

Organization

Paperboat Animation Studios

Project Guides

Mr. Aashish Mall and Mr. Mayank Patel

Project Duration

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Submitted By

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Acknowledgement:

It is a great privilege to express my gratitude to Mr. Soumitra Ranade, Mrs. Shilpa Ranade, Mr. Aashish Mall and Mr. Mayank Patel who granted me the opportunity to work with them as an intern at Paperboat Animation Studios for one month.

I got a lot of encouragement and creative freedom out there and their guidance and valuable counsel acted as a constant source of inspiration to me throughout my Internship.

I am also greatly indebted to all my IDC faculties; their suggestions provided me the right motivation for structuring my one month internship as an intern.

Last but not the least, I thank to all the staff of Paperboat Animation Studios and my friends, without their help and cooperation this learning experience would not have been as exciting and enjoyable as it was.

Preface

As a student of IDC, M.Des. Course, I am required to undertake one month summer internship after completing 2nd semester. I decided to do my training with an animation studio so that I can get a better understanding of the work practices in the Indian animation industry and procedures followed for creating 2D animation content for short films, full length films and television shows.

I was fortunate to get opportunity to work as an intern at Paperboat Animation Studios for a period of one month. Here I observed each and every step involved in the making of an animation film very carefully and got to know how an animation studio works. I understood how important it is to work in a team, and how essential it is to have good sketching and software skills for producing good quality animation content.

During my Internship period wherever I had any doubts, Mr. Aashish Mall and Mr. Mayank guided me. For my learning Mr. Aashish Mall explained me Animation Pipeline in detail and also gave us an assignment to animate a nursery rhyme which was a very interesting and knowledgeable assignment in itself.

About the Studio

Paperboat Animation Studios

Paperboat Animation Studios is a young dynamic animation studio based in Mumbai which is producing great works in the field of Animation, live action film, mobile app design, documentary film making, game design, website design, e- learning and print design.

Mr. Soumitra Ranade, Mr. Aashish Mall and Mr. Mayank Patel are founders of this studio and they have an extremely competent and diversely talented team of animators, background artists, character designers, editors and other creative professionals.

Their projects include Alibaba & 41 Thieves (3D animated film), Goopi Gawaiyaa Bagha Bajaiyaa (2D animated film) and Lal Buzakkad (Tv series for kids). Jajantaram Mamantaram (live action film), and Zee Applications for Tablets (App design) are some other examples of artistic and innovative projects done by Paperboat Animation Studios.

Guides

During one month of my internship I was guided by Mr. Aashish Mall and Mr. Mayank Patel.

Aashish Mall

An alumnus of Art College in Indore, and ZICA Animation Institute, Mumbai, Aashish has directed numerous short animation films and some of these have been screened at various international film festivals. His short film saraswati received the unicef best film award at Bangkok, Channel V best promo at Singapore including Anifest and Digicom awards.

Mayank Patel

An alumnus of art college, Surat, Mayank animated the Karadi Tales television serial for the Disney Channel. During the last decade he has created innovative designs and animations for the various mideas, including UTV's Dream blanket and Mahabharatha for Cartoon Network.

Introduction

As soon as my internship commenced, I started interacting with all team members at studio with the objective of observing and gaining a comprehensive understanding of animation film making. I learned how background artists create backgrounds for various kind of shots, how much homework character designers do before they design a character, how do editors use many software to create a flawless animation and so many other such things.

Mr. Aashish Mall also explained me production pipeline in detail and explained how they follow it in their studio and decide deadlines for a client's project.

Once I had a basic idea of all the animation processes, I was given a brief to animate a nursery rhyme so that I can follow production pipeline step by step and gain much more in-depth knowledge of animation film making.

Brief

The brief as given by the creative directors was to select one nursery rhyme and animate it for kids. Animation had to be interesting and engaging and time limit was given as 30 seconds to 1 minute.

List of Nursery rhymes

I was given a list of nursery rhymes to choose from and animate one rhyme. I read them, watched their existing videos and listened to the audio files very carefully so that I can decide one rhyme out of them which I would be working on.

Baa, Baa, Black Sheep,
Five Little Ducks,
Rain Aain go away,
Twinkle, Twinkle, Little Star,
Peter Peter pumpkin eater,
Humpty Dumpty,
Jack and Jill,
Mary Had a Little Lamb,
Row, Row, Row Your Boat,
Wheels on the bus go round and round etc.

Selected rhyme and Script Development

I found all the nursery rhymes very interesting and it was not easy for me to decide one rhyme out of them. Finally I selected “Peter Peter Pumpkin Eater” rhyme because I thought I would be able to animate this rhyme according to kids’ taste.

“**Peter Peter Pumpkin Eater**” is an old English language nursery rhyme.

Lyrics

Peter, Peter pumpkin eater,
Had a wife but couldn’t keep her;
He put her in a pumpkin shell
And there he kept her very well.



Script Development

I didn’t find it very complicated to write a story for this rhyme because this rhyme is a story in itself which is written in a poetic way or rhythmic manner. And as nursery rhymes are only for kids I wanted to keep the script very short and simple so that they can understand it easily.

For this I prepared two-three rough concepts and shared them with my guides. They liked all the concepts and gave me freedom to decide one concept as the final one.

Final concept for script

A small caterpillar is moving slowly on the wooden sign board in a pumpkin farm and there is a Peter pig already there standing with a pumpkin and eating it happily as he loves pumpkins. Suddenly he remembers his wife(who left him because he couldn't provide her home as his financial condition was very poor) and starts crying badly. Suddenly he gets an idea and cuts off a huge pumpkin with a wood cutting saw and puts his wife in that large pumpkin shell. And they start living happily together in that pumpkin house. And as they start to live again with love for each other, heart shapes are seen emerging from the pumpkin house. Once they reach the sky these hearts team up and form a big heart shape and "Then they lived happily ever after" text appears and with this the story ends.

After finalising this concept I prepared a rough draft of my script and discussed it with my guide. He gave some suggestions about camera angles, background music, length of backgrounds and characters' movement and I made some changes accordingly in my final script.

Storyboarding

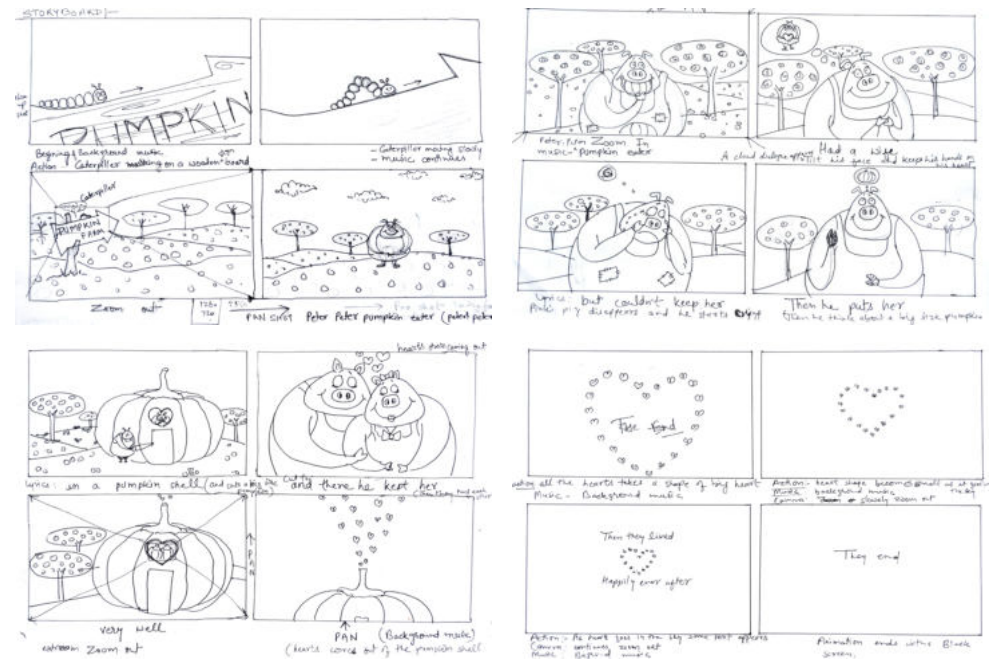
When my script was ready I started working on storyboard. Initially I created small thumbnails of my storyboard and showed it to my guides to get proper feedback. Fortunately my guides liked it and suggested me some minor changes which I incorporated in the final storyboard.

Fortunately my guides liked it and suggested me some small changes which I made in the final storyboard.

Rough Storyboard



Final Storyboard



Character Development

Character development has always been one of my favourite parts of storytelling, because it has so much potential, if it is done right. It is an interesting task to make a character, especially an animated one so good that audience remember it for a long time. In my script, I decided to use three characters - a caterpillar and two pigs. In the existing videos and illustrations of this rhyme there were two human characters. But in my script I took pigs instead of humans because I have noticed kids really like animals who can talk like us, walk like us and dance like us. For this firstly I did anatomy study of caterpillar and pig so that I can design three exciting characters.

These are the three characters I designed for this rhyme and as the main pig character has a name so I gave name to both the characters too for fun.

Peter Pig

He is a fat pig character who loves eating pumpkins and wears torn cloths because his financial condition is very poor.

Pinki Pig

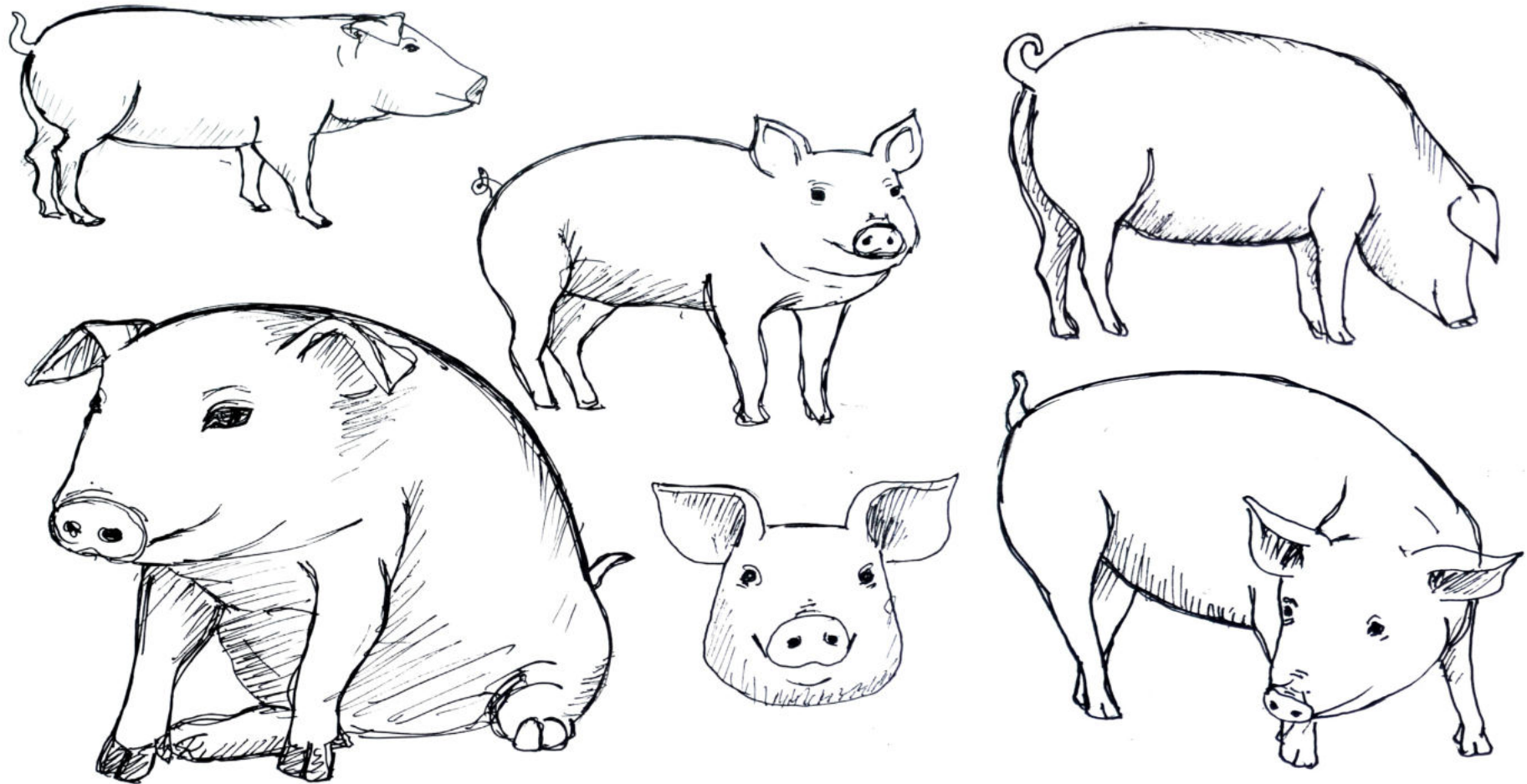
She is again a fat female pig character who loves pink colour and always wears pink dresses . Once she was Peter's wife but left him because he couldn't keep her in a house as his financial condition was not strong.

Chinku Caterpillar

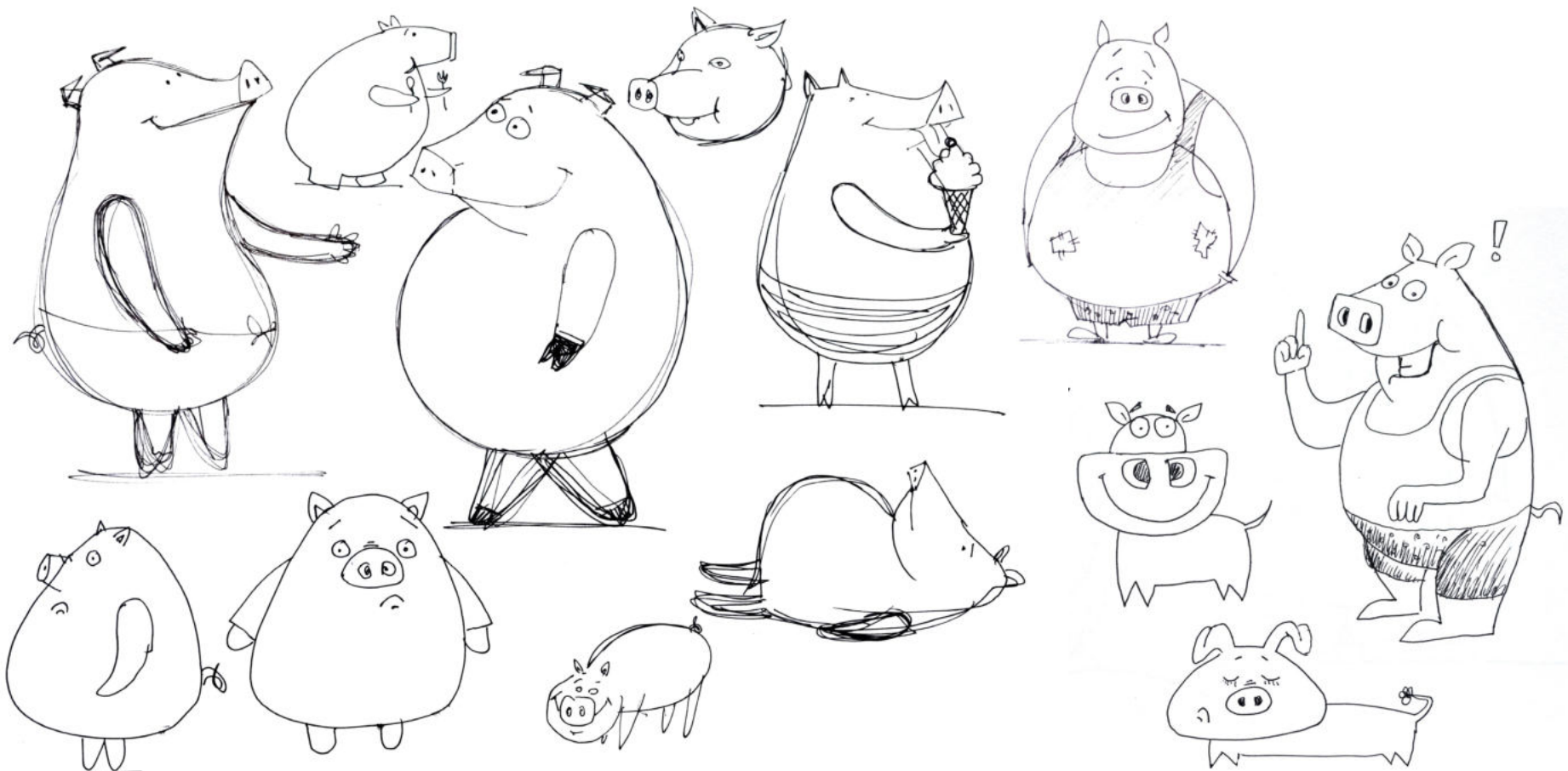
He is a green coloured happy caterpillar character who always lives on the wooden sign board of pumpkin farm.

Peter Pig character Explorations

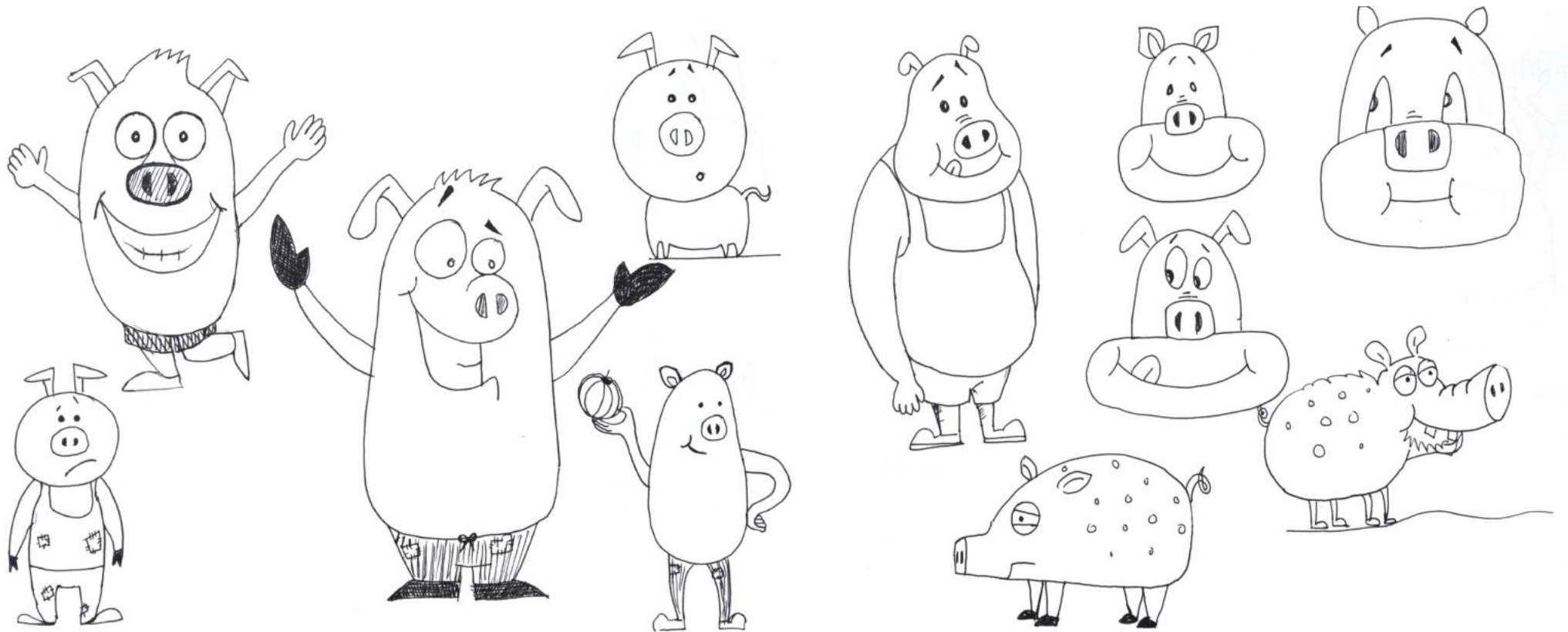
Pig Anatomy Drawing



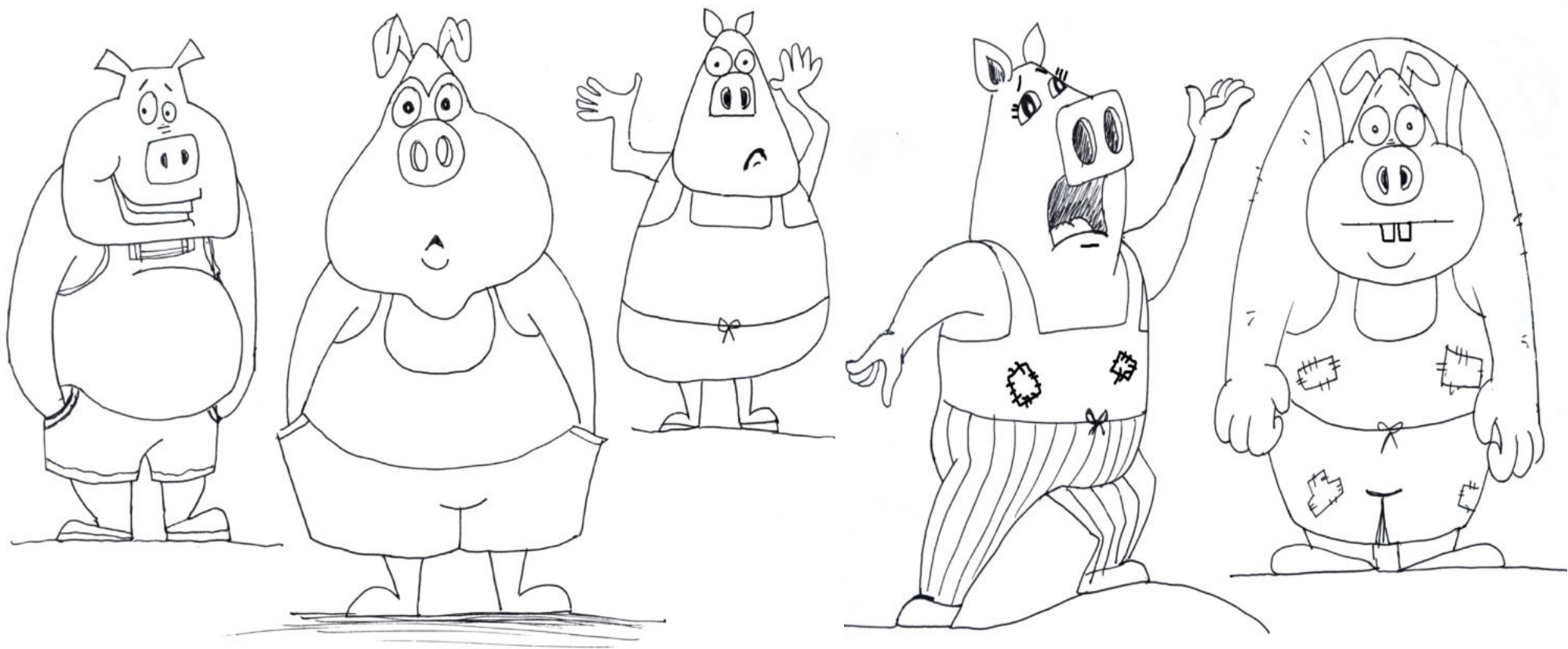
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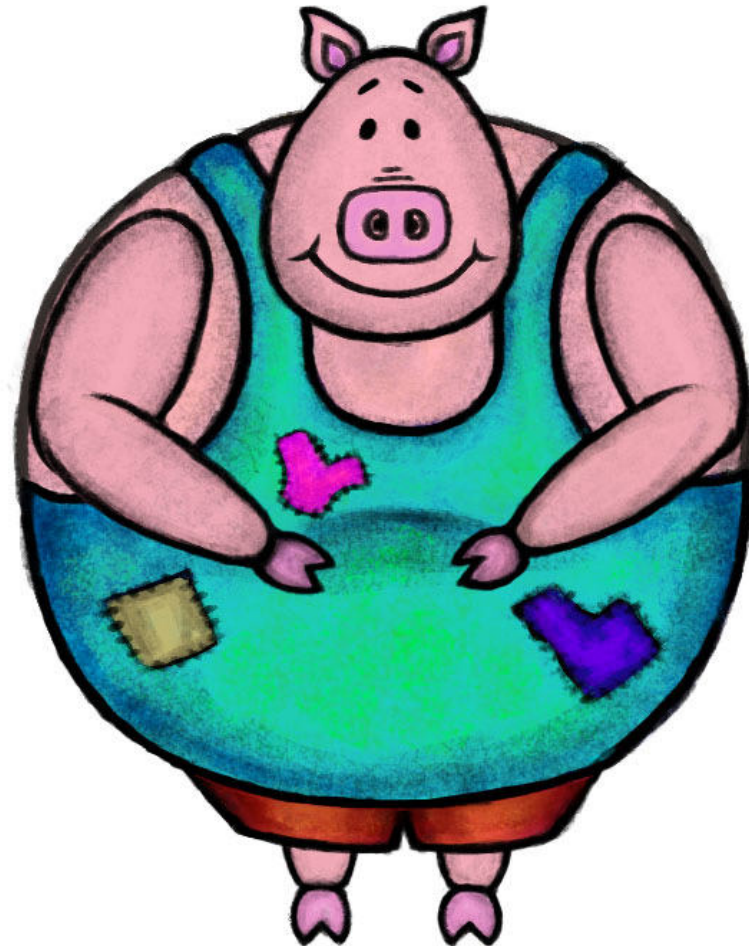
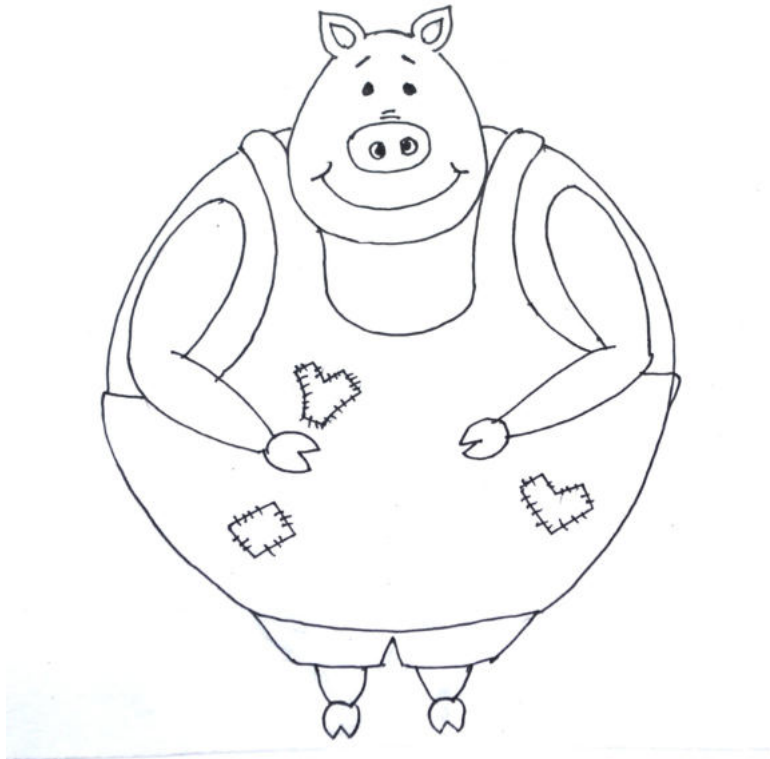
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Scribbles



Peter Pig Final Character



Pinki Pig Character Explorations

Scribbles



Scribbles

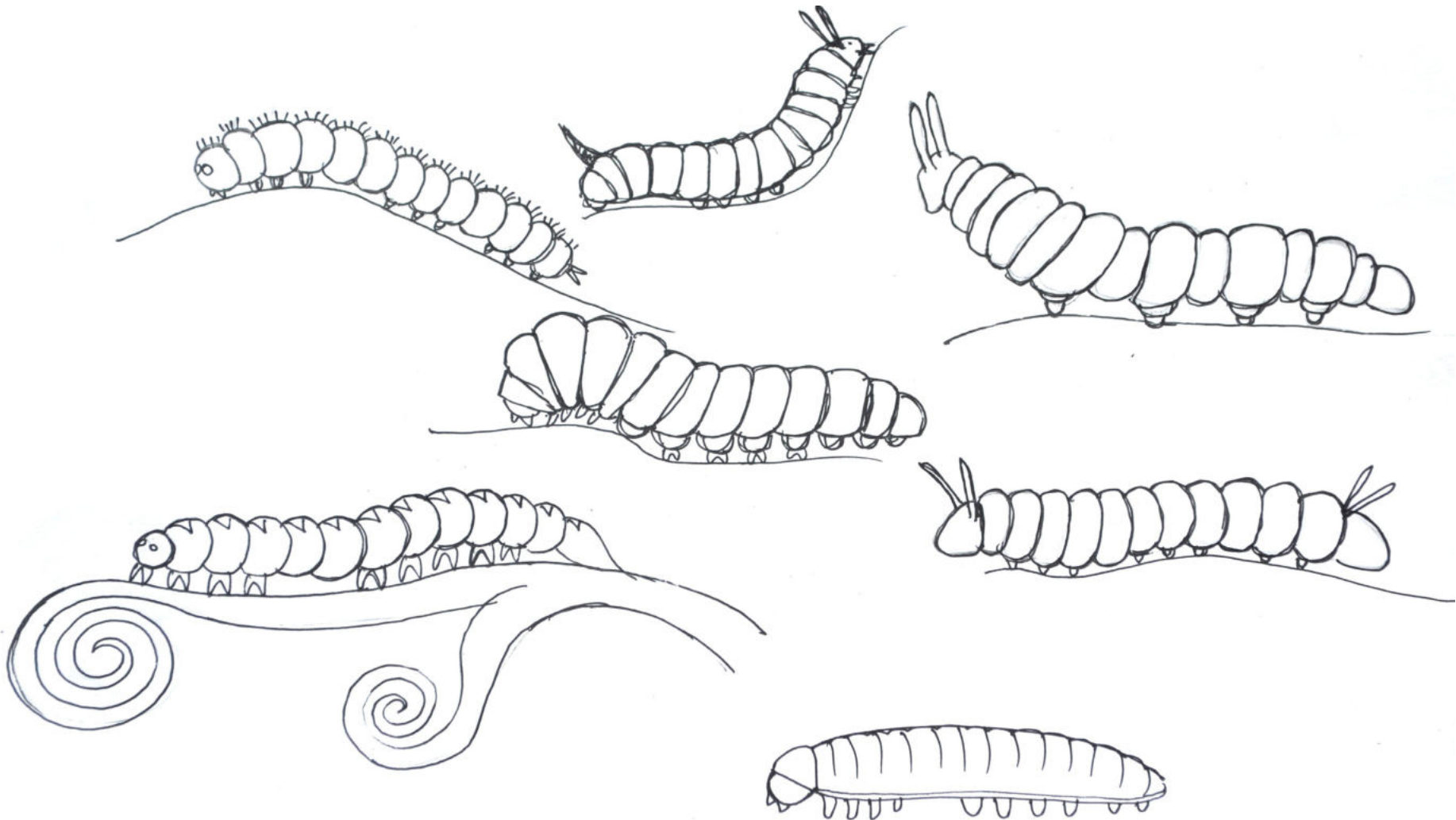


Pinki Pig Final Character

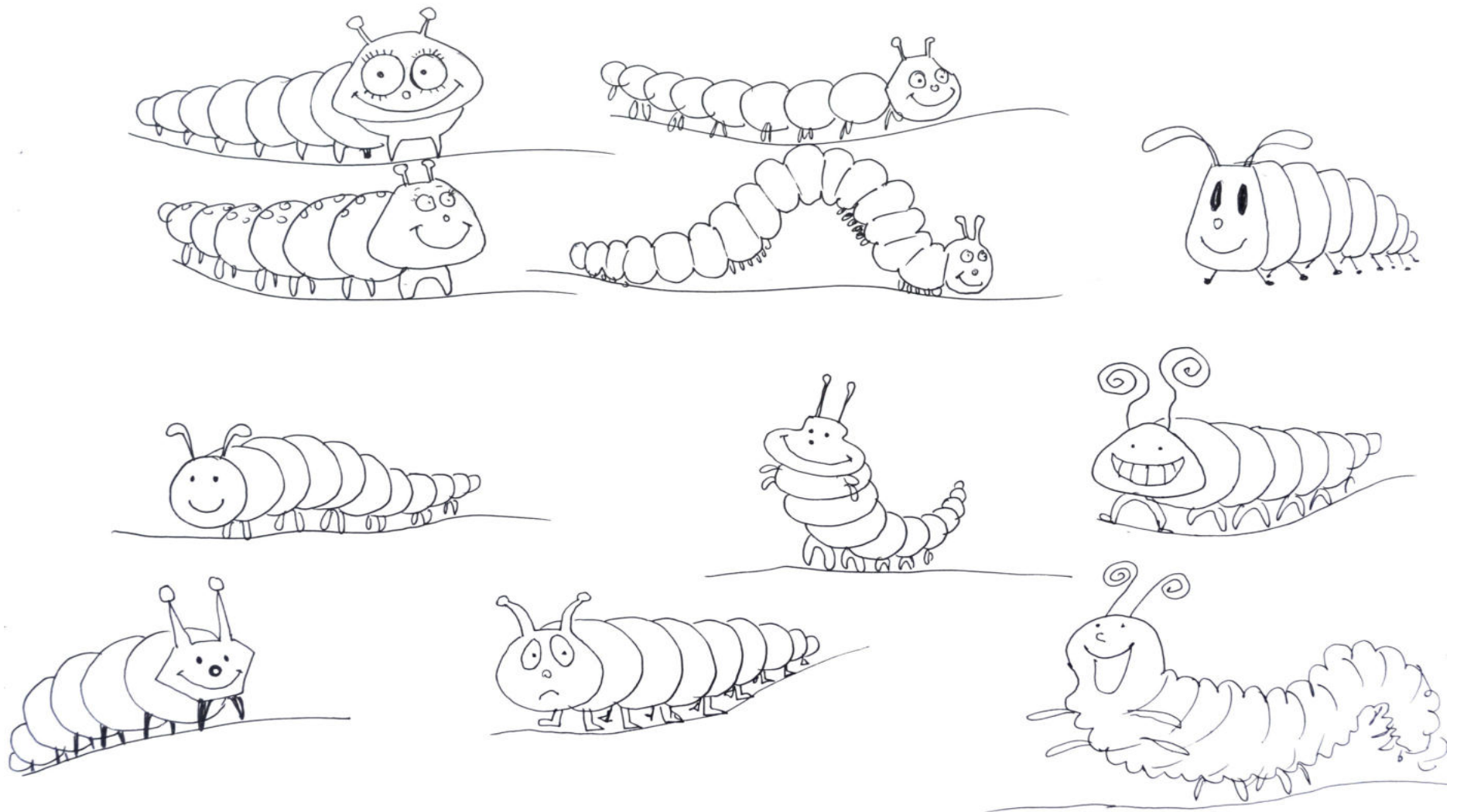


Chinku Caterpillar Explorations

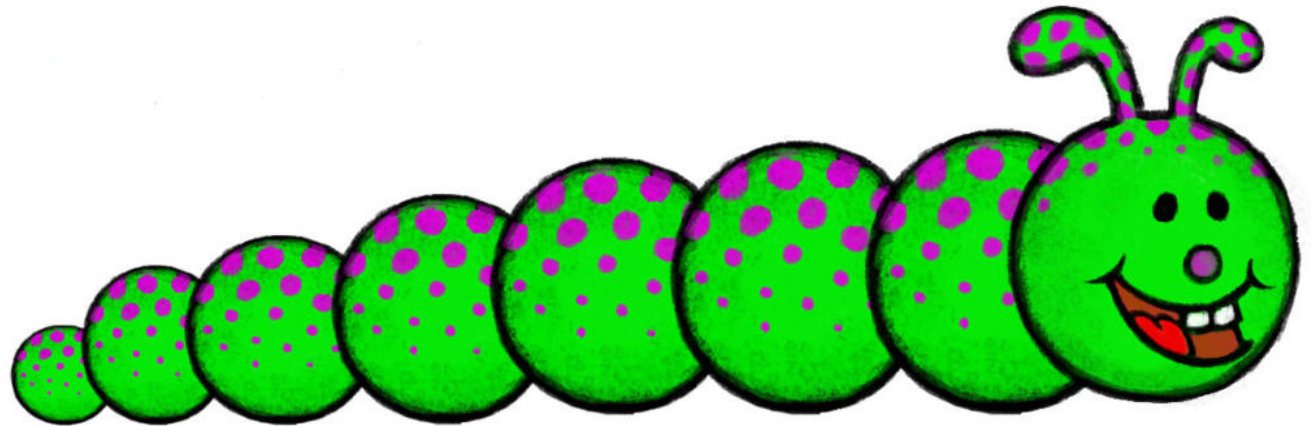
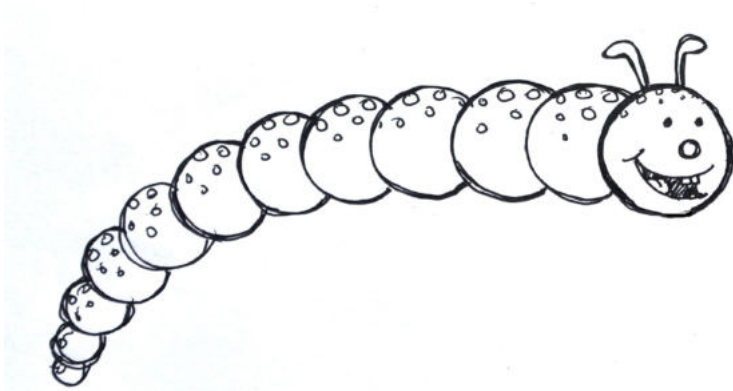
Scribbles



Scribbles



Chinku Caterpillar final Character



Background Development

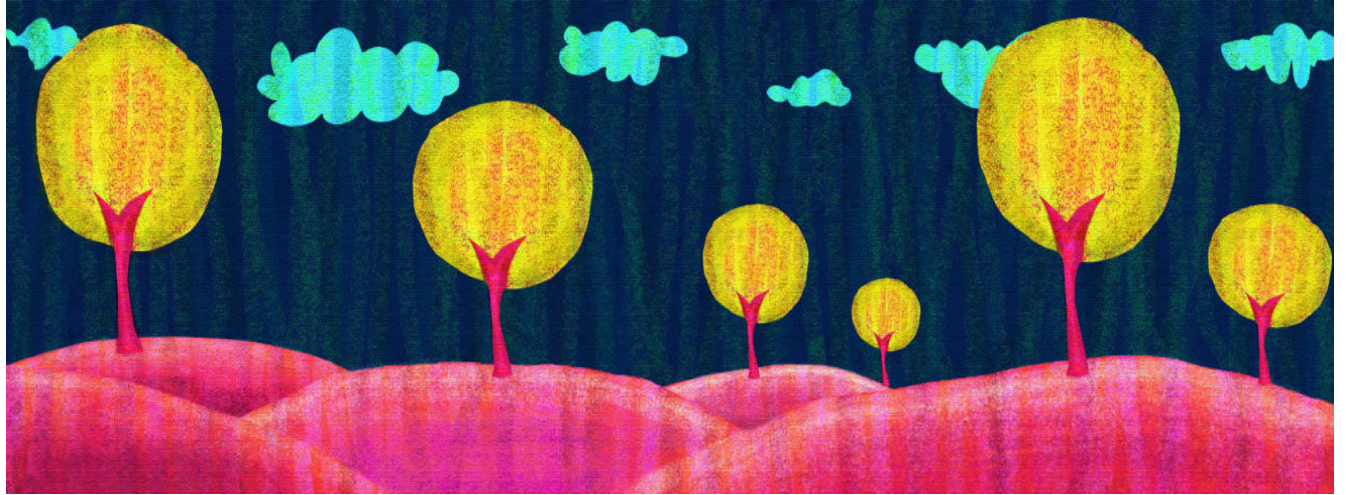
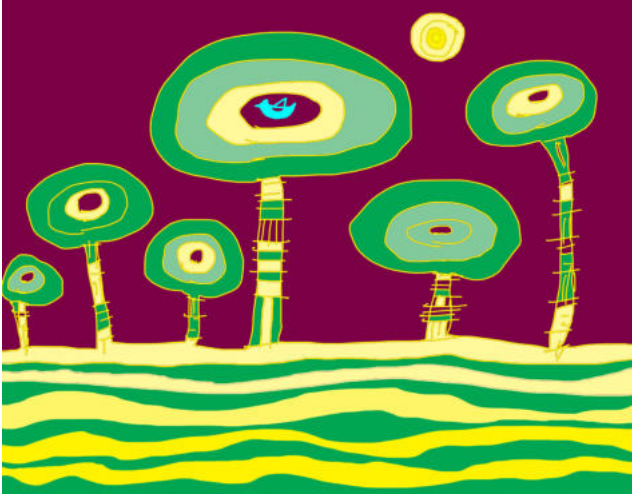
I was putting all my efforts to make my animation interesting for kids and as we all know, small kids like very colourful objects. So I decided to create a background which is very colourful and attractive. For this I was exploring various techniques and styles but I was not able to make out which one will look best with my characters. Then I started composing my characters in those backgrounds. This gave me a very clear idea about which BG will look best with my characters and I selected a style in which I used many textures to design trees, sky and grass and started making my final BG in the same style.

As it was going to be a very short animated video and it involves several kinds of camera movements like Panning and zooming, There was no need to make more than two Backgrounds.

Explorations



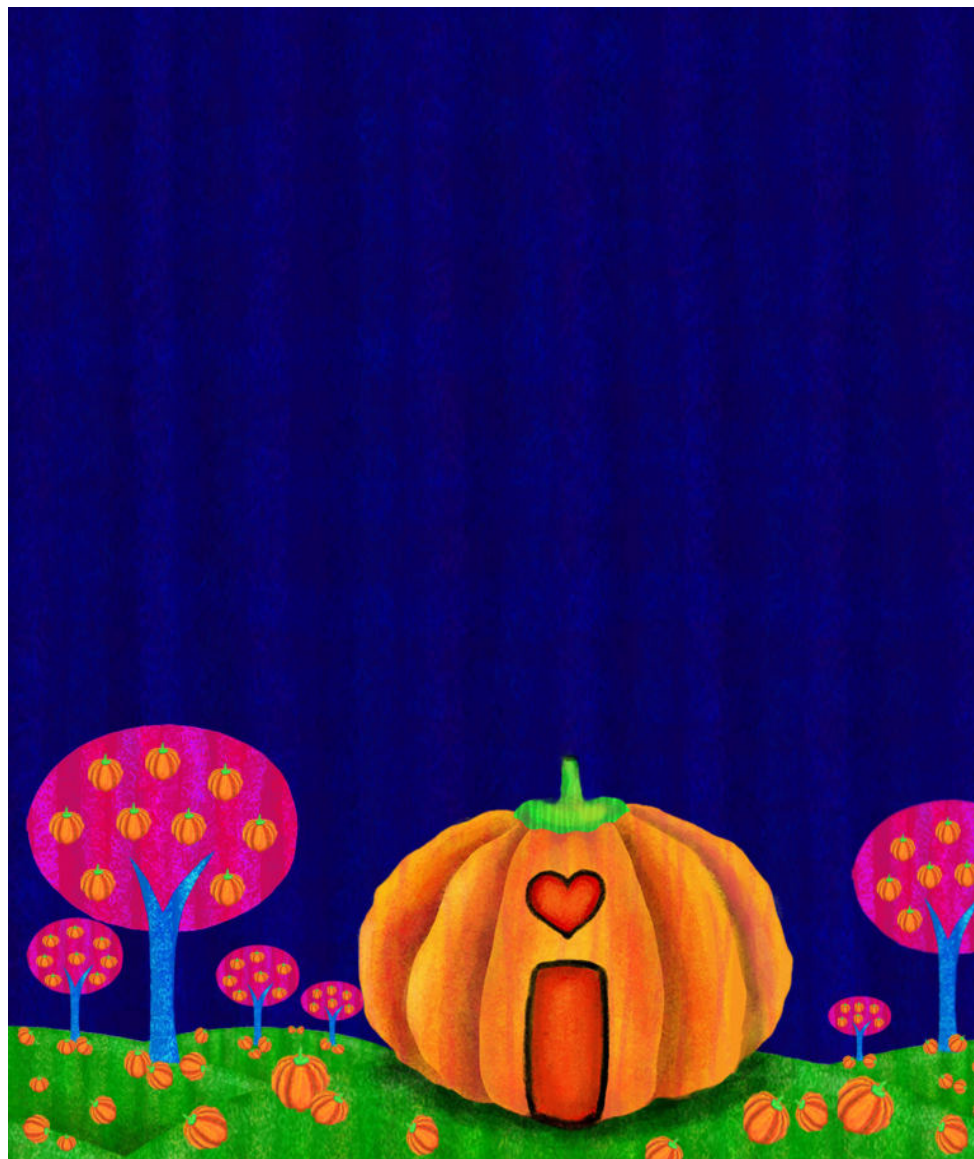
Explorations



Final Background 1



Final Background 2



Prop Developments

To animate this rhyme some props like wooden sign board, wood cutting saw, pumpkins and hearts were required to be designed. So when my backgrounds were ready I did some explorations and designed these final props.

Explorations



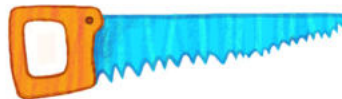
Final Pumpkin



Explorations



Some other props

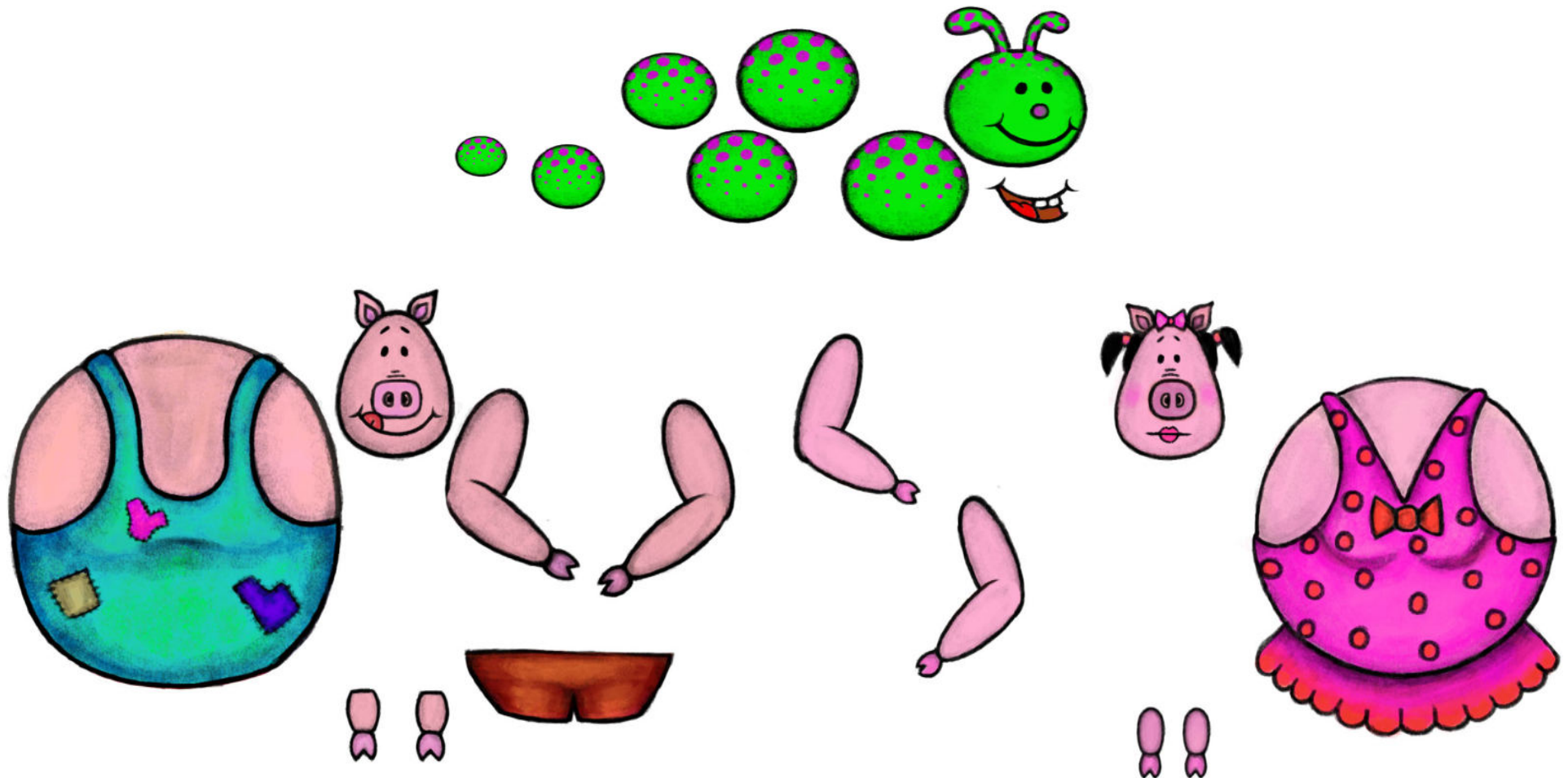


Wooden Sign Board



Library Development

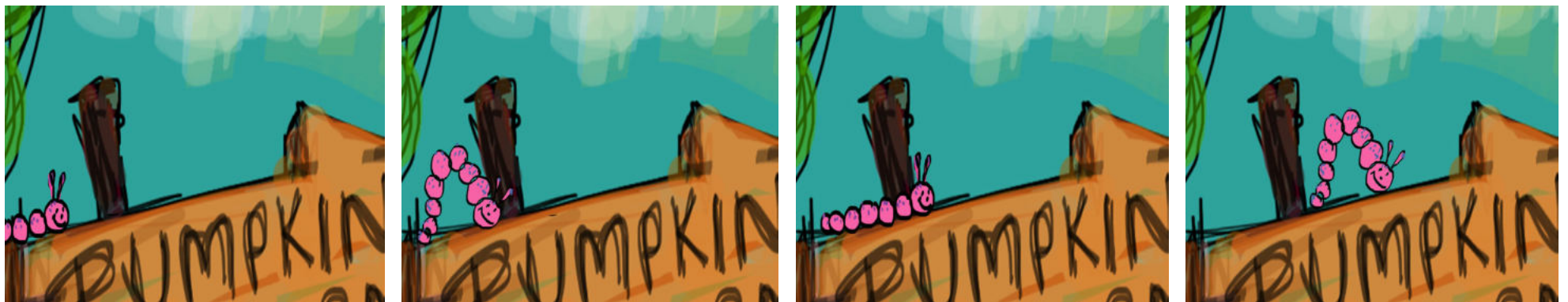
When all my characters and props were ready I started creating library for my characters and props as I was explained how to make library using Adobe Photoshop because I wanted to use Adobe Flash to animate this nursery rhyme and in Flash animation library development is very much required.



Animatic

An animatic typically consists of pictures of the storyboard synchronized with the soundtrack. So when I was done with the storyboard, characters, backgrounds and soundtrack (which was provided by guide) I started working on animatic. Animatic is a very important step in animation design process because it allows the animators and directors to work out any script and timing issues that may exist with the current storyboard.

Generally animatics are made black and white and in a very rough way but I made it very colourful and with a different style because I wanted to get a complete feel how my real finished animation would look like, since we did not have time to complete final animation and animatic was our last step.



After animatic I started learning adobe flash to try and finish my animation as well using the flash library of my characters but it takes so much time to learn flash animation that I had to contend with Animatic itself. But I love this concept and I think in future I will finish this animated nurse rhyme very soon.

Conclusion

My primary expectation from internship was to gain a first-hand work experience with an animation studio. So I was fully prepared to undertake all the efforts in order to be directly involved in the actual animation process.

This one month internship at Paperboat Animation Studios had taught me many technical things about animation film making process and gave me an idea about pre-production and animation pipeline. It also gave me the experience of how they handle their various projects to their client's satisfaction.

And my animation software related knowledge which was not that good has improved a lot in this period of one month. Overall I would like to say that, this internship was really a remarkable experience.

