Film Pitch
The Flight For Revenge

Created by

General Information

Logline:A careless explorer acquires a mystic box that both curses and sets him out on a quest, which forces him to realize and address his carelessness through a series of gauntlets and an ironic foe.
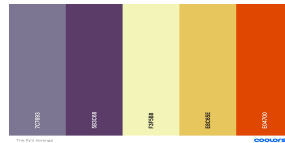
Film type: Short animation

Genre: Mystery/Fantasy

Setting: High Desert with Mesas
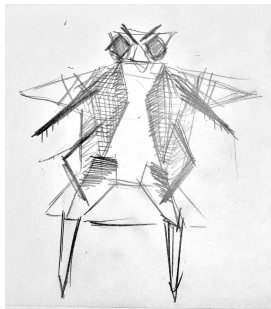
Duration: 3-5 minutes

Software: Blender/Toon Boom

Color palette:

Characters

Fly King:

The Fly King wants people to stop killing flies. He is mysterious and is theorized to be a sorcerer. We don't know much about him, but what we do know is instead of looking like a human he is a massive fly.

Conor:

Conor is a careless explorer who became cursed from killing a fly. He loves to adventure and has an upbeat tone. He ends the story newly attentive to his surroundings, ready to face off whatever is at the end of his quest.

Gauntlets

To cure his curse, Conor assumes that he must climb a tower to meet the Fly King–someone who Conor does not know anything about except that he has strange powers. What Conor does not realise is that the tower contains many gauntlets. These gauntlets are traps and challenges. From a story perspective they change Conor to be less careless and more attentive to his surroundings. Connor starts of the story barely succeeding and improving over each gauntlet.

The gauntlets would start simple–like a few cursed flies that Conor has to walk past without accidently killing any. These flies appear to be the same creatures that cursed him. We could have Conor move for more difficult gauntlets later.

Artwork

This is a mockup of the tower that Conor must climb to get rid of his curse.

It is meant to show the color and general feeling of the tower that the character must climb up.

The striped blue/purple block at the top is where the Fly King lives.
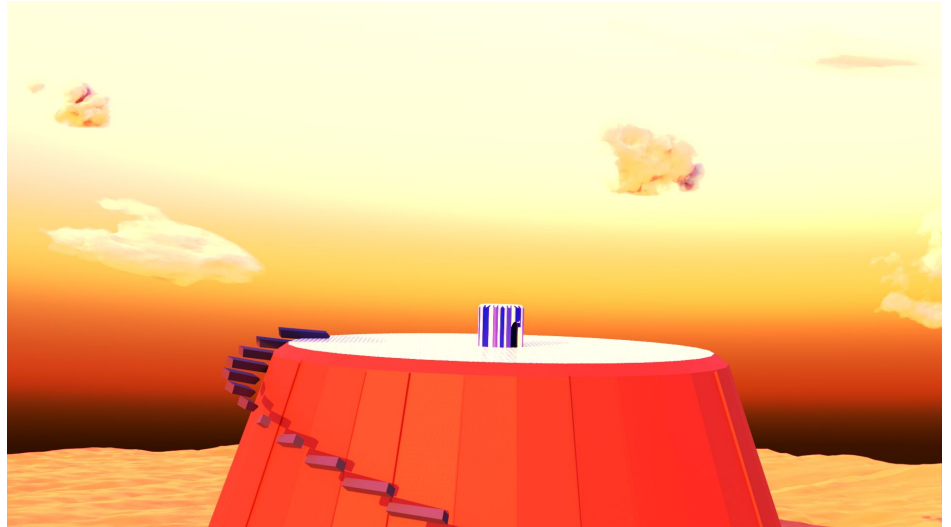
Animation style

I intend to have an animated style where I superimpose the 2d characters that I animate in Toon Boom into a stylised 3d background that I create in Blender.

Here are some reference photos of the background.

Sound/Dialog

For sounds, it will feature buzzing to signify that the symbol of flies in the film are more important than we think. The buzzing will start low and slowly grow until the final confrontation with the Fly King at the end of the story.

There is no dialogue, but I would want to have noises like footsteps and heavy breathing.

Also there will be wind as a sound effect to give Conor depth in his location.