

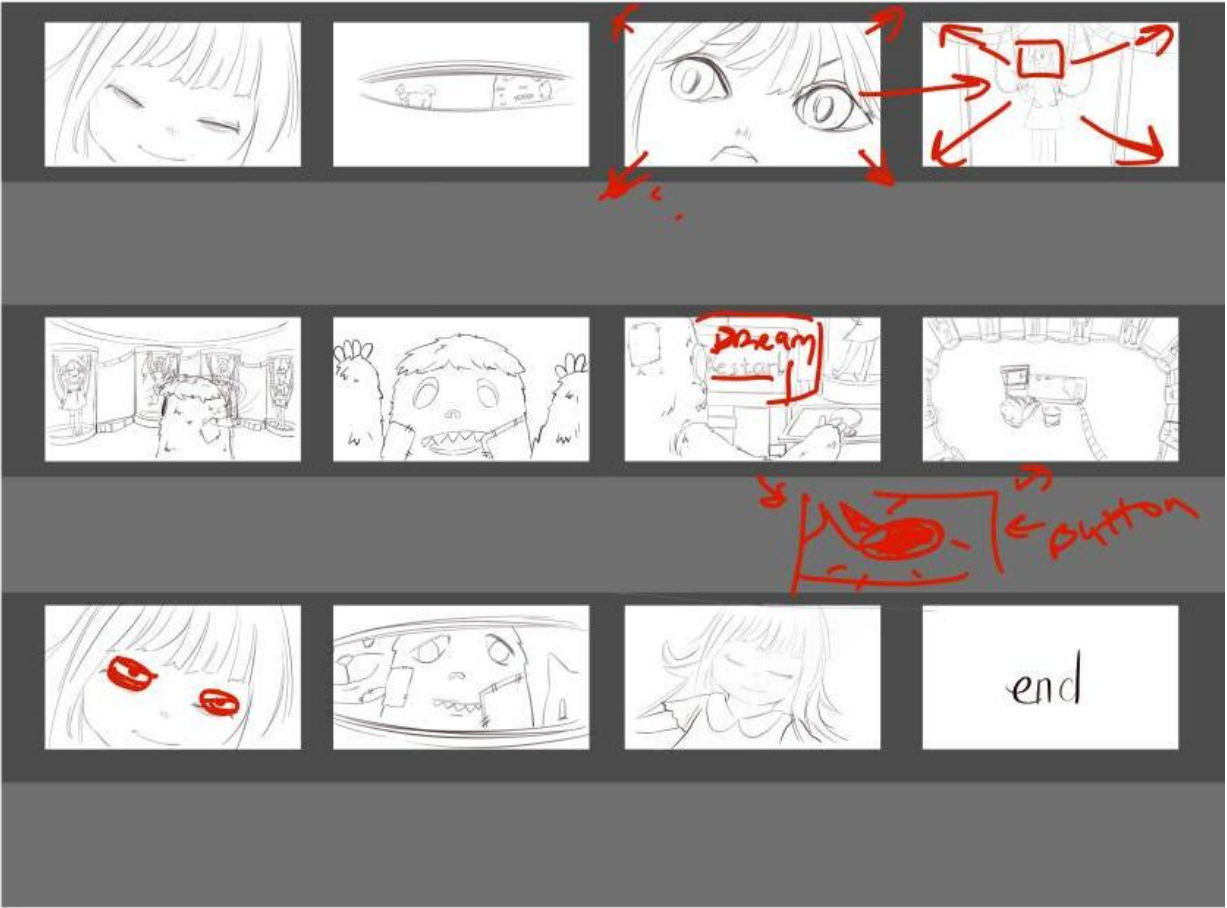
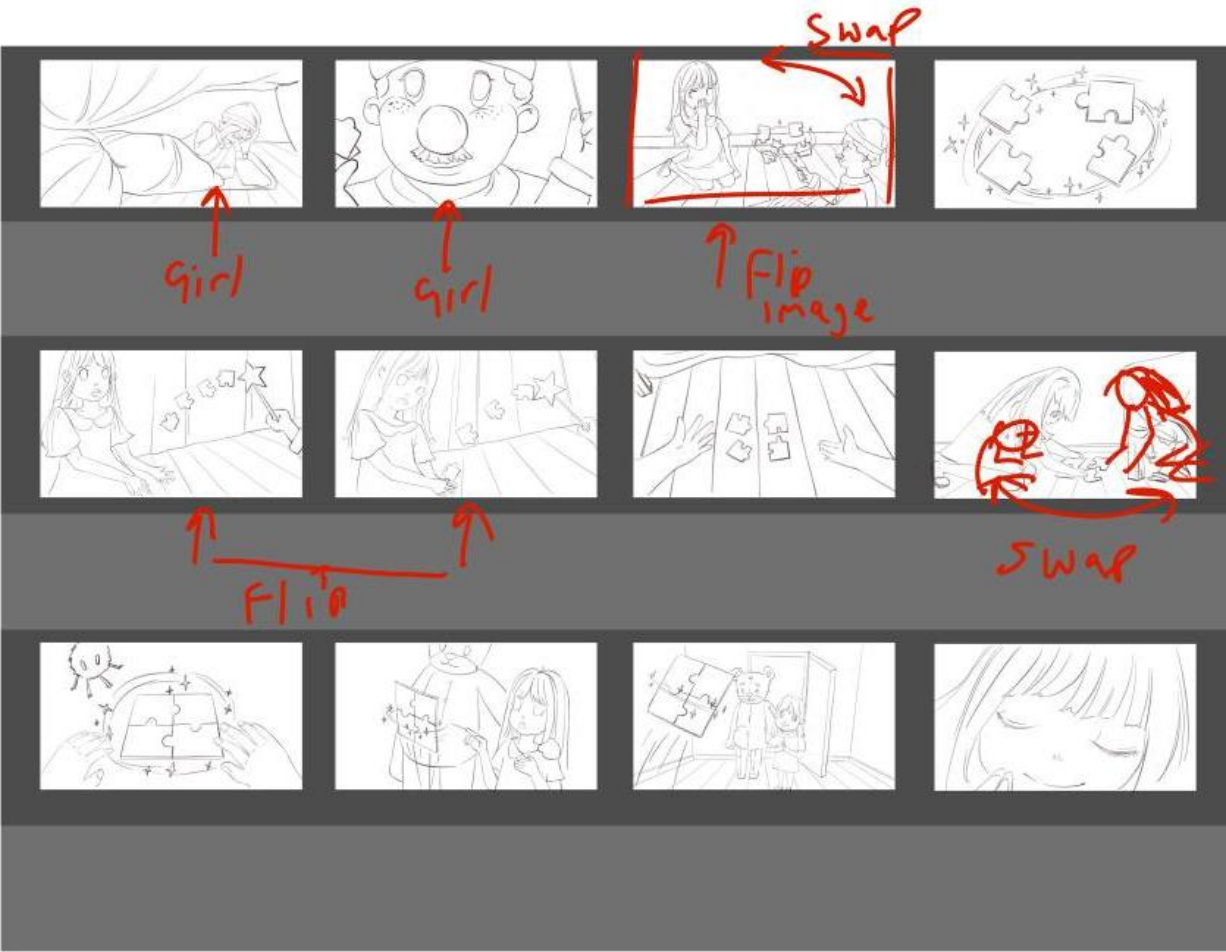


Nightmare

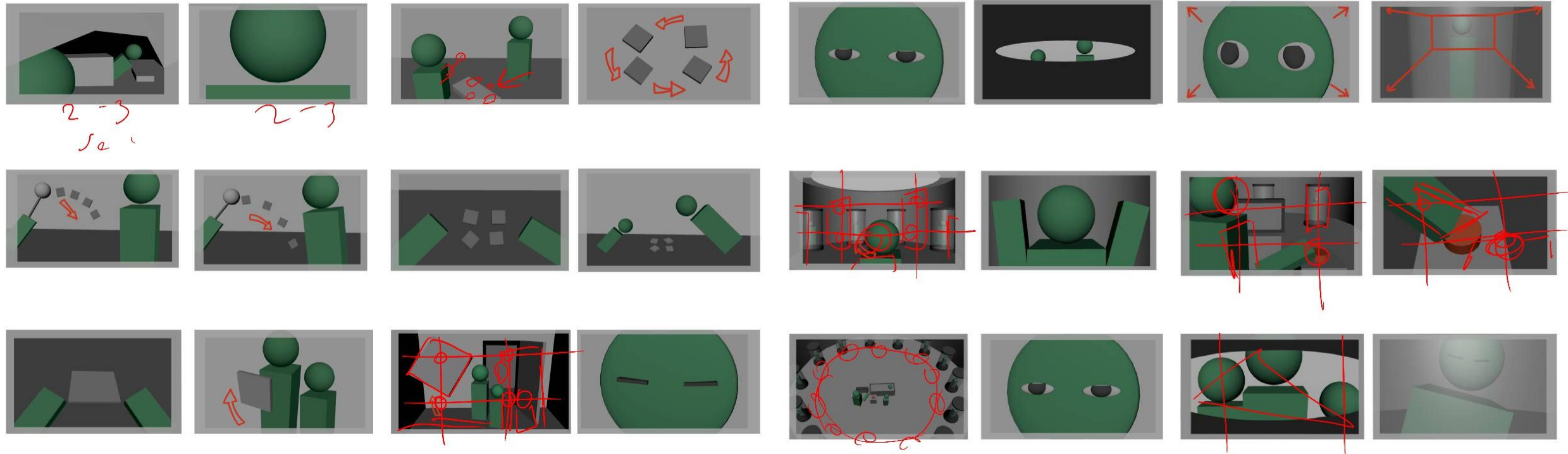
Reality and Dreams

Hanyue Liu

Storyboard



Storyboard in Maya



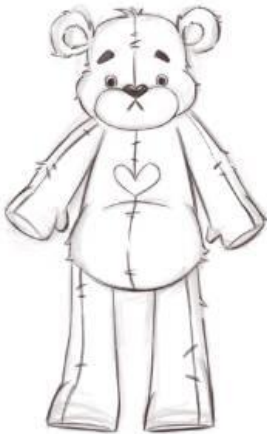
Character concepts



Story:
The little girl finds a magician who puts four pieces of a jigsaw puzzle together to make a wish come true. The magician puts four pieces of the puzzle together, which allows the little girl to fulfil a wish. After the little girl closes her eyes and makes a wish, she finds herself in a container, while the plush creatures that accompanied her before have changed, one of the creatures finds that the little girl has woken up and pressed the reset button. Before the little girl closes her eyes, she finds that everyone is looking at her, and her ears are ringing: "We just want to be with you for a longer time..."



1: A nine-year-old girl
Very innocent, happy little girl



2: Teddy bear doll
One of the two dolls that accompany the little girl



3: Wizard
Wearing a robe that looks like pajamas suggests a dream



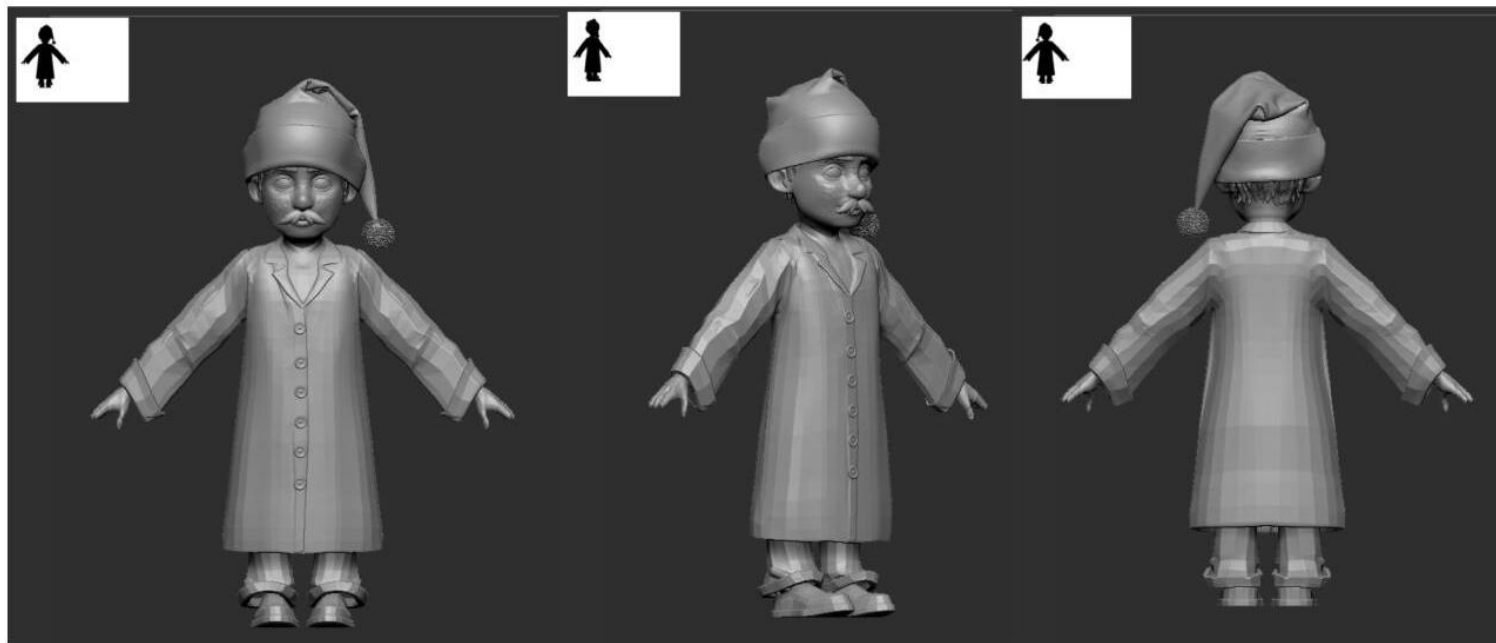
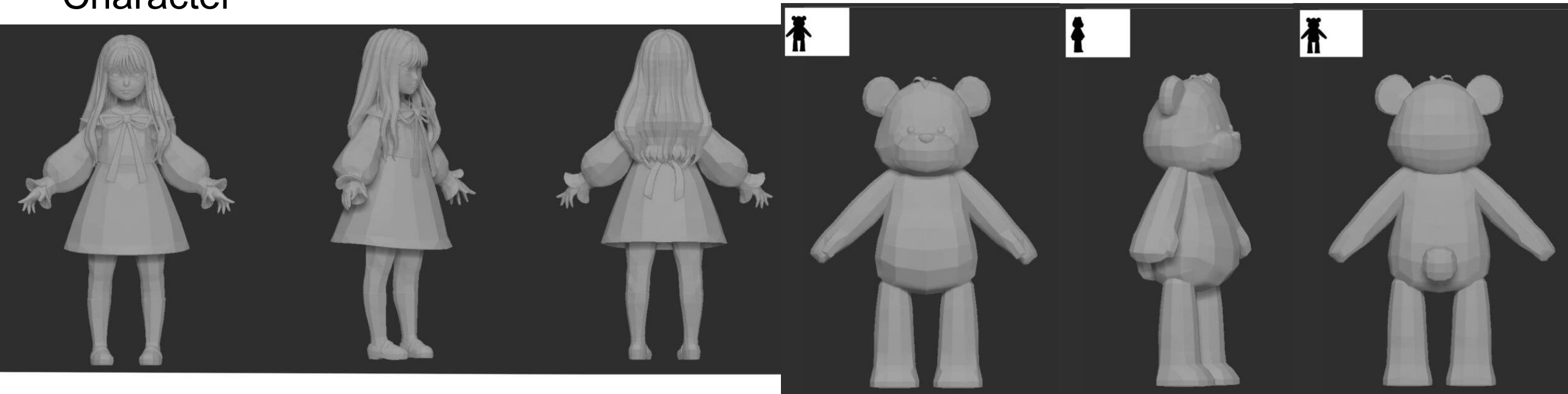
4: Snow monster doll
One of the two dolls that accompany the little girl

The protagonist of the story, since childhood in the two dolls with the help of friends grew up to live a happy and carefree life, until the completion of the magician's mission to make a wish, the result of accidentally awakened to see the world's real appearance, they have been in a false dream, and the reality of their own is imprisoned by the dolls.

The two dolls accompanying the protagonist are the teddy bear, a favourite doll of the little girl's childhood, and the fluffy Wendigo, who has a cute appearance and has always accompanied the little girl, but in reality is the bad guy who imprisons the children and wants to be with them all the time in the dream world. They watch themselves and the children live happily in the dream world through a display screen, and when a child wakes up, they immediately press the button to restart the dream world.

A magician, perhaps the product of a faulty machine, appears out of nowhere, fully clothed in pyjama-like robes to reveal the conspiracy, and the little girl awakens after completing the magician's task.

Character



Timeline:

July: make models, four characters and three scenes and split UVs

August: Bind character bones, make model maps.

September: finished mapping, put into UE5 to debug the scene and material.

October: create animation

November: animation, finished shots, background music and voice-over effects.

December: Final integration and exhibition