

The King and the Beaver

ACCAD 5100 Assignment 1

Emily Smith

Character Descriptions - Characterization

King - kind, silly, ambitious

Beaver - passive, weak, different/outcast



Character Descriptions - True Character

King - stubborn, dumb, mean, cruel, controlling

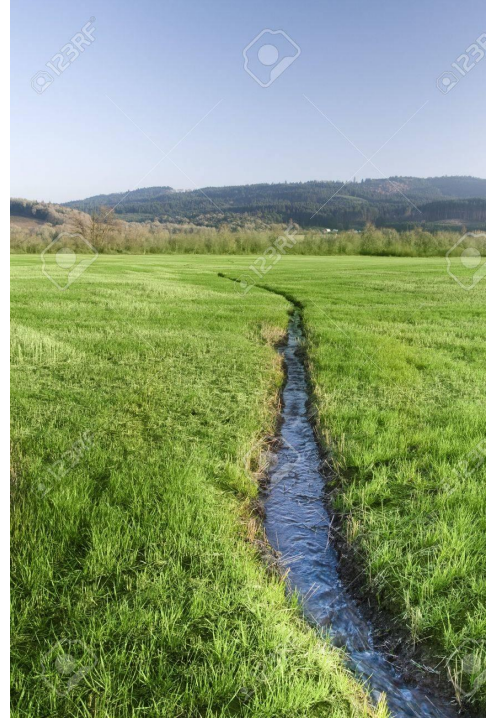
Beaver - active, able to stand up for what is right, in control of own actions, see what is right and wrong



Setting / environment

Woods, in the middle of a grass field

Nice relaxing setting, nature



Setting / environment

Runway of chopped trees



Setting / environment

Kings tower



Props

Axe



Bandana



Story analysis - Plot Events

- King walks from grass field to woods, sees beaver, makes worker



- King angry at beaver for two small castle, speed up with trees and castle being cut down and made



Story analysis - Plot Events

- King wakes up and is finally happy, castle starts falling down, king and beaver upset at each other, beaver throws axe at king. Fade to dark.



- King falls into mole hole and gives spoon to mole. Flash to king happy in underground castle, pan up to mole about to hit bottom of lake.



Protagonist

Beaver

- conscious desire to be useful, make castle
- unconscious desire to protect home
- Personal and Environmental Conflict



Story analysis - classical story design

Inciting Incident - beaver meets king



Story analysis - classical story design

Progressive Complications - king continues to ask for more and more



Story analysis - classical story design

Crisis - beaver chooses to attack king

Climax - king is hit with axe

- Axe and banana symbols
- Use of light for mood



Story analysis - classical story design

Resolution - king is seen happy but with looming trouble

- Pretty closed ending
- Parallelism with beginning
- Use of Range of Information



Visual Development

Setting



Props



Characters

