Ruffled

(Working Title)

Savannah Berry

Subject / Theme

Femininity and Feminism

Ingenuity and self exploration through examination of the past.

Plot / Genre

A young woman finds herself trying to put together an outfit for a party. Each of her *sewn* attempts are distinctly reflective of an era in the 20th century and there are subsequent feminist 2D animated backgrounds (seen behind her in the mirror) that push her to picking a different era. Only when she pulls individual pieces from each of the past outfits, adds a few stitches of her own, and creates something new is she satisfied. She uses elements from the past and her own ingenuity to create a new outfit and metaphorically find her place.

Fantastical Slice of Life. Nostalgia. Whimsy.

Animation Justification

An issue that came up early on was *"Why isn't this live action?"*
With time I was able to weave some magic into my story and the
materials she uses to craft each of her garments briefly come to life and
aid in the outfit making.

'80s - two bolts of bright fabric dance forwards with electric moves
    - a pair of pumps strut out of the closet
    - costume earrings hop towards her from off camera
'60s - 60s dancing fabric
    - a tap dancing oxford shoes
    - daisy chain slithers forward
'40s - 40's dancing fabric
    - strand of pearls roll towards her
    - a ribbon for her hair gently floats downward

Thesis Relevance

I hope to write my final thesis paper on *femininity* in animation and how feminism has had a direct impact on the portrayal of women in animated films. I also hope to expand upon the role femininity has in feminism and that the two aren't mutually exclusive.

Character Description

Character Name: Violet Leroux
Age: 25
Gender: Woman
Height: 5'9
Body type: Slender
Posture: Upright / Stiff
Attitude: Positive / Motivated
Frustrations: Finding her place, bobbins that won't thread
Hair Color: Dark Brown
Hair Style / Length: Medium length pulled back by a pink ribbon
Eye Color: Lavender / Gray
Skin Condition: Freckles
Nationality: American
Speaks / Writes / Understands: English, French
Education: Fashion Institute of Technology (FIT) New York, NY
Hobbies: Sewing, Reading, Thrifting

Character Research
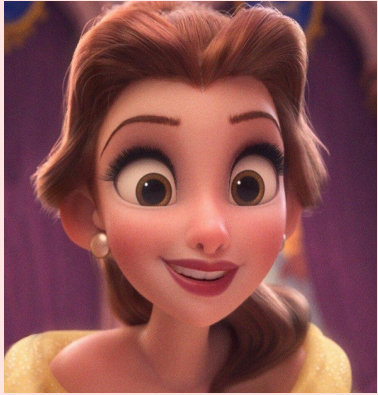
Early Character Development

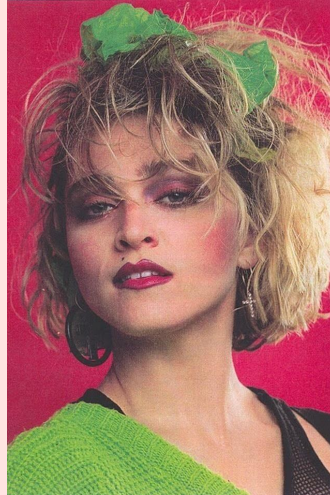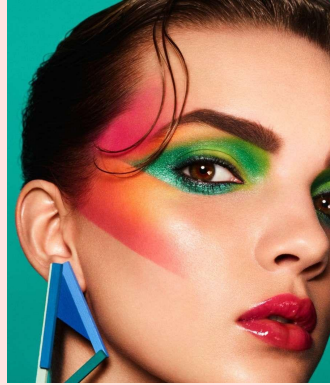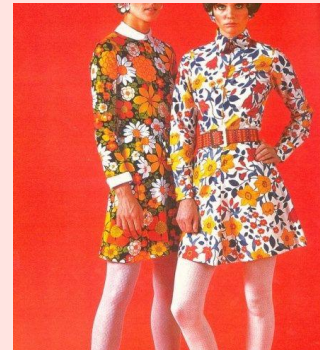# Character A Pose
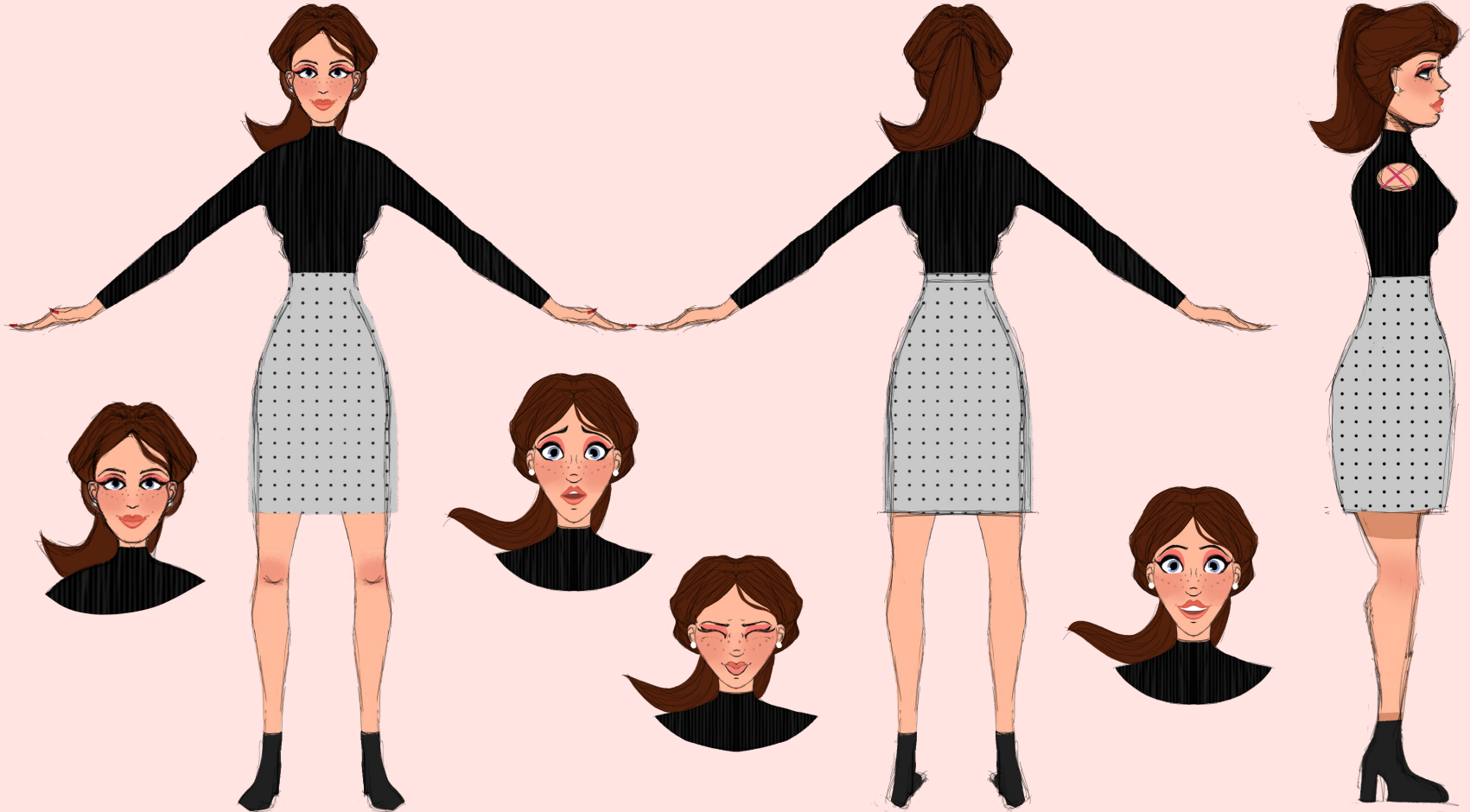
Experiments in XGen
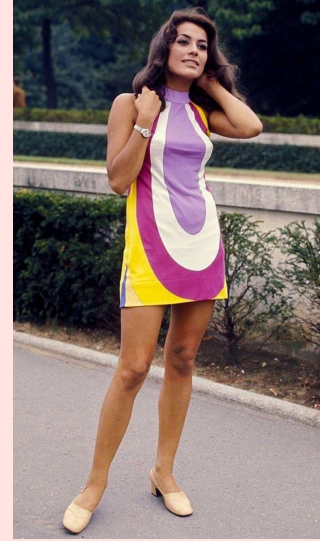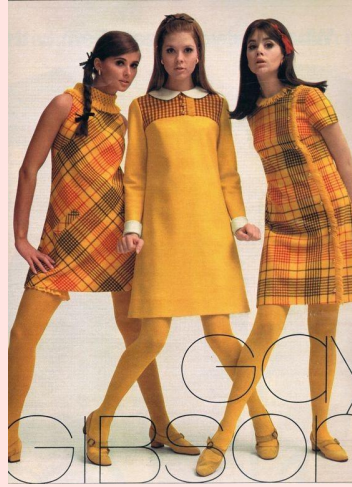
Goal

Process
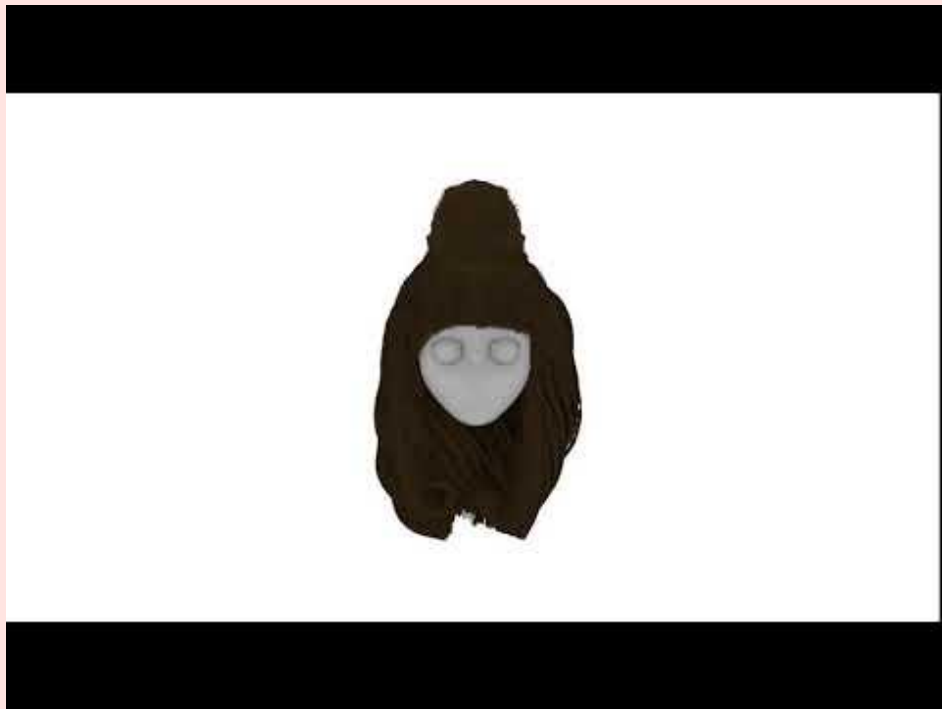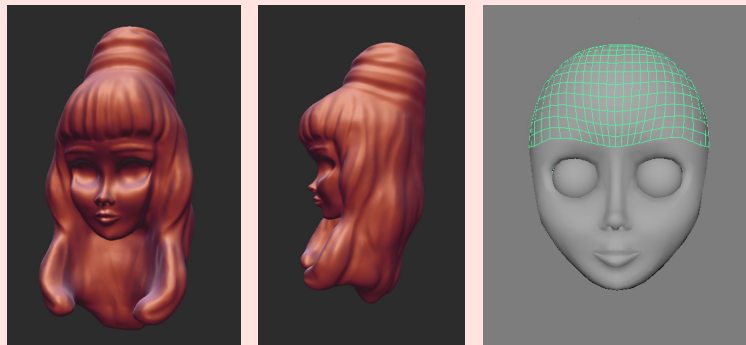
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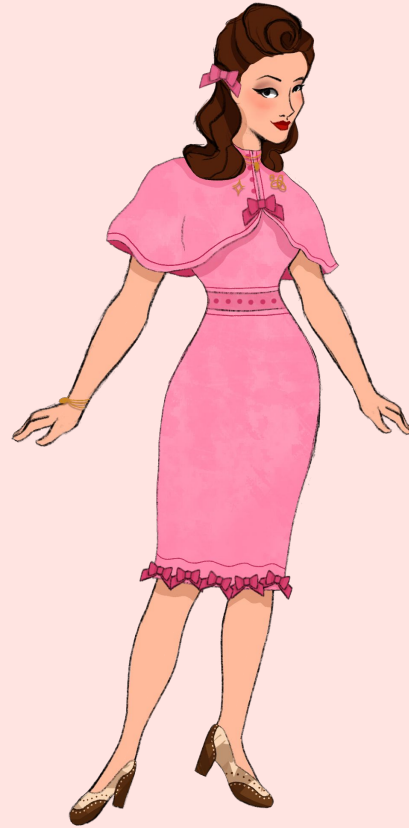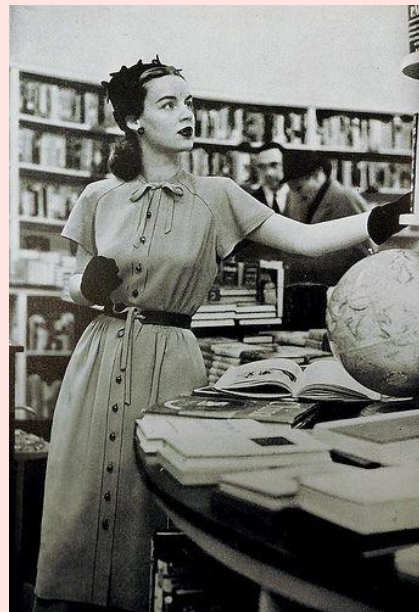
80's Research

60's Fashions

6o's Research

40's Fashions

40's Research

Final Outfit

Environment (where/when)

Small Town Sewing Shop | 2019

I initially planned on locating my film in a bedroom to show off my character's personality through her belongings however after experimenting with other environment options it became clear that setting her as an employee in a small town sewing shop would push the depth of character far more than any trinket would. As a young working girl she must work to patterns given to her and only once the store has closed can she begin to design an outfit uniquely her own.
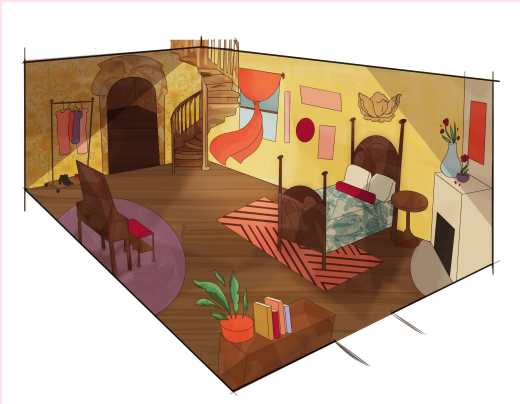
Environment Research
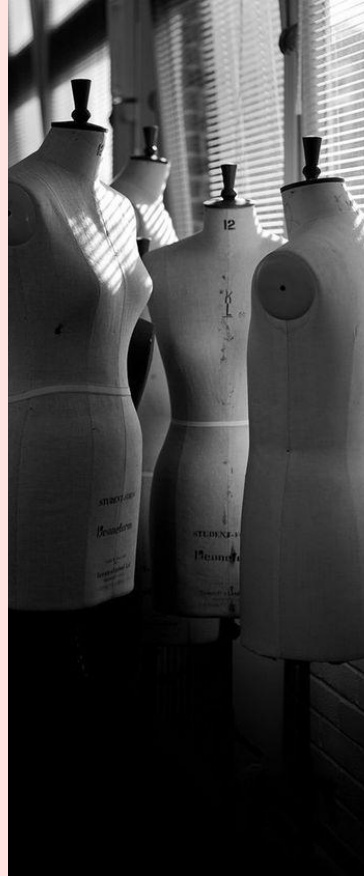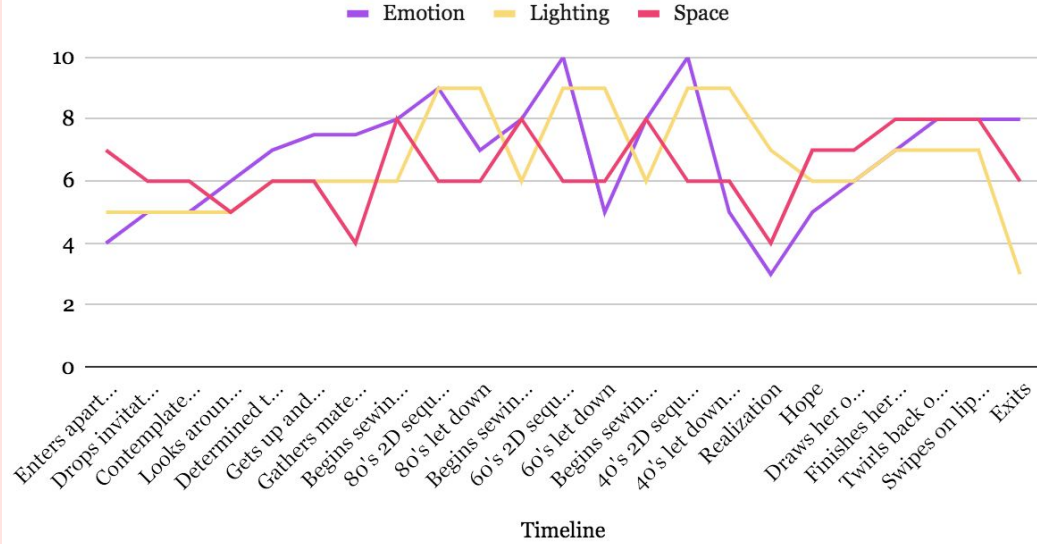
Environment Development

After developing three different bedroom settings and an alternative New York City factory I settled on combining the maximalist bedroom with the utilitarian factory to eventually settle on a small town sewing shop that has all the charm of a personalized bedroom and function of a business.

Emotional Timeline / Lighting

Ruffled the Film

— Emotion   — Lighting   — Space

Timeline

Animatic