

Scene 1 - Shot 1

DESCRIPTION: Outside a house in the woods, the camera moves past a planted garden to the window of the house revealing a gentleman at his desk. Natural sounds fade away as classical music and a narrator's voice fade in.

MODELS

- Natural background
 - Trees
 - Bushes
 - Short Grass
- Planted Flowers
- House
- Shed
- Gentleman
- Interior Setting
 - Desk
 - Laptop
 - Coffee Cup

CAMERA

- Low to ground dolly up to window and turn inside

LIGHTING

- Overcast Sky, Cool
- Interior Area Light, Warm

SOUND

- Natural Outdoor Ambience
- Classical Music
- Narrators Voice

ANIMATION

- Plant life rustling in wind
- MoCap gentleman in background

TECHNICAL

- Generated natural environment
- Ambient occlusion house
- Clothing

Individual Contributions for Scene

Luo: - Clothing

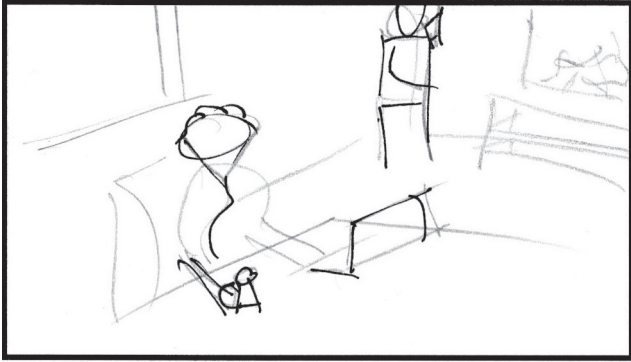
Sahana: - Bake ambient occlusion

Shan: -Natural environment

Tia: - Gentleman model

Will: - House model texturing

—Unclaimed: - Planted flowers model



Scene 2 - Shot 1

DESCRIPTION: The gentleman sits at his desk listening to his audio book while sipping coffee and working on a laptop. The room is filled with historical possessions from his career as a professor.

MODELS

- Natural background outside window
- Gentleman
 - Headphones
- Interior Setting
 - Desk
 - Laptop
 - Coffee Cup
 - Map
 - Bookshelf
 - Lamp
- Statue with spear

CAMERA

- Medium shot revealing main character in his sophisticated setting.

LIGHTING

- Overcast Sky in Windows, Cool
- Interior Area Light, Warm
- Laptop Screen, Cool

SOUND

- Classical Music
- Narrators Voice

ANIMATION

- MoCap Gentleman seated

TECHNICAL

- Cloth simulation
 - Clothing
 - Headphones
- Subsurface Scattering
- Gentleman Face Rig

Individual Contributions for Scene

Luo: - Clothing simulation - Statue/Spear model - Secondary interior models

Sahana: - Subsurface scattering - Interior lighting

Shan: -MoCap skeleton binding

Tia: - Gentleman model high detail

Will: - House model interior texturing - Gentleman texturing

Unclaimed: - Gentleman face rig



Scene 2 - Shot 2

DESCRIPTION: The gentleman takes a sip of his coffee and freezes mid pose looking out the glass sliding doors into the yard.

MODELS

- Gentleman
 - Headphones
- Interior Setting
 - Coffee Cup
 - Map
- Statue with spear

CAMERA

- Close up of Gentleman's head and shoulders

LIGHTING

- Overcast Sky in Windows, Cool
- Interior Area Light, Warm
- Laptop Screen, Cool

SOUND

- Narrators Voice

ANIMATION

- MoCap Gentleman seated sipping coffee
- Gentleman's Expressions

TECHNICAL

- Cloth simulation
 - Clothing
 - Headphones
- Subsurface Scattering
- Gentleman Face Rig

Individual Contributions for Scene

Luo: - Clothing simulation - Statue/Spear model - Secondary interior models

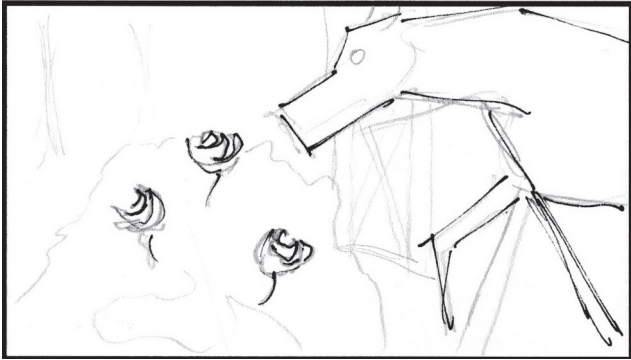
Sahana: - Subsurface scattering - Interior lighting

Shan: - MoCap skeleton binding

Tia: - Gentleman model high detail - eye details

Will: - House model interior texturing - Gentleman texturing

—Unclaimed: - Gentleman face rig



Scene 3 - Shot 1

DESCRIPTION: A doe walks up to the man's garden and sniffs the delicious looking flowers cautiously.

MODELS

- Deer
- Natural background
- Planted flowers
 - Consumable

CAMERA

- Mid shot of deer and flower garden

LIGHTING

- Overcast Sky, Cool

SOUND

- Narrators Voice?
- Deer footsteps
- Nature ambience

ANIMATION

- Deer walking up
- Plants swaying in breeze

TECHNICAL

- Subsurface Scattering
 - Deer ears
- Deer fur

Individual Contributions for Scene

Luo:

Sahana: - Subsurface scattering - Deer fur

Shan: - Exterior environment - Consumable flowers

Tia:

Will: - Exterior lighting



Scene 2 - Shot 3

DESCRIPTION: The gentleman continues to stare at the deer concerned for his flowers.

MODELS

- Gentleman
 - Headphones
- Interior Setting
 - Coffee Cup
- Statue with spear

CAMERA

- Extreme Close up of Gentleman's face

LIGHTING

- Overcast Sky in Windows, Cool
- Interior Area Light, Warm
- Laptop Screen, Cool

SOUND

- Narrators Voice

ANIMATION

- MoCap Gentleman seated sipping coffee
- Gentleman's Expressions

TECHNICAL

- Cloth simulation
 - Clothing
 - Headphones
- Subsurface Scattering
- Gentleman Face Rig

Individual Contributions for Scene

Luo: - Clothing simulation - Statue/Spear model - Secondary interior models

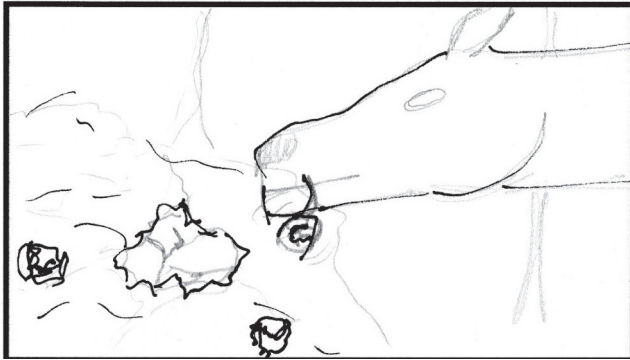
Sahana: - Subsurface scattering - Interior lighting

Shan: - MoCap skeleton binding

Tia: - Gentleman model high detail - eye details

Will: - House model interior texturing - Gentleman texturing

—Unclaimed: - Gentleman face rig



Scene 3 - Shot 2

DESCRIPTION: The doe takes a bite out of the flowers and chews on them.

MODELS

- Deer
- Natural background
- Planted flowers
 - Consumable

CAMERA

- Close up shot of deer and flower garden

LIGHTING

- Overcast Sky, Cool

SOUND

- Narrators Voice?
- Deer chewing plants
- Nature ambience

ANIMATION

- Deer chewing plants
- Plants swaying in breeze
- Plants ripped out of ground

TECHNICAL

- Subsurface Scattering
 - Deer ears
- Deer fur
- Deer jaw rig

Individual Contributions for Scene

Luo:

Sahana: - Subsurface scattering - Deer fur - Deer jaw rig

Shan: - Exterior environment - Consumable flowers

Tia:

Will: - Exterior lighting



Scene 2 - Shot 4

DESCRIPTION: The gentleman's eye twitches as he watches the deer eat his flowers.

MODELS

- Gentleman
 - Headphones
- Interior Setting
 - Coffee Cup
- Statue with spear

CAMERA

- Extreme Close up of Gentleman's face

LIGHTING

- Overcast Sky in Windows, Cool
- Interior Area Light, Warm
- Laptop Screen, Cool

SOUND

- Narrators Voice

ANIMATION

- MoCap Gentleman seated sipping coffee
- Gentleman's Expressions
 - Eye twitch

TECHNICAL

- Cloth simulation
 - Clothing
 - Headphones
- Subsurface Scattering
- Gentleman Face Rig

Individual Contributions for Scene

Luo: - Clothing simulation - Statue/Spear model - Secondary interior models

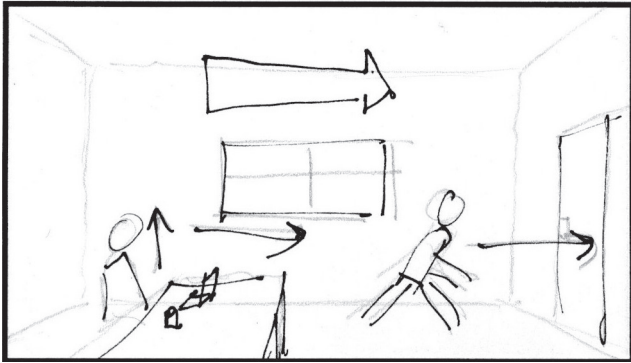
Sahana: - Subsurface scattering - Interior lighting

Shan: - MoCap skeleton binding

Tia: - Gentleman model high detail - eye details

Will: - House model interior texturing - Gentleman texturing

—Unclaimed: - Gentleman face rig



Scene 2 - Shot 5

DESCRIPTION: The gentleman stands up and rushes to the sliding glass door stepping out into the yard.

MODELS

- Natural background outside window
- Gentleman
 - Headphones
- Interior Setting
 - Desk
 - Laptop
 - Coffee Cup
 - Map
 - Bookshelf
 - Lamp
- Statue with spear

CAMERA

- Wide shot that follows the man to the glass door

LIGHTING

- Overcast Sky in Windows, Cool
- Interior Area Light, Warm
- Laptop Screen, Cool

SOUND

- Narrators Voice
- Coffee cup to table
- Footsteps

ANIMATION

- MoCap Gentleman standing up and walking out
- Gentleman's Expressions

TECHNICAL

- Cloth simulation
 - Clothing
 - Headphones
- Subsurface Scattering
- Gentleman Face Rig

Individual Contributions for Scene

Luo: - Clothing simulation - Statue/Spear model - Secondary interior models

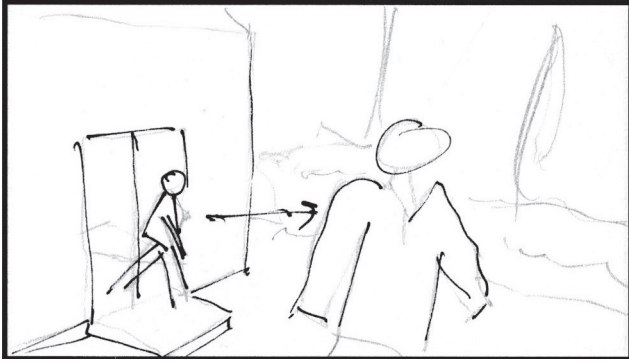
Sahana: - Subsurface scattering - Interior lighting

Shan: - MoCap skeleton binding

Tia: - Gentleman model high detail

Will: - House model interior texturing - Gentleman texturing

—Unclaimed: - Gentleman face rig



Scene 4 - Shot 1

DESCRIPTION: The gentleman starts jogging out into the yard concerned for his garden.

MODELS

- Natural environment
- Gentleman
 - Headphones
- Exterior House

CAMERA

- Wide shot as the man approaches the camera

LIGHTING

- Overcast Sky in Windows, Cool
- Interior Area Light, Warm

SOUND

- Narrators Voice
- Nature ambience
- Footsteps

ANIMATION

- MoCap Gentleman walking in the yard
- Gentleman's Expressions
- Plant life rustling

TECHNICAL

- Cloth simulation
 - Clothing
 - Headphones
- Subsurface Scattering
- Gentleman Face Rig
- House ambient occlusion

Individual Contributions for Scene

Luo: - Clothing simulation

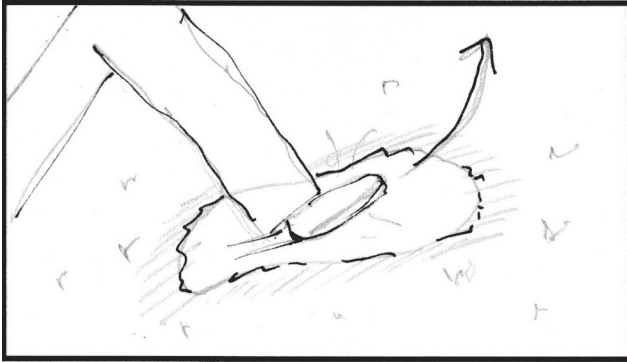
Sahana: - Subsurface scattering - Ambient occlusion house

Shan: - MoCap skeleton binding - Natural environment

Tia: - Gentleman model high detail

Will: - House model exterior texturing - Gentleman texturing

—Unclaimed: - Gentleman face rig



Scene 4 - Shot 2

DESCRIPTION: The gentleman's foot slips in a mud puddle causing him to fall into the dirt and grass.

MODELS

- Natural environment
- Gentleman
 - Headphones
- Mud Puddle

CAMERA

- Close up of mud puddle slip

LIGHTING

- Overcast Sky in Windows, Cool

SOUND

- Narrators Voice
- Nature ambience
- Footsteps
- Mud sloshing

ANIMATION

- MoCap Gentleman slipping in the mud
- Plant life rustling

TECHNICAL

- Cloth simulation
 - Clothing
- Mud Particle simulation

Individual Contributions for Scene

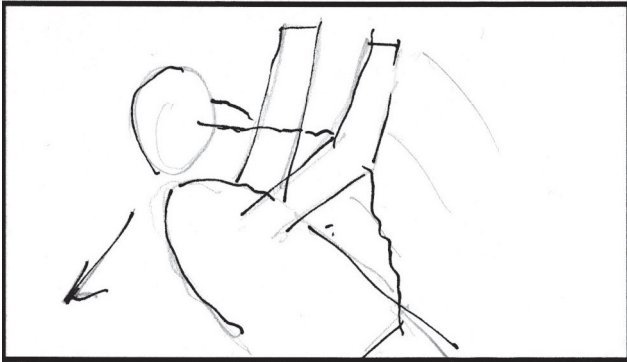
Luo: - Clothing simulation

Sahana:

Shan: - MoCap skeleton binding

Tia: - Gentleman model high detail

Will: - Gentleman texturing - Mud particle simulation and model



Scene 4 - Shot 3

DESCRIPTION: The gentleman's foot slips in a mud puddle causing him to fall into the dirt and grass.

MODELS

- Natural environment
- Gentleman
 - Headphones

CAMERA

- Mid shot of man falling out of frame

LIGHTING

- Overcast Sky in Windows, Cool

SOUND

- Narrators Voice
- Nature ambience
- Collapse on grass
- Mud sloshing

ANIMATION

- MoCap Gentleman slipping in the mud
- Plant life rustling

TECHNICAL

- Cloth simulation
 - Clothing
 - Headphones
- Subsurface scattering

Individual Contributions for Scene

Luo: - Clothing simulation

Sahana: - Subsurface scattering

Shan: - MoCap skeleton binding - Natural environment

Tia: - Gentleman model high detail

Will: - Gentleman texturing



Scene 4 - Shot 4

DESCRIPTION: The gentleman picks himself up off the ground covered in mud. He tries to wipe some of it off but ends up smearing it on himself.

MODELS

- Natural environment
- Gentleman dirty
 - Headphones
- Mud puddles stationary

CAMERA

- Mid shot of man falling out of frame

LIGHTING

- Overcast Sky in Windows, Cool

SOUND

- Narrators Voice
- Nature ambience
- Wiping off cloths

ANIMATION

- MoCap Gentleman wiping cloths off
- Plant life rustling

TECHNICAL

- Cloth simulation
 - Clothing tears
 - Headphones
- Subsurface scattering
- Mud smearing

Individual Contributions for Scene

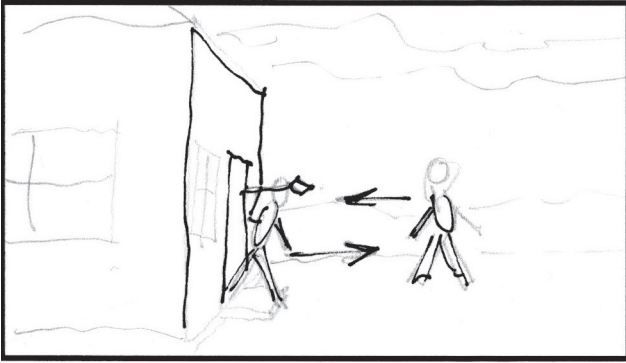
Luo: - Clothing simulation

Sahana: - Subsurface scattering

Shan: - MoCap skeleton binding - Natural environment

Tia: - Gentleman model high detail - Messy hair

Will: - Gentleman texturing



Scene 4 - Shot 4

DESCRIPTION: The gentleman steps back into the house. Rummaging sounds can be heard from inside as he looks for a way to deter the deer. Slowly the spear point emerges from the side of the house. The man in attack pose.

MODELS

- Natural environment
- Gentleman dirty
 - Headphones
- House Exterior
- Spear

CAMERA

- Wide shot of side of house

LIGHTING

- Overcast Sky in Windows, Cool
- Interior area light, Warm

SOUND

- Narrators Voice
- Nature ambience
- Rummaging
- Footsteps

ANIMATION

- MoCap Gentleman walking and attack pose
- Plant life rustling

TECHNICAL

- Cloth simulation
 - Clothing tears
 - Headphones
- Subsurface scattering
- Ambient occlusion

Individual Contributions for Scene

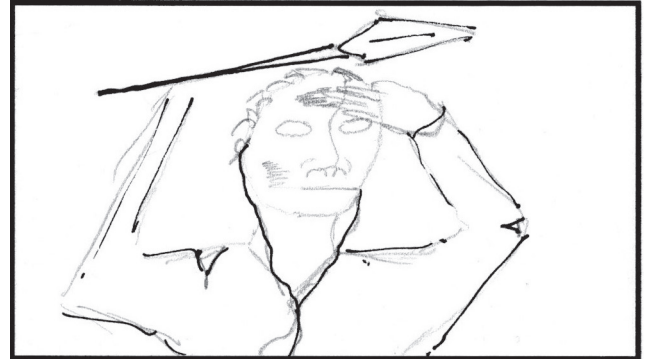
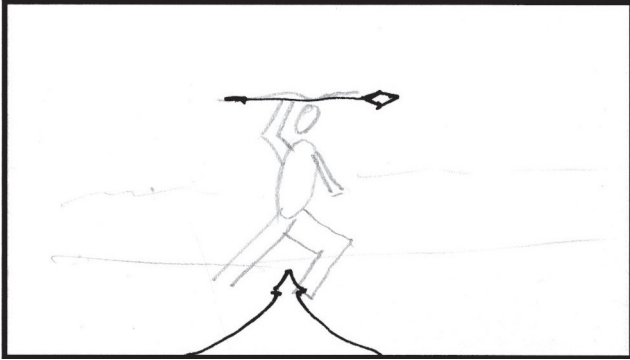
Luo: - Clothing simulation - Spear model

Sahana: - Subsurface scattering - Bake ambient occlusion

Shan: - MoCap skeleton binding - Natural environment

Tia: - Gentleman model high detail - Messy hair

Will: - Gentleman texturing - House Exterior texturing



Scene 4 - Shot 5

DESCRIPTION: The gentleman begins stalking his target as the camera moves into a close up of his face. He smears more mud onto his head and the transition into a caveman begins. The narrator fades as a heart pounding sound increases tempo.

MODELS

- Natural environment
- Gentleman dirty
 - Headphones
- Spear

CAMERA

- Wide shot zooming into a close up of the man

LIGHTING

- Overcast Sky in Windows, Cool

SOUND

- Narrators Voice
- Nature ambience
- Footsteps
- Heartbeat

ANIMATION

- MoCap Gentleman stalking and wiping brow
- Plant life rustling

TECHNICAL

- Cloth simulation
 - Clothing tears
 - Headphones
- Subsurface scattering
- Mud smear transition

Individual Contributions for Scene

Luo: - Clothing simulation - Spear model

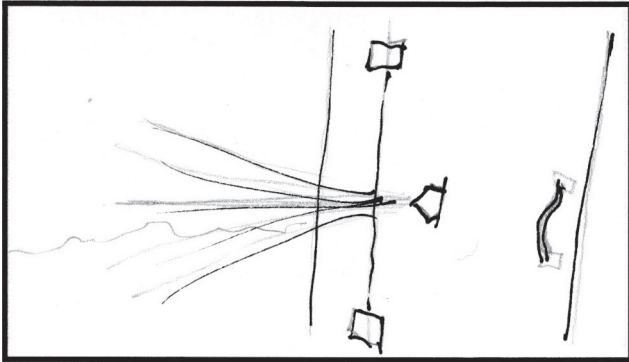
Sahana: - Subsurface scattering

Shan: - MoCap skeleton binding - Natural environment

Tia: - Gentleman model high detail - Messy hair

Will: - Gentleman texturing

—Unclaimed: -Transition to caveman



Scene 5 - Shot 1

DESCRIPTION: The spear twangs as it juts out of the side of the shed. The gentleman missed the deer completely

MODELS

- Natural environment
- Garden Shed
- Spear flexible

CAMERA

- Mid shot of the spear and shed

ANIMATION

- Spear in side of shed
- Plant life rustling

LIGHTING

- Overcast Sky in Windows, Cool

TECHNICAL

- Flexible body spear model

SOUND

- Narrators Voice
- Nature ambience
- Spear Twang

Individual Contributions for Scene

Luo: - Spear model

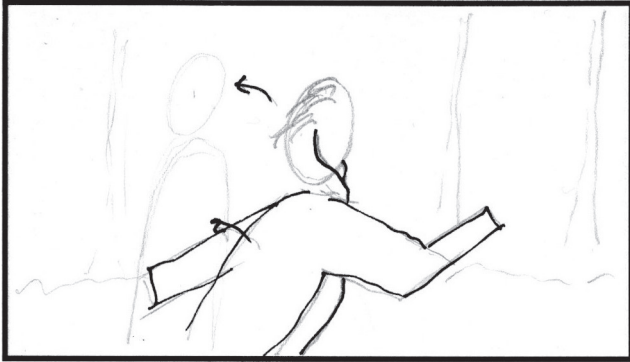
Sahana:

Shan: - Natural environment

Tia:

Will: - Garden shed model and texturing

—Unclaimed: -Flexible Spear Simulation



Scene 5 - Shot 2

DESCRIPTION: The gentleman is frozen for a moment in the throwing pose as he snaps back to reality. Then he slowly stands up starring into the forrest.

MODELS

- Natural environment
- Gentleman dirty
 - Headphones

CAMERA

- Mid shot of the gentleman's reaction

ANIMATION

- Gentleman standing up after throwing the spear
- Plant life rustling

LIGHTING

- Overcast Sky in Windows, Cool

TECHNICAL

- Cloth simulation
 - Clothing tears
 - Headphones
- Subsurface scattering

SOUND

- Narrators Voice
- Nature ambience

Individual Contributions for Scene

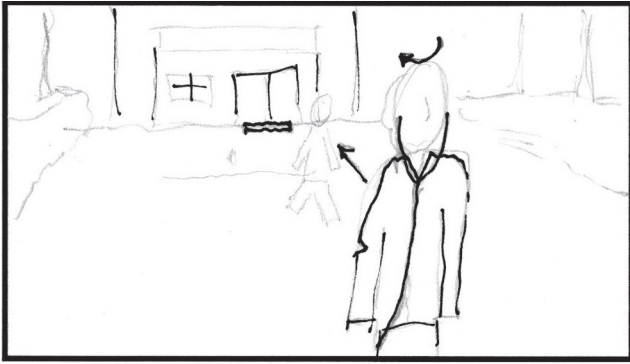
Luo: - Cloth Simulation

Sahana: - Subsurface scattering

Shan: - Natural environment - MoCap skeleton binding

Tia: - Gentleman model high detail - Messy hair

Will: - Gentleman texturing



Scene 5 - Shot 3

DESCRIPTION: The wife calls from inside the house startling the gentleman. He turns back and walks towards the house.

MODELS

- Natural environment
- Gentleman dirty
 - Headphones
- House exterior

CAMERA

- Wide shot of yard as the man walk s away from camera

LIGHTING

- Overcast Sky in Windows, Cool
- Interior Area Light, Warm

SOUND

- Narrators Voice
- Nature ambience
- Wife calling
- Footsteps

ANIMATION

- Gentleman walks back to the house
- Plant life rustling

TECHNICAL

- Cloth simulation
 - Clothing tears
 - Headphones
- Subsurface scattering

Individual Contributions for Scene

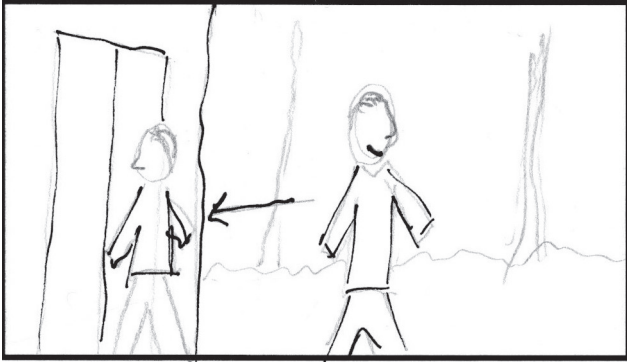
Luo: - Cloth Simulation

Sahana: - Subsurface scattering

Shan: - Natural environment - MoCap skeleton binding

Tia: - Gentleman model high detail - Messy hair

Will: - Gentleman texturing - House exterior texturing



Scene 5 - Shot 4

DESCRIPTION: The gentleman pauses at the door turning to look back at the shed. He smiles to himself and walks inside.

MODELS

- Natural environment
- Gentleman dirty
 - Headphones
- House exterior

CAMERA

- Wide shot of yard as the man walk s away from camera

ANIMATION

- Gentleman walks back to the house
- Plant life rustling

LIGHTING

- Overcast Sky in Windows, Cool
- Interior Area Light, Warm

TECHNICAL

- Cloth simulation
 - Clothing tears
 - Headphones
- Subsurface scattering

SOUND

- Narrators Voice
- Nature ambience
- Wife calling
- Footsteps

Individual Contributions for Scene

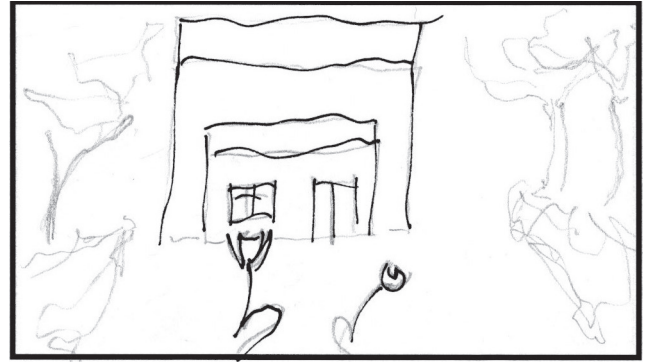
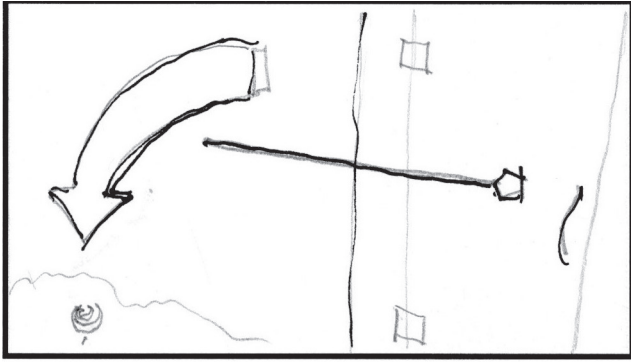
Luo: - Cloth Simulation

Sahana: - Subsurface scattering

Shan: - Natural environment - MoCap skeleton binding

Tia: - Gentleman model high detail - Messy hair

Will: - Gentleman texturing - House exterior texturing



Scene 5 - Shot 5

DESCRIPTION: The camera looks back at the spear in the shed then moves down and turns towards the house revealing the first shot at the start of the animation.

MODELS

- Natural environment
- Garden Shed
- Spear rigid
- Garden flowers
- House exterior

CAMERA

- Mid shot of the spear and shed turning towards the house to create the first shot of scene 1

ANIMATION

- Plant life rustling

TECHNICAL

- Ambient occlusion house

LIGHTING

- Overcast Sky in Windows, Cool
- Interior area light, Warm

SOUND

- Nature ambience

Individual Contributions for Scene

Luo: - Spear model

Sahana: - Bake ambient occlusion

Shan: - Natural environment

Tia:

Will: - Garden shed model and texturing

—Unclaimed: -Planted flower model