



A Story by Ben Cook

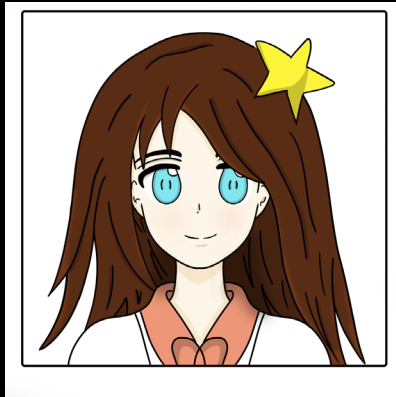
Starfall Story Description

My Project “StarFall” is a story about a young aspiring Astronomer named Mary and her Wacky Science filled adventures with a light-filled mysterious orb named Luna.

Mary is the daughter of a famous scientist who is always busy, leaving little time for her to interact with the one she inspires to. With this Mary wants to become just like her father with hopes that someday she can work by his side, studying the lights of the night sky. One day, during her observation of the night sky, Mary is quickly startled by a shimmering object hurtling towards her location. It smacks into the ground not far. She hurries to investigate and finds a strange, bright light shining through the cracks in the broken earth.

This shows target audience is 6 – 13-year-olds, with an interest in Science and humors cartoons.

Starfall Character Description



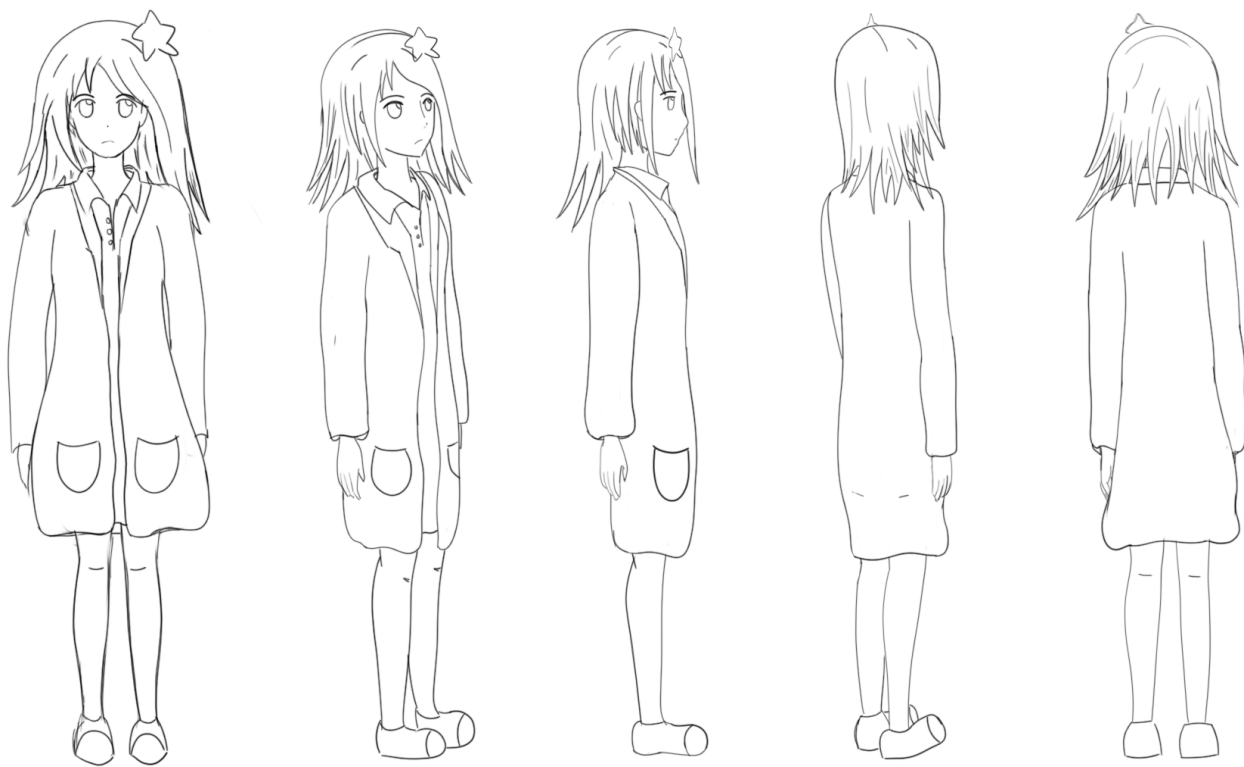
CHARACTER DESCRIPTION : MARY SOMERVILLE

MARY IS A SCIENCE WIZ AND A HUMOROUS YOUNG GIRL, WHO ASPIRES TO BE A FAMOUS ASTRONOMER ONE DAY, WORKING WITH HER FATHER TO DISCOVER THE SECRETS OF THE SOLAR SYSTEM. SHE JOURNEYS WITH HER NEWLY FOUND COMPANION LUNA, AND FRIENDS SHE FINDS ALONG THE WAY TO LEARN ALL THERE IS TO KNOW ABOUT THE SOLAR SYSTEM.

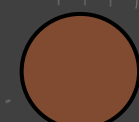
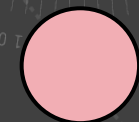
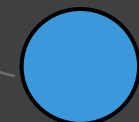
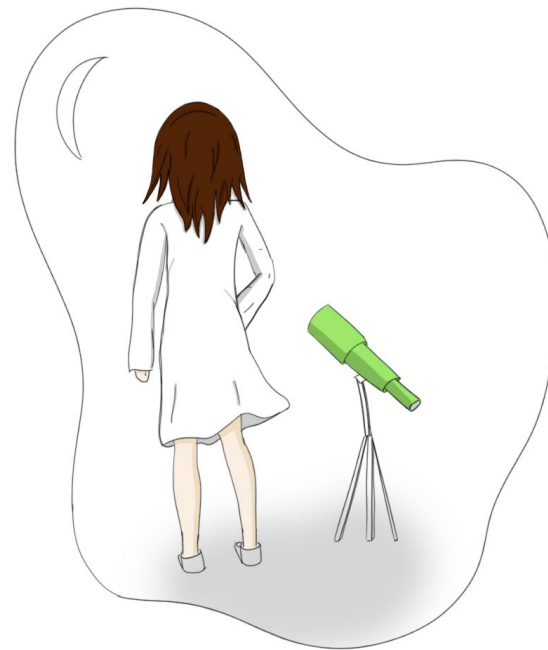
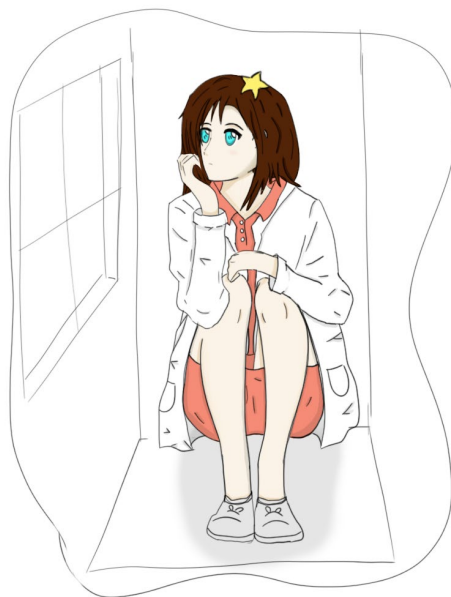
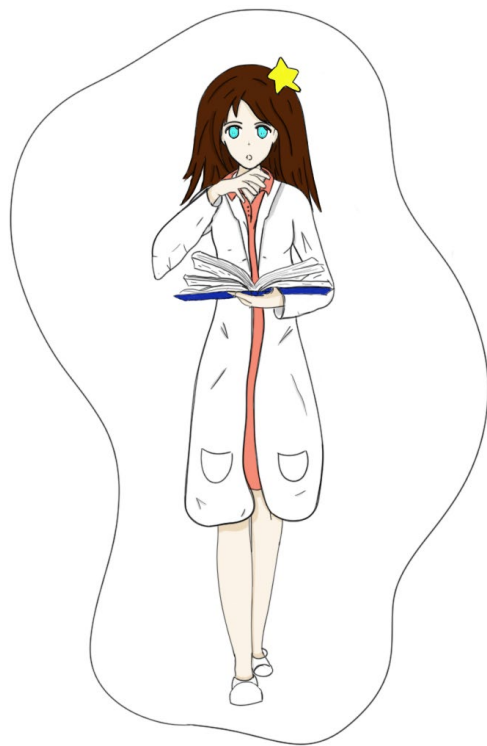


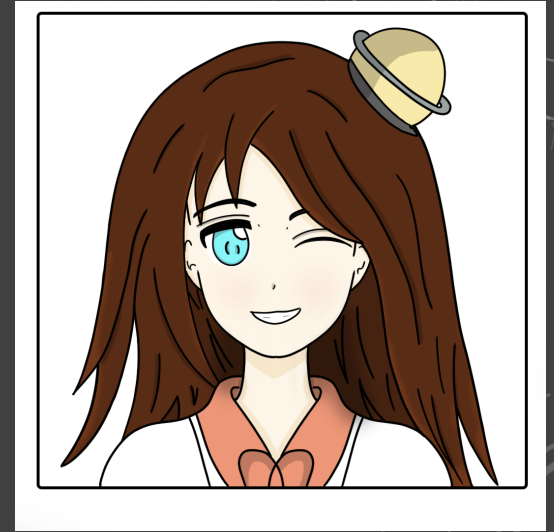
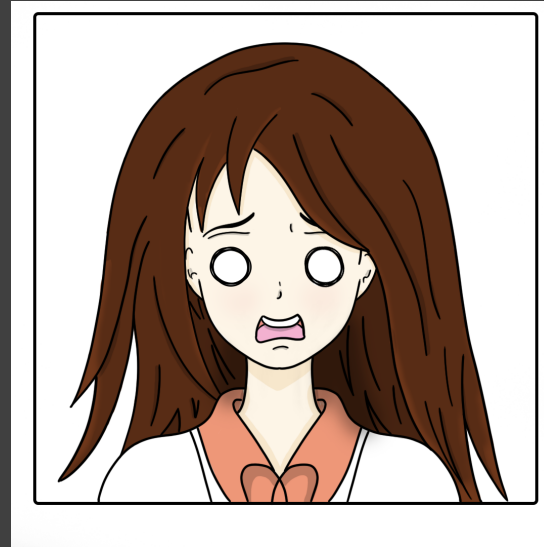
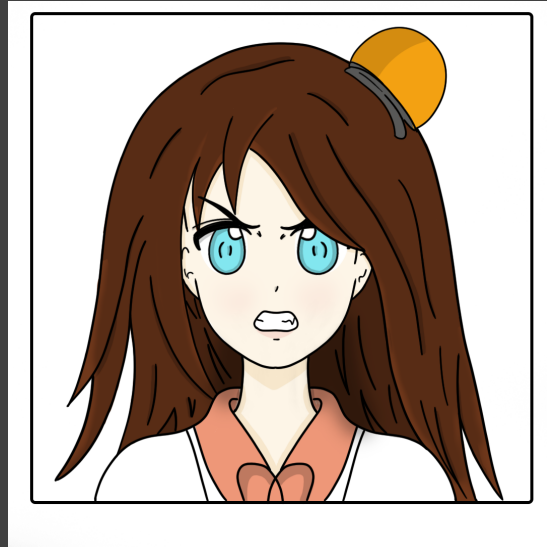
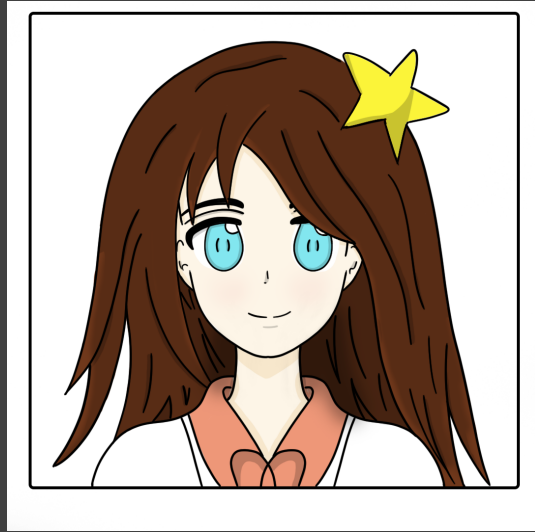
CHARACTER DESCRIPTION : LUNA

LUNA IS A MYSTERIOUS BALL WITH A SHIFTING PERSONALITY. ITS APPEARANCE IS SOMEWHAT LIKE THE MOON, BUT TOO FLUID TO BE A ROCK. IT'S NOT KNOWN WHAT THIS BALL IS OR WHERE IT CAME FROM, BUT IT SEEMS TO HAVE ATTACHED ITSELF TO MARY AND HER ASPIRATIONS. LUNA HAS SOME ODD POWERS, RANGING FROM ALLOWING FLIGHT TO ANOTHER, TO CREATING SOMETHING OUT OF NOTHING, BUT SADLY, LUNA IS NOT THE BRIGHTEST.



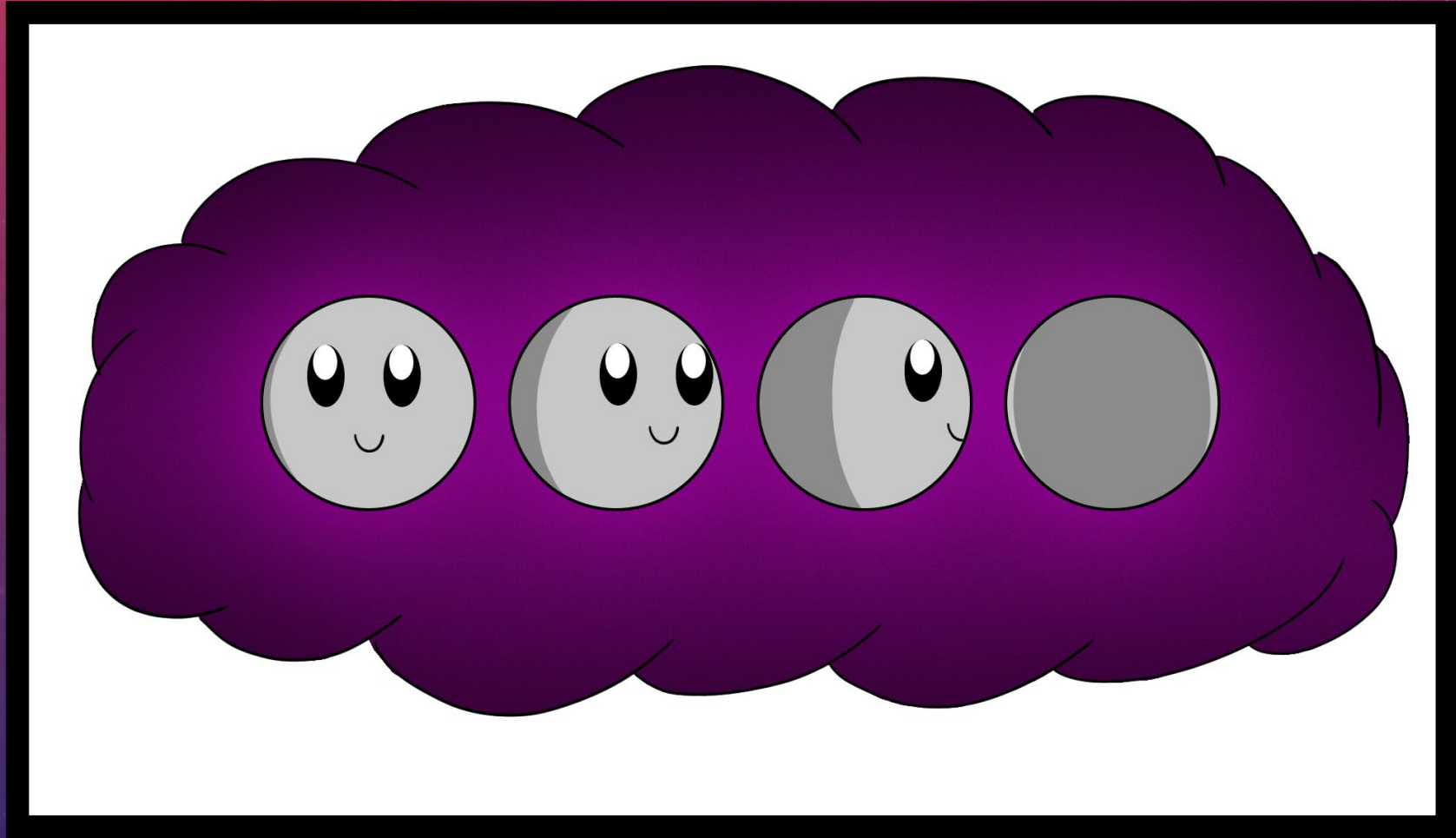
MARY
DESIGNS





MARY DESIGN - EXPRESSIONS

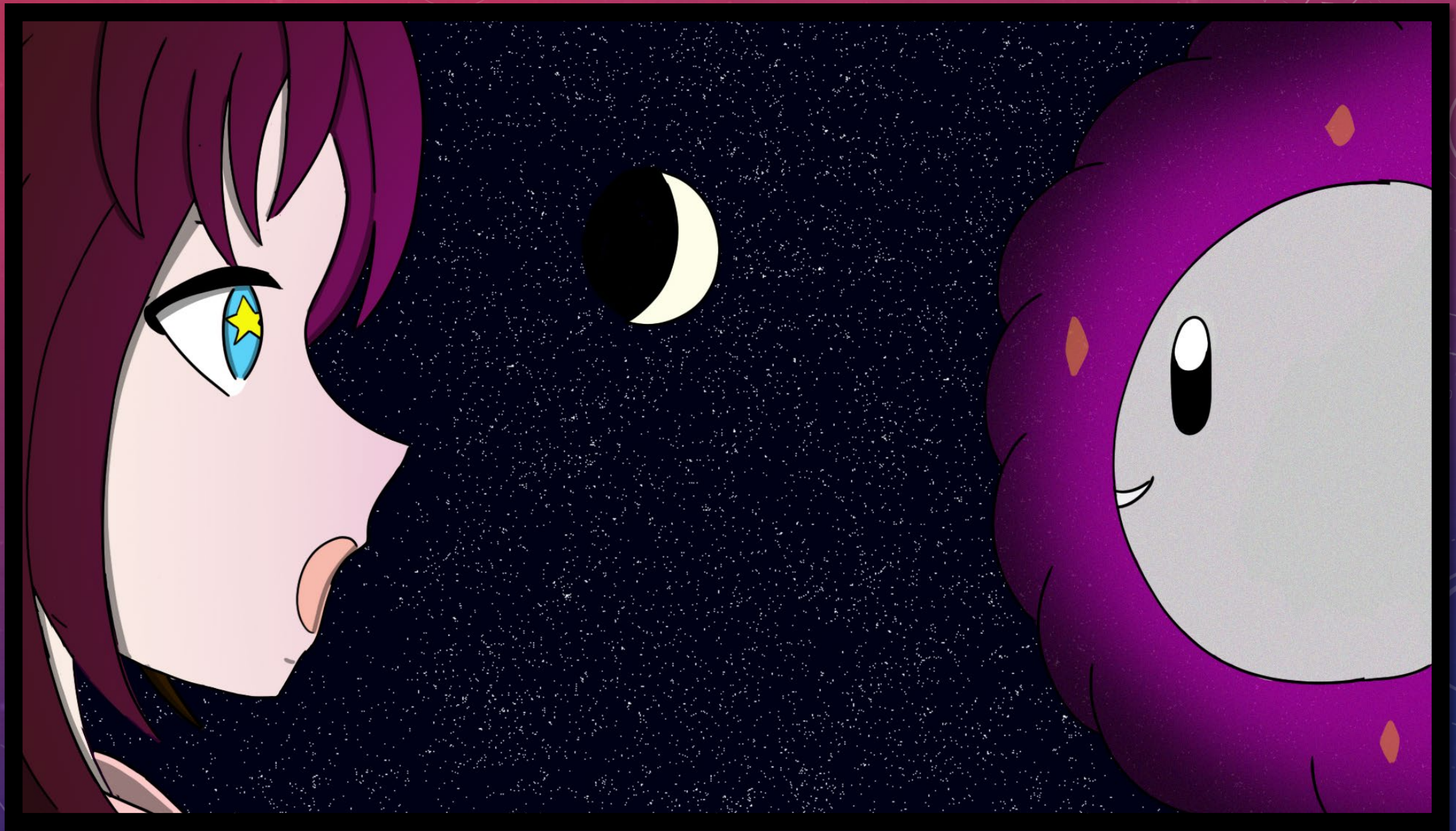
LUNA DESIGN



LUNA DESIGN - EXPRESSIONS



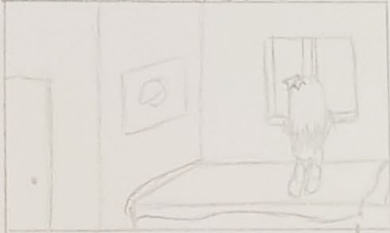




STORYBOARD - PAGE 1

Scene : Falling stars?!

Scene 1 Shot 1



Mary sitting at window

Scene 1 Shot 2



Mary noticing a strange object

Scene 1 Shot 3



Mary gets up as the object hits the floor

Scene 1 Shot 4

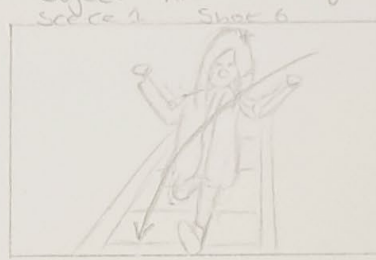


Shocked face

Scene 1 Shot 5



Mary exits in a rush



Mary running down stairs

Scene 1 Shot 7



Mary exiting house

Script

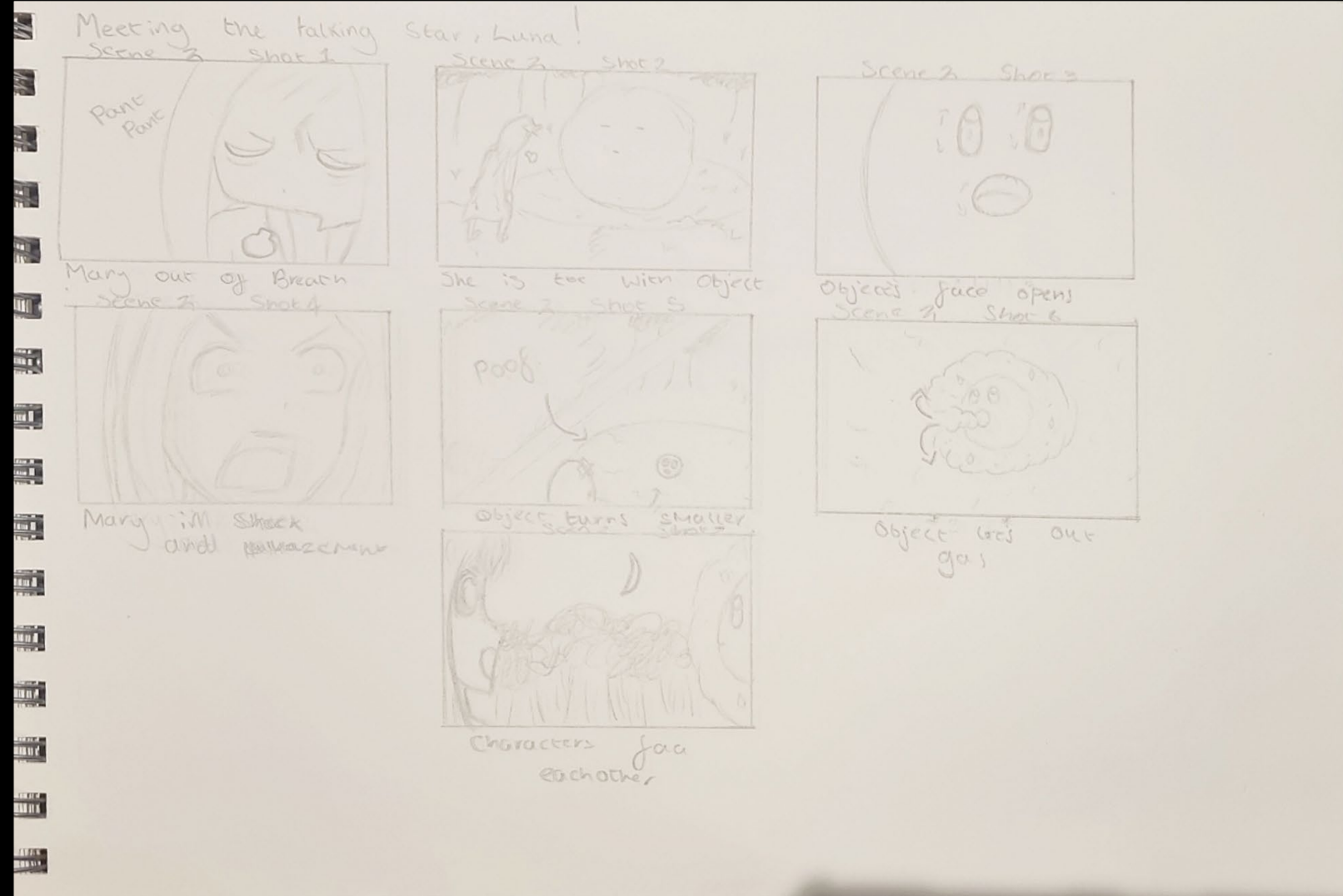
Scene 1 Shot 2

"Huh?"

Scene 1 Shot 4

"Aaaaaaahhhh!"

STORYBOARD - PAGE 2



Script

Scene 2 Shot 2
"What is this ball?"
Mary

Scene 2 Shot 3
"Wah!" Luna

Scene 2 Shot 4
"Whhhhaaaaaa" Mary

Scene 2 Shot 5
"Wah" Luna

Scene 2 Shot 7
"What?"
What are you?" Mary

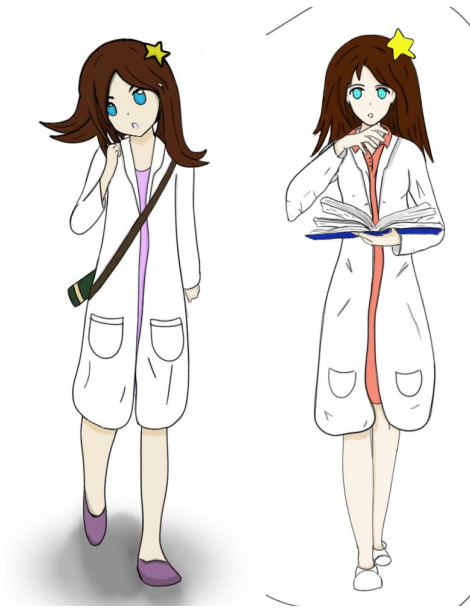
ANIMATIC

- <https://youtu.be/N00DOUIPtJU>

Design reflection report

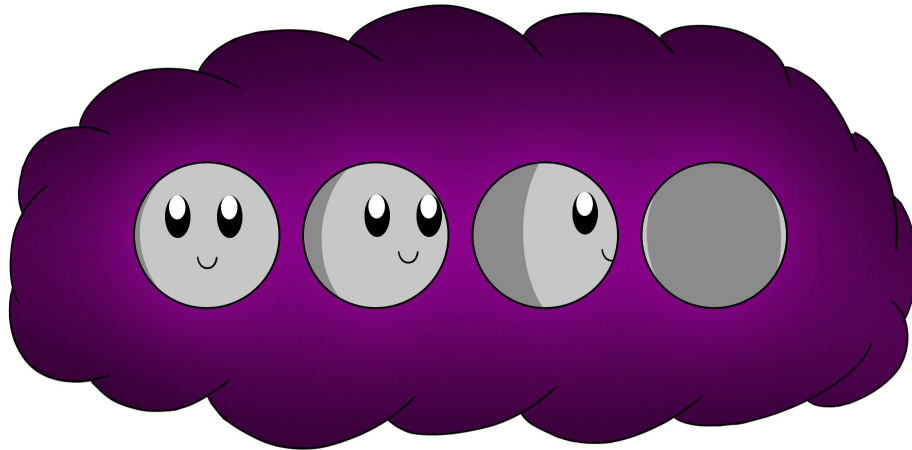
Reflection on the critique

Mary – I had a fair bit of feedback involving my character, Mary. While many liked the design, there were things that need to change, such as the hair and color. You can see this change below:



Another bit of feedback I received was to add detail to the character, so I added clothing wrinkles, lines to define joints, and the dress underneath the lab coat. I added in more hair stands as well to define her crazy amount of hair.

Luna – There wasn't much to change around Luna's character, everyone liked the design. One bit of feedback I did get was to make the gas cloud colorful. I did this by playing with different shades of purple till I got one I liked. I also added transparency to the cloud which gives it more of a gassy texture, this being impossible to see on a white background. I also cleaned up some of the edges of my first iteration.



The success of my design

For my style I went with a mid 2000s anime look as I felt familiar with this art style and had fun trying to create my own version of it. However, I felt at my current ability I couldn't re-create it quite well enough for it to be clean and consistent. Even despite this I feel, at my artistic level, felt like I could get my character design and ideas across. Through drawing up the animatic for my project, you can see how I improved my background and character drawing, by the end I was starting to overcome this issue.

For my character Mary, I did my best to put in as much detail as I could, from rosy cheeks to shadows as I wanted my show to contain depths of detail seen in many similar shows like the hit Pokémon. I felt I did a good job with this as it really enhanced the character's detail. I created a silhouette that could be recognizable by giving her unique hair and a hair pin which changes each episode.

Something that worked well was the outfit I chose for the character; I was able to replicate it in every drawing I had to do of her, and it covered some hard parts of the human anatomy to draw, such as the arms.

For my character Luna, I wanted this to be simplistic and cute, much like all the marketable cute characters like Pikachu, Kirby etc. I love the design I came up with for Luna, the color's work and the shape of it is affective. Luna's design is easy to draw, shows its simplicity.

Overall, my design was a success. The peers I had shown my design too, my girlfriend and two friends, said that it had good luck, but that I should add more detail to define the character, which I did by adding shadows and detail to the eyes. I acted on feedback from a presentation I did as well as this, to enhance the design of my characters.