

# Identical Identity?

Animation Pre-production (VIS1060-N-FJ1-2016)



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# Transcript

Title: **Identical Identity? - Jon and Mat**

Duration: **52 seconds**

SYNOPSIS

Jon and Mat work together.

They also live together.

As twins, they share biological and psychological similarities.

Yet they have differing opinions and perspectives on identity.

They discuss what they share and what is separate.

Why did one deny the existence of the other?

Who is really in the spotlight, and who is in the shadows?

Jon and Matt agree and disagree on issues of identical identity.

- **2<sup>nd</sup> of December 2013**

**JON**

For years, I think, looking like you and talking like you and having the same views or having the same dreams. I felt like someone was invading my identity and couldn't go anywhere without someone who looked exactly like me and potentially wanted to do exactly the same thing.

So, I've never felt like had an original thought because you'd always have it as well, it was quite stifling.

**MAT**

When we're growing up.

**JON**

We could never be separated in that way, could we?

**MAT**

No.

**JON**

And I've those feelings surrounding that were for me very intense, like, I remember feeling so frustrated, so angry... that I thought the only way there I could be me is if you weren't here.

**MAT**

Yeah.

**JON**

But then I remember like, all of your friends did not know that I existed.

**Premise.**

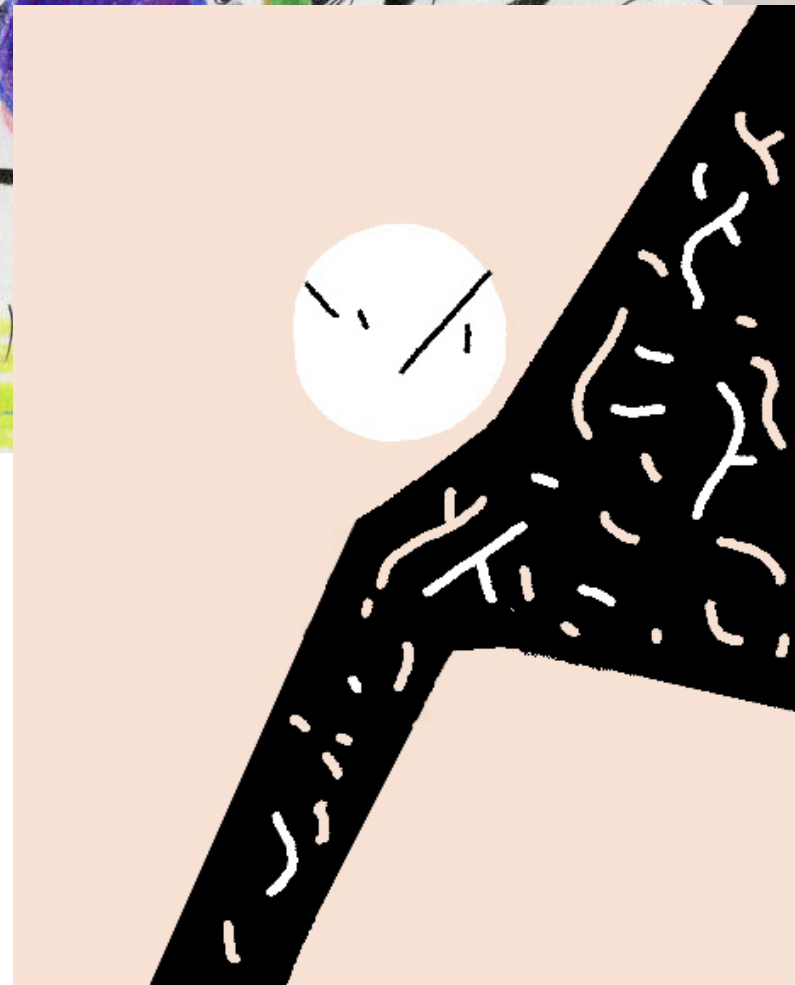
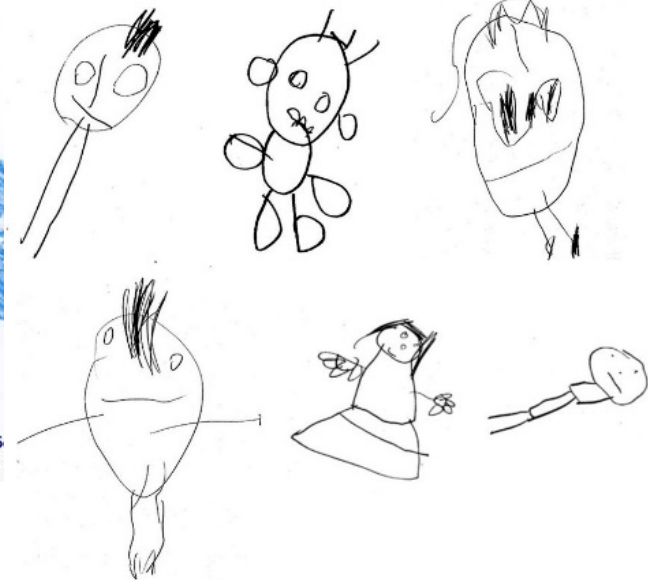
Visual representation of the audio, using forms, colours and the animation itself rather than literal characters or environments.

**Outline:**

- The sequence starts with a single shape/colour, that splits in two exact pieces.
- They look the same and mimic each other.
- One of the pieces try to get inside the other one.
- At one point, one of them starts getting agitated and attempts to get the other one out of the view.
- When they finally do it, the view stays still the shape decreases in size until it stops and disappears with the ending of the audio.

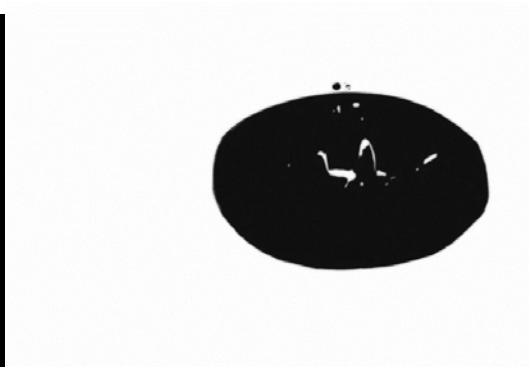


# Visual style



A simple, hand-drawn look, is what I was aiming for when creating this animation. I felt like this would allow me more freedom when it came to the motion that I could include.

# Animation Style

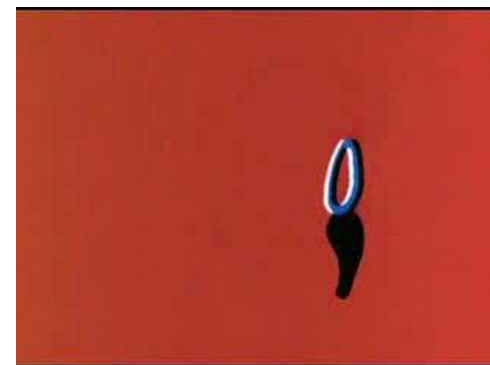
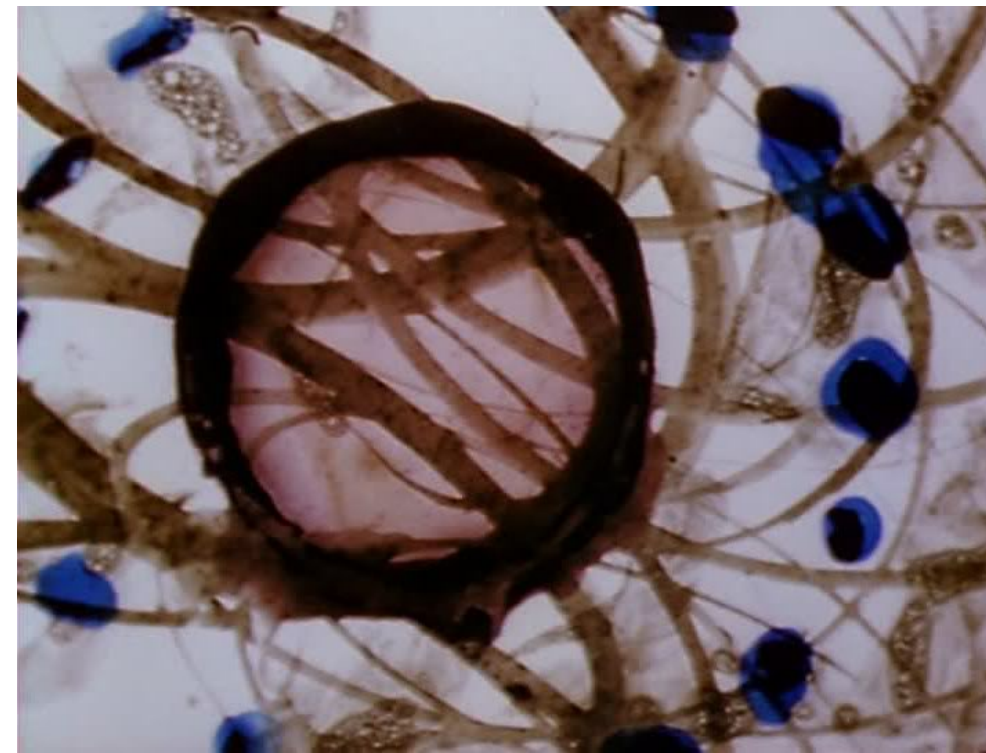
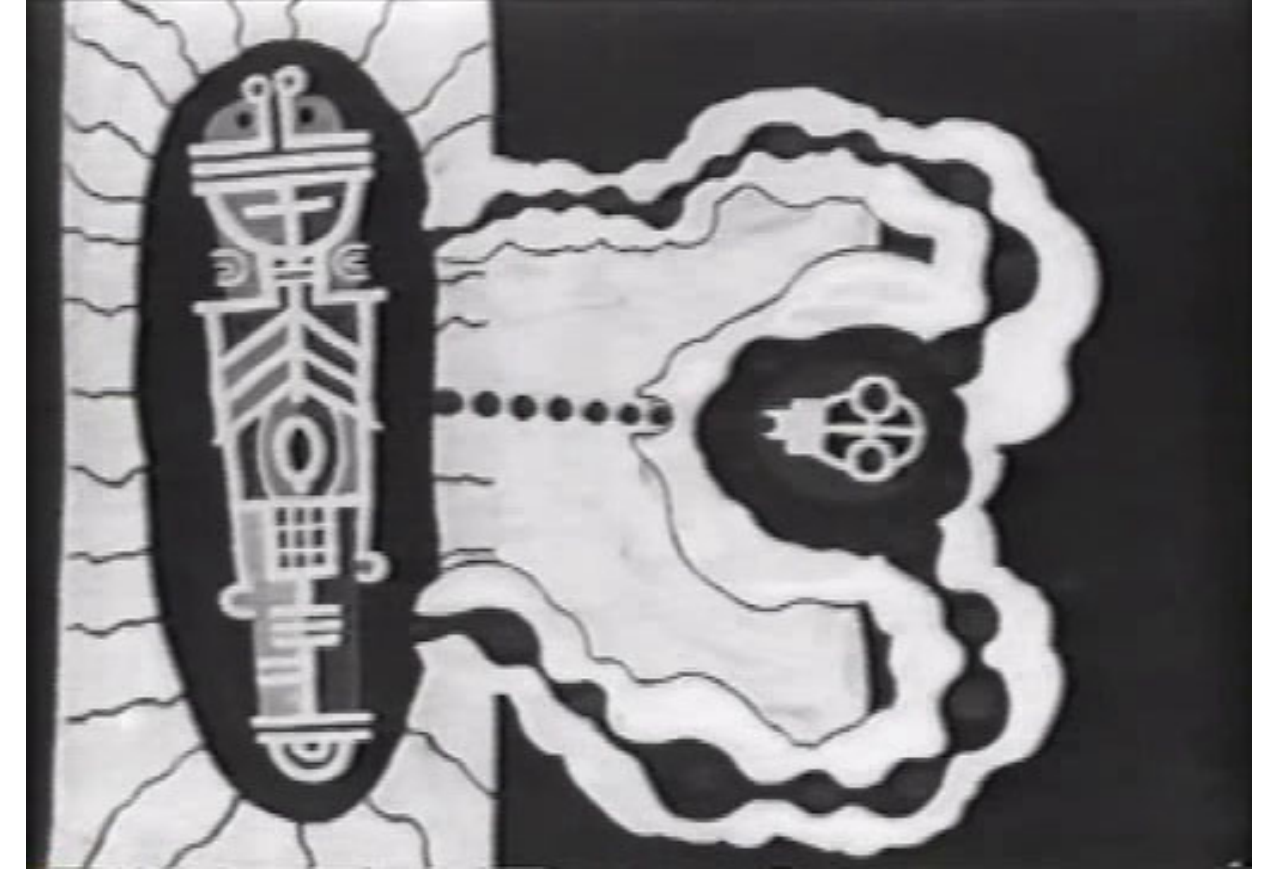
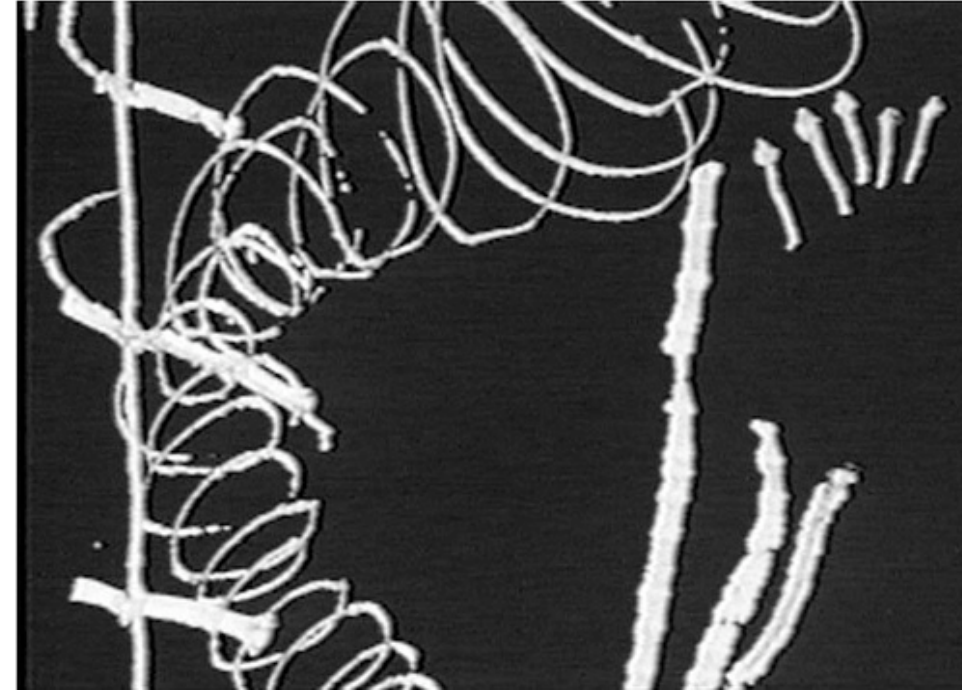


I felt like the animation, the movement itself was a very important piece of what I was planning on doing, I wanted it to be clear.

For that, I kept looking at a certain style of animation, one that flowed nicely but that also had strong edges. I put care in the contrast between a flow motion and a sharp angle.

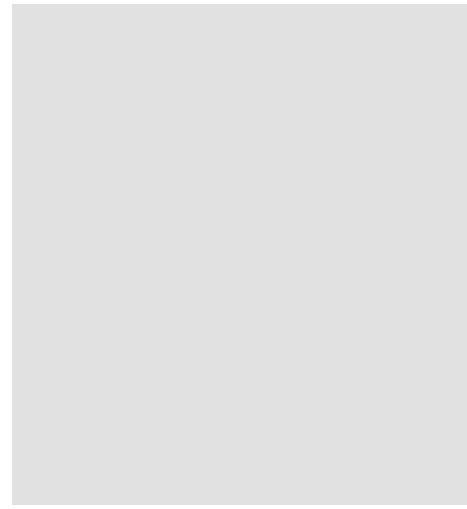
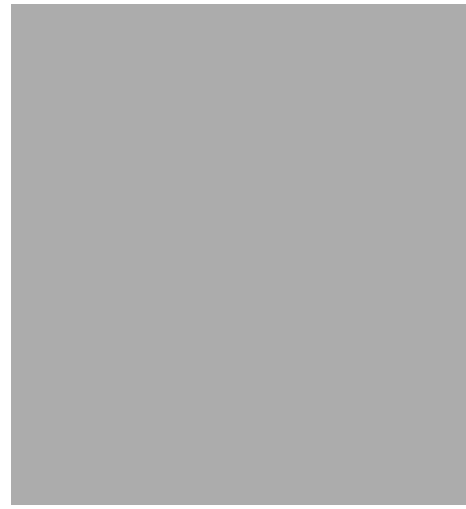
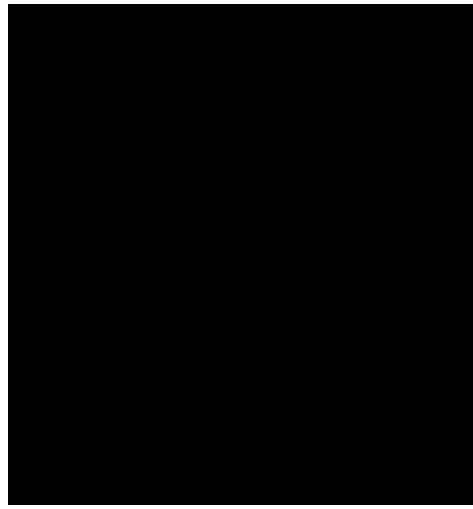


# Genre - Abstract



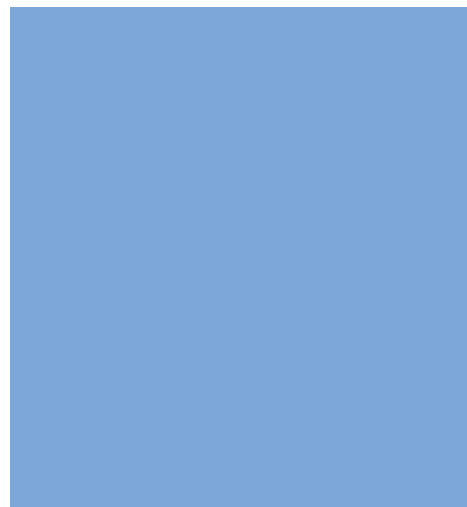
Since my idea was to be able to represent visually the feelings and emotions in the audio in a non-literal way, I felt like the abstract genre was the right path to take. Making use of colour and form to support the conversation, joining them together.

# Colour Palette

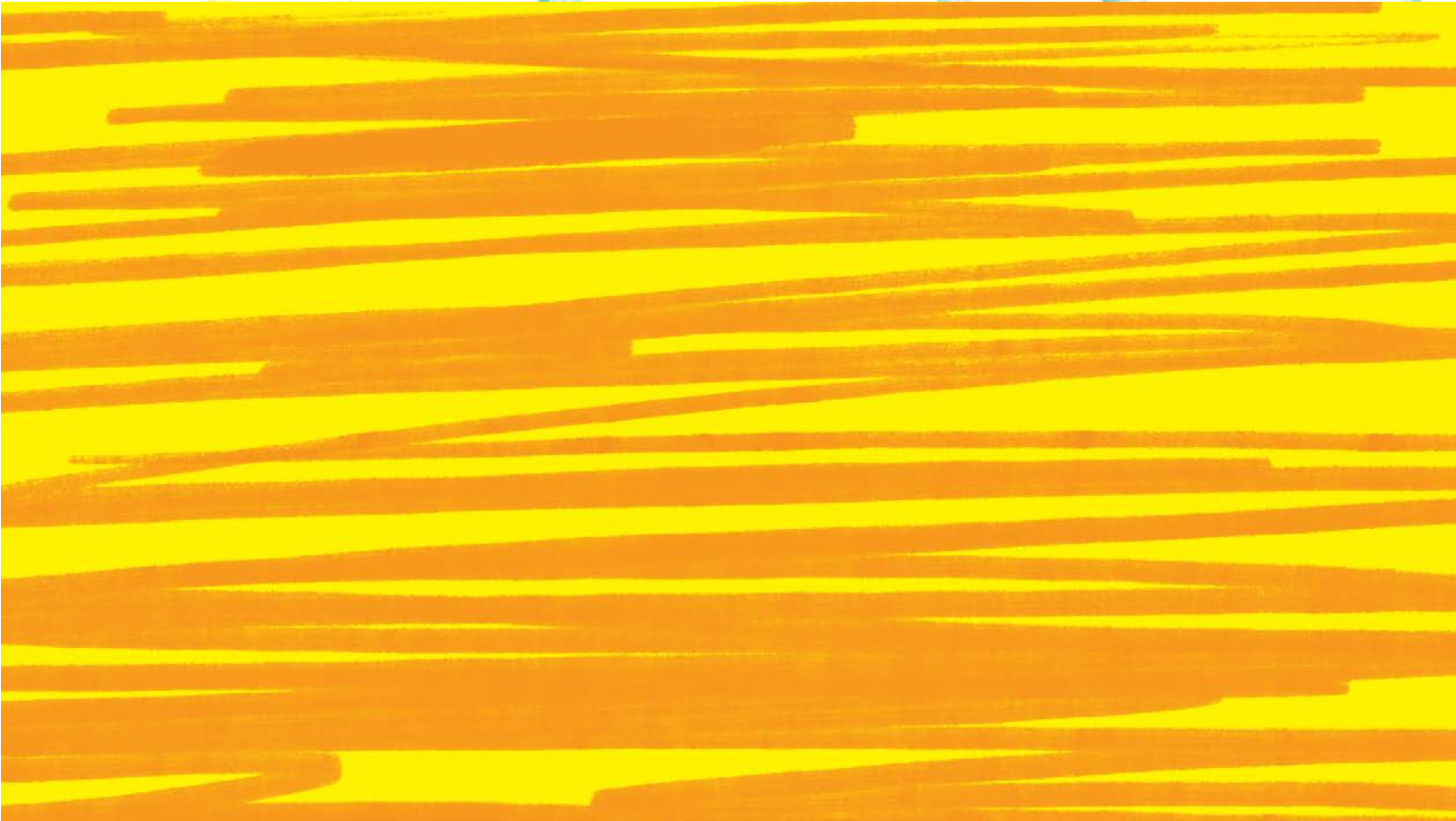
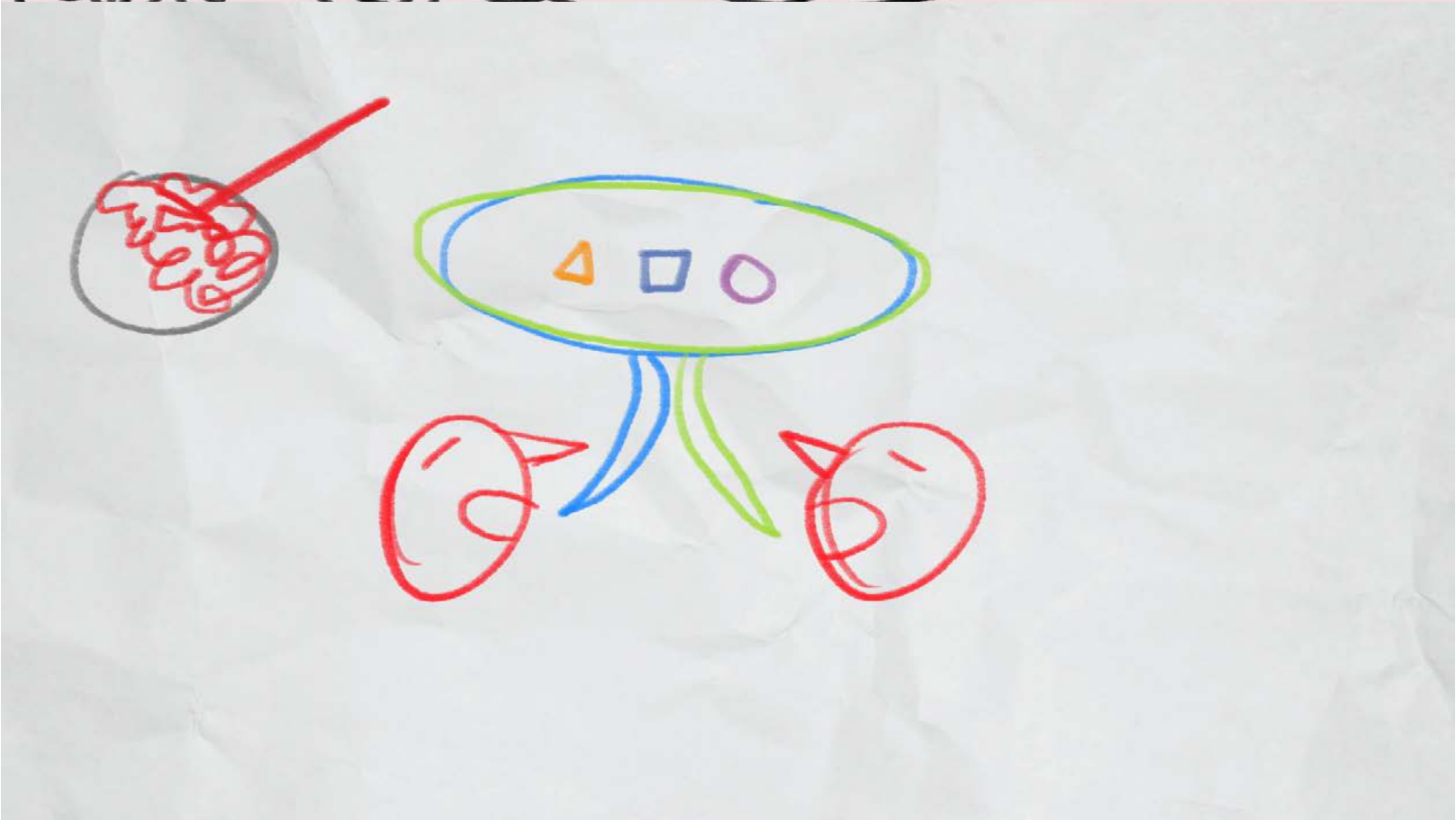
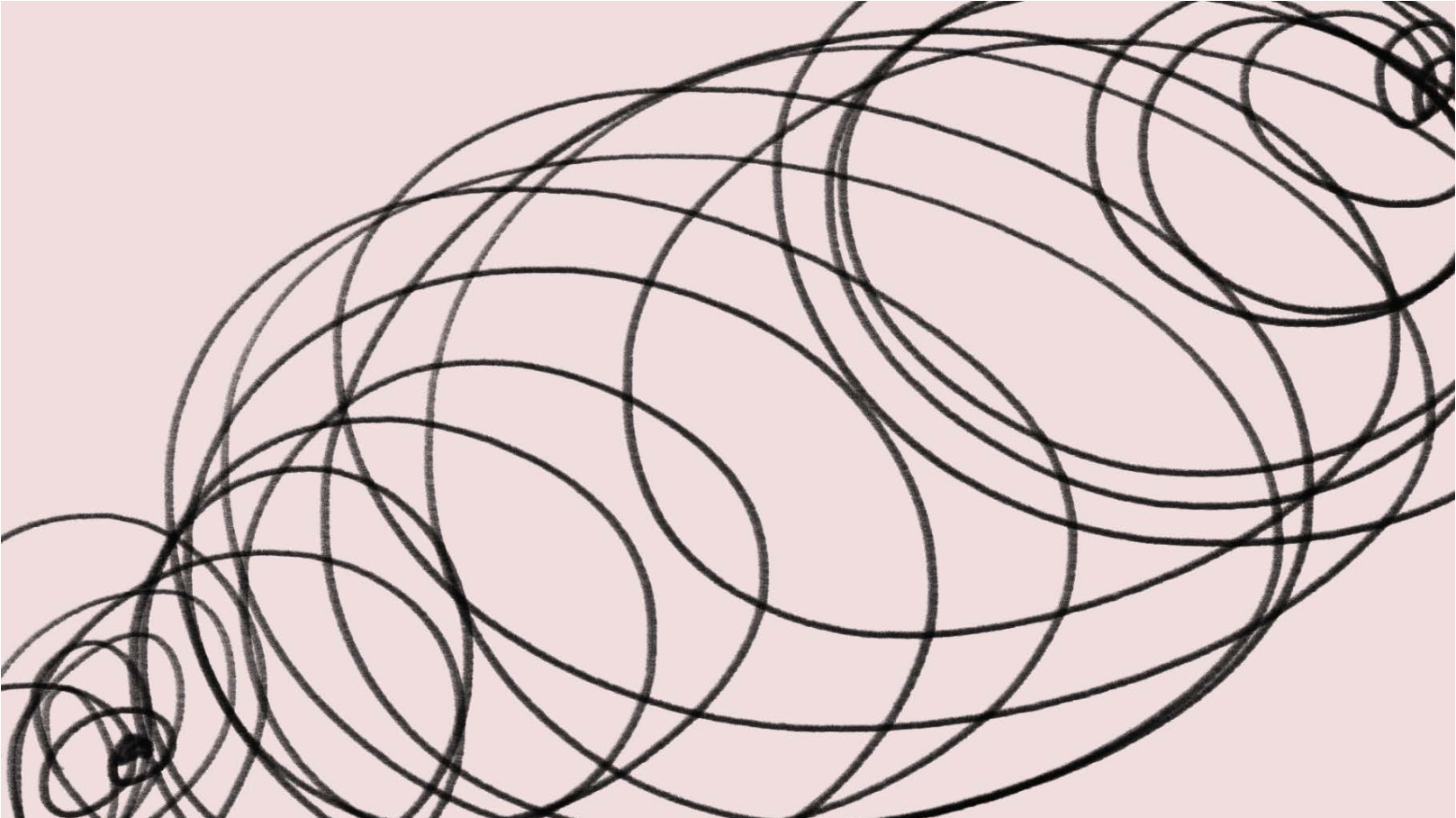


I made use of a limited colour palette, so the attention would not be lost in a sea of colour, rather than using them for specific actions and accentuate the feeling or motion that was occurring at a precise moment.

Certain colours, like dark purple or the bright red, are meant to represent a specific feeling, in this case, purple alludes to frustration and red to anger.

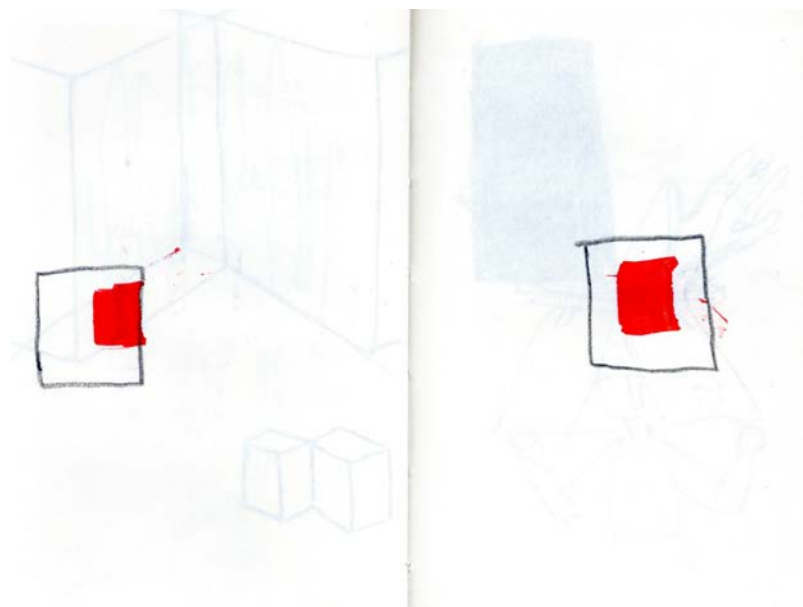
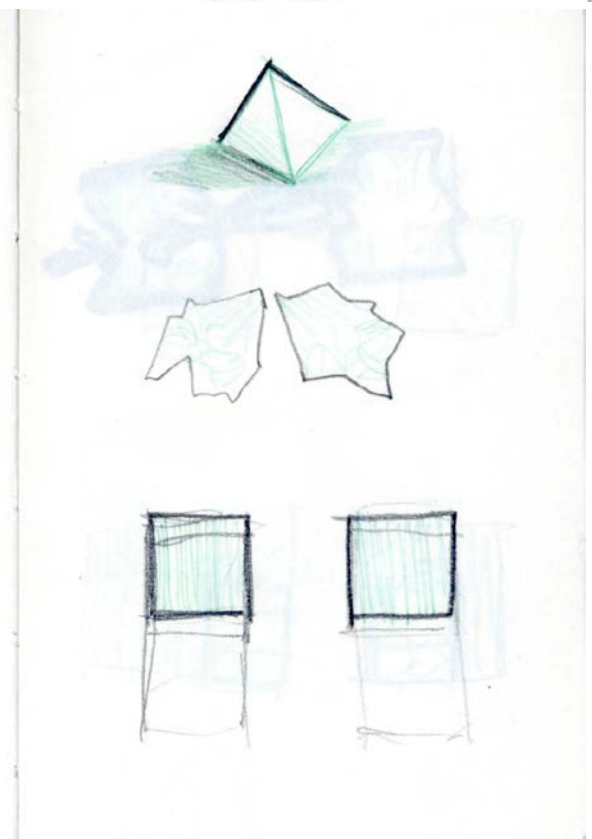
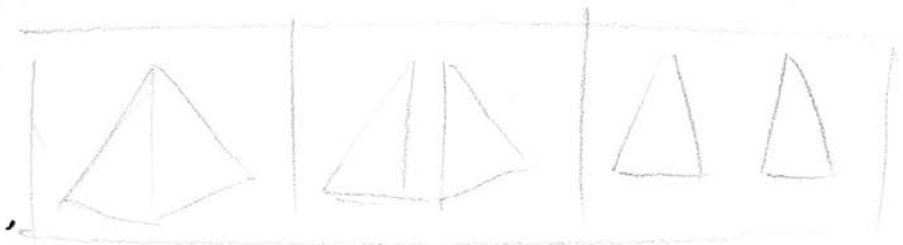
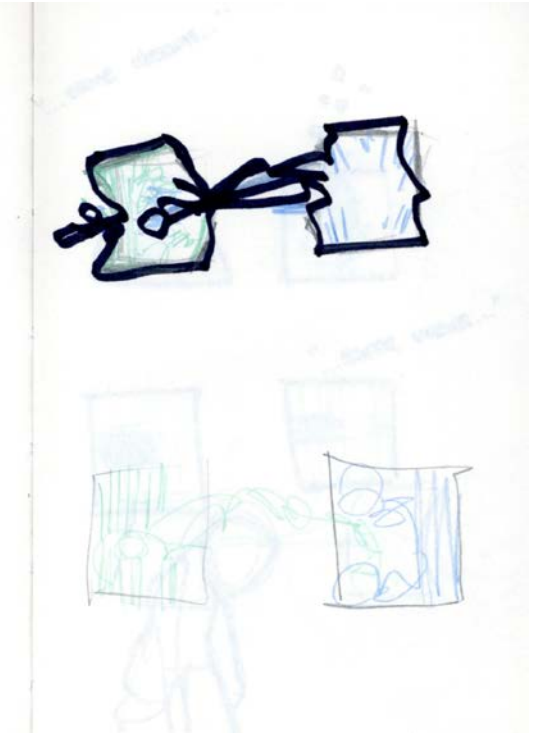
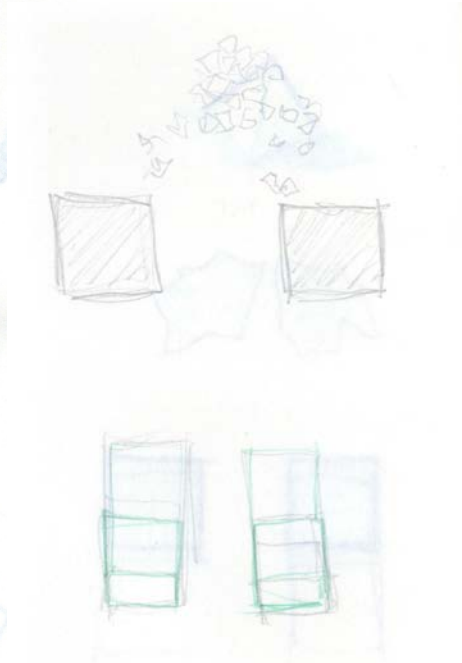
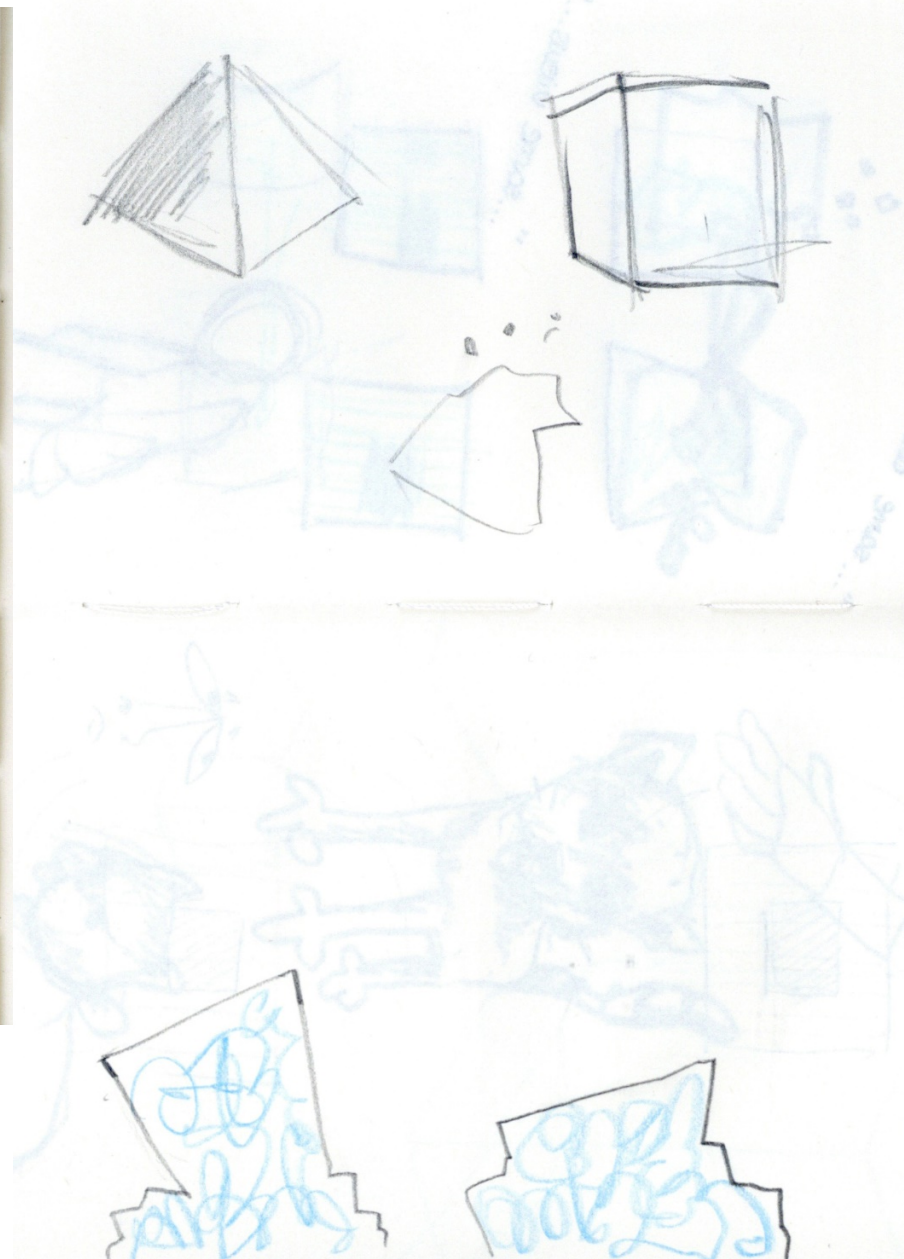
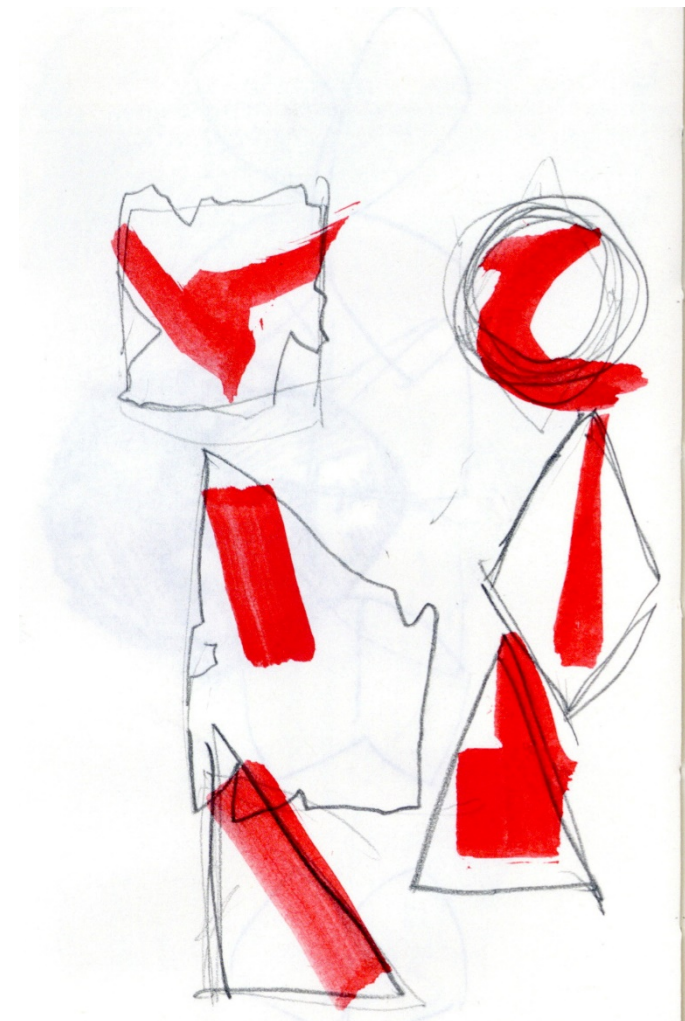


Background Tests/Ideas





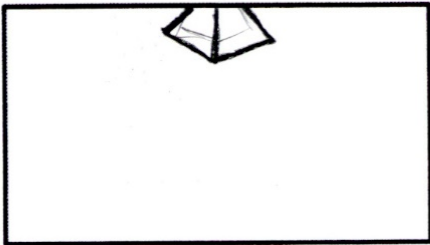
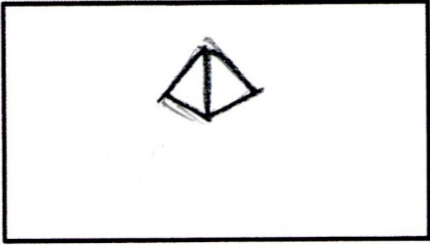
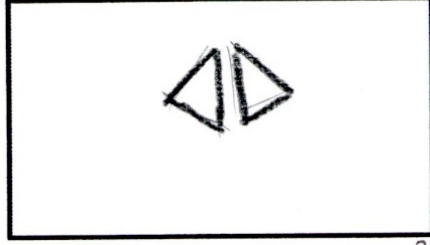
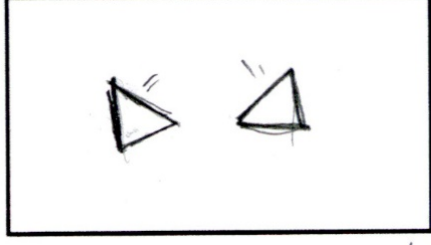
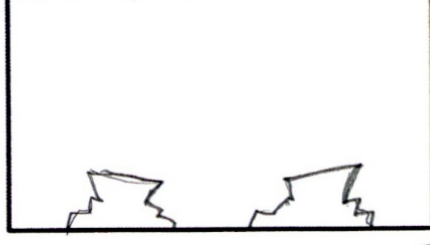
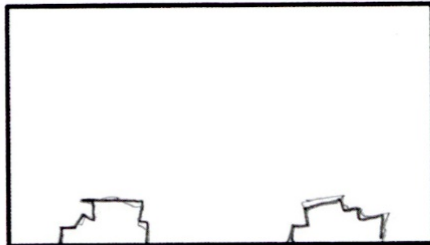
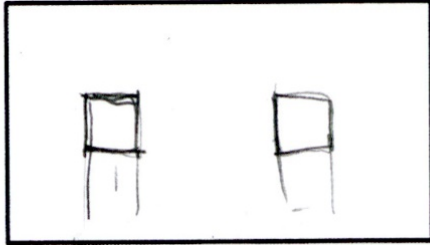
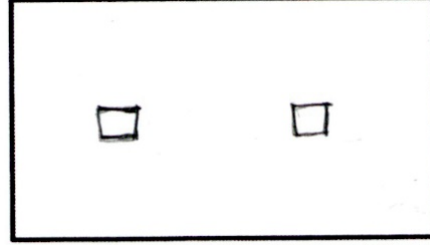
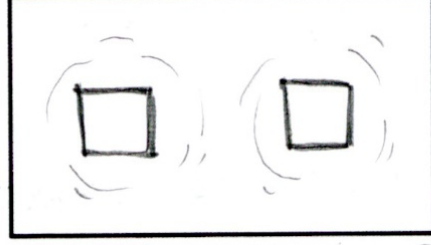
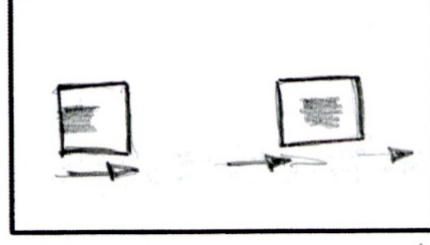
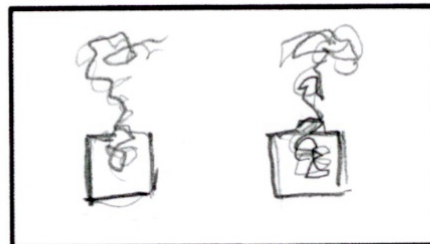
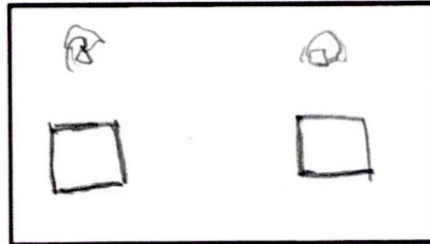
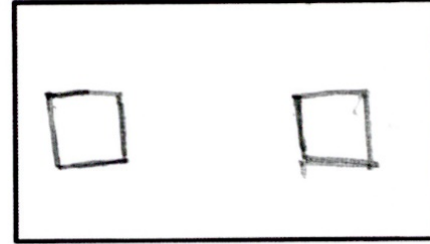
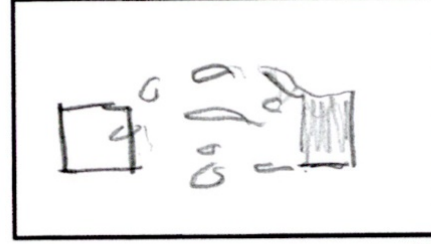
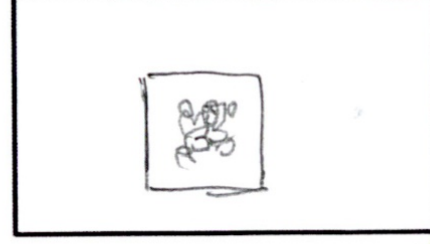
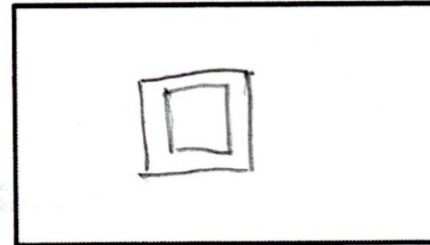
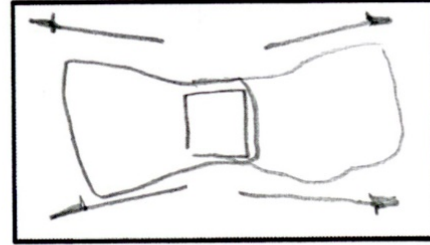
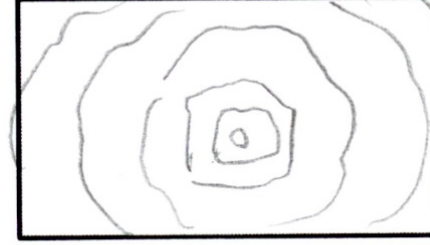

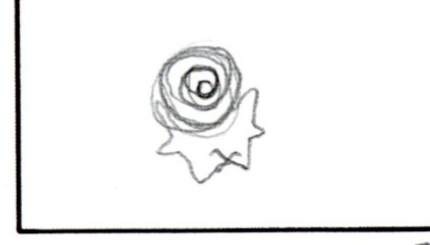
# Motion Ideas/Preliminary Sketches



The ideas from the beginning shifted and evolved as I was working on the project. Some of them were constant and others changed even after they were already in the animation.

# Storyboards

Company \_\_\_\_\_ Production Identical Identity (APP) Page \_\_\_\_\_

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