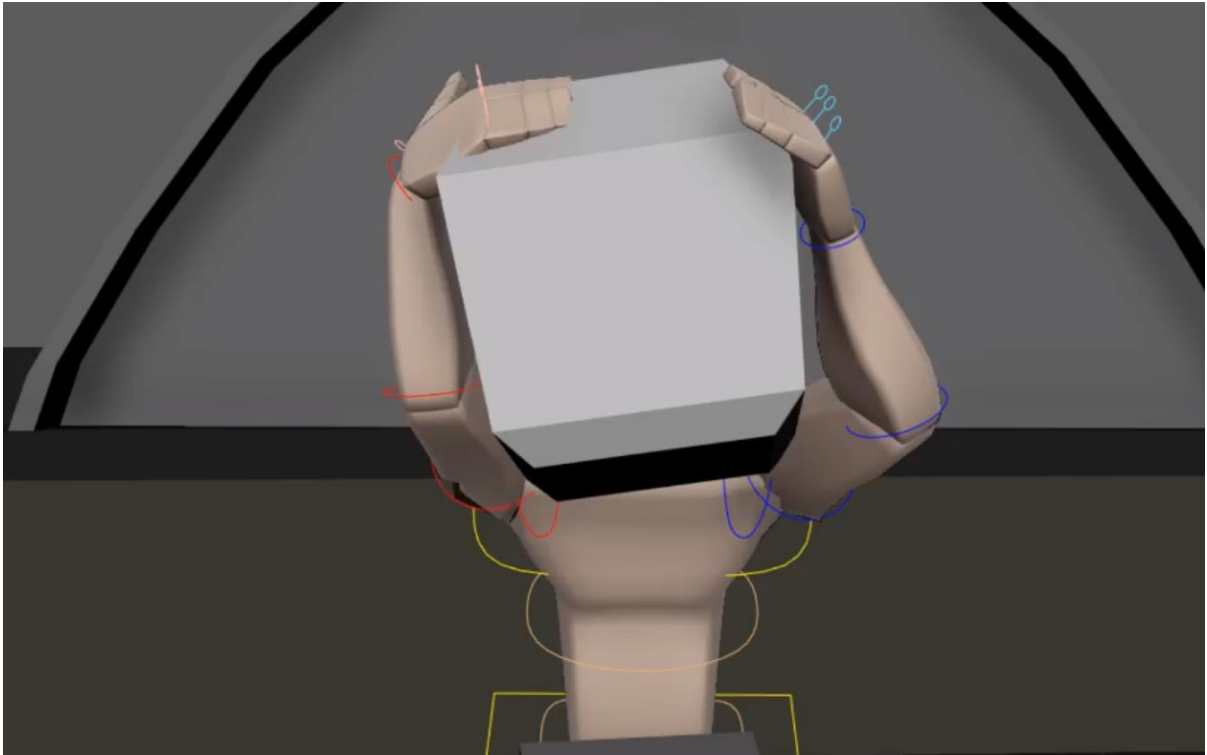


BLUNDER



Adam Head

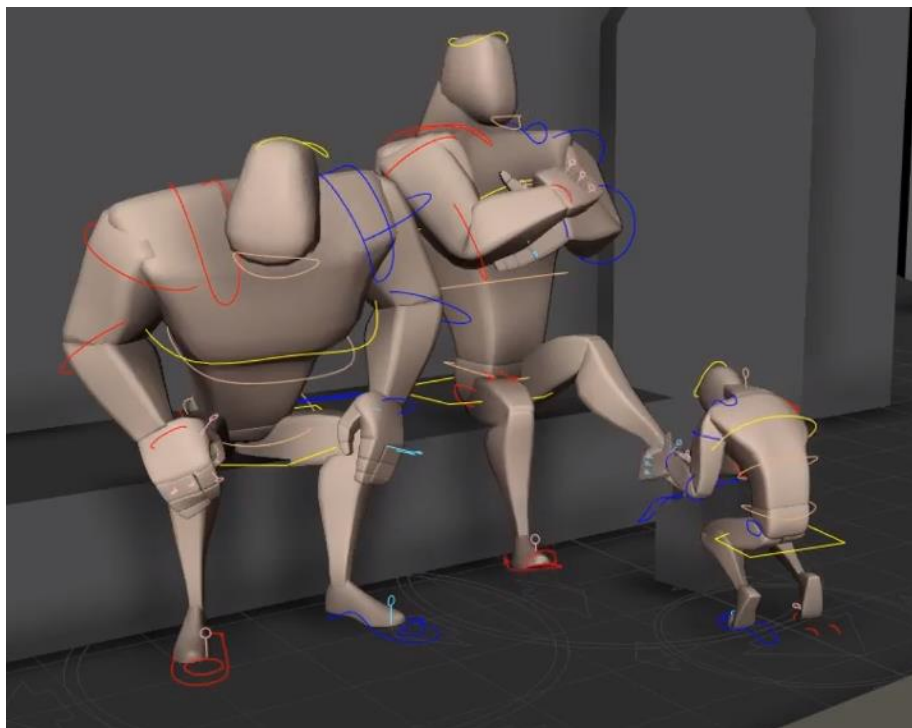
“One Goblin, One Accident – One Chaotic *Trip* to Kill
a Dragon by Chance!”

This project should take around 7-10 weeks to complete with a team of 5.

Concept

This is a day in the life of Goblin shoe-shiner “Blunder”, except it’s far from normal. As you are plunged into a fantasy world of Goblins, Knights, Peasants, Dragons and Poor Sanitation; follow Blunder on his unexpected adventure that is anything but intentional!

The town has always looked down on Goblins with Knights getting all the glory at their expense, but our accidental hero is about to inadvertently break the mould!



The animation would feature a stylised, almost cartoon exaggerated style, with over the top proportions and comical movements. With the short being completely based around an accidental hero, it will be completely comedic and full of sight gags and slapstick, used as a method for pushing on the story and following “Blunders” journey.

The shorts target audience will mainly be people who are interested in the fantasy genre and its tropes; be it through video games, books, television, film or tabletop games. The animations style and slapstick nature would also appeal to anyone with a love of cartoons and open the way for changes to be made to tailor it to a younger audience for example.

Characters

Blunder/Goblins



- Weedy
- Short
- Green Skinned
- Large Ears and Nose
- 4 Digits on Hands
 - Servitude
 - Reluctant
- Quite Grumpy
 - Wears Rags
 - Fed Up
- Looked Down On

Knights



- Huge and Stocky
 - Burly
 - Heroic
- Gloats a lot
- Self-centred
 - Confident
 - Elitist
 - Cocky
 - Rich
- Armour and Weapons
 - Horses
 - Lances
- Standards, Flags and Tabards
 - Adored by Peasants
 - Goblins indifferent
- Flocked to town in search of glory

Peasants



- Background characters/actors
 - Validate knights behaviour
 - Normal human proportions
- Crowd and swoon around Knights
- Mistreat and look down on Goblins
 - Farming Equipment
 - Carts
 - Blacksmiths
 - Bakers
- General Townsfolk and bystanders

Backstory and Setting

The short is set in a medieval high fantasy town under the shadow of an ominous mountainous cave. It's a world where Goblins are forced into servitude and menial jobs while Knights flock from faraway lands to claim glory (much to the joy of the towns peasants).

Premise

The story begins with our titular (albeit accidental) hero "Blunder", shining the shoes of Knights who have travelled from far and wide to the town in order to slay an evil, cunning dragon who lurks in the caves of the mountain that shadows the city. Blunder is used to this, it's been weeks now since countless knights come and go, almost forming a conveyor belt too and from the cave, failing each time.

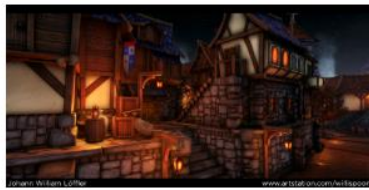
While this first appears to be a normal day of servitude for Blunder, is far from what's in store. As he continues to shine a Knights shoes, the line of cocksure knights waiting their turn begins to erupt into an angry fight. Blunders patron is punched in the chin, sending his huge plate armour helmet tumbling through the air until it lands onto the goblins head.

Blunder, now blinded by the hunk of metal obscuring his vision, begins to bump into things around the town, causing havoc. It is through this chaos that the main propulsion of the story begins as Blunder starts a chain of events that catapult him (literally) into glory, becoming the accidental hero who rids the town of it's reptilian, dragon menace!

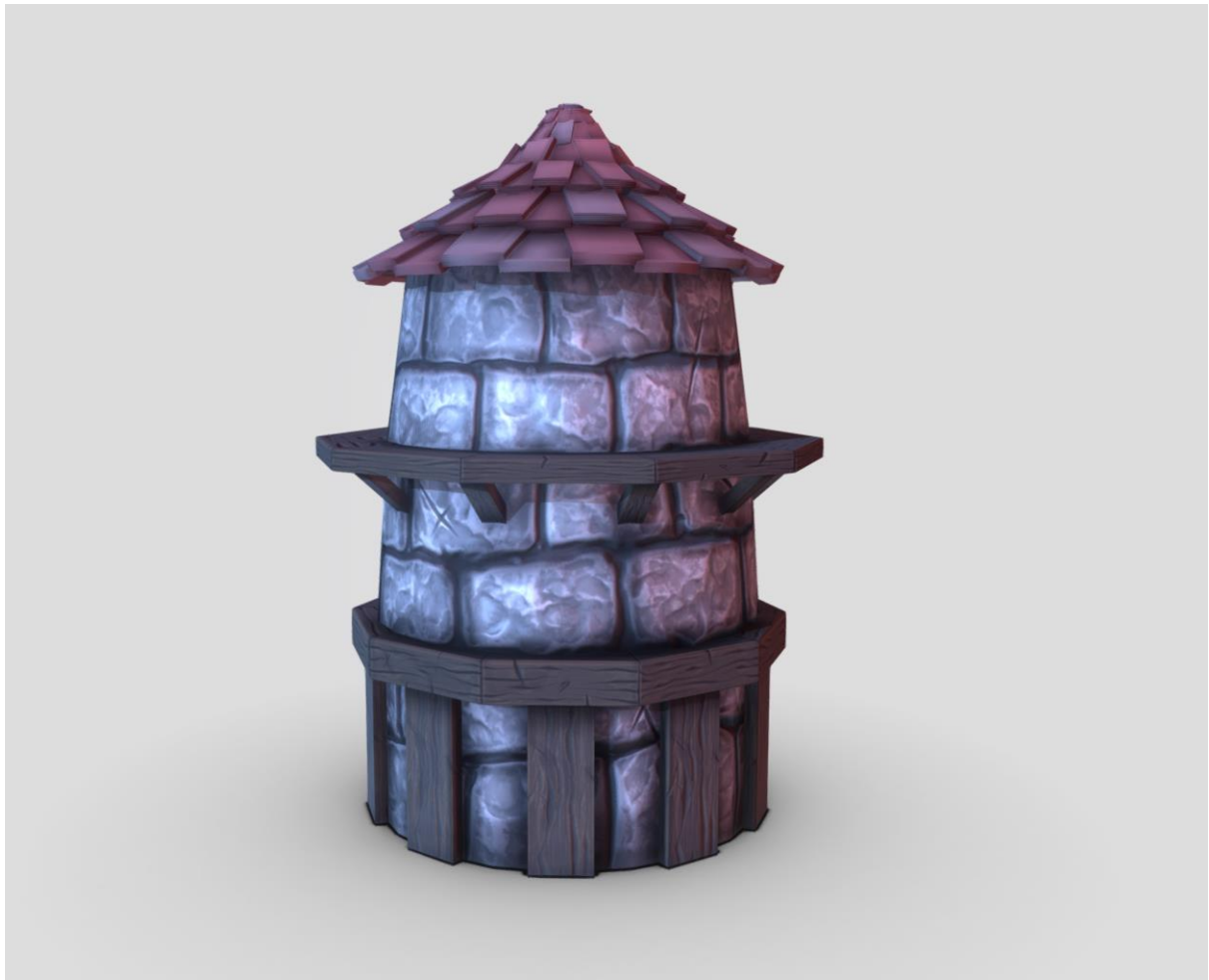
Mood Boards







Visual Design Journal



Goblin Character - Progress Update

Adam Head



