



THE 13TH MONTH TITLE SEQUENCE

PROCESS DOCUMENTATION

PROJECT STATEMENT

The 13th Month is a hypothetical film situated in a dystopian future where population control is in effect and random citizens are handed a watch with their time left to live programmed on the watch face. The title sequence explores these plot points without directly exposing the viewer to the key points of the plot.

Visually, the sequence takes inspiration from the band Gorillaz as well as side-scrolling role-playing games and similar concept art.

PLOT SYNOPSIS

Film Title: The 13th Month

Cast: Charlene Pafford, Colby Briscoe, Dan Schroeder, R.J. Swanson

Company: 20th Century Fox

Director: Luc Friederson

Casting: Michael M. Radford

Producer: Albert Talbott

Music: Jian Chou

Costumes: Adam Lind

The film “The 13th month” is a thriller/drama about a dystopian future where the government randomly assigns people a 13 month remainder to their lives in order to deal with overpopulation. The people chosen will receive a letter in the mail that, upon handling, marks your fingerprints in case you become a deserter. When you open the letter, a watch is included that you must wear to signify to others you have been chosen, and it locks around your wrist. At the end of the 13th month, the watch will inject you with enough anesthesia to put you under (according to your body weight) and the government will come pick up your body and dispose of you discretely.

To deal with the inevitable backlash of this government program, public school programs had their funding cut heavily until illiteracy became present in 95% of the population. The other 5% has inherited enough money to attend private schools which have had tuition increased to absurd levels. Propaganda posters that read “Their generous sacrifice ensures your survival” are posted around the city and around schools, ensuring the literate population is kept under control.

The story starts with a 14 year old girl (played by Charlene Pafford) from an extremely wealthy family befriending someone from the “illiterates.” Her parents encourage her not to befriend this young boy (played by Colby Briscoe) because he will lead her to a bad end, but she continues to see him after school and learn about his family and his culture. A few months later, this boy receives a watch and finds out he only has 13 months left to live. Devastated, the girl raises hell and her parents attempt to silence her, but she continues to dig through the few remaining books to find out the history of this program and finds out that ONLY the “illiterates” receive watches, despite what the government program says.

Over the next 13 months, the two become close friends and she attempts to expose the government program. After many failed attempts, she starts getting visits from government employees (played by R.J. Swanson and Dan Schroeder) who try to bribe her to keep quiet. She refuses, and eventually decides that either her or the boy have to die. She makes an agreement with the employees behind his back- if she wears the watch for him, he will be free to live. They tell him he will be free to take the watch off.. And unbeknownst to him, she wears it instead.

MOOD BOARD



RIFT

ABCDEFGHIJKLMNOPQRSTUVWXYZ

League Gothic

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STORYBOARD



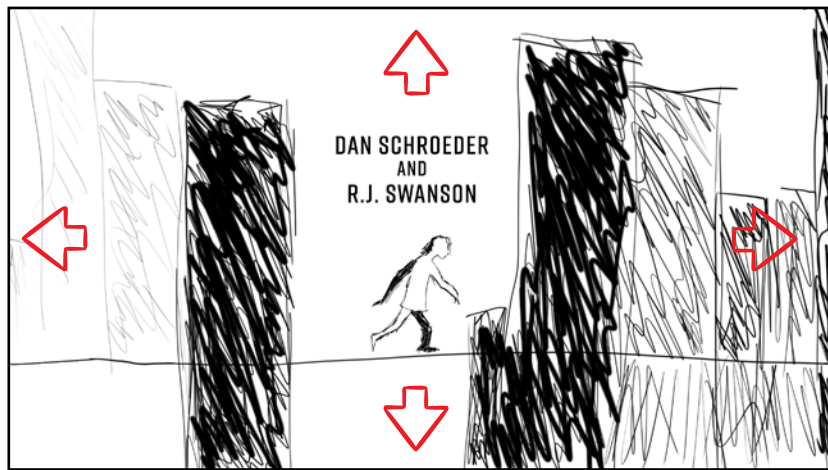
Storyboard style frame - this defines the environment, character, and mood of the piece



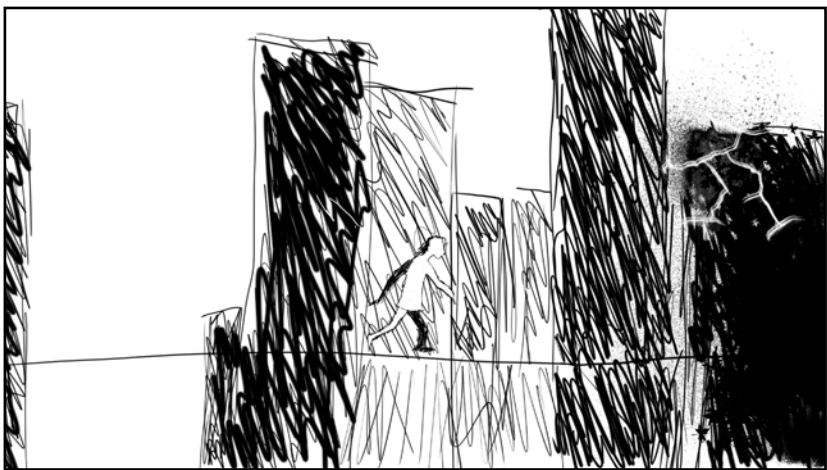
Walk cycle of character moving through city, text moves through at same pace as city



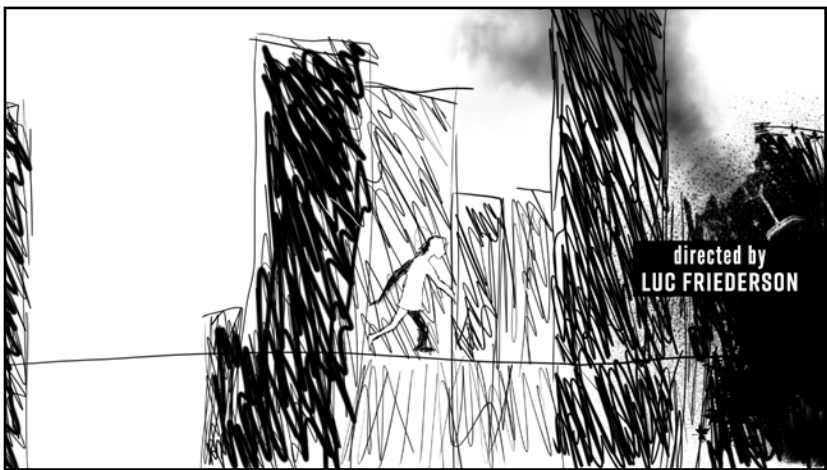
City begins to turn desolate and crumble and 2nd cast member appears



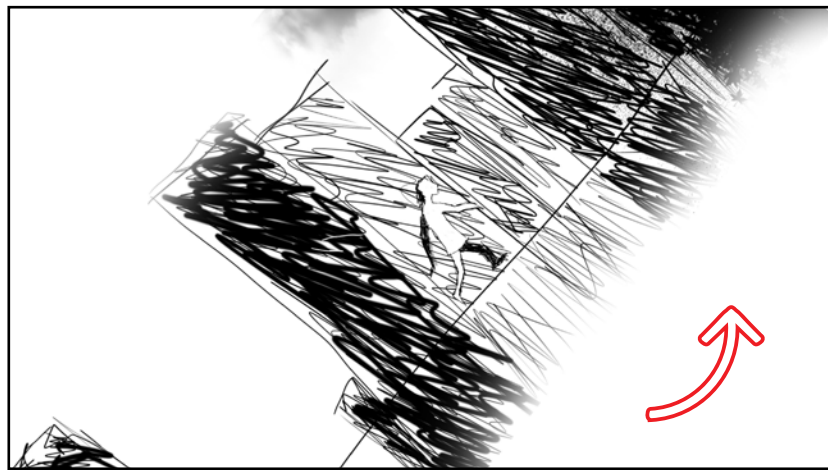
Zoom out of character to add weight to the scene, city continues to darken and 3rd and 4th cast members appear



A large building crumbles to dust and the character stops still



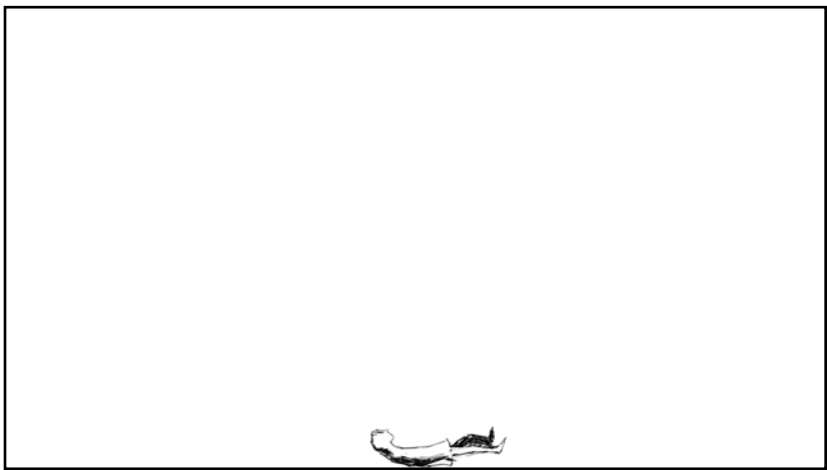
Smoke and debris fall from the building, revealing "directed by Luc Friederson"



Landscape turns and disappears from underneath the character

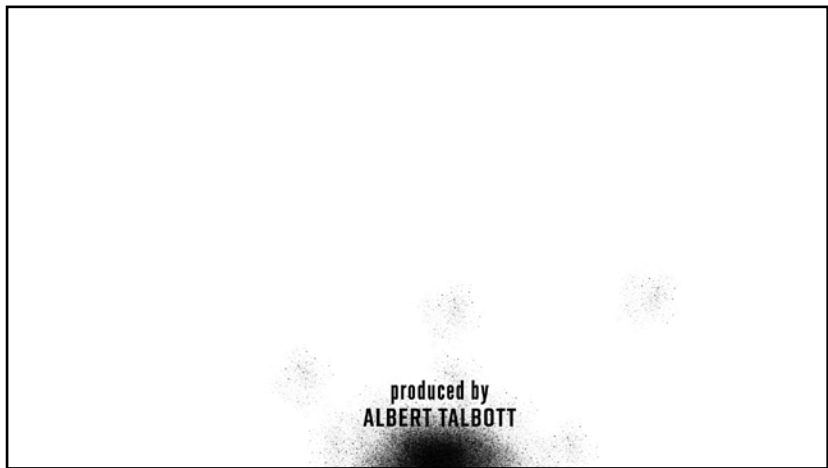


Character freefalls through space, slowing down temporarily when passing by "casting"

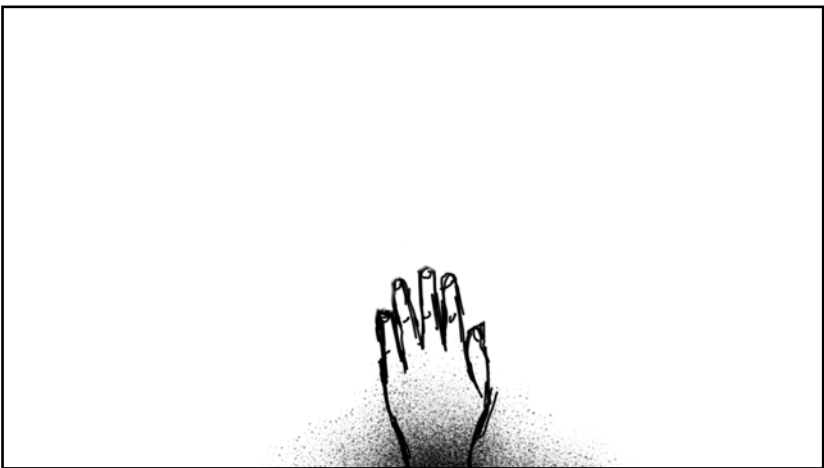


Character hits the ground flat

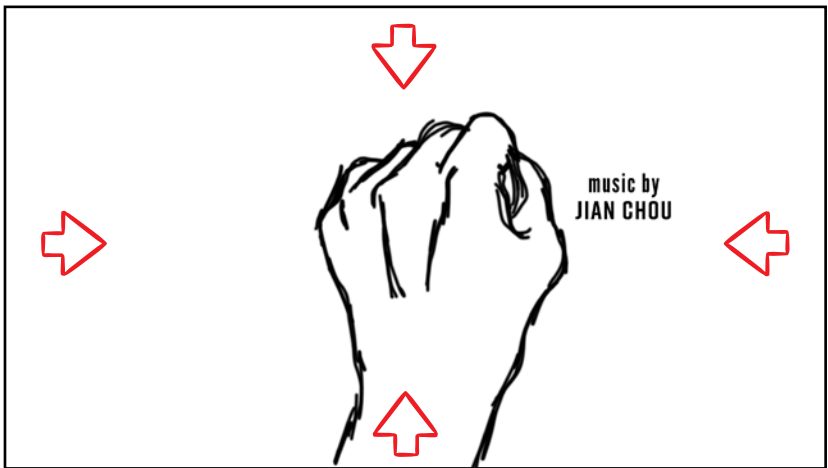
STORYBOARD



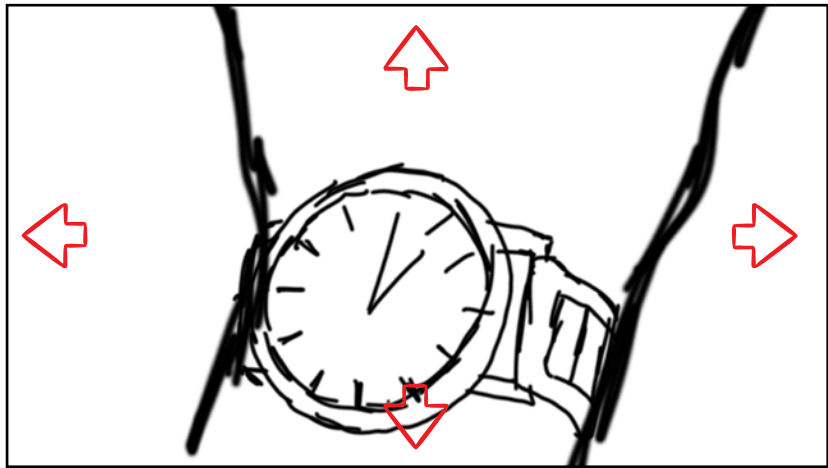
Character dissipates into dust, dust becomes the producer



Text goes back to dust and from the dust a hand rises out



Camera zooms in as Fist clenches, musician text pops in



Camera zooms in again, and a watch fades into view on the hand



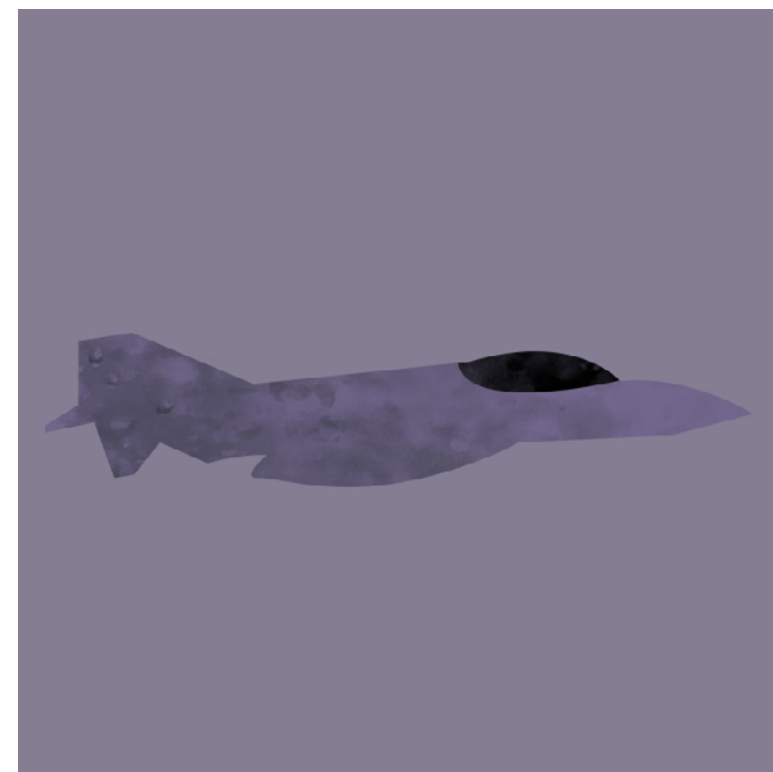
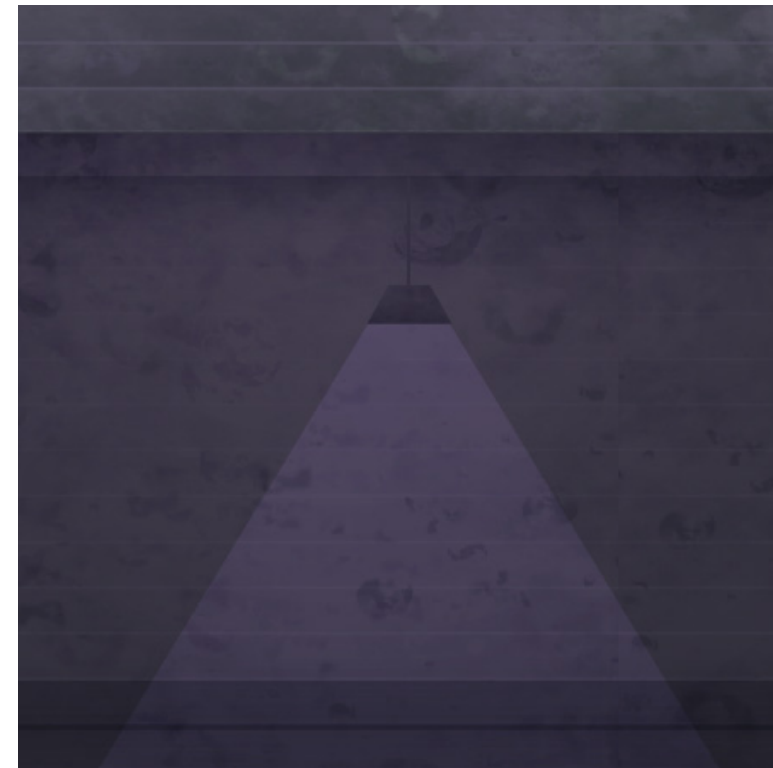
Everything turns to dust enveloping the screen and revealing the costume designer, then fades out to opening scene

WALK CYCLE



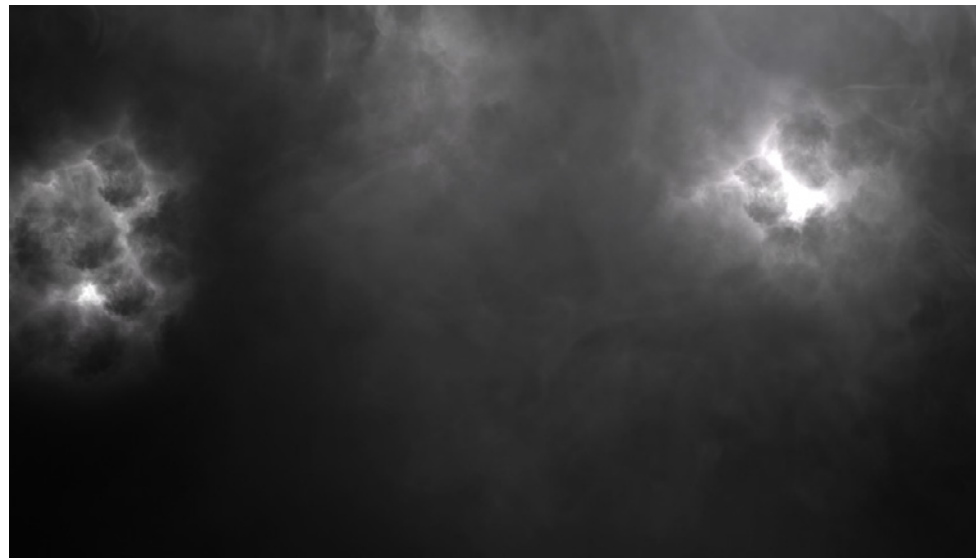
A walk cycle was created for the first few scenes in the storyboard. The cycle was initially 8 frames using 4 key poses, and was later changed to 16 frames to smooth out the animation.

ENVIRONMENT CREATION



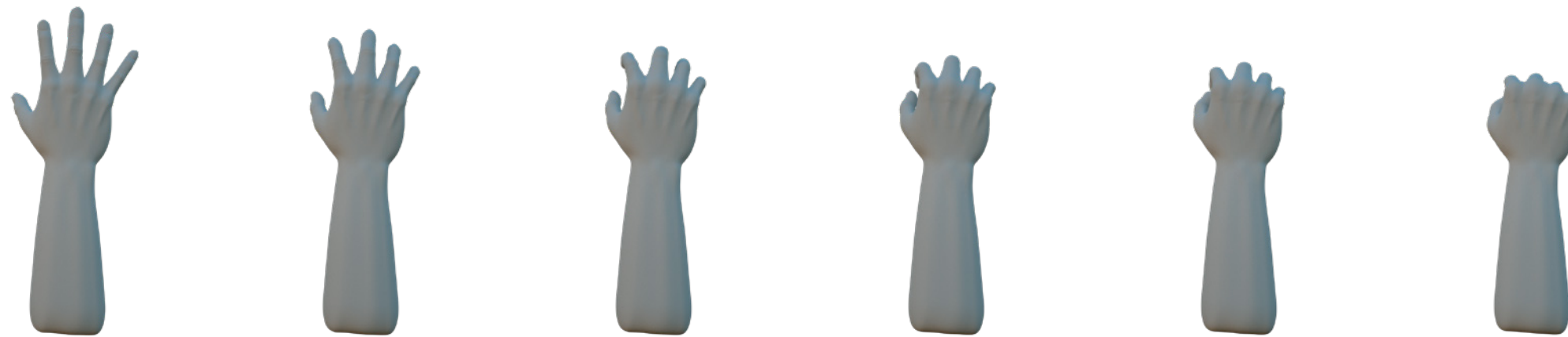
After the creation of the main environment, additional assets were designed to add interest to the long and somewhat stale opening scene. Underground and aerial shots were added to flesh out the environment.

CUSTOM EFFECTS



Custom VFX were made using a multitude of techniques, and these same concepts were applied in other areas of the animation. Other VFX were added with additional composited video footage as well as simple physics using custom expressions in swinging lights, vibrations, and shaking cameras.

3D EFFECTS



A 3D hand model from TurboSquid was rigged and animated in Cinema 4D and Octane Render to use in the clip. Subtle detail was largely ignored due to the flat lighting on the final render.

FINAL RENDER

