

Pre-Production Summary Template

GENERAL INFO

1. **YOUR NAME:** Julia Golin
2. **STORY IDEA 1:** The Mischievous Ghost
3. **LINEAR OR NON-LINEAR:** Linear

a. For linear format, summarize your story here:

i. Start / Exposition:

Two creatures are peacefully napping under a tree in the forest when suddenly a mischievous creature emerges and snatches one of them away.

ii. Middle / Complication:

Awakening to discover their friend has been captured and taken away, the other is left frantic. Determined to find them, they set out on a journey through the forest and seek help from a few others along the way.

iii. End / Resolution:

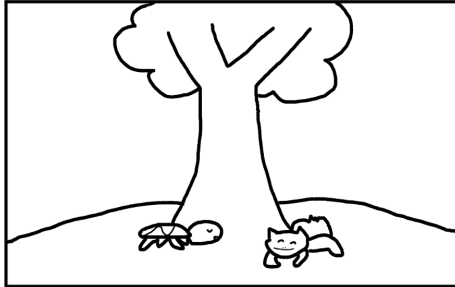
They track down the mischievous creature, who has captured their friend, and confront the foe in a battle. As a team, they defeat it, rescue, and reunite with their friend in the end.

CREATIVE BRIEF

1. What must it be?
A stop motion animation with a story element.
2. Who is it for?
General audience. Likes animated and silly stories.
3. What's the duration of the piece?
The stop motion should run between 10 to 30 seconds.
4. What is your objective with the piece?
Learn the skills and techniques needed to create a fluid stop motion animation with a fun and interesting story element.
5. When is it due?
The final project is due Sunday, February 18, 2024.
6. What is the overall idea?
A creature seeks the help of others to rescue their friend from a mischievous foe.
7. What is the storyline summary?
Two creatures are napping peacefully in the forest when one is snatched away by a mischievous creature. The other sets out on a journey to rescue their friend, facing challenges and seeking help along the way. They confront the mischievous foe, defeat it, and reunite with their friend.
8. ELEVATOR PITCH:
Join two unlikely heroes on a daring quest through the enchanted forest to rescue their friend from the clutches of a mischievous foe.
9. TAGLINE:
Adventure awaits where mischief lurks.
10. Look and feel description:
Simple and whimsical. Nature environment. Nanoblock creatures. Pokémon themed.
11. Establish classic plot structure.
This story follows the classic quest plot where the lead embarks on a quest or journey to achieve a specific goal. In this case, rescuing their friend from a mischievous foe.

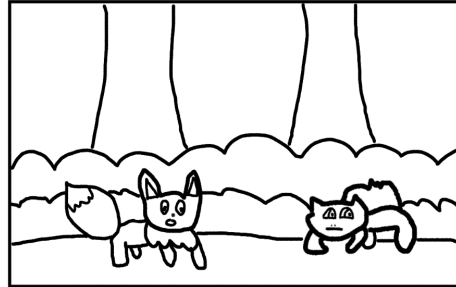
STORYBOARDS

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.
2. **HOW MANY.** Plan on at least one storyboard for each major shot or sequence that we will see in your stop motion animation.
3. **HOW.** Once you’ve created your storyboard frames, insert those images here. You can hand-draw them or use Adobe programs such as Photoshop or Animate.

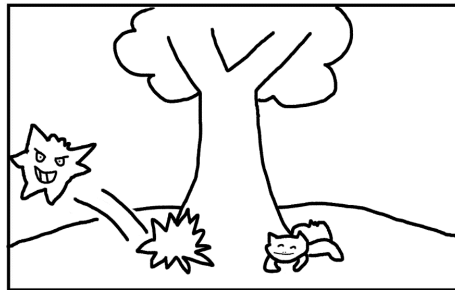


WIDE SHOT OF
TWO CREATURES
NAPPING UNDER
A TREE.

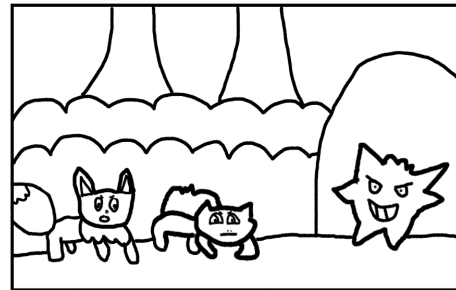
THEN, ALL OF A
SUDDEN...



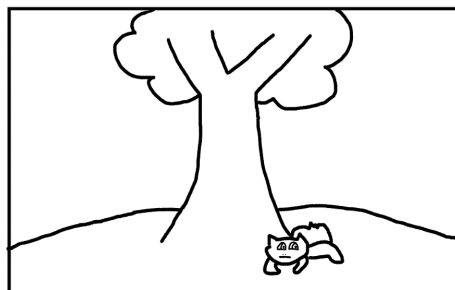
CREATURE BEGINS
TO SEARCH THE
FOREST AND
ASKS FOR HELP



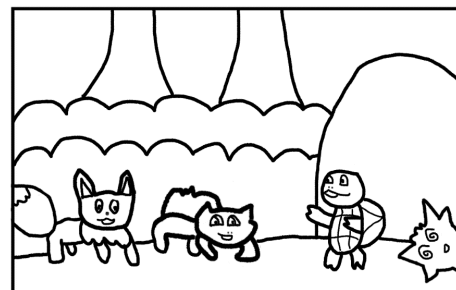
WIDE SHOT:
MISCHIEVOUS
CREATURE COMES
IN FROM RIGHT
TO LEFT AND
CAPTURES ONE
OF THEM.



THE TWO ALLIES
CONTINUE THEIR
SEARCH AND
FINALLY TRACK
DOWN THE FOE'S
WHEREABOUTS AND
ENGAGES IN A
2 VS 1 BATTLE



WIDE SHOT:
THE OTHER ONE
WAKES UP, WALKS
AROUND FRANTIC,
AND BEGINS TO
SEARCH FOR
FRIEND.



THE MISCHIEVOUS
FOE LOSES IN
BATTLE, GETS
KNOCKED DOWN.

WINNERS REUNITE
WITH CAPTURED
FRIEND.