

## Ancillary Drawing Brief 2.5.14

Goal: Need drawings to illustrate different elements of production for the treatment. Need them to feel “in-process” but finished and detailed enough to show ideas. Black and white and print quality resolution. Color is cool budget/time permitting. Use a 2.40 frame except for the cast illustration (make sure it’s at least 11x17 300dpi)

List:

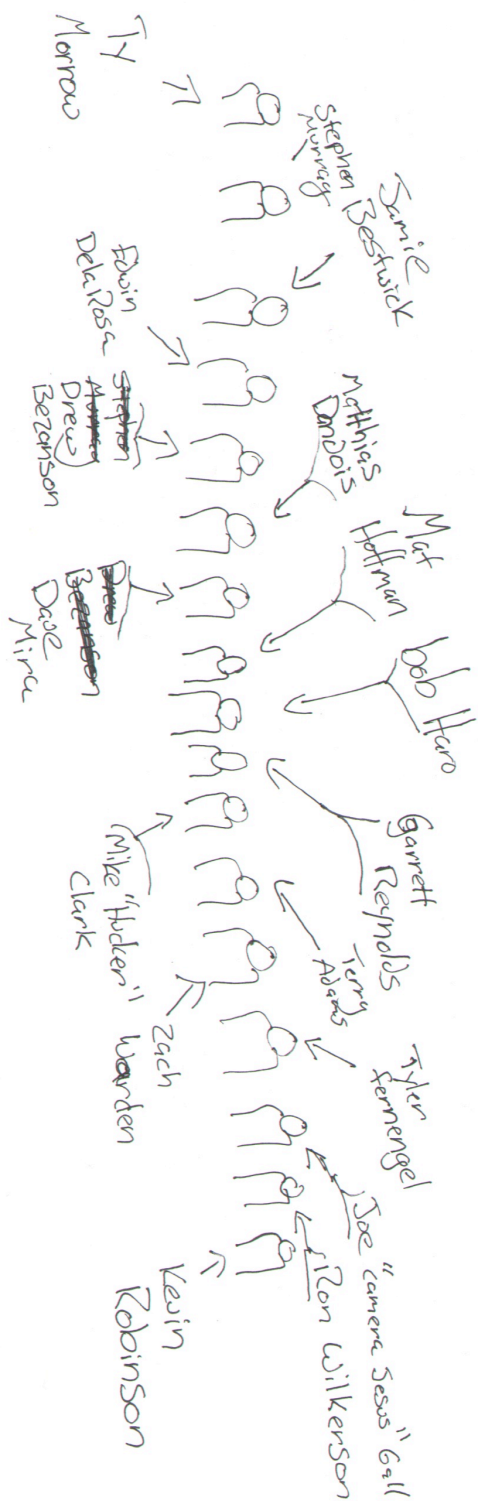
- Cast Illustration (medium to fine detail, budget permitting) 11x17 page size
- Over The Shoulder “dirt” frame (storyboard style)
- Over the Shoulder “vert” frame (storyboard style)
- Over the Shoulder “park” frame (storybaord style)
- Over the Shoulder “flatland” frame (storyboard style)
- Over the Shoulder “street” frame (storyboard style)
- History timeline frame example (storyboard style)

Cast Illustration:



Goal: Will need to illustrate in a medium detail each main character on or next to their bikes together like in the above drawing. Attached to this document are refs for each character, below is a simple draft of how to arrange them. Would be great to hand write each characters name below them in the illustration.

\*see attached “character\_refs.zip” for photo references of characters, please use spelling as seen on following layout.





OTS illustrations

Goal: Create a dynamic storyboard frame that tries to encompass the entire enter scene (or the most visual part of it)

The sequence uses a similar camera technique to the following scene for reference:

[http://www.youtube.com/watch?v=ZLl1Zz\\_x3jg](http://www.youtube.com/watch?v=ZLl1Zz_x3jg)

### #1: "Dirt"

Following our athlete pushing his bike through a crowd of people with that huge jump in the background on his way to the top of the jump.





Reference of what our character will look like and be styled like.



## #2: "Vert"

Our character is looking down this huge mega-ramp at the crowd and feature below. There is a TV camera on a jib capturing him along with some nervous looking people on the very edges harnessed in for safety.







look of character + styling





### #3 Park

Our character is being led down a skinny path through a rabid crowd of girls in bikinis and huntington beach bros. Make a few good looking girls visible. Bright California sun backlights him as security clears the way



Character is styled in a tank top and red bull cap on backwards, everything else is like in picture on the left.



#### #4 Flatland

Our character is just entering the performing arena of an indoor contest, huge light backlight him as he walks through a sea of Japanese fans. The scene feels more like 8-mile the movie than a contest, an intimate feeling contest with a steamy humidity in the air.



Character as styled to lower left, except have him wear a beanie as in the right.



## #5 Street

Our hero is cruising (riding his bike standing up) through traffic on a very middle-eastern feeling Beirut street moving towards this large set of stairs set in front of him. A few middle eastern locals look at him from the sidewalk.

Use the visual refs I gave you for Beirut to create the scene.

Character styling is below.





Infographic example frame:



Just mimic something just like this, make the timeline (the line through the center with stuff written on the left) prominent enough to read what's there. Use the years 1980-1999 when applicable (anything in there is totally fine) and make the big number "1992" and mimic the frame on the left (hoffman bikes on the ramp) and some following ones. Just make a cool line art type collage with a "4:3" frame with a line coming to the "timeline line in the middle" that will be playing motion footage.





Use this is a  
have “playing”



4:3 frame to  
in the frame