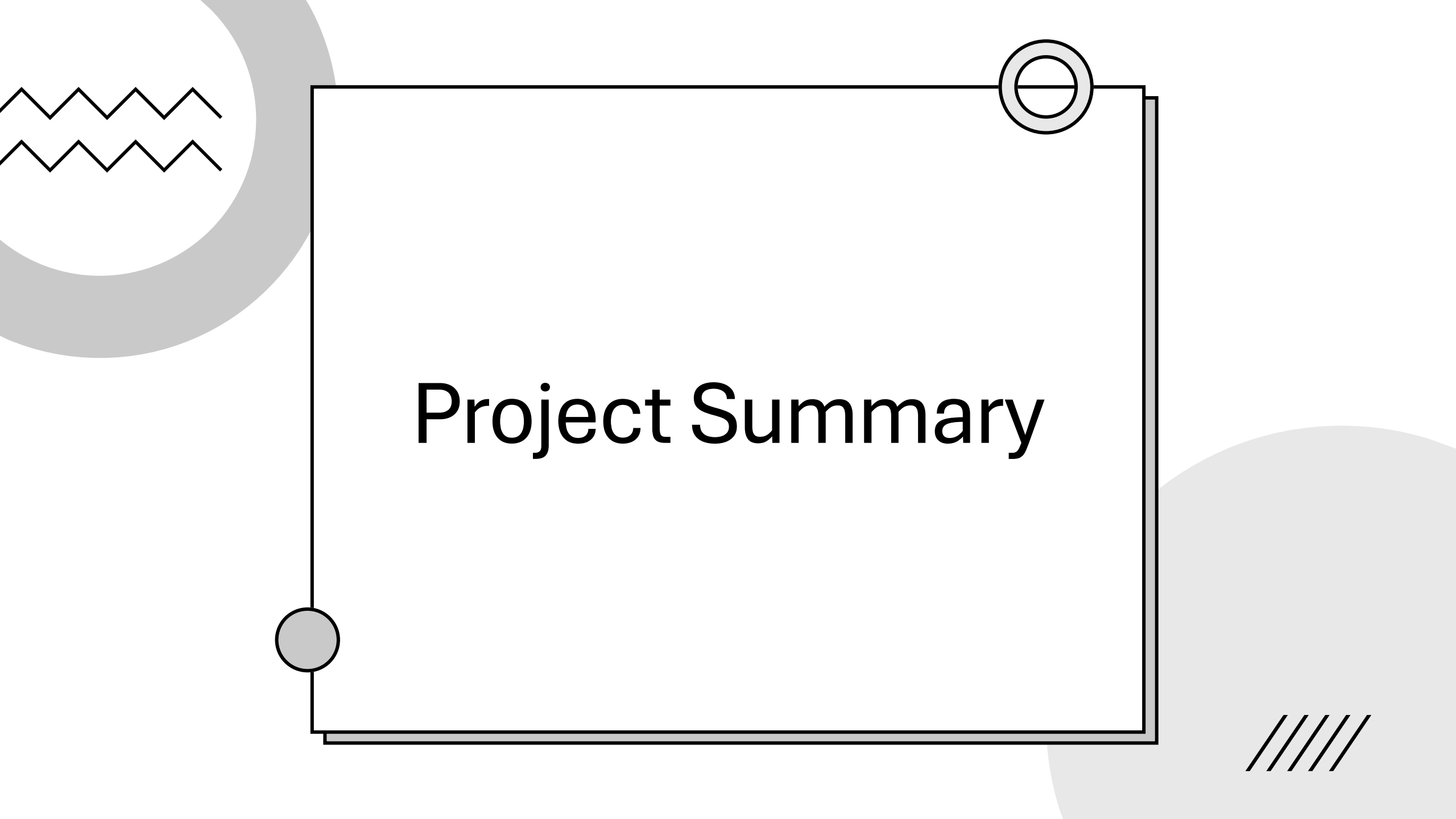




Project 3: Animated Music Video

“Mucka Blucka (Intro to Cacophony)”

Sydney Kapustein – DRAW 206-05



Project Summary

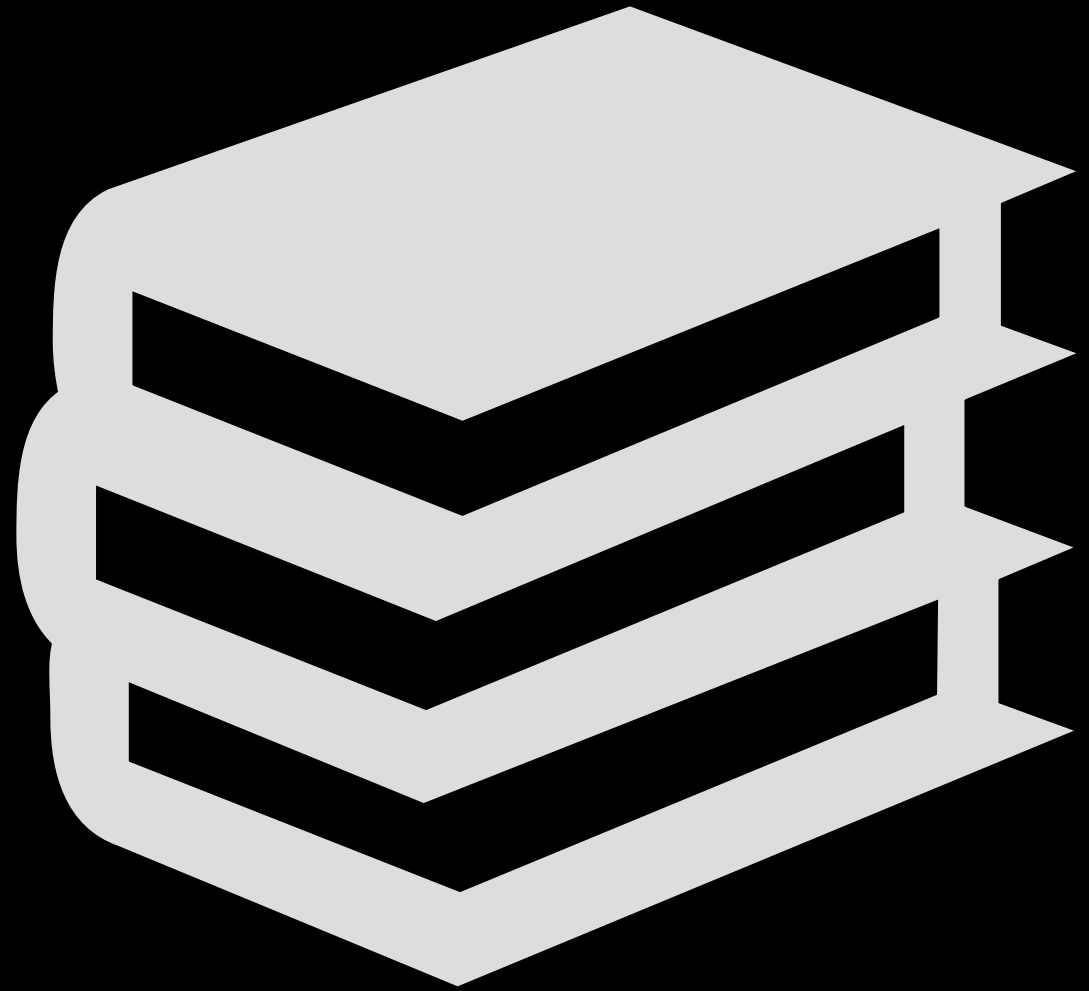
Intent, Challenges & Success

- Working by myself made getting ideas for scenes a lot easier, but put more pressure on myself to work continuously and diligently.
- My intention with the project was to use a cover song that already tells its story through the album and characters so it would be easier to imagine and show that through my characters.
- I went with Chonny Jash's cover of the Tally Hall song "Mucka Blucka". This is because it's part of an album that tells the story of the separation of Heart, Mind, and Soul and their trying to come back together. I liked that narrative and wanted to show it through the fun first few minutes of the song.
- By far the easiest part was the thumbnails. I already had an image of what I wanted to happen in my storyboard, so having fun with the expressions and relationships of the characters was a priority.

Intent, Challenges & Success

- The main challenge I found aside from writing the script was making sure to keep all the motions on beat with the song. It's important because in my storyboard I show the characters singing the song
- It was also important to color code the characters (soul = red, heart = purple, mind = blue). Not only is this important because these colors represent the characters in the music video, but it also helps them stand out since they all have the same silhouette.
- I think the most successful part of the storyboard was showing how eccentric soul is, especially with the ringmaster theme I put them in at the circus part

Narrative



Story Logline & Summery

Logline: Welcome one and all to a mind with near-infinite rhymes! Heart, Mind, and Soul invite you into their rapidly changing chaotic world.

Heart, Mind and Soul introduce themselves to the audience (viewers) through the tv and their straining relationship with each other. Soul is the leader, often taking center stage and driving them all to work in unison. Heart handles the emotions of the group but gets easily agitated when they are questioned. Mind has grown resentful of Heart and starts to argue with them and Soul on what's best for the mindscape. Soul pushes these problems away and continues to urge the trio to sing in harmony

Script + Breakdown

Mucka Blucka Script

-Lyrics from the official music video

Jash, Chonny. "Mucka Blucka (Tally Hall Cover w/ New Lyrics)." YouTube, 8 Oct. 2022, youtu.be/PjXQYHjMxLU?sj=-cF3fb2Mq2USvAFK.

INT. LIVING ROOM

We slowly zoom onto the screen of a TV on a table. It appears to be turned off until the music starts. A mysterious voice starts to talk as an audio visualizer appears on the TV

SOUL

cough cough Ohhh Jesus~

The title of the song and credits appear on the TV as the song continues with chickens clucking in the background. The colored silhouettes of SOUL, HEART, and MIND appear before it cuts.

EX. DARK VOID

We fade into a void with SOUL standing facing away from the camera. They turn around, a smirk on their face as we see the mouths of HEART and MIND beside them also singing.

SOUL, HEART & MIND

...Nah, I'm just fuckin' with ya!

HEART and MIND appear from the void beside SOUL, coming out of a liquid-type substance. The void lights up into white

SOUL, HEART & MIND

Whattup motherfuckers! Ya ever seen anyone lose their mind on-
mic?

MIND

Well come on in

HEART

Grab a seat

SOUL brings up a mug full of coffee

SOUL

Grab a cuppa

HEART and MIND spin in a circle while SOUL chugs the coffee in one go.

HEART & MIND

And watch the chook bat his third strike

INT. CIRCUS TENT

We transition to the center of a circus tent, where SOUL has changed into a ringleader outfit to match the theme. They enthusiastically greet an empty audience, a spotlight shining onto them. Heart is sitting in the front row with a tub of popcorn, and Mind is standing on the opposite side.

SOUL moves from one side to another exaggerating their hand movements.

SOUL

Come one come all to the extravaganza; the cacophonous callousness; the coop of stanza.

SOUL walks forward and spins in a circle.

SOUL

There's so much here to see, so have a gander

Sydney Kapustein

Zoom out from mid shot to wide

Reply

Sydney Kapustein

Quick dolly back into mid shot, focus on

Sydney Kapustein

Cut to only Mind when they speak

Sydney Kapustein

Camera moves to the left

Reply

Sydney Kapustein

Cut to Heart

Sydney Kapustein

Camera moves to the right

Reply

Sydney Kapustein

Cut to Soul

Reply

Sydney Kapustein

Cut back to wide

Reply

Sydney Kapustein

Dolly into Soul's face and transition into circus scene with a dolly out to wide

Reply

Sydney Kapustein

Camera DOES NOT move backward

Sydney Kapustein

Make a full shot? Maybe wider

Reply

Script + Breakdown

and meet your poultry pullet commander

SOUL salutes at the end. Mind takes a step forward shifting focus to them; SOUL looks toward them as another spotlight appears on MIND

MIND

The coward in question? By now, you know him so well. But then, who am I to go and cluck and tell?

MIND shrugs and then begins walking closer to SOUL, both SOUL and HEART seem concerned. The spotlights merge into one as they get closer.

MIND

Instead, I'll instill this tetherous will

MIND holds SOUL's shoulders, SOUL looks afraid.

MIND

to trot and toil inside my personal hell.

MIND reals back and smashes their heads together, colorful liquids bursting out. Transition to a pair of eyes rapidly shifting colors and symbols on beat.

EX. WHITE VOID + MOUNTAIN

HEART is in front of SOUL pushing a boulder up a steep hill

HEART

Sisyphus: his rock

The rock falls and squishes SOUL

EX. WHITE VOID + CLOCK

MIND

- Sydney Kapustein ...  

Pan camera to the right, stops behind Mind's leg coming down on right. Soul is on left farther away

Reply
- Sydney Kapustein

Focus rack on Mind's leg so it shifts focus easier

Reply
- Sydney Kapustein ...  

Truck up to Mind's face for mid shot

Sydney Kapustein

Make sure to show full body before trucking up

Reply
- Sydney Kapustein ...  

Truck moving along with characters walking to the left

Sydney Kapustein

Ground shot

Reply
- Sydney Kapustein ...  

Hard cut mid shot to character's faces to show emotion and suspense

Sydney Kapustein

Maybe bring closer to camera?

Script + Breakdown

The timepiece: its tock

The clock behind MIND breaks into pieces

EX. WHITE VOID

HEART & MIND

and Winston trudges through Minitrue's minutiae

HEART and MIND look at each other with annoyance, getting up in each other's faces with anger

HEART & MIND

And like an archaic cuckoo clock, I'll chirp, and chant, and cock in complete disregard for my future

SOUL's hands come in between their faces and push them aside. They run in place along to the beat

SOUL

So enjoy the show, especially those in the splash zone

HEART and MIND come up on each side of the screen holding an auction paddle with a number. SOUL moves their head and arms toward them when they appear

SOUL

Place your bets

HEART and MIND back up as SOUL does a jump and front flips until an auction podium rises from the ground. They land and HEART and MIND hold up their paddles

SOUL, HEART & MIND

Let's see how fierce the auction gets!

SOUL bangs their gavel on the podium

Sydney Kapustein ...  
Slight upshot?
November 10, 2024, 8:18 AM

Reply

Sydney Kapustein ...  
Extreme close up on character's faces to show intense anger. Focus rack on Soul's hands

Reply

Sydney Kapustein ...  
Dolly out to full shot of Soul

Reply

Sydney Kapustein ...  
Dolly in a little to mid shot

Reply

Sydney Kapustein ...  
Dolly out into a wide

Reply

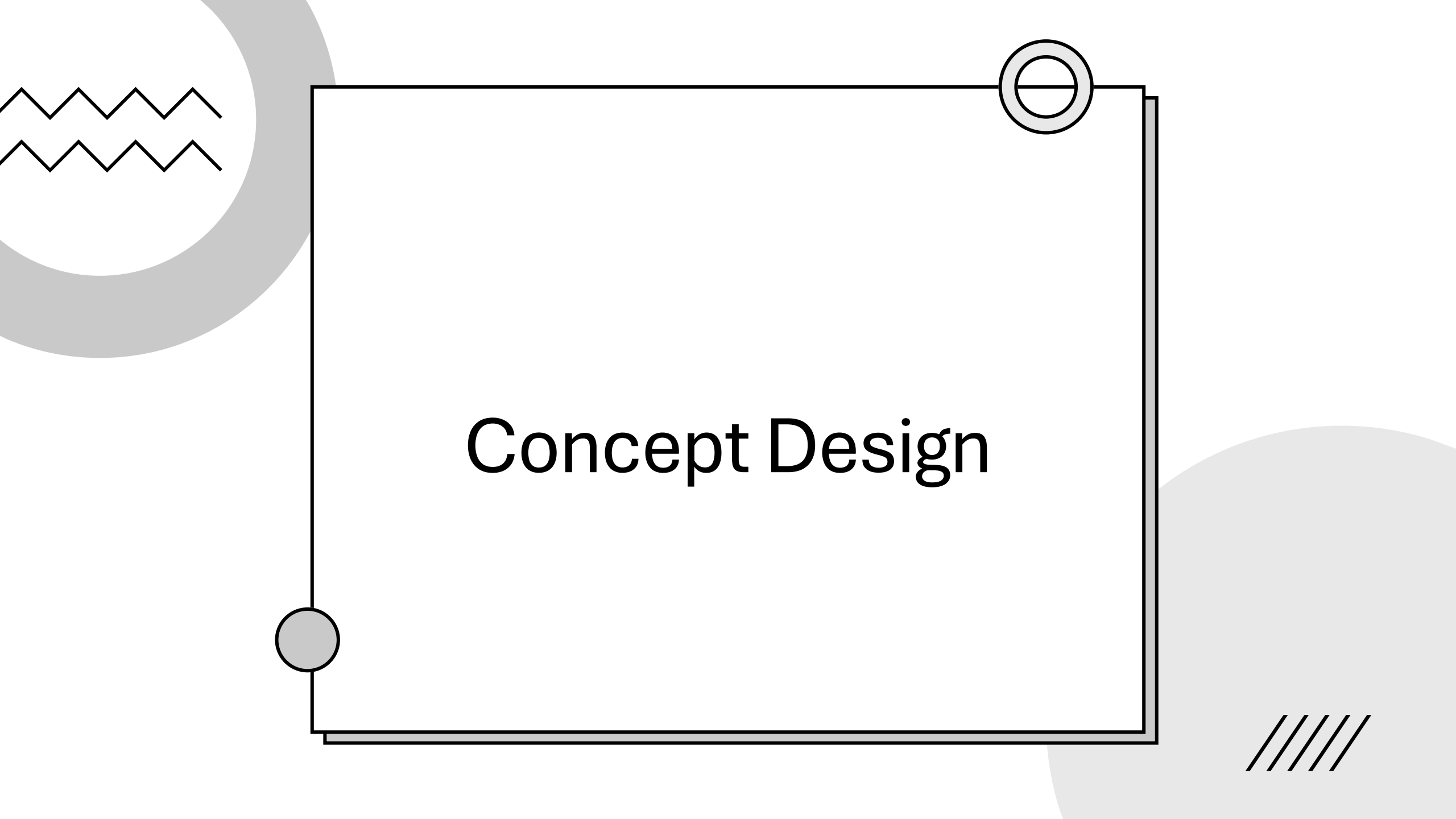
Sydney Kapustein ...  
Quick dolly in and upshot on Soul's face

Reply

Sydney Kapustein ...  
Close up cut onto gavel hit on podium

Script + Breakdown

Set:	Production: Mucka Blucka	
Scenes:	Breakdown Sheet	Page Count:
Synopsis: The introduction to and setting up of the separation of the cast		Script Page:
		Script Day:
Cast Members Heart Soul Mind	Extras	Stunts Headbutt in circus scene transition Rolling bolder up hill Getting squished by bolder Jump and front flip
	Vehicles	Props Mug full of coffee Podium and gavel TV
Special Effects Changing colors in transition scene (eyes and opening shillouttes)	Costumes Ringleader outfit for Soul in circus scene	Makeup Give Mind two more smaller eyes under regular eyes
Sound Audio visualizer	Set Dressing Circus scene - circular rows of benches, wood divider with painted blue stars on side	Greenery
Livestock	Animal Handler	Music Chonny Jash "Mucka Blucka (Intro to Cacophony)"
Special Equipment	Security	Additional Labor Gapher to maintain spotlights and additional lighting
Optical FX Cut out Heart's eyes (see no evil) Make Mind's eyes glow white Have all 4 of Mind's eyes open when angry	Mechanical FX	Miscellaneous



Concept Design

Heart



No eyes

- Emotional
- Tries to be empathetic (failing)

Soul



- Confident
- Leader

Mind



4 eyes

- Logical
- Cold
- Frustrated

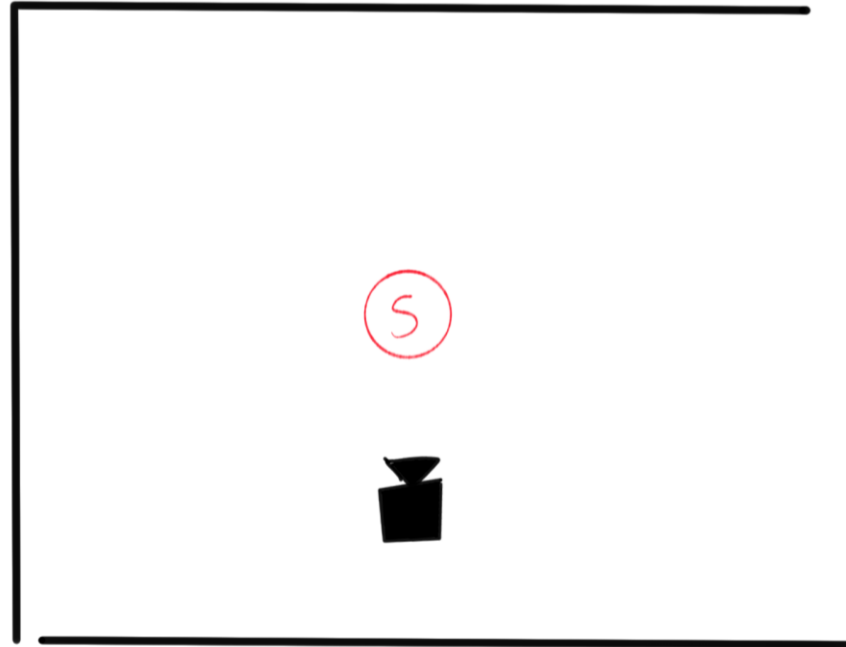
Soul



Circus Outfit

Camera Diagram

Opening

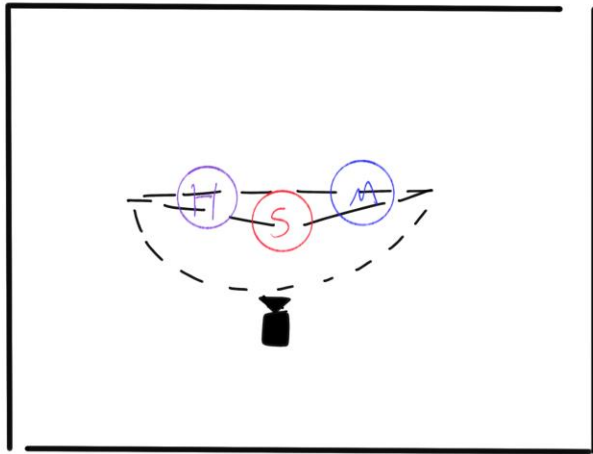


(S) Soul (H) Heart (M) Mind

○ spotlight

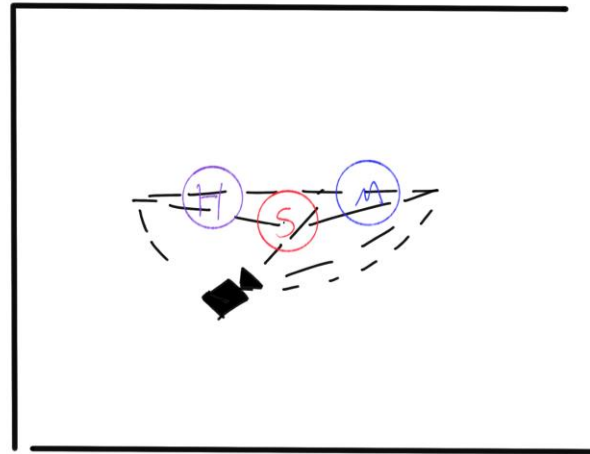
Camera Diagram

Opening



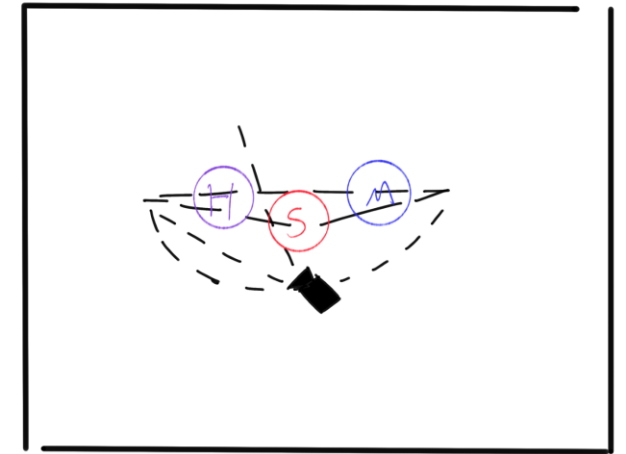
(S) Soul (H) Heart (M) Mind
○ spotlight

Opening



(S) Soul (H) Heart (M) Mind
○ spotlight

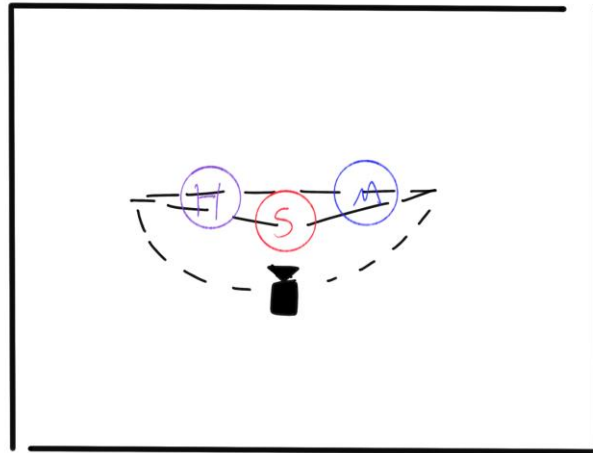
Opening



(S) Soul (H) Heart (M) Mind
○ spotlight

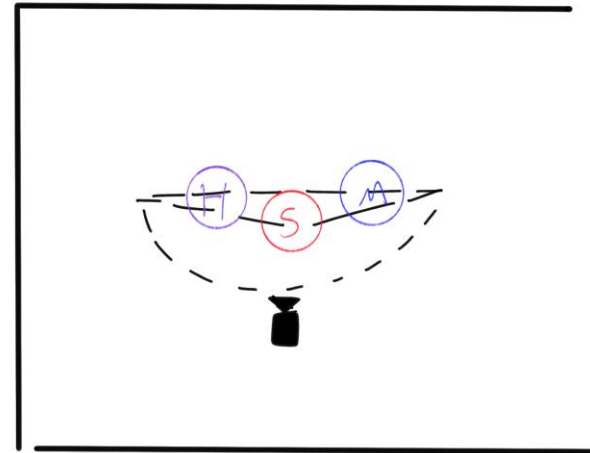
Camera Diagram

Opening



(S) Soul (H) Heart (M) Mind
○ spotlight

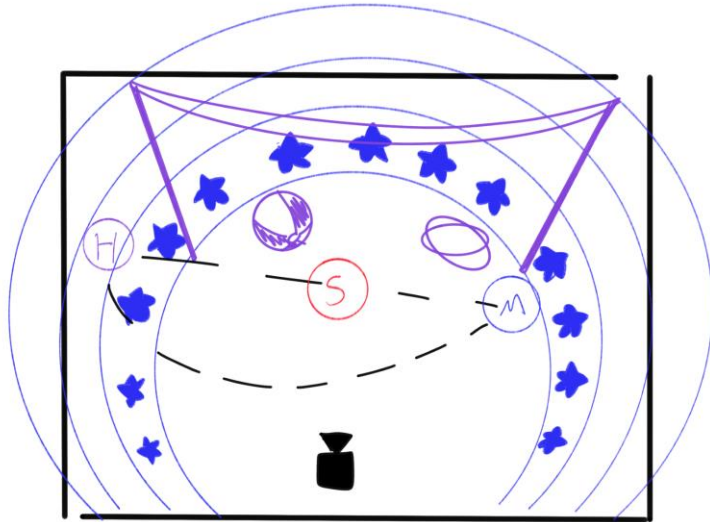
Opening



(S) Soul (H) Heart (M) Mind
○ spotlight

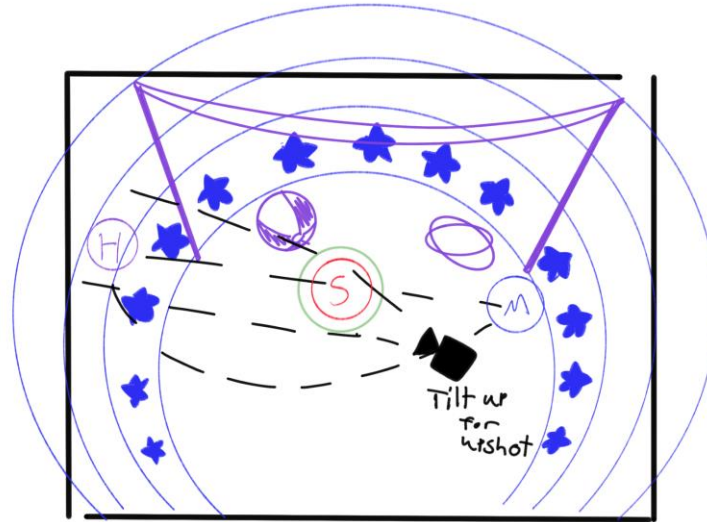
Camera Diagram

Circus



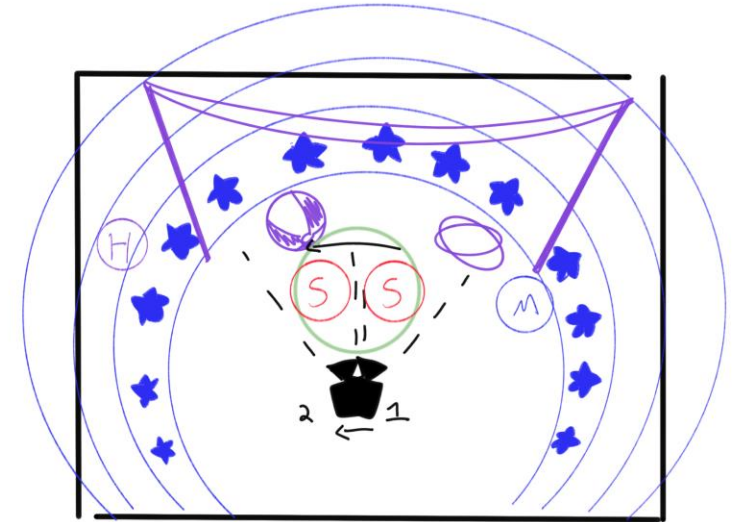
(S) Soul (H) Heart (M) Mind
○ spotlight

Circus



(S) Soul (H) Heart (M) Mind
○ spotlight

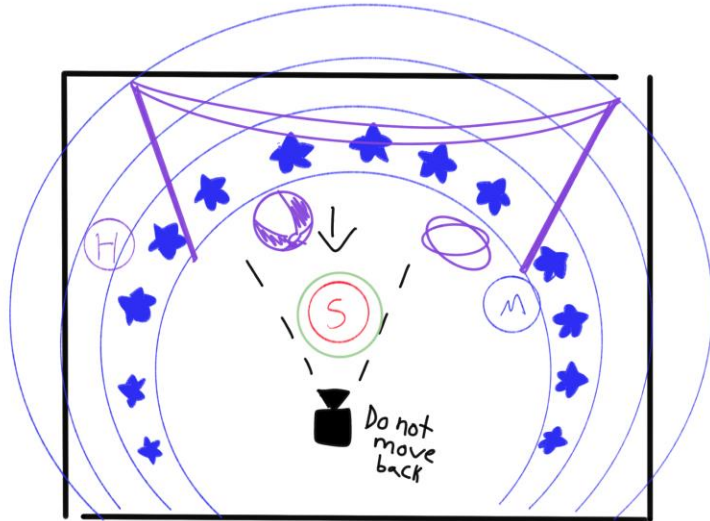
Circus



(S) Soul (H) Heart (M) Mind
○ spotlight

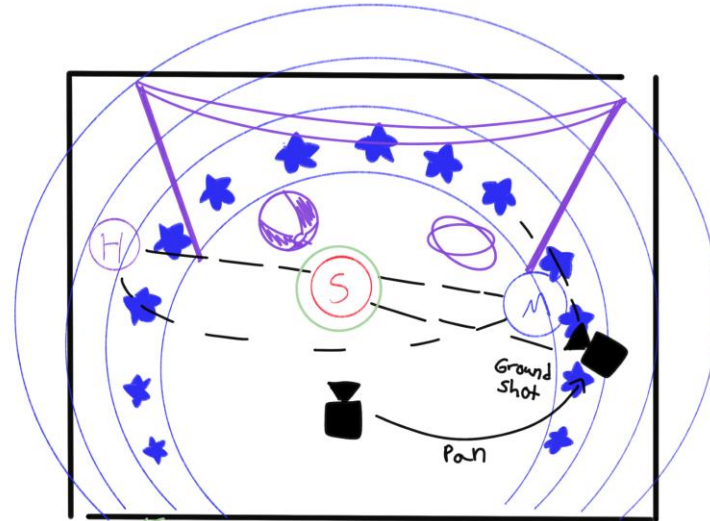
Camera Diagram

Circus



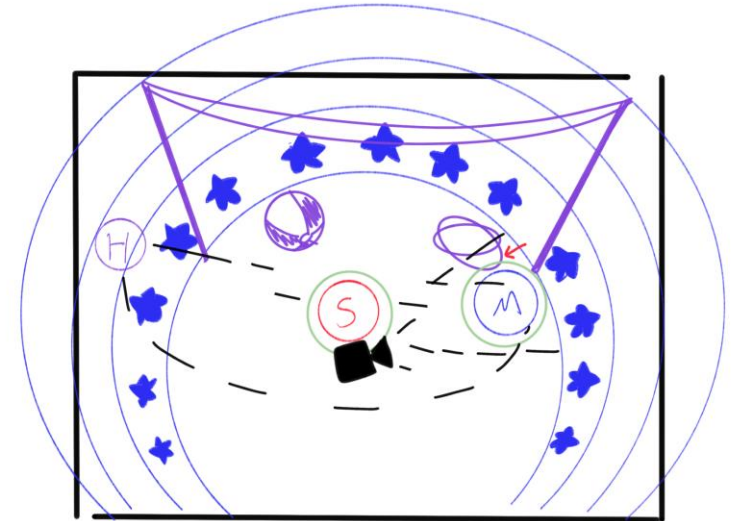
(S) Soul (H) Heart (M) Mind
○ Spotlight

Circus



(S) Soul (H) Heart (M) Mind
○ Spotlight

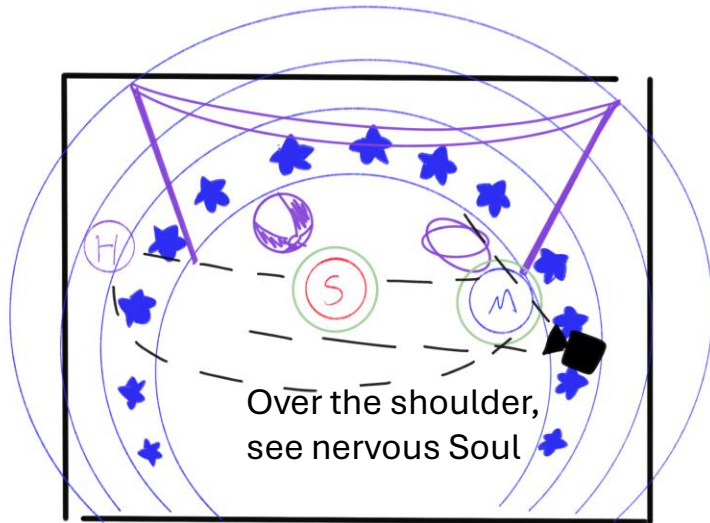
Circus



(S) Soul (H) Heart (M) Mind
○ Spotlight

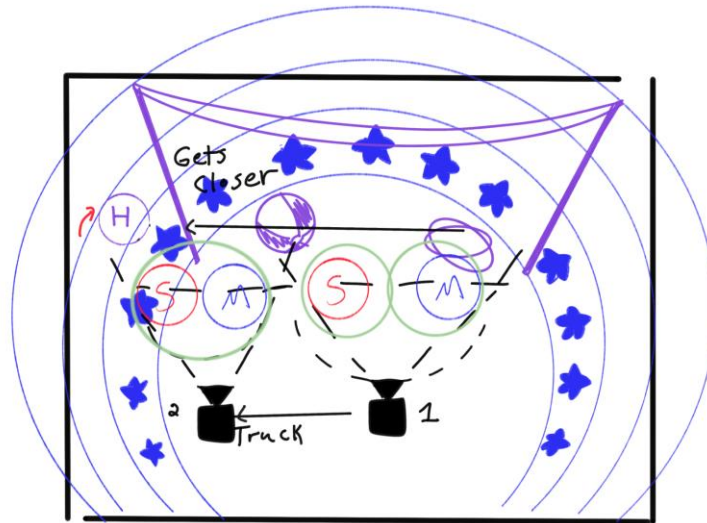
Camera Diagram

Circus



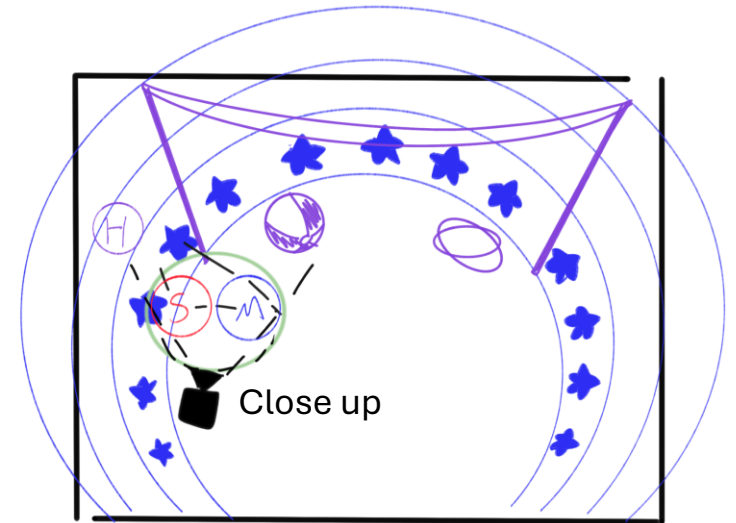
(S) Soul (H) Heart (M) Mind
○ spotlight

Circus



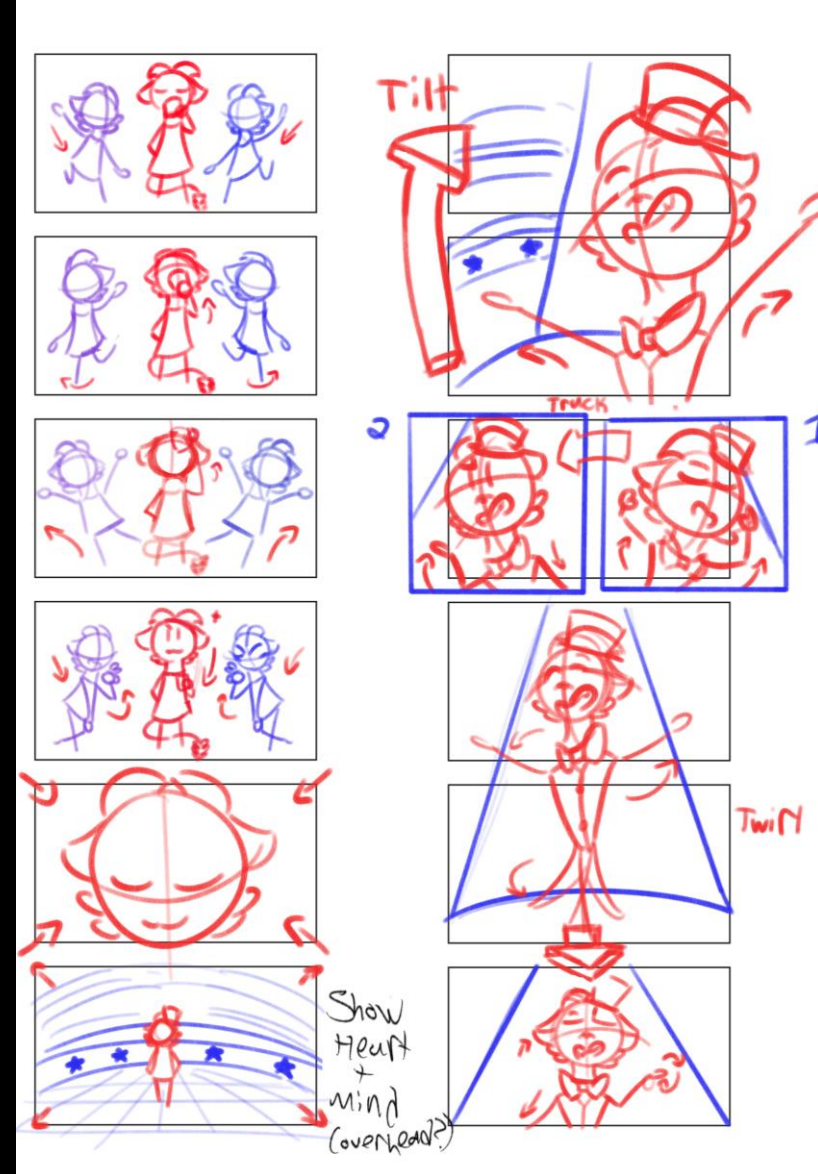
(S) Soul (H) Heart (M) Mind
○ spotlight

Circus

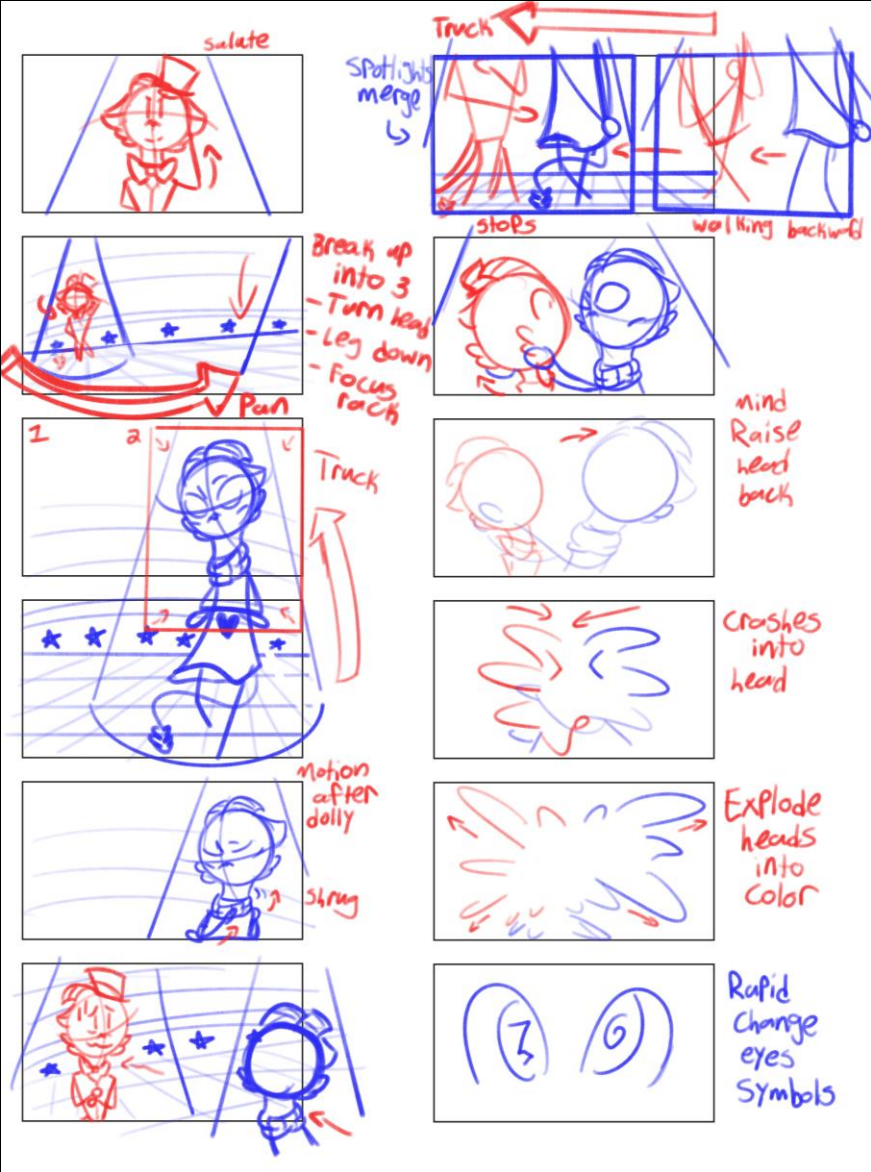


(S) Soul (H) Heart (M) Mind
○ spotlight

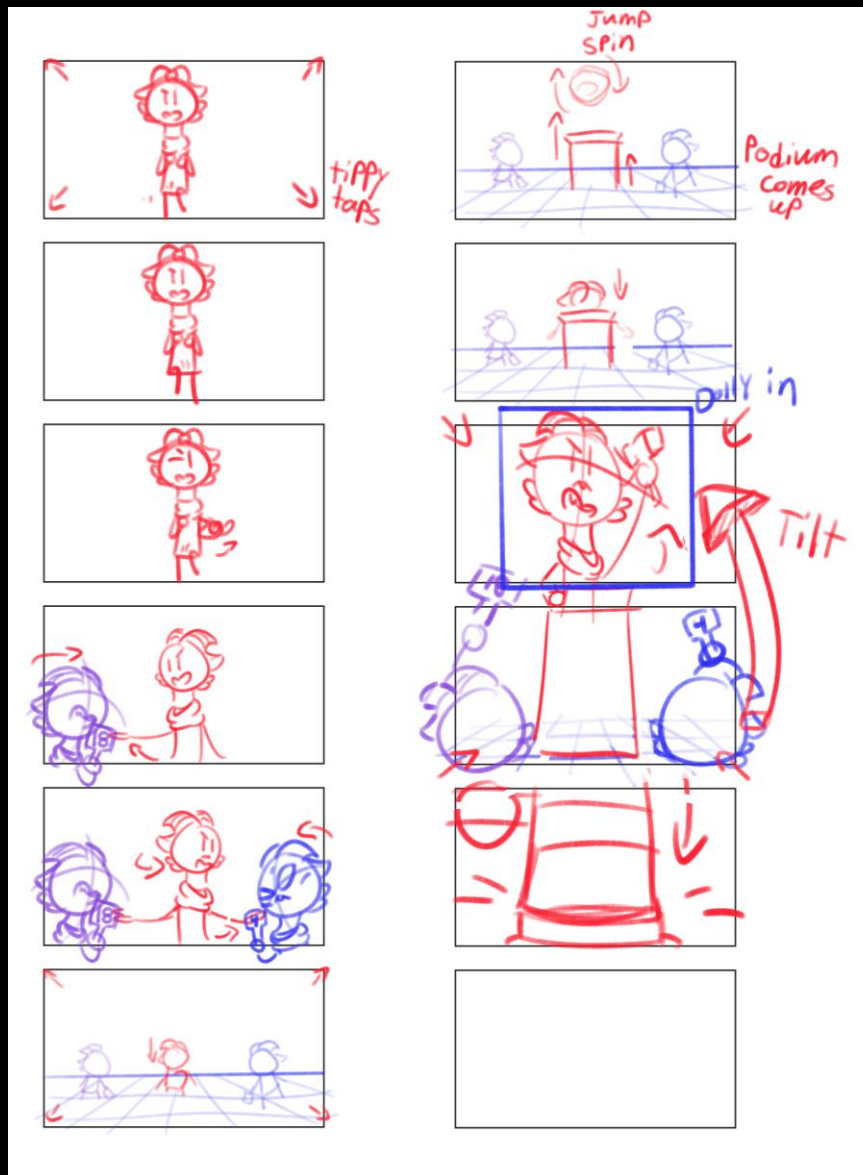
Thumbnails



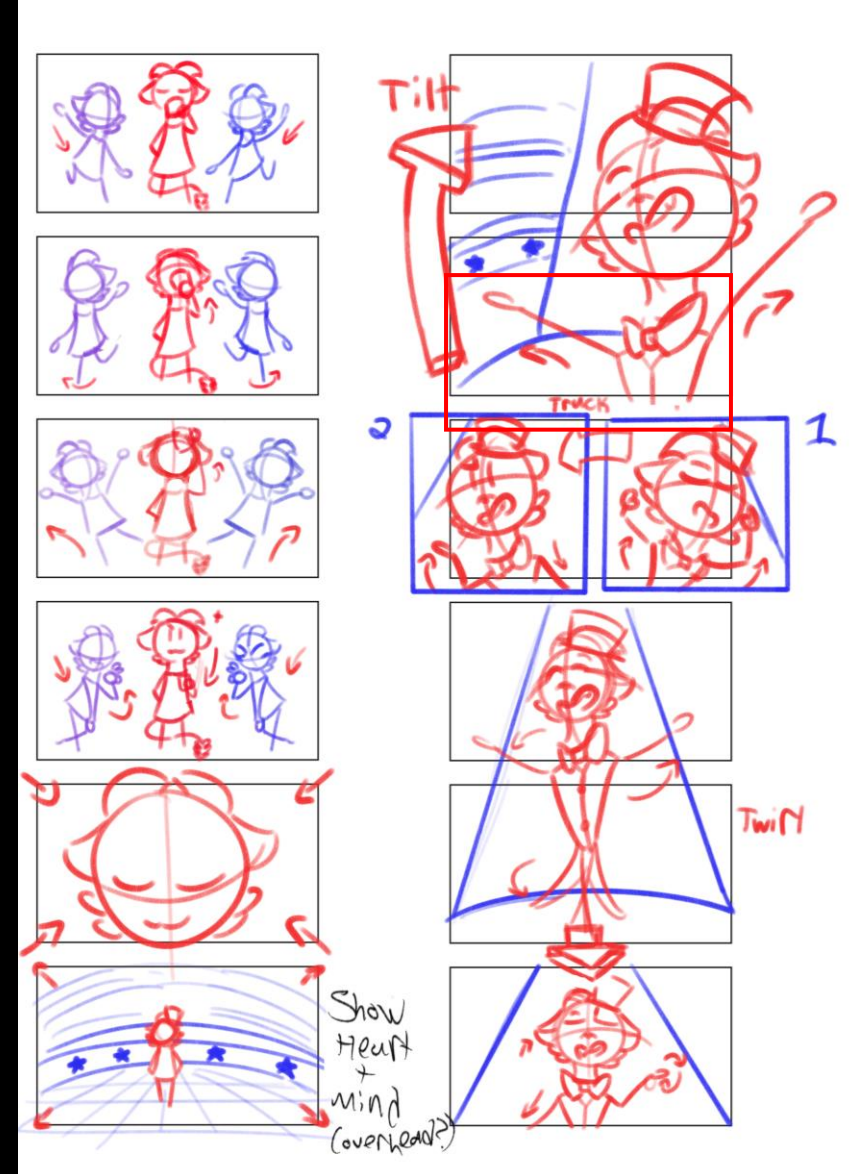
Thumbnails



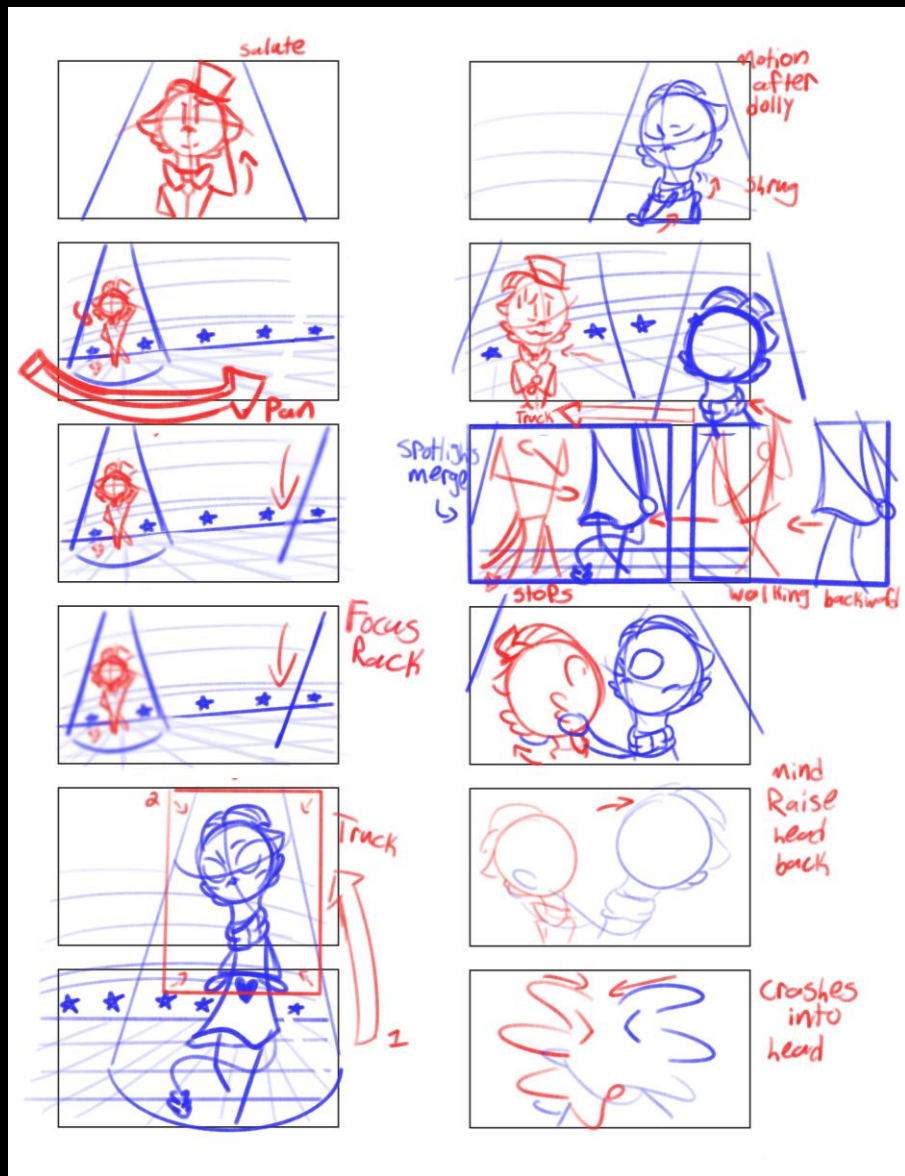
Thumbnails



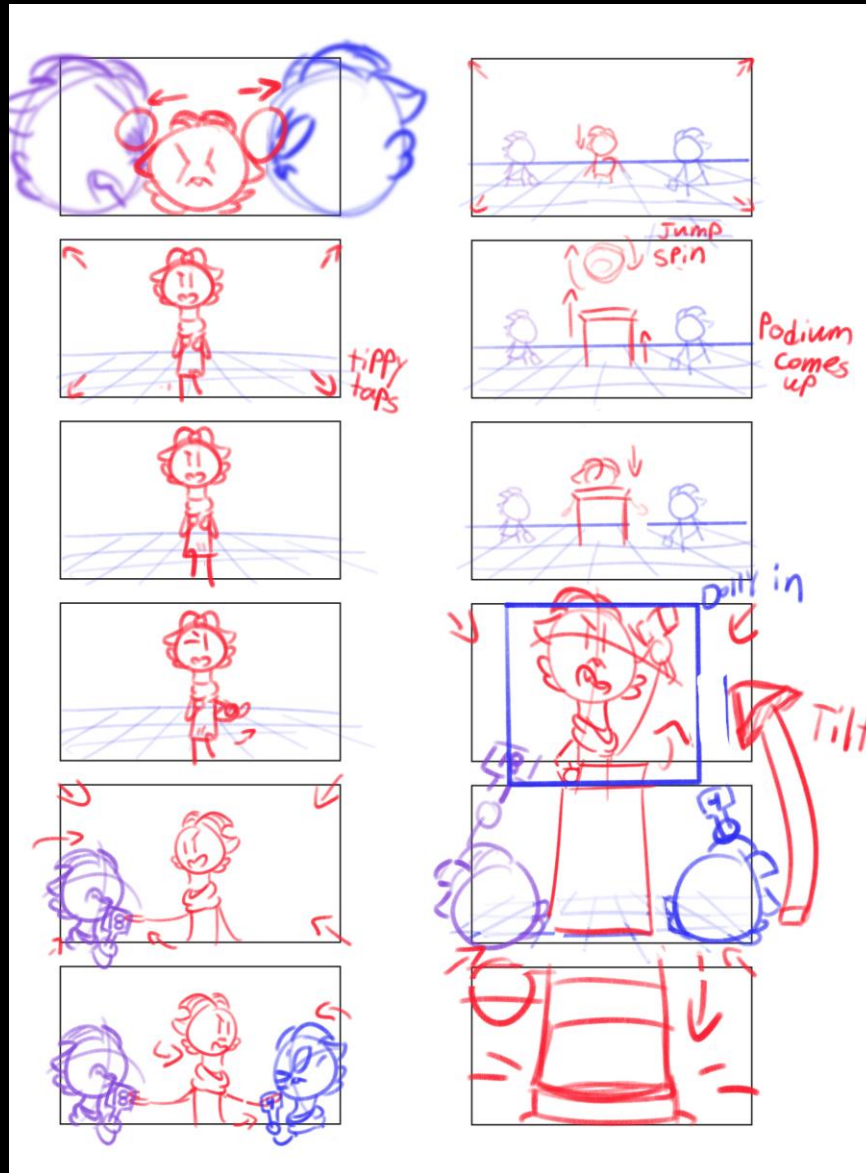
Thumbnails V2



Thumbnails V2



Thumbnails V2

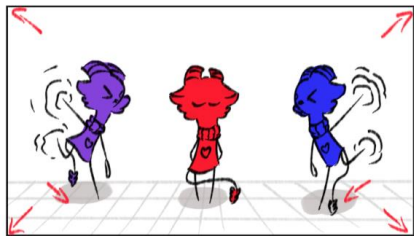


Final Storyboards

Project Mucka Blucka (Intro to Cacophony)

Sequence _____ Scene _____ Panel _____

Page _____



Dialog/VO:

Action: Camera dolly out, Heart
and Mind come to stand
beside Soul



Dialog/VO:

H, M, S: Whattup,
motherfuckers!

Action: Camera quick dolly in



Dialog/VO:

Dialog/VO: H, M, S: Ya ever seen
anyone lose their mind on-
mic?

Action:

16x9



Dialog/VO:

Dialog/VO: M: Well come on in

Action:

Action: Camera moves left



Dialog/VO:

Dialog/VO: H: Grab a seat

Action:

Action: Camera moves right



Dialog/VO:

Dialog/VO: S: Grab a cuppa

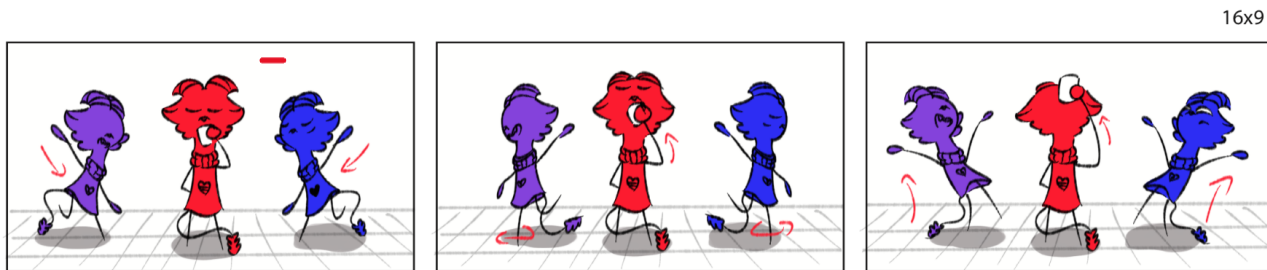
Action:

Action: Soul pulls up a mug full of coffee

16x9

Final Storyboards

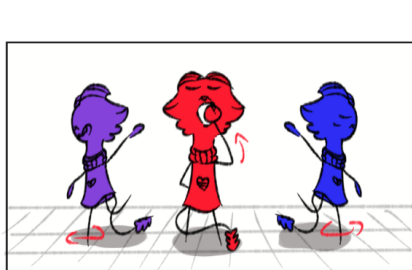
Project Mucka Blucka (Intro to Cacophony) Page _____
Sequence _____ Scene _____ Panel _____



Dialog/VO:
H & M: and watch

Action: Heart and Mind begin a dance, Soul drinks the coffee

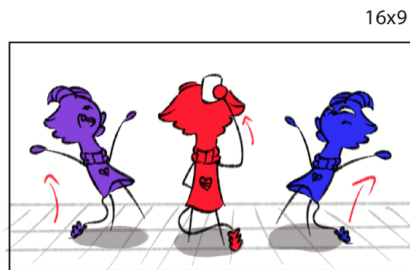
Project Mucka Blucka (Intro to Cacophony) Page _____
Sequence _____ Scene _____ Panel _____



Dialog/VO:
H & M: the chook bat

Action: Heart and Mind twirl, Soul continues drinking

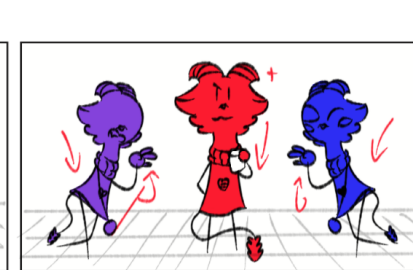
Project Mucka Blucka (Intro to Cacophony) Page _____
Sequence _____ Scene _____ Panel _____



Dialog/VO:
H & M: his third

Action: Heart and Mind do a small jump, Soul is almost done

Project Mucka Blucka (Intro to Cacophony) Page _____
Sequence _____ Scene _____ Panel _____



Dialog/VO: H & M: third strike!

Action: Heart and Mind pose holding 3 fingers up, Soul finished with their coffee

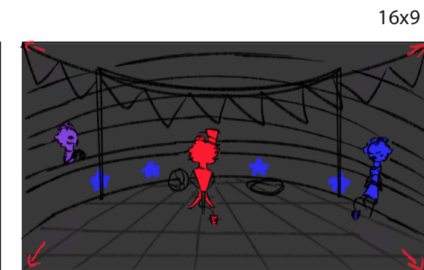
Project Mucka Blucka (Intro to Cacophony) Page _____
Sequence _____ Scene _____ Panel _____



Dialog/VO:

Action: Camera dolly into Soul's face to transition to new location

Project Mucka Blucka (Intro to Cacophony) Page _____
Sequence _____ Scene _____ Panel _____



Dialog/VO:

Action: Camera dolly out to interior of circus tent. Soul is standing in the center, Heart is in the row with popcorn, Mind standing on the other side

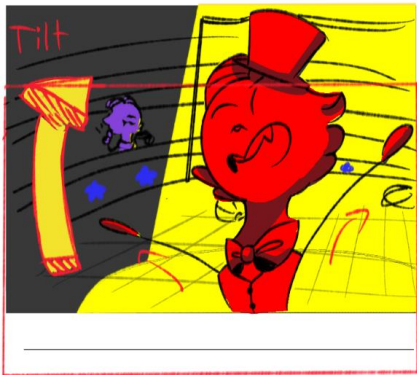
Final Storyboards

Project Mucka Blucka (Intro to Cacophony)

Sequence _____ Page _____ Scene _____ Panel _____

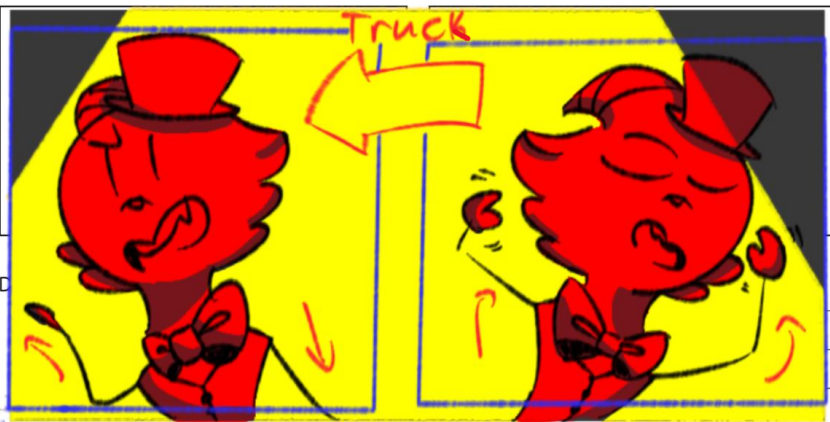
Quick dolly out

16x9



S: Come one, come all to the extravaganza

Action: Soul enthusiastically greets the audience (or lack there of), Heart eats popcorn



S: the cacophonous callousness; the coop of stanza

Action: Camera trucks from right to left as Soul continues

Project Mucka Blucka (Intro to Cacophony)

Sequence _____ Page _____ Scene _____ Panel _____

16x9



S: There's so much here to see, so have a gander

Action: Soul walks forward while doing a spin (camera does not move back)



Dialog/VO: S: and meet your poultric pullet

Action: Soul turns their hand in a circle, lax



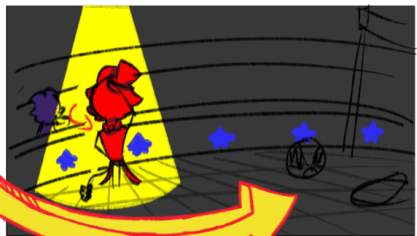
Dialog/VO: S: commander

Action: Soul salutes

Final Storyboards

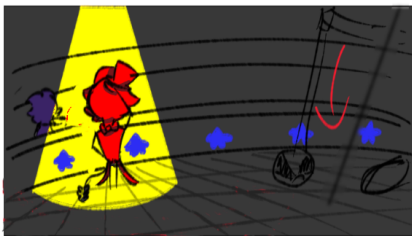
Project Mucka Blucka (Intro to Cacophony)

Sequence _____ Scene _____ Panel _____



Dialog/VO:

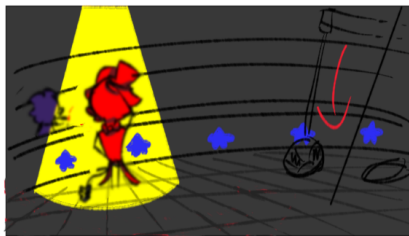
Action: Camera pans to the right, Soul turns their head to the right



Dialog/VO:

Action: Mind steps forward

Quick dolly out
Focus Rack 16x9

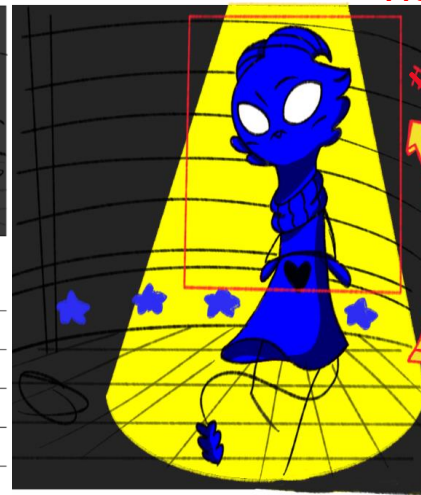


Dialog/VO:

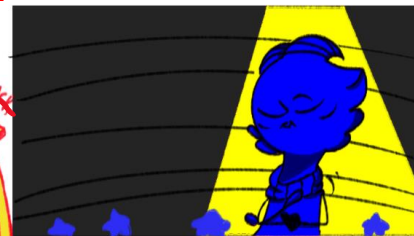
Action:

Project Mucka Blucka (Intro to Cacophony)

Sequence _____ Scene _____ Panel _____

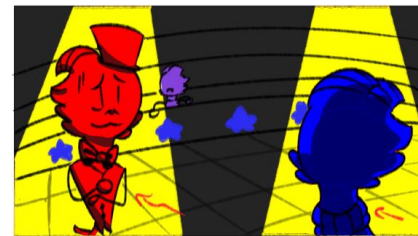


Action: M: The coward in question? By now, you know him so well



Dialog/VO:

Action: Mind shrugs



Dialog/VO:

Action: Mind walks toward Soul, Soul walks back looking nervous. Heart gets concerned

Final Storyboards

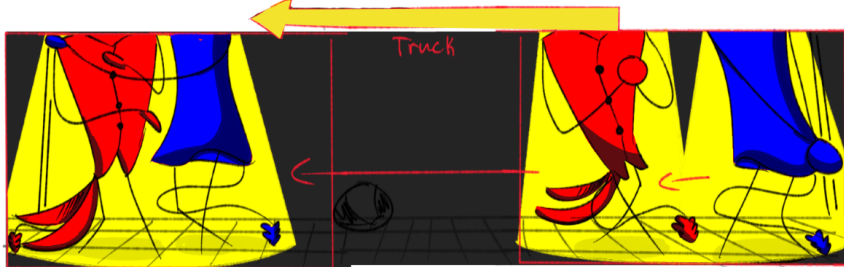
Project Mucka Blucka (Intro to Cacophony)

Sequence _____ Scene _____ Panel _____

Page _____

Quick dolly out

16x9



Dialog/VO: _____

M: this tetherous will

Action: _____

Mind continues walking from right to left, stops at the left. Mind puts their hands on Soul's shoulders



Dialog/VO: _____

M: to trot and toil inside my personal hell

Action: _____

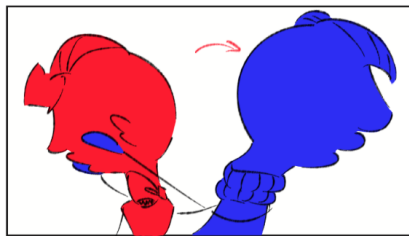
Mind holds Soul's head

Project Mucka Blucka (Intro to Cacophony)

Sequence _____ Scene _____ Panel _____

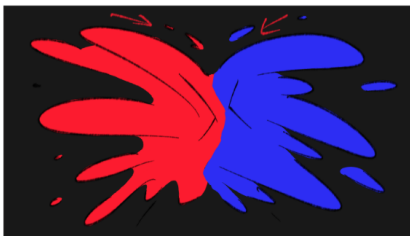
Page _____

16x9



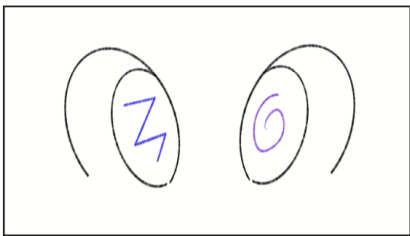
Dialog/VO: _____

Mind rears their head back for a headbutt



Dialog/VO: _____

Mind smashes their heads together, colorful liquids splatter around



Dialog/VO: _____

A pair of eyes appear with odd symbols

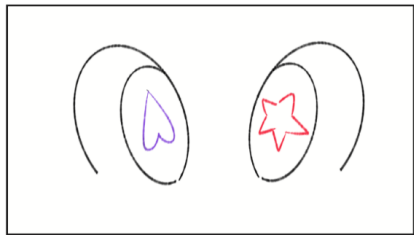
Final Storyboards

Project Mucka Blucka (Intro to Cacophony)
Sequence _____ Scene _____ Panel _____

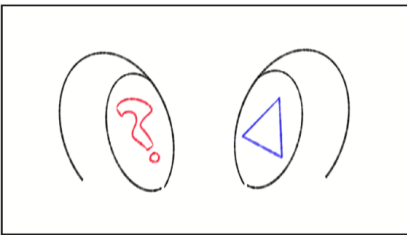
Page _____

Quick dolly out

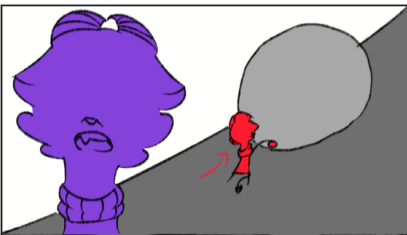
16x9



Dialog/VO:



Dialog/VO:



Dialog/VO:

H: Sisyphus

Project Mucka Blucka (Intro to Cacophony)
Sequence _____ Scene _____ Panel _____

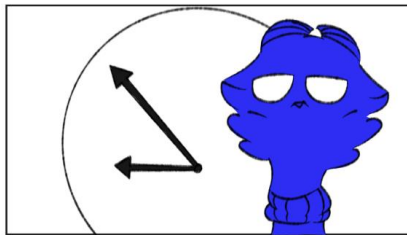
Page _____

16x9

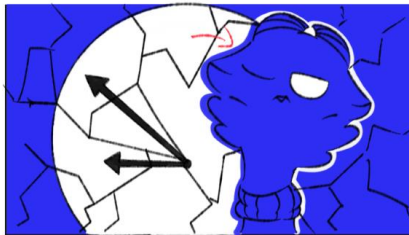


Dialog/VO:

H: his rock



Dialog/VO: M: The time piece



Dialog/VO: M: its tock

Action:

Eyes rapidly change
symbols

Action:

Action:

Soul rolls a boulder up a
steep hill in the background

Action:

The boulder rolls down and
squishes Soul

Action:

Action:

The clock breaks along with
the screen behind Mind

Final Storyboards

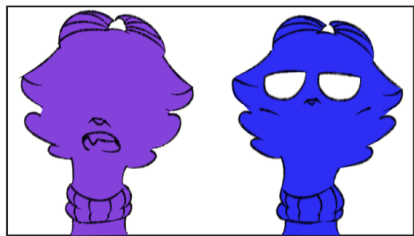
Project Mucka Blucka (Intro to Cacophony)

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Sequence _____ Scene _____ Panel _____

Quick dolly out

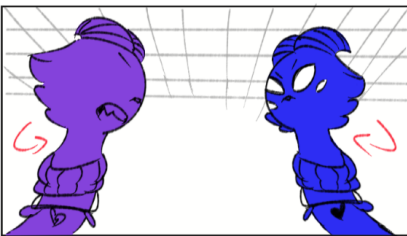
16x9



Dialog/VO:

H & M: and Winston
trudges through Minitrue's
minutiae

Action:

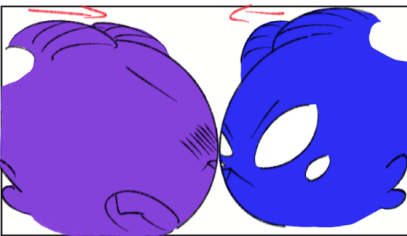


Dialog/VO:

H & M: And like an archaic
cuckoo clock, I'll chirp, and
chant, and cock

Action:

Heart and Mind cross arms
and argue with each other



Dialog/VO:

H & M: in complete
disregard for my future

Action:

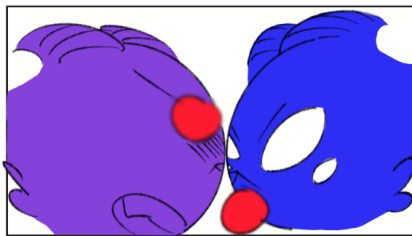
Heart and Mind get face to
face in anger

Project Mucka Blucka (Intro to Cacophony)

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Sequence _____ Scene _____ Panel _____

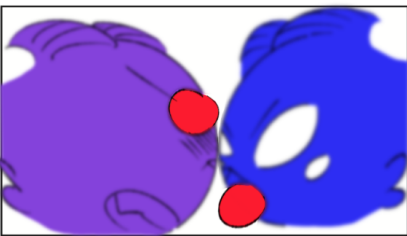
16x9



Dialog/VO:

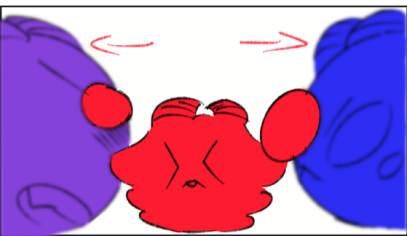
Action:

Soul's hands come between
Heart and Mind



Dialog/VO:

Action:



Dialog/VO:

Action:

Soul pushes Heart and Mind
aside

Final Storyboards

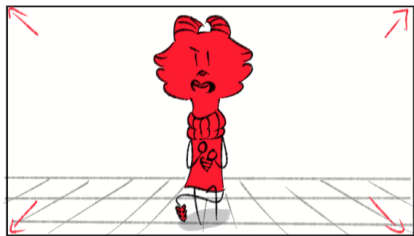
Project Mucka Blucka (Intro to Cacophony)

Sequence _____ Scene _____ Panel _____

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Quick dolly out

16x9



Dialog/VO:

S: So enjoy

Action:

Soul runs in place to beat



Dialog/VO:

S: the show

Action:

Soul runs in place to beat



Dialog/VO:

S: especially those in the splash zone

Action:

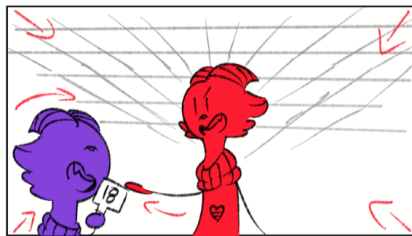
Soul runs in place to beat

Project Mucka Blucka (Intro to Cacophony)

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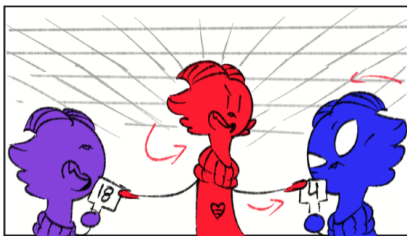


Dialog/VO:

S & H: Place

Action:

Heart comes in holding an auction paddle

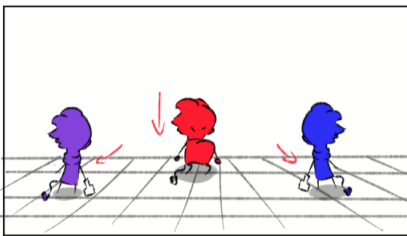


Dialog/VO:

S & H: your bets

Action:

Mind comes in the other side holding an auction paddle



Dialog/VO:

Heart and mind back up as Soul prepares to jump

Final Storyboards

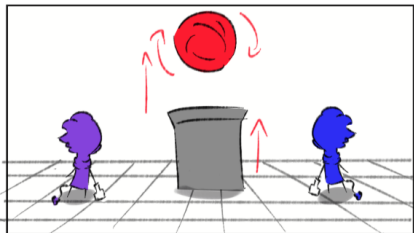
Project Mucka Blucka (Intro to Cacophony)

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Quick dolly out

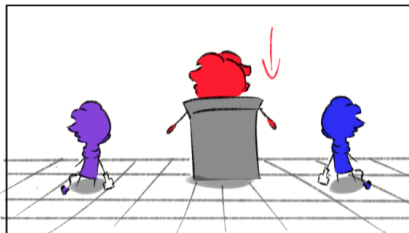
16x9



Dialog/VO:

Action:

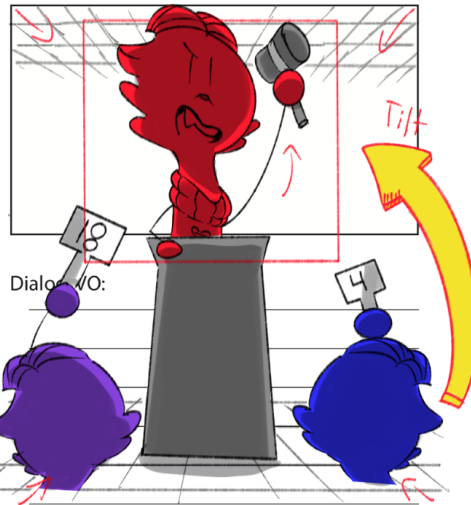
Soul jumps and spins in the air as a podium rises



Dialog/VO:

Action:

Soul lands



Dialog/VO:

Action:

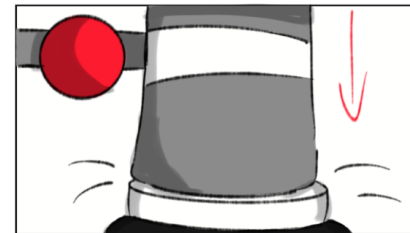
S, H, M: Let's see how fierce the auction gets!

Soul raises a gavel as Heart and Mind raise their paddles

Project Mucka Blucka (Intro to Cacophony)

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Dialog/VO:

Action:

Soul bangs the gavel down



Dialog/VO:

Action:



Dialog/VO:

Action: