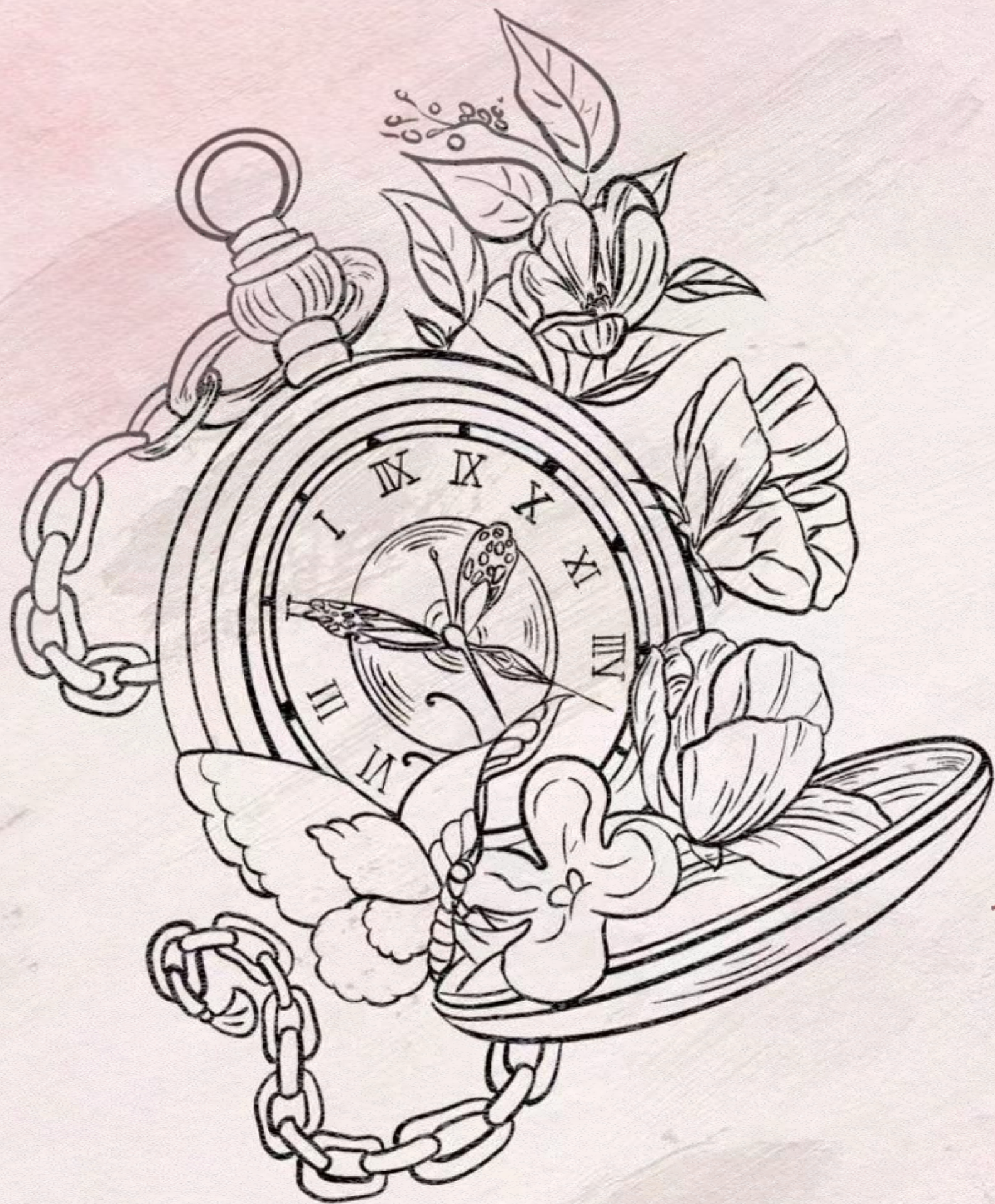




Whispers beyond Time

- Designed by Ranshu GUO
- 2121933.
- Tutor: Philip Organ

Part one

Project Overview

Part Two

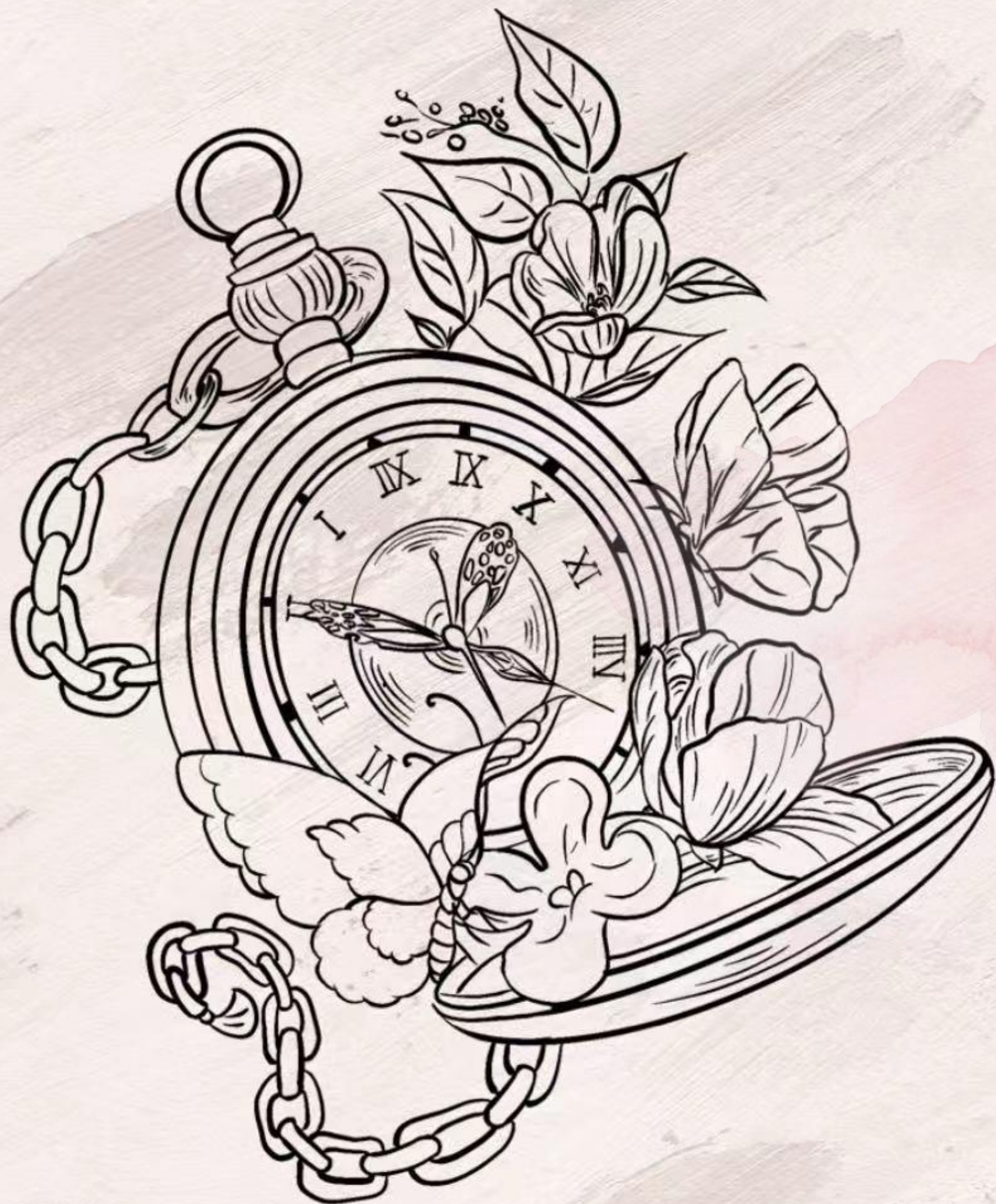
Current Phase Report.

Part Three

Work Priorities Moving Forward

contents





Part one

Project Overview

Whispers beyond Time

"Whispers Beyond Time" is a proof-of-concept animated short film that tells a dreamy, beautiful and philosophical fantasy story.

The protagonist of the film, Ellie, lives in a floating cabin at the end of time. Her mission is to use a sickle to harvest the "time fragments" that are about to be forgotten in the world - those smiles that people ignore, unspoken apologies, and lost childhood moments. She wove these fragments into a glittering cape, thereby returning to her memories and sensing the lost warmth and emotions.

- ◆ The production of *Whispers Beyond Time* integrates narrative development, design, and animation.
 - ◆ It begins with concept art, storyboarding, and animatics to define tone and pacing.
- Stylized modeling is done in Maya for key assets and environments.
- ◆ Blender is used for particles, memory fragments, and cloth simulation.
 - ◆ After animation and layout, lighting and rendering are completed in Unreal Engine 5.
 - ◆ Post-production includes compositing, sound design, and original music to complete this poetic short film.

Whispers beyond Time



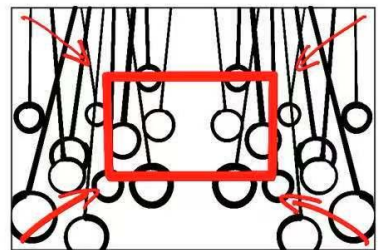
Part Two

Current Phase Report.

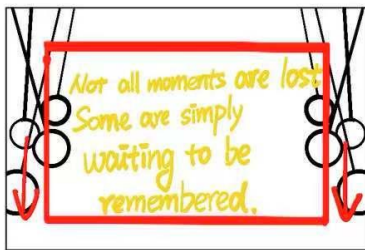


Storyboard

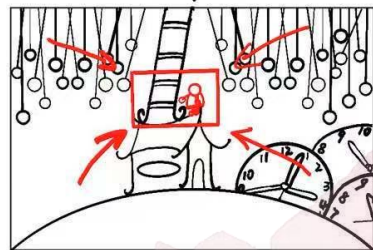
STORYBOARD: Whispers Beyond Time DATE: 6/22/25 TITLE: Script



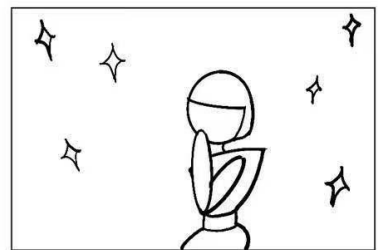
Push-in & Medium shot
Fade in



Tilt (Up-Down)
Medium shot



Push in
↑ Medium shot = Long shot



Close-up



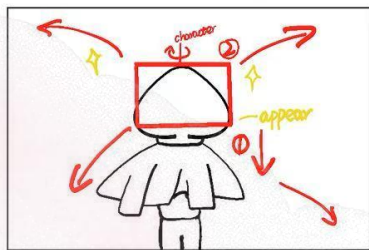
Extreme Close-up



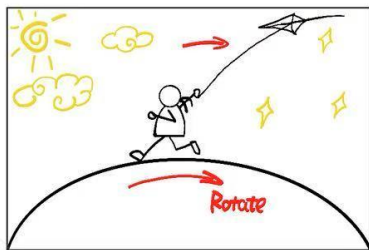
Medium shot
Look down → Look up

Plot development

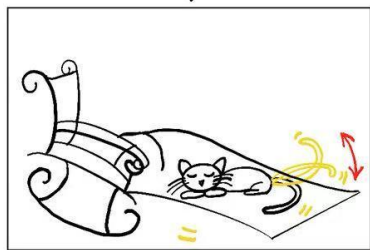
STORYBOARD: Whispers Beyond Time DATE: 6/22/25 TITLE: Script



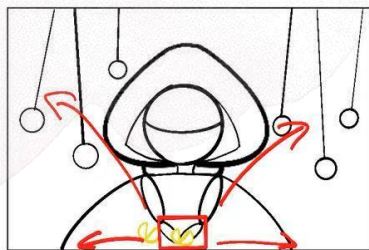
Close up → Boom Down →
Medium Shot



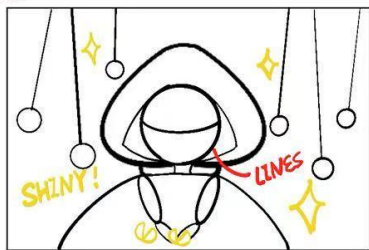
Long shot
Fade in



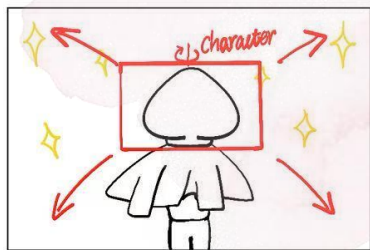
Medium shot
Fade in



Extreme Close-up
→ Medium shot

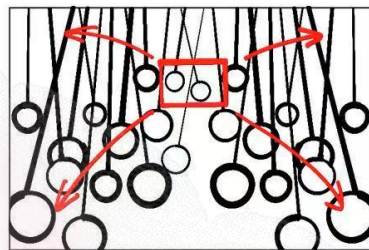


Medium Shot

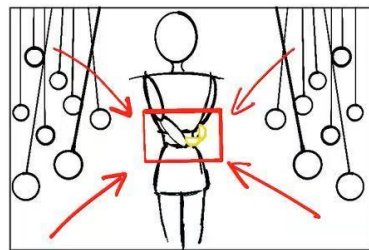


Medium shot → Long shot

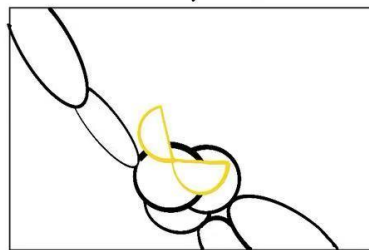
STORYBOARD: Whispers Beyond Time DATE: 6/22/25 TITLE: Script



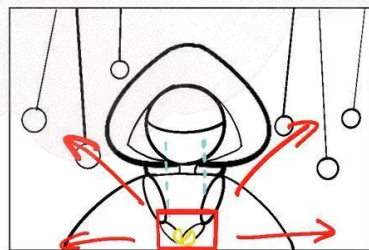
Close-up → Medium shot
Fade in → Fade out



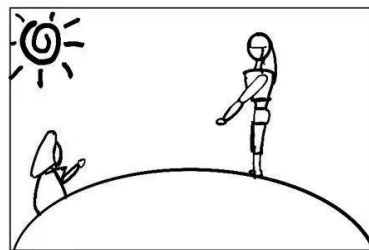
Medium shot → Close up



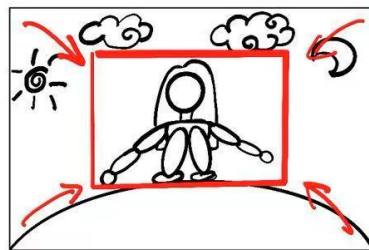
Close-up



Close-up → Medium shot



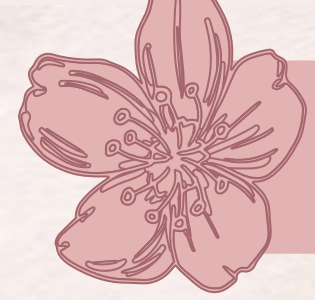
Fade in



360° Pan → Medium shot

Story build-up

Story highlights



Character Introduction

Identity: Time Harvester, a little girl living at the end of time.

Appearance setting: Short silver-white hair, with star-colored light spots hidden in the eyes. Dressed in a light red cape, the cape was studded with faint fragments. The inner clothes are fitted with halter tops and short skirts that fit the body.

Personality traits: Quiet, sharp, and compassionate. Despite being alone, they possess strong inner emotions.

Character function: The protagonist guides the audience through forgetting and reminiscing, achieving self-healing and growth.

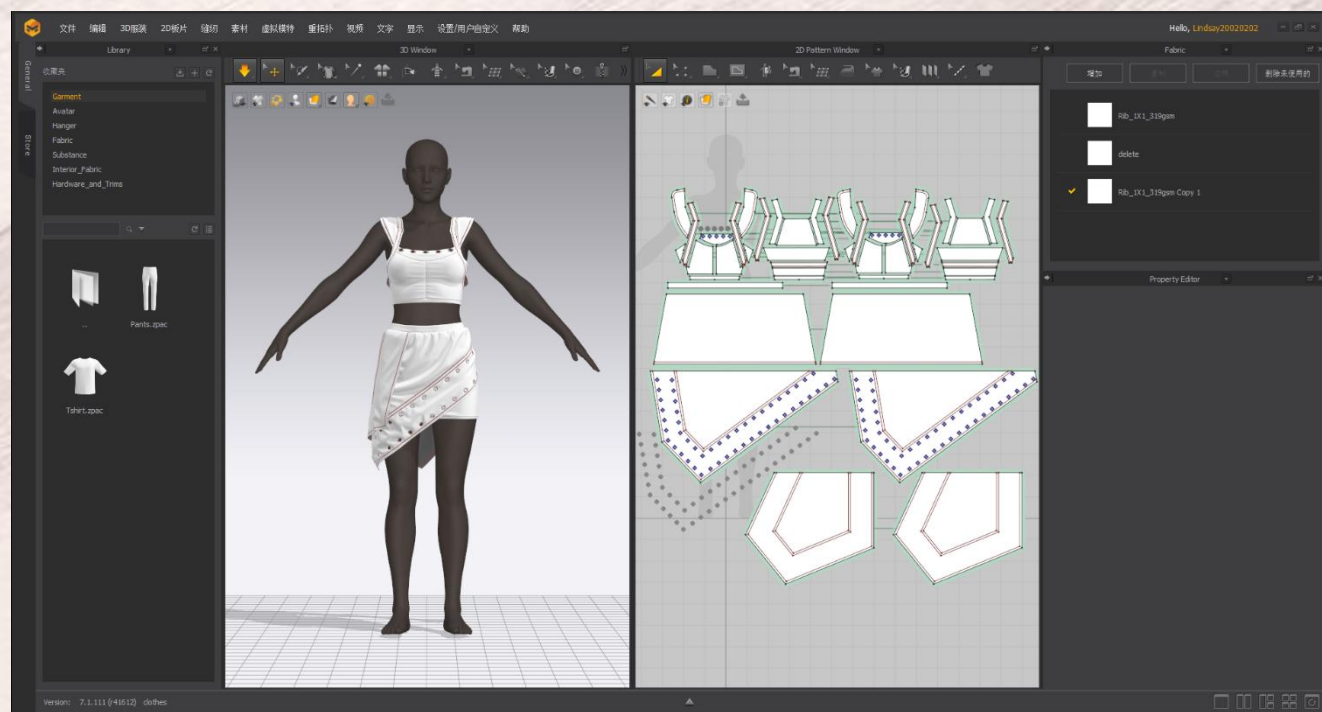
Symbolic meaning: The part of the human heart that is willing to protect tenderness and emotions



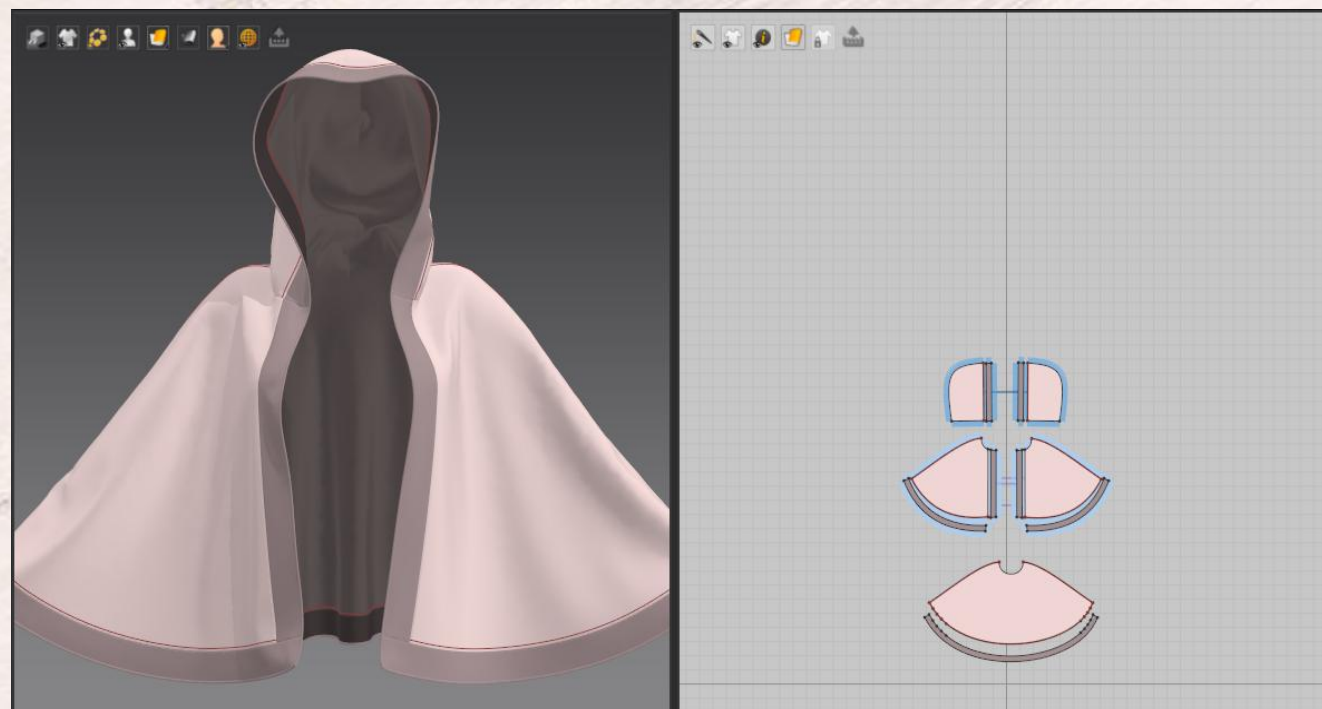
Ellie



Character Introduction



- ◆ Create realistic clothing in Marvelous Designer by designing 2D patterns, sewing them together, and simulating cloth physics.
- ◆ Adjust fabric properties, fit garments to 3D avatars, and export the mesh for use in other 3D software like Maya.



Although Marvelous Designer generates UVs automatically, they usually need to be re-unwrapped or cleaned up in Maya for better texturing.

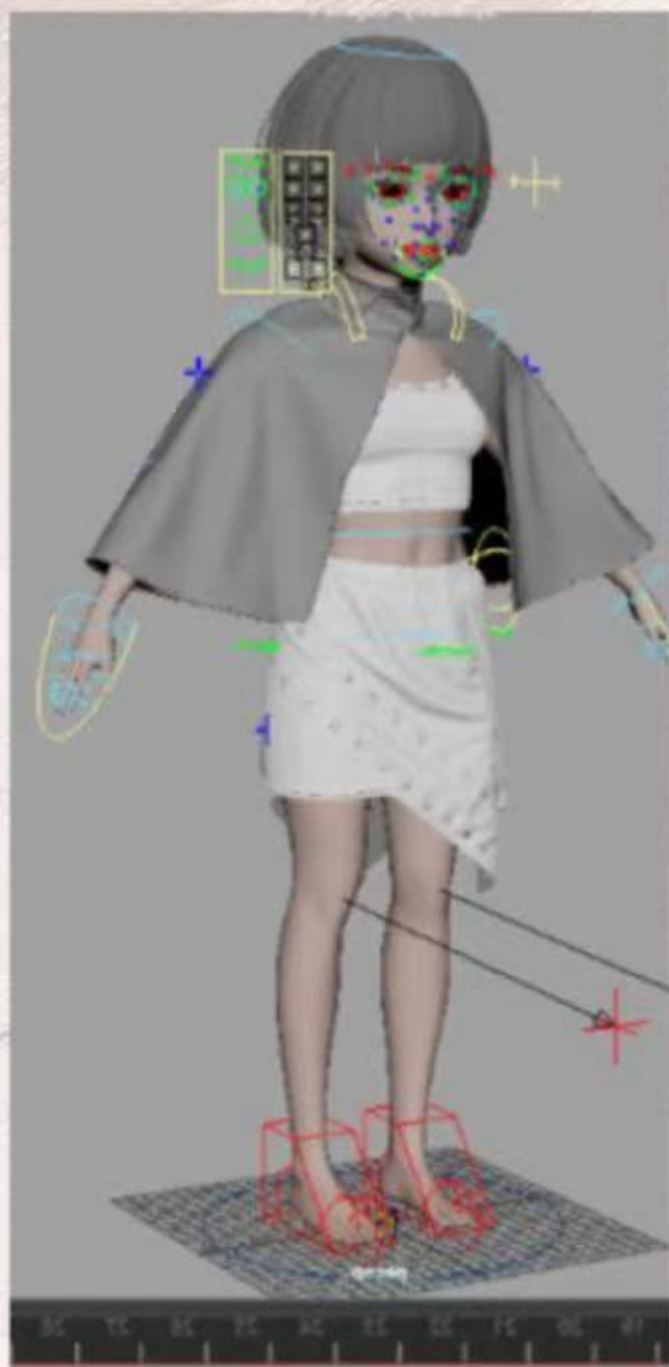
Ellie



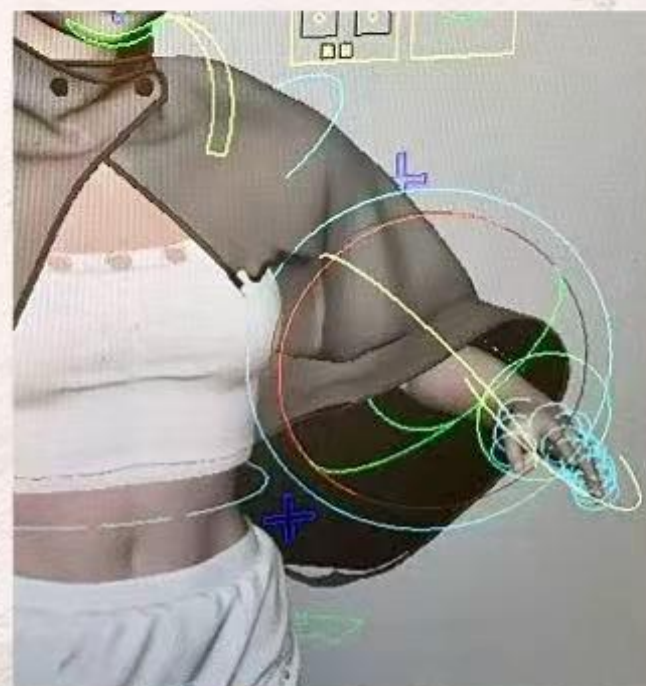
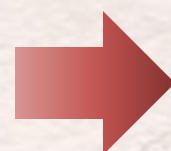


Character Introduction

Binding the bone



- ◆ This is the model I made. What's different from the original one is that I made some modifications to the hairstyle.
- ◆ The reason for her short hair is that the combination of medium-length hair and the cape would cause the animation model to collide, and the computer performance couldn't handle their flowing effect.



Problems!

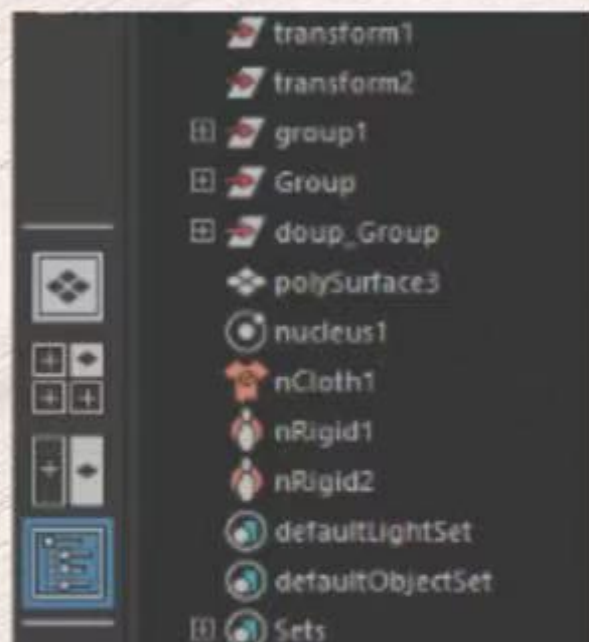
The cloak and the body have a mold-piercing effect, which will cause technical loopholes in the future production of animation models.



Ellie



Character Introduction



**The solution is to
apply cloth
simulation to the
cloak.**

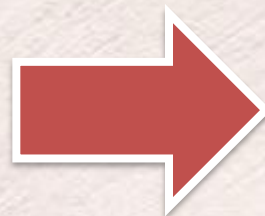
**Create eyebrows and
eyelashes using XGen
Groomable Splines in
Maya. Adjust length,
density, and direction
with grooming
brushes for natural
look.**





Character Introduction

Mom



For the role of the mother, I didn't continue to make clothes with Marvelous Designer. Instead, I completed everything from model making to bone binding in Maya. The only difference was that there was an additional transparent film around the eyeball, making it brighter.



model design

This is a pocket watch design about the three small stories in the middle. The main focus is on warmth.



In *Whispers Beyond Time*, the pocket watch embodies forgotten memories, unlocks emotional echoes, and helps sculpt a dreamlike world where time is fragile, intimate, and poetic. More than a timepiece, it is memory made visible.



Planet 1: A girl flies a kite alone.
Planet 2: The boy, standing behind his father, wanted to speak but didn't.
Planet 3: An old cat is curled up on its owner's old scarf.



model design •

The Clock of the Source

- It neither points to the past nor leads to the future.
- It hovers quietly at the end of the dream, silent yet in control of all flows.
- It is the source of time, the memory of the forgetful, and the deepest mystery of this story.



Mr. Time, who awakens the female protagonist's memory, is not designed as a character but as a green leaf clock shape corresponding to flowers. The eyes on top always show that it has seen all the time but has never judged.



Mr. Time



model design

Some clocks existing in the animation

- This is the most basic appearance of the two clocks, and it's also where I can make an animation at the beginning of the film. I have also animated the gears and hands of the two watches. Some close-up shots are more flexible and there is no sense of incongruity.



scene design

memory garden



This illustration depicts a dreamlike world where time is gentle and poetic. In the center, a golden clock adorned with a butterfly symbolizes memory and emotional time—felt, not measured.

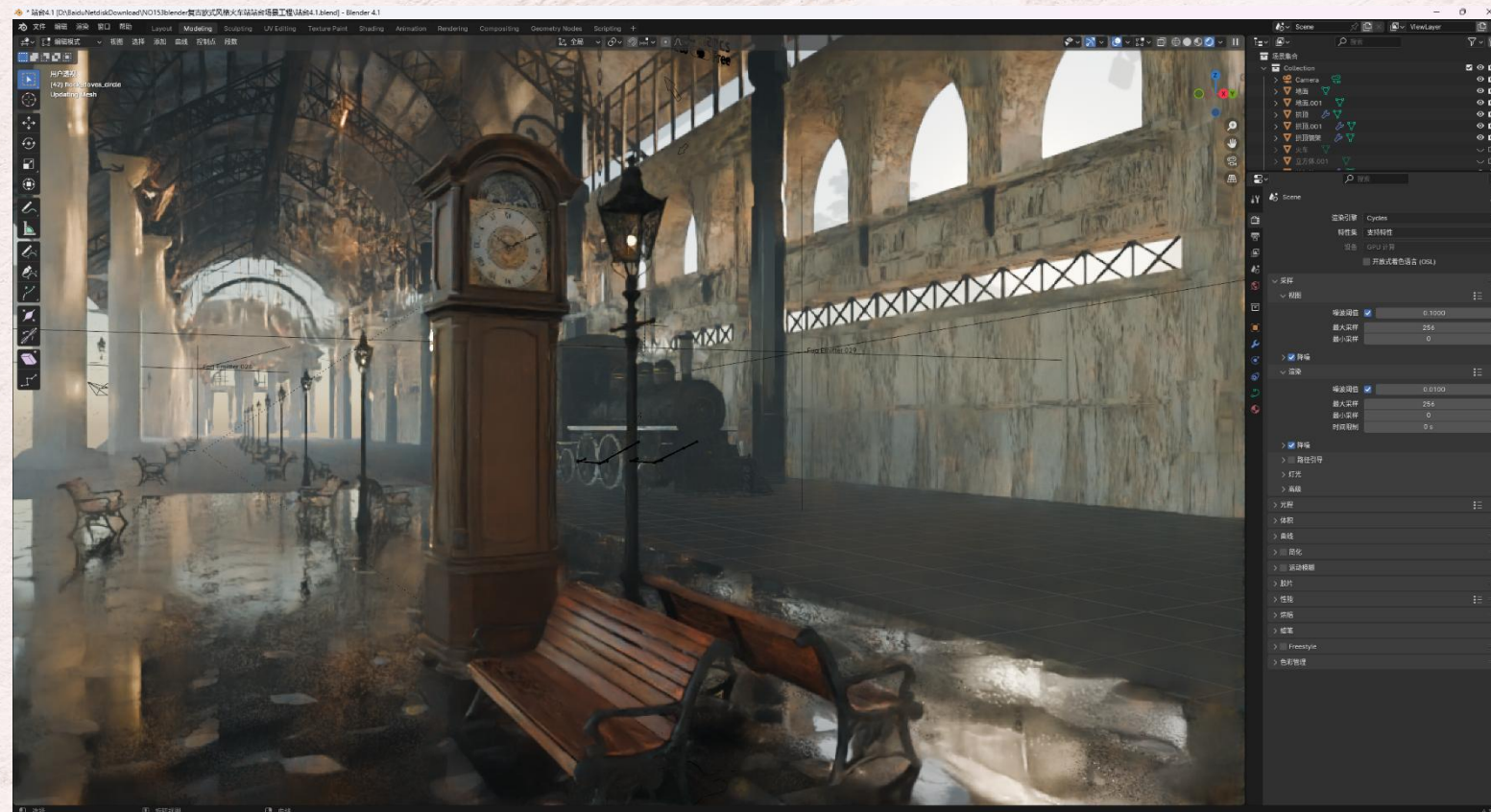
Suspended above are floating pocket watches, each representing a fragment of forgotten or treasured moments. Surrounded by blooming flowers and soft leaves, the clock is both a natural being and a divine object. The pastel sky fades from blue to gold, suggesting the passage of time as a quiet transformation. This is not a machine—it is a garden of time, waiting to awaken something lost inside the viewer.

scene design



memory station

The Memory Station is not a place of arrival or departure—but of remembering. Here, time stands still as lost memories drift in like trains without schedules. The station blends nature and nostalgia: soft lights, blooming vines, and faded signs evoke feelings long buried. Every bench holds a story, every clock ticks for a forgotten moment. Visitors don't wait here—they awaken.



Smoke simulates fog or trails using gas domain and flow. Birds use particle systems with animated models following curves. Combined, they create flying origami flocks in mist.



Part Three

Work Priorities Moving Forward



Whispers beyond Time

During the model-making process, I spent a considerable amount of time on the skeletal binding of the protagonist Ellie and the fabric settlement of the cloak. It's hard to imagine how slow the final animation action production would be. Two character models and some empty shots in the animation are the parts I have completed now.



Plan

Week 1 (Aug 1 - Aug 7): Animation Blocking + Scene Completion- Create rough blocking for each shot (key poses, timing)- Plan character placement and movement per scene- Complete remaining scene modeling (backgrounds, props)- Place basic camera angles and test movement paths

Week 2 (Aug 8 - Aug 14): Animation Polish + Camera + Expressions- Polish character animations for fluidity and clarity- Add facial expressions and emotional body language- Animate camera moves (pans, zooms, tracking shots)- Lock timing and shot composition for all scenes

Week 3 (Aug 15 - Aug 21): VFX + Lighting + Render Tests- Add particle-based VFX to key scenes (time dust, glows)- Set up global lighting and mood-specific scene lights- Render 3-5 sample shots to test look and style- Confirm render settings (resolution, FPS, file format)

Week 4 (Aug 22 - Aug 31): Final Rendering + Post-production- Render all shots (in batches or by scene)- Composite scenes (After Effects or DaVinci)- Add sound effects and ambient audio (no dialogue)- Color correct, polish cuts and transitions- Export final video + backup + export thumbnails or stills

Thank you

