

Process Book
by: Morgan Beatty

The
Treehouse

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Week 1 [05.12.20-05.14.20]

Going into our first small group discussion, I knew that I wanted to create an animation piece and had two potential topics for my capstone in mind: Navigating my parents' addiction or living with chronic illness/pain.

Navigating my parents' addiction

- Specifically substance abuse/heroin

Goals: promote empathy and awareness to those who are not children of addicts and create something that would validate the experiences of those who have dealt with this.

Living with chronic illness/pain

- Either specifically migraines or a few different illnesses

Goals: promote empathy and awareness to those who don't live with chronic pain, potentially create something that helps people keep track of their pain/learn how to



Week 2 [05.19.20-05.21.20]

This week involved one-on-ones with Todd and more small group meetings with my classmates. I'm still running my two topic areas in parallel because I'm unsure on which I want to go further with. I have personal experience with both so I have a lot of knowledge and first hand experiences that can help me navigate the stories I want to tell.

I'm struggling with how I would go about visualizing navigating my parents' addiction. I feel like just telling my own story isn't valid enough and I keep coming back to wanting to do something educational. I haven't quite wrapped my mind around how to go about doing this topic and that's probably because part of me is worried about bringing up past traumas that I may not have processed fully just yet. I also know that this is a topic that is near and dear to me and has been on my mind as a potential capstone since freshman year. This is a hard topic in general and I think that's why it is so important to create something that could help children going through it, I know younger me could have benefited from it.

I've decided that if I were to choose the chronic pain route I would specifically talk about chronic migraines because I've dealt with them for the past 10 years of my life. One aspect of chronic pain that I'd like to visualize for this would be the spoon theory. I learned about this from a coworker last semester and to say that it changed my life for the better in regard to advocating for myself would be an understatement. It's difficult to put into words how constantly being in pain can affect multiple parts of your life, but the spoon theory hits on it in a way that makes it easy to explain to those who don't suffer from chronic illness.

USING

SPOON THEORY

to Explain Chronic Illness

Have you ever wondered why people with chronic illnesses are often referred to as 'spoonies'? If so, the infographic below explains where this term originated.

WHAT IS THE SPOON THEORY?

- 1 The Spoon Theory was devised by lupus sufferer Christine Miserandino in 2003 when, one day while out for lunch with a friend, she was asked what it felt like to have lupus.
- 2 Her response was to grab 12 spoons from nearby unoccupied tables, handing them to her friend and inviting her to tell Christine about a typical day.
- 3 Every time Christine's friend mentioned activities such as getting up, getting dressed, taking a shower and preparing meals, she would have a spoon taken from her. The spoons were a metaphor for the limited capacity of activities that invisible illness sufferers can handle during their day.
- 4 Christine added that while it is possible to use more than 12 'spoons' in a day, any extra spoons used would be deducted from the following day's quota.
- 5 Her friend eventually became emotional at seeing her everyday pain described so acutely as the reality of the situation sunk in.
- 6 The Spoon Theory has since been used as a guide for invisible illness sufferers to explain to others how difficult it is for them to complete tasks that would seem routine to most people and how important it is to use 'spoons' sensibly just to get through the day.

link to infographic: <https://www.practicalpainmanagement.com/patient/resources/pain-self-management/using-spoon-theory-explain-chronic-pain>

Week 3 [05.26.20-05.28.20]

I made the decision this week to stop running my two topics in parallel and narrow in on the topic of addiction. This week involved the beginning of my project brief and research plan.

Working Title - Navigating Addiction

Subtitle - An adolescent child's journey growing up with drug addict parents.

Project Statement

1. An animation that educates adolescent children of addicts about navigating their journey through social stigma.
2. An animation that tells the personal story of an adolescent child of an addict to promote empathy and validation of others' experiences.

Constraint #1: Audience

Primary: Adolescent Children of Addicts (early-middle)
Secondary: Late Adolescents/Adults (18-21+)

What I know

Stages of Adolescence range from Early Adolescence (10-13), Middle Adolescence (14-17), and Late Adolescence (18-21+).

What I don't know & need to know

When adolescents are most susceptible to influence and the factors involved (social, developmental, etc). How adolescents are best reached in regard to learning and receiving new information. Level of awareness that my audience has currently and how open they are to receiving new information.

Constraint #2: Content

What I don't know & need to know

Reading level of primary audience. What concepts I want to touch on in the animation. What type of story I want to tell/what story telling technique would be best suited for topic. How to depict different types of concepts.

Constraint #3: Medium

What I know

The project will be a 2D animation piece.

What I don't know & need to know

Length of animation. Style of illustration. Character rigging-I have some experience with this but not a lot so this will be something I will need to learn more about.

Outcome #1

Children of addicts will feel more educated and validated in their journey.

Additional Outcomes

Audience/viewers will be more empathetic towards the subject and those dealing with it.

Investigation Plan Questions

What level of awareness does the audience currently have? How do you visualize something for this specific audience that is impactful but not too off-putting? How many pathways/pivotal moments are there? Are they apparent? What social factors play a role? What are the numbers? How many people are personally affected by addiction? (not addicts) When do children of addicts get faced with decisions? When are they most susceptible to addiction?

Week 4 [06.02.20-06.04.20]

This week involved creating my presentation for faculty reviews.

View the presentation here: <https://drive.google.com/file/d/1KUz-Gfqjb-jOKQguO27me1BlbpWFi0iYi/view?usp=sharing>

Week 5 [06.09.20-06.11.20]

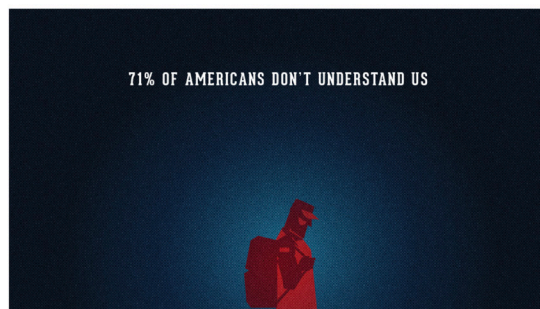
This week I started benchmarking animations that people have created centered around heavy topics. I looked at different visual styles, storytelling techniques, points of view, etc. Below are a few examples of heavier topic animations that I found.



<https://zedanimations.com/news/animation-platform-serious-subjects/>



<https://www.jumbla.com/news/why-animation-is-best-for-complex-storytelling>



<https://www.iamparagon.com/2014/03/explaining-sensitive-subjects-with-your-animation/>

Week 6 [06.16.20-06.18.20]

This week I started looking at the different stages of adolescence and factors that can affect them to try and begin thinking about what age group I want to appeal to. I also looked into statistics behind children of addicts and whether or not predisposition is as large of a factor as people try to make it seem. The five links below are resources I found during this week's phase of research.

<https://www.healthychildren.org/English/ages-stages/teen/Pages/Stages-of-Adolescence.aspx>

<https://americanspcc.org/recognize-the-signs-of-drug-alcohol-abuse/>

<https://www.acadiahealthcare.com/programming-treatment/substance-abuse/>

https://www.samhsa.gov/data/sites/default/files/report_3223/ShortReport-3223.html

<https://www.sciencedaily.com/releases/2019/06/190605171354.htm>

Week 7 [06.23.20-06.25.20]

A big part of my animation is going to be the anticipation of questions that children may have while facing different hardships. In order to gain better clarity on what these questions may be and different educational topics to hit on, I think it would be beneficial to be in contact with someone who is an expert in the field. I would like to talk with someone such as a child counselor or therapist that deals specifically with addiction and substance abuse cases. This week I sent an email to Cincinnati Children's Hospital and Talbert House to ask about potential connections that I could interview regarding my subject matter. I also am beginning a list of people who are willing to talk to me about their own experiences as children of addicts so I can get perspectives outside of my own.

Week 8 [06.30.20-07.02.20]

Therapist Interview

This week involved having an interview with Gary, a therapist who works at Princeton High School and Talbert House. He primarily works with adolescents that are 13 to 24 years of age who deal with a large variety of issues.

I asked Gary what age range he believes would be the best bet for me to go forward with targeting and he laid out the different developmental stages involved in early adolescence and late adolescence:

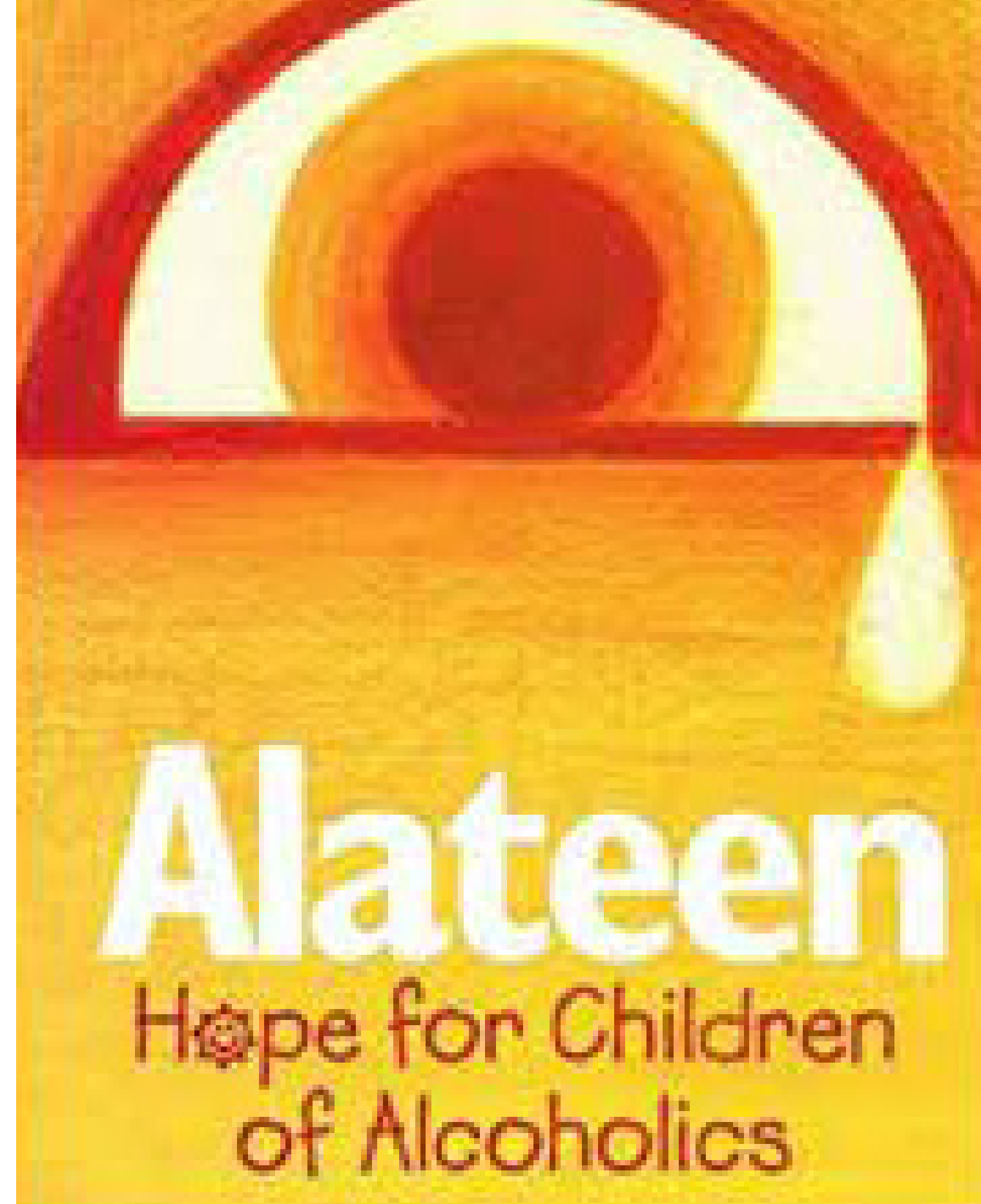
- early adolescence (12-18) *thinking in the moment, concrete thinking to more abstract thinking
- late adolescence (18-24) *more forward thinking, autonomy from parents, formation of gender identity, own sense of morals

The next question I asked Gary was about the main/top questions adolescent children of addicts ask him and what their concerns are.

The following are notes from our conversation:

- Trusting people is a huge issue
- Tendency of not feeling connected to other people
- Blaming themselves
- How they see themselves (no nurturing messages from parents).
- Don't feel safe/lack of sense of self. Idea of love is skewed. Self-worth/if they think they're lovable or not.
- Sense of abandonment (gravitate to other people that will take advantage of you) *no sense of attachment*
- Learning to set boundaries is a big topic/issue
- Lack of identity
- Strive for perfectionism (just a little better, they'd stop drinking/using)
and/or thinking change to *and/and* (covers up shame mentality)

Predisposition is a side note in therapy, doesn't always come up but he tends to bring it up just to educate them. He suggested the following information/resources to help with my project: Courage To Be Me Living with Alcoholism, Family Afterword section in the AA big book, You didn't cause it, you can't control it, you cannot cure it (Al Anon three C's) *look at Ala-teen*



Week 9 [07.07.20-07.09.20]

This week our second draft of our project brief was due along with feedback to two of our peers about their project briefs.

Week 10 [07.14.20-07.16.20]

This week involves a lot of small group meetings with people I haven't yet shared my project with so I'm hopeful for good feedback.

Late last week I made the decision that the main character(s) in my animation are not going to be human figures but instead be a small group of imaginary friends/abstracted friendly monster creatures.

I decided this after thinking about a potential issue with my viewers being pulled out of the story if they're viewing someone who they cannot identify with on a personal level. For example: my main character is a young caucasian girl (me as a child) and my viewer is a young black boy. First of all, he will not relate directly to someone of a different gender than him and he also won't relate directly due to the color of their skin being different. Everyone has their own story and their own hardships when it comes to being an adolescent child of an addict and I want to make sure my animation is as inclusive and validating as possible so I believe the abstracted version of characters is the best way to do this. My inspiration for this idea comes from Monsters Inc., the Imaginary Friends Society, and Foster's Home for Imaginary Friends.



Week 11 [07.21.20-07.23.20]

This week I began working on creating the preliminary illustrations of the imaginary friend creatures for the animation.

My original thought was to have the animation start out with the title being introduced and a brief overview of the animation and characters. After speaking with my small group, comments were made about just jumping right into the animation and not showing/ giving away the characters. Comments were also made about being more exploratory in my visual language. For example, creating characters that aren't representative of anything (people, animals, etc). Another comment was about the structure of the classroom space being too rigid and not welcoming. The idea of having seats set in a circle was mentioned and I definitely think I want to look into all aspects of how the scenes are being portrayed and make them be as welcoming and inclusive as possible.

My next steps are going to be exploring the characters more visually, rethinking my title/subtitle to be more child friendly, and narrowing in on my topic areas so they can be finalized.



Navigating Addiction



Week 12 [7.28.20-7.30.20]

This week I illustrated my characters and updated my title for my animation to be more on par with the style and audience I am trying to reach. I wanted the title to reiterate that this animation will be child friendly, inclusive, and mainly a safe space for those going through hardships.

After researching different naming conventions for friendship/imaginary friends/safe spaces, I came up with **The Treehouse**. Treehouses are typically thought of as creative space for kids to be imaginative and feel safe so I thought it was very fitting.



Week 13 [8.04.20–8.06.20]

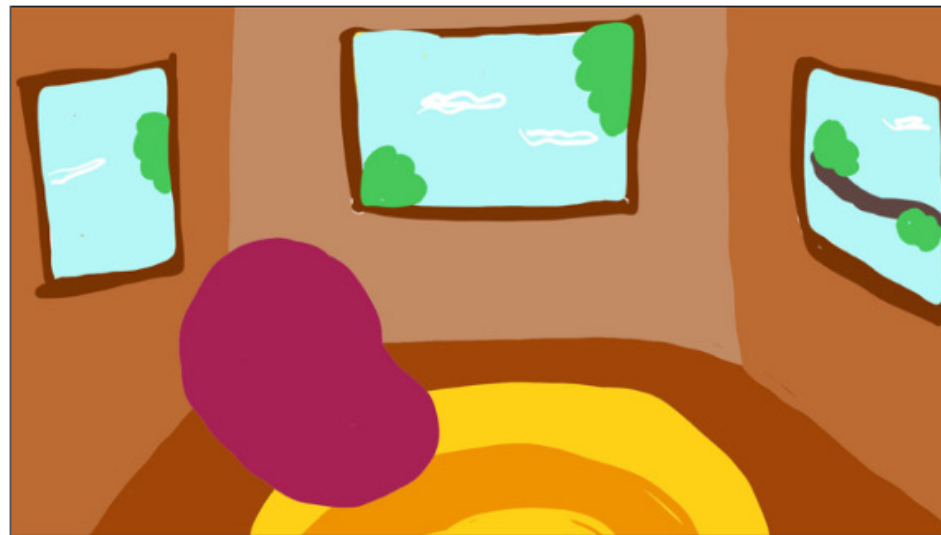
This week involved deciding the four topic areas my animation will cover along with my first round of initial storyboards.

topic 1: you are not alone

topic 2: you didn't cause it

topic 3: you can't control it

topic 4: you can't cure it



Scene 1: you are not alone



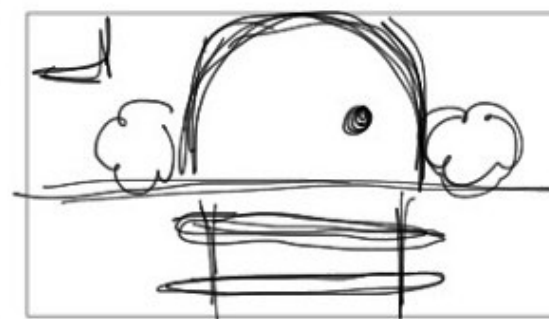
Begin w/ overview shot of tree to show house has multiple levels



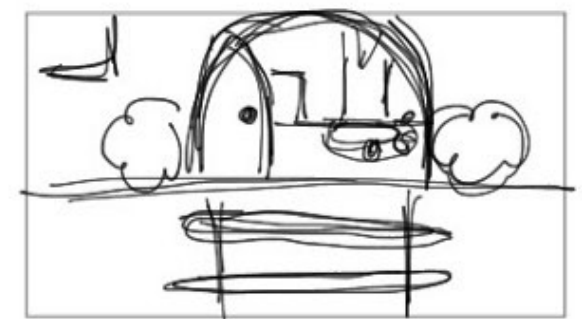
Fly around tree and zoom in on top leaf portion - title appears



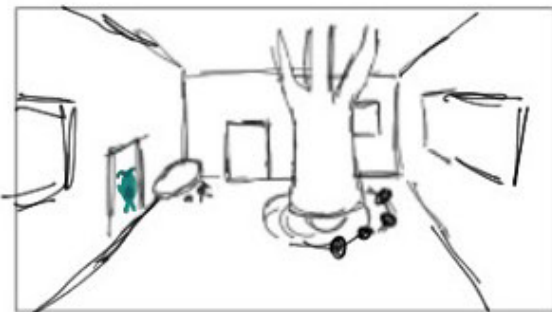
Zoom in on bottom level house



Perspective shifts to climbing ladder up to front of door



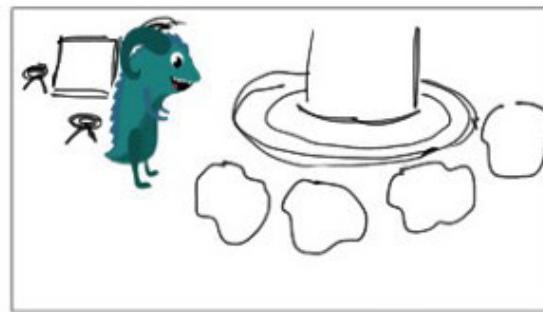
Door opens to show first shot of main room in treehouse



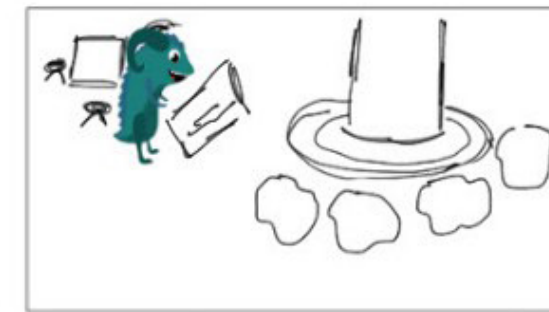
Camera is looking through door into room. First character can be seen in doorway



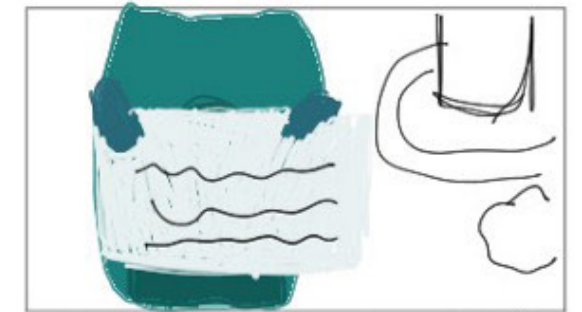
Character walks up to introduce self + welcome to treehouse



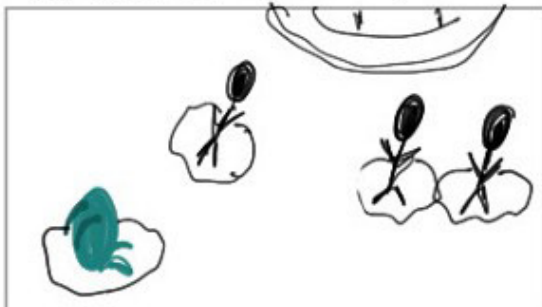
Character explains that this is a safe place



Starts to explain topic of not being alone



Statistic about number of kids who are children of addicts



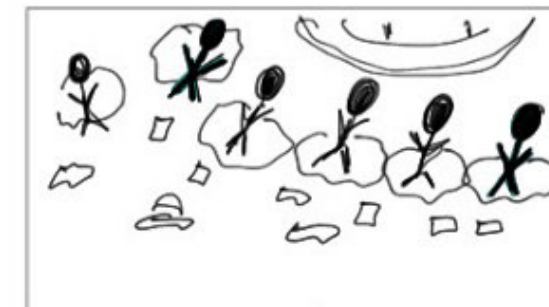
Scene changes from explaining hard statistic to character putting statistic into perspective for kids



More kids appear as character uses analogy of other kids dealing w/ same hardships



Colored kids visually show 2/6 kids in class could also be going through what newer is going through



Kids laughing/having fun and wave at camera + ask viewer if they want to join

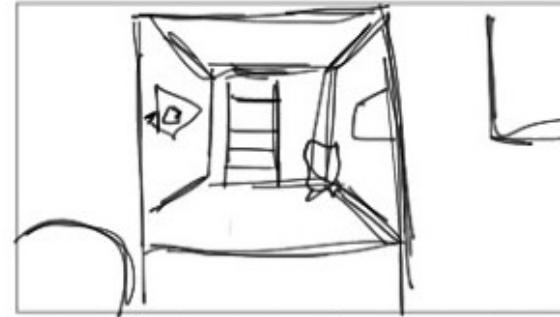


Scene switches to overview shot again + character says goodbye and leads viewer to next room

Scene 2: you didn't cause it



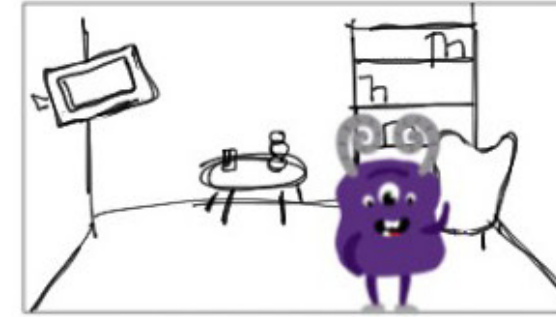
viewer walks toward door at back of room



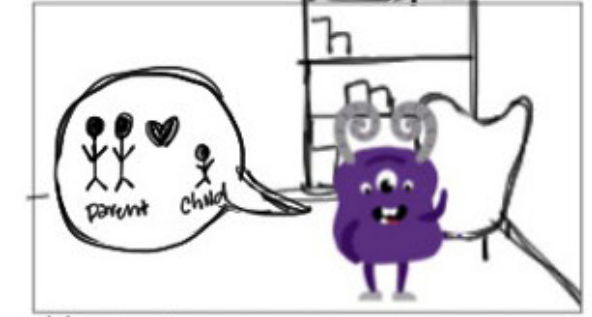
view through door to get glimpse of new room



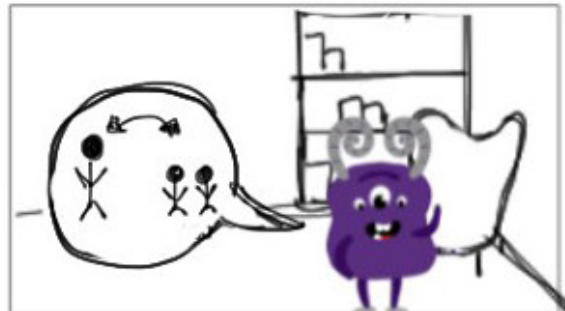
meets new character who welcomes you/introduces self



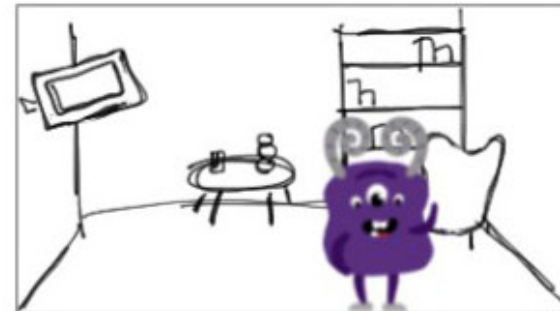
character leads w/ discussion on relationship w/ parents



Normal roles are parents take care of child



Roles are reversed. child ends up taking role of caregiver



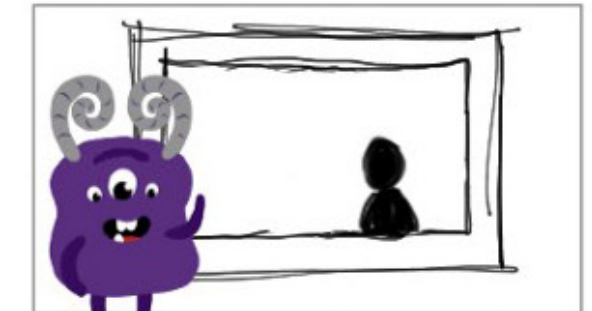
This role reversal tends to lead to negative feelings like guilt



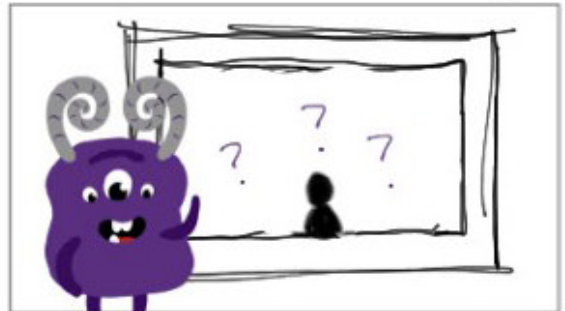
Zoom to TV to show visual of child feeling sadness thinking of parents w/ substances



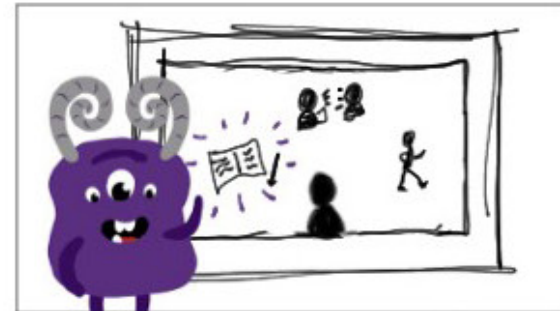
child feels responsible and at fault for parents choices



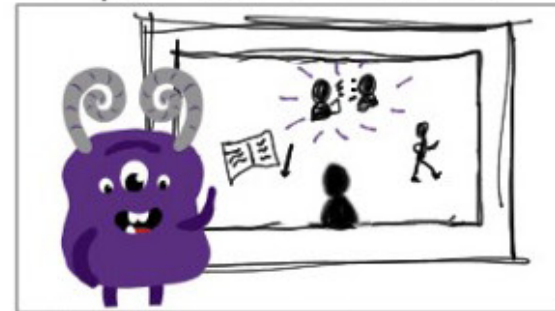
Here to tell you that it isn't your fault, you didn't cause it.



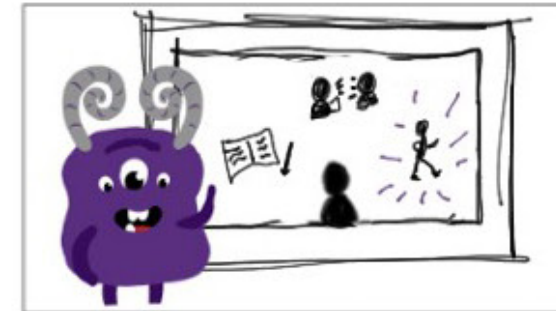
A few ways to deal with negative thoughts and feelings...



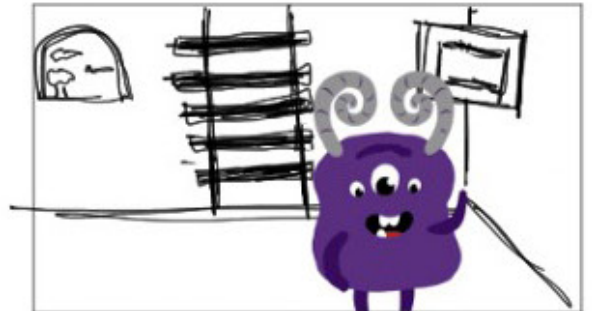
one thing you can do is learn to journal + write how you're feeling in order to release pent up emotions



finding an adult you can confide in

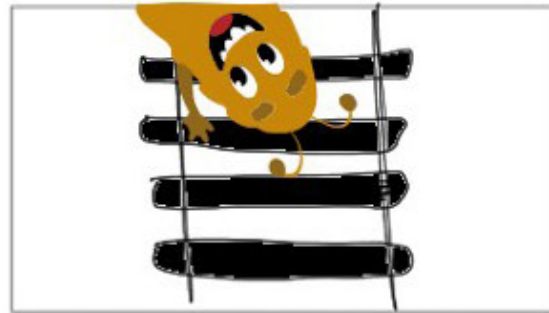


participating in activities that make you feel good about yourself



character wraps up talk + leads viewer to ladder leading to second story of treehouse

Scene 3: you can't control it



New character peeks down from above room as viewer climbs ladder



viewer peeks into new room + is greeted by kids + yellow character



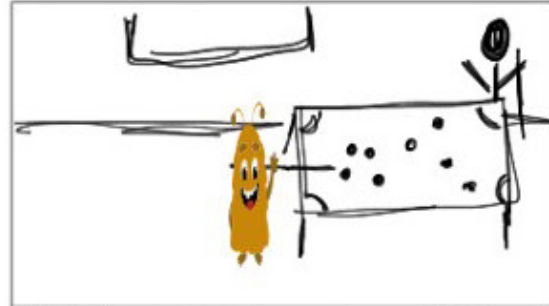
Welcome to the hobby room where we learn about self care + how to deal w/ perfectionism



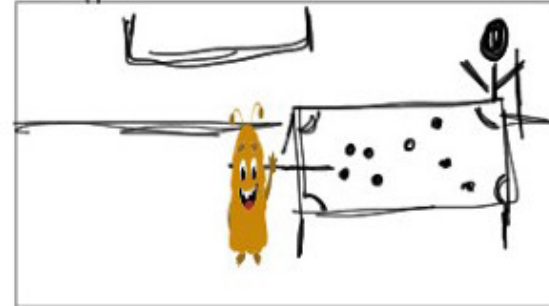
DO YOU EVER FEEL LIKE IF YOU DO A LITTLE BETTER OR BE THE BEST AT SOMETHING, IT MIGHT MAKE MOM OR DAD STOP USING?



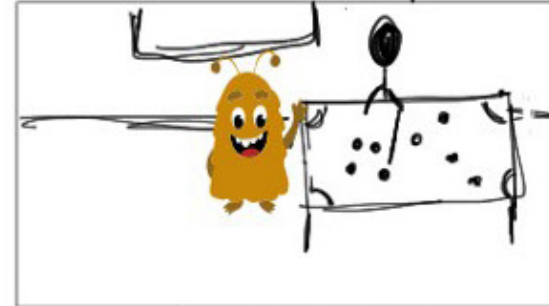
This mentality of needing to constantly over-achieve and succeed is called perfectionism and a lot of kids like you deal with these thoughts!



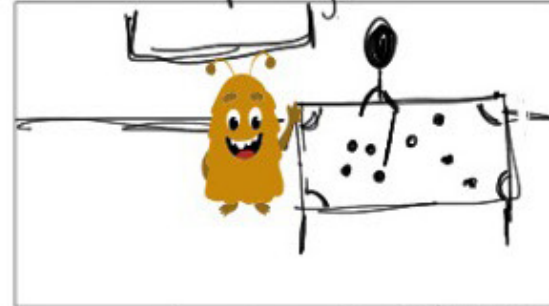
I'm here to remind you that you can't control your parents' actions + the choices that they make.



The only thing you can control are your own actions + how you manage your emotions



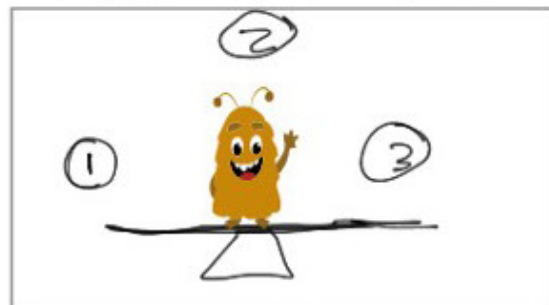
A good way to combat perfectionism is self care.



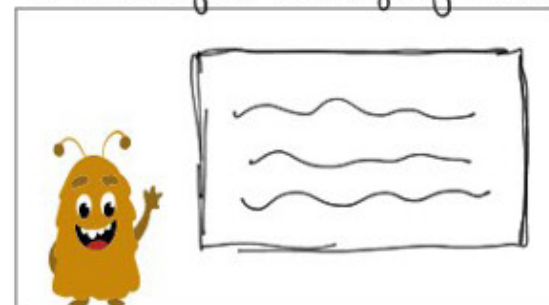
This could be as simple as starting a hobby you enjoy, like playing pool w/ some friends



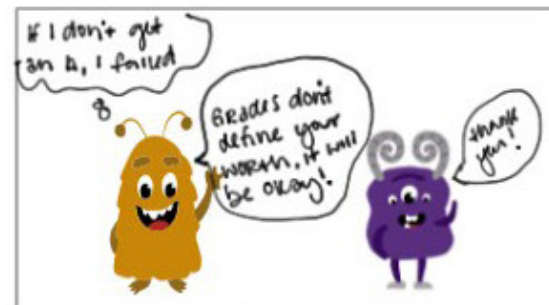
If you don't find a way to combat your perfectionism, you may experience feelings of burnout where you're mentally and emotionally exhausted



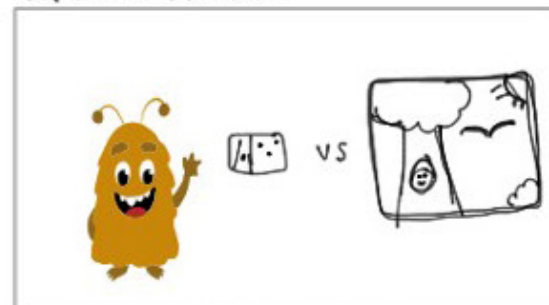
3 ways to combat perfectionism are:
1. realistic thinking 2. perspective taking 3. looking @ big picture



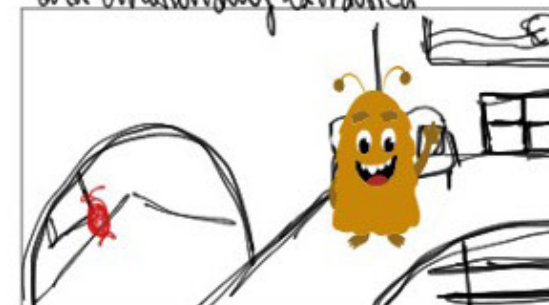
Realistic thinking
positive statements written on board



Perspective taking
Character demonstrate how negative self talk is different than how we see our friends doing some action



Looking @ big picture
getting too caught up in details
sometimes makes us lose sight of goals



Character says goodbye
Leads viewer to final room

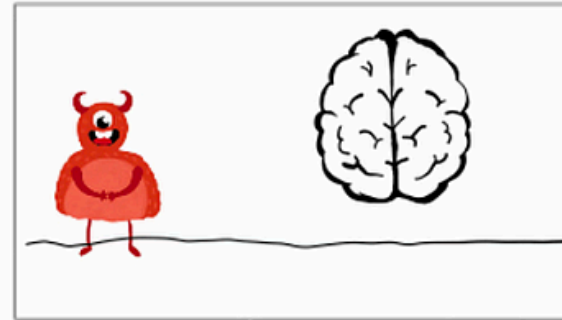
Scene 4: you can't cure it



viewer walks outside onto balcony + is welcomed by final character



character begins topic on not being able to cure addiction due to it being a disease. camera zooms out to show outside of multi level treehouse



Disease is defined as a disorder of structure or function in a human. It lies in the chemical + structural changes in the brain when using



substance abuse causes depletion of white matter in the brain. White matter is responsible for impulse control + decision making



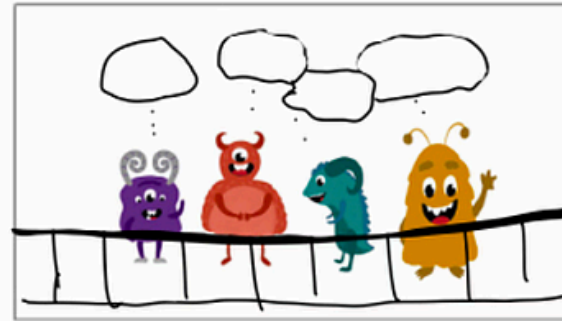
Remember you are not the cause of your parents' problems. The highs + lows can be overwhelming



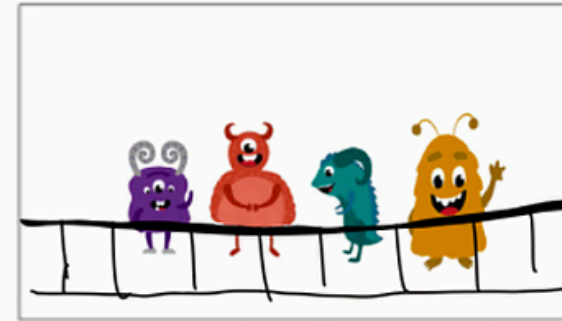
Signs of feeling overwhelmed include increased anxiety, fear, anger, or guilt and it is difficult to pinpoint + verbalize the source of stress. It can manifest physically as well.



talking to someone helps you become better at managing emotions in a healthy manner + allows you to control overwhelming thoughts



Remember my friend from earlier mentioning reaching out for help? Therapy, school counseling, an adult you can trust + listen to are all trustworthy



We've talked about a lot so we just wanted to wrap up and remind you of what we've learned today - you're not alone, you can't cure it, you can't control it, and you can't check it.



characters wave goodbye

Scene 2: visual inspiration

This page shows a collage of illustrations pulled from my Illustrator file that helped me create scene 2.



Scene 3: visual inspiration

This page shows a collage of illustrations pulled from my Illustrator file that helped me create scene 3.



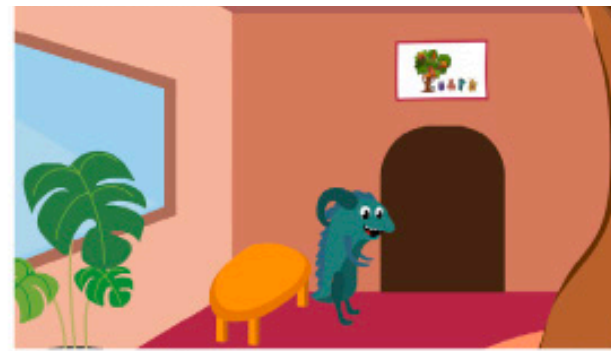
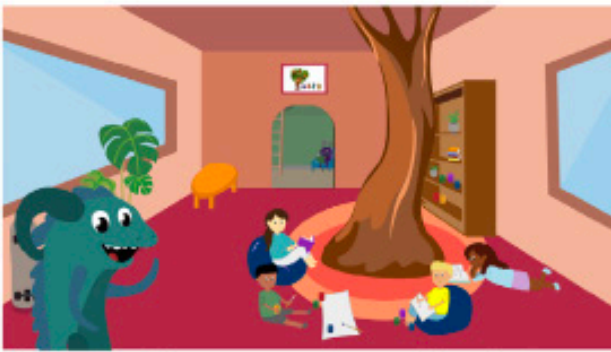
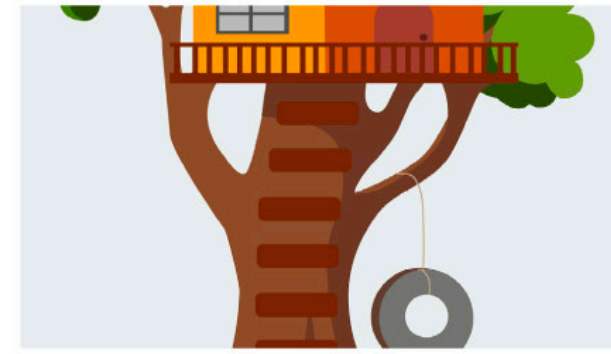
Scene 4: visual inspiration

This page shows a collage of illustrations pulled from my Illustrator file that helped me create scene 4.



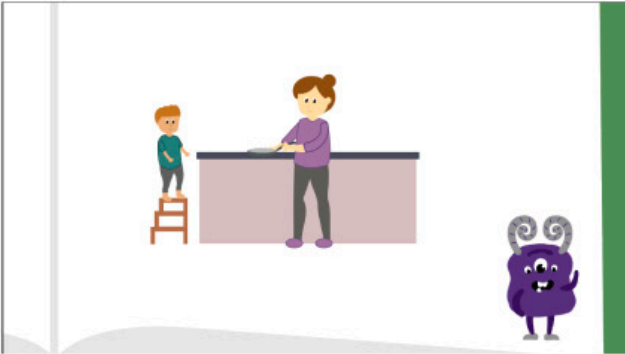
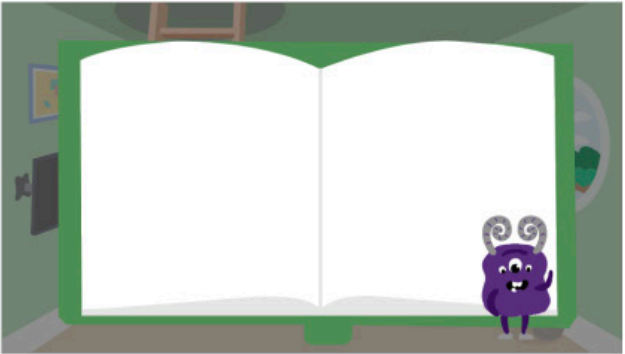
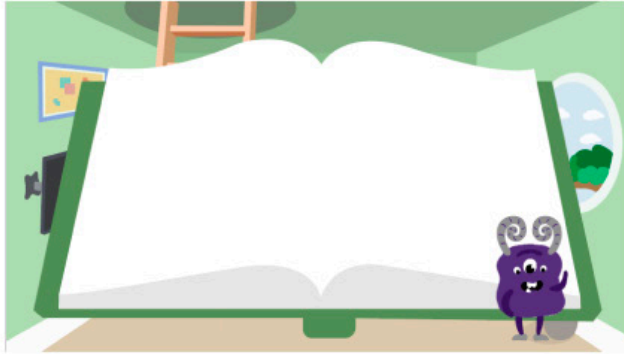
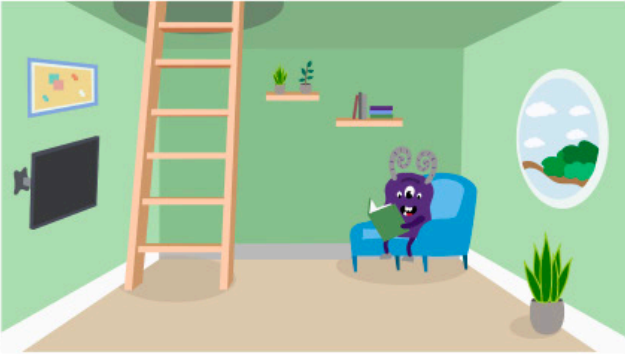
Scene 1: storyboard development

This page shows the beginning phase of choosing colors and visual style for the introduction and scene 1 of The Treehouse. I figured out during this phase that the color palette for the first room was just not working so you will see later that it changes drastically in the final storyboards.



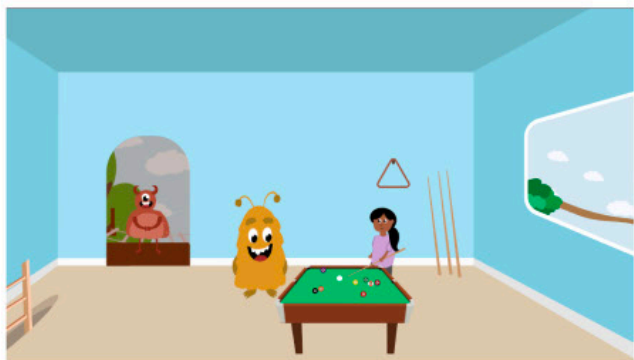
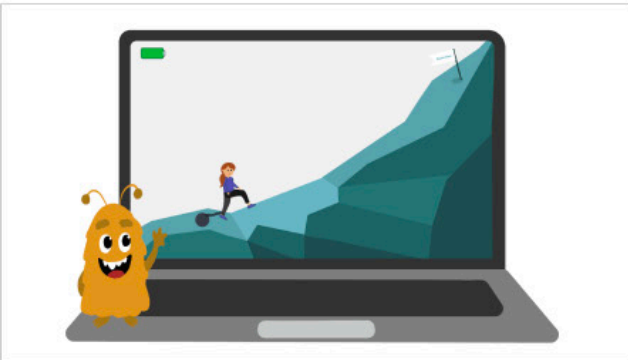
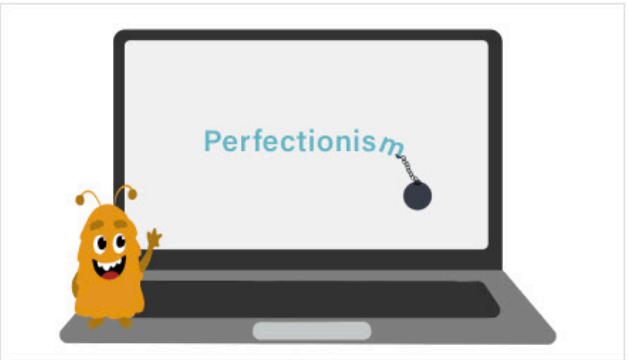
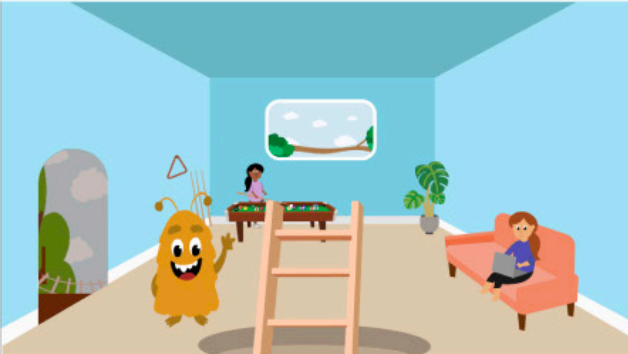
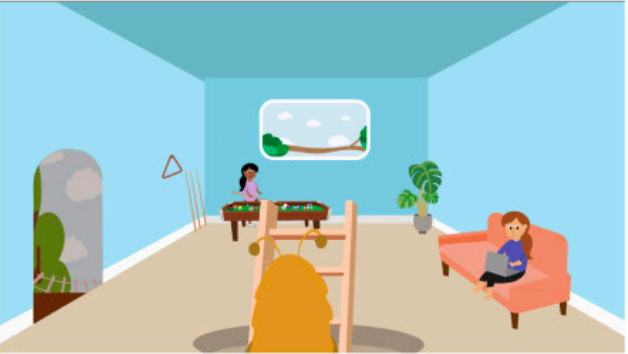
Scene 2: storyboard development

This page shows the beginning phase of choosing colors and visual style for scene 2.



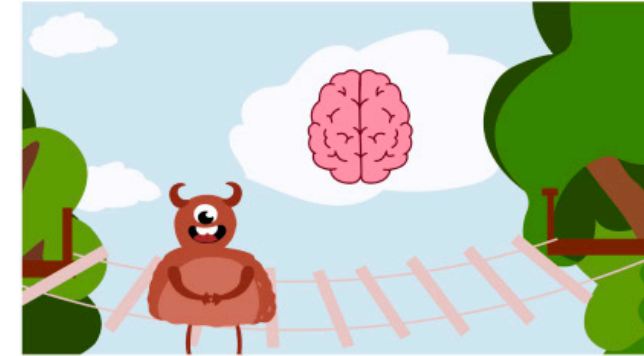
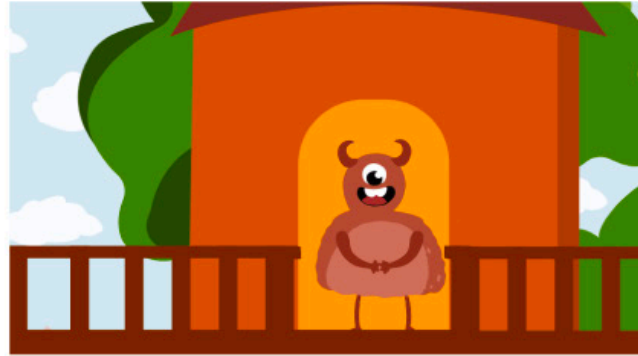
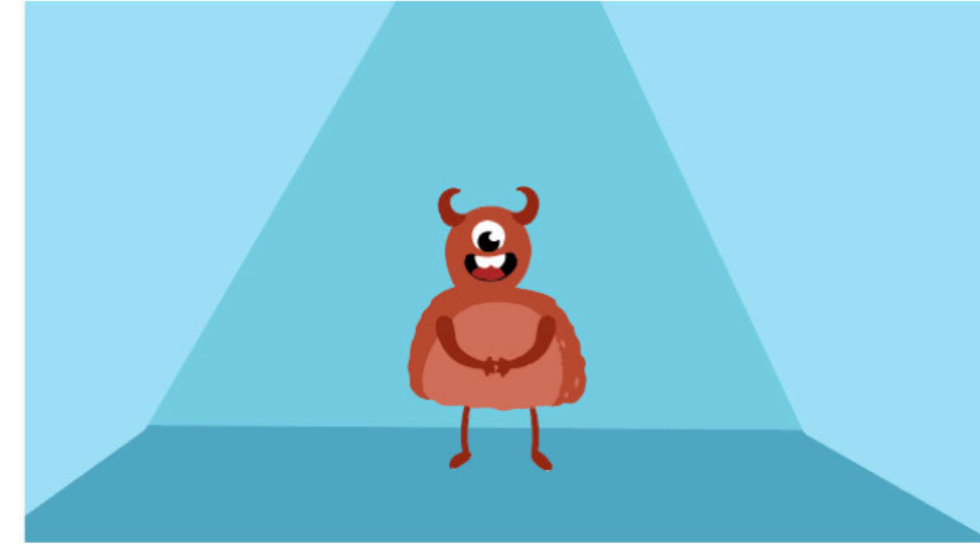
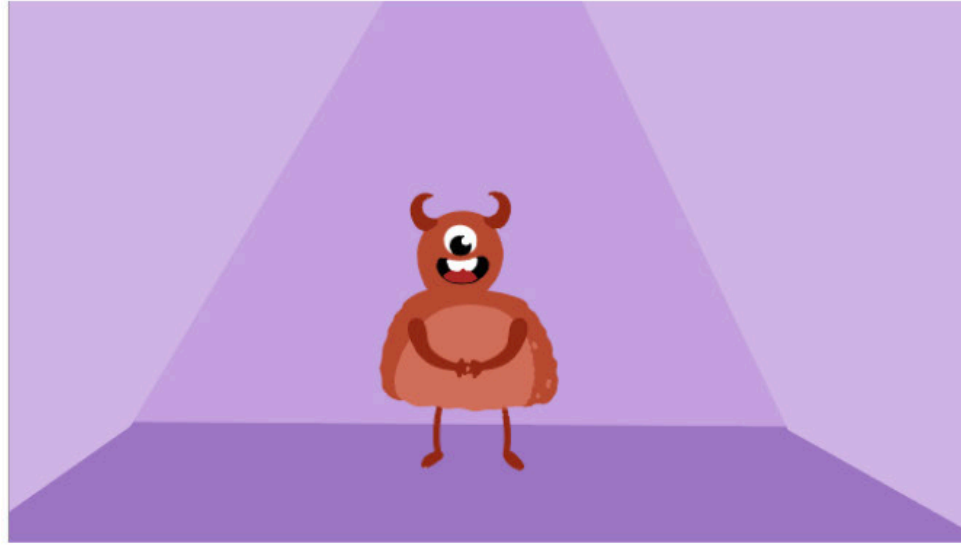
Scene 3: storyboard development

This page shows the beginning phase of choosing colors and visual style for scene 3.

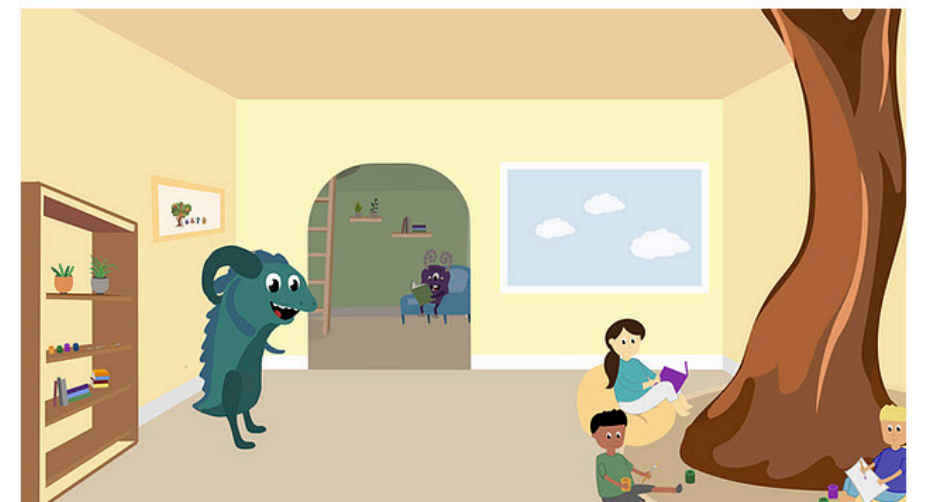
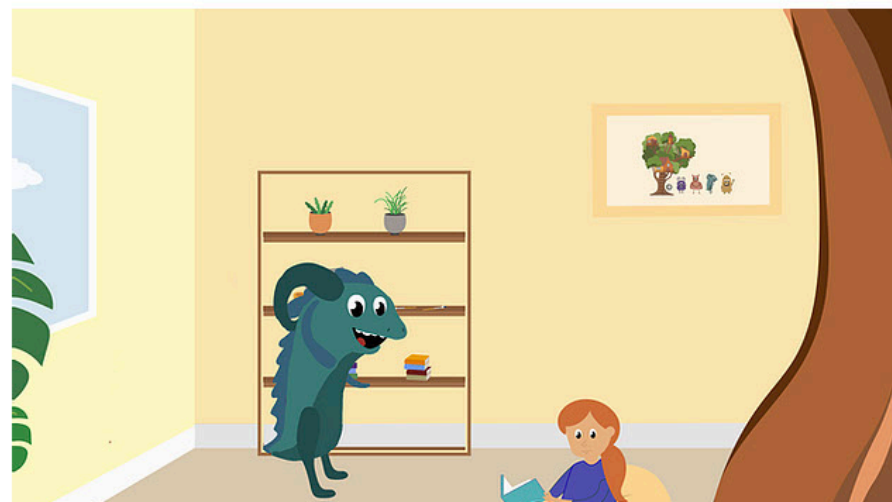
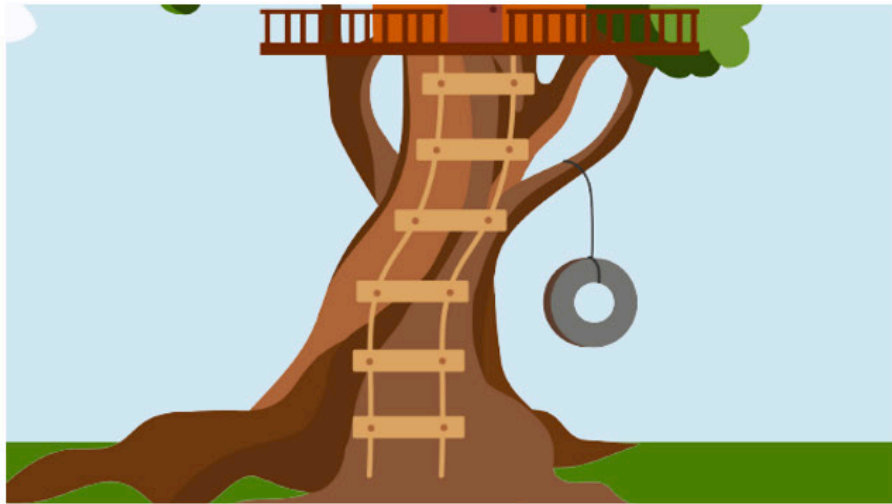


Scene 4: storyboard development

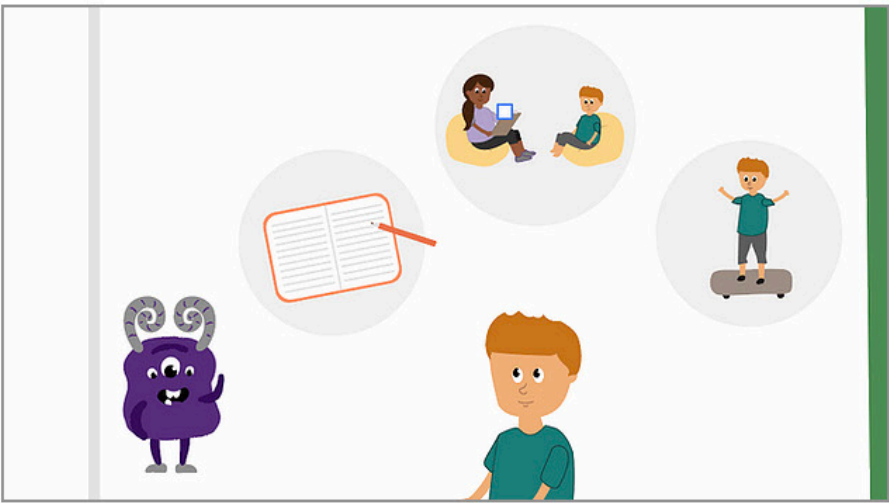
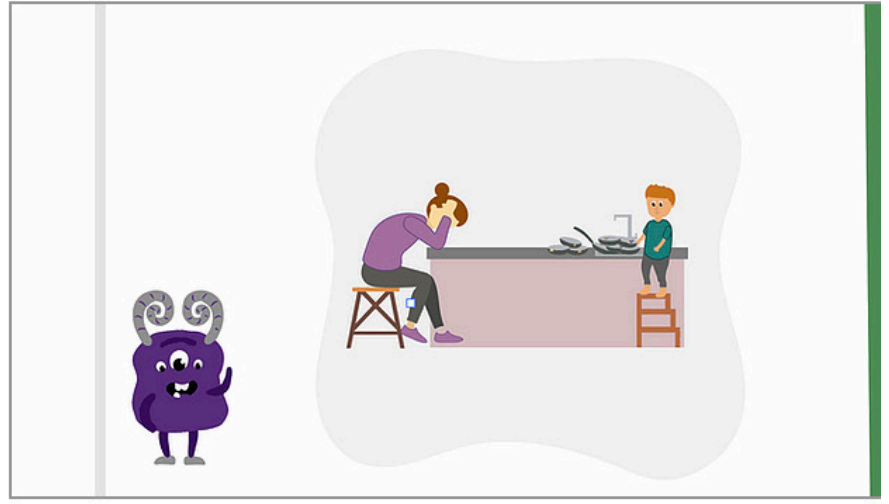
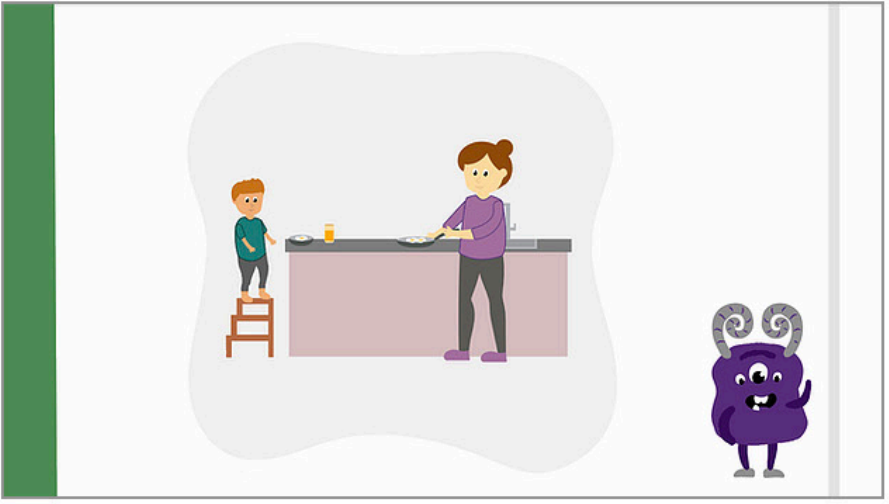
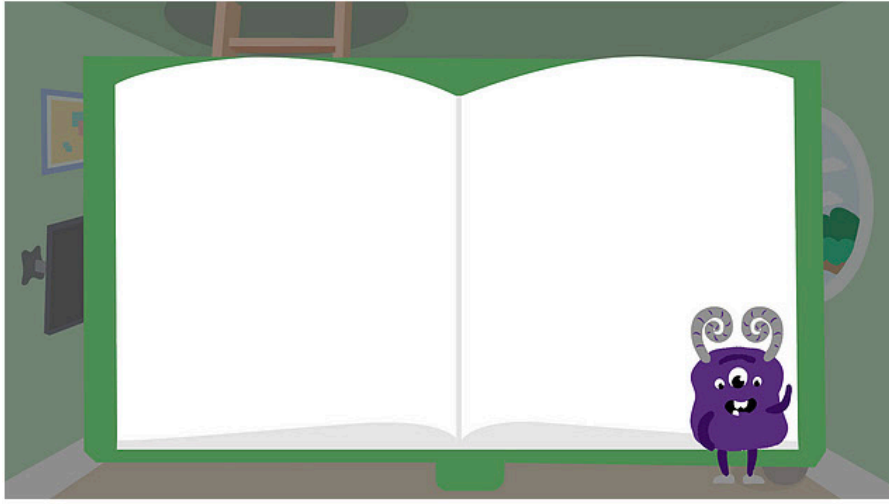
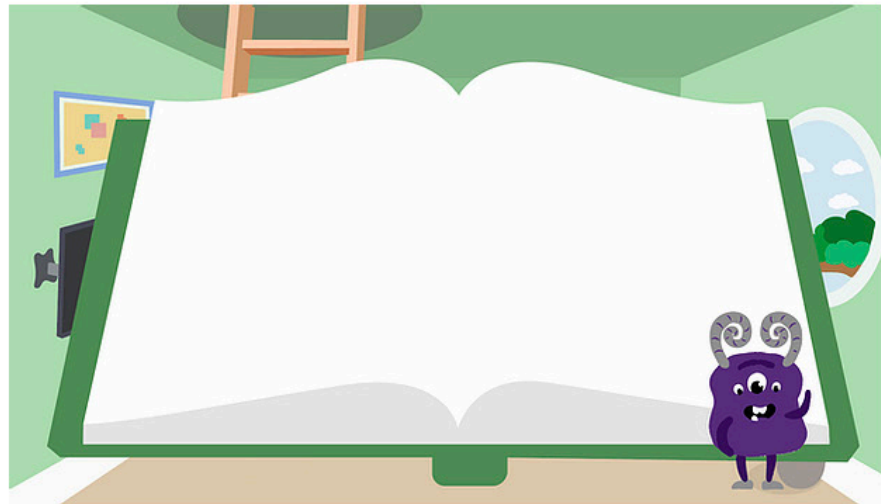
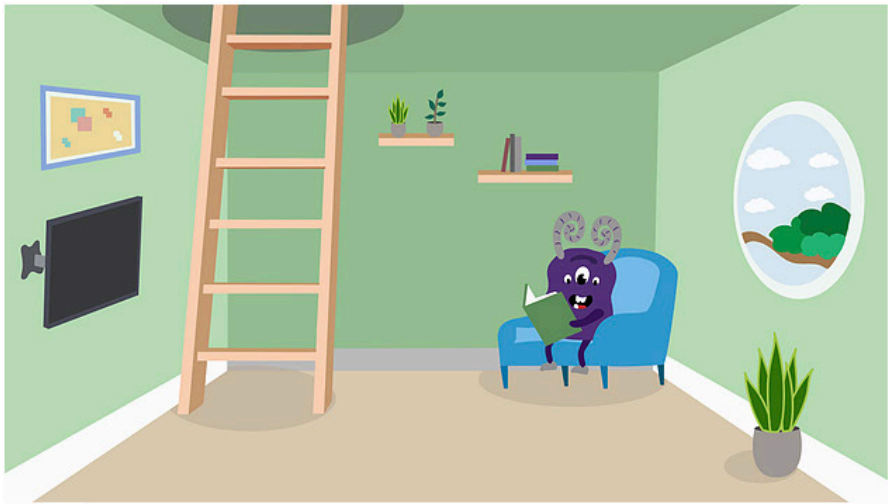
This page shows the variation in colors and visual styles I went through to create the storyboard for scene 4. I ultimately decided that since this scene was at the end of the animation, the character would be better off being outside to show off the tree. I struggled with this storyboard at first because I was very caught up in how I could show the literal idea of curing something within the brain.



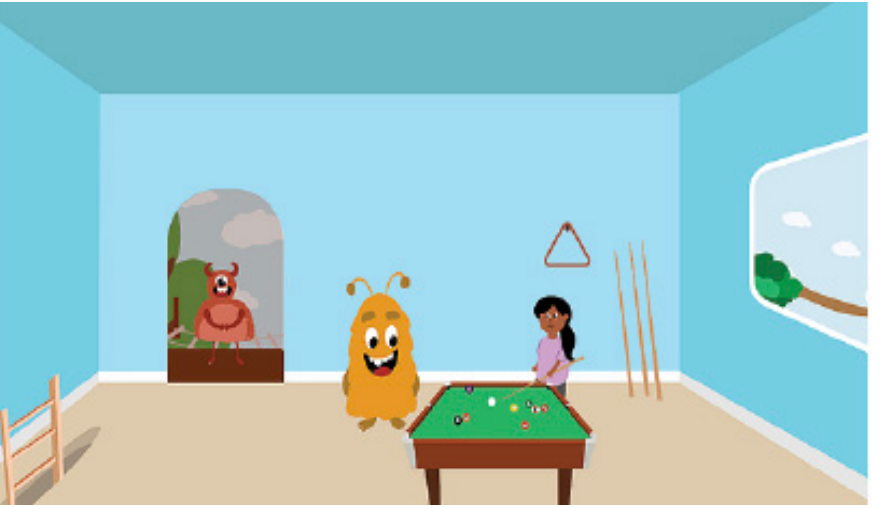
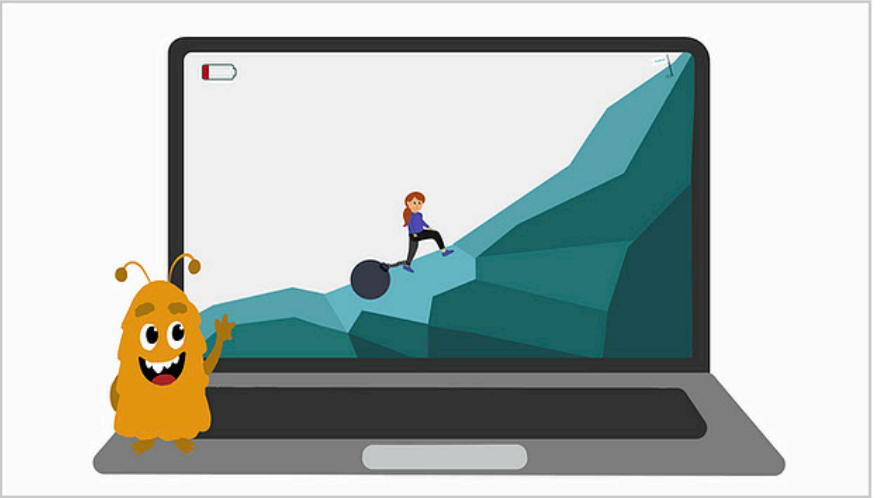
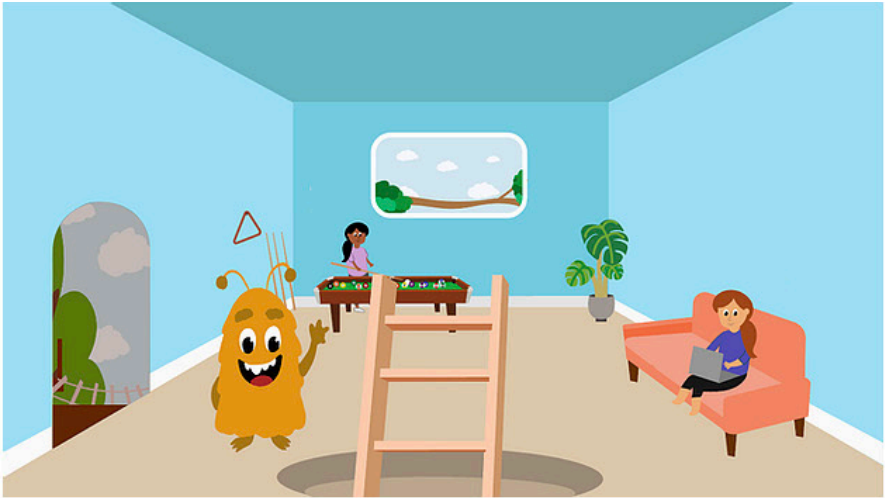
Scene 1: you are not alone



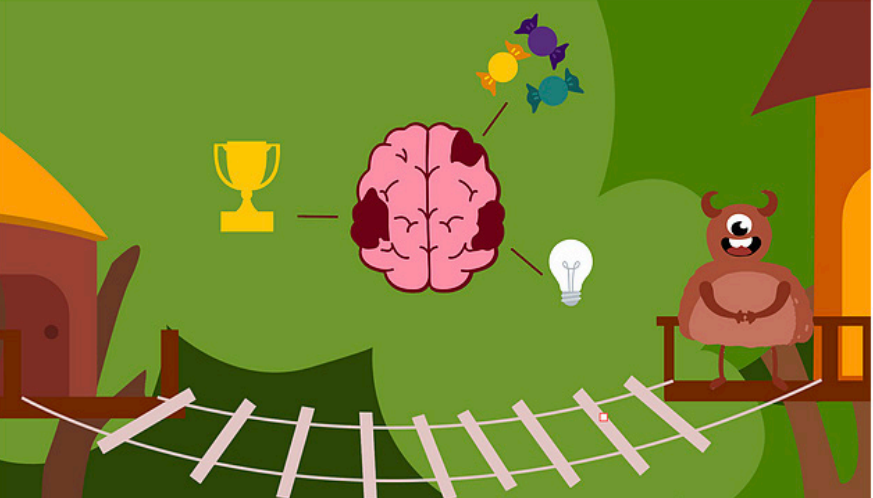
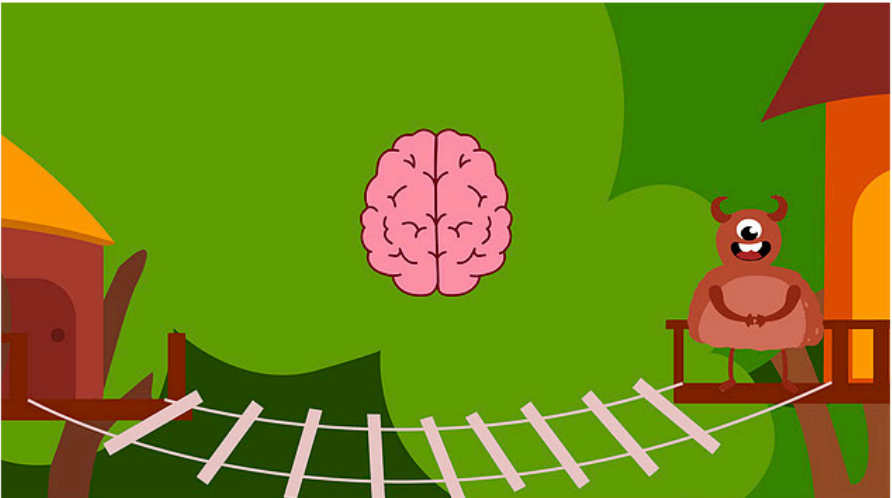
Scene 2: you didn't cause it



Scene 3: you can't control it



Scene 4: you can't cure it



The Script: scene 1

This page shows both my script for scene 1 and the format I used when sending my script to my voice-over artists to give them context of that scene.

Scene 1 Storyboard:



Character 1 Script:

Hi, Welcome to The Treehouse! This is a safe space for kids just like you.

Sometimes when we are overwhelmed or dealing with a lot, we feel like we're alone and there isn't anyone to talk to about our feelings. Especially when it comes to something difficult like a parent battling addiction.

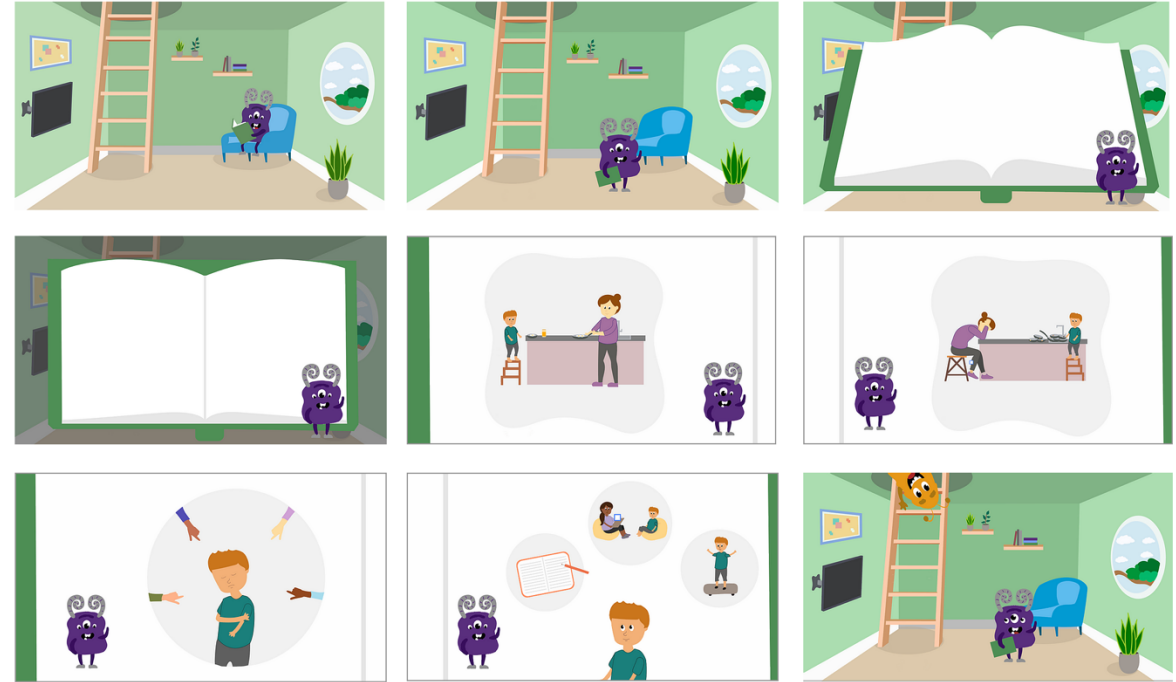
Did you know that an annual average of 8.7 million children aged 17 or younger live in a household in the United States with at least one parent who battles addiction? Two of the kids you see in the treehouse today are actually dealing with the same hardships as you. They want you to know that you are not alone.

This is the main room of the treehouse and you can come back here anytime you want. Now I want to introduce you to my friend in the next room. Here, let me walk you over!

The Script: scene 2

This page shows both my script for scene 2 and the format I used when sending my script to my voice-over artists to give them context of that scene.

Scene 2 Storyboard:



Character 2 Script:

Come in, come in! Let's take a look at how role reversal can happen when a parent battles addiction and what we can do to set healthy boundaries for ourselves.

In normal circumstances, our parents take on the role of being our caregiver. This means they do things like provide us a safe environment to live, teach us manners, and even something as simple as make us breakfast.

In situations where our parent is battling addiction, the roles are reversed, and we end up taking over as the caregiver. This role reversal can lead to you feeling responsible for your parent's actions and feeling guilty that they are struggling. I'm here to tell you that it isn't your fault, and you didn't cause any of this to happen.

I have a few coping strategies we can work on to help you with these negative thoughts! One thing you can do is get a journal and start writing how you are feeling. This will help you release any pent-up emotions.

Another strategy is finding an adult you can trust and confide in, possibly a school counselor or a therapist! It is their job to help you work through your emotions and help you with anything that you may need.

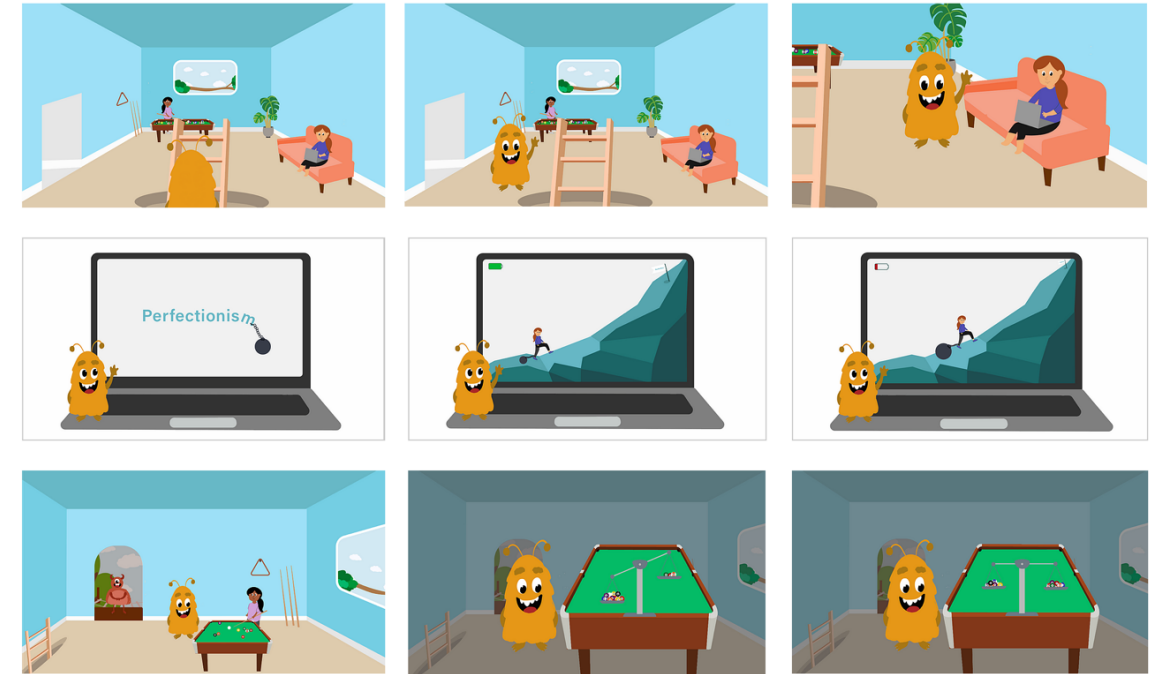
Finally, participating in activities that you enjoy is a great way to have fun and have something to look forward to! Maybe starting a hobby that involves art or even learning how to skateboard!

It was nice to meet you today, I hope you come back and visit me soon. I think my friend is here to show you the way upstairs!

The Script: scene 3

This page shows both my script for scene 3 and the format I used when sending my script to my voice-over artists to give them context of that scene.

Scene 3 Storyboard:



Scene 3 Script:

Welcome to the Hobby Room, where we're going to learn about self-care and how to deal with perfectionism.

Do you ever feel like if you do a little better or are always the best at everything, it will magically make your parents not be addicts anymore? This mentality of needing to constantly over-achieve and succeed is called perfectionism and a lot of kids like you deal with these thoughts. I'm here to remind you that you can't control the choices that your parents make.

Imagine climbing a mountain with a weight around your ankle and every time you think you've almost reached the top, it gets further away, and the weight gets heavier. That's what it feels like to be a perfectionist. If you don't learn how to combat this, you may experience feelings of burn out where you're mentally and emotionally exhausted. Another way of looking at this is imagining your internal battery going from 100% charged to being completely empty.

Since you don't have control of your parent's addictions, something you can do is learn how to control and manage your own actions and emotions.

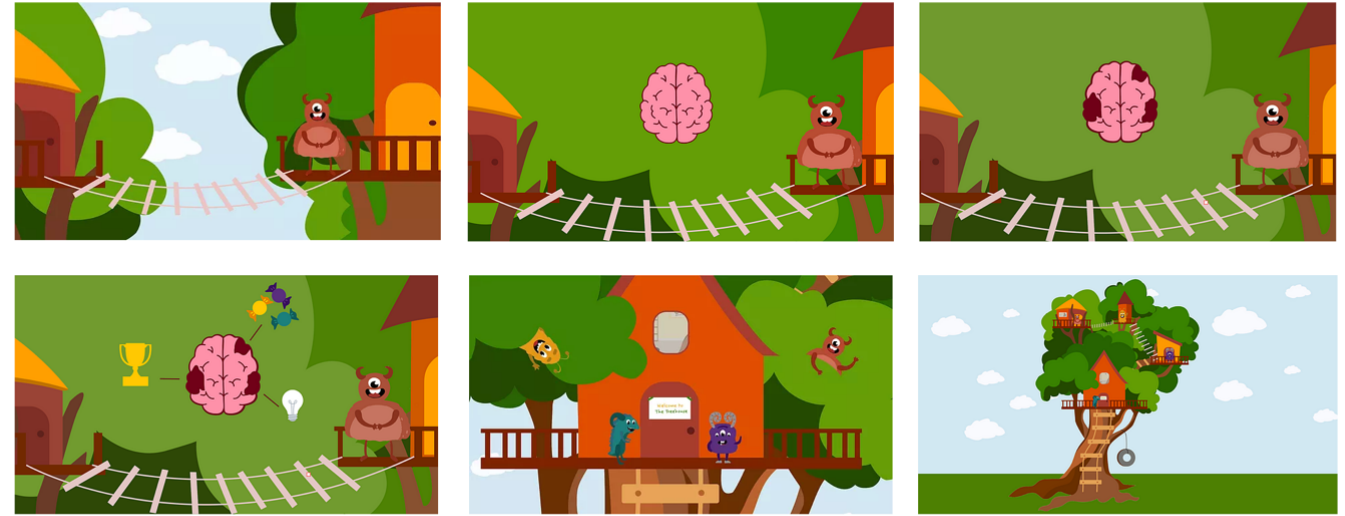
One way to combat these negative thoughts is learning the coping strategy of self-care. As we learned from my friend earlier, this can be as simple as learning a new hobby, such as learning how to play pool. Another great coping strategy is learning realistic thinking. Realistic thinking means looking at all aspects of a situation, the positive, the negative, and the neutral, before making conclusions. In other words, this means learning healthy boundaries around balance.

Oh! It looks like a new friend is here to show you outside. I hope I see you again soon!

The Script: scene 4

This page shows both my script for scene 4 and the format I used when sending my script to my voice-over artists to give them context of that scene.

Scene 4 Storyboard:



Scene 4 Script:

Hello there, it's nice to finally meet you! My friends have told me a lot about your journey through The Treehouse so far.

I want to start off by telling you that it isn't your responsibility to try and cure your parent's addiction. Actually, there is no way to cure addiction because it is a chronic brain disease. There are physical structures within the brain that become altered and affect someone's brain reward system including motivation, memory, and impulse control.

That being said, sometimes you may still feel like you're the cause of your parent's problems and this can lead to overwhelming thoughts and feelings. As my friends have shared previously, there are a lot of coping strategies you can use to combat these negative feelings. If you are still feeling overwhelmed, I want to remind you that there are people you can reach out to such as a trusted adult, a school counselor, or even a therapist who knows more about the things you're experiencing.

We want to let you know how proud we are of you and that we believe things are going to get better soon. Remember when it comes to your parent's addiction, you didn't cause it, you can't control it, you can't cure it, and ultimately you are never alone.

Thank you from all of us for visiting The Treehouse!

Hiring my voice-over artists

I wish I could say this was an easy process but it definitely took a lot of time and consideration. To begin this process, I created an account on Fiverr and began looking through the filters for voices that matched what I was looking for.

Full transparency - this is a very overwhelming process. I decided quickly that I would be better off by creating a request explaining my project to see if anyone would be interested in collaborating. I ended up having 30+ people reach out saying they were interested in working with me.

My next step, which an example of this conversation is shown in the image to the right, was to ask people if they'd be willing to give me a free sample of my script for each character to help me in my decision of what voices to choose.



Me Mar 15, 1:24 PM

Hi! Thank you for reaching out about my request for a voice over actor for my animation. If I send you a few lines from my script for each of the characters could you read them and send as a sample so I can see if it would work for one/multiple? Please let me know. Thank you! :)



vomichaelberry Mar 15, 1:29 PM | Report Spam

I would be happy to do that. Please send me the lines. Best, Michael



Me Mar 15, 1:49 PM

I'll send something over in the next couple of days once I have some stuff sorted out on my end. Thank you!



vomichaelberry Mar 15, 1:49 PM

Sounds good. Best, Michael

Hiring my voice-over artists

If they said yes, like Michael did on the previous page, my next step was to send them a sample script for each character. I included the character illustration along with characteristic notes to help guide them on their voices to match what I was looking for. You can see my sample script format on the right.

At this point I wasn't sure whether or not I would end up having one person voice all four characters or if I would need a different person entirely for each character. Every person that originally reached out about wanting to help ended up sending me a free sample, some including multiple voices per each character. I had well over 100 voices to sort through which is both amazing but also like I said previously very overwhelming.



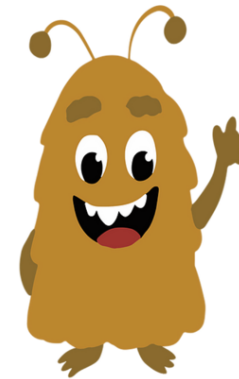
Character 1: **bubbly, energetic, welcoming**

"Hi, Welcome to The Treehouse! This is a safe space for kids just like you."



Character 2: **comforting, wise, calm**

"Come in, come in! Let's take a look at how role reversal can happen when a parent battles addiction and what we can do to set healthy boundaries for ourselves."



Character 3: **energetic, approachable, guiding**

"Welcome to the Hobby Room, where we're going to learn about self-care and how to deal with perfectionism. I'm here to remind you that you can't control the choices that your parents make."



Character 4: **wise, supportive, friendly**

"Sometimes you may feel like you're the cause of your parents' problems and this can lead to overwhelming thoughts and feelings."

Hiring my voice-over artists

After reviewing all of the voices, I ultimately decided that it would be best to have four different voice-over artists so that the voices would have a wide range to them.

In order to streamline the buying process, one of my voice-over artists Vincent actually helped me create a custom offer that I sent to each of the four VO's so the offers were the exact same for each person. You can see the verbiage of that custom offer to the right along with how it actually looks on Fiverr when the VO's add it to their profile for buying. The only difference between each was the specific character verbiage and the word count for the script since each of my scenes had a different word count.

Vincent (your_voice_pro) was a blessing in this process because without him I would have been completely clueless on how to go about this. I can't thank him enough for his assistance and the amazing voice he provided for character 4!

I Will Record A Premium...

TOTAL PRICE

Ordered from [Your_voice_pro](#) | Delivery date **Apr 2, 11:13 PM**

Order number #

DESCRIPTION

I will record the voiceover for The Treehouse Character 4 (red character) with the following conditions:

1. Buyer will send the Seller (VO actor) the script (~225 words) in final format as part of this offer's requirements.
2. Seller will deliver a final proofed and edited audio file(s) in no greater than 4 days.
4. Seller will create audio files in .wav format for high quality sound.
5. This offer includes 1-2 revisions if needed.
6. The Buyer is not requesting any timed audio sync or background music - voiceover files only.
8. The Buyer is not requesting any script proofreading.
10. The Buyer has specified paying The Seller \$25 for their services.
3. Seller will deliver an audio file that is split/chunked into sections like how the script is laid out. For example – read through two sentences then take a few seconds pause and start on the next section of script. This will allow the buyer to be able to split the audio and sync it to the animation.
7. The Seller will include Commercial rights due to the animation being placed on The Seller's design portfolio website.
9. The Buyer is offering to give credit to the Seller. Seller will provide the desired credit name(s): If possible (and it doesn't look awkward from a formatting aspect) please use:
Vincent Caruso
www.VincentCarusoVoice.com
https://www.fiverr.com/your_voice_pro

Thanks so much for letting me part of this project! Regards, Vincent

The Treehouse: final animation

To the right you can access the link to my final animation located on vimeo along with my final behance page for DAAPworks 2021.

Special shout out to my voice-over artists for their amazing talents and assistance in bringing my characters to life! I will name them below but you can also reach their Fiverr profiles by scrolling to the very bottom of my behance page!

Character 1: voiced by Alasdair MacKenzie

Character 2: voiced by Lazarus Cevic

Character 3: voiced by Melissa Dever

Character 4: voiced by Vincent Caruso



Final Animation: [click here to view](#)

Final Behance page: [click here to view](#)

My advice for other designers

First of all, **choose a project space that you are passionate about** and won't get tired of since you'll be working on it for the better part of a year. For me that meant choosing a space that involved the potential of bringing up a lot of past trauma I've experienced due to my parents both battling addiction. That being said, you do not need to do something that intense! **Todd will have you fill out some sort of research process blog during the Summer, make sure you take this seriously and have it at your disposal during Spring because when you're creating this process book it'll save you a lot of time and effort!**

Now for specifics - if you're going to create an animation, **you need to be prepared for everything that it entails.** I knew from the start that I wanted to do an animation and because of the topic space I chose this animation ended up being way more involved and in depth than any other animation I've created during my time at DAAP. **Todd is right when he says that by the end of the Summer semester you want to have as much content created as possible.** I ended that semester having my rough initial storyboards sketched out with brief storyline written under each of them as you saw on a previous page. In hindsight, I wish I would have had 50–75% of my actual illustrated storyboards finished as well leading into Spring semester. They took way more time than I was expecting because as I was illustrating my mind changed on different aspects of the topics/story I wanted to tell. **My advice would be to aim for that 50–75% mark because it will allow you to be in a more than comfortable spot starting in Spring.**

Another piece of advice is that if you are planning on creating an animation that involves voice-over or an actual script, **plan to have your script written no later than a month into Spring semester.** As I stated in the previous pages, the process of hiring a voice-over actor is very overwhelming and the sooner you jump into it the more time you have to sync your animation to the voices. I laid out my process for using Fiverr on the previous pages so refer to that if you feel overwhelmed!

Lastly, congrats on making it to your capstone semester(s). I know it seems like in the moment you'll never reach the end and that it feels like its consuming you - just know that its all worth it when you finally submit it and can take a step back and realize the entirety of what you've accomplished!

If you ever need to vent or need feedback feel free to email me: morganbeatty.dsgn@gmail.com

Good luck :-)
- Morgan

To my younger self...

You've been through a lot in your 24 years, more than the majority of people your age. You had to grow up fast in order to cope with the trauma that engulfed you earlier on and that will follow you throughout your life. You don't know this yet but you'll be the first in your family to graduate college and not only that, you'll be graduating Summa Cum Laude which is the highest honors you can receive.

On your college application to DAAP you'll write that your capstone project will involve something that educates the public about addiction. Little did you know that this would actually come to life during your senior year as a Communication Design student. Your brief idea on that college application will come to life in the form of an animation titled The Treehouse that you'll create to help other children your age who have parents battling addiction. Your characters will teach them coping strategies that you would have benefited from at an earlier age and remind them that they are not alone.

I want you to know how proud I am of everything you've accomplished despite all odds being against you. This is just the beginning and the best is yet to come...

Love,
Future You