

Animated Endings

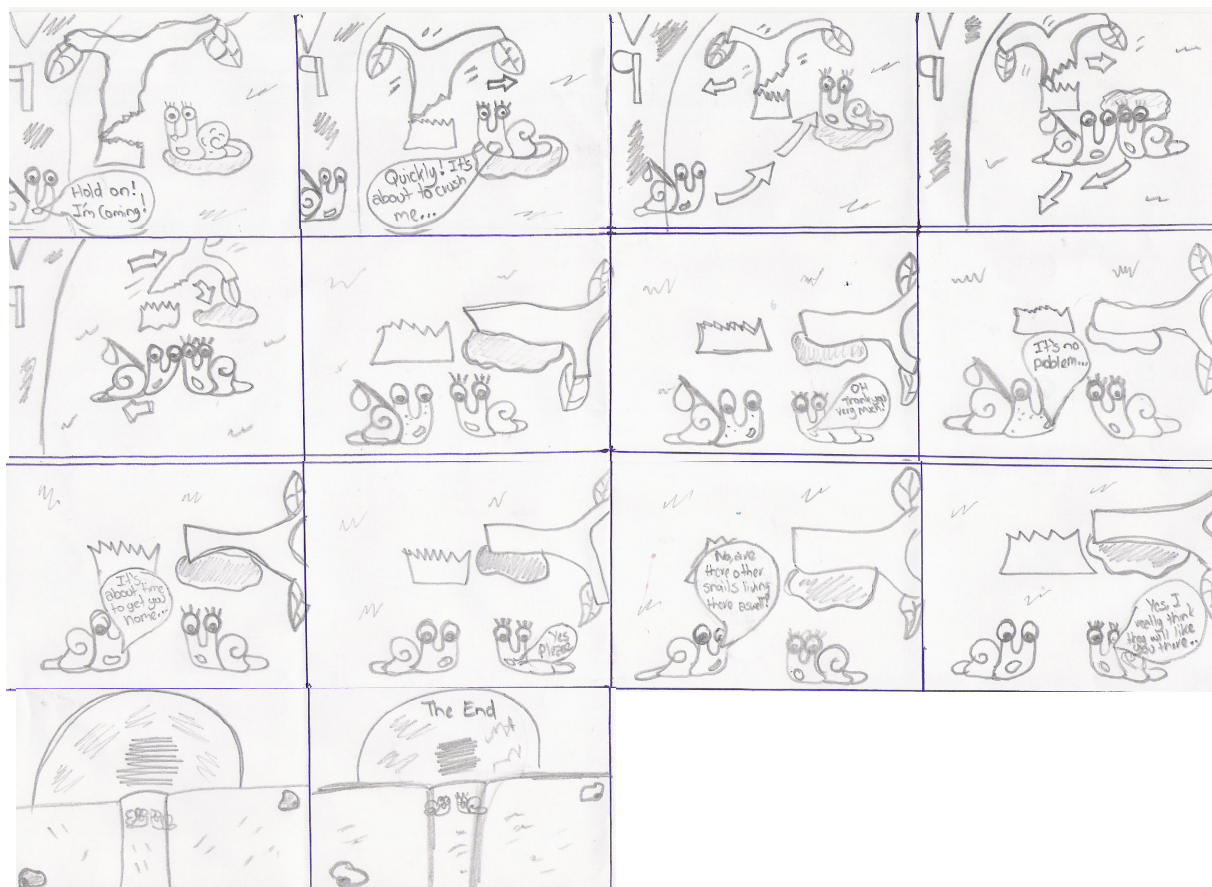
In order to begin producing my Animated Endings, I had to think about the content of each ending, and what things occurred in it. As I had already thought about each ending and titled them, "Run Home Scared" and "Help the Snail", I had a brief idea about the content, and also had the script already in place. However, I still needed to plan them out. Below are the conclusions of the animated ending plots.

Help the Snail – This animated ending, is where Lenny helps Lucy by pulling her out of the mud just before the plant falls. Lucy invites Lenny to walk her home, and Lenny begins to make friends with Lucy. When he gets to Mushroom Mansion (Lucy's Home) he meets many other snails and makes friends with them, and decides to live with them, learning that, "if you want to make friends, be a friend".

Run Home Scared – This animated ending, is where Lenny runs home without helping Lucy out of the mud. When he is home, Oscar the owl visits him, and tells him that he needs to be kind and caring towards other people, if he wants to make friends. Lenny learns that he could have made friends with Lucy if he had helped her out.

Below are the Time Line Storyboards for each ending. I have annotated them and explained what happens in them. Including the assets that will be required.

Help the Snail –



The first storyboard shows Lenny talking to Lucy, saying, "Hold on I'm Coming". This begins the animated ending and sets up the action of saving her from the falling plant, the song, "Africa" will be played to build tension and the track, "Medium Strong Wind" will be played to help with the swaying tree. The next storyboard shows her replying, saying, "Quickly, It's about to crush me!". Lenny then moves in towards her, grabs her and pulls her back, just before the plant then falls. (While the plant is falling, we can heard the sound effect of it snapping and cracking) We then get a close up of the two as the theme music begins to play (A little Reggae). We then hear the Narrator say, "So Lenny pulled Lucy out from the mud, just before the plant fell". We then hear Lucy say, "Oh thank you very much!", and Lenny reply "It's no problem, just good to know that you are alright. You look tired, its about time to get you home. Shall I walk you?". This however is shown in the speech bubble, as, "It's no problem.." and, "It's about time to get you home.." The reason for this, is that the text would be too long to be put in the speech bubble all at once, and even if put in small segments, would make the animated ending looked crowded and not very effective. Thus I have only put in abbreviations of what's being said. We then hear Lucy reply, "Yes, please. I live in Mushroom mansion. Do you know where that is?", this is represented in the speech bubble, simply as, "Yes please..". Once again for the same reason. We then hear Lenny reply, No, are their other snails living there as well?". This is shown directly on the speech bubble. Lucy then replies, "Yes, I think they will like you there", this also shown directly on the speech bubble. The shot then fades up to Lucy and Lenny on a path, with the sunset behind them. The Narrator saying, "So Lenny and Lucy walked all the way over to Mushroom mansion. Lenny made some friends there, and decided to move and live with his new friends. He lived happily ever after, and learned, that if you want to make friends, be yourself". With this the words, "The End" will fade up onto the sunset and the image will fade out.

The reason I have chosen to use speech bubbles in the animated ending, rather than simply having the characters read their dialogue, is because the audience could become confused as to who is saying what, and thus with the use of speech bubbles, it removes with possibility and allows the audience/viewer to understand what is going on in the ending.

The length of this animated ending will be around 40 seconds. It is a very long animated ending purely because of the dialogue and will not take a massive amount of time to produce as it only really requires both the snails, the falling tree and the sunset background. The original sound track will of course be the recording of the dialogue and the narration, and this will be played on top of the theme music. The animated ending will run without user input and can not be interrupted or stopped, unless the user clicks the contents page button and decides to return to the contents page. The music sound tracks included, "Africa" and "A little Reggae" are both copyright free secondary source assets and thus are fine to be used.

I showed this storyboard to James, my Test Buddy. He looked it through once, and read the description above. He said that the animated ending plot linked in very

well with the story and is very suitable and appropriate for the target audience, as it was not too scary, but also still maintained the needed atmosphere. "The frames and drawings look very good as well and will help to build the story ending. This will definitely leave a lasting impression on the audience/viewer."

With this feedback, I decided that the animated ending was very fit for purpose and would be very effective and suitable to the target audience, and thus left the design as it was. With this, I then gathered all the assets together and made sure that I had all that was required, for when the production would begin.

Run Home Scared –



The first Storyboard shows Lenny beginning to run along the path, away from Lucy the Snail. In the distance we can hear Lucy say, "Please somebody help me!" and Lenny shout, "Aaah!". Lenny then continues up the path until the image fades to black, and the next storyboard of him lying in his bed fades up. The sound of the scary wood begins to play, to give the ambience of the location we are in. The narrator then says, "So Lenny, ran home. He hide inside his house underneath his blanket, after about 5 minutes, Lenny heard a nock at the door. He got up, and

answered the door. At the door, was Oscar the Owl.”. There is a break in between the sentences, “Lenny heard a knock at the door” and “He got up, and answered the door.” This break allows for the sound clip of a door knock to be played. Lenny then gets up and moves to the door, and opens it. He then says, “Hi Oscar, what are you doing here?”. This is shown in the speech bubble. We then hear Oscar reply, “Hi Lenny, I have come over to talk to you. I was flying over Dark Wood about 5 minutes ago, and came across a snail trapped in some mud. When I looked down to see who was helping her, I saw you. But then you shouted and ran home. Why didn’t you help the snail?” Oscar’s speech bubble at the beginning of the dialogue shows only, “Hi Lenny, I was flying over dark wood..” and “Why didn’t you help the snail?”. The reason for this, is once again, the text would be too long to be put in the speech bubble all at once, and even if put in small segments, would make the animated ending looked crowded and not very effective. Thus I have only put in abbreviations of what’s being said. We then hear Lenny say, “I don’t know. I was scared. I just ran home”, this was shown in the speech bubble directly. Oscar then replies, “Well you should have been braver. If you think you were scared, what did the other snail think? You should have helped her”, however we only see in the speech bubble, “Well you should have been braver...”. Lenny then replies, “I know, I’m sorry about that. Did you help her? Is she still stuck?”, with, “I know I’m Sorry. Did you help her?” only displayed in the speech bubble. Oscar then finishes the animated ending by saying, “Luckily I flew down after you ran home. I did manage to save her. Her name is Lucy, I think you would have been great friends with her. Too bad you didn’t manage to help her. If you really want to make new friends, Lenny, you need to be helping and kind towards other people.” This is shown in the speech bubble, as, “Luckily I flew down after you ran home”.

The reason I have chosen to use speech bubbles in the animated ending, rather than simply having the characters read their dialogue, is because the audience could become confused as to who is saying what, and thus with the use of speech bubbles, it removes with possibility and allows the audience/viewer to understand what is going on in the ending.

The length of this animated ending will be around 60 seconds (one minute). It is a very long animated ending purely because of the dialogue and will not take a massive amount of time to produce as it only really requires, Lenny, Lucy, Oscar and Lenny’s home. The original sound track will of course be the recording of the dialogue and the narration, and this will be played on top of the Scary wood ambience. The animated ending will run without user input and can not be interrupted or stopped, unless the user clicks the contents page button and decides to return to the contents page. The music sound effects/tracks needed in this ending will be, the “Door Knock” and the, “Scary Wood Ambience”.

I showed this storyboard to James, my Test Buddy. He looked it through once, and read the description above. He said that the animated ending plot linked in very well with the story and has a very suitable and appropriate story moral for the target audience, as it taught them good values and friendship rules. “The ending was

suitable and did leave a lasting impression on the viewer, as they should be kind and friendly towards other people. The frames and drawings look very good as well and will help to build the story ending. This will definitely be very effective.”

With this feedback, I decided that the animated ending was very fit for purpose and would be very effective and suitable to the target audience, and thus left the design as it was. With this, I then gathered all the assets together and made sure that I had all that was required, for when the production would begin.