

**Special Projects**

**theskonkworks<sup>TM</sup>**  
INCORPORATED

If imagination has a name, it must be...

# Johnny Thunder

calibre

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# World Magazine

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SECTION A

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128 PAGES

DAILY 5c

## WORLD MAGAZINE EXCLUSIVE! PIPPEN REED'S MOST PERILOUS ADVENTURE!

SOMEWHERE IN CHINA (we think) -

The mere fact that you're able to read this incredible story is something of a modern day marvel. This missive describes my first encounter with the legendary adventurer JOHNNY THUNDER.

WORLD MAGAZINE had me flown to a Himalayan village to interview a tribal chief. It was here that I met THUNDER, the man from down under, and his companion, famed archaeologist DR. KILROY.

He invited me along in their quest to find the mysterious MARCO POLO JEWEL. Researching this jewel, it became clear to this reporter that many people were afraid to even speak its name.

This didn't stop the likes of THUNDER, a man whose bravado, I believed, would get the best of him. Little did I know that his unflagging bravery would actually save us on more than one occasion.

Our first location THUNDER referred to as a "Yeti Hideout." Following a lead DR. KILROY believed would bring us to a shrine that hid the MARCO POLO JEWEL, our searching proved fruitless. Unless of course, you count meeting a horrific seven foot Yeti face to face.

This situation also brought with it my first rescue by THUNDER. He is not a crazy wild man as reported, but rather an explorer who gets his kicks from being in situations of discovery and adventure.

Our search continued, as we next found ourselves in a hot air balloon, the Aero Nomad. Outfitted with a propeller that



PHOTOGRAPH by PIPPEN REED

allows for complete maneuverability while flying, I was able to capture many breath taking photos.

It was in this aerial phenomenon that KILROY and THUNDER informed me of the true nature of our adventure. Exclusive to this magazine, we are the first to report this name...LORD SAM SINISTER.

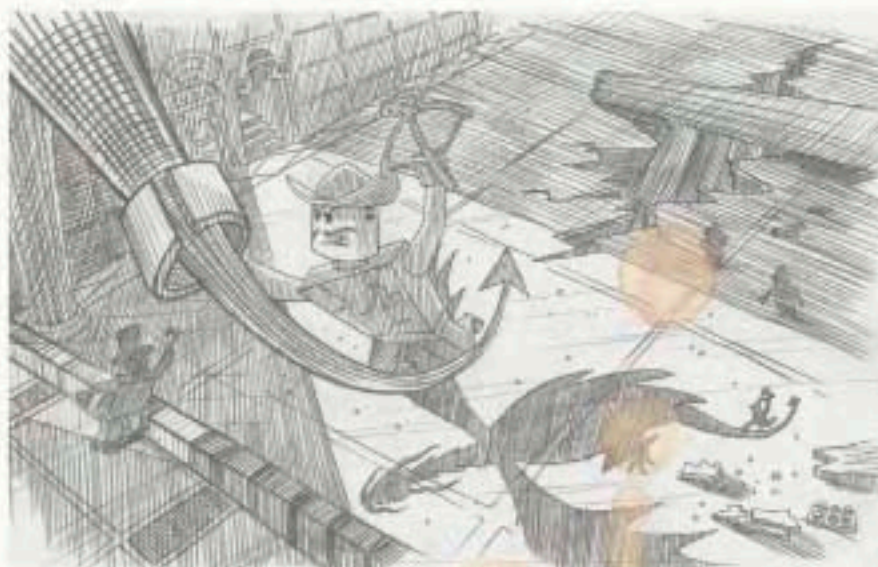
This mysterious individual is a collector of the world's rarest pieces of art and jewels and naturally, LORD SINISTER is also after the MARCO POLO JEWEL!

We next landed in India, trekking our way through the mountains to a magnificent sight the locals refer to as the Scorpion Palace. Searching the palace, I uncovered this grisly fact about LORD SINISTER.

...continued A3



# TREATMENT



PHOTOGRAPH by PIPPEN REED

from A1... While taking photos, I saw something glimmering in the shadows. LORD SINISTER was sharpening his left hand... in reality, a menacing hook. I managed to secretly snap a shot of THUNDER's nemesis just before he eluded us.

Trailing SINISTER and his henchmen deep into the sweltering jungle, they gave us the slip. When all seemed lost, we stumbled across a crumbling ancient tomb. This damp and cold tomb's passageways cut deep beneath the earth and with torches in hand, THUNDER led the way into the vast darkness.

Trampling ever downward, through mystic mazes and tarnished tunnels fraught with danger, we arrived at the end of a long narrow corridor, festooned with fantastic art, and monstrous statues. There, in a small antechamber, we discovered the MARCO POLO JEWEL! Readers, this reporter can tell you that these eyes have never viewed a more beautiful artifact... but something didn't seem right. "This whole enterprise seems far too easy!" pondered THUNDER.

Ambushed! We were taken captive as LORD SINISTER rubbed his victory in THUNDER's face. The last thing I remember seeing was the glint of the MARCO POLO jewel... then... blackness.

We awoke groggily to find ourselves on an enormous ship, soon discovering the vessel belonged to CHANG WU, Emperor of the city of Xi'an. LORD SINISTER's employer!

After a harrowing storm-tossed voyage, we docked in a

dense fog. We were then taken to what can only be described as a heavily guarded high-walled fortress, adorned with bejeweled dragon symbols.

This, my loyal and trusting readers, is where the story comes to an abrupt conclusion. You see, I too have not seen the end of this story. At this point, I am still writing in a tomb, deep within the moldy confines of what is called Dragon Fortress.

More outlandish facts are coming forth. CHUNG WU's plan is to unlock something that sleeps beneath the fortress. As I write these last few words, EMPEROR

WU is inserting the jewel into what looks like a place holder, perfectly designed to house the jewel.

"Don't do it you fool!" JOHNNY screamed. "You don't know what you are unleashing!" As we all watch, WU has now turned to the jewel within it's housing and... wait... something is...

IT'S AN EARTHQUAKE!!! The walls, floors and ceilings that surround us are shaking violently. What has appeared before us can only be described as a monster. A mass of light and wind erupt from the tomb, and with the earthquake shaking everything in sight, chunks and pieces of the walls have swirled together to "create" this massive beast. It has become crystal clear to this reporter why they call this heinous lair the DRAGON FORTRESS.

Running with my trusty camera, faithful readers, I manage to frame the beast. With more courage than common sense, JOHNNY THUNDER runs headlong toward the hideous behemoth!

I leave you with the last words I heard JOHNNY THUNDER say upon seeing this great beast: "CRIKEY!"



by PIPPEN REED

Be sure to grab the next issue of **WORLD MAGAZINE** to find out what happened to Johnny Thunder, Dr. Kilroy and this magazine's star investigator, Pippin Reed.



# THE PITCH SCRIPT

Johnny Thunder  
&  
The Orient Expedition

(Based on the LEGO series)  
Written by Nelson Marques Costa

EXT. MONGOLIAN DESERT - SUNSET

Close up on a single Lego block half imbedded in the dirt. In the far distance the dim outline of mountains can be seen.

A beat passes.

The camera swings around to reveal a trail of Lego blocks strewn along a trail of tire tracks stretching into the distance. A small dust cloud can be seen.

Insert Title Card: "If imagination has a name it must be..."

A man with a hat is driving a Lego jeep at a break-neck speed, struggling to keep control. He is fleeing Lord Sam Sinister. We meet Johnny Thunder at the tail end of another adventure. Johnny has the dragon's eye, an ancient jewel. He has been in competition with Lord Sinister over the jewel for six months... ah, but that is another story.

While driving Johnny looks at a map (the Johnny Thunder packaging icon realized in 3D). He tosses the map away. On the dashboard, a picture of his girlfriend, Pippin Reed flutters in the high winds. It catches his eye. He regards it for a moment, thinking, "Too bad Pipin is missing this adventure". With steely determination, he reaches down and rips up a piece of the dashboard. Leaning forward, he jams it on the accelerator.

The jeep jumps forward with a burst of speed.

Johnny jumps to the back cab of the jeep, and starts to rip up the side paneling, slamming it down extending perpendicular from the jeep. He rips up a smaller piece and snaps it into place.

Johnny is completely unconcerned that he is furiously racing towards the edge of a cliff. Johnny makes his way to the front grill of the careening vehicle, and is desperately holding onto the makeshift Propeller, barely maintaining his grip!! The jeep is being drawn to the edge of the cliff like an iron filing to a magnet.



# THE PITCH SCRIPT

Through buffeting winds, and strength of will, he slams the propeller into place. It goes over the edge, and dips into space, dropping, dropping, dropping.

All we can do is hold our breath and wait.

At the last second the plane soars to safety! He has effectively transformed the jeep into a plane and our hero cheats peril once again!!!

The jeep / plane swoops by the camera and is used as a wipe to...

Insert Title Card: "Johnny Thunder"

EXT. SKY OVER MONGOLIAN DESERT - CONTINUOUS

Johnny Thunder, now piloting the plane, finally has time to relax. He smiles to himself as he marvels at the jewel's beauty.

JOHNNY

(adjusting his hat)

Ah, Good on ya Johnny, ain't she a bute?

A beat passes.

From behind Johnny at the back of the jeep a hook slams down and embeds itself into the plastic. Lord Sinister raises himself up! The beautiful emerald jewel reflects in Lord Sinister's monocle.

CUT TO:

Insert Title Card: "Johnny Thunder and the Orient Expedition"

Pulling out we see the title has a serpent wrapped around it. It's eye is the same jewel.

JOHNNY (V.O.)

Crickey!

The title then fades to black, leaving the glowing Eye of the Dragon, which then...

FADE OUT.

THE END

Revision

January 8, 2004



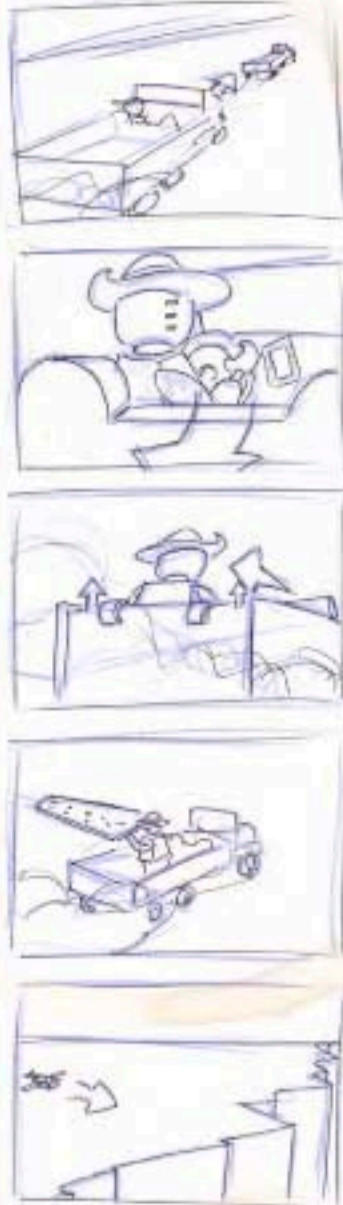
# STORYBOARD EVOLUTION

The action sequences started out as scribbles on a pad of paper. Ideas were tossed as new ones emerged. I drew tighter drawings so the storyboard artist could decipher them. The next page contains stills from the pitch.

original thumbnail sketches



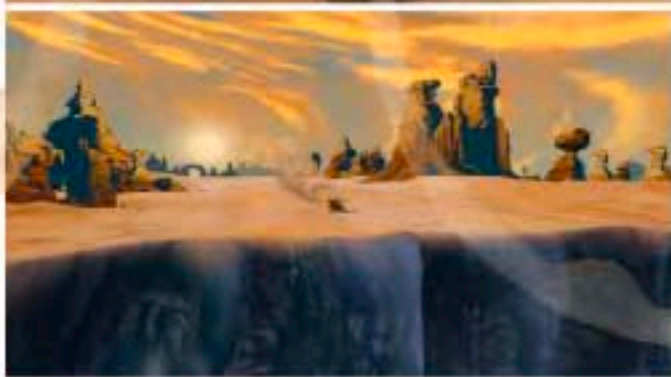
concept storyboards:



final storyboards:



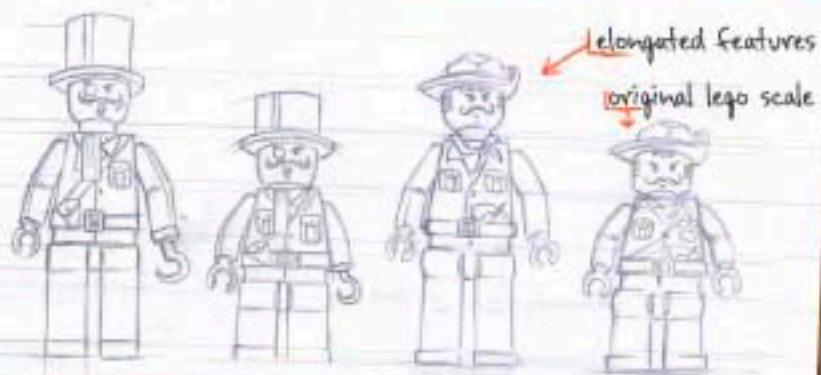






# CHARACTER DESIGN

Lead creative director's preliminary concept marker renderings.

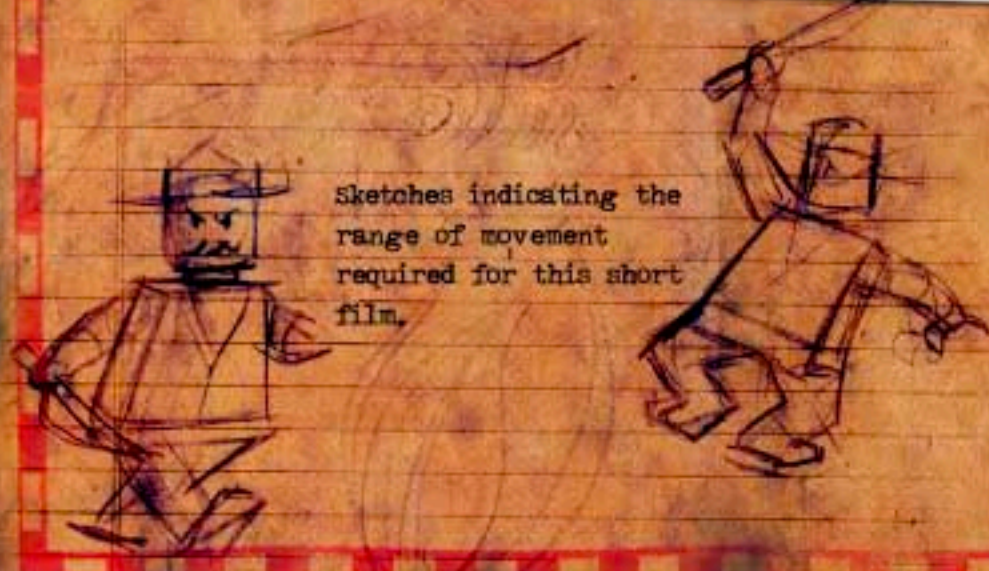
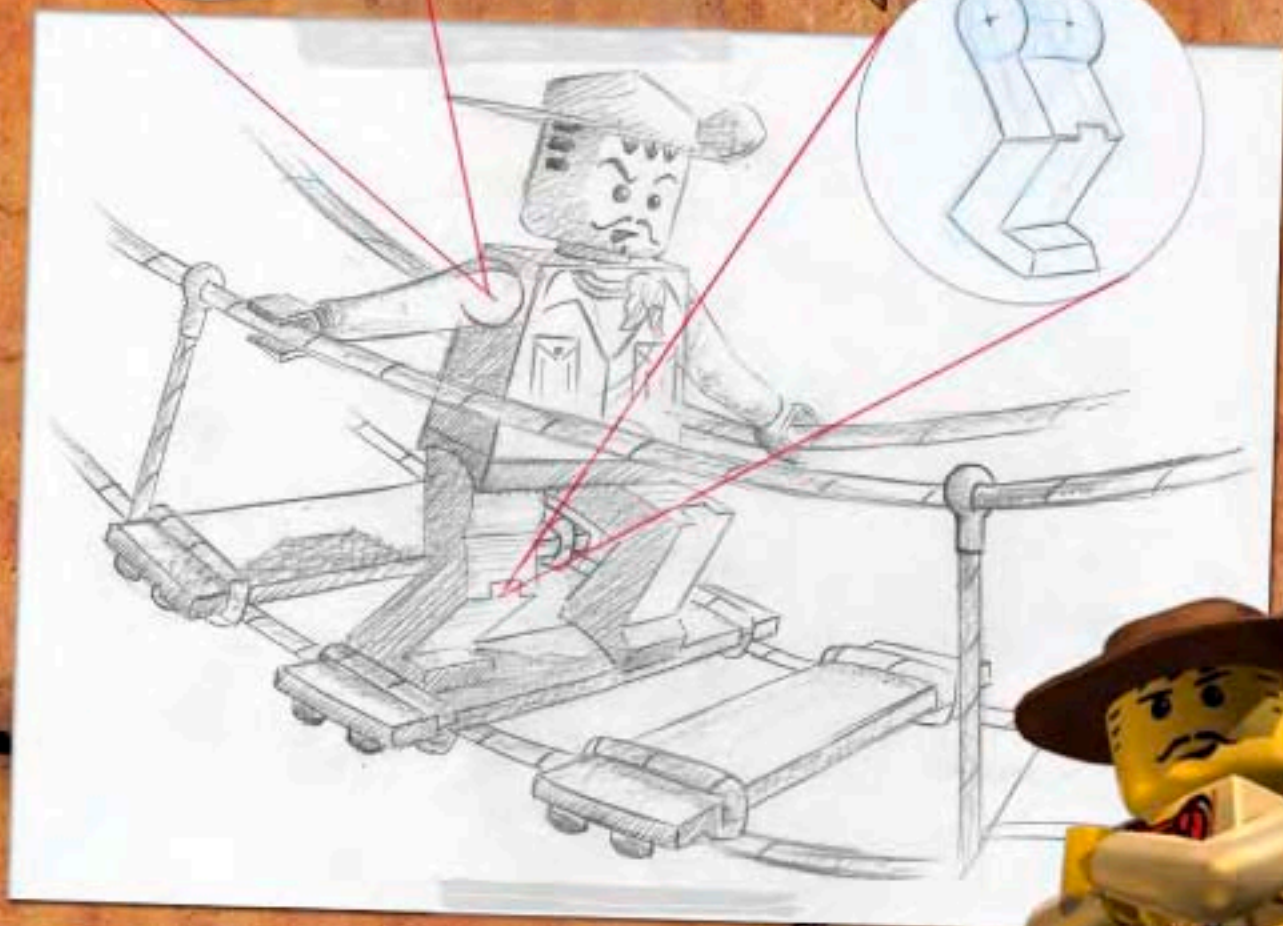
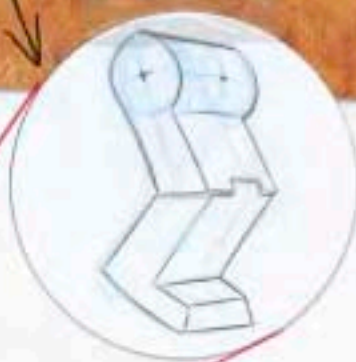




# CHARACTER DESIGN



In order to allow for more range of motion in the characters, the legs and arms were extended slightly.



Sketches indicating the range of movement required for this short film.





# CHARACTER DESIGN



Johnny Thunder





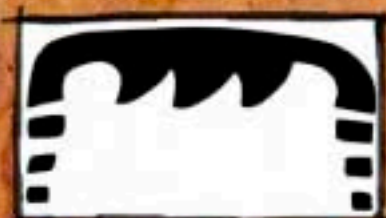
# CHARACTER DESIGN

To keep the same printed look as the toy, we decided to take a traditional 2D animation approach. Each expression and mouth shape were drawn by hand



Johnny Thunder's mouth from hand drawn sample to rendered image.

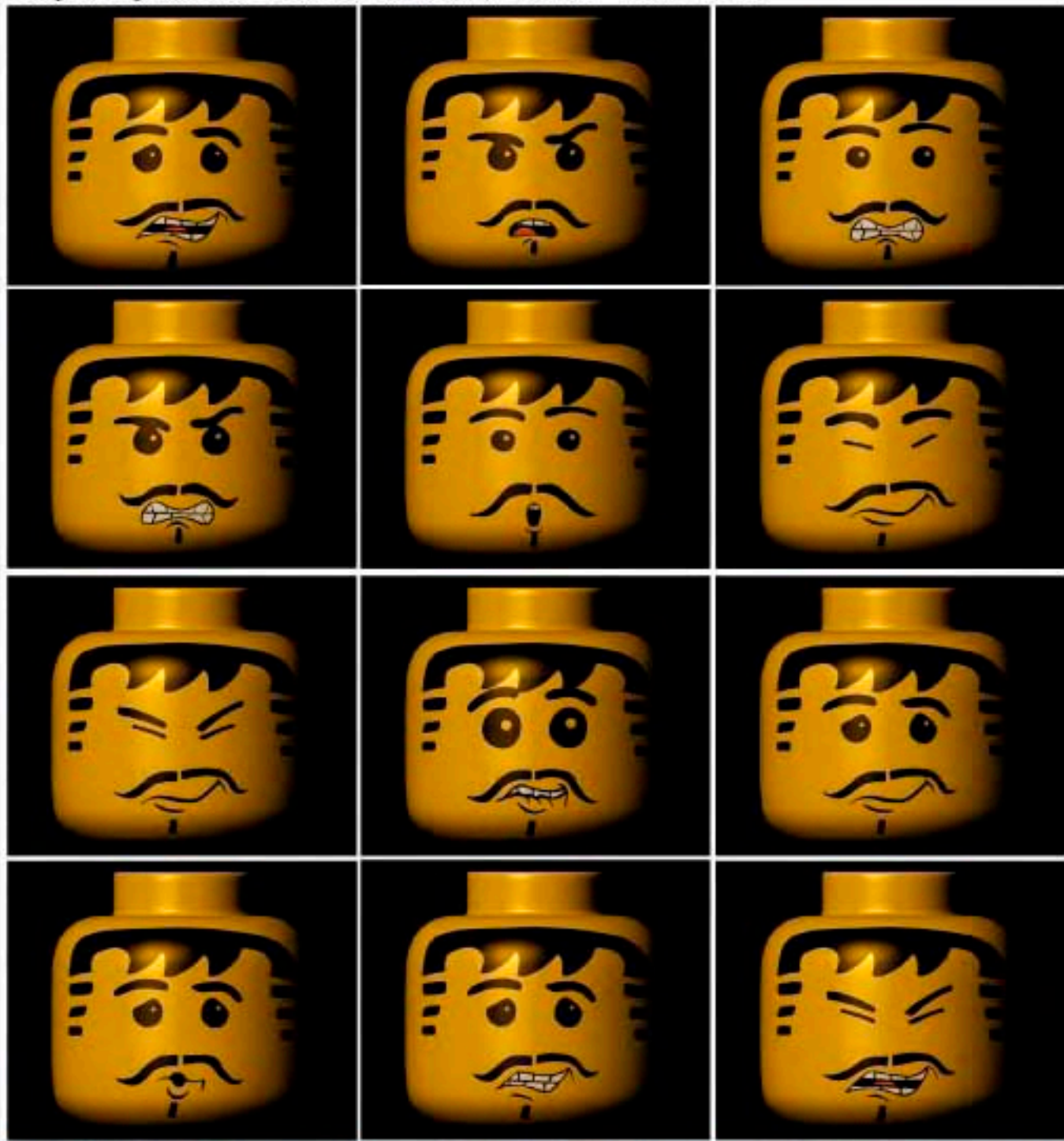
This is the only texture that remains static on the model.





# CHARACTER DESIGN

sample expressions rendered on Johnny Thunder head model.





# VEHICLE DESIGN.



3D prop model



3D rendered images of johnny thunder's jeep model.





# VEHICLE DESIGN



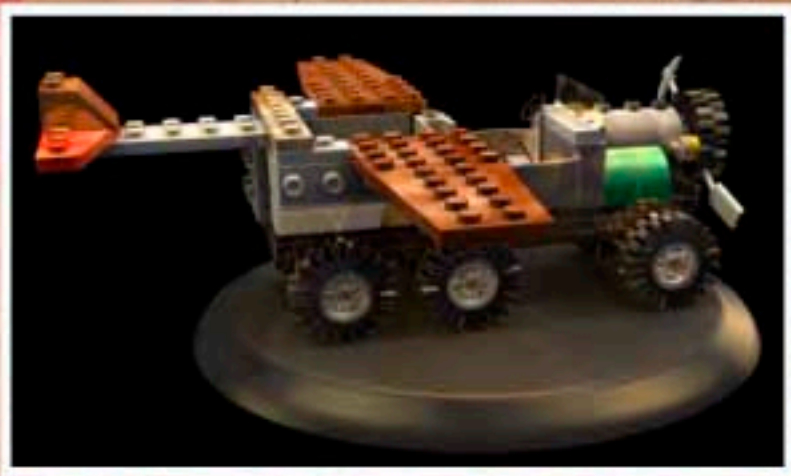
Digitally painted image of Pippin's photograph that sits on Johnny's dashboard in his jeep.



3D rendered images of Johnny Thunder's jeep/plane.



3D prop model.





# BRAND RECOGNITION

This image of Johnny's shadow was the jumping off point for the entire project. I wanted to see it realized in 3D. I think it would make for a great opening for every Johnny Thunder movie.



Photoshop mock up for presentation.



thumbnail sketch



storyboard

Actual final rendered image from the film.



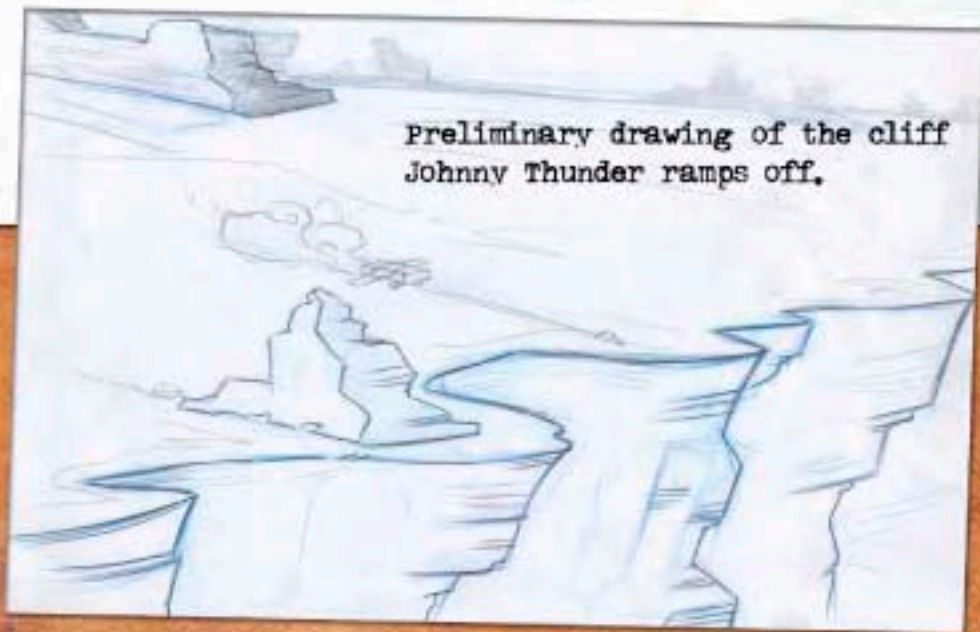
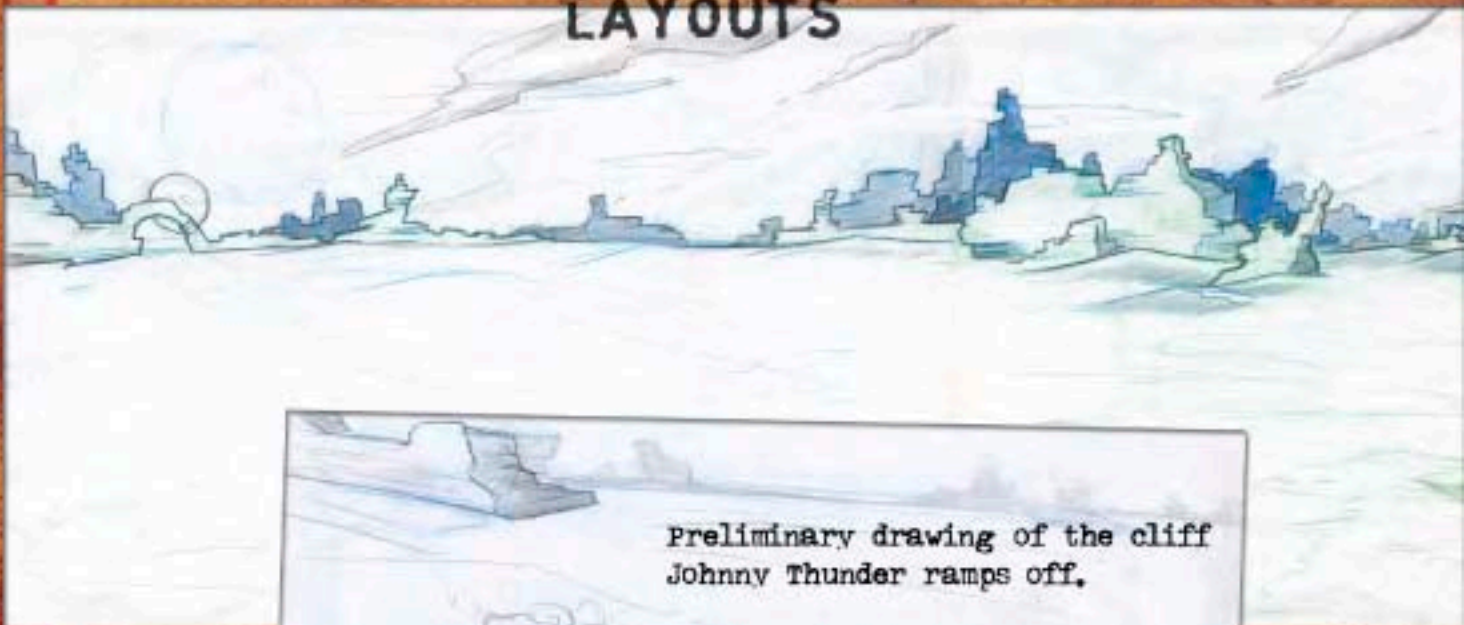


## RENDERED BACKGROUNDS





# LAYOUTS









## BACKGROUND PAINTINGS

Since the story harkens back to an old pulp style, I felt the animation should be rooted in an older animation style; the Warner Brothers landscape.



Lead creative director's concept painting.

I made a conscious decision to not make the backgrounds C.G. The backgrounds are designed with a painterly technique. This not only pop's the characters out, but also creates a new style that includes all the depth of 3 dimensions. This enables the background paintings to evoke a simpler yet historical feel to the film. Each element stands out complimenting each other, merging two into one.

Water colour painting of colour palette.  
(by Allan Walker, Matte Painter)



Concept cliff painting sample.  
(by Allan Walker, Matte Painter)



# ACTUAL RENDERED MATTE PAINTINGS



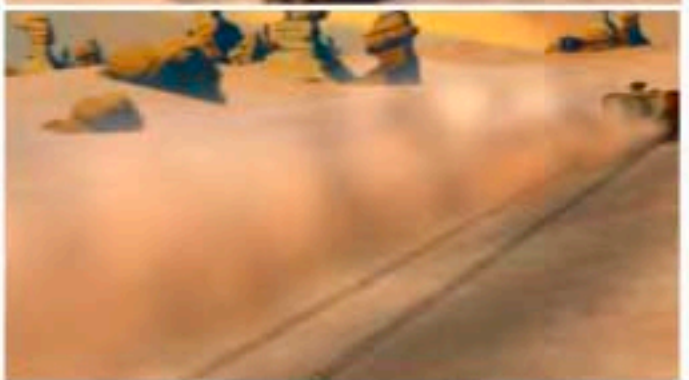
These stills are examples of the individual images layered on top of each other before placement in the 3D environment.



Each rock is individually painted (and placed in the 3D environment).

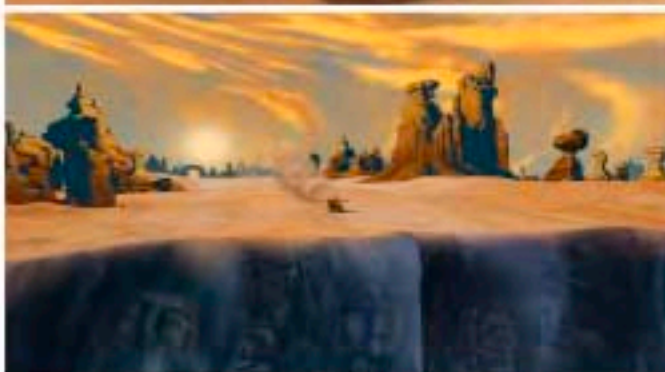


# STILLS GALLERY





# STILLS GALLERY





# STILLS GALLERY

