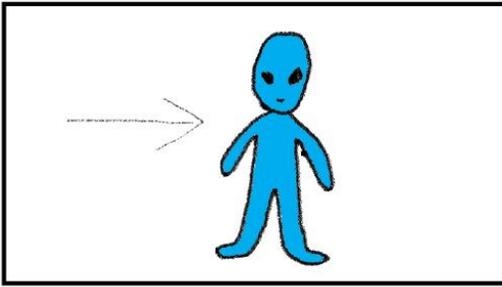


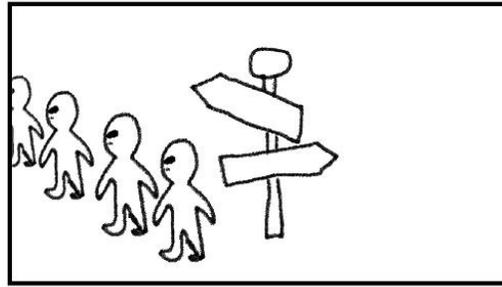
CREATIVE BRIEF

1. What must it be? A short stop motion animation that tells a compelling story
2. Who is it for? Audiences of all ages who are interested in
3. How long must it be? 10-60 seconds long, 10-24fps
4. What is your objective with the piece?
My objective here is to make a stop motion story dealing with making choices. I may want to challenge myself by using colors and brightness settings to control the mood.
5. When is it due? 2-19-23, before midnight
6. What is the overall idea? The main idea is when presented with choices, you should use your own judgement rather than follow what is popular.
7. What is the storyline summary?
An alien approaches a fork-in-the-road and notices that everyone else is taking one path. He follows the crowd towards a spaceship; however, that spaceship ends up annihilating them. The scene then flashes to the beginning with the audience realizing that it was his vision. The alien then takes the other path alone to freedom and safety.
8. Elevator pitch: This is a mysterious story about an alien being left with two choices: make the first choice with the crowd or make the second choice alone. The choice that everyone else seems to be making, however, ends up being one to their demise. Sometimes, the right choice is not a popular one.
9. Tagline: The right path is not always popular.
10. Look and feel description: The beginning should have a somewhat neutral look, as to not make the upcoming doom look too obvious. The crowd scene approaching the spaceship should feel more eerie, maybe with red colors symbolizing danger. The final scene—the other path— should evoke feelings of freedom and security, perhaps with bright colors.
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):

This is sort of like Life Against the Grain, except that the “against the grain” choice ends up being the right choice. Otherwise, this is a journey with a consequence that all ends up being a vision.



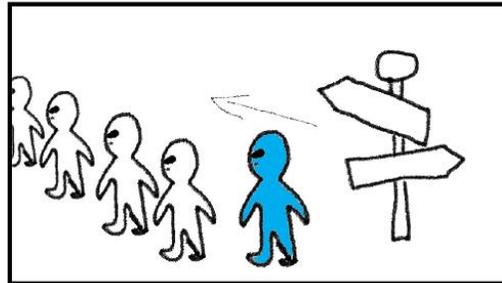
Space alien enters scene. Background is some mysterious planet in space.



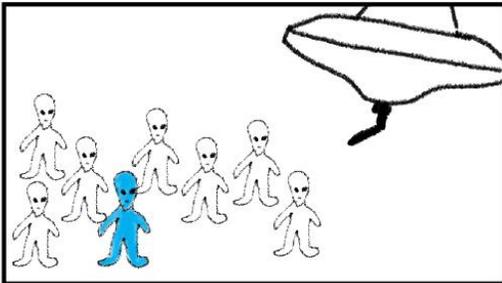
Alien approaches a fork-in-the-road. He notices his fellow aliens are taking one path.



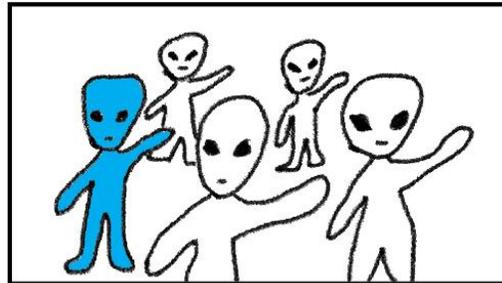
A shot of the alien's eyes glistening mysteriously at the fork (this is his future vision activating but it's not explicit).



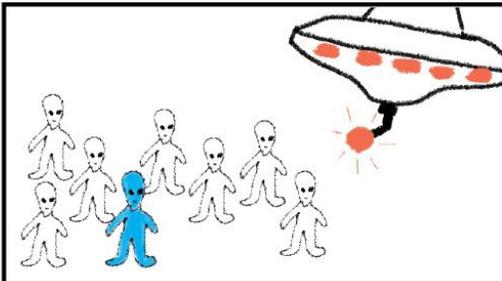
Alien walks to the path that his fellow aliens are at and gets in line.



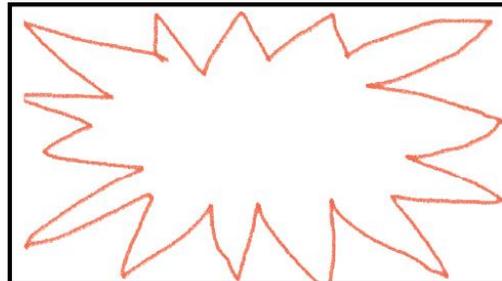
The MC alien and the crowd approach an eerie-looking spaceship. The scene looks and feels ominous.



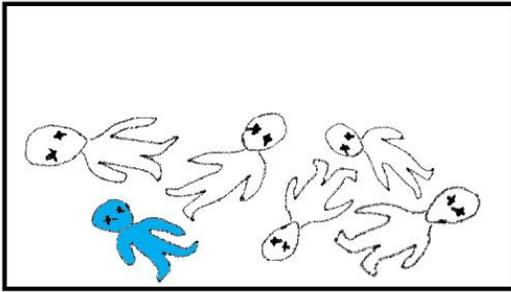
Shot of all the aliens looking up towards the spaceship, pointing up in awe.



The spaceship mysteriously lights up. Some sort of eerie or charging sound effect happens.



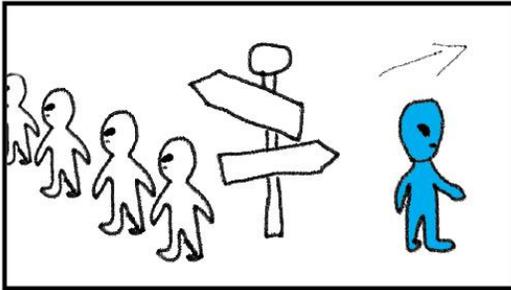
The entire scene flashes.



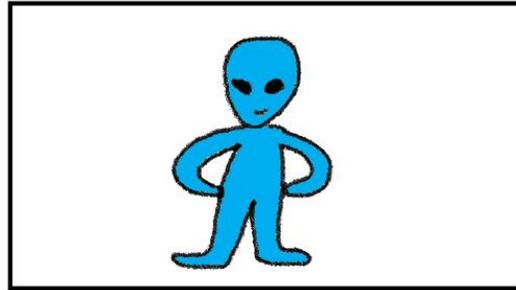
Everyone in the crowd lies on the ground, presumably dead.



The scene returns to the alien looking at the fork, with his eyes no longer glistening.



The alien then takes the path opposite to that his comrades are taking.



optional scene The scene appears safe. Alien realizes this and sighs in relief.