Once Upon a Nightout

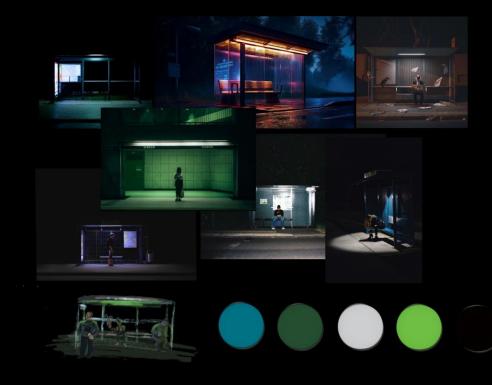
Abby Turner

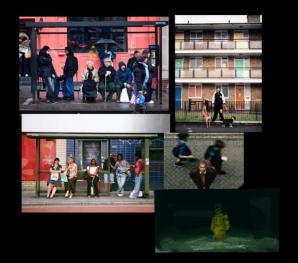
PROJECT PROPOSAL

A collection of films depicting chaotic scenes from a night out from brutal fights to rejected romance. A bar fight ends in all participants knocked out on the floor. While Liam and Natalie are on different pages about their relationship leading to rejection in the club.

INSPIRATION

SETTING







CHARACTERS



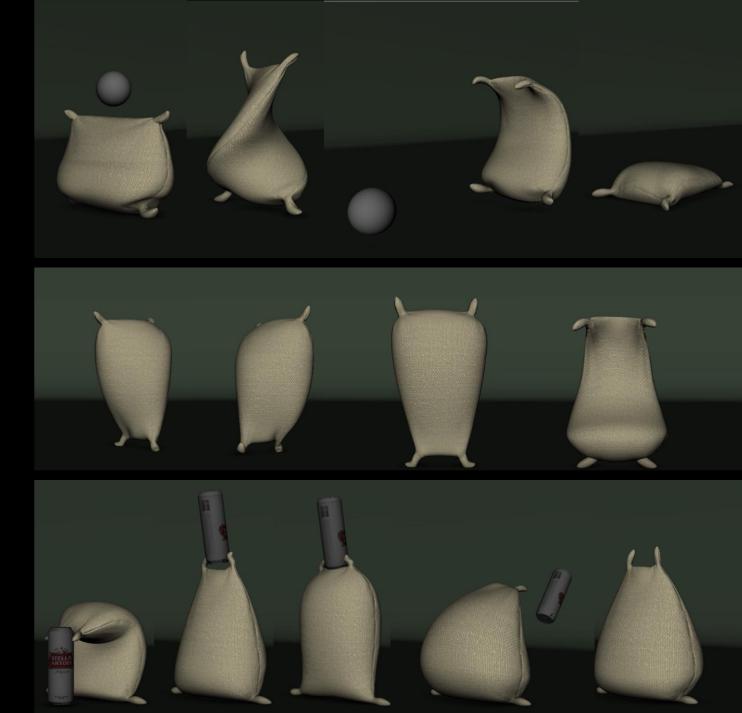


• I developed these themes and Moodboards into two films that specialise in animation but still represent the average relatable experience that are underrepresented in this industry.

PRINCIPLES OF ANIMATION



FLOUR SACK TESTS practicing with expression



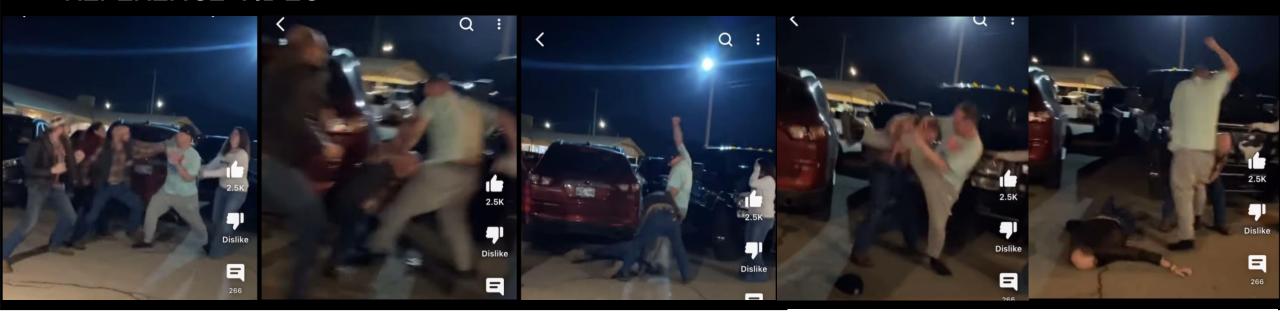
BAR FIGHT

A film with a focus on movement and the principles of animation

The 20 sec film is about a bar fight which I am referencing from the video below. I chose this as drunk people have more EXAGGERATED MOVEMENT when fighting and unpredictable moves. This stands out compared to other fight scenes in animation portfolios as they are normally superhero

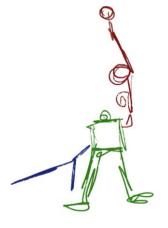


REFERENCE VIDEO



ANIMATIC

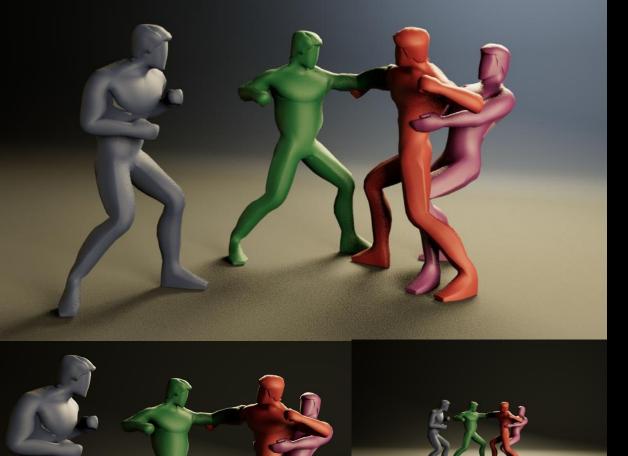






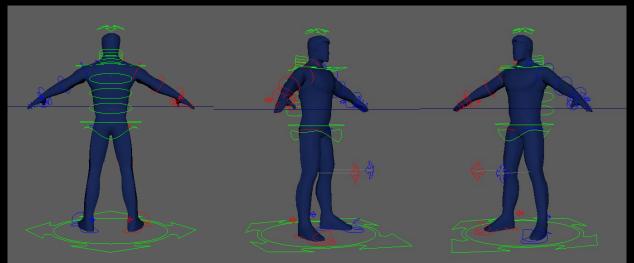






FIGHT SCENE RIGS

ROUGH FINAL LOOK



CLUB ROMANCE

A 40 sec film with a focus on relatable characters

PLOT: Natalie agrees to go clubbing with Liam where he fails at flirting with her while she seemingly rejects him politely to not hurt his feelings or is she falling for his naïve charm.

I will be referencing the mouth shapes and using the audio from a clip from the TV show *Benidorm*

The film will be shot and animated only through MID AND CLOSE-UP shots to focus on the LIPSYNCING and face MORPH CONTROLS on the rigs I'm using.



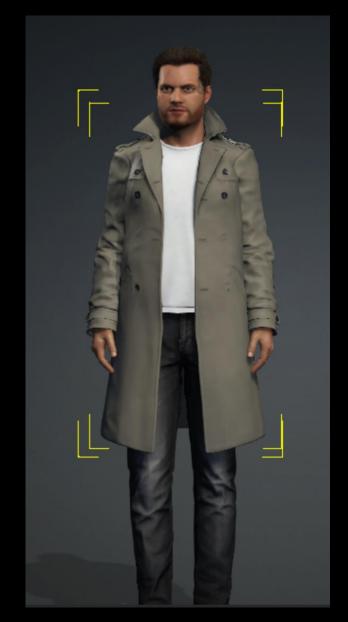


NATALIE

Calm, relaxed, good hearted and attractive woman. She could have a more conventional man, but she chooses to hang out with Liam because he makes her laugh.

LIAM

Loveably stupid, naïve to love, awkward and flamboyant straight man. He consistently says the wrong thing, but his stupidity and delivery makes them comical. He think Natalie is the perfect girl for him and only has eyes for her.









Using pink and blue lighting to create a club aesthetic



INDUSTRY AND BRAND IDENTITY

While studying other 3D animators' show reels, I noticed the majority of action scenes are fantasy or superhero and the lip-syncs are mostly American or *standard* English accents. I wanted my films to appeal to those average working-class people that are not represented or marketed to.

Another part of my growing brand identity is the Comedy in my work and even though the issue stated before is serious my work doesn't need to be. The show I've referenced is a great example of this in live action and I want to transfer that into animation