

# Week 5 Folio 1

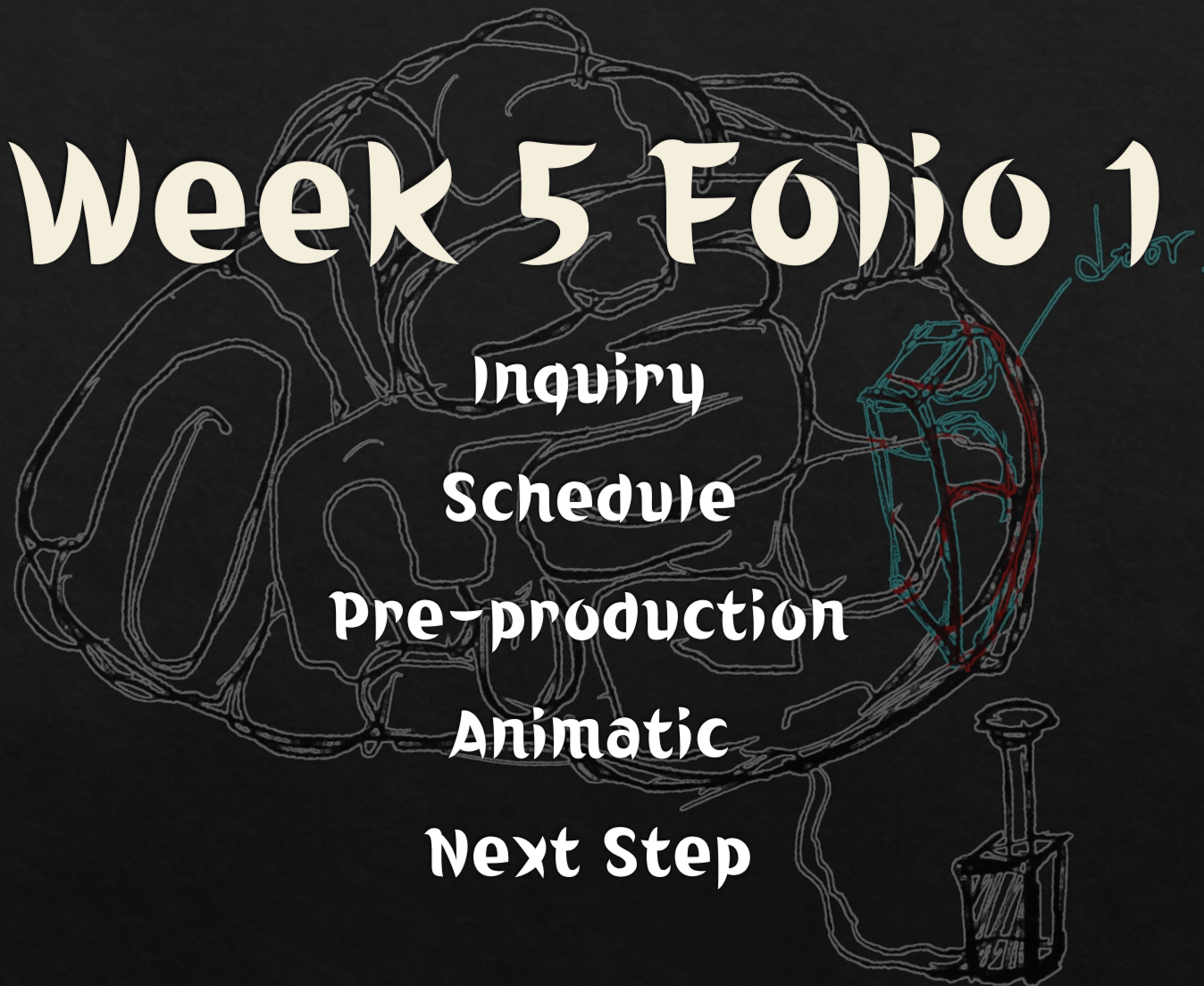
Inquiry

Schedule

Pre-production

Animatic

Next Step



# Inquiry :

## Convey death in surreal animation and characters

### What am I doing?

- ◇ I will make a 2D surreal animation about death.
- ◇ Story is about ...
- ◇ A dead girl enters an afterlife world. She meets different death gods and tries to run away from them. She eventually accepts her death and embrace her Final Judgement.
- ◇ Concept Behind :
- ◇ It is about how people normally reacts to death : Denial > Acceptance

### Impact:

a strong visual impact to the audience.

The visual transformation and atmosphere is hoped to explore and bring different interpretations and reactions on death from audience.



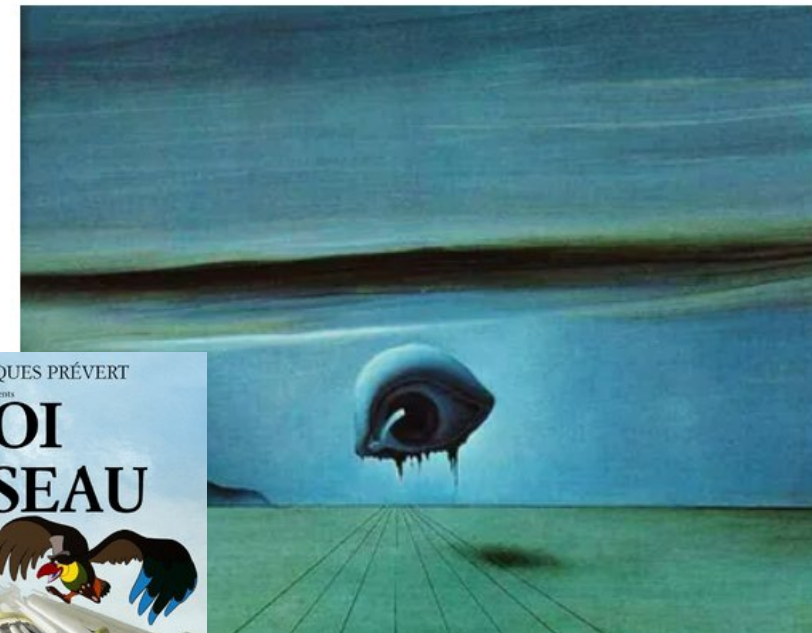
# Research on ( Most significant to my project ) ...

- ◇ Death Culture ( Greek's myth )
  - ◇ Related Field
- René Magritte. Golconda. 1953.
- Salvador Dali. The Eye. 1945
- Salvador Dali. The Elephant. 1948
- Guillermo del Toro. Pan's Labyrinth(2006)
- Paul Grimault. The King and the Mockingbird. 1980



These are not my work!

The Eye



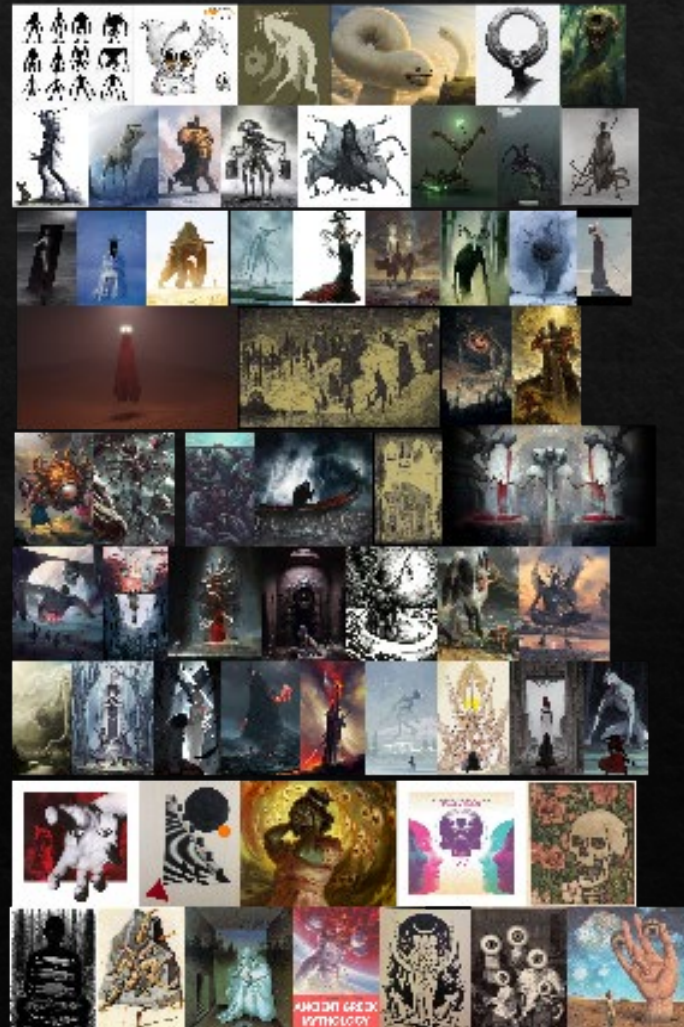
# Designs – Mood board for character and settings

◇ **These are not my works**

inspiration (surreal films, artworks, paintings)



monster



Settings



Horror



Character



Themes

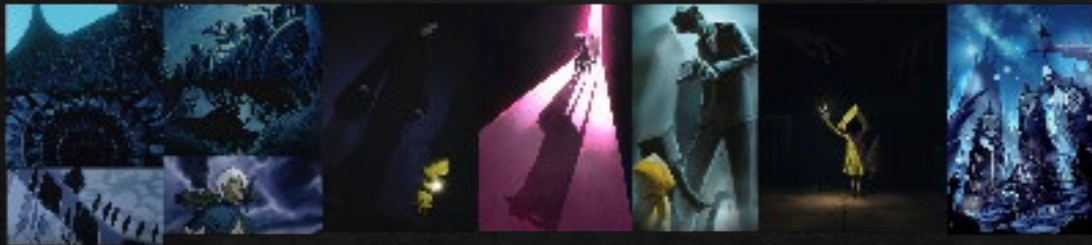


Thanatos

# Designs – Mood board for colour, style and camera angles

◆ **These are not my works**

angle

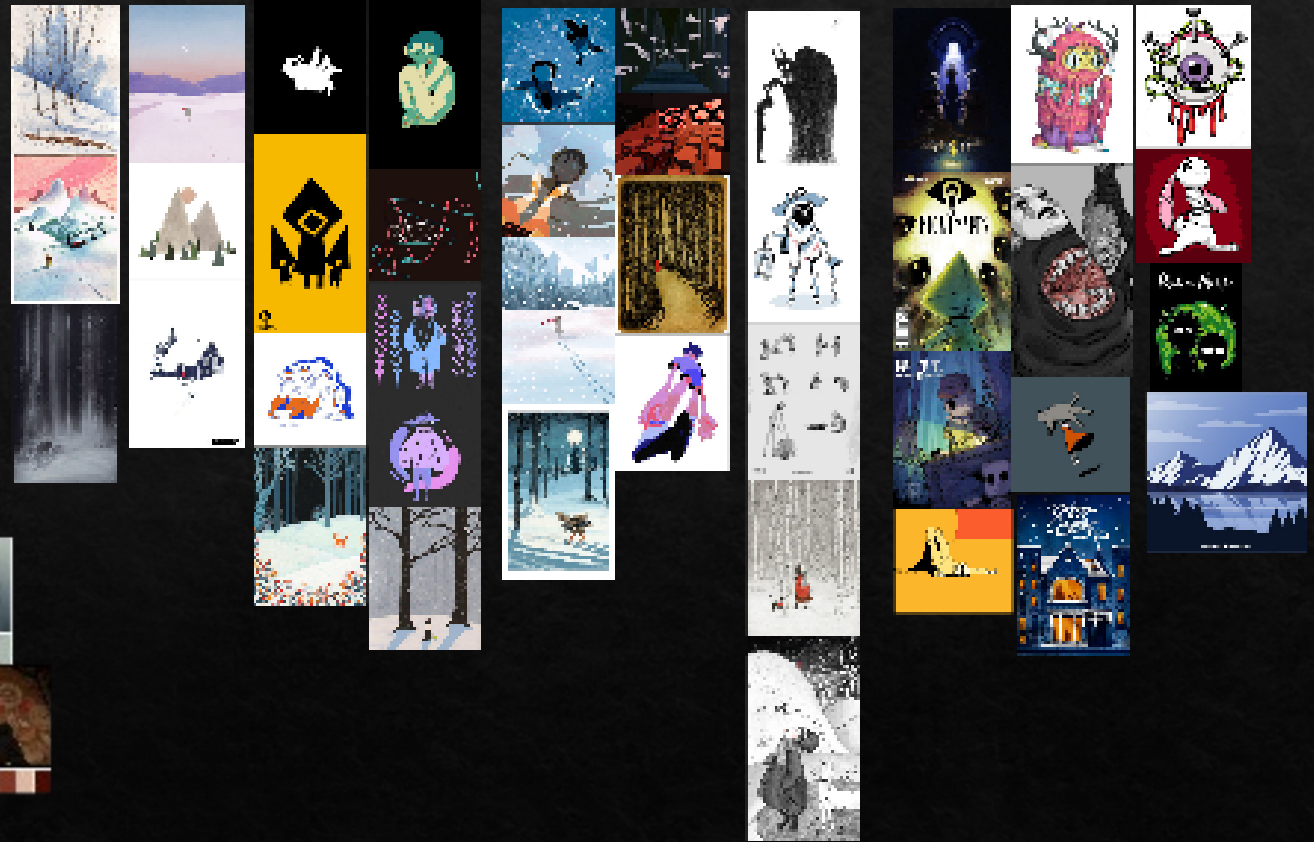


colour

Three Centuries of Color  
The Museum of Modern Art, New York, NY



dark aesthetic



# Planning


Week 1 - Week 5: Research and Story Design

Week 6 - Week 8: Draw Outline for Animatic, Sample Audio

Week 9 - Week 11: Colour for Animatic, Add Audio

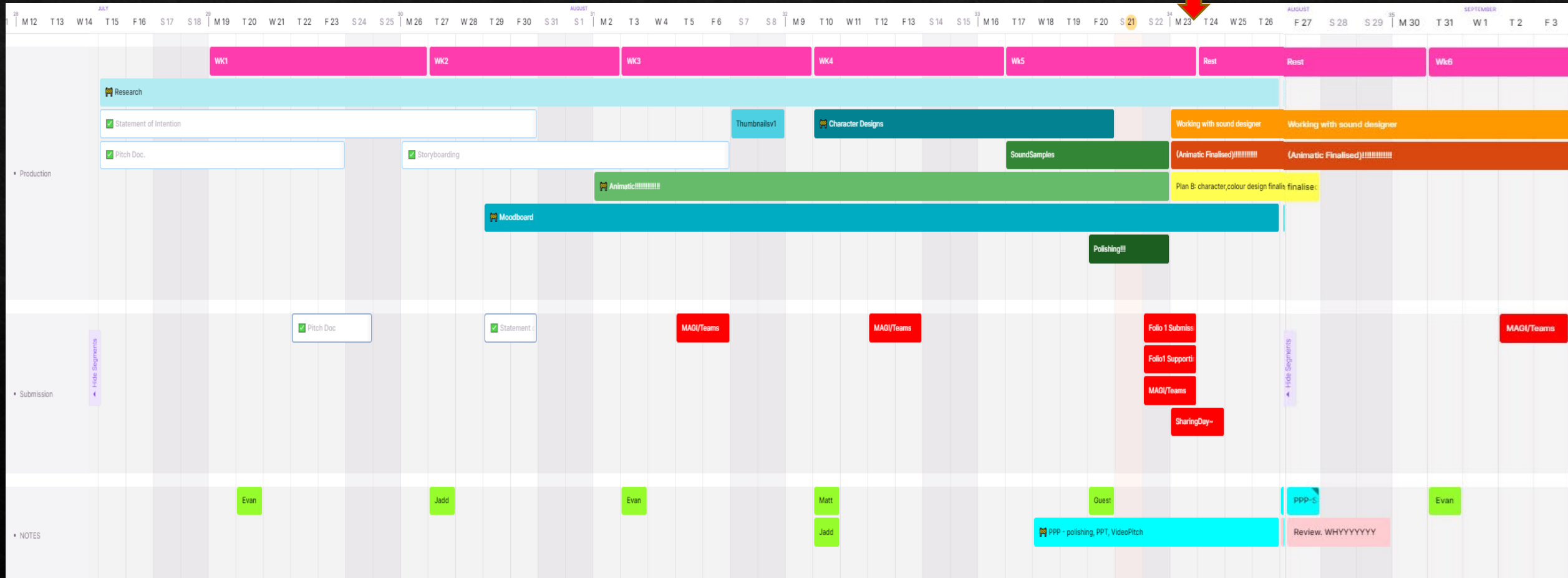
Week 12 : Final Check and Review

## Note:

 Consultation through Teams

 Submission Deadline

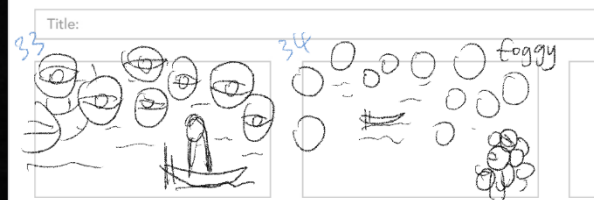
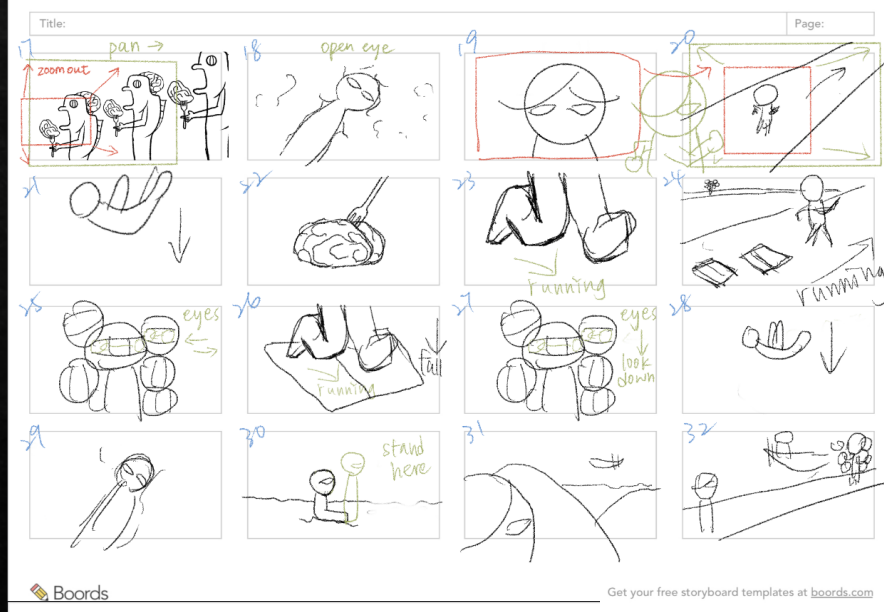
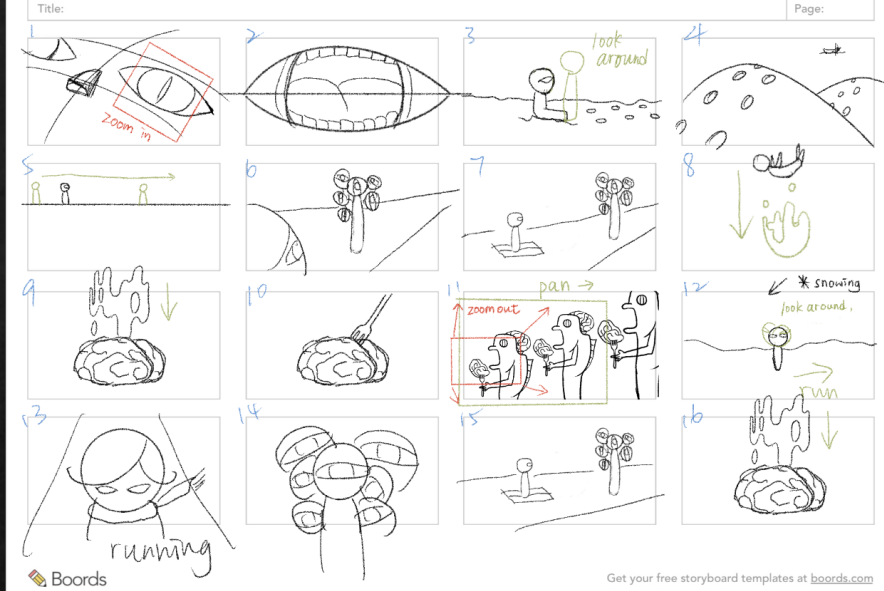
**Folio 1 submission deadline**



have been constantly consulting with Matt, Jadd, Evan and MAGI students through Teams

# Thumbnails ( for 1.5 minutes )

- ◆ A girl wakes up in an afterlife world and meets three death gods.
- ◆ Hecate : as an guidance welcoming her from the real world ( Hug her )
- ◆ Thanatos : punishing her for not accepting her death ( Eat her )
- ◆ Charon : bringing her to the Final Judgment ( Carry her across the river )
- ◆ They are trying to help her embracing death while she is trying to escape from the hell. She keeps on looping and travelling in different places and levels of the afterlife world. Eventually, she is exhausted and finally accepts her death and walks towards her Final Judgment.



# Animatic

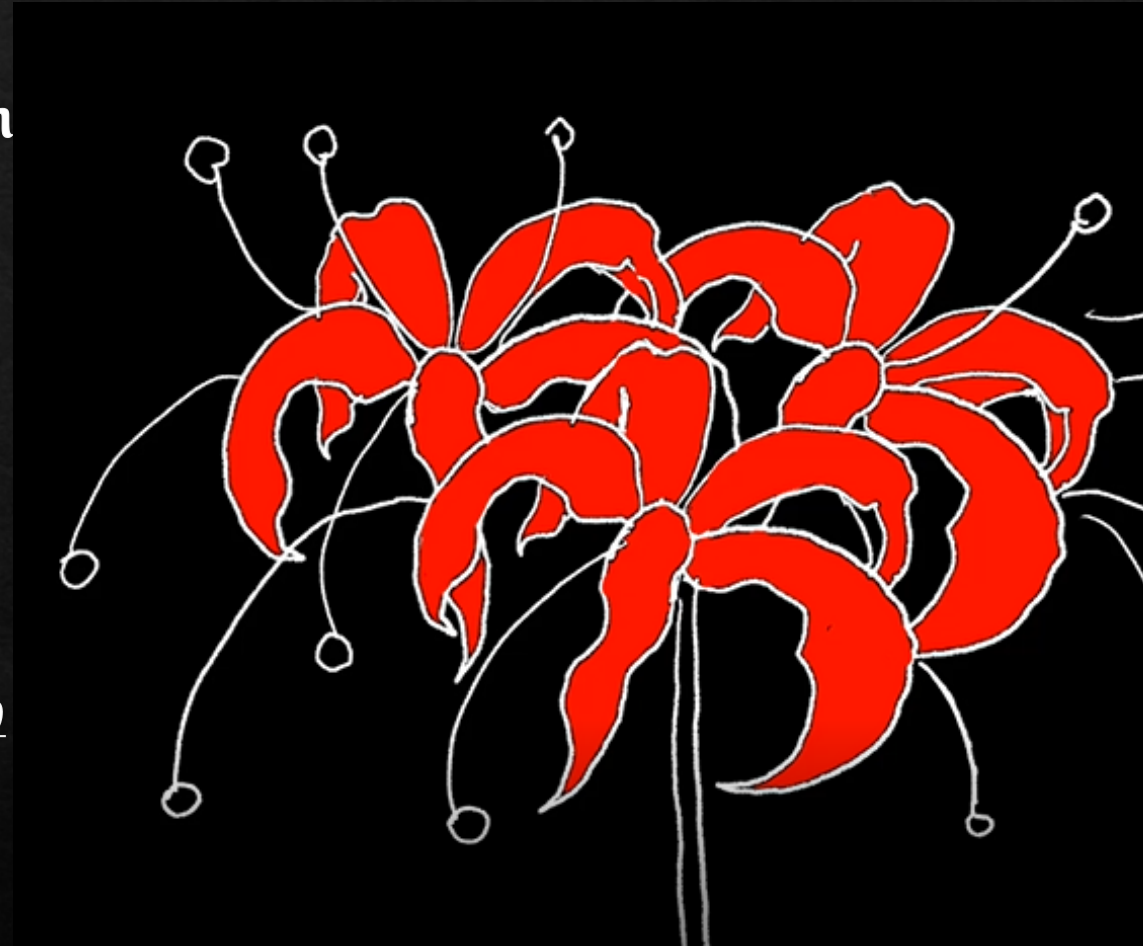
- ◆ Tools that I use for animatic is Toon Boom Harmony
- ◆ Krita and Procreate for character and scene design  
( Links to Animatic 1 – 4 are included in the WIP PDFs )

- ◆ The scenes are focus on:
- ◆ Strengthening the emotional impact through visual transformation, increasing the tensions on how the character running away from death.

- ◆ Animatic ver 5 (without Audio) :[https://youtu.be/\\_\\_\\_3qjhpzjtI](https://youtu.be/___3qjhpzjtI)

- ◆ **Animatic ver 5 (with Audio Sample)**

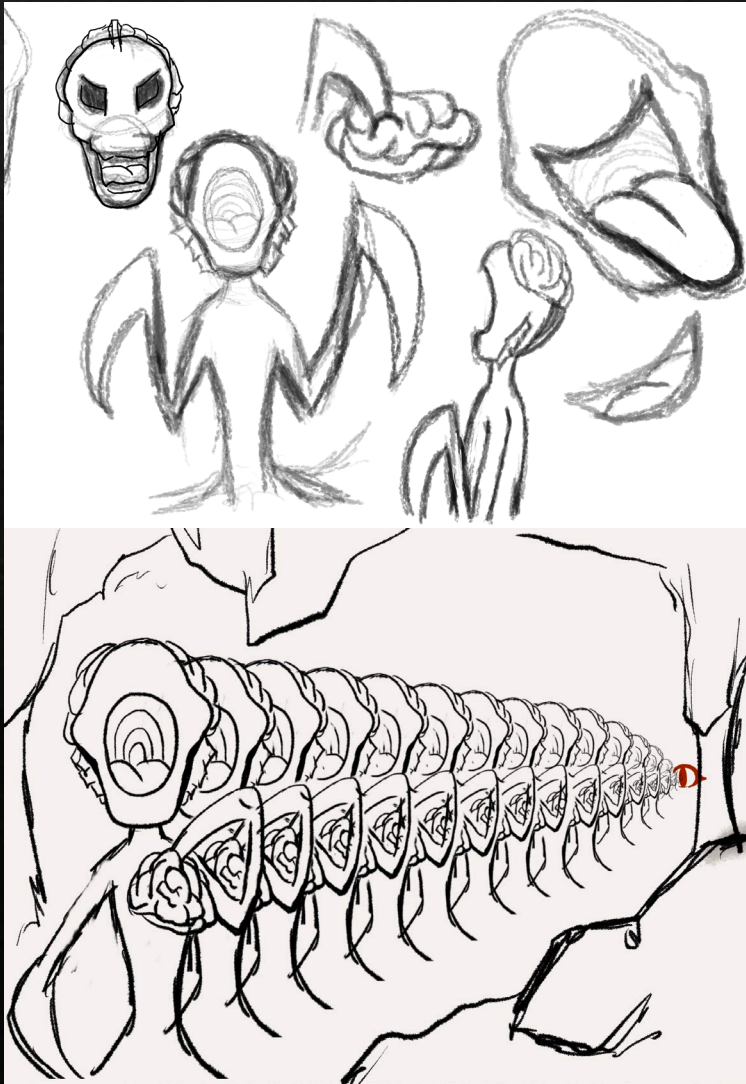
**<https://youtu.be/9jIhp32Gmhw>**



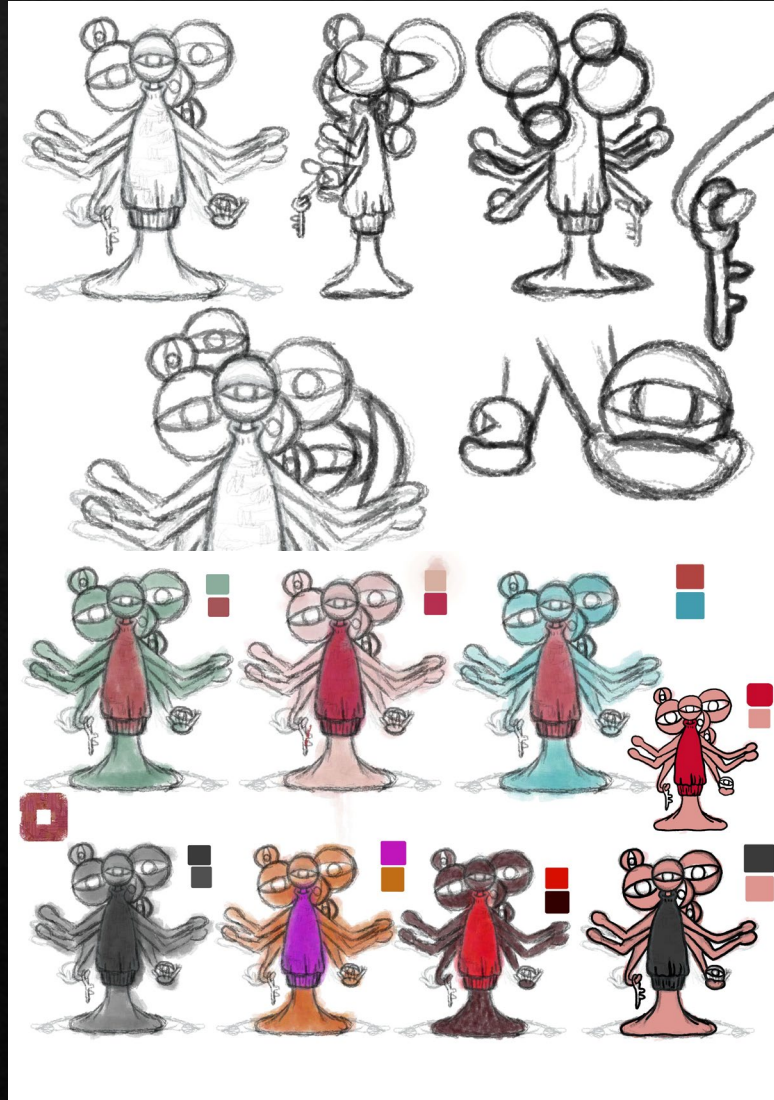


# Characters' drafts

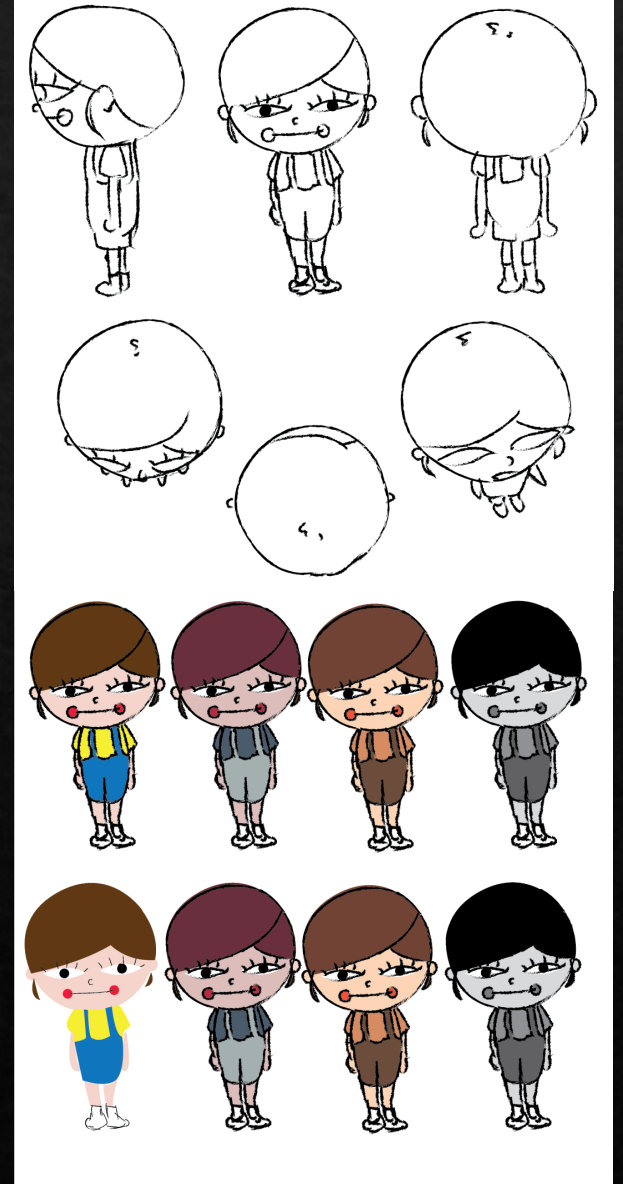
## Thanatos



## Hecates



## Main Character – the girl



# Pre-production

## ◆ Summary Link:

### 1. Statements of Intensions

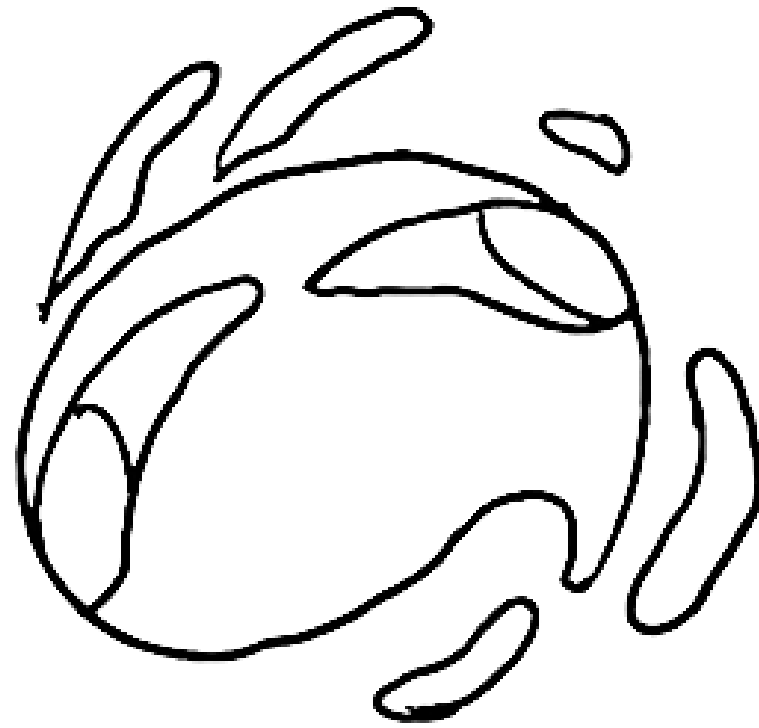
- ◆ Included in [Studio 2 Pitch and Pre-Production \(Week 2\) | Master Of Animation, Games & Interactivity \(magistudio.net\)](#)



### 2. Week 3 Pre-Production

### 3. Week 4-5 Pre-production

- ◆ Included in [Studio 2 Animatics \( wk 3- wk 5 \) | Master Of Animation, Games & Interactivity \(magistudio.net\)](#)



# Next Step

- ◇ do colour tests and finalise characters design with the sampled colour palettes form mood board by week 6 .
- ◇ the process of animatic production is longer than expected
- ◇ Therefore I have to follow Plan B according to my schedule.
  
- ◇ The timeline in the animatic will be locked by week 7
- ◇ Meanwhile, I will work on the outline of the animatic
- ◇ Then I will work on the colour of characters, transformation scene and settings accordingly

