

IDC IIT BOMBAY

# **A GLIMPSE OF HAPPINESS...**

A Short Animation Film

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Animation & Film Design

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## APPROVAL SHEET

This Animation Project II entitled 'A Glimpse Of Happiness',  
by Govind- Janardhanan, 126340013 is approved in for the  
partial fulfillment of the Master Of Design Degree in Animation  
and Film Design.

Project Guide:



Chairperson:



Internal Examiner:



External Examiner:




Date:

Place:

## DECLARATION SHEET

I declare that this written submission represents my ideas in my own words and where others' ideas or words have been included, I have adequately cited and referenced the original sources. 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/fact/source in my submission. I understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

Signature.....

GOVIND JANARDHANAN (126340013)

Date:.....13/11/2013.....

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## ABSTRACT

Taking in account, the various problems related to senior citizens, after a brief understanding on the research and the process of film making, I had come up with a short story emphasizing the loneliness in the old age. Visually the movie is rendered in stylized 2D-animation.

## INTRODUCTION

Old age is an important phase in human life and it's the period where they become dependent and require all means of care and support (both emotional and physical) from their family. As a fact of moral and tribute, it's necessary to give back love and care as they loved us when we were children.

There are various factors connected to old age which led them to loneliness, such as modernization in lifestyle, urbanization, nuclear family, family internal issues etc... And often senior citizens end up with a feeling of emotional insecurity. Most common problems arise due to the generation gap and change in lifestyles in society. It was evident that many years ago, senior citizens were given a respectful position in joint family and in society. Also in such families, they were meant to guide younger generation. In my personal life surroundings, interaction with old people had given me an opportunity to understand them.

Reflecting upon the feelings mentioned above, I was inspired to choose loneliness as the main theme for my animation project. Through this short animation film, I have tried to depict the loneliness of an old man and his relation with a stranger that could never match with his own children's care and love.

# RESEARCH

## MY VISIT TO OLD AGE HOME

'The little sisters of poor', is a charitable institution(Old age home) that admits people aged above 65years, irrespective of their caste, creed, religion or sex. They also have physicians, specialists, dental units and occupational therapy department. Institution is completely dependent on public charity and collections for support. They have branches in Mumbai, Bangalore, Chennai and other cities.

I went with a set of questions that were relevant as a part of my research and data collection, which are as follows:

- Which place do they belong to?
- What is the daily routine/ How one would spend time during the day?
- Common health problems?
- Do they have any relatives or children?
- Why are they here?

### INFORMATION GATHERED AFTER BEING OBSERVED AND INTERVIEWED:

In general routine, 5am everybody wakes up, 6:30am they go for mass prayer till 7:30am and then they have breakfast. 8:30am they come back to room and each one of them are given a task(cleaning, gardening, stitching, craft making etc...) according to their interest and capability. 1.00pm they are given lunch, evening 7pm they are given dinner and they sleep.

Old aged people present here, include both married and unmarried. Financial capability and space is not enough for their survival and more importantly, loneliness was the main reason for them to be in an old age home.

Majority people are from Maharashtra, rest from Karnataka and other states. Old people get adjusted to the environment and routine in the old age home with no difficulty. They are kept busy with lots of events so that they do not feel bored or lonely. They are also indulged in making craft or showpieces that would be sold to visitors who come to see them. Almost majority of the old people there were weak and in need of proper care and attention that is currently served by the nuns (care takers).

#### VIDEOS/ MOVIES REFERRD:

I watched numerous kinds of videos which proved to be informative for my research purpose. It had live interviews throwing some light on real life experiences of old age people. It also gave me an insight on how some old people get evoked by music. Also it's a fact that people land up in an old age home with the sad stories from their past. It was evident that after coming to the old age home, a ray of hope and a glitter of happiness is seen, as they live in a homely atmosphere, though it is artificially created. Movies I saw were such as Adaminte makan abu, Ekantham, Oru minnamininuginte nurunguvttam, Pranayam and Karunyam in Malayalam language. Others were movies like Forest Gump, Up, Father and Daughter and Oldman and Sea. In movies, it was helpful in understanding the film language such as cinematography, camera angles, story narration, frame composition etc... It also helped in understanding the varied stories related to old age.

In Advertisement videos, it was very helpful in understanding as to how to communicate the essence of a theme in short period of time.

All the above research extended a dimension in thoughts and ideas, thus serving as backbone for my project.



## OLD MAN

- Life span is less.
- MEMORIES:  
has lots of happy or sad incidents happened in past with experience.
- LONLINESS:  
accident or family issues.
- Old man may have lost all hopes in his life or vise-versa

## YOUNG BOY

- Life span is more.
- LONLINESS:  
accident or family issues.
- Young boy may have lost all hopes in his life or vise-versa
- MEMORIES:  
less experience in life, may or may not have memories.

As a first step, I distinguished the basic traits and facts between the old man and the young boy.

Based on the distinguished points and mind mapping I had come up with four stories, where, keeping old man as the central character, I thought of introducing another contrasting character such as a young boy. So that the story would go interesting with lots of possibilities.

### STORY-1:

This story is focused on a street child and an old man. Both of them are lonely but for different reasons.

One fine day, a turning point in their life takes place where they both meet together and at that instance they forget their loneliness and sorrows in each others presence and hence, their life from that point becomes cheerful.

### STORY-2:

This story is based on an old man, who stays all alone in a pent house on top of a five story building and keeps waiting for someone to come to him. The pent house is splited into two half rooms, one portion where the old man lives and the other room which is for rent. For years, people stay and leave for short durations, but the old man is still there. He is departed by his family as they couldn't take care of him, but every time he hopes that someone will come to see him.

One fine day a boy came to stay in the neighboring room. Though in the beginning, the boy shows reluctance to talk and interact with the old man, later they get attached. Days and months pass and the day arrives for the boy to leave. Just before he leaves he gives a memento to the old man. Disheartened old man adds it to his collection of mementoes which were given to him by the previous tenants.

### STORY-3

The story begins with a kid who belongs to an orphanage and is always left back without being adopted. One day he accidentally enters an old age home, which is totally a strange world for him where he can only see extremely old man and women.... And he encounters an old man. The old man gets into his past family memories after seeing the boy. The old man handovers the boy an artifact which resembles a family that he had carried from his home. Suddenly, from the orphanage a nun comes in search of the boy and takes him away.

That night, the kid stares at the artifact and he too somehow relates it to a family that he wished would once come and adopt him. Next day that old man expects him in the door step.. but he did not come, so the old man decides to go in search of him to the orphanage. Simultaneously the boy too... they both would meet in the middle of road... hence there after their life from that point of time becomes cheerful as they forget loneliness and sorrows in each other's presence.

### STORY-4

A boy would be playing in a park and he would be accompanied by his Grandpa, who in appearance looks like a healthy man. He would be reading newspaper while the kid would be fully indulged in playing. The kid encounters a tin on the road and keeps kicking it.... as it bounces far away he would go there and kick again... unfortunately he enters a narrow road and the tin bounces into a compound... Being inquisitive in nature, he enters into a world which is totally strange for him. He can see extremely old people... And he couldn't understand as to what was going on there.... Suddenly his grandpa reached there looking for him and called him back. The kid ran back to grandpa and tried hard to explain what he saw inside the building... Grandpa read the board

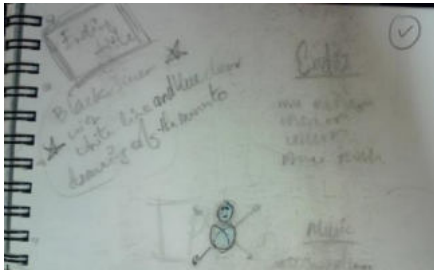
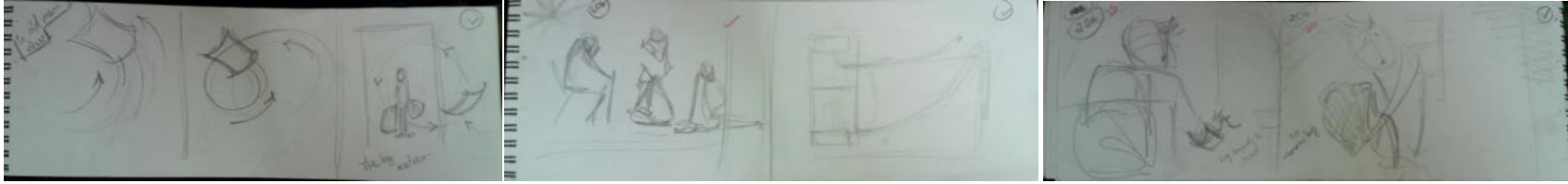
'Old age home', realizing the fact that tomorrow he himself could in that situation... he could no longer bare it, as he wanted to be with his own family.... he grabbed the kids hand and walked away in silence....

I decided to take STORY-2, because there is a good scope in the story for making it an animation movie. I could exaggerate height of the building where the old man stays, so that it gives the feeling that the old man is completely departed from the society and hence that makes him hope that someone would come to him. Also by exaggerating the buildings, a feeling of current developed city, where people live a busy lifestyle and generation gap issues exist leading them in not getting time to look and care after their own parents which could be one reason for this old man to stay in that pent house. The hesitation for interacting with each other because of the generation gap and later the building in relationship between the young boy and old man is an interesting element in the story.

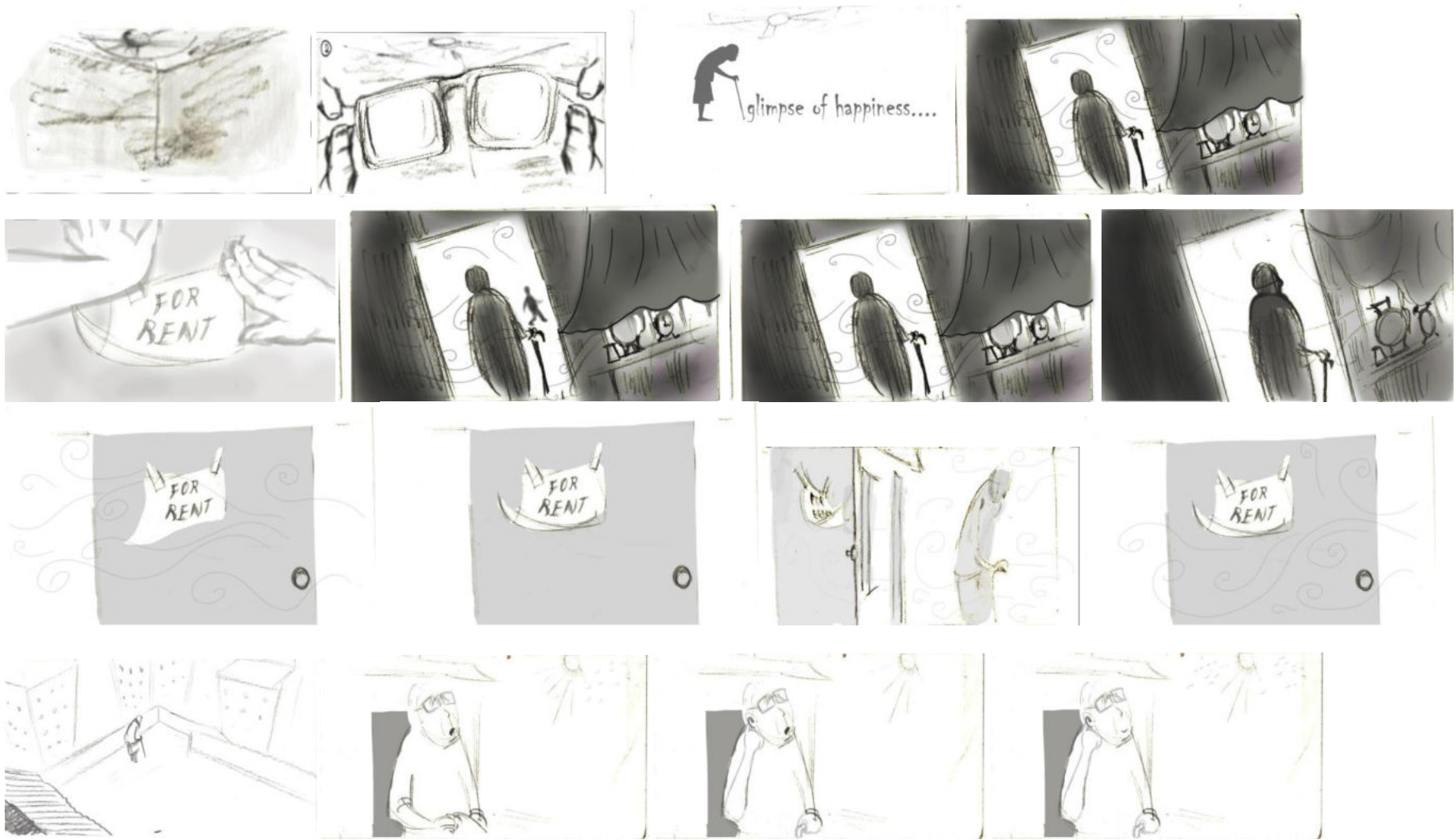
## VISUAL DEVELOPMENT

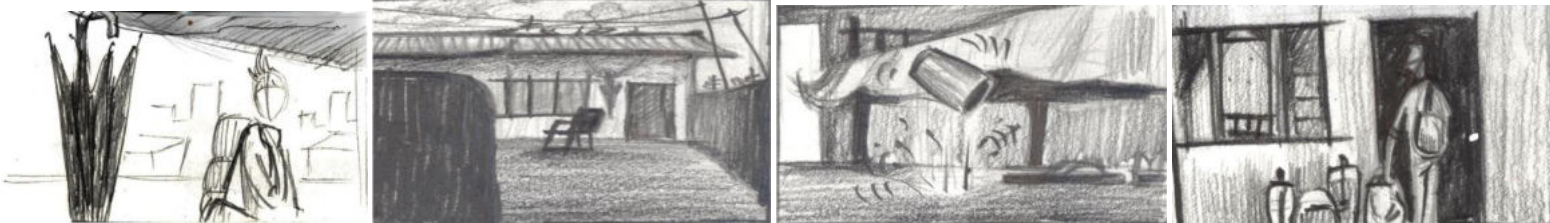
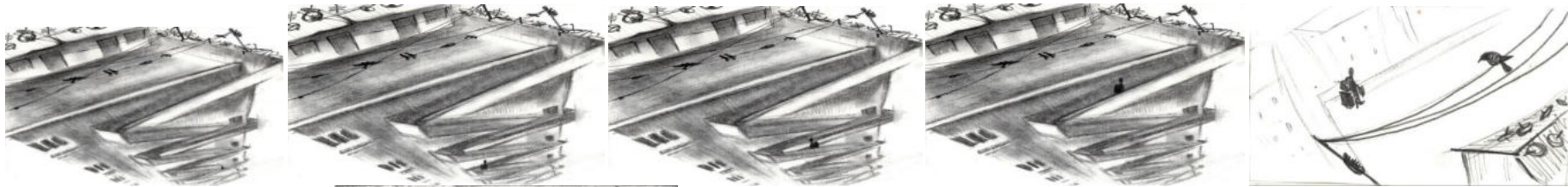
# STORYBOARD (rough and quick thumbnails/ concept sketch)



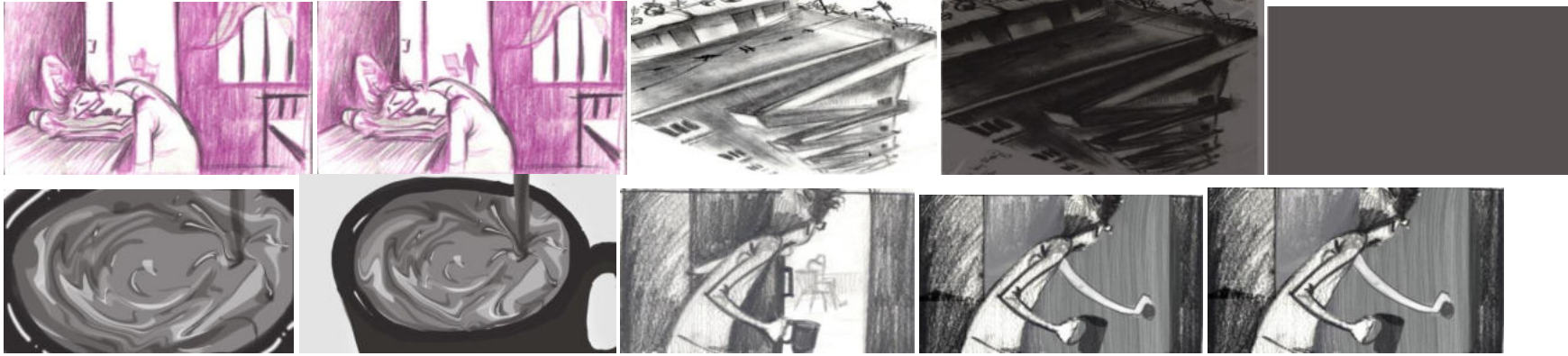


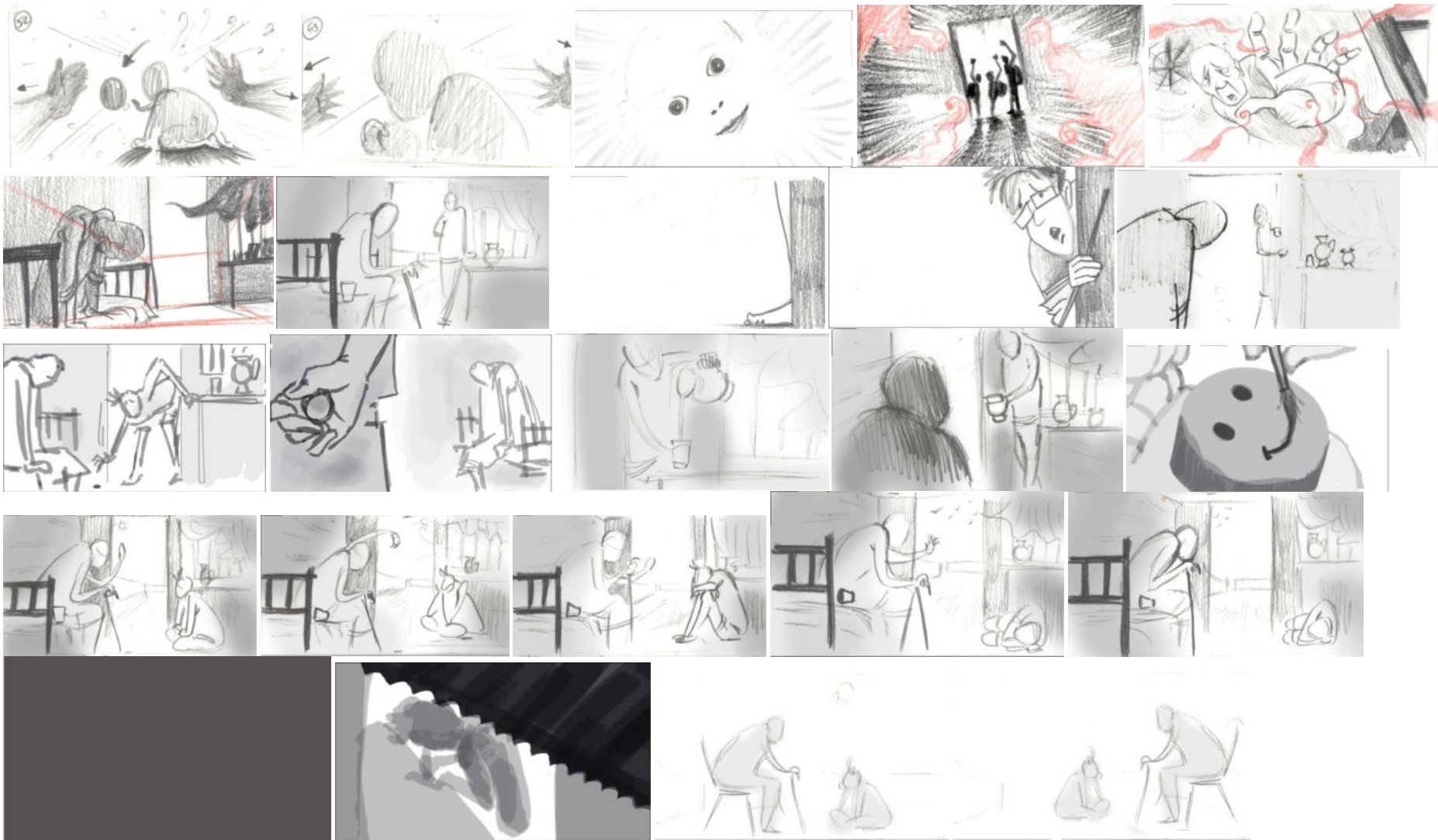
# STORYBOARD (detailed thumbnails/ story sketch)

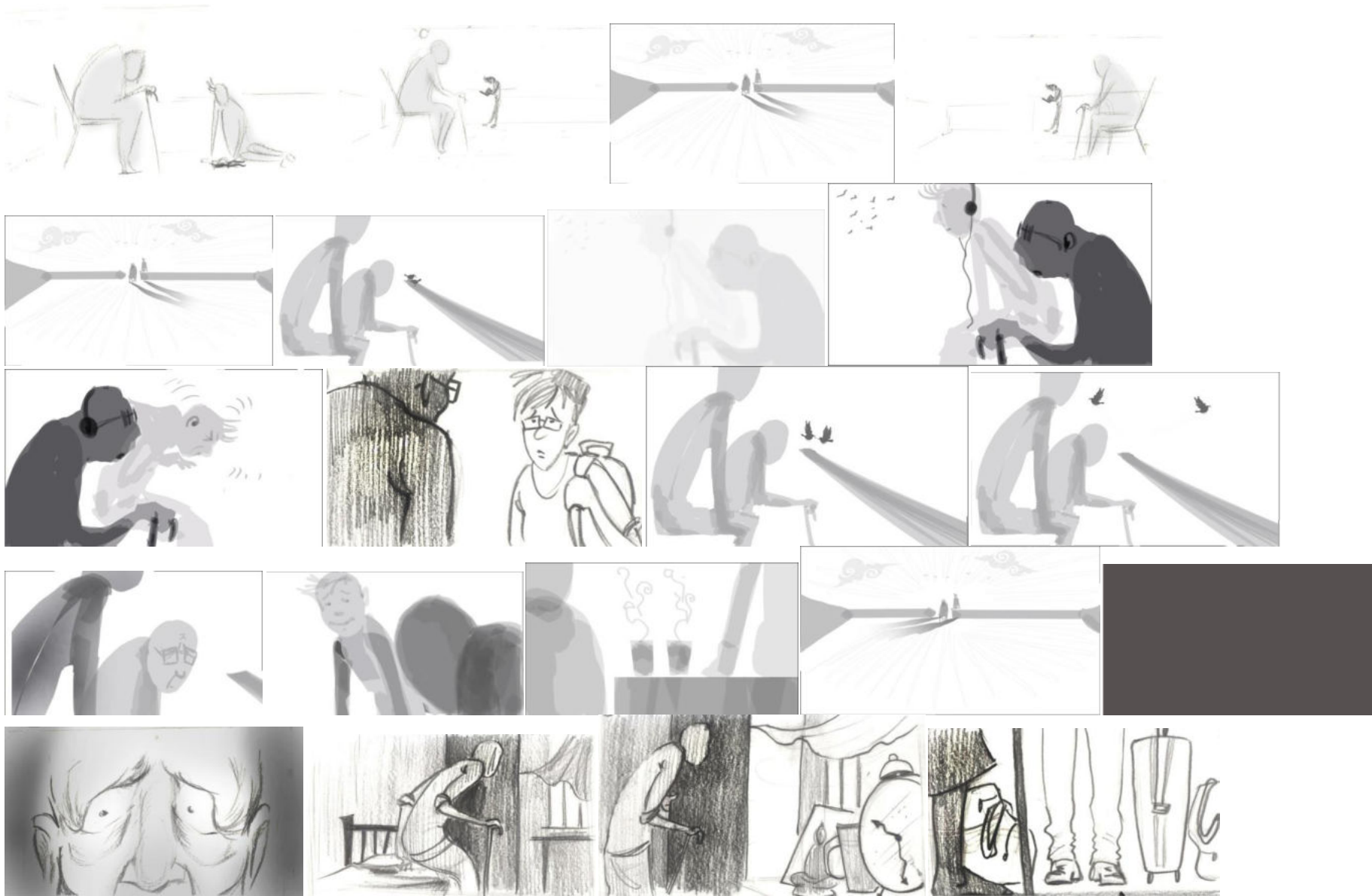


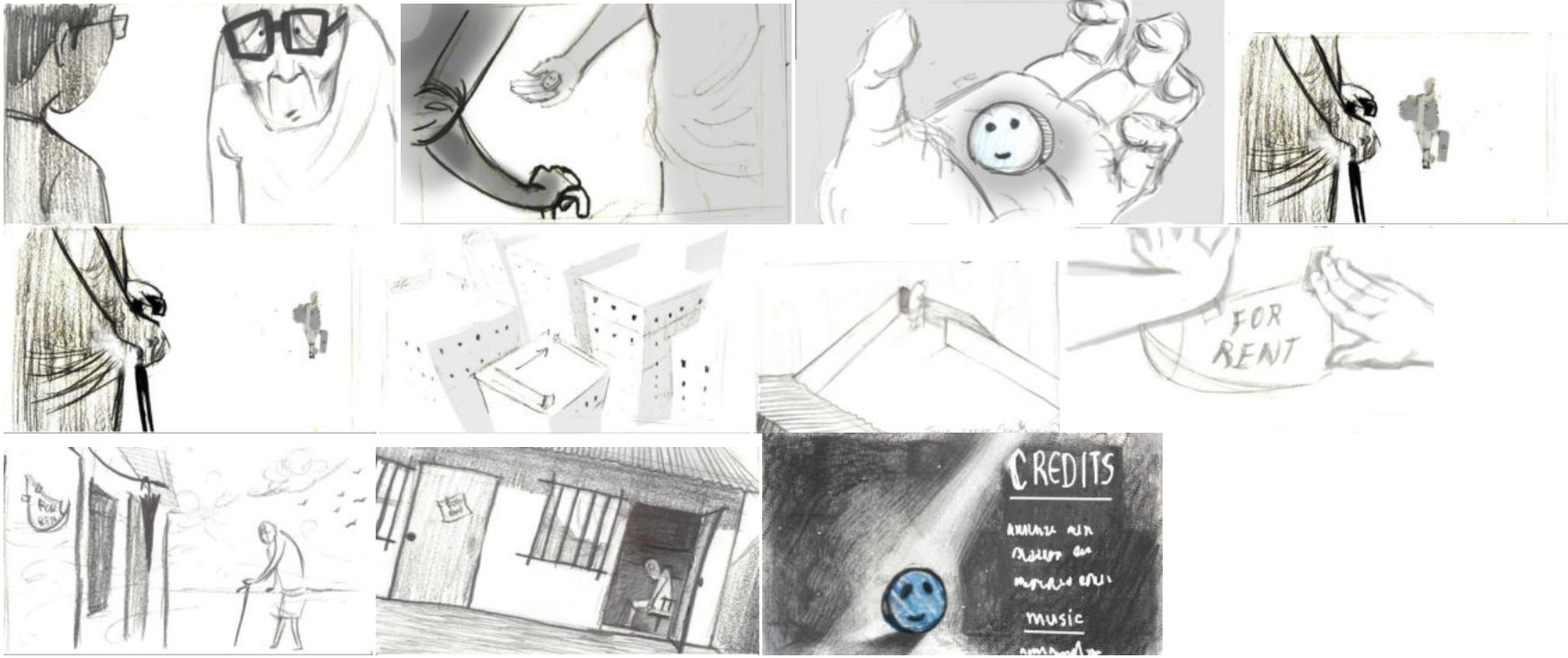












## ROUGH EDITING



After finishing preliminary stages of storyboarding, I cropped out the thumbnail size sketches and spread on the floor such that, it gave an opportunity in understanding the flow of story and also was able to edit on the spot by easily shifting the sketches in accordance to the story I wanted.

It also gave me an opportunity in trying out various possibilities within the same story by just shifting the panel sketches.

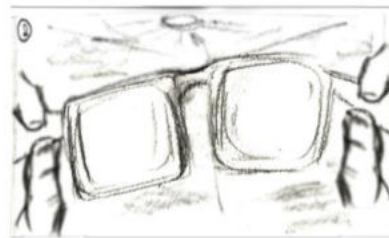
# STORYBOARD (detailed storyboard)



DIALOG - old fan sound.....

ACTION - view of blur vision as if looking towards up

CAMERA - below eye level.



DIALOG - old fan sound going on.....  
- old man pats on table (searching for spectacles)

ACTION - old man wearing spectacles... vision becomes clear

CAMERA - below eye level.



DIALOG - fading of fan sound...  
- background music begins...

ACTION - old fan rotating.  
- clear vision.

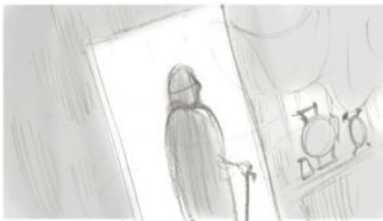
CAMERA - below eye level.



DIALOG - wind blowing sound...

ACTION - old man goes outside the room and stands there for a while...

CAMERA - eye level, little tilt



DIALOG - wind blowing sound

ACTION - oldman looks to his right side and stares...  
- silvet of house owner pass

CAMERA - eye level, little tilted



DIALOG

ACTION - house owner sticks paper on the adjacent door.

CAMERA - eye level.



DIALOG - paper flapping sound...  
- wind blowing sound

ACTION - paper flapping in wind....

CAMERA - eye level



DIALOG - wind blowing sound  
- paper flapping in wind...

ACTION - oldman stares at the paper....

CAMERA - eye level



DIALOG - birds flying sound.

ACTION - oldman looks at the sun, he winks his eyes... he see bird flying, then he keeps ear peice and gives a subtle smile wen he could hear the birds sound..

CAMERA - eye level



DIALOG

ACTION - he walks slowly towards the corner.

CAMERA - extreme above eye level.



DIALOG - sound track+ subtle sound of birds flying

ACTION - old man peeps and goes away.

CAMERA - ant eye view.



DIALOG - sound track.

ACTION - oldman sitting in his room and gazing outside.

CAMERA - long shot (of both the rooms)eye level, little tilt. -scene dissolve to next.



DIALOG - sound track.

ACTION - silvet of the boy. - movement in surrounding people.

CAMERA -long shot, eye level



DIALOG - sound track.

ACTION silvet of the boy, he takes out a newspaper cutting, movement in surrounding people..

CAMERA -behind the boys shoulder.



DIALOG - sound track.

ACTION - boy reads the address.

CAMERA - shoulder shot.



DIALOG - sound track.

ACTION - boy look up at the the building.

CAMERA - eye level



DIALOG - background music

ACTION

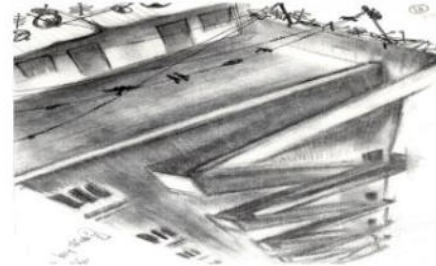
CAMERA - ant eye view



DIALOG - background music

ACTION - boy climbing stairs  
- heading towards narrow steps

CAMERA - foreshortening



DIALOG - background music.

ACTION

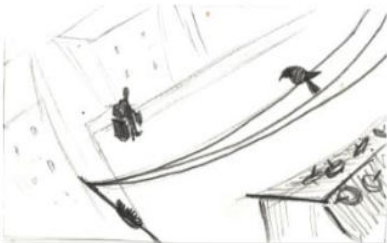
CAMERA - extreme above eye level angle



DIALOG - background music

ACTION

CAMERA - eye level



DIALOG

ACTION - boy walking towards his room.

CAMERA - extreme above eye level



DIALOG

ACTION - boy stares at the umbrella

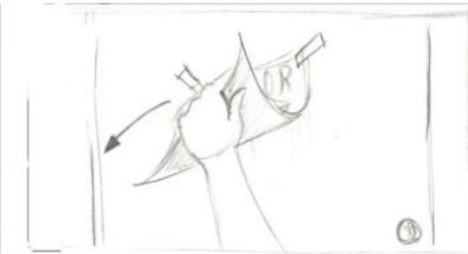
CAMERA - below eye level



DIALOG background music

ACTION - boy faces the door looking at the paper

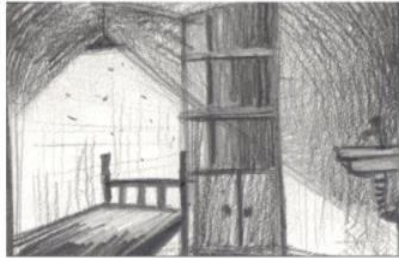
CAMERA - eye level



DIALOG - background+ paper plucking sound

ACTION - boy plucking the paper.

CAMERA - eye level.



DIALOG bg music+ door opening sound

ACTION

CAMERA eye level



DIALOG bg music+ glass fall sound

ACTION - glass falling

CAMERA - ant eye



DIALOG bg music

ACTION boy responds to the sound.. he looks back

CAMERA eye level



DIALOG bg music

ACTION boy removes bag from his shoulder.

CAMERA eye level



DIALOG bg music

ACTION - boy peeps in through the window. oldman picking up the glass.

CAMERA eye level, behind the boy



DIALOG bg music

ACTION

CAMERA outside the window, eye level



DIALOG **BG music**

ACTION **Old man sleeping**

CAMERA **inside the room (eye level)**



DIALOG **BG music**

ACTION **scene end**

CAMERA **scene end**



DIALOG BG music

ACTION Old man getting up from bed

CAMERA tilted , eye level



DIALOG BG music

ACTION old ma walking out of his room

CAMERA tilted, ant eye level



DIALOG BG music

ACTION old man looking at the door

CAMERA eye level



DIALOG BG music

ACTION old man opening the door slowly, boy in deep sleep

CAMERA eye level



DIALOG BG music

ACTION old man stares at the boy

CAMERA eye level



DIALOG BG music

ACTION he prepares to sit in front of his room

CAMERA eye level



DIALOG BG music

ACTION old man sitting

CAMERA eye level



DIALOG BG music

ACTION old man gets up and ges

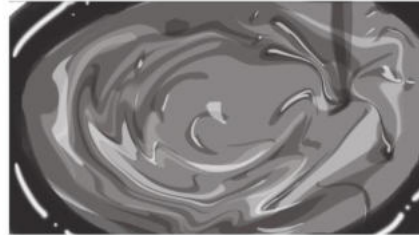
CAMERA eye level



DIALOG **BG music**

ACTION **scene end**

CAMERA **eye level**



DIALOG **BG music**

ACTION **boy pouring tea**

CAMERA **above eye level**



DIALOG **BG music**

ACTION **boy opening door**

CAMERA **eye level**



DIALOG **BG music**

ACTION **boy looking at the old man**

CAMERA **eye level**



DIALOG **BG music**

ACTION **boy closing the door**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man gets up walk towards the boy room**

CAMERA **eye level**



DIALOG **BG music**

ACTION **boy closing the door  
old an waits outside to start the interaction with boy**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man walks towards his room**

CAMERA **eye level**



DIALOG BG music

ACTION boy comes out side and yorns.

CAMERA eye level



DIALOG BG music

ACTION boy inquisitively lks at the old man

CAMERA eye level



DIALOG BG music

ACTION boy playing with bottel cap when borred

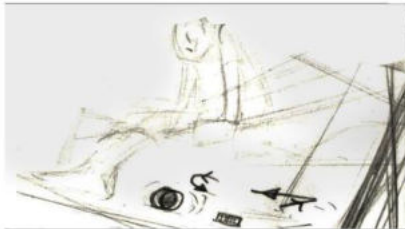
CAMERA ant eye level



DIALOG BG music

ACTION bottel cap rolles out of his room

CAMERA above eyelevel



DIALOG BG music

ACTION old man staring,  
bottel cap rooling and seteling down

CAMERA ant eye level



DIALOG BG music

ACTION old man try to grab the cap

CAMERA ant eye level



DIALOG BG music

ACTION getting into ilussion

CAMERA ant eye level



DIALOG BG music

ACTION dream sequence

CAMERA



DIALOG **BG music**

ACTION **dream sequence**

CAMERA



DIALOG **BG music**

ACTION **dream sequence**

CAMERA



DIALOG **BG music**

ACTION **dream sequence**



DIALOG **BG music**

ACTION **dream sequence**



DIALOG **BG music**

ACTION **dream sequence**

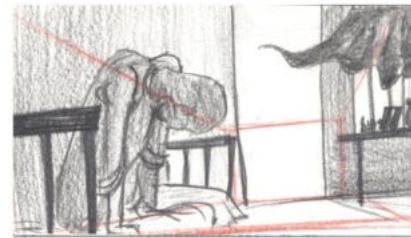
CAMERA



DIALOG **BG music**

ACTION **old man coming back to realization**

CAMERA **worm eye level**



DIALOG **BG music**

ACTION **old man in sad**

CAMERA **camera zoomed**



DIALOG **BG music**

ACTION **boy leg**

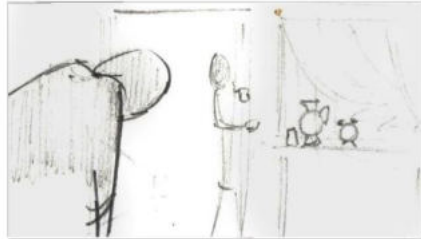
CAMERA **camera zoomed**



DIALOG BG music

ACTION boy staring at the old man

CAMERA eye level



DIALOG BG music

ACTION boy staring at the old man

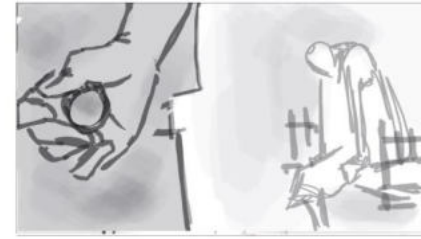
CAMERA eye level



DIALOG BG music

ACTION boy picking up the bottle cap

CAMERA eye level



DIALOG BG music

ACTION boy staring at the old man

CAMERA eye level



DIALOG BG music

ACTION boy giving water to old man

CAMERA eye level



DIALOG BG music

ACTION boy staring at the old man

CAMERA eye level



DIALOG BG music

ACTION old man started to talk  
boy sitting and listening curiously

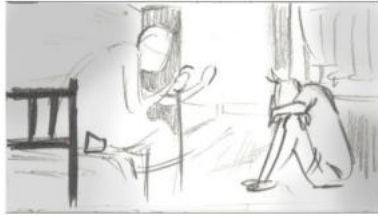
CAMERA eye level



DIALOG BG music

ACTION old man started to talk  
boy sitting and listening curiously

CAMERA eye level



DIALOG BG music

ACTION old man started to talk  
boy sitting and listening curiously

CAMERA eye level



DIALOG BG music

ACTION old man started to talk  
boy fallen a sleep

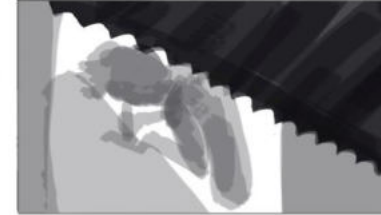
CAMERA eye level



DIALOG BG music

ACTION old man realize the boy slept  
boy sleeping

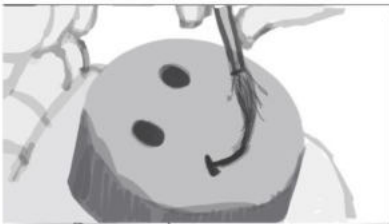
CAMERA eye level



DIALOG BG music

ACTION boy painting on the bottle cap

CAMERA eye level



DIALOG BG music

ACTION boy painting

CAMERA eye level



DIALOG BG music

ACTION boy listening to music, old man sitting with him

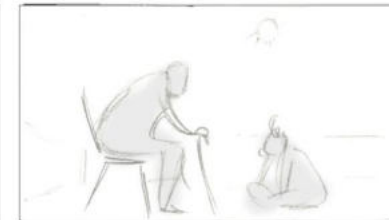
CAMERA eye level



DIALOG BG music

ACTION old man sitting with the boys headphone and  
boy reacts to the loud sound after putting ear piece.

CAMERA eye level



DIALOG BG music

ACTION old man and boy talking

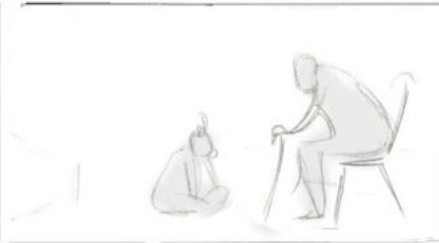
CAMERA eye level



DIALOG **BG music**

ACTION **old man and the boy sitting .**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man and boy talking**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man accompanying when boy is studing**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man accompanying when boy is studing**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man and boy sitting**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man accompanying when boy is studing**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man and the boy watching the birds play**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man and the boy watching the birds play**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man and the boy smiling each other**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man and the boy having tea**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man and the boy sitting together.**

CAMERA **eye level**



DIALOG **BG music**

ACTION **end of scene**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man opens his eyes hearing to door knock.**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man gets up from bed and opens the door**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man saw the boy with bags.**

CAMERA **eye level**



DIALOG **BG music**

ACTION **old man stares at the boy**

CAMERA **eye level**



DIALOG BG music

ACTION old man and the boy stares each other.

CAMERA eye level



DIALOG BG music

ACTION boy gives him a momento

CAMERA above eye level



DIALOG BG music

ACTION old man stares at the momento.

CAMERA above eye level



DIALOG BG music

ACTION boy leaves

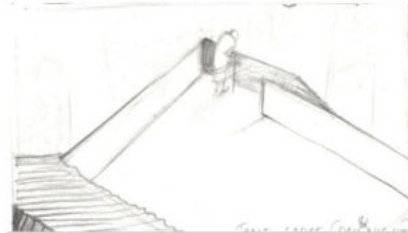
CAMERA eye level



DIALOG BG music

ACTION old man walks to look out for the boy leaving.

CAMERA bird eye view



DIALOG BG music

ACTION old man look out for the boy leaving

CAMERA bird eye view



DIALOG BG music

ACTION house owner sticking paper for rent on the boys door after he left.

CAMERA eye level



DIALOG BG music

ACTION old man saw the paper stuck on the door for rent

CAMERA eye level



DIALOG BG music

ACTION old man sitting in his room and starring outside

CAMERA eye level



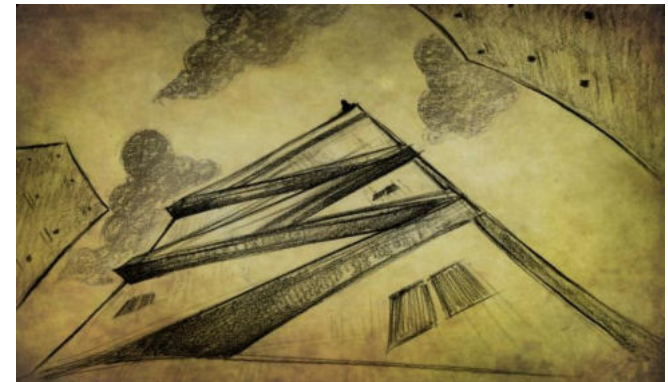
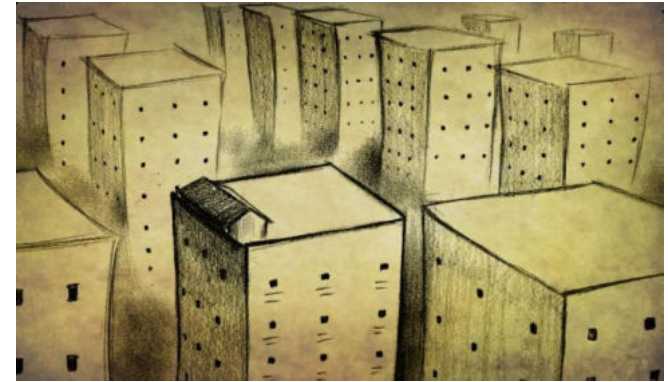
DIALOG BG music

ACTION

CAMERA eye level

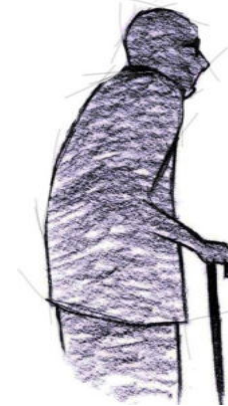
## ENVIRONMENT DESIGN

The concept while designing the environment for the animation was to depict the wide and congested city with tall buildings and sky-scrapers. The source of inspiration was from my previous visit to the metropolitan city of Bangalore. The city is very congested and depicts the changing lifestyle of people which is more or less inclined to my story line.



# CHARACTER DESIGN AND EXPLORATION

Explorations in terms of character design was done, to bring out the desired feel to the character such that it later adds to the visual experience in the story narration.



Character designing for the kid was started with proper realistic anatomy drawings, and later it was stylized suiting to the story.



## VISUAL DESIGN EXPLORATION

Artist works had inspired me to a great extent in deciding the visual design of the animation.

Artist, Sunil Das mainly used charcoal and dry ink in his works. The feel, life, moment and force could be felt in his works with just simple strokes and monochrome color.

In animation, when this style is adopted, it would give a different visual experience.



## VISUAL DESIGN EXPLORATIONS IN VARIED STYLES

Keeping objective as effective visual story communication, the elective course on 'Animation visual representation technique' conducted at IDC IIT-BOMBAY by Prof. Phani Tetali, was very useful in exploring varied styles of animation. I got the opportunity in animating using pen, charcoal, pencil and various other mediums.

### ADVANTAGE IN USING THESE MEDIUMS.

- Effective style/ visual design to narrate the story in animation.
- Shading using ball pen or smudging using charcoal for light and shades creates a flickering effect which adds feeling of life in the animating characters.
- Not time consuming and easy to finish the desired effect.
- Animation as a whole creates an ambience because of the smudgy medium.



## DISADVANTAGE OF USING THESE MEDIUMS.

- Using charcoal, handling the paper becomes difficult while flipping them.
- Considering the number of frames in animation, it's not reliable in using fixative coating to protect the drawings.



## MUSIC AND SOUND DESIGN

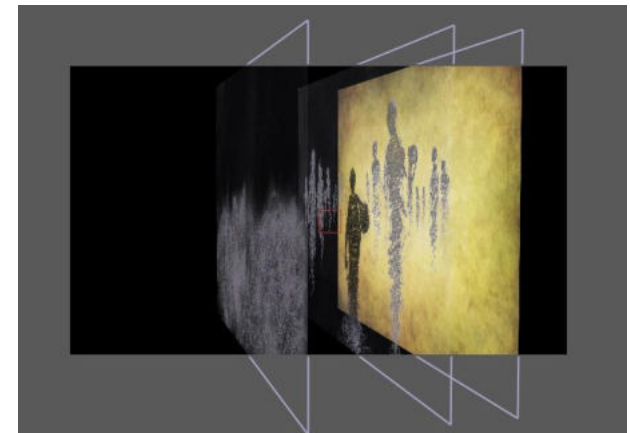
Sound plays an important part in the film, it makes the story believable to the audience. Sounds like, ambience, foley along with background music and animation adds to a total fascinating experience in communicating the story.

In this short animation, since there are no dialogues, music plays an important role in storytelling. Music desired for this film is one with an Indian folk touch such that audience could easily relate with the story. Since the focus is on the old man, the music is in slow tempo.

## THE PROCESS

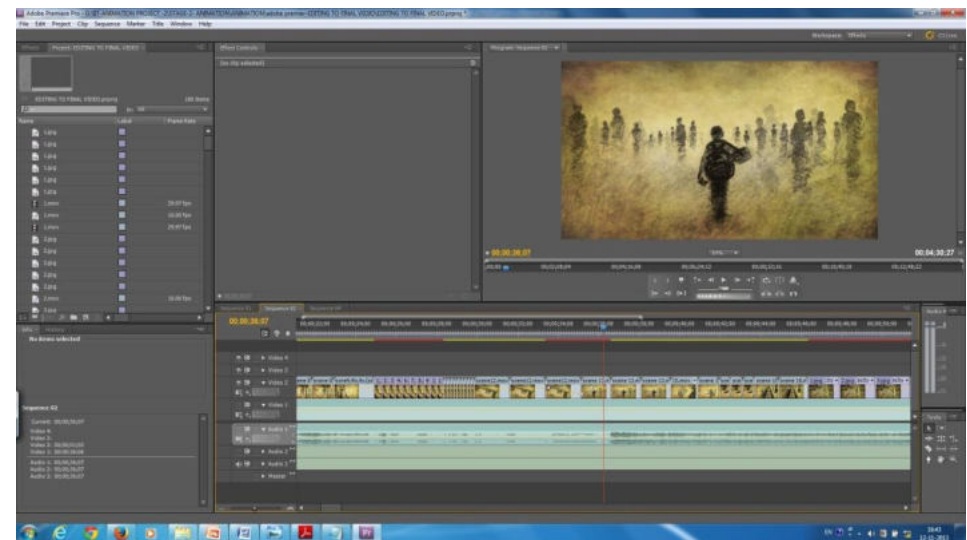
In the preliminary stage of animation, ideation of story is put in the form of thumbnail sketches, then detailed storyboarding is done.

These sketches are put in the time line in Adobe Premiere Pro, thus giving an idea on the timing of each shots. The hand drawn animation on paper is done in different layers in accordance with foreground, midground and background. These drawings are brought in Photoshop and properly cropped and cleaned and the images are exported in PNG format. These images are brought into After Effects and images are composited with textured and colored background. It is then exported in video format, which is brought to Adobe Premiere and is aligned in timeline with respect to the animatics. After adding music the video is rendered.

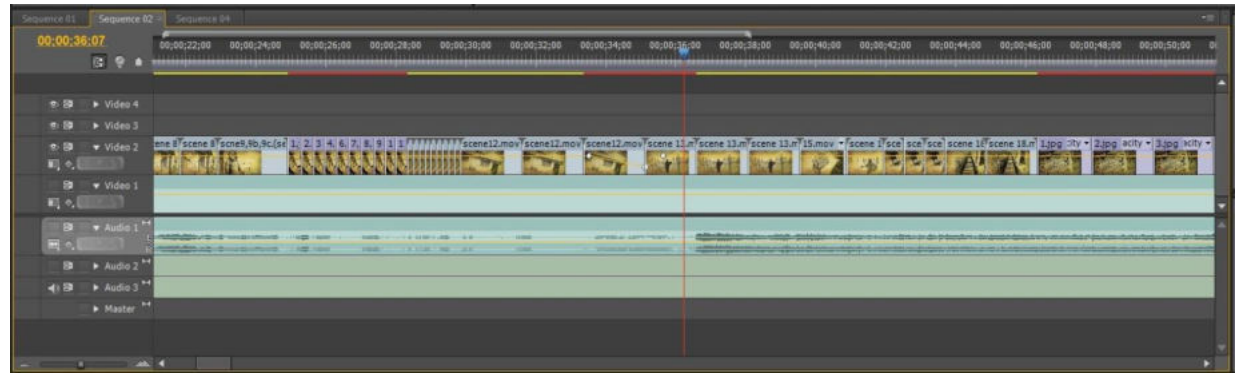




AFTER EFFECTS COMPOSITING PRO



ADOBE PREMIERE PRO



SHOTS ARRANGED IN ADOBE PREMIERE PRO

## CONCLUSION

'A glimpse of happiness... ', is a story about a lonely old man. I tried to emphasize the loneliness he suffers as his own children have departed from him. This film is a reflection in pointing out an incident happening to senior citizens in the current Indian society. Loneliness is emphasized by bringing another character, a boy and a growth in each other's relationship soon comes to an end as the boy leaves the place.

'A glimpse of happiness... ' is my first short animation movie and I got an opportunity to learn and explore more. Also in the journey of process I could learn through solving my mistakes. I enjoyed the process of animation from beginning till the end with full passion and dedication.

## REFERENCES

Youtube videos (Documentary and Adds):

[http://www.youtube.com/watch?v=FcJefF1\\_S0A](http://www.youtube.com/watch?v=FcJefF1_S0A)

<http://www.youtube.com/watch?v=VcjJkV47esY>

<https://www.youtube.com/watch?v=CHxQazhou3M>

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Artist Sunil Das works;

[http://www.genesisartgallery.in/artist\\_details.asp?txtid\\_nameArtist=212](http://www.genesisartgallery.in/artist_details.asp?txtid_nameArtist=212)

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<http://rukminee-letterpress.blogspot.in/2008/09/art-moves-works-by-sunil-das-published.html>

Rough editing photograph by Govind Janardhanan

Report design K.Abhilash