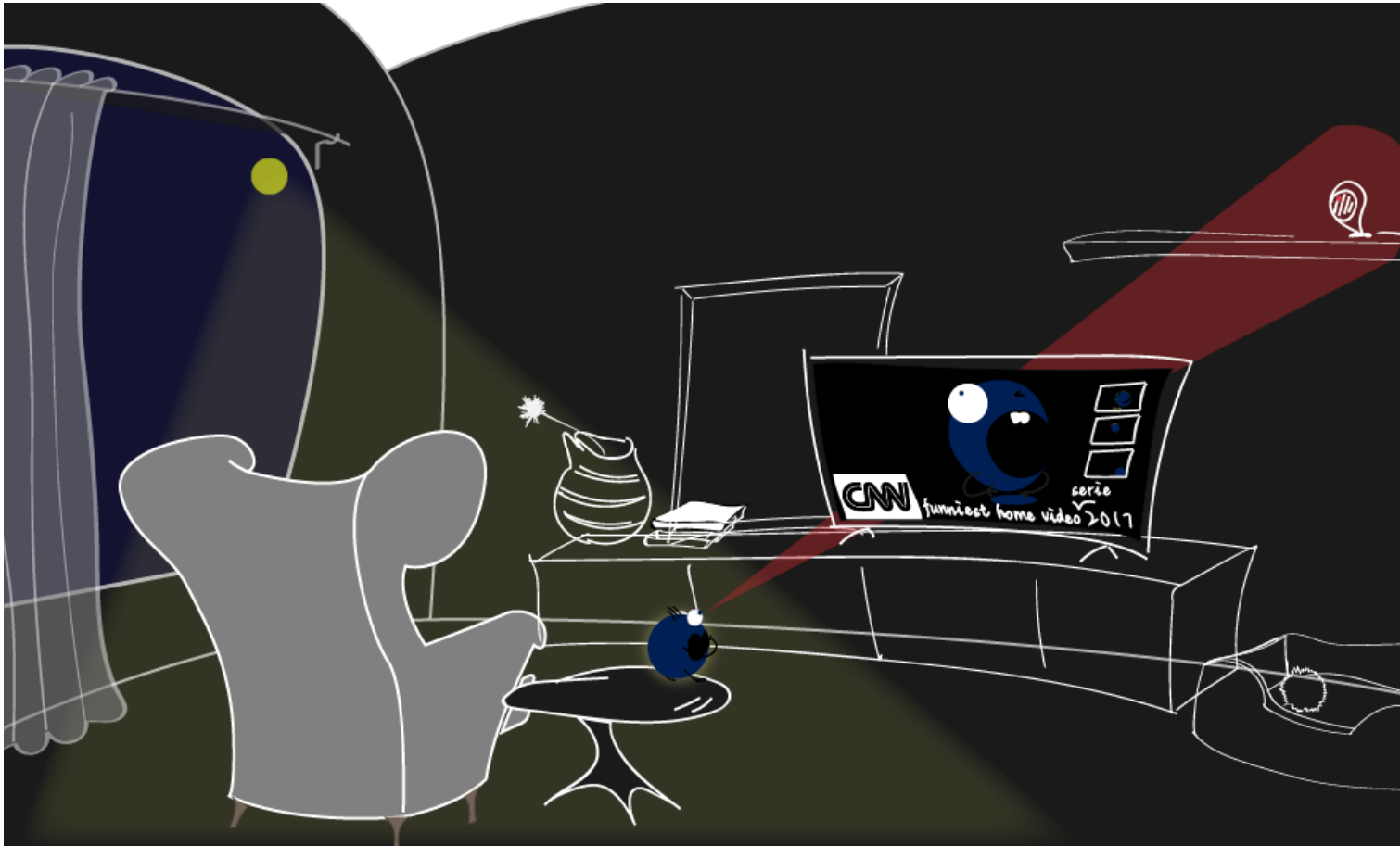
In each case, when Ball thinks that he has accomplished the task and becomes more and more like the fellow and gets super excited about this, the true nature of that “similar shape” shows, and it’s all a huge surprise.

1. Ball vs. Furry ball: “furry” Ball covered by eyelashes is hugging the real furry ball. The family cat turns his face towards Ball. It turns out that the furry ball is the tip of cat’s tail.

2. Ball vs. calm circle with round light: Ball thinks he is so much alike with the thing in front of him, he is happy and laughing with mouth even wider. [zoom into the mouse and turn black, then switch to a scene that shows broadcasting, video going viral and the same video showing up on every monitor. Then back to a view of the family TV, it turns on itself and showing Ball’s footage] Ball sees himself on TV and gets shocked! Then he realises that the thing he was mimicking is a surveillance camera.

3. Ball vs 4 circles: While Ball is turning himself into 4 parts, the thing with the 4 circles shows his true nature and it is actually a car. The car starts and runs around Ball and picks up speed. Ball turns and follows the car’s movement and tries to keep up with the car’s turning speed. It gets faster and faster. Ball still tries to catch up and his 4 pieces and 4 hair scatter into the space and disappear.





the moment when Ball sees himself on TV and realises that the thing he was trying to relate to is in fact a surveillance camera and it has recorded Ball's every move and showed it to the whole world.

Ball is under spotlight, both the actual spotlight from the moon and the metaphorically spotlight in the news.

“ Fade-out”:

1. With the cat, Ball faints. Black out the scene.
2. With the surveillance camera, Ball gets angry first but soon turns scared. He lowers his posture and “hide” into the ground.

3. With the car running faster and faster, Ball turns and scatters into the space and his body parts fly towards the viewers and disappear out of the scene.

Storyboard for some frames:

Opening frame: set to night time scene

- sound:
 - . man's voice or text description: he brought a new ball home.
 - . when turns dark, play some night time sound, maybe snoring;
- light:
 - . from all bright to night grey
 - . background colour could be solid colour with moon light highlight or gradient of grey on the walls and floor
- movement animations:
 - . background colour gradually change from bright to dark;
 - . moon glides across sky
 - . (optional) clock ticks, hint late time;
- colour: elements that have meaning to the story have colour;
- interactivity: none;

Frame 2: BALL opens eyes and view over other elements — shot from BALL's point of view

- sound and interaction: none, so quite as if BALL is sneaking;
- light: the portion where the eyes see is bright, other places dark;
- movement animations:
 - . the eye is opening: blink twice, after each time opens wider/taller;
 - . the portion that the eye sees gets bigger;
 - . viewport panning to present other elements in the room



could also use gradient colour on the walls and



animation: moon rises and slide across sky to hint late time, cast spotlight on Ball

Frame 3: BALL decides to investigate the room and rolls off the side table onto the ground, change to lower viewing angle

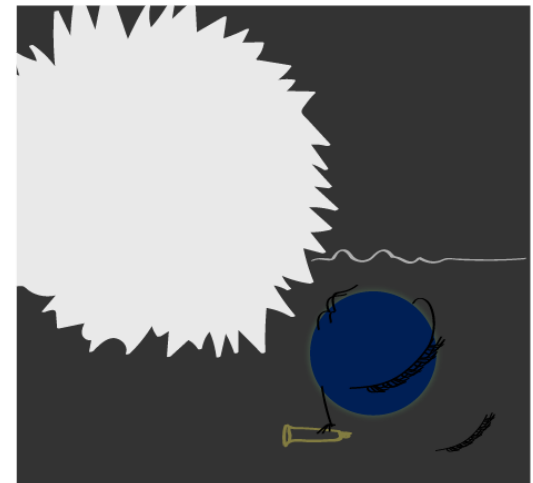
- sound:
 - . BALL hits ground sound;
- light: no need for extra lighting
- movement animations:
 - . BALL starts rolling and jumps off the table;
 - . BALL keep rolling on the ground, carefully
 - . present different objects in the room, some are flashing light indication they're clickable
- user interaction:
 - . left/right arrow on the keyboard for panning view, click to choose one object that BALL can approach

Case 1: Ball & cat

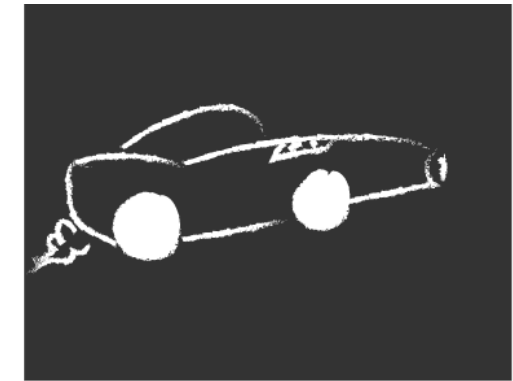
- sound: BALL saying “Oh, you’re round as well”, “you’re fuuuurry”;
- light: background dark, furry ball has medium spotlight coming from BALL’s eyes;
- movement animations:
 - . BALL touches furry ball;
 - . BALL mimic furry ball by trying to make his hair stand up etc;
 - . furry ball moves from side to side;
 - . BALL turns to a semi-furry ball and seems happy, dancing along from side to side;
 - . zoom out and show that furry ball is the tip the a big cat’s tail and cat is awake now, looking angry at BALL
 - . BALL gets scared and faint.

Case 2: Ball & camera

- sound: BALL saying “Oh, you have a round face”, “and a small round eye”;
- light: background dark, camera has medium spotlight coming from BALL’s eyes, round flashing light brighter;



- movement animations:
 - . BALL points at camera's round face;
 - . BALL narrows his waist to mimic camera stand and open his mouth wide to have a black round shape on his face;
 - . BALL closes one eye to mimic camera's one flashing light;
 - . BALL holds the posture proudly and jumping around;
 - . switch scene to broadcasting network and this surveillance footage shows up everywhere and goes viral;
 - . TV turns on itself and display BALL's image;
 - . BALL sees himself on TV and realises that's a surveillance camera. Ball's angry, then scared, then hide himself into the ground.



Case 3: Ball & car

- sound: BALL saying "Oh, you have something round as well, four of them";
- light: background dark, toy car has medium spotlight coming from BALL's eyes, wheels have highlight;
- movement animations:
 - . BALL turns to 4 parts, divide his hair into 4 parts as well;
 - . BALL place his parts as wheels do, 2x2;
 - . toy car drives around BALL, picking up speed;
 - . BALL turns around to look at toy car but can't catch up with the speed and his four parts and hair scatter and disappear;



Style tile:

mostly inspired by Lisa Vertudache

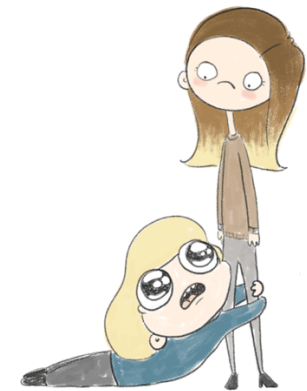
Character design:

Ball:

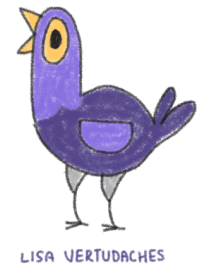
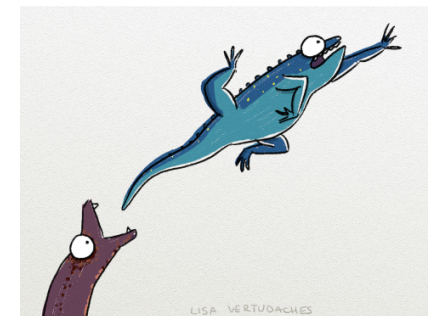
- contour line: thin hand-drawn style, black
- shape: round but not perfect (hand-drawn style as well), so rolls not completely smooth
- style and colour: Lisa Vertudaches' drawing style, on daytime scene with pastel color, on night time scenes, darker colours.
- big and innocent eyes to hint emotion and use twist in body to exaggerate

Others:

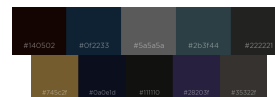
- contour line: stroke/outline
- shapes: depends on the creature
- style and colour : either fill with colour or use colourful components, so that character can stand out from the black/night scene



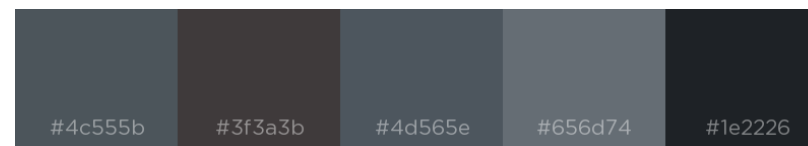
day time / character style



for night-time scene



for night background colour



Character sheet / Worksheet:

Main Character: Ball: simple shape, simple minded

What drives the main character:

to “belong” in the new environment

Character's main goal: (direct goal)

make himself look the same as others

What is at stake for the character:

fit-in the new environment, but every surprise could cost him a lot, even his life

Character's friends and enemies:

no friends, total new-comer;

all other living form at home could be an enemy

What the character needs to fulfil the goal/ mission:

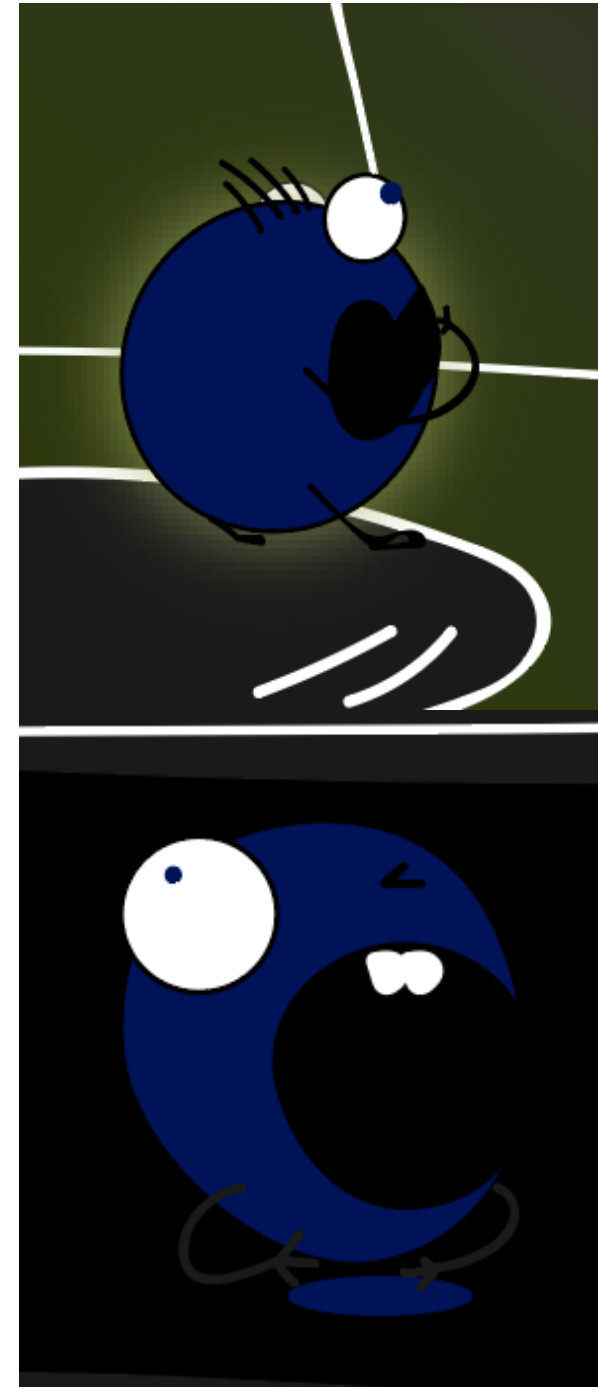
He wants to make himself look like others, which is the direct goal.

The end goal is to fit in and find someone to relate to in the new environment.

These 3 stories shows that he can't become the creature that he is trying to mimic. So the end goal is not achievable in this series of short stories, because this series focus on mimicking the look.

Color choice:

As the scene is set at midnight and most of the scene is in dark grey and white, I use mostly primary colours for the characters and elements that are relevant for the story. As Ball is very small and easily missed in the big scene, I borrow the colour of the sky for Ball, so that Ball is part of the most dominant colour in the scene and viewers won't miss him or consider him as with the same

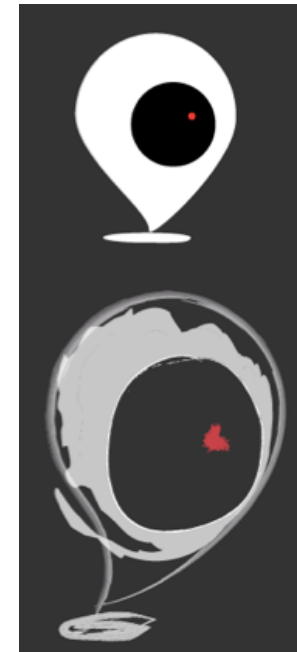
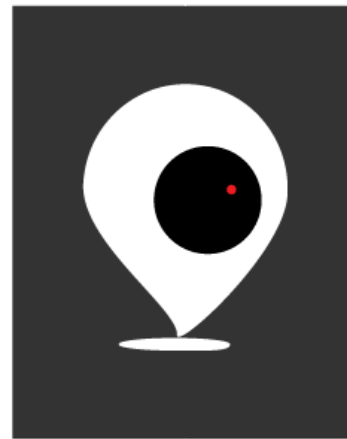
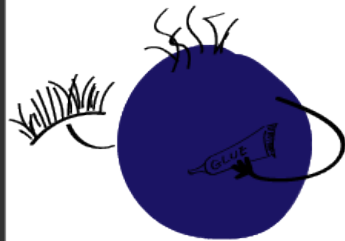


importance as the other characters (all the other characters do have colour so that they can stand out from the grey background but they don't have other element in similar colour to support them). When the yellow moonlight shines on the blue Ball, it creates contrast so that the ball will stand out even more.

Ball does some silly stuff, even appears like a bad boy, so this purple-ish blue suits him as well.

Other Characters & Ball:

example: Camera with dangerous RED light.



Example Background:

Inspired by one of the background examples we discussed in the class.

The Lines:

I use curvy lines both for the room and the furnitures for 3 reasons:

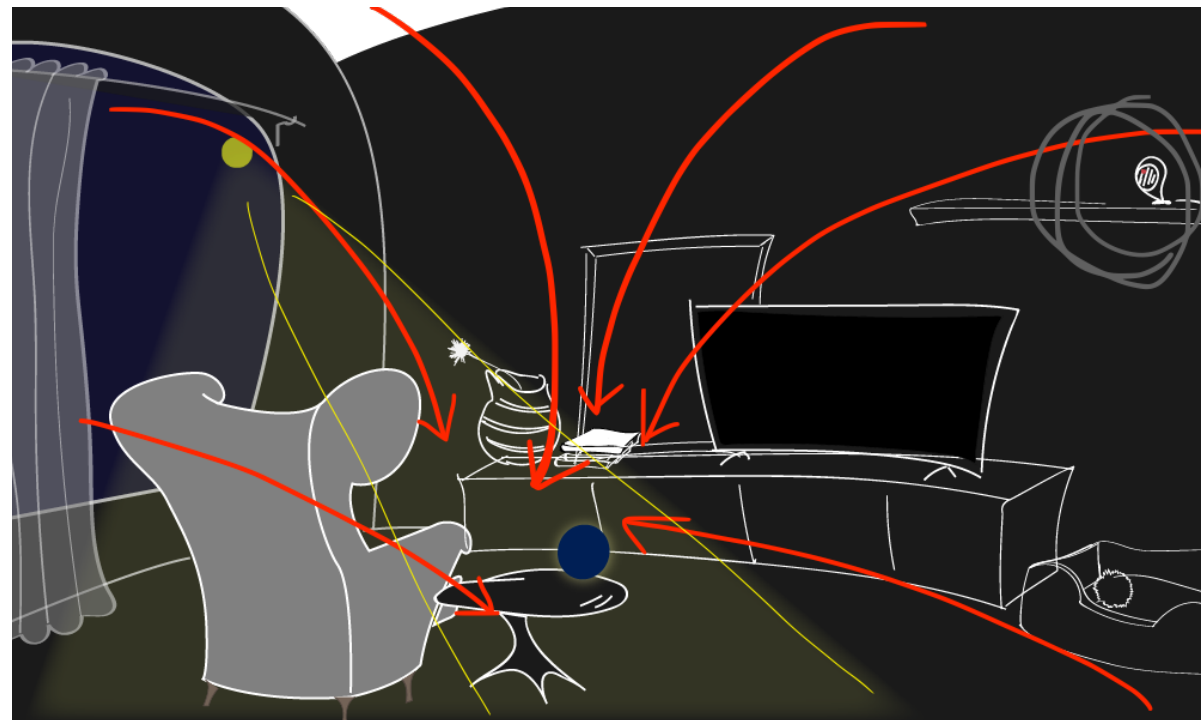
1. the main character is a ball and many motions are smooth and quite, These curvy lines on other elements in the scene help to give a cohesive look / feeling and smooth things out.
2. The curvy lines help to lead the viewers to look at the centre stage.
3. The curvy lines make the room and furnitures all top heavy, i.e. they are wider in the upper portions, the bottom of them are squeezed. I used this to give a feeling of pressure/ stress in the new environment and emphasise that Ball is small and powerless in this place which seems too big for him.

Composition:

Ball's vertical position is lower than the lower third of the scene, to emphasise that he is small.
Horizontally he is centred because he is the main character.

Ball is placed near the edge of the side table and the table itself doesn't look stable. This could give anticipation that Ball later would be off the table onto the ground.

Other relevant elements are placed at the corners,



like the cat's bed, the surveillance camera, so that they won't be fighting for attention now. (In the shot using Ball's View, they will be centred).

The position of the surveillance camera (top-right corner, "hide in the background of the scene"), also suits its roll that he quietly and secretly monitor the whole scene.

Colour:

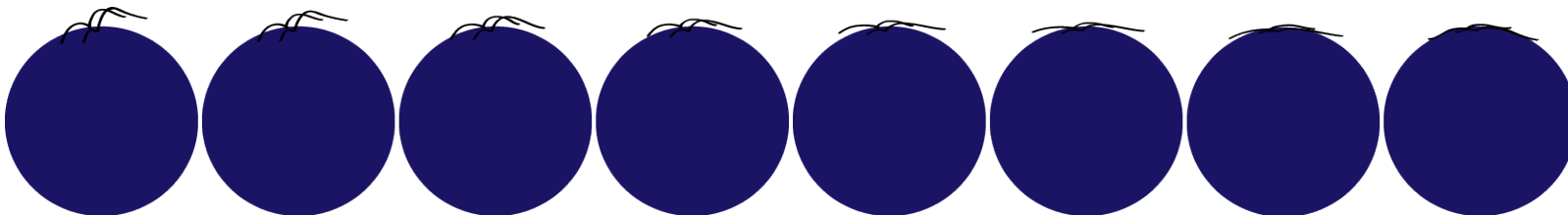
very few colour in the night scene. Only the elements that are relevant to the story have colours. Ball borrows the dominant colour in the scene so that he won't be missed with such small body. (detail explanation see above)

Sprite sheet animations & explanations:

Animations and the principles I used:

For Ball's hair: **LINK**

this is a very very short animation that shows how Ball's hair would move after he has lowered his body and after his body is almost still. It's about FOLLOW THROUGH. Hair movements originate from the root of the hair (which will follow the head/body movement), then the momentum pass along from the root to the tip of the hair (different length of hair, different range of movement) and the tip of each hair is the last element that stop moving.



quickly switch from daytime to night time and moon rises to the position that Ball is under the spotlight.

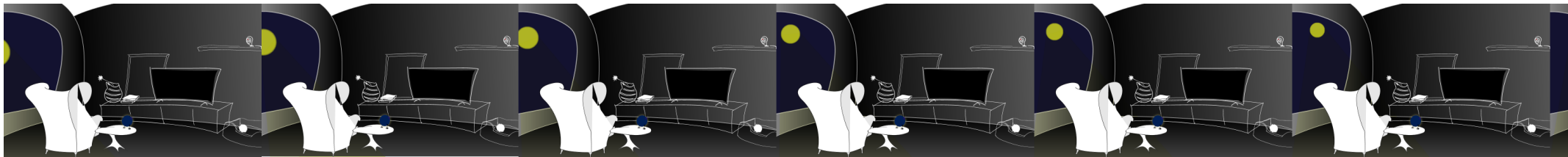
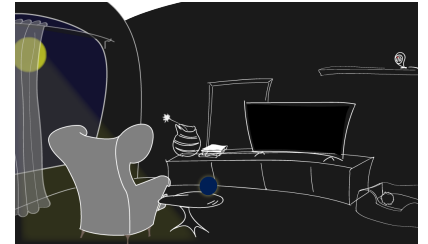
For the moon cross sky scene: [LINK](#)

This animation is PART OF STAGING, together with the background design. The animation itself hints the late night time because the moon rises up in the sky. The moon moves in an ARC, which is more realistic.

While the moon is moving, the moonlight casting inside the room is also moving, and ends with the position that Ball is under the spot moon light, so that the viewer will look at the Ball.

I wanted to add a moving spotlight onto Ball because this story is about a small ball in a big new environment, so in most scenes (except for those close-ups) Ball will be displayed very small to emphasise the difference between him and the environment. His colour is not the most vibrant, compared to the yellow moon, the dangerous camera red light etc., so I needed more “help” to show that Ball is the main character and has focus on him.

(sprite sheet is too wide to be included on this page)

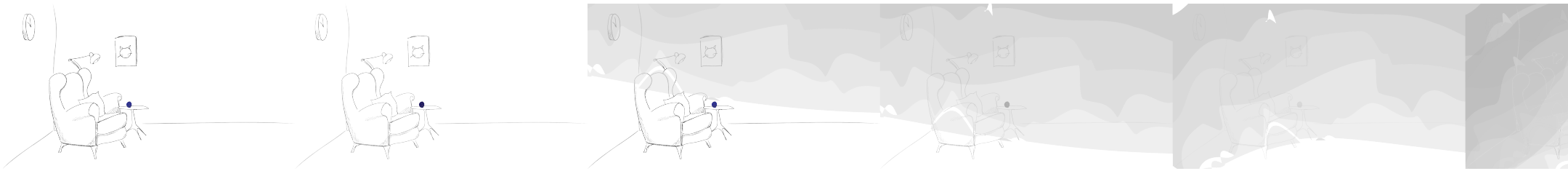


For the day- / night- time transition scene: [LINK](#)

This animation effect was for the first story I created and it's inspired by the Profesor Baltazar video we watched in the class, where the combination of white background together with colourful outlines is replaced by dark background together with white outline to illustrate the transition from day to night (lights on to lights off).

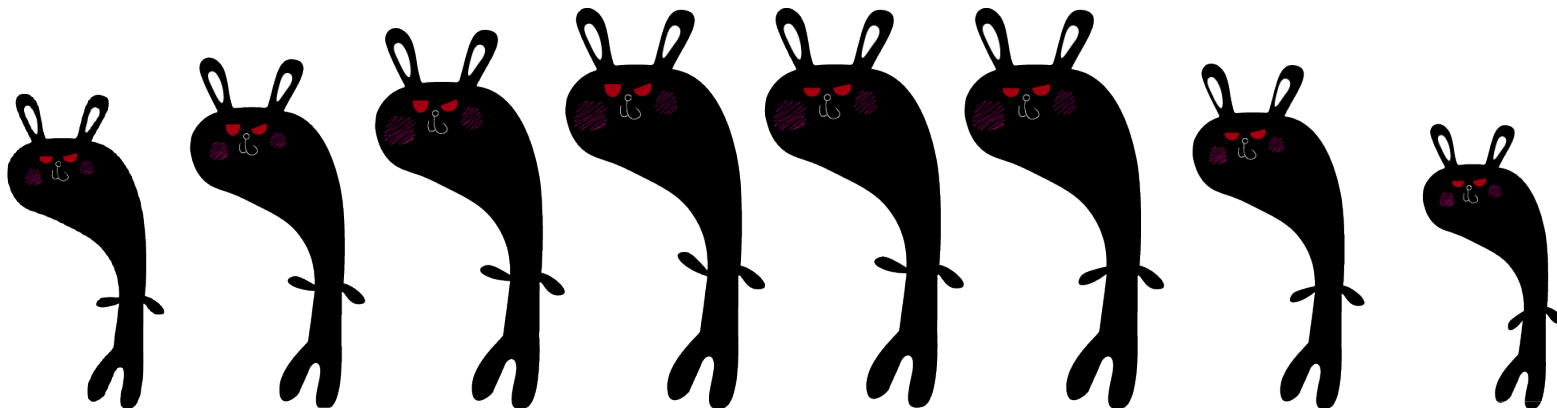
This animation was for trying out this idea using steps animation, so I didn't fine tune the colour and timing.

(sprite sheet is too wide to be included on this page)



For Judge Bunny: [LINK](#)

I made this animation in order to try and see how it would look like if both body movement and zoom-in are accomplished using only steps animation. I wanted to enlarge the evil judge when he rises his arm and has angry eyes, to EXAGGERATE his mood and appearance.



Issue:

Colours still look quite differently in illustrator and in all other softwares I use. As shown in the example image to the right, the ball is purple (which is not what I want) in illustrator and blue (which is close to what I want) when I export the PNG. The moon light is either yellow or greenish yellow in different occasions. This is also why the same character / scene have different colours in this document — sometimes I export images sometimes I only screenshot a small portion.

The differences in colours are too big to ignore. What could be the reason for this?

