# Summer Internship Project

**ORGANIZATION: BANANA TALK MEDIA, KOCHI, KERALA.**



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**ANIMATION DESIGN**
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**IDC, IIT BOMBAY.**

# Project Brief

- **Client :    Lilaq Boutique.**

- **Concept : The Adventures of Lilaq Knight.**
  **Short 2-D animated video will depict 'A Day in the Life of Lilaq.**
- **Role :       Background Design**

- **Client :    Armstrong Dealers, Kochi.**

- **Concept :  3D Demo of Portable Locker.**
- **Role :       3D modeling and Rendering.**

# Project 1, Adventure of Lilaq Knight.

Phase 1, Under Standing Storyboard.

They had given me story board like this for reference.

# Background Design1,Church Interior



BG 1, Rejected by Clients.
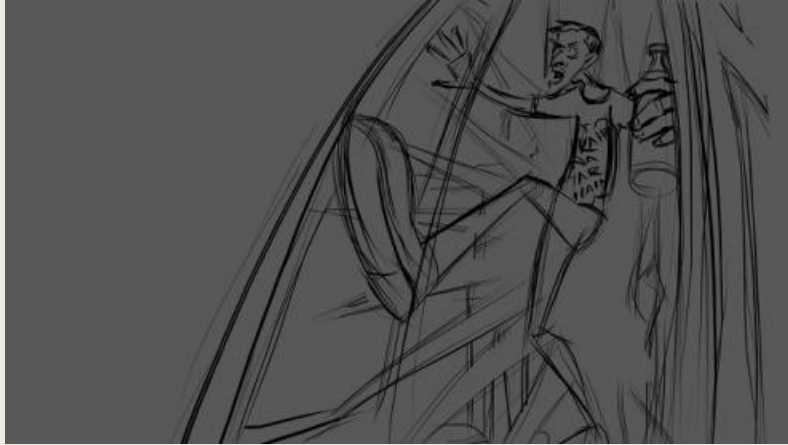Color was too dark doesn't feel Church.



BG, Approved by clients
Change color, Add more Christian
elements, Change it as glossy  floor.

# Bride's mother pulls out a shotgun.

# Background Design 2, EX boy friend's entry



Reference image for Background
Shot: EX boy friends entry.



Approved by clients.

# Background With Character

# Background Design 3, Desert



Reference image.



A couple with a broken engine in these fine sands.
Approved by clients.

# A couple with a broken engine

# Background Design 4, Pig man's castle



Reference Image for Pig man's castle. exterior.
Also reference for color.



BG4,Pig man's castle exterior.
Approved by clients.

# Kids under sword

# Background Design 5, Pig man's castle



Reference Image



BG5,Pig man's castle exterior.
Approved by clients.

# Background with pig man's minions

# Background Design 6, Pig man's castle



Reference Image



BG6,Pig man's castle exterior.
Wide BG for camera panning.
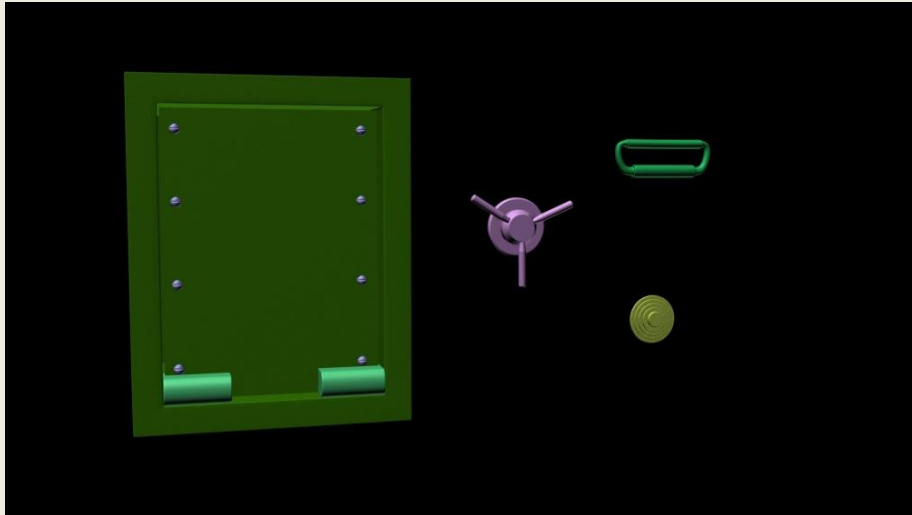Approved by clients.

# Pig man hitting Lilaq

# Project 2, Armstrong Safes



Reference brochure  for 3D modeling.

Purpose; Demo video of locker. How to hide valuable things in office or house.
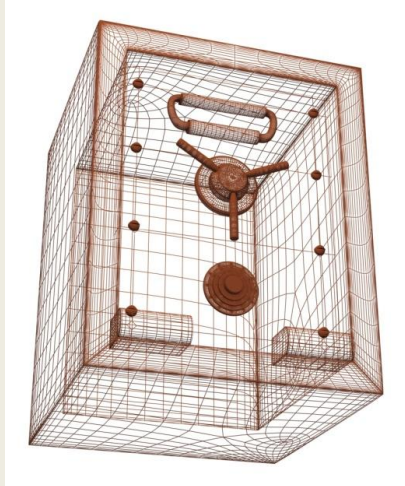
# Initial 3D render



First render in 3DS max

Locker modeled in as a different parts

# Test render



Wireframe render for understanding mesh flow.



Test render with skylight.

# Final Render



Final render.

Apply appropriate material and lights

Render in mental ray in 3DS max.

# My Learning's

- Learned a production pipeline.

- Faced hear challenges everyday with client's interaction.

- Time management

- concept and stylization.

- Good sense of lighting, Even though it is 2d.Learning of the software's in detail

- Working under pressure to work with production quality.

# Thank You