Pitch- Concept Design

Emma Tei AM Animation 3/23/20

Story/Narration

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The narrator/Main speaker of the animation: Interviewee- Hikaru Morishita, a Noh(Japanese traditional theatrical art) performer shares his knowledge and experience on how Noh affected him and how the audience often sees Noh.

- 1. What type of documentary? (From the 6 types of documentary presentation)

This is an observational and a biographical type of documentary where I will be covering specifically on a single interviewee, Hikaru Morishita and his roles/ involvement in his profession as a Noh performer/teacher.

2. Why animation, what is the relationship between the subject and the medium (animation technique)?

The reason why I chose Noh as my subject was because Noh involves unique colors and movements that almost seems surreal, and Noh is a traditional form of Japanese art in terms of the patterns and colors incorporated in the uniforms as well as traditional japanese music. I thought that through animation, I can exaggerate the expressions of these traditional art so that it would be more recognizable to people who are not familiar with what Noh is.

Storyboard



Character Development/Voice

The characters in the animation will switch along with the narration of the interviewee. All of the characters will be the roles in each of the Noh plays that the interviewee- Hikaru Morishita has played before, but the audience will not be able to recognize that it is the interviewee since each of the characters wear a traditional mask to hide their faces.

Ideas of the Main characters from:

-Ukai: The character with the red hair is the

later main character "Enma Daiou", or the King from Hell



- Takasago: one of the two main characters, where both

Characters represent the gods from each of the shrine

- Aoinoue: A demonized mistress planning to take
 Revenge on a love quarrel
- Also the Hayashi(without their faces appearing):

Performers specifically for the background music and tempo

(traditional Japanese instruments)



Color Concept

Background- Mostly black, shades of brown(either red/yellow), and white for specific scenes

The Characters and the overall color concept: Carmine reds, yellow, orange, white(use cool colors for contrast)

The bright use of colors (focusing on red and

white) represents the traditional use of colors

In Japan to emphasize the main character,

the seasons, and the emotions that comes with

The stories in Noh.



長狩 (綿の狩)/

Challenges

Some challenges that I am concerned of are the distinct movements and dances for Noh, and I am especially concerned if I can get a good reference/footage when Noh is usually very private.