

OUT OF YOUR HEAD 2023

*Group D: Alyssa Engmann, Elisha Assaf, Shana Contessa,
Zoe Huang*

Final Group Video

Overall Project INFORMATION:

1. Project Settings:

- a. 1920 x 1080 res
- b. 24 FPS
- c. Total no. of Scenes = 13

2. Project Timeline:

- a. Development
 - i. 5 chosen words
 - ii. Concept
 - iii. Final story and write-up, etc.
- b. Pre-production planning
 - i. Background design
 - ii. Character design
 - iii. Storytelling/ storyboarding
 - iv. Storyboard Animatic + Annotations
- c. Production (*Types of Animation Work that we'll be doing, etc...*)
 - i. 2D Animation
 - ii. 3D Animation
 - iii. VFX/ FX elements
 - iv. Lighting/ Color-grading editing
 - v. Animation Compositor
- d. Post-production
 - i. Composer Sound Designer
 - ii. Compositor
 - iii. Animation editor (final)

3. **Deadline:** Thursday, January 26th 2023 | 15.00 GMT | via Moodle (Online)

Chosen words from word cloud

Initial Brainstorming Ideas:

1. Village
2. Evil
3. Drown
4. Poison
5. Light

Angel falls into well in the village

Helps village whos struggling- feathers off each time- end is evil no feathers.

Witch trial

Flame dances

Woman playing an instrument and the flame on a candle near her dances to her music. Abstract ideas/light/ patterns. The flame dies out when she stops playing.

Different house pov

End ideas: Someone grabs the feather- evil.

The angel can be like the role model of the village and it can come out of a statue where it watches over the people in the village.

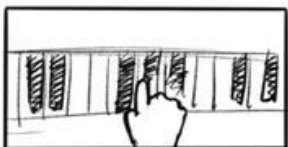
We can start the scene with the statue and then zoom out and the angel can fall down near the statue and then we follow the feather that navigates the story to each house



Establishing shot



Breathes in breathes out



Hesitantly lifts hand to piano



He presses one key



Back shot. Music starts to play



Close up on hands playing piano.



Water starts to rise



Water surrounds him



Water forms a happy couple dancing



They dance and dance.



They start to drift away



She gets trapped in a whirl pool



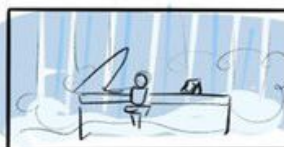
She disintegrates / vanishes



The water man is left all alone



The piano man stares at the water man the man playing.



(Zoom out) The water falls on him

photograph shot at beginning
as he's pushing the piano
out.



Establishing shot:
House by the lake. Man + Piano



He pushes the piano into the docks.



Back shot. He placed his piano at the edge and sits down.



use this shot to
show facial
expressions
acting emotions



Close up on music sheet.



He plays the piano.



His fingers change because his playing is bad.



Small water droplets start to form awkwardly.



pan across piano



Water forms more strongly in the piano.



TIME JUMP - his music changes.



A woman starts to form from the water.



TIME JUMP x3
change artist



A pregnant water woman fully forms.

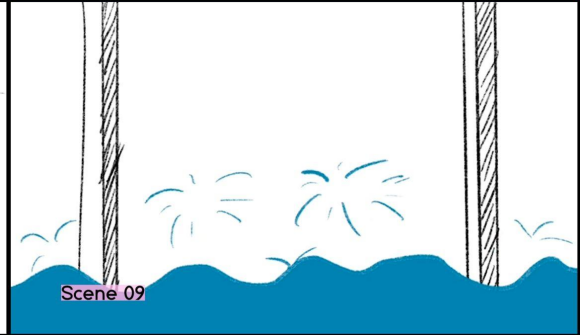
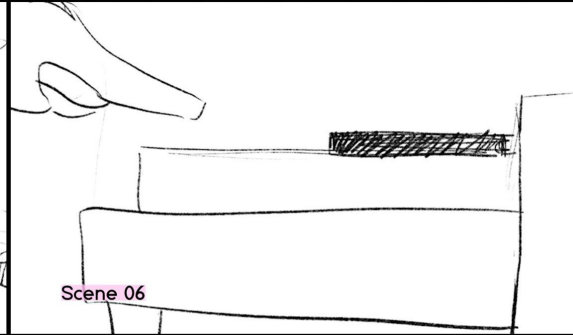
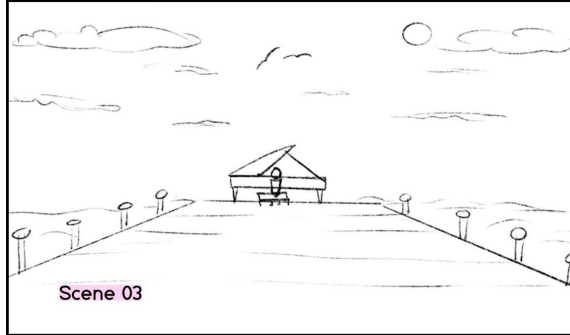
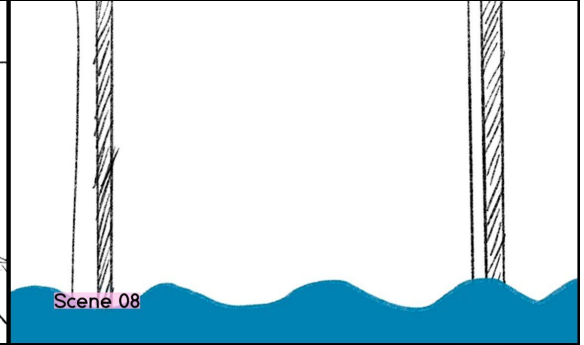
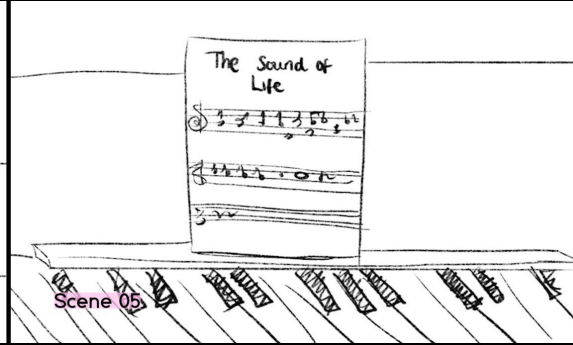
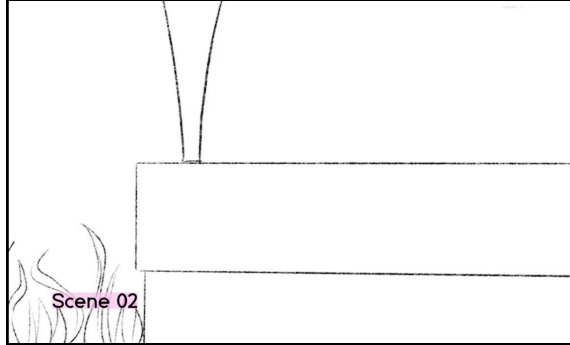
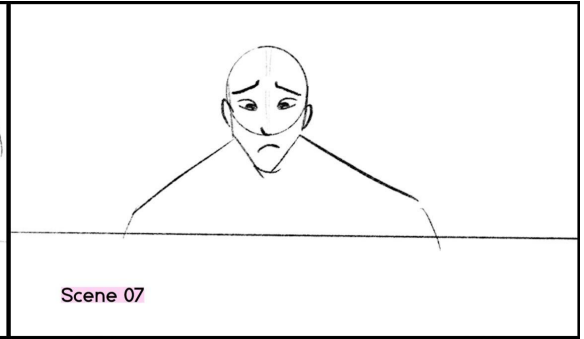
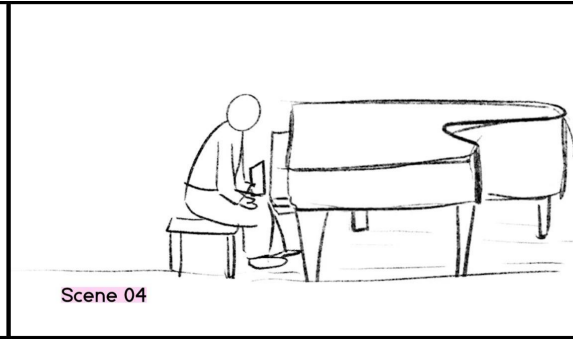
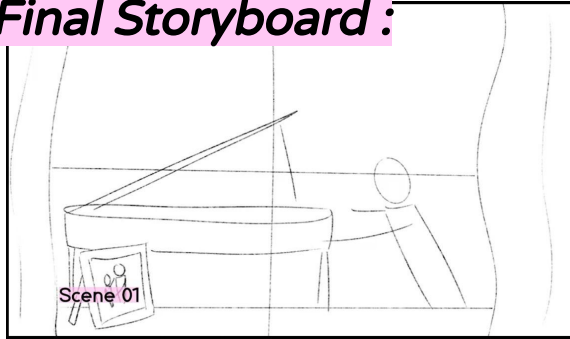


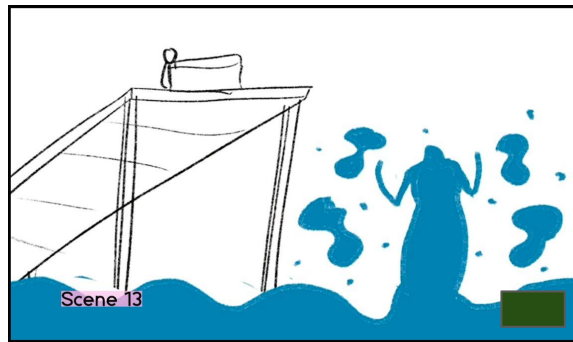
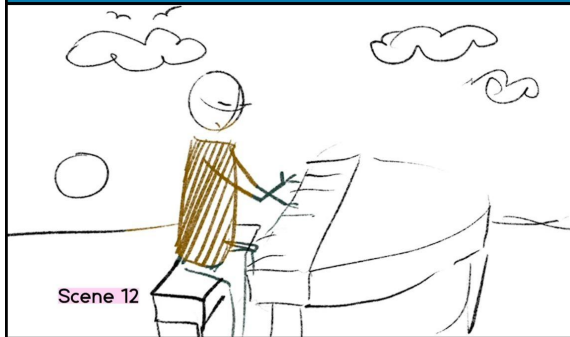
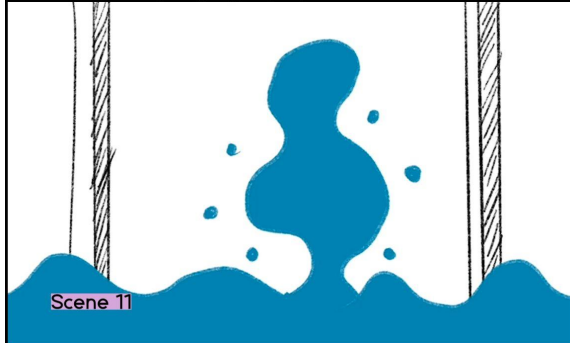
The water woman rises to the docks.



Close up on the photo of Thoro

Final Storyboard :





Narrative:

Starts with the introduction to characters, shows the conflict of time, memory and reality in present time, first to grab the audience attention.

The main character then goes to play the piano- (pushed out of his house onto the deck at the ocean side) once he starts to play the world around him transforms, playing on the beach in the water.

The couple emerge from the water around him while he plays showing their happy memories.

Dark background- waves inside of him silhouette

Moodboard and Inspirations/ Refs

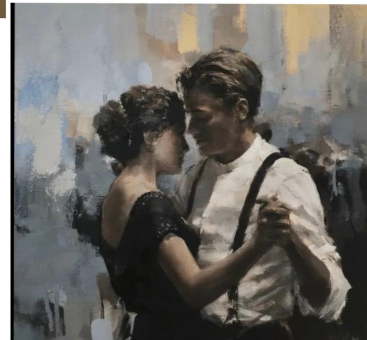
2D Animation

3D Animation

Background designs

VFX/ FX elements

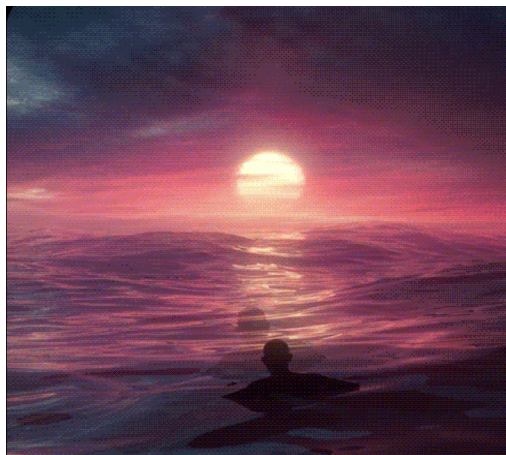
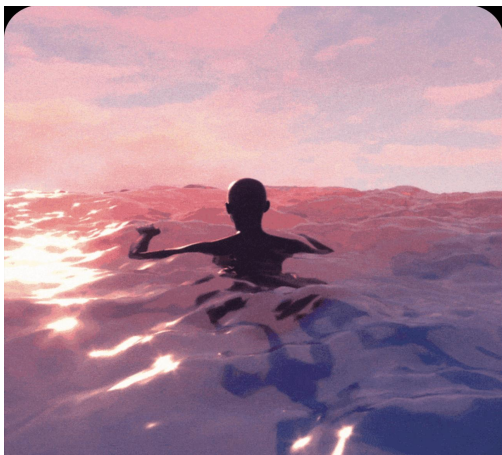
Lighting/ Color-grading editing



Animation development inspiration: Moana water movements

- Character within the shape of the water- the way it moves

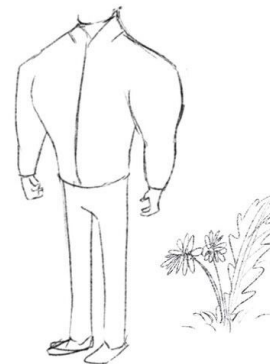




process

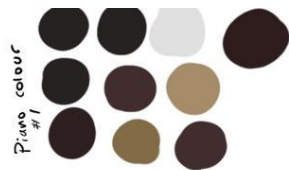
Group work done

My own water animation tests





Front view



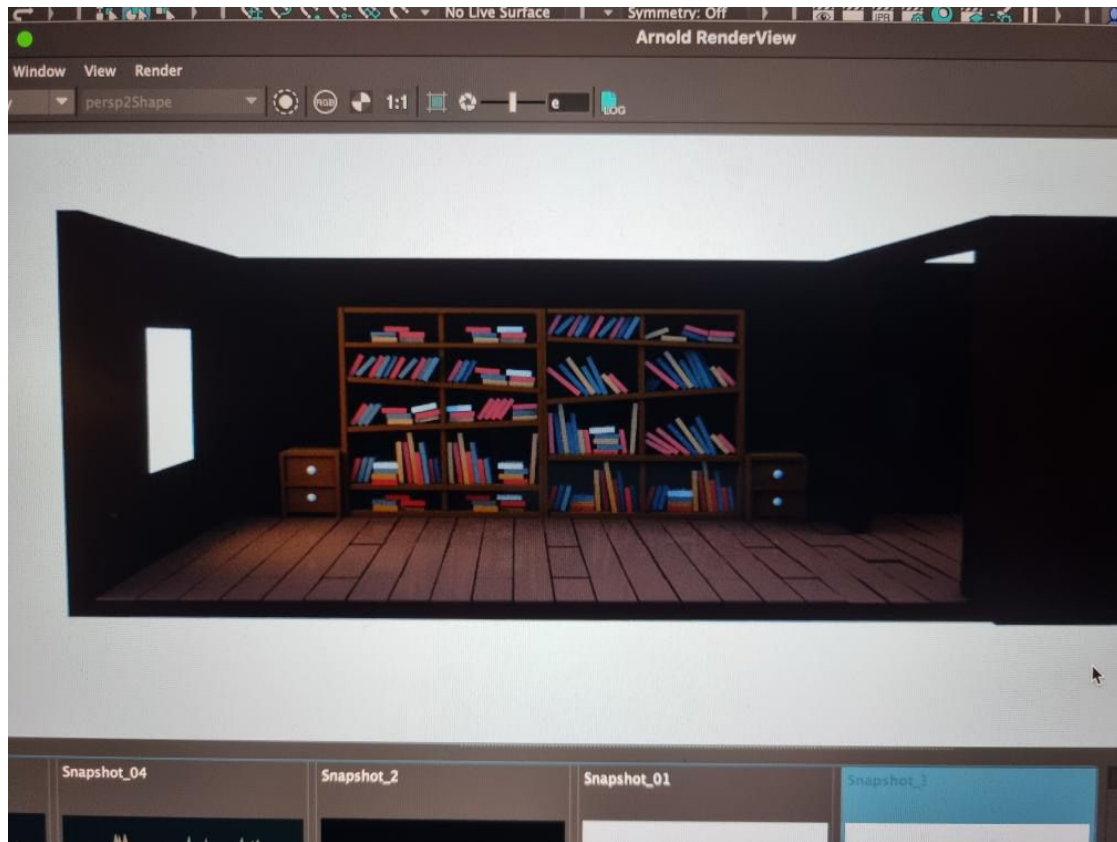
Piano colour #1

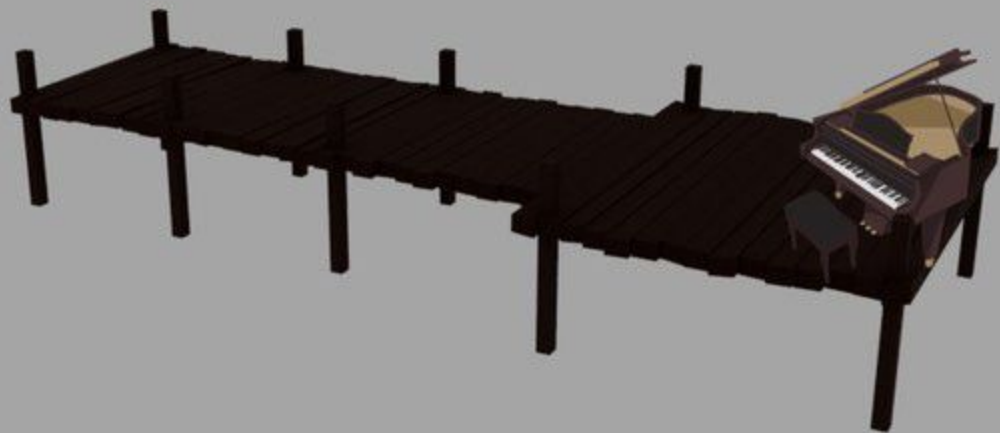


Other colour options from 2015 clips



Piano w. shading





File Naming References 4 zoe- Final Video

Individual Scenes

- Scene 01_Comp 1
- Scene 01_ Pre-comp 1
- Scene XX_ Edit A/B/C
- Scene XX_ Final Edit- Name of person

Scene Refs

- Scene 01_ XXX Ref- Alyssa
- Scene 02_ XXX Ref- Elisha
- Scene XX_ XXX Ref- Shana

Assets

- Scene 01_ Solid 1
- Scene 01_ Shape Layer

ANIMATIC-

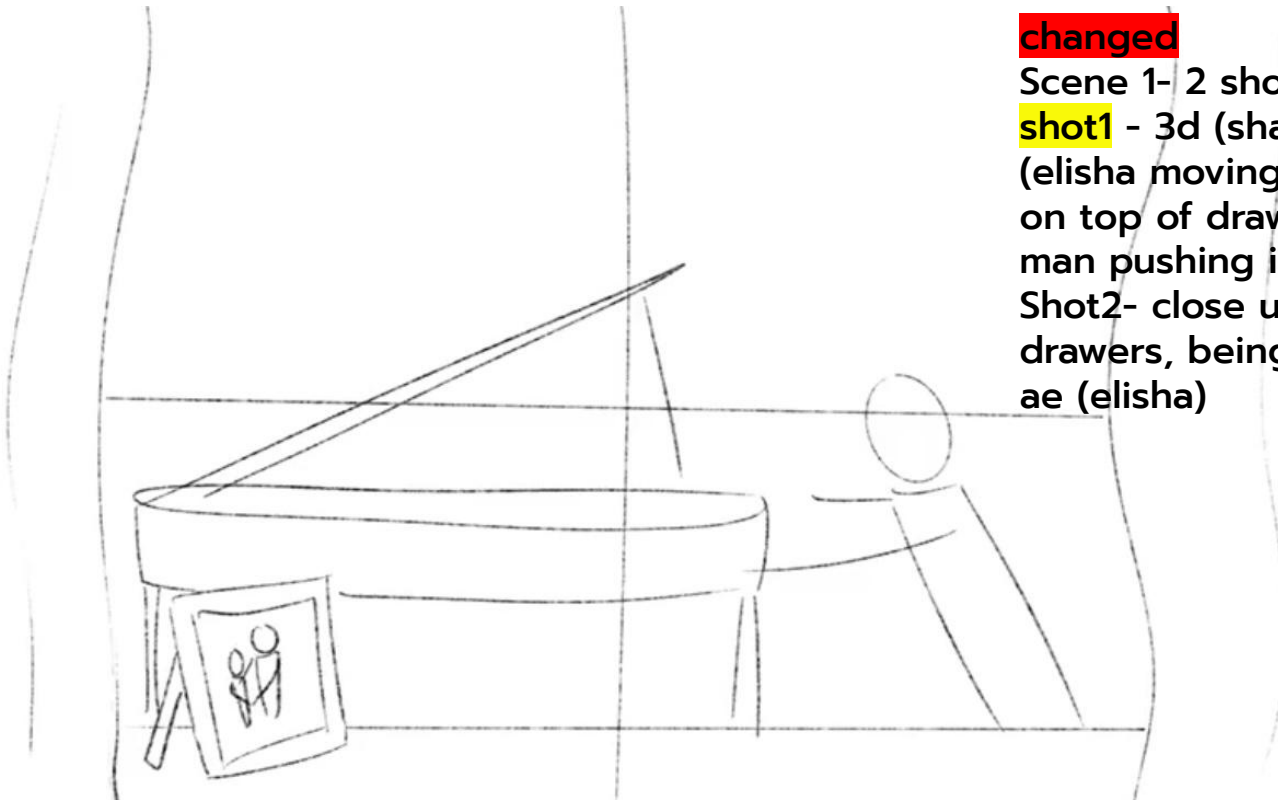
Call Sheet

= Individual Scenes + Thumbnail Reference (in chronological order)

(based on the animatic video done by ALL :))

+ Information on Individual Scenes: what we're doing for every scene to be included in the final video

= who is doing what for each shot/ what parts you want to do/ what you've worked on so far etc... ""



changed

Scene 1- 2 shots

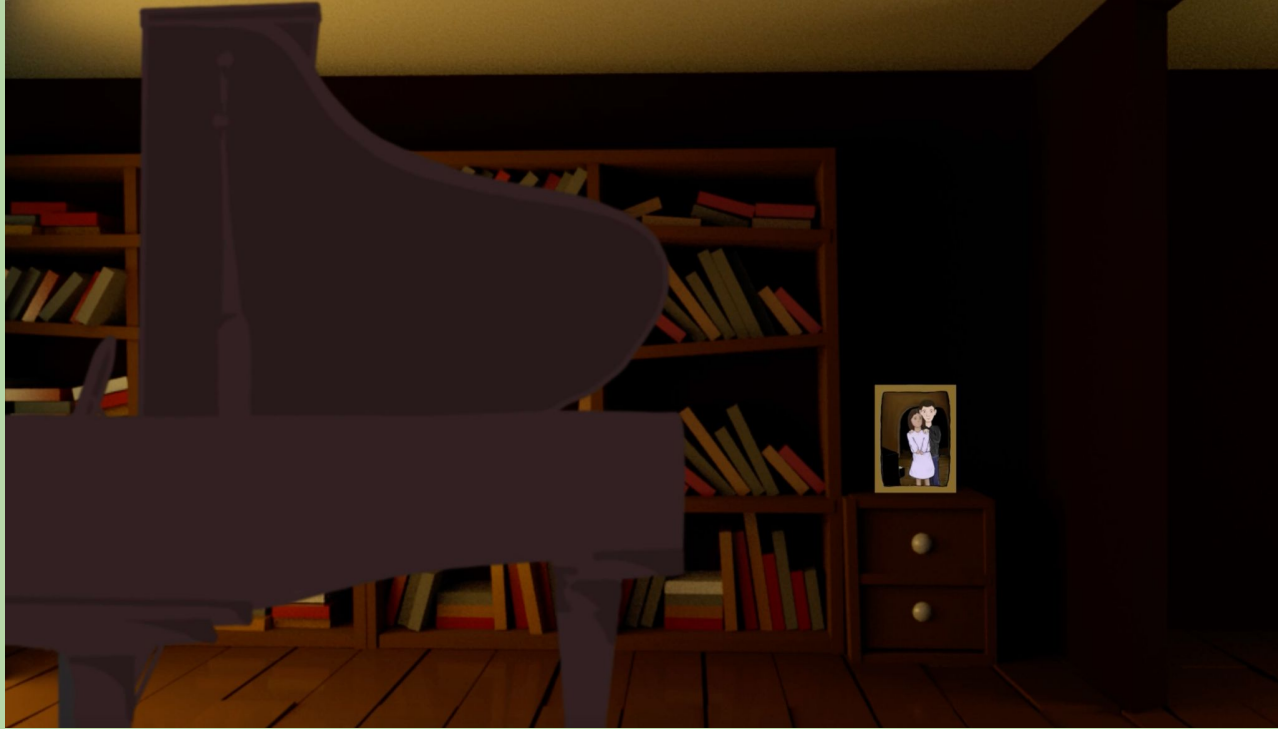
shot1 - 3d (shana) background 2d piano (elisha moving) in ae, picture frame (shana) on top of drawers. Cuts before we see the man pushing it.

Shot2- close up of picture frame (shana) on drawers, being covered by moving piano in ae (elisha)

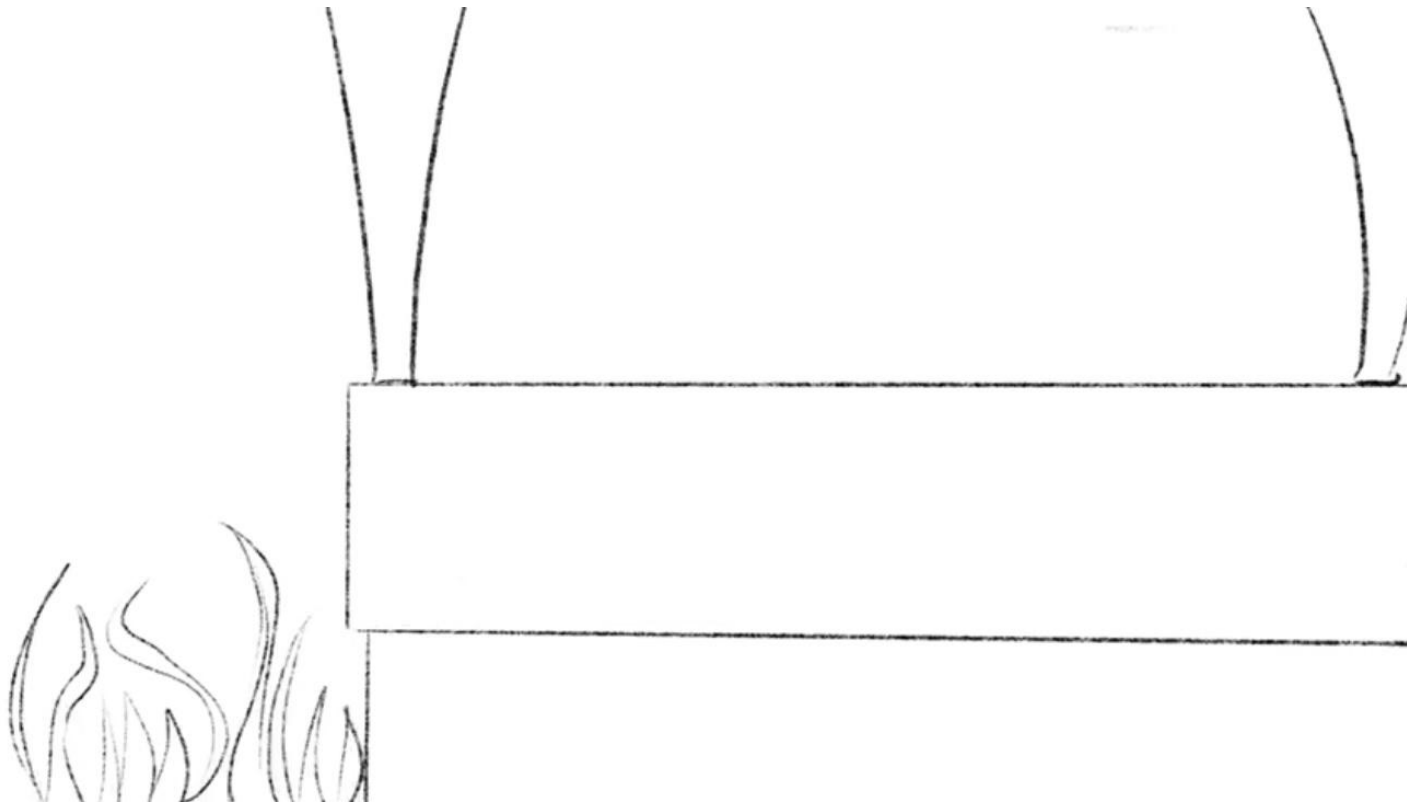
Scene 01

- ❑ Alyssa: (Man moving)
- ❑ "Shana ": (Picture Frame)

SCENE 1



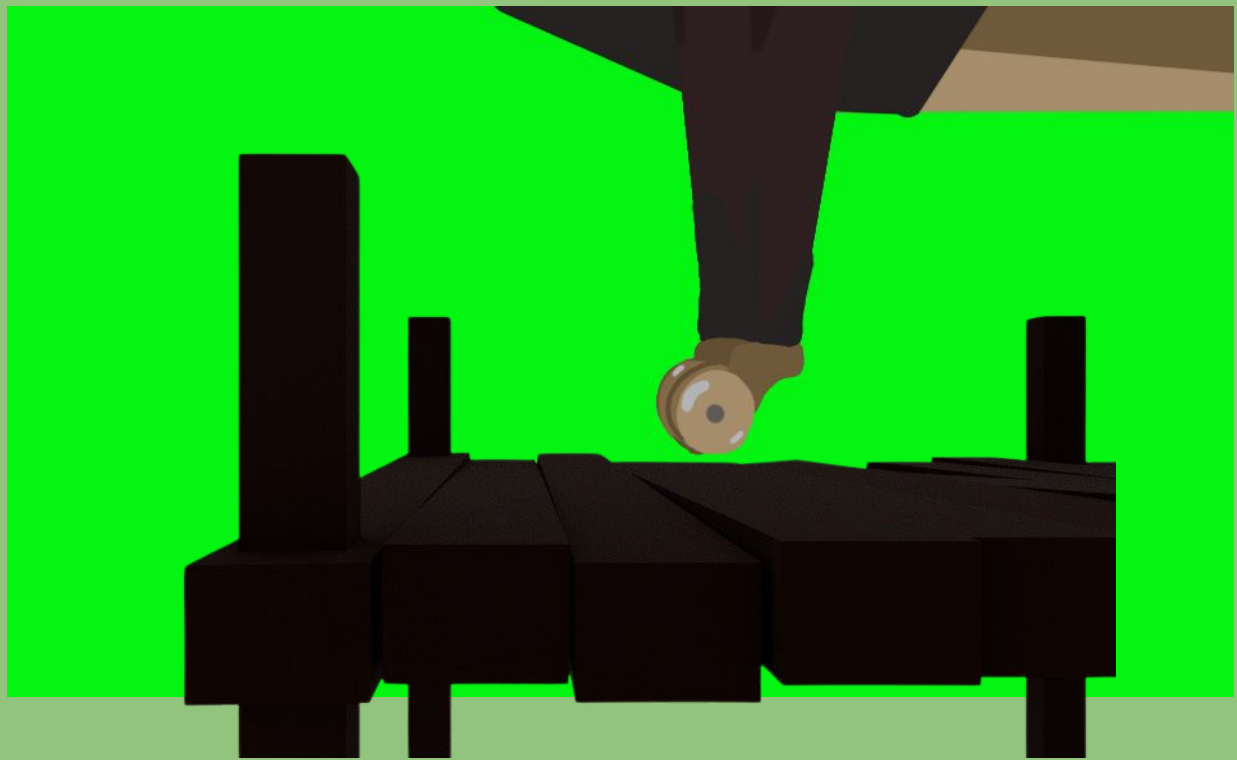
READY TO BE COMPOSITED



Scene 02

- ❑ Elisha (close of piano moving, wheels)
- ❑ "Name 2": (What you're doing, etc.)

SCENE 2



READY TO BE COMPOSITED



Scene 03

- ❑ "Zoe": Sky Background, Ocean waves animation
- ❑ "Shana": 3D Model of Deck (PNG Render)
- ❑ Alyssa: (Man sitting down -still)
- ❑ Elisha (Piano - still)

SCENE 3



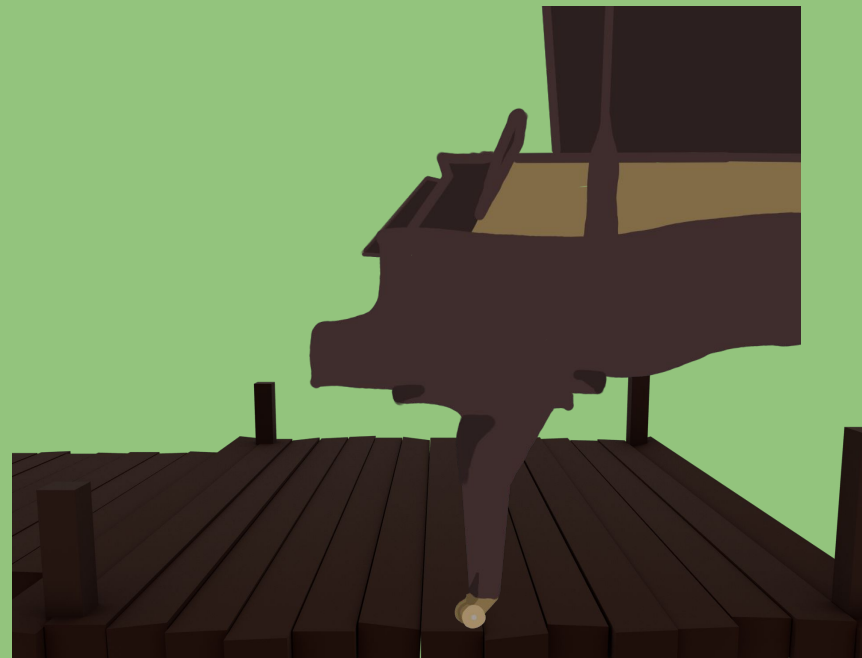
READY TO BE COMPOSITED



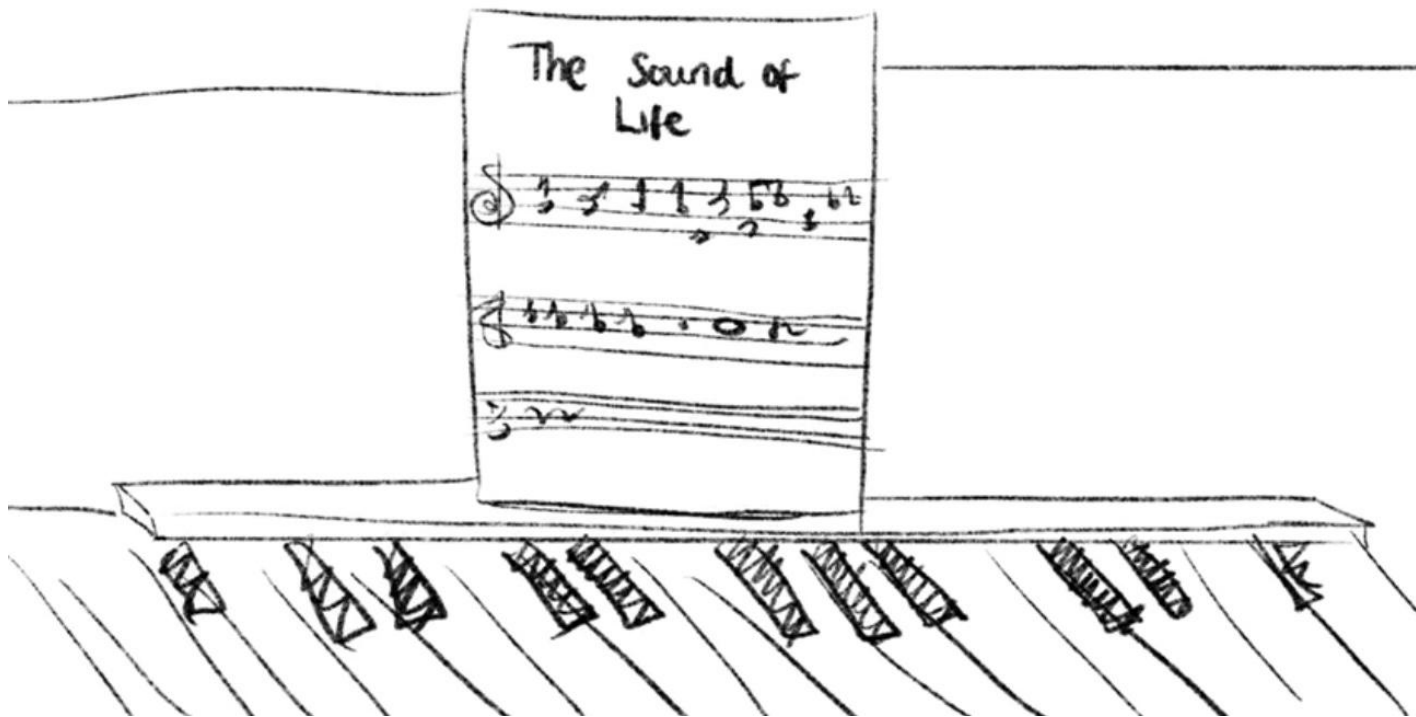
Scene 04- 3 seconds

- ❑ Alyssa: (Skeleton of placing sheet on piano?)
- ❑ Elisha (piano still)

SCENE4



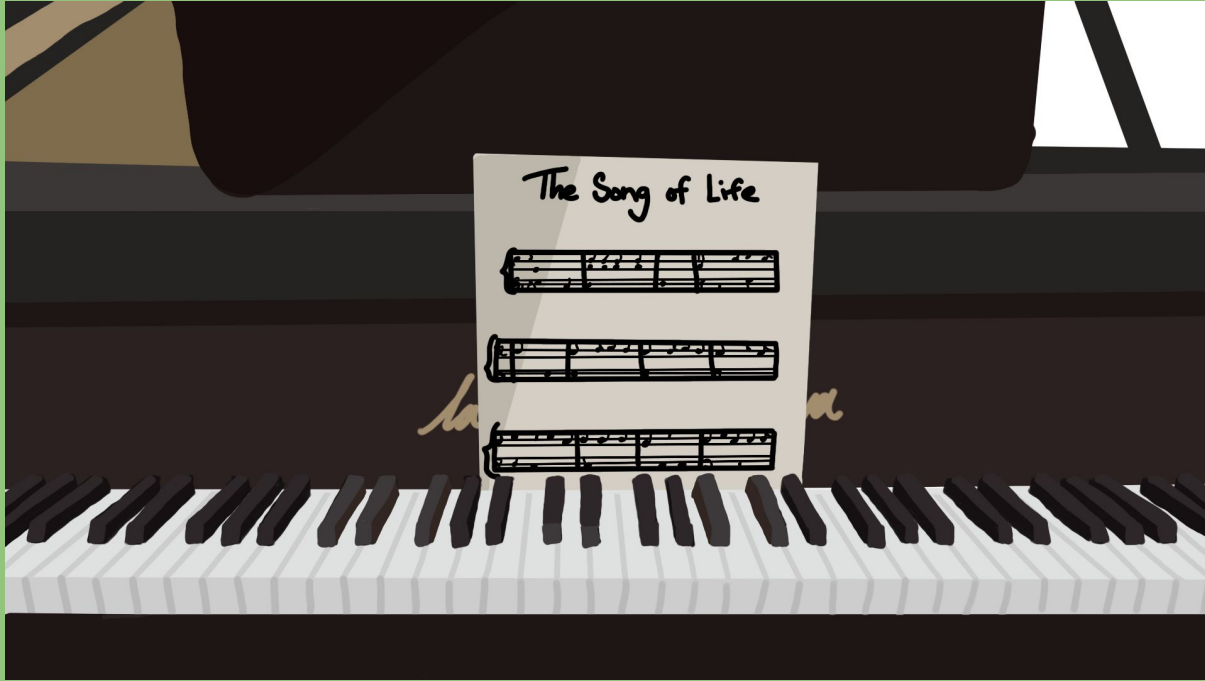
PENDING- SKY



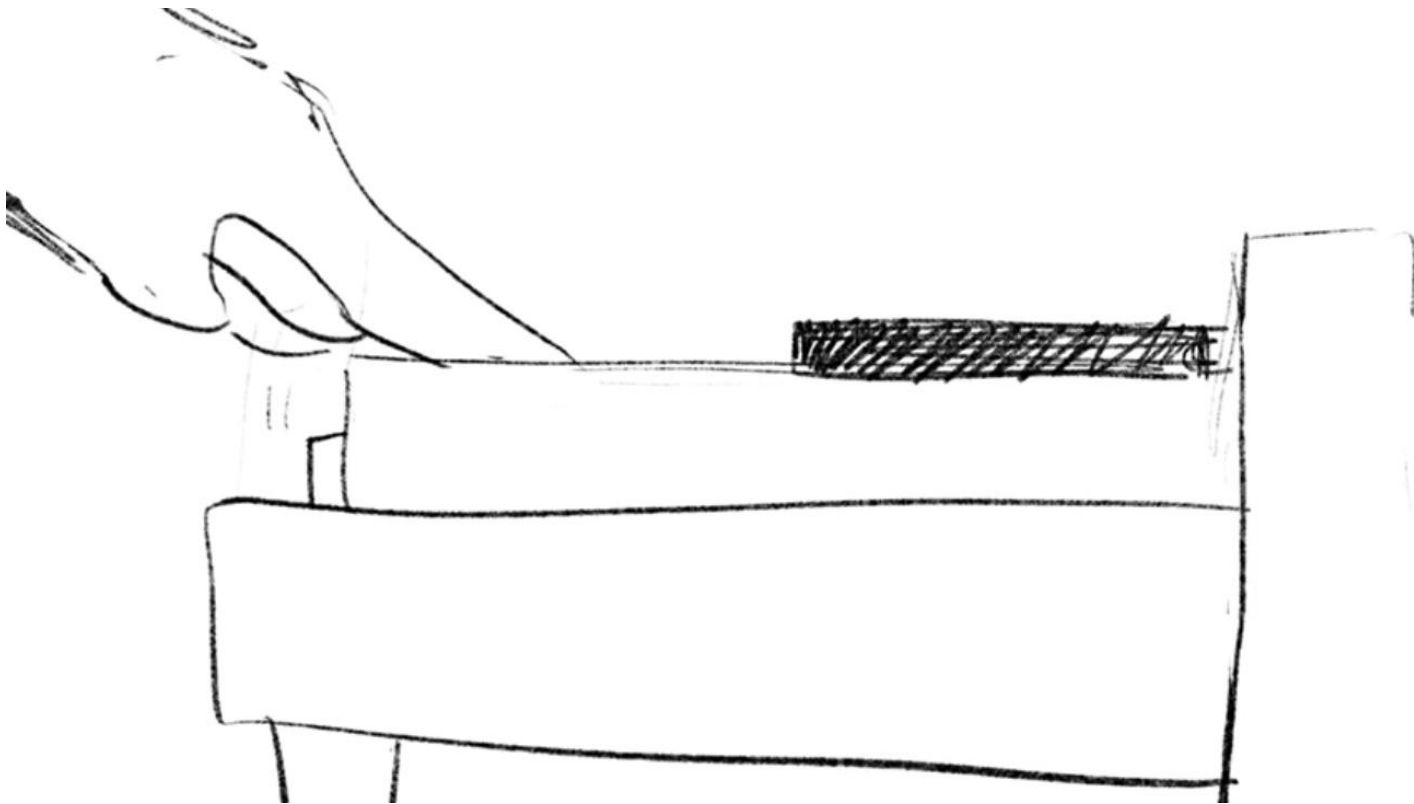
Scene 05

- ☐ Elisha (piano close up still, music sheet still/moving?)
- ☐ "Name 2": (What you're doing, etc.)

SCENE 5



READY TO BE COMPOSITED



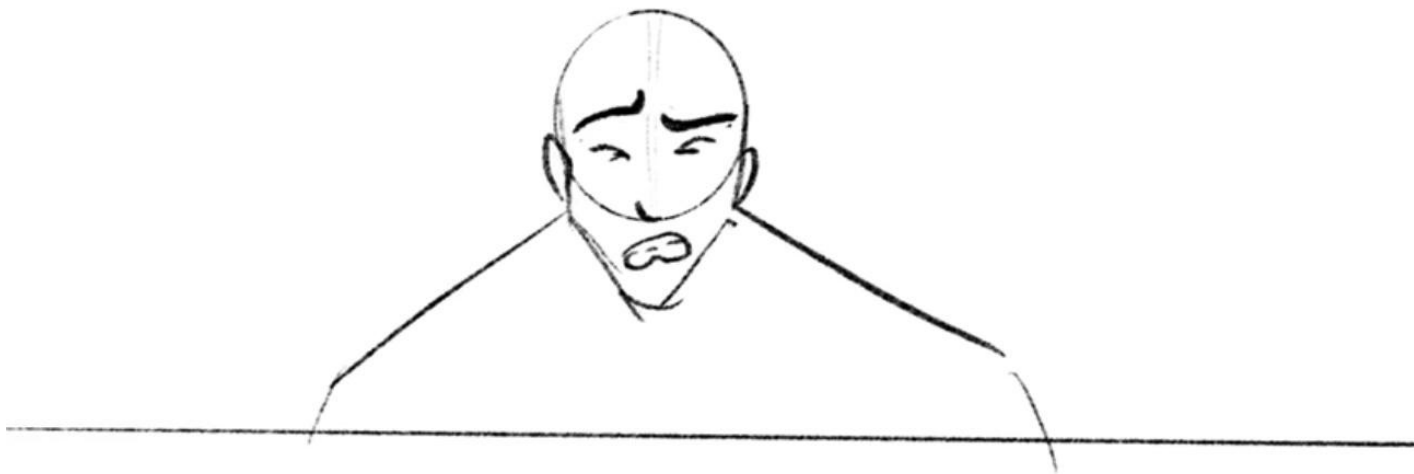
Scene 06

- ❑ Elisha (piano key animation)
- ❑ Name 2": (What you're doing, etc.)

SCENE 6



READY TO BE COMPOSITED



Scene 07

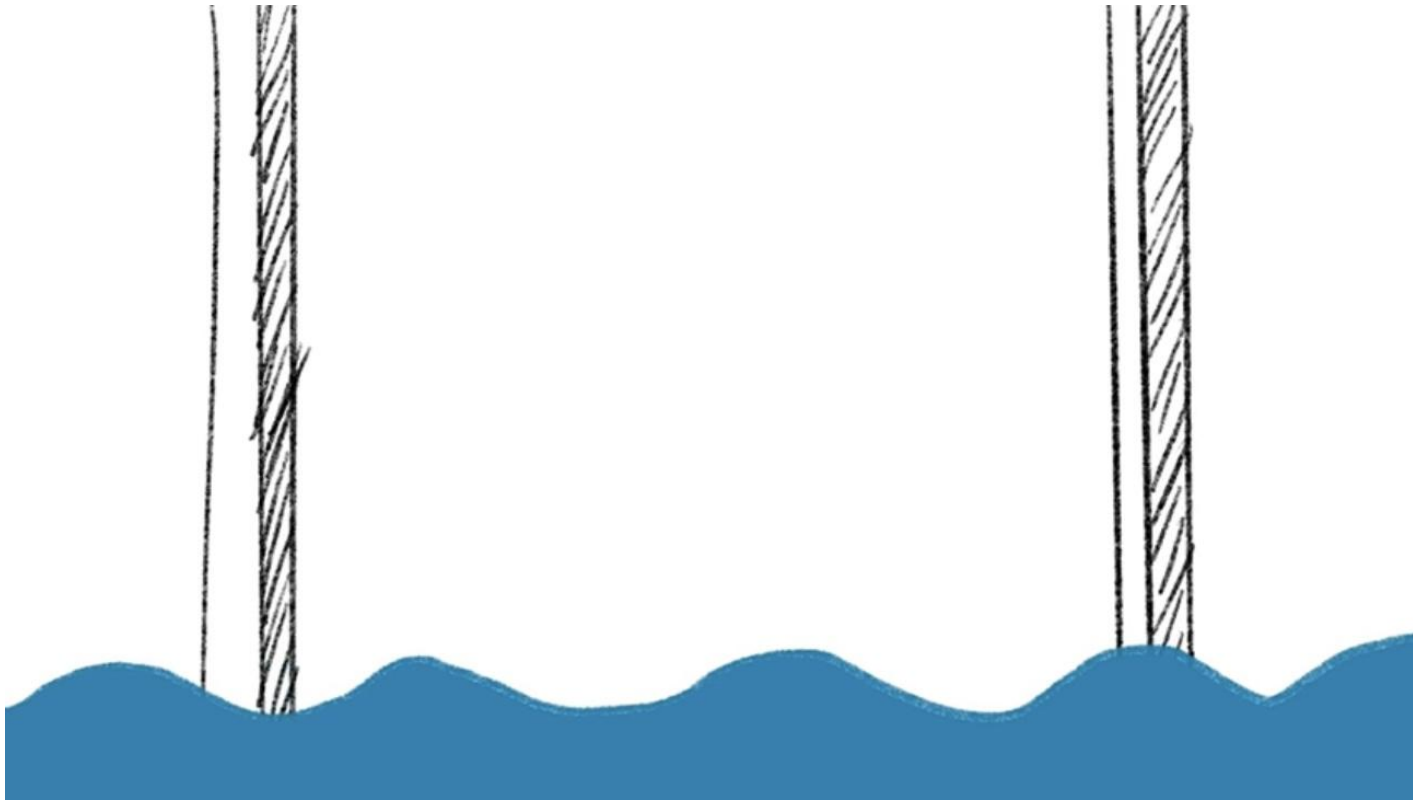
- ❑ Alyssa: (Facial expression)
- ❑ Elisha (colouring of animation) top of piano

SCENE 7



READY TO BE COMPOSITED

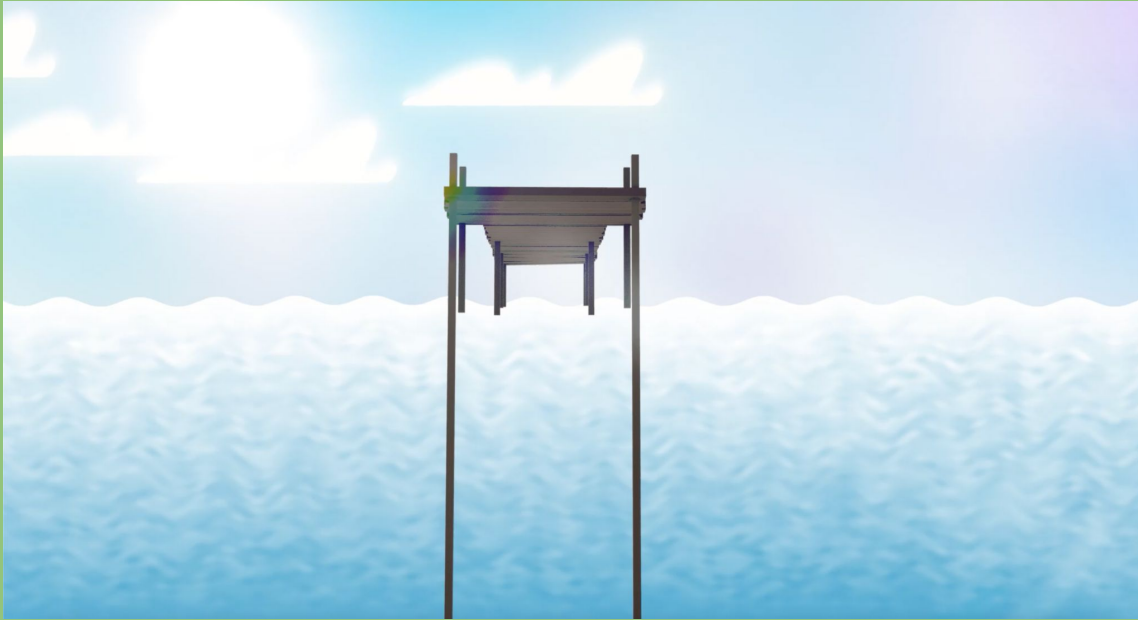




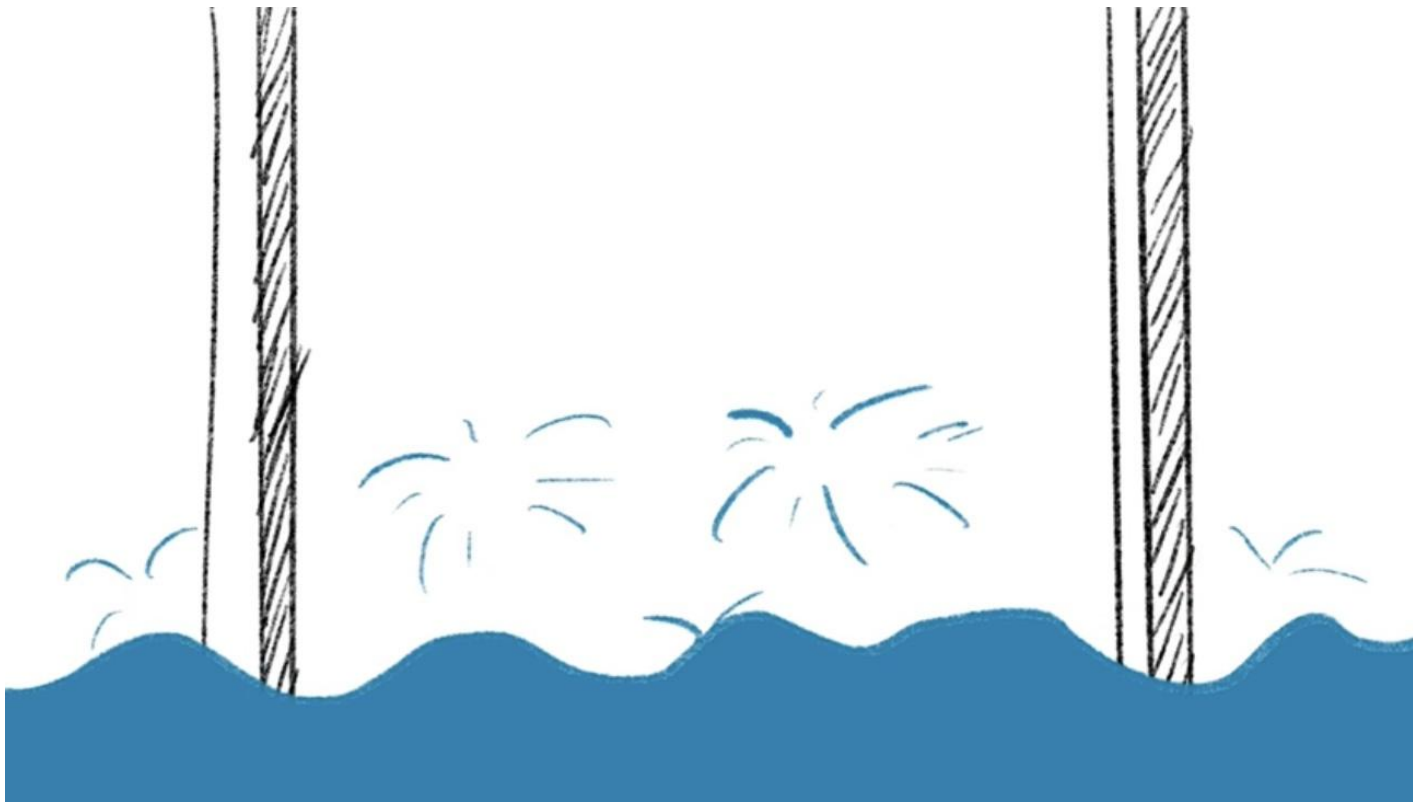
Scene 08

- ❑ "Zoe": Ocean Water Animation
- ❑ "Shana": PNG. Render of the Deck- with camera angle view

SCENE 8



READY TO BE COMPOSITED



Scene 09

- ❑ "Zoe": Ocean Water Animation
- ❑ "Shana": PNG. Render of the Deck- with camera angle view

SCENE 9



READY TO BE COMPOSITED



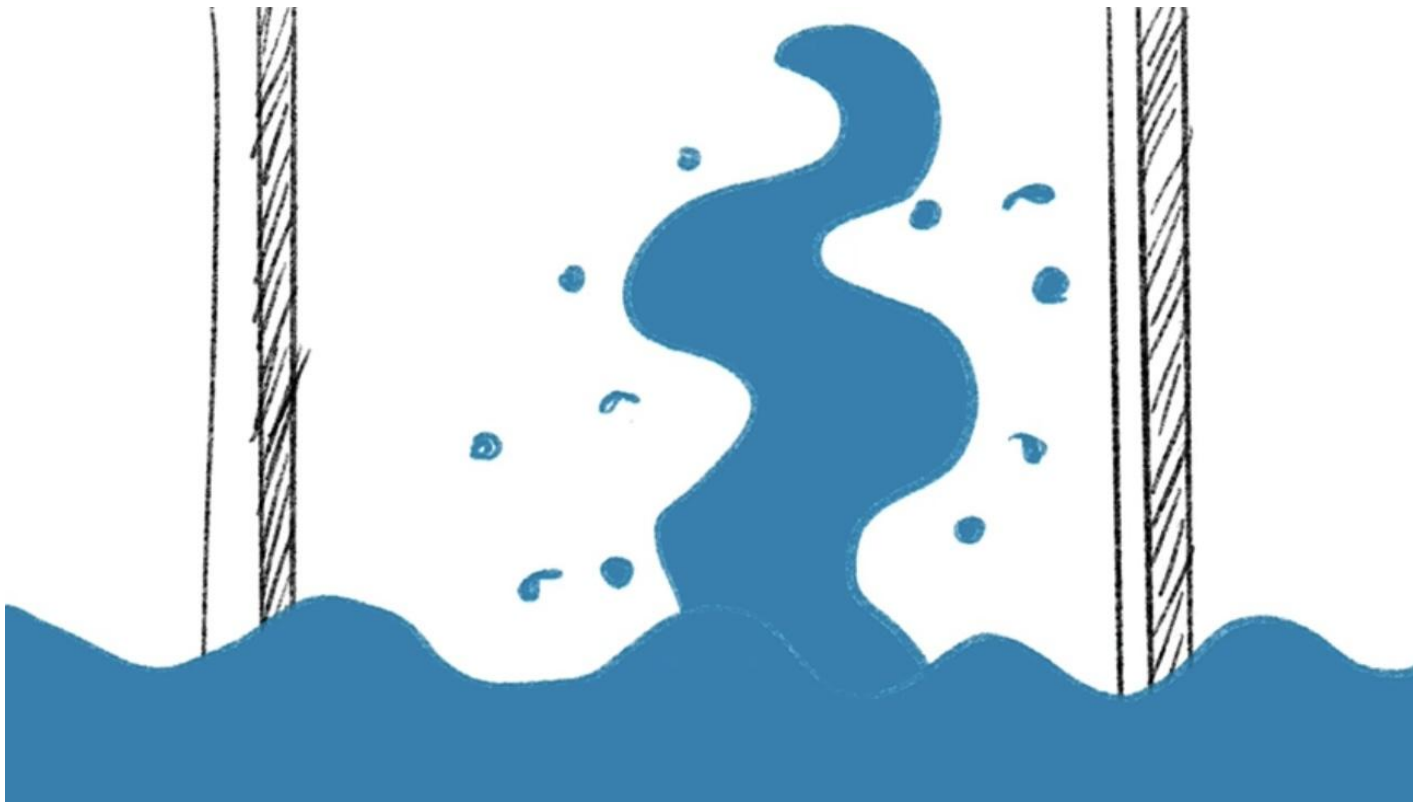
Scene 10- RE-USE SCENE 3

- ❑ Alyssa: (Man playing piano)
- ❑ Elisha (piano still, colouring of man animation)

SCENE 10



PENDING- BACKGROUND CHANGE FROM DAY TO NIGHT



Scene 11

- ❑ "Zoe": Ocean Water Animation
- ❑ "Shana": PNG. Render of the Deck- with camera angle view

SCENE 11



PENDING- DARKER SKY, PIANO



Scene 12

- ☐ Elisha (piano still, colouring of man animation)
- ☐ "Name 2": (What you're doing, etc.)

SCENE 12



PENDING- BACKGROUND = DAY TO NIGHT

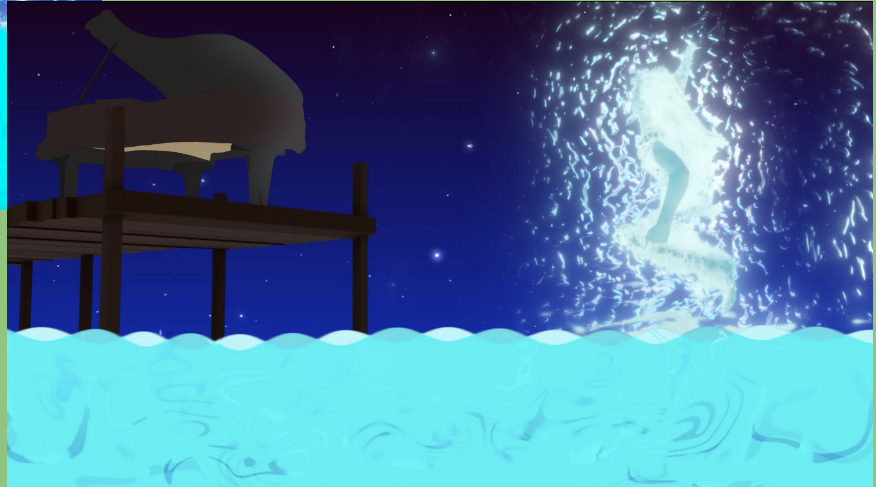
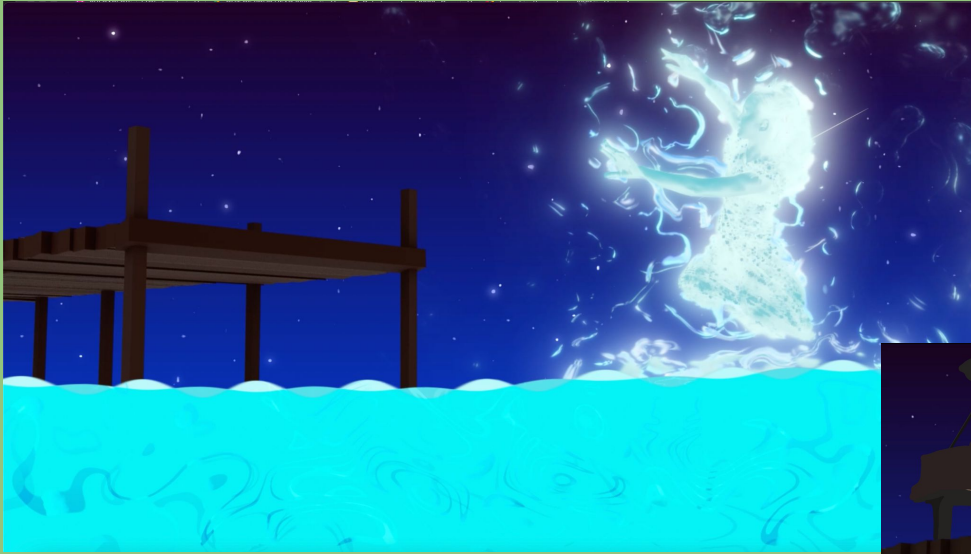


Scene 13

- ❑ "Zoe": Ocean Water Woman Animation, Sky BG, Ocean Waters
- ❑ "Shana": PNG. Render of the Deck- with camera angle view
- ❑ Elisha (piano still/3d model?)

nighttime

SCENE 13



READY TO BE COMPOSITED

SCENE 14



alyssa

READY TO BE COMPOSITED