

Summer Internship project report



18th May – 27th June 2015

Sumit kumar
146340011



STUDIO
EKSAURUS
PRODUCTIONS PVT LTD

Date: 27.6.2015

To Whomsoever It May Concern

This is to certify that **Sumit Kumar**, of Industrial Design Center, was working at Studio Eeksauros Productions Pvt. Ltd. as an intern from 18th May, 2015 to 27th June, 2015.

During his internship, we found him to be a keen learner, hardworking and sincere. He worked on script, storyboard, character design and layout design for our in-house short film. He has also worked on character design and storyboard on our ongoing projects.

His illustration skills are good and he has played a pivotal role in putting down the group's thoughts on the project into the storyboard. He also helped in some other ongoing ad projects with storyboards and designs. His character designs were also very good. The temperament that he had, in terms of patience and perseverance, is exemplary for animation film making and I hope he maintains it like that forever.

We wish him all the best in his future endeavors.

For Studio Eeksauros Productions Pvt. Ltd.

Suresh Erivat
Director

Contents

Abstract	1
About Eeksaurus	2
Acknowledgement	3
Android Character Designs	4
Hospital film- android family	6
Hairstyle film – the stylish guy.	10
Pre- Production of short film – wait	13
The script	14
Environment	15
Character Designs	18
Storyboarding	24
Conclusion	26

Abstract

I chose to intern at Eeksaurus because of several reasons. First being the fact that Studio Eeksaurus is among the leading animation studios in India. Interning here would help me get an insight into the working of an Animation studio in India.

Second reason is that the director of Studio Eeksaurus is mr. Suresh Eriyat, who is among the most experienced animation filmmaker in India. I would not lose such an opportunity to work under him and get feedback on my work from him.

During the duration of internship I worked on various projects, which helped me understand the workflow and pipeline. It also gave me an opportunity to interact with people working in industry and learn from them. This Internship gave me a good exposure to the industry.



About Eeksaurus

Studio Eeksaurus is a design driven multi platform production house located in Santacruz, mumbai, founded by Mr. Suresh Eriyat. It has been developing content for television, Cinema and advertising and short films for 7 years.

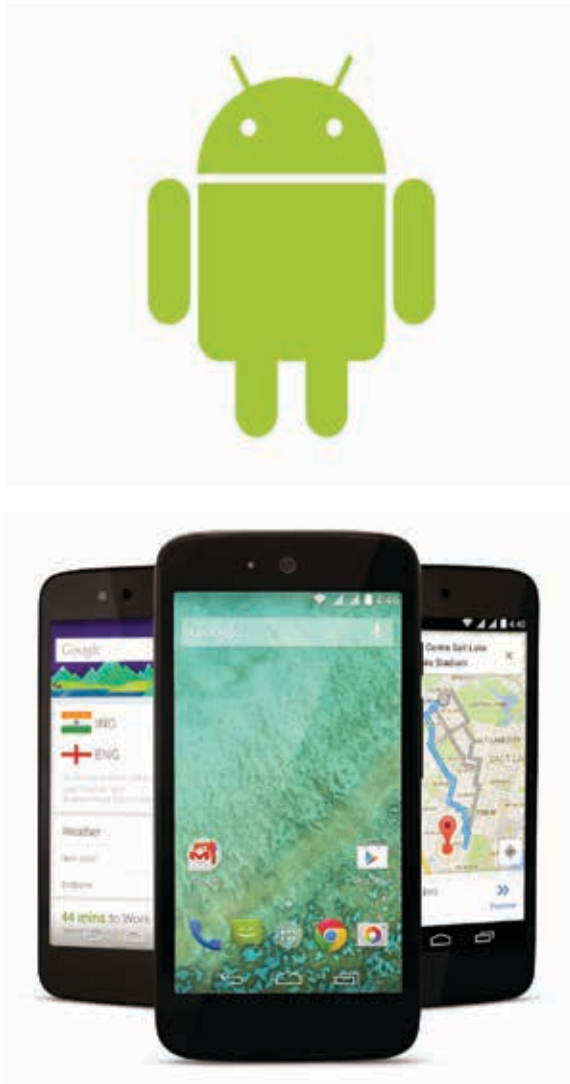
Winner of several awards, It works in fields of 2D animation, 3D animation, stop-motion and live action and considered among one of the best animation studios in India

Acknowledgement

I am highly grateful to the creative head of Studio Eeksaurus Mr. Suresh Eriyat and producer Mrs. Nilima Eriyat for their valuable guidance and feedback during my duration of internship and for giving me the opportunity to work with Eeksaurus team on various projects.

I'm also indebted to my teammates – Saurabh Vashishth, Md. Umear, Swati Addanki, Aparna Kulkarni, Paolomi Bhattacharya, Ananya Anil, Shruti Lal and Aanchal Juhari for their help, feedback and involvement in the project.

I would also like to thank the production coordinator, ms. Divya Sangle and concept artist Mr. Ranjit Mondal for his valuable insight on concept and environment design



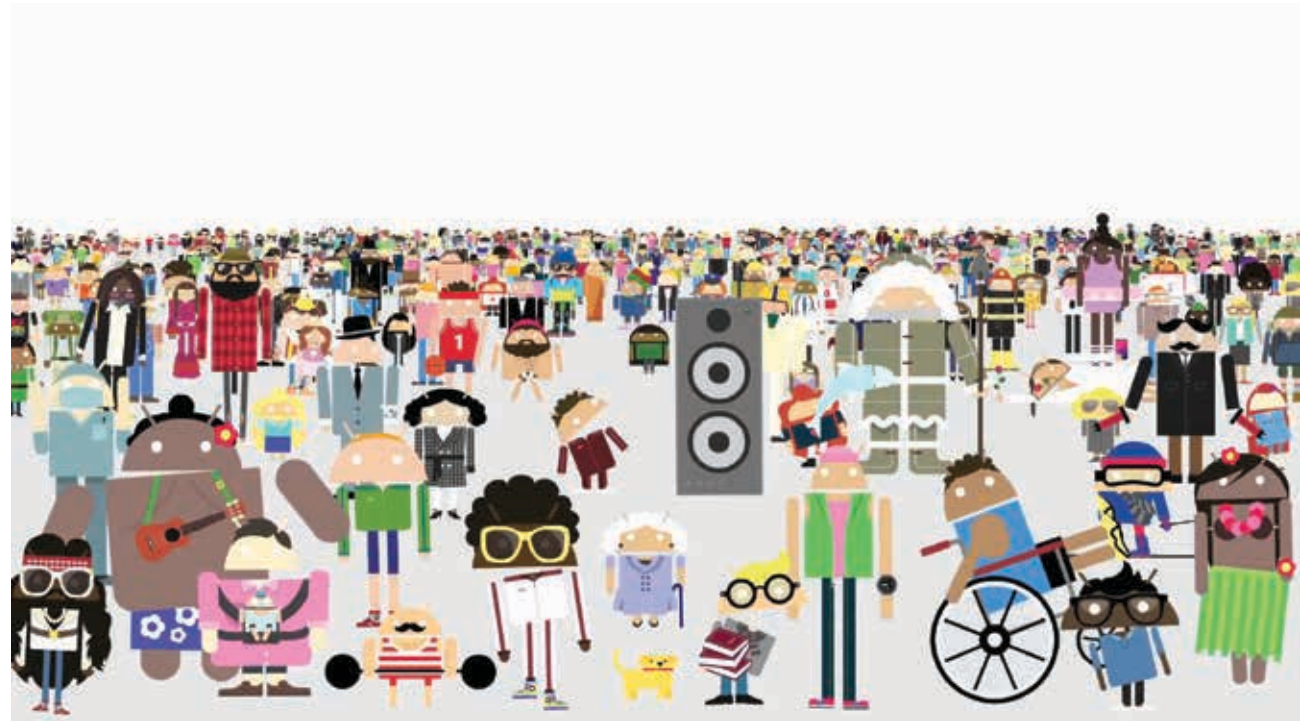
Android Character Designs

The first project we got to work on at studio Eeksaurus was the characters designs for a series of Advertisements. Studio Eeksaurus is working on Advertisements of new Android smartphone – android one. The Advertisements were completely animated on Macromedia flash.

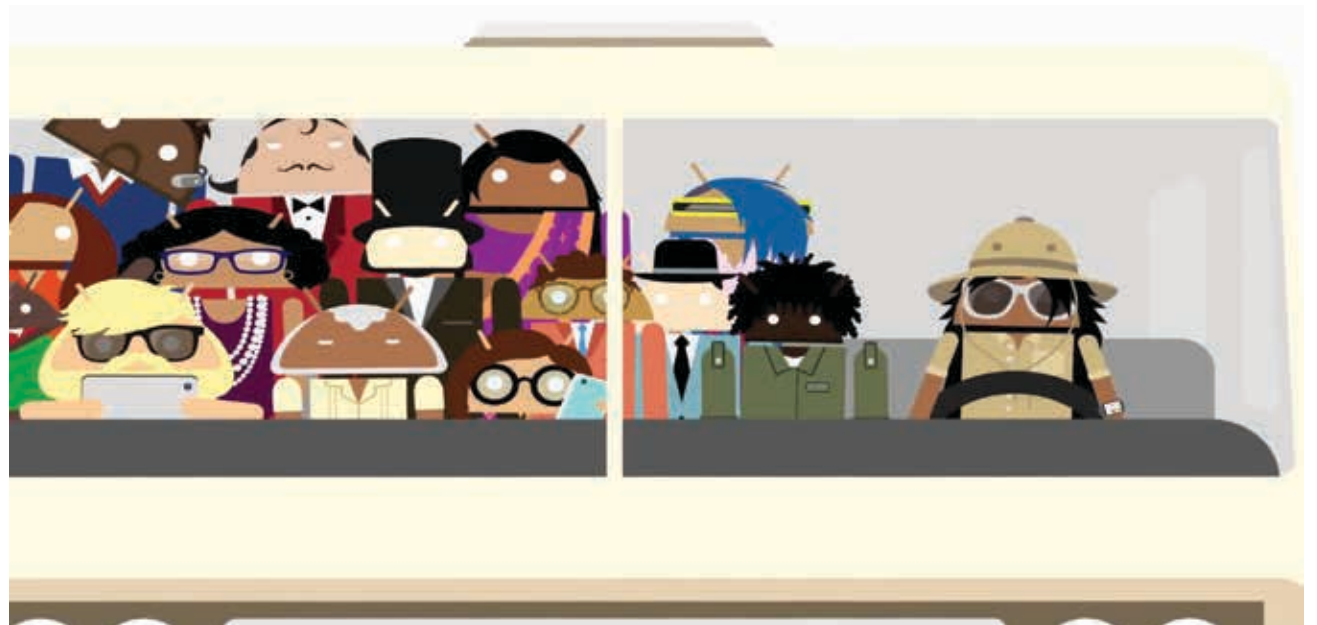
We worked under the supervision of Ms. Sunita Kathiwada .We were Given the script and the Descriptions of characters The basic need for the characters was that they had to resemble an Android bot. they had to be flat, detailed and colored. We were shown some of the completed videos so that we can get a proper idea of how characters are supposed to look like.

some Initial explorations were done which were then shown to Ms Sunita. After that we were required to complete their appearance in Photoshop which was referred later by flash animator to develop the characters on flash.

Some Stills from the reference videos that were given to us.



it gave us a pretty good idea of what vision they had of the Advertisements and the characters.





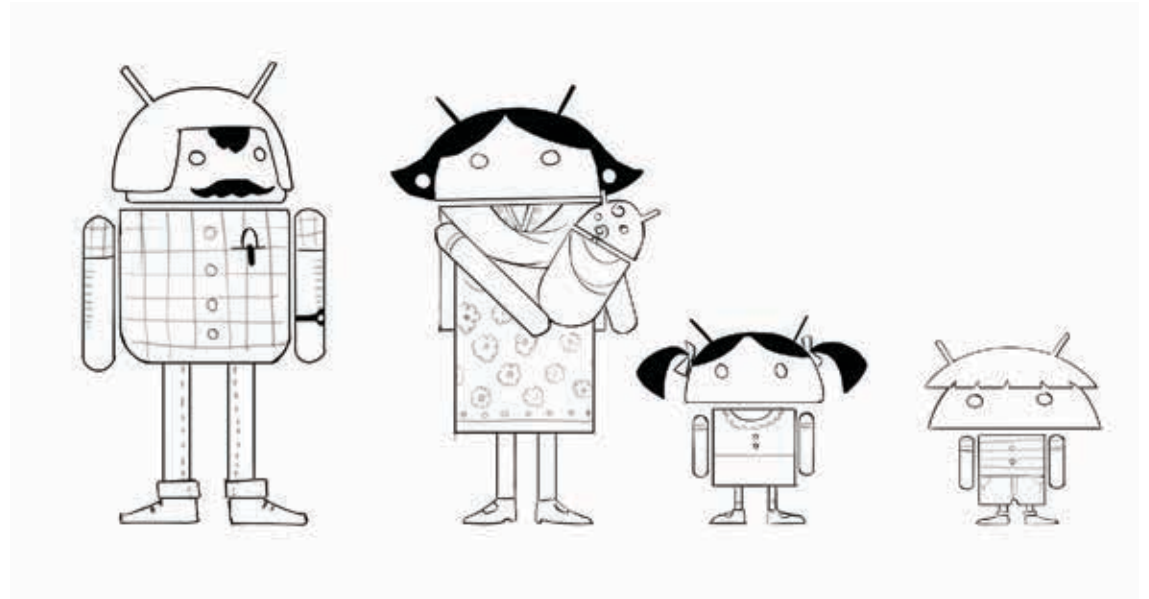
Hospital film- android family

A brief was given- A daddy bot and his two children bot are on a scooter, they stop in front of a hospital from where the mummy bot comes out with a baby. She sits on the scooter. Happy, they ride ofscreen.

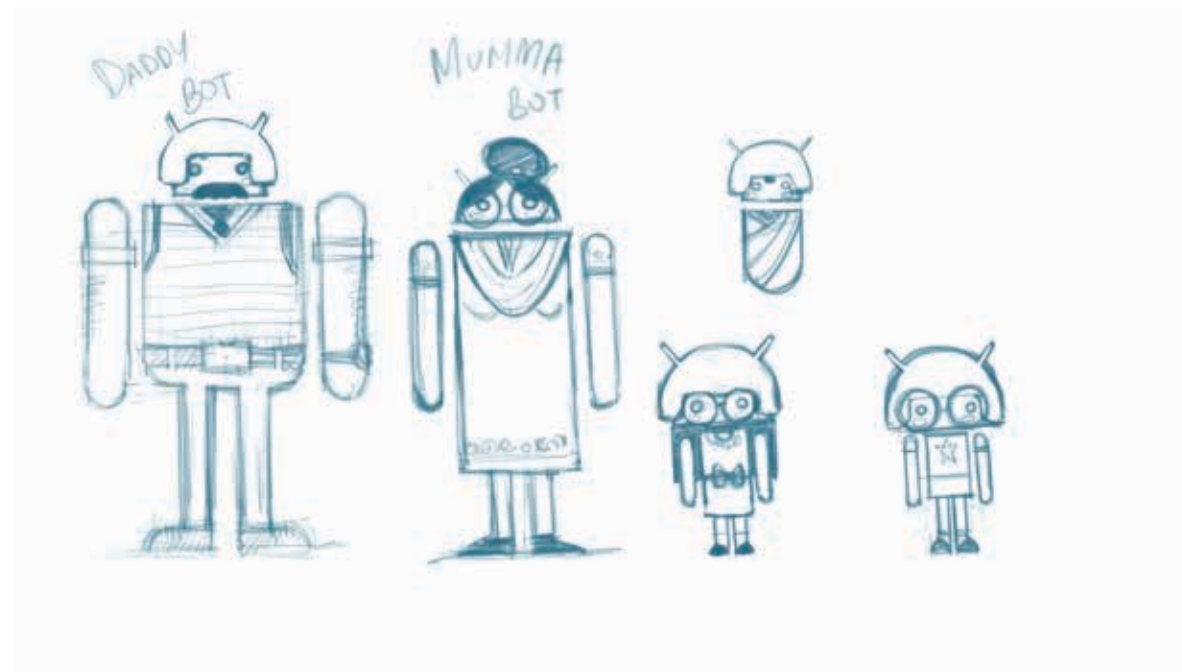
for this film we had to design a normal indian family- father, mother, their children – a boy, girl and a new born baby.

A collection of hand-drawn sketches of Android robots in various roles. The sketches are drawn in blue ink on a white background. The robots are depicted in various poses and outfits, including a chef, a doctor, a girl, a scientist, a person on a motorcycle, and a person holding a baby. The drawings are simple and expressive, capturing the essence of each character.

Some more iterations



The selected explorations



Final – after several iteration, we zeroed in on this version which was developed in photoshop. This part was quite challenging for me as I'm not in the habit of designing such graphical characters. Attention was given to the smallest of details.

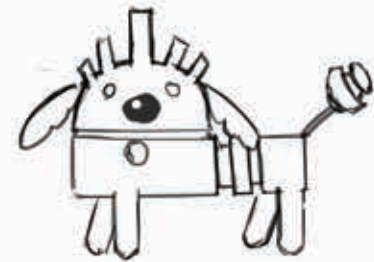
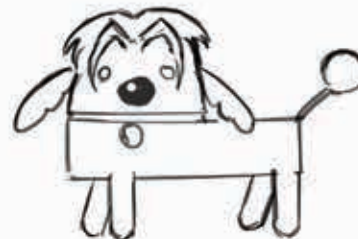
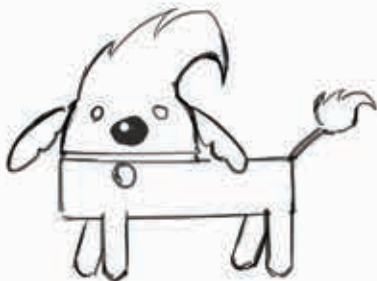
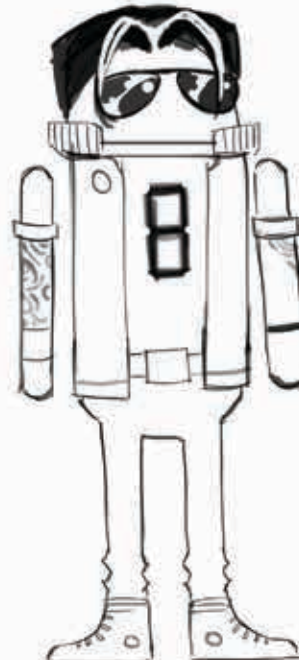
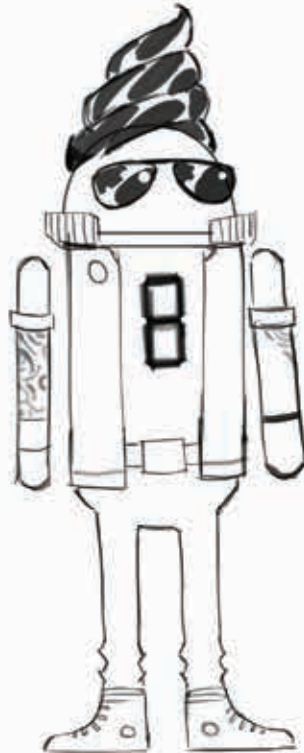
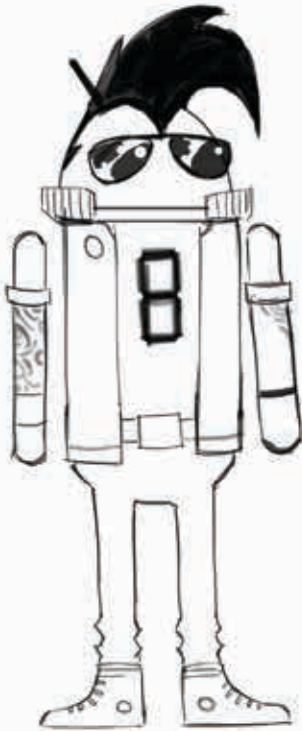




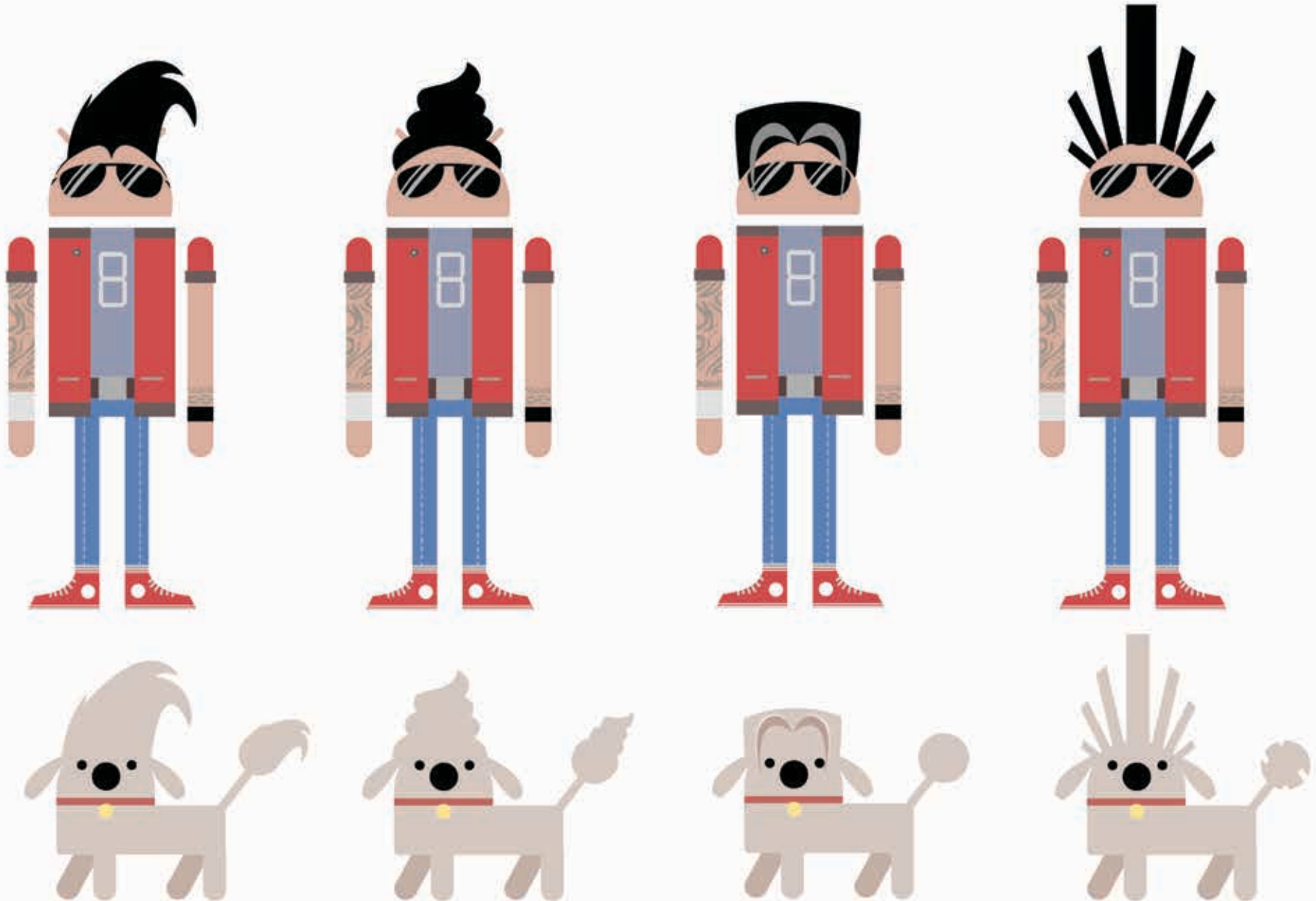
Hairstyle film – the stylish guy.

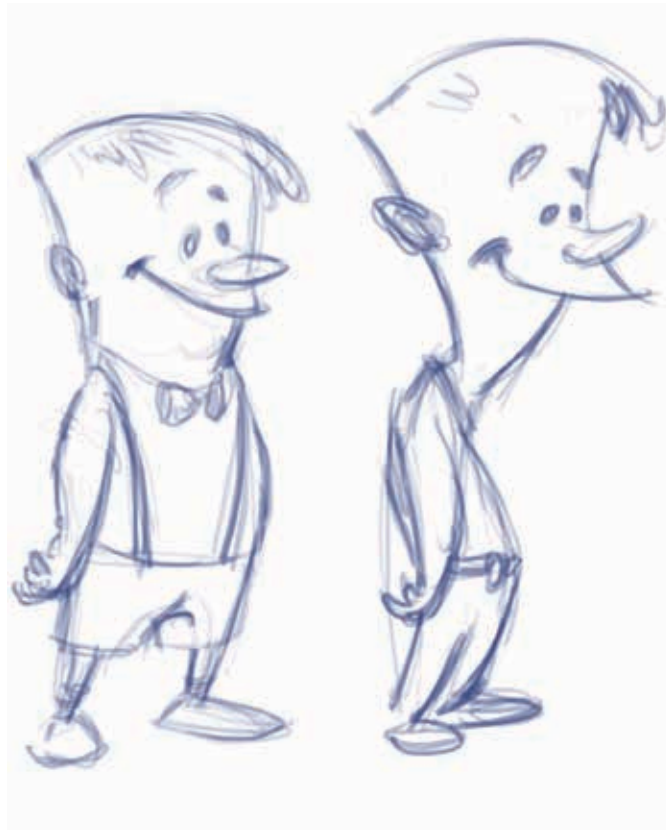
the next film was about a guys who keeps updated with the latest fashion. Hinting at the latest update the phone gets. So , it was decided that it would be his hairstyle that would be the main focus of his fashion. So, what we had to do was - we had to come up with 4 different hairstyles. For him and his dog (a poodle). Also, by the appearance, the character had to look stylish.

Initial explorations



Final version of the characters.





Pre- Production of short film – wait

'Wait was the project we were mainly supposed to work during the course of this internship.

The script was written by a previous Intern from NID named Madhuri. This was a group project. A total of nine interns were given the responsibility to develop further on script. We had to discuss, brainstorm, collaborate and take decisions during every stage- from iteration on scripts to final storyboards. Initially, we were supposed to complete the film, but due to the time constraints, only the pre-production part was done.

It is the story of a goan kid named Anthony whose father gifts him a radio. He falls in love with the radio and imagines tiny people/ creatures that are hidden inside it that play the music. As he grows old, his radio becomes obsolete, until it is discarded and another musical instrument is put in its place. In every musical instrument he gets, he never sees those characters again, until, on his 80th birthday his grandson gifts him an old antique radio. Then his inner child returns again as he sits listening to it and enjoying.

The script

The intern who worked on the script left it in a state that some iterations were needed before we could start working on it properly. We pointed out the glitches (like the timeline of musical devices) and came up with solutions. We also worked on transitions so that the whole storytelling can become streamlined. In the end, we had a totally new version of script based upon the initial script.

FADE IN:

INT. HOUSE- DAY

Anthony is scribbling on the wall with crayons when a pair of legs enter the frame. Anthony looks up with guilt and drops his crayons.

We see the father keep the box on the table and open it. Anthony climbs onto a stool with curiosity. He gets surprised when he sees his father take a brand new radio out of the box. His father sets the tuner, adjusts the antenna and music starts playing. Anthony jumps in excitement.

He enjoys the new radio as beautiful songs keep playing one after the other, after which he tries to figure out where the songs are coming from.

He steps closer to the radio and peeps into the gaps and speaker holes. He moves around the antenna, calls out to the hidden singers, but finds no one.

CUT TO:

INT. HOUSE- NIGHT

Curious to know what is there inside the radio, Anthony gets up at night



Environment

The story of Anthony is set in Goa of 1930's. so a bit of research was required about old goan Portuguese houses, how they looked like. And what kind of furniture/props could we use.

Explorations- environment

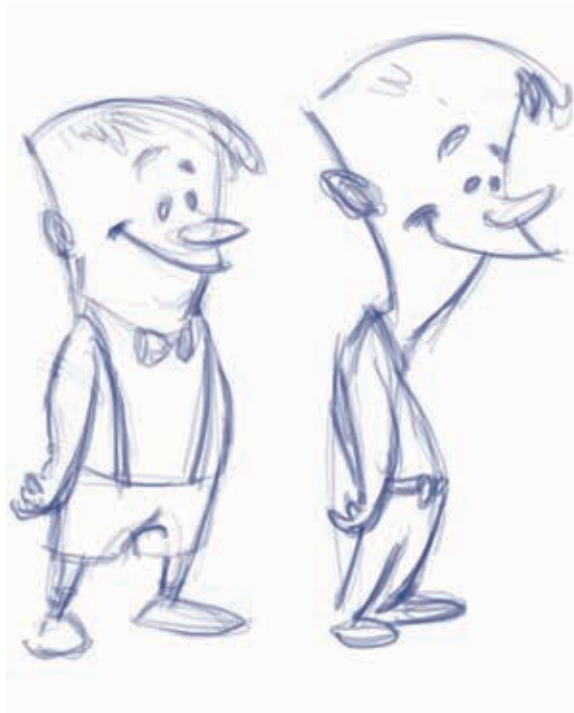
After gathering visual references, suitable objects were picked/ chosen to create the next step was of-

Sketch



And rendering it over with light and dark colors. Giving values. The effect of ambience and sunlight and atmosphere.



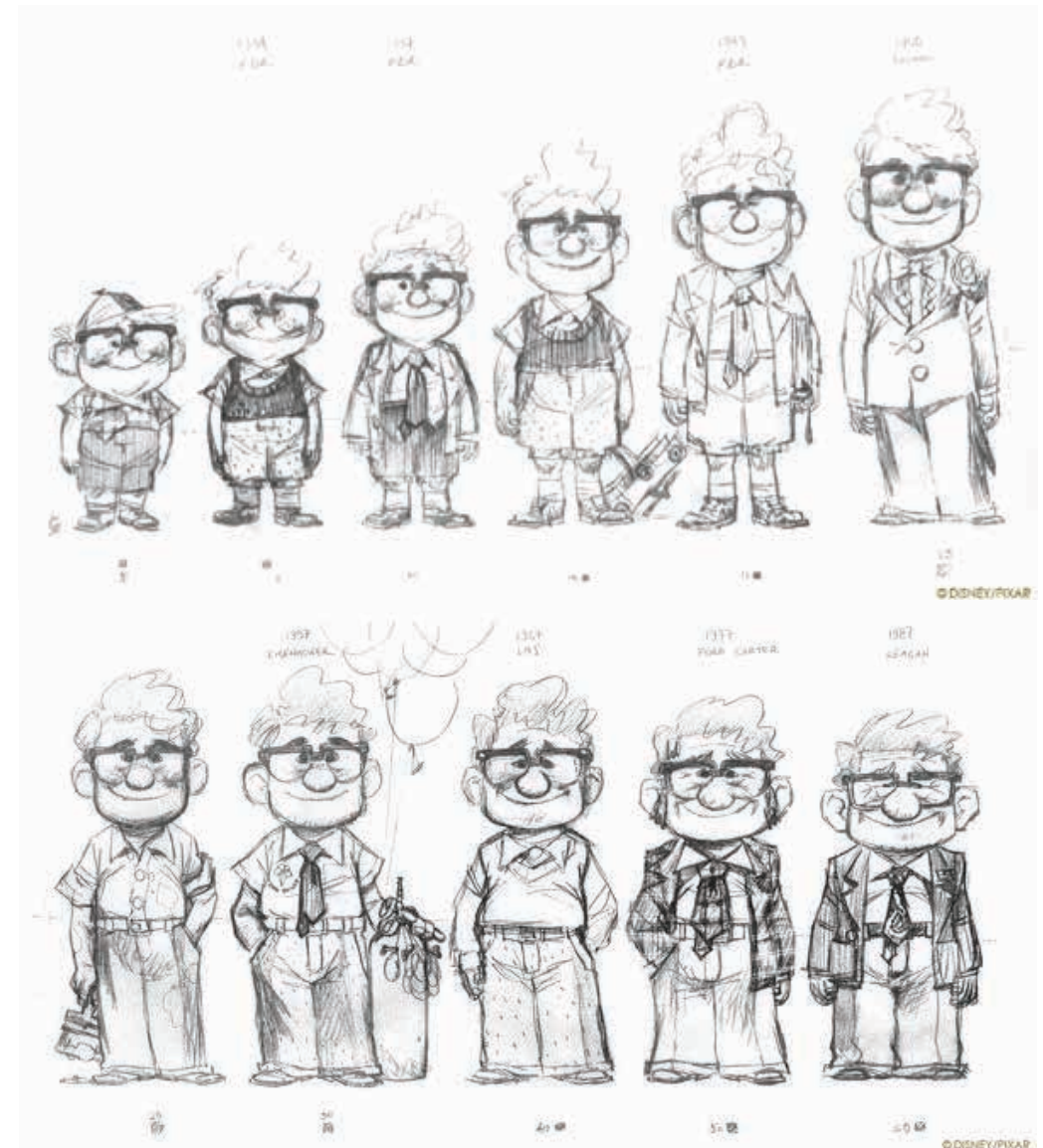


Character Designs

In the story. The main character is depicted at various stages of life. From being a small kid, to an 80 year old man. Same is the case with other co- characters. The characters were designed keeping in mind all this. Anthony had to be designed at 7 different ages.

Research and references

Research was done on the effect age has on human body- ears and nose keeps on growing. The effect of age on the curvature of spine and the effect of it on height etc. character was developed keeping this in mind. Examples from film 'up' and graphic novel 'logicomix' were taken to study how ageing has been depicted.



An example from Pixar's 'up'

Initial explorations



Anthony

explorations

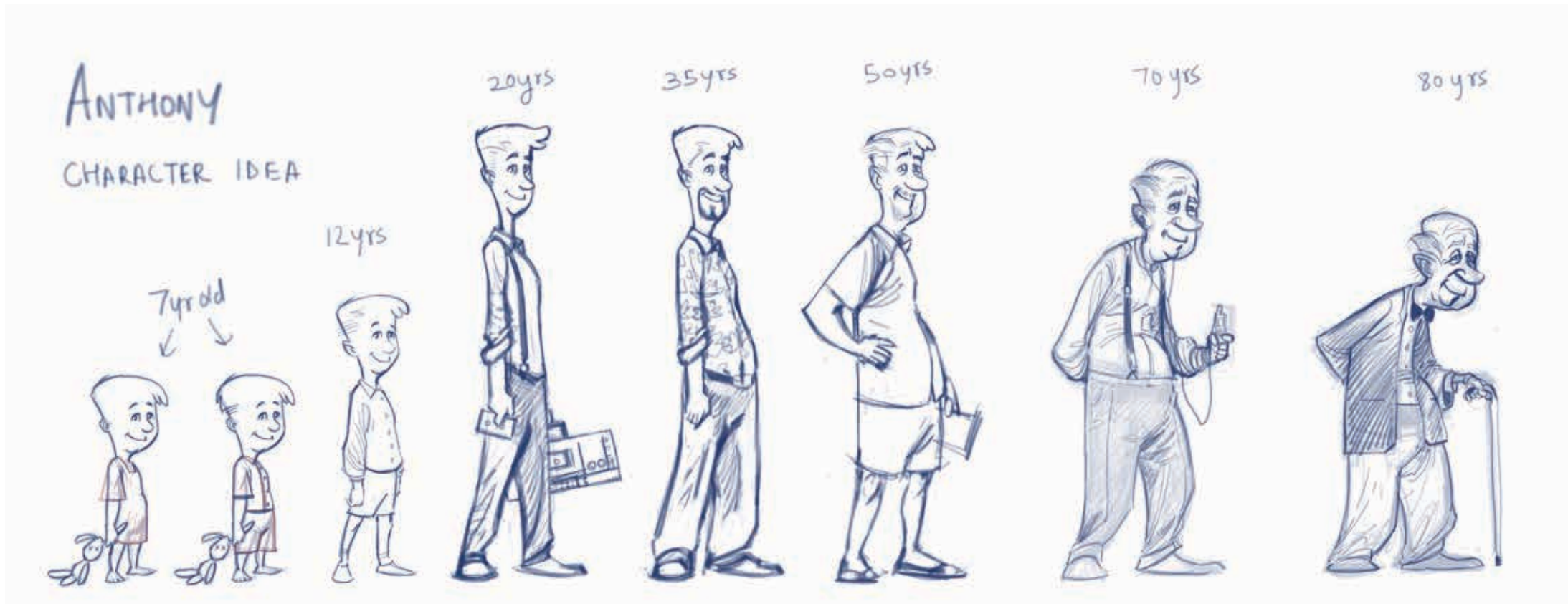
Anthony's grandson



Explorations



Anthony's Final Character Design

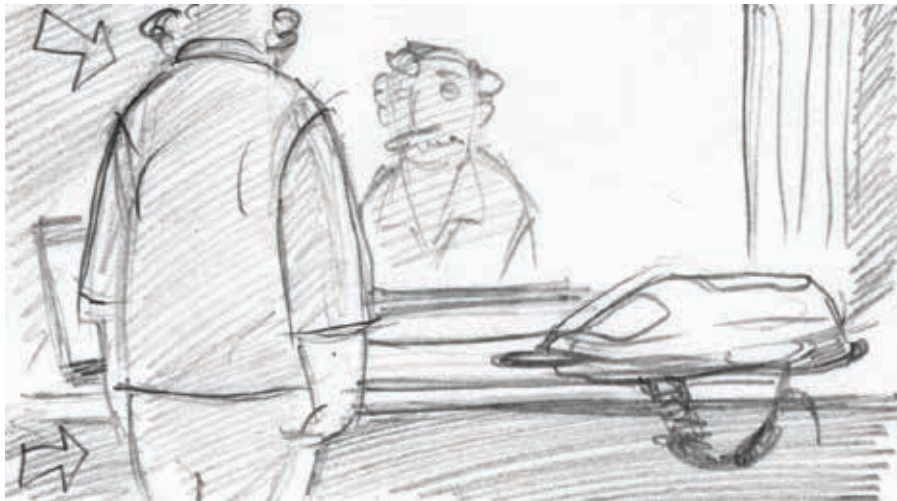




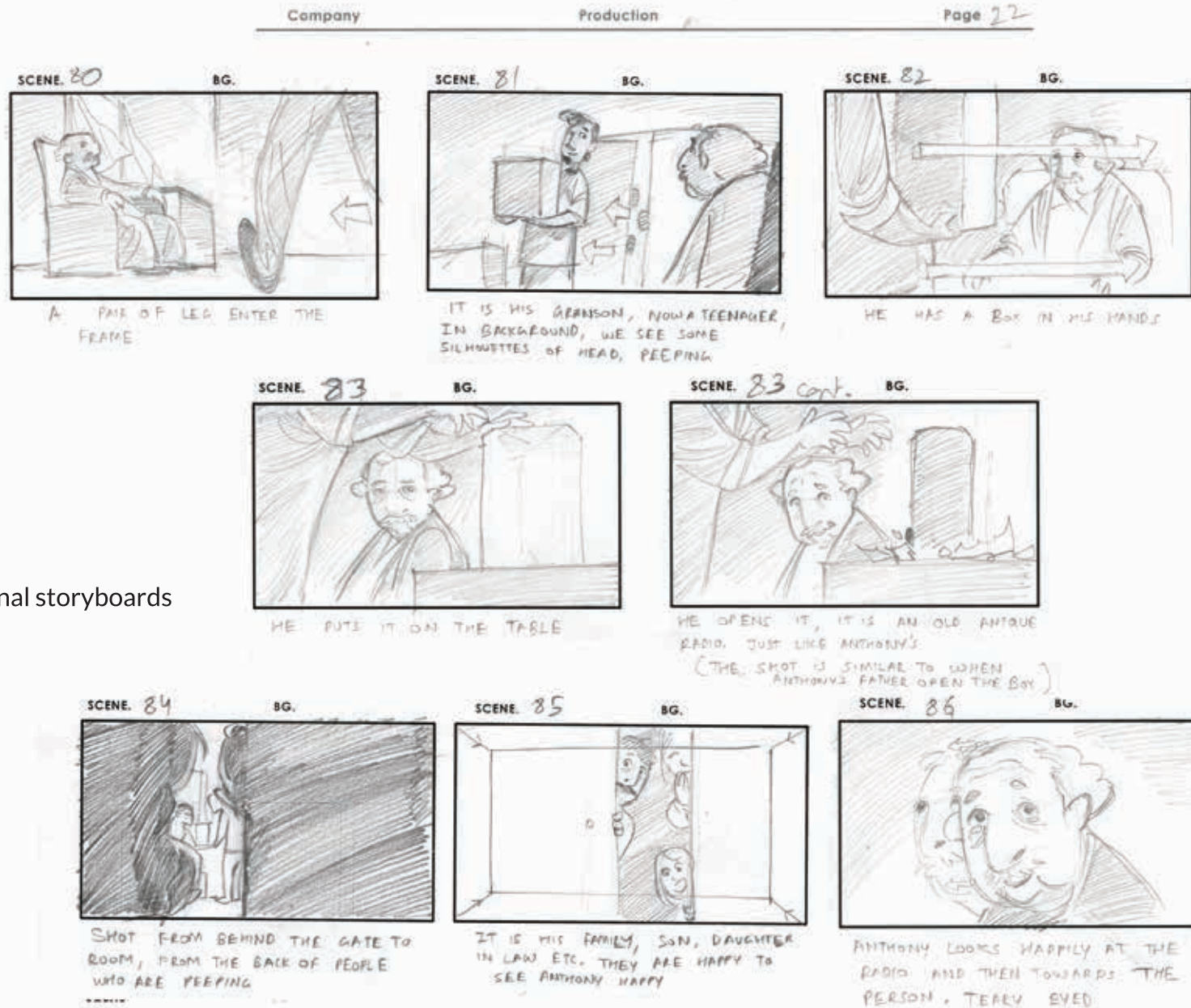
Storyboarding

People were divided in two separate teams to do character designs and storyboard.

Among storyboards, it was decided that final drawings and renderings will be done by me upon discussion with the other members of team. Everyone in team came up with their own version of the story in the thumbnails. After a session of brainstorming (and little arguments), the final sequences were decided and drawn on paper by me. Iterations were also done at this stage.



Storyboards



A section from final storyboards

Conclusion

The purpose of this internship was to get to know about how an animation studio functions in India. I interacted with many professionals working there and got to know so many things by observing the work and talking to people. I gained some insights in 3D animation on Maya and sculpting in Z brush as well. Daily commuting also taught me a thing or two about discipline and professional life. Overall, the experience was nice and I got to learn so much.

What i got from this internship

- # An understanding of how a commercial animation studio works
- #Working in group/teamwork
- #Discipline and efficiency
- #An insight into the animation film making process as done in industry