

1.

Pre-Production

Concept Development



““You are required to make a short animation film, game, or a YouTube channel teaser. While you can combine the techniques learned during the semester, you can also use frame-by-frame animation, rigged animation, stop motion blended or a blend of all.” ”

Brainstorming

- End of the world saga
- In unfair world, the rich conquer the poor. Every baby that is born into poverty, one of the five senses get to be taken from them whereas if born into wealth, they get to keep this sense in addition to gaining the power from the poor's baby retracted sense.
 - "Evan" is child born into the poor, with his sight being taken away and given to another rich child. He grows up in tough surroundings cared by his mother. Every night, the mother with the well of freedom tells him a legend about a poor person who traced back to his rich pair and retrieved his missing sense by extracting the related organ and eating it!
 - "Evan" mother's missing sense was touch, her hands and limbs were cut off to follow the protocol.
 - Enraged with this injustice, "Evan" grows with one single goal, to retrieve his missing sense, and the journey begins, searching for the rich child who is anonymous to him but only has a glimpse of him through his mother's description.
 - Later on he finds out that the rich child was nothing but a girl who was born with a terminal disease and her eyes are her only windows to the world, and so happen to be the accidental companion of his journey. He now has a choice whether to take what's his, or grant the little dying girl her final wish?
- Voice activated
 - With every noise, a blink of white lines extend to see through the vibrations in the floor

Concept Story

- In the teaser, instead of portraying the protagonist, the twist is to portray the story from the perspective of the antagonist!
- “Evan” is the poor character that his eyes been taken away from him.
- “Maya” is the rich recipient of the eye.
- The teaser focuses on the scene where “Evan” discovers that “Maya” has his eyes and enraged with anger, he hunts her down the tunnels under the city in an aim to retrieve back what’s his. She already knew this day would come, so she recorded herself to document her findings and why is this happening.
- BUT THE MOVIE ENDS WITH A TWIST which will be in the movie, not in the teaser!

Concept Details

- Every rich kid that is born, another poor kid is dedicated to this particular wealthy child.
- At birth, the government assigns one sense to be taken from the poor and given to the rich, in order to elevate the power of that sense in the rich society who live in the central citadel of “Elysia” and help advance the civilization with superhuman powers.
- Ex: Sight = eyes. Eyes + rich kid eyes = double sight. Double sight = unlocking the secrets of the universe through seeing at the level of particles. Particles = physiques.

Concept title

“Parallel Sight”

- “Parallel Sight” indicates the relationship between “Evan” and “Maya” as two individuals from different social worlds, which will never intersect together. Even with a shared eye sight to the the transportation of ”Evan’s” eye to “Maya”, they remain parallel to each other as one will never be exactly other, but together they create a whole.
- Genre: Thriller, Horror, and Adventure

Visual Research

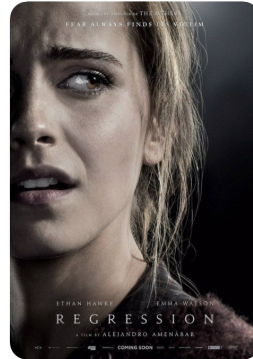
- Initial Scoping
- Getting the feel



The Girl on the Train (2016) - IMDb



尾崎 on Twitter



Regression (2015) Horror, Thriller - Dir. Alejandro Amenábar



SIREN Season 2 Trailer, Promos, Clip, Featurette, Images and



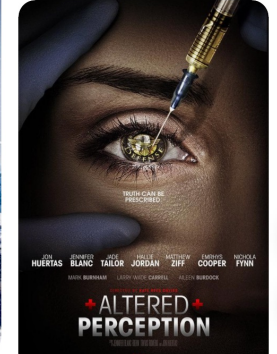
10x10 (2018) - Dir. Suzi Ewing



Latest Posters



Ready or Not (2019) Movie Review



+

?

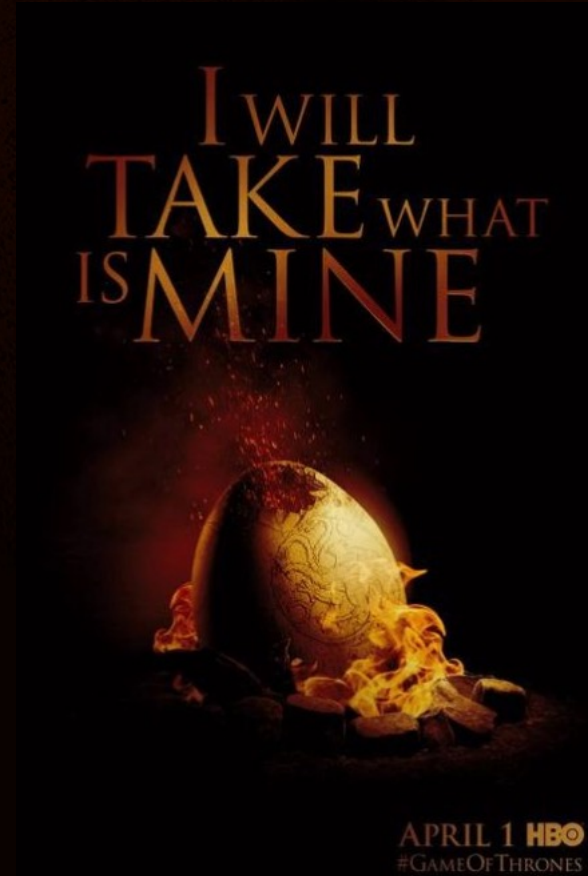
Visual Research

- Initial Scoping
- Getting the feel



Visual Research

- Initial Scoping
- Getting the feel



Visual Research

- Character Design: Anime style
- Simple, not a lot of details



Visual Research

- Character Design: Shi Ki
- Hollow eye characters



Visual Research

- Character Design: Tokyo Goul
- Hollow eye characters
- “Evan’s” hair



Visual Research

- Character Design: The legend of Kora
- The last Air bender
- <https://line.17qq.com/article/s/dlmdppooov.html>



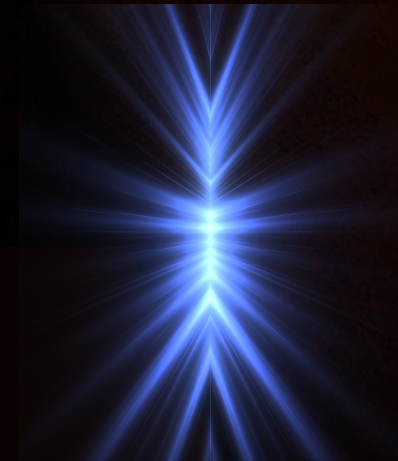
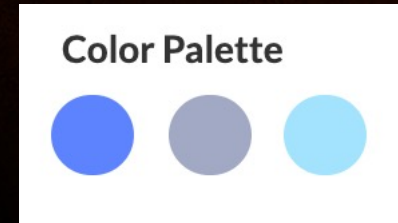
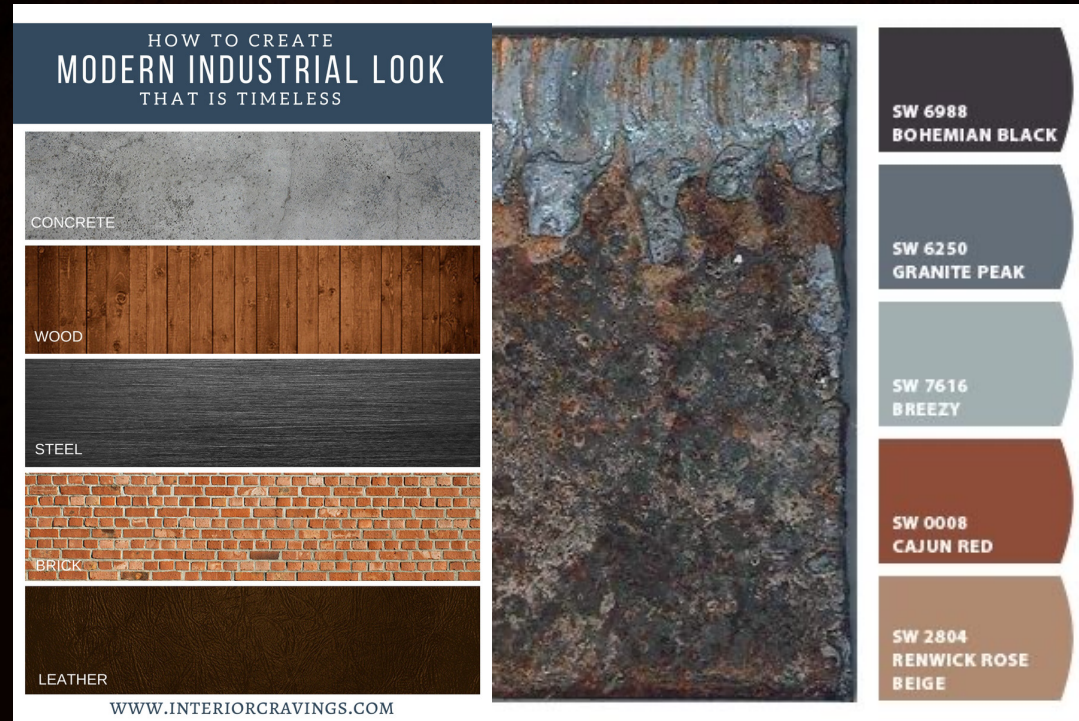
Visual Research

- Investigation Room
- Sewer tunnel



Color Scheme

- Industrial Palette of Rusty brown, beige, dirty green, and a hint of red
- Contrasting Blue for emphasis on the eyes and special elements

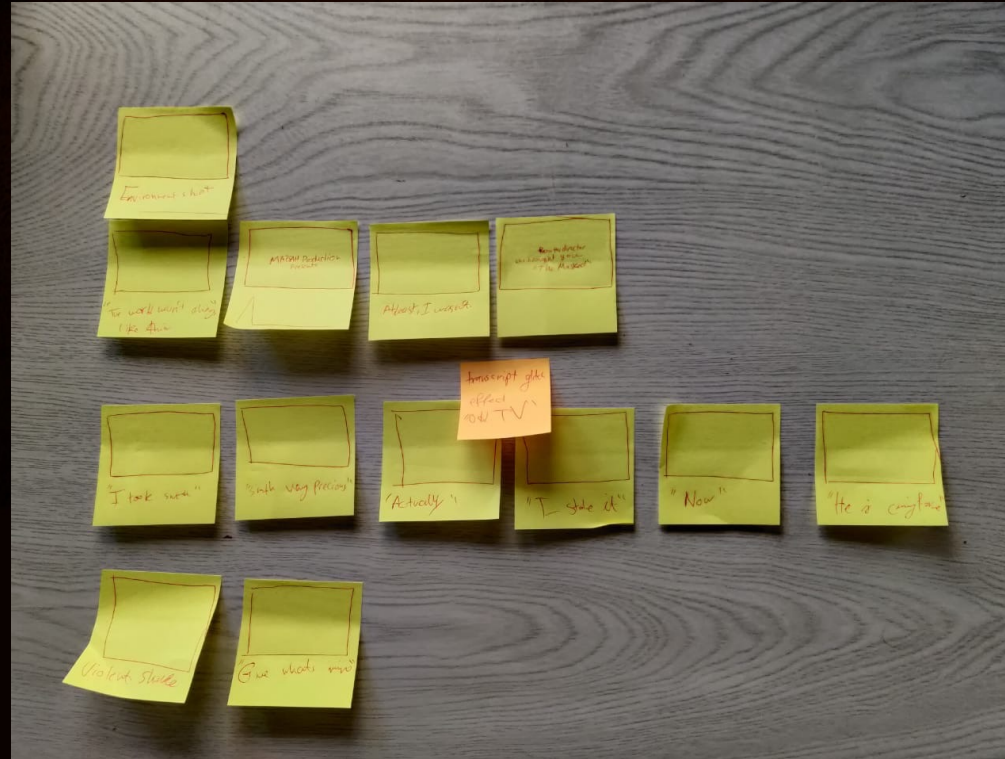


Color Scheme

- The poor landscape consists of mostly dirt and filth
- The rich landscape is futuristic glowing blue
- This contrasting scheme reflects the fast segregation between the two worlds, and how different are the social classes and its effect on the environment



Storyboard Planning



Storyboard

Project: "Parallel Sight"

| 1 | 2 | 3 |
|--|--|--|
| | | |
| <p>I: 3 sec</p> <p>⚙: ES - Eye level</p> <p>🎵: SFX: high pitched violin</p> <p>📝: The teaser starts with a black dark room where "Maya" is setting with a table in front of her. The dimmed spot light shakes back and forth to eliminate her black silhouette from behind. It is similar to a police investigation room.</p> | <p>I: 2 sec</p> <p>⚙: XLS - Worm eye</p> <p>🎵: V.O.: "The world wasn't always like this"</p> <p>📝: a cracked shot of a tv streaming the local news with a massive caption stating "get your upgrade now,"</p> <p>📷: Camera zoom in from a LS to an XCS.</p> | <p>I: 2 sec</p> <p>⚙: Digital Shot</p> <p>🎵: SFX: high pitched piano key - Background horror music commence</p> <p>📝: production house speed shots</p> |
| 4 - lip sync shot | 5 | 6 |
| | | |
| <p>I: 3 sec</p> <p>⚙: CS - birds eye/fish eye perspective</p> <p>🎵: V.O.: "at least I wasn't" - SFX: loud "ting" horror sound</p> <p>📝: "Maya" speaks with her eye shut and the camera is zooming into her eyes. She lip syncs to her statement, but once she says "I wasn't", she opens her eyes wide with contrasting blue lights emitting out of them for a second and the next shot cuts in.</p> | <p>I: 2 sec</p> <p>⚙: Digital shot</p> <p>🎵: SFX: high pitched piano key</p> <p>📝: "from the director who brought you" shot</p> | <p>I: 3 sec</p> <p>⚙: LS - Eye level Dutch</p> <p>🎵: V.O.: "I look something" - SFX: glitch</p> <p>📝: the old recording machine set on the table is recording her confession. A flashing shot glitches to a gory looking eye for a Millie second and returns back to the recorder.</p> |

1

Project: "Parallel Sight"

| 7 | 8 | 9 |
|--|--|--|
| | | |
| <p>I: 3.5 sec</p> <p>⚙: MS - Eye level</p> <p>🎵: V.O.: "Something very special" - SFX: a violent monstrous scream</p> <p>📝: a shadow of two people created by a swaying candle, one adult on top of another person on a bed. The top person pierces his finger in the face of the bottom person. A blood splash spatter over the dusty wall.</p> | <p>I: 2 sec</p> <p>⚙: Digital Shot</p> <p>🎵: V.O.: "actually"</p> <p>📝: flickering old tv style VFX while the words being said is typewritten</p> | <p>I: 3 sec</p> <p>⚙: Digital Shot</p> <p>🎵: V.O.: "I stole it"</p> <p>📝: same as the previous shot</p> |
| 10 - lip sync shot | 11 | 12 |
| | | |
| <p>I: 2 sec</p> <p>⚙: CS - Eye level</p> <p>🎵: V.O.: "and Now,"</p> <p>📝: the camera shows "Maya" setting on the chair, but this time from the front. Eyes wide open, face as pale as the dead, but her gesture is still intact. She lip syncs to her words. Camera zooms in.</p> | <p>I: 2 sec</p> <p>⚙: LS - Eye Level</p> <p>🎵: V.O.: "He is COMING for me"</p> <p>📝: As the camera zooms out slowly, the environment around her alternates to her sitting on the floor with a flash light pointing at her face. Eyes crying and red, with dark circles and melting mascara on drooping down her cheeks. She is no longer lip syncing because she is too terrified to speak. The new environment is the inside of a sewer tunnel.</p> | <p>I: 2 sec</p> <p>⚙: XLS - low angle</p> <p>🎵: SFX: low tone builds up</p> <p>📝: the camera now is facing away from "Maya" and into the tunnel. The flash light flickers while the music heightens.</p> |

2

Project: "Parallel Sight"

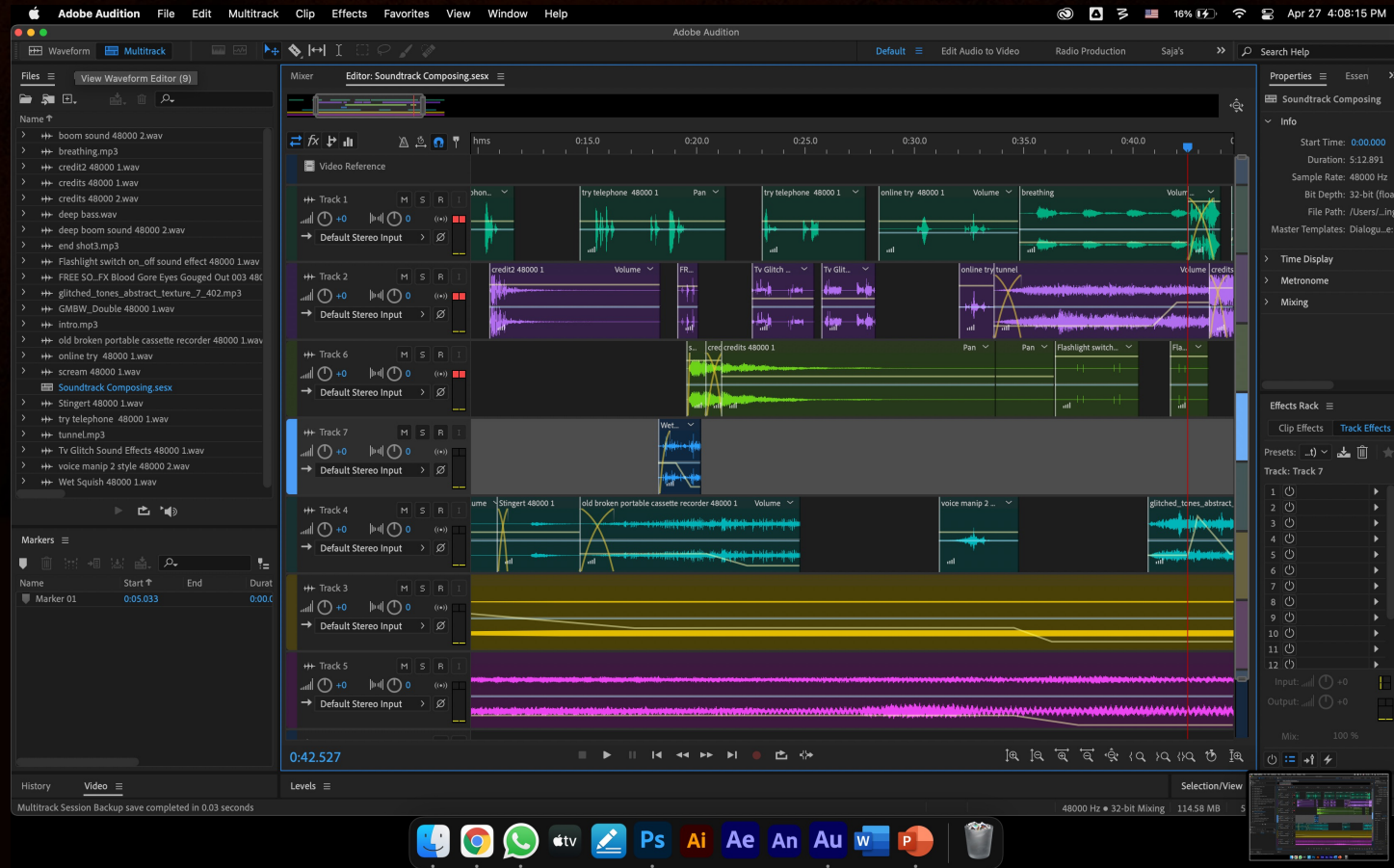
| 13 | 14 | 15 |
|---|---|---|
| | | |
| <p>I: 3 sec</p> <p>⚙: LS - low angle</p> <p>🎵: SFX: builds up to the high tone scream</p> <p>📝: with every flicker, a specimen figure reaches closer and closer to the camera. Until it appears to be "Evan".</p> | <p>I: 2 sec</p> <p>⚙: MS - low angle Dutch</p> <p>🎵: V.O.: "Give me back what's mine!" SFX: spiked female scream - glass shatters</p> <p>📝: "Evan" on an attacking stand tries to jump over "Maya" while screaming in her face. And then it cuts to a black tv like screen.</p> | <p>I: 2 sec</p> <p>⚙: Digital Shot</p> <p>🎵: background music</p> <p>📝: movie title logo, Camera zoom in.</p> |
| 16 | 17 | |
| | | |
| <p>I: 3 sec</p> <p>⚙: Digital Shot</p> <p>🎵: background music</p> <p>📝: movie information shot + call of action, Camera zoom in.</p> | <p>I: 2 sec</p> <p>⚙: Digital Shot</p> <p>🎵: background music ends with a high swing on a violin</p> <p>📝: project credits glitching and ends with a TV shutting off effect- THE END</p> | <p>I: 2 sec</p> <p>⚙: Digital Shot</p> <p>📝: movie title logo, Camera zoom in.</p> |

3

2. Production

Process Workflow

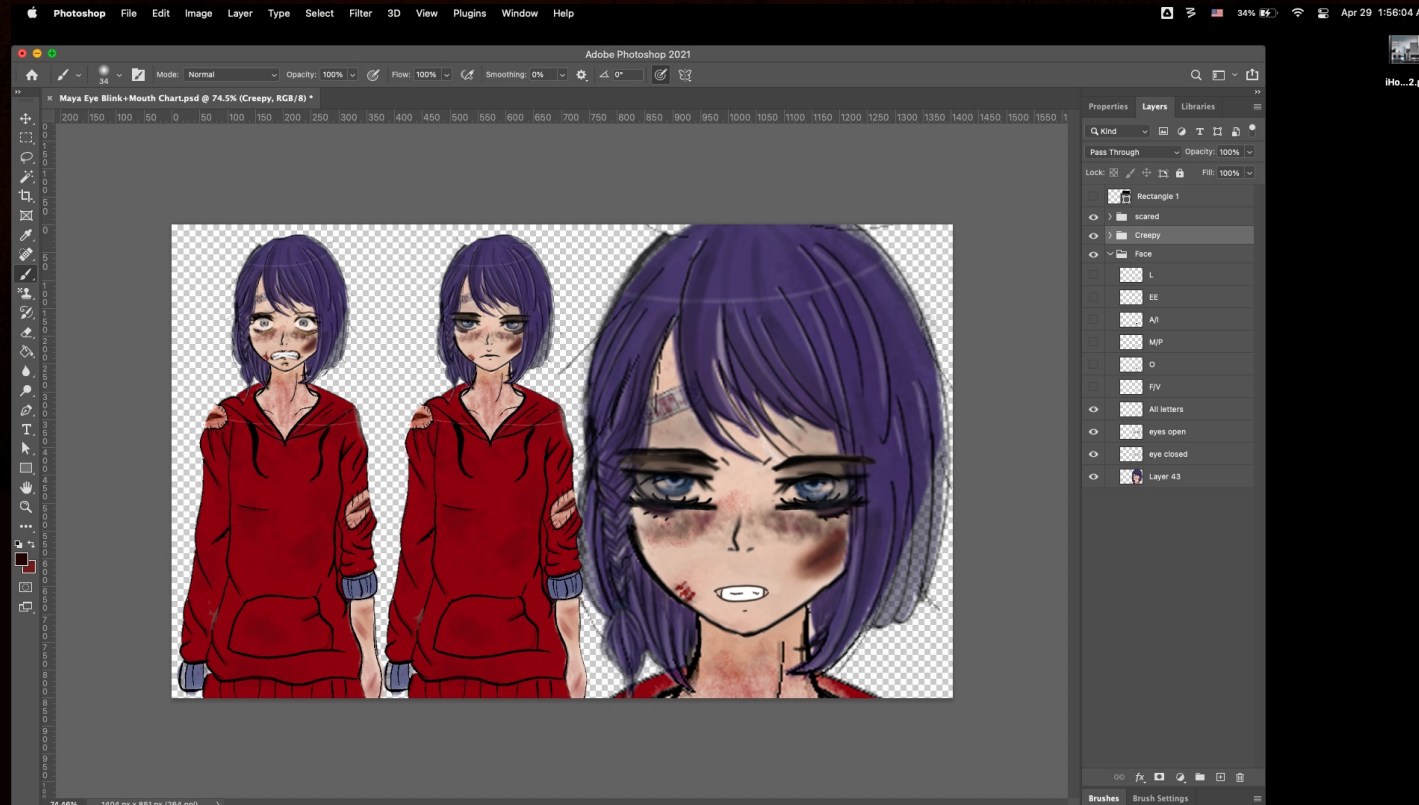
Sound Composing: Adobe AU



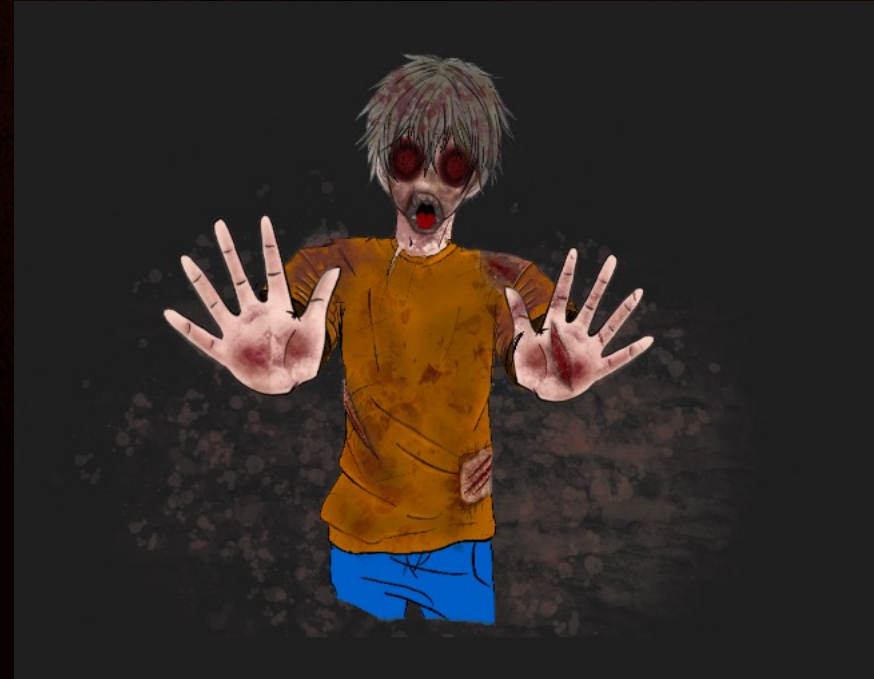
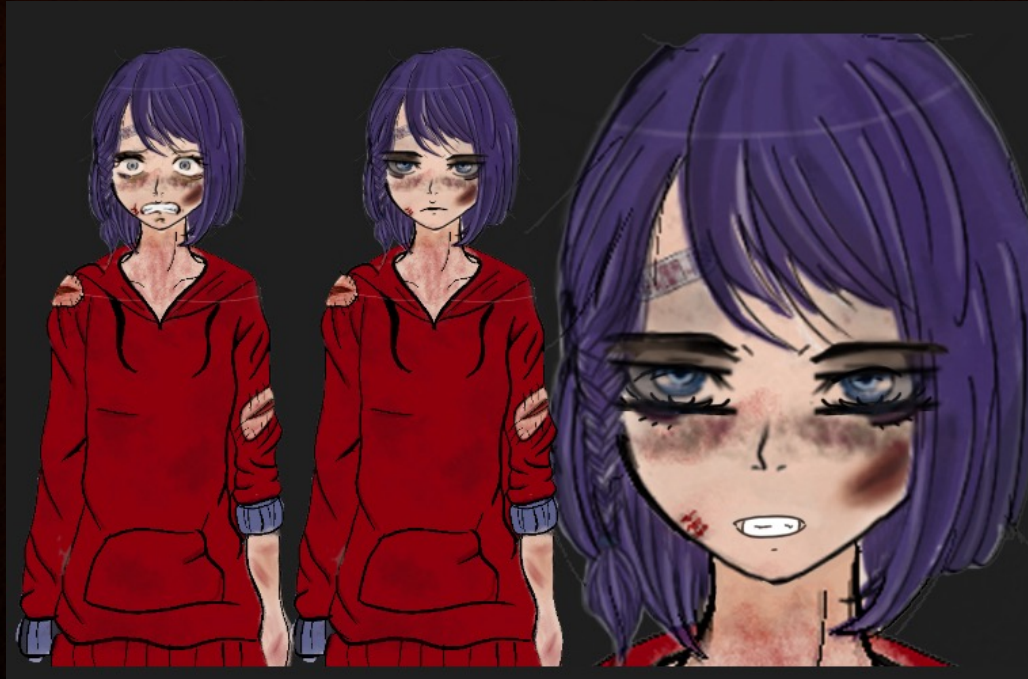
Digital Drawing: Adobe Ps



Digital Drawing: Adobe Ps



Digital Drawing: Adobe Ps - Characters



Digital Animation: Adobe Ae



Digital Animation: Adobe Ae

