

Folio Plan 1

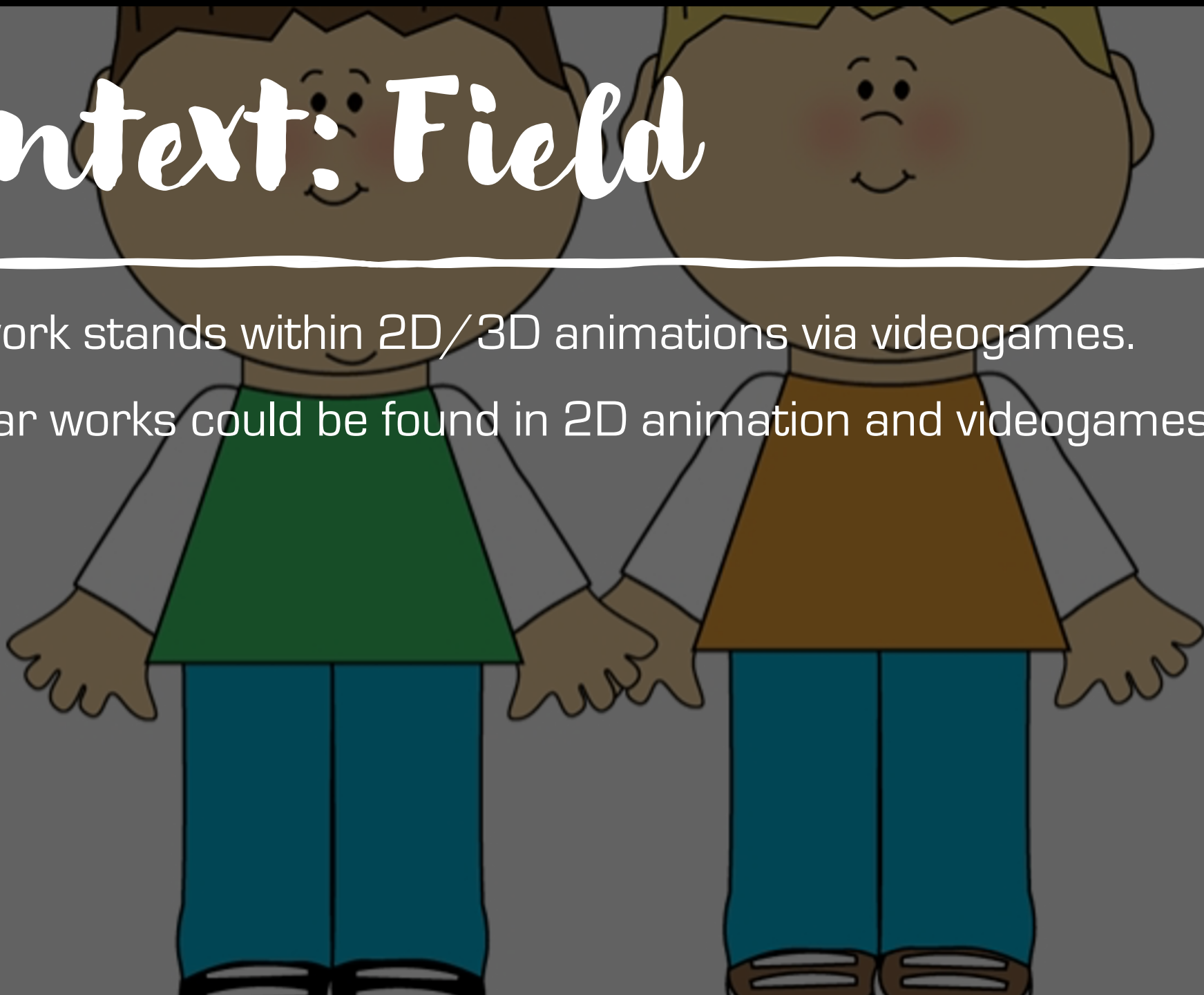
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Rationale

- The basic intention is to explore the best way to present narrative elements in self-storytelling as well as demonstrate a part of individual identity.
- I would like to record unknown moments of twin life and present the complex 'living style' under a twin story based on my personal role of a twin sister.
- The concept is to show how difference twins could live and communicate with each other compared with normal family as well as enhance how special the relationship is under my point of view of being a part of the twin life.

Context: Field

- My work stands within 2D/3D animations via videogames.
- Similar works could be found in 2D animation and videogames.



2D Animation



- Animation Name: TWINS IN PARADISE
- Producer: Vewn (Aka Victoria Vincent)
- Length: 10 minutes
- Animation theme & Type: Dark Comedy about identity
- Short Description: A story about Twin tennis stars Darcy and Marcy struggle with their inner demons on the eve of a big championship.

Video Games

- Game Name: Palom & Porom
- Lead Designer: Takashi Tokita
- Game theme & Type: Comic eponymous theme tune
- Short Description: Fraternal twins from the village of mages, Palom and Porom are polar opposites but cooperate with each other to protect the village while their conflicting personalities balance each other perfectly.



Method



Step 1- Story Inspiration from Mood board/Pictures to gather past life memories

Step 2 – Narrative Exploration from Script Writing/ Paper Sketches / Scene Brainstorming/Plot Flowchart

Step 3 – Character Exploration from Paper Sketches/Style frames/Mood board

Step 4 – Animatic Exploration from Observation through similar work under similar concept / Storyboard / Gesture & Behaviour Design

Step 5 – Work out the best way to perform a self-twin story.

Production

Week 1 Character Design

Tool & Software : Paper, Pen, Procreate



Week 2 Scene and Environment Design

Tool & Software : Paper, Pen, Procreate



Week 3 Visual Footage Completion (include every theme)

Tool & Software : Paper, Pen, Procreate, AI, PS



Week 4 Storyboard and Animatic Design Settle Down

Tool & Software : Paper, Pen, Procreate



Week 5 Animation Software Learning

Tool & Software : Adobe After Effects, Adobe Animate



Week 6 Animation Production + Sound

Tool & Software : Adobe After Effects, Adobe Animate

Outcome: 1 min animated film

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