



**“...The fabric of the world
had triggered the story...”**

Hamza Qasim // 2103929
Animated Worldbuilding
ACCA7037

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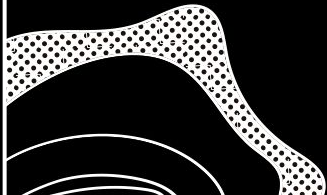
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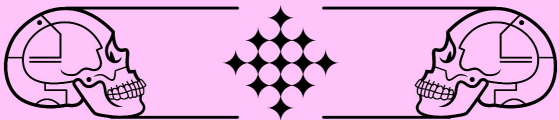
06

SCRIPT



01

FRONT COVER & OVERVIEW



NEON ARCANA
NEON ARCANA
NEON ARCANA



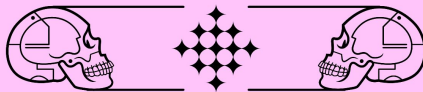
DESIGN 1

Neon cyberpunk style
front cover, designed in
Adobe Photoshop.

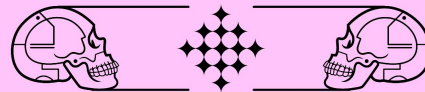




NEON ARCANA
NEON ARCANA
NEON ARCANA



NEON ARCANA
NEON ARCANA
NEON ARCANA



NEON ARCANA
NEON ARCANA
NEON ARCANA



DESIGN COMPARISON

PROS

- Eye-catching colour scheme with a vibrant pink background
- Symmetrical layout creates visual balance
- Multiple colour variations of the title create a “glitch” aesthetic
- Arcane symbols reinforce the magical elements of the story
- Skull motifs establish the darker thematic elements

CONS

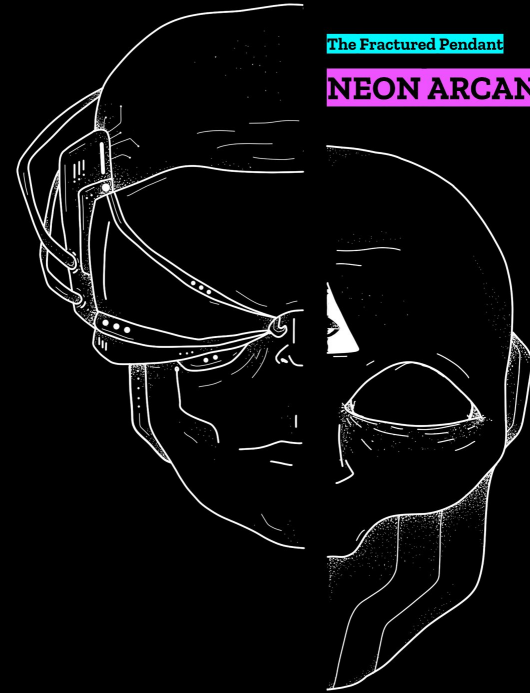
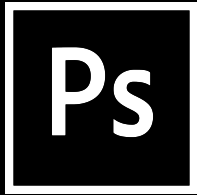
- Pink background feels too playful for a dystopian narrative
- Repeated title text could confuse viewers about the actual title
- Lacks character representation or story-specific imagery
- Symbols at the bottom feel disconnected from the overall composition



Hamza Qasim

DESIGN 2

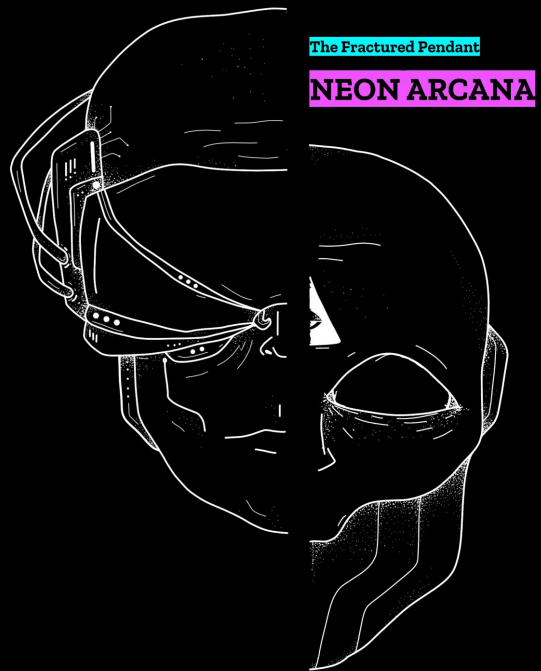
Grittier dark dystopian
cover, designed in Adobe
Photoshop.



The Fractured Pendant

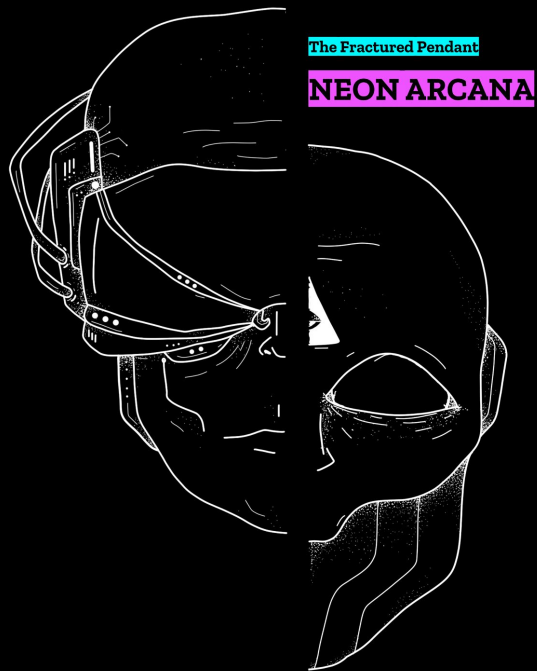
NEON ARCANA

Hamza Qasim



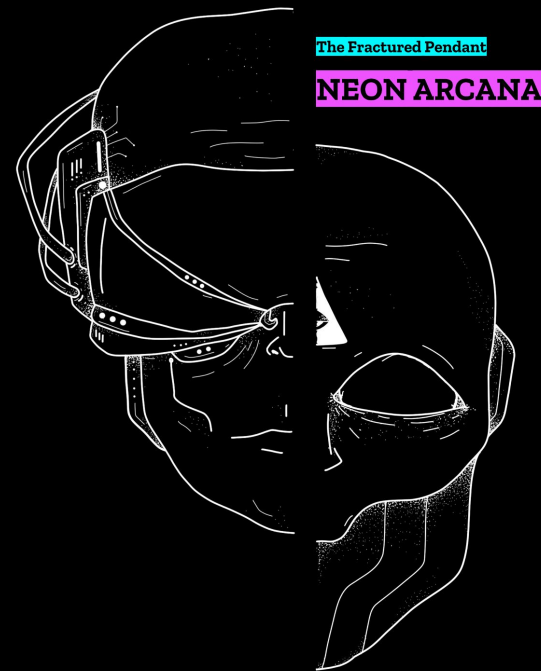
Animated Worldbuilding // ACCA7037

Hamza Qasim



Animated Worldbuilding // ACCA7037

Hamza Qasim



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DESIGN COMPARISON

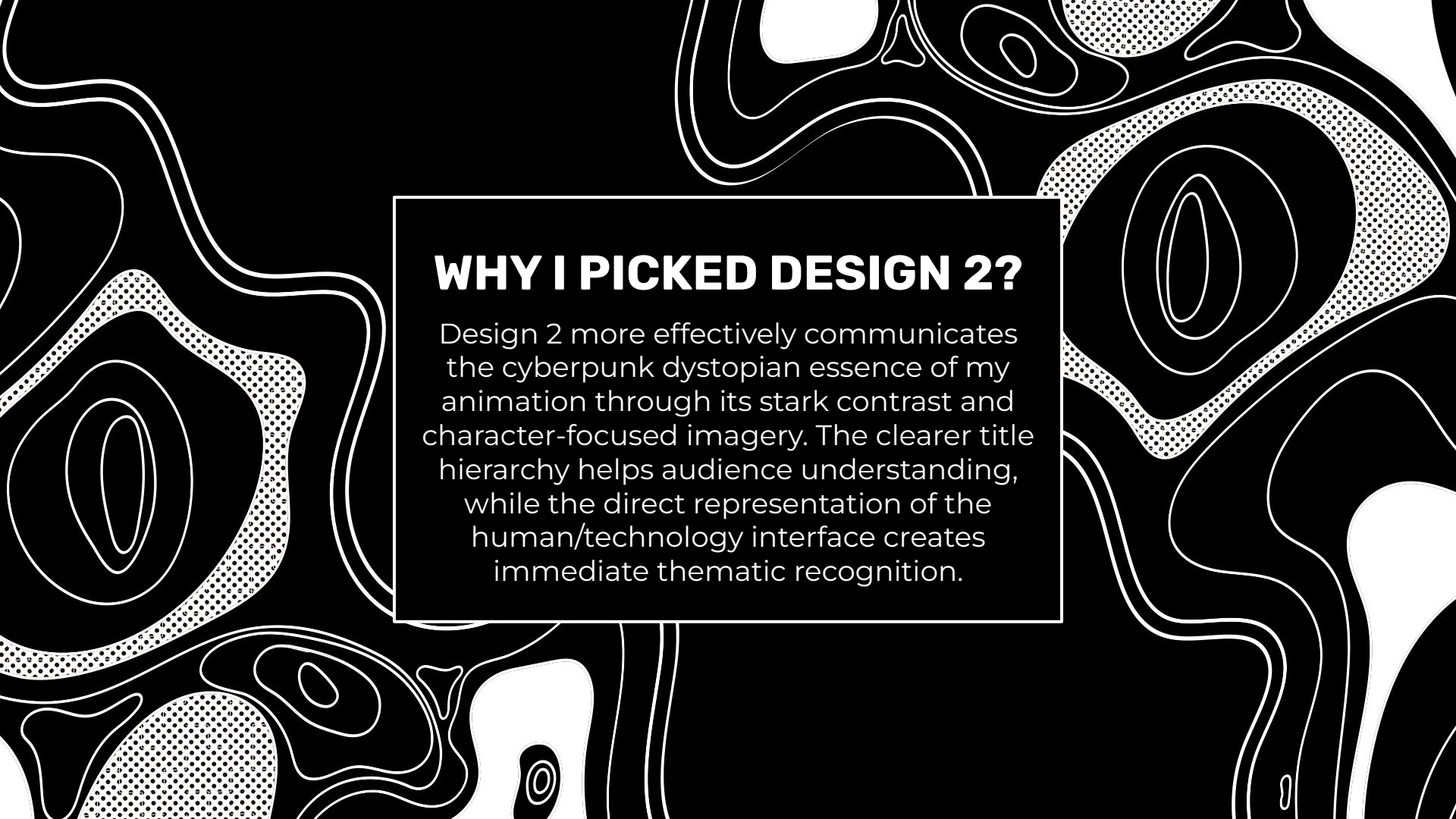
PROS

- Stark black background immediately establishes dystopian tone
- Character illustration directly represents the cyberpunk elements
- Clean title hierarchy with a clear distinction between title and subtitle
- High contrast creates striking visual impact
- Cybernetic facial elements visually communicate the technology/human fusion central to my story

CONS

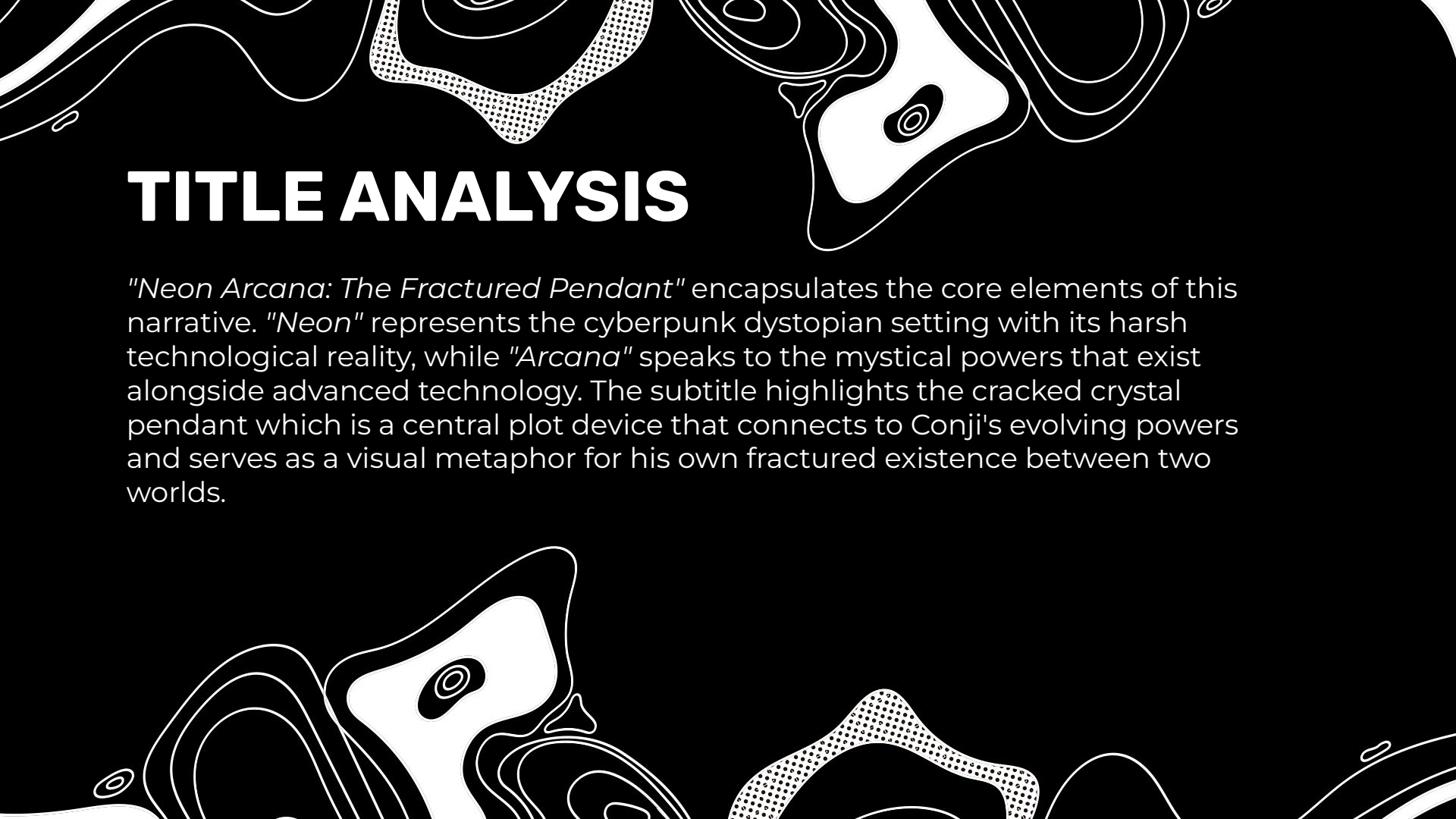
- Less colourful, which might reduce immediate visual appeal in thumbnails
- Minimalist approach provides fewer story elements





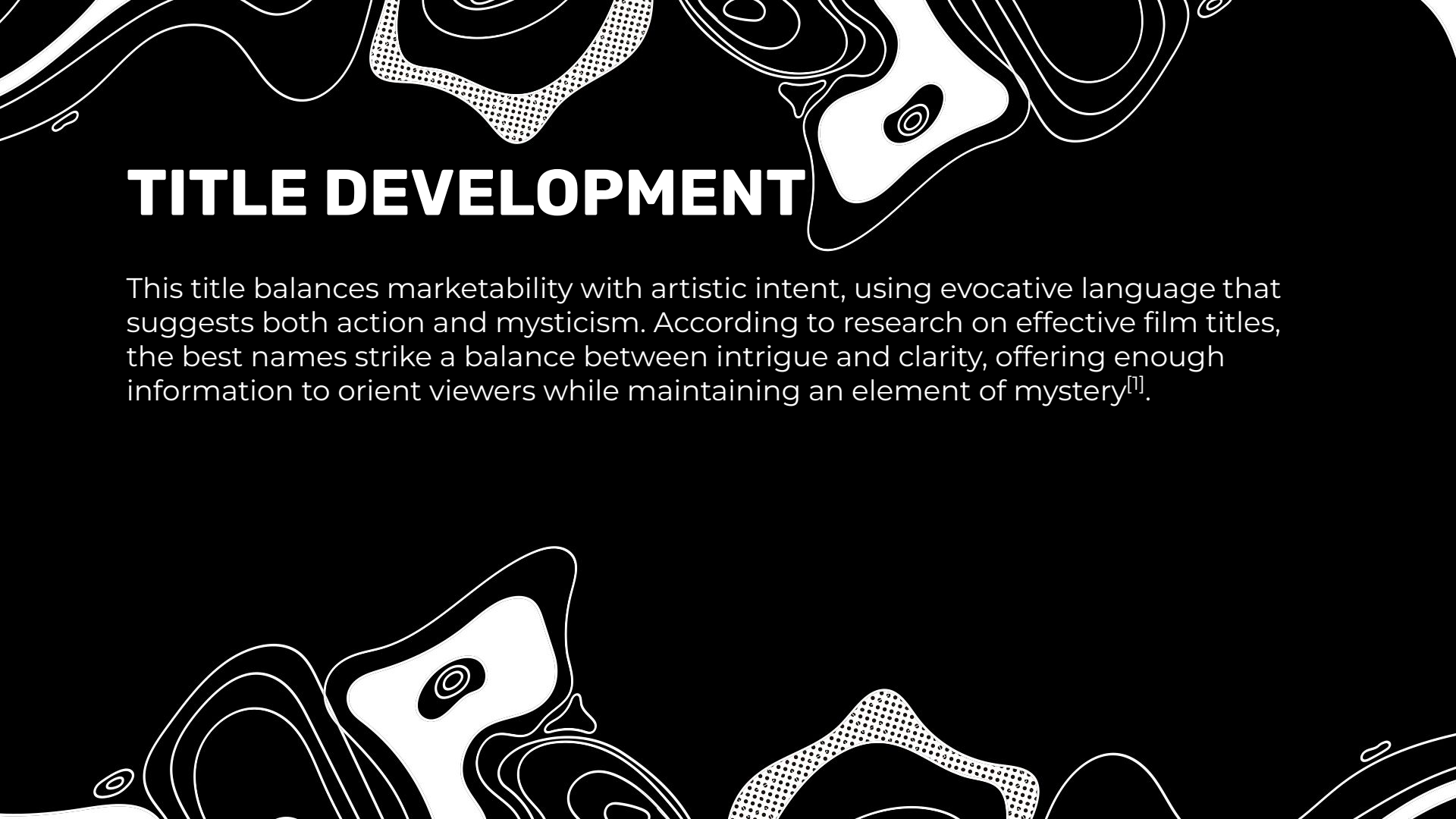
WHY I PICKED DESIGN 2?

Design 2 more effectively communicates the cyberpunk dystopian essence of my animation through its stark contrast and character-focused imagery. The clearer title hierarchy helps audience understanding, while the direct representation of the human/technology interface creates immediate thematic recognition.



TITLE ANALYSIS

"Neon Arcana: The Fractured Pendant" encapsulates the core elements of this narrative. *"Neon"* represents the cyberpunk dystopian setting with its harsh technological reality, while *"Arcana"* speaks to the mystical powers that exist alongside advanced technology. The subtitle highlights the cracked crystal pendant which is a central plot device that connects to Conji's evolving powers and serves as a visual metaphor for his own fractured existence between two worlds.



TITLE DEVELOPMENT

This title balances marketability with artistic intent, using evocative language that suggests both action and mysticism. According to research on effective film titles, the best names strike a balance between intrigue and clarity, offering enough information to orient viewers while maintaining an element of mystery^[1].



OVERVIEW

"Neon Arcana: The Fractured Pendant" is a short animated film (8-12 minutes) set in a dystopian world where magic and technology exist in uneasy harmony. The story follows Conji, a 12-year-old boy with extraordinary magical abilities, who is rescued from a Neon Cybercity facility where his powers are being harvested. Aided by Salvador, a mercenary with a cybernetic eye haunted by past mistakes, and Dardromi, a sarcastic sand-manipulator, Conji must navigate toxic wastelands while learning to control his growing powers. As they fight off biomechanical threats and discover ancient magical ruins, Conji transforms from frightened captive to potential revolutionary, their journey as a trio, revealing forgotten knowledge that could challenge the oppressive powers controlling their world.



CORE CONCEPT

This animation merges cyberpunk aesthetics with magical fantasy elements to create a unique visual experience. The narrative explores themes of found family, coming-of-age under extreme circumstances, and the ethical implications of both technology and magic. At its heart, this is a story about finding strength in vulnerability and hope amidst desolation.

"When Hope Sparks, Revolutions Ignite."



02

PREMISE



PREMISE

In a neon-lit dystopian future where magic is harvested by ruthless corporations, a young boy with mysterious powers escapes captivity with the help of a battle-scarred mercenary.



As they flee through toxic wastelands, the boy's fractured pendant unlocks ancient forces, sparking a fight for freedom that could ignite a revolution.

STORY STRUCTURE



**ACT 1:
ESCAPE**



**ACT 2:
SURVIVAL**



**ACT 3:
DISCOVERY &
CONFRONTATION**



ACT 1

ESCAPE

Conji is rescued from a magic containment cell by Salvador and Dardromi. Their desperate escape from Neon Cybercity establishes the stakes and introduces the pendant that links to Conji's powers.



ACT 2

SURVIVAL

The trio navigates the toxic wasteland, battling mutated creatures and mechanical scavengers. Conji begins to discover his abilities while forming bonds with his rescuers. The pendant's power grows more unstable but increasingly powerful.



ACT 3

DISCOVERY & CONFRONTATION

They reach ancient ruins containing forgotten magical knowledge. Conji's pendant resonates with the ancient technology, leading to a climactic battle against an Arcane Sentinel.

Their victory suggests the possibility of challenging the oppressive system they escaped.

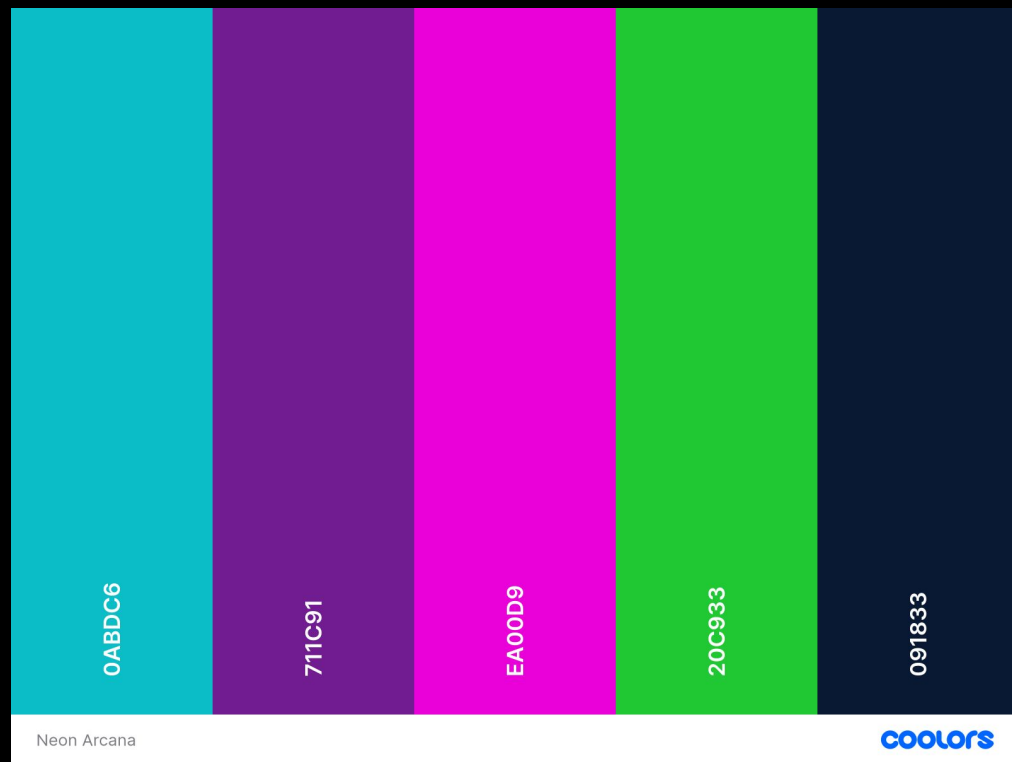




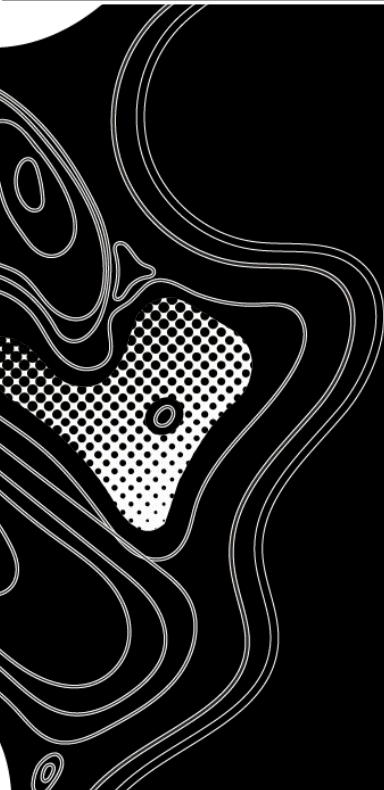
03

CONCEPTS & IMAGERY

COLOUR PALETTE^[2]



VISUAL CONCEPTS & IMAGERY



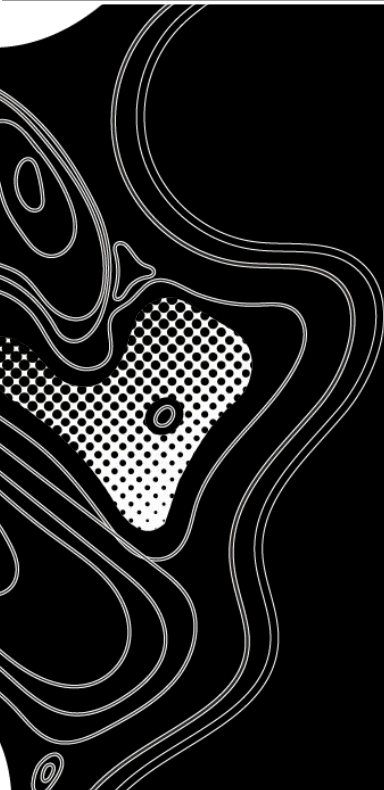
Overall Look & Style: The animation fuses cyberpunk dystopia with mystical fantasy, set in a world where neon-lit cityscapes and toxic wastelands collide. The colour palette leans into stark contrasts: glowing blues, greens, and purples against deep shadows and gritty industrial backdrops. Technology and magic are visually intertwined, arcane symbols and glowing crystals pulse beside harsh, utilitarian tech. The period styling is distinctly futuristic, but with a worn, patched-together quality, clothes and gear are practical, scavenged, and slightly oversized, hinting at a world in decay but still alive with energy.



VISUAL CONCEPTS & IMAGERY



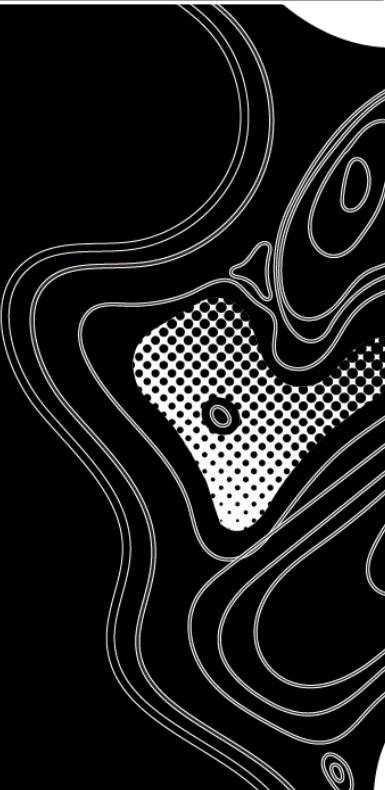
STYLE & PERIOD REFERENCES



Visual Tone: Neon lights, rain-soaked streets, and ancient ruins overgrown with luminous flora. The world is layered, high-tech overlays on the top of crumbling magic, with every object feeling lived-in and repurposed.

Action: Fast, fluid, and inventive, blending martial arts with magical bursts and cybernetic enhancements.

Comedy: Character-driven, emerging from personality clashes, dry one-liners, and the absurdity of their situations.



TARGET AUDIENCE

The short animation is aimed at older teens and young adults (ages 15–30) who appreciate genre-blending stories like *Arcane*^[3], *Cyberpunk: Edgerunners*^[4], or *Fullmetal Alchemist*^[5]. The mix of visual spectacle, emotional stakes, and witty banter appeals to fans of both sci-fi and fantasy animation.

CHARACTER DESCRIPTIONS



CONJI

A timid boy with mismatched eyes and rare magical powers, Conji evolves from captive to hero as he learns to wield his fractured crystal pendant.



SALVADOR SHADE

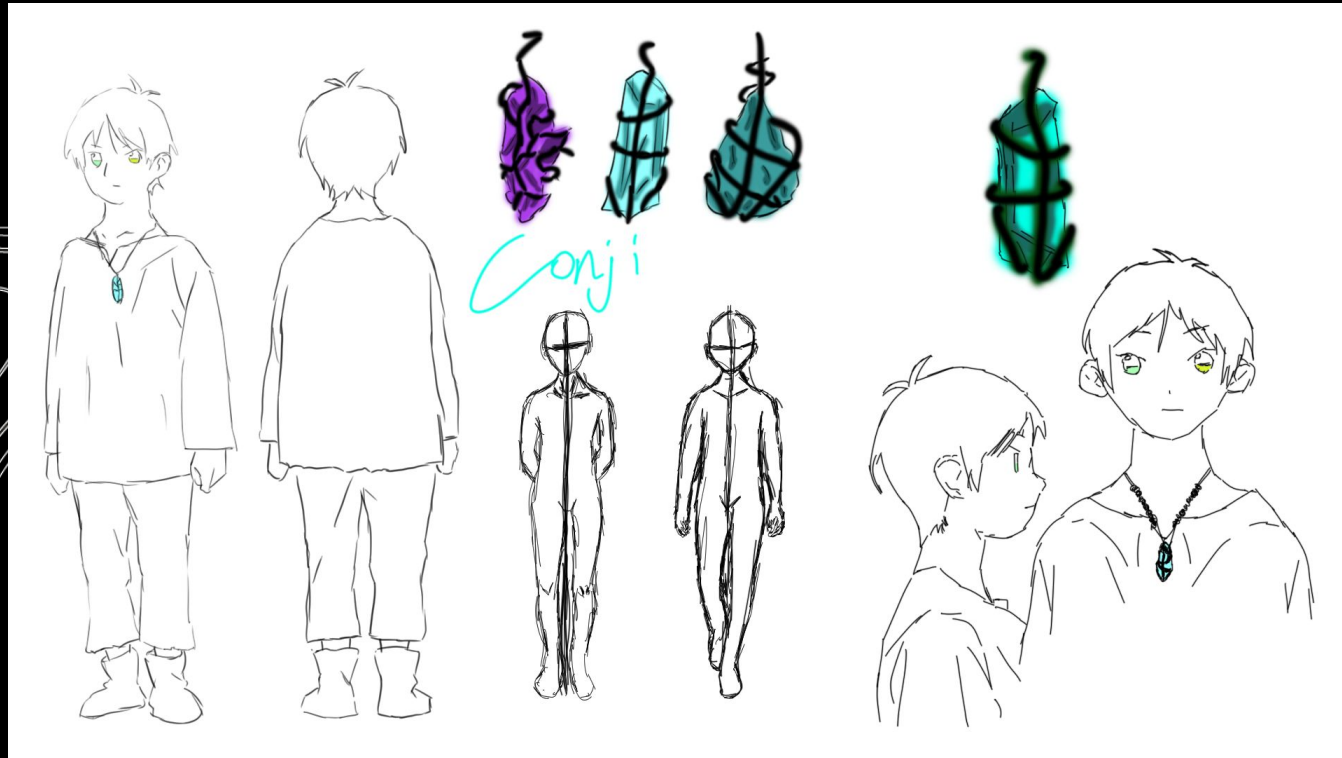
A battle-hardened mercenary with a cybernetic eye, Salvador's technical skills and haunted past drive him to protect Conji, revealing unexpected depth beneath his gruff exterior.



DARDROMI

A sarcastic sand-manipulator who can dissolve into grains, Dardromi's pragmatic survival instincts mask a fierce loyalty to his unlikely companions.

CONJI



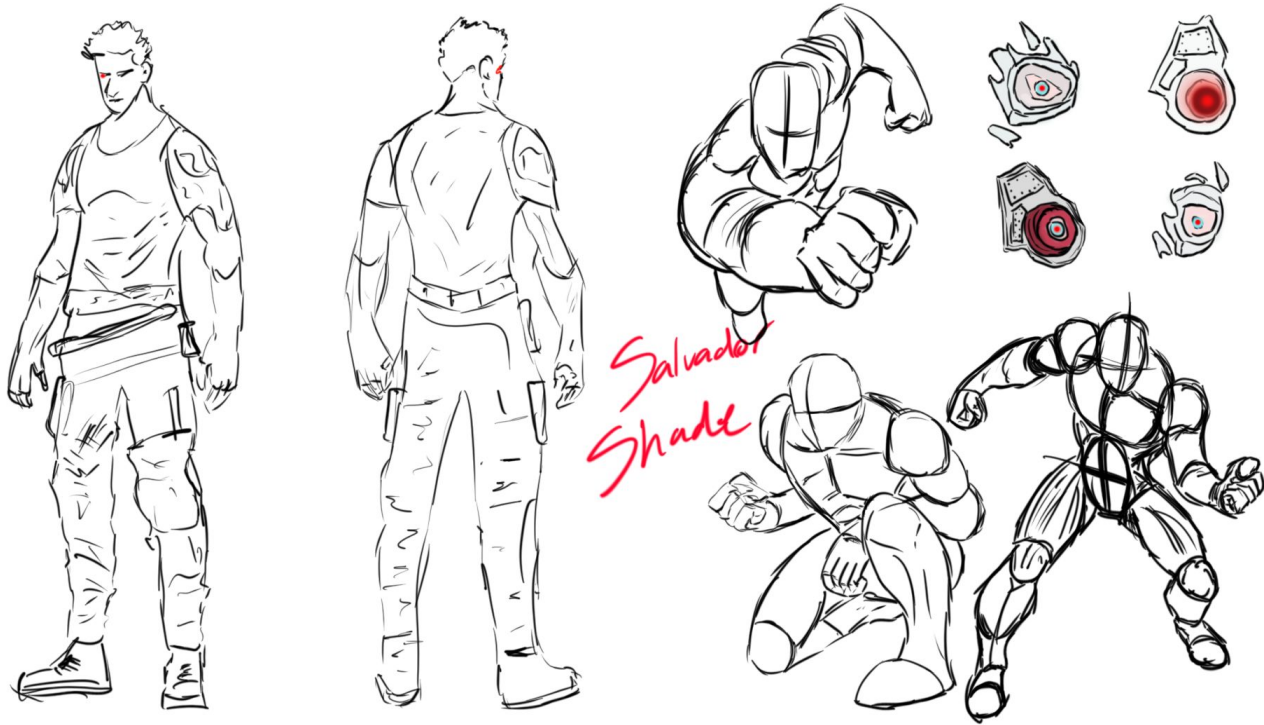
CONJI

Physical Appearance: A slight, scruffy 12-year-old with mismatched eyes (one green, one gold), always wearing a loose shirt and pants, and his signature glowing crystal pendant. His posture is tentative, but his gaze is curious and alert.

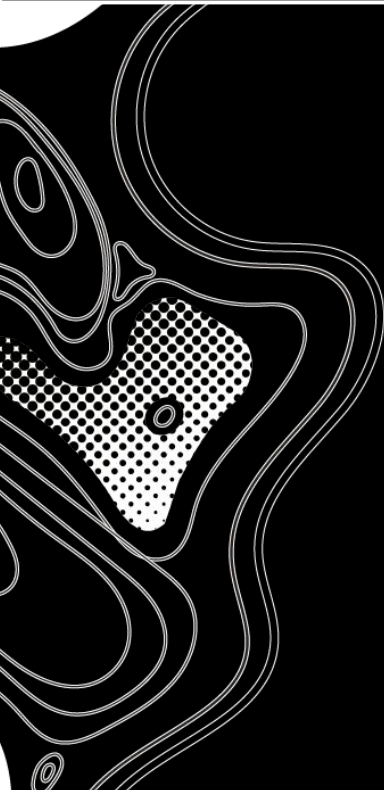
Personality: Quiet, observant, and deeply empathetic. Conji is haunted by his captivity but possesses a core of resilience. He's cautious around strangers but quick to trust those who show kindness. His magic is raw and unpredictable, often surging in moments of stress or emotion.

Role & Relationships: Conji is the heart of the group, the catalyst for their journey. He looks up to Salvador as a protector and is both amused and comforted by Dardromi's humor. His bond with the pendant is central, its power grows as he learns to trust himself and his companions.

SALVADOR SHADE



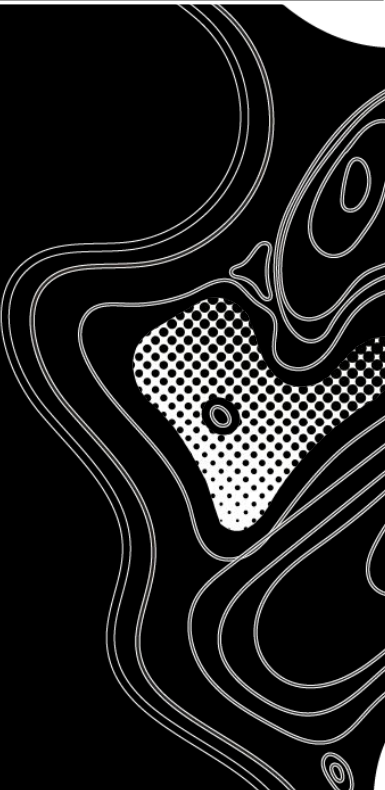
SALVADOR SHADE



Physical Appearance: A tall, muscular man with a cybernetic left eye (i messed up the drawing), tactical clothing, and a battle-worn demeanor. His stance is always alert, ready for action, and his movements are precise and efficient

Personality: Stoic, intense, and driven by a sense of guilt and unfinished business. Salvador is a natural leader but struggles to express emotion. He's strategic and unflinchingly brave, but his dry wit surfaces in moments of stress. His cybernetic enhancements make him formidable in combat.

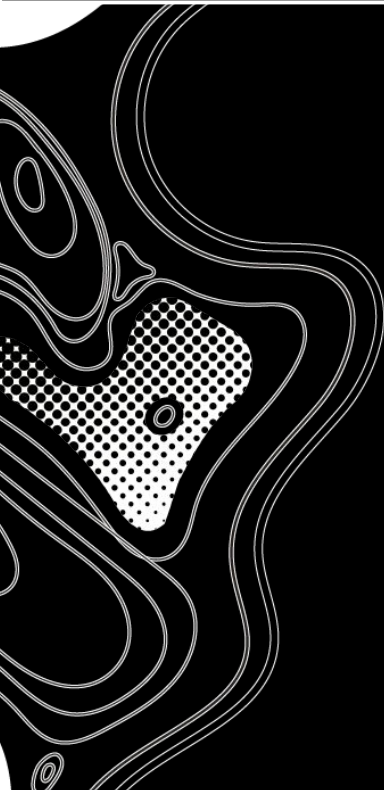
Role & Relationships: Salvador is the group's protector and strategist. He sees Conji as a second chance to make things right, and his bond with Dardromi is built on mutual respect (and mutual exasperation). He gradually opens up, revealing a softer side as he grows attached to Conji.



DARDROMI



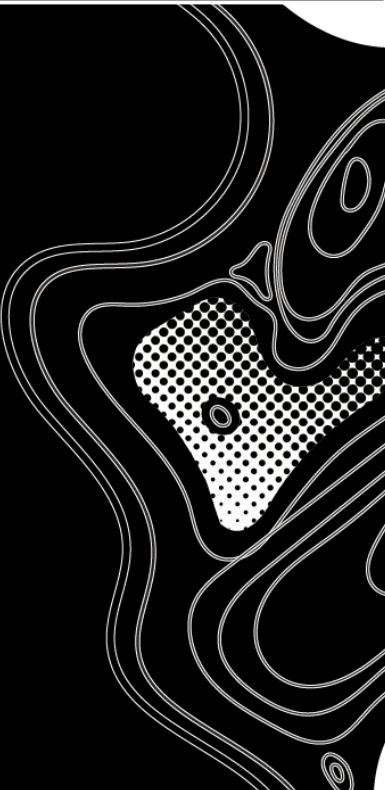
DARDROMI



Physical Appearance: A burly, round-bellied man with expressive features, always in a cap and practical work clothes. His body language is loose and animated, often gesturing wildly or striking exaggerated poses.

Personality: Sarcastic, streetwise, and irreverent. Dardromi masks his deep loyalty with constant jokes and a gruff exterior. He's resourceful, quick-thinking, and surprisingly agile for his size. His magical ability to manipulate sand and earth is both a weapon and a party trick.

Role & Relationships: Dardromi provides comic relief and practical solutions. He teases Salvador relentlessly but respects him, and he's fiercely protective of Conji, often acting as an eccentric uncle. His humor helps the group cope with danger and uncertainty.



CONFLICT, THEMES & RELATIONSHIPS

CENTRAL CONFLICT

The trio is on the run from a powerful regime that exploits magical children. As they cross wastelands and ruins, they must evade biomechanical hunters and confront the secrets of Conji's pendant, a relic that could change the balance of power.



CONFLICT, THEMES & RELATIONSHIPS

THEMES

- **Found Family:** The group forms a surrogate family, learning to trust and rely on each other.
- **Coming of Age:** Conji's journey is one of self-discovery and empowerment.
- **Technology vs. Magic:** The world's tension is mirrored in the characters' abilities and the fusion of tech and mystical elements.
- **Redemption:** Salvador's arc is about confronting his past, while Dardromi's humor hides his own scars.



CONFLICT, THEMES & RELATIONSHIPS

RELATIONSHIPS

- Salvador and Dardromi's banter provides levity and depth, their friendship forged in shared hardship.
- Conji's innocence and vulnerability draw out the best in both men, while their guidance helps him harness his power.
- The pendant is both a literal and symbolic link between them, representing hope and the unknown.

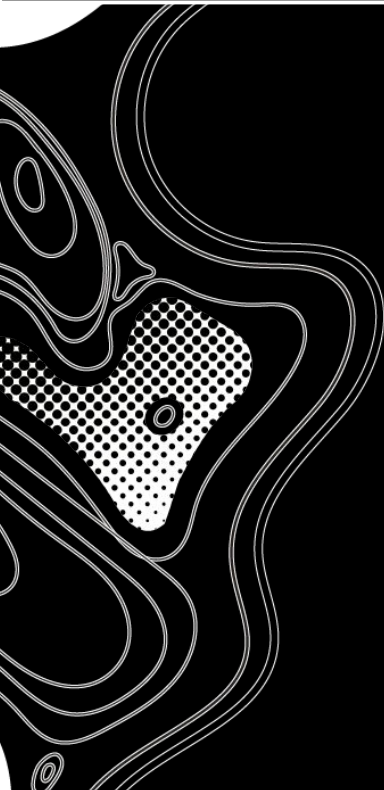




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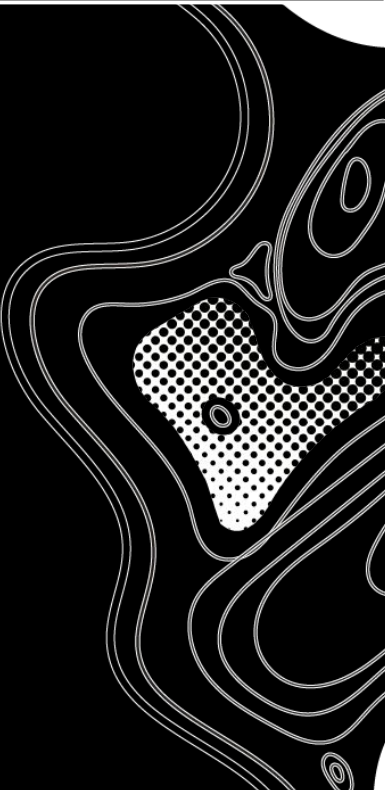
BACKSTORY & SETTING

BACKSTORY



In a future where corporate greed has merged magic and technology into tools of oppression, the Neon Cybercity Consortium (NCC) dominates civilisation. This regime harvests magical energy from children like Conji, whose latent abilities manifest through a mysterious crystal pendant, a relic from an ancient civilisation that mastered the fusion of arcane and synthetic power. The NCC's experiments have left the world fractured: sprawling cybercities tower over toxic wastelands, where remnants of forgotten magic linger in ruins.

Conji's escape from an NCC facility with Salvador and Dardromi ignites a rebellion. The trio's flight through irradiated deserts and decaying urban sprawl reveals the pendant's true purpose: to awaken dormant magical forces that could dismantle the NCC's control. Their journey forces them to confront the ethical rot of a society that exploits both technology and magic, a system Salvador once enforced as a corporate enforcer.



SETTING & KEY LOCATIONS

Neon Cybercity

Visual Style: A vertical labyrinth of neon-lit skyscrapers, floating advertisements, and crowded slums. The air hums with electromagnetic fields from fusion reactors, casting unnatural shadows.

Social Structure: Divided into corporate elites (augmented with experimental cyber-magic implants) and an underclass of scavengers, mercenaries, and displaced magic users.

Significance: The NCC's headquarters, where Conji was imprisoned, looms as a monolithic spire, a symbol of unchecked power. Its lower levels house black markets trading in illicit magic and cyberware

SETTING & KEY LOCATIONS CONT.

The Toxic Wastelands

Visual Style: A desolate expanse of cracked earth, irradiated storms, and skeletal ruins. Twisted flora glows faintly, mutated by magical residue.

Wasteland Canyon: Shifting deserts where Dardromi's sand-manipulation powers thrive, hiding ancient temples beneath the sands.

Eastern Ridge: A graveyard of abandoned factories and half-buried machinery, patrolled by biomechanical scavengers.

The Fortress: A colossal structure fused with crystalline technology, where Conji's pendant resonates with dormant energy.

TIME PERIOD & TECHNOLOGICAL CONTEXT

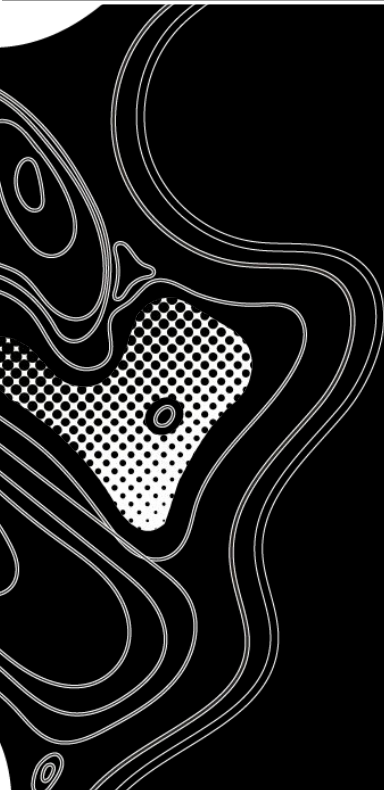
The story unfolds in 2147, a post-apocalyptic era where humanity clings to survival after environmental catastrophes and corporate wars. Technology exists in two forms:

Corporate Tech: Sleek, oppressive machinery (energy shields, drone armies) powered by harvested magic.

Scavenged Tech: Patchwork gear cobbled from ruins, such as solar-powered cybernetic limbs and rigged hologram projectors.

Magic, once revered, is now a commodified energy source. The NCC extracts it via painful neural implants and energy siphons in the prison cells, leaving “harvested” children like Conji with unstable abilities and physical mutations (e.g. his mismatched eyes)

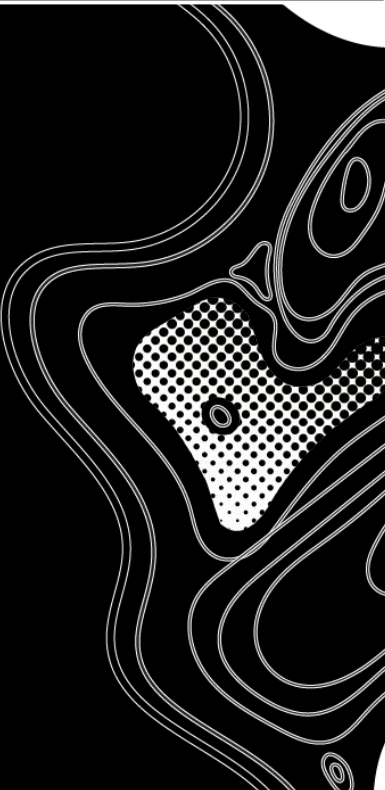
AUDIENCE-CRITICAL CONTEXT



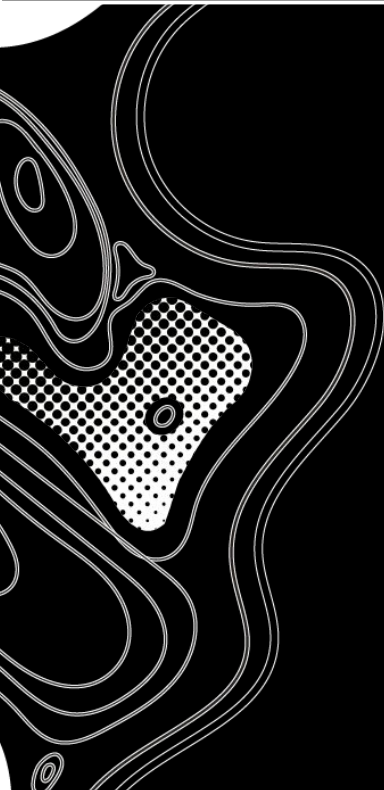
The Pendant's Legacy: A relic from the Arcanum Dynasty, a civilisation that balanced magic and tech harmoniously. Its fracture symbolises the world's discord.

Salvador's Cybernetic Eye: A corporate implant that haunts him with fragmented memories of his past as an NCC enforcer.

The NCC's Control Mechanism: The Arcane Grid, a network that drains magic from the environment, leaving wastelands barren and cities dependent on NCC energy.



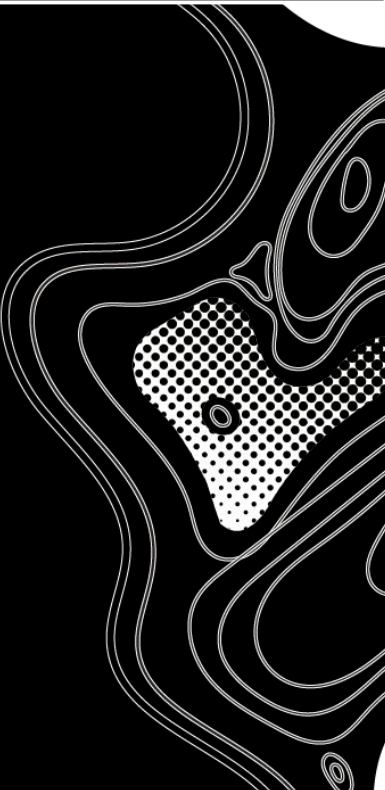
TONE



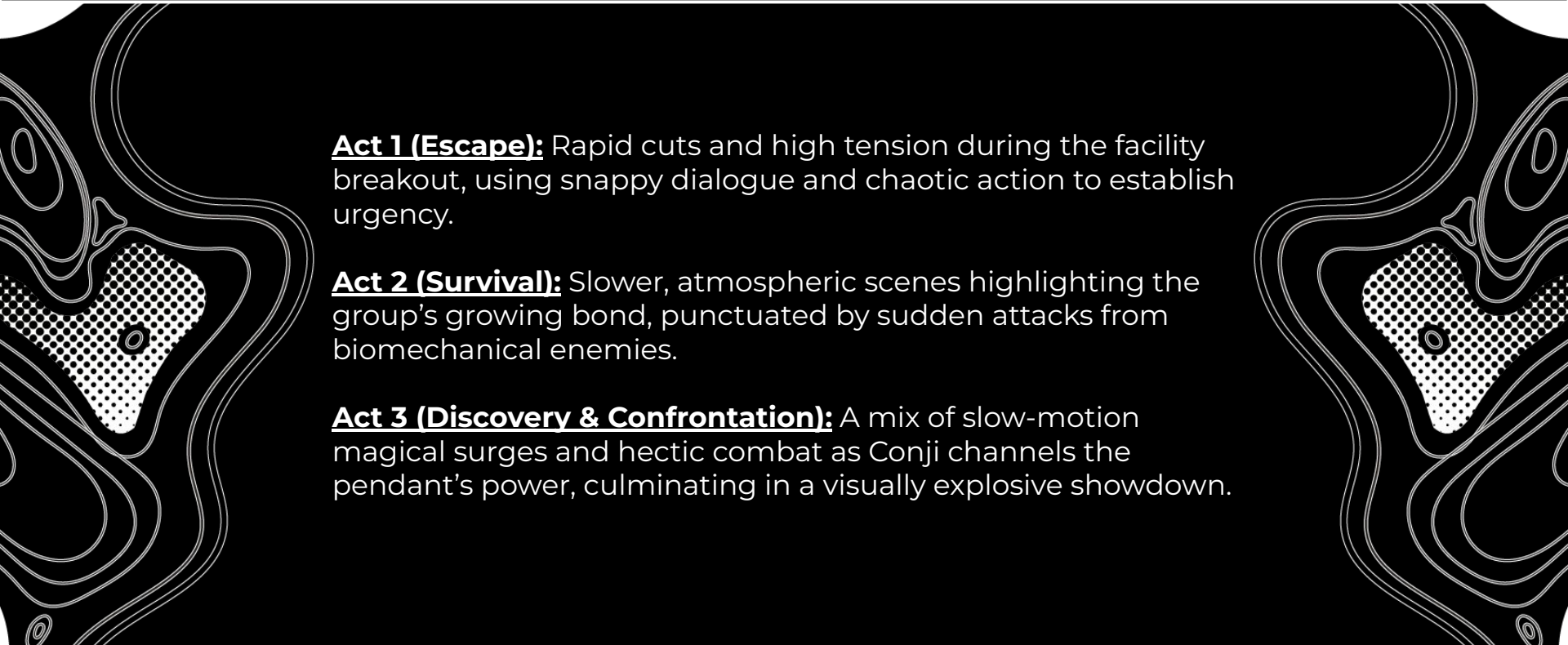
Primary: Gritty dystopian survival, emphasising moral ambiguity and the cost of rebellion.

Secondary: Dry, situational humor from Dardromi's wit and the absurdity of battling cyborgs with magic sand.

Thematic Contrast: Neon-lit corporate brutality vs. the eerie beauty of ancient magic (e.g. bioluminescent ruins glowing in toxic smog).



PACING



Act 1 (Escape): Rapid cuts and high tension during the facility breakout, using snappy dialogue and chaotic action to establish urgency.

Act 2 (Survival): Slower, atmospheric scenes highlighting the group's growing bond, punctuated by sudden attacks from biomechanical enemies.

Act 3 (Discovery & Confrontation): A mix of slow-motion magical surges and hectic combat as Conji channels the pendant's power, culminating in a visually explosive showdown.



05

STORYBOARDS & MOOD BOARDS

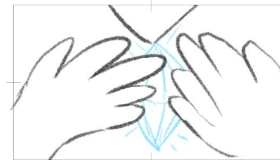
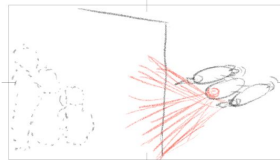
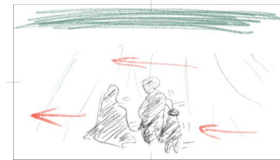
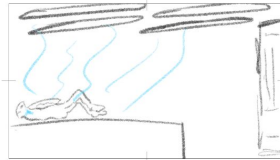
STORYBOARD

STORYBOARD – TITLE

Director: Humza Qusim
Production: ACCA7037

Scene: Cyphering underbelly
Date: 12/05/25

1



16:9 (1.77:1) aspect ratio

MOOD BOARDS

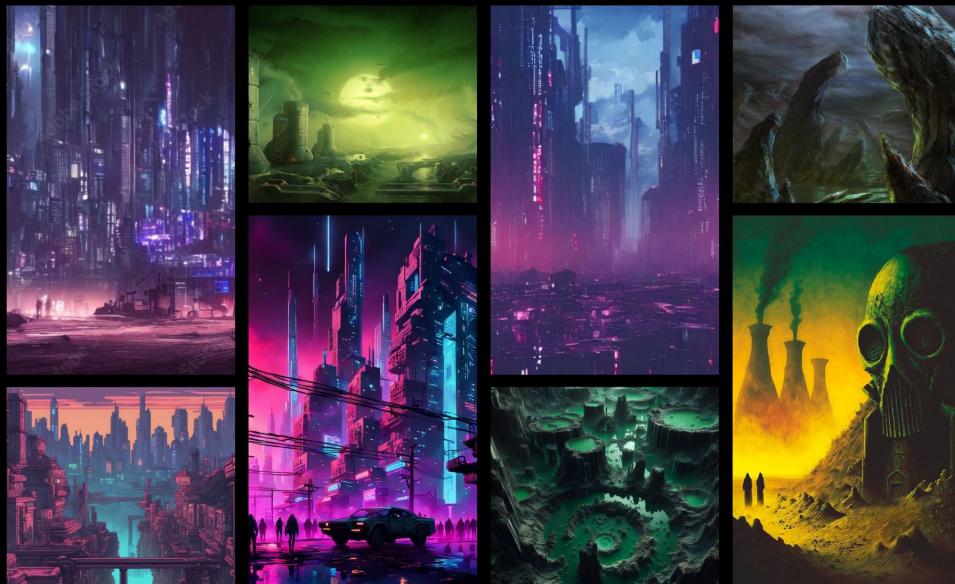


MOOD BOARD

Hamza Qasim // 2103929



MOOD BOARDS





06

SCRIPT

SCRIPTS

V1.0

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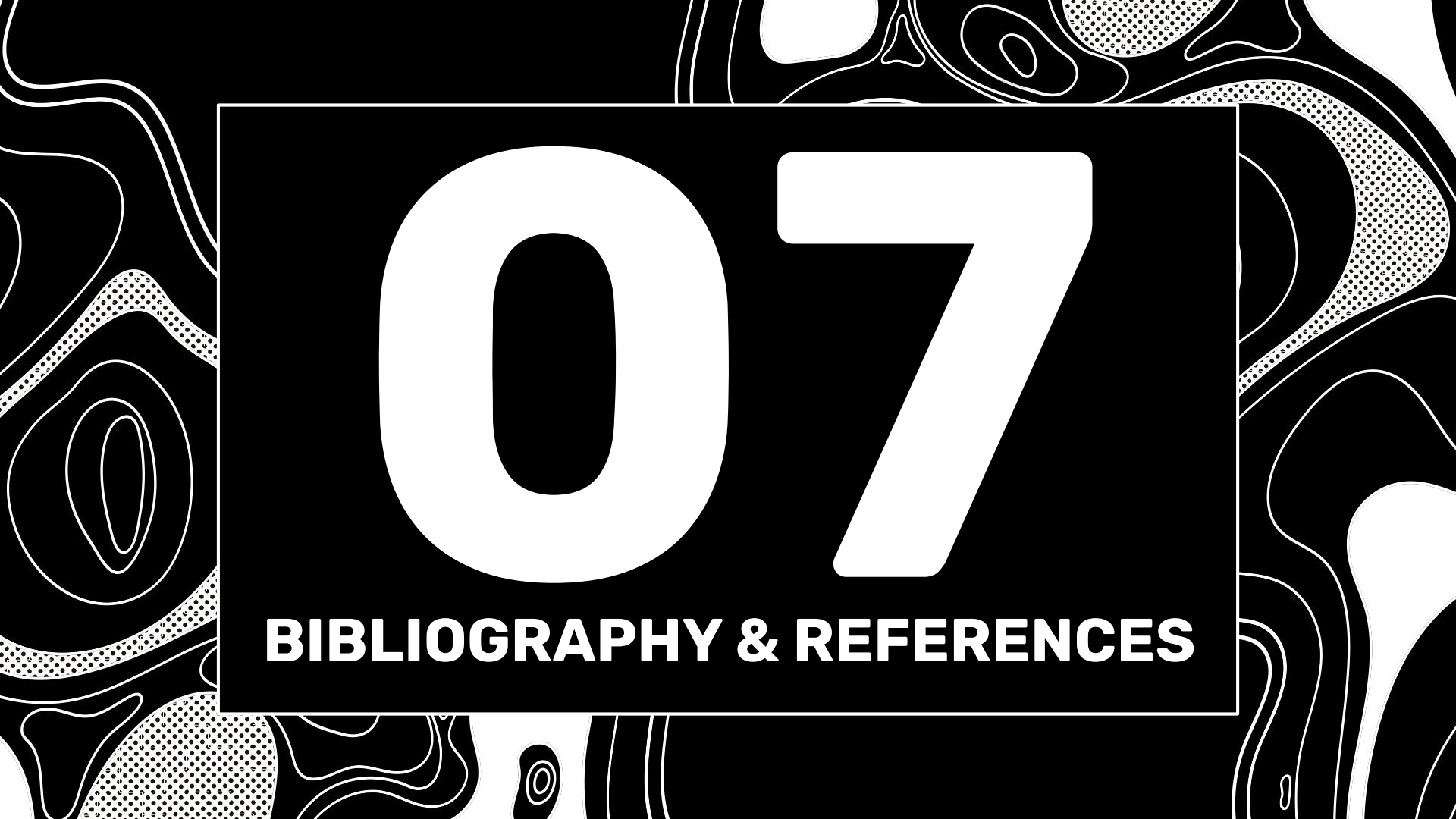
- Initial draft
- Rushed
- No “*character*”

CLICK HERE

- Revised pacing
- Longer
- Better “*Vibe*”

V1.1

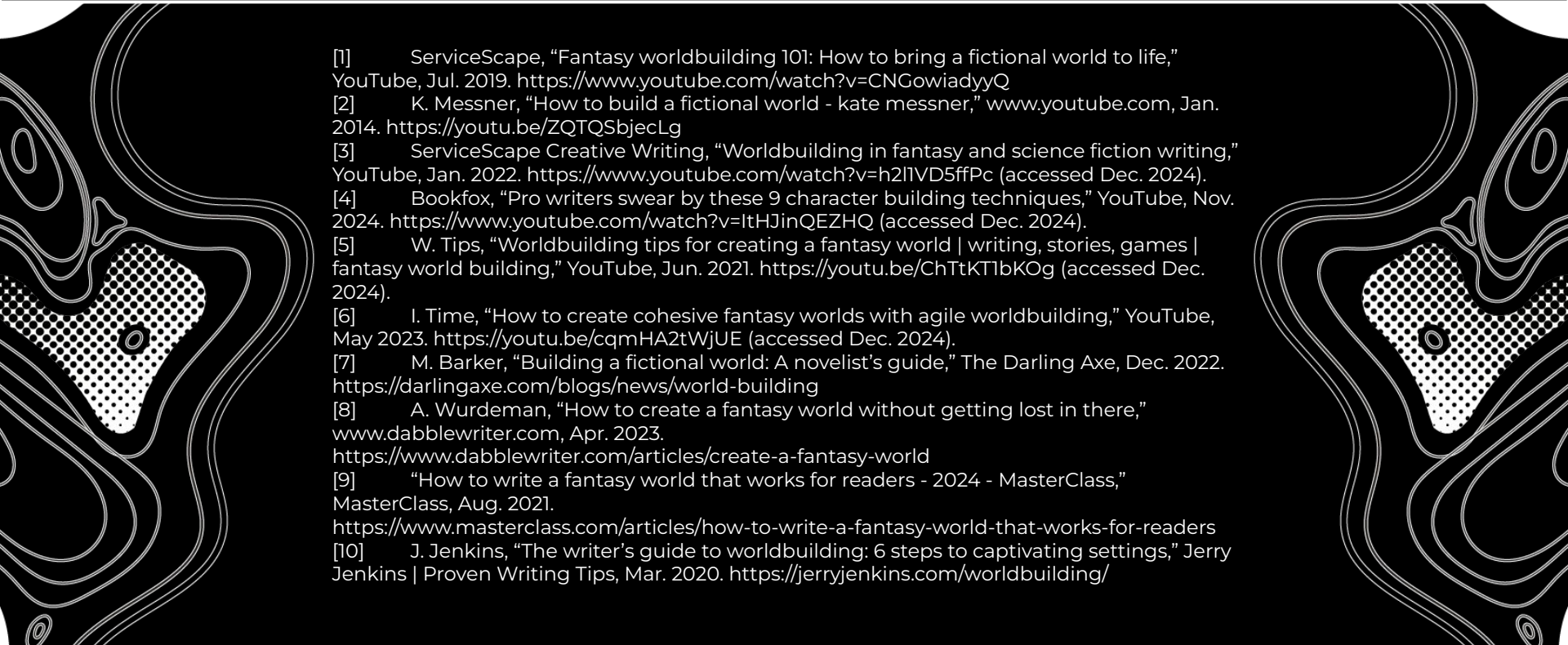




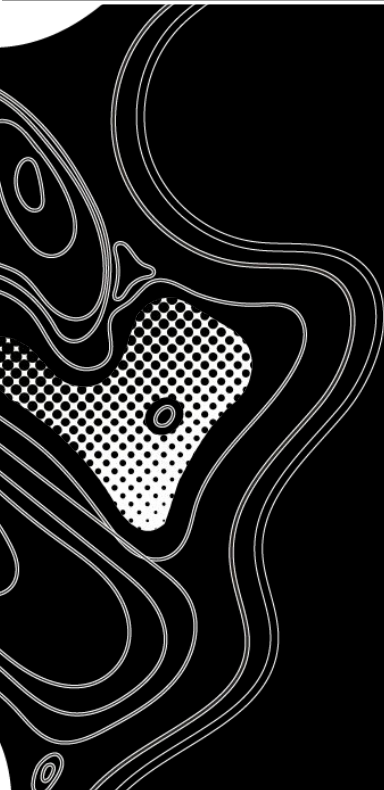
07

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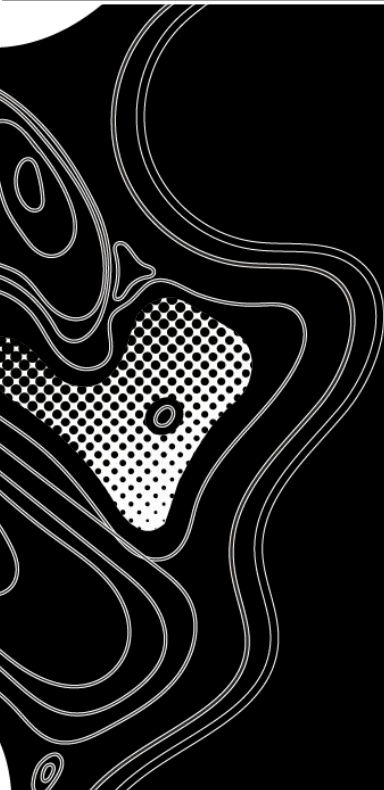
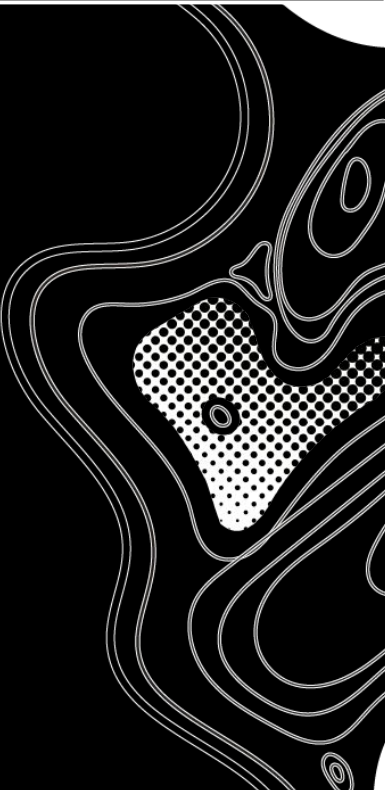
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