

If Found

Progress Update Spring 2020

Preface

If Found focuses on death, grief, and closure.

Originally set in my hometown in modern day Wyoming, the setting has been changed through exploration in visual development.

It is now set in a medieval fairytale forest. I have chosen this setting for two main reasons: it makes the story timeless and it enforces the use of the story as a teaching tool about accepting death.

Goals for my new style:

- Universally relatable
- Timeless design
- Heavy use of squash and stretch
- Character designs tied to nature
- Spooky

Environment Development

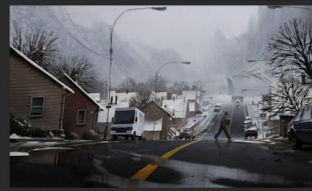
1. Wyoming 2013
2. Urban Sci-Fi
3. Medieval Fairytale

Wyoming 2013

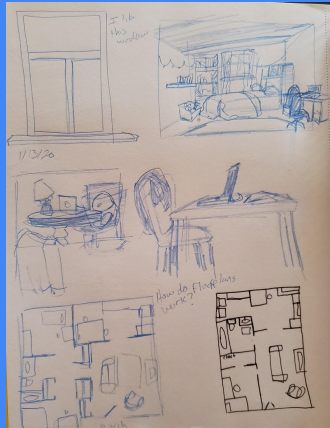
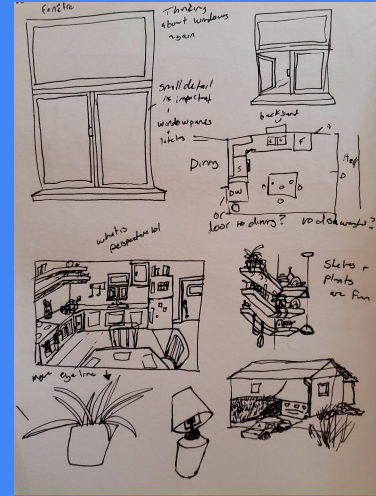
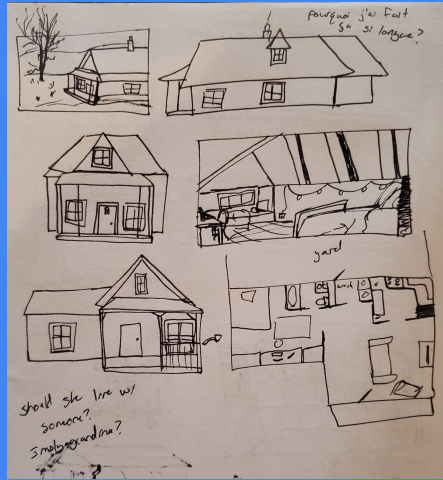
References



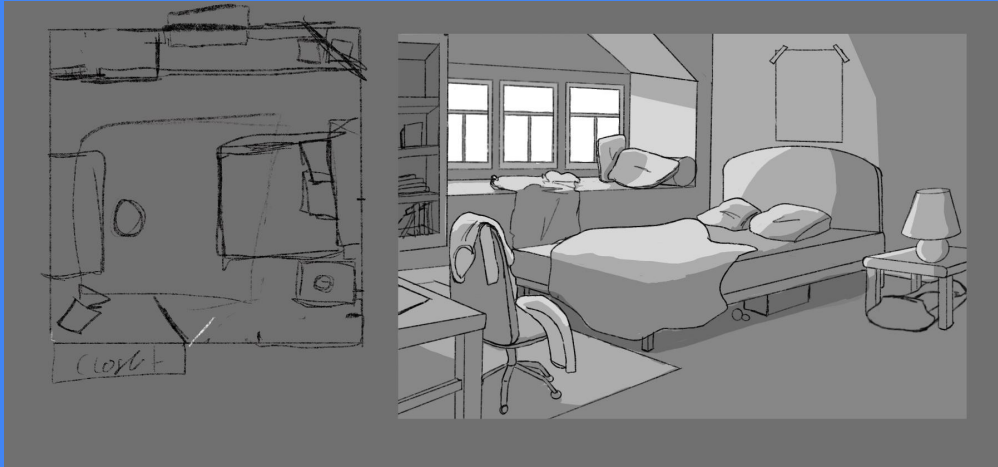
References



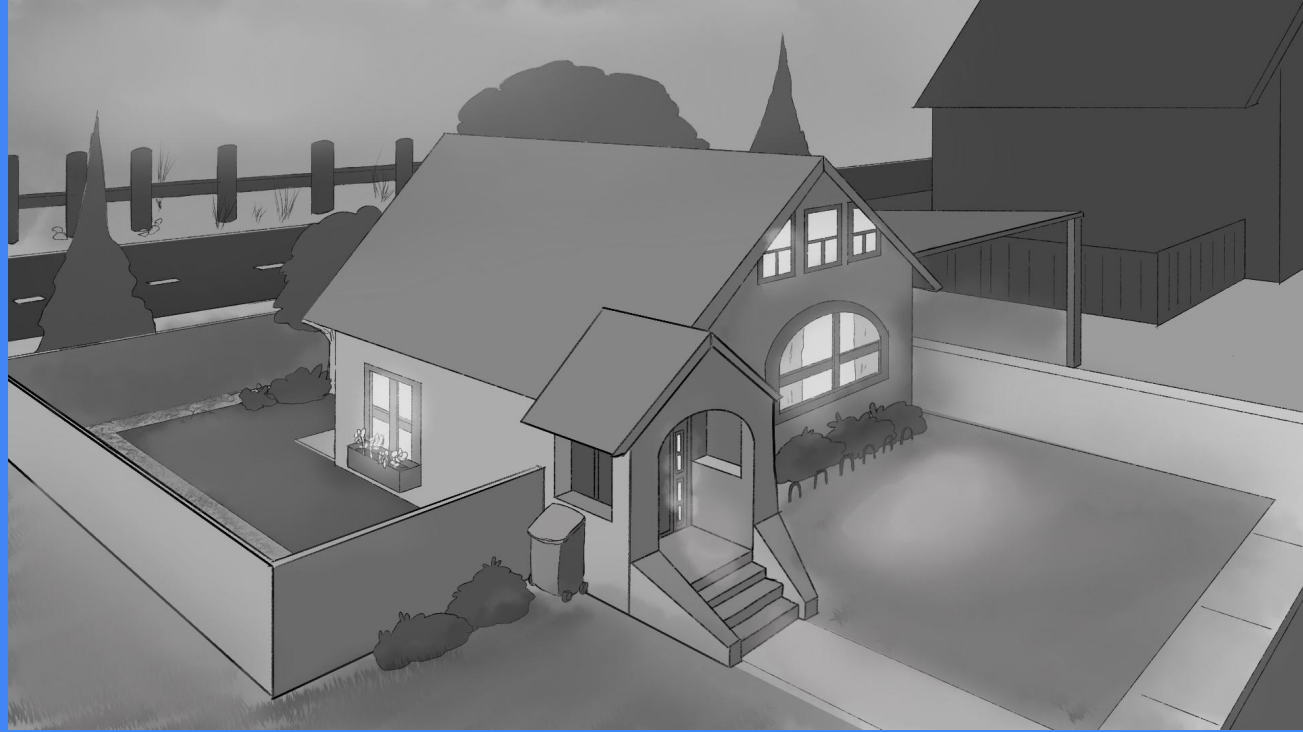
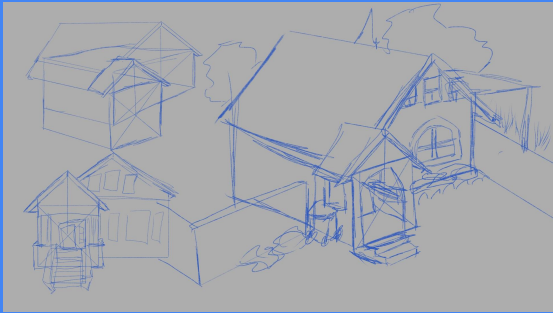
Thumbnails and Exploration



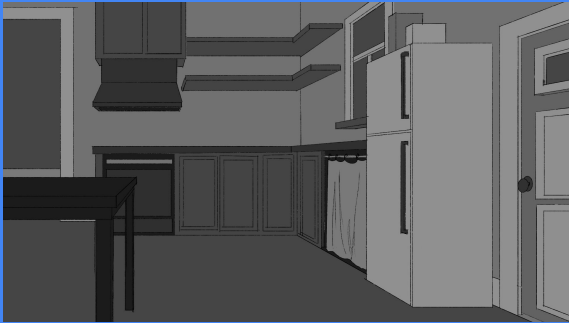
June's Bedroom



June's House



June's Kitchen



Urban Sci-Fi



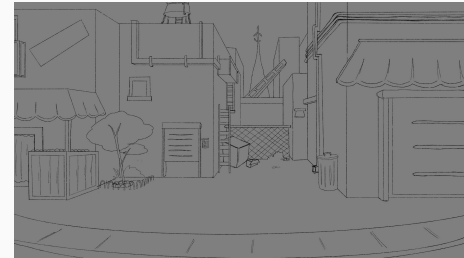
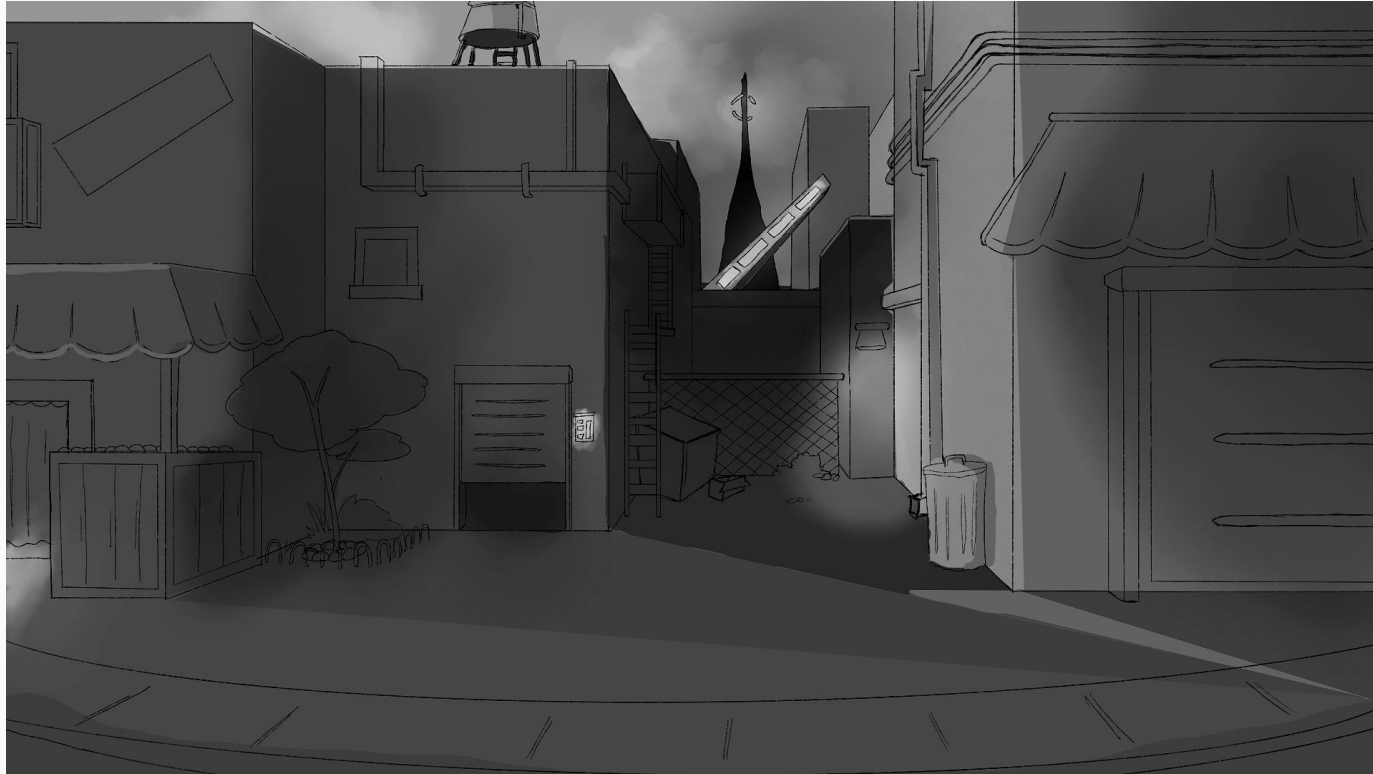
References



Thumbnails



Alleyway

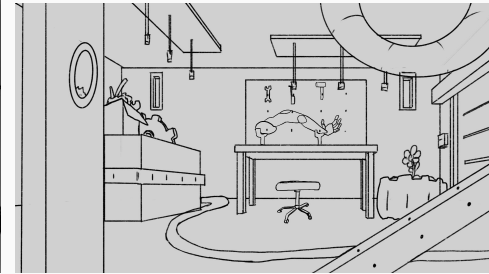


Garage/Workshop



This concept was based on the idea of a robot that learns about death from the loss of its stray dog.

Ultimately, I felt this concept focused more on humanity and empathy rather than death and healing.

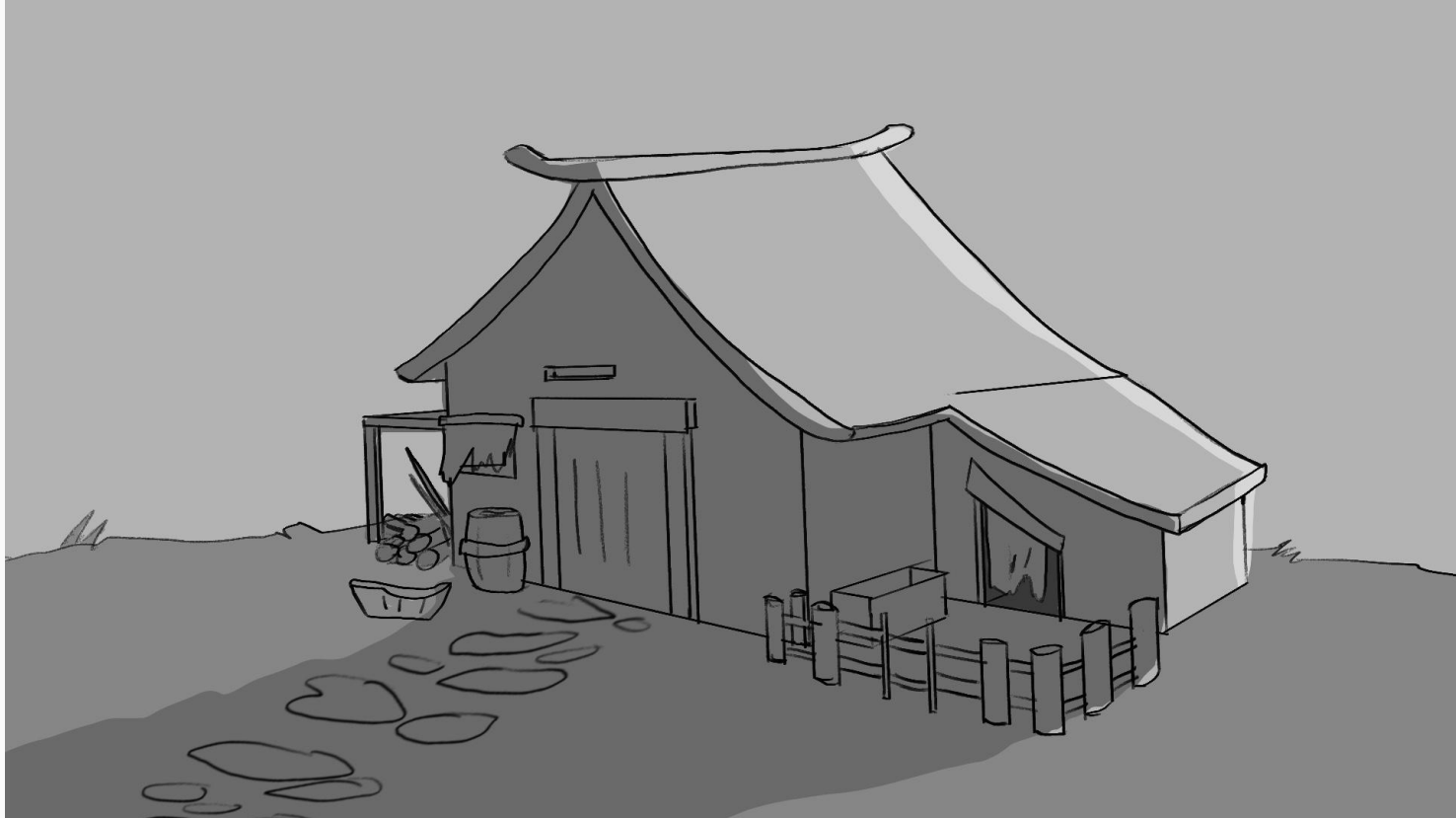


Medieval Fairytale

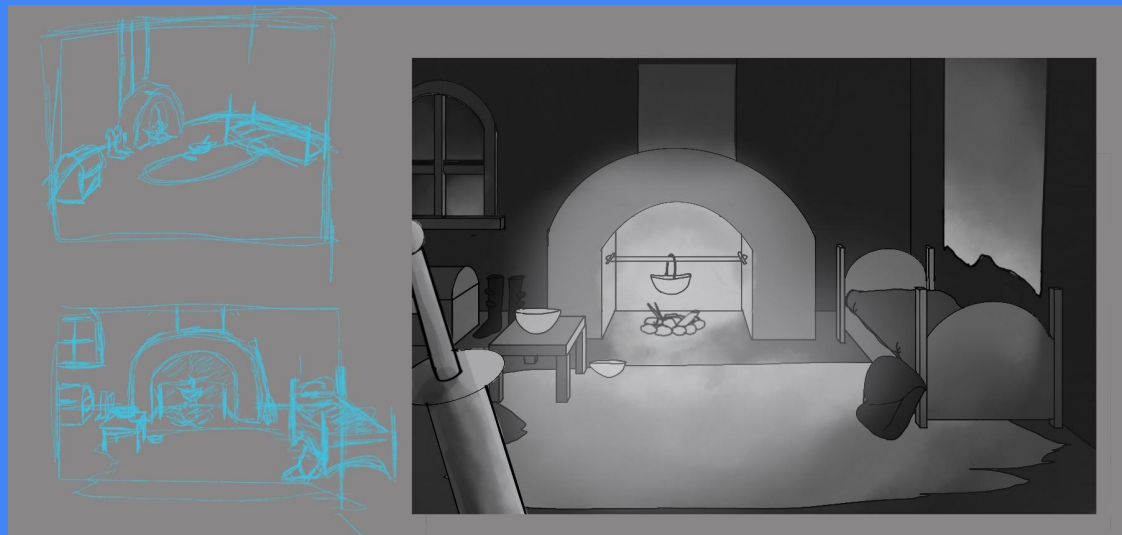
Chosen Setting



Cabin



Forest Exploration



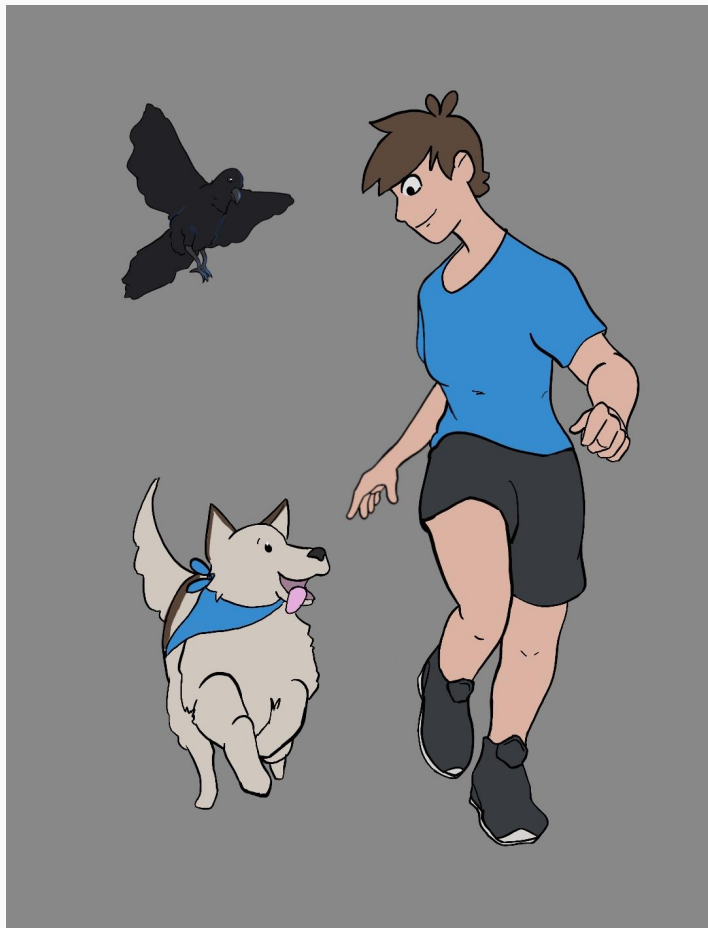
Forest

This painting is what inspired me to change my setting.
This painted style is what I will be doing for backgrounds in the film.

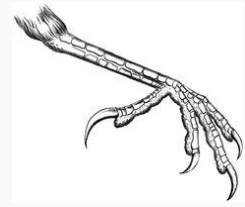


Character Development





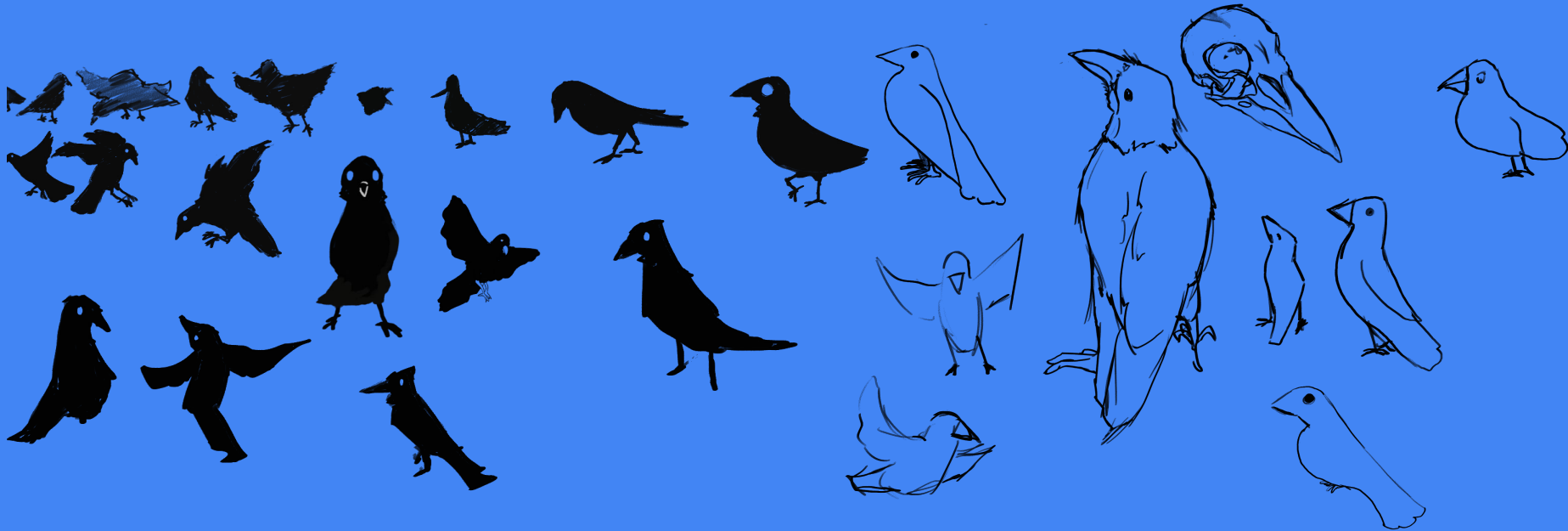
Crow



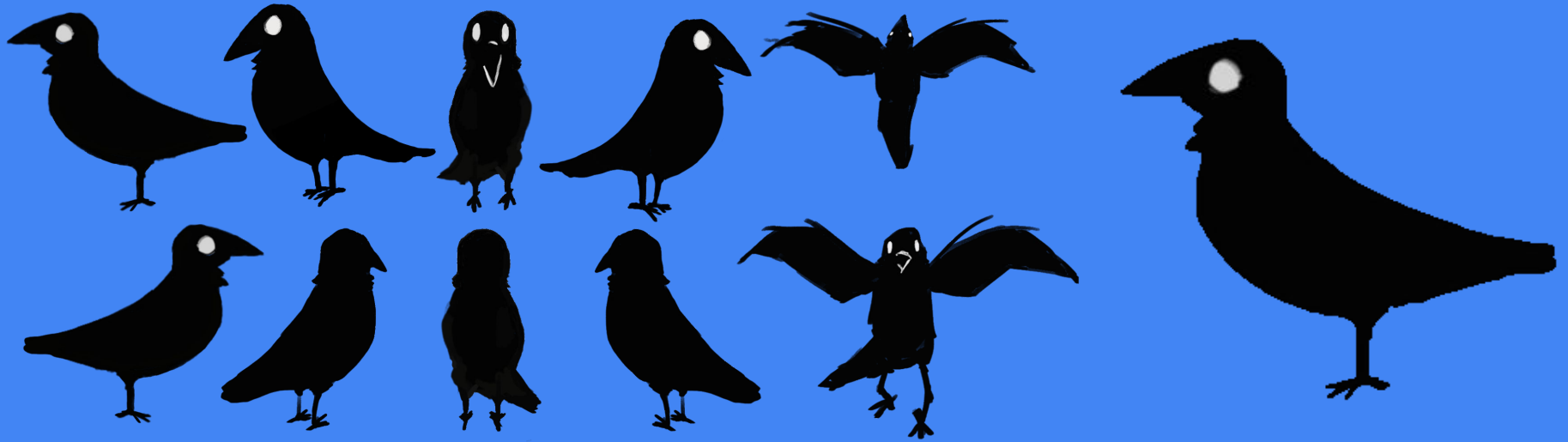


This set of images were especially inspiring to me.

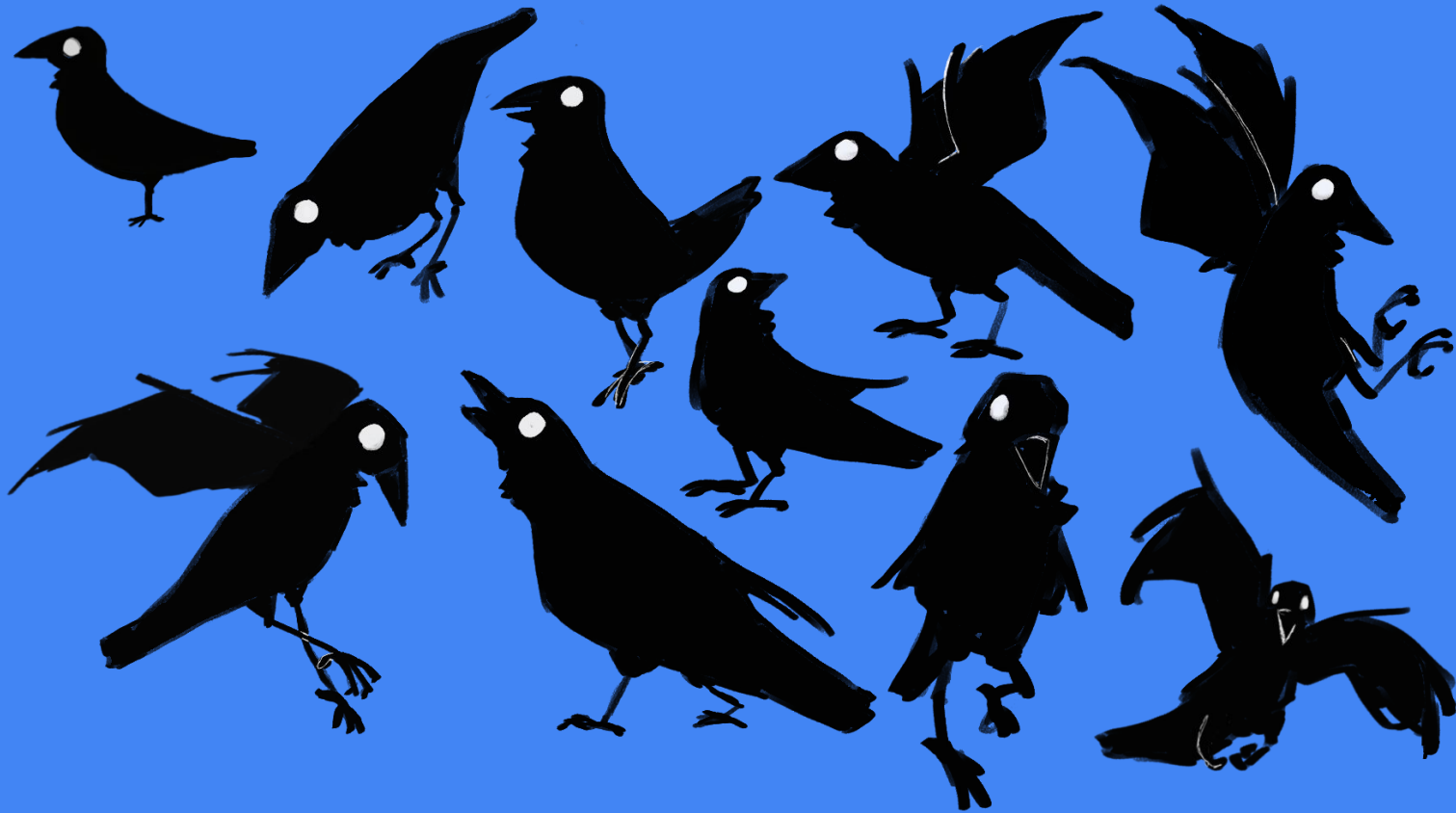
Crow Exploration



Crow Turn Around



Crow Poses



Crow Expressions



Crow Notes

The crow will always been drawn in full silhouette. When necessary, I have used a thin white line to accentuate its beak or legs against the rest of its form.

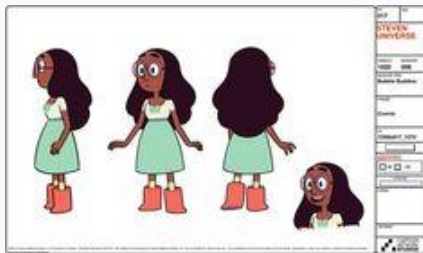
I have chosen to give it large, solid, white eyes to make it more unnerving and supernatural. It is an icon for death.

Girl/Forest Dweller

Girl References

Initially, my main character was a teenage girl.

After much exploration and design struggles, I decided not to go this route but here are the many references that informed my process.





This set of images helped me form the silhouette that would become my forest dweller.

Girl Silhouettes



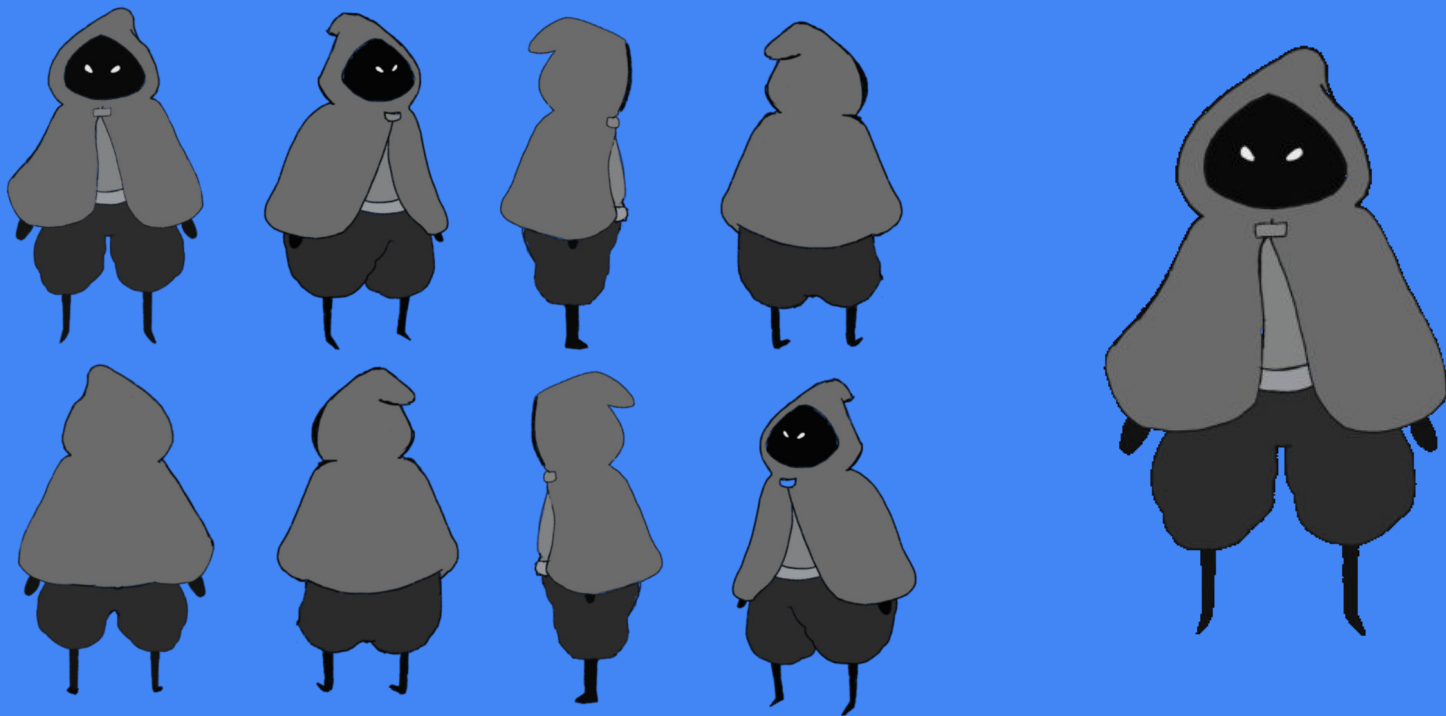
Girl Exploration



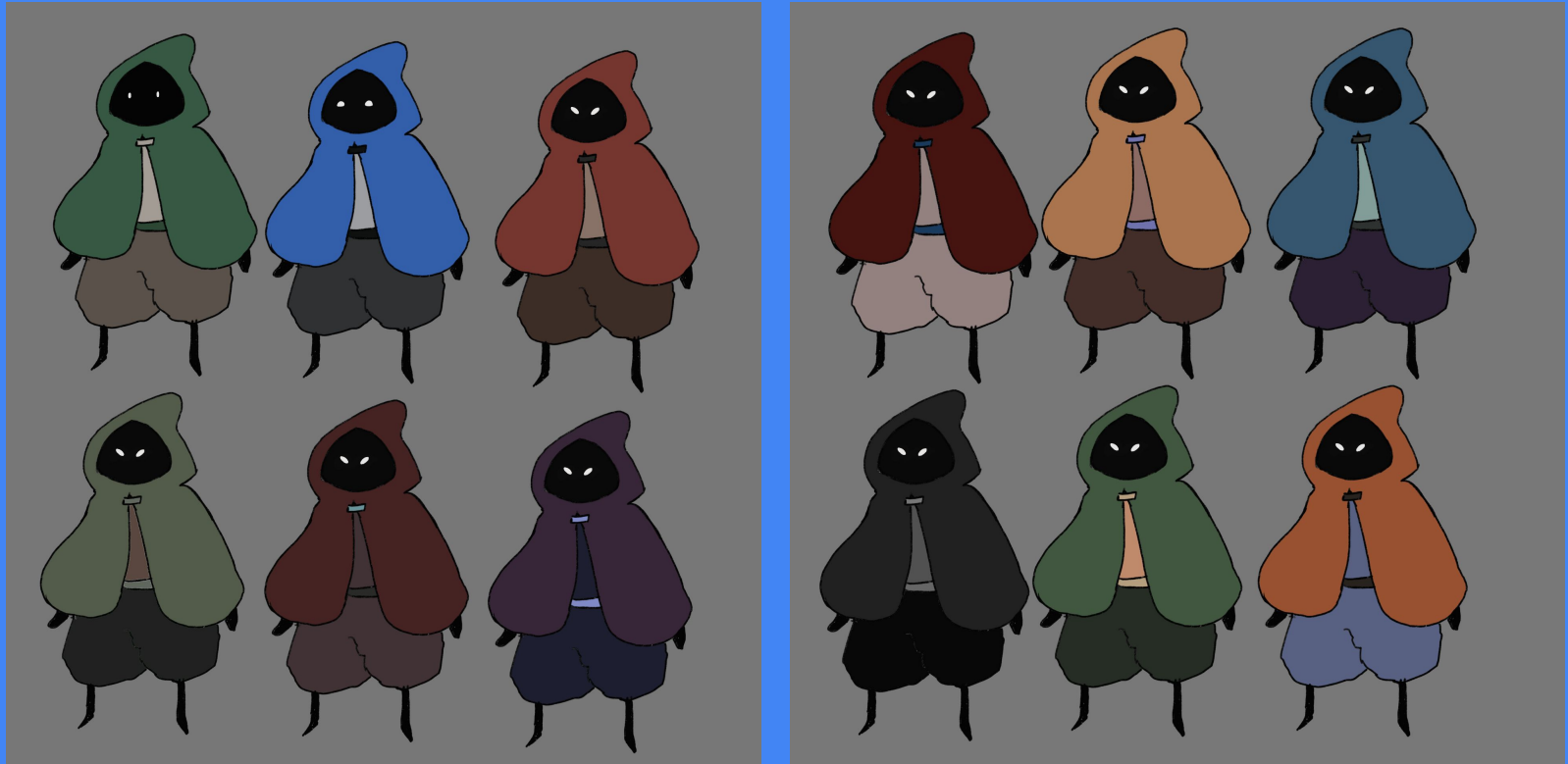
This above silhouette and character sketches are what lead me to my forest dweller designs.



Forest Dweller Turn Around



Forest Dweller Colors

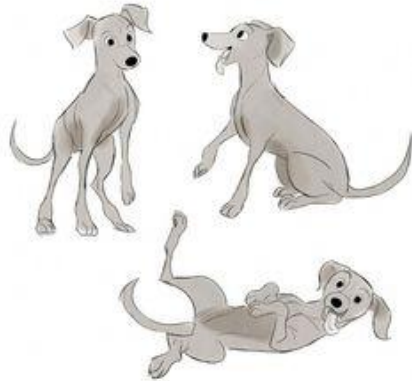


Forest Dweller Notes

I am very excited about this design. I like it for its relatability across gender, age, and background. Its squashiness also has a lot of potential for fun animation.

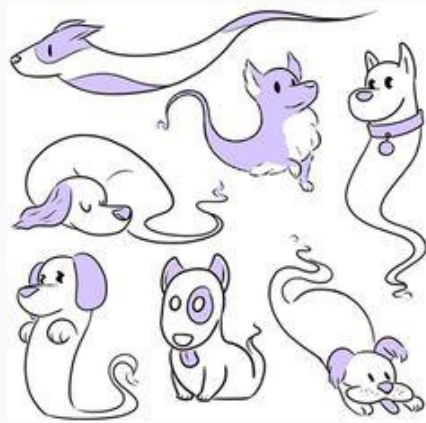
Expression wise, this character's color will have animated transitions to help emphasize changes in emotion.

Dog



Initially I explored more cute, traditional designs for dogs. But as my focus on my setting changed, I started looking for something more spooky.





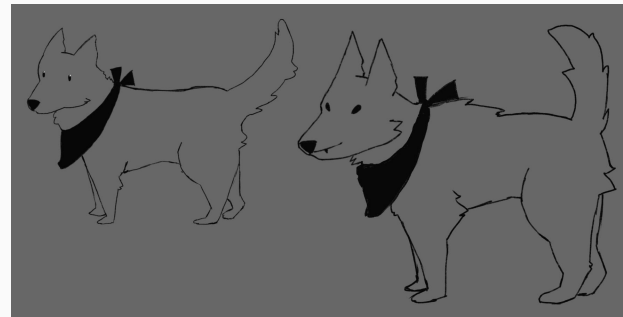
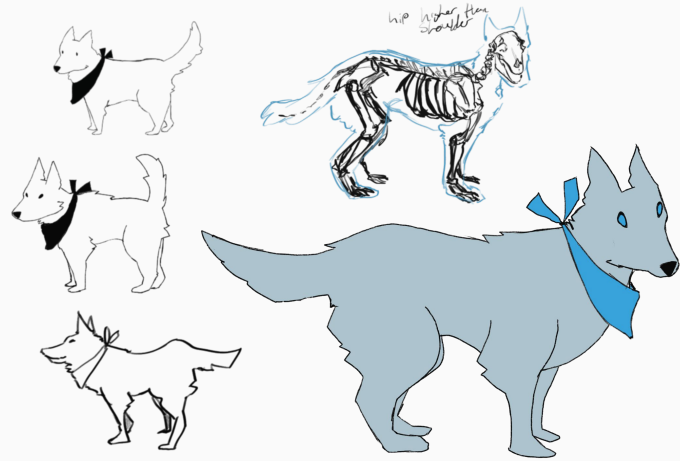
I also have to keep in mind what the dog's spirit will look like at the end. This image (left) is cutesy but helpful.



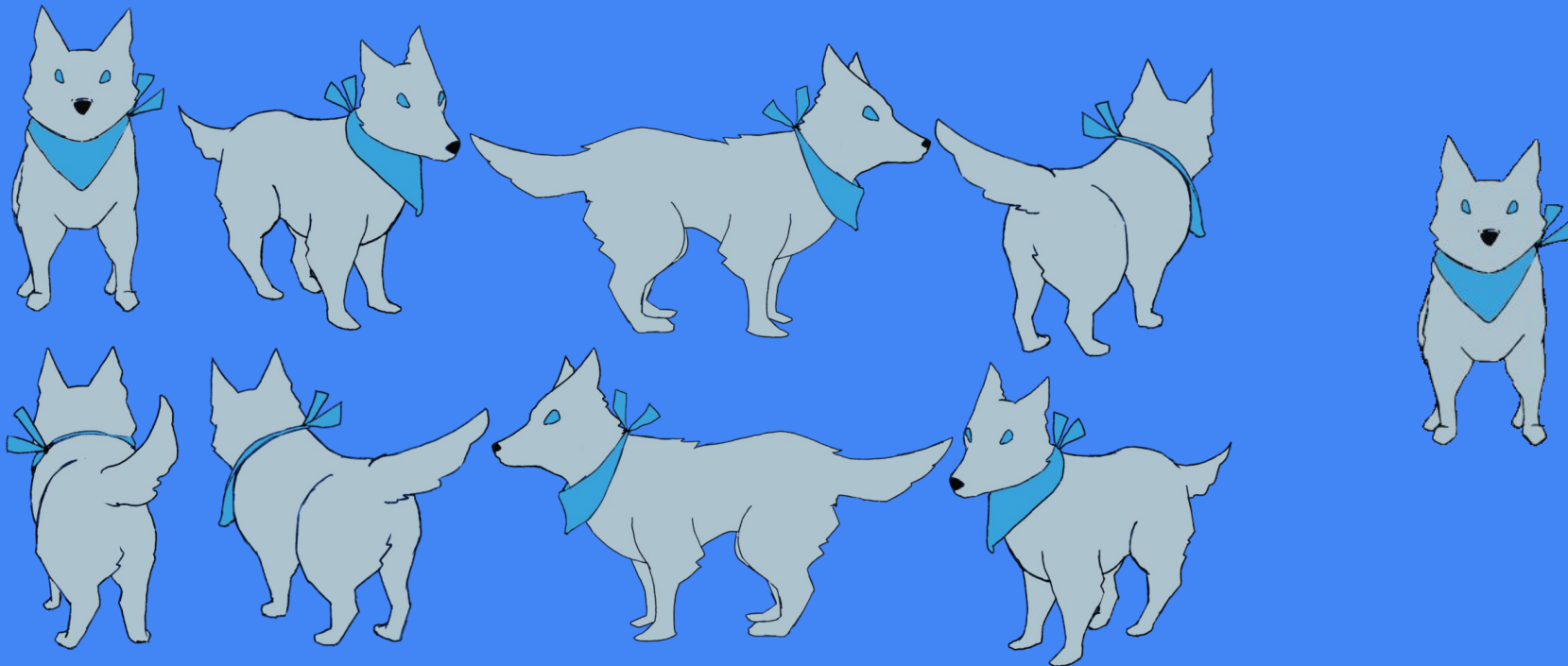
Dog Silhouettes



Dog Exploration



Dog Turn Around



Dog Notes

My design process for the dog has focused more on not making it too cutesy or realistic. Since my setting is so fantastical now, I don't want someone to look at it and immediately think "oh that's a doberman or labrador, etc."

I aimed for something more wild and untamed to suit my setting, something that is spooky yet still loveable.



All Together

Link to Animatic

<https://www.youtube.com/watch?v=lfD8yZYyOIA&feature=youtu.be>

*Disclaimer: Since my setting has changed so much, I chose to keep my animatic in its original style since most of it was completed before design decisions were made. My first goal over the summer will be adjusting my script and animatic to match these changes.

Summer Plans!

- Adjust script and storyboards to address new setting
- Further environment design, exploratory paintings
- Prop Design
- Respond to character design critiques