



FISHY
FISH
FISH

Andrea Guillen

INTRODUCTION

Fishy Fish Fish is a dark comedy animated short film loosely based on the five stages of grief where Uno deals with the loss of his own life. Changes between the stages will go through changes in color palette as well as Uno's own mood. The film will be made out of a combination of traditional and digital animation, using materials such as oil pastels, watercolor and ink.



Giving a spin to the original greek myth of charon, **Fishy Fish Fish** is Uno's journey through the Underworld, where he will reflect on his own life, reach an agreement with himself and decide if he will indeed accept his death and the life he had or end up lost on his own mind, holding onto something that is already gone, and be stuck for eternity in denial.



PLOT

The story follows Uno, a 45 year old man whose whole life has been dedicated to fishing for the people in the remote village of Kingfisher Town, where he is the only provider of seafood for them. This immense responsibility has been the stopping point for Uno to retire and start his own taxidermy business, fulfilling his dream of being the town's artist. Yet, under a ferocious storm, and Uno's stubbornness, his life is cut short by being stroked by lighting.

Now, As he wakes up, a bizarre, eerie and overwhelming place with little light surrounds him. A tall, lanky figure watches him from afar, and as he gain full consciousness, the creature lunges at him and welcomes Uno to the Underworld, where they both will sail until reaching the Purgatory Offices and bring Uno's life finally to an end and be decided if he can move on into afterlife or have to stay in the underworld and work for his punishment to end.

THEMES

Fishy fish fish is a reflection on one's own life giving the perspective of someone who feels stuck and powerless over their own life. It is about accepting that not always one will have the opportunity to fulfill their dreams or do things that we want for either reason. Life is about the present and what is right in front of us, living through things that sometimes we cannot control. Uno's journey gives a reason to be hopeful, and seeing life from a brighter side.



CHARACTERS

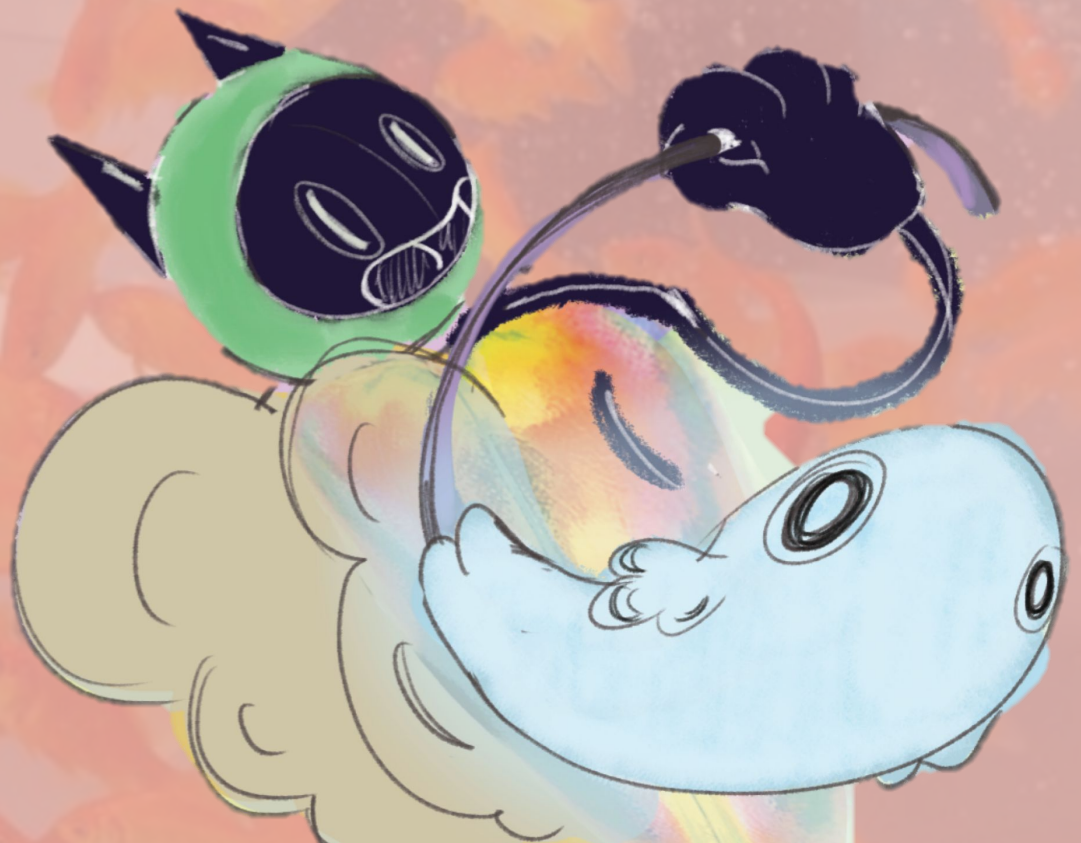
UNO

This is our main character Uno a fairly optimistic, hard-working, naive, hot headed and stubborn fisherman who loves anything related to the sea, specially the creatures living in it. He loves doing taxidermy with them. His dream is to become an artist and have his own shop to sell his work. While he has no direct family who depends on him, he is not lonely as he is loved and cherished by most (not everyone) of the people back in Kingfisher town.



AZA

Our second character is Aza, The tall and lanky figure whose job is to sail Uno to the purgatory offices. He is more of a happy, easy going, meticulous and patient soul, yet that doesn't mean that he cannot get irritated with Uno's actions. He is one of the few who got denied afterlife and now has to work out his punishment. His design is inspired by Mexican alebrijes, which combines animal aspects and anthropomorphic characteristics to create a mythical creature who serve as spirit guides.



LOCATIONS

Overworld - Kingfisher Town



Kingfisher Town is a remote island surrounded by miles and miles of water. Contact with other islands is very difficult to achieve. Yet, Kingfisher is well maintained by the town's people, having everything they need around them.

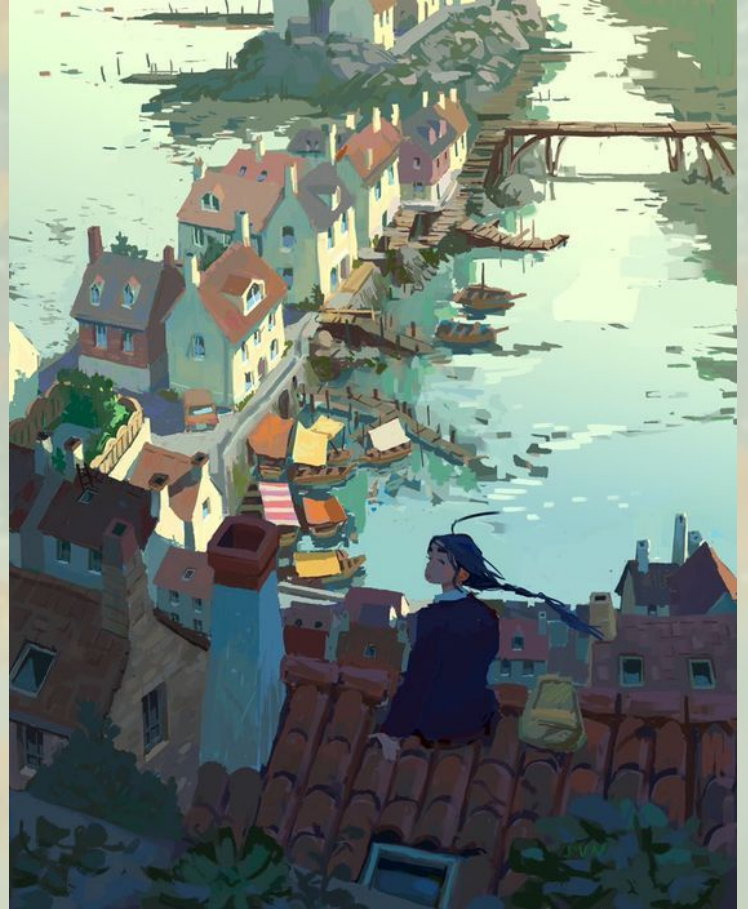
Uno's home is right next to the beach, helping him to get to work early in the morning.

Uno fishes all day-every day with no days off. He uses trawls and traps for his convenience.

Inspirations

MOODBOARD

Overworld - Kingfisher Town



Underworld - City of endless souls.



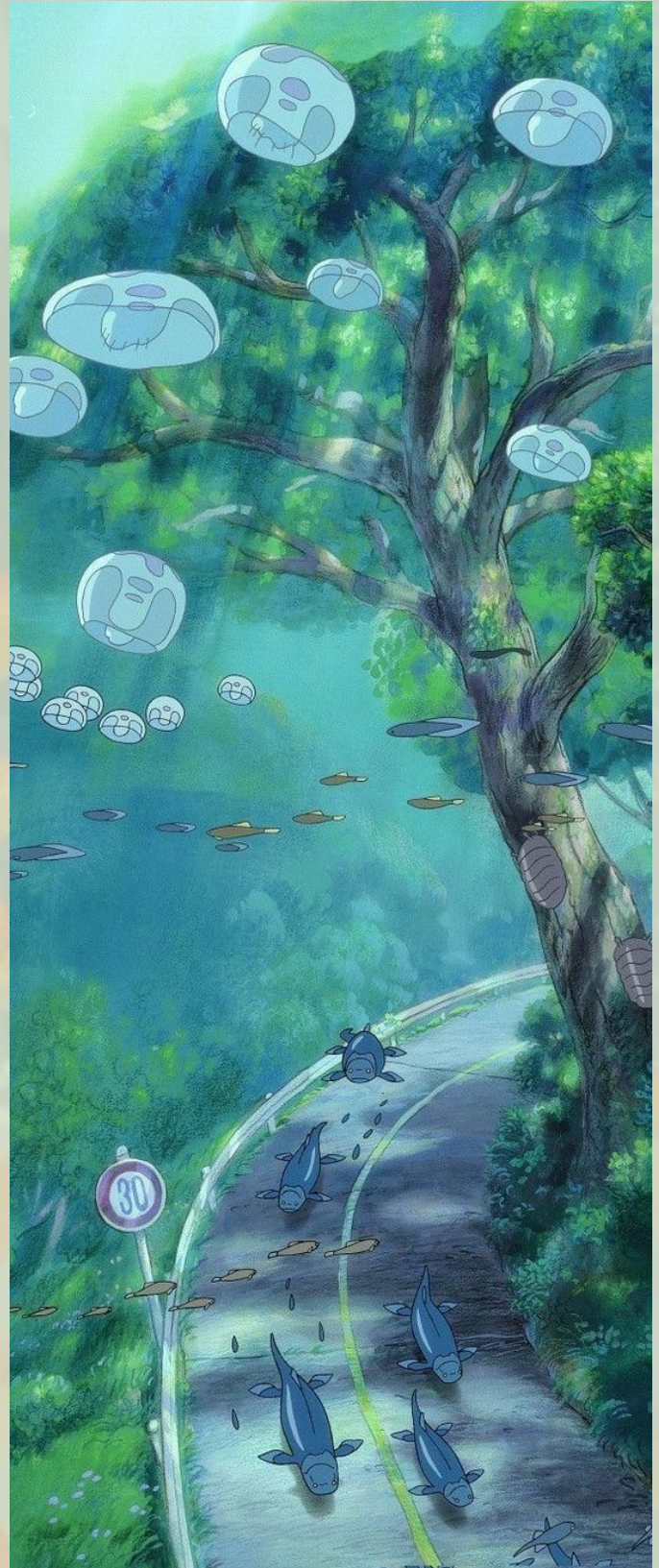
Based on an urban environment, the Underworld, or the City of Endless Souls, is the stage between life and death. Place where punished souls work in order to get their sentence reduced and be welcomed into the Afterlife.

Jobs can vary depending on the karma that one needs to pay. Ferrymen is the most common one and is done by people who has the lowest price of payment.

Inspirations

MOODBOARD

Underworld - C.O.E.S



Underworld - Purgatory Offices



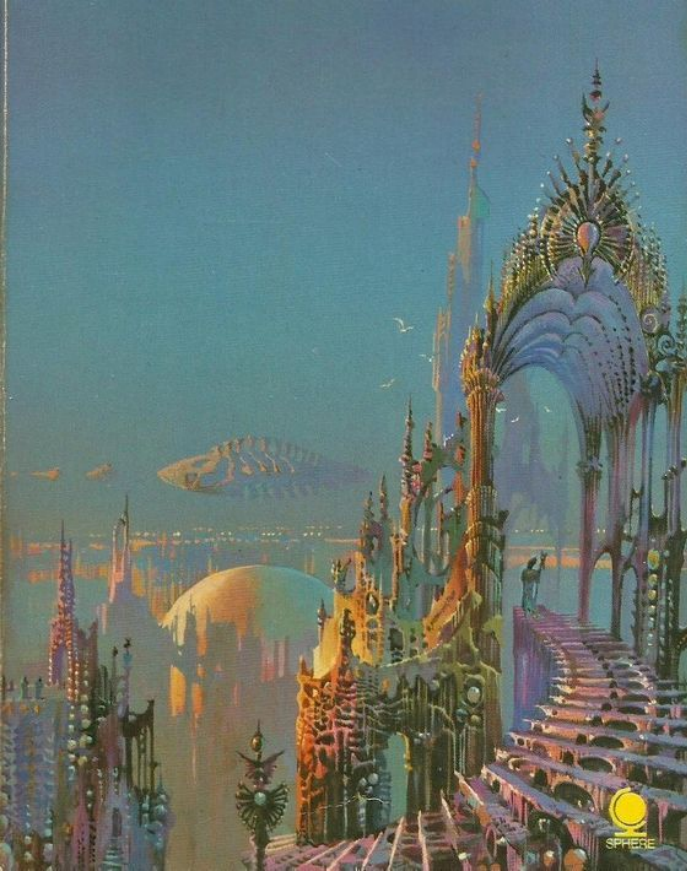
Purgatory Offices holds trials for everyone before going into the Afterlife. Depending on how one lived their life, the person can get from no punishment to an eternity or in between. One will work in different jobs, again depending on the severity of one's karma.

Long queues are the standard as examining a whole life can take some time.

Inspirations

MOODBOARD

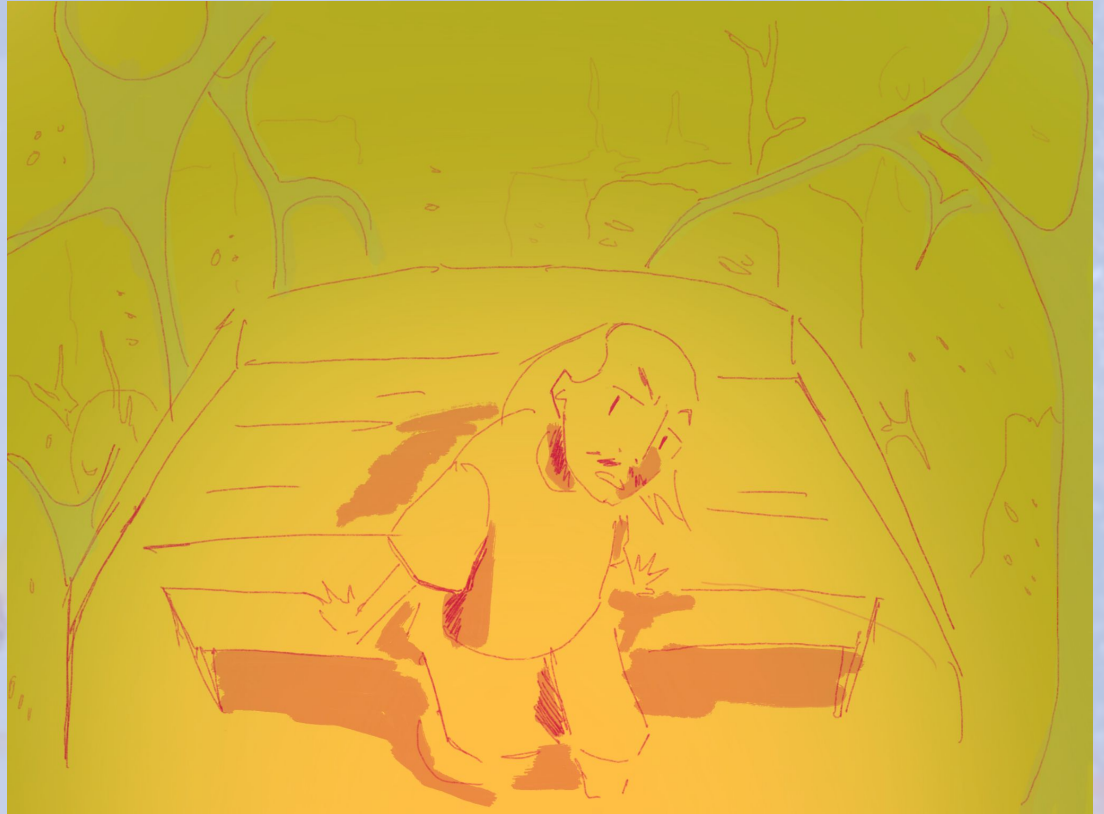
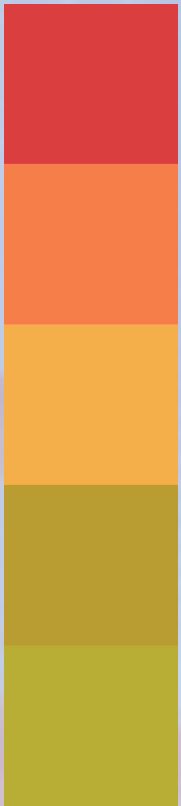
Underworld - Purgatory Offices



COLOR

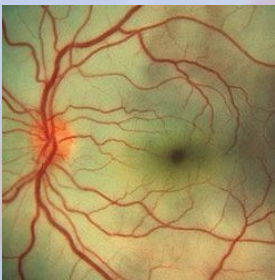
As the story progresses, and as Uno works through each of the stages of grief, the overall lighting and color palette is going to change in order to represent that transcendence.

DENIAL



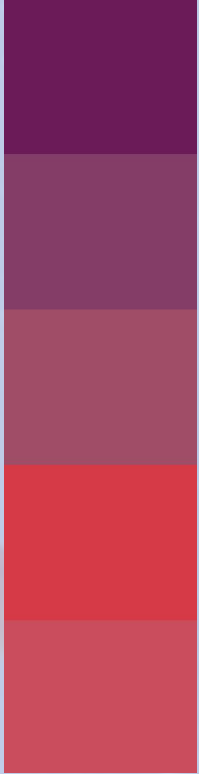
Denial will be represented with yellows, greens and reds. This is the first stage where Uno denies the possibility of being dead, that this is all a dream, while Aza puts up with Uno's dramatic mood.

MORE COLOR REFERENCES



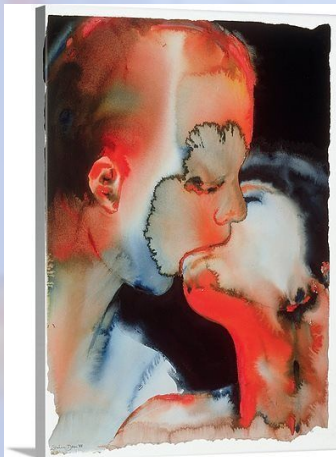
COLOR

ANGER



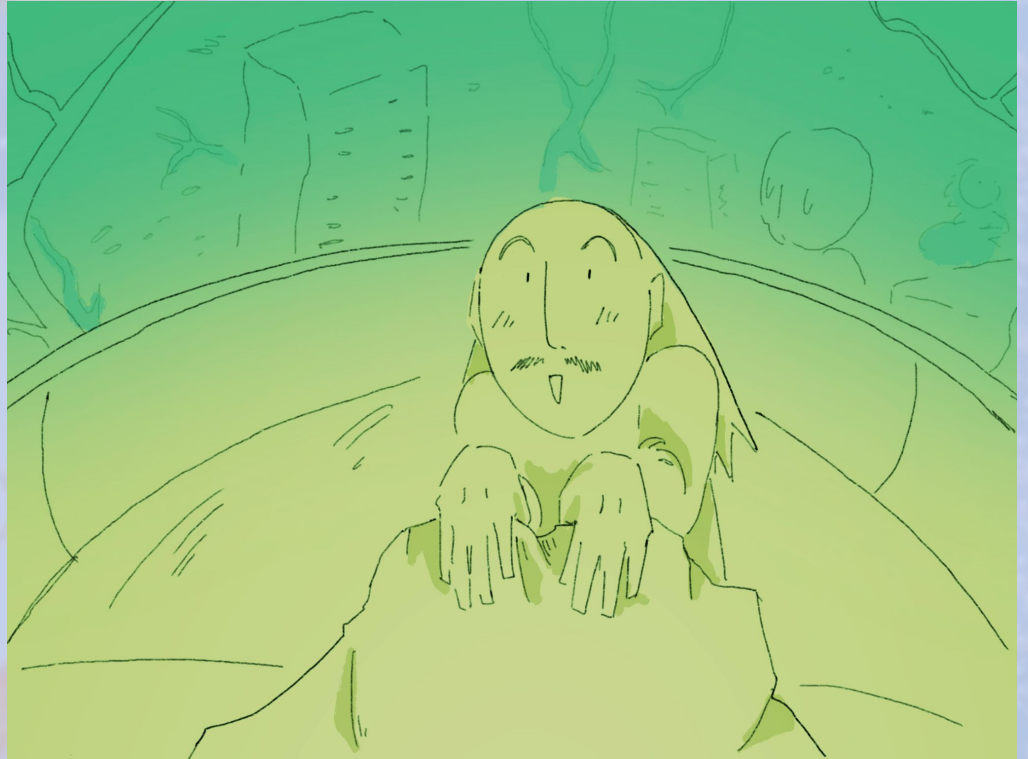
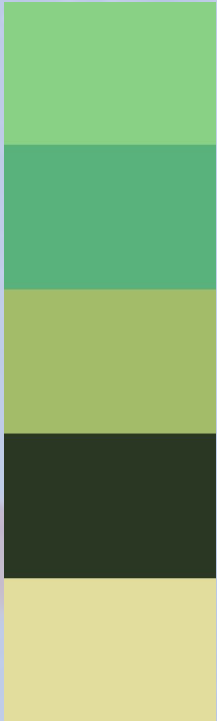
Anger is going to be red, pinks and purples as Uno manages to think that Aza is actually kidnapping him, almost getting in a fight with him. Uno tries to really grasp what his reality is at the moment, as he complains about his situation.

MORE COLOR REFERENCES



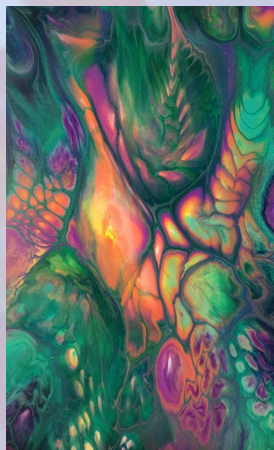
COLOR

BARGAINING



Bargaining is mainly greens where Uno tries to deal with Aza from trying to steal his lantern and taking control over the boat, to trying to convince the ferrycat to let him go with an exchange of money and artifacts that he has at the moment.

MORE COLOR REFERENCES



COLOR

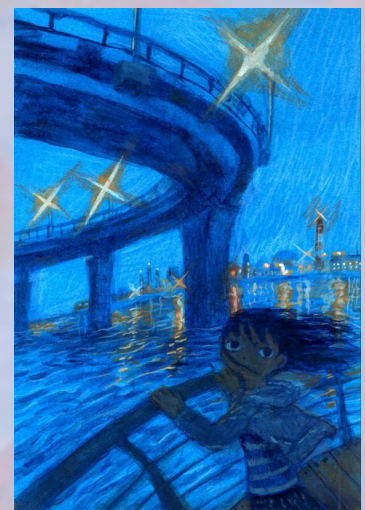
DEPRESSION



Depressions is blues and purples and overall dark tones. Convincing Aza is useless. Uno finally realizes that he is dead. He sulks into sadness and impotence getting into his own mind as he feels that his life was a waste of time and that he didn't accomplish anything.

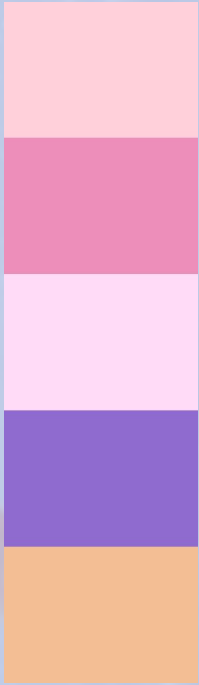
He meets with a younger version of himself who will help uno into accepting his fate and change his mindset on his life.

MORE COLOR REFERENCES



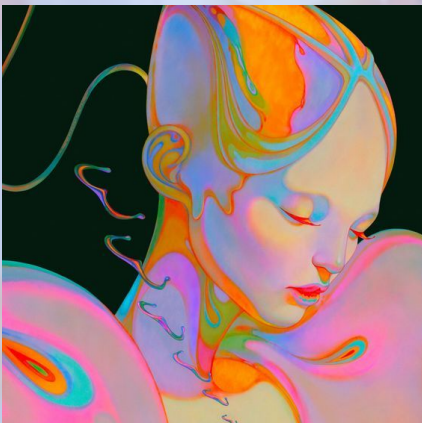
COLOR

ACCEPTANCE



Acceptance is depicted with whites, and lighter tints. This is the last part of Uno's journey where he realizes that life is about the small moments and enjoyment of what he had instead of retaining the feeling of failure and impotence over his unfulfilled dreams. The sailing ends when Aza and Uno arrive at purgatory offices where he will have to wait for his turn for his final trial.

MORE COLOR REFERENCES



COMPOSITIONS

Most of the story will be told inside Aza's boat. To make the narrative more compelling, different shots and angles will be used as to keep the viewer's attention.

Also, a lot of POV's from Aza's perspective will happen. Most of them looking from above.



