

UNDERSTANDING MOTION COMICS

ANIMATION SPECIAL PROJECT

ANSPL - 73

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2016



Understanding Motion comics

Special Project
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2014-2016

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I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/source in my submission.

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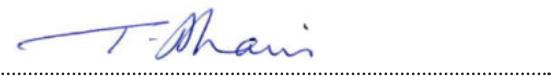
A.R. kulkarni

Approval

The Report committee for Animation design, Industrial Design Centre, IIT Bombay certifies that this is approval version of following report on Understanding Motion comics by Aparna Kulkarni, in partial fulfillment of the requirements for the award of the degree of Masters of Design in Animation

Approved by

Project Advisor:



Acknowledgment

I would like to express my gratitude to Prof. Phani Tetali for giving me an opportunity to work under him and for his invaluable guidance, support and inspiration all throughout the development process of my project. I would like to extend my gratitude to my friends for their insightful discussions and their incessant support in spite of their busy schedules.

I would also like to thank Dani. K. Raju for his great help. And last but not the least I would like to thank my mother, friends and fellow IDCians for their unfailing support and encouragement.

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Aim of the project

Aim of this special project is understanding exiting motion comics thoroughly. Though comic industry is old in India but Motion comics are comparatively newer medium in country. Studying these Motion comics and conceptualizing future possibilities of Motion comics in Indian context was also part of this special project.

Introduction

Comics are a medium used to express ideas by images, mostly combined with text or other visual information. The typical form of comic which consist of panels, text-boxes, sound effects, captions is evolved over period of time. Motion comics are animated version of comics. Today most of the motion comics are designed on previously published comics. Motion comics are audio visual medium of comics and it is popular on Online platform. This special project focuses on study of already existing motion comics and looking for medium through which we could give more immersive experience of comics

Research

Motion comics are a process that breathes life into artists' designs, bringing cost-effective animation techniques to free the comic's page of the 2-D boundaries that had once held sway. The process may involve taking the existing comic artwork and building it in layers to create depth and allowing the camera to suggest changing points of view and added motion elevates what once had been a static experience: reading a comic book.

The first major motion comics released, which is also the first use of the term "motion comic," were released by Warner Bros., The owner of DC Comics to coincide with the film premieres of The Dark Knight and Watchmen, releasing an adaptation of Batman: Mad Love and Watchmen: Motion Comics, adapting the comic book of the same name

Motion comic: Batman: Mad Love



Bottom of the Ninth by Ryan Woodward

This animated graphic novel app was first of its kind. It is a whole new form of interactive storytelling.

The characteristic features of this app are-

1. Classic Comic book feel enhanced with feature film quality 2D and 3D animated panels.
2. Original music score and touch activated voices for every word bubble.
3. The completely original story entertains on several different layers

It is something that mimics both the comic format and animation, but in a different way from the motion comics we're used to

Bottom of the Ninth



Other motion comics

Currently there are many motion comics available online. Most of them have limited motion and restricted format of comics. The images of comics are later processed in After Effects and then voiceover added to make it suitable for this audio visual platform. The parallax effect is common to among them. There are many free and paid softwares which allow us to change the existing comic book in motion comic format.

The other form of storytelling is illustrated films. It is similar to motion comics in terms of animation but speech bubble and written sound effects are lost from it. They are as long as feature length film and give the sense of film than turning pages of a comic book.

Popular motion comics are-Iron Man: Extremist, The Walking Dead, Batgirl: Year One, Superman: Red Son, Watchmen, Peanuts etc.

Peanuts Motion comic



Enhancing experience of comic reading

VR and Comics

VR Team of Oculus, Robotica is building a unique comic book reading app that attempts to destroy the boundaries of traditional comics while keeping the essence of the experience.

Comic panels are presented as arcs on an infinite continuous cylinder; a story may span 9000 degrees of physical cylinder space. A 360 degree image could be stretched to 370 physical degrees, causing 10 degree disorientation in the user. Story progression can rotate to the right, left, or a discontinuous mixture of both.

This format opens up the possibility to break convention and force the user to explore the panels to find progression event triggers to move the story forward. Following a character to the top of a mountain then having a fixed 360 view from the mountain top that now repeats as you continue spinning to the right. The story does not progress until you start spinning back to the left, and you now observe the character hiking down the mountain.

It could break the boundaries of space, time, and orientation and create a new medium for non-linear, unbounded expression for the comic art form.

The audio could direct user to explore the story via particular direction but the user is not restricted to reading left-to-right; with the appropriate storyline, the user can participate in which direction they choose to read, and the author can craft a means to motivate particular interactions to influence how the user experiences those stories.

VR motion comic



Maya A Cinematic VR Motion Comic





Marvel AR app

Marvel AR app was launched in 2012 .This app had regularly updated splash screen where marvel would inform users about latest additions. Currently this app is been discontinued by Marvel



Comics in India

The comic industry was at its peak in the late 1980s and early 1990s in India. During this period popular comic blog eventshigh.com cs were easily sold more than 500,000 copies over the course of its shelf life of several weeks. Currently, it only sells around 50,000 copies over a similar period. Over the last three decades Diamond Comics, Raj Comics, Tinkle and Amar Chitra Katha have established vast distribution networks countrywide and are read by hundreds of thousands of children in a wide range of languages.

Web comics have been a popular medium in India since the early 2000s. Indian web comics are successful as they reach a large audience for free and they are frequently used by the country's younger generation to spread social awareness on topics such as politics and feminism. These web comics reach a large amount of exposure by being spread through social media.

Motion Comics in India

An emerging worldwide trend, motion-comics are a cross between comics and animation; incorporating simple animations, voice-overs and background score with original comic frames. This medium is gaining popularity in India too. Raj Comics has tied up with a mobile service provider. It is also producing motion comics. Diamond Comics is planning a TV channel, slated to go on air this year, that will have shows based on some of its popular characters in animated versions, including Chacha Chaudhary.

Comic on heroes in Real life

Ramabai

Comic book industry is always dominated by comics of Super heroes like Spiderman, Superman, and Batman etc. As a reader I was always attracted by art of comics not by stories. Soon I realized that 'Superhero' can never appear in our real life as they are not real but there are heroes, real life heroes. There is Hero inside everyone whoever fights with the situation and come over it is a Real hero. My story is also dedicated to all heroes among us who fight everyday with all odds and win over it.

The Ramabai is poor lady, stays in slum of Mumbai with her Family. Her family is going through a financial burden as her husband has lost his job. Rambai works as maid in neighborhood residential colony and currently she earns bread and butter for her family. The story shows us daily life of Ramabai.



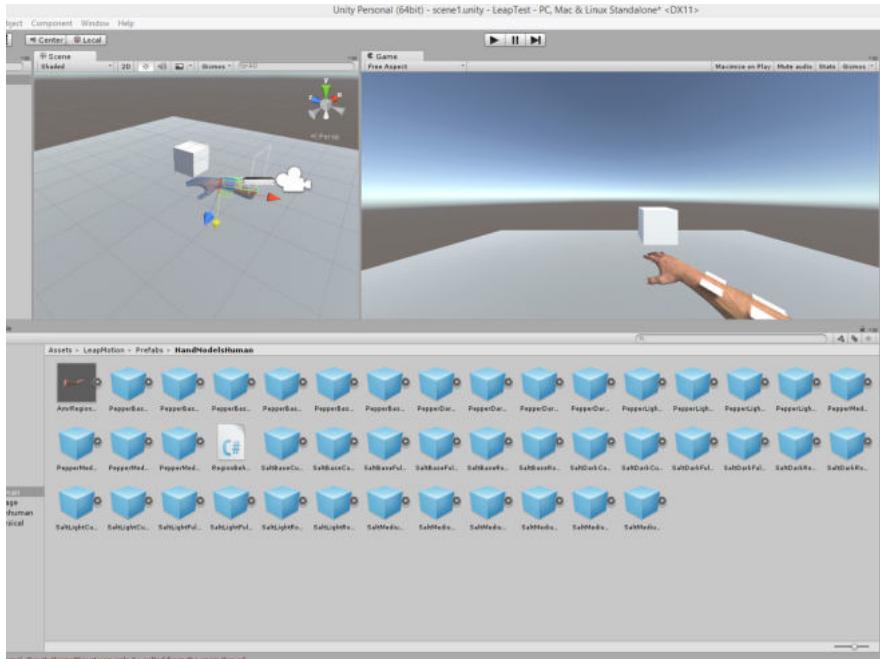
It's a world of Ramabai, she lives in Mumbai slums. The story will start in linear way but while it is proceeding ahead, main character will encounter other characters. Keeping a gaze on particular character will lead us to another story.

Next three things which would change the direction of story

1. We Could continue with the story
2. We could go back to previous story
3. We could follow another character which will appear in the story.

Following a character will create chaos in the mind of reader but to tackle this each time only three characters will be introduced. The user will get regular updates from his/her favorite characters. The virtual worlds will be changed based on behavioral mapping of user.





Character driven stories

Though the story looks linear but it is initial base story of concept. The concept is you can follow a character and story will change according to character. You can choose the character you want to follow. Live the virtual life of your favorite character.

Platform to create VR motion comics

Unity software platform is mostly used to design and publish games. We could import 3D environments and characters and program them according to game play. Unity platform could turn the imported content in stereoscopic view and it could publish in VR output. I tried to understand Unity interface during this project but never actually tried to create any content. There are tools to give final VR output but designing a VR content is entirely depends on designer and developer

Future of Motion Comics

VR and Gaze detection

The VR technology is evolving day by day .The newer VR headsets (for example like FOVE) allows to aim with our eyes simply target and shoot with true line of sight targeting. We can focus our vision and view realistic scenery by reacting to where we are focusing. We could make an eye contact, look, and laugh and communicate with virtual characters just like in the real world. This technology will change the experience of Comics in virtual world. Stories will be more engaging and characters will come. It will bring a huge change to world of comics.

Conclusion

Motion comics is important medium for storytelling. India has rich culture of mythological stories which could easily connect to people. This newly emerging medium of Motion comics has great potential to revive our stories ,while giving an amazing experience to viewer/reader. Otherwise boring and serious stuff to youth could look 'Cool' on this platform without losing it's core message.

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