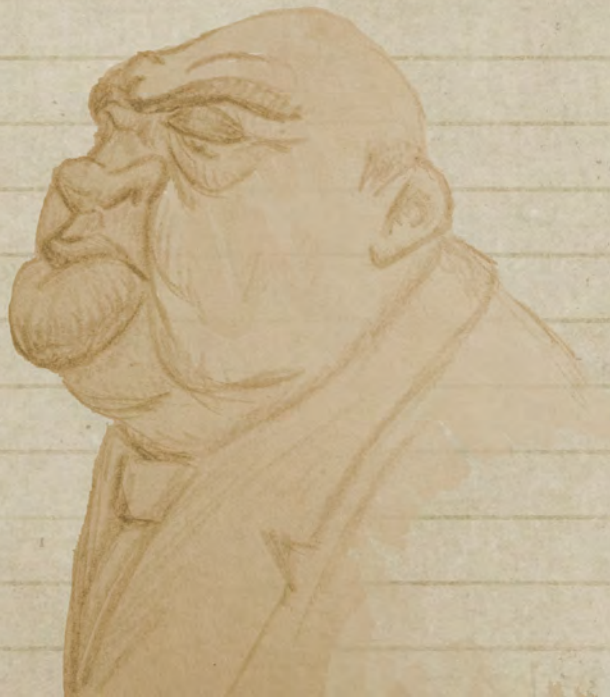


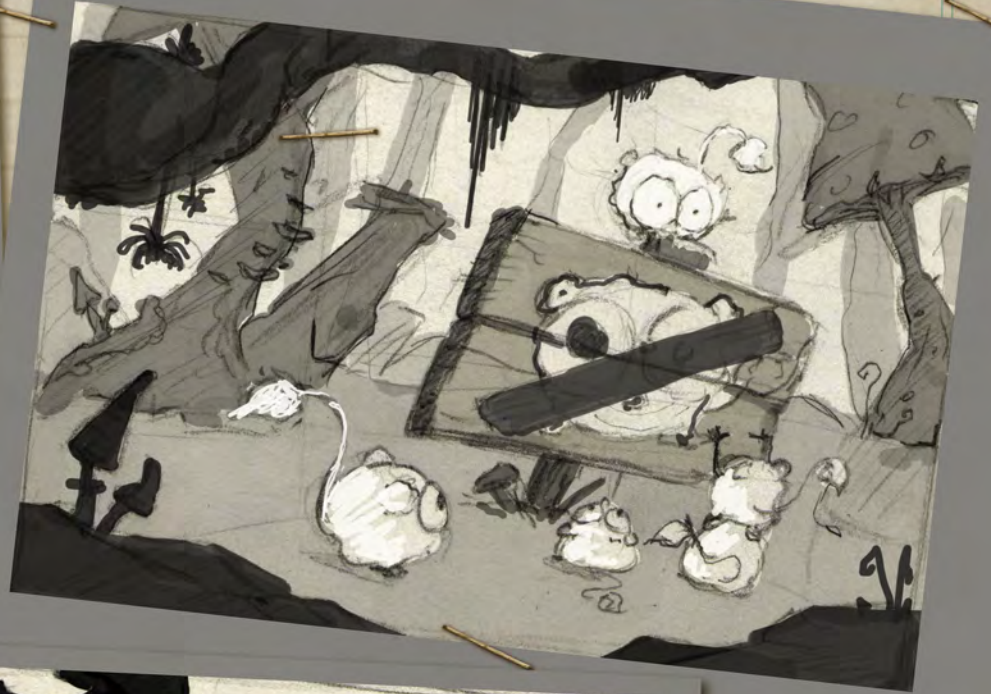
Portfolio
Storyboarding

Claudia Kleinheinz

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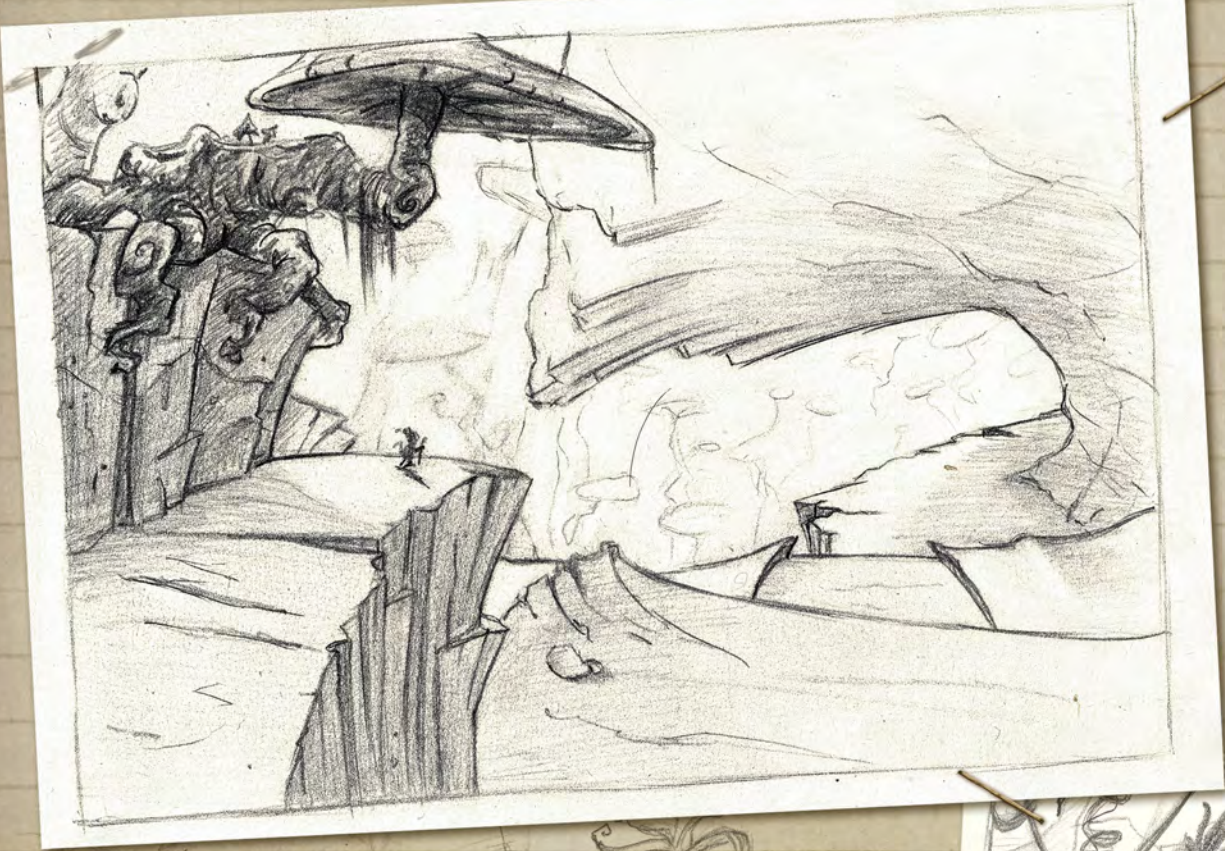
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Story Sketches

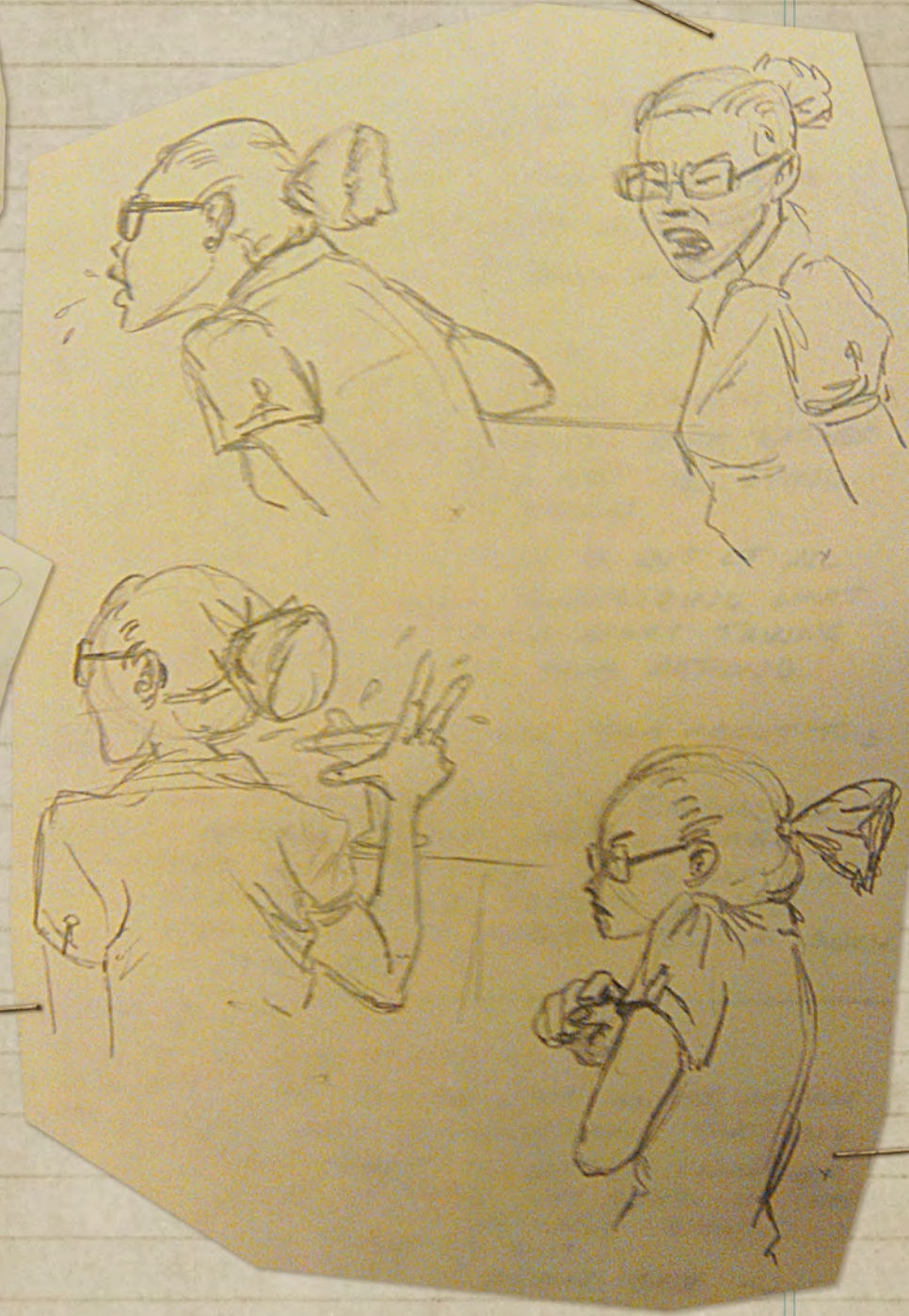
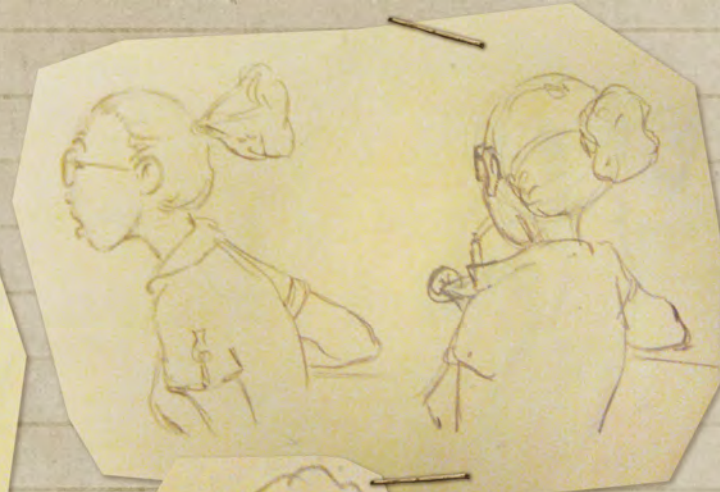


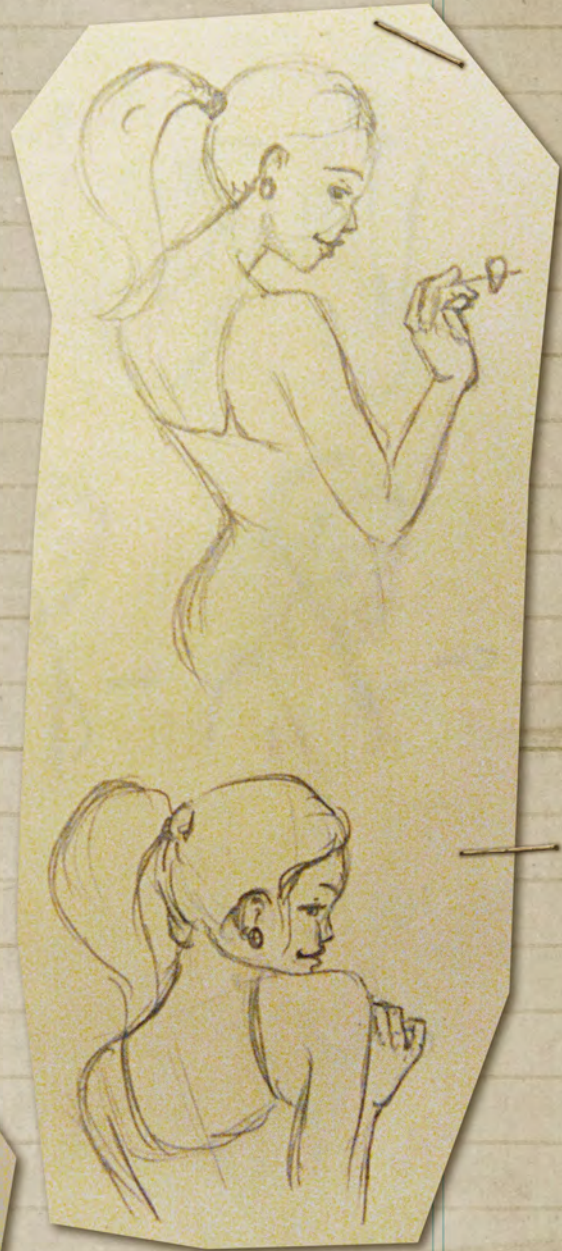


Environment Concepts
Pencil on Paper



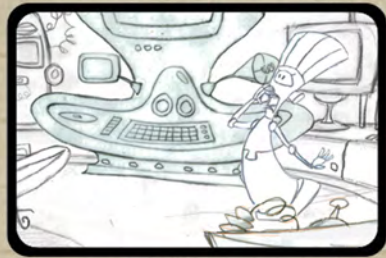
Story Sketches
Animation Planning





Story Sketches
Animation Planning





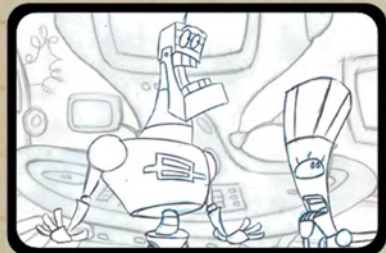
Shot Number: N_8_017_06_02-1
Shot Type:
Action/Script/
Detail: Androida schreit um Hilfe
"Wie lange muss ich noch um Hilfe schreiben, bis jemand kommt?"



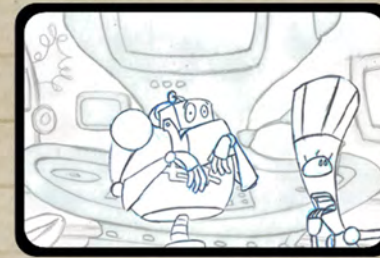
Shot Number: N_8_017_06_02-1A
Shot Type:
Action/Script/
Detail: Der strahlende Held BB betritt den Raum.
"Was gibt's denn, Kleines? Dieses Bio-Ding?"



Shot Number: N_8_017_06_02-1B
Shot Type:
Action/Script/
Detail: zeigt zum nicht sichtbaren Hecht vor dem Fenster (Off)
"Ein Bio-Monster!"



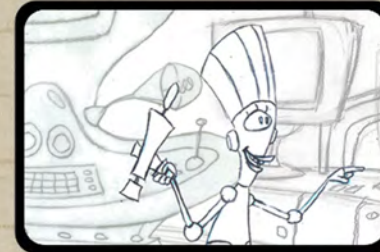
Shot Number: N_8_017_06_02-1C
Shot Type:
Action/Script/
Detail: Biggy Bang erschrickt ganz unheldenhaft



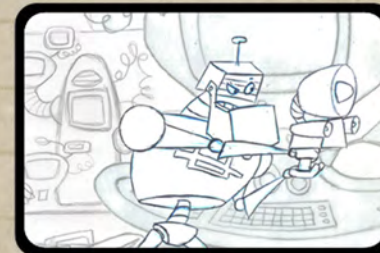
Shot Number: N_8_017_06_02-1D
Shot Type:
Action/Script/
Detail: "Oh verdammte... ist das groß! Ich, knall das weg! Hermes? Erbitte Feuerlaubnis!"



Shot Number: N_8_017_06_02-2
Shot Type:
Action/Script/
Detail: "Was? Nein! Nur im Notfall. Erst müssen wir feststellen, ob dieses Bio-Viech überhaupt kleine Raumschiffe frisst! (zum User) Bio-Brain, bitte..."



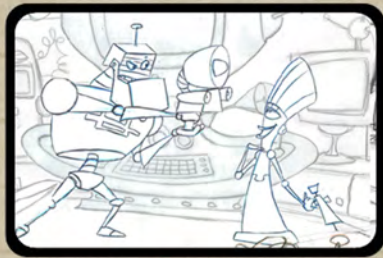
Shot Number: N_8_017_06_04-1
Shot Type:
Action/Script/
Detail: Androida Hat ihre Kanone in der Hand, aber entspannt, also nicht im Anschlag
"(erfreut) Sieht aus, als ob sich das Bio-Zeug im See gegenseitig frisst."



Shot Number: N_8_017_06_04-1A
Shot Type:
Action/Script/
Detail: BB hat hingegen seine Kanone im Anschlag, zielt auf den Hecht im rechten OFF
"Ich trau der Biomasse nicht! Ganz fixer Typ, ich riech sowas!"

Storyboard
Cut Sequence

Nurogames GmbH



Shot Number: N_B_017_06_04-1A

Shot Type:

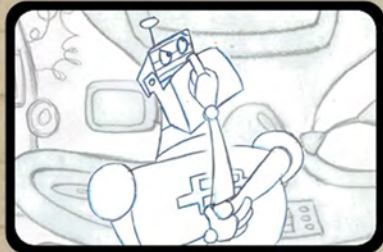
Action/Script/
Detail: (flirtet) Vielleicht mein neues Parfum: Bad Robot?



Shot Number: N_B_017_06_04-2

Shot Type:

Action/Script/
Detail: *zu sich* Manchmal bin ich froh, dass mir der Geruchssinn fehlt... (zur Crew) Zurück zum Denken, Leute: Wieso frisst sich das Bio-Zeug im See gegenseitig? Ich starte eine Checkanalyse. Auf die Monibox!



Shot Number: N_B_017_06_06-1

Shot Type:

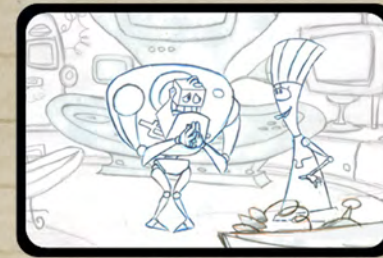
Action/Script/
Detail: *Häh? Die Tiere fressen Pflanzen, weil die Energie vom Sonnenlicht aufgenommen haben? Warum fressen sie nicht gleich die Sonne?*



Shot Number: N_B_017_06_06-1A

Shot Type:

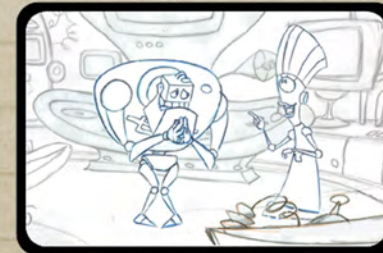
Action/Script/
Detail: zuckt ahnungslos mit den Schultern
*Und wo sind wir in dieser Kette? *



Shot Number: N_B_017_06_08-1

Shot Type:

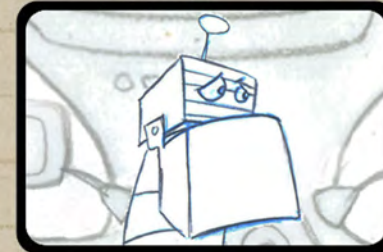
Action/Script/
Detail: eingeschüchtert, starrt immer noch ins rechte OFF zum Hecht
*Verstehe! Einer ist immer größer und stärker als der Große und Starkste!



Shot Number: N_B_017_06_08-1A

Shot Type:

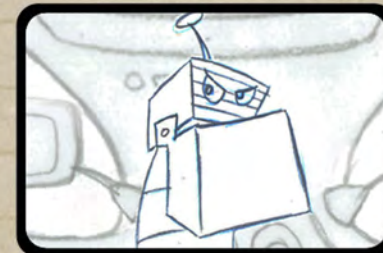
Action/Script/
Detail: schaut überrascht
(verwundert, ohne Ironie) Wie das Biggi! DU bist doch UBERALL der Große und Starkste!



Shot Number: N_B_017_06_08-1B

Shot Type:

Action/Script/
Detail: versucht, in seiner Angst sein Gesicht zu wahren



Shot Number: N_B_017_06_08-1C

Shot Type:

Action/Script/
Detail: *Immerhin versenke ich kein Raumschiff im See! (überlegt kurz) Nahrungskette hin oder her: Ich bin dafür, das Bio-Monster da draußen wegzuballern. *

Storyboard
Cut Sequence

Nurogames GmbH

Item:

Date Of Shoot:

Location: Kommandobrücke

Page 5 Of



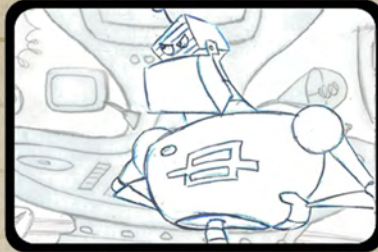
Shot Number: N_B_017_06_10-1

Shot Type:

Action/Script/

Detail: Hubble ist gerade in den Raum bekommen.

"Ey, geht es um Essen? Hätte da ein gewisses Interesse."



Shot Number: N_B_017_06_10-1A

Shot Type:

Action/Script/

Detail: "Auch gut. Wir fangen diesen Bio-Hecht und Hubble darf ihn verspeisen."



Shot Number: N_B_017_06_10-1B

Shot Type:

Action/Script/

Detail: (angewidert) Das ist ja ekelhaft!



Shot Number: N_B_017_06_08-1C

Shot Type:

Action/Script/

Detail: "Vielleicht sogar gefährlich? Frage: Kann Hubble den Hecht essen oder führt das zu Chaos im See? Analyse startet... Jetzt."

Storyboard
Cut Sequence

Nurogames GmbH

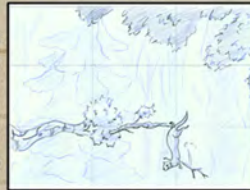
tracking out



A small nose appears in the black hole, you can see a small ermine running across the tree

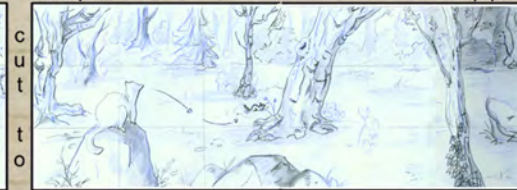


He's out of sight; his mother appears; mother: be careful not to fall down! e.off screen: 'course mom! crack



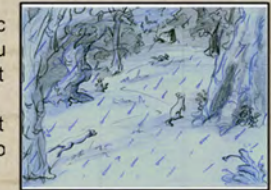
He almost falls to the ground
ermine: Everything's all right! I'm just playing, mom!

start pan



The ermine is now on the ground, he runs across the screen and disappears in the high grass; it's getting darker

stop pan



It starts to rain; the ermine doesn't know the way back home, runs criss-cross

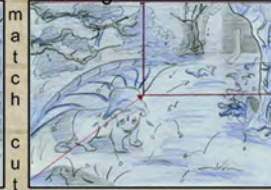
cut to



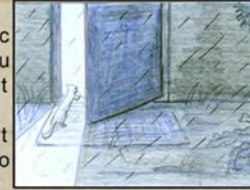
the weaher is getting worse, it starts to hail



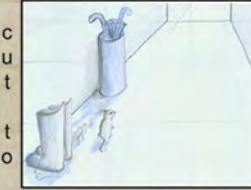
The ermine tries to hide under a big leave



but the water runs over his face; he sees a light and runs towards it



he finds a closing door and slips through it



he finds himself in an entrance room



one moment later the light is turned off

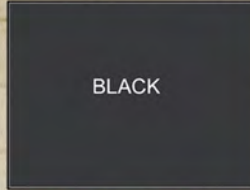
cut to



frightened and tired he tries to sleep behind the umbrella stand



Fade to black



BLACK



Fade from black



next morning; he wakes up, because the floor is trembling; a huge shadow appears



he opens one tired eye and sees the blurred image of a monster

Storyboard
CSM London

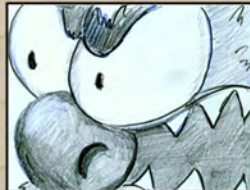
match cut



In the next moment he is wide awake and can see the monster clearly.



He is terryfied!



The monster is ugly and hairy and seems to be very dangerous.



But when the ermine looks up, he realises, that the monster is only the slipper of a little girl.



He is relieved and happy to see her smiling face.



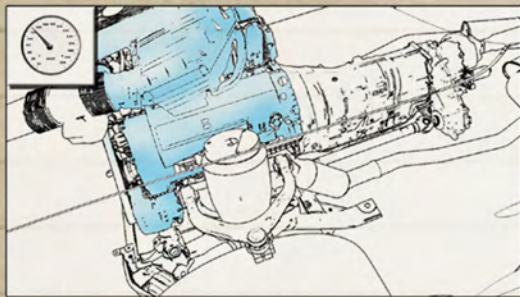
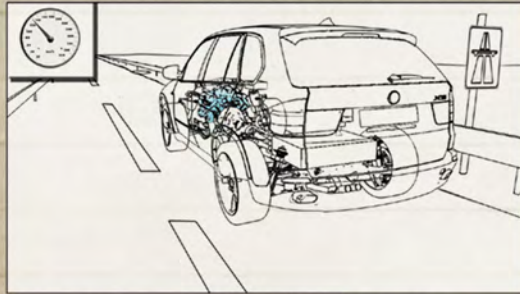
The girl picks him up.

cut to

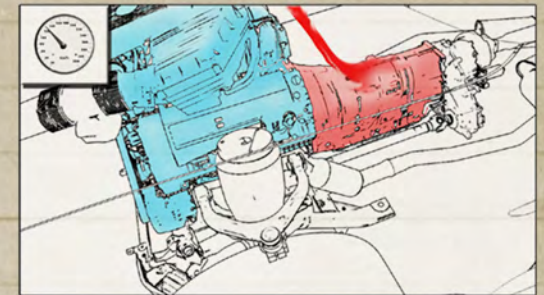
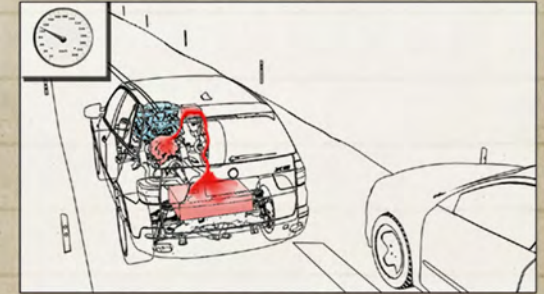
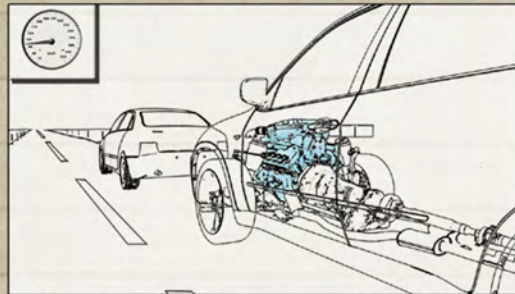


He snuggles against her face.

Autobahn: fester Gang (E-Motoren stehen, elektrisch neutral)

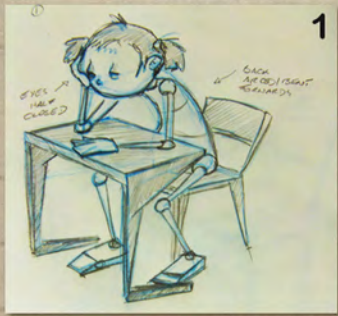


Elektrisches Boosten (Rückschaltverhinderung, Strom fließt von Batterie)



Storyboard
Modus X/ BMW

Story Sketches Animation Planning



Character Development Sketches
Pencil, Coffee and Watercolor Pencil
on Paper
Photoshop





Character Development
Pencil on Paper





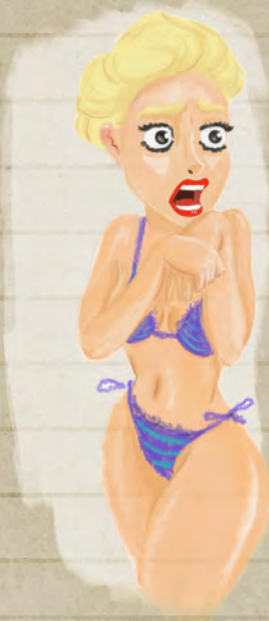
Character Development
Pencil on Paper

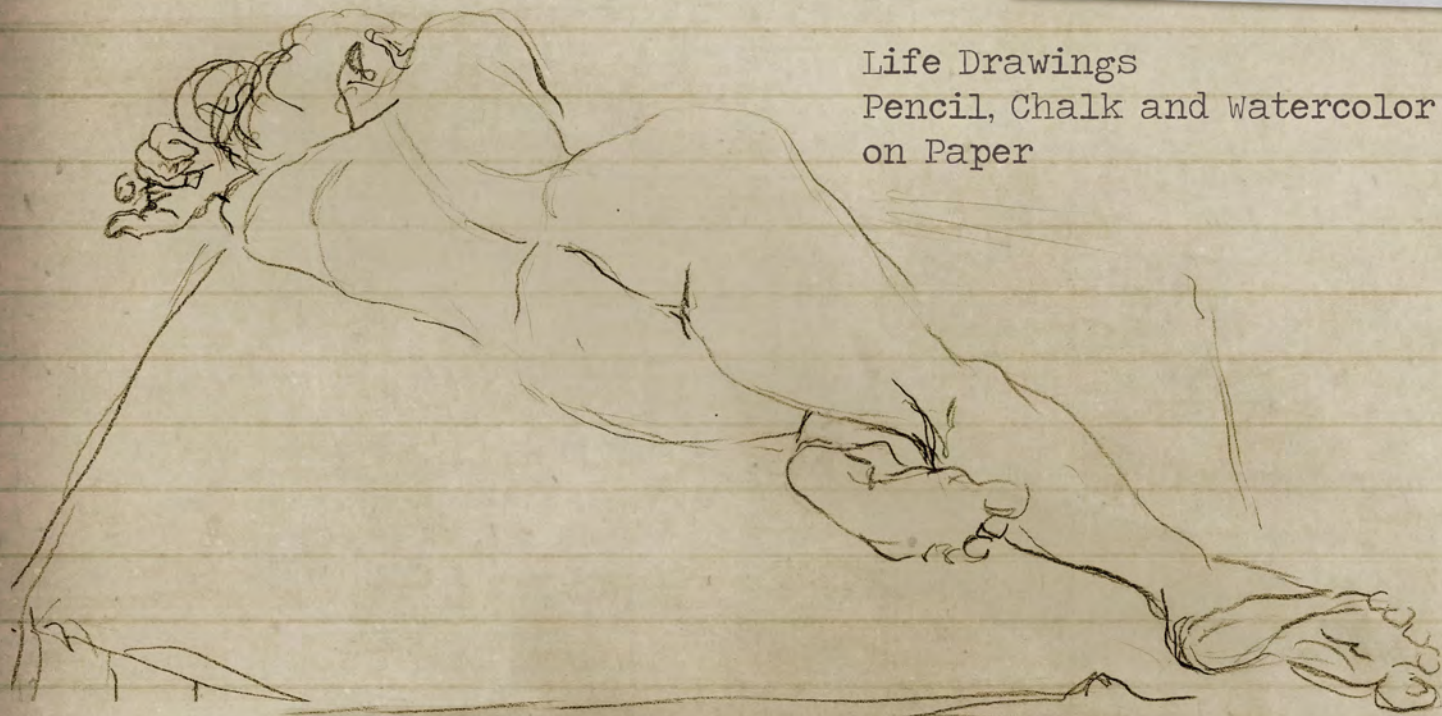


Character Development
for Yoobee
Photoshop



Story Sketches
Animation Planning





Life Drawings
Pencil, Chalk and Watercolor Pencil
on Paper





Life Drawings
Munich, Jan & Feb 2013
pencil, pen and chalk



Life Drawings

pencil, pen and chalk