Capstone Proposal

“Dead Man’s Trail” - Aidan Carney

Initial Idea

Robert Frost Quote

The woods are lovely, dark and deep,

But I have promises to keep,

And miles to go before I sleep,

And miles to go before I sleep.

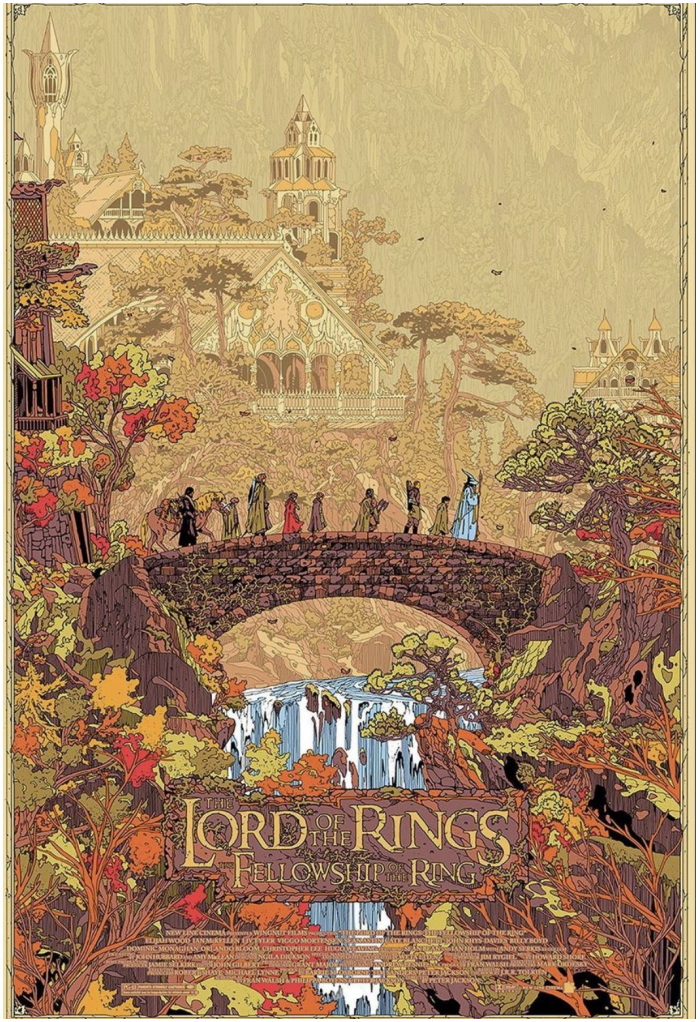
Visual Inspiration



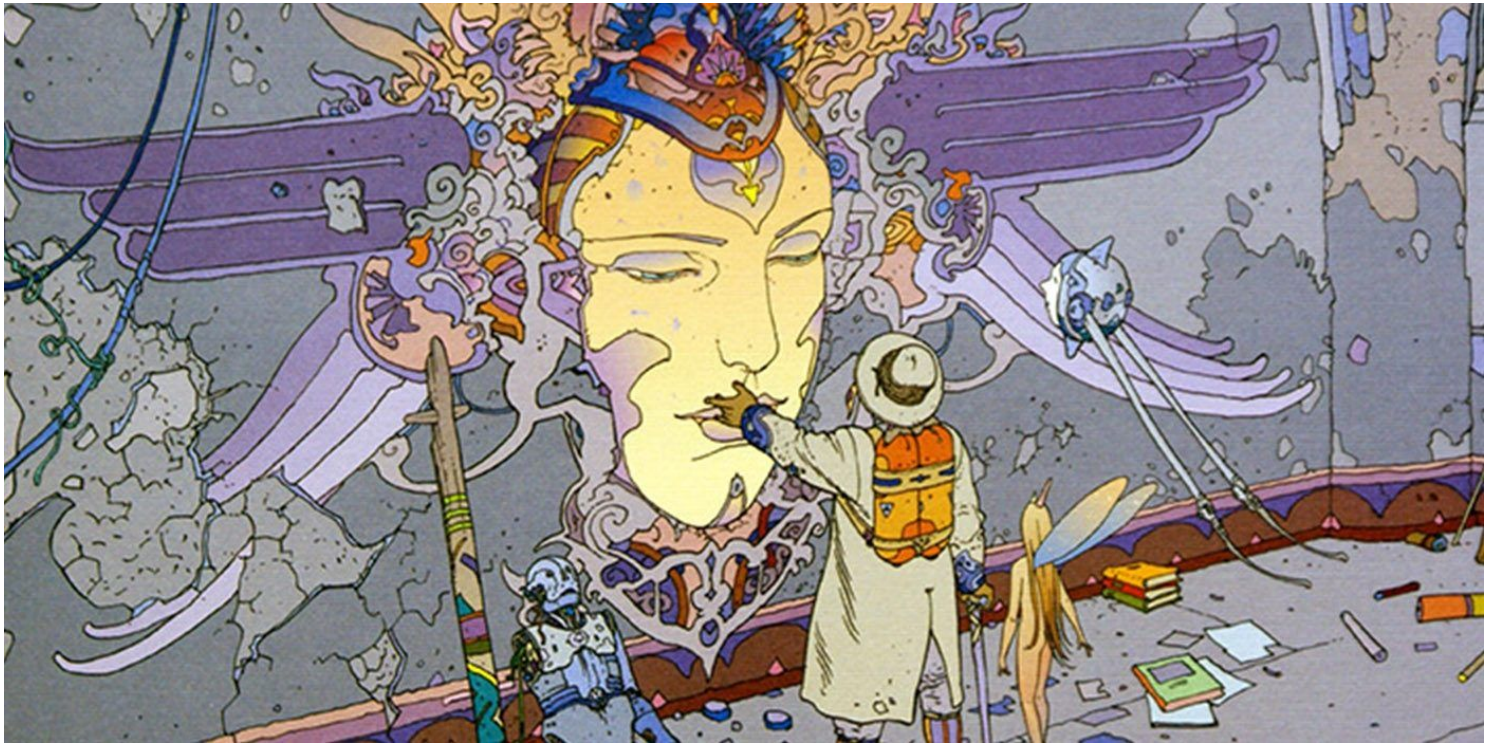







THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING






ETONNANT



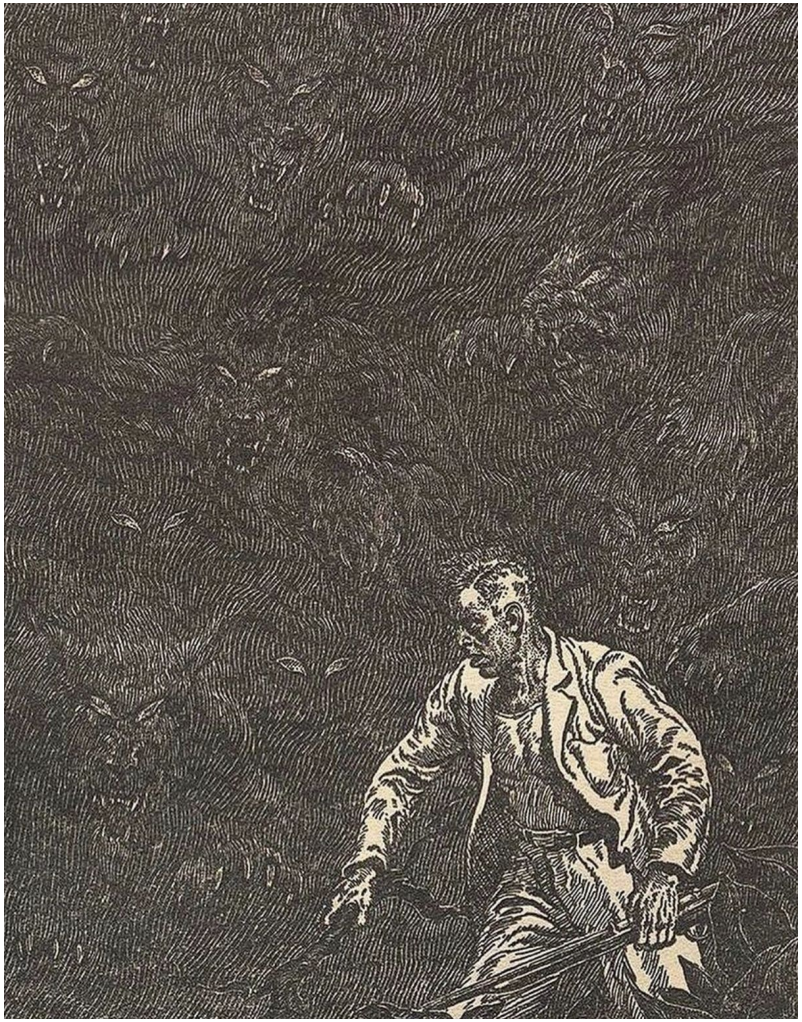












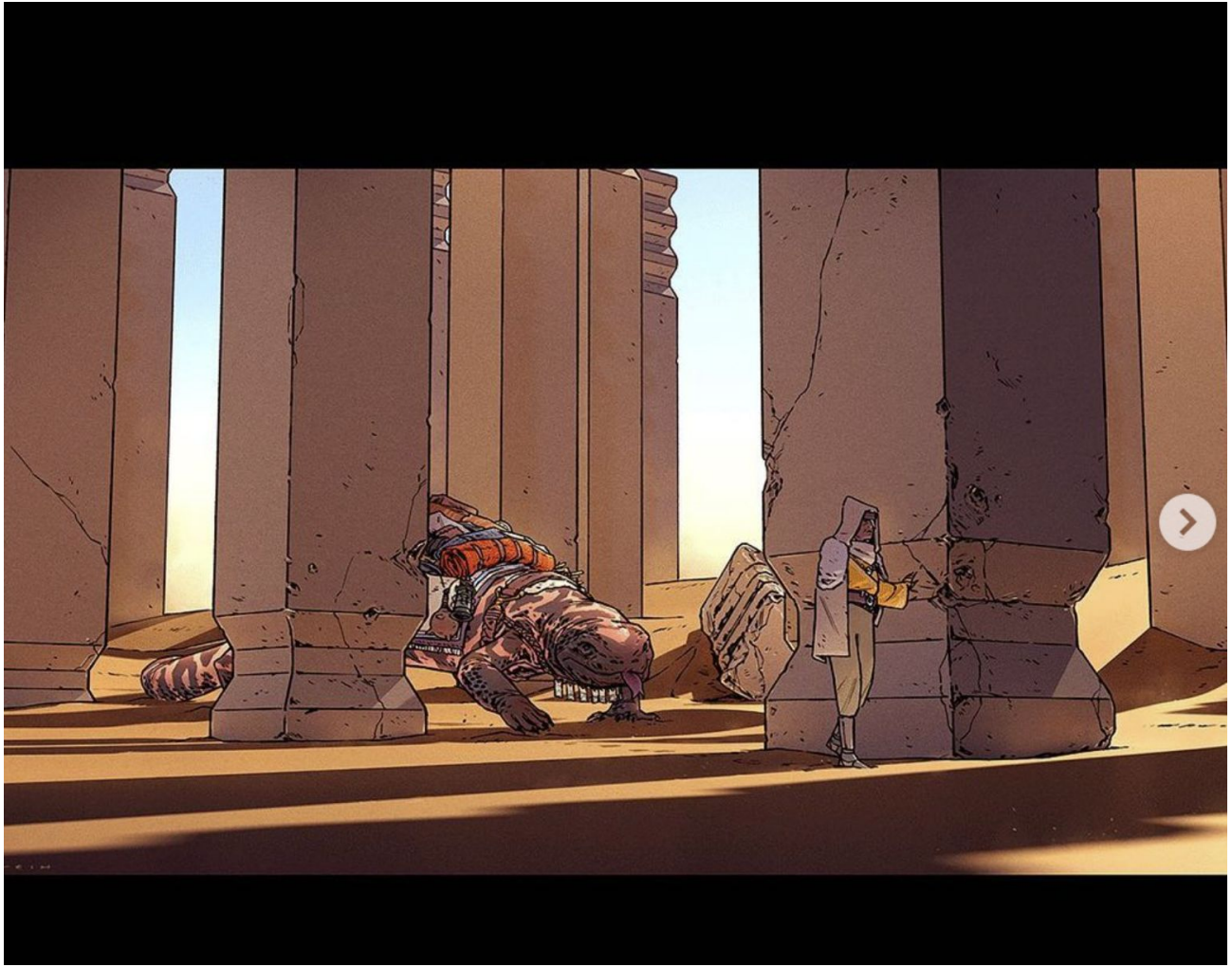


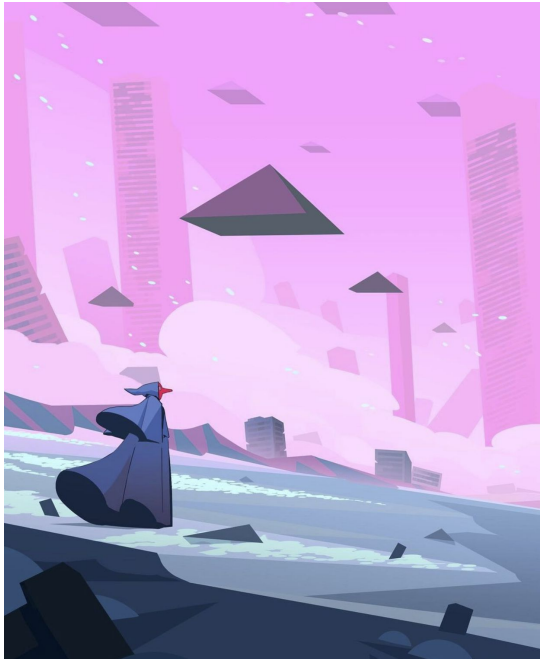


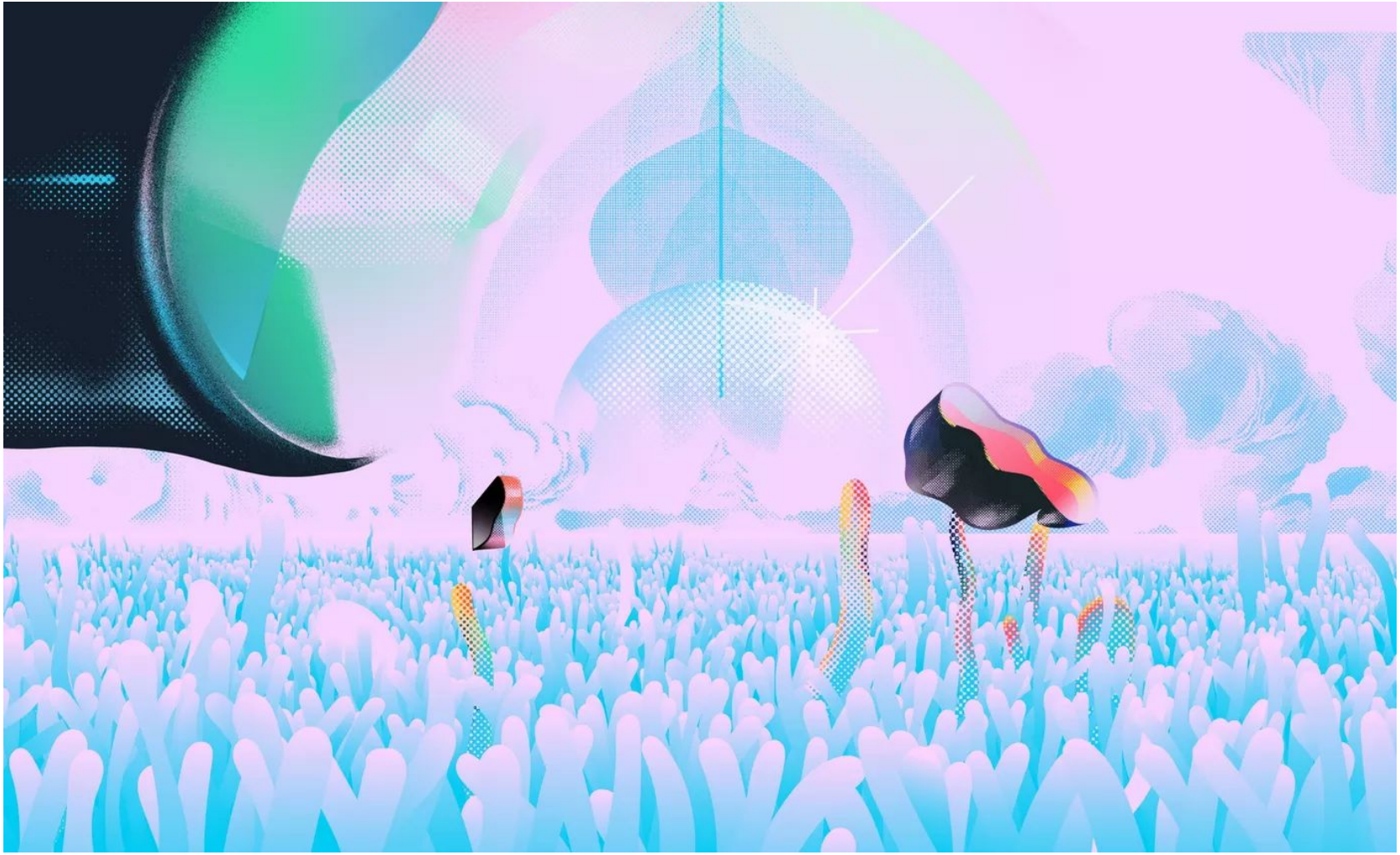

PARKER 20





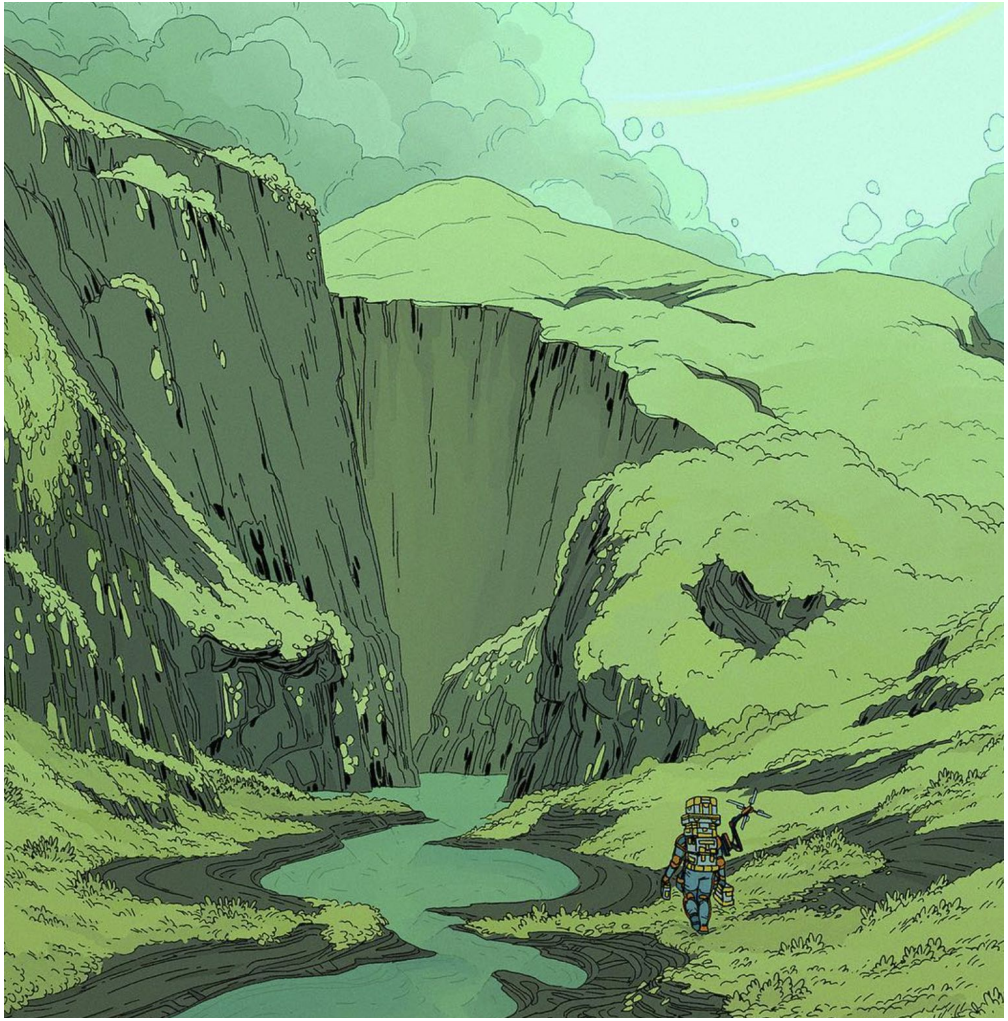


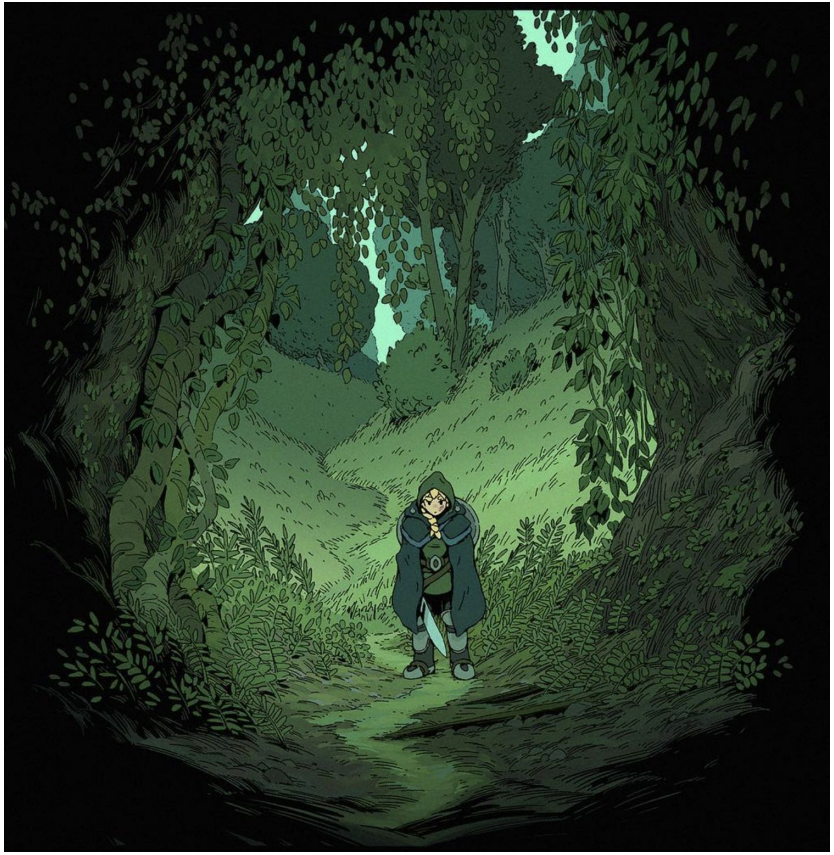





SKATE
LOVE


OR
die
LOVE

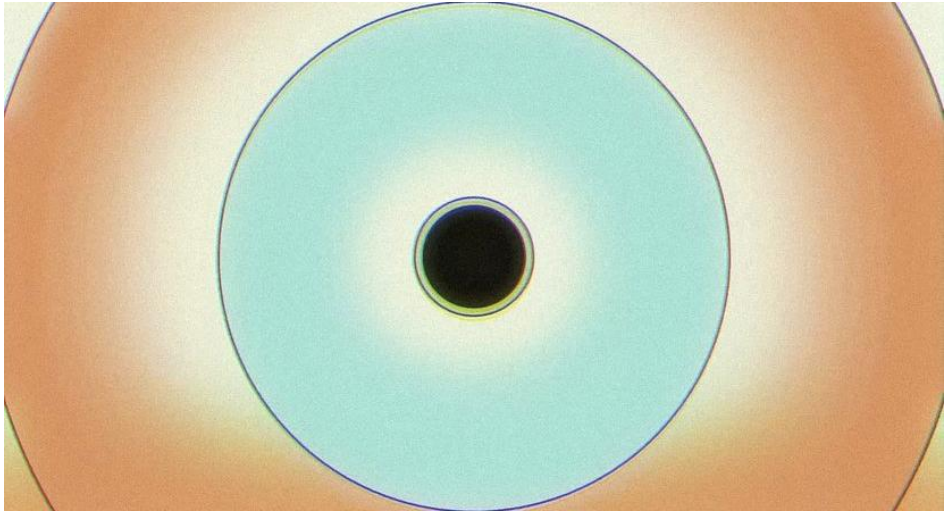


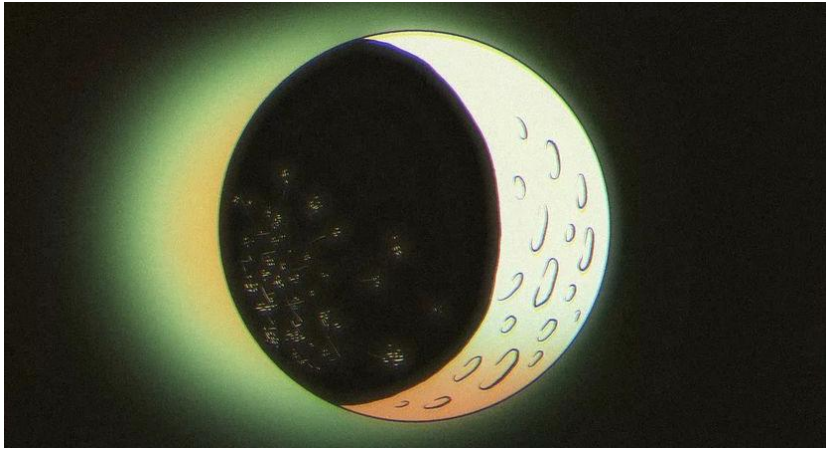


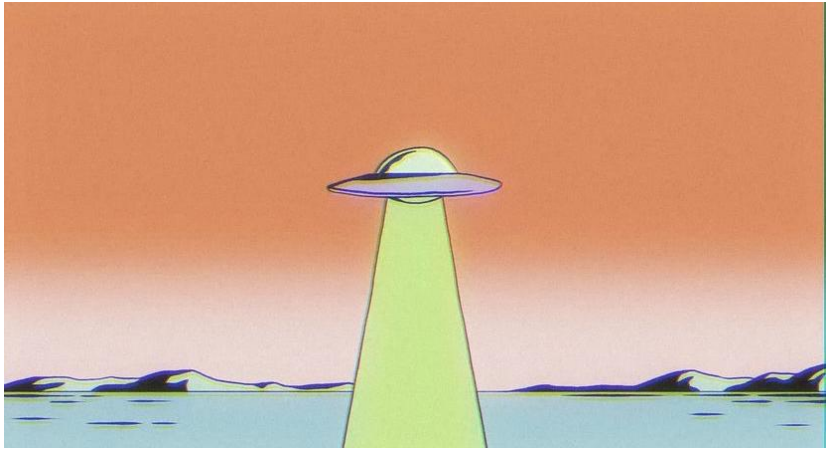


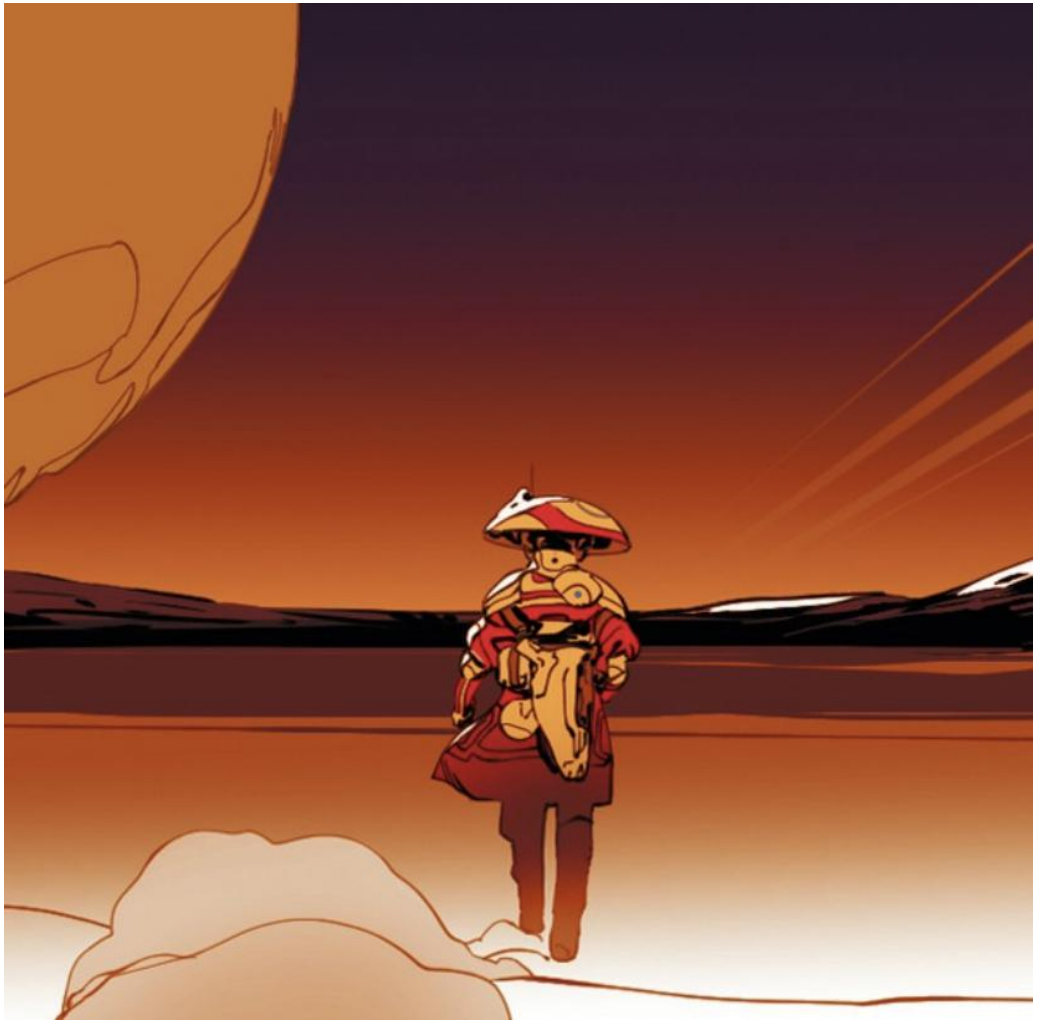




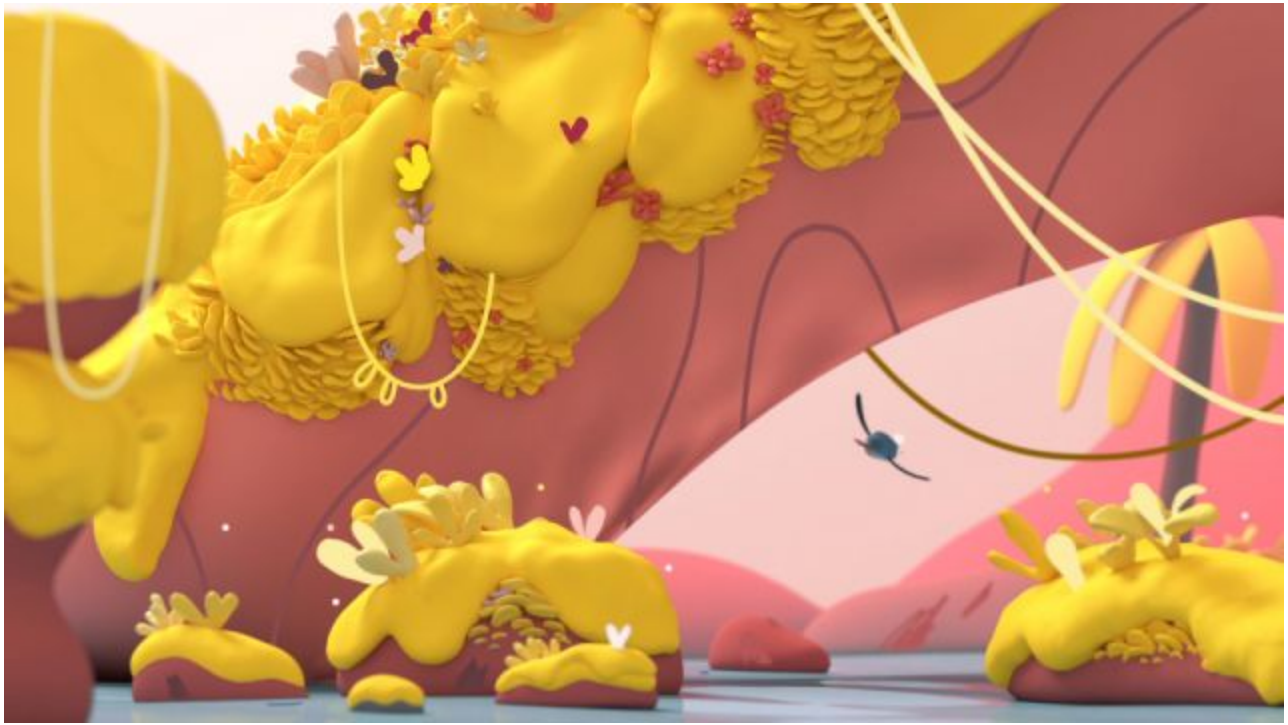














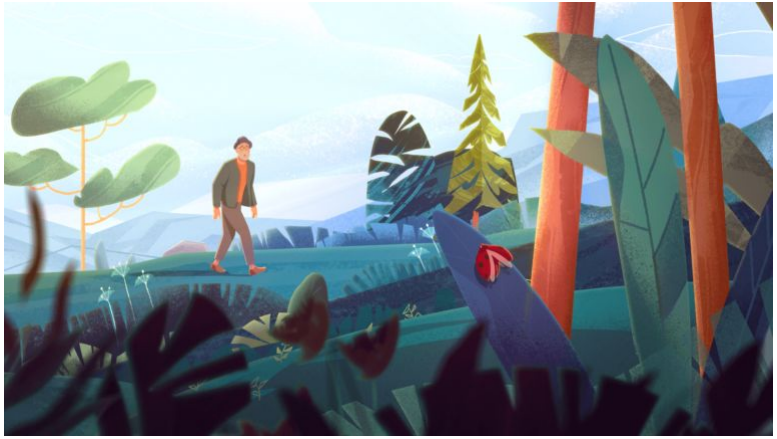




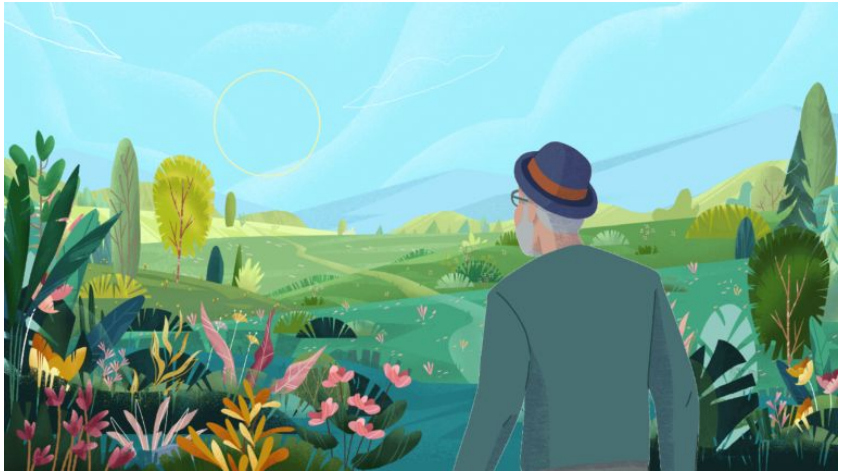




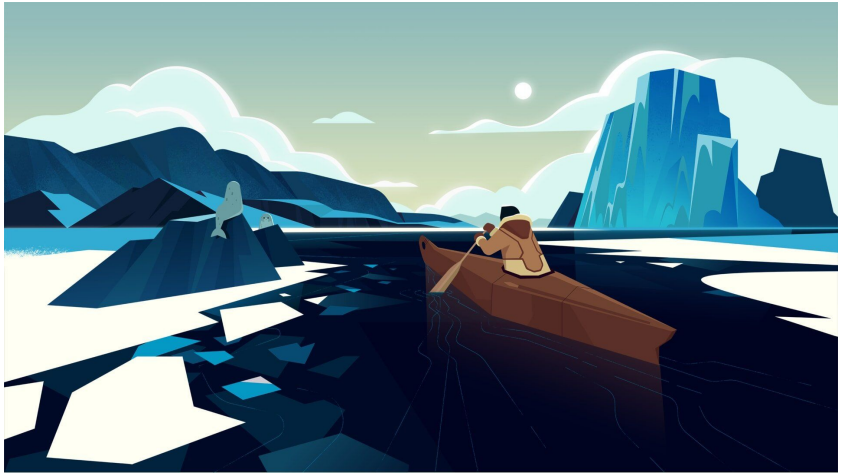

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Story

Summary

So, to summarize, I want to make a simple story depicting a lone traveller venturing through a fantasy land. He faces the forces of darkness, but is reminded of his responsibilities and pushes onward.

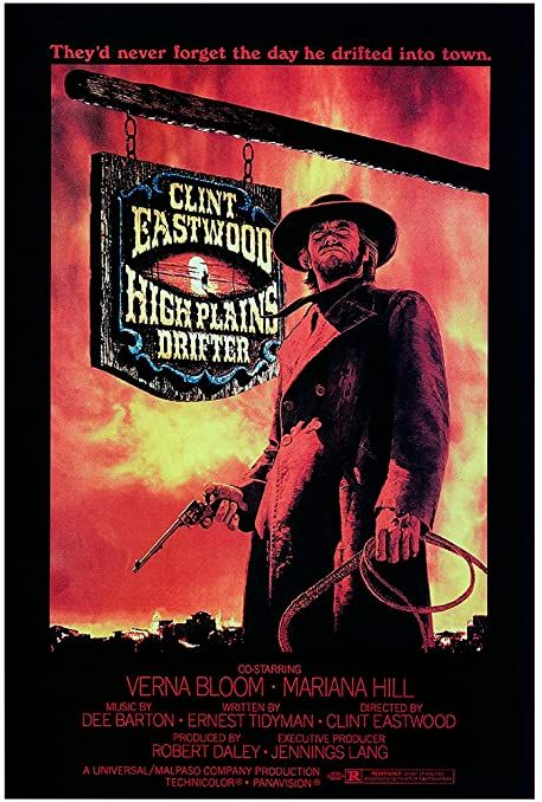
Include my take on

- the wandering hero archetype
- imaginative fantasy elements.

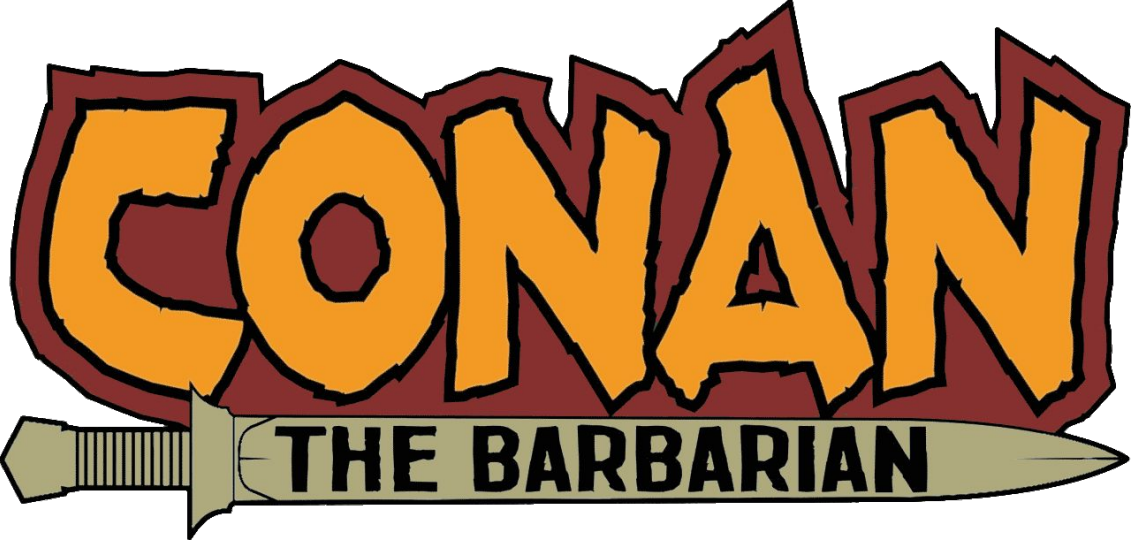
Adventures like...





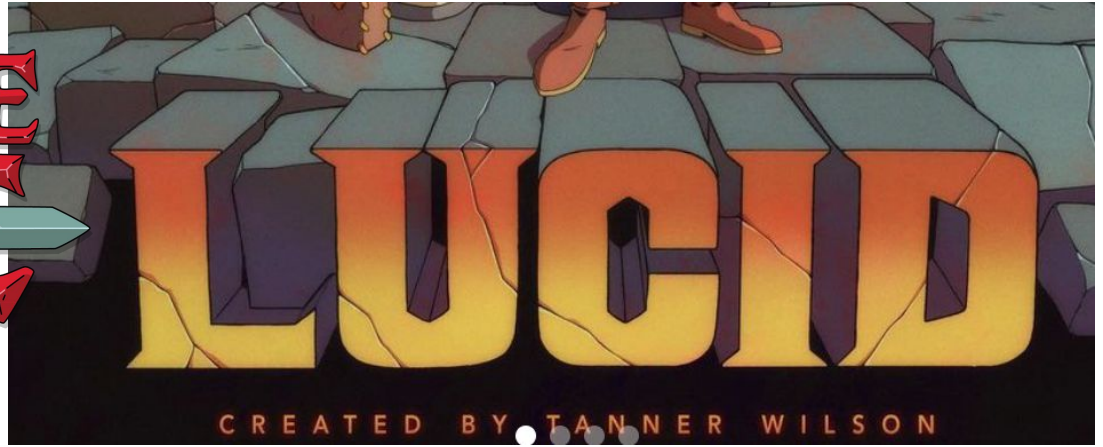


Logo Inspiration

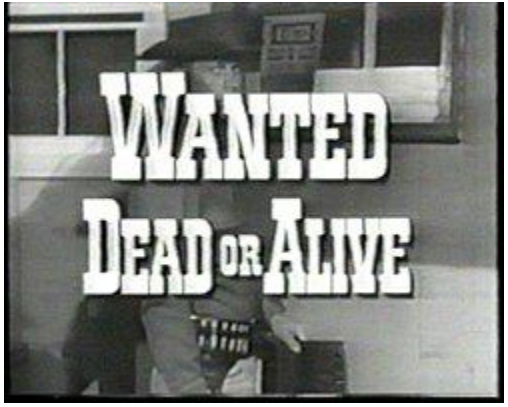

CONAN
THE BARBARIAN


THE
LORD
OF THE
RINGS


ADVENTURE
TIME


LUCID
CREATED BY TANNER WILSON


WolfWalkers

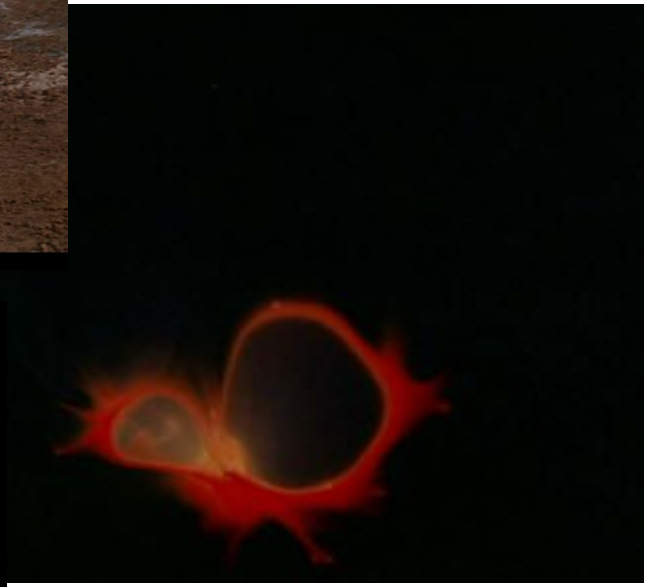

WANTED
DEAD OR ALIVE

Later Journey inspiration

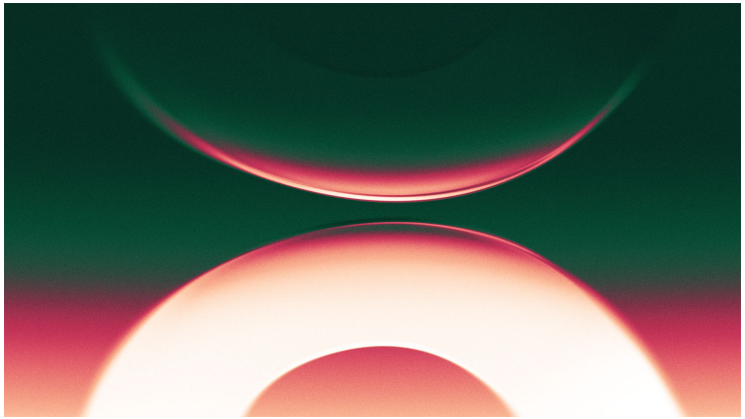




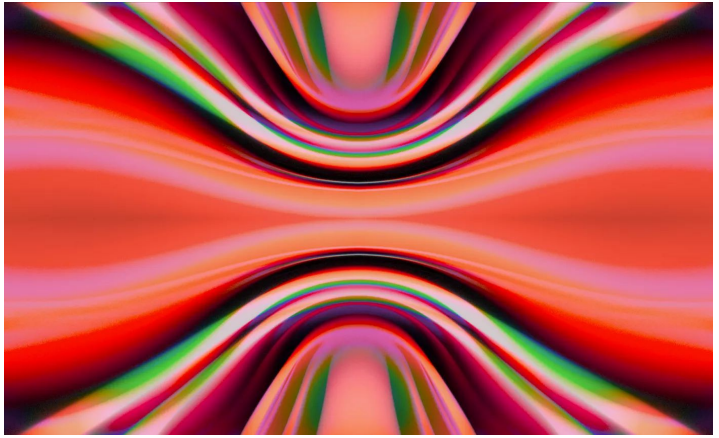


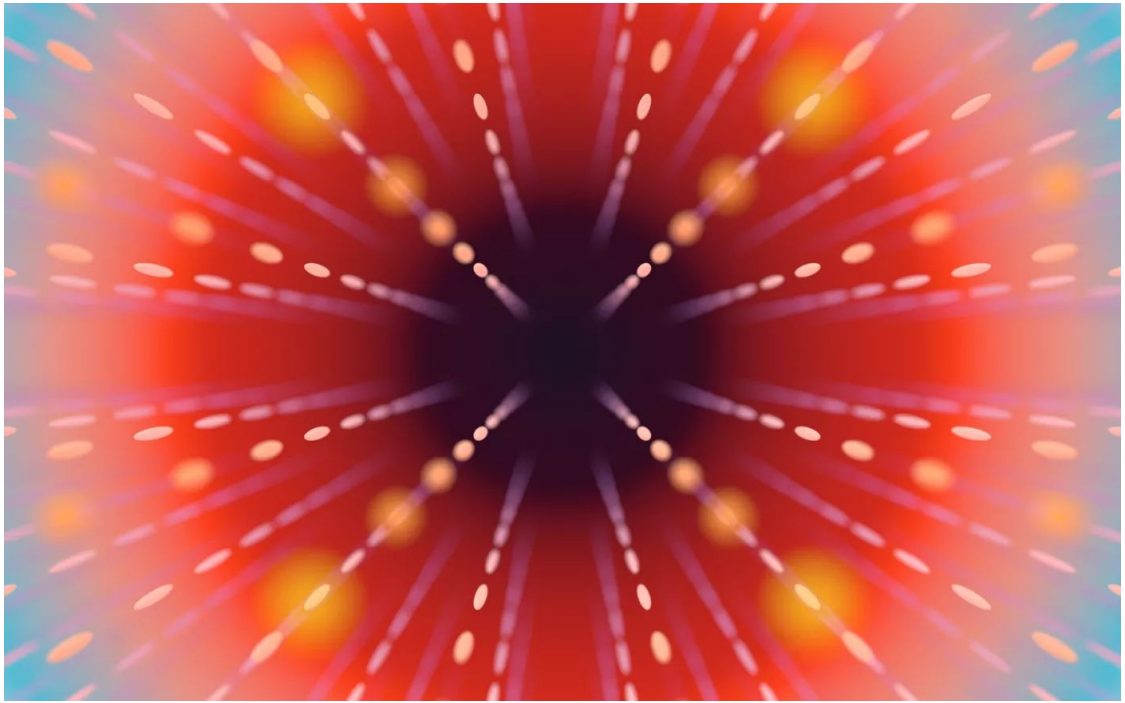


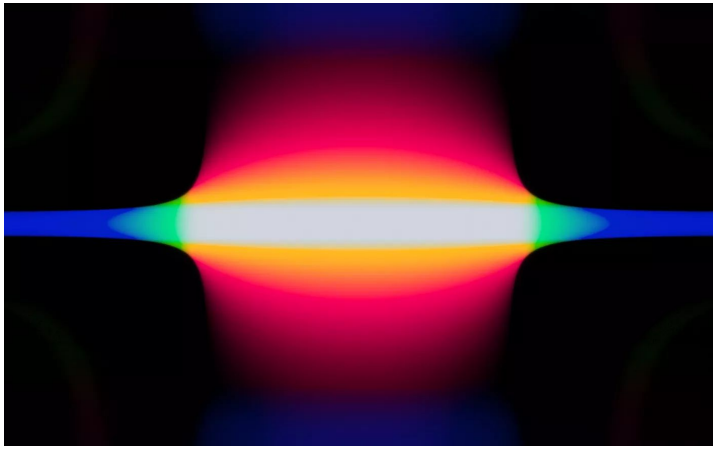


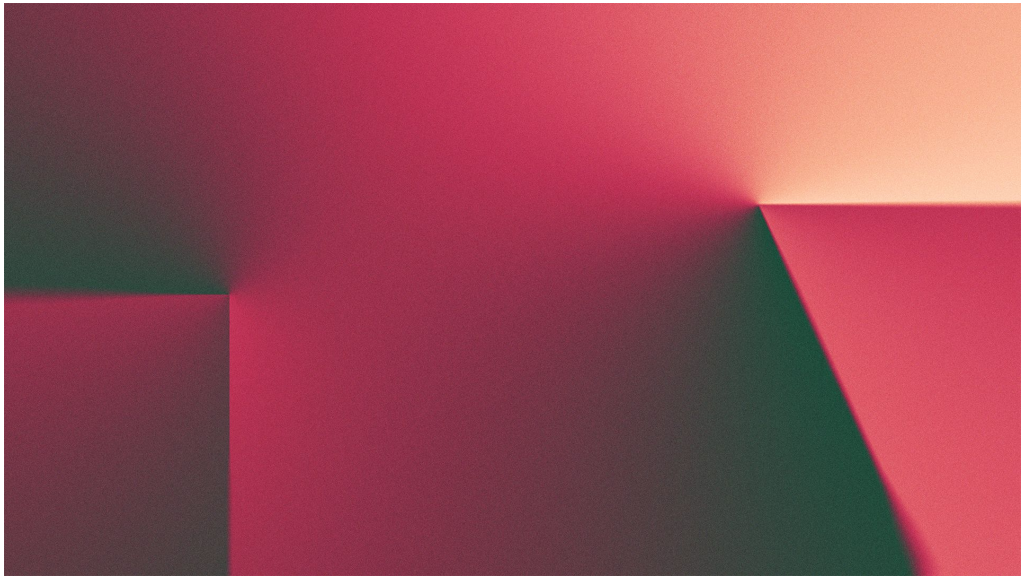


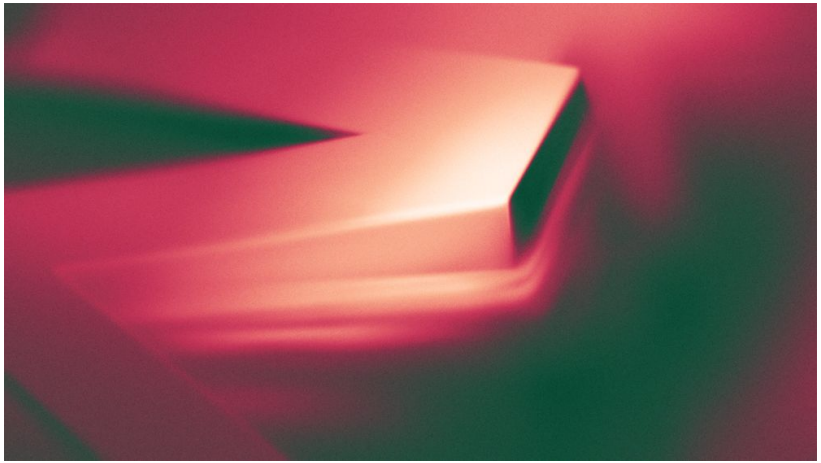
















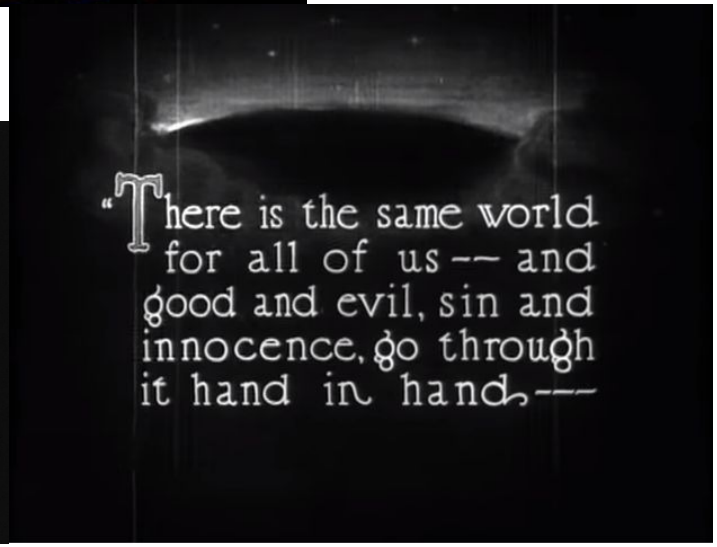


End Card Inspiration


OVER THE
GARDEN WALL


HAL ROACH
Presents
"FEED 'EM AND WEEP"


Tri-Stone Pictures, Inc.
Presents the
Triangle Film Production
DOUGLAS FAIRBANKS
IN
The GOOD BAD MAN
Copyrighted by
Tri-Stone Pictures, Inc., 1923

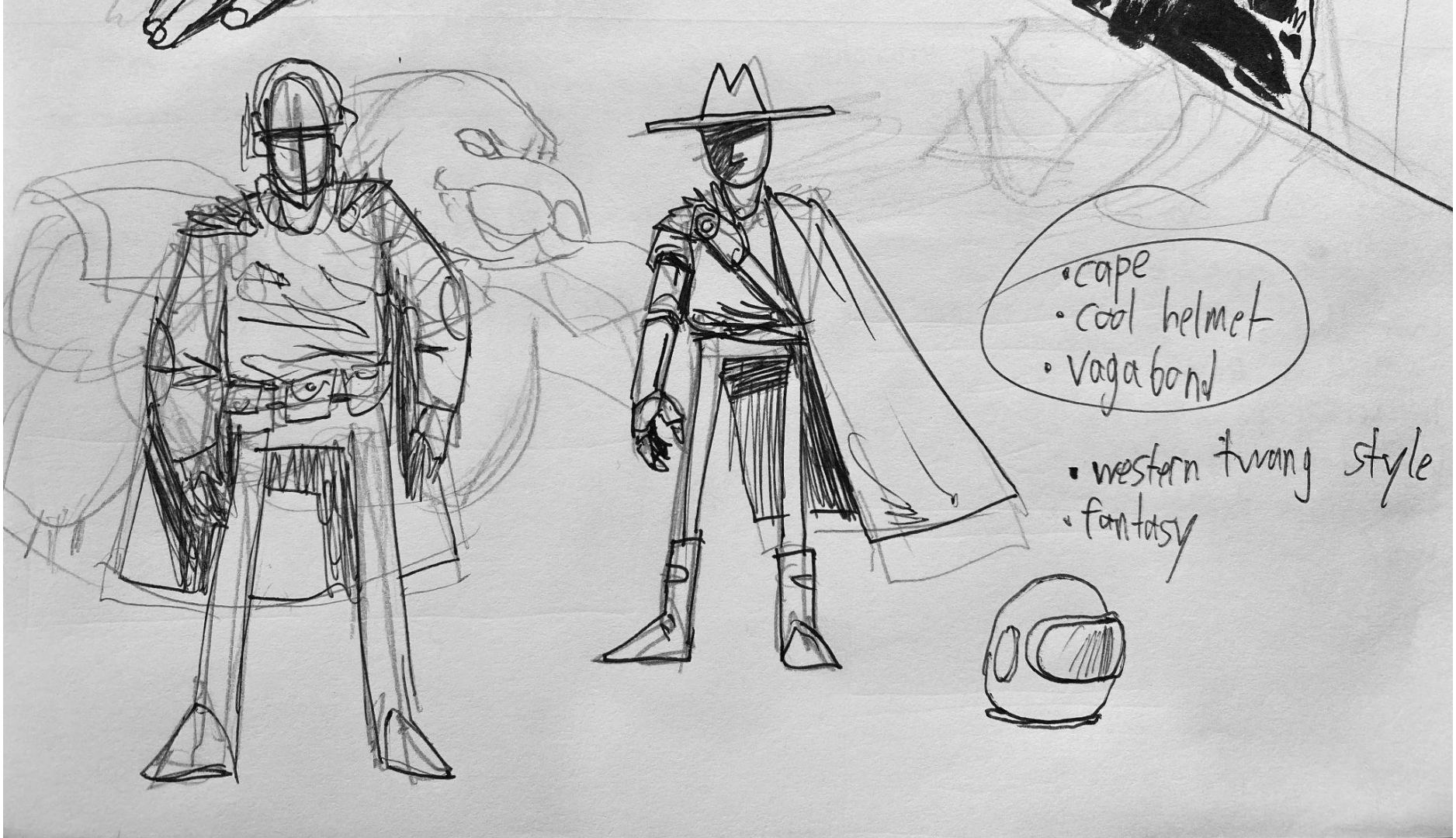

"There is the same world
for all of us -- and
good and evil, sin and
innocence, go through
it hand in hand---

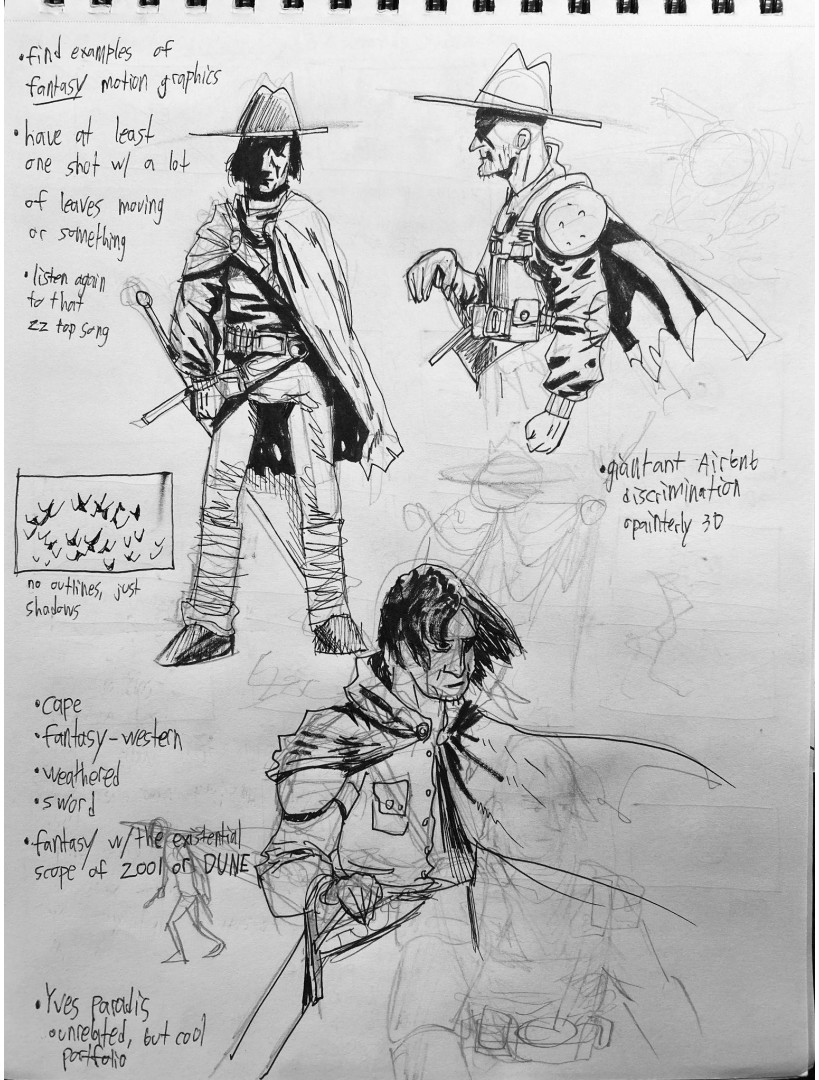

MR. & MRS. JOSEPH SIMMONS
AND MR. & MRS. KENNETH DUNCAN
present
The WEDDING
starring
LAURA SIMMONS AND GREGORY DUNCAN
SATURDAY, AUGUST 18TH, 2017
SEVEN O'CLOCK IN THE EVENING
THE RIALTO THEATRE
229 FOURTEENTH STREET
BALTIMORE, MARYLAND
Reception to follow ceremony

Pre-production Art

Sketches, Storyboards, Styleframes, Animatic

Initial Character Sketches


• cape
• cool helmet
• vagabond
• western twang style
• fantasy


•find examples of fantasy motion graphics
•have at least one shot w/ a lot of leaves moving or something
•listen again to that zz top song
•giant ant Airent discrimination opainterly 3D
no outlines, just shadows
•cape
•fantasy-western
•weathered
•sword
•fantasy w/ the existential scope of Zool or DUNE
•Yves Paradis
•unrelated, but cool portfolio


motif
•drops helmet, shedding weight/burden
•picks it up again at end of story
more of a weathered soldier look
•drive me away troubleheart" on Instagram
•for leaves + setting + composition
more like a pirate.
chains + shackles are burdens + restraints

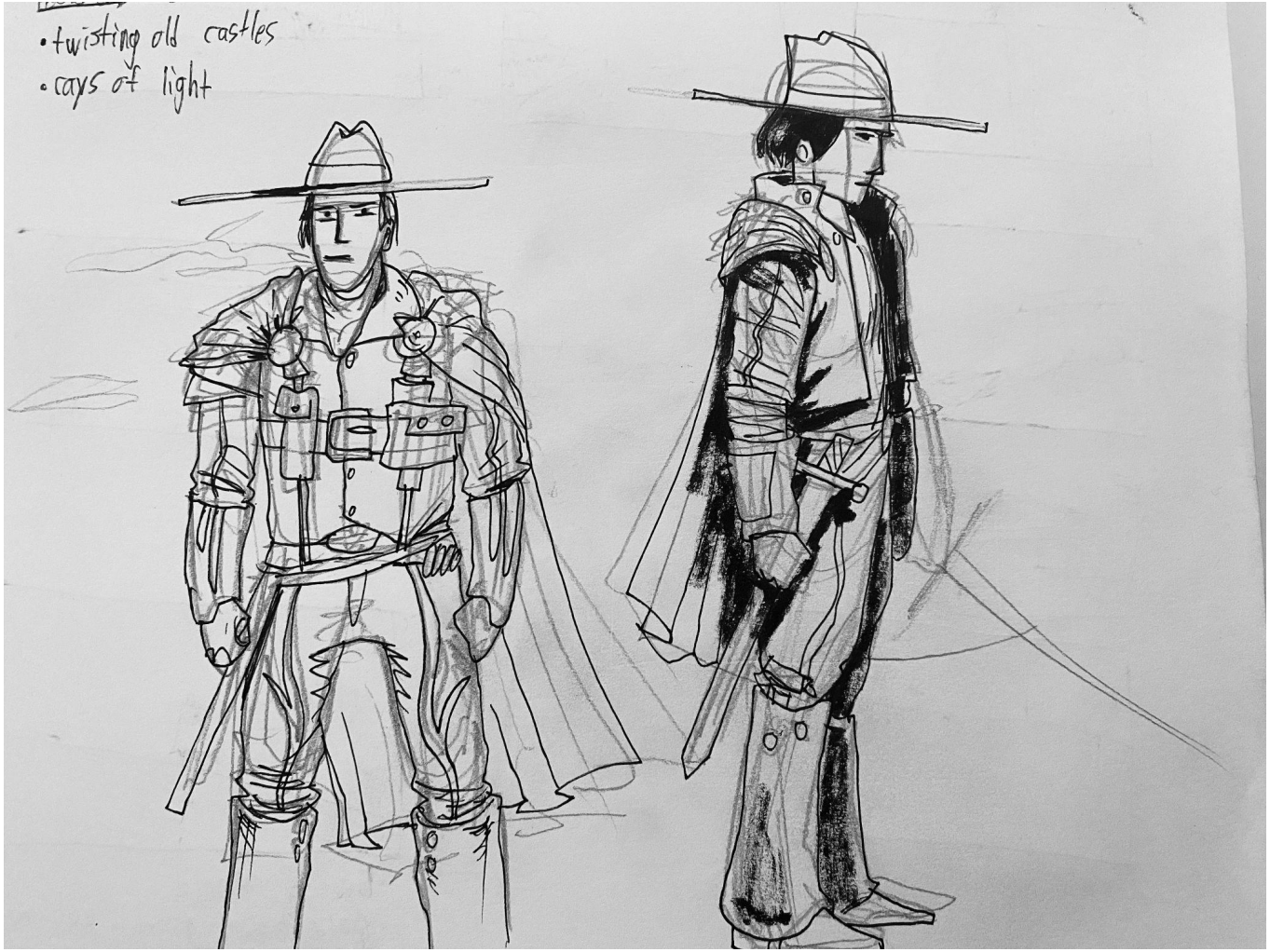
more of a noble, robed look.
Like he's a guard in a kingdom.



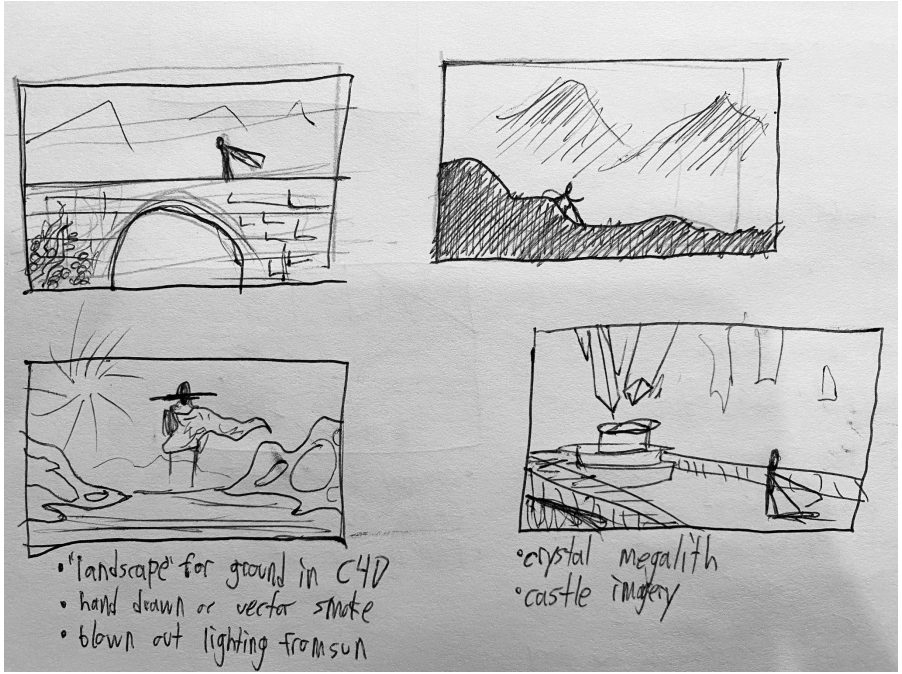


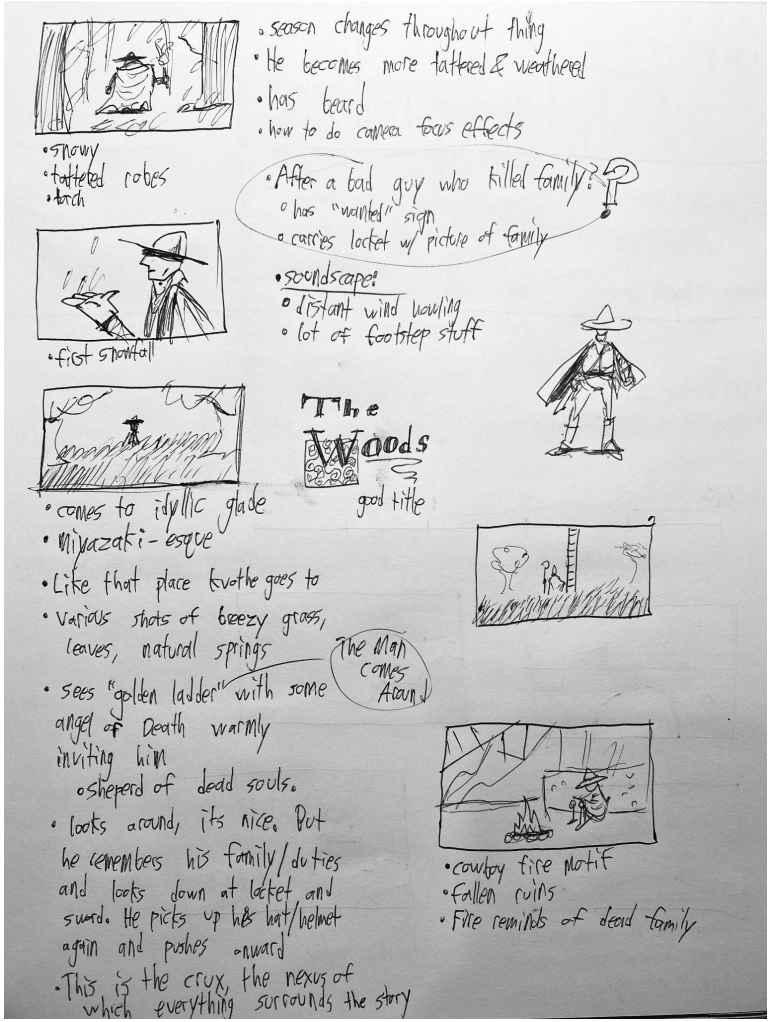


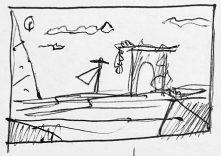
•By end of quarter have:

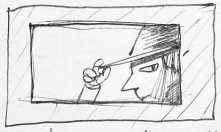

• twisting old castles
• rays of light

Thumbnail Exploration


• "landscape" for ground in C4D
• hand drawn or vector smoke
• blown out lighting from sun
•crystal megalith
•castle imagery


• season changes throughout thing
• He becomes more tattered & weathered
• has beard
• how to do camera focus effects
•snowy
•tattered robes
•torch
•After a bad guy who killed family?
◦ has "wanted" sign
◦ carries locket w/ picture of family
•soundscape:
◦ distant wind howling
◦ lot of footstep stuff
•first snowfall
The Woods
good title
• comes to idyllic glade
• Miyazaki-esque
• Like that place Evothe goes to
• Various shots of breezy grass, leaves, natural springs
• sees "golden ladder" with some angel of Death warmly inviting him
◦shepherd of dead souls.
• looks around, its nice. But he remembers his family/duties and looks down at locket and sword. He picks up his hat/helmet again and pushes onward
• This is the crux, the nexus of which everything surrounds the story
The Man comes Around
•cowboy fire motif
•Fallen ruins
• Fire reminds of dead family





• have screentones for some shading
• color schemes convey scale + atmospheric perspective

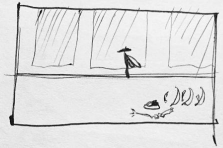


• comes to gate



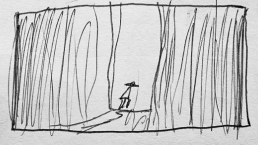
• passes through and world changes from weathered fantasy crap into miyazaki purgatory world

• maybe open story with a comic-book style frame



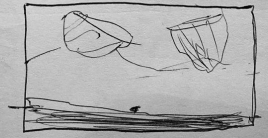


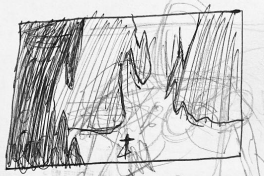


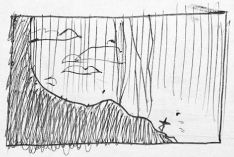


• No sword here
"your weapons you will not need them"

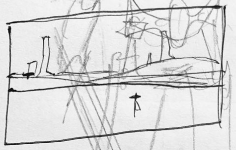


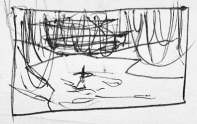


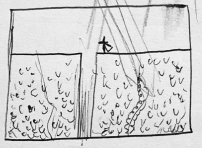




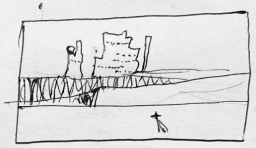
think about composition directing eye to guy

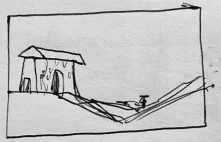


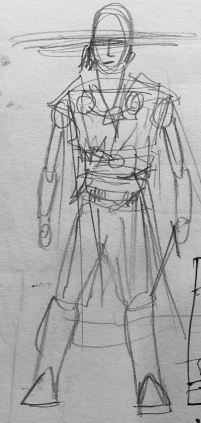




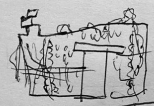


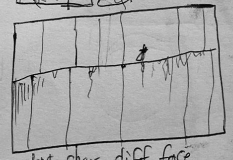








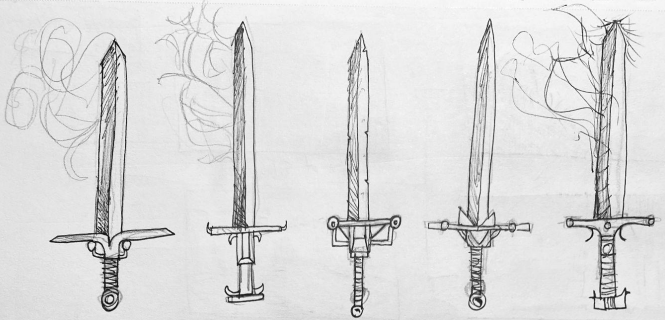




along sheer cliff face



• low to ground
• make closer ground out of focus

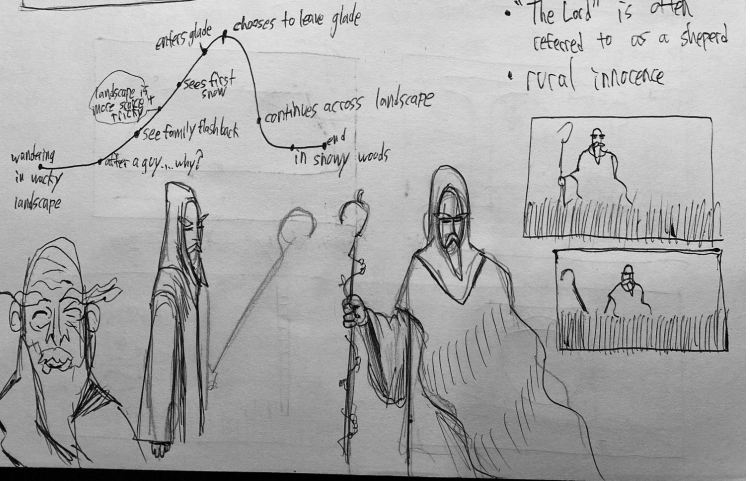




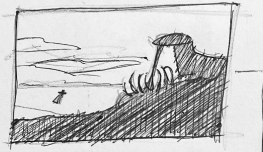
- The landscape changes as story goes
  - keeps it interesting
  - "it unfolds" - Quentin Tarantino

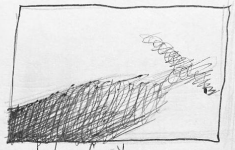
Shepard

- "The Lord" is often referred to as a shepard
- rural innocence

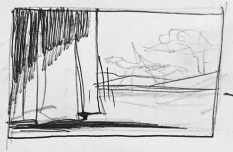


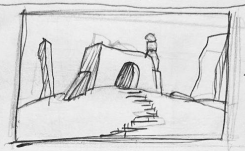
possible first shots

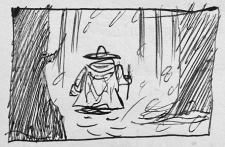




shadow of Silas







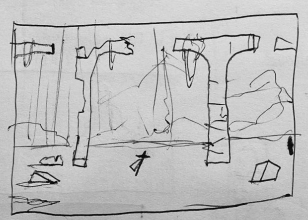


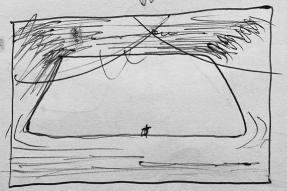
make C4D hand



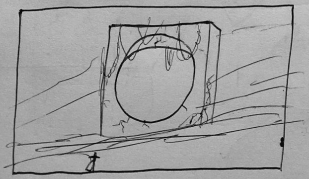
Doit rigged face?

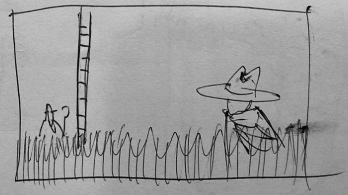
Final shots

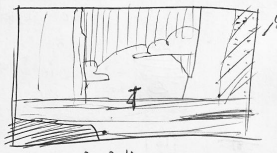




•inspired by shot from 2001







screentones

- Depth of field
- screentones

Colors (start to end)

- character is red, orange, yellow
- ~~landscape starts barren~~
  - (w/ character, colors also associated with family + home)
- greens, dark greens, etc. come in as he leaves his "place of comfort"
- (flashback happens)

wacky colors and alive

- starts as colorful fantasy. Red, orange, yellow landscapes w/ castles + vegetation
- flashback happens
- less colorful, less vegetation, more grey stark scale. Trickier terrain. Autumn
- At gate, it is very gray. starting to snow. Landscape is dramatic and threatening

Silas



- silhouette of hat & cape are most important
- color of boots & gloves must register visually

Glade

- Exists outside of time.
- floating structures in BG
- floating jellyfish
- field
- streams of water that go both directions (up + down



archway

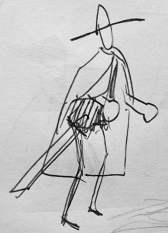


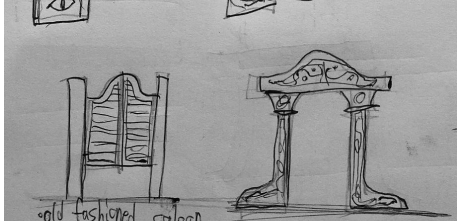
- stone, not wood
- detailed sculpted designs
- make in Illustrator then extrude onto stuff



fantasy bull skull (maybe too tricky in C4D)

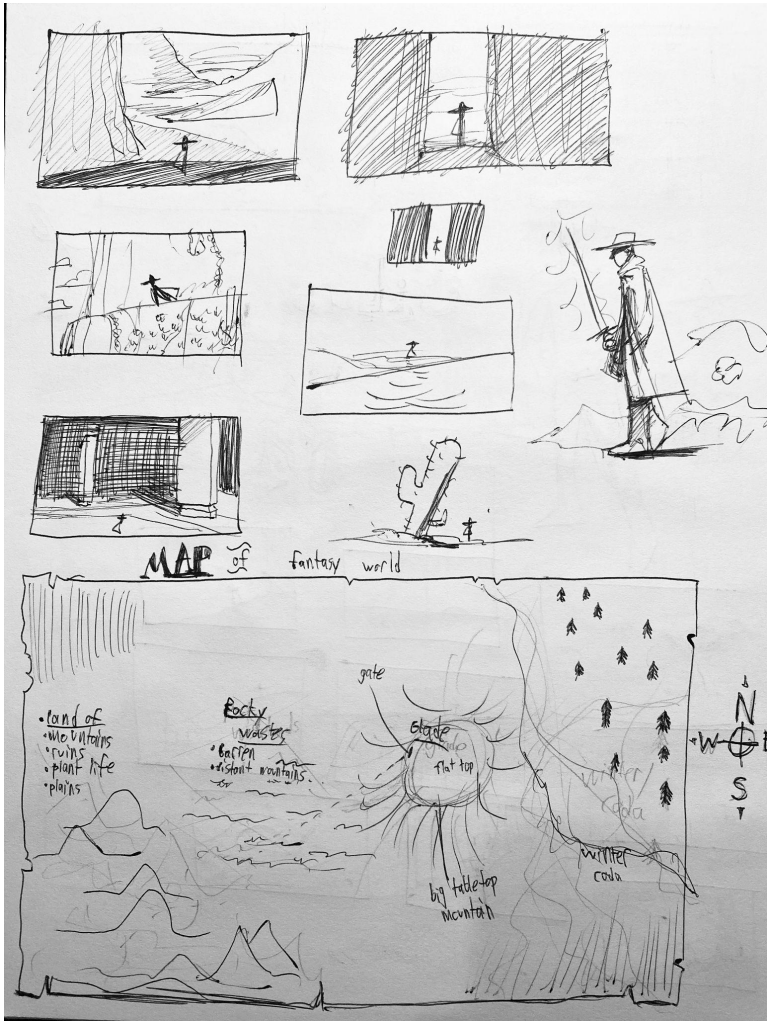
- western saloon top is cool

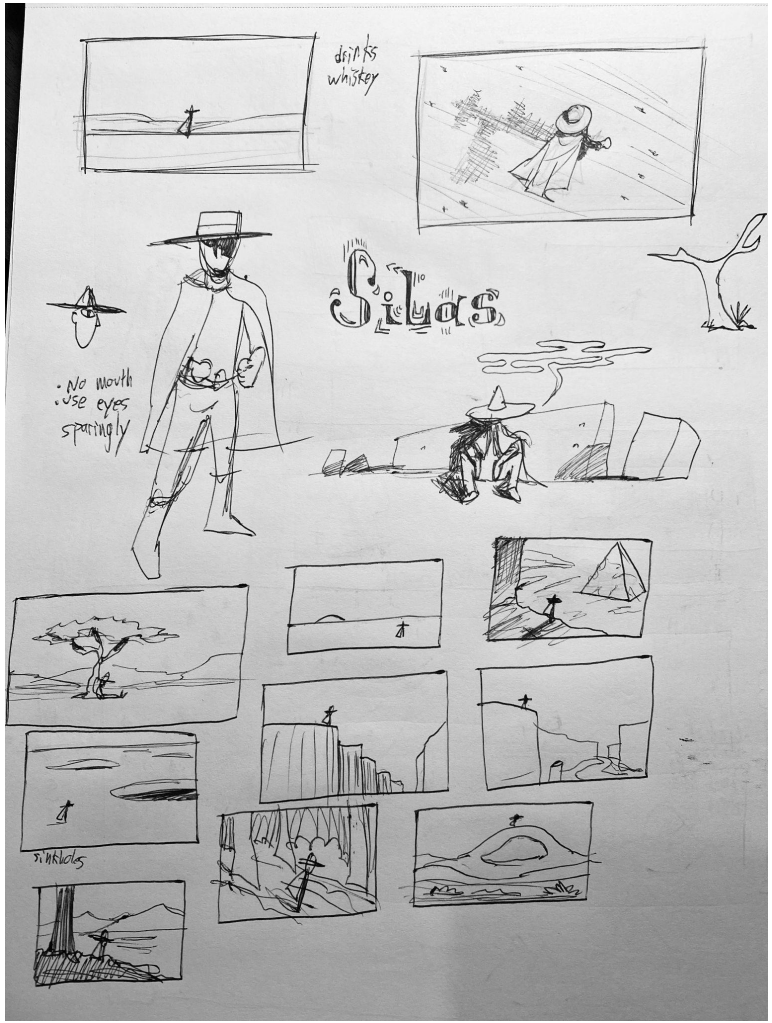




- old fashioned saloon doors could be cool



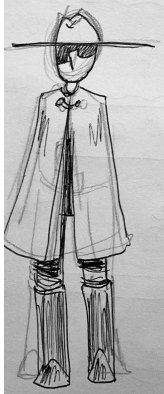

MAP of fantasy world
• land of
• mountains
• ruins
• plant life
• plains
Rocky
wastes
• barren
• distant mountains
gate
Stone
flat top
big tabletop
mountain
winding
road
N
W
S


drinks
whiskey
Silas
• No mouth
• use eyes
sparingly
sinkholes

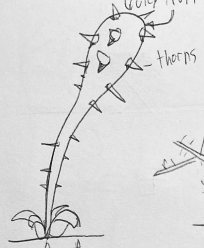
~~The Woods - initial storyboard~~

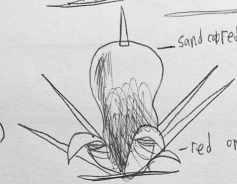
looking at reflection in Whiskey River

•Look at Max Ernst



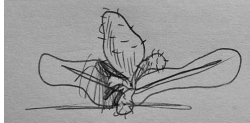
Foliage

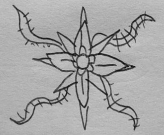




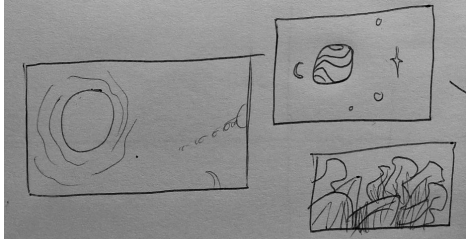


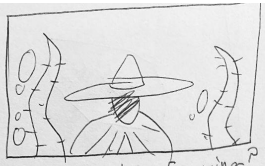
- Include a few disparate shots of plants growing, dying, etc? to show passage of time. cuts of plants in different stages of growth but the camera is smooth
- When he is facing death, some vines stand up straight (being lifted)
- Vines grow slightly ~~and~~ always.



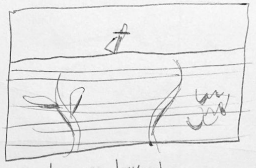








• use ik chain for vines?



• rocks are layered



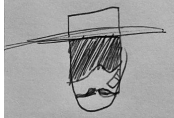








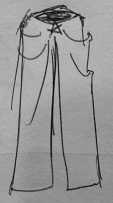








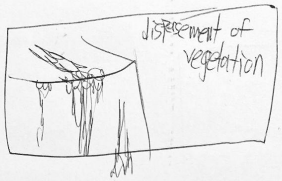




style guide

desert:





displacement of vegetation

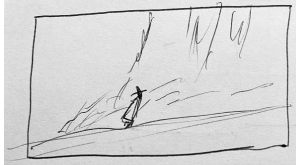


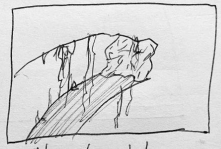
castle ruins

• After frame 11, black for 4 seconds!

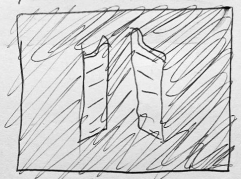
• Black after frame 15

• frames 6 + 9 have plants lean to him slightly

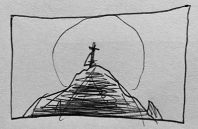


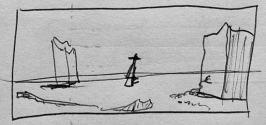


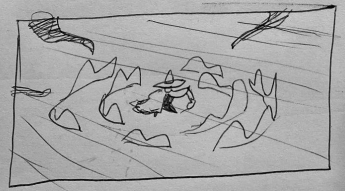
random stone shots



sees esoteric gate to death

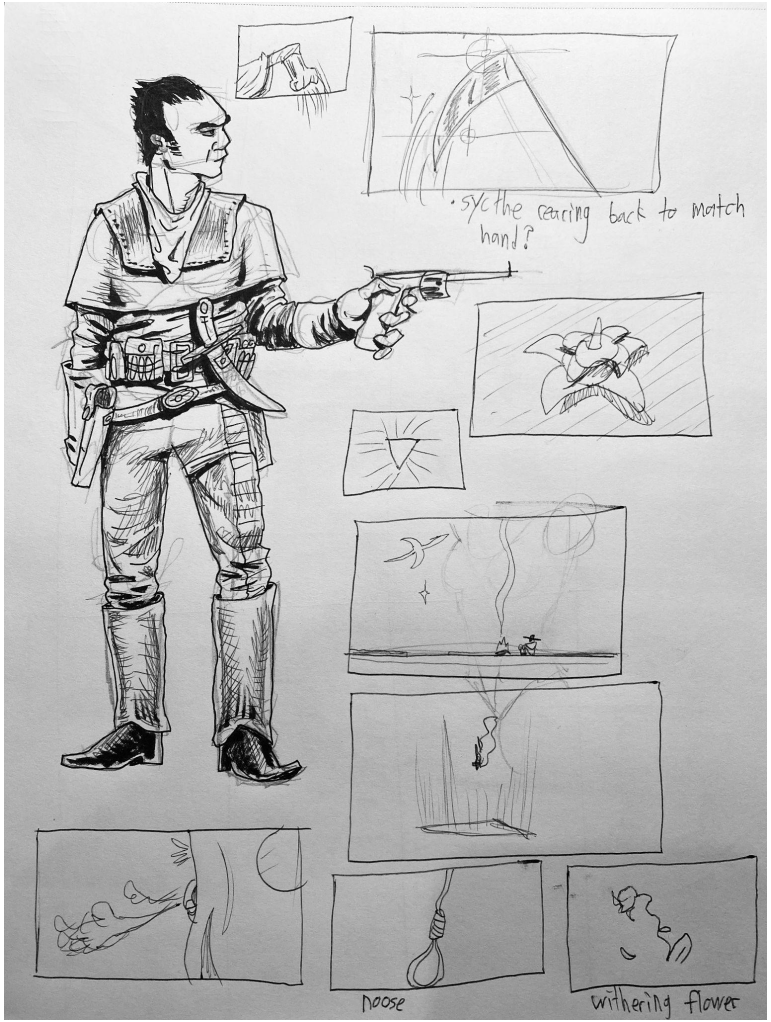






• punches ground -- cel

• arms retreat


• scythe coming back to match hand?
noose
withering flower

First Storyboard w/ Colorscript



Styleframes































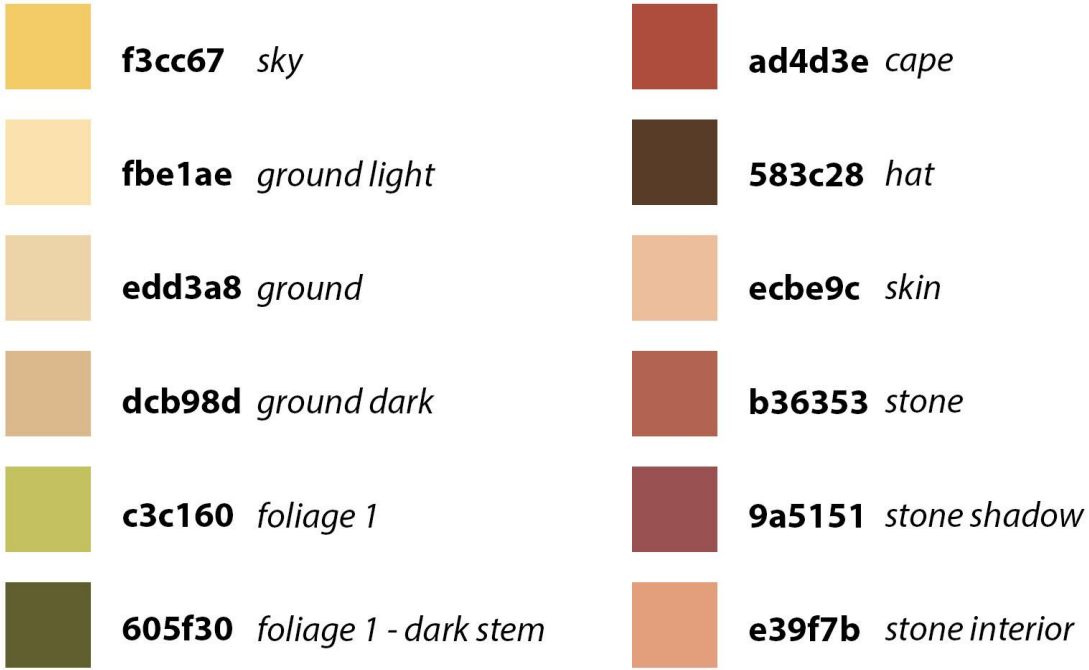




Animatic



Color Schemes



Color Schemes



f3cc67 *evil sky transition*



fbe1ae *evil sky transition 2*



edd3a8 *dead foliage*



dcb98d *evil sky*



c3c160 *mountaintop evil color*



605f30 *reaper robe*



7b2f28 *ground evil*



6e241d *darker ground evil*



923c36 *lighter ground evil*