

Peat and Patty

by Clinnie Brinson

Evolution of Peat and Patty

Throughout the Fall and Spring semester the story was redeveloped in order to illustrate a more cohesive and efficient story line. All story information is presented in chronological order so you can follow the progressive evolution of Peat and Patty.

Thesis

The personification of nature through animation is the most efficient way to evoke empathy towards environmental issues

Thesis

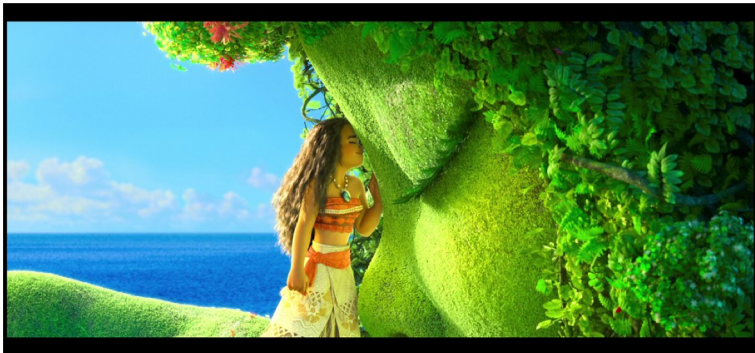
- Psychological effects of anthropomorphism
- Education in digital environments
- Influencing empathy through character design

Thesis

Personifying the environment in animation benefits conservationist.

- Generate empathy from audience by illustrating the environment with human-likeness
- Through animation conservationist can broaden their influence to inform the youth.
- Big name studios like Pixar and DreamWorks generate billions from eco-conscious animations commonly contributing a percentage of their profits to NGOs.
- Animation can not save the environment but it can inspire the people who can

Te Fiti from Moana



Mother Nature from Fantasia 2000



Lovelace from Happy Feet



KungFu Panda



Ferngully

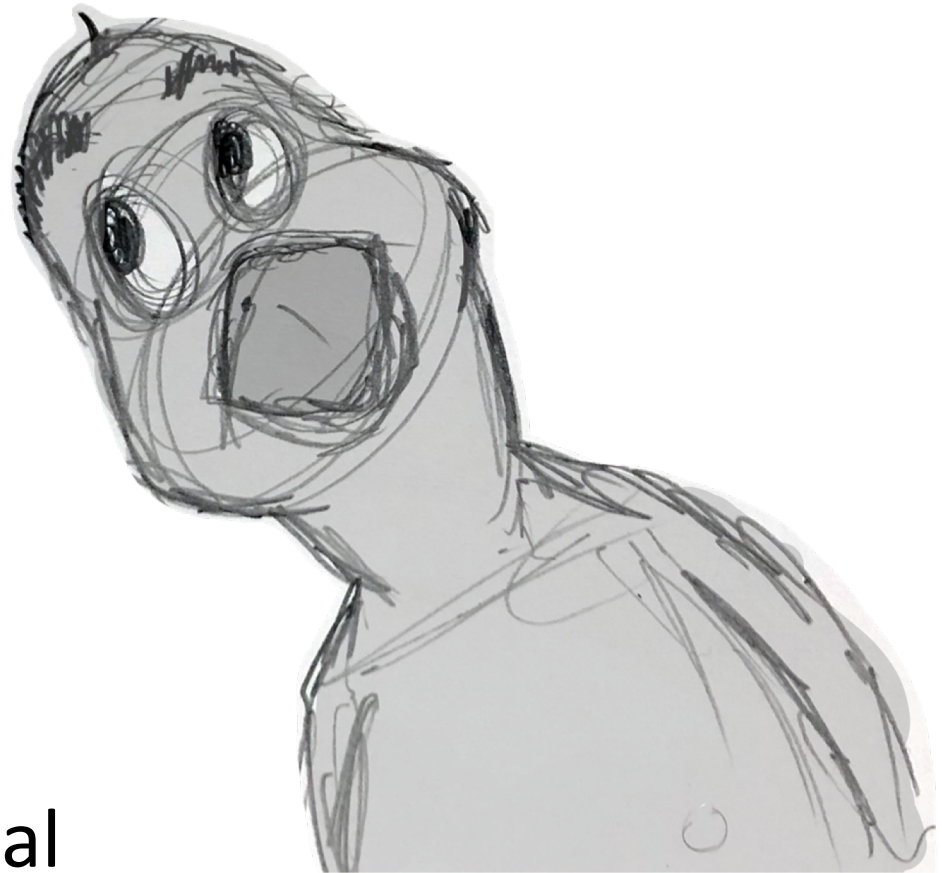


Peat

- African Grey Parrot
- 1 ½ years old
- Beginner at speaking

Patty

- Young professional
- Late 20's
- Recently moved to SoCal



Setting

- Peat and Patty have lived in their Southern, Californian house for a month so far. Their new neighborhood is surrounded with forestry.
- Dec. in the late 22nd Century



Story

Subject

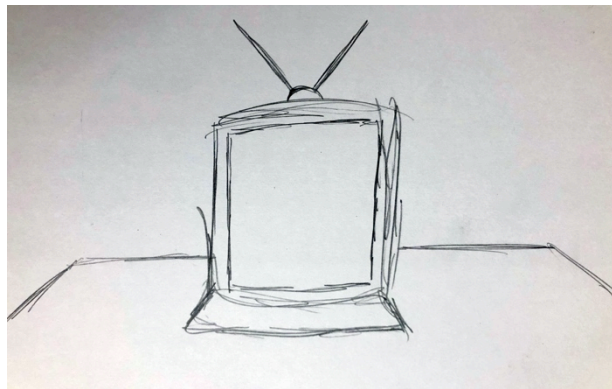
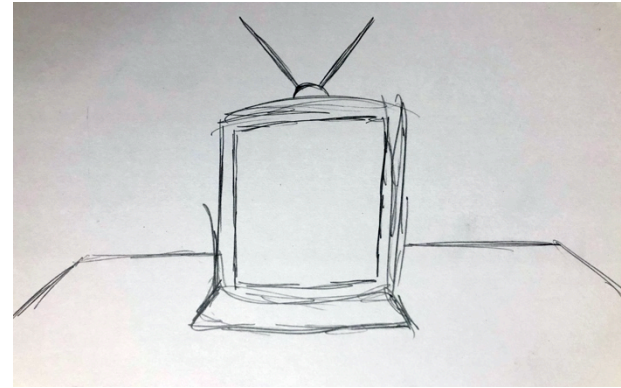
Communication

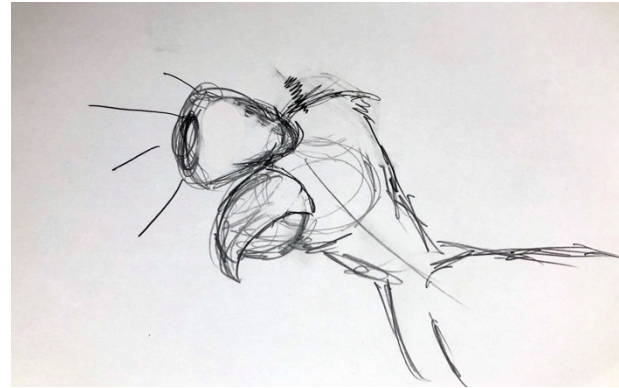
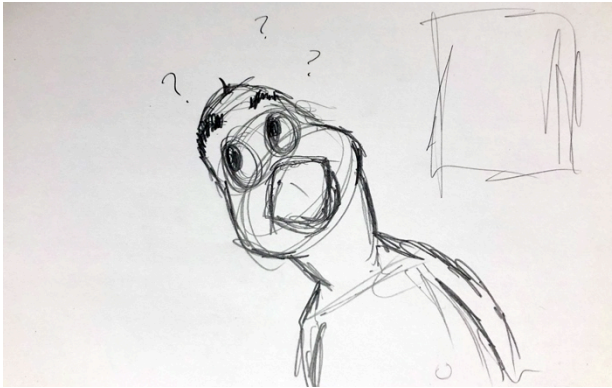
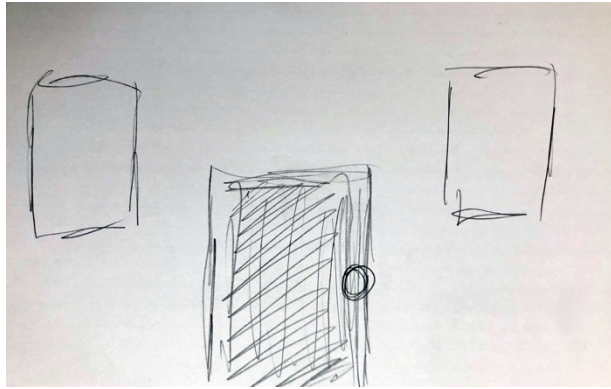
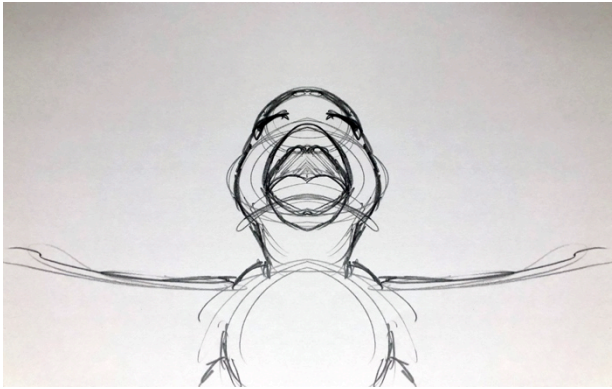
Theme

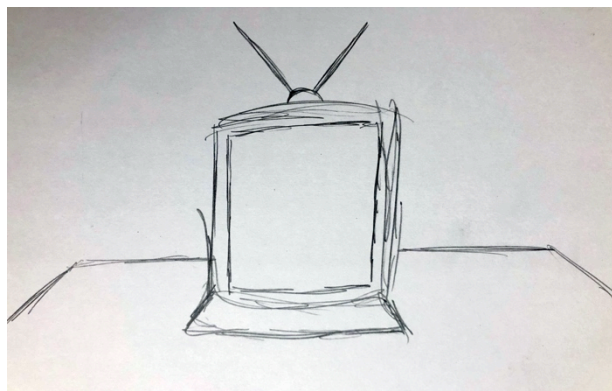
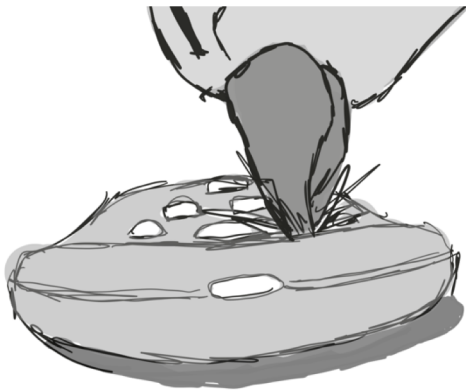
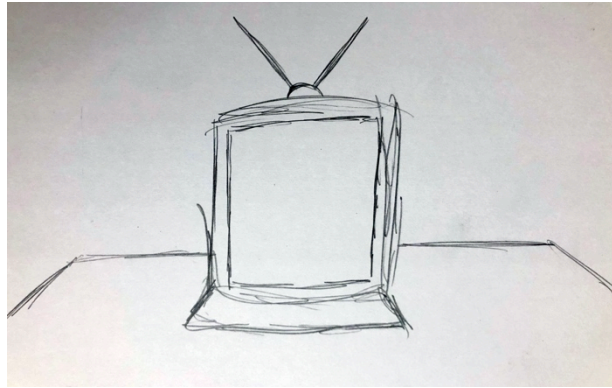
If you don't think before you speak, communication can be harmful.

Synopsis

Peat, alongside Patty, moves into a new environment. This new environment combined with his habit of mindlessly mimicking his surroundings create a lesson in communication he will never forget.







Character Roles

- Peat – Guide us through the story
- Patty – Catalyst to the story
- Bear – Bridge to my thesis
- Squirrel – Additional foreshadowing



Peat is very thoughtful and curious

Patty is relaxed and seeking comfort

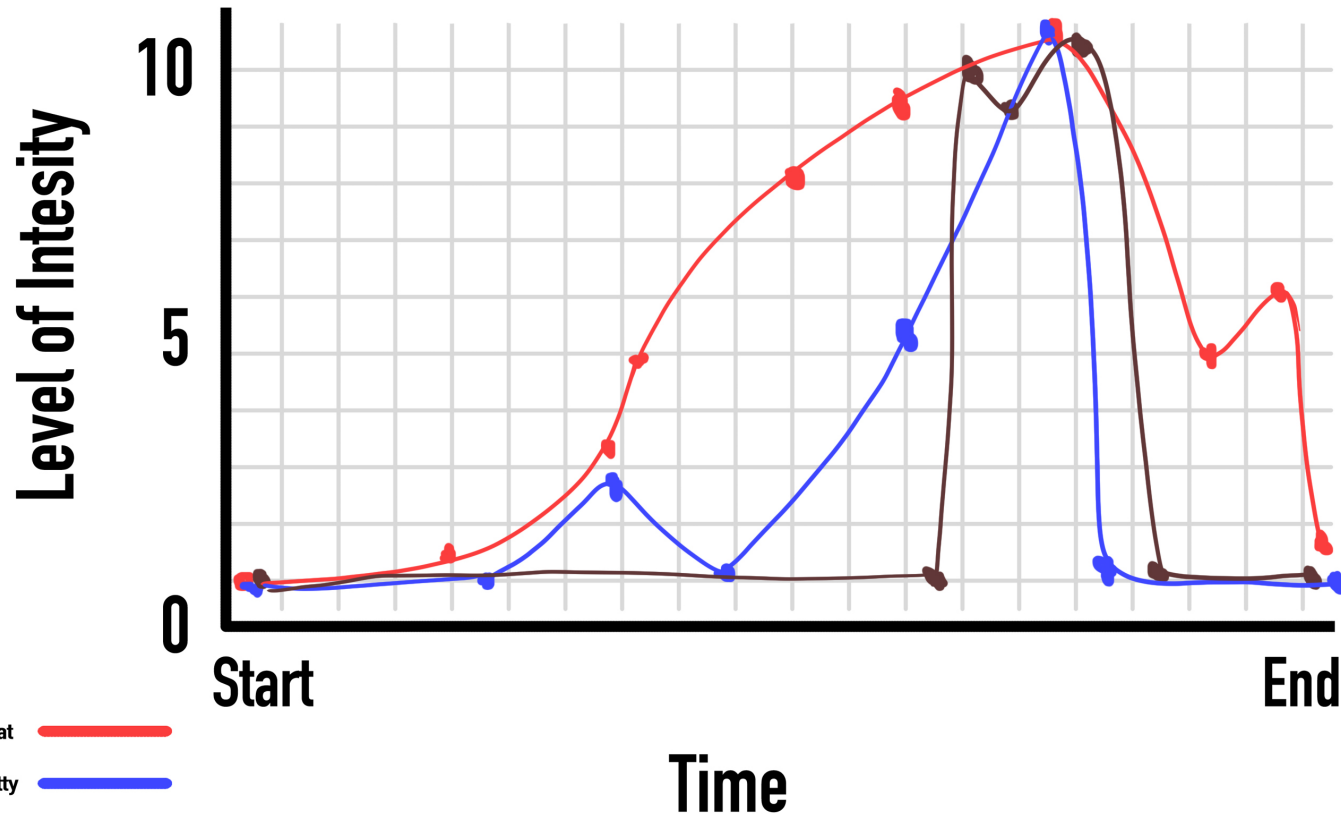


Setting

- Montana
 - Present day in Patty's rural home
 - Glacier National Park and Yellowstone Park are responsible for hundreds of bear encounters and nearly 20 bear attack fatalities



Bruce Block Chart



Bruce Block Chart

- Peat's character intensity slowly rises throughout the film to build anticipation
- Patty's role intensifies during the plot and falls as she becomes the solution to Peat's conflict.
- The bear arises as the conflict and is quickly resolved.

The Bear at Patty's Door

- The bear is linked to my thesis
 - I made the bear anthropomorphic in support of my thesis
 - Deforestation is the leading cause of bear encounters
 - The bear is personified by its attempt to find love and its response to the miscommunication.

Concepts

Character design has been my biggest obstacle within the story yet. Through consistent doodling of ideas I am able to collect data and on what I think is good character design for Peat and Patty



Outside



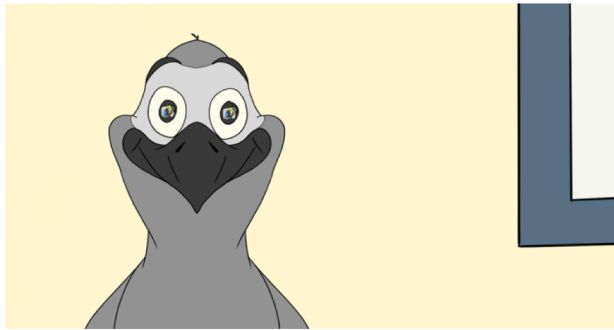
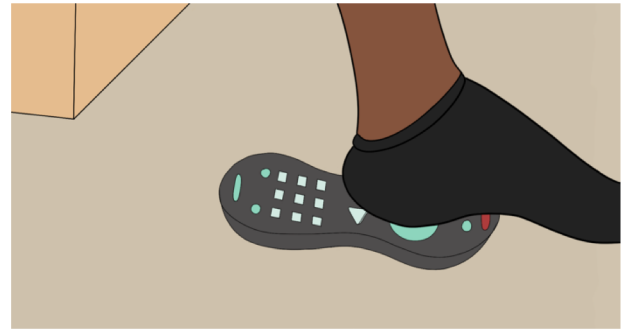
Patty's Home



Inside



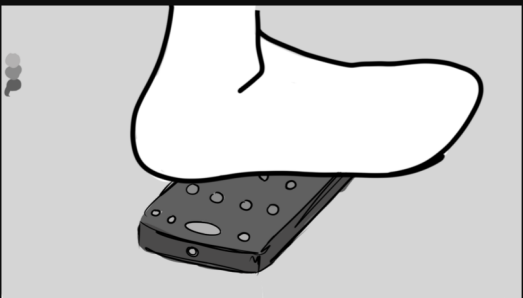
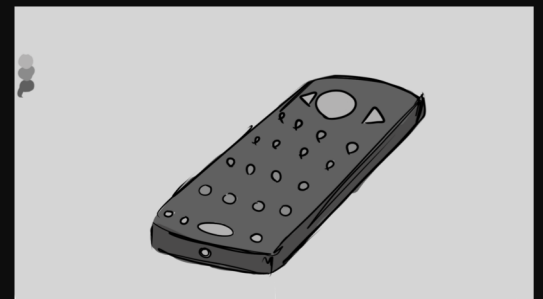
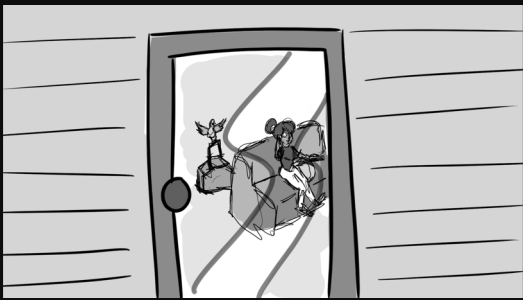
Beat Boards

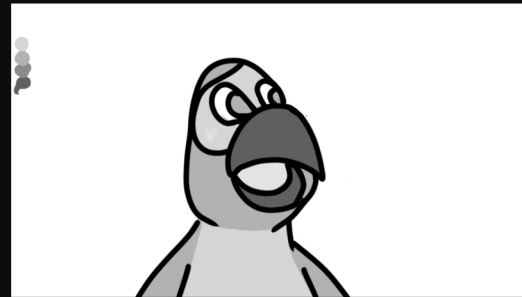
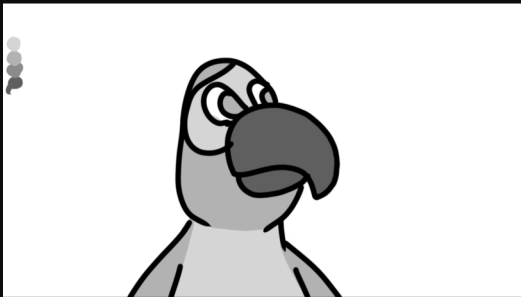
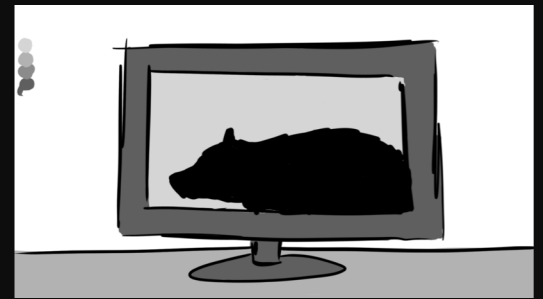
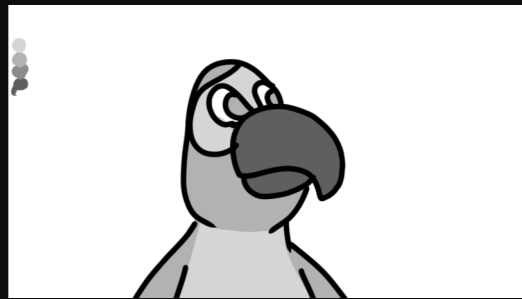
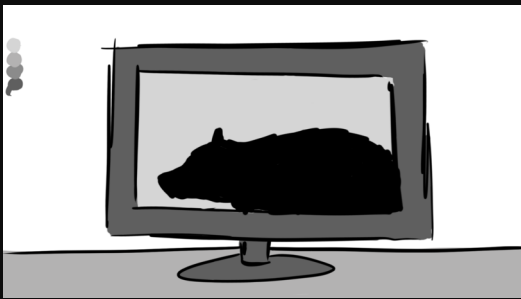


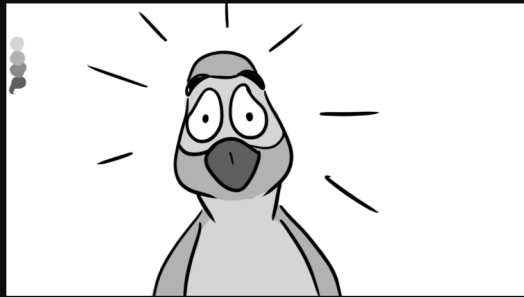
Thinking about Lighting

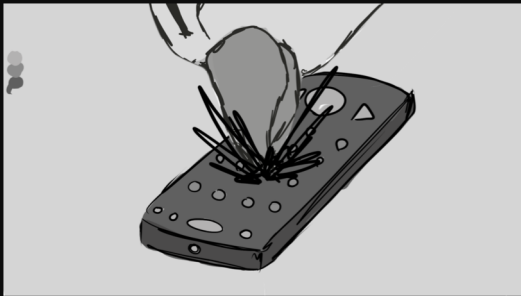
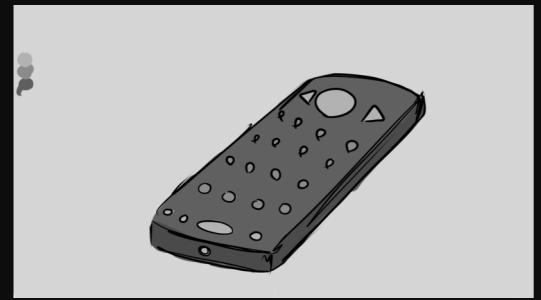












PEAT & PATTY

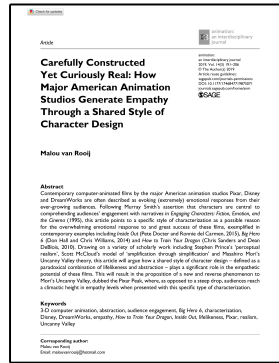
by Clinnie Brinson



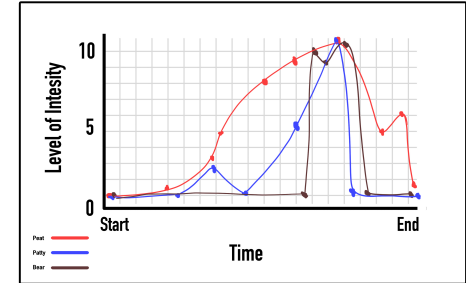
Peat (left) & Patty (right)



Articles on the personification of nature



Story Boards



Introduction

Peat and Patty is a humorous story about the communication issues a parrot named Peat faces once he discovers his voice. Backed in environmental research, the 3D animated film touches on the contemporary environmental issue of deforestation.

My goal is to use the personification of Peat, to evoke emotion from my audience. I create human likeliness from Peat through his need to socialize and exaggerated emotional expressions.

Numb to Peat's outburst, Patty's lackadaisical attitude towards Peat's attempts to get attention is the catalyst that drives the story towards it's inciting incident.

Conclusion



Research

Thesis Statement - The use of personification in animation is a vital tool in educating the world of the importance of environmental sustainability. By illustrating nature in the likeliness of humans it creates empathy and heightens the viewers conscious on how their actions affect our environment.

Bear fatalities are not common but, the cause of the increase in encounters is one environmental of many that need to be addressed. Deforestation is the main hastily cause of bear - human interaction.

"Increasingly bears throughout the world are facing human encroachment into their habitat, be it in the form of housing development, industry, logging, agriculture, road-building or tourism."

I chose Montana for my location because its Glacier National Park and Yellowstone Park areas account for hundreds of bear encounters and nearly 20 bear attack fatalities.

Story

When and Where?

- Present Day
- Montana
- Patty's livingroom

Who?

- Peat
- Young African Grey Parrot
- Just learned how to talk
- Patty
- 27 years old
- New to Montana
- job relocation

How?

- 3D animation
- Maya, Photoshop, Nuke, After-effects

What?

- personify nature
- evoke emotion
- exaggerate subject of deforestation

(1) Urbigkit, C., "Bear Attacks Increasing Worldwide." *Cowboy State Daily*, 26 Aug 2019, <https://cowboystatedaily.com/2019/08/26/bear-attacks-increasing-worldwide/>
(2) "Threats: Habitat Loss & Conflict." *Bear Conservation*, 06 Nov 2019, <http://www.bearconservation.org.uk/threats-habitatlossconflict/>
(3) Liu, T., Geng, L., Ye, L., Zhou, K., "Mother Nature" Enhances Connectedness to Nature and Pro-Environmental Behavior." *Journal of Environmental Psychology*, Vol. 61, 2019, pp. 37-45
(4) Rooij, M., V., "Carefully Constructed Yet Curiously Real: How Major American Animation Studios Generate Empathy Through a Shared Style of Character Design." *Animation: An Interdisciplinary Journal*, Vol. 14, No. 3., 2019, pp. 191-206

Current Research

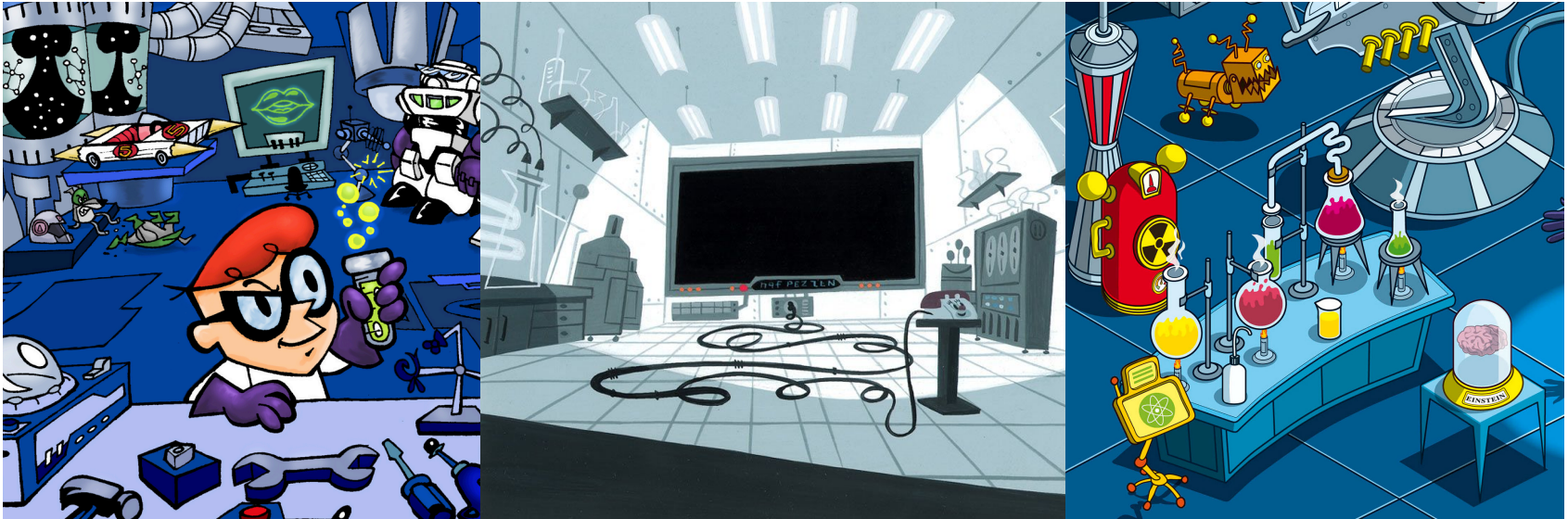
Alternative Setting 1

DIY Laboratory

(Interior)

DIY Laboratory

Research



Dexter's Lab

DIY Laboratory

Research



Science Laboratory

DIY Laboratory

Research



Robotics Laboratory

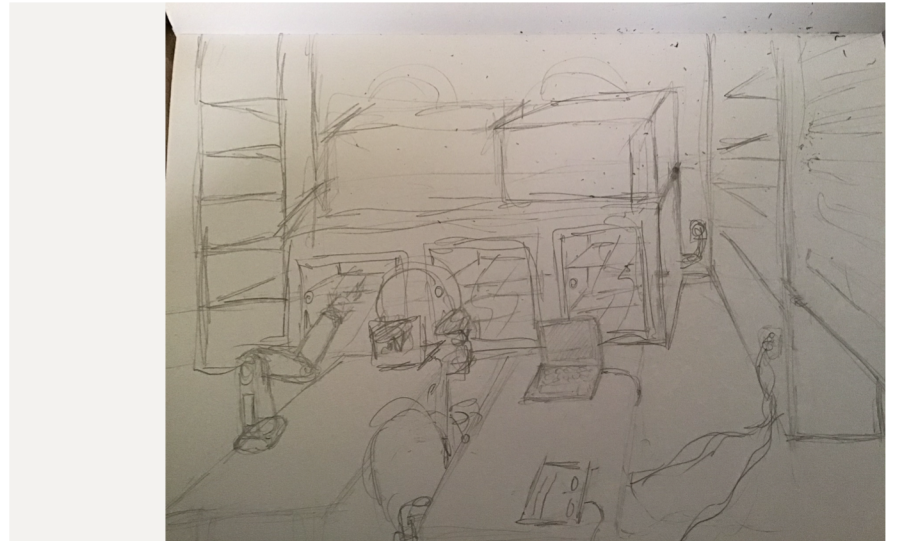
DIY Laboratory

Research

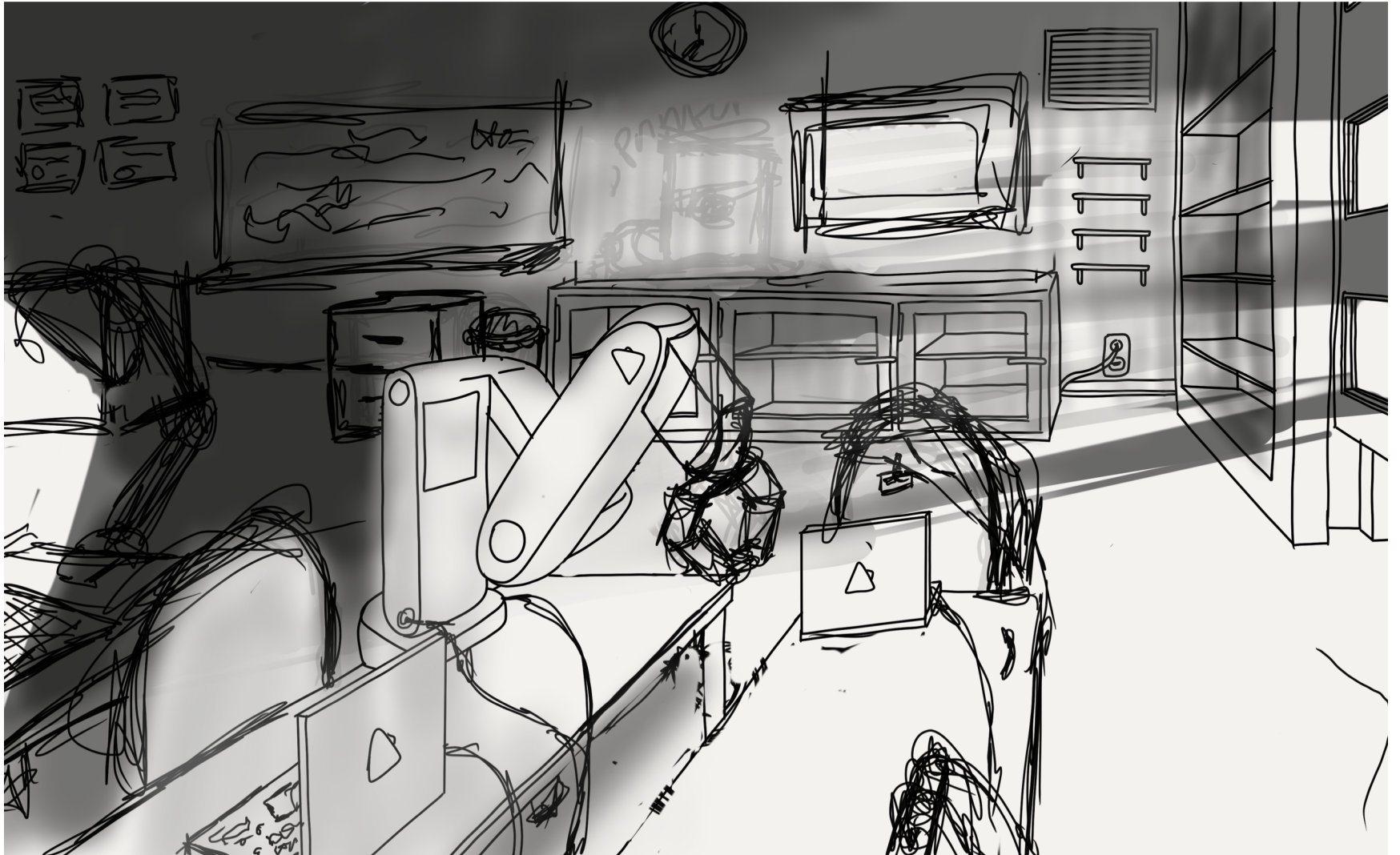


Garage Conversion

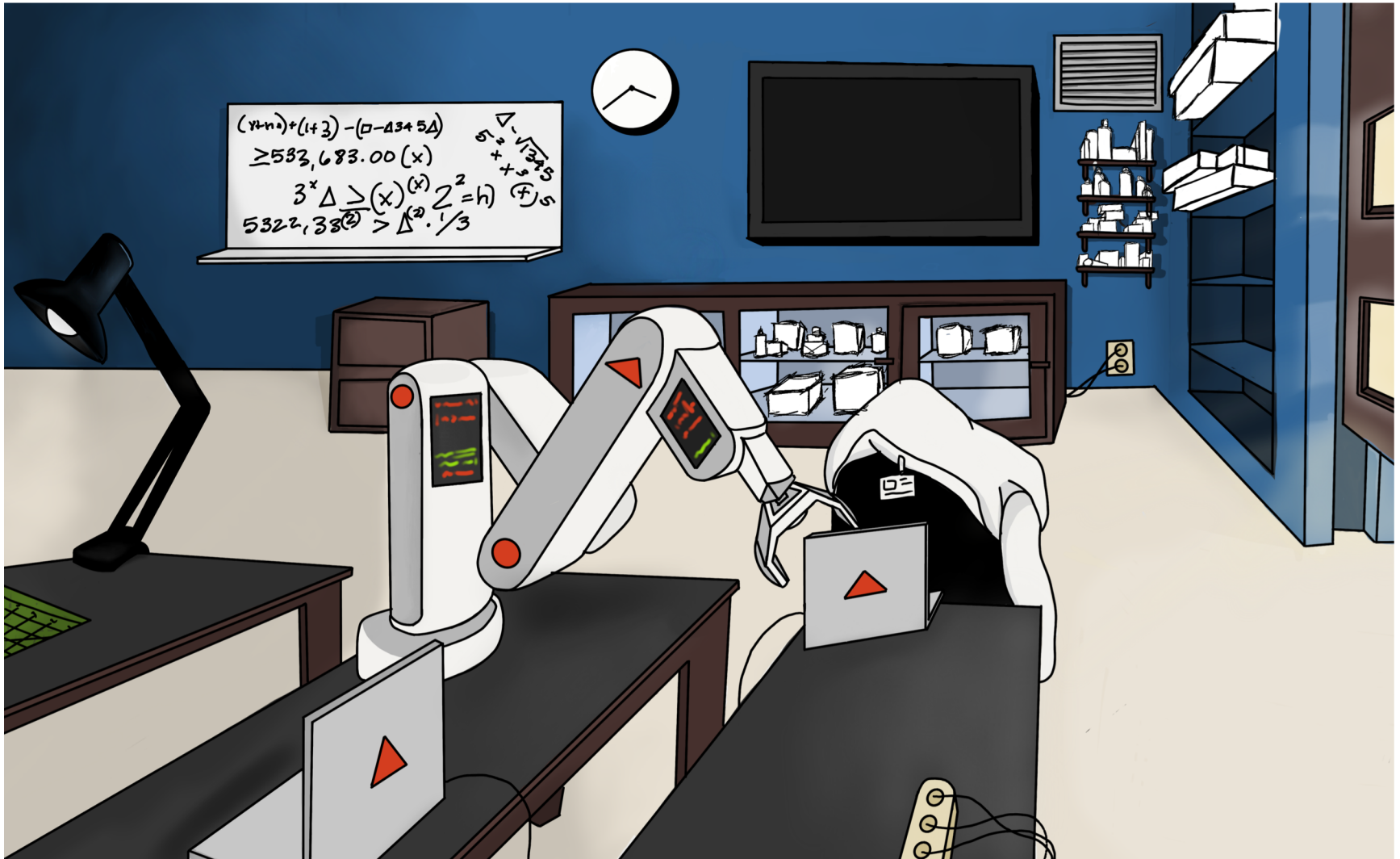
DIY Laboratory



Final Render Lighting



Final Render



Alternative Setting 2

Alaskan Wilderness

(Exterior)

Alaskan Wilderness

Research

Alaskan Wilderness (large population)

- Russia (small town invaded)
- Nunavut, Canada (two injured in 2018)
- In general polar bear attacks uncommon – 20 fatalities and 63 injuries in nearly 150 years

Alaskan Wilderness

Research



Hold The Dark (Netflix)

Alaskan Wilderness

Research



The Grey

Alaskan Wilderness

Research



Cottages

Alaskan Wilderness

Research



Little Homes

Alaskan Wilderness

Research



Snow Cabin

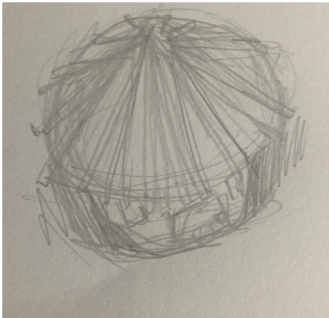
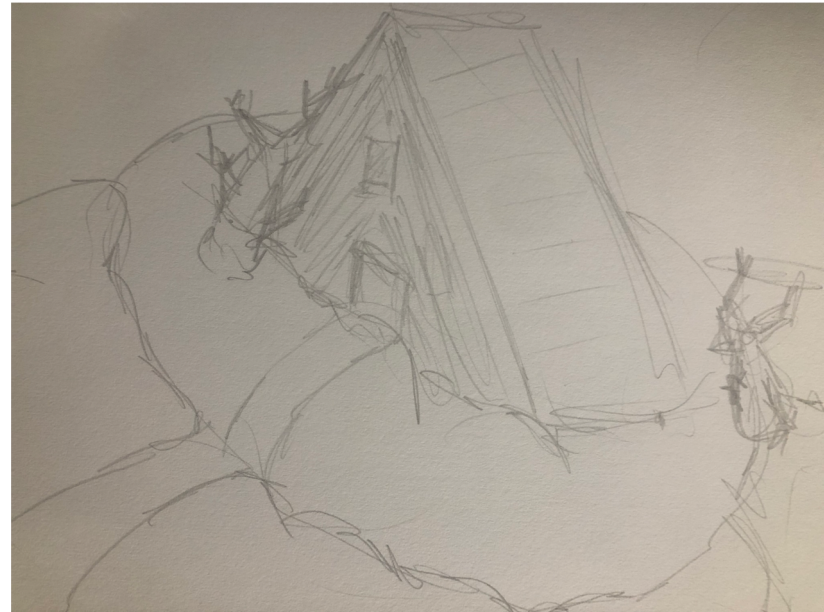
Alaskan Wilderness

Research



Illustrations

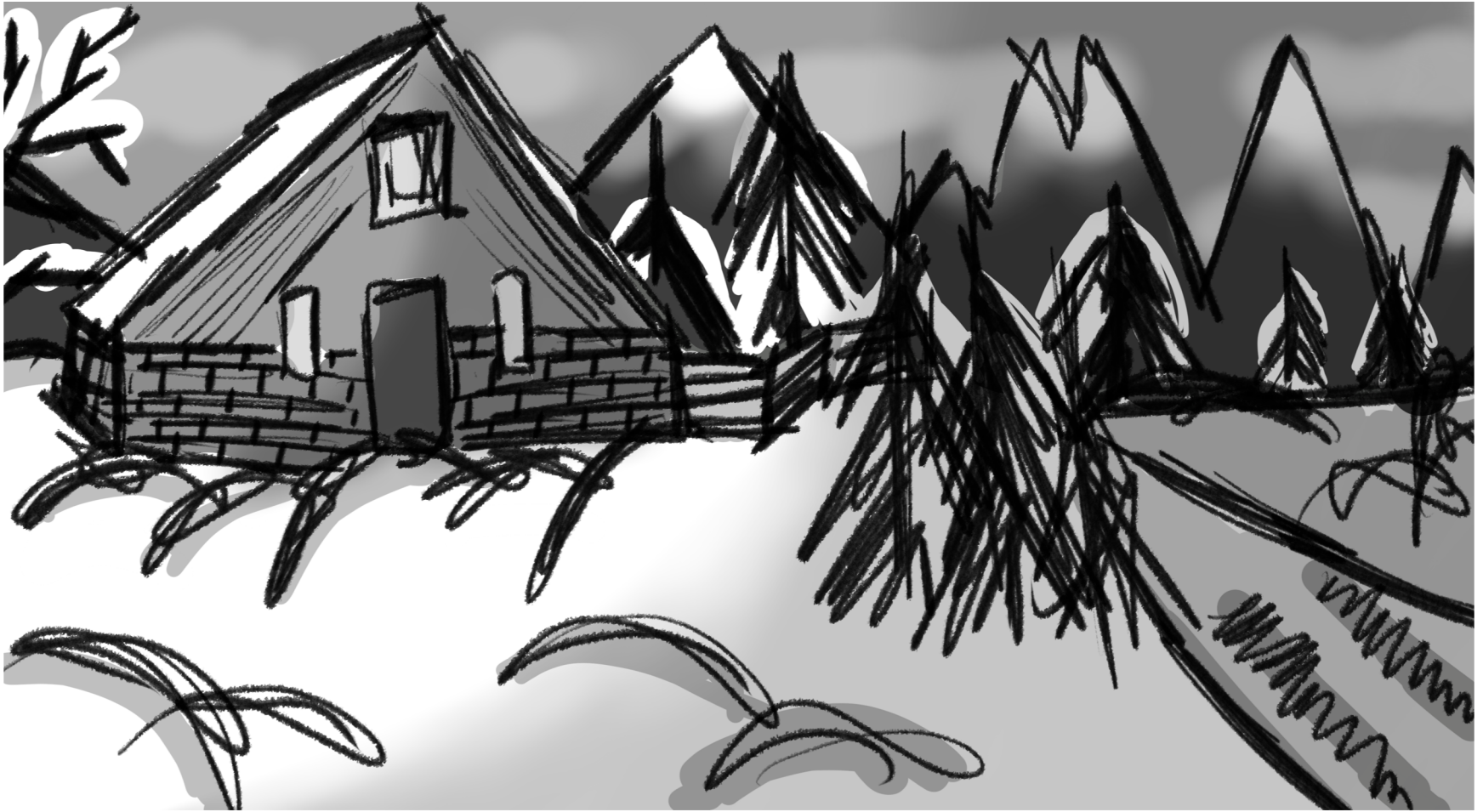
Alaskan Wilderness



Alaskan Wilderness



Final Render Lighting



Final Render



Environmental Design Feed Back

Integrate both setting ideas (Alaskan wilderness and laboratory) into the story and let the environment determine what changes need to be made to the characters

Next Step

To better integrate Patty's laboratory space with the coziness of a snow cabin I am researching geodesic domes and creating a lab space that better fits the story.

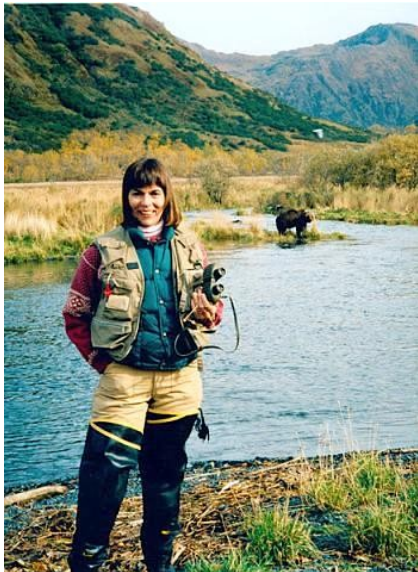


Patty Character Research

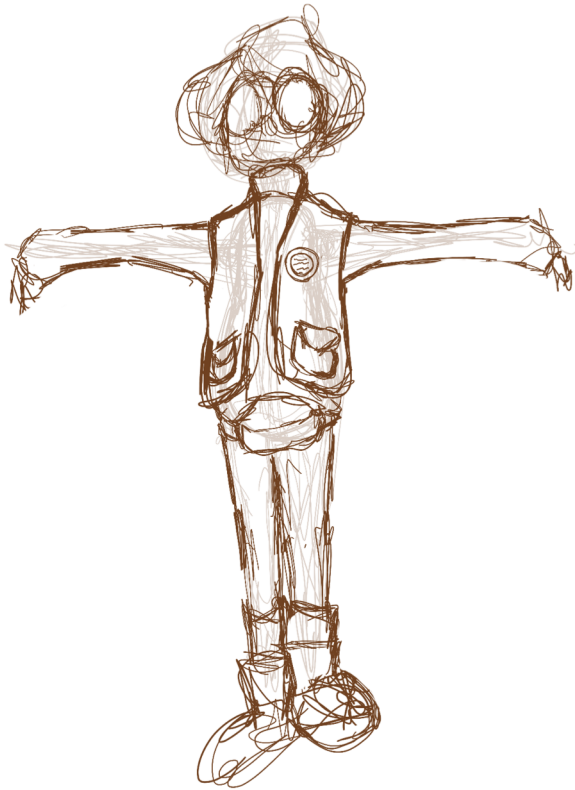
Alternative Character Design 1

Patty – Wild Life Conservationist

Research

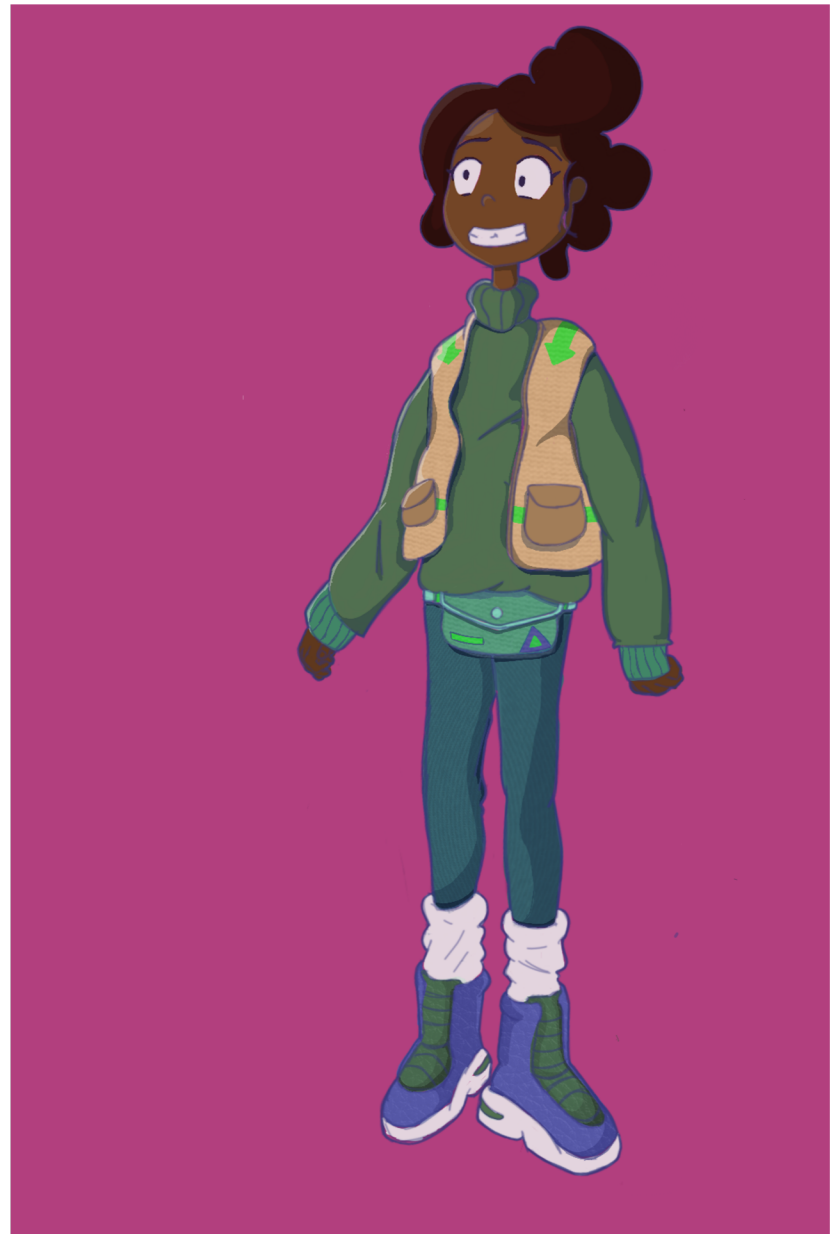


Quick Sketches



Patty **Wild Life Conservationist**

Patty is working in Alaska to monitor weather and combat the melting ice caps in Alaska to save the lives of Alaskan wilderness.



Alternative Character Design 2

Patty – Scientist

Research



Quick Sketches



Patty Scientist

Patty is working to create technology that can retard or even reverse the rising weather in Alaska to save the lives of Alaskan wilderness.



Alternative Character Design 3

Patty – Environmental Scientist

Patty

Environmental Scientist

Combination of elements that I favored from both alternative designs 1 & 2 in order to create a character that is stylized, appropriate for environment, and informative to the story line of the short film.



Patty – Additional References

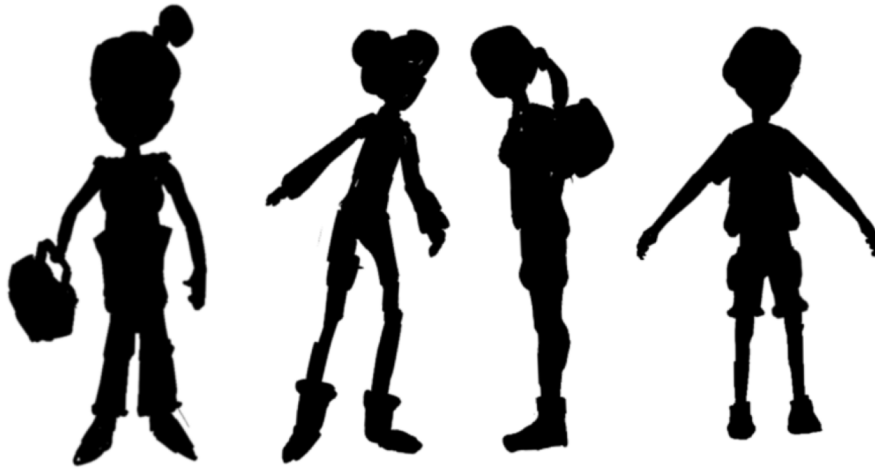


Researched ethnic 3D characters for hair reference as well as skin tone reference. Modeling hair and lighting the skin are both areas that I am in the process of researching because they could be time consuming for me once I begin to model and rig my Patty

Patty - Additional References



Silhouettes



Wildlife conservationist silhouettes



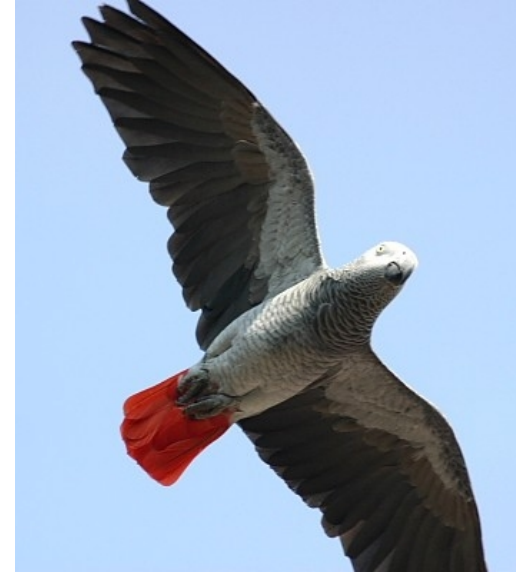
Scientist silhouettes

Peat Character Research

Alternative Character Design 1

Peat – African Grey

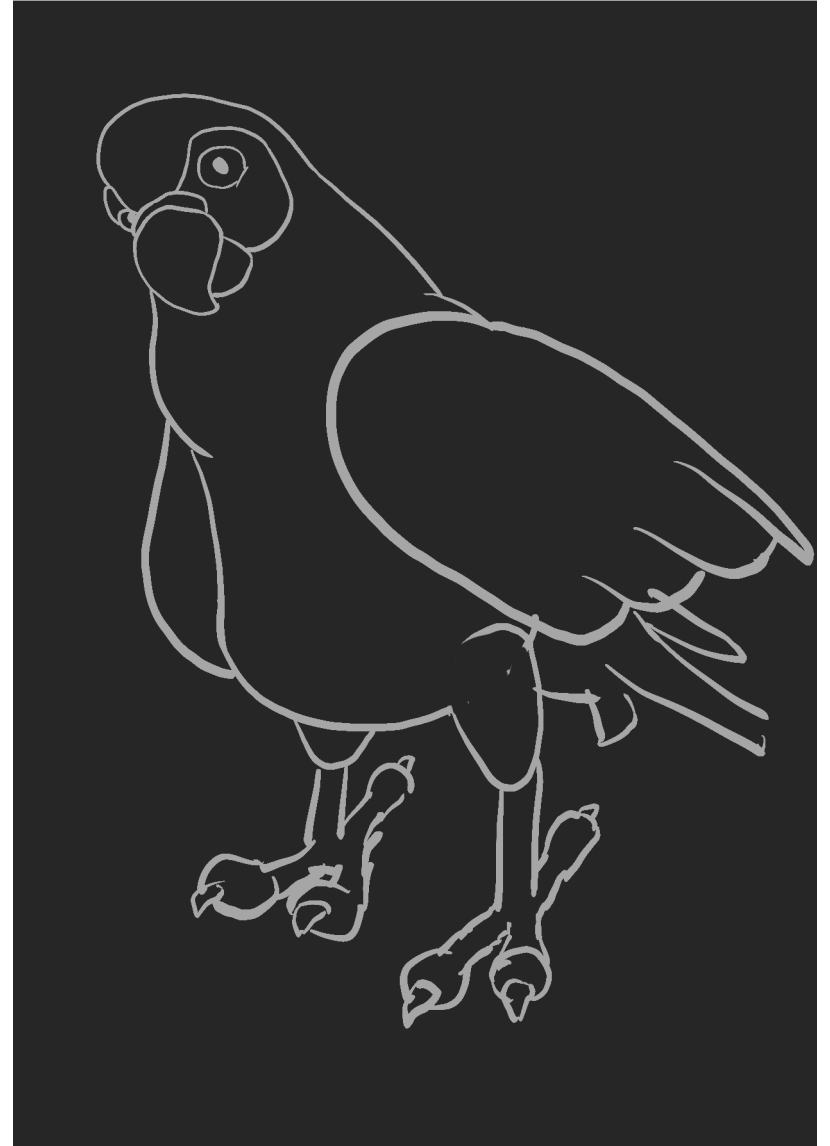
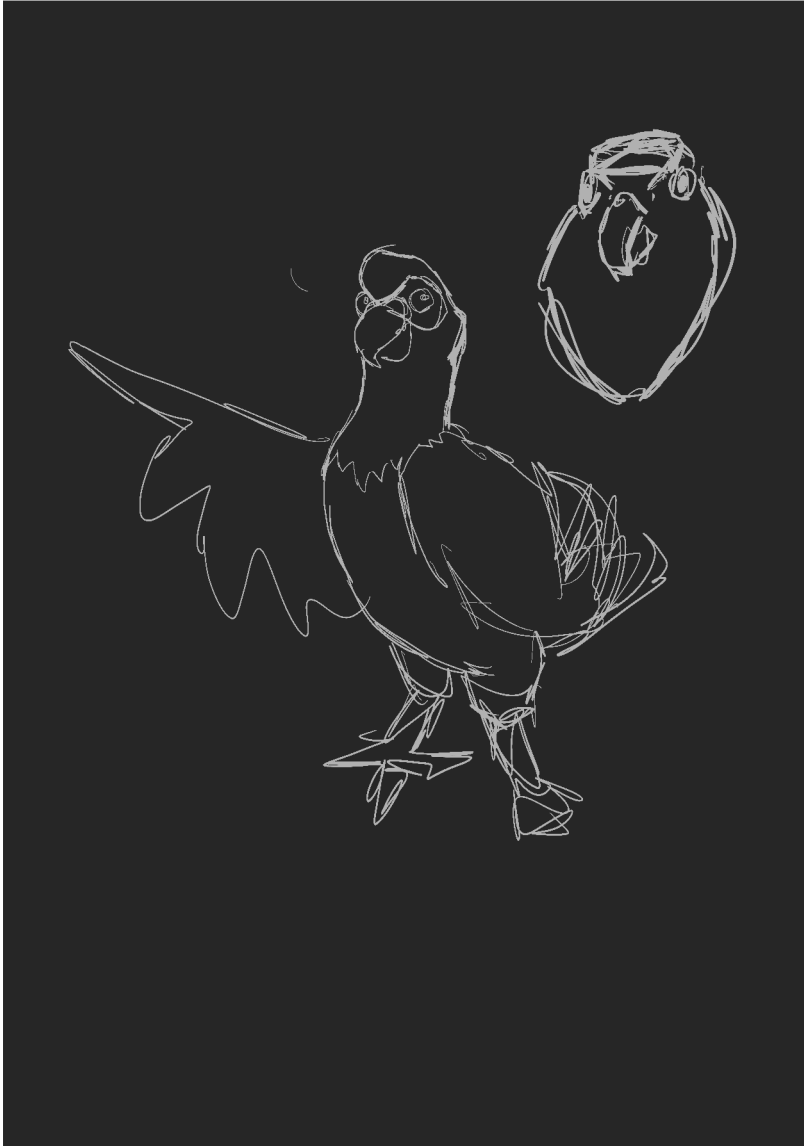
Research



Research



Quick Sketches



Peat

African Grey Parrot

In comparison to Peat's original design, he appears slimer, added personality through hair, and more detail put into feathers and facial features

I am working on additional alternative to Peat as an African Grey. It will be a refinement of his original design keeping his look simple, round, and cartoony.

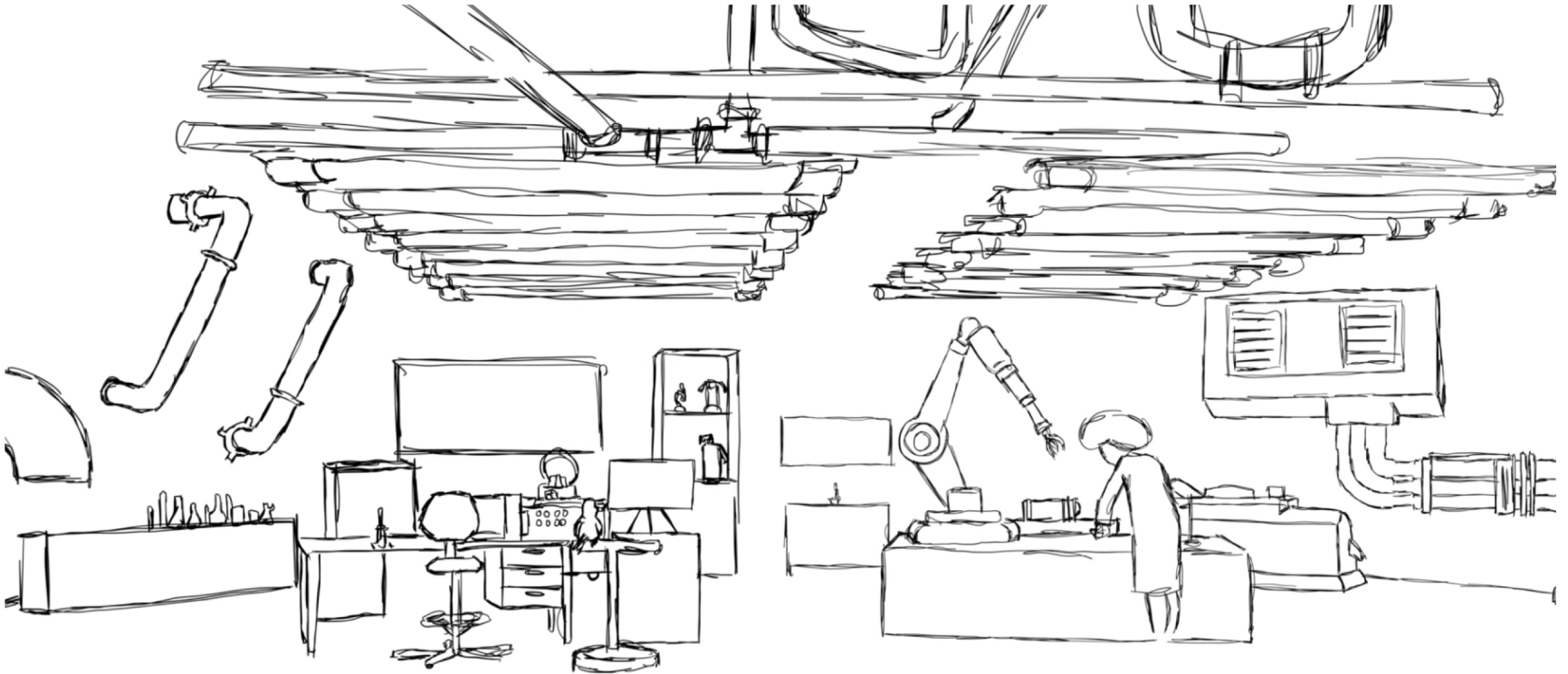


New Story?

Integrating new environments has changed the story in different ways.

- Patty is now experimenting in her lab instead of watching TV in living room
- Bear is now polar bear instead of black bear
- Focus needs to be brought back to Peat
 - How is the personification of Peat and the Bear bringing attention to an environmental issue

Back to the Story Board



With the new story changes there is a lot of work to be done towards story boarding. How does Patty's new role play a part in her camera time and does this take away from Peat being the main character?

Some literary research

- Women in science
 - <https://www.cnn.com/2020/01/27/world/women-in-science-you-should-know-scn/index.html>
 - <https://www.britannica.com/topic/Women-in-Science-2100321>
 - <https://www.awis.org>
- Global Warming
 - [Climate.nasa.gov](https://climate.nasa.gov)
 - https://www.sciencedaily.com/news/earth_climate/global_warming/
 - <https://www.noaa.gov/topic-tags/climate-analyses-and-statistics>
- Weather patterns in Alaska
 - <https://www.washingtonpost.com/graphics/2019/national/climate-environment/climate-change-alaska/>
 - <https://www.weather.gov/afg/localClimate>
 - <http://climate.gi.alaska.edu/ClimTrends/Change/TempChange.html>
- Polar bears
 - [Polarbearsinternational.org](https://polarbearsinternational.org)
 - [Arcticwwf.org/species/polar-bear/tracker/](https://arcticwwf.org/species/polar-bear/tracker/)
 - <https://www.worldanimalfoundation.com/advocate/wild-earth/params/post/1274666/polar-bears-in-danger>
- Wildlife in Alaska
 - [Alaska.gov](https://alaska.gov)
 - <https://www.nps.gov/subjects/aknatureandscience/akwildlife.htm>
 - <https://www.worldatlas.com/articles/what-animals-live-in-alaska.html>

What Changed?

Synopsis:

Patty, an environmental scientist, is in Alaska working in a lab with her pet parrot, an African grey named Peat, experimenting on how to retard the temperature problem in the arctic area and save the world's ice caps before its too late. In the process of this experiment we get to know Peat and join his experience as he learns a lesson on communication from his surroundings.

What Changed?

Aside from my setting and character design, majority of my story stayed the same. There were a number of small developments like recreating dialogue, changing my bear character from a black bear to a polar bear, and creating more camera time for Peat. These developments were influenced from the change of setting and character design.

Next Steps

- Improve animatic
 - <https://www.youtube.com/watch?v=c6gD9XIQNco>
- Solidify Peat's character design
- Further integrate settings together
 - Research geodesic dome architecture for Patty's lab
- Reorganize shot list
- Begin modeling characters and assets and environment