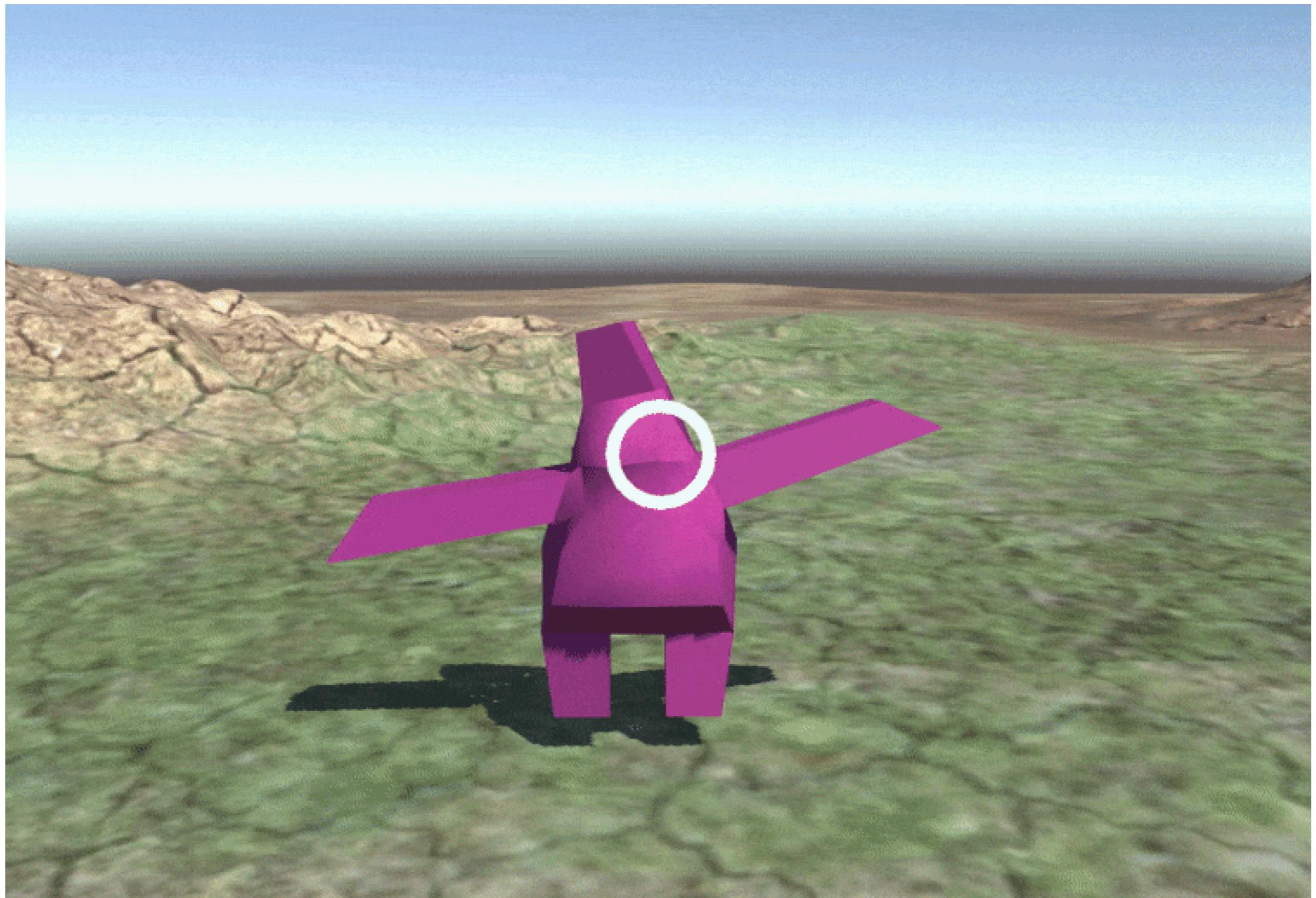




Story Shapes
{ mixed reality storytelling }

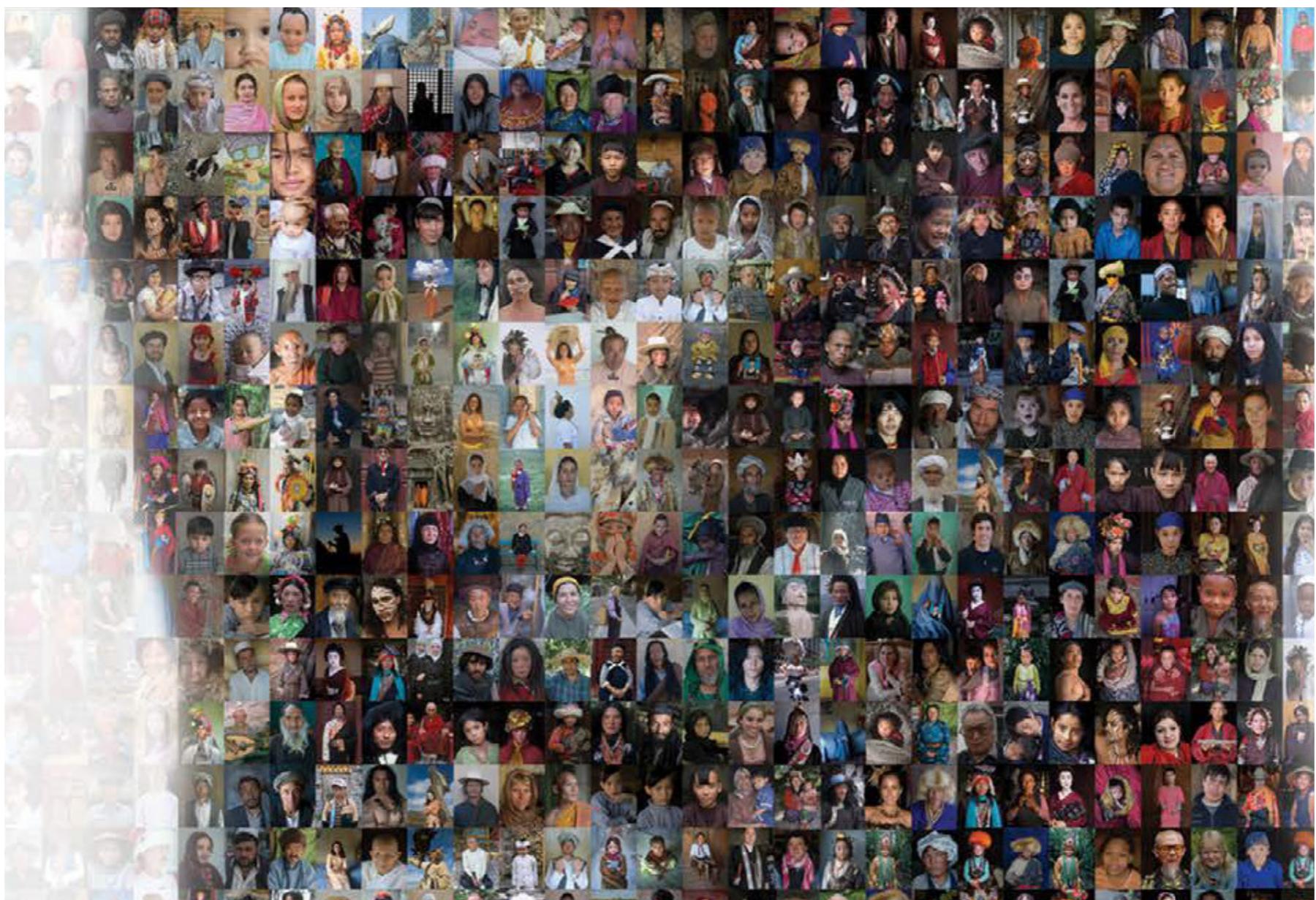
what makes a **story**?



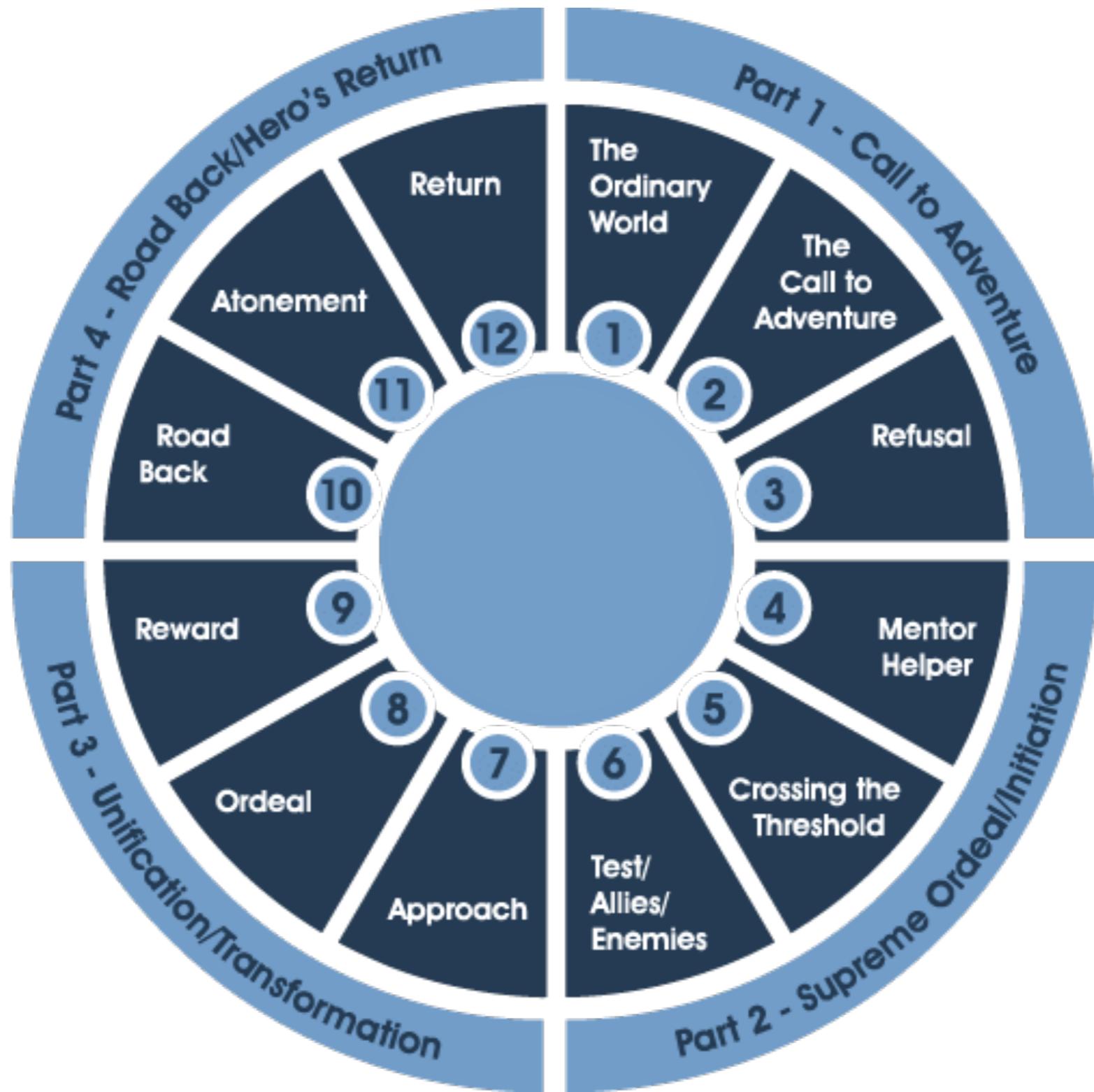
nailed it?



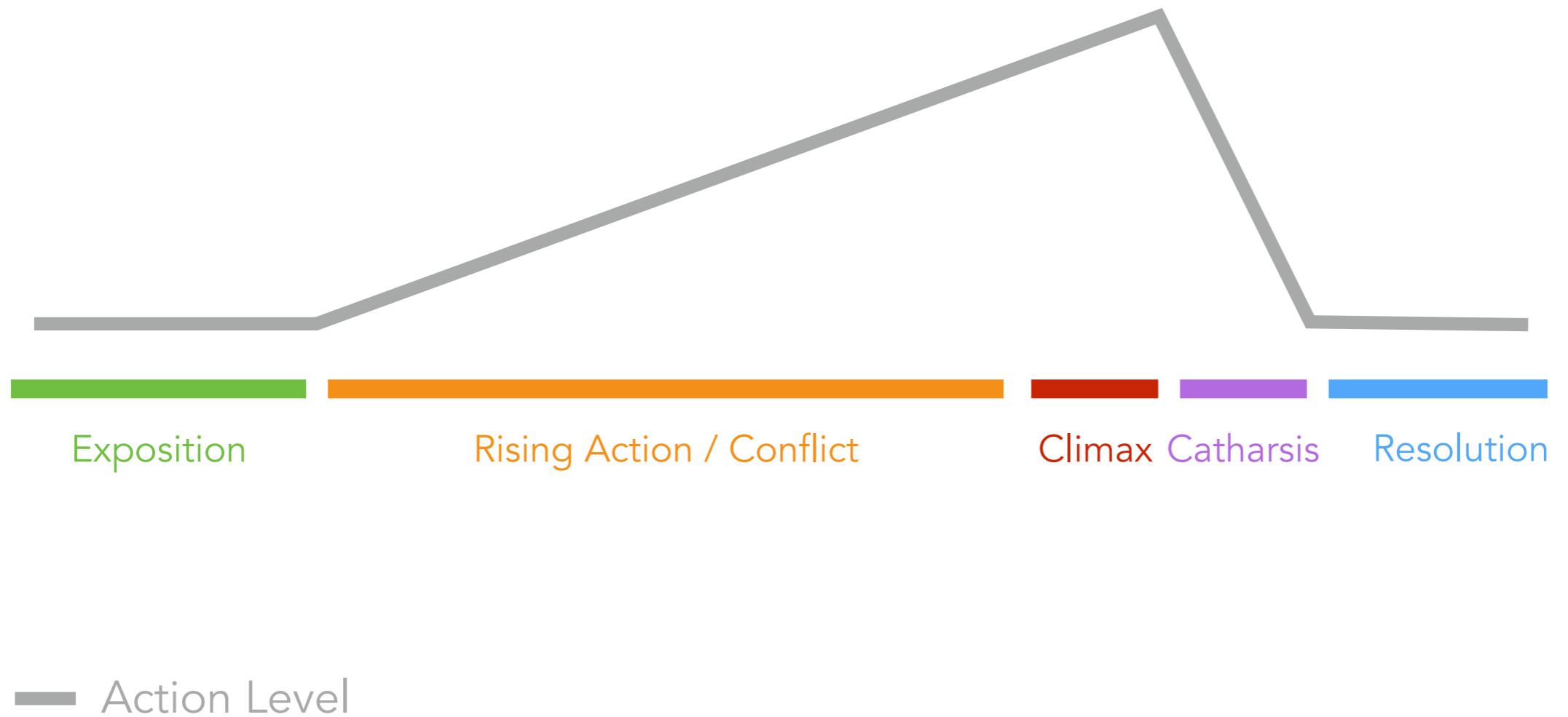
Hero's Journey
Examples from Contemporary And Ancient Culture



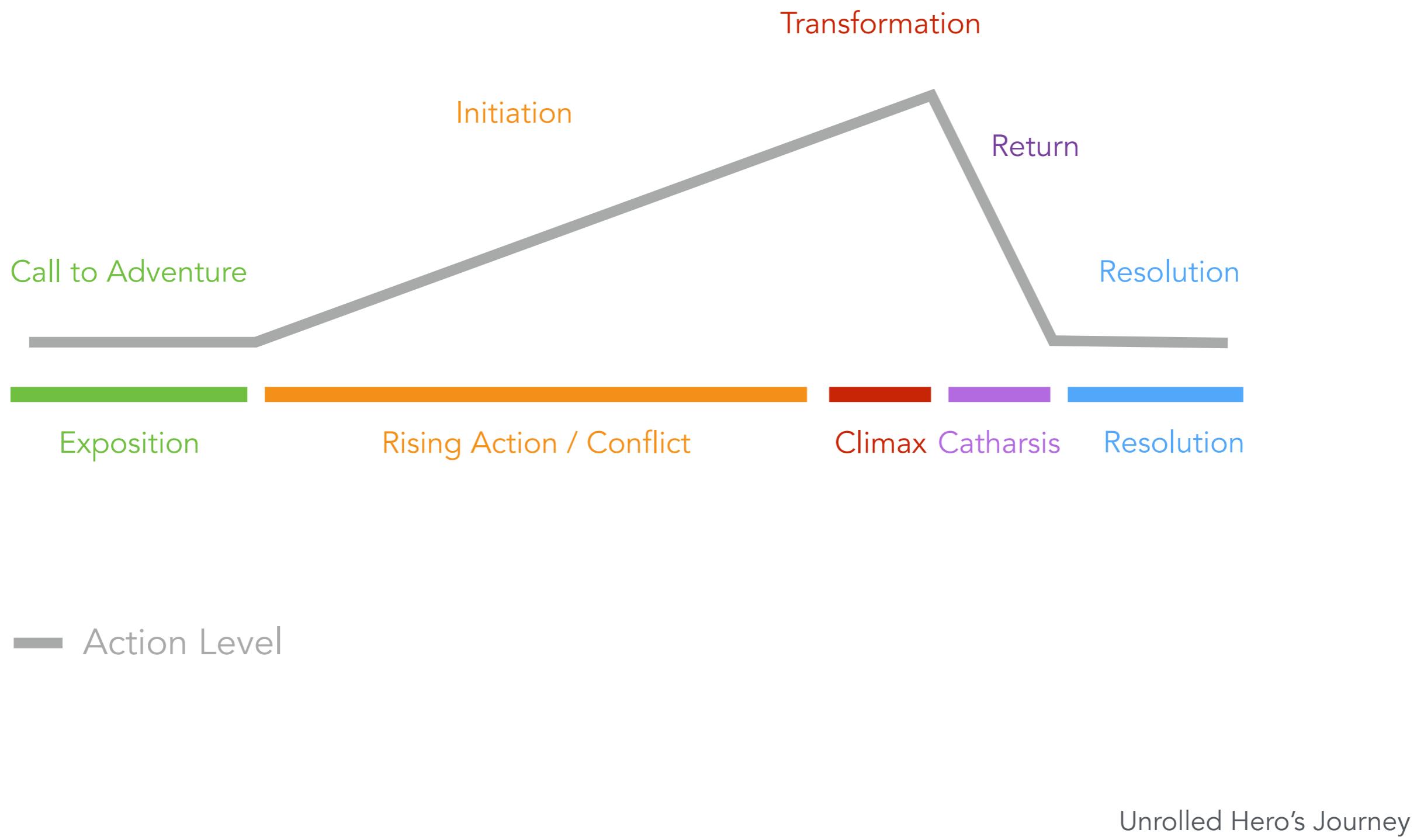
Hero with a Thousand Faces
Joseph Campbell and Jean Erdman· 1949

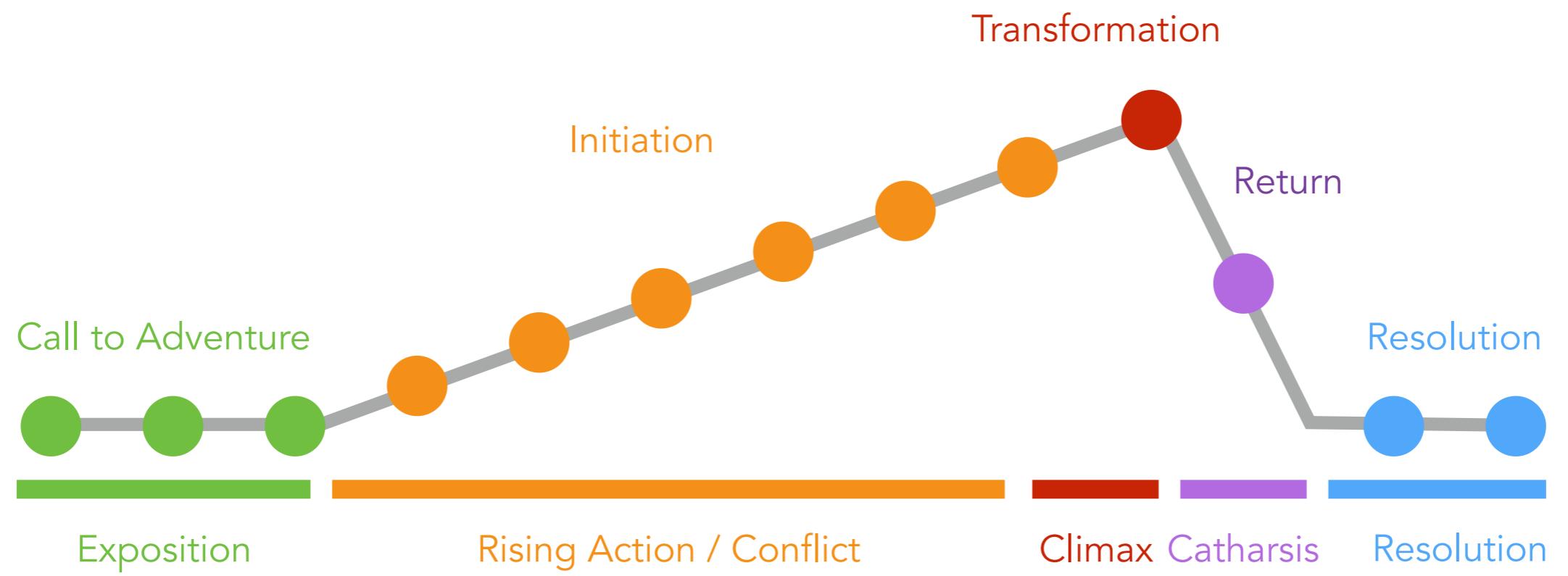


what makes a **good** story?



Unrolled Hero's Journey

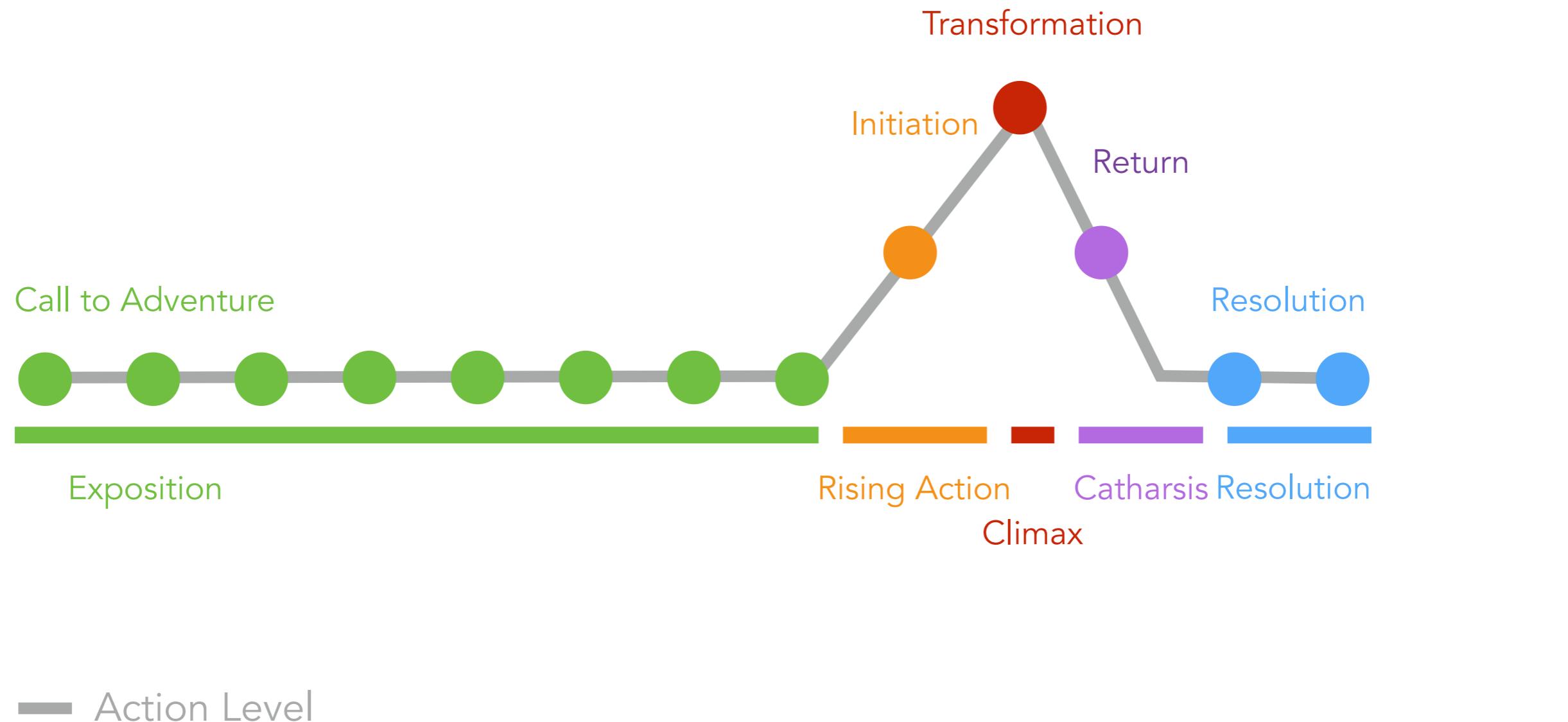




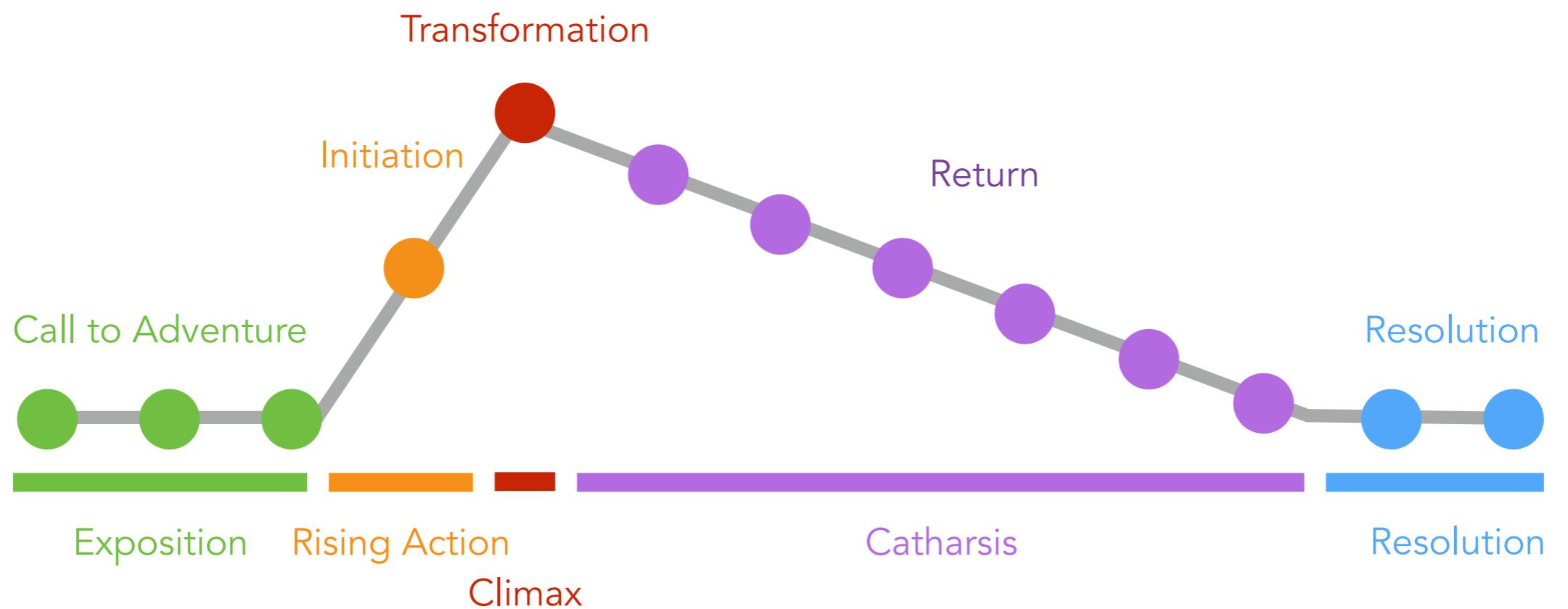
— Action Level

● Story Beat

Unrolled Hero's Journey

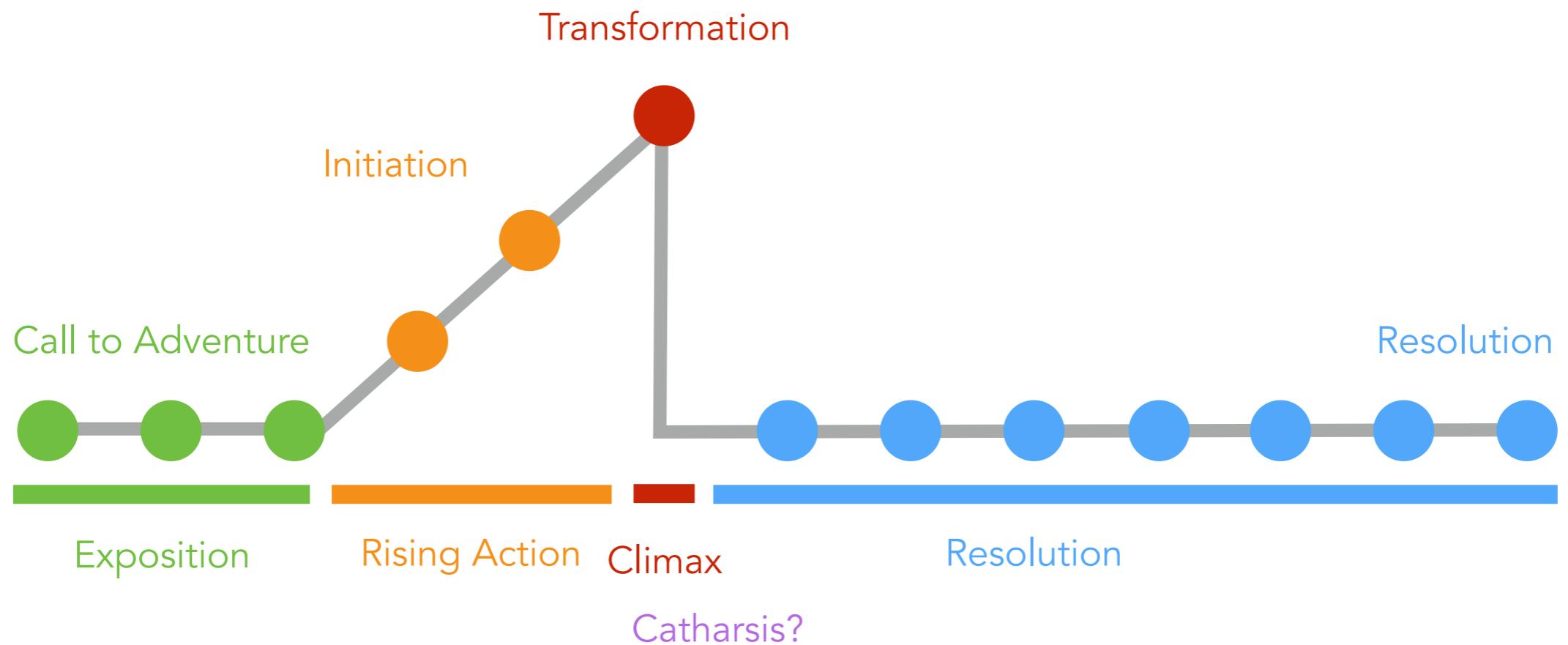


Broken Story Shapes · Over-Exposition



— Action Level

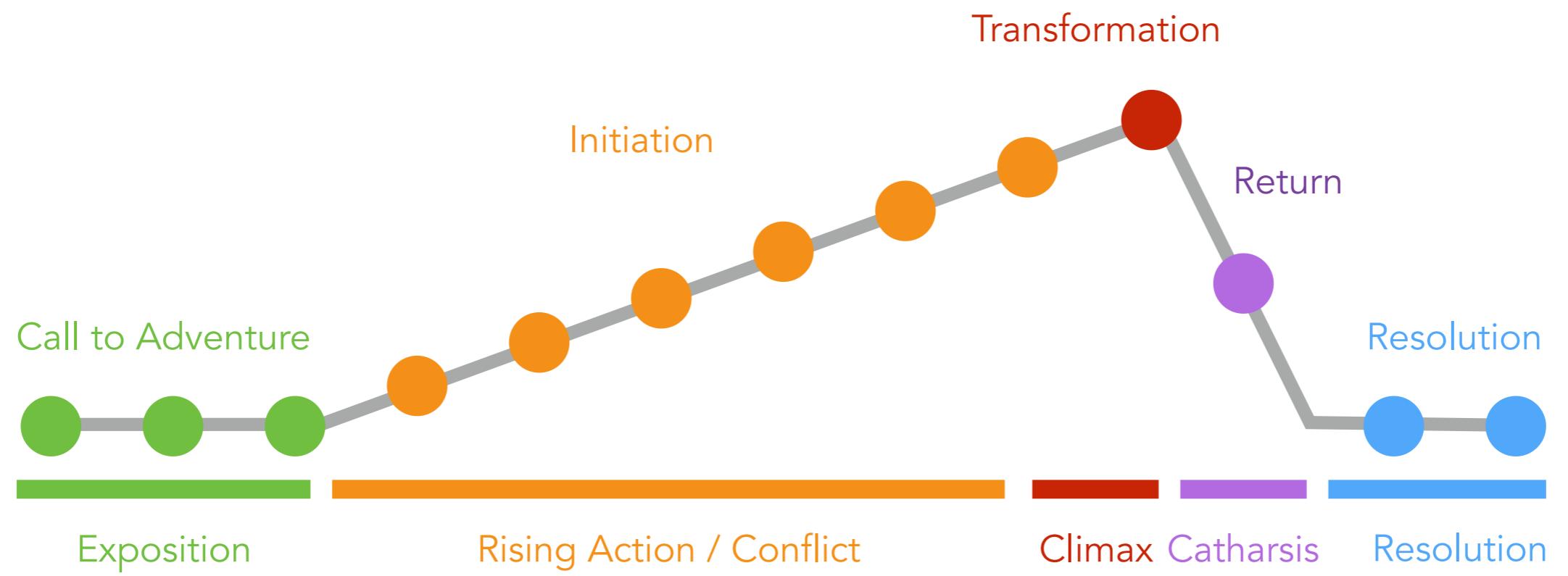
● Story Beat



— Action Level

● Story Beat

Broken Story Shapes · Unearned Conclusion



— Action Level

● Story Beat

Well-Formed Story

what are the **correct shapes** for mr stories?

?

well, how can we at least **prototype** story shape?



Ashurbanipal Fighting the Lions
Assyrian · 7th Century BCE



Persepolis Freizes
Persian · 5th Century BCE



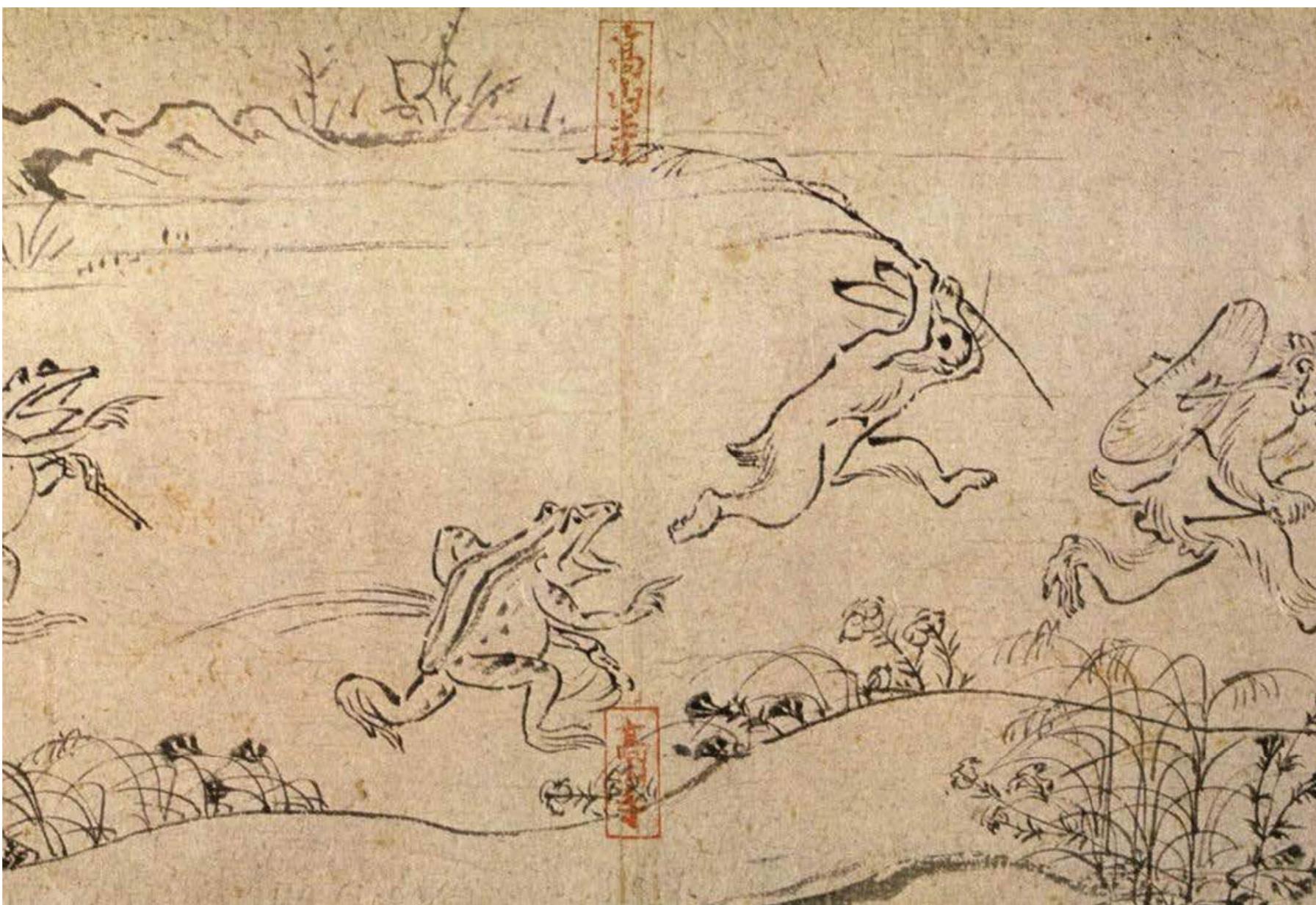
Trajan's Columns

Roman · 113 CE



Nighttime in the Palace

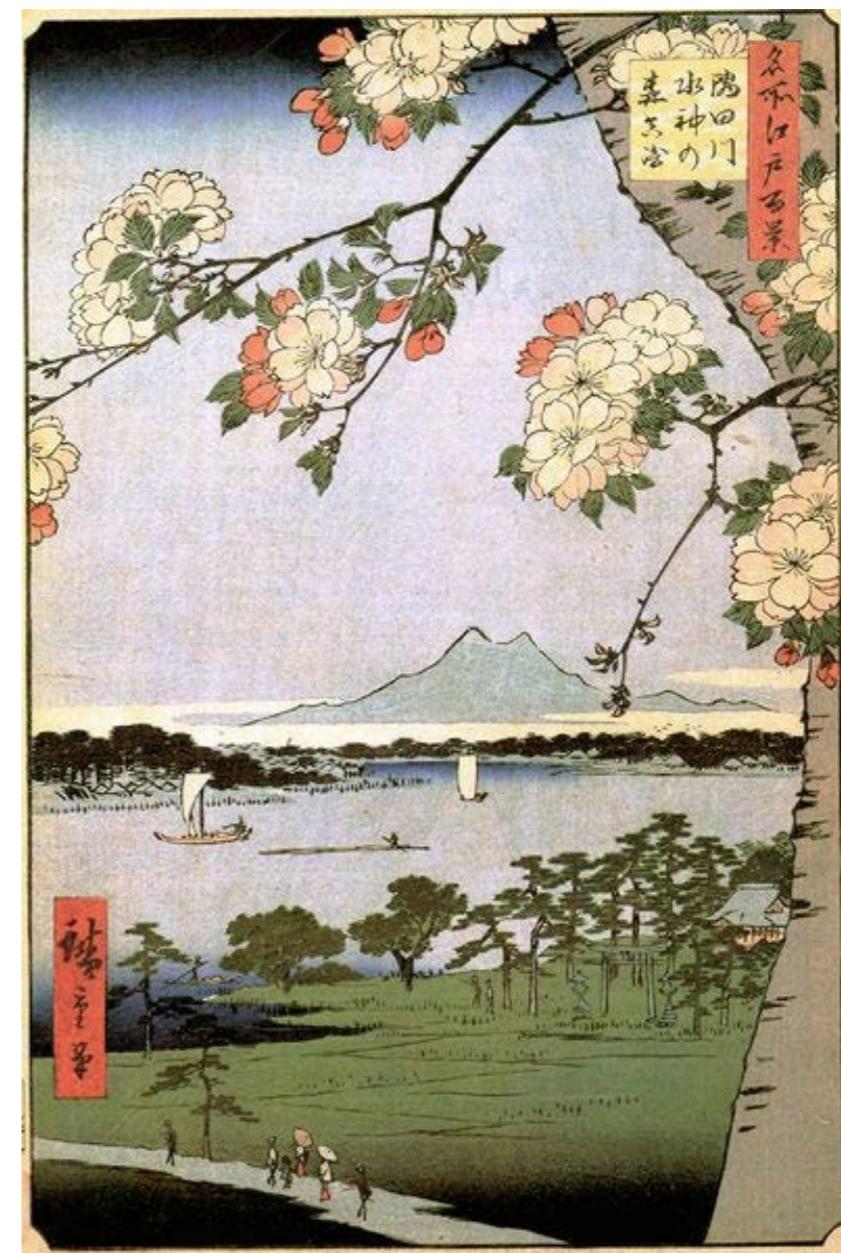
Mir Sayid Ali · Timurid Iran · 15th Century BCE



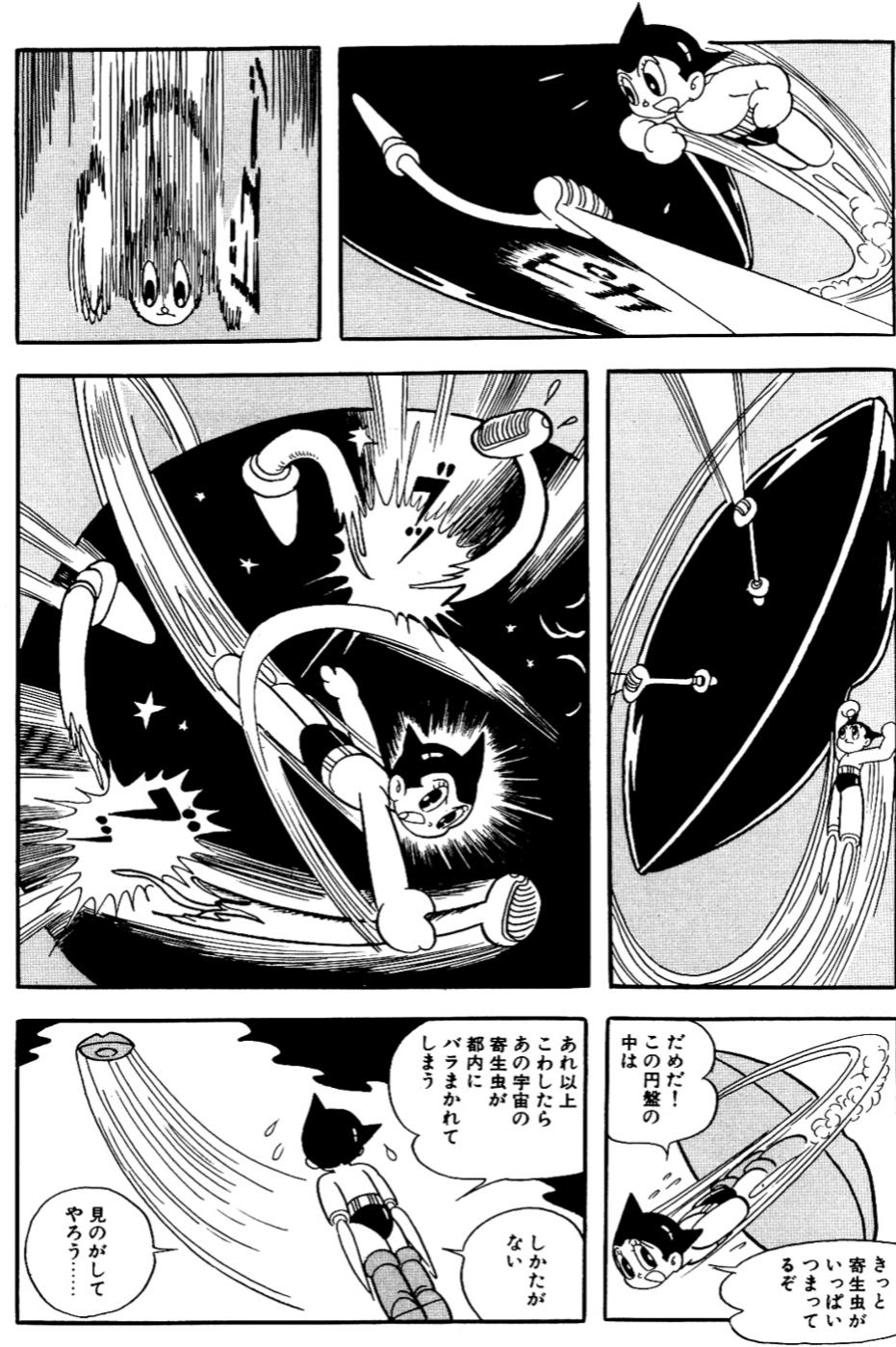
Chōjū-jinbutsu-giga
Kozan-Ji Temple · 12th Century



Chōjū-jinbutsu-giga
Kozan-Ji Temple · 12th Century



100 Famous Views of Edo
Hiroshige · 1858



Mighty Atom
Osamu Tezuka · 1942



Dragon Ball Z Manga
Akira Toriyama · 1985



Uncanny X-Men #201

Marvel · 2013

and what about moving stories?

Cinderella is momentarily alone. She stoops down, picks up the crushed flower, glances off wistfully as she recalls her pleasant meeting with the Prince. Then almost without thinking, she finds herself staring into the mirror, and as she does, she holds the blue dress up to her neck, poses for just a moment, an awareness of her femininity making itself felt for the first time.

High up in the moulding, the mice watch approvingly, then react as the abusive commands begin again:

SISTERS' VOICES
Cinderella! -- Brat! -- Where's that dress?
Here, tie my shoe! Etc.

Cinderella's reverie is ended. With a last wistful glance at the mirror, she returns to her chores, while we CUT BACK to the mice as they shake their heads sadly.

Late that night, the mice sit in their comfortable quarters in the cabinet in Cinderella's attic room. The troubadour plucks away at his lute, the actor poses and grimaces in front of a mirror, the field mouse smokes a corn-cob, and the court mouse rearranges the furniture. But the action is incidental; their discussion is serious.

ACTOR
I ask you? Must she put up with it?
WIFLY TROUBADOUR
Can't help herself!

COURT MOUSE
But why does she stay?

CASPER
(interrupting, bored)
Do we have to go into that again?

ACTOR
(to Court Mouse, indicating Casper apologetically)
No breeding!
(and he ducks just in time)

CINDERELLA
(continuing to Court Mouse)
I went there with my father.

COURT MOUSE
(showing polite interest)
With your father? Well, how nice!
And who was your father?

Cinderella has picked up a treasure chest of mementoes. She takes out a miniature portrait of her father in dress uniform.

ACTOR
CINDERELLA
Lord Tremayne.

COURT MOUSE
(surprised)
Lord Tremayne. Goodness me. Not the Lord Tremayne --
(does another quick survey of the dingy room)
-- But why -- I mean what -- that is, how does his Lordship's daughter come to -- uh -- come to this?

ACTOR
I fear his Lordship showed very poor judgment in choosing a second wife....

CINDERELLA - close TRUBADOR
(defensively)
He was just looking out for my interests. He wanted me to have a mother and a home.

ACTOR
(with a dramatic gesture)
And she got this!

COURT MOUSE
(sympathetically)
Taki Taki

Animation Script

Cinderella · Walt Disney and Bill Peet · 81 Pages · 1948



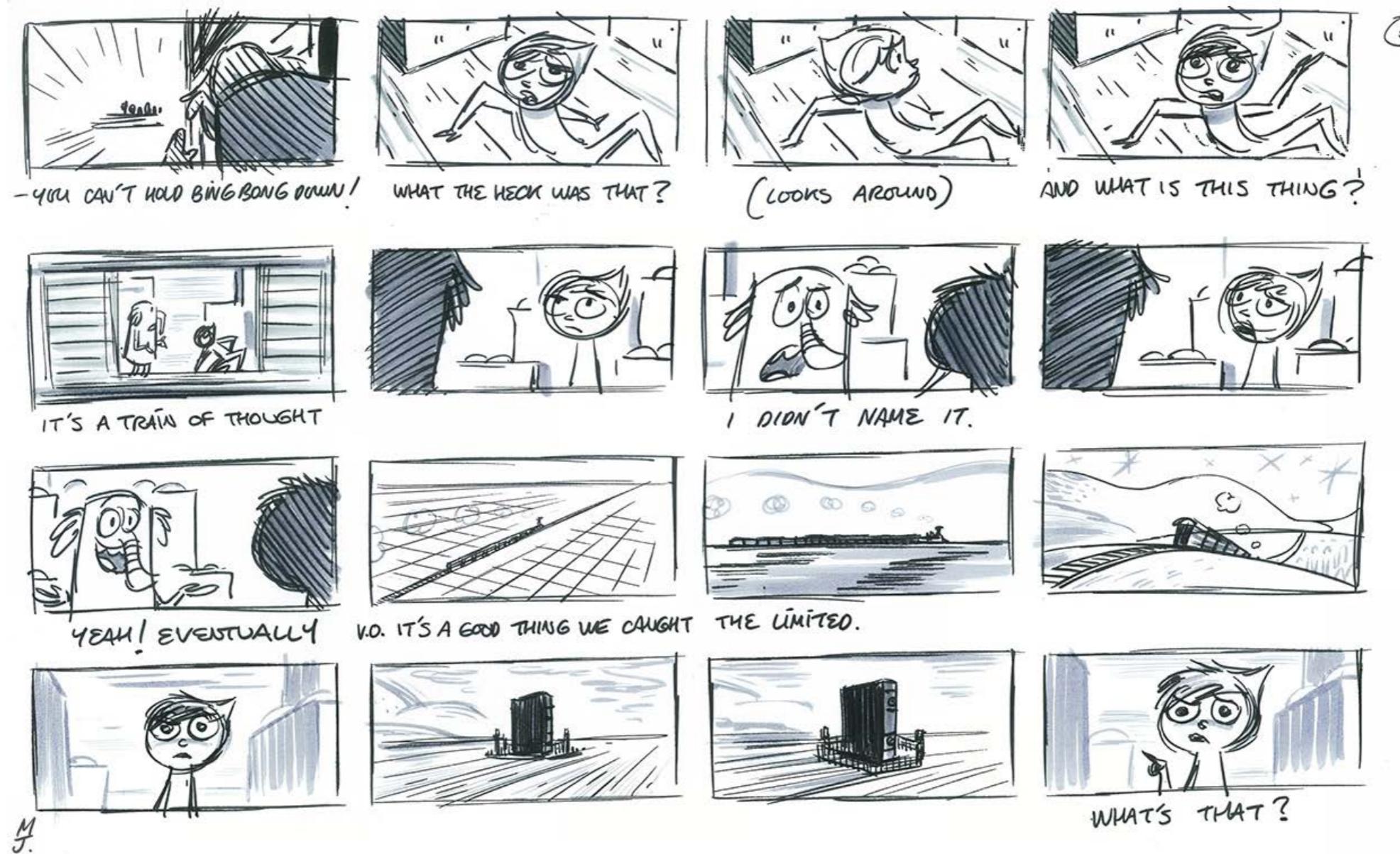
Walt Disney
Snow White Storyboard · 1936



Walt Disney
Pinocchio Storyboard · 1940



Walt Disney
Fantasia Storyboard · 1941

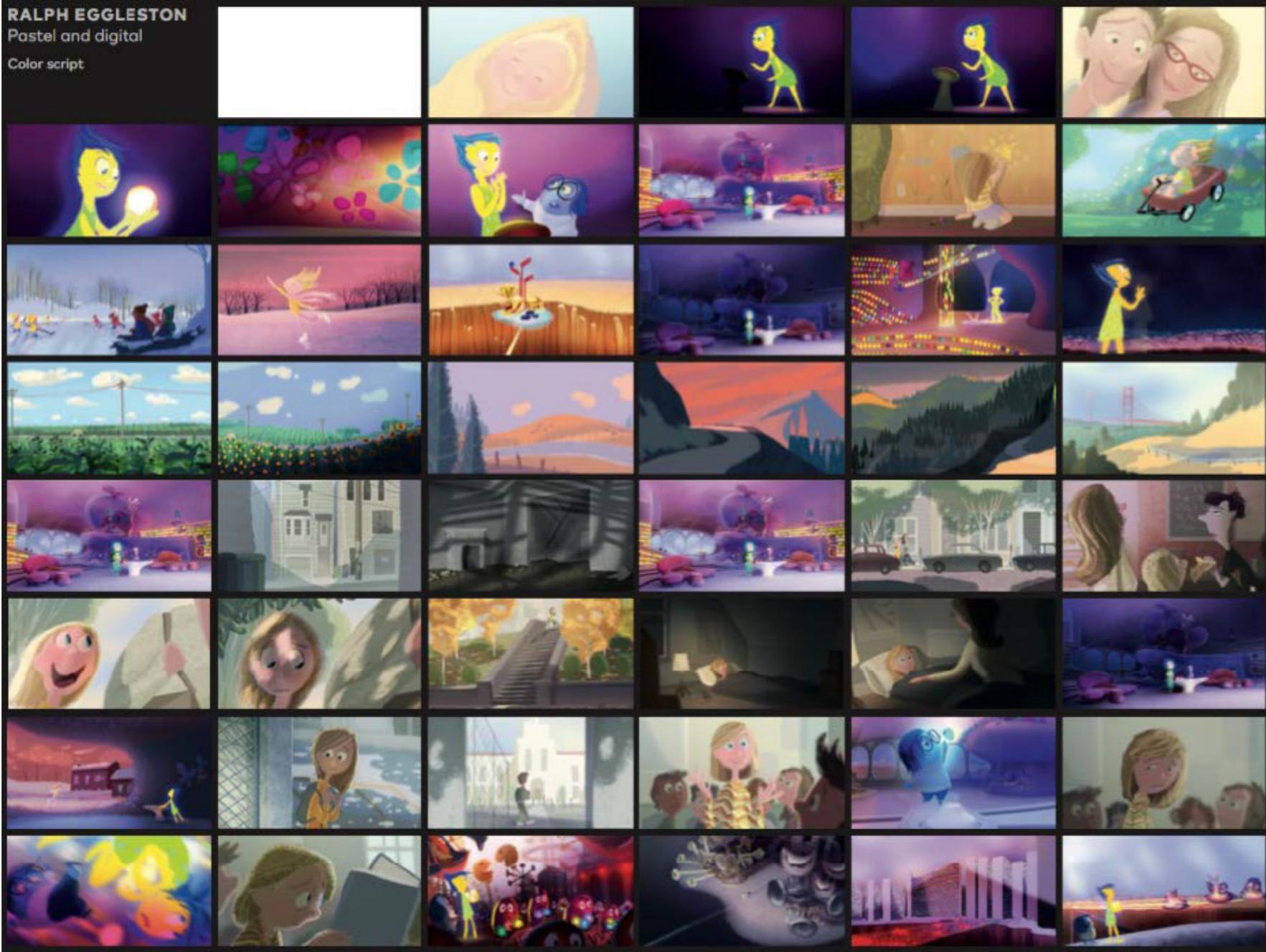


Story Board
Inside Out · 2013

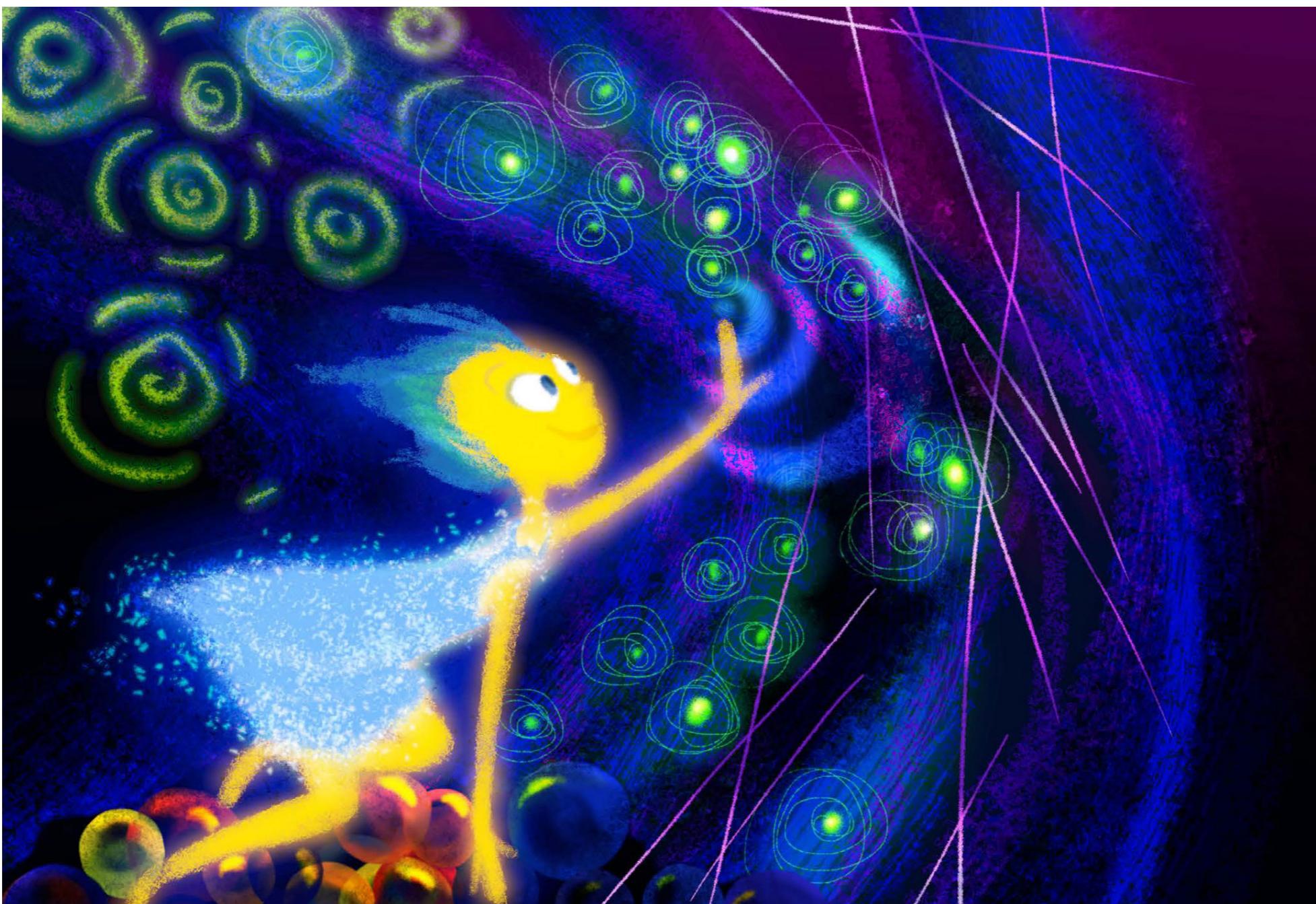


Refined Storyboard
Inside Out · 2013

RALPH EGGLESTON
Pastel and digital
Color script



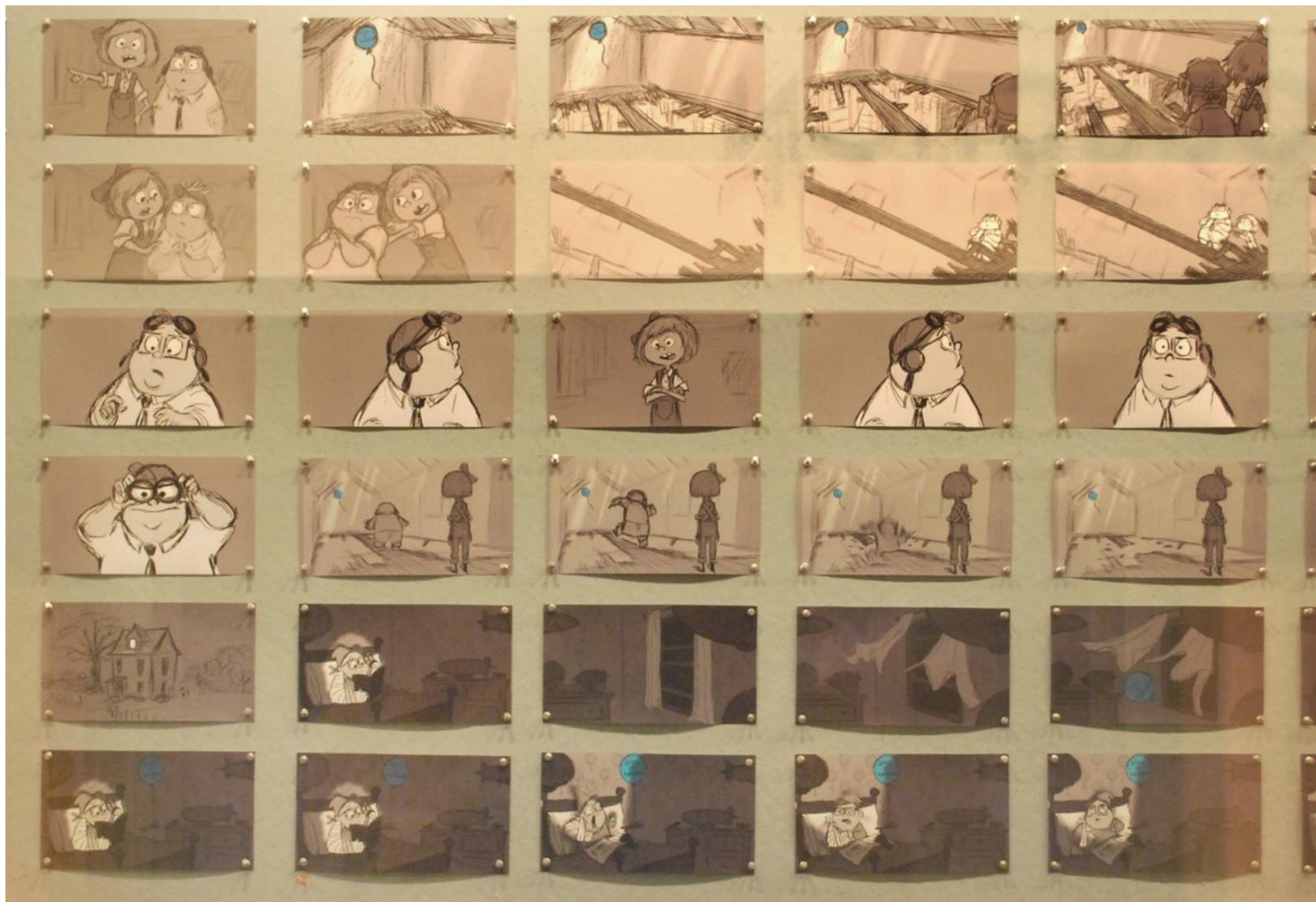
Color Script
Inside Out · 2013



Color Script
Inside Out · 2013



Color Script
Finding Nemo · 2003



Color Script
Up · 2010



Color Script
Wall-E • 2007



The boy takes Chihiro into the bath house, and tells her to go find Kamaji, and ask for a job. He also tells her that the owner



Chihiro works very hard at work. At first she isn't used to the new environment, but soon she finds her position.



Chihiro goes to Kamaji for help. She gives Haku half of the medicine, and the golden seal comes out while Haku is coughing.



Chihiro and No Face arrives at Zeniba's house.



Chihiro finds Kamaji, a six-armed old man who boils water for the bath house and prepares herbal soaks. He rejects Chihiro.



Chihiro serves the stony spirit to take a bath, and everyone joins her.



Chihiro gets train tickets from Kamaji, for visiting Zeniba.



Zeniba treats them, and tells Chihiro that No Face is crazy.



Chihiro finds Yubaba, the owner of the bath house... who is a strange large-headed old woman.



The stony spirit happens to be the rich river spirit. He awards Chihiro a powerful medicine pill.



Chihiro gives the crazy No Face the other half of the medicine pill, which she was going to keep to save her parents. No Face feels sick, vomits, and chases after Chihiro angrily.



Haku arrives, takes Chihiro and the mouse.



Yubaba agrees to give Chihiro a job, and gives her a new name—Sen.



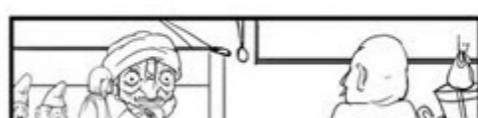
No Face comes into the bath house, and has become crazy, and starts giving out ridiculous amount of gold and eating the workers.



No Face has recovered from his craziness, and he follows Chihiro and takes the train with her.

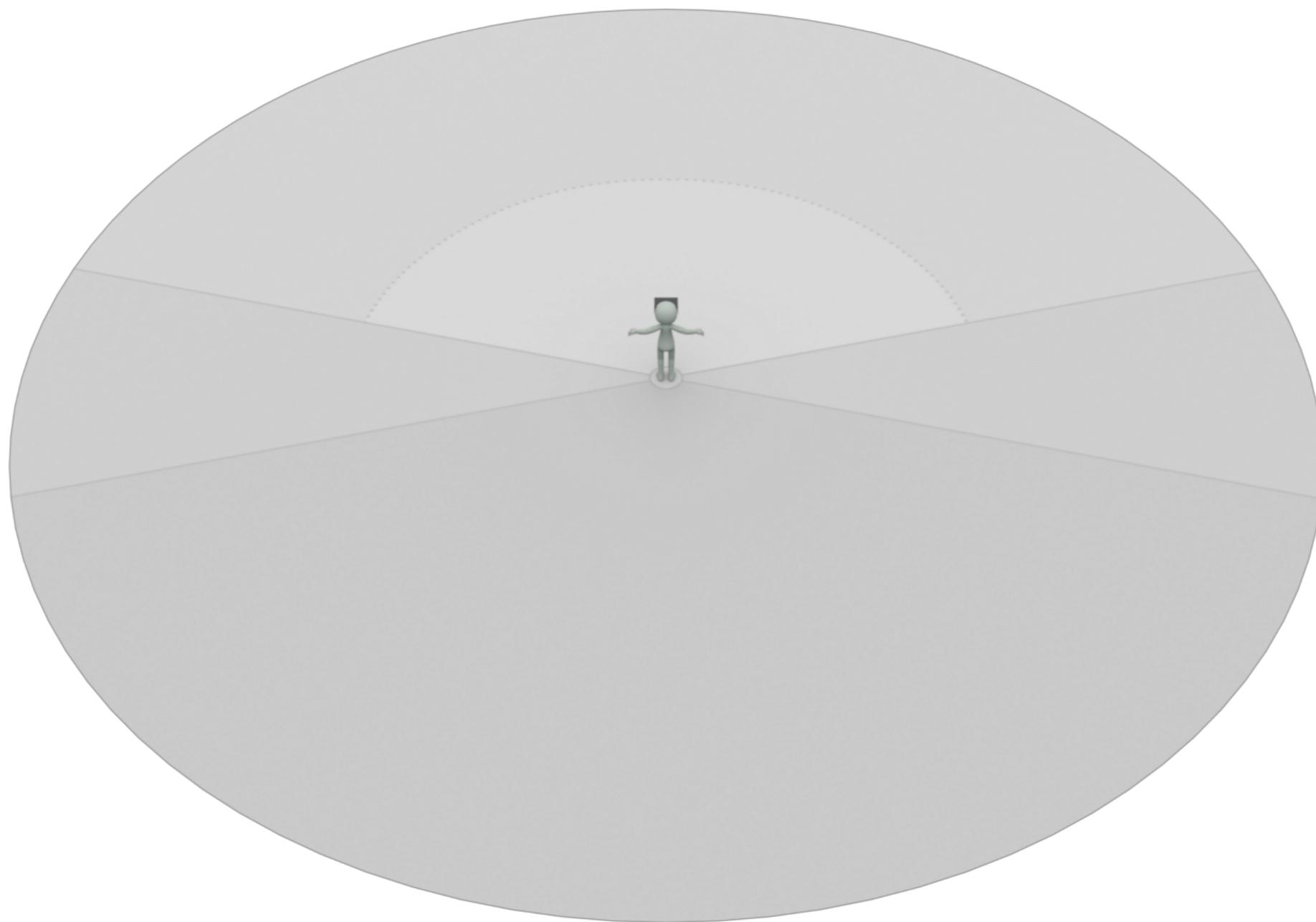


Chihiro remembers that Haku saved her when she was lost.

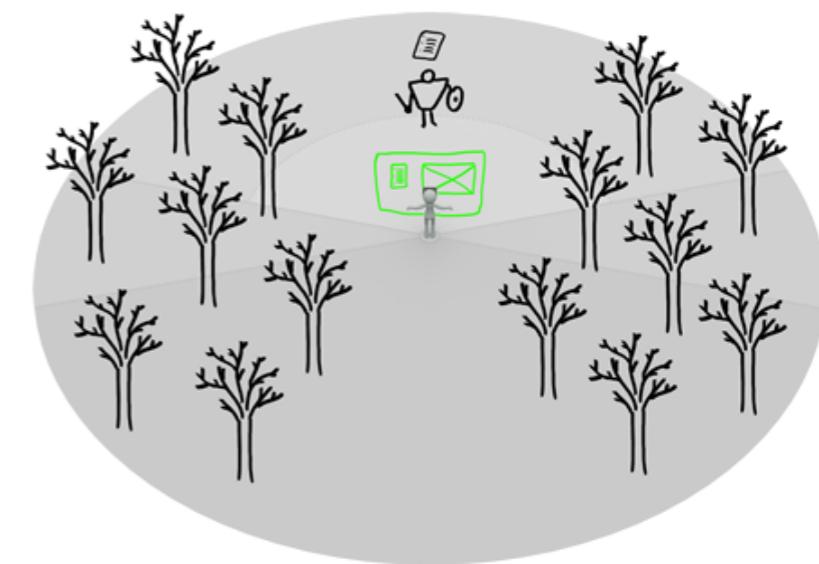
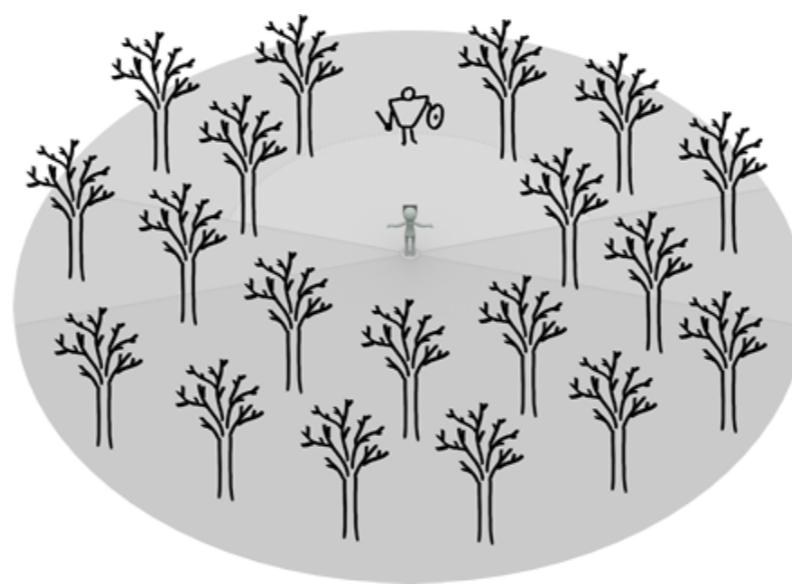
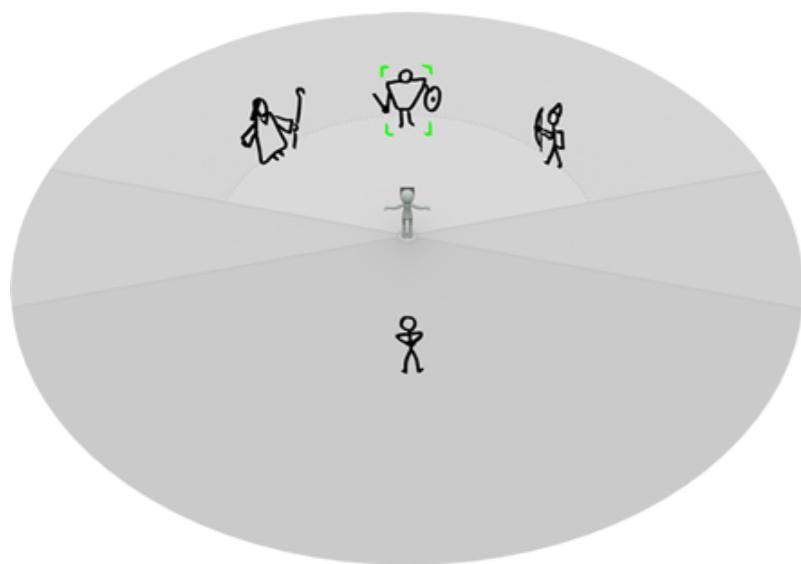


Refined Storyboard Spirited Away · 2001

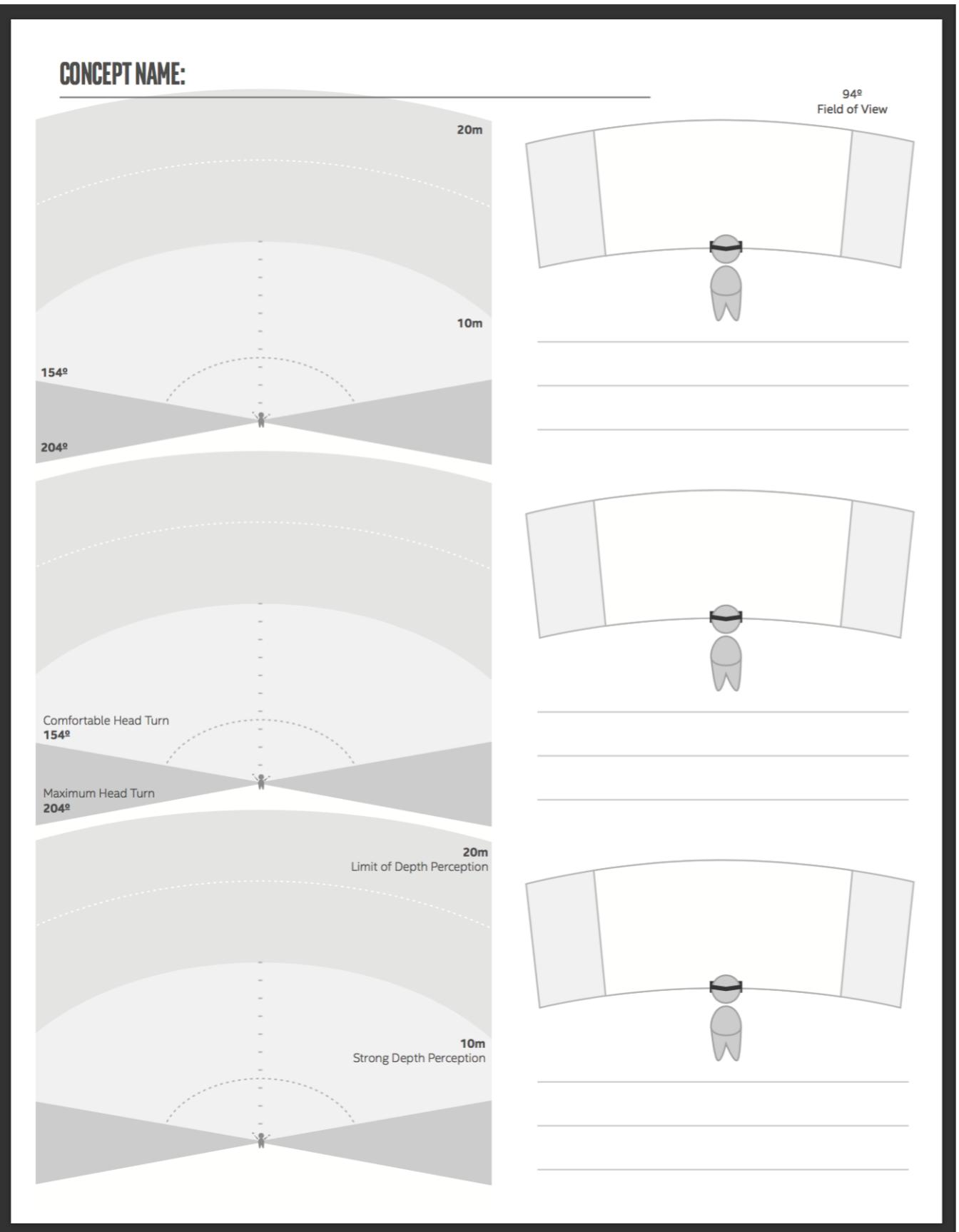
and what about for mr experiences?



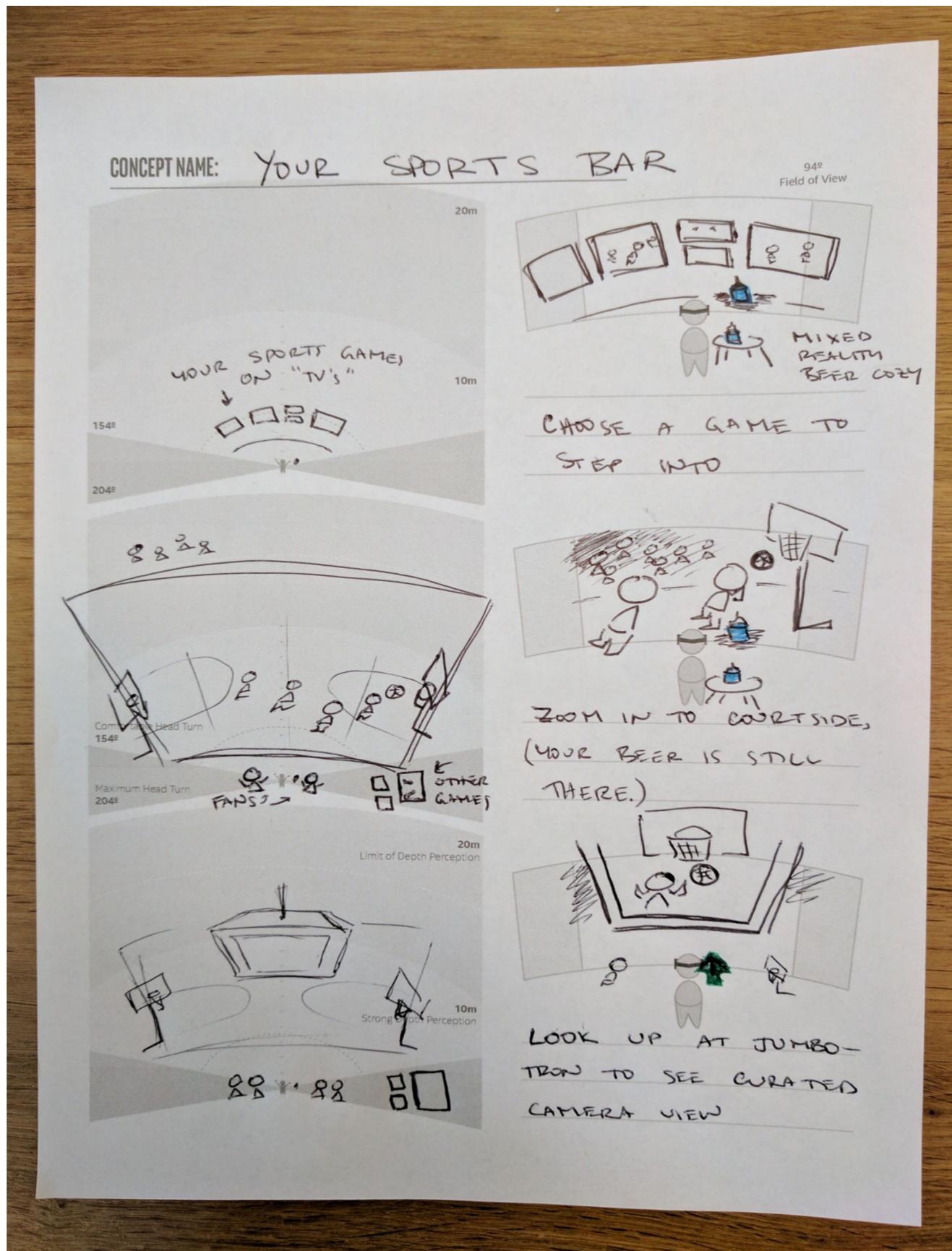
VR Storyboard Template
Vincent McCurley · 2016



VR Storyboard Template
Vincent McCurley · 2016



VR Story Sketch Template
Saara Kamppari-Miller · 2018



VR Story Sketch Template
Saara Kamppari-Miller · 2018



VR Collaborative Space Prototype
Sid Laurea · 2017

have a **different idea** to prototype mr experiences?