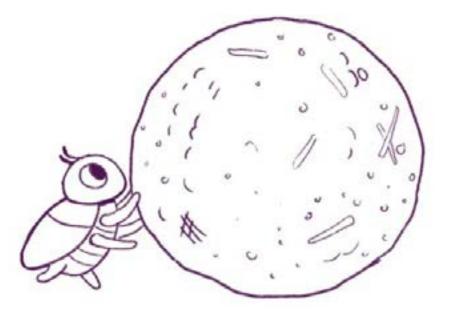


INTRODUCTION

Hello! Welcome to the world of "Dung love"! A short film about a lil dung beetle who we call jellybean and his big adventure on taking a dung ball to its final destination. We wanted to create something colorful and vibrate that could convey emotion via storytelling. A lot of research and love went into creating the characters and enviermnets for this film! So lets take a small journey into the world of "Dung love"!



WHERE IT ALL STARTED!

beautiful.

Facing adversity and judgment, a beetle sets off on a long and ardous journey with their dung ball. They use it to create something unexpectedly

Our Story

- · Once there was a dung beetle
- who rolled his dung ball every day
- · The beetle faces all kinds of obstacles (other bugs/critters that don't understand, steep hills, bad weather, hungry birds!)
- · Until one day the dung ball breaks
- · Because of this, the beetle considers giving up.
- · Because of that, a fellow beetle sees them and offers to help.
- · Because of this, the beetle collects himself and the two rebuild the ball and roll on together
- until finally, they reach their destination and use the dung ball to fertilize a beautiful flower in a beautiful oasis.







Early Concept by Baekjung Kim

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Early Concept by Baekjung Kim

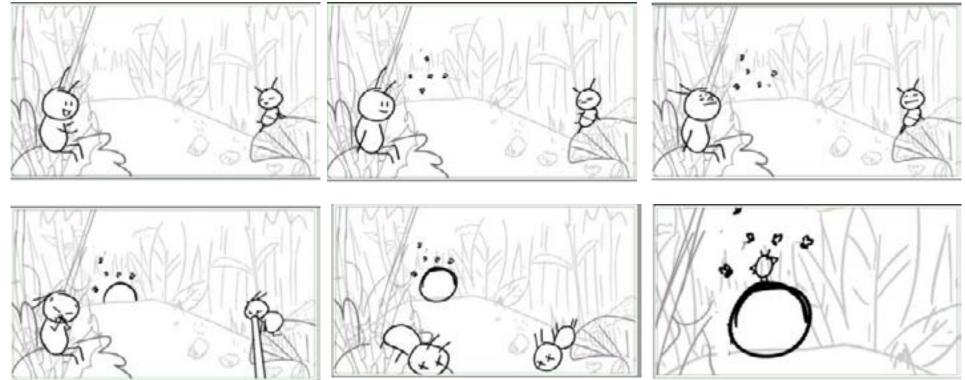


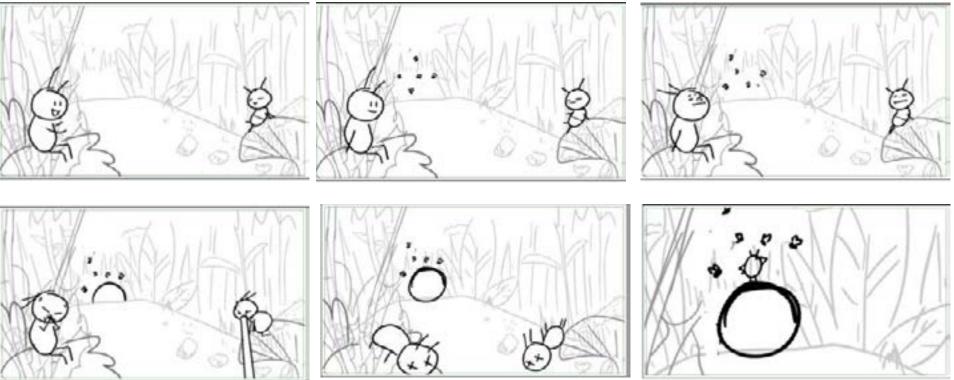
With the original idea and concept created by Christine Veverka, aside from a basic logline there wasn't really much of a story there! Just a lot of carttonish dung beetle sketches and some concept wrok. But that was enough to grab peoples attention!

STORY:

By Christine Veverka:

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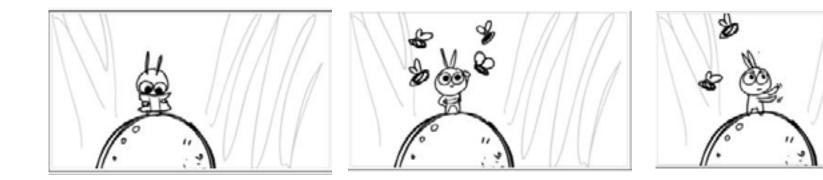






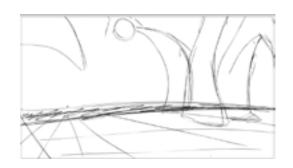
The first thing the team did was explore with the actual PLOT and storyline! Since we had so much creative freedom we had many possibility on what our little dung beetle freind could be doing with his dung ball. We did a lot of version of the boards to make sure that the story is perfect!

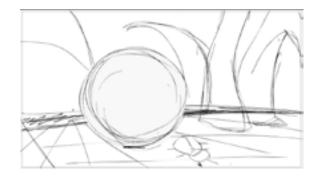
ORIGINAL OPENING SCENE BOARD

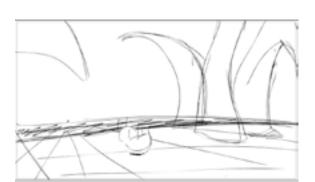


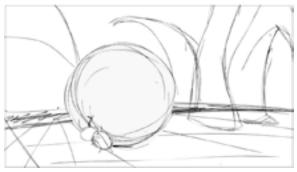
BIRD ATTACK SCENE

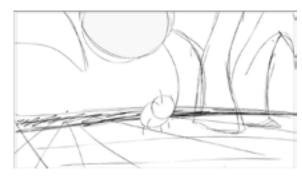
By Teresa Faller





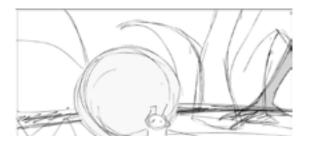


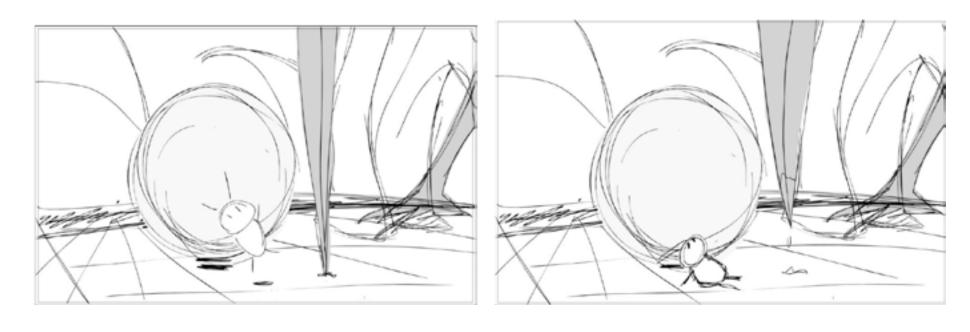


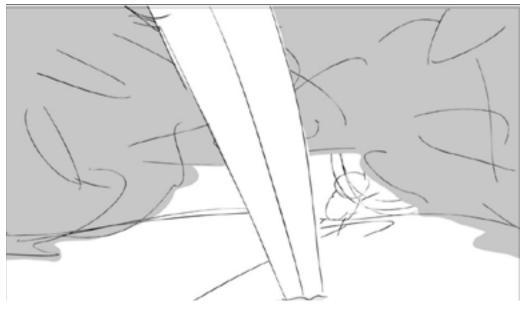


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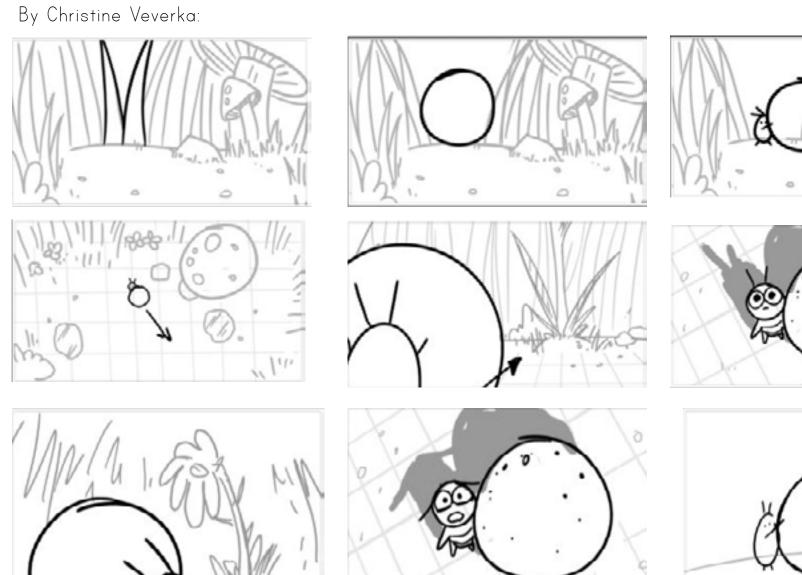
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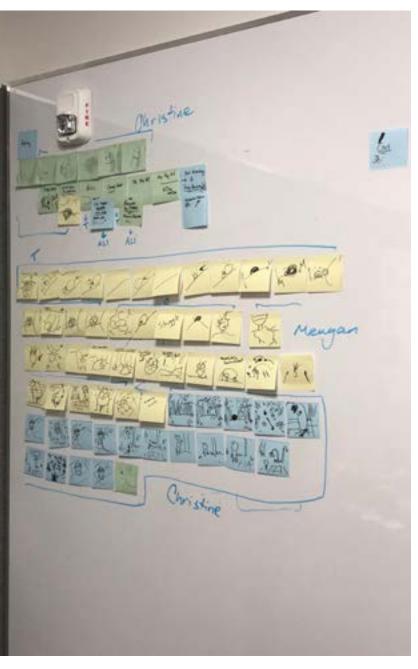
FIRST DRAFT FINAL SCENE BOARD



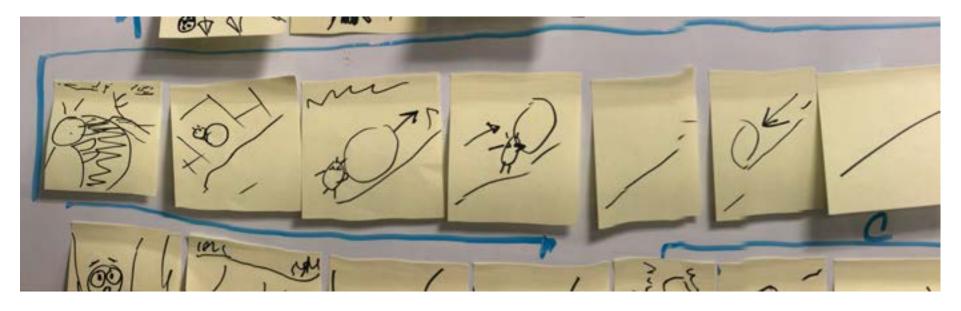


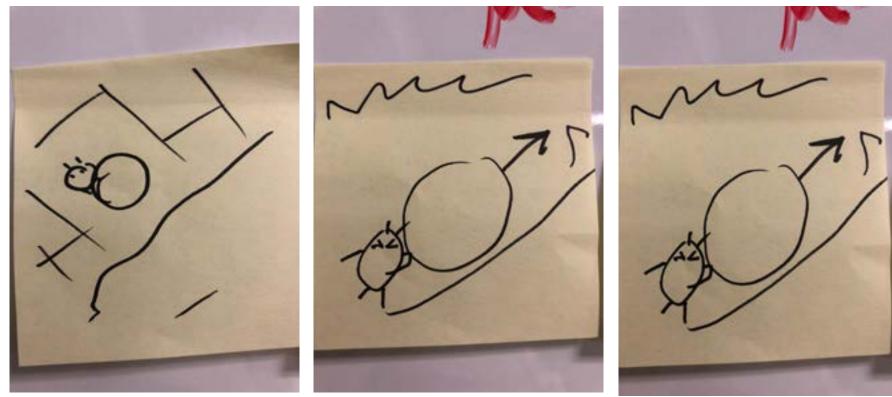
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ORIGINAL STORYBOARD PLANNING PARTY



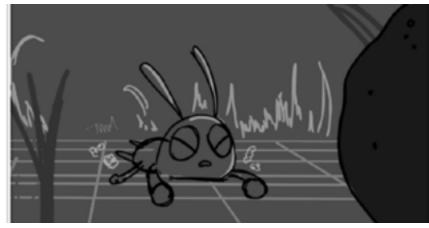


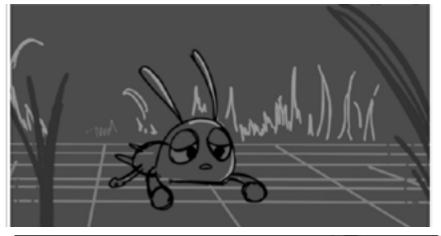


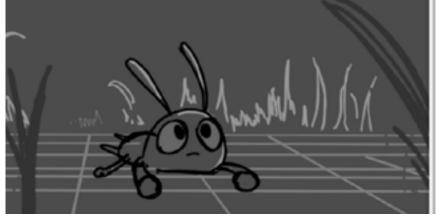


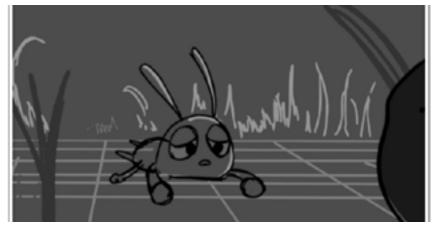


STAR SCENE BOARD

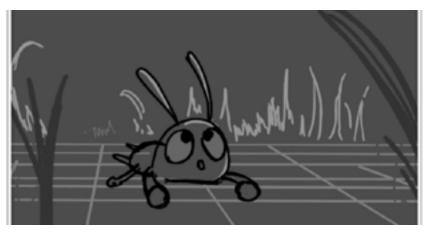




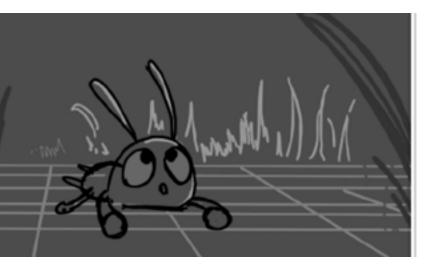




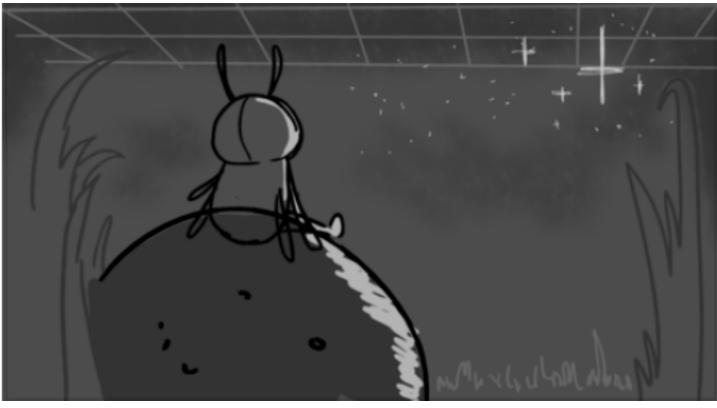


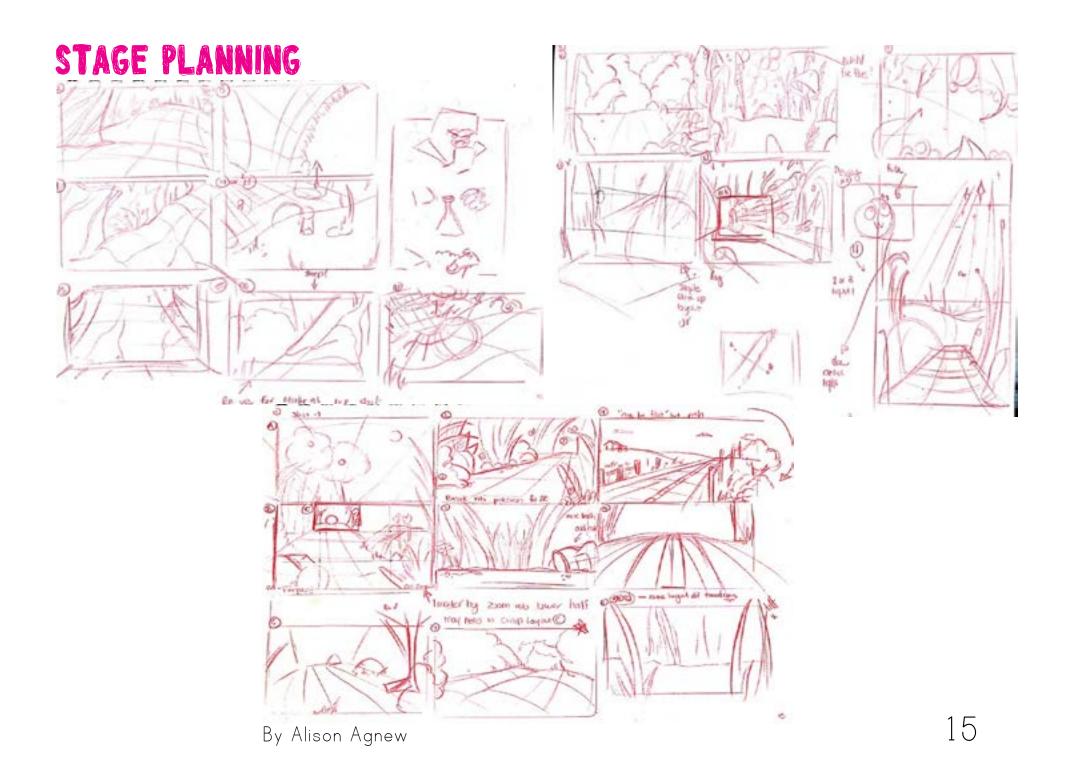












ENVIRONMENTS

Environments play a HUGE part of this lil guys journey. Our main character who we later called 'Jellybean" goes to so many places, the team explores many different styles and perspectives in order to be able to show the world in the eyes of someone whos so small.





Concept paintings by Mariana Falltetti





Concept sketches by Gage Bowman

Cor





Concept painting and sjketches by Gage Bowman





Eventually after some trial and error a style was found! A simple pointalism Inspired style mastered by Kate ----- was the final decison that helped the film rolls along!

Layout painting by Kate Demetriou

Concept painting by Mariana Falletti

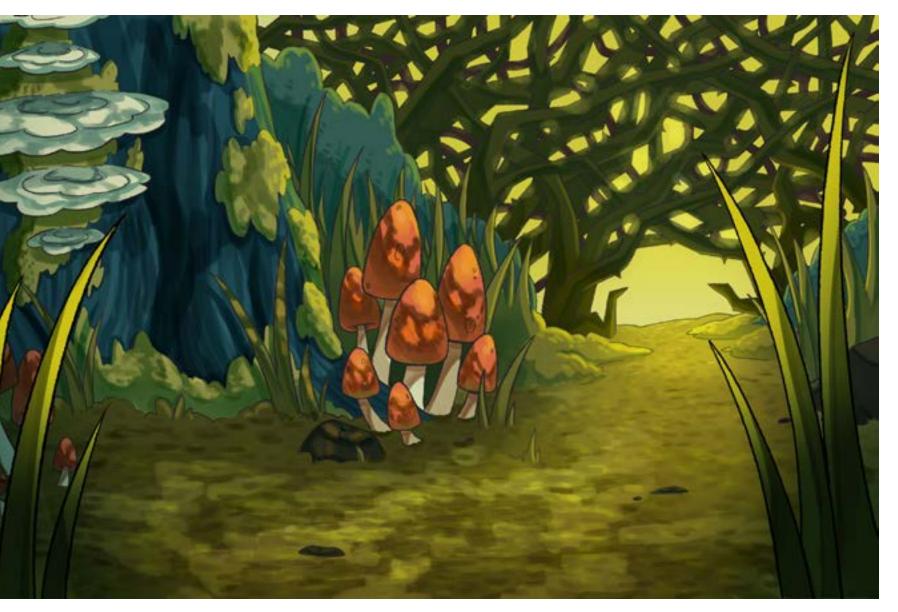
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Layout painting by Kate Demetriou

Layout painting by Kate Demetriou







Layout painting by Mariana Falletti





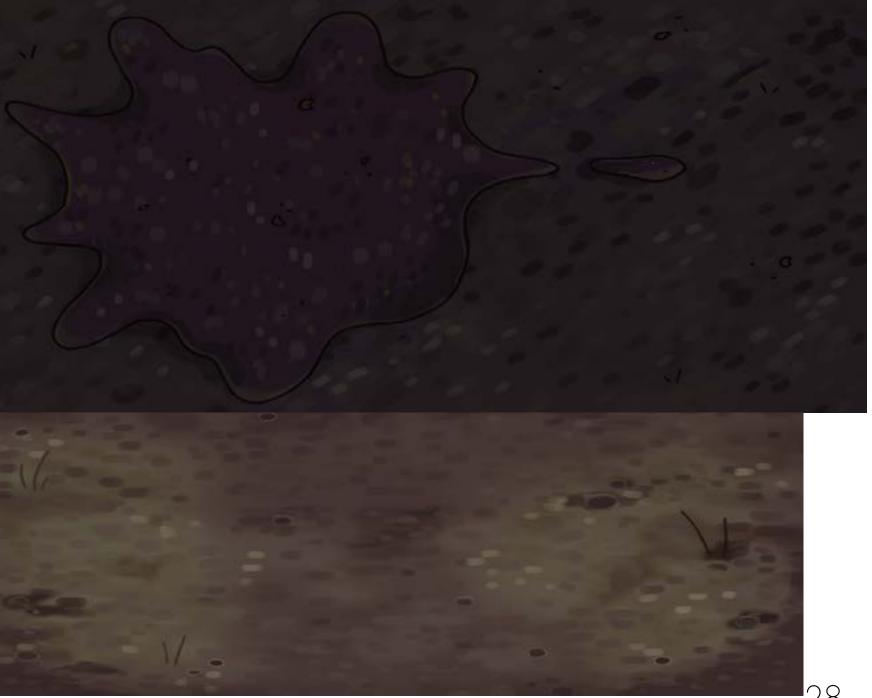
Layout Painting by Christine Veverka

Layout Paintied by Marissa Muro



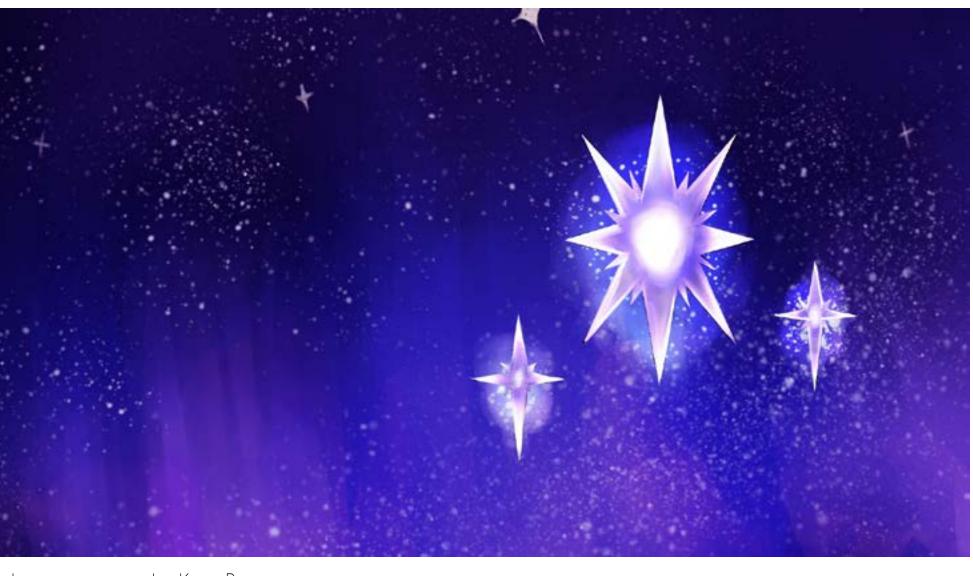


Layout Painting by Christine Veverka



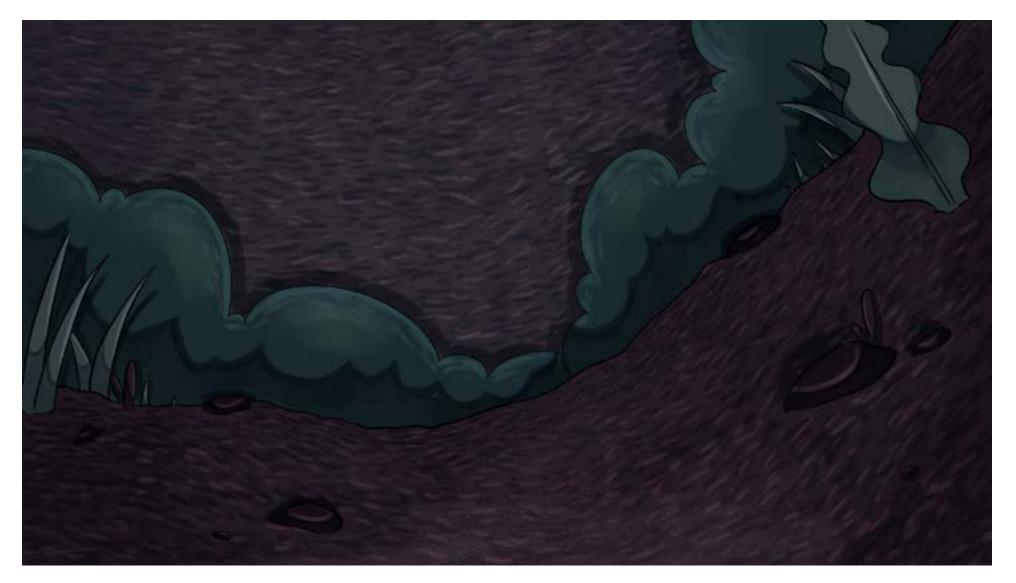
Layout Painting by Mariana Falletti





Layout painting by Kate Demetriou

Layout painting by Kate Demetriou



Layout painting by Kate Demetriou

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Layout Painting by Christine Veverka



Meet our main character Jellybean! Jellybean and other bugs we see in the story went threw many possible forms. We tried a lot of styles. We wanted Jellybean to be as cute and as lovabel as possible! Something to make the audience attached to his story!

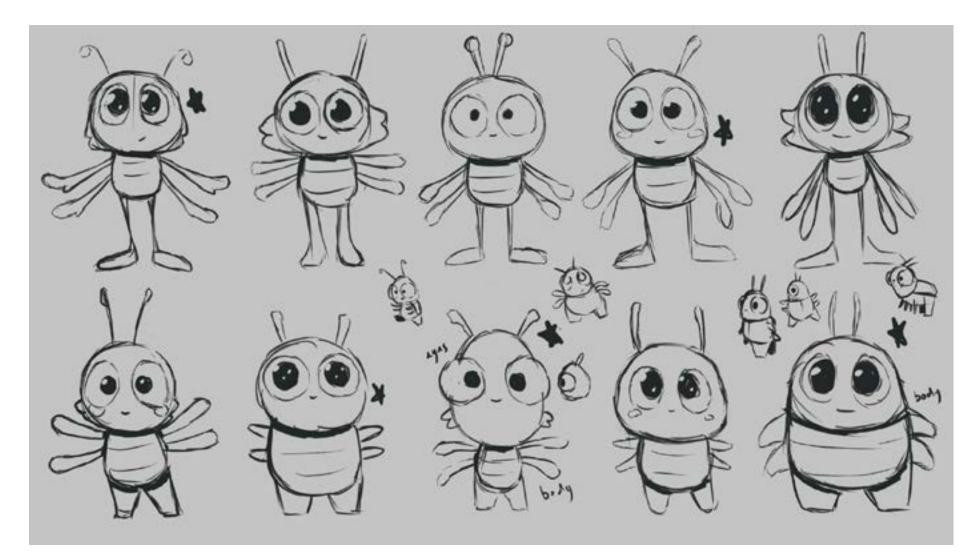




Layout Painting by Christine Veverka

CHARACTER DESIGN

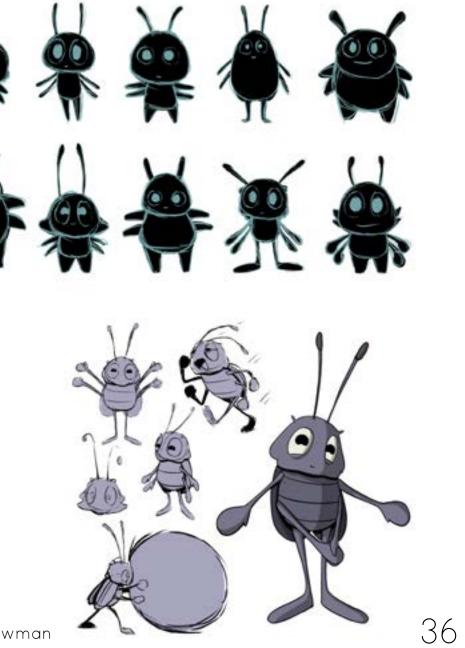
Character Concept by Mariana Falletti



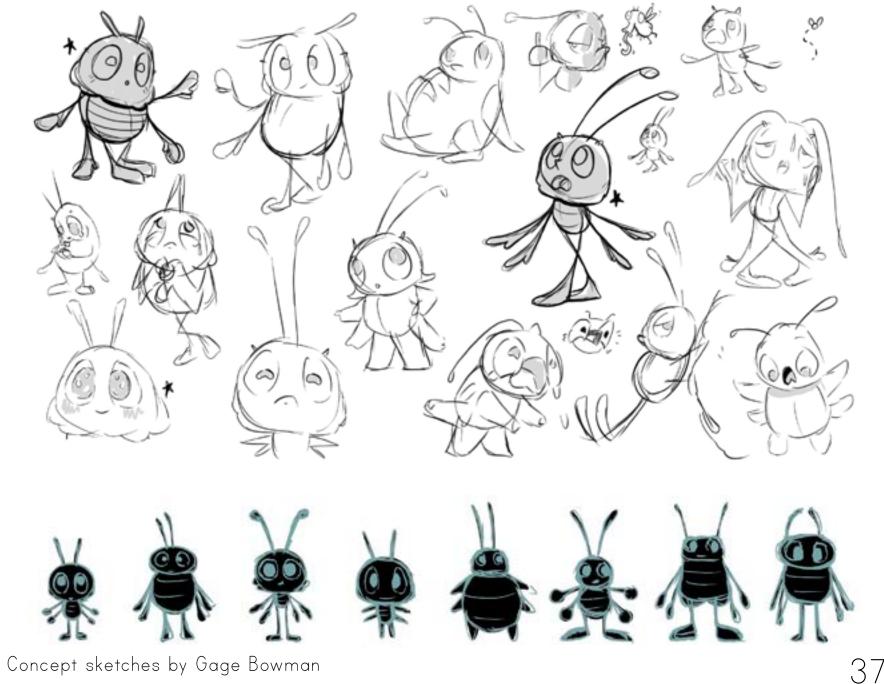


Character Sketches by Gage Bowman

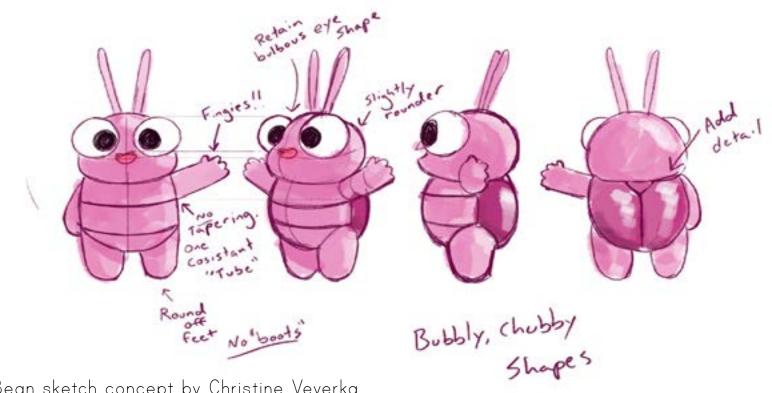
Concept sketches by Alex Norton



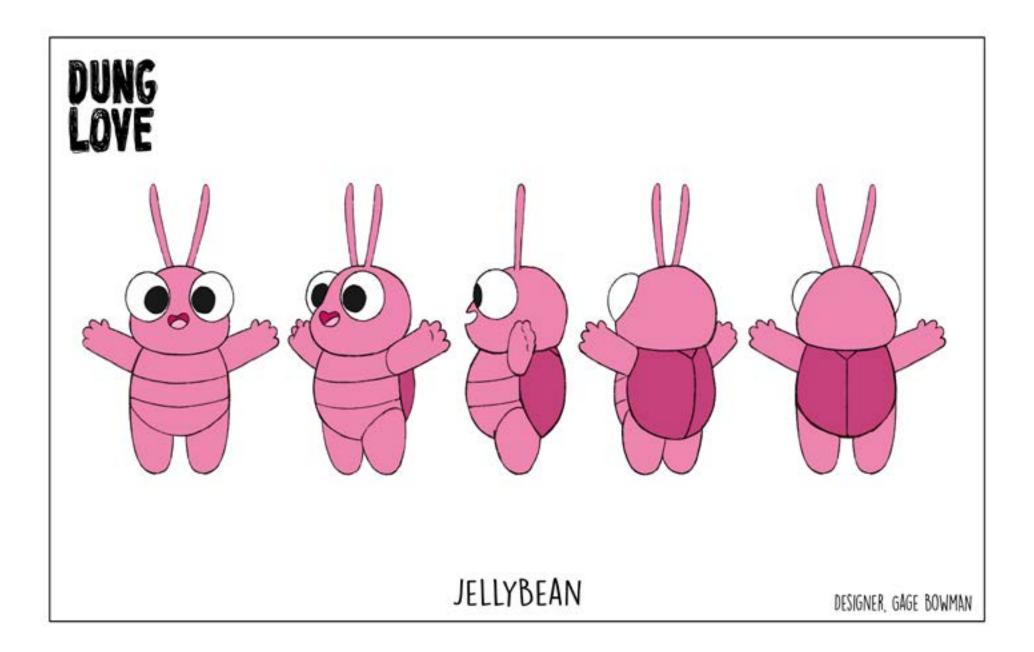
Concept sketches by Gage Bowman

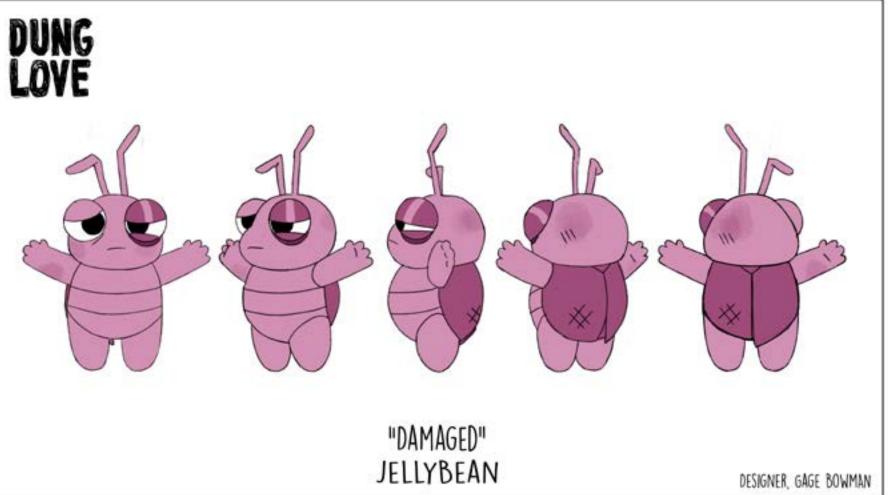


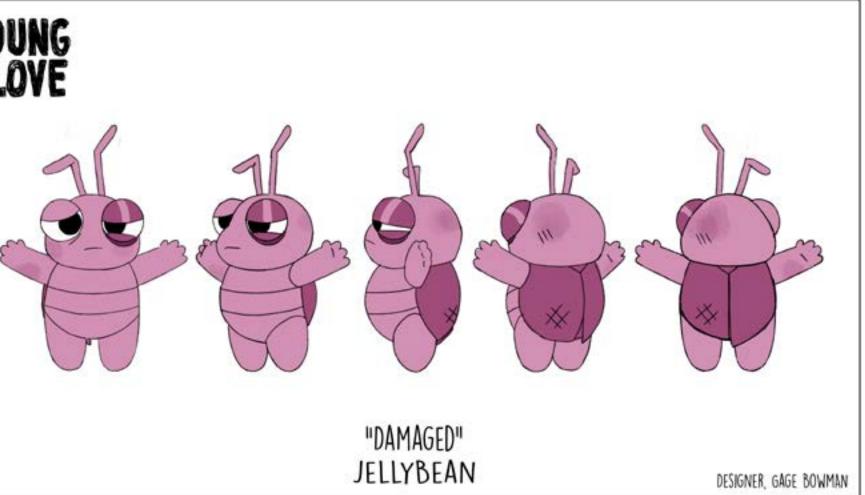
Until eventually, after a lot of designs we found out JellyBean! We decided we wanted JellyBean to look as loveble and as squishy as possible! Alsomost like a mascot character. We decided to giv ehim pinks as his main color so he can really pop out of the backgrounds and the audience can find him easily even if he is extremly small!

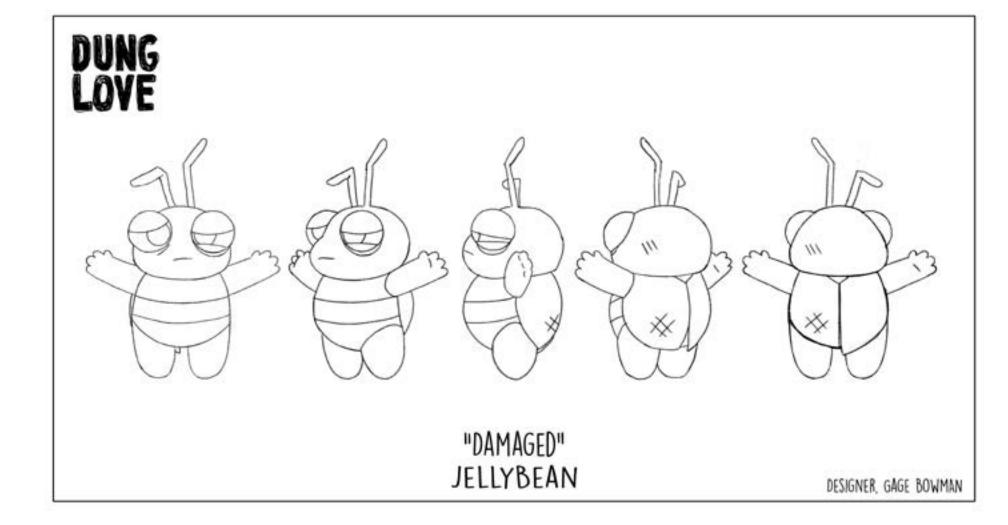


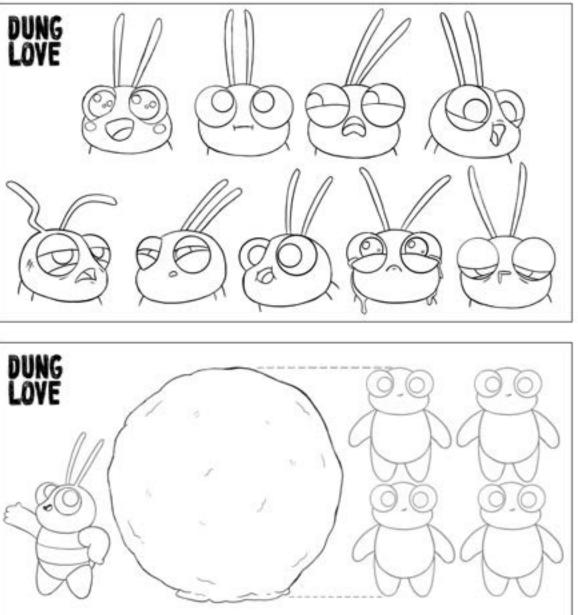
JellyBean sketch concept by Christine Veverka

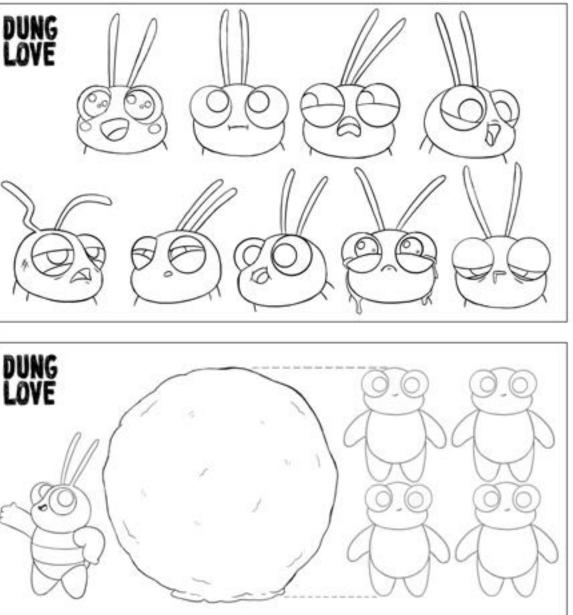


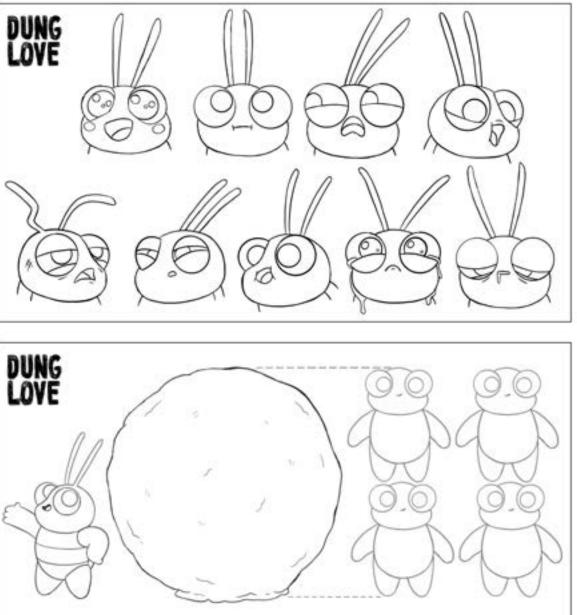


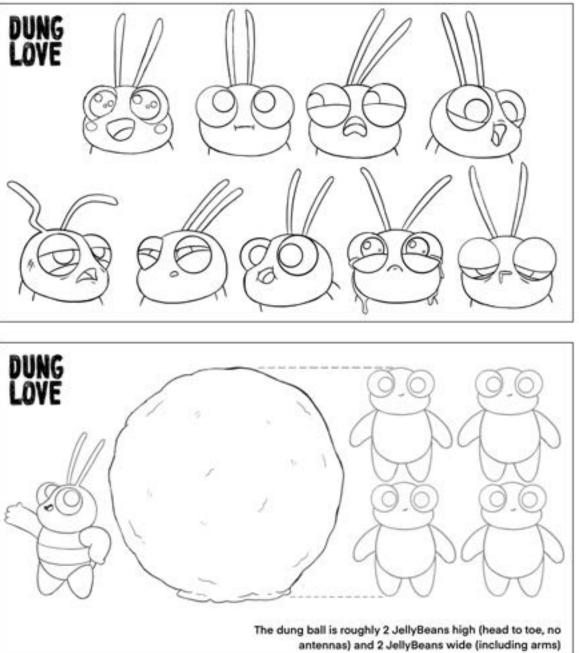






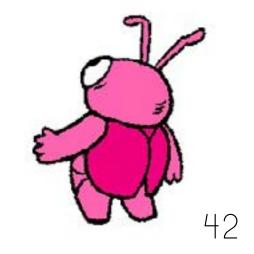


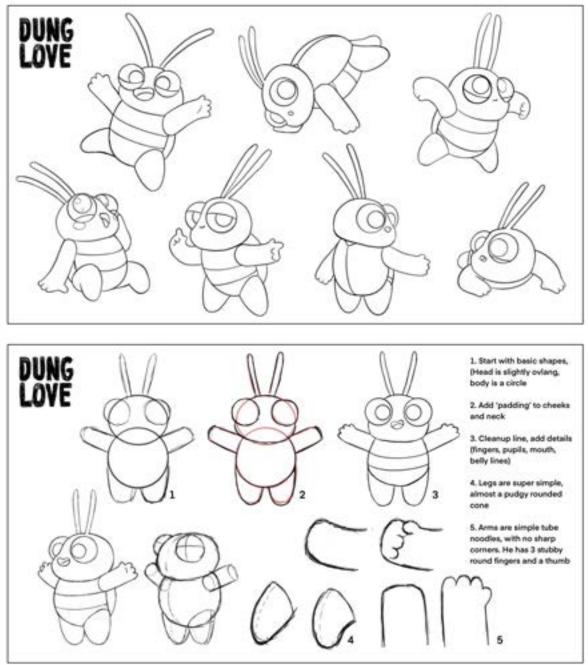




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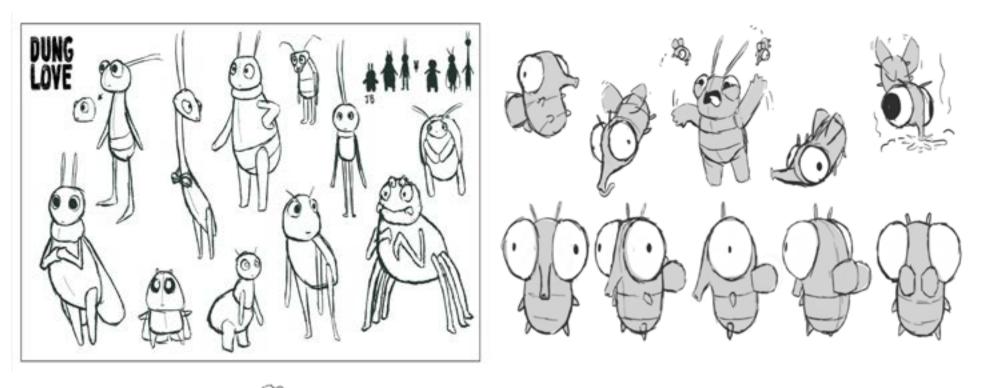
Expression and draing sheets by Gage Bowman

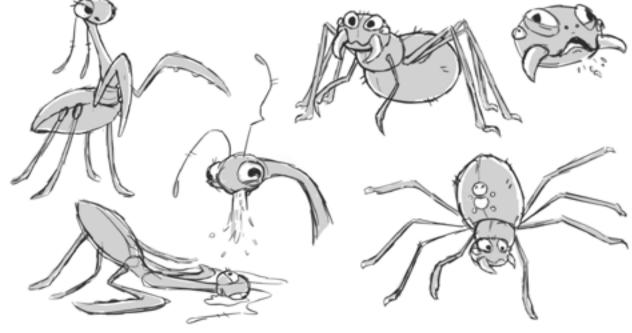




Poses and contruction by Gage Bowman

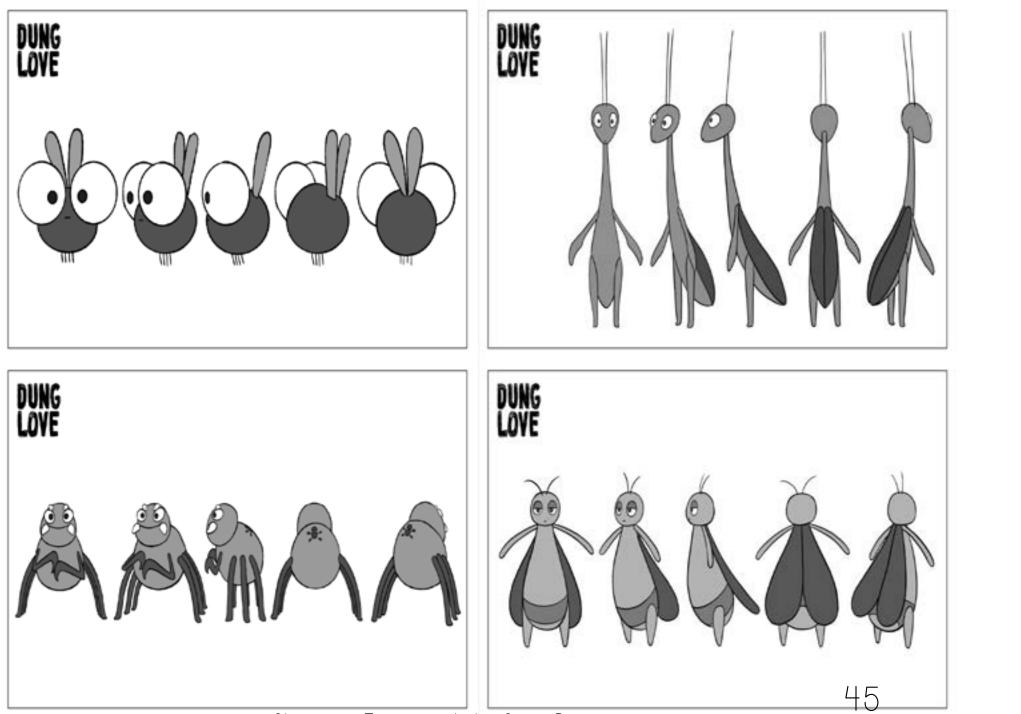






Character sketches by Gage Bowman

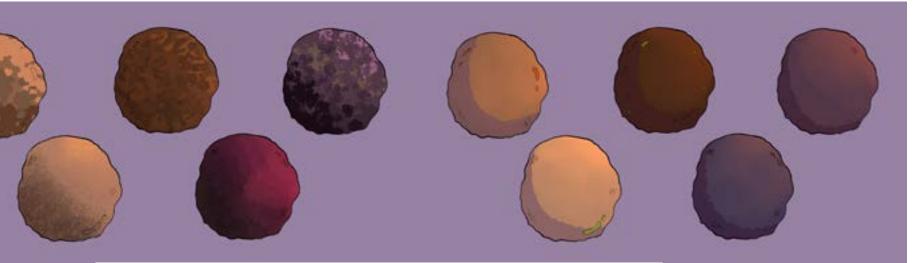
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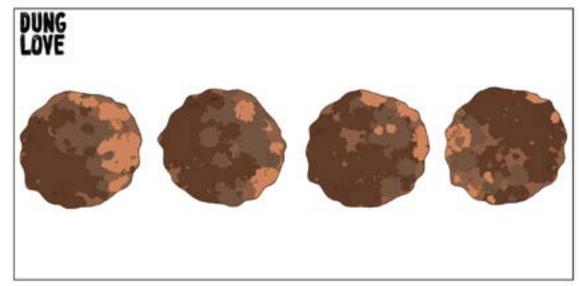


Character Turnarounds by Gage Bowman

PROPS

Aling for the advebture is Jellybean is his trustie dungball, as well as other props such as plants and some trash such as candy wrappers and soda cans!





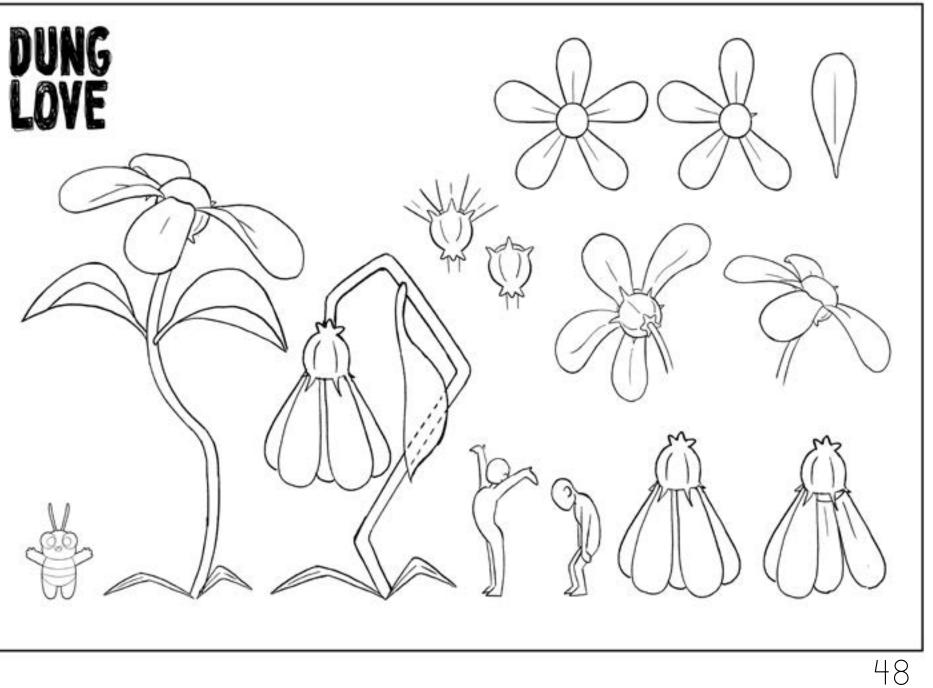
Dung Ball concept and turn around by Mariana Falletti

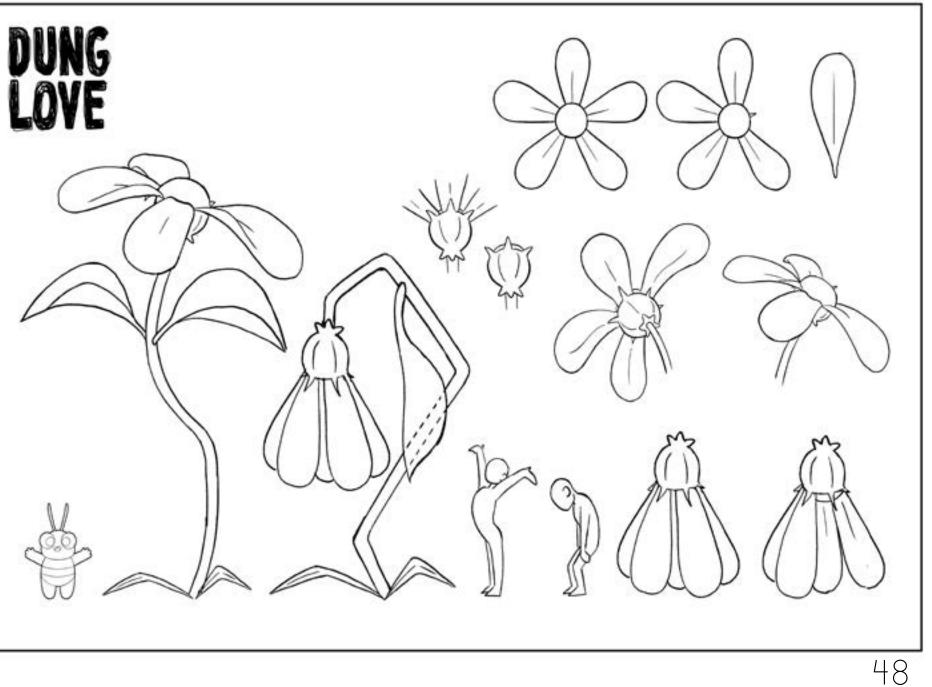




Flower Storyboard by Christine Veverka:

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Flower Concept Sketches by Mariana Falletti

MEET THE DUNG CREW!

A small group of SCAD animation seniors and the main core crew of this film!



CHRISTINE VEVERKA:

Director | Storyboard | Visual Develpment | Layout | Painting | Clean up and Color

A story artist and illustrator from Joliet, Illinois, Christine grew up speaking entirely in Simpsons quotes and pretending to be a magical girl until fate found her at SCAD. She has a profound passion for telling stories infused with humor and heart and for drawing all things cute. Dung Love is Christine's directorial debut.

When she is not drawing or telling stories, Christine enjoys playing jrpgs, watching movies, Taco Bell, and drinking too much coffee.

instagram @christine veverka



ALISON AGNEW:

Producer | Animation | Storyboarding | Color De | Composting

Alison is an animator from Long Island, New York, with a passion for kind and cute cartoons. Her primary focus is 2D animation, however during her experiences collaboration on several SCAD films led her to discover that she enjoys "wearing many hats". In the future, she hopes to work on animated television production or in motion graphics.

alisonagnewart.com







MARIANA FALLETTI:

Visual Develpment | Painting | Clean up and Color | Online Presence | ArtBook



Mariana also known as "Mari" is a Visual Develpment artist from Puerto Rico, who focuses on 2D and Tv Animation. She has a passion creating and character design. During her work on Dung Love she found a love for background painting. She also found a talent in keeping the team moral up. Making people laugh and pumped for working!

marianafallettiportfolio.com | Instagram @MarianaSpaghetti

TERESA FALLER:

Animation | Storyboard

Teresa is a 2D Animator from Frisco, Texas who loves and adores all types of animation! Her main focus is 2d traditional animation with some secondary storyboarding abilities. During her time on Dung Love Teresa has solidified a real love of animating and appriciation for working in a group.

tfallanimation.com | Instagram @tfallanimation

MEAGAN LEE:

Animation | Storyboard Artist | Visual Development | Layout Artist



Despite majoring in 2D animation, Meagan's true passion lies in storyboarding and other pre-production aspects of the pipeline. Growing up in Plainfield, Illinois - located just outside of Chicago - one could often find little Meagan filling in coloring books, reenacting scenes from SpongeBob, or watching Pixar movies on repeat everyday. As she grew older, Meagan found she wanted to create her own worlds and characters rife with stories to tell, eventually leading her to SCAD. Working on Dung Love gave her the chance to improve her skills and learn new ones, as well as give her the opportunity to work alongside a very dedicated and talented team.

MeaganLeeArtist.com | Instagram @MeaganCanDraw

ALEX NORTON:



Animation | Visual Development

Hailing from Stillwater, Minnesota, Alex is an artist and animator specializing in hand-drawn character animation. Outside of that, he can be found creating far too many D&D characters for one person to use, cooking food and mixing drinks, or playing video games. Dung love proved an exciting opportunity to create plenty of fun, active, and interesting animation.

Twitter @ANortonOfficial | alexnortonanimation.com

Animation | Character Design | Visual Development | Layout and Paint

GAGE BOWMAN

Gage is a 2D animator and character designer from the small town of Calhoun, Georgia. You can typically find

him heavily over caffeinated and nose deep in a sketchbook scribbling away at dopey doodles. During the process of creating Dung Love, he fell even more in love with the entire animation pipeline. He has aspirations to pursue a 2D generalist title with a focus on animation.

Instagram @tennyson.art | gagebowman.com



TRE FEWELL

Animation | SFX Animation

Tre Fewell is a 2D Animator, with a focus on effects animation. Throughout the Dung Love film, his job was both character animation of Jellybean and working on many of the effects, such as playing with the poop and bringing the flower back to life. Other than that he enjoys playing management or action adventure games, watching anime and cartoons, reading, exploring the world and gaining insight and understanding into how anything and everything works.

Along side out main core crew we had a lot of help by some amazing people in order to make this film a reality! They all worked so hard, from background painting to music!

KATE DEMETRIOU Main Background Painter

Music

MARISSA MURO Background Painter

ELLIE POWELL

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Animation Clean up and Color

BONUS CREW MEMBERS

AREN BLONDAL

BAEKJUNG KIM

Poster Painter/ Pitch Concept Artist

JOHN LAUX / ALY O'NEAL / ALYSSA GUGLIUZZA / AGNES HO / AMY SUN / KATYA STONE / LIBBY O'GORMAN ABIGAIL SNIDER / GABRIELLE FOREMAN / BRIANNA PALLANES / ISAIAH ZACHARIAH / HYUN•JI RA /



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