

#### **Comic Revisions**

- Includes both omniscient and ocean beginning
- Condensed dialogue
- More showing of priests and surroundings
- Physical interpretations of abstract passages

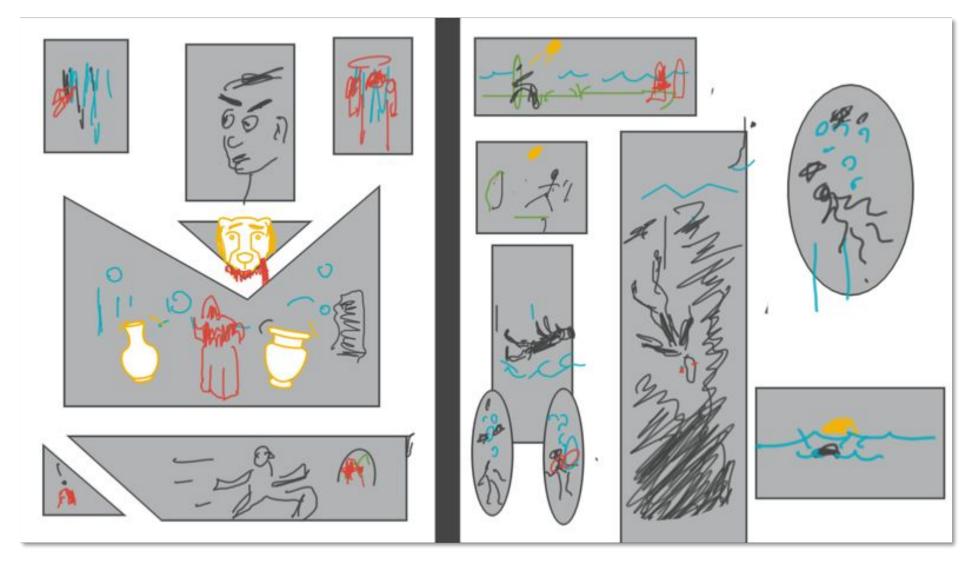
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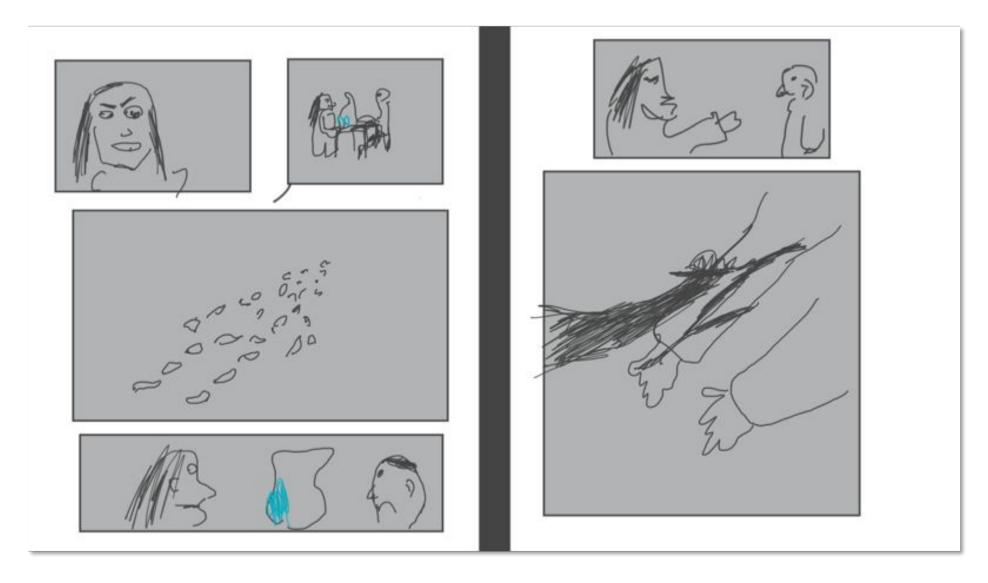










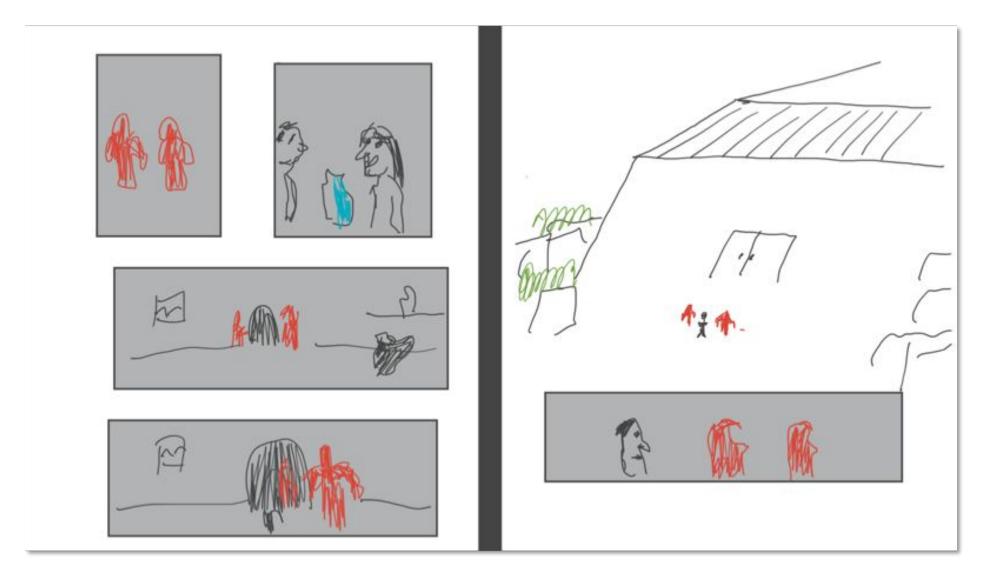


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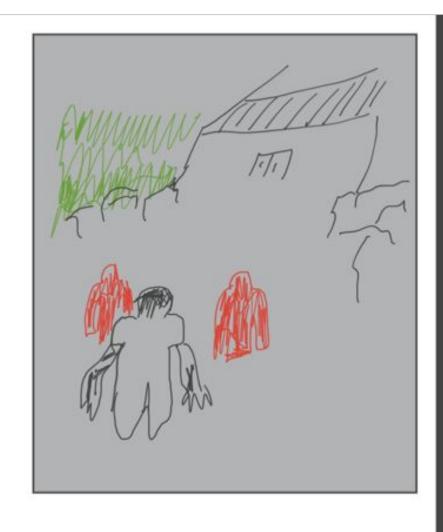










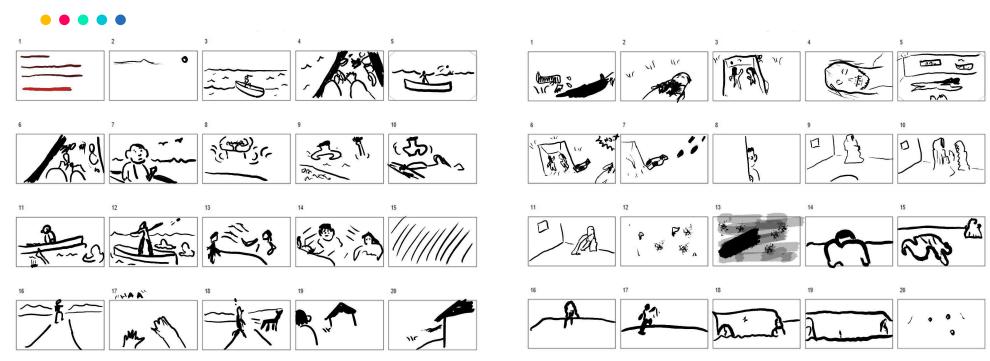




## **Screenplay Revisions**

- Consistent tone and formal for each character.
- More reaction to dead family
- More traditional linear chain of events
- Artist Diver relationship
- Backstory and worldbuilding showing with The artist dialogue
- Fewer portal events

## **Storyboards**



#### **Takeways**

- Character driven vs environmental driven
- Worldbuilding using cultural references
- Illustrating shots vs beats
- Using real life experience + reference material for natural characters

#### **Future**

- Priest backstory
- Priests + societal context
- How is reality shaped by technology?
- How can technology exist within a spiritual framework and become central to religion?
- Matte painting + 3D Render -> understand spiritual + mental limits of characters