

Pre-Production Summary Template

Your Name: **Kyle Adams**

1. STORY IDEA #1 (LINEAR): A DAY IN THE LIFE AT THE SMISKI CAFÉ

GENERAL INFO

- a. Summarize:
 - i. Beginning / Exposition: The café lights flicker on, off, and on again. When the lights come back on, everything in the café is all over the place. The smiski barista comes into the shop to open it for the day, finds the mess, and must get it ready in time before the first customer comes in.
 - ii. Middle / Complication: The smiski customer comes in on a skateboard. The shop is basically ready and good to go. The smiski barista takes an order but as the barista prepares the drink and food a cup falls over and a pastry slides off its plate and these mini setbacks forces the barista to fix the situation.
 - iii. End / Resolution: The barista gets back on track and completes the customer's order with a new pastry and drink. The two smiskis enjoy each other's company for a moment of calm content and the customer leaves the café.

CREATIVE BRIEF

1. What must it be?

This is a stop motion animation that's at least 30 seconds long and conveys a clear narrative with a beginning, middle and end.

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 animation is for people who like cozy content, folks who probably watch anime, shows like Pokémon Concierge, and collect art, figurines, and watch ASMR-adjacent videos.

3. How long must it be?

This animation must be at least 30 seconds and can be up to three minutes. Shot at either 12 or 24 FPS.

4. What is your objective with the piece?

My goal is to create a captivating, short story, led by characters with distinct personalities who can deliver a clear relatable narrative.

5. When is it due?

Preproduction is due on Sunday, February 8th and postproduction is due on Sunday, February 15th.

6. What is the overall idea?

How to bounce back from unexpected chaos to create calm mornings through a snapshot of life inside this miniature smiski café.

7. What is the storyline summary?

A café closes normally, an unknown mishaps occurs, upon opening the café a barista discovers this chaos, navigates clean up, and a series of challenges to create a peaceful moment with its first customer of the day.

8. Elevator pitch:

This is your classic slice of life warm-hearted moment in the depth of winter. Who doesn't love going to their local café to get a fresh pastry and warm cup of coffee to get cozy and start their day off on a high note. Through navigating small mishaps and unexpected chaos, a barista can turn tiny triumphs into the highlight of a day.

9. Tagline:

Micro café. Tiny chaos. Big Heart.

10. Look and feel description:

This stop motion animation will have lo-fi soft jazz music combined with small motions and micro movements to create a cozy ambience. Prop movement and character movement will create a linear narrative with a visual style that leans into whimsical, cute aesthetic other Japanese vinyl toys emulate.

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 plot is will be your classic “Slice-of-Life Micro-Journey” rooted in charm and routine with a minor conflict.

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.

[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

I’ll be using a Book Ending format for this Non-Linear story idea!

Summarize how your story will fit that format:

The story is going to start with the entire game of Wingspan set up. A board will be out, several bird card and bonus cards will be shown, as well as the player mat, bird tower, and other essential pieces.

Throughout the story I am going to show several pieces that make up the game and end it on the complete set-up again.

CREATIVE BRIEF

1. What must it be?

This is a stop motion animation that's at least 30 seconds long that's a non-linear story 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.)

This animation is for people who like board games, folks who are more introverted, a bit nerdy, and have hobbies like playing video games.

3. How long must it be?

This animation must be at least 30 seconds and can be up to three minutes. Shot at either 12 or 24 FPS.

4. What is your objective with the piece?

My goal is to create a captivating, stop motion animation that showcases how dynamic this board game is and creates intrigue in viewers making them want to learn more and play it.

5. When is it due?

Preproduction is due on Sunday, February 8th and postproduction is due on Sunday, February 15th.

6. What is the overall idea?

Simplifying the complexities of a board game. Showcasing all the different pieces to display how it could be fun to learn and play this game.

7. Elevator pitch:

A soothing, non-linear stop-motion animation that breaks Wingspan into bite-sized, satisfying moments—revealing the beauty of the game's setup one piece at a time before returning to a complete, inviting table.

8. Tagline:

Every setup tells a story.

9. Look and feel description:

The animation will lean into warm, cozy tabletop aesthetics with natural lighting and soft shadows. Movements will be miniscule such as cards sliding, cubes shifting, eggs being placed, tokens gliding into neat piles. Will try to create a relaxing “game night ritual” feel. The visual style will focus on Wingspan’s colorful, nature-themed components.

10. 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 story uses book-ended symmetry and non-linear structure rather than a traditional conflict-based plot. Meaning emerges not through character struggle, but through the reassembly of fragmented moments that resolve into a full game setup.

STORYBOARDS

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[Insert all storyboard images here]

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.