





Summer Internship '18

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M.Des Animation Design

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Acknowledgment

- This internship as a part of our P-1 project, was a great learning curve for me. From getting industry level experience to insights into much larger fields, this helped in a personal as well as a professional growth for me. For which, I am extremely thankful to the faculties and authorities of IDC, to give us the opportunity to venture out of our comfort zone and get a glimpse into what the rest of our lives would look like.
- I am also extremely thankful, to the people in Kolkata Kartoonz, who made it their personal aim to turn my stay and experience extremely wonderful. It is through them, that I got to know what a good team experience is like.
- Of course, no acknowledgement is complete without thanking my close peers, friends and family members, who have supported me through and through in this extremely difficult journey and have been there to receive me on the other side.

About Kolkata Kartoonz

- Kolkata Kartoonz is an animation studio based in Kolkata, West Bengal. It is a relatively new company having its establishment date back to 2013. They primarily focus on working in the digital 2D domain, with some projects consisting of the traditional medium as well.
- Established by the Ex-Xavierian Ranabir Majumdar, the company started out as Crazy Thought Bubble and then repackaged itself to Kolkata Kartoonz. Their main focus group of audience is pre-schoolers and children, so they mostly take up projects that involve working for these age group.
- Their most notable works include Little Singham, Little Bobo, Mr. Box and Zaky and Friends among other notable works.
- Other than these series, they work on animated advertisement for multiple brands as well as book cover illustrations, music videos and news agencies.

My Responsibility

- I was primarily hired in the company as a Pre-production artist and my duties included, character design and layout for their multiple series. I was also immensely responsible for the completion of an ongoing illustration package for a Publication House.
- However, few weeks into the internship, I was also handed the responsibility for their Production Process that included me animating few scenes from a music video.
- I was involved in four projects, namely, Kyoshi Music Video, Concept art on a series, Political Art Illustration and promotional for a Banana Plantation.

Kyoshi Music Video

- Kyoshi is a music video project for a company in Japan, which is a series of music video on the journey of the Protagonist Kyoshi in mid-edo period Japan.
- The series already has it's release in the form of it's first music video in 2017.
- I joined on the band wagon for the creation of the second music video for the series.
- Since, the series is entirely done by creating symbols in Adobe Flash, my duty was to refer directly to the animatic of the series, and create the poses for the characters in every scene. After this, I had to trace the design and turn it into animatable symbols.
- I was also given scenes to be animated for the music video.

Existing Character Model Sheet



Character Poses



Character Poses



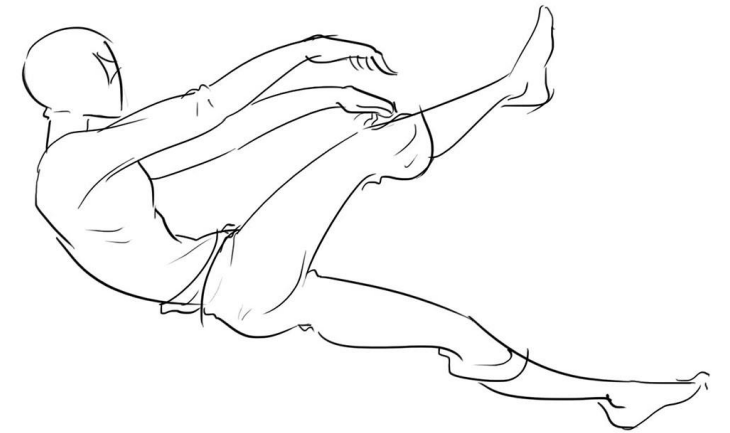
Character Poses



Character Poses



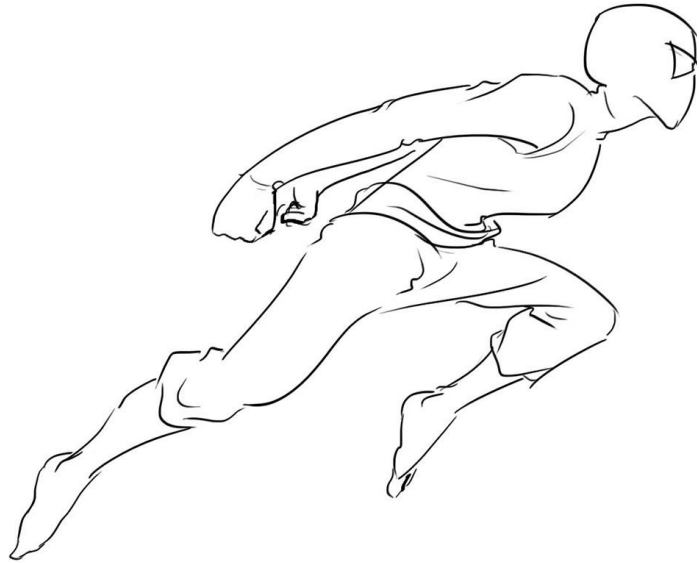
Character Poses



Character Poses



Character Poses



Character Poses



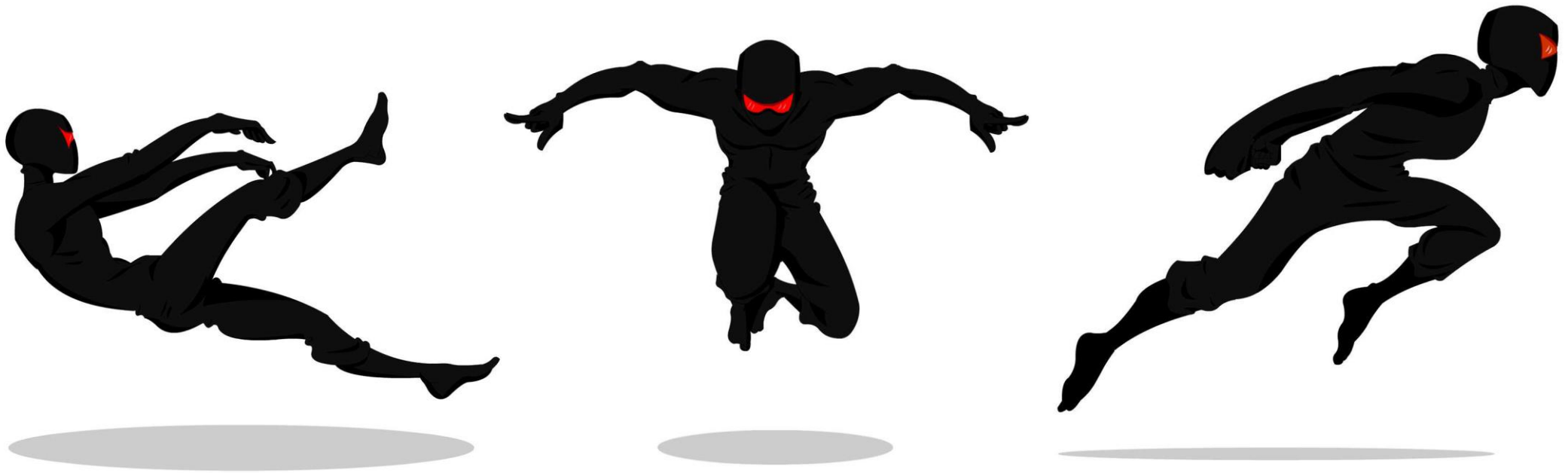
Character Traced



Character Traced

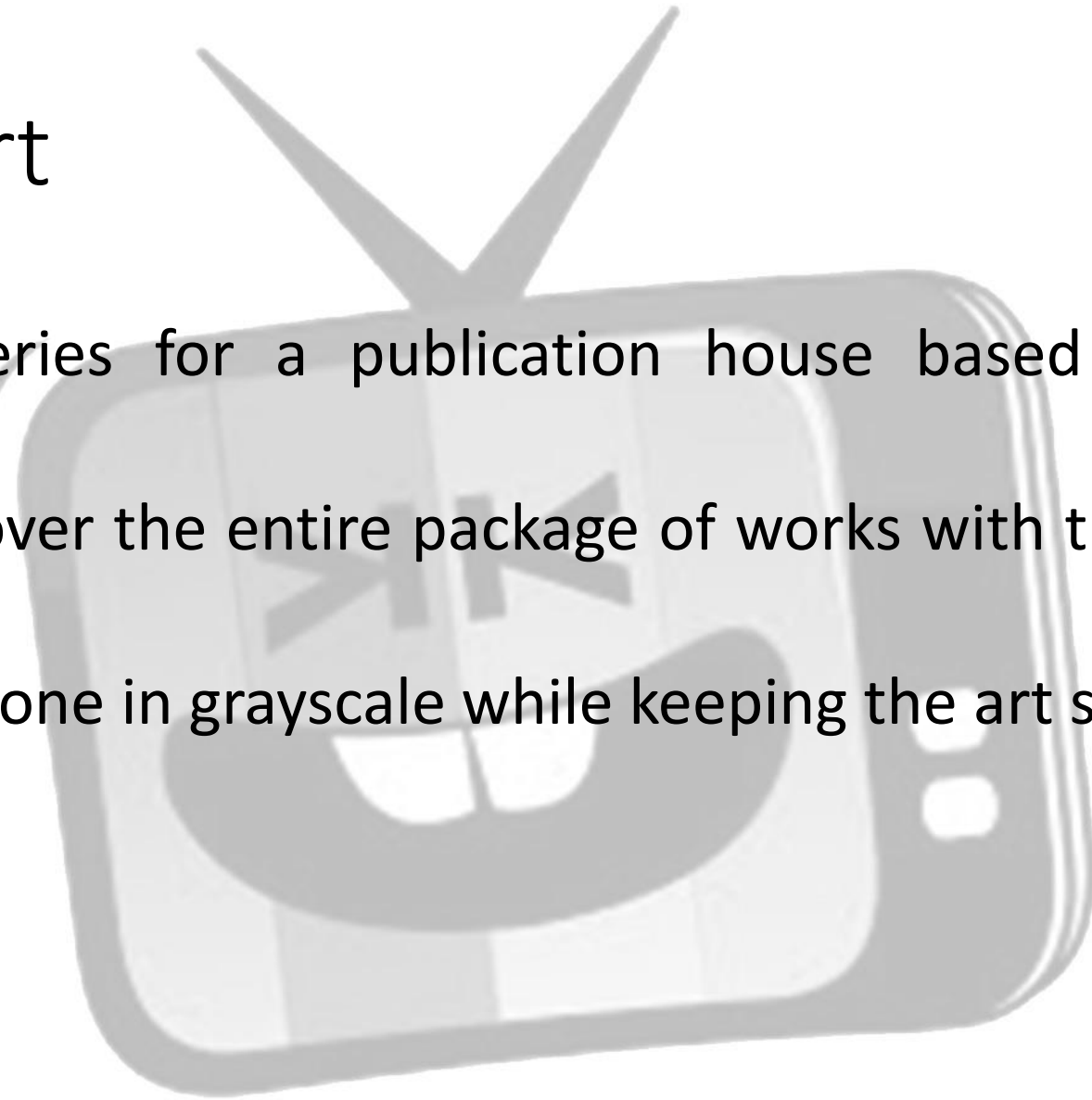


Character Traced



Concept Art

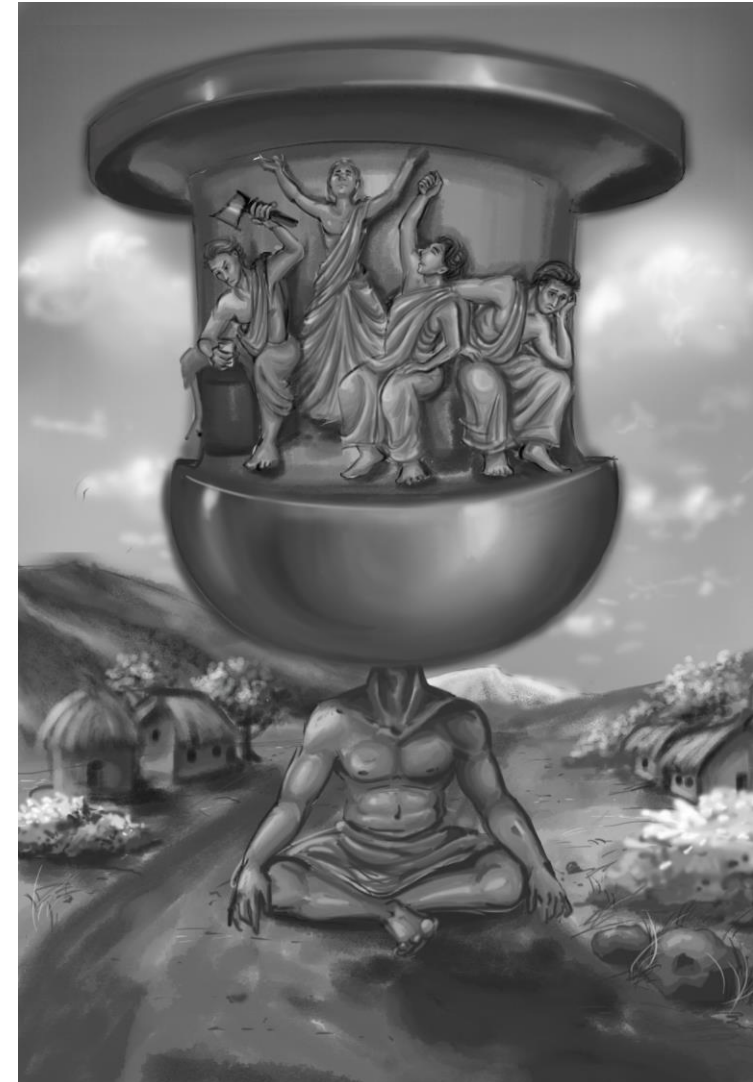
- This was a series for a publication house based in the United Kingdom.
- I was handed over the entire package of works with the concept idea mentioned.
- They were all done in grayscale while keeping the art style realistic.



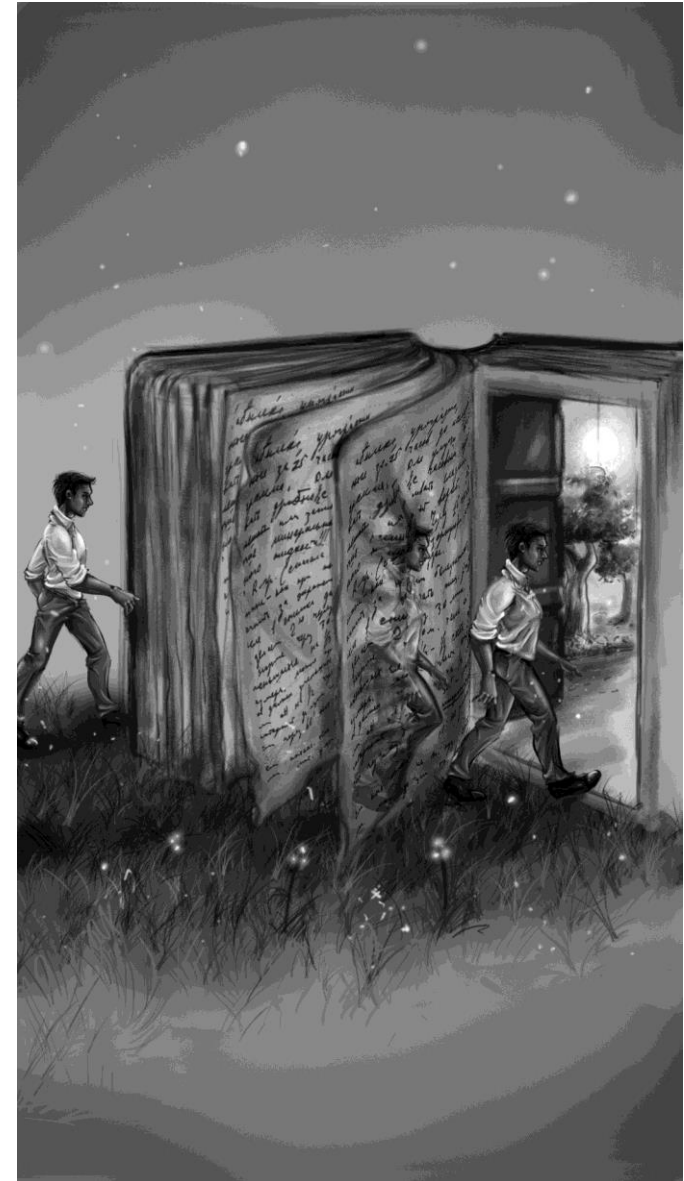
The Bodhi Series



Four Selves and Sanyasati



Hypocrite Villager and Through Books



The Lonely Meditator and The Tree of Life



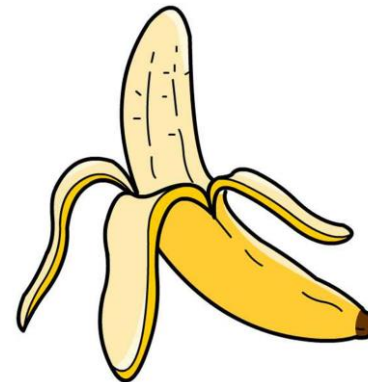
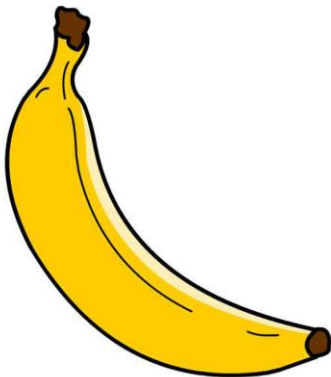
Political Illustration

- The project was by a news agency based in the United States of America. I was given the news topic title as “Iran threaten America that if it continues on the path it is following, it will face the same threat as Saddam Hussain.” They requirement was that the art should be simplistic and flat vector based.



Banana Plantation

- This project was a motion graphic based introductory video for a Banana Plantation.
- I was handed the animatic for the video and asked to illustrate the characters and key elements. After that, I had to trace them and turn them into animated symbols.



The Opening Shot to the Video



Conclusion

- Overall, it was a wonderful experience and a great learning curve for me. Starting from waking up everyday on time to catching the fastest as well as cheapest route to work, everything was like a regime to prepare me for an actual work environment I am headed towards.
- I had the pleasure of working in a team with minds as innovative as possible with people who's livelihood had already become this, and it was an eye opener for me.
- I received the opportunity to give my own creative inputs and have shouldered the weight of them baring a great impact on the company as well as it's people and I truly understood what having responsibilities meant.
- All in all, it was a welcome opportunity where I got an insight into what it takes to work for the industry and I will surely carry this knowledge with me into the future and put it to good use.