

# KNIGHTINGALE





# TRADE EXPECTATIONS WITH APPRECIATION



This project is dedicated to the risktakers, dreammakers,  
and storytellers.





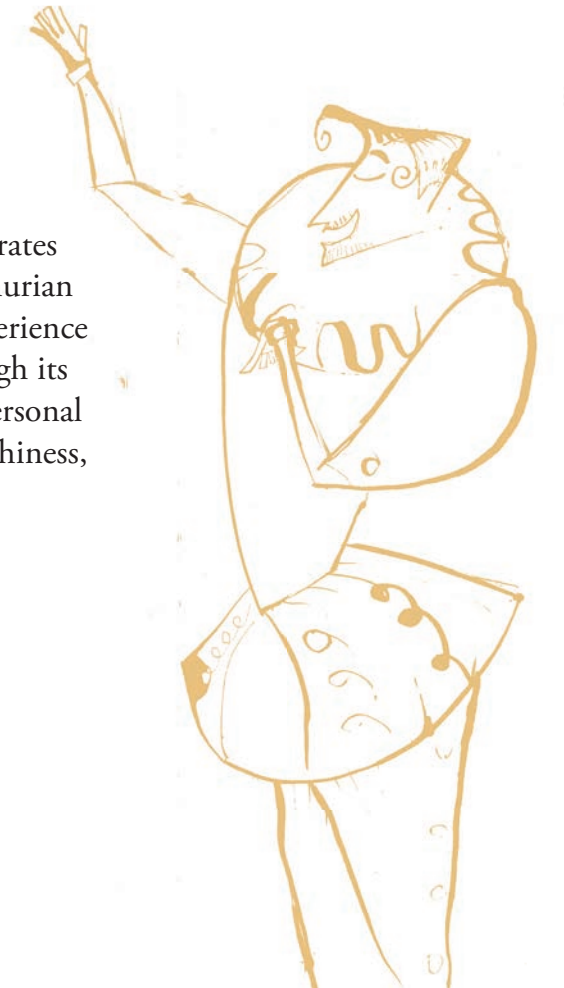
## STORY

Nathaniel Hughes, a failed actor, and his best roadie, Bartleby, attempt to reach for riches beyond their grasp by hustling their way onto the biggest stage in the kingdom; the Roundtable Tournament. The duo meets other contestants like Joann, a mighty champion, and Malagant, a villainous blade, aided by a wicked sorceress. They all compete for the same goal of being knighted, but soon discover that their own aspirations begin to entangle. Bartleby finds a book of magic that helps Nathaniel fake his way to victory. But Nathaniel's grandstanding and swindling will only get him so far. In order to achieve his big dreams of fame and fortune, he must learn to step aside and share the stage with Bartleby, the true heart of the duo.



## THESIS

Knightingale is an animated movie that celebrates the whimsical wonders of the midcentury Arthurian Legends. The project aims to create a visual experience that appeals to relatability and nostalgia through its thematic designs. The plot conveys the inner personal journey of self-doubt, imposter syndrome, worthiness, and gratitude.







# NATHANIEL



A failed theatrical actor. Nathaniel is a quick witted and likable con artist who is unprincipled and gifted at verbal improv. He may be egotistical and insufferable, but he never gives up on his big dreams of fame and fortune.



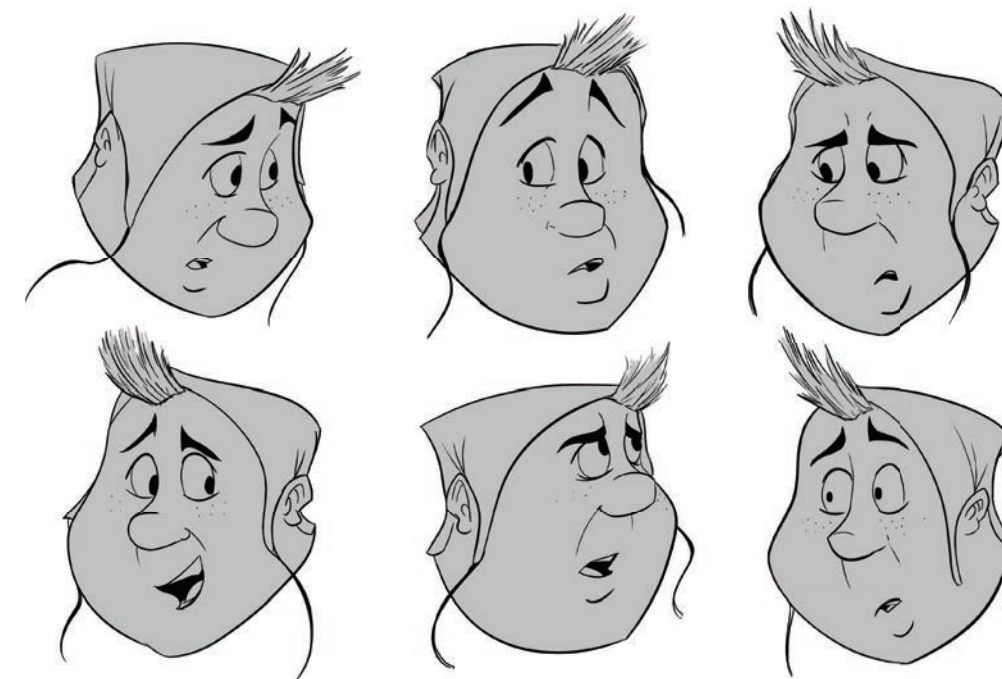


# BARTLEBY

A meek-mannered peasant. Bartleby is a big-hearted artisan who is willful, encouraging, and unassertive with a curious mind. He discovers his inner confidence and reaches for stakes higher than a farmers life, ultimately earning his merit and worthiness.



Slang for "a juggler", the Hiccius Doctius is a manuel of tricks presented for spectacle rather than real magic. But one can surmise that what cannot be seen, can't be indistinguishable between what is real and what isnt.



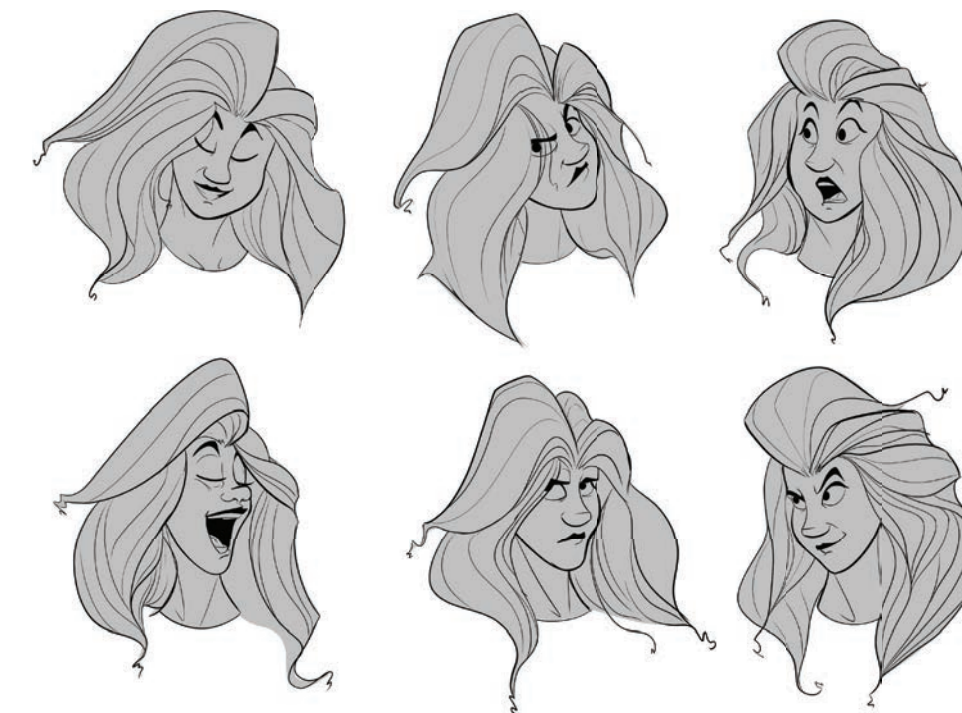
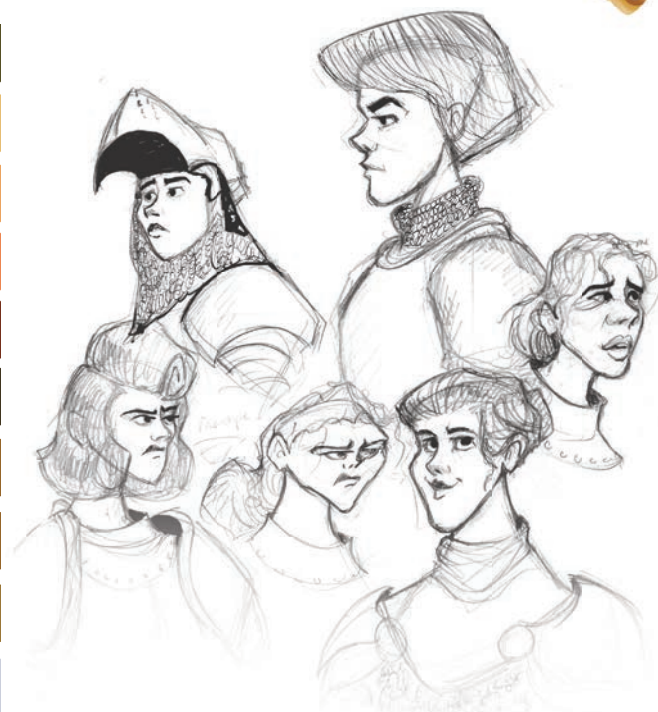




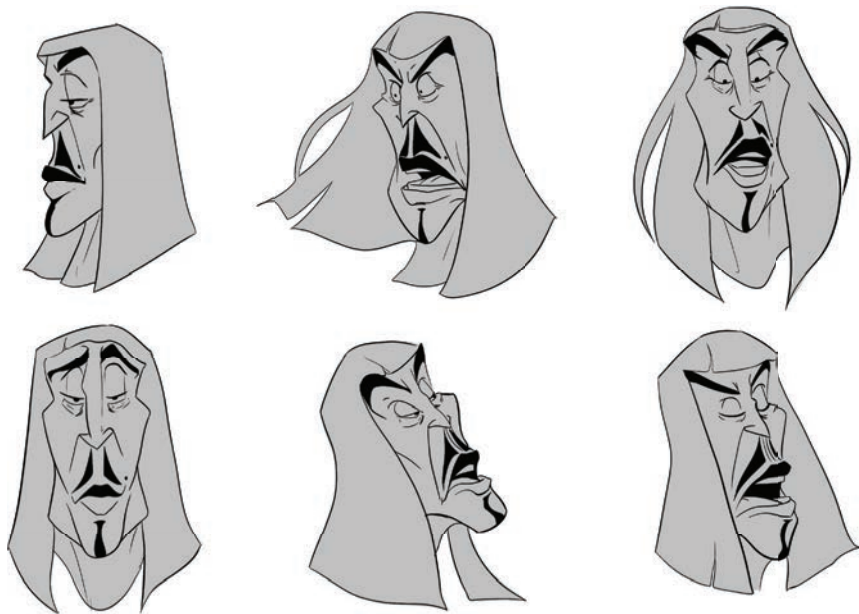
# Joann



A steadfast and adept champion. Joann is a courageous warrior who is head strong, charismatic, and a good sport with a fun loving and sociable nature. As much as she loves the challenge, she aims to stand as the exemplary model to change the agenda of what it means to be a true knight.







# MALAGANT

A finesse narcissistic dueler. Malagant is punctilious, keen, and swift with repartee. He holds his pride at the edge of his blade and presents himself as man with a deadly ambition. Upholding tradition and honor, Malagant will do anything to get what he believes he deserves; everything.



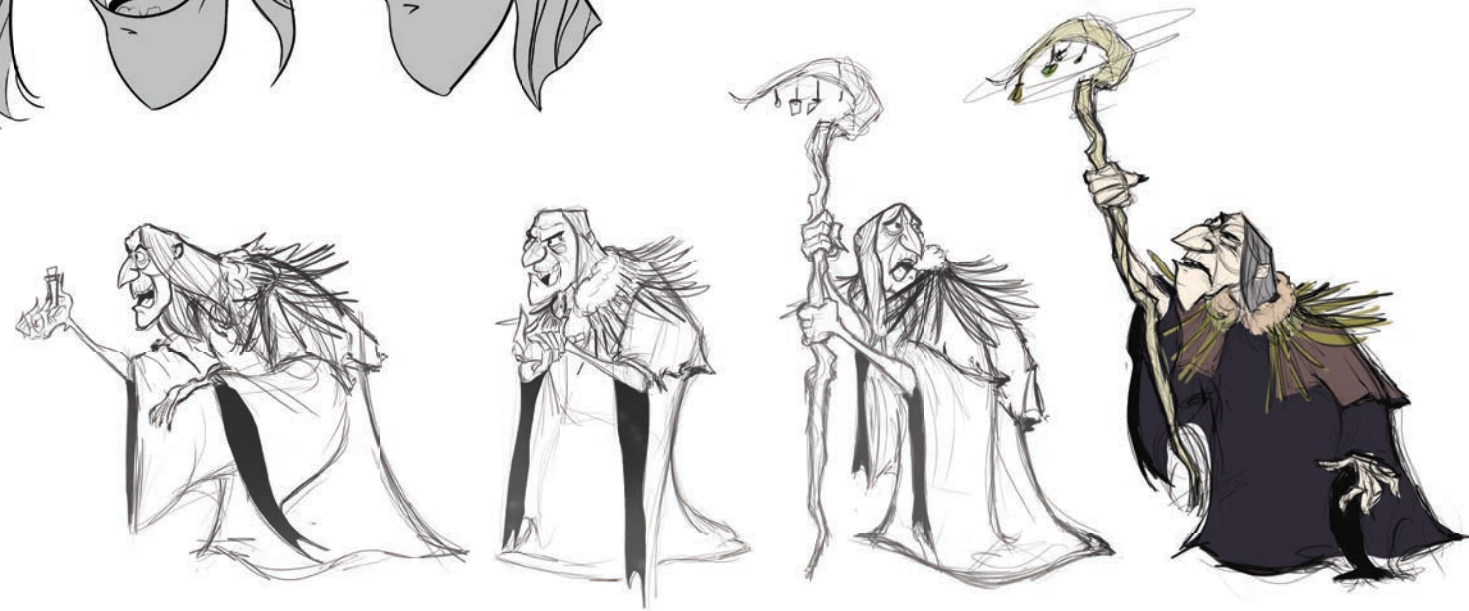




# CORDELIA

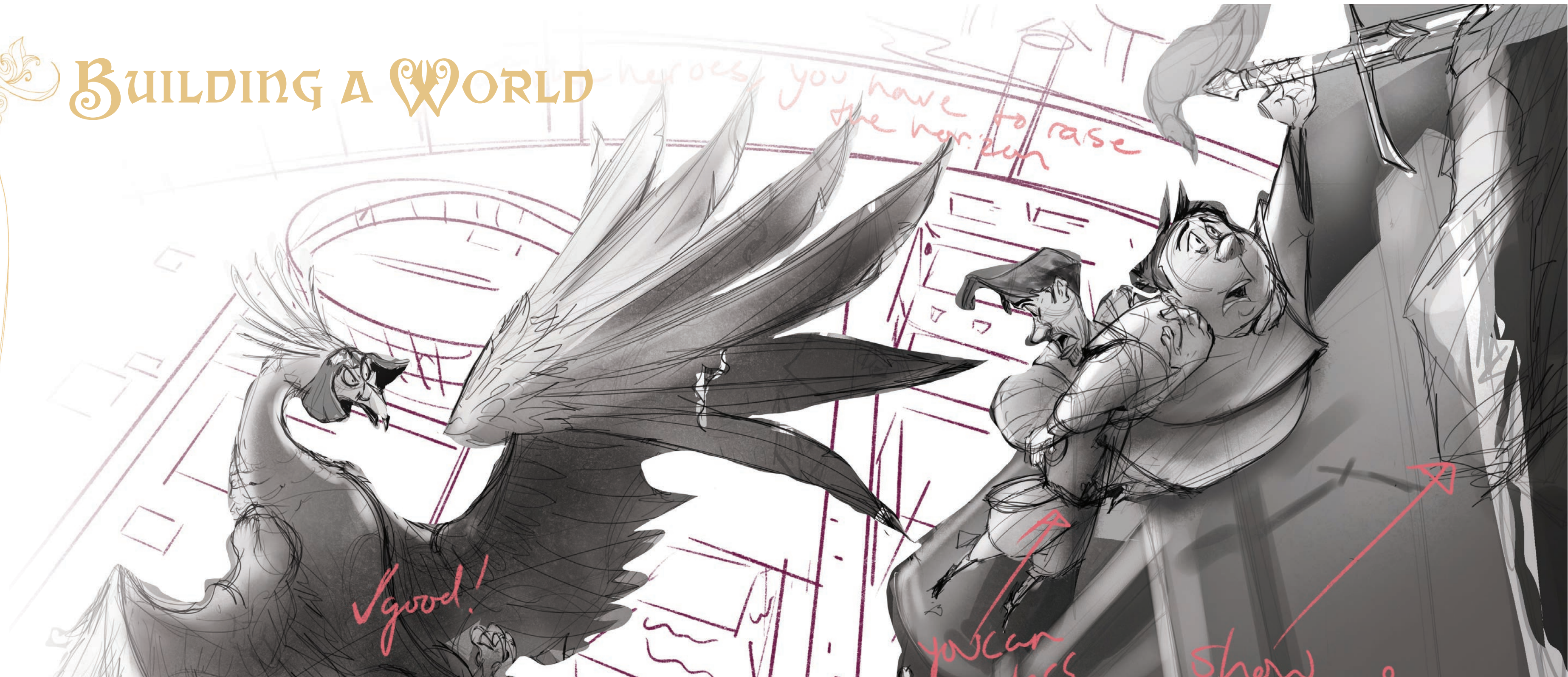


A snide spiteful enabler. Cordelia is a devious, manipulative, and selfish apothecary who strides on the borders of incantations and witchcraft. She is just as wise as she is wicked, but underneath her own black-heart lies a the loving nature of a begrudging mother willing to give what she can for her own kin.





# Building a World



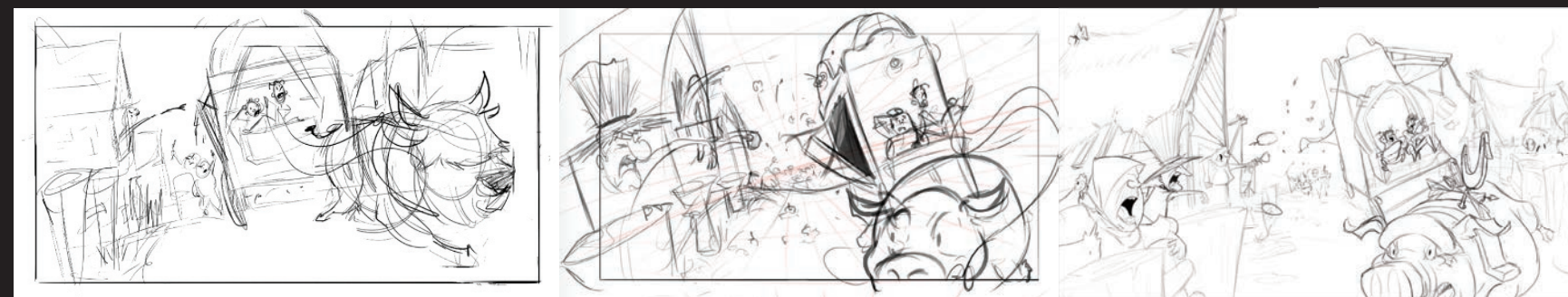
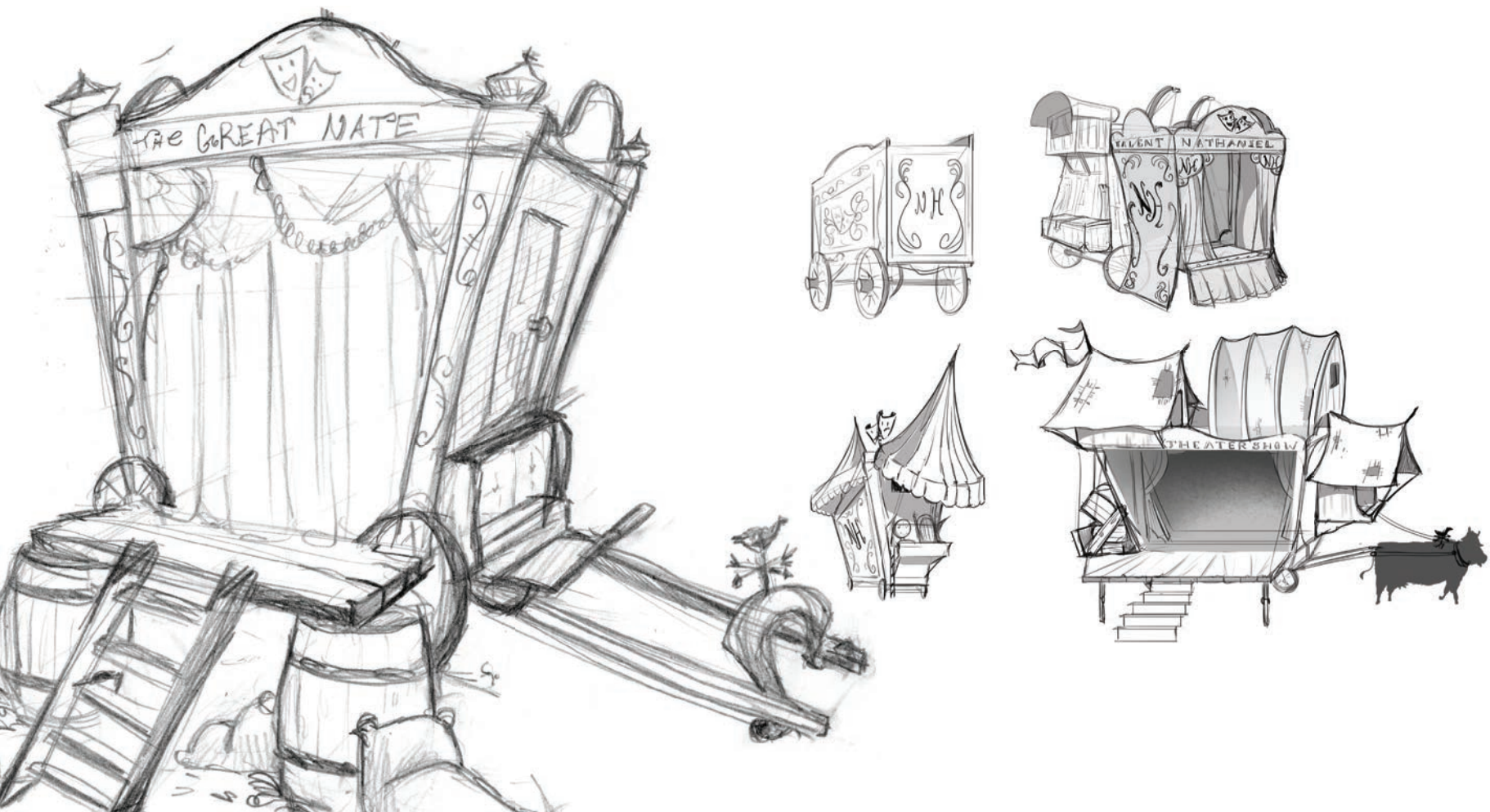




# ADVENTURE



The world is big even bigger outside the kingdom. Many live off the land but for Bartleby and Nathaniel, they live off their neighbors. The duo are not necessarily welcomed due to their poorly composed performances, as well as their tendency to swindle coin by a convincing poor act. The world is big, but thier real home is their crafted wagon that doubles as a theater stage and half a bungalow. Nathaniel and Bartleby's life can be perceived as nomadic, but with their trusted hog, Destiny, they're able to make a homestead wherever there is coin.







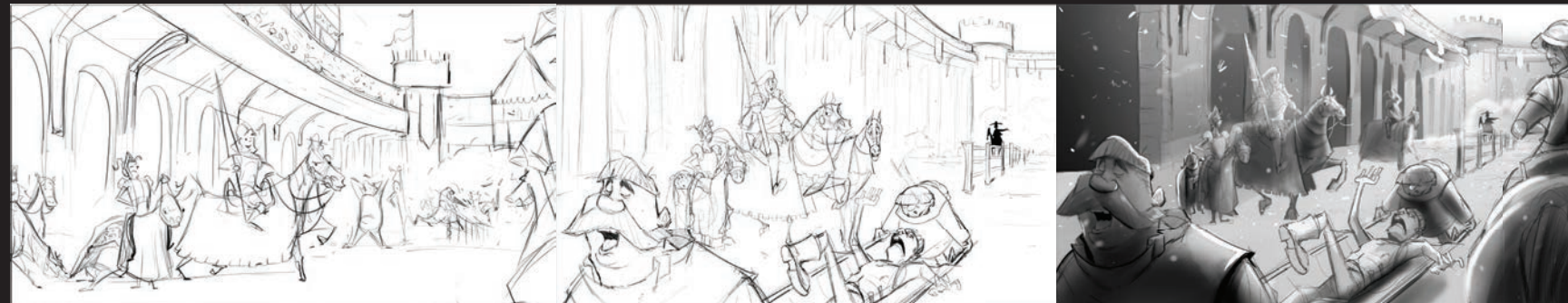
## IDEA



The brightest ideas often come from acts of desperation. Once theater performances and dramas become over shadowed by the coliseum sports, the coin would quickly become scarce; to Nathaniel the coliseum is just a bigger stage, a bigger coin. Whats the difference between an actor and a knight? They both put on a performance to gain a high reputation with an audience. What could possibly go wrong?







# BRavery



A show and a spectacle is what the audience demands. The stage has been set and all there is the drama. It's not about winning, but about the performance to entertain the world. Nathaniel's plan is to sway the crowd with theatrics that have not been seen in the deadly stakes of a coliseum. His confidence is unparalleled to the fellow contender Joann who can only help but to admire his admiration.







# GLORY



Malagant is everything Nathaniel wants; the fame, the fortune, and the elegance. If there was one thing bigger than Nathaniel's ego, is Malagant's poise. This deadly bladesman is the reigning champion of the Roundtable Tournament, and his path to being knighted is a small step from the rest of his righteous victory. Aided by a mysterious sorceress nothing can stop him in his voracious goal to sit amongst the highly decorated.



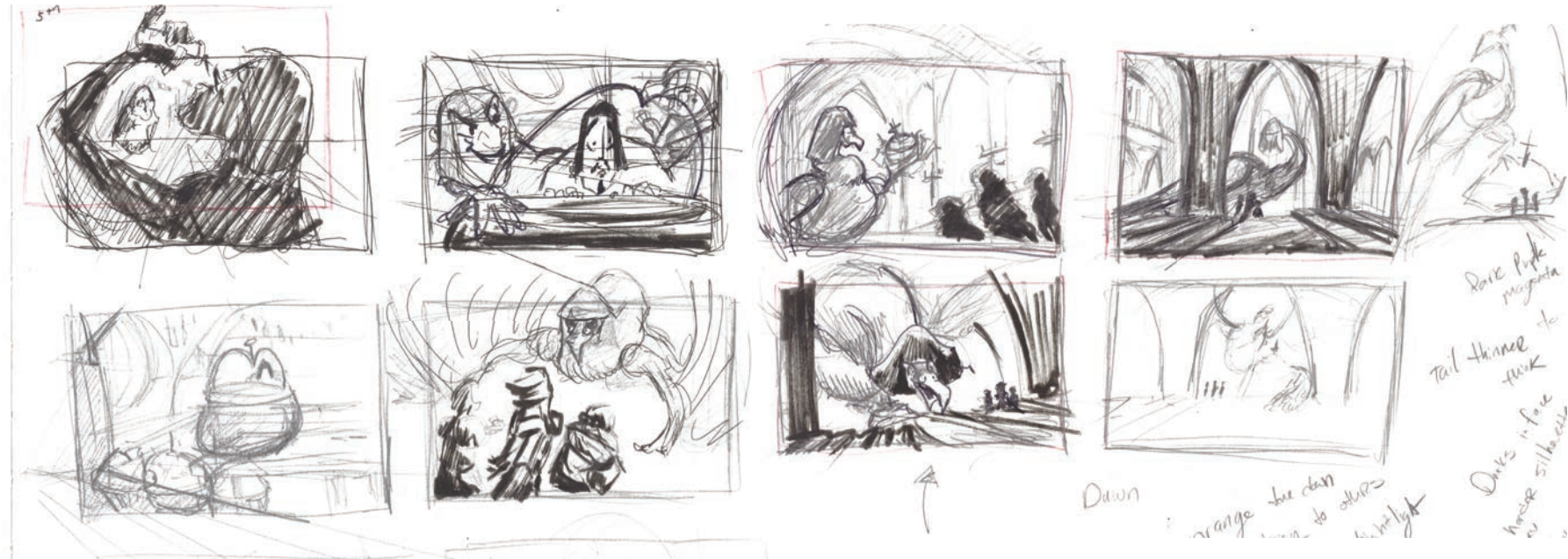




# COURAGE



Leading up to the final act, Malagant's consistent losses to Bartleby's clever use of trickery finds himself desperate to maintain his stature as a champion and refuses to compromise to be anything less. His desperation brings him to consume the dark mystical wonders of sorcery transforming him into a blasphemous beast that embodies beauty and rapacious hunger for power. The now turned trio stand against Malagant's last ploy to steal the final task of unsheathing a fable blade from it's encapsulation, ultimately proving who is to be a true knghiht.



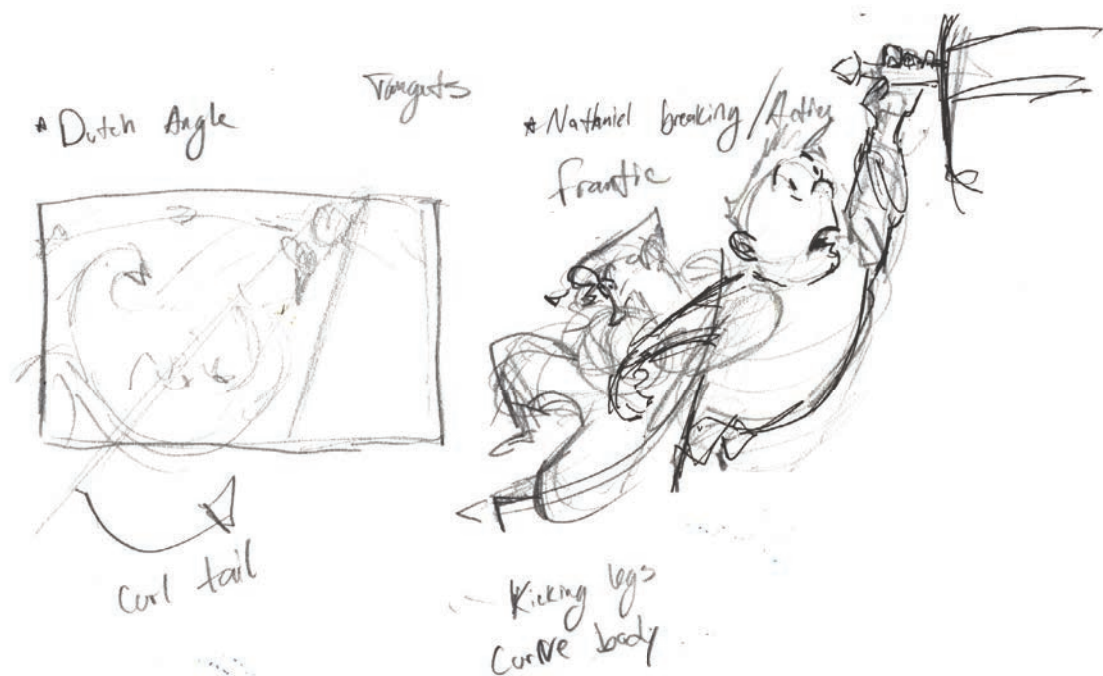




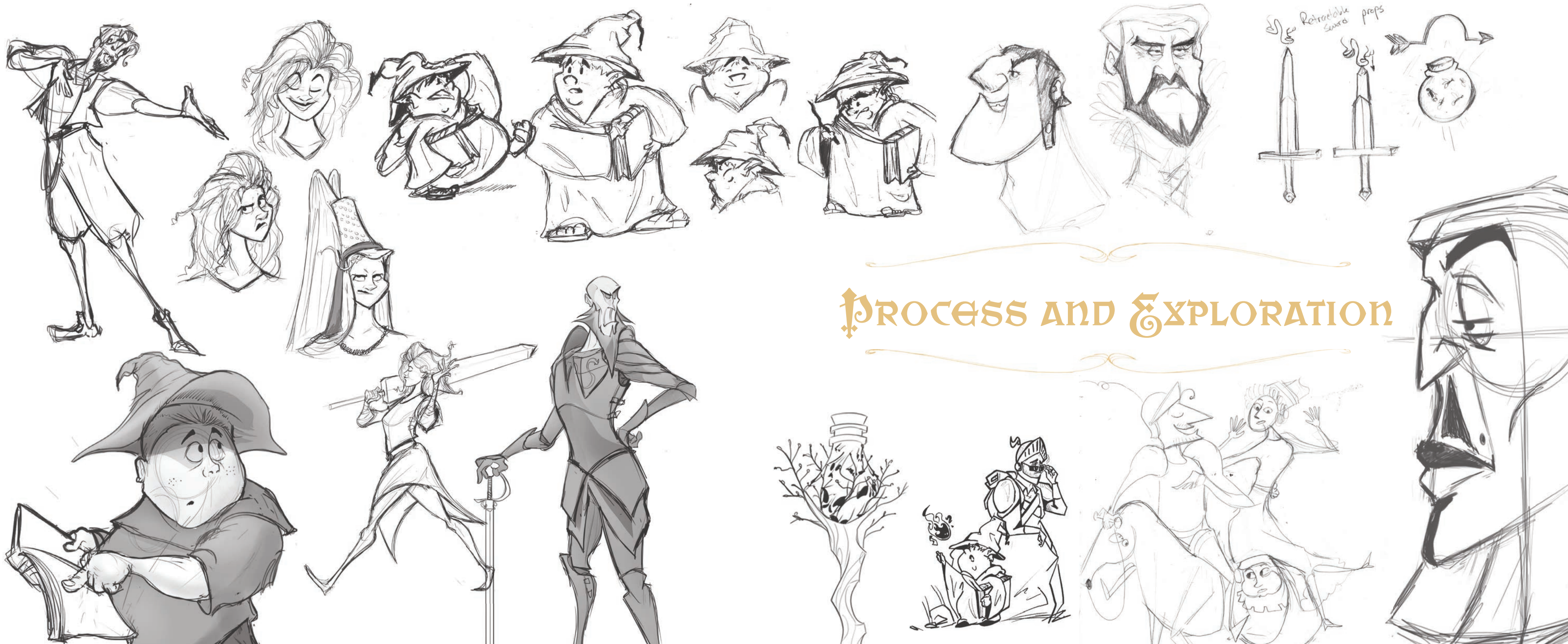
# WORTHINESS



The brave, courageous, and valorant fight off against Malagant in a deadly clash above the kingdom. Nathaniel's ambition for fame and fortune, has now turned into a curious inner reflection of wondering if there is truly more to his life than swindling. His precarious thoughts attempted to pull the sword but instead found himself hanging onto his best friend from the verge of death. Holding tight to the sword to save his partner from their own demise, Bartleby begins to notice the sword begins to unsheathe; slowly loosening and dropping the duo closer to the ground.



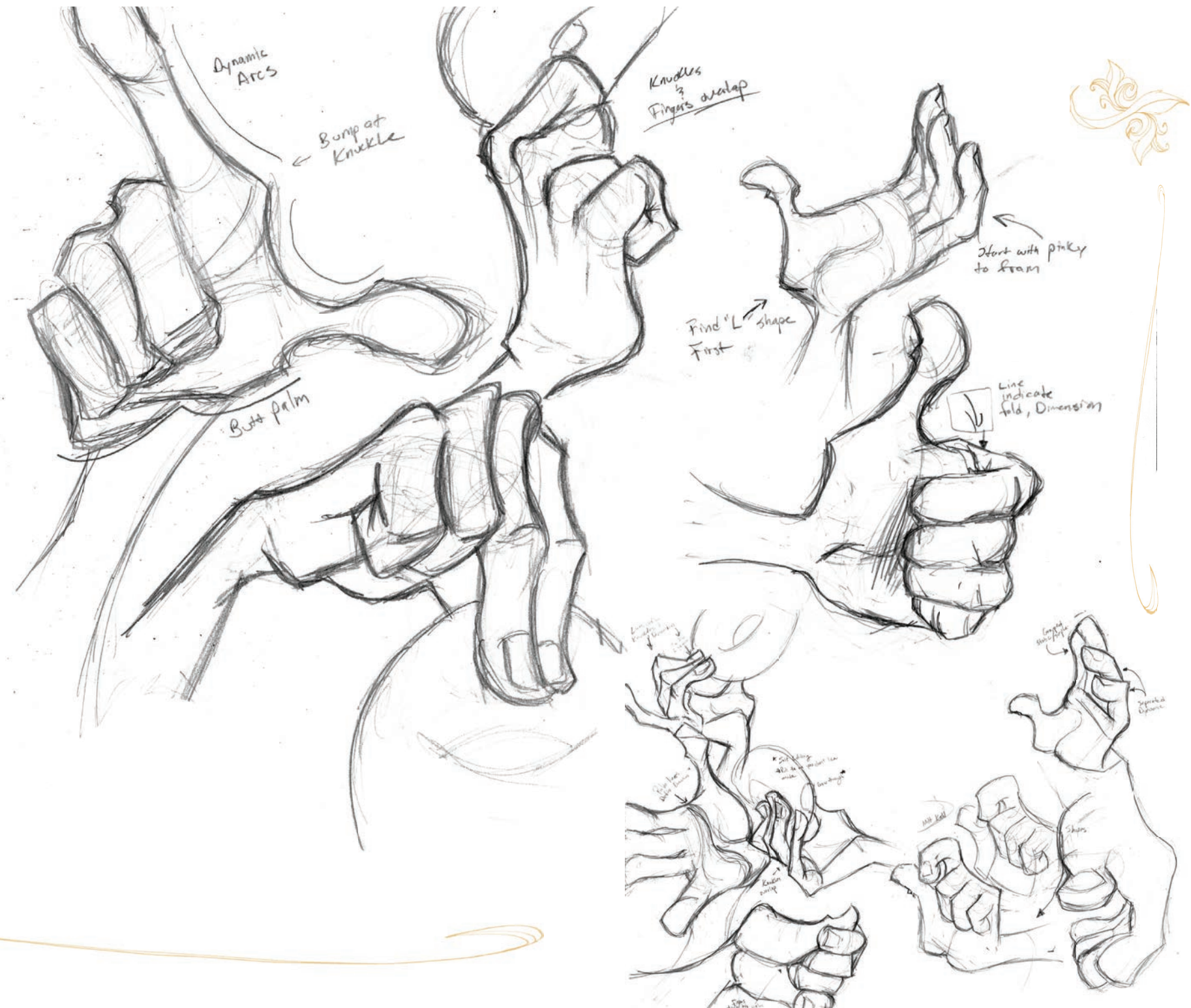






Rough-1/15

Marco Bucci







There were many iterations of with Nathaniel's character design but I knew I needed to pinpoint his outfit to fit his persona. Rendering multiple outfits allowed me to visually determine what would work best for a boisterous actor entering a deadly coliseum. The decision was made but with the strong idea that it needed to look more like a costume than a suit of armor.

Deciding on a color pattern needed to represent an easily recognizable and distinct characteristic, but also fitting of its time. Rich and saturated colors such as deep purples and blues were associated with the royal families, however more earth-toned muted colors were of the common folk. Nathaniel fell in-between being a commoner and a desperation to appear rich. An almost subtle maroon felt like a clear distinct hue between purple and brown.



## DESIGN AND STRUCTURE



The process grew from sketch, to gray-scale, color, and finally stylization. My idea was far from how I imagined the end to be so I felt the need to redesign the character but with the same concept from scratch. My research took me into looking at more classic animators like Milt Khal, Glen Keane, and James Baxter, but also mixing in new aged designers like Sergio Pablos and Torsten Schrank. All of their work focused on simplicity over detail; shapes and structure. The stronger the shapes, the easier it is to read, and this motif translated into rendering. Using simple shapes and simple lines I was able to emphasize structure with a more sensitive touch of lighting to imply volume. Bartleby was actually the first one to be rendered with this simplistic understanding, and he acted as a guide for the rest to follow.





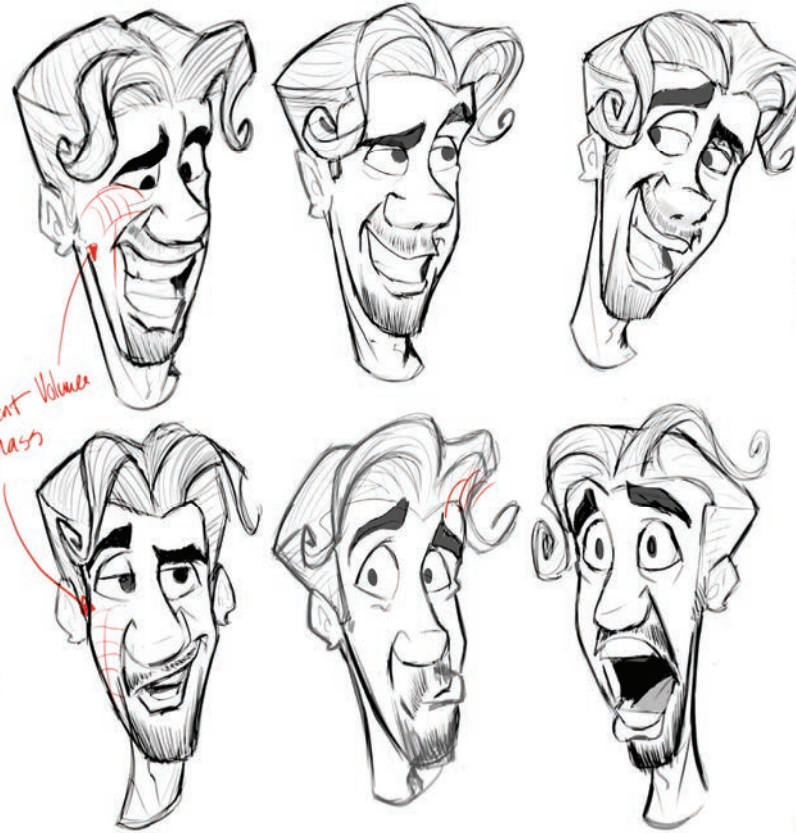
Learning movements interact with tension points was heavily reliant on anatomy. Properly knowing the subtleties to facial expressions to bodily juxtaposition, emphasized a more realistic structure to each character.

Teeth determine Volume

Consistent Volume & Mass

eyes open at Lids

- Never straight lines at lids



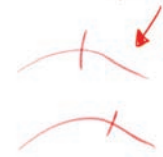
Focus on tension points

Use cylinder to determine Pupils

Man Made ARCS

Natural ARCS  
- Always off center

- Never changing  
- Push & Pull as much as possible  
- Angle lines & curves to tension points



TORSO  
- Find collar bone first to determine straight front  
- Collar bone extends to shoulders  
- Cylinder above collar bone is the neck meat

Twist the figure  
- Torso & waist never parallel  
- Contraposition

Create form first fit arm inside form

Straights vs Curves

- Eyes stop at perpendicular angles  
- Tension points





# PROVENSEN

Inspired deeply by Martin and Alice Provensen, I was able to create a subsidiary design element to tie the overall project together. Their shape language and line work influenced me to see my characters in new style fitting into a form of fairytale. The whimsical designs of Martin and Alice Provensen inspired many artist that work in the animation industry, and I always admired thier use of simplistic compositions within their story telling.







Thank you to the hard working artist that helped me develop Knightingale, and also grow as an individual.

