

Life Under The Roller Coaster

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Brief character descriptions and basic designs

Fred

Mae

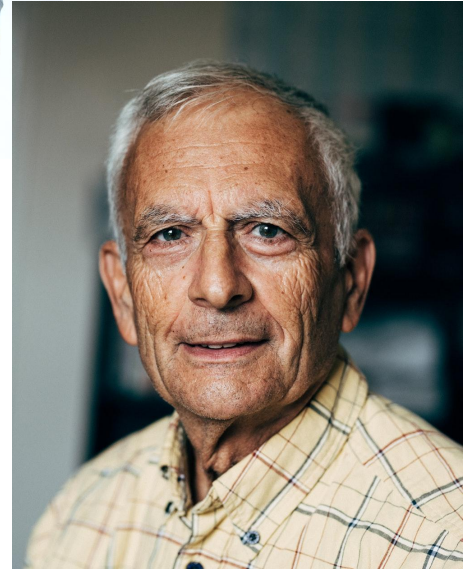
Great Niece

Fred

Age: from 20's to 60's

Characterization: silly, jolly, and adventurous

True Character: cares about family and protecting them



Mae (Protagonist)

Age: from 20's to 80's



Characterization: adventurous, living her best life

True Character: not good with change or challenges

Conscious desire: live her happiest life (unable to fulfill)

Unconscious desire: keep holding on to the good old days



Great Niece

Age: from 12 to 20's

Characterization: young, naive, pure

Symbol of Hope and Rebirth



Setting / environment / props

- Coney island from 1940's to 2010's

Theater

Boardwalk (diner, arcade, games, rides)

House with a Roller Coaster on it

Mae's new house

Theater



Boardwalk (diner, arcade, games, rides)



Diner



Arcade / Games



Rides



House with a Roller Coaster on it



House



Mae's new house



Props



www.GSMArena.com



Conflict

External conflicts with environment

- Age (death and decay)
- Fire / Storm
- City

Story Structure (Relatively Classical)

Set up

Inciting incident

Progressive complications

Crisis

Climax

Resolution

Value changes in protagonist

Set up

Mae crying at movie and leaving to talk to great niece on boardwalk

mae and child laughing, smiling	Eating popcorn as movie starts	Annie hall is playing	Scene with roller coaster plays	Mae is crying	Mae and child leave theater
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Inciting incident

Mae meeting Fred and then moving in with him

Mae and child walking on coney island boardwalk	Mae starts telling her story	Mae is working in diner	Mae meets Fred, and likes him
Mae and Freddie go on date (street game, roller coaster, etc)	Mae and child are pasting by locations of the date	Mae sees Fred's house under a roller coaster	Mae moves in with Fred, suitcase and picture taken of them

Progressive complications

Mae wants to get marry but can't, Fred dies, and then house catches on fire

Mae and Freddie in house happy eating breakfast, with house shaking	Mae wanting to get marry but Fred say dead parents would have not wanted it	Mae sad	Fred cheering up mae with a song the grand piano
Mae and Freddie in house happy eating breakfast, older and then older	Fred gets sick	Mae crying by his bed, as Fred dies	Mae in house eating breakfast

Progressive complications

Mae wants to get marry but can't, Fred dies, and then house catches on fire

Mae has to close roller coaster because too much to do alone	Mae goes back to work at diner	Mae and child are in diner	Mae looking glum at diner (zoned out, looking at coaster, overfilling cups)
Mae eating dinner at house, strom is now shaking house because of storm	Lighting hits house and catches on fire	Mae blots out of bed and calls 911	Fire trucks put out fire

Crisis

Mae decided to leave the house for good

Mae looks at charred home and takes suitcase and picture of fred and her and leaves	Mae and child walking and looking at picture mae has (same picture)	Mae eating dinner and then bed in new house, no shaking, sad (done over and over)	Mae sleeping in bed
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Climax

Mae crying as her old home is bulldozed to the ground by the city, while looking at her picture of her and Fred

Mae woken up by phone call	mae has look of shock after phone call	Mae takes picture of her and fred and chair and leaves	Mae sees her old home being destroyed	Mae sitting at site in present with child (same chair, and picture)	Mae crying in past	Mae crying in present
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Resolution

Great Niece walking away and new roller coaster built in same place

Child starts walking away	Mae fades from back (dies)	Child grows older	A new coaster in built is same place	Child that is now adult smiles
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Value changes in protagonist

Mae has many value changes from events in the story

- From happy to sad during the movie scene
- From bored to happy and fulfilled when meeting Freddie
- From happy to loss and sad when Freddie dies, house burned and bulldozed

Visual Development

Beat boards

Scene Studies

Beat boards

mae and child laughing, smiling	Eating popcorn as movie starts	Annie hall is playing	Scene with roller coaster plays
mae is crying	Mae and child leave theater	Mae and child walking on coney island boardwalk	Mae starts telling her story
Mae is working in diner	Mae meets fred, and likes him	Mae and freddie go on date (street game, roller coaster, etc)	Mae and child are pasting by location of the date
Mae sees fred's house under a roller coaster	Mae moves in with fred, suitcase and picture taken of them	Mae and freddie in house happy eating breakfast, with house shaking	Mae wanting to get marry but fred say dead parents would have not wanted it

Beat boards

Mae sad	Fred cheering up mae with a song the grand piano	Mae and freddie in house happy eating breakfast, older and then older	Fred gets sick
Mae crying by his bed, as fred dies	Mae in house eating breakfast	Mae has to close roller coaster because too much to do alone	Mae goes back to work at diner
Mae and child are in diner	Mae looking glum at diner (zoned out, looking at coaster, overfilling cups)	Mae eating dinner at house, storm is now shaking house because of storm	Lighting hits house and catches on fire
Mae blots out of bed and calls 911	Fire trucks put out fire	Mae looks at charred home and takes suitcase and picture of fred and her and leaves	Mae and child walking and looking at picture mae has (same picture)

Beat boards

Mae eating dinner and then bed in new house, no shaking, sad (done over and over)	Mae sleeping in bed	Mae woken up by phone call	mae has look of shock after phone call
Mae takes picture of her and fred and chair and leaves	Mae sees her old home being destroyed	Mae sitting at site in present with child (same chair, and picture)	Mae crying in past
Mae crying in present	Child starts walking away	Mae fades from back	Child grows older
A new coaster in built is same place	Child that is now adult smiles		

Scene Studies (20)

Theater scene (backs of characters)

Mae and child walking on boardwalk ($\frac{3}{4}$ from below view)

Mae working in diner young ($\frac{3}{4}$ from eye level)

Mae and Fred on date - arcade ($\frac{3}{4}$ from behind over shoulder)

Mae and Fred on date - roller coaster (top down front-ish view)

Mae and child playing arcade (same view)

Mae and child eating at diner ($\frac{3}{4}$ siding across as booth)

Mae and child on coaster (looking up at front on)

Scene Studies (20)

Mae and Fred eating breakfast happy (high-ish front)

Fred pointing to urn yelling, Mae upset ($\frac{3}{4}$ close shot)

Fred playing piano and Mae dancing ($\frac{3}{4}$ eye level)

Mae at Fred's death bed ($\frac{3}{4}$ high shot)

Mae eating breakfast alone (eye level front)

House on fire (rim light, low shot, front)

Mae in bed on phone shocked (high, $\frac{3}{4}$, close up)

Mae in chair crying (high, $\frac{3}{4}$, close up)

Evaluating This Film

Coherence (Unity)

Intensity of Effect

Complexity

Originality

Coherence (Unity)

This story has unity through a few ways, structure, parallelism and the use of color, emotions and time. The structure is pretty classical so the view has a general idea of how the story will unfold. The parallelism is done by contrasting two locations. For example, when Mae is eating breakfast with Freddie vs when she is eating breakfast alone. Or how there is a use of past and present to show how Mae used to be happy and is now sad. This contrast is greater with the present have more dull colors and the past have almost dream like colors.

Intensity of Effect

Through the story the viewer gets a look at how Mae has grown old and as she slowly loss everything she cares about. So when the finally string is cut, with her crying over the tiring down of her life the view is also filled with sadness. this impact is great because of the amount of time spend with Mae as a character and how we see her entire adult life unfold. Death and aging are very reliable topics that can easily cause emotions.

Complexity

The complexity of the story comes from the use of time and a range of information. The viewer sees the characters age and also we have the jumping between present and the story within the story or Mae's past. These two converge at the climax which is a complex idea. The range of information is that Mae knows more than the viewer, with the roller coaster and house being gone. This causes a surprise for the viewer.

Originality

This is not the most original story, but parts of it are clever. The twist at the end where Mae “dies” and we get a flash of the future is interesting. The concept had been used in the film Annie Hall, and the story reminds me somewhat of Pixar's Up. The use of time and color is also interesting as it cause more emotion impact to the story. The jump between the present the past is a unique idea.