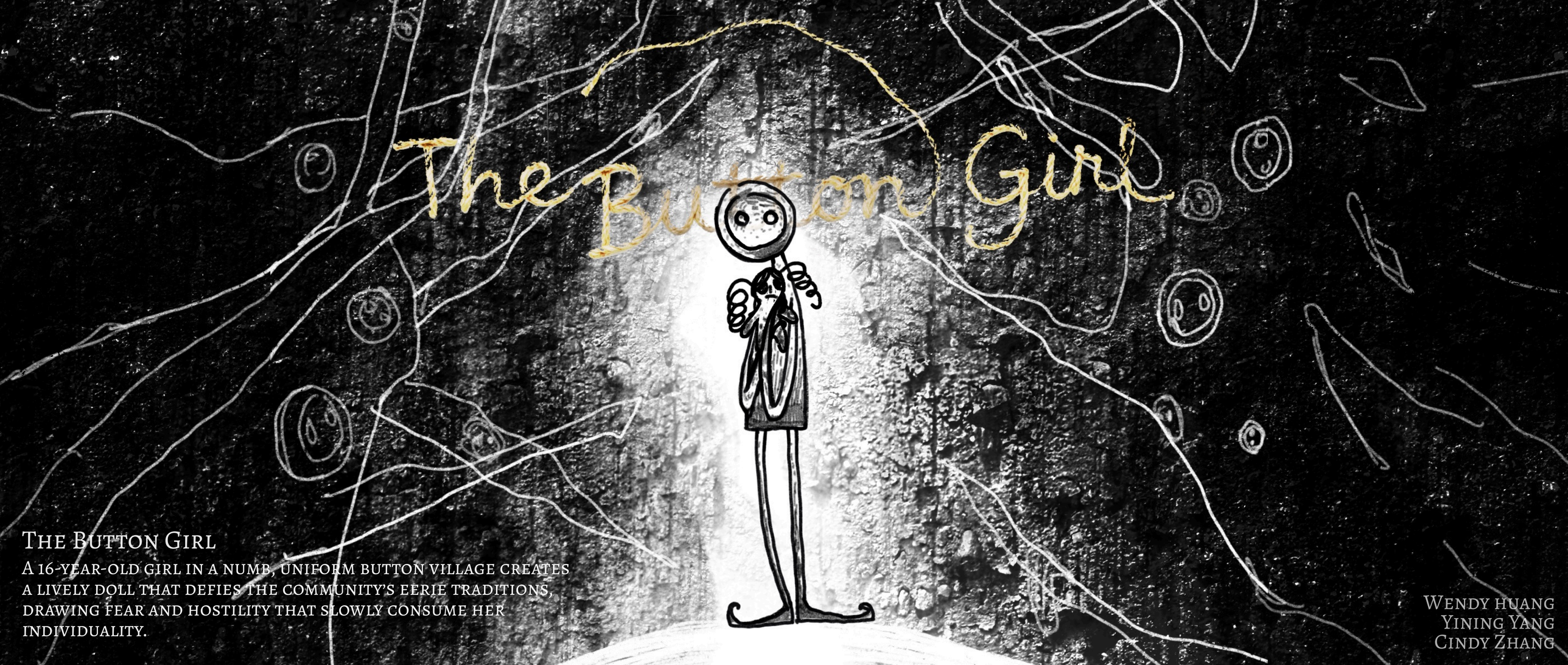


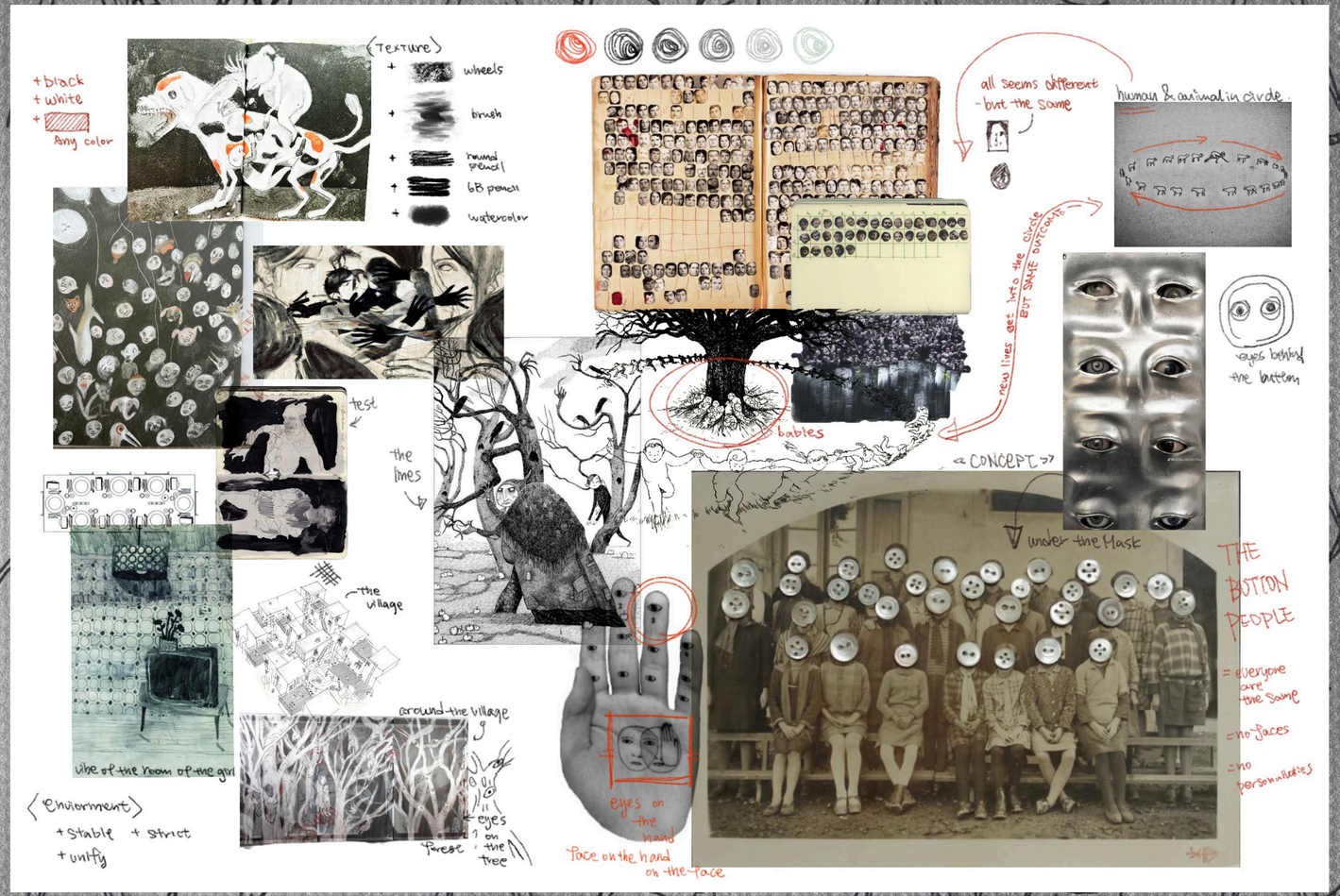
The Button Girl

A 16-year-old girl in a numb, uniform button village creates a lively doll that defies the community's eerie traditions, drawing fear and hostility that slowly consume her individuality.

Wendy Huang
Yining Yang
Cindy Zhang

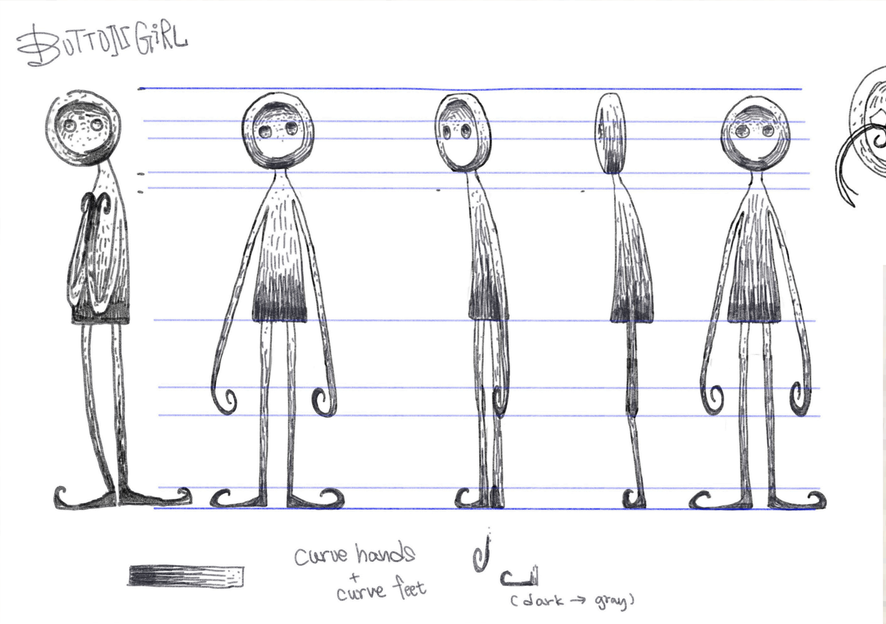
WHAT HAPPENS WHEN A SMILE BECOMES REBELLION?

The 16-year-old Button Girl comes from a village where everyone is numb, uniform, and identical. In this village, each person must create a “Companion Doll” to symbolize the beginning of a new stage in life.The girl makes an adorable doll she is very proud of and happily plays with it in the garden. But when a group of villagers passes by, she suddenly notices that all their dolls have grotesque appearances—wide-eyed baby faces, animal bodies, and strange, twisted feet. The dolls do not move at all; the villagers simply drag them along.When the villagers notice how different the girl’s doll is, they react with intense hostility and accusation. Frightened, the girl hides in her house, but villagers surround it on all sides, staring blankly through every window. Under their emotionless gazes and relentless judgment, she falls into confusion and despair. Ignoring her doll’s struggles, she finally succumbs to the pressure and becomes just like everyone else in the village.

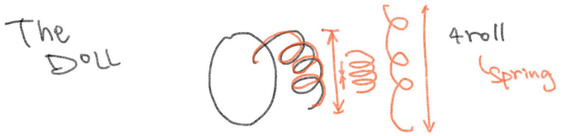


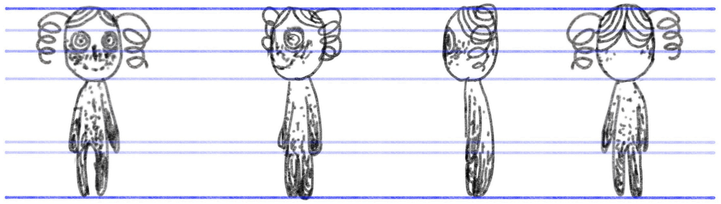
CONFORMITY – FEAR – ERASURE

ButtonGirl



ButtonDoll

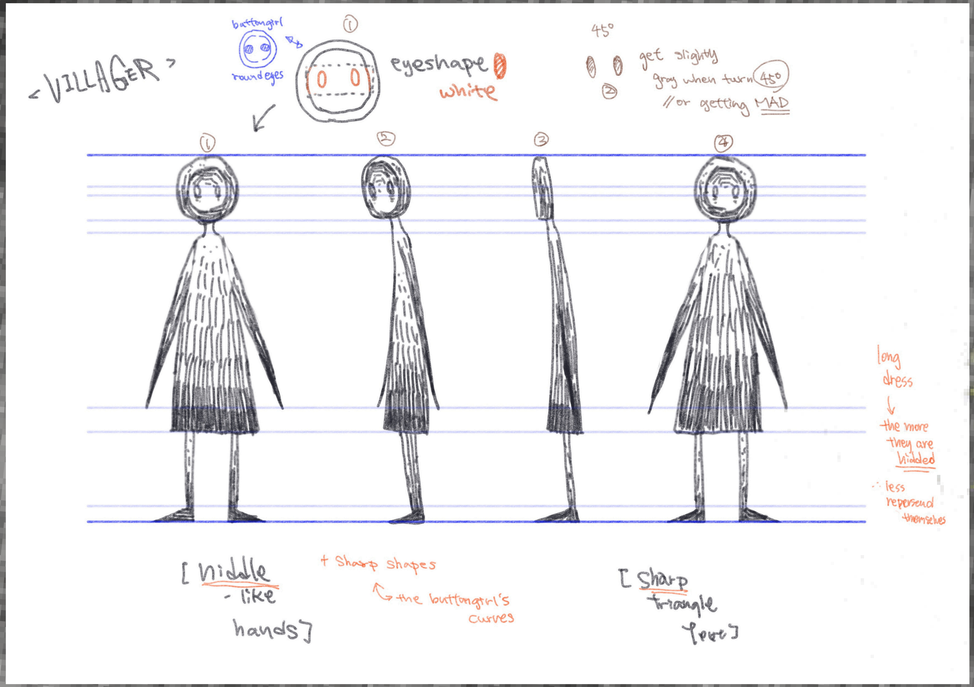


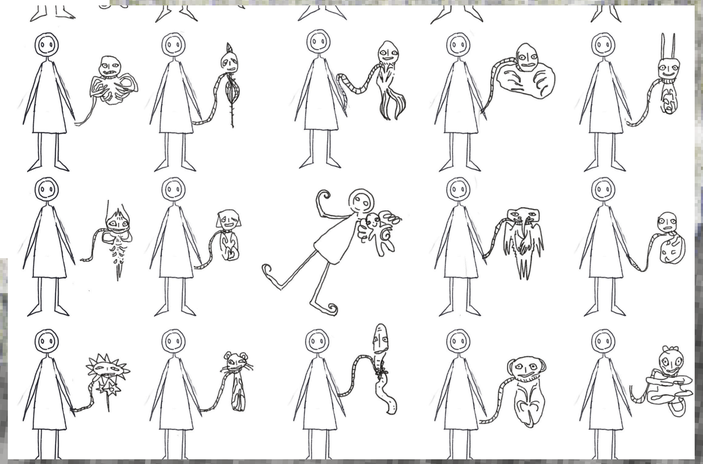


Buttongirl
is a **sixteen-year-old girl** who prefers fabric to people.
She lives in Button Village, a place that values sameness above all.
While everyone else makes identical "companion dolls," she creates her own— one with a face, a feeling, almost a heartbeat.
When the villagers discovered her dolls, they reacted with fear and anger.
She didn't fight back. She just kept sewing, **quietly believing that fabric and thread were safer than human hearts.**

Buttondoll
is Buttongirl's creation—and **her only friend**.
Made from scraps of fabric and thread, it somehow came to life.
It can smile, cry, and even feel pain.
Born from loneliness, it understands emotion better than most humans.
To Button Village, though, it's more than a doll—it's something that shouldn't exist.

Villagers of Button Village

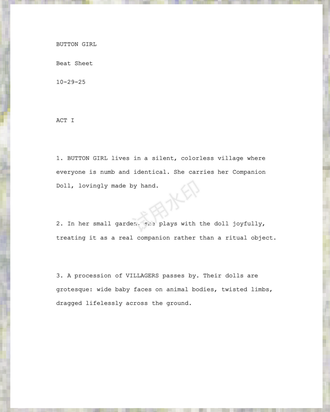




The villagers of Button Village
love order and fear difference.
They all wear nearly identical clothes, with the same identical button faces, and make identical dolls.
To them, **uniformity means safety; individuality means danger.**
When Buttongirl's creations appeared,
they felt offended because it reminded of the personalities they'd long forgotten.
So they forced buttongirl to **destroye** her dolls, hoping the silence that followed would make them feel **safe again**.

SHE SEWS JOY INTO HER DOLL — UNTIL THE VILLAGE SEWS FEAR INTO HER.

STORYBOARD & BEAT SHEET



BUTTON GIRL

Beat Sheet

10-29-25

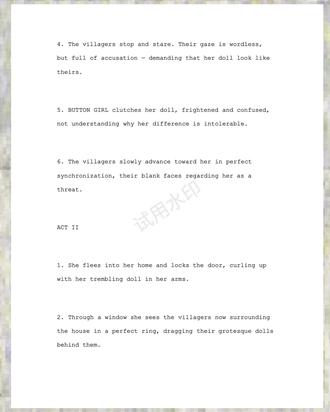
ACT I

1. BUTTON GIRL lives in a silent, colorless village where everyone is numb and identical. She carries her Companion Doll, lovingly made by hand.

2. In her small garden, she plays with the doll joyfully, treating it as a real companion rather than a ritual object.

3. A procession of VILLAGERS passes by. Their dolls are grotesque: wide baby faces on animal bodies, twisted limbs, dragged lifelessly across the ground.

试用水印



4. The villagers stop and stare. Their gaze is wordless, but full of accusation — demanding that her doll look like theirs.

5. BUTTON GIRL clutches her doll, frightened and confused, not understanding why her difference is intolerable.

6. The villagers slowly advance toward her in perfect synchronization, their blank faces regarding her as a threat.

ACT II

1. She flees into her home and locks the door, curling up with her trembling doll in her arms.

2. Through a window she sees the villagers now surrounding the house in a perfect ring, dragging their grotesque dolls behind them.

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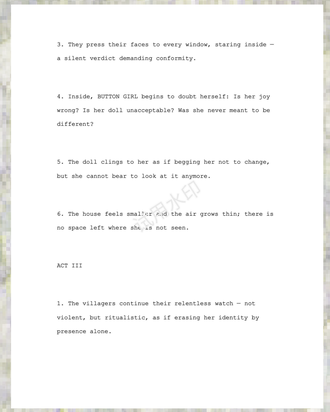

3. They press their faces to every window, staring inside — a silent verdict demanding conformity.

4. Inside, BUTTON GIRL begins to doubt herself: Is her joy wrong? Is her doll unacceptable? Was she never meant to be different?

5. The doll clings to her as if begging her not to change, but she cannot bear to look at it anymore.

6. The house feels smaller and the air grows thin; there is no space left where she is not seen.

ACT III

1. The villagers continue their relentless watch — not violent, but ritualistic, as if erasing her identity by presence alone.

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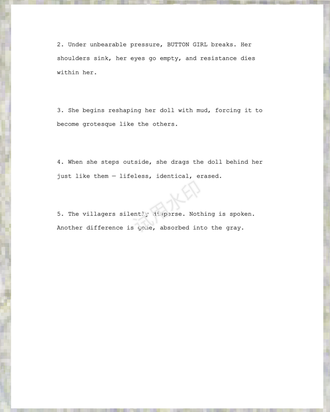


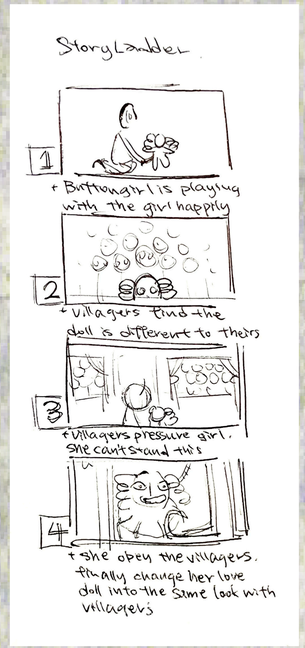
2. Under unbearable pressure, BUTTON GIRL breaks. Her shoulders sink, her eyes go empty, and resistance dies within her.

3. She begins reshaping her doll with mud, forcing it to become grotesque like the others.

4. When she steps outside, she drags the doll behind her just like them — lifeless, identical, erased.

5. The villagers silently disperse. Nothing is spoken. Another difference is gone, absorbed into the gray.

试用水印

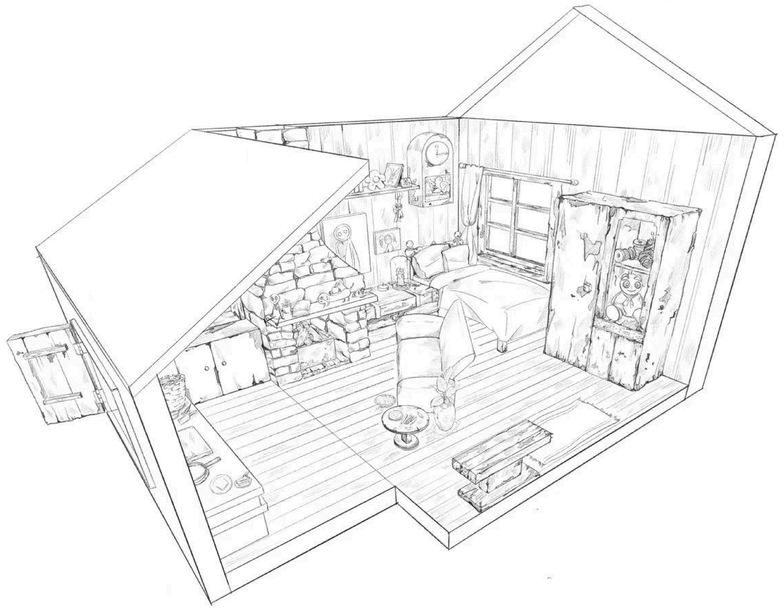


ANIMATIC

https://24021857.myblog.arts.ac.uk/2025/11/02/the-button-girl-animatic/

STORYLANDER

IN **BUTTON VILLAGE**, EVERYONE IS SEWN TO THE **PERFECT SIZE.**



House of the ButtonGirl

Outside of the House

House of Other Villagers