

Pre-Production Summary Template

GENERAL INFO

1. **Your name:** Taylor Sniffen

2. **Story idea #:** 1

3. **Linear or Non-Linear?** Non-Linear

a. **If Linear**, summarize:

i. Beginning / Exposition:

ii. Middle / Complication:

iii. End / Resolution:

b. **If Non-Linear, which format are you using?** The Puzzle

(Book Ending, The Countdown, The Puzzle, or The Beaded Necklace)

Summarize how your story will fit that format:

Throughout the stop motion the persons hand, will be gathering and using weird unconventional items to represent the different colors on the canvas, then at the end of the stop motion it will be revealed that all of those weird items can come together and make a beautiful sunset painting.

CREATIVE BRIEF

1. What must it be?
A short stop motion.
2. Who is it for?
For my motion across media class, but it will also be posted publicly.
3. How long must it be?
A minimum of 10 to 30 seconds and no longer than a minute.
4. What is your objective with the piece?
To paint a canvas
5. When is it due?
Sunday, September 20, 2020
6. What is the overall idea?
To use abstract objects on a blank canvas that at the end reveal to have painted a beautiful sunset painting.
7. What is the storyline summary?
The stop motion starts off with a blank canvas and a hand trying to draw on it and failing, so the hand starts to use house hold/ abstract items that aren't usually associated with painting and then after it lays out all of the different aspects on the canvas, the arm will swipe across the screen and reveal a well painted sunset photo.
8. Elevator pitch:
A frustrated artist lets his creativity run wild and using abstract household items to try and create something spectacular, and in the end he might actually just succeed.
9. Tagline:
Art can be made out of anything, even if it's unconventional.
10. Look and feel description:
The overall look will be very plain and neutral background so that the odd colored objects being used to create the painting stand out and the overall feel of it will be confusion since everything is going to be done in close ups to keep the audience in the dark until the end for the reveal of the painting.
11. Identify classic plot. Ex: Good vs Evil / Overcoming the Monster, Rebirth and Redemption, Rags to Riches, Role Reversals, Buddy Stories, Love Stories, Quest / journeys / Voyage and Return, Ship of Fools, The Rebel / Life Against the Grain, Coming of Age, or "Other" (explain):

There isn't really much of a plot, I'm using the non-linear story structure of "the puzzle" so throughout most of the stop motion, you're a little confused about how these different abstract/household objects are going to work on a canvas but then the reveal at the end shows that everything came together to make a beautiful sunset painting. So I guess the classic plot would be like "the ends justify the means".

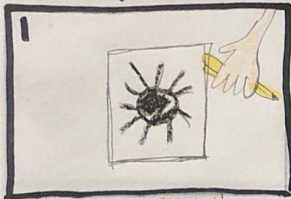
STORYBOARDS

1. **WHAT?** Create your visual script using storyboards. Be sure to map out each "story beat" so that someone unfamiliar with the story would be able to tell what is going on.
 - a. You may use imported graphics, but each frame should also have a hand-drawn element.
 - b. Stick figures are fine, but do pay attention to framing (visual composition), for example, Wide Shots (WS), Close-ups (CUs), Extreme Close-ups (ECUs), Over the Shoulder shots (O/S), etc.
2. **HOW MANY?** Plan on at least one storyboard for each major shot or sequence we will see.
 - a. For example, we might start with an establishing shot (WS) to take in the scene, and then cut to a CU of the main character, and then an ECU of a first-person perspective of what they are looking at in their hand. Then we might cut back to a Medium Shot (MS) of them walking across the scene. This sequence would be represented by 4 storyboard frames.
 - b. Or if a single framing is used (i.e. the camera doesn't move and the focal length stays the same), then you would clearly map out the motion of the characters and objects in the frame. Use arrows to show us what moves where.
 - i. Repeating the above scene, we might see the character move in from the side with a large arrow. Once in place, their head might move down as their hand moves up (use a small arrow for each), then we see them move across the frame with another large arrow. This would likely be represented by 3-4 storyboard frames also.
3. **HOW?** Once you've created your storyboard frames, insert those images here in this document. You may use software (Photoshop, Animate, etc.) or hand-draw them and scan them or snap photos.

Stop Motion #1

STORYBOARD TEMPLATE

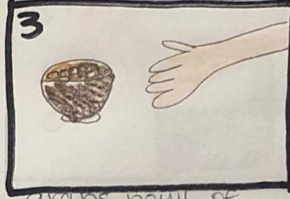
Non-Linear



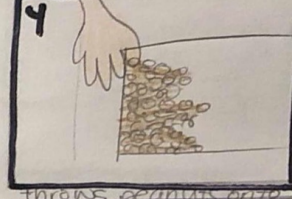
black canvas w/ hand trying to draw on it



attempting to draw a spider



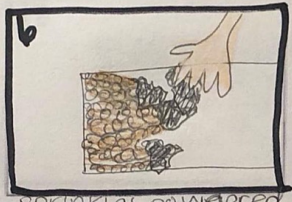
grabs bowl of peanuts



throws peanuts onto canvas



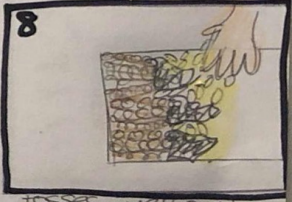
grabs powdered sugar



sprinkles powdered sugar on top of the crushed peanuts



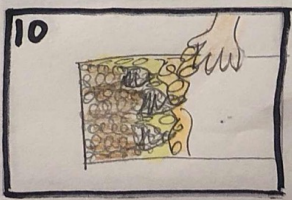
grabs yellow sunflowers



puts yellow sunflowers on the canvas



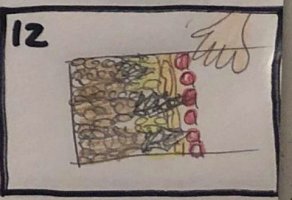
grabs clementines from bowl



puts clementine peels on the canvas



grabs a bowl of cherry tomatoes

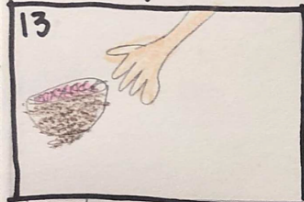


puts the cut up cherry tomatoes on the canvas

Stop Motion #1

STORYBOARD TEMPLATE

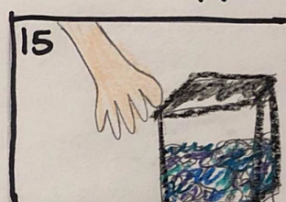
Non-Linear



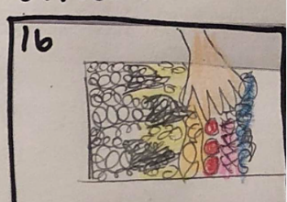
hand grabs bowl of pink coconut shreds



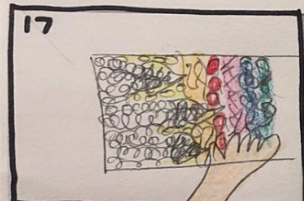
puts coconut shreds onto canvas



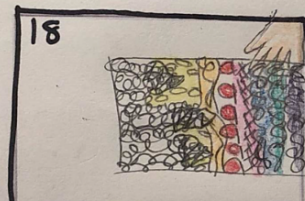
grabs container of different colored beads



arranges row of beads on canvas



arranges row two of beads on canvas



arranges row three of beads on the canvas



all the world items arranged on the canvas as arm swipes over it



arm swipe reveals completed world map photo

