

Pre-Production Summary Template

GENERAL INFO

1. **Your name:** _____ Allison Lucas _____

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:

For this piece, I will show a young girl with a balloon that lifts her into the air unexpectedly. The piece will start with her already in the air. The middle will show the girl on the ground finding the balloon. The end will go back to the little girl in the air with the balloon. This is a book ending format because the first scene starts with the ending. The story is in the middle — so I will need to showcase how the girl got into this situation.

CREATIVE BRIEF

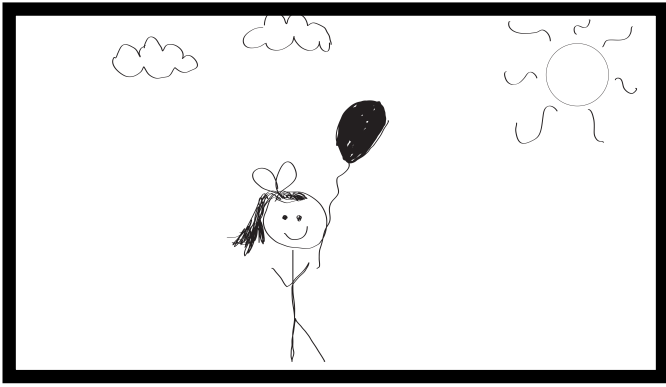
1. **What must it be?** The only requirement for this project is to create a 10-30 second stop motion animation, using a linear or non-linear format, at 12 or 24 frames per second.
2. **Who is it for?** This piece is mostly targeted towards young children, because it involves a little girl with a balloon, however I think adults can also relate to the sense of childlike wonder and imagination.
3. **How long must it be?** 10 - 30 seconds
4. **What is your objective with the piece?** My goal for this piece is to create a whimsical, lighthearted short that makes people laugh. I hope it will also this should evoke a sense of wonder because of the childlike tone.
5. **When is it due?** Sunday, February 16
6. **What is the overall idea?** The overall idea is a very short stop-motion animation about a young girl who discovers a balloon, only to be lifted into the air. As she floats upward, she experiences a moment of wonder and weightlessness. The piece captures a sense of curiosity that all children have, using the cut-out technique, to bring the story to life. The animation uses a book ending narrative structure.
7. **What is the storyline summary?** A young girl finds a balloon, which lifts her off the ground. As she floats higher, she experiences a sense of awe and adventure. The animation captures a feeling of magic and possibility, using stop motion to create a playful feeling as she embarks on this journey.
8. **Elevator pitch:** Imagine this — a simple balloon transforms a moment into an adventure. In this lighthearted stop-motion animation, a young girl is unexpectedly lifted into the sky, drifting through the clouds before returning to the ground. Using a bookending narrative approach, this short animation captures the wonder of childhood and the power of imagination.
9. **Tagline:** Lifted by Imagination
10. **Look and feel description:** I really want to utilize the cut-out technique for this. I plan to cut out this character from construction paper. I will use light colors for the sky and the background and then some more saturated colors for the girl and her balloon.

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 think this would fall into the Quest/Journey/Voyage and Return category because although it is a very short story, it follows a young girl on an adventure into the clouds.

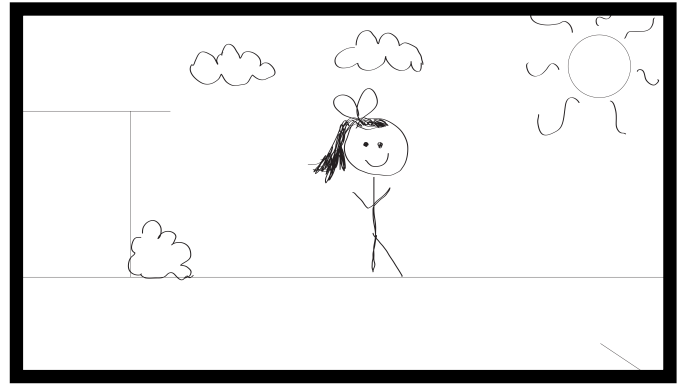
STORYBOARDS

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.

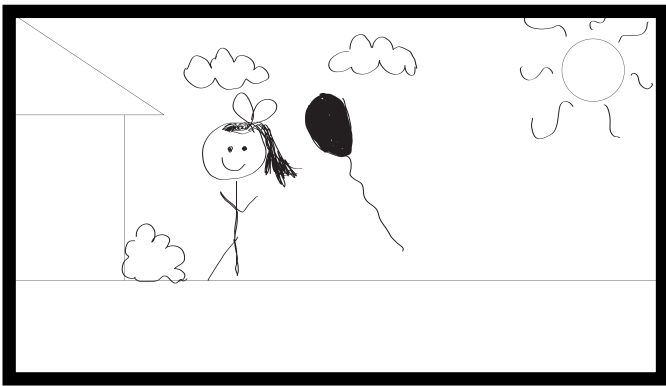
[Insert all storyboard images here]



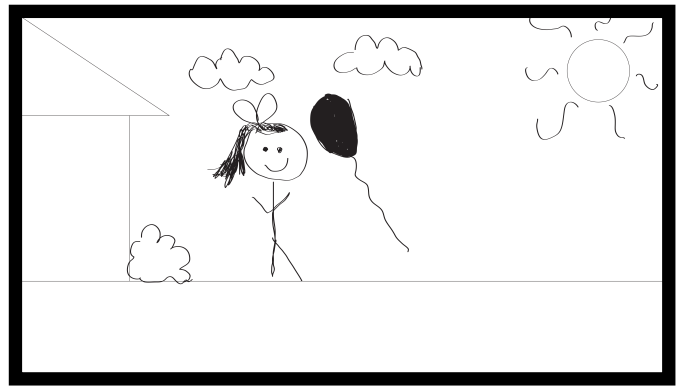
Shot 1: Wide shot of little girl already in the air with her balloon.



Shot 2: Wide shot of little girl, in the ground, playing outside.



Shot 3: Wide shot of little girl heading inside her house, when a balloon blows in from behind her.



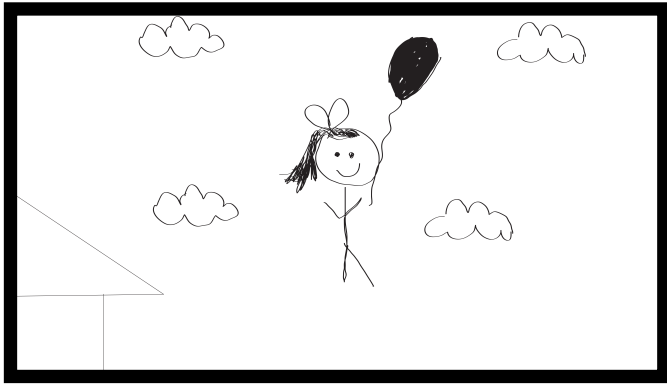
Shot 4: Wide shot of little girl turning around to see what bumped her on the head.



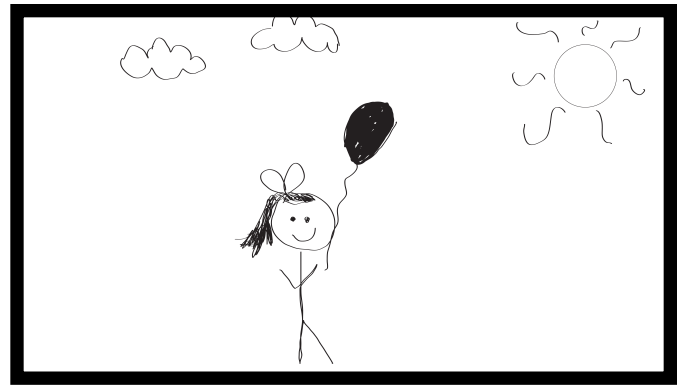
Shot 5: Close up shot of little girl excited about her balloon!



Shot 6: Wide shot of little girl holding her balloon.



Shot 7: Wide shot of little girl partially lifted in air by balloon



Shot 8: Wide shot of little girl fully in the air with the balloon (like opening scene).