



# SUMMONERs WAR

BRAND CAMPAIGN FILM | ATTACK ON THE MAGIC COUNCIL

TREATMENT BY ALADINO DEBERT 11.17.17



## DIRECTOR'S TREATMENT | **INTRO**

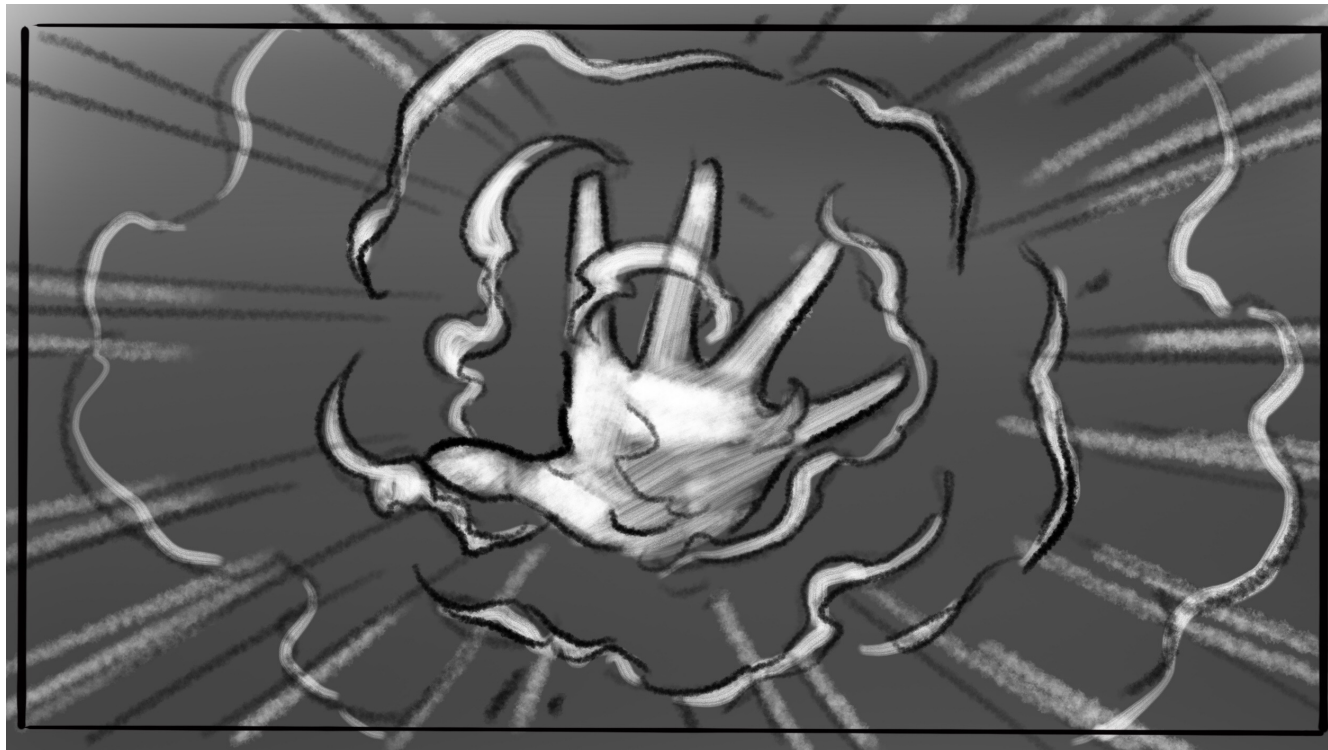
The opportunity to collaborate with you guys on Summoners War is a real treat for me personally. Put simply, this is everything I love about cross-platform storytelling and visual effects in one fantastic package. With “Attack on the Magic Council” we have a terrific platform to broaden the scope of the SW world and expand upon the lore that has already attracted millions of gamers. It's time to expound upon the mythology that surrounds the SW gameplay, and here with AOTMC we can do just that by fleshing out the characters and the storylines that frame this wondrous and magical landscape.

Nothing is more important than story, and in conjunction with incredible visuals it is what makes a film memorable. It's what grabs you by the neck and makes you pay attention. It's what makes you want to see more.

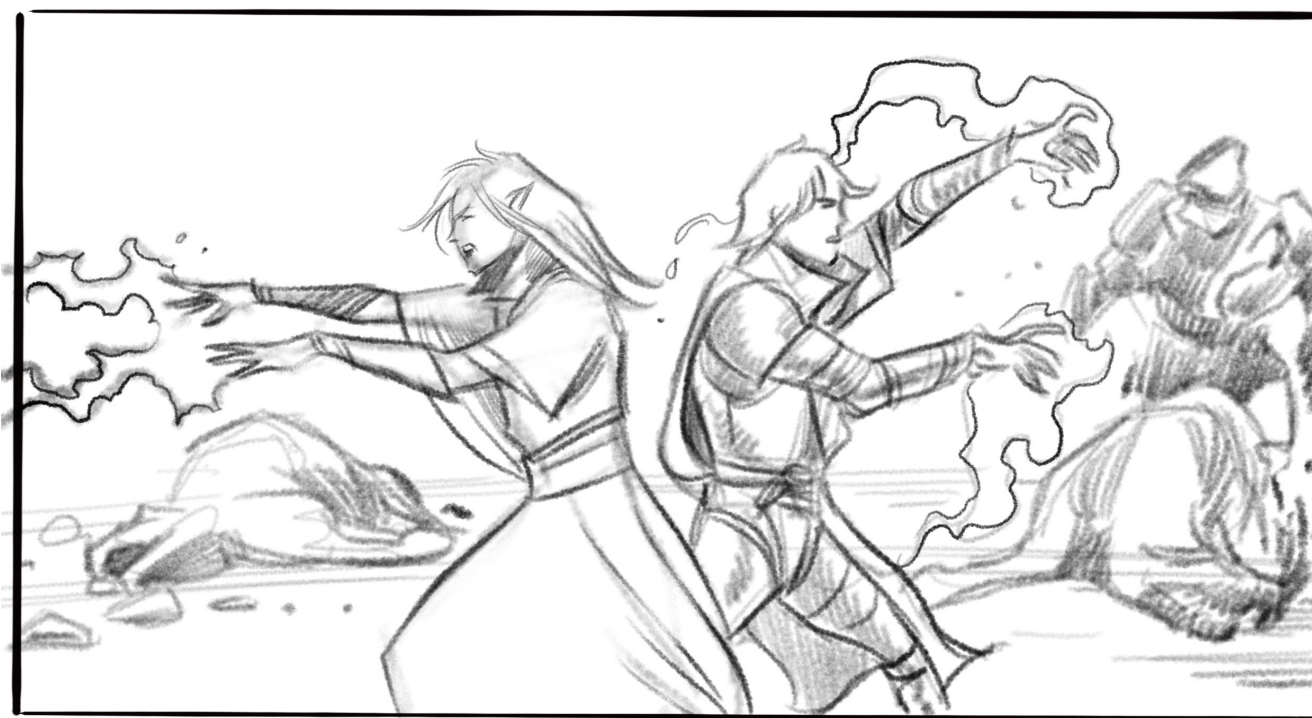
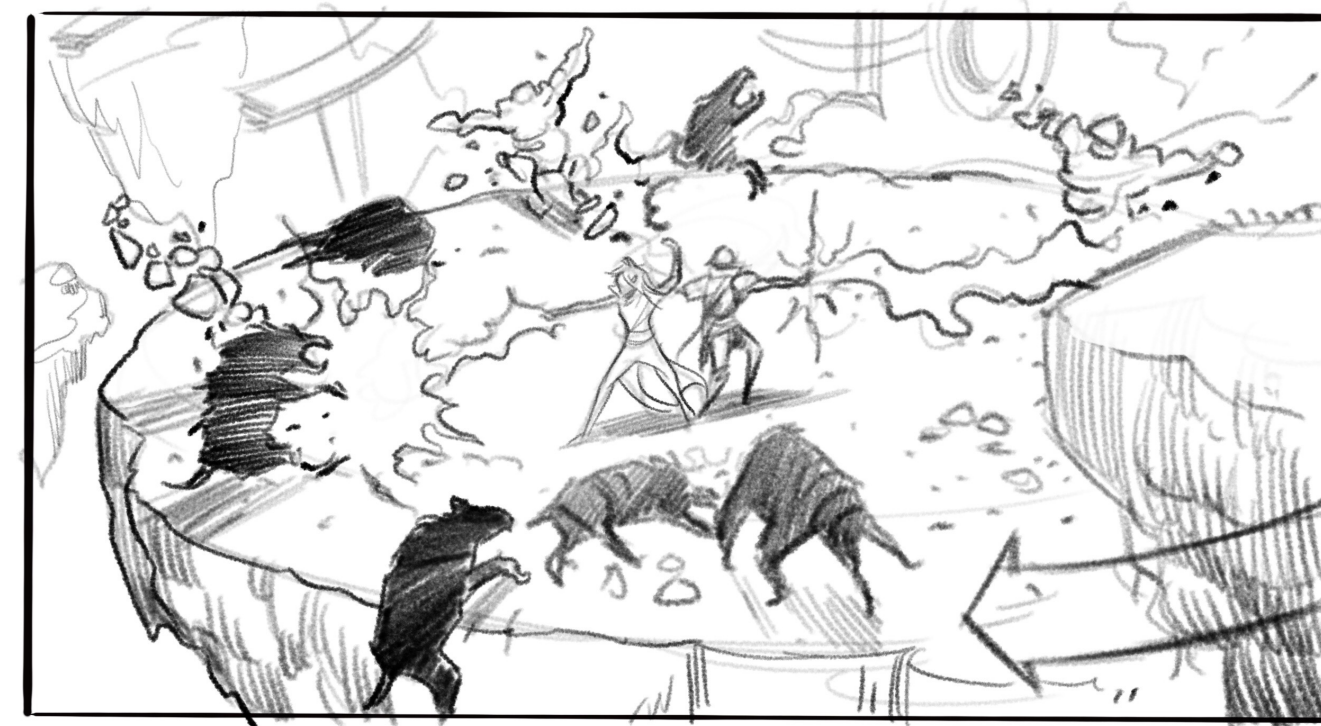
So before I dive into specifics such as tone, visual references, and character development, first I will present the storyboarded script we've created for our piece, followed by a more detailed version of the script itself. This story combines the best that Summoners War has to offer with a level of realism, grit and passion that's certain to make the viewers scream for more.







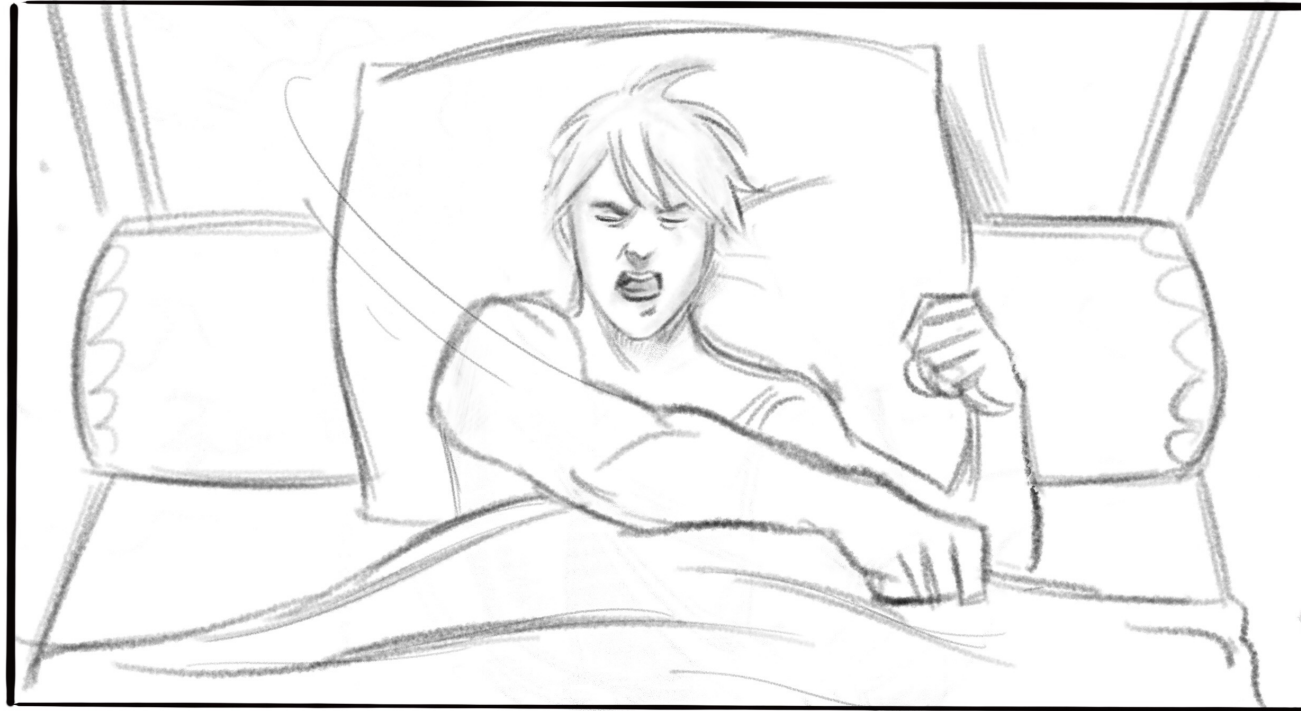
EXT. FLOATING ISLAND PLATEAU - DAY (FLASHBACK)



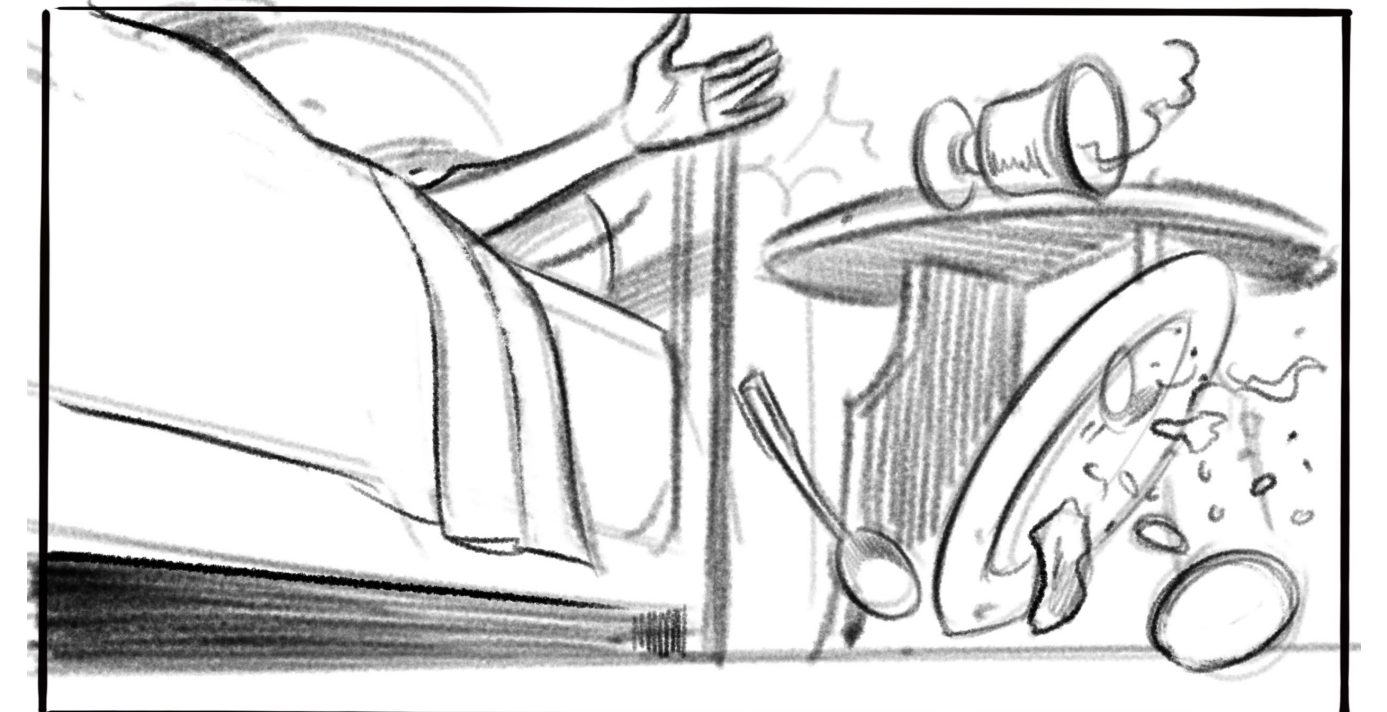
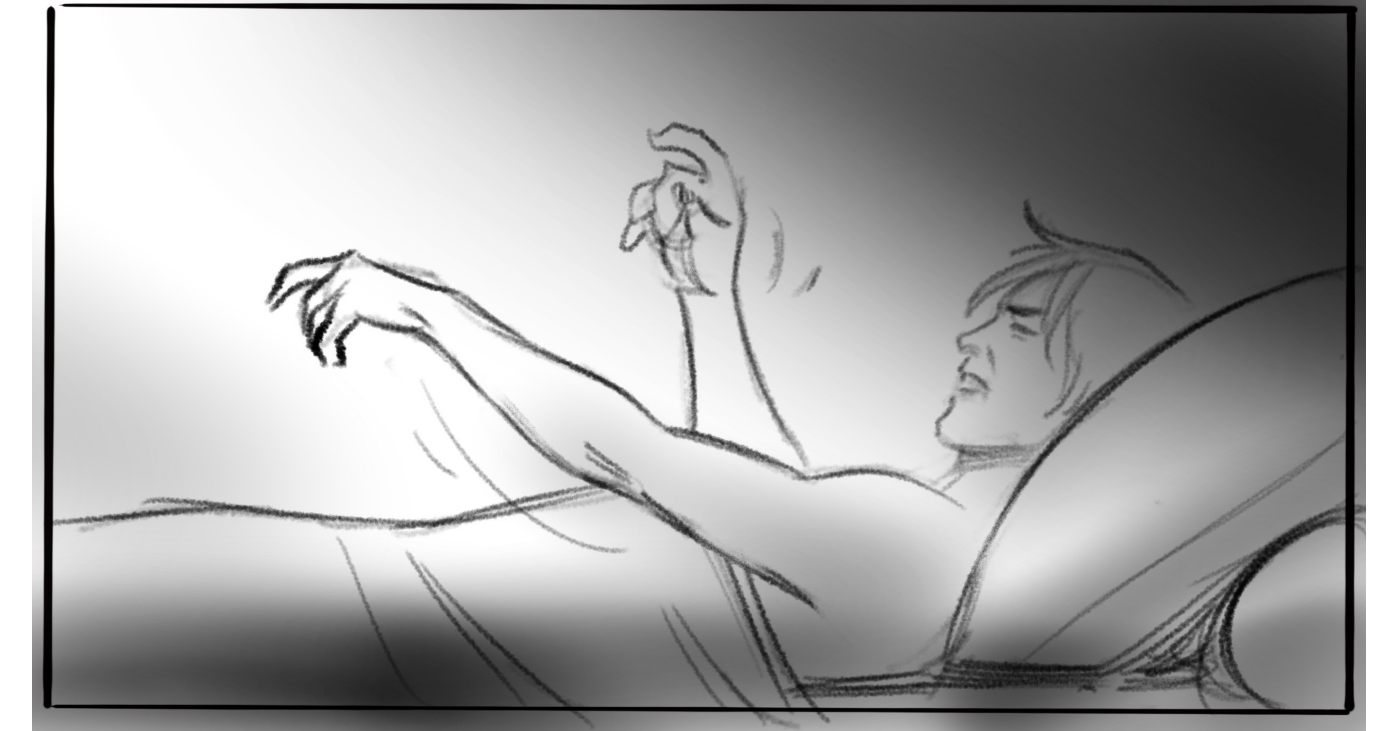
Quick FLASHES of BATTLE. We see a human, DURAND, and an elf, ELHEIL, defending their realm.



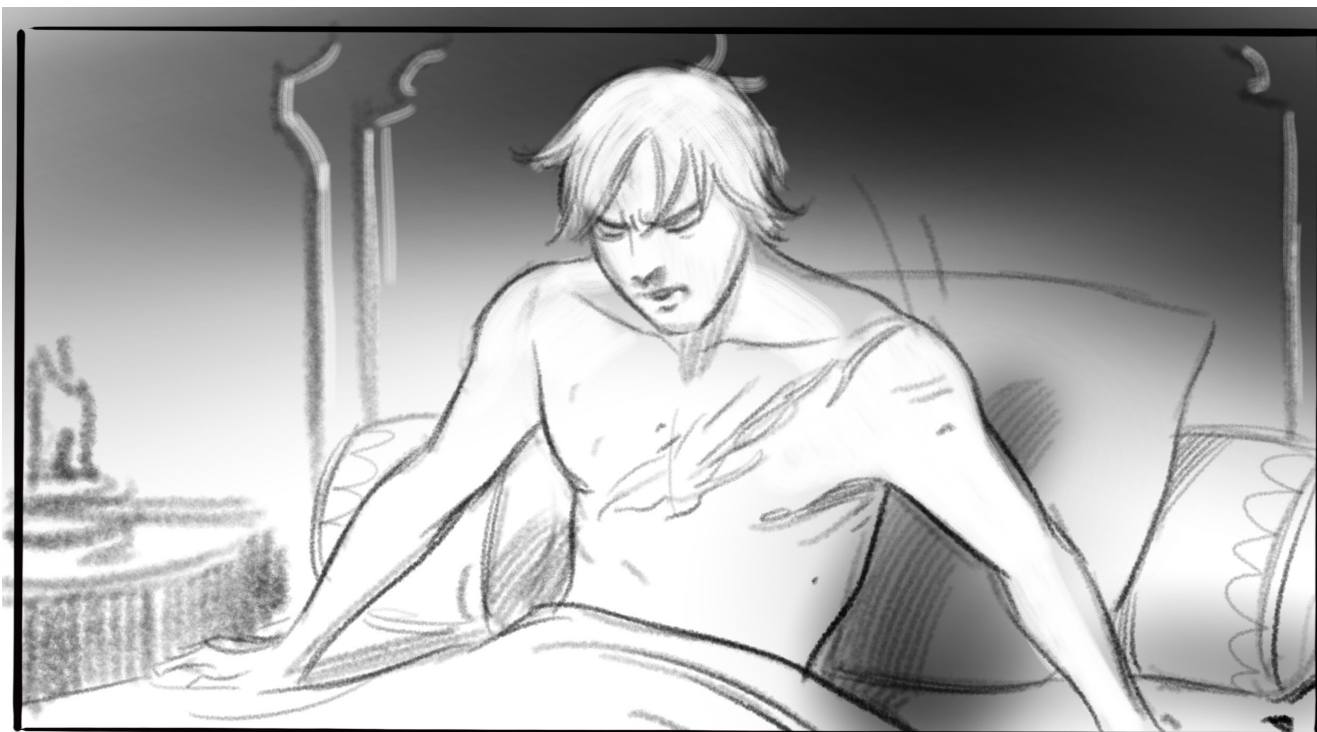




Durand twitches in a dream, his muscles tense, contracting...



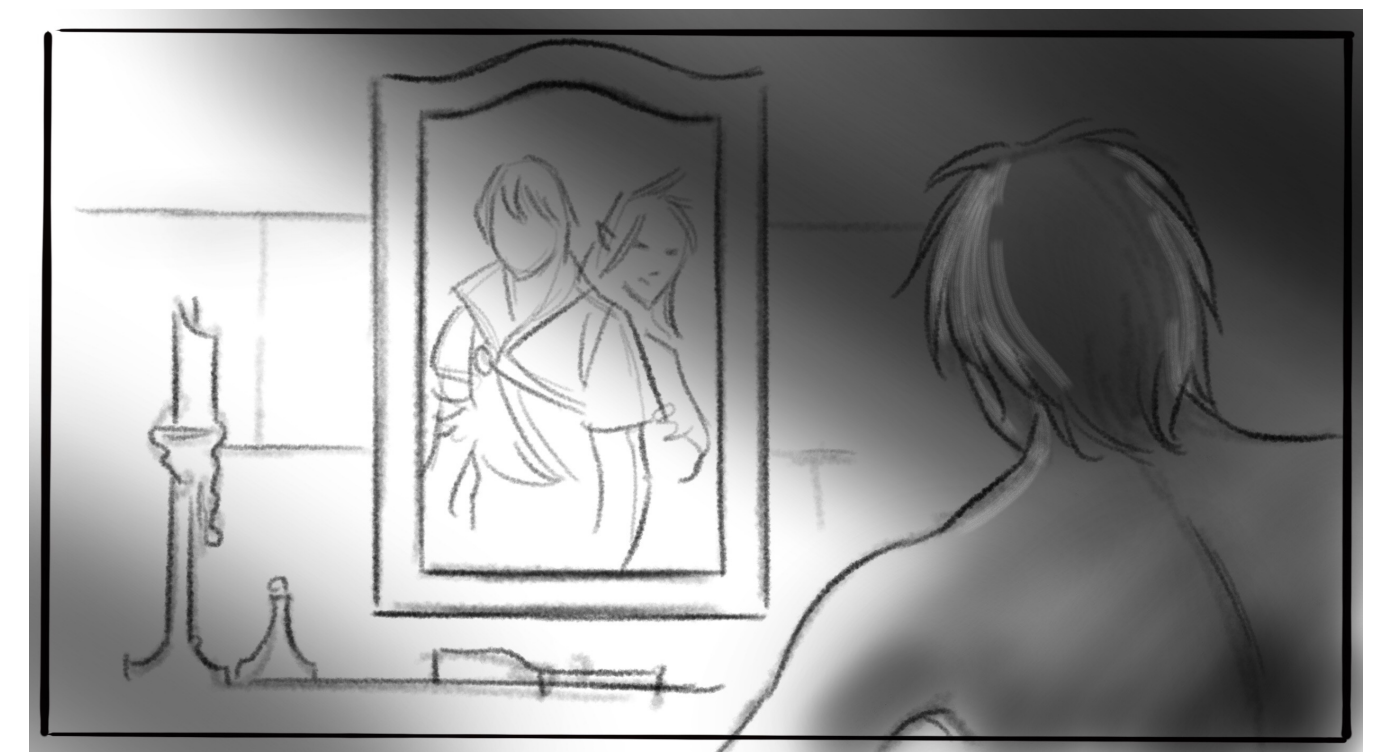
...dreaming still, THROWS an unconscious punch and KNOCKS last night's plate of food across the room.



He wakes, bewildered, sits up and stashes his memory of the dream deep down inside.



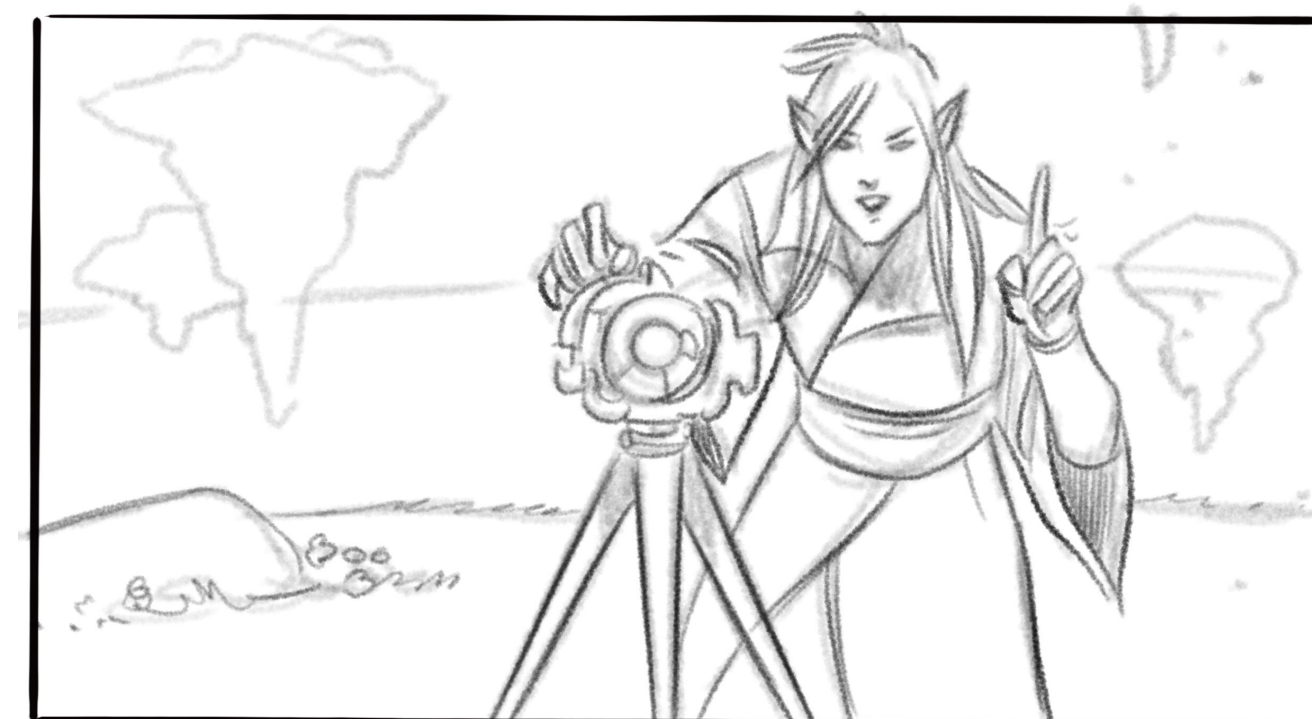
Durand picks his head up, looks across the room, and sees a painting on the wall...



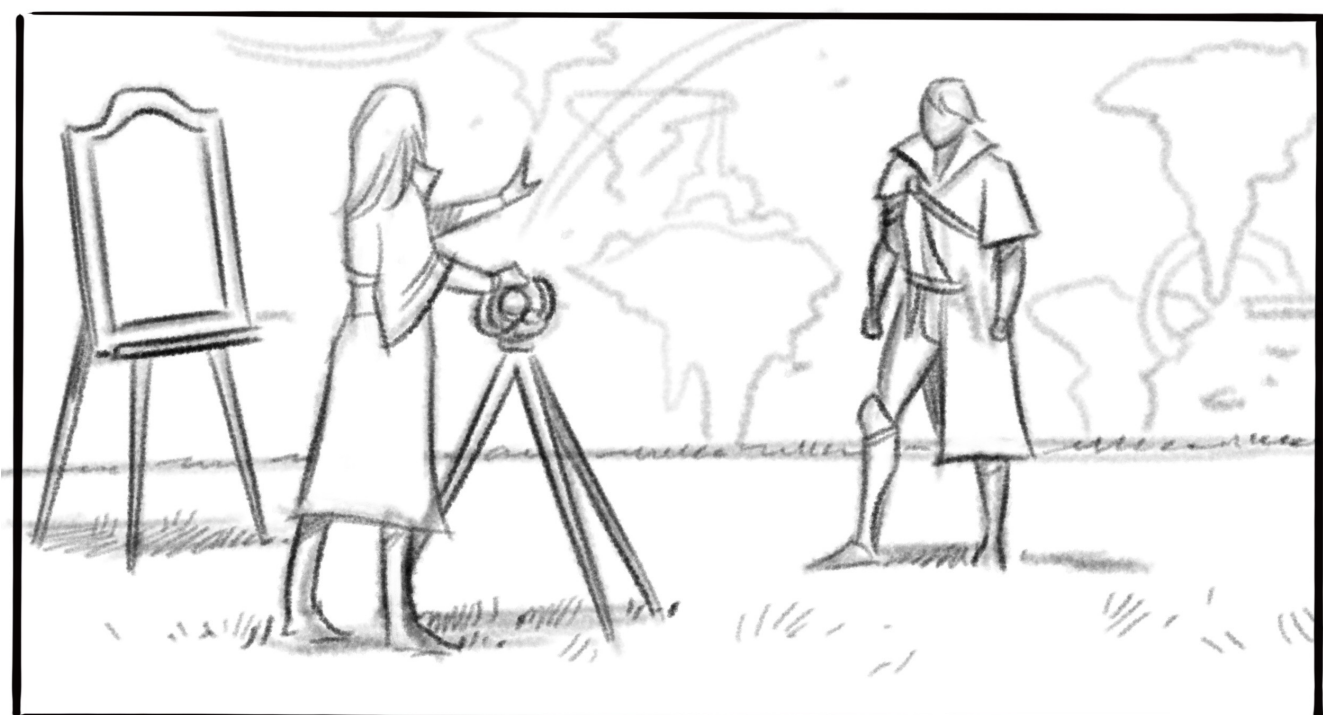




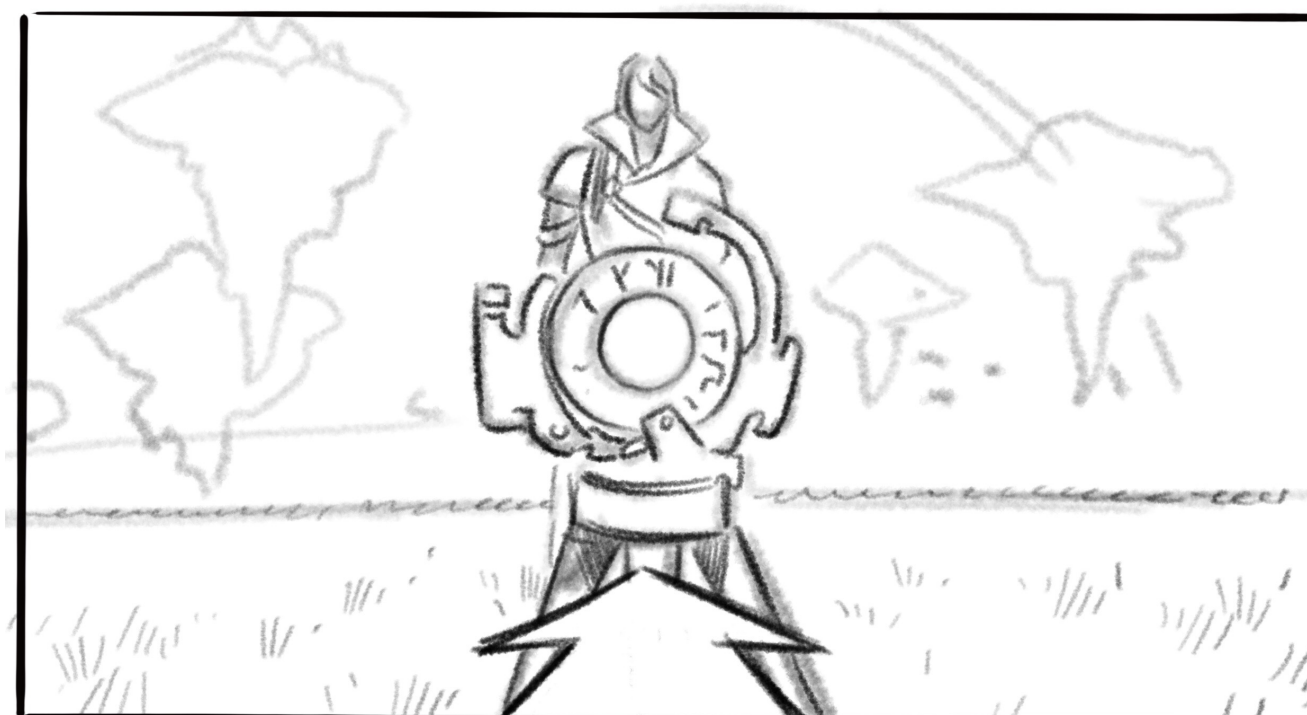
EXT. COUNTRYSIDE - DAY (FLASHBACK)  
DURAND: Hurry up!



Don't move. (O.S. DURAND: I'm starving!)



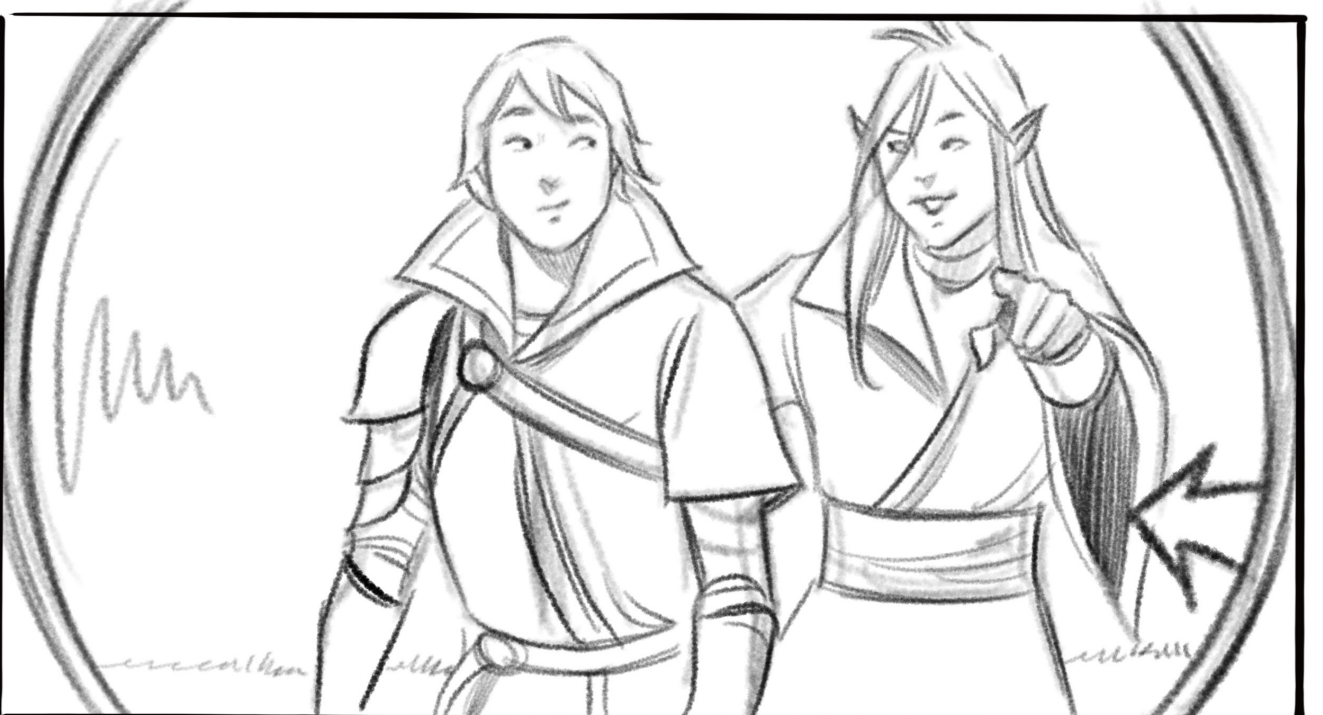
Please be quiet, this relic is very delicate. It requires--



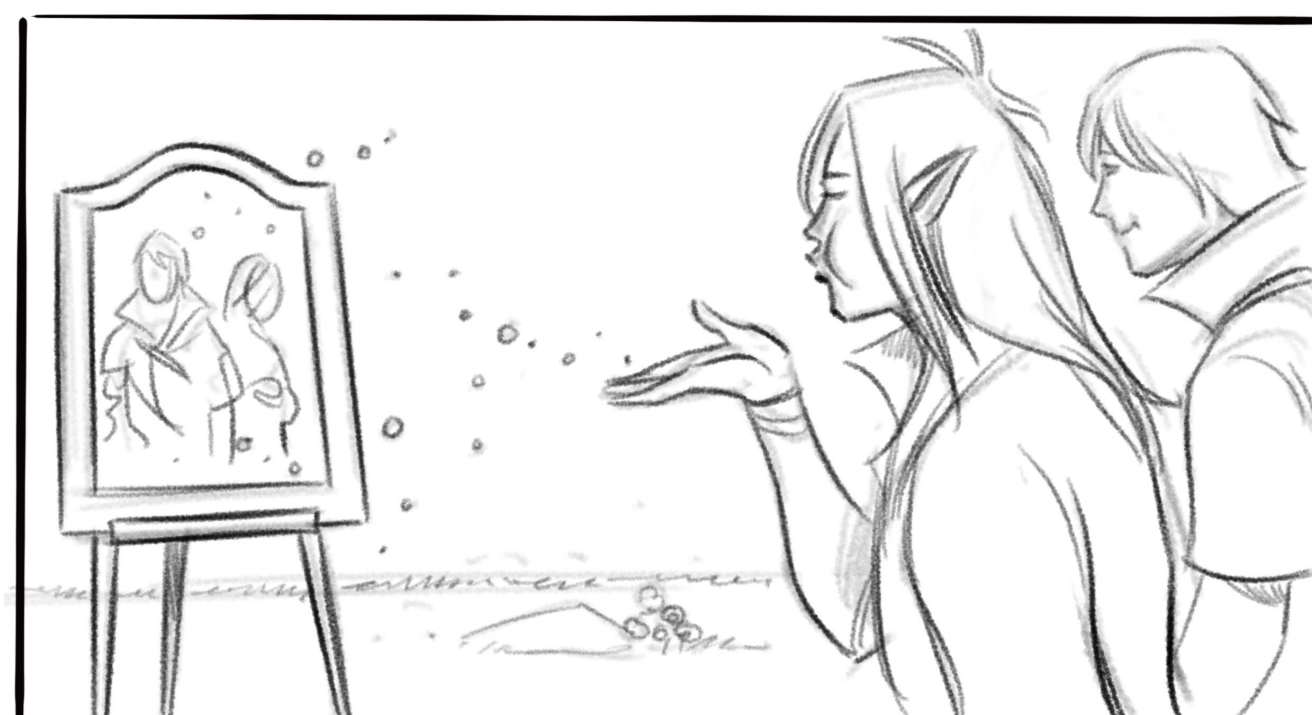
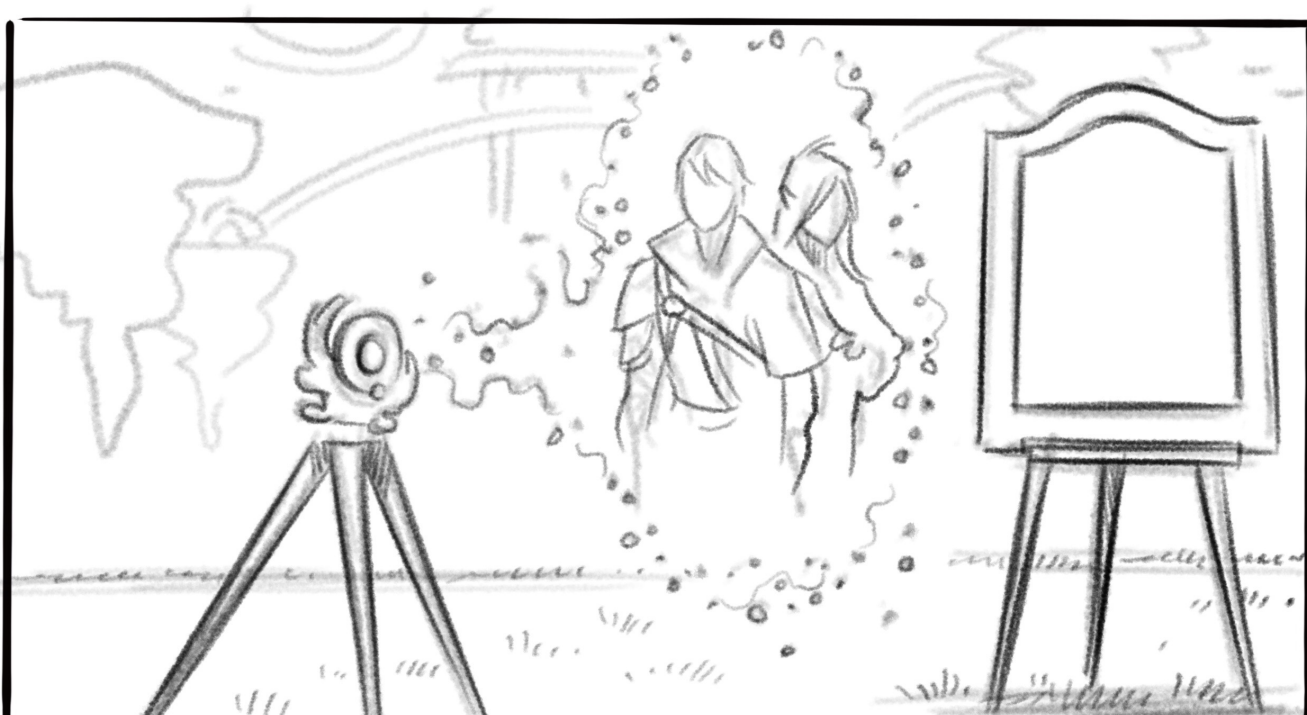
Food. In my mouth--



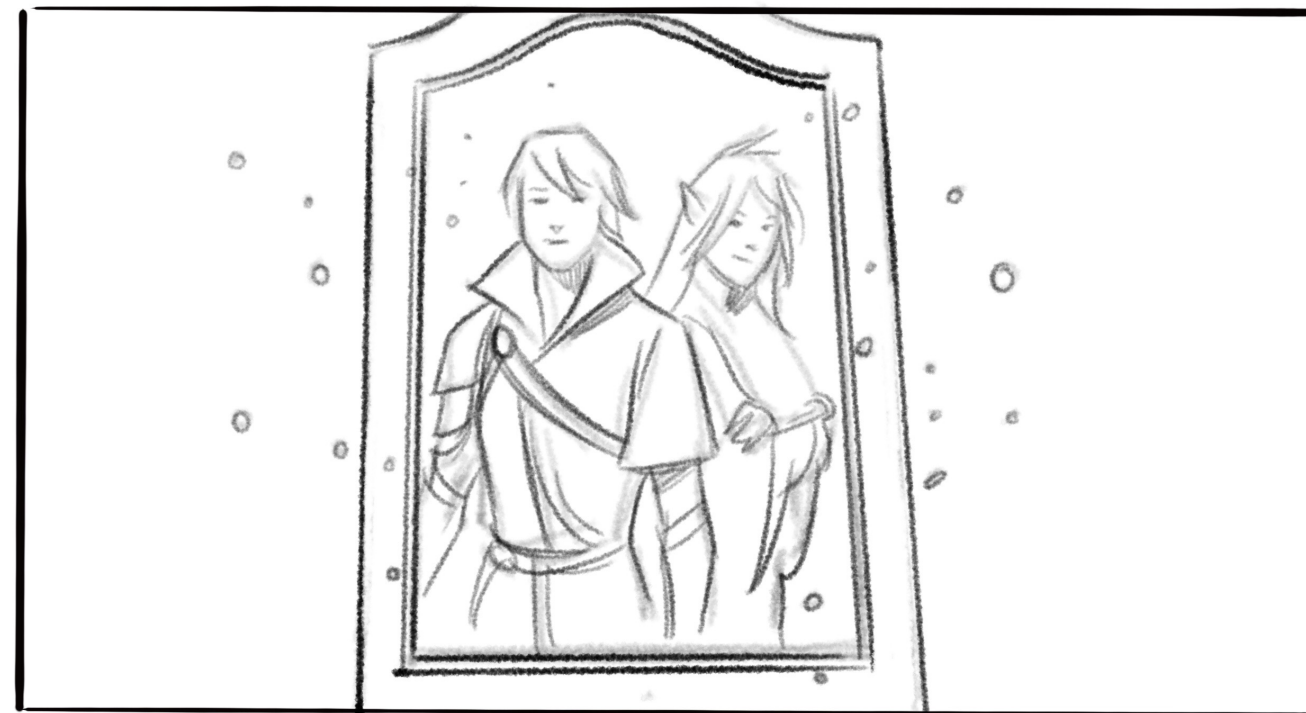
(O.S. ELHEIL) It requires focus... This relic captures light particles (cont.)



DURAND: I just passed out from hunger. Were you saying something? ELHEIL: Shut up and look at the relic.







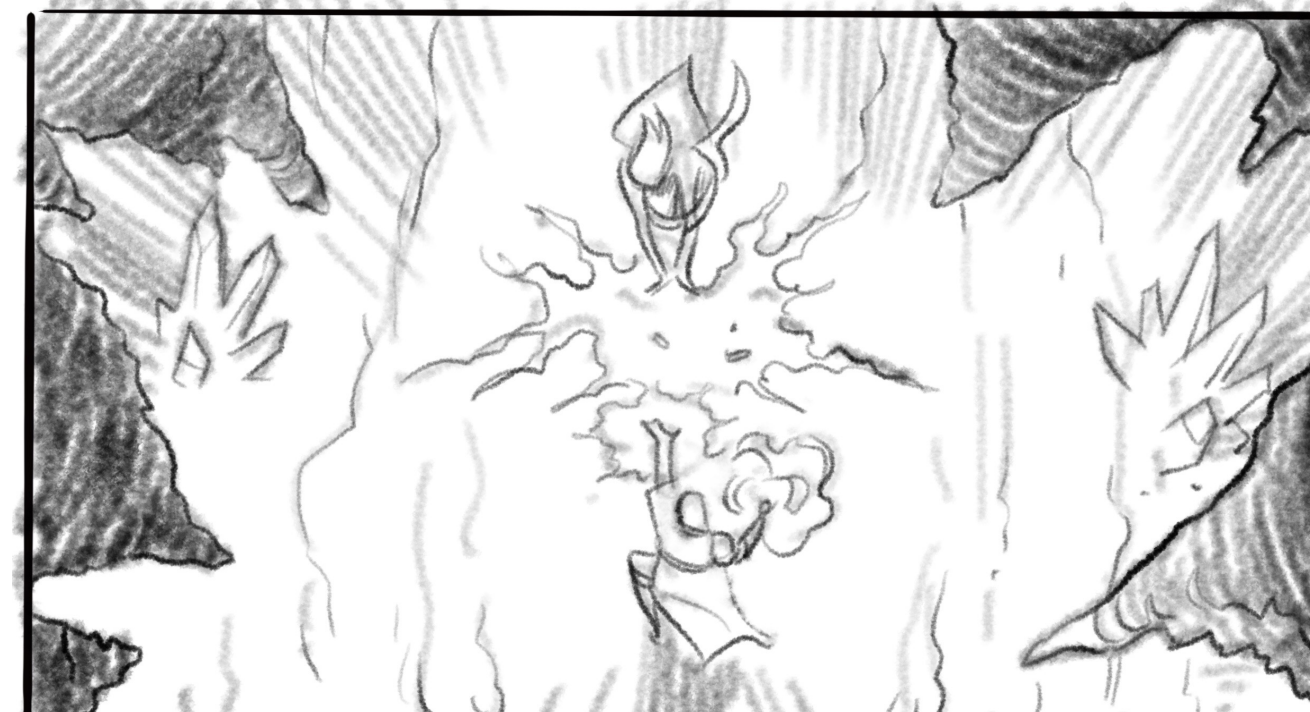
BACK TO SCENE



EXT. MANA CRYSTAL CAVE - DAY (FLASHBACK)



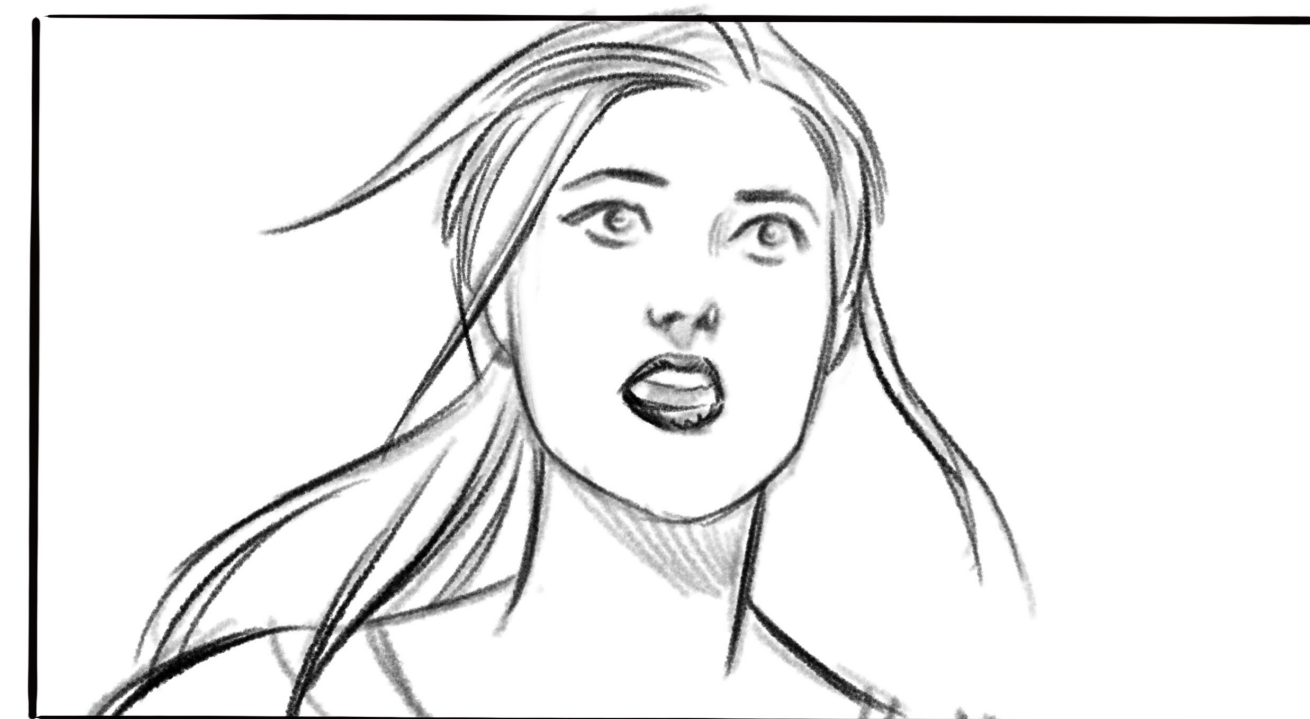
Quick FLASHES of BATTLE. This time, DURAND and ELHEIL are fighting EACH OTHER.



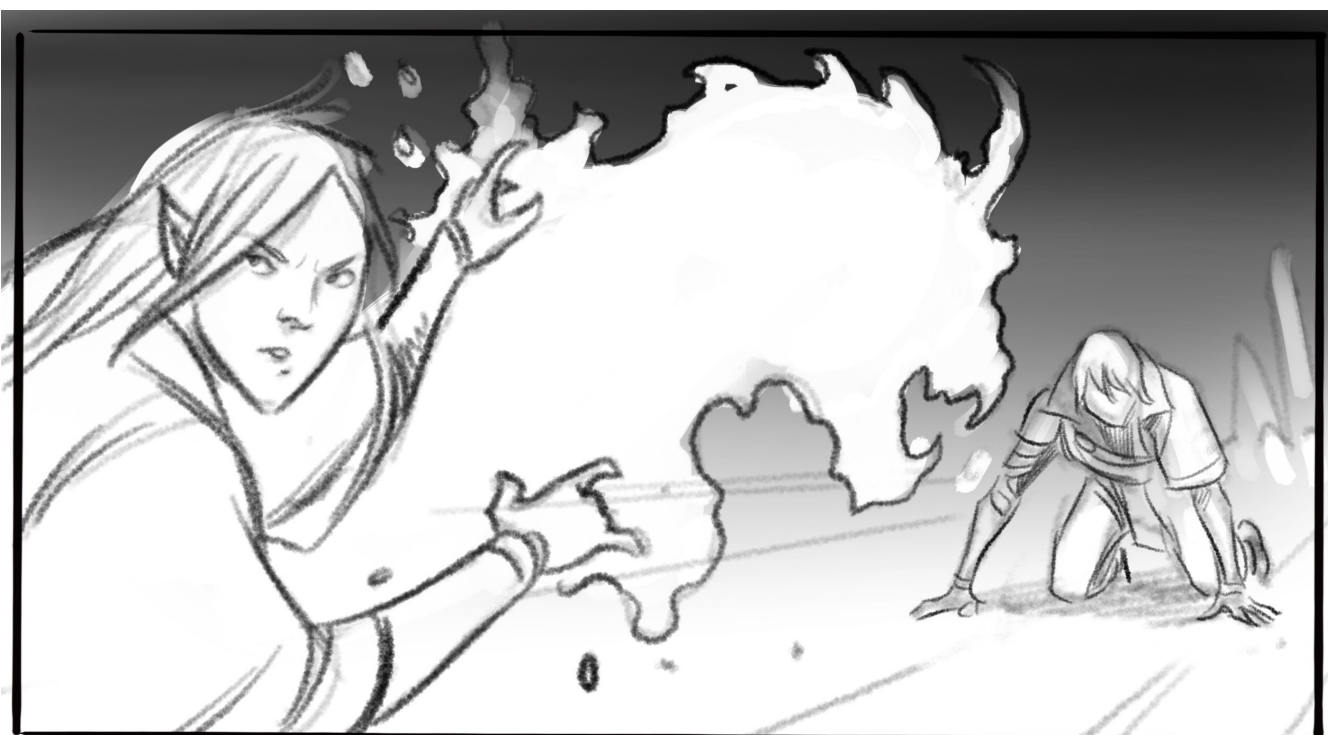




Through a stone gate portal, ELLIA appears and runs down the stone steps...



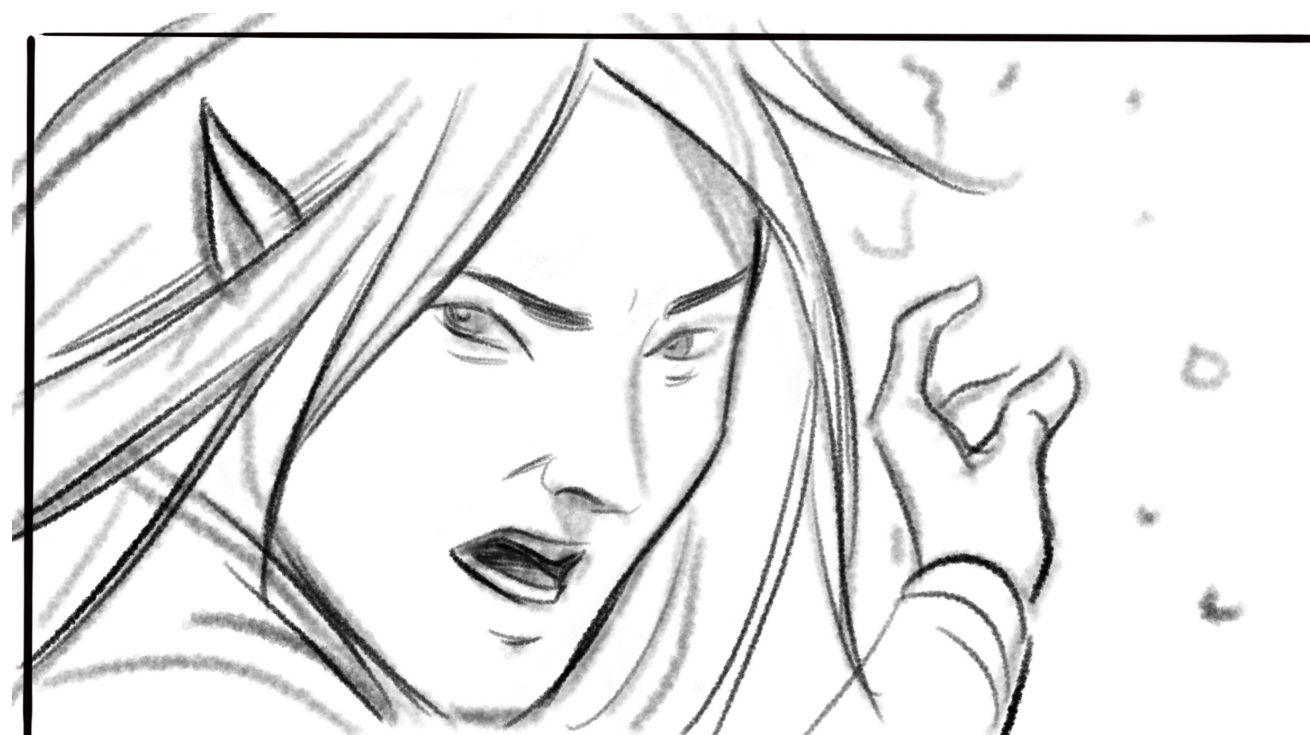
Durand!



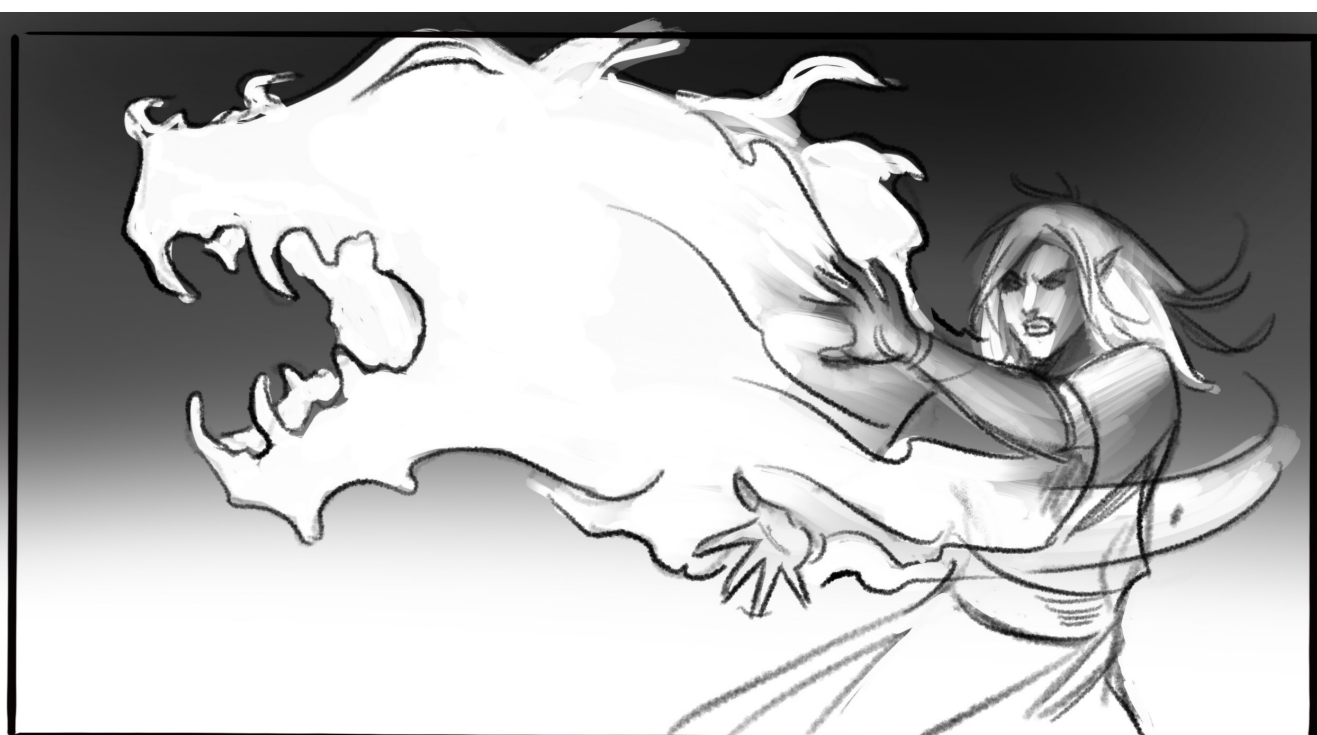
The pain of rejection cuts Elheil, he STARES at Ellia with longing as a MONSTER forms and ATTACKS Durand.



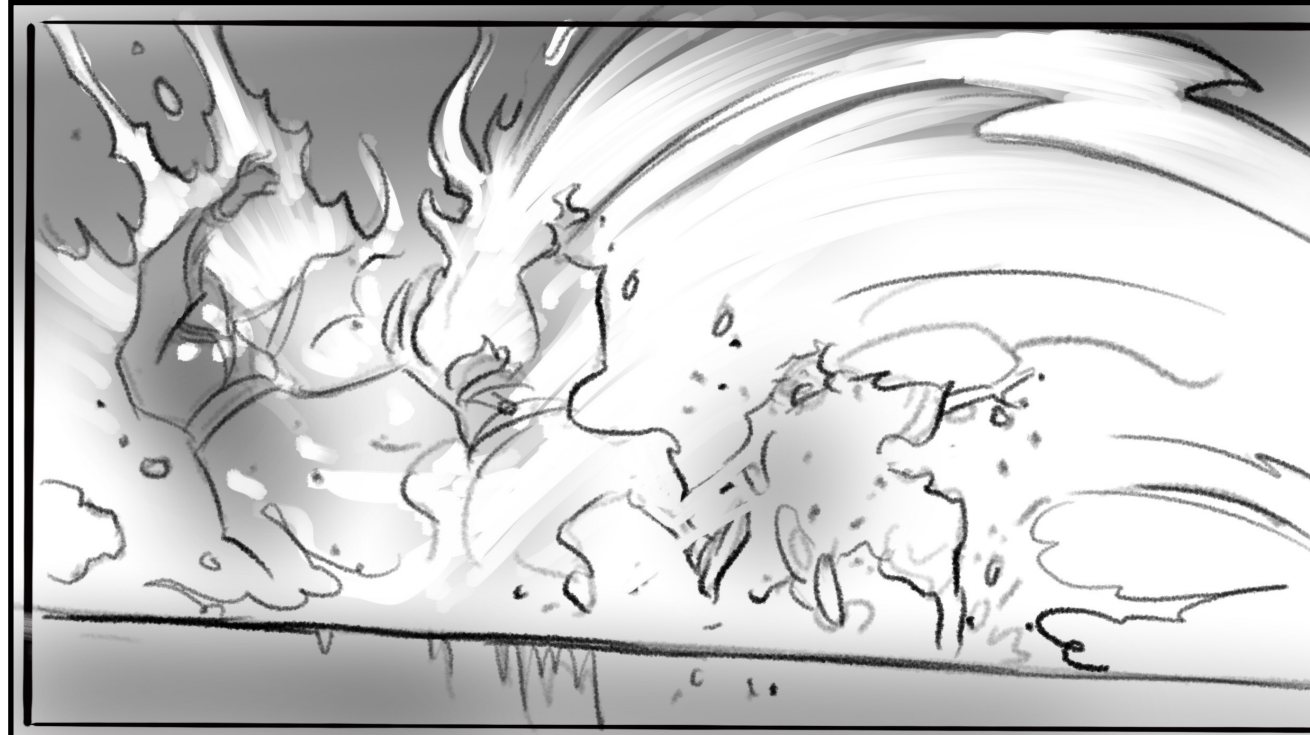
Don't do this.



I... Can't...



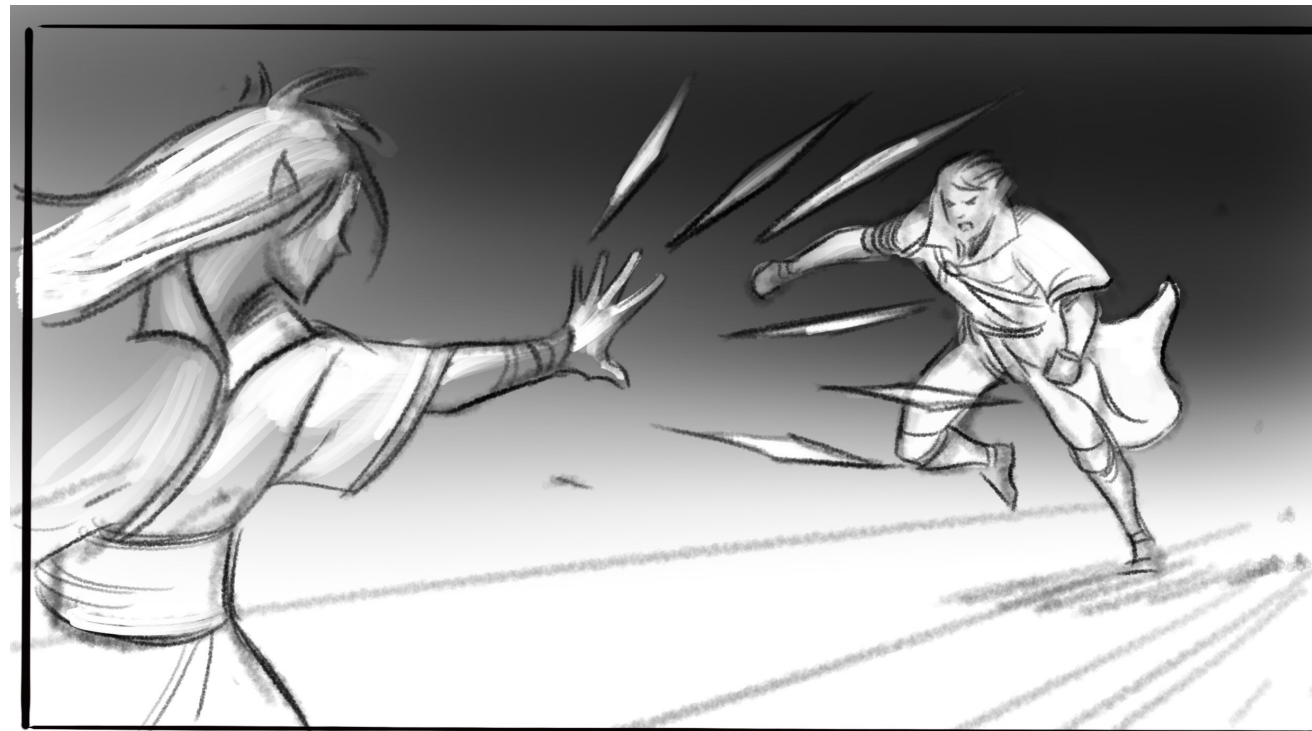
Elheil's eyes turn cold, as he delivers a death-blow and KILLS the three wizards. Ellia's fate unknown...



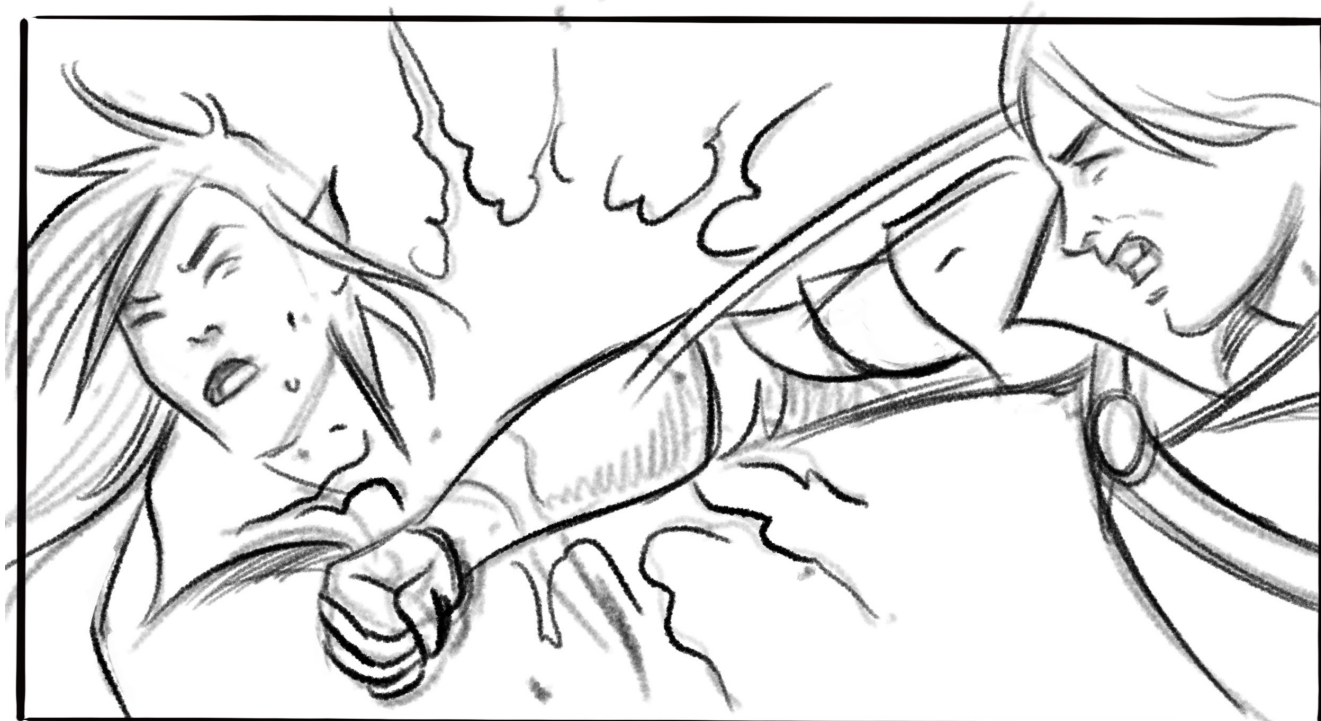




No!!!



Durand, recovering from the earlier blow, attacks Elheil, pushing through shards of purple light that cut Durand across his chest...



...to throw a punishing right hand across Elheil's jaw.



His hand hovers over the meanest scar on his body, like a massive burn across his chest.



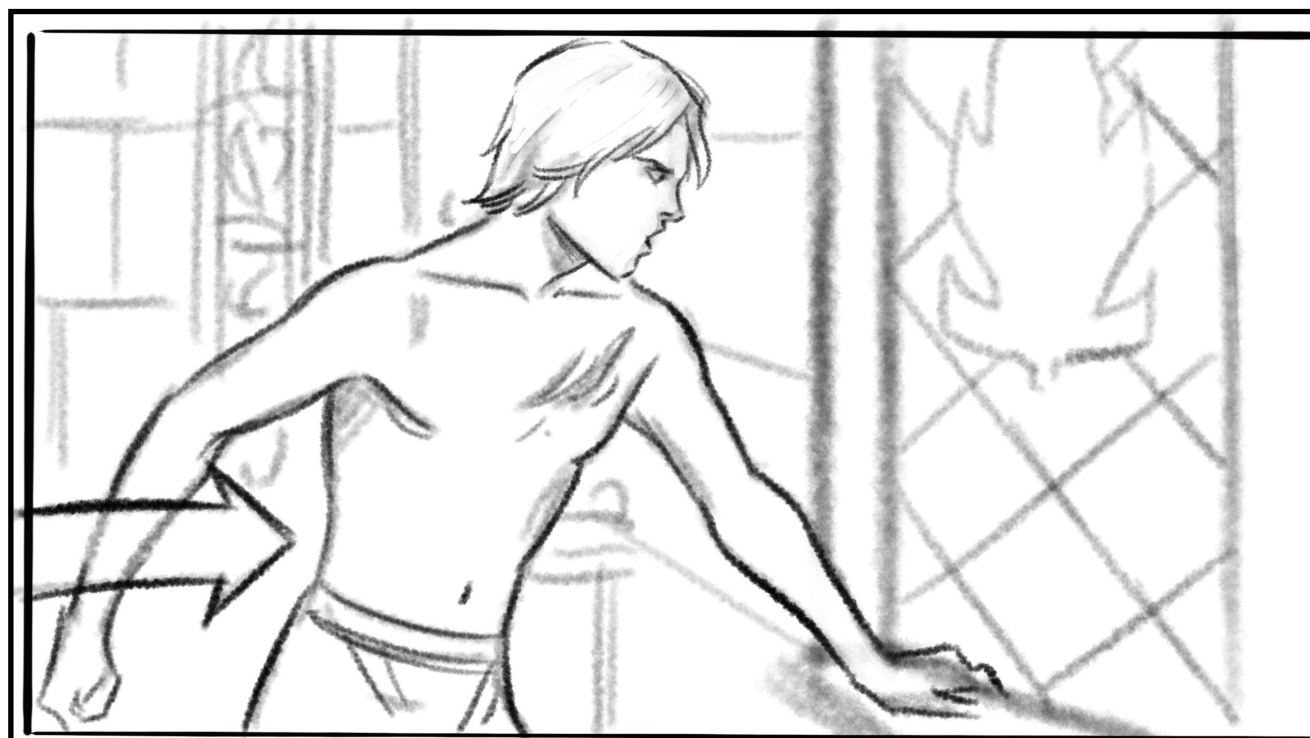
Suddenly, there's an EXPLOSION.



The door SLAMS open, it's LYCANA.  
Durand: What was that?

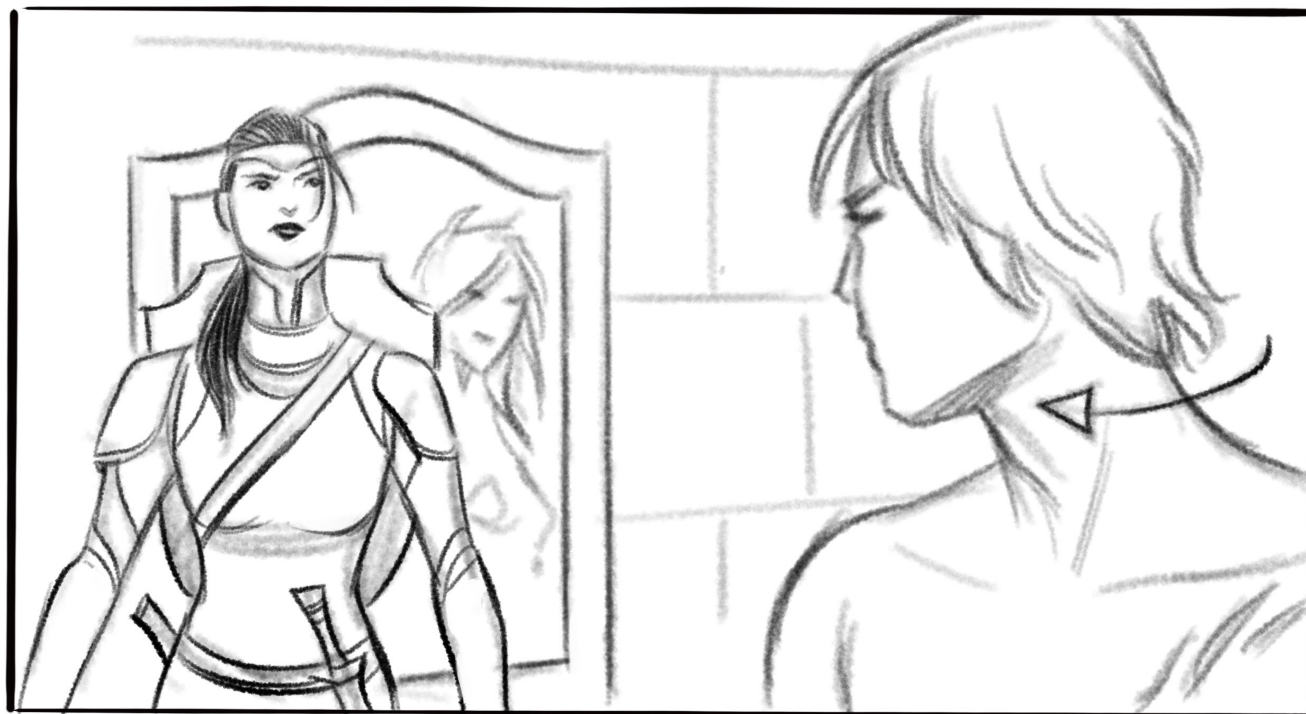


We're under attack.



Who would attack the Magic Council?





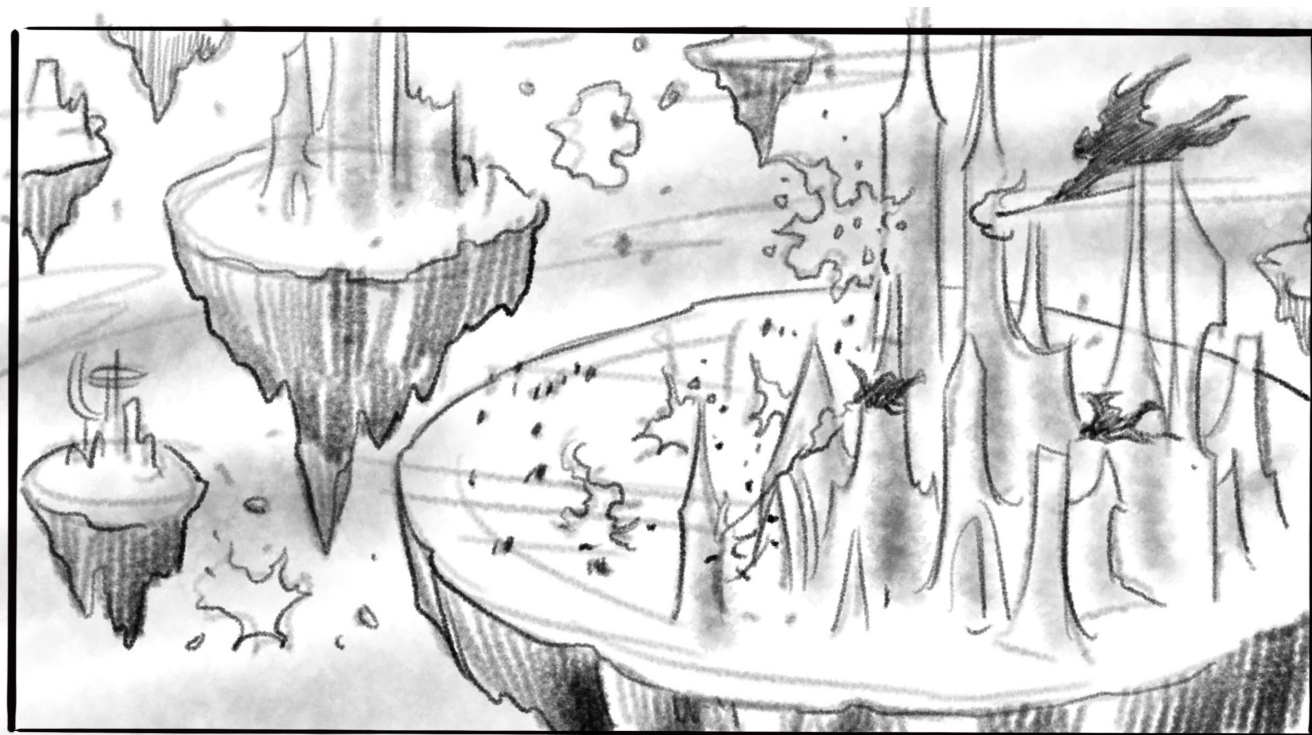
It's dark magic like we've never seen.



Durand looks to Lycana, behind her is the painting staring back at him.

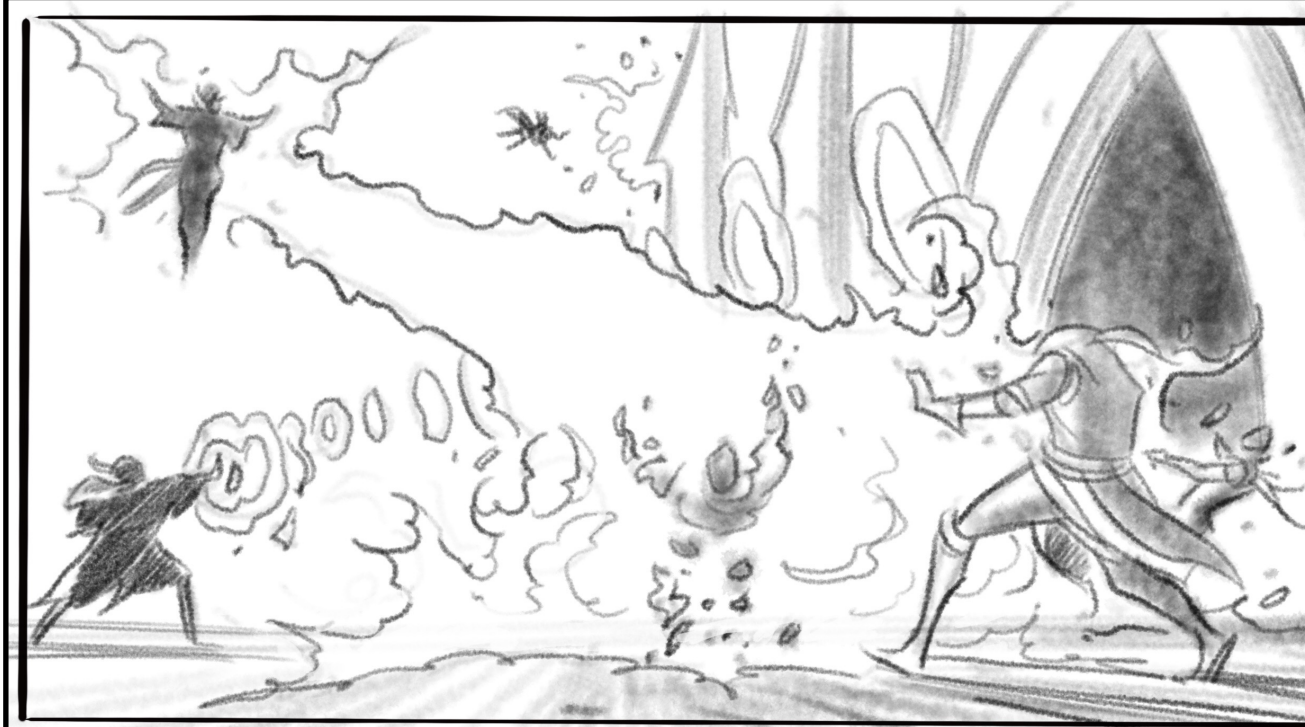
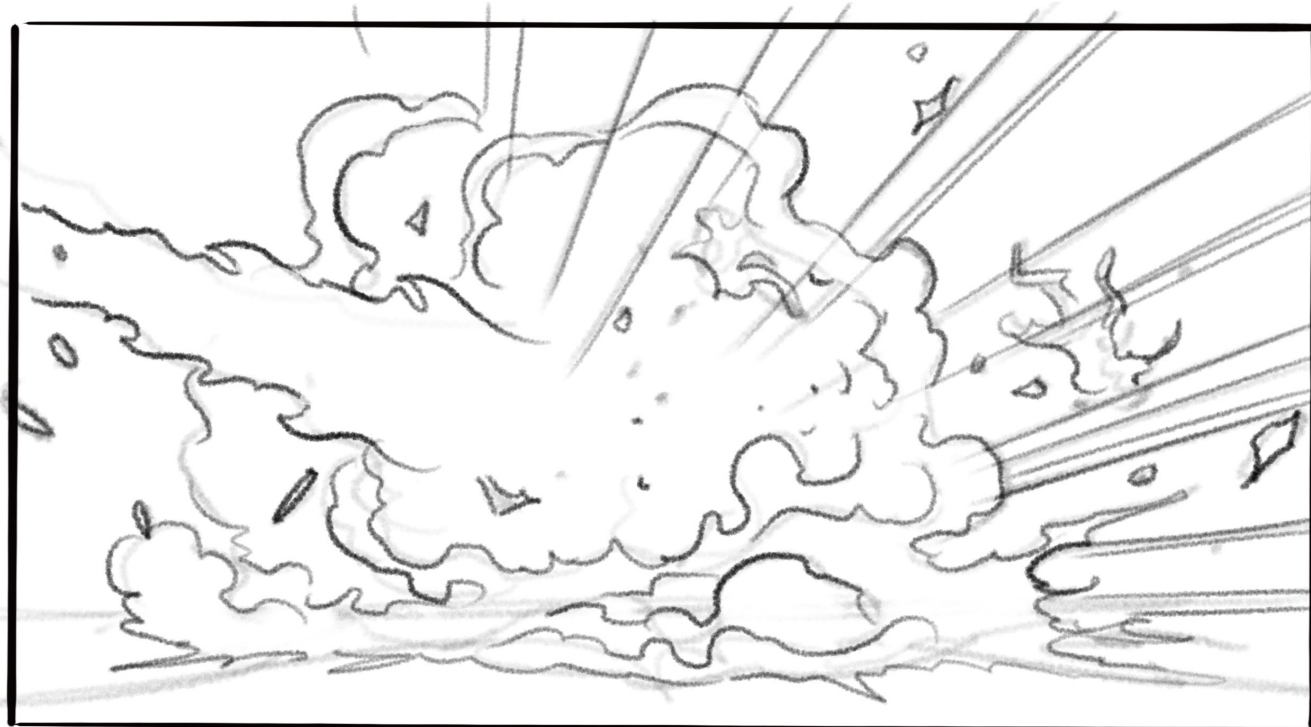
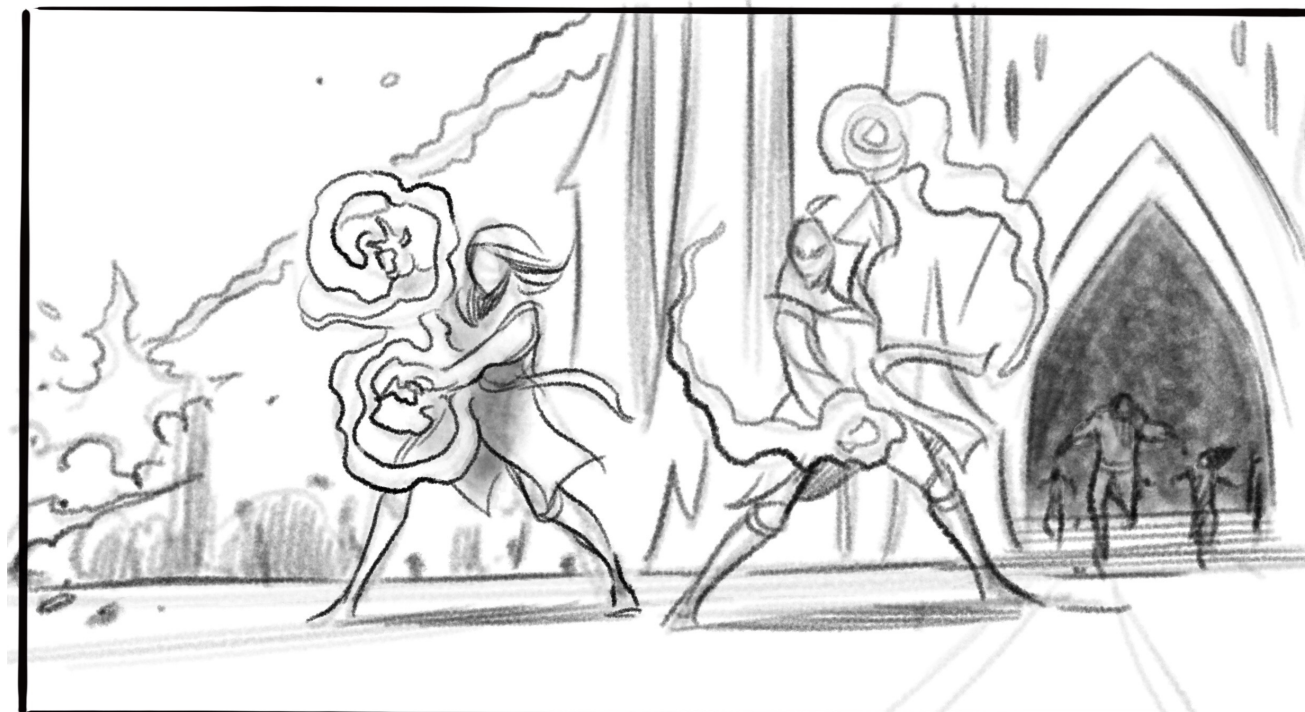
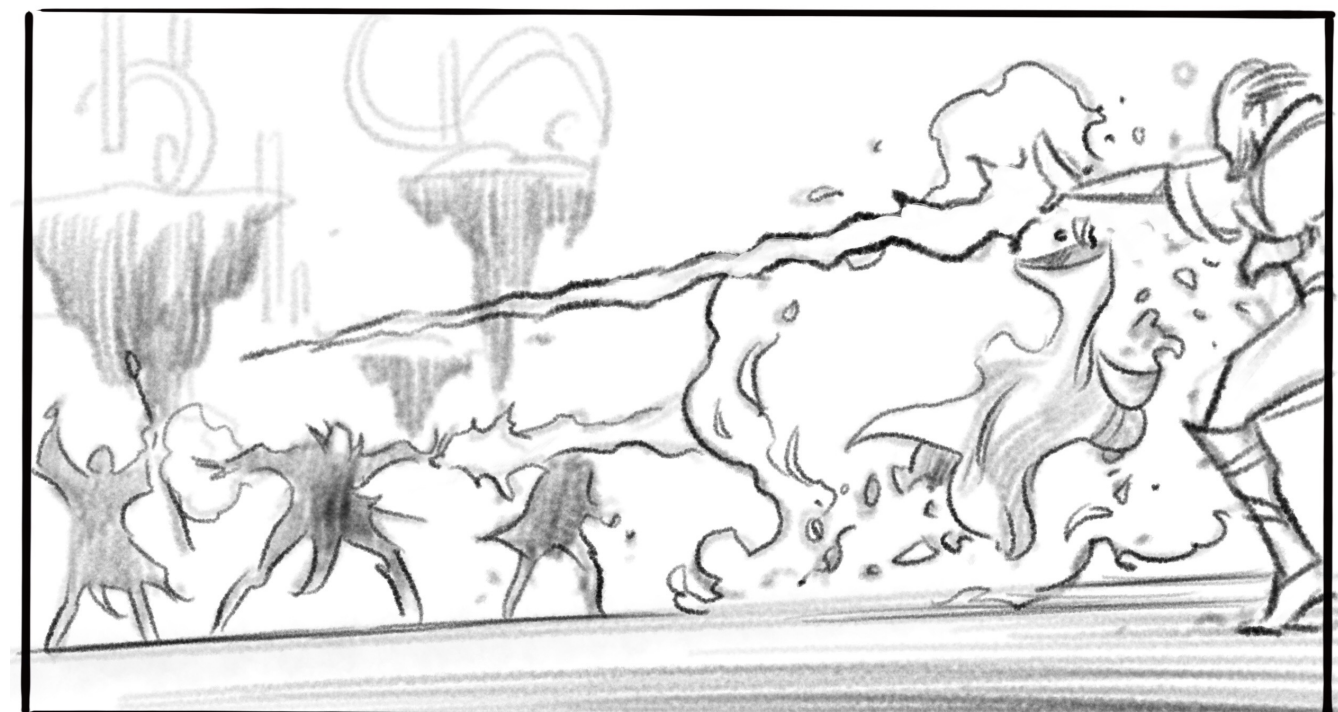


Elheil...



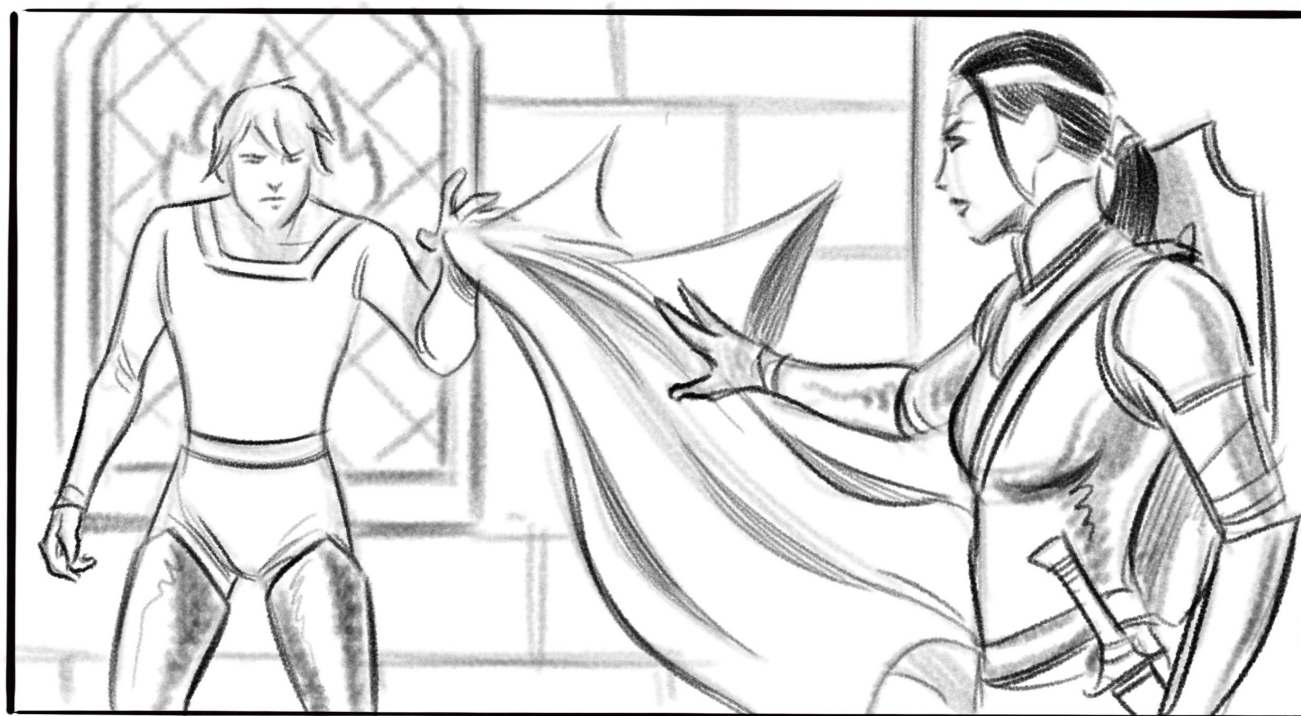
EXT. MAGIC COUNCIL - DAY

We fly towards the majestic towers of the Magic Council. In the background, we see Alea, stunningly beautiful, like a floating archipelago...



DARK WIZARDS are reigning down on the Magic Council, materializing from dark rifts in the air above. MONSTERS are being obliterated as quickly as they're formed.





INT. DURAND'S QUARTERS - DAY  
How many?



We don't know. The attacks are targeting  
our vulnerabilities.



We have vulnerabilities?



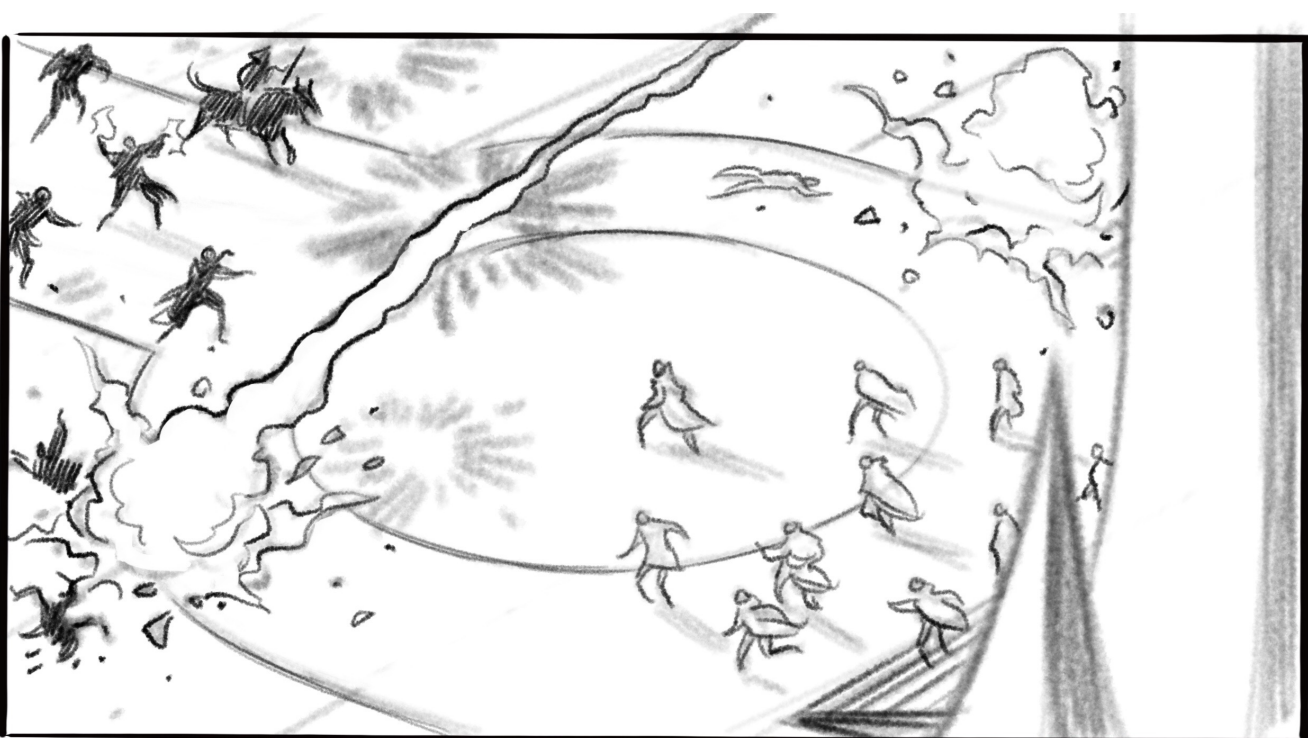
They've anticipated our every move...



BOOM! The walls are shaken from impact.



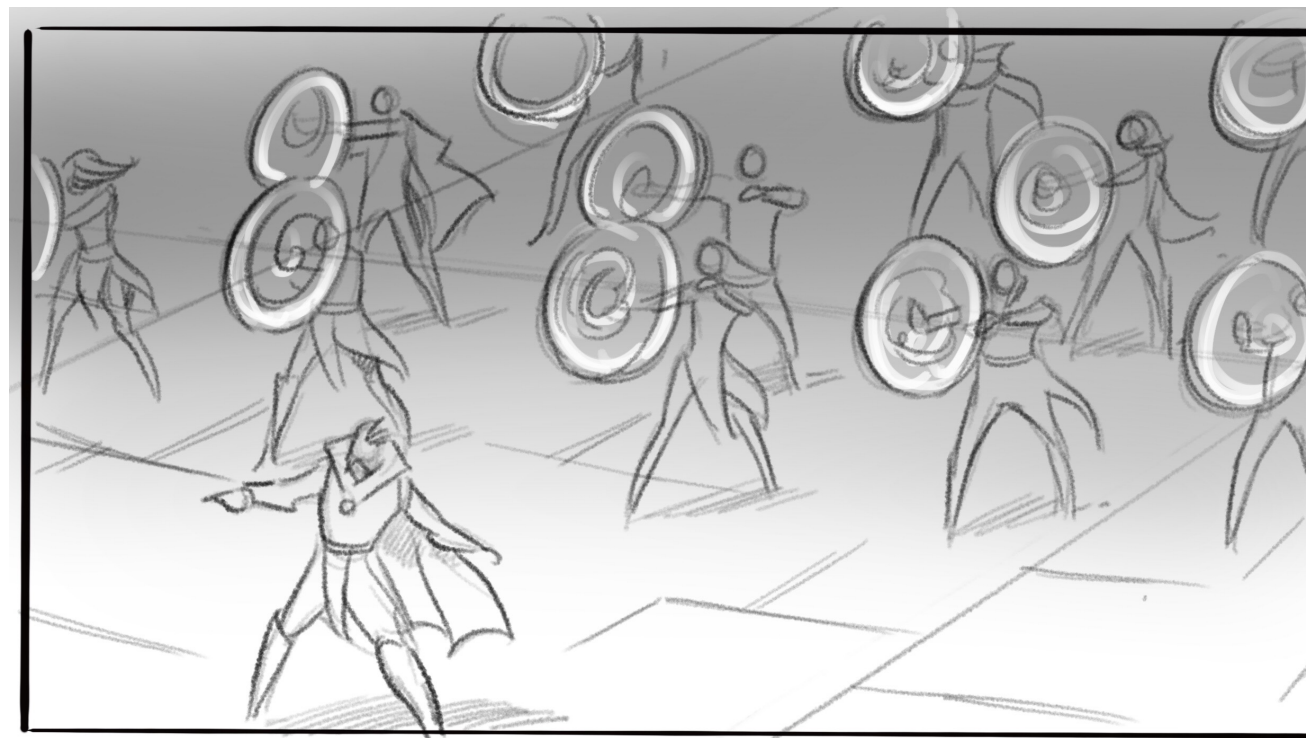
Let's go.



EXT. MAGIC COUNCIL - DAY  
SUMMONERS in MC uniforms scramble for position  
in the plaza in front of the enormous gates.



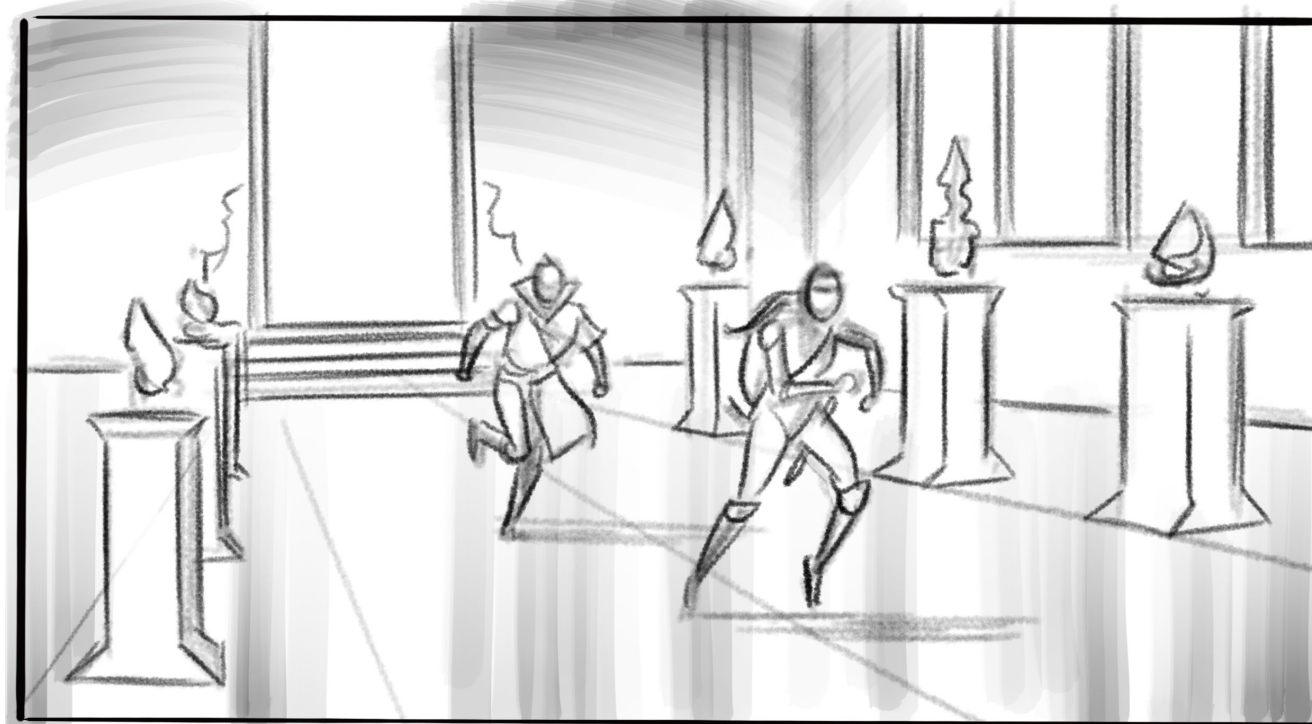
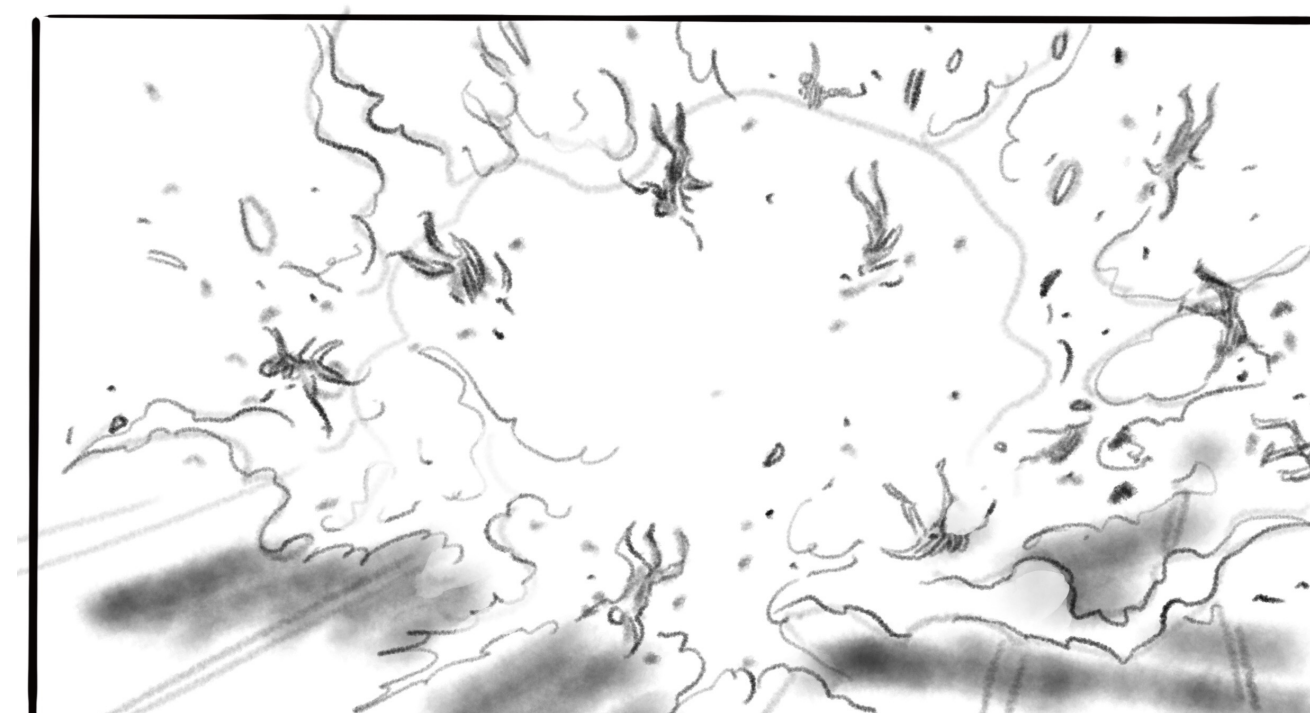
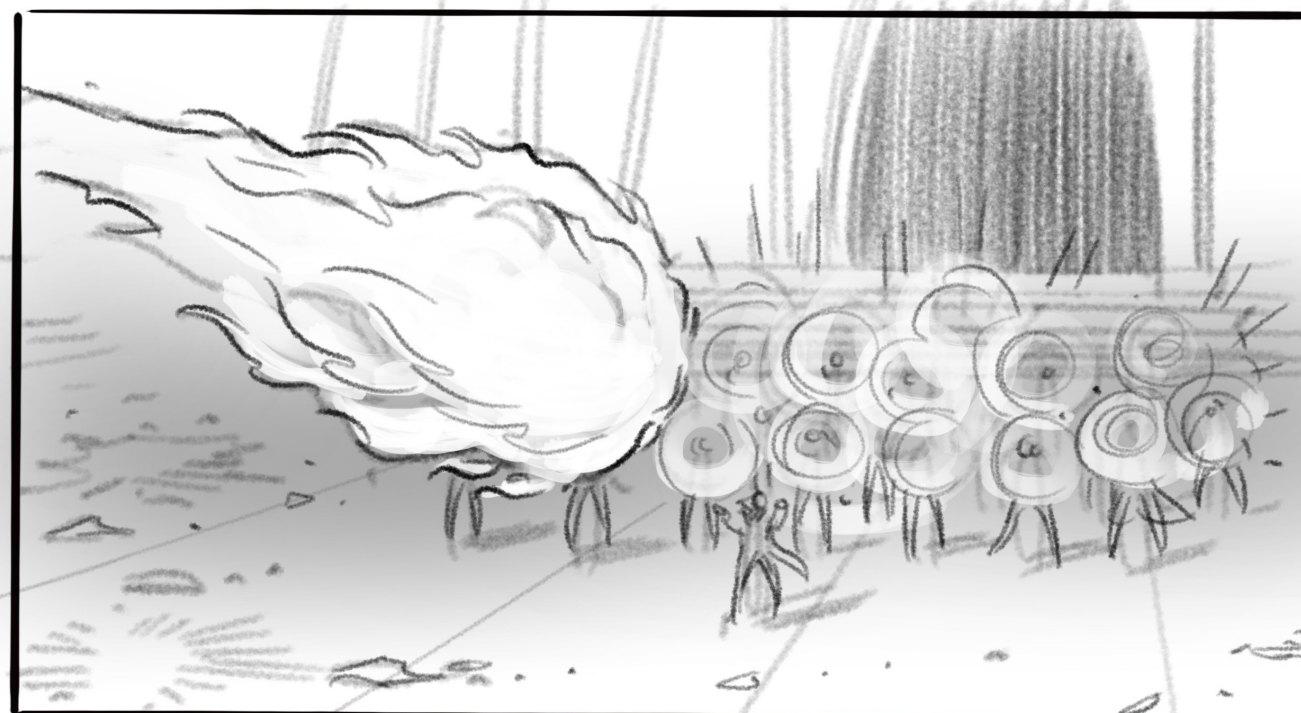
Battle formation!







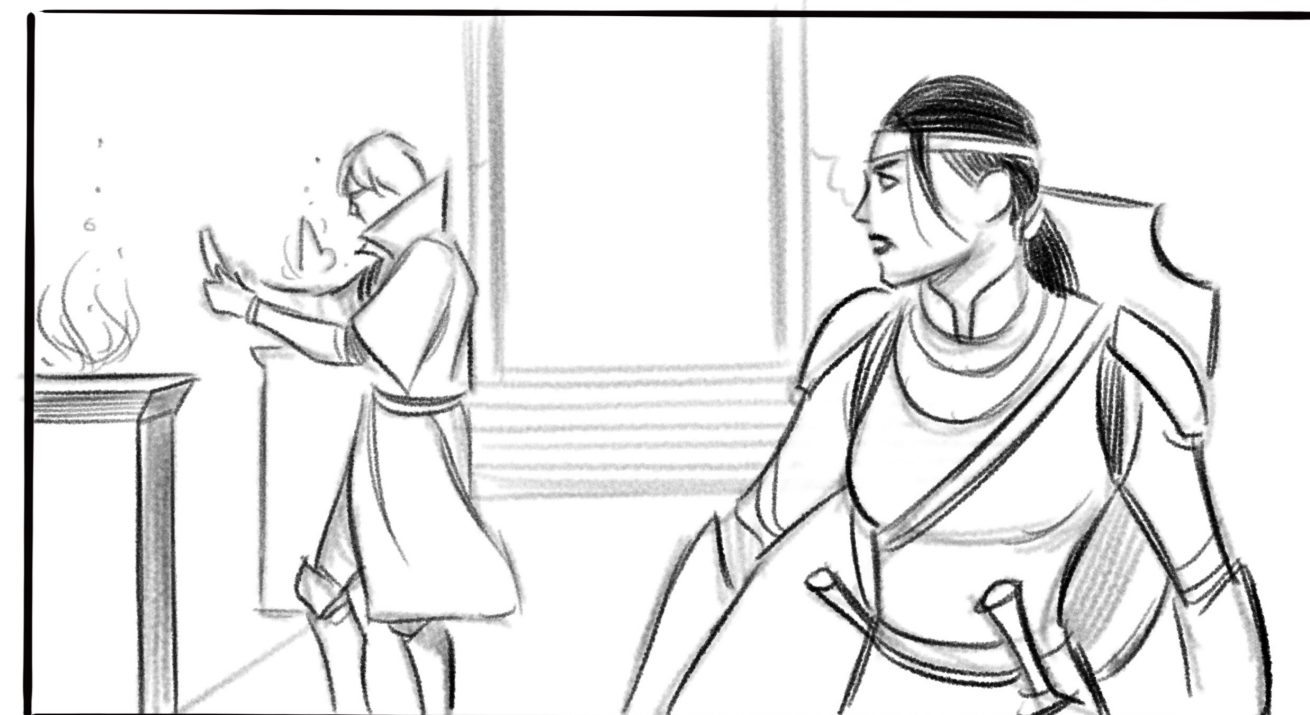
Cast at will! - - The commander swings his arm down, a dozen fluorescent magic circles form in the air, but a huge fireball HITS the center of the formation, vaporizing multiple summoners in mid-casting stance. It's a bloodbath.



INT. RELIC'S HALL, MAGIC COUNCIL - DAY



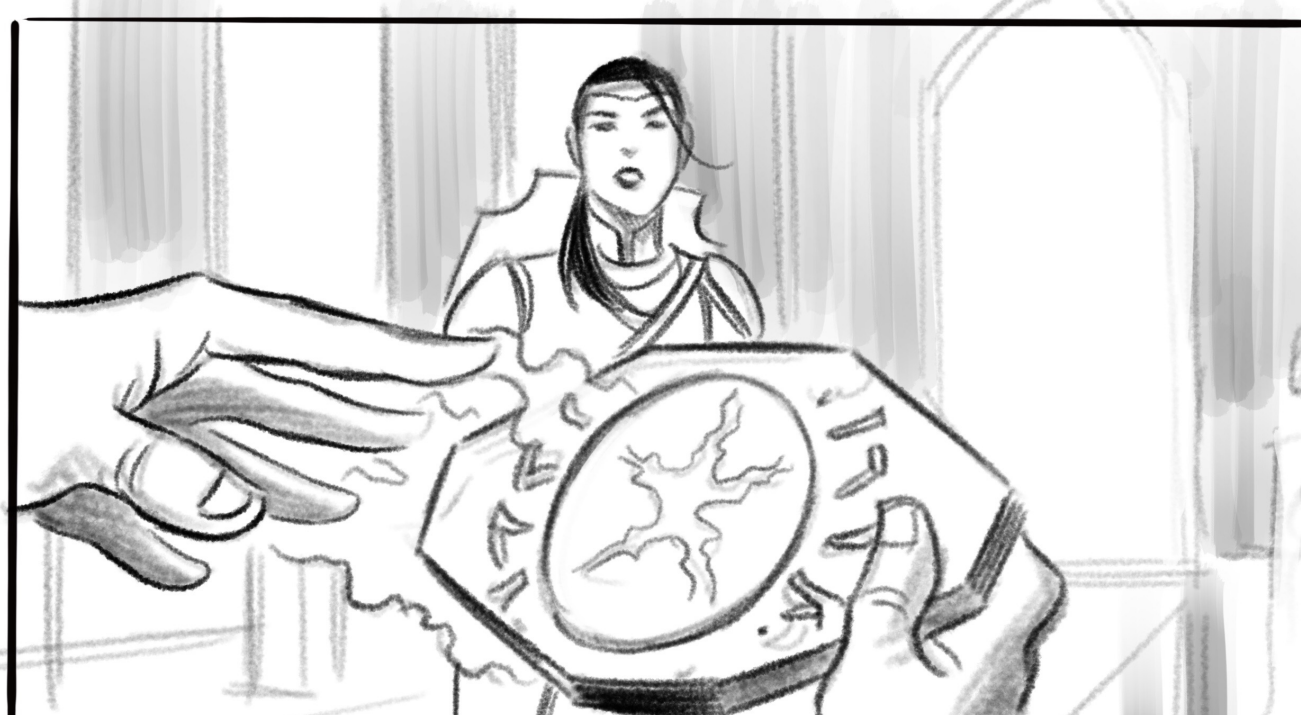
Suddenly Durand stops.



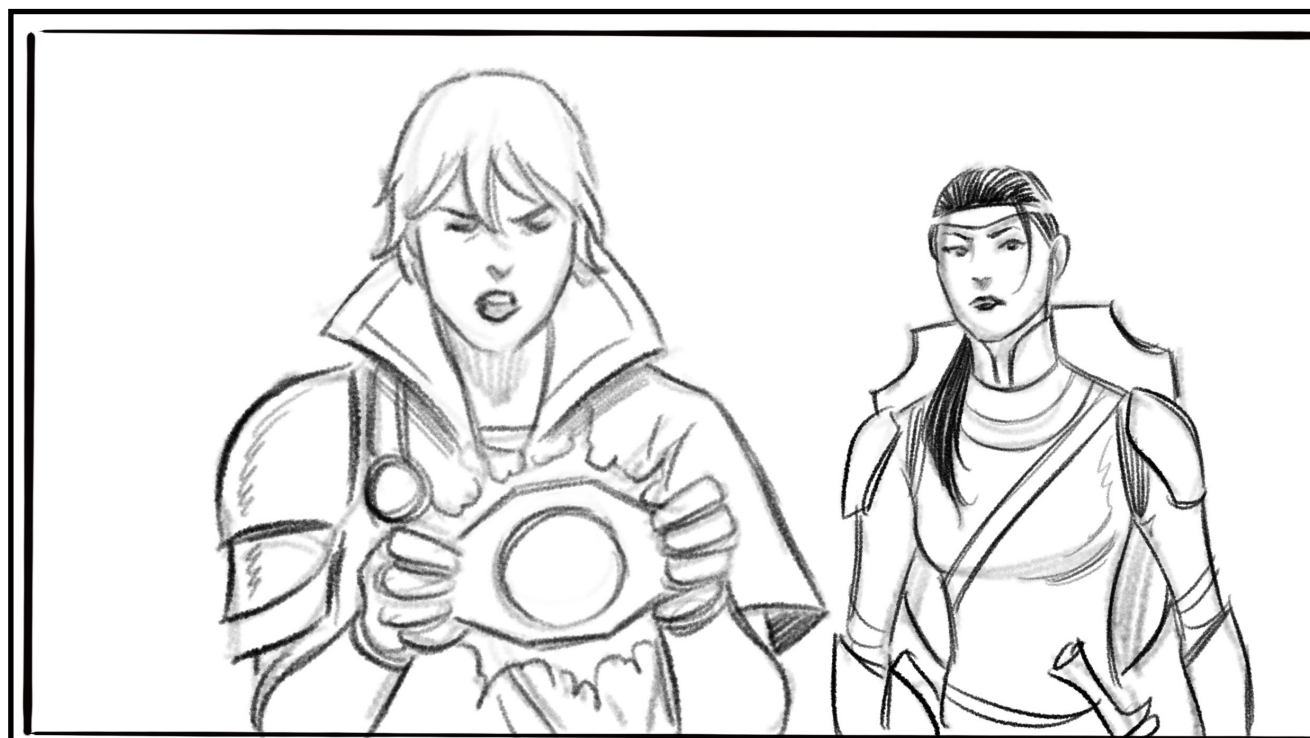
LYCANA: Hurry!



Wait. I need to send a message first.



LYCANA: To who?



(speaking into the relic)  
We're under attack. But I don't think  
it's the Council they're after.







BOOM! Another hard hit to the walls of the Council, raining dust over Durand and Lycana.



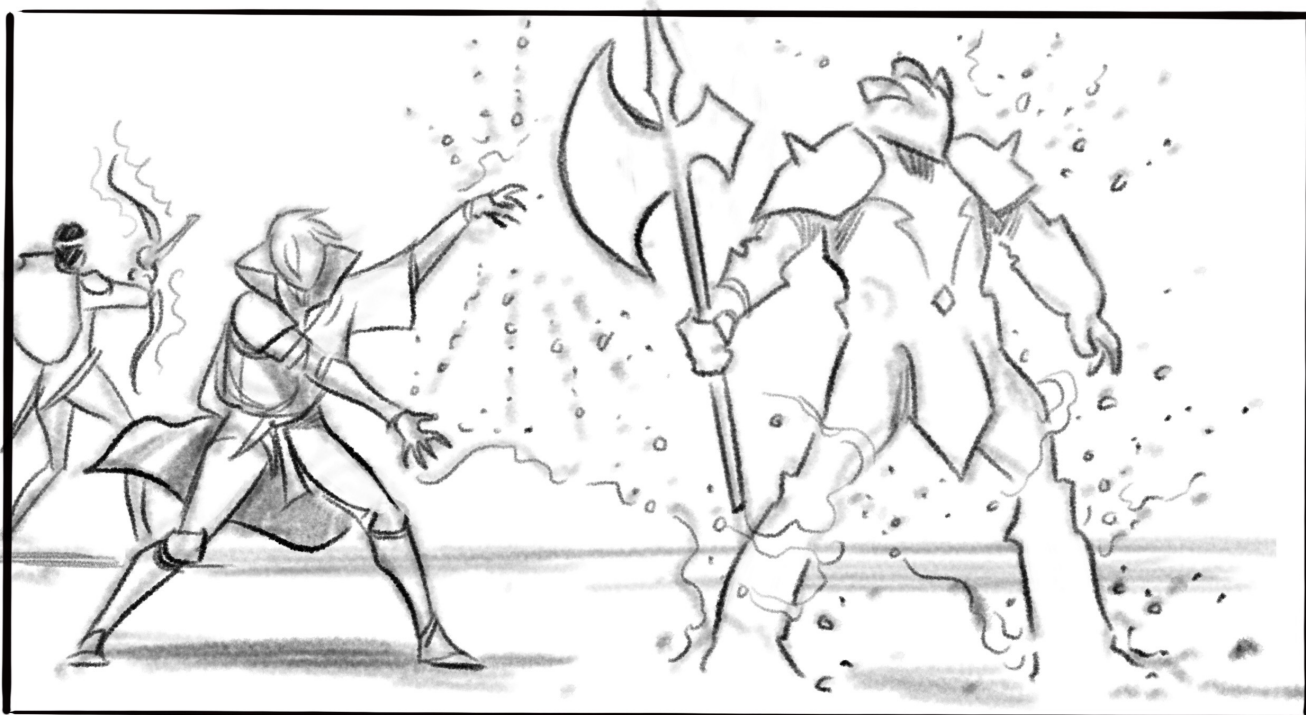
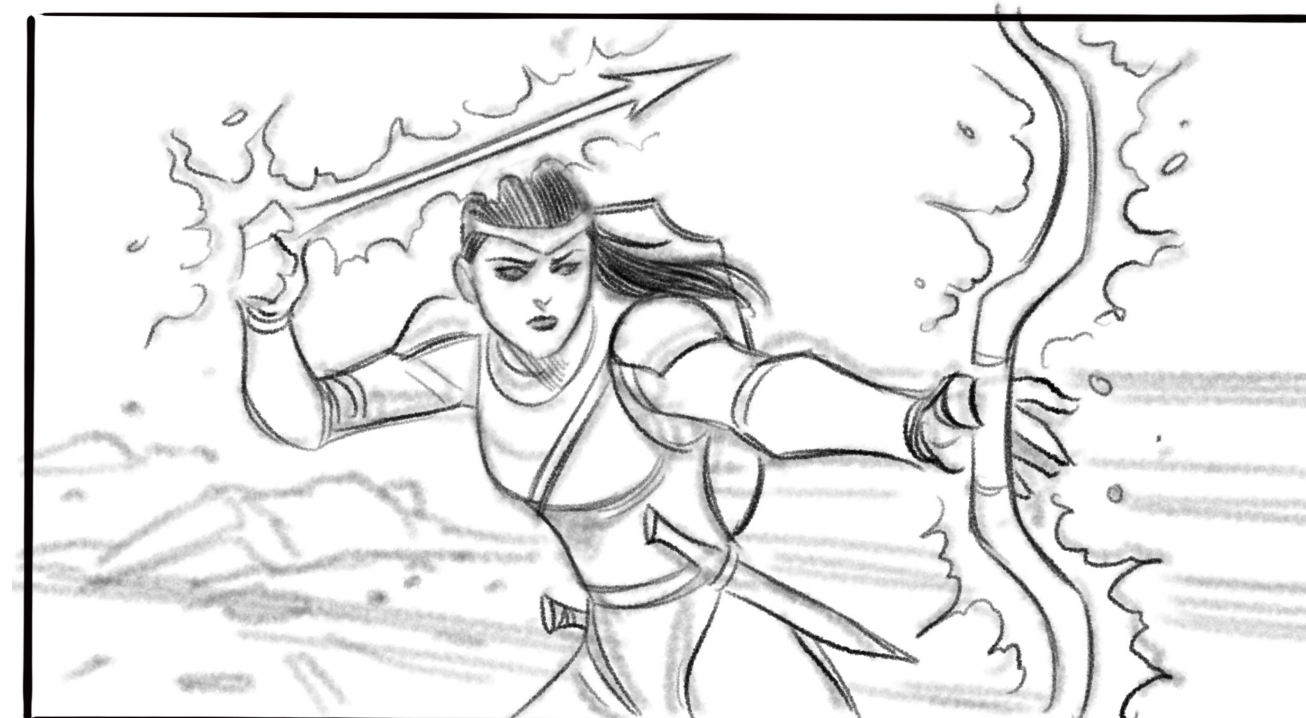
It's all a diversion. BOOM! LYCANA (O.S.) Hurry, Durand! You must reach the bottom floor of the Vrofagus Dungeons as fast as possible! Get to the relics.



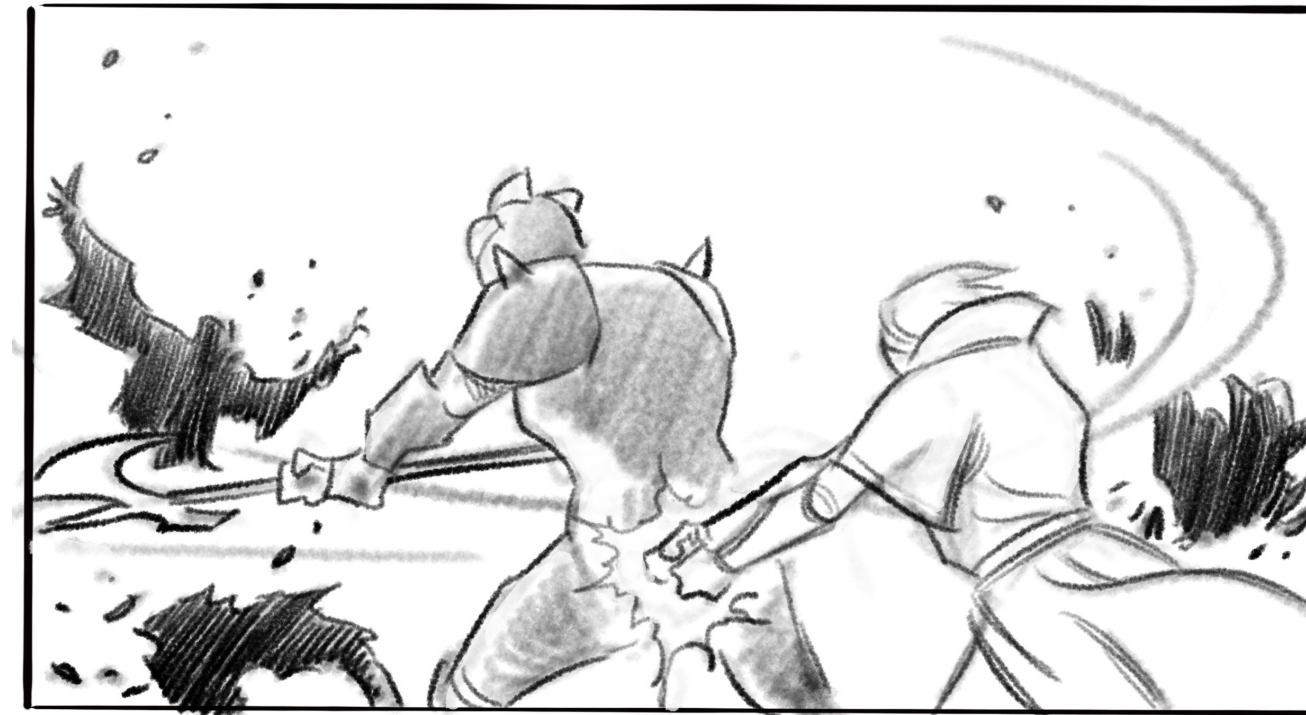
Before he does...



EXT. BUILDING, MAGIC COUNCIL Durand and Lycana run right into the heart of the battle.



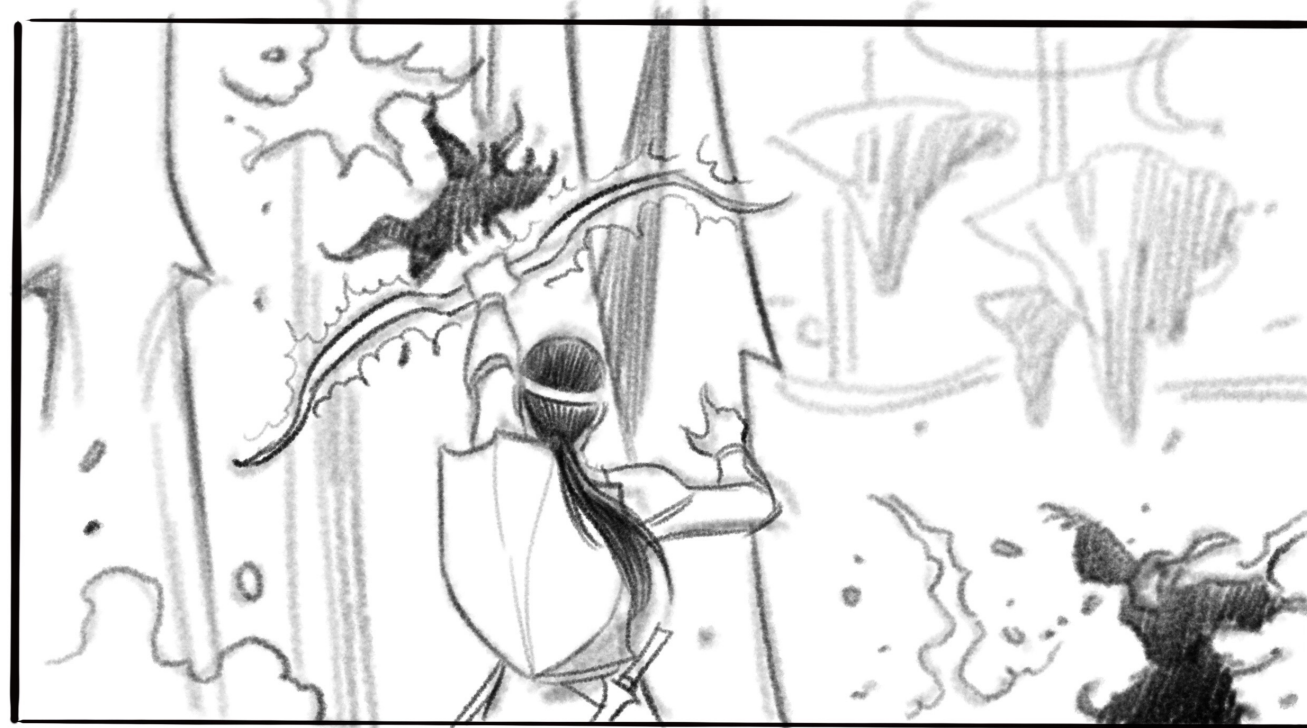
Durand summons the Fire Dragon Knight (Laika) and mercilessly takes down dark summoners. Above him, the Knight mimics Durand's movements precisely but with much higher destructive force.



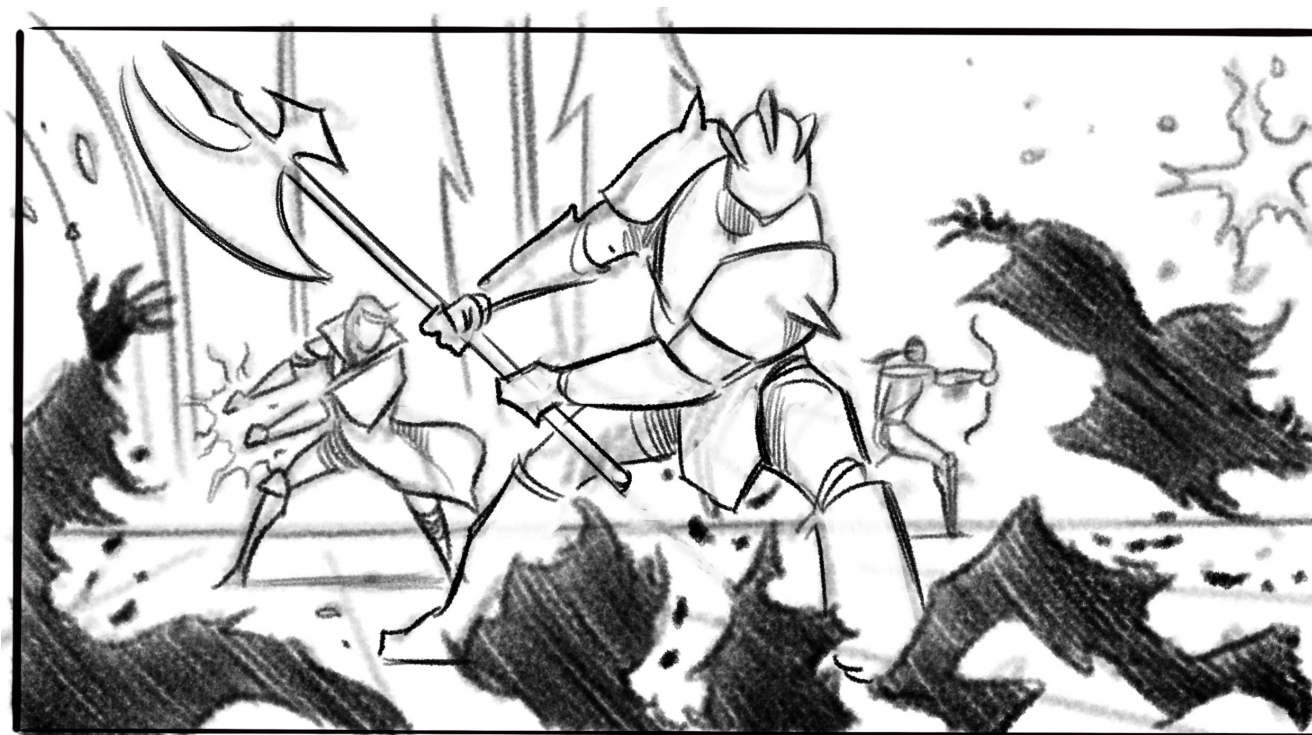




CONT.



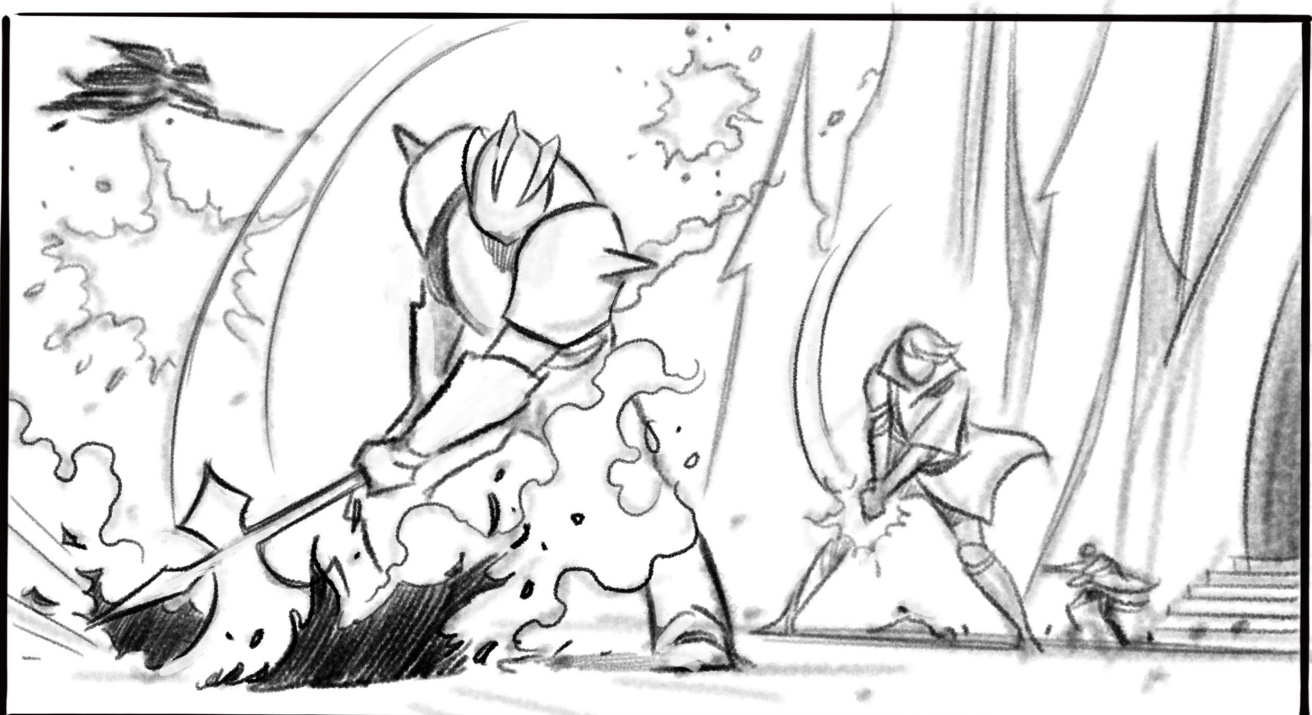
At his side, Lycana conjures a magic bow and releases a barrage of bright energy arrows to defend Durand's onslaught with sniper-like precision.



But it's Durand, out of white-hot anger, that is destroying dark wizards with unimaginable ferocity... with vengeance.



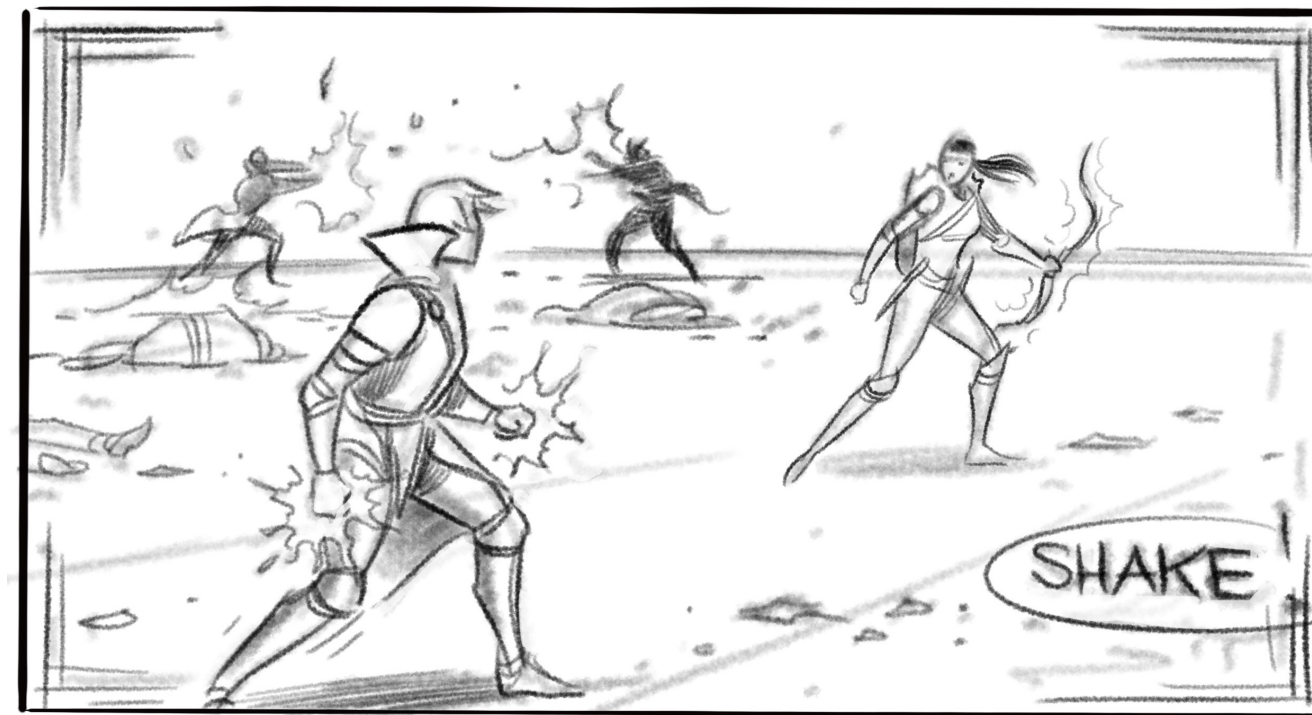
Durand...



CONT.



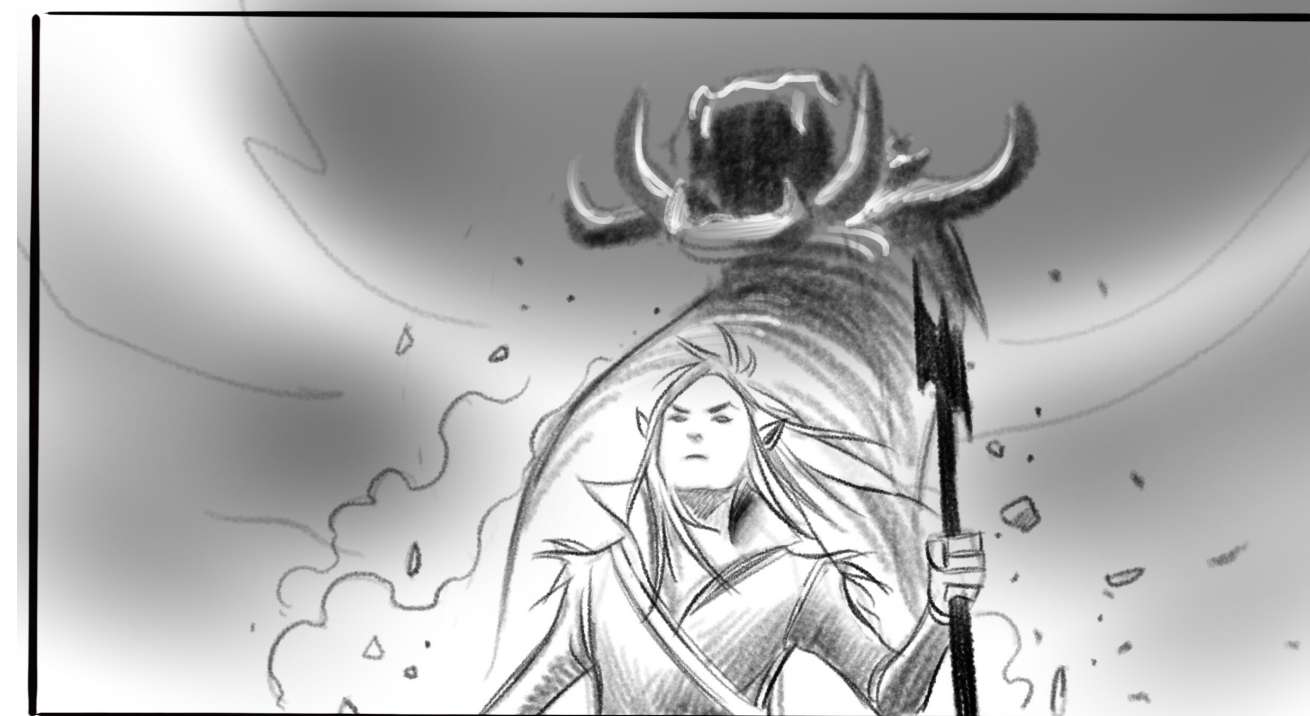
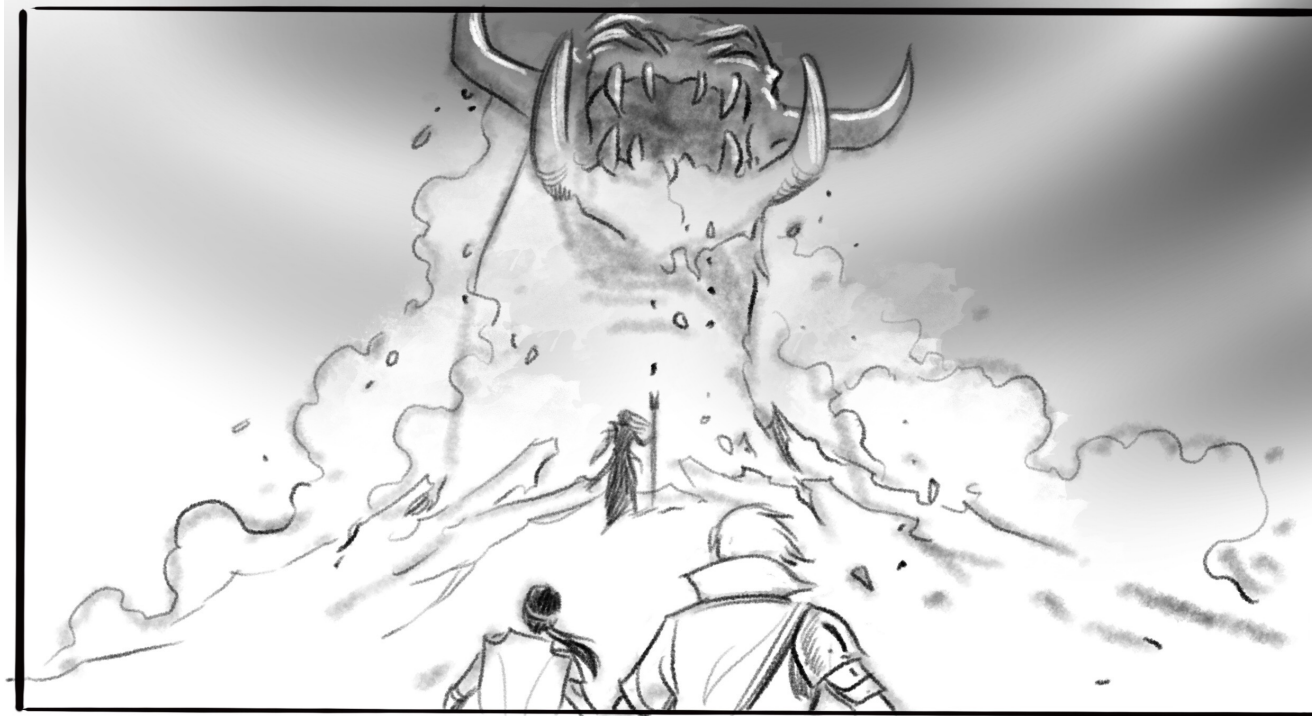
Durand...







The ground shakes and we hear a roar. A RIFT MONSTER rises into view behind the volcanic hills. Its three heads an unimaginable potential for destruction. In front of it, distorted by the heat haze and smoke, stands a dark figure -- Elheil.



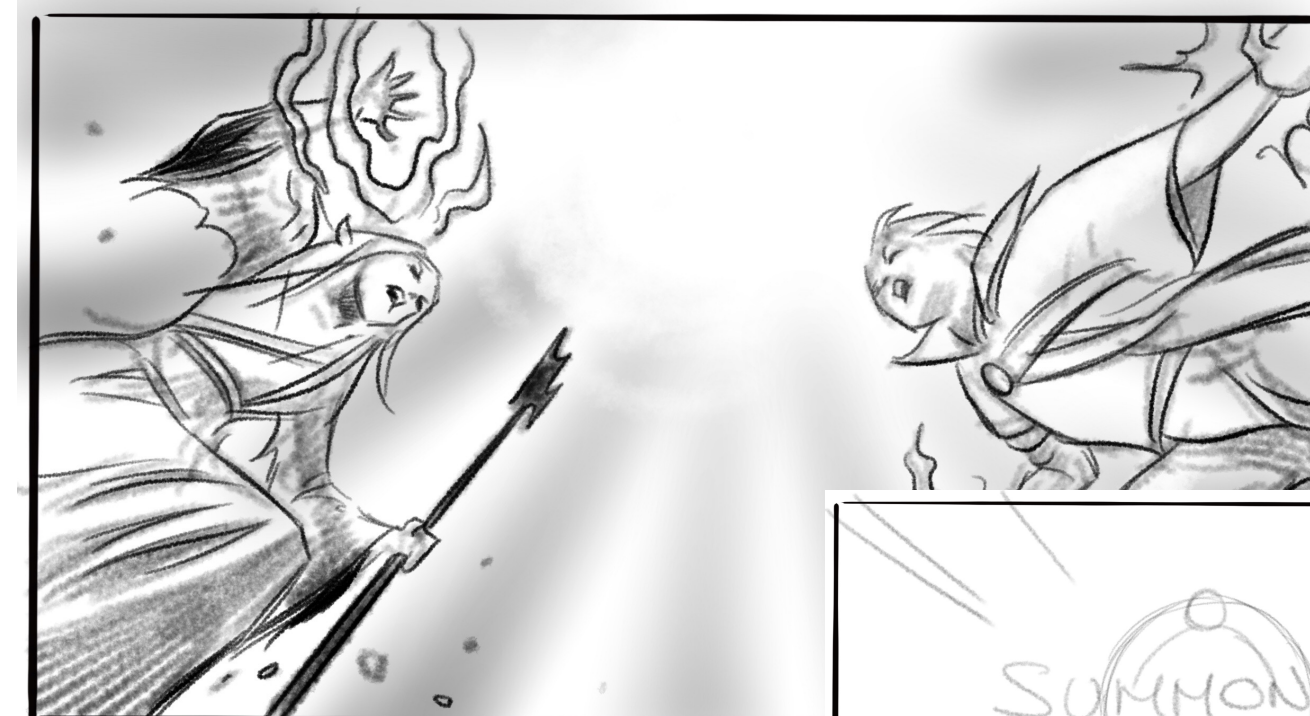
You betrayed the Council!



No Durand...



...I betrayed YOU!



THE END





SUMMONERS WAR: ATTACK ON THE MAGIC COUNCIL

11.13.17

Aladino Debert

Mothership/Digital Domain

EXT. FLOATING ISLAND PLATEAU - DAY (FLASHBACK)

Quick FLASHES of BATTLE. We see a human, DURAND, and an elf, ELHEIL, defending their realm. They fight back to back against opposing MONSTERS. The camera orbits them as they cast spells that send their enemies flying in opposite directions... or for the unluckiest ones, simply disintegrating.

CUT TO:

INT. DURAND'S QUARTERS AT THE MAGIC COUNCIL- MORNING

Sunlight streams in through a thick glass window. We see DURAND, his young male physique is incredibly strong, and scarred from multiple battles, much like his mind...

Durand twitches in a dream, his muscles tense, contracting... Intensifying... dreaming still, THROWS an unconscious punch and KNOCKS last night's plate of food across the room. He wakes, bewildered, sits up and stashes his memory of the dream deep down inside.

Durand picks his head up, looks across the room, and sees a painting on the wall, the morning light streaming across the two subjects: Durand and Elheil. Elheil is in shadow and Durand is illuminated by the yellow hue. We PUSH IN on the painting.

EXT. COUNTRYSIDE - DAY (FLASHBACK)

Durand is trying to hold still, but it's a struggle.

DURAND

Hurry up!

Elheil is fidgeting with an ancient relic, set up on a wooden tripod, like an ancient pinhole camera of rock and crystal.

ELHEIL

Don't move.

DURAND

I'm starving!

ELHEIL

Please be quiet, this relic is very delicate. It requires--

DURAND

Food. In my mouth--





2.

ELHEIL  
It requires focus...

INSERT - RELIC POV - Through the lens we see Durand standing in a silver luminescence.

ELHEIL (CONT'D)  
This relic captures light particles into a fine grain of silver sulfate board, using mana energy to regulate the amount of luminescence that collides with the...

DURAND  
I just passed out from hunger. Were you saying something?

Elheil rushes over to stand by Durand's side.

ELHEIL  
Shut up and look at the relic.

POP! An image, like a two-dimensional hologram, glimmers before them. Elheil breathes in, and blows the image onto a white canvas. The image is created - an untainted memory of a beautiful moment between friends.

BACK TO SCENE

We PUSH IN on Durand's face, staring at the painting... a light smile, a subtle shake of the head. A rare nice memory.

EXT. MANA CRYSTAL CAVE - DAY (FLASHBACK)

Shafts of sunshine cross the frame, illuminating huge rock columns that seems to defy human scale. Purple crystals emanate an eerie light --

Quick FLASHES of BATTLE. This time, Durand and Elheil are fighting EACH OTHER. The fight is both physical contact and magic. Elheil throws vicious spells and a nasty right hook. Durand returns fire with total ferocity--

Through a stone gate portal, ELLIA appears and runs down the old stone steps, three WIZARDS in blue-lined robes follow behind. She is radiant, and unfortunately for Elheil, her gaze is directed at Durand.

The pain of rejection cuts Elheil, he STARES at Ellia with longing as a MONSTER forms and ATTACKS Durand. Durand goes down hard.

3.

ELLIA (O.S.)  
Durand!

She turns her attention to Elheil, pleading...

ELLIA (CONT'D)  
Don't do this.

Elheil looks at her... He breaks for a brief second... He loves her.

ELHEIL  
I...  
(raising his hand)  
Can't...

Elheil's eyes turn cold, as he delivers a death-blow and KILLS the three wizards. Ellia's fate unknown...

DURAND  
No!

Durand, recovering from the earlier blow, attacks Elheil, pushing through shards of purple light that cut Durand across his chest to throw a punishing right hand across Elheil's jaw.

BACK TO SCENE

Durand stares at the painting. A shadow crosses his face... His hand hovers over the meanest scar on his body, like a massive burn across his chest. Clearly the scars are both physical and emotional.

Suddenly, there's an EXPLOSION. The door SLAMS open, it's LYCANA.

DURAND (CONT'D)  
What was that?

LYCANA  
We're under attack.

Durand rushes to the window.

DURAND  
Who would attack the Magic Council?

LYCANA  
It's dark magic like we've never seen.

Durand looks to Lycana, behind her is the painting staring back at him.





DURAND  
Elheil...

EXT. MAGIC COUNCIL - DAY

We fly towards the majestic towers of the Magic Council. In the background, we see Alea, stunningly beautiful, like a floating archipelago in the sky. The physical beauty of the place in stark contrast to the battle raging below...

DARK WIZARDS are reigning down on the Magic Council, materializing from dark rifts in the air above. MONSTERS are being obliterated as quickly as they're formed. Deadly beams of light SHOOT from the minarets, but the dark magic is overpowering the Council.

INT. DURAND'S QUARTERS - DAY

Lycana throws Durand his robe. He quickly dresses for battle.

DURAND  
How many?

LYCANA  
We don't know. The attacks are targeting our vulnerabilities.

DURAND  
We have vulnerabilities?

LYCANA  
They've anticipated our every move...

BOOM! The walls are shaken from impact.

DURAND  
Let's go.

EXT. MAGIC COUNCIL - DAY

SUMMONERS in MC uniforms scramble for position in the plaza in front of the enormous gates.

COMMANDER (O.S.)  
Battle formation!

The COMMANDER, a mean-looking wizard, with red trim around his robe, stands ready - as if he's been waiting for this moment his entire life.

Summoners fall into formation and create three rows.

COMMANDER (CONT'D)  
Cast at will!

The commander swings his arm down, a dozen fluorescent magic circles form in the air, but a huge fireball HITS the center of the formation, vaporizing multiple summoners in mid-casting stance. It's a bloodbath.

INT. RELIC'S HALL, MAGIC COUNCIL - DAY

Durand and Lycana run down the long hall of relics. Suddenly Durand stops.

LYCANA  
Hurry!

DURAND  
Wait. I need to send a message first.

LYCANA  
To who?

Durand picks up an ancient relic made of stone and translucent glass with runes carved on the side. He deftly touches the runes in quick order. Almost instantly, the runes begin to glow a brilliant blue, and the relic "opens".

DURAND  
(speaking into the relic)  
We're under attack. But I don't think it's the Council they're after.  
(then)  
It's all a diversion.

BOOM! Another hard hit to the walls of the Council, raining dust over Durand and Lycana.

LYCANA  
Hurry, Durand!

DURAND  
(speaking into the relic)  
You must reach the bottom floor of the Vrofagus Dungeons as fast as possible! Get to the relics.

BOOM! Another hard hit. Durand once more touches the runes in a different order, and sends the message.



DURAND (CONT'D)  
 (to himself)  
 Before he does...

EXT. BUILDING, MAGIC COUNCIL - DAY (ENDING)

Durand and Lycana run right into the heart of the battle.  
 SLOMO: We see the anger and the deadly intention on the faces of Durand and Lycana as they engage with dark wizards closing in on all sides.

Durand summons the Fire Dragon Knight (Laika) and mercilessly takes down dark summoners. Above him, the Knight mimics Durand's movements precisely but with much higher destructive force.

At his side, Lycana conjures a magic bow and releases a barrage of bright energy arrows to defend Durand's onslaught with sniper-like precision. She takes out MONSTERS climbing the walls and attacking from the air. The battle is a fierce display of magic at its deadliest.

But it's Durand, out of white-hot anger, that is destroying dark wizards with unimaginable ferocity... with vengeance.

LYCANA  
 Durand...

She can see in him, a rage that has built up for decades as we zoom in on Durand's menacing, almost smiling, face.

LYCANA (CONT'D)  
 Durand...

The ground shakes and we hear a roar. A RIFT MONSTER rises into view behind the volcanic hills. Its three heads an unimaginable potential for destruction. In front of it, distorted by the heat haze and smoke, stands a dark figure -- Elheil.

DURAND  
 (yelling)  
 You betrayed the Council!

Elheil's eyes have changed, they are now both discolored and shine brightly, veiling any semblance of the elf that was once Durand's best friend.

ELHEIL  
 (with chilling calmness)  
 No Durand...

We PUSH IN on Durand's face, his expression a mix of confusion, hate, sadness.

Back to Elheil,

ELHEIL (CONT'D)  
 ...I betrayed YOU!

Back to Durand. From the depths of his soul comes a guttural BATTLE CRY as the rage, and the pain, burn like fire in his eyes.

CUT TO:

(VARIABLE SPEED SHOT) Wide on the battle as both Durand and Elheil rush towards each other, their spells beginning to form in full force...

Summoners War logo appears.

THE END







## APPROACH

**Do:** Improve upon story points that we think will strengthen the viewer's connection to the film, and ultimately to his/her gameplay in SW. Our goal is to create a heightened sense of realism to the tone, the visual aesthetic, the character development, the battle scenes and the magic in order to raise the stakes of gameplay.

**Don't:** Lose the sense of fun or playfulness that is well embedded into the DNA of the game.

**Do:** Expand the scope of the world of Summoners War. With a slightly more realistic treatment, we can add further detail, and nuance, to the Summoners War universe. From the character conception to the look and feel of the SW realm, we want to enhance and enrich in visual terms, what this world can be.

**Don't:** Overstep the line with respect to an 'overly realistic' visual aesthetic or story-driven themes within the film. While we are planning on raising the realism of this world, we respect the parameters that are put forth and want to enhance what is already a stunningly imaginative world with an elevated aesthetic that engages our audience.

**Do:** Elevate the genre. Create a film that is standout, that resonates deeply with the core audience and, at the same time, expands the Summoners War universe to reach millions more around the globe.





## TONE

Let's go for more realism. Higher stakes. Powerful characters. Deeper relationships.

Our fan base is already highly invested in the world of SW. Our film, AOTMC, crafted with an elevated realism and highly cinematic visual style, has the potential to deliver on a much deeper and more visceral level to a demographic that is gaining experience in the world and desiring to project that experience into the RPG realm. Much like "Game of Thrones" (though their tone is too dark perhaps) the stakes for magic are higher because you're deeply and emotionally invested in the story and the characters.

It's important to note that this slightly darker tone doesn't conflict with the lighter or more comedic elements that are already in place. In fact, it helps us to further walk this thin line between light and dark, and our script reflects that. By taking a slightly more realistic approach to the tone of AOTMC, we can bring the danger and the emotional undercurrent of the moment (the attack on the Magic Council) to the forefront of the viewer's experience.









## VISUAL STYLE

Cinematic. Visceral. Beautiful. Premium. We love both the visual references for Starcraft 2 and League of Legends: Wild Magic. This kind of heart-pounding action, and heightened realism to both the monsters and human characters, would certainly help reinforce this edgier and more realistic tone that we'd like to imbibe into the film.

**Also, while staying true to the core designs of the game, I'd like to create a piece that pays visual and stylistic tributes to fantasy art as a genre. We've seen realistic cinematics and we've seen stylized ones. What I propose is to find a middle ground, one that brings together the realism this film I believe requires, with a certain visual style that pays homage to the myriad of artists who've created the incredible world of fantasy art.**

The term 'cinematic' refers to many elements working together to put forth an emotionally engaging experience. One intention here is to expand the scope of this world. We want to create unforgettable imagery as we see Alea, with vibrant color and surreal floating landscape, for the first time; and the Magic Council, a place that resonates with untold magical relics buried deep within, and mind-blowing battle scenes as the Magic Council is under siege.

Here at Mothership/DD, we pride ourselves on pushing the boundaries of what is possible. I am incredibly excited about collaborating with you guys to find this visual 'sweet spot', where together we can dial in the level of realism to the visual aesthetic without sacrificing the sense of playfulness that is associated with the franchise.













## STORY

The world of Summoners War is an exciting and dangerous place; the characters have long-standing relationships and a wealth of experience in dealing with each other. Mining these relationships for powerful moments between friends, and enemies, and lovers, and families and fellow magicians will help us understand the interconnectedness of this world, and the significance of Elheil's attack on the Magic Council.

With AOTMC, we have a powerful moment in time. The attack on the Magic Council is not only vicious, but it's a massive betrayal between our lead characters, Durand and Elheil. The depth of this betrayal is one that requires a deeper understanding of their complicated past, and with that in mind we propose to enhance and add to these early flashbacks, which in turn will help our viewers full grasp the gravity of the moment.

## KEY FLASHBACKS

Quick flashes of Durand and Elheil in the very beginning. For example, let's see them fighting together. Let's see them fighting each other. Let's see them both admire Ellia in a way that suggests a complicated rivalry. We can use the 'painting flashback' as the backbone, and add these other quick flashback elements to build the relationship between them. Our goal is to build the mystery behind the falling out of our two most powerful young magicians.

These story points are fully fleshed out in our script.





## CHARACTER **DEVELOPMENT**

We feel our characters can use a bit of extra life-blood. They're missing some of the guts and grit and love and sex and death and friendship and betrayal that would round them out to becoming the three-dimensional characters that can carry this film. The story is there, let's mine it, and carve out nuanced characters that engage our audience by connecting with them on an emotional level. For example, the heartache of betrayal that stays with someone forever, the unrequited love that changes the way a person talks around the one they can't have, the confident exterior that falls at the sight of bloodshed, these are the sorts of elements that we can weave into our characters and their performances.

We understand that our chief demographic, young males, have certain expectations with respect to the characters in the game. We want to add greater depth to the male and female characters of the film, and in doing so, strengthen our audience's connection to the heroes of the SW world.

## FEMALE **ROLES**

We believe there is room to build on the current social movement of women's empowerment by creating stronger, aspiring characters for our two lead women, Lycana and Ellia. Let's create strong, grounded, aspiring characters that will not only enhance the story, but also allow them to be a part of the zeitgeist of the moment. "Wonder Woman" is a perfect example of the kind of elevated story telling that allowed the franchise to expand their demographic and dominate the box office. Let's make them badass, independent, powerful and of course beautiful.







## FEMALE ROLES REFERENCES





## LYCANA HARTFORD

**Background:** Lycana graduated the magic school as an honor student, teachers were practically afraid to give her any less than high marks, she took academia very seriously. To this day, she keeps her nose embedded in books and buries her real dreams, urges and desires deep down inside. She's seven years younger than Durand, and yet can't help but want to protect him in the face of danger. She's smarter than Durand, and he knows it, but she's got a soft spot for him, and he knows it.

As a leading researcher who studies the relics and historical sites, her input is invaluable. And her ability intellectually dominates the room with little or no emotional telltales allowing her to cut through the conservative Magic Council red tape. She served as a military staff for Durand during the war, a position that she initially declined, but when he begged her in private, and pleaded that he needed her by his side... she said 'yes'. But she is not just a competent assistant. She's proven time and time again to be an incredible and ferocious fighter when need arises, something our story makes great use of...

**Character:** Lycana is by nature a very detail oriented person, something she brings both to her work and training. She makes calculated decisions... except when her emotions get the best of her and rear their head. She's still young, and prone to making mistakes, nobody is harder on her than she is on herself. She actually has the potential to become a great leader, but while working under strong personalities like him, it is hard to notice. Her potential as a leader is realized later in life.

Style and design examples



## ELLIA ADLAM

**Background:** Ellia is the daughter of prominent summoners in the Magic Council, and to their disappointment, she does not possess magic abilities. Ellia is a summoner's assistant to a prominent magician, and unwillingly accepts her lot in life as lesser-than those who wield magic. But Ellia's longstanding ties to the Magic Council have earned her the respect of her peers, as well as other summoners who wish their assistant was half as capable (and beautiful!).

**Character:** She grew up with a chip on her shoulder, the oldest of her siblings and yet the only one that cannot conjure a single spell. Well... there is one spell that she manages to conjure without even trying... She is radiantly beautiful and men seem to lineup to protect this elusive beauty. But Ellia is skeptical of magicians - she trusts them about as far as she can throw them. For a human without magic, she seems to get whatever she wants and yet she always yearns to make a greater impact in the world around her.

Because Ellia cannot conjure magic, she has put greater focus on her mind and body than those around her. She is almost zen-like in her acceptance of her fate. But as she grows up, this inner-fire might be the key to tapping into untold abilities that are recessed in her DNA. Ellia may have a monumental part to play in the coming wars, but this will not become apparent until it's nearly too late...

Style and design examples





## MALE **ROLES** REFERENCES

The male roles are much more clearly defined. Both Durand and Elheil have rich backstories and what we'd like to do is heighten the connection between the two characters in an effort to bolster the underlying tension between them and, ultimately, the significance of Elheil's betrayal.





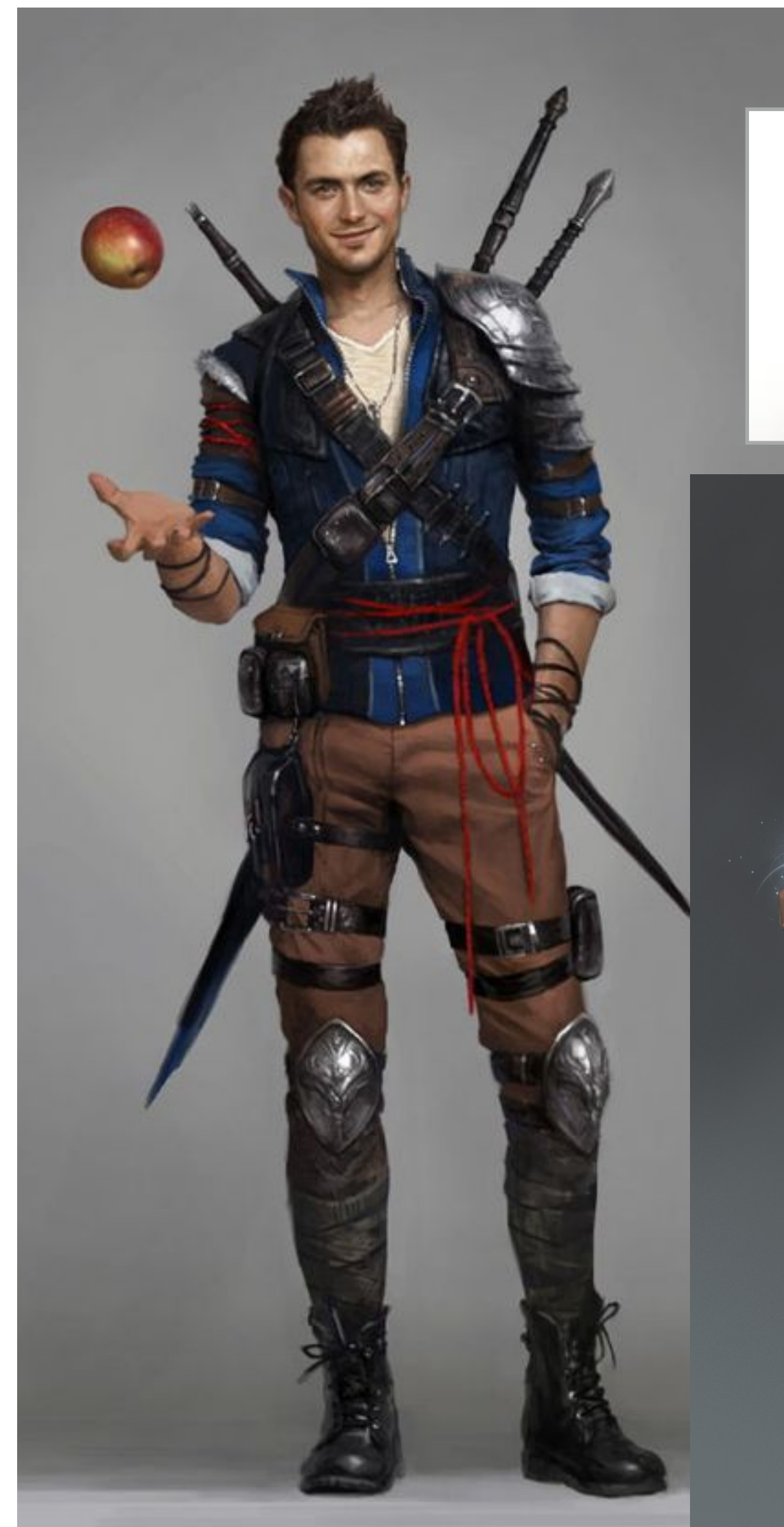
## DURAND DREDGER

**Character:** When Durand first entered the mines, he was angry - having just lost his father and unable to console his grieving mother. All this anger went into his pickaxe, and with every furious swing, chipping away Mana crystal with a ferocity unlike teenagers much older than him, Durand became unbelievably strong. Through his body, he channeled his rage and his confusion, and through these heightened emotions, his potential for magic began to show. But Durand didn't want it, didn't want to be a magician, he just wanted to swing an axe with his grandfather and provide for his family. Until the attack... Having lost his entire family, the brazen seventeen year old accepted the offer to the Magic Academy and began his training.

Losing everyone in his life changed Durand. Oddly, he opened up, with a cocky, active, but at times cynical view on life that made him attractive to women, and a constant nuisance for his professors. It's not to say that Durand isn't kind, or that he doesn't recognize the beauty of life, but not far behind those thoughts, are the darker emotions that remind him of the many people he's loved that are not around to share these moments in life with him .

But Kazan, his eventual guide and mentor at the Academy, takes him under his wing, and at the same time, introduces him to Elheil, another lost soul with incredible potential for magic. Elheil is the first person that Durand befriends since losing everyone he ever loved, and for Durand, this friendship is sacred, like a brotherly bond, and Durand would go toe-to-toe with anyone to defend his best friend's honor.

In battle, Durand and Elheil have achieved incredible feats, and though they are like brothers, their egos, their own personal demons, and their eventual desire for power will compromise their friendship. Each of them harbored the same thought, Who is more powerful? This question will be answered in AOTMC.



Style and design examples



## ELHEIL LOHENHEIM

**Character:** Due to his upbringing with humans, Elheil was never accepted by his own Elven people. His life begins in solitude, unable to relate to a single person in his life. His human foster mother was loving to him, but that is one human versus the hundreds that treated him horribly - the human kids taunting him, laughing and pulling on his long ears, the girls that wouldn't talk to him, he felt like an outcast since the day he was born. And in fact, he was outcast. Elheil was abandoned by his birth parents because of a physical defect: he is blind in one discolored eye. In the Elven tradition, one that pedestals perfection, Elheil's strange anomaly translated into a bad omen, and he was left on the doorstep of a human foster home.

Some believe that Kazan had a vision that these two young warriors would play powerful roles in the great war to come, which is why he introduced them at a young age in an effort to build a bedrock of friendship. Others blame Kazan for building up two opposing forces that will grow up to battle for everything sacred in the world. But one fact is undeniable according to Kazan, Elheil was set on a dark path a long time ago, and he devoted much of his tutelage to trying to correct it.

At first, Elheil was skeptical of Durand's friendship - Durand's outward demeanor was intimidating to Elheil at first, uncertain of how a human being could be so brutally honest, could be such a loyal friend, and be such an ass all at the same time! Their competitive spirit made them fast friends, but it was their mutual belief in each other that made them the best of friends. Elheil saw in Durand what the elders saw in him too - incredible strength both mentally and physically, and conversely, Durand recognized the pain and the sadness buried deep within Elheil. They understood each other. They fought for each other.

Perhaps the Elvens were right to discard of Elheil, perhaps he was 'no good' from the start. That's at least what he tells himself as the worm turned within his own mind and he became gradually obsessed with dark magic. And like a gravitational force, the dark magic found a new host in Elheil. Slowly, Elheil became a recluse, living alone and reading books that he kept secret from the Council. Elheil blames the vanity of men, and the lame politics of the Magic Council, but if you ask Durand, the dark magic grabbed a hold of Elheil's heart - like a sickness - and turned him into the greatest enemy the state has ever known.



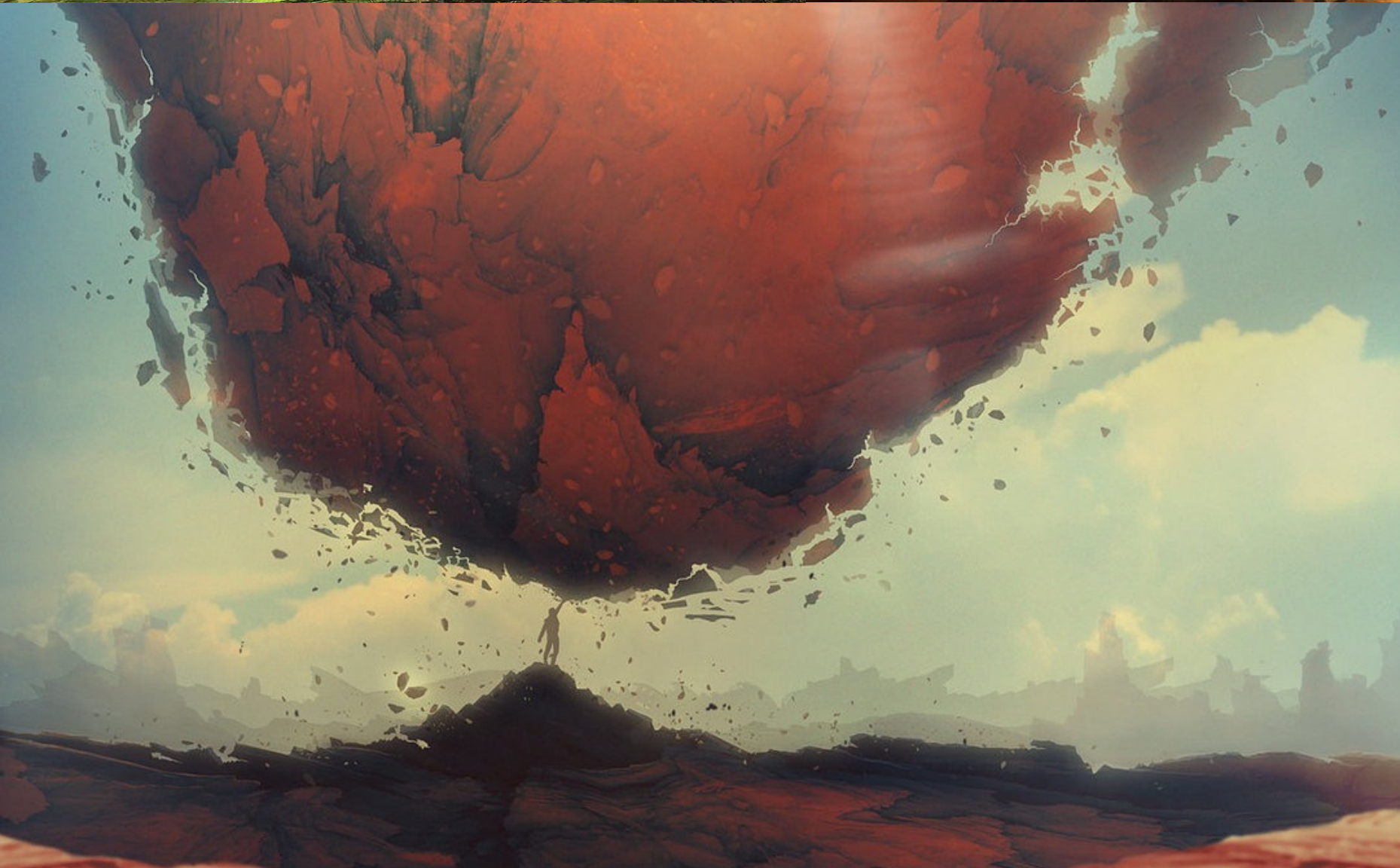
Style and design examples

















## APPROACH & METHODOLOGY

This piece is nothing short of a mini-feature film, and as such, we will treat the production as we do any other long form project. Naturally, given its all-CG nature, in real production terms this is a hybrid approach, where all of the “principal photography” is generated via actor and camera motion capture, while the “post-production” is where our project comes to life.

The production workflow will consist of the following:

### **1) Pre-production:**

- Storyboards & Previs
- Previs Editorial
- Character Design and Motion Capture Prep

### **2) Production:**

- Asset Development
- Fight Choreography with Stunt Team
- Actor Mocap (body performance and facial capture)
- Camera Mocap (vCam)

### **3) Post-Viz:**

- Post production, Animation and VFX
- Compositing
- Finishing





## STORYBOARDS & PREVIS

To help convey the script visually, we created the storyboards you saw earlier. We look forward to collaborating with your team on finalizing script and story tweaks.

Given the extreme visual nature of our film, and the likely complexity of our choreography, we will follow with a previs phase to nail down our camera moves, performances and blocking. Once we arrive at a library of selects, our Editor will create an edit which will help us lock timings for everything from shot length, fight choreography and character performances. Since our motion capture will be quite complex, this will give us and your team a guide to go by, and to make sure our Stunt Coordinator can plan our shoot.

## CHARACTER **DESIGN** | ASSET **DEVELOPMENT** | MOTION CAPTURE **PREP**

At this phase, a team of artists, similar to a live-action production department, and in conjunction with your team, will both finish the design of each main character, and prepare all secondary characters and sets for production capture. This may include any needed modeling tweaks, texturing and rigging. Due to the motion capture requirements, this phase would allow our team to assess the level of changes (if any) the characters may need in order to be able to receive motion capture data.

At the end of this phase, we'll have a finished set ready to import actor/camera performances from production shooting.

In parallel, our artists here at Digital Domain will begin the process of creating the final 3d models for our characters, sets, environments, monsters, as well as any complex effects such as explosions, magic spells, etc, of which this piece will have many.

## FIGHT CHOREOGRAPHY

A dynamic and realistic fight is what separates a bland cinematic from one that is visceral, passionate. A project like ours gives us the chance to work with a stunt team to choreograph and plan our fight scenes. This collaboration would start right away, in conjunction with Previs, in order to give me as a director, and your team as my partners as much time to arrive at the perfect balance in our performances.





## PERFORMANCE **MOCAP**

At this phase we will capture the final performances that will drive the edit. It begins on our motion capture stage with me guiding the actors through their performances within a virtual set. We can also set standard production practices like limiting “circle” takes and only shooting master takes to keep the pace moving, generate enough footage to capture great performances. Sound will also be captured and coupled with the selected takes.

Video cameras will be used on set to capture the performance of the real actors as reference. This is very useful later on when animators are “cleaning up” mocap data such as fingers, subtle body movements, etc.

**FACIAL PERFORMANCE** capture will also be part of this process. Depending on requirement such as specific actors for voice talent, we can do it two ways: If the particulars of a given character are not specific, we can capture the facial expressions and dialog together with the stunt actors body performances. If a particular voice actor is responsible for, say, Elheil, then a separate facial and sound capture session will be scheduled. Those performances will then will combined with the full body performances we capture prior.

## EDITORIAL

Editorial would play an important role at different stages of the production. The performance capture playbacks would be dropped into the cut to make sure the takes work within the story, and to then drive our vCam session.

## CAMERA **MOCAP** (vCam)

This refers to the process by which we go back to the motion capture stage, once the selects from the performance capture are ready, and “lens” each shot dynamically, as if we were shooting live action. During the mocap session, we focus solely on capturing the right performance, leaving nothing to impede the time we have with the actors, so this gives us the chance to closely design our camera choreography based on our best takes.

Only the director and mocap assistant need to return to the selected takes and shoot the camera angles needed for the cut, unlike live-action, where you are tied to getting the all your coverage while your actors are on set. This speeds up the process considerably, increasing efficiency and quality.





## ANIMATION & VFX PHASE

Our Editor will once again get involved and finalize the cut based on the results of our vCam session. This footage will represent the final processed mocap from the shoot. From here the animation team will handle final performance polishing. This allows for a seal of approval pass to finalize the motion unable to be captured like eye blinks, eye darts, finger movements and any glitches that arise from motion capture. This also includes cloth and hair simulations.

One particularly important focus of this project is facial animation. From our work on films like ‘The Curious Case of Benjamin Button’, and “Beauty and The Beast”, we’ve developed many advanced facial capture techniques. This is a perfect opportunity to distill these advancements down to a quick and manageable workflow.

Additionally, given the VFX-heavy nature of our film, what we call “effects” (magic spells, destruction, environmental details such as smoke, dust, etc), will play an incredibly important role in this piece. Our team at Digital Domain literally has decades of experience creating incredible visuals, and we will put all our talents to use here.

## COMPOSITING & FINISH

Our compositing team will receive the list of shots from the locked cut. Similar to live-action production, this team is focused on bringing shots together, and to develop and apply our “final look”.

This team includes artists for sweetening the lighting or camera effects, like depth of field, and also color correction and focused compositing to create the filmic look of the final images. As compared to animation or effects, compositing is a much more dynamic and fluid process, which means a lot of iterations and versions are possible in a shorter amount of time. This makes for a fantastic opportunity for me, as a director, and you, as creative team, to explore the visual canvas and arrive at something really spectacular.





## FUTURE MARKETING OPPORTUNITIES | **DIGITAL DOMAIN**

**Thinking Beyond the Trailer:** This short film is only the beginning. Digital Domain provides a range of creative services that can expand The Summoners War universe into a rich eco-system of compelling entertainment experiences. From bite-sized Snap Chat stories to full blown episodic distribution and even feature films, Digital Domain can guide and create the properties within the Summoners War franchise that will turn the game into a cross-platform juggernaut across the globe.

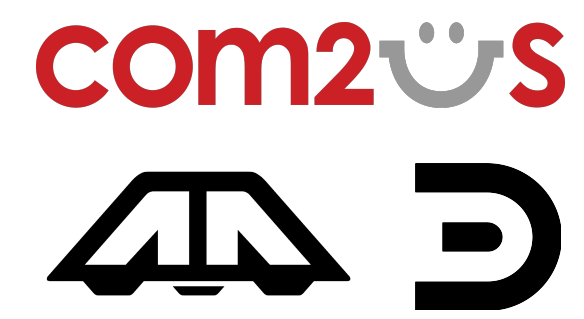
**Characters For Every Audience:** Much like the Marvel Franchise or League of Legends Universe, the sheer number and diversity of Summoners War characters and creatures offer us the ability to create an endless source of innovative audience experiences. From colorful fun projects that will engage a youthful adolescent audience, to darker and more serious fare that will appeal to older hardcore gamers, Digital Domain can help you satisfy your core audience, and grow your international fan base.

**A Wide Range of Engagement Opportunities:** Simply put, we want to help you think big. We think that The Summoners War game is the first step into a larger world that can include movies, television network and online streaming episodes, interactive-storytelling in AR and VR, social-media engagements, and even live-action events.

**Reinforcing The Core Mobile Gameplay Experience:** Finally, the greatest advantage of building out a multi-platform world of Summoners War entertainment properties is that we will bring new audiences back to the original Mobile Game itself. By using sophisticated analytics, Digital Domain will always make The Summoners War Mobile Game the primary, cornerstone experience within this brand new universe of Summoners War entertainment.







## THANK YOU

AOTMC is a creative endeavor that speaks to the core of what Mothership and Digital Domain are about, and what I strive for as a director: the groundbreaking intersection between premium visual effects and the power of storytelling. We are huge fans of the game, and we respect deeply the ingenuity behind building such a robust world. I would love nothing more than to help you strengthen the bond between player and game by creating an imaginative and cinematic interpretation of Summoners War. Let's do this!

Peace,

Aladino and the entire Mothership/DD Family.