

YOUR NAME: JONATHAN HIEW

STUDENT ID: 0333 787

FOUNDATION: FID | FIA | FIS | FNBE

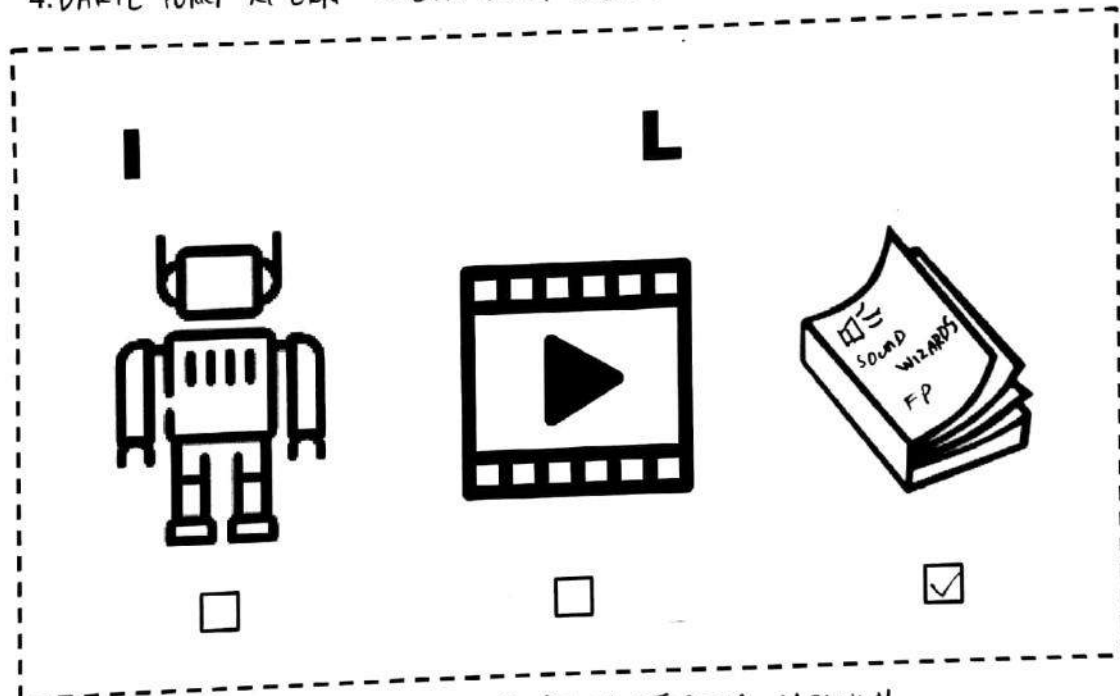
TUTORIAL LECTURERS: MR CHARLES | MR CHOY CHUN WEI

| MS FU YEN HUEI

PRODUCT NAME:

GROUP NAME & MEMBERS NAME ( IF GROUP WORK): THE BUM CHUMS

1. ZAFRAN ZOLKEFLE 2. KHIRTANA DEVARAJAN 3. MATHAATH IBRAHIM  
4. DARYL PUNG XI ERN 5. JIM WONG CHEE YUAN 6. CARLA ALVERINA LEE



7. MARIYAM HANAN AS-AD 8. ATING, OTOBONG MELVIN  
9. ARISSA ALYNA SHAH 10. TAN HUI YUEN

01. ASK! What are you supposed to make?

# CTS FINAL PROJECT



Failed HP

## Sound Wizards

Make a story using only body movements and facial expressions based from a sound clip.



Plot a performance that suits the sound clip (or does it have to?)



### Soundclip #1

Has a very childish theme with the background music & SFX.

Could be something mischievous and playful.



shh....

It sounds like a "for fun" performance would suit. Childish/Kiddy plays tend to have meaning too

Don't be naughty



Likely

could just use body parts to interact. minimum use of props.

### Soundclip #2

Has a very close relationship with nature theme

Something calm, soothing, mysterious, serene...

Would it have a meaning?

Environmental issues

A very deep, hidden meaning could be implanted in the performance, not constrained to a play with nature theme

Animal issues

Surreal dream

Do you have to make Props/costumes?

Design trees, bush, background, etc...

Most Likely

### Soundclip #3

Theme of the song is about games mashed up together

Action, adventure, shooting, racing....



Not all heroes wear costumes

Could have a meaning. Not playing games too much maybe?

Don't be greedy on money

Character costumes, weapons, props, interactive objects, etc...

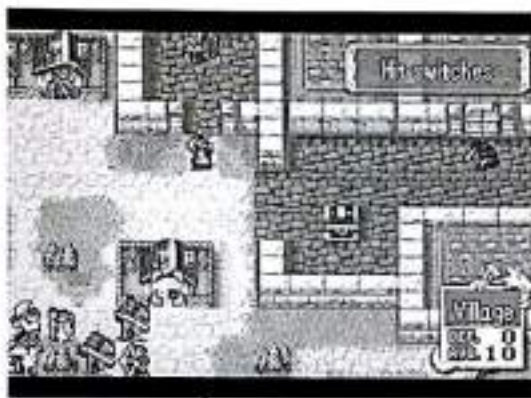
Most likely

02. Examples of ideas and related info that inspire you and relatable to the assignments.



CRASH TEAM RACING

It was already decided on soundclip #3 to be used for our Final Performance. These are the ideas that came to mind



FIRE EMBLEM



MARIO



THE LEGEND OF ZELDA

### FIRE EMBLEM

Has a dungeon kind of gameplay.

### THE LEGEND OF ZELDA

Has an adventurous gameplay.

### MARIO

Because soundclip #3

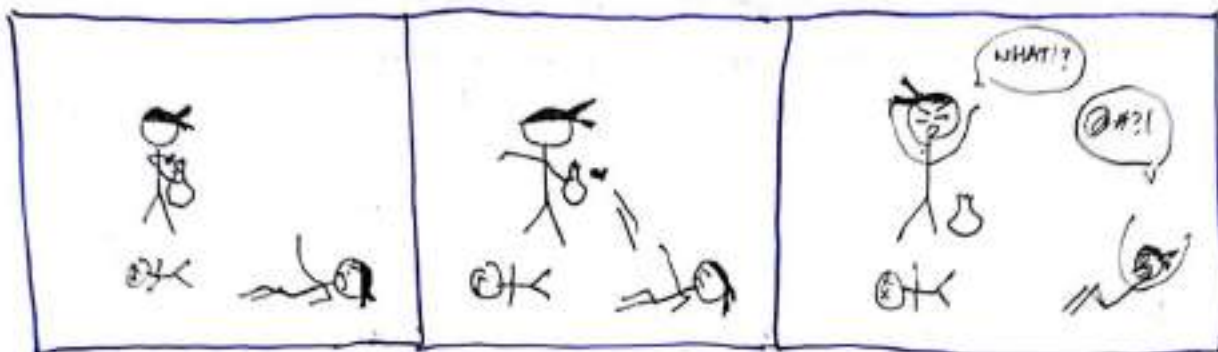
### CRASH TEAM RACING

To fill the role of driving sound effect in the sound clip



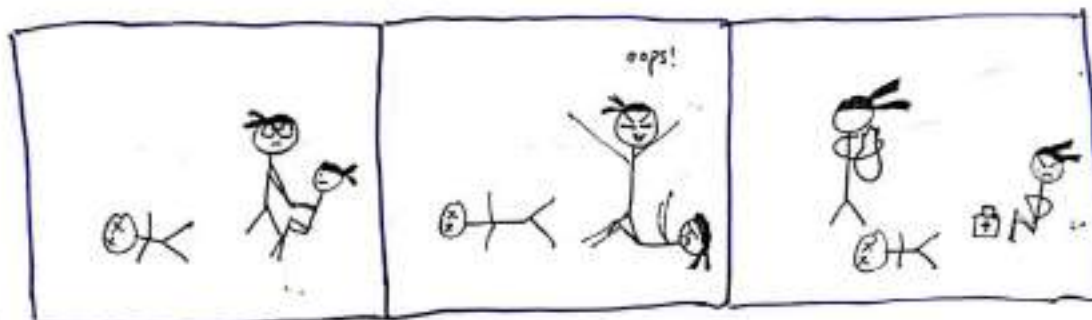
Robber A gets the guard unconscious. He proceeds to steal items instead of helping his injured partner-in-crime.

Robber B throws his shoe at him. Robber A complains.

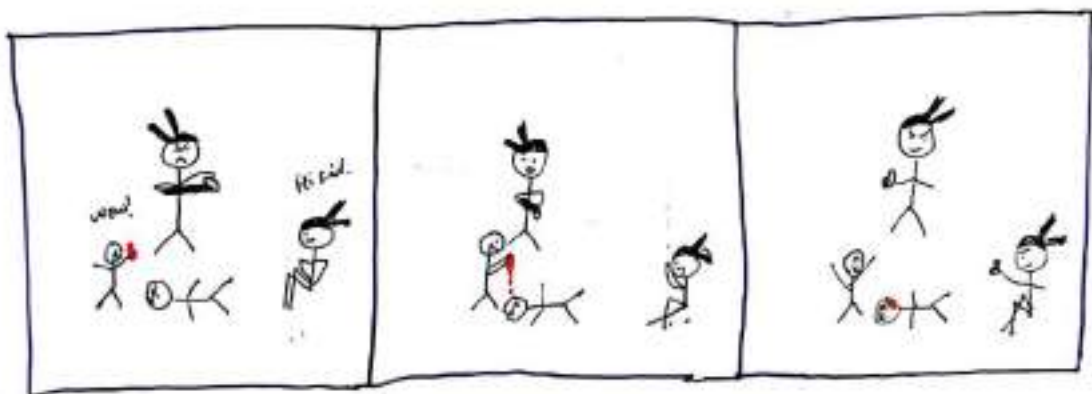


Robber A goes to Robber B to try and help him up.

Robber A deceives him by purposely letting him go while he was getting up, saying "oops!" Robber A drops him a med kit to patch Robber B up himself. Robber A continues to steal.



A random kid enters the room, saying "Wow!" Robber A ~~opens~~ pulls a strip of duct tape. Before Robber A ties the kid up, the kid pours ketchup all over the unconscious guard's face. The Robbers A & B say "yeah.."

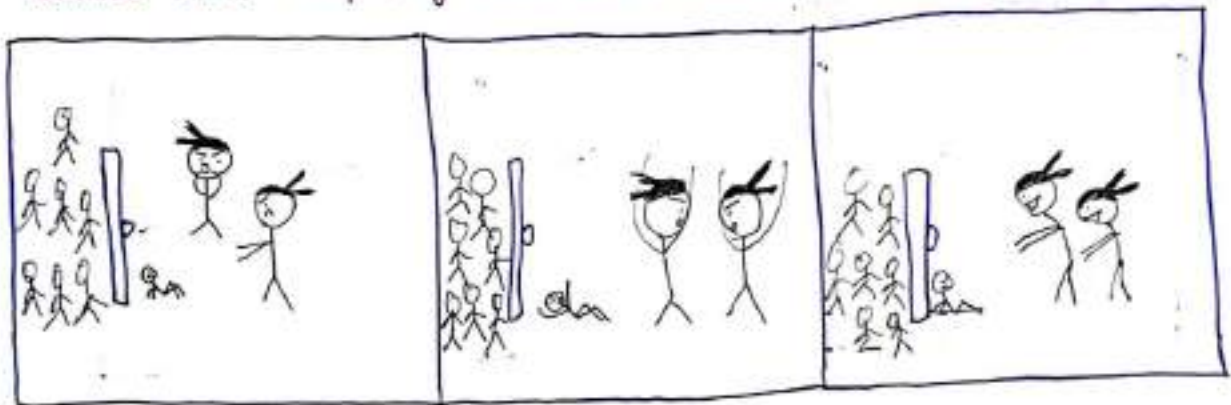




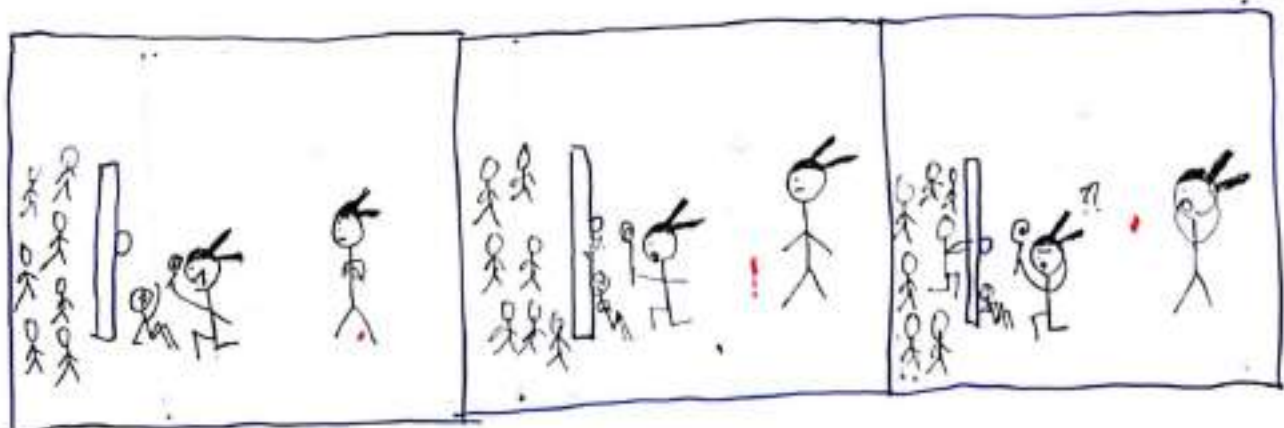
Robbers A & B keeps the kid with them. They steal for a while, but the kid starts blowing a whistle from the guard. A team of police officers search the area outside the room with the parents of the little ~~boy~~ <sup>kid</sup>. Robbers A and B try to shut ~~him~~ the kid up, but the kid screams back at them. Robbers A and B get really worried.



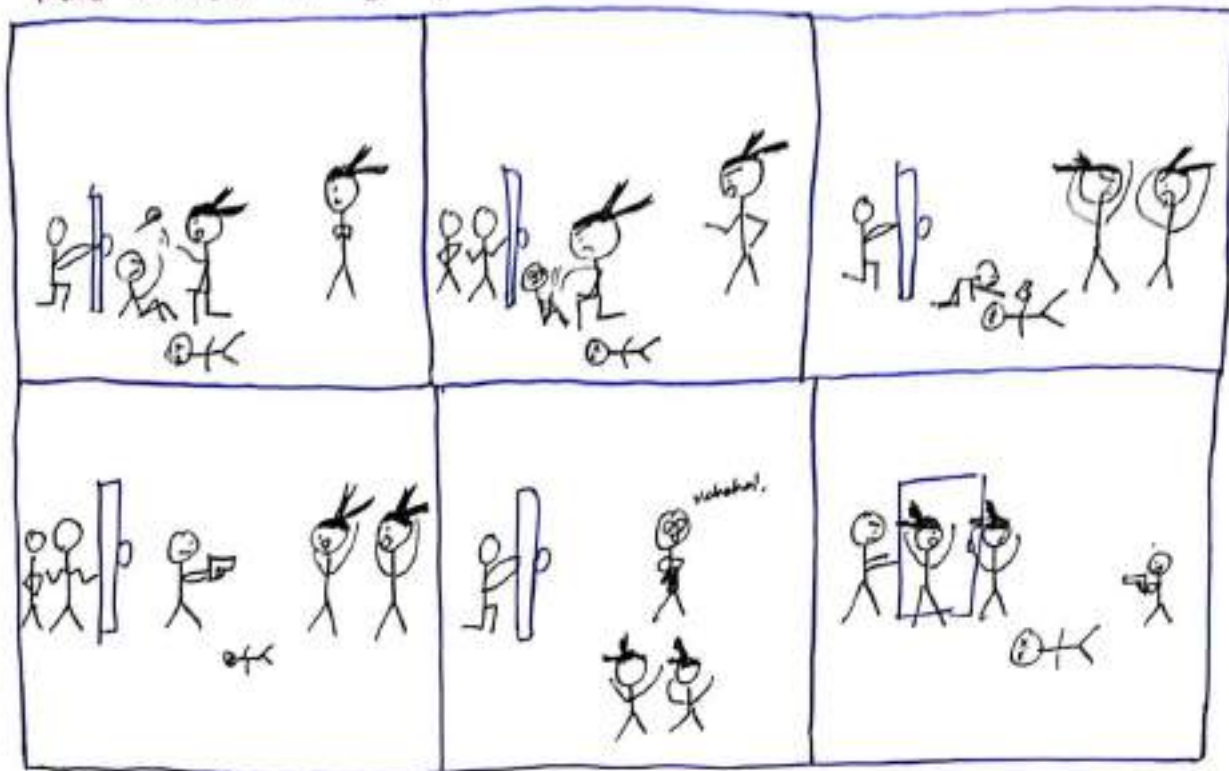
Robber B pushes kid down. Kid injures himself and cries loudly. Robber A argues with Robber B. Police officers outside starts suspecting even more. Robbers try to calm kid down.



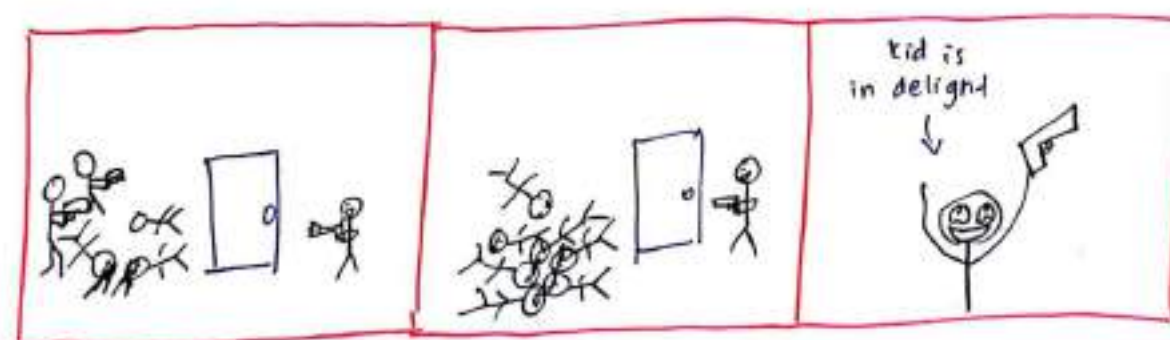
Robber A persuades the kid to stop crying ~~by~~ giving him a candy. The kid says "No!" Robber A gets confused. ~~kid stops~~ ~~candy away~~ from him. Meanwhile, police try to get the door opened.



Kid slaps the candy away from him. Robber gets mad and slaps the kid back in anger. Robber A & B argues again with Robber A. While they argue, the kid takes the police's gun and points at the two robbers, while laughing maniacally. They switch sides of the room slowly. The police officers finally open the door.



And you all thought the kid saves the day... but a plot twist happens, and instead of dropping the gun, the kid unrealistically starts shooting at them with a shot, a kill. This is during cowboy sound and everyone except for the kid dies.



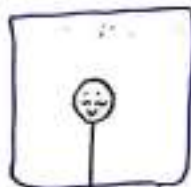
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# DEA 2: F.A.M.I.L.Y SCENE

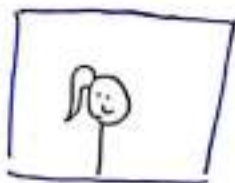
CHARACTERS:



DAD



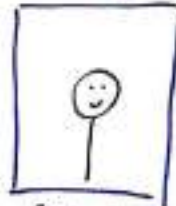
MOM



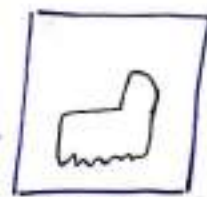
DAUGHTER



SON 1

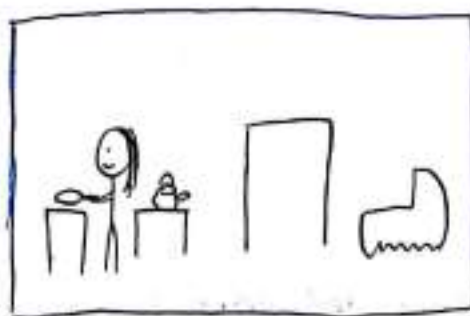


SON 2

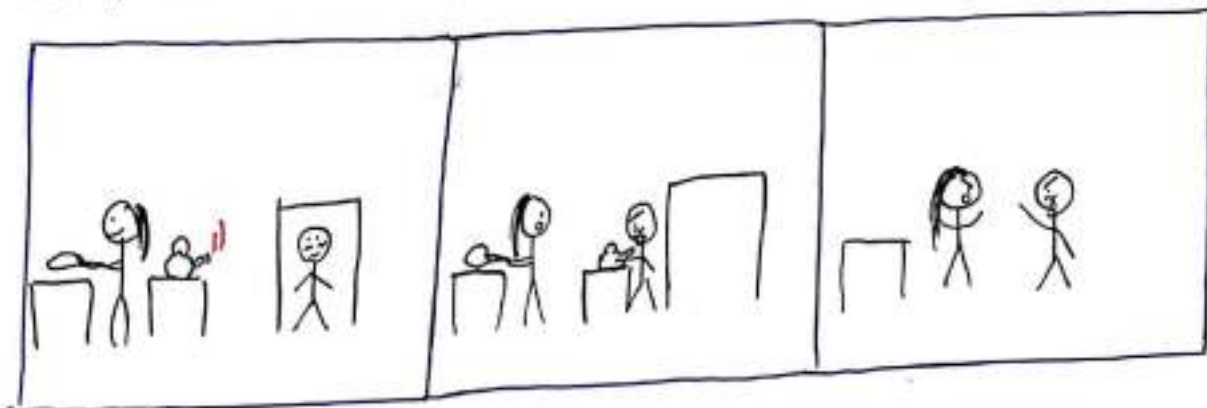


BABY

PLOT: The scene starts off in their house.....



Mom is cooking in the kitchen, but she didn't realise that the water is being over-boiled. Dad comes in and makes a fuss out of it. Both of them argue.

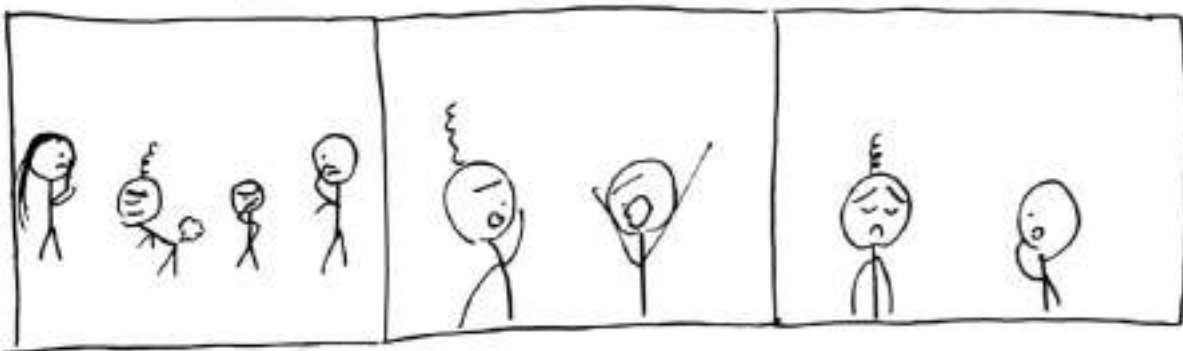




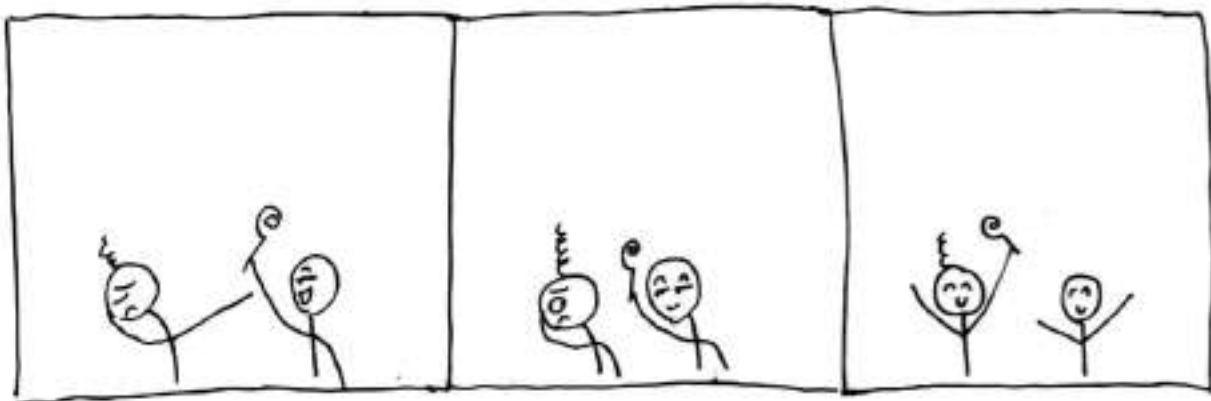
Baby starts crying. Dad turns attention to baby and Mom goes back to cooking. Dad plays around with the baby by making funny faces. Son 1 and Son 2 comes in.



Son 1 starts to fart, and he farts long. ~~Son~~ Everyone covers their noses. Son 2 complains and Son 1 gets upset.



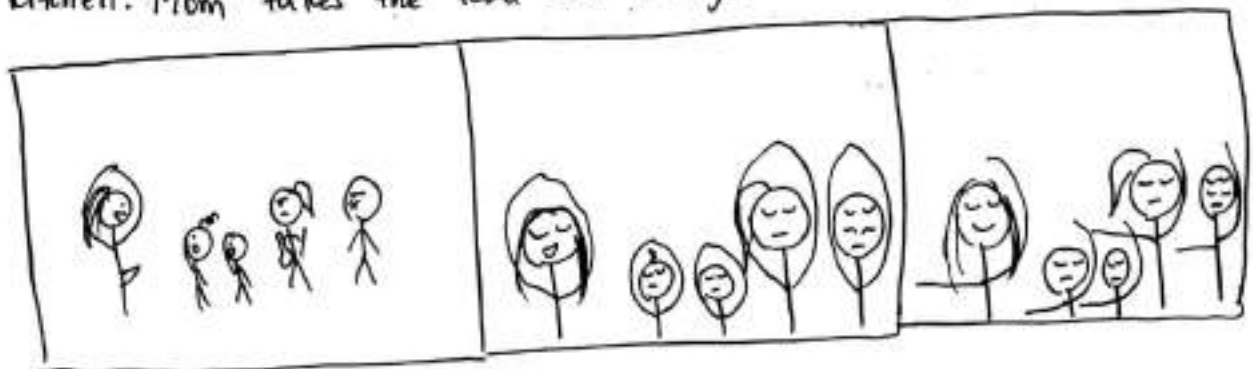
Son 2 regrets his complaint and tries to cheer him up by offering a candy. Son 1 persistently resists but in the end accepts the candy as a token of apology.



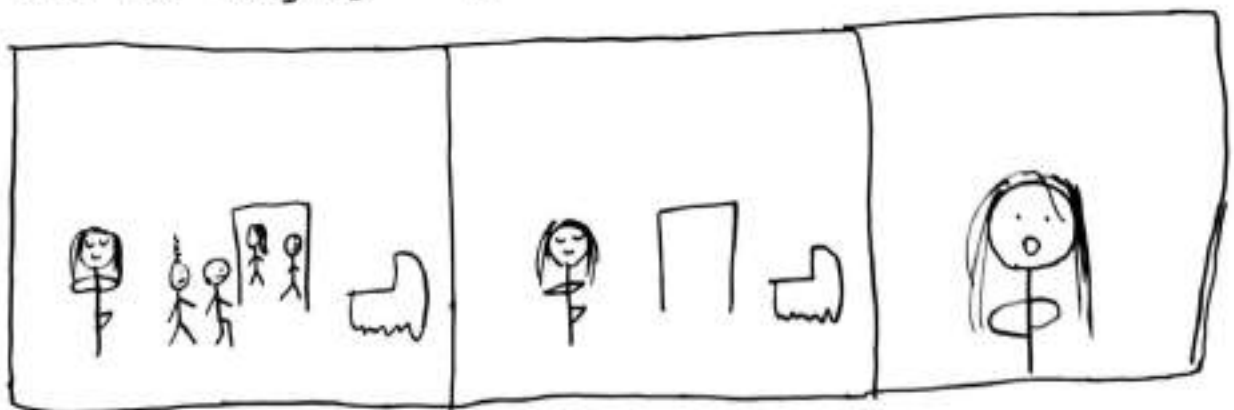
Daughter comes in the room with her violin at the same time Son 1 took the candy from Son 2. Daughter starts playing her violin horribly. Everyone shields their ears.



Mom saves the day by suggesting to do Yoga - in the kitchen. Mom takes the lead and everyone follows.



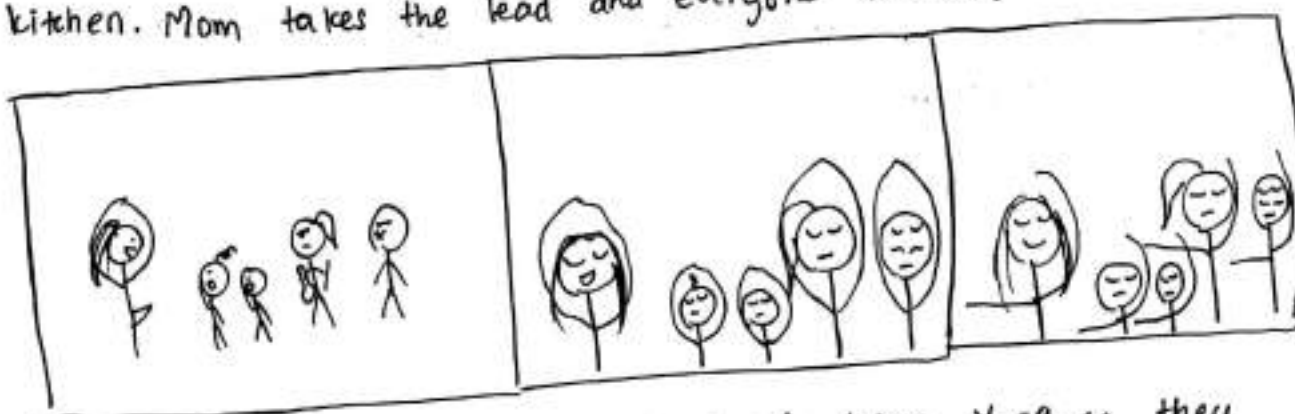
Everyone except Mom got tired of doing Yoga, so they left while her eyes are closed. When she opens her eyes, she sees that everybody is gone.



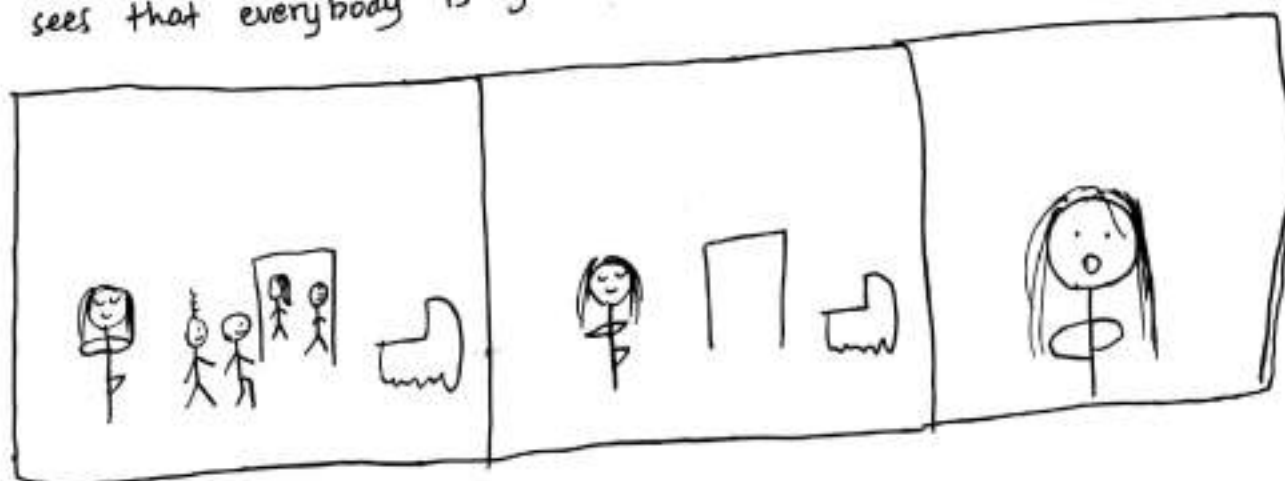
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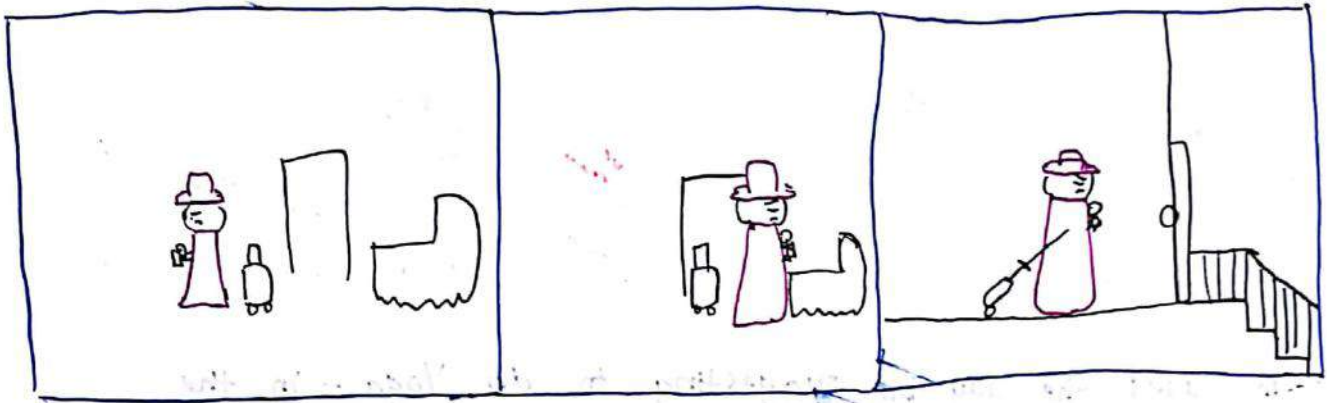


Everyone except Mom got tired of doing Yoga, so they left while her eyes are closed. When she opens her eyes, she sees that everybody is gone.





Due to overwhelming sadness, Mom changes clothes to an outing outfit. She takes her passport and flight tickets and her luggage with her. She also takes her baby along, leaving her family behind.

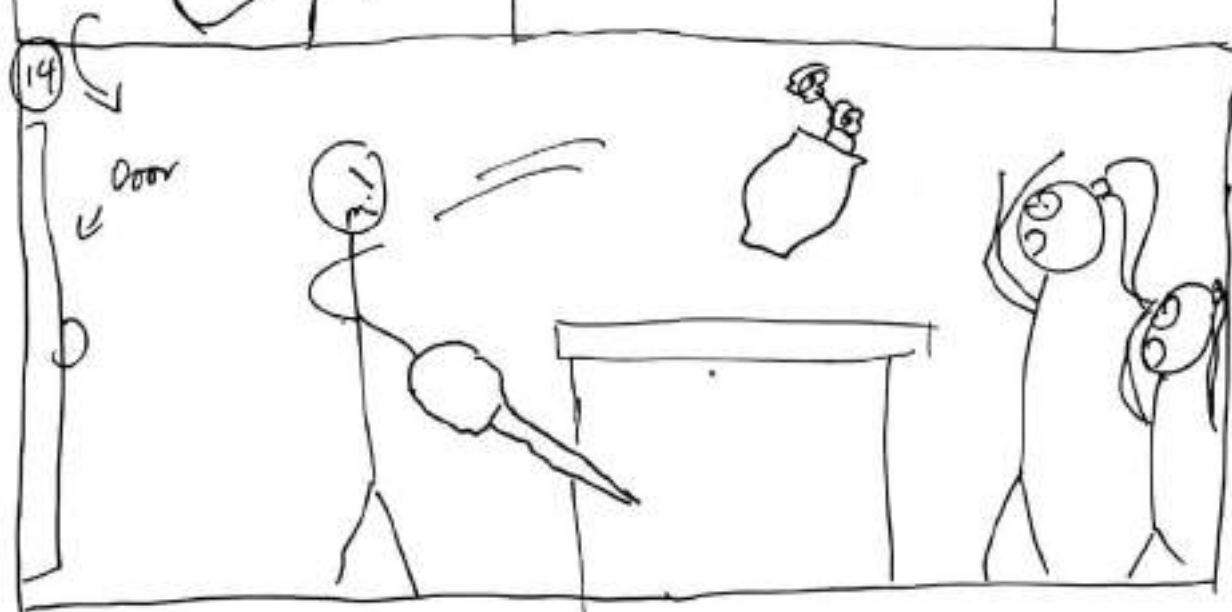
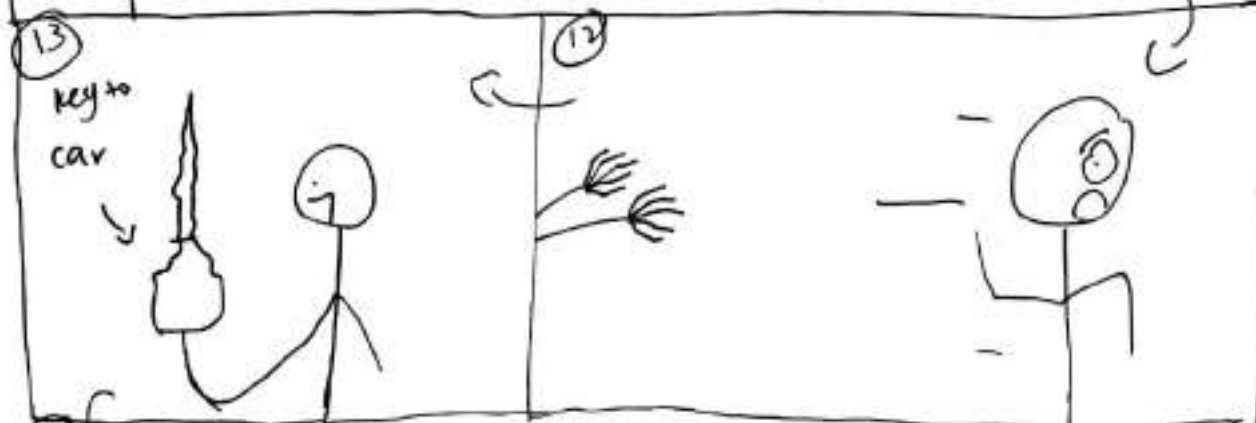
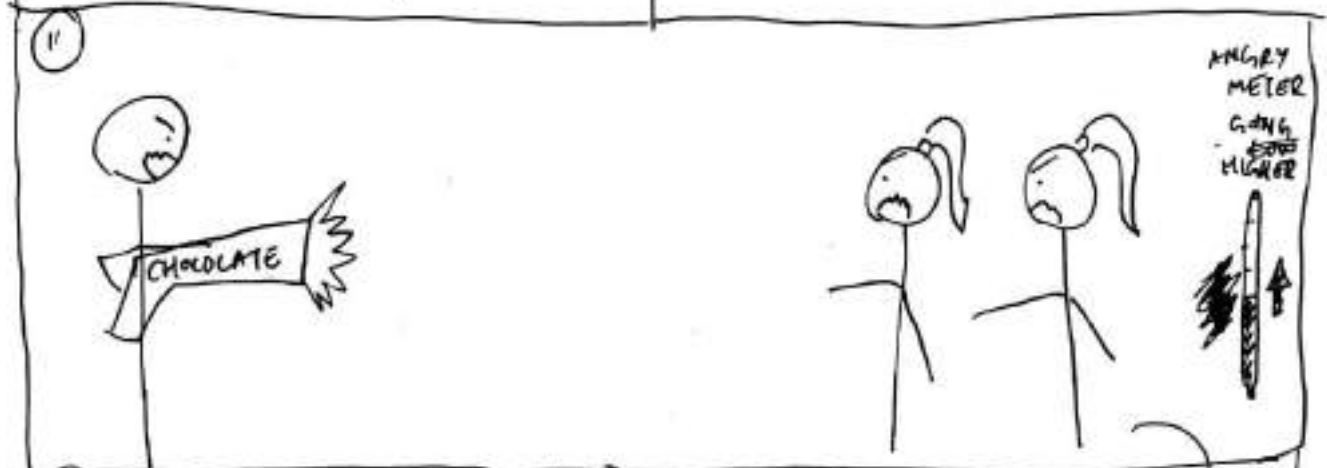


Message: Behind a cheerful family, might be an even greater Sadness..

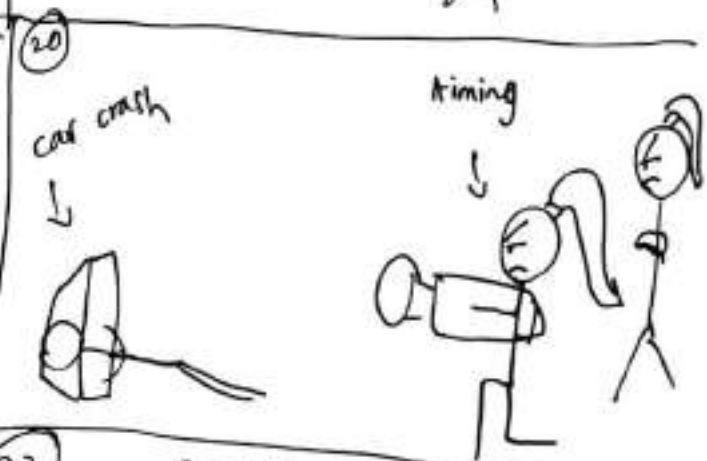
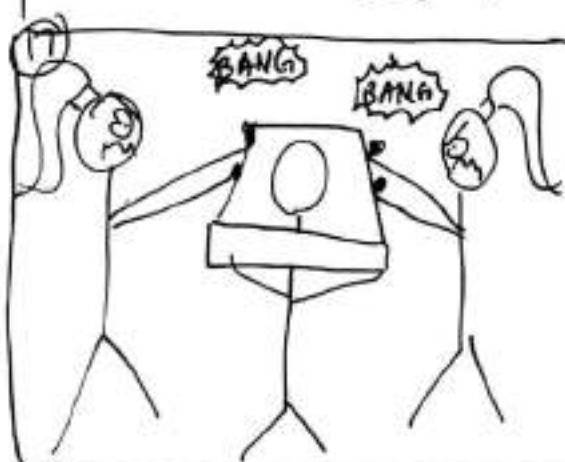
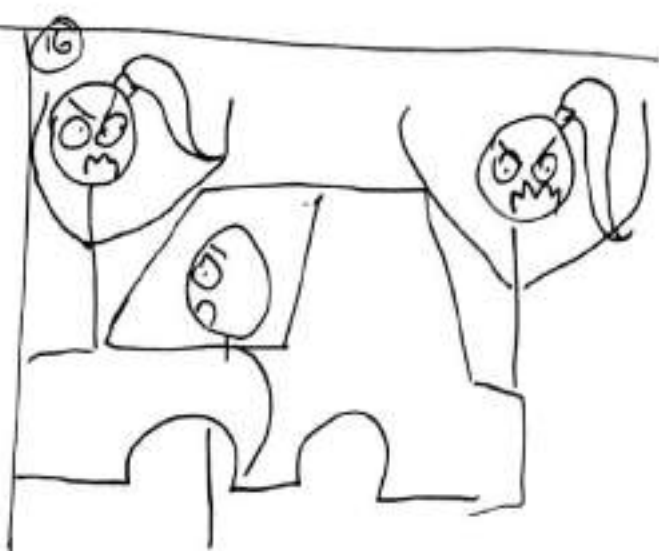
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# IDEA 3 : STORYBOARD SOUNDCLIP #3 CHEATING BOYFRIEND











04. Refine your selected final ideas. Explain how you make your final decisions etc.

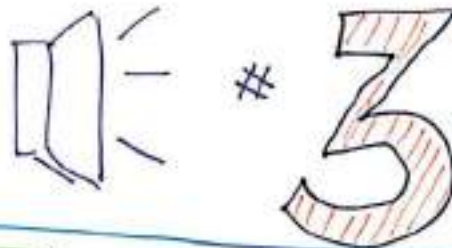
AT 1<sup>st</sup>...

\*I still told everyone to give a try on other soundclips first, to broaden our interests.

We already had a group discussion on which soundclip we would choose  and what's our storyboard 

It was already certain that we would go for a game-themed story (since it fits with the soundclip)

We chase...



Everyone was excited to act out a game-themed soundclip.

I told everyone it would be better to come up with our own storyboards, and then share

So, we reached to a consensus

GAME  
ON

## AGENDA / DISCUSSION

- | Date    | Task  |
|---------|---|
| 21/3/18 | <p>- Group discussion after 2D Dimensional studies class (4pm)</p> <ul style="list-style-type: none"><li>↳ Decide which soundtrack to use (<del>1</del>, 2, ③)<ul style="list-style-type: none"><li>↳ Everyone agreed on #3 because it sounds lively and fun.</li></ul></li><li>↳ Group name XIV.</li><li>↳ Rough ideas on the project<ul style="list-style-type: none"><li>↳ Mash a few games together. We chose Mario, Zelda, Sonic and a racing game (undetermined). The games will switch to another by following a transition sound in the soundtrack. Actors will act accordingly.</li></ul></li></ul>  |
| 21/4/18 | <p>- Unofficial meeting with group members.</p> <ul style="list-style-type: none"><li>↳ List out possibilities for group name.<ul style="list-style-type: none"><li>↳ i) The Bum Chums    iii) The Gringe</li><li>↳ ii) The Chum Bucket    iv) Games Blenders</li></ul></li><li>↳ To further discuss in social media (WhatsApp)</li><li>↳ Tyson considering to join our group<ul style="list-style-type: none"><li>↳ Asked Ms. Fu for permission. Obtained green light from Ms. Fu and Mr. Charles. Tyson can join.</li></ul></li><li>↳ Get everyone's details to fill up CTS Final Project Grouping Form (Full name - Student ID)</li></ul>  |
| 3/4/18  | <p>- Hold a second group discussion (11 people)</p> <ul style="list-style-type: none"><li>↳ Supposedly to have everyone share their storyboard &amp; script.<ul style="list-style-type: none"><li>↳ Extend to latest 5/4/18 (Thursday)</li></ul></li><li>↳ Discuss and share more ideas together<ul style="list-style-type: none"><li>↳ Designate roles to people (i.e. Zafraan as Bowzer)</li><li>↳ We plan on having 2-3 actors act out as players and they get sucked into the game (inspired by Jumanji). To change the sound effects to suit the play. (change pitch, add the same SFX, prolong the SFX)</li><li>↳ We planned the first part of the performance.</li></ul></li></ul> |



4/4/18 - Third group discussion

- ↳ Review the progress of storyboard by everyone
  - ↳ Show them my storyboard and script for example.
- ↳ Have a rough idea on how to plan the intro
  - ↳ Kids/students playing games, projector will show people what they are playing, glitch happens, students get sucked into game.
- ↳ Colour Character design
  - ↳ Characters differentiated by colours (Red, Blue, Yellow). Extra characters are green and pink.

5/4/18 - Fourth mini group discussion

↳ Character design and details

i) Name: Frygal Mc Frypan  
Weapon: Frying pan  
Costume: Red colour

iv) Name: Fanny Mc Phee  
Weapon: Fan  
Costume: Pink


ii) Name: Sweepy Van Broom  
Weapon: Broom  
Costume: Blue colour


v) Name: Handy Hanjoe  
Weapon: Hand thingie  
Costume: Green


iii) Name: Ana Banana  
Weapon: Banana  
Costume: Yellow colour


Clothes, accessories, etc.  
\* Will let everyone know and ask if they have necessary items.


↳ Props to discuss to get

↳ Coin Box. Just a plane, not a 3D box. 

↳ Coin. Round cardboard. Yellow colour 

↳ Bush. Pixelated, green. Draw permanent marker inside for slight detailing 

↳ Tube. Green, this is where Mario comes out. 

↳ Big controller. For students to play in the intro. 

↳ Request for storyboard by everyone after Fundamental Drawing class.

## 6/4/18 - Fifth group discussion

- ↳ Get the Storyboard straightened out together
  - ↳ Refine the storyboard with everyone. Came to a consensus on the plot and script.
- ↳ Check out Lecture Theatre 20
  - ↳ See how big the stage is. Due to some of the things in the LT contradicting our plot (the curtain and table), revise our script and storyboard. Stage is moderately big. Tested the curtains and lights.
- ↳ Getting items to make prop.
  - ↳ Asked Hanan to bring her cardboards. Found spray paint in Drawing Room (Green, Red & Yellow). Costumed to KIV.

## 9/4/18 - Sixth Group Discussion

- ↳ Props to make. Ready up the materials and give to everyone. Assign each task to each member.
  - ↳ Costume people (Backstage)
    - Carla
    - Hanan
  - ↳ On-stage prop people
    - Arisa Matha Melvin
    - Khiirtana ~~Carla~~ Hanan
  - ↳ Lights and technical team (Backstage)
    - Carla
- ↳ Revisit Lecture Theatre 20
  - ↳ Check setting, lights, projector. Practice cues and timing.

### Main Actors

Jonathan (ME)  
Jim Khiirtana  
Daryl  
Tyson  
Zafran

### Supporting Actors

Arisa  
Matha

10/4/18 - Seventh mini group discussion

↳ Cut and prepare props

↳ Get lots of cardboard boxes and cut them into coins (x20). 1 coin is too flimsy, decided to double the number of boxes to cut (x40).

Tested yellow spray paint directly onto coin. Needed a lot to cover <sup>the area,</sup> texture not presentable. Buy mahjong and cover coin. This way, lesser spray paint used and can have shiny effect.

↳ Purchase more materials

↳ To get Khiirtana to buy:

i) 1x Gold, 1x Yellow, 1x Green spray paint.

ii) 10 rolls (1 pack) mahjong paper

iii) Crepe paper

11/4/18 - Eighth group discussion

↳ Meet 11am - 4pm, reschedule to 1pm - 6pm.

↳ Prop preparation

↳ Continue with props. Gold and yellow spray paint was very good. They finished too fast.

↳ Rehearse scenes

↳ Refining our roles. Practice timing, fill in Tyson on our ideas and his role as Mario.

↳ Edit soundclip

↳ No extra sound. Changed pitch, multiplied same SFX, Prolong some parts.

### ↳ Discuss on storyboard

↳ After Bowzer (Zafran) dies, interact with Mario a bit. Curtain opens, shows portal and 'NEXT LEVEL' sign. Daryl steps in and lights go out. Everyone move to a side of the stage, showing that we "exit" the portal there. After Khiirtana dies, 'DEAD' sign shows. we (3 kids) look behind. Some creeper jumpscares us. Leap through trap. Third kid falls, Second kid helps, First kid goes first. First kid finds key, and encounters monster. 1 slash and it dies, dropping a cor. All 3 reunite. Lights on.

### ↳ Insufficient materials

↳ Ask Melvin to buy  
2x Gold spray paint  
40 rolls mahjong paper.

### 13/4/18 - Ninth group discussion

↳ Meeting at 9am - 4pm at LT 20 / D1.14

↳ Costumes for each character

<u>Mario</u>	<u>Bowzer</u>	<u>Kid 1</u>	<u>Kid 2</u>
Larg Blue Pants	Turtle Shell on the back	Casual	Casual
Red shirt	Yellow pants?		
Red cap	Green shirt		
Printed Mario face			

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<u>Kid 3</u>	<u>Dragon</u>	<u>Dragon minions</u>
Casual	Green costume	Green outfit



Unselected  
character 4

Fan weapon

Pink colour  
code

Unselected  
character 5

Hand extension

Green colour  
code



These two won't get picked.

↳ Props

- ↳ spray paint coins sparingly. Start working on bush.  
Show layout on dungeon theme and racing game theme.  
To start on pillars tomorrow. Buy grey spray paint.  
Bushes painted apple green and dark green.

↳ Story at the end

- ↳ Mum press controller and ..... tbc

↳ Storyboard

- After ~~bowser~~ bowser dies, the players reunite with Mario. A portal to the new game appears. Player A first steps into the portal. Player B also steps in. Player C is stopped by Mario and is given a key.
- lights go off and the 2nd game starts. Only light source is the lantern the players get and a light on the dragon. The lights will have colored filters. The players ~~are then met~~ then meet the minions and a battle commences. Player C turns around and sees a light shining on a weapon, he goes and takes it to defeat the dragon. By the time he's back the minions are dead, however, two statues reveal themselves in the background and attacks Players A + B. Dragon will have a red filter, statues will have filters that contrast the Dragon's (e.g. ~~blue light~~, green light). When the dragon dies the light changes from red → blue.



- After the dragon dies the players turn around and a trap is revealed.  
<sup>An unknown monster is seen lurking about for an instance, following the sfx.</sup>  
Backstage people will have already set up the traps before they turn. There will be 3 stools spread in a line on the stage. The traps will have people on the floor attempting to grab the players and drag them down, the players will attempt to hop from stool to stool. There's a section of the sound clip where there is a 'splat' sound followed by a 'level up' sound, for that part one of the players notices someone as the trap is holding a key, they attempt to grab it but they are pulled down, the "level up" sound is when they get back on the stool with the key which shows that they have \*succeeded. When all of the players have reached the other side, a light shines on their prize: a car. While the focus is on them, the backstage people will have already cleaned up the place + set up the next scene.

- Players get into the car and the lights turn on revealing the final <sup>scene</sup> game.  
Player A is in the front seat of the car while B + C are in the backseat holding all the coins they have collected proudly in the air (enough for the audience to see). They are suddenly attacked by a group of robbers who successfully attempt to take all their money away. The robbers are all wearing a mask except for the "final boss" who is wearing a paper bag. Once the players have defeated the robbers, they are met by the "final boss" who blocks their path. ~~Then~~ The boss enters from the side by jumping in front of them and then jumping back ~~according~~ according to the sfx. The players get out of the car angrily but are taken back when he reveals a bazooka. During the robotic sfx that's when he is aiming. The 1st glass shatter sound is when ~~the~~ player B deflects his bullet, the 2nd sound is when he gets injured by it. The players surround him and unveil his mask and plot twist! It was Mario all along! Mario then shows them the last key to exit the game. All 3 kids ~~can~~ touch the keys together and exit the game. They see the mother press a button on the console, lights go off and game starts again.

## 14/4/18 - Tenth Group Discussion

- ↳ Rehearse for second game move
  - ↳ Refine our acting for traps part in the dungeon. To get Tyson familiar with storyboard idea.
- ↳ Props
  - ↳ Get pillar done. Jim spray paint in grey for pillar. Layout keys (to exit the game) artwork and design. Coinbox to further progress props. Green bushes can't be green because apple <sup>& dark green</sup> green spray paint ran out. Purchased emerald green spray paint only because there was no other shade of green. Purchased a bunch of UHU gluesticks, marking tape, additional gold and yellow spray paint.
- ↳ Storyboard changes
  - ↳ Unknown monster could be Tyson? Instead of 3 stools in dungeon trap part, only 1 chair to link to another chair to jump over.

## 16/4/18 - Eleventh Group Discussion

- ↳ Meeting 10am - 11.30am, and 6pm - 9pm
  - ↳ Morning meeting at D1.14, evening at LT20 and then D1.14.
- ↳ Props
  - ↳ Finish doing green bushes. Green tube replaced with normal chair. Spray paint keys in red and yellow. Complete second pillar. Complete coinbox. Make white flag (surrender). Daryl & Melvin bring real controllers, Jim bring his lantern, Daryl bring frying pan for tomorrow.



### ↳ Storyboard

- ↳ Unknown monster is Tyson, Trap done by Zafran. Hanan and Melvin hold down chairs tightly when 3 kids jump over. Instead of Tyson, Melvin become monster. Thinking of making huge TV frame with real live characters inside, instead of video projection. When glitch happens, 3 kids get "sucked" inside TV.

### ↳ Costume for tomorrow.

- ↳ Zafran bring Bowser costume, Khiirtana bring Dragon costume. I wear golden cloak, Daryl wear ~~bt~~ red cloak, Jim wear blue cloak. These cloaks borrow from D1.13 props. Mario wear red shirt, blue jeans, red hat and printed Mario face.

### ↳ Rehearsal with everyone.

- ↳ Practice timing, Try out with actual props and costumes this time, for tomorrow. Today rehearsal quite short, but very progressive. Quite rushed performance, needs more practice tomorrow. Will see and fix any errors.

## 17/4/18 - Twelfth Final Group Discussion

### ↳ Meeting from 10-11am, 3-10.30pm

### ↳ Costume for characters to rehearse with

- ↳ Khiirtana brought green dragon costume

- ↳ 3 characters that need red, yellow and blue colour codes have their costumes brought by Daryl, Jonathan (me) and Jim respectively.

- ↳ Zafran brought his turtle shell made out of a bag and multiple cups.



## ↳ The Rehearsal and Storyboard

↳ Practiced from 6pm - 9pm in D1-114. 1st game is good to go. 2nd and 3rd game needs more practice. We are still bad at timing for 2nd and 3rd game. At 9pm - 10.30pm, we practice at LT20. Decided to change intro from using projector to TV using 2 sticks. Also decided to just have 3 characters to select from which are 'Frygal McFrypan,' 'Sweepy Von Broom' and 'Ana Banana.' Daryl, Jim and I point out to characters that we want to select. The characters are portrayed by Hanan, Zafran and Melvin. After we picked, Khiirtana, as the evil character/boss, will ~~throw~~<sup>fan</sup> out a black cloth and we 3 kids get sucked into the TV. Storyboard plays out the same from here.

## 18/4/18 - Thirteenth Final Mini Meeting

### ↳ Make sure everyone is prepared

↳ Run through the entire story with everyone one last time and check for any errors in the play.

↳ Check for Props & Costumes, if we have left out anything.

↳ Make the performance a blast.

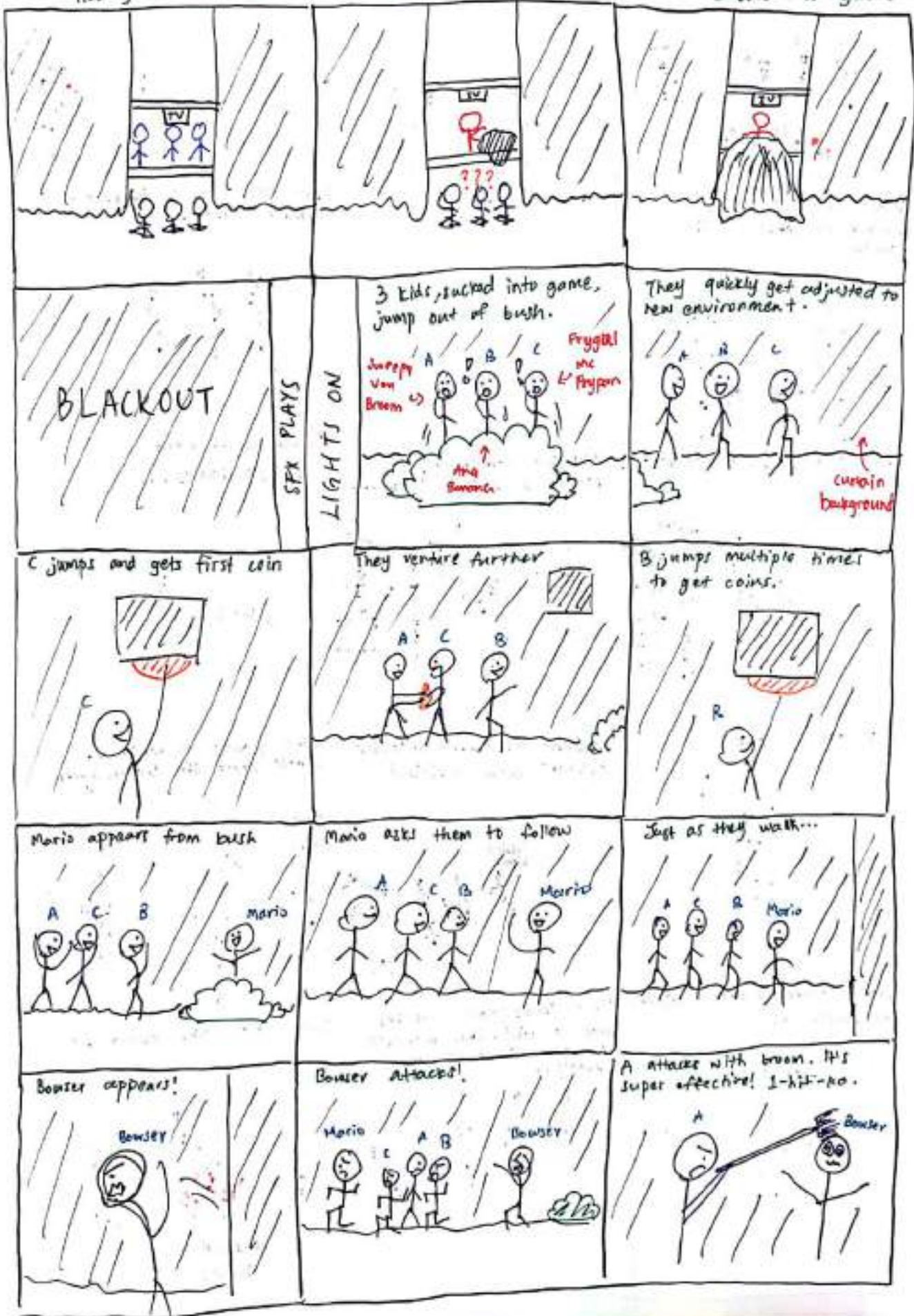
- End of Meetings for Attempt \* 1 -

# Final StoryBoard SoundClip #3

Picking character in game

Bad boss shows up

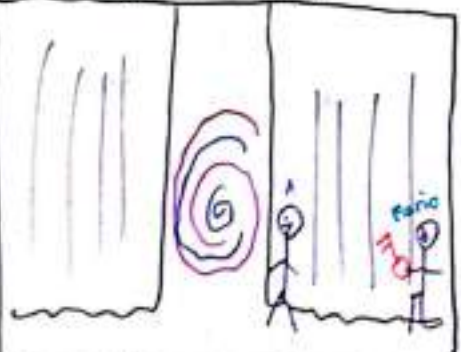
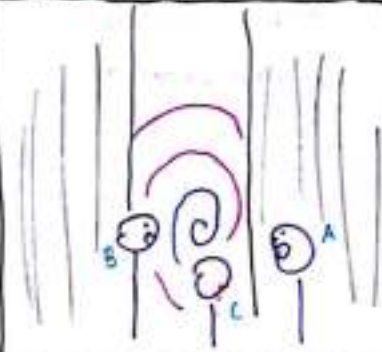
Sucked into game



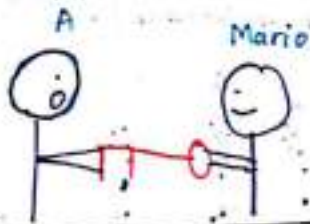


Portal to new place opens! B & C eagerly went in

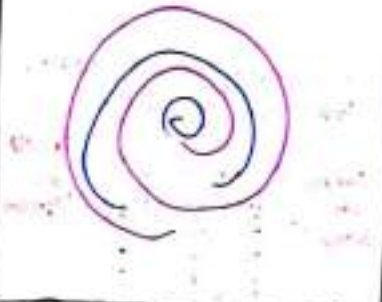
Bowser drops loot. Everyone rejects!



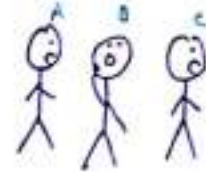
Mario gives a key to A before he goes in the portal



Next Game!



They arrive at a dungeon-themed game...



Scene will be dark

They find sleeping monsters...



Fighting commences! B notices a shiny item...



B investigates...



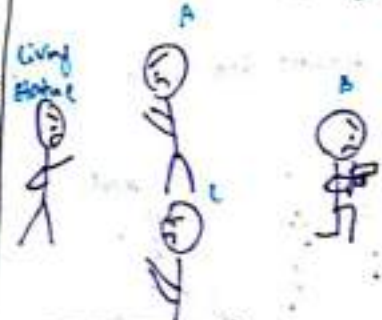
B got a gun!



Minions died... A monster appears from behind



A & C protect B while he shoots down the Dragon Queen



Dragon Queen is really injured and surrenders



They investigate further but a wild, fast monster startles them. It ran away...



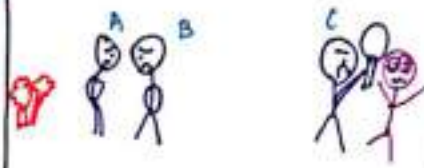
They leap over obstacles



A gets caught! B helps A out while C encountered unknown monster.



B rescued A. C defeats monster by herself



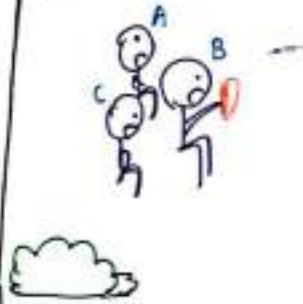
Monster dropped a key & ~~the~~ car!



A sudden shift in games!



They appear at a familiar scene... They are driving a car



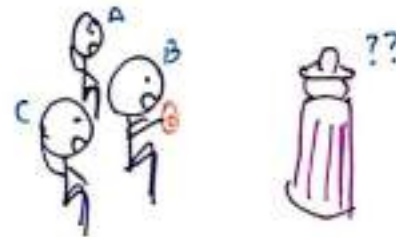
Robbers attack & steal their coins!



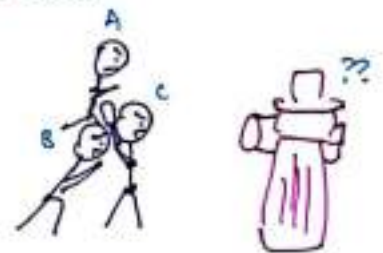
A & C fend them off!



Cloated, mysterious guy stops the kids from driving



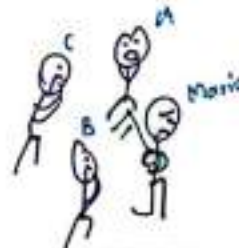
Unknown guy takes out a bazooka! B hides behind C for cover.



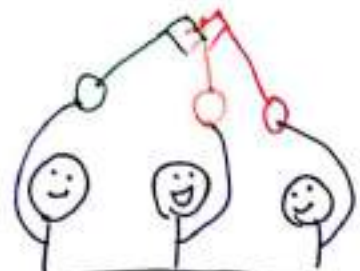
C deflected the first shot, and injured him!



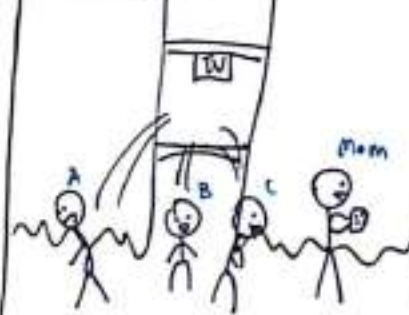
They unmask him, and it is Mario! They were shocked. They took the key away from him.



They touch the 3 keys together



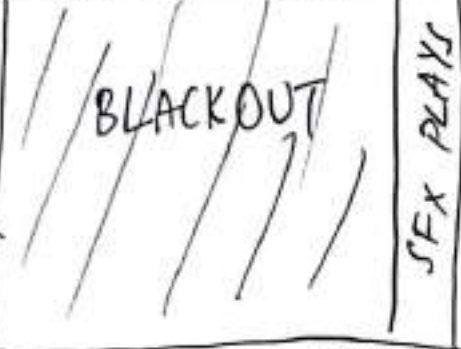
They finally exit the ordeal, but...



They saw their mom fiddling with the console. They try to stop her!



But it was too late. The game starts again



-END-



# Our Progress... ➡













05. In less than 100 words describe your final product and briefly about the idea development

In a nutshell, this performance shows 3 kids being sucked into a game. They go through some ordeals to exit the game. We came across this idea when all of us heard soundclip #3. We were excited about the game-themed idea. However, through some feedbacks by our lecturer, our performance was not appealing and we were really not synchronized. We did have good team spirit though. All of us made up our mind to redo the performance, and we aim to make it a better one!



02. Examples of ideas and related info that inspire you and relatable to the assignments.



Much Zombie out from A Box (Piana the finalist of The Next Mentalist)

<https://www.youtube.com/watch?v=JcJU42LONHg>



Scary Movie 2 - Funny Scene: WAS!!!



Scary Movie 2 - Funny Scene: WAS!!!

<https://www.youtube.com/watch?v=OzUMdLoMAqs>

Why these ideas? ☹️☹️?

The Bum Chums have decided to change the soundclip to #1. The soundclip sounds really childish and adventurous in a mischevious way.

So, I thought...



## AGENDA / DISCUSSION - 2ND ATTEMPT

20/4/18 - First meeting for 2nd Attempt

↳ Plot a simpler storyboard

↳ Khiirtana & Daryl's idea:

We will use colour codes to represent emotions.

Blue - Sadness

Orange - Jumpy

Green - Disgust

Red - Anger

Purple - Fear

Yellow - Happy

White - Normal

Black - Emo

Their storyboard will ~~revolve~~ revolve around our FID life. We will be drawing on easel stands and doing normal art classes. Mr. Zainal, who is played by Mattha, will be monitoring us during our class. The rest of the soundclip will be acted out as frustration.

↳ A separate storyboard I came up with is about a zombie apocalypse. You can read up about it more on the next page...

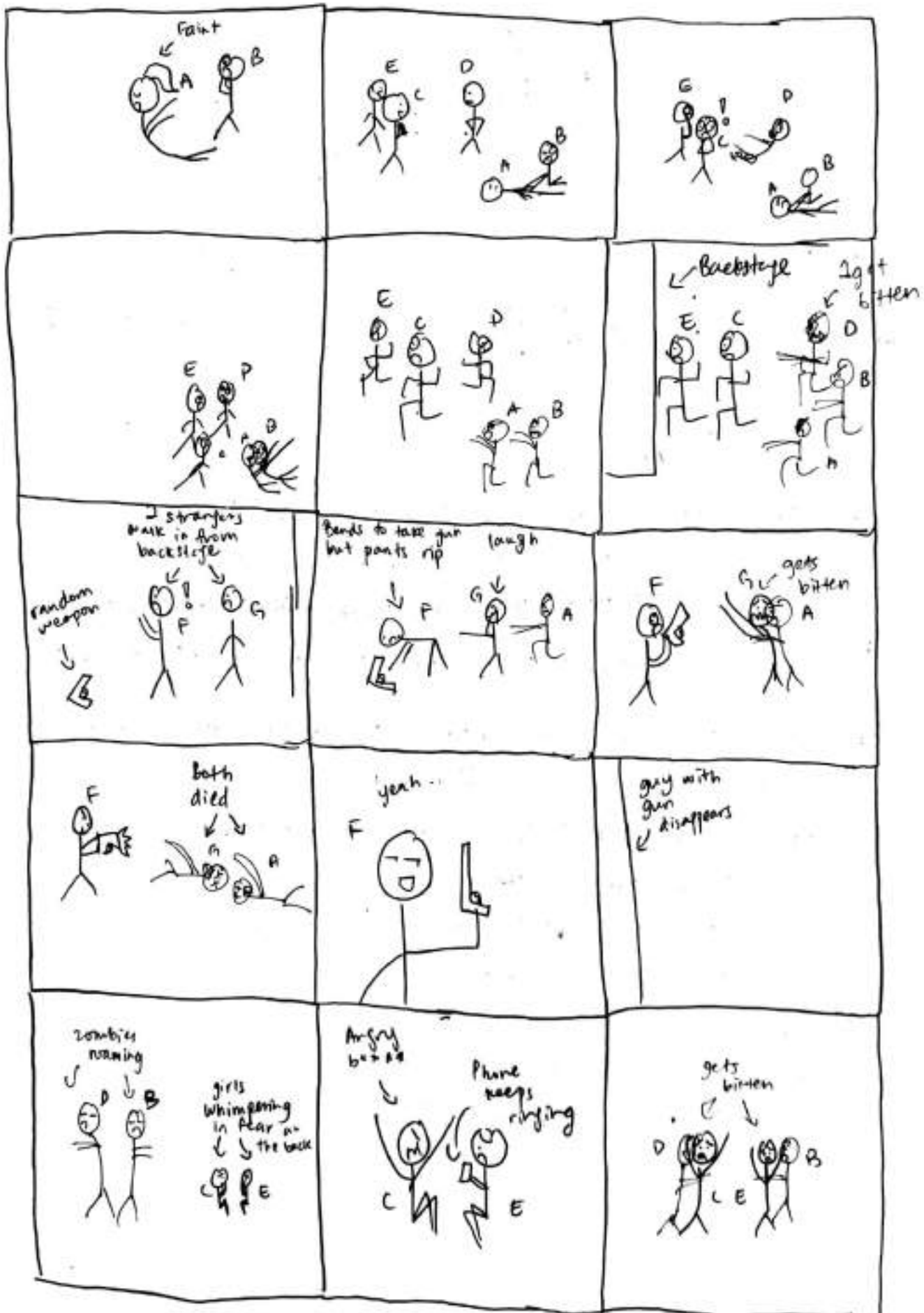
↳ Props & Costumes

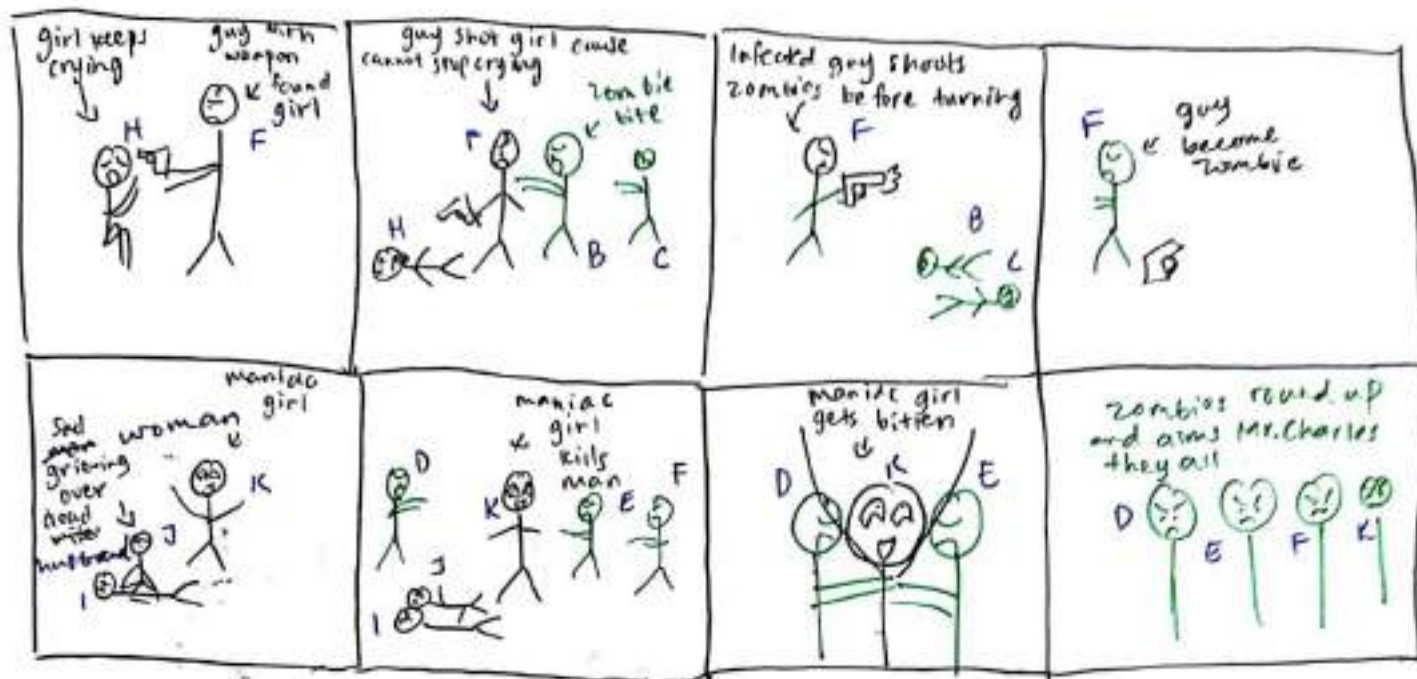
↳ We decided to keep it as simple and less complicated as possible, so we would only have art supplies (Khiirtana & Daryl's storyboard) or just a toy gun (my storyboard)



2014/18

# Sound Clip #1 - Story Board 1





Ending: Zombies gather and bite the lecturers

- A: Becomes zombie from start, infects G, dies by F
- B: Gets infected by A, infects E, infects F, dies by F
- C: Drops stuff, runs away, cowers in corner with E, bitten by D, dies by F
- D: Slips from C's stuff, gets infected by A, infects C, gathers at the end
- E: Helps D up after slipping, notices A fainted, runs away, hides with C, scolds C, gets bitten, dies by F
- F: Notices gun, pants rip after bending over, kills G, A, H, B, C, becomes zombie
- G: Laugh at F's pants, bitten by A, dies by F
- H: Can't stop crying, dies by F
- I: Already dead
- J: Grieve at dead husband, dies by K
- K: Kills J, gets bitten happily.

23/4/18 - Second Group Discussion

- ↳ Choosing a storyboard, get a definite one
- ↳ We discussed about how my zombie storyline has no meaning to deliver. We felt it was better to stick with having frustrations in FID because it's more personal (showing our stress). We decided to combine both Chiirana and Daryl's idea with mine because in FID, we feel like zombies. The play will be an exaggerated version of that. The story will play out as someone waking up late and going to class late. He faints and wakes up as a zombie. The rest of the story plays out as my story (after the person wakes up after fainting).

24/4/18 - Third group discussion

- ↳ Reopening the talk on storyboard, finalize the story.
- ↳ We thought it would be complicated and confusing because of the plot. It looks like someone who is infected and bites people. It's actually to show how the person becomes a zombie due to frustration. We decided to rediscuss about the storyboard - make a new one. And so we did, sticking to Soundclip #1, the storyboard is after the next page...

26/4/18 - Fourth Last Group Discussion

- ↳ Rehearsing our roles
- ↳ Jon: Wakes up late, sneezes, trips Daryl, comes late for class again, cries, goes insane.



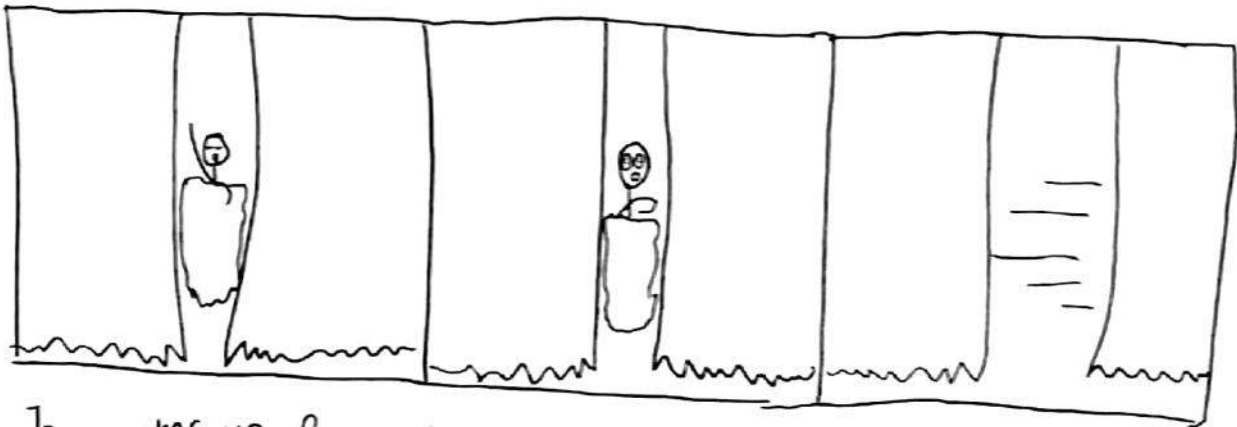
Daryl: <sup>sneezes,</sup> is amazed at Carla's work, trips & rips artwork,  
fights with Carla physically, leaves

Carla: Brings in amazing artwork, gets ripped by Daryl,  
picks a fight with her, leaves

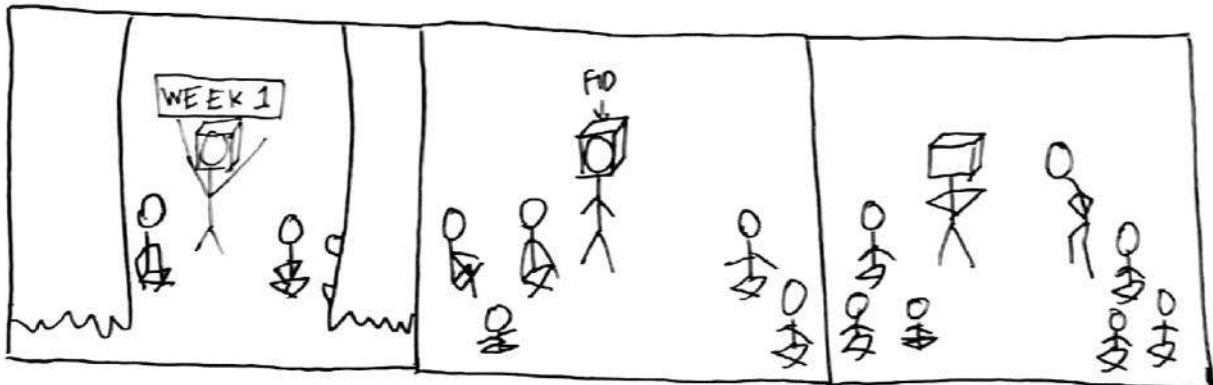
Jim / Lafran: Comforts ~~me~~ <sup>Jon</sup> when Jon cries, slaps him  
twice to make him get a grip.

Tyson: Show WEEK 1, give assignment, show WEEK 6,  
stops fight between Daryl and Carla, asks  
everyone to leave, show WEEK 12, curses and  
scolds Jon for being late, shows DEADLINE,  
gets chased by everyone.

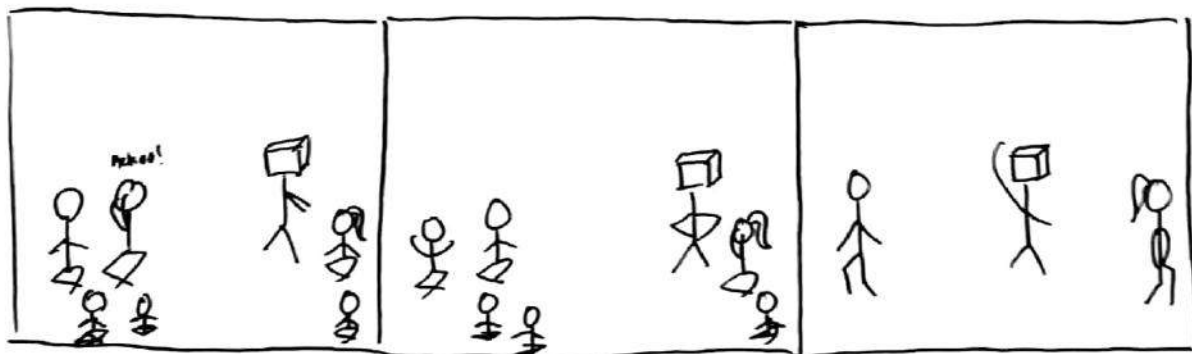
# Sound Clip #1 Story Board 2



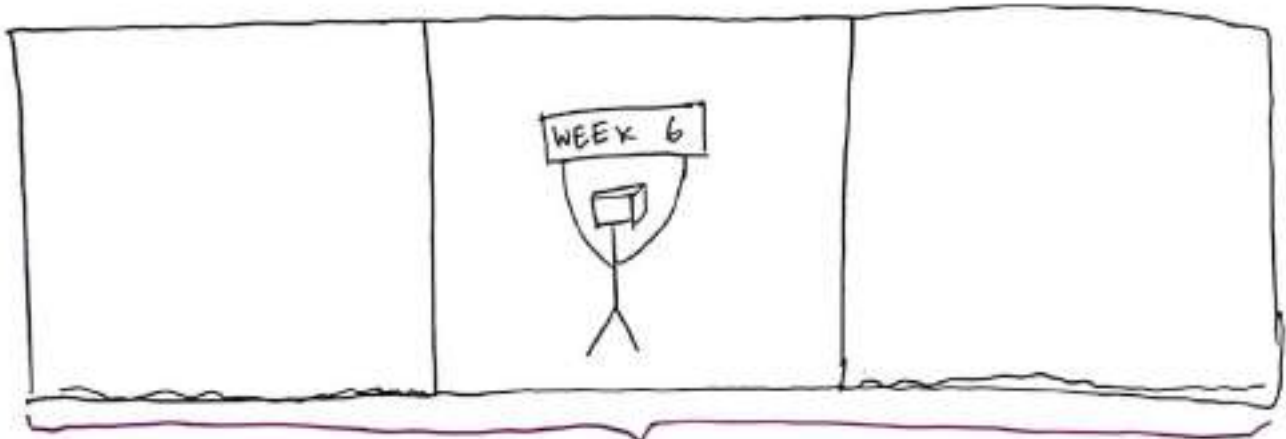
Jon wakes up from slumber. Realizes he's late for class at "Oh No, Urgh" sound. Glass Break sound is when Jon gets out of blanket and chases off scene. Curtain slowly opens at this point.



Curtain shows that everyone is doing their work and FID (embodiment) will show it is Week 1. FID will be monitoring the students. Jon comes in late and takes a seat.

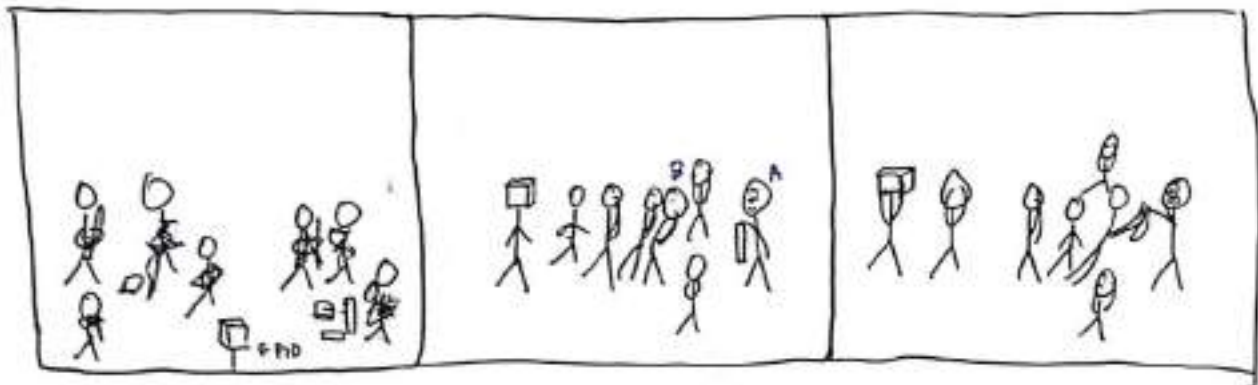


Jon sneezes out of nowhere, followed by Daryl. Class goes on as usual. FID says "Oops!" and everyone adjourns for the session behind the curtains. (will show next page).

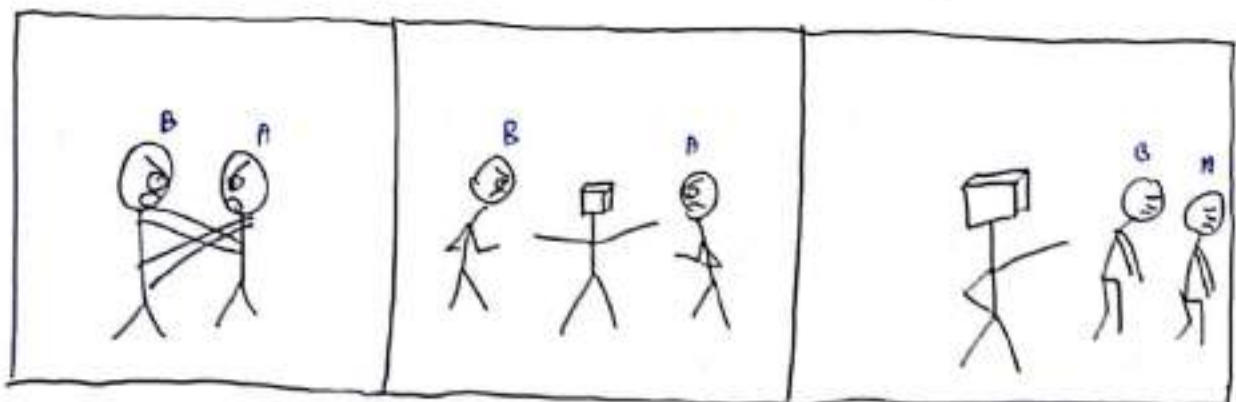


Full stage

FID will show the sign "WEEK 6" and the rest of the students will hide behind partially-opened curtains.

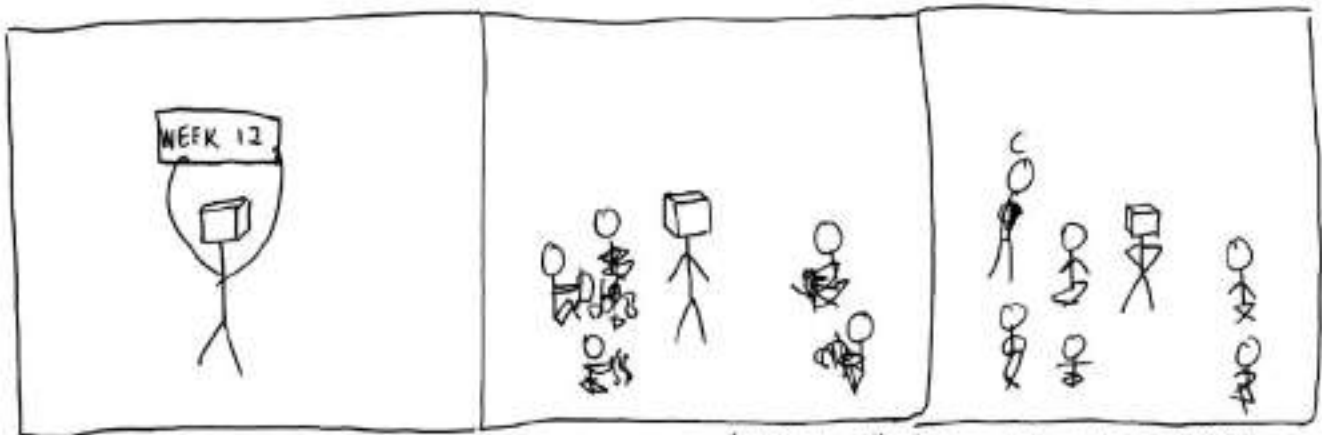


Students come back on stage with more art things to bring in. Student A shows a very good art piece which makes everyone say "Wow..." Student B accidentally rips the piece at the zip sound.

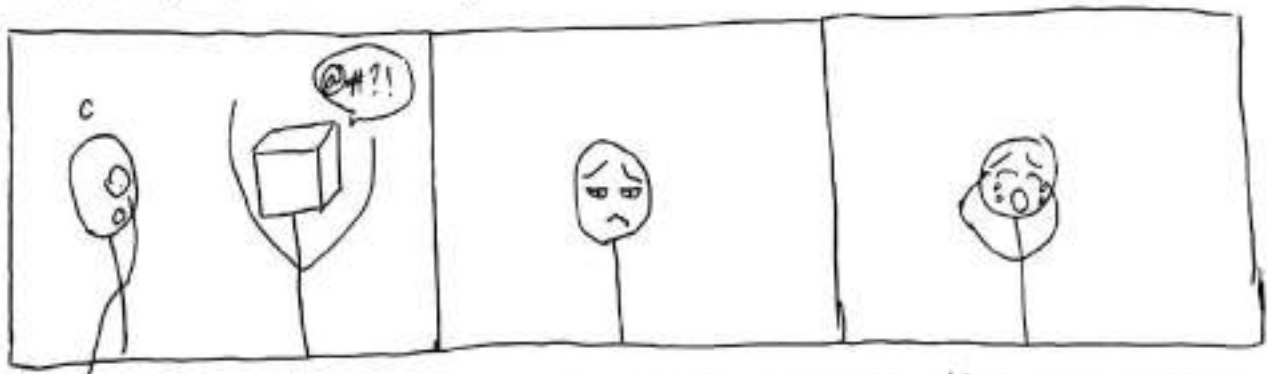


Student A got really pissed, student A picks a fight with student B. Things get physical. FID interrupts and breaks off the fight at the "Whistle" sound effect. FID tells both of them to leave at the "ehh" sound.

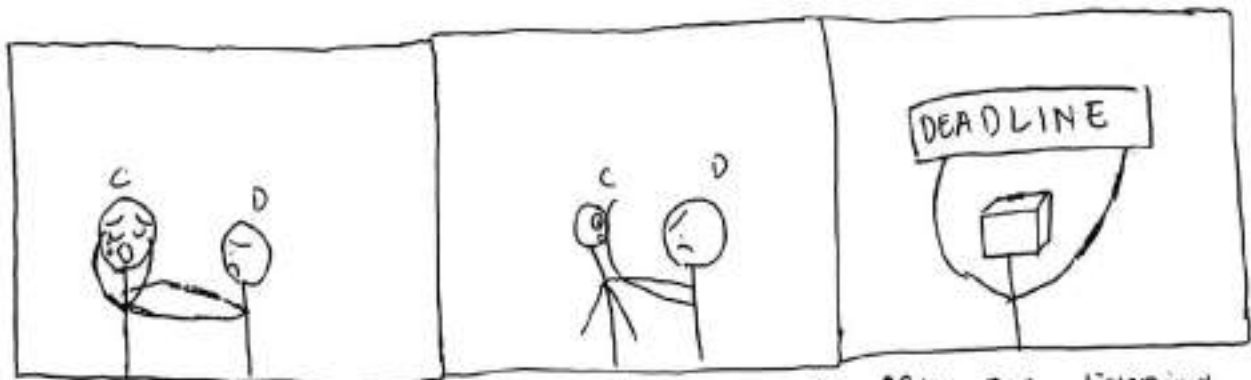




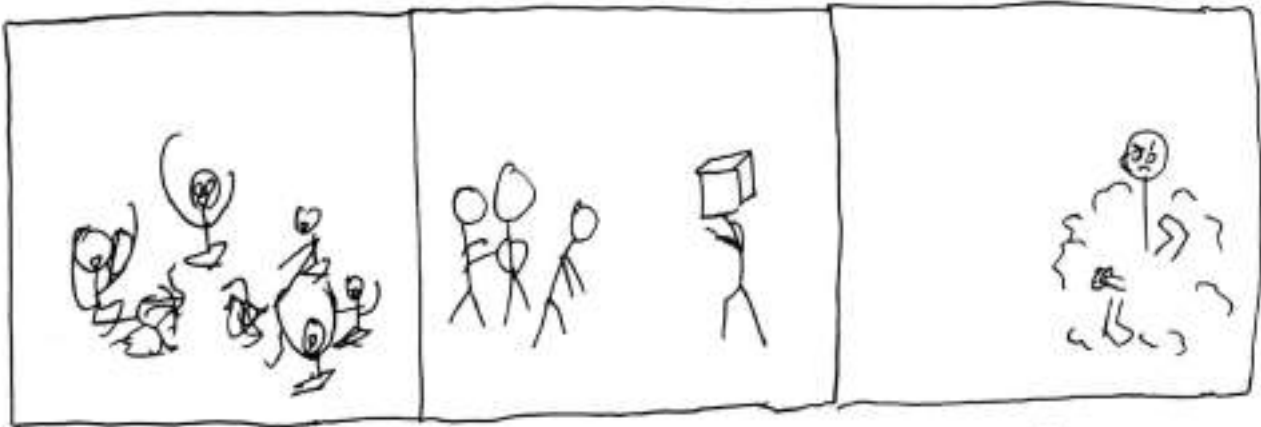
Entire class leaves the stage. FID shows "WEEK 12". Then, the class comes back with even more stuffs and frustratingly starts to work. Student C comes late for class. (during the first blow horn)



FID goes to Student C and starts scolding him by cursing. Student C got sad and starts breaking down.



Student D goes to student C to console him. After not listening to student D, he slaps student C ~~twice~~ <sup>twice</sup> to tell him to get a grip. FID then shows it's deadline time.



The entire class becomes crazy because of stress and frustration. This is during the maniac girl laugh sound effect. Then, when Cowboy song plays, everyone attacks FID. The End!

changes:

1. The ending changed to us chasing FID as he holds the "DEADLINE" because we are chasing the deadline... geddit? We all go backstage and that's the end of the show.

# ☀️ UV 2ND Attempt Rehearsals & Meetings



Everyone was  
hurrying because of  
another submission  
due soon.

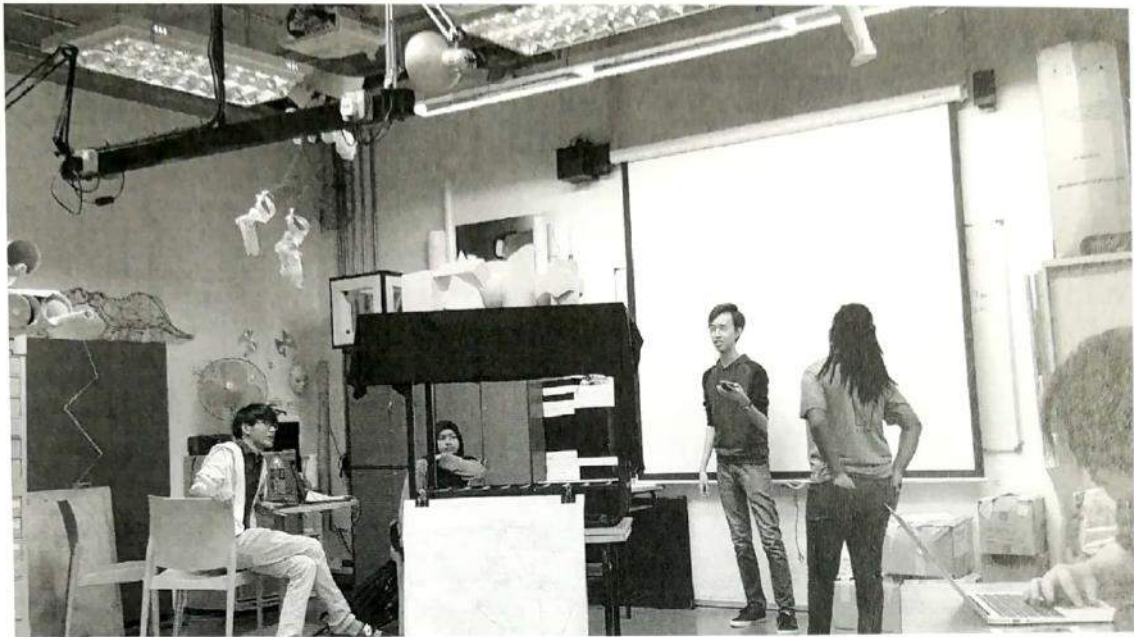


piece!





Zafran  
being  
Zafran 34





26/4/18

# LAST REHEARSAL



LT20 was occupied,  
so we made use  
of another lecture  
theatre (LT2)  
while it was  
vacant.





Q5. In less than 100 words describe your final product and briefly about the idea development

This performance was more personal than the first performance. By contrast, we showed more of our frustration in doing FID work. Based on the feedback of my lecturers Ms. Fu and Mr. Charles, they were much more impressed with this story because it has a stronger storyline, the interpretation of the sound is in a good kind of different compared to first performance, the representation of the value of our story is good and we were much more synchronized here. The only <sup>are</sup> cons is that some people did not interact as much as the others and the highlight of the moment should be centre stage. All in all, this story came to fruition by the story of our lives in FID. CTS SoundWizards may have its stressful moments, but it was a blast to do!



YOUR NAME: Arissa Ahyana Shah st. Arlen Shah

STUDENT ID: 0333681

FOUNDATION: FID | FIA | FIS | FNBE

TUTORIAL LECTURERS: MR CHARLES | MR CHOY CHUN WEI

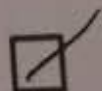
MS FU YEN HUEI

PRODUCT NAME: Glitched in

GROUP NAME & MEMBERS NAME (IF GROUP WORK):

1. Jon, Daryl, Melvin
2. Tyson, Zafar
3. Mahu, Jim
4. Carla, Hana
5. Khairana

## IDEA JOURNAL 1 / 2 / 3





01. ASK! What are you supposed to make?  
(Do ask questions and find the answers. Make mind maps and categories your findings. 1-3 pages. Hand drawn and write but may include some digital images)

CTS | JAN 2018 | IDJ:

ASK + LEARN + OBSERVE  
+ THINK



Group  
work

Perform

3 sound wizard  
given.

10 people in  
a group.

An Experimental performance based  
on sound interpretation.

Around 2 mins  
performance

Interpret the sounds as a story sequence to  
perform a short scene, skit, mime or any type  
of stage performance.

Costume & makeup

Creative, provocative,  
engaging & interesting

# Group Work / Group Ideas.

02. Examples of ideas and related info that inspire you and relatable to the assignments. (Why & how these examples inspire you? Justify and elaborate on each examples. Identify the interesting components. Give a conclusion for each of the examples - why and what makes it interesting - and how it could help your final product. 1-3 pages "provide images" or links

CTS | JAN 2018 | IDJ:

ASK + LEARN + OBSERVE  
+ THINK



①

~~Jon's~~ Jon's idea (mostly)  
~~whirling~~

Sound Clip \* 1

Title: The  
Zombie

Story line / character

- A: Becomes zombie from start, infects G, dies by F
- B: Get infected by A, infects E, infects F, dies by F
- C: Drops. stuff, runs away, cowers in corner with E, bitten by D, dies by F
- D: Picks from C's stuff, gets infected by A, infects C, gathers at the end.
- E: Helps B up after slipping, notices A hooked, runs away, hides with C, gets bitten, dies by F.
- F: Notices gun, picks up after landing over, kills G, A, H, B & becomes zombie.
- G: Laments at F's path, bitten by A, dies by F
- H: Can't stop crying, dies by F
- I: Already dead.
- J: Grows up at dead husband, dies by K
- K: Kills J, get bitten happily.



## ② Sound Clip # 1

Storyboard

title: FID FRUST

1. Jon wakes up from shocker. Realizes he's late for class at 'Oh No, Ugh' sound. Glen Brock found B when Jon gets out of blanket and chases after scene. Curtain slowly opens at this point.
2. Curtain shows that everyone is doing their work and FID (enthusiast) will show it is week 1, FID will be monitoring the students. Jon arrives in late and takes a seat.
3. Jon sneaks out of nowhere, followed by Doug. Class goes on as usual. FID says "Oops!" and everyone apologizes for the servers, behind the curtains.
4. FID will show the sign "(week 6)" and the rest of the students will hide behind partially-opened curtains.
5. Students came back on stage with more art they're bringing in. Student A shows a very good outcome which makes everyone say "Wow" .. Student B accidentally opens

the piece at the zip sound.

6. Student A got really pissed, student A picks a fight with student B. They get physical.

FIB attempts and breaks off the fight at the "whistle" sound effect. FIB tells both of them to leave at the "cluh" sound.

7. Entire class leaves the stage. FIB shows "Week 12" Then, the class comes back with even more stuffs and frantically start to work. Student C comes late for class. (during the first blow horn)

8. FIB goes to student C & starts bullying him by cursing - Student C got sad.

9. Student B goes to student C to console him. After not listening to student B, he slaps student C twice to tell him to get a grip. FIB shows the deadline time.

10. The entire class becomes angry because of stress and frustration. This is during the man-on-girl laugh sound effect. Then, when country song plays, everyone attacks FIB. The End!

③ Idea 3 (Storyline)

Sound track 2

## TITLE: SAVE SHARK

① ~~Swimming~~ <sup>3 members</sup> swimming on the floor (floor is the sea)

② One of them fell asleep at the side of the pool

③ He started dreaming weird things.

④ He started dreaming about his bad past. He used to kill a shark just to eat the fin.

⑤ In his dream (he was alone and had to fight with a shark)

⑥ When the shark start biting him (in the dream) he suddenly wake up.

⑦ He then realise killing a shark just for the FIN is a crime.

⑧ The End



④ Sound Clip #3  
(IDEA 4)

TITLE: TRUE LOVE

- ① A story about a man that has to go through danger to get his love life (Its a game)
- ② He saw the obstacle and started figuring out on how he should get the queen.
- ③ He believe he can get through everything
- ④ Then, suddenly theres a crocodile, he got scared.
- ⑤ He started crying! but he remembered that he has to do all this to get the queen.
- ⑥ He jumps & start fighting with the crocodile and he WINS.
- ⑦ Then finally, he meets the queen.
- ⑧ And confess to her...
- ⑨ The End! Love story.



## \* (5) Soundclip #3

Title: Glitched in

(Mario)

- ① 3 kids playing video game.
- ② The character from the video game pulled all three of them into the tv screen so all of them are in the game.
- ③ They have to collect coins and fight monsters.
- ④ They have to fight 1 big dragon & 2 minions.
- ⑤ They need to collect as many ~~as~~ <sup>coins.</sup>
- ⑥ At the end they pass everything and got the keys -  
VICTORY!
- ⑦ They went out of the TV and act like nothing happened when they're mum came.

### 03. What are the 3-5 ideas that interest you most?

Describe and elaborate your ideas here.

(Make mind maps on each ideas that came up. Consider and elaborate on each ideas. 1-5 pages. Hand drawn and write but may include some digital images)

CTS | JAN 2018 | IDJ:

ASK + LEARN + OBSERVE  
+ THINK

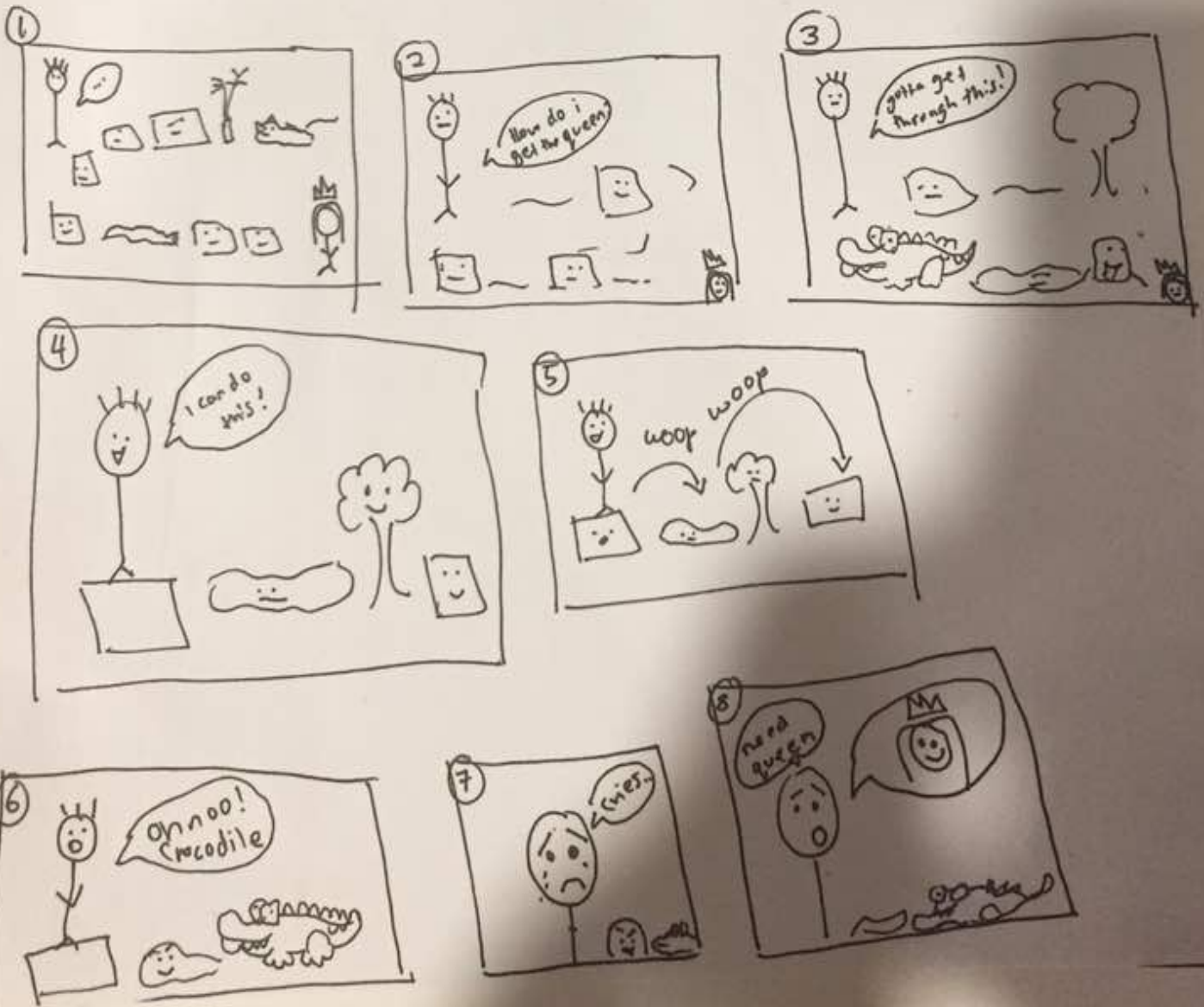


## ① Sound clip \* 3

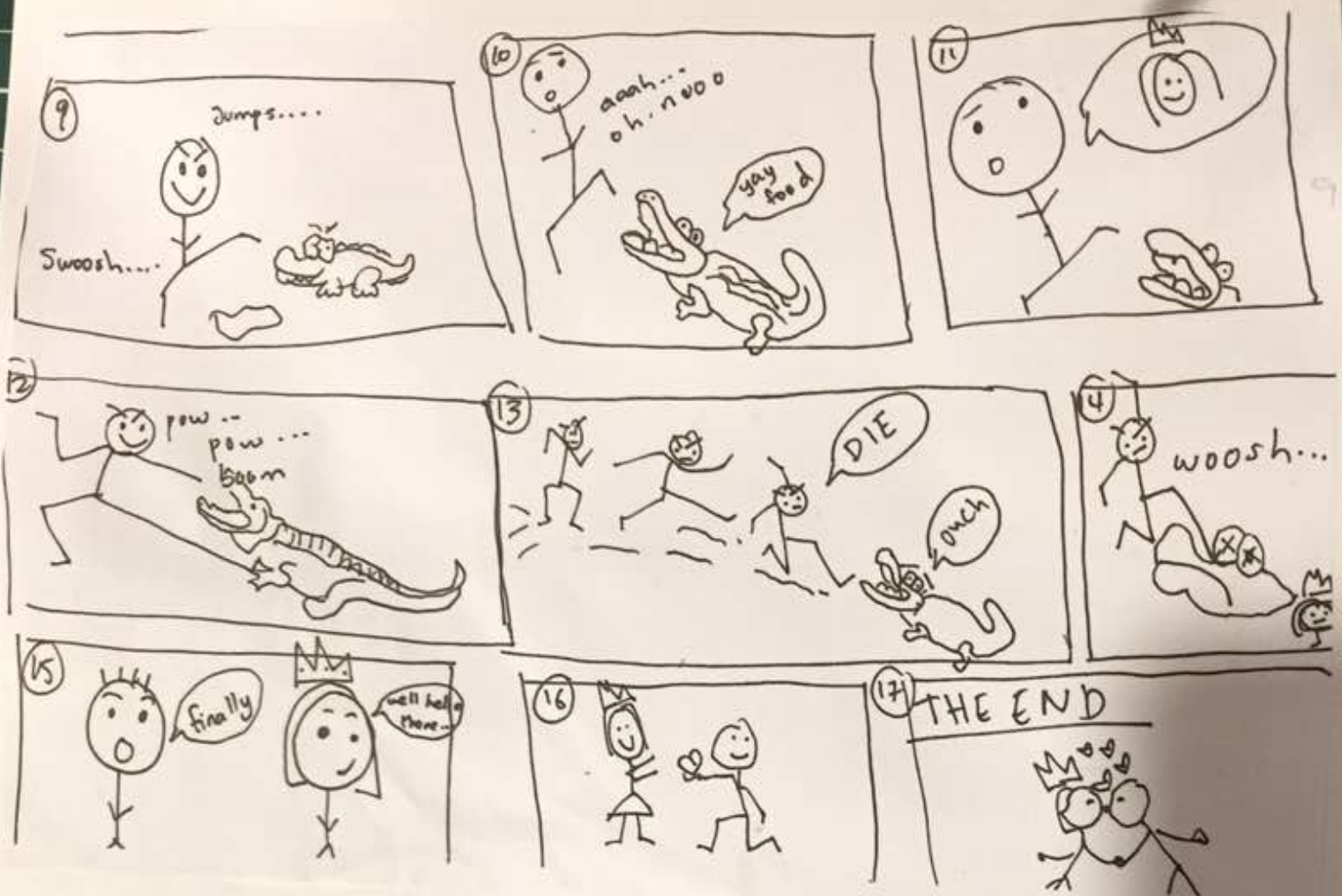
Title: True love

Performance: In a game

### Storyboard



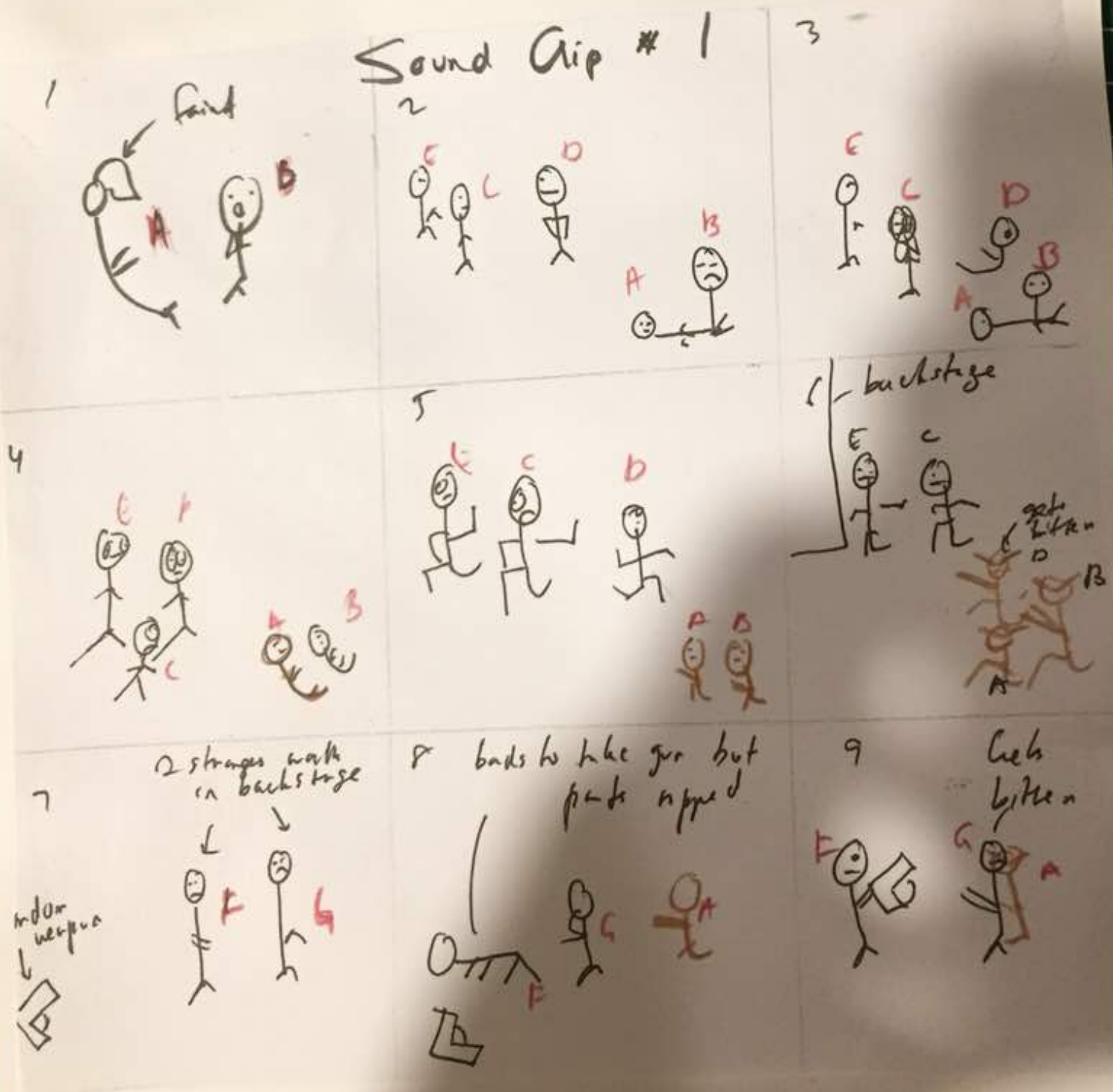




Summary : The man has to go through a lot  
to get his princess (his love of his  
life) he has to jump over a tree, boxes,  
river and fight a crocodile to  
get his princess.

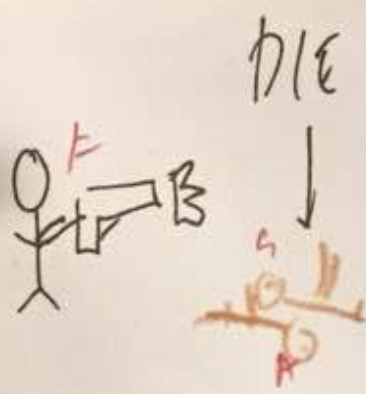
Conclusion : If it's meant to be, it is!

② Sound clip # 1  
 Title: The Zombie.





10



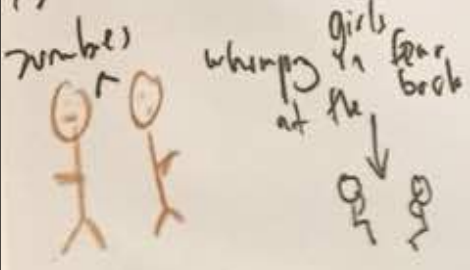
11



12

guy with  
gun  
disappears.

13



14



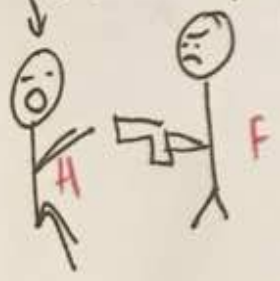
15

gets bitten



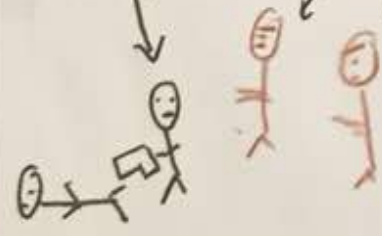
girl keep  
crying

guy with  
weapon  
found girl

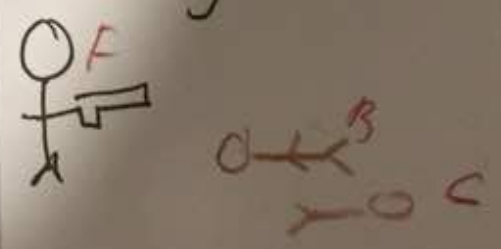


guy shot girl  
because cannot  
stop crying

number  
bite



labeled guy shoots  
number before  
fury

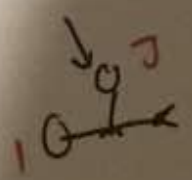


+

becomes  
number



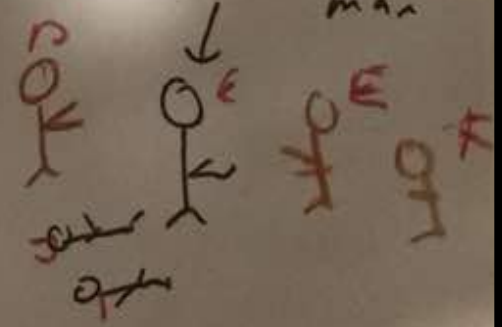
sad



maniac  
girl



maniac  
girl kills  
man



21



Zombies wand up  
and aims Mr. Charles



Ending: Zombies gather & bite lecturers.

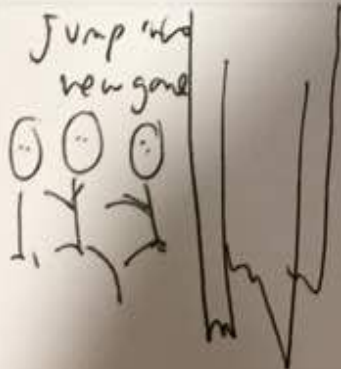
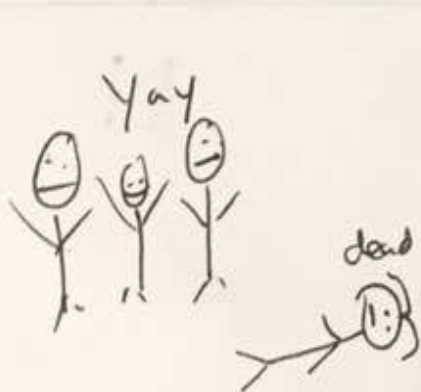
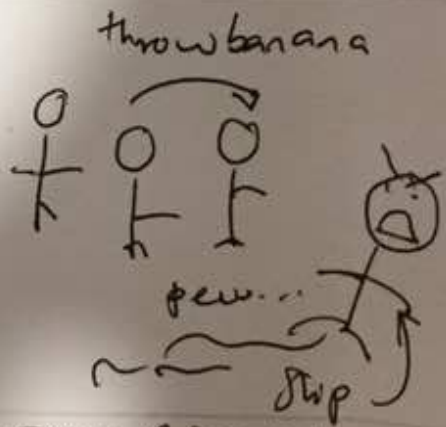
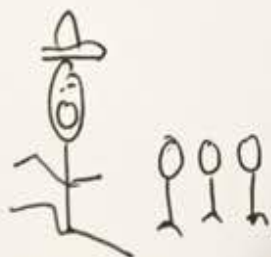
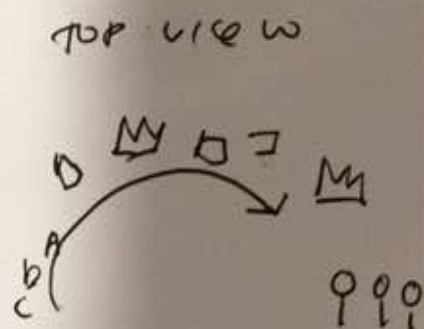
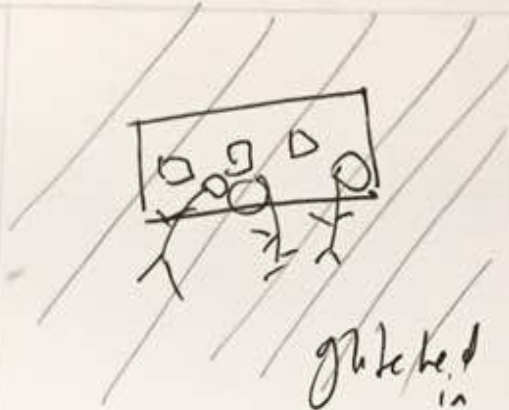
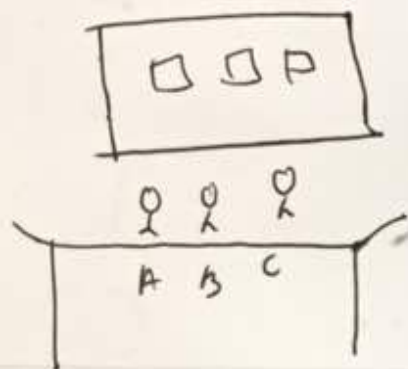
- A: Becomes zombie from start, infects G, dies by F
- B: Get infected by A, infects E, infects F, dies by F
- C: Drops stuff, runs away, cowers in corner with E, bitten by D, dies by F
- D: Picks up C's stuff, gets infected by A, infects C, gathers at the end.
- E: Helps D up after slipping, notices A hooked, runs away, hides with C, gets bitten, dies by F.
- F: Notices gun, picks up after landing over, kills G, A, H, B, C & leaves zombie.
- G: Laughed at F's pants, bitten by A, dies by F
- H: Can't stop crying, dies by F
- I: Already dead.
- J: Grieved at dead husband, dies by K
- K: Kills J, get bitten happily.

Summary: FID students too stressed and became zombies. They attacked the lecturers at the end.

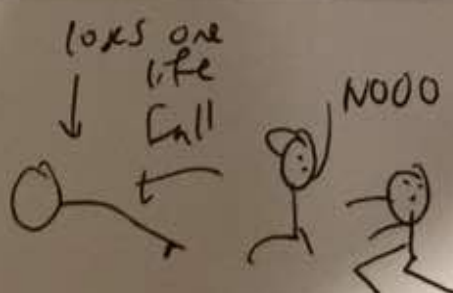
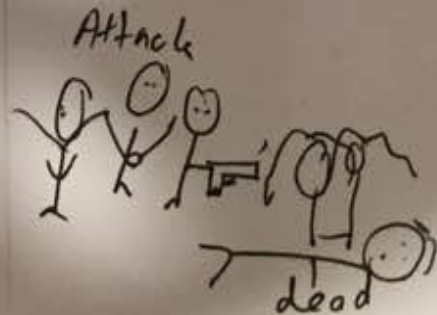
# ③ Sound Crip #3

Title: Glitched in

= 3 main character, 1 dragon, 1 minion, 1 mum, 3 ~~enemies~~  
3 monsters, 1 turtle, 1 man



## DUNGEON





# 04. Refine your selected final ideas. Explain how you make your final decisions etc.

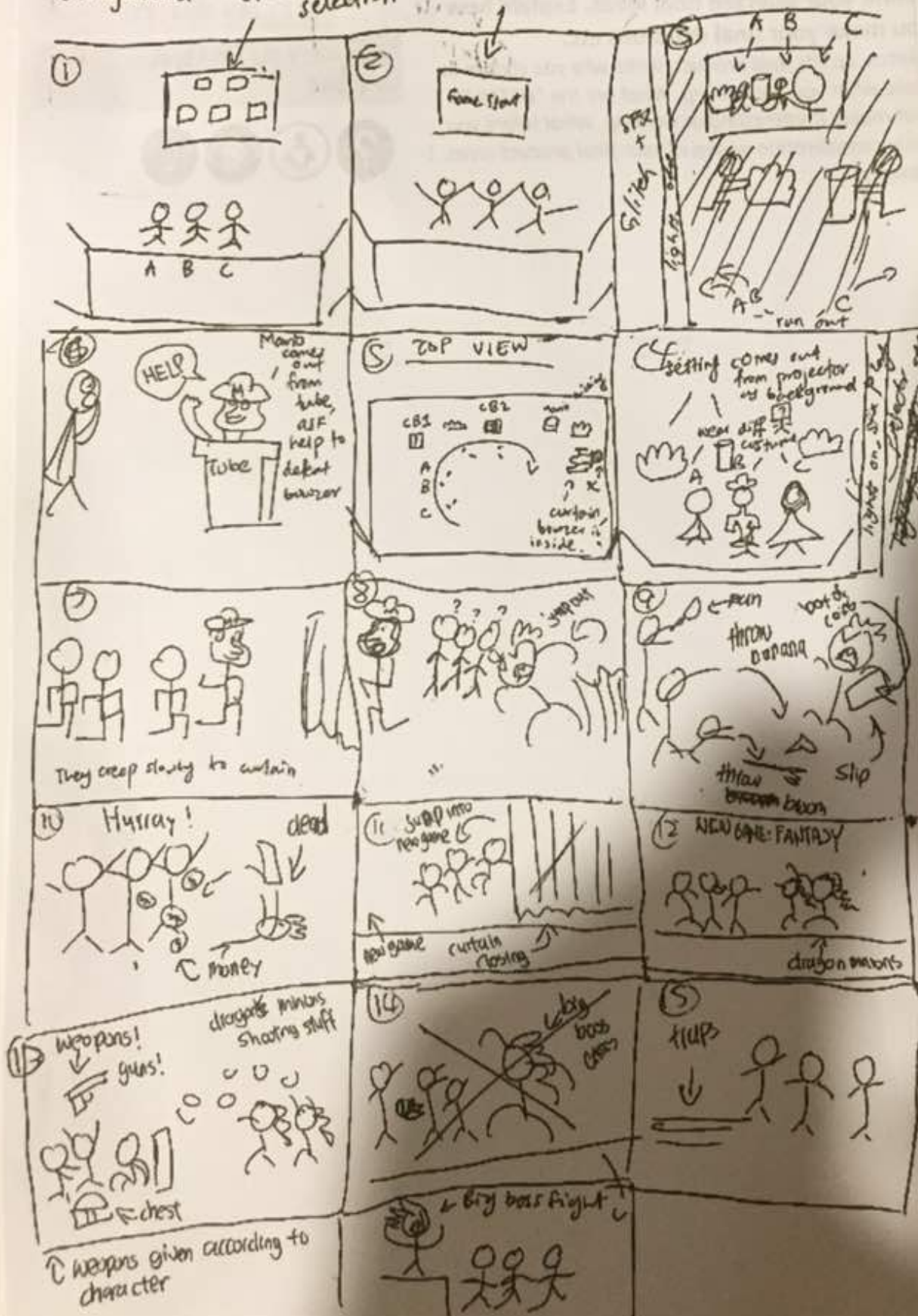
(Sketch up the final product. Write why you choose to make what you are making. What are the "DETAILS" that makes it interesting or working. What is/are you main consideration or aim of your final product ideas. 1-3 pages)

CTS | JAN 2018 | IDJ:

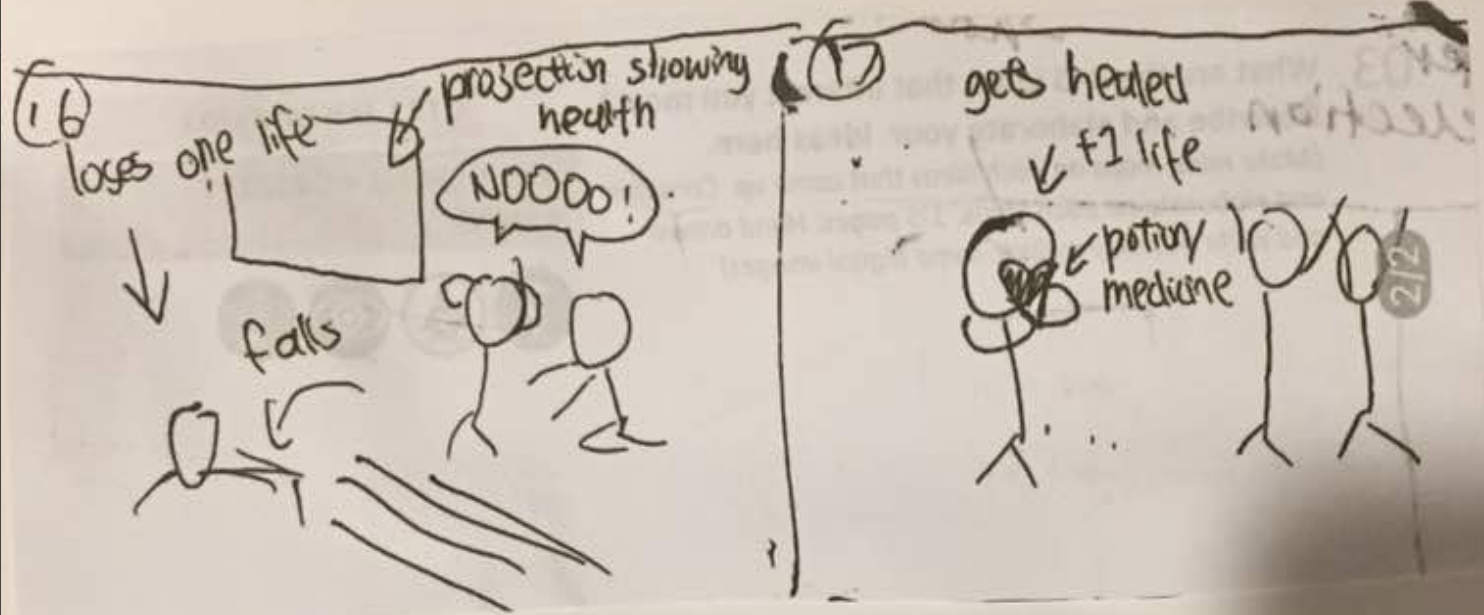
ASK + LEARN + OBSERVE  
+ THINK



Storyboard A character selection



GLITCHED IN



Why we choose this storyboard?

- We think its the greatest / coolest idea. A very lively show. It wont be boring & dull. All of us agreed. We have to work on the props too. We hope we get to manage the time properly during the performance and make no mistake.



05. In less than 100 words describe your final product and the briefly about the idea development CTS | JAN 2018 | IDJ:

We really like the props and all the idea.  
I think it is a brilliant idea even if its not  
perfect. Some, it was perfect. I enjoyed  
performing with the team. Special thanks to the  
leaders. Most important is that we all  
have fun.





The day we stayed back  
untill 11:30 pm at Uni  
rehearsing .....



More pictures during the rehearsal 😊



YOUR NAME: Carla Alverina Lee

STUDENT ID: 0333767

FOUNDATION: FID | FIA | FIS | FNBE

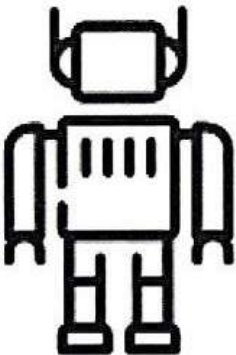

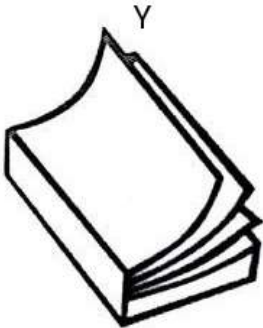
TUTORIAL LECTURERS: MR CHARLES | MR CHOY CHUN WEI

| MS FU YEN HUEI

PRODUCT NAME:

GROUP NAME & MEMBERS NAME ( IF GROUP WORK): The Bum Chums

- |                      |                           |                       |
|----------------------|---------------------------|-----------------------|
| 1. Arissa Alyna Shah | 2. Khiirtana Devarajan    | 3. Carla Alverina Lee |
| 4. Hanan AS-AD       | 5. Mathaath Ibrahim Sijau | 6. Jim Wong Chee Yuan |

I	L	
		
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

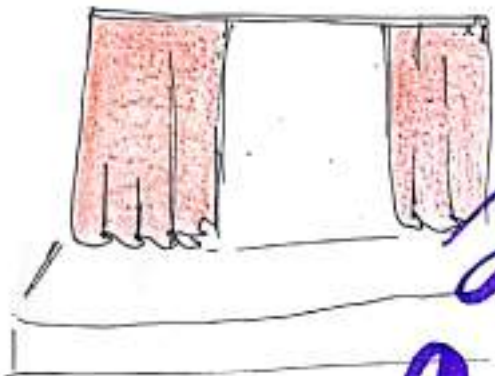
- |                      |                          |                 |
|----------------------|--------------------------|-----------------|
| 7. Daryl Pung Xi Ern | 8. Ating, Otobong Melvin | 9. Tan Hui Yuen |
| 10. Zafran Zolkefle  | 11. Jonathan Hiew        |                 |



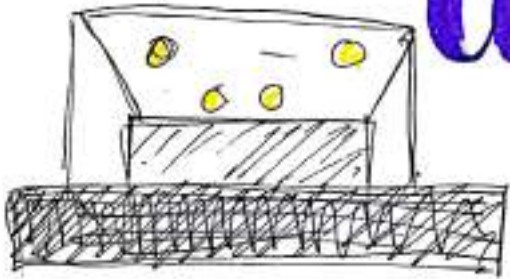
# ASK! 1

What else?

- We can use the curtain



- We can use the lightings as well



## Sound Wizard

3 Given sounds on times

- ⇒ Soundtrack 1 childish type of music
- ⇒ Soundtrack 2 → whale music under water with whales
- ⇒ Soundtrack 3 → mystery box games music → mario

WHAT can we do with the sounds

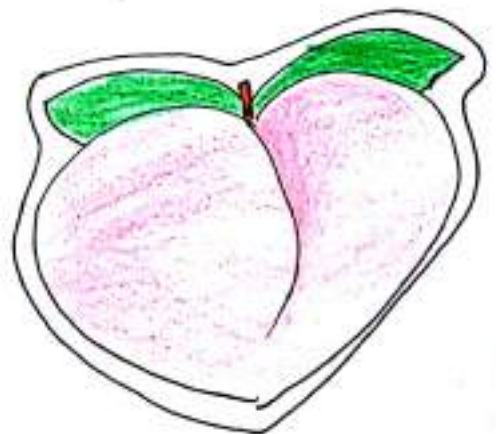
- Slow motion
- fast forward
- change the pitch
- overlap the sounds

Props?

can be anything 88  
example from our senior's video



"SEX"



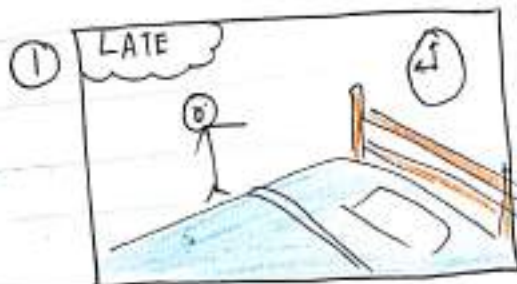
REMINDER : Props must be big enough for the audiences to see

# Examples 2

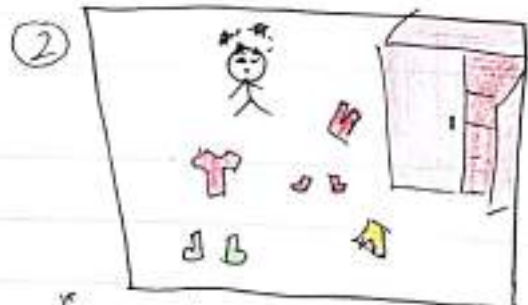
## STORYBOARD #1

Sound : **Soundtrack 1**

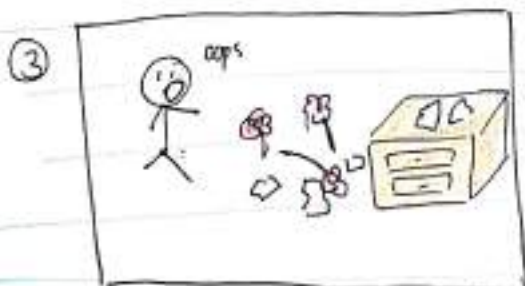
Title : Why am I so clumsy?



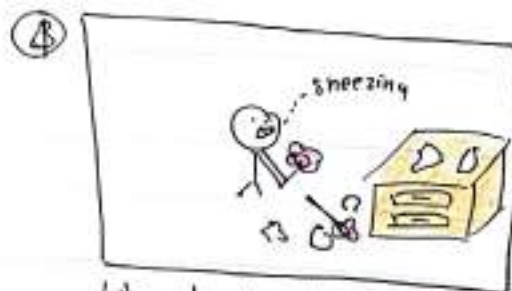
"Oh no..." (late for school)  
(looking at the clock)



(running here and there, trying to  
find the right outfit for school)



(sound of something breaking)  
He accidentally drop a vase  
while looking for his outfit



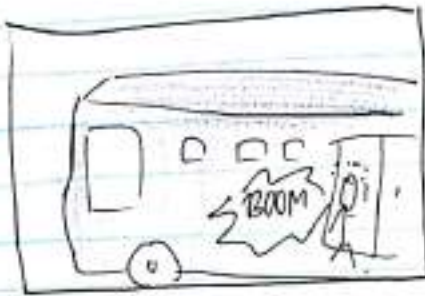
When he is tidying up, he  
sneezes twice because of the  
flowers (sound of sneeze)



waiting for the bus after  
tidying up the mess and  
take whatever outfit



⑥



"Whoops" He accidentally bump his head to the bus door

⑦



The moment he enter the bus, he trips and drop all the books and stationaries in his hands

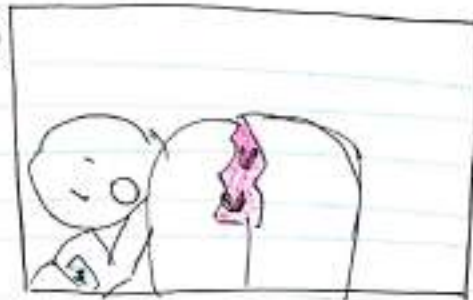
⑧



"Wow!!"

When he is tidying up, he suddenly found money in his book that he have been looking for.

⑨



\* Sound of fabric tearing \*

he bend down to take the money but then suddenly his pants ripped open, exposing his heart boxer

⑩



He quickly go back to his seat feelings ashamed





Traffic !! "Nyeeeh"



Once he arrives in school, he quickly run to his class



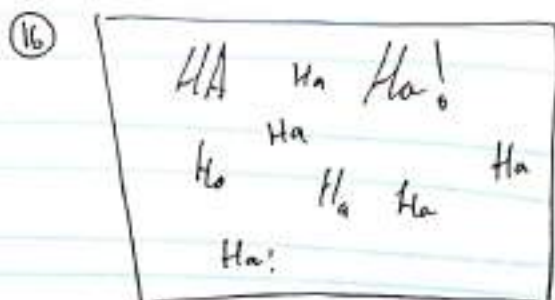
Teacher don't allow him to join the class ~~so~~ because he is too late



He cries and cries and cries



Teacher slap him in the face because he is too noisy \* twice \*



Everyone in class laugh at him

THE END

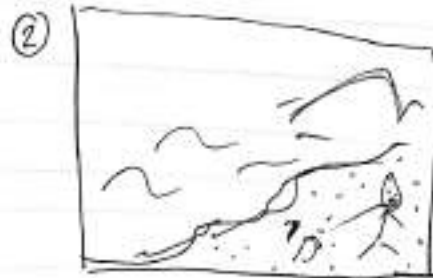
# STORYBOARD #2

Sound : Soundtrack 2

Title : A tiny trash matters



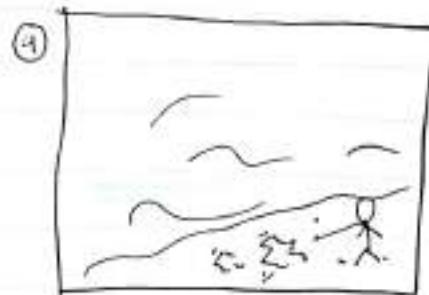
Members wearing fish headbands and playing together happily



Someone throw trash to the sea



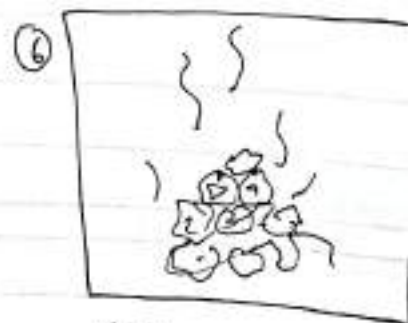
the trash goes into the water



Someone else throw trash again

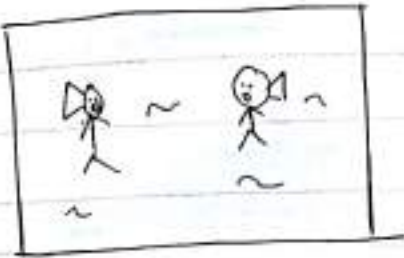


As time goes by, the trash inside the sea increase



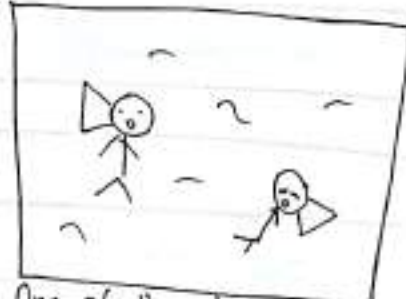
slowly it starts to release chemicals

7



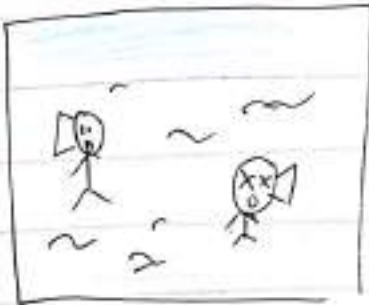
members who dressed up like fish starts to close their nose because of the water

8



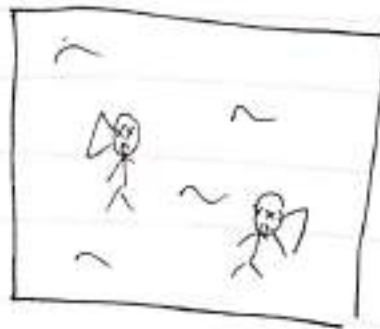
One of them becomes dizzy and fall (as in sink)

9



After a while he died

10



The other one gets dizzy and slowly dies too

THE END

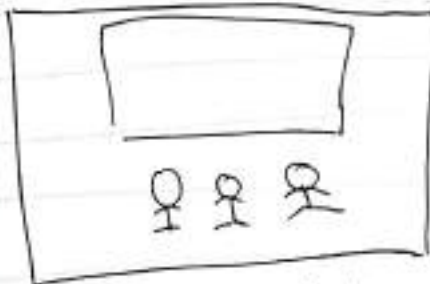


# STORYBOARD #3

Sound : Soundtrack 3

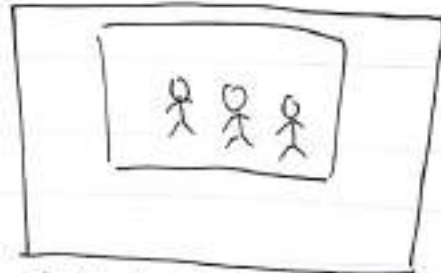
Title : Glitched In

①



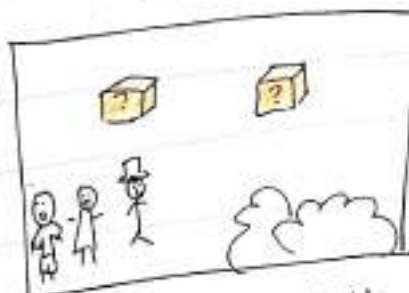
Three kids just playing video game

②



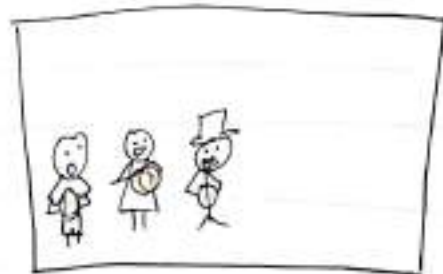
Suddenly the video game glitch and they get sucked into the game

③



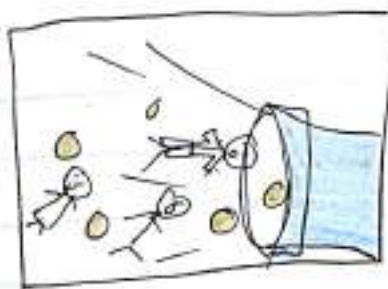
Suddenly they are inside a mario game

④



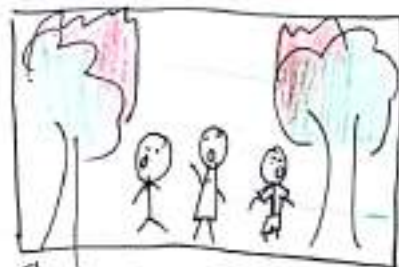
They got a lot of coins in the game

⑤



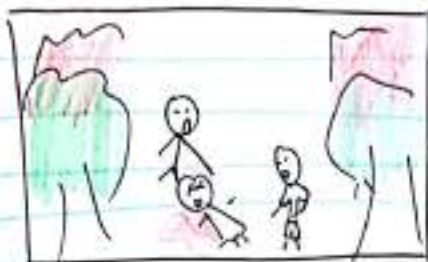
Then a big tube appears out of nowhere and suck them in

⑥



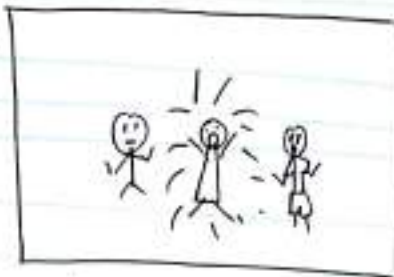
They get sucked into a survival game (the jungle is in chaos & trees are burning)

⑦



The girl player got shot by someone else

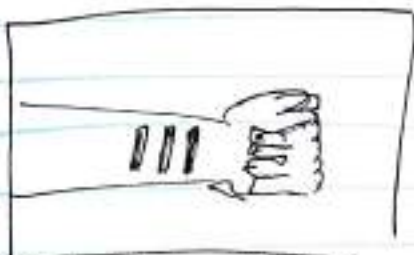
⑧



She suddenly revive again & now all the players realize they

have 3 lifes

⑨



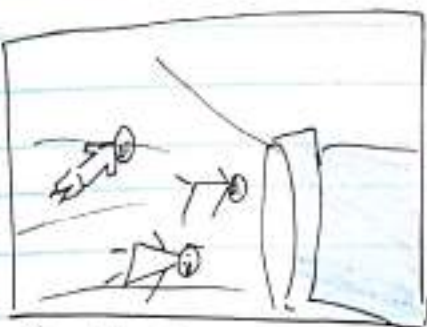
It's ~~bar~~ shown at their wrist. 3 bars means 3 life

⑩



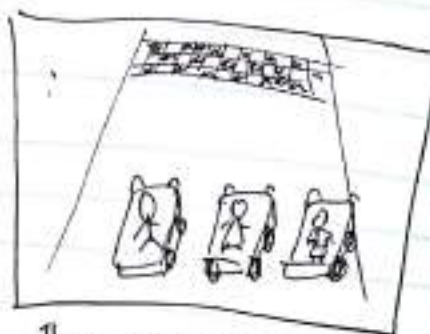
Then a dinosaur is coming after them. They immediately run

⑪



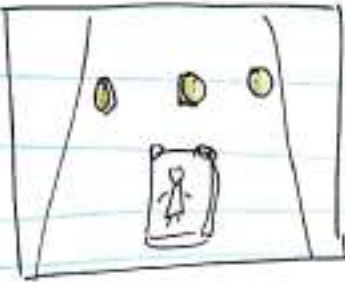
The tube is appearing again & they get sucked in again

⑫



They get sucked into mario cart game

(13)



During the race, the girl  
get to earn a lot of  
gold coins while others  
are left behind.

(14)



She finish the race first  
and got a gold crown

# THE END



03.

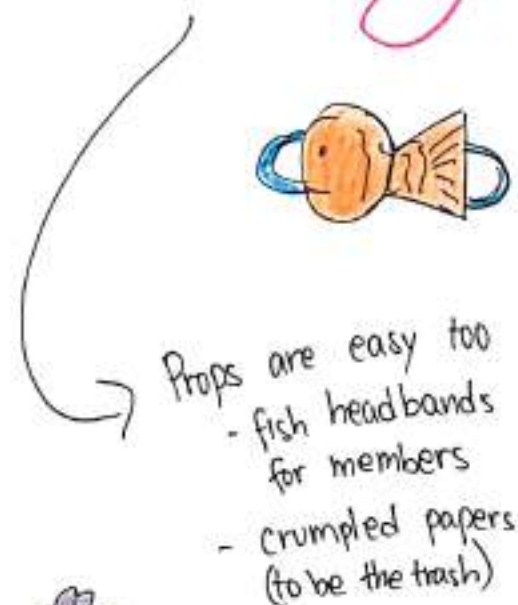
# Storyboard #1



Disadvantages

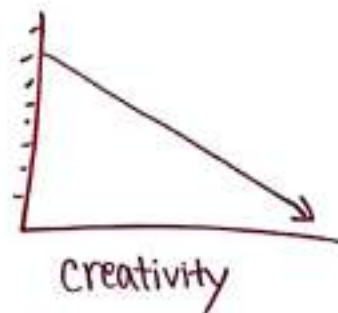
- no meaning in the story
- no climax

# Storyboard #2



Disadvantages

- story is too boring
- level of creativity is low



03.

# Story board #3

→ A lot of props needed

- coin box



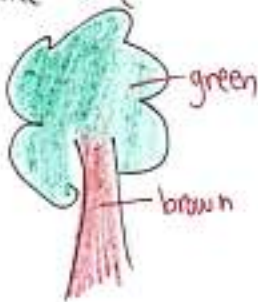
light brown / yellow

- coins (at least 20)



gold

- fake tree



green

brown

- fire



red



yellow

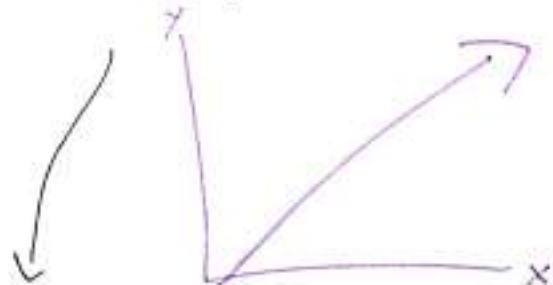
- Green bushes



light green

dark green

Level of CREATIVITY



involve a lot of interactions

04.

# Which one??

We choose soundtrack  
1 cause its easy and  
Simple and not a  
lot of props needed

The props needed  
are also easy to  
find!!

Blanket → Cloth from M.B

Money → My money

Flowers → My fake flowers

Book → Daryl's Book

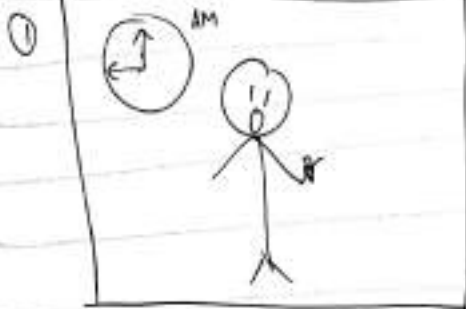
## BUT... the performance

will not be exactly like my storyboard. Here is our  
final storyboard.

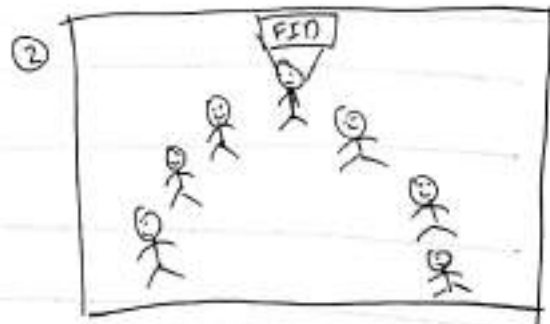
### FINAL

### STORYBOARD

Title: Frustration



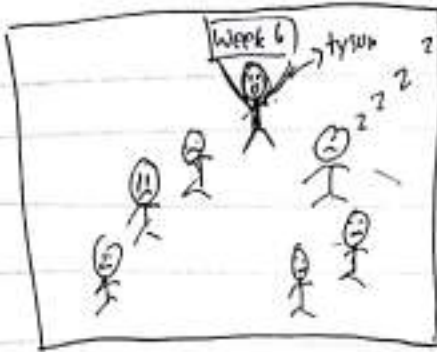
(just wake up) "Oh no! I am  
late for school"



"Week 1 of FID"  
everyone is still smiling!!



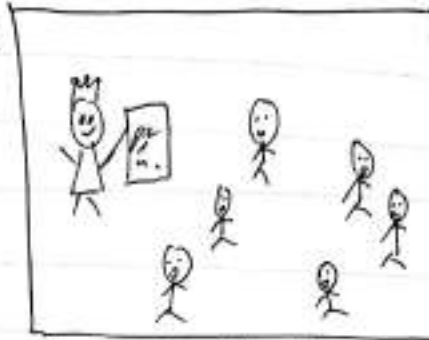
③



"Week 6 of FID"

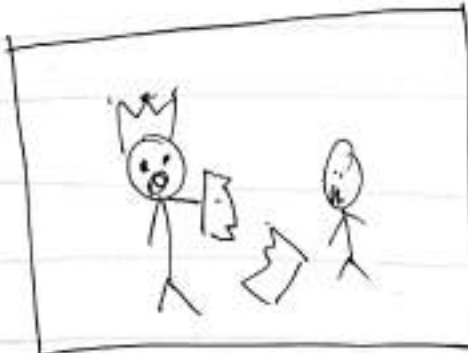
Everyone is getting tired

④



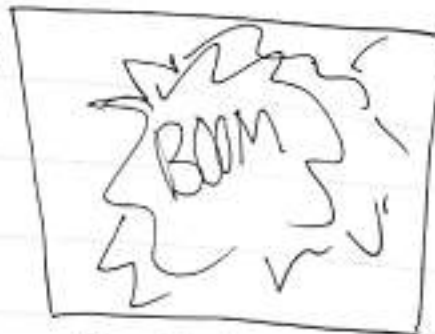
I comes inside the class  
and show my masterpiece

⑤



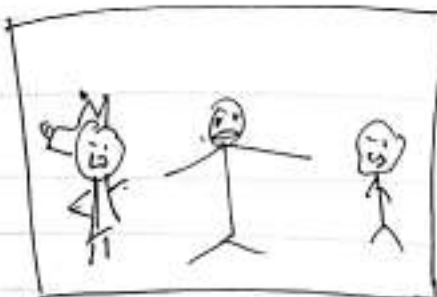
Daryl accidentally tripped and  
ripped my masterpiece

⑥



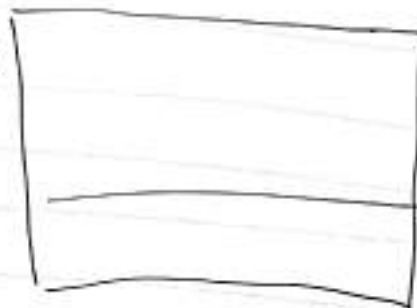
~~Me~~ I fight with  
Daryl

⑦

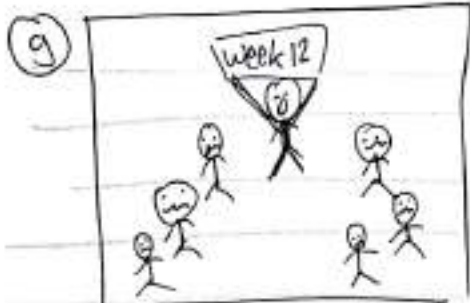


Tyson came to stop us

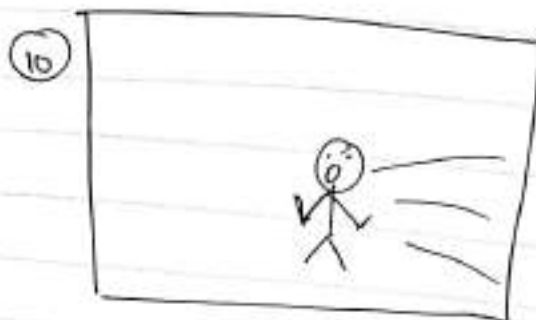
⑧



Everyone goes off stage



Everyone back to the stage



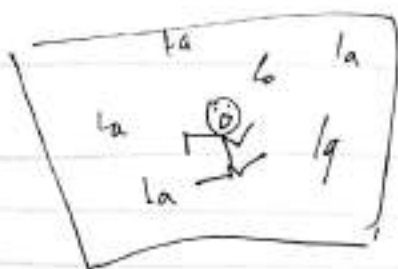
One of the students came in late



The teacher scolds him



He keeps on crying up to a point where he became crazy.



THE END

So actually, this is not my first final performance. We did a final performance before but Mr Charles are not satisfied so we have to redo again. This time its all about frustration in FID. I hope Mr Charles, Mr Choy & Ms fu can understand the message we are going to deliver.

# Agenda

27 March 2018

After we finish 2D class at 4pm, we immediately discuss about how we want the performance to be.

- Which soundtrack = 3<sup>rd</sup>

Why? = Cause it's energetic and it's about games so it should be fun

- How? = We will merge several video games together. A person will transfer from games to games like wreckit ~~concept~~ ralph

2 April 2018

We had an unofficial meetings and here are the things we talked about

- ⇒ Choices for group names a) The Bum Chums c) The Cringe  
b) The Chum Bucket d) Games Blenders

- ⇒ Tyson joining our group cause he got no group in FNBE course

- ⇒ Submitting our ID & full name to Jon for him to fill the form



3 April 2018

## 2nd GROUP DISCUSSION!!!

\* Actually Jon told us to make our own storyboard and bring it today but I don't make any 😊 .. so sorry Jon...\*

We also decide the one who is going to be Bowzer! It's **ZAFRAN**

By the way, we also talked about Jumanji and we plan to make our performance something similar to that 📺

NOTE: Jon is going to edit the soundclip (like make the sound slower) so that we have time to move & prepare props for the next setting

4 April 2018

## 3rd GROUP DISCUSSION!!!

Jon showed us his storyboard & he also include my idea of using the projector for a few seconds. So the plan is... to make it look like we are really sucked into a video game, we will film a video beforehand (showing our confused faces, knocking the screen, trying to get out). Later we are just going to show that video & we will turn the lights off & the game from the screen come to life.

### COLOUR CODE ⚡

We also decide the colour code for the 3 main characters. ~~115~~ Red, Blue & Yellow ♥

5 April 2018

### Characters decided!

a) Name: Frygal Mc Frypan  
Weapon: frying pan  
Costume: Red colour

b) Name: Sweepy Van Broom  
Weapon: Broom  
Costume: Blue colour

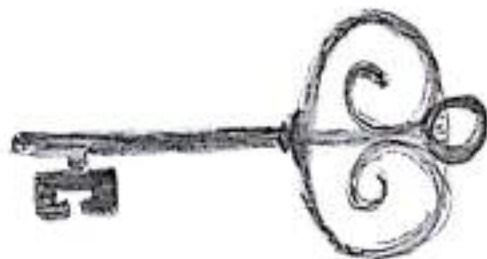
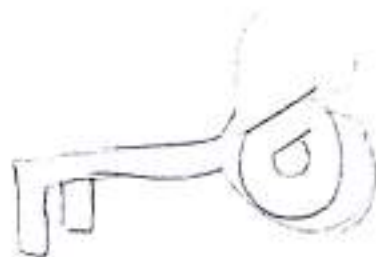
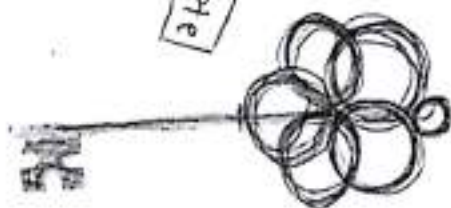
c) Name: Ana Banana  
Weapon: Banana  
Costume: Yellow colour

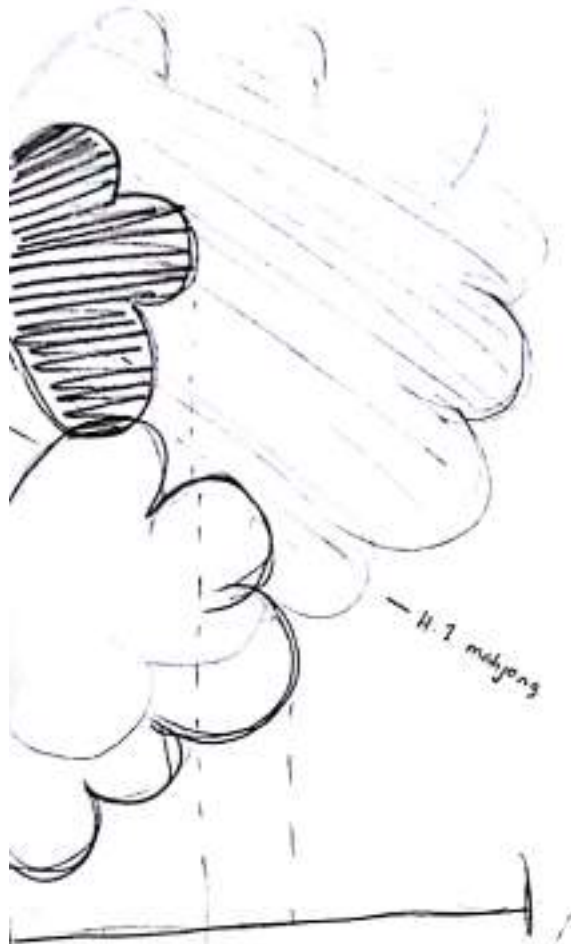
Sketching of  
props in the  
next page

# Key Sketches

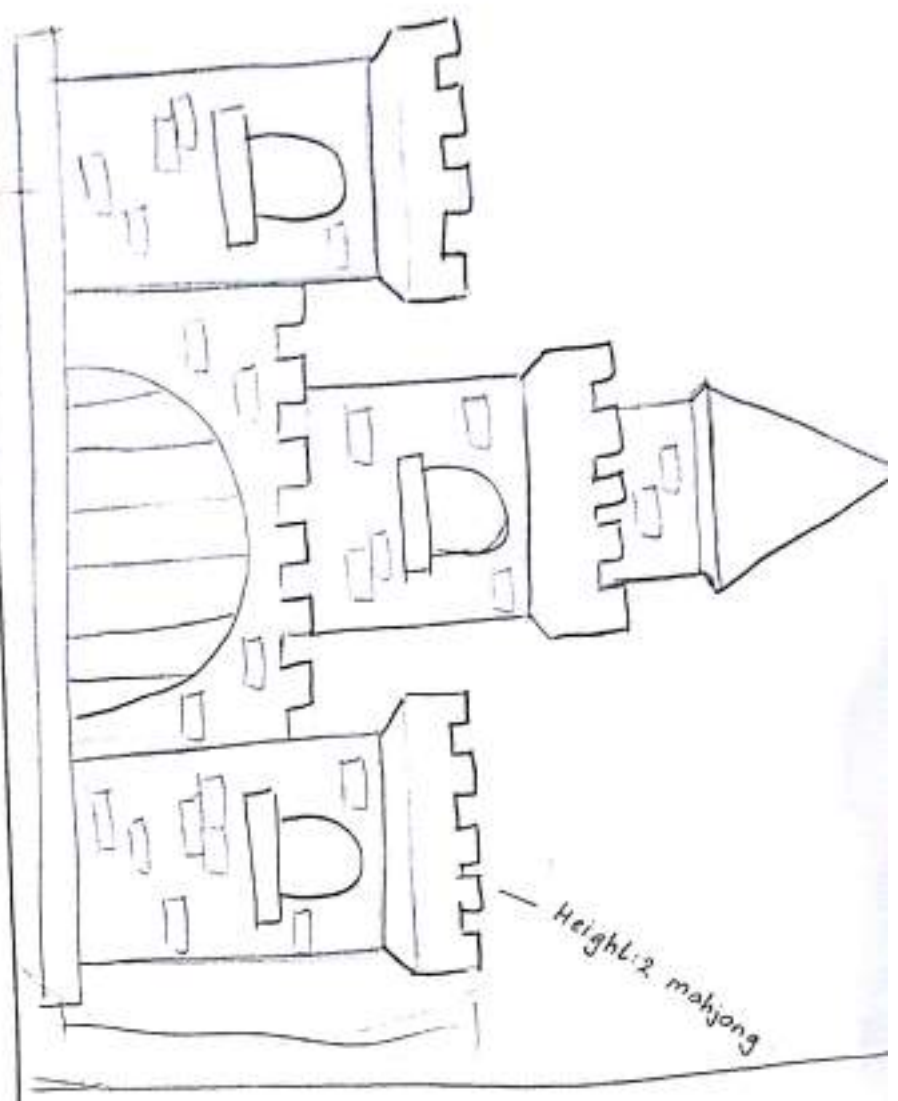
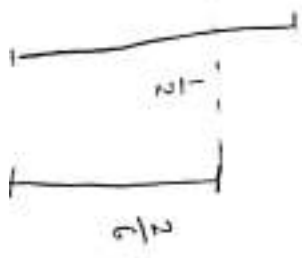


Level Complete

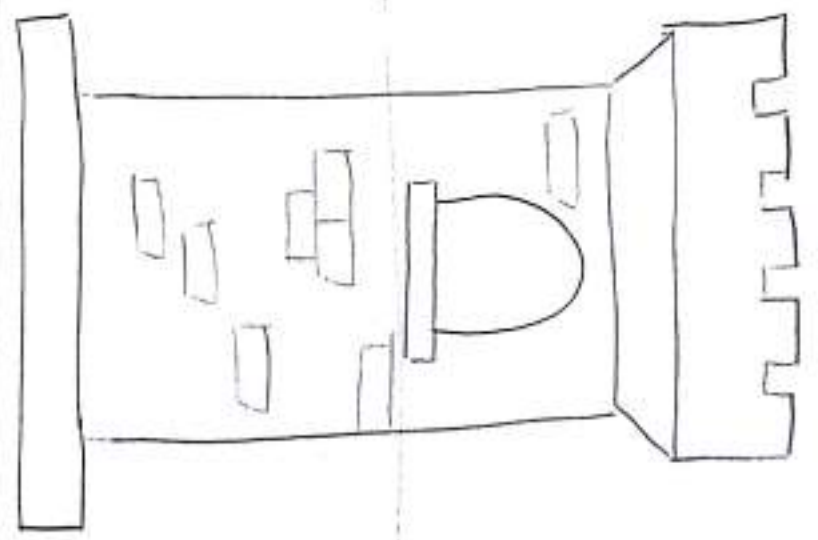




H. 1 mahjong



Height: 2 mahjong





YOUR NAME: Daryl Pung Xi Ern

STUDENT ID: 0333743

FOUNDATION: FID | FIA | FIS | FNBE

TUTORIAL LECTURERS: MR CHARLES | MR CHOY CHUN WEI  
| MS FU YEN HUEI

PRODUCT NAME:

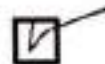
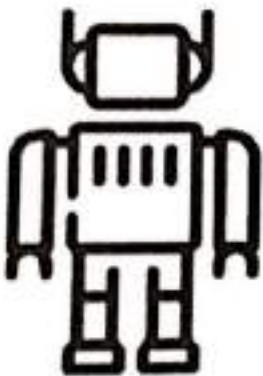
GROUP NAME & MEMBERS NAME ( IF GROUP WORK): The Bum Chums

1.  
4.

2.  
5.

3.

## IDEA JOURNAL 1 / 2 / 3







# SOUND WIZARDS







# THE BEGINNING OF THE BUM! CHUMS

## INITIAL GROUP NAMES

- THE CRINGE
- THE CHUM BUCKET
- GAME BLENDERS

## GROUP MEMBERS

- The entire FID class + Tyson (FNBE)

3/4/18

- first group discussion
- everyone shares their ideas
- designating roles
  - ↳ 2-3 protags
  - ↳ 1 villain each game
- decision to change pitch/position of sfx.

4/4/18

- Storyboard + character design

5/4/18

- Character design details

1) Frygal Mc fry pan

Weapon: pan

Color: red

2) Sweepy Von Broom

Weapon: broom

Color: blue

3) Ana banana

Weapon: banana

Color: yellow

props:

- bush
- pillar
- coin block
- coin box
- coins
- contrroller

10/4/18

- cut prepare props
- buy materials
- spray paint - mahjong paper
- crepe paper

11/4/18

- Continue with props, spray coins
- rehearse scenes
- edit sound clip.

14/4/18

- group discussion
- refining clungeon scene
- get pillar done
  - ↳ spray paint + structure
- bought spray paint
- storyboard changes?
  - ↳ Tyson as unknown monster?

16/4/18

- group discussion
- meet at DL14 then at LT20
- props
  - green bushes done
  - second pillar complete
  - white flag for dragon complete.
- figure out ending.

17/4/18

- rehearsal + storyboard
- refined 1st game
- 2nd + 3rd needs work
- Changing the projector to a TV using sticks

18/4/18

- FINAL MEETING
- run through story one last time
- props + costumes completed.

## NEXT CTS PERFORMANCE

~~21~~ 20/4/18

- Redo CTS performance
- decision to restart

23/4/18

- finalising idea
- group discussion
- changing to sound clip 1

24/4/18

- finish refining scenes
- complete storyboard
- designating roles

26/4/18

- final rehearsal
- fixing mistakes
- printing signs c deadlines + weeks.



# SOUNDCLIPS

## SOUNDCLIP #1

- It would take place in an apartment. A family has just moved in and they begin to experience strange and wacky scenarios.
- Their neighbour turns out to be a clown and keeps making noise, disrupting their peace. The clown will act out in silly actions according to the sfx.
- Just when they thought it couldn't get worse a crazy girl appears at the end!
- The guitar outro is the girl chasing the terrified family around while the clown cheers.

## SOUNDCLIP #2

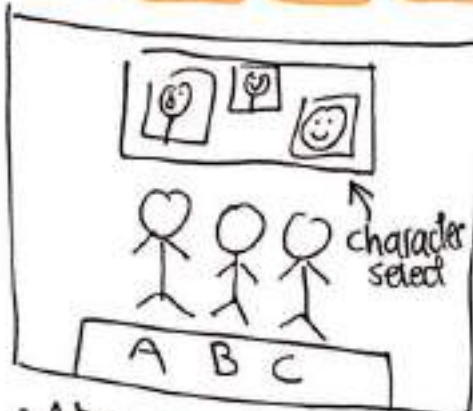
- A fisherman is casually catching some fish when suddenly, a mermaid appears and drags him down into the ocean.
- At first he panics but is immediately silenced when he sees all sorts of sea creatures. Not because he's scared, but because he's too amazed.
- As the mermaid brings him around enthusiastically, he realises he enjoys her company and the ~~sea~~ sea.
- Eventually he grows tired and the mermaid brings him back to ~~shore~~ his boat. When he wakes up he wonders if it's all a dream.

## SOUNDCLIP #3

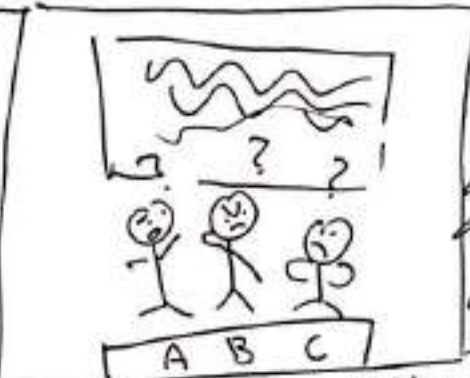
- 2 characters are stuck in a game they don't belong and attempt to find a way out.
- The stage will be split into two where there's a kid controlling the characters through a screen.
- The plot twist at the end is when the characters begin to act against the kid's commands and break out of the screen, while chasing him around.



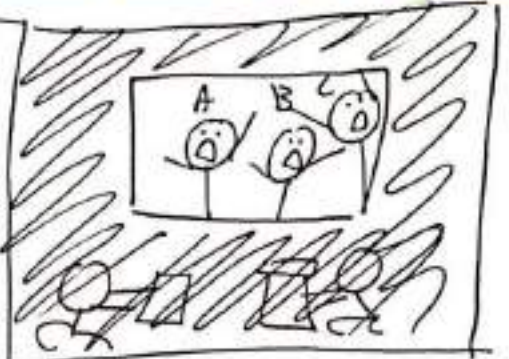
# SOUNDCLIP #3 Story board



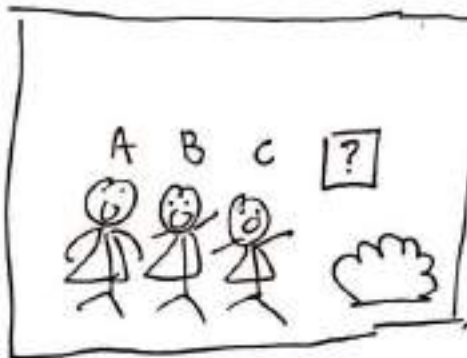
- ABC are students looking at a character select screen.



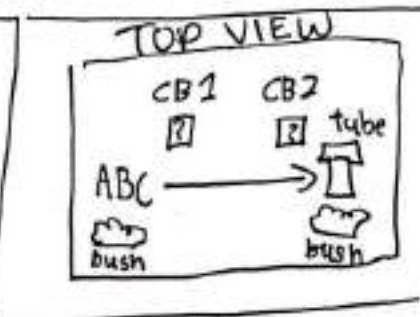
- screen starts glitching
- ABC are confused



- ABC stuck in the screen trying to get out
- props being moved.
- lights are off



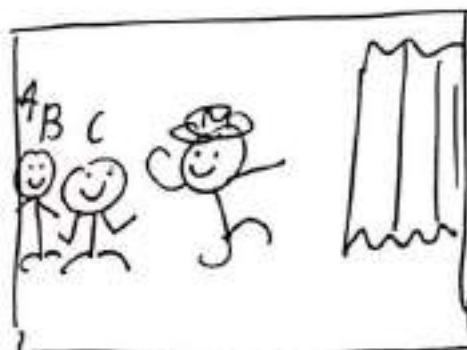
- lights on, ABC appears as the characters they chose
- videogame setting



- ABC hits the coin blocks and gets coins.



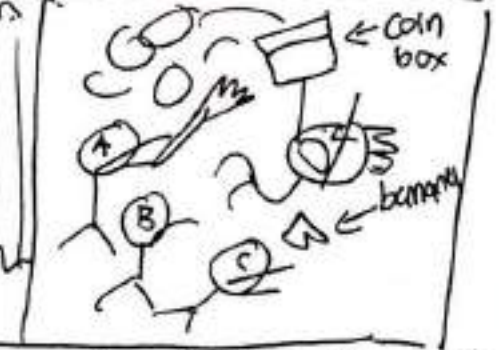
- Mario appears from the tube, surprising them.



- Mario leads them to the curtain at the side



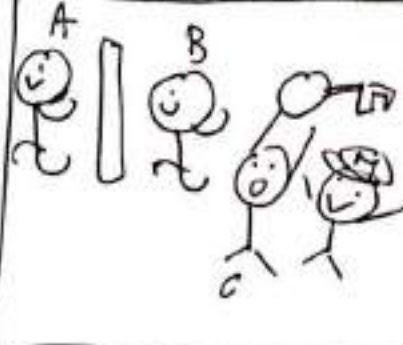
- Bowser jumps out!



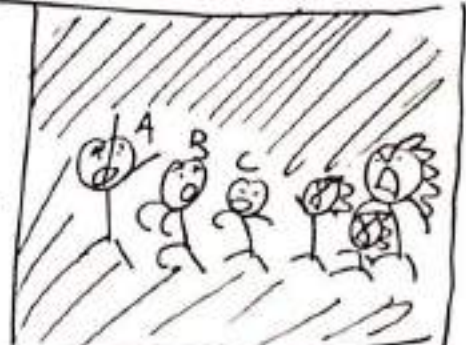
- ABC attacks him with their weapons



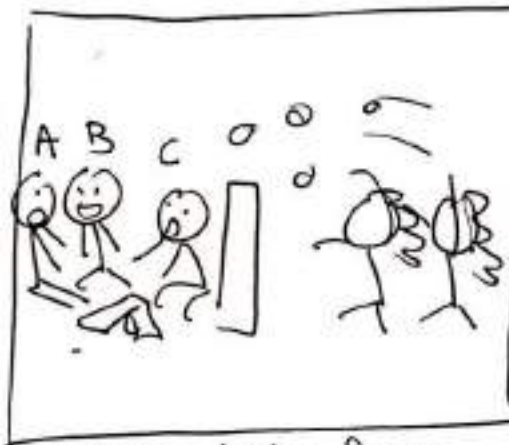
- ABC celebrates the coins they got



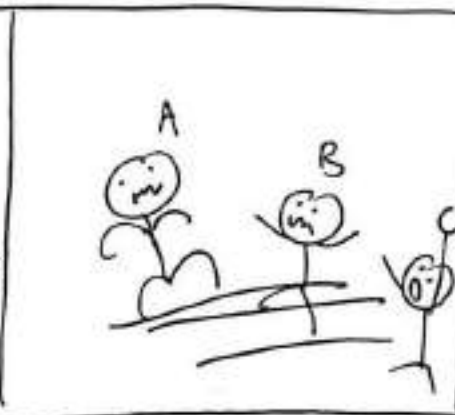
- AB enters a portal to a new game
- Mario stops C and gives him a key



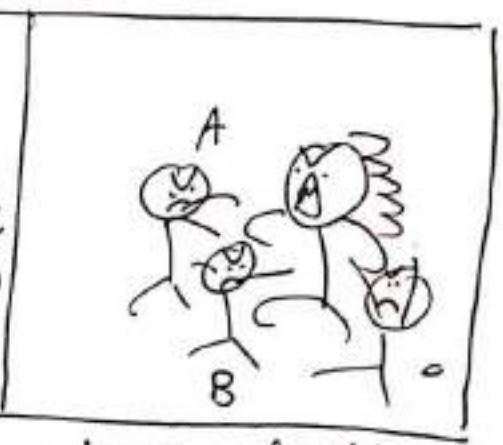
- Next game: A Dungeon
- Scene will be in complete darkness
- only using flashlights
- Dragons and its minions appear!



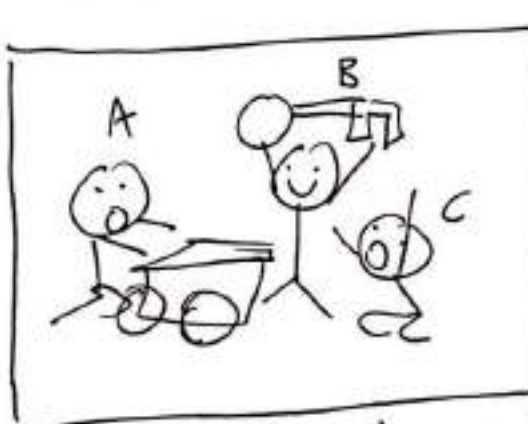
- ABC hides from dragon's minions who attack them with spears.
- ABC finds weapons!
- Kills them with weapons



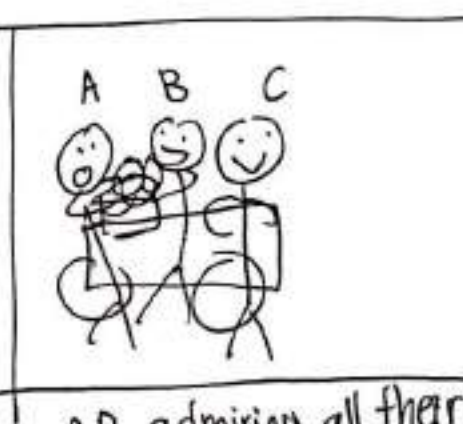
- ABC get through traps
- B gets hurt & revived again.



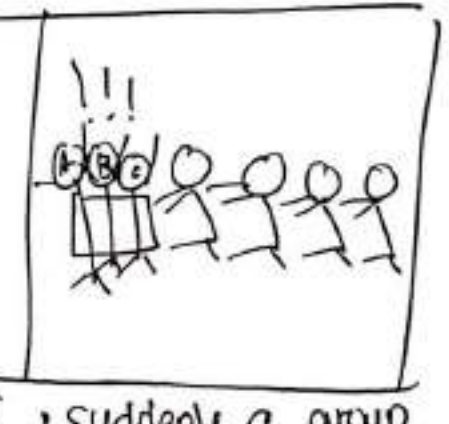
- big boss fight!
- ABC attacks the dragon with their weapon



- gets a car + key as a reward!

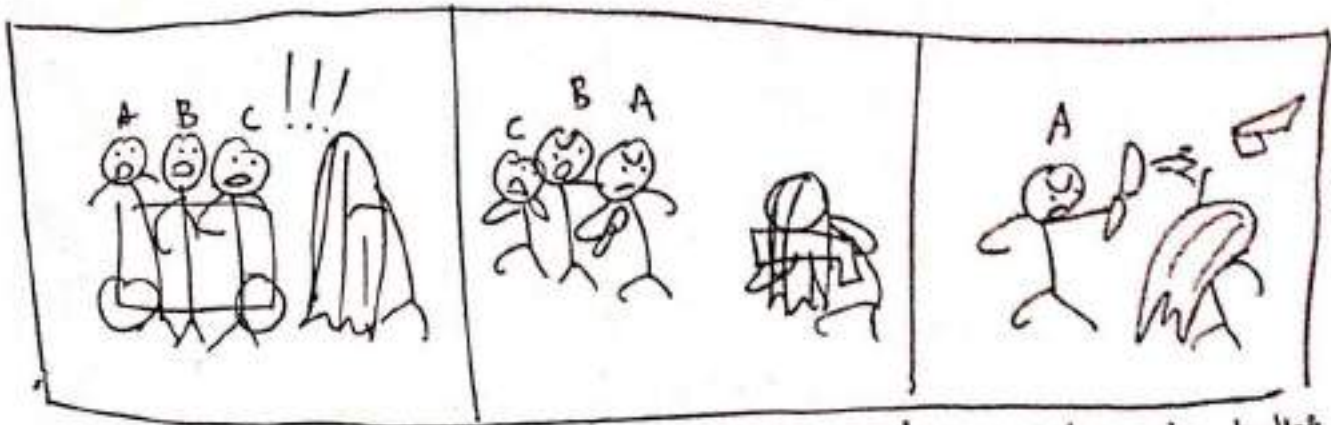


- AB admiring all their coins
- C driving the car

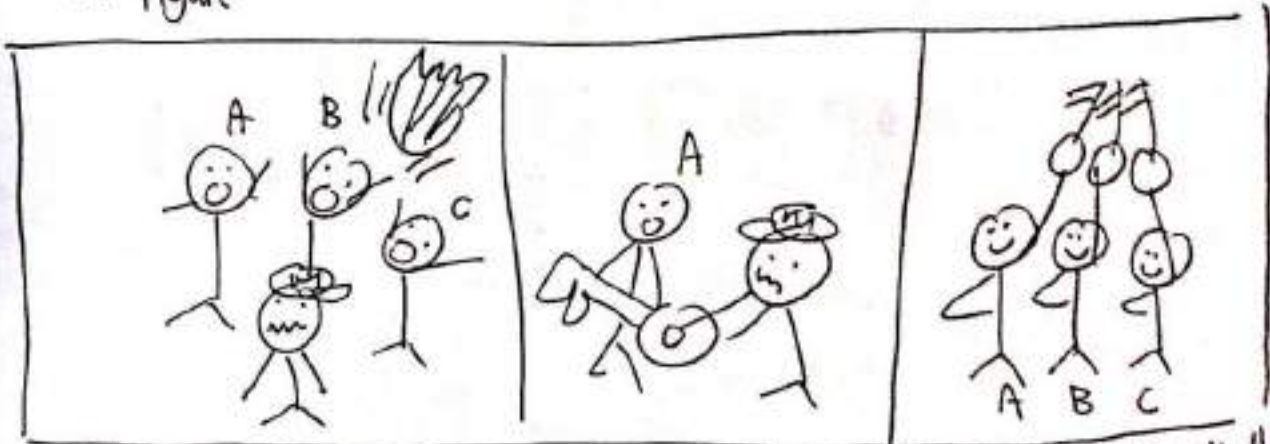


- suddenly a group of masked robbers attack them & steal their money.





- ~~Then~~ After defeating the robbers they continue
- suddenly stopped by a hooded figure
- Hooded guy takes out a bazooka!
- BC gets behind A
- A deflects his bullets and injures him



- They unmask the guy
- PLOT TWIST! IT WAS MARIO!
- Mario gives A the final key
- ABC connects all the keys

## CHARACTERS

- A - Daryl
- B - Jim
- C - Jonathan
- Bowser - Zafraan
- Mario - Tyson
- Dragon - Khiirtanu
- Dragon's Minions - Arissa + Mathu

## FINAL SCENE



ABC return home only to see their mom playing the game. The scene ends with the music being repeated. Implies the cycle continues.



# INSPIRATION

## THE MOVIE: WRECK IT RALPH

The movie inspired us in many ways, especially plot wise. Initially we even wanted to use the characters from the movie, only with a different plot.

## SIMILARITIES

- both of them are videogame themed
- about characters jumping from game to game
- the protags are trying to escape

## DIFFERENCES

- different types of characters.
  - ↳ IRL characters & the other are game characters
- Our plot is about recieving 3 keys
- The plot twist at the end.



# THE PLOT!

\* We wanted to achieve a lively and action packed performance with this idea, to keep the audience on the edge of their seats. Inspired by the movie "Wreck It Ralph" our story will be about 3 kids who gets stucked in the videogame world and they have to find a way to escape.

## USING: SOUNDCLIP#3

- The story starts out with 3 kids ~~getting~~<sup>coming</sup> home from school. They begin playing a videogame where they need to choose a character in order to start. Once picked, the game suddenly glitches and the scene goes completely dark. The projector lights up revealing they're trapped in the world. When the music starts the lights turn on revealing the stage to be a videogame setting and the players are shocked.
- Encountering coin blocks, they start hitting them to collect coins. Suddenly Mario appears shocking them. Oshering them to follow, they happily comply only for Mario to accidentally lead them to Bowser who starts chasing them. The player with a broomstick as a weapon wacks him midway, causing him to fall and get defeated. He spills a box full of coins as a reward. A portal appears and players AB enter while Mario hands C a key.



- Next world: A dungeon begins. Scene is in total darkness except for a few lights. The players walk with only a flashlight and ~~found~~ finds a dragon and its minions. AB starts to fight while C runs to find a machine gun. Using it, C successfully defeats the dragon. The players turn around when they hear a monster run past them. ~~They turn around~~ A series of traps is revealed (3 stools spread in a line on stage with people in between the stools trying to grab the players). At the splat + level up sfx, player B finds a key being held by someone in the traps, they attempt to grab it but are pulled down while player C tries to help them. Meanwhile, player A finds the monster and defeats him and retrieves ~~the~~ the 2nd key. ABC reunites and finds a car. The lights go on and the next scene begins.
- The final scene is them going on the car and driving away. C drives while AB admires all the coins they collected. Suddenly they're attacked by a group of robbers who take all their money away. Once ~~the~~ they fend the robbers off, they're suddenly blocked by a mysterious man wearing a cloak, who's the final boss. During the robotic sfx he reveals a bazooka and aims it at them. B deflects the bullets with their frying pan and injures him. The players surround him and PLOT TWIST! It was Mario all along! Mario gives them the last key.
- The players connect all the keys together and exit the game. They see their mother using the console, attempting to play it. The players tries to warn her, the lights go off and the music is repeated, implying the cycle starts again.



# COSTUMES

PLAYER 1

Jonathan



- Weapon: Banana
- Color: Yellow
- Yellow ~~scarf~~ scarf that can act as a poncho

PLAYER 2

Daryl



- Weapon: Pan
- Color: Red
- Red scarf that can be tied into a knot

PLAYER 3

Jim



- Weapon: ~~to~~ Broomstick
- Color: Blue
- Blue cloth that can be made into a monk robe.

# CHALLENGES!

- The process of making the props was incredibly tedious. Looking back at it now, we probably shouldn't have spent so long working on making it look pretty. In fact we should've worked on our story, which was quite flawed.

- We kept running out of spray paint which was frustrating. At one point even the art store ran out of the color we wanted!

## PROPS

2 bushes



2 coin blocks



20 coins



2 pillars



pan



broom



banana



mario mask



bowser shell



- For some reason, what we envisioned the plot would be like vs how it actually was was very different. We thought that once we had the storyboard + plot down it would be easy, but it was so much harder than I imagined. Or maybe, because we couldn't use our voice it was harder to act it out since we had to show it.



# HIGHLIGHTS



SPRAY PAINTING



LOTS AND LOTS  
OF  
CARD  
BOARD

MAKING THE  
STRUCTURE





# HIGHLIGHTS



REHEARSAL  
AT LT20

GROUP  
DISCUSSIONS



REMEMBERING  
OUR **ROLES**



COSTUMES



SHADOWS  
+  
LIGHT

2 DAY  
BEFORE





# PERFORMANCE DAY and what went wrong.

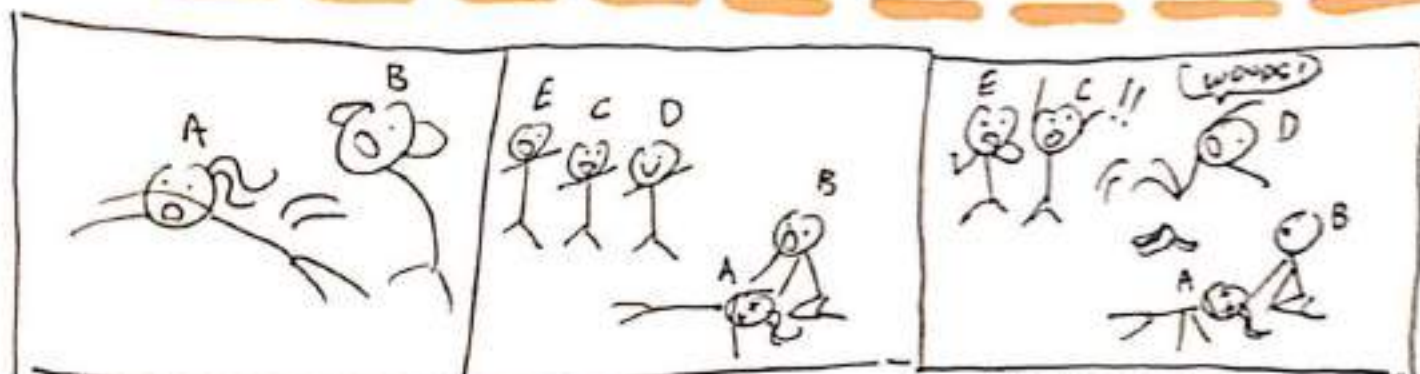
- The performance was a complete mess compared to how our practice was. It started out fine until ~~Za~~ Zafran, who was Bowser, found out the coin block box broke mid-performance, prompting us to freak out too. Everything went downhill from there as we became panicked which led us to lose synchronization.

## THE VERDICT: • By Mr Charles, Mr Choy Ms Fu

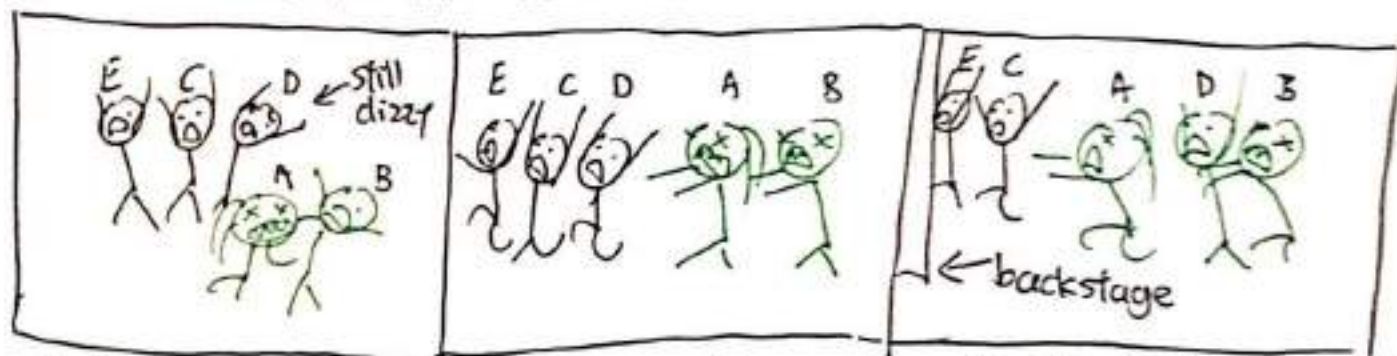
- We were told we got a barely passing grade. It really de-motivated us after hearing that. After all the hours of practice, it seemed like a total waste. They told us they couldn't understand what was going on and that it was very uncoordinated. Luckily we were given a second shot and we most definitely plan to do it again.
- This time we plan to make the plot as simple as possible and also lessen the amount of props needed.



# SOUNDCLIP #1 STORY BOARD



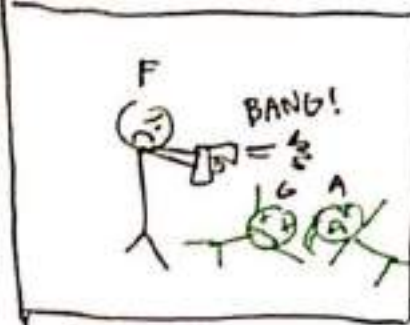
- A+B are walking
- A suddenly faints!
- B panics over A
- ECD walks in as passersby
- D slips on a banana peel
- ECB looks in shock



- A turns into a zombie and bites B
- ECD runs away in fear
- B turns into a zombie
- AB chases ECD
- D gets caught and gets bitten
- AB chases EC backstage.



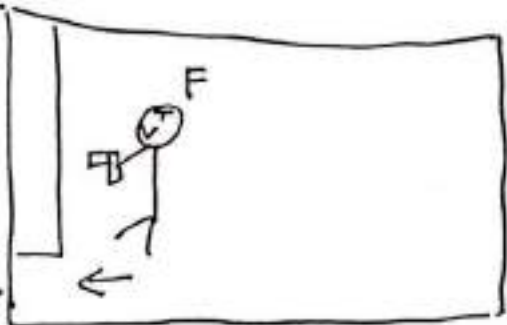
- New characters F and G enter
- F finds a weapon!
- F bends to pick up a weapon but his pants rip.
- G laughs but gets bitten by A
- F looks in terror at G being bitten by A
- F gets the weapon



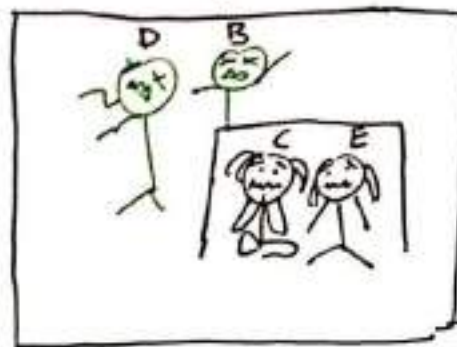
- F pulls the trigger and kills them both
- Follows whistling sfx while shooting



- At YEAHH sfx F smugly holds the gun and looks at the audience



- F exits stage



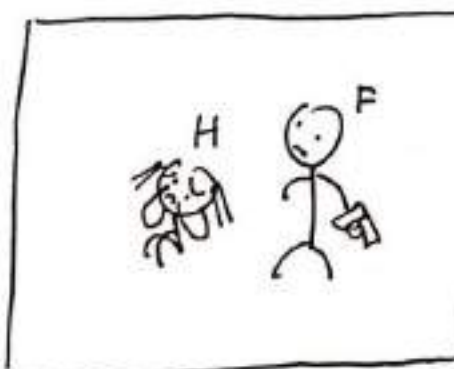
- C E are two girls hiding from DB
- Scared looks on their faces



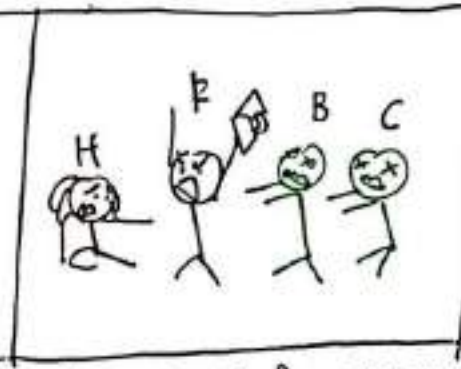
- E phone suddenly rings and C angrily scolds her
- phone ring will go with the horn sfx



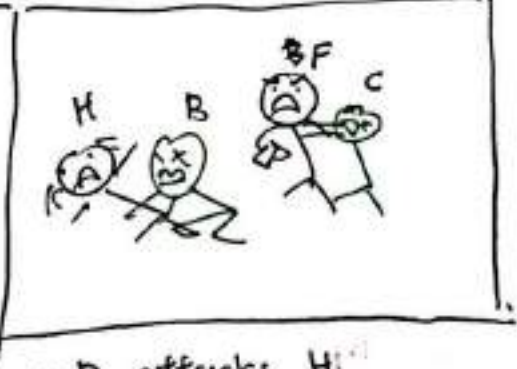
- CE gets caught by DB and turns into zombies



- F finds H who is a crying girl



- F scolds H for crying while oblivious to BC
- H points at them in fear

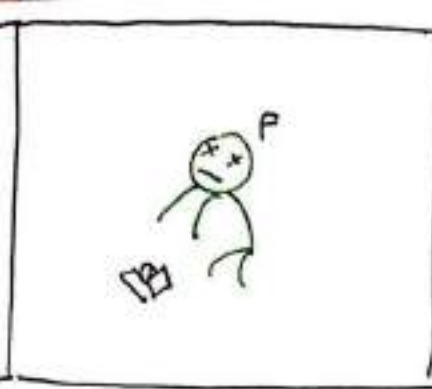


- B attacks H
- C attacks F who tries to fight him off but gets bitten.

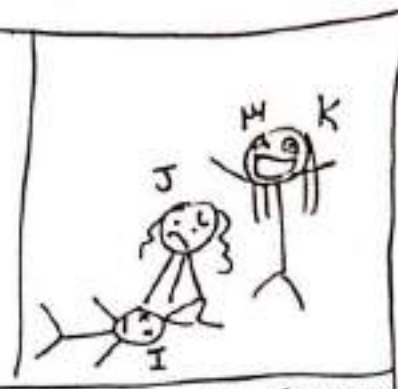




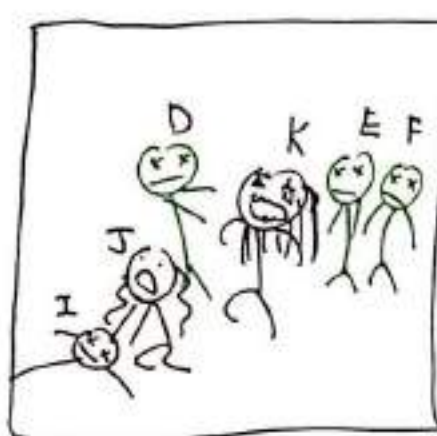
- F manages to shoot all of them before becoming a zombie himself



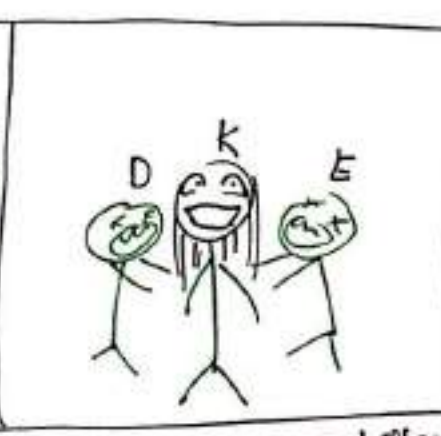
- F turns into a zombie and wanders off



- J, a sad wife grieves over her dead husband
- K a crazy lady is laughing at her misfortune.



- D attacks J
- E & F attacks K who starts laughing nervously



- Crazy lady gets bitten but smiles as she is.



- K rounds up everyone who are zombies
- K is now the leader



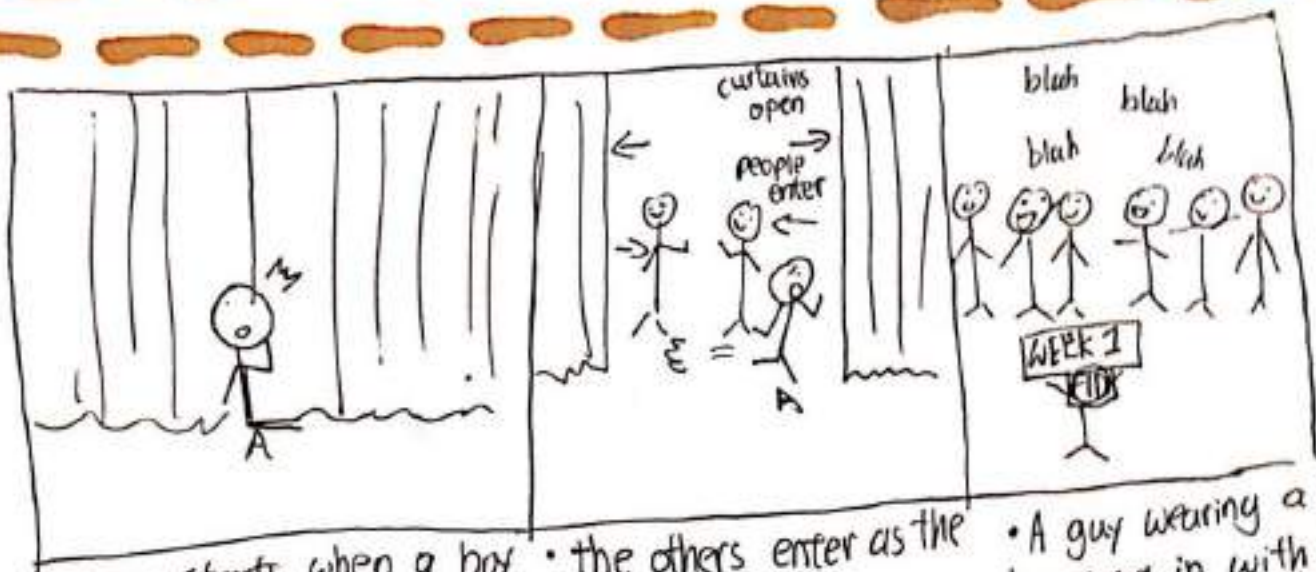
## CHARACTERS

A - Daryl	F - Jim
B - Tyson	G - Zafran
C - Hanan	H - Mathu
D - Jonathon	I - Melvin
E - Carla	J - Arissa

K - Khiintana  
... and also Mr Charles



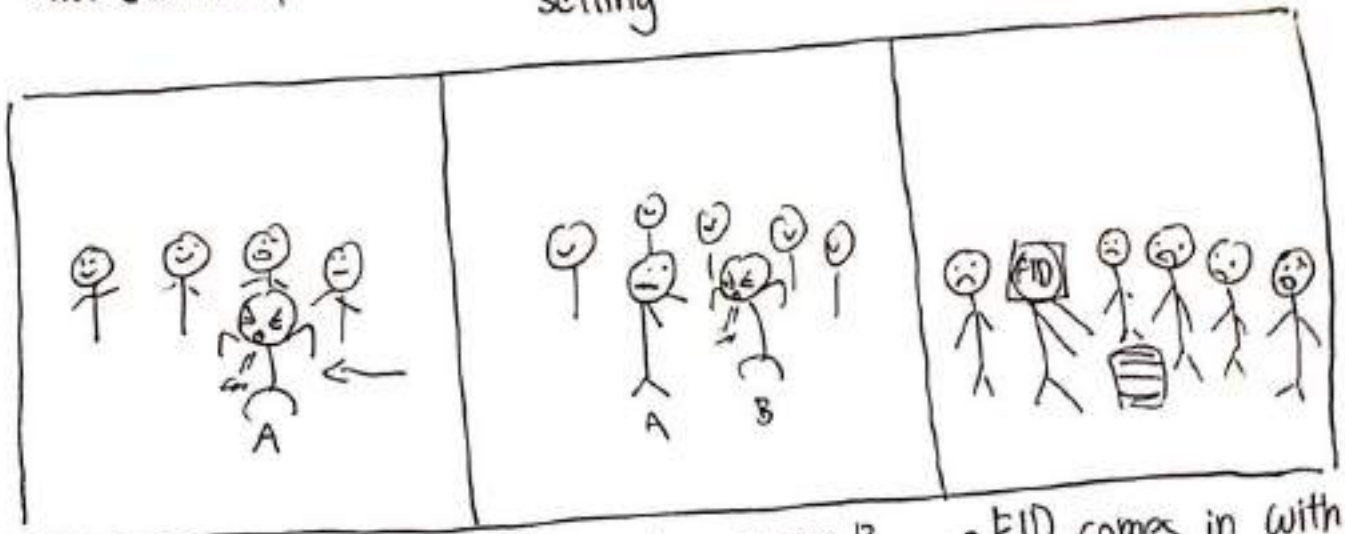
# SOUNDCLIP #1 STORY BOARD



• scene starts when a boy wakes up and realises he's late. (oh no! sfx)

• the others enter as the curtains open, revealing a classroom setting

• A guy wearing a FID box comes in with a sign that says WEEK 1  
• Students are mingling



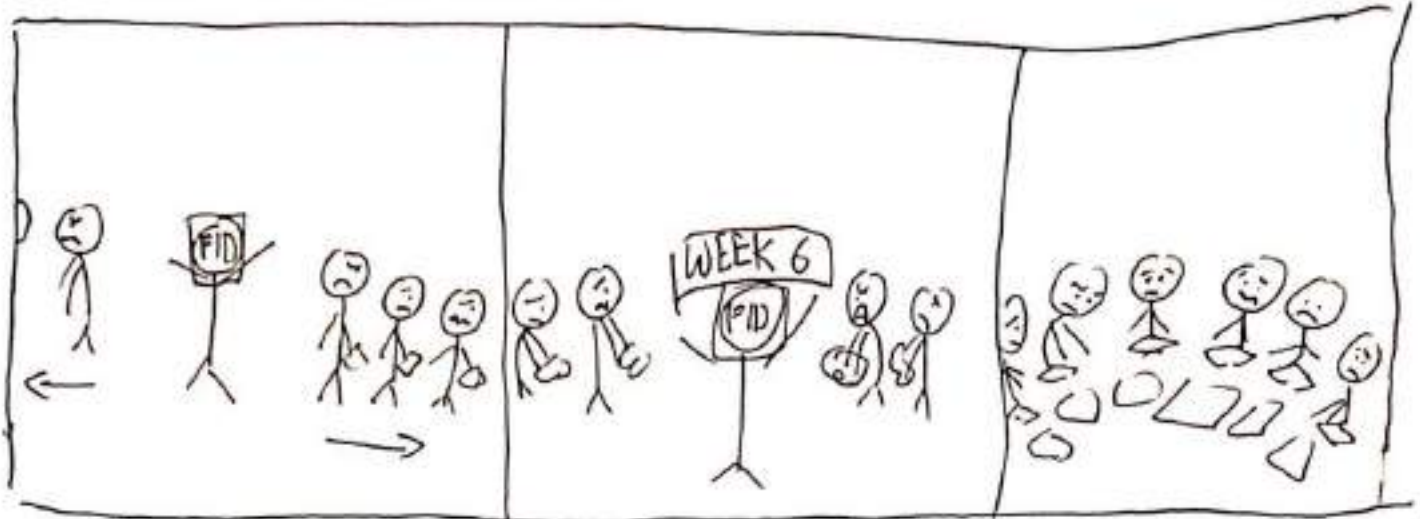
• The boy finally comes to class but he comes in sick and starts sneezing

• Approaches person B  
• B starts sneezing too.

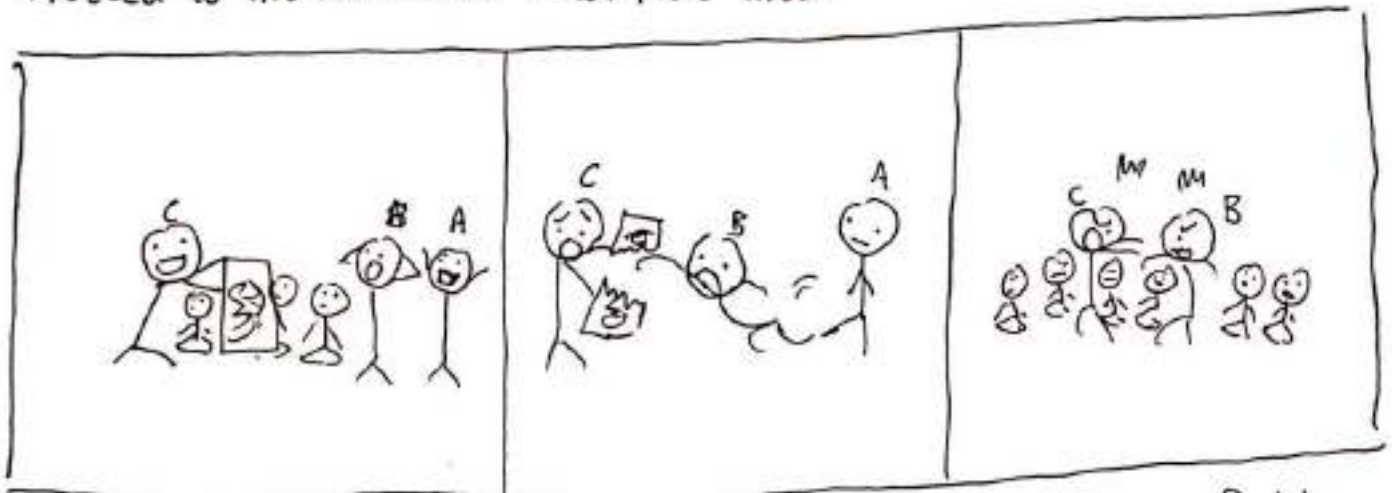
• FID comes in with a stack of papers labelled assignments.  
• Everyone gets really sad.

## CHARACTERS

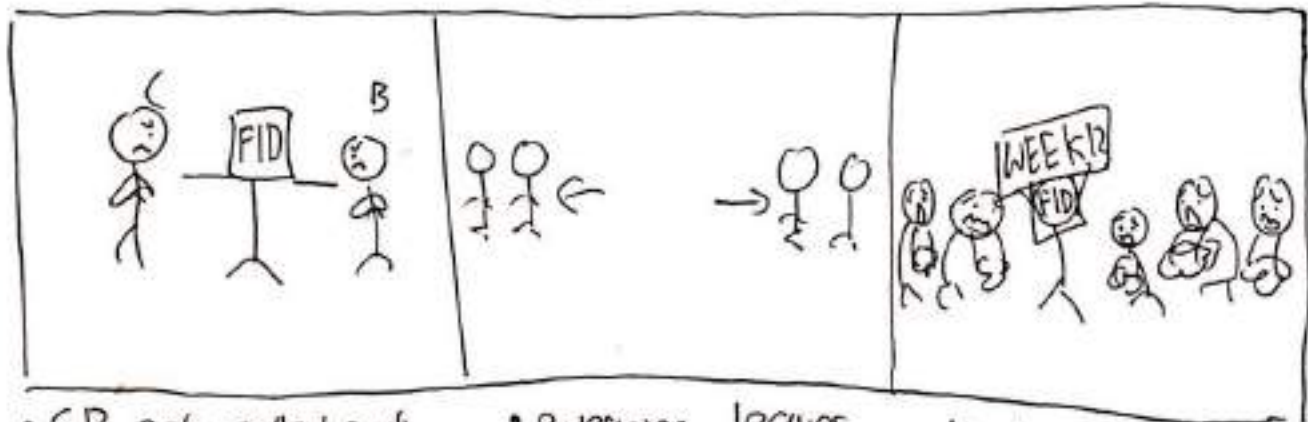
A - Jonathan    C - Carla    E - Zafran  
B - Daryl    FID - Tyson    everyone else as students



- At the "UP!" sfx FID ushers everyone to leave.
- Proceed to the next week.
- FID enters with WEEK 6
- everyone enters looking a lot more tired.
- Everyone sits down and ~~g~~ does their work.

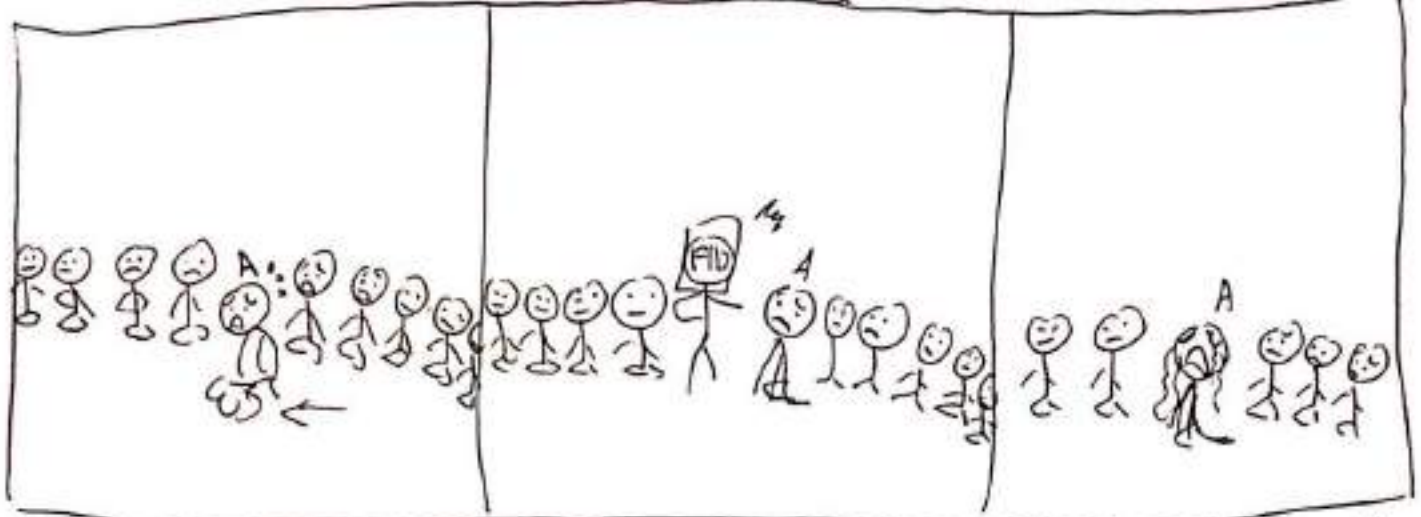


- At "WOW" sfx C enters with a really good drawing.
- A+B stands up, shocked.
- A purposely trips B
- B rips C's drawing at the ripping sfx.
- CB starts fighting violently



- CB gets called out by FID, who breaks up their fight at the whistling sfx.
- everyone leaves
- Week 12 begins
- everyone enters looking dead.

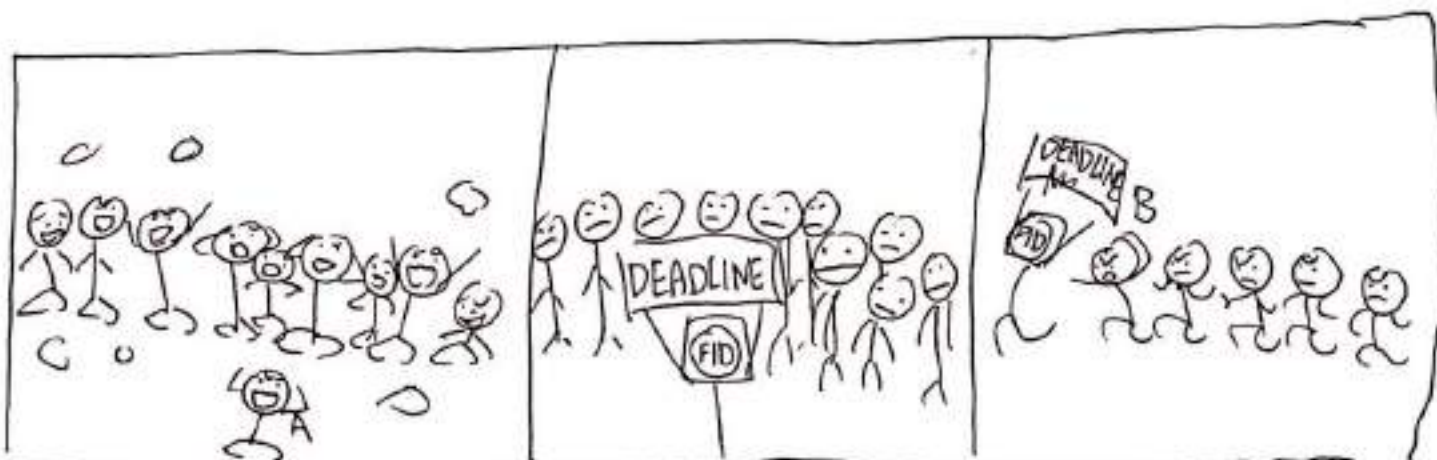




- A enters late again
- Enters at honking sfx
- FID begins scolding A
- A starts crying at crying sfx
- Everyone stares at him strangely.



- E tries to comfort A but gets pushed away.
- E slaps A 2 times as though to say GET A HOLD OF YOURSELF!
- A suddenly starts laughing, freaking out E [Sign: day before deadline]



- Everyone starts laughing
- Freaking out over deadline.
- FID ENTERS WITH DEADLINE!!!
- everyone silently glares
- B points at FID
- Everyone starts chasing FID
- "hahaha the deadline"



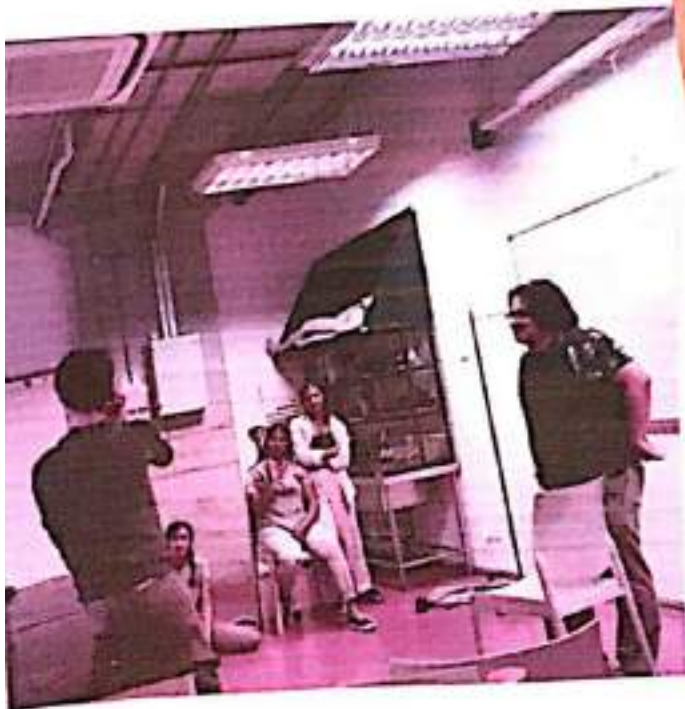
# OPTION A?

# OPTION B?

◦ We decided against Option A as we felt there was no purpose or moral. Although it was a pretty fun storyboard, there wasn't really any meaning. We also attempted to compile option A + B but that would be too messy, much like our previous performance.



◦ We decided to stick with option B as we felt that it was more personal to us, also we thought it would be pretty fun to re-enact our frustrations and show Mr Charles, Mr Choy & Ms Fu how stressed we were. Plus, there's a lot more meaning to this compared to option A.





# INSPIRATION

## OUR FRUST RATIONS!

- After expressing the challenges we had to face to Mr Charles, especially the fact that we had a lot of assignments during that particular week, he advised us that we should make it about our assignments and the amount of stress it causes us. Thanks to him, we were motivated to start again!

- However, it was hard to get everyone to agree as some of our team members didn't want to redo it. Ms Fu recommended that we stay as a group to finish it, which managed to convince some of them to stay.

TO REDO OR  
NOT TO REDO?  
that is the question.



# THE PLOT!

\* Our overall message that we hope to bring out of this performance is to show what FID (foundation in design) is really like. Through a comedic way of story-telling, we will be showing the process of FID students through the weeks.

## USING: SOUNDCLIP #1

- The story starts during the 1st week of FID. A boy (person A) wakes up late and quickly rushes to class, then the curtains will open to reveal FID students mingling. This is to show that the first week was very chill. However, this changes when a person who embodies FID enters with a stack of assignments. Everyone leaves looking sad.
- Week 6 begins and everyone enters carrying art supplies and looking more distressed than the 1st week. As everyone takes their seats, Person C enters with a very nice artwork. Person A + B stands in awe. Person B suddenly gets tripped by A when attempting to get a closer look, ripping apart C's piece. This escalates to a fight where FID intervenes and breaks off the fight. This scene symbolizes how we FID students usually think when an artwork is good we don't see that many faults, only for the teacher to criticise us harshly and asking us to redo it.



◦ Week 12 begins which is a week before the assignment deadline. Everyone enters looking even more dead than the previous week. Person A enters late again but this time, gets scolded by FID. Everyone stares as he burst into tears. Person E comes and tries to console A only to be pushed away. Fed up, E starts to slap him as though to tell him "Snap out of it!!!"

◦ Deadline sign appears. A begins laughing crazily freaking out E, but he ~~re~~ eventually joins in the madness as does everyone else. This is to show that FID students have gone crazy over the amount of assignments. FID enters and everyone silently glares at him, when the country sound segment starts everyone chases FID as he carries the sign. This is to show that we are literally chasing the deadline.

◦ **THE END!**

**"THE SIMPLER THE BETTER"**

**FOCUS ON  
PLOT NOT  
PROPS.**

One of our criticisms from our previous performance was that the plot was too convoluted. And so, for this we focused a lot less on props but instead, the

**PLOTLINE!!**

Which is why ~~tried~~ we tried to make this as understandable as possible.



# CHALLENGES!

We were approaching the deadline pretty quickly and we were back to square one, we couldn't really come to an agreement to the idea at first and we were juggling with many other ones. Luckily, we managed to finally come to an agreement for option B. The practice went by quite quickly compared to our first performance which we spent many ~~hours~~<sup>days</sup> on. This took just a few days.

OBSTACLES  
DO NOT BLOCK  
THE PATH, THEY  
ARE THE  
PATH



We encountered the problem of syncing with the soundclip again. The biggest problem was timing it accordingly to the sfx, we were always either too fast or too slow. Hopefully, during the performance day this won't happen.



# HIGHLIGHTS

## POSITIONS



## PRACTICE PRACTICE PRACTICE



## BRAIN STORM







COORDI  
NATION

ACTING  
OUR PARTS



TEAM  
WORK



# SOUND



# WIZARDS

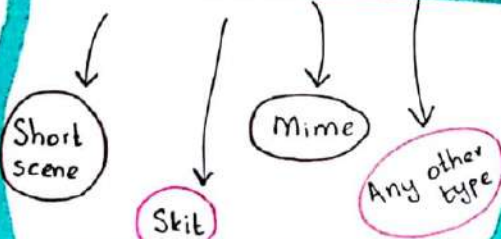
CREATIVE THINKING SKILLS - ASSIGNMENT FOUR



## What do we need to do?

- Create a **stage performance** from any of the sound clips provided.

### Stage performance



CTS

**SOUND WIZARDS**  
FINAL PROJECT

## Do we need make-up & props?

↳ Use **where necessary**

## Mandatories

- Sound Performance should only be based on the soundclip provided
- **Costume/Make-up** is **OPTIONAL**; **not a must**
- Must be **creative, proactive, engaging & interesting**
- **Every member must play a role**
- Must be based on interpreted narrative based on sound clip

## What steps do we need to follow?

- **STEP 1: Download** the **soundclip** of your choice from **TIMES** & **start** your **ideation** process.
- **STEP 2: Interpret** soundclip into a **narrative**  
↓  
Should be based on your ideation
- **STEP 3: REHEARSE!**  
↓  
Very important  
↓  
Get your timing right  
↓  
Also, organize performance properly  
↓  
Record the number of rehearsals

## What is assessed?

- **Fluency** → how many approaches/angles/styles/other combinations
- **flexibility** → how well are the ideas combined & modified?
- **Originality** → how unique is it?
- **Elaboration** → quality & detail of make-up/props/use of colours & costumes/other elements  
↓  
Number of rehearsals



# BRAINSTORMING - SOUNDCLIP THREE

- Bubble breaker

→ pin

↳ poke & pop, bubble kid falls ↓

NOTES MADE  
DURING THE  
GROUP  
MEETING

- Tetris


- Try to include multiple lives in a game

- Point behind story line? → This is important!

- Jumping from game to game

↳ Gaming addiction → CAN ADD MORAL VALUE TO THE STORY THROUGH THIS

↳ At the end, he passes out → Show time 00:20:00

↳  → Lives  
→ individual cardboards

↳ When you die, flip the cardboard to reveal




↳ can be used to show a healthy amount of gaming vs non-healthy amounts of gaming.

↳ You die when you pass a healthy level of gaming.

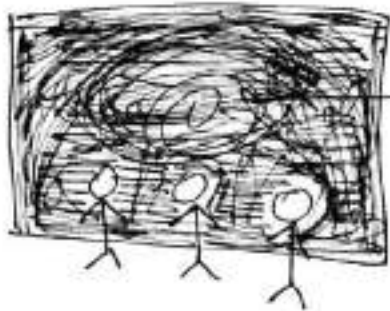
↳ After he loses the final life, he will pass out → GAME OVER.

- Tetris game sound → player falls into a new game.

-  isolated font → write down the name of the performance.

## • PHYSYCADELIC SOUNDCLIP

- Use
  - ↳ Pink Floyd lighting
  - ↳ Shadow show



→ lighting projected onto screen by a projector.

↳ us, silhouette figures.

↳ I don't think most students would think of this → originality

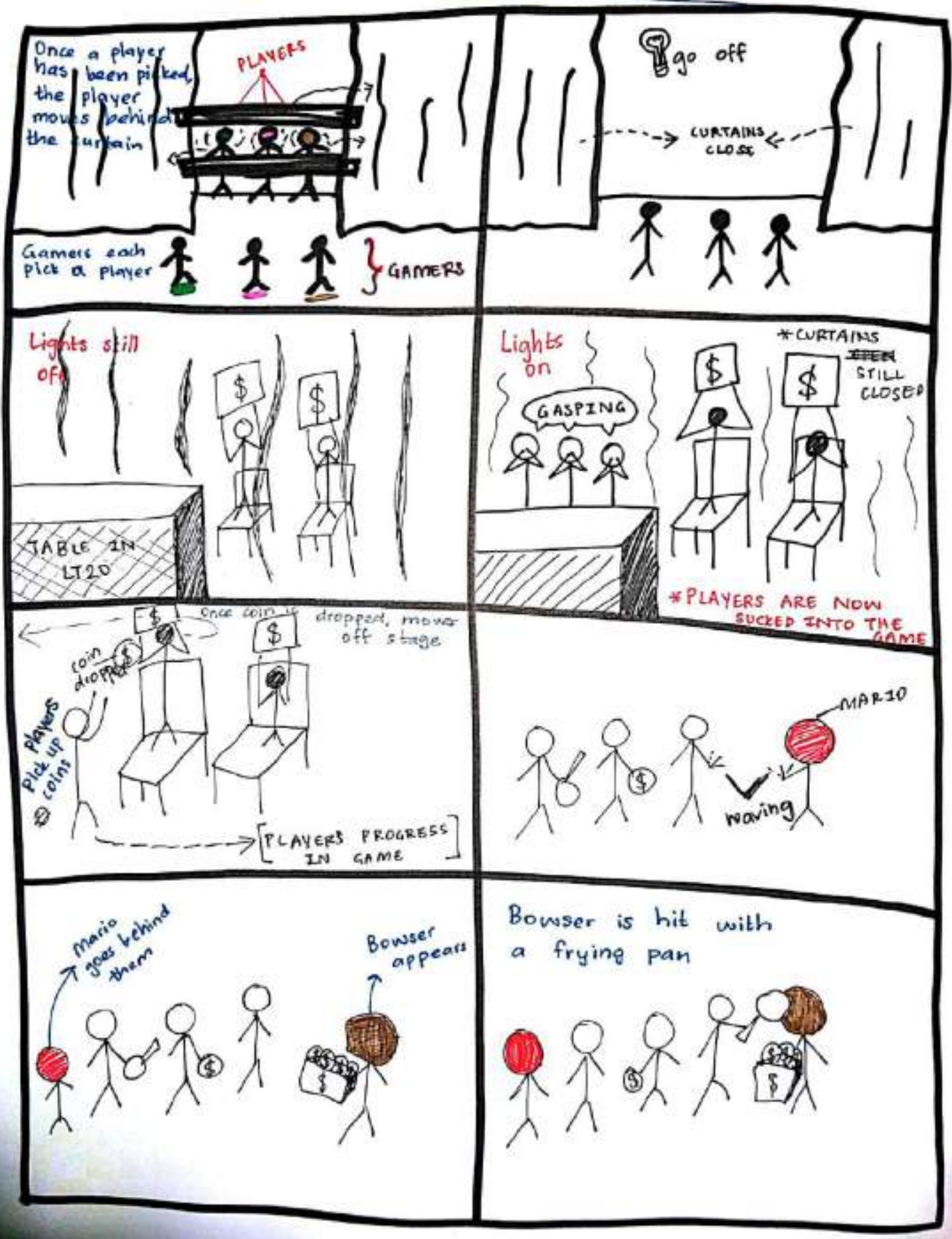
↳ Harder to interpret

↳ But if we can interpret execute this well, we would have a good chance of scoring higher

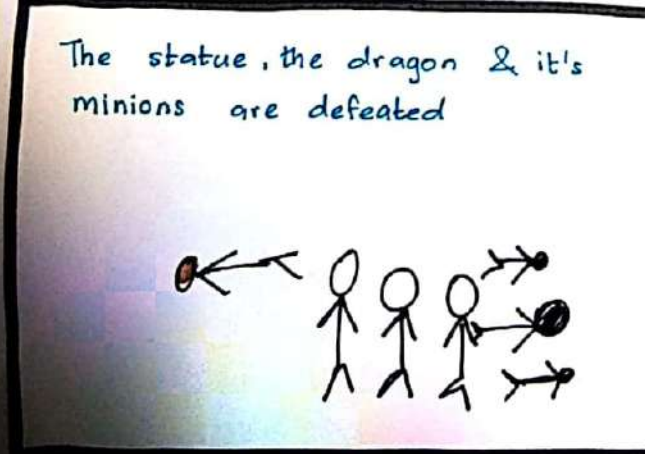
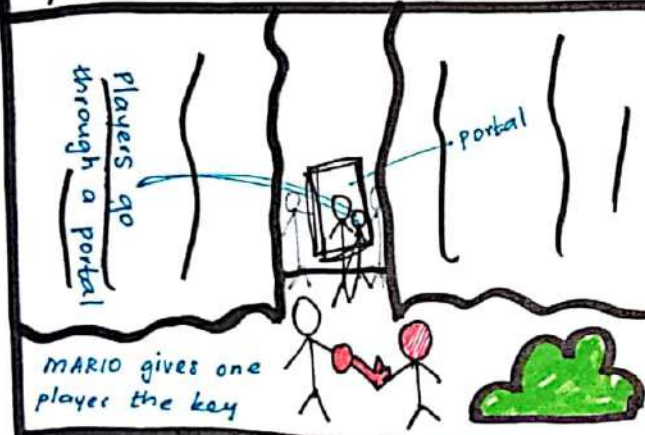
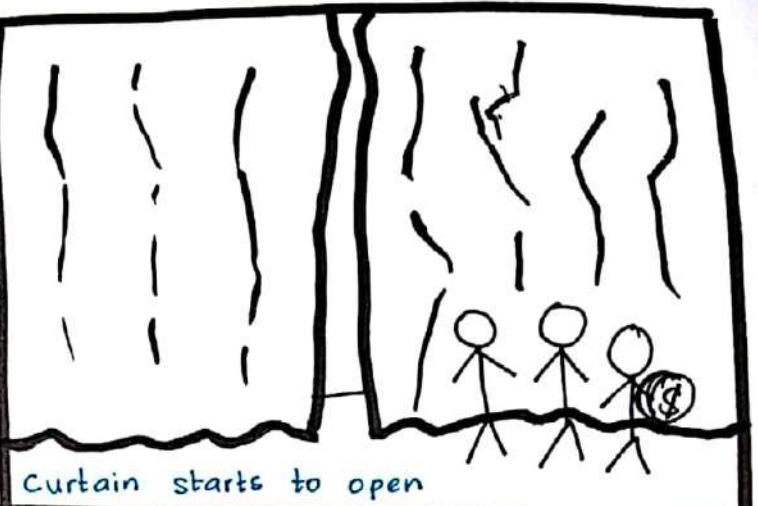
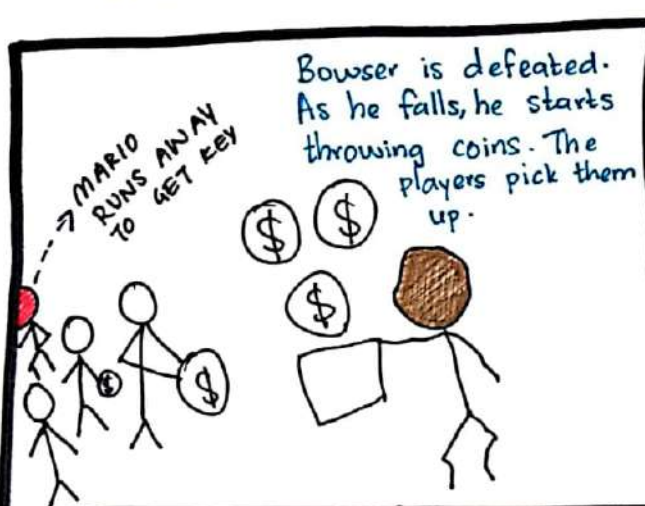
~~AGAINST~~



# GLITCHED IN [SOUNDCLIP THREE]

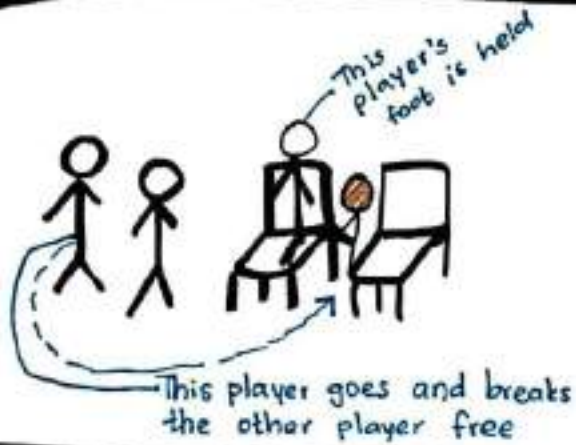


... continuation of the story board ...





... continuation of the story board ...



# LEVEL COMPLETE!

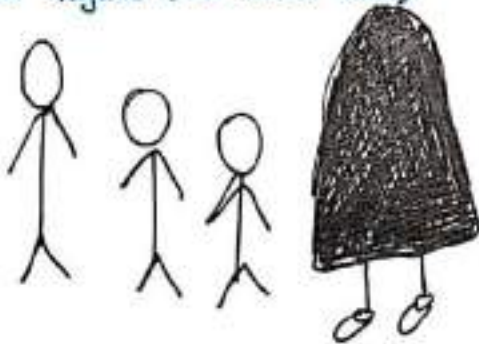
[Entered new level]



Players defeat the robbers.  
The robbers leave.



Players battle a cloaked figure (the final boss)

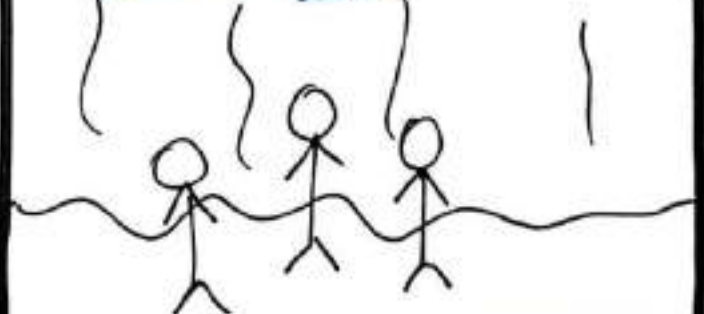


Cloaked figure unmasked once defeated.



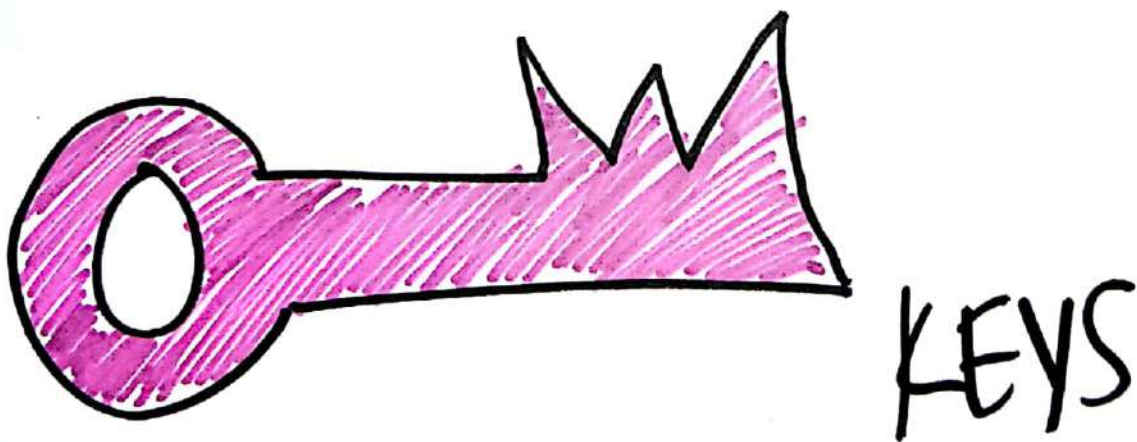
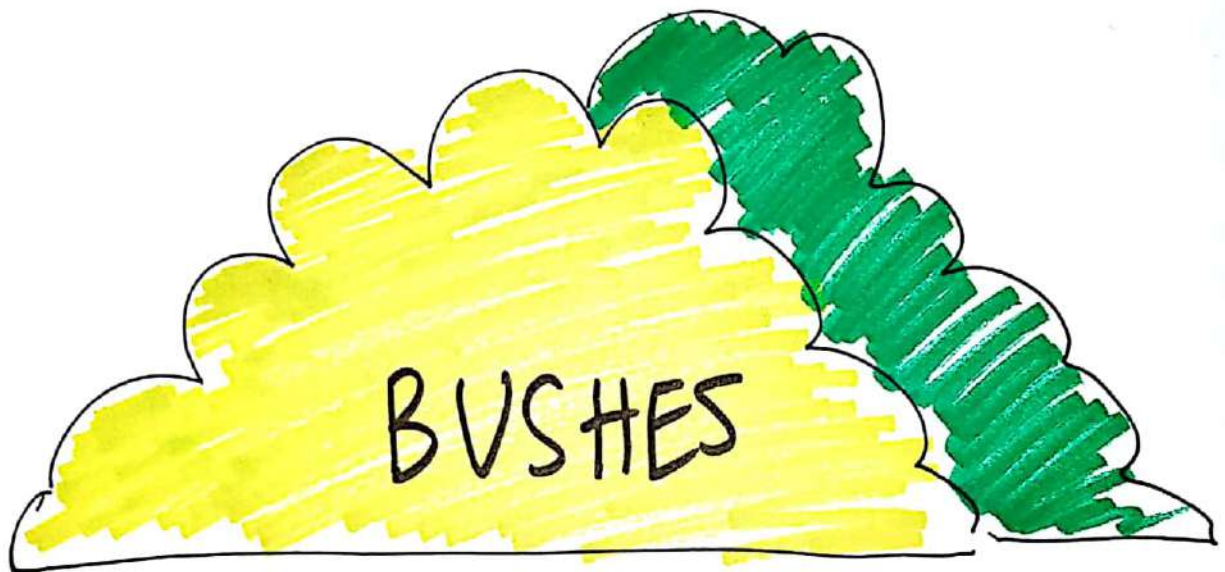
Players lock keys

Players transported back to real world

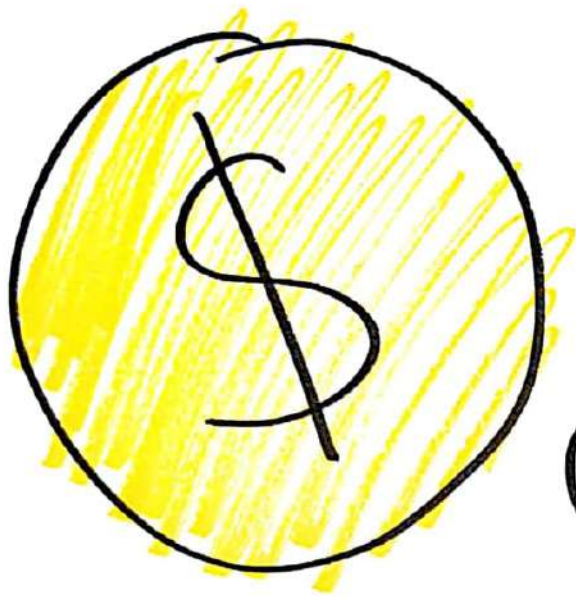


# MAKING PROPS

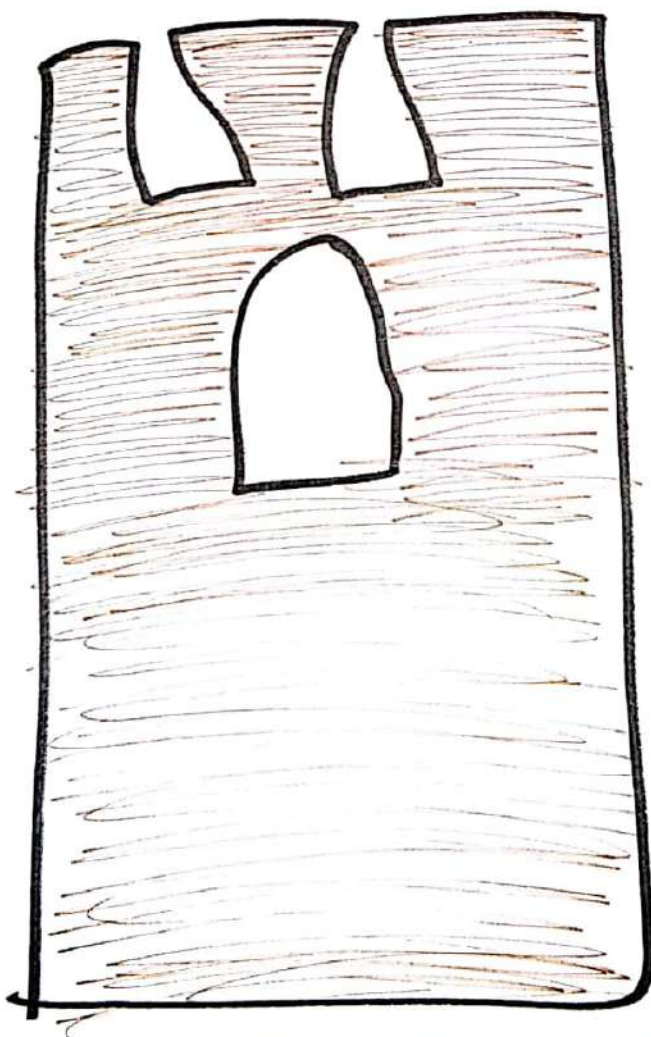
We made props using cardboard,  
Mahjong paper, spray paint &  
coloured paper







coins



Paper used  
as a  
filter for  
the  
flashlight

# WHAT WENT WRONG IN THE GAME BASED (FIRST) PERFORMANCE?

## During the performance:

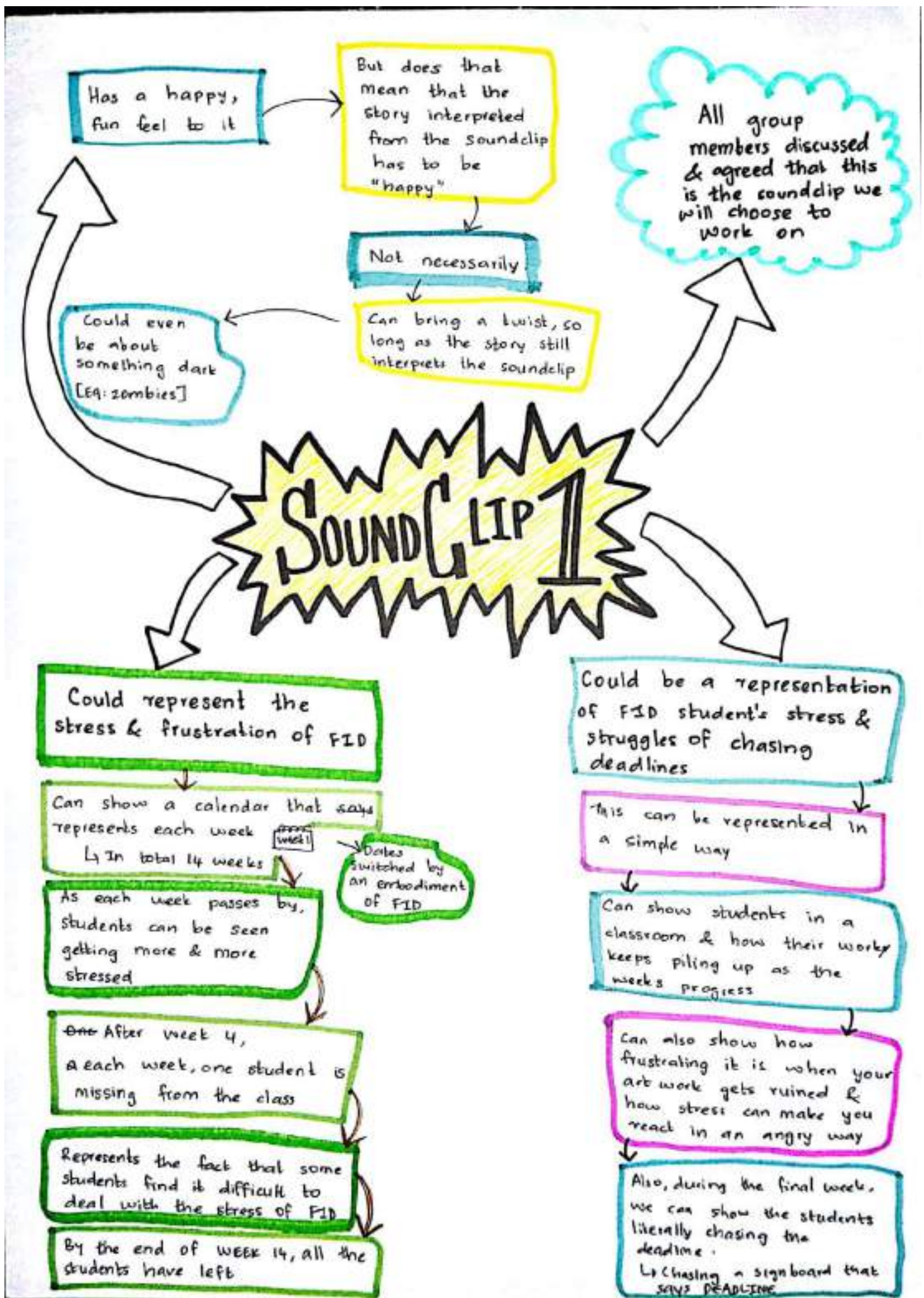
- Bowser's coin box collapsed & he could not come out in time.
  - ↳ Messed up timing significantly for the three main characters as well as Bowser
  - ↳ Since play is based on sound, students failed to get back on track.
  - ↳ Everything went downhill from there on
- Switching off the lights for the dungeon scene
  - ↳ The audience & examiner's could not tell what was going on
- Also, Ms. Fu said that some of the actions do not match the sound
  - ↳ Mistakes in the interpretation of the sound

## About the story:

- The story had no climax
- It also did not have a purpose
- There was too much going on

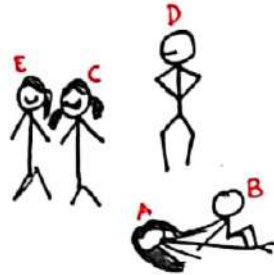
BASED ON THE  
EXAMINER'S  
COMMENTS



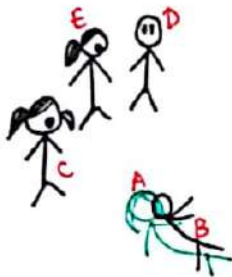




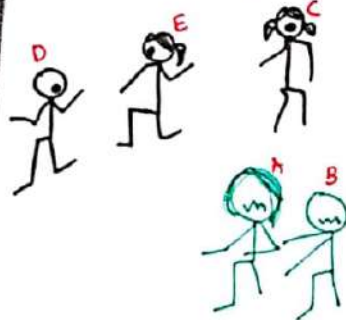
# STORY BOARD-ZOMBIES



B gets bitten by A



A & B chasing others



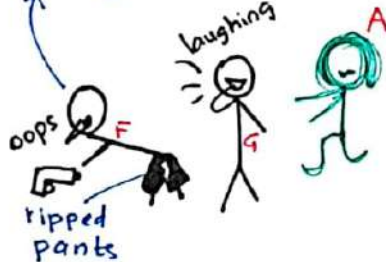
BACKSTAGE



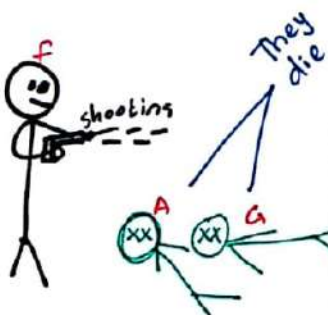
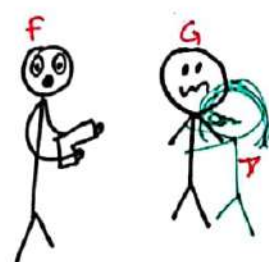
Two other people walk onto stage. finds a gun randomly lying on the ground



Bends down to take the gun



G gets bitten by A



OH Yeah  
Doesn't say out loud. He think this in his head (expressed through facial expression)



BACKSTAGE

F disappears behind stage



# ...continuation of story board...

Zombies randomly roaming about



Two girls hiding from the zombies



Mad at girl E



Phone ringing



C & E get bitten



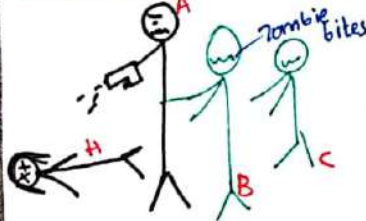
H keeps crying



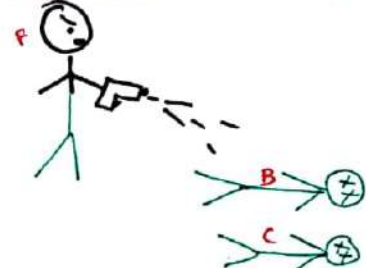
F finds a girl crying



A shoots the girl to protect himself because the girl didn't stop crying & her cries would attract zombies



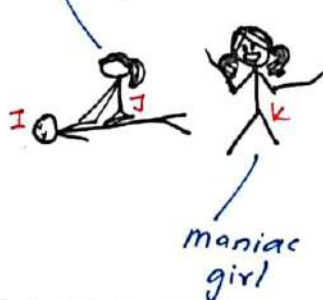
Guy shoots the zombies before getting fully infected by the zombie bite



F becomes fully infected



sad woman grieving over the death of her husband

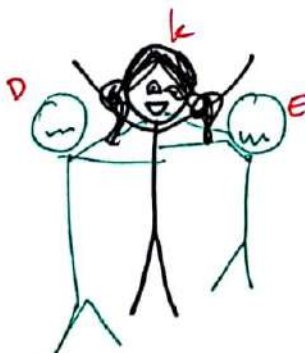


maniac girl

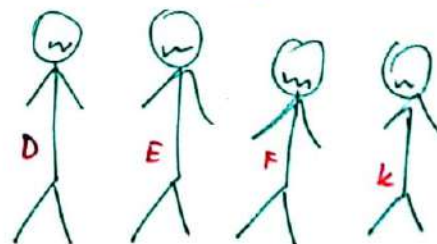
maniac girl kills J



Maniac girl becomes infected



Zombies all get together & turn towards Mr. Charles.



They get off stage & start zombie walking towards him.

## LEGEND

- A → Becomes a zombie in the start.  
Infect G & is killed by F.
- B → Gets infected by A, infect E & F & ~~die~~<sup>killed</sup> by F.
- C → ~~Drops stuff~~ runs away, hides in corner with E,  
bitten by D, ~~dies~~<sup>killed</sup> by F.
- D → Gets infected by A, infects C.
- E → ~~Not~~ Notices A fainted, runs away, hides with C,  
gets bitten, killed by F.
- F → Notices gun, kills G, A, H, B & C, also becomes a zombie.
- G → Bitten by A, killed by F.
- H → Can't stop crying, F kills her to try & protect himself.
- I → Already dead.
- J → Grieves the death of her husband, killed by K.
- K → Kills J, gets bitten happily. K is a bit of a ~~phg~~ crazy.

Why & we chose not to do this  
for the final performance:

- Story has no purpose behind it

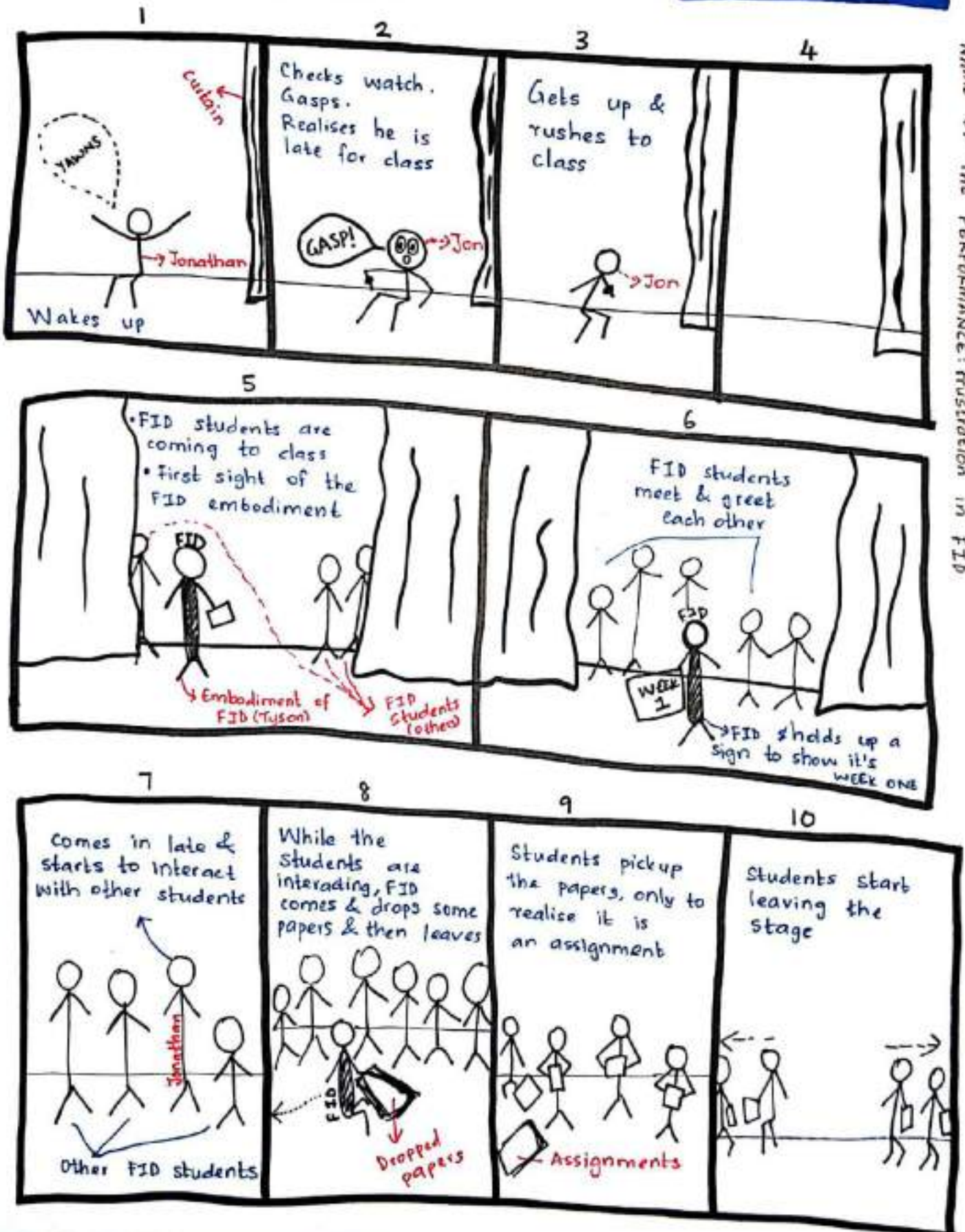
↳ THE STORY NEEDS  
A PURPOSE



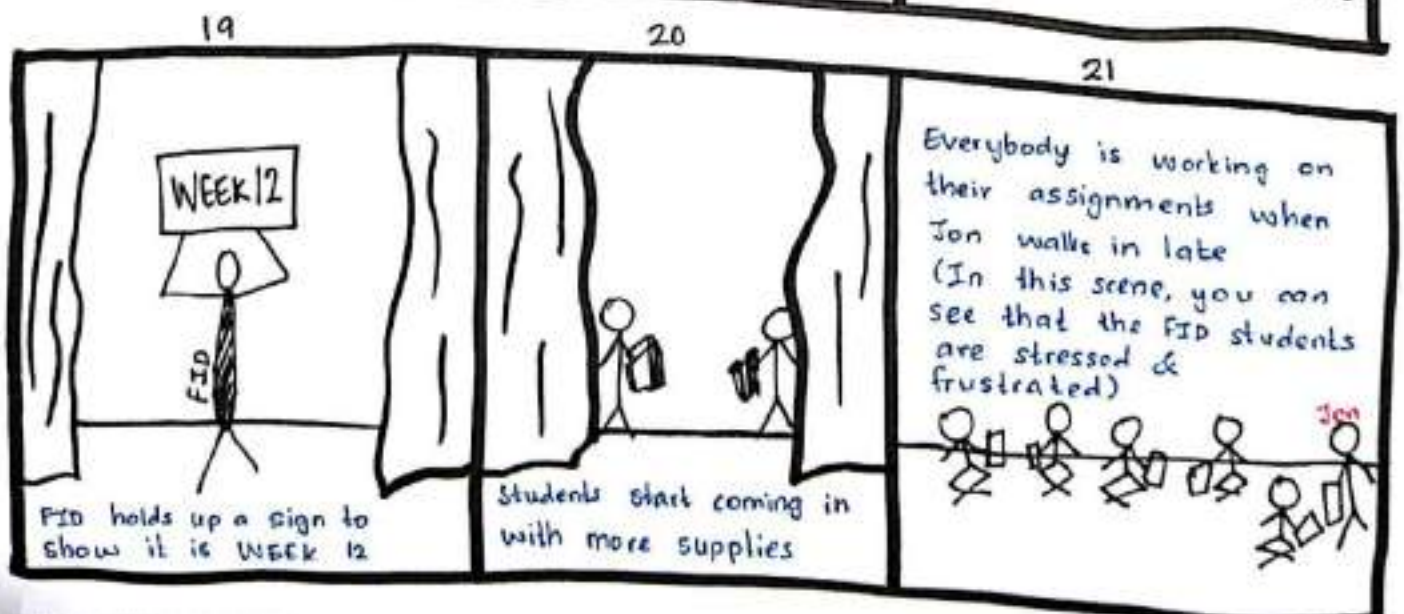
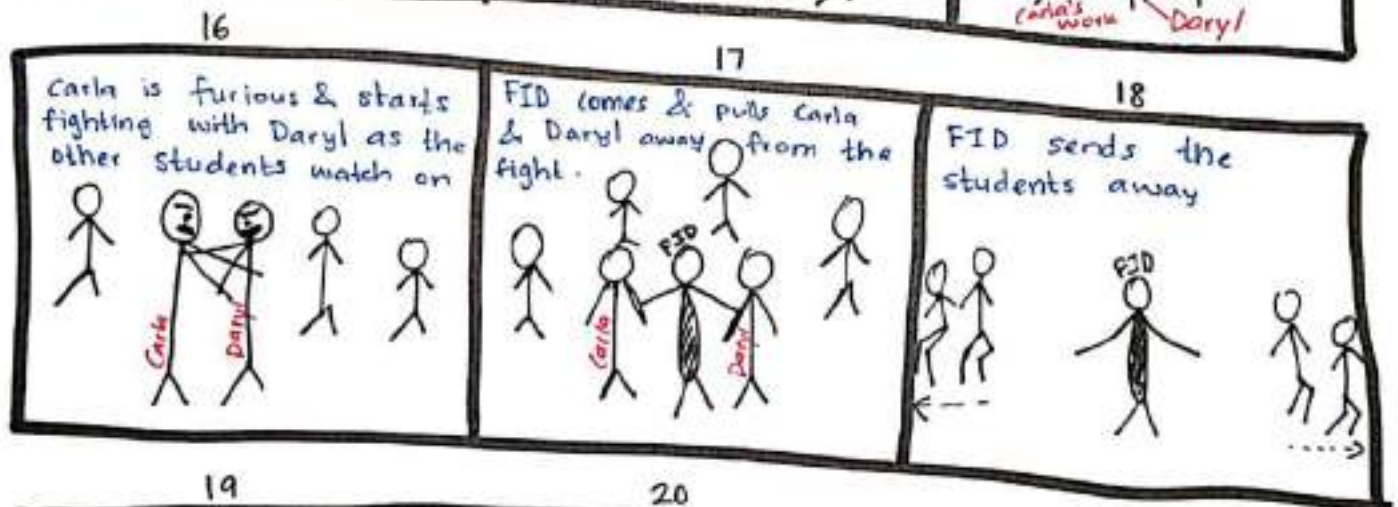
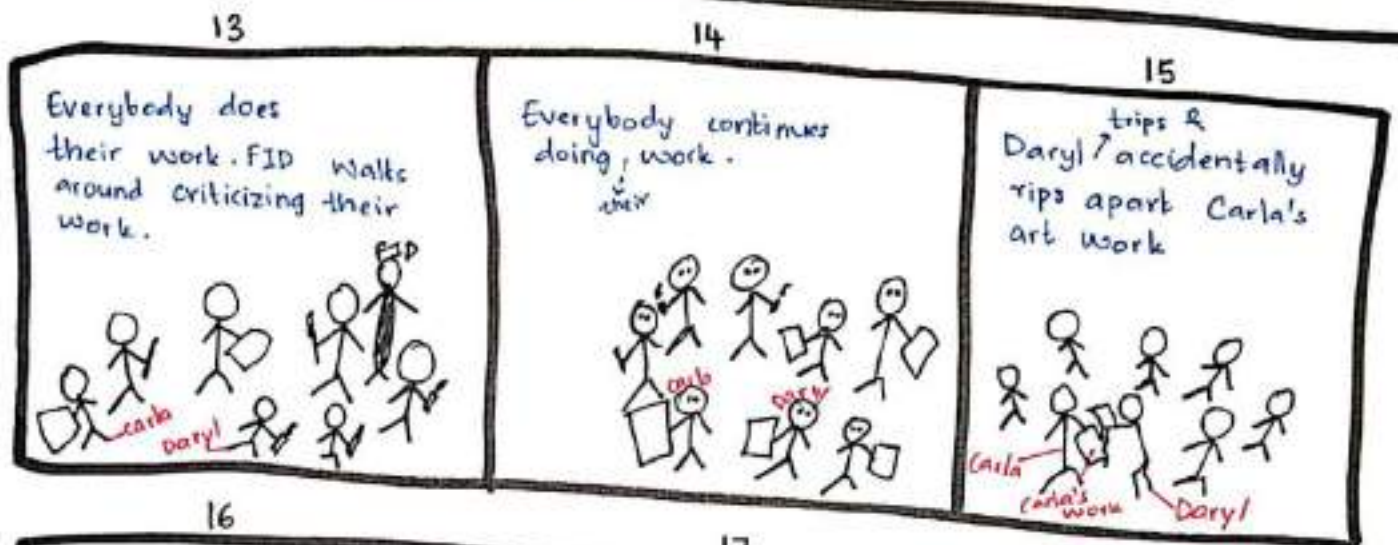
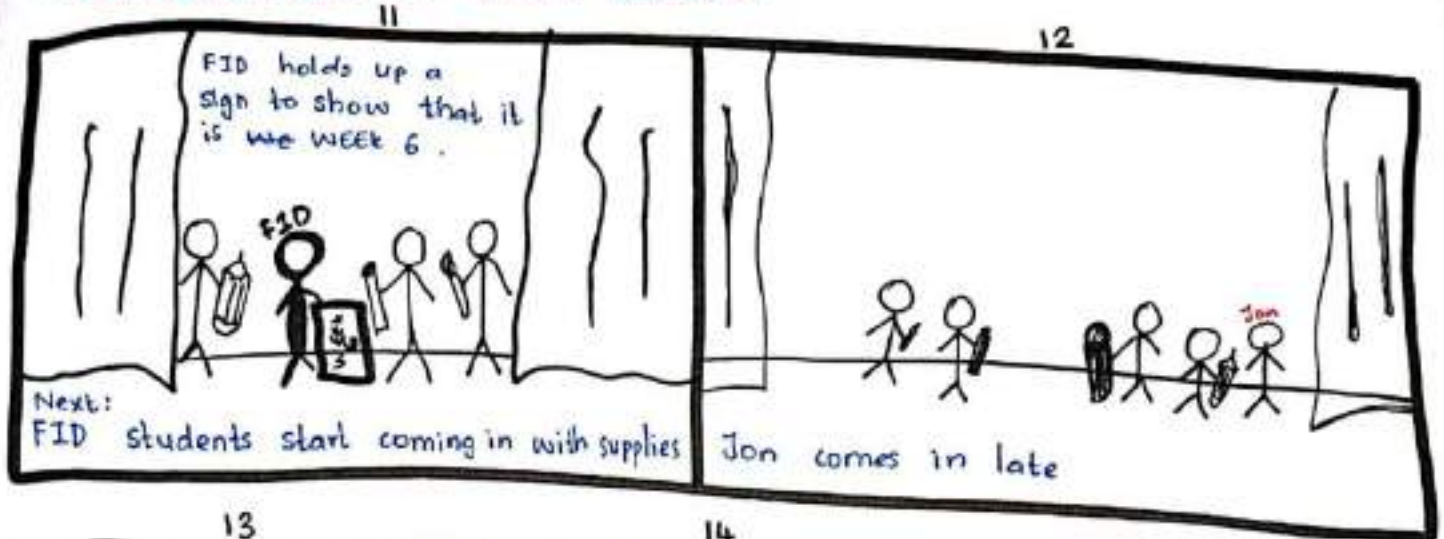
# FINAL STORY BOARD

SOUND CLIP 1

NAME OF THE PERFORMANCE: Frustration in FID



# ...CONTINUATION OF STORY BOARD...





... CONTINUATION OF STORY BOARD ...

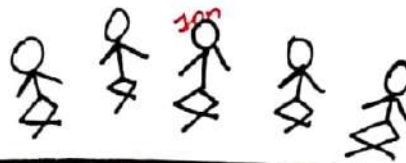
22

FID is disappointed in Jonathan that he is late



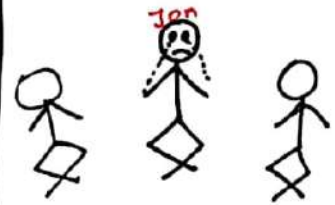
23

Jonathan sits down with the rest of the class



24

Jonathan starts crying



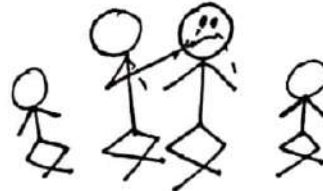
25

One FID student tries to console Jonathan



26

Because Jonathan is not coming to grips with himself, the student slaps Jonathan



27

Jonathan starts laughing hysterically

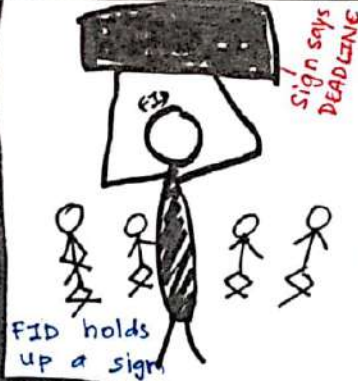


28

Everyone starts laughing hysterically (out of stress)

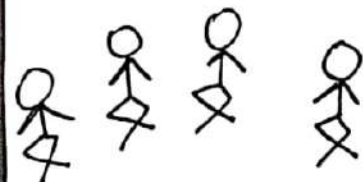


29



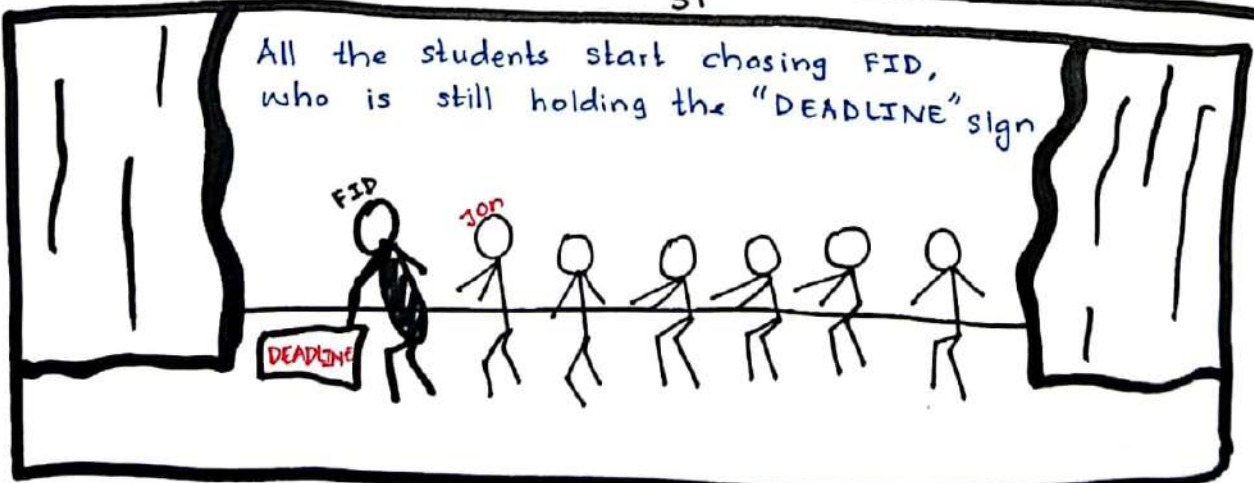
30

Everyone stops laughing & looks at FID



31

All the students start chasing FID, who is still holding the "DEADLINE" sign



# WHY

## DID YOU CHOOSE THIS STORYBOARD OVER THE OTHER STORYBOARDS?

---



Simple story line



So, it is easy to rehearse



Therefore, time is saved to work on the IDJ



Signboards are the only "props", so not much time is needed to make them



~~So~~ Also, "props" don't cost a lot of money.  
All we need is a few sheets of paper



No "costumes" as such are required. We just dress in our normal clothes



Storyline is easy to understand → for audience



The narrative has a purpose behind it



# WHAT DOES THE STORY REPRESENT?

- How students studying Foundation in Design get more stressed as the weeks pass by.
  - ↳ How each week gets more & more frustrating.
  - ↳ How the work load gets heavier as the weeks progress. (This is represented ~~through~~ by showing that the materials that students have to carry in WEEK 12 is heavier than in WEEK 6).
  - ↳ The last week is the toughest & most stressful week (Therefore, the students lose it start laughing hysterically)
- Shows how we are always chasing deadlines & what a struggle it is to finish for the deadline.
  - ↳ This is shown by the students chasing the embodiment of FID who is holding up the sign that says "DEADLINE"
- In scene 13, FID is shown walking around criticizing the students work.
  - ↳ This is to represent the fact that as design students, our work is often criticized, no matter how much effort you put into it.
  - ↳ This scene also shows how frustrating it is sometimes to know that the lecturers still want more from you, despite all the effort you put into your work.

# HOW DID YOU PREPARE FOR THE FINAL PERFORMANCE?

## ★ COMING UP WITH A NARRATIVE

- All the students in the group had a meeting & ~~decided~~ chose a soundclip.
  - ↳ We chose the one we thought would be the easiest to interpret.
- We all discussed about what it could be.
  - ↳ Since we were all stressed & frustrated, that is where the basic idea came from.
- We started acting out & testing scenes.
  - ↳ Each one gave their ideas or gave an opinion of what they thought.
  - ↳ Acting it out helped to figure out what works & what doesn't.
- ▲ Something we kept in mind while coming up with the story →

Does the story have a climax/purpose

## ★ REHEARSALS

- Once we came up with the story, we started rehearsing the play.
  - ↳ We adjusted some minor things as we went along the way, because we felt that bringing those changes would make the performance better.

## ★ PROPS?

- Only "prop" would be the sign boards held by the embodiment of FID



YOUR NAME: *Jim Wong Chee Juan*

STUDENT ID: *0333889*

FOUNDATION: FID | FIA | FIS | FNBE

TUTORIAL LECTURERS: MR CHARLES | MR CHOY CHUN WEI

MS FU YEN HUEI

PRODUCT NAME:

GROUP NAME & MEMBERS NAME ( IF GROUP WORK):

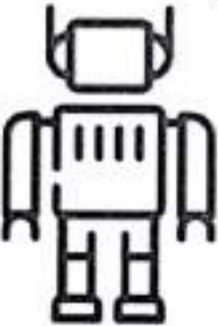


1.

2.

3.

4.

5.

I	L	
		
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

-00:00 - 00:03

↳ Oh no!!! (Scream)

↳ Someone being late to Mr. Ernesto class

- 00:03 - 00:04

↳ glass break

↳ can be "him" rushing to class and breaking things in the process

↳ ~~brushing~~ ~~with~~ rushing and brushing teeth but broke something

- 00:04 - 00:11

↳ ~~the~~ pause is in process of running to class

↳ goes into the class and

- 00:12 - 00:14

↳ 2 sneezes ←

↳ make Mr. Ernesto scold him for being late and tells him to go to the clinic for being sick

- 00:15 - 00:23

↳ another pause

↳ the guy leaving the class

↳ and everyone start to draw on easel

- 00:24

↳ "Ops"

↳ can be someone easel almost dropping

- 00:25 - 41

↳ third pause

↳ continue drawing and Mr. Ernesto looking at everyone's drawing and circling the mistakes

• 00:42 - 00:45

↳ Wow, zip sound → Mr. Ernesto sarcastic "wow" and rip drawing



- 00:46 - 00:51
    - ↳ fourth pauses
      - ↳ can be Mr. Ernesto continue circling and looking at drawing
  - 00:52 - 00:54
    - ↳ 2 whistles
      - ↳ Mr. Ernesto giving warnings that this is wrong
  - 00:55
    - ↳ " ← continues here
  - 00:56
    - ↳ Uhhhh...
    - ↳ whining or Mr. Ernesto warnings
  - 00:57 - 01:07
    - ↳ fifth pauses
      - ↳ Mr. Ernesto scold the guy whining
  - 01:08 - 01:10 ————— 01:16 - 01:18
    - ↳ horn sound
    - ↳ pause
  - 01:20 - 01:23
    - ↳ sixth pause
      - ↳
  - 01:24 - 01:41
    - ↳ girl crying
      - ↳ ~~the~~ can be the core drawing being rip apart
  - 01:42 - 01:44
    - ↳ Ei! ~~No!~~ → can be Mr. Ernesto telling the girl not to cry
- 01:45 - 46
    - ↳ Huh
      - ↳ can be a guy walking up in class
  - 01:47 - 49
    - ↳ slaps
      - ↳ the guy got slap by Mr. Ernesto
  - 01:50 - 02:04
    - ↳ other people laugh because of the slap

- 00.00 - 00.03

↳ Oh no!!!

↳ (Scream)

- 00.03 - 00.04

↳ glass break

- 00.05 - 00.11

↳ back ground sound only

- 00.12 - 00.14

↳ 2 sneezes

- 00.15 - 00.23

↳ another background mly

- 00.24

↳ "Ops"

- 00.25 - 00.41

↳ third background

- 00.42 - 00.45

↳ "Wow!"

↳ (Zip sound)

- 00.46 - 00.51

↳ fourth background

- 00.52 - 00.54

↳ 2 whistles

- 00.55 - 00.56

↳ Uhh/Ehh

- 00.57 - 01.07

↳ fifth background

- 01.08 - 01.10

↳ horn sound

- The end

↳ cowboy theme

- 01.50 - 2.04

↳ laughing

- 01.47 - 01.49

↳ slap x 2

- 01.45 - 01.46

↳ hah

- 01.42 - 01.44

↳ Ei! - No!

- 01.24 - 01.41

↳ girl crying

- 01.20 - 01.23

↳ sixth background

- 01.16 - 01.18

↳ another horn

### Ideas

- Zombie apocalypse

- ~~Sansan~~ Punctuality (Someone late to class)

- Cowboy

-

CTS Final  
Project

Sound clip 1 mindmap





-00.00 - 00.06

↳ water flowing

-00.17 - 00.23

↳ bubbling sound

↳ continues here

-00.24 - 00.34

↳ whale sound

↳ continues

-00.35 - 00.44

↳ continues

↳ continues

-00.45 - 00.52

↳ peaceful meditation sound

-00.53 - 00.56

↳ more whale

-00.57 - 01.08

↳ continues whaling

↳ back ground (bell ringing)

-01.09 - 01.11

↳ continues here

↳ back ground (deep tone sound)

-01.12 - 01.18

↳ deep tone intensify

-01.19 - 01:53

↳ more whaling

-01.54 - 02.00

↳ continues here

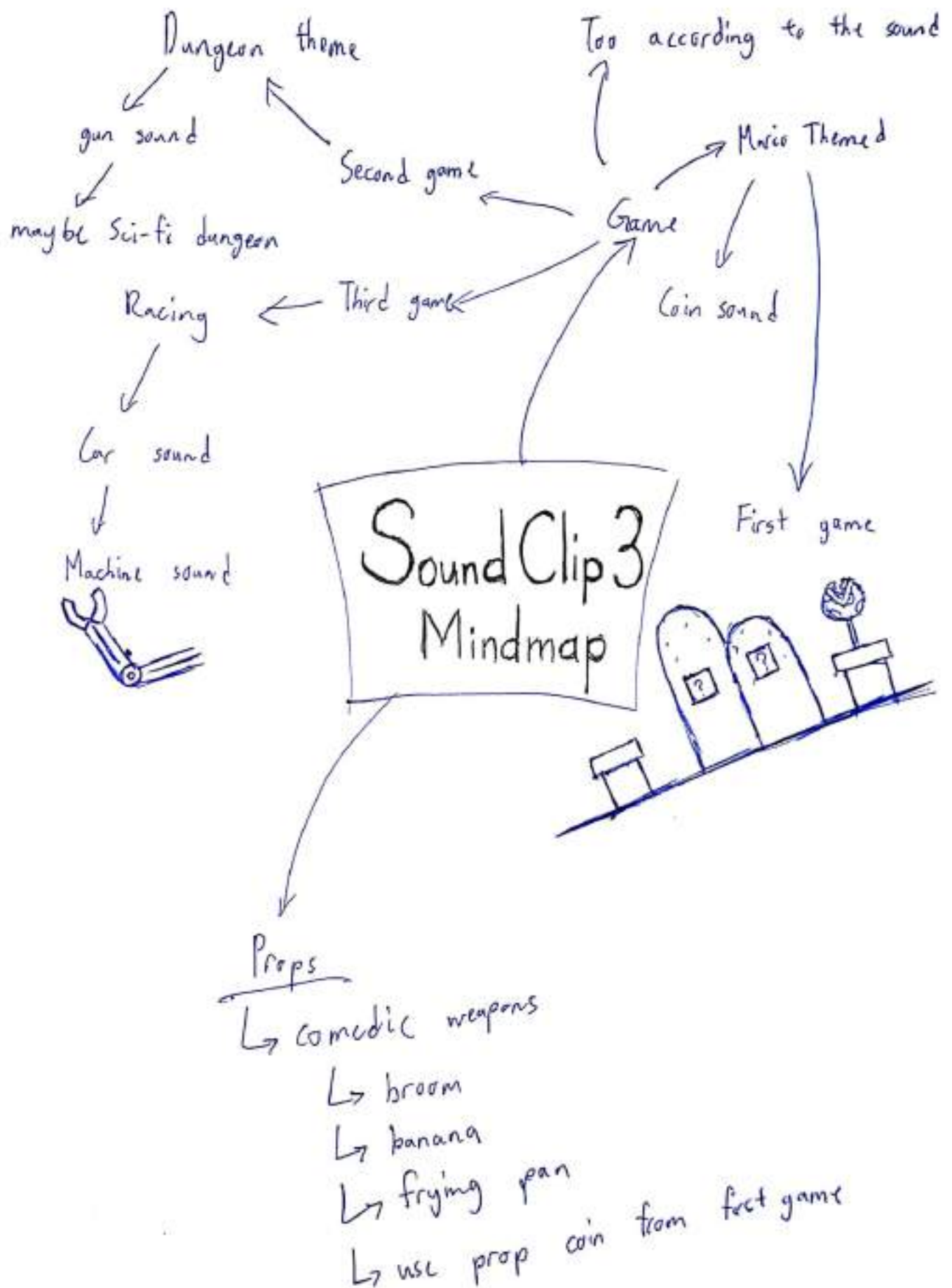
-02.01 - 02.03

↳ drumming

## Sound Clip 2 Mindmap

This sound clip  
makes me  
want to  
fall asleep







-00.00 → 00.03



Look at time. "Oh no!!!" (Scream)

The person playing this character will be in the blanket when and before the performance start.

-00.03 - 00.04



The person "glass break" then run behind the curtain  
 → signify the rush

which will be ←  
 and focus ← half close  
 on the person from the start  
 alone  
 → to start  
 will rush & run to back to hide other character  
 stage and curtain will open on stage

↑  
 While he is doing that, the characters behind the curtain will get ready with their prop and stuff  
 ↑  
 they hide behind the curtain to get ready for class, so that when the curtains open, it will seem like they are already in class

## Story board 4

For re-do

Mr. Ernesto is the manifestation of FID as a whole.  
 And we will show our stress and frustration from the deadline using this performance

- 00.04 - 00.11

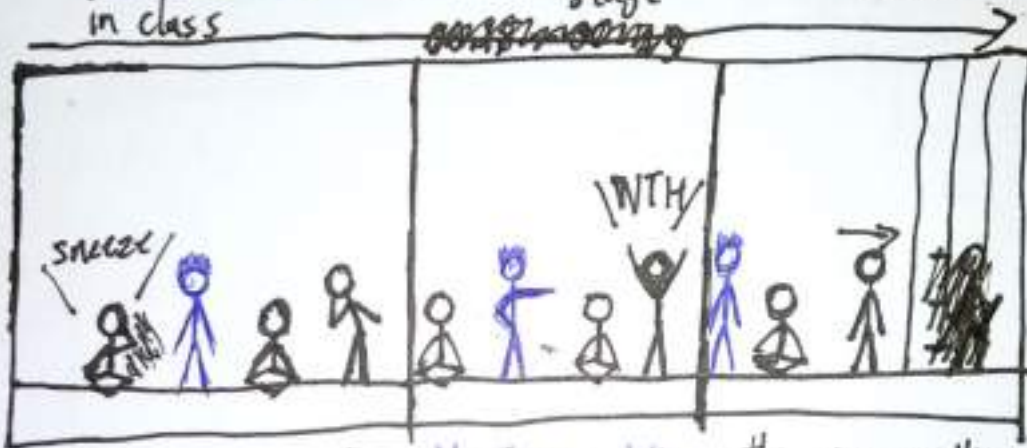
- 00.12 - 00.14



Curtains open showing  
other character  
& Mr Ernesto aly  
in class

Comes into  
class late  
from back  
stage

"1st sneeze"  
↳ the person  
that is late  
sneeze



"2nd sneeze"  
↳ a person in the  
group also sneeze

Mr Ernesto tell  
the guy being  
late to get out  
for being sick

the guy walks  
out of the  
stage

- 00.15 - 00.23

- 00.24



guy leaving  
class

Everyone starts  
to draw

"Ops"  
↳ Someone's drawing  
almost fly  
away or something

- 00.25 - 41



away or something

-00.25 - 41



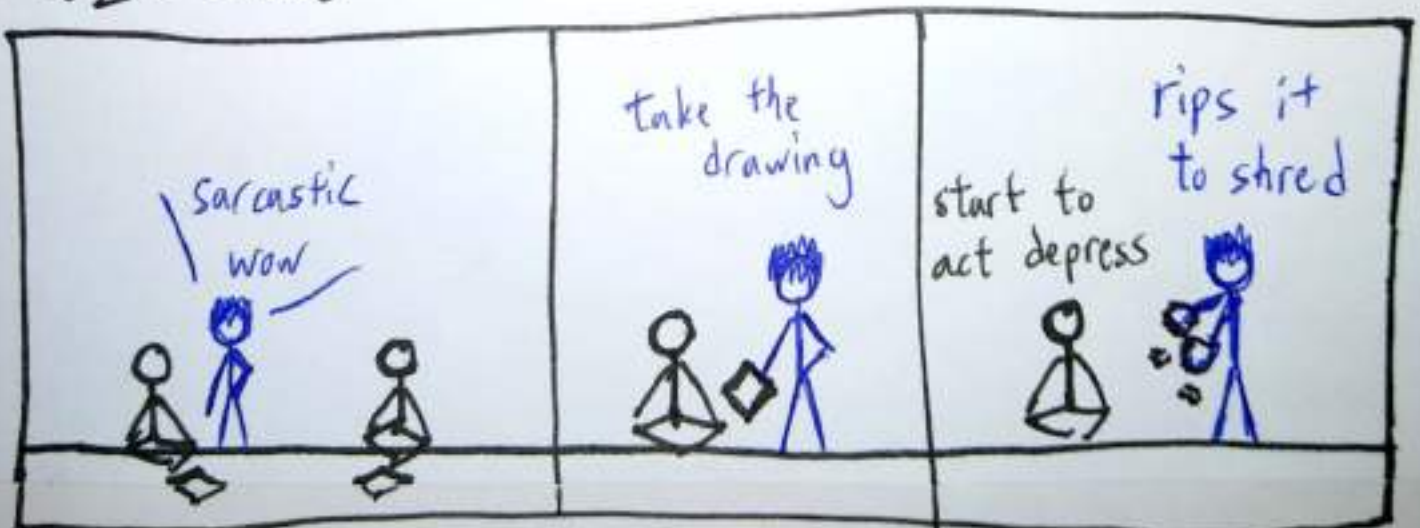
Mr Ernesto going  
around the class  
looking at  
every ones drawings

& circling  
their mistakes

and goes to  
another "student"

This sound will last for quite the long  
period and over the whole thing, Mr Ernesto will  
only be going around looking at people's drawing

- 42 - 00.45



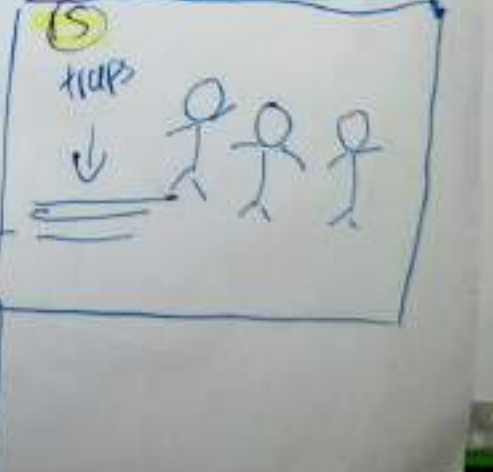
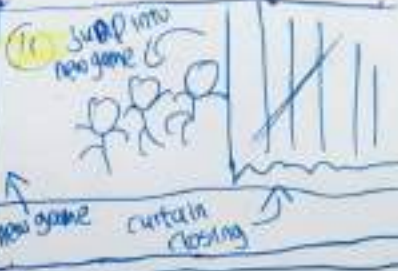
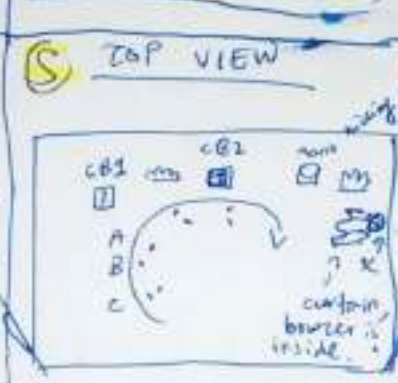
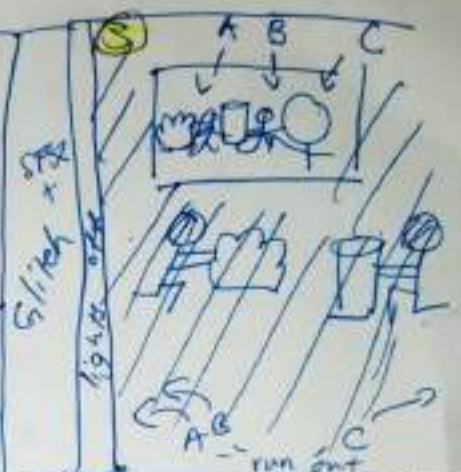
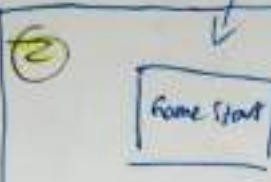
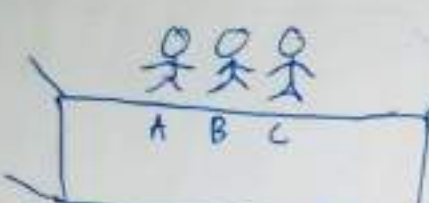
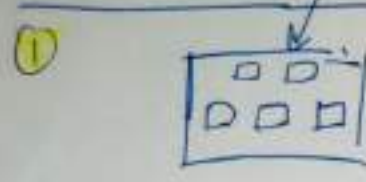
"Wow!"

"Zip sound" = rip paper

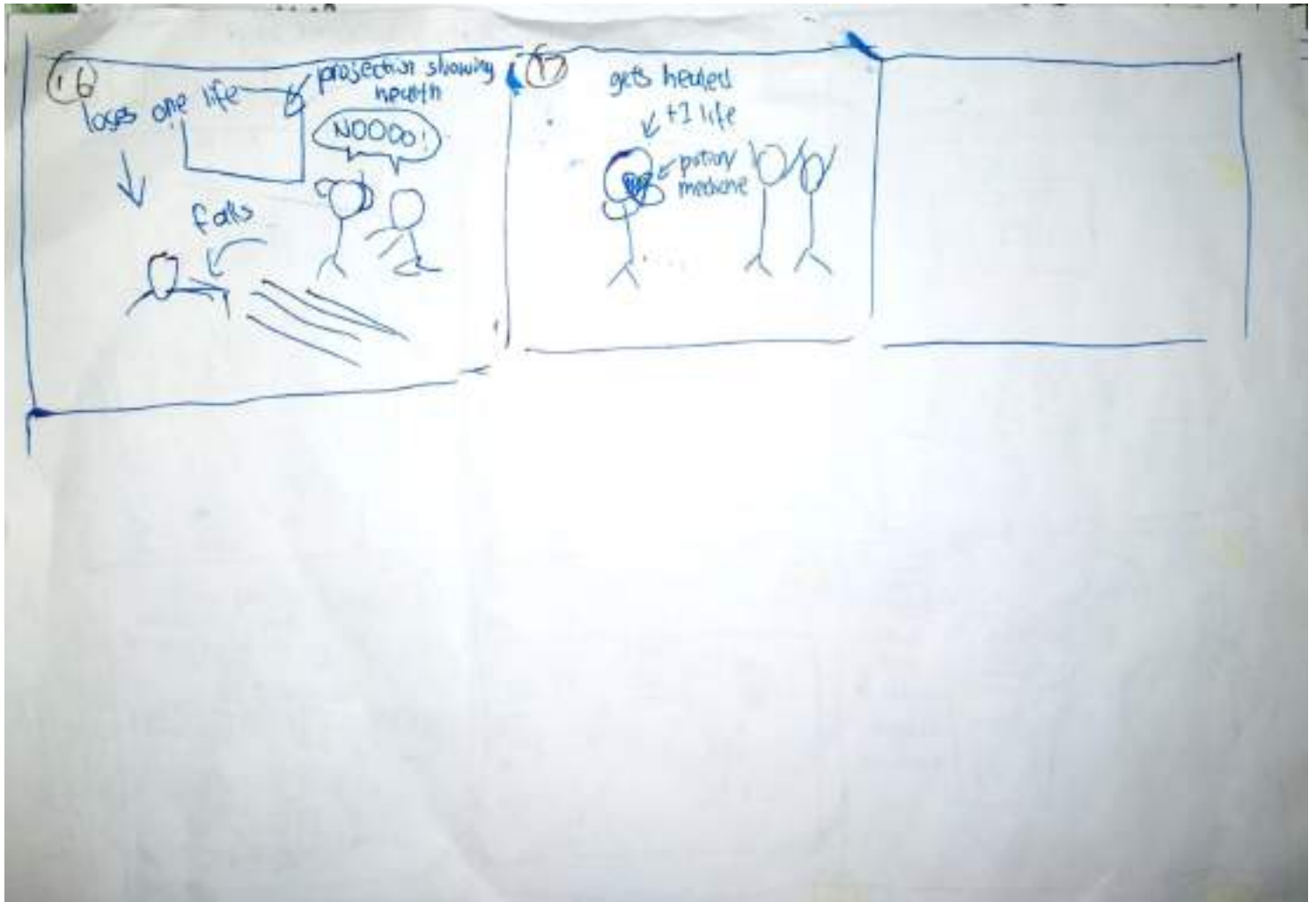
# Storyboard A character selection

show the setting & game start

Jon's Idea









Testing out the lights

Wow, this is what we have to work with

get out of the  
shot  
Khuirana!!  
😊







spray painting the  
coins for first performance

20 coins that need to  
be sprayed!

So much money spend on spray paint

More practice



More discussion





Discussion







One more coin to go!!!

Working hard to cut  
the coin that "I"  
need to spray paint...

Holding our  
glorious gold coin  
Melvin





24/4/18

1st Practice in LT20  
For Redo



Testing the  
Curtains







More practice

Jon teaching  
and guiding  
Tyson





Briefing me  
on what to do



Zaf is gonna slam that chair down  
Jk





2nd/Re-do performance  
practice  
26/4/18



# Final Storyboard

## Sound clip 3

### Characters

A-A guy with broom

B-A girl with flying pan

C-A guy with a banana

### Props

- Spray painted coins x20

- Coin box (Mario theme)

- bushes x2

- Dungeon layout / background

→ Prop weapon

- After Bowser dies, the players will meet/reunite with Mario. A portal appears that leads to another game/dungeon. Player A & B will go into the portal but C is stopped by Mario and is given a key as reward for defeating Bowser.
- Next game will be in a dungeon, so lights will be turned off and our only light source will be a flashlight/lantern, which will then be used to light or shine on the "sleeping" dragon and its minions, they will then wake up and the battle commence. One player then turn around to see a treasure chest which inside will be a gun that will be use to defeat the dragon. He will take the weapon and comes back to the battle, but when he comes back, the minions will be dead already and then the dragon will be killed using the weapon/gun.
- After the dragon dies, the players turn around to reveal traps that they have to go through, the traps will have people on the floor attempting to grab the players leg and drag them down, the player must attempt to cross without getting grab. There will be a "splat" sound which is where a player will die and then "level up" sound to respawn, after they cross the traps/obstacles, they will find a treasure chest (reuse from the weapon/gun treasure chest) and find second key inside, and also a steering wheel
- Lights on to signify they got out of dungeon, they will find a car, and one of the player will plug the steering wheel into the car and start "driving"



Player A will be at the front seat with the steering while the others will be at the back holding the coins they got from previous games, they are then suddenly attacked by a group of robbers, who will take all the coins from them. The robbers will be played by people from previous game, but they will wear masks to hide their identity except for the final boss who will be wearing a ~~black~~ black cloth. Once the player "injured" the robbers, they will run away and the players will meet the "final boss" who will block their path, the players will then get out of the car to fight the "final boss", which then takes out/reveals his bazooka and ~~shock~~ surprised the players but the player will deflect his shot and defeat him. The player then surrounds him and take off his cloth and reveal that it's Mario all along! Mario then gives them the last key and the players proceed to get out of their costume and back to their original cloth to signify that they have got out of the game world.

YOUR NAME:

STUDENT ID:

FOUNDATION: FID | FIA | FIS | FNBE

TUTORIAL LECTURERS: MR CHARLES | MR CHOY CHUN WEI

| MS FU YEN HUEI

PRODUCT NAME: Bum Chums

GROUP NAME & MEMBERS NAME ( IF GROUP WORK):

1. Arissa

2. caria

3. Jim

7 melvin

4. Mathath

5. Daryl

6 Jonathan & Hanan

9) Zafran

## IDEA JOURNAL 1 / 2 / 3





# Final Assignment

Ideas:

For soundtrack 2

It's quite expressive so

I thought we could do a piece  
with a lot of movement  
that's flowy that gives

an emotion that you are in the sea

Soundtrack 1

(Circus and)

Soundtrack 2

(Sea and)

Soundtrack 3

(Mario and)

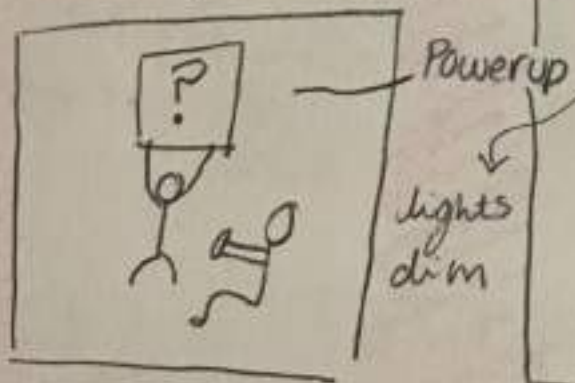
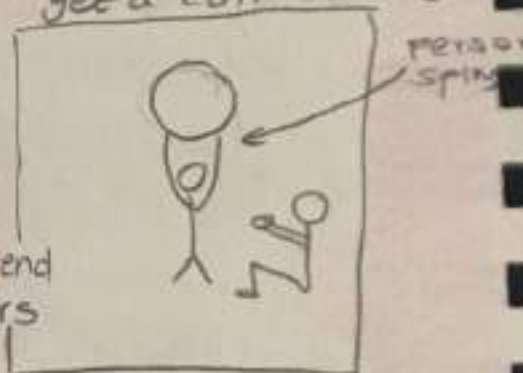
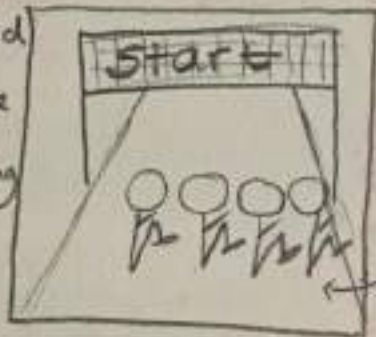
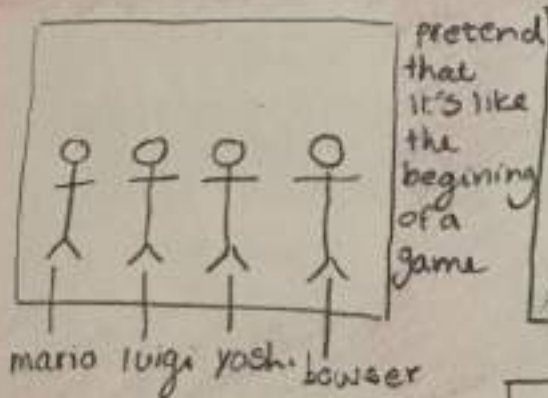
For Soundtrack 1 I figured we could  
do something that was a bit comical  
and made people laugh. As the  
soundtrack is quite hectic I thought maybe  
we could do more quick actions and overacted  
expressions.

For Soundtrack 3 I thought we could  
do a Mario race For example  
Mario Kart with all the characters  
and coin boxes as well as power ups.  
This would be a really fun idea  
but it would require a lot of props  
and materials

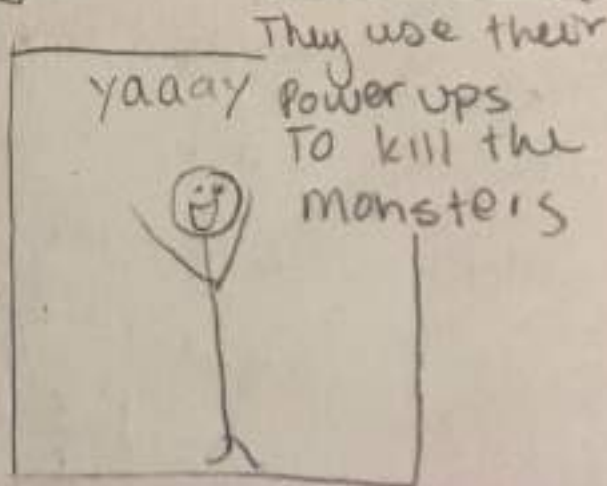
I really liked the idea of the sound track  
 3 and proposed it to the group  
 and turns out they had similar ideas  
 so we kinda just sat down talking about  
 all ideas and merged them together. so  
 we didn't really explore any other ideas.  
 here was my original idea before discussion

The game starts

The 'ding' sound  
 is when they  
 get a coin or PU



lights  
 dim



celebrating

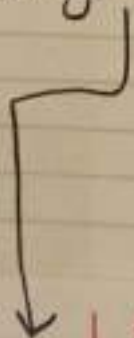


# Track 2

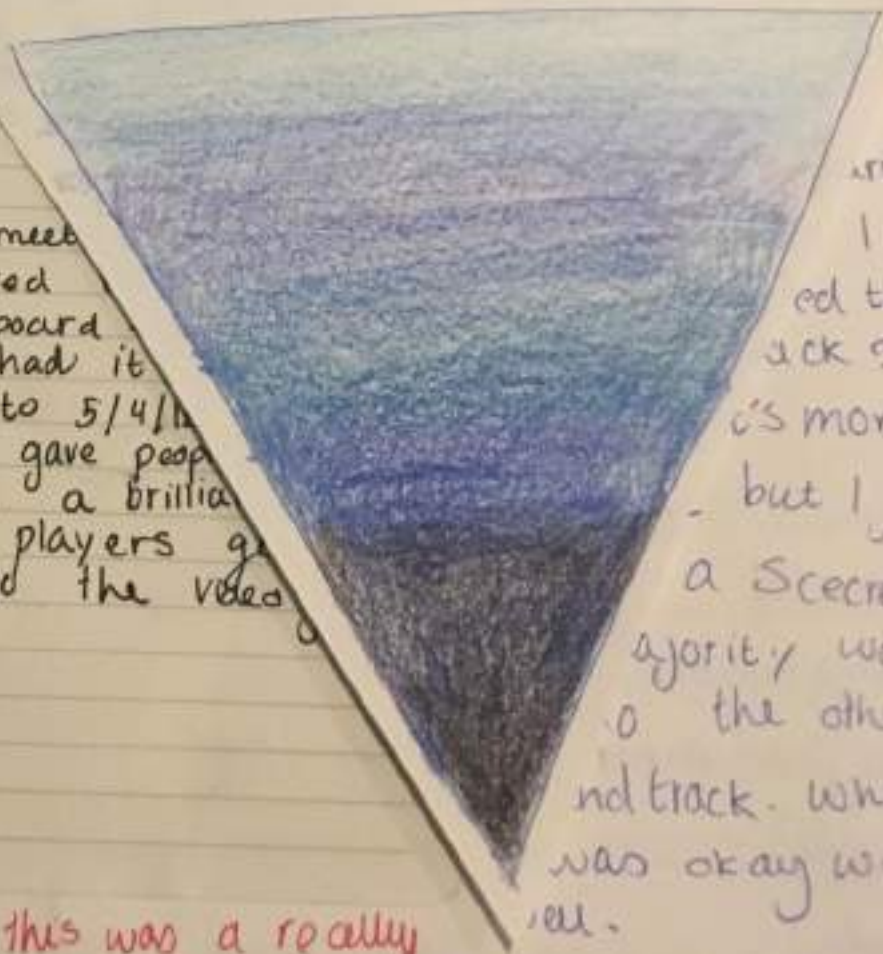
continuing from the original idea,  
I thought we could play with levels  
and light filters to represent  
the levels of oceans and the different  
levels of light (brightness) also the  
animals that lives in different  
depths of the ocean. This piece  
would be quite hard for people to understand  
because you kind of have to look between  
the lines.

you want  
group.

3/4/18 - In This meet  
was supposed  
their story board  
Not everyone had it  
Extended it to 5/4/18  
After that we gave people  
we then had a brilliant  
to have 3 players  
dragged in to the video



I thought this was a really



ring  
I  
ed to  
ack 2  
is more  
but I ju  
a Secret  
majority wear  
the other  
nd track. which  
was okay with  
ell.



From here on, we started having meetings and composing the story board.

## Agenda



THE REAL LIFE  
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29/3/8 - There was a group discussion after 2D design about deciding which soundtrack to use. We used soundtrack 3 because we had many ideas on what to do for those specific sounds. Our main idea was to combine multiple games into one.

2/4/18 - This was just a casual discussion about our group name outside the English area. We also filled out forms and Tyson wanted to join our group.

3/4/18 - In this meeting everyone was supposed to share their story board. However not everyone had it so we extended it to 5/4/18. After that we gave people roles. We then had a brilliant idea to have 3 players get dragged in to the video games.

I thought this was a really good idea and was excited to find out how we got things done.

everyone immediately chose this because it sounded the most interesting. everyone thought sound track 2 was boring and I was too much happening and found it was rather confusing.

Honestly after hearing everyone's ideas I kinda wanted to do soundtrack 2 because it's more expressive but I just kept it a secret coz majority wanted to do the other sound track. which I was okay with as well.





## 3rd group discussion

4/4/18 - we looked at everyone's story board to see how we want to carry out the whole game projector thing we thought of having a character design and selection.

## 5/4/18 - 4th group discussion

we discussed character details. we also discussed props - coin box - Tube  
- coin - controller  
- bush

## 5th group discussion

6/4/18 - we finalized the story board and we went to check out lecture theatre 20 to see how big the stage is and how to control the light and curtains. also hanan brought card boards.

## 9/4/18 - 6th group discussion

we assigned tasks to everyone

<u>Main Actors</u>	<u>back up</u>
Jon, Jim	Arisa and
Daryl, Tyson	Matu.
Zaf and me	

player 1

Jon

player 2

Jim

player 3

Daryl

Bowser

Zafra

Mario

Tyson

dragon

me

dragon minions

matu &amp; Arissa

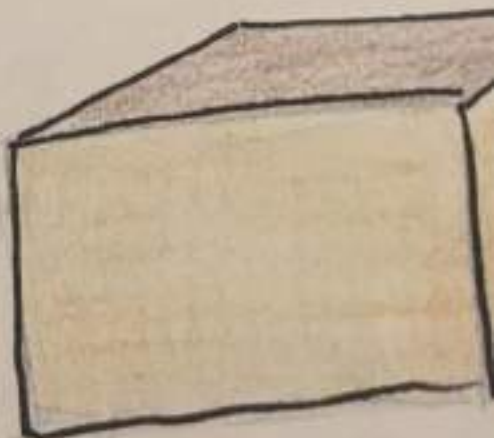
statue

Hanan

we used quite a lot of cardboard and spent a lot of time putting and making our props.

Material we need.

- cardboard - glue
- majong paper - spray paint
- scissors
- tape





lights carla

Onstage prop people  
Ariisa matu melvin  
me and Hanan

10/4/18 - 7<sup>th</sup> group discussion  
preparing props we need to  
make 20 coins out of  
cardboard. then spray it  
gold. we stuck 2 together  
and put mahjong paper  
on top.

I went to Art Friends to buy:  
- spray paint  
- mahjong  
- crepe paper.

11/4/18 - 8<sup>th</sup> group discussion  
we met up at 1pm - 6pm  
prepared the props and rehearse  
the scenes. Jon edited the  
sound clips. Refine story  
board and make some  
final decisions.

13/4/18 - 9<sup>th</sup> group discussion.  
meet at 9-4 LT20/D1.14  
decide on costume.

I made a trip  
to Art Friends  
to buy the stuff  
for the class.

I spent a long  
time at art  
friends because  
I couldn't find  
a lot of things  
and after  
I finally found  
the stuff my  
mom lost the  
parking ticket  
so we had to  
spend almost  
1hr looking  
for the ticket  
after that

we really couldn't find it anywhere  
so we ended up paying the fine  
and I was late for the meeting.  
The meeting we had that day was  
probably the most efficient meeting  
that we have ever had. We got a lot  
done.





Mario - blue pants  
red shirt  
red hat

Bowzer - Turtle Shell  
- yellow pants  
- green shirt

player 1 - casual outfit  
player 2 - → + player 3

Dragon - green costume.

Dragon minions - green cloths

### PROPS

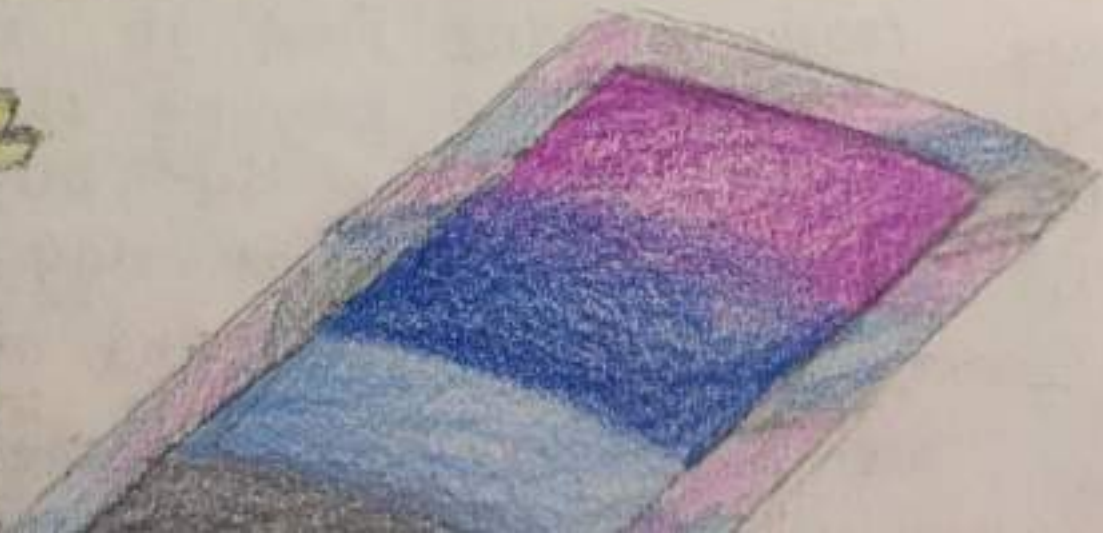
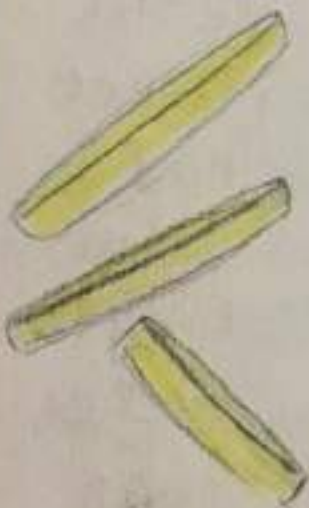
what jon  
said

spray coins "sparingly". we started  
working on the bush.  
and we started to map and  
plan the layout of the dungeon  
scene and the racing game.  
for the dungeon scene we need  
pillars (starting tomorrow)

19/4/18 10<sup>th</sup> group discussion

we rehearsed for the dungeon  
scene more to intro-due Tyson  
to the scene and the updates  
to the story board.

Today for the props we need to get  
the pillars done, keys, coin box





I had to use PVA glue  
because ~~it's~~ ~~we~~ ran out  
of normal UHU glue stick  
that's why it's still messy

DATE



THE REAL LIFE  
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we had to buy a different shade  
of green coz we ran out and  
they ran out of the shade  
we wanted. Jon went to get  
a lot of UHU glue tapes.

we also decided to make some  
changes to the storyboard by having  
an unknown monster with linked  
chairs.

16/4/18 11th group discussion

So today we met at 10 - 11:30 am  
on 6 - 9 pm

we finish what we accomplished to  
today, green bushes, keys, white  
flag coin box. Zafran does the  
trap while Melvin and Hanan ~~do~~  
the holds the chairs so they don't  
fall or tip over

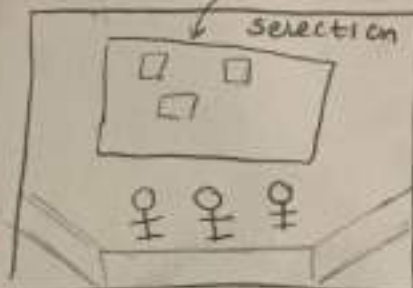
We rehearsed today for a short  
amount of time but we got quite  
a lot straightened out and now we ~~need~~  
to know what we need to do.  $\therefore$   
we decided to do a real life sized  
TV so someone had to hold  
two sticks as the frame.



# Final story board.

Turns out  
We changed  
The story board  
a bit

Character  
selection



Show game  
start



lights off

Help

Mario comes  
out and  
to

asked  
for help



Top view



Setting from back-  
round comes to the  
front



lights on

Creep slowly to  
curtain



Jumps  
out



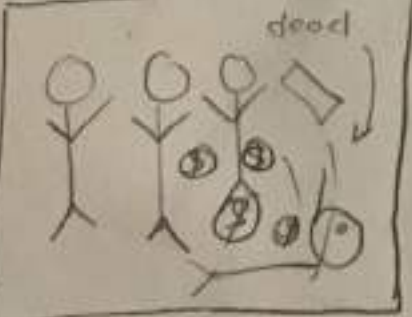
Port

Boxer

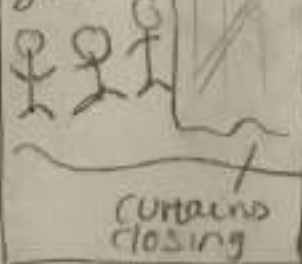
Box of  
going



dead



New  
game



New game: Fantasy

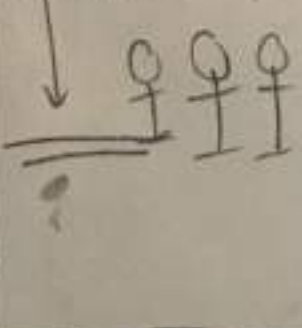


Weapons

Throwing  
Fire  
balls



TRAPS



Dragon  
Fight

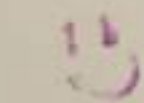




It turns out this story board is too complicated and there is too much going on so we thought we would simplify it a bit

more.

we didn't ~~use~~ use the projector because it's too complex so we decided to make a real life tv using sticks and drag them through the tv using a cloth.



They ~~go~~ go through a portal

Then Mario jumps out to give them a key after their fight with Bowser after that is the dungeon scene where there is a dragon (me) with my minions and they fight player 1, 2 and 3. Then I fight them and they kill me. They then go to the trap with the monster and collect another key. Then we act as robbers to steal their coins. They fight us off and then.



The mom (me) ~~jumps through~~ plays the  
game and player 1, 2 & 3 come through  
the tv and stop me.



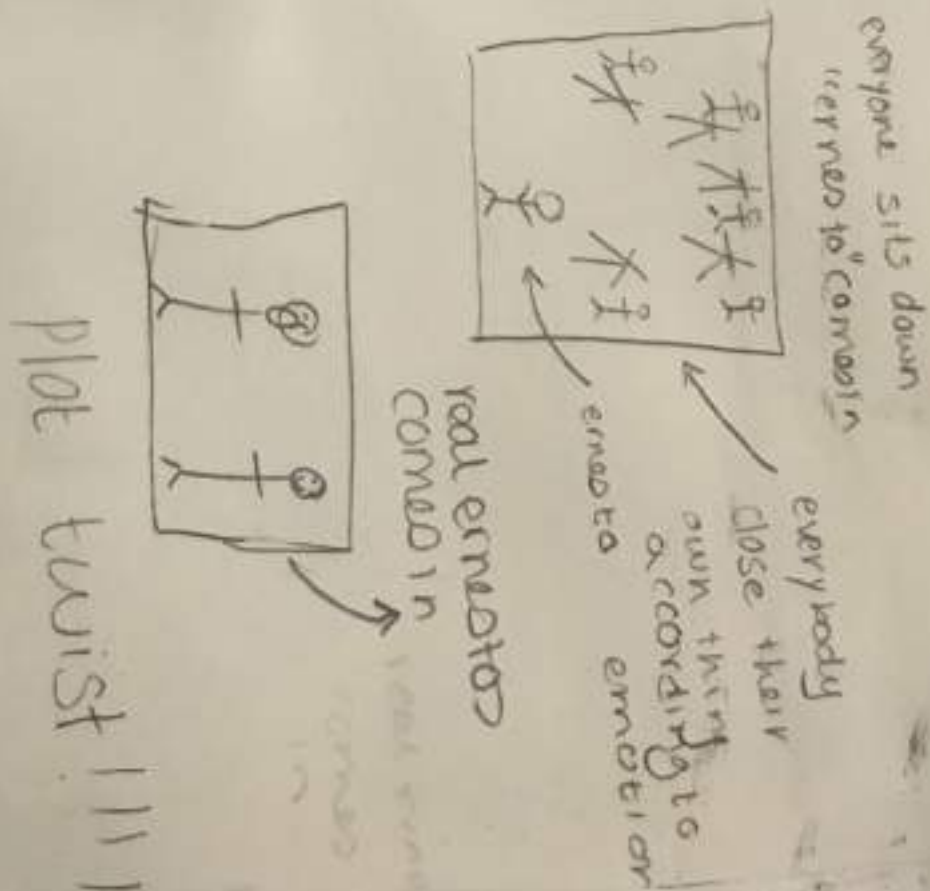
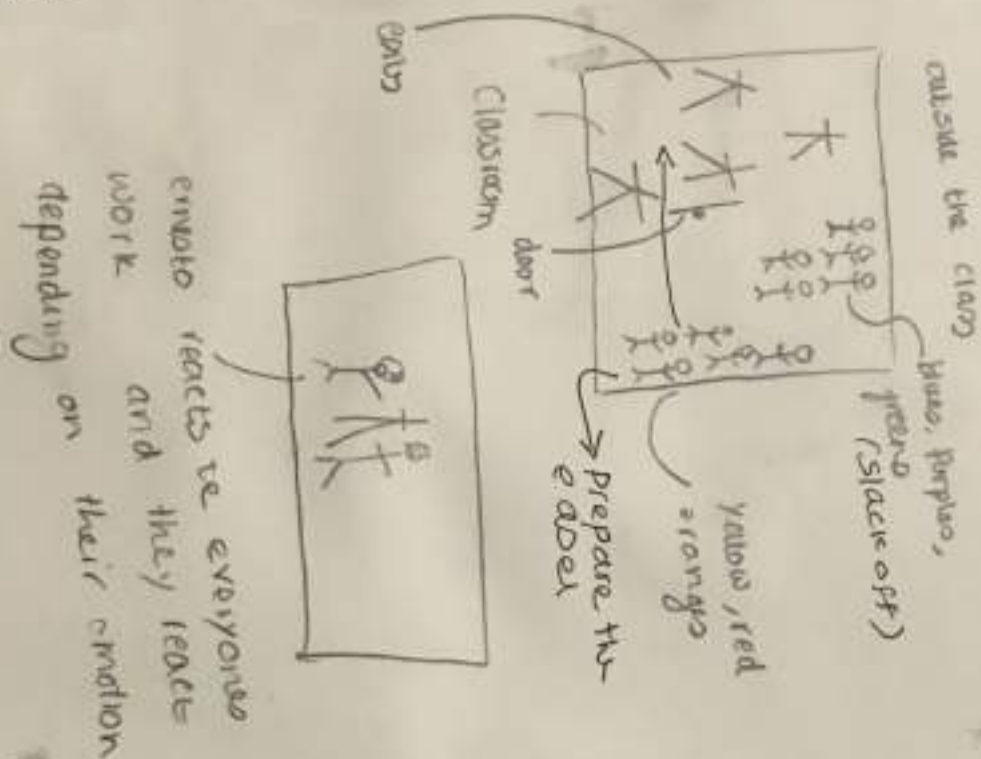
THE REAL LIFE  
COMPANY

17/04/2018 12<sup>th</sup> group Discussion.  
we met from 10-11 and 3-10.30  
everyone brought what they needed  
to for the real thing. Zafran  
made this amazing turtle  
shell and we practice as it's  
for real. I think the rehearsal  
went really well.

18/4/18 13<sup>th</sup> meeting  
just before the performance  
we had a quick run through  
and to check if anything  
is wrong and making sure  
we have everything we need.

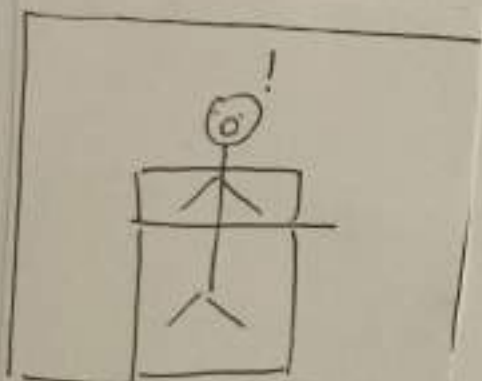
After the performance we got some  
really bad feedback and was told our  
performance was really bad; which was okay  
so next time we could make it better.  
We all were just really upset and  
tired. We were really disappointed because  
we spent a lot of time and effort  
to do so we were really sad. But most  
of us needed to redo it coz we couldn't  
afford bad grades.

After we pulled ourselves together we came up with some ideas and I made a quick story board representing my ideas.

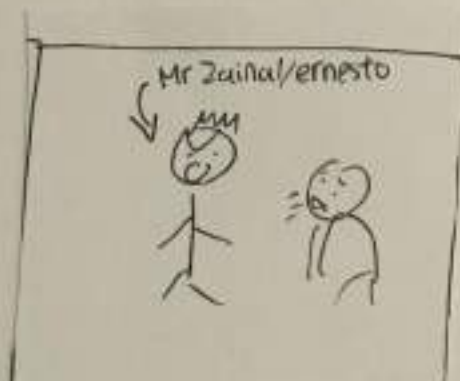




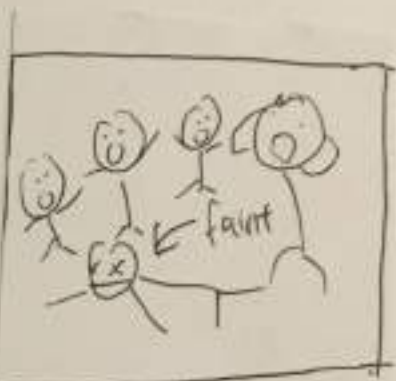
We were planning this idea but then Jon came up with an idea to do this zombie thing. And he created a whole story board. His story board didnt really relate to anything. So we came up with a begining to his story board.



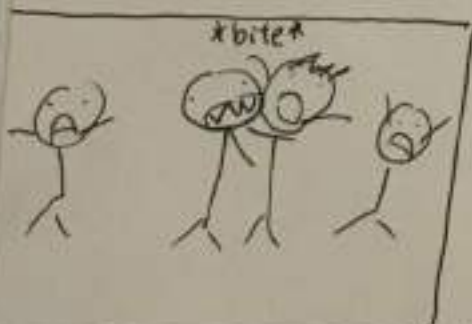
- Person realises they're late



- Enters class sneezing
- Scolded by teacher



- suddenly faints
- everyone crowds around



- Wakes up and bites teacher
- everyone freaks out. runs away

we planned to do this begining to jon's story board.

This idea didnt work out because it had no meaning and no purpose

so we dis carded this idea. and started exploring a new one.

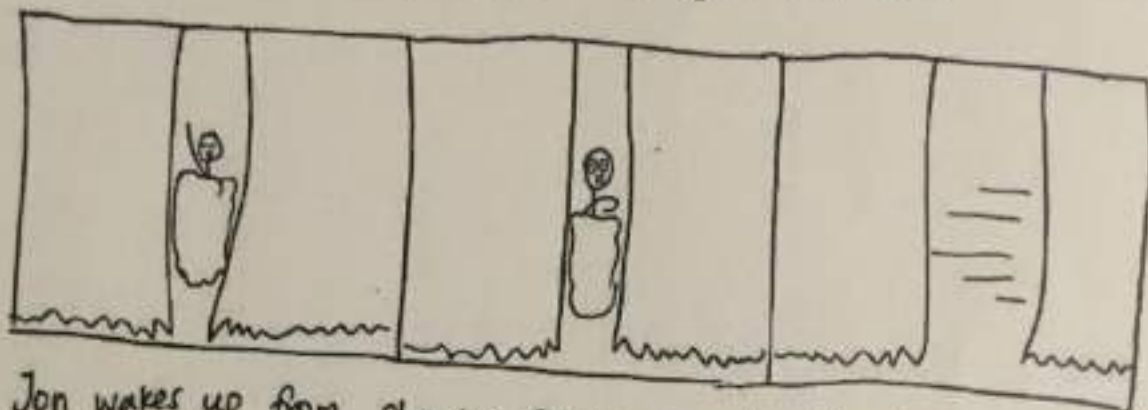


Ending: Zombies gather and bite the lecturers

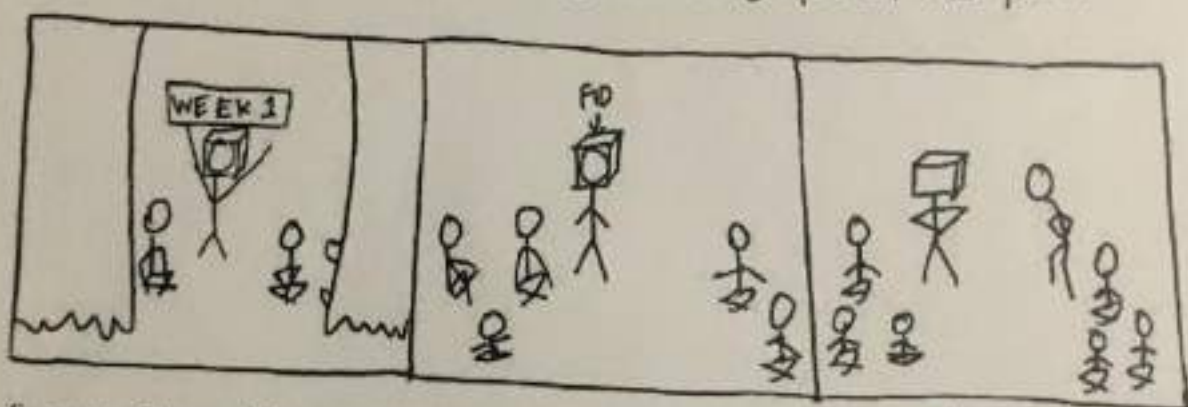
- A: Becomes zombie from start, infects G, dies by F
- B: Gets infected by A, infects E, infects F, dies by F
- C: Drops stuff, runs away, cowers in corner with B, bitten by D, dies by F
- D: Slips from C's stuff, gets infected by A, infects C, gathers at the end
- E: Helps D up after slipping, notices A fainted, runs away, hides with C, scolds C, gets bitten, dies by F
- F: Notices gun, pants rip after bending over, kills G, A, H, B, C, becomes zombie
- G: Laugh at F's pants, bitten by A, dies by F
- H: Can't stop crying, dies by F
- I: Already dead
- J: Grieve at dead husband, dies by K
- K: Kills J, gets bitten happily.



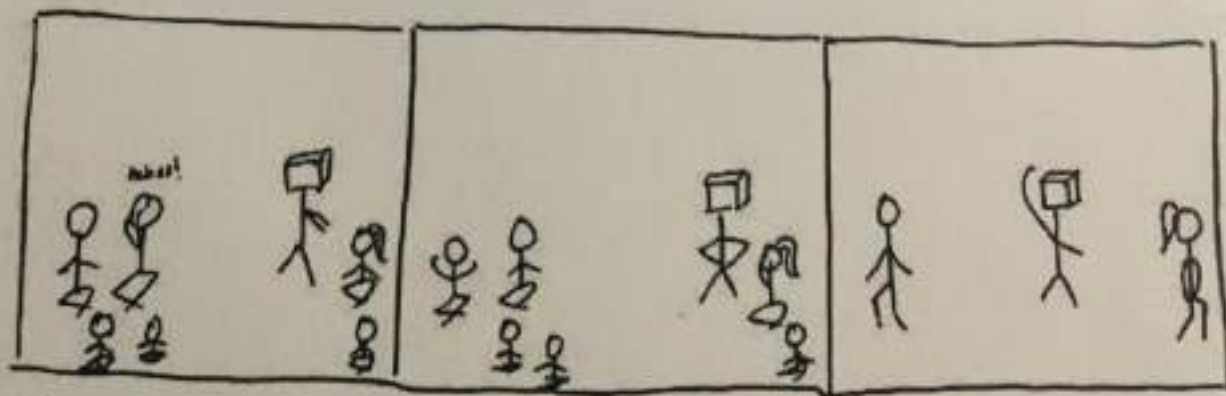
# Sound Clip #1 StoryBoard 2



Jon wakes up from slumber. Realizes he's late for class at "Oh No, Urgh" sound. Glass Break sound is when Jon gets out of blanket and chases off scene. Curtain slowly opens at this point.



Curtain shows that everyone is doing their work and FID (embodiment) will show it is Week 1. FID will be monitoring the students. Jon comes in late and takes a seat.



Jon sneezes out of nowhere, followed by Daryl. Class goes on as usual. FID says "Oops!" and everyone adjourns for the session behind the curtains. (will show next page).



Full stage

FID will show the sign "WEEK 6" and the rest of the students will hide behind partially-opened curtains.



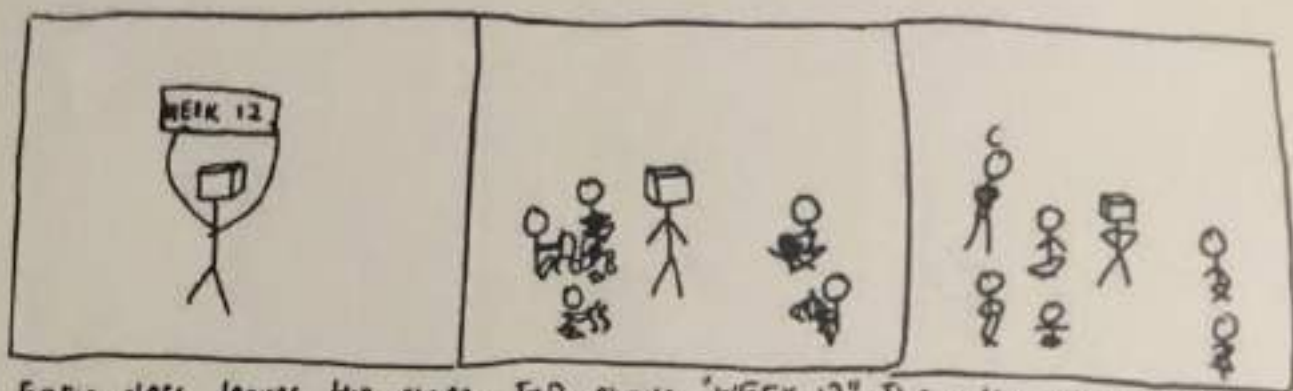
Students come back on stage with more art things to bring in.

Student A shows a very good art piece which makes everyone say "Wow..." Student B accidentally rips the piece at the zip sound.



Student A got really pissed, student A picks a fight with student B. Things get physical. FID interrupts and breaks off the fight at the "whistle" sound effect. FID tells both of them to leave at the "cut" sound.

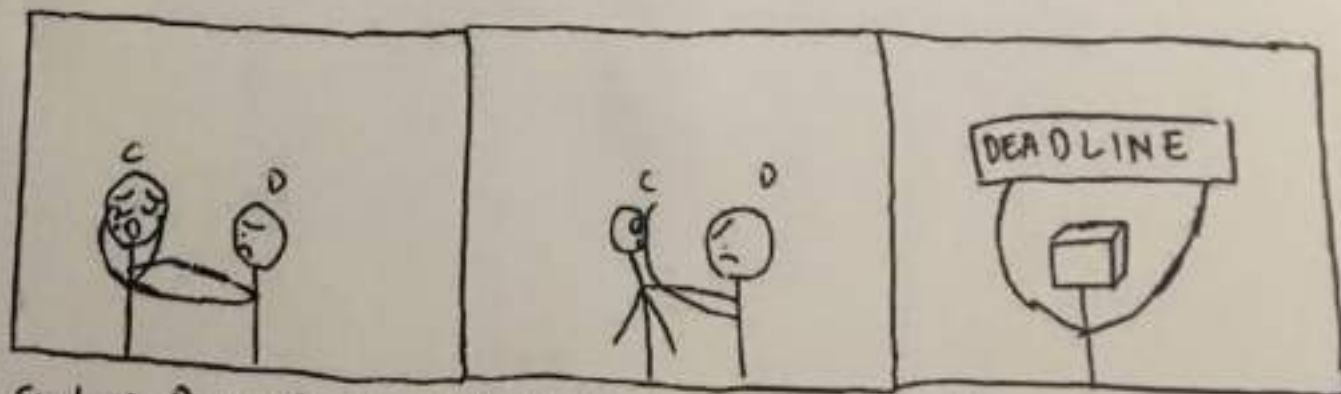




Entire class leaves the stage. FID shows "WEEK 12". Then, the class comes back with even more stuffs and frustratingly starts to work. Student C comes late for class. (during the first blow horn)



FID goes to Student C and starts scolding him by cursing. Student C got sad and starts breaking down.



Student D goes to student C to console him. After not listening to student D, he slaps student C ~~twice~~ <sup>twice</sup> to tell him to get a grip. FID then shows it's deadline time.

I brought that story board to our meeting the next day and me and daryl thought we would do that idea and figure out who was who. We tried to make the plot super simple yet meaning full

so the idea was that we dress up as the colour wheel and act according to emotion.

So when ernesto scolds us we react accordingly eg. yellow would be happy etc.

Sibnan - Blue - sadness

Jon green - disgust

Daryl purple - fear

Jim orange - jumpy

ZaF red - anger

Ariosa - yellow - happy

← late

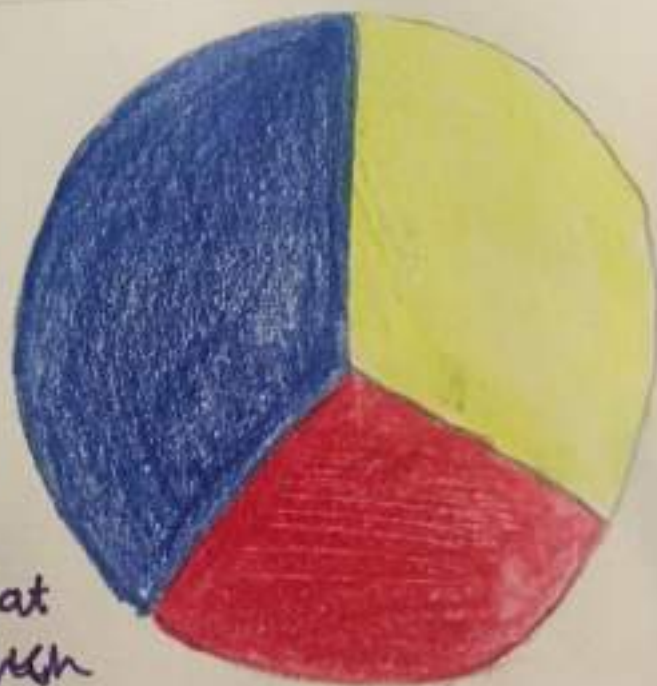
matu - mr zinal

Tyson - white - normal

Rhittara - black - emo

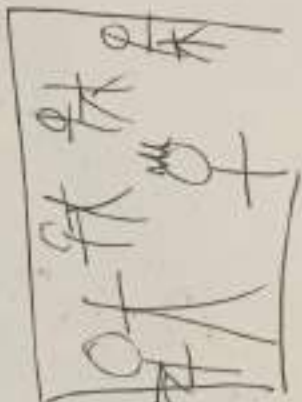
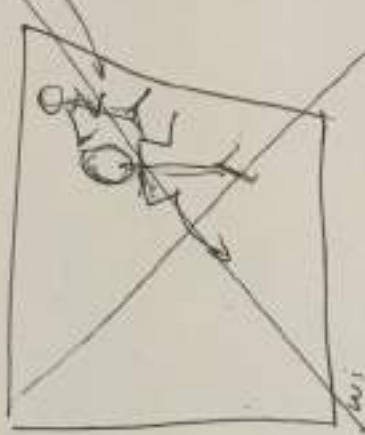
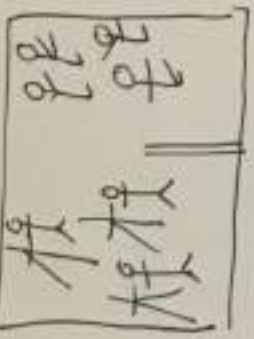
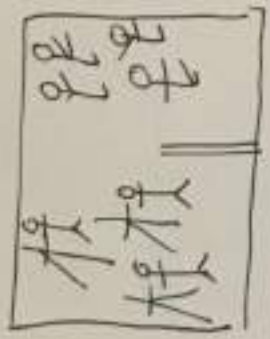
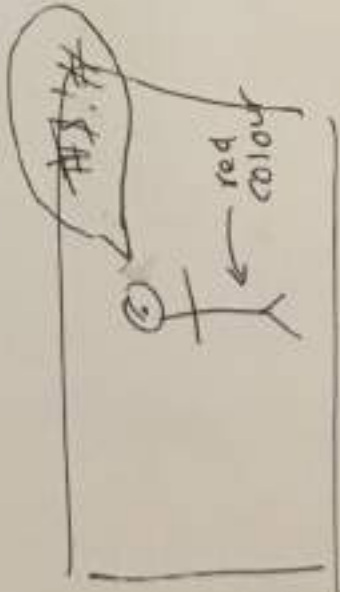
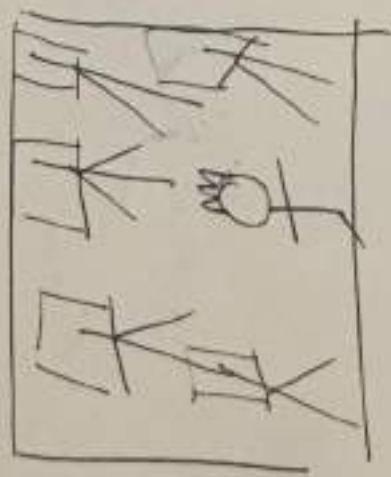
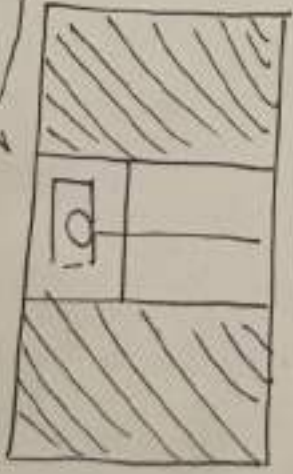
Hanan came up with the colour wheel idea and daryl and I manipulated it into a story with a story line.

We all initially agreed with this idea because every one's couldn't come up with anything that we could pull off in such short notice.



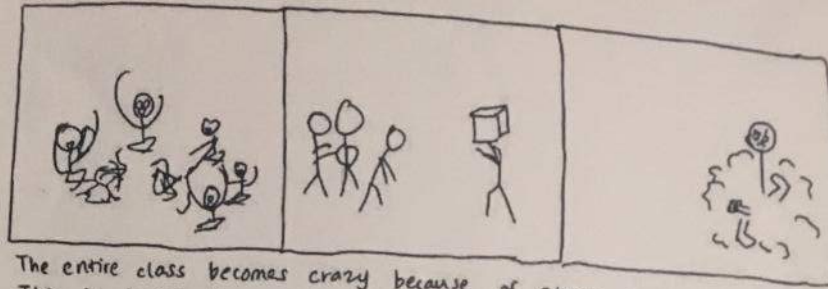


oh no



Someone drops their size cable

purple  
and asleep



The entire class becomes crazy because of stress and frustration. This is during the maniac girl laugh sound effect. Then, when cowboy song plays, everyone attacks FID. The End!

This is our final idea and to be honest I am quite happy with it. I hope this gets better scores than last time.

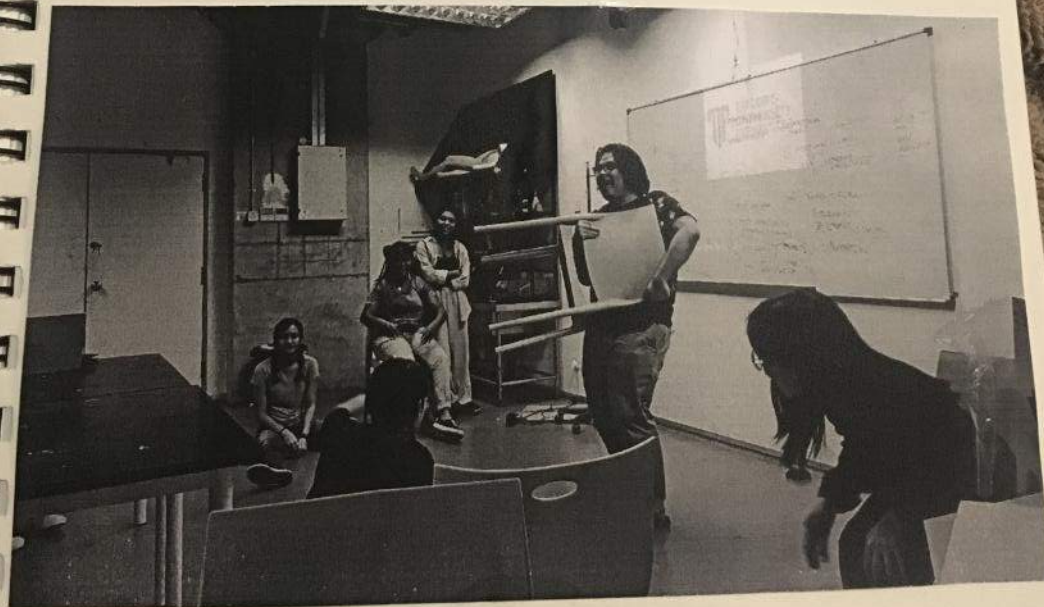
Through out this project there have been alot of ups and downs we made what we thought was a really cool storyboard but turns out it wasn't so we took that criticism and made it into more, new ideas. I really hope this impreses Mr Choi, Charis and Mrs Fu.

The process wass long and stresful but we learend a lot and had some fun I have some pictures that you can see if you flip over the page.

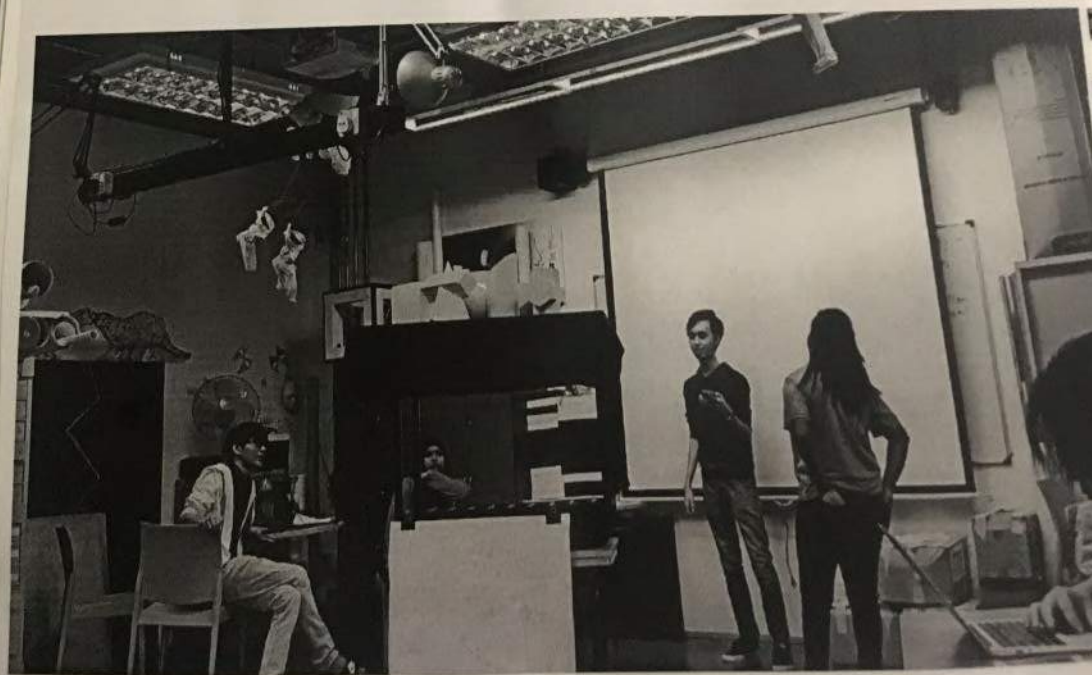
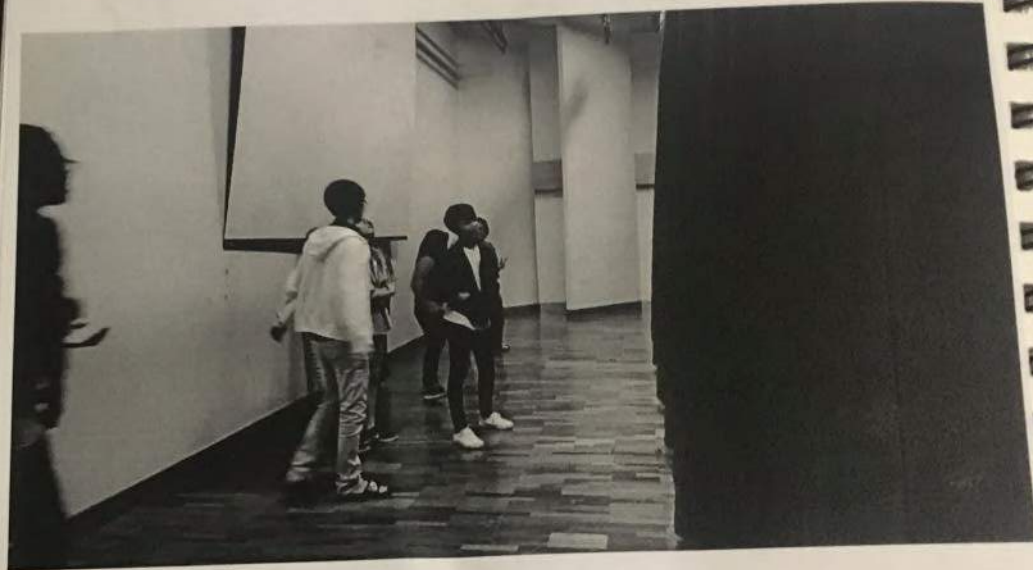


# Photos















YOUR NAME: Ating, Otobong, mehin

STUDENT ID: 0333700

FOUNDATION: FID | FIA | FIS | FNBE

TUTORIAL LECTURERS: MR CHARLES | MR CHOY CHUN WEI

| MS FU YEN HUEI

PRODUCT NAME:

GROUP NAME & MEMBERS NAME ( IF GROUP WORK):

1. Jonathan. Hiew

2. Daryl. Pung

3. Carla. Alvarado

4. Hanan

5. Khirtana

6. Mathu. 7. Tyson



SoundClip 1





Final Results  
Tyson is action, Were on stage

161412d8



Discussion on What Props  
We Should Use.





Final Bow for Soundship 1  
on stage.



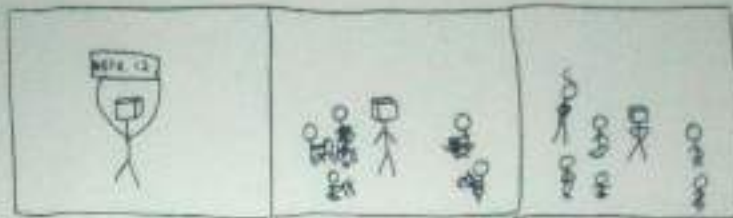
On Stage Performing in LT20



27/04/18



Final Bow for SoundUp 1  
On Stage.



Ends class leaves the stage. FID shows 'WEEK 13' Then, the class comes back with even more stuff and surprisingly starts to work. Student C comes late for class (during the first class hour)



FID goes to Student C and starts scolding him by saying Student C got bad and starts breaking down.



Student D goes to student C to console him. After that listening to student D, he stops student C <sup>from</sup> to tell him to get a grip. FID then shows it's deadline time.

John's Idea  
part 2  
For Soundtrack 1





Ending: Zombies gather and bite the teachers

- A: Becomes zombie from start, infects G, dies by F
- B: Gets infected by A, infects E, infects F, dies by F
- C: Drops stuff, runs away, cowers in corner with H, bitten by D, dies by F
- D: Slips from C's stuff, gets infected by A, infects C, gathers at the end
- E: Helps D up after slipping, notices A fainted, runs away, hides with C, scares C, gets bitten, dies by F
- F: Holds gun, pants rip after bending over, kills G, A, H, B, C, becomes zombie
- G: Laugh at F's pants, bitten by A, dies by F
- H: Can't stop crying, dies by F
- I: Already dead
- J: Grieve at dead husband, dies by E
- K: Kills J, gets bitten, happily

John's Idea  
For Soundtrack 1

YOUR NAME: *Zafvan Zolkafle*

STUDENT ID: *0333985*

FOUNDATION: *FID* | FIA | FIS | FNBE

TUTORIAL LECTURERS: MR CHARLES | MR CHOY CHUN WEI

| *MS FU YEN HUEI*

PRODUCT NAME: *Sound Wizard*

GROUP NAME & MEMBERS NAME ( IF GROUP WORK):

1. *Jon*
2. *Jim*
3. *Daryl*
4. *Khiindana*
5. *Melvin*
6. *Hanan*
7. *Grissa*
8. *Carla*
9. *Mathu*
10. *Zaf.*

## IDEA JOURNAL 1 / 2 / 3





# What to make?

performance

What?

A game theme based performance titled "Glibched In"

Why?

We chose sound clip 3 from the sound clips that were given

Message?

Don't get too by video games

How?

By presenting a story of three people playing the game but suddenly got sucked into the game and they have to finish it, to make it out alive.

Instructions from the school's submission

1<sup>st</sup> step: Download the sound clip from TIMES and initiate your ideation.  
Apply what you have learned thus far in CTS!

2nd step: Interpret the sound clip into a narrative based on your idea

3rd step: Rehearse (record the number of rehearsals) and prepare for presentation

# AGENDA

27/3/18 - \* Have a discussion with class after our 2D class

\* Talk about which sound clip to pick

\* Discuss ideas on what to perform

\* What props

\* From today we will come to school almost everyday to discuss and act.

talked about anerio, a dragon character, bowser, malaiqi

6/4/18 - \* Further discuss about ideas

\* Final decision on the sound clip

\* Talk about story - what to act out based on the clip

\* Talk about the props a bit

1/4/18 - \* Tyson joins plans to join our group

\* Waiting for permission to be granted from Ms. Fu and Mr. Charles

\* Ask everyone what time to meet at school for the next 3 week (trying to be flexible)

\* Everyone needs to share their storyboards to Jon so we can share our ideas

3/4/18 - \* Talk about the roles of everyone

\* Decide who is bowser, the dragon or Mario

Week 12 - \* start designing props and prepare outfits

9/4/18 - \* start rehearsing

\* do more props cutting

\* share more ideas



# STORYBOARD

①



②

more like taking a breath



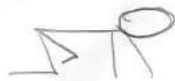
③



⑤



⑥



⑦



⑧



⑨

walks



⑩



⑪

galler dyes



⑫



a portal

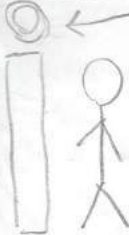
⑬

goes to words the portal



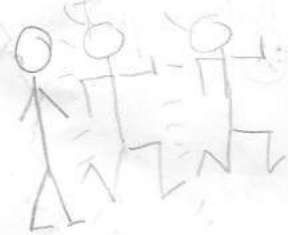
⑭

coin pips up



⑮

keeps walking

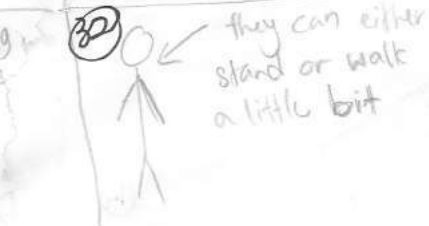
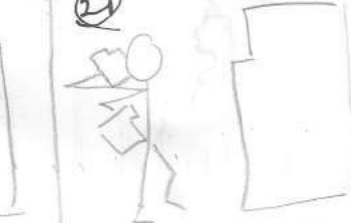
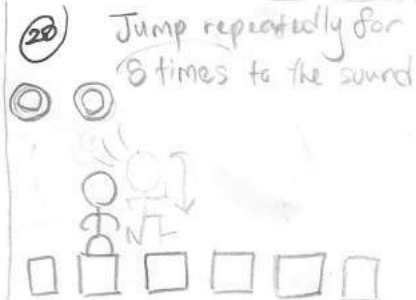
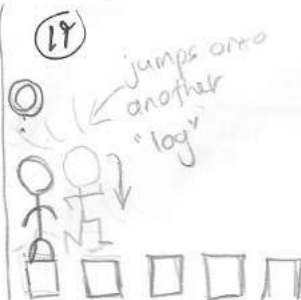


⑯

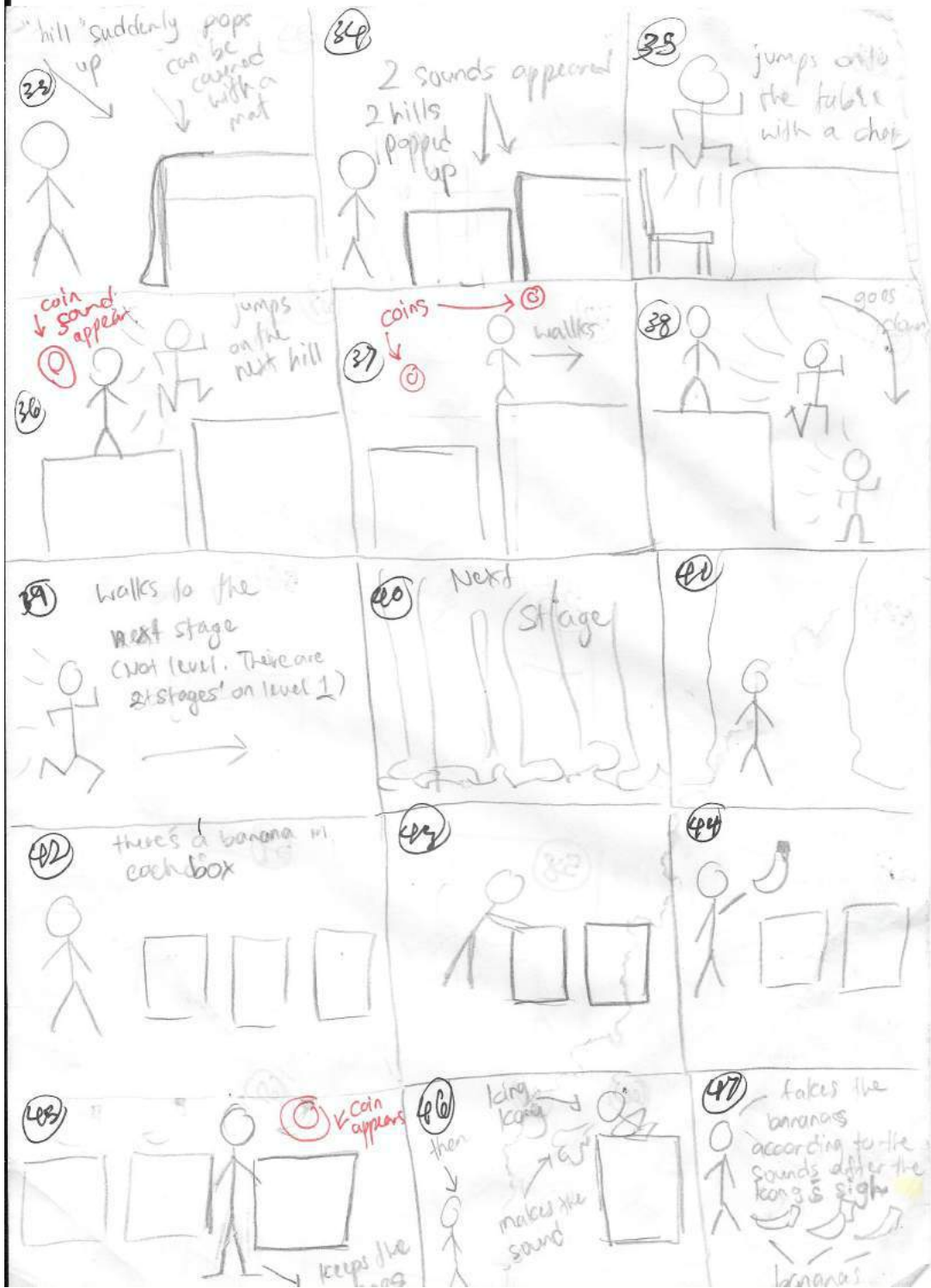
???

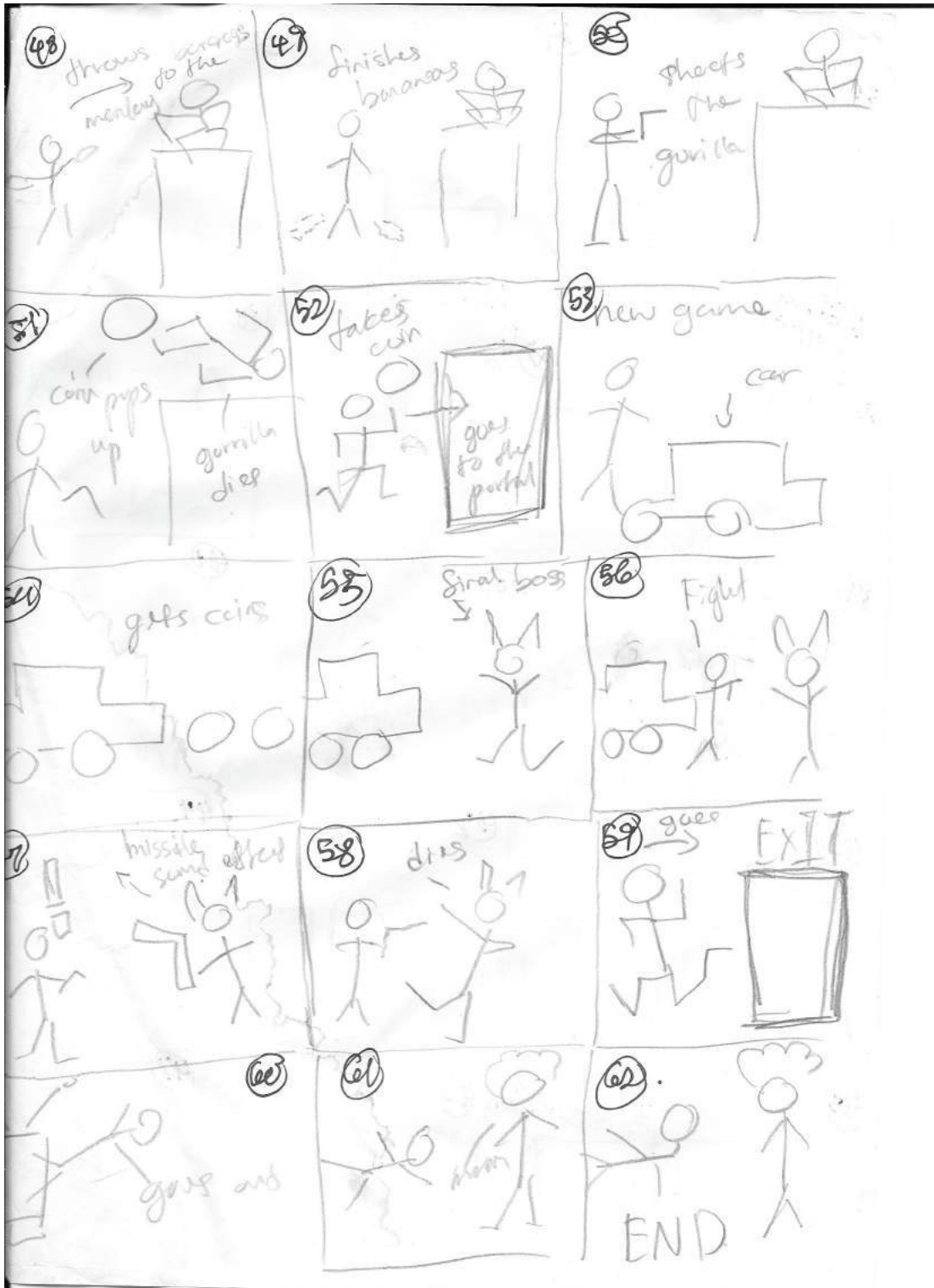


↓ "logs"











# EVERYONES' STORIES

Jon's and Daryl's <sup>and everyone's</sup> (we picked sound clip 3)

We've finally compiled the scenes and this is what it looks like:

- In the first scene, there will be three people wearing a red, blue and yellow vest clothing to represent as players. There will be two people holding two sticks, one above and one below to represent as television or a screen.

We will have Hanan, Melvin and myself to be those players temporarily.

Jon, Jim and Daryl on the front, sitting as they point at themselves.

Then, the players will twirl to the side as a mean of getting chosen. Also, the ones who will be holding the sticks will be Mathu and Arissa.

- The lights will be off and everyone gets into their places. After the, Hanan and Melvin move aside we will remove the cloths that we wear and give it to Jon, Jim and Daryl. Jon, Jim and Daryl will go on the front, Hanan and Melvin will be holding two cardboard and drop coins to them to represent as short question mark brick in Mario. They will start with a gasp followed by the "gasp" sound and they will walk towards Hanan and Melvin to get the coins.

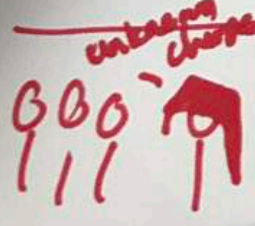
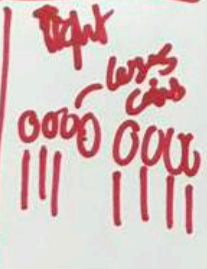
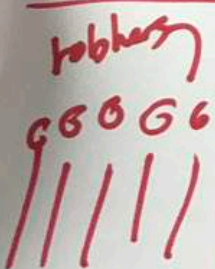
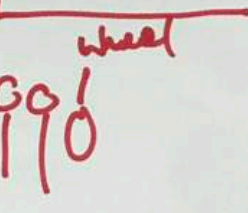
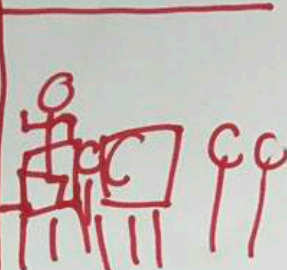
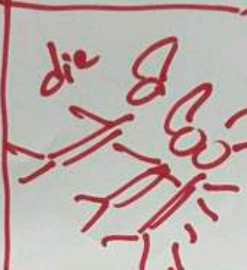
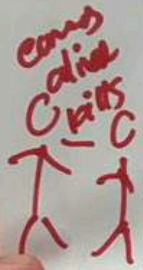
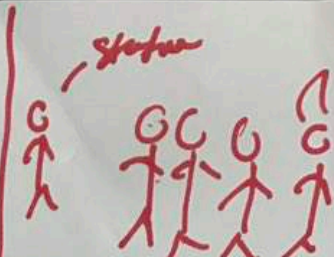
Then, Tyson will hide behind a chair further than where Jon, Jim and Daryl are. Right when they come to Tyson's area, he will jump up as Mario, asking them to follow him to defeat an enemy. As they walk, Bowser (me) appears. Mario runs and Bowser chases him. One of the three players (Daryl) hits me with a pan on the face and I will slowly fall down and drop a box of coins in my arms into the air. They will pick them up and straightly go to the portal to represent as a new stage followed by the finished Mario stage sound. [Jon's weapon is a spoon, Daryl's a pan Jim's a bush]

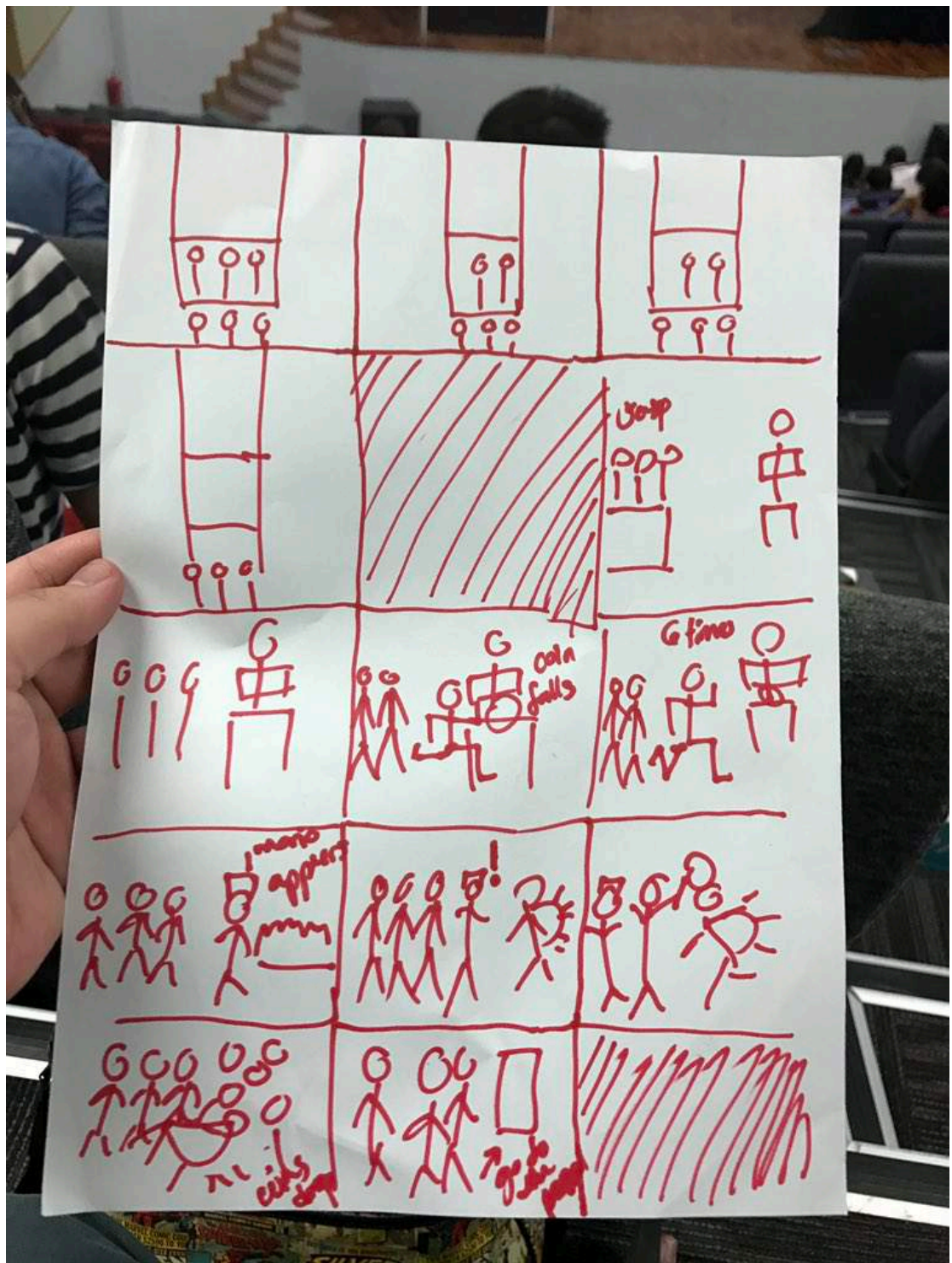
- The lights will be off and everyone positions to their places. After the lights is on, the dungeon scene comes next. Khintana will be the dragon dressed up as a dragon on a side along with her minions (Mathu and Arissa).

- Hanan will be a statue that will come alive. The three players walk in the dark trying to find something when they stumble upon a dragon and her two minions. They will fight each other until Jan takes a gun and shoots the dragon and dies along with her minions. Before that happens, Hanan as a statue will come out alive and attacks the players. Daryl will kill her. She will lie down until I come and put the chair along with Tyson kneeling behind me to set up as traps. When the players jump on the chairs to get over the traps, I will be sitting in the middle grabbing Jim's key. Then Jan will attack my arm to let him go. Then, Melvin will hold three keys; red, blue, and yellow right over the end of the traps. After the players got over the traps, they'll grab their keys and put their key together in the air to show that they have the keys.

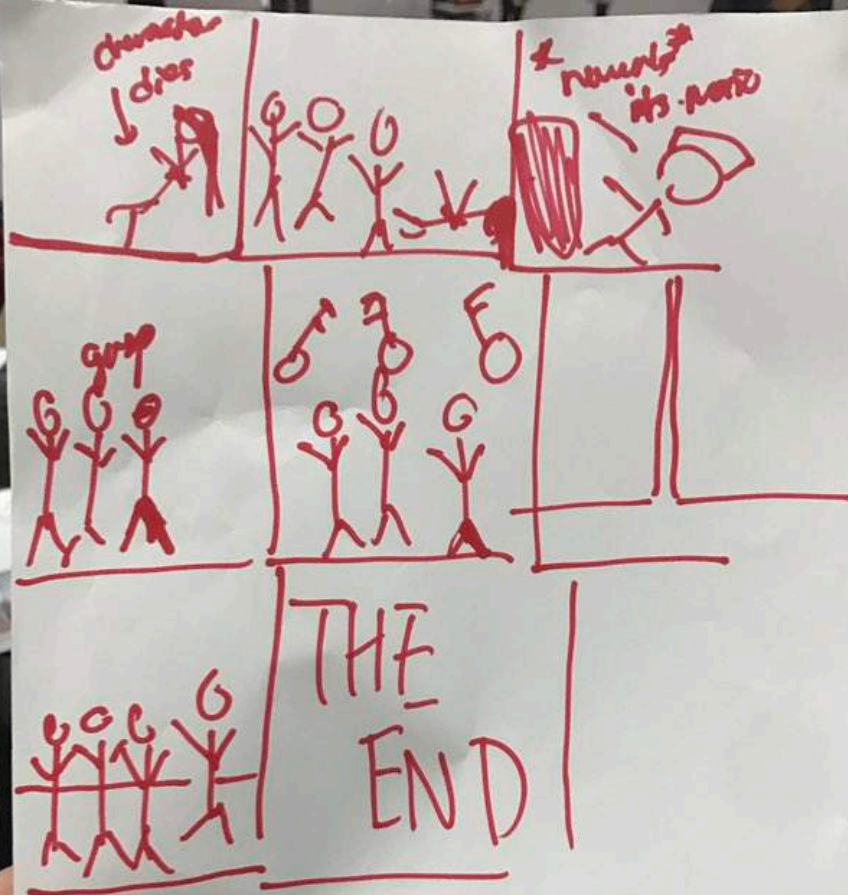
- After that, they will jump onto the final stage. They'll be riding a car accompanied by the racing car sound and there will be robbers (me, Mathu, Arissa, Khiintana, Melvin and Hanan) going to the front of the car making the players lose coins. And then, the players will injure us and then an unknown character appears and the players fight him. The character launches a bazooka towards them but missed. At the end, they manage to defeat him. They reveal what's under the black cloak that he wears and it turns out to be Mario. They get the final coin from him and the curtains close. Mathu and Arissa put the sticks. The characters quickly put on a different clothing and Khiintana goes out from the curtains and the players surprise her as she is surprised by it. That will be the end of ~~our~~ performance



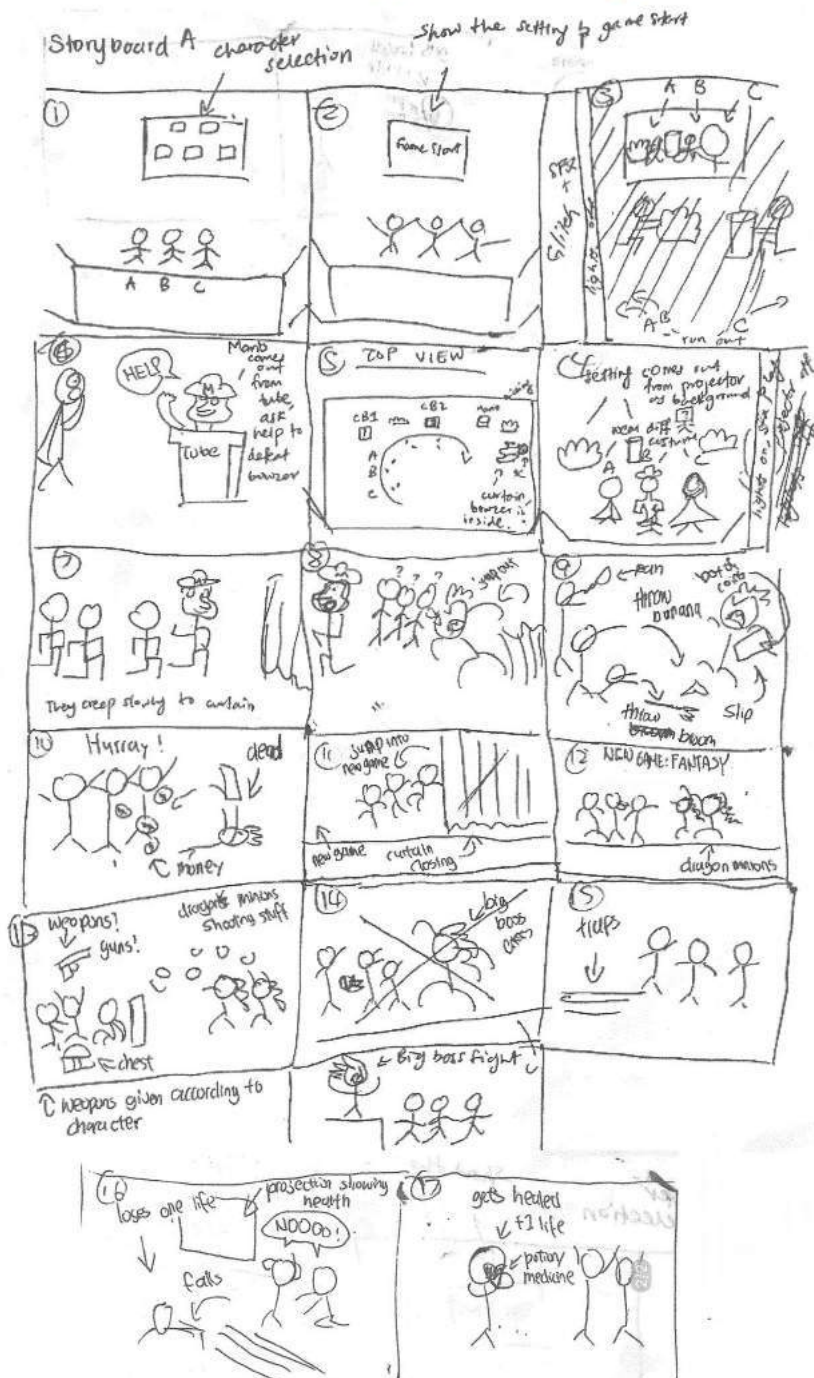






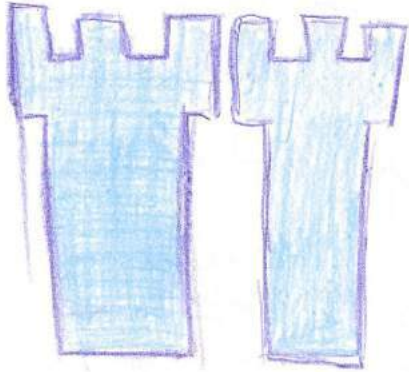


# This is Jon's storyboarding





# [ IDEAS ]

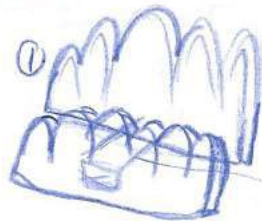


These are castles for the dragon scene. They are really long and more than one cardboard to <sup>make it</sup> stuck to make the castles.



These are bushes for the Mario game scene. This is an interesting part. This is Cortés department.

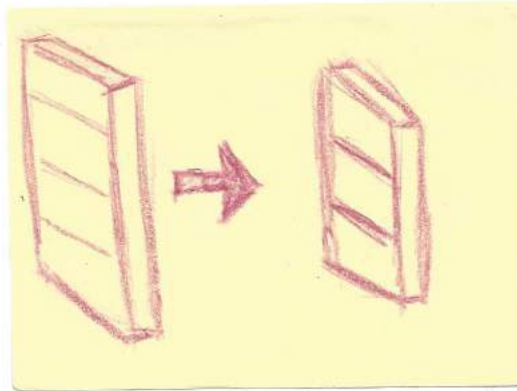
This is <sup>would make</sup> interesting because we <sup>can</sup> a small bush and attach it on to



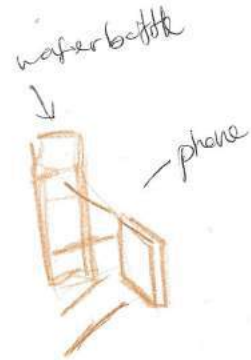
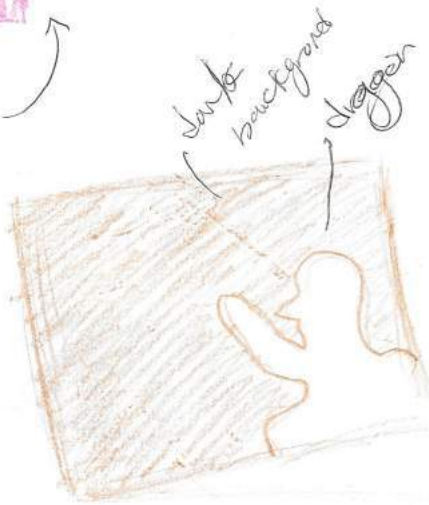
sticked to another bush

another big bush. By putting a cardboard that attaches the small bush, it can definitely look good.

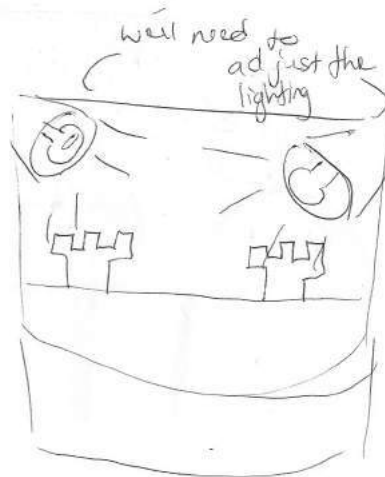




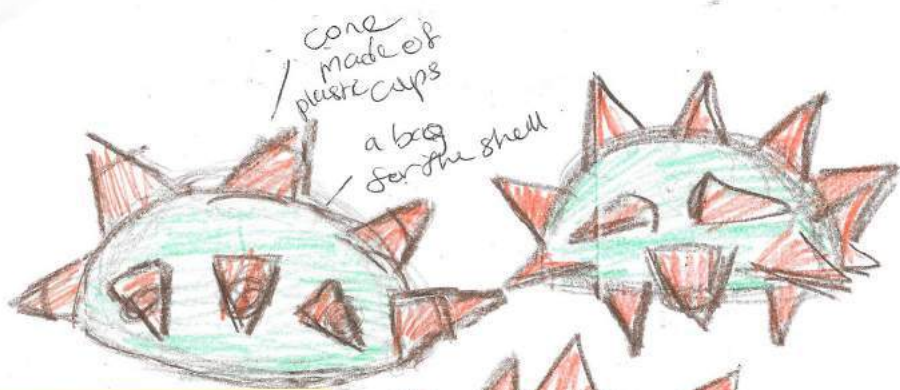
This is a portal for a new level stage. We'll need a cardboard and a lot of various paper mache.



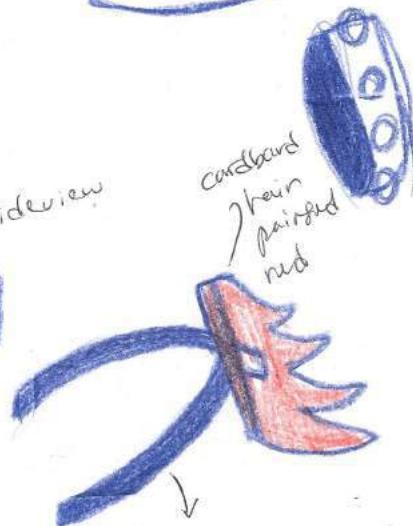
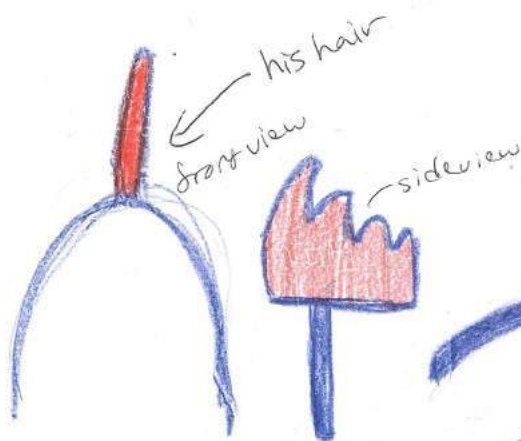
This is to make the lighting effect on the dragon during the dungeon scene.

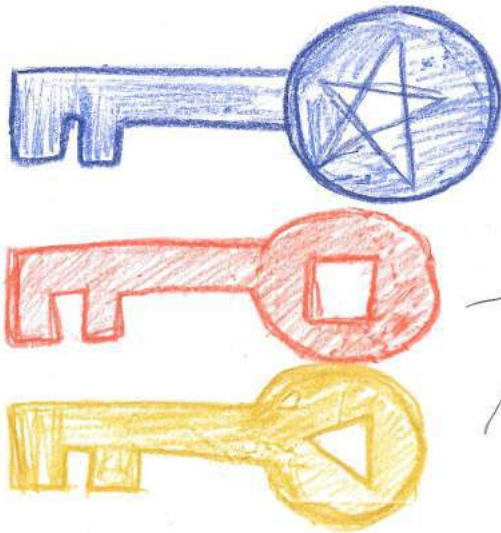






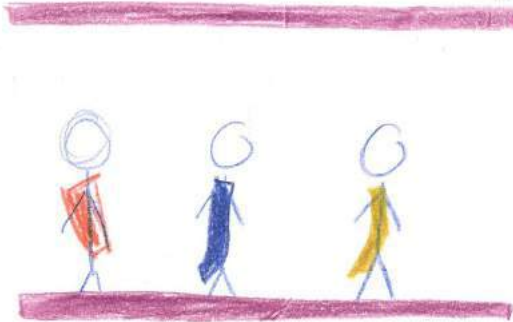
This is bowser's costume. This is an interesting concept because it would look cool and like outfitting during the performance. It can really 'wow' the audiences and the listeners!



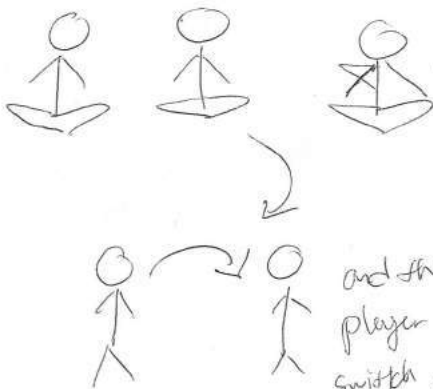


To represent the  
players' keys.

a long  
stick



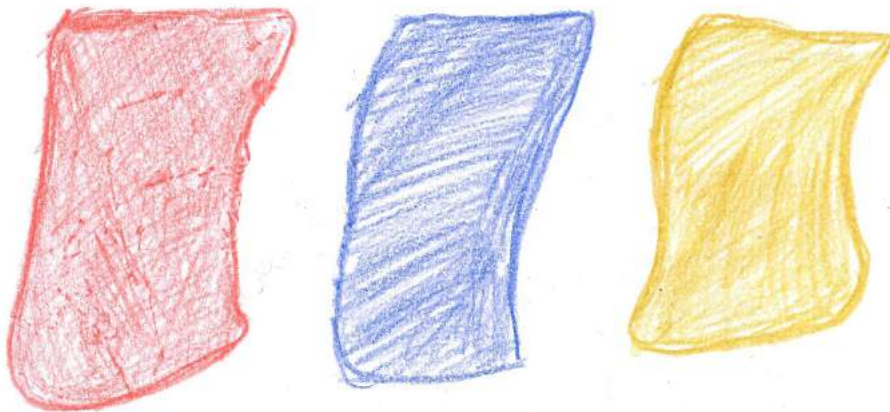
✱ This is to represent  
a character selection.  
I think this is cool  
because it shows an  
effect of the show  
and to the audiences.



Player will  
point their finger at  
the player and the player  
will turn to the side  
to start the scenes.

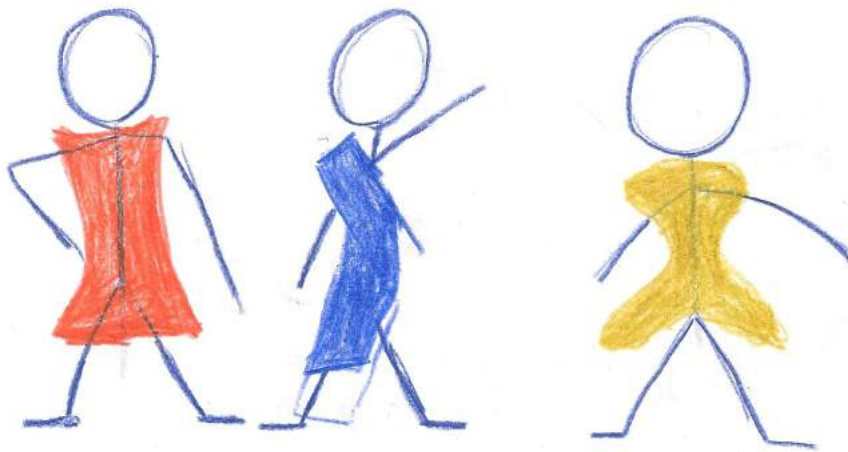
and then the  
player in the 'game' will  
switch clothes with the actual  
actor.





These clothing can be  
used as outfits for  
the three main players in the  
game,

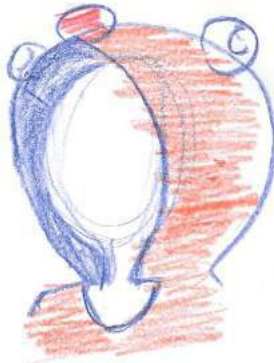
I thought it's cool to represent  
each player differently so the  
audiences can tell which is which



dragon



pintan

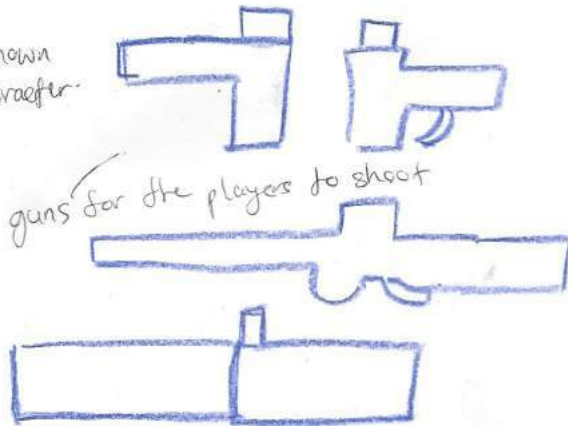


minion

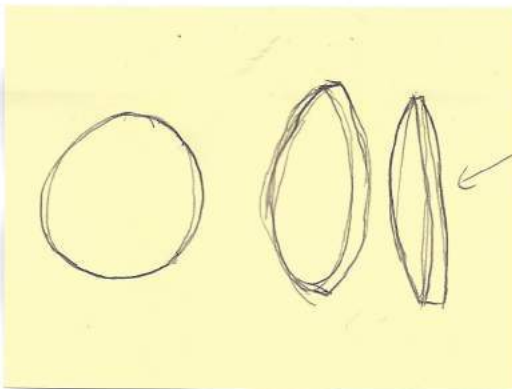


unknown  
character

guns for the players to shoot



bazooka



coins  
We'll need 20 coins  
to drop and pick them  
up.





1 dragon's  
minion

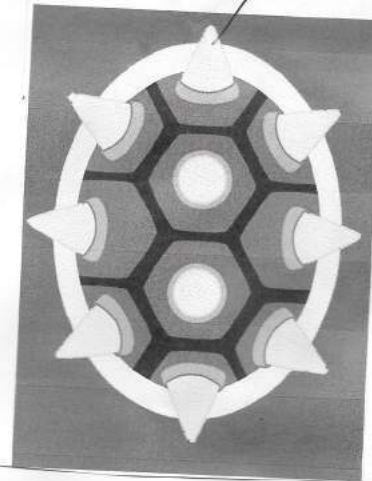


make a  
cutout mask  
of his face

dragon  
→



yellow  
cone



Source: <https://www.redbubble.com/people/nextdoor/works/11378444-bowser-shell?p=t&style=men>

# Summary



Performance

Game Theme  
titled "Game Theme"



story of three players in a game

My  
Storyboarding

I think my storyboarding  
was well thought  
I thought it was quite  
simple with the message  
of putting "Don't get  
too addicted with  
video games"

Props

- one ste dragon
- minion onesies
- castle cardboard
- coin cardboard
- portal cardboard

Jon's Storyboarding

I think Jon's story  
is more interesting  
than mine

and  
Jon's, Daryl's

I suggested the  
idea of putting the  
portal in the first  
stage

Roles (chair holder)

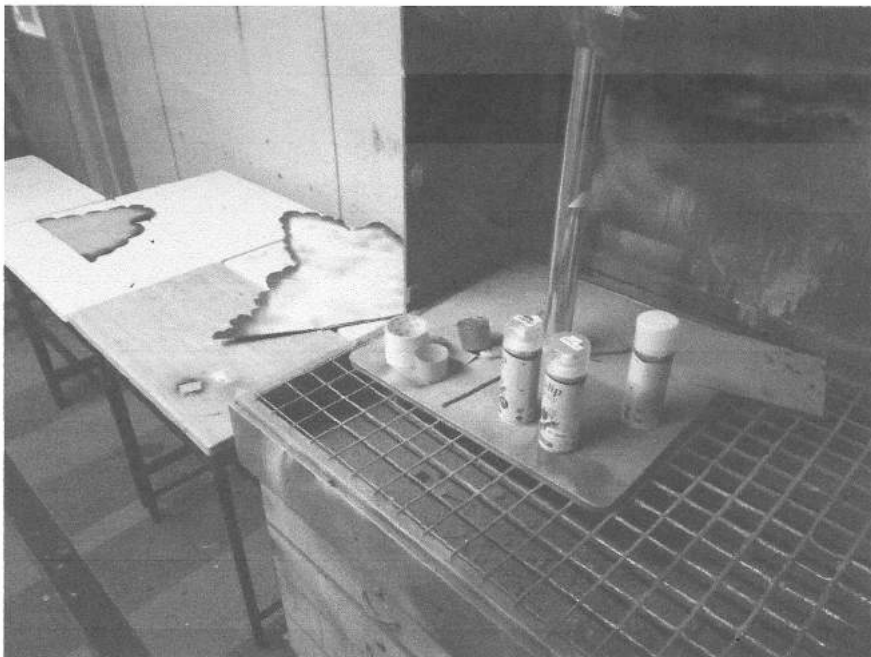
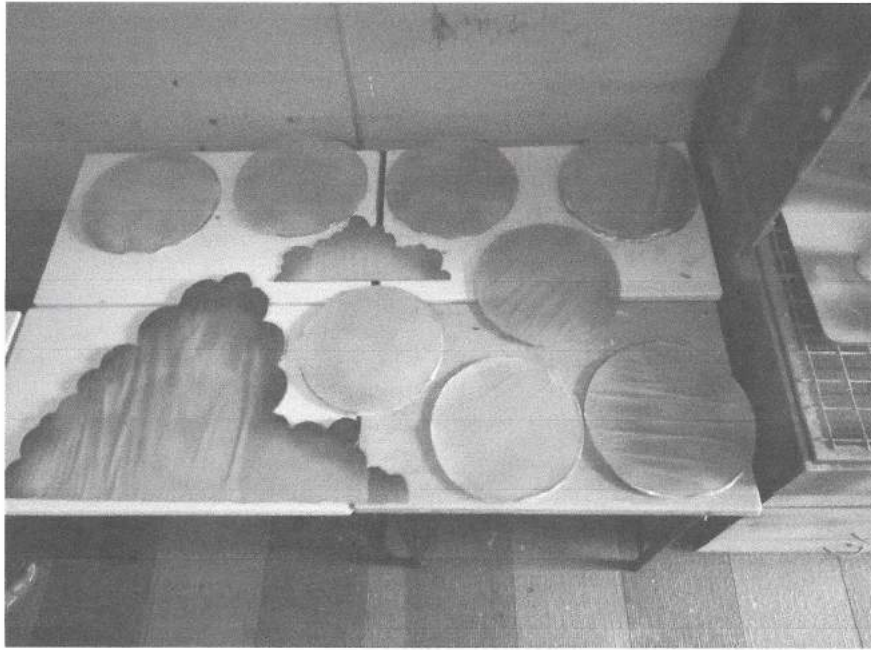
- Me as bowser (card robber)
- Khirfona as a  
dragon (card robber)
- Mathew and Arissa  
criminals, screen holders  
and robbers
- Ifman: coin holder,  
statue holder, chair  
holder
- Tyson as Mario,  
unknown character,  
chair holder
- Melvin as coin  
holder and key  
holder

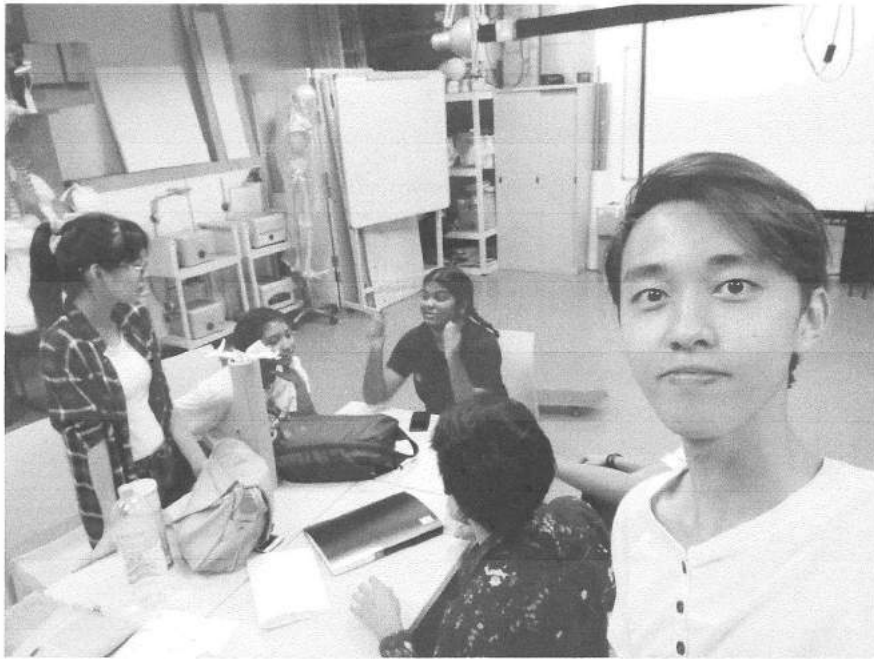
• The further development  
was also in the slow while  
it is planned.

• Everyone agrees with the plan.

- Jon, Jim and Daryl: Main characters

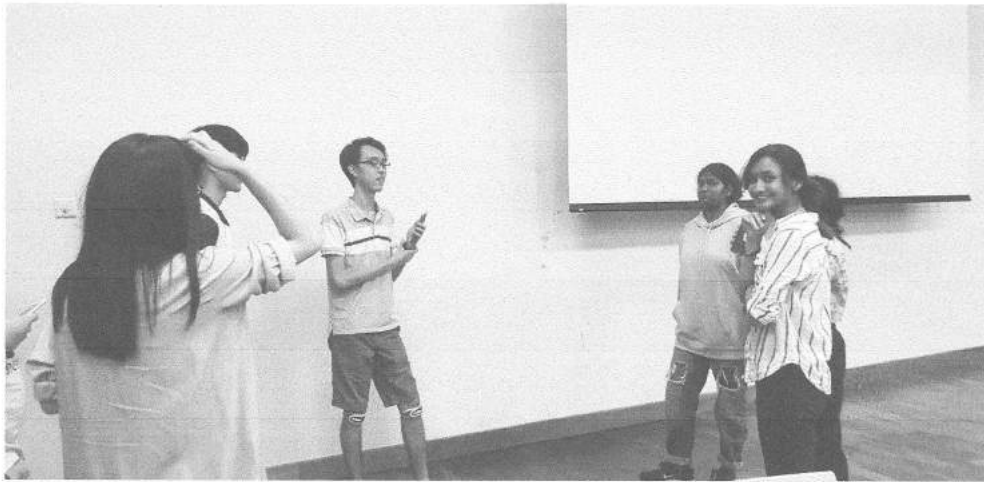








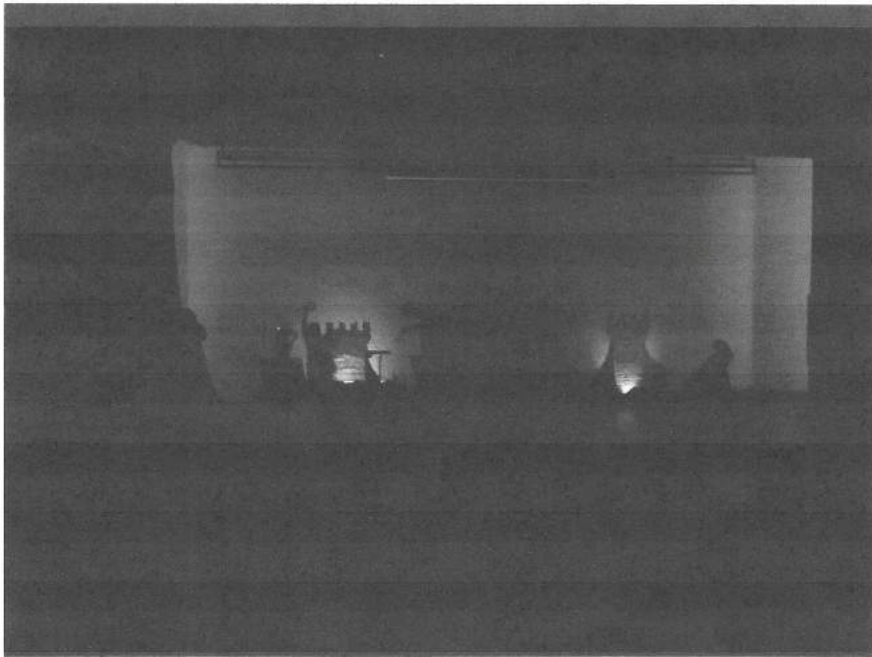








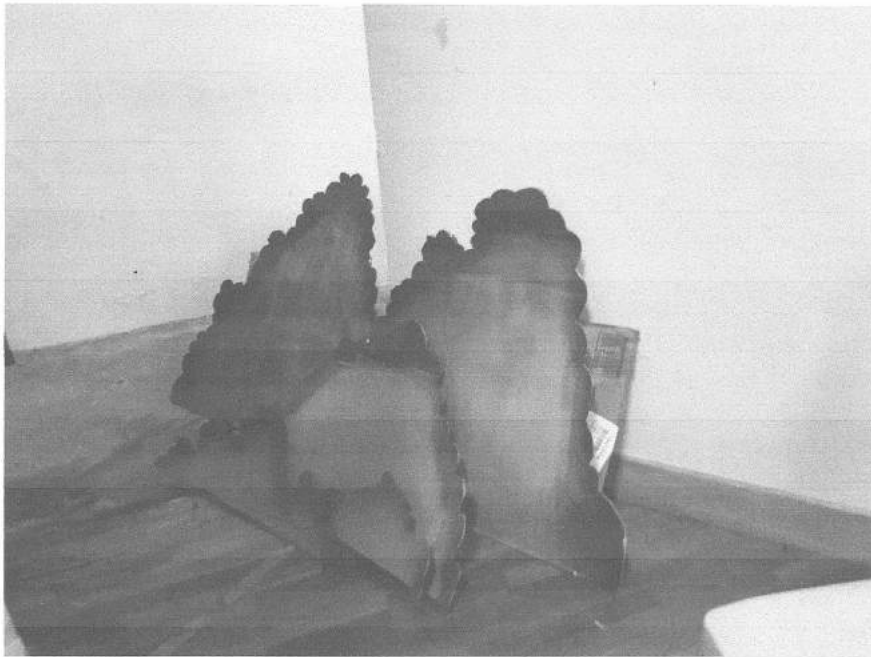
lighting





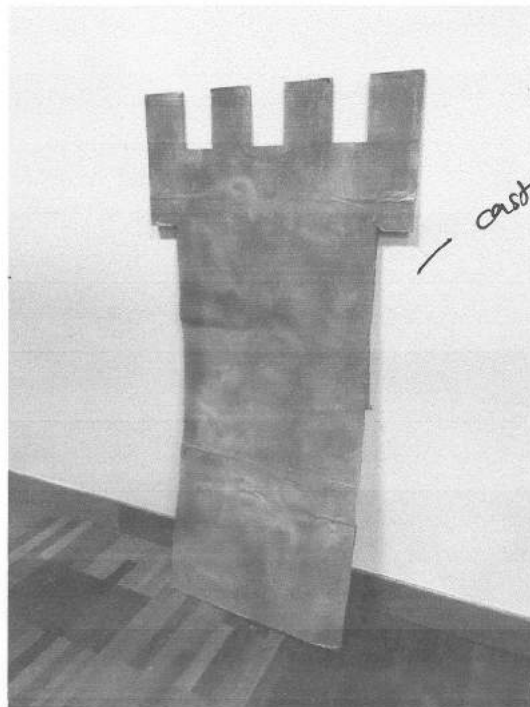
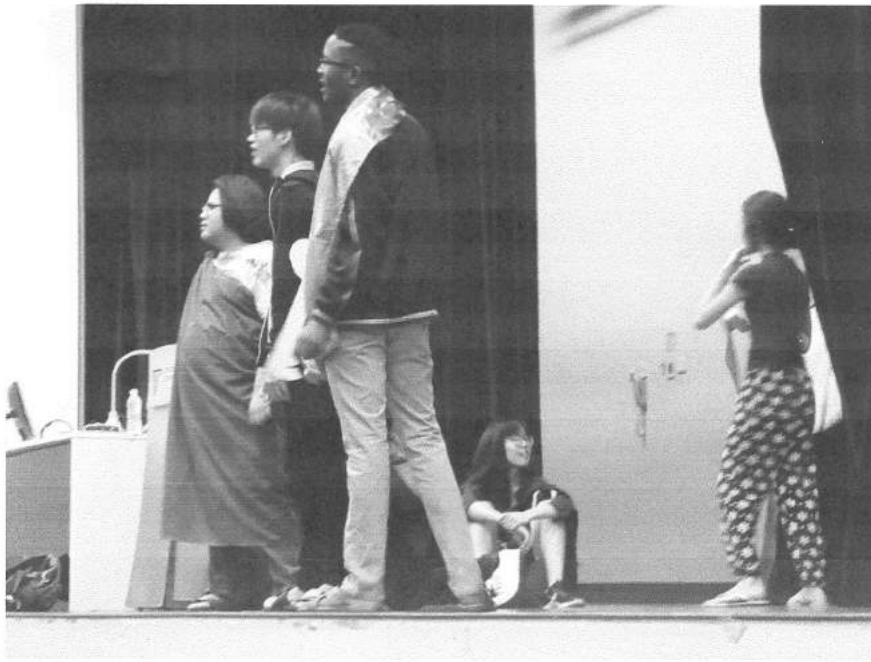




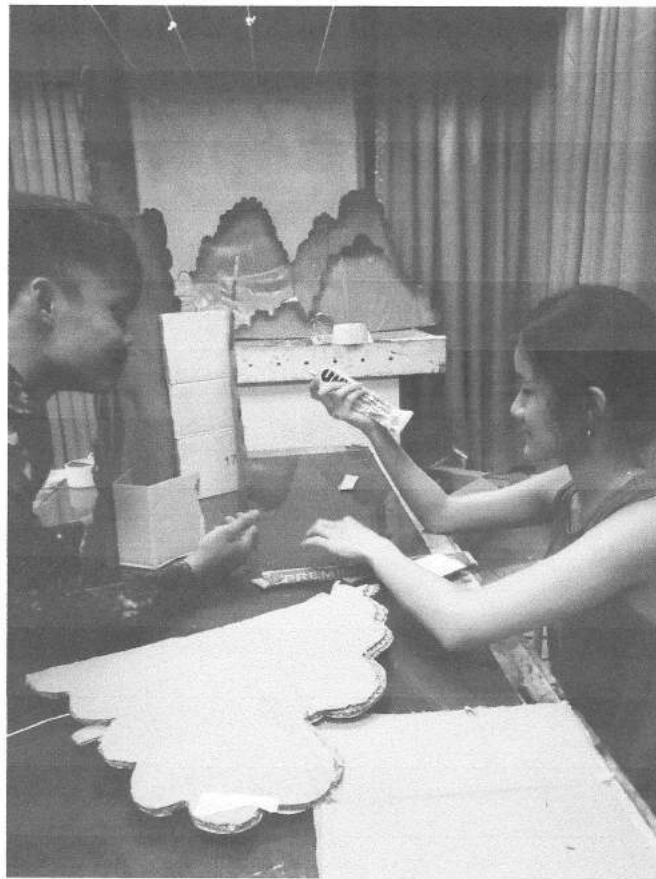














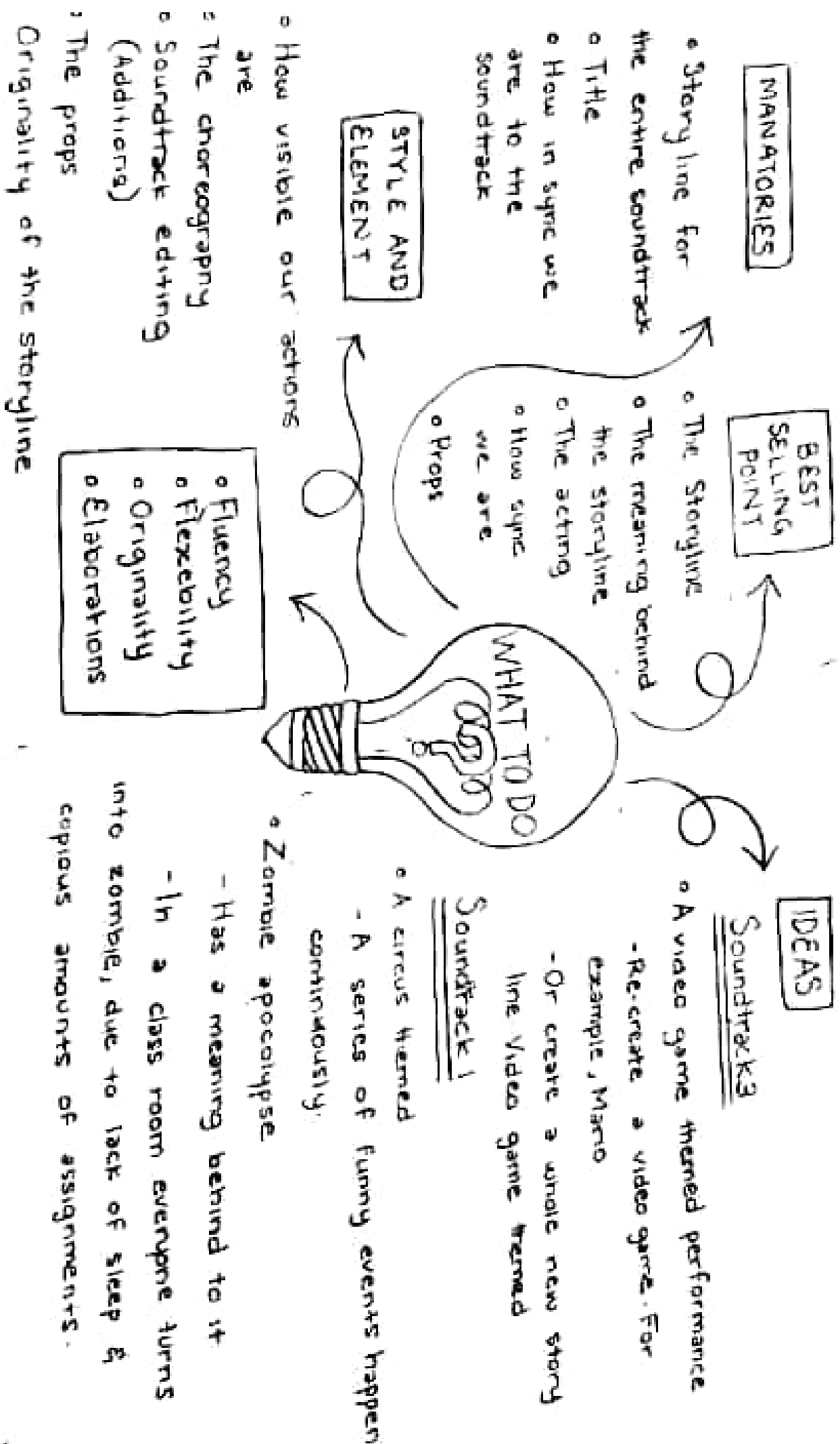
Finished product.





# FINAL PRODUCT

The performance didn't end well. I mean, I thought we did well. I didn't jump on the same time during the sound. However, the props were well liked by the lecturers so that's cool! !!















## Plan D

This plan is inspired by my class & how we are all so exhausted & always so sleepy because of the amount of assignments we have to do every week.

We'd all look like zombies when we come into class every day due to the lack of sleep we get. So came the idea to do zombies

Everyone is trying to get away from doing so much work after seeing what happened to our classmate (turned into a zombie). But eventually they all turn into zombies.

What makes this interesting is that it is an improvised, overemphasized, funny way of showing how much work we had to do & the exhaustion

# IDEAS & RELATED INFO THAT INSPIRE ME

## Plan B

I got the idea & inspiration from an old saying people back in the Maldives believe, that if you don't nudge or disturb the demons they won't disturb you back.

Demons are living their lives just like us, & they mostly never want anything to do with us unless we bother them, usually with black magic.

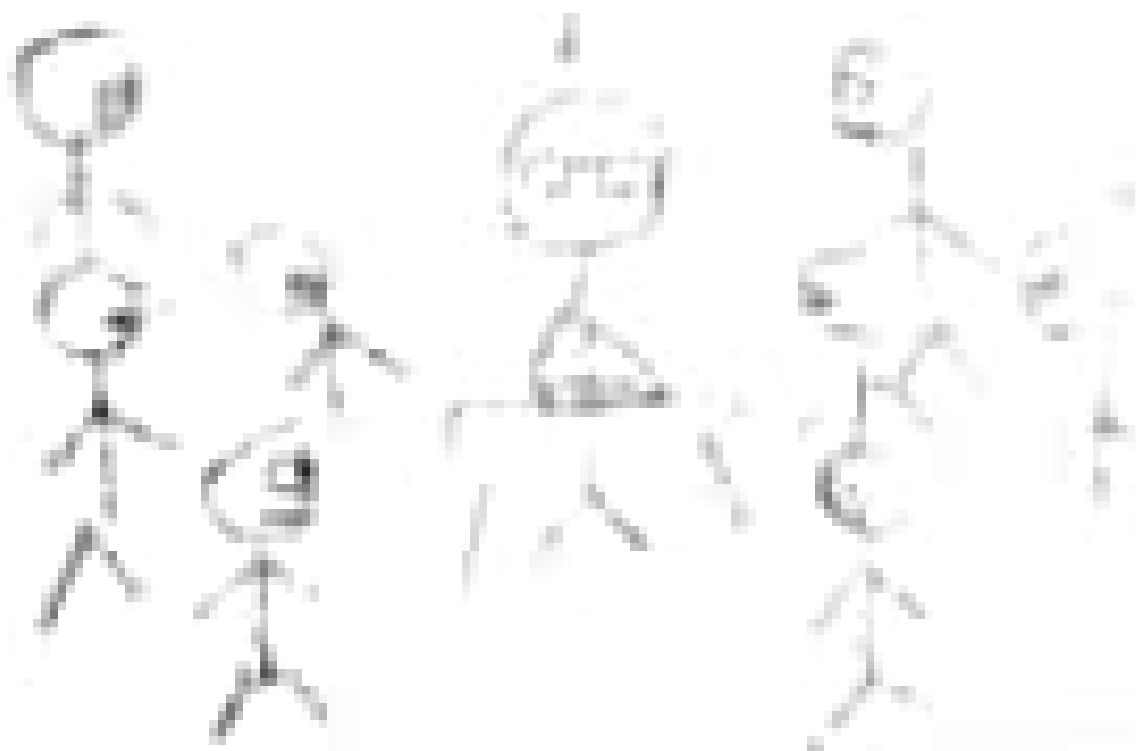
Demons get revenge by ruining that person's life most of the time by possessing or messing with their loved ones or things/people around them.

3

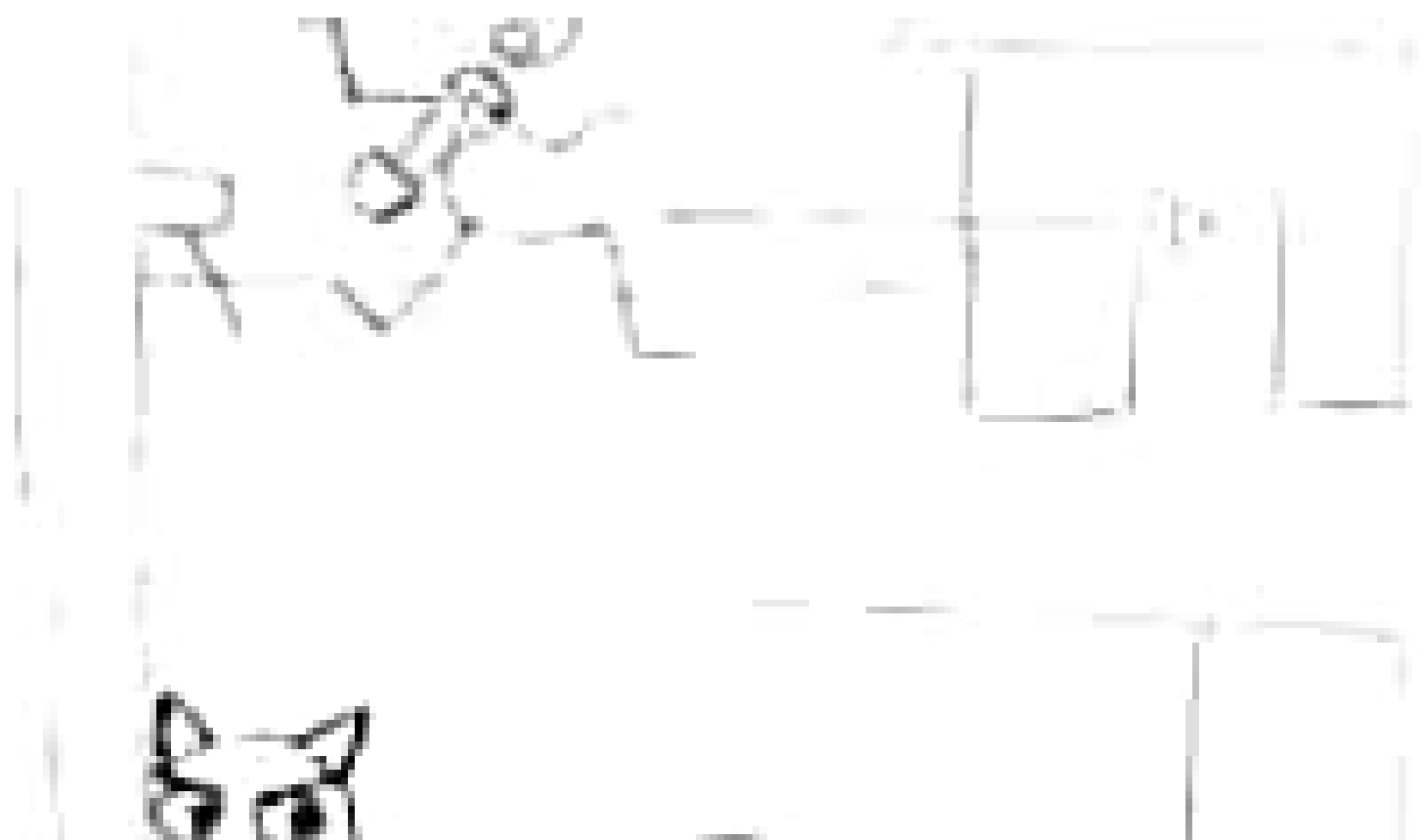
A simple way of showing this semester ~~to~~ went by for us. We would have assignments on assignments. And basically ~~to~~ this storyline is about how our daily lives were like these past 4 months. The tells us how tiring and how much work uni is. And that we have to finish our assignments no matter what, even if it means that we have to stay up all night.

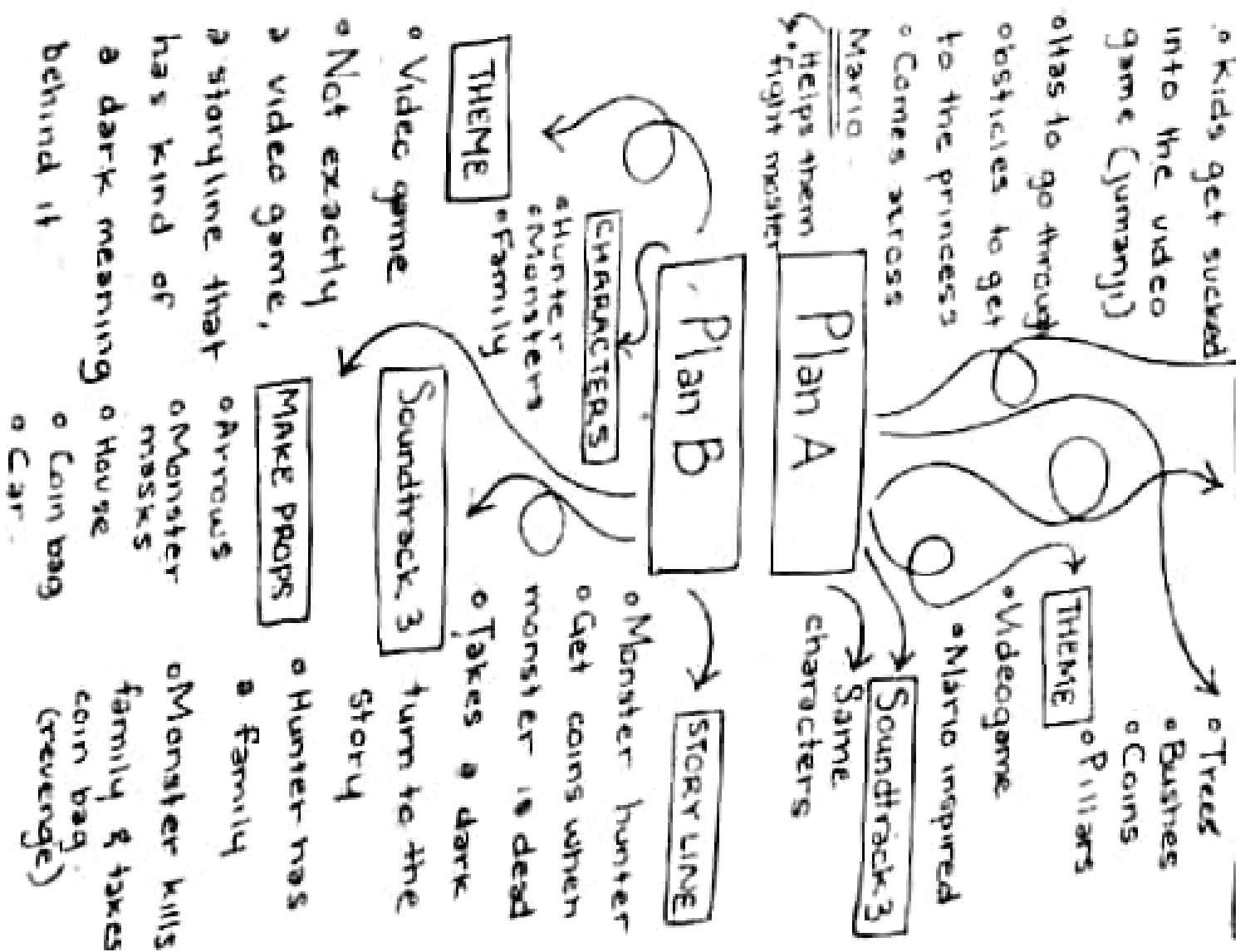


THE MOUNTAINS



THE MOUNTAINS







## Plan D

This plan is inspired by my class & how we are all so exhausted & always so sleepy because of the amount of assignments we have to do every week.

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What makes this interesting is that it is an improvised, overemphasized, funny way of showing how much work we had to do & the exhaustion.