

APPENDIX A: Proposal

Synopsis

This animation will follow a creature's metamorphosis as it reacts to outside forces and develops into a more complex being. Beginning in a primal aquatic state, the creature moves onto land, searches for a mate, responds to predators, and ultimately achieves flight. Although he has achieved a more advanced form, the creature still values its primitive origin. Roughly four minutes in length, this 3D animation will implement non-photorealistic rendering methods to achieve 2D styles representative of major movements in the history graphic design. As the character advances to a more advanced form, the visual style will similarly evolve. Because graphic design visually communicates the ideas, interests, and technologies of a particular time and people, each aesthetic applied in the film symbolizes the growing sophistication of the creature.

Treatment.

Start with a close up on a round light. Pull back to a small, swimming creature underwater, with a light similar to an anglerfish on the front of its face. His light only illuminates his surrounding area, as he investigates it. He happens upon rocks, plants, and other primitive creatures, but nothing that is of great interest to him. He notices a bright light and swims towards it. He floats just below the surface of the water, staring at the round light in awe. He anticipates and backs up a bit, then swims full force at the surface of the water.

The creature leaps into the air, somersaulting onto land. When it completes its tumble, we find a different creature, this time equipped for land with four legs. The four-legged creature appears bewildered with his new environment. It is black and white and he blends in very well with it. He looks around for a moment, and then begins investigating. Plants, trees, and rocks are growing out of the ground. One tree sprouts colorful, ornate flowers and captures the creature's attention. He notices a female hiding behind it. He tries to impress the female by puffing his chest, but she is not interested. He blends into the cave environment and appears to be nothing special.

The creature focuses his efforts and sprouts colorful frills to impress her. His efforts are in vain as she dismisses him and walks away. He tries again, rushing ahead of her to strut the new look. Again he is rejected. A third attempt at extremely elaborate features proves successful as she responds with interest. The creature begins to coyly approach her when suddenly a larger creature pecks at the main creature. The creature jumps and runs, pulling off its new frills to make itself less noticeable, then ducks and covers on the ground, covering its eyes, bracing for impact.

The creature uncovers its eyes. The predator has given up and walked off, unable to penetrate the creature's new armor. Now in a barren, simplistic landscape, the creature searches for food. The new emerging plant life is very primitive and abstract looking. He bites at some of them, but is displeased with what he finds. He notices that one tree has sprouted an abundant food source at its top and unsuccessfully strains to reach it.

The creature circles behind a tree and begins to climb. As he ascends the tree, his legs grow longer and more powerful, and he develops a tail until he reaches the treetops, among the food source. He is now in a rich, jungle like environment. Trees continue to unfold with new fruits. He jumps from branch to branch, leaping further and further distances for food. The creature leaps behind a trunk, emerging on the other side of the tree with spread wings.

The flying creature is sweeping through the air, darting between trunks. Trees are sprouting up very rapidly, each with a new style. The creature maneuvers successfully through them, clearing the jungle and flying high up into the sky. He flies towards the sun and eventually fades out, leaving us with a round ball of light.

Close up on a round light. Pull back to a small, swimming creature with a light similar to an anglerfish on the front of its face. It is flopping around in the mouth of an elaborate flying creature. The flying creature flips the fish into the air, opens its mouth, and swallows the fish whole, smiling.

The film will apply several aesthetics representative of major movements in the history graphic design. It begins in a style referencing the indigenous paintings found in the caves of Lascaux and will follow the primitive swimming creature. As the creature adapts legs, the visual aesthetic will turn to a cut paper, book sculpture look. Upon trying to impress the female, the character and environment will take on an Art Nouveau style. Attacked by a predator, the creature sheds his adornments and develops armor, all in the style of constructivist design. Climbing up into the trees for food, the style will evolve to a 1950s modern aesthetic, indicative of the works of Paul Rand and Saul Bass. Leaving the trees and adapting wings for flight, the creature will dart between sprouting trees, each with a different digital style reflective of the rapidly changing computer age. The film will end with the flying creature, now rendered in a modern graffiti style, consuming the initial swimming creature.

Statement

Using images of an imaginative creature and environment, a film can focus on the character's development or conflict rather than scientific fact. By paralleling this conflict with modern issues, a critical view on the state of humanity and the environment can be made. This film concentrates on how technological advances have forced changes upon the environment and the way man lives. It focuses on the need to draw upon previous experience and history to help inform future decisions. A look to the past provides insight into potentialities of the future and how technology can be for both the benefit of man and earth. My project relies on a juxtaposition of aesthetics that are representative of past paradigms, and this very act of interplay between epistemologies is a hallmark of the current post-modern trends. While many literary and filmic works have been made using evolution stories as symbols, I will draw specifically upon influences from works of John and Faith Hubley such as "Our Spirited Earth," "Of Stars and Men" and "Enter Life".

Modern technology is constantly advancing and taking design to higher levels of refinement. As more advanced methods make work faster and less expensive, there is some threat that traditional processes may fall out of practice. The delicate nuances of hand made work are often

lacking in digital work. While using 3D animation for its ability to move through space and around objects, the 2D aesthetic of this film diverges from the photorealistic textures and lighting typically sought in computer generated works. Through the development of the creature, this work will analyze the noteworthy subtleties indicative of these various styles. Just as the flying creature ascends above its rapidly advancing technologies and returns to a world similar to where it began, this film celebrates the styles and technologies that came before it.

The visual styles applied in my film are represented in my creature's physical and intellectual development. The initial rendering style of cave painting is indicative of the swimming organism's primitive state. The aesthetic and organism both represent potential and a beginning: the start of the creature's development and the initial form of visual communication for humanity. The creature will then move up onto land, a major breakthrough for living organisms. The book sculpture look of the second vignette is in reference to the development of the printing press, a huge technological advancement and new direction for design. This coincides with the creature's movement onto land. The clean curving lines and decorative floral patterns typical of Art Nouveau will be reflected in the environment and character design, enhancing the courtship of the third scene. The creature shedding its decorative elements, moving into a more simplistic, rational environment directly reflects the constructivist rendering style of the fourth stage. The Modern style of the fifth vignette will emphasize the idea of de-familiarizing the ordinary into something lively and original. This will take place both in the character and environment design by showing common natural elements in a livelier manner. Rapidly growing and constantly changing trees of the sixth scene reference the constantly evolving state of digital design. The creature moves quickly past these styles, indicative of their rapidly developing but also fleeting nature. The graffiti aesthetic of the last vignette is a modern nod to the cave paintings of antiquity. Similarly, as the creature ascends past the jungle and into the sky, he comes to a scene with the initial creature. He has traveled through the highly evolved environment but is choosing to go back to the starting point, putting into perspective his past journey and future.



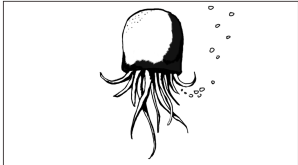
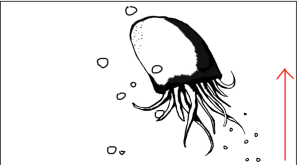


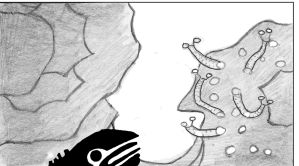
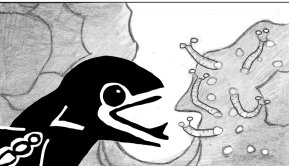
Timeline

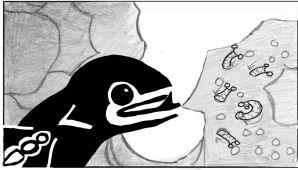

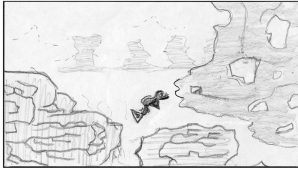
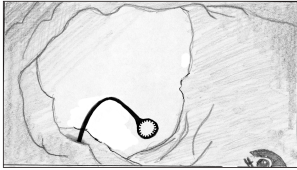
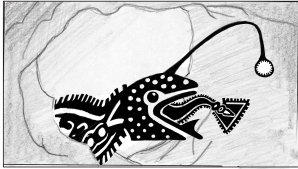
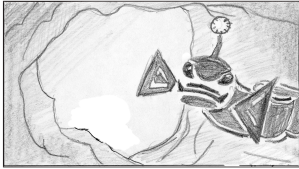
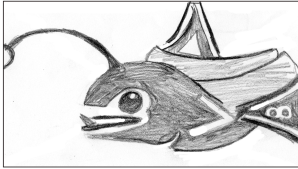
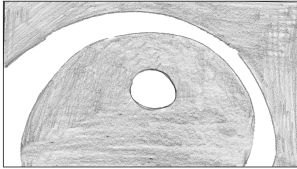
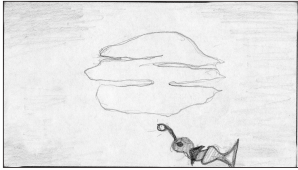
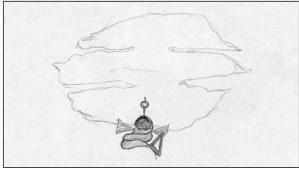
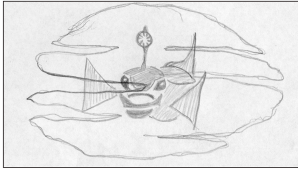
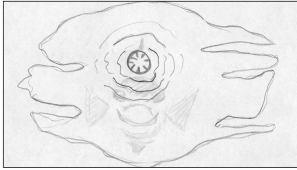
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Script and storyboards													
Animatic													
Character & set designs													
Character Models													
Set Models													
Rigging													
Textures													
Animation													
Lighting													
Effects													
Sound													
Rendering													
Editing Compositing													

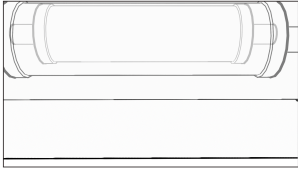
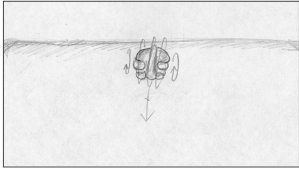
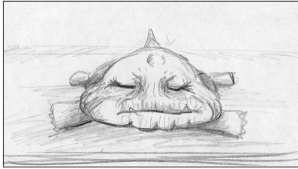
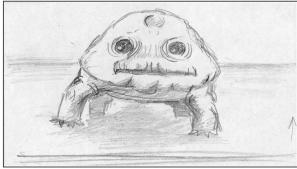
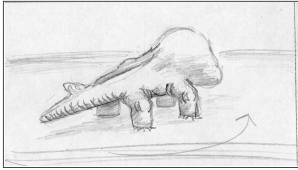
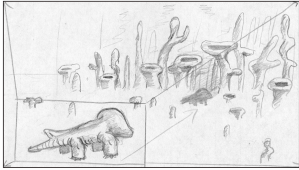
Budget

		Item #	Price	Amount
ABOVE-THE-LINE COSTS				
Script & Story				
	Writer	1	in-kind	
	Story Rights	1	in-kind	
	Character Designs	1	in-kind	
	Storyboards	1	in-kind	
Producers				
	Executive Producers	1	in-kind	
Directors				
	Director	1	in-kind	
	Total ABOVE-THE-LINE			0
BELOW-THE-LINE COSTS				
Production Staff				
	Animator	1	in-kind	
	Modeler	1	in-kind	
	Texture Painter	1	in-kind	
	Rigger	1	in-kind	
	Lighting	1	in-kind	
	Compositing	1	in-kind	
	Editor	1	in-kind	
Computers and Software				
	Workstation	1	in-kind	
	Render Station			
Sound				
	Foley	1	in-kind	
	Mixer	1	in-kind	
Music				
	Composer	1	in-kind	
Production Materials				
	DVDs (10-pack)	2	\$15	30
	Sketchbook	2	\$10	\$20
	Index Cards	2	\$3	\$6
	Pencils	20	\$1	\$20
Distribution				
	Festival Entry Fees			\$500
	Postage			\$100
	Total BELOW-THE-LINE			\$676.00
Production Budget Total				\$676


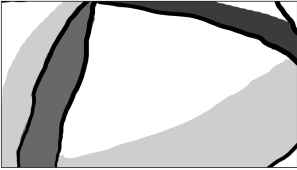
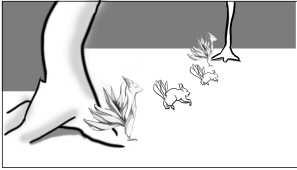
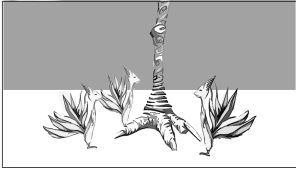
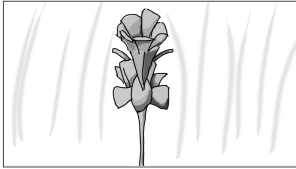


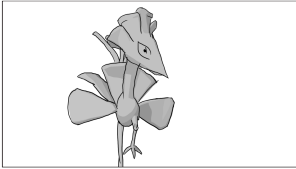
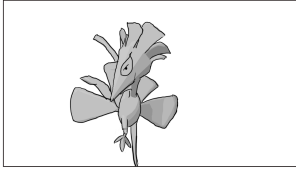
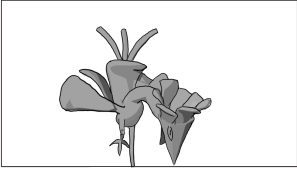
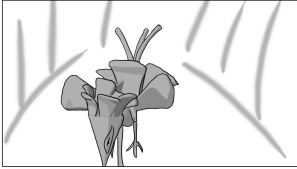
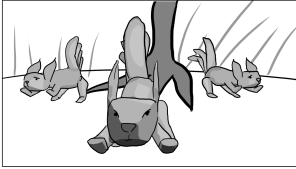
APPENDIX B: Storyboards

<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1A BG LASCAUX CAVES</p> <p>action CU Single-cell organism is floating motionless on wall.</p>	<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1B BG LASCAUX CAVES</p> <p>action CU Organism pulses and contracts inward.</p>	<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1C BG LASCAUX CAVES</p> <p>action CU Organism pulses and expands outward into a small jellyfish.</p>	<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1D BG LASCAUX CAVES</p> <p>action CU Jellyfish contracts inward...</p>
<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1E BG LASCAUX CAVES</p> <p>action CU ...then expands back out releasing a stream of bubbles upward. Jellyfish begins to move up.</p>	<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1F BG LASCAUX CAVES</p> <p>action CU Camera pans up, following bubbles and jellyfish.</p>	<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1G BG LASCAUX CAVES</p> <p>action CU Jellyfish turns and swims towards camera, sending more bubbles upward.</p>	<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1H BG LASCAUX CAVES</p> <p>action MS Bubbles float up to painting on edge of wall. Camera stops. Bubbles float over school of fish. One bubble pops over fish.</p>
<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1I BG LASCAUX CAVES</p> <p>action MS Fish swims forward towards camera and begins to turn off screen.</p>	<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 1J BG LASCAUX CAVES</p> <p>action MS to WIPE Fish swims forward towards camera and begins to turn off screen.</p>	<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 2A BG CAVE PAINTING</p> <p>action MS Glow worms emerge from holes in rocks as fish slowly enters scene.</p>	<p>project SKIRR artist MELISSA TIERNEY</p>  <p>SC. 1 PANEL 2B BG CAVE PAINTING</p> <p>action MS Fish excitedly darts towards worms.</p>

<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 2C BG CAVE PAINTING</div> <div> <div>action MS</div> <p>Worms retreat back into their holes once his face is seen. Fish is startled by their disappearance.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 2D BG CAVE PAINTING</div> <div> <div>action MS</div> <p>Fish swims off.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 3 BG CAVE PAINTING</div> <div> <div>action WS</div> <p>Fish swims away towards opening in nearby rock. It turns directions halfway through path.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 4A BG CAVE PAINTING</div> <div> <div>action MS</div> <p>The light of an angler fish is stick out of the rocks.</p> </div>
<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 4B BG CAVE PAINTING</div> <div> <div>action MS</div> <p>Angler quickly emerges and eats fish.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 4C BG CAVE PAINTING</div> <div> <div>action MS</div> <p>Angler gulps and turns around.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 4D BG CAVE PAINTING</div> <div> <div>action MS</div> <p>Angler swims at the camera</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 4E BG CAVE PAINTING</div> <div> <div>action MS</div> <p>Angler's eye is right in the camera. Camera moves through the eye's reflection into next shot.</p> </div>
<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 5A BG WALL CARVING</div> <div> <div>action LS</div> <p>Angler swims into shot quickly but slows as he notices a large reflection of the moon on the surface of the water.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 5B BG WALL CARVING</div> <div> <div>action LS to MS</div> <p>Camera slowly zooms as angler approaches moon reflection.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 6A BG WALL CARVING</div> <div> <div>action MS</div> <p>Shot from above. Moon reflection is in FG and anglers swims closer to it in awe.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 1 PANEL 6B BG WALL CARVING</div> <div> <div>action MS</div> <p>As angler gets closer, his light breaks the surface of the water.</p> </div>




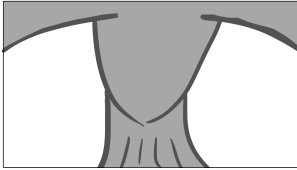
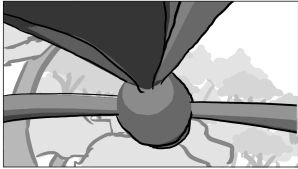
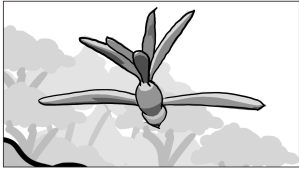
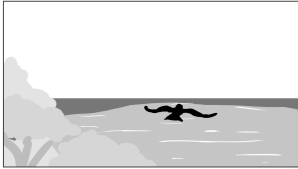

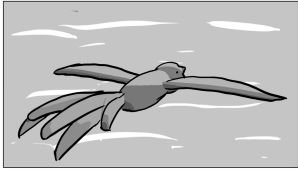
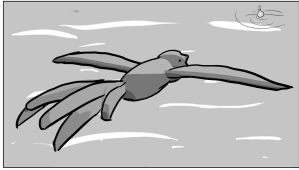
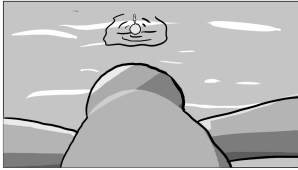
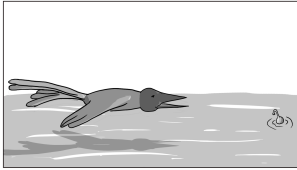
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<div>action MS</div> <div>The reflection is sent into a massive ripple of waves.</div>	<div>action MS</div> <div>Angler startles backwards and water settles.</div>	<div>action MS</div> <div>Angler gets determined smirk and swims right at camera, breaking surface of reflection.</div>	<div>action MS</div> <div>Fills screen to black.</div>
<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 2 PANEL 1A BG BRUSH PAINTING</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 2 PANEL 1B BG BRUSH PAINTING</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 2 PANEL 1C BG BRUSH PAINTING</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 2 PANEL 1D BG BRUSH PAINTING</div>
<div>action LS</div> <div>Transition into the scene is as if a scroll is unrolling towards the camera</div>	<div>action LS</div> <div>As scroll unrolls, the creature rolls out and summersaults towards the camera.</div>	<div>action MS</div> <div>Creature rolls out of summersault and falls on stomach, legs splayed out to his sides and eyes squinted shut. Tail plops down last.</div>	<div>action MS</div> <div>Creature rises to his feet and opens his eyes. Examines feet.</div>
<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 2 PANEL 1E BG BRUSH PAINTING</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 2 PANEL 1F BG BRUSH PAINTING</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 2 PANEL 2A BG BRUSH PAINTING</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 2 PANEL 2B BG BRUSH PAINTING</div>
<div>action MS</div> <div>Creature turns around</div>	<div>action MS to LS</div> <div>Camera pulls back to LS revealing the new brush painting world. Creature walks off into new "plant life."</div>	<div>action MS</div> <div>Shot of plant life</div>	<div>action MS</div> <div>Rustling. Creature parts the plants as he pushes his way through. He sees something ahead and gasps.</div>

<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 2 PANEL 3A BG BRUSH PAINTING</div> <div> <div>action LS to MS</div> <p>Lots of play growth in FG. Slow zoom in on "trees" in BG. Creature enters from behind FG plants and walks towards tree in center.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 2 PANEL 3B BG BRUSH PAINTING</div> <div> <div>action MS</div> <p>Creature arrives at tree, and leaf edge starts to curl. Creature hits his head up to look at it.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 2 PANEL 4A BG BRUSH PAINTING</div> <div> <div>action CU (upward angle from Creature POV)</div> <p>Paper leaves start still and then begin to fold in on themselves like origami</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 2 PANEL 4B BG BRUSH PAINTING</div> <div> <div>action CU (upward angle from Creature POV)</div> <p>Paper leaves continue to fold until they have become origami dragonflies. Leaves have decorative patterns on their backsides so as paper folds, they become more colorful.</p> </div>
<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 2 PANEL 5A BG BRUSH PAINTING</div> <div> <div>action MS</div> <p>Creature jumps back in surprise as dragonflies begin to flap wings and take off.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 2 PANEL 5A BG BRUSH PAINTING</div> <div> <div>action MS to LS</div> <p>Camera cranes up, tilts, and zooms out to LS revealing dragonflies taking off from all trees. Creature turns to follow them. Dragonflies get closer to camera.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 2 PANEL 5B BG BRUSH PAINTING</div> <div> <div>action ECU</div> <p>Dragonfly quickly flies right in front of camera and then past, wiping to next scene.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 3 PANEL 1A BG ILLUMINATED MANUSCRIPT</div> <div> <div>action CU</div> <p>Vine begins growing and curling across frame. Dragonfly swoops into frame.</p> </div>
<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 3 PANEL 1B BG ILLUMINATED MANUSCRIPT</div> <div> <div>action CU</div> <p>Vine continues to grow. Dragonfly darts in and out of emerging vines.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 3 PANEL 1C BG ILLUMINATED MANUSCRIPT</div> <div> <div>action CU</div> <p>Camera pans and shows more growing forms. Dragonfly darts up to avoid form.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 3 PANEL 1D BG ILLUMINATED MANUSCRIPT</div> <div> <div>action CU to WS</div> <p>Camera zooms back and pans. Dragon fly swoops down and then lands on open flower.</p> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 3 PANEL 2A BG ILLUMINATED MANUSCRIPT</div> <div> <div>action CU</div> <p>CU of dragonfly on flower.</p> </div>

<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 3 PANEL 2B BG ILLUMINATED MANUSCRIPT</div> <div>action CU Flower slams shut over dragonfly. Book closing wipes background into printed material aesthetic.</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 4 PANEL 1A BG PRINTED PAPER</div> <div>action ECU Foot smashes down on flower.</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 1 BG ART NOUVEAU</div> <div>action WS Group of squirrels is running from base of one tree to the base of a nearby tree. (Everything is in Art Nouveau color shading)</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 2 BG ART NOUVEAU</div> <div>action WS Squirrels are collected at base of "tree" when it bends at the knee. Squirrels look up.</div>
<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 3A BG ART NOUVEAU</div> <div>action WS Low angle (squirrel POV) tilted up to look at flower.</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 3B BG ART NOUVEAU</div> <div>action WS Camera cranes up. Flower shakes out to reveal it is actually a giant bird.</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 3C BG ART NOUVEAU</div> <div>action WS Bird sees squirrels and gives an attack cry.</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 3D BG ART NOUVEAU</div> <div>action WS Camera trucks backwards as bird charges at it.</div>
<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 3E BG ART NOUVEAU</div> <div>action WS Bird picks up pace and gets more aggressive.</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 3F BG ART NOUVEAU</div> <div>action WS Bird pecks at squirrels on ground.</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 3G BG ART NOUVEAU</div> <div>action WS Bird pecks a second time.</div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 5 PANEL 4A BG ART NOUVEAU</div> <div>action WS Camera trucks backward as squirrels run directly at it. Predator pursues.</div>

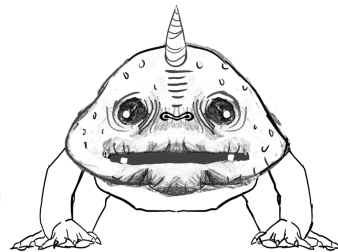
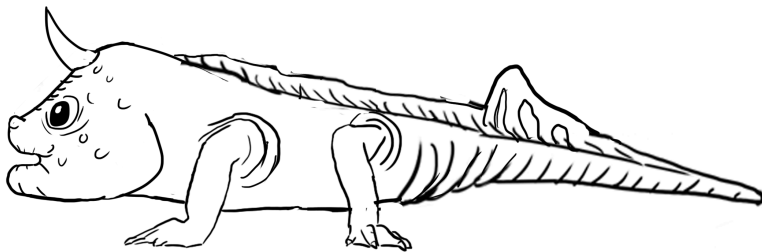
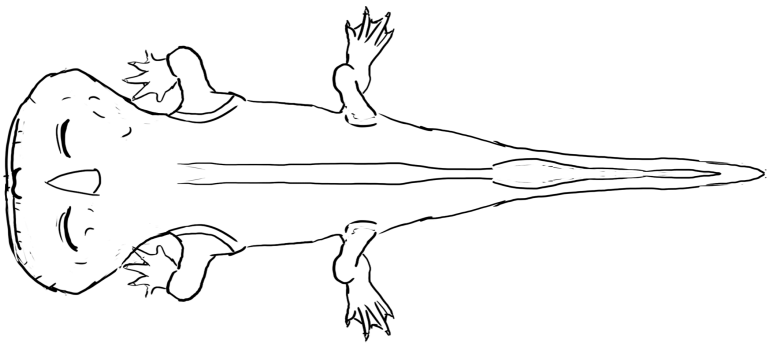
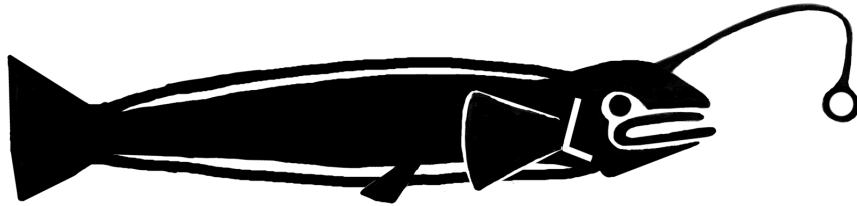
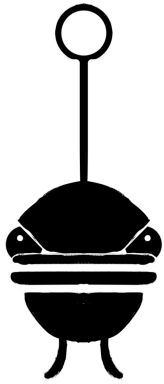
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<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 5 PANEL 4F BG ART NOUVEAU</div> <div>action WS Predator pecks behind squirrel.</div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 5 PANEL 4G BG ART NOUVEAU</div> <div>action WS Beak comes up and background has been wiped to abstract geometric style.</div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 5 PANEL 4H BG ART NOUVEAU</div> <div>action WS Predator pecks in front of squirrel and the beak sticks in the ground.</div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 4A BG MODERN</div> <div>action ECU ECU on flower</div>
<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 4B BG MODERN</div> <div>action ECU Flower petals begin to fold backwards.</div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 4C BG MODERN</div> <div>action ECU Flower turns into fruit.</div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 4D BG MODERN</div> <div>action ECU Mouth enters screen and bites over fruit.</div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 4D BG MODERN</div> <div>action ECU Mouth enters screen and bites over fruit.</div>

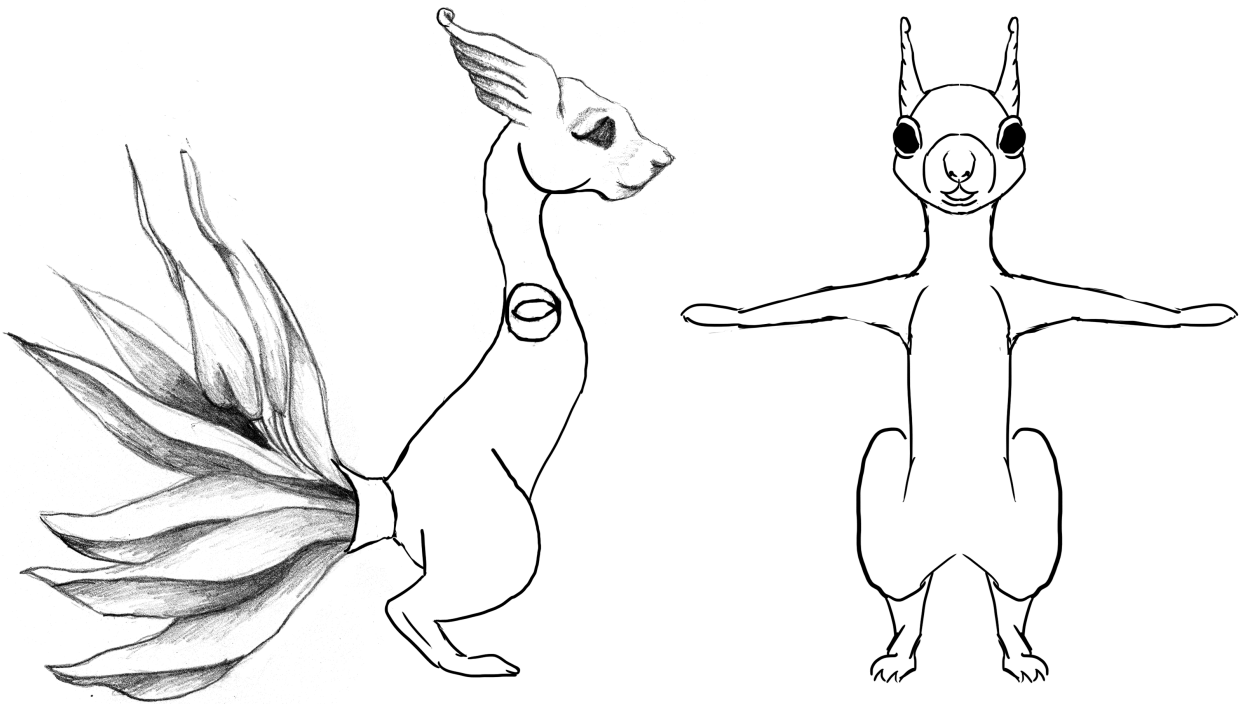
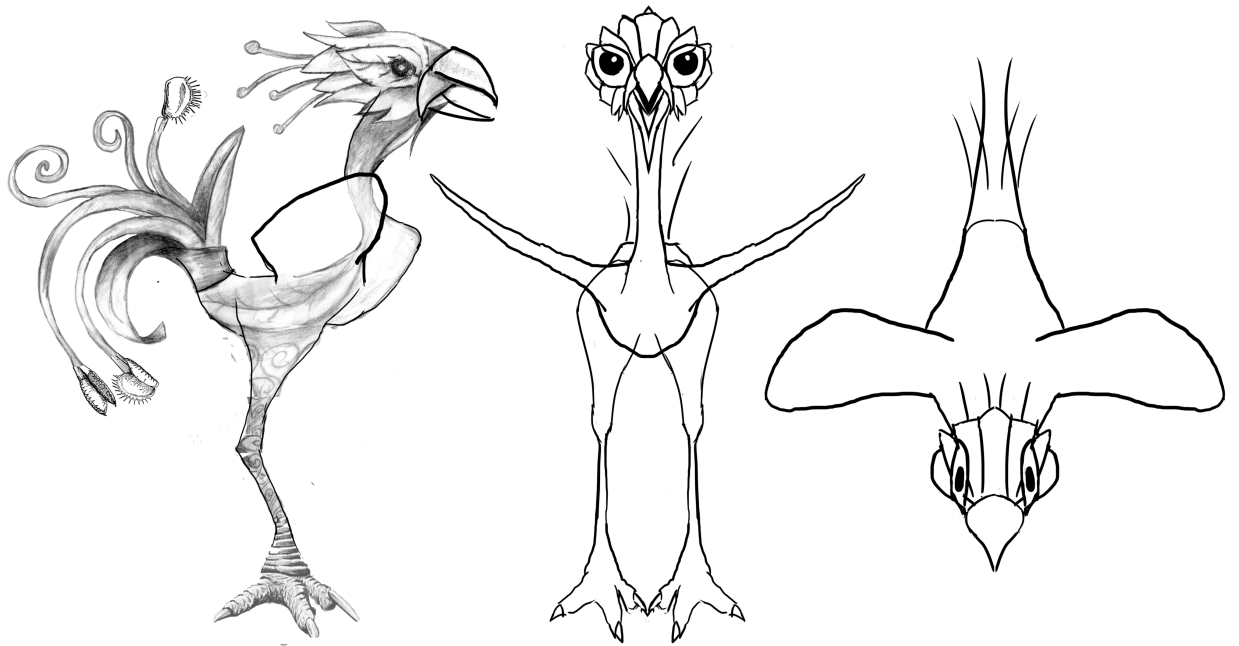
<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 5A BG MODERN</div> <div> <div>action MS</div> <div>Creature is swallowing fruit on branch.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 5A BG MODERN</div> <div> <div>action MS</div> <div>Creature is swallowing fruit on branch.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 5C BG MODERN</div> <div> <div>action MS</div> <div>Creature leaps off screen right.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 6A BG MODERN</div> <div> <div>action LS (PANNING SCREEN RIGHT)</div> <div>Creature leaps into frame from screen left.</div> </div>
<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 6B BG MODERN</div> <div> <div>action LS (PANNING SCREEN RIGHT)</div> <div>Creature swallows fruit</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 6C BG MODERN</div> <div> <div>action LS (PANNING SCREEN RIGHT)</div> <div>Creature leaps further distance to next tree</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 6D BG MODERN</div> <div> <div>action LS (PANNING SCREEN RIGHT)</div> <div>Creature leaps further distance to next tree</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 6E BG MODERN</div> <div> <div>action LS (PANNING SCREEN RIGHT)</div> <div>Creature lands and leaps for tree offscreen.</div> </div>
<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 6F BG MODERN</div> <div> <div>action LS (PANNING SCREEN RIGHT)</div> <div>Creature lands and leaps for tree offscreen (again).</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 6G BG MODERN</div> <div> <div>action LS (PANNING SCREEN RIGHT)</div> <div>Creature is gliding through air with no next tree in sight.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 6H BG MODERN</div> <div> <div>action LS (PANNING SCREEN RIGHT)</div> <div>Creature passes behind tree. Camera stops panning.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div> <div>SC. 7 PANEL 6I BG MODERN</div> <div> <div>action LS</div> <div>Flying creature with wings and tail feathers emerges on the other side of the tree and flies off screen right.</div> </div>

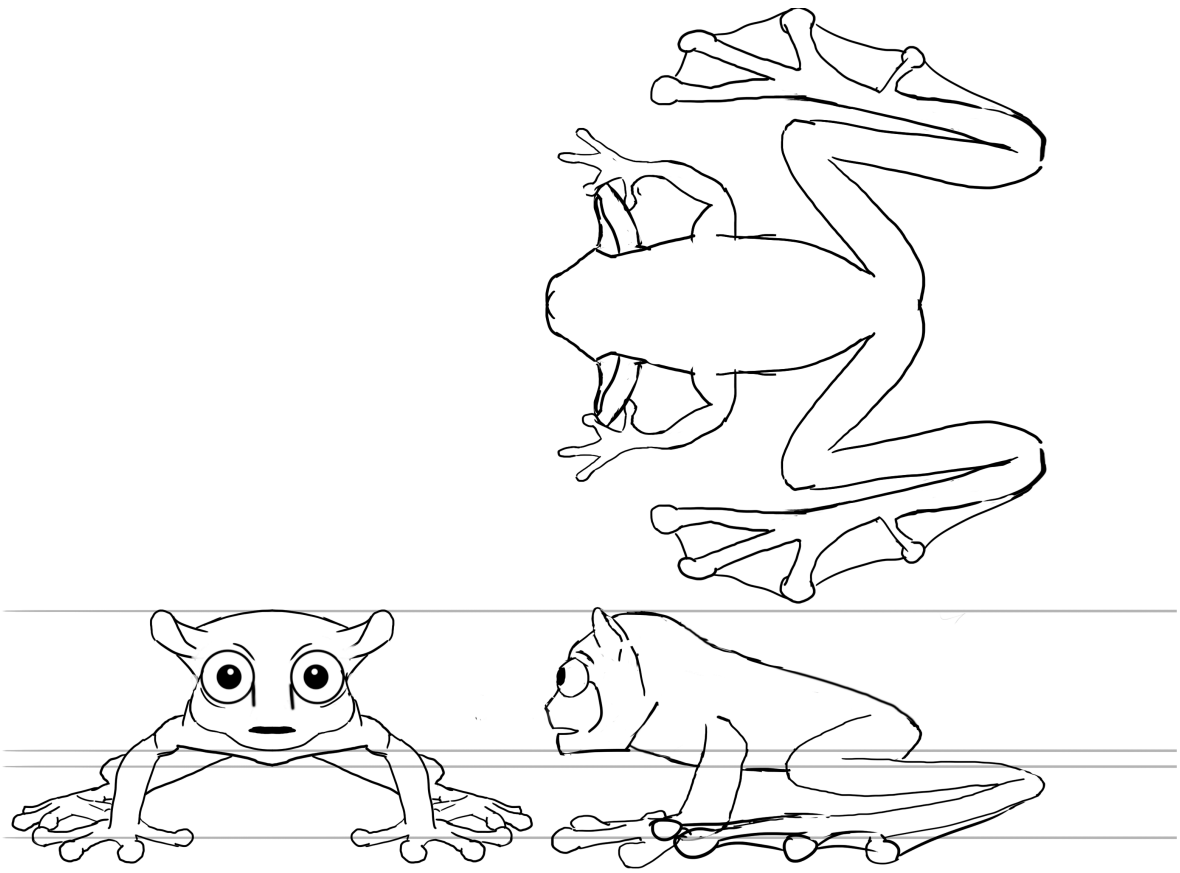
<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 1A BG 3D DIGITAL</div> <div> <div>action WS</div> <div>Bird darts in and out of trees.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 1B BG 3D DIGITAL</div> <div> <div>action WS</div> <div>Camera does wide rotation around bird flight until bird is flying right at camera.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 1C BG 3D DIGITAL</div> <div> <div>action WS</div> <div>Bird bellies up right before flying into camera.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 1D BG 3D DIGITAL</div> <div> <div>action WS</div> <div>As bird passes over camera, camera follows along with bird stomach.</div> </div>
<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 2A BG 3D DIGITAL</div> <div> <div>action WS</div> <div>Camera flips over so now instead of facing bird's stomach it is looking straight ahead at the direction the bird is flying.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 2B BG 3D DIGITAL</div> <div> <div>action WS</div> <div>Bird flies off over tree tops and camera zooms to follow.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 2C BG 3D DIGITAL</div> <div> <div>action WS</div> <div>Bird clears treetops and is now soaring over a glistening lake. Camera continues to follow.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 2D BG 3D DIGITAL</div> <div> <div>action WS</div> <div>Camera reaches height above bird, showing it from a top down angle. Bird swoops down to water surface.</div> </div>
<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 3A BG 3D DIGITAL</div> <div> <div>action MS</div> <div>Bird is gliding just above water surface.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 3B BG 3D DIGITAL</div> <div> <div>action MS</div> <div>Angler fish pops its head out of the water.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 3C BG 3D DIGITAL</div> <div> <div>action MS</div> <div>Camera rotates around to over bird's shoulder as it closes in on fish.</div> </div>	<div>project SKIRR artist MELISSA TIERNEY</div>  <div>SC. 8 PANEL 4A BG 3D DIGITAL</div> <div> <div>action MS</div> <div>Bird opens up mouth as it approaches fish.</div> </div>

<div> <div>project SKIRR</div> <div>artist MELISSA TIERNEY</div> </div> <div> </div> <div> <div>SC. 8</div> <div>PANEL 4B</div> <div>BG 3D DIGITAL</div> </div>	<div> <div>project SKIRR</div> <div>artist MELISSA TIERNEY</div> </div> <div> </div> <div> <div>SC. 8</div> <div>PANEL 4C</div> <div>BG 3D DIGITAL</div> </div>	<div> <div>project SKIRR</div> <div>artist MELISSA TIERNEY</div> </div> <div> </div> <div> <div>SC. 8</div> <div>PANEL 5A</div> <div>BG 3D DIGITAL</div> </div>	<div> <div>project SKIRR</div> <div>artist MELISSA TIERNEY</div> </div> <div> </div> <div> <div>SC. 8</div> <div>PANEL 5B</div> <div>BG 3D DIGITAL</div> </div>
<div> <div>action MS</div> <div>Bird swallows angler fish.</div> </div>	<div> <div>action MS</div> <div>Bird flies off screen</div> </div>	<div> <div>action CU</div> <div>CU on bird gulping and smiling. Bird is flying higher (BG falling further behind while on CU)</div> </div>	<div> <div>action CU</div> <div>Camera pulls back to show entire bird soaring.</div> </div>

APPENDIX C: Character Designs







APPENDIX D: Production Stills





