

Pre-Production Summary Template

Your Name: Kellsie Phillips

1. STORY IDEA #1 (LINEAR):

GENERAL INFO

a. Summarize:

i. Beginning / Exposition:

Goku realizes that he needs to power up in order to defeat Super Android 17, in order to save his friends & family.

ii. Middle / Complication:

Goku exchanges energy beams with Super Android 17 & then power ups to Super Saiyan 4 when he realizes he needs more power to defeat Super Android 17.

iii. End / Resolution:

Goku defeats Super Android 17 and saves everyone.

CREATIVE BRIEF

1. What must it be?

A short stop motion

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 would be for ages (teens - adults), audience would be the U.S & Asia, active students between undergrad → PH.D. DB GT is so popular the audience is

3. How long must it be? wide.

30 secs → 1 min

4. What is your objective with the piece?

To have fun with bringing the SH figures to life to fight one another.

5. When is it due?

In a few weeks.

6. What is the overall idea?
An action fight between my figures
7. What is the storyline summary?
Our hero recognizes that it is up to him to save the Earth from Super Android 17's attack on Earth.
8. Elevator pitch:
A hero answering the call to save Earth from the inevitable attack of a galactic foe.
9. Tagline:
Will Goku save Earth
10. Look and feel description:
Simple backdrop w. DragonBall Z objects for fans to recognize & connect with.
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):
Good vs. Evil

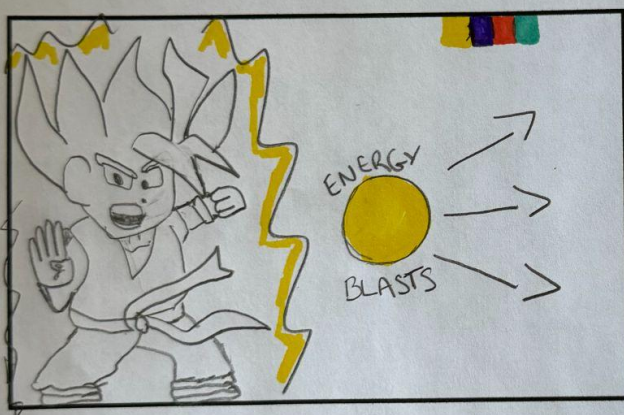
STORYBOARDS

1. **WHAT?** Create your visual script using storyboards. Be sure to map out each "story beat" so that someone unfamiliar with the story would be able to tell what is going on.
 - a. You may use imported graphics, but each frame should also have a hand-drawn element.
 - b. Stick figures are fine, but do pay attention to framing (visual composition), for example, Wide Shots (WS), Close-ups (CUs), Extreme Close-ups (ECUs), Over the Shoulder shots (O/S), etc.
2. **HOW MANY?** Plan on at least one storyboard for each major shot or sequence we will see.
 - a. For example, we might start with an establishing shot (WS) to take in the scene, and then cut to a CU of the main character, and then an ECU of a first-person perspective of what they are looking at in their hand. Then we might cut back to a Medium Shot (MS) of them walking across the scene. This sequence



Goku realizes that he must transform in order to beat Super Android 17, who has murdered a lot of his family & friends.

He powers up to Super Saiyan 2.



After powering up, Goku sends out some energy blasts at Super Android 17. Super Android 17 shoots some energy blasts back.



Goku defeats Super Android 17 and saves the Earth from further destruction.