

Pre-Production Summary Template – Story Idea 2

GENERAL INFO

1. **Your name:** Julie Anderson
2. **Story idea #:** 2. What is That Sound?
3. **Linear or Non-Linear?** Non-linear
 - a. **If Non-Linear,** which format are you using? The Beaded Necklace

Summarize how your story will fit that format:

The story is solely inspired by some Halloween music – the music is the base of the piece, and the character moves along with it.

CREATIVE BRIEF

1. What must it be?
A 10-30 second long stop motion animation.
2. Who is it for?
Anyone who enjoys Halloween.
3. How long must it be?
10-30 seconds, 1 minute max.
4. What is your objective with the piece?
To show a claymation character, using stop motion.
5. When is it due?
Sunday, September 26th by midnight.
6. What is the overall idea?
A Halloween stop motion animation of a monster that wakes up from a musical sound. It's intriguing to the monster, making its eyes move and pop up and down, until the music slowly stops and the monster goes back to sleep.
7. What is the storyline summary?
A tired monster wakes up from a musical sound. The monster's eyes are influenced by the music. Then the music fades and the monster goes back to sleep. Repeat, forever.
8. Elevator pitch:
Surprised monster wakes up, wondering what that sound is.

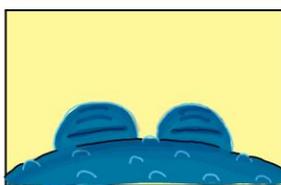
9. Tagline:
What's that sound?

10. Look and feel description:
Surprising (music), mysterious, repetitive.

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):

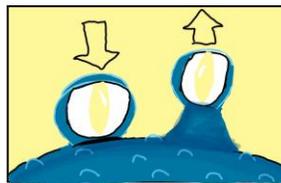
This story doesn't really have a classic plot, as it's an experimental non-linear story, but if I were to choose one, I think quest relates the most. The sound is something that grabs the monster's attention so much so that it makes its eyes pop. It could be because the monster wants to figure out what it is, and could quest to find out. But since the sound loops to an end before that happens, the monster never gets a chance.

STORYBOARDS



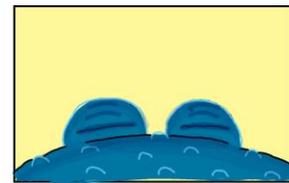
1 A

Monster asleep



1 D

Monsters eyes continue moving up and down



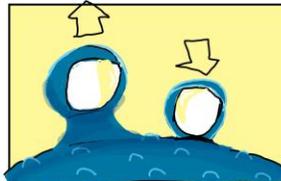
1 A

Music slows down, monster goes back to sleep



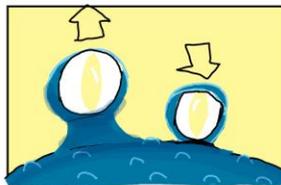
1 B

Monster hears sound, wakes up suddenly



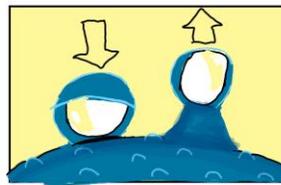
1 E

Monsters eyes look around, continuing to move up and down



1 C

Monsters eyes begin to move up and down



1 F

Monsters eyes look around, continuing to move up and down
