

Animatic One Pg. Treatment

Imaginary Fiend is a roughly seventy to eighty second animatic that follows a lonely but adventurous 5 year old girl named Maya through her first experience going down the big slide in her local park. After playing a while on the swings, she approaches the big slide, her frame tiny against its colossal presence and upon finally deciding to go through it, gets into a scary accident where she ends up injuring her knees. Being the curious little girl she is, she starts to investigate the accident, which brings her closer to the truth she's been avoiding and forces her to confront her biggest fear.

It is supposed to start out as a happy children's story that turns into a psychological thriller or horror story. The story and sound effects build up to a dramatic reveal at the end that cuts to black and rolling credits. It's up to the audience to interpret whether Maya imagined the whole thing or she's being haunted by some supernatural power. Two major themes are coming of age and childhood fear. Maya is at that age where she's just starting to explore the world with a basic understanding of how it works. She's growing up and attempting to try new things, which she isn't completely comfortable with like going down the big slide, but she does anyway. Maya doesn't have any friends, which is established visually in the opening shot. Young kids tend to make up imaginary friends to fill in the gap. The fear of ending up alone exists from the early years but at that age, we aren't as aware of it. Even if we say we're all right with it, we may not be and the fear will come out in one way or another, whether small or big, through our actions or words. Maya's fear and curiosity are the driving forces of the story.

As for how my film would look visually, it will be done entirely in colored pencils. Since it's a children's horror story, I'd like to use a medium that represents childhood art like crayons, but in this case, I will be using colored pencils since they are easier to work with and produce cleaner lines. There are various color scheme changes from brighter colors to dark colors and back and it is Maya's fear that motivates these changes. The opening scene starts off with bright colors to represent an ordinary day for a child playing in the park, but generally, the film is slowly using darker colors and heavier pencil strokes as it goes on. Aside from location, Maya's character itself will be separated from the other kids through brighter clothes and her clothes will fade and/or darken depending on her state of mind.

In addition, I use a variety of shots, but the majority of them are wide or medium shots, because I want as much attention paid to my character's setting as to her. There are only three or four close ups to show off my character's facial expressions or other details like her bruised knees. Many of the shots use high/overhead or low angles, because I also want to give my animatic sort of a Hitchcockian look to it with a dramatic use of angles. The purpose of this is to make my audience uncomfortable about something as innocent as a child going down a slide.

Animatic Shot List

- 1.) Establishing WS of park @ HA; Pan from right to left; Many kids playing on right side vs. one little girl playing on left side.
- 2.) MS of little girl swinging on swing @ EL; Camera tracks her as she flies off the swing; She starts off in center of frame and then, flies out of the frame on right side.
- 3.) WS of little girl flying off the swing towards the ground @ EL; Steady camera; Girl on center right of frame.
- 4.) CU of her hand landing on dirt floor @ EL; Steady camera; Hand center right of frame.
- 5.) MS/MWS of girl landed on floor in her ninja pose @ slight HA; Pull back as she starts to get up; Girl in center of frame.
- 6.) MWS of beginning of playground staircase @ HA; Steady camera; Staircase in center and center left of frame.
- 7.) MWS of girl from behind standing at start of long staircase, facing the big slide(tiny in its presence), and climbing up @ LA; Steady camera; Girl in center and/or center right of frame.
- 8.) MWS of girl (from behind) at the top of the slide @ EL; Camera pulls in a little; Girl in center of slide, her hands clutching the sides.
- 9.) MCU of her nervous face @ EL as she makes her decision; Steady camera; Girl in center of the frame.
- 10.) WS/POV shot of slide @ overhead/HA; Steady camera; Slide takes up most of frame.
- 11.) WS shot (profile) @ EL of her sitting and thinking; Steady camera; Girl in center left of frame.
- 12.) MCU of girl from the front being pushed down (her body lurches forward) @ EL/maybe slight HA, Steady camera; Girl in center of frame.
- 13.) POV shot (quick) @ HA/Bird's Eye view of her going down the slide; Camera tracking her movement; No definite position- she shifts left to right and back on her way down the slide.
- 14.) WS (quick) @ Bird's Eye view of her sliding down; Steady camera; no definite position.
- 15.) POV shot (quick) @ HA of her going down the slide; Camera tracking her movement; No definite position.
- 16.) CU of girl's scared face @ EL; Camera in front of her/tracking her movement down; Girl covers her eyes with her hands, then uncovers them.

- 17.) POV shot @ HA of her reaching the end and shooting off the slide; Camera tracking her movement; shaky movement of girl from left to right and back on slide.
- 18.) WS (profile view) @ EL of girl in mid-air and then, landing face first on hands and knees in dirt/vitchips in front of the slide; Shaky camera movement; Girl on center right of frame. (FADE OUT once she lands)
- 19.) (FADE IN...) MWS @ HA of girl on her hands and knees on ground; Pan down to LA; Girl in center frame.
- 20.) MS @ EL or HA of girl (from her front) as she gets up carefully; Steady camera; She walks back a few steps while brushing the dirt off her clothes, takes a quick glance behind her and sits down at the edge of the slide, then starts to examine her knees; Girl in center frame.
- 21.) CU @ slight HA of her scraped knee; Steady camera; knee in center left of frame, blood trickles down and one stream goes out of frame.
- 22.) MWS of girl turning her head towards the top of the slide @ LA; Steady camera; Girl in center or center right of frame.
- 23.) WS @ LA of the top of the slide; Steady camera; There is no one there/slide takes up most of the frame.
- 24.) MS/POV shot @ LA of the the rock-climbing ladder; Steady camera; Ladder in center frame.
- 25.) MS @ LA of girl (from behind her) climbing the rope ladder; Steady camera; Girl in center of the frame.
- 26.) WS @ EL of her getting off at the top of the ladder and walking towards the slide; Camera pulls in a little; Girl moves from center left to right of frame and stops.
- 27.) CU of her hand curling into a tense fist @ EL; Steady camera; Fist in center frame.
- 28.) CU of girl's horrified expression @ LA; Steady camera (maybe pan up a bit); Center frame.
- 29) MCU @ slight HA of the message written inside slide hood "Big Sis is watching you"; Camera pulls in, then scene cuts to black with credits rolling in; Message on left with majority of slide on right side of the frame.

Animatic Sound Key

(All Possible): (SC) --- Swing creaking

(RCS) --- Rope chain squeaking (softer sound)

(KLHD) --- Kids' laughter (happy) (distant)

(KLM) --- Kids' laughter (bully type/mean)

(BCS) --- Birds chirping (Soft)

(BCL) --- Birds chirping (Loud)

(V) --- Sudden stop in vitchips

(FV) --- Footsteps on vitchips

(F) --- Regular footsteps (on playground)

(CF) --- Climbing footsteps

(SGym) --- Sneakers against gym floor sound

(SS) --- Slipping on slide sound

(SG) --- Sudden gasp

(Ss) --- Surprised girly squeal

(CSG) --- Child screaming (girl)

(CWG) --- Girl wincing from injury

(CGG) --- Grunting sound (climbing rope)

(CHB) --- Hyperventilating/heavy breathing

(HB)---Loud Heart Beat

(SF) --- Simple falling (thud on floor)

(FCL) --- Falling into a pile of leaves (crunchy)

(EW) --- Eerie wind

(WRL) --- Wind rustling through trees/leaves

(WWR) --- Wind rushing by (whoosh like on a rollercoaster)

(SCam)--- Shaky rustling sound of camera

(DD) --- Dramatic orchestra sound (Dah-/Dah!)

(DD2) --- 2nd type of dramatic sound effect

(hBG) --- Somber/lighthearted BG music

(eBG) --- Eerie BG music (building to a reveal)

Animatic Script

Shot #	Estimated Duration (70-80 s)	Music	Sound Effects
1	5 s	hBG	KLD, SC, BCS
2	5 s	hBG	KLD, SC, BCS
3	2 s	hBG	KLD, SC, BCS
4	2 s	hBG	KLD, SC (slows down), BCS, V
5	3 s	hBG	KLD, SC (stopping), BCS, V, FV
6	2 s	hBG	KLD, BCS, FV, F
7	4 s	hBG/eBG overlap	DD, (KLD+BCS= become muffled), F
8	3 s	hBG/eBG overlap	KLD, BCL (once at top), F, SCam
9	2 s	eBG building in	BCL, KLD (muffled), WRL
10	2 s	eBG	KLHD (muffled), WRL, EW (building in)
11	2 s	eBG	KLHD (muffled), EW, WRL
12	3 s	eBG	KLM +BCL (muffled), EW, SG
13	2 s	eBG	KLM (breaks through), WWR, CSG, SS/SGym
14	2 s	eBG	KLM (louder), BCL (breaks through), WWR, CSG (softer), SS/SGym
15	3 s	eBG	KLM (louder), WWR, BCL(louder), CSG, SS/SGym
16	3s	eBG	KLM (louder), WWR, BCL(louder), CSG, SS/SGym
17	2s	eBG	KLM(louder), WWR, BCL(louder), CSG, SS/SGym
18	3s	eBG	WWR (stopping), SF or FCL, V, KLM+ BCL (loudest), CSG (loudest and stops)

19	3 s	hBG	BCS, KLHD, SCam, V, CWG, WRL
20	2 s	hBG	BCS, KLHD, SCam, V, CWG, WRL, FV
21	3 s	hBG	BCS, KLHD, SCam, CWG, WRL
22	3 s	hBG/eBG (building in)	BCS, KLHD, WRL
23	2 s	eBG	BCS, KLHD, WRL (all sounds start to fade), DD
24	2 s	hBG(eBG building in)	BCS, KLHD, WRL (sounds muddled together)
25	3 s	hBG(eBG building in)	BCS, KLHD, WRL (sounds back to normal), CGG, RCS, CF, CHB
26	2 s	eBG (louder)	BCS, KLHD, WRL (RCS and CF come to stop), F, CHB (catching her breath), HB
27	2 s	eBG (louder)	CHB (more intense to a halt), SG, EW/WWR (whoosh for ghost effect?); BCS+KLHD (foggy and distant), HB
28	2 s	eBG (highest point)	BCS+KLHD (still muddled), EW/WWR, CHB (getting faster), HB (more rapid)
29	3 s	eBG (highest point)	KLHD (distant), BCL (at highest and cuts off), EW (lingering), DD2 (echo effect), HB (at its max)