

# Pre-Production Summary Template

## GENERAL INFO

1. Your name: Bailey McCey
2. Story idea #: 2
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? Book Ending  
(Book Ending, The Countdown, The Puzzle, or The Beaded Necklace)

Summarize how your story will fit that format:

The story takes place in an office with a man working. The first shot is of the ticking clock on the wall. He has just finished all his work and is almost wrapped up for the day. As he finishes his last assignment, he notices that the clock has stopped ticking. Then, he realizes that time has stopped all around him in the office. He plays with the clock, turning time back and forward. After he has had his fun, he sets the time back to the present time and leaves for the day. Just then, the boss walks into the office with a stack of new assignments, takes the old ones, and resets the clock back in time so the man must continue the cycle of work. The story then ends with the shot of the ticking clock, then cuts to black as the ticking continues.

## CREATIVE BRIEF

### 1. What must it be?

A stop motion animation that follows a non-linear story structure.

### 2. Who is it for?

People that like stop motion animation with a melancholic story.

### 3. How long must it be?

30-40 seconds, might be longer depending on the story beats.

### 4. What is your objective with the piece?

To create an animation that utilizes the Book Ending Structure.

### 5. When is it due?

9/26 at 11:59 p.m.

### 6. What is the overall idea?

A man discovers the clock in his office can control time.

### 7. What is the storyline summary?

As he is finishing up his day at work, a man discovers that his office clock can control time. He has some fun, but wraps up and leaves for a nice enjoyable weekend. After he leaves, his boss comes in with more work and resets the clock back to the beginning of the day.

### 8. Elevator pitch:

What would happen if your boss had the power to control time.

### 9. Tagline:

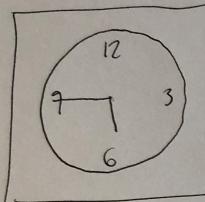
10. Look and feel description:

I'm still stuck on this, I think it would be fun to build a set and make some characters out of modeling clay, but I'm not an artist so that work be tricky.

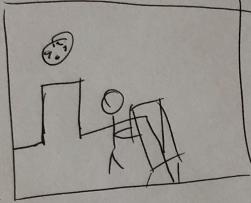
11. Identify classic plot. Ex: Good vs Evil / Overcoming the Monster, Rebirth and Redemption, Rags to Riches, Role Reversals, Buddy Stories, Love Stories, Quest / journeys / Voyage and Return, Ship of Fools, The Rebel / Life Against the Grain, Coming of Age, or "Other" (explain):

## STORYBOARDS

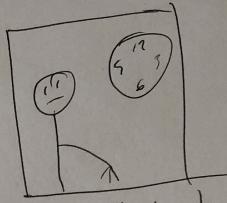
1. **WHAT?** Create your visual script using storyboards. Be sure to map out each "story beat" so that someone unfamiliar with the story would be able to tell what is going on.
  - a. You may use imported graphics, but each frame should also have a hand-drawn element.
  - b. Stick figures are fine, but 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.



CS clock  
face



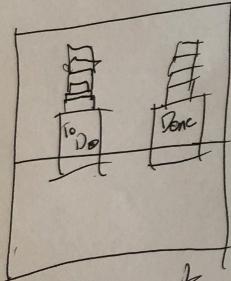
WS office space



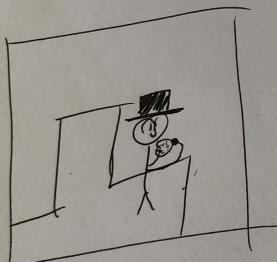
MS clock stops  
man plays with



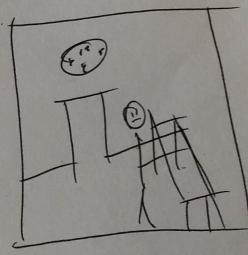
Wire shot office,  
trash in basket,  
litter floating.



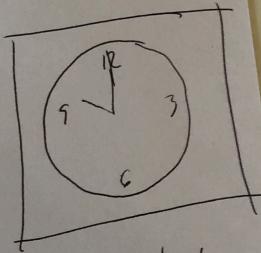
CS Assignments,  
Done stack is stacked  
and to do stack is filled.



MS boss pulling out  
pocket watch, reverse  
the time back



WS office  
man working



CS clock  
face.