

# Statement of intent

I plan to make this short film using a personally driven approach. I will take on all the production roles, including style design, storyboarding, animatics, animation, colour, and compositing. I will create a work schedule to stay organised.

I will continue developing the process from my previous project, bringing in my strengths, such as rough, sketchy line art and complex camera movements. I will keep pushing myself to improve my skills in character design and background design, making them more complete and immersive within their own world. In my previous project, I felt that my ability to clearly convey my message had not improved significantly. Therefore, I will focus on this element in this project by simplifying the story and showing the storyboard to more people to collect feedback and improve in this area.

For the concept of this project, I am planning to create a slightly suspenseful and surreal animation. The story follows a prison guard who is numb to life and locks an innocent woman deep within a restricted area. When he is ordered to shoot her after she mutates, he discovers that the truth about her, along with a letter containing secrets, has vanished into the darkness. The overall atmosphere will be oppressive and absurdly strange, with many long shots used to showcase the prison. I hope it will encourage the audience to think about the secrets behind it. Therefore, I will add more details to the story and background for the audience to discover.

On a technical level, I will apply the camera movements I have previously learned to construct most of the shots in order to shape a bizarre atmosphere. At the same time, I will use eye-tracing technique to make the viewing experience smoother. I will continue using rough lines and strong contrasts of light and shadow to depict an underground prison, giving it a grimy feeling. For animation, I will apply my skills by employing techniques such as keyframing and multi-layering to create more complex character movements, as well as experimenting with techniques such as morphing animation and weaving loops. In terms of sound design, I will try to use synthesizers in my personal work to create sound effects and build a strange auditory experience.