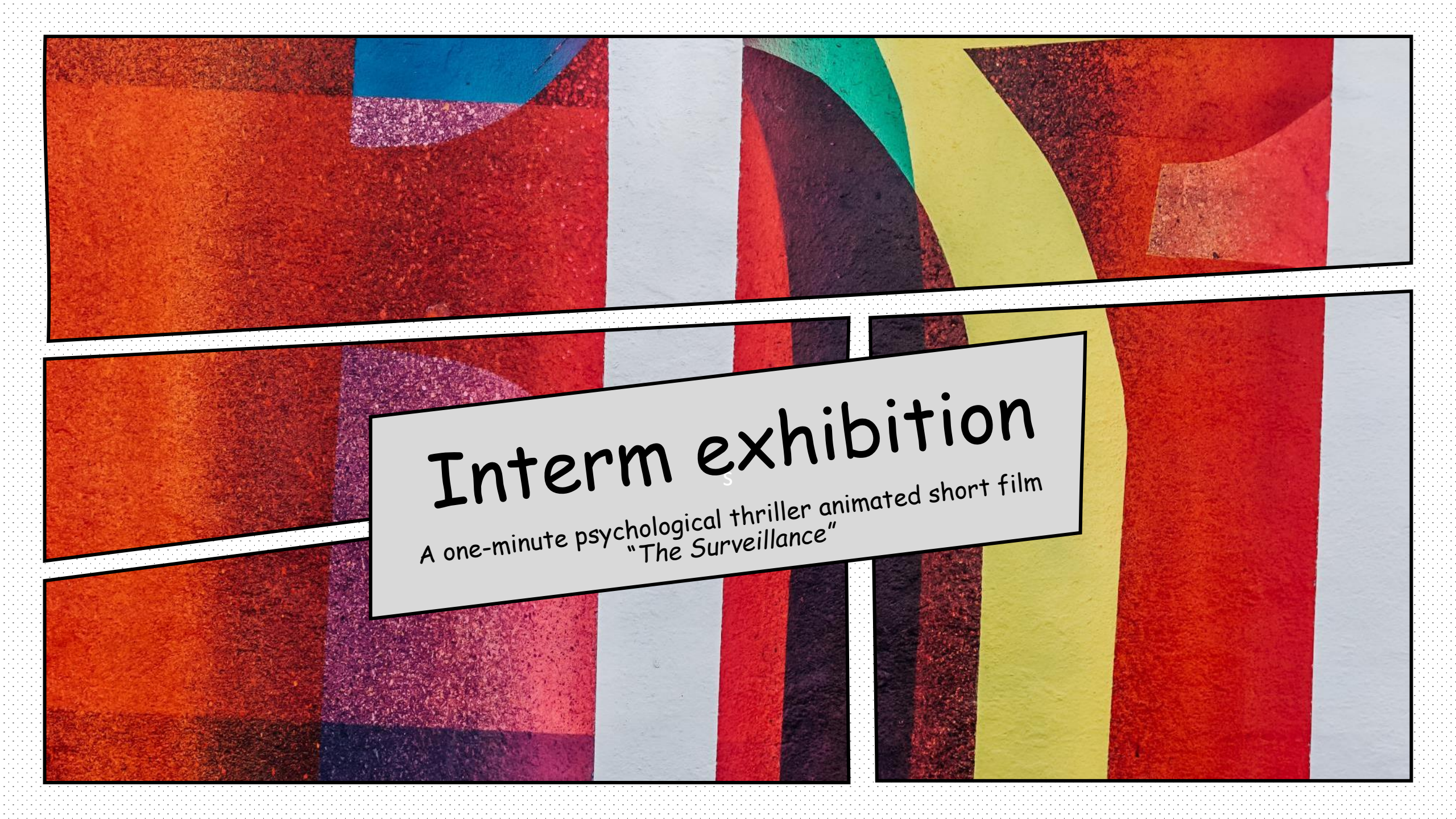




Interm exhibition

A one-minute psychological thriller animated short film
"The Surveillance"



Name:

The Surveillance

Type: Psychological thriller animated short film

Duration: Approximately 80 seconds

Key words: Peeping, surveillance, hallucination, horror,
3D-to-2D rendering

The core concept: The experience of a girl being
monitored, where reality and illusion interweave,
creates a sense of tension and fear



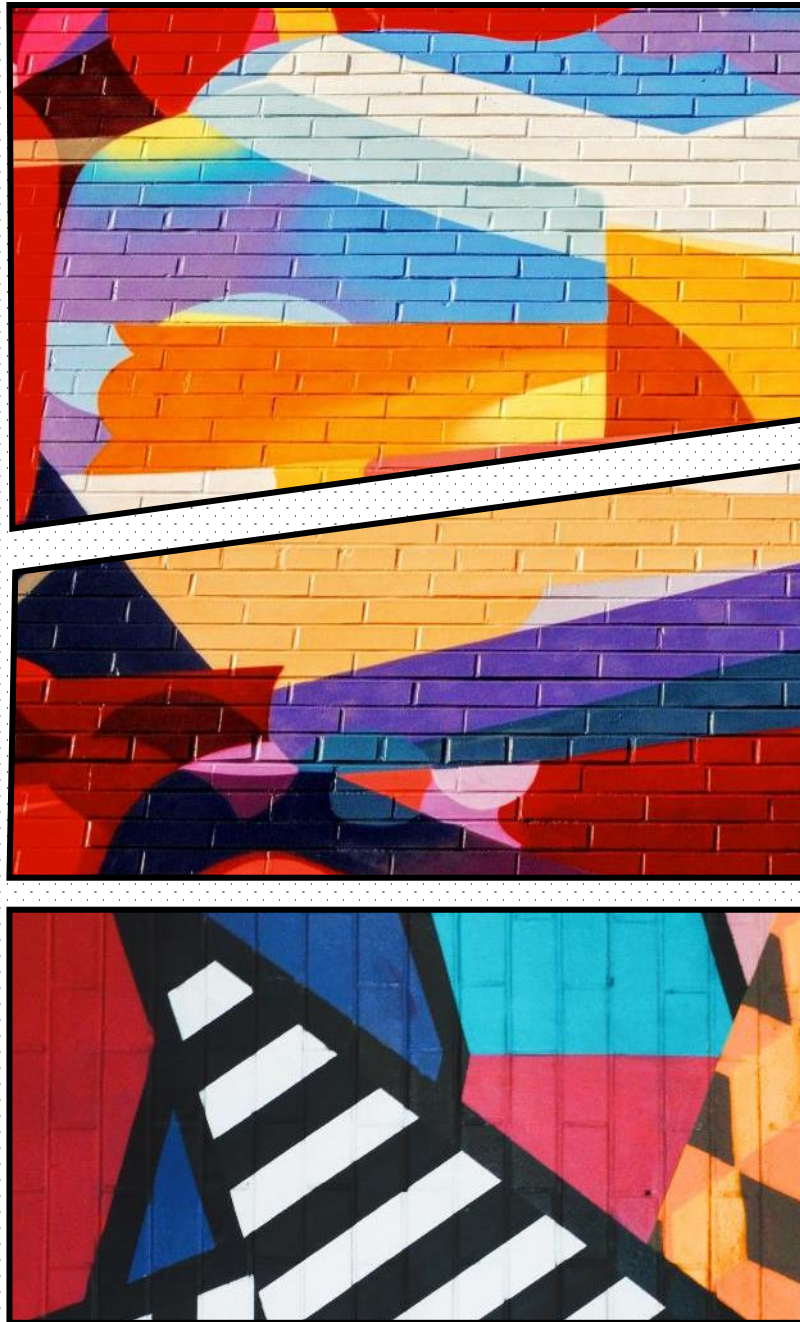
PLOT

INTRODUCTION

Girl Lili was constantly troubled by a sense of surveillance throughout an ordinary day. After entering the lift, she fell into hallucinations.

She walked into the corridor filled with surveillance screens and was chased by monsters. Eventually, she suddenly returned to the elevator, as if everything was just an illusion.

But in fact, the monster is hiding behind the camera...



Inspirations >>>



- NPR
- fast-paced storyline
- Strong visual effect



[*The Witness*]

[*Spider-Man: Across the Spider-Verse*]

Technical Approach:

A "three-render-two" pipeline combining toon shaders, particle effects, and anime-style outlines.

Color Style:

Bold red-blue contrast with a grainy, textured finish.

Camera Language:

Surveillance-inspired framing, low-angle shots for pressure, and fast-paced POV transitions.

Inspirations >>>



- Bright color blocks
- Black Outlines
- Strong compositional contrast
- Dot texture

Visual style reference

Inspirations >>>

Element	In References	In My Project
Rendering Style	3D with hand-drawn textures and a painterly look	Use non-realistic textures and outlines for monster and environment
Camera Style	Wide-angle, handheld, and first-person shots to add tension	Use shaky, close-up, and POV shots in elevator and chase scenes
Color Scheme	Strong neon contrasts (red/blue, orange/purple)	Use red-blue lighting, cold tones for screens, red for warnings
Editing Rhythm	Mix of slow and fast cuts; sudden transitions for surprise	Fast cuts between hallucination and reality, with elevator sound as cue
Mood & Atmosphere	Dark, tense, surreal city setting with a feeling of danger	Closed, dark hallway full of screens to create a feeling of being watched

Inspirations >>>

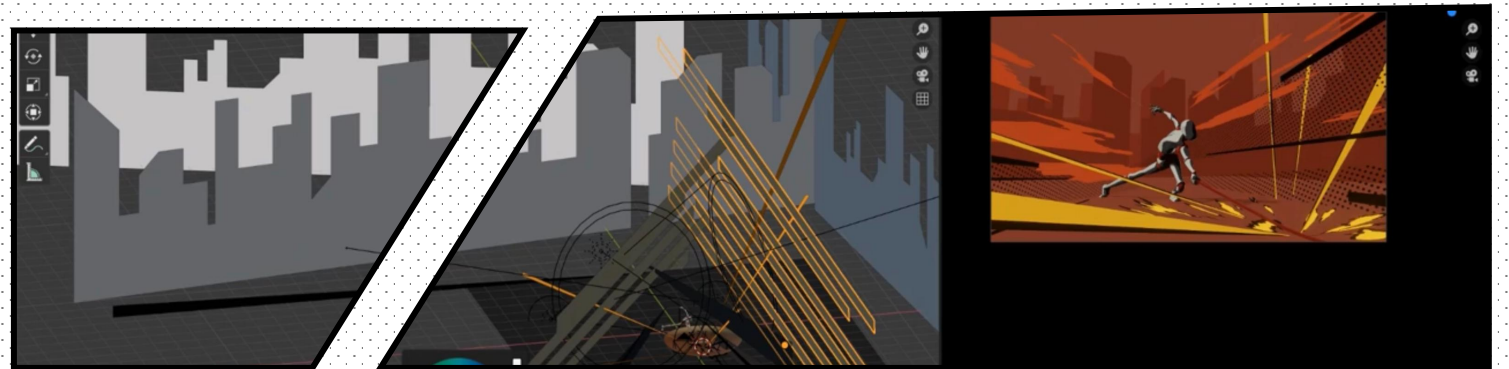
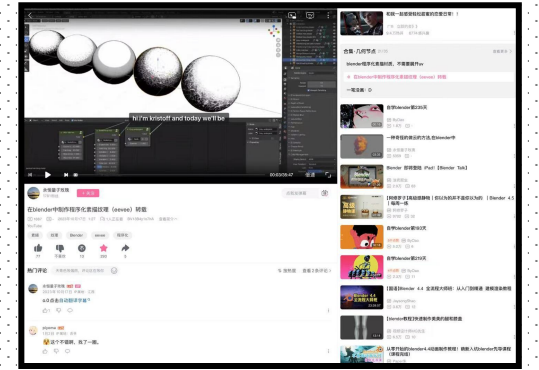
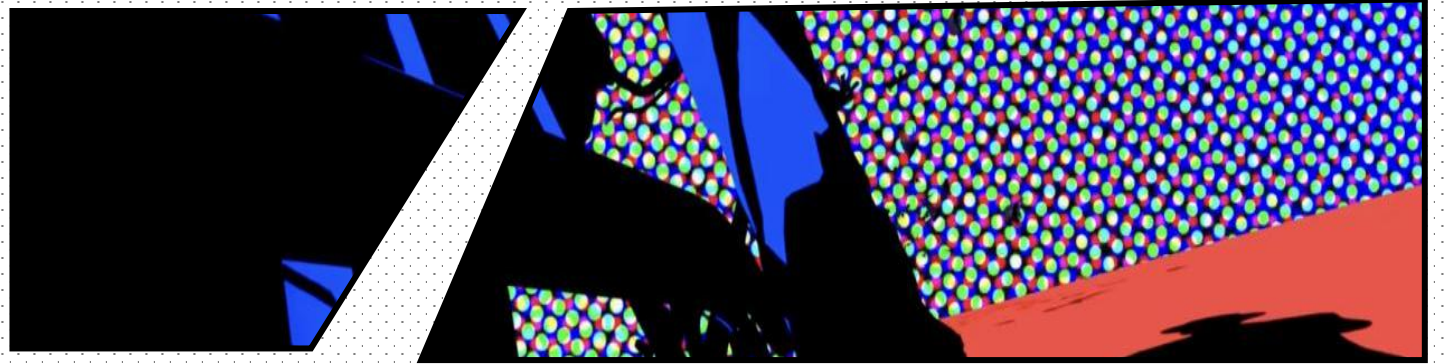
Reference Tutorial / Effect

<https://youtu.be/Y19IEp5UseI?si=4EEkF-d2vC68FUp3>

<https://b23.tv/jpwMoAm>

<https://b23.tv/8CcMFJ7>

<https://b23.tv/GIwM4N4>



Script and storyboard >>>

The Surveillance

Written by
Jiaque He

FADE IN:

INT. OFFICE FLOOR - NIGHT

A dimly lit office space. LILI, dressed in business attire, sits alone among rows of empty desks, illuminated only by her monitor. The time on the screen: 10:47 PM.

Her phone buzzes. A message: "Your order has arrived. Please collect at reception."

She grabs her coat and bag, heads to the elevator.

INT. ELEVATOR - CONTINUOUS

Lili steps in. Overhead lights flicker faintly. She presses "G" button. The door closes.

INT. ELEVATOR - DESCENDING

The floor indicator flashes: "B1". Not where she intended. DING. Doors open.

INT. BASEMENT FLOOR - MOMENTS LATER

A dark hallway. Flickering lights. Nobody in sight.

LILI
(softly)

Wrong floor...

She presses the "Close" button. Slowly, the doors shut.

INT. ELEVATOR - MOVING

Display: "B2".

B. Doors open.

Corridor lined with mirrors. In the reflection: Lili, still tied at her desk, brushing her hair.

gasps. Reflections shift to her everyday moments-eating, napping, bending down.

Lili frantically mashes the button panel. The elevator keeps sending.

INT. ELEVATOR - ARRIVING B3

door opens to a pitch-black room filled with glowing screens.

INT. MONITOR ROOM - MOMENTS LATER

Lili steps in, hypnotized. Screens display footage from her daily life: metro, office, her home.

Lili walks among the monitors. Heart pounding.

And her, a presence looms.

A towering figure, constructed from screens, cables, and broken pieces- THE SURVEILLANCE ENTITY. Its "eyes" glow red.

Lili plays distorted audio-her own voice:

SURVEILLANCE ENTITY (V.O.)

Today was so exhausting...

Lili turns. Screens. Runs.

INT. MONITOR ROOM - ENDLESS LOOP

Lili runs, but the corridors shift. A recursive trap.

Every time she thinks she escapes-she's back where she started.

PAGE:

Lili is working

Uber Eats is coming.

She feels something

wait the lift.

into the lift

CUT TO BLACK

ORDS Storyboard Template

Create Storyboards Online at [Boords.com](#)



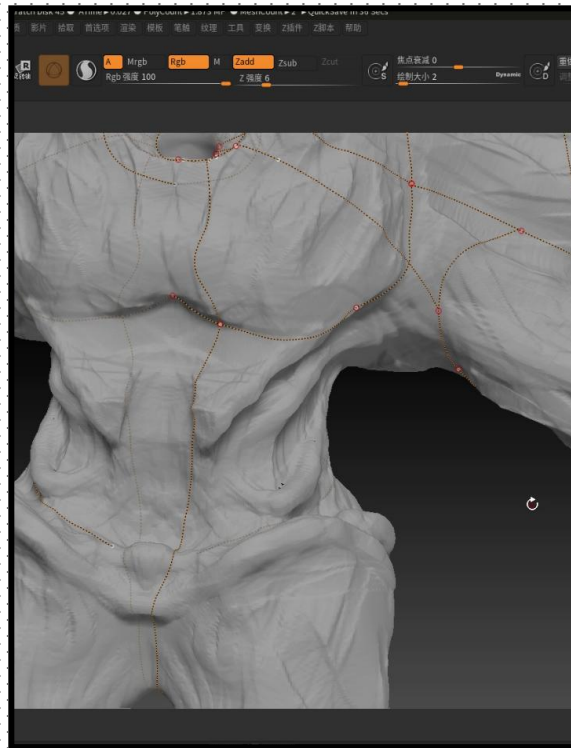
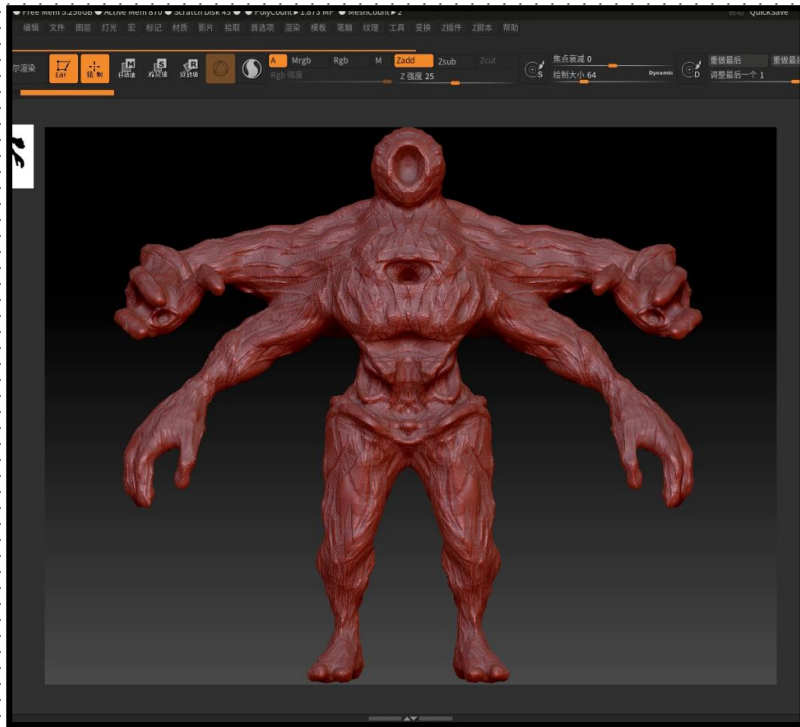
Character >>>

CHARACTER SETTING

Lili: A young woman with a strong sense of life, an ordinary appearance, emphasizing the fear of ordinary people

(The model is sourced from a free asset website)

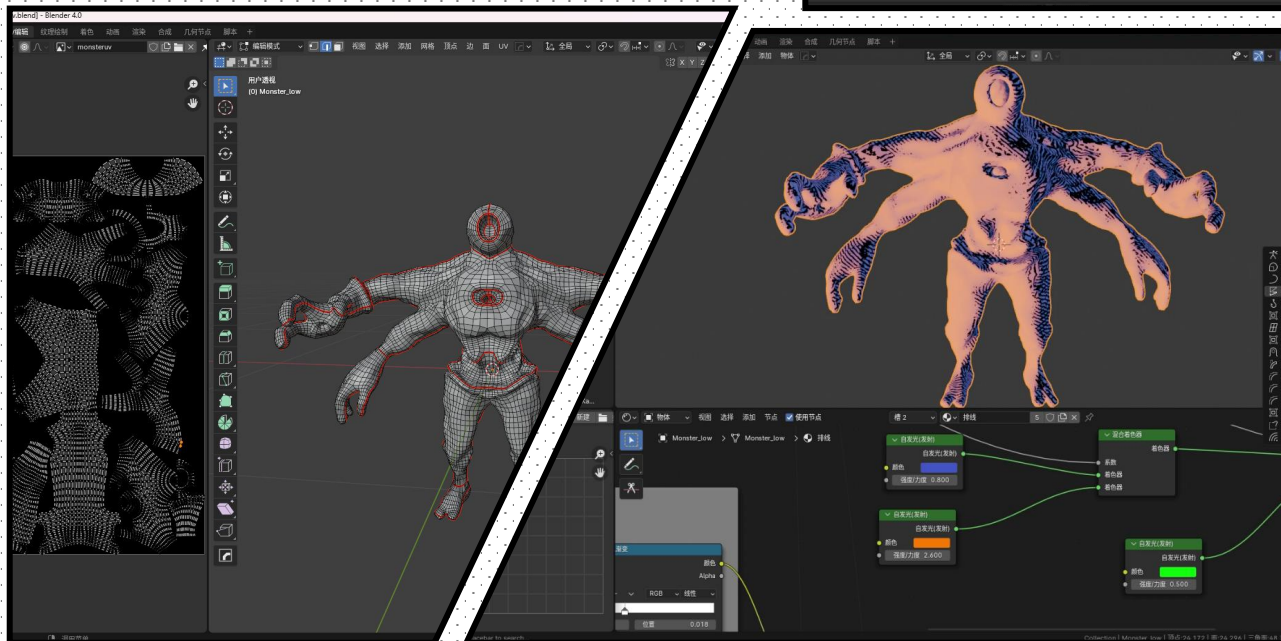
Monster: Four hands, no traditional facial features, metaphorically representing a voyeur in real life who uses technology to do bad things.



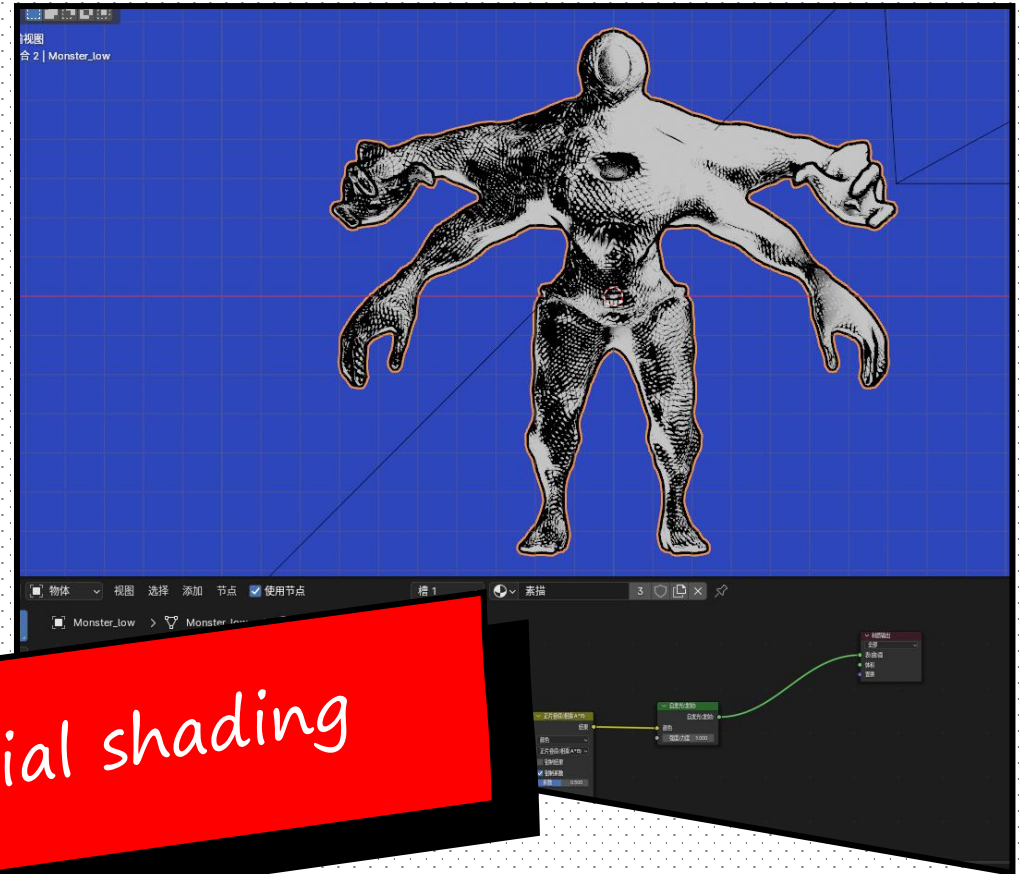
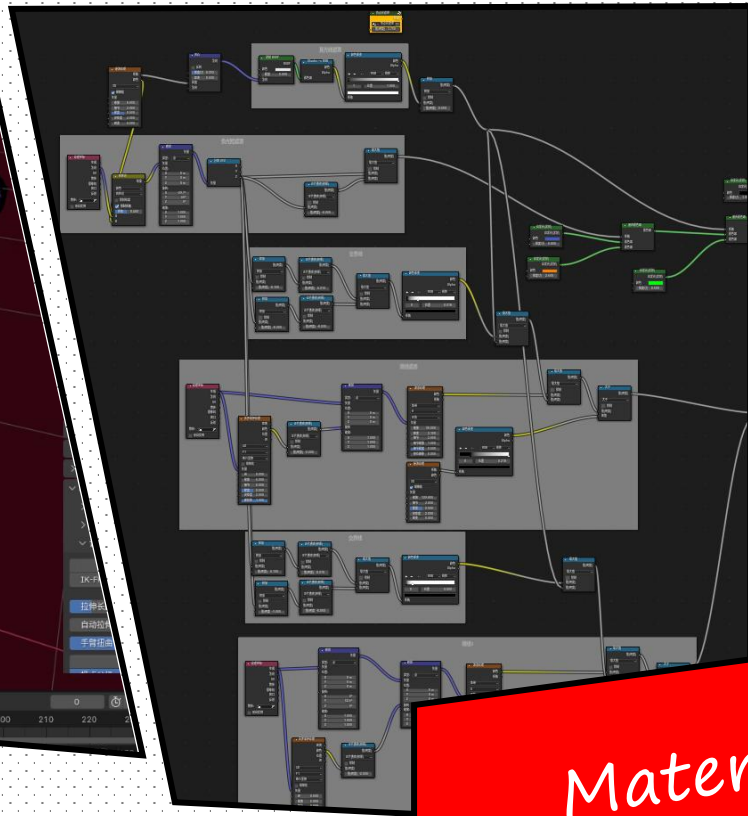
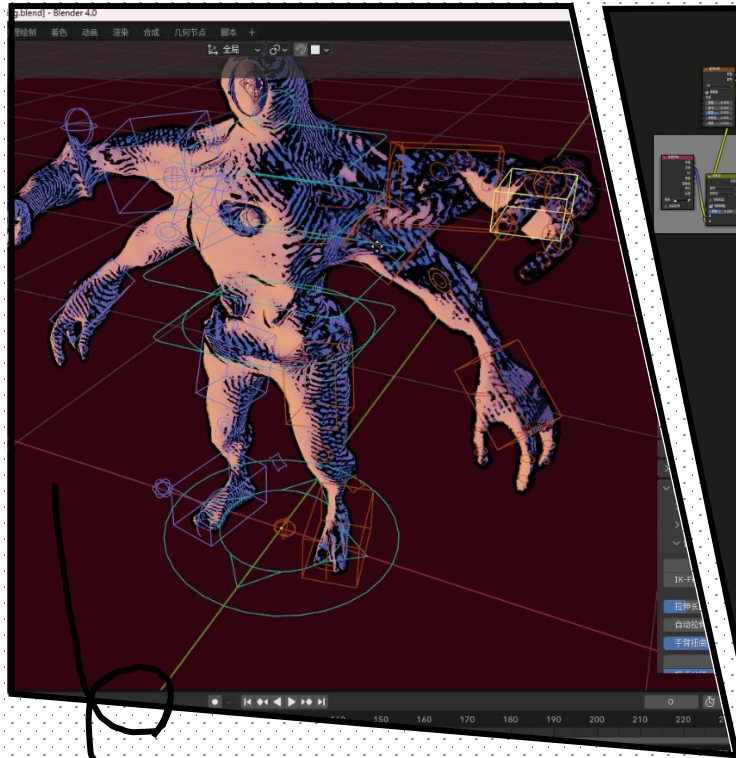
Character >>>

Working process

Workflow: High-poly sculpting in ZBrush, low-poly retopology, UV mapping in Blender, normal baking in Substance Painter, and material setup via Blender's shader nodes.



Character >>>



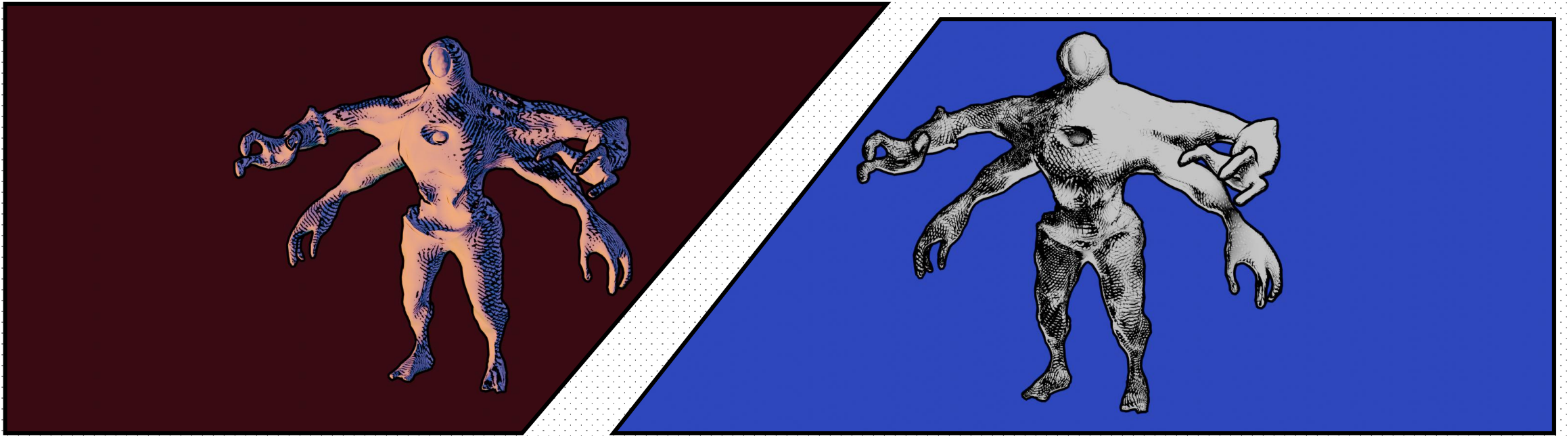
Material shading

Rigging Text

Due to the monster's four-arm design, weight painting requires careful inspection of both sets of arms to ensure proper deformation.

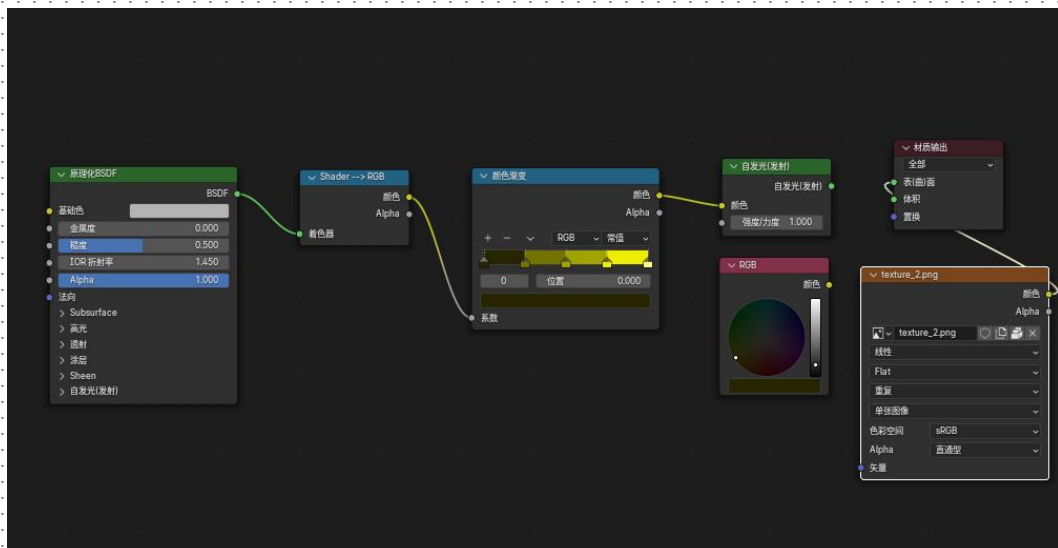
Inspired by the diverse visual styles in the Spider-Man films, I developed two different materials. To enhance the visual variation, I also plan to implement displacement modifiers in Blender for dynamic deformation.

Final outcome >>>



Monster Show

Scene Design >>>



Monitoring

Room

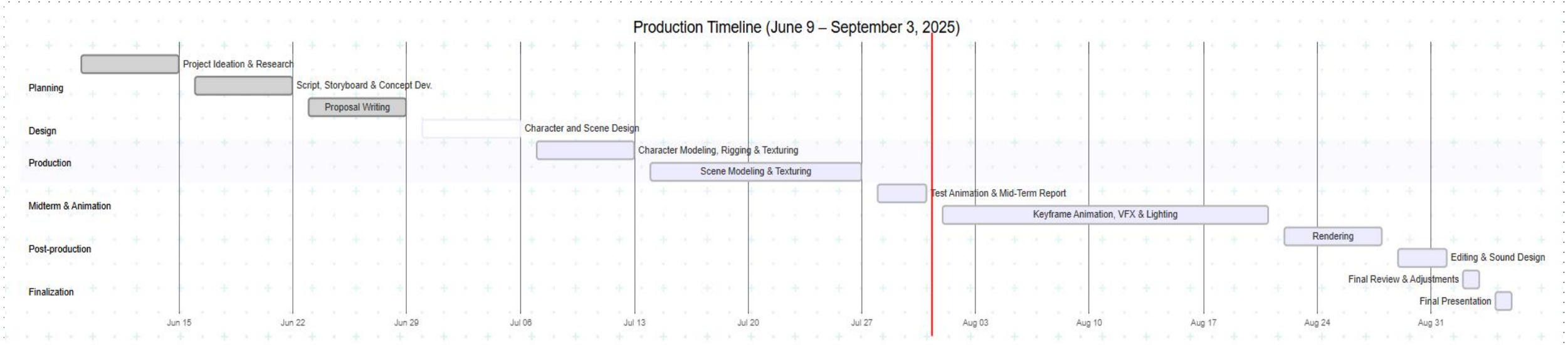
The color gradient node achieves a two-dimensional shadow effect

12/16



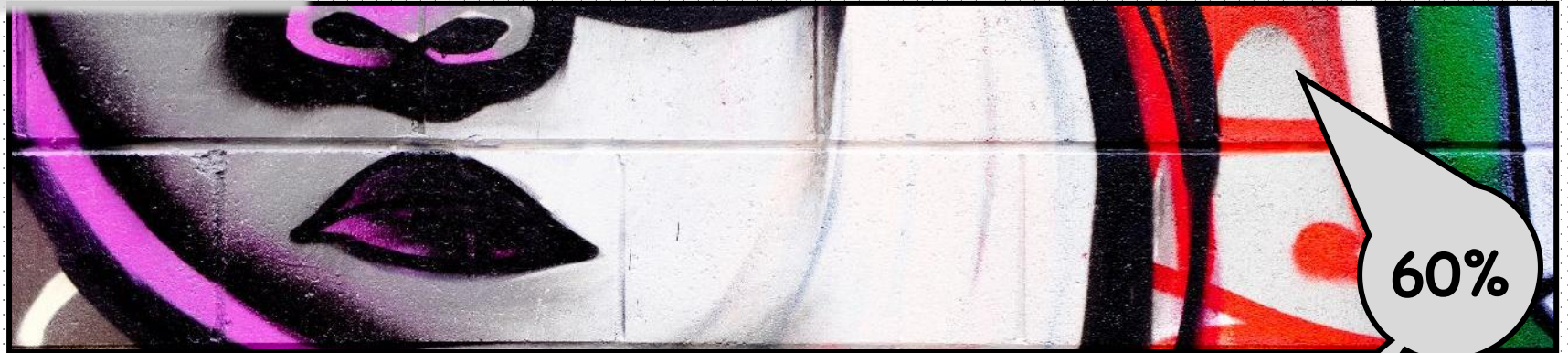


TIMELINE



Timeline & Progress >>>

- ✓ Script completed
- ✓ Draft storyboard
- ✓ Modeling of the protagonist and monster >90%
- ✓ Illustration style test



- 📺 Start animating in Aug
- 📺 Rendering style test in progress
- 🎧 Sound effects and music materials are being collected

60%

Current progress

Challenges & Requests >>>



Lorem ipsum dolor sit amet, consectetur

Visual Style Testing: The three-render-two rendering approach still needs evaluation for consistency.

Action Pacing: Focus on the chase sequence between LILI and the monster.

Cinematic Timing: Aim to establish rhythm and plot twist within 1 minute.

Key Feedback Areas: Visual coherence, the monster's sense of threat, and clarity of hallucination transitions.



THANK
TOU

EP.001 To be continued.....