

# Pre-Production Summary Template

Your Name: **Isabella Susino**

## 1. STORY IDEA #1 (LINEAR):

### GENERAL INFO

a. Summarize:

i. Beginning / Exposition:

The establishing shot is of a sad plant buddy, feeling lonely. Suddenly, plant buddy gets an idea.

ii. Middle / Complication:

We see them travelling, then pushing a box and taking pieces out. The second plant buddy is being built, piece-by-piece.

iii. End / Resolution:

Both buddies are dancing, happy to have a friend.

## CREATIVE BRIEF

1. What must it be?

A stop motion animation that is 30-60 seconds long at 24 frames per second. There must be at least 720 images taken over the course of a week to achieve the time. The story itself must contain a classic story plot.

2. Who is it for? (**Note:** this should **not** simply be “for the professor” or “my classmates”. What real world audience would find this piece appealing? Think about age, location, education level, life position, interests, etc. For example, an animation with fun clay characters and gentle humor might be good for elementary or middle school aged kids. A more serious piece with weapons or violence or loss might be for adults that are into anime, etc.)

The intended audience is Lego fans, ages 8 and older. The plant buddies are a whimsical edition to their plant collection. It brings together plant enthusiasts and Lego fans.

3. How long must it be?

The total video needs to be 30 seconds long.

4. What is your objective with the piece?

I want the audience to chuckle at the pun of “making a friend,” because the 1<sup>st</sup> plant buddy is *literally* making one. Versus the human saying of “making a friend,” where we meet another human being.

5. When is it due?

The final projects needs to be complete by February 15<sup>th</sup>, 2026.

6. What is the overall idea?

The initial idea is for the character to come to life, piece-by-piece.

7. What is the storyline summary?

The Lego box comes into the screen, a crumpled piece of paper comes in front of the screen and unfurls to show the title of the video. The bagged Lego pieces come out of the Lego box and disappear behind it. The box slides away and the pieces are shown behind it in piles. Next the buddy comes together piece-by-piece, and dances as its glad to be built. The screen fades to black.

8. Elevator pitch:

Lego plant buddy gets put together.

9. Tagline:

A plant buddy gets built piece-by-piece, fulfilling its duty to the Lego buyer.

10. Look and feel description:

The project is meant to be wholesome, cutesy and simple.

11. Identify classic plot. Ex: Good vs Evil / Overcoming the Monster, Rebirth and Redemption, Rags to Riches, Role Reversals, Buddy Stories, Love Stories, Quest / journeys / Voyage and Return, Ship of Fools, The Rebel / Life Against the Grain, Coming of Age, or "Other" (explain):

The story rags to riches, in an obscure way. No friends, then suddenly having one.

# STORYBOARD

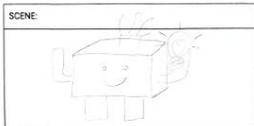
TITLE Making a friend PAGE 1 OF 3  
NAME Isabella Sosino DATE 2/19/20



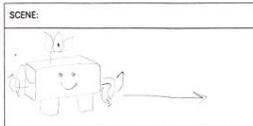
NOTES: Title sequence out of loose Legos



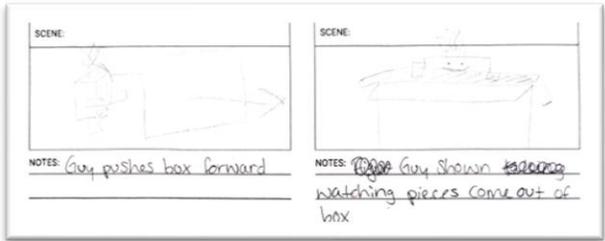
NOTES: Fade in to show sad buddy. Animated tears in post.



NOTES: Close-up with idea light bulb



NOTES: Shown walking to the right. Multiple backgrounds, shows distance.

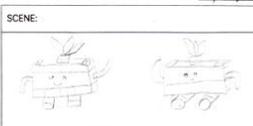


NOTES: Guy pushes box forward

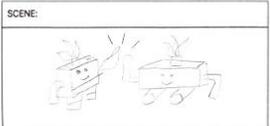
NOTES: Guy shown watching watching pieces come out of box



NOTES: ~~Other guy built brick-by-brick~~ Pieces shown outside box



NOTES: Other guy built brick-by-brick. 1st guy is giggling w/ micro movements of hands + leaves.



NOTES: Show high-five between buddies. Input lines to show sound in post-production.



NOTES: Buddies dancing as animated text comes in ~~to the screen~~ and fades to black.

## 2. STORY IDEA #2 (NON-LINEAR):

### GENERAL INFO

- a. **Which** format (from Liz Blazer's *Animated Storytelling* book) are you using?  
(Book Ending, The Countdown, The Puzzle, or The Beaded Necklace)

I am using the book ending format, where the character ends up in the same place as they began.

Summarize how your story will fit that format:

My character will be climbing laterally across a basket to go to / get away from the bookshelf.

### CREATIVE BRIEF

1. What must it be?

A stop motion animation that is 30 seconds – 3 minutes long at 12-24 frames per second. There must be at least 720 images taken over the course of a week to achieve the time dictated previously. The story itself must contain a classic plot and a format mentioned from *Animated Storytelling, 2<sup>nd</sup> Edition*.

2. Who is it for? (**Note:** this should **not** simply be “for the professor” or “my classmates”. What real world audience would find this piece appealing? Think about age, location, education level, life position, interests, etc. For example, an animation with fun clay characters and gentle humor might be good for elementary or middle school aged kids. A more serious piece with weapons or violence or loss might be for adults that are into anime, etc.)

This is for the young at heart adventurers, beanie baby and/or book lovers, and drawing enthusiasts. I incorporated all of these elements because I was co-working in a new artist collective space in my town and all sorts of goods from various mediums were being sold.

3. How long must it be?

The piece must be minimum 3 seconds long to 3 minutes long.

4. What is your objective with the piece?

I honestly want to push myself and have fun with the project. This one will take a lot more work and time, but it should come out well. The post-production element will be just as important as the photography.

5. When is it due?

February 15<sup>th</sup>, 2026

6. What is the overall idea?

An adventurer goes exploring and sees a potential foe, who is harmless. The adventurer runs away rather than confronting the foe.

7. What is the storyline summary?

The adventurer, Figure 1 (a miniature drawing mannequin), is shown traversing a web of vines (a basket), jumps across great distances (like 2 inches), and gets to the Booklands (a bookshelf). Figure 1 then looks over the edge of the mountainside and sees a great drop of 4,000ft of elevation (like 2 feet), relieved that they were able to make the jump. They then travel along the Booklands to the end, finds some rope (a ball of yarn) and makes sure to grab the end to get back to where they came from. Figure 1 descends the edge of the Booklands (the edge of the bookshelf) and gets to a lower “floor.” They walk a bit and see a cave. Peering into the cave, they see a slumbering dragon (a beanie baby) on top of its treasure (jewelry). Figure 1 begins to panic, pacing with anxiety. The dragon awakens, stepping outside of the cave to see what the

commotion is about – Scorch doesn't often get visitors. Upon seeing the dragon, Figure 1 is terrified, and runs back to the rope (the yarn string) to climb back up to the safety of the upper "floor." Continuing to run, Figure 1 makes it back to where we first saw them on the journey, the web of vines.

8. Elevator pitch:

This adventurous story is for those seeking a comedic venture to the Booklands. Our adventurer, Figure 1, jumps across great distances, encounters terrifying dragons, sees mysterious treasure, and escapes with their life just in the nick of time.

9. Tagline:

Figure 1 travels to the booklands, where they encounter a terrifying beast and barely escape with their life.

10. Look and feel description:

An adventurer's comedy. I want the short story to feel like I made it at home, because I did! I am using materials I already have, rather than going out and buying new materials.

11. Identify classic plot. Ex: Good vs Evil / Overcoming the Monster, Rebirth and Redemption, Rags to Riches, Role Reversals, Buddy Stories, Love Stories, Quest / journeys / Voyage and Return, Ship of Fools, The Rebel / Life Against the Grain, Coming of Age, or "Other" (explain):

Quest/Journey/Voyage and Return, with a confused (and harmless) monster.

STORYBOARD

TITLE The Explorer PAGE 1 OF 4  
 NAME Isabella Susino DATE 2/8/26

SCENE: Title scene  
 THE EXPLORER  
 NOTES: Pieces of paper cut out and wiggling.

SCENE:  
 NOTES: Close up of figure climbing to the left.

SCENE: The drop  
 NOTES: Figure leans over edge seeing how far down the drop is. Eagle cawing sound.

SCENE: Brush it off  
 NOTES: Figure stands up, dusts off shoulders, continues walking to left. (Maybe wipes brow instead?)

SCENE:  
 NOTES: Close up of figure jumping onto bookshelf.

SCENE: The view  
 NOTES: Establishing shot showing how large the space is compared to figure.

SCENE:  
 NOTES: Figure walks to left, finds a yarn ball. ~~Transfers yarn ball~~ Grabs end of yarn to take with.

SCENE:  
 NOTES: Figure reaches edge of bookshelf, grabs edges and slides down one "floor". Ball of yarn is next to route, figure still holds end.

SCENE:  
 NOTES: Figure gets to lower floor and peers around corner of cave. Fade in sounds of snoring.

SCENE: Dragon!  
 NOTES: Camera follows line of figure's site and sees sleeping dragon w/ treasure. Animated zzz input during post production.

SCENE: A runner, a track star  
 NOTES: Figure keeps running away.

SCENE:  
 NOTES: Book ending, back in the same spot to end.

SCENE: Anxiety  
 NOTES: Figure shows body language of being shocked. Paces back and forth w/ hand on head.

SCENE: Curiosity & Fear  
 NOTES: Dragon comes out of cave, curious, scares figure. ↓ appears and disappears. Figure runs away.

SCENE: End screen  
 The end  
 End  
 NOTES: Yarn into "the end" or just "end" Fade to black

SCENE:  
 NOTES: