

# Object Thoughts

By Kaitlyn Simpson  
Senior 1 Fall 2020

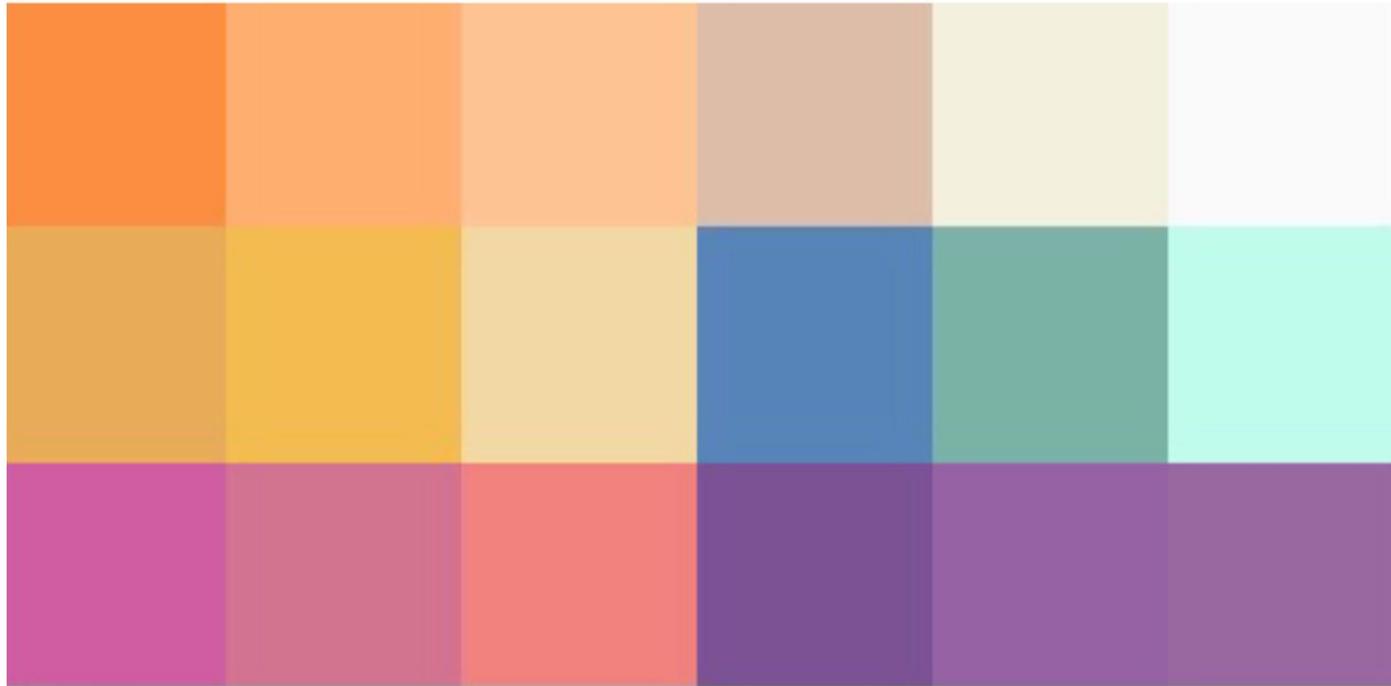
“Object Thoughts” is a comedy piece based on the personification of objects in our homes such as the fridge, the couch, bed, bookshelf, etc. This is a vector-based piece that serves as a way for me to focus on narrative and character design all while trying to find some humor in the piece. The focus would be on a set objects that have the most "character" after brainstorming different personalities for a variety of objects.

# Inspiration and Style

# Style Inspiration



# Color Scheme



# Furniture and Objects in the Home

- Bed
- Desk
- Chair
- Lamp
- Ceiling Fan
- Computer
- Fridge
- Stove
- Oven
- Toaster
- Coffee Maker
- Blender
- Pots and Pans

- Toilet
- Cabinets
- Sink
- Bathtub
- Shower
- Bookshelf
- Rug
- Door
- Pictures
- Fireplace
- Dishwasher
- Washer
- Dryer

# Furniture and Scenarios

1. A bed that is tempting you with sleep.
2. A fridge who is upset with people opening and closing the fridge every 15 minutes.
3. A toaster who will not only burn toast, but eventually the world.
4. A blender who is excited to blend stuff.
5. A toilet with PTSD
6. A washer who is upset with a dryer for stealing all the socks.

# Script

**Bed:** You look exhausted, why don't you lay down? Don't worry about that homework that is due. Rest, relax, pull out your phone, spend some time scrolling for just a few hours, \*cough\* I mean a few minutes. Who's gonna stop you, not me.

**Toaster Part A:** \*toaster noise\* You think you have won eh, I have the power of fire on my side! This darn power chord is keeping me from destruction! First I burn your toast, then your world!

**Toaster Part B:** \*Sound of toaster popping\* MUAHAHA ENJOY YOUR BURNT TOAST

**Blender Part A:** What's that, fruit? ARE WE BLENDING TODAY! OH YEAH! SMOOTHIE! SMOOTHIE! SMOOTHIE!

**Blender Part B:** \*Screaming alongside whirring sounds\*

**Fridge:** \*Fridge hum\* I swear if they open that door. If they open that door one more time after checking already no later than 15 minutes ago....I am spoiling all their milk. Just because you come back to check again doesn't mean there is anything new!

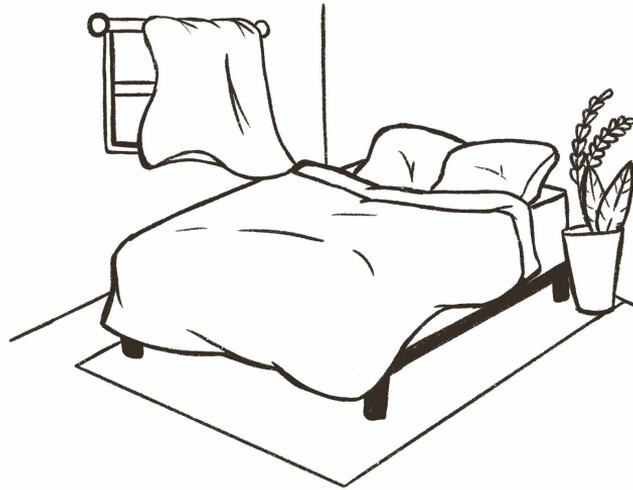
**Toilet:** You would not believe the stuff I have seen today. They drank milk knowing they are lactose intolerant. MILK I tell you! It was like a bomb went off in here. I don't think I will ever recover from this horror show.

**Washer/ Dryer (W/D):** \*washer and dryer running noises\* W- Hey uh, where did all the socks go? D- I have no idea what you are talking about. W- Dude, all the socks are missing their matching set. What did you do? D- Nothing,...\*quietly laughing\* You will never find them W- What did you say? D- Nothing!

# Overview of Movement

This piece focuses on the use of secondary movement alongside type to keep the viewer interested. The piece itself is not one to be crazy or intense as this is meant to be a listen in to the object that can't talk to us in our day to day lives.

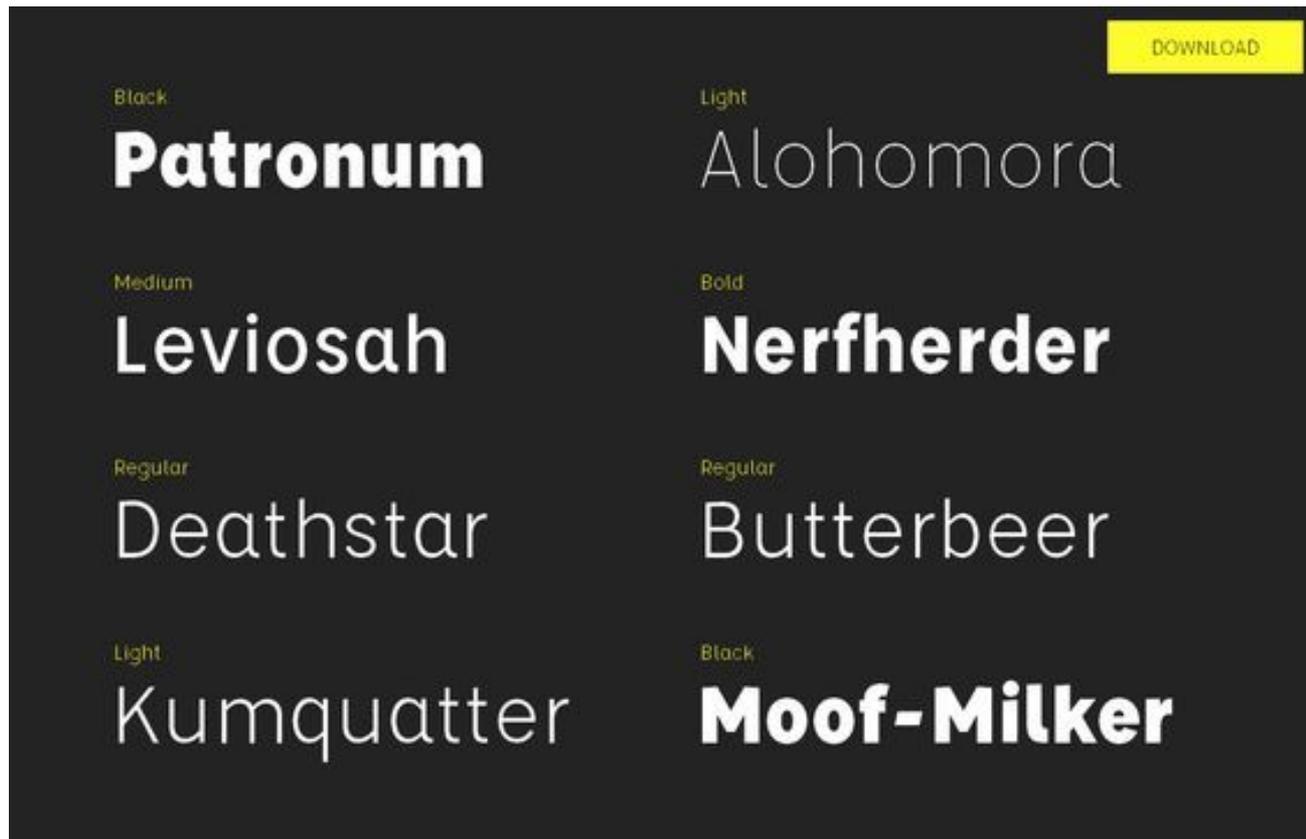
# First sketch-**Bed**



# Typography Choices

## Affogato

I plan on using Affogato Light, Regular, Medium and Black.



# Sound Design and VO

Owen Vestal- sound designer, dryer

Austin Ehrhardt- bed, blender, toilet

April Bowman- fridge

Zach Levenson- toaster

John Louie Menorca- washer



# Storyboards and Frames

# Storyboard Sketches



# Shot List

Object Thoughts Shot List

| Scene | Frame | Movement   | Description   | Images | Script  |
|-------|-------|--|---|--------|---|
| F1    | A, B  | Typography push in, secondary movement and curtain and plant                                 | Opening scene with audio starts as the plant and curtain sway in the background                             |        | You look exhausted why don't you lay down? Don't worry about that homework that is due.                   |
| F1    | C, D  | Typography based off audio, bed is trying to get a calm atmosphere with smooth plant swaying | Continuing based off audio, bed is trying to keep a calm atmosphere with smooth plant swaying               |        | Rest, relax, put out your phone, spend some time scrolling for just a few hours, "cough"                  |
| F1    | E, F  | Typography push through, Shift to the right, plant movement                                  | Bed catches itself and proceeds to try and make itself seem innocent in the situation                       |        | I mean a few minutes. Who's gonna stop you, not me.   |
| F2    | A, B  | Switch to toaster, typography push, slight push forward for B                                | Smoke coming out of the toaster as their toast is burning slowly, slight hum from the toaster itself        |        | You think you have won eh? I think the power of fire only side.   |
| F2    | C, D  | Shift to the socket and chord, hid there as type appears.                                    | Toast continues as our attention is brought to the chord, preventing the toaster from taking over the world |        | Just this darn power chord keeping me from burning it all down. First I burn your toast, then your world. |

1

Object Thoughts Shot List

|    |      |   |   |  |   |
|----|------|---|---|--|---|
| F5 | A, B | Bring in toilet, flushing sound prior to image reveal                                       | toilet starts off PTSD recall, water swirls in the bowl   |  | You would not believe the stuff I have seen today.  |
| F5 | C, D | Cut to the toilet bowl with the water still swirling, sound of toilet flushing slowly fades | toilet talks about how they drank milk whilst being lactose intolerant                              |  | They drank milk knowing they are lactose intolerant. MILK! I tell you!                      |
| F5 | E, F | Cut to full view, toilet sound has stopped and so has the flushing sound                    | toilet and his/her recollection on the fact that he/she will never recover from what they have seen |  | It was like a bomb went off in here. I don't think I'll ever recover from this horror show. |
| F6 | A, B | Sound of Blender turned on, audio of blender screaming happily, overhead view of blender    | The blender proceeds to blend the fruit placed inside it  |  | "Screaming happily"   |
| F7 | A, B | toaster dings, burnt toast rises up, focus on the toaster slots                             | the toaster laughs, as they have burnt the toast and thus they have completed their mission         |  | MUAHAHAHA ENJOY YOUR BURNT TOAST  |

3

Object Thoughts Shot List

|    |      |   |   |  |   |
|----|------|---|---|--|---|
| F3 | A, B | Start in upper left with view of the fruit, move blender into frame, fruit is placed into blender   | Fruit bowl slides into frame as we see the blender introduced to the blender  |  | What's that, fruit? ARE WE BLENDING TODAY!  |
| F3 | C, D | Transition to top of blender, with excited blending noises as the blender starts to shake/vibrate   | Blender is very excited blending and exclaims such, "GONNA BURN SOME SMOOTHIES"                                     |  | OH YEAH! GONNA MAKE SOME SMOOTHIES!   |
| F4 | A, B | Inside of the fridge, text fits on door shelf, silent hum of the fridge, flickering of light inside | Fridge who is upset about being opened and closed so much starts his/her rant                                       |  | I swear if they open that door one more time then I'll rewire you to be angry something new |
| F4 | C, D | Move in on the milk into negative space, the milk either bubbles or has some small movement         | The fridge threatens to spoil their milk for wasting their time   |  | I am spoiling all their milk. I am spoiling all their milk.                                 |
| F4 | E, F | Move into the orange, the orange starts   | The fridge enforces the idea that just because you come back to check the fridge doesn't mean there is anything new |  | Just because you come back to check again doesn't mean there is anything new!               |

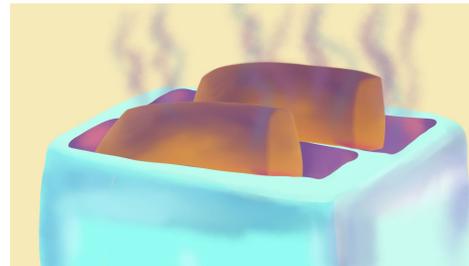
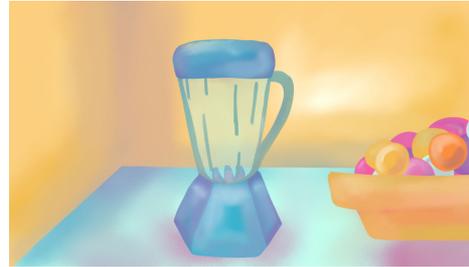
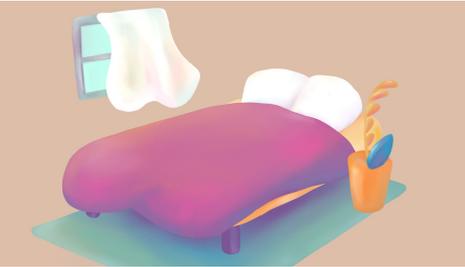
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Object Thoughts Shot List

|    |      |  |   |  |  |
|----|------|--|---|--|--|
| F8 | A, B | Open on washer and dryer, sounds of dryer and washer both going                          | Washer confronts the dryer on the missing sock issue while the dryer feigns innocence             |  | W- Hey uh, where did all the socks go? D- I have no idea what you are talking about. |
| F8 | C, D | Cut to close up of washer with dryer, negative space lower left, sound of washer running | washer continues to question the dryer, reaffirming their previous statement as they wash clothes |  | W- Dude, all the socks are missing their matching set. What did you do?              |
| F8 | E, F | Close up of dryer, sound of dryer running, room for negative space upper right           | Dryer feigns innocence but reveals the secret sock he/she is in called Mismatch Sock Gang         |  | D- Nothing... "quietly" Mismatch Sock gang for life!                                 |
| F8 | G, H | Quick change to washer then dryer, both sounds of them running                           | Washer doesn't quite catch what the dryer says so the dryer breathes it off                       |  | W- What did you say? D- Nothing  |

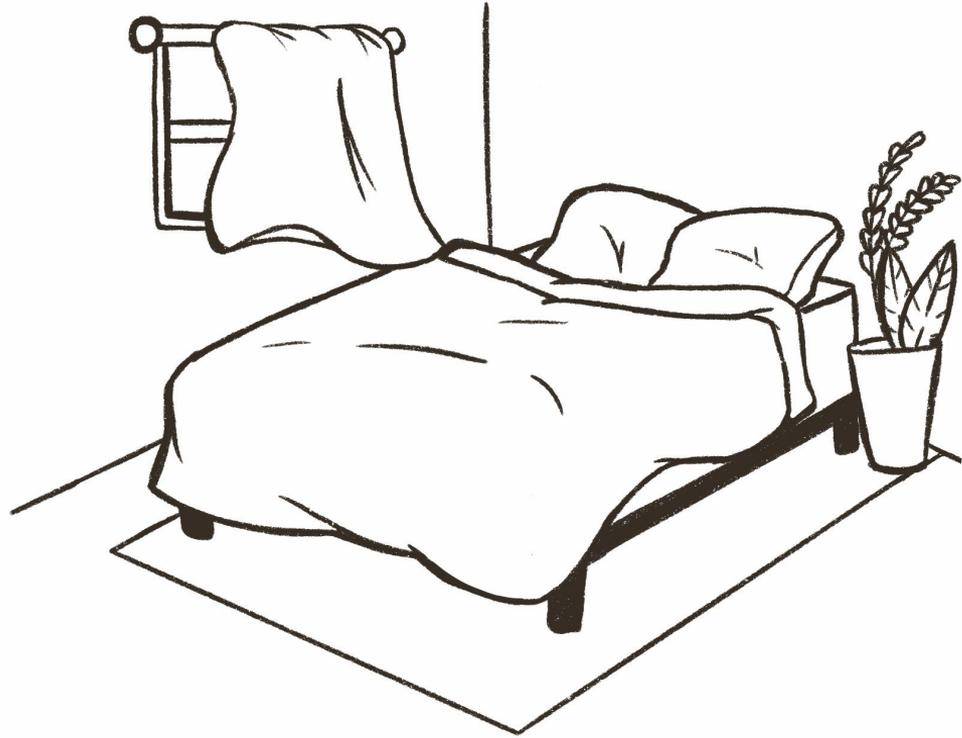
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# Base Frames/ Styleframes

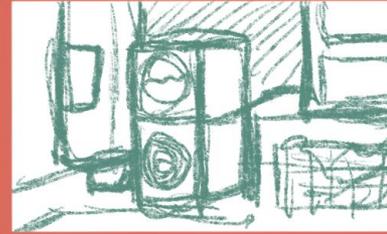


Process

## First Sketch-Bed



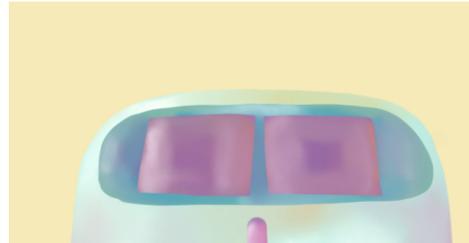
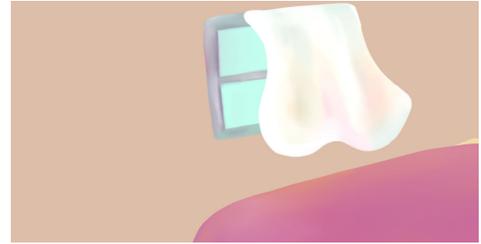
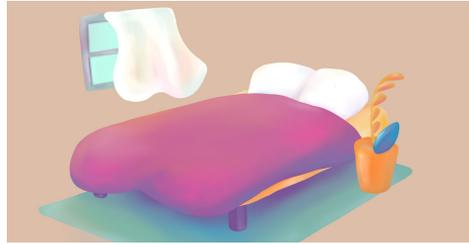
# Early Storyboard Sketches



# Color Adjustments



# Early Boards



# Recording Audio

Recording session on Sunday the 4th with a few of my friends. My wonderful sound designer Owen Vestal (top image) helped me set up and record everything with the span of a few hours and edited the audio himself.



# Background Audio

All of That- Trio Leo

I wanted a type of elevator music to play in the background, especially during the in between scenes.



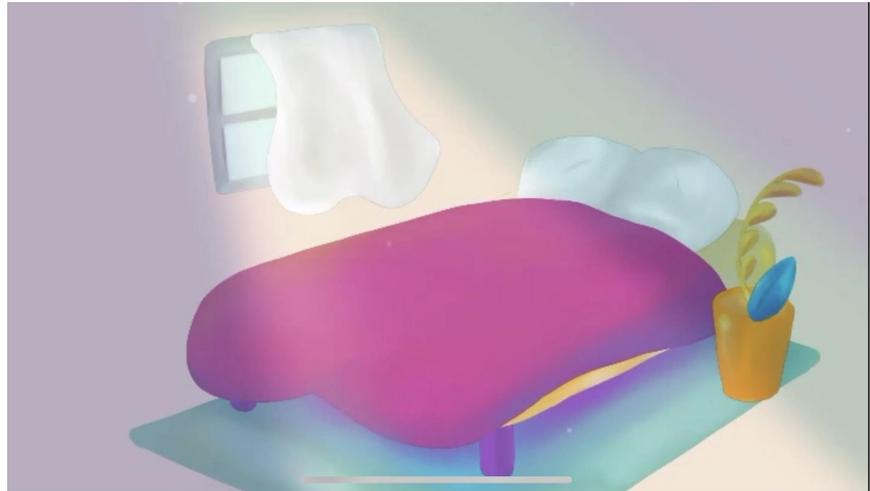
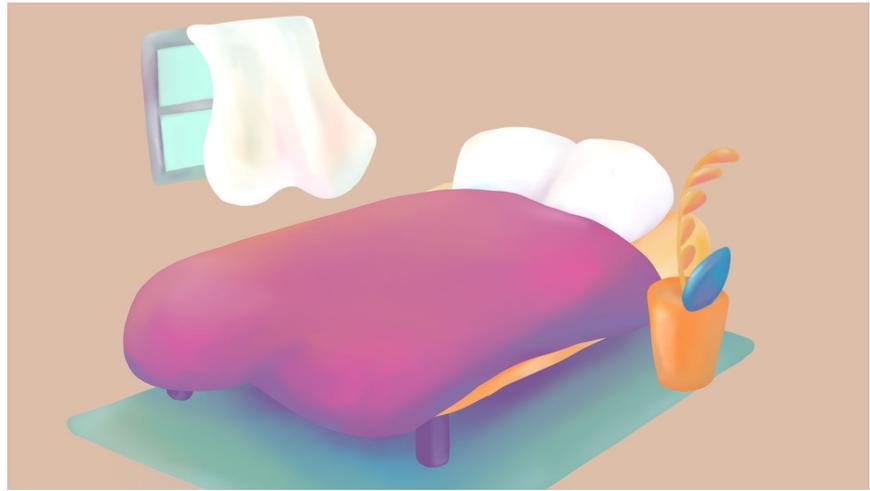
## Frame creation

These frames are created semi-non destructive as they are individual pieces that make up an image. For example in the fridge scene all the components can be moved around independently thus easier to create different layouts as well as the ability to parallax



## Lighting effects

By altering the lighting from the original frame I was able to make a more dynamic feel as well as create an atmosphere.



# Editing Audio and Rearranging

I had to cut out pieces of the script in order to make the piece flow better. There were just some moments that did not work with the composition or took too long to appear in terms of the length of this piece.

These lines were supplemental and could be easily removed to keep the pace of the piece.

BED- “Don’t worry about that homework that is due. Rest, relax,”

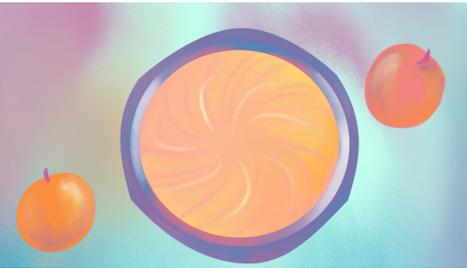
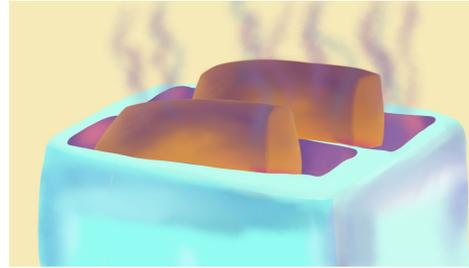
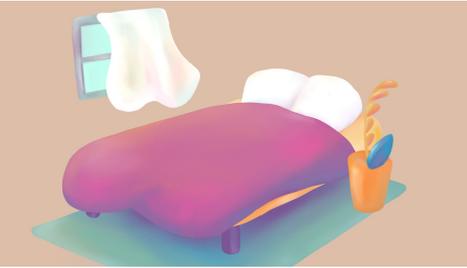
TOASTER- “ENJOY YOUR BURNT TOAST”

BLENDER- “SMOOTHIE! SMOOTHIE!  
SMOOTHIE!”

FRIDGE-” Just because you come back to check again doesn’t mean there is anything new!”

TOILET- “It was like a bomb went off in here. I don’t think I will ever recover from this horror show.”

# New Storyboard

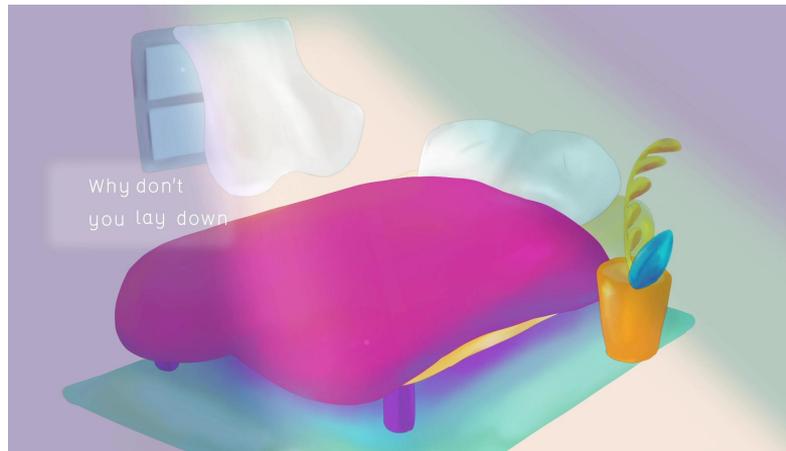


# Type, Rearrangement and Light

Changed type form 45-75 pt

Rearranged the shots so that the image is revealed at the end, thus it is almost like a game to figure out exactly what the object is.

I also edited the lighting so the BED scene would feel more realistic as well as adding a drop shadow.

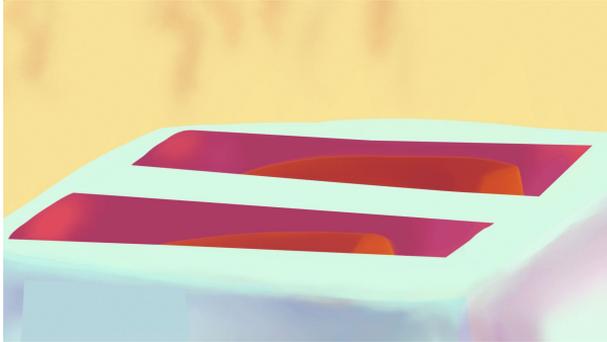


# Title Cards

Adding in a preface Title card before each scene. This allows for each scene to be carried out as if it is it's own. There will be moving gradient forms to break up the stillness

Bed- Procrastinate with me.  
Toaster- Burnt Edges  
Blender- Screaming Smoothies  
Fridge- Spoiled Milk  
Toilet- Lactose PTSD  
Washer/Dryer- Sock Thief





Thank you!