



Haslemere Health Centre

– Maintaining Healthy Relationships

Group T: Keziah Adebisi, Latisha Boon, Yuri Tymoshenko

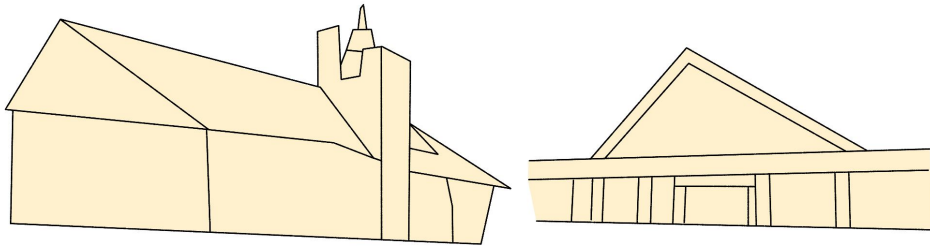
Character Design



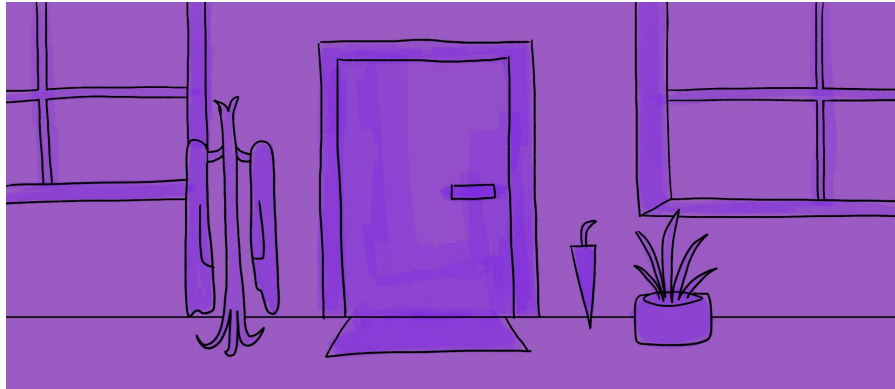
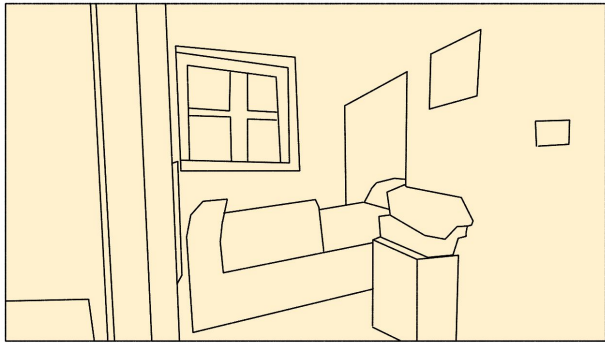
When designing our characters we decided that it would be best if we had a non-human characters as they would be easiest to identify with for the wide target audience. Our main character is the red guy who we later changed to be brown in order to match the Haslemere health brand colours



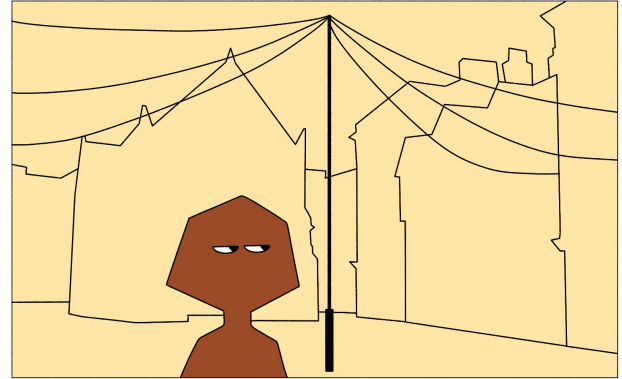
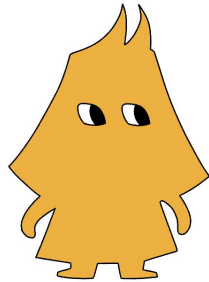
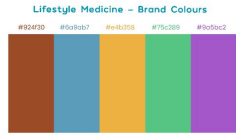
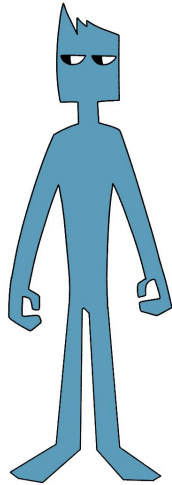
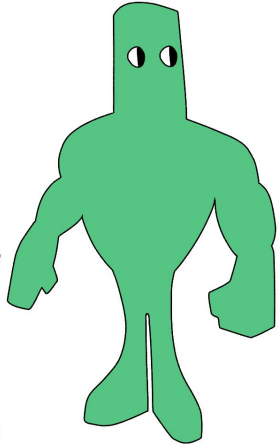
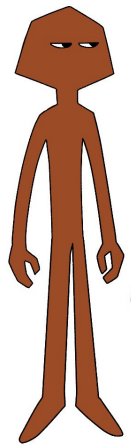
Backgrounds



We wanted our backgrounds to be simple as to not take away from the animation or be too distracting in a waiting room



Concept art



NO.	Key message/ voiceover	Accompanying action	On screen text	Timmings (sec)
1	Maintaining healthy and meaningful relationships, and better social connection, is essential for good mental and physical health	Person alone in an environment in a bad state showing visuals of having bad mental and physical health	Subtitles	15
2	We as human beings are social, and are hard wired to connect with each other. Family and community relationships give our lives purpose and meaning.	Another person walks in and takes them out of their own personal bubble to hang out with them and others who are eager to chat with them	Subtitles	10
3	Connecting with others not only helps us to survive but to thrive.	The person is now in a better mood - visuals showing their emotions	Subtitles	10
4	Ways to do this include: spending quality time with loved ones, offering support, actively communicating, and giving your full attention to others	Different settings: Split screen, one half of two people talking and one half of a group of people talking (potentially in a work environment)	Subtitles	10
5	Talk to your GP about the Health in Mind initiatives today or visit naslemerehc.nhs.uk to find out more.	Ending screen with logo and links	Haslemere health clinic information and website link	5

Script

Our animation follows a person who is isolated and alone in an environment that reflects poor mental and physical wellbeing.

Another person enters the scene and gently encourages them to step outside that bubble. They invite them to spend time together and introduce them to others who are welcoming and eager to connect.

As the person begins engaging with family, friends, and the wider community, their mood visibly lifts.

The story then shows different ways people connect with one another. By the end, the person is clearly happier and healthier.

Storyboard



1
The person lies down on their bed looking at their phone



2
They hear a knock at the door



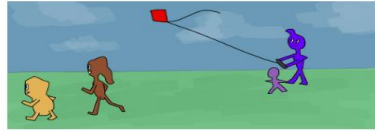
3
The person gets up to go see who is at the door



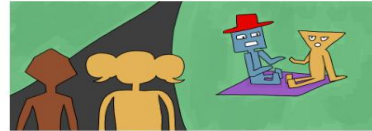
4
Someone close to them is on the other side and encourages them to join their outing



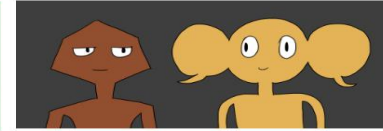
5
Both are walking side by side through the town, talking as they go



6
Pans to see other people with their close relations as they walk past (kids playing and flying a kite)



7
Continue to follow them on their walk and pass two people having a picnic



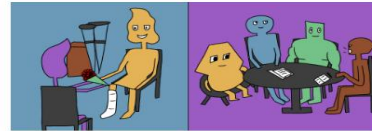
8
They continue talking until they stop as they have reached their destination



9
The friend was bringing the person to play badminton with others



10
The person feels a rush of joy as a result of their friend bringing and including them in the game

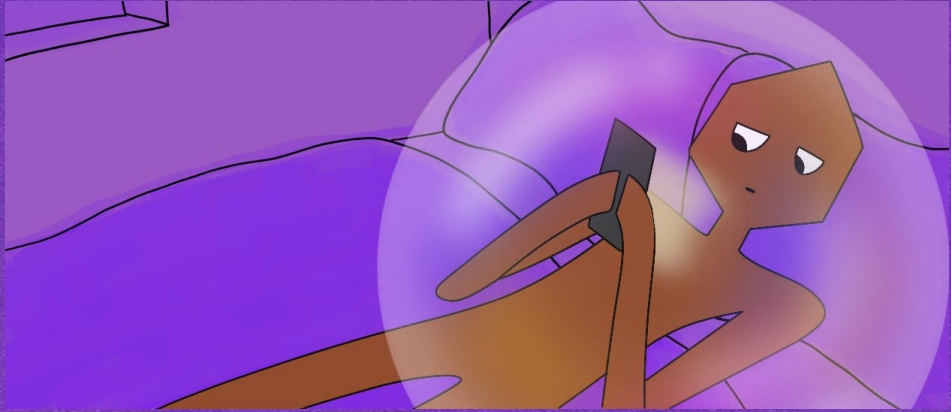
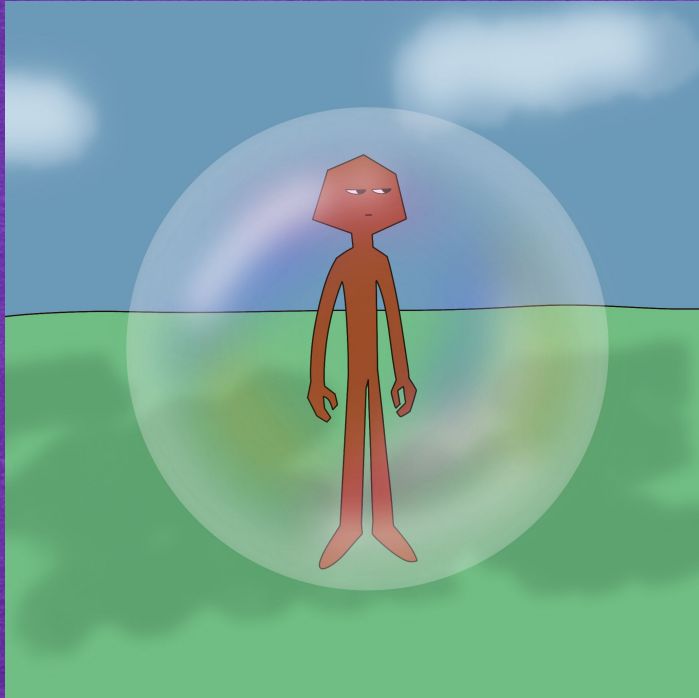


11
Narrator mentions other ways to maintain relationships with a split screen of a pair and group



12
Logo and contact information for the health centre is shown

Animation tests



We had the idea that for the opening scenes before our main character begging prioritising making connections and maintaining healthy relationships that he could be in a bubble as a physical representation of his disconnect from others. These animation tests explore the idea of the bubble, including one where he remains inside it while absorbed in his phone, and how the bubble could eventually be popped once he starts reaching out