



**SALERO**

# **Experimental Productions Scenario Report**

**Deliverable 9.1.1**





# Experimental Productions Scenario Report

## SALERO Deliverable D9.1.1

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**Author(s) and company:** H. Hyvärinen, T. Paju, J. Tenhunen, M. Tuomola (TaiK); E. de Vilar, M. Campos (AM); R. Hackett, M. Matthews (BLITZ); K. Wheatley (CINESITE); C. Goodman (PGP); G. Thallinger (JRS)

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## 1 Executive Summary

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This deliverable states the plans for the four experimental productions to be implemented in the course of the SALERO project. In SALERO's Description of Work experimental productions to be developed in four different categories have been defined: information and entertainment programming, cinematic content adaptation, pre-school, and interactive games.

In this document, each experimental production is described using a structure that is aimed at revealing the crucial points in each production. This structure is also designed to help to compare these productions. Due to the heterogeneity of these productions, scenarios included in this document differ from each other quite much. The scenarios aimed at information and entertainment programming as well as preschool programming are the ones that are most easily described with this structure. Cinematic content and Interactive games experimental productions are described shortly, as these productions have a more technical approach.

## 2 Introduction

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### 2.1 Purpose of this document

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This document is a deliverable from SALERO Workpackage 9. The Workpackage addresses SALERO objective O3: to guide, validate and evaluate the technological R&D **through the means of a series of experimental productions** across a range of important media genre, based on scenarios defined by artists and creative media professionals.

The SALERO DoW also states that the aim of WP9 is

- To develop four experimental production **scenarios** which define media objects, audio and characters than can self-adapt between various media types, genres and styles.
- To develop four functional Experimental Production **prototypes** to demonstrate the self-adaptation and the reuse capabilities of intelligent media objects.
- To design the methodology to **evaluate** the Experimental Productions.
- To specify the **trials** set-up and conditions under which the trials will take place.

The experimental production scenarios in SALERO are created in the categories of

- Information and entertainment programming
- Cinematic content
- Pre-school
- Interactive games

The main aim of WP9 is to develop four experimental productions and to make trials and evaluations of them. These productions will validate the developed software toolkits, software systems, plug-ins and interfaces that allow the control of appearances, sounds, semantic behaviour and properties of intelligent content objects for media production and post-production.

After the implementation of Experimental Productions, these productions will be assessed in experimental production trials. Thus the developed scenarios will provide a basis for an evaluation, and the experimental productions will provide the context and materials for field trials.

The first purpose of this document is to describe the four Experimental productions. It will also be the basis on which SALERO WP4 D 4.1. "Media types, genres and styles used in SALERO" can be constructed.

The expected innovation from WP 4 is as stated in SALERO DoW:

***Experimental production scenarios for different media types and contexts from the point of view of genre-based production and viewing.***

***Practice-based definitions of the media types, genres and styles used in SALERO, set out rigorously and systematically in a way that can provide the basis of a high-level semantic framework for the relationship between media types, genres and styles that are required to make characters or other MMOs 'self adapting' to genre or style.***

This document is set to answer the first challenge. D 4.1. is for answering the other one.

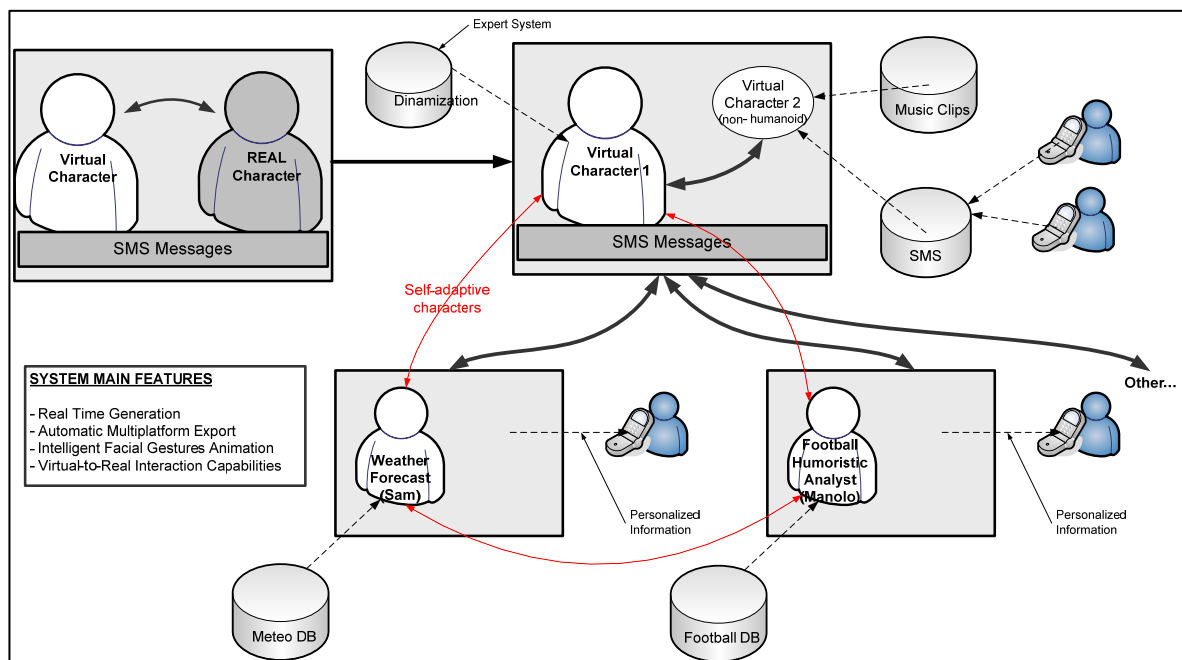
## 2.2 The Four Experimental Productions as defined in SALERO DoW

In the following sections there is a short description of each Experimental Production, and a summary of the research challenges.

### 2.2.1 Information and Entertainment Programming Experimental Production "Hack the Van" / Activa Multimedia

This production is a daily multi-media show based on music clips. The programme is aimed at young people. There are several sections (Music Clips, Weather Forecast and Football Analysis), all of them presented by virtual characters. The generation of the production is automatic, so the program can run and be daily broadcasted without any person. The main character, Sefi, will present the sections. She will talk and move herself through a randomized actions and pre-recorded sentences. The Music Clips section will be conducted by other virtual character, a robot called Kilo. The broadcasted music clips will be chosen by viewers by SMS voting, and Kilo will present the clips, reading the titles from a data base, with a synthetic voice through a Text-to-Speech system. Other section, the Weather Forecast one, will be presented by the virtual weather man Sam. The viewers could ask for their own forecast sending an SMS message and they will receive on their mobile phone a video with SAM explaining the weather forecast for the desired city. The sentences of the forecast will be automatically generated from the raw data of the weather, and Sam will talk with a synthetic voice based on a pre-recorded corpus. The behaviour and movements of Sam will be automatically generated, depending of the kind of forecast (he will adopt semantic behaviours). Finally, the last section is the Football Analysis. This section is conducted by a typical spanish waiter called Manolo. The section will be generated from a pre-recorded audio, and the movements and the audiovisual planification will be randomized.

The following diagram explain the scenario of this experimental production:



When the prototype of the production will be finished, one the the aim will be to change the characters in order to check the reusability of their behaviours and movements. For example, it will be generated a version of the production with Sefi presenting the Weather Forecast, Sam introducing the music clips, Kilo making the football analisys and Manolo conducting the program and the sections. It will be useful to verify the reusability of the characters, with all their differences (randomized movements, semantic movements, voice generated from a Text-to-Speech system, pre-recorded voice, etc.).

Main research challenges in this production:

- To allow characters to be adapted easily to various formats, graphic presentations, and settings, developing procedures for manipulating the appearance, sound, movement and behaviour characters and other objects.
- To allow considerable automation of content
- To provide various voice generation possibilities as a means of supporting the generation of multilingual media content.

### **2.2.2 Cinematic Content Adaptation Experimental Production CINESITE**

This set of experimental productions will explore the interactive, cross-platform viewing and modification of cinematic-quality sequences using the techniques developed by SALERO, to assess their application at the highest quality levels.

Main research challenges in this production:

- Image reproduction and automatic colour modification to suit the requirements of particular output media and playback devices
- Metadata extraction and use to modify the media characteristics and appearance appropriately for the platform, including the ability to match and the lighting characteristics of inserted characters with original scenes and adjust them interactively
- Translation & simplification of non-interactive, non-real-time descriptions of surface & texture into forms that can be used in interactive media with real-time rendering
- Semantically-based, automated workflow tracking of metadata descriptions of the new output context & essence and description of the modification of the workflow needed to reflect the new purpose/use of the media

### **2.2.3 Pre-School Experimental Production "Bing and Bong" / Pepper's Ghost Productions**

This Experimental Production will consist in pre-schoolers cross platform TV –Internet program, presented by several virtual characters. This characters will be each very different in appearance and also in their behaviour. The system that will develop the production will be able to reuse the movements and behaviours of each character with other one.

Main research challenges in this production:

- To define the search parameters for multimedia objects, so that they can be appropriately reused.
- To define the desirable properties and behaviours that objects should have when they are reused in different circumstances or environments
- To develop an appropriate ontology language and a fully-fledged ontology management environment
- To find suitable representation techniques for an efficient and expressive representation of semantic aspects of media components.
- To unify the worlds of metadata and expressive ontology languages

### **2.2.4 Interactive Game Experimental Production Blitz Games**

The experimental production will consist of characters, objects or environments with a range of media types, (e.g. sound objects), that use the tools developed in WP8 and explore the potential for repurposing elements or characters.

Main research challenges in this production:

- To create techniques of procedurally generation that can be applied to the game worlds.
- To generate more realistic environments than by traditional techniques

- To develop software toolkits, software systems, plug-ins and interfaces that allow the control of appearances, sounds, semantic behaviour and properties of intelligent content objects for media production and post-production

### 2.2.5 *Research challenges in all three Experimental Productions*

- To create body movements database and language
- To improve skeletal animation engine with automatic import of movements
- To create a high quality flexible facial models
- To develop a Multiplatform OpenGL-based graphics engine, with high-quality real-time rendering
- To create a Search and Retrieval Engine for Music and Sound Effects.

## 2.3 The Structure of Scenarios

In this document most experimental productions are described with the help of a specific structure:

<b>Basic information</b>	Title of the production End media Target audience Genre Style Synopsis
<b>Structure</b>	Basic program /game structure Program sections description
<b>Narrative</b>	Theme Plot outline Description of characters Main characters main need/desire/goal Opponent Other characters Moral or lesson
<b>Story World</b>	Setting Iconography
<b>Interaction</b>	Description of expected user experience Interaction and navigation Actions/verbs Simulations
<b>Additional information</b>	Special features Program script sample User case
<b>Research challenges in context of SALERO targets</b>	Expected results Effects in workflow Effects in narration

## 3 Experimental Productions Scenarios

### 3.1 Information and Entertainment Programming

#### 3.1.1 Basic information

##### Title of the production:

"Hack the Van"

##### End media

Crossmedia production, which could be broadcasted through television signal and also could be hosted on Internet and on mobile phone.

##### Target audience

Mostly young people (15-25) who are interested in music, football and the weather. People with an average level of technological knowledge who are interested in new media and new formats. Probably an urban profile. There will be no gender differentiation.

##### Genre

The production is an automatic daily multi-media show based on music clips. The programme is aimed at young people.

##### Synopsis

Sefi and Kilo present a trendy music program for a multi-media space called Netsphere. The program is called "Hack the Van", because it's produced in a constantly-running van. The programme will mainly feature music, football and the weather.

#### 3.1.2 Structure

##### Basic program structure

1. Welcome → conducted by Sefi
2. Music Clips → conducted by Kilo. Viewers choose the clips sending SMS messages.
3. Weather Forecast → conducted by Sam. Viewers can ask for the forecast on a desired city and they receive it on their mobile phone.
4. Music Clips → conducted by Kilo. Viewers choose the clips sending SMS messages.
5. Football Analysis → conducted by Manolo
6. Farewell → conducted by Sefi

Character	Content	Partial duration (seconds)	Total duration (seconds)
Sefi	Welcome	30"	0"
Sefi/Kilo	Handover to Kilo	15"	30"
Kilo	Presentation video 1	20"	45"
	Video 1	180"	65"
Kilo	Presentation video 2	20"	245"
	video 2	180"	265"
Kilo	Presentation video 3	20"	445"
	video 3	180"	465"
Sefi/Kilo	Jokes Sefi/Kilo	120"	645"
Sefi	Introduction SAM	20"	765"

Character	Content	Partial duration (seconds)	Total duration (seconds)
SAM	Weather forecast	60"	785"
Sefi	Back from SAM (practical joke)	15"	845"
Sefi	Joke	40"	860"
Sefi/Kilo	Handover to Kilo	15"	900"
Kilo	Presentation video 4	20"	915"
	video 4	180"	935"
Sefi/Kilo	Practical joke	60"	1115"
Kilo	Presentation video 5	20"	1175"
	video 5	180"	1195"
Kilo	Presentation video 6	20"	1375"
	video 6	180"	1395"
Sefi	Commentary on the music	30"	1575"
Sefi	Cut to Manolo	15"	1605"
Manolo	Football section	45"	1620"
Sefi	Back from Manolo	30"	1665"
Kilo	Manolo's commentary/Joke	30"	1695"
Sefi	Cut to advertisements	15"	1725"
	Commercial break	0"	1740"
Sefi	Back from advertisements *(Option A)	15"	1740"
Sefi/kilo	Goodbye/Rude goodbye **(Option B)	30"	1755"
	TOTAL	1785"	1785"

\* Option A: Cyclical repetition of the programme. When approximately 30 minutes of broadcasting have passed, we return to the programme's starting point to begin another broadcast cycle.

\*\* Option B: End of programme. When we have broadcast one or more programme cycles, we can finish the programme.

### Program sections description

- Music Videos

This is the only section presented by Kilo and is also the most interactive section. In this section, viewers choose music videos using their mobile phones. To do this, they send SMS messages to choose a video from the two suggested. The video receiving the most SMS messages will be the next one shown.

Program sections description

- Weather Forecast

In this section, presented by SAM, detailed information on the weather forecast will be given.

- Football Analysis

This is the section presented by Manolo. In this section, the focus will be exclusively on football. There will be a special focus on the Spanish League and the Champions League. However, the section will also talk about signings, injuries, trainers, match highlights and the best goals in other European leagues.

### 3.1.3 Narrative

#### Description of characters

Sefi	
Age	27
Gender	Female
Physical description	A girl of around 1.65 metres tall. She has short, dark hair and big green eyes framed by long, thick black eyelashes. Her eyebrows are thick, but sculpted and feminine. She weighs approximately 50 kilos. Her hips are medium sized and she has a narrow waist. Her small bust gives her a childlike air.
Work	She is the director of a small pirate video production company, run from her van.
Hobbies	Computers (Blog addict), football and music.
Music	Placebo, The Strokes and Goldfrapp.
Dress code	Urban sport with a touch of glamour.
Food	She eats all kinds of food, but nothing too healthy. She is a victim of her own lifestyle.
Character and background	She is brave, but can sometimes seem too innocent and naive. She cares about social problems, but doesn't do anything to solve them. She was born and grew up in the country, but soon left for the big city in her teens. This gives her a cosmopolitan character with some rural traits. She doesn't wear expensive clothes or brand names, but she would still kill for a Louis Vuitton or Hermes bag. Instead, she loves football. Her parents still live in the country and she goes to visit them sometimes. She doesn't have any brothers or sisters. She always works with her small robot "Kilo". He's her assistant on the Netsphere broadcasts.
Voice	Real pre-recorded voice (sometimes concatenated).

Kilo	
Age	3
Gender	Robot
Physical description	He is 1.10 metres high and weighs around 60 kilos. He is metallic in colour and is made mainly of aluminium and carbon fibre. His head is almost as large as the rest of his body. This is because the upper part of his head conceals a video camera and solar energy panels. In spite of its size, his head is light and he can move it with great skill and precision. His hands only have three digits: a thumb, an index finger and a third, wider finger made up of the middle finger, the ring finger and the pinkie. His legs are short and his feet are large and heavy, making him very stable.
Work	He is Sefi's assistant on the "Hack the Van" programme. He helps her present the music section. He also hacks into Netsphere to broadcast and deliver the programme.
Hobbies	He polishes his chassis and also uses ointment to make his hair grow. He wants to have real 'heavy metal' style long hair.
Music	Manowar, Blind Guardian and Hammer Fall.
Dress code	Aluminium and carbon fibre.
Food	He is battery-powered. He also has an extra power supply from sunlight.

<b>Kilo</b>	
Character and background	He is a small robot programmed for making television programmes. He was discarded by a major TV channel due to problems with his AI. In fact, he thinks he's Thor, Odin's son (from Nordic mythology). He is in charge of the "Hack the Van" music section. But he always laments the fact that he can't choose the videos they broadcast (the viewers do that with their mobile phones). Sefi found him in the rubbish. It's a miracle that he still works.
Voice	Synthetic (based on a Text-to-Speech system)

<b>Manolo</b>	
Age	43.
Gender	Male.
Physical description	He is 1.65 metres tall and weighs 75 kilos. He has brown hair and brown eyes, a moustache and a prominent nose.
Work	He owns a bar (Bar Manolo).
Hobbies	Football and music.
Music	Perlita de Huelva, Antonio Machin and Manolo Escobar.
Dress code	He always wears his bar uniform. The uniform consists of black trousers and a white shirt, with a waistcoat on top.
Food	He loves ham and traditional Spanish stew. He eats all kinds of food, except fish.
Character and background	He is a cynic and plays jokes all the time. He is a typical Madrid character. He gets very angry if Real Madrid lose a match. He was born in a modest district of the city and is still living and working in the same district. He is married and has two sons, but rarely talks about them. His favourite topic of conversation is football. He talks about football all the time with everybody.
Voice	real pre-recorded voice.

<b>SAM</b>	
Age	32.
Gender	Male.
Physical description	He is slim and 1.85 metres tall. He has brown hair and blue eyes. His nose is big and round. He has a large mouth with thin lips.
Work	He is a meteorologist and presenter.
Hobbies	He watches sports on TV, especially tennis and motorbike races. He loves going to the cinema and playing with his dog.
Music	Bon Jovi and Aerosmith.
Dress code	He always wears a suit and tie. At the weekend he usually wears sports clothes, but in the same elegant style.
Food	He loves Italian and Mediterranean cuisine, but new kinds of food are always welcome.

SAM	
Character and background	<p>He was born in a small city in Catalonia. He lived in this city until he finished his university degree. He moved to Barcelona to find work. At the moment he works for a TV station.</p> <p>Sam is someone who enjoys his work. He is an open character and likes to talk about his family and friends. He always has a story to tell. He is aware of the social problems in the world, particularly climate change. He takes part in social action against the greenhouse effect. He has been a member of Greenpeace since he was 18.</p>
Voice	synthetic corpus-based speech.

### 3.1.4 Story world

#### Setting

The action takes place on Planet Earth in the year 2017. The exact place is not specified but is in southern Europe. Society then is very similar to today. However, the media and entertainment industry is 10 times bigger. Every city has more than 50 TV channels. If we add this to all the other media and entertainment formats, it becomes a huge media conglomerate with hundreds of thousands of entertainment options. This entire conglomerate is called Netsphere.

### 3.1.5 Interaction

The interactive system used with viewers will be SMS. Using this system, viewers will be able to vote for the video that Kilo will play. Users will be able to choose between two options while a video is playing. The option that receives the highest number of SMS messages will be shown next.

In addition, viewers will be able to make requests for downloads using their mobile phones. These downloads will be witty quotes and comments from the "Hack the Van" characters, SAM's weather forecast for their city and Manolo's cleverest comments.

### 3.1.6 Additional information

#### Script Extracts (Blocks)

Pre-recorded audio sentences that will be randomly selected.

- |                           |  |
|---------------------------|--|
| Welcome (Sefi)            | <ul style="list-style-type: none"> <li>○ Hi! Ready for action? This is the start of a new "Hack the Van" programme.</li> <li>○ Hey!!! We're here, Netsphere friends. Let's start "Hack the Van"</li> <li>○ Let's start with today's programme</li> <li>○ Welcome to "Hack the Van". The most rocking programme in Netsphere.</li> </ul>  |
| Handover to Kilo (Sefi)   | <ul style="list-style-type: none"> <li>○ Kilo, are you ready? We're rolling in 3...2...1...</li> <li>○ Let's see what videos we've got today.</li> <li>○ As always, we're going to start with this little robotic pest's section: Kilo! Go ahead, Kilo. They're all yours!</li> </ul>  |
| Video presentation (Kilo) | <ul style="list-style-type: none"> <li>○ Let's see the next load of nonsense.</li> <li>○ That's right, just keep torturing poor old Kilo with good music.</li> <li>○ I'm dying to know what new torment awaits me. Every day we get better music. Ha ha. Here's the video.</li> </ul>  |
| Weather joke (Sefi/Kilo)  | <ul style="list-style-type: none"> <li>○ Joke 01           <ul style="list-style-type: none"> <li>▪ SEFI: I think I'm going to make the van a convertible.</li> <li>▪ KILO: But if it rains, I'll get wet....</li> <li>▪ SEFI: It's a joke!</li> </ul> </li> <li>○ Joke 02           <ul style="list-style-type: none"> <li>▪ SEFI: When we finish the programme we're going to have a picnic</li> <li>▪ KILO: But what if it rains? I'll rust and my joints will stiffen up.</li> <li>▪ SEFI: Don't worry. I know how to get back by myself.</li> <li>▪ KILO: Ha ha ha</li> </ul> </li> </ul> |

- Handover to SAM (Sefi)
  - If you're so worried, let's find out what the weather is going to be like.
  - Let's see whether you're going to be left in the van by yourself today.
  - Sam, what's the weather forecast for today?
- Back from SAM (Sefi)
  - Thanks Sam, I don't know what Kilo would do without you.
  - Thanks for that fantastic forecast, Sam.
  - Great as always, SAM.
- Generic joke (Sefi/Kilo)
  - Joke 01
    - KILO: You become less funny every day.
    - SEFI: What? What did you say? That you eat some honey every day? But robots don't eat!
    - KILO: Wait, I can feel a laugh coming on. Oh no, it was just a yawn.
  - Joke 02
    - SEFI: I'm thinking of upgrading your hardware. What would you like to have?
    - KILO: A self-destruct button so I wouldn't have to put up with you.
- Music commentary (Sefi)
  - That music makes me feel fantastic. It's great.
  - Sometimes I play this song for hours.
  - The more I listen to this group, the more I like them.
- Handover to Manolo (Sefi)
  - I wonder how everything's going in the world of football? Let's see.
  - Manolo, can you tell us what's going on in football at the moment?
  - Let's see what football news there is today with Manolo.
- Back from Manolo (Sefi)
  - Thanks, Manolo, you always give us the most interesting details.
  - That Manolo is a superstar. He never misses a thing.
  - It's incredible how much that man knows about football.
- Comments on Manolo (Kilo)
  - I don't understand why you humans like football so much.
  - If I wanted to, I could store more information in my computerised brain about football than Manolo knows.
  - Football isn't meant for robots, it's too easy...
- Joke (Kilo)
  - What's the worst thing that can happen to a motherboard? Having a child with a chipset that hasn't been updated. Ha ha ha
  - Baby, you play my record at 10,000 rpm. Ha ha ha ha
- Cut to advertisements (Sefi)
  - Let's have a quick break for some adverts.
  - We're going to take a quick commercial break, back in a few minutes.
  - A little publicity never hurt anyone. We'll be back in a moment.
- Return from advertisements (Sefi)
  - And we're back. Let's continue with the programme.
  - Wasn't that a short break? Let's see what's coming up now.
  - Wow! That's us back already. Let's continue with the programme.
- Programme end (Sefi/Kilo)
  - SEFI: And that's all we've got time for today. Bye for now!
  - SEFI: Ohhhh... The programme seemed very short today. See you soon!
  - KILO: Well, losers, that's all we have for you today. It's never enough, is it?

### Program Script Sample

*Sefi is sitting in an old armchair in the van, at the broadcasting controls. She's in a very comfortable and somewhat laid-back position.*

**SEFI:**

Hi! Ready for action? This is the start of a new "Hack the Van" programme. As always, we're going to start with this little robotic pest's section. Here you are Kilo, they're all yours!

*Sefi makes a hand gesture towards Kilo, then turns round towards the control and starts pressing buttons. We cut to Kilo.*

**KILO:**

I'm dying to know what new torment awaits me. (SARCASTIC)  
Every day we get better music ha ha ha. Start video.

*Kilo presses a button on his chest and the camera in his head switches on, just before the video starts playing.*

### **3.1.7 User case study**

Carlos got home from work a while ago, got changed and made himself comfortable on the sofa. To relax, he switches on the television and looks for a programme that will be entertaining and fun. Channel-hopping, he comes across "Hack the Van" and the virtual girl presenting it captures his attention, so he decides to see what it's all about. The girl's name is Sefi and she's the programme's presenter. Sefi introduces a small robot called Kilo who is responsible for the music video section of the programme. When the first video starts, Carlos is surprised to see that he can vote for the next video using his mobile phone. When the names of the candidate videos appear, they include his favourite group, "Red Hot Chilli Peppers". Without hesitating for a second, he gets his mobile phone and sends an SMS to vote for the "Chilli Peppers". But there are also people voting for the other group and the "Chilli Peppers" are falling behind. Carlos decides to send a second SMS and finally manages to make sure that the "Chilli Peppers" win. After the current video ends, Carlos enjoys the video he has chosen. A little later, he decides to go out for a walk, but the weather is unsettled and he doesn't know what to do. At that moment, SAM's section starts, giving the weather forecast for the whole country. Carlos wants to be sure and decides to request the forecast for his city by SMS. After double checking the weather forecast, Carlos can go and have a nice walk without worrying about the weather.

## **3.2 Cinematic Content Adaptation**

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### **3.2.1 Basic information**

Our plan is to carry out a sequence of small experiments comparing various aspects of the technology to allow for the assessment of the acceptable level of quality and speed of producing the results in the context of film productions. We will not necessarily be able to perform these in real world client production scenarios for confidentiality reasons, but will substitute abstractions and generalities to overcome this.

In general we will be taking as input media those that are typically used in the day-to-day shooting of a feature film, such as Kodak and Fuji motion picture negatives, along with other 'Digital Cinema' Cameras and standards still image cameras. Our destination media will similarly be those found in film post productions including; Print film, Digital projectors, CRT monitors, etc.

Our intention will be that they are able to be viewed/assessed by Cinesite's internal visual effects supervisors, along with external clients as show cases for the technologies involved.

The intention is to develop the scenarios in response to the findings from the previous experiments on an on-going basis.

### **3.2.2 Initial Experimental production**

**Title:** Snow Leopard Test

**Media:** Motion Picture Negative (Kodak 5218)  
Kodak 2383 Print Film

**Structure:**

A sequence of shots, will be shot in both exterior and interior locations. The intention is to place a computer generated snow leopard next to a walking actor as he moves from a daytime daylight lit location, moving into an interior location lit with complex natural/artificial lighting, finally resulting in a static camera with a fire contributing to the end lighting.

### **3.2.3 Test Aims**

To capture the lighting conditions of the scenes using a standard panoramic capture system.

Evaluate how to adapt the lighting capture device for use with the film background plate.

Assess the quality of the lighting produced from the system developed.

### **3.2.4 Additional information**

We will not deal with the animated nature of the lighting.

### **3.2.5 Research challenges in context of SALERO targets**

We will need to implement a variety of supporting tools to transform the image based lighting system into a set of computer generated lights.

We will need to develop methods of characterising the various input media to allow the transfer of lighting metadata from one to the other.

## 3.3 Pre-School

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### **3.3.1 Basic information**

#### **Title of the production**

Explore and Discover with Bing and Bong

#### **End media**

Broadcast television and internet distribution where feasible.

#### **Target audience**

Children, 4-6 years old

#### **Genre**

Loosely science fiction but within the context of the age range.

#### **Style**

Presented as a magazine format show with a number of different sections, using a number of different styles held together by the narrative strand. These include computer animation, Flash animation, live action and live action composited into CGI.

#### **Synopsis**

##### **Explore and Discover with Bing and Bong**

TINY PLANETS is a series of 25' adventures for 4-6 year old kids featuring those highly popular intergalactic explorers, **Bing and Bong**.

The **Tiny Planets** are a small cluster of oddly shaped bits of rocks, orbiting the Earth somewhere out beyond the moon. Bing and Bong are two fluffy adventurers who travel around these fascinating little planets on a sofa attached to a length of rope! They are endlessly curious, and experiment and play with whatever they find.

In each episode, Bing and Bong set out to explore a particular **Mystery Of The Universe**, a theme familiar to pre-schoolers, such as "Wind", or "Music", or "Tools", or "Buildings", or "Pets". Bing and Bong's mission is to find out as much as possible about this fascinating theme, and so they journey across the universe in classic road-movie style, visiting planets, bumping into weird and wonderful characters, seeing amazing sights, doing amazing things. Their adventures in each episode are many and various, but one by one they offer new and surprising angles on the Mystery Of The Universe which our two characters, and our audience, are exploring.

Best of all, Bing and Bong love staring through telescopes at Earth... and especially the children who're playing on it. They never cease to be amazed by these children and what they do... their ultimate learning experience.

But Bing and Bong aren't just into acquiring knowledge. They want to share it as well! Throughout each episode's journey, Bing and Bong nurture a **Knowledge Bubble**, a small pulsating sphere which, as they set off on their quest, is the size of a pea, tiny. But as Bing and Bong learn more and more, the Bubble begins to swell, growing bigger and bigger, glowing with colour and light. Soon it's the size of a football, then the size of a beach ball... The climax of episode is the point when Bing and Bong

explode their bubble, scattering all that they've learnt across the universe... for everyone to share... especially the children on Earth!

## **The Wide and Wonderful Universe of Tiny Planets**

### **Where You'll Find The Tiny Planets**

Many things orbit the Earth. The moon, for one. But there's also infinite numbers of man-made satellites, asteroid showers, fleeting comets and even just the odd bit of rock circling about up there. Buy a telescope and have a look!

Still, it'd have to be a pretty powerful telescope to pick up the Tiny Planets. A cluster of seven strangely shaped chunks of unidentified matter, they orbit the Earth in a higgledy-piggledy group. They're right out beyond the moon, and are extremely tiny... which means they haven't been noticed. Until now!

This is Bing and Bong's solar system, the universe they explore. It shares many features with the world we know, although there are many intriguing differences also! A rich and fascinating fantasy world... no wonder Bing and Bong can't stop exploring it!

### **What Happens In Tiny Planets**

#### **How Each Episode Works**

Every episode of Tiny Planets features our two adventurers going off on a thrilling quest to unravel a Mystery of the Universe – a fascinating real-world theme that will engage and intrigue our pre-school audience.

#### **Mysteries Of The Universe...**

Each episode opens with Bing and Bong sitting on their sofa, watching one of Bing's many holographic projections, part of a vast encyclopaedia he owns called "Mysteries Of The Universe". Each projection is stored on a digital disc. Bing slots it into a machine, watches it play.

The projections contain intriguing images of whatever the Mystery might be. So a projection about "Wind" will reveal images of feathers and kites, a projection about "Tools" will show hammers and screwdrivers.

The trouble is, fascinating though these projections are, they don't actually tell you very much. They're intriguing hints, mesmerizing glimpses, nothing more. Some encyclopaedia!

But it's all Bing and Bong need! Their curiosity is stimulated! As soon as the projection is over, they take off in their sofa, head off across their solar system, determined to find out more about this fascinating Mystery Of The Universe, whatever it takes!

### **The Road-Trip**

Bing and Bong never know where their quest is going to take them! Their journey is a classic "road-movie" excursion across Space. They touch down on different planets, they bump into various friends along the way, they notice interesting things, but every event results in them learning something new about the Mystery of the Universe they're exploring.

So sometimes they'll drop in on Rocky and the Baby Flockers in their special playground. Whatever game they're playing, it'll always reveal something to Bing and Bong about the Mystery! So when the Mystery is "Up and Down", Rocky will have designed various trampolines and motorised seesaws for the Baby Flockers to play on... with spectacular results! When the Mystery is "Buildings", Rocky and the Baby Flockers will be trying to construct a wendy house... but the Baby Flockers each have a different idea of the ideal home!

Sometimes Bing and Bong's journey will lead them to Spark and Socket, either on their Space Station, or down on one of the Planets. They'll always be engaged in some fascinating experiment! So when the Mystery's "Wind", Spark will be trying to test out his famous wind-proof laboratory...

Sometimes Bing and Bong'll bump into Dakota, who'll always have an interesting bit of junk from deep in her sofa to share with them. When the Mystery's "Music" she offers up a musical instrument that plays itself, and can't be stopped... When the Mystery's "Painting" she gives Bong a rocket-propelled fire-extinguisher with which he paints a huge picture, up in space!

Sometimes they'll touch down briefly on one of the Tiny Planets, meet a Flocker or a bunch of Locals. Once again, they'll get drawn into strange events and comic happenings, each of them adding to their every increasing store of knowledge...

Best of all, Bing and Bong are always bumping into their good friend Halley, who's able to show them what the children down on Earth are getting up to... Bing and Bong always learn a lot by watching children! In fact they love children, full stop. Half-way through every show, Halley summons some children up to space on a giant purple flying sofa... and Bong tells them a story inspired by the Mystery they're exploring. Needless to say, being Bong, it's a pretty wild and far-fetched one!

So encounter follows encounter, sketch follows sketch. The journey unfolds. Finally, when Bing and Bong think they've found out as much as they possibly can, they set off for one of the Tiny Planets to test out everything they've learnt! They have a thrilling adventure... which always results in them learning just a little bit more!

Exhausted but delighted, they set off for home. But there's one more thing to do. Because Bing and Bong's quest has another purpose, beyond the seeking out of knowledge...

### **The Knowledge Bubble**

Throughout their journey, Bing and Bong keep a close eye on the **Knowledge Bubble** they've brought along with them, a small pulsating sphere which grows bigger and brighter every time they learn something! As they set off, it's the size of a pea, but Bing and Bong never stop travelling until the Knowledge Bubble is fully developed, the size of a plump beach ball and shimmering with iridescent light.

Why are they so obsessed with it? Why? Why?

Because for Bing and Bong, it's not enough just to learn – the really important thing is to share what you've learnt, spread your knowledge far and wide.

And that's what the Knowledge Bubble's all about! Because once it's grown to full size, it floats off into space... and explodes! Scattering its shimmering contents, everything Bing and Bong have learnt, across the universe for all to share!

And there's one set of creatures Bing and Bong want to share their knowledge more than anyone else. The children of Earth! As soon as the Knowledge Bubble has popped, they speed off to Halley, who shows them what's happening down on Earth in response to the explosion. The children are putting Bing and Bong's knowledge into practice! In ways Bing and Bong would never have expected!

Satisfied that they have explored the Mystery of the Universe as far as they can, and shared everything they've discovered, Bing and Bong finally head for home...

### **Arriving Home**

As Bing and Bong arrive back on their Home Planet, the skies are raining with fragments of Knowledge Bubble. They always pass a Bing-like character on their way back to their house, who's doing something that is clearly the result of Bing and Bong's discoveries... e.g. flying a kite if they've been exploring "Wind", or using a hammer if they've been exploring "Tools". Another way of showing what has been achieved by Bing and Bong's quest for knowledge!

Bing and Bong settle down to sleep. Knowing that when they wake up, the first thing Bing will do is go to his Mysteries of the Universe encyclopaedia... and put on another intriguing projection. Stimulating yet another trip around the fascinating world... of Tiny Planets.

### 3.3.2 Structure

1.	Titles	30"	30"	
2.	Launch Sequence Haley to be removed from final sequence, so that she is distanced from Bing and Bong	30"	1'00"	Edit
3.	Call to Action Haley in her space pod "talks" to Bing and Bong on home planet. They show her their dilemma (footage from archive ep). She then uses her computer to search for more information for them.	1'30" "	2'30"	New
4.	Live Action sequence eg ep 1 Season's Machine – footage of changing season's with Haley's voice over explaining what seasons are, how they can be different in different parts of the world. (Library footage)	1'	3'30"	New + library footage
5.	Back to Space pod for another search	20"	3'50"	New
6.	Mix to Robot footage – eg Ep 1 Robots trying to make a season's machine. Gathering things they need, making the machine, but something isn't right.	1'30" "	5'20"	New
7.	Set up for story. The sofa collects 4 kids to come and hear Haley's story machine telling them an adventure featuring Bing and Bong based around their confusion about seasons. (perhaps "The day the season's got mixed up" – we see the flockers up to mischief again. The story machine would be like the V-Tech book and be found by the kids on the sofa.	3'30	8'50"	New Live Action
8.	Deliver kids home	20"	9'10"	New
9.	Into resolve of Robots challenge	1'15" "	10'25" "	New
10.	Into Thinking Zone (game/puzzle with Flockers	1'15" "	11'40" "	New
11.	Sound that shows the machine is taking us to a new "zone" – music/song/dance – exploring emotions.	2'00" "	13'40" "	New Live Action/Library footage
11.	Haley talking to B&B from spacepod videophone – how far have we got, what else has the machine to show us?	30"	14'10" "	New
12.	Planet sequence – ie Make and Do to include Nature/Art/Technology	2'00" "	16'10" "	New Live Action
13.	Haley and B&B introduce episode	30"	16'40" "	New
14.	Episode	3'30" "	20'10" "	
15.	Haley has final chat with Bing and Bong reviewing show	1'	21'10" "	New
16.	Landing sequence	30"	21'40" "	Edit

17.	End Credits	30"	22'10"	Edit
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### 3.3.3 Narrative

#### Description of characters

##### Bing

Bing is white, fluffy... and very curious. He's been travelling around the Tiny Planets for as long as he can remember but he's still finding things to discover!

He's also a thoughtful and methodical creature. He examines things carefully, tests out interesting thoughts. Very much the earnest scientist... not that he doesn't have a sense of humour as well! Imagine a clever and thoughtful nine year old boy, absorbed in finding out the world about him... that's Bing.

Bing can talk but his thoughtful nature means he uses few words. The occasional "Interesting!" or "Hmmm..." But he expresses himself amply by the ingenious things he does. He's always devising interesting experiments and carrying them out, wherever his journey might take him!

##### Bong

Bong is a bundle of energy and enthusiasm... and he's Bing's pet. Who accompanies him everywhere he goes... and loves taking part in Bing's explorations and discoveries!

In contrast to the thoughtful Bing, Bong is chaotic, impulsive and even a little mischievous. He causes problems as often as he resolves them! But Bing would never think of going on his travels without Bong... not least because his unpredictable pal often comes up with the most surprising discoveries of all.

Bing may be a creature of few words but Bong never stops speaking... even if it's in his own playful language of grunts, growls and squeaks! Endearing nonsense which manages to be highly communicative in its own special way.

Bing and Bong live on their Home Planet (see below)... and travel around the Tiny Planets on a fluffy sofa attached to a rope!

#### Additional Characters

As Bing and Bong journey around their solar system, they encounter many friends who help them with their discoveries...

##### Halley

Halley is excitable, scatty and utterly in awe of Bing and Bong and their bold adventures. A cute, bug-like creature, she zips around space in her space-pod, always on the look-out for her heroes, anxious to hear about their latest thrilling mission.

Halley is younger than Bing, and hence looks up to him. Imagine a highly enthusiastic 6 year old scooter girl. Bong she's also impressed by... though she finds him cute and adorable as well!

Wide-eyed and always questioning, the key thing about Halley is that she doesn't know much... but she's always keen to find things out!

But Halley's one area of expertise is the Children Of Earth. Her Space Pod is equipped with special sensors that tell her what the children are getting up to, out there on that big green planet... She also

has access to a giant telescope through which Bing and Bong can observe the children, see what they're doing... and learn from those inspired creatures...

Halley can also summon children up to space! Which involves a flying purple sofa but more of that later...

### **Spark and Socket**

Spark and Socket are two robots, obsessed with inventing and experimenting. They hang out in their cobbled-together Space Station, which has been constructed out of recycled rocket components and satellite spare parts.

Spark is fastidious, and with an exceedingly high opinion of his own scientific abilities. He conducts every experiment as if it were vital to the universe's very existence and this manic intensity, while it spurs him on to great achievement, can also make him rather trying to work with. Particular when you happen to be...

How Socket ended up partnering the intense Socket is a mystery. Because Socket is the most laid-back of robots, a chilled out Californian dude. He loves science and all, it's just he's interested in different things from Spark, he likes the spectacular effects of their experiments, the sheer "wow!" – and isn't inclined to get bogged down in the nitty-gritty detail. If they were looking at a purple flower, Socket would marvel at its wonderful colour. Spark would conduct an experiment to see how good purple flowers, rather than yellow flowers, were at attracting bees.

So experiments in the Rocket Space Station can get a little tense. But make no mistake – these two robots are good friends at heart. Maybe that's because they're so different, they just can't stop learning from each other. Socket points out things Spark would never have dreamed of. Spark notices things that pass Socket by.

Naturally, Bing and Bong frequently drop in on the robots, to join in with their experiments. And referee the inevitable disputes!

### **Locals, Flockers and Asteroid Fish**

The Tiny Planets, and the space through which they travel, is the habitat of a rich and varied selection of fauna. Flockers (older versions of the Baby Flockers, above) are eccentric bird-like creatures. Locals are friendly egg-shaped blobs who pop up when they're least expected. You'll even bump into the occasionally floating fish, who munch small asteroids when they can catch them!

### **Moral or lesson**

In each episode, Bing and Bong set out to explore a particular mystery of the universe, a theme familiar to pre-schoolers, such as "Wind", or "Music", or "Tools", or "Buildings", or "Pets". Bing and Bong's mission is to find out as much as possible about this fascinating theme, and so they journey across the universe in classic road-movie style, visiting planets, bumping into weird and wonderful characters, seeing amazing sights, doing amazing things. Their adventures in each episode are many and various, but one by one they offer new and surprising angles on the Mystery Of The Universe which our two characters, and our audience, are exploring.

#### **3.3.4 Story world**

##### **All About The Tiny Planet Solar System**

###### **Home Planet**

This is Bing and Bong's home, and it is richly populated with creatures like them. We glimpse it at the beginning and end of each show, a busy world of ultra-modern skyscrapers, roadways in the sky, other Bings and Bongs bustling about their affairs. But the overall impression is of ordinary life, business as usual. Our Bing and Bong however, are explorers, full of wanderlust and curiosity about the universe beyond the Home Planet. Every day, they take off, leave the routine of life on the Home Planet behind... and set out on another journey!

### **Planet Of Stuff**

A world of intriguing physical objects. Balls, blocks, mirrors... the perfect place for exploring anything to do with symmetry, mass, numbers. Like all the Planets, it is healthily populated by various Flockers and Locals who help or occasionally hinge Bing and Bong's investigations!

### **Planet Of Nature**

A world of changing seasons and fascinating life-forms. This is where Bing and Bong go when they want to explore anything to with the natural world, for example the environment or such fascinating phenomena as snow, wind and rain.

### **Planet of Technology**

A world of machinery. Bing and Bong visit here when they want to find out how machines work and what they can be used for, from simple on-off switches to more complicated robots or motor vehicles! Everything they encounter here is a small miracle of engineering, even if it's differently designed from how it might be on Earth!

### **Planet of Light and Colour**

A world of intriguing visual beauty! Bing and Bong arrive here when they want to experiment with art and craft, constructing objects of rare beauty out of what they find. This is where they'll encounter rainbows, shadows, beautiful shades of light.

### **Planet of Sound**

A world of interesting sounds. Bing and Bong will experiment with music and volume, but also investigate sound more generally, for example how it is used to communicate.

### **Planet of Self**

A world in which Bing and Bong explore emotional, social or health issues. This is where our friends go when they want to find out about themselves, the way they're feeling, the way they make others feel. It's ideal for exploring the simple philosophical issues our young audience find so intriguing such as "how to be fair", "what makes people sad" and so on.

### **Space**

The space between the Tiny Planets is far from empty. Asteroids, comets, clouds of dust all come together to make this a bright and colourful part of the solar system. There are asteroid fish and strange plants which cling to drifting rocks, and of course this is where we encounter the Baby Flocker Playground, and the robots' Space Station. So as Bing and Bong hurtle on their journey they'll constantly be bumping into interesting things, seeing beautiful sights...Space is a busy, hectic and fascinating place!

### **Earth**

Beyond the Tiny Planet solar system, looming in the distance, is Earth. Bing and Bong have never been there but they're fascinated by it, especially by the children who inhabit that far-away place! They're always glad to bump into Halley, who's able to help them observe those fascinating children with the help of her highly-powerful telescope!

#### **3.3.5 Interaction and Tiny Planets**

Tiny Planets originated as a linear television series, and has been broadcast in over 100 countries around the world. It was originally conceived however as a 'multi-media learning programme' with Sesame Workshop intending to use the internet as a means of promoting and extending the property. This coincided with the 'dot-com' crash of 2000 / 2001, so to some extent the ambitions were not completely realised.

In terms of interaction though the series was converted to a very successful web site which was itself subsequently marketed by BBC Worldwide as an educational CD-ROM. This extensibility was achieved through the careful attention paid to the opportunities for re-formatting 3d source data included from the project at its inception. A sub-set of the main production group replicated data on a series of servers and produced Flashed based interactive content by taking 3d renders and converting them to 'sprites' – a technique at that point only generally used within the CD publishing industry – and incorporating them into online activities. That the site has maintained good levels of traffic for over five years now demonstrates the effectiveness of this technique.

It is very apparent however that the internet itself is changing, in the same way that any fast growing medium will evolve over time. The term 'Net 2.0' is one which is much discussed currently, and the trend towards the web as being the ultimate source of content distribution seems inexorable.

This is now creating what may well be the most significant challenges for content providers in the history of the media industry. Firstly, the web is supplanting film and television as the dominant entertainment medium. Secondly web users are becoming increasingly reluctant to pay anything at all for media content, with file sharing and peer-to-peer networks making music, video and games free for those who choose to use them. Thirdly the explosion in distribution channels has made it physically impossible for the content creation industry to keep up with the demands of the audience for new content. Fourthly the trend towards media being a part of a social-network structure has increased. So where to content providers go from here?

There has been much – largely unsuccessful – investigation into areas such as interactive narrative, where the user of a given story becomes part of the narrative. At the other end of the spectrum, the games industry – which has ironically started to suffer the same large-scale production budget headaches as the film industry – has tried with very limited success to extend its reach beyond the traditional game playing community – teenage boys for the larger part.

In both these instances the solution seems to lie with exploring new ways to engage the audience, and in fact to incorporate the audience as a part of the production process itself. The concept is not totally new, and today we see a small number of internet sites which have embraced this approach as having audiences that reach into the tens of millions – Stardoll.com, Neopets.com, Habbo.com being three examples.

These sites are evolving what might be described as a *participative narrative*, where the user becomes part of the story through their own choices. In most instances the interaction is via a process of selection and customisation, but in this regards greater choice extends the degree to which the user imposes their own personality on the environment.

It is highly important to make the distinction here between game activities and these types of sites. Games, both console and web based, require the user to engage in a structured problem solving process based around the concept of competition. Many users – often female, or older people of both genders – will either find this a disincentive or ultimately tedious, as one category might lack the aggressive territorial instincts required to be engaged by combat / team games, and the other might find that structured problem solving already represents too much of their daily existence to provide an effective form of entertainment.

In this sense, these participative narrative activities might well be described as *play* sites as opposed to games, in that the focus is on unstructured play based around an engaging theme which holds the site together, rather than goal-orientated activities.

An intrinsic part of this play is the requirement to be able to share experiences with other users, whether it is in the form of chat about the topic or showing the product of the users activity to other users. This is a surprisingly compelling drive amongst players of all sorts of interactive media. At a recent presentation at BAFTA, Will Wright, creator of Sim-City and the SIMS, reflected on how in the early days of his first computer game user would create their cities and then share them on bulletin boards as a means of displaying either the elegance of their solutions to urban planning problems, or the aesthetics of their architectural design.

This unstructured play and sharing of content seems potentially to represent an interesting new phase in media based entertainment, in that it is the end users who are creating the material within a structure which has been defined by the content creator, and so fundamentally changes the nature of the relationship between author and audience. It also has the side effect of allowing the entertainment industry to offer the volume of material which the audience demands, and helps to engage that audience at a very early stage of production.

Pepper's Ghost is now beginning the process of developing such a site as an extension of the Tiny Planets television series, with the core concept of allowing users to create and customise their own tiny planets and share them with other users. Again, taking assets from the original TV series and re-purposing them for internet distribution seems to be the most viable approach for getting a product to market quickly.

(Of course, the other tremendous advantage the internet has over traditional media distribution channels is that there are no scheduling or 3<sup>rd</sup> party involvements to be reconciled – once it's made, it's there).

### 3.3.6 Additional information

#### Program script sample

OPENING TITLES

CUT TO:

EXT. UNIVERSE / INT. HALLEY'S SPACE POD

*SPACE. Zooming into view, a space-pod, containing a bug-like alien, HALLEY. She waves to CAM, highly enthusiastic...*

**HALLEY**

Hello! Halley here!

*In the space-pod, she whizzes around the screen...*

**HALLEY**

And here! And here!

*She zooms off into space, until she is just a dot!*

**HALLEY**

*(from deep space)*

And here!

*She roars back into view again, slightly out of breath.*

**HALLEY**

Ooooh the universe is so full of fascinating thingybinybongies!

*All around the skypod, screens flicker to life, displaying images of distant planets, elephants, flowers, insects...*

**HALLEY**

And that's why I ride along with Bing and Bong you see, when they go on their adventures...

*(overcome with emotion)*

They're the heroes of the universe!

*(proudly)*

And my heroes too...

*Suddenly all the screens start malfunctioning. The skypod shudders to a halt. Red lights flash on and off...*

SFX <CRACKLE CRACKLE>

**HALLEY**

<Gasp!> It's one of those mystery signals! All about...

*(studies screens, puzzled)*

Well I'm never sure what they're about, really! That's why they're a mystery!

[...]

The entire script is available in the Annex (page 26).

### 3.3.7 Research challenges

#### ***Integrated Production Methodologies***

In-production: we would hope to see use of integrated production methodologies to allow reduction in the manual effort required to set up scenes and shots.

For example, if components x, y and z are required in a shot, it seems reasonable that the process of bringing them into that shot could be automated and not requiring animator or line-producers intervention. Tools to allow structuring the delivery of the data behind the animation more efficiently would be a benefit

In practise a not insignificant part of the delays and repetitions which have to be factored into the production cycle are based on the uncertainty and interpretation which operators and animators have to go through before they are ready to work on a shot. There have been a number of low-level applications which have sought to introduce version control into the animation process, but in many instances these have had limited or little success due to the highly proprietary nature of the source-data involved. Those applications which have met with a degree of success have generally worked because their scope has been tightly limited. Whilst this is useful in limited contexts, to add value to the entire scope of a production version control and asset retrieval need to be broadly ubiquitous.

Perhaps even more relevant for the increasingly fragmented media distribution marketplace however is the need to be able to produce different delivery formats in parallel. The most widely cited example of this is the sharing of datasets between film asset creation and tie-in game production. There has been much industry debate regarding the – currently quite diverse – requirements for making high resolution non-real-time movie elements and their lower resolution interactive counterparts. Whilst the ever-improving performance of graphics cards means that the gap between these two media types is slowly narrowing, the more likely short-term candidate for this type of application is the point of crossover between television production and internet distribution.

Pepper' Ghost Productions has specific experience of this convergence in that during the production of Tiny Planets our co-production and marketing partners (Sesame Workshop) identified the need for the property to demonstrate a significant web-presence as a means of positioning it as a 'cross-media' learning programme with non-language-specific objectives. In order to achieve this a replicated subset of the full production resource – comprising terabytes of 3d source data – was made available to a dedicated team focusing on internet development. This replication was necessary due to the lack of reliable version control applications described earlier, and to prevent the risk that one of the web development teams might inadvertently make changes to the television data.

Re-purposing assets for web distribution turned out to be a relatively mechanical and time consuming task; characters needed to be re-rendered not only in different resolutions and colour spaces, but also at different frame-rates in order to allow them to be incorporated into Flash-based activities in the form of sprites. Given the volume of animation data available, it seems highly unfortunate that without dedicated programming this and several other functions could not be automated – it seemed as though they really ought to be part of the core application set. .

Translating and transposing data between different media delivery formats seems to be an increasingly demanding task, given the variety of distribution mechanisms now available. This process is difficult at two ends of the spectrum, both at the point of contribution (i.e. the creation networks) and distribution (referring to the point of delivery to the end user). In distribution it may well be sufficient to look at the final high-resolution video output and downgrade this simultaneously to every known video format, but at the contribution end the sheer diversity of data types – 2d, 3d and 4d (containing some temporal component) makes this very challenging.

It seems that the even greater challenge for an integrated production methodology in this diverse and diversifying environment is to resolve both the horizontal integration issues (repetition within production pipelines, media asset management, workflow streamlining) with vertically disconnected distribution mechanisms (film, game, flash interactivity, publishing, TV, radio, portable media, community media). It may seem to anyone involved in production at the moment that requirements are extensive and demands quite severe, but to even the most superficial industry observer it is apparent that this problematic diversity is set to increase.

### 3.4 Interactive Game

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Blitz Games will produce a small-scale experimental video game that will demonstrate the achievements to date from Work Packages 7 and 8.

The production will show progress in work on facial animation, components of procedurally generated worlds, and component editing. It will also be constructed to explore the potential for re-use and repurposing of assets.

While the production aims mainly to demonstrate technical progress, a simple narrative will be constructed to describe the environment for the production, the game asset/s and their interaction with the environment and the player.

The production will be in the form of a small section of a game, which will have a defined aim and where a player will be able to control a minimum of one game asset. Decisions made by the player in controlling an asset will impact on the outcome of the game. The narrative, the game assets, the environment and the interaction between the assets and the environment will be described in a Level Design Document.

The game assets will include at least one human character, which is expected to be able to display a range of emotions through facial animation and, possibly, body posture. The character will be recognisable as an archetypal representation from the European performing arts tradition and from the evolving video games tradition.

The experimental production will aim to demonstrate aspects of procedural worlds generation, where game assets can be automatically created in an offline environment; as research progresses we **may** be able to demonstrate real-time changes in-game in response to the game narrative, player demands or interaction with their environment.

The production will provide an early demonstration of work to link existing, historically created, game components in an integrated editor, meshing them with new components to allow the creation of new narratives and new game play.

Since Blitz Games' experimental production is to be driven by demonstration of the technical progress it makes in SALERO, the final description of narrative, characters, environments, other assets and game play will be completed when the company is able to describe the game that best demonstrates new achievement. A draft of this will be in place for the Experimental Production Specification Report at Month 12.

**PLEASE NOTE:** The above scenario incorporates current thinking within Blitz Games. The demonstration may need to be tailored around yet to emerge business requirements.

## 4 Conclusions

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This deliverable has introduced the four experimental productions included in the SALERO project. Each production has been presented with the information that has been available at this stage. Further description will be provided in Experimental Production Specification Report at Month 12. This document will also serve as a basis on which SALERO WP4 D 4.1. "Media types, genres and styles used in SALERO" can be constructed.

## 5 Glossary

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### Terms used within SALERO project sorted alphabetically.

DoW Description of Work (part of the Contract)

WP Workpackage

### Partner Acronyms

AM Activa Multimedia, ES

BLITZ Blitz Games, UK

CINESITE Cinesite Europe Ltd., UK

DIT Dublin Institute of Technology, IE

DTS Digital Theatre Systems, UK

FBM-UPF Fundació Universitat Pompeu Fabra, ES

GVG Grass Valley Germany, DE

JRS JOANNEUM RESEARCH Forschungsgesellschaft mbH, AT

LFUI Leopold-Franzenz Universität Innsbruck, AT

PGP Pepper's Ghost Productions Ltd., UK

TAIK Taideteollinen Korkeakoulu, FI

UG University of Glasgow, UK

URL Universitat Ramon Llull, ES

## 6 Appendix

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### 6.1 Full Bing& Bong Script

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OPENING TITLES

CUT TO:

EXT. UNIVERSE / INT. HALLEY'S SPACE POD

*SPACE. Zooming into view, a space-pod, containing a bug-like alien, HALLEY. She waves to CAM, highly enthusiastic...*

**HALLEY**

Hello! Halley here!

*In the space-pod, she whizzes around the screen...*

**HALLEY**

And here! And here!

*She zooms off into space, until she is just a dot!*

**HALLEY**

*(from deep space)*

And here!

*She roars back into view again, slightly out of breath.*

**HALLEY**

Ooooh the universe is so full of fascinating thingybingybongies!

*All around the skypod, screens flicker to life, displaying images of distant planets, elephants, flowers, insects...*

**HALLEY**

And that's why I ride along with Bing and Bong you see, when they go on their adventures...

*(overcome with emotion)*

They're the heroes of the universe!

*(proudly)*

And my heroes too...

*Suddenly all the screens start malfunctioning. The skypod shudders to a halt. Red lights flash on and off...*

SFX <CRACKLE CRACKLE>

**HALLEY**

<Gasp!> It's one of those mystery signals! All about...

*(studies screens, puzzled)*

Well I'm never sure what they're about, really! That's why they're a mystery!

*The screens suddenly all show a single crackling image. A FLOATING FEATHER. HALLEY gazes at it, fascinated, bemused.*

**HALLEY**

*(studies it)*

Definitely fluffy. Definitely floaty. Definitely...

*(can't work it out)*  
Oh I don't know!

*She flicks a switch, speaks into a microphone.*

**HALLEY**

Bing and Bong! Halley here! I have received important information about something very mysterious...

*Her voice floats off into space...*

**HALLEY**

Can you see it too?

**CUT TO:**

**INT. BING AND BONG'S LOUNGE**

*BING and BONG sit on their sofa. In front of them, floats a holographic image... Of the same FLOATING FEATHER.*

**BONG**

Woo! Arf! Woo!

*The FLOATING FEATHER is joined by a TREE, its leaves fluttering. Also, a KITE, flying. SAILBOATS, sailing...*

**HALLEY (V.O.)**

Wait a minute! What's this! More mystery signals!

**SFX WIND, BLOWING**

**HALLEY (V.O.)**

Are you hearing something? That whistly whiney sound? That's got to be something to do with it! This mystery signal is definitely mysterious! What do you think??

**BONG**

Arf! Arf!

**HALLEY (V.O.)**

You don't know?

**BONG**

Wooo! Wooo!

**HALLEY (V.O.)**

But you're going to find out?

**BONG**

Arf!

*BING nods at BONG, presses a button... The holographic projection disappears as BING and BONG put on seatbelts...*

*And the sofa blasts off!*

**CUT TO:**

**EXT. LAUNCH PAD**

*BING and BONG, still on their sofa, emerge onto their launchpad... Which turns out to be a giant hand. It catapults them out into space...*

**CUT TO:**

*EXT. UNIVERSE*

*BING and BONG zoom in on their sofa, join HALLEY in her spacepod. Together, they zoom off across the universe.*

**HALLEY**

*(casually)*

I've worked it out, Bing and Bong! The mystery signal. Flicked though my Halley-Looker-Upper!

*She types on her searchengine. Images of feathers appear on the screen around her.*

**HALLEY**

You see, the floaty thing is a "feather". Feathers come from creatures called "birds" and apparently they are very... tickly!

*The images of feathers are joined by images of trees, their branches swaying...*

**HALLEY**

And these are "trees". Now, they look to me like they're waving their arms about, don't you think? And what makes you wave your arms about?

*(excitedly)*

Being tickled!

*BING and BING exchange sceptical glances...*

**HALLEY**

Bing and Bong, the mystery we will be finding out about today is...

*(with drama)*

Feathers tickling trees!

*(anxious for approval)*

Don't you think? No?

*BING sees something, screeches the sofa to a halt. The three adventurers, BING, BONG and HALLEY, all stare straight ahead, their faces rapt with wonder...*

*Up ahead, large plasma-like bubbles float through space. In each one, the smiling laughing face of a child.*

*SFX GIGGLING, LAUGHING*

**HALLEY**

The children of the universe! They'll know what it's all about!

*PUSH IN on the bubble and...*

*MIX TO:*

*INT. WHITE SPACE*

*In a blank white space, three KIDS appear.*

*They run round in circles, faster and faster, waving, pointing, laughing as they do...*

**KIDS**

*(chanting)*

Wind... Wind... Wind...

*Suddenly, they EXPLODE out of the whiteness into...*

*MIX TO:*

*EXT. PARK*

*[NOTE ON KIDS' DIALOGUE. This is suggested only - you may want to improvise around it, depending on what suits the kids you use best.]*

*The three CHILDREN arrive in a park. Straightaway, they point up... At a feather, floating through the sky...*

**KID 1 (V.O.)**

A feather!

**KID 2 (V.O.)**

It's really light...

**KID 3 (V.O.)**

It gets blown about... In the wind!

**SFX WIND BLOWING**

*The feather races off, blown by the wind, as the KIDS point... At a row of tall trees...*

**KID 2 (V.O.)**

Trees! They're really big and strong...

**KID 3 (V.O.)**

They get blown about... in the wind!

**SFX WIND BLOWING.**

*The leaves on the trees flutter in the wind.*

**KIDS 1, 2, 3 (V.O.)**

Wind! Wind! Wind!

*The KIDS race off through the park.*

**KID 1 (V.O.)**

Can you see wind?

**KIDS 2, 3 (V.O.)**

No!

**KID 1 (V.O.)**

Can you see what wind does?

**KIDS 2, 3 (V.O.)**

Yes!

**KID 2 (V.O.)**

Even if there's hardly any wind, you can still see it doing things.

**KID 1 (V.O.)**

If you really look...

*They stop dead still. Suspenseful moment.*

**SFX VERY GENTLE WIND.**

*A plastic bag rustles.*

*A leaf flutters along the path.*

*Slowly, a weathercock on top of a shed turns.*

**KIDS 1,2, 3 (V.O.)**

*(excited whisper)*

Wind! Wind! Wind!

*They continue through the park. Up a hill...*

**KID 1 (V.O.)**

When there's just a bit of wind it does very little things...

**KID 2 (V.O.)**

When there's lots and lots of wind...

*SFX WIND BLOWING, HARD...*

*CUT TO:*

*EXT. TOP OF HILL*

*The KIDS are on top of a hill (Hampstead is the obvious one). With an enormous kite. They hold it up to CAM.*

**KID 1 (V.O.)**

...it can make really big things happen!

**KID 2 (V.O.)**

Big things like...

**KIDS 1,2, 3 (V.O.)**

Our kite!

**KID 3 (V.O.)**

It's enormous!

*The KIDS assemble the kite. Prepare it for lift-off...*

**KID 1 (V.O.)**

But the wind's so strong, it can lift it up into the air!

*The kite takes off. Flies in the wind!*

**KID 2**

The wind blows in one direction... The string pulls back in the other. So the kite hovers in mid-air!

*SFX WIND STOPS.*

*The kite tumbles out of the air, crashes to the ground.*

**KID 1**

The wind stops. And the kite won't fly.

*The KIDS gather round their stricken kite. Suddenly...*

*SFX WIND BLOWS, HARD*

*...the wind picks up again! The kids pick up their kite...*

**KID 2**

It's windy again. Let's go flying!

*They lift their kite into the air... And this time, it joins lots of other kites flown by other KIDS, all up on the hill, all having fun with...*

**KIDS**

Wind!

*CUT TO:*

*EXT. SPACE*

*BING and BONG fly though space on their sofa. Behind, them, the plasma bubbles fade into the distance, HALLEY in her spacepod zooms into view.*

**HALLEY**

Wind! That's what the mystery signal was about! And that's what we're going to find out about today! Wind!

*HALLEY'S SPACEPOD. Clips from the kids' report play on screens ie kites, tumbling leaves. HALLEY studies them...*

**HALLEY**

What a lot of windy things there are!

*A satellite dish pops out of the sofa, starts receiving a signal. BING presses a button, a screen pops out of the sofa arm. BING and BING stare into it...*

**HALLEY**

Ooooooh! Planet Robot! I bet Spark and Socket will have something to say!

*The static on the screen dissolves to reveal two ROBOTS...*

MIX TO:

*EXT. OUTSIDE WIND-PROOF LABORATORY - PLANET ROBOT*

*SFX HOWLING WIND*

*SPARK and SOCKET greet CAM, from a windswept landscape. SPARK is precise, academic, Heinz Wolf. SOCKET is his wildly overexcited collaborator.*

**SPARK**

Welcome to Planet Robot! I, Spark -

**SOCKET**

And me, Socket!

**SPARK**

...will be carrying out another very interesting experiment!

*Gust of wind. SPARK shudders, SOCKET revels in delight!*

**SOCKET**

Woo-hoo! It's windy today! Yay! Is that what our experiment's going to be about, Spark? Wind? Is it?

**SPARK**

It is...

**SOCKET**

Ha-ha! My favourite things! Wind and... Sparkie's experiments!

**SPARK**

It's about how to stop wind, actually, Socketie dear.

**SOCKET**

*(disappointed)*

Oh.

*SPARK points across - to a space-pod-like structure.*

**SPARK**

Observe! My special wind-proof laboratory!

CUT TO:

*INT. INSIDE WIND-PROOF LABORATORY - PLANET ROBOT*

*Enter SPARK and SOCKET, the wind still howling. SPARK closes the door. Instantly, the wind cuts out.*

**SPARK**

You see! Wind-proof! We shut the door, and no wind gets in!

**SOCKET**

*(sadly)*

Yeah, I guess.

**SPARK**

To test the wind-prooficity of this wind-proof laboratory, I shall build...  
A Wibbly-Wobbly Sculpture!

*(picks up box)*

A sculpture of things that normally blow away. But they won't. Not here.  
Because this laboratory is... *wind-proof*.

*Starts constructing sculpture out of large feathers...*

**SPARK**

First... the fliff-fluff feathers... Erm... Careful...

*He's building an impressive lattice tower of feathers when...*

**SFX HOWLING WIND**

*SOCKET opens the door! Wind blows the feather sculpture apart!*

**SPARK**

Socket!

**SOCKET**

Wooooo! Yay! Oh it's only open a crack, Spark! I love the wind you see, the  
way it wobbles my wiring...

*(sees SPARK's expression)*

Sorry. Bye wind.

*(closes door)*

**SFX WIND CUTS OUT.**

**SPARK**

*(tetchy)*

Even a windproof laboratory isn't windproof if you open the door.

*SPARK rebuilds the feather tower. Adds fluffy pink balls...*

**SPARK**

Fliff-fluff feathers... Um... Er... And now. The Piff Puff Balls...

**SFX HOWLING WIND**

*SOCKET opens the door! SPARK's sculpture blows apart!*

**SPARK**

Socket!

**SOCKET**

Oh it was just so the wind could riffle my snooter! I'm a robot, man! My  
snooter needs wind-riffling!

*SPARK, furious, whizzes across, slams door.*

**SFX WIND CUTS OUT.**

**SOCKET**

We are not experimenting on your snooter! We are experimenting on the wind-  
prooficity of this wind-proof laboratory!

*(grandly)*

The future of the universe depends on it!

**SOCKET**

*(sulkily)*

Huh.

*SPARK rebuilds the sculpture. Feathers, balls, more feathers.*

**SPARK**

Finally...

*He produces a live BUTTERFLY! About to position it when...*

**SPARK**

And now...

**SFX WIND HOWLING**

*SOCKET opens the door! Feathers, balls, BUTTERFLY go flying!*

**SOCKET**

It's no good Spark! I love the wind too much! Can't get enough of it!

**SPARK**

*(furious)*

Get out!

**SOCKET**

*(defiant)*

Who cares about a wibbly-wobbly experiment! I want to be windy!

**SPARK**

Get out! And don't come back!

**SOCKET**

*(whizzes out, slams door)*

I'll be blowing away with the wind!

**SPARK**

I hope you do! Far away! Go! Go!

**SFX WIND CUTS OUT.**

*SPARK reassembles his sculpture. Feathers, balls, and the BUTTERFLY which, ever so gently, he coaxes it into position.*

**SPARK**

The Wibbly-Wobbly Sculpture stands up, and so... The Wind-Proof Laboratory is... Windproof!

*(proudly, to CAM)*

Another successful experiment by Spark and Spoo...

*(a pause)*

Oh.

*He muses. Glances at the shut door. His sculpture.*

**SPARK**

Well how was I meant to finish it with her messing everything up?

*The BUTTERFLY flutters up to him, gazes reproachfully... as, By the door, a voice crackles through intercom.*

**SOCKET (INTERCOM)**

Spark?

**SPARK**

Having fun out there in the wind?

**SOCKET (INTERCOM)**

Yeah.

**SPARK**

Is it wobbling your wiring?

**SOCKET**

Yeah.

**SPARK**

Is it riffling your snooter?

**SOCKET**

Yeah.

**SPARK**

You must be happy then.

**SOCKET**

Yeah. I was. For a bit. But then... I couldn't help feeling... I messed up your experiment, didn't I?

*SPARK takes this in. BUTTERFLY flutters up, reproachful...*

**SPARK**

I'm feeling bad too, you know. About getting angry.

**SOCKET (INTERCOM)**

Oh.

*(ponders)*

Um... I was wondering - could I come back in? See what you've done? I'm sure it's really good!

**SPARK**

*(mightily relieved)*

Course you can - Uh-oh.

*He stares at his sculpture. Then at the door.*

**SPARK**

So when you come in, that means opening the door, doesn't it?

*SPARK hesitates. Then nobly whizzes to the door, hurls it open! SOCKET whizzes in, the sculpture flies apart!*

**SFX WIND HOWLING**

**SPARK**

Come in! Come in Socket!

*Feathers, balls swirl around the lab! The BUTTERFLY tumbles by, flapping with delight! SOCKET takes it all in...*

**SOCKET**

Where's the Wibbly-Wobbly Sculpture, Spark?

**SPARK**

Wibbly Wobbly Sculptures, they're not nearly as interesting... As a Windy Sculpture!

*(bashful)*

And a windy friend! Ah Socketie!

**SOCKET**

You're my windy friend too, Spark!

**SPARK**

Another fascinating experiment! By Spark and Socket! Over and out!

**CUT TO:**

*EXT. SPACE*

*The satellite dish retracts into the sofa, BING and BONG race off across the universe, HALLEY in hot pursuit.*

**HALLEY**

Ooh, where next Bing? The universe is big isn't it? So many places to choose from!

*(suddenly)*

Wait a thingybingybongy minute!

*She sees BONG, who's in a sort of transcendental state...*

**HALLEY**

Bong! You've remembered something! Something that happened to you long ago? Something about wind?

**BONG**

Arf! Wooo!

**HALLEY**

Well, we won't be the only ones who'll want to hear about it!

*Out of her dashboard, a lever. HALLEY pulls it...*

*CUT TO:*

*INT. WHITE SPACE*

*A plush velvet sofa. CHILDREN run in, leap on it. Blast off!*

*CUT TO:*

*EXT. SPACE*

*The CHILDREN zoom through space on their sofa, screech to a halt... In front of BING and BONG!*

*BONG grabs his electronic pad. Starts doodling on it. Deep concentration. Finally, he stops, presses a button...*

*Out of the electronic book, a holograph beams in front of the KIDS. They watch, in front of them, BONG'S STORY...*

*CUT TO:*

*BONG'S STORY - ANIMATED STORY*

*IMAGE #1 BONG on an armchair, moving jerkily across space.*

**BOOMING VOICE**

The adventures of... Bong!

*IMAGE #2 BONG landing on a desert planet. Scorched, hot.*

**HALLEY (V.O.)**

Once upon a time, in a galaxy far far away, Bong touched down on a tiny planet. It was a hot tiny planet. A very hot tiny planet. The sun shone and the earth was dry and not a breath of wind stirred, anywhere. "This is a hot planet," thought Bong. "And I shall name it Planet Hottie."

*IMAGE #3 BONG moves jerkily across Sahara-like landscape.*

**HALLEY (V.O.)**

Bong tried to go for a walk on Planet Hottie. But it was too hot. Poor Bong. His fur was thick and fluffy, which was good for cold places, but not for Planet Hottie. The more he walked, the hotter he got.

*IMAGE #4 BONG, sweltering.*

**BONG**

Phew!

**HALLEY (V.O.)**

But then Bong met the creatures who lived on Planet Hottie. And they were even hotter than he was.

*IMAGE #5. A row of aliens. They are large balls of fluff with legs. They look very hot, and not particularly happy.*

**HALLEY (V.O.)**

They were covered with fur! Great big balls of fluff! "Greetings Bing!" They moaned. "Hot, isn't it?"

*IMAGE #6 BONG greeting the Hotties, one by one.*

**HALLEY (V.O.)**

"These are hot creatures," thought Bong. "And I shall name them. I shall name them, the Hotties. The Hotties of Planet Hottie."

*IMAGE #7. The HOTTIES present BONG with a fluff-covered ball.*

**HALLEY (V.O.)**

"We'd like to play a game of fluffy football with you," said the Hotties. "But we can't. Because it's too hot today. In fact," they said with a hot hot sigh. "It's too hot everyday. So we won't be able to play fluffy football, ever again!"

*IMAGE #8. BONG in deep thought.*

**HALLEY (V.O.)**

Bong thought and thought. He felt very sorry for the Hotties, not being able to play fluffy football. He thought and thought... And then he had an idea!

*IMAGE #9. BONG goes to his sofa. Ejects tool kit. Turns his back to CAM and starts building. Odd bits and pieces fly into the air, nuts, bolts, coils of wire etc.*

**HALLEY (V.O.)**

*Bong built. Bong tinkered. Bong fiddled.*

*IMAGE #10. HOTTIES, watching.*

**HALLEY (V.O.)**

"Is it a refrigerator?" wondered a Hottie. "Because that would make us nice and cold." "Don't be silly, you can't play fluffy football inside a refrigerator," said another Hottie. "Is it an icecream maker?" asked a Hottie. "I don't think so, said another Hottie. "I don't think I could play Fluffy Football holding an ice cream." The other Hotties agreed this was true, Because Hotties don't have arms.

*(the HOTTIES laugh)*

Anyway, Bong wasn't building a refrigerator, or an ice-cream maker. He was building...

*IMAGE #11. BONG reveals... A large turbine structure, hastily constructed.*

**HALLEY (V.O.)**

A wind-machine! The Hotties gathered round. And Bong switched his machine on. And a wind blew! And blew! And blew!

*SFX WIND BLOWS*

*IMAGE # 12. The fans of the turbine spin... The Hotties' fluff swirls about...*

**HALLEY (V.O.)**

"Oooooooh! How lovely and cool!" said the Hotties. The wind blew their fur about, and Planet Hottie didn't feel so hot after all. "I think I could play a game of Fluffy Football, on a nice cool windy day like this!" Said one Hottie. "Let's kick off!" Said another.

*IMAGE #13. BONG, concerned, studies his machine.*

*SFX WIND BLOWS HARDER*

**HALLEY (V.O.)**

But something was happening to Bong's wind machine. It was blowing harder and harder! Bong couldn't stop it. "Well, at least it's cooling everybody down," thought Bong. But then the wind machine blew so hard...

*SFX WIND BLOWS EVEN HARDER*

*IMAGE #14. The HOTTIES' fluff blows off. Revealing them as pink nudes! Their faces, aghast!*

**HALLEY (V.O.)**

...the Hotties' fluff blew right off! "Oh no!" thought Bong. "What have I done?!"

*IMAGE #15 The HOTTIES, laughing. Prancing about!*

**HALLEY (V.O.)**

"Don't worry, Bong!" said the Hotties. "We like it like this! We don't even need your wind machine now! With no fluffy fur, we don't care how hot Planet Hottie is! We're lovely and cool! And we can play fluffy football whenever we like!"

*IMAGE #16. BONG, celebrating!*

**BONG**

Woooooooo!

**HALLEY (V.O.)**

But there was a problem. Where was the fluffy football?

*IMAGE # 15. HOTTIES, looking about. One points... There, in the distance, the fluffy football. Blowing away!*

**HALLEY (V.O.)**

Bong's wind machine had blown it away! Bong switched off the machine... But it was too late!

*IMAGE # 16. HOTTIES charging off after the fluffy football, disappearing over the horizon. BONG waves goodbye.*

**HALLEY (V.O.)**

The Hotties disappeared into the distance. Bong thought he might follow them. He did want to play Fluffy Football. But then again, he still had his fur. And it was very hot. "Goodbye Planet Hottie," he thought.

*IMAGE #17. BONG, sat in his armchair, blasting off...*

**HALLEY (V.O.)**

And off he went, into the deep dark starry sky.

*IMAGE #18. BONG disappearing into space.*

*CUT TO:*

*EXT. SPACE*

*The KIDS clap BONG's story.*

**KIDS**

Yay! Well done Bong!

*And off they whizz, into space. BING, BONG and HALLEY continue on their own journey...*

**HALLEY**

Very interesting Bong! So wind cools you down does it?

**BONG**

*(proudly)*

Arf!

**HALLEY**

And blows fluffy footballs away?

**BONG**

Arf! Arf!

**HALLEY**

Well I never knew that! Did you Bing?

*BING raises an eyebrow - then snatches up a telescope.*

*TELESCOPE VIEW. Another plasma bubble, far away.*

*SFX KID GIGGLING.*

*BING refocuses.*

*TELESCOPE VIEW. The plasma bubble gets larger and larger... Suddenly we...*

*MIX TO:*

*INT. WHITE SPACE*

*KID 1 runs in, followed by KIDS 2 and 3.*

*SFX MUSIC*

*The KIDS dress up in long flowing costumes. They grab ribbons.*

*Finally, KID 1 runs over to a large fan. Pulls a switch...*

**KIDS**

Let's make our own wind!

*SFX WIND BLOWING*

*The fan turns... And the KIDS' costumes billow in the created wind. The KIDS now do a short dance in the wind...*

**KIDS**

Wind dancing!

*The dance completes and we...*

*MIX TO:*

*EXT. SPACE*

*BING lowers his telescope, dazzled and amazed by what he has just seen, as he continues to zoom along on the sofa.*

*BING, BONG and HALLEY draw up next to a meteorite storm. About six or seven meteorites, hurtling in the same direction. On each one, frantically trying to keep balance, is a FLOCKER.*

**HALLEY**

*Ah hello, Flockers! We're finding out about wind today! And we've found out lots of things.*

*(earnestly)*

*But we've not actually come across any of the actual stuff. Wind. Haven't felt a bit of it.*

*The clueless FLOCKERS seemingly ignore her. Continue trying to keep balance on their hurtling meteorites.*

**HALLEY**

*Seen any?*

*Suddenly, the FLOCKERS exchange glances... And with great skill, surf their meteorites off in different directions. They form the shape of an arrow! Pointing a direction!*

**HALLEY**

*Thanks!*

*BING swings the steering wheel round, and off the friends go, leaving the FLOCKERS.*

**HALLEY**

*We're going to find some real wind!*

*(consults map)*

*On the Planet of Nature!*

*Ahead of them, sure enough, the Planet of Nature...*

**CUT TO**

**EXT. PLANET OF NATURE**

**INSERT ORIGINAL TINY PLANETS EPISODE "Blown Away"**

**CUT TO**

**EXT. SPACE**

*BING and BONG fly in on their sofa greet HALLEY, who has been watching their adventures with a telescope.*

**HALLEY**

*Bong! I was so worried when the wind blew you away!*

*BONG shrugs, nonchalantly.*

**BONG**

*Arf!*

**HALLEY**

*(thoughtfully)*

*But then Bing used that same wind to sail you back to safety again. That's the thing about wind - you've got to know how to use it... But if you do, you can do wonderful windy things!*

*(suddenly)*

*Um... What are you doing?*

*BING and BONG are wearing headphones, their brows furrowed with concentration. Laser probes emerge from the sofa, emit beams - forming a large pulsating bubble of light.*

*SFX PULSING, HUMMING*

**HALLEY**

I forgot! The children of the universe! We learnt so much from them today... Maybe we can tell them something!

*(to CAM)*

Because if there's one thing better than finding something out... It's telling someone else all about it!

*The bubble detaches, floats off into space...*

*Ahead of it, EARTH...*

*ZOOM IN ON the bubble and...*

*MIX TO*

*EXT. WHITE SPACE*

*The space shimmers with the same colours as the bubble. KIDS stand in the middle of the swirling light...*

*SFX PULSATING*

*They are absorbing the wisdom of BING and BING's bubble!*

*Suddenly shelves, boxes, containers of equipment and material appear, one by one. The KIDS run to them, start gathering the following items...*

*Cardboard boxes bulging with helium-filled balloons*

*String.*

*A great big net.*

*Tent pegs.*

*Lots and lots of tiny jingly bells.*

*Having assembled all these items, the KIDS drag them to the centre of the room...*

*FLASH OF LIGHT*

*CUT TO*

*EXT. BOTTOM OF HILL*

*KIDS appear, all their equipment on a trolley. AS they start dragging it up the hill, we*

*PULL BACK*

*To reveal a set of windchimes, hanging off a tree. Blowing in the wind.*

*SFX JINGLE*

**KID 1 (V.O.)**

Wind!

**KID 2 (V.O.)**

You can use it to do really useful things!

**KID 3 (V.O.)**

Like... Make music! Look at this windchime!

**CUT TO:**

*EXT. TOP OF HILL*

*We're back on the top of the hill where we flew the kites, earlier. The KIDS enter, dragging their trolley...*

*Start constructing something. What? What?*

*They stake out the net on the ground, using the pegs.*

*Then they start taking the helium-filled balloons out of the boxes, one by one.*

*To the bottom of each balloon, they attach a tiny jingly bell, using the string [NB make sure you get at least one kid who can tie a knot!]*

*And then, one by one, they stuff the belled-up balloons under the net.*

**KID 1 (V.O.)**

We're making an enormous balloon windchime!

*The net is full now, bulging with balloons.*

**SFX WIND BLOWING.**

**KID 3 (V.O.)**

It's time to let them go!

*The KIDS undo the tent pegs, pull back the net... And the balloons fly up into the air, bells jingling!*

**SFX JINGLING**

*The kids watch as the wind blows the balloon out over the London skyline.*

**KID 1**

The wind blows... And it makes music everywhere!

**KIDS**

Wind! Wind! Wind!

**CUT TO:**

*EXT. PARK*

*An OLD LADY sits on a park bench.*

**SFX WIND BLOWS / JINGLING**

*The OLD LADY looks up, as a balloon floats into view, jingling...*

**CUT TO:**

*EXT. GARDEN*

*Two KIDS play in their garden.*

**SFX WIND BLOWS / JINGLING**

*A balloon floats into view. The KIDS catch it, examine its jingling bell.*

*CUT TO*

*EXT. TRAIN STATION*

*COMMUTERS exit train. One of them stops, looks up.*

*SFX WIND BLOWS / JINGLING*

*A balloon floats into view, jingling.*

*CUT TO*

*EXT. OUTSIDE HOUSES OF PARLIAMENT*

*Traffic passes by in front of this famous building.*

*SFX WIND BLOWS / JINGLING*

*A balloon floats into view, jingling.*

*CUT TO:*

*EXT. TOWER BRIDGE*

*KIDS gaze over the bridge*

*SFX WIND BLOWS / JINGLING*

*KIDS point as a jingling balloon floats past the bridge, out over the river.*

*It disappears into the distance...*

*CUT TO:*

*EXT. SPACE*

*BING and BONG sit on the sofa, HALLEY hovers nearby. They have been watching the KIDS on earth with the aid of telescopes.*

**HALLEY**

*(sighs happily)*

Well wind really is a special thing. It can blow Bong about...

**BONG**

*(proudly)*

Arf!

**HALLEY**

And it can blow music about too! All over the world...

*SFX RINGTONE*

**HALLEY**

What's that? A jingly balloon? Blown all this way?

*But it's BING's watch. He points at it, wheels the sofa about.*

**HALLEY**

Time to head back!

*BING and BONG zoom off on their sofa. HALLEY follows along when...*

*SFX CRACKLING*

*Suddenly HALLEY stops. Once again, her screen are crackling.*

**HALLEY**

Another mystery signal! Ooooh what can it be?

*She peers up from her monitor*

**HALLEY**

I'll just let Bing and Bong have a rest. And you too! But see you next time...

*(laughs)*

The universe is so full of fascinating thingybingybongies! And we're going to find out... about all of them!

*(winks)*

Come back soon...

*Off she whizzes as we...*

**CUT TO**

**END SEQUENCE**

*BING and BING arrive back home, and convert their sofa into a bed! Drift off to sleep, ready for the next day's adventures...*

**END.**