



*A Trip Through the
Rabbit Hole*



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Overview

Concept Statement and Short Premise

Be happy with the life you live.

Abigail likes to play and explore, which makes Ash's job of watching the herd harder. But when they both fall into a hole and end up in an alternate dimension, they get to see what life is like from each other's perspectives.

Expanded Premise

A Trip Through the Rabbit Hole is a short animated film for all ages about two creatures learning to respect one another and learning how the actions of one person affect other people.

In a lush forest, a Sheppard, with the help of his trusty cattle herder Ash, is moving his herd through the forest to a meadow. Along the way Abigail, an adventurous herd animal keeps wandering off or straying from the herd, causing problems for Ash. When they eventually reach the meadow, Abigail falls into a hole and ash rushes to save her, falling in with her. Once they fall back out of the hole, the two characters realize they are not in their normal world. Ash is now the herd animal and Abigail is now the herder. After learning a little more about how the other lives, they both decide to try to get back home by jumping in the hole once more.

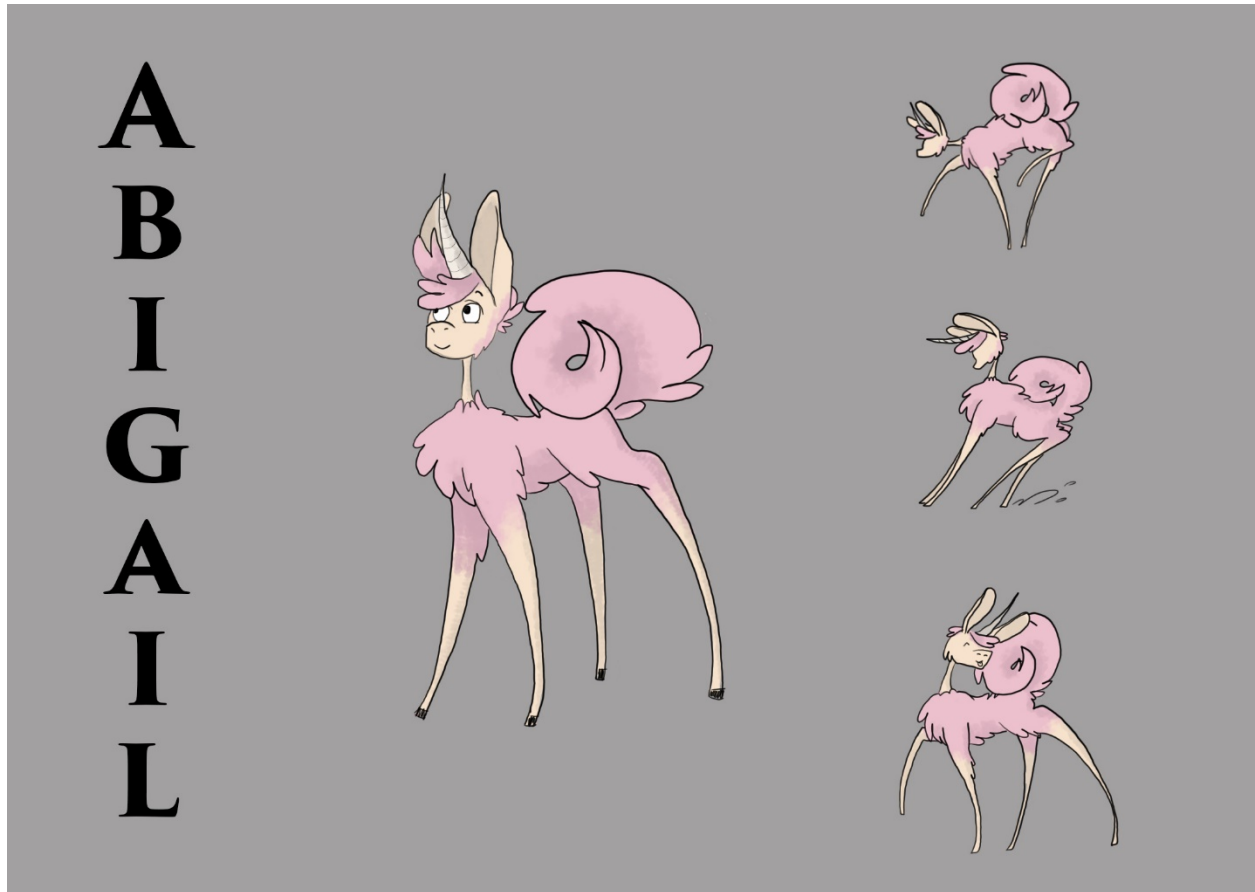
Traditionally animated and richly colored, *A Dragon in Sheep's Clothing* tries to capture the colorful and vividness of a magical fairytale world with a light hearted animation style.

This short film aims to not only entertain the audience with a wonderful story but also aims to start a dialogue about various topics including judgment and how a single person's actions can affect others.

Environments and Characters

In this animation, there are two main characters: Abigail and Ash. Both have unique personalities and traits that make them relatable and enjoyable but also flawed. As the story progresses, these characters must overcome their flaws and learn from their experiences.

Abigail



Abigail is a spunky herd animal who was raised and bred to be the best of the best. She's lived with the herd for most of her life. Raised to be a show animal, Abigail is a very proud animal who has a lot of self-confidence. But because she doesn't have much experience other than in the herd or the show ring, she can be a little naive at times. She loves to play with her friends and have fun, but isn't used to much responsibility because of her upbringing as a show animal.

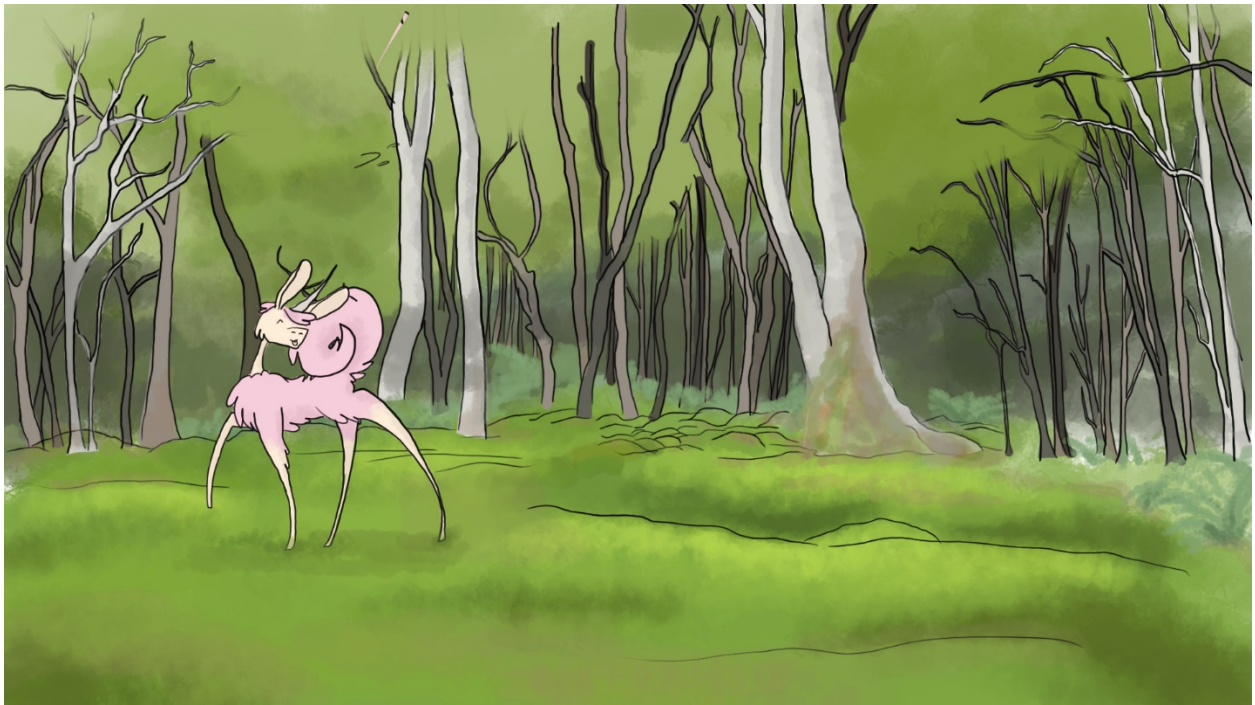
Ash



Ash is a hard-working cattle herder who works day and night to keep the animals safe. When he was born, he was quickly separated from the rest of his litter to begin training to be a herder, so he has no close relatives or family other than the Sheppard who trained him. Ash has a serious nature and puts work before play, which can often lead to him obsessing over his job. He is very attentive and finds it hard to relax when he is working, which is almost always.

Environments

The forest





The entire animation takes place inside a lush, green forest. This means that the animation will traverse everything from a quiet meadow to the well-worn path of travelers. The scenery itself may change as the animation progresses, but the colors of vibrant greens and browns and the water-color quality will continue to bring the world to life and give an interesting and well-designed environment for the characters to live in.

Script

FADE IN:

EXT. a path in the middle of a beautiful, green forest.

ABIGAIL, a pink, fluffy herd creature with large ears and a huge fluffy tail, is walking in the middle of the herd, looking bored. As the herd walks, a butterfly flies in front of Abigail and she begins to follow it, wandering away from the herd.

Up in the sky above the herd, ASH, a serious cattle herder with a long tail and large feathered wings spots Abigail leaving the herd and flies down to follow her.

Occupied with the butterfly, Abigail walks right into Ash, who looks at her sternly and says,

ASH

"Go back to the herd Abigail"

Abigail obeys and begrudgingly walks back to the herd.

EXT. the middle of the forest, with a small creek running through the middle of the path.

The herd of cattle walk through the water and keep moving down the path, Abigail follows behind.

As Abigail enters the water, she begins to splash and play in the stream, jumping and bouncing, making huge splashes.

Meanwhile Ash, seeing Abigail lagging behind from the rest of the group, lands near the stream and stares at Abigail as if getting ready to speak.

Abigail Notices Ash and clearly annoyed, leaves the stream and continues with the rest of the herd.

EXT. a bright sunny meadow in the middle of the forest.

As the herd walks into the meadow to settle down, the Sheppard leans against a tree watching. Ash, flying overheard lands beside the Sheppard.

SHEPPARD

"Good work Ash, I can always count on you to watch the herd, especially that Abigail, and she can be a handful"

Across the meadow, Abigail is kicking rocks at the edge of the herd, bored. She kicks one rock and it falls into the grass out of sight with a weird *CLINK* *CLUNK* noise. Intrigued, Abigail gets up to check it out.

Ash sees her from across the meadow and says,

ASH

"Abigail, stay away from that hole, it's dangerous"

Abigail peers in, getting close to the edge. Under her feet, the edge of the hole begins to crumble.

ASH

"Abigail! Look out!"

Ash jumps from his spot and flies over to catch Abigail, but instead become entangled with Abigail as they both fall down the hole.

As they fall, they hit the sides of the hole, bumping from side to side and eventually popping out of the hole, falling on either side.

ABIGAIL

"Ow, I think I hit my head"

ASH

"Good, maybe a little pain will teach you to listen to me and stay with the herd."

Abigail

"At least I have a sense of adventure, unlike some people"

ASH

"You and I both know you're adventures just cause problems"
O.S., the Sheppard begins to whistle

SHEPPARD

"Come on Abigail, time to round up the herd and go home!"

ASH

"Wait, did he just say..."

BOTH

"Abigail?"

They both turn to look at the Sheppard and the herd, only to find that the herd is no longer filled with cattle like Abigail, but with creatures like Ash, with long tails and feathery wings.

The Sheppard motions for Abigail and says,

SHEPPARD

"I see you found old Ash, bring him back to the herd and we can all go home."

ASH

"Wait...I...This is definitely not the herd. And where do you think you're going?"

Abigail begins to walk towards the Sheppard, saying

ABIGAIL

"Well the Sheppard called me. Sounds like you've been replaced"

Approaching the herd, Abigail looks at the Sheppard who motions for her to gather up the herd.

ABIGAIL

"It's okay, just do what Ash does."

Abigail begins to circle the herd and successfully herds them towards the meadow entrance.

ABGIAL

"Huh, that wasn't so hard. I don't see why Ash says his job is so difficult."

The herd begins to exit the meadow, with Ash angrily walking at the end, followed by a prancing, happy Abigail.

Suddenly, Ash thinks of an idea and begins to walk away from the herd, calling out to Abigail,

ASH

"Oh Abigail, I'm feeling a little adventurous."

Abigail begins to walk towards Ash, confused.

ASH

"Catch me if you can"

Ash spreads his wings and jumps high into the sky, flying hastily away.

ABIGAIL

"Wait, where are you going?"

SHEPPARD

(O.S.)

"Looks like Ash is at it again, you better run after him!"

ABIGAIL

"Oh great"

Abigail chases Ash through the forest, but Ash is too fast for her and keeps flying away. Once Abigail is out of breath, Ash settles down next to her, smirking.

ASH

"See what I mean, Adventures just cause problems."

ABIGAIL

(Puffing and huffing)

"Okay, okay, I'm sorry for causing you problems. I guess I never really thought about how hard your job is."

ASH

"Well, Apology accepted. And truthfully, I think I can understand why you want to run off so much. Being in that herd is really boring, there's not much to do."

ABIGAIL

"Yea and when you do find something to do, you get yelled at."

Abigail eyes Ash in a mischievous manner,

ASH

"Alright, I'll try to let you have some fun but only if you
promise to stop looking in random holes."

ABIGAIL

"Deal!"

ASH

"Then let's go home. I want my job back!"

ABIGAIL

"But how do we get home? Everything is different here."

ASH

"Well, this all started with the hole in the meadow, maybe we
should go back through there."

Both begin to walk back toward the hole.

EXT. the opening of the hole, ABIGAIL and ASH are huddled around
the hole.

ABIGAIL

"So, do we just jump in or what?"

ASH

"I guess. On three?"

ABIGAIL and ASH

(Together)

"One, two, three!"

They both jump into the hole, and tumble through the hole once
again, landing on the other side.

ASH

"Did it work?"

ABIGAIL

"I think so, I don't see any..."

Turning around to look at each other, they both freeze. Abigail is no longer pink, but is now green and Ash has inherited Abigail's Pink Hue.

ABIGAIL

(Giggling)

"Uhh...I don't think Pink is your color"

ASH

"I think we need to go back through the hole."

FADE OUT

Environments

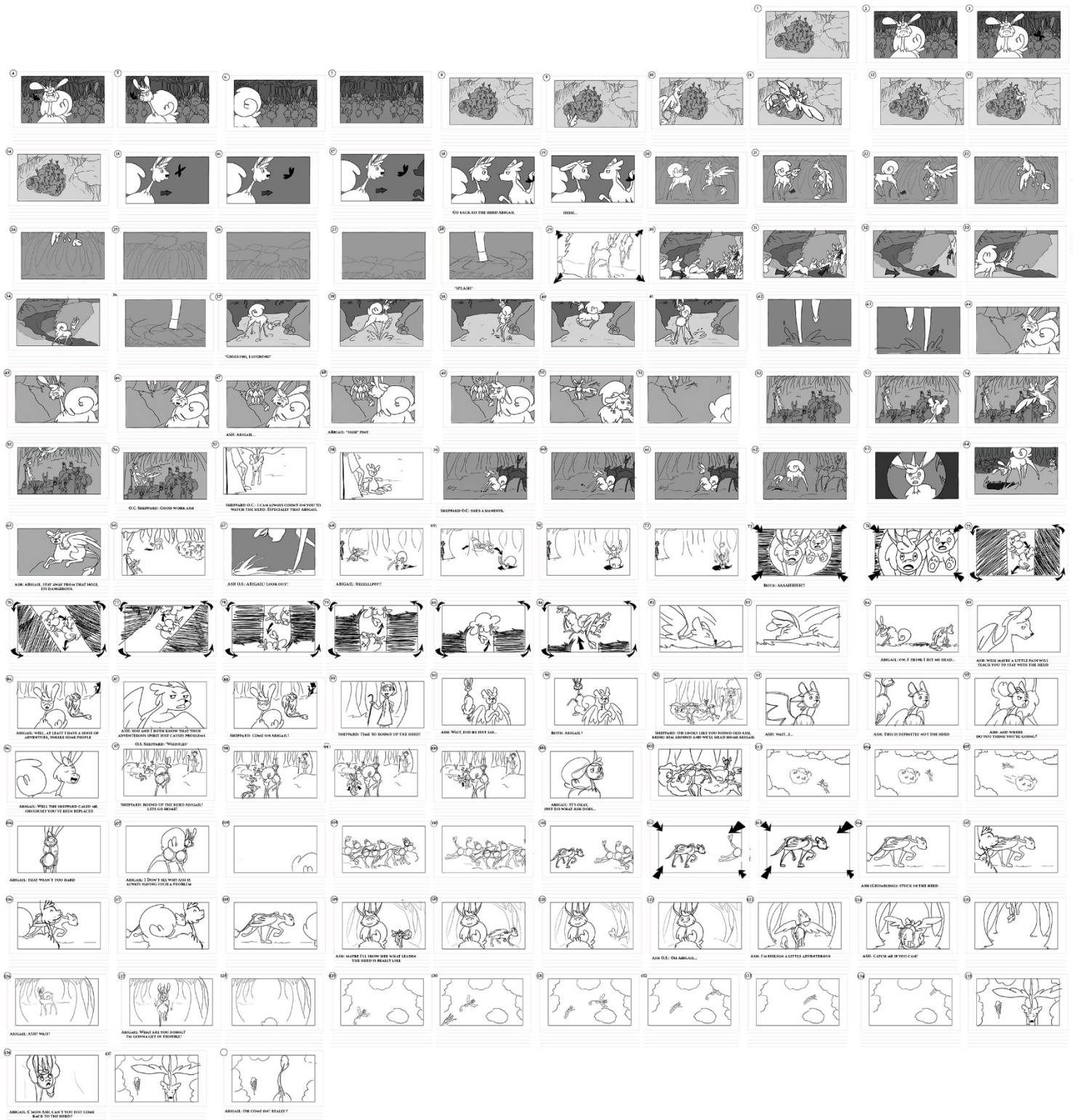
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Storyboard



This storyboard gives a glimpse into the potential of *A Trip through the Rabbit Hole* to tell a moving story about understanding and friendship through engaging animation and a great moral theme. The storyboard brings the script to life, showing how Ash and Abigail interact with each other and the world around them. Interesting camera movements help mirror the tone of the piece to keep the story charming for audiences of all ages. With minimal setting changes, the characters and their interactions take center stage, with the staging focusing on interactions and expressions as shown in the storyboard. As the story progresses, the presentation allows for the viewers to see the change in each character as they go from naïve to understanding and learn from each other.