



# Persephone

A mother loses the innocence of her daughter, giving rise to the four seasons.



# Persephone

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DES176  
Spring 2014  
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## Treatment

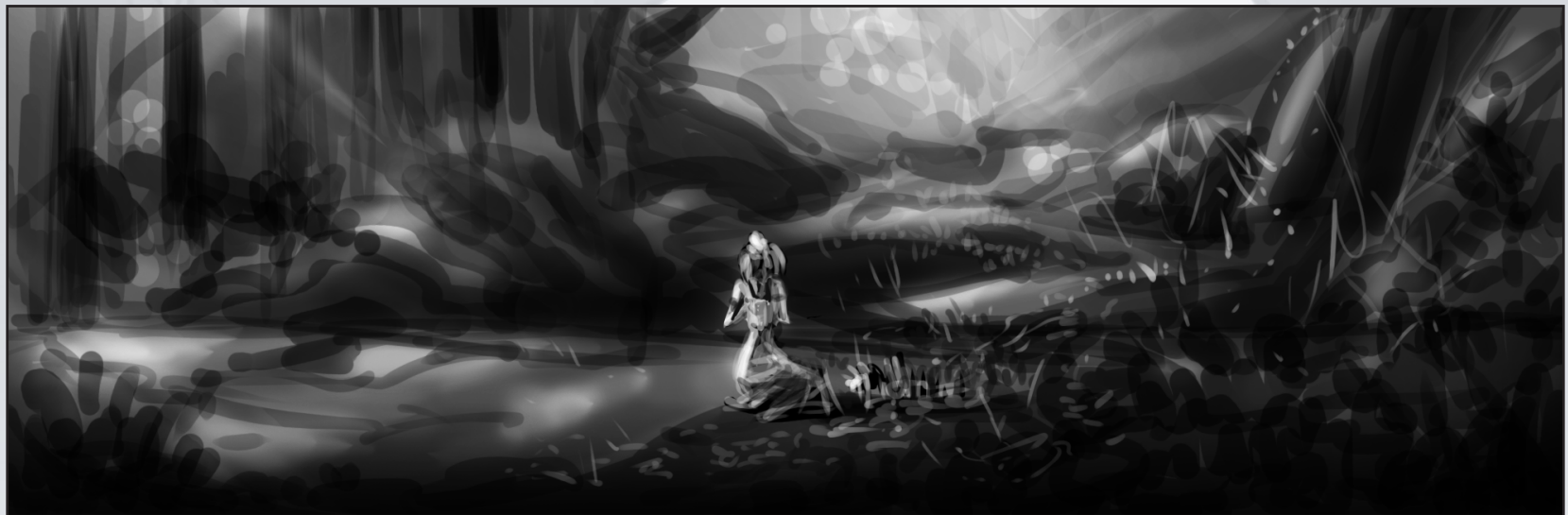
In Greek Mythology, Persephone is the daughter of Demeter, Goddess of Agriculture, and Zeus, King of the Gods. She is kidnapped by the God of the Underworld, Hades to be his bride. Heartbroken, Demeter engulfs the world into Winter, preventing growth and ultimately death on Earth. Worship and sacrifices to the Gods dwindle which worries Zeus, so he decides to reunite Persephone back with Demeter. Having been tricked by Hades to eat food from the underworld, Persephone cannot leave, plunging Earth into an eternal winter. But being King of the Gods, Zeus bends the rule and declares Persephone free from the Underworld for six months every year. Reuniting with her daughter, a happy Demeter brings forth the Spring and Summer resetting the status quo. After the six months, she is to return to Hades as the Goddess of the Underworld and Fall/Winter takes over; the seasons are born.



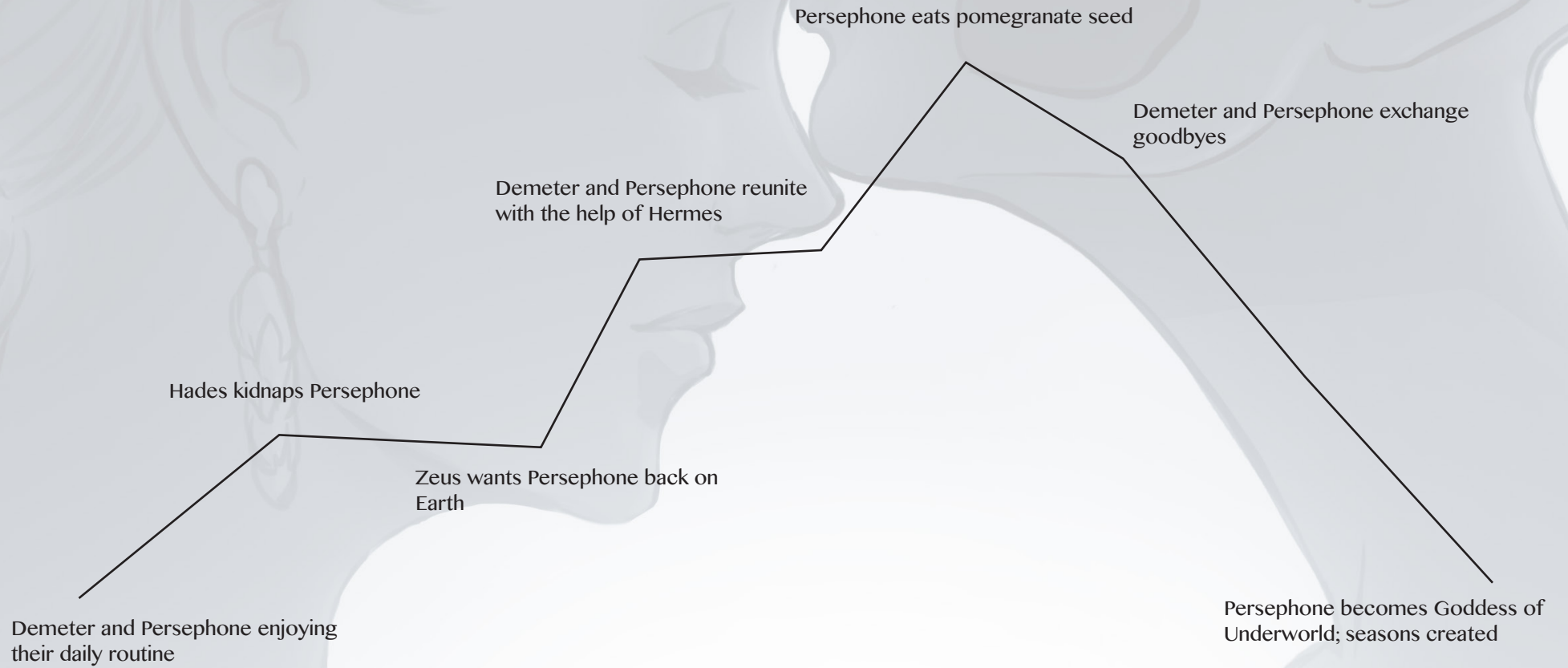
## Backstory

This is an origin story of the four seasons but I wanted to focus on another aspect of the story. I found the mother-daughter relationship interesting in that it sets Demeter, a powerful Goddess, vulnerable. Besides the cycle of the seasons, the 'coming of age' cycle exists in all of us. Children will inevitably grow up and parents will have to accept that. Children then will one day become parents and they too will have to deal with that transition. I wanted to explore that idea as well as develop the character of Persephone.

Color was another aspect that I wanted to focus on as a separate character that would change depending on Demeter's feelings.



# Plot Line



# Characters

Persephone

Age: 17

Height: 5'5"

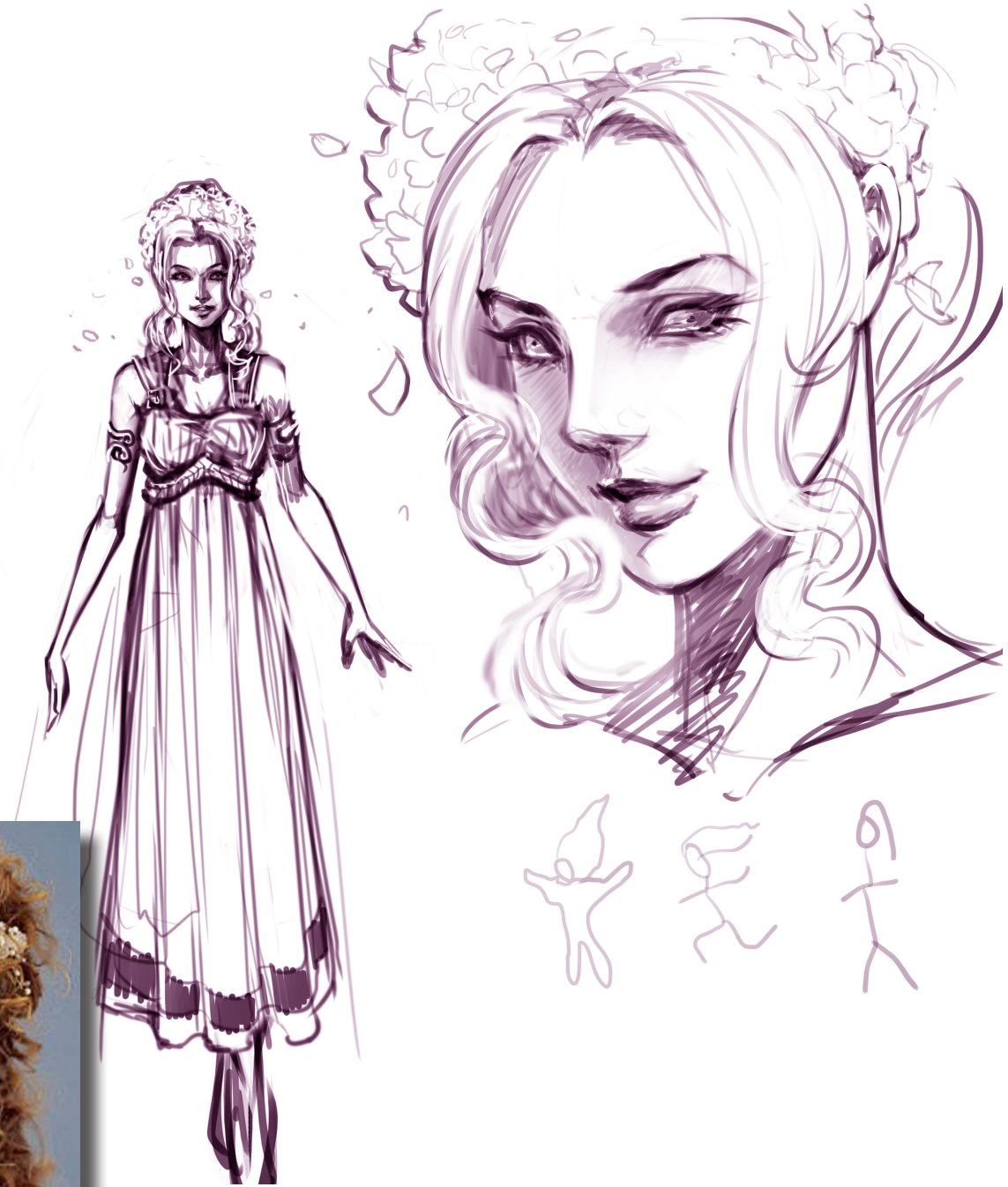
Eye color: Cerulean Blue

Hair color: Blonde

She is the daughter of Demeter and Zeus. She is innocent, free spirited and naive. Her curiosity is her best and worst asset. She represents the child that lives in all of us; the nostalgic memory that our parents and our adult selves reminisce.

Her headset of flowers is her personal symbol of youth, given to her by her Mother. In the story, her innocence parishes for good when the headset is destroyed.

She is still human in this form so she does not have the 'God Eye', a purple/pink glow emitting from the eyes.



# Characters

Demeter

Age: Immortal

Height: 5'6"

Eye color: God Eye

Hair color: Golden Brunette

She is the Greek Goddess of Agriculture, growth and fertility. Demeter is emotional, caring and can be reckless. She is the parent that must learn how to let the child go. Lonliness is her greatest enemy.

The apple is her symbol as they are grown by her and given to the Earth, especially those that she loves.



# Characters

Hades

Age: Immortal

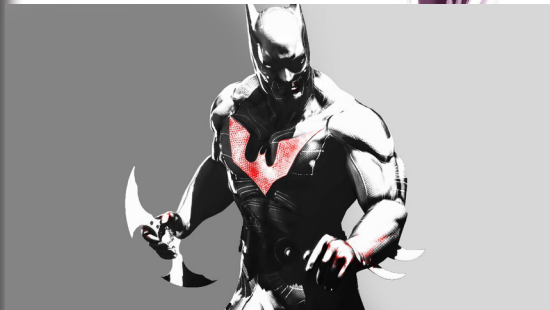
Height: 6'1"

Eye color: God Eye

Hair color: Ivory Flame

He is the Greek God of the Underworld. Hades is strong, stubborn and witty. He may appear emotionless but Persephone's love for him prove otherwise. Hades represents the outside world, the chaos that breaks our innocence and swivels us on a path we may or may not intend to take as it may bring out the best of us, or the worst.

The pomegranate is his symbol. There are many parts to him that are unknown. Only when you break inside you'll realize the many seeds to this God.





# Characters

Persephone, Goddess of the Underworld

Age: Immortal

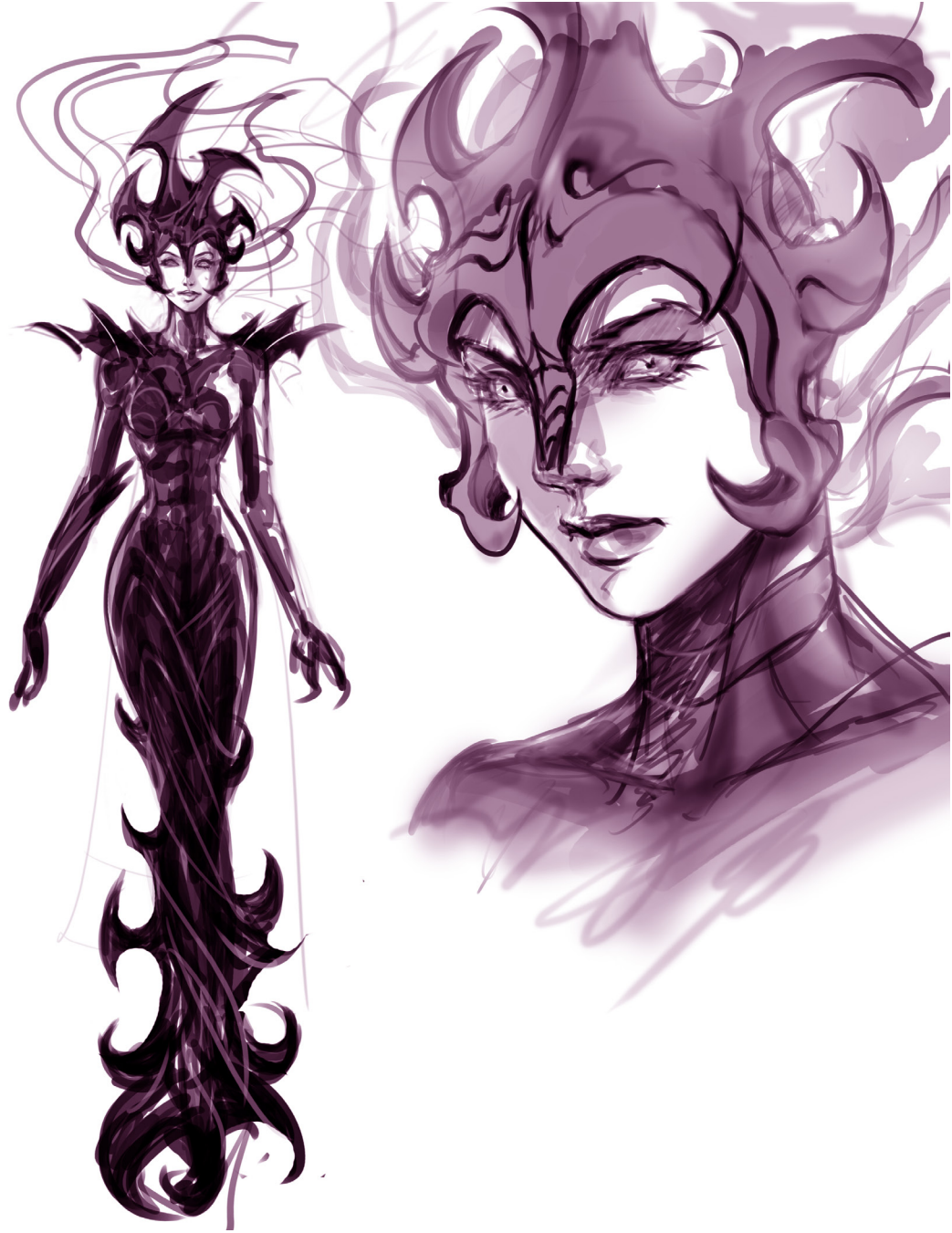
Height: 5'5"

Eye color: God Eye

Hair color: Ivory Flame

As Goddess of the Underworld, Persephone has grown out of her child-like self and matures into an equal of her mother. She is confident but completely lovestruck. This new feeling she has may leave her blinded, as the case with most young lovers.

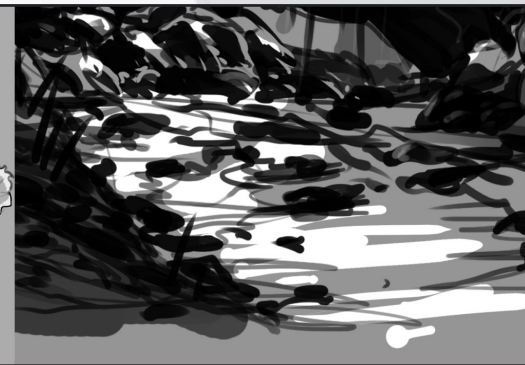
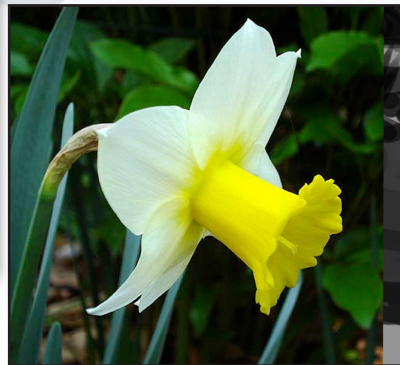
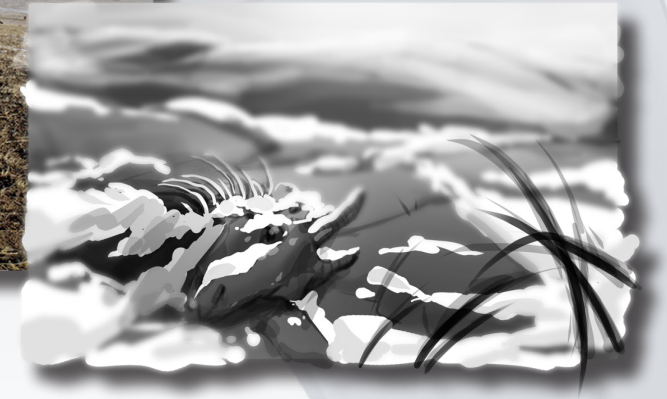
This version of Persephone represents the wild-child in us. The raw, raging energy of having tasted freedom and love for the very first time.



# Environmental Design

The environment mostly consists of natural scenery since Demeter and Persephone spend most of their time outside. Also, the story revolves around the seasons changing, so in ways, the environment is itself a character in the story.

I spent a little more time on the backgrounds to really set the mood as well as the lighting.

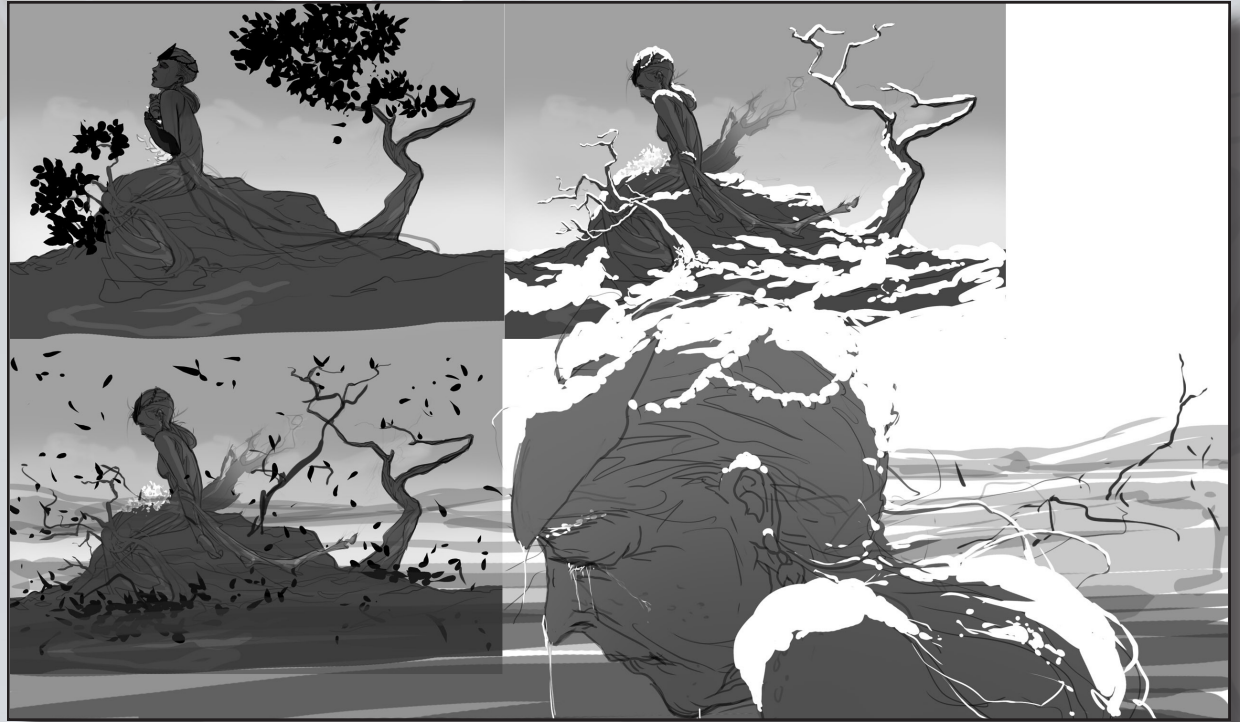


## Environmental Design

The Rock area was a special place in the story. Demeter was there, holding the headset of Persephone while mourning for her. Later, Persephone would sit at the same place but instead mourn for her departure from the Underworld, holding the Pomegranate.

The two trees would act as witnesses of the events as they were probably grown by Demeter to spare herself from loneliness.

Also, note the amount of roots that have grown since the last time Demeter was present. They are signs of her happiness.



Both would end up transforming their physical form at this location.



## Sample Script

EXT. APPLE TREE - DAY

Demeter hears scream of Persephone as she turns to the left sharply. She looks towards the deep forest pausing just momentarily before she glides towards the location of the scream. She flies through the forest in speedy motion until she comes to a stop.

Within the forest Demeter looks around feverishly with no sign of her daughter. She then raises her hands into the air as the earth begins to shake. Now, gliding above the ground the trees around her are pulled from their roots.

WIDE SHOOT

The whole forest trees gets up rooted and floats around. Dirt and rocks fly in the midst.

CLOSE UP OF DEMETER

Trees flying around her, she turns to the right and realizes that Persephone is no where to be found. She looks around, POV, and sees the flower headset lying in the ground.

ZOOM INTO DEMETER

Demeter is in shock.

CUT TO HEADSET

CUT TO DEMETER IN AIR, WIDE SHOOT

Demeter slowly descends down and places her right hand onto the head set.

## Sample Sequence



# Biography



Drawing has been a big part of Hue's life as he began drawing his favorite superheroes at the tender age four. But what captured his imagination most was the art of storytelling. Though Hue would later pursue a degree in Biology at UW Oshkosh, he makes sure to exercise his drawing and creative skills. During his time at UW Oshkosh, he's made three 30 minute animatics, two animated shorts and wrote, as well as directed, five plays for the Annual Hmong Student Union Conferences which were presented to the Oshkosh faculty, students and community with great reviews. Currently,

Hue is a student at UW Stout hoping to pursue an MFA in Design, specifically in Game Design as he is interested in the challenges that game narration presents. So far, he's helped create two games, Akina and Circuit Savior while designing an indie title on the side launching in the Winter of 2014.

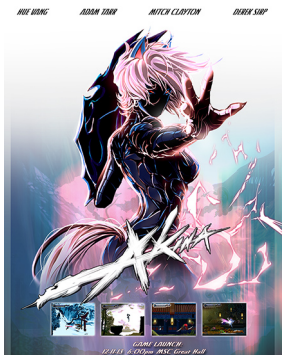
## Digital Painting and Comics



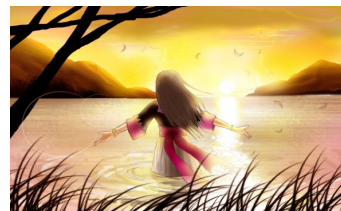
## Animated Shorts



## Digital Games

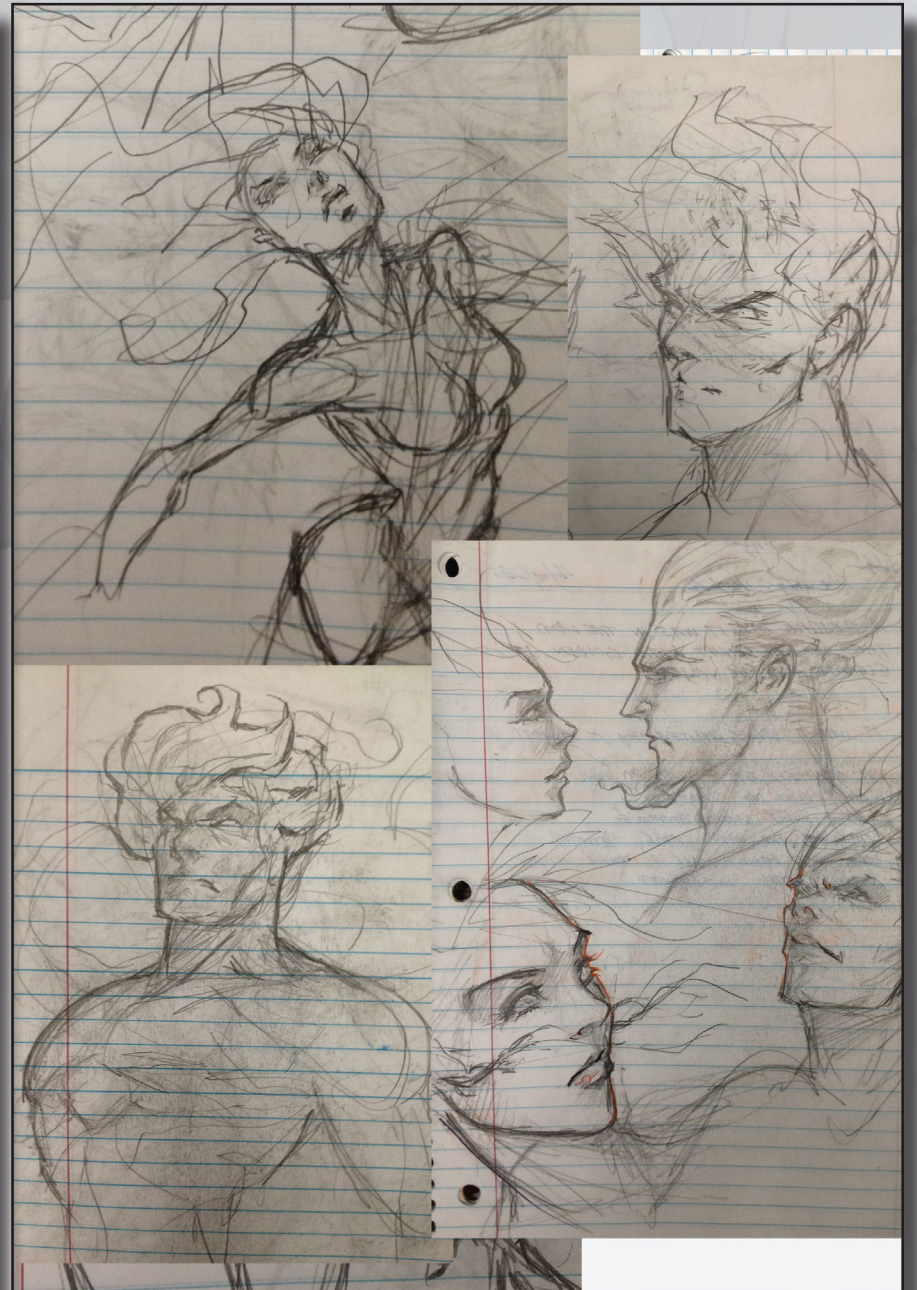


## Animatics

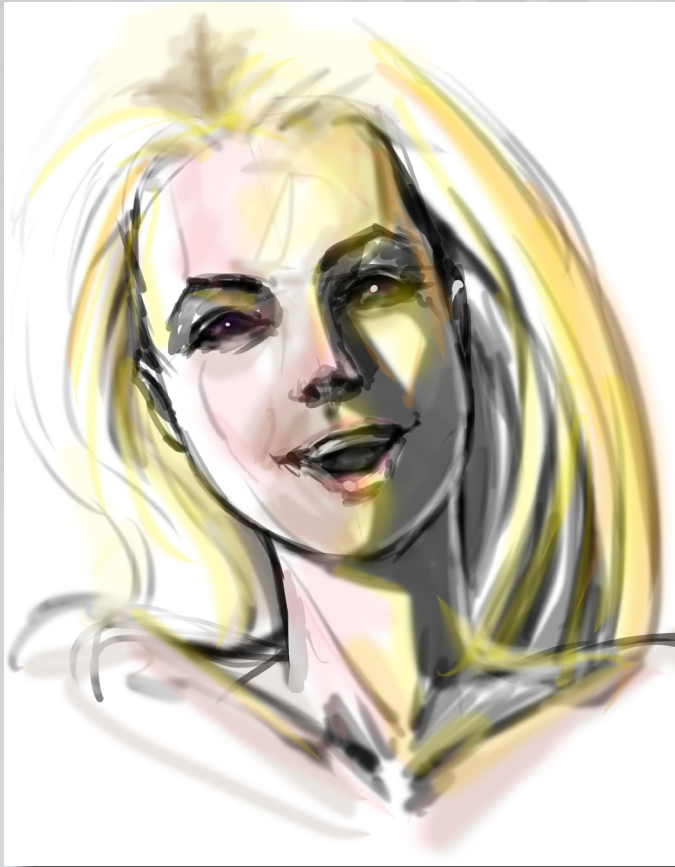


# Appendix

Early sketches of Persphone, Demeter and Hades.



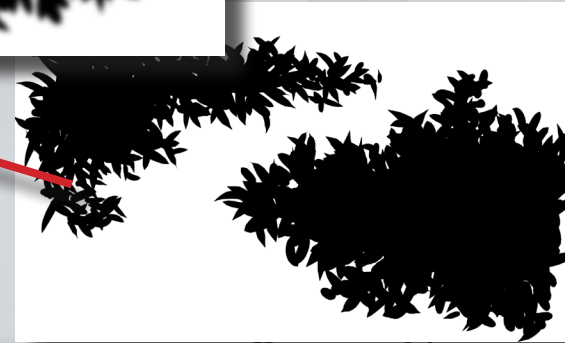
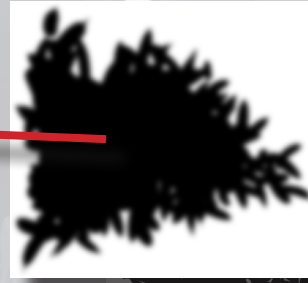
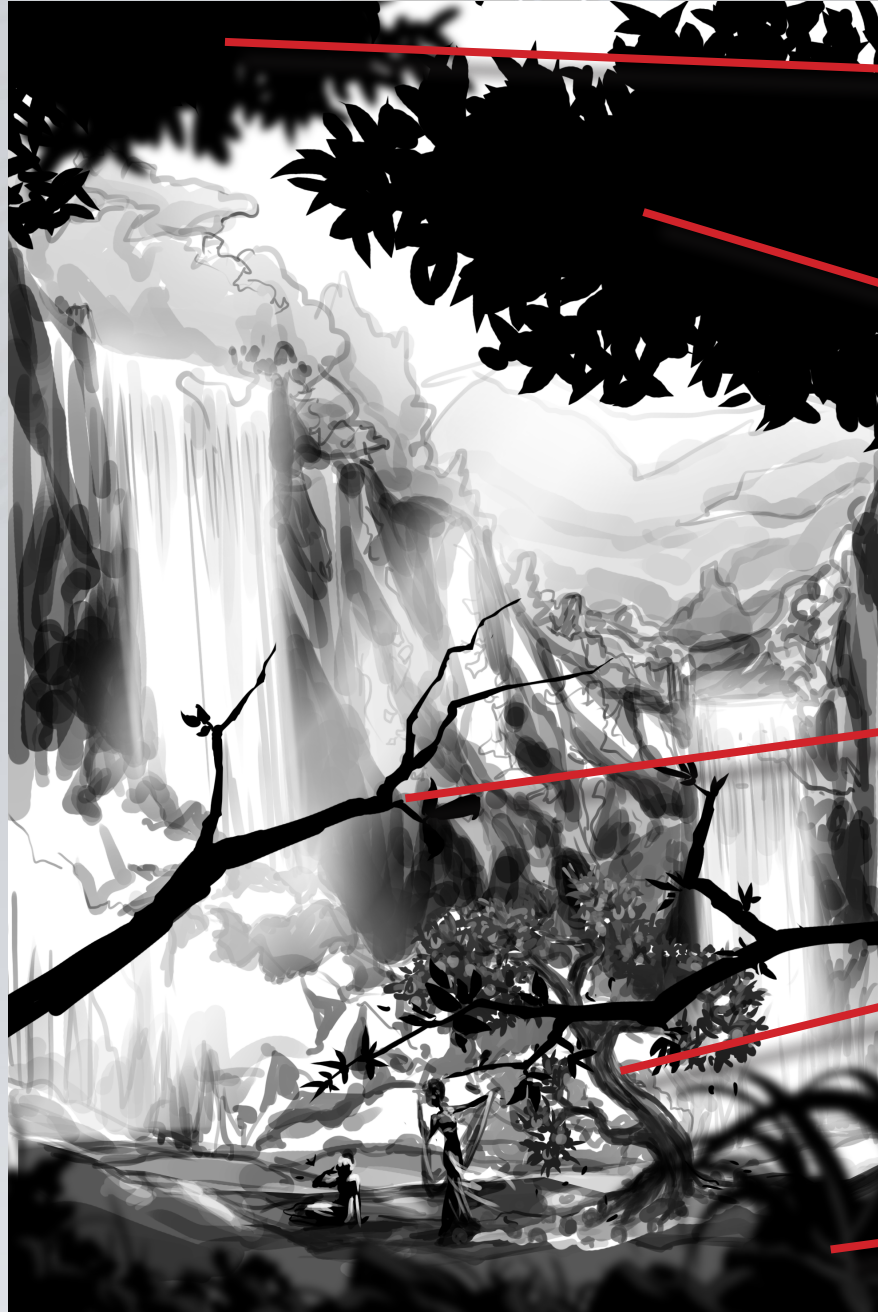
# Appendix



Demeter, Persephone and the Goddess of the Underworld color experimentation.

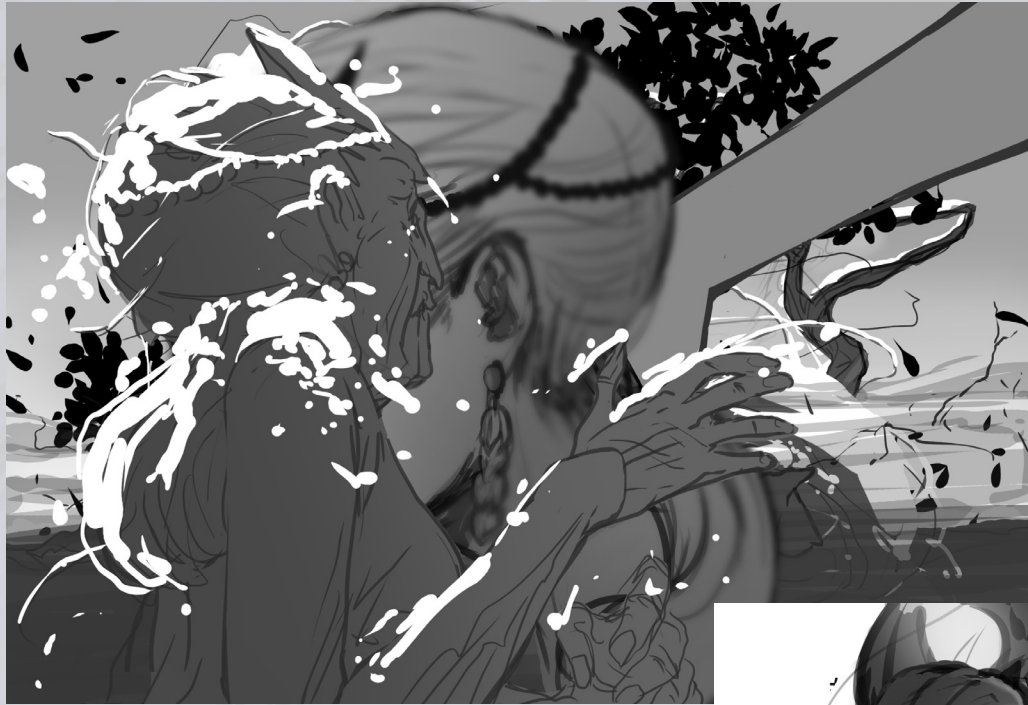
# Appendix

These layers along with the background are placed into Adobe Premiere and keyframed accordingly to create the parallax motion. Objects in the front will move faster than those in the back. The background layer does not move at all.





## Appendix

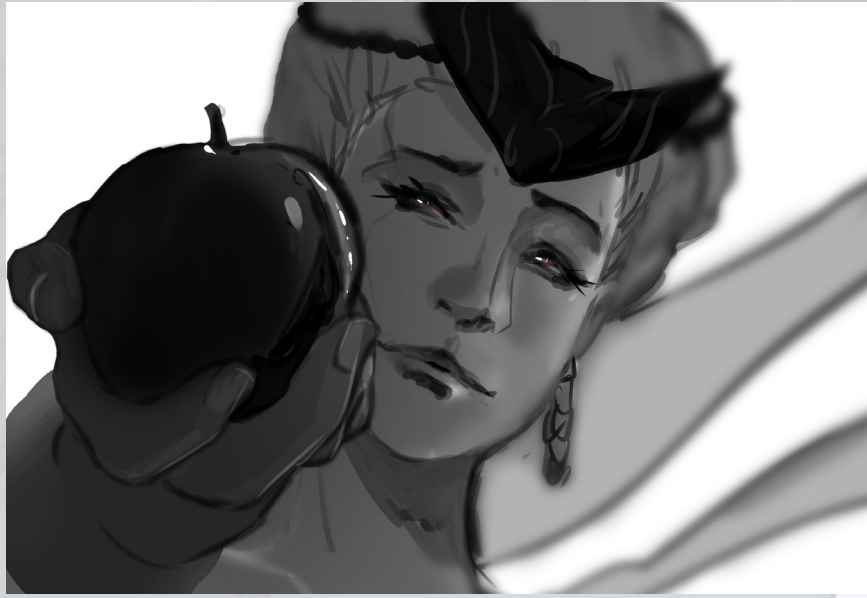


Typical Photoshop file with all the layers as a specific board. The layers are then keyframed in Premiere. Each PS file contained about 6 boards on average. There were a total of 50 PS files to complete the animatic.





# Appendix



For the art, I wanted to capture every inch of expression since there won't be any dialogue or narration. The emotions these characters go through were strong so I had to be very careful in how I drew their expressions and gestures. Some scenes were very poetic so instead of writing, I would try my best to draw the poetry.