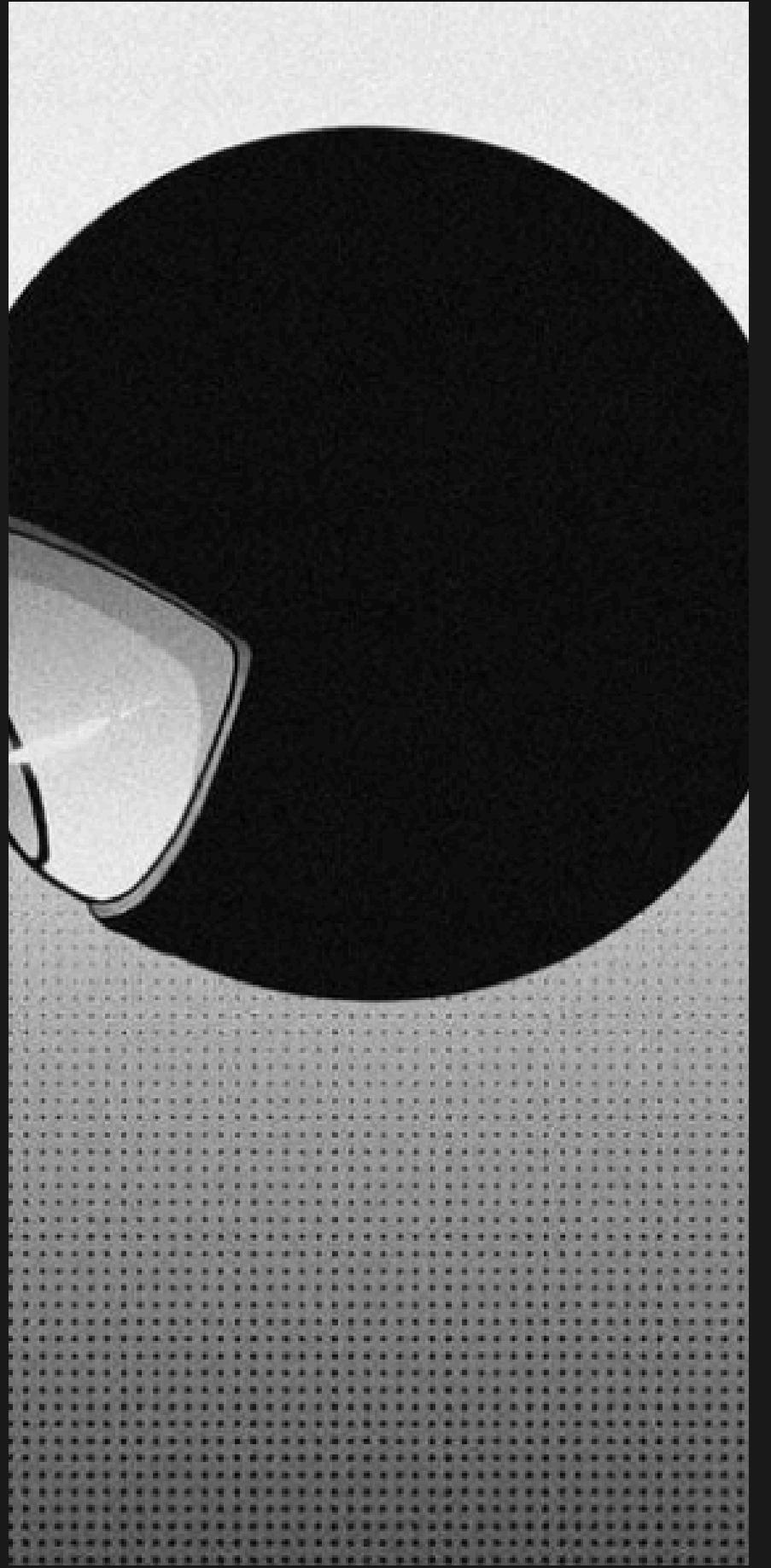




BEHIND DOORS

PRESENTED BY YIFAN ZHANG



PROJECT OVERVIEW

Introduction

This project is a 3D animation inspired by "Kaleidoscope of Death," a novel where individuals on the brink of death enter a world of doors, each leading to a new challenge. The film will explore these surreal and dangerous worlds through a first-person perspective, with each door revealing a unique visual style and atmosphere that reflects the story behind it. The animation takes the viewer on a journey through four different doors, each leading to a unique and eerie world. The animation combines the varied artistic approach seen in Spider-Man: Into the Spider-Verse with the imaginative, world-hopping concept reminiscent of Martin Morning and the infinite flow genre.

Objectives

- To explore different 3D styles that match the tone and atmosphere of each world.
- To create a narrative that draws the viewer into the unsettling and surreal environments, emphasizing the psychological horror elements.
- To experiment with visual storytelling that evokes suspense and fear while maintaining a cohesive narrative across varied styles.

Research and Design Choices

Research Findings

- I looked into how different visual styles can influence the viewer's emotions. For example, dark, muted tones are often used in horror settings to create a sense of dread, while bright, saturated colors can create a false sense of security.
- I also researched how first-person perspectives can enhance immersion, making the audience feel directly involved in the story. This approach will be crucial in making the different worlds behind each door feel real and immediate.

Design Rationale:

Inspired by novel called Death Kaleidoscope, the design explores the concept of different worlds behind each door, drawing on Dreamcore, Poolcore, and Kidcore aesthetics to create unsettling dreamscapes. The recurring motif of eyeballs links each world and adds a sense of constant observation. The use of a first-person perspective is a deliberate choice to fully immerse the viewer in the protagonist's experience, enhancing the psychological impact of the story. The cyclical narrative structure reflects themes of entrapment and endless loops, contributing to the eerie atmosphere.

TARGET AUDIENCE

The target audience includes 18-35-year-olds drawn to surreal horror and psychological thrillers, especially those who enjoy Dreamcore and Weirdcore aesthetics, non-linear narratives, and an eerie, immersive experience

Emotional Need

The primary aim is to evoke a blend of suspense, unease, and curiosity. Each door reveals a distinct challenge that taps into various fears—whether it's the unsettling feeling of being watched, the mysteries of the unknown, or the looming specter of death.

Design Strategies

Each world will be carefully designed to evoke the intended emotional response. For example, the realistic style of Sister Drum will make the horror feel tangible and immediate, while the hand-drawn style of Sako will give the story a timeless, eerie quality.



SOFTWARE AND TOOLS

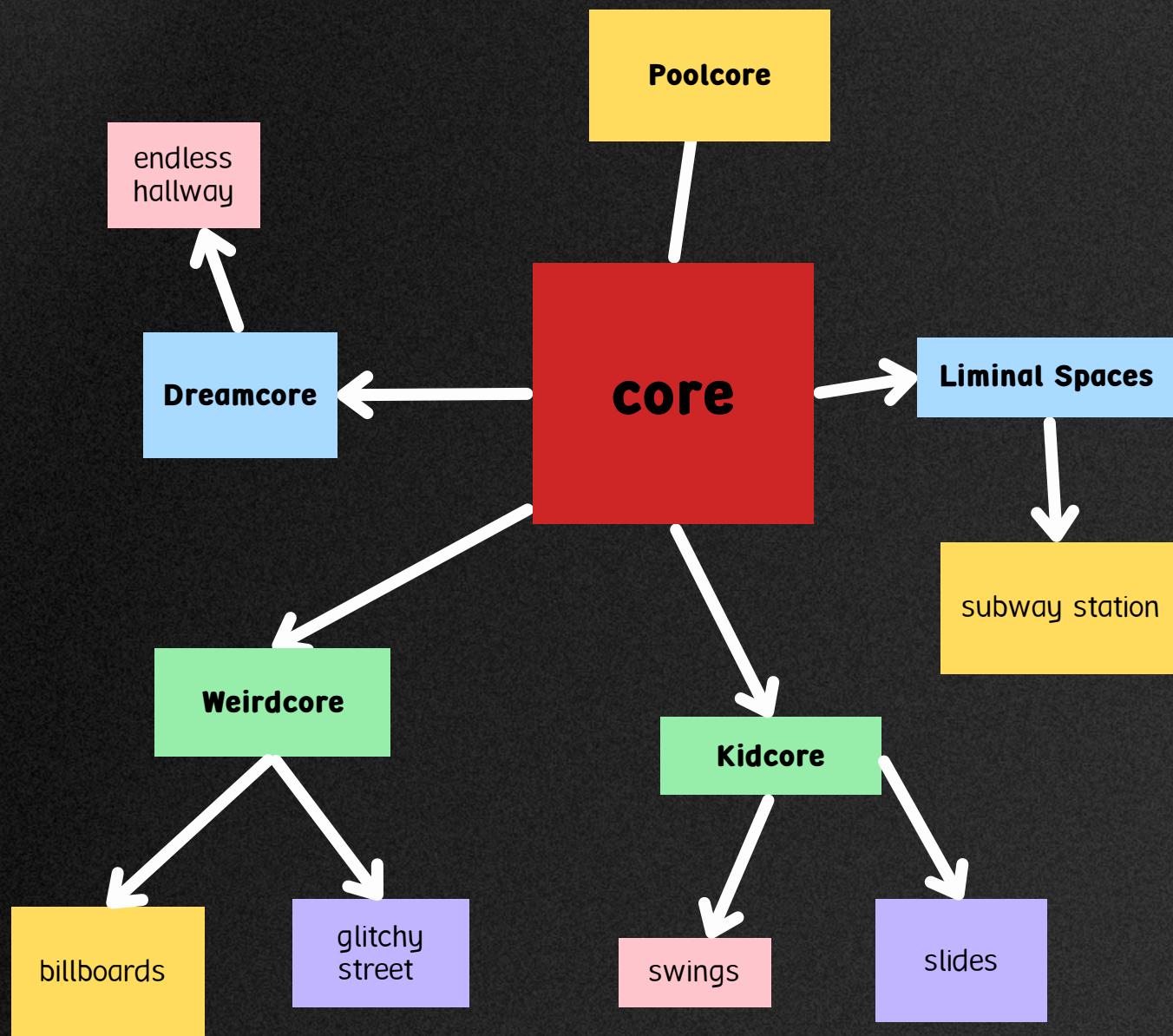
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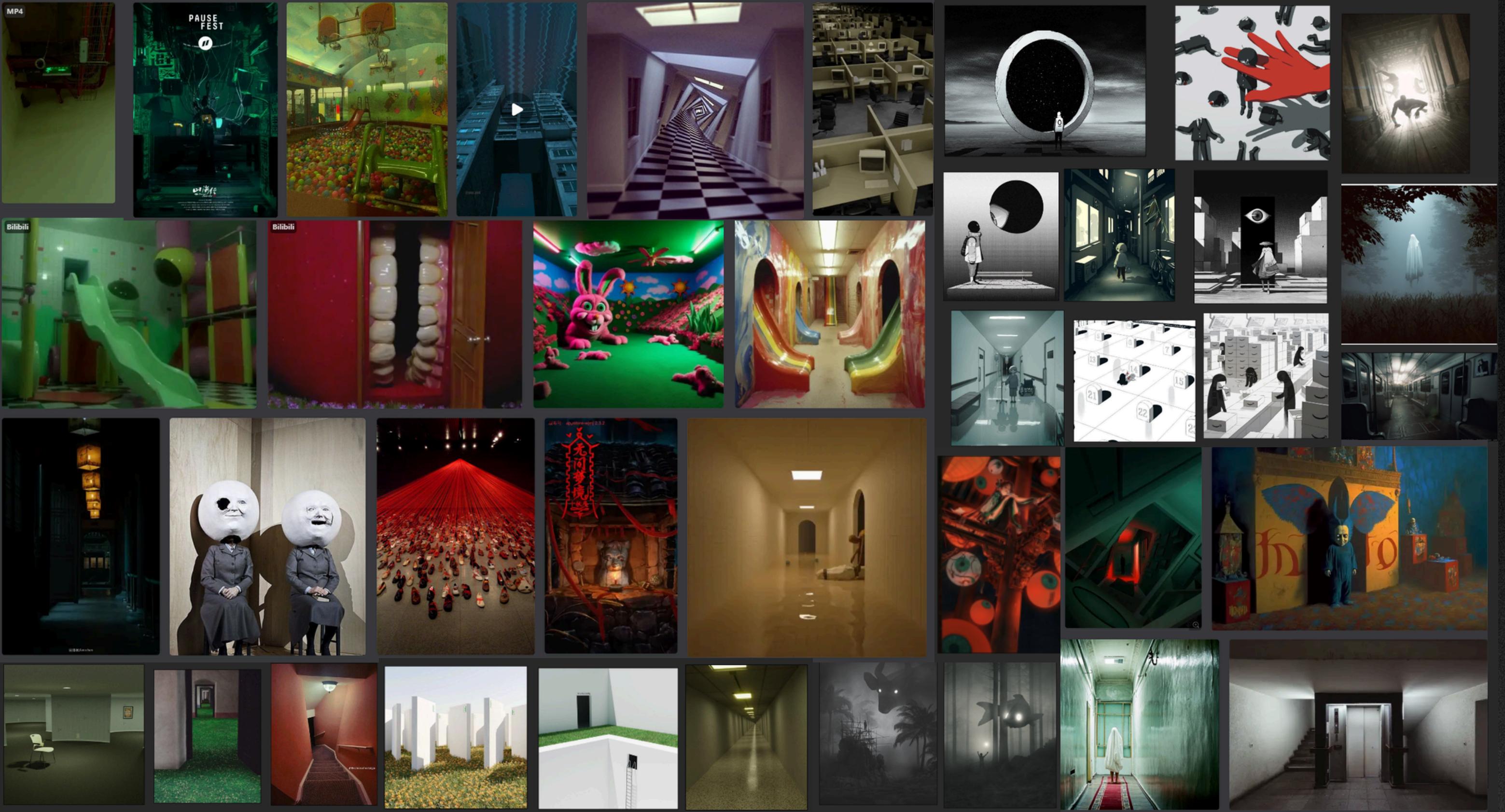


Resolution and Output:

The animation will be rendered in 1920*1080 resolution at 25fps, ensuring that each style's detail and texture are fully realized on screen.

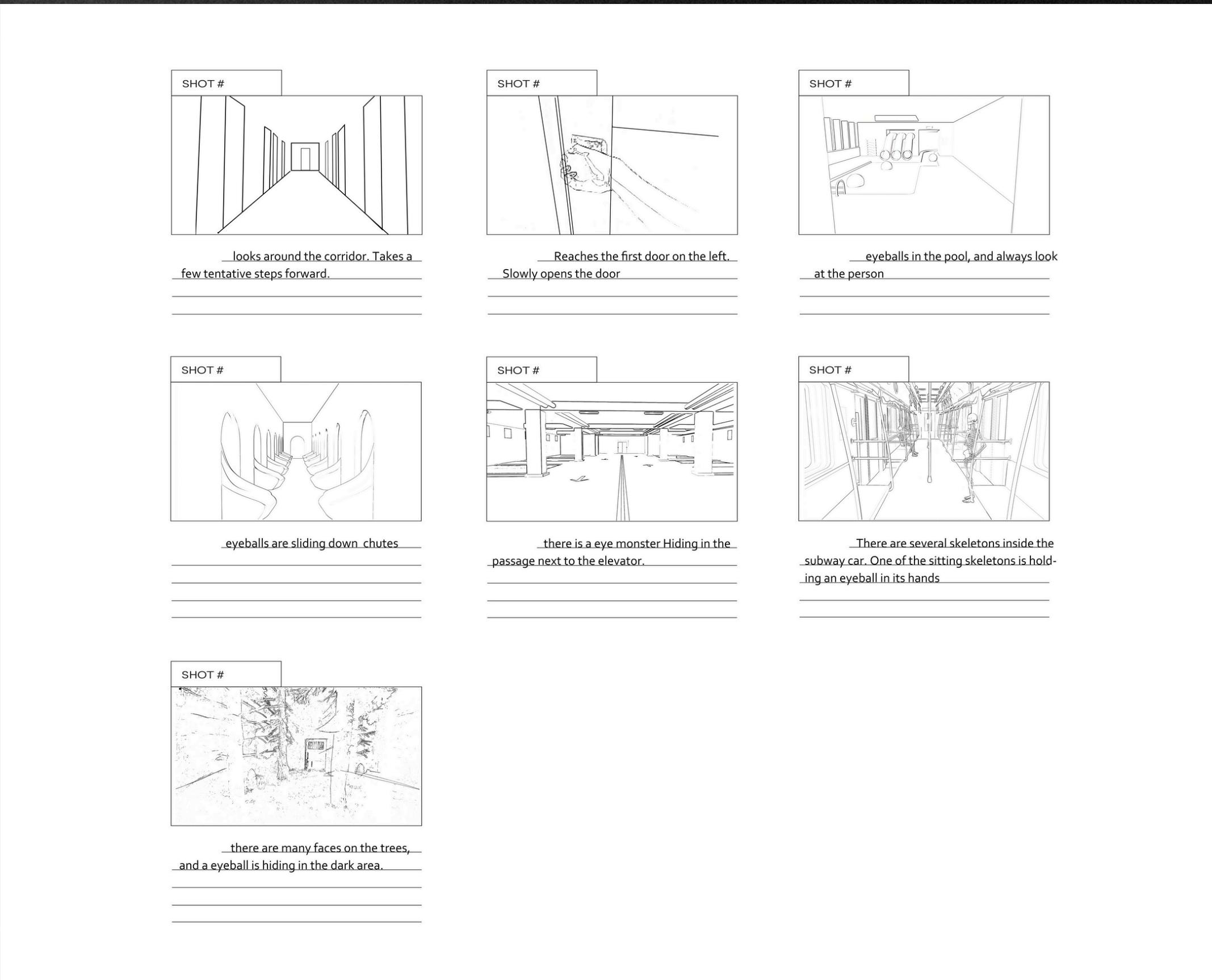
BRAINSTORMING



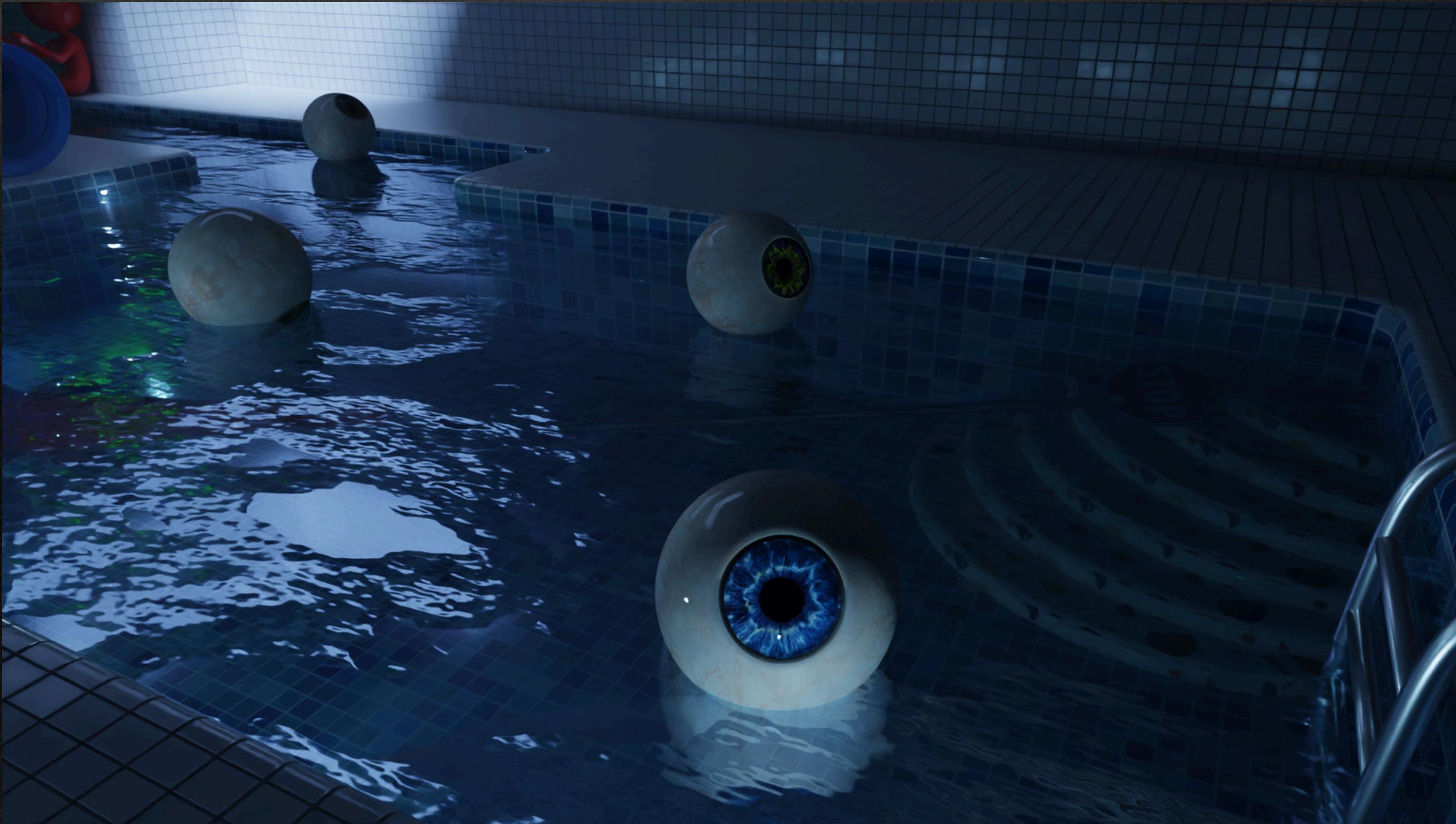


MOODBOARD

STORYBOARD



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