

**Západočeská univerzita v Plzni**  
**Fakulta designu a umění Ladislava Sutnara**

# **Bakalářská práce**

**2023**

**Chan Tan-lui**

**Západočeská univerzita v Plzni**  
**Fakulta designu a umění Ladislava Sutnara**

**Bakalářská práce**

**KEEP OUT/VSTUP ZAKÁZÁN**

**Chan Tan-lui**

**Plzeň 2023**

**Západočeská univerzita v Plzni**  
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**Katedra výtvarného umění**  
Studijní program multimediální design  
Specializace animovaná a interaktivní tvorba

**Bakalářská práce**  
**KEEP OUT/VSTUP ZAKÁZÁN**

**Chan Tan-lui**

Vedoucí práce: Doc. MgA. Domlátil Vojtěch

Katedra audiovize

Fakulta designu a umění Ladislava Sutnara

Západočeské univerzity v Plzni

**Plzeň 2023**

ZÁPADOČESKÁ UNIVERZITA V PLZNI

Fakulta designu a umění Ladislava Sutnara

Akademický rok: 2020/2021

# ZADÁNÍ BAKALÁŘSKÉ PRÁCE

(projektu, uměleckého díla, uměleckého výkonu)

Jméno a příjmení: **Tan Lui CHAN**  
Osobní číslo: **D19B0118P**  
Studijní program: **B8206 Výtvarná umění**  
Studijní obor: **Multimediální design, specializace Animovaná a interaktivní tvorba**  
Téma práce: **FILMOVÉ ZPRACOVÁNÍ POVÍDKY, POHÁDKY, BAJKY, BÁSNĚ NEBO HUDEBNÍ SKLADBY**  
Zadávací katedra: **Katedra výtvarného umění**

## Zásady pro vypracování

námět a literární scénář storyboard výtvarná a animační příprava (layout) realizace postprodukce (střih, zvuk) Rozsah: 3 – 5 min. Technologie: kresebná loutková plošná animace nebo kombinované techniky při použití 2D , 3D animačních programů Tvůrčí záměr: krátký film s originálně vytvořenou povídkou

Způsob realizace: kresebná animace

Cíl: černý humor pro teenagery a dospělé

Předpokládaný charakter výstupu: 3-6 min. animace

Rozsah průvodní zprávy: minimálně 3 normostrany , námět a literární scénář – technický scénář – vizuál

Rozsah teoretické části: **min. 3 normostrany textu**  
Rozsah praktické části: **vyplyne ze zpracování BP**  
Forma zpracování bakalářské práce: **tištěná**

Seznam doporučené literatury:

The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators, Richard Williams, 2001, ISBN 0-5712-0228-4.

KUBÍČEK, Jiří. Úvod do estetiky animace. Praha: Akademie múzických umění v Praze, Filmová a televizní fakulta, Katedra animované tvorby, 2004. ISBN 80-7331-019-8.

Vedoucí bakalářské práce: **Doc. MgA. Vojtěch Domlátil**  
Katedra výtvarného umění

Datum zadání bakalářské práce: **31. května 2021**

Termín odevzdání bakalářské práce: **29. dubna 2022**



L.S.

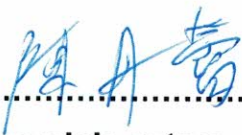
**Doc. akademický malíř Josef Mištera v.r.**  
děkan

**Mgr. Jindřich Lukavský, Ph.D. v.r.**  
vedoucí katedry

V Plzni dne 29. října 2021

**Prohlašuji, že jsem umělecké dílo vypracoval(a) samostatně a nejedná se o plagiát.**

**Plzeň, duben 2023**

  
.....

**podpis autora**

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# PŘÍPRAVA A REFLEXE PROCESU ANIMOVANÉHO KRÁTKÉHO FILMU — KEEP OUT

## ÚVOD

KEEP OUT je originální příběh o lidech, kteří jsou ve svých malých pokojíčcích izolováni od nebezpečného světa. Živí se živým streamováním videa a spojují se s ostatními jen ve virtuálním světě. A jednou chlapec náhodou zjistil pravdu. Jde o osmiminutový krátký animovaný film využívající 2D digitální kresby. Je to moje první spolupráce s hongkongským hudebním skladatelem, do filmu jsme integrovali čínskou tradiční divadelní hudbu. Strávila jsem jeden a půl roku dokončováním filmu, od pouhých vizí mé fantazie až po skutečný film, který může vidět každý. Celý proces byla náročná cesta.

## PROCES VYTVÁŘENÍ PŘÍBĚHU

Na úplném začátku jsem chtěla sama vytvořit příběh z toho, co jsem cítila ze situace v Hongkongu a karanténní zkušenosti během Covidu. Přemýšlela jsem jak by se lidem žilo v karanténní situaci za totalitu. Bylo to zjevně velmi obsáhlé téma na krátký film s 3-5 minutami. Představuji si, že by to mohlo začít životem ve lži nebo ve falešném světě. Snažila jsem se použít komáry jako symbol reprezentující obyvatele. Protože když jsem byla malá, byla jsem zvědavá, jestli komár umí létat bez nohou, tak jsem chytila velkého komára a utrhla mu nohy jednu po druhé. Experiment byl rozhodně krutý, samozřejmě zemřel. Na základě této vzpomínky jsem kontaktovala kamaráda v Hong Kongu, aby mi pomohl se scénářem (*Příloha A: První scénář*) a který by také složil hudbu k filmu.

Náš první scénář a storyboard (*Příloha B: První storyboard*) bohužel nedopadli tak dobře. Přesto tam byly některé zajímavé prvky. Sdílela jsem své myšlenky a nápady se svými kamarády. Jedna kamarádka začala vyprávět o tom, jak pomocí kelímku chytala komára. A po nějaké době bylo v jejím pokoji mnoho kelímků. Takhle jsem začala vytvářet pokoj ve tvaru kelímku (*Příloha D: Skicy*). Poté jsem začala utvářet svět ve kterém by se odehrál můj příběh.



Na začátku, před tím, než vznikl příběh, jsem měla velmi jasnou vizi návrhu své postavy (*Příloha E: Design postavy*). Chtěla jsem, aby všichni byli baculatí kvůli tomu, že jedí příliš mnoho nezdravého jídla. Hlavní postava, baculatý chlapec, je sebereflexe, jak bych reagovala na situaci ve filmu a co cítím k lidem ve skutečnosti.

Nejnáročnější bylo udělat konec příběhu. Napadlo mě tolik verzí. Konzultovala jsem to s kamarády a profesory, měsíc před odevzdáním, konečně jsem to měla. Strávila jsem hodně času přemýšlením o konci tím, že jsem přemýšlel o tom, kdo jsem. Co bych dělala, být tím chlapcem? Nejsm člověk, který dělá věci, které má většinová společnost ráda nebo dělá. Obvykle dělám to, co cítím jako správné. Někdy cítíme beznaděj, když se kolem nás děje příliš mnoho špatných věcí, ale naučit se být lepším já je rozhodně správné. Proto se chlapec rozhodl odejít se svými rybami.

## **REALIZACE**

Poté, co jsem měla hrubý storyboard a design postav, další věcí bylo navrhnout prostředí. Rozhodla jsem se použít Blender k vytvoření 3D modelu pokoje ve tvaru kelímku. Potom, jsem mohla nastavit kamery do různých pozic a natočit obrázky pro referenci (*Příloha F: 3D modely a konečné vytváření*). Natočila jsem také několik videí pohybu kamery v Blenderu. Pomocí těchto referenčních obrázků jsem je mohla snadno překreslit a udržet vše ve správném poměru a perspektivě.

V raných fázích jsem zkoušela používat tužku na papíře pro obrysy, ale velmi rychle jsem to vzdala, protože to bylo příliš časově náročné. Takže později jsem vše nakreslila digitálně na TVpaint.

U chlapce bylo mnoho pohybů těla. Někdy jsem se natáčela na videa, jak dělám pohyb těla jako referenci. Pak jsem rotoskopovala své tělo na TVpaint, ale nebylo to tak snadné, jak jsem si myslela. Při rotoskopování mých rukou to šlo dobře, ale rotoskopování lidského těla kreslené postavičky tak dobře nešlo. Tělesné proporce jsou příliš odlišné, korekce mi zabraly hodně času. Ale použití této techniky na keyframe a načasování bylo stále docela užitečné.

## **ORGANIZACE ČASU**

Od ledna 2022 mám 80 % hotový storyboard se 100 scénami (Příloha C: Poslední storyboard) a animatic 5 minut 30 sekund. Spočítala jsem si časový harmonogram, abych věděla, kolik času zabere dokončení tohoto krátkého filmu. Určitě nebylo možné projekt dokončit do třech měsíců. Po konzultaci s našimi profesory mi navrhli, že je lepší to o rok posunout. A tím mohla mít i více času na přípravu na státní zkoušku. Mám tedy možnost ji úspěšně dokončit. Vždy jsem si vytvořila seznam cílů pro každý měsíc. Vždy mi to připomělo, že kdybych byla tento měsíc líná, příští měsíc bych to měla těžké. Mezitím jsem si uvědomila, že storyboard je velmi důležitý a užitečný během celého procesu animace. Je velmi snadné se ztratit, když se příliš soustředím na animaci. Takto si ale vždy můžeme prohlédnout celý film pohledem na storyboard. To je důvod, proč je můj papírový storyboard velmi rozbitý a plný kávoových skvrn.

## **POST PRODUKCE**

Další výzvou je postprodukce. Na animaci jsem pracovala ještě začátkem dubna. Zároveň jsem musela začít komunikovat s přáteli, kteří by dělali zvuk a hudbu. Zvukový designér a hudební skladatel měli pracovat s nedokončenou animací. Nebylo to pro ně nic příjemného. Kromě toho jsem si uvědomila jak důležité je ve filmu být režisérem. Oceňuji kreativitu všech lidí. Integrace kreativity různých lidí do filmu, aniž bych ztratila svou uměleckou estetiku. Byla to nová zkušenost pracovat s jinými profesionály a opravdu povýšili moji animaci na další úroveň.

## **ZÁVĚR**

Po více než roce práce, kdy jsem všechny kresby a finální kompozice udělala sama, jsem rozhodně unavená. Zároveň jsem spokojená a hrdá na to, co jsem udělala. Baví mě pracovat s různými obory profesionálů, i když to bylo náročné. Těším se na sdílení mého filmu se svými přáteli a všemi.

# THE PREPARATION AND PROCESS REFLECTION OF MAKING THE ANIMATED SHORT FILM — KEEP OUT

## INTRODUCTION

KEEP OUT is an original story about people being quarantined out of the dangerous world in their tiny rooms. They do live video streaming for a living, connecting others in the virtual world. One day, a chubby boy discovered the truth by accident. It is an eight-minute short animated film using 2D digital drawings. This is my first collaboration with a Hong Kong composer, we integrated Chinese traditional theatre music into the film. I spent one and a half years finishing the film, from only visions of my imagination to an actual film which everyone can watch. The process was a tough journey.

## PROCESS OF CREATING THE STORY

At the very beginning, I wanted to create a story by myself from what I felt about the situation in Hong Kong and the quarantine experience during covid. I was thinking about how people would live in a quarantine situation under totalitarianism. It was clearly a very big topic for a short film with 3-5 minutes. I imagine it could begin with living in a lie or inside a fake world. I tried to use mosquitos as a symbol to represent the residents. Because when I was little I was curious if a mosquito can fly without legs, so I caught a big crane fly and removed their legs one by one. The experiment was definitely cruel, it died of course. Based on this memory, I contacted a friend in Hong Kong to help me with the script (*Appendix A: First script*), who would be composing the music for the film as well.

Unfortunately, our first script and storyboard (*Appendix B: First storyboard*) did not go so well. Yet, there were still some interesting elements. I was sharing my thoughts and ideas with my friend. One friend started to talk about how she was using a cup to catch a mosquito. After some time, there were many cups in her room. That was how I started to create the rooms in a cup shape (*Appendix D: Sketches*). Eventually, I shaped a world that would create a story.

I had a very clear vision for my character design in the very beginning (*Appendix E: Character design*). I wanted everyone to be chubby due to eating too much junk food. The main character, the chubby boy, is kind of a self-reflection, of how I would react to the situation in the film and what I feel about the people in reality.

Making the end of the story was the most challenging. I came up with so many versions. I consulted my friends and my professors. One month before the submission, I finally had it. I spent lots of time thinking about the ending by reflecting on who I am. What would the chubby boy do if I were him? I am never a person who follows suit. I usually do what feels right to me. Sometimes we feel hopeless when there are too many bad things happening around us, but learning to be a better self is definitely right. That is why the chubby boy chose to leave with his fish.

## **REALIZATION**

After I had a rough storyboard and character design, the next thing was designing the environment. I decided to use Blender to build a 3D model of the cup-shaped room. Then, I can set cameras in different positions and capture pictures for reference (*Appendix F: 3D models and final renderings*). I also made some videos of camera movement in Blender. Using these reference images, I can easily draw over them and keep everything in the right proportion and perspective.

In the early stages, I tried to use pencil on paper for outlines, but I gave up very quickly because it was too time-consuming. So later on, I drew everything digitally using TVpaint.

There were many body movements for the chubby boy. Sometimes, I filmed myself doing the body movement as a reference. Then I rotoscoped my body on TVpaint, but it was not as easy as I thought. Rotoscoping hands was very pleasing, but roto-scoping a human body to a cartoon character did not go so well. The body proportions are too different, it took me a lot of time to make corrections. But using this skill on keyframes and timing is still quite handy.

## **TIME MANAGEMENT**

Since January 2022, I have had an 80% finished storyboard with 100 scenes (*Appendix C: Last storyboard*) and a 5 minutes 30 seconds animatic. I calculated a time schedule to see how much time it would take to finish this short film. It is definitely impossible to finish in the next three months. After consultation with our professors, they suggested it is better for me to postpone one year, and have more time to prepare for the state exam. Therefore I have an opportunity to finish it in a proper way. I always made myself a target list for each month. It can always remind me that if I was lazy this month, I would have a hard time next month. Meanwhile, I realized a storyboard is very important and useful during the whole animation process. It is very easy to get lost when we are too focused on animating. But we can always review the whole film by looking at the storyboard. That is why my storyboard papers are very broken and full of coffee stains.

## **POST-PRODUCTION**

Post-production is another challenge. I was still working on the animation at the beginning of April. At the same time, I had to start to communicate with my friends who would do the sound design and music. The sound designer and music composer had to work with an unfinished animation. It was not a pleasant thing for them. Other than that, I realized how important being a director in a film is. I appreciate everyone's creativity. Integrating different people's creativity into a film without losing my artistic approach. It was a new experience to work with other professionals, and they really upgraded my animation to the next level.

## **CONCLUSION**

After over one year of working, doing all the drawings and final composition by myself, I am definitely tired. At the same time, I am satisfied and proud of what I did. I enjoy working with different fields of professionals although It was challenging. Looking forward to sharing my film with my friends and everyone.

## **RESUMÉ**

Toto je krátká zpráva a reflexe procesu animovaného krátkého filmu KEEP OUT. Což je o lidech, kteří jsou spokojeni s tím, že žijí v malém pokoji. A nestarají se o pravdu a skutečný svět. Zamyšlení nad tím, co jsem cítila o situaci v Hongkongu a karanténní zkušenosti během covidu. Představte si, jak by lidé žili v karanténní situaci pod totality. Dokončením této 2D animace jsem strávila jeden a půl roku. Integrovaná čínská tradiční divadelní hudba do animace. S hrdostí prezentuji svou bakalářskou práci.

## **ABSTRACT**

This is a short report and reflection on the process of making the animated short film, KEEP OUT. Which is about people who are satisfied to live in a tiny room and do not care about the truth and the actual world. Reflecting on what I felt about the situation in Hong Kong and the quarantine experience during covid. Imagining how people would live in a quarantine situation under totalitarianism. I spent one and a half years finishing this 2D animation. Integrated Chinese traditional theatre music into animation. I am proud to present to you my bachelor's work.

# **PŘÍLOH A**

## **PRVNÍ SCÉNÁŘ/FIRST SCRIPT**

*Tan-Lui Chan a Brian Ting*

*Datum: 30.5.2021*

*3 stránky/3 pages*

## Script

Chan Tan Lui, Brian Ting

### 1. The livestreaming community

(screen view)

Enter to a livestream channel. A sexy-dressed, pretty, skinny girl is dancing to anime music. Bubbling hearts coming out around her

(zoom out from TV screen to small room. Wall plastered with idol posters mixed with some propaganda posters.)

A sexy dressed fat girl is dancing to the TV camera

(Zooms out to the facade of a building. Flat 1 and the girl are still visible through a window. Steady, slow camera movement to the right to other flats.)

(At night) Tiny flats are visible through the windows one by one. All flats are shining in different vibrant colors, as seen through the windows:

Flat 2: A guy is holding a gamepad excitedly. Yelling and cheering to the headphone with a microphone

Flat 3: A guy masturbating to a livestream.

[Flat 1-3: walls plastered with posters of different idols and entertainments, mixed with a few same propaganda posters. ("Stay home, stay safe" "Pollution is deadly" "3 days outside you'll die" etc.) All inhabitants are slightly obese.]

Flat 4 (Camera stops): White room, dim light. A fat boy sits idle, looking bored. Stares at the air. Close up to his face. Mouth slightly open, eyes looking at something above.

[Flat 4: broke propaganda posters on his wall, idols from the poster drawn funny faces]

(Mosquito flying sound) A mosquito flies near the window. A hand snatches the mosquito away, grabbing it by its wing. (Flying sound stops)

Fat boy looks closely at the mosquito and removes its legs one by one.

Legs are all gone. The mosquito is struggling from the hand. The hand releases its wing, and it flies with difficulty through the small window to the outside world. (Mosquito flying sound)

Fat boy looks at the window and smiles with hope.

Window and moonlight sky

### 2.

Title: 冇腳嘅雀仔可以飛幾遠

Director Writer



### 3. Public announcements

(Cheerful music)

TV screen. A good morning message. Weather report.

TV Screen: Pollution rate 85%, dangerous to go outside.

TV Screen: TV ad. Strong man with a big grin. Goes outside. Day 1, stops smiling. Day 2, becomes thin. Day 3, becomes skeleton. (Tagline: #Stay home, #stay safe.)

### 4. Escape

(Split screen of 4 flats) Everyone is busy with their Livestream work.

Their screens simultaneously change into the same programme. Sunny, joyful man in gym suit on screen.

(Energetic music)

Energetic male voice: It's Exercise Time!

(Split screen of 4 flats) They all stand up with difficulty and start following the steps from TV.

(Silence) Fat boy slides away from the projected self, a projector is projecting his exercise step.

[he projected a recorded exercise video on wall, pretend he is there]

(Energetic music) The other people are still doing steps.

(Silence) Boy escapes by crawling down from his window with a rope.

(He moves agilely, but with difficulty)

(Energetic music) Close up of one of the inhabitants. He/she starts to sweat, and breathes fast.

(The rhythm gets faster and faster)

Boy also sweats and breathes fast.

TV: one two three four,  
one two three four

Boy's hands move down the rope in the same rhythm as one two three four one two three four.

The boy sneaks past a security guard unnoticed, who's also following the steps on screen.

Close up of another inhabitant.

He/she starts to breathe heavily, and drops to sit on the ground.

(Heavy breathing sound)

The boy escapes to the outside world.

(Heavy breathing sound)

Energetic male voice: Good job! That's all for today!

## **5. The Warning**

[Title: Day 1]

Boy walks past many many identical buildings. The pollution is not too bad, but it gets more and more misty.

[Title: Day 2]

Mist gets heavier. Start seeing Warning signs to go back. (Breathing sound)

[Title: Day 3]

The mist clears. He finds many dead bodies. (Heavy breathing sound)

## **6. The Truth**

(Heavy breathing sound builds to a climax) Boy collapses. (Sound stops)

Scene goes dark

(Mosquito flying sound)

(Flash back to the mosquito at the beginning)

It flies through the window, but struggles to fly.

Boy wakes up, sees a window in front of him.

Mosquito falls onto the ground.

Boy finds himself in a capsule.

(Execution sign is flashing above him, his neighbours are in the capsule next to him)

A cat comes by, smacks the mosquito and plays with it.

The security guard next to the capsule is watching a livestream channel.

# **PŘÍLOH B**

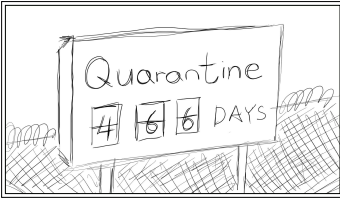
## **PRVNÍ STORYBOARD/ FIRST STORYBOARD**

*Tan-Lui Chan*

*Datum: 07.10.2021*

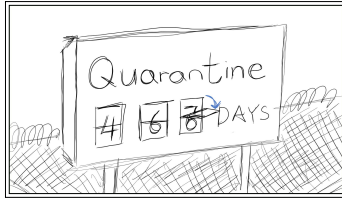
*7 stran/7 Pages*

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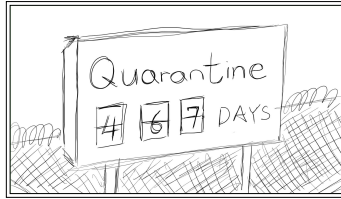
Action:  
quarantine camp  
(at night)

1-2/3 Untitled  
Duration: 00:00:10 Frame: 00:00:00



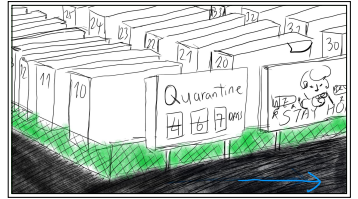
Action:  
A new day start

1-3/3 Untitled  
Duration: 00:02:12 Frame: 00:00:00



Action:

2-1/1 Untitled  
Duration: 00:04:11 Frame: 00:00:00



Action:  
A wide shot of the camp

3-1/1 Untitled  
Duration: 00:03:03 Frame: 00:00:00



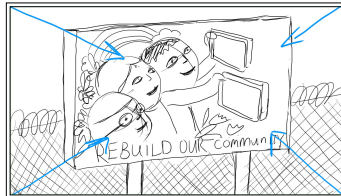
Action:  
close up of billboard "stay home"  
advertisement with communism  
style

4-1/2 Untitled  
Duration: 00:03:03 Frame: 00:00:00



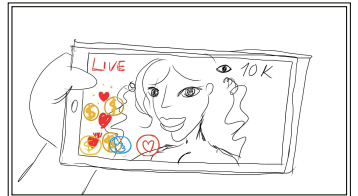
Action:  
close up of billboard "Rebuild our  
Community"  
advertisement with communism  
style

4-2/2 Untitled  
Duration: 00:00:07 Frame: 00:00:00



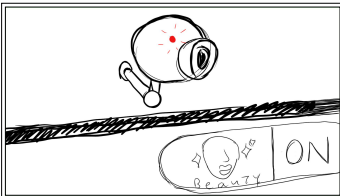
Action:  
zoom in to the phone display

5-1/1 Untitled  
Duration: 00:02:12 Frame: 00:00:00



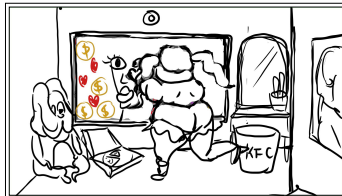
Action:  
A pretty lady is posing, money  
and hearting popping up from the  
bottom

6-1/1 Untitled  
Duration: 00:01:12 Frame: 00:00:00



Action:  
camera recording  
beauty filter is on

7-1/1 Untitled  
Duration: 00:03:01 Frame: 00:00:00



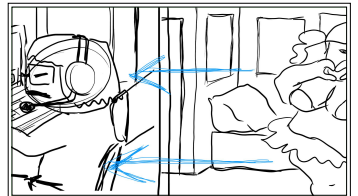
Action:  
A fat lady is posing in her room.  
Fast food on ground round her,  
fried chicken, pizza

8-1/1 Untitled  
Duration: 00:02:12 Frame: 00:00:00



Action:  
more detail

9-1/1 Untitled  
Duration: 00:02:03 Frame: 00:00:00



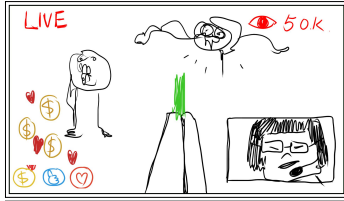
Action:  
to the next room

10-1/1 Untitled  
Duration: 00:03:05 Frame: 00:00:00



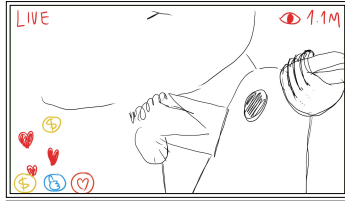
Action:  
A guy is live stream game play, he is yelling to the game. [potato chips next to him]

11-1/1 Untitled  
Duration: 00:04:00 Frame: 00:00:00



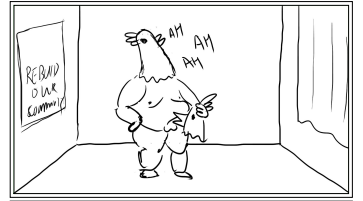
Action:  
shooting game  
money and hearing popping up from the bottom

12-1/1 Untitled  
Duration: 00:04:00 Frame: 00:00:00



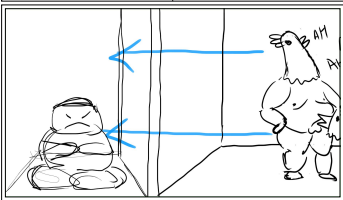
Action:  
change to next channel. porn video  
money and hearing popping up from the bottom

13-1/1 Untitled  
Duration: 00:03:04 Frame: 00:00:00



Action:  
A man filming porn in his room, making noise

14-1/1 Untitled  
Duration: 00:02:04 Frame: 00:00:00



Action:  
the noise goes to next room

15-1/1 Untitled  
Duration: 00:03:04 Frame: 00:00:00



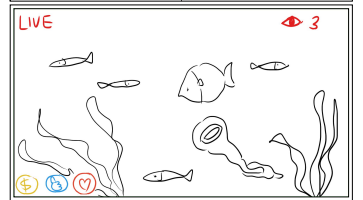
Action:  
A boy is annoyed about it

16-1/2 Untitled  
Duration: 00:02:00 Frame: 00:00:00



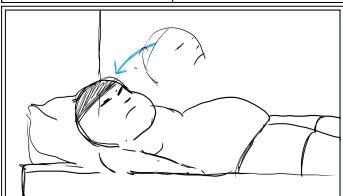
Action:  
the nosice stop.. turn to silence

16-2/2 Untitled  
Duration: 00:05:08 Frame: 00:00:00



Action:

17-1/1 Untitled  
Duration: 00:02:01 Frame: 00:00:00



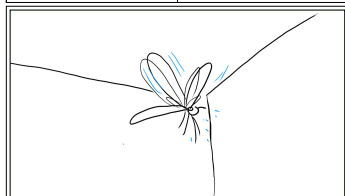
Action:  
lay down

18-1/1 Untitled  
Duration: 00:04:01 Frame: 00:00:00



Action:

19-1/1 Untitled  
Duration: 00:02:08 Frame: 00:00:00



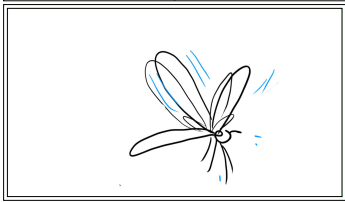
Action:

20-1/1 Untitled  
Duration: 00:04:01 Frame: 00:00:00



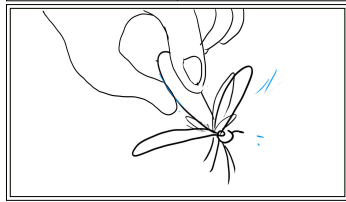
Action:  
get attention to the mosquito

21-1/4 Untitled  
Duration: 00:01:09 Frame: 00:00:00



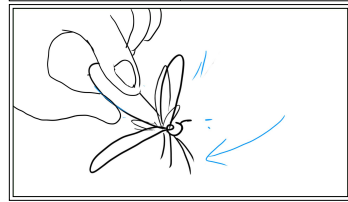
Action:

21-2/4 Untitled  
Duration: 00:02:01 Frame: 00:00:00



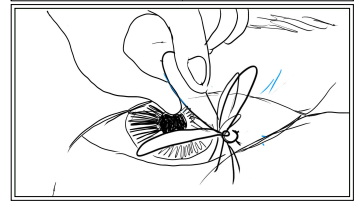
Action:

21-3/4 Untitled  
Duration: 00:02:01 Frame: 00:00:00



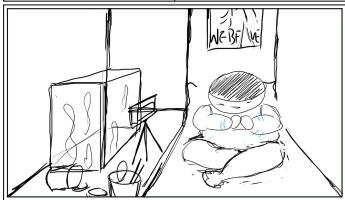
Action:

21-4/4 Untitled  
Duration: 00:02:07 Frame: 00:00:00



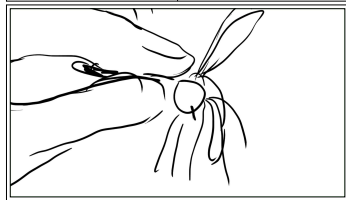
Action:

22-1/1 Untitled  
Duration: 00:04:10 Frame: 00:00:00



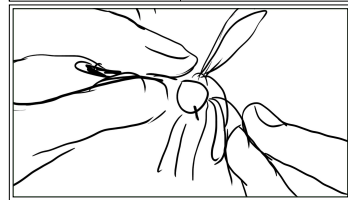
Action:

23-1/3 Untitled  
Duration: 00:01:04 Frame: 00:00:00



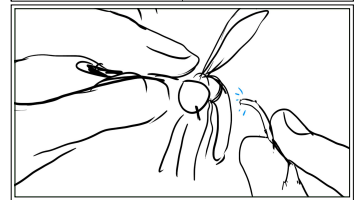
Action:

23-2/3 Untitled  
Duration: 00:04:01 Frame: 00:00:00



Action:

23-3/3 Untitled  
Duration: 00:01:10 Frame: 00:00:00



Action:

24-1/2 Untitled  
Duration: 00:02:00 Frame: 00:00:00



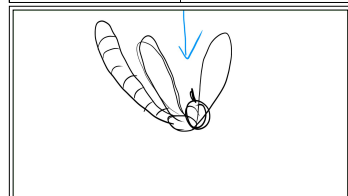
Action:

24-2/2 Untitled  
Duration: 00:02:06 Frame: 00:00:00



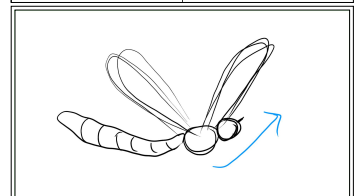
Action:

25-1/2 Untitled  
Duration: 00:01:01 Frame: 00:00:00



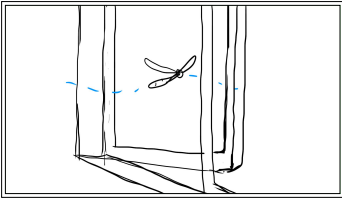
Action:

25-2/2 Untitled  
Duration: 00:02:01 Frame: 00:00:00



Action:

26-1/1 Untitled  
Duration: 00:03:04 Frame: 00:00:00



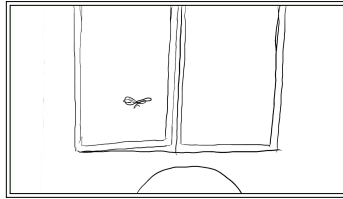
Action:

27-1/1 Untitled  
Duration: 00:03:11 Frame: 00:00:00



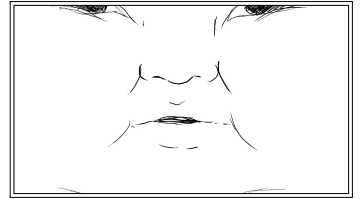
Action:

28-1/1 Untitled  
Duration: 00:03:03 Frame: 00:00:00



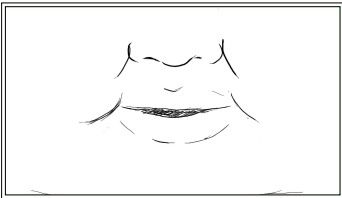
Action:

29-1/1 Untitled  
Duration: 00:05:03 Frame: 00:00:00



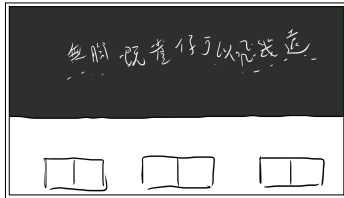
Action:

30-1/1 Untitled  
Duration: 00:03:02 Frame: 00:00:00



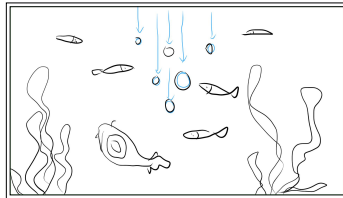
Action:

31-1/1 Untitled  
Duration: 00:05:04 Frame: 00:00:00



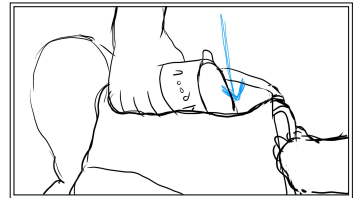
Action:

32-1/1 Untitled  
Duration: 00:04:09 Frame: 00:00:00



Action:  
feeding fishes

33-1/1 Untitled  
Duration: 00:03:11 Frame: 00:00:00



Action:  
packing his backpack

34-1/1 Untitled  
Duration: 00:04:11 Frame: 00:00:00



Action:  
carrying it on his back

35-1/1 Untitled  
Duration: 00:03:12 Frame: 00:00:00



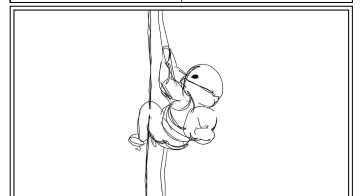
Action:  
hiding his face

36-1/1 Untitled  
Duration: 00:03:02 Frame: 00:00:00



Action:  
climbing out the window

37-1/1 Untitled  
Duration: 00:04:11 Frame: 00:00:00



Action:  
climb down from the building

38-1/1 Untitled  
Duration: 00:03:08 Frame: 00:00:00



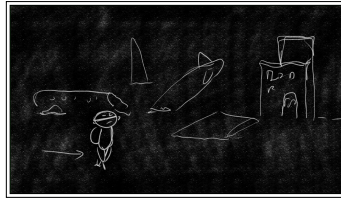
Action:  
land on the ground

39-1/1 Untitled  
Duration: 00:05:08 Frame: 00:00:00



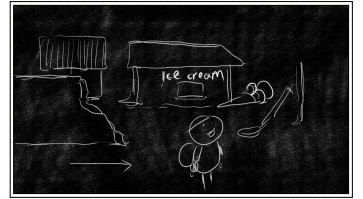
Action:  
walking through the billboards

40-1/1 Untitled  
Duration: 00:05:12 Frame: 00:00:00



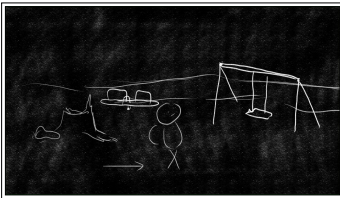
Action:

41-1/1 Untitled  
Duration: 00:07:11 Frame: 00:00:00



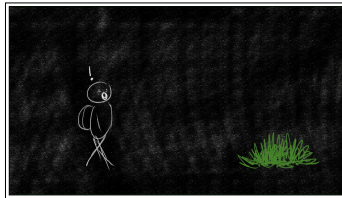
Action:  
saw things that we use to enjoy  
outside. cafe, ice cream

42-1/1 Untitled  
Duration: 00:05:12 Frame: 00:00:00



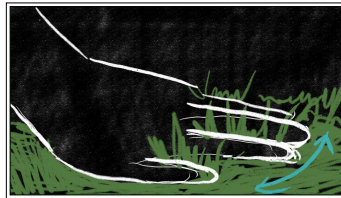
Action:  
park, swings

43-1/1 Untitled  
Duration: 00:03:11 Frame: 00:00:00



Action:

44-1/1 Untitled  
Duration: 00:05:01 Frame: 00:00:00



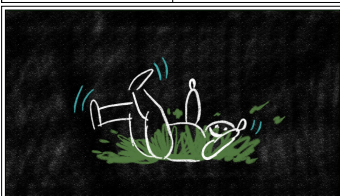
Action:  
touching

45-1/1 Untitled  
Duration: 00:04:10 Frame: 00:00:00



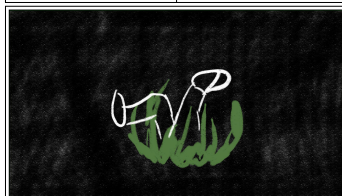
Action:

46-1/1 Untitled  
Duration: 00:04:01 Frame: 00:00:00



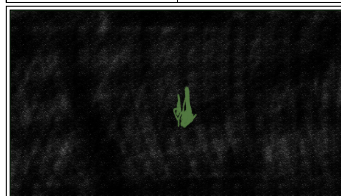
Action:

47-1/1 Untitled  
Duration: 00:02:05 Frame: 00:00:00



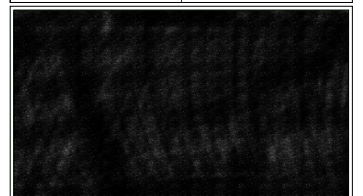
Action:

48-1/1 Untitled  
Duration: 00:03:02 Frame: 00:00:00



Action:

49-1/1 Untitled  
Duration: 00:02:03 Frame: 00:00:00



Action:



50-1/1	Untitled	
Duration:	00:03:10	Frame: 00:00:00
Action:		

51-1/1	Untitled	
Duration:	00:04:02	Frame: 00:00:00
Action:		

52-1/1	Untitled	
Duration:	00:04:11	Frame: 00:00:00
Action:		

53-1/1	Untitled	
Duration:	00:04:02	Frame: 00:00:00
Action:		

54-1/1	Untitled	
Duration:	00:02:04	Frame: 00:00:00
Action:		

55-1/1	Untitled	
Duration:	00:03:05	Frame: 00:00:00
Action: red light flashing		

56-1/1	Untitled	
Duration:	00:03:07	Frame: 00:00:00
Action:		

57-1/1	Untitled	
Duration:	00:04:02	Frame: 00:00:00
Action:		

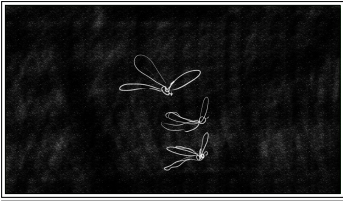
58-1/1	Untitled	
Duration:	00:04:02	Frame: 00:00:00
Action:		

59-1/1	Untitled	
Duration:	00:03:03	Frame: 00:00:00
Action:		

60-1/1	Untitled	
Duration:	00:04:02	Frame: 00:00:00
Action:		

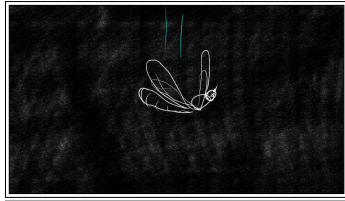
61-1/1	Untitled	
Duration:	00:03:03	Frame: 00:00:00
Action:		

62-1/1 Untitled  
Duration: 00:02:05 Frame: 00:00:00



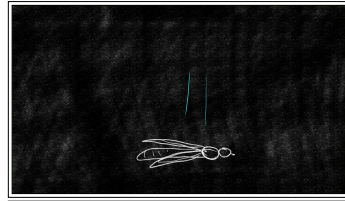
Action:

63-1/1 Untitled  
Duration: 00:05:01 Frame: 00:00:00



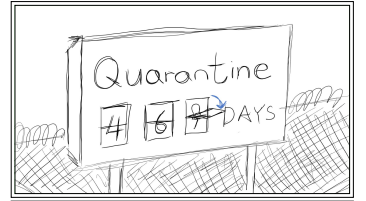
Action:

64-1/1 Untitled  
Duration: 00:07:09 Frame: 00:00:00



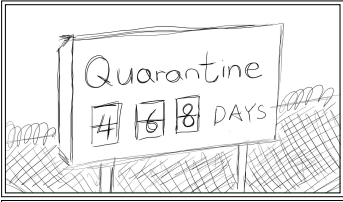
Action:

65-1/2 Untitled  
Duration: 00:00:10 Frame: 00:00:00



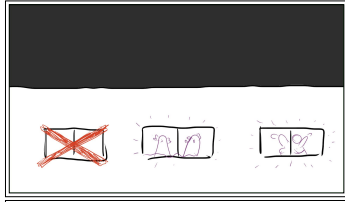
Action:

65-2/2 Untitled  
Duration: 00:02:12 Frame: 00:00:00



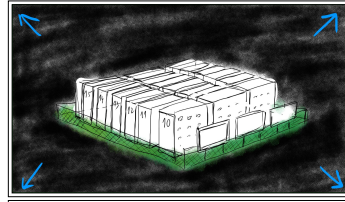
Action:

66-1/1 Untitled  
Duration: 00:05:04 Frame: 00:00:00



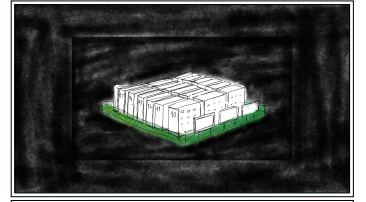
Action:

67-1/2 Untitled  
Duration: 00:07:03 Frame: 00:00:00



Action:

67-2/2 Untitled  
Duration: 00:06:04 Frame: 00:00:00



Action:

# **PŘÍLOH C**

## **POSLEDNÍ STORYBOARD/ LAST STORYBOARD**

*Tan-Lui Chan*

*Datum: 29.11.2022*

*9 stran/9 pages*

1-1/1 Untitled  
 Duration: 00:04:02 Frame: 00:00:00



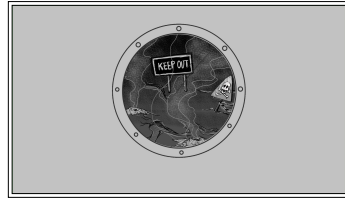
Action:  
 Apocalypse landscape

2-1/1 Untitled  
 Duration: 00:03:05 Frame: 00:00:00



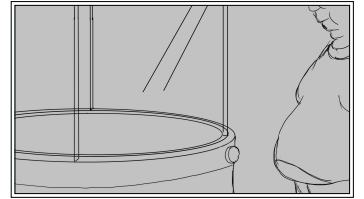
Action:  
 [zoom out to a save room]

3-1/1 Untitled  
 Duration: 00:05:06 Frame: 00:00:00



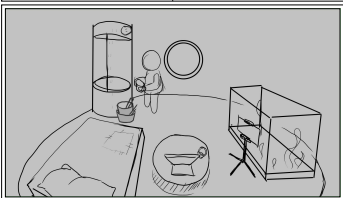
Action:  
 A Boy appears

4-1/1 Untitled  
 Duration: 00:04:01 Frame: 00:00:00



Action:

5-1/1 Untitled  
 Duration: 00:05:02 Frame: 00:00:00



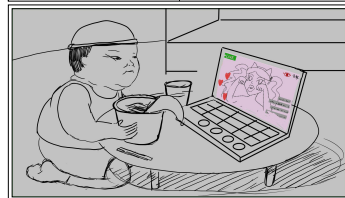
Action:

6-1/1 Untitled  
 Duration: 00:02:12 Frame: 00:00:00



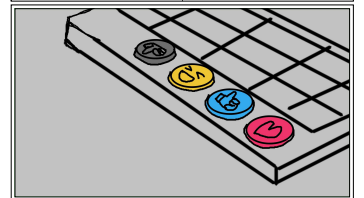
Action:

7-1/1 Untitled  
 Duration: 00:05:07 Frame: 00:00:00



Action:

8-1/1 Untitled  
 Duration: 00:02:10 Frame: 00:00:00



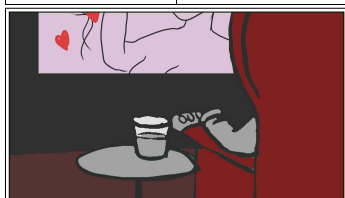
Action:  
 pushing love button

9-1/1 Untitled  
 Duration: 00:02:00 Frame: 00:00:00



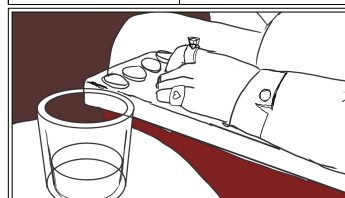
Action:  
 [zoom out to the monitor room]

10-1/1 Untitled  
 Duration: 00:02:07 Frame: 00:00:00



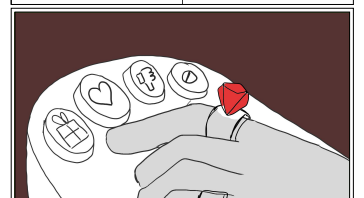
Action:

11-1/1 Untitled  
 Duration: 00:02:06 Frame: 00:00:00



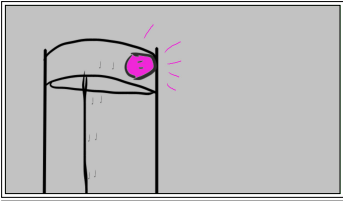
Action:

12-1/1 Untitled  
 Duration: 00:02:06 Frame: 00:00:00



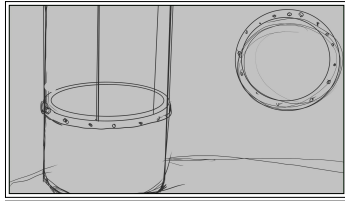
Action:  
 push the gift button

13-1/1 Untitled  
Duration: 00:02:01 Frame: 00:00:00



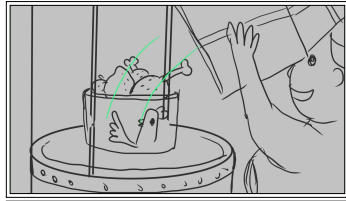
Action:

14-1/1 Untitled  
Duration: 00:02:05 Frame: 00:00:00



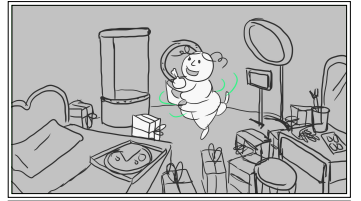
Action:

15-1/1 Untitled  
Duration: 00:03:02 Frame: 00:00:00



Action:

16-1/1 Untitled  
Duration: 00:03:02 Frame: 00:00:00



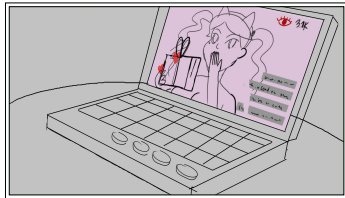
Action:

17-1/1 Untitled  
Duration: 00:02:11 Frame: 00:00:00



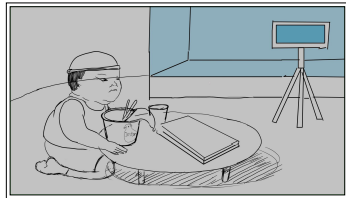
Action:  
and filming herself with slim filter

18-1/1 Untitled  
Duration: 00:02:10 Frame: 00:00:00



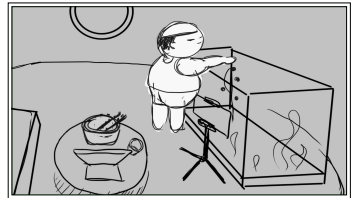
Action:

19-1/1 Untitled  
Duration: 00:02:06 Frame: 00:00:00



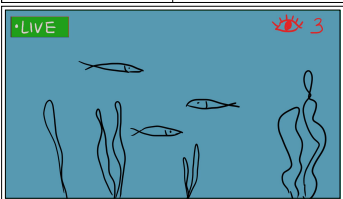
Action:

20-1/1 Untitled  
Duration: 00:03:02 Frame: 00:00:00



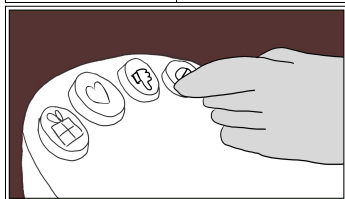
Action:

21-1/1 Untitled  
Duration: 00:05:11 Frame: 00:00:00



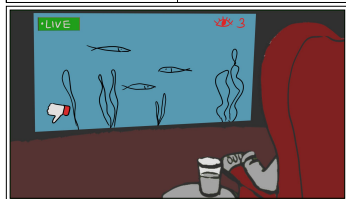
Action:

22-1/1 Untitled  
Duration: 00:01:11 Frame: 00:00:00



Action:  
push the unlike button

23-1/1 Untitled  
Duration: 00:03:05 Frame: 00:00:00



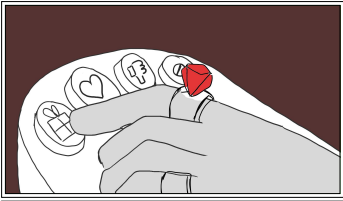
Action:  
change a channel

24-1/1 Untitled  
Duration: 00:04:05 Frame: 00:00:00



Action:

25-1/1 Untitled  
 Duration: 00:01:07 Frame: 00:00:00



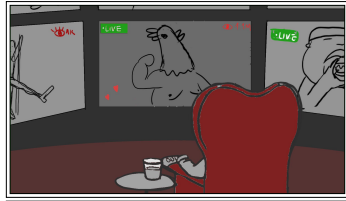
Action:

26-1/1 Untitled  
 Duration: 00:03:03 Frame: 00:00:00



Action:

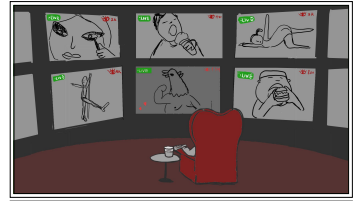
27-1/1 Untitled  
 Duration: 00:05:05 Frame: 00:00:00



Action:

[zoom out and see more display in the room

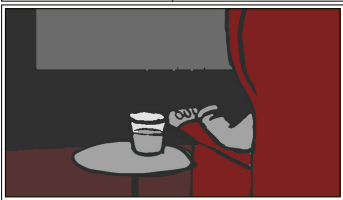
28-1/1 Untitled  
 Duration: 00:07:05 Frame: 00:00:00



Action:

[zoom out and see more display in the room

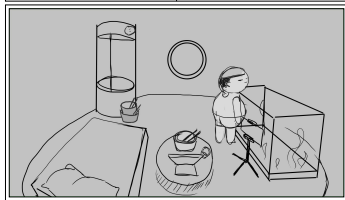
29-1/1 Untitled  
 Duration: 00:03:03 Frame: 00:00:00



Action:

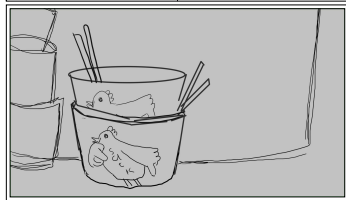
take the glass of drink

30-1/1 Untitled  
 Duration: 00:04:10 Frame: 00:00:00



Action:

31-1/1 Untitled  
 Duration: 00:02:12 Frame: 00:00:00



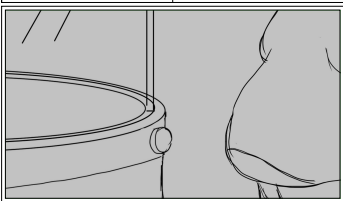
Action:

32-1/1 Untitled  
 Duration: 00:02:06 Frame: 00:00:00



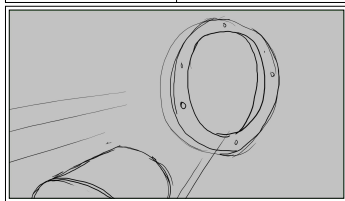
Action:

33-1/1 Untitled  
 Duration: 00:04:01 Frame: 00:00:00



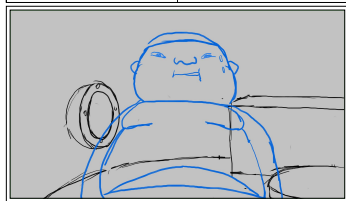
Action:

34-1/1 Untitled  
 Duration: 00:01:07 Frame: 00:00:00



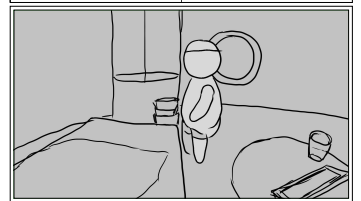
Action:

35-1/1 Untitled  
 Duration: 00:03:01 Frame: 00:00:00



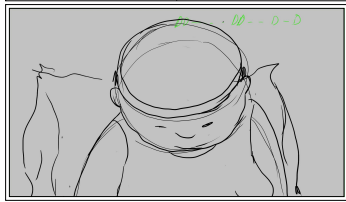
Action:

36-1/1 Untitled  
 Duration: 00:02:10 Frame: 00:00:00



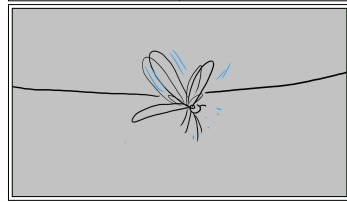
Action:

37-1/1 Untitled  
 Duration: 00:05:05 Frame: 00:00:00



Action:

38-1/1 Untitled  
 Duration: 00:02:08 Frame: 00:00:00



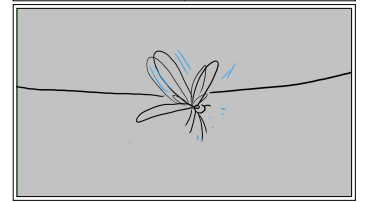
Action:

39-1/1 Untitled  
 Duration: 00:03:12 Frame: 00:00:00



Action:  
 some weird sound

40-1/1 Untitled  
 Duration: 00:02:08 Frame: 00:00:00



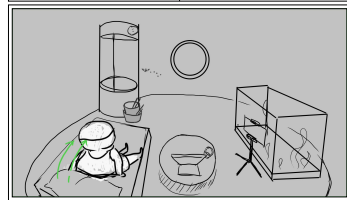
Action:

41-1/1 Untitled  
 Duration: 00:02:03 Frame: 00:00:00



Action:  
 got attention from the mosquito

42-1/1 Untitled  
 Duration: 00:02:11 Frame: 00:00:00



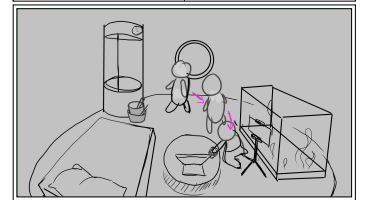
Action:

43-1/1 Untitled  
 Duration: 00:02:07 Frame: 00:00:00



Action:

44-1/1 Untitled  
 Duration: 00:02:10 Frame: 00:00:00



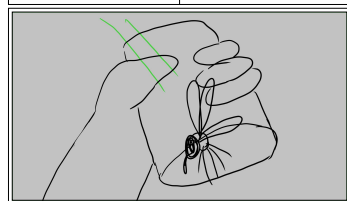
Action:  
 going for a glass

45-1/1 Untitled  
 Duration: 00:02:08 Frame: 00:00:00



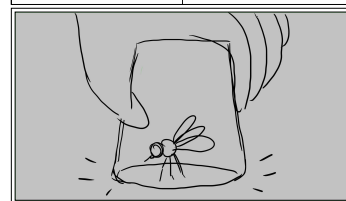
Action:

46-1/1 Untitled  
 Duration: 00:01:02 Frame: 00:00:00



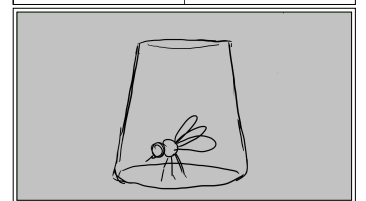
Action:

47-1/1 Untitled  
 Duration: 00:03:01 Frame: 00:00:00



Action:

48-1/1 Untitled  
 Duration: 00:04:01 Frame: 00:00:00



Action:

49-1/1 Untitled  
 Duration: 00:02:06 Frame: 00:00:00



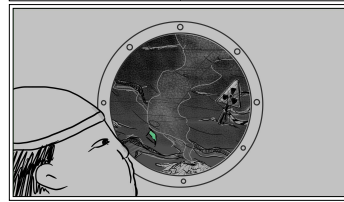
Action:

50-1/1 Untitled  
 Duration: 00:03:02 Frame: 00:00:00



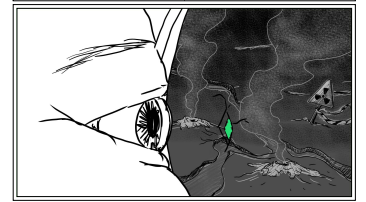
Action:  
 find a hole on the window

51-1/1 Untitled  
 Duration: 00:02:01 Frame: 00:00:00



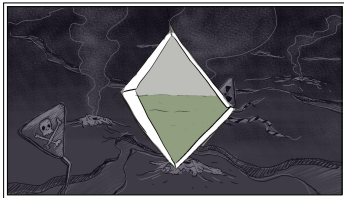
Action:  
 find a hole on the window

52-1/1 Untitled  
 Duration: 00:02:04 Frame: 00:00:00



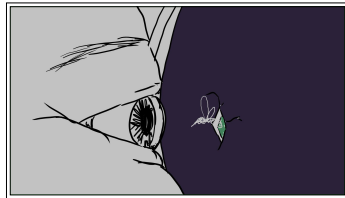
Action:

53-1/1 Untitled  
 Duration: 00:04:07 Frame: 00:00:00



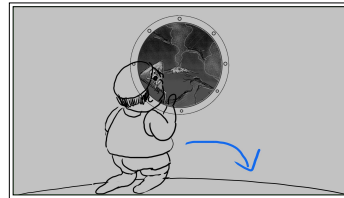
Action:  
 A nature landscape from the hole

54-1/1 Untitled  
 Duration: 00:05:02 Frame: 00:00:00



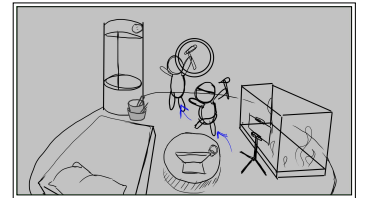
Action:  
 surprised by the fact. shocked face

55-1/1 Untitled  
 Duration: 00:01:12 Frame: 00:00:00



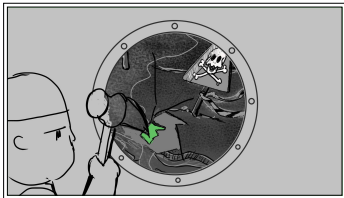
Action:

56-1/1 Untitled  
 Duration: 00:02:01 Frame: 00:00:00



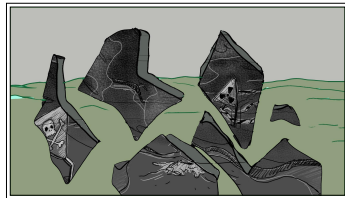
Action:  
 going for a hammer

57-1/1 Untitled  
 Duration: 00:02:06 Frame: 00:00:00



Action:

58-1/1 Untitled  
 Duration: 00:02:01 Frame: 00:00:00



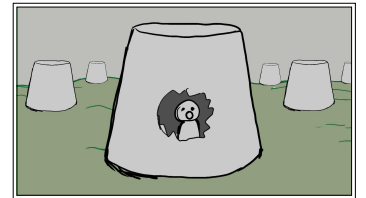
Action:

59-1/1 bg\_draft\_video  
 Duration: 00:02:12 Frame: 00:00:00



Action:

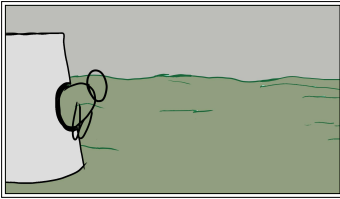
60-1/1 Untitled  
 Duration: 00:03:03 Frame: 00:00:00



Action:

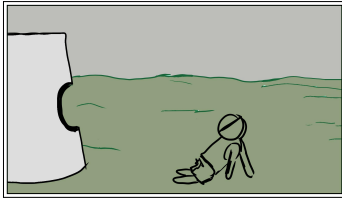


61-1/1 Untitled  
Duration: 00:02:01 Frame: 00:00:00



Action:

62-1/1 Untitled  
Duration: 00:03:04 Frame: 00:00:00



Action:

63-1/1 Untitled  
Duration: 00:03:02 Frame: 00:00:00



Action:  
touching

64-1/1 Untitled  
Duration: 00:02:12 Frame: 00:00:00



Action:

65-1/1 Untitled  
Duration: 00:02:02 Frame: 00:00:00



Action:

66-1/1 bg\_draft\_video  
Duration: 00:03:06 Frame: 00:00:00



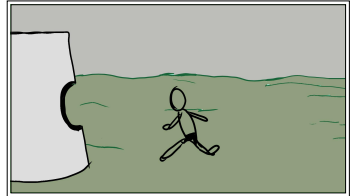
Action:

67-1/1 Untitled  
Duration: 00:03:01 Frame: 00:00:00



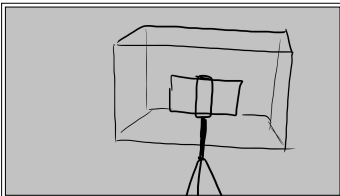
Action:  
pull down the hat

68-1/1 Untitled  
Duration: 00:03:07 Frame: 00:00:00



Action:  
return to the room

69-1/2 Untitled  
Duration: 00:02:04 Frame: 00:00:00



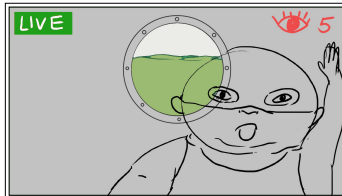
Action:  
crap the camera

69-2/2 Untitled  
Duration: 00:05:05 Frame: 00:00:00



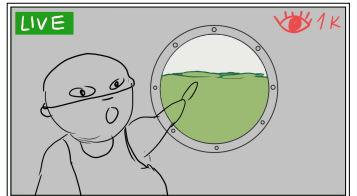
Action:  
[zoom out and see more display in the room

70-1/1 Untitled  
Duration: 00:03:06 Frame: 00:00:00



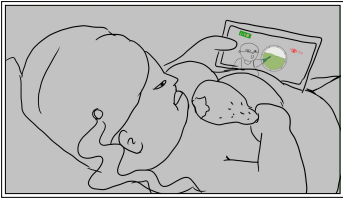
Action:

71-1/1 Untitled  
Duration: 00:03:06 Frame: 00:00:00



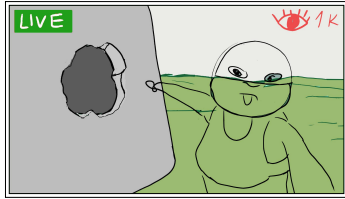
Action:

72-1/1 Untitled  
Duration: 00:02:01 Frame: 00:00:00



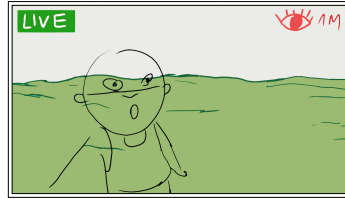
Action:

73-1/1 Untitled  
Duration: 00:02:06 Frame: 00:00:00



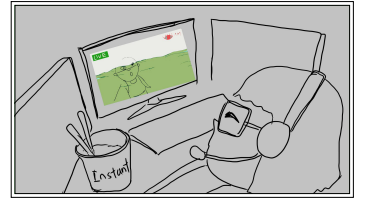
Action:

74-1/1 Untitled  
Duration: 00:02:04 Frame: 00:00:00



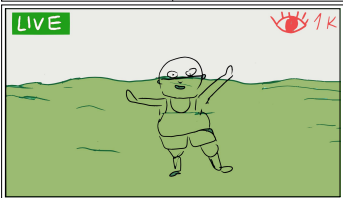
Action:

75-1/1 Untitled  
Duration: 00:02:01 Frame: 00:00:00



Action:

76-1/1 Untitled  
Duration: 00:03:01 Frame: 00:00:00



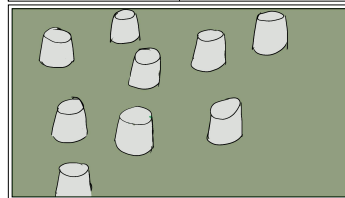
Action:

77-1/1 Untitled  
Duration: 00:02:09 Frame: 00:00:00



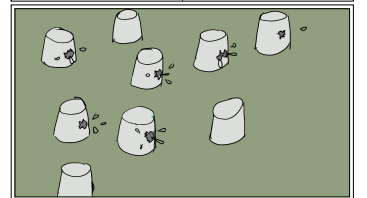
Action:  
viewers number is increasing

78-1/1 Untitled  
Duration: 00:02:10 Frame: 00:00:00



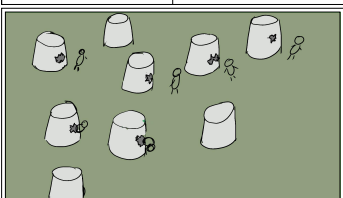
Action:

79-1/2 Untitled  
Duration: 00:02:06 Frame: 00:00:00



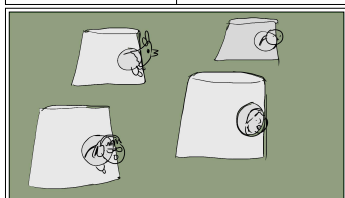
Action:  
windows break

79-2/2 Untitled  
Duration: 00:00:12 Frame: 00:00:00



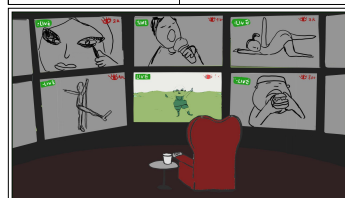
Action:

80-1/1 Untitled  
Duration: 00:03:02 Frame: 00:00:00



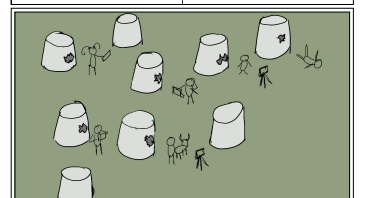
Action:  
people look outside

81-1/1 Untitled  
Duration: 00:05:11 Frame: 00:00:00



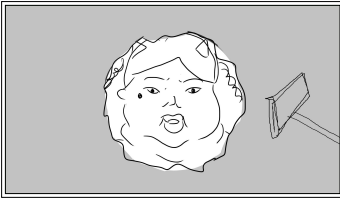
Action:

82-1/1 Untitled  
Duration: 00:03:01 Frame: 00:00:00



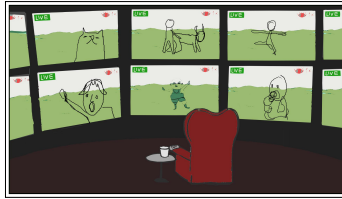
Action:

83-1/1 Untitled  
Duration: 00:02:12 Frame: 00:00:00



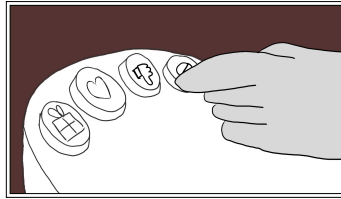
Action:  
A guy with a selfy stick walk by and the girl is hiding her face

84-1/1 Untitled  
Duration: 00:03:07 Frame: 00:00:00



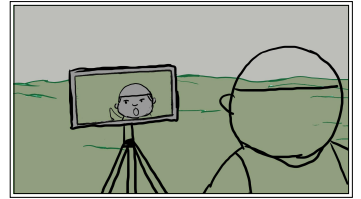
Action:

85-1/1 Untitled  
Duration: 00:02:04 Frame: 00:00:00



Action:  
dislike button many times

86-1/1 Untitled  
Duration: 00:03:01 Frame: 00:00:00



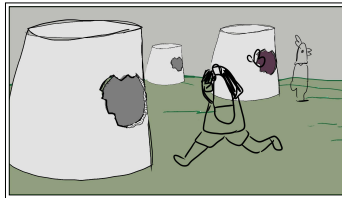
Action:

87-1/1 Untitled  
Duration: 00:01:10 Frame: 00:00:00



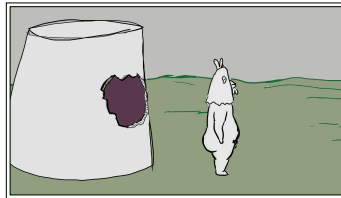
Action:  
scared of a butterfly

88-1/1 Untitled  
Duration: 00:02:01 Frame: 00:00:00



Action:

89-1/1 Untitled  
Duration: 00:02:01 Frame: 00:00:00



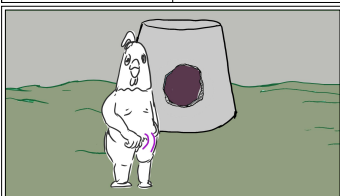
Action:  
looking at the nature

90-1/1 bg\_draft\_video  
Duration: 00:02:12 Frame: 00:00:00



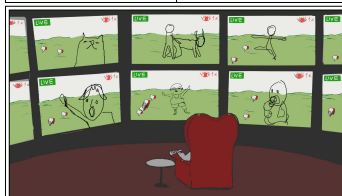
Action:

91-1/1 Untitled  
Duration: 00:03:12 Frame: 00:00:00



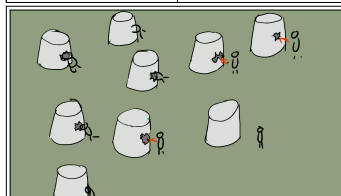
Action:  
scratching his balls, not interested

92-1/1 Untitled  
Duration: 00:04:10 Frame: 00:00:00



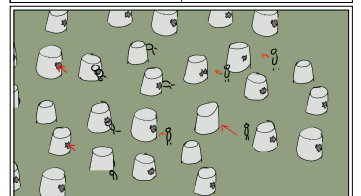
Action:  
all dislike logo popping on the displays

93-1/1 Untitled  
Duration: 00:03:01 Frame: 00:00:00



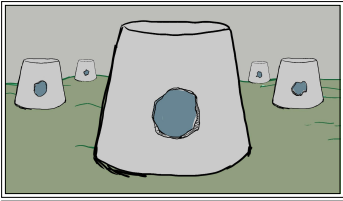
Action:  
people return to their rooms

94-1/1 Untitled  
Duration: 00:03:09 Frame: 00:00:00



Action:  
More people return to their rooms

95-1/1 Untitled  
Duration: 00:03:03 Frame: 00:00:00



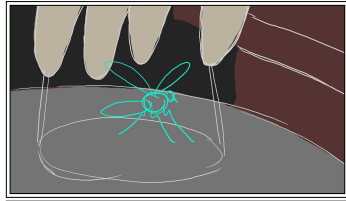
Action:  
cover the holes

96-1/1 bg\_draft\_video  
Duration: 00:05:12 Frame: 00:00:00



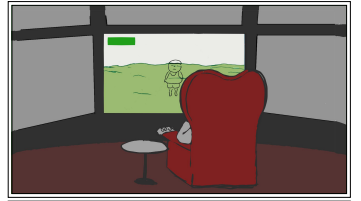
Action:

97-1/1 Untitled  
Duration: 00:02:01 Frame: 00:00:00



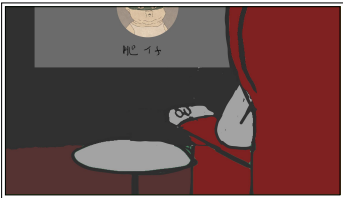
Action:

98-1/1 Untitled  
Duration: 00:04:08 Frame: 00:00:00



Action:

99-1/1 Untitled  
Duration: 00:04:12 Frame: 00:00:00



Action:

100-1/1 Untitled  
Duration: 00:05:09 Frame: 00:00:00



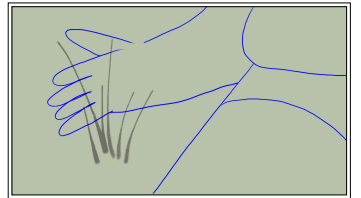
Action:

101-1/1 bg\_draft\_video  
Duration: 00:04:00 Frame: 00:00:00



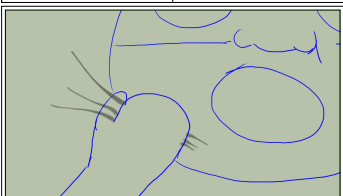
Action:

102-1/1 Untitled  
Duration: 00:02:00 Frame: 00:00:00



Action:

103-1/1 Untitled  
Duration: 00:02:00 Frame: 00:00:00



Action:

104-1/1 bg\_draft\_video  
Duration: 00:05:05 Frame: 00:00:00



Action:

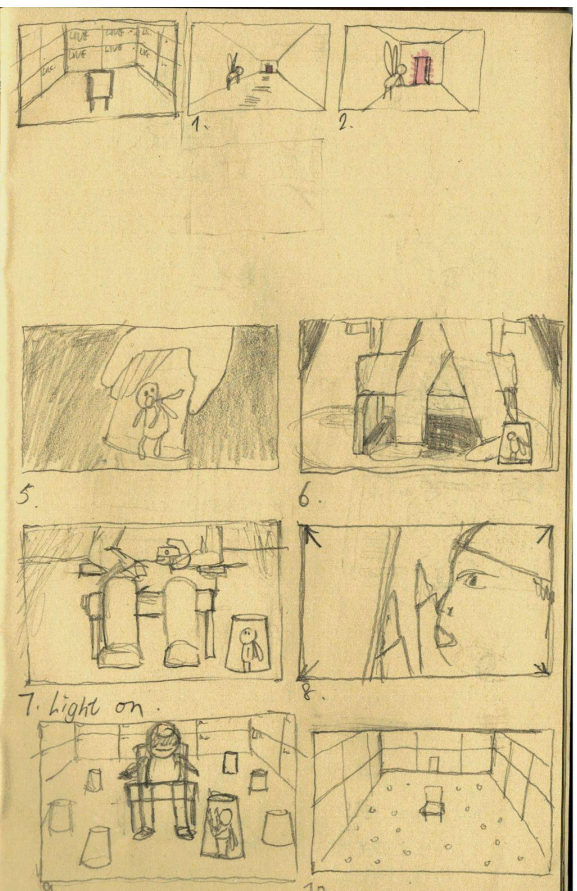
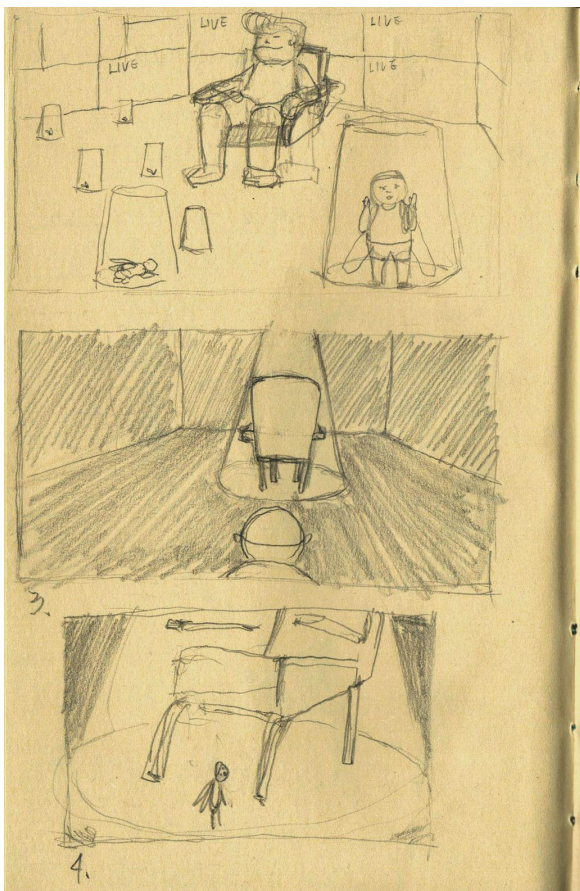
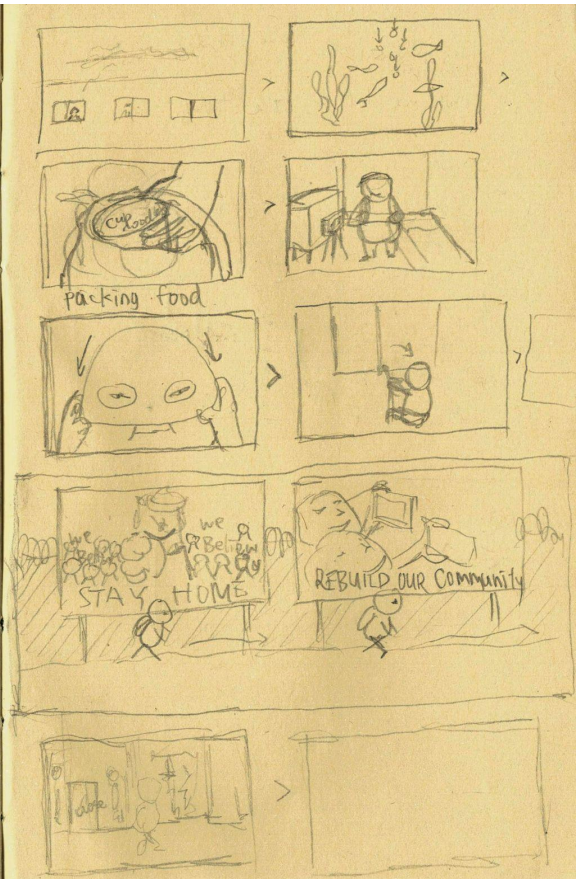
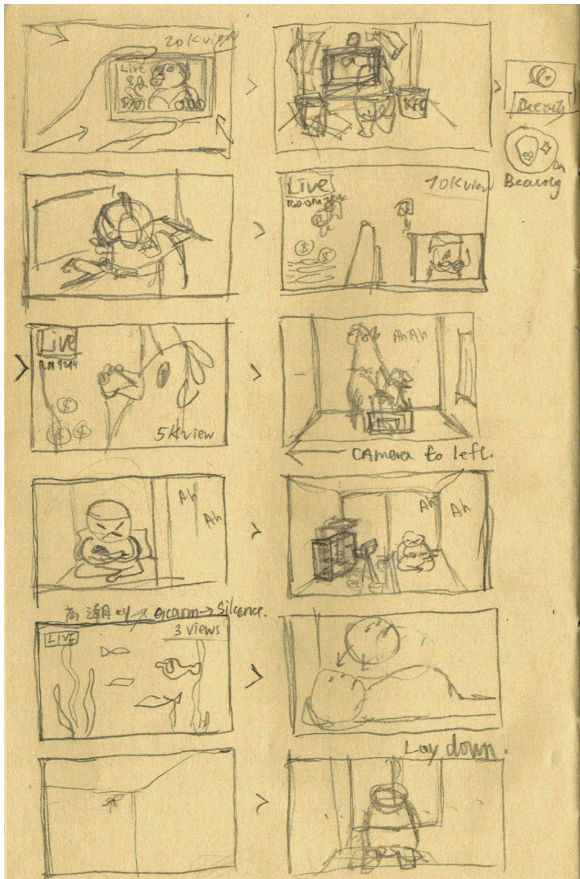
# **PŘÍLOH D**

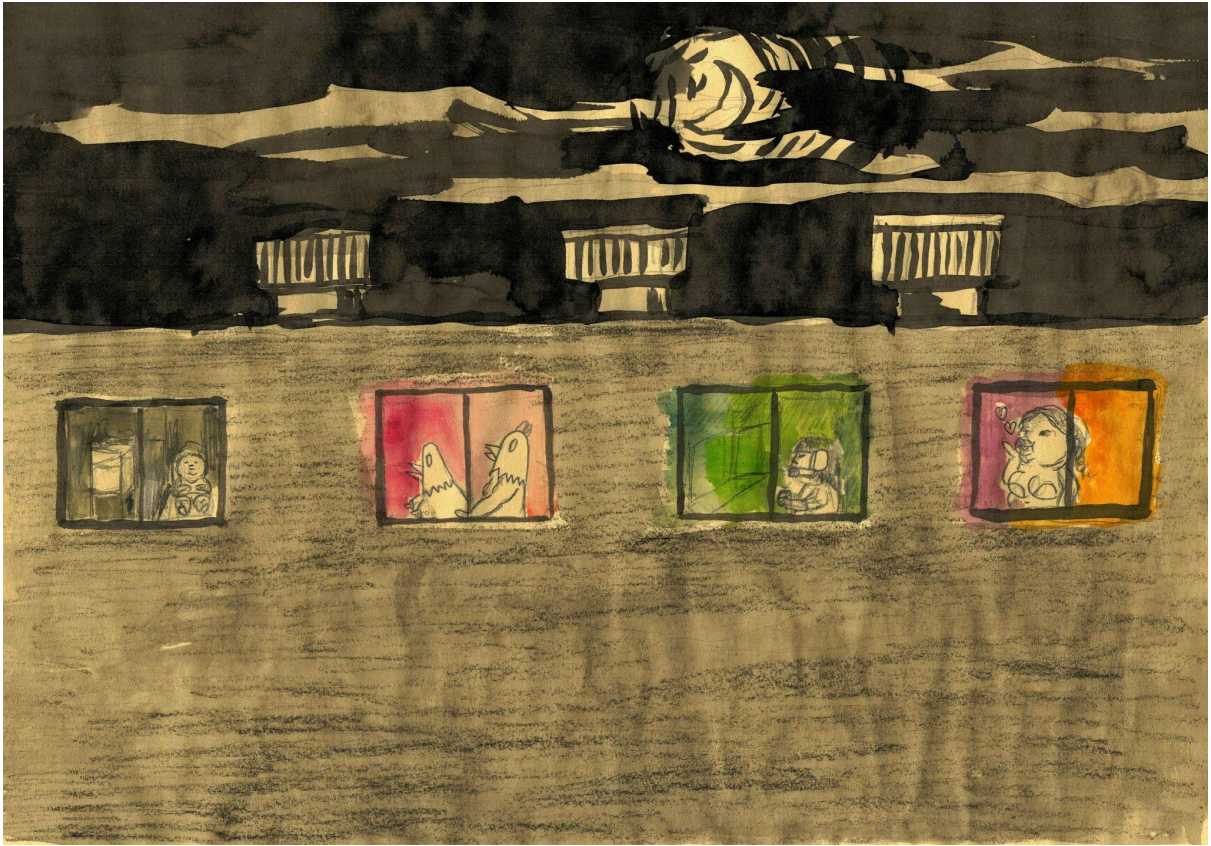
## **SKICY/SKETCHES**

*Tan-Lui Chan*

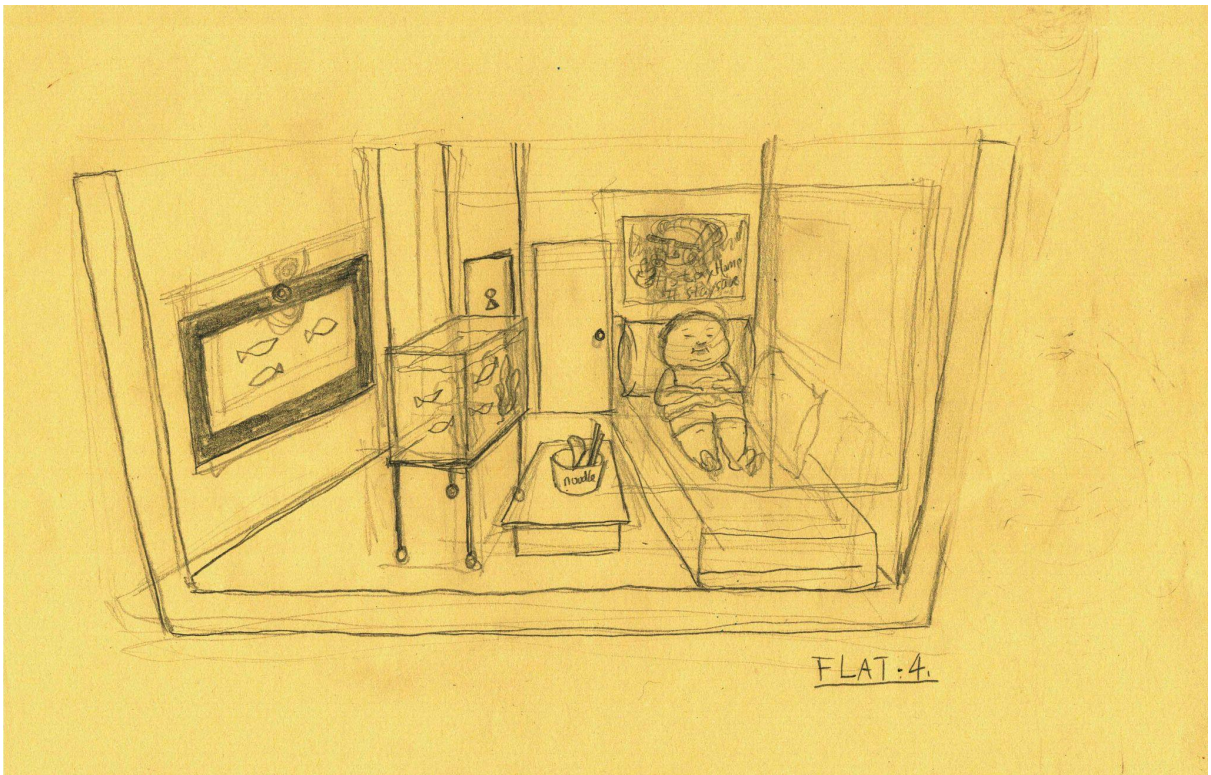
*Datum: květen – červen.2021*

*2 stránky/2 pages*





Date created: 06.2021



Date created: 06.2021

# **PŘÍLOH E**

## **DESIGN POSTAVY/CHARACTER DESIGN**

*Tan-Lui Chan*

*Datum: leden – únor.2022*

*3 stránky/3 pages*

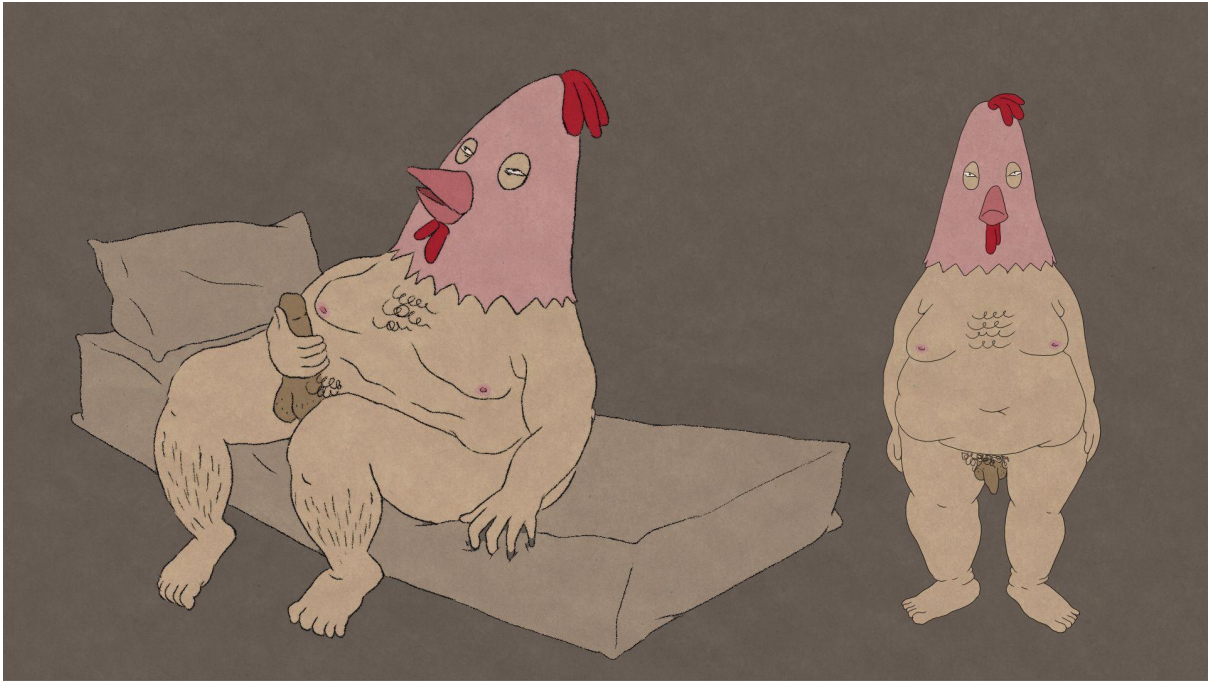




Date created: 01.2022



Date created: 01.2022



Date created: 01.2022



Date created: 01.2022



Date created: 01.2022



Date created: 02.2022

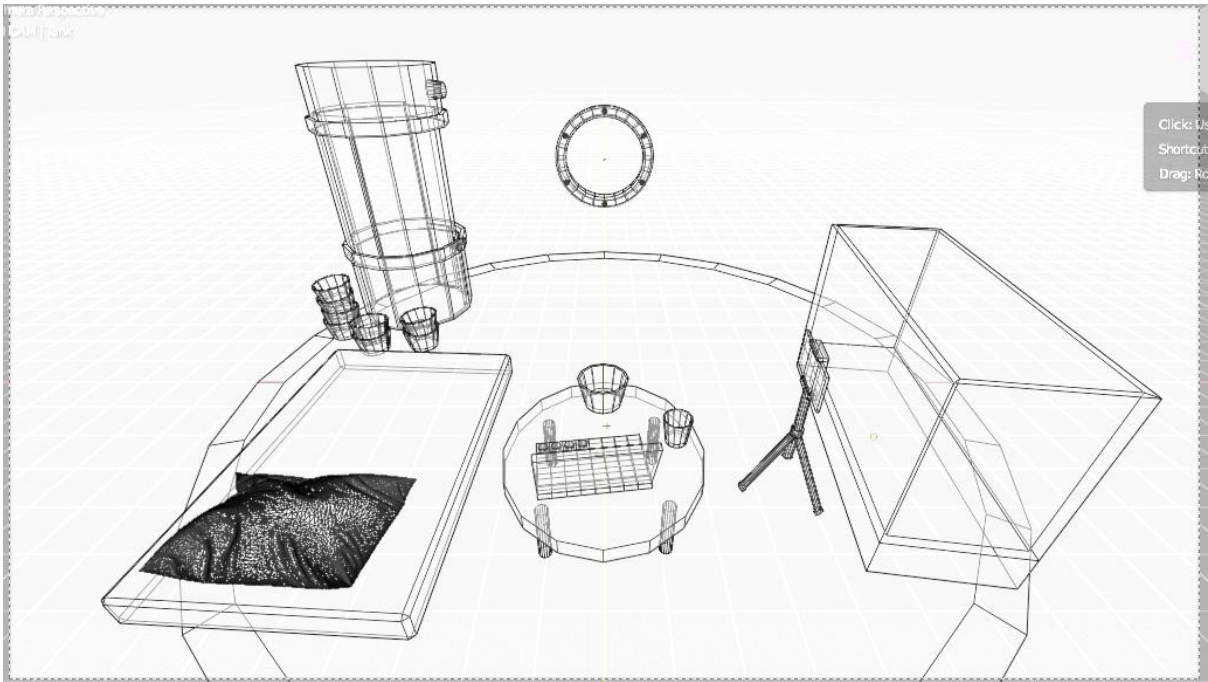
# **PŘÍLOH F**

## **3D MODELY A KONEČNÉ VYTVÁŘENÍ/ 3D MODELS AND FINAL RENDERINGS**

*Tan-Lui Chan*

*Datum: leden.2022 – duben.2023*

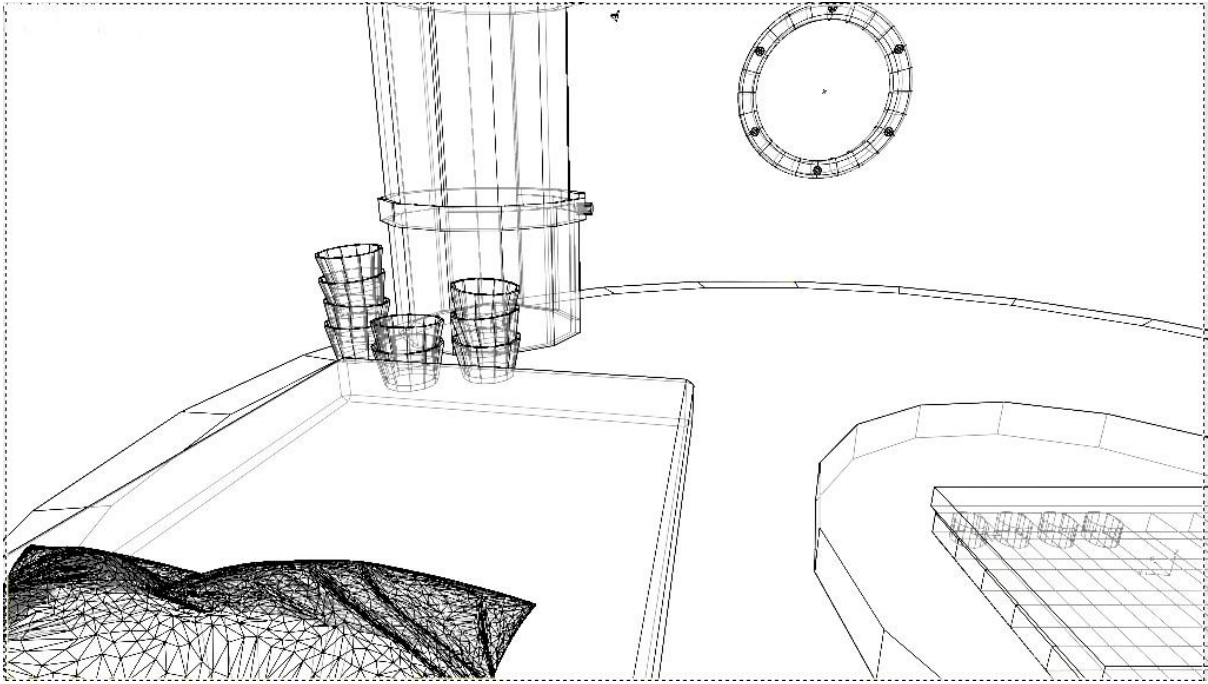
*7 stran/7 pages*



3D reference, date created: 01.2022



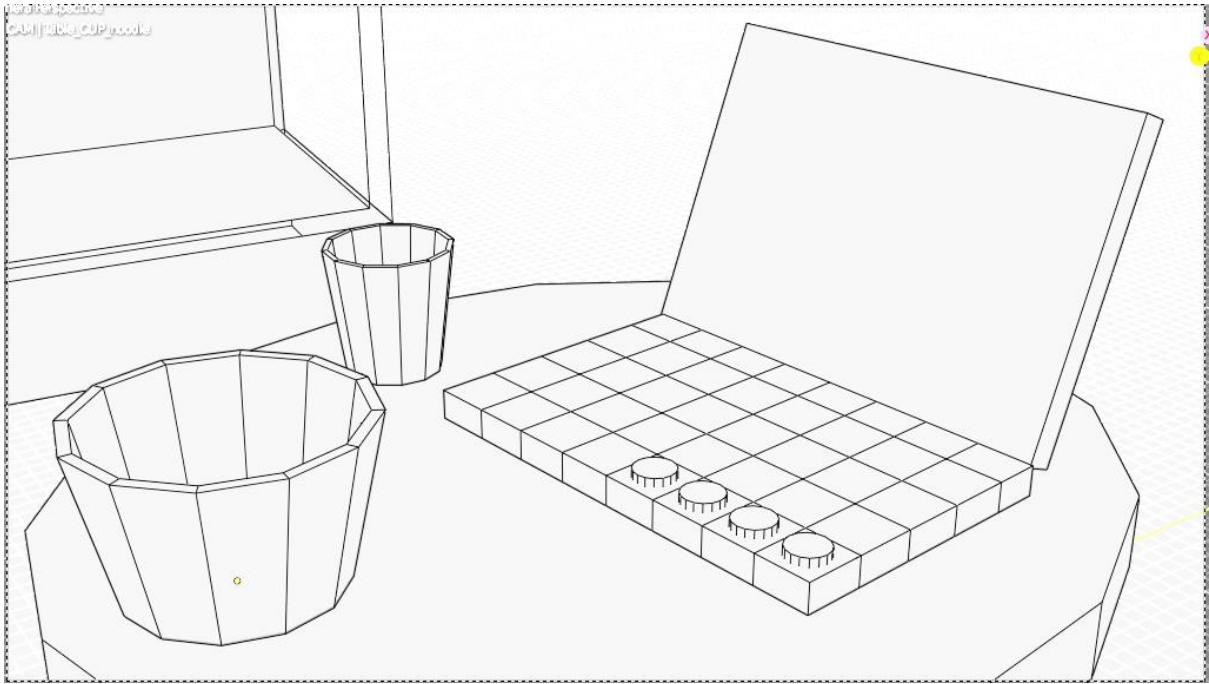
Final rendering: 04.2023



3D reference, date created: 02.2022



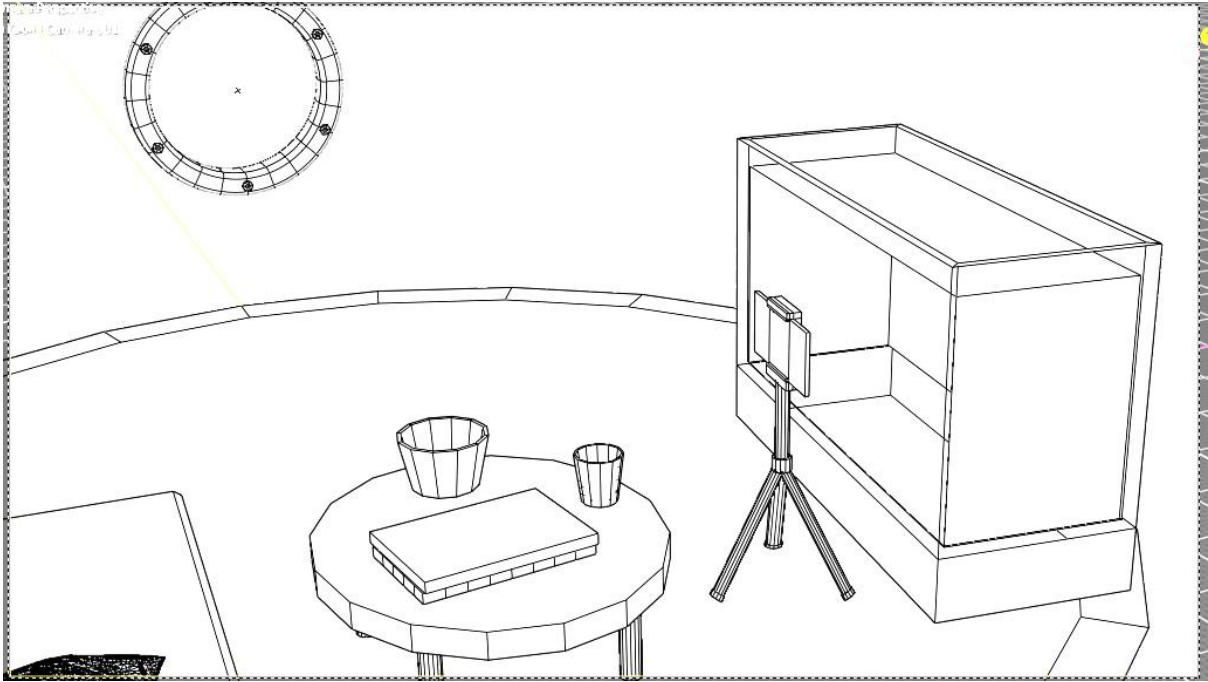
Final rendering: 04.2023



3D reference, date created: 02.2022



Final rendering: 04.2023

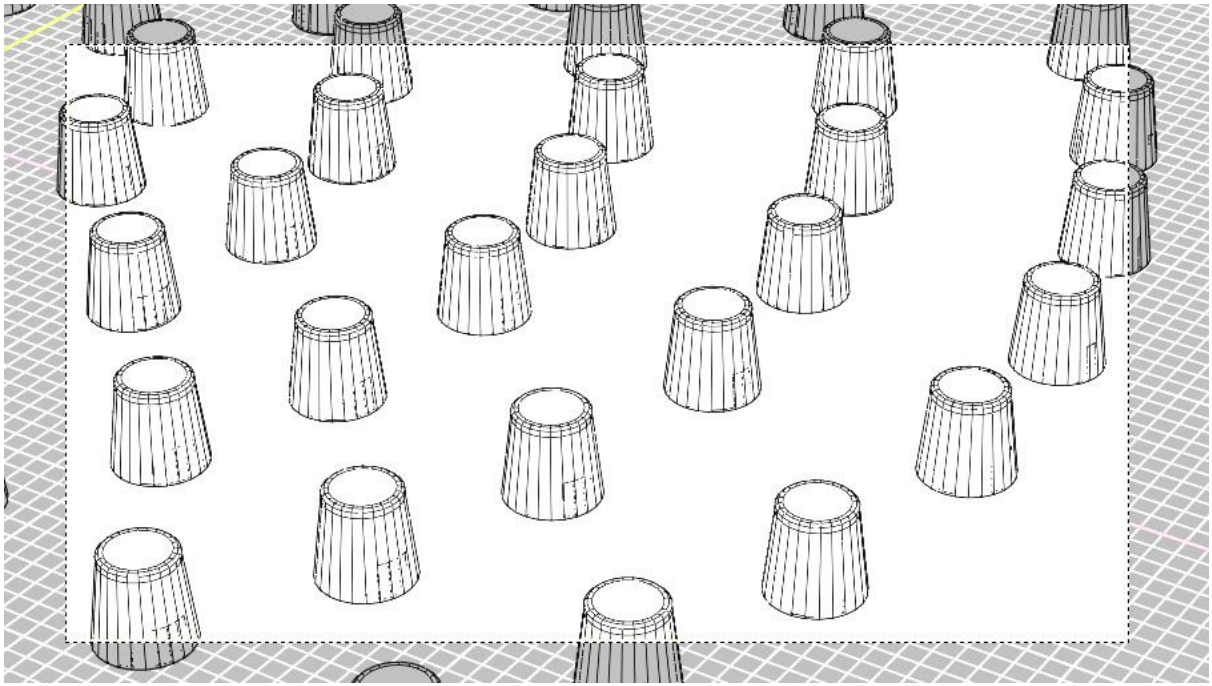


3D reference, date created: 02.2022



Final rendering: 04.2023

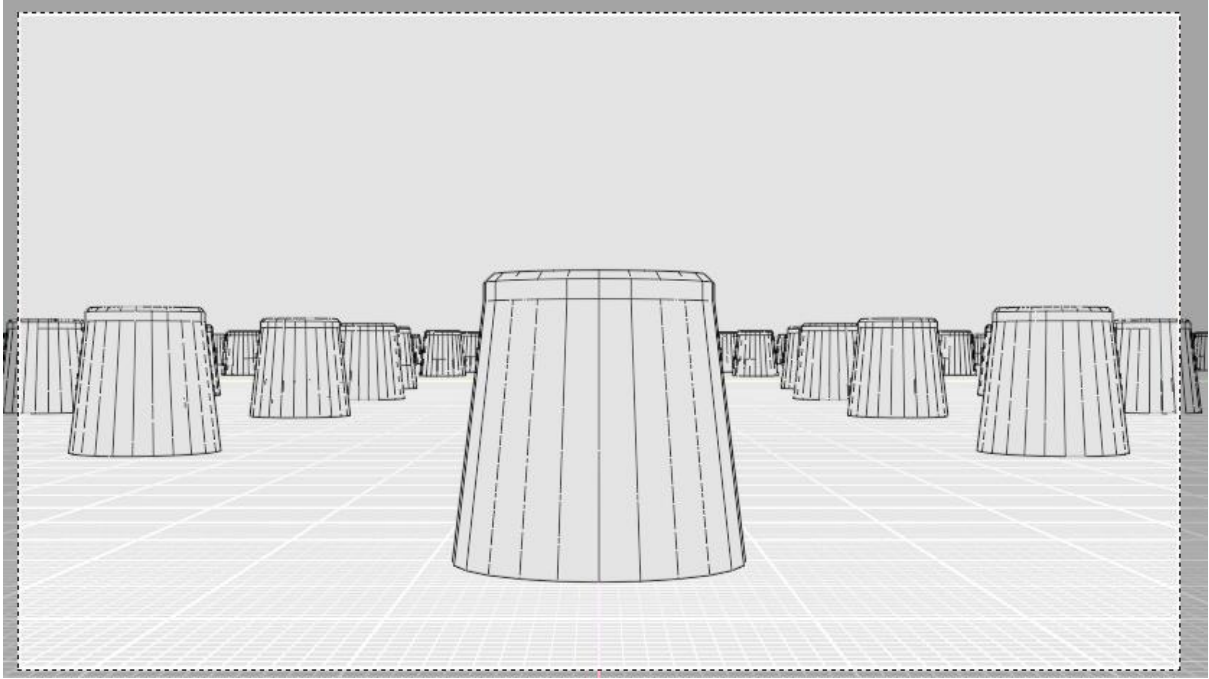




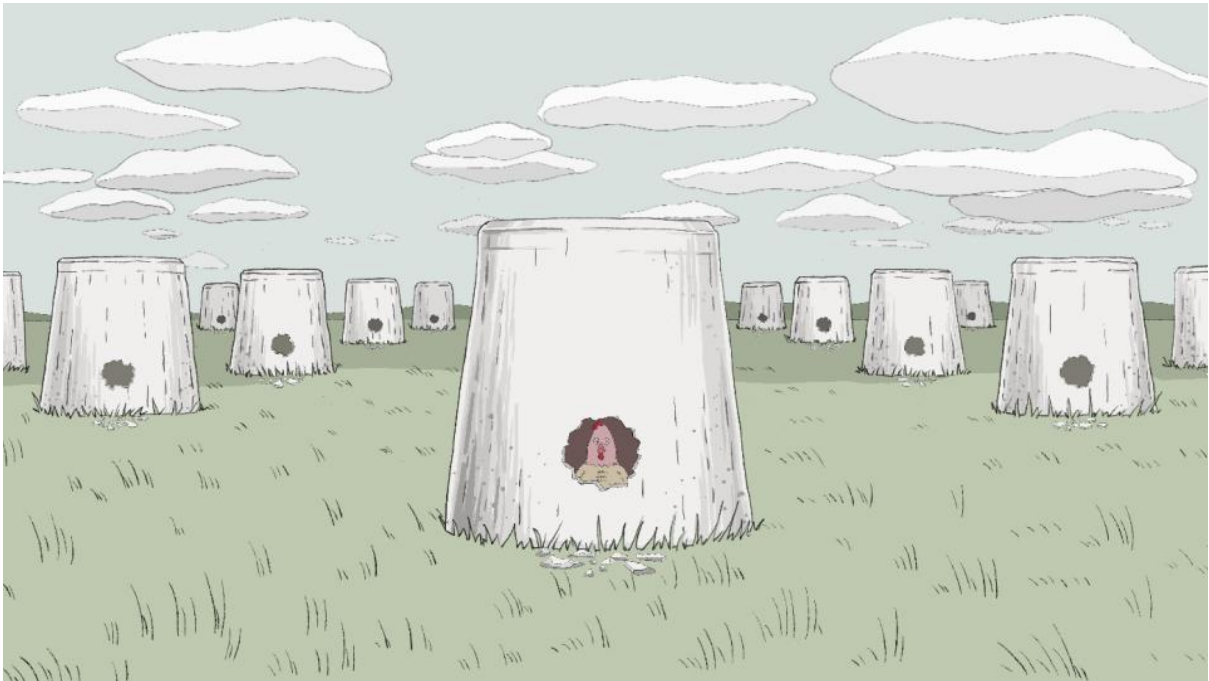
3D reference, date created: 02.2022



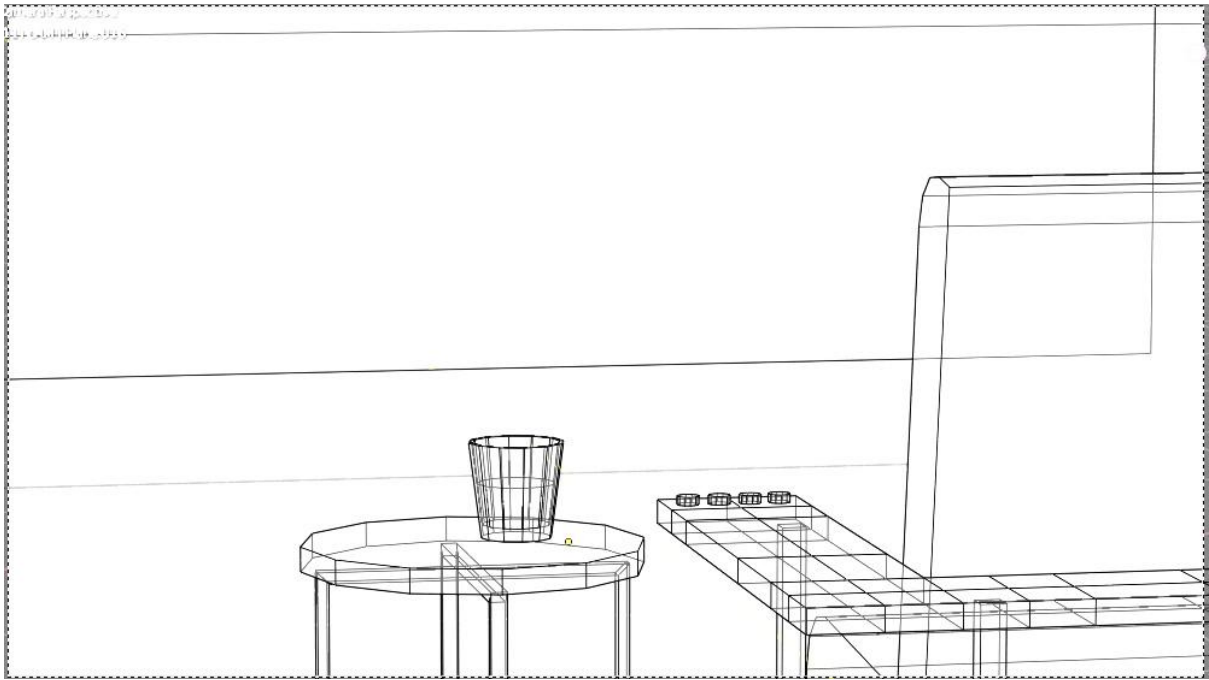
Final rendering: 04.2023



3D reference, date created: 01.2022



Final rendering: 04.2023



Date created:03.2022



Final rendering: 04.2023