

What elements will appear in the window?

Film: As the bumper begins the outside window is of a sunny city background. Based on the typing of the writer, it will then change to a rainy city background and then to a background of a farm / field location.

Animation: A flower in the farm / field will be the first element to transition to an animated / illustrated / cartoony look. It will quickly be followed by the introduction of a cute animated cartoon robot. At this point all elements of the background will take on the same cartoony illustrated look. The sky, the field, and other little happy animated characters will join in.

Video Games: In an instant the scene outside pulls back to reveal that the robot is now a giant, evil robot that is destroying a city! Buildings rise up to reveal the cityscape being ravaged by this red-eyed menace. Life bars come down from the screen and a point tally is introduced with each burst of lasers from the robot's eyes. The little happy animated characters are now evil little minions running around after little people on the street. Army helicopters swoop in to defend their city against this evil robot, who is now the main character of a video game.

These transitions are meant to be seamless. They will be direct responses to what the writer is typing, as will be indicated by typography that we will display over the frame. Each segment will be between 5-7 seconds in length, just enough to fill up between 20-23 seconds.

At this point in the bumper, we will instantly transition to the title card of the program that introduces the next course. The title card will be on screen for approximately 7-10 seconds.

What assets will we need to create?

Film: Shot of writer at laptop in front of window on green screen, shot of clean plate of just window location. Shot of a city background with good sunlight coverage. Shot of farm / field location. **Based on initial tests these could, in fact, be high quality still photographs with subtle animated elements to bring them to life.*

Animation: Happy Robot character, flower, happy friends, clouds, trees, rainbows, surrounding landscape needs to be illustrated also.

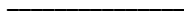
Video Games: Vicious robot (now larger in scale), vicious friends, darker clouds, buildings in various stages of destruction, fire, laser beams, running small pedestrians, fleeing cars, Army helicopters, graphic video game elements like point indicators and life bars.

How will these transitions be animated?

The transition from film element to film element will be to rotate the environment on it's Z axis so it spins from one element to the next. An extreme amount of glowing and motion blur will most likely be employed.

The talent (the writer), will be typing at the computer for the majority of the time. Cuts to his hands or close ups of his face will be used sparingly. The effect of a time lapse, where at certain points he gets up and moves around, could be employed. Further testing will determine whether the time lapse look of faster motion is a worthwhile effect.

Text elements will be used heavily to indicate *what* is being typed by the writer. If the scene changes from sunny to rainy, we will get to see the keywords "rain clouds moved in" briefly on the screen to indicate the cause and effect of the situation. These elements will potentially be tracked to some motion of the writer and could also fall outside the borders of the shot to indicate that the text continues outside of the frame. Important text keywords that relate to the outside scene will always be visible – the whole point is to show that the writer is controlling the outside world.



"Looks", meaning the colors and effects that we are testing on the footage, are still being developed. We're also playing with various fonts and styles of glows and cinematography that we think might be contenders for the final bumper.