

AN ANIMATED SHORT BY KERI BEHLES

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# INNER WORKINGS

# SENIOR STATEMENT

- ▶ A different take on a dystopian world that better reflects our current reality and tendencies towards escapism, "Inner Workings" introduces a world where those with advanced imaginations live their lives in one room under constant monitoring where the only refuge can be found in ones dreams.
- ▶ This film is inspired by my own thoughts and fears of becoming complacent with the chaos of the world and of never being able to experience many of my dreams. It's a direct interpretation of how I have used escapism to create my own worlds that I spend most of my conscious thoughts in until I'm always inevitably forced to wake up.

## DEVELOPING A CHARACTER

- ▶ Kian is an original character that I based off of myself
- ▶ I wanted to use a character based on myself because the film is about my relationship with reality
- ▶ His design changed slightly when animating to be simpler in order to save time



## SCRIPT

- ▶ While I did create a script for this film, my workflow allowed me to make changes the longer I spent on the project
- ▶ Scripts typically don't work very well for me with personal projects because I tend to make large changes or completely change scenes as I work on a project

### 1. EXT. FJORD - VILLAGE IN THE DISTANCE - DAY

FADE IN

Slow pan out from village to the entirety of the Fjord with a bright blue sky.

FADE OUT

### 2. INT. KIAN'S APARTMENT BEDROOM - DAY

FADE IN

CLOSEUP - KIAN

KIAN wakes up from a dream blinking a couple times.

CUT TO WIDE - KIAN'S BEDROOM

KIAN lays in his bed for a couple more seconds until he sits up and slowly swings his legs out of his bed. He slowly rises from his bed and walks to his window opposite of his bed.

CUT TO FULL - CAMERA FACING KIAN FROM WINDOW

KIAN walks to his window and stops to stare out.

CUT TO OVER THE SHOULDER - KIAN

KIAN is looking at the buildings outside his window. One building in the distance in central view is white and looks brand new while the rest look rundown or in ruins, the sky is a yellowish gray from smog.

### 3. EXT. CITY - DAY

CAMERA zooms past KIAN and travels through the city to white building. The CAMERA begins to travel up the white building until it comes to a large window. Looking in the window there are several people in matching gray clothes laying in pods hooked up to VR headsets. There is a large screen against the wall in the back of the room.

### 4. INT. WHITE BUILDING - DAY

Camera zooms in on large screen showing the Fjords from Kian's dream.

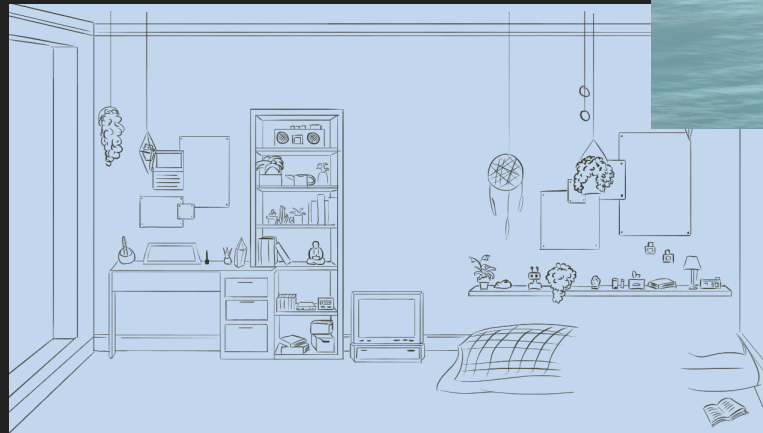
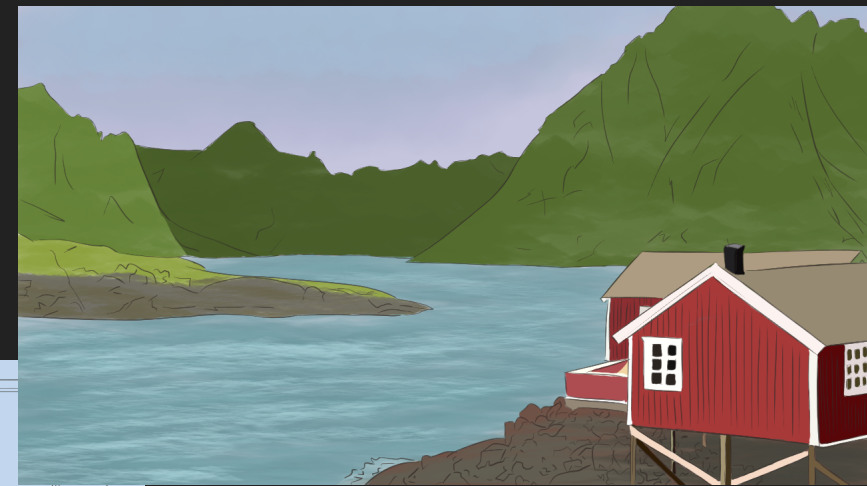
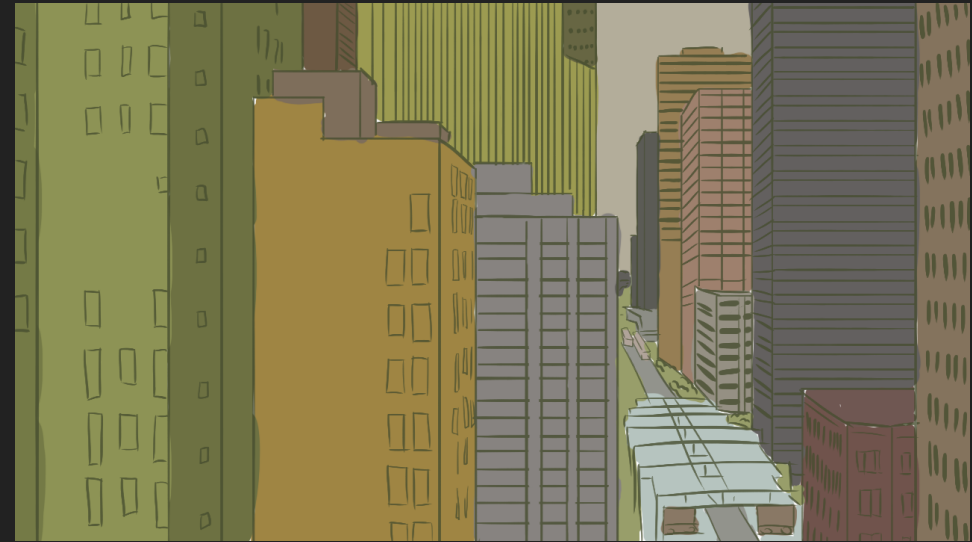
# ANIMATIC

- ▶ My animatic shows many of the changes I made that did not follow the script, as well as showing the last part that I did not have time to animate



## BACKGROUNDS

- ▶ I focussed a lot of time on backgrounds and making sure most of them were colored because I wanted the audience to be able to easily distinguish between the more natural mountainous scenes and the gloomy city to better show the different moods



# ANIMATING

- ▶ I used ToonBoom Harmony to animate traditionally
- ▶ In my workflow I actually created different project files for each scene to keep myself from getting overwhelmed and to maintain motivation with the project
- ▶ In order to save time I also took stills and animated the camera in AfterEffects



# SOUND

- ▶ Originally I planned on using sound by either asking another student to create music to the film, or by recording myself playing music since I have a 12 year background playing the clarinet
- ▶ I also was going to add sound effects, but because of the virus I was not able to use the ones in the Cass Lab

