



Apr 15th, 12:00 PM

in here.

Kierra Byrd

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“in here.”

A Fantasy Animation Story Telling of
The World Inside One's Mind

Kierra (Kia) Byrd



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01

Introduction

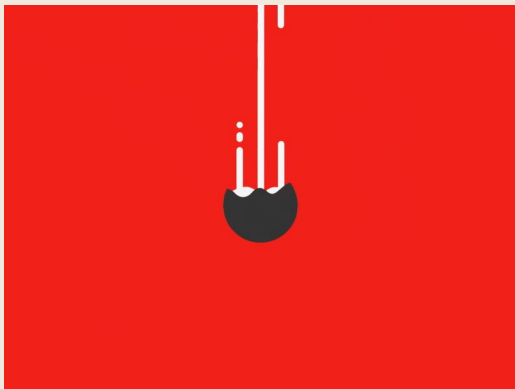




What is “in here”?



- “in here.” is a 2-D fantasy animation/motion graphic project.
- “in here” was a full movie animation
- Now a short/trailer/teaser



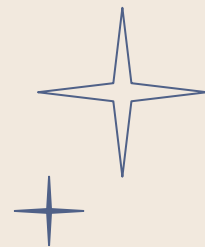
David Stanfield



Genshin Impact



We're Talking About Mental Health & the Individual



- Mental health, individuality, personal internal conflicts, and acceptance.
- “in here” visually depicts what an individual's mind looks like in the form of their own personal world.
- Personal visualization of how I imagine my brain to look like as a world.

Summary

- Rene has been having recurring dreams for a long time.
- She is trapped in a dream before her 21st birthday and cannot escape.
- Discovering another world within her dreams/brain
- Must journey through world to confront who is keeping her there.



Rene and Will-O



02

Research



Background/Beginning | Animation Research and Teaching



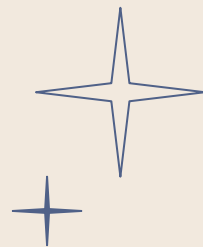
Who is “in here” for?



- Those struggling with mental health, especially in the Black community.

Background

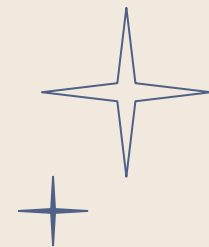
“ Do you want
to see a
therapist? ”



I knew about mental health
and did take it seriously for
others, but I didn't think it
applied to me and thought I
was "overthinking" it.



However...





Mental Health & The Black Community



- There can be a negative stigma towards mental health.
- 62% of the Black Community believed mental health is a sign of “personal weakness”.
- This stems from discrimination and prejudice towards Black people seeking healthcare



Black Creatives



- How to encouraged more Black creatives within the Design Community?
- Wanted to give representation in my project, as a Black creative.



Getty Images

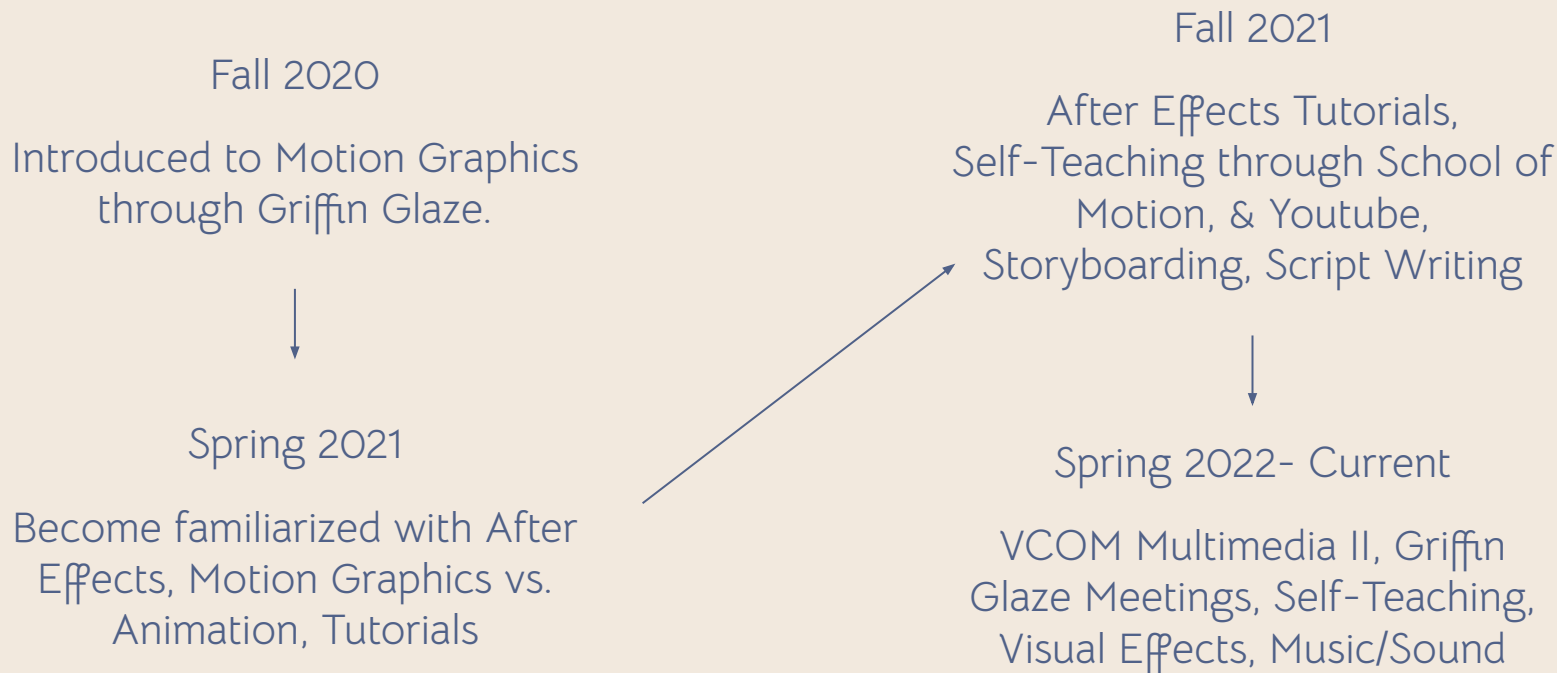


Why Use Animation?

- A form of a positive escape, something to relate to.
- This is a therapeutic, coming to terms reasoning.
- It gives your artwork “life”.
- It’s a great way to tell stories while keeping a viewers attention.



Animation Research Timeline





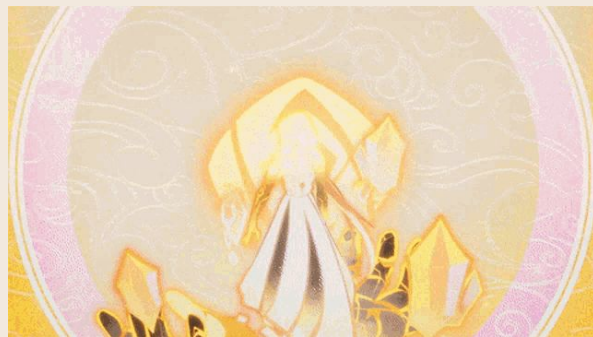
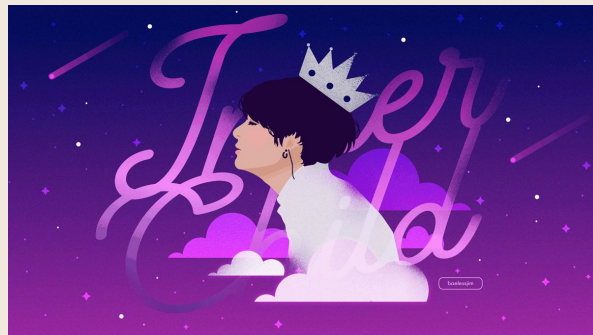
03

Visuals

Creating “in here” and Current Progress

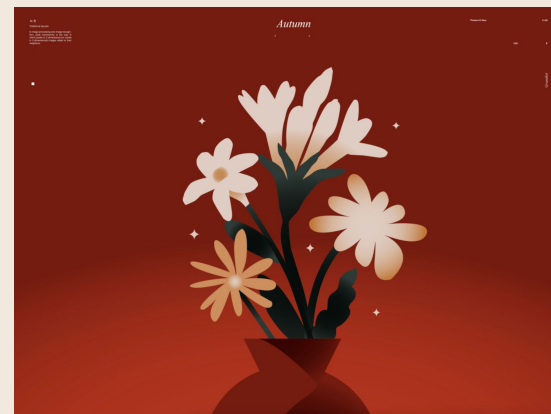


Inspiration Behind “in here”

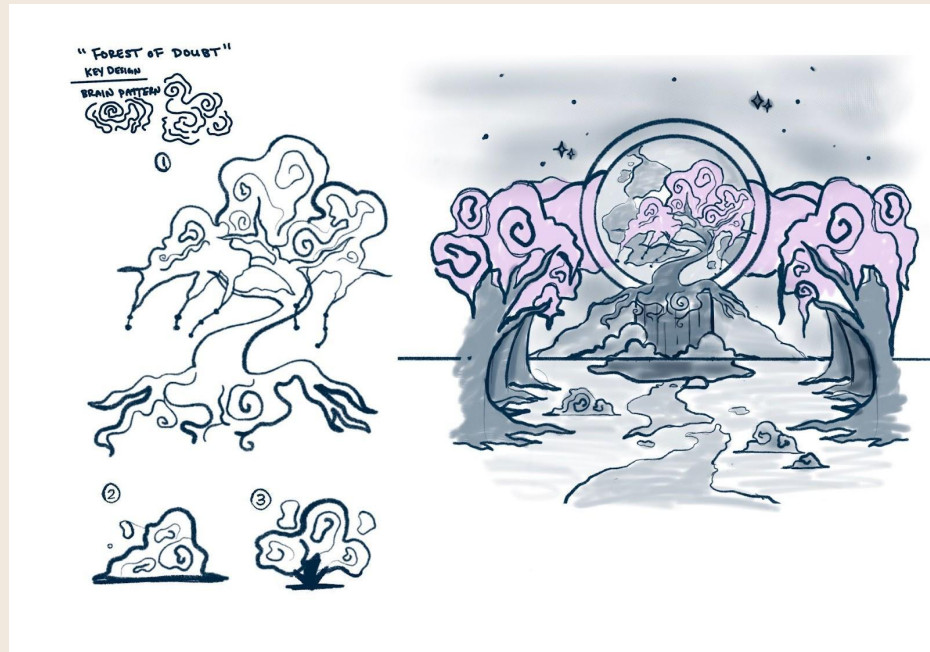




Personal Work
 Karolis Strautniekas
 Rokas Aleinaus
 比格招HUHV



Landscape Ideation for "in here"



"Forest of Doubt"



"Brain Pattern" Inspiration



Old Story Outline

Story Outline

- Beginning
 - We are introduced to our main character during the night of a crescent moon
 - She sits on the window sill afraid of what they know is to come, as it comes every night with no end
 - They are used to it, but still, it terrifies them
 - Their roommate comes to say goodnight, wondering why they sit there every night before they sleep
 - It looks like you wait for something, every night. Like the moon will tell you what you are waiting for"
 - They look, "Maybe I wish for the moon to do exactly that."
 - Reluctantly, after the roommate leaves, they climb into bed, resting their head on the pillow. They know the act of relaxation will not quell an anxious heart for the nightmares that follow the one in their sleep is never different, but always unshaking
 - The dreams that have every night pump the heart of the one, frightens them. Loneliness, sorrow, self-doubt all hold no bounds. Hatred holds no bounds as one has started to despise their own self. Monsters in the form of their fears make chase, the overthinking of it all consume them all the same in the end. And then it is nothing. Not even themselves.
 - But as always every night for the last 5 years, they wake up as if nothing had ever happened, only the memory of how they felt shaking in their bones, leaving the residue of hatred every night slowly bringing them to pondering if the nightmares they had truly the reality of it all
 - However....
- Rising Conflict
 - As they lay their head to rest once again the next night, the pit of their stomach fluttering. It's odd. The air is odd.
 - The first full moon of the month seems bigger... almost blue in its wake. The light it radiates... warm?
 - It's almost comforting. The moon almost... almost feels like the sun.
 - And they close their eyes.....
 - And awake. In the same black abyss of every night.

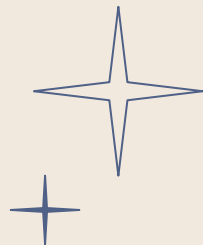


New Story Outline/Character Descriptions

in here. Story Outline Revision

★ CHARACTERS

- Rei | Main Protagonist
 - Has recurring nightmares for the past 5 years.
 - Age: 19 years old
 - Currently lives with one roommate | Away from home
 - Important characteristics:
 - Shy
 - Curious/Inquisitive
 - Serene
 - Intuitive
 - Kind
 - Soft
 - Likes: The night sky, peppermint, cherry blossoms
 - Dislikes: The unknown, very strong scents, bugs
- Will "O" Wisp (Second Protagonist)
 - Rei's "Soul" (Unknown until Falling Climax)
 - Age: ???
 - Currently lives in the world of "in here." | Helping traveling thoughts to settle down and be home.
 - Important characteristics:
 - Encouraging
 - Easily Frightened
 - Wise
 - Likes: Rei, Thought-Fillies (Thought Trees)
 - Dislikes: The Terrarium, The Ones, Jump Scares
- Moon (New Moon)
 - Rei's Alternative Life/Persona
 - "God of Peace and Serenity"
 - A benevolent figure of Rei's mind who lives with her self



MOTION GRAPHICS ROADMAP

- ## 2. WAYS OF ANALYTICAL

- ② 2D "CUT OUT" ANIMATION
 - ILLUSTRATED FILE OF CHARACTER DESIGN
 - APPLY "PUPPETRY"

WHAT TO LEARN FOR EACH ROLE

- ① GRAPHICBOARD ARTIST
 - GREAT DESIGN PRINCIPLES
 - PERSPECTIVE (EVEN IF ITS FLAT)
 - CONSTRUCTIONS

- ② DESIGNER
- FUNDAMENTALS OF DESIGN
 - PERSPECTIVES
 - COLOR THEORY
 - TYPOGRAPHY
 - DESIGNING FOR MOTION

- ⑤ CHARACTER DESIGN / ANIMATOR / VFX (VISUAL EFFECTS)
- BASIC HUMAN ANATOMY & PROPORTIONS
 - PERSPECTIVE
 - DYNAMICS, POSES

- LEARN AFTER EFFECTS & SIMILAR SOFTWARES
 - !! RIGGING !!
 - !! PLUG-INS FOR VR !!
 - TEMPLATE
 - COMPOSING a green screen

WHERE TO LEARN

- ① YOUTUBE !!
- ② SKILL SHARE
 - MARKETING PLATFORM
- ③ SCHOOL OF MOTION
 - traditional school online
 - 8-12 weeks of learning
- ④ MOTION DESIGN SCHOOL
 - self classes
 - 1 week classes
 - individually

- ③ MacGyver Mentor
- ④ The Tutor

Perspective

- The art of perspective
- Drawing perspective, methods for artist

Abstract

- Figure Drawing by Andrew Loomis
- Drawing Human Anatomy
- Proko : Youtube

- School of Motion course
- CHARACTER

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- MOTION GRAPHICS
- BEN MADDIST : YOUTUBE
 - JAKE BARTIETT
- YFI
- School of motion
 - VFX FOR MOTION

CHEMISTRY DESIGN NOTES

- everything about that character should be understood visually
- character must be recognizable from silhouette

WORLD BUILDING

- place, time, period
- ↓
- the society

- regions
 - what does each region mean?
 - the mind? environment
 - coins
 - significant factor /

"in here"

- the sound created by the MC
- who "little spirit" calls the sound
- made up of 5 regions

- Forest of Doust
 - low hanging, blossoming "willow" trees.
 - blossoms are such two things could have or represent of the tree done.
 - only upper 16 stories, falling stars who are now inhabitants of the forest
 - the ground is made of regner dark dirt, its creepy but beautiful because of the stories

Quids of content

- Probably one of the only places of peace
- almost like a meadow
- there sits a pond of self reflection, where we go before confronting "the gods"

- Mountains of esteem

- the mountains almost work as a line graph, where the highest peaks represent high self-esteem and lowest points low self-esteem

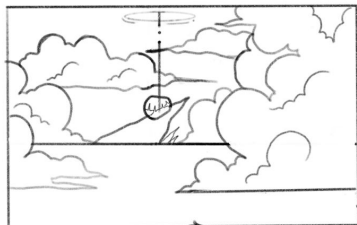
- MC notices after traveling
while that the mountain
decrease

- maintained reputation her entire through her life span

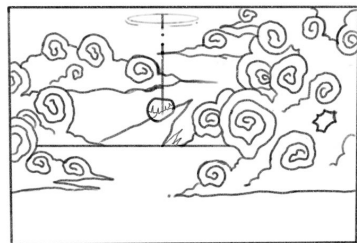
- mainland slowly disappear!

- relying on close
hold herself
in a regard
for a very
long
time.

Landscape Ideation for "in here"



Outside view ①



Outside view ②

THE TERRARIUM (GLASS CORE)

- BLACK OF WITHDRAW
IN SLOW CORRUPTION

- AFTER REVOLUTION,
NOT IMMEDIATE GROWTH
BUT A SPURT TO SYMBOLIZE
ACCEPTANCE

- HOUSE "GLODS" OF ANXIETY,
OVERTHINKING, ETC.

EXTERIOR

- FLAT LAND OF
TALL GRASS
- CONNECTS TO
"FIELD OF CONTENT"
?

INTERIOR

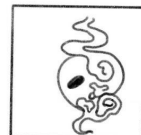
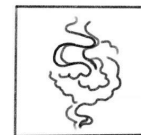
TBD

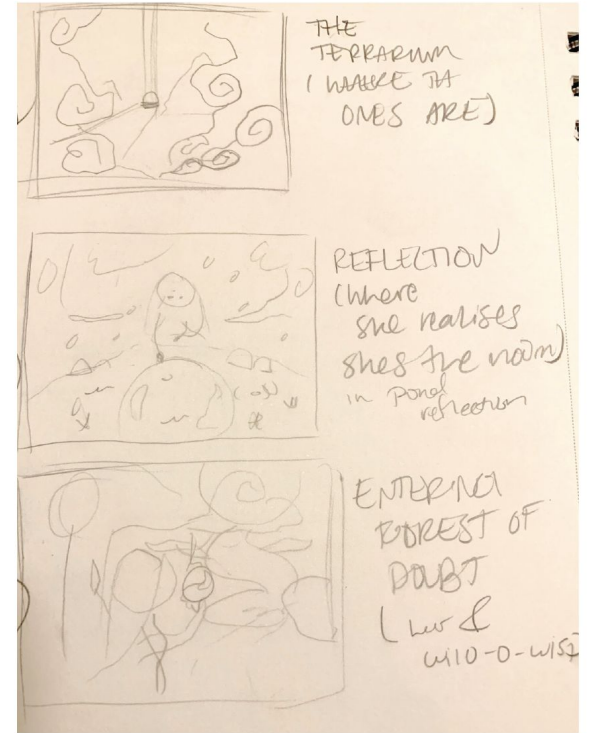
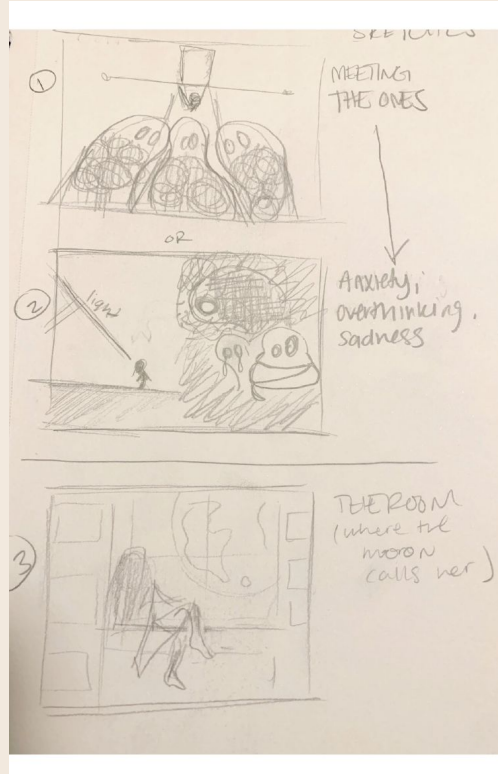
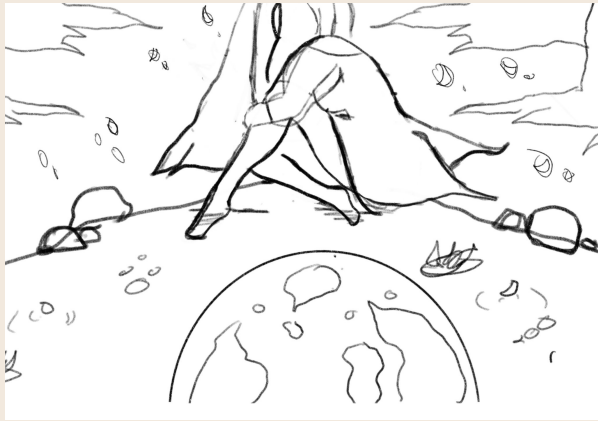
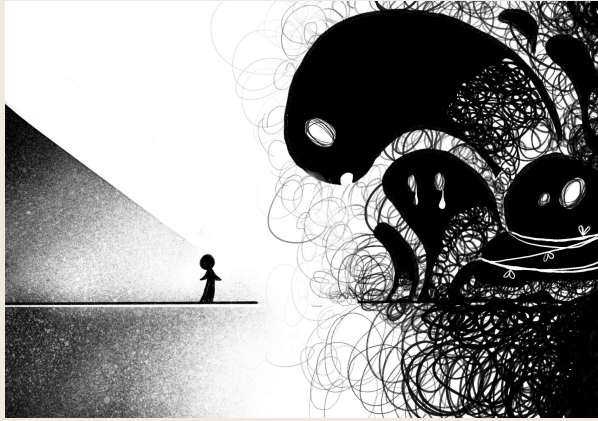
Side character Ideation

Will-o-the-wisp "Will-o"

- generally found at night
- metaphorically refers to "hope" or goal that leads to another
- "flame"-like
- seen by travelers

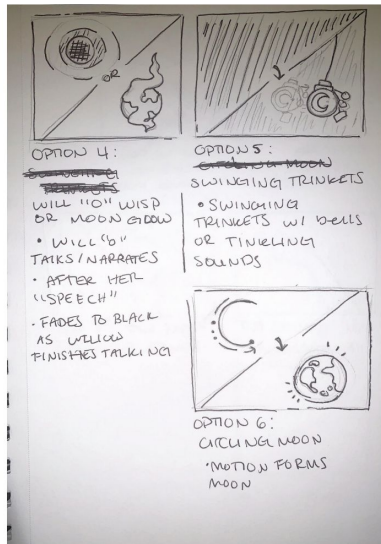
- quiet
- speaks unless necessary
- direct
- gentle
- kind





Storyboard Art Drafts/Ideation

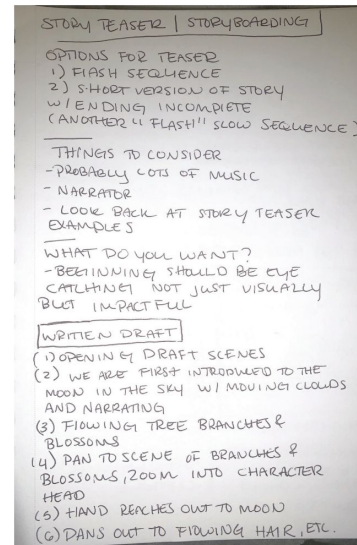
opening story teaser scene options conti.



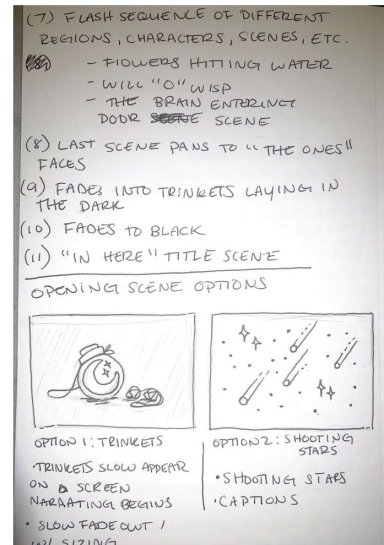
new storyboarding draft one



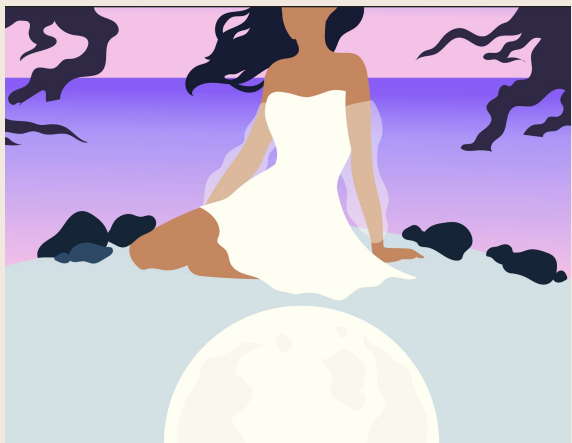
new story teaser notes



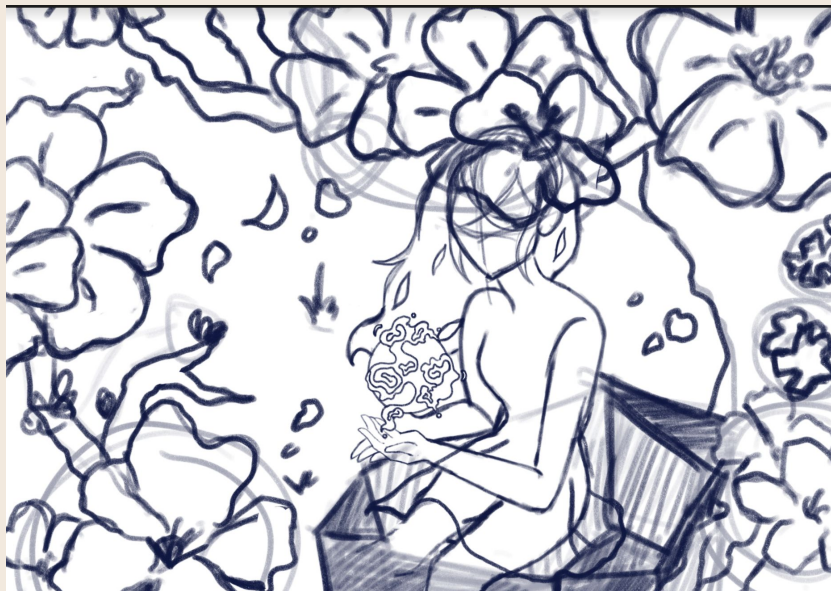
opening story teaser scene options



Storyboarding/ Opening Scene Sketches



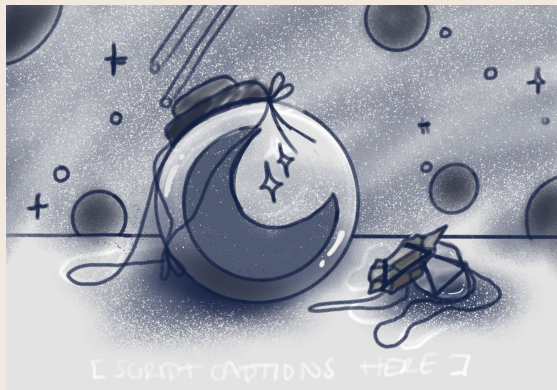
Storyboard Color/Look Drafting
"The Reflection"



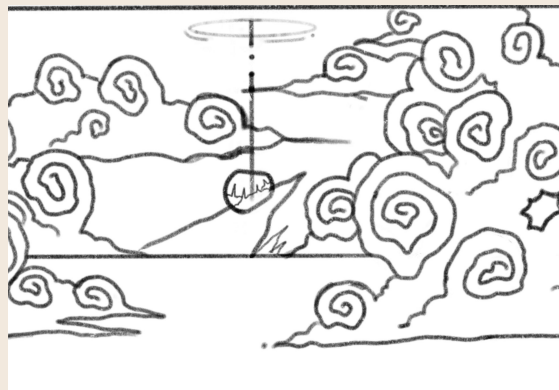
Storyboard Color/Look Drafting

"Under the Doubting Tree"

Rough Storyboard Drafts



"Always with Me"



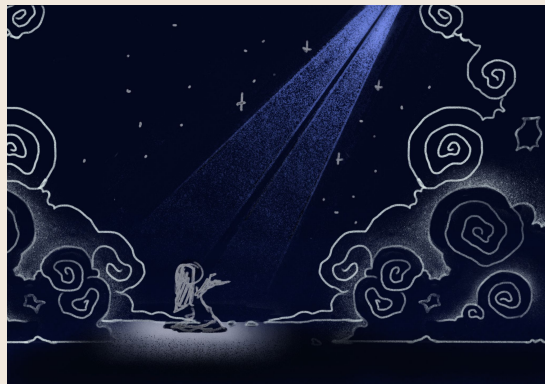
"The One's Terrarium Castle"



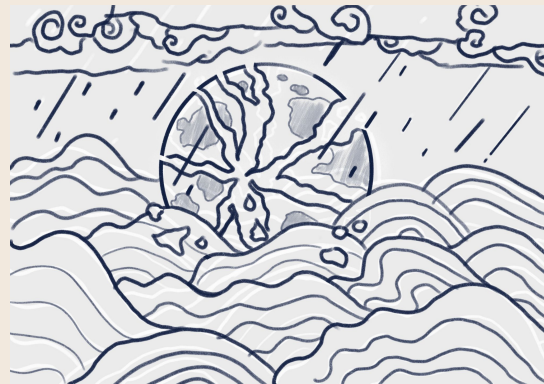
"Window to Soul"



"Revealing Mind"

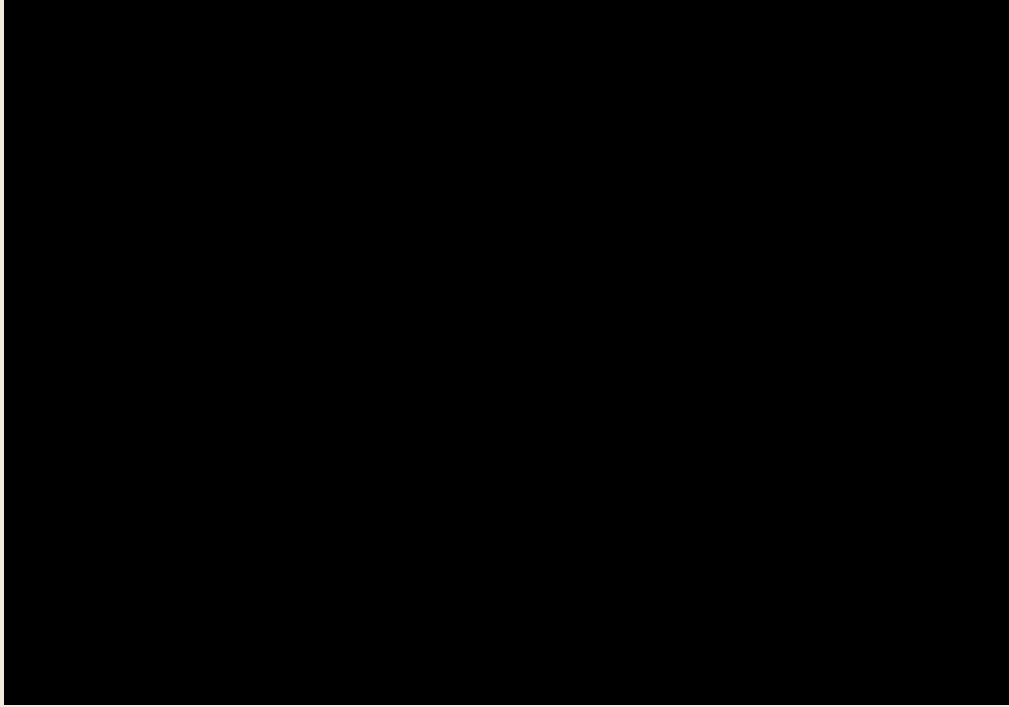


"Unknown Oblivion"

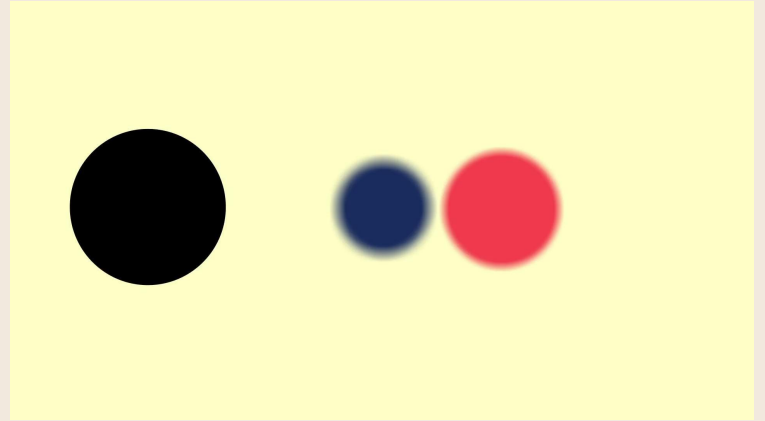


"Sea of Churning Thoughts"

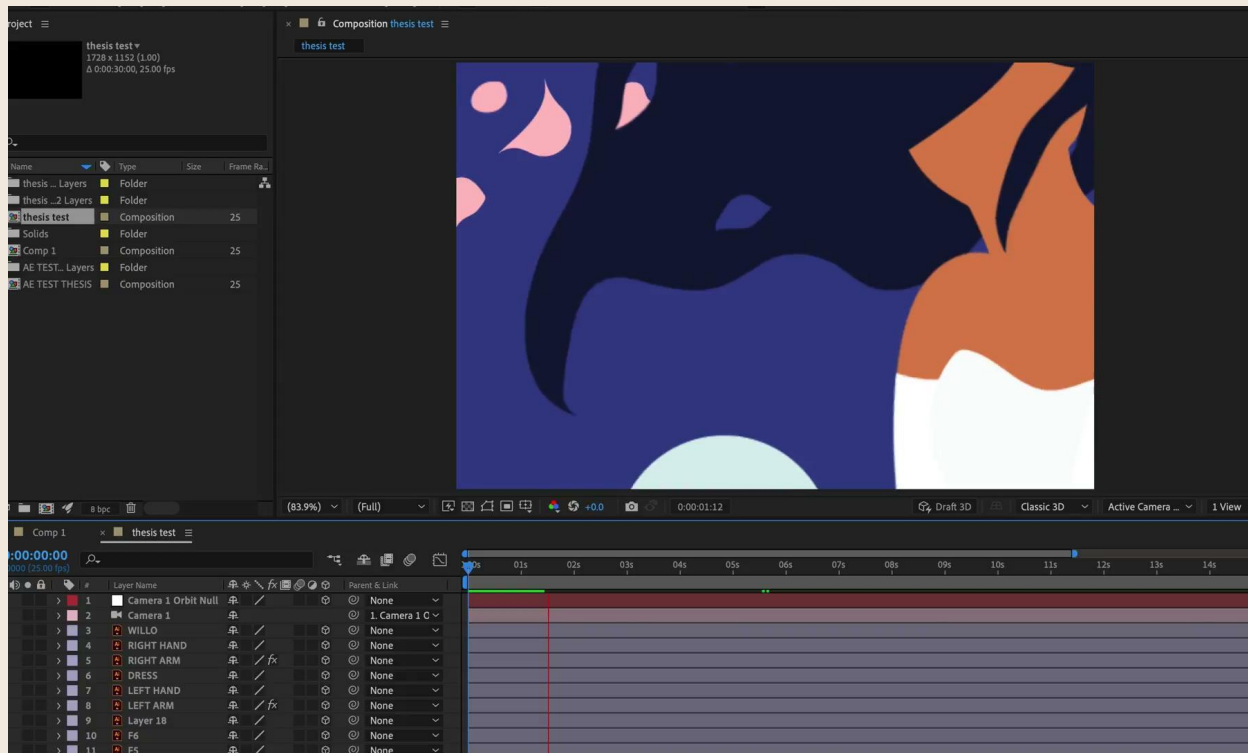
Rough Animatic For Trailer



Practice With Z-Space



Test with Storyboard Art



Refined/Finalized Storyboard Art

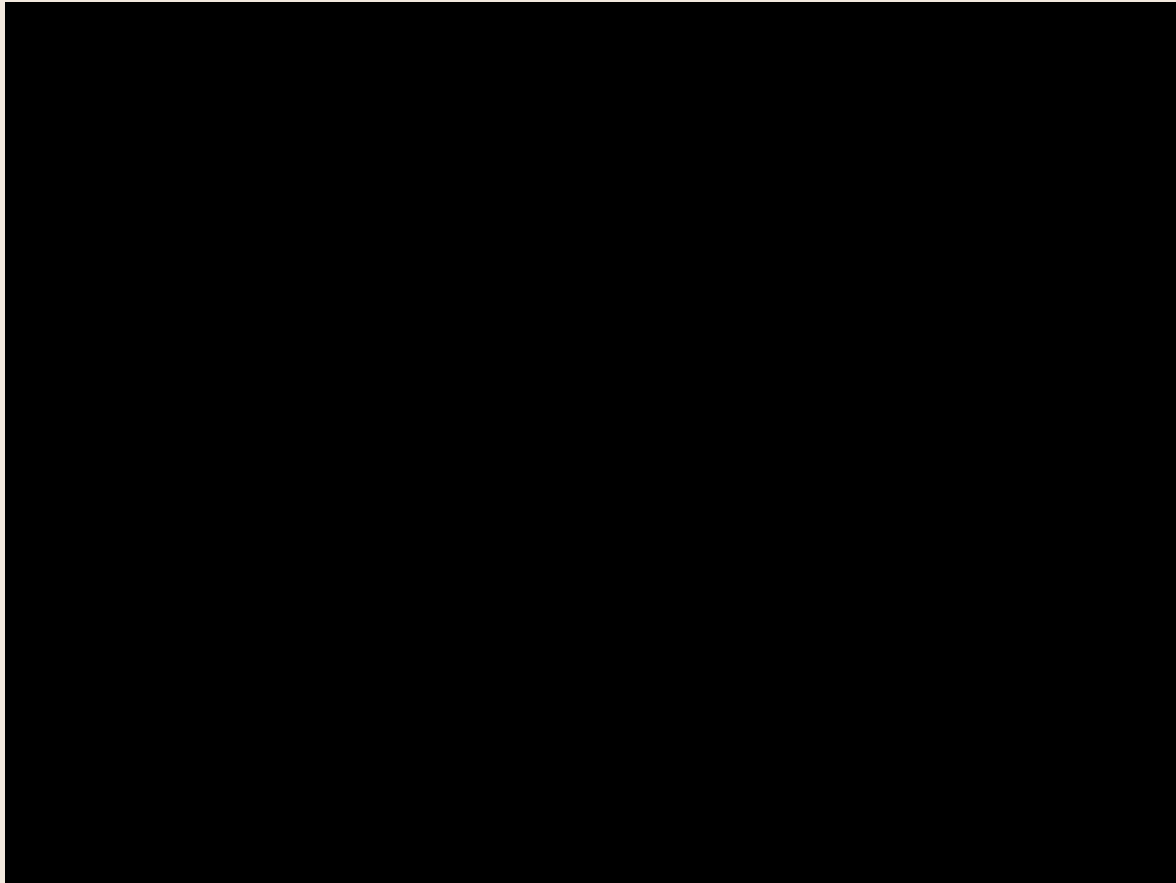


"Under the Doubting Tree"



"Always with Me"

Beginning of Final





04

Thank you.



Questions?