



IDC School of Design
अभिकल्प विद्यालय
IIT Bombay

A P2 REPORT ON
Post Office

ANIMATED SHORT FILM



BY
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GUIDED BY
Prof. Shilpa Ranade

Declaration

I declare that this written document 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 or 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.



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Approval Sheet

The Design Project 2 Titled “ Post office ”
by Dhruvil Bhatiya, Roll Number 22M2202 is approved
in partial fulfillment of the requirement for the ‘Master of Design’
in the Animation and Film Design at Industrial Design Center,
Indian Institute of Technology, Bombay.

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Acknowledgements

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My sincere gratitude extends to everyone who made this project possible. Most importantly my mother for sharing this story with me and my dear friends Agnes, Kamya, Jenishbhai, Ghodabhai, Lathiyabhai and Kotiyabhai for important insights.

Abstract

“Post Office” is an animated short film adapted from a short story by Dhumketu of the same name. It is a story of a parent’s love for their child and it is a story that celebrates values of dedication, patience and honesty. As the story progress the people at the post office who laugh at the protagonist come to understand his pain and feel pity.

Introduction

I selected this particular story because it was suggested by my mother, it is an emotional and touching tale of a parents' longing, faith and selfless act. The original short story also named 'Post Office' by the author Dhumketu is about ten page long and I attempted to sum the essence down to one minute without losing the core feeling of the film.

The following are the changes made to adapt the story:

- The character of Ali has a genesis of being a ruthless hunter, whose arc takes us on a journey from hating him for being cruel and a negligent father to feeling sorry for his longing for Miriam, which would not work in a shorter version.

- The character of Postmaster was vital in the sense that he too is waiting for a letter thus setting up a connection with Ali. I choose to set that connection with Laxmidas the curious new postman.

- To add effect Laxmidas goes around the village to ask for Ali when the letter arrives but to no avail.

- The character of Miriam was reduced drastically to appearing in a minimal state so as to increase ambiguity and make the story work with just her name

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Research

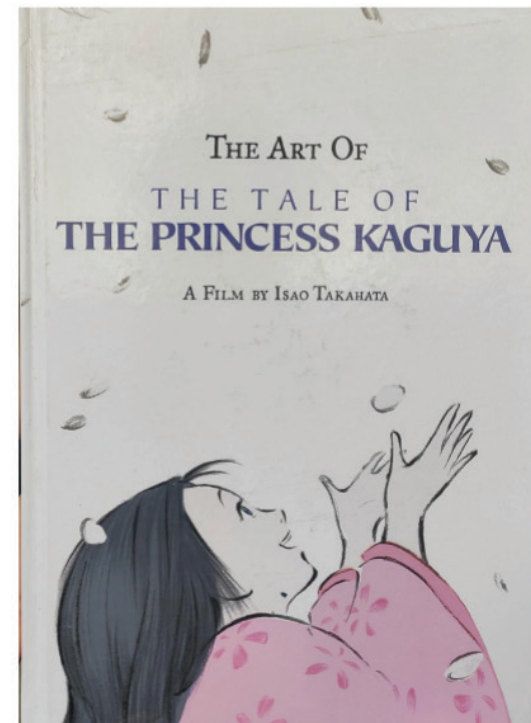
I read the english translation and the original gujarati version both and understood the crux of the story. I did not wish for the story to loose it's essence in the adaption however I wanted it to be shorter than it is so I decided to remove a few plots as mentioned above.

The location of this story is somewhere around the Gir in the state of Gujarat, India. From a friend who is native to Gir, I got references of the flora and soil of the area as shown below.

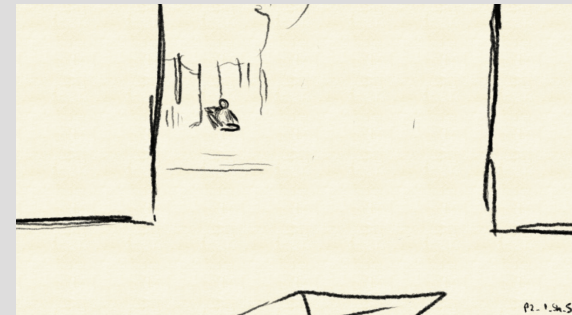
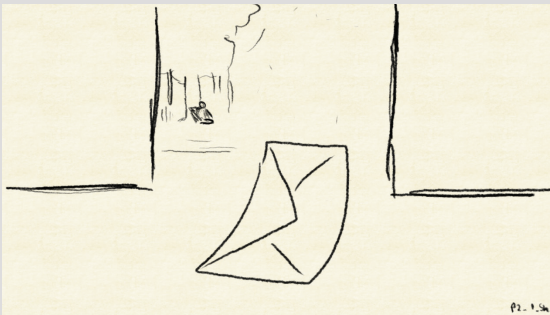
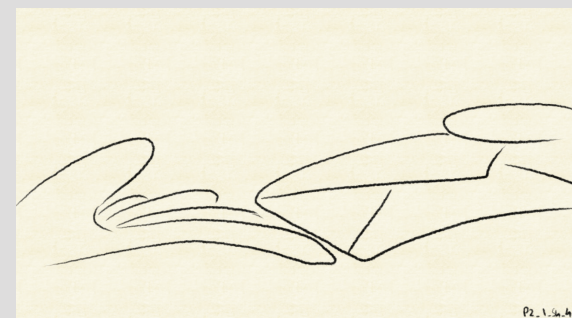


Visual Development

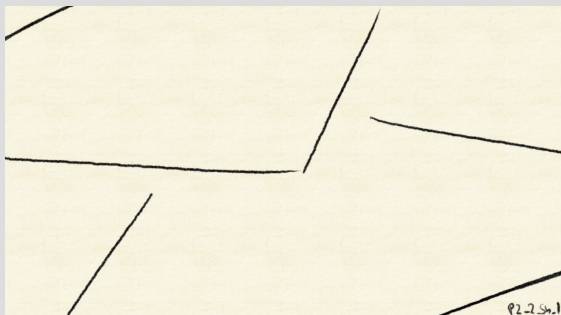
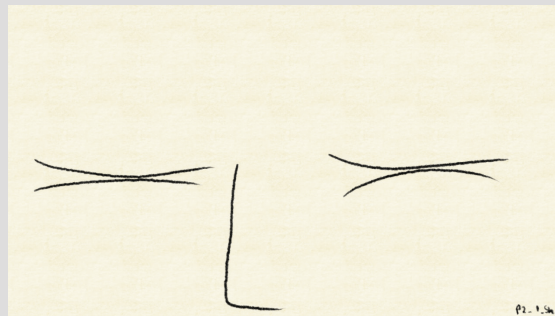
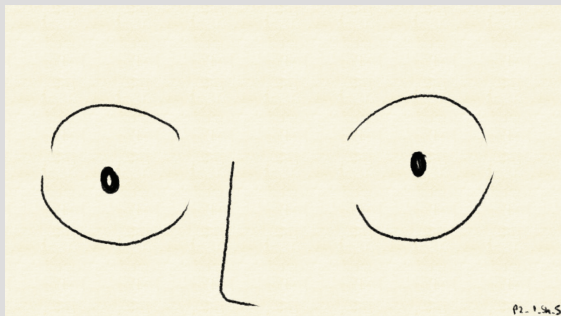
I was inspired by the art style of the animated feature film *The Tale of The Princess Kaguya* by Isao Takahata. The first look and feel of the concept art was made in collaboration with my friend Agnes as shown below. After deciding the pastel colours of the film, I moved forward to make the layouts based on the storyboards.



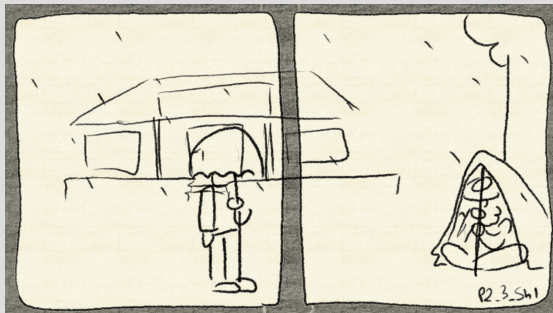
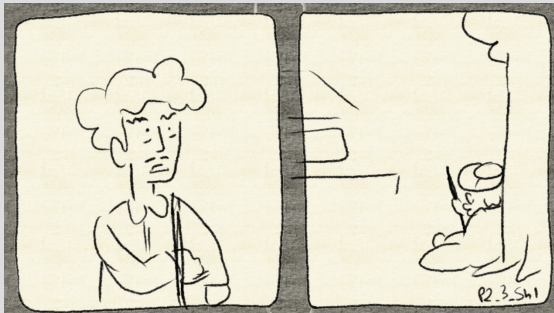
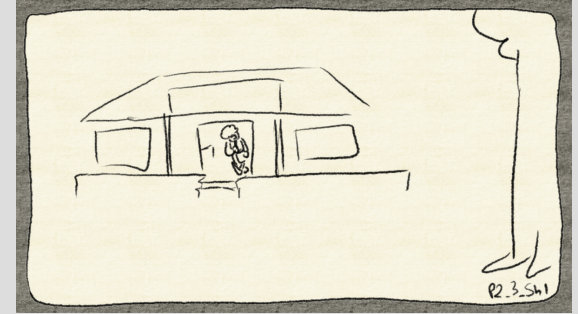
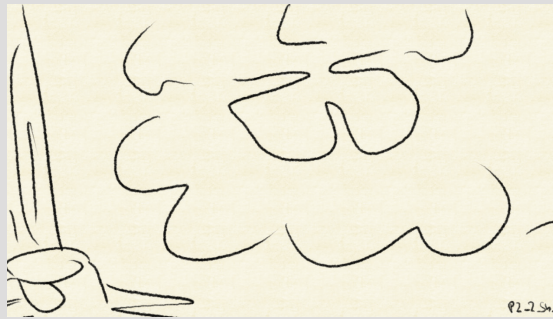
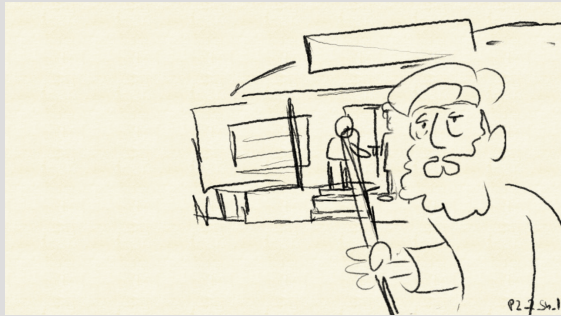
Storyboards



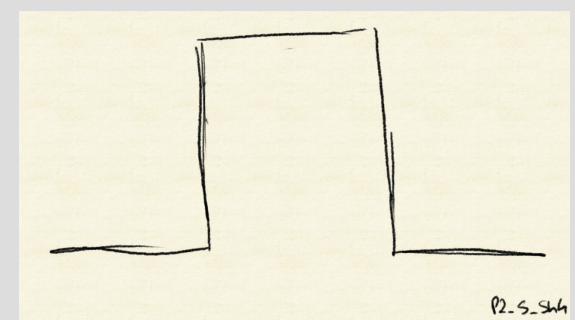
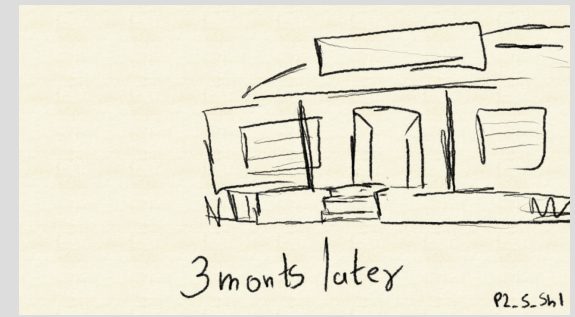
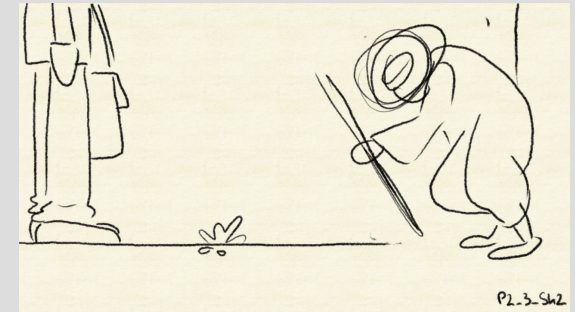
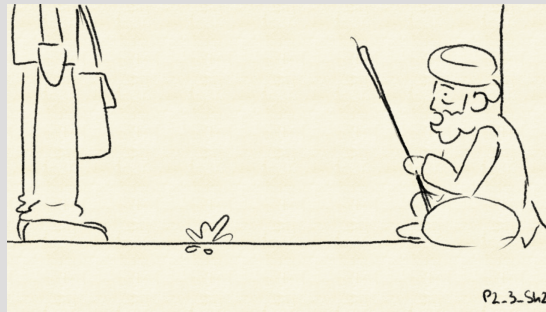
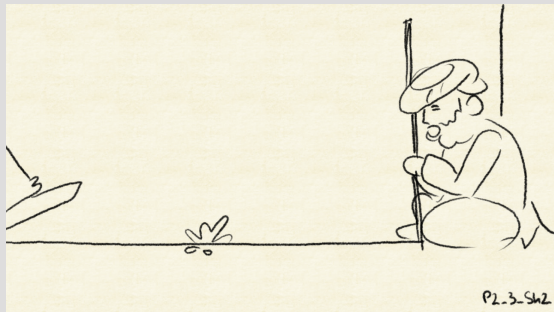
Storyboards



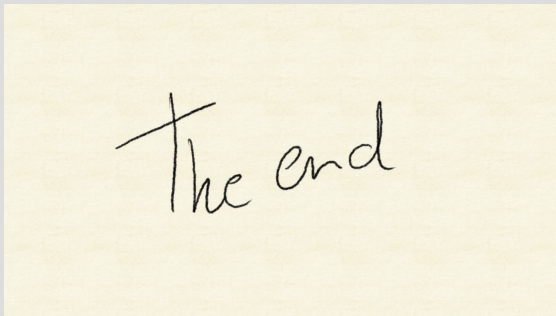
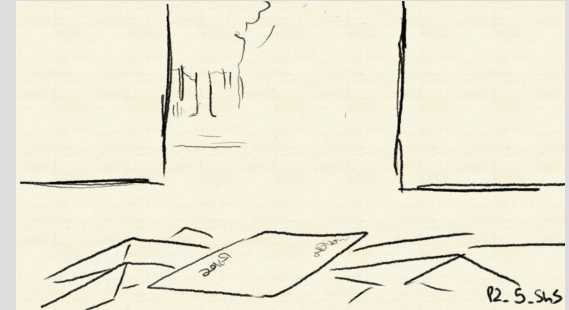
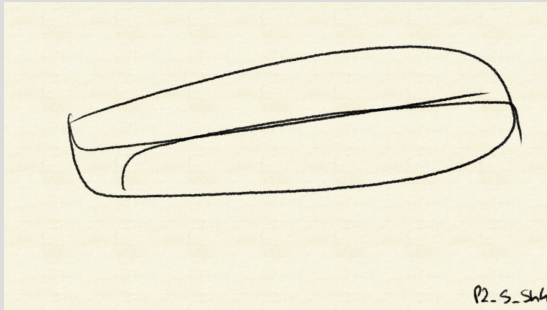
Storyboards



Storyboards

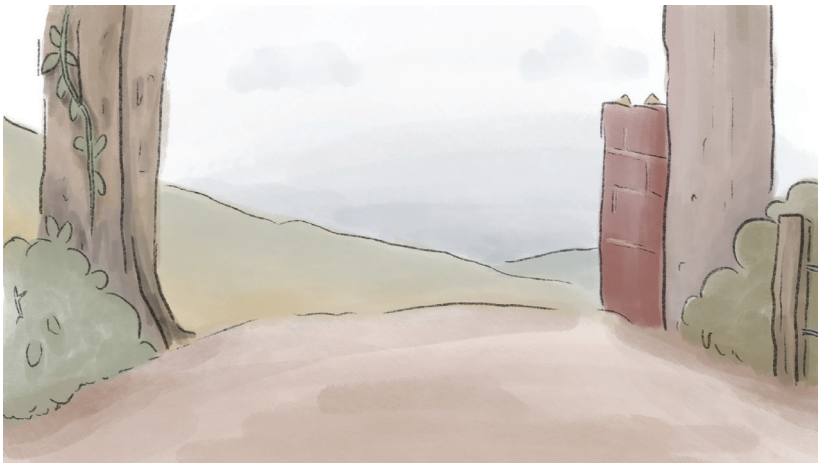


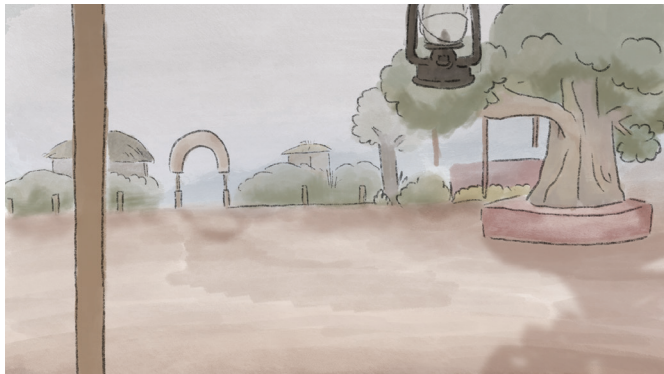
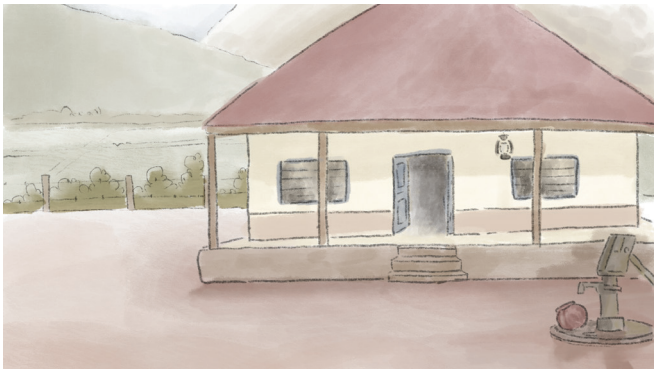
Storyboards

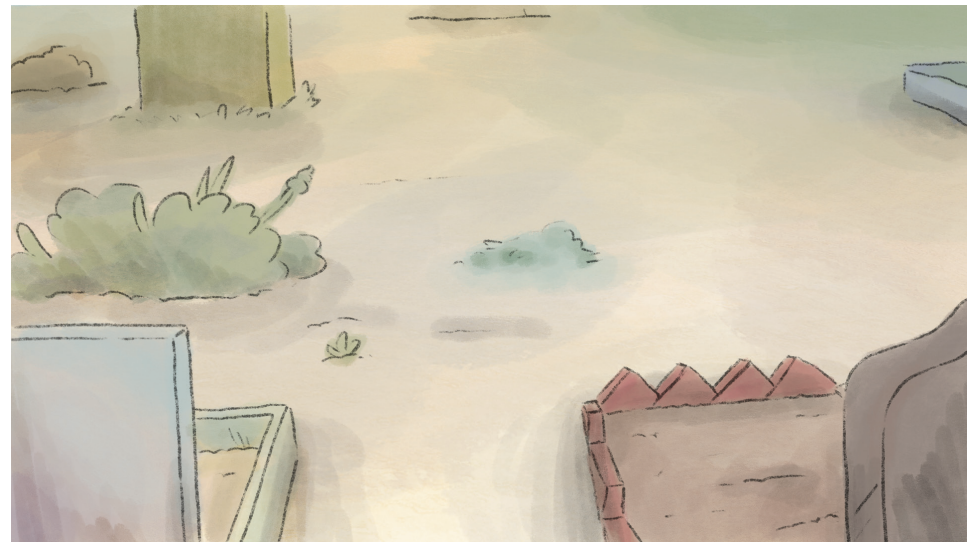
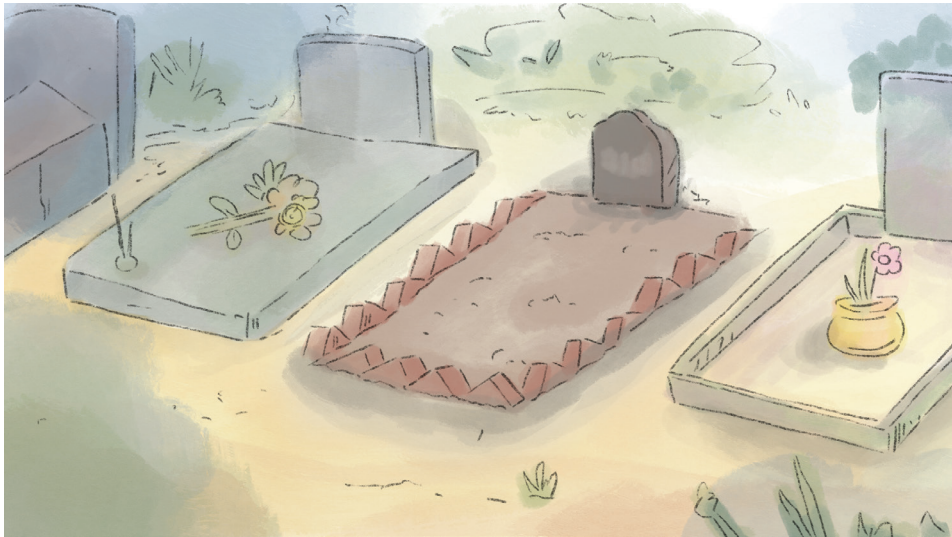


Layouts

After the storyboards, i made the layouts with the previously decided style on Procreate on the iPad

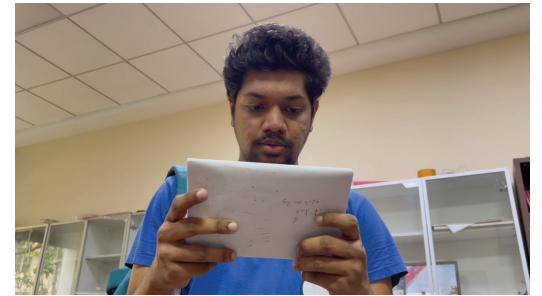






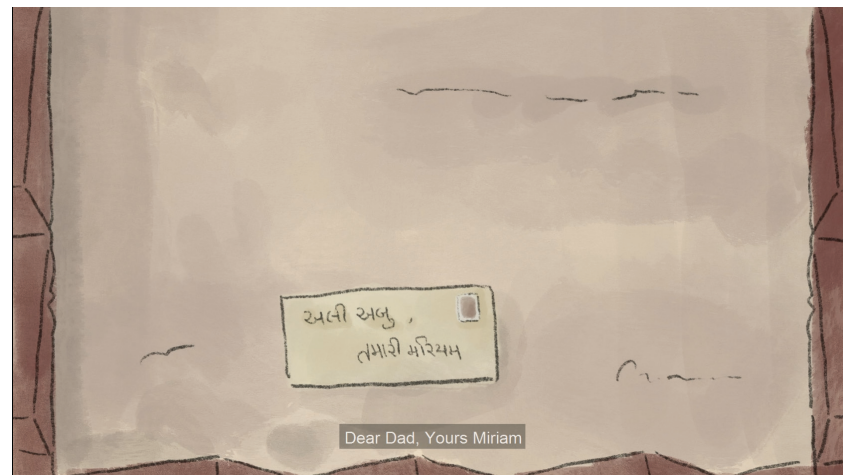
Production

The shots were animated from references of myself as shown below



Shots from the film





Learning

I faced major difficulties at the story level and when I finally did start the production I selected a style that was very new to me since I never really did watercolour paintings. I let myself flow with my friend Agnes guiding me on my layouts and started animating with the inspiration of Isao Takahata's work but not with the intentions of copying it. The pastel look suits the nature of the story and blends nicely with the flow of in which the characters are also a part of. Moreover with the help of rotoscoping I was able to bring more of animation and understand subtle human motions with expressive emotions.