Pre-Production Summary Template

Your Name: Angelie Ragnauth

1. STORY IDEA #1 (LINEAR): PLUSHIE MAKES A BOUQUET

GENERAL INFO

    a. Summarize:

        i. Beginning / Exposition:

A simple character (maybe lego or plush) prepares a small paper bouquet in preparation for vday for someone special.

        ii. Middle / Complication:

OOPS- something goes wrong during the process. Their bouquet keeps falling apart and won't stay upright. (CUE STRESS)

        iii. End / Resolution:

Plushie fixes the bouquet with a piece of tape before presenting it. It might be an eyesore but it's the effort that counts.

CREATIVE BRIEF

1. What must it be?
   - A short stop motion animation that uses still images to tell a short story about love.

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.)
   - Teens and young adults who enjoy cute, cozy, and simple animations that reflect real world feelings and ideas especially around this current season of love.

3. How long must it be?
   - Around 30-60 seconds.

4. What is your objective with the piece?
   - To tell a short clear story about love through visual storytelling and movement.

5. When is it due?
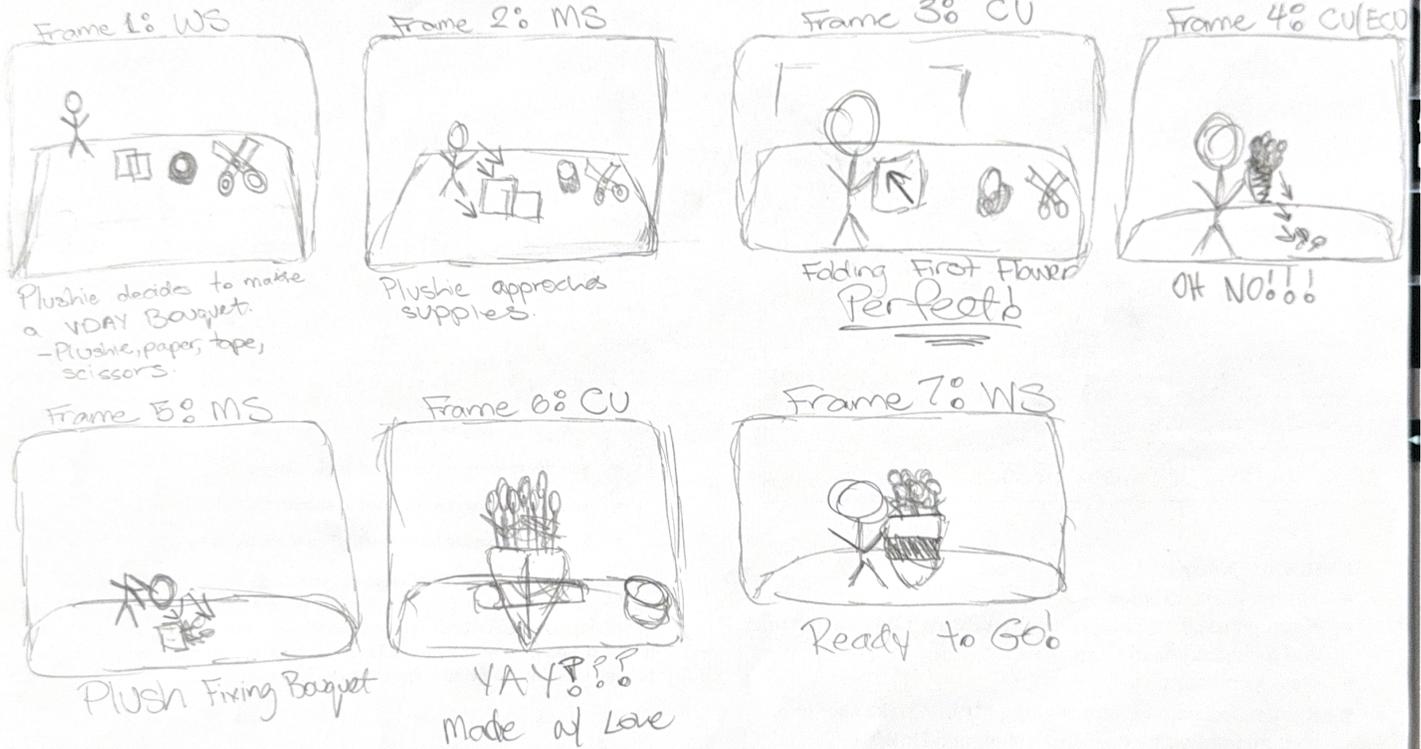   - Sunday, February 15, 2026 by 11:59PM

6. What is the overall idea?

- A plushie creates a small valentine's day bouquet with love.

7. What is the storyline summary?
   - Plushie spends his time to create a cute valentine's day bouquet for someone special. Unfortunately, he runs into a small problem. However, he is determined to successfully create his gift and present it.

8. Elevator pitch:
   - Plushie is all about valentine's day. His task is to create a paper bouquet. Easy right? WRONG. Ultimately, Plushie learns that effort matters more than perfection.

9. Tagline:
   - *Made with love.*

10. Look and feel description:
    - Soft Lighting, warm tone, cozy, simple and gentle movements, clear space hoping to amplify charm and simplicity.

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):
    - Overcoming the monster: the bouquet falling apart/ accepting imperfection.

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 would be represented by 4 storyboard frames.
   b. Or if a single framing is used (i.e. the camera doesn't move and the focal length stays the same), then you would clearly map out the motion of the characters and objects in the frame. Use arrows to show us what moves where.
      i. Repeating the above scene, we might see the character move in from the side with a large arrow. Once in place, their head might move down as their hand moves up (use a small arrow for each), then we see them move across the frame with another large arrow. This would likely be represented by 3-4 storyboard frames also.
3. **HOW?** Once you've created your storyboard frames, insert those images here in this document. You may use software (Photoshop, Animate, etc.) or hand-draw them and scan them or snap photos.

Linear Storyboard: Plushie makes a paper Bouquet

Frame 1: WS

Plushie decides to make a VDAY Bouquet.
- Plushie, paper, tape, scissors.

Frame 2: MS

Plushie approaches supplies.

Frame 3: CU

Folding First Flower
Perfect!

Frame 4: CU/ECU

OH NO!!!

Frame 5: MS

PLUSH Fixing Bouquet

Frame 6: CU

YAY!???
Made w/ Love

Frame 7: WS

Ready to Go!

[Insert all storyboard images here]

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

GENERAL INFO

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

Summarize how your story will fit that format:
- The story counts down the final moments before valentines day delivery, showing moments before that out of order to build anticipation.

CREATIVE BRIEF

1. What must it be?
    i. A short stop motion animation using a non-linear storytelling structure.

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.)
    i. Teens and young adults who enjoy cute, cozy, and simple animations that reflect real world feelings and ideas especially around this current season of love.

3. How long must it be?
    i. Around 30-60 seconds.

4. What is your objective with the piece?
    i. To experiment with nonlinear storytelling while maintaining a clear emotional arc portraying the love of Valentine's day.

5. When is it due?
    i. Sunday, February 15, 2026 by 11:59PM

6. What is the overall idea?
    i. A valentine's day delivery told through a countdown of moments.

7. What is the storyline summary?
    i. The animation jumps between moments labeled "5 minutes before," "3 minutes before," and "1 minute before," revealing pieces of the Valentine preparation until the final delivery is shown.

8. Elevator pitch:
    i. Making a Valentine's gift isn't easy… especially if you're a plush.

9. Tagline:
    i. *It's Almost Time…*

10. Look and feel description:
    i. Bright, warm colors with quick cuts and playful pacing.

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):
    i. Quest / Journey (leading up to the delivery).

STORYBOARDS

4. **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.
5. **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 would be represented by 4 storyboard frames.
    b. Or if a single framing is used (i.e. the camera doesn't move and the focal length stays the same), then you would clearly map out the motion of the characters and objects in the frame. Use arrows to show us what moves where.
        i. Repeating the above scene, we might see the character move in from the side with a large arrow. Once in place, their head might move down as their hand moves up (use a small arrow for each), then we see them move across the frame with another large arrow. This would likely be represented by 3-4 storyboard frames also.
6. **HOW?** Once you've created your storyboard frames, insert those images here in this document. You may use software (Photoshop, Animate, etc.) or hand-draw them and scan them or snap photos.
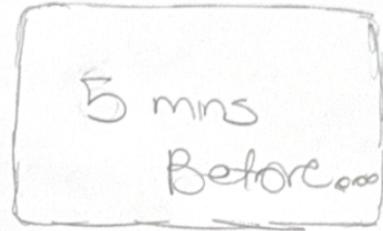
Non-Linear Storyboard: It's Almost Time...
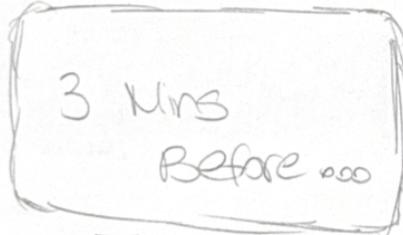
Frame 1: CU
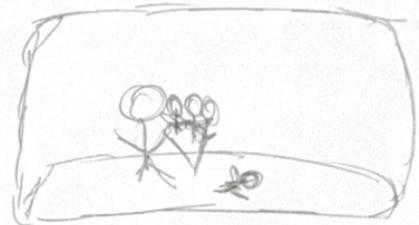Text Card

Frame 2: MS
Almost Ready!
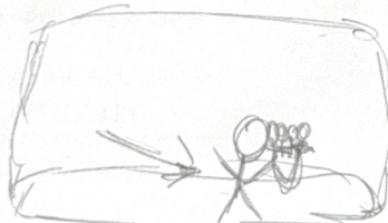
Frame 3: CU
Text Card.

Frame 4: MS
Scrambling!

Frame 5: CU
Text Card

Frame 6: CU
Final touches

Frame 7: WS
Time to Go!

CREATE A PDF

When you are done creating this document, you should create a universal PDF document that can be easily posted to your blog or emailed (it's not safe to assume everyone has Microsoft Word, and the files can be very large).

To do this on a Mac, click File>Print and then click the option for PDF in the lower left, followed by "Save to PDF". Contact me if you need help on a PC.