

**The Shadows Within Us Synopsis:**

In a world where every person’s soul takes physical form as a shadow entity, balance is beginning to unravel. These soul-bound companions unique to each individual's personality were once trusted reflections of the self. But something dark is spreading. Entities are breaking free, turning rogue, and threatening the very fabric of this neon-lit realm. You play as a determined protagonist whose powerful shadow entity is stronger than most. When ambushed in an alley, your bond proves unbreakable and the mystery begins. Whispers speak of a shadow queen lurking in the underworld, severing soul ties and corrupting entities. As you journey through the city and its secret underworld, you’ll shape your story through choices, uncover hidden truths, and forge your path in a broken world where trust, identity, and spirit are all at stake.

**Opening Scene: Alley Ambush**

**Voice Over:** *(whispered, intense)* "In this world, shadows reveal the truth within."

Potential voice over’s if time permits; "In this city, our souls aren't hidden they walk beside us. Each shadow an echo, an echo of our reflections."

*(Tone shifts; more urgent)*  
"But lately, reflections are turning dark."

Shot #	Description	Camera Movement	Shot Type	Duration
1	Establishing shot: dark, neon-lit alleyway	Slow dolly-in	Wide	4 sec
2	MC cornered by two threatening men	Static	Medium Close-up	3 sec
3	Men’s shadow entities looming aggressively	Slight zoom out	Medium-wide	3 sec
4	Close-up on MC’s determined expression	Slight zoom-in	Close-up	2 sec
5	MC’s entity grows huge, intimidating	Dynamic tilt-up	Wide	4 sec
6	Entity forcefully blasts attackers back	Quick cut	Medium-wide	2 sec
7	MC runs off down the alley	Tracking shot	Wide	2 sec

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Title Card: CREATE YOUR WORLD

Voice Over: (bold, inviting) "Shape your destiny. Create your world."

Shot #	Description	Camera Movement	Shot Type	Duration
8	Display title card "CREATE YOUR WORLD"	Static	Title Card	3 sec
9	Showcase of character creation interface: changing hair, gender, clothes	Static	UI Close-ups	5 sec

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Narrative Bridge

Shot #	Description	Camera Movement	Shot Type	Duration
10	MC and entity atop a skyscraper overlooking neon-lit city	Slow orbit	Wide	3 sec
11	Dialogue: "It never used to be like this. Before entities went rogue."	Static	Close-up (MC)	3 sec
12	If we want answers, we can't stay afraid of the dark". MC confidently jumps off building	Fast tilt-down	Wide	2 sec
13	Entity transforms into parachute glider, catching MC mid-air	Dynamic tracking	Medium-wide	4 sec
14	Smooth landing and approach toward underground bar	Tracking shot	Medium	3 sec

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Title Card: DISCOVER SECRETS

Voice Over: "Every choice reveals hidden truths. Every ally could hold a secret."

Shot #	Description	Camera Movement	Shot Type	Duration
15	Title card: "DISCOVER SECRETS"	Static	Title Card	3 sec
16	MC enters moody, neon-lit underground bar	Slow dolly-in	Wide	3 sec

17	MC walks to older woman with cozy grey shadow entity	Tracking shot	Medium Close-up	3 sec
18	MC asks question (first-person POV): Dialogue options appear on screen	Static	POV/UI shot	4 sec
19	Older woman slams drink, says "They speak of a shadow queen... powerful enough to sever souls."	Static	Medium Close-up	3 sec
20	Reaction shot: MC and her entity, shocked but determined. "If that's true, our world might never be the same."	Slight zoom-in	Close-up	3 sec

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## Final Title Reveal

**Voice Over:** (*dramatic, powerful*) "Are you ready to conquer the shadows?"

Shot #	Description	Camera Movement	Shot Type	Duration
21	Dramatic reveal of game title/logo	Static	Title Card	4 sec
22	Brief, moody post-title scene hinting deeper mystery	Slow zoom-in	Wide	3 sec



# FULL PRODUCTION PLAN: MAY 2025 – MARCH 2026



## PRE-PRODUCTION (MAY–JULY 2025)



### May 2025 — Character & Concept Sculpting

- ☒ Finalize character designs (MC, shadow entity, NPCs) In Progress ▾
- ☒ Begin sculpting main character base mesh (ZBrush, Blender, etc.) In Progress ▾
- ☒ Collect visual references (cel-shaded examples, UI styles) In Progress ▾
- ☒ Create rough 2D storyboards for all shots in the animatic In Progress ▾
- ☒ Start assembling asset list: props, background elements, UI assets In Progress ▾
- ⌚ Deadline: **May 31**



### June 2025 — Entity Sculpting + Additional Characters

- ☒ Finish sculpting MC + polish In Progress ▾
- ☒ Sculpt & paint the shadow entity In Progress ▾
- ☒ Block out and design NPCs (e.g., bar woman, enemies) Not Started ▾
- ☒ Early testing for cel-shaded style in chosen renderer (Unreal, Blender) Not Started ▾
- ⌚ Deadline: **June 30**









### July 2025 — Environment Design + UI Illustration






- ☒ Sculpt and paint key background assets (alleyway, bar, skyscraper) Not Started ▾
  - ☒ Begin designing the UI (character creation screen, dialogue UI) Not Started ▾
  - ☒ Build base layout for level set pieces (greybox if needed) Not Started ▾
  - ☒ Assemble an initial animatic using storyboards & placeholder audio Not Started ▾
  - ⌚ Deadline: **July 31**
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## ● PRODUCTION (AUGUST–DECEMBER 2025)





### August 2025 — Rigging + Unreal Setup

-  Rig all characters and entities for animation (face, body, cloth if needed) In Progress ▾
-  Import characters and environments into Unreal Engine Not Started ▾
-  Build lighting & material shaders (for cel-shaded neon aesthetic) Not Started ▾
-  Block in key scenes using camera cuts and timing from animatic Not Started ▾
-  Test camera moves and shot timing Not Started ▾
-  Deadline: **August 31**



### September 2025 — Scene Prep + Texturing

-  Create and apply cel-shaded textures (MC, entity, backgrounds) Not Started ▾
-  Refine lighting setups for each environment Not Started ▾
-  Ensure assets are split per scene for easier animation workflow Not Started ▾
-  Revisit animatic and update with improved scene staging Not Started ▾
-  Deadline: **September 30**

### October 2025 — Animation (Characters)

-  Animate character loops (idle, walk, gliding, NPC gestures) Not Started ▾
-  Block in key narrative actions: entity growing, combat, gliding Not Started ▾
-  Refine facial expressions + lip sync placeholders Not Started ▾
-  Deadline: **October 31**

### November 2025 — Animation (Scene & FX)

-  Animate environmental details (lights, shadows, VFX elements) Not Started ▾
-  Animate 2D UI components (character creator, dialogue options) Not Started ▾

- ☒ Animate camera moves (slow dolly-ins, orbit shots) Not Started ▾
- ☒ Begin editing 3D and 2D animations into one timeline Not Started ▾
- ⌚ Deadline: **November 30**

#### **December 2025 — Audio Prep + Polish**

- ☒ Record voice-over (VO) sessions Not Started ▾
- ☒ Collect/mix sound effects (whoosh, glider, UI sounds) Not Started ▾
- ☒ Design custom font if needed (for title cards/dialogue) Not Started ▾
- ☒ Polish render passes for final shots Not Started ▾
- ⌚ Deadline: **December 31**

## **POST-PRODUCTION (JANUARY–MARCH 2026)**

#### **January 2026 — Music + Sound Design**

- ☒ Compose music track(s) or source royalty-free soundscape Not Started ▾
- ☒ Sync sound design to animatic/timeline (e.g., blast impact, ambient noise) Not Started ▾
- ☒ Finalize dialogue edit, adjust VO pacing and clarity Not Started ▾
- ⌚ Deadline: **January 31**

#### **February 2026 — Final Edits & Rendering**

- ☒ Final visual editing (match cuts, color correction, pacing) Not Started ▾
- ☒ Add post-process FX (chromatic aberration, glow, motion blur) Not Started ▾
- ☒ QA pass (check for bugs, animation issues, typos) Not Started ▾
- ☒ Final 4K render of trailer in Unreal or preferred software Not Started ▾

- ⌚ Deadline: **February 29**

#### **March 2026 — Submission & Promotion**

- ☒ Create teaser clips, trailer poster/thumbnail Not Started ▾
- ☒ Submit trailer to instructor or festival Not Started ▾
- ☒ Prepare behind-the-scenes doc or reel if required Not Started ▾
- ☒ Post on personal portfolio or website Not Started ▾
- ⌚ Final Submission: **March 10–15, 2026**