

Project-1 Report 2018

# INTERNSHIP REPORT

Alok Hasnu

176340011

Animation Design

IDC School of Design

IIT Bombay

# ACKNOWLEDGEMENT

It is with the sense of gratitude, I thank IDC and my Professors for providing me with the opportunity for carrying out my internship at a place of my interest.

I express my sincere respect and gratitude to iRealities for the opportunity of completion of my internship and allowing me to be a part of the studio.

I would also like to extend my gratitude to team at the studio for their support and a great experience.

# ABSTRACT

The purpose of the internship was to learn and witness how production goes on in an animation studio. Initially time was allotted to get familiar with the software and tools.

Then I was asked to make storyboards for nursery rhymes. Later, they shifted towards storyboards for advertisements (live-action/animated). Moving forward I created assets and concept art for IP development. Finally, I was asked to create a cost-effective animation content for a narrative. I also screened animation short films for exposure in terms of concept and techniques of animation.

The most important thing I have learned from the internship is clear communication and transparency among the teams in a studio. Also, the designs and ideas from the mind of an individual should be feasible considering the deadlines. After this exposure I am confident for the upcoming projects as an animator.

# ABOUT iREALITIES

iRealities was previously known as Interactive Realities. It was founded by Prasad Y. Ajgaonkar in the year 1994. Interactive Realities started with the launch of first CDROM multimedia content on “Invitation India”. After working on many projects, it was known as iRealities. iRealities entered the entertainment space with star TV series “Antariksh”. Soon it was known by the name i.Entertainment. The studio ventured into animation films with Bird idol for Warner Bros.

The studio is known for the success of its 3D computer-animated historical drama film “Chaar Shahizaade”.

The studio deals with both entertainment content and technology services with equal ease.



## Internship Completion Letter

We are glad to inform you that Mr. **Alok Hasnu** IDC School of Design, IITB, has successfully completed his internship at **iRealities Technology Pvt. Ltd.**, B/101, INEZ Tower, Sonawala Compound, Opposite Mori Road Post office, Mori Road, Mahim West Mumbai - 400 016 from **02/05/2018 to 28/06/2018**

He has worked on **screenplay writing, storyboards, set and asset design and animation** for our IP development. Due to the confidential nature of the project he cannot share the images with the institute and he is refrained from doing so in any manner possible.

During his internship, we found him inquisitive and hardworking. He displayed good adaptability by picking up new softwares to do his assignments. He was good at following instructions and adding his personal touch to them.

His association with us was very fruitful and we wish him all the best in his future endeavors.

With best wishes,

For **iRealities Technology Pvt. Ltd.**

Human Resource Head

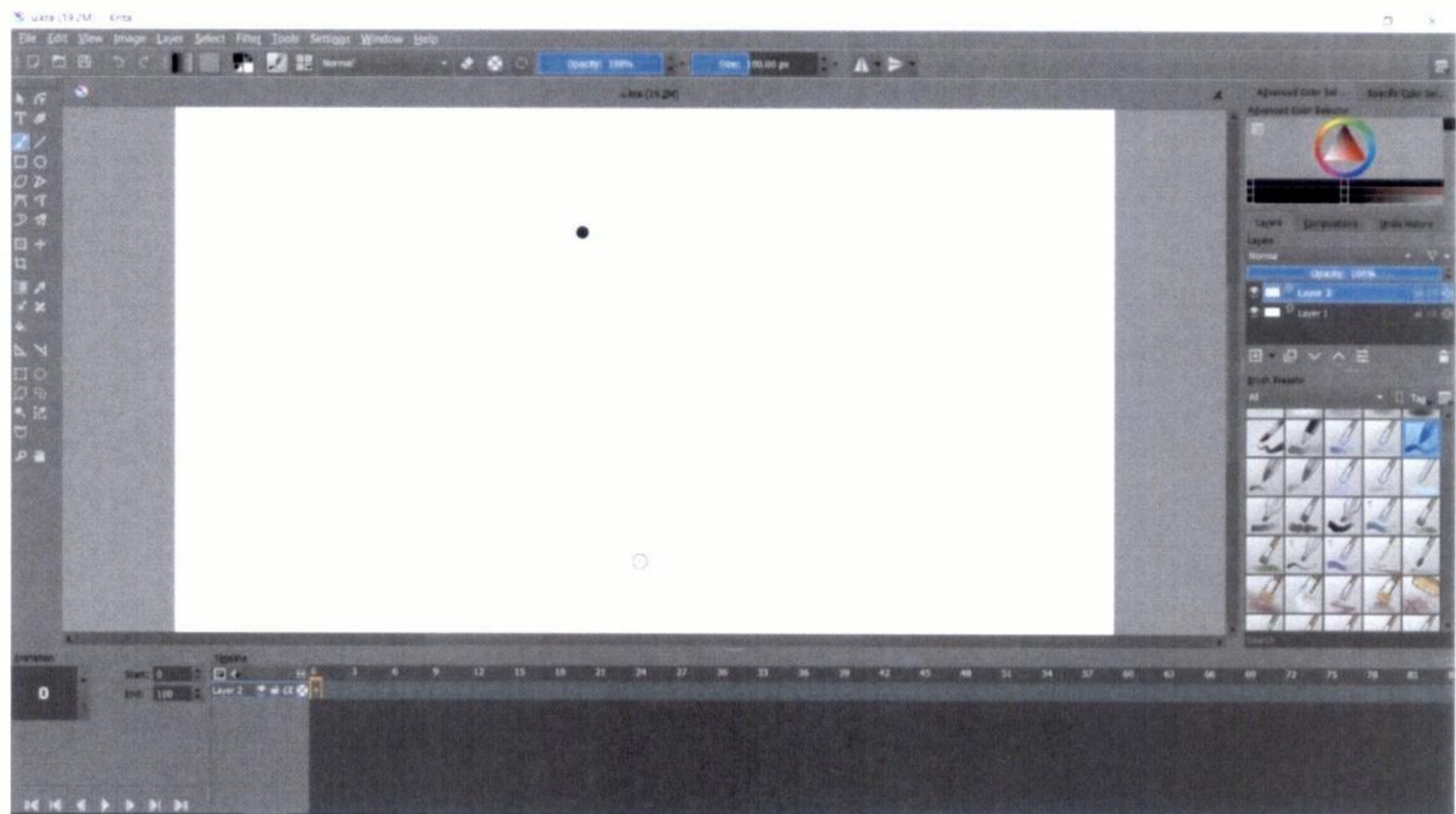
**iRealities Technology Private Limited**

101-102 B, 1st Floor, Inez Tower, Sonawala Compound, Opp. Mori Road Post Office, Mahim (W), Mumbai 400 016. Tel. : 022 6499 33

# TASK AS INTERN

## Getting familiar with the software:

On the first day of the internship, I was introduced to “Krita”. It is a similar software like photoshop, which is an open source and allows you to create animation as well as digital painting.



IMG.01 UI of Krita

### **Storyboarding for nursery rhymes:**

The first task as an intern was to create storyboards for nursery rhymes. The brief was to keep in mind, I always use the characters from the given character model sheets and made them interact and act with an animal characters as per as the lyrics of the rhymes. It was also instructed not to use more than 12 shots. The thumbnails of the storyboards were then approved by the storyboard team lead and the final storyboards were made. The storyboards are then sent to the editing team, where the animatics is further forwarded to the 3D animation team.

### **Storyboards for advertisements:**

During my course I had done few storyboards, but this was a completely new experience for me. In comparison to the previous task the difference was that the thumbnail was not required in this task. This was a live-action animated advertisement, so we had the live-action content already shot. The instruction was to take still images from the live-action content and draw the animated character according to the reference provided on the given live-action content. It was more of making the character act and interact with the person in the live-action content. It was crucial to maintain the line to sight between the characters, which was a challenging task.

### **Storyboards, sets and assets design for IP development:**

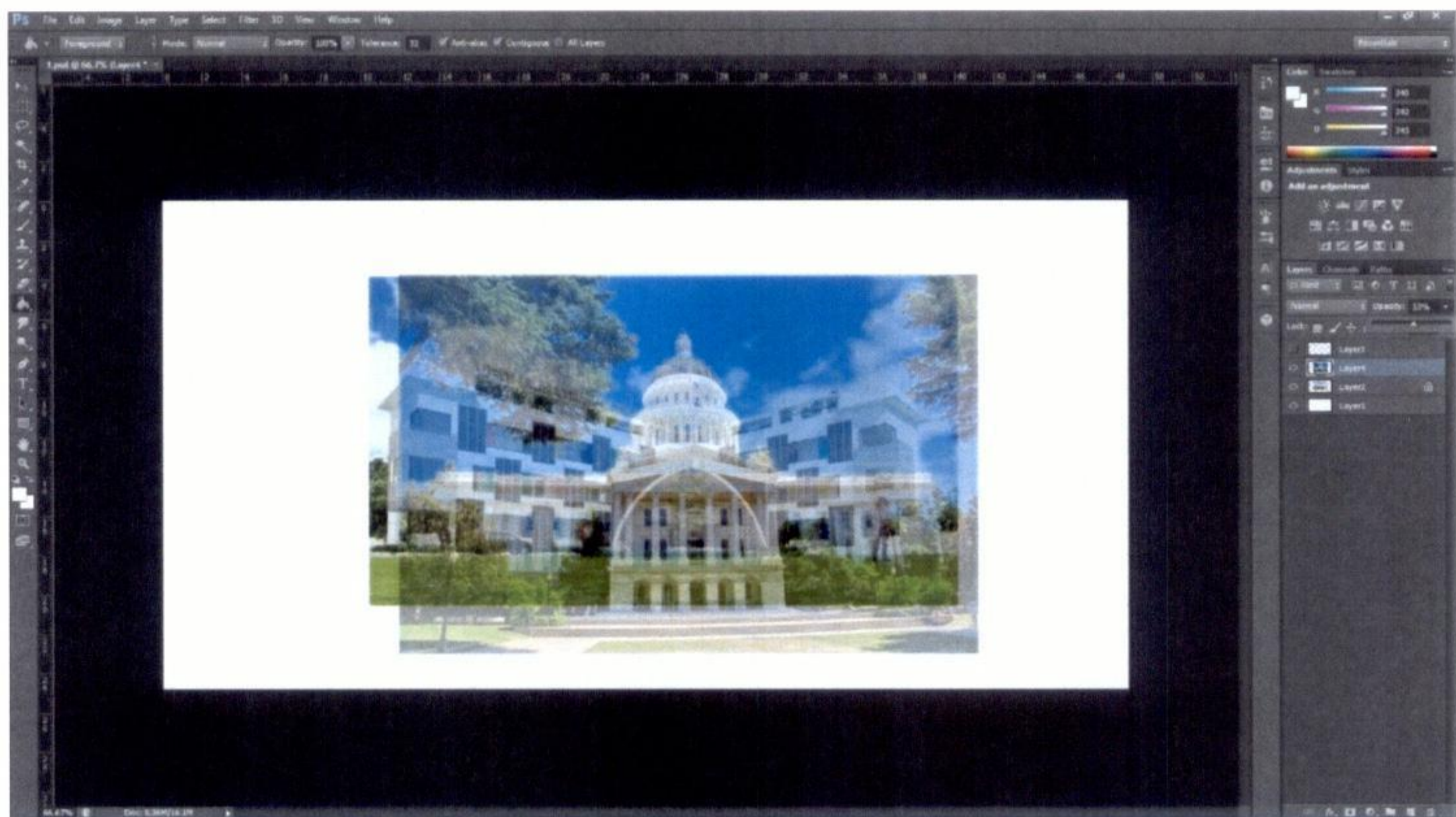
The project was already under production when I was asked to design the sets. They wanted the background and the assets to be as simple as possible it was going to the 3D modelers. I started with the background where the main character would be placed. Firstly, I was asked to give them a rough idea of the background. After it was approved I was asked to go to the details like the looks and design of the trees, shrubs etc. The next task was to design the school with the criteria that it should look grand and elite. Designing the vehicle for the character was challenging. I was given the brief that the vehicle would have the features of transforming into a caravan and the interior of the caravan should be cozy but must have the space so that at least two characters can be placed there without any difficulties. It was also briefed that it

should have a TV, kitchen and a toilet in it. While designing the steps of transformation of the vehicle I had to keep it mind not to make it extremely complicated like that of the Transformers. So, designing the vehicle while including all these features and elements was a very challenging task.

Since they wanted it done in a short span of time, I was asked to make the sets using the process called “Photobashing”. It was new term for me, but it is as simple as the words.

### **Photobashing:**

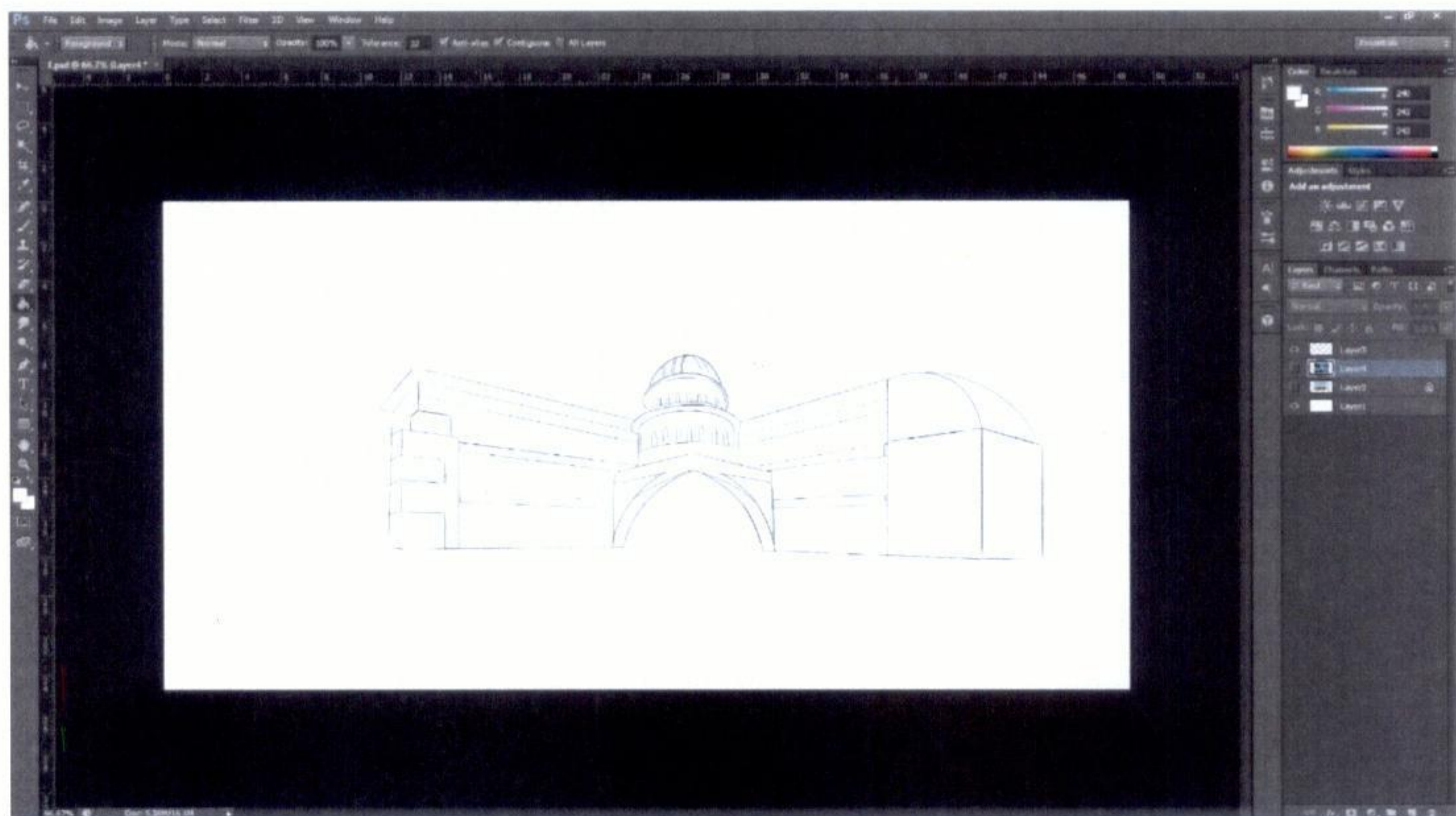
In this process the relevant pictures are taken and the arranged in such a manner that you can edit, manipulate or draw over them to create the desired concept art in a small span of time.



IMG.02



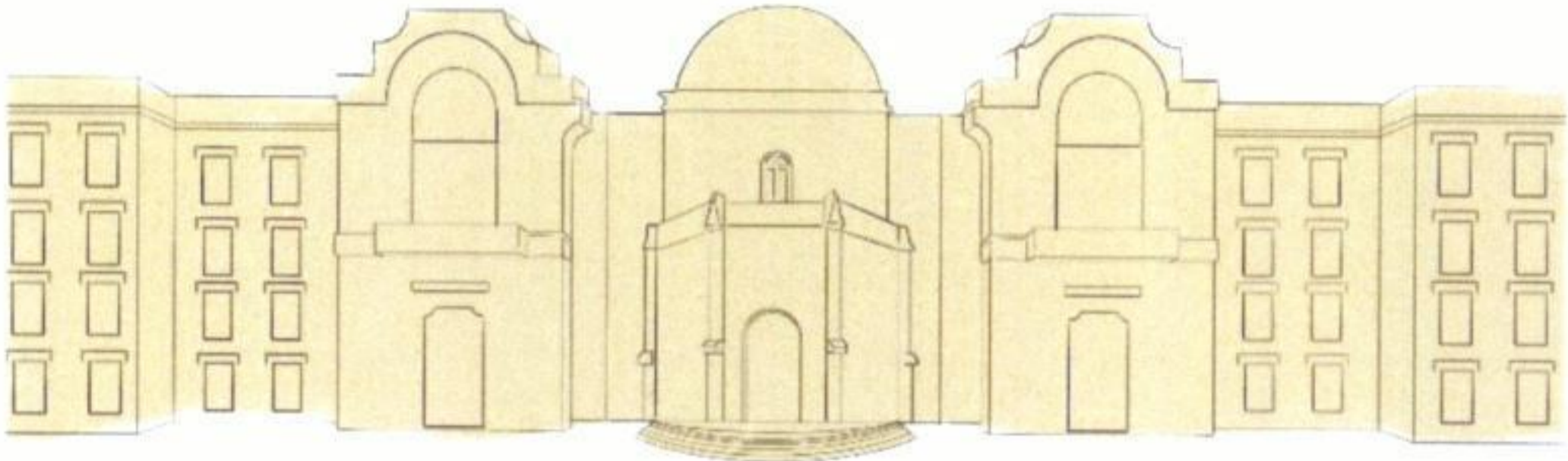
IMG.03



IMG.04

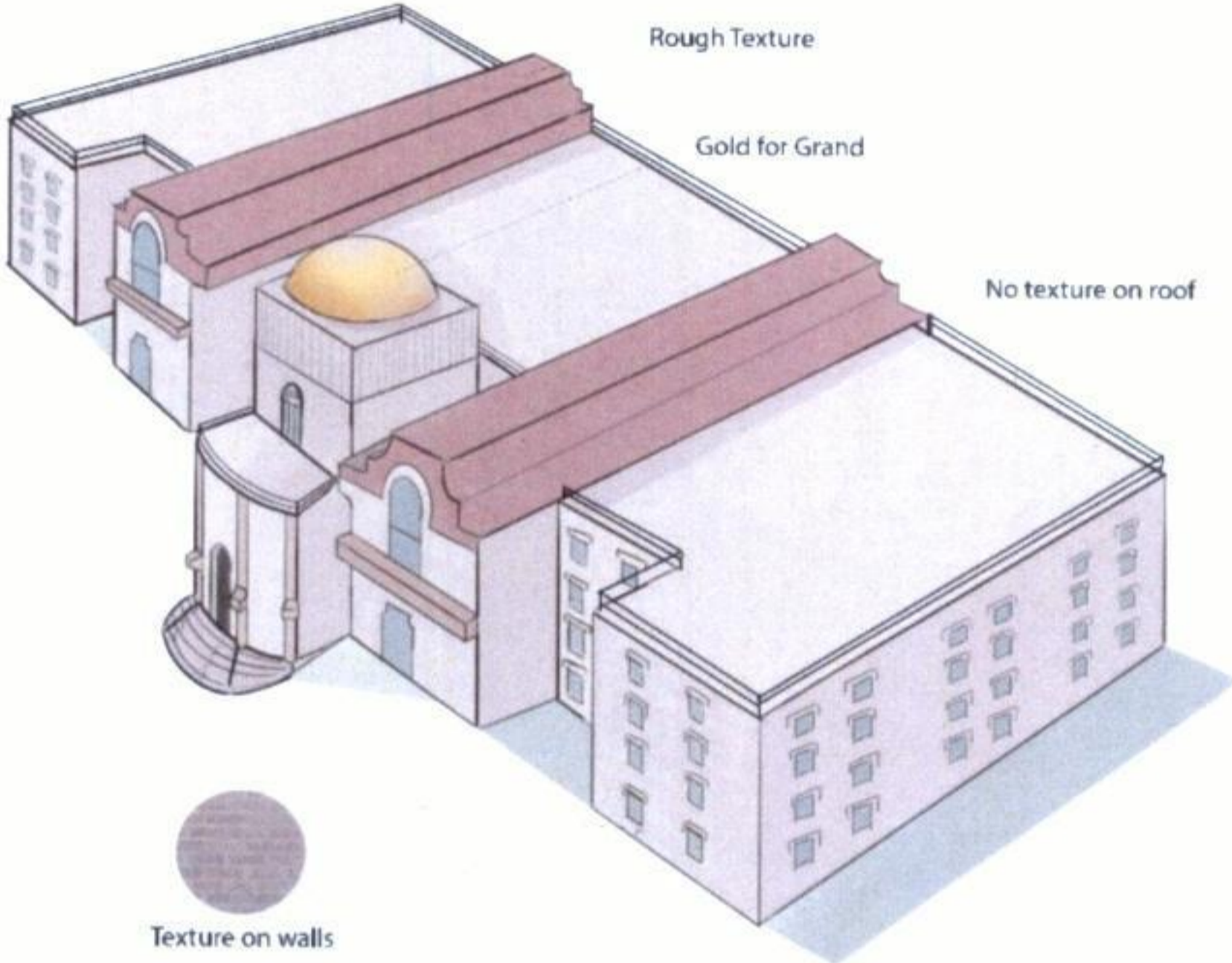
Images 2,3 and 4 are not actual part of the IP development. These are just a visual reference of what photobashing is all about.

Front View of the School



A dome for a grand look of the School.

Isometric View of the School



Reference



IMG.05

The school was made in isometric view so that it is convenient for the 3D modelers to understand the shapes and design. The texture is of the wall is also shown. This is because the same model sheet is to be used by the texture artist. All the information in the model sheet is given for the convenience to understand the concept art.



IMG.06 Storyboard thumbnail

Above is the rough thumbnail of the IP development. With this task I was learned the importance of continuity between frames which I lacked. It was instructed that I always drew the apt expression of the character. This because the storyboards were going to the 3D animators to whom the expression must be very clear to understand the situation.

EP\_

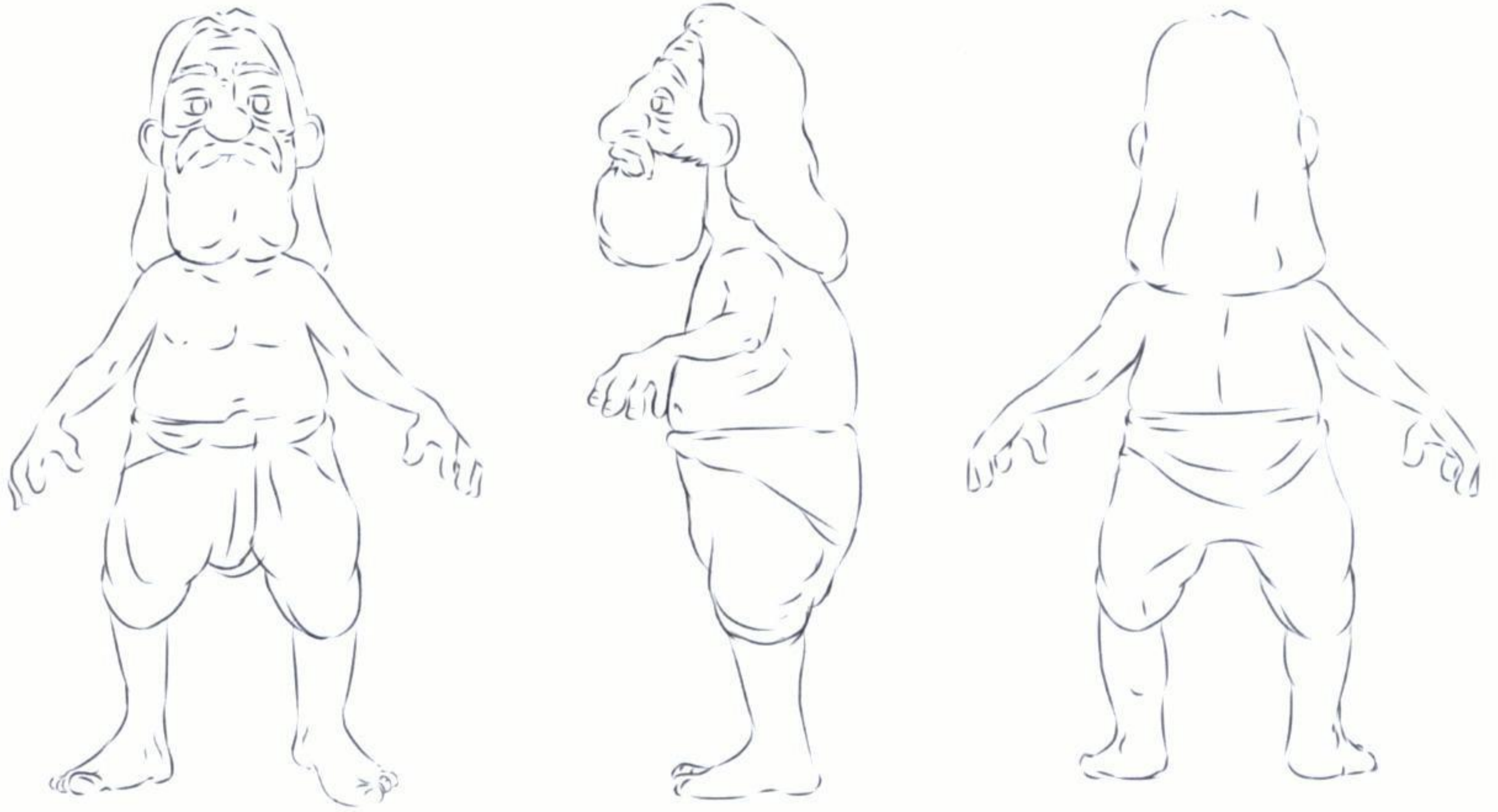
Scene:	Shot	Panel:
Action		
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Dialogue		
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Slug		

**IMG.07** Storyboard panel

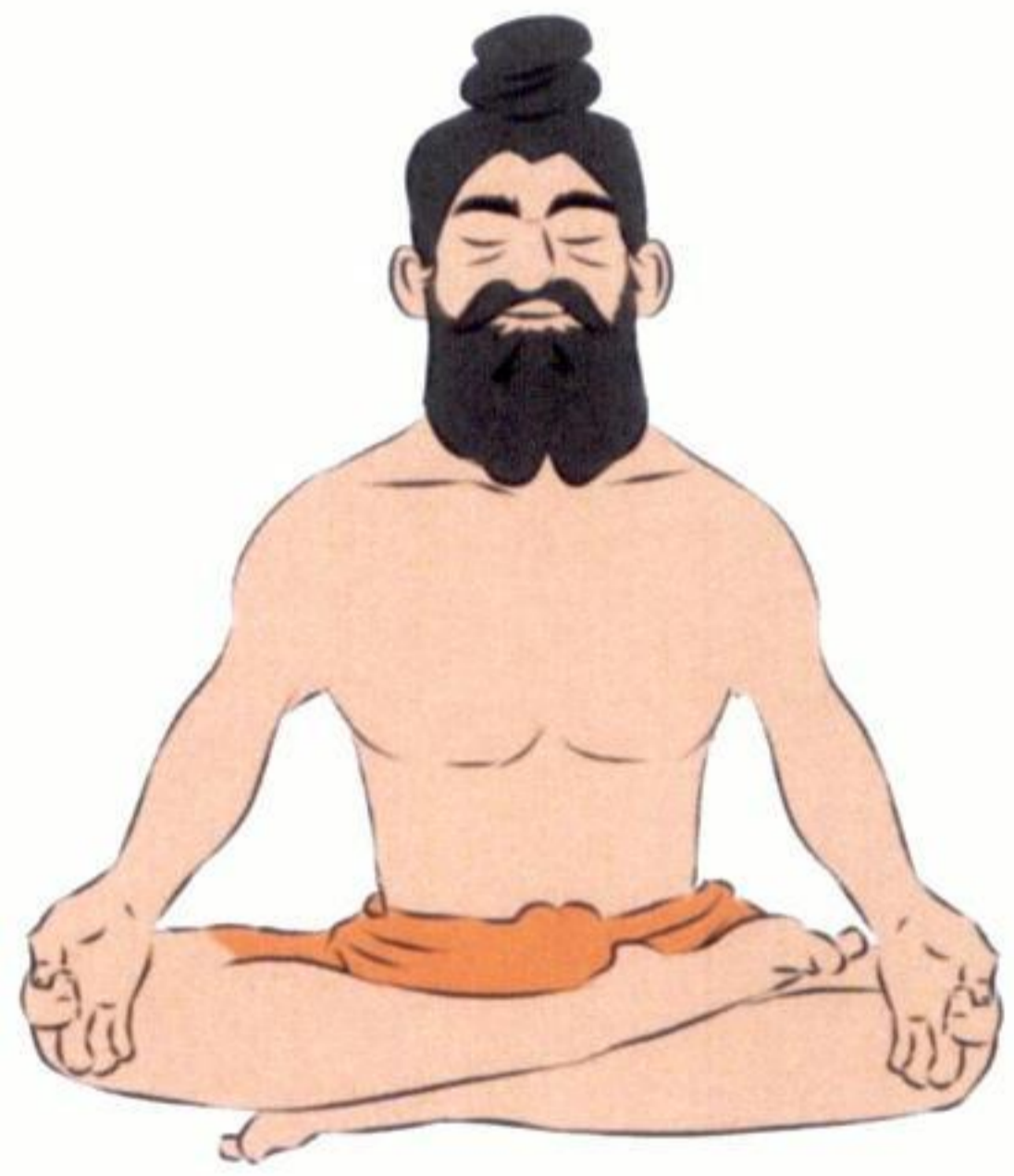
It is mandatory to write the scene number, shot number and panel number along with the dialogue and the action. Slug here means timing the storyboard according the dialogues.

**Animation with low cost of production:**

In this task I was assigned to write a screenplay for a narrative and keeping in mind that the cost of production should be low. The animation technique which I proposed was 2d puppet animation, as I believe from my experience it does not require much labor in comparison to other animation techniques. Since it was a low budget production I was asked to start from the end. I was asked to make a rough thumbnail of the narrative and then create the puppets only according



**IMG.08**



IMG.09



IMG.10 2D puppet animation

### Animation Short film screenings:

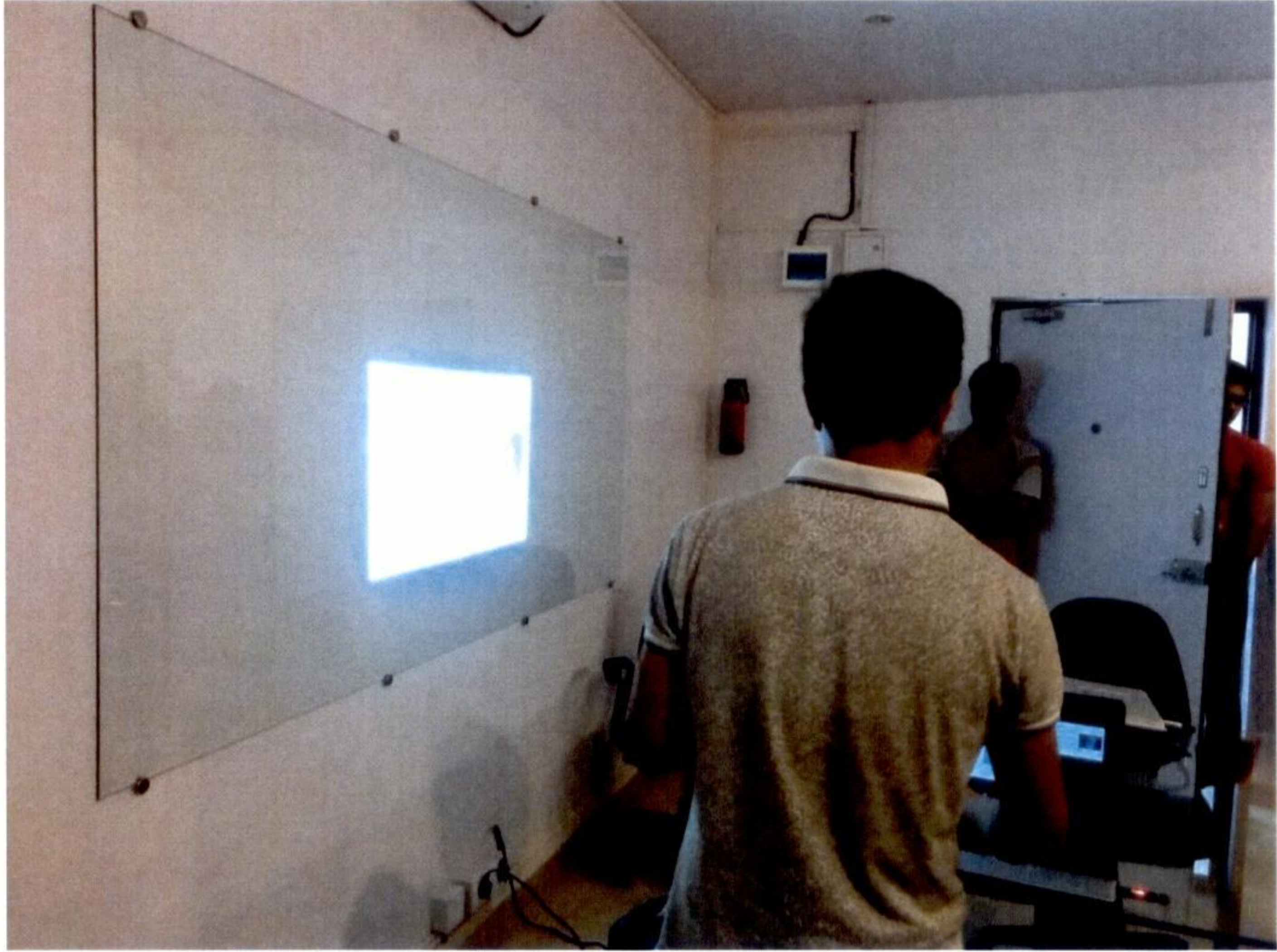
As suggested by the CEO of the studio, I was assigned to screen animation short films of good content by some famous animators and directors. It was done once a week in a half an hour slot with a small presentation speaking about the techniques, concept and about the director. This was done as most of the employees were only trained technically. It was an approach on exposure to good works by some of the famous animators and directors and learn from them. Overall, I have come across lots of great animation short films and it was really a good learning experience.



IMG.11



IMG.12



IMG.13

# CONCLUSION

It was a great experience for me to witness and learn, how a production goes on in a studio. Also, the practice of submitting and reporting the daily task done on an internal database taught me how to organize things effectively. The studio also taught me how important communication between the different team in the studio is.

With all these experiences I am confident that I can manage my upcoming projects well and most importantly about setting two deadlines for oneself. First is the one you set it for yourself and the other is the deadline.