

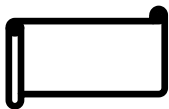
Storyboards

This area of my Project is dedicated to the Design of my Story. It will look at each page and will include annotations to help others understand my choices, and give them the reasoning to why I have chosen to include this. It will explain what the viewer will see, hear and experience.

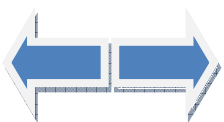
On each Storyboard will be specific images, these images will help the audience feel comfortable and give them a common sense of structure between each page.



- Door) This image will be an onscreen button, on every main page of the story. It will give the viewer, if accessed, the option to return to the Main menu/Contents Page.



- Commentary/Navigation Bar) This Navigation or Commentary bar will be located at the bottom centre of each page; this is the area, where the text will be displayed during the Story, for the viewer to read. On it will be the words for the story in size 20 Berlin Sans FB font in Blue. Also on the Commentary Bar will be placed the questions that the audience/ viewer will answer in order to move on in the story. These will be in size 30 Berlin Sans FB font in Blue. The reason the questions are slightly larger, is to make them stand out, and attract more viewer attention.
- In animation or story, when the characters are interacting. Each character will have a different colour text when they are speaking, on the Commentary bar, as to help ensure less confusion between which character is speaking. The way that I decided on the colours, would be by definition of body colour, so for example. Lenny, who has a green body, his text would be green, and Lucy who has a pink body, her text will be pink. This also helps the audience to understand who is speaking, and at what point. I will also place, a smaller picture of the character, above their text/words, to help ensure fully, that everything is clear and precise and that the viewer is not left confused.
- The third item that the Commentary Bar/Navigation Bar will hold is a small speaker icon, in the top left hand corner of the bar. This when clicked will play a recording of the text that is currently on screen, giving the ability to viewers who cannot read, or who find it more enjoyable, to listen to the story.



- Navigation Tools) These two buttons, will be the navigation tools for the audience to use when they are moving throughout the story. The "Next" button – representing forward, will move the audience onto the next part in the story. The "Back" button – representing backward, will move the audience back onto the previous part of the story. These will be placed either side of the Commentary Bar, as to give the Story interaction face a justifiable layout.



Title Bar) This bar will be placed at the top centre of each new section or part in the story. This will help the user in remembering at which section they are within the story, in case they have to leave the story and return later, or they simply want to know how far in the story they have come. It will also inform the viewer as to when they have left a section, and when they have entered one. Giving the viewer maximum understanding of the story structure. It will be written in 23 Berlin Sans FB Demi, however, the colour on each page will differ, as to relate with the page, and fit into the design.



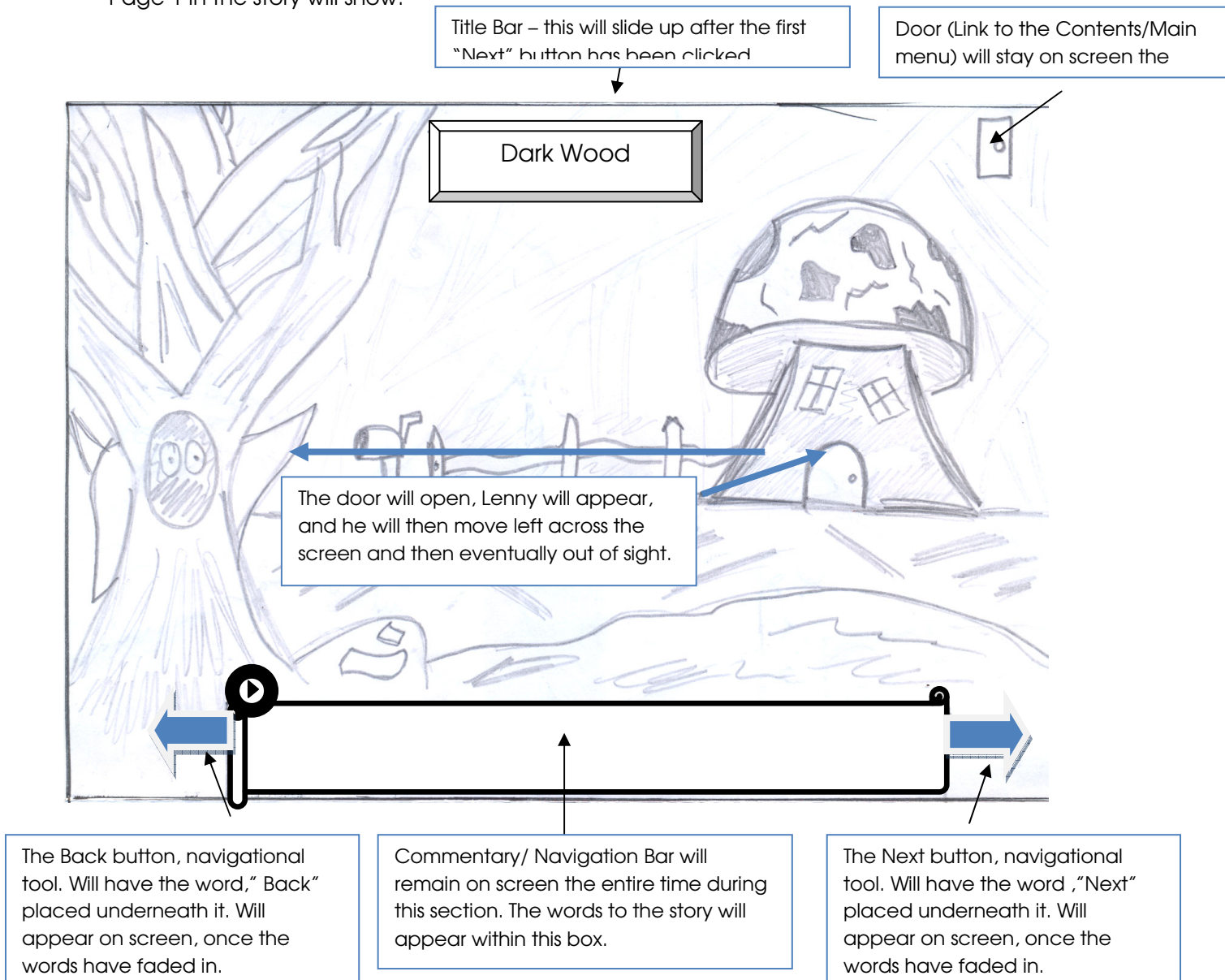
- Narration Button) This button is placed on the top left corner of the narration bar. When clicked this button will begin to play the recording for that part of the page. It will read out what the narration bar says, in case that the viewer cant read or would prefer for the text to be read out.

Page 1 –

This is where the story begins, it is the start of the story, and will establish the location of the story for the user. The page will fade up from black, and at the top of the screen will appear the Words “Dark Wood” within the Title Bar to show the viewer where the story begins, and that we are at the beginning section of the story. In the picture, we can see Lenny’s house, a Mushroom , the surrounding forest/woodlands and a tree with a pair of eyes. This will show the audience that we are in the woods, and will give them a slightly suspicious or worried feeling and experience, as the eyes are hidden within the tree. However, the eyes will be blue, as to not make them appear to cold or scary, but slightly more comforting.

The Commentary Bar will begin, and the words to the story will begin to fade in, giving the audience the opportunity to begin reading. Once they are finished reading the small segment of the section, the audience will then use the navigation tools to move forward within the section, and onto the next segment. In this section, after the user has clicked the next button for the first time, the Title bar, containing the title of the section will slide up and out of view, to clear the way for the story to begin. The Title Bar in this section will be brown, as to link into the Dark Woods theme, the text on top of the Title Bar will be in white, as to be easily read and seen by the viewer.

Page 1 in the story will show:



This page will consist of a dark coloured background, with a single tree placed on the left hand side, to give the user the feel of a dark, possibly scary, wood. There will be a foreground of green grass and brown mud, and possible grey stones placed in this area. The main area of this page will be Lenny's house, a mushroom, a fence and a post box. The fence will make the viewer feel slightly uncomfortable, as it suggests that Lenny is trying to protect his house, while at the same time, being a human item, or personified icon. Making Lenny seem more human. The post box was also added into the picture, to appear to make the house more comforting, reminding the viewers that this is Lenny's home, and not just a place to hide. On this page, viewers will have the option to return to the Main Menu/ Contents page, while also being able to move forwards as well as backwards, giving them full access to the story. I have also planned to make the navigational buttons more user friendly, by making them roll over, and click images. Meaning that, when the user rolls the mouse over the icon, it will appear larger and attract more attention. Upon click, the image will also change, to show the user that the click or selection has been accessed. All the text in the commentary bar will be in blue, 20, Berlin Sans FB. Text in the Title bar will be 25 Berlin Sans FB, white.

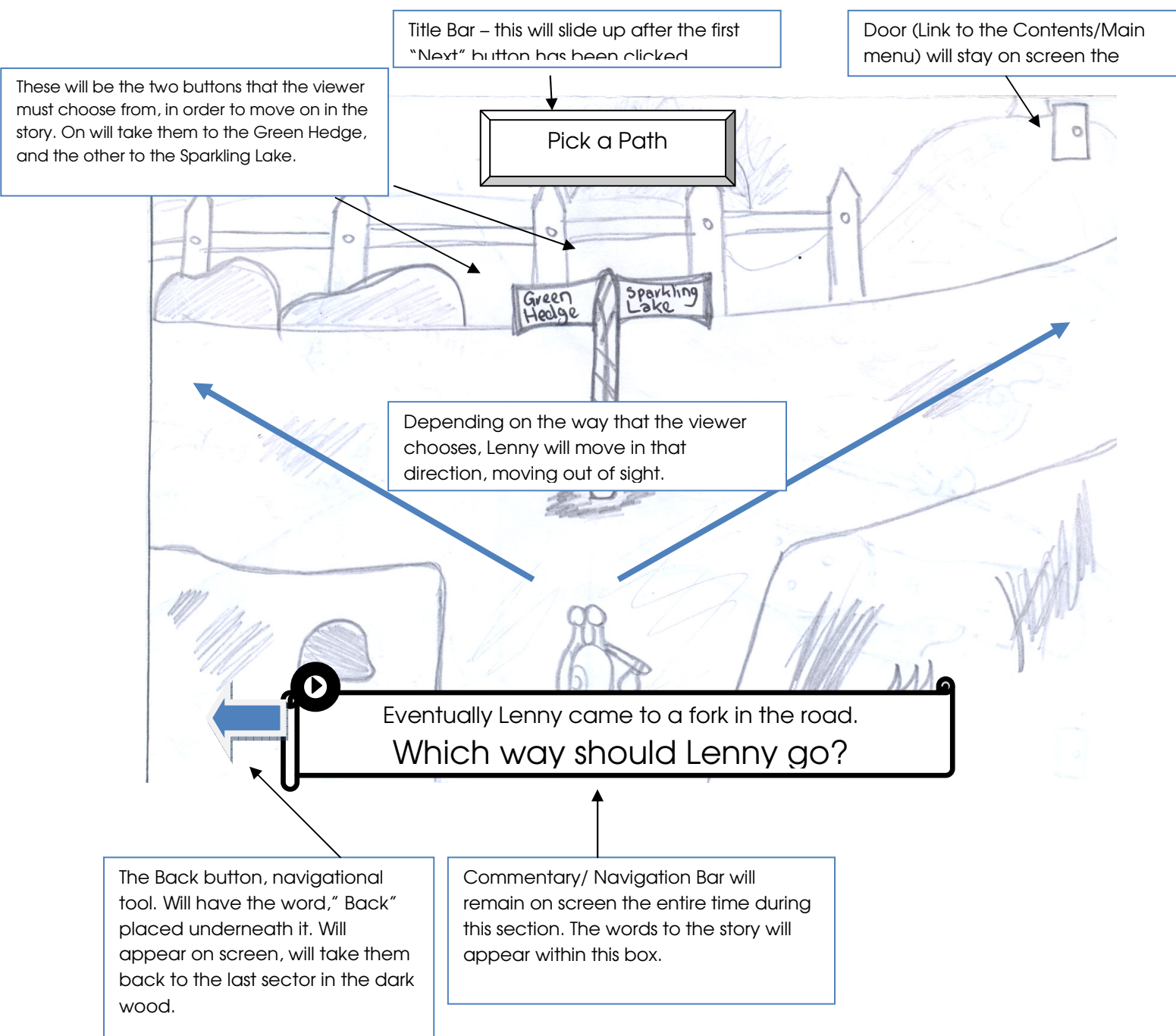
On this page, I have also chosen for Lenny to appear, as his door opens, and then to move from right to left across the screen, until he can no longer be seen. The page will end after Lenny has left the viewers sight, and will then fade to black.

This page will display all the Storyboard Script for page one. It will also require Visual - Personal drawings of all images on screen such as, the mushroom house, the background, the tree, the foreground, stones/rocks, a fence and a post box. As well as, Lenny the snail, a commentary bar , title bar , navigation buttons, both "Next" and "Back", and a door icon. All of which will be produced by myself on the computer. Primary images.

Sound - A recording or voice over sound clip for every sector of this beginning section. This will be the voice of the narrator. It will also require a forest like sound to be played as it fades up, to attract to all the senses of the viewer. This sound will probably be of a wolf howling, or a bird chirping, such as an owl. A sound of a door creaking open will also be required as Lenny opens his door, to appear to the audience for the first time. All of the narrations will be produced by myself, using members of my family to record the words. Music clips and sound effects will be produced either by myself, or as Secondary sound clips, from a free source.

Page 2 -

Page 2 will begin by fading up from black. As this page possesses a question for the viewer to answer, the words placed on the commentary bar will already be displayed upon fade up, and will not be required to fade in. Users will have the options to move backwards within the story, or go directly to the contents page. The "Next" button will not be on display during this section, as for the viewer to continue, he/she must make a decision of which path to choose. This is the main part in the story that separates it. The words "Pick a Path" will be located in the title bar of this page, In blue text, size 25, Berlin Sans FB. On the Commentary bar will be the words "Eventually Lenny came to the fork in the road" and "Which way should Lenny go?". The first sentence will be in usual blue, size 20, Berlin Sans FB as stated before, will all text to the story. However, the question will be in size 30 font, much larger. This is explained previously, in the Commentary/Navigation bar section on the first page of this document. The Title Bar in this section will be gold, as to contrast very well with the blue background, the text on top of the Title Bar will be in light blue, as to be easily read and seen by the viewer on top of the Bar, and to also link in with the background.



This page will consist of a blue, lightly coloured background, to give the appearance of a sunny, clear sky. Again in the background will be a fence all the way across the screen, this time suggesting safety to the viewer, rather than worry, as the atmosphere has brightened up. The grass surrounding the paths/roads, will be a slightly lighter more happier green, as to suggest an easier, happier mood. The paths will be a silver/ light black colour, giving definition and shape to the image. There will be a rock placed on the ground, as well as a bush in the background in front of the fence, suggesting a feeling of wildlife and nature. The main area in this page will be of Lenny, placed above the commentary bar, and of the signpost, displaying the options that the user can take. As the user rolls his mouse over one of the two signs, the sign will become much larger and highlighted. Clearly displaying what direction the user is currently on.

On this page I have chosen for Lenny to again move across the screen, depending on what path the viewer chooses. When he/she selects one, Lenny will move off in that direction, following the path, until eventually out of sight. This will be where the Section fades to black, and moves onto the

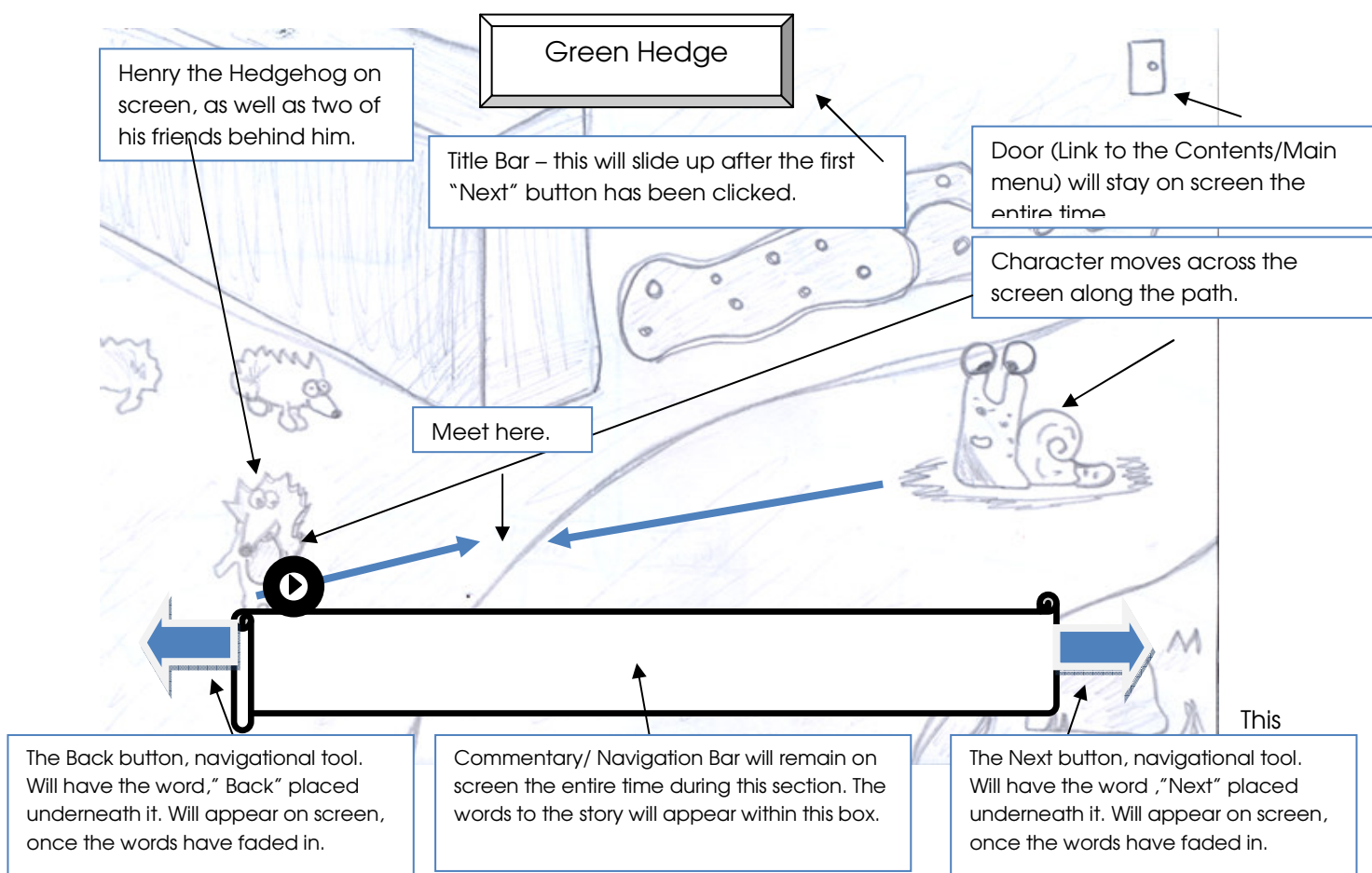
third section. When a path is selected, the Title bar, as previously, will also slide up and out of sight, giving way for the animation to take place. This page will display all the Storyboard Script for page two. It will also require :

Visual – Drawings of all images on screen, such as, the blue sky, the fence, the signpost, the green grass, stones, the bush and the pathway/road. It will also require, a version of the previously drawn Lenny, as well as, the door, the Title bar, the commentary bar and the navigational button “Back”. All of these images will be produced by myself, on the computer. Primary Images.

Sounds – A recording or voice over sound clip for the text , and question displayed. This the narration. A sound clip of birds chirping, to be played upon fade in. All of the narrations will be produced by myself, using members of my family to record the words. Music clips and sound effects will be produced either by myself, or as Secondary sound clips, from a free source.

Page 3A – Green Hedge

Page 3 will begin by fading up from black. This page is the first page on route or option “A” , and invites the user into communicating with other characters. The screen fades in from black, with the Narration bar visible. The words then fade in, and the buttons become visible. Upon fade in, the words Green Hedge will placed at the top of the screen. The user will have the option, now, of listening, moving backwards or forwards. Once the user has seen this section, upon moving forward, the title above the screen, “Green Hedge” will move out of the screen and the next part of this page will become visible. The text inside the commentary bar will remain normal, Size 20 Berlin Sans FB, Blue. However, once the part of this page is displayed that shows the communication or conversation between Lenny, the Snail and Henry the Hedgehog, meaning that the words that are said by the character, will appear underneath its picture, in Green or Brown font, size 20, Berlin Sans FB.



e is set on a hill, and in front of a hedge. The background is a dark green colour because all that is visible is the grass behind the hedge. Next to the Green Hedge is a light green line of bushes with purple spots. These spots are representing berries. The path that Lenny is stood on, and walks along is going to be a dark grey path. This is because; the path needs to remain the same colour, to link in with the other pages. Giving the audience a comfortable link between each page. There will be a rock placed on the ground, in the corner of the screen to help give the user a stronger feel that wildlife and nature resides in the area. Henry the Hedgehog, as well as two other hedges hogs will be placed on the left hand side of the screen. The reason this is, is because, before Lenny can interact and begin communicating with Henry, the narrator has to say something. If he was next to Henry, it would have defeated the point, and it would seem quite unusual that Lenny was next to Henry, but not speaking to him. It also gives us the ability to animate Lenny moving across the screen. The reason that I have object surrounding the path, and on both sides of it, is to give the viewer the feeling that this area, is wildlife inhabited. The page will end by fading to black, after the characters have communicated, and Lenny decides to go, or move on. The Title Bar in this section will be blue, as to stand out against the green background, the text on top of the Title Bar will be in white, as to be easily read and seen by the viewer on top of the Bar, and to also link in with the background.

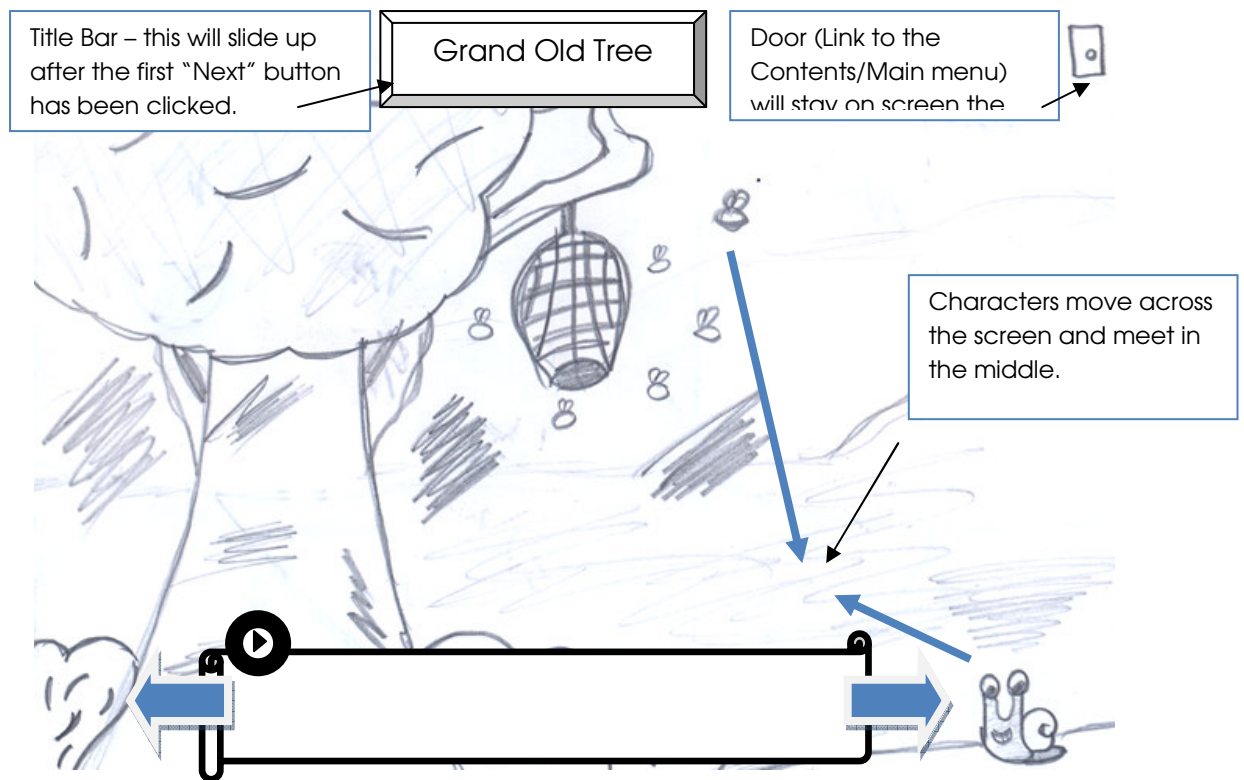
This page will display all the Storyboard Script for page three (A). It will also require

Visual – Drawings of all images on screen, such as, the hedge, the background grass, the bushes, the path, stones, Henry and the two other Hedgehogs. It will also require, a version of the previously drawn Lenny, as well as, the door, the Title bar, the commentary bar, the narration button and the navigational buttons “Back” and “Forward” . All of these images will be produced by myself, on the computer. These will be produced on Flash. Primary Images.

Sounds – A recording or voice over sound clip for all the text displayed. This the narration. A sound clip of birds chirping and soft wind blowing, such as a country side ambience, to be played upon fade in. All of the narrations will be produced by myself, using members of my family to record the words. Music clips and sound effects will be produced either by myself, or as Secondary sound clips, from a free/copyright source.

Page 4A – Grand Old Tree

Page 4 will be the second and last location along the “A” Path. This will fade up from black, as well, and will have the Narration Bar visible, as well as the Title, “Waving Willow”, the commentary bar and Lenny visible. In the screen area, the viewer will be able to see several smaller bees, around a bee hive, hanging from a tree, as well as one single, larger bee. The text on the commentary bar will fade up, and the viewer will have the option of beginning the section. After reading the first section on this page, and clicking next, the Title bar at the top will slide out of sight. The Title Bar will be a soft brown colour, to stand out against the blue background, and the text will be white on top of it, to be easily seen and read. The text inside the commentary bar will remain normal, Size 20 Berlin Sans FB, Blue. However, once the part of this page is displayed, that shows the communication or conversation between Lenny, the Snail and Buzz the Bumble bee, the words will be displayed underneath a smaller picture of the character, in either black, for Buzz, or green for Lenny font colour.



The background colour will be a similar light blue. In the screen we can see, on the left will be a Tree and off a single branch, hanging in the middle will be a bee hive. There will also be a single bush underneath the tree, just to give the image a more natural feel. The Tree will be a normal tree colour, with green leaves and a light brown trunk. The bush will be a similar green to the leaves of the tree, but will be slightly darker. The bees, will all be made, in a cartoon style, yellow, with black lines, and two wings. The path that Lenny stands on will be the same design and colour to the paths on the previous pages. The reason I have made the tree appear to hang over Lenny, is to make the viewer see Lenny as small, and slightly weaker. Making Lenny appear slightly uncomfortable.

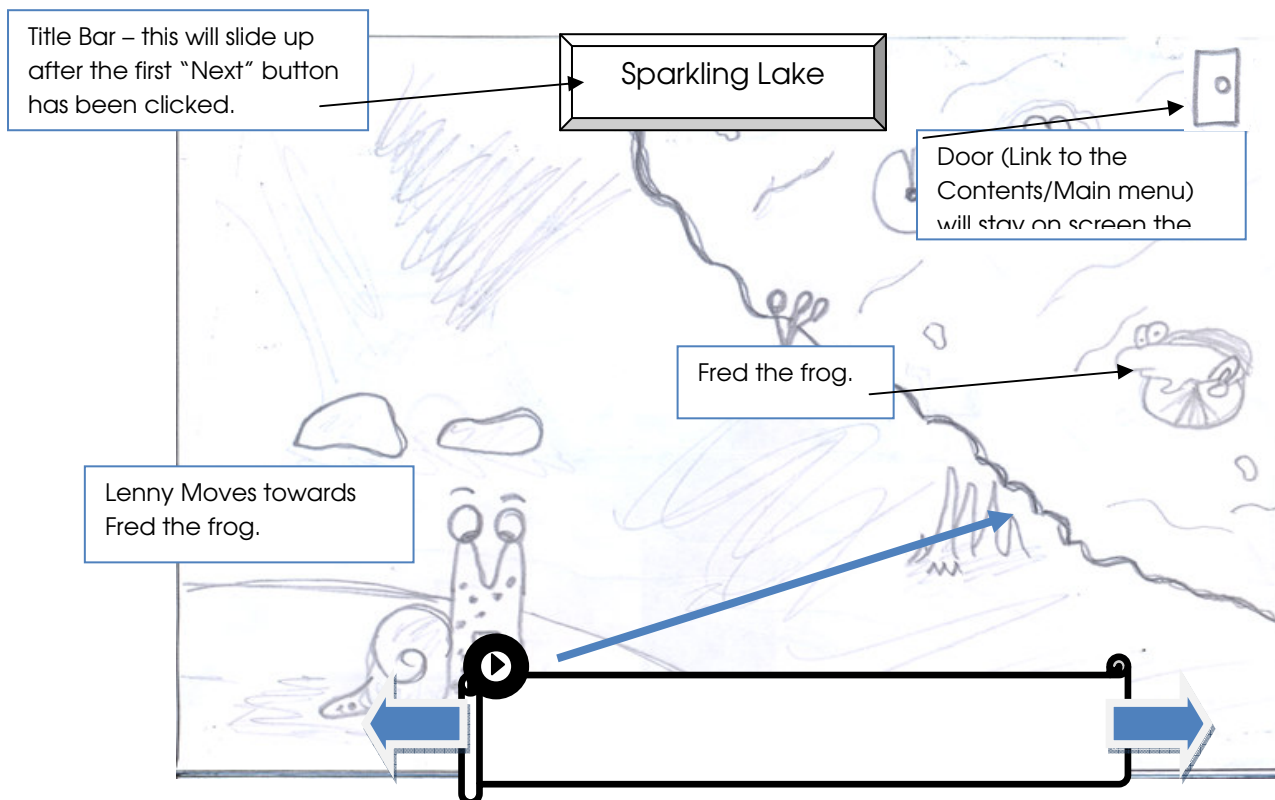
This page will display all the Storyboard Script for page four (A). It will also require

Visual – Drawings of all images on screen, such as, the tree, the background, the bushes, the path, the bee hive, the bees and Buzz. It will also require, a version of the previously drawn Lenny, as well as, the door, the Title bar, the commentary bar, the narration button and the navigational buttons “Back” and “Forward”. All of these images will be produced by myself, on the computer. These will be produced on Flash. Primary Images.

Sounds – A recording or voice over sound clip for all the text displayed. This the narration. A sound clip of birds chirping and soft wind blowing, such as a country side ambience, to be played upon fade in. Finally a buzzing sound, for when Buzz the bumblebee moves. All of the narrations will be produced by myself, using members of my family to record the words. Music clips and sound effects will be produced either by myself, or as Secondary sound clips, from a free/copyright source.

Page 3B – Sparkling Lake

Page 3 will begin by fading up from black. This page is the first page on route or option “B”, and invites the user into communicating with Fred the frog. The screen fades in from black, with the Narration bar visible. The words then fade in, and the buttons become visible. Upon fade in, the words Sparkling Lake will placed at the top of the screen. The user will have the option, now, of listening, moving backwards or forwards. Once the user has seen this section, upon moving forward, the title above the screen, “Sparkling Lake” will move out of the screen and the next part of this page will become visible. The text inside the commentary bar will remain normal, Size 20 Berlin Sans FB, Blue. However, once the part of this page is displayed that shows the communication or conversation between Lenny, the Snail and Fred the Frog, meaning that the words that are said by the character, will appear underneath its picture, in Green or light green font, size 20, Berlin Sans FB.



This page is set near a lake. The background is a light green colour because all that is visible is the grass behind the lake. I have placed two stones in the grass area, as to fill up that space, and make the screen appear fuller. Next to the lake, I have drawn a single plant, to make the lake seem more realistic, as plants thrive near Lakeland area, and to not have one present, would be slightly confusing to the audience, as it would seem that something is missing. The lake will be a light blue fill colour, with streaks of other shade of blue, to show movement in the water. I will have several lilly ads placed on top of the water, as well as two frogs. Fred, the frog, will be sitting on top of a lilly pad, while the other frog, his friend, will only have his face visible. Lenny will walk towards Fred, once this part is activated, and will meet Fred by the end of the lake. Fred will remain seated on the Lilly pad. The path will be the same dark grey colour, with streaks of lighter shades of grey, to highlight certain areas, to make the picture seem more realistic.

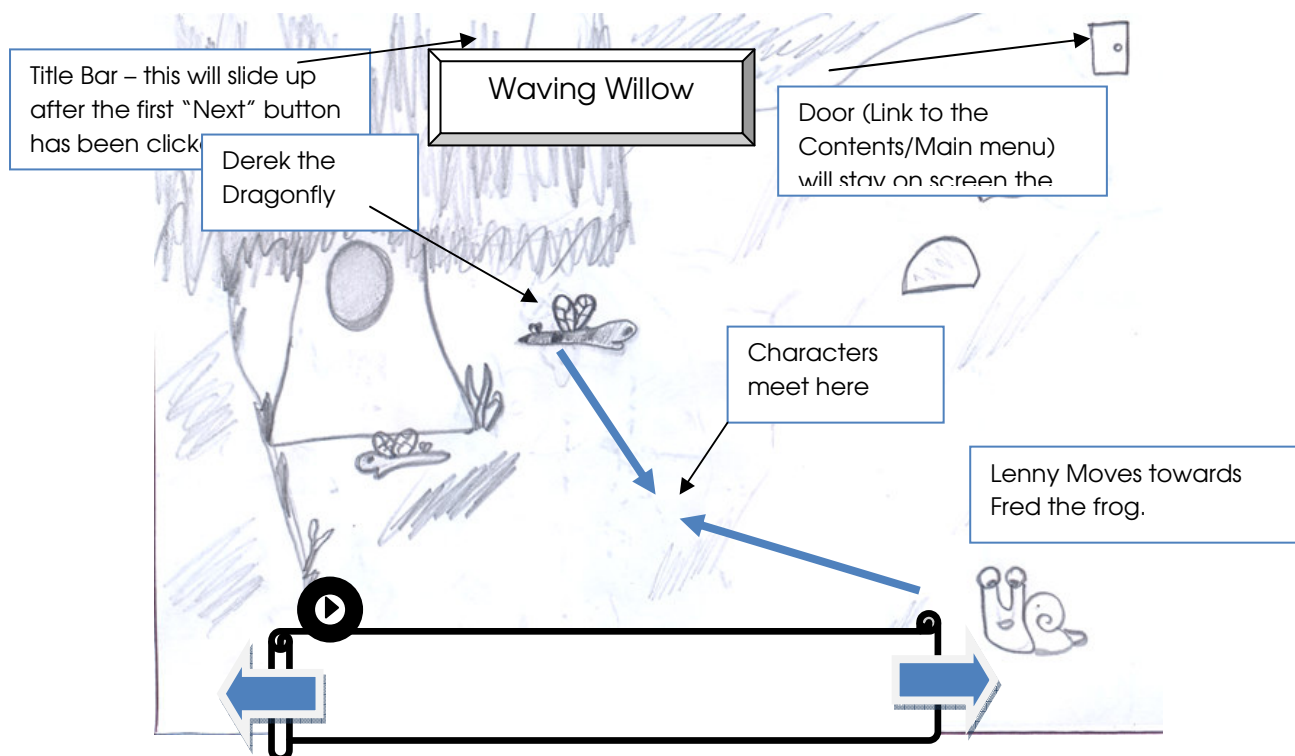
This page will display all the Storyboard Script for page three (B) It will also require

Visual – Drawings of all images on screen, such as, the lake, the background grass, the single reed placed next to the lake, the path, two stones, Fred and the other frog face. It will also require, a version of the previously drawn Lenny, as well as, the door, the Title bar, the commentary bar, the narration button and the navigational buttons “Back” and “Forward”. All of these images will be produced by myself, on the computer. These will be produced on Flash. Primary Images.

Sounds – A recording or voice over sound clip for all the text displayed. This the narration. A sound of a small lake/stream running, to make the lake appear more realistic. All of the narrations will be produced by myself, using members of my family to record the words. Music clips and sound effects will be produced either by myself, or as Secondary sound clips, from a free/copyright source.

Page 4B – Waving Willow

Page 4 will begin by fading up from black. This page is the second and final page on route or option “B”, and invites the user into communicating with Derek the dragonfly. The screen fades in from black, with the Narration bar visible. The words then fade in, and the buttons become visible. Upon fade in, the words Waving Willow will placed at the top of the screen. The user will have the option, now, of listening, moving backwards or forwards. Once the user has seen this section, upon moving forward, the title above the screen, “Waving Willow” will move out of the screen and the next part of this page will become visible. The text inside the commentary bar will remain normal, Size 20 Berlin Sans FB, Blue. However, once the part of this page is displayed that shows the communication or conversation between Lenny, the Snail and Derek the Dragon Fly, meaning that the words that are said by the character, will appear underneath its picture, in Green or light blue font, size 20, Berlin Sans FB.



This page is set near a Willow Tree. It has a River running along side the Willow, with the two dragonflies flying around underneath it, including Derek the bigger dragonfly, closest to Lenny. In the background we can see the grass, including a stone. The Willow tree, otherwise known as the "Waving Willow" has a large hole in the centre of it, to make it appear more cartoon like, and interactive. The tree will be a lighter brown, than in comparison to other trees. The leaves on top will be a lighter, more army coloured green, with streaks of colour running along it, to show the leaves hanging off the branches. Lenny is now no longer standing on the path, and therefore no path will be needed to be in picture. The grass behind him will be a lighter shade of green in comparison with other pages, as grass neared to water is slightly moister. There will be a stone placed in the background, as to full up the space behind Lenny. The Tree will hang over Lenny, to make Lenny look smaller, and seem uncomfortable. The Dragonflies will be placed hovering in the air underneath the willow, as to appear as they are flying.

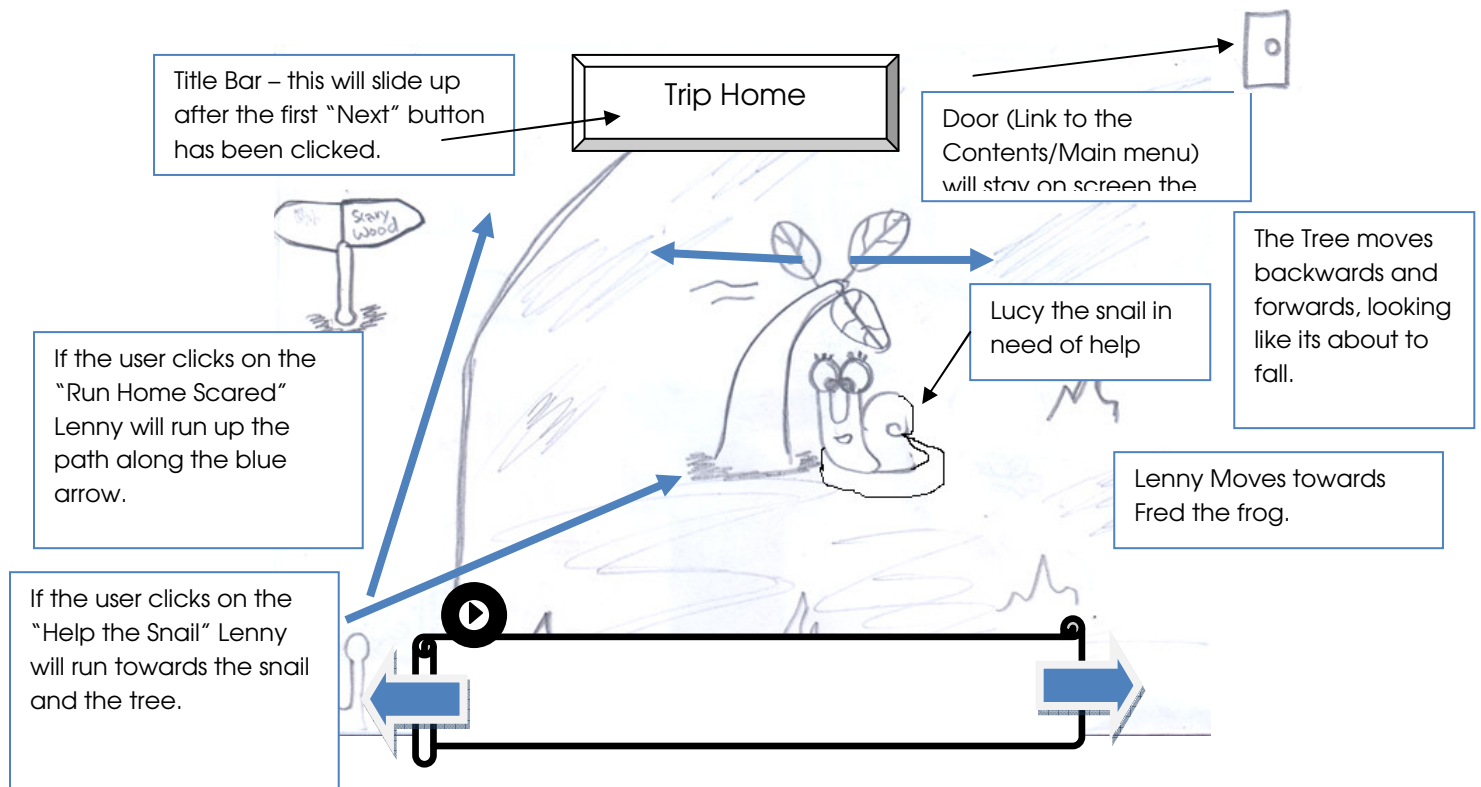
This page will display all the Storyboard Script for page four (B) It will also require

Visual – Drawings of all images on screen, such as, the lake, the willow tree, the stone in the background, the background grass, Derek and the other Dragonfly. It will also require, a version of the previously drawn Lenny, as well as, the door, the Title bar, the commentary bar, the narration button and the navigational buttons "Back" and "Forward". All of these images will be produced by myself, on the computer. These will be produced on Flash. Primary Images.

Sounds – A recording or voice over sound clip for all the text displayed. This the narration. A sound of a small lake/stream running, to make the lake appear more realistic, as well as small sounds of wind, to make it appear more real. All of the narrations will be produced by myself, using members of my family to record the words. Music clips and sound effects will be produced either by myself, or as Secondary sound clips, from a free/copyright source.

Page 5 – Trip Home

Page 5 will begin by fading up from black. This page, is the meeting page for the audience, after viewing two locations on each route. This page invites the viewer into viewing either animated endings, and gives them the option as to which one would be viewed. It will begin by fading up from black, with the narration bar and title visible. The words will then fade in and the buttons will become visible. . The user will have the option, now, of listening, moving backwards or forwards. Once the user has seen this section, upon moving forward, the title above the screen, "Trip Home" will move out of the screen and the next part of this page will become visible. The text inside the commentary bar will remain normal, Size 20 Berlin Sans FB, Blue. When the use gets to the place that they have to make the decision as to which ending to see, "Save the Snail" or "Run home scared", the user will see the tree on the page sway backwards and forwards, showing them that the tree is about to fall over.



This page is set near a large tree. It has a path running along side the Tree, with the snail, Lucy flying around underneath it, including Derek the bigger dragonfly, closest to Lenny. In the background we can see the grass, including a road sign. The tree has a large crack on the side of it, and when blown by the wind, appears as its about to fall. The tree will be a lighter brown, than in comparison to other trees. The leaves on top will be a lighter, more army coloured green, with streaks of colour running along it, to show the leaves hanging off the branches. The grass behind him will be a lighter shade of green in comparison with other pages, the road sign will be blue and brown, the text will be in white. You will have the option of going to the “Scary Wood” or the “Flood Lands”.

This page will display all the Storyboard Script for page five. It will also require

Visual – Drawings of all images on screen, such as, the path, the tree, the sign in the background, the background grass, Lucy and the mud. It will also require, a version of the previously drawn Lenny, as well as, the door, the Title bar, the commentary bar, the narration button and the navigational buttons “Back” and “Forward”. All of these images will be produced by myself, on the computer. These will be produced on Flash. Primary Images.

Sounds – A recording or voice over sound clip for all the text displayed. This the narration. A sound of the wind blowing, to make the tree falling more realistic. All of the narrations will be produced by myself, using members of my family to record the words. Music clips and sound effects will be produced either by myself, or as Secondary sound clips, from a free/copyright source.