

Space Adventure

Proposal

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Logline

In an unknown time, a lost explorer trying to find a way home is swallowed whole by a giant alien creature somewhere in the depths of space.

Synopsis

In my 2D animation, a space explorer called Marco finds himself lost in an uncharted area of outer space. After his spaceship is hit by asteroids, Marco is forced to land on an unknown planet. While traversing the rugged terrain of the planet, Marco trips and falls into what he thinks is a hole in the ground but is in reality an enormous living creature that stretches for miles below the planet's surface.

As he is falling, he sees the remains of many things – both living and nonliving – that have been swallowed into the hole, and realizes that it is a living thing. He falls for a long time, past many different objects that mysteriously ended up inside of this creature: bones, plants, computers, machine parts, food and piles of trash - like a landfill. All of this is evidence of more life, but there are no people, animals or aliens to be found inside or outside of the hole. It seems as if the only living thing on the planet is a giant alien that eats everything it comes across. Marco wonders if he will be eaten like all of the other things inside.

Looking further down into the depths, Marco is stared back at by an eye at the bottom of the hole. The eye grows bigger and bigger in his view until it stops growing. Marco is floating still in the air above the eye. It asks him “What do you want?” and he replies “I want to go home”. Marco falls past the eye and through an opening at the bottom of the hole. As he is leaving the eye rotates to look at him below. He says “I will come back soon with more explorers”.

Marco is in space above the planet. He doesn't know how he got there, and his spaceship is repaired in front of him. He gets inside of it, marks the alien planet on his navigation screen and flies home, leaving it behind him for now.

Moodboards

This is the first moodboard I created for my idea. It was very useful in developing the initial concept using some of the sci-fi imagery seen here. It focuses on the general visual style and theme for the animation. It also shows a lot of the colours I want to use.



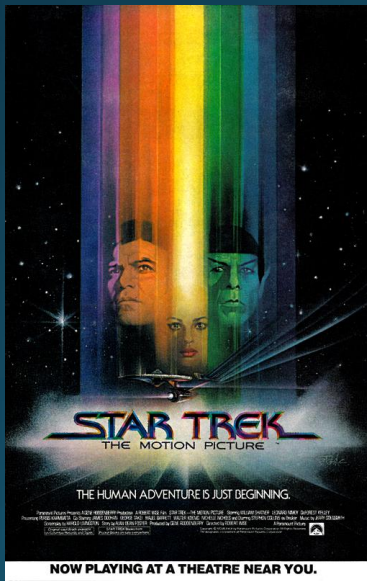
This is the second moodboard I created for the animation, this time focusing on the main character. As you can see, my first ideas for the character's design come from sci-fi depictions of astronauts, as well as old diving suits from the 19th and early 20th century.



Why Did I Choose This Idea?

I chose this idea for two main reasons. Firstly, I am more practised in 2D animation and so this idea was more suited to my skill set. If I had chosen to do this as 3D animation or stop motion, it would be a much more difficult task for me. However, that doesn't mean this idea won't be challenging to create; I have never animated something as long as the two minutes which the brief requires, complete with full backgrounds and story. It will be my first short film.

Secondly, I chose the genre of my animation to be science fiction because it is interesting to me. I also think that it is a fitting genre to present ideas about exploration and the unknown, and many pieces of sci-fi media do this – movies and TV such as Star Trek, 2001, Arrival and Interstellar as well as video game series like Fallout all feature exploration or mystery. In my story, the themes of exploration and the unknown are seen when the character discovers an alien planet that has never been recorded by anyone.



Why Me?

I think that i am the right person to make this idea because i enjoy creating 2D animations. I also think that I am more invested in the idea because it is inspired by media that I am personally a fan of (things like Dune, Alien, etc.) and this means that I would be more able to produce something I am proud of within the deadline, compared to creating an idea with a story and genre that I'm not invested in.

Target Audience

The target audience that I aim to reach is young people, between ages 16 and 25, or more generally anyone who is interested in Science Fiction or Animation. I chose this age range because I think that younger people around this age are generally more likely to be interested in animation and watching an animation that was made by another young person. However, I am sure that a person of any age could enjoy my film.

As for the location of the target audience, my audience would likely be living in the UK or USA because projects published by an English speaking studio that is based in an English speaking country (Passion Pictures based in the UK) are more likely to reach an audience of English speaking people online. Despite this, I think my animation would be accessible to people from anywhere in the world because of the global nature of the internet.

The Software

For this project, I will be using the following software:

- Adobe Photoshop and Procreate for creating concept art/storyboards.
- Procreate, Photoshop or Blender for 2D animation. (I haven't decided yet)
- Possibly Adobe After Effects for editing/post production.

I will use these programs because they are the pieces of software I am most proficient in and I believe that they will be the most useful and efficient in all aspects of the pre-production, production and post-production of my project.

