



Brothers in Arms

NHS project pitch

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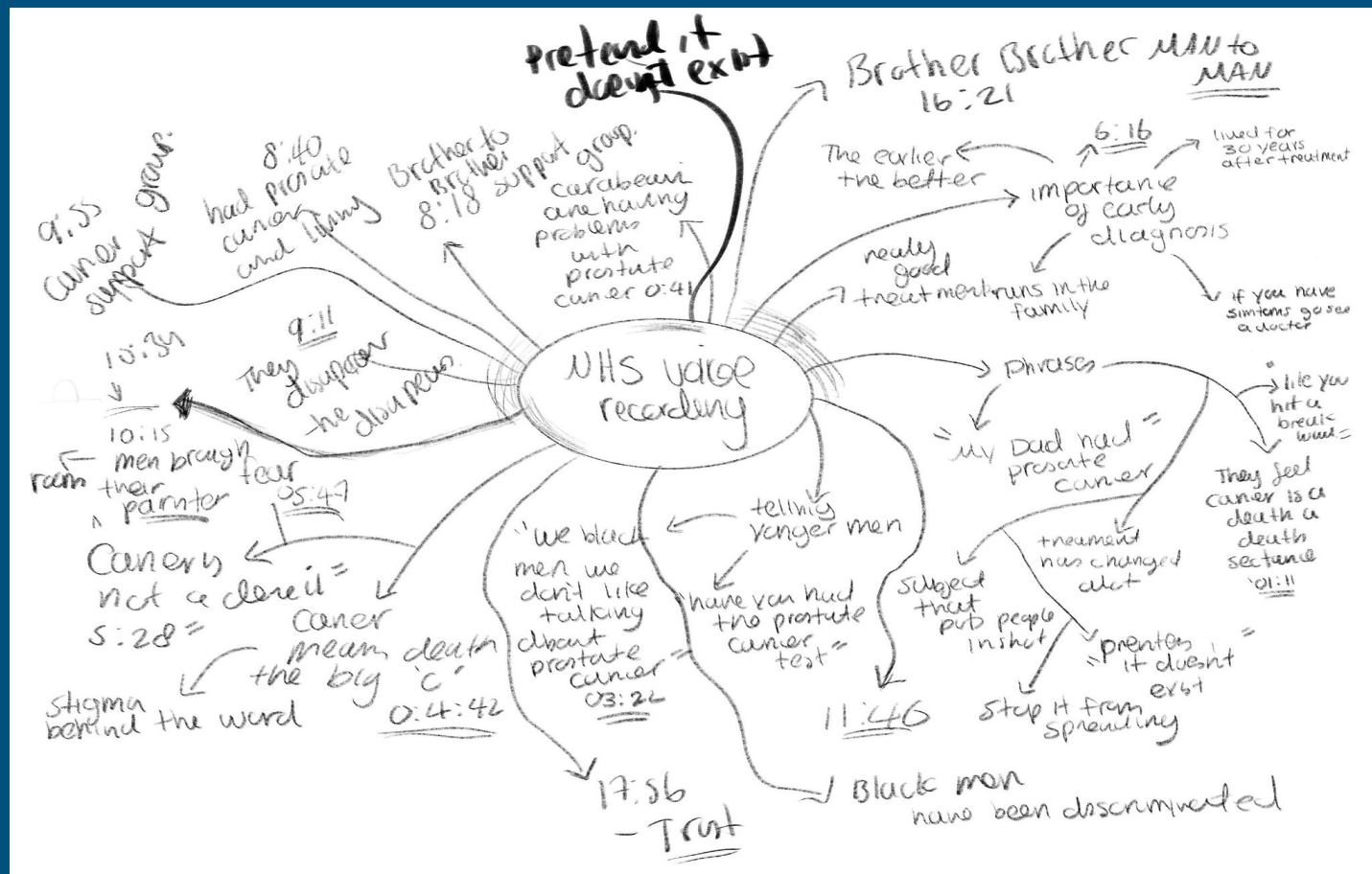
Logline

The main goals for our project is to spread awareness and encourage viewers at risk to seek treatment.

It was important to convey the feeling of community, support and belonging. The message is shown in an uplifting and hopeful context to normalise and destigmatize the feelings shame surrounding those suffering from cancer.

We wanted the viewer to feel like they're taking advice from someone in their life who cares for them, like they are not alone no matter how much it feels as if they are.

Mind map



A photograph of a miniature model of a 19th-century interior, showing a dining room with a table, chairs, and a kitchen area with a stove and sink.

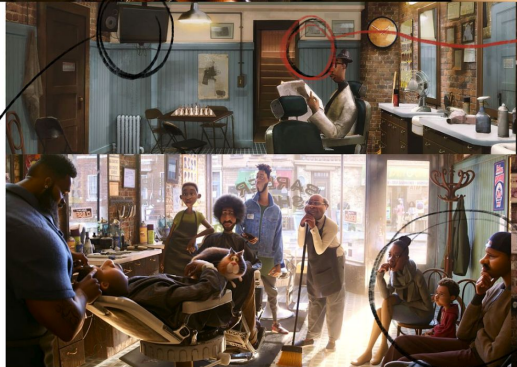




Big mirror

lots of photos on the walls

Barbershops



Wooden beams

seating area

TV in the room

Brick wall

wooden floors

Research and references

As part of our research we decided to go round to local barber shops and ask if we could take some photos to use as reference. This helped a lot when it came to designing the barber set because we were able to get a feel for the type of environment we were aiming to create.



Research: gallery visit and artist research



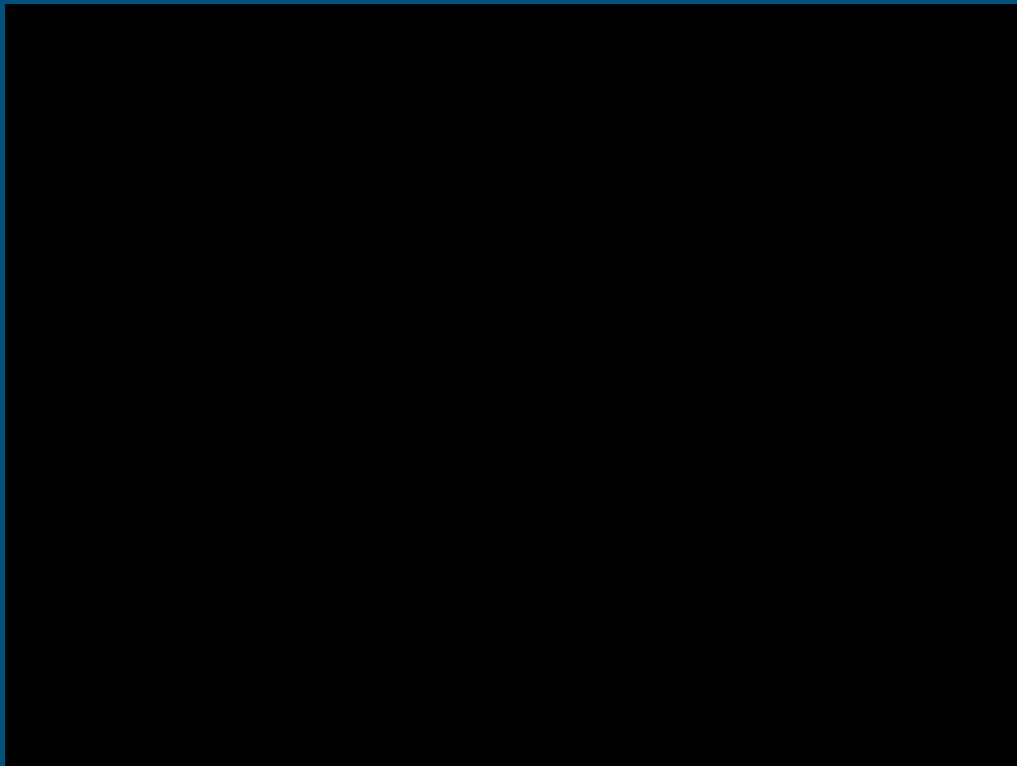
Visiting the Laika gallery we saw the real life puppets and techniques they used to animate.



Anna Mantzaris is a stop motion animator who uses felt puppets. We plan on taking a lot inspiration from this animator because the materials and style she uses are more accessible and effective



Acting for animation



For the first scene which is the barber shop we wanted to act it out to see how we can make it look more like a conversation between 2 people at the barber shop. Because barber shops are known to be a social and safe space for the black community we wanted to make sure the animation looked believable and relatable

Rough storyboard



Final storyboard And audio



"I'm a survivor for 7 years"



"you have to take some sort of"



"organically for yourself"



"the more information you have"



"you'll be in a better position"



After transition to people talking and raising of barter



Bob starts cutting hair



Bob's moving around and cutting hair



Bob's moving around and cutting hair



more again



start to see other guy "what's your name?"



Bob starts talking "the black ones"



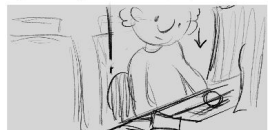
"we don't talk about prostate cancer"



"the cancer you catch this thing there are really good treatments out there"



"the NHS is important much"



Bob confers in chair



pub scene = "you get the best of your hair"



looks at the NHS thing "you get what"



grabs it and look at it



"prostate cancer is not dangerous"



looks down at NHS thing



picks up



At doctor's office



cut to bedroom scene



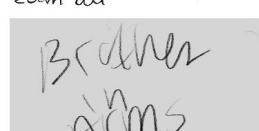
shown mirror



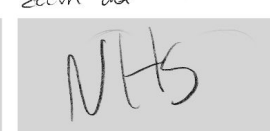
zoom in



transition scene



zoom out



zoom out



zoom out



sitting in a circle



Brother Arms



NHS

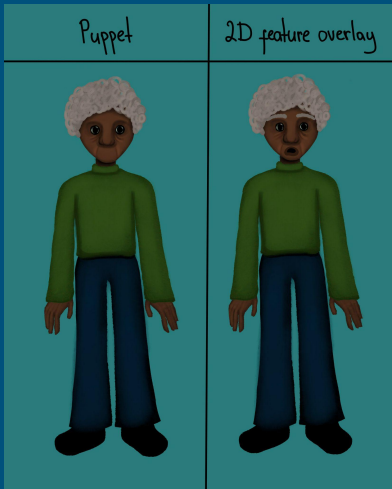
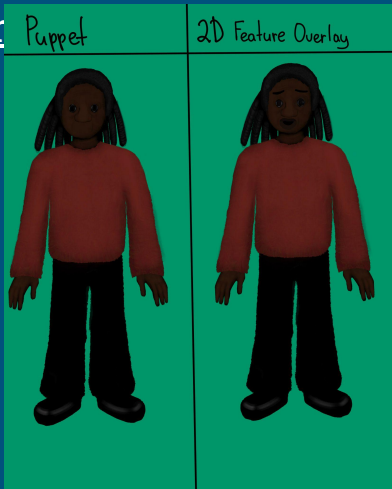
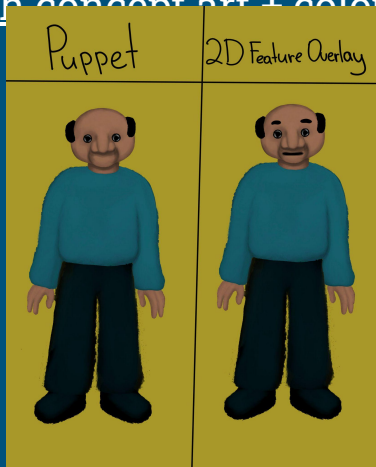


end



end

character/puppet design and rough concept art + colour



Final character design



These are the final character designs we decided to develop them by changing the head size to suit the medium

Character sketches

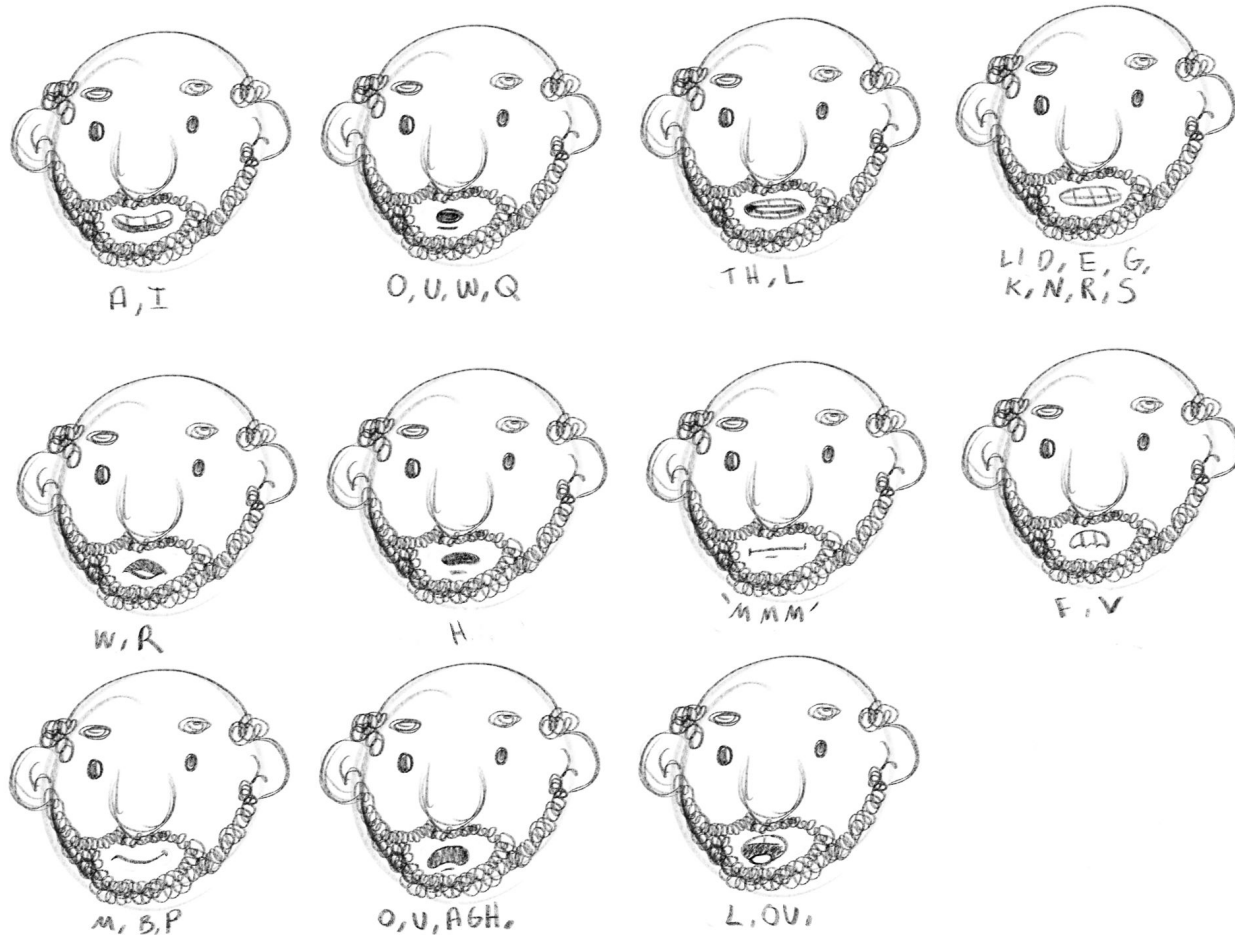


character will be wearing simple aprons in barber scenes

Sketching out how the character should look when in the barber shop and how any extra things such as the apron would look

Mouth sheet

Because we are using lip syncing in this animation it's important that we make a mouth sheet to use as references when animating. Each sound we make shows a different mouth shape





For the eye brows, mouth and possibly some lines under eyes, we decided to animate these using 2D animation to have a subtle mixed media effect and to save time.

Initial concept art



The barber shop scene



Ending scene

Pub scene



Behind the scenes



Videos and photos of the process of making one of the puppets. We decided to use felt puppets because it will be easier to move them around, to do this we use a technique called felting where felt is repeatedly stabbed with sticks everything together.



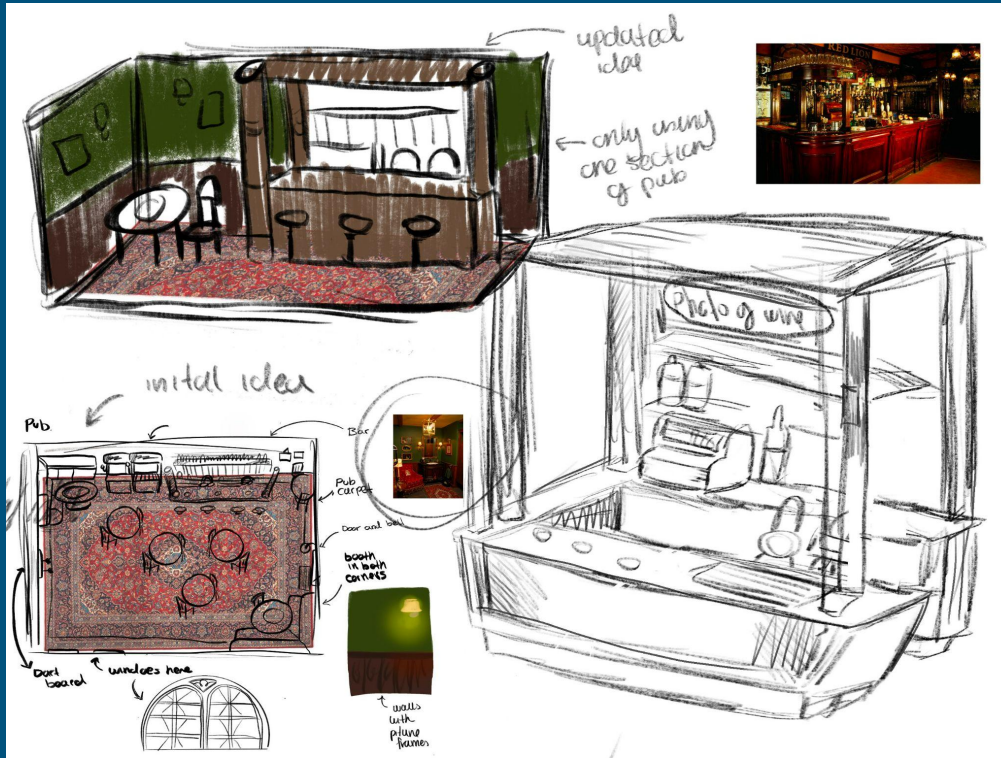
Initial animatic



Animation test



Planning and pre production

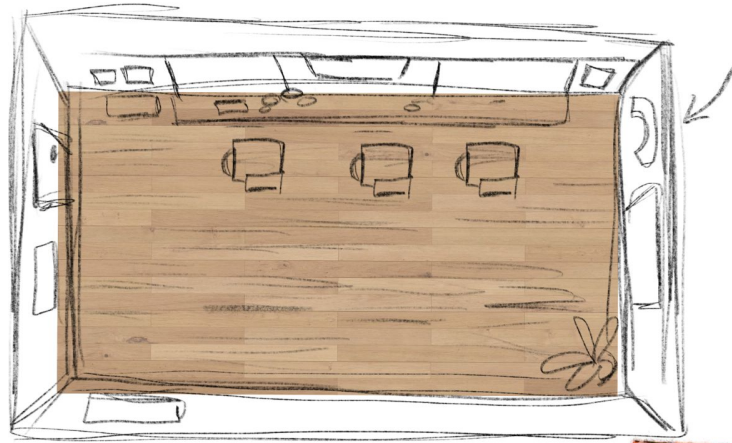


For the pub scene we decided to only make half of the set because that's all we would need, we went with traditional colours inspired by pubs we visited and found online.

Initial barber shop sketches

Because the barber shop is the main place we will be filming, we will be making a bigger set. This will allow us to use a wide range of angles

For the design we wanted to go with a traditional barber shop with lots of photos around and a tv we noticed a lot of these qualities when we visited barber shops. Exposed bricks are also used a lot in photos we found online so we will possibly be using it.



wooden floor

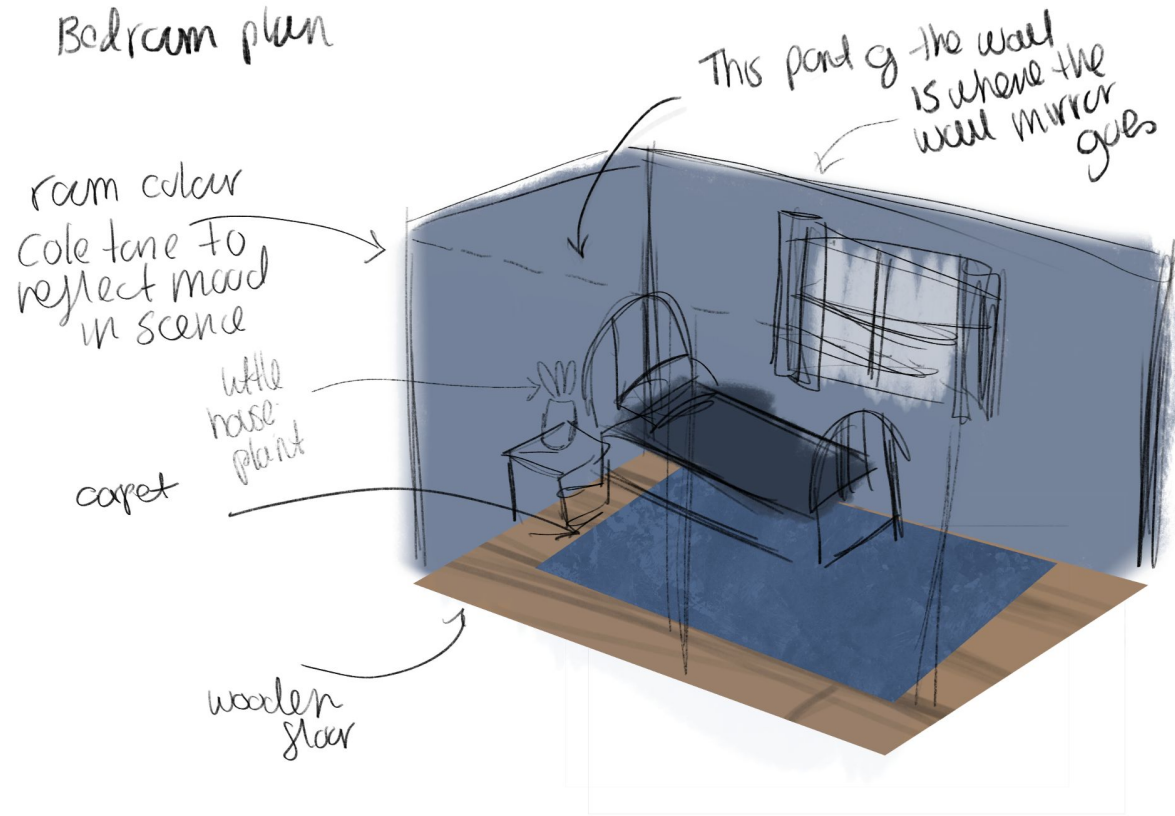


old fashion



photos hung on wall

The bedroom



For the bedroom we wanted it to be simple because its not going to be used for long however we do want the colours to includes cool tones to represent and show a clear transition from a lonely room to the bright environment of the group meeting room.



THANK YOU