

SUMMARY

The goal of my graduation work was to develop a previsualization of the short story “Libahunt” (“Werewolf”) by August Gailit for a hypothetical animation project. „Werewolf“ is a story set in the swamp of Urgvee, the effect surroundings have on the main character, a boy called Enrik, and how they transform this depressed dreamer into an animal full of contempt and mischief who roams the lands of Urgvee.

As a teenager reading this short story, I wished it was adapted into an animation and made some sketches to illustrate it. Unfortunately I didn't find these old sketches, but I decided to illustrate the same scene for my graduation work.

I designed the four main characters of the story both in their wolf and human forms, drew an expression sheet and digitally painted two illustrations as examples of what frames from the finished animation could look like. Through this I gained my first experience in creating a previsualization for an animation and tested out a few different approaches to creating an illustration.

In the written part of the thesis, I described the story of „Werewolf“ and its author, the characters and their relationships, the plot and the setting. I explained how I created the designs and illustrations and the technical aspects such as what tools and programs I used.

I am satisfied that in the framework of my thesis I was able to create the previsualization for the animated version of „Werewolf“, a wish I have had since a long time ago.