

# FLIPSIDE

*A Senior Film Pitch*

By William Shadden

# A

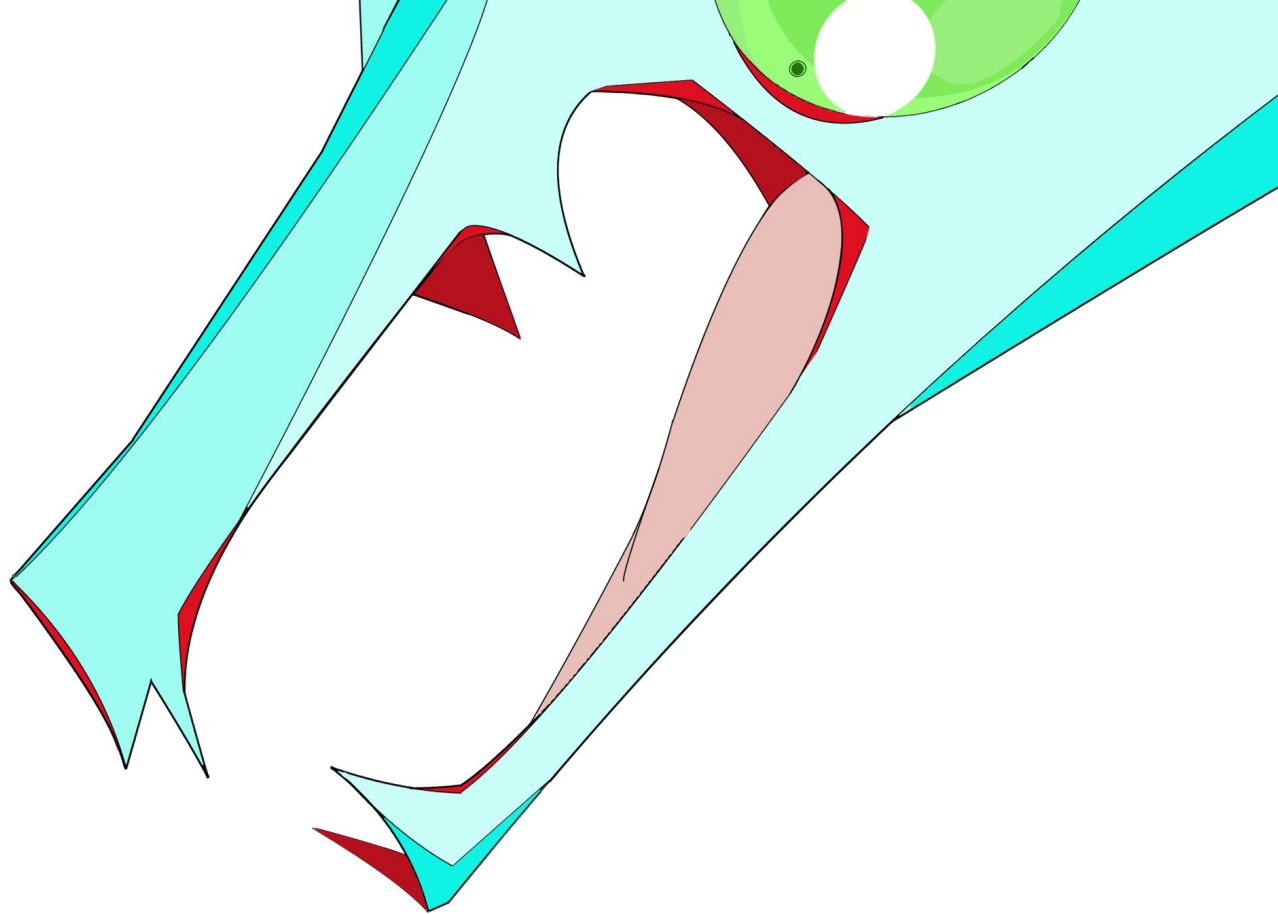
## What is FLIPSIDE?

*An unknown space storm has entered the solar system, bringing with it some unusually anomalies. Classified as the Spacial Corruption Anomaly : Delta (SCA:D), its expansion grew to encompass almost all of the outer planets of our solar system. Many have explored this new frontier, but few have survived to tell it's tale. In order to get a better understanding of this new horizon, the MUG (Martian Union Group) sends out a ship, The Flipside, to comb the storm for data. With a crew consisting of the best scientist, pilot, and engineer around, The Flipside sets off into the stars to scour this new cosmic wilderness. However, trouble begins to brew among two of the crewmembers, leading to complications on deck. Will the crew of The Flipside be able to overcome their personal problems...*

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*Before it's too late...*





## Characters : Ben

Ben is the engineer among the Flipside crew. He's one of the handiest “handyman” you could get your hands on. He knows the ins and outs of nearly every machine he can get his hands on.

Sadly, he knows nothing about the ins and outs of people. He's quite a clutz when it comes to communicating with people, but he gets by fine with people just tolerating him.

However, when it comes to his fellow crew members, he seems like a socialite. Unlike the rest of the things aboard the Flipside, Ben doesn't think he can fix this relationship.



B



Characters : Ben



B



## Characters : Aya

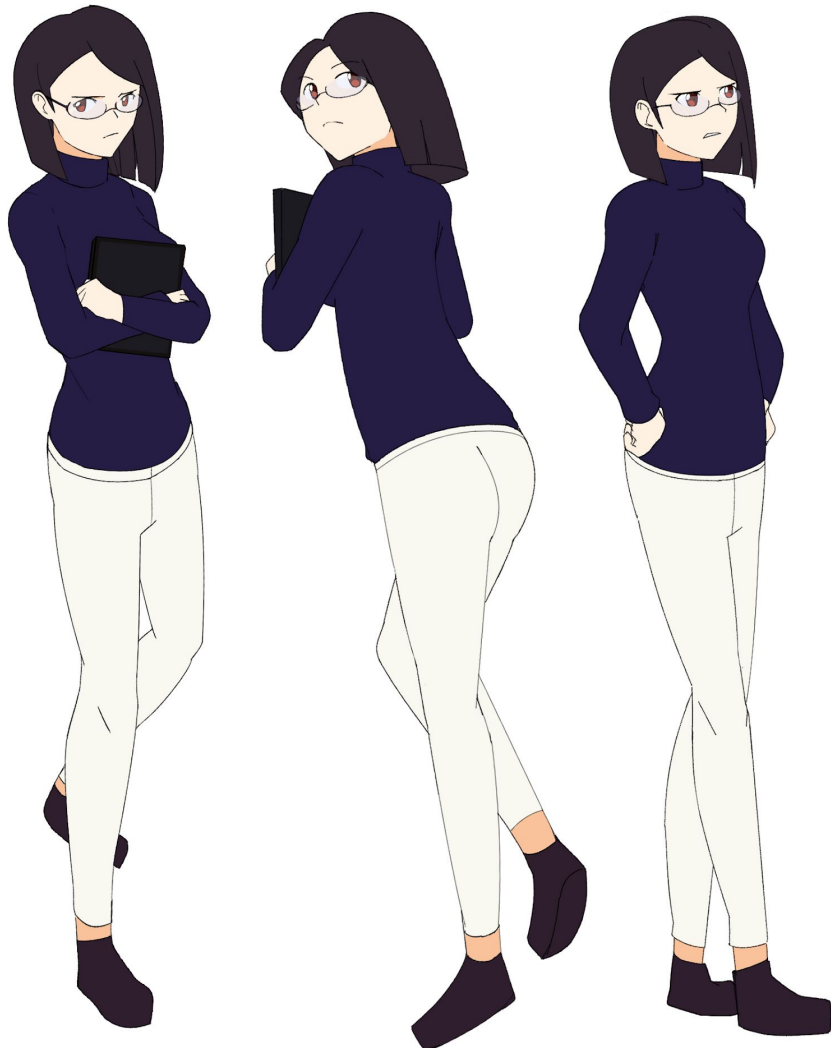
Aya is the chief scientist aboard the Flipside. A no-nonsense individual who strives for the best in her work among all else, she is in charge of all the data collection and information compiling aboard the Flipside.

She comes from an esteemed college background, and was the highest scorer among her peers. Hyper competitive and driven toward success, she views those who slack off constantly as a waste of potential and tends to get a bad reputation when dealing with others.

Despite this, she does she does have a sweet side when you get to know her. Speaking of sweets, she loves them, and it could be classified as her main “weakness.”

## Characters : Aya

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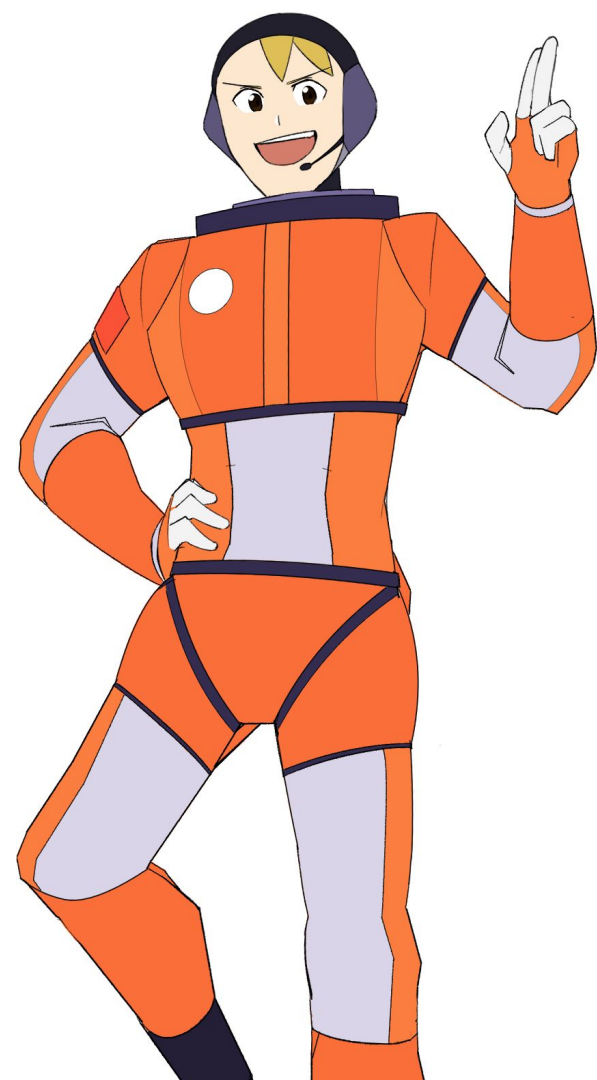
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## Characters : Zak

As the ace pilot of the crew, Zak has a personality to match. Zak is the energetic, overconfident, and overall extra friend that can either make or break a night out. A “play it by ear” type, structure and schedule doesn’t really mean much to him.

This does however set him up to be a big thorn in Aya’s side, just as how she constantly slams the breaks on his shenanigans. Despite that, if it were not for him, life on the Flipside might not be as “energized” as it is. That can be taken as a positive or a negative depending on how you view it.

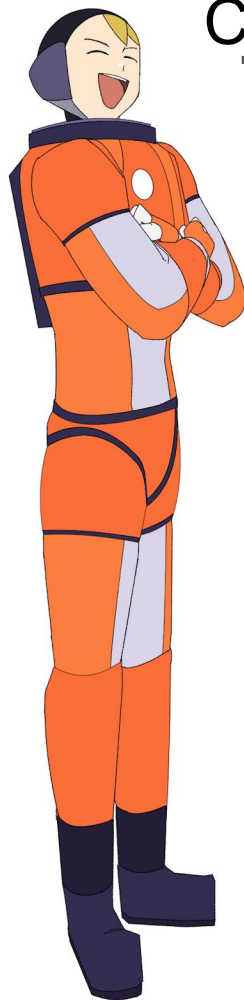
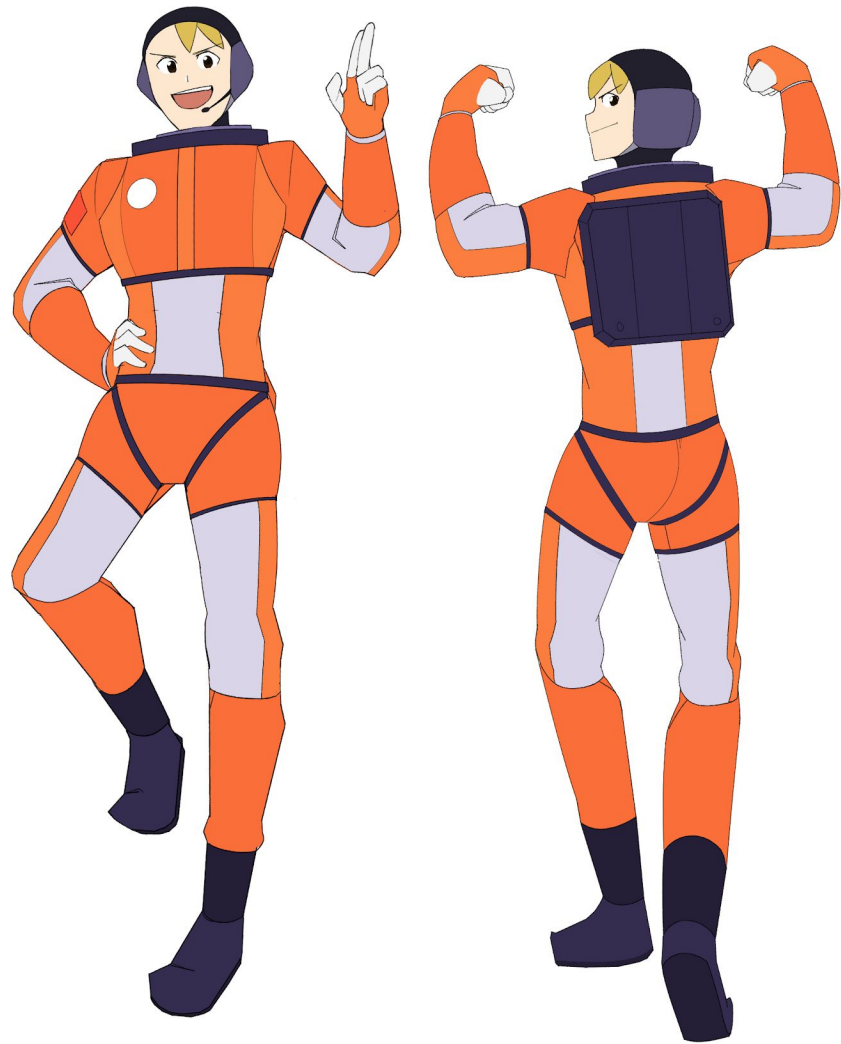
If he is not lounging about on the bridge, you can find him playing games in his room. Sadly, he is not very good at them.

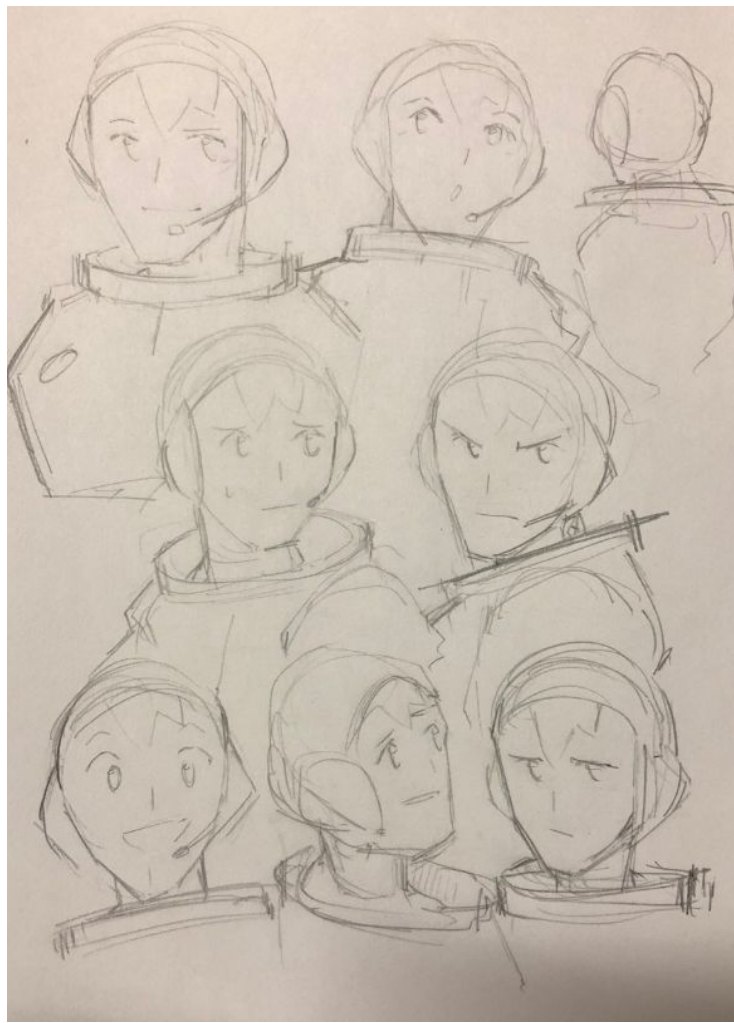
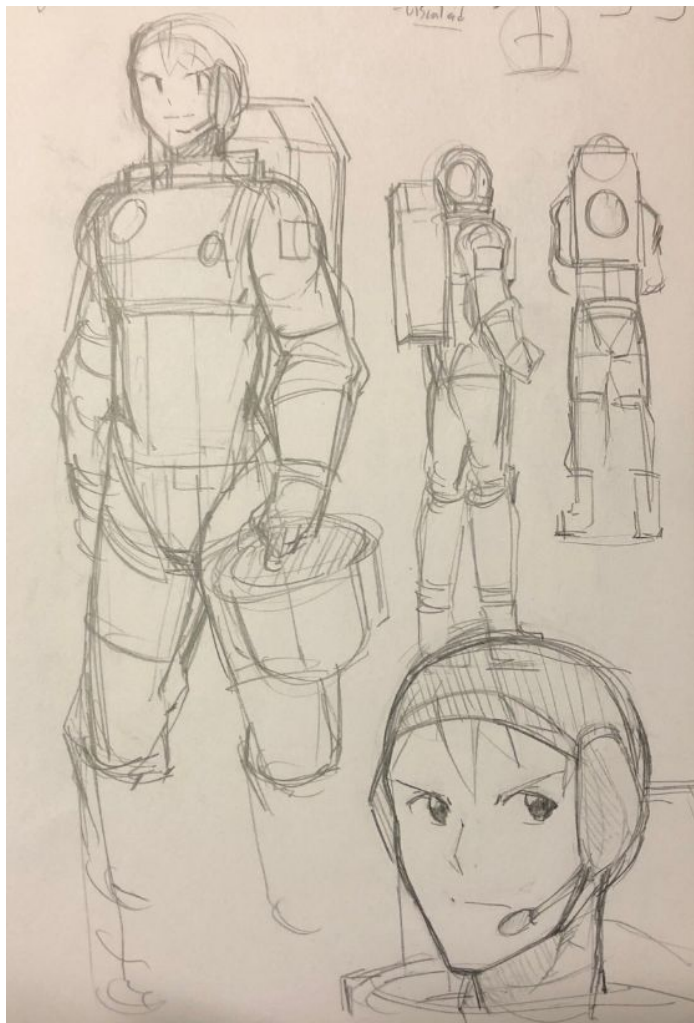




## Characters : Zak

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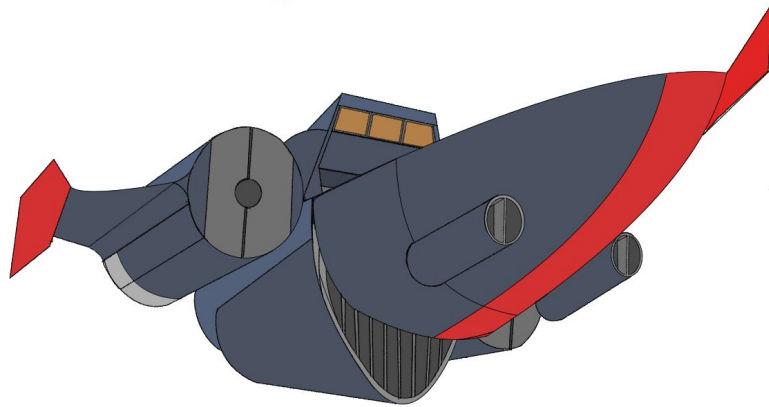
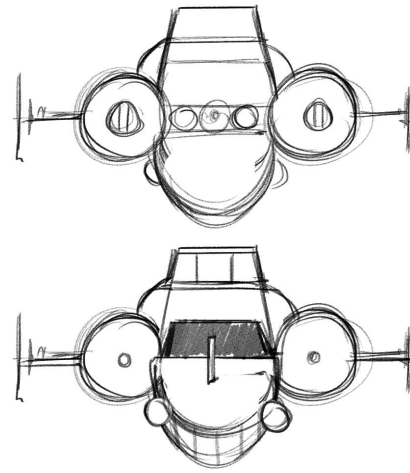
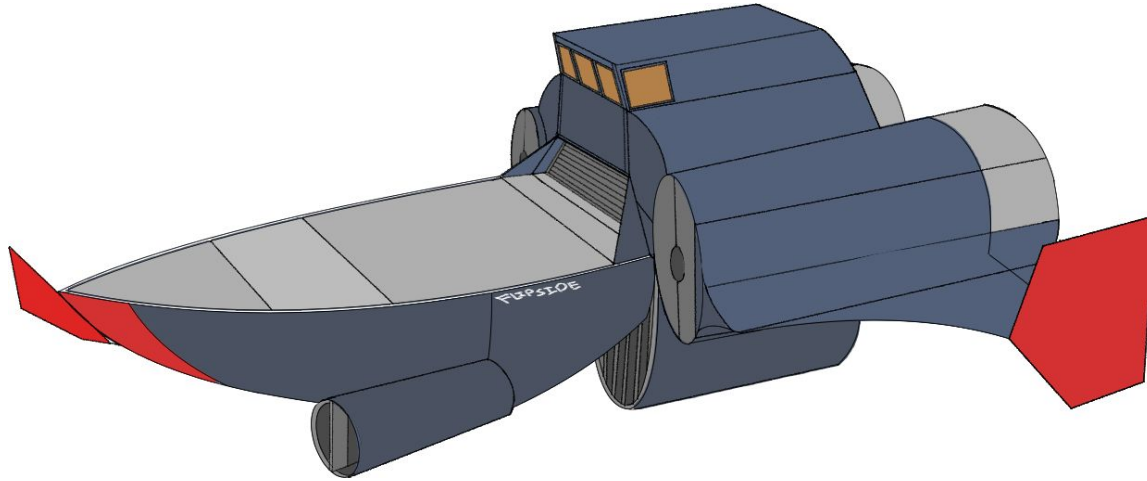


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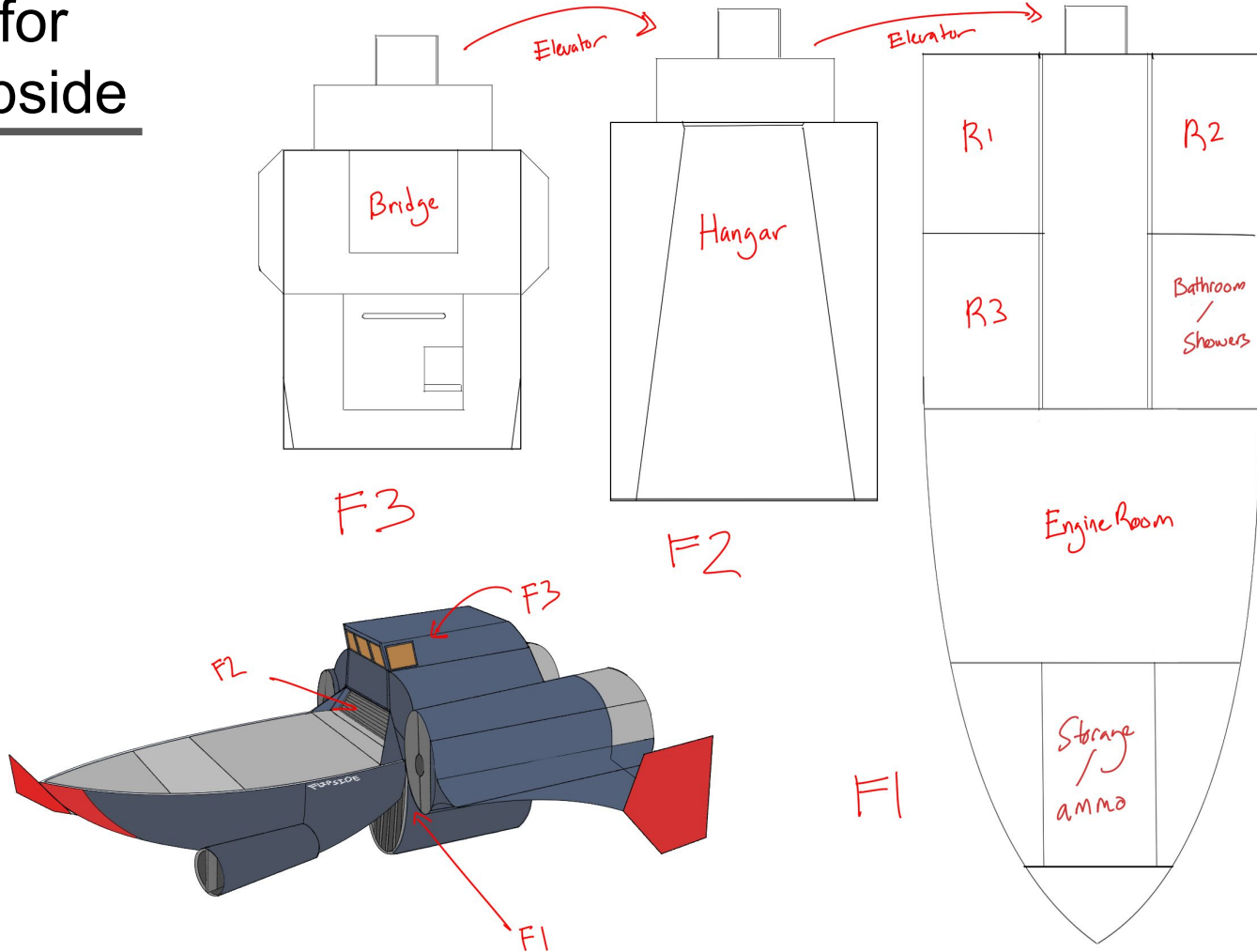
Characters : Sketches

# Ships : The Flipside



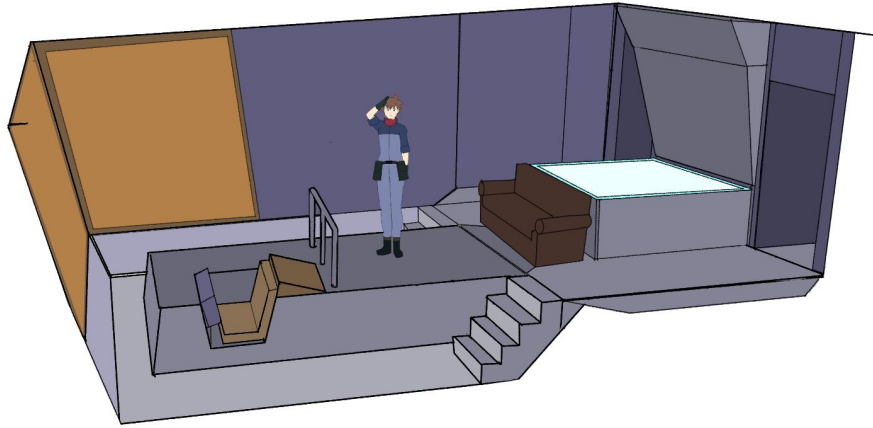
The Flipside is a small-to medium sized space vessel tasked with research and reconnaissance of the SCA:D. Despite its unorthodox design, it is quite the fast ship.

# Layout for The Flipside

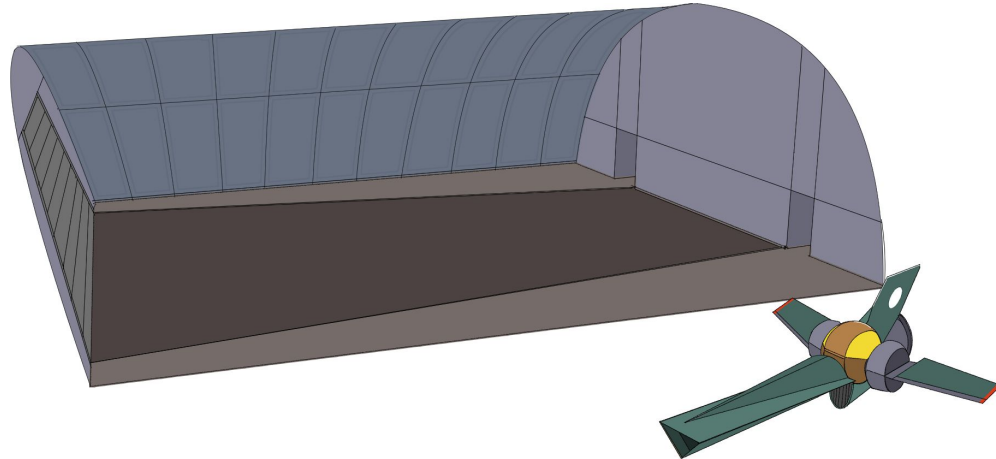


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Bridge

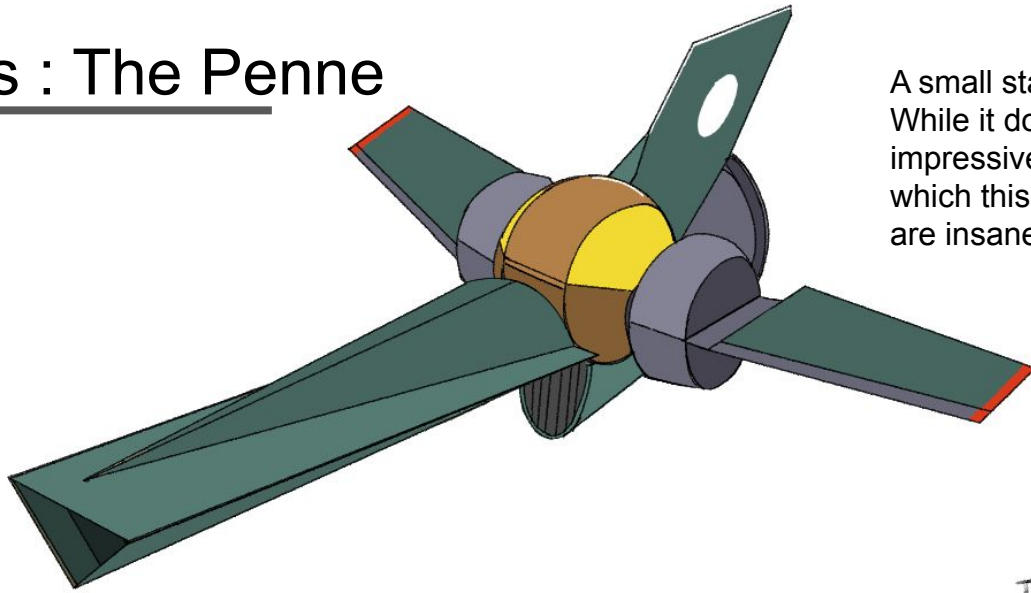


Hangar

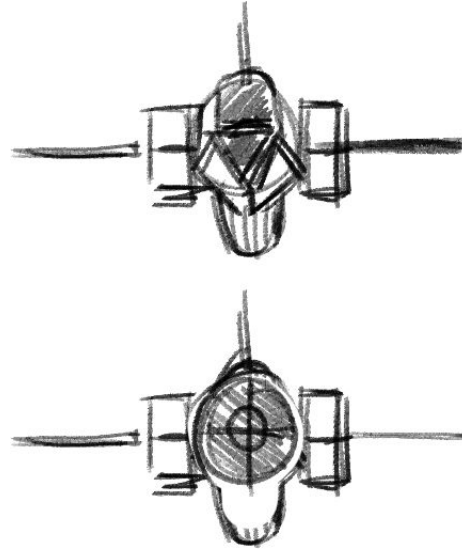
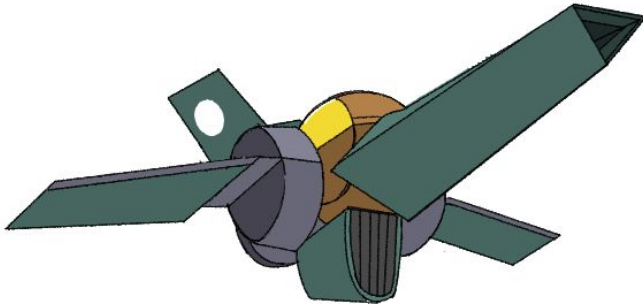


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# Ships : The Penne

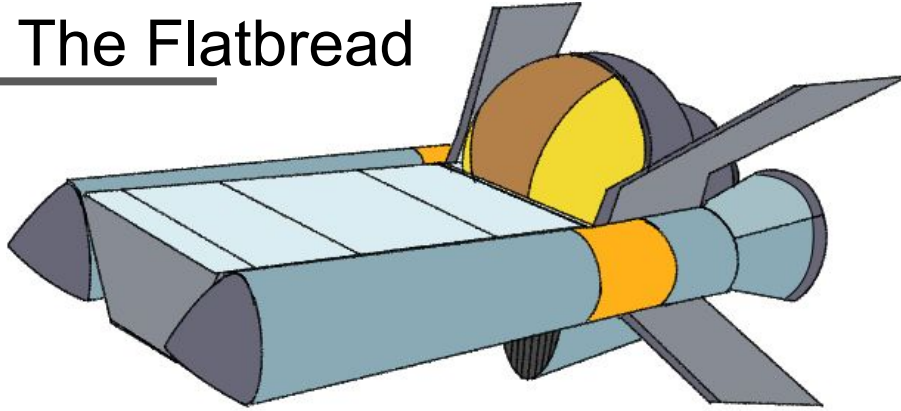


A small star fighter piloted by Zak. While it does not boast an impressive arsenal, the speeds in which this small fighter can achieve are insane.

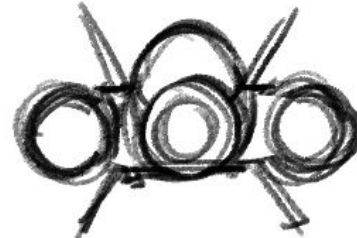
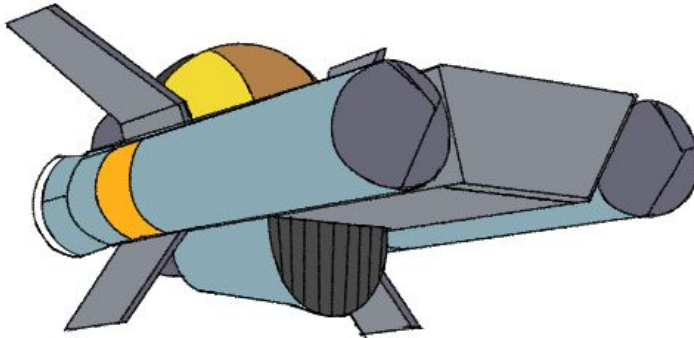
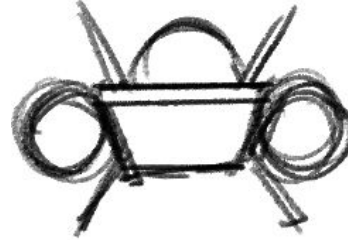


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# Ships : The Flatbread



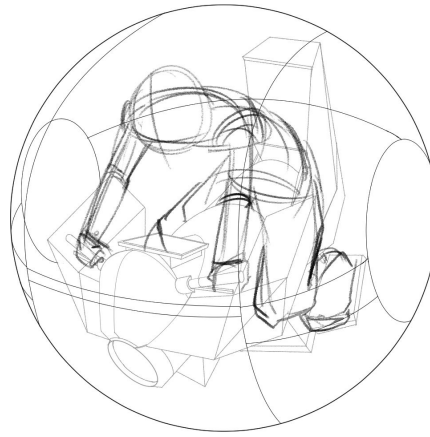
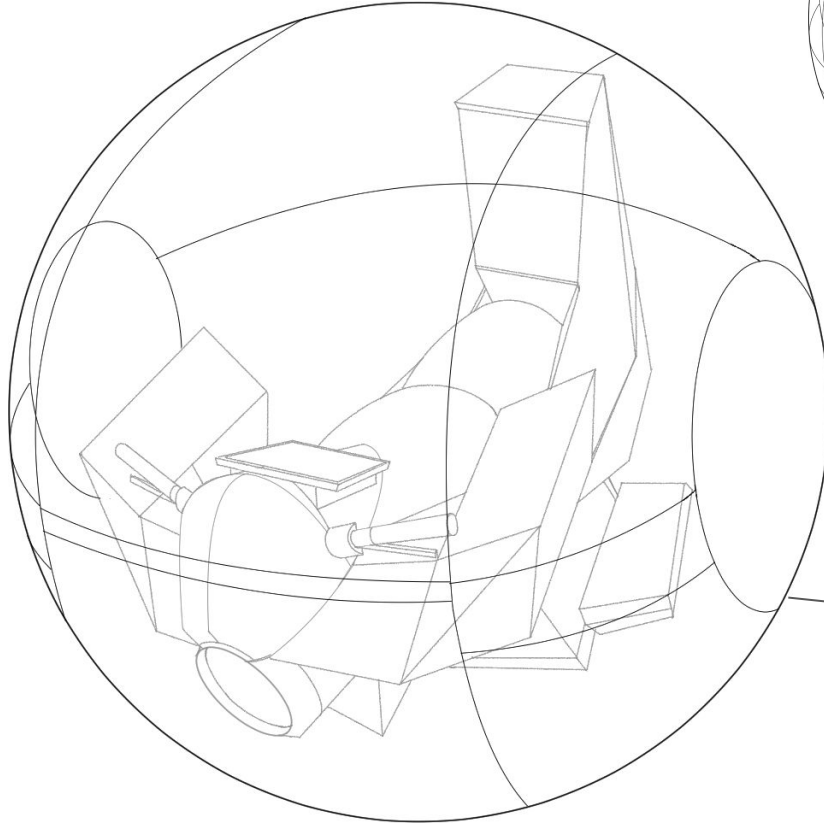
A secondary ship aboard the Flipside which can be used by any of the crew. It's really only for emergencies.



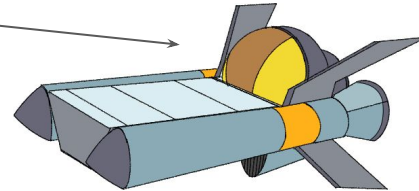
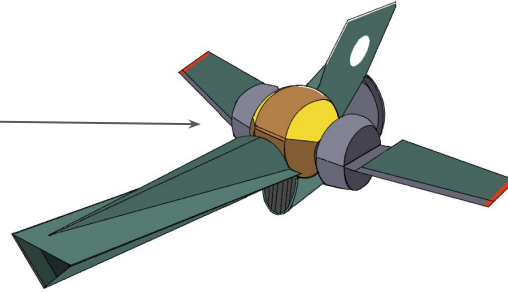
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# Ships : Cockpit



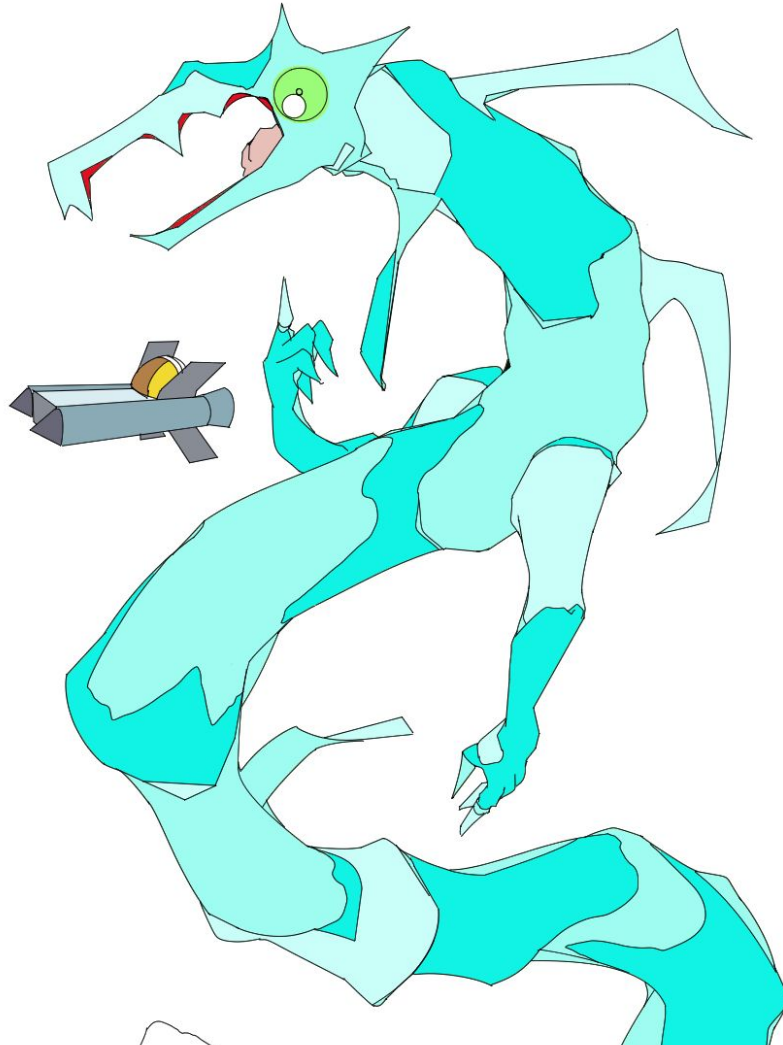
The cockpits for both the Penne and the Flatbread are interchangeable, they are both of the same style.



# The Monster from the Deep<sub>(Space)</sub>

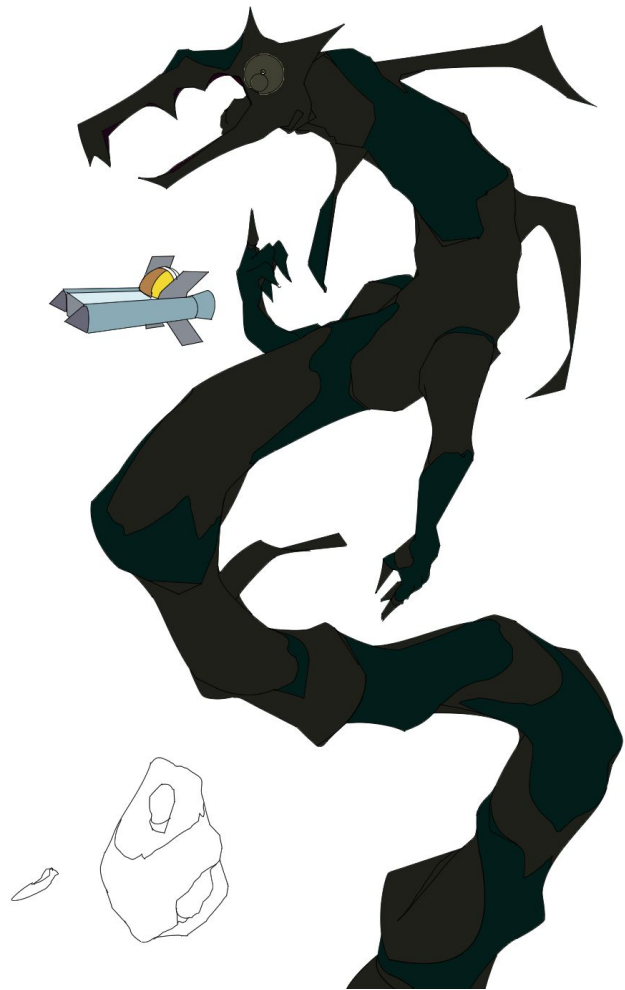
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An abyssal monster that lurks within the SCA:D. One of many supposed creatures, this monster is completely covered in a bioluminescent glow that only appears when it is active. It looks like a bolt of lightning flying through the sky.



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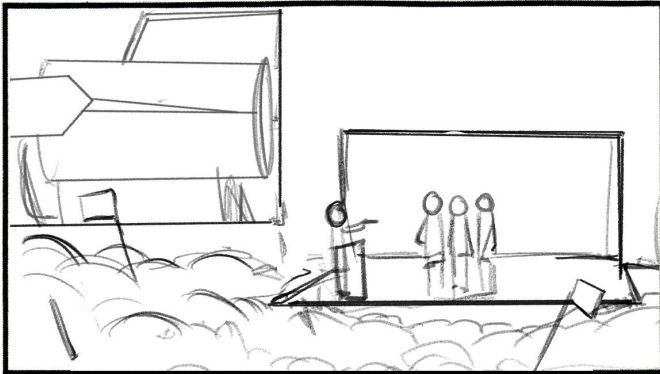


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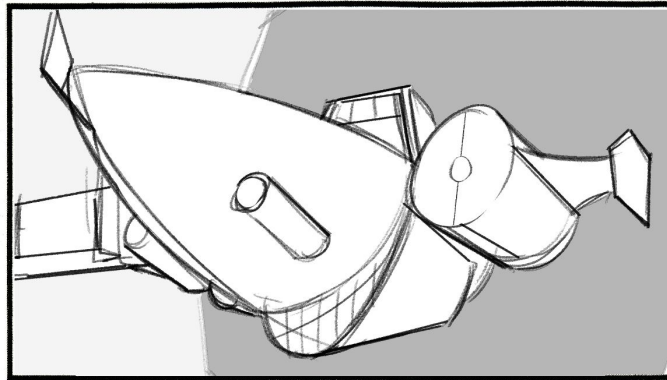
# Breakdown : Story Beats

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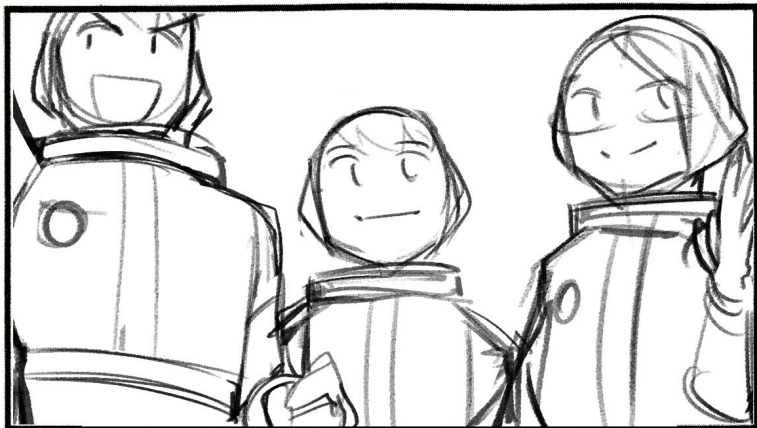
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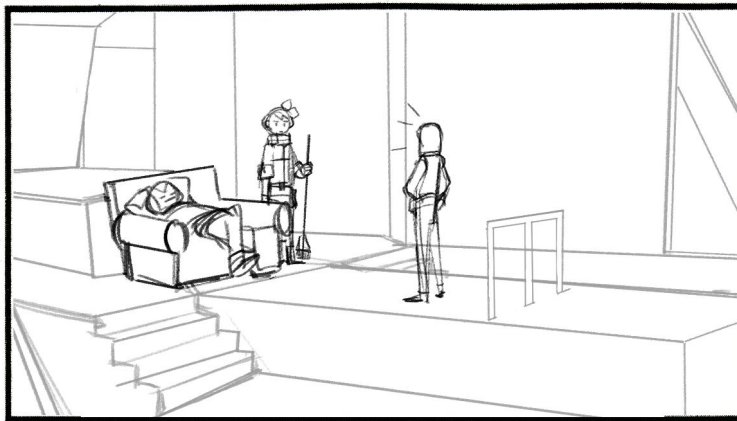
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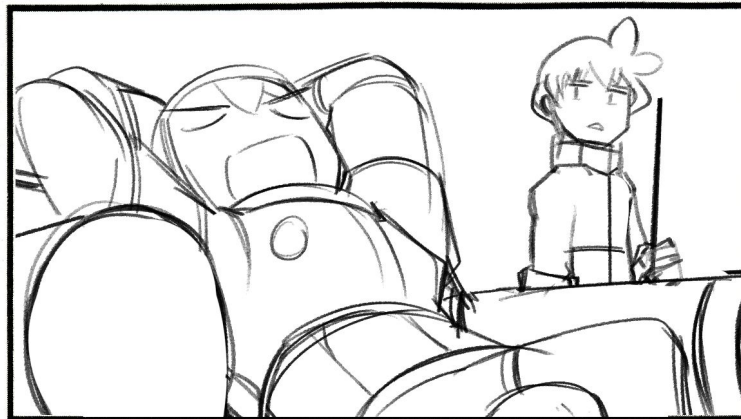
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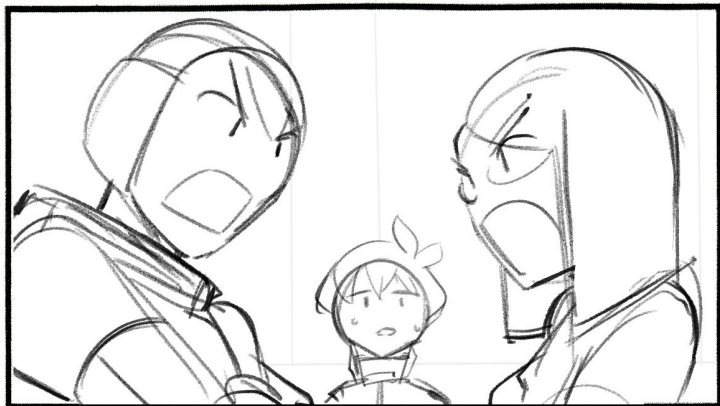


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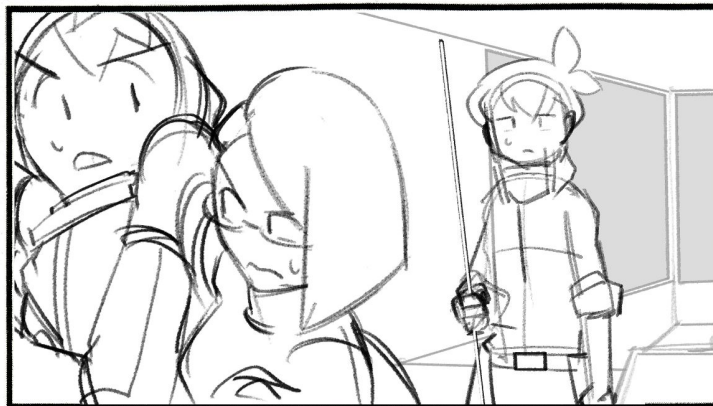


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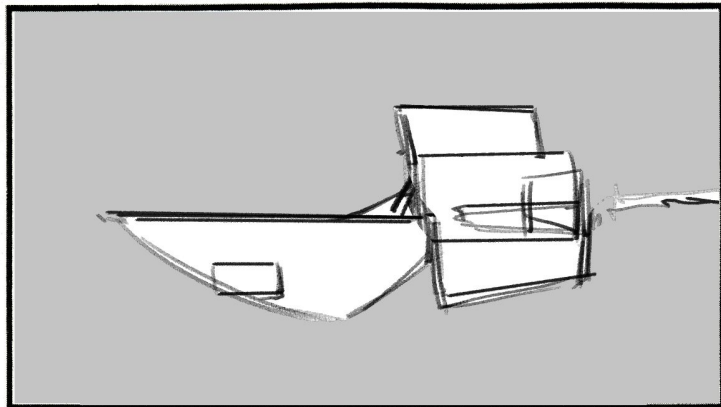
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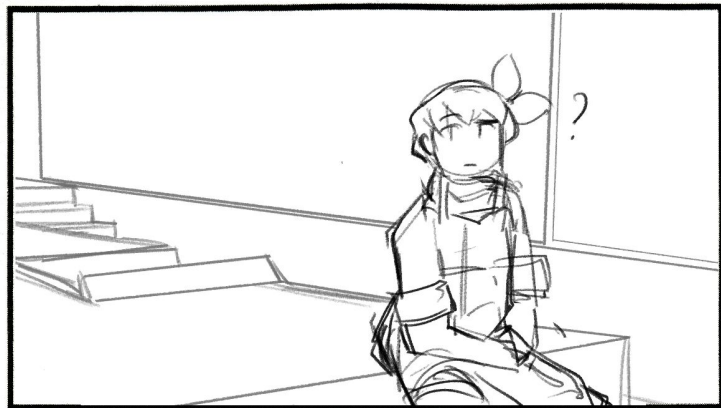
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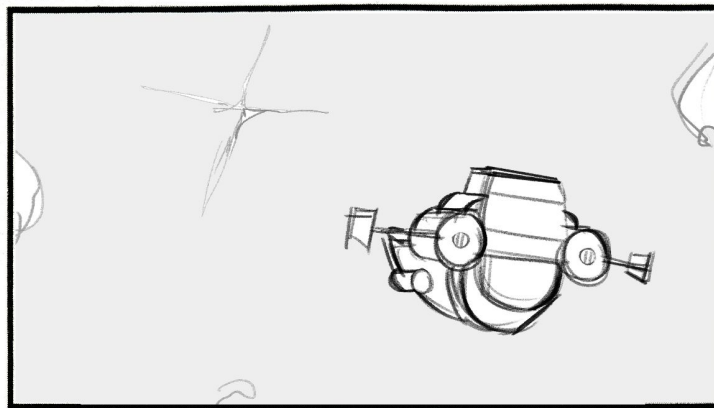
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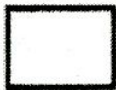
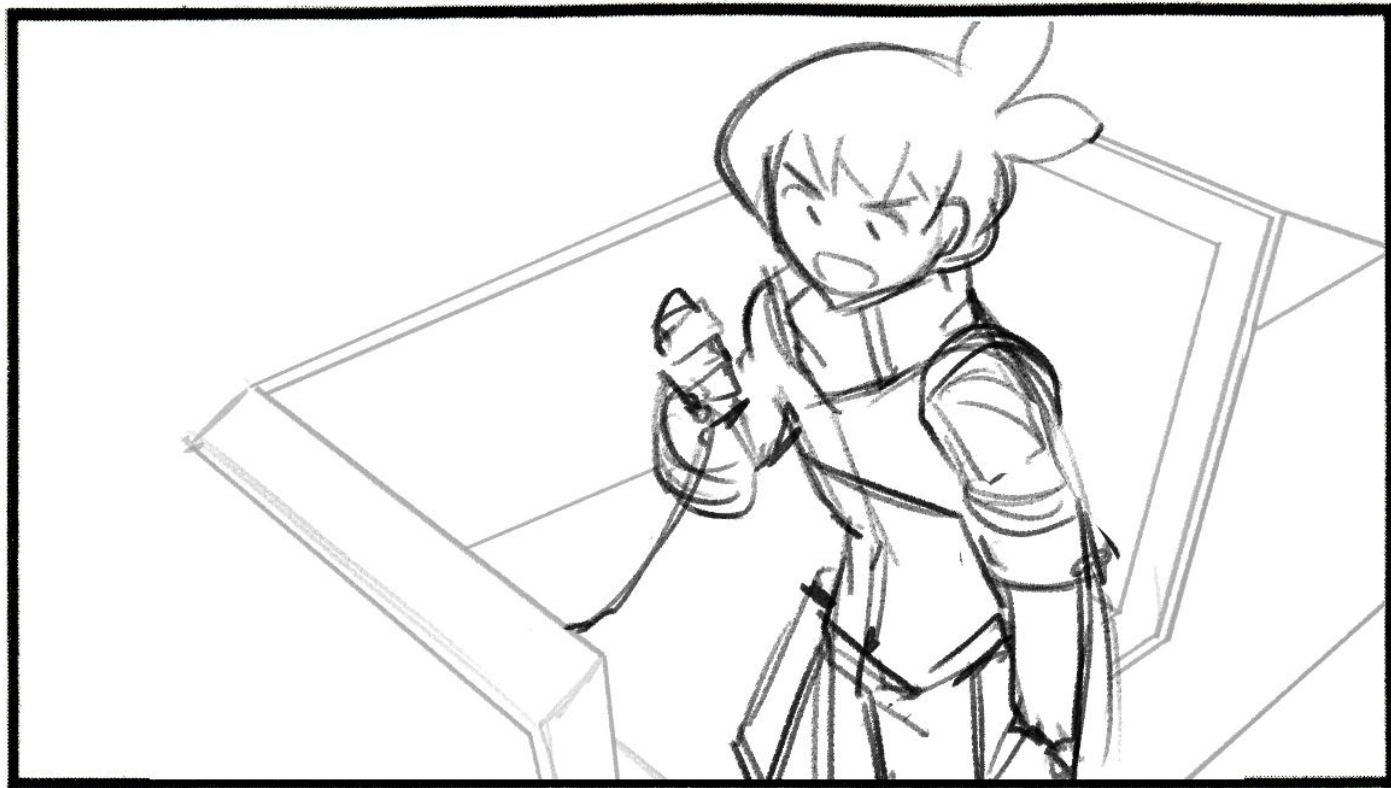


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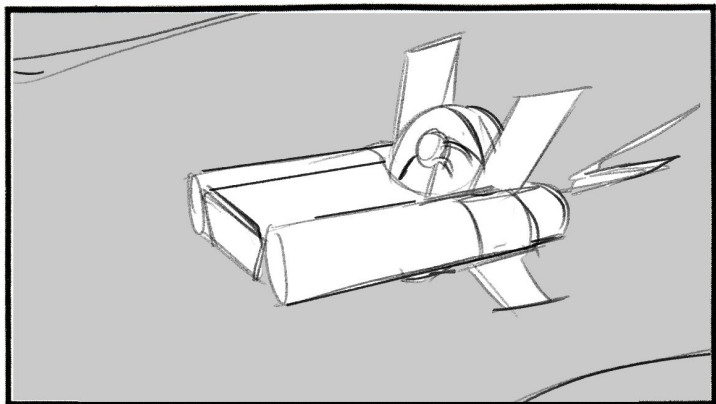


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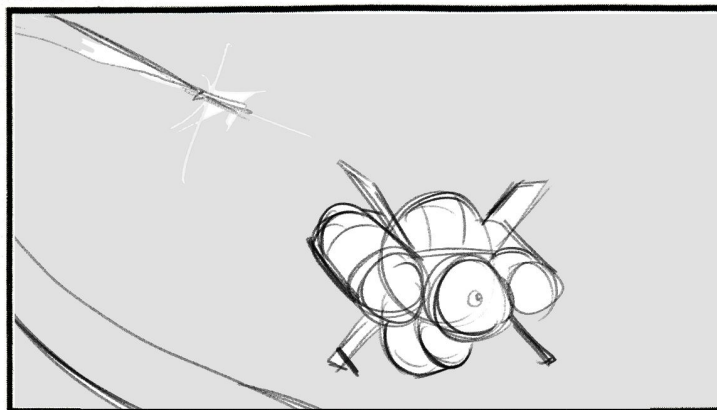


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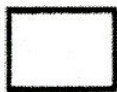
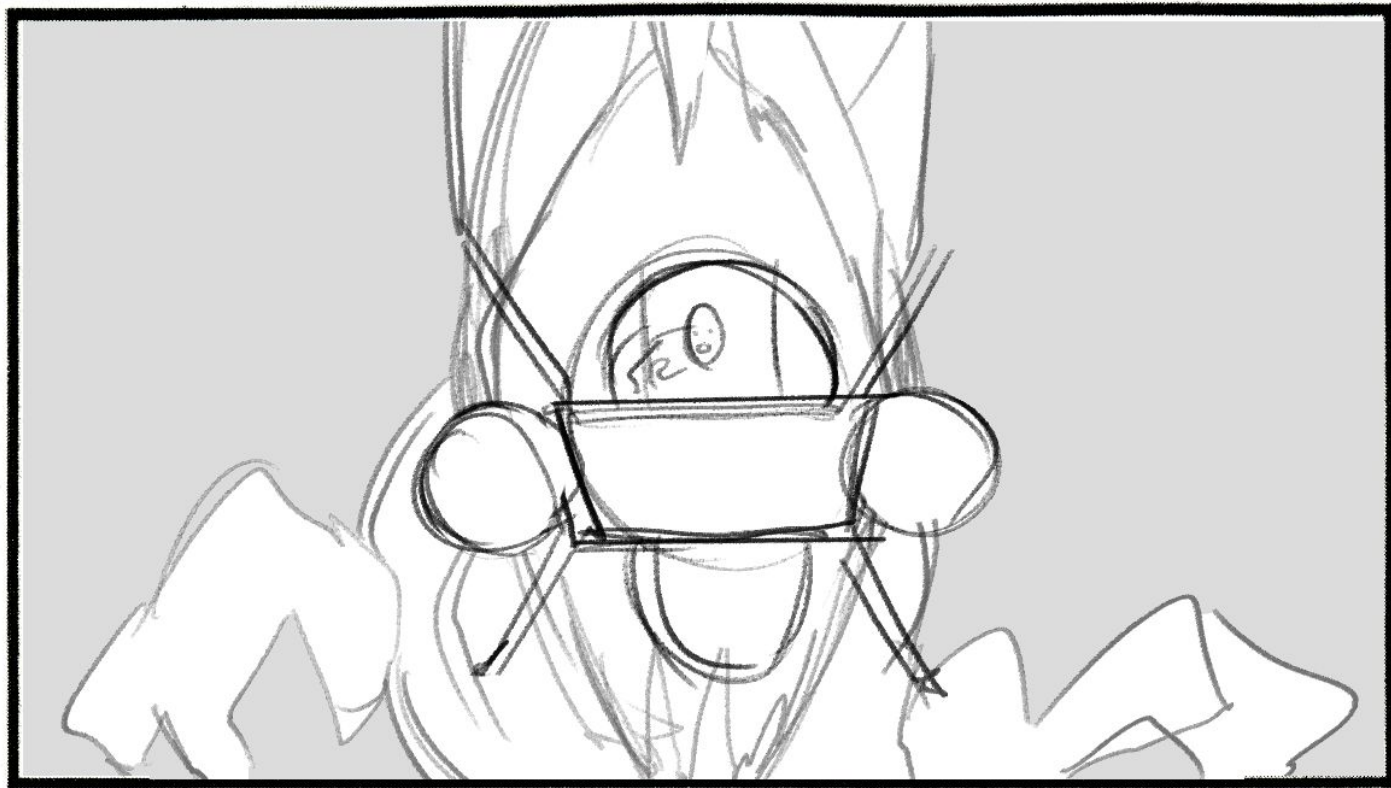


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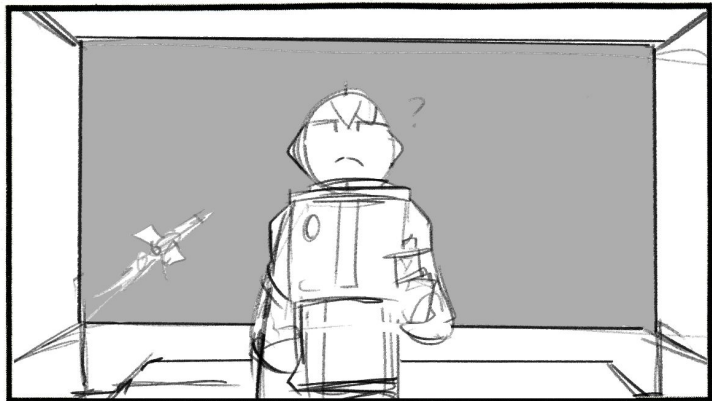
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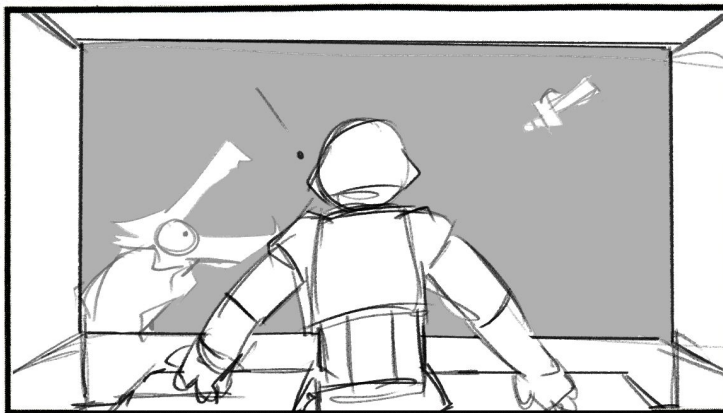


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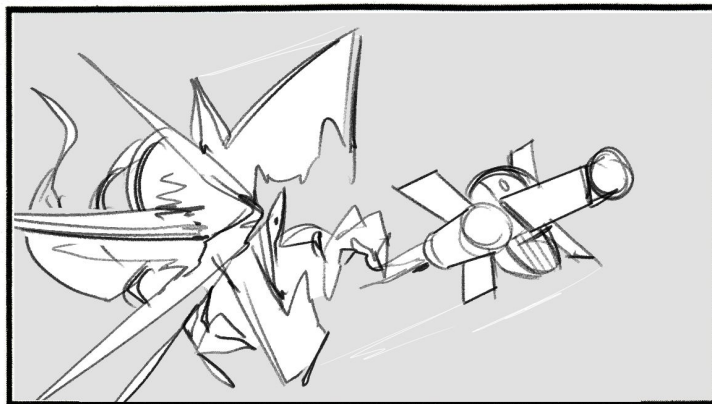
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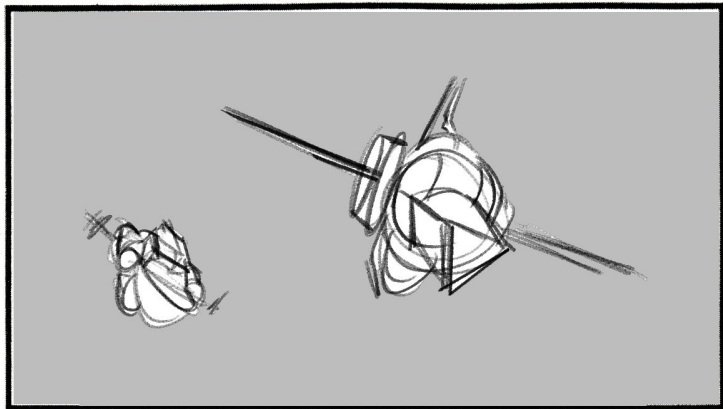


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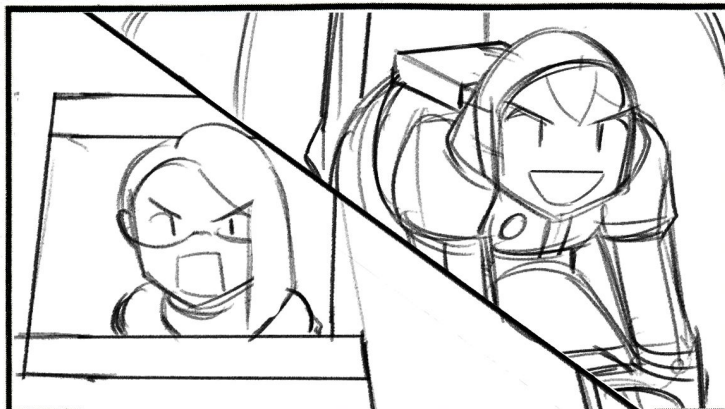


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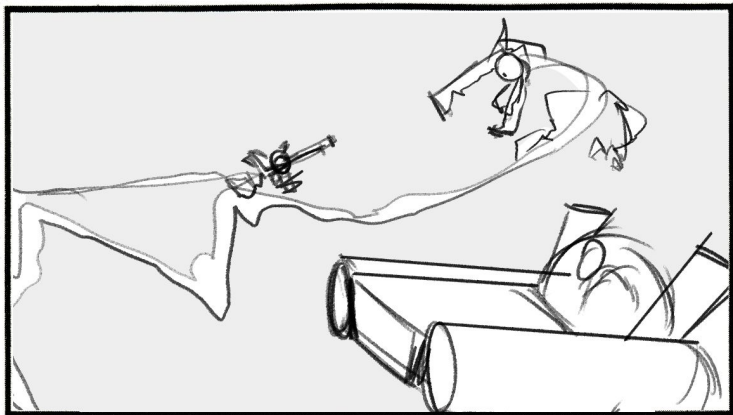
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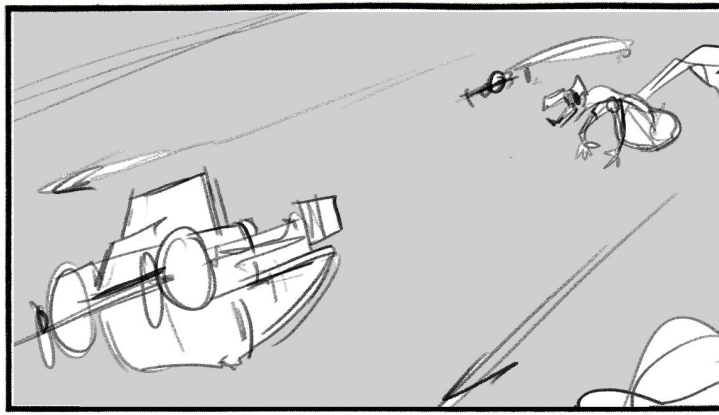
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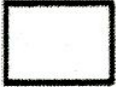
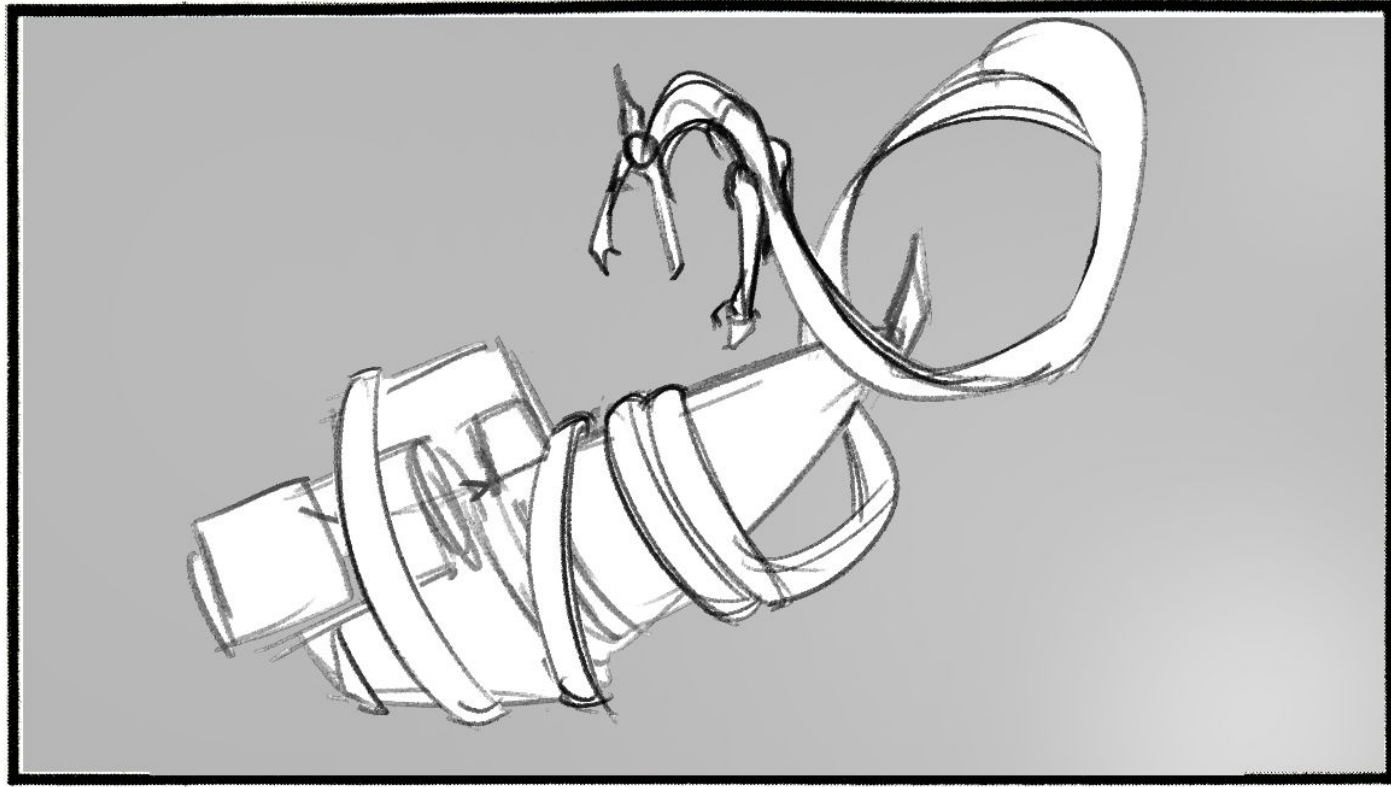
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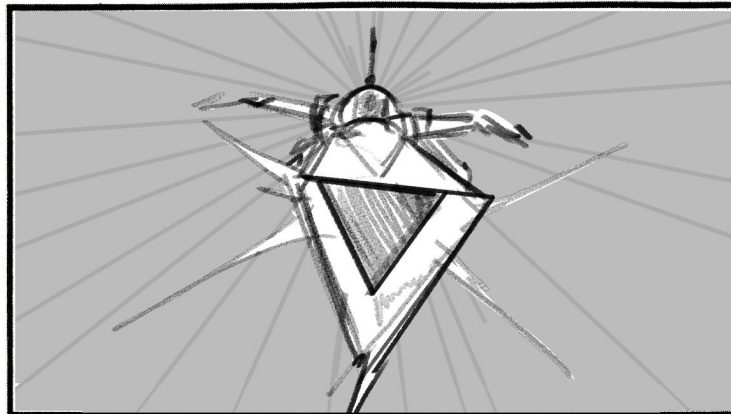


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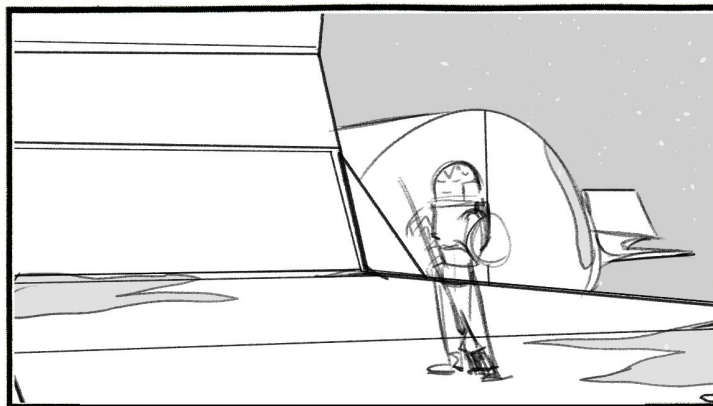
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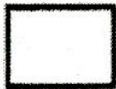
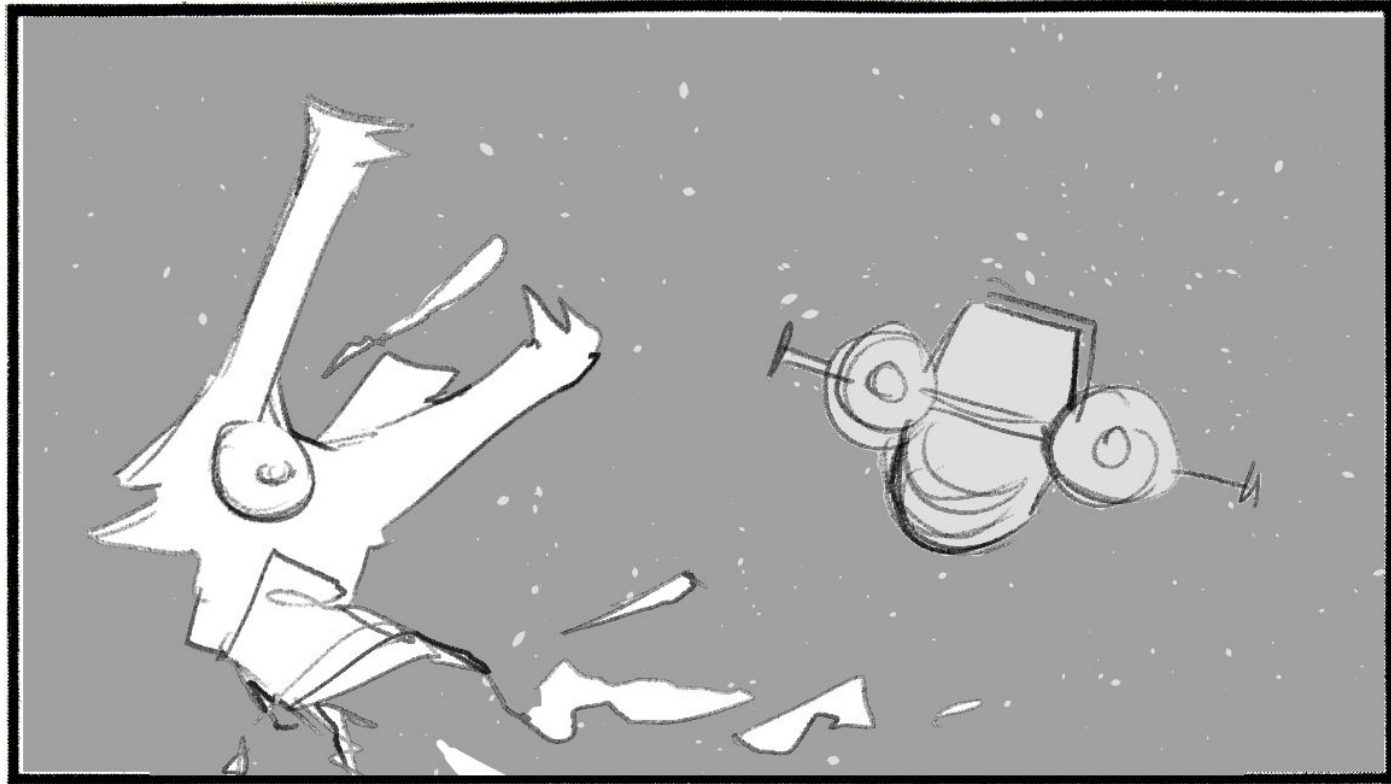
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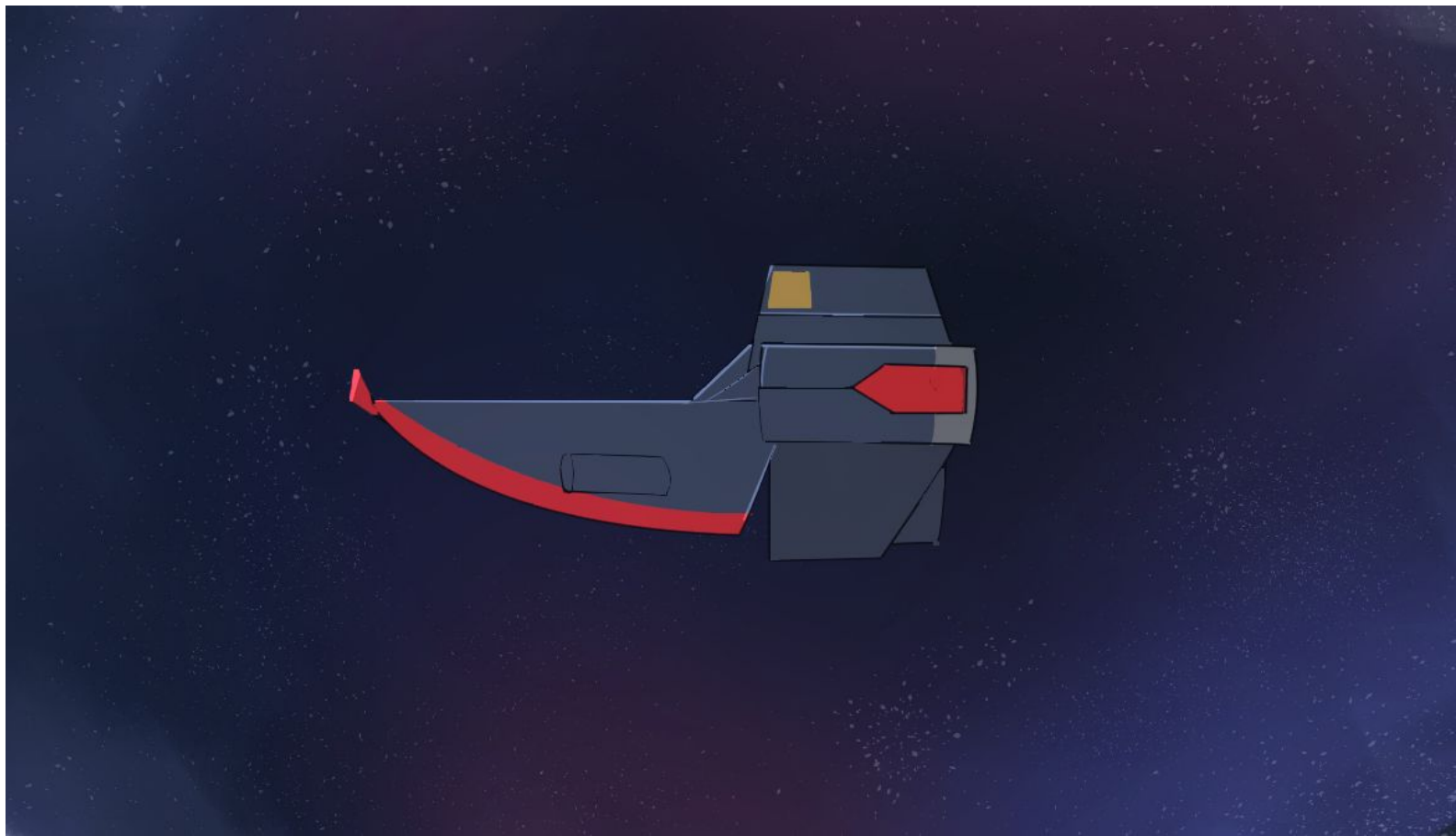
# The Theme of *FLIPSIDE*

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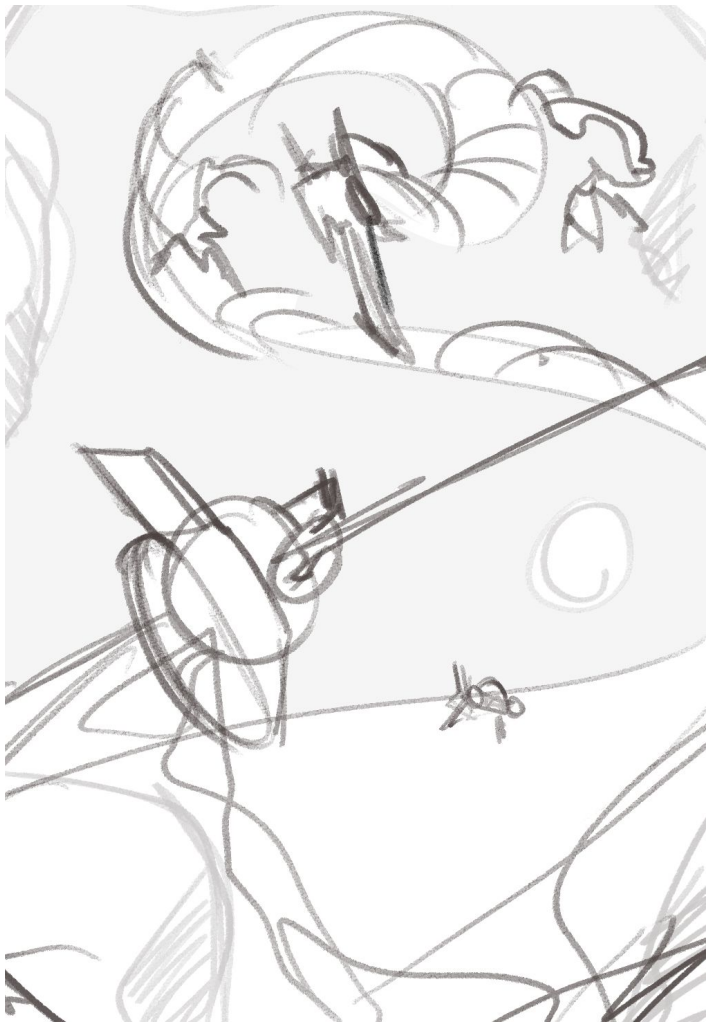
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As you can probably tell, the theme of cooperation and understanding is a key part of this story. No matter who you are and where you come from, people can work together to create and achieve amazing things. I think this is important, not just for the time period we live in today, but for a creative as myself making strides in an industry that focuses on cooperation and collaboration more than anything else. I think this follows SCAD's principles as a school as well, and I feel that this film will be a perfect collection to SCAD's growing library of Senior Films.

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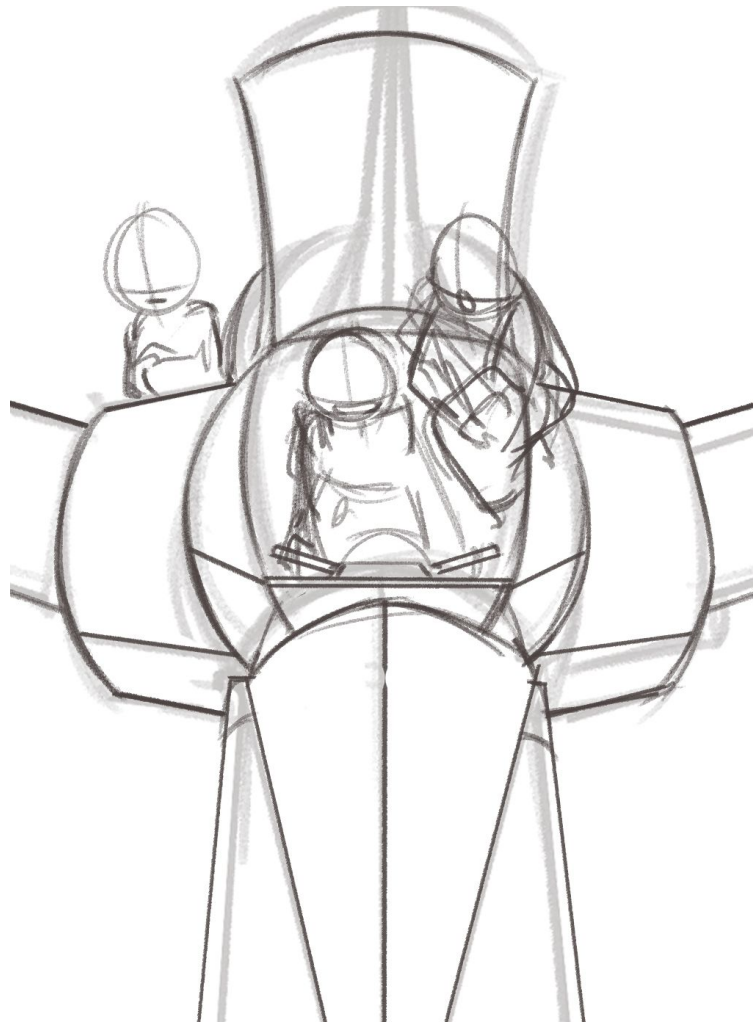


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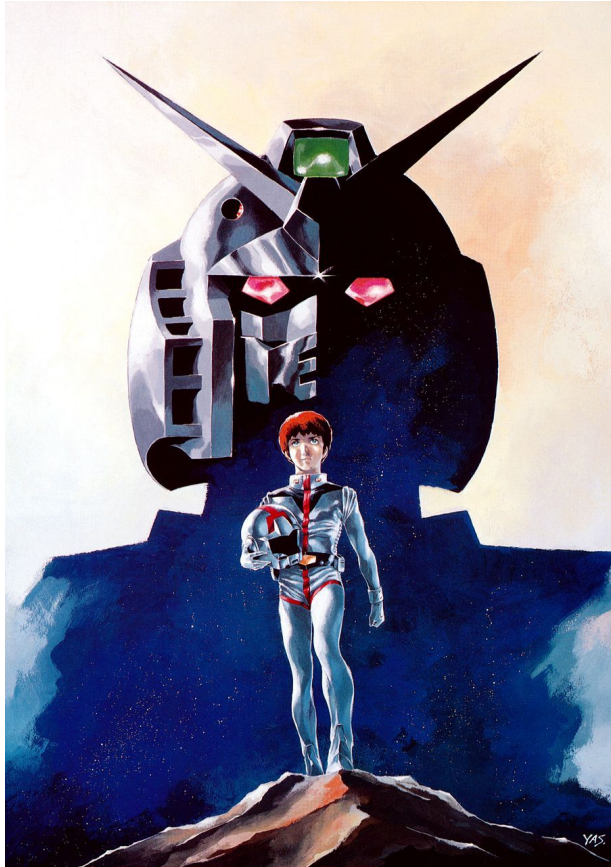
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D

## References :



If it isn't already clear, I'm a big fan of space theme'd serials and franchises. Gundam and Gunbuster's rich worlds and environments alongside the fantastic care put into its design has always blown me away.



# References :



カウボーイビバップ  
COWBOY BEBOP



Shinichiro Watanabe's shows Cowboy Bebop and Space Dandy both create lovable characters that you enjoy seeing on screen. Everyone from both cast's are a treat to see and their lively personalities are only accentuated by the fantastic animation.

E

# References :



While far from my own style, older cartoons such as Tom and Jerry have always instilled in me a core idea about storytelling in animation that I feel is not properly executed. Show more, don't tell. Don't expect the expected. Visual energy drives the story. I want to convey those ideals in part with my film, as I know it will elevate it to something much greater than it already is.

Thank You  
For Your Time

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FIN

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