

# Doubt

Xidong Lu

# Key words:

- Depression
- Shock / Fear
- Frustration / Anxiety
- Loneliness
- Arrogance / Ego
- Reaching
- Falling
- Falling apart
- Losing control
- Thirst
- Suspicious
- Hopeless / discord
- Shut down
- Autism
- Sad
- Agony
- Hope
- Pride
- Helped

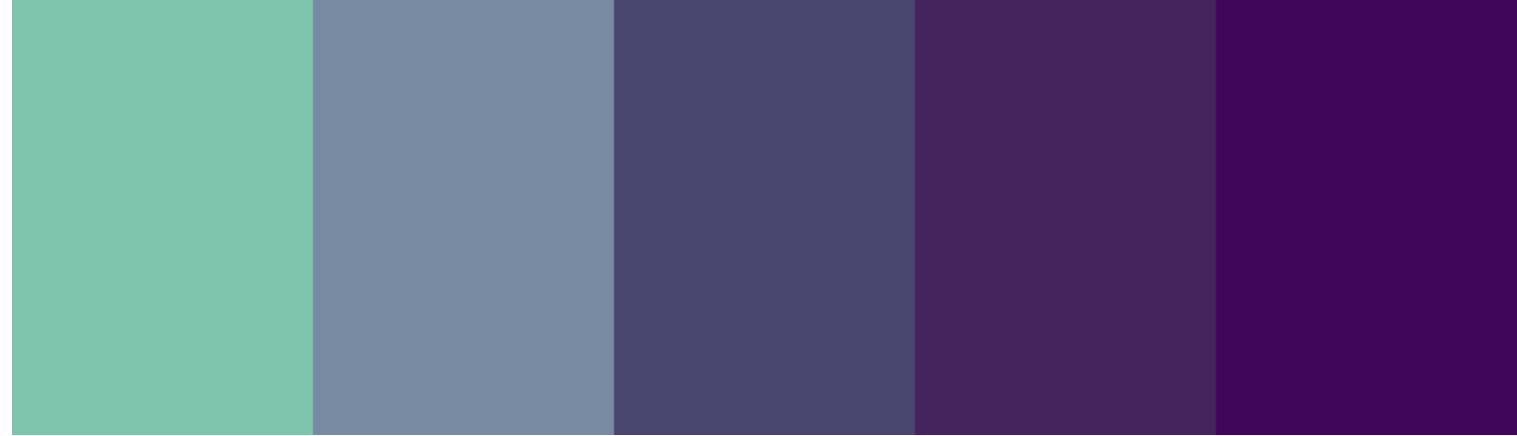
# Script

- Scene 1 (depression): A human figure drowning in water bubble slowly
- Scene 2 (Fear): the human figure sitting far in front of abstract window at night while strong lightning outside, casting long shadow
- Scene 3 (Anxiety): the half human figure frustrates separate horizontally to multiple figures and vertically into more, meanwhile figure shaking and “fading”
- Scene 4 (Loneliness): multiple figure into perspective view, spot light shine on figure in center standing holding one arm, all other figure fading away randomly
- Scene 5 (Reaching): light turns into sun, whole scene turns to bright setting, figure grow wings and flying toward sun, but wings fall apart, and he fall.
- Scene 6 (Falling): the figure falls with liquid going upwards from his body
- Scene 7 (suspicious): a set of cruel eyes open on black background, light sparkles through eyes
- Scene 8 (Hopeless/shut down): under the eyes, a box closed
- Scene 9 (agony/empathy): a tear drops from closing eyes
- Scene 10 (hope): tear turns into star shining the black background into star night. And the star forms a shooting star
- Scene 11 (helped): the scene forms the human figure sitting on ground. Multiple colorful figure fade in and reach to help while dyes the figure to bright color.

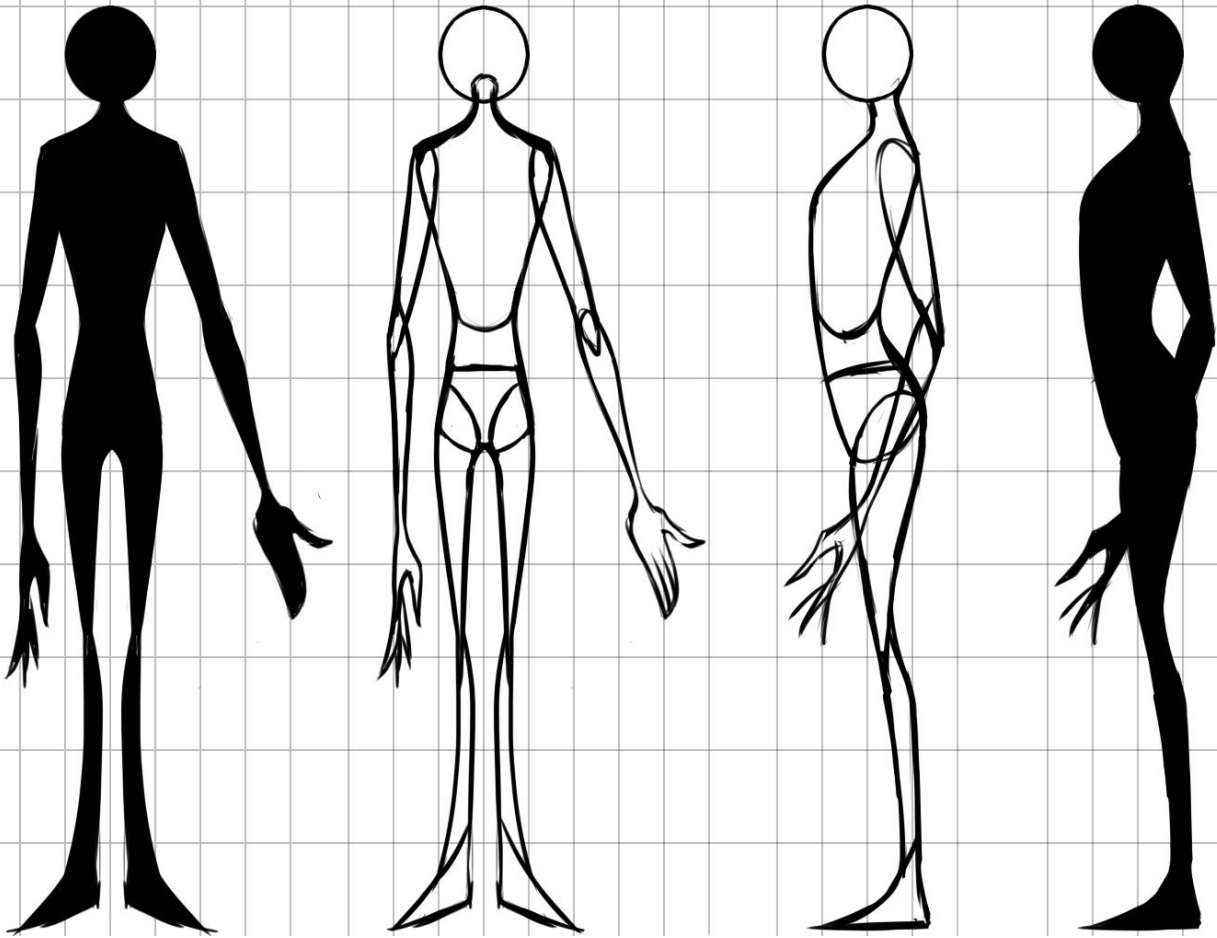
# Mood board



# Color palatte



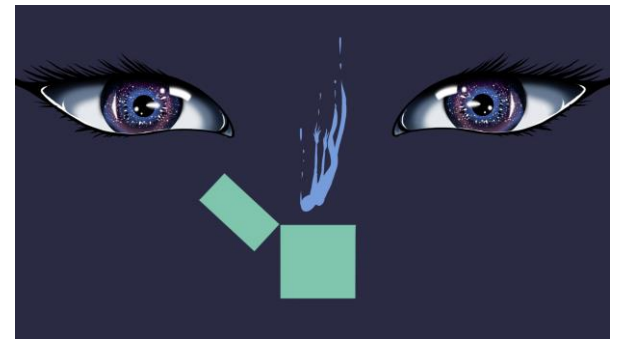
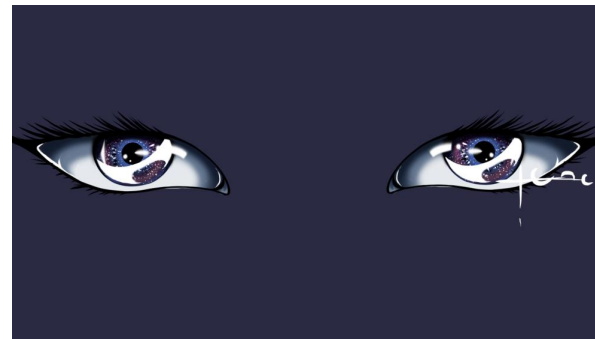
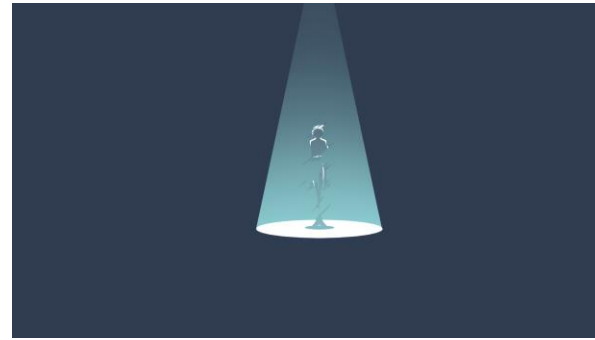
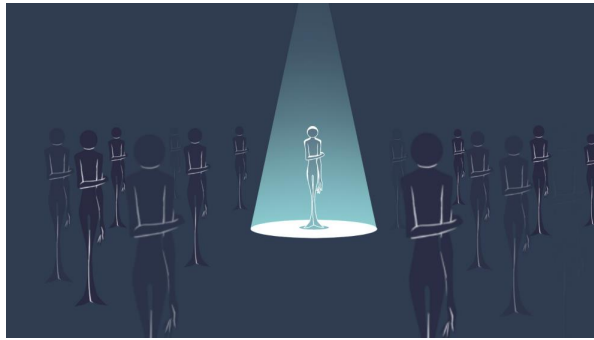
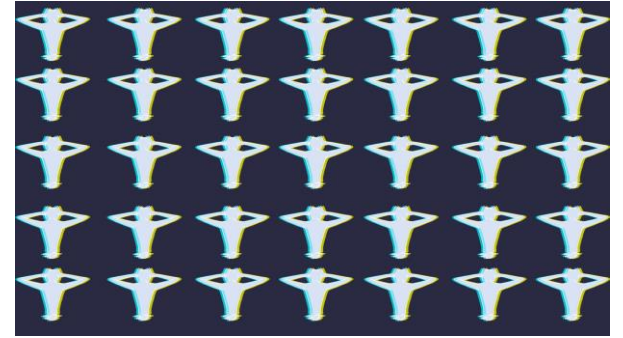
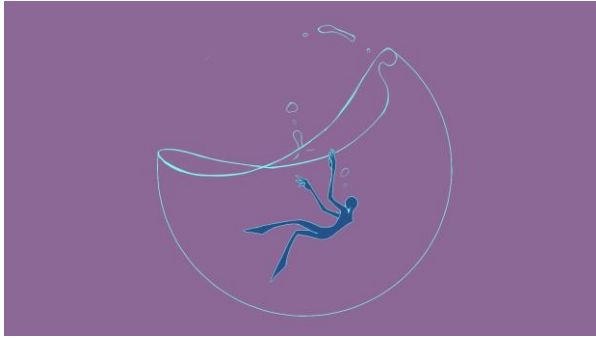
# Character sheet

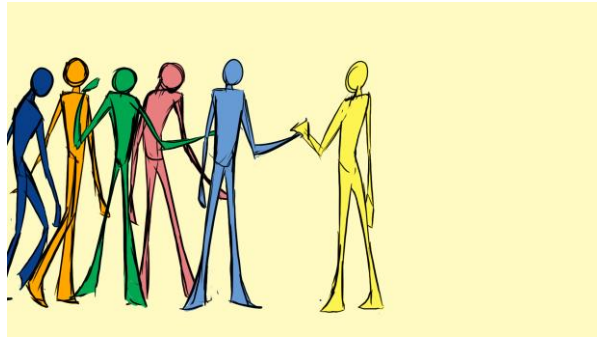
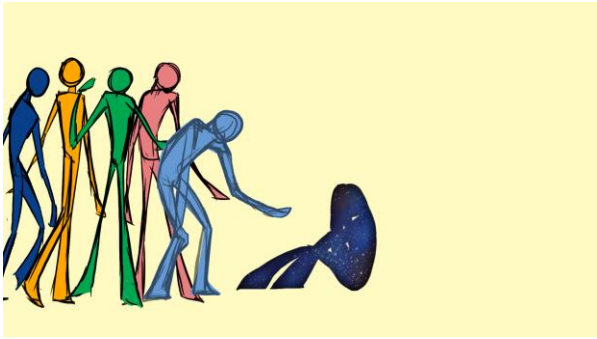
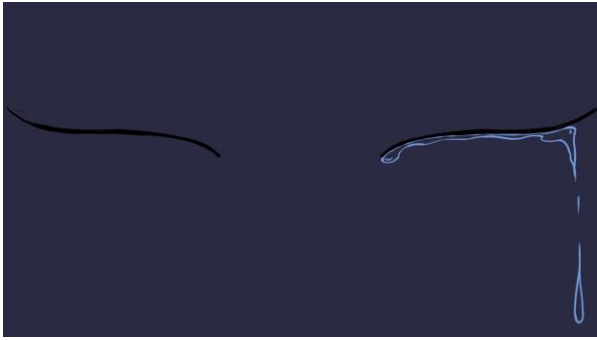
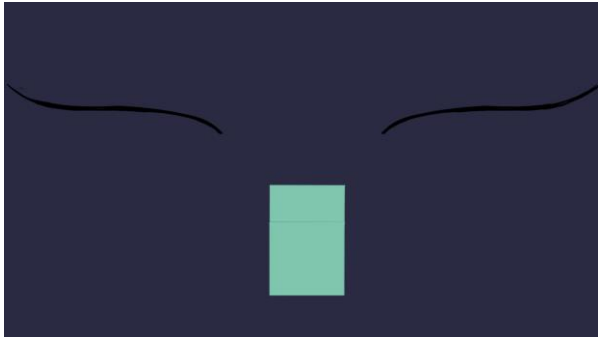


- Lean, no detail, anonymous
- Round shape head
- Longer limbs to see clear in silhouette
- Simple poses



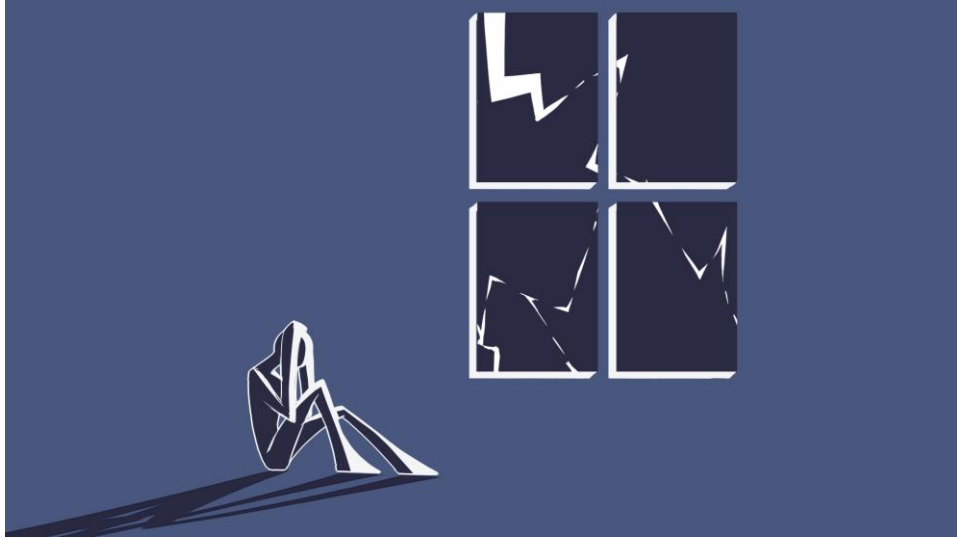
# Story board



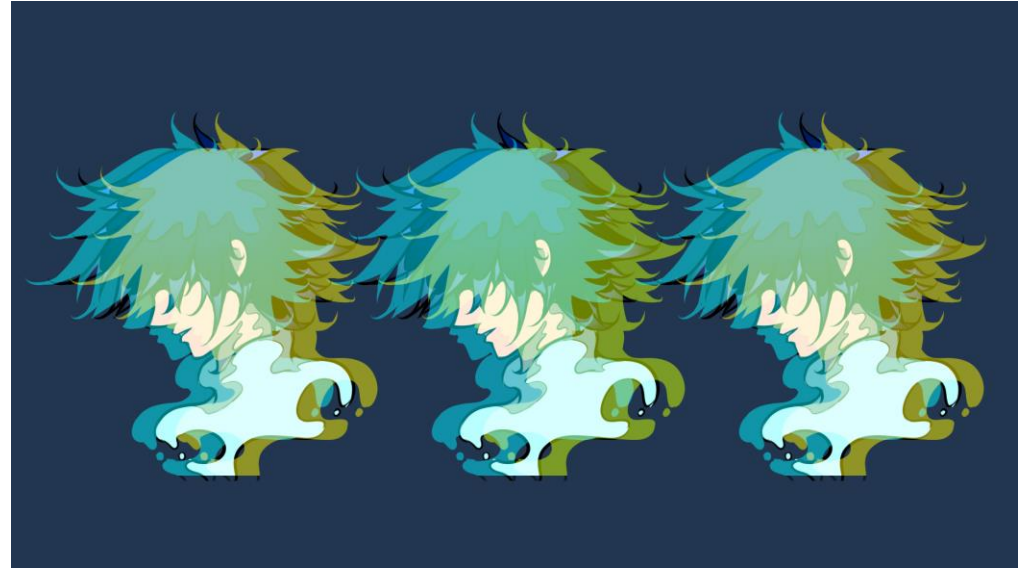




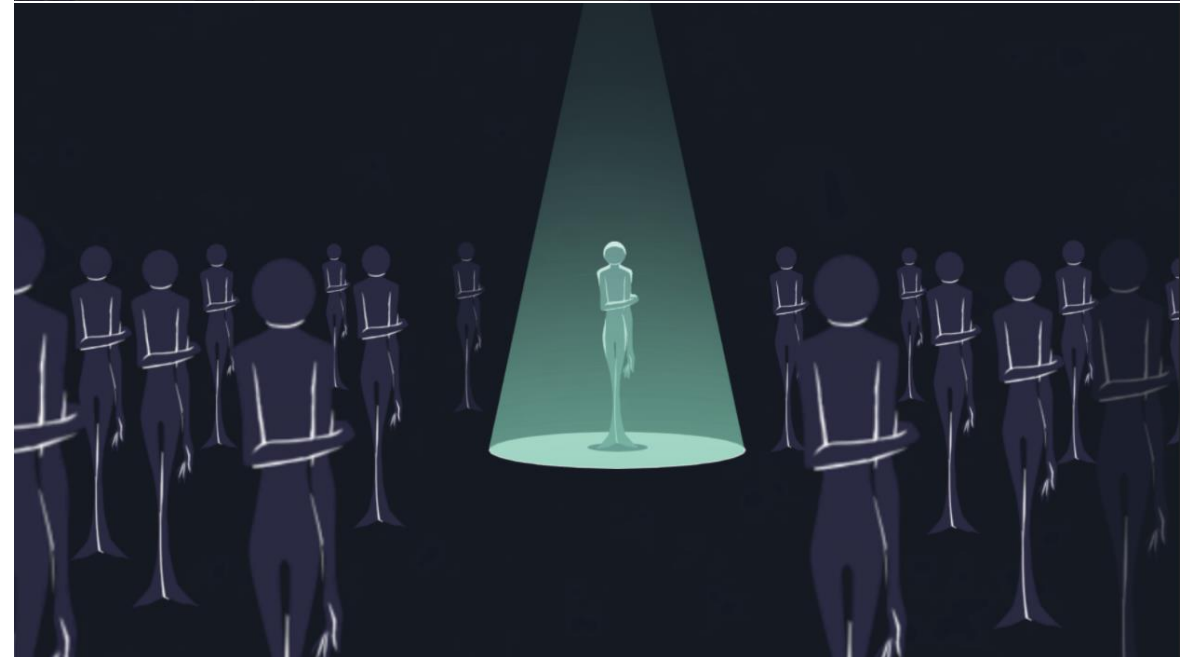
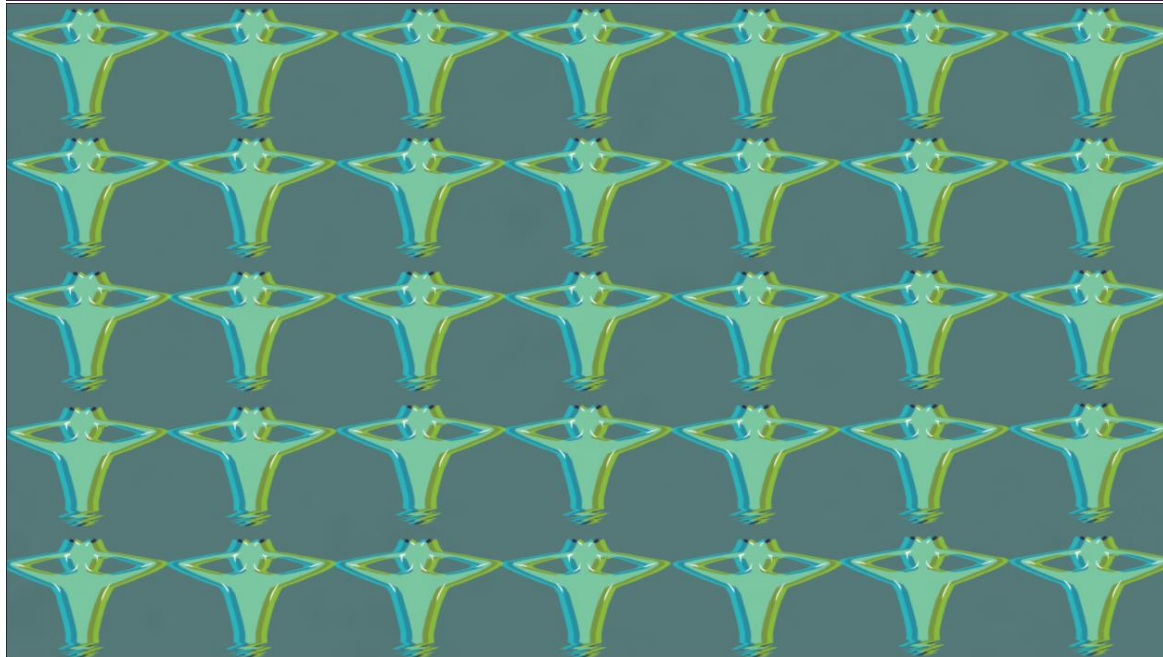
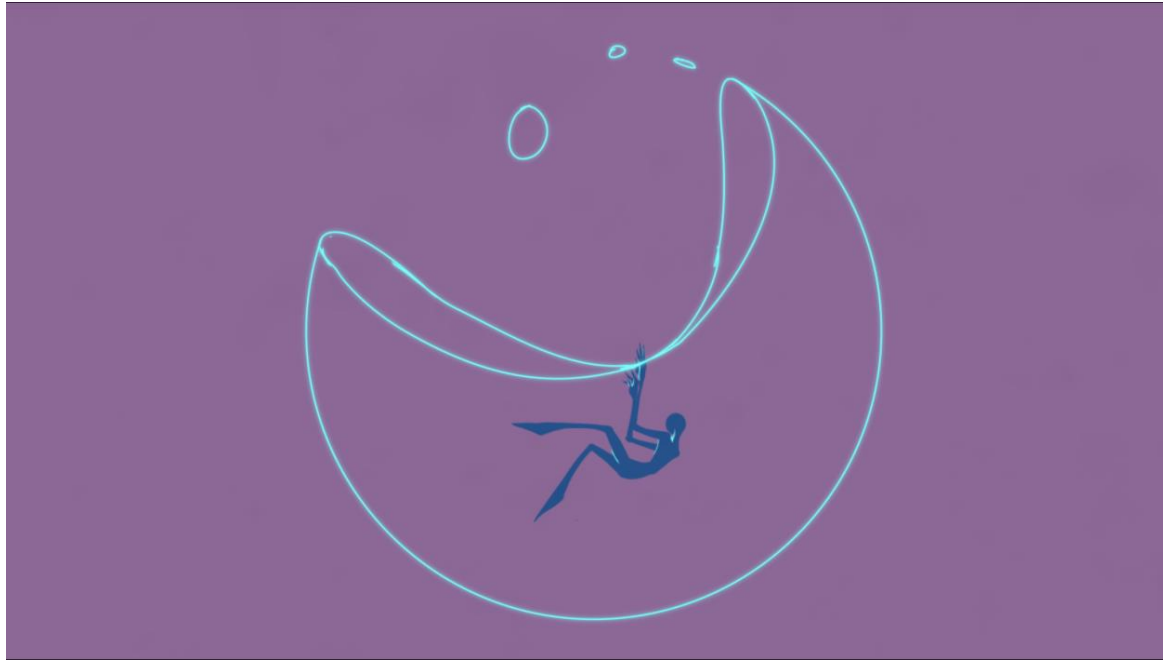
# Style frames

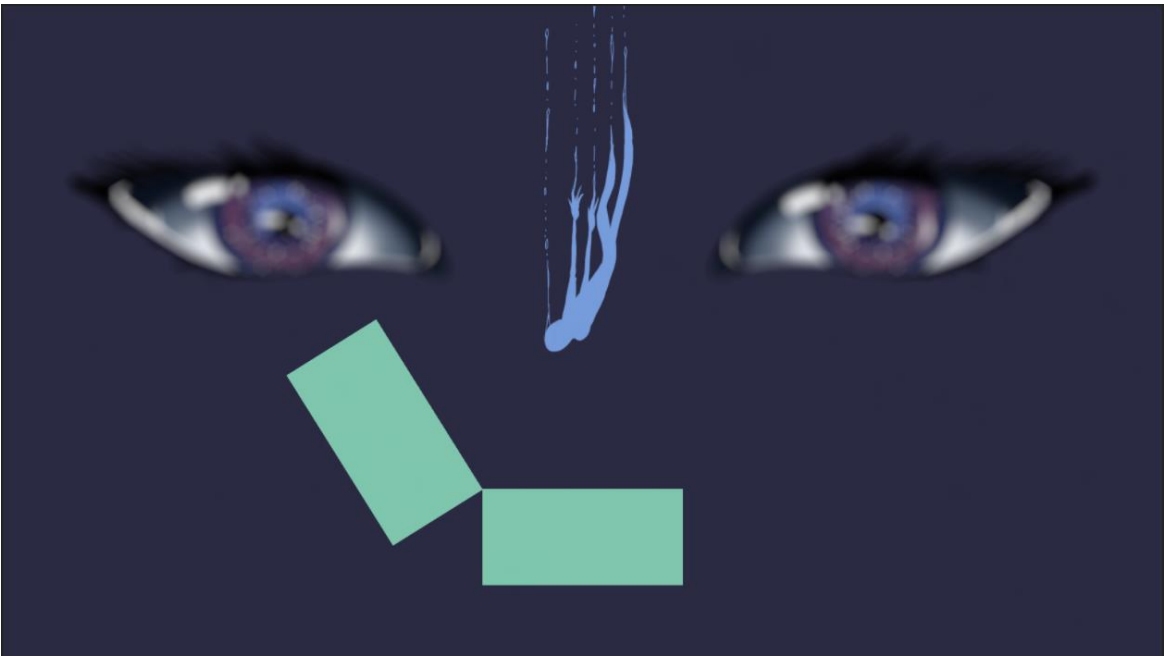
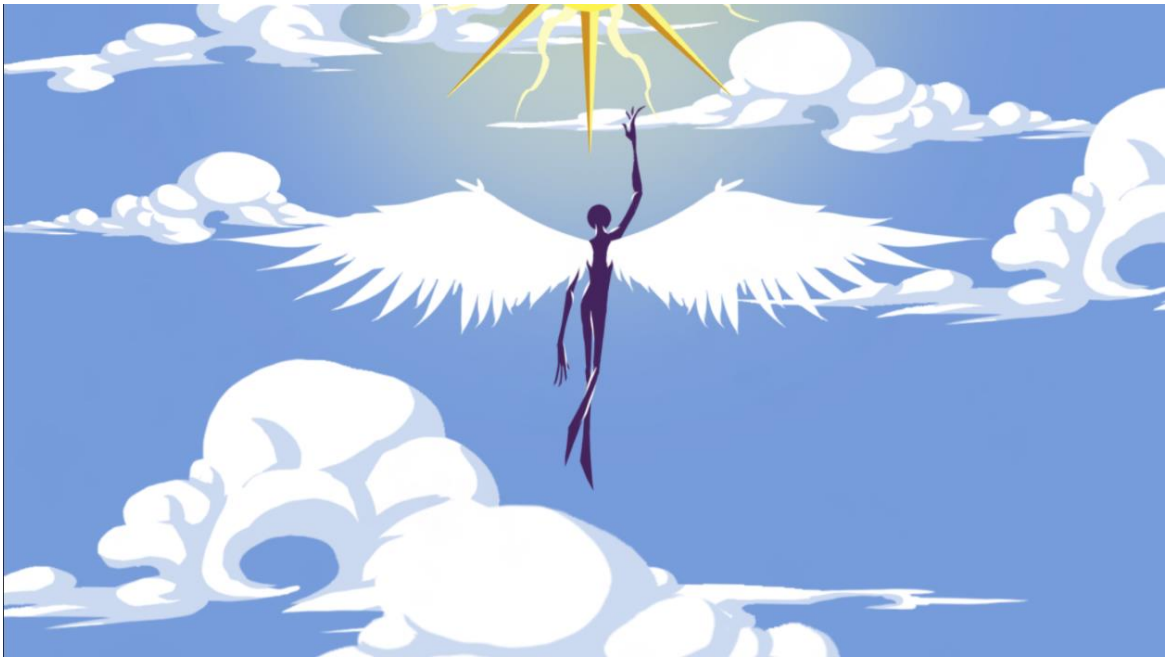


# Old style frame

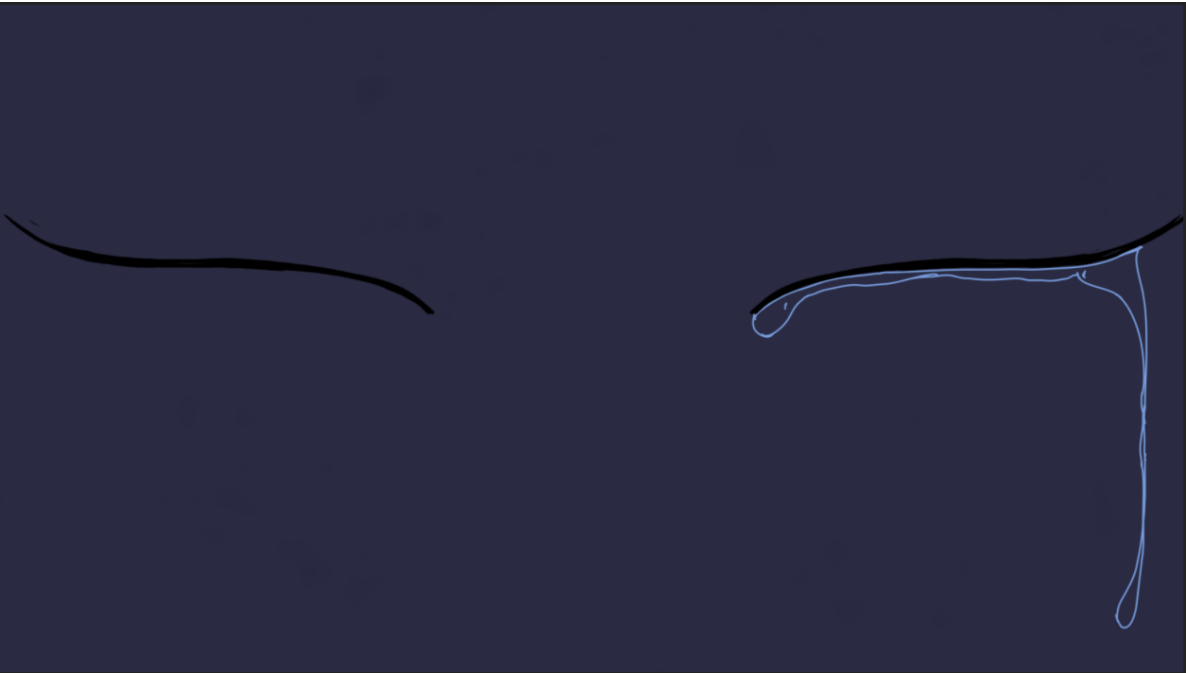


# Final Look



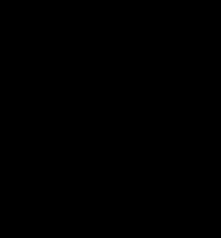
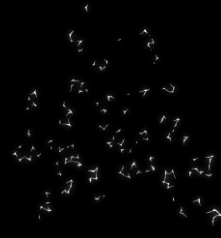
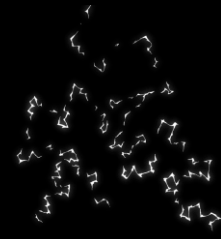
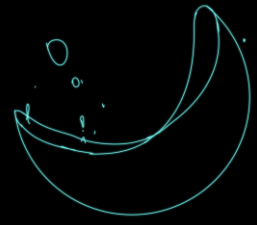
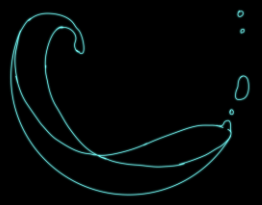
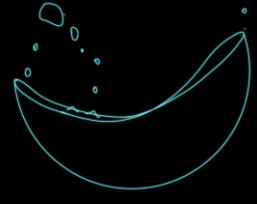
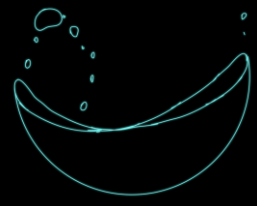
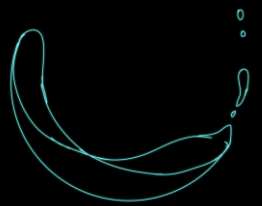
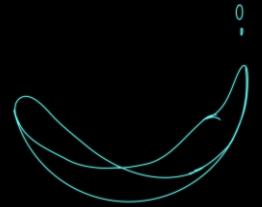




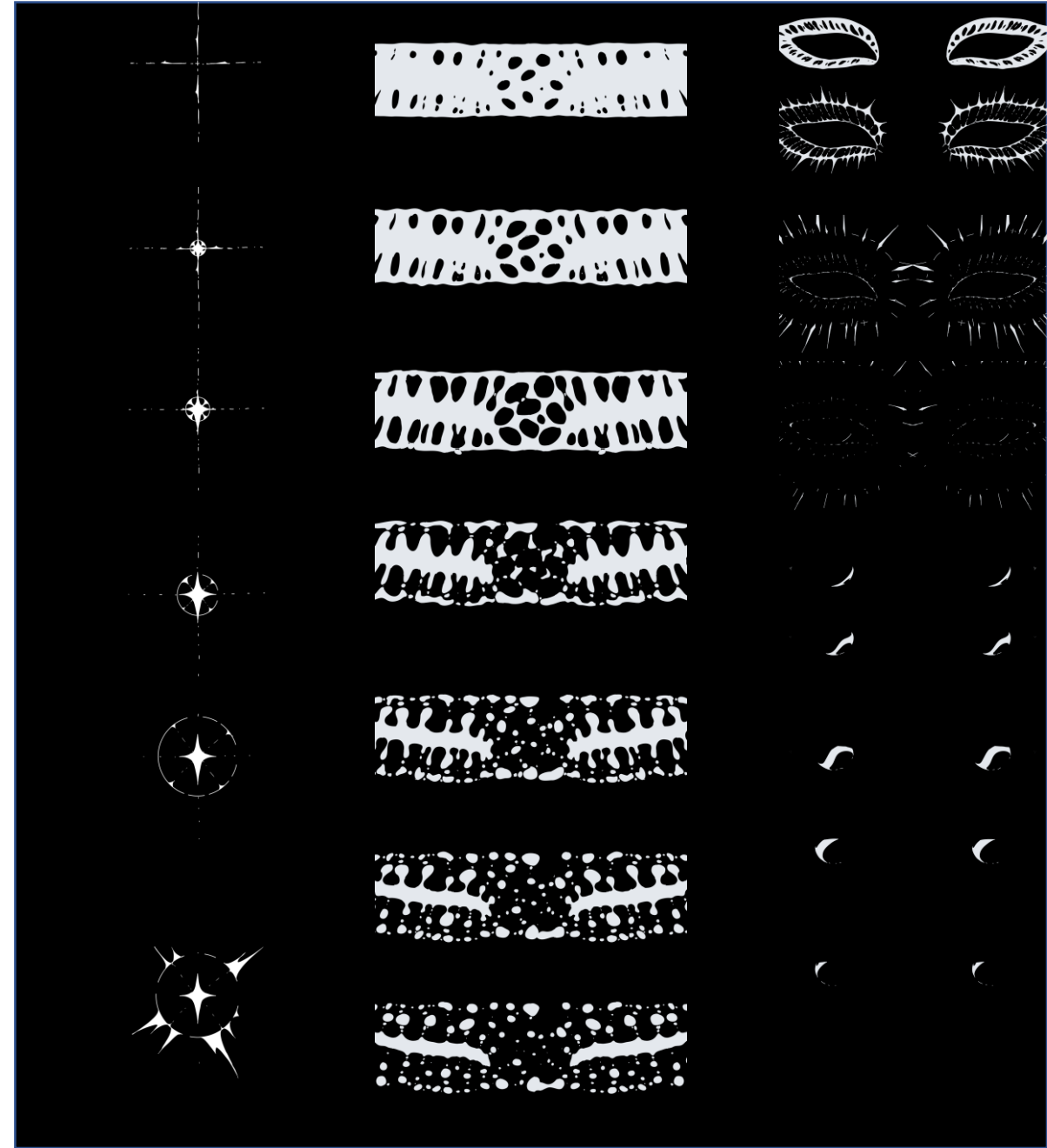
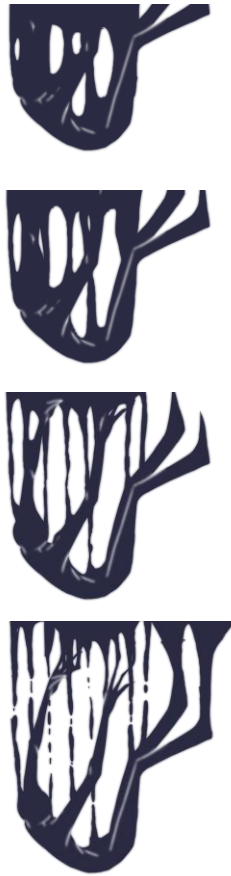




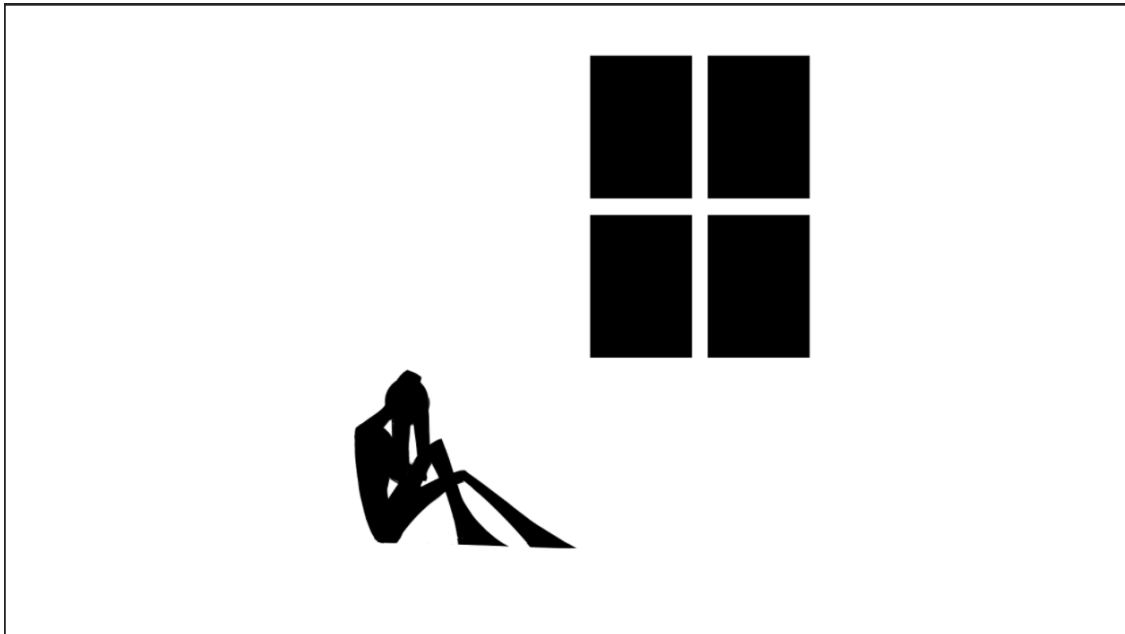
# Liquid motions sample/Frame by frame (24-12fps)



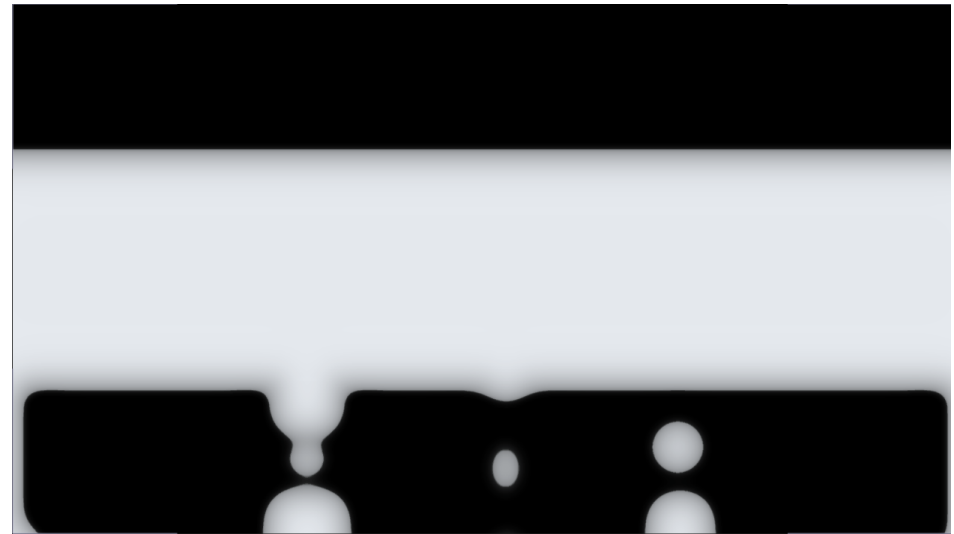
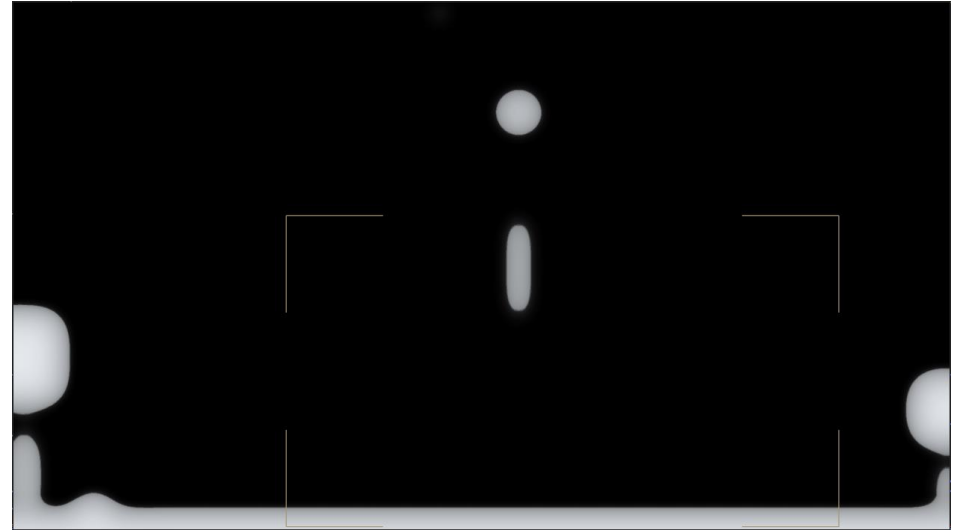
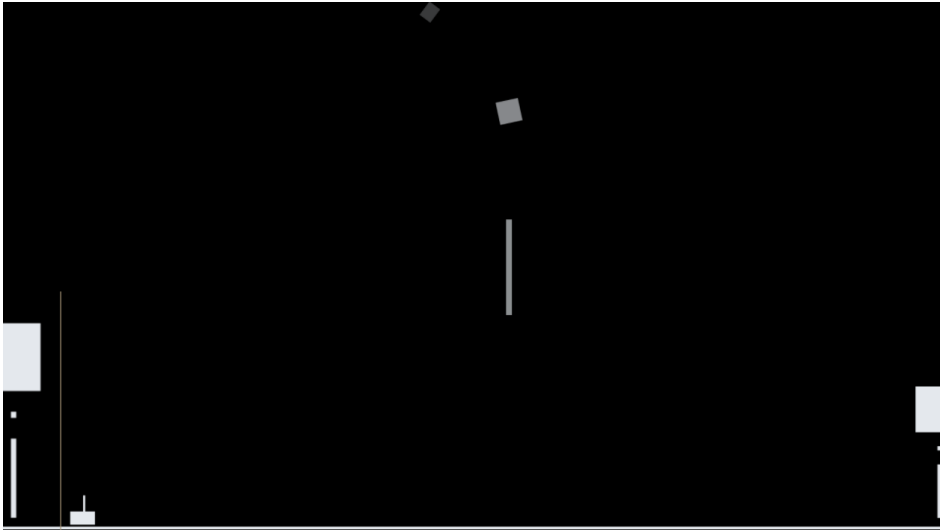
# Liquid motions sample/Frame by frame (24-12fps)



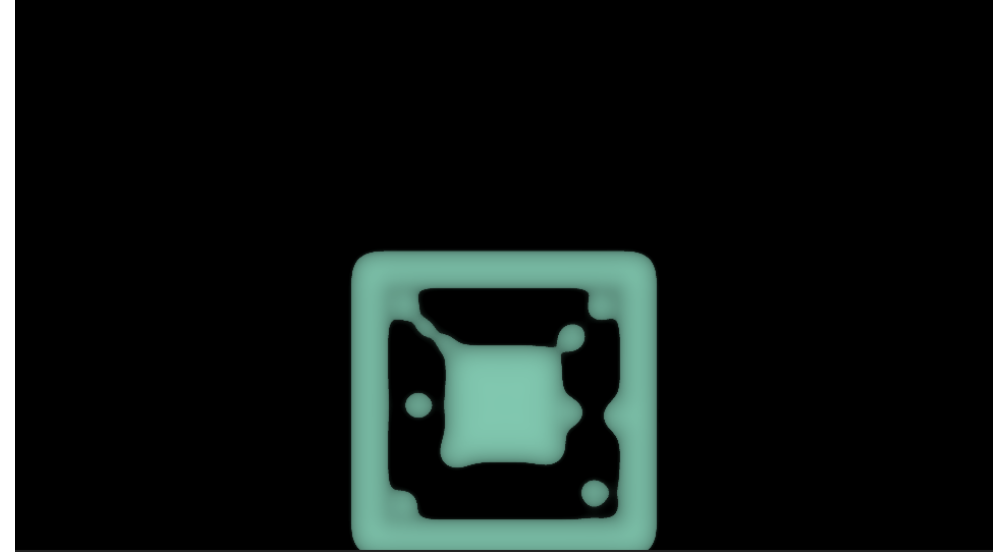
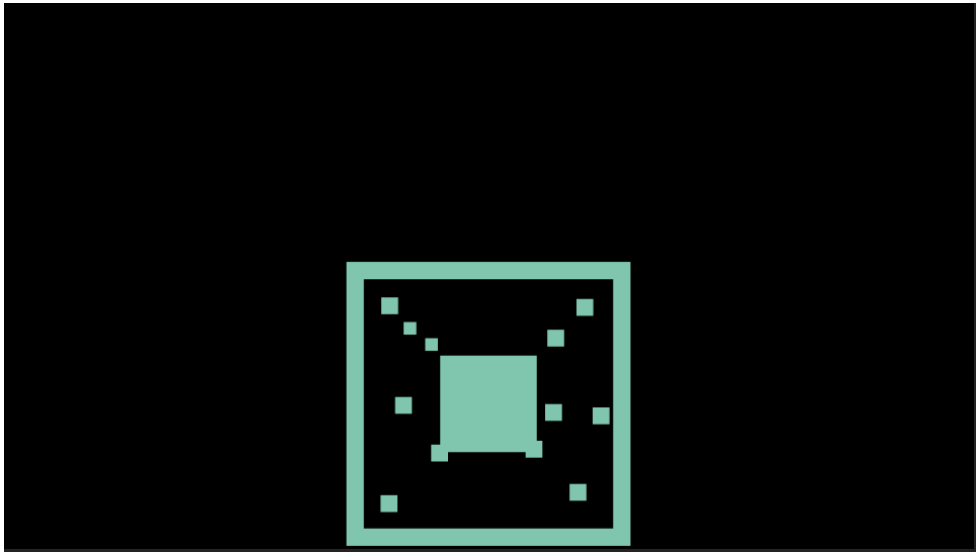
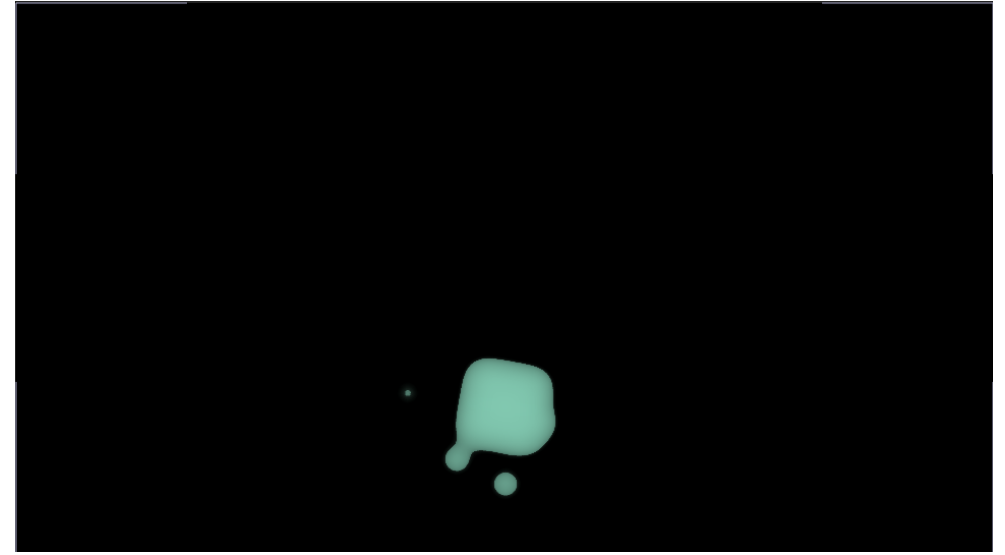
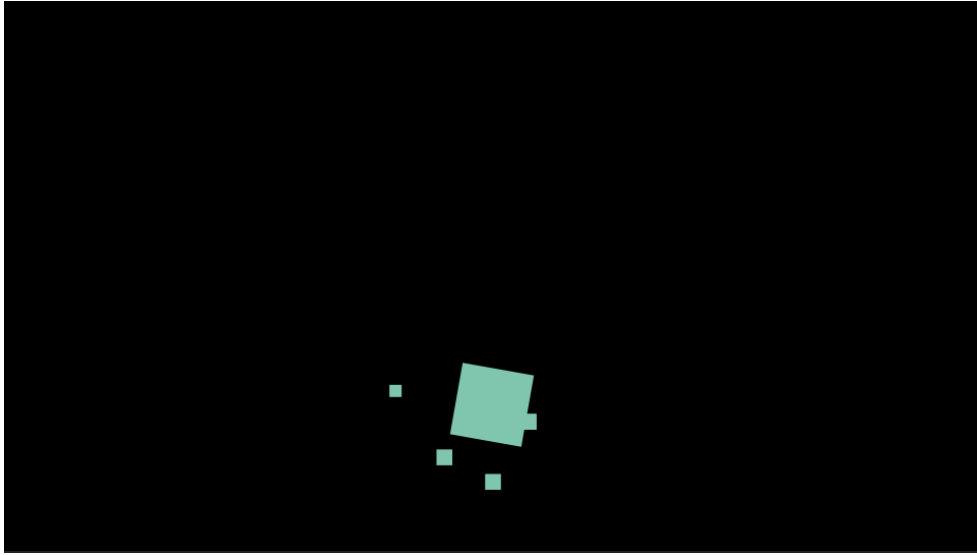
# Lightning effect color frames



Liquid look b4 and after



Liquid look b4 and after





Texture map

