

Pre-Production Summary Template

GENERAL INFO

1. **YOUR NAME:** Julia Golin
2. **STORY IDEA 1:** Wild Encounters
3. **LINEAR OR NON-LINEAR:** Non-linear

Which non-linear format will your story be?

THE COUNTDOWN: Create a constant upwards build in drama until the end, without any de-escalation. Try to elevate each beat a step higher.

Summarize how your story will fit that format.

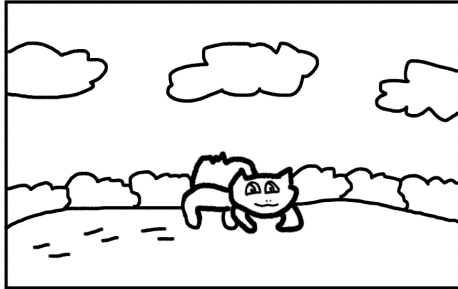
A creature wakes up from a nap and starts to make its way home. Along the way, it ends up running into a number of wild encounters or mini battles. From the start, drama will continue to escalate at a steady pace until the end, when it reaches its destination.

CREATIVE BRIEF

1. What must it be?
A stop motion animation with a story element.
2. Who is it for?
General audience. Likes animated, cute, 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 must fight its way through a few wild encounters to get home.
7. What is the storyline summary?
A creature wakes up from a nap and starts making its way home. Along the way, it runs into a number of wild encounters or mini battles until it finally reaches its destination.
8. ELEVATOR PITCH:
Join a small creature on a wild adventure. Watch as it faces challenges and battles its way home. This stop motion animation is packed with charm, laughs, and adorable characters. Get ready for a journey filled with surprises and determination!
9. TAGLINE:
Life is unexpected. You can power through it.
10. Look and feel description:
Cute and simple. Nature environment. Nanoblock creatures. Pokémon themed.
11. Establish classic plot structure.
The plot structure is sort of like a quest or journey because it's a story about a creature trying to get home but runs into a number of challenges along the way.

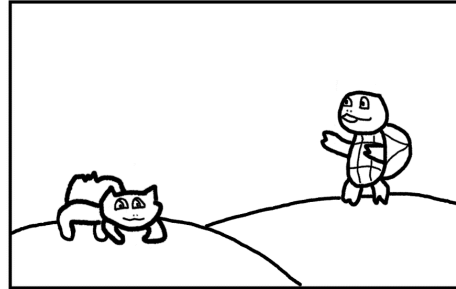
STORYBOARDS

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.



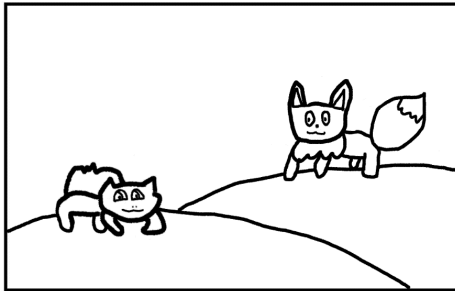
WIDE SHOT OF
CREATURE WAKING
UP FROM A NAP
IN THE WOODS.

STARTS TO WALK
HOME...



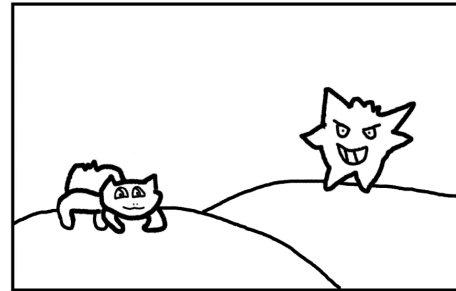
WILD ENCOUNTER:

-BATTLE MUSIC
-ANGLED SHOT
-SOUND EFFECTS
WITH MOVEMENT
FORWARD = HIT



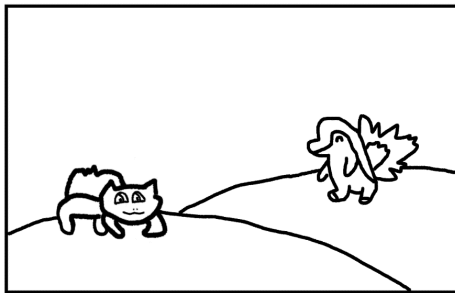
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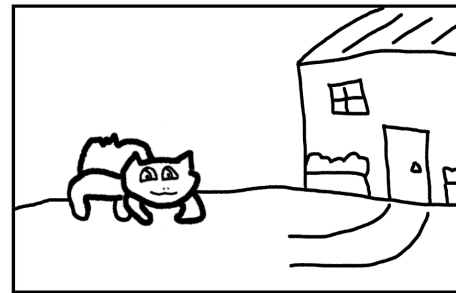
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VICTORIOUS
LIL CREATURE
FINALLY MAKES
IT HOME!

THE END.