

(INSERT TITLE HERE)

PRODUCTION & PROCESS

WHAT IS (INSERT TITLE HERE) >read below<

INSERT TITLE HERE

is a sketch style video program
featuring a different theme
each week.

episode one --- idea

The whole concept of (Insert Title Here) came from my passion for video production and storytelling. Giving me an opportunity to experiment and dive head first into stop motion, 3D modeling, animation, and music production.

This book is a look at some of the process and thought that went into each piece of the production.

episode one --- Water

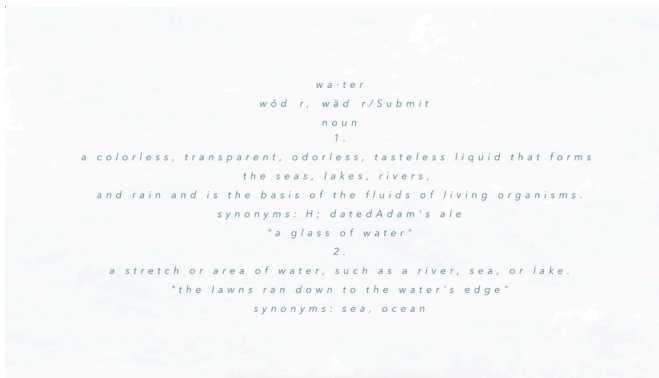
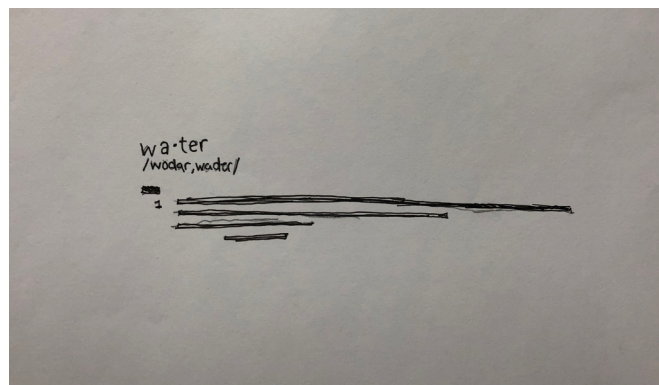
The idea of water came to me midway through ideation. I had already started developing ideas I knew I wanted to incorporate, like Fish Business Man and Synth music.

The concept of water in episode one isn't intended to be heavy handed, and that's why some people may respond with "Hey how does that relate to water"-- stop.

It's the IDEA and the CONCEPT. Each piece, whether direct or not, include some sort of loose theme of water. Seriously, don't even question it.

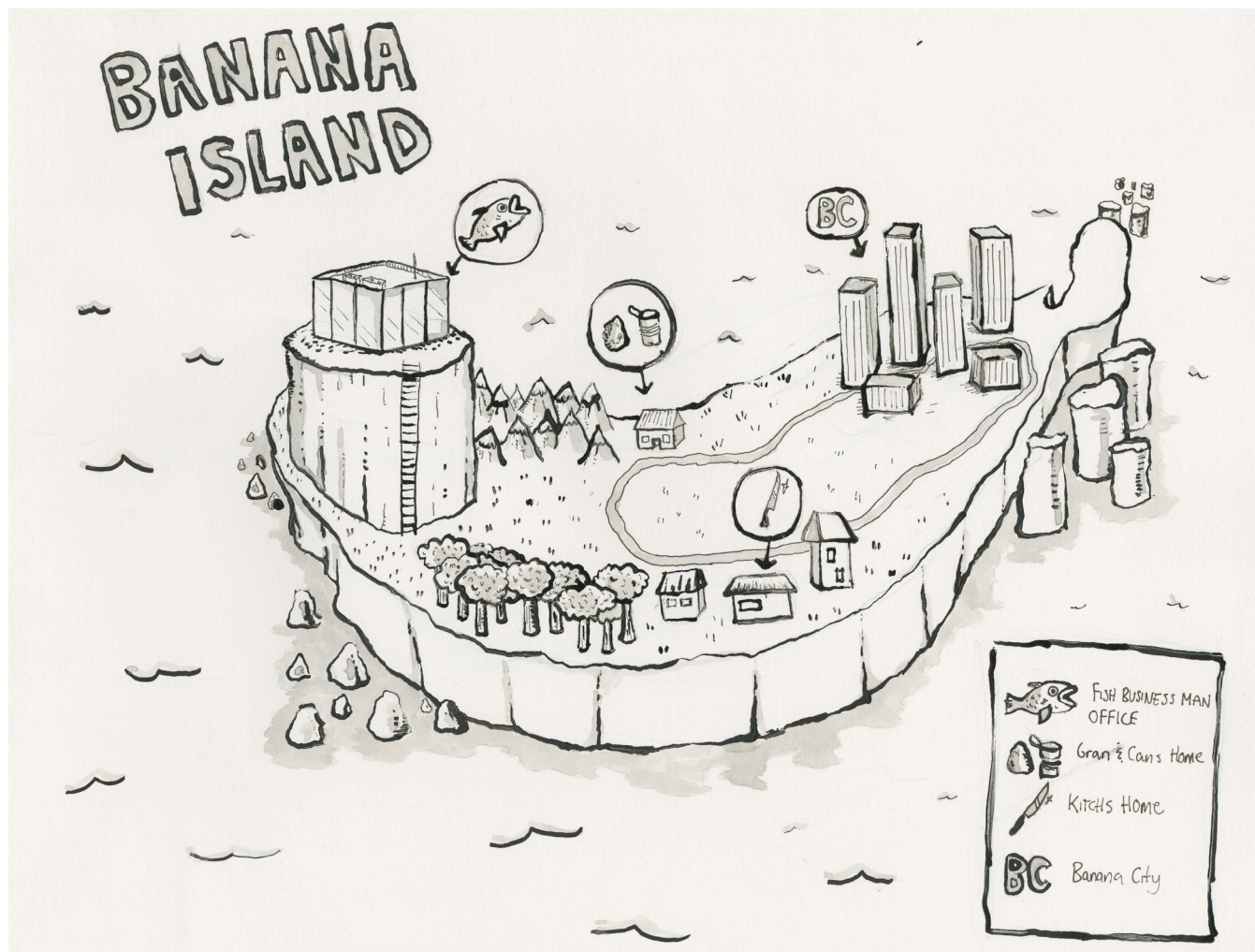
Before we get into the sketches, lets take a look at some storyboard to finished product of the title sequence.

Title Sequence-- Storyboard and end design, definitions are fun.



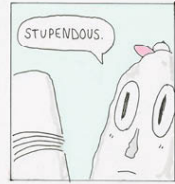
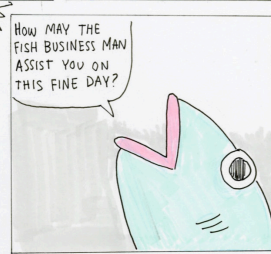
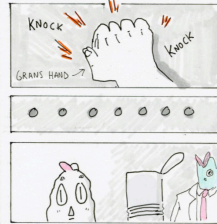
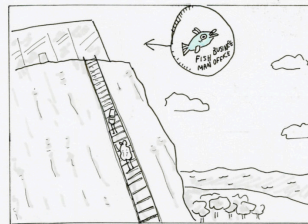
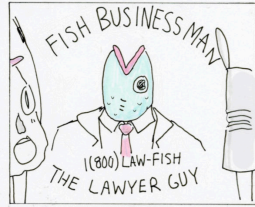
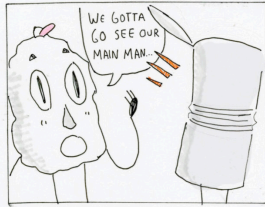
Banana City: Set Design

I really wanted to build a set, so I bought a Japanese model of an apartment complex, and did some stuff with it. The idea of Banana City came from a comic I wrote that included Fish Business Man.



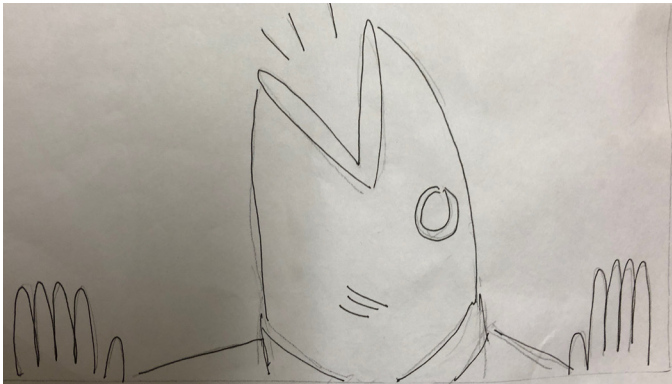


BANANA CITY
YEAR 20XX



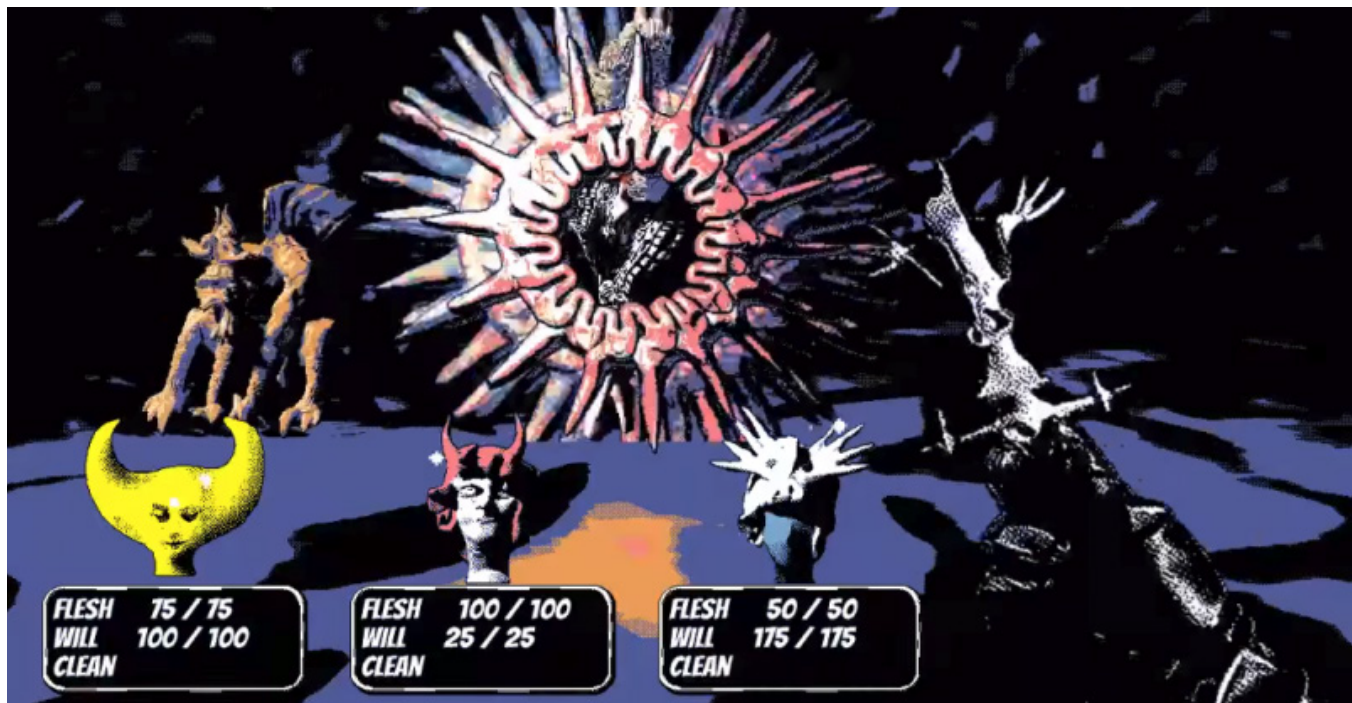
Fish Business Man

FBM is a recurring character that I created in high school, loosely based on my Dad who is a BUSINESS MAN. To the left are some of the prior projects that included my man main. I chose to mix animation with live-action because I've always wanted to-- lol.



3D Scan (thx Chris Withers)

This segment was heavily inspired by Earthbound (right) and Hylics (below). To get the character designs, Chris and I 3D scanned in objects from my apartment. I had to install a plugin into after effects & it was a huge hassle-maybe my favorite piece though.



CACTUS PLANTUS

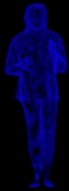
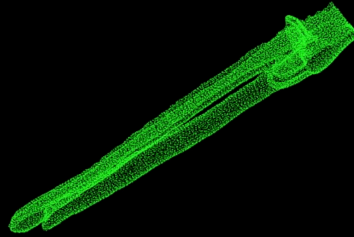
LU: 4

A: Poke

S: Water

W: Fire

D: Areoles



WUG HP: 36/36 MP: 15/20

HP: 36/36

>> ATTK

MAGIC

DEFENSE

ITEM

RUN

TRAVELER WUG

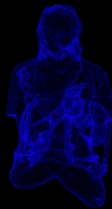
LU: 7

A: Punch

M: Water

S: WAT

W: Deadlines



ENEMY ENCOUNTER
- GOOD LUCK TRAVELER -

CACTUS PLANTUS

LU: 4

A: Poke

S: Water

W: Fire

D: Areoles

CACTUS PLANTUS
USES POKE!



-9

WUG HP: 29/36 MP: 15/20

HP: 29/36

TRAVELER WUG

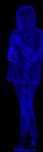
LU: 7

EXP GAINED: 14

MONEY GAINED: \$115

ITEMS FOUND: ALOE

PROGRESS TO NEXT LEVEL



CACTUS PLANTUS

LU: 4

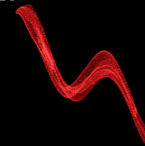
A: Poke

S: Water

W: Fire

D: Areoles

-29



WUG HP: 27/36 MP: 15/20

HP: 19/36

FIRE WATER
HEAL



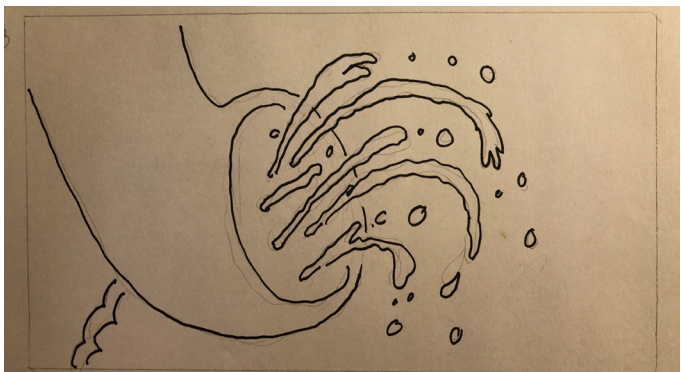
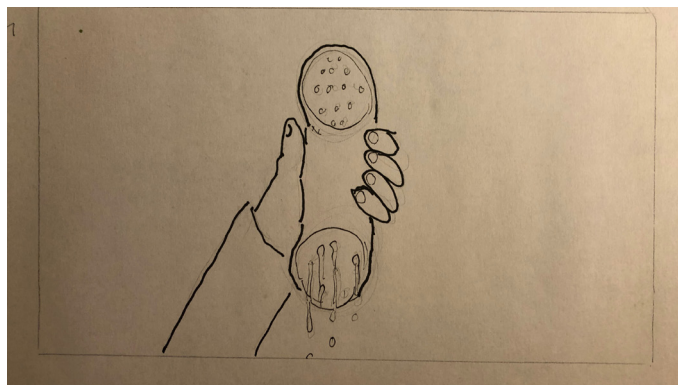
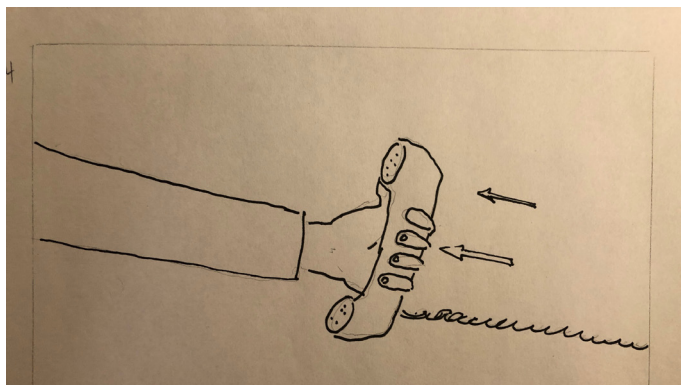
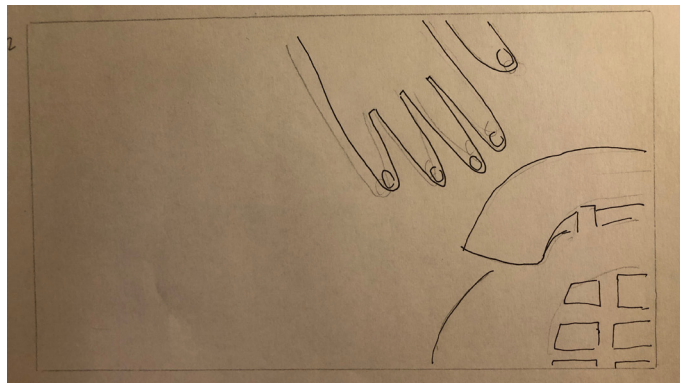
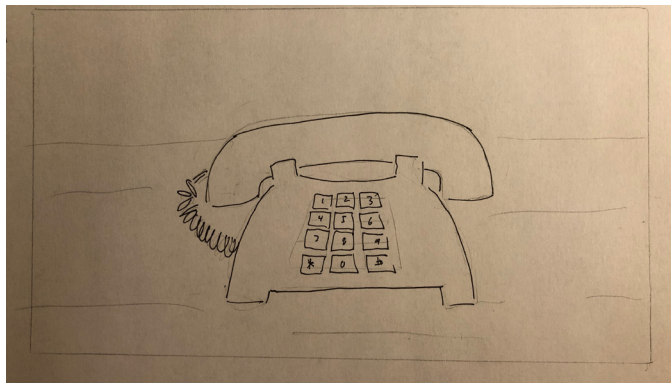
David- Gotta Go Run!! Smell You Later!!

I have a fully posable Statue of David figure. I wanted to do stop-motion. Idea >> David + Running + Water + B-Roll? This is what ended up being made. Lots of rotoscoping. Stop-motion is a lot of work but is extremely rewarding.



Before >> 1-800-WATER

Initially, implementation of water coming out of the phone was going to be traditionally animated. This didn't happen. Something magical happened (see after).



After>> 1-800-WATER

Green screen is great, and effective. Using generated water flowing, the end product kept the “Hey that doesn’t look real” look that I was hoping to achieve. Studio shoots are fun!



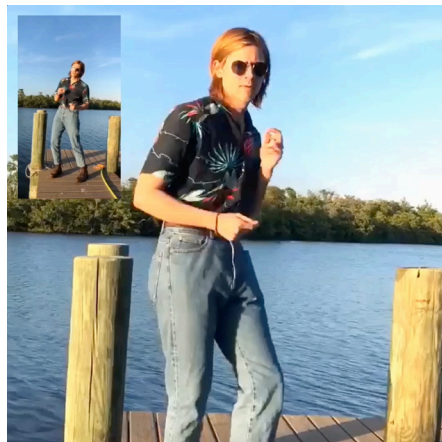
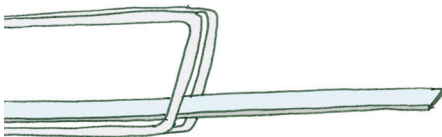
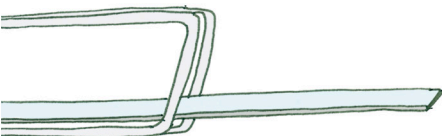
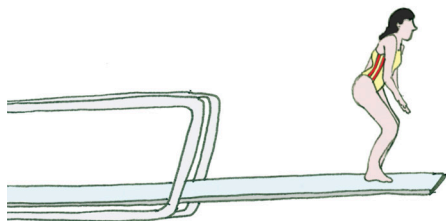
Extra Stuff _Collaboration

(Rosie Shrag- Bloom)



(Alfonze- MV)

Meg Kozaruk- Diver & Videographer



Interlude-- Tyler Manns performs

Tyler made almost all of the music for the pilot, and he really contributed a lot to the overall vibe of the whole video. This section was inspired by the MindHunter title sequence, and a live performance of one of my favorite musicians, Porches.

