

WARG

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A 2D Animation

Tagline

HE WAS BEAST,

I AM MONSTER

Synopsis

A norseman must protect his family from warg beasts; there is nothing more important, there is no reason to hesitate...

Abstract

This is story about violence, war, and the fear of others. With “Warg” we have an extreme case of how far one can go to demonize a people; seeing them as little more than beasts when at the end of the day they can be the same as we are. In this instance, a father who would protect their child before anything else.

Influences



Screenshots of "Reversal of the Heart" by Carolyn Chrisman & "Backwater Gospel" directed by Bo Mathorne

References



Norse Culture and Mythology



Skoll & Hati

Wargs of Norse Myth



Past Work

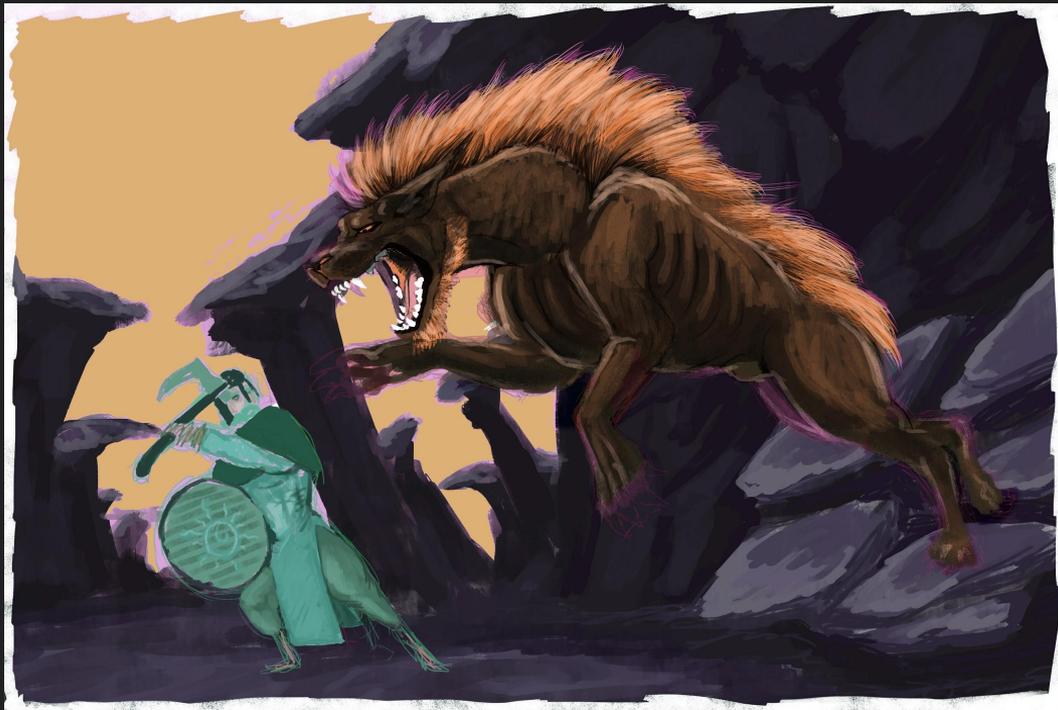
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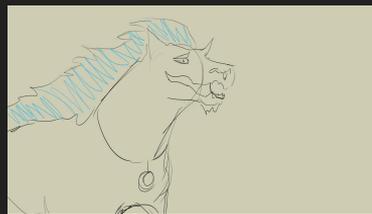
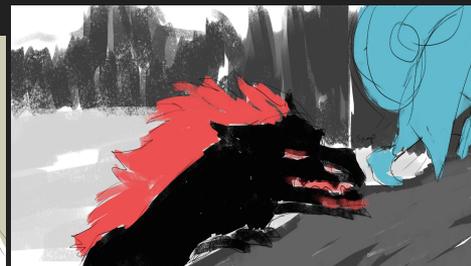
Experienced with



Conceptual art



Journey of the Beats

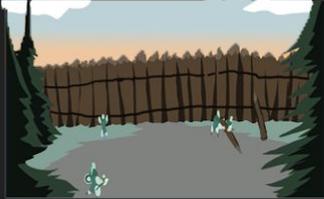


Beats

1. Norsemen are trying desperately to keep beasts from breaking through a large and thick wood wall
2. We transition to the present where we meet our main character Sköll and his daughter. Sköll is geared up to leave with ax and shield in hand; his daughter does not want him to go.
3. Sköll passes through the damaged wall and into the territory of the beasts (wargs).
4. Sköll is found and attacked by a warg.
5. The warg knocks his shield away as Sköll swings his ax into the beast's eye.
6. Sköll, now weaponless, finds a spear embedded in a nearby tree and tries to pull it out.
7. As the creature charges Sköll managed to free the spear and pierce the warg.
8. The warg is still breathing Sköll readies the spear for a final blow when he hears yipping behind him, it's a puppy.
9. As the pup pulls at his pant leg, Sköll kicks it away. The injured adult warg springs back to its feet and charges... to shield it's pup.
10. As Sköll watches the warg defending it's pup something happens, he begins to see the beasts change into a reflection similar to himself and his own daughter.
11. Horrified as the wargs now look entirely human Sköll looks down to see he is himself is looking more beastly.
12. A father and child watch as a green maned warg (Sköll) runs away.
13. Sköll returns home to his daughter, fearful of how she will see him.
14. His daughter spots him, smiles and pulls him into a hug.
15. We see his clawed hands change back into human hands as he realizes he is still a man and hugs his daughter back.

Beats - Color Script

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8



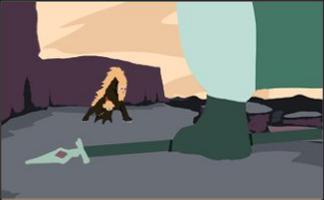
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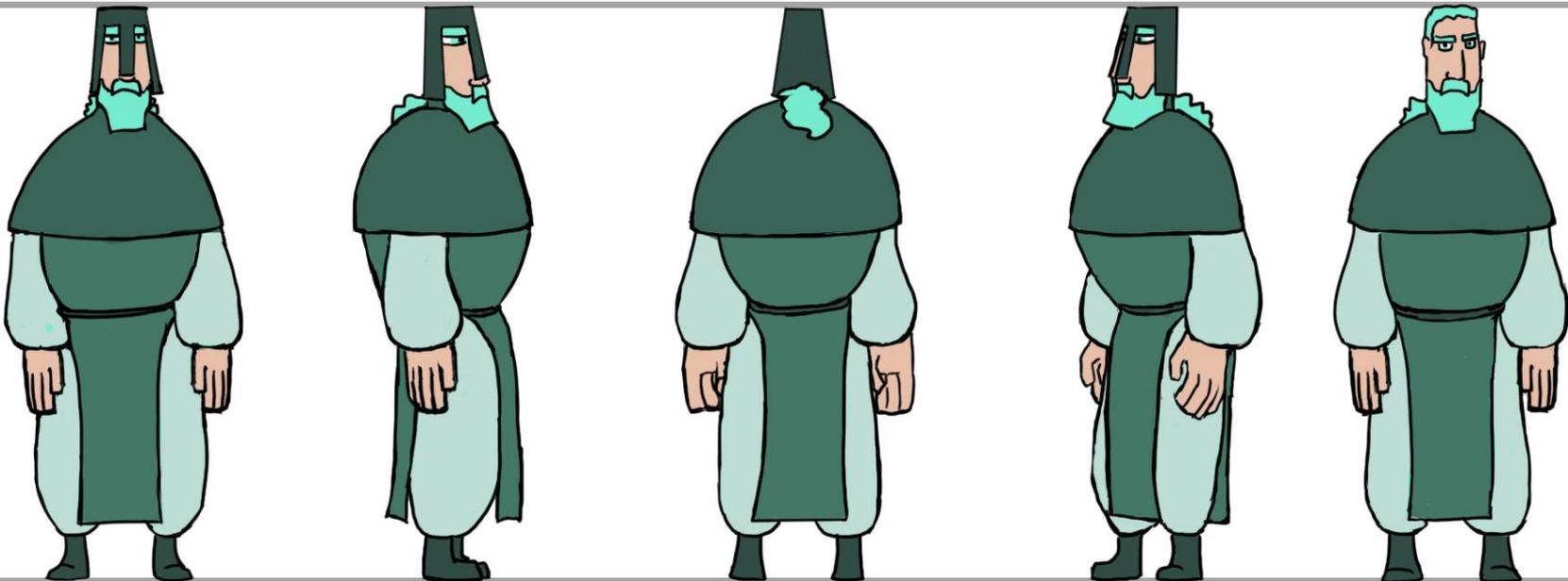
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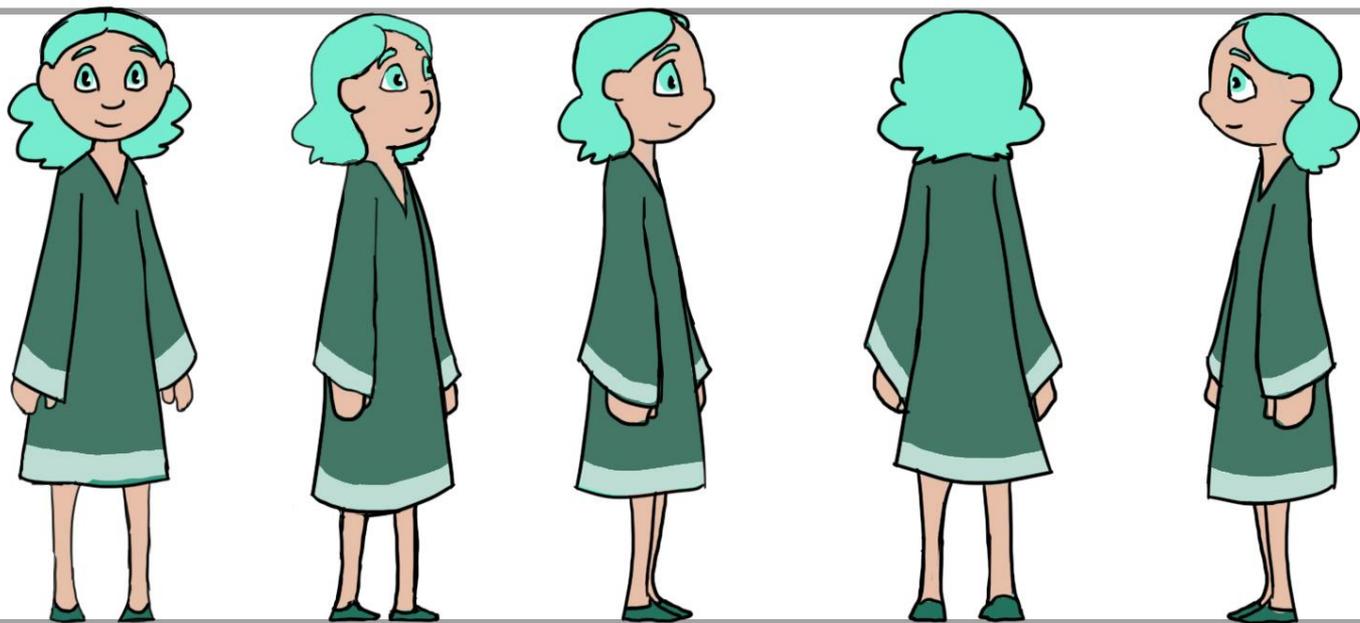


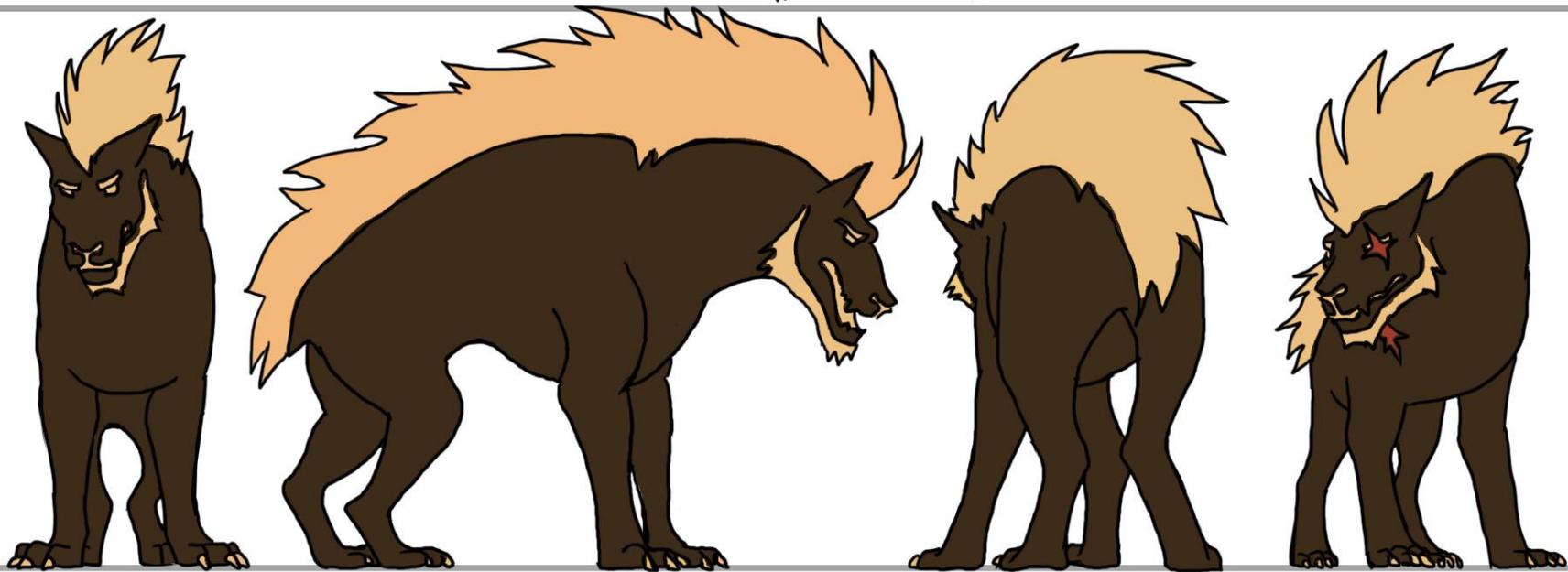
More Color Tests



Major Characters



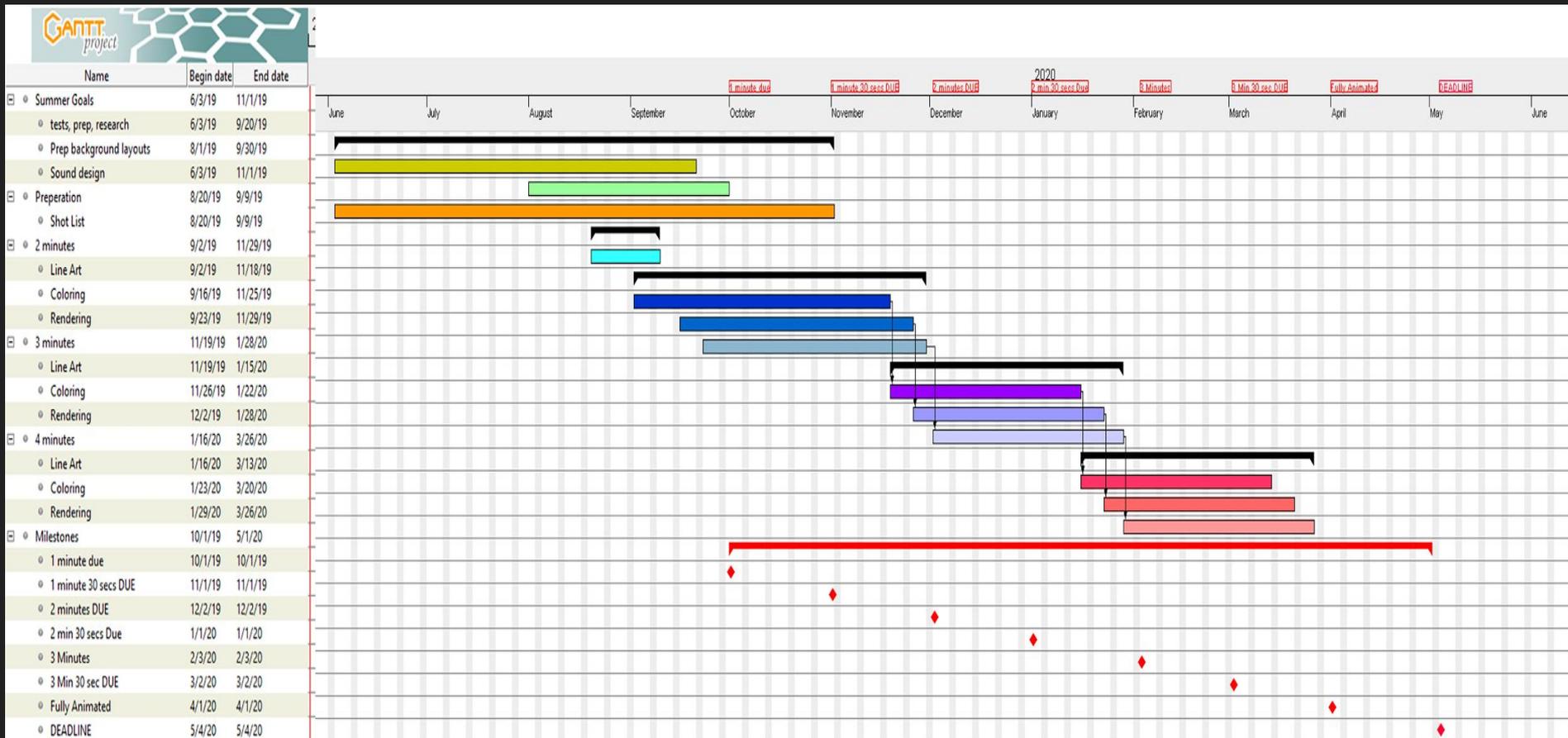




Schedule

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← A copy of this file can be found at this link



Animatic

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Anticipated Software:



Harmony