"You thought we were similar?"

Storyboard

Story:

A simple toy ball was brought to a home. When the light's off, he starts to investigate this new environment and meet his fellows.
He is careful but gets excited when he sees someone in similar shape as he does. He approaches them and even 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 alike, he meets what's behind the look and they all turn out to be a big surprise.

Message:

Having similar looks doesn't mean having similar inside // Get to know what's behind the look is more important // Strangers that are similar to you are not always safe to talk to // You can mimic the look, but you won't become who they really are // Be careful

Mood:

funny/silly, horror
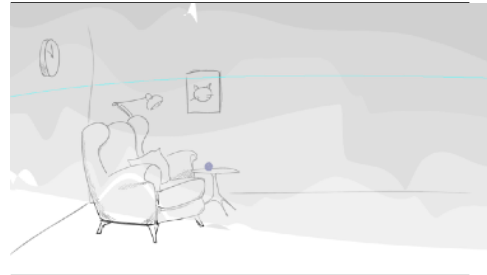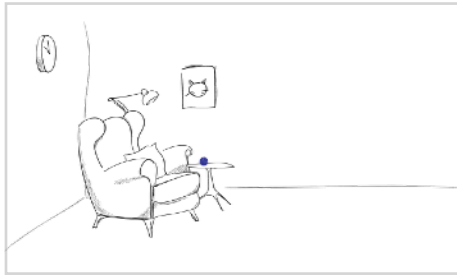
Frames:

Title frame:

Dark background with weak lighting as in the night scenes later: hint mood

Many round shaped objects with different texture: hint story

Sound: a bit scary?

Interaction: user click enter

Opening Scene 1:   7s

"Prelude": set the night time scene

Dramaturgic elements:

- sound:
  - . man's voice or text description: he brought a ball home.
  - . clock-tick sound 23:00;
  - . when light is off, play some night time sound, maybe snoring;
- light: from all bright to night grey (use watercolour not true black?)
- movement animations:
  - . clock ticks, hint late time;
  - . when light's off, background colour gradually change;
- colour: main character BALL is the only thing with colour;
- interactivity: none;

Scene 2:   5s
"Presentation": BALL opens eyes and view over other elements - from BALL's point of view

Dramaturgic elements:

- 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
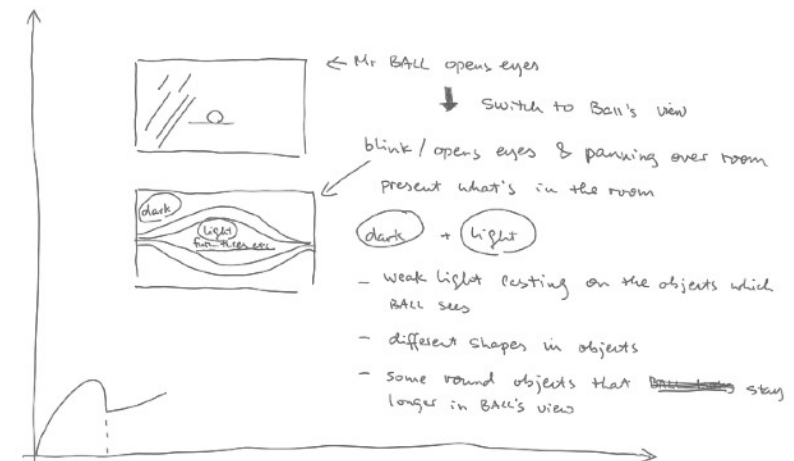
Scene 3: 5s

"P.O.N.R": BALL decides to investigate the room and rolls off the table onto the ground, change to lower viewing angle

Dramaturgic elements:

- 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 for panning view, click to choose one object that BALL can approach
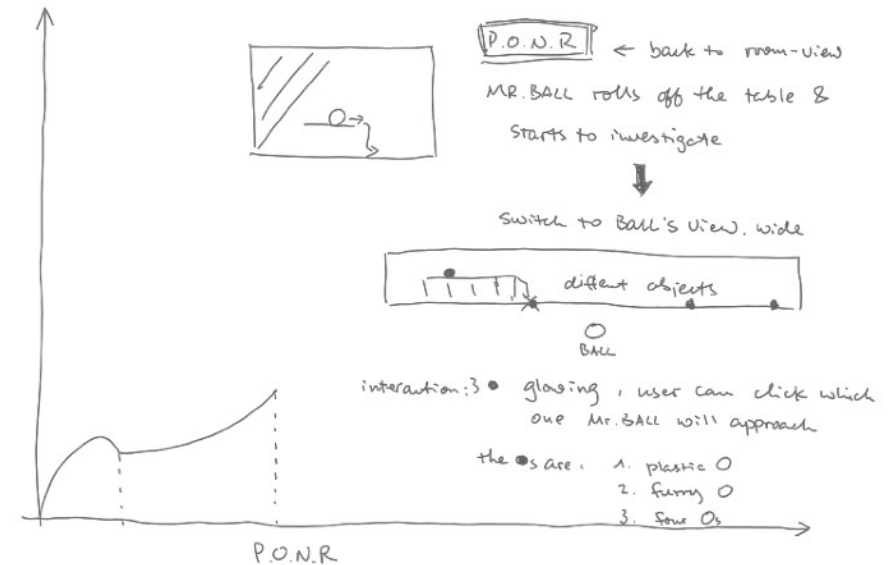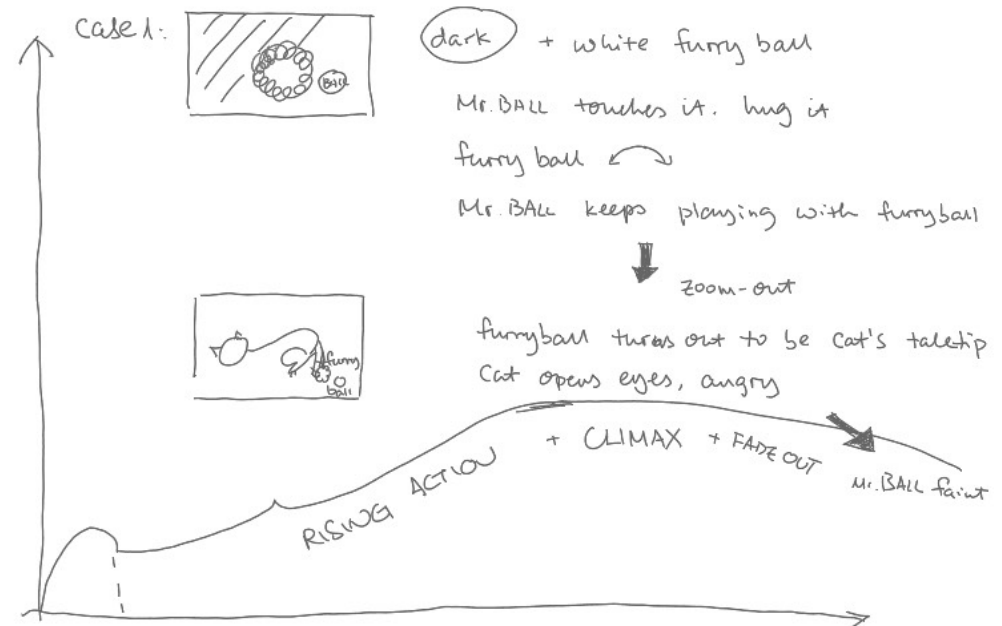
Scene 4.
alternative 1: 11s

"Rising action + climax + fadeout": BALL vs. furry ball

Dramaturgic elements:

- 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;
  - . zoom out and show that furry ball is the tip the a big cat's tale and cat is awake now, looking angry at BALL
  - . BALL gets scared and faint.

P.O.N.R ← back to room-view
MR.BALL rolls off the table & starts to investigate

Switch to BALL's view, wide

diffent objects
BALL

interaction:3 ● glowing, user can click which one Mr.BALL will approach

the ●s are: 1. plastic O
             2. furry O
             3. four Os

P.O.N.R

Case 1:

dark + white furry ball
Mr.BALL touches it, hug it
furry ball
Mr.BALL keeps playing with furryball

zoom-out
furryball turns out to be Cat's taletip
Cat opens eyes, angry

+ CLIMAX + FADE OUT
Mr.BALL faint

RISING ACTION

Scene 4.
alternative 2:   11s

"Rising action + climax + fadeout": BALL vs. round surveillance camera with a small round flashing light

Dramaturgic elements:

- sound: BALL saying "Oh, you have a round face", "and ai8 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 while holding his breath to have a black round face;
     . BALL closes one eye to mimic camera's 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, scared.
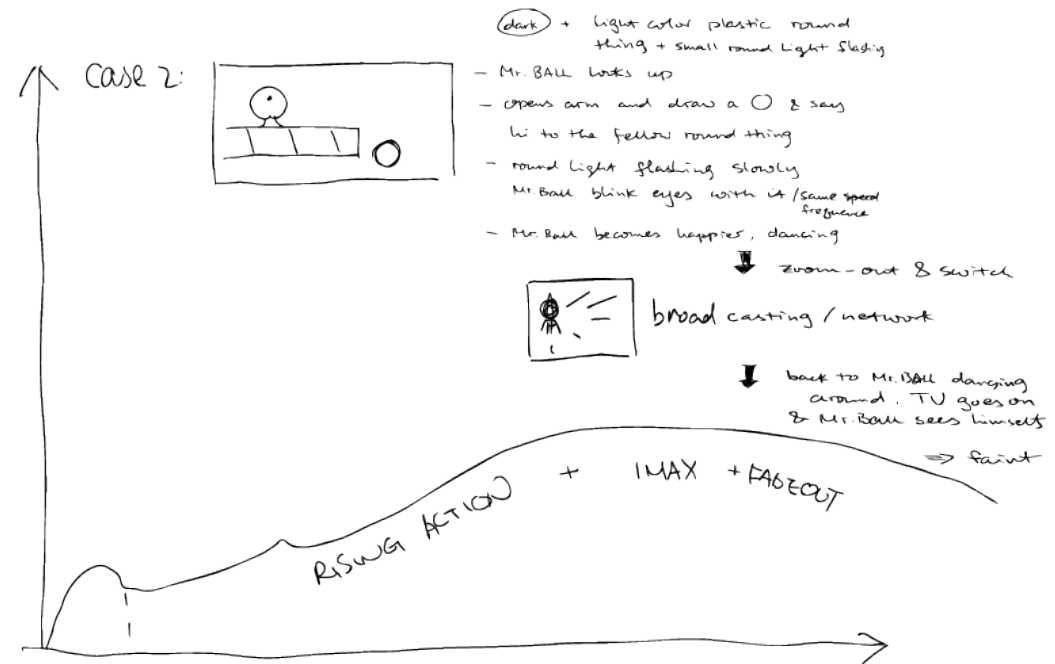
Scene 4.
alternative 3:   11s

"Rising action + climax + fadeout": BALL vs. toy car with four round wheels

Dramaturgic elements:

- 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 cat but can't catch up with the speed and his four parts and hair scattered and disappear;

[Handwritten sketch and notes:]

Case 2:

(dark) + light color plastic round thing + small round light flashing
- Mr. BALL looks up
- opens arm and draw a O & say hi to the fellow round thing
- round light flashing slowly Mr. Ball blink eyes with it /same speed frequence
- Mr. Ball becomes happier, dancing

↓ zoom-out & switch

broad casting / network

↓ back to Mr. Ball dancing around, TV goes on & Mr. Ball sees himself
⇒ faint

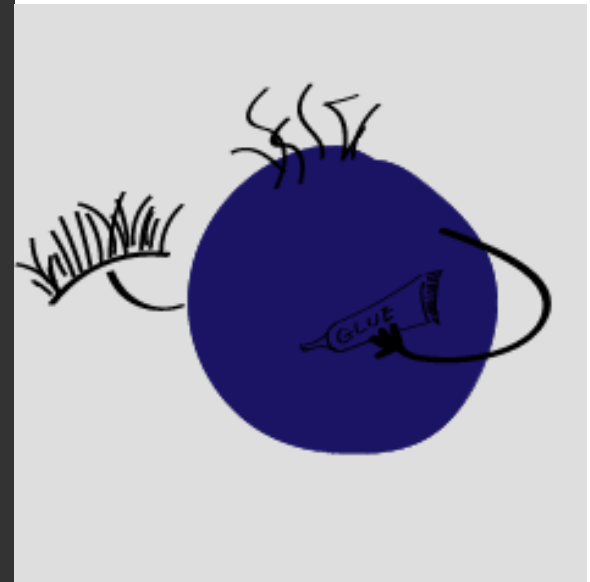RISING ACTION + IMAX + FADEOUT

Work sheet:

SOME CHARACTERS SIDE BY SIDE, DIDN'T HAVE TIME TO DRAW THEM ALL

holding breath trying to look like the fellow on the left, lack of oxygen so turns to darker colour
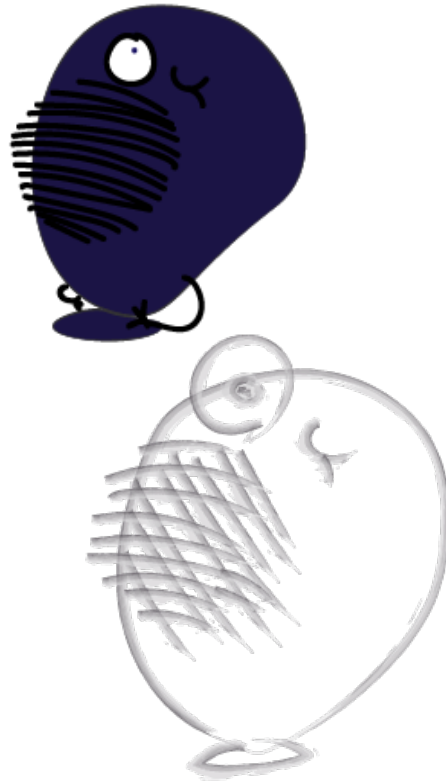
try to have more hair on himself so that he would look furry like the fellow on the left, even wants to glue some

INDIVIDUAL:
- main character / ball:
    investigate a new environment; simple and silly; easily scared
    when with furry ball: pull his own hair and glue more in order to appear furry
    when with camera: try to have a waist, hold breath to have black face, closes one eye
    when with toy car: split itself into 4 pieces, with hair evenly divided

- other characters
    surveillance camera: silent and motionless, unresponsive, a bit scary
    cat's tale: fluffy and soft, lashing movement
    toy car: fast