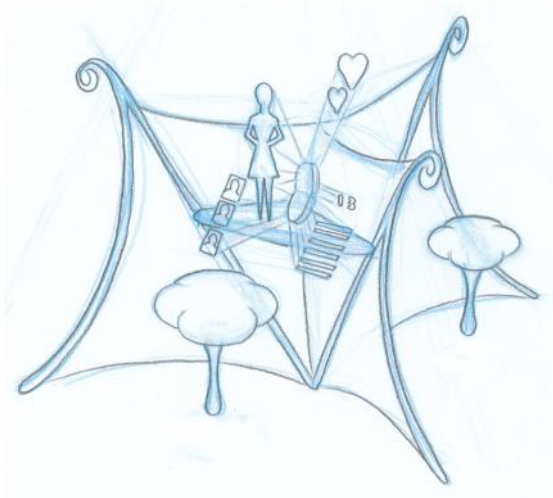


Props

22 August 2007
15:42



Not a bad start but there needs to be more space between the characters.

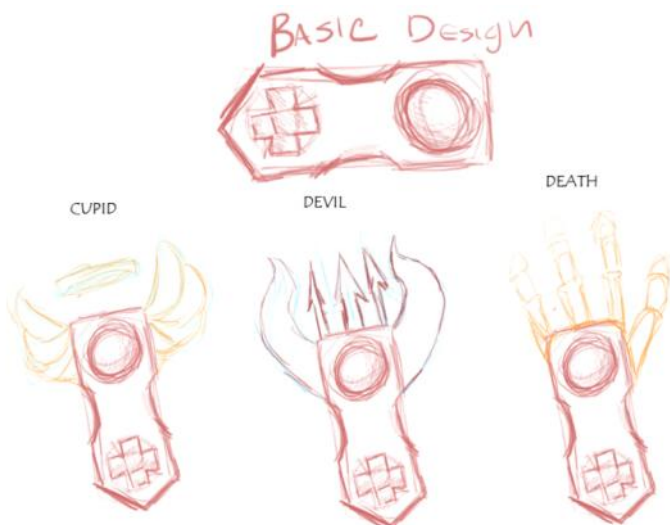


It can be pointed like a gun.

Note to Team:

The wand should be something with the same function as a Wii controller, in that the character simply points it at something in the sphere and presses a button. I'd prefer it only have one button really, as it's keeps the close up scenes on it focused to the function of the story. We're not trying to explain to the audience what each button does, so one is enough. Probably a big red one for Death and Devil, and white one for Cupid. It's the themed attachment at the top of the remote that needs the most thought, and how it integrates in to the handle of the unit simple so that there's no mistaking it for anything else (a gun, a console pad, a shaver, an iPod, etc...).

Mike
06/02/2009, 10:56



Sketches by Nick Gooch

Actually they're not bad. I still don't think it needs the D-Pad though. I don't want to send the message this is a game. If anything this is the godly equivalent of internet dating. The wand and the sphere are just more visual ways of keeping things away from a mouse and laptop screen. The basic wand design is ok, but can we make it less angular? In fact if you rounded off those broad shapes it would look a lot like my MCE remote, or a Sky remote, both very good well family friendly controllers that live in the main family room.

I like the wings and halo, the beam can go through the halo.

The horns and fork work, I was going to say that having five tips is a bit much but actually it looks like a tazer which is kind of cool and gets the 'danger' message across nicely.

The hand is almost there, but it's palm up at the moment. Can you make it palm down and find a way to make the fore finger look like it's pointing in a menacing way (take a peek at the animatic for the way to bend the finger). I like the way the wand is the palm.

Mike

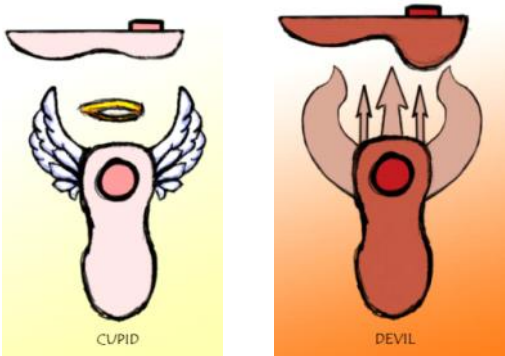


Sketch by Ryan Hagen

I'm assuming this idea sees this object on the surface of the virtual sphere? I had it in mind that the 'humans' (dots, balls, what ever) would float inside the volume of the sphere, rather than on the surface. More like particles in a volume, that are only visible inside the sphere but if they reach the edge they'd disappear, like a screen that's not looking at that area of the volume.

I like the base shape but I prefer the way the wings are attached to the wand with a broader base in Nick's design.

Images by Nick Gooch
09/02/2009, 12:20

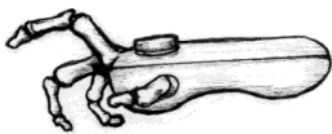


These designs are looking great so far, Nick. It's nice to see them in colour but I wouldn't worry too much about the finer subtleties of shades as we'll have to approach the colour for everything from a broader perspective. We need to do some concept art for the environment and characters all in context to make choices about how the characters will be coloured, which in turn will dictate the colours of the wands. This is something Ravi and I have discussed a little, but we could do with some focus on the colour concepts and the background at some point. I would say that I think the whole red to red-ish pink range is probably Devil's domain, so Cupid would probably sit on the blue-ish pink/purple to blue range with a sprinkling of gold.

Looking at the shape of the Wand base, it's looking good, but I'd subtly round off the top flatter surface. It's starkly flat at the moment. And I'm not quite sure about the depth of the front bulge underneath Devils wand.

Mike
09/02/2009, 12:22

Sketch by Nick Gooch
17/02/2009, 08:49



Looks good. I think the pointing finger could be a little bigger but ultimately this works.

Mike
18/02/2009, 08:58

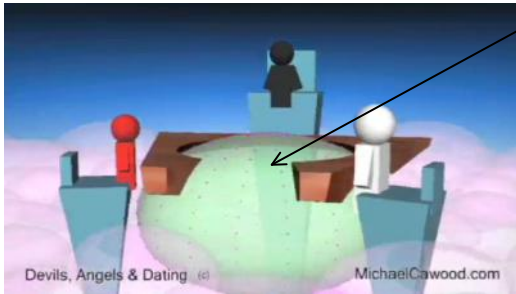
Virtual Sphere

06 February 2009
10:49

Note to Team:

The sphere is largely made up of slowly moving dots that represent the people on Earth, but when he clicks on one you'd see a window pop up beside it with that person's profile on it. It would be reminiscent of a dating profile to give it that 'internet dating' feel to it, and it would theoretically be what Cupid uses to choose his matches (if he could be bothered to pay attention). I'd also love to see other statistics coming up like: 84% Match... He loves kids... She loves Rugby... He loves role play... He's 21, she's 71... silly things like that, that just show how badly matched they are, because Cupid's not paying attention.

Mike
06/02/2009, 10:56



The people representations (dots) should be inside the sphere. Not like this.

The chairs could complement the curvature of the sphere where they front onto it.

I image the sphere would be made up of glowing techy green lattices (or some similarly contrasting colour scheme from the Heavenly setting). So a bit like a mesh of lasers, although the surface will have to be simple enough for the humans (dots) to show up inside the sphere.

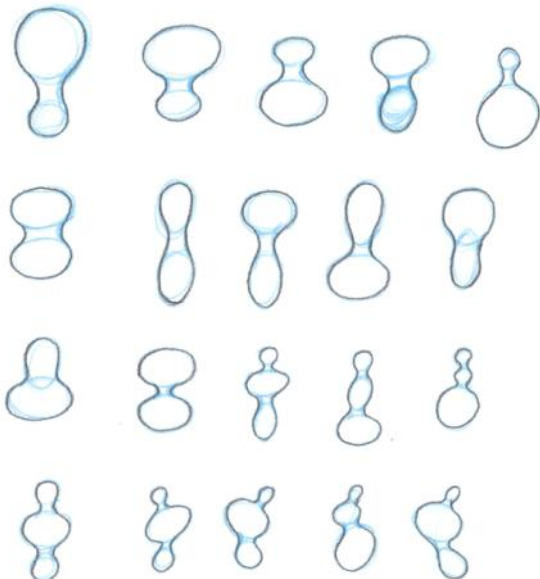
We need some designs for these pop up windows too and the way all these dots and pop ups are graphically linked (i.e. animated lines and bubbles).



Artwork by Ravi Govind
10/02/2009, 07:38

I've referred to this as a Sphere so far for simplicity but it's actually better if it's a squashed sphere. This is because it allows the camera to get up close to a character in the foreground, look out across the sphere seeing right out to the edges and still see another character in the distance looking over it. I image it would be almost transparent near the edges to allow us to see through to the other characters too. But it's allowed to have a hard edge. You've tried to get a feeling of the Earth in there, which might be more detail than we need, this isn't a representation of Earth as a sphere, it's more a virtual volume that has a representation of people in it. I hate to suggest it, but it's actually leaning more towards sperm in a womb and the actions that occur in it are incredibly similar. If we can pull away from that image just a little using the tech/internet dating theme I'd prefer it, but I'm happy to keep just a hint of it so that the parallel is still there. My instinct is to avoid the dark colours you have in there, but I guess it needs contrast to make things clear. We should try a few colour variations of that. You're definitely in the ball park with the dots and green mesh, as long as you are thinking about dots in a volume, rather than on the surface. I may make the sphere a little bigger in the layout in order to give more space between the characters for the action to take place.

Mike
10/02/2009, 11:55



I was thinking about how to get more of the internet dating theme back into the film, after a year of streamlining that's watered it down and it's clear that the Virtual Sphere is at the centre of showing that theme. So I've been thinking about the imagery I wanted to get back in. This is a few sketches of what the people representations could look like inside the sphere. I.e. Males, females and children would have a unique shape that shows that they are different from each other. Cupid and the other characters would be able to manipulate their people (profile) searches by moulding these simple shapes, and the audience would get an impression of suitable or unsuitable matches. It also allows Cupid or Devil to have a moment to shape a figure of what he wants, that would be a clear sign to the audience they are thinking of Death. I.e. a shot would show that this simplistic form would match Death's figure.

Mike
15/03/2009, 17:06

Chairs

06 February 2009
10:52



Artwork by Ravi Govind
10/02/2009, 07:37

Cupid's Chair:

Almost perfect. I'd just narrow the back half way up so that we can get a view over his shoulder. Cupid is the largest of the character's so it's much easier to see him, but it also makes it harder to put the camera convincingly between him and the chair's back, so we'd need the extra space to the side. I love the heart, wings and quiver (I'm going to assume it's a stone decorative quiver for now, but that depends on the opening sequence). It might be possible to get a couple of big gaps in the back to allow us to see through it, work that into the lines of the heart perhaps.

Death's Chair:

I like the one in the bigger picture (with all the chairs) slightly better than the other one, as the way the arms come out of the back feels just right. Like arms reaching down and placing their hands on the skulls. Nice touch with the umbrella, that could be funny. I'll have to think about that, I can see it being a nice moment to have it pop up as she sits down. I'm not sure though that it would help the overall set as it would be the highest point in the set, and I'd rather Death and her thrown had that honour. Nice touch though... perhaps it could work in the end scene. I like the narrower back too for camera reasons. Don't put any holes in this design, I like the solid heavy stone feel.



Artwork by Ravi Govind
10/02/2009, 07:37

All Chairs:

Really good work these. Very gargoyle-like, which is perfect. I think they will work really well in a neutral light grey tone. I'd avoid making them the same colour as the characters, as red on red doesn't show up very well. So a light grey with just a hint of speckled colour would be perfect and fits with the carved stone look. It would be nice to see the chairs sitting on tall tapering columns dropping off into the clouds below. My biggest gripe is to do with camera positions. I made the back of the chairs quite low and narrow in that layout video in order to allow 'over the shoulder' shots that showed two or even three characters in their seats. This becomes impossible if the backs of the chairs are too big. I had a look through the animatic and realised I've not actually shown any shots like that yet. It was however my intention to re-layout all of the storyboard panels in the next pass with nicer shots, after all it's not easy getting that much detail into 1cm sized thumbnail drawings. Anyway back to the chairs, I really like these themed chair backs, and I'd like to retain most of that if we can. I'm open to anyone's ideas here to re-interpret them but we could narrow the back of the chair at head height (about half way up the back), and it would be smart to include as many holes in the design as possible to allow us to see through them. These tricks are more relevant to Devil and Cupid's chair as we spend more time with the camera on their side of the room. For Death it's a little different as her chair will be higher up, so the angle down is different. Some of these over shoulder views we'll be able to cheat by getting rid of the chair for the shot and putting the camera right next to the character. All the chairs should be a little too wide at the seat level with not too high arms, that gives our characters plenty of space to act in and if they need to lean on something there's always the arm, but it wouldn't be so close that it gets in the way the rest of the time. Allow the front edge of the actual seat cushion to bulge forward from the rest of the chair. This is to allow the character to sit on the edge and when we shoot them from the side the arm of the chair doesn't get in the way of their silhouette, and obstruct the characters own hands.

Devil's Chair:

This is probably the most fussy design, I'd just lose the wings/flames. Perhaps we can work in a flame theme into the surface pattern. But snake skin works too. I like the goats head. Since Devil is the smallest character this chair needs the most thought put into it to allow us to see him if the camera was moving behind the chair. Depending on what the volume of the back is made to look like; bones, bars, teeth, what ever... we should work some gaps in there.

Notes by Mike
10/02/2009, 12:00

Sketch by Gill Frank
12/02/2009, 10:37



Thanks for the sketch Gill, some nice ideas in there. I think it's a little fussy and would definitely distract from the character though. The arm rests would also get in the way of the character's silhouette when seen from the sides. Anyway, it's all good food for thought. What's that symbol on the head rest? Did you make it up? I like subtle things like that... just as long as we're not going to attract any cults, putting a curse on our production. That's all we need! :P

Mike
12/02/2009, 11:03



Still looking for the right design for the back of the chair but I like the direction the seat and arms is going in.

Mike
16/04/2009, 20:49

Pasted from <<http://devilsangelsanddating.ning.com/photo/universe-chair>>

Bow and Arrow

23 February 2009

23:59

Sketches by Gill Frank

24/02/2009, 00:00

