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## Short Film Adaptation of Soseki Natsume's Ten Nights' Dreams

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## Short Film Adaptation of Soseki Natsume's *Ten Nights' Dreams*

Classic Japanese literature is an often overlooked genre of literature, with not many people in the English speaking world having heard of works that are household names in Japan. There are many reasons for this including, but not limited to, the vastly different language structure for Japanese versus English, the history of Japan closing off its borders for nearly 300 years, and the lack of translators who are fluent in both languages. This lack of literary exchange not only deprives people of being able to experience wonderful stories but also leads to a lack of understanding of key cultural and historical backgrounds.

Of the many Japanese works of literature that are in the public domain, this project will focus on *Ten Nights' Dreams* by Natsume Sōseki, which is a compilation of ten short stories based on the author's dreams. However, rather than simply translating the work from English to Japanese, the work will be translated from a written medium to an audio-visual medium; that is, creating a short animated film based on one of Sōseki's short stories. The main goal for this project is to create an adaptation of the story that is more likely to have a wider audience and have more familiarity among those in the western world, especially younger generations. By creating an animated film in the style of Japanese anime, a highly popular medium, the hope is to have the work, and Japanese literature as a whole, gain at least some of the recognition it deserves.

The project will take 10 weeks to complete, starting from May 15, 2023 to July 21, 2023. The weekly breakdown is as follows:

Week 1: Research, translate the short story, create rough script

Week 2: Create storyboard and visual layouts of shots, solidify visual development

Week 3: Create backgrounds, find voice actors and sound/audio editor

Weeks 4 -7: Work on and finish animating on paper

Weeks 8 - 9: Import images and color animation

Week 10: Composite and edit the film; film is completed

The pipeline will follow a Japanese animation pipeline, meaning that all of the lines for the animation will be done using pencil and paper. Backgrounds and coloring will be done digitally, with backgrounds being done using digital illustration software such as Clip Studio Paint and animation coloring being done using OpenToonz. Compositing will be done using Adobe After Effects. The final film will be roughly three to four minutes long.

The largest learning curves for this project are integrating traditional animation with digital animation techniques in a timely manner and how to portray the essence of the original short story on such a tight time schedule. However, with my experience making short films that are fully digital, I believe that this project can be done and has potential to leave an impact.

