

INT - CLASSROOM - DAY

Me/a student is sitting at desk in classroom. Student has elbow on desk with an empty notebook open and a pen. Student is visibly bored and distracted.

Student looks down at notebook and picks up pen. Starts to doodle a stick figure person.

INT - NOTEPAD - DAY

CUT TO SHOT OF NOTEBOOK PAGE WITH JUST THE STUDENT'S HAND IN.

(the notebook is not lined, just
an empty white void)

The stick figure is frozen for a few seconds then suddenly becomes animated and alive.

Cartoon character looks around left, right, up, to see nothing but white void. He jumps and stomps on his landing, and the corners of the room pop into place. He jumps again and several background details drop down into place from the sky. (background details are just basic, partially colored sketches); (door drops down as closed, then opens on its own)

Character looks around again, appears satisfied, then starts horizontal walk cycle through door. As he walks in place, background details pass by signifying he is moving.

Cut to over-the-shoulder shot of him passing through the door, entering a narrow hallway. The space is getting more and more narrow as he reaches a hallway with several portals lined up on each of the walls.

He slowly continues walking through, trying to peak into each portal, but nothing is visible through the portal wall. Portals are vibrant and bright, compared to black and white details of the rest. (over-the-shoulder shot of him walking face up to one; side shot of him walking past). However you can hear weird noises coming from certain ones, getting louder and fainter as he walks past.

He gets to the end of the narrow hall and corners himself. He looks to the portal to his left, then his right. He hesitates for a moment then leaps in.

INT - INTER PORTAL DIMENSION

He climbs out of the portal head first, then once out of it

he stands tall (camera pans up and zooms in to face-shot)

Then camera rotates upside down.

He reorientates himself for a second, shows fear, then camera zooms out to him upside down, suddenly drops and falling through weird/scary/trippy dimension like from spongebob.

He falls for a few seconds, then reaches the bottom which is another portal and he falls in.

EXT - HIGHER DIMENSION

Another close face shot. He sighs a quick breath of relief. Then...

Cut to weird filter animation sequence.

EXT - ALTERNATE REALITY

Character suddenly wakes up in an alternate zany world. Rubs his eyes and looks confused.

Although all surroundings are very strange and alien-like, this scene is calm unlike the previous chaotic two.

He peacefully walks around for a few seconds until a blue beam from directly above suddenly strikes him and he levitates up to what is revealed as a UFO.

EXT - SPACE

The UFO flies up into space.

On the UFO, over the shoulder shot of him with a crew of other aliens of a different race in front of him awkwardly staring.

Back to space shot of UFO, as the character gets booted out. He tumbles out of the UFO, drifting in space, then gains his balance and starts swimming/drifting through space. Flying by stars and nebulas and other sick space stuff and visuals.

maybeShots of cartoon doing walk cycle on planet. Can keep the walk cycle but switch planets/backgrounds throughout a short sequence.***maybe***

Cartoon swimming in space again, reaches a black hole and gets sucked in. Stars and light warps as he gets closer to black hole. His body starts to get ripped apart into black scribbles. The scribbles get more chaotic and grow, from the

size of the character to covering the entire screen.

Cut to pitch black for a second.

Suddenly cut to white, with character standing in the center of empty white void just like from the beginning.

INT - CLASSROOM - DAY

Student/me still sitting at desk, gazing off at the wall or window. Looks back at notepad.

INT - NOTEPAD - DAY

Character is in the same spot and position as when student drew him. *Student erases him?*