





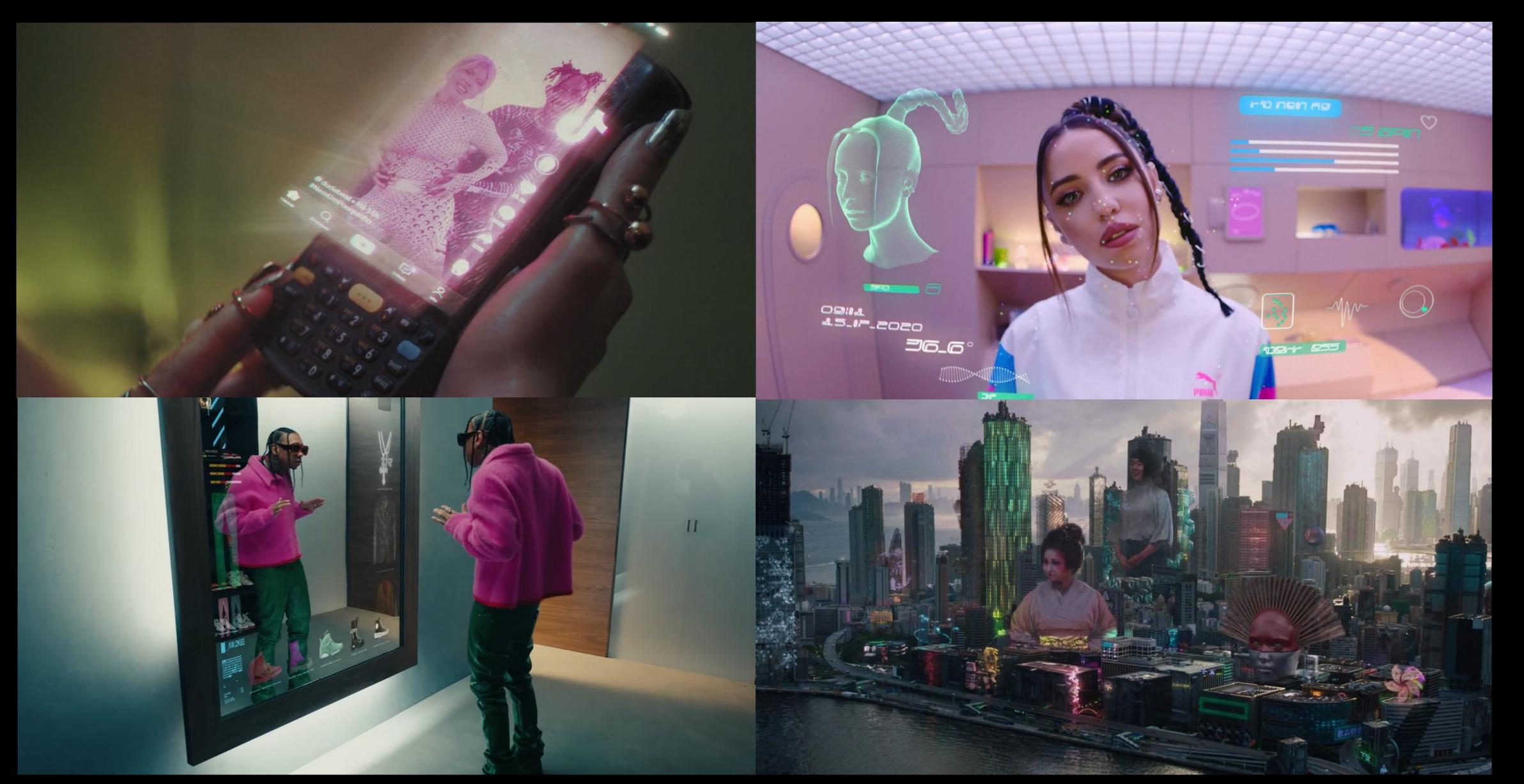
THE MAIN CONCEPT OF MY PROJECT IS TO SHOWCASE A VARIETY OF CHARACTERS IN AN EMOTIONAL AND ASPIRATIONAL WAY WHILE CONVEYING THE EASE AND ACCESSIBILITY OF THE FEATURED TECHNOLOGY. TO ACHIEVE THIS, I'LL USE REAL-LIFE LOCATIONS WITH CGI ADDED IN POST-PRODUCTION TO ENHANCE THE FUTURISTIC ELEMENTS. THROUGH A SERIES OF VIGNETTES, I'LL SHOWCASE DIFFERENT CHARACTERS AND THEIR EXPERIENCES WITH THE TECHNOLOGY, EMPHASIZING THE POSITIVE IMPACT IT HAS HAD ON THEIR LIVES. I'LL CREATE RELATABLE CHARACTERS FROM DIFFERENT BACKGROUNDS AND PROFESSIONS, RANGING FROM CHILDREN TO SENIORS. EACH VIGNETTE WILL BE EMOTIONALLY DRIVEN AND ASPIRATIONAL, LEAVING VIEWERS FEELING INSPIRED ABOUT THE POSSIBILITIES OF THE FUTURE.

SIMON Y

LOCK AND FEEL

THE COMMERCIAL WILL HAVE WIDE ANGLE SHOTS WITH A BALANCED COMPOSITION AND SETTLED CAMERA MOVEMENTS FOR A VISUALLY STUNNING AND COHESIVE STORY. WE'LL USE CGI ELEMENTS TO CREATE A FUTURISTIC AND ASPIRATIONAL FEEL, WITH A BRIGHT, WASHED-OUT LOOK THAT CONVEYS EASE AND ACCESSIBILITY. THROUGHOUT THE COMMERCIAL, WE'LL USE COLOR GRADING AND LIGHTING TO ENHANCE THE MOOD AND TONE OF EACH SHOT, WHILE THE CAMERA MOVEMENTS WILL BE PRECISE FOR STABILITY AND CONFIDENCE. OUR GOAL IS TO CREATE AN EMOTIONALLY IMPACTFUL COMMERCIAL THAT SHOWCASES THE TECHNOLOGY AND INSPIRES VIEWERS, WITH A PROFESSIONAL AND POLISHED LOOK THAT BUILDS TRUST IN THE BRAND.







THE STORY

THE STORY BEGINS IN A SCIENCE MUSEUM WHERE A MAN ASKS IN A CHARISMATIC WAY, "WHAT IS THE FUTURE?" AS THE MUSIC CONTINUES, WE FIND OURSELVES IN A FUTURISTIC APARTMENT WHERE A YOUNG GIRL ARRIVES FROM WORK AND VOICE COMMANDS HER HOUSEHOLD APPLIANCES. THE NARRATOR SAYS, "FOR SOME, THE FUTURE IS BEING IN CONTROL." WE THEN SEE A FAMILY WATCHING TV TOGETHER ON A 7D SCREEN, AND A BIRD FLIES OUT FROM THE TV. THE LITTLE GIRL TOUCHES THE BIRD AND LETS IT GO BACK TO THE TV. THE NARRATOR SAYS, "THE FUTURE IS BEING CONNECTED WITH THE ONES WE LOVE IN A DIFFERENT DIMENSION."

NEXT, WE SEE A DESIGNER WORKING IN AN AUGMENTED REALITY STUDIO WITH MIRRORS AND MANNEQUINS, AND A ROBOT HAND DOING DETAILED DESIGNS. THE NARRATOR SAYS, "FOR OTHERS, THE FUTURE IS LIVING YOUR IMAGINATION." WE THEN MEET A TEAM OF ENGINEERS CONTROLLING THE CONSTRUCTION OF THE CITY BY ROBOTS AND DRONES. THE NARRATOR SAYS, "FOR OTHERS, THE FUTURE IS NOT ONLY BUILDING, IT IS DEVELOPMENT." AFTER THAT, WE SEE THE CITY WHERE EVERYONE IS HAPPY AND ENJOYING LIFE, AND FROM A FLYING CAR, OUR MAIN CAST SAYS, "FOR SOME, THE FUTURE IS POSSIBILITIES AND HARMONY."

WE THEN SEE A GROUP OF UNDERGROUND CRAZY SCIENTISTS MAKING A MECHANICAL HORSE IN ROCK AND ROLL STYLE. THE NARRATOR SAYS, "FOR THEM, THE FUTURE IS UNKNOWN." FINALLY, WE ARRIVE AT A FUTURISTIC RESTAURANT WHERE ROBOTS PROVIDE SERVICE AND PEOPLE PAY BY PHONE. OUR MAIN CAST SAYS AFTER PAYING, "NO MATTER WHAT YOU THINK THE FUTURE WILL BE, ONE THING IS FOR SURE: IT STARTS NOW WITH ORRO DIGITAL - LIMITLESS POSSIBILITIES."

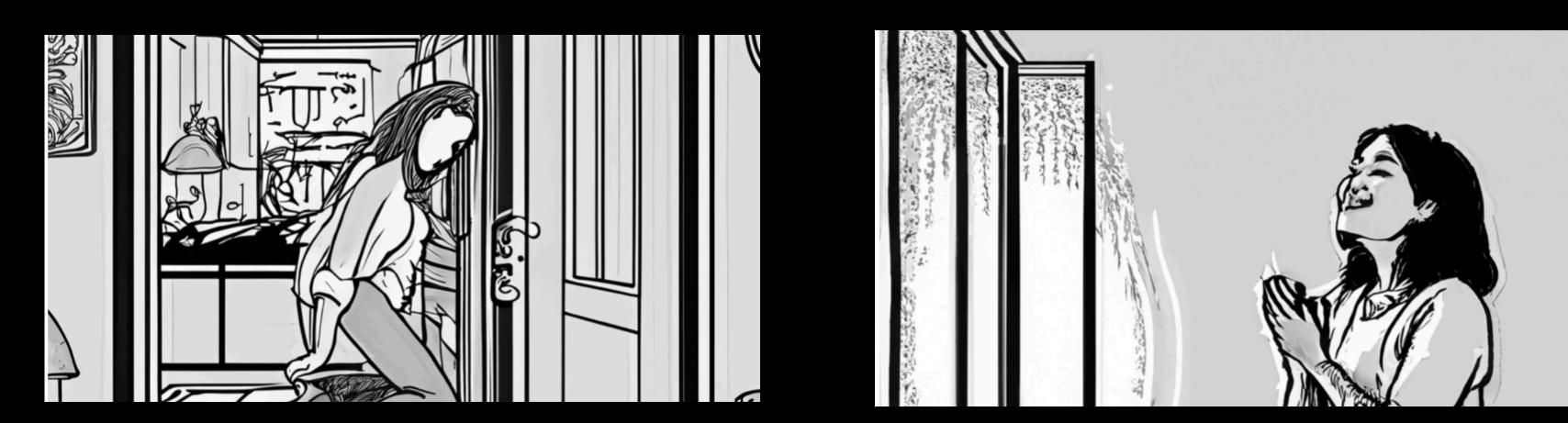














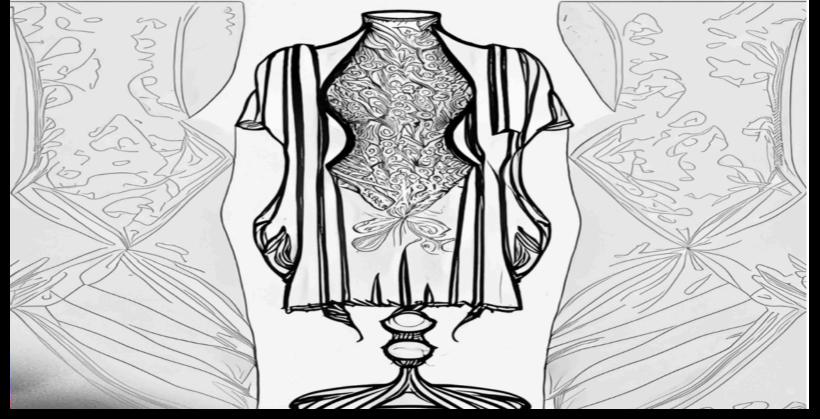


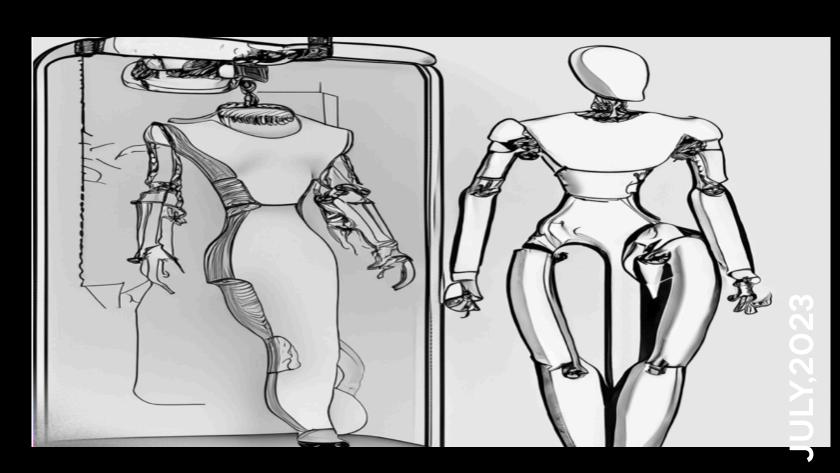


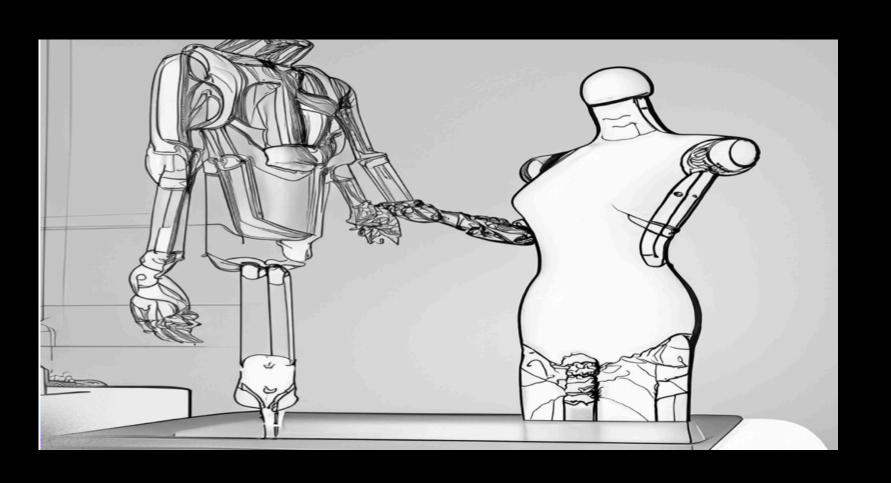










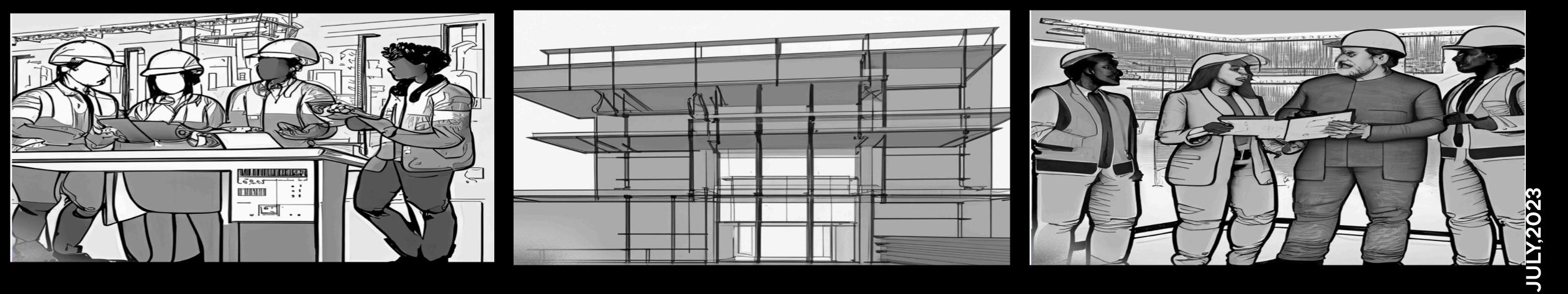




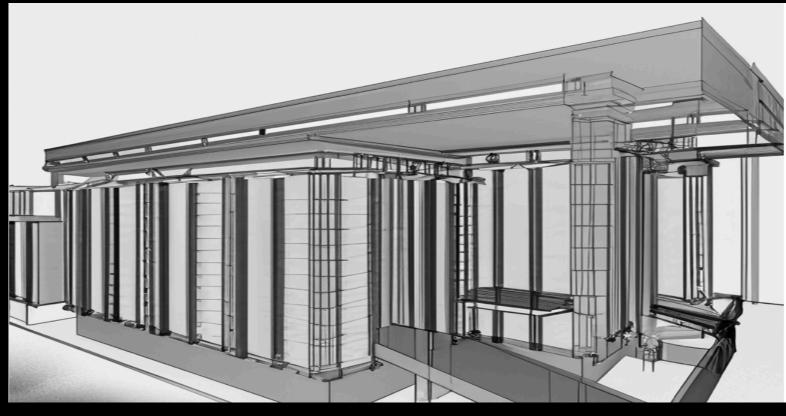


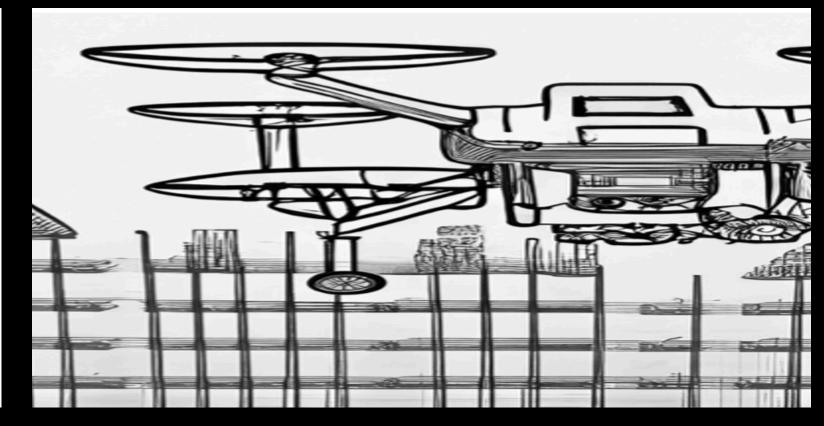


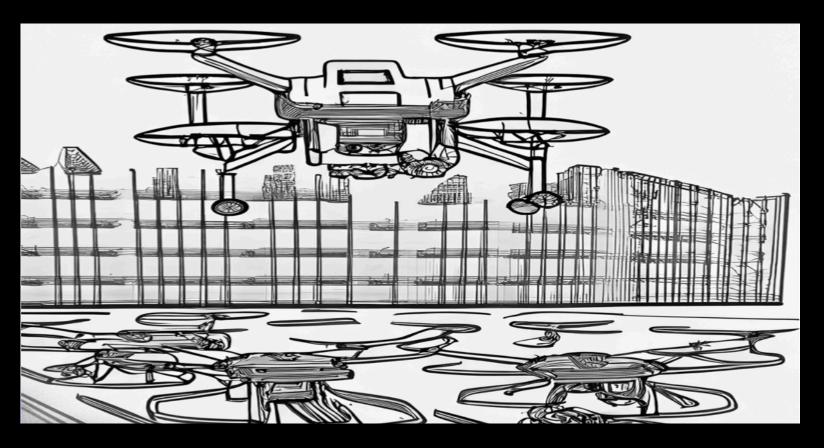




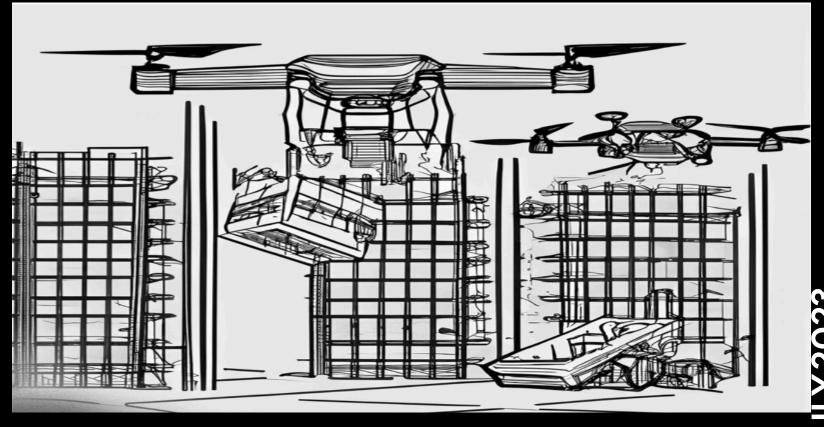










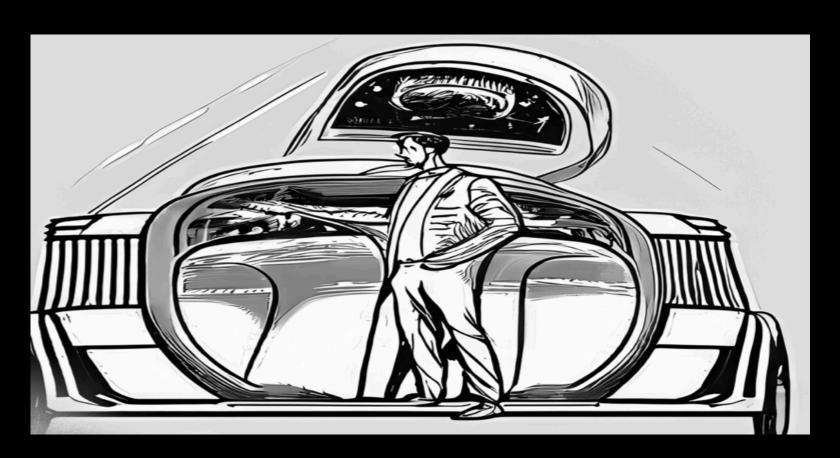


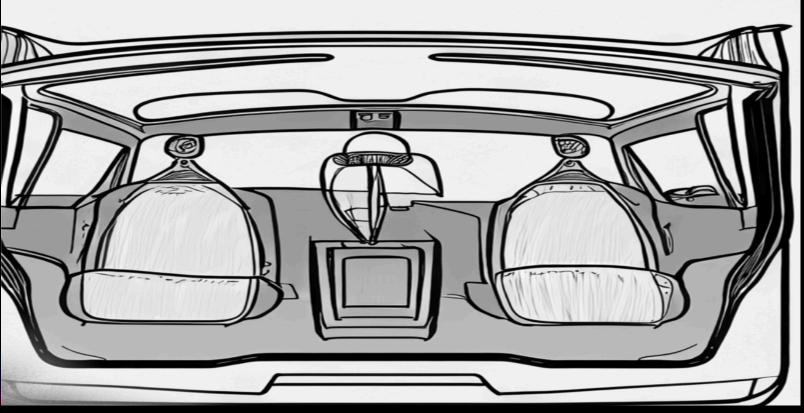
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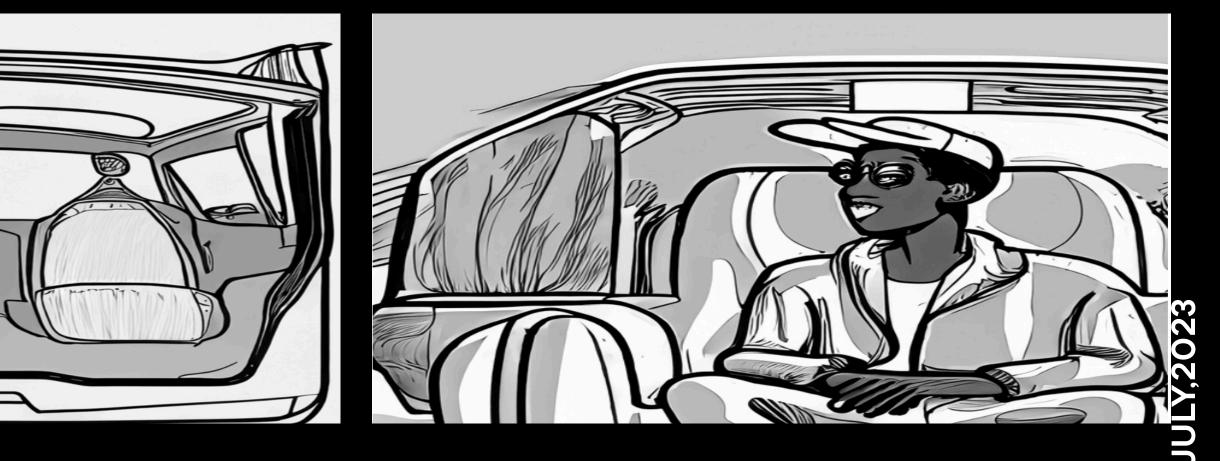




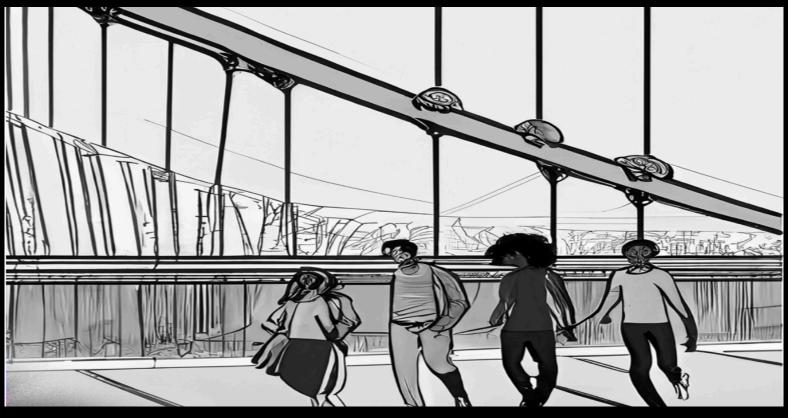












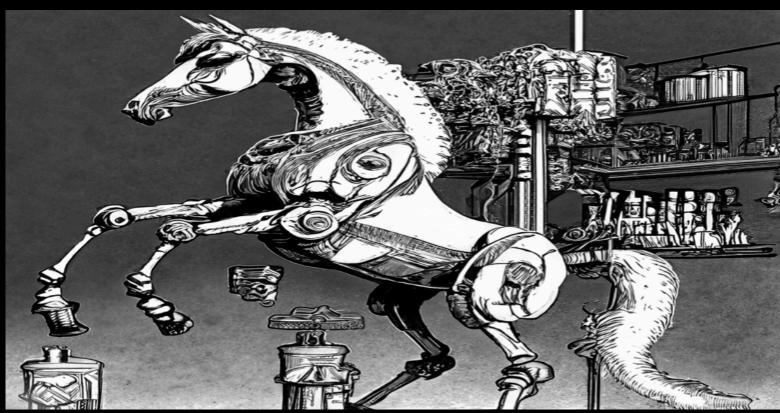


























THE CHARACTERS

The characters in the commercial represent a diverse range of people from different backgrounds and The characters in the commercial represent a diverse range of people from different backgrounds and professions. The man in the science museum is charismatic and curious,

The young girl in the futuristic apartment is tech-savvy and confident, The family watching TV on the 7D screen is loving and connected, The designer in the augmented reality studio is creative and innovative. The team of engineers are skilled and precise, working together seamlessly. The underground scientists making the mechanical horse are eccentric and unconventional,

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APARTMENT GIRL



DESIGNER



HEAD OF CONSTRUCTION



OLD MAN



OLD WOMEN



KID























































