

MAY 2013 to JUNE 2013



VIDUSHI YADAV
IDC, IIT BOMBAY
CLASS OF 2012-2014

MENTOR: INDU HARIKUMAR
CHILDREN'S AUTHOR,
ILLUSTRATOR
NEW DELHI

Individuality

INDU HARIKUMAR

- A Delhi-based children's writer, illustrator and craft teacher.
- She has worked with various publishing houses — NGO, government bodies and MNC..
- She contributes to various children's magazine in English (Hoot and Toot, Hachette India), Hindi (Chakmak, Eklavya) and Malayalam (Thaliru, Kerala Government)
- Works three days a week with a non-profit in rural Faridabad.



ASPIRATIONS

- I wanted to work under an independent artist who is active in social set up.
- Practical experience with kids.
- Every alternate day I went to a non profit called Karm Marg to conduct storytelling workshops for kids who live there in the Karm Marg campus,



ABOUT KARM MARG

Karm Marg Karm Marg is a happy little non profit (NGO) based out of New Delhi and Rural Faridabad in India which works with inspiring young people from disadvantaged backgrounds and courageous rural women.



PROJECT ONE BRIEF

- To understand the storytelling process and how can children be benefited from them.
- To use storytelling to make learning a fun process for kids.
- To conduct story telling workshops with kids in Karm Marg.



RESEARCH

STORYTELLING PROCESS AND APPLICATION

Why Story-telling?

- Widespread appeal.
- It crosses cultures and communities.
- Boost thinking capacity and imagination.
- They get to know about various places, practices in life, relationships etc. through stories.
- Depicts good and bad character.
- Stories allow children to know about their cultural roots, differences in lifestyle.
- New Vocabulary
- Enhances Listening Skills



THE PROPOSAL

SEQUENTIAL STORYTELLING

STORIES THROUGH TACTILE MEDIUMS

- Activity based learning – more engagement
- Builds perspective on places, life, relationships, behaviours, cultures.
- Enhanced exposure
- Increased imagination.
- Build creativity.
- Tactile, Physical Animation with minimum resources

THE WORKSHOP

STORIES THROUGH TACTILE MEDIUM

The Idea was to convey and act out stories through simple paper puppets made during the activity workshop.

Each kid will make 2-3 paper puppets by simple cutting and pasting techniques.

He can then develop stories around them

Finally they can act out their stories by the medium of paper puppets, voice modulations and facial expressions.

Kids use gestures and body language to help define the characters, show action in a story, mood and attitude.



DEMONSTRATION



DEVELOPMENT



DEVELOPMENT



THE OUTCOME







THE PERFORMANCE

ABDUL'S STORY



THE PERFORMANCE

SHABANA'S STORY



THE PERFORMANCE

GITA'S STORY



THE PERFORMANCE

RAJU'S STORY



THE PERFORMANCE

RIHANA'S STORY



THE PERFORMANCE

SHAMA'S STORY



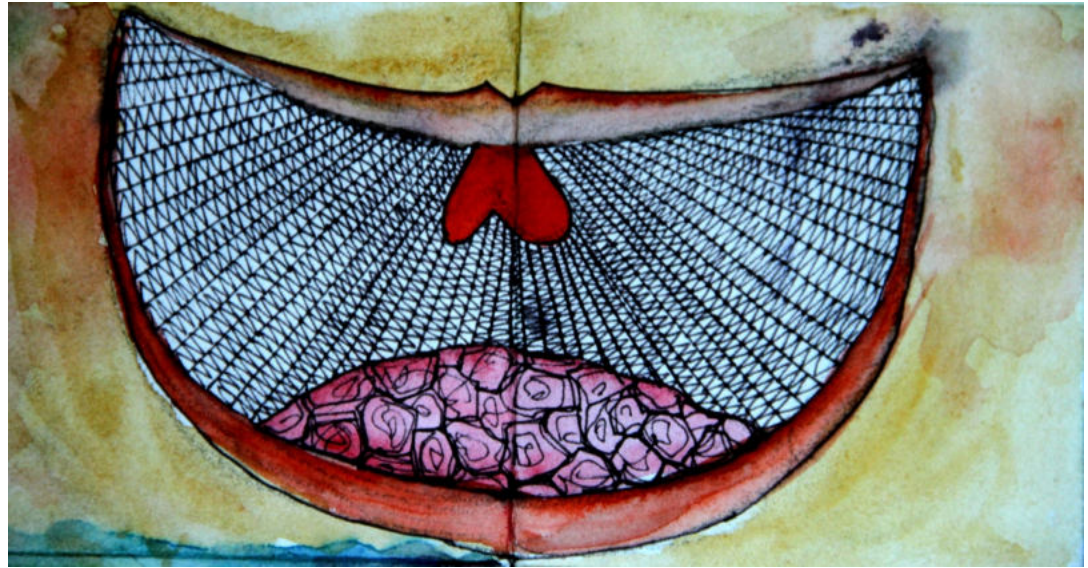
PROJECT TWO

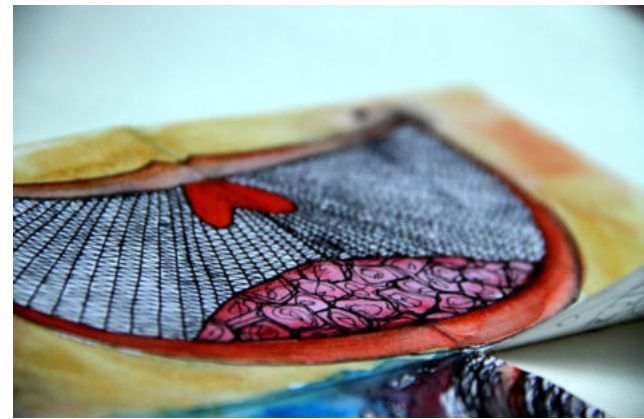
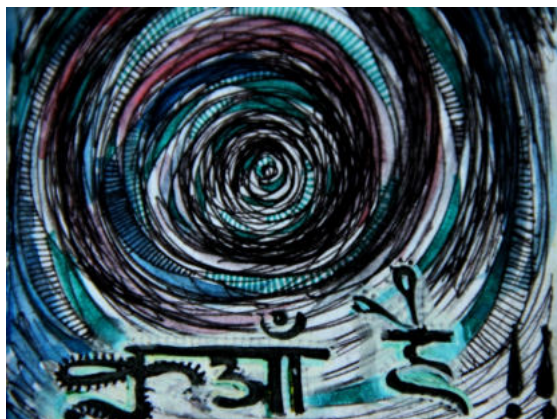
POCKET RHYMING BOOK

To illustrate a small pocket book for kids.

To understand the style of illustrations that kids can relate to.

stick to bright colours with not-very-realistic illustrations, with dramatic details.









THE STRUCTURE OF THE BOOK

The form of the book gives an experience of time and space.

Since it was rhyme with each line with an attitude and spirit of its own still weaved in one, so I decided to make a foldable small book.

Highly economical.



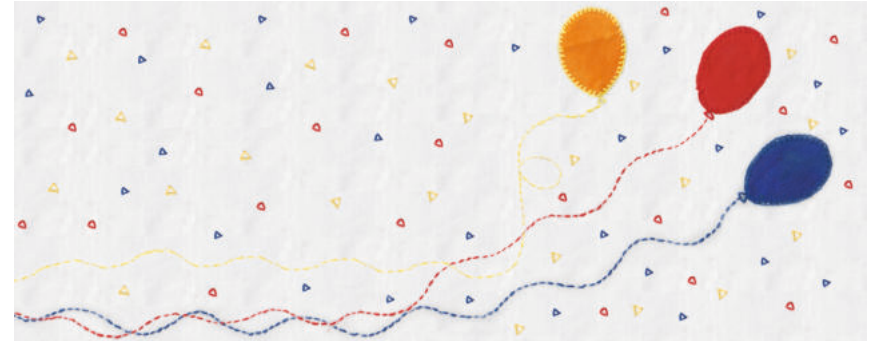
AN ILLUSTRATION DONE FOR KATHA THE NICEST HOUSE IN THE WORLD



PROJECT THREE

TO MAKE A SMALL ANIMATION MOVIE OF A BOOK OF EKLAVYA PUBLICATIONS

This picture book from eklavya publications is for very small kids to help them understand how to make secondary colours out of primary colours through the medium of pictures and illustrations.

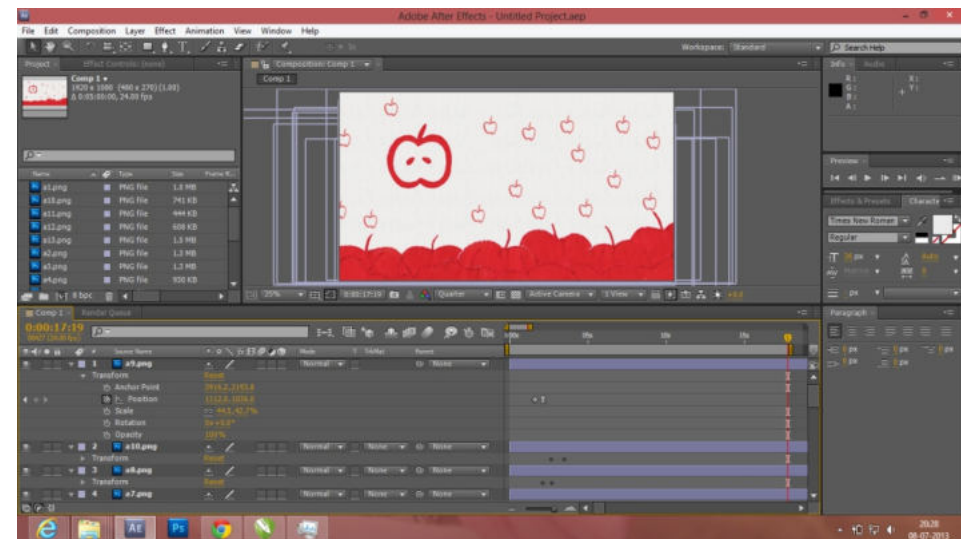
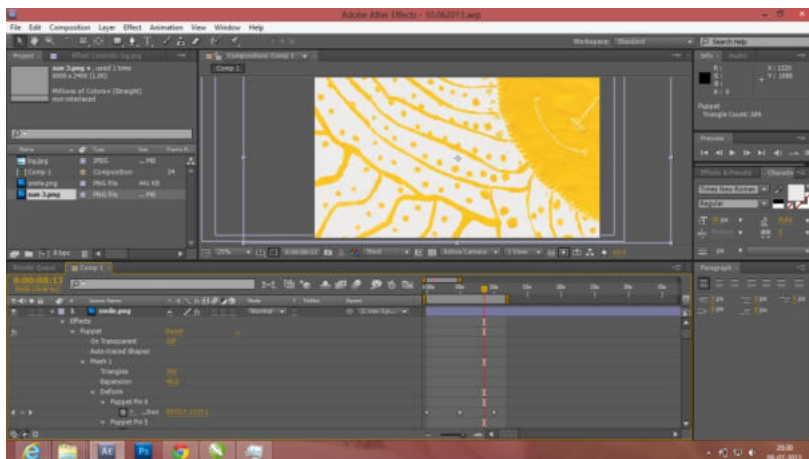
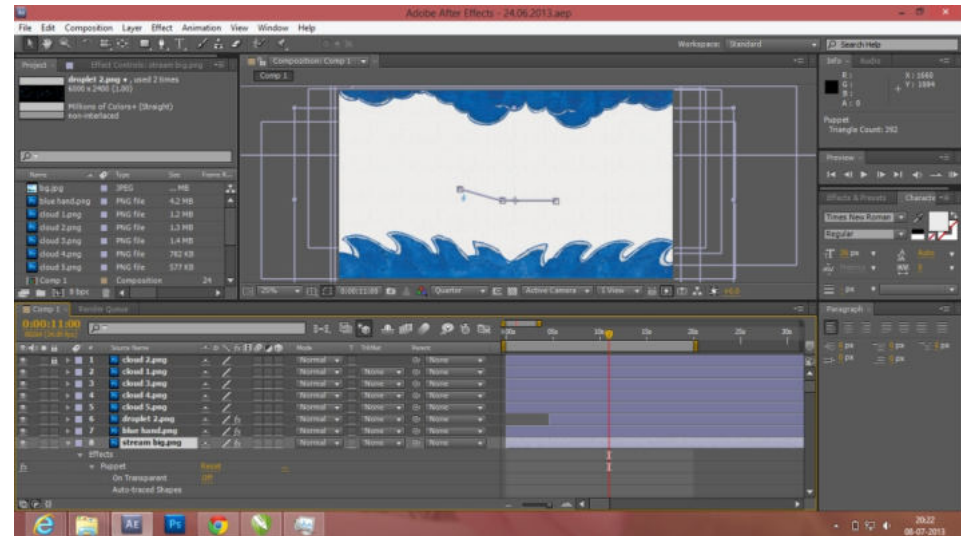


THE PROCESS

Understanding the illustrations and how to convert them into an animation.

A small story board was made in order to understand the timing and the length of the movie.

The individual shots were then animated in after affects using basic animation tools such as rotation, position, opacity, scale and puppet tools.



FINAL EDITTING

