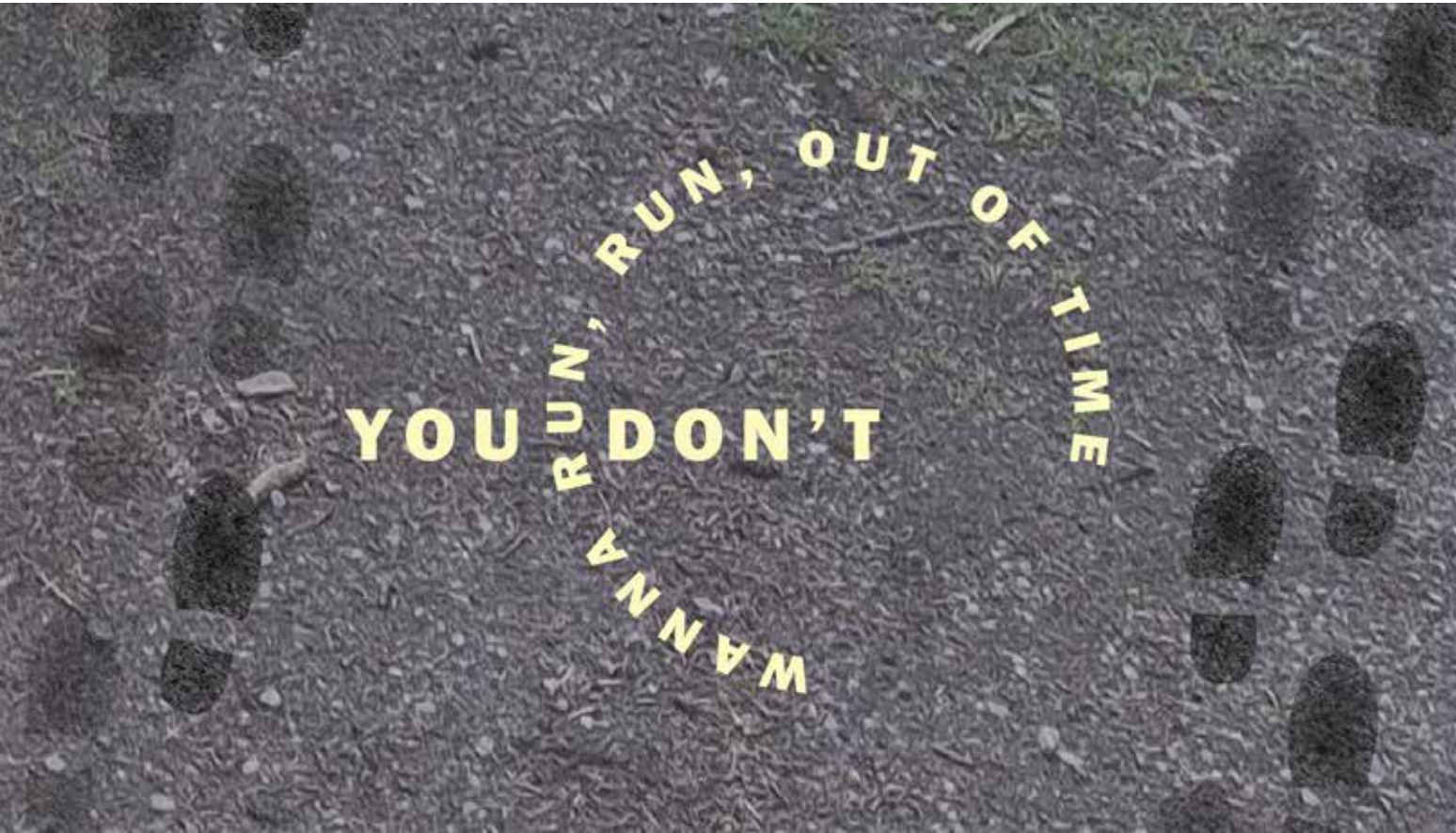




1. [REVISED WORK]: The very first frame! This is how the song will start after a second or two of the instrumental plays; starting from reading the larger words first. Afterward, the circle will continue to tick counter clockwise by each word to resemble a clock. Footprints in different opacities will allow the illusion of running.



2. [REVISED WORK]: The introduction of the labyrinth! An image of the labyrinth will replace the illustrated ones, will be diving into Photoshop to get some more layers in so that the background can still turn. The larger circle on the left will be coming up from bottom to the top whereas the smaller circle on the right will be coming from the top to bottom in the form of the circles.



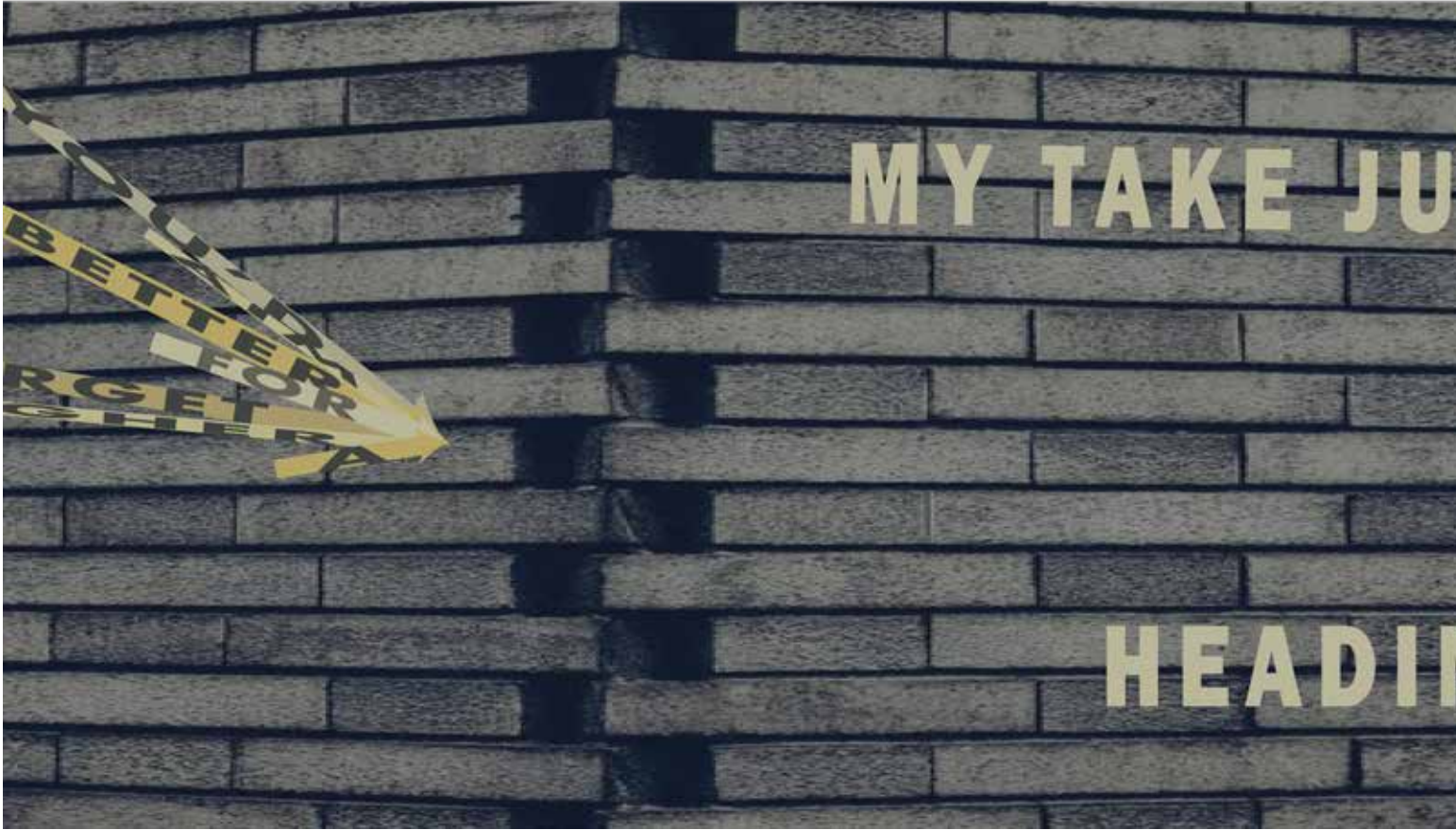
3. [REVISED WORK]: Shooting up into the air! The typography dismorphs as well as stretches until it reaches frame 4, to create typographic clouds! Symbolizing the flying part entirely as the lyrics has stated (personally had a ton of fun morphing and blurring the type to make it look like a cloud :-).



4. The typographic clouds will float for a couple of seconds, growing bigger before getting torn absolutely into shreds by the series of arrows of the next lines of lyric. Playing with the grayscale to emphasize the different rainy filled clouds in teh sky.



5. [REVISED WORK]: Suddenly a series of arrows shoot into the clouds breaking upon contact! The arrows will fly through and fall back into the labyrinth were it will the stone walls leaving a crack upon contact. Worked on the flow of the squence rather than just the visual view flowing to how it would look in motion.



6. Corner of the labyrinth split where one side has all the arrows stuck onto the wall from contact, while the other side begins the squence to the next song lyric. Again, following the sequence of the order rather than reading it typically from left to right.



7. Playing on the words immediately and literally with two hands reaching out for each other. Reading again subquencially to make the motion make sense. There IS a reference photo that I had found a while back unintentionally but alas after two days of deep dive, I have yet to find it so for now it will be this unless either I find it or I find an improvise to make it work.



8. [REVISED WORK]: Finally was able to settle on something I was more satisfied with after many, MANY trial and errors with several reference photos. Even got two little monkey guys peeking out in both curiosity and excitement. Still emphasizing the idea of looking up despite all of doubt and overthinking.



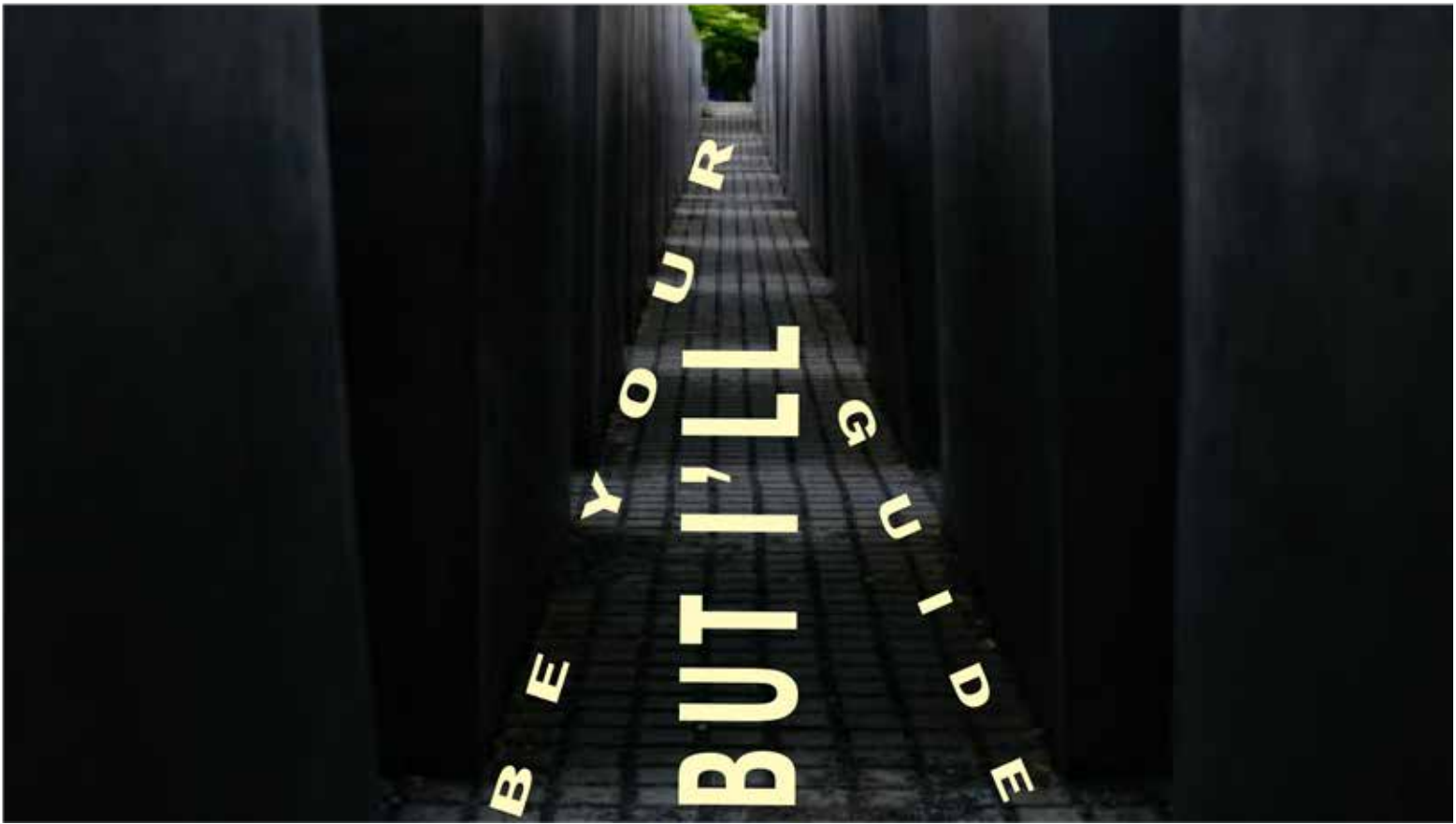
9. [REVISED WORK]: Clouds will slide in coming from either the left or right and they'd be covering the lyrics. Symbolizing a dark rainy day that fills up the sky before the downpour. Played a lot with different type hierarchy, greyscale colors and the size of the clouds to fill up the screen instead of single sentences.



10. Whoosh!!! A beam of light strikes through the dark clouds! Call it a play of words, sue me; I personally think this is a great contrast from all the desaturated colors I've used throughout the animatic. May potentially dim the light a little though because it seems a little too bright now that I'm seeing it in the correct frame order.



11. Following the beam of light from the previous frame (so it will pan from top to bottom if we're thinking about the frames), it will show a boy running. I too had a good reference photo for this one and hopefully I find it but if not, it will just be the same as this reference photo. Looking to do a much more simplier motion for this frame.



12. The light at the end of the tunnel -- or well in this case, at the end of the labyrinth! Personally this one is not particularly my best frame but I'm not sure what else I can do .. open for suggestions though!!