

DESIGN PROPOSAL

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CONCEPT

The brief animated film depicts a storyline where a monster, returning home after grocery shopping, faces the unexpected twist of being involved in a car crash. The character of Death is intended to appear to claim the monster's life, but before Death can intervene, a UFO arrives and whisks the monster away. My aim is to set the animation style in a low-poly aesthetic and in a wooded environment during nighttime.

KEY POINT

- Environment texturing and shading
- Character Rigging
- Character Animation
- Cloud and Sky physics
- Music and background sounds

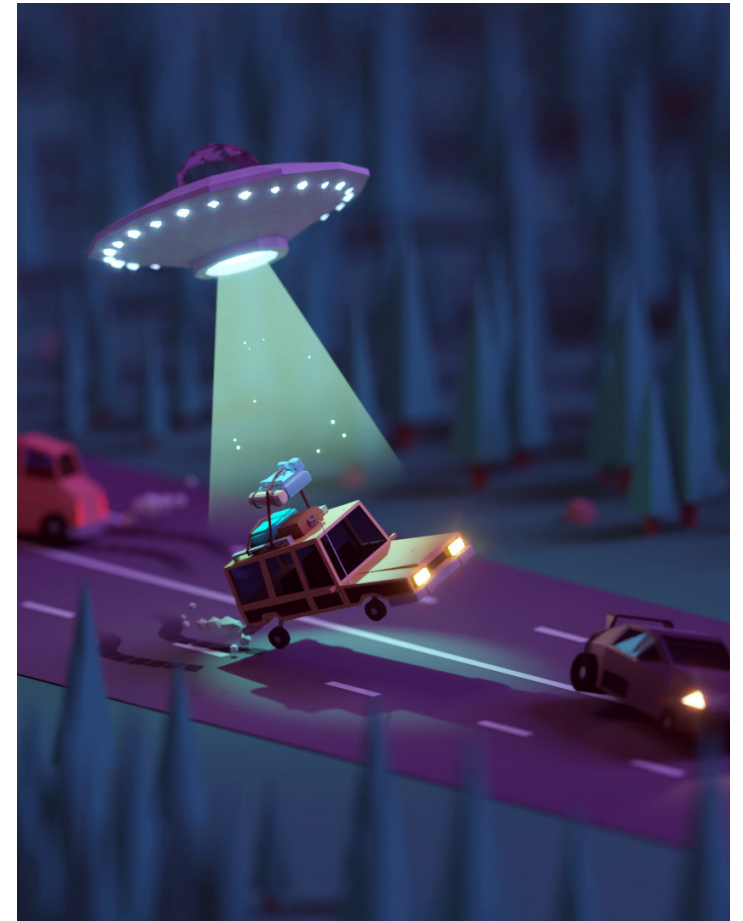


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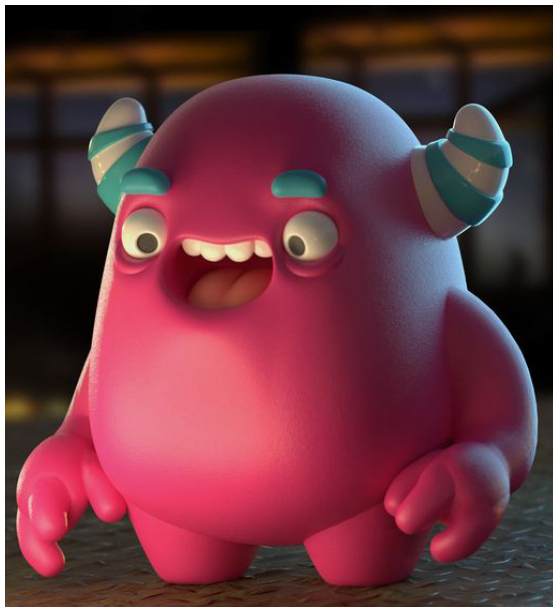


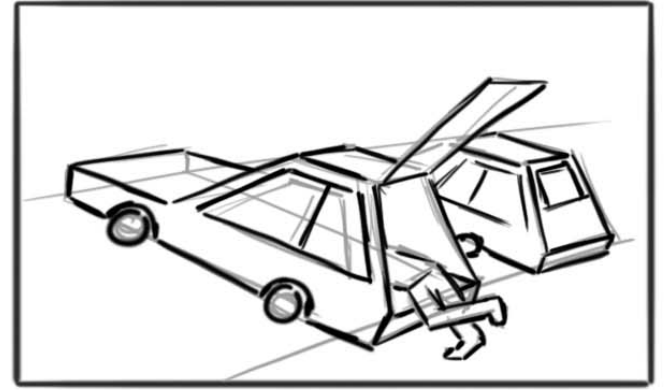
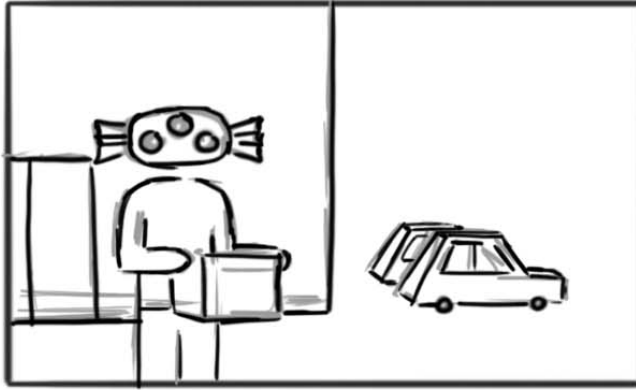
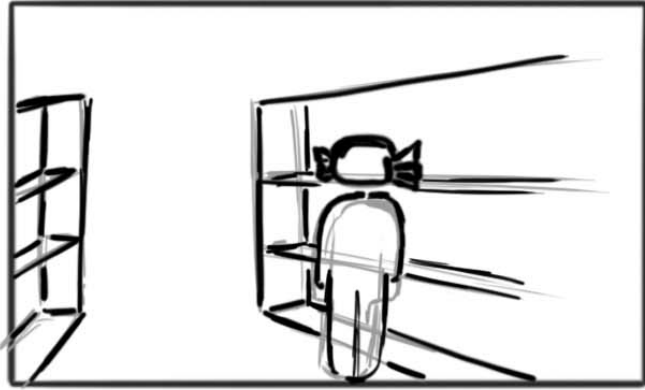
ENVIRONMENT



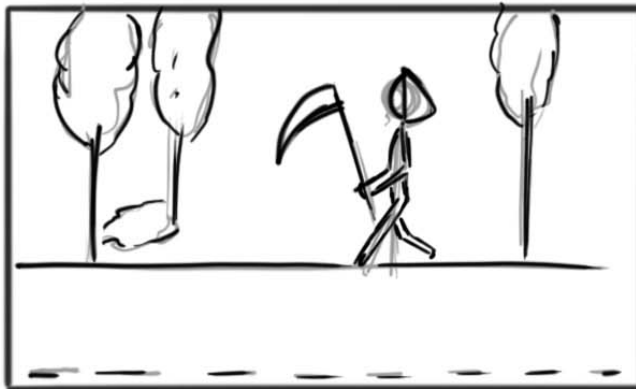
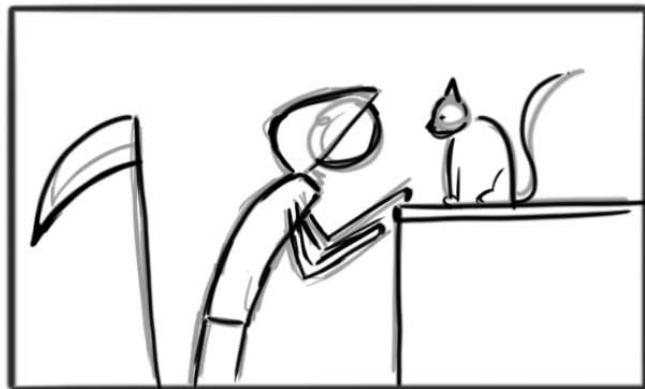
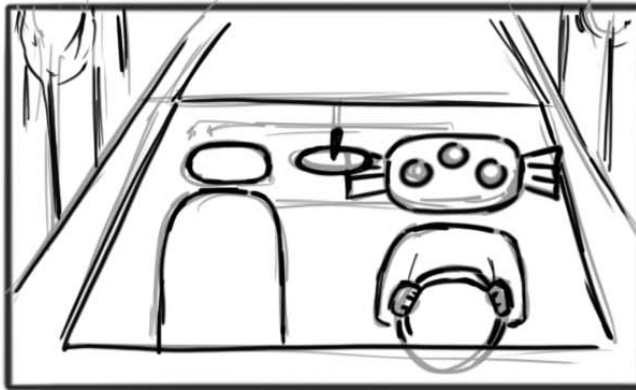
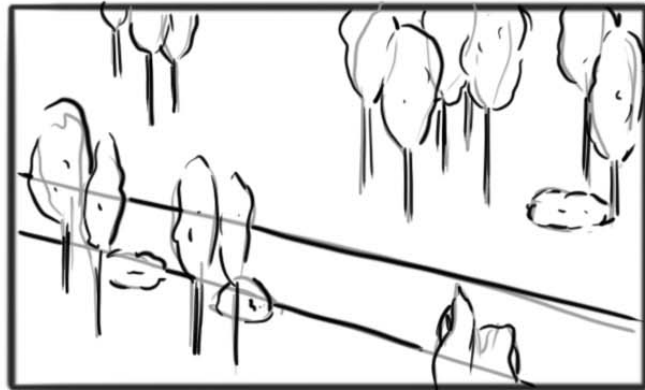


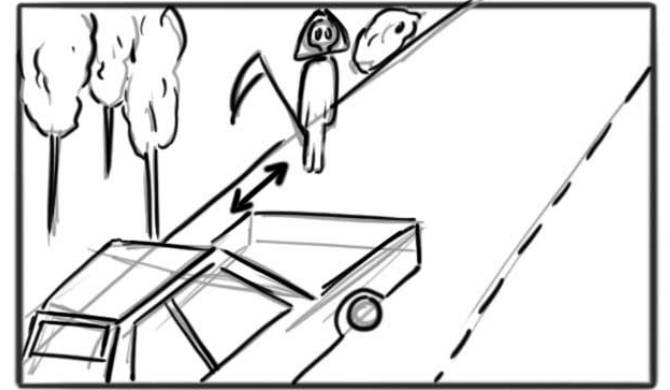
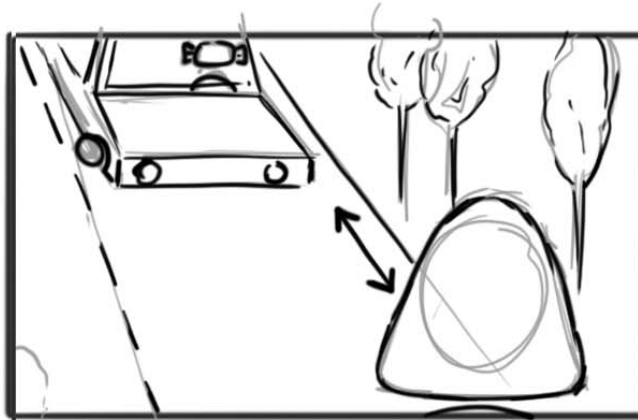
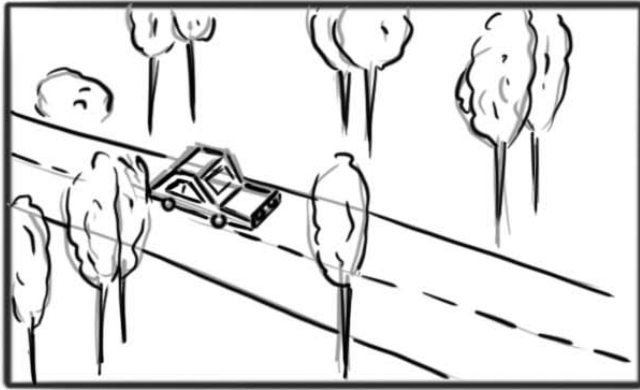
CHARACTERS



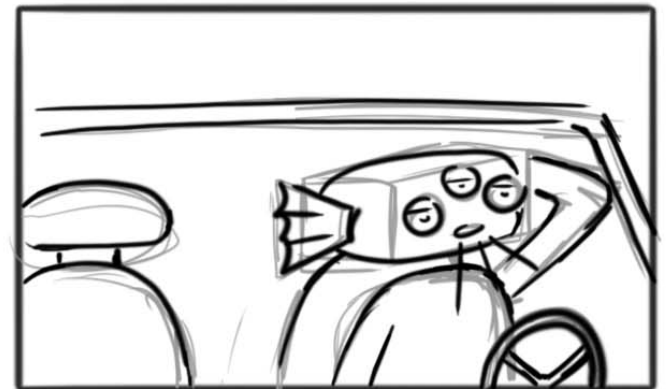
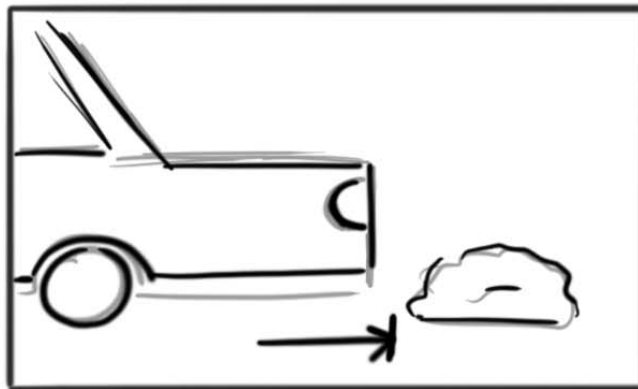
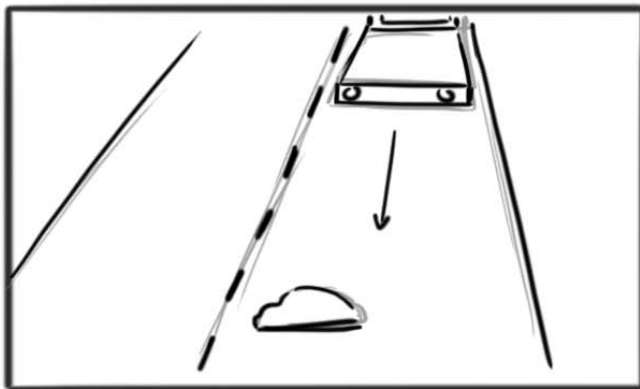
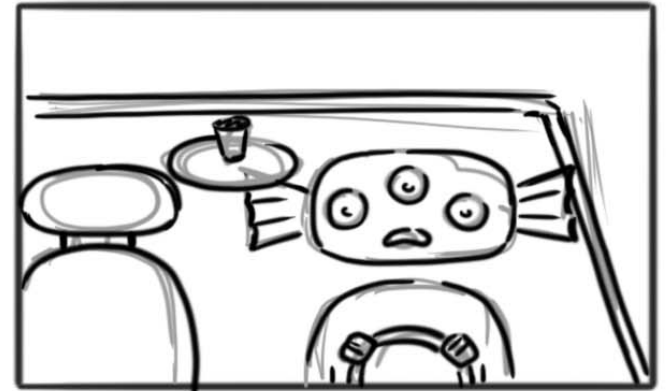
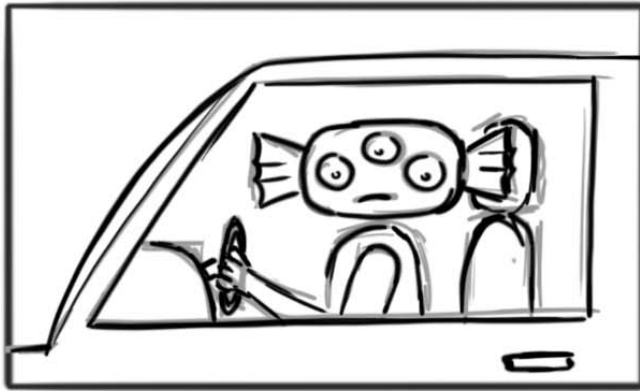


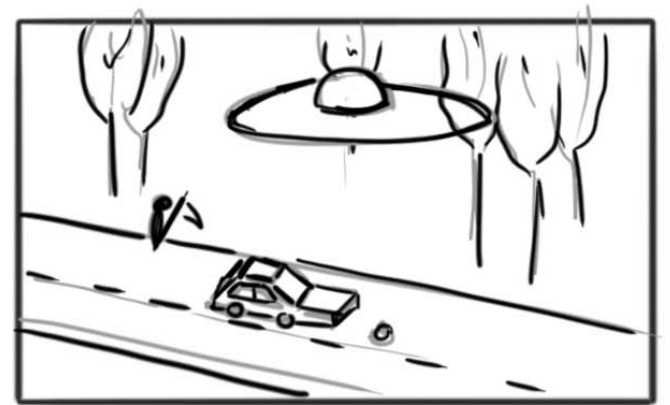
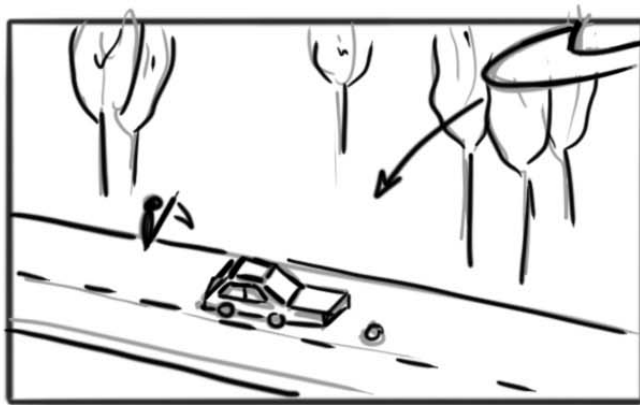
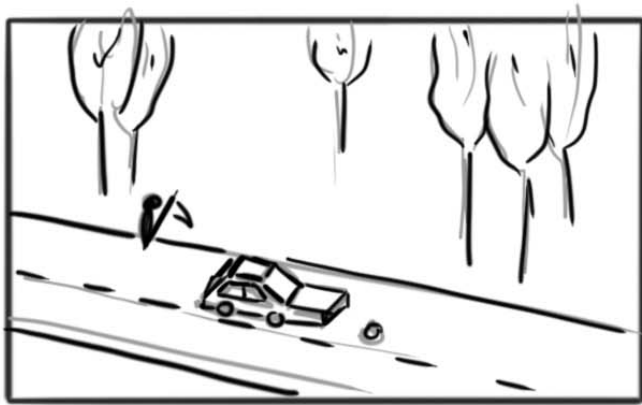
STORYBOARDS





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