

## Animated Narratives

### Semester 1 - Week 3

*Idea transition:*

*Last week I explored the idea 'A pot plant confuses its owner by stealing things from their bedside table every night when they go to sleep'. This led me to think more about the things that go missing in my day to day life. I always lose my AirPods, which made me wonder what happens to all the missing AirPods?*

*I then decided to explore this idea in more detail and map out a brief storyline:*

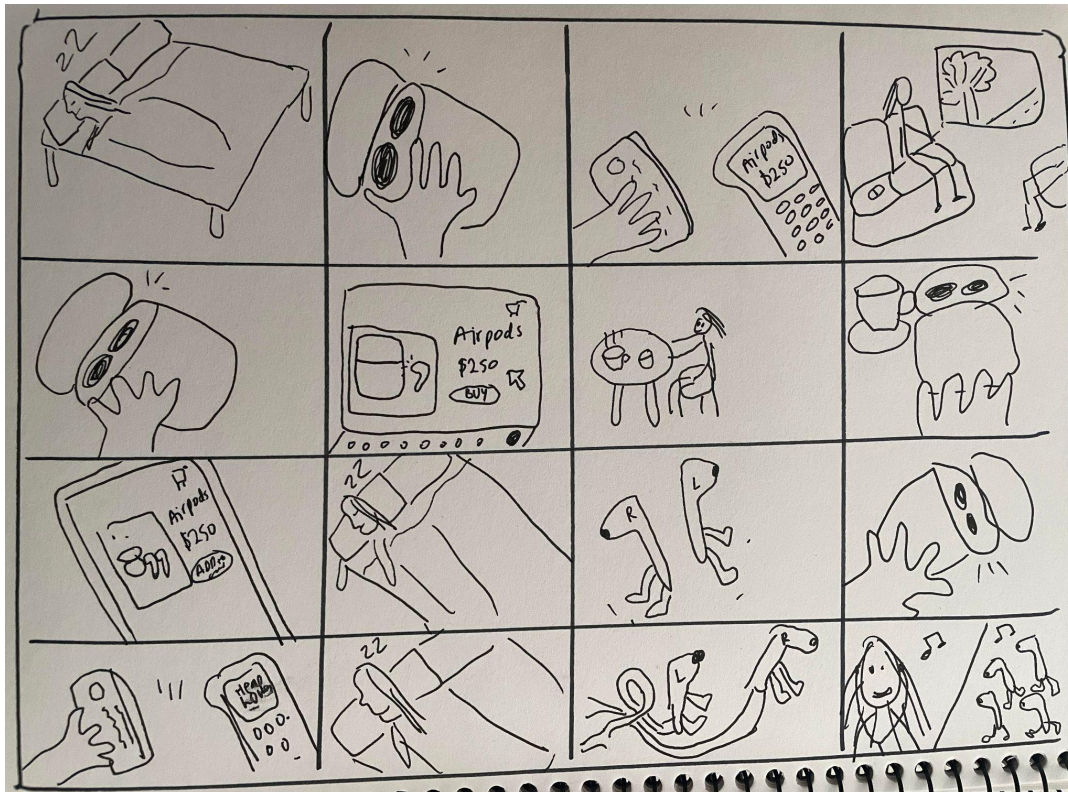
#### **WHERE THE F ARE MY AIRPODS - Storyline**

- Girl wakes up - reaches for airpods on bedside table - airpods are not in case
- We see girl purchase another pair from store
- Girl on tram opens airpods case and finds it empty again
- She purchases a second pair online
- Girl sitting at cafe opens her airpods case - they are missing again
- She purchases a third pair
- Girl goes to sleep that night
- While she sleeps we see the airpod case open and the headphones run out and escape
- Girl purchases final set of headphones
- She has purchased the headphones with strings attached
- AirPods try to run away but the strings act like a leash
- Closing scene is all the missing airpods \_\_\_\_ dance party?

I still am not sure how to end the story, what are all the missing AirPods doing and where are they hiding?

I then decided to map out a very general storyboard.

## Storyboard



### Reflective Text

*This work examines the idea of inanimate objects coming to life and developing personalities. The AirPods come to life and escape from their owner. I also explore the concept of reality, in the main character's reality she is the one losing her AirPods, however they really have minds of their own.*

*By depicting my work in a storyboard I was able to begin visualising the layout of my story, as well as the key scenes. This storyboard was very much an overview and I will need to create a more detailed one moving forward.*

*This work is similar to the work Slim Pickings 1998 by Anthony Lucas. This film explores the idea of a pot plant coming to life and a man befriending it. The man is starving and has to make the choice whether or not to eat his friend. Both of our works explore the concept of bringing to life items that do not have personalities or motivations.*

*By examining the idea of inanimate objects coming to life, I reflected that the element of surprise should be a key concept in my work. The viewer should believe that the owner of the AirPods is simply misplacing them, however will then be surprised when the AirPods come to life and run off.*