Pre-Production Summary Template

GENERAL INFO

1. **Your name:** Bailey MeCey

2. **Story idea #:** 1

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

    a. **If Linear,** summarize:
        i. Beginning / Exposition:

        A group of dogs are hanging out at the local dog park when a new dog enters.

        ii. Middle / Complication:

        The new dog has difficulty being accepted by the group. When he tries to play he is growled at. One of the dogs from the group is stuck after a rock rolls over his foot.

        iii. End / Resolution:

        The new dog helps get the other dog free and is welcomed into the group.

    b. **If Non-Linear,** which format are you using?_____
    (Book Ending, The Countdown, The Puzzle, or The Beaded Necklace)

    Summarize how your story will fit that format:

CREATIVE BRIEF

1. What must it be?

   A stop motion animation that follows a traditional linear story.

2. Who is it for?

   Anyone that enjoys these styles of animations.

3. How long must it be?

   Around 20-30 seconds.

4. What is your objective with the piece?

   To make something that is playful and fun, while also having a good message.

5. When is it due?

   9/26 at 11:59 p.m.

6. What is the overall idea?

   A new dog visits the dog park and has trouble fitting in with the other dogs.

7. What is the storyline summary?

   When a new dog comes to visit the dog park, the other dogs do not want him around. When he tries to play, they bark and tell him to go away. After the leader of the group gets stuck under a fallen rock,

8. Elevator pitch:
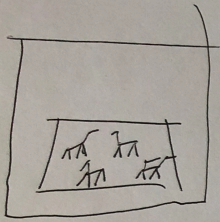
9. Tagline:

10. Look and feel description:

    Fairly simple style with dog miniatures.

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):
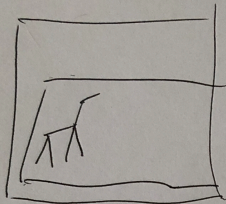
I want to keep the plot fairly traditional of the outsider trying to connect with a new group of people.
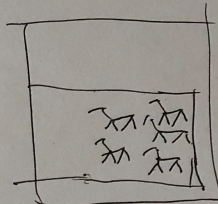
STORYBOARDS

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.
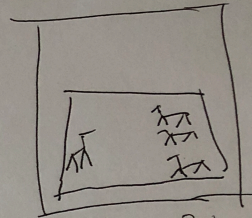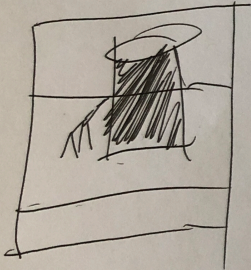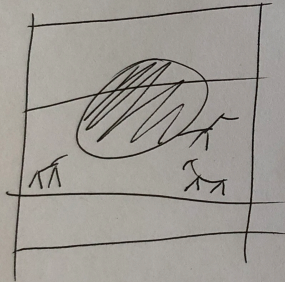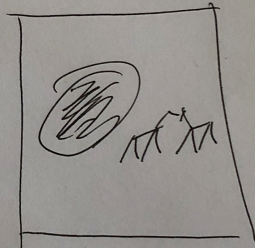
WS Dog Park

MS New Dog

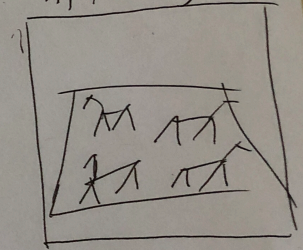MS Dog Group

US Dog Park, Dog Group Barking At New Dog

MS Dog Hiding behind trash can

CS. Dog stuck under rock

MS New Dog saves other dog

WS Dog Park Dogs all together