Nested Storytelling

A Design Degree Project by

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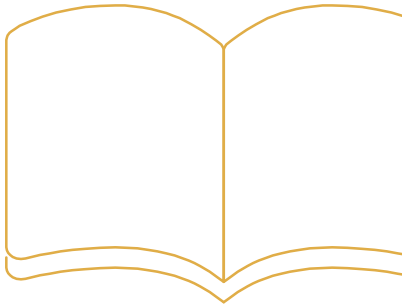
Image: Inception, 2010

Aim!

The aim of the project is to study the structures in Nested Stories and layering the stories with Mixed / Cross media, then impliment it into a linear/non-linear format

Why?

Our life is not linear, it’s connected with multiple individuals which affects our life and we affect theirs



Study & Analysis

Secondary Research and data collection
Studying Nested storytelling through cognitive load theory
Study of existing examples and work

Study & Analysis

Preliminary study and data collection

Studying Nested storytelling through cognitive load theory

Study of existing examples and work

Story
within a Story

Linear

Flow of stories are fixed

Linear

Flow of stories are fixed

Non-linear

Multiple possibilities or
every time it’s different

How it’s unique?

It is being claimed that it helps in drawing people’s attention

It is capable of blocking obstructions from outer world

This method is also very popularly used in persuasive techniques and therapies

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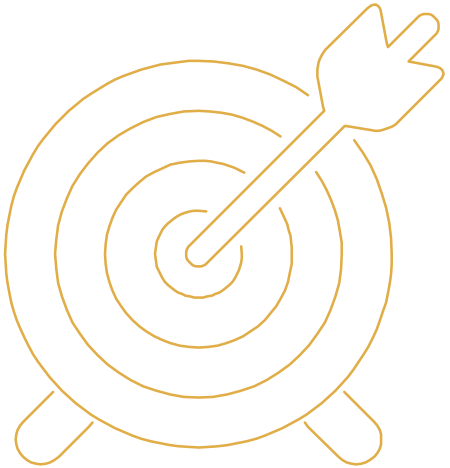
> cognitive load refers to the total amount of mental effort being used in the working memory

Study & Analysis

Studying Nested storytelling through cognitive load theory

Usually affects task completion



In nested stories helps in focusing

Intrinsic

Inherent level of difficulty associated with a specific topic

Extraneous

load generated by the manner in which an information has been presented

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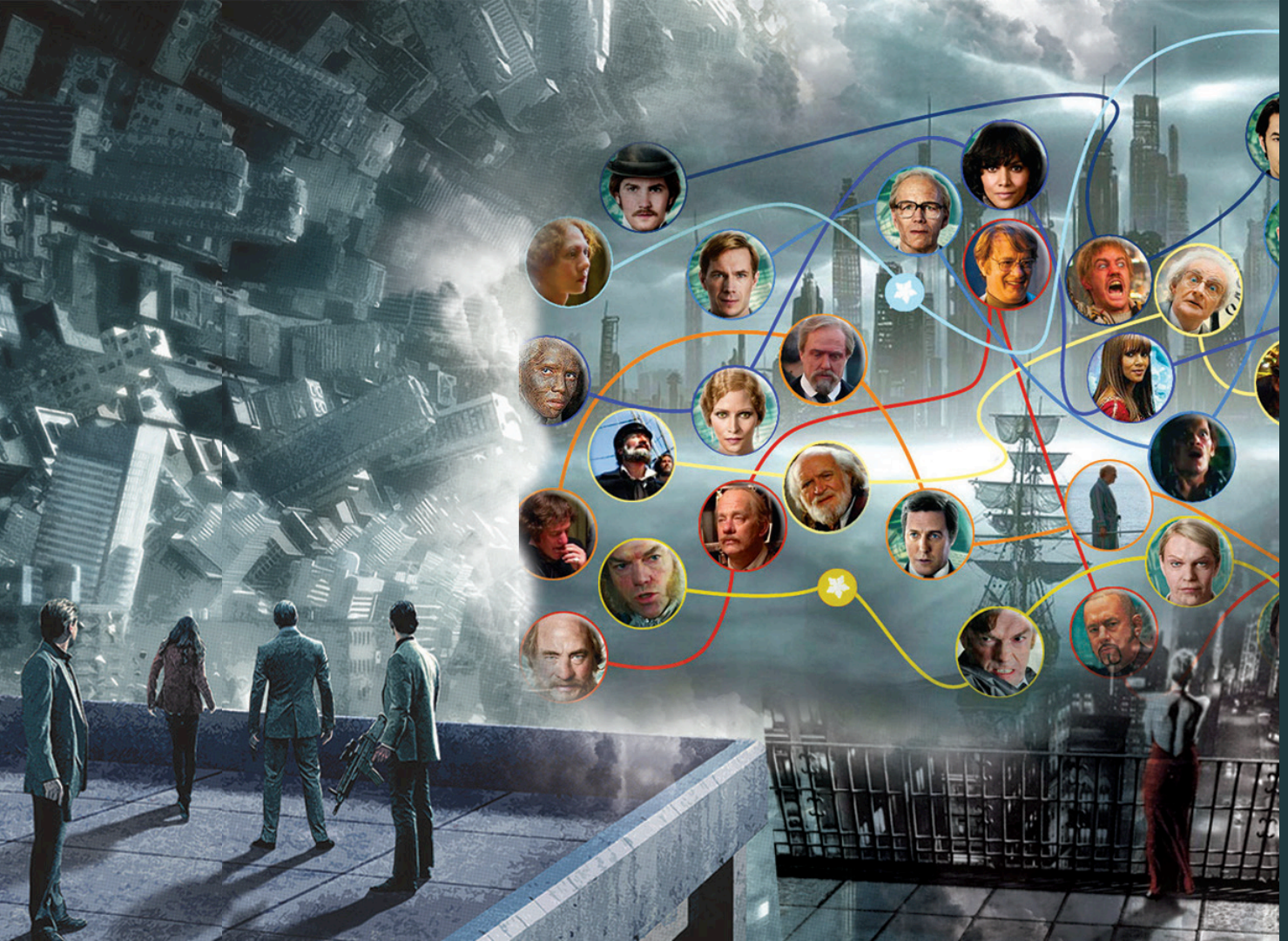
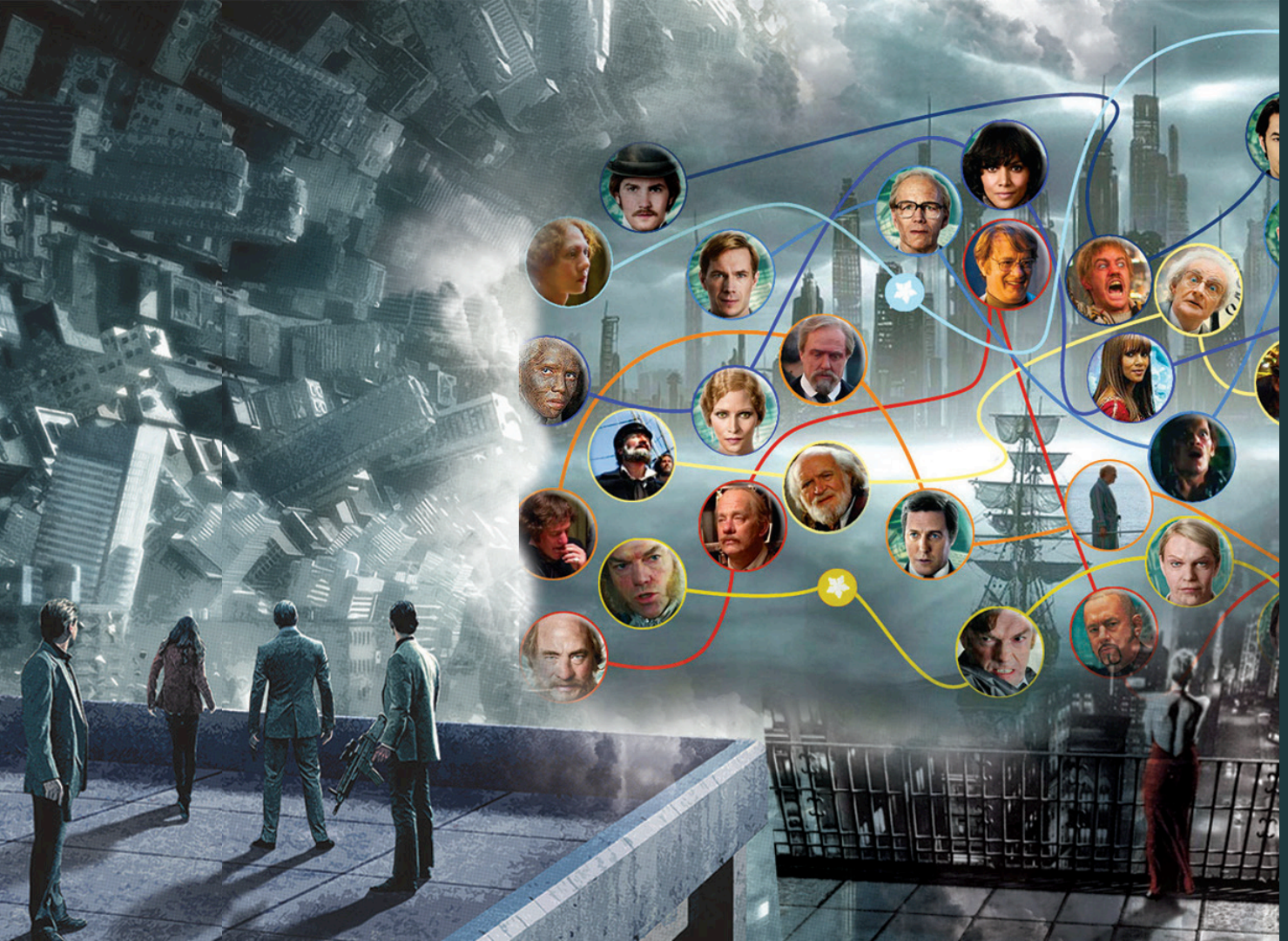
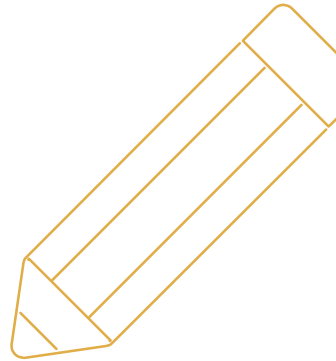


Cloud Atlas
Inception
Predestination
Sin City
Edge of Tomorrow
Source Code
The One
Outbreak
Bank Run
Stitcher
Lost Cause
Life is Strange
Ramayana
Panchatantra
Hitopadesha



Resurrection
Time travel
Historic events
Astral projection
Dreams
Flashbacks
Crime & Mystery



Initial Concepts

Process • Problems • Concepts

Initial Concepts

Initial Concepts

Mythology - Finding hanuman and Kalki avatar

Negative Creativity - Dark side of creativity

Operation Orchard, Operation Kahuta and Project 701

Gamification of Life

Final Concept

Final story concept
Study and research around story topic
Storyboard & Animatics
Characters and Prop design
Concept art & Visual Style

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The Story

Story is about, “how actions of some people keep motivating generations and helps in keeping their ideas and thoughts alive”

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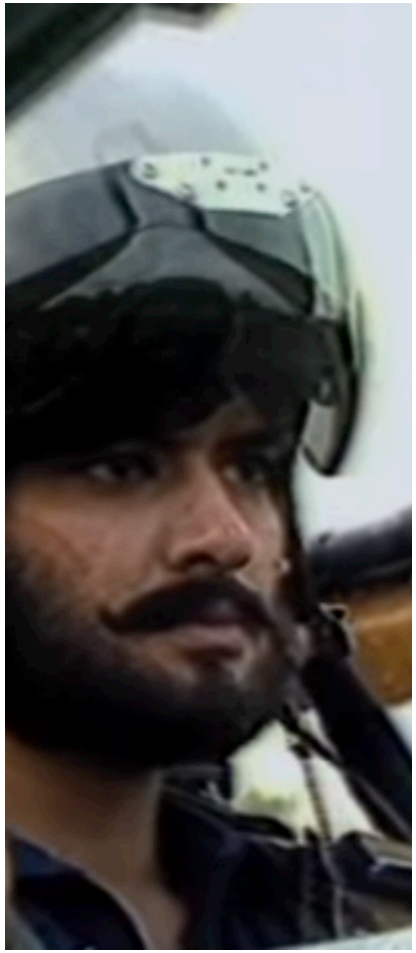
Facts about

Squadrons and Regiments in Indian Airforce and Indian Army
Equipments and weapons used by them
Uniform and Insignia
Experience of serving personnels



Flying Officer
Nirmal Jit Singh
Param Vir

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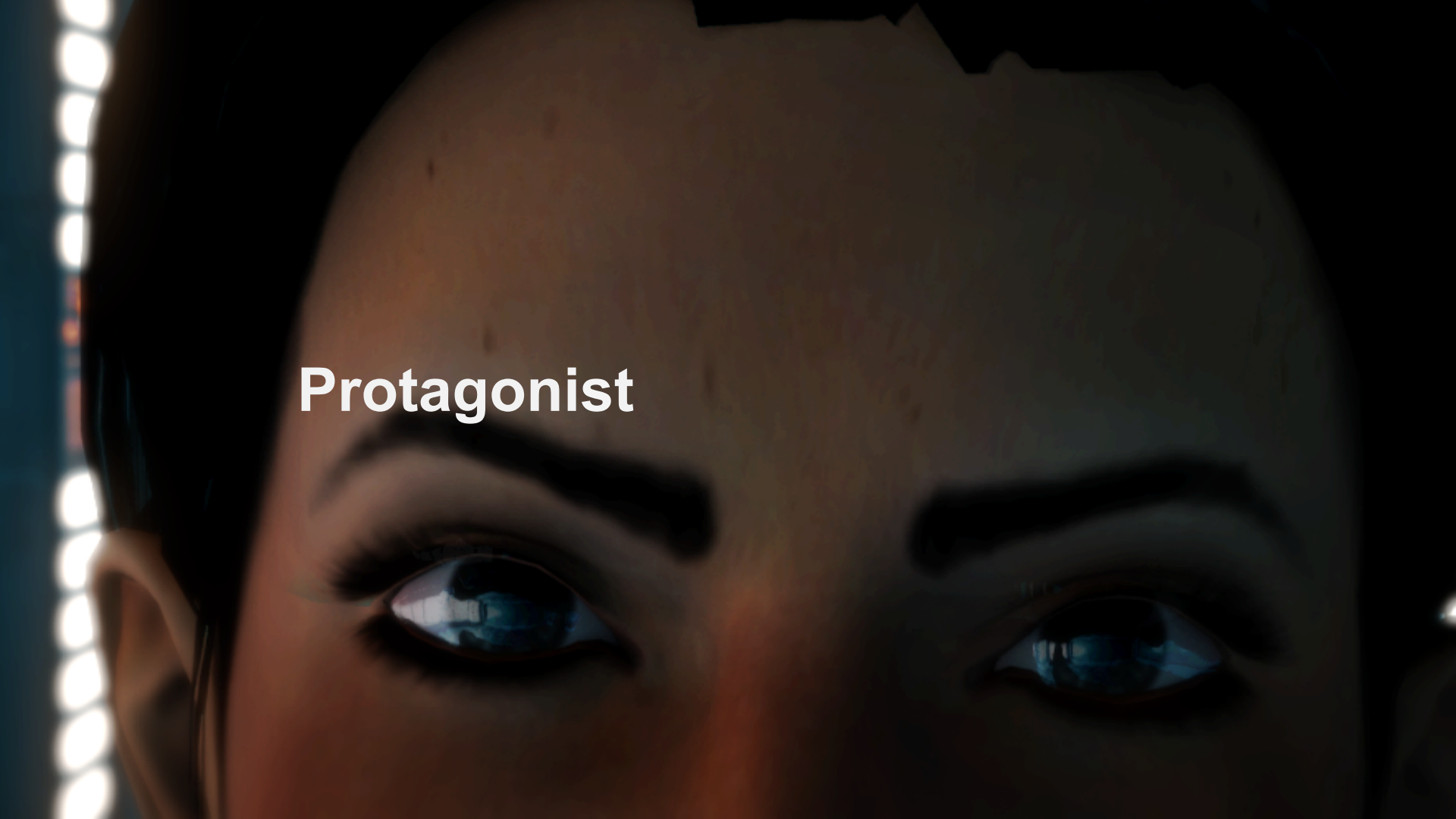
Protagonist


Protagonist

Protagonist

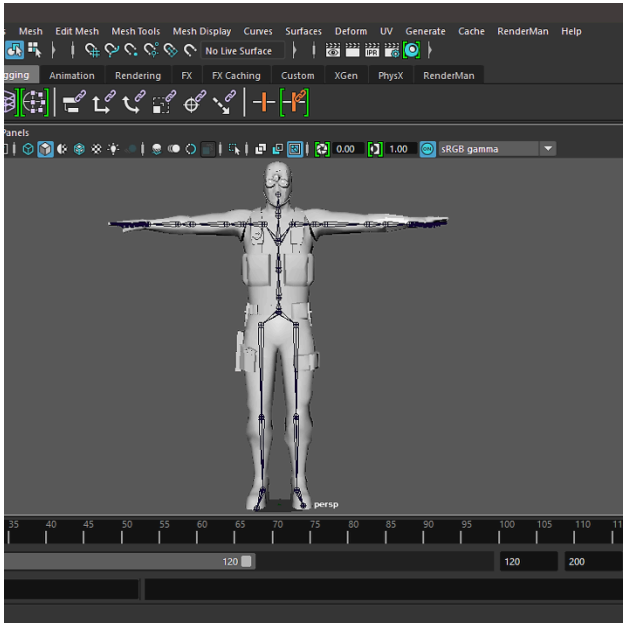
Sniper
Spotter

Crowd Characters | Enemies

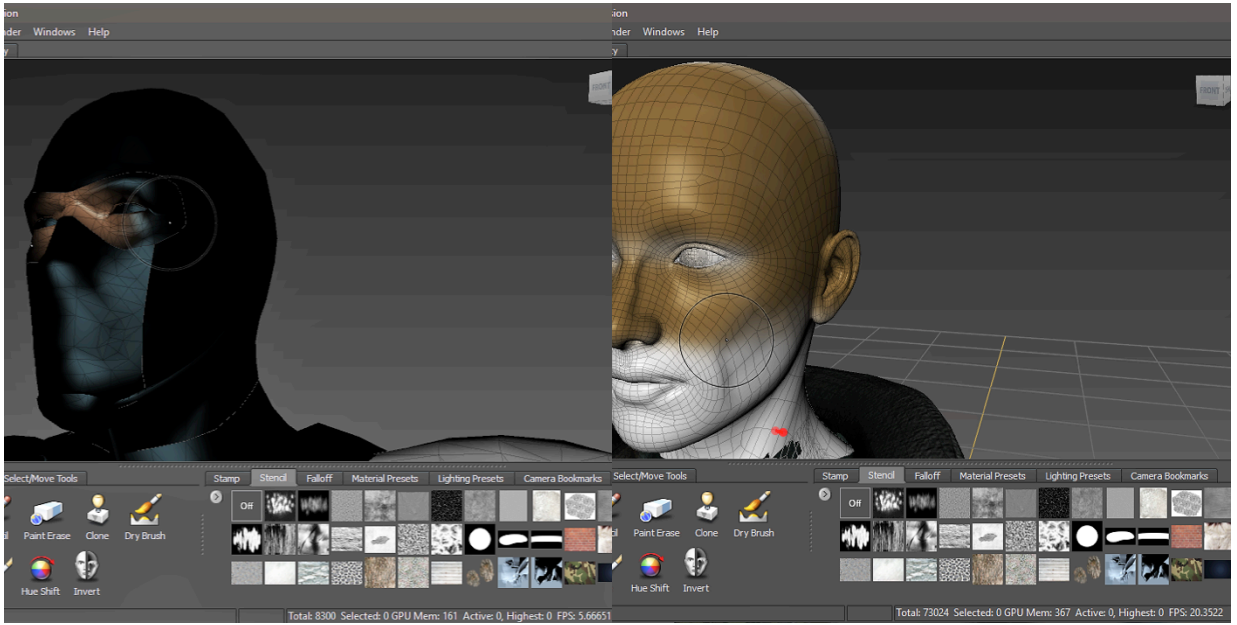
Initial Sketches

Initial Sketches

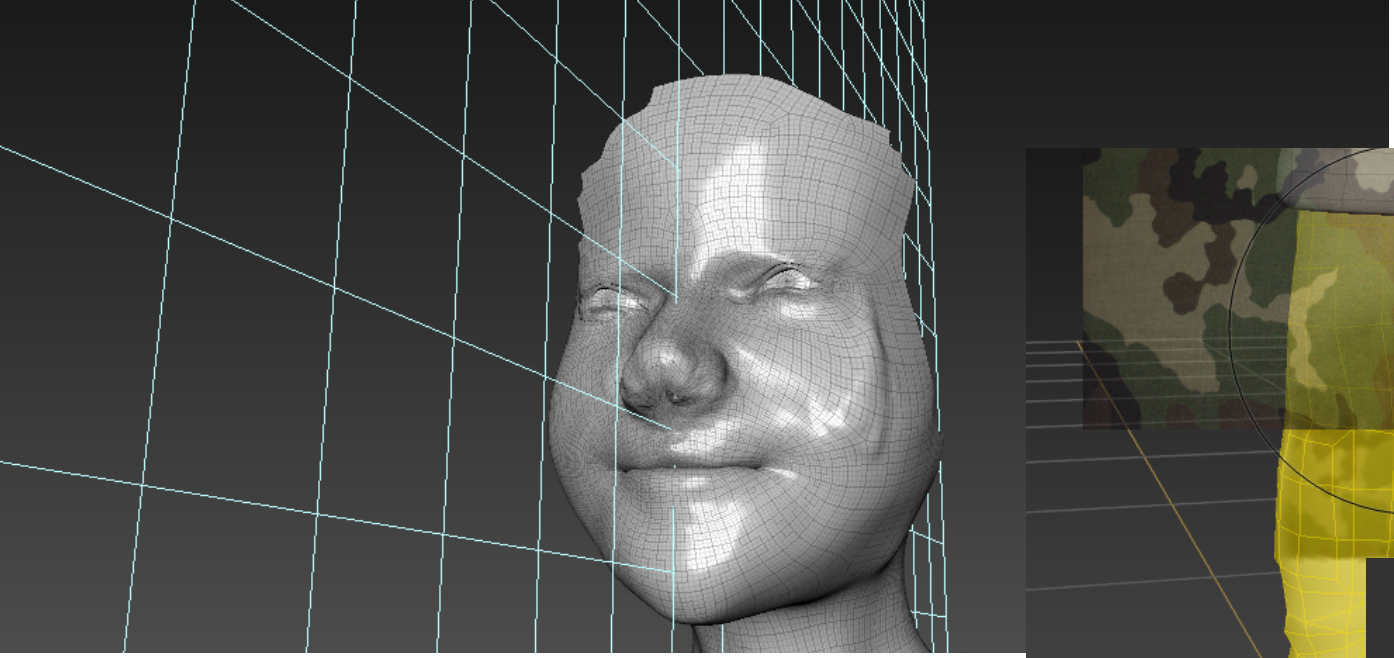
Tools Used

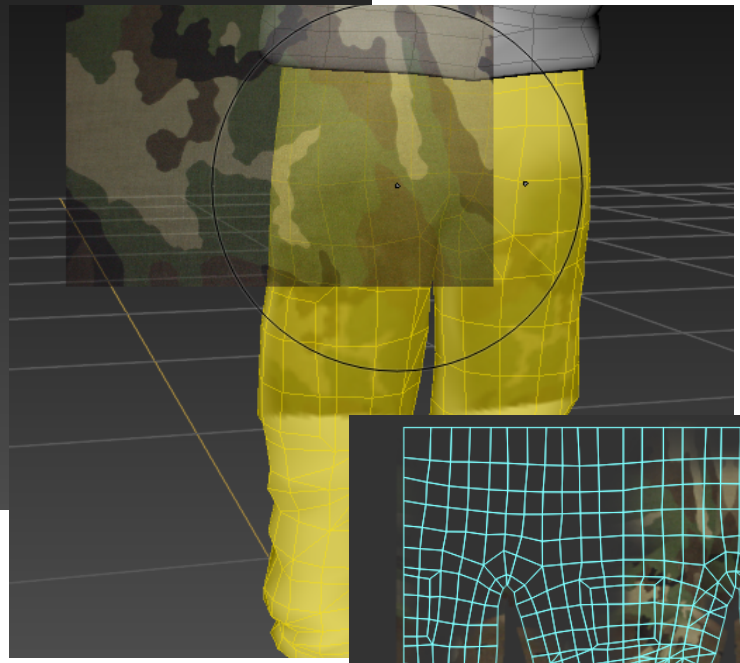


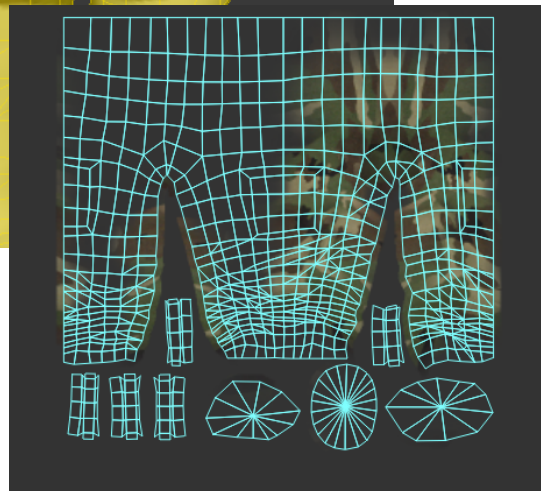
Autodesk Maya 2016

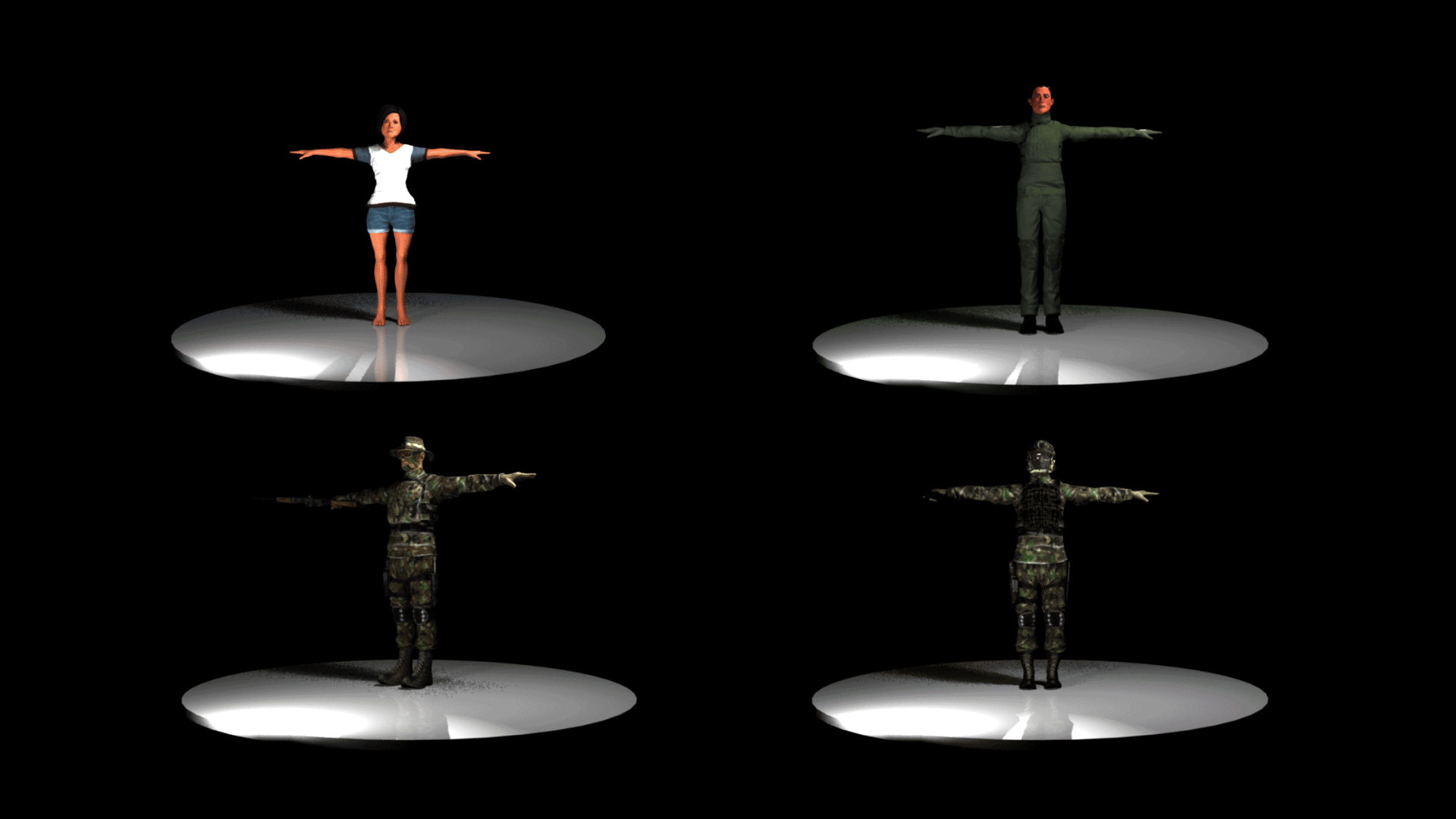


Autodesk Mudbox 2016



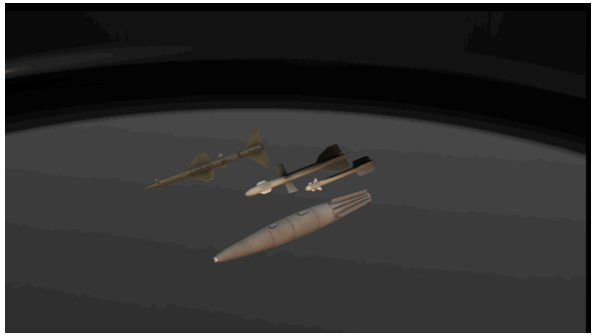




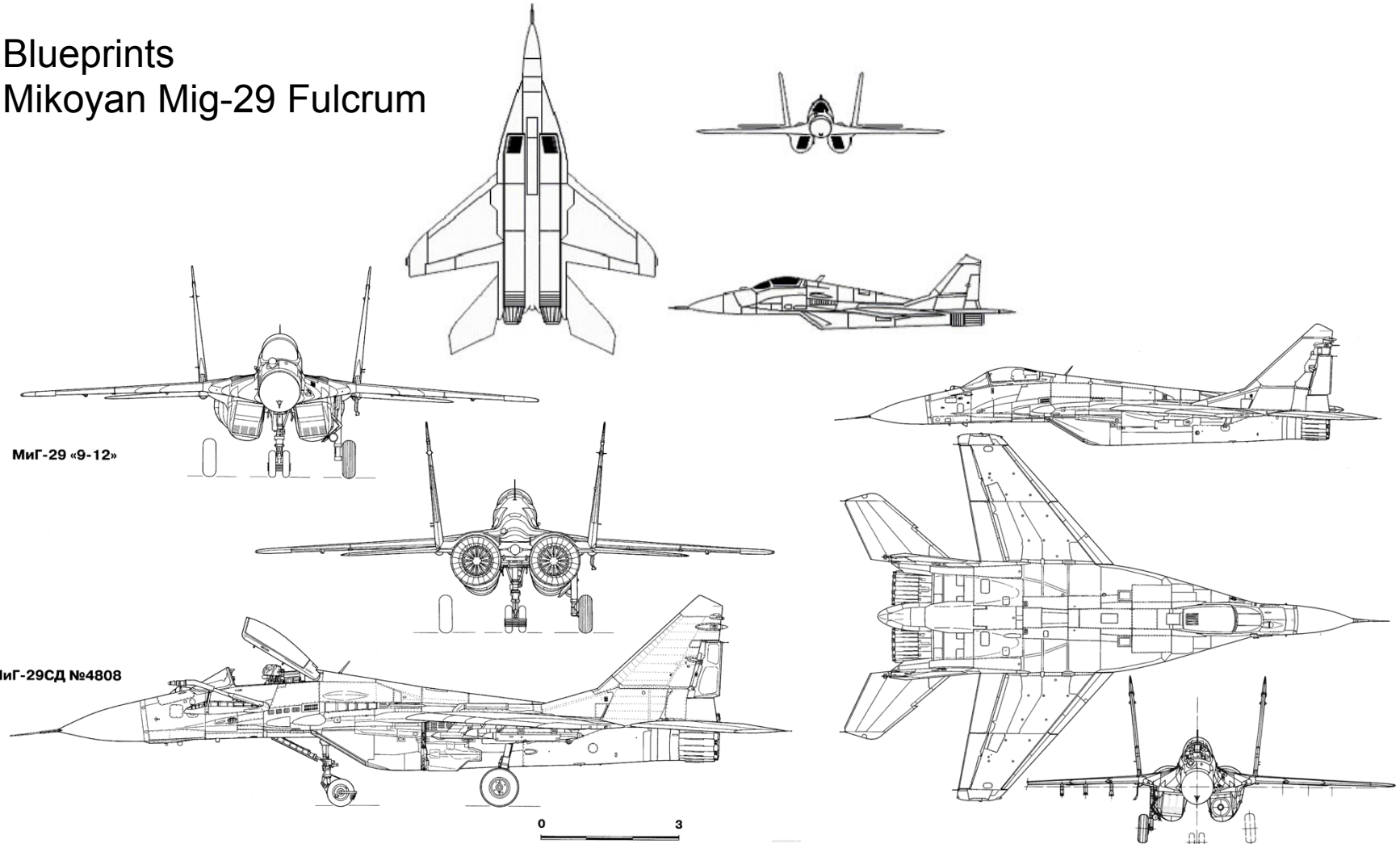


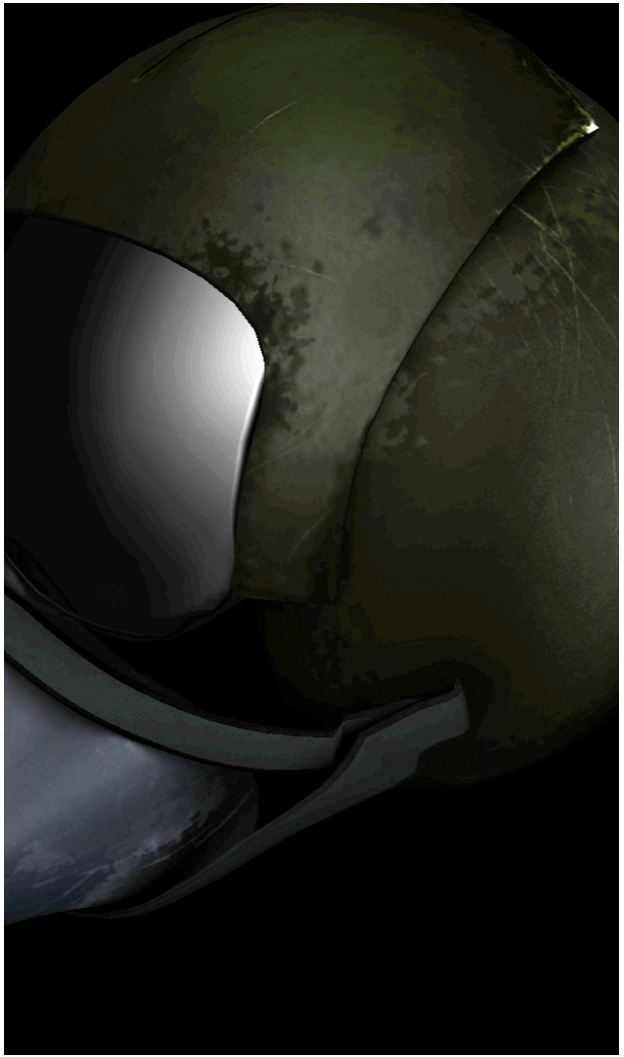
Fighter Jet

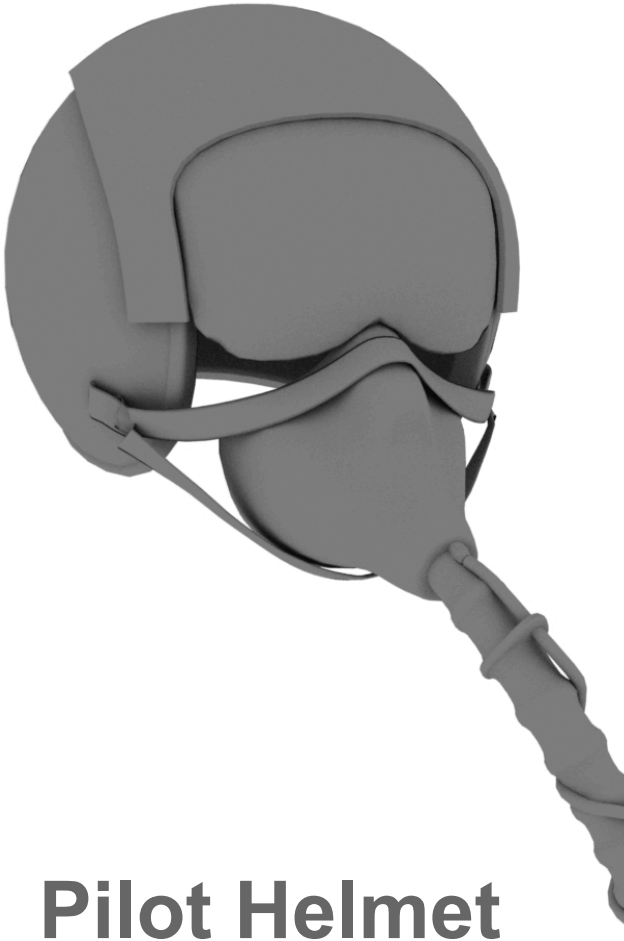
Mikoyan Mig-29 Fulcrum
Multirole Combat Aircraft



Blueprints
Mikoyan Mig-29 Fulcrum







Pilot Helmet

Zittara Multipurpose Carbine

Dragunov SVD Sniper Rifle

weapons

Others

30+ props and models
Others

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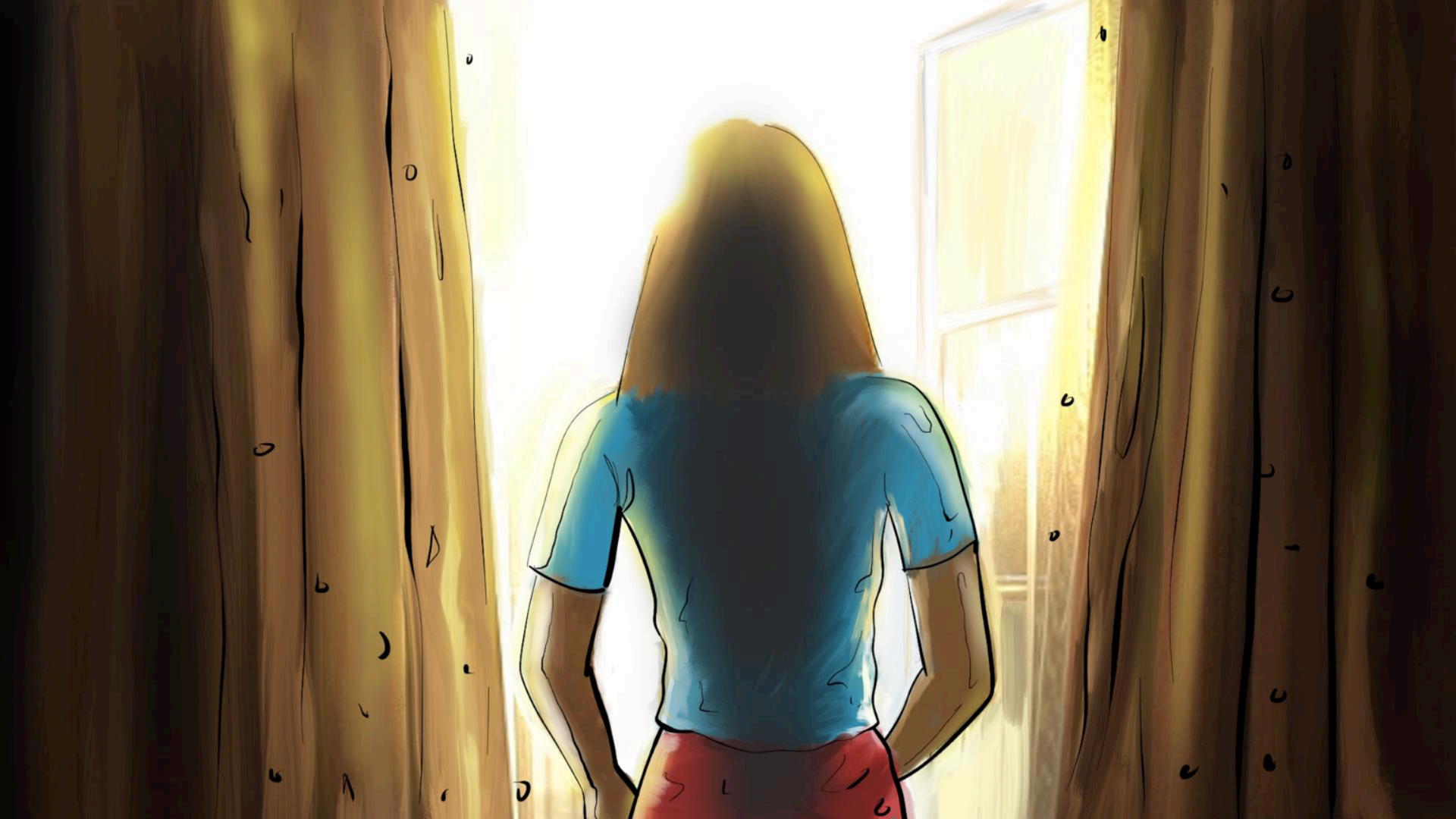
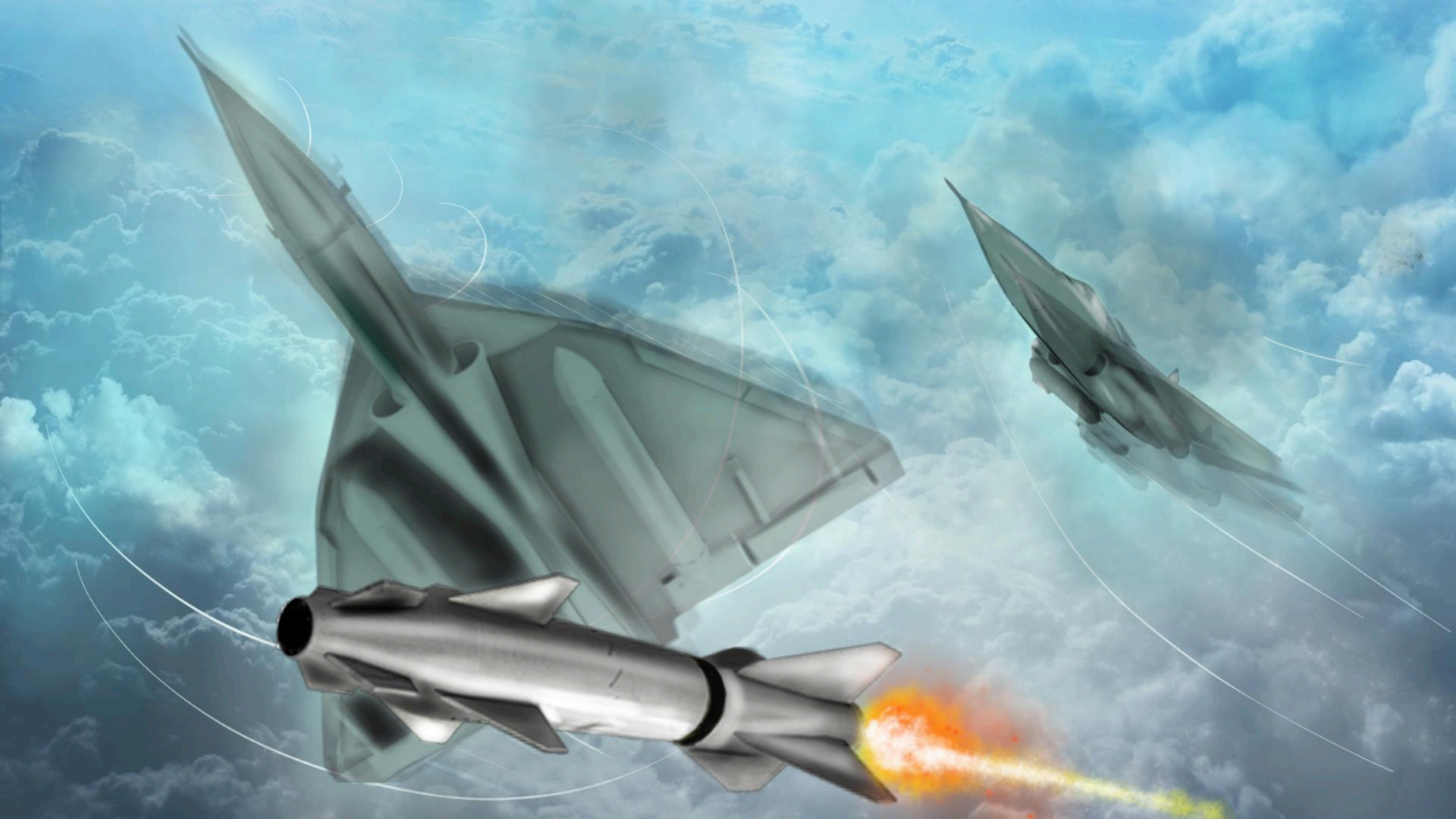
Mood Board

Concept Art





Visual Style

AND THIS IS HIS STORY

VFX Breakdown

Further Possibilities

Non-linear format

Video Game
Interactive Movie
Interactive Game Movie

Narrative Design

Mission Complete

Call for Extraction

Creating story elements based on user navigation

Decision Making

Perspective

Switch Stories

An Interactive movie doesn't means overwhelming the user with tons of options, informative prompts and complex navigation. It should as close to a normal movie watching experience while the interactive elements should enhance the overall experience, rather than deviating user from the story.

Inspiration for the user's navigation during movie, has been taken from Honda's, "A Double-Sided Story".

P
Press “P” to switch stories
AND THIS IS HIS STORY
User will be provided with some action based choices, which can be selected using Left and Right arrows

Rally Point
The Movie

RALLY POINT

Courage is not having the strength to go on,
it is going on when you don't have the strength.

- Theodore Roosevelt

Aaroni's Mother	Ragini Ranjana
Sniper	Himanshu
Spotter	Himanshu
Commander	Salik Ansari
Signals Officer	Gokul C J
Narrator	Vivek Paul

Aditya Horizons

PROJECT SUPERVISOR

Prof. Sumant Rao

CONCEPT, STORY, WRITER, ANIMATION, DIRECTION

Himanshu Hazarika

ABOUT

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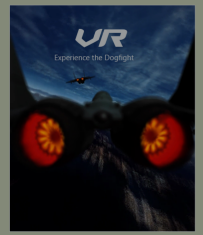
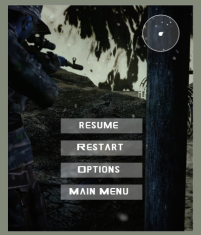


preview

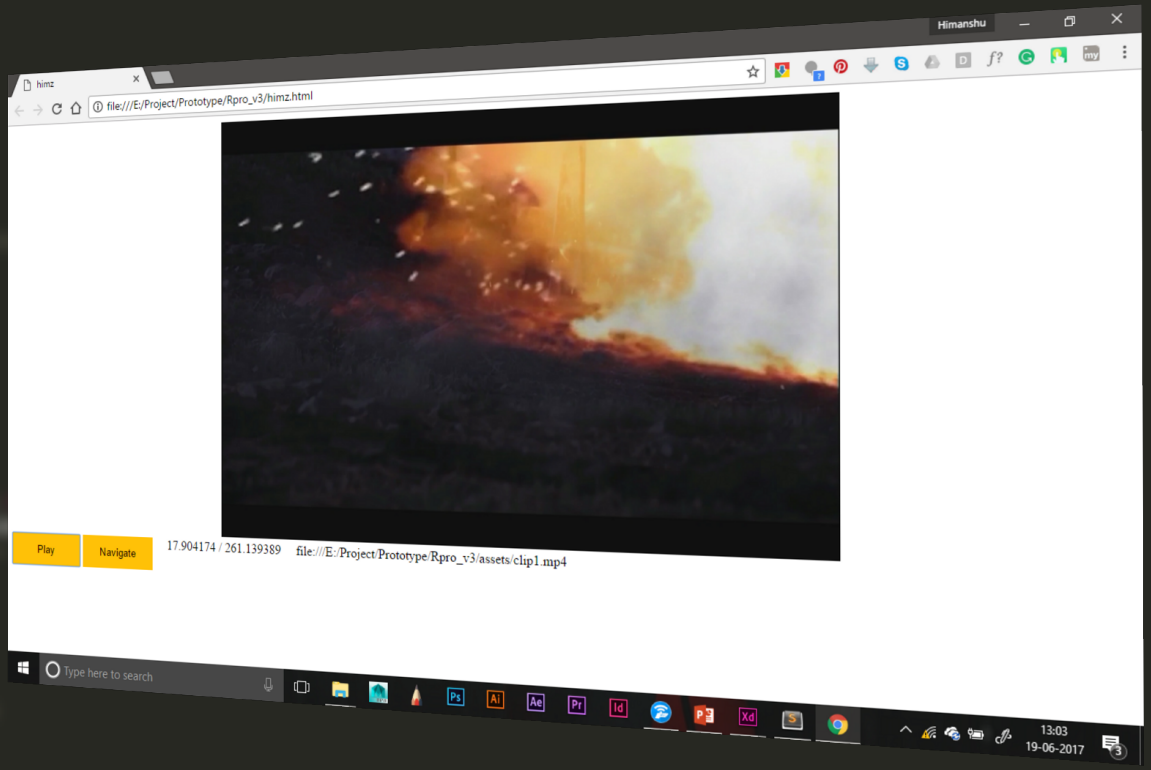
Become the wingman of Sqn Ldr Aarohi, get inside the cockpit and experience the dogfights in full immersive VR environment.



preview

Download the rallypoint game for your windows PC, Xbox and Playstation. Reveal the untold stories and secrets, lots of covert missions awaiting you. Download now and Play, IT'S FREE.

Prototype


himz
file:///E:/Project/Prototype/Rpro_v3/himz.html
Himanshu
Play
Navigate
17.904174 / 261.139389
file:///E:/Project/Prototype/Rpro_v3/assets/clip1.mp4
Type here to search
13:03
19-06-2017

Thank you

Link to all references here