

Call for Animators

Zenkora, entrepreneurial arts initiative based on an original fantasy multiverse, is calling for an animator to create a 2-3min project, “Everendgame”. The animation will be showcased at a live multi-media concert in August as part of Zenkora’s day-long convention event in Calgary, “*Zenkora: The Seven Eras*”, which features artists and collaborators from various mediums. After the concert, the animation will be posted on Zenkora’s official website.

This project serves Zenkora’s initiative to provide emerging artists with the inspiration and platform to develop their creativity, ideas, and share their work. Zenkora facilitates the artist’s personal goals, styles, and promotes recognition. More information about Zenkora could be found at zenkora-universe.com

Artists fee: \$1,500

Project deadline: August 1, 2017

Notes on “Everendgame”

Zenkora’s projects offer artists and collaborators the possibility to showcase their own styles and explore their personal interpretations of the story. Below is the summary of the storyline, background information about the character and settings, concept art, as well as potential inspirations in terms of style.

Story summary:

A young boy, Walker, has travelled to the Everworld in pursuit of a mysterious enemy. On the way, he journeys through various fantastic otherworldly realms and encounters the Evergen, a family of gods, who have been corrupted by this enemy. Walker must restore sense and reason to the Evergen through battle.

Details:

- A mysterious entity has entered the mystical realms of the Everworld.
 - The origins and motivations of this mysterious enemy is initially unknown but is gradually revealed over the course of the story.
 - The enemy is naturally mortal, but has become immortal via unnatural means, implying some kind of supernatural intervention (e.g. ghost, undead, magic ritual, etc.)
 - The enemy is allied with an eldritch being: an ancient amoral god with mental issues called “The 5 Members of Chaos (T5M, or Tim)”. This alliance has given the enemy great power to wreak havoc and sow chaos, which in turn will benefit “T5M”.
 - With this power, the enemy has attacked each of the Evergen, the seven godlike guardians of the Everworld.

- The Everworld is the name collectively given to a group of seven alternate planes of reality, bordering the "normal world" of Zenkora. Each plane governs a different facet of the universe, a realm that is also a physical manifestation of various concepts. Travel between the regular world and the planes of the Everworld was once plentiful and rife with thrill and adventure. Now the Everworld looms in ancient obscurity, once again waiting for pioneers and pilgrims from all corners of the universe.
- Each Evergen is guardian of one of the seven Everworld planes.
 - Each Evergen has an "Amiable" form, which is friendly and social, and a "Savage" form, which is bestial, mindless, and vicious.
 - The attack has caused each Evergen to regress to their Savage forms, which severely disrupts and damages the plane they are meant to protect.
 - Each plane is a mystical realm that physically embodies natural laws and concepts with which the "normal world" functions.
 - E.g. Fractallia, the 4th plane, is the realm of numbers and mathematical concepts. Should Fractallia and its constituents be harmed, the mathematical processes of the "real world" would be thrown into disarray.



■ On left: Amiable forms.

On right: Savage forms.

- The mysterious entity is pursued by Walker the protagonist, another mysterious character.
 - Walker is young and sees the Everworld with the eyes of a child: full of wonder and optimistic amazement. He is also the audience surrogate, allowing us to view the Everworld from his perspective.
 - Walker's origins are hidden, though they are gradually revealed over the course of the story. Eventually he comes to be known as "The Walker in the Waysides". His true purpose is to find and defeat the mysterious enemy. Possibly Walker is a Reaper, a being responsible for bringing death to those who are meant to die.
 - Quotation: "No, I am not the Death of worlds. But I am yours."
 - Walker, befitting his young and innocent nature, may not be fully aware of his status and purpose. Possibly Walker is amnesiac for reasons unknown, or his

purpose has not been revealed to him either; this will change as the story progresses.

- Walker transforms both physically and mentally over the course of the story. This ranges from different magical forms he takes to survive in each dangerous realm, to the personality shift he undergoes as he gradually uncovers his destiny.
- In the midst of his pursuit, Walker passes from Everworld realm to realm.
 - His journey through each realm, in general, culminates with a violent encounter with the confused and dangerous Savage Evergen.
 - Walker's journey is also a path of learning, which gives him the necessary skills and knowledge to defeat the Evergen in battle. Doing so essentially "knocks some sense" back into the Evergen, allowing them to regain control over themselves and their realms.



- Walker's seven transformations
 - Upon returning to their reasonable Amiable forms, each Evergen grants safe passage for Walker through their respective realms and to the next, and gives brief advice on the dangers posed by their siblings and the other realms.

Animation possibilities

- 2.5 to 3 minute animation
- Showcases Walker's amazement at the sights and wonders of the Everworld
- Gradually progresses through each plane
 - Shots generally categorized between:
 - Character splash screens (static poses with names in fancy text)
 - If Walker, the Evergen, and the enemy each get a splash screen with 2-3 seconds each, that's ~20 seconds already. If each plane gets the same, that's an additional ~15 seconds.
 - Walker exploring each plane
 - Walker encountering/fighting Savage Evergen
 - Walker conversing with Amiable Evergen
 - Cryptic appearances of the "mysterious enemy" and "T5M"
- Either completely non-verbal, or dialogue-free but with sparse narration
- Vibrant, cartoon-like, simple (both in terms of art style and animation), emphasizing the beauty but also the vastness of each plane; the more stylized the better

Aesthetic influences

- [Legend of Miyamoto](#)
 - Simplistic, cartoon-like, vibrant, cheerful and upbeat tone
 - Different art styles to represent different settings
- [EYRIE](#)
 - Simplistic, cartoon-like, wistful/thoughtful tone
- [Mononoke](#)
 - Ornate, abstract, and vibrant, yet simply animated, emphasizing stillness and tension, highly stylized