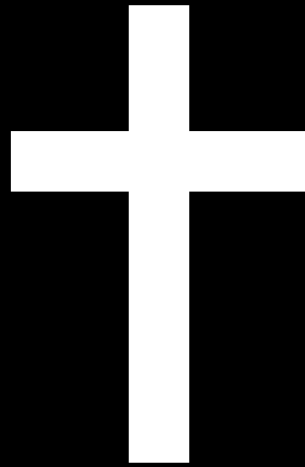


The Exchange

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THE SCRIPT

Synopsis:
“ A reunion between these two servants of God has been long overdue for much too long...”

Characters:

- Cassian - Father of the Church; an near 50 year old who has aged poorly and has nothing to show for his years. He clearly disdains his duties within the Church, but it is all he knows.
- Wynn - Newly appointed nun; a late teen/early 20’s girl who has recently left the monastery she was sent to years prior as a form of attitude-focused rehabilitation. She is displeased with Cassian for sending her away and resents him to a degree, but she can’t help but having missed her only family.

FADE IN [from title card]:

INT. SMALL TOWN CHURCH

We start inside the local church of a small rural Welsh town. CASSIAN and WYNN start stationed at opposite ends of the church’s central aisle.

Scene starts with Cassian’s slow and casual footsteps as he leisurely walks down the church aisle, he is shuffling with something in his pocket. He plays with a cigarette in his mouth.

Cassian stops at the end of the aisle as the altar comes into view, Wynn kneels in front of a stained-glass window, slightly hunched over with her hands in prayer.

Cassian slows his steps.

CASSIAN
(annoyed, yet cautious)
[loudly coughs]

Wynn emits a brief hum of surprise and turns her right non-human ear towards the source of the sound, then she turns her head and body slightly more towards Cassian, while remaining on the floor.

WYNN
{curiously}
[understanding hum]

Wynn bows her head as she stands, facing Cassian at her full height when she raises her face, her eyes are firm even though she is the shorter of the two.

Wynn’s eyes squint as she inspects Cassian’s appearance, his clothing is messily ruffled, and his facial hair is unkempt. Wynn smirks in amusement as she observes this.

Wynn reaches forward with both hands and quickly tugs down some of the fabric on Cassian’s chest to get rid of the wrinkles.

Cassian’s eyes flicker between her adjusting hands and her face.

Wynn closes her eyes with an exhale and steps back before Cassian suddenly lurches towards her.

Wynn takes a quick step back and leans backwards in surprise.

Cassian encompasses Wynn in his arms, one hand leading her head into his shoulder, both arms wrapped tightly around her back, pulling her body into his chest, towards the crook of his shoulder as he hunches over her protectively.

Wynn is taken by surprise and momentarily struggles; eyes flickering back and forth in panic and hands frozen in the air with uncertainty.

WYNN
{visually panicked}
[quick breathes, some hitched intakes]

After a few moments, Wynn’s quick and panicked breathing slows down, her eyes slightly droop in relaxation.

Wynn grasps the back of Cassian’s shirt in desperation, having recognised the familiar warmth of the embrace.

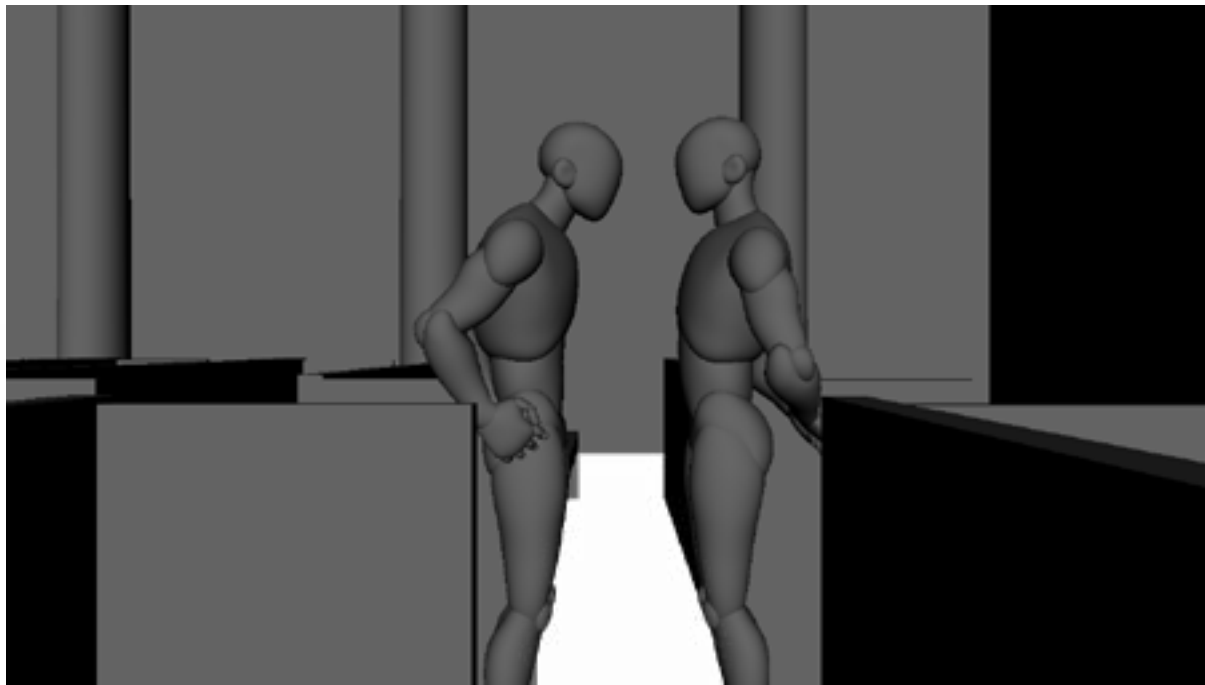
A god ray shines on both figures from an overhead stained-glass window.

FADE OUT.

This current and final version of the script is very focused on the human aspects of reaction and emotion. To convey the feelings and attitudes without the use of dialogue, the bodily movements and facial expressions displayed by both characters will show signs of exaggeration, this is also why a visually more toony and disproportioned style has been chosen for the physical depictions of both Cassian and Wynn. The use of contrasting elements is used heavily within this planning document for various aspects, so please be mindful of this fact when observing the reasons for certain stylistic choices from this point on.

STORYBOARD

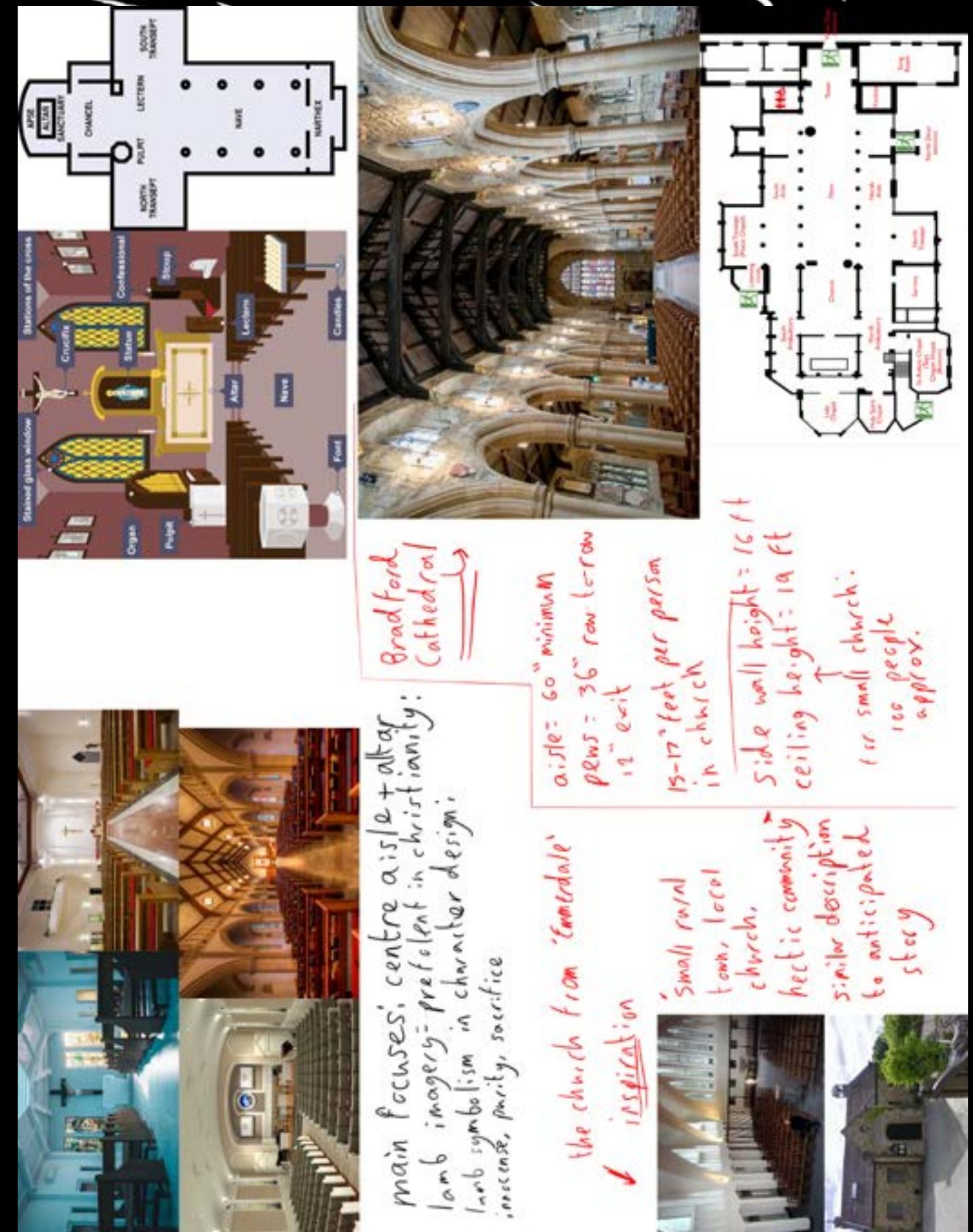
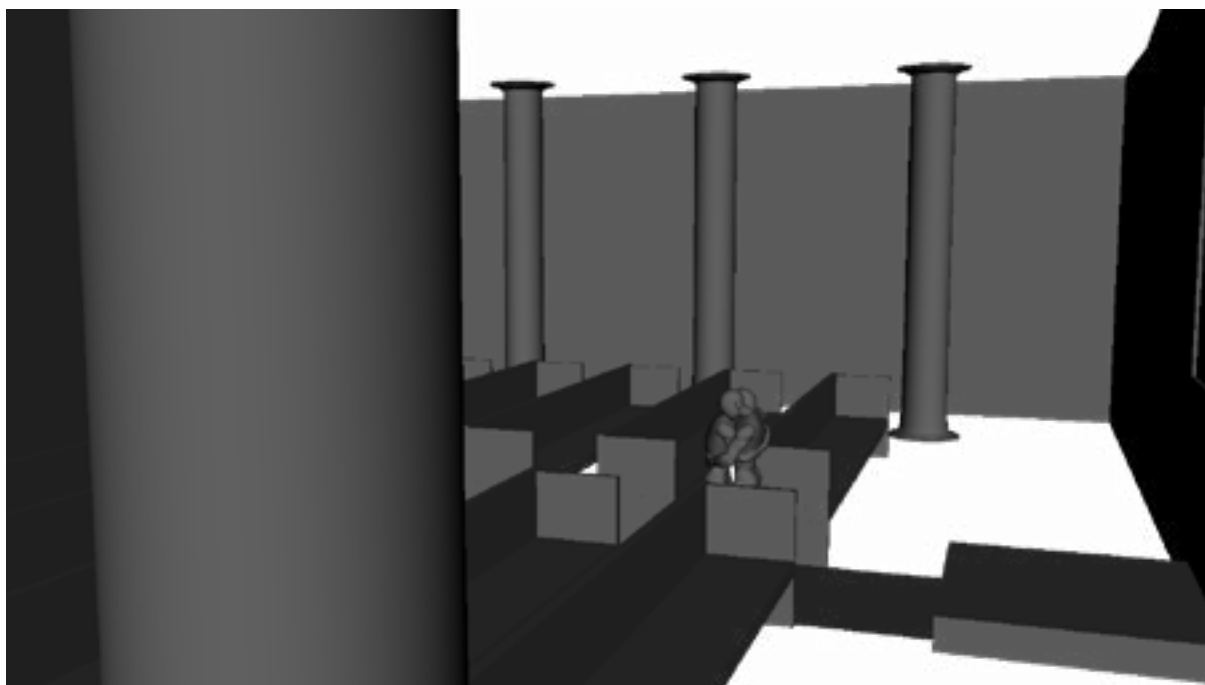
The animatic



<https://youtu.be/kf8I7XRHMWg>

This link takes you to the animatic created for the purpose of basic key posing and sound-based planning, in its most optimal form.

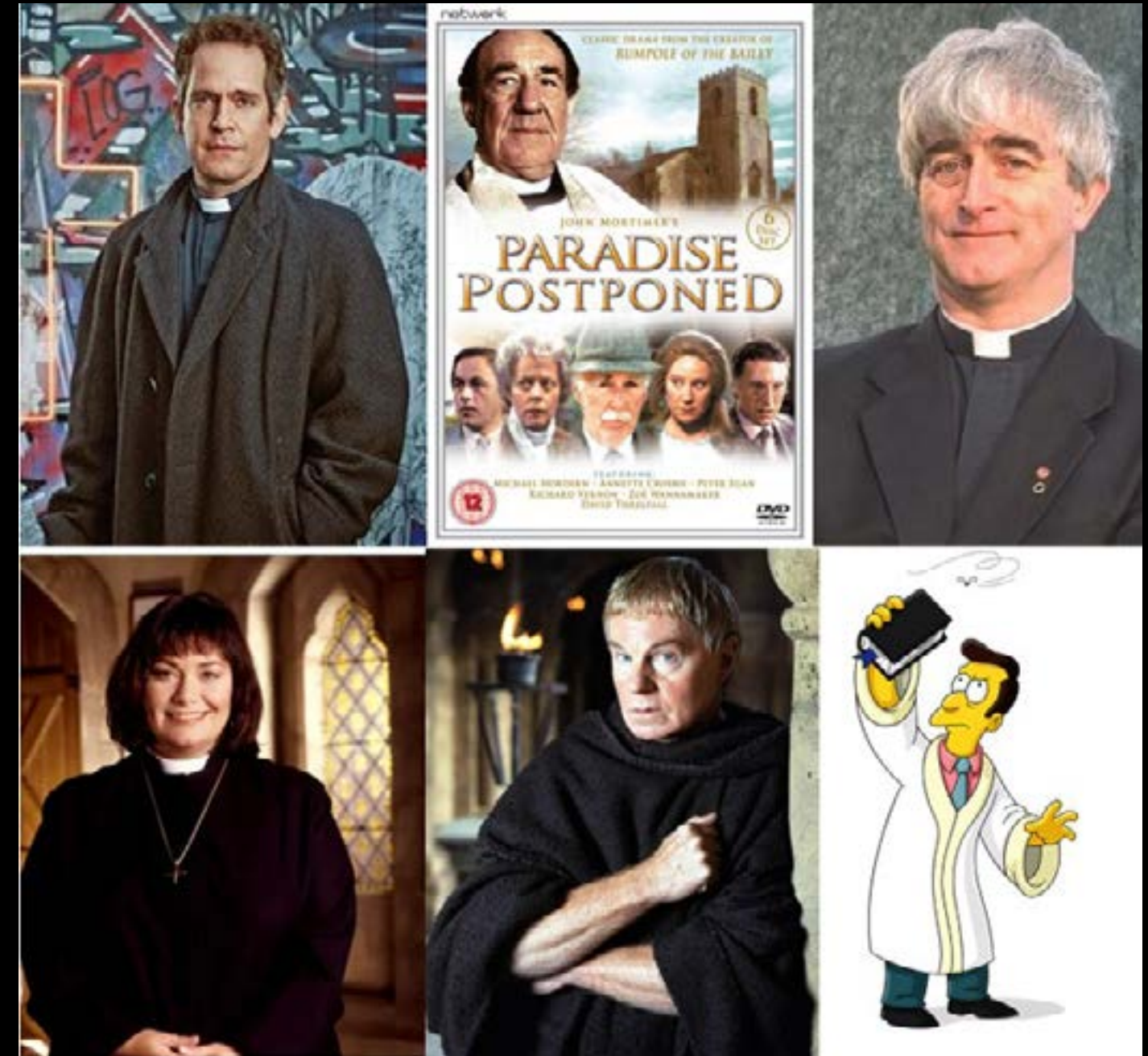
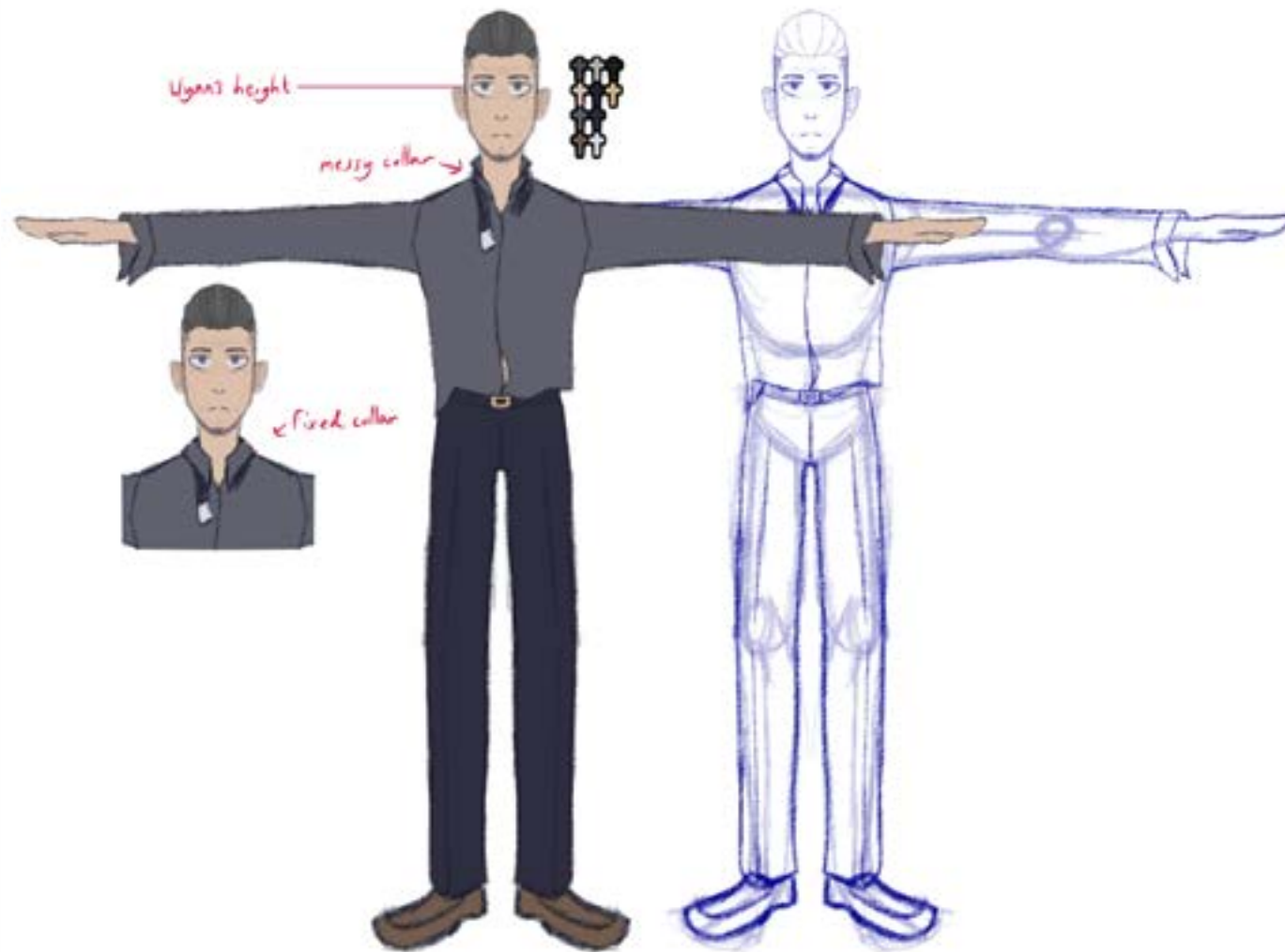
The current SFX have been used to depict certain reactionary elements, however, will be replaced with higher quality material during production.



This is a mood board depicting the inspirations and some of the metric information that was required to create the rough 3D draft of the environment seen throughout the animatic. This is an incredibly basic layout of a church interior, however it is in a good current state as a blank slate. Going about improving this environment would mainly consist of modelling new smaller items like stained-glass windows and candlesticks, as well as texturing.

CHARACTER 1

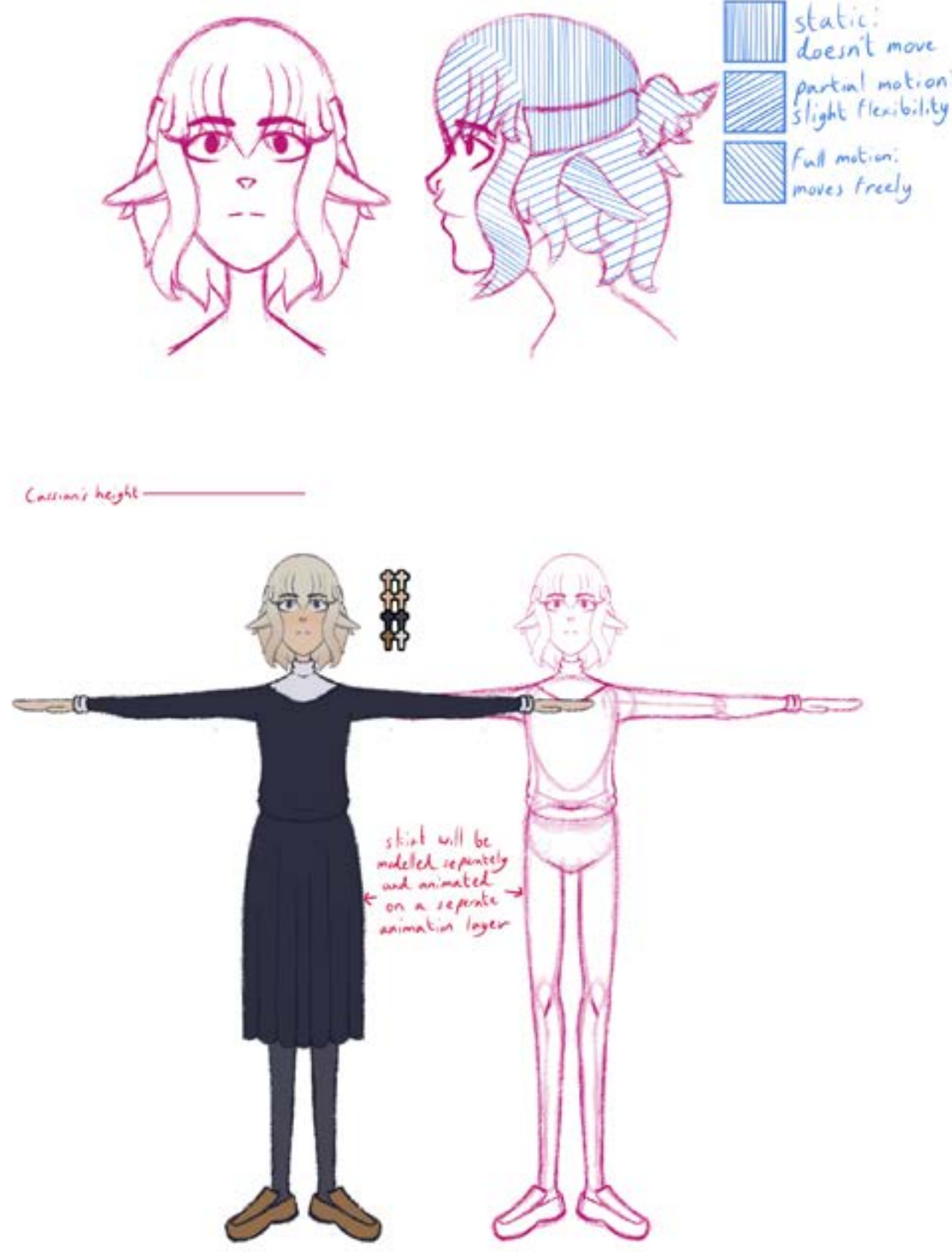
Cassian - The Father



The inspirations for Cassian's design are very much focus on the generalized ideas of a typical priest in media. While it was a bad practice, a large majority of my focus in terms of design and character building was on Wynn, so Cassian is a more average character with less distinct personality traits and physical quirks. Despite this, I believe I was able to give him an appearance that could seem very typical, while also not sticking to the typical cookie-cutter 'old, wise priest' mould too much.

CHARACTER 2

Wynn - The Nun



important physical characteristics:

- high volume hair
- sheep symbolism
- shorter stature

Background info & context:

- lives in rural 1980's Wales/England
- not possible to be ordained (first woman priest not officially ordained until 1997)
- sent away to nunnery at young age (15), approximately 20 during chosen timeframe
- chaotic good/morally questionable unorthodox christian (follows the word of Christ to a T, even causing harm to some to do so)

sheep features, most likely to be implemented:

- ears
- hair / fur texture
- pupil shape
- horns

sheep characteristics for symbolic purposes:



key characteristics:

- high volume
- low effort
- natural colour
- concealing

natural texture + messiness

keeps high volume of hair's main body, easier to model than intricate bun

hides eyes (similar to some wild sheep), feature could be implemented to save time on facial animation

would add large amount of bulk to character silhouette



Mountain sheep size

- cream/white hair
- soft / fluffy hair texture
- softer facial features
- large curled horns
- elongated and floppy or elven-esque ears
- either light and natural or minimalist colour palettes

all/most have:

possible hairstyle examples for story purpose and character design: sheep characteristic examples in designs:



DESIGN MANIFESTO

‘The Exchange’ is a 1-minute-long story that depicts the relationship between an unhappy priest and his estranged, yet tradition-following charge. This story is aimed towards those of a more mature nature and those who have a drive for understanding a character’s drives and motivations, however it is appropriate for all ages.

The contrast between many elements of this story is intended to add a surreal level of depth that may usually go unnoticed by viewing audiences. Uses of both associative symbolism and that relating to religion are also used through-out to share hidden aspects of the underlining story in a way that can keep the audience guessing and directly involved.



TITLECARDS

These are possible title card designs that could be used for an intro sequence to the animation. These are both based on early character concepts and an alternative storyline, so while they may be adapted to current designs, they will very likely change.

