



THAT SPIDER GUY

CREATED BY CALLAN BENCICH

DESIGN DOCUMENT

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Synopsis

"Guy and Lucy find something at the market that they really, really want. Unfortunately they don't have the money to buy it. They set out defeated, but soon discover a means to obtain the object they desire"

"That Spider Guy" is a short, self-contained, digitally hand-drawn 2d cartoon with a heavily character driven plot.

Our main characters are Guy and Lucy. Guy is a critter who resembles a spider, but is in fact not one at all. He has the impossible abilities of a cartoon character. He's a wacky little kid that doesn't let anything get in the way of having fun.

Lucy is Guy's complete opposite. Apart from resembling a demon, she has no special abilities, just like everyone else in the world. She's quiet and mature for her age, but has a quick temper when Guy's involved. She does her best to keep Guy in check.

Description

Product Type

This project is for pure entertainment. It's a simple animated story that involves 2 characters who are designed to complement each other.

Genre and Style

The genre is comedy with a little action. Style-wise the characters will have dark lines and bright flat colors. Shadows will be used for dramatic purposes. The backgrounds will be digital paintings that will have a watercolor-like quality to them.

Audience

Specifically, the main audience for this project is males, aged 5-13. Ultimately the goal is to have it enjoyed by people of all ages, with more mature humor hidden underneath the juvenile humor, so that adults can potentially enjoy it almost as much as their children, but in a different way.

Outcomes & Aims

The purpose of this project is to prove I can concept, plan and create a product of a high enough quality that it can potentially be expanded into a commercial children's cartoon series.

As an experiment, I want to capture the FEEL of Japanese animation, without stooping to generic styles and tropes. In my opinion 'anime' isn't about the graphical style, but the methods and processes used to animate (running on 3's by default, the camera angles used, etc.).

As a personal stand, I want to make a point of avoiding flat, stiffly animated characters and instead use more expressive, organic styles; especially in facial expressions, movement and body language, and in turn capture the feel and essence of the golden age of children's cartoons.

Rational

As children's entertainment these days is becoming more and more generic, I feel the old, fun, expressive 'cartoons' of the past need to be brought back.

They are slowly coming back but I felt I wanted to take part in the revival. There needs to be more shows like classic Nickelodeon (Rocko, Angry Beavers, Ahh! Real Monsters, etc.), Cartoon Network (EENE, Billy & Mandy, PPG, etc.), Warner Bros (Classic Looney Tunes and 90's Saturday morning) and Disney (80's-90's Saturday morning), instead of the generic anime, stiff CGI, or Flash animated cut-out cartoons these days (with a handful of exceptions between them).

Production Methods

All characters for this project will be digitally hand drawn from start to finish in Toon Boom Animate Pro 2 using a drawing tablet. Backgrounds will be painted using Illuststudio and Adobe Photoshop

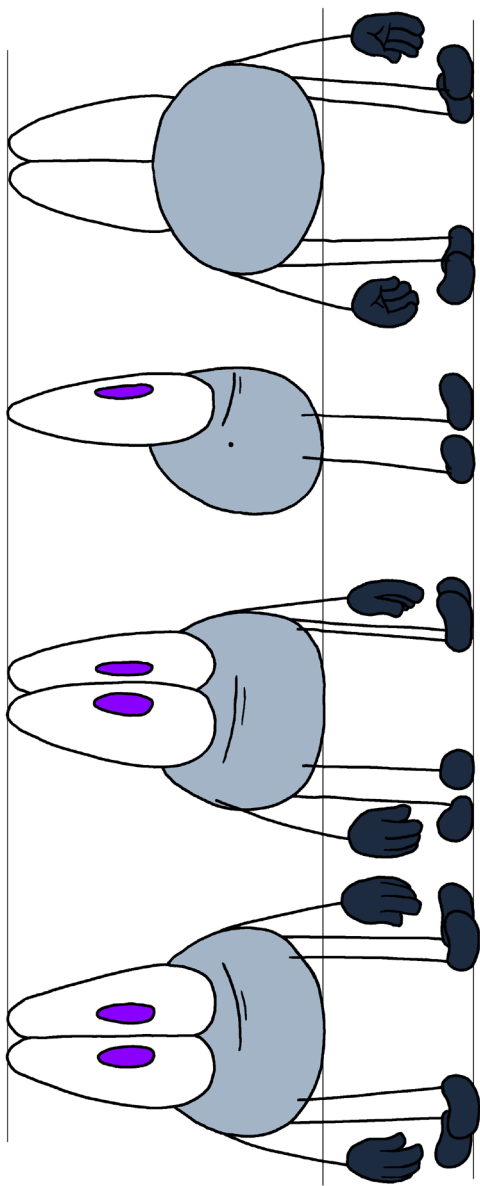
All post production work will be done in Adobe Premiere, After Effects and Audition; for editing, compositing and audio respectively.

Once completed I will use MeGUI to compress the raw files down to a high quality 1080p h.264/AAC video file, preferably .mp4 or .mkv. This will hopefully result in a high quality, widely compatible format to be viewed on most computers, Mac or PC.

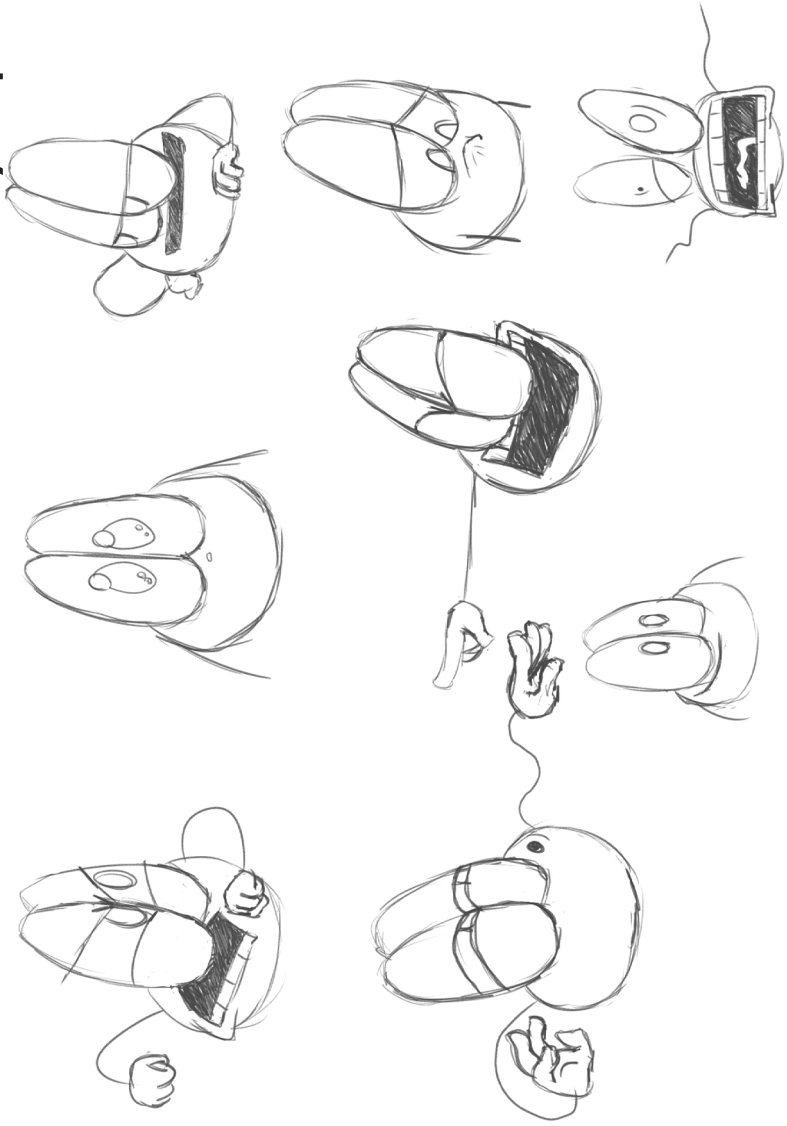
Fortunately I am proficient in all of these programs so there's no real learning curve in the most part. Unfortunately I don't have much experience in digital painting so backgrounds will be my biggest obstacle.

Another big obstacle will involve music. I wish to use a music track that belongs to a Moldovan band called Fanfare Vagabontu. I am currently seeking permission to use the wanted track but I have unfortunately received no reply for or against it's use as of yet. This will pose a problem since one scene needs to be choreographed to the music, so it can't be easily swapped out. I will leave this scene to be done last, that way I can get as much time as possible to sort out this issue.

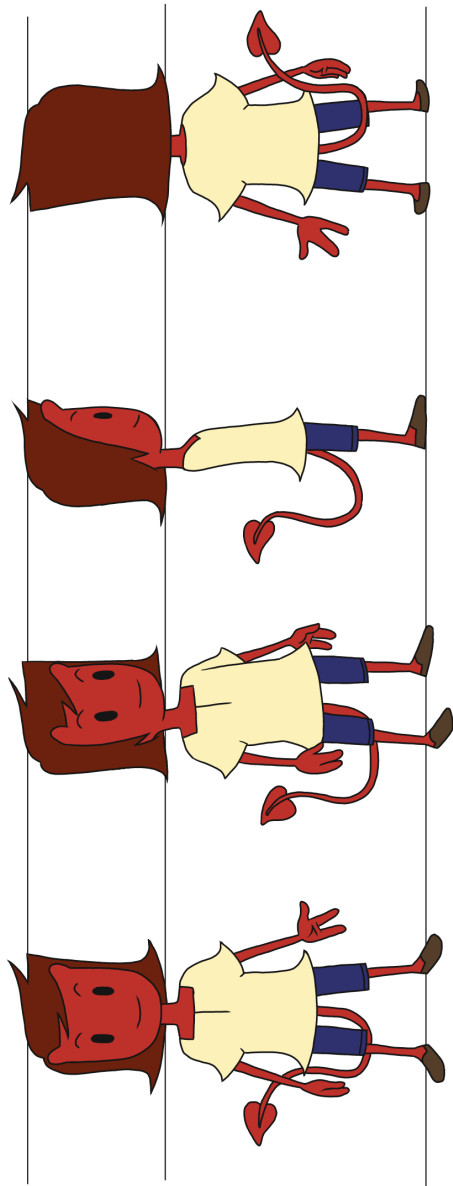
Character Designs/Sketches



Guy - Expressions

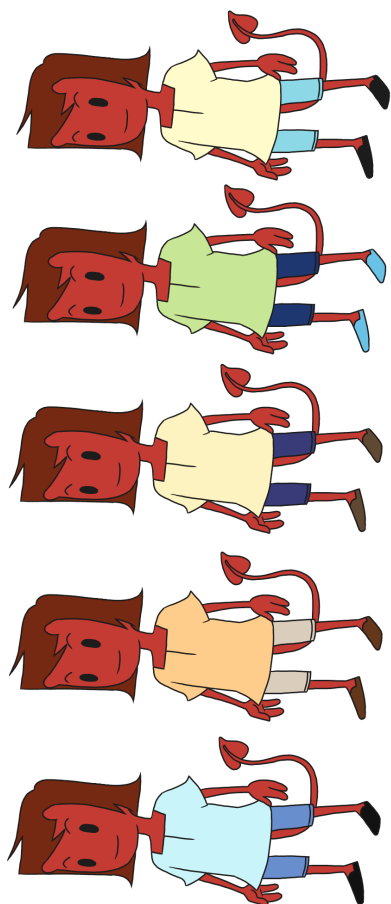
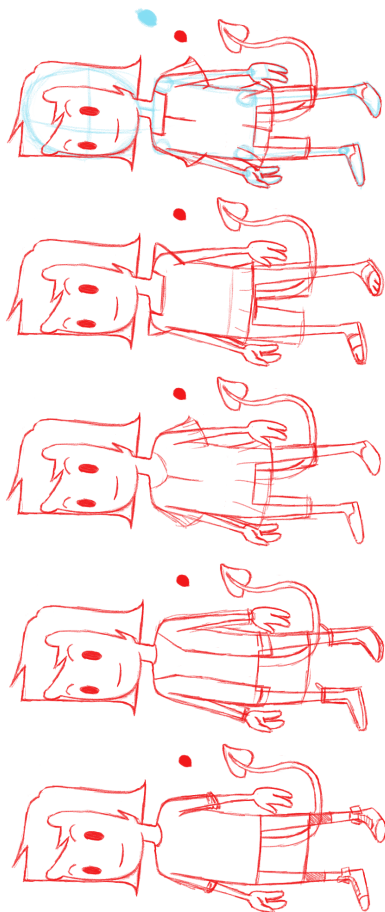


Lucy - Model Sheet



Lucy - Expressions





Script

That Spider Guy

By

Callan Bencich

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FADE IN:

1 EXT. MARKETPLACE. DAY

A large, exotic marketplace, bustling with activity. It's filled with people of all sorts of shapes, sizes and colors.

2 EXT. MARKETPLACE STALL.

GUY and LUCY are standing at a market stall, in awe of an item on display.

GUY
It's beautiful. I don't think
I've wanted anything more in my
entire life.

Lucy slowly nods in agreement. The STALL-OWNER leans down to them.

STALL-OWNER
Hey there little spider dude, if
you're not gonna buy something,
I'm gonna have to ask you to move
along.

Guy reacts angrily.

GUY
I'm NOT a spider!

The Stall-owner calmly retracts backward.

STALL-OWNER
Whoa whoa whoa, relax little
spider guy.

Guy slams his hands onto the stall, stretches up and gets right in the face of the Stall-owner.

GUY
I'M. NOT. A SPIDER!

Lucy calmly grabs Guy by the scruff of his "neck" and throws him to the ground. He stands up and brushes himself off while eyeing off the Stall-owner, grumbling. She stands on tiptoes to talk to the Stall-owner. She points to the item.

LUCY
Excuse me, how much is this?

(CONTINUED)

CONTINUED:

STALL-OWNER
Ah, that's 50 Monies.

Lucy drags Guy down to the ground with her, out of the sight of the Stall-owner. They empty their pockets onto the ground. Lucy counts out 7 Monies. They sigh and slowly stand up. Lucy turns to the Stall-owner.

LUCY
Thank you...

They both turn away from the stall and walk off into the rest of the market.

3 EXT. MARKETPLACE.

Guy and Lucy are sitting underneath a tree, leaning against it. They both sigh.

GUY
Man... how're we gonna buy it?
It's the most awesome thing I've
ever seen!

Lucy nods. She looks off into the market and notices a performance artist and people giving him money. She stares for a moment then sits up straight and turns to Guy. She nudges him and points to the artist. He looks at the artist, confused.

LUCY
You could put on a show?

Guy thinks for a while. A light-bulb lights up.

GUY
Hey! I could do that! Then
people'd give me money!

Guy looks at Lucy, smiling. Lucy smiles back and nods.

GUY
Well what are we waiting for!
Let's do it!

Guy jumps up and runs off. Lucy gets up and runs after him.

4 EXT. MARKET PLAZA.

Guy and Lucy walk into the market centre, Lucy carrying a music player and a container. Guy stops somewhere on the edge of the plaza and turns to face the middle of the centre. Lucy puts down the container in front of him, then walks behind him, sits down on the ground, places down the

(CONTINUED)

CONTINUED:

music player and hits the play button. Music starts playing.

Guy starts performing along with the music, synchronized to the music when he dances. He mixes in his abilities to his actions, performing weird dances; such as stretching his legs out while twisting them together so he gets taller, then retracting them rapidly up to his body, then falls to the ground. He also performs a variety of small acts; such as juggling his own eyes and limbs.

It goes back and forward 2 or 3 between Guy and the audience, where members of the audience comment on how entertaining his weird actions are.

The music ends. Guy finishes and strikes an ending pose, breathing heavily. The crowd cheers and applauds. Guy starts bowing.

GUY

Thank you, thank you.

The crowd eventually disperses. Guy moves over to Lucy who proceeds to pick up the container and count their earnings. Guy looks on in anticipation.

LUCY

61... 62... 63. 63 Monies. We have enough.

Guy starts jumping in celebration. Lucy smiles.

GUY

Yeah! We have enough! Woo!

Guy stops jumping and looks straight at Lucy.

GUY

Let's go buy it right now!

Guy runs off. Lucy reaches out to stop him, but he's already out of range. She quickly gathers their stuff and runs after him.

5 EXT. MARKETPLACE STALL.

Guy and Lucy are standing in front of the stall. Lucy hands the Stall-owner the money and he gives her the item. Guy carefully watching the entire time. Lucy bows to the Stall-owner, turns around and runs, waving back at the Stall-owner. Guy excitedly follows.

EXT. MARKETPLACE.

Lucy is walking through the market with Guy bouncing in circles around her

GUY
Giveittomegiveittomegiveittome! I
wanna hold it.
Giveittomegiveittomegiveittome!

Lucy stops walking and Guy quickly settles down.

LUCY
Fine, here. Now calm down.

Lucy hands him the item. He beholds it.

GUY
It's glorious.

They start moving again. Guy bounding around a few paces in front of Lucy. Suddenly a giant foot appears and steps on Guy. The foot, belonging to a giant, lifts off the ground. Like chewing gum, Guy stretches from the ground to the foot, eventually snapping back down to the ground. The giant walks off, unaware of what just happened. The item is destroyed and Guy looks like a piece of discarded gum.

Lucy falls to her knees and Guy reforms. The broken item in his hands. He starts to tear up.

LUCY
You broke it!

Guy snaps out of his tears and looks at Lucy.

GUY
What!? I broke it!? I was crushed
by a giant foot!

LUCY
YOU should have been looking
where you were going!

GUY
W-What!? This is NOT my fault!

Lucy moves towards Guy

LUCY
Yes it is!

Guy meets her in the middle, touching heads.

GUY
No it's not!

(CONTINUED)

CONTINUED:

LUCY
Yes. It. Is!

GUY
No. It's. Not!

LUCY
Spider Freak!

GUY
Devil Girl!

They both start fighting, rolling around on the ground.

FADE TO BLACK.

CUT TO:

7 EXT. MARKET PLAZA.

Guy is performing to music. He's all beaten up, is moving slowly and is stumbling around. Lucy is sitting behind him, also beaten up.

The camera zooms out, revealing a crowd gathering around them. The camera continues to zoom out slowly, revealing more of the market/town. The camera then slowly pans up to the sun and sky. The music ends.

CUT TO BLACK.

Storyboard

Shot	Panel	1	1/2
Shot	Panel	1	2/2



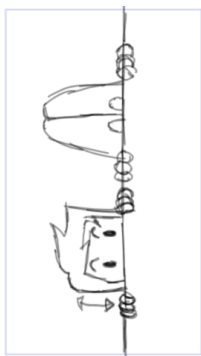
Dialogue: It's beautiful. I don't think I've wanted anything more in my entire life.

Shot	Panel	3	1/1
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Dialogue: I'm NOT a spider!

Shot	Panel	1	2/2
------	-------	---	-----



Shot	Panel	4	1/2
------	-------	---	-----



Dialogue: Whoa whoa whoa...

Shot	Panel	2	1/1
------	-------	---	-----



Dialogue: Hey there little spider dude, if you're not gonna buy something, I'm gonna have to ask you to move along.

Shot	Panel	4	2/2
------	-------	---	-----



Dialogue: calm down little spider guy.

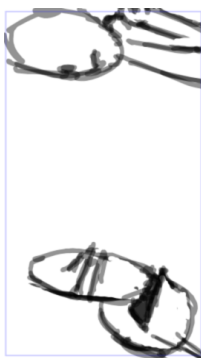
Shot	Panel	1/1
5		



Shot	Panel	1/6
6		



Shot	Panel	2/6
6		



Dialogue: A		
-------------	--	--

Dialogue: I'M		
---------------	--	--

Dialogue: NOT		
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Shot	Panel	3/6
6		



Shot	Panel	4/6
6		



Shot	Panel	5/6
6		



Dialogue: A		
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Dialogue: SPIDER! I		
---------------------	--	--

--	--	--

Shot	Panel	1	1/2
Shot	Panel	1	2/2



Dialogue: It's beautiful. I don't think I've wanted anything more in my entire life.

Shot	Panel	3	1/1
------	-------	---	-----



Dialogue: I'm NOT a spider!

Shot	Panel	1	2/2
------	-------	---	-----



Shot	Panel	4	1/2
------	-------	---	-----



Dialogue: Whoa whoa whoa...

Shot	Panel	2	1/1
------	-------	---	-----



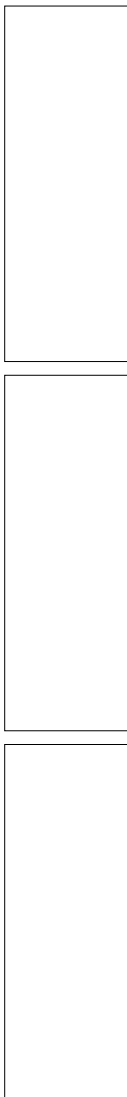
Dialogue: Hey there little spider dude, if you're not gonna buy something, I'm gonna have to ask you to move along.

Shot	Panel	4	2/2
------	-------	---	-----



Dialogue: calm down little spider guy.

Shot	Panel	6/6
Shot	Panel	7
Shot	Panel	2/4



Shot	Panel	3/4
Shot	Panel	7
Shot	Panel	1/2



Dialogue:Excuse me...

Shot	Panel	Shot	Panel
8	2/2	10	1/4



Dialogue: how much is this?

Shot	Panel	Shot	Panel
10	2/4	10	4/4



Shot	Panel	Shot	Panel
9	1/1	10	3/4

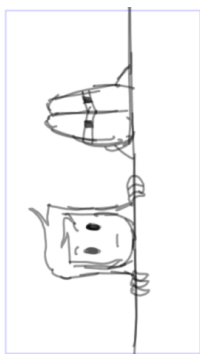


Dialogue: Ah, that's 50 Monies.

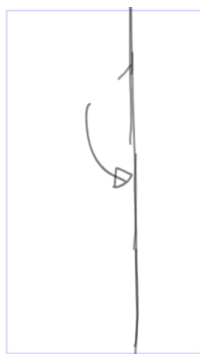
Shot	Panel	Shot	Panel
10	3/4	10	4/4



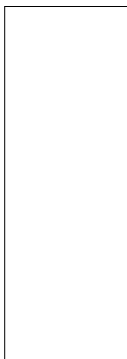
Shot	Panel	Shot	Panel
10	1/4	10	4/4



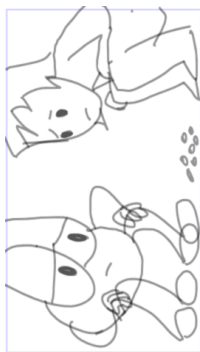
Shot	Panel	Shot	Panel
10	4/4	10	4/4



Shot	Panel	Shot	Panel
11	1/2	11	2/2



Shot	Panel	Shot	Panel
13	1/1	14	1/2



Shot	Panel	Shot	Panel
14	1/2	14	2/2



Shot	Panel	Shot	Panel
14	2/2	12	1/1



Shot	Panel	Shot	Panel
11	2/2	12	1/1



Shot	Panel	Shot	Panel
14	2/2	12	1/1



Dialogue: Thank you...



Shot	Panel	Shot	Panel
15	1/1	17	1/1



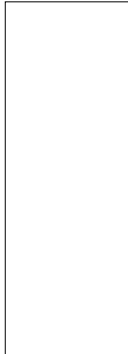
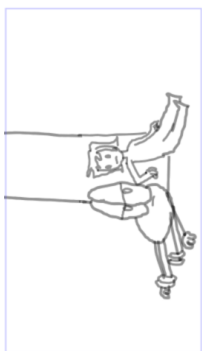
Dialogue: Man... Where are we gonna get the money? It's the most awesome thing I've ever seen!	
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Shot	Panel	Shot	Panel
18	1/1	20	1/3



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Shot	Panel	20	2/3
Shot	Panel	20	3/3
Shot	Panel	21	1/2



Shot	Panel	21	2/2
Shot	Panel	22	1/1
Shot	Panel	23	1/6



Shot	23	Panel	2/6
Shot	23	Panel	3/6
Shot	23	Panel	4/6



Dialogue: You could use your weird powers and put on a show like that guy.



Shot	23	Panel	5/6
------	----	-------	-----



Dialogue: I could probably put on a show like that guy and get money from people!

Shot	23	Panel	6/6
------	----	-------	-----

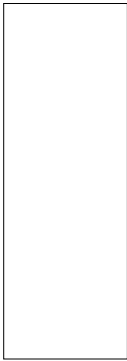


Dialogue: Well what are we waiting for? Let's do it!

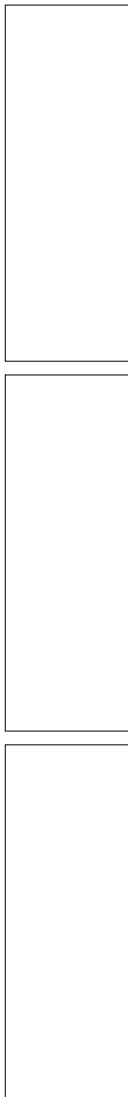
Shot	24	Panel	1/2
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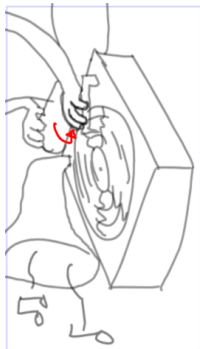
Shot	Panel	2/2
24		



Shot	Panel	25	1/1
Shot	Panel	26	1/1
Shot	Panel	27	1/3



Shot	Panel	27	2/3
Shot	Panel	28	1/1

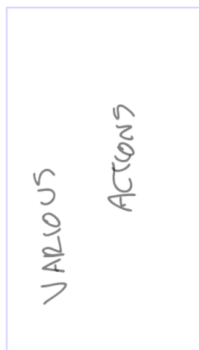


Shot	Panel	Shot	Panel
29	1/4	29	3/4



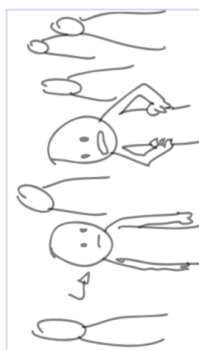
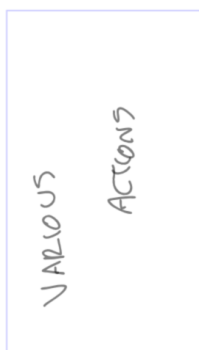
Notes: Fanfare Vagabontu - Batutá la Trompeta	
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Shot	Panel	Shot	Panel
29	4/4	30	2/2



Dialogue: Hey, look at the little guy go.		Dialogue: Haha, yea, he's goin' nuts.	
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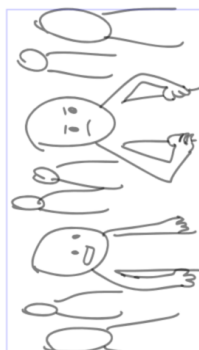
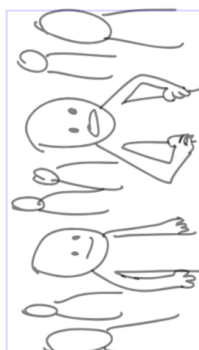
Shot	Panel	Shot	Panel
31	1/1	33	1/1



Dialogue: What bizarre movements.



Shot	Panel	Shot	Panel
34	1/3	34	3/3



Dialogue: How does he do that?

Dialogue: I dunno man, but it's crazy fun to watch.

Dialogue: Aww c'mon! That's physically impossible!

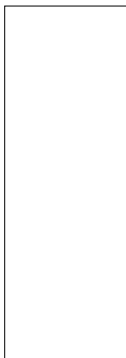
Shot	Panel	1/1
35		

VARIOUS
ACTIONS

Shot	Panel	1/4
36		



Shot	Panel	2/4
36		



Shot	Panel	3/4
36		



Shot	Panel	4/4
36		



Shot	Panel	1/3
37		



Shot	37	Panel	2/3
Shot	37	Panel	3/3



Dialogue: Thankyou, thankyou...

Shot	39	Panel	1/1
Shot	40	Panel	1/1



Dialogue: 61... 62... 63.

Shot	37	Panel	3/3
Shot	38	Panel	1/1

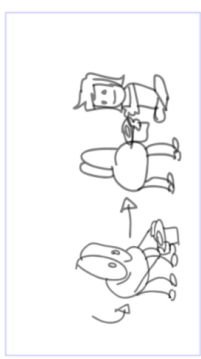


Shot	41	Panel	1/1
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Dialogue: 63 Monies. We have enough.

Shot	38	Panel	1/1
------	----	-------	-----



Shot	41	Panel	1/1
------	----	-------	-----



Dialogue: Yeah! We have enough! Woo!

Shot	Panel	Shot	Panel
42	1/1	43	1/1



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Dialogue: Let's go buy it right now.

Shot	Panel	Shot	Panel
45	1/5	45	3/5



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Shot	Panel	46	1/1
------	-------	----	-----



Shot	Panel	48	2/4
------	-------	----	-----



Shot	Panel	45	5/5
------	-------	----	-----



Shot	Panel	48	1/4
------	-------	----	-----



Shot	Panel	45	4/5
------	-------	----	-----



Shot	Panel	47	1/1
------	-------	----	-----



Shot	Panel	3/4
48		



Shot	Panel	4/4
48		



Shot	Panel	1/3
49		



Shot	Panel	2/3
49		



Shot	Panel	3/3
49		

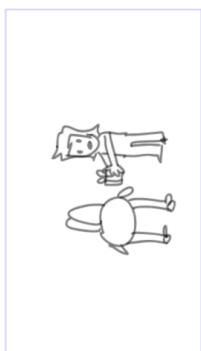
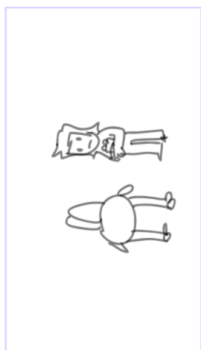


Shot	Panel	1/3
50		



Dialogue: Give it to me! I wanna hold it!		
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Shot	Panel	Shot	Panel
50	2/3	51	1/1



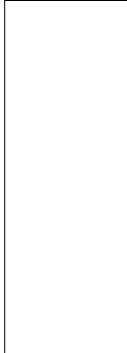
Dialogue: Fine, here. Now calm down.		Dialogue: It's glorious.	
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Shot	Panel	Shot	Panel
52	1/2	53	1/2



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Shot	53	Panel	2/2
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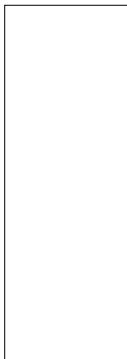


Shot	55	Panel	1/1
------	----	-------	-----



Dialogue: Whadya mean I broke it!?

Shot	54	Panel	1/2
------	----	-------	-----



Shot	56	Panel	1/1
------	----	-------	-----



Dialogue: Yes. YOU should have been looking where you were going!

Shot	54	Panel	2/2
------	----	-------	-----



Dialogue: You broke it!

Shot	57	Panel	1/1
------	----	-------	-----



Dialogue: What!?! This is NOT my fault!

Shot	Panel	Shot	Panel
58	1/8	58	2/8



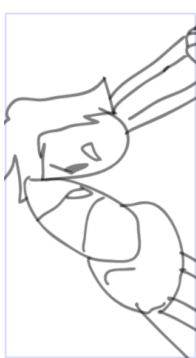
Dialogue: Yes it is!

Shot	Panel	Shot	Panel
58	4/8	58	5/8



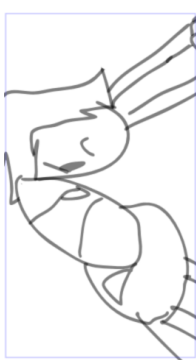
Dialogue: No it's not!

Shot	Panel	Shot	Panel
58	5/8	58	6/8



Dialogue: Spider freak!

Shot	Panel	Shot	Panel
58	6/8	58	3/8

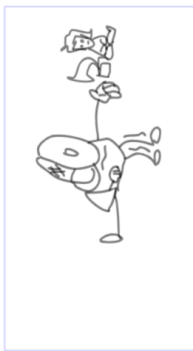


Dialogue: Devil girl!

Shot	Panel	58	7/8
Shot	Panel	59	1/1



Shot	Panel	60	1/1
Shot	Panel	61	1/1
Shot	Panel	62	1/2



Shot	Panel	2/2
62		



Timeline

Description	Weeks	Semester 2						Break	Semester 2 (cont.)					
		1	2	3	4	5	6		7	8	9	10	11	12
Production														
Backgrounds														
Rough/Pencils														
Inks														
Colors														
Post-Production														
Editing and Compiling														
Sound														
Corrections														
Final Compile														