



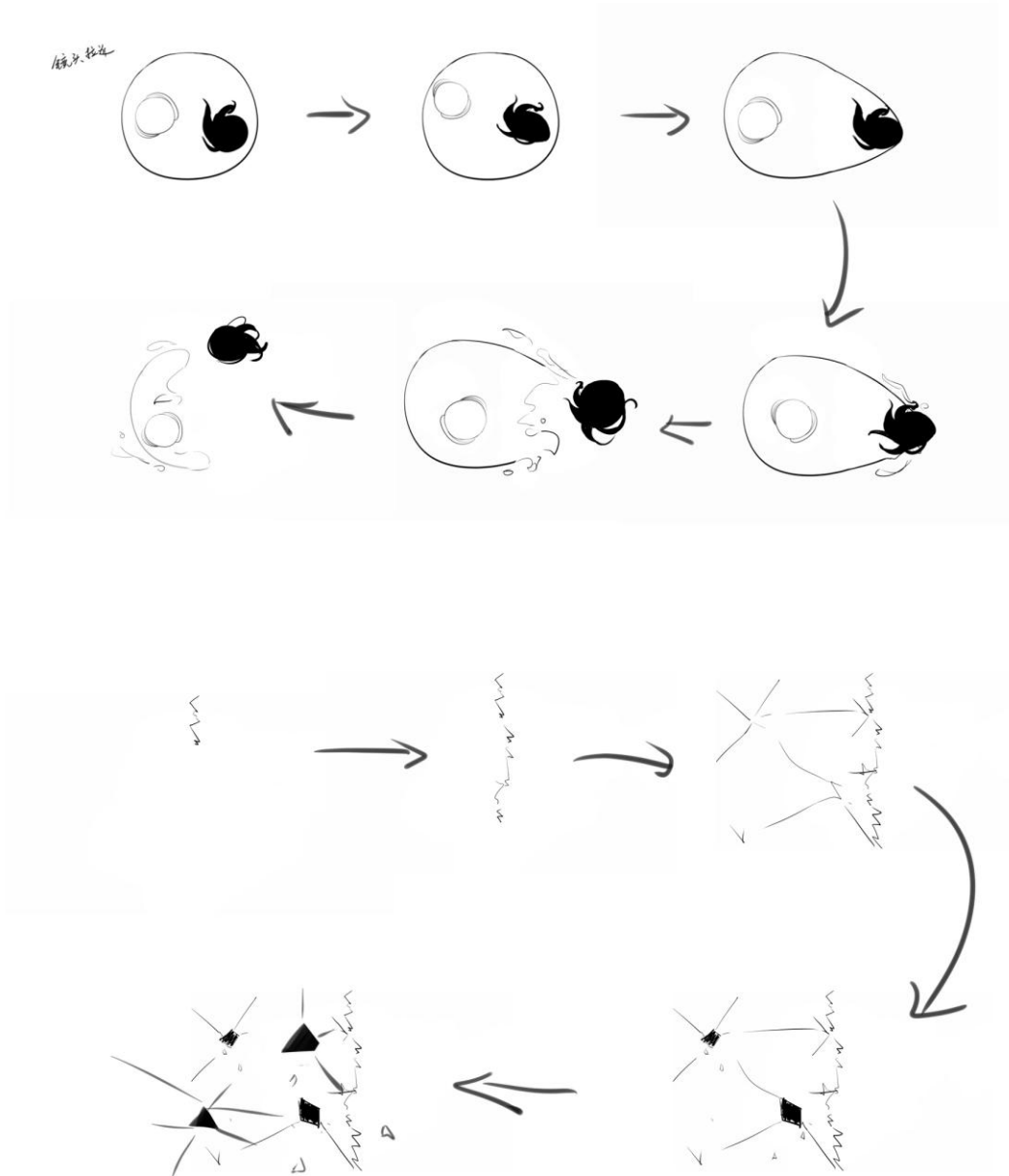
Character change

Make some changes of the characters. Change to black and white aesthetic. Then, instead of the environment element of presenting "life" and "death", I add some features to the characters. So the characters become the symbol of "life and death". Black and white aesthetics also give them a strong contrast. So that I don't need to think too much about how they influence the environment, this will reduce some long shots and let me focus on the main theme.

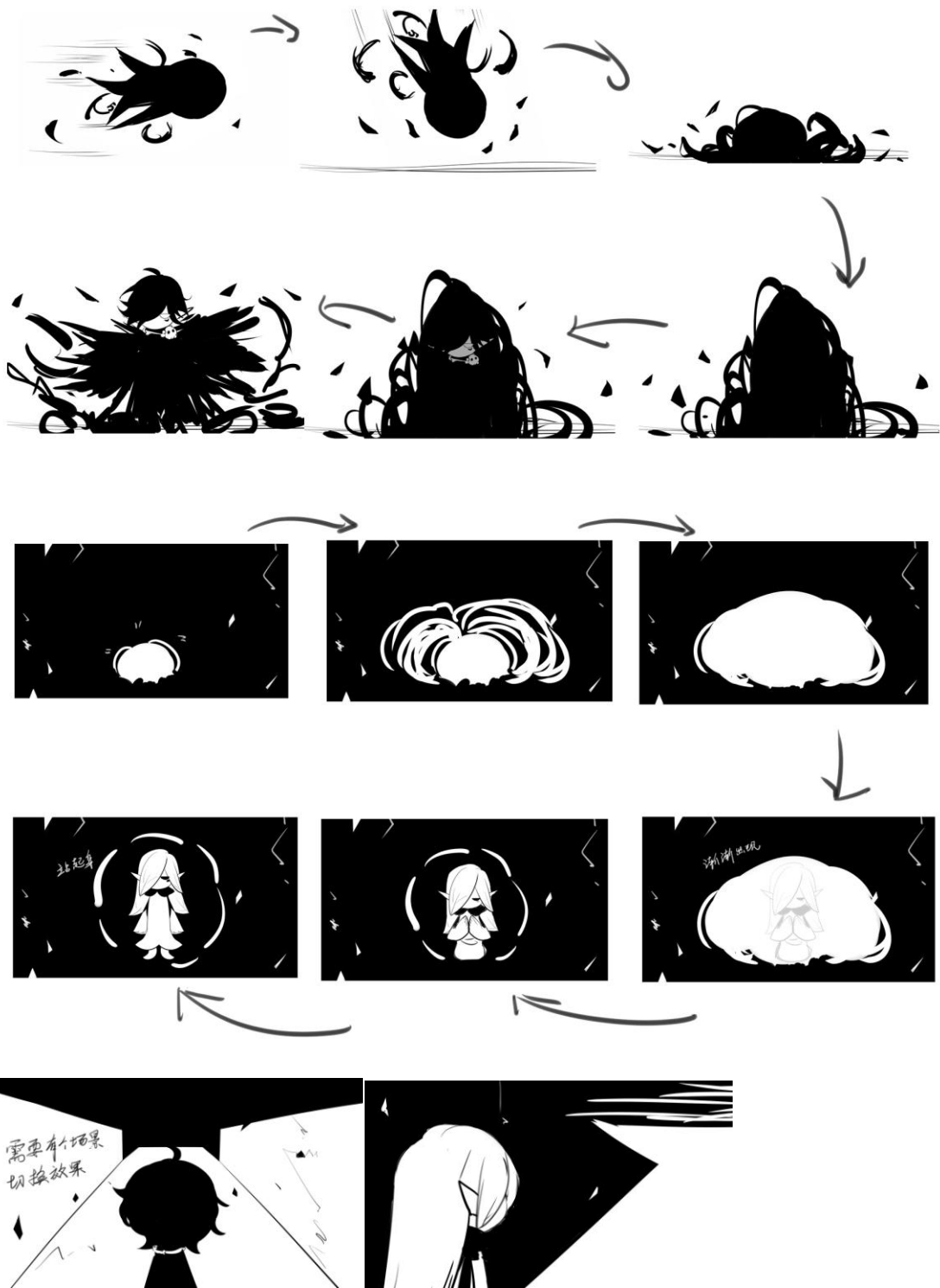
Storyboard change

The theme is still stick with “the one”. Life and death is an infinite cycle. (non-splittable, can’t break the balance)

I have reduced most of the other elements and storytelling in this version, so this is not a common story about two spirits reconciling and saving the world together. I am also decide not to use cubism as the tool to do the animation, since that tool is too time consuming on the 2d modeling and hard to present black and white aesthetic well compare to frames to frames.



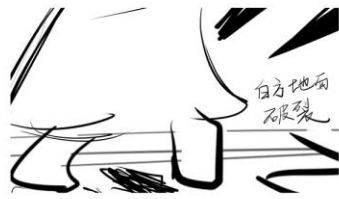
First scene start with break the balance, the black run away and the white fall down. Then, at the same time, this “world” starts to breaking down.



The two spirits are divided to the spaces that are completely opposite to them. The space is unstable, it keeps cracks. Then they all want to go to the spaces that close to them.



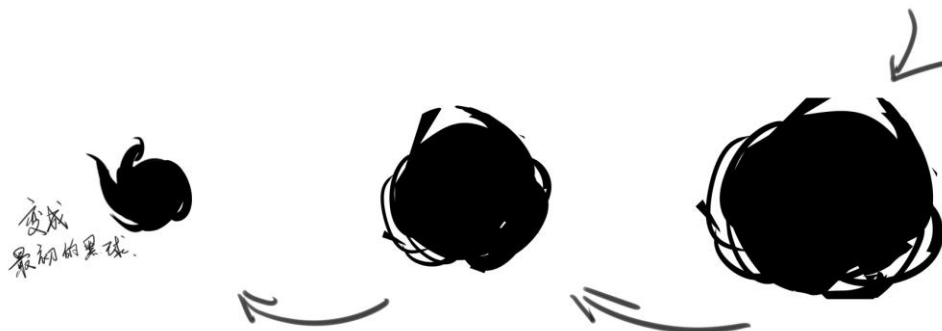
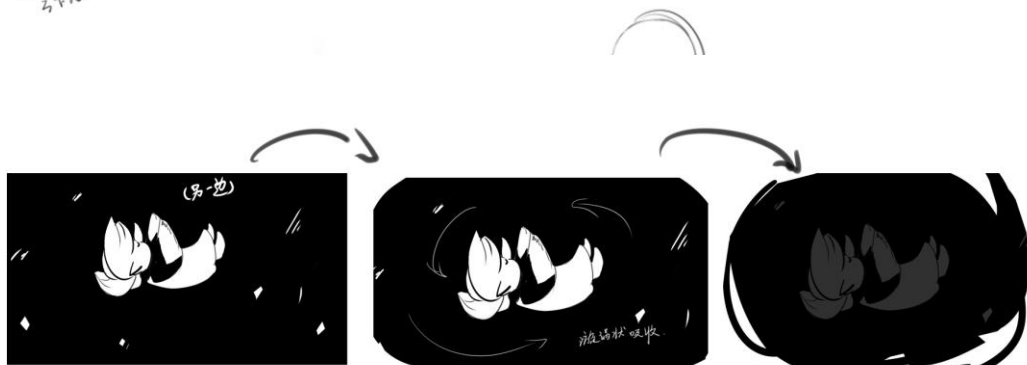
They meet each other at the border of “white” and “black” space and have a conflict.



While they are having a conflict, the world is keep breaking and then the ground totally breaks and the white fall down to the black space.



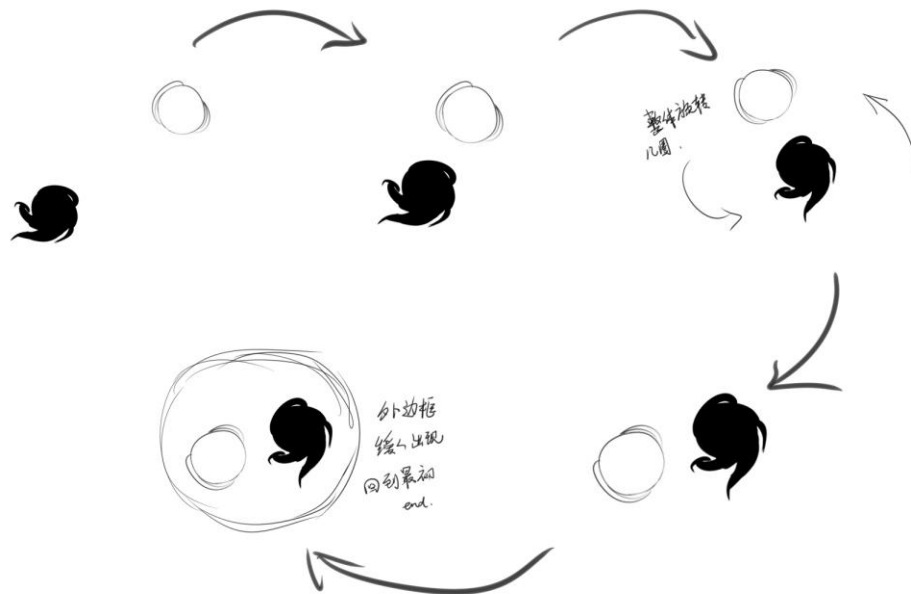
掉落碎片
变成原来的白球
(任意飘动后
下落)



The black feels that it can finally melt into the same darkness as itself. But not long after, cracks and fragments appeared on its body as well. It breaks and then turns in to the original white one. The same as the white, when it fall down to the black space, it gradually absorbs the black; and finally turns into the original black one.

This scene is different from what I thought in folio1; in folio1 I thought to present they are “the one”, they are unrepeatable, they reborn in each other’s body. However it covers lots of shots and may not reach the feeling I want in the final animation.

In this new version, I feel that I can express the theme “the one” with their body gradually broken and then turn in to another spirit. (You are me / you are in me, I am also in you) It’s like death reborn the new life, and while life gradually dying it becomes the new death. And In this way, it also a kind of involve and affects the whole background, since the background is breaking at the same time.



The final scene is two spirits meet again and restore to the original appearance. The word is also been refined. I considered it as an “unusual” open ending; will they repeat the same mistakes after they are restored? Or will this peace continue forever? The cycle of life and death is also somehow in the same pace.

Recent Process

Start detail each scene in PS and may made some edition in AE

