

Summer Internship Project

INFEST

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Animation Design
IDC, IIT Bombay



objective

- To gain experience with the animation industry in the domain of animated TV series.
- Improve my skills in the process of animation film making.
- Develop my own concept and learn the steps in preproduction.



studio

- 6th Art Animation is a small yet progressive studio in Mumbai.
- Mainly works in 2D animation using Flash.
- Undertakes storyboard projects for films.



inspiration

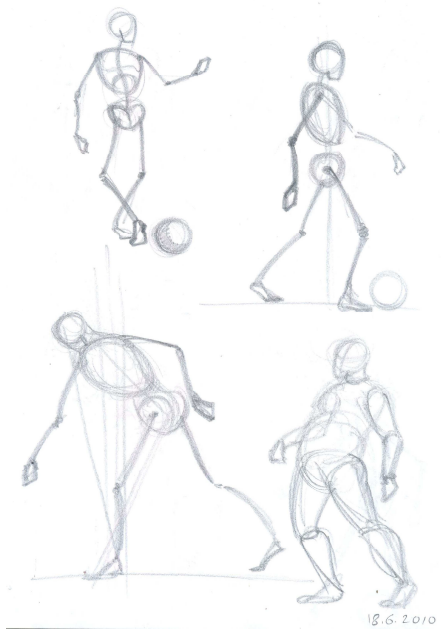
- My first introduction to animation from TV.
- Limitless potential in terms of content and style.



phase I : learning basics

- Improving sketching and life drawing skills.
- Study of proportion of the human body.
- Study of the skeleton with bones and joints.
- Outdoor sketching.
- Understanding line of action, volume, weight and balance.





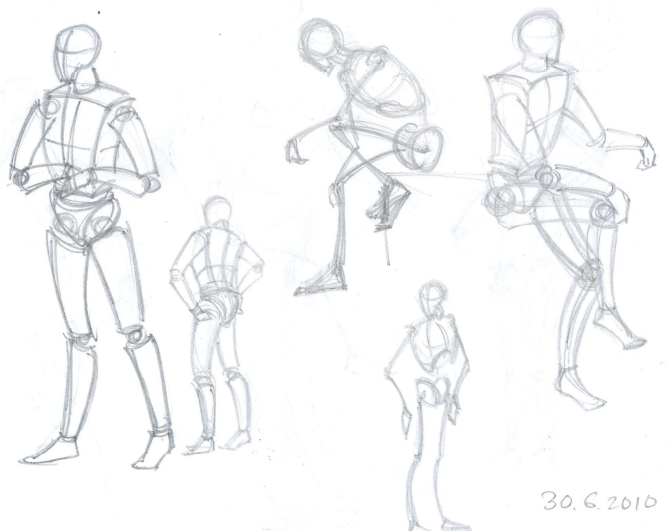
18.6.2010



20.6.2010

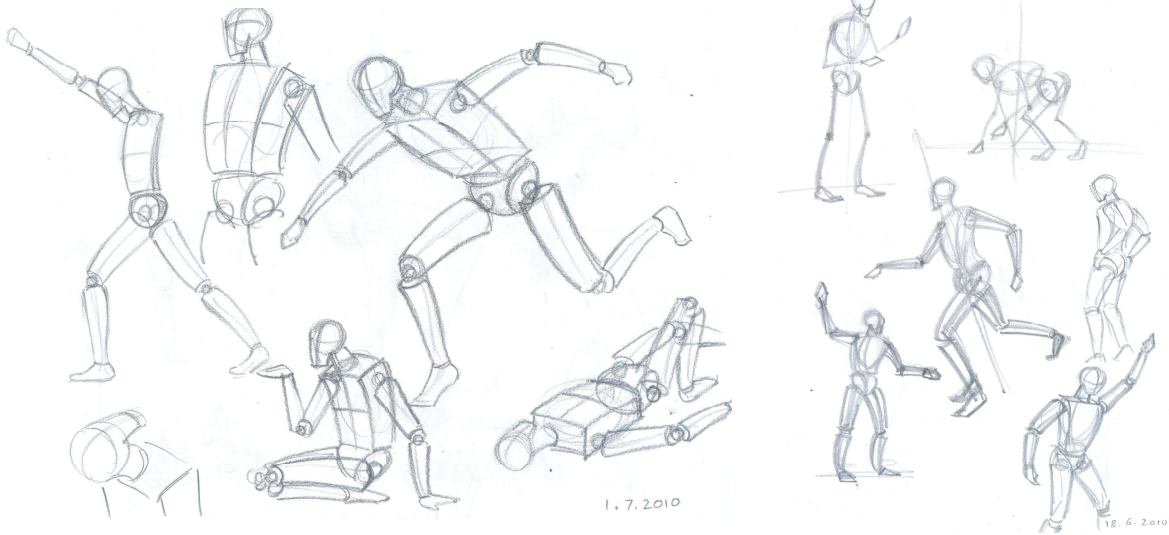
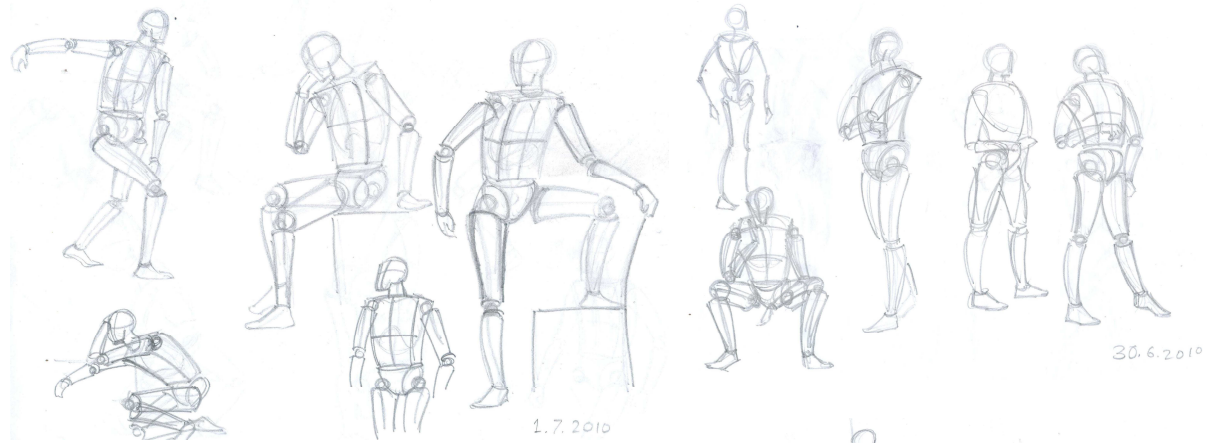


20.6.2010



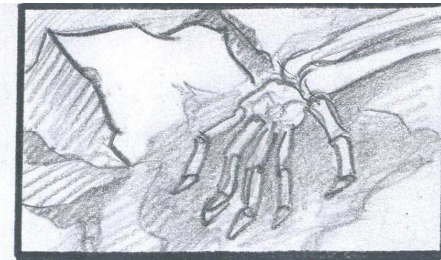
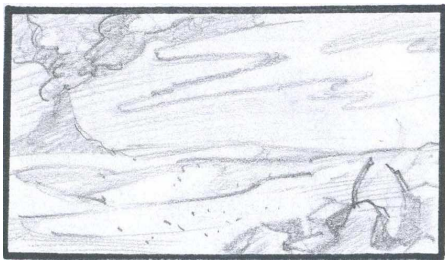
30.6.2010





phase II : concept development

- Basic premise a bleak world destroyed by nuclear war.
- Terrorism, violence and oppression of the helpless.
- Survivors cockroaches and rats.
- Mutation due to nuclear radiation.



phase II : concept development

- Story is about cockroaches fighting for survival.
- Acute food scarcity.
- Monster rats ravage the cockroaches.
- The protagonist sets upon a quest to find food.
- Life has survived inside the depths of a volcano.



phase II : concept development

- The major characters are:
- Roshan the Roach - the brave and responsible cockroach hero
- Monster Rat - the greedy villain suffering from radiation tumors.
- Baby Roach and Mother Roach - starving along with other hiding roaches.



phase III : script and character design

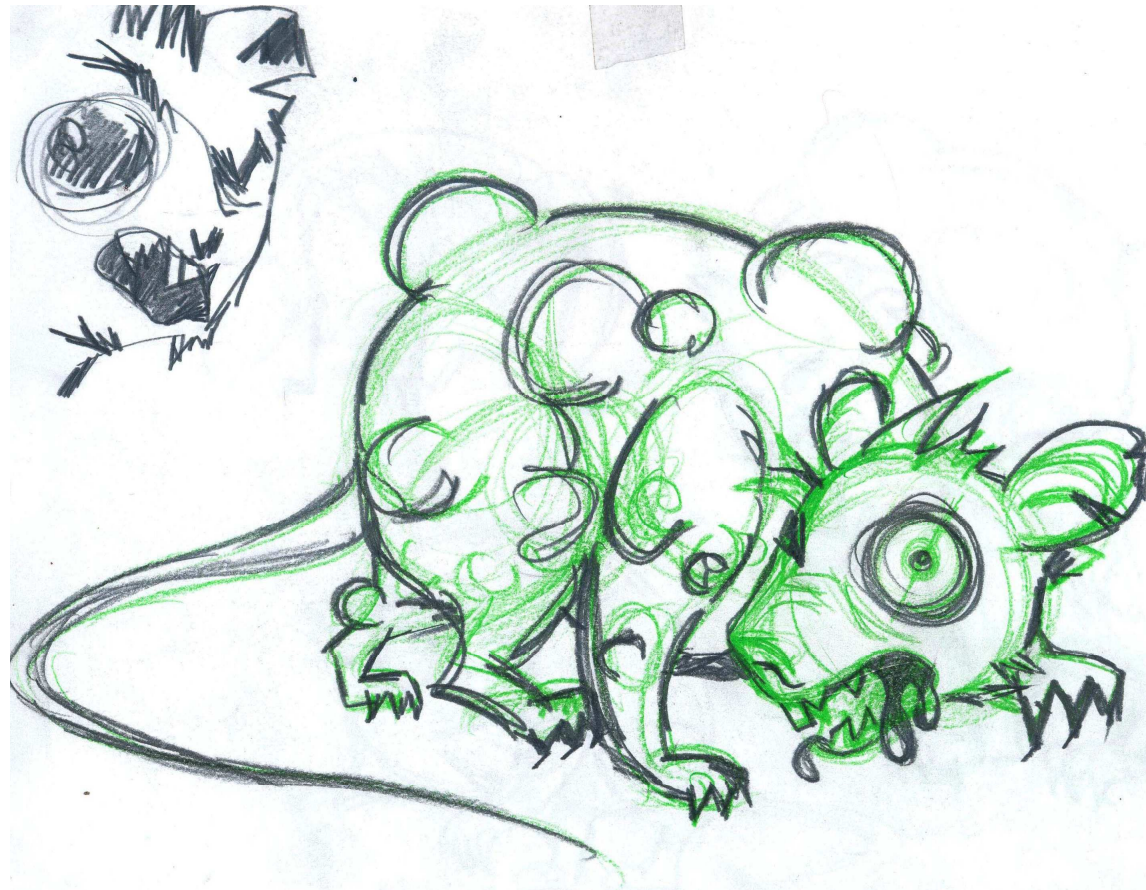
- Script writing – breaking down into sequences and scenes.
- Bringing the story according to the time frame.
- Attention to details like environment, props, emotion in every scene.



phase III : script and character design

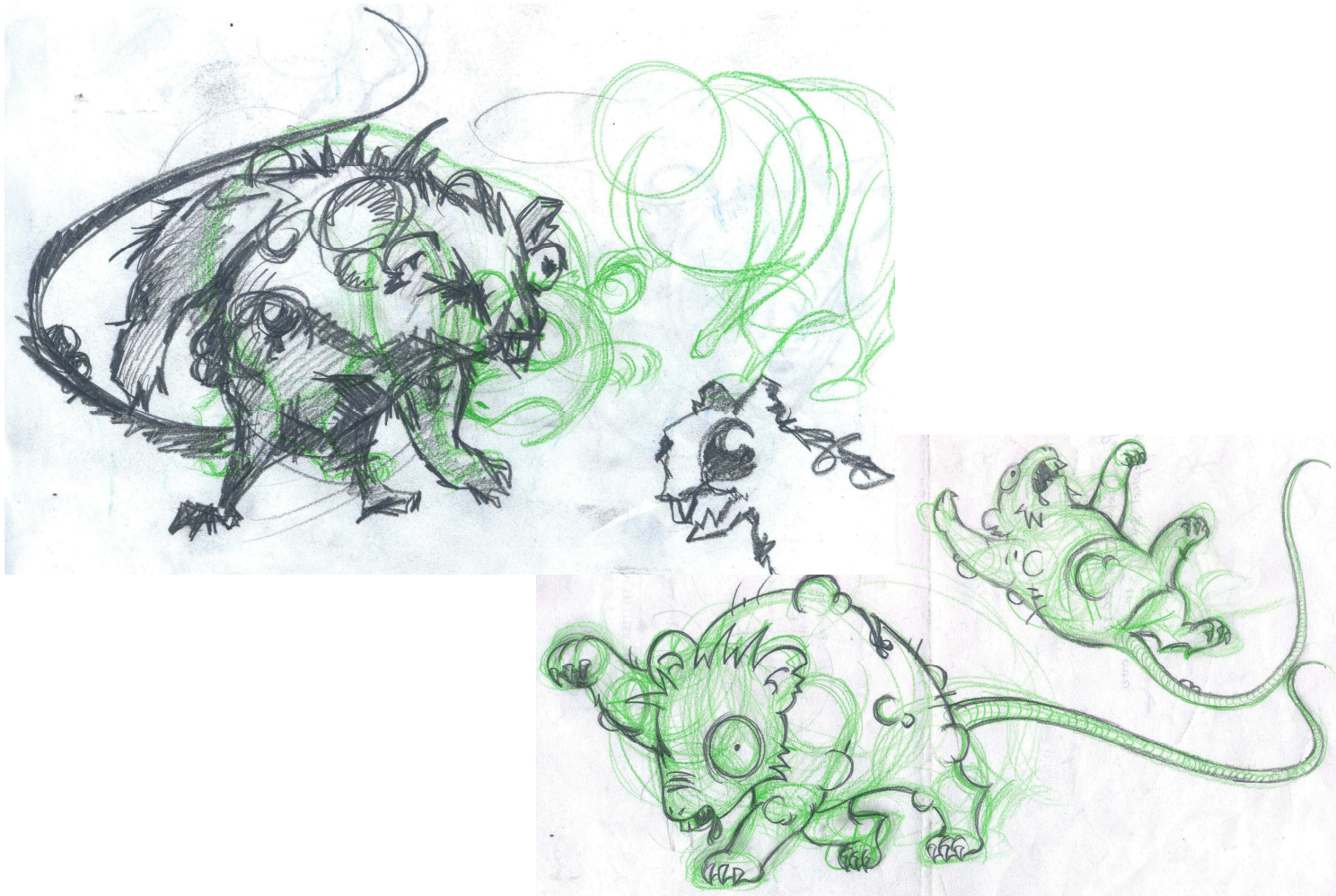
- Character design based upon the unique characteristics.
- Trying to identify and simplify to basic forms.
- Working out the gestures and expressions.





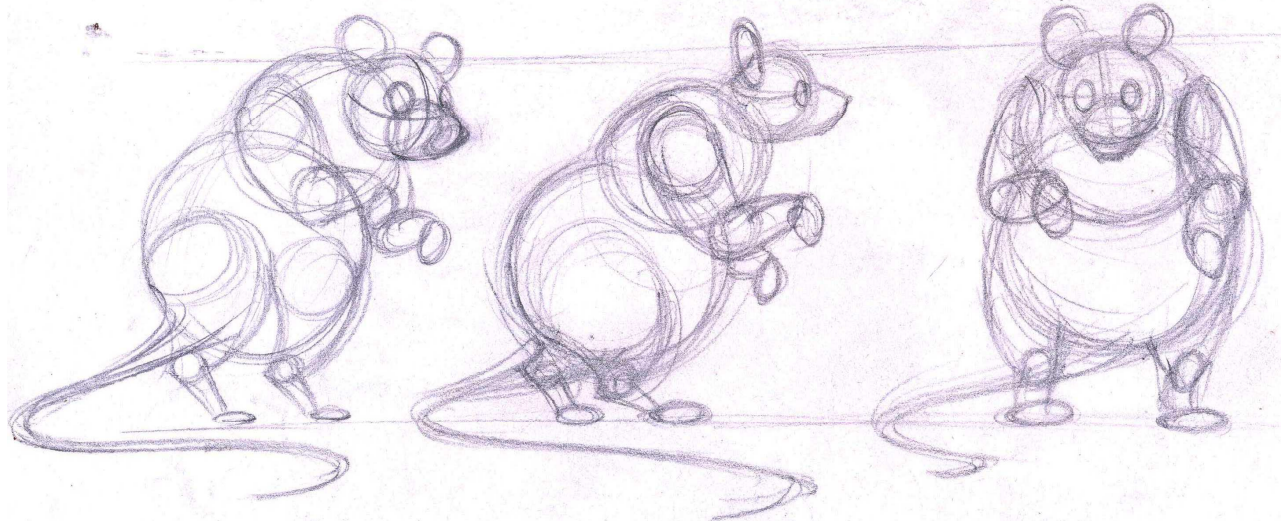
MONSTER RAT - INITIAL SKETCH





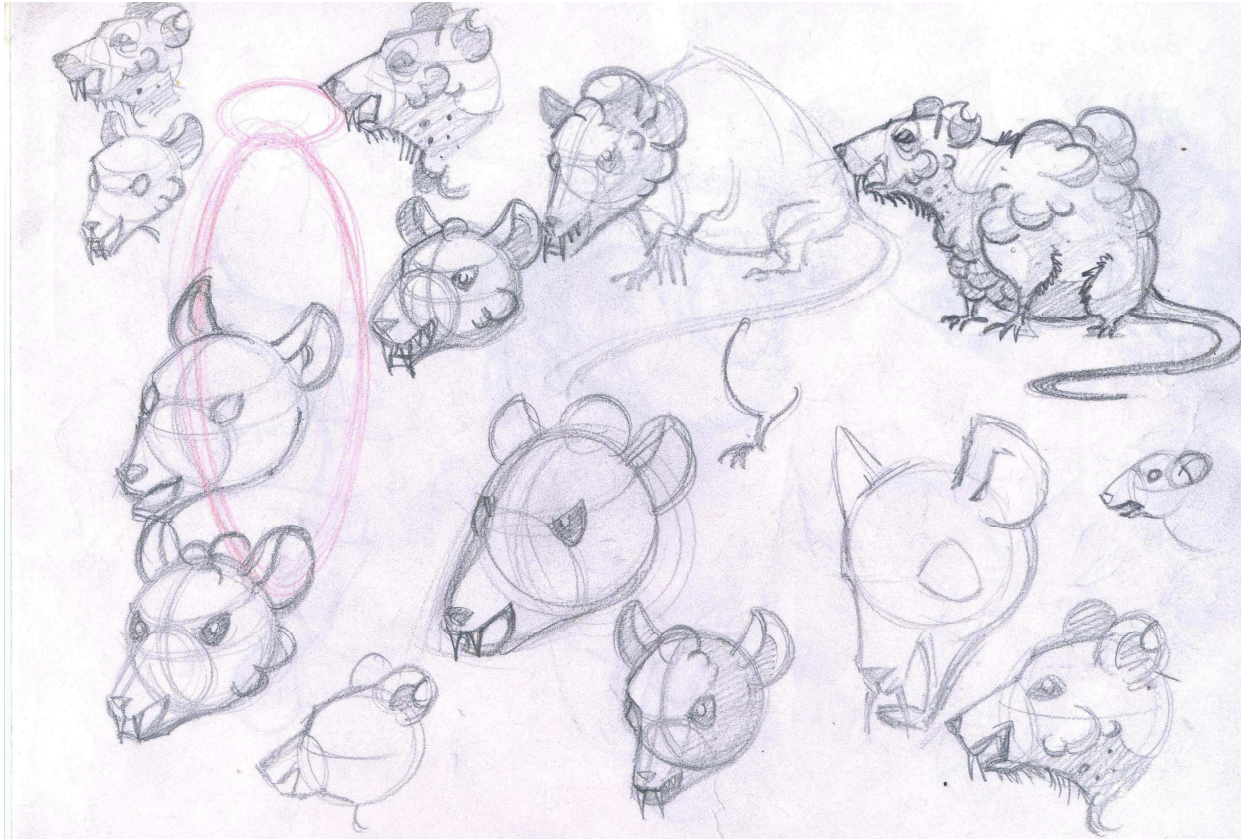
MONSTER RAT - EXPLORATIONS





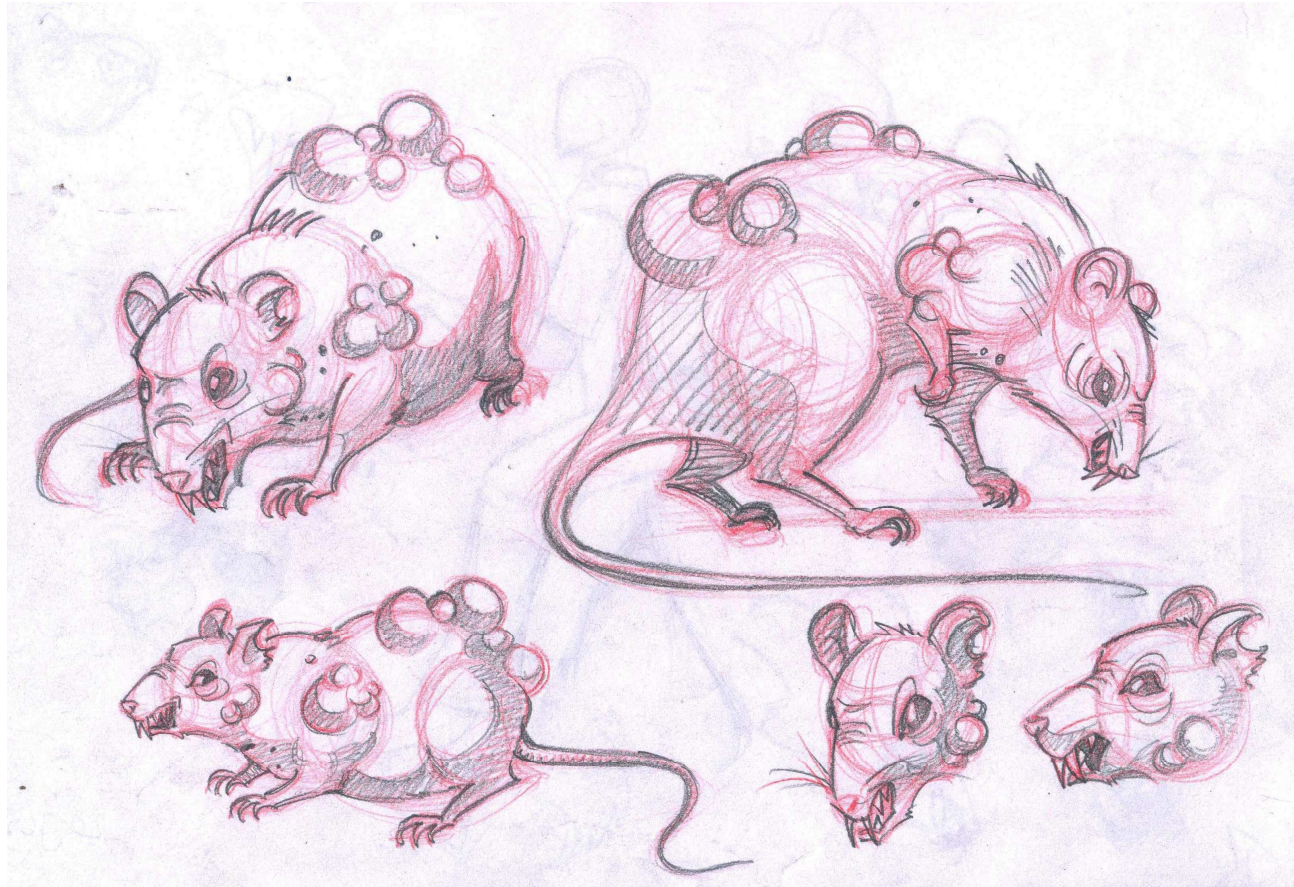
MONSTER RAT - VOLLIMES





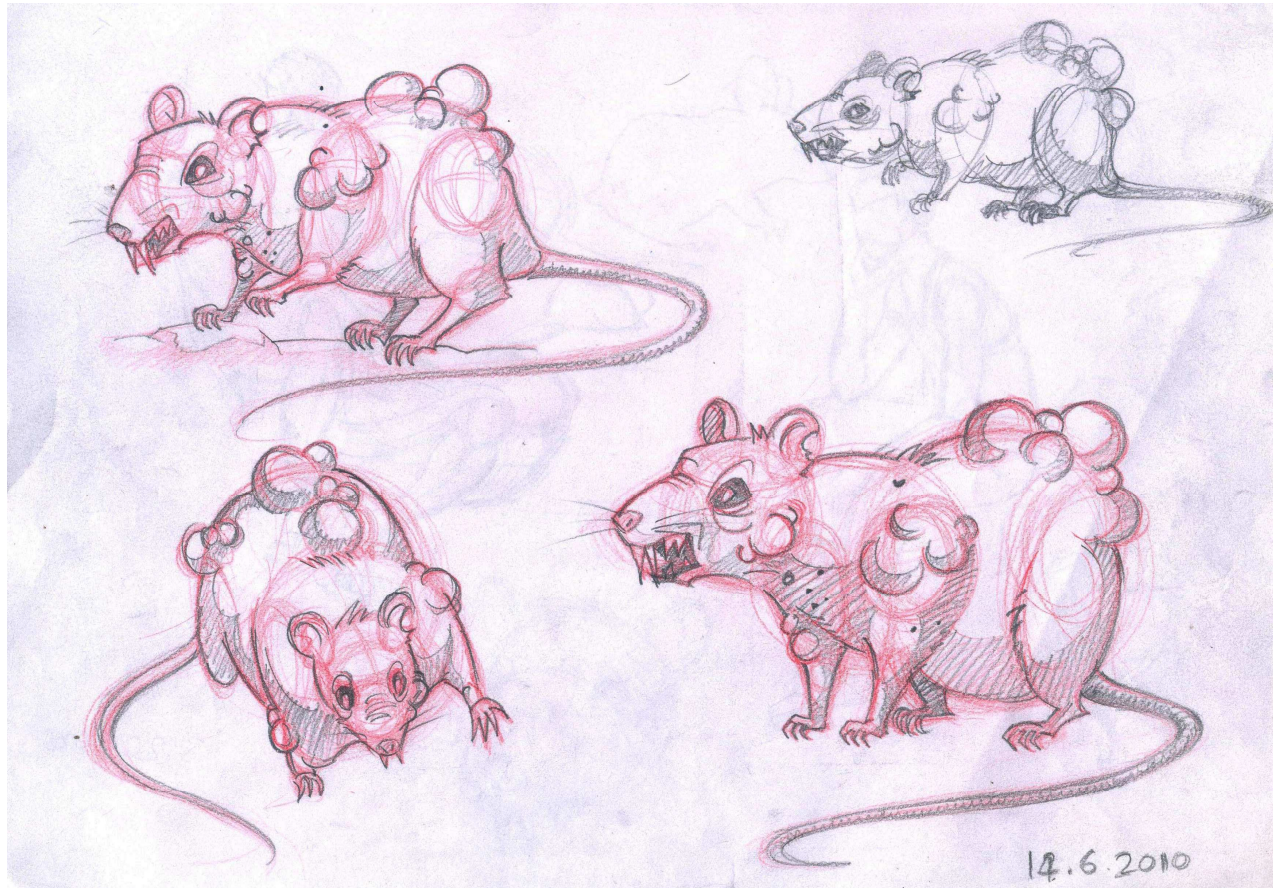
MONSTER RAT - LOOK





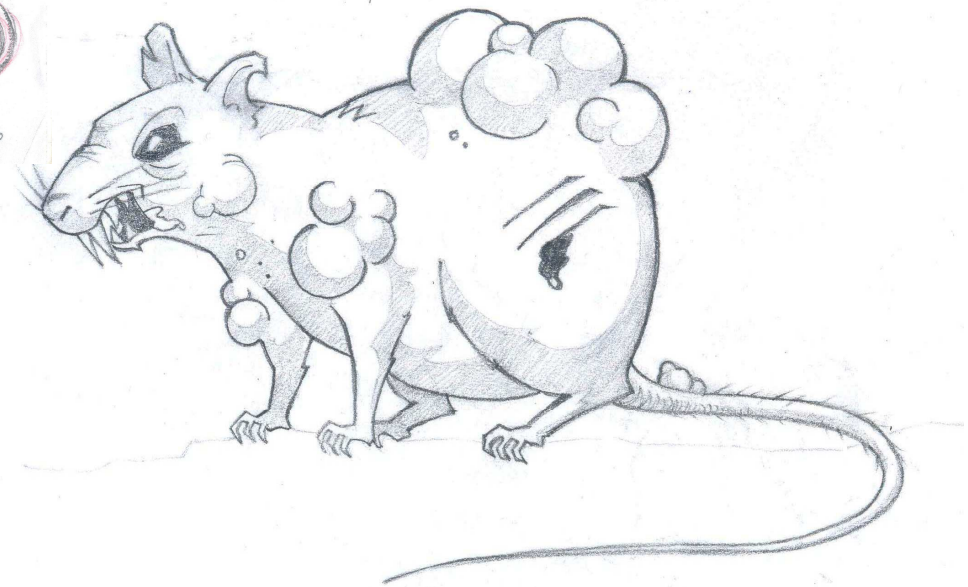
MONSTER RAT - POSES





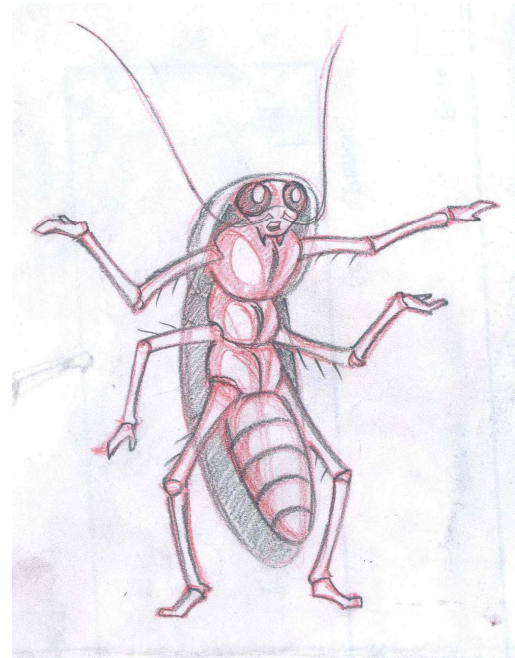
MONSTER RAT - POSES





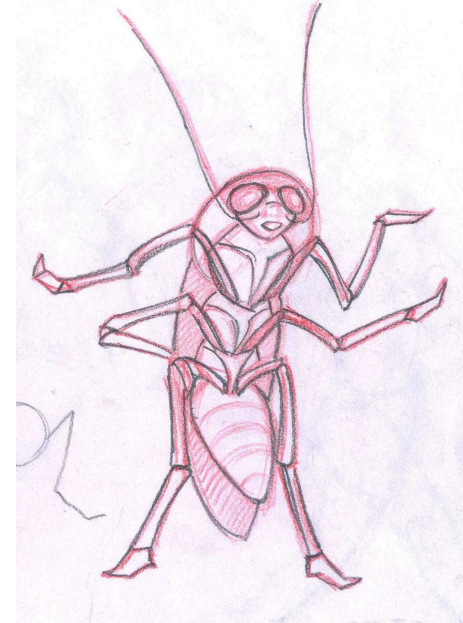
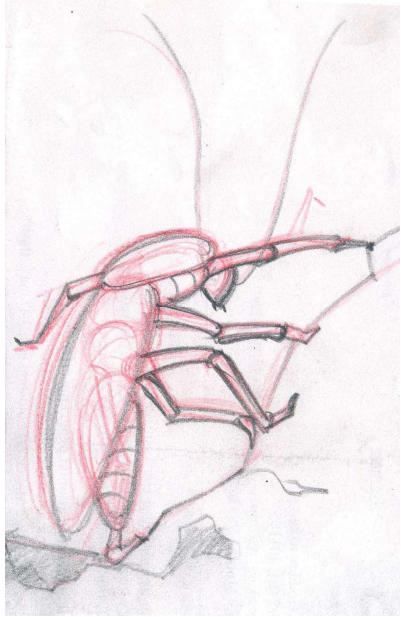
MONSTER RAT - FINAL





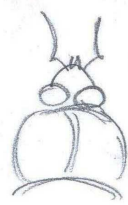
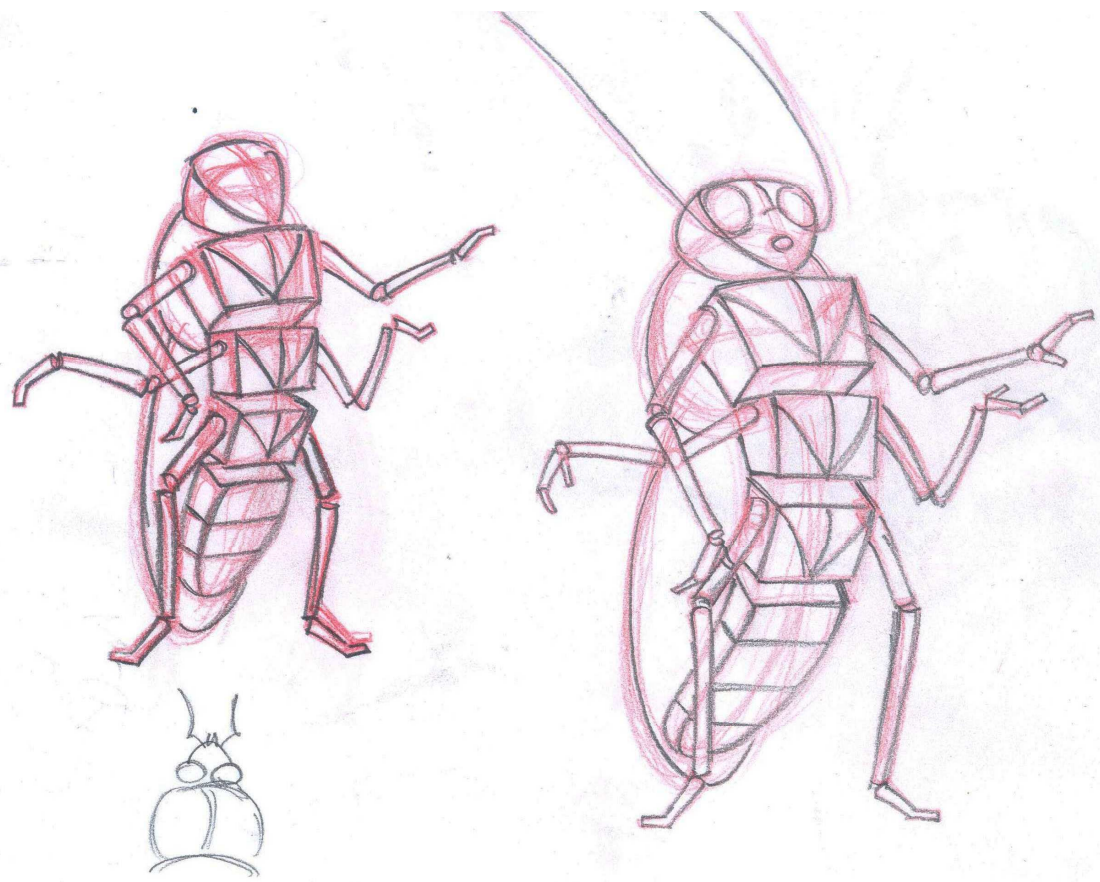
ROSHAN THE ROACH - EXPLORATIONS





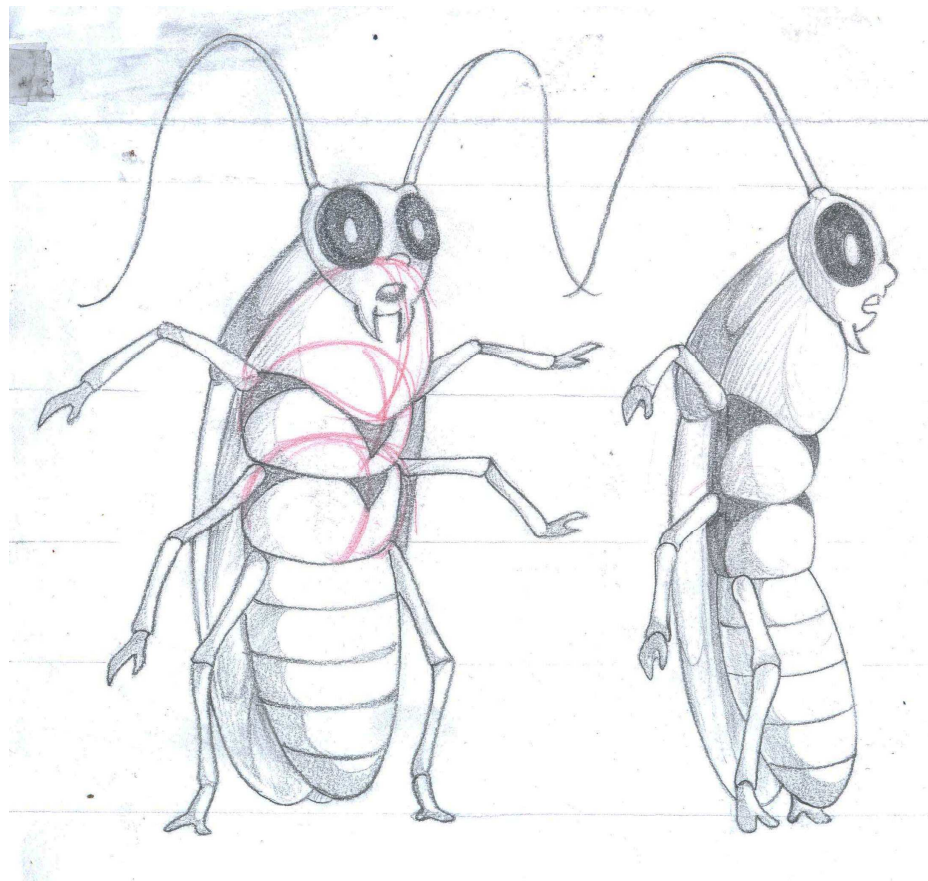
ROSHAN THE ROACH - EXPLORATIONS





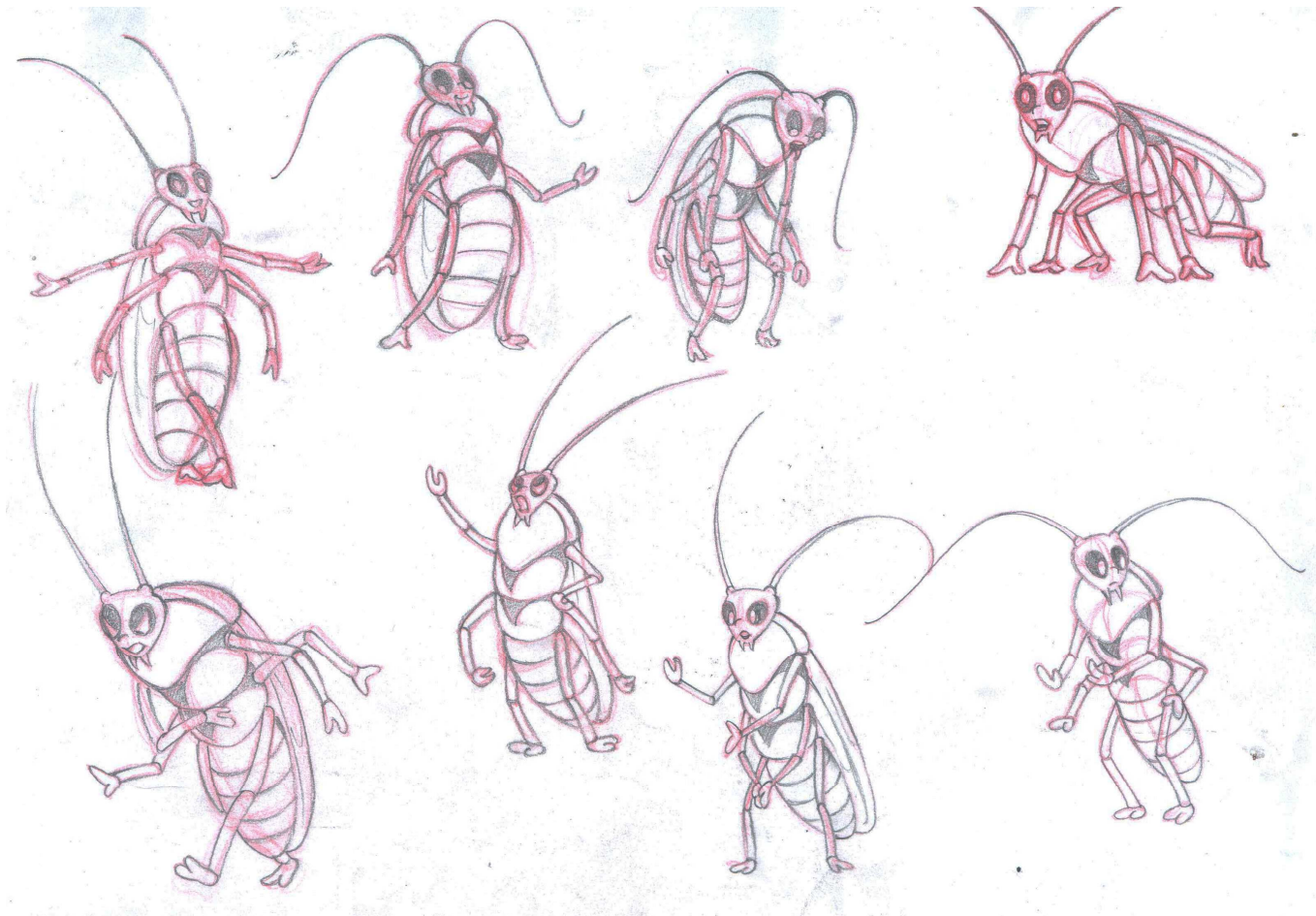
ROSHAN THE ROACH - VOLLIMES





ROSHAN THE ROACH - FINAL





ROSHAN THE ROACH - GESTURES



phase IV : storyboarding

- Script is transformed to a sequence of visuals according to scenes.
- Important to understand camera angles, composition and framing.
- Many iterations made to emphasize the drama and conflict.

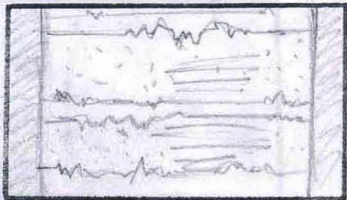


ITERATION 1

PG NO. 1

Infest storyboard

SEQ 1 (SCENE 1)



TV screen buzz & jitter



"There is unprecedented"



"destruction globally as the"



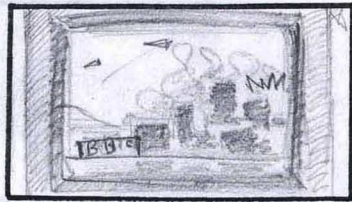
"nuclear war breaks out..."



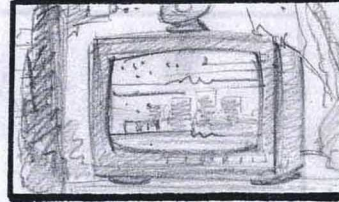
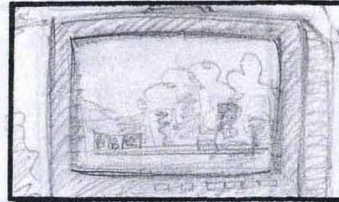
DHHHZZZZZZ...



BOOM... KABOOM



CAMERA TRACKS OUT.

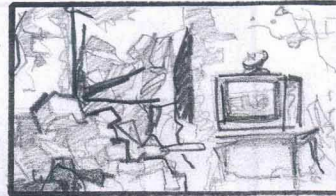
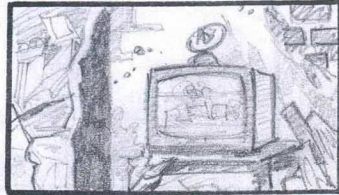


ITERATION 1

PG NO. 2

Infest storyboard

SEQ 1 (SCENE 1)



Room in broken down condition



DEAD BODY lies under debris



(SCENE 2)

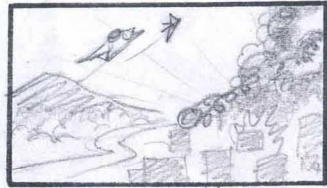


ITERATION 1

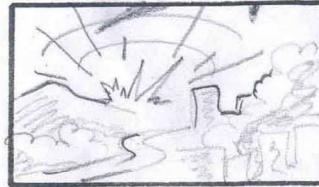
PG NO. 3

Infest storyboard

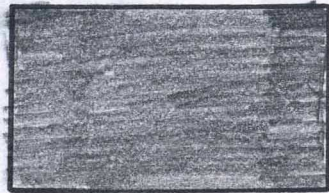
SEQ 1 (SCENE 2)



Two fighter jets fly past



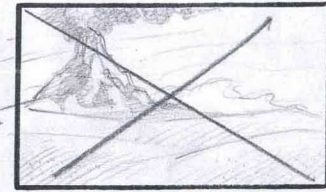
CAMERA SHAKES & TREMBLES



BLACKOUT



SCENE 2 END



SCENE 3 CONT.



SCENE 3 END



ITERATION 1

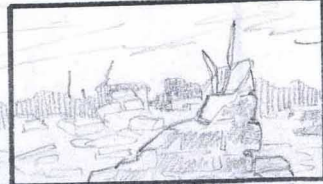
PG NO. 3A

SEQ 1
(SCENE 3)

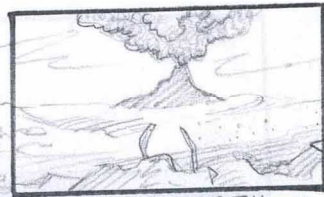
Infest storyboard



MANKIND IS



WIPED OFF THE



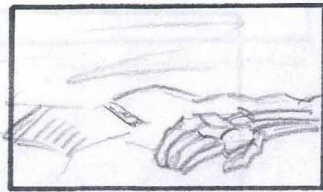
FACE OF EARTH →

SEQ 1 (SCENE 3) CONT

Infest storyboard



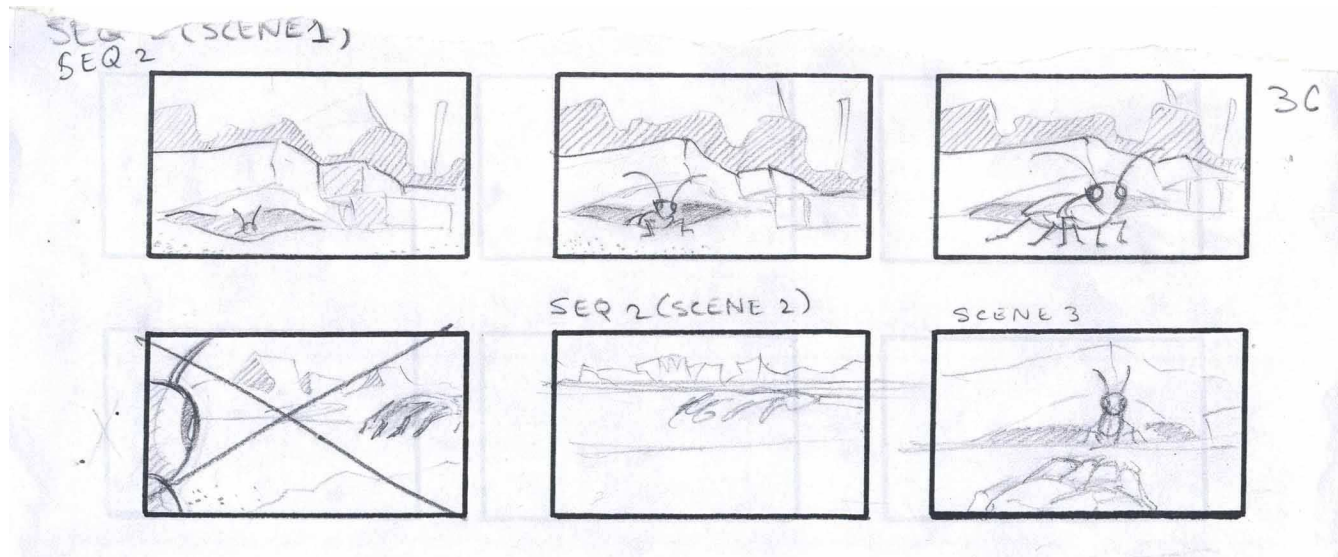
YET THERE ARE



SURVIVORS ...

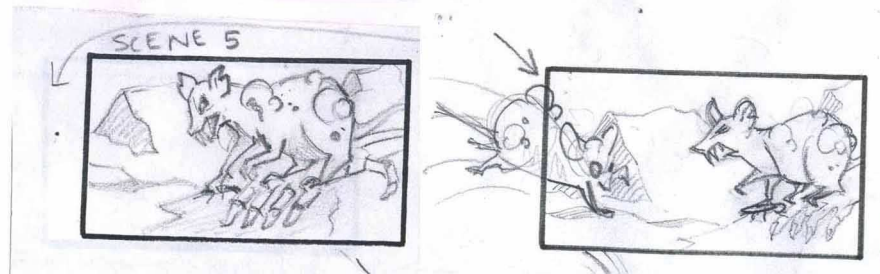
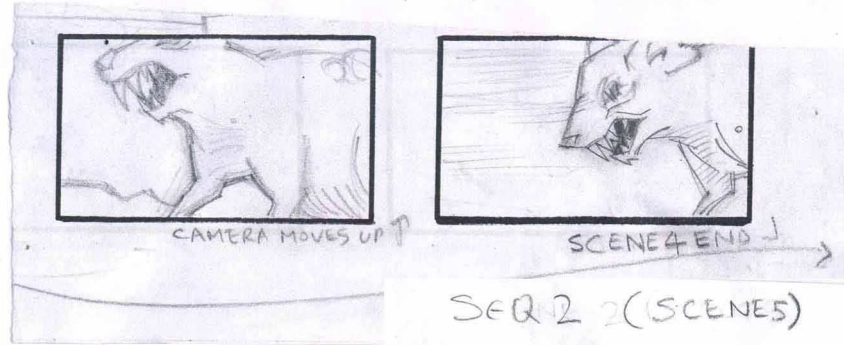


ITERATION 1



ITERATION 1

SEQ

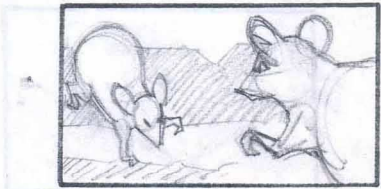


ITERATION 1

SEQ 2 (SCENE 6)

Infest storyboard

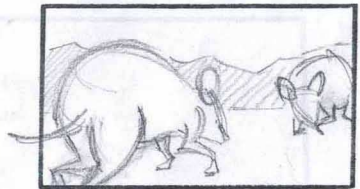
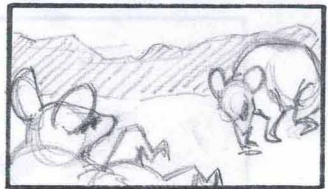
PG NO. 48



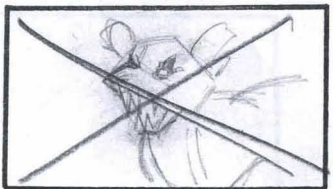
SCENE 7²²



SCENE 8²³



SCENE 9²⁴

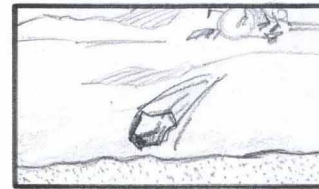
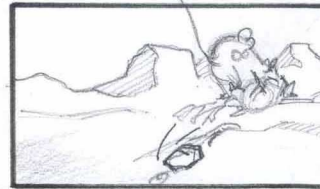
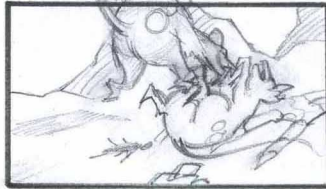
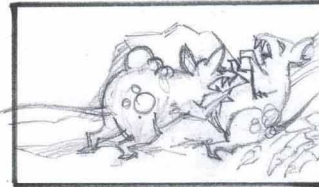


ITERATION 2

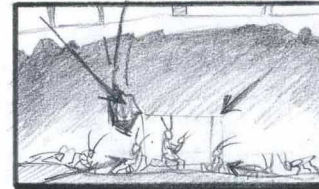
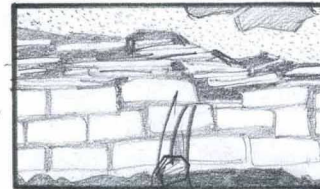
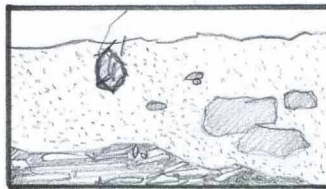
Infest storyboard

PG NO. 5

SCENE 10



CAMERA GOES DOWN



WAAAAAAAAH!!
SCENE 10 END



ITERATION 1

SEQ 2 (SCENE 11)



CHILD: (CRYING) WAAAAH!



MOM: EVERYTHING'LL BE FINE
CHILD: (SOBS)....

SCENE 13



ROSHAN: ANOTHER ROACH DEAD

Infest storyboard

SCENE 12



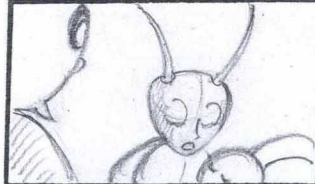
CHILD: I'M HUNGRY
MOTHER: QUIET NOW!

SCENE 15



CHILD: MOMMY

SCENE 16



MOTHER: ISN'T THERE ANY HOPE?



MOM: THE RATS WILL FIND US!

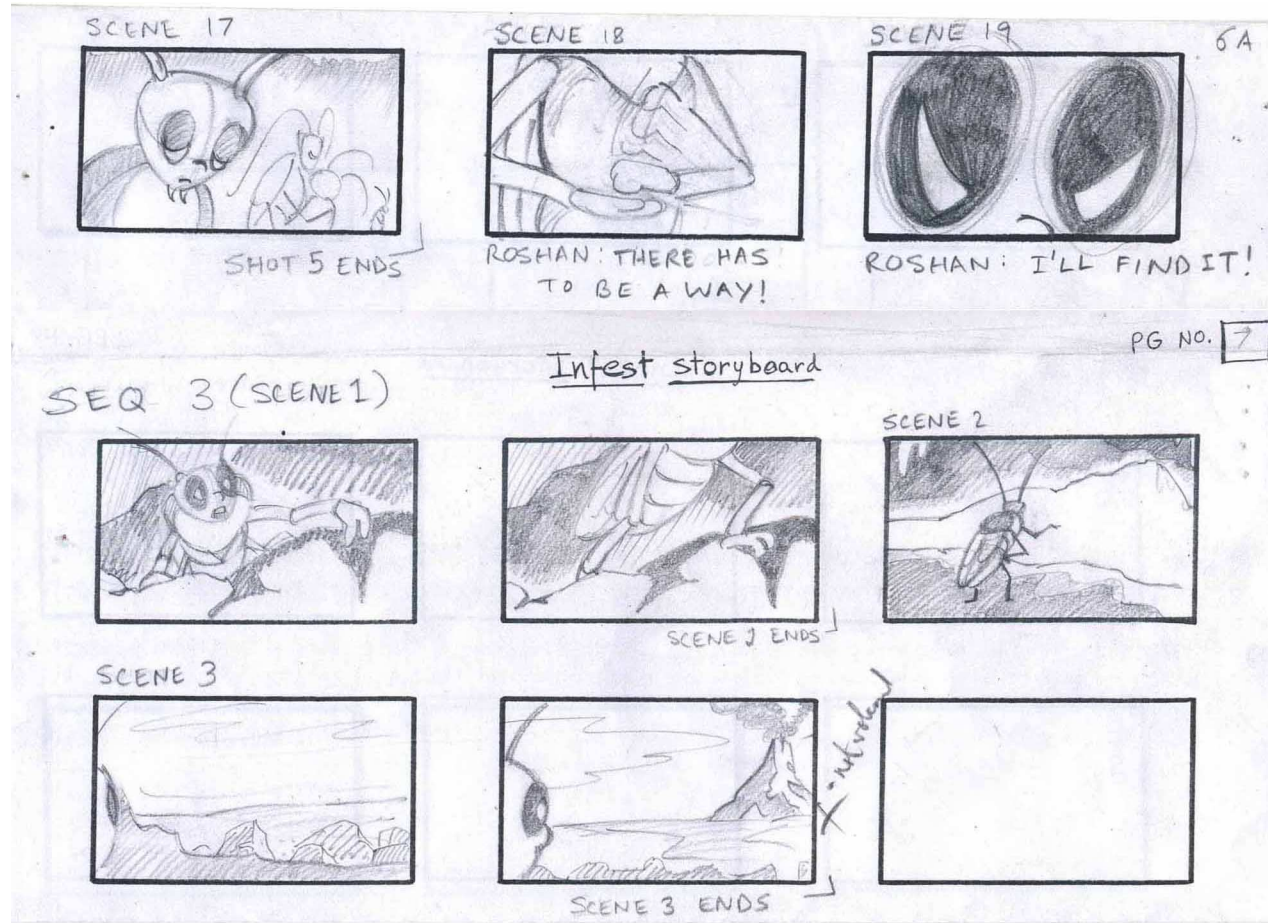
SCENE 17



ROSHAN: I WISH THERE WAS.



ITERATION 2



ITERATION 1

SEQ 3 (SCENE 4)

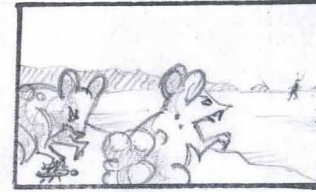
Infest storyboard

PG NO. 8

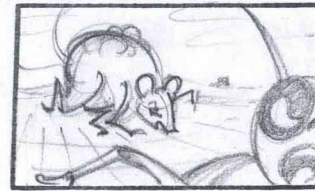
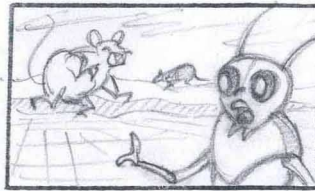
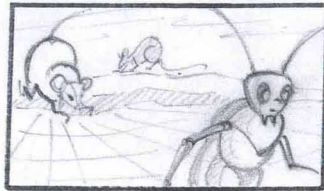
SCENE 4



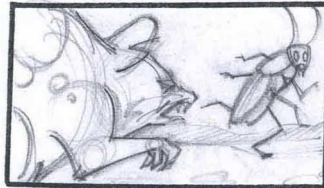
SCENE 5



SCENE 6



SCENE 7



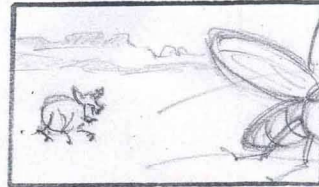
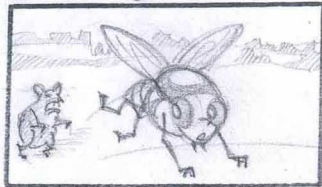
ITERATION 1

SEQ 2

Infest storyboard

PG NO. 9

SCENE 8



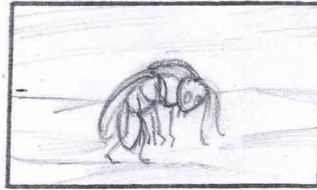
SCENE 6



SEQ 3:
SCENE 1



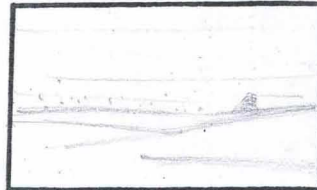
SCENE 2



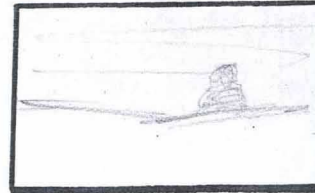
SCENE 3



SCENE 4



CAMERA ZOOMS

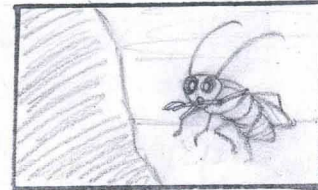
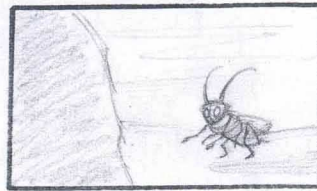
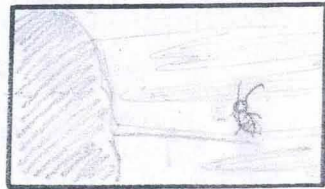


ITERATION 1

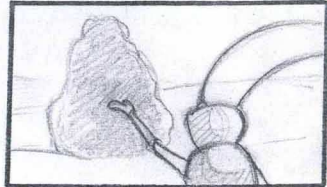
PG NO. 10

Infest storyboard

SEQ 4:
SCENE 5



SCENE 6

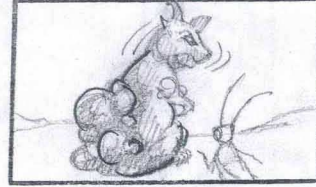


"SOME WATER MAYBE..."

SCENE 7



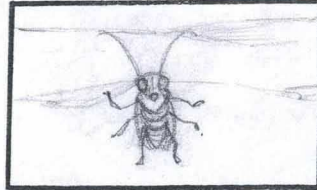
ROSHAN: "FINALLY"
SEQ 5: (SCENE 1)



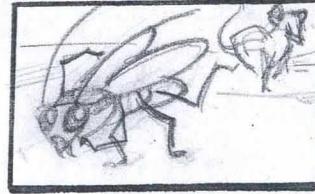
SCENE 2



SCENE 3



SCENE 4



ITERATION 2

SEQ 5
SCENE 5

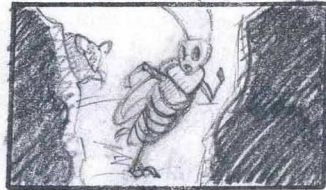


Infest storyboard
SCENE 6

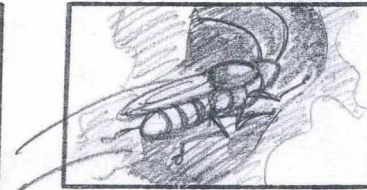


PG NO. 11

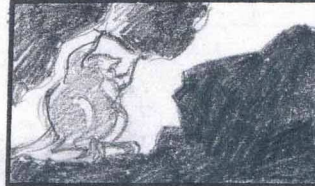
SCENE 7



SCENE 7



SCENE 8



ITERATION 1

SEQ 5.

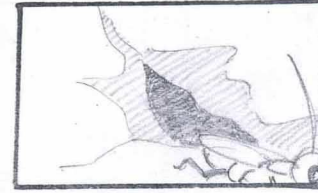
PG NO. 12

Infest storyboard

SCENE 8



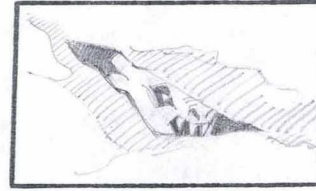
SCENE 9



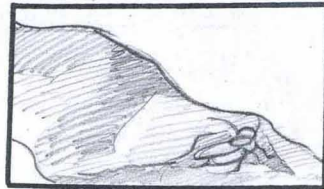
SCENE 10



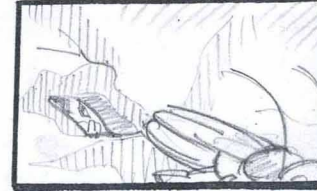
SCENE 11



SCENE 12



SCENE 13



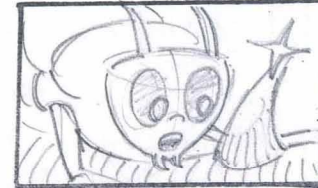
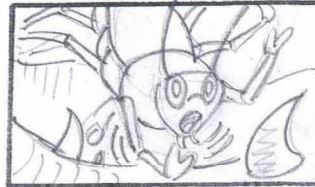
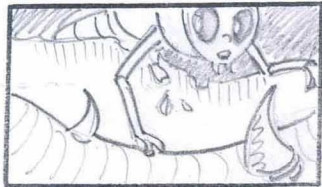
ITERATION 1

SEQ 6

Infest storyboard

PG NO. 13

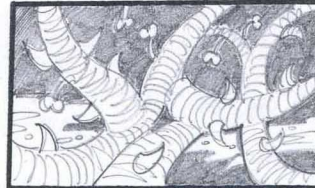
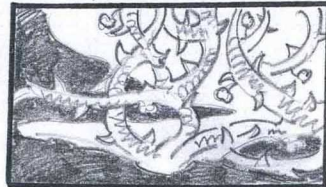
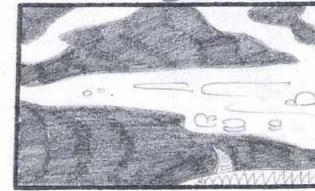
SCENE 1



SCENE 2



SCENE 3



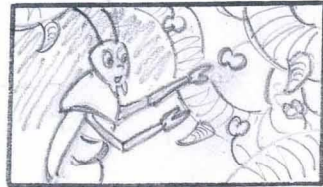
ITERATION 1

SEQ 6

Infest storyboard

PG NO. 14

SCENE 4



SCENE 5



CRUNCH!



MUNCH... MUNCH!



MMMMMMMM...

SCENE 5



SCENE 7



SCENE 8



ITERATION 1

SEQ 6

Infest storyboard

PG NO. 15

SCENE 8

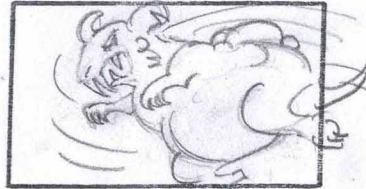


SCENE 9

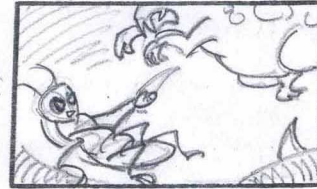


ROSHAN ROLLS OVER

SCENE 10



SCENE 11

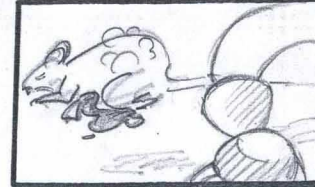
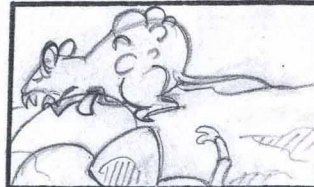


CAMERA ZOOMS



SLOW MOTION

SCENE 12



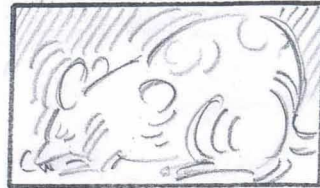
ITERATION 1

SEQ 6

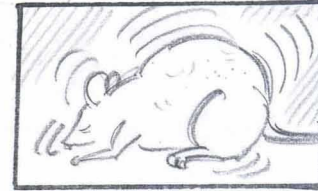
Infest storyboard

PG NO. 16

SCENE 13



RAT SHIVERS



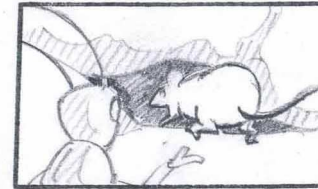
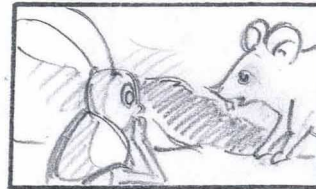
& SHRINKS ...

SCENE 14



WAKES UP NORMAL

SCENE 15



SEQ 7

SCENE 1



SCENE 2



CAMERA ZOOMS



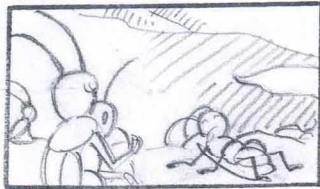
ITERATION 1

PG No. 17

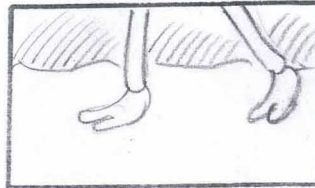
SEQ 7

Infest storyboard

SCENE 3



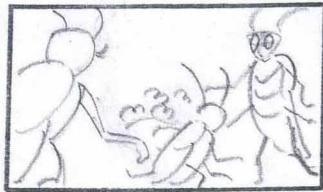
SCENE 4



SCENE 5



SCENE 6



SCENE 7



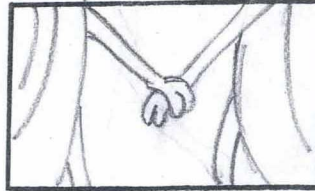
SCENE 8



SCENE 9



SCENE 10



END



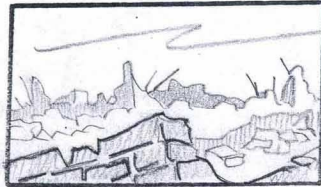
ITERATION 2

SEQ 1.

Infest storyboard

new PG NO. 3A

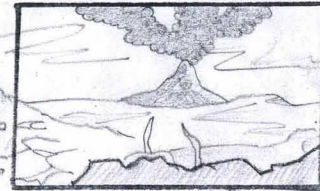
SCENE 3



MANKIND ALONG WITH ALL
FLORA & FAUNA IS WIPED OFF.

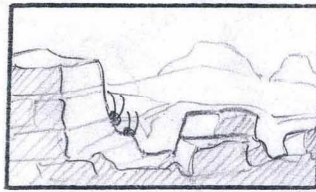
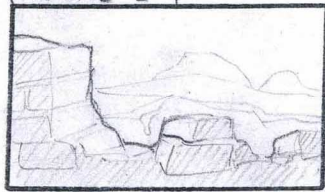


YET THERE ARE SURVIVORS
COCKROACHES SURVIVED THE
RADIATION BEING UNDERGROUND

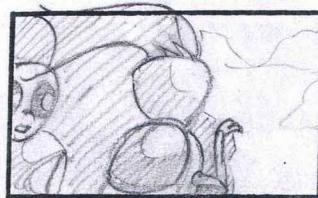


BUT RATS HAVE MUTATED
TO AGGRESSIVE BEASTS...

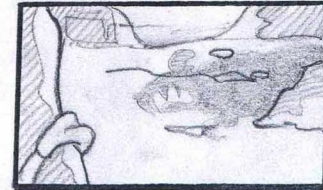
SEQ 2 SCENE 1



SCENE 2



SCENE 3



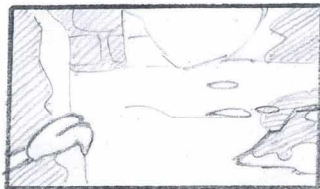
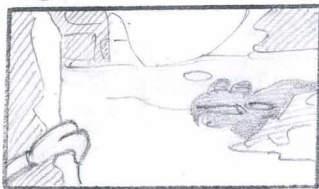
ITERATION 2

SEQ 2

Infest storyboard

new
PG NO. 4

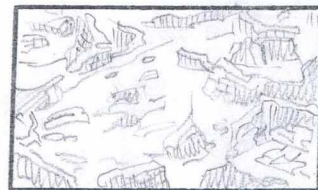
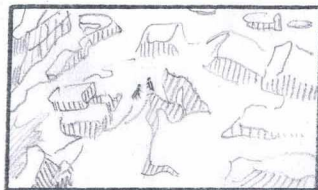
SCENE 3:



SCENE 4



SCENE 5



SCENE 6



SNIFF SNIFF

SCENE 7



SCENE 8



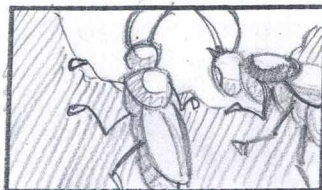
ITERATION 2

SEQ 2

SCENE 8



SCENE 10



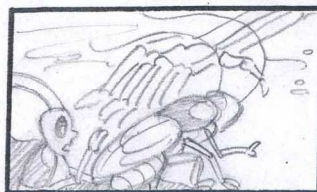
Infest storyboard

SCENE 9

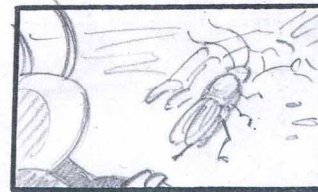
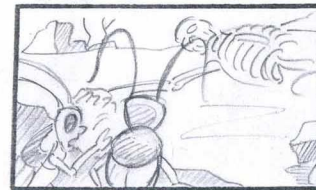


HIA HA HA!!

SCENE 11



SCENE 12



new

PG NO.

5



ITERATION 2

SEQ 2

Infest storyboard

new PG NO. 6

SCENE 13



SCENE 14



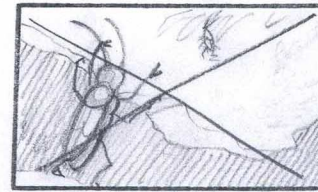
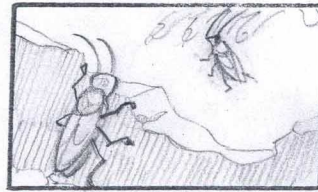
SCENE 15



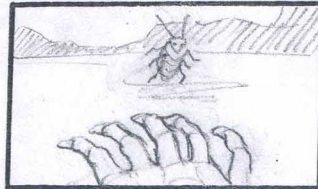
SCENE 16



SCENE 17



SCENE 18



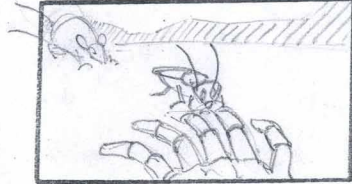
ITERATION 2

SEQ 2

Infest storyboard

PG NO. 7

SCENE 18



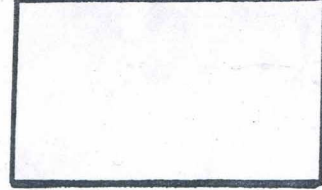
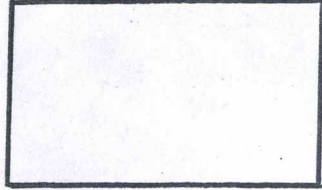
SCENE 19



SCENE 20



SCENE 21



ITERATION 2

SEQ 2

Infest storyboard

new
PG NO. 5A

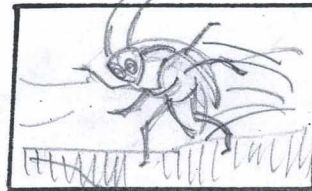
SCENE 25



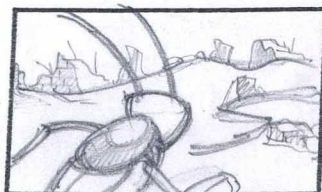
SCENE 25



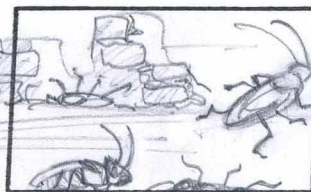
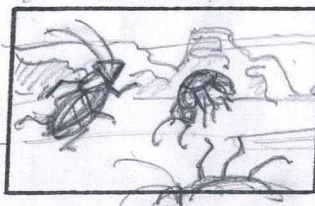
SCENE 26



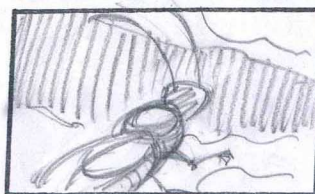
SCENE 27



SCENE 28



SCENE 29



SCENE 30



ITERATION 2

SEQ 2

new PG NO. 6

Infest storyboard

SCENE 31



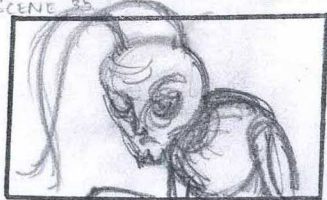
ROSHAN: ITS ALL OVER. MO LIAN IS EATEN. I BARELY SURVIVED.

SCENE 32



I WISH THERE WAS A WAY....

SCENE 35



AGED: I'VE SEEN A LOT, KNOWN A LOT.

SCENE 32



MOTHER ROACH: OH NO!

SCENE 33



AGED: YES... THERE IS.

SCENE 36



R: CAN YOU HELP US FIND FOOD?



IT SEEMS TO BE THE END FOR US ROACHES.

SCENE 34



ROSHAN: WHO ARE YOU?

SCENE 37



AGED: FAR ACROSS THE CITY, BEYOND THE DESERT



ITERATION 2

new PG NO. 6A

Infest storyboard

SCENE 37



AGED: LIES A FUMING VOLCANO...

SCENE 39



ROSHAN: WHATEVER IT TAKES.



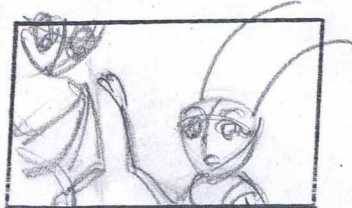
SCENE 38



AGED: ON ITS DEPTH LIES THE SECRET TO LIFE.



I SHALL ...



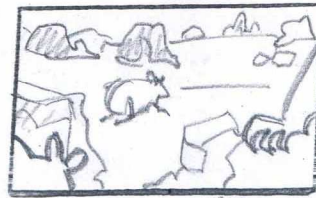
M: PLZ BE CAREFUL, YOU ARE OUR LAST HOPE.



AGED: BUT ITS HIGHLY IMPOSSIBLY DIFFICULT TO GET THERE!



GET THERE.



THE MONSTERS LURK IN EVERY CORNER



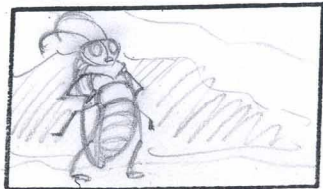
ITERATION 2

SEQ 3

Infest storyboard

new PG NO. 8

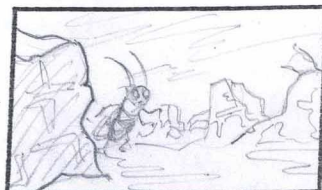
SCENE 4



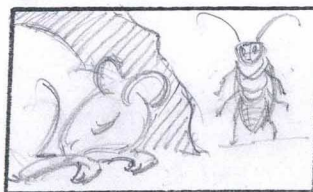
SCENE 5



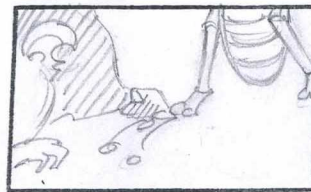
SCENE 6



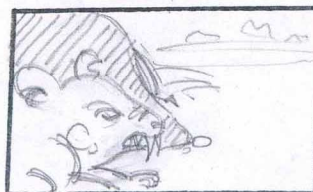
SCENE 7



SCENE 8



SCENE 9



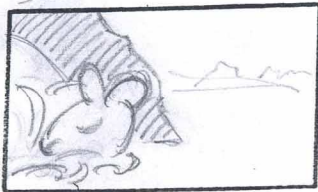
ITERATION 2

SEQ 3

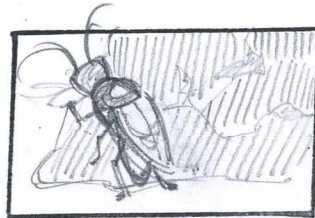
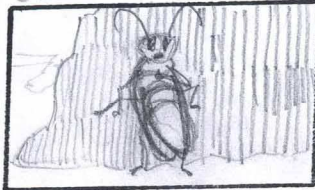
Infest storyboard

PG NO. 9

SCENE 9



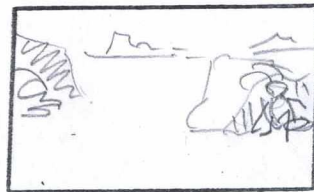
SCENE 10



SCENE 11



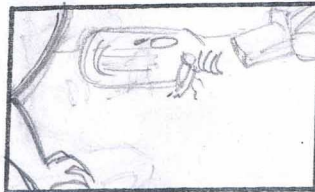
SCENE 12



SCENE 13



SCENE 14



SCENE 15



ITERATION 2

SEQ 3

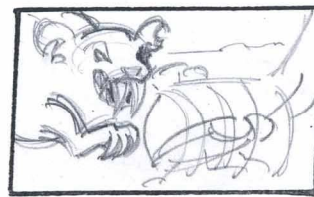
Infest storyboard

new PG No. 10

SCENE 16



SCENE 17



SCENE 18



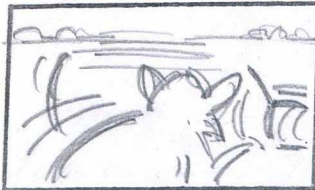
SCENE 19



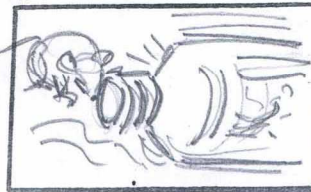
SCENE 20



SCENE 21



SCENE 22



ITERATION 2

SEQ 3

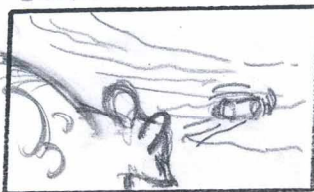
Infest storyboard

new
PG NO. 11

SCENE 23



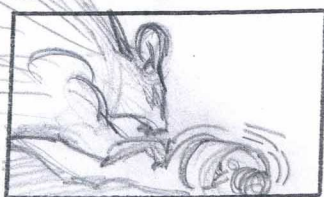
SCENE 24



SCENE 25



SCENE 26



SCENE 27



SCENE 28



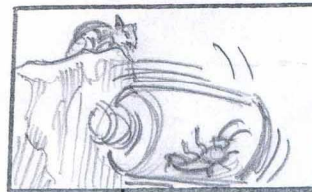
SCENE 29



SCENE 30



SCENE 31



ITERATION 2

SEQ 3

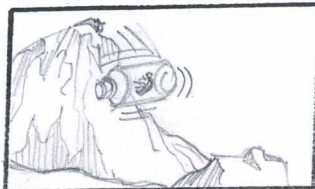
new
PG NO. 12

Infest storyboard

SCENE 32



SCENE 33



SCENE 33



CRASH!!

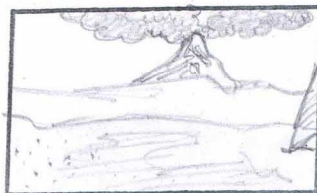
SCENE 34



SCENE 35



SCENE 36



ITERATION 2

new

PG NO. 13

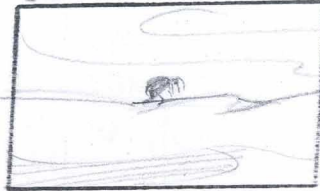
SEQ 4

Infest storyboard

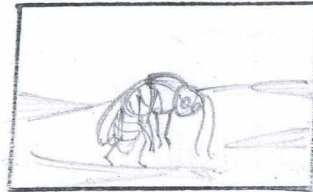
SCENE 1



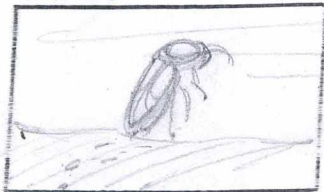
SCENE 2



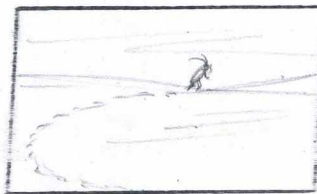
SCENE 3



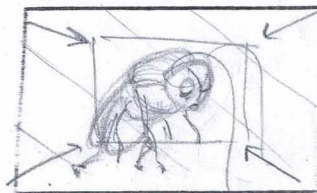
SCENE 4



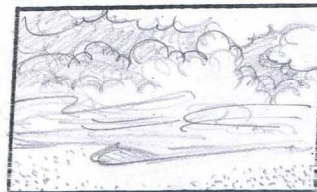
SCENE 5



SCENE 6



SCENE 7



SCENE 8



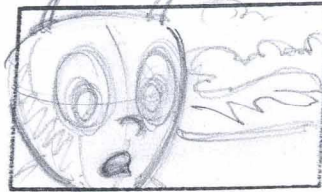
ITERATION 2

SEQ 4

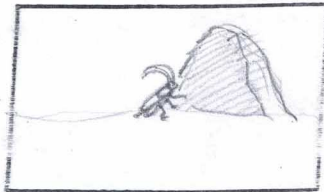
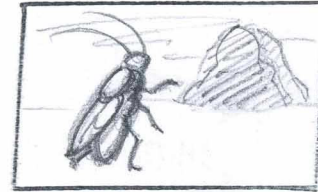
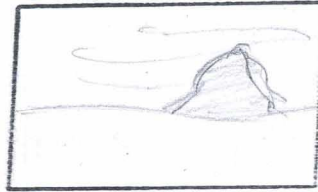
Infest storyboard

^{new}
PG NO. 14

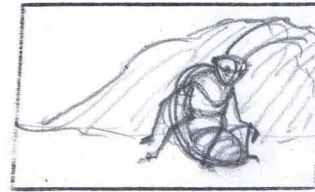
SCENE 9



SCENE 10



SCENE 11



SCENE 12



SCENE 13



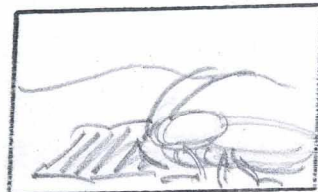
ITERATION 2

SEQ 4

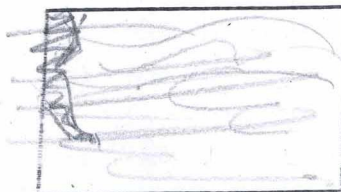
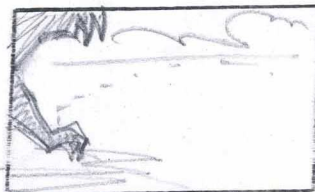
Infest storyboard

^{new}
PG NO. 15

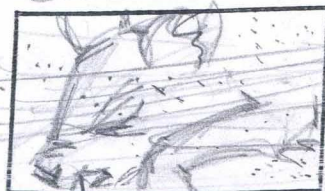
SCENE 14



SCENE 15



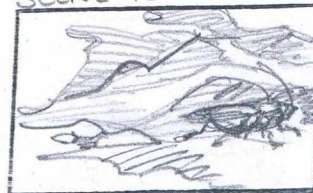
SCENE 16



SCENE 17



SCENE 18



ITERATION 2

SEQ 4

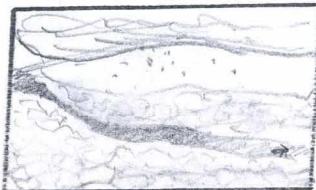
Infest storyboard

new PG NO. 16

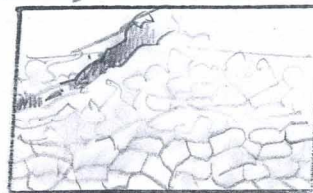
SCENE 19



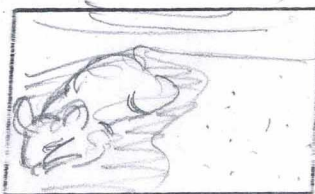
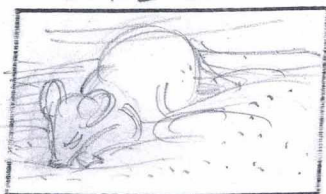
SCENE 20



CAMERA PAN



SCENE 21



SCENE 22

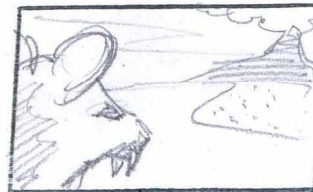


EYES OPEN

SCENE 23



SCENE 24



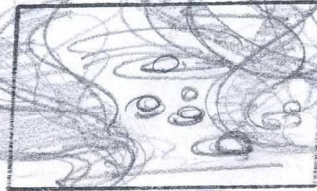
ITERATION 2

SEQ 5

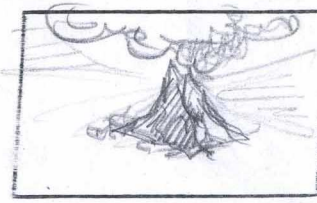
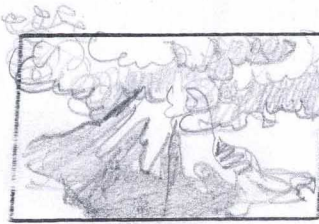
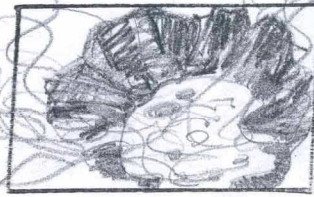
Infest storyboard

PG NO. 17

SCENE 1



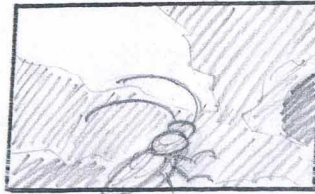
SCENE 2



SCENE 3



SCENE 4



SCENE 5



ITERATION 2

SEQ 5

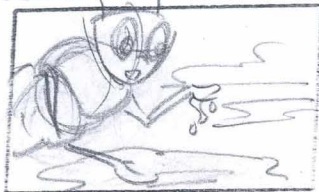
Infest storyboard

PG NO. 12

SCENE 6



SCENE 7



SCENE 9



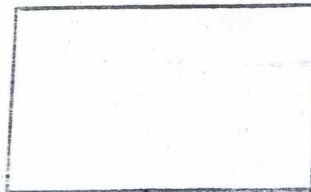
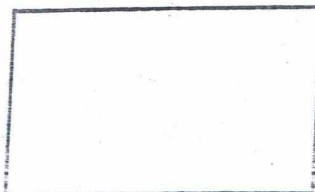
SCENE 10



SCENE 11



SCENE 12



SEQ 5



ITERATION 2

SEQ 5

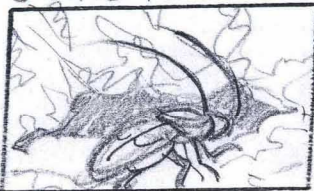
Infest storyboard

PG NO. 19

SCENE 13



SCENE 14



SCENE 15



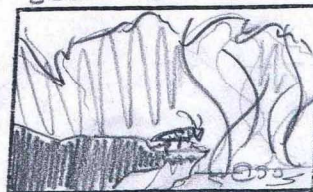
SCENE 16



SCENE 17



SCENE 18



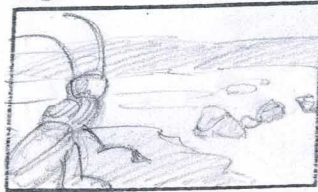
ITERATION 2

SEQ 5.

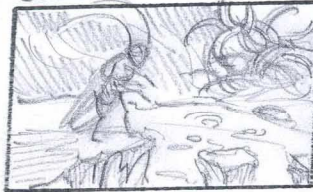
Infest storyboard

PG NO. 20

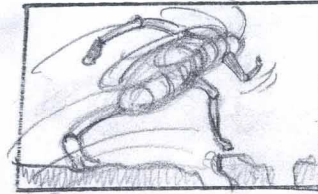
SCENE 19



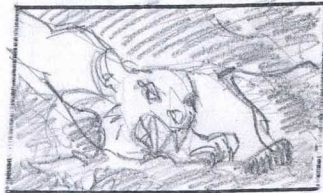
SCENE 20



SCENE 21



SCENE 22



SCENE 23



SCENE 24



SCENE 25



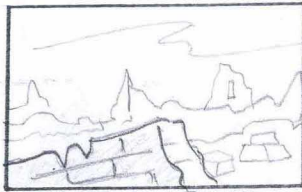
ITERATION 3

SEQ 1

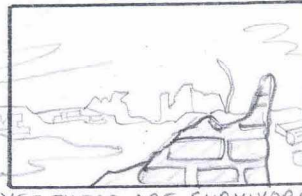
Infest storyboard

PG No. 3A

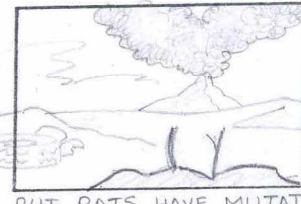
SCENE 3



HANKIND ALONG WITH ALL FLORA & FAUNA IS WIPED OFF.



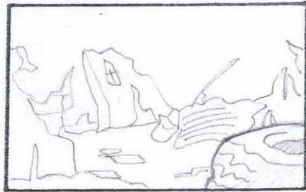
YET THERE ARE SURVIVORS. COCKROACHES SURVIVED THE RADIATION BEHIND UNDERGROUND.



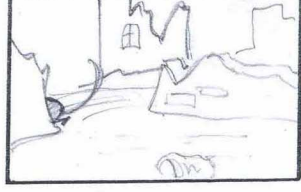
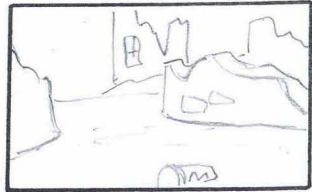
BUT RATS HAVE MUTATED TO AGRESIVE BEASTS...

SEQ 2

SCENE 1



SCENE 3

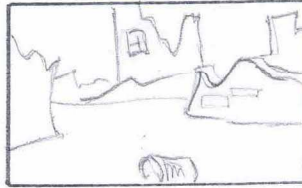
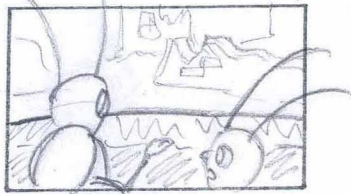


ITERATION 3

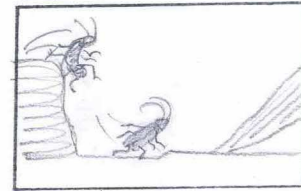
Infest storyboard

PG No. 4

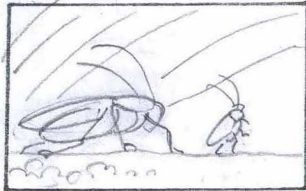
SCENE 4



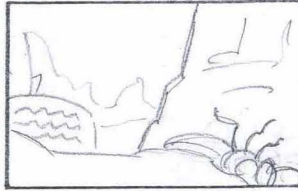
SCENE 5



SCENE 6



SCENE 7



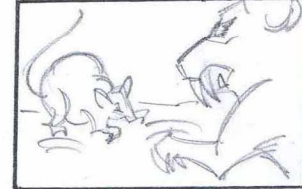
SCENE 8



SCENE 9



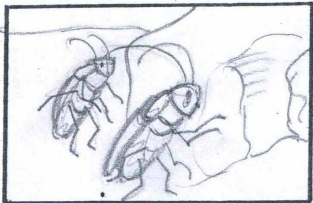
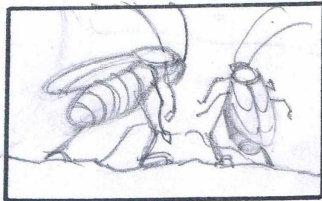
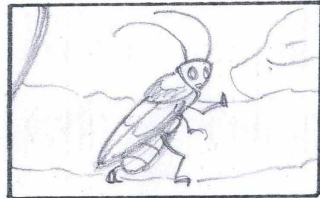
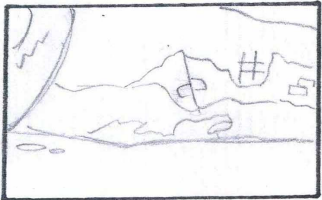
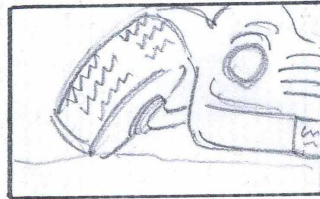
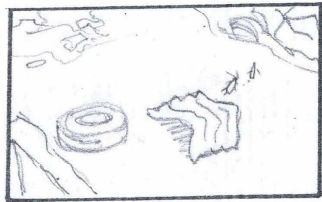
SCENE 10



ITERATION 3

Infest storyboard

PG No. 5



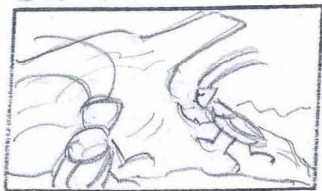
ITERATION 3

SEQ 2

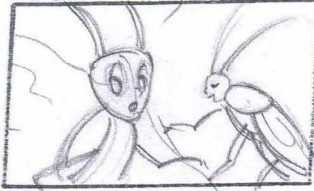
Infest storyboard

PG NO. 6

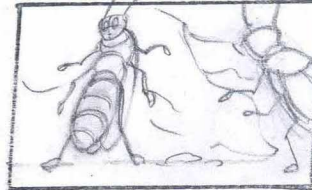
SCENE 3



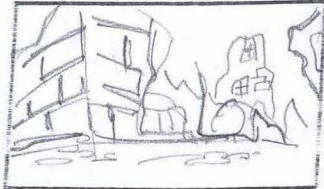
SCENE 4



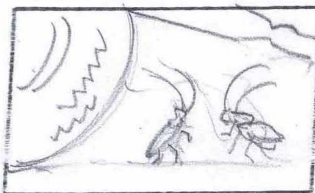
SCENE 5



SCENE 6



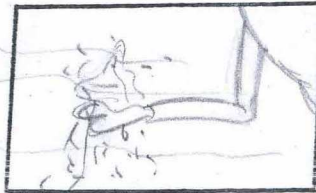
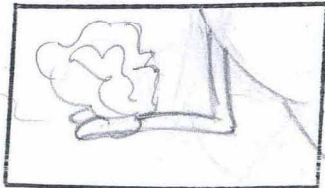
SCENE 7



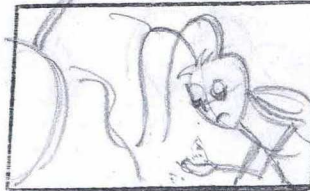
SCENE 8



SCENE 9



SCENE 10



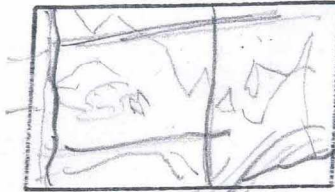
ITERATION 3

SEQ 3

Infest storyboard

PG NO. 7

SCENE 11

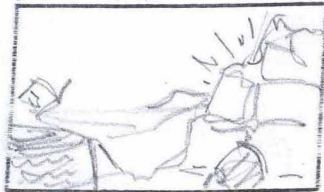


SCENE 12



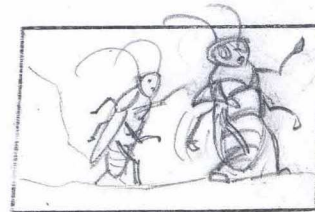
GROWLING NOISES

SCENE 13



NOISE

SCENE 14



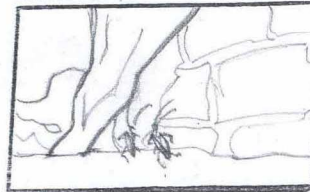
SCENE 15



SCENE 16



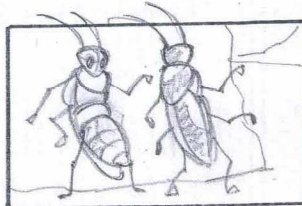
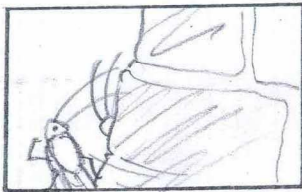
SCENE 17



ITERATION 3

PG No. 8

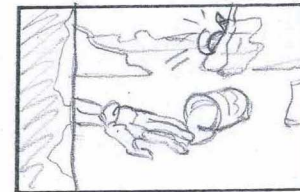
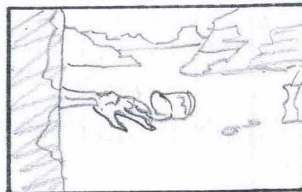
Infest storyboard



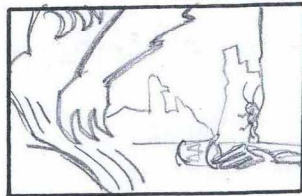
SCENE 20



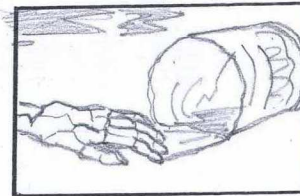
SCENE 21



SCENE 22



SCENE 23



CAMERA MOVES

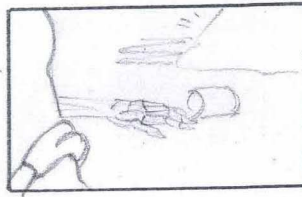
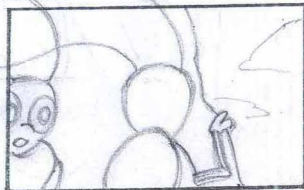


ITERATION 3

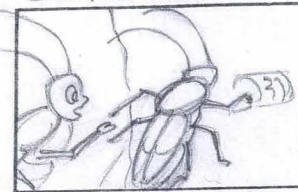
Infest storyboard

PG No. 9

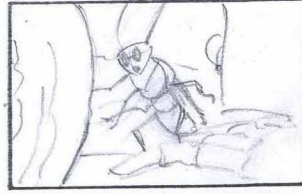
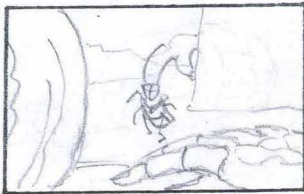
SCENE 24



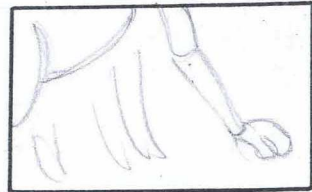
SCENE 25



SCENE 26



SCENE 27



SCENE 28

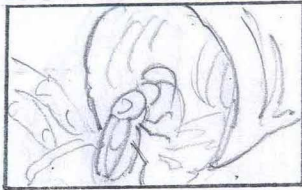


ITERATION 3

Infest storyboard

PG No. 10

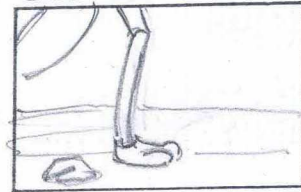
SCENE 30



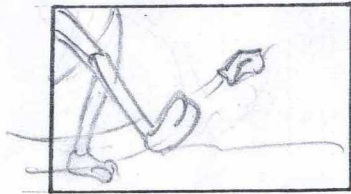
SCENE 31



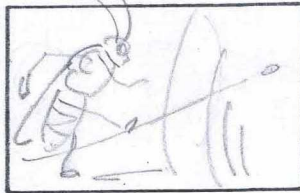
SCENE 32



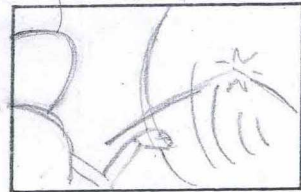
SCENE 33



SCENE 34

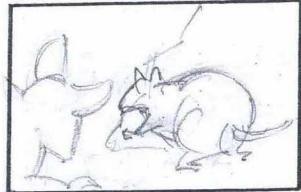
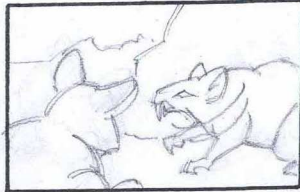
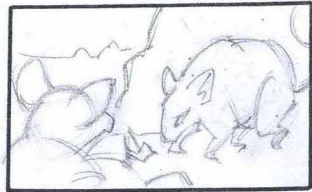


SCENE 35



CRASH!!

SCENE 36



ITERATION 3

PG No. 11

Infest storyboard

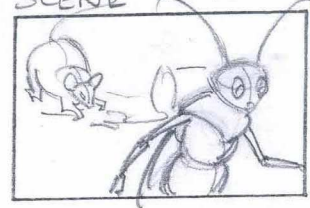
SCENE 37



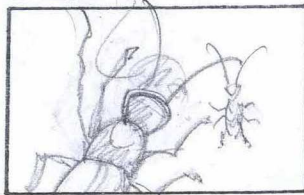
SCENE 38



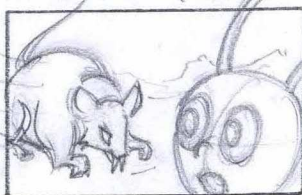
SCENE 39



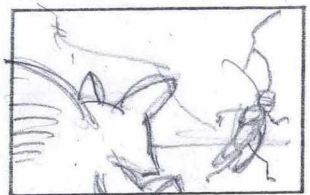
SCENE 40



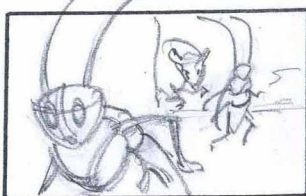
SCENE 41



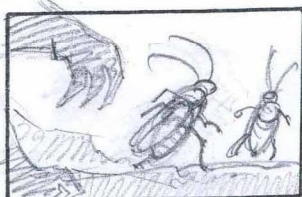
SCENE 42



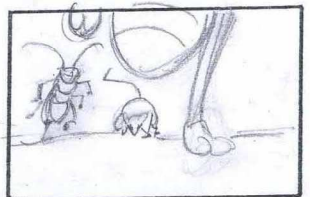
SCENE 43



SCENE 44



SCENE 45



ITERATION 3

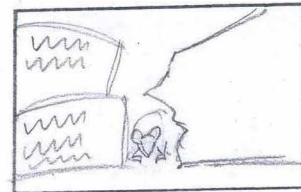
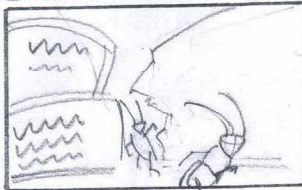
PG No. 12

Infest storyboard

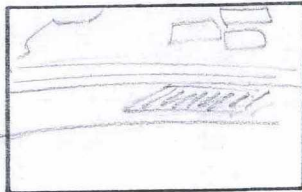
SCENE 46



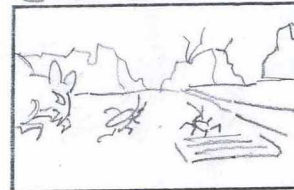
SCENE 47



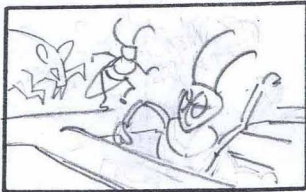
SCENE 48



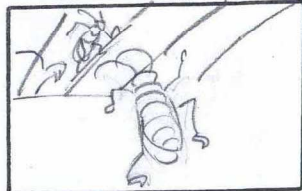
SCENE 49



SCENE 50



SCENE 51

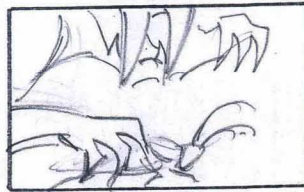


ITERATION 3

Infest storyboard

PG NO. 13

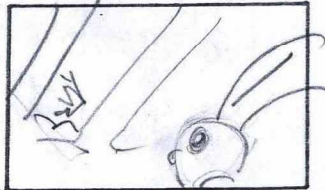
SCENE 52



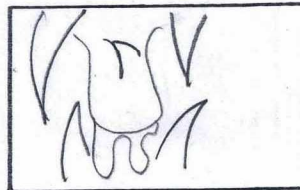
SCENE 53



SCENE 54



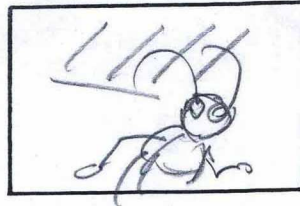
SCENE 55



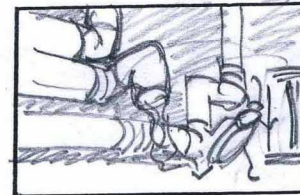
SCENE 56



SCENE 57



SCENE 58

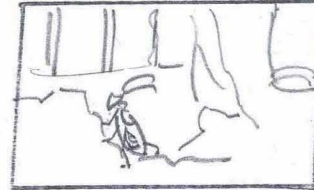
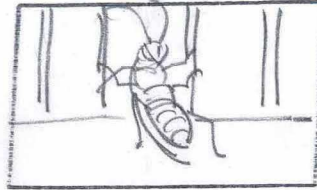
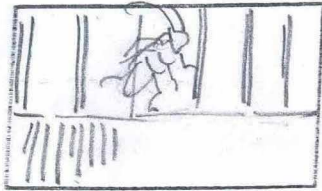


ITERATION 3

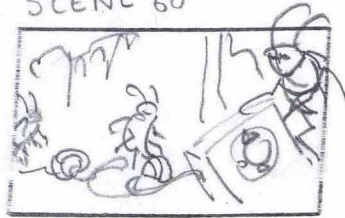
PG NO. 14

Infest storyboard

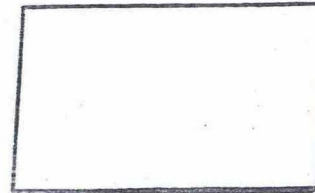
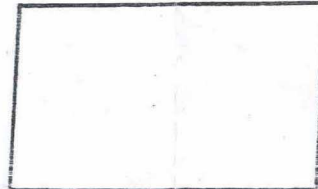
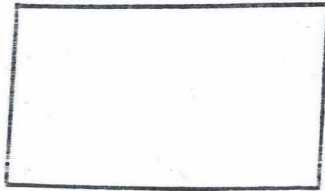
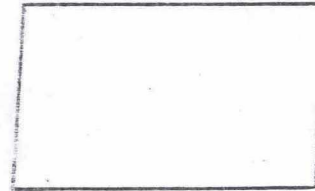
SCENE 59



SCENE 60



SCENE 61



conclusion

- Got to observe the way studio deals with projects.
- Improved sketching and gained experience with pre-production.
- Realized the need for discipline and efficiency.



THANK YOU

