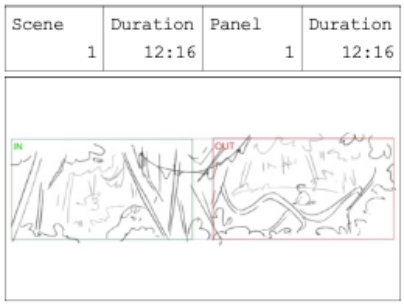
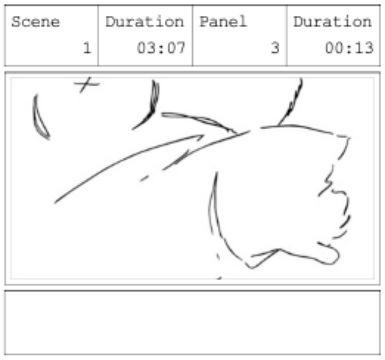
Part 1 00:00-00:40(video timeline) - Realistic forest environment 1

Start point:



Ending point:



Ambient sound:

A realistic summer forest setting with the sound of birds chirping, light wind, cicadas and more

Reference - The forest environment in Part 1 - ***Into the Forest of Fireflies' Light***

Sound effects:

Follow the girl's movements to add sound effects, this section we will do Foley
For example, the girl stands up, walks over to the bird and picks up a branch.
There is chirping before this bird (need to confirm the species of bird) falls.

Vocals:

Although the girl doesn't have any lines, we wanted to give the girl a voice, which would bring her to life a bit. For example. At the beginning, the girl playing alone in the forest, she might hum some tunes. And she might make some puzzled noises when she sees a bird fallen, like ‘Hmm?’

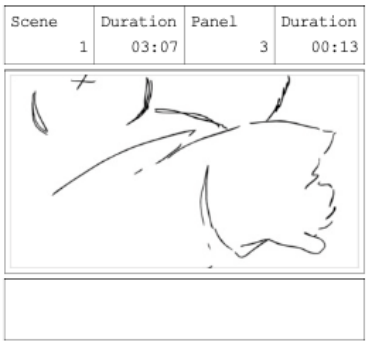
Music:

None or give a short melody in the first twelve seconds when entering the forest (it can be the main melody of the theme song, and the theme song can be placed at the end when the staff list comes out)

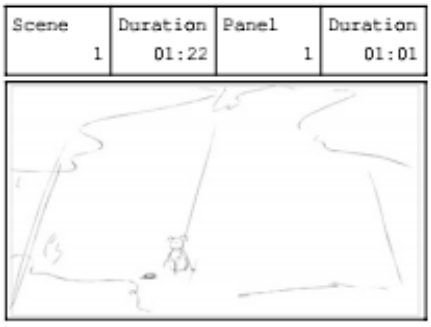
Reference -the opening images into the forest - ***Into the Forest of Fireflies' Light***

Part 2 00:40-00:52(video timeline) - Non-Real world 1

Start point:



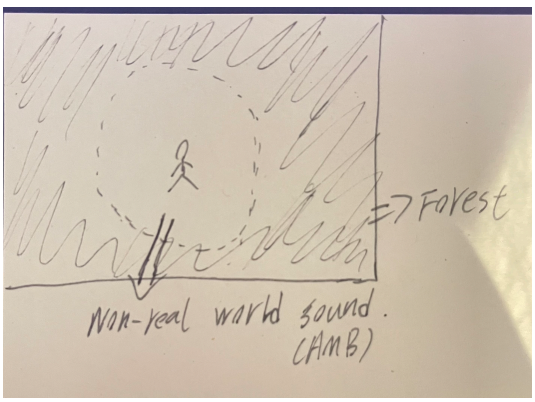
Ending point:



<u>Ambient sound:</u>

The ambient sounds of the previous forest will still be there, but delay and other effects will be added to make the whole forest sound far away. And a cosmic like ambience will be added (debatable).

We envisage the overall sound feeling to be the girl in the middle, the girl wrapped in a new environment and the forest at the outermost layer.



Sound effects:
Follow the girl's movements to add sound effects, this section we will do Foley
The sound of the bird chirping, flying and flapping its wings will be manipulated a bit to make the sound more dreamy and not realistic.

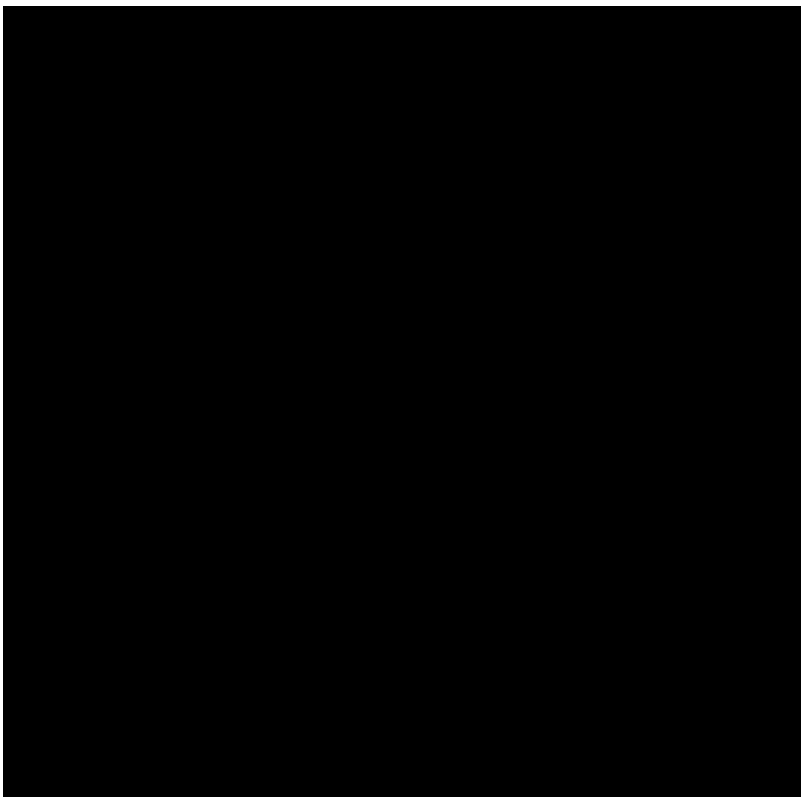
Vocals:
The vocal the girl made as she fell to the floor and the girl's laughter

Music:

Scene	Duration	Panel	Duration
1	05:23	1	00:12

From here music will be added. The music will match the speed at which the light moves. There will be no bass instruments (e.g. cello) and the whole is bright and rhythmic.

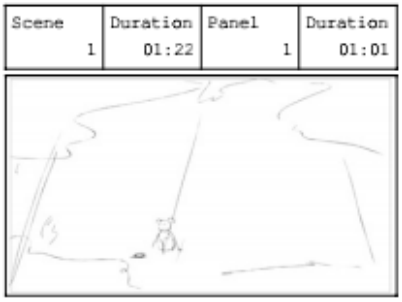
Example:



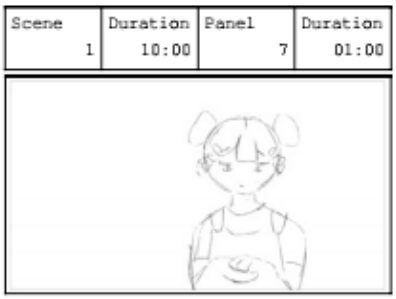
https://www.youtube.com/watch?v=jkkEURQo1Rw

Part 3 00:52-01:00(video timeline) - Realistic forest environment 2

Start point:



Ending point:



Ambient sound:
A realistic summer forest setting with the sound of birds chirping and light wind, but no cicadas and more

Sound effects:
Follow the girl's movements to add sound effects, this section we will do Foley

Vocals:
Maybe none?

Music:
None

Part 4 01:00-02:01(video timeline) - Non-Real world 2

We have broken this section into smaller segments.
Clip A: 01:00-01:07 (bird turns to dust and falls)
Clip B: 01:07-01:30 (something appears, maybe fog? (There is an important point here, the moment when the girl falls)
Clip C: 01:31-02:01 (black shadow appears and swallow the girl up)

Ambient sound:
The forest ambient sound in part 3 will last until 01:30 (it disappears the moment the girl fallen) and then it will enter a new ambient sound, possibly in a void similar to the universe (not yet confirmed)
After the bird's dust has fallen, the forest environment changes a little. It may be a little more humid (because of the fogging up). The original bird calls in the forest will become more distant until they disappear. The wind in the forest will also become stronger, so there will be the sound of the wind blowing against the leaves

Sound effects:
Follow the girl's movements to add sound effects, this section we will do Foley
In Clip A, the sound of the bird's body turning into skeleton turning into dust and then falling again, we may choose to synthesise some sound effects (I tend to favour low frequency sounds) or use a musical monotone for the transition or both

The most important sound in Clip C is the sound of the Black Shadow. We were curious as to what exactly this black shadow was, and from the current version it looks a bit like a lion. But the previous concept art showed that is a black shadow wearing the mask of bird. So we were thinking of synthesising and processing the sound of two different animals to make it sound like a new species. We'll have to experiment a bit more to hear which two animals sounds will fit this black shadow better.

Reference - sound effect of a dark shadow appearing - ***Into the Forest of Fireflies' Light***

Vocals:
The gasp of the girl as she escapes, the girl's cry and the scream as she is finally engulfed by the dark shadow

Music:
This music is a climax for the whole of the animations. There will also be an element of (nervous) unease in the music. I would use bass and cello in the strings, some triangle (or marimba). There could also be a bit of drumming in the mix or something.
Or the piece could be a variation on the main theme.

Clip A: 01:00-01:07 (bird turns to dust and falls)
Only the melody

Clip B: 01:07-01:30 (something appears, maybe fog? (There is an important point here, the moment when the girl falls)
Start adding other instrument to the melody. And there is a small pause in the concert at 01:30 (it disappears the moment the girl fallen)

Clip C: 01:31-02:01 (black shadow appears and swallow the girl up)
Add the drum beat and more instruments

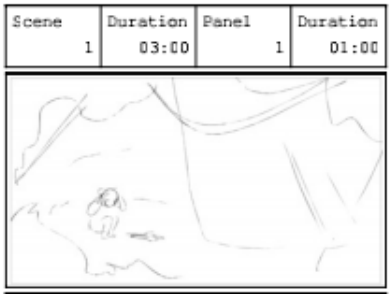
Example:

https://www.youtube.com/watch?v=NkYY_1bUCb8

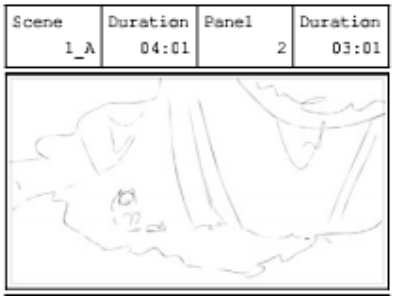
(just for the melodic reference)

Part 5 02:01-02:08(video timeline) - Realistic forest environment 3

Start point:



Ending point:



<u>Ambient sound:</u>
A realistic summer forest setting with the sound of light wind, a very quiet forest. The ambient sounds of the forest slowly pick up at 02:05(Panoramic view) with the chirping of birds and cicadas (like the ambient sounds of Part 1) and everything goes back to the way it was at the beginning

(Reference - The forest environment in 02:01-02:05 - ***Natsume's Book of Friends)***

Sound effects:
Follow the girl's movements to add sound effects, this section we will do Foley
As the girl's eyes were closed she heard a bird call(This is a new bird or the dead one?) and then she open eyes

Vocals:
The girl's cry

Music:
Ending song(also the theme song)

(melodic reference)