PHONE CASE / ANIMATED UGC

IN MY HAND.



Small object. Personal details.

An everyday phone case, explored through tactile macro shots, warm reflections and a gentle fitting sequence. A character holds the matching design in the closing scene.

30 SECONDS / PORTRAIT 4K

A little more me.

Original curved geometry, fine grip ribs, separate camera rings and copper controls give the familiar object a distinct identity.

Creator / SoufianeDERGOUN

01 / STORYBOARD

The familiar object.

Final frames from the completed animation.

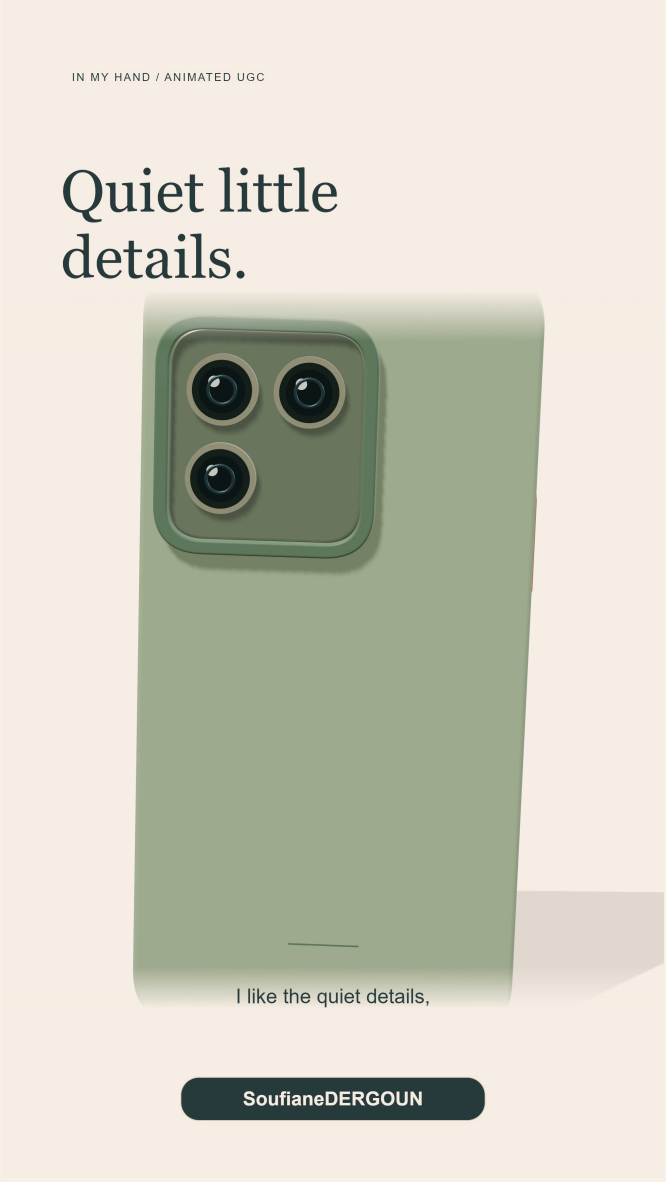
00:00-00:05



Always in my hand.

An angled reveal establishes the slender silhouette, sage material and softly rounded corners.

00:05-00:09



Quiet little details.

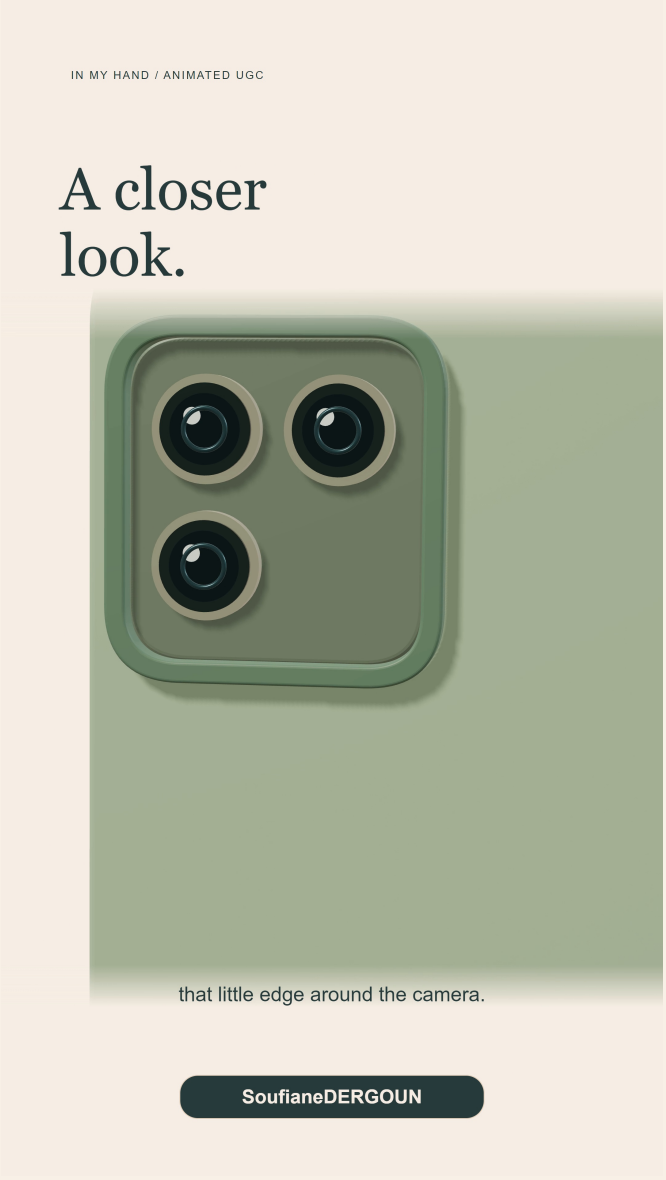
The camera approaches the fine back texture and molded perimeter. Lighting skims across the surface.

02 / STORYBOARD

Look a little closer.

Final frames from the completed animation.

00:09-00:13



Around the camera.

A raised surround frames three individually modeled lenses. Metal rings and small reflections separate the layers.

00:13-00:17



Down to the edge.

The orbit exposes copper buttons, grip ribs, a molded seam and the recessed charging and speaker details.

03 / STORYBOARD

From detail to everyday.

Final frames from the completed animation.

00:17-00:22.70



Slide in. Settle in.

The phone and shell separate along their depth axis, align and settle together in a stylized fitting demonstration.

00:22.70-00:30



A little more me.

An illustrated character holds the matching case upright, giving a human scale reference before the final hold.

04 / MATERIAL AND VISUAL IDENTITY

Micro details, quiet character.

An original unbranded phone and case, designed for the portfolio.

Cream #F8F0E6
Backdrop

Sage #718779
Textured case

Deep green #435E53
Raised edges

Graphite #293D3D
Type and lenses

Copper #BB805E
Separate buttons

Warm clay #C98564
Character jacket

Product construction

Rounded extruded back with a camera opening; a separate hollow perimeter; fine surface relief; 94 molded side ribs; copper controls; recessed charging detail and speaker apertures; concentric lens rings and glass reflections.

Motion: continuous eased camera moves, macro reframing, changing reflections, depth separation and a gentle hand-held finish. Warm studio lighting keeps the shape readable.

Typography: bundled display and body fonts, a dedicated caption lane and permanent SoufianeDERGOUN watermark.

05 / VOICE AND DELIVERY

Natural, personal, understated.

30 seconds / 2160 x 3840 / 30 fps / H.264 video + AAC audio

The narration

Funny how something this small ends up in your hand all day. I like the quiet details. The texture on the back. That little edge around the camera. Even the buttons feel like part of the design. Slide the phone in, turn it over, and that's it. Nothing loud. Just a little more me, every time I pick it up.

Voice and sound

ElevenLabs v3, using the creator-selected voice W8phvg4hLK7WhvHcUtGF. The 26.56-second take starts at 0.5 seconds. Word-timed captions, restrained series music and subtle motion accents complete the film.

Concept and verification

Fictional animated portfolio concept. No physical product test, compatibility, measured dimensions or drop-protection claims. The character provides visual scale. Composition checks and rendered-frame review cover layout, text and product placement.

Original procedural 3D product and illustrated character. No prices, purchase prompts or commercial promotion.