### UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

#### Colegio de Comunicación y Artes Contemporáneas

#### **God Blood**

#### **Ariel Parra Romero**

#### **Animación Digital**

Trabajo de integración curricular presentado como requisito para la obtención del título de Licenciado en Animación Digital

Quito, 12 de mayo de 2025

#### UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

#### Colegio de Comunicación y Artes Contemporáneas

#### HOJA DE CALIFICACIÓN DE TRABAJO DE FIN DE CARRERA

**God Blood** 

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Quito, 12 de mayo de 2025

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**RESUMEN** 

"God Blood" es una cinemática 2D que muestra cómo una madre es capaz de sacrificarlo todo para

proteger lo que más ama: su hijo. Su valiente acto marcará profundamente la vida de él para siempre.

En una aldea subterránea, la paz se rompe cuando es atacada repentinamente por bestias infernales

cuyo único propósito es erradicar a la humanidad. Alessia, una guerrera decidida, rescata a su hijo del caos y

realiza el mayor sacrificio para salvarlo. Este acto inspira al niño a seguir sus pasos y convertirse también en

un guerrero.

Palabras clave: Amor, Cinemática 2D, Guerrera, Sacrificio, Trauma, Determinación.

#### **ABSTRACT**

"God Blood" is a 2D cinematic that portrays how a mother is willing to sacrifice everything to protect what she loves most: her son. Her brave act leaves an indelible mark on his life.

In an underground village, peace is shattered when it is suddenly attacked by infernal beasts whose sole purpose is to wipe out humanity. Alessia, a determined warrior, rescues her son from the chaos and makes the ultimate sacrifice to save him. This act inspires the boy to follow in her footsteps and become a warrior himself.

Keywords: Love, 2D Cinematic, Warrior, Sacrifice, Trauma, Determination.

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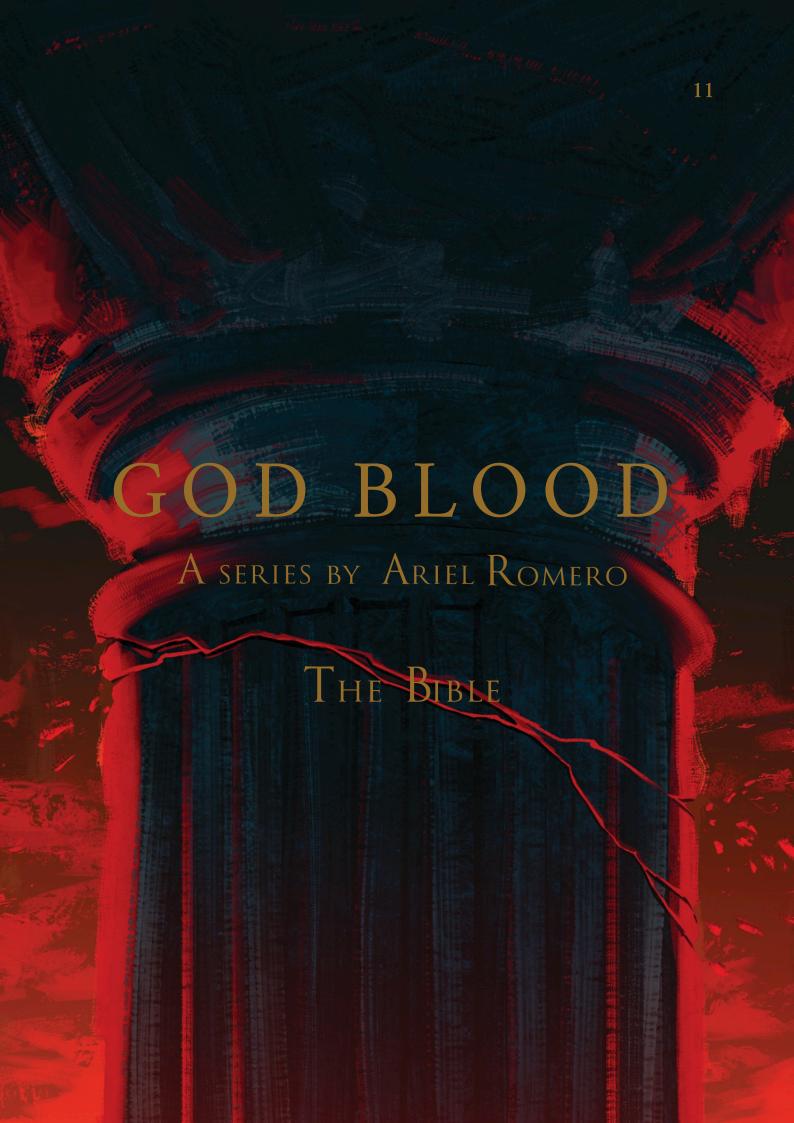
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#### Introduction

God Blood is an action short film created using 2D illustration techniques in Adobe Photoshop and After Effects. In an underground village, peace is shattered when it is suddenly attacked by hellish beasts whose only purpose is to wipe out humanity. Alessia, a determined warrior, rescues her son from the chaos and makes the ultimate sacrifice to save him.

This act inspires the boy to follow in her footsteps and become a warrior himself.

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## **Synopsis**

A colony of humans hiding from beasts underground is attacked, and Uriel, an 11-year-old child, has to watch the horrors of the attack. Alessia, Uriel's mother, is the warrior in charge of protecting the colony, and she will perform the ultimate sacri ce in order to save her son, disappearing in the process. This inspires Uriel to follow in her footsteps and dedicate his life to nding his mother again.

## Storyline

In a world of infernal beasts and divine warriors, a child is separated from his mother. Despite his lack of powers, he will do everything to nd her again.

# Technical Sheet

Product Type: 2D Cinematic

Title: God Blood

Direction: Ariel Parra, Karla Chiriboga, and

Gabriela Vayas

Technique: 2D Illustration

Duration: 5:20 minutes

Format: MP4 (2048x1152) DCI 2K

Production Date: 2024 - 2025

Storyline: A boy will be marked for life after surviving a tragedy in which his mother sacrificed everything to save him.

## Research

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#### The World

Earth-like, magical creatures (hell, gods). Post apocalyptic world, classical Greek and cyber mix. Semi myth-bound (people believe in gods and the supernatural).

#### **Biomes**

• Giant forest cli s (South) • Humanity's Golden Age city ruins (West) • Tundra, glaciers (North) • Desert Void (East)

#### Resource Rules

• Trade and supply system. Underground and hidden trade routes. • Mountains main trade rout. • Little to no value in money, tribes dependent on trading supplies with other surviving groups (food for weapons, asylum for information, work for food etc.) • Main character is in a social low class of workers, he is a janitor who was orphaned young due to being separated from his mother young. • Scientists and politicians are at the top of the socio-economic ladder. Merchants, traders and "god blood" warriors are close underneath.

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## The Setting

## Style

The "God Blood" universe is focused on the way characters interact between each other and their environment in order to achieve a common goal, however, each individual character has their own am- bitions, aspirations and motivations. The context and narrative emerge from these interactions. Stylization is aimed at simplication, focusing on inpressionism, dynamism and movement. Passion! Use of strong, big shadow shapes and bold lines simulating oil paint- ing brushstrokes for style.

### Framework

The world is experienced as living and lived in. The stories are grounded yet mythical, based on triumphs and tragedies. The world is a result of a tragic event, the opening of hell.

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## Story Background

"The few history books left say humanity reached its prime during 2099; technology, medicine and weaponry were more e cient than ever before, humans lived longer and healthier than ever. But one day everything changed. Earth su ered the biggest earthquake ever recorded in history, it was so brutal it created a rift that ripped through the planet, as it spanned through the entire equatorial line. It was as if a red ring of re wrapped around the earth. The earthquake was so devastating it killed billions worldwide, and from the rift it left behind creatures emerged, hellish creatures no one had ever seen before. People tried to defend themselves from the monsters but not a single manmade weapon proved to be e ective, the most advanced nuclear weapons wouldn't even scratch the creatures hide. Not a single living being in this planet should sur- vive a direct nuclear blast, but the creatures weren't from this planet. The rift was a portal from hell, and through it its armies marched, and so the monsters were called Hellbeasts. In a matter of days humanity lost everything, and on the 7th day, at the brink of extinction, what little was left of humanity went into hiding. The era of man had come to an end. The collapse was so brutal that 92% of technology, information, resources and books were lost, and only 1% of the total world population survived, now closer to the iron age than the techno-logical oasis it once was.

## Story Background

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The world lived in darkness and fear, but with darkness always comes light. Shortly after the collapse, and the reveal of the scienti cally inexplicable nature of the hellbeasts, people began to believe in myth again, and with that a miracle happened. Special humans were born, humans with a unique genome that gave them incredible abilities, the Omega gene. Of course, this condition was rare, only 1 in 10,000 new-borns would possess what the people now believed to be the gift of a god, these special humans were called God bloods. Due to the God bloods' powers, the people believed more and more in the Greek pantheon of gods, seeing as their powers resembled the Greek gods more than any other. Lightning, water, necromancy, re... Mankind adopted the ancient Greek beliefs and with it some of its culture. Only the natural power of the God bloods could deal damage to the hellbeasts, and humanity once again had hope, thanks to the God bloods, mankind had a chance to ght back. For 1000 years people tried ghting the hellbeasts but the god bloods were too few and not enough. In 1000 years of struggle humanity was not able to take back the earth, only defend what was left. Humanity was still forced to hide. We now know this period as Marathon.

## Story Background

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I was born around 3074, on the colony hiding under humanity's Golden Age city ruins in the West. I don't remember much about the colony, only that it was forbidden to explore the ruins outside. When I was very little, they found us, the amount of hellbeasts that breached the colony was unfathomable, we couldn't ght back, it was a massacre. All I can remember was my mother leaving me on a truck of refugees for me to escape here, the giant forest cli s in the south. She saved my life, that's my earliest memory. It's been 20 years, but her face is as clear to me as if I saw her this very morning. For 20 years I've only wanted to become strong enough to be able to go back and look for my mother, and I will, even if I'm not a God blood, even if it costs me my life. I know she's still out there".

• • •

## Historical Background

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#### The Greek Hellenistic culture spread

The Hellenistic period is the time between the death of Alexander the Great in 323 BCE (before Christian era) and the annexation of the Greek peninsula by Rome in 146 BCE. This period is named after the spread of Greek culture, known as Hellenism, which was facilitated by Alexander's conquests and the subsequent political and cultural developments in the territories he conquered.

## Historical Background

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## Key aspects of the Greek Hellenistic period

#### Alexander the Great

- Alexander, a Macedonian king, began his conquests in 334 BCE and rapidly expanded his empire across Asia, the Middle East, and parts of Africa.
- He incorporated various cultures into his empire and promoted a fusion of Greek and local traditions. His conquests had a profound impact on the political, cultural, and social landscape of the known world.

## Division of the Empire

- After Alexander's death in 323 BCE, his vast empire was divided among his generals, known as the Diadochi.
- The major successor states included the Seleucid Empire in the East, the Ptolemaic Kingdom in Egypt, and the Antigonid Kingdom in Macedonia.

## Historical Background Key aspects of the Greek Hellenistic period

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## Cultural Syncretism

- Hellenistic culture emerged as a blend of Greek, Persian, Egyptian, and other local cultures. This fusion of traditions is known as Hellenistic syncretism.
- Cities founded by Alexander and his successors, such as Alexandria in Egypt, became centers of culture, learning, and trade.

#### Art and Architecture

• Hellenistic art and architecture displayed a departure from the classical style. It became more emotional, dynamic, and focused on realism. • Notable examples include the Winged Victory of Samothrace and the Laocoön and His Sons sculpture.

## Historical Background Key aspects of the Greek Hellenistic period

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## Phylosophy and Science

- Hellenistic philosophy saw the rise of schools like Stoicism, Epicureanism, and Skepticism. Philosophers like Zeno, Epicurus, and Pyrrho made signi cant contributions.
- Scienti c advancements occurred in elds such as astronomy, mathematics, and medicine, with notable gures like Euclid and H ippocrates.

## Decline and Roman Conquest

- The Hellenistic period eventually faced internal con icts and external threats, leading to the decline of the successor states.
- The Roman Republic gradually expanded its in uence in the Mediterranean, leading to the Roman conquest of various Hellenistic territories.

#### Sarissa

• The sarissa was a long spear used by the Macedonian phalanx. It was about 13 to 20 (4 a 6 metros) feet in length, providing a longer reach than the typical spears of other Greek hoplites.



Figure 01: Macedonian soldier

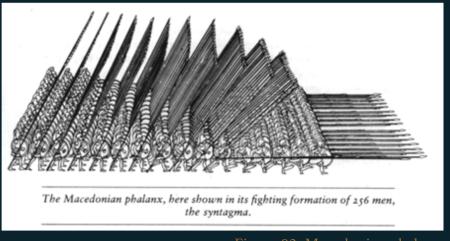


Figure 02: Macedonian phalans

## Xiphos and Kopis

- The xiphos was a short sword with a double-edged, leaf-shaped blade, commonly used by Greek infantry.
- The kopis was a one-edged, curved sword with a forward-curving blade. It was often associated with the Macedo-nian cavalry.

## Historical Background Hellenistic Weapons



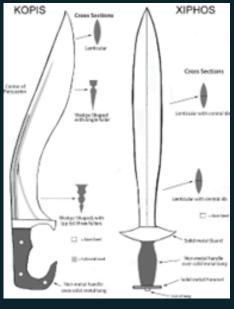




Figure 04: Rare Greek swords

Figure 03: Kopis and Xiphos swords

## **Aspis Shield**

- The Greek "aspis" refers to a type of circular bronze shield that was commonly used by hoplites, the heavy infantry soldiers of ancient Greece.
- The aspis is also known as the hoplon, and the soldiers wielding it were called hoplites. The shield played a crucial role in the ancient Greek phalanx formation.



Figure 05: spartan warrior

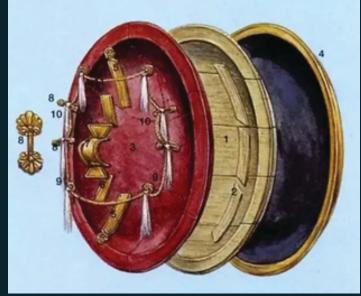


Figure 06: spartan shield

## Historical Background Hellenistic Weapons

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## Catapults and Ballistae

• Siege warfare during the Hellenistic period saw the use of advanced siege engines such as catapults and ballistae, which were employed to launch projectiles against forti ed positions.

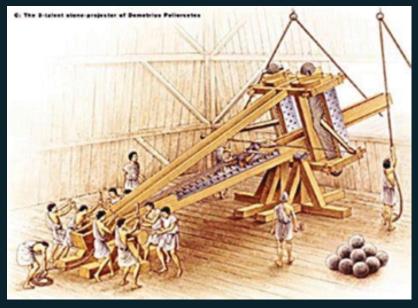


Figure 07: giant crossbow 1

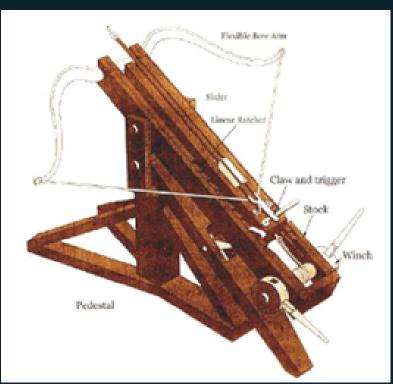


Figure 08: giant crossbow 2

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## Chlamys

• The chlamys was a short cloak typically worn by soldiers and travelers. It was fastened on the right shoulder and often worn for ease of movement.



Figure 09: Ancient greek Chlamys



Figure 10: Ancient greek Chlamys 2

## Himation

• The himation was a large, rectangular piece of fabric worn as an outer garment. It was draped over the body and served as a cloak or shawl.



Figure 11: Ancient greek Himation 1

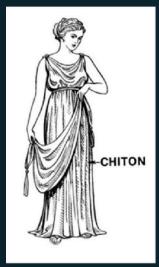


Figure 12: Ancient greek Himation

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#### Chiton

• The chiton was a tunic worn by both men and women. It was usually made of linen or wool and could vary in length.







#### Helmets

· Hellenistic helmets were designed for both protection and aesthetics. Types included the Corinthian helmet, which covered the entire head, and the pilos helmet, which had a conical shape and left the face exposed.









#### Greaves

• Greaves were shin guards worn to protect the lower legs. They were typically made of bronze or other metal and were common among hoplites and infantry.

Figure 19: Ancient greek greaves



Figure 20: Ancient greek greaves 2



## Toga

• The toga, a draped garment, was more associated with Roman attire than Greek, but it became prevalent in the later Hellenistic period as Roman in uence grew.

Figure 21: Ancient greek toga 1



Figure 22: Ancient greek toga 2



Figure 23: Ancient greek toga 3



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## **Clothing Accessories**

• Various accessories such as belts, sandals, and hats were common, and their styles could vary based on regional and cultural in uences.

Figure 24: Ancient greek sandals 1





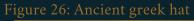




Figure 25: Ancient greek sandals 2

Hellenistic weaponry and apparel evolved over time, in uenced by changes in military tactics, technology, and cultural exchanges. The Hellenistic period witnessed a blend of tra- ditional Greek elements with in uences from conquered regions, contributing to a diverse and dynamic array of weapons and clothing styles.

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Greek mythology is a collection of myths and stories that originated in ancient Greece, re ecting the beliefs, traditions, and cultural values of the ancient Greek people. The mythology is a rich tapestry of gods, goddesses, heroes, and mythical creatures. The primary sources of Greek mythology include epic poems, hymns, plays, and writings from various ancient authors.

# Key elements and gures in Greek mythology Theogony and Cosmogony

• Theogony, attributed to Hesiod, is a fundamental work that outlines the genealogy and relationships of the gods. It describes the creation of the cosmos and the birth of the gods from Chaos.

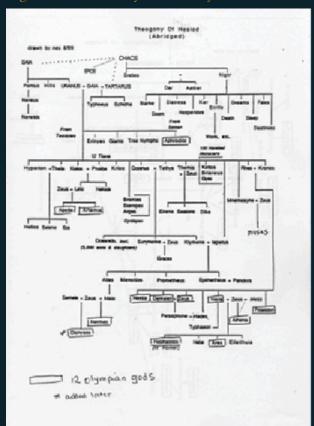
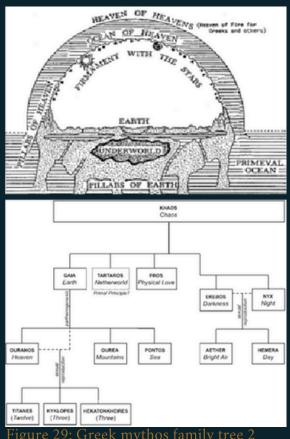


Figure 28: Greek mythos world map



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## The Olympian Gods

• The Olympian gods are the principal deities residing on Mount Olympus. They include Zeus (king of the gods), Hera (queen of the gods), Poseidon (god of the sea), Demeter (goddess of agriculture), Athena (goddess of wisdom and war), Apollo (god of the sun and arts), Artemis (goddess of the hunt), Ares (god of war), Aphrodite (goddess of love and beauty), Hephaestus (god of re and craftsman-ship), Hermes (messenger god), and Dionysus (god of wine and revel-ry).

Figure 30: Greek pantheon



Figure 31: Greek pantheon 2



# Heroes and Demigods

• Greek mythology features numerous heroes and demigods with extraordinary abilities, such as Heracles (Hercules), Perseus, Theseus, and Achilles. These gures often embark on heroic quests and face challenges.



Figure 32: Greek mythos art 1



Figure 33: hercules myth painting



Figure 34: Achilles statue



Figure 35: Perseus statue



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Figure 36: Hercules statue

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#### The Titans and Titanomachy

• The Titans were powerful beings who ruled before the Olympian gods. The Titanomachy was a cosmic war between the Titans and the Olympians, led by Zeus, resulting in the overthrow of the Titans.

## **Creation Myths**

• Di erent myths explain the creation of the world and humanity. Prometheus, for example, is often associated with the creation of humans.

#### The Underworld

• Hades, the brother of Zeus, rules the Underworld. Greek mythology includes stories about the afterlife, including the realm of the dead, the River Styx, and various deities associated with the Underworld.



Figure 37: Tartarus painting



Figure 38: Tartarus drawing

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## **Mythical Creatures**

• Greek mythology features a variety of mythical creatures, such as the Chimera, Cerberus (three-headed dog guarding the Underworld), the Minotaur, the Sphinx, and the Hydra.

Figure 39: Chymera painted in pottery Figure



Figure 40: Hercules vs Cerberus



Figure 41: Minotaur





Figure 42: Hydra illustration in pottery

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## Tragedies and Epics

• Greek literature, particularly tragedies and epics, played a crucial role in conveying and interpreting myths. Works like Homer's "Iliad" and "Odyssey" and various plays by playwrights like Aeschylus, Soph- ocles, and Euripides are essential sources.



Figure 43: Greek epic painting

It's important to note that Greek mythology is not a monolithic or consistent body of beliefs; it evolved over time and had regional variations. Di erent poets, playwrights, and historians contributed to the development and interpretation of these myths, resulting in a complex and multifaceted mythology.

The script served as the foundation for the visual narrative, outlining the structure, tone, and pacing of the story. It included scene descriptions, key actions, and dialogue where necessary, allowing for a clear translation into storyboard frames. The writing focused on visual storytelling, ensuring that each moment supported the emotional flow and timing required for the illustrated animatic format.

GOD BLOOD Written by

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Figure 44: Script 1

#### INT. LIVING ROOM - DAY

URIEL, 7, energetic kid, plays with a toy wooden sword while ALESSIA, 35, his mother, grabs her gear and gets ready to leave.

Alessia kisses Uriel's forehead and leaves.

#### INT. LIVING ROOM - DAY

Uriel keeps playing on his own for a little bit until a very loud explosion roars across the colony.

Uriel trips and falls from the shock. The light coming from the midday sky begins to slowly turn blood red.

Uriel rushes to the nearest window to see what's going on.

#### INT. LIVING ROOM WINDOW - DAY

He sees the entire colony engulfing in flames.

#### EXT. STREET - DAY

Uriel, scared, slowly leaves the house, and walks onto the street. Then turns to the right.

He hears people screaming in panic and running to the opposite side. Uriel freezes in place and in the distance, he can see his mother running towards him.

Alessia picks Uriel up and continues to run.

As Uriel is being carried by his mom, he looks both to his left and right, seeing destroyed buildings, temples, and corpses. Uriel's fear keeps increasing.

#### EXT. COLONY LIMITS - DAY

Alessia stops running and puts Uriel on the back of a truck full of refugees.

Uriel accidentally drops his wooden sword.

Alessia looks at Uriel with sadness, she pauses, then hugs her child.

After letting go, Alessia picks up Uriel's toy sword and puts it close to his chest as she looks at him one last time with

2.

tears and a smile on her face.

She then tells him something.

The audience sees her mouth move but cannot hear what she said.

The truck engine starts reving up and Alessia turns around, now face to face with the flames that enveloped the colony.

As the truck accelerates, she grabs her spear and puts on her helmet.

Massive monstruous silhouettes emerge from the flames to face Alessia.

#### FROM URIEL POV

The truck keeps going further and further away from Alessia.

We then see Uriel's face screaming in tears.

#### INT. URIEL CABIN - DAWN

Adult, 25-year-old Uriel wakes up in a panic and then slowly settles down, realizing it was just a nightmare, the same nightmare he's been having for the past 18 years.

He sits up bedside, slowly looks to his right, to a small table he has next to his bed.

He takes an object from the tabletop and then the camera cuts to a detail shot of Uriel's hand holding his old wooden toy sword.

We see sadness in his face. Uriel closes his eyes, then looks forward directly to the camera as his sadness turns into DETERMINATION.

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## **Character Desing**

In an illustrated animatic, character design focuses on clearly establishing the visual and emotional identity of each key figure in the story. While full animation isn't required, it's essential to define the character's style, silhouette, and expression from the start. Sketches are created to explore attitude, clothing, and overall appeal, keeping in line with the project's tone. The final design includes static poses, expressions, and key details to ensure consistency and clarity throughout the animatic frames.

## **Character Desing**

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#### Alessia, the Mother

Alessia was one of the most amazing God Blood warrior of her time, champion of Athena. She was strong, brave, extremely smart in combat, but above all else, she was kind. You could trust her the second you met her, nonetheless she was deadly in combat like no other. Her main weapons were the spear and shield. When her colony was invaded by the largest pack of hellbeasts recorded, it wasn't just her strength or her wits that allowed so many to escape, it was her kindness, putting everyone else's safety before her own, and fighting uncountable hellbeasts to buy time for the survivors to escape. Even leaving behind her own son to save as much lives as she could. The attack on the west colony was so intense nobody ever came back to count the victims, but everyone who disappeared is presumed dead, including Alessia.

### Psichology

Alessia is a kind and loving protector, she cares about everyone from family members

to civilians alike. She has a strong sense of morality and will always do the right thing,

no matter the cost.

## Alessia Design Process

Figure 46: Alessia character explorations



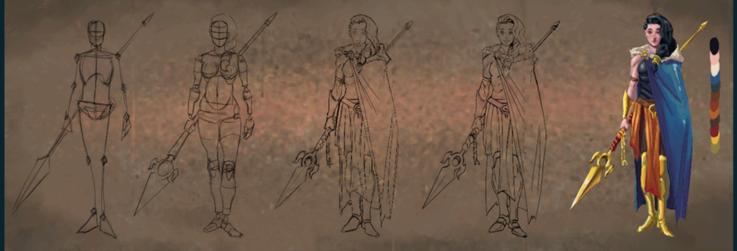


Figure 47: Alessia character construction



Figure 48: Alessia character expressions

Figure 49: Alessia character poses



Figure 50: Alessia character turnaround



Figure 51: Alessia character grayscale



Figure 52: Alessia character color variations



Figure 53: Alessia character props



Figure 54: Alessia character silhouette



## Psicological Background

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The importance of a mother's presence in her child's life
The role of a mother in her child's life is crucial to establish emotional
stability, social skills, cognitive growth, and moral understanding.

#### **Emotional Foundation**

• A mother's love forms the foundation for a child's emotional development, providing a haven for expressing emotions and fostering emotional resilience. The emotional bond contributes to the child's self-esteem and con dence, impacting their well-being into adulthood.

#### **Nurturing Social Skills**

• A mother's presence is pivotal in shaping a child's social skills, teaching them empathy, communication, and the importance of emotion- al connections. The positive in uence of a mother's love extends to the child's view of relationships and their ability to form healthy con- nections.

# Psicological Background The importance of a mother's presence in her child's life

#### Cognitive Development

• A mother's love profoundly impacts a child's cognitive development, stimulating curiosity, and providing a secure environment for intellectual growth. Responsive care and active involvement in the child's learning contribute to the child's con dence and a lifelong love for learning.

#### Self-Esteem and Con dence

• A mother's love shapes a child's self-esteem and con dence, instill- ing a belief in their worthiness and capabilities. The article emphasiz- es how a mother's belief in her child's abilities in uences the child's self-assurance and willingness to face challenges.

# **Emotional** Regulation

• A mother plays a crucial role in guiding a child through emotional challenges, teaching them emotional regulation skills. The emotional resilience modeled by a mother has lasting e ects, impacting the child's emotional intelligence and well-being into adulthood.

# Psicological Background 48 The importance of a mother's presence in her child's life

#### **Shaping Moral Development**

• A mother's love in uences a child's moral development, guiding them toward responsible and compassionate adulthood. Through moral lessons, setting boundaries, and modeling ethical behavior, a mother shapes the child's understanding of right and wrong.

### **Key Ideas**

• A mother's love extends beyond infancy, in uencing emotional well-being, social skills, cognitive growth, and moral understanding. • The emotional bond formed in early childhood impacts a child's self-esteem, emotion- al intelligence, and relationships throughout life. • A mother's consistent presence and nurturing contribute to a child's social skills, em- pathy, and ability to form meaningful connections. • Responsive care and active involvement in a child's cognitive development foster intellectual curiosity and a love for learning. • A mother's belief in her child's abilities in uences the child's self-con dence, motiva- tion, and willingness to explore new horizons. • Emotional regulation skills developed through a mother's guidance have far-reaching e ects, impacting emotional intelligence in adulthood. • A mother's love serves as a moral guide, shaping a child's understanding of ethics, empathy, and ethical behavior. • The impact of a mother's love is profound and lifelong, contributing to emotional intelligence, resilience, and ethical decision-making in adulthood.

## Psicological Background

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The importance of a mother's presence in her child's life

#### The e ect of a missing or a disappeared mother

The emotional implications of a mother going missing can be profound and distressing for a child. The absence of a mother, who is typi- cally a primary caregiver and a source of emotional support, can lead to a range of emotional and psychological challenges. Here are some potential emotional implications

#### Fear and Anxiety

• The sudden disappearance of a mother can evoke fear and anxiety in a child. Not knowing the whereabouts and well-being of a primary caregiver can create a sense of insecurity and uncer tainty.

#### Abandonment Issues

• A child may develop feelings of abandonment, believing that the mother's absence is a form of rejection. This can contribute to long-term emotional struggles, a ecting relationships and self-es- teem.

# Psicological Background 50 The importance of a mother's presence in her child's life

#### The e ect of a missing or a disappeared mother

#### Grief and Loss

• The absence of a mother may lead to feelings of grief and loss, even if the mother has not passed away. The uncertainty surrounding her disappearance can make it challenging for the child to process and cope with the emotional impact.

#### **Attachment and Trust Issues**

• Children form strong attachment bonds with their primary caregivers, and a sudden disappearance can disrupt this attachment. It may lead to di culties in trusting others and forming secure relationships in the future.

#### **Emotional Distress**

• The emotional distress resulting from a mother's disappearance can manifest in various ways, including mood swings, changes in behavior, and di culty expressing emotions. Children may struggle to articulate their feelings, leading to internalized stress.

# Psicological Background 51 The importance of a mother's presence in her child's life

#### The e ect of a missing or a disappeared mother

#### Impact on Development

• The absence of a mother can have long-term e ects on a child's emotional and psychological development. It may hinder the development of emotional regulation skills and the ability to form healthy relationships with others.

#### **Attachment and Trust Issues**

• Children form strong attachment bonds with their primary caregivers, and a sudden disappearance can disrupt this attachment. It may lead to di culties in trusting others and forming secure relationships in the future.

#### Search for Answers

• Children may constantly search for answers and information about their missing mother. The lack of information and closure can contribute to a sense of emotional turmoil and frustration.

# Psicological Background 52 The importance of a mother's presence in her child's life

#### The e ect of a missing or a disappeared mother

#### Depression and Withdrawal

• Some children may experience symptoms of depression and withdrawal in response to the emotional trauma of a mother's disappearance. The absence of a signi cant caregiver can contribute to feelings of loneliness and isolation.

#### Impact on Identity

• A mother plays a crucial role in shaping a child's sense of self and identity. Her absence can lead to questions about identity, belonging, and a sense of worth, especially if the child perceives the disappearance as a re ection of their own value.

### Long-Term Consequences

• The emotional implications can extend into adulthood, in uencing the individual's ability to form and maintain healthy relationships. Unresolved emotional issues from childhood may resurface in various aspects of their life.

# Psicological Background 53 The importance of a mother's presence in her child's life

### The e ect of a missing or a disappeared mother

A mother's role is integral to shaping a child's sense of self and identity. Her absence prompts questions about identity, belonging, and selfworth, especially if the child interprets the disappearance as a rejection of their own value.

## **Character Desing**

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#### The Kid

Uriel has little to no memories from his past. All he remembers was the face of his mother and a hug, before she went to defend their colony. After being separated from his mother, Uriel grew up as an orphan refugee in the giant forest colony. No one claimed him as a child, so he grew as the lowest class in society, he had access to basic studies and knowledge, but he had to work from a very young age as a janitor. He is currently 25 years old and works cleaning the coliseum where the God Bloods train to become champions (warriors chosen by the government to defend their respective colonies and sometimes explore the outside). He secretly observes the God Bloods train and carefully studies their moves so he can practice them later. When he was 12,he escaped the orphanage and found an abandoned cabin deep in the woods, since then he has made the cabin into his peaceful home where he secretly trains every day. He is so obsessed with becoming strong that he has stolen old equipment from the coliseum, rusty swords, a shield and an abandoned spear, that he uses to train. The God Bloods notice Uriel observes them often and they don't like it, so most of them bully and act violently towards him. Uriel is an outcast, he has never known a friend or a helping hand, he only trusts in himself and no one else.

### **Psichology**

Uriel is a shy and quiet character. He is very focused on his goals so socializing and pleasing people is never his priority. He is constantly haunted by the events of his nightmares; he doesn't trust people and like to do things on his own. Has a lot of problems controlling his emotions.

# Uriel Design Process Figure 55: Uriel character explorations



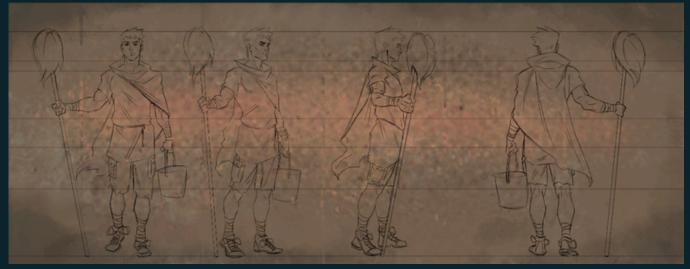


Figure 58: Uriel character turnaround





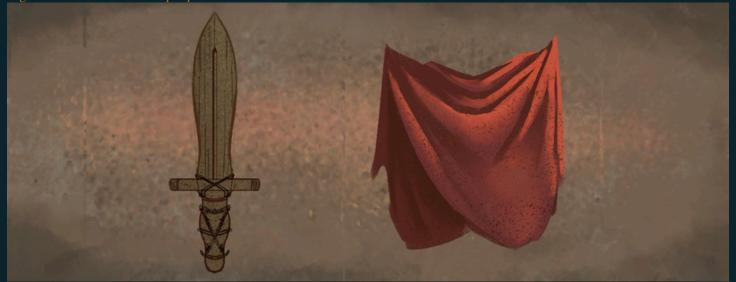


Figure 60: Uriel character silhouette



## Uriel Design Process (Kid)

Figure 61: Kid character construction

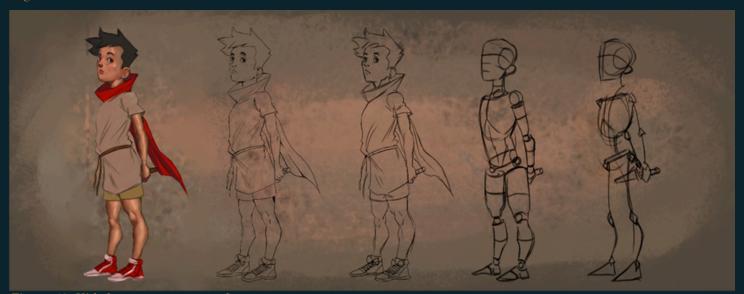


Figure 62: Kid character turnaround

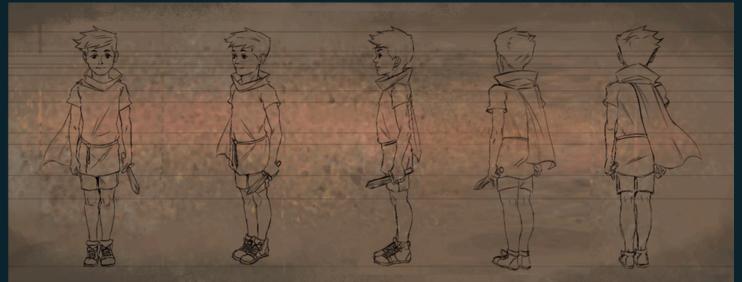


Figure 63: Kid character expressions





Figure 65: Kid character grayscale



Figure 66: Kid character grayscale



Figure 67: Kid character props

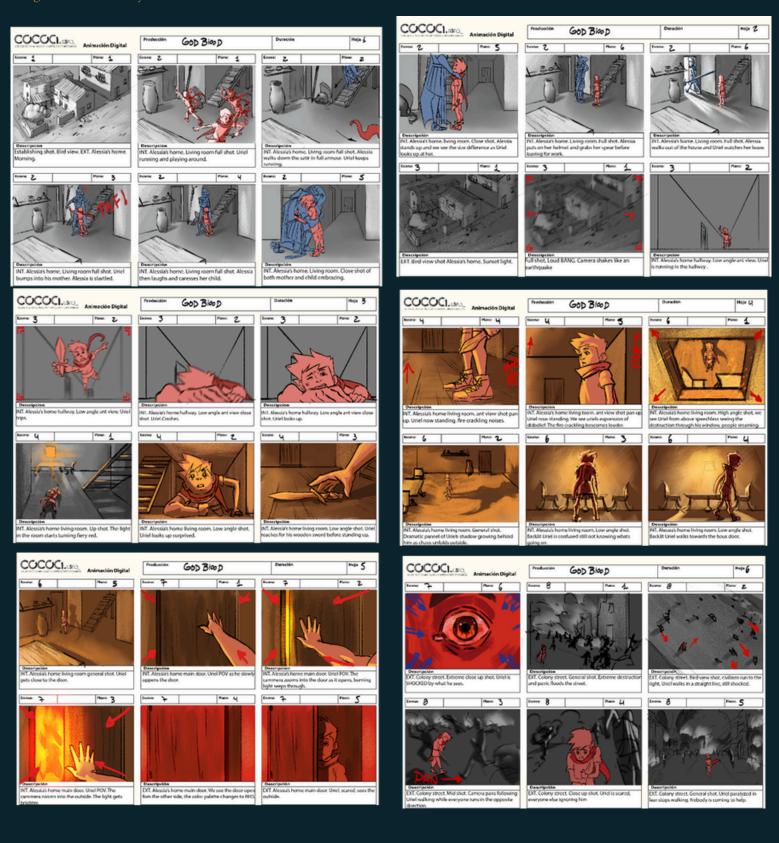


## Storyboard and animatic

This stage is where the visual narrative begins to take shape. The storyboard lays out key scenes and camera angles in a sequence of static frames, helping to plan composition, pacing, and storytelling. Once approved, these frames are arranged in a timeline with rough timing and basic sound (dialogue, music, or effects) to create the animatic. The goal isn't fluid motion, but to clearly convey rhythm, scene transitions, and emotional beats before moving on to final illustrations.

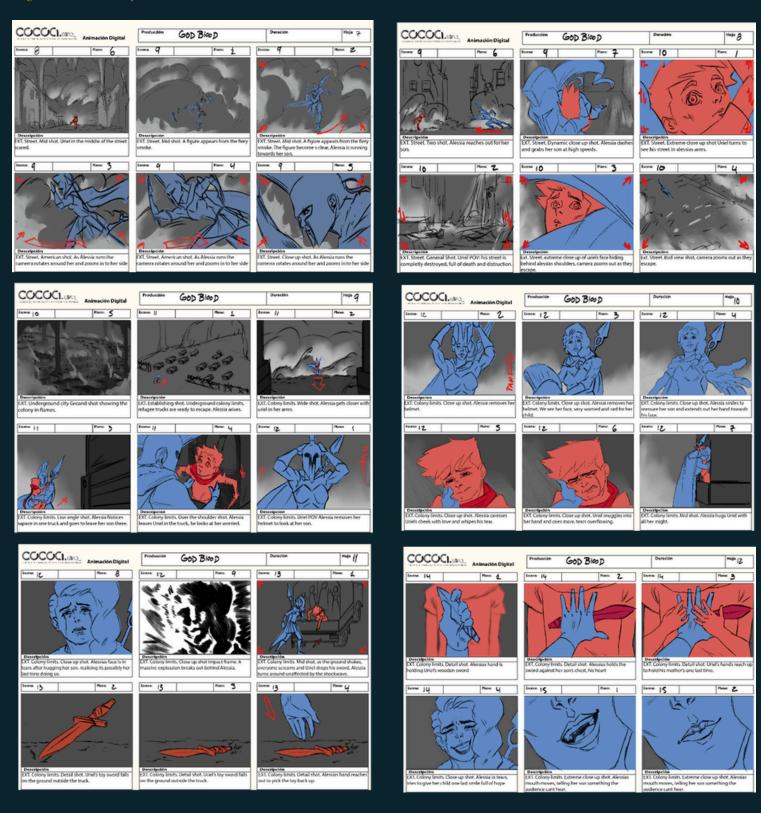
## Storyboard

#### Figures 67-72: Storyboard



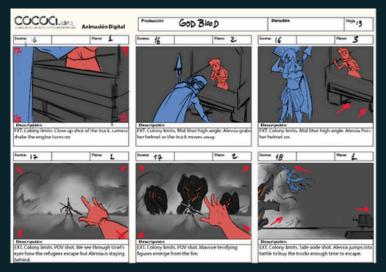
## Storyboard

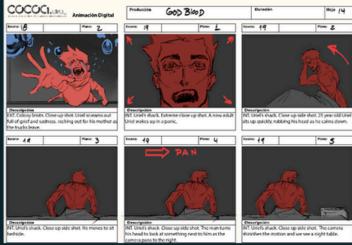
#### Figures 73-78: Storyboard 2

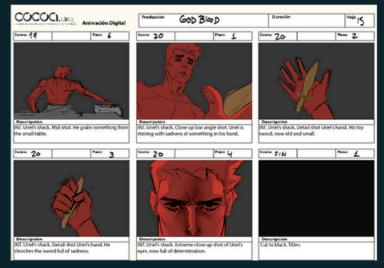


## Storyboard

Figures 79-81: Storyboard 3







Backgrounds were created using a combination of 3D layout and digital painting. Simple 3D models were used to establish perspective, depth, and camera framing. These renders served as a base for paintovers, where lighting, textures, and atmosphere were refined to align with the tone of each scene. This method allowed for consistent visual style and efficient adjustments while preserving a handpainted, illustrative finish.

Figure 82: 3D base render room



Figure 83: 3D base render room 2



Figure 84: 3D base render room 3



Figure 85: 3D base render room 4



Figure 86: 3D base render room 5



Figure 87: 3D base render room 6



Figure 88: Interior background full painting



Figure 89: Interior background full painting 2



Figure 90: Interior background full painting 3



Figure 91: Interior background full painting 4



Figure 92: Interior background full painting 5



Figure 93: Interior background full painting 6



To begin the production process, I created an animatic. This consists of animating the storyboard images in a limited way to showcase camera movements and the basic actions of the characters. It includes sound design with music and sound effects sourced from the internet, which serve as a reference to later help create the final sound design for the short film.

### Illustration

For the creation of a cinematic, illustration is essential, as the animation is much more limited. Therefore, the story is told through images with much higher visual quality but with more restricted movement.

The illustration process I chose to follow replicates the workflow of traditional oil painting. I admire old masters a lot so I used their process as reference to paint every single frame.

Figure 94: Alla prima painting reference by John Singer Sargent 1



Figure 95: Alla prima painting block out reference by John Singer Sargent

I started with a solid sketch that helped me understand the subject. After that, I filled the entire silhouette with a base color—generally the skin tone. I then moved on to the most important step: painting the light and dark shapes. In this stage, it is crucial to define the abstract composition of forms that make up the image. If done correctly, the form and volume of the subject will be easily readable, even without any detailed features.

The next step was to add color variation to each material, especially the skin, since nothing is ever just one flat color—even if it appears that way.

Finally, I refined the painting with details such as the eyes, strands of hair, and edge variation.

In the end, we have a complete painting.

Once the illustration was done and properly separated by layers according to what pieces should be animated, I imported it to after effects and began the process of animation with advanced puppet pin, which I used to create pseudo riggs for each character. With the pins I moved each extremity of the characters as needed and even rigged their faces for natural facial expressions.

**Production Challenges** 

Even though the painting process seems simple enough at first glance, my greatest challenge was learning to let go and not overwork the piece—a mistake that can easily happen.

Multiple times, I found myself spending an unnecessary amount of hours refining meaningless, microscopic details in certain poses—details that ultimately drained the life from

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the piece and made it look stiffer, rather than contributing to the painterly aesthetic I was aiming to achieve.

This bad habit also costed me a lot of time during production, since it slowed the competition of each scene almost to a crawl, but once I was able to let go and unlearn my bad habits, I could pick up the pace and finish all the illustrations with minimal time for animation left.

The animation process went pretty smoothly, nevertheless it could have been a lot better if I planned more and divided each character in more pieces for them to move individually.

Most of the corrections made during production were made with masks and duplicates of each layer to be able to successfully hide mistakes.

## Post production

During this process I had to add some effects and particles to make sure every scene felt alive and dynamic.

Since most of the scenes were chaotic and in the presence of fire, I had to constantly use a turbulent displace and heat wave effects to simulate the heat distortion in the environment coming from the flames.

The most important part of the effects of course were the fire particles, I needed scorching embers flying everywhere for the chaos to be believable and tie everything together.

Post production challenges

The only, yet most difficult, challenge during post-production was software compatibility between computers for creating particle effects. I had to work across multiple workstations due

to the lack of software licenses on certain machines. The main issue was that most of the computers had outdated software versions, which made my project files incompatible and unusable.

To resolve this, I had to convert my files to older, compatible versions in order to continue working. However, particle simulation is very hardware-intensive. Most of the workstations had already been worn down by previous 3D rendering projects and various classes, making it extremely difficult to work on particles. My station frequently crashed and corrupted files. Fortunately, I had multiple backups and was able to continue the work with minimal losses—though there were definitely a few setbacks.

### Conclusions

Ever since I first imagined God Blood, I've wanted to bring it to life in one way or another. My biggest dream has always been to turn it into a fully-fledged animated series, and this project feels like the first real step toward making that dream a reality.

It was an incredibly challenging journey—one that forced me to confront the darkest parts of myself that were holding me back: my procrastination, intrusive thoughts, video game addiction, and above all, my perfectionism—the voice that constantly told me nothing was ever good enough, the voice that stopped me from moving forward.

I was able to overcome it with a lot of help, determination, and passion. The sheer amount of painting and animating required pushed me to work faster, smarter, and better. Thanks to this project, I feel more confident in my skills than ever before, and I'm excited to see what this little teaser can grow int

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