



Animation Design, Degree Project - Stage 03

# A Cursory Rhyme

Exploring animation techniques

Project by  
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Project Guide  
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Submitted as partial fulfillment of the requirement for the  
degree of  
Master of Design in Animation.

Batch of 2007-2009

Industrial Design Center  
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## **Approval Sheet**

The project III titled “A cursory Rhyme” by Ketaki Haldipurkar is approved in partial fulfillment of the requirement for M.Des. Degree in Animation.

Guide

External Examiner

Internal Examiner

Chairman

# Acknowledgment



I would like to thank my project guide, Prof. Sumant Rao for his guidance and support through out the project. He has shown extreme patience in trying and understanding me and my needs, and taken great efforts to make me understand and correct my mistakes during the project. I thank him to believe in me and to give me the confidence and freedom to explore my own ideas; for which I am greatly indebted.

I would also like to thank Prof. Nina Sabnani, who showered me with love, support and guidance; taking care just like a mother does of her child.

I am thankful to all the people at IDC both students and faculty who have helped me to fulfill the requirement for my project by lending their support and facilities every time I needed. Last but not the least I would like to thank my family without their support this project wouldn't have been possible.



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Animation & Techniques



Blessed!  
:teachings of this project



What I have learnt

References

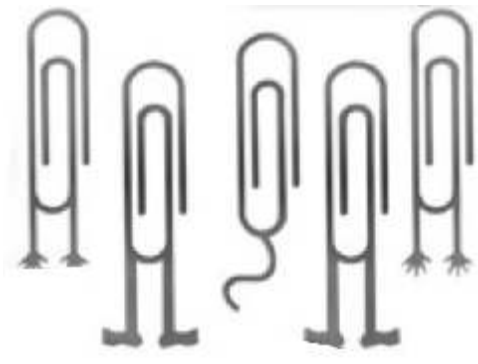
# Motivation

on choice of subject

Being a student of design one thing that seeped in me and that has always been a part of my ideology is that a particular design succeeds because of the idea that builds it. But cracking a great idea isn't enough. As designers most of the times we connote our ideas by visually representing them. As far as film is concerned it is a audio/visual medium. And being a student of animation in the past two years, I have realized that we are at least 80% dependent on the visual medium to give out our message to our audience. The visual material is almost like another actor itself, creating a mood and eliciting an emotional reaction from the audience. It cannot be treated merely a way to draw or show the actions of the character to the audience but be looked at a symbolic extension of the theme and characterization.

This led me to read about styling and representational design in films and animation. What I understood out of it is that representational techniques and styling is a design process which is considered as an visual art and craft





of cinematic story telling. You need to design a world with its own inner logic and truth by selecting the setting and styles to visually tell the story. It is a responsibility in its own that requires one to find the right visual and spatial elements that best convey the films theme. It's a responsibility to build a skeleton and framework and cohesive vision of the film.

One should start thinking about the representation and styling or subconsciously figuring out the design structure right from day one that is when you have given birth to the baby 'your idea' and it starts nurturing and grows and flourishes on the films representational design. Every visual element put in any scene should bind together to complement, support and develop the cinematic narrative and fit the over all design plan. It should be created to administer the look and personality of the character

and help establish storyline, period, mood and atmosphere keeping in mind the directorial point of view.

Things that are taken into consideration while finding the look of the film

- The looks of a film comes out of the content
- The director's conception of the story is also taken into consideration
- The work should act as a metaphor, by creating a specific psychological, atmospheric and emotional image of what you want to visually project
- Create an environment for the narrative that will help reflect the characters

The other important element that has developed my interest in this faculty is due to the various design principles IDC has exposed me to through a number of movies that have been screened here. What should be kept in mind before designing a film are all the aspects like the pre and post detailing which includes script - the way it is told and why, characters - how they are introduced and what & why do they behave in a particular way, scene - how it is shot & its camera angle, music - the reason of choice, colour palette and lighting - how it helps to convey the thought across, etc. Hence, there are a lot of movies that I really appreciate the ones that have held my attention are the movies done by Jan Svankmajer, Nina Sabnani and the animations created by Eat Pes.

Švankmajer has gained a reputation over several decades for his distinctive use of stop-motion technique, and his ability to make surreal, nightmarish and yet somehow funny pictures. His work is an artistic blend of imaginative puppetry and claymation. The visuals are often described to be grotesque, perverse, or disturbing, but overall they are not repulsive and add to the storytelling. The animated characters are mostly crafted of surprising household objects and food. There are a number of visual puns sent through the visuals used. Most of his work utilizes legends in a rather imaginative way, borrowing and blending elements from the story yet keeping with traditional folk renditions.

Our batch is extremely lucky to have Prof. Nina Subnani as a

faculty for animation. I have seen her film 'Mukund and Riaz'. The beauty of the film lies in the making as everything has been depicted through textiles, embroidery and applique work. The reason being that it is a story about her father who has worked in the textile mill industry for 25 years. He came from Sind which was rich in textiles, embroidery and applique. This gives the film a history, rich visual meaning and making it symbolically intense which in turn makes the audience 'active watchers'. In the film, she has brought together both streams of textiles, hand-made and mill-made.

Eat Pes has also always surprised me with its clever use of materials and techniques. The one that is my personal favorite is the 'Western Spaghetti'. Not only is the use of material exceptionally remarkable but also the sense of timing is brilliant too.

You can't help but be restless after watching the works of such masters and all it has given me is the itch to try my hands on material handling. Though my approach will be different and the result may not be as good as them, I can only learn from them and try to experience as much as possible. These feelings have kept growing with every day and have taken shape of roots to start my project.



What I have learnt during this stage: Representation technique is a design process that helps in telling a story visually. Environments should have a metaphysical impact on how the audience perceives the story and the characters. Which means it is a process in which how do you want the viewer to feel can be created. The atmospheric qualities of the characters, sets, location and environments are essential in establishing a mood and projecting an emotional feeling about the world surrounding

the film. This helps to take an idea and translates it visually to communicate or comment upon the themes of the story. It creates a visual metaphor which acts on the subconscious level, presenting subtle layers of poetic imagery that can impart ideas, concepts and significance in the narrative.





# My perspective

of looking at this project



All this motivated me to explore my approach towards materials and style. For me this project is yet another outlet that allows me to explore my creativity and imagination. It gives me the opportunity to be a creator, to construct a world that behaves and looks like what I want it to be. It is something that I have always believed in and strived to achieve in my previous work too. However, this time my intention is to explore different materials which will help to build interesting visuals for animation.

My objective of this project has been to create an animation that lets me understand myself as a student of animation design and to test my ability. Moreover a student project like this gives me the freedom to explore all aspects of animation and film making and the lends me the luxury to make every decision as this is an individual project. This project to me is an opportunity to explore the medium of animation and to learn the craft of it. Also to learn and understand the aspects of story telling and narration, along with exploring other aspects of film making like sound, music, editing and compositing. Moreover, to explore myself as to who I am as an animator and to know my creative abilities better and what I can deliver when faced with time constraints.

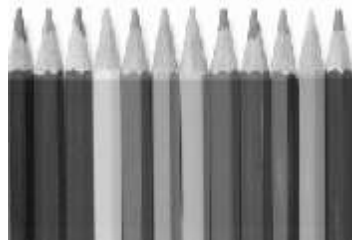
# Story telling and script

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I created a number of stories that could allow me to explore as many materials as possible.

**Data Collection:** During this stage too I went through a number of short films, read books, etc. The following page has a few of the stories that I thought had the potential to give me the opportunity to practice what I was seeking:





- 1] Nursery Rhymes: A collection of nursery rhymes that would give the freedom to explore a variety of animals.
- 2] The hare and the tortoise by Vikram Seth: A contemporary version that has a wide range of animals and background that can be represented interestingly.
- 3] A mix of all the fairytale princesses that will be compared with the women of today.
- 4] The tiger on the tree by Anushka Ravishankar: A simple tale for kids about a curious tiger who falls into trouble in a foreign land but at the end is sent back home.
- 5] The fly: A story about a fly that one day happens to find a penny and decides to throw a party for all the bugs of the village. All are enjoying the party when comes in the villain the bug eating spider...the fly gets caught but to her rescue comes the hero mosquito who not only saves her life but also ends up marrying her.
- 6] Short tales from Panchatantra
- 7] Tales from Aesop's Fables
- 8] 'How to behave' by Samuel Marshak: A poem with a naughty, ill mannered teddy as a protagonist, written to teach manners to kids.
- 9] 'Colours' by Little silver book publication: A poem that talks about all the colours that a little child sees around him and that is very fascinating for him
- 10] A silly poem created especially for the project so that it can incorporate as many characters as I want [an option suggested by my guide]

I opted for the last option to create a story or a poem of my own as that would give me the scope to have all the fun that I intended to seek with my explorations with material. First I randomly picked up materials and explored their potential and how could I use it creatively to build various elements. This exploration gave me the knowledge that the character can be constructed/draped in any material [it has been mentioned in Representational design section too]. Hence, my next step was to create a story. For which I randomly picked up animals that I feel have interesting behavior, mannerism, movement, features, etc. As I ended up picking up too many animals/birds [around 25 of them], I short listed them to 10 on the bases of the behavior and interesting features and habits that every animal had the potential to perform. Then I studied the movements of each animal [with videos on youtube and national geographic website]. Then started linking the animals and environmental situations and tried to put them together to form a story or a poem. I did not want to address any specific issue or a crisis that is being faced, I preferred to keep the poem simple and didn't mind if it was completely nonsensical.

As I was exploring the possibilities of the story it started suggesting an interesting end to itself, as being a way to address conservation to the audience. So that required me to rethink and I added a few elements like the Black pepper shower, pouring of black oil, playing with the sun that are symbolic representation of acid rain, extraction of fossil fuels and global warming, respectively.

# Story concept

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It is a poem being recited by a small girl, about creatures she has never seen before but only heard of or seen in books shown by her grandmother. She is curious to know more about them as all she can do is imagine them. She imagines these animals doing funny things.

It is basically a series of questions, doubts and queries that a little mind can think of. As a child she goes on and on, continuously asking all the questions in one go to her grandma without pausing even for the answer...

# Storyboard & Animatic



Once the script was done I started working on the story board and animatics. first I made rough story board and put it together in an animatic. As I am animating a poem I recorded the scratch poem by setting a scratch tune to it and according to the duration of the poem altered the animation.

Initially it was a longer poem that had descriptive elaborations on each action however the animatic gave me the idea of the total amount of time needed to establish a action and accordingly the poem was altered. Again the short poem was recited and accordingly the time for each action was altered to keep the balance and synchronisation.

The scratch poem created for the purpose of exploration and to get the flavor when making the animatic kept getting improvised with the progress of the project. The final version is given on the next page:

Final poem:

Once upon a long long time  
When value was given to half a dime  
Lived creatures I haven't seen till day  
But heard existed when grandma play  
Everyday in her big black book  
We sit to have a peek or look  
The glorious past fascinates  
But also delibrates  
Questions- small, big and huge  
Whos answer with my imagination try and fuse,  
...So tell me Granny...  
Were the butterflies made of satin at all,  
Walking by the waterfall  
Were there clumsy neck flamingo standing tall,  
Did black pepper shower made him sneeze,  
Waking porcupine out of freeze  
Did his spikes go through unknown space  
Did right to left the clouds race  
Sudden turn made them upside down face  
Kitten smitten cats and stuff  
Pranced on every fluffy puff puff



Did the spikes rumble stunning cat fumble  
Down she rolled jum jum jumble  
Rolly poly just missing  
Lots and lots of jelly fishing  
Falling into the freckled speckled spotty moon  
Eaten by the caterpillar with chompping tune  
From the moon did one see apple in sky  
Getting covered with black oil  
God knows why  
Did seahorse and the dragon fly play kicking hotty hot hot sun al  
day  
I asked,  
“Grandma which went first, the lines of wrinkly crinkly waves  
and became stars,  
Or wer they gold fishes or  
Clourful blooming flowers  
or the glimmery shimmery humming bird  
I don't remember grandma says  
There are quite a few of whom I have only heard  
So friends with a sigh  
To memories we have to wave  
Good bye



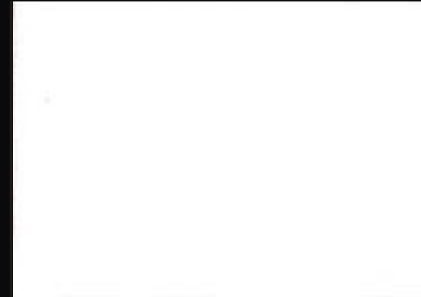
## Story board

Titles [different materials come in the frame and form different letters to spell the title of the film]

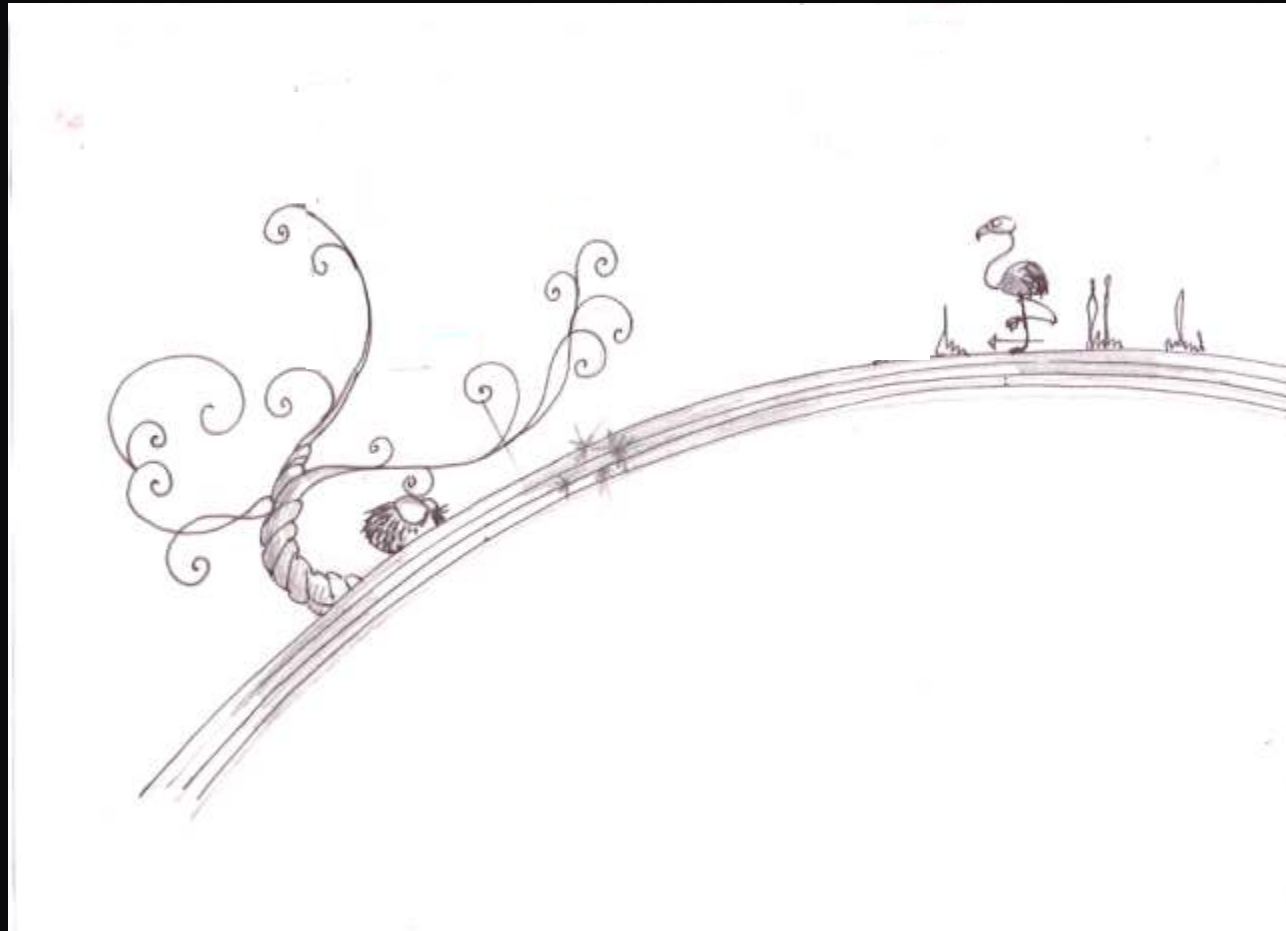
There is a girl sitting besides her grandma with a book that her grandma is reading out to her she is all fascinated and begins to imagine ...[technique used Pixilation]

...First there is clear white screen, a drop of ink falls from top and starts spreading. That turns into a butterfly that flies across the screen and as he leaves the screen, the left corner has ripples being created. A waterfall fades in there is grass swaying in the breeze and a flamingo walks towards the audience. [Cut next scene]

Titles





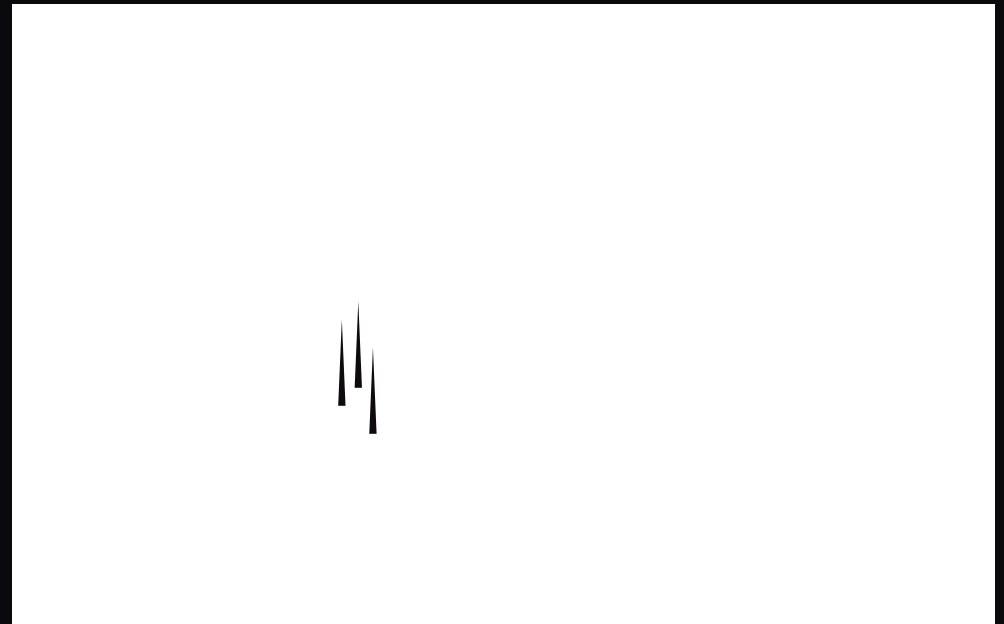


The flamingo is walking on a rainbow which has a tree and a porcupine on the other end of it. Pepper is sprinkled on to the flamingo [turn down 1]. Flamingo sneezes turns and falls,[turn over 2] which awakens the porcupine and as he gets scared his spikes fly in all directions [turn over 3]. The camera follows the ones that fly on the top.

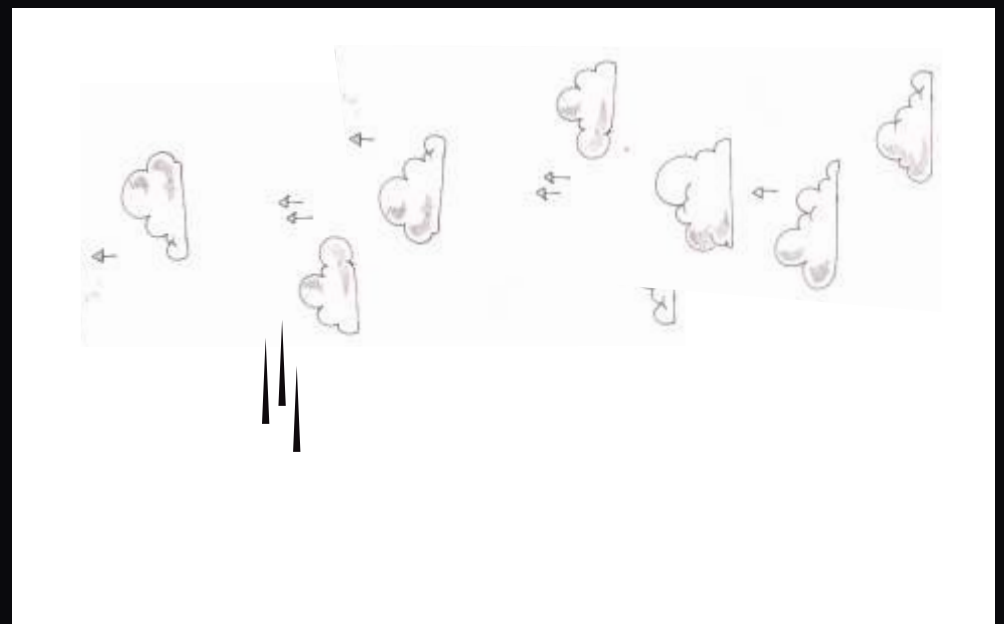


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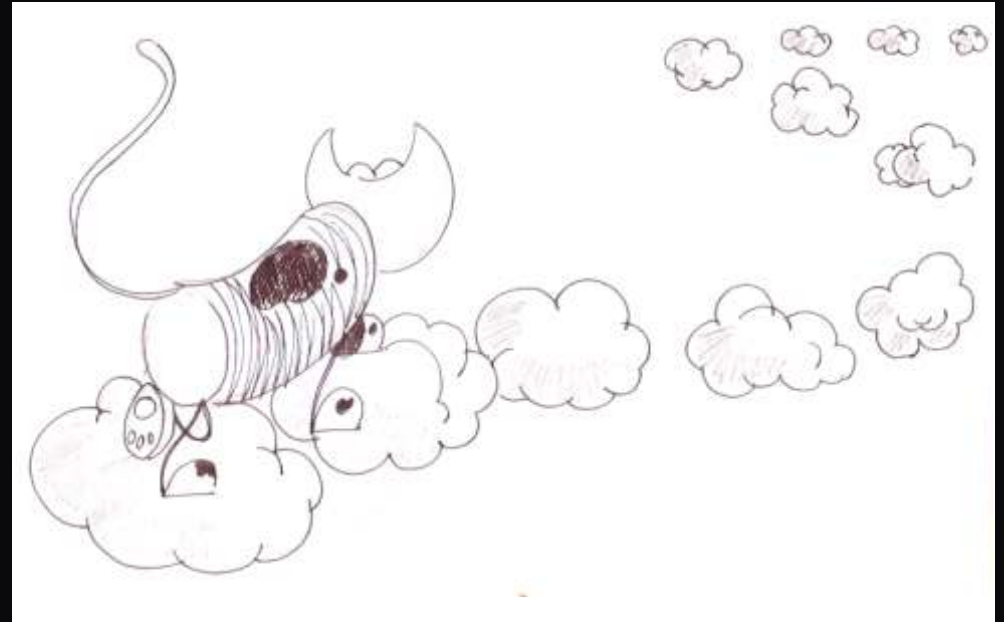
The spikes are soaring through the empty space of the screen [pull spikes up]...



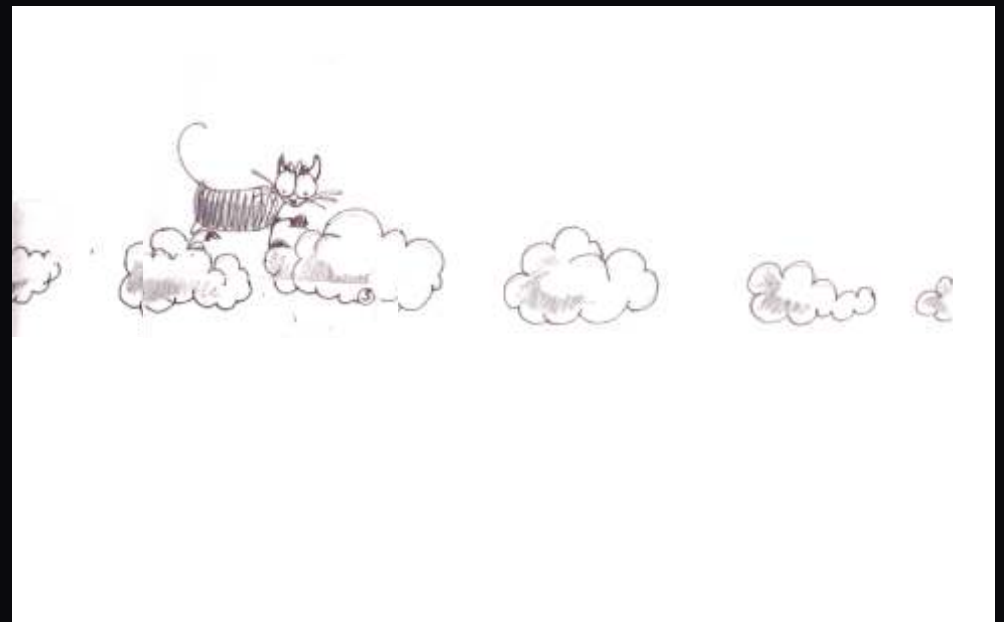
...When clouds appear and start floating right to left. The whole canvas turns to make the picture straight. [Cut next scene] (turn canvas to align the two red arrows)...



There is a cat jumping/walking from cloud to cloud. [Cut next scene]



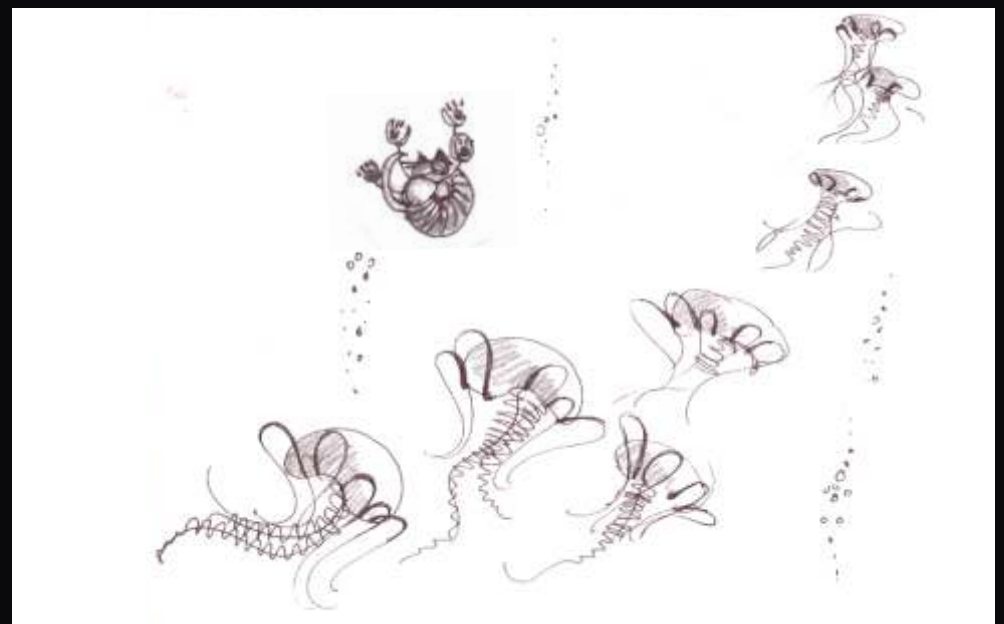
[Side angle] the cat is walking when she realizes that something is coming towards her. The spikes scare her and she tumbles down [turn over 1, 2, 3, 4]



She goes across an empty screen, bubbles appear,..[pull down 1 gradually so that it goes across to the next frame and continues to proceed in action]



... cat continues to fall, jelly fishes appear cat keeps on falling...



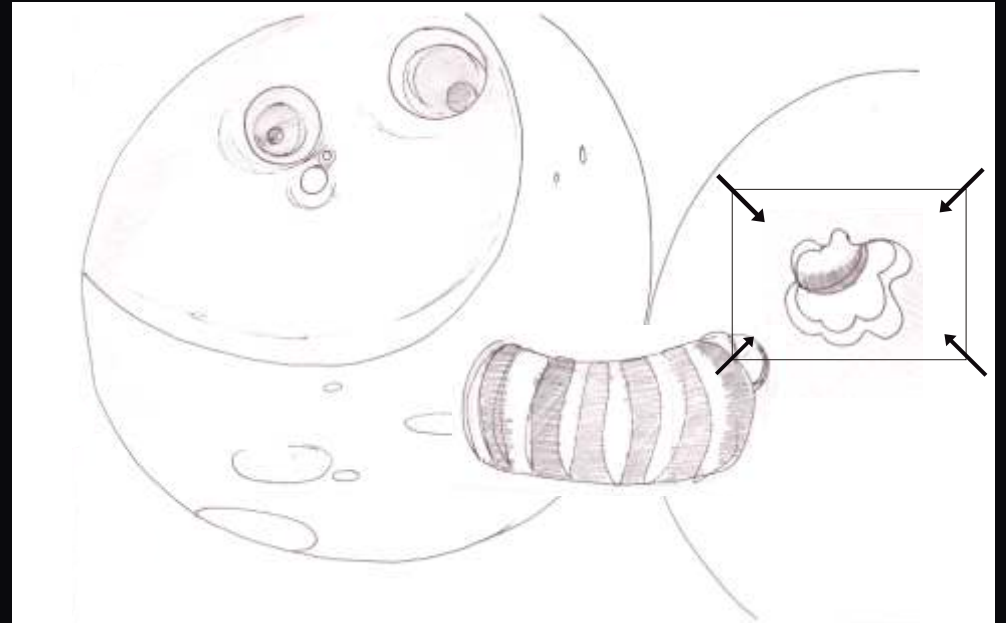
...And at last she falls into a creamy yellow freckled semi sphere which turns into the moon when the screen takes a u-turn. [Cut next scene] (turn canvas to align the two red arrows)...



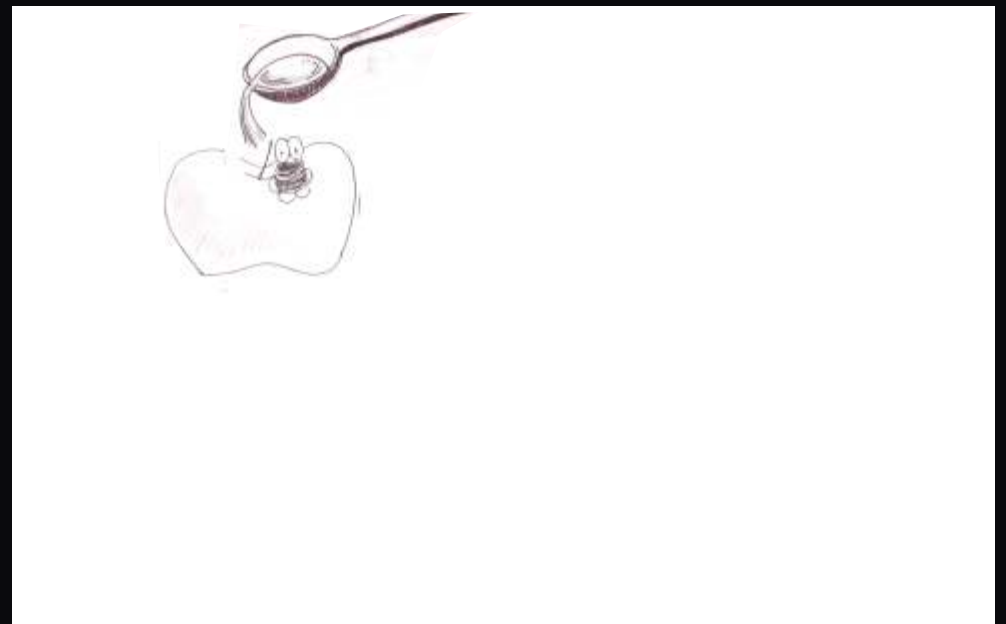
Inside the moon is a huge caterpillar that walks by and grabs a bite...[pull 1 across the frame]



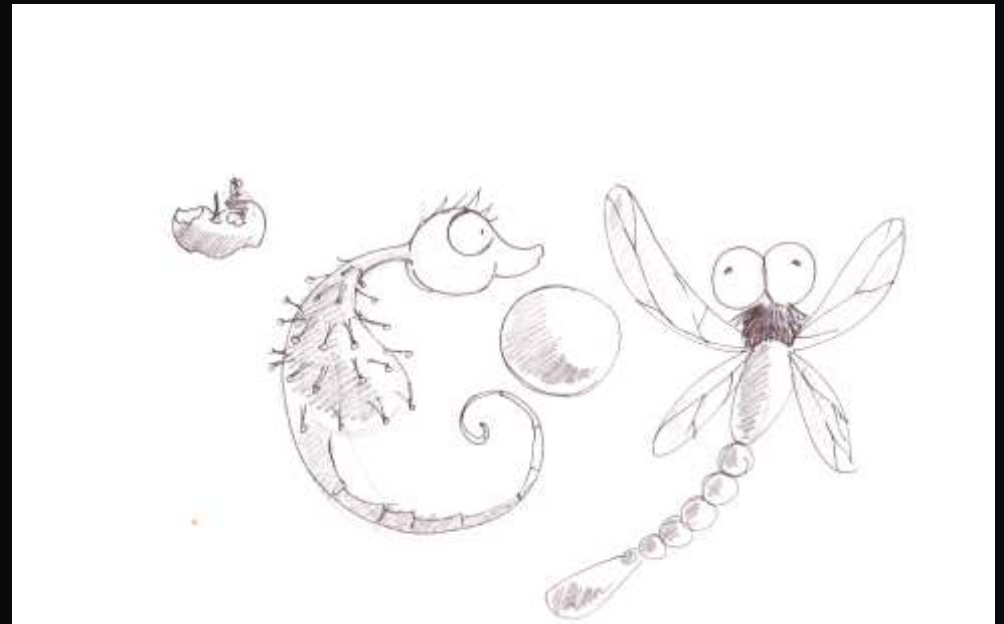
Zoom into the bite and zoom out ...



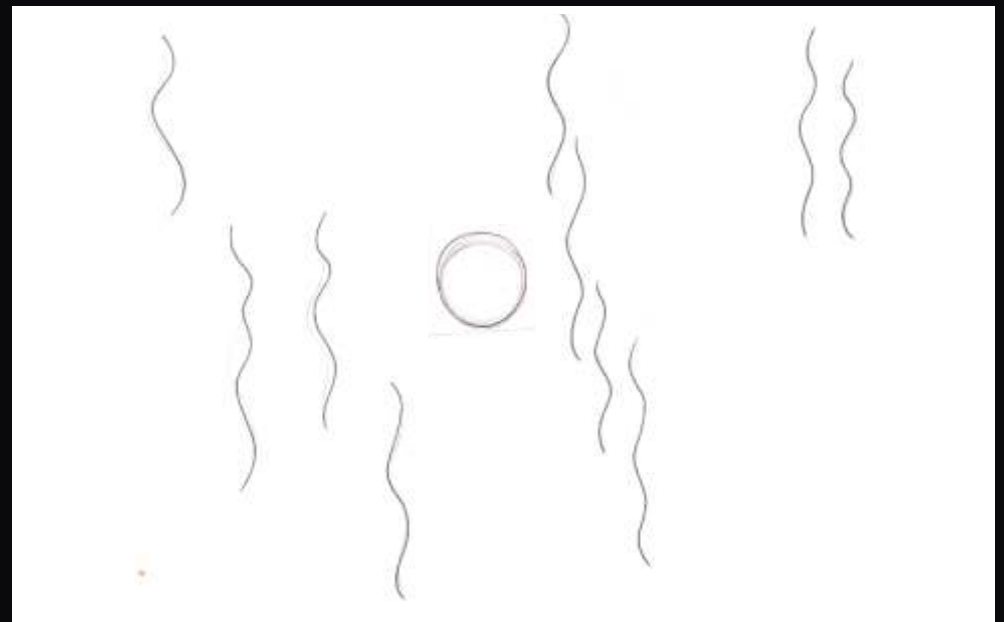
...it is an apple on the outside the caterpillar pops out its head from the bite created by her. The apple is floating in something that seems to be milk of sorts. A spoon comes in pours black oil on the apple, and scoops a bit. [Turn over 1, 2]



...Dragonfly and seahorse enter, playing ball with the sun. The seahorse kicks the sun hard; it goes out of the screen...



...into a screen that has some wriggle lines on it. The screen turns the wriggle lines now represent waves...(turn canvas to align the two red arrows)

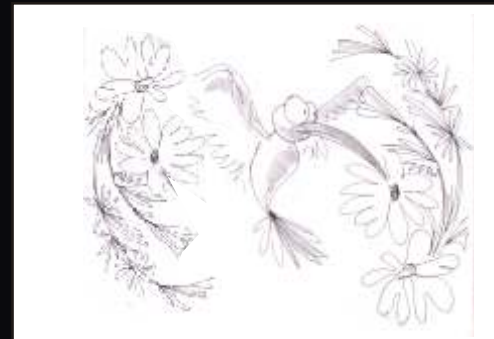
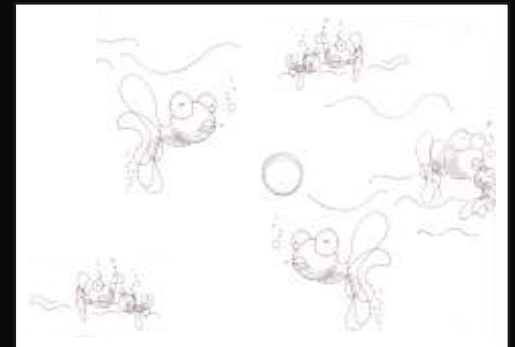
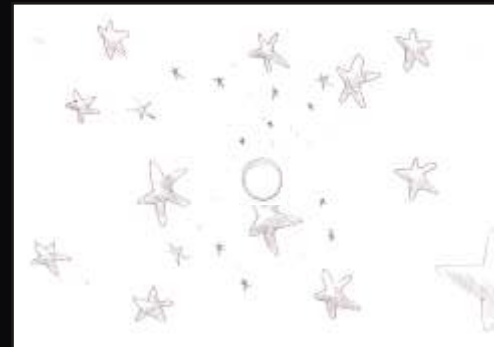




...in come the stars, then the goldfishes, then the blooming flowers and a humming bird comes in. Then the girl says in a sad voice that she does not know about the pink headed duck as her grandma herself hasn't seen it in person but on the internet but she forgot to save the pictures and can't even recollect what she had seen. As she says this a collage of extinct animals [in a descending order till the latest declared date of extinction] is displayed on the screen...

End

Titles

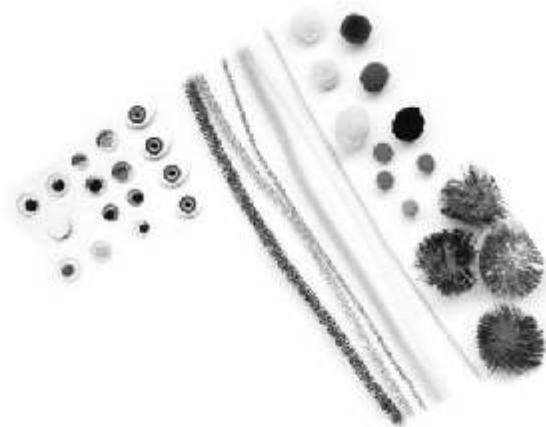


Collage

Titles

My learnings at this stage: The scratch poem used was appreciated by many so that led to just refining it and using it in the final animation but as per plan it was going to be written by a professional script writer according to the need of the animation. This gave me a little confidence and the spirit to try my hands on things that I feel I don't have the potential of doing.

Alongside is a Cd containing the animatic.



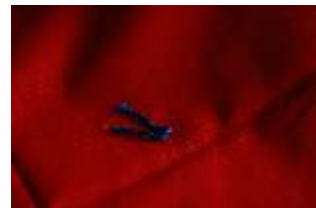
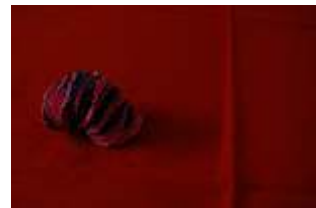
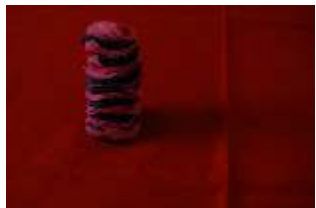
# Representational design

with mood board and colour palette



Simultaneously I had started work on the look and feel of the film. Before starting any exploration there were a few essential elements that I took into consideration [about the script as well as my personal learnings and interests].

First being that this is a poem recited by a child, secondly she hasn't seen these animals in real life, third she imagines them, so the way she sees them has to be very girl like, as gender does make a difference in the way we see things. This needed me to use things that fascinate a girl child. I made a number of visits to initially the different stores displaying the products of kids interest to get an idea of what is the latest trend and likings of a child. This meant trips to a variety of stores ranging from stationery to toys to clothes/accessories to life style accessories. Then I had to visit the markets to buy raw material that could help me to incorporate the taste of a girl child into my design. Hence, this led me to use a lot of colourful things, shiny surfaces like Christmas decorations and sequine, wool, printed cloth, frills, silky frock like material, pearly beads for eyeballs and for larger eyeballs table tennis balls [a game familiar with girls], etc. Also at the same time you should think of her as a child so that means she will see a lot of things that already exist around her. So the lever system that are in existence like door hinge, umbrella [closing and opening ], etc have been used to construct the animals. To come up with the right choice of lever system to study and visit a number of hardware stores. An elaborate description for the construction of each animal has been given in the character design section that follows.





As far as my interest were concerned I wanted to try my hands on stop motion, create armature and 3D characters and explore materials other than clay so that animation becomes fun. I say this because I have experimented with clay before it is great as a medium but it also lacks a lot of other features like it cannot be given certain textures or surface treatment giving the characters that are constructed out of them a monotonous look, needs a lot of retouching as it is sensitive to touch and heat, etc. The other reason of using existing levers to build characters is to make animation fun and to get the benefit of a ready made movement and to use it to benefit animation.

My other concern was while making the characters was, that they should look or be close to represent how they appear and move in nature [in spite of the fact that they are not seen by the girl] as I want my audience to appreciate nature at the end of the movie.

Initially I explored with as many materials as possible which could be used to build the characters and the background elements. Some of the experiments are included in the CD that is attached alongside.

My learnings at this stage: This exploration gave me the knowledge that the character can be constructed/draped in any material but what is important is the structure or the construction of the armature inside.

Hence I studied toys that exist in the market. Took a look at the hardware available and studied their lever system. I also read the



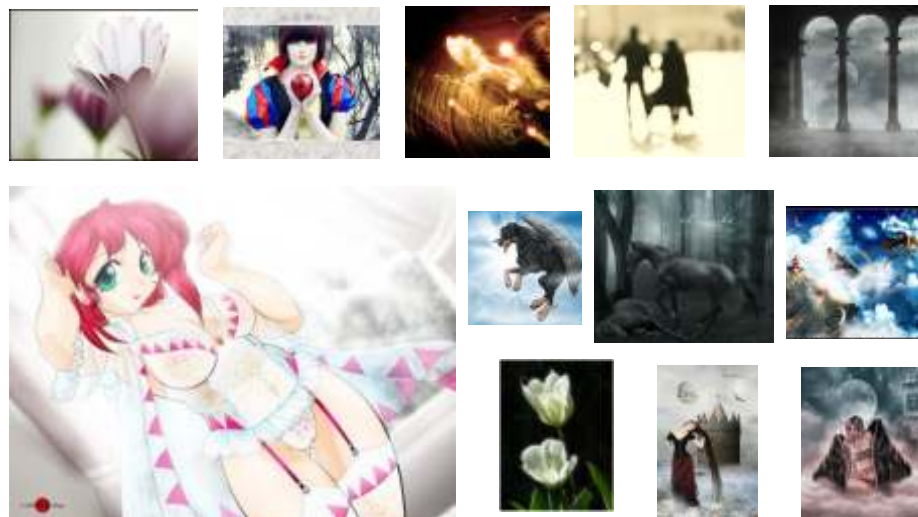
chapter Basic Concepts for engineering from the First year student's book Theory of machines and mechanisms. This gave me an idea about basic kinematic link which are available in 5 relative motions sliding pair, turning pair, rolling pair, spherical pair and screw pair.







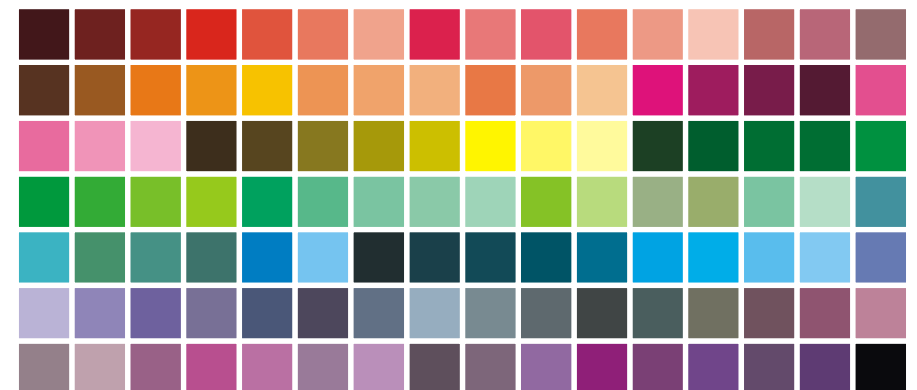
^ mood board of happy atmosphere by using a rainbow palette



^ mood board of the white glow and cloudy, dreamy effect

Also I created mood boards and colour palette to get an idea if what I am thinking as the end result is really working out or not.

I would like to design the girls imagination with bright colours and all the colours possible in a rainbow to be used, that will create a bubbly, happy, fun atmosphere and to keep it dreamy a glow and cloudy effect will be added, while the background will remain as a blank white screen.



^ colour palette for the outside world



# Character design



I then started exploring the way my characters could be designed and making the mood board for deciding the look of the film getting them finalized and constructing the characters and background and doing small test animations if they work.

# Initial explorations

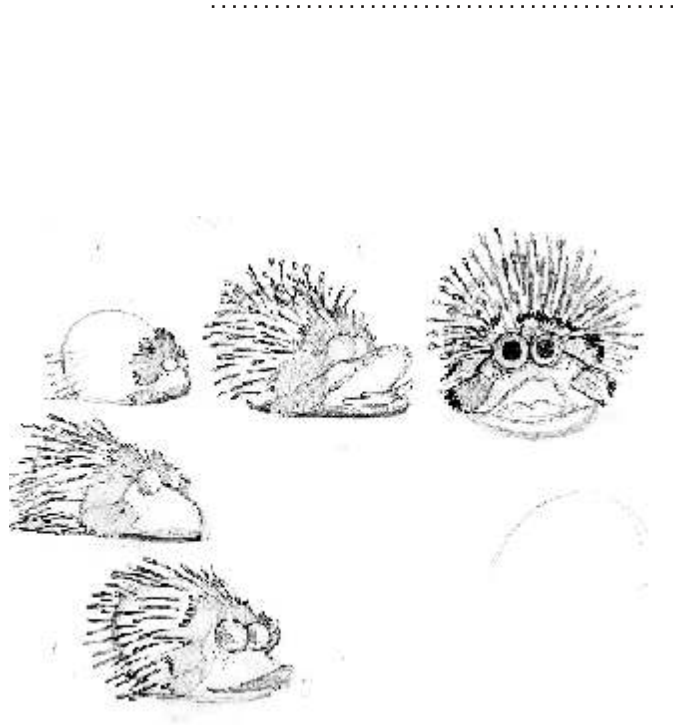
[Porcupine]





# Final Character

[Porcupine]



^Rough plan before constructing the character



^Final constructed character

This has been constructed by using kids shoes for the body structure, fur and jonson ear buds for spikes [as kids hate to put them in their ear, but they are fearful not dreadful], the inner sole of the shoe and cloth for tongue

The things that animate of this character:

Mouth opens

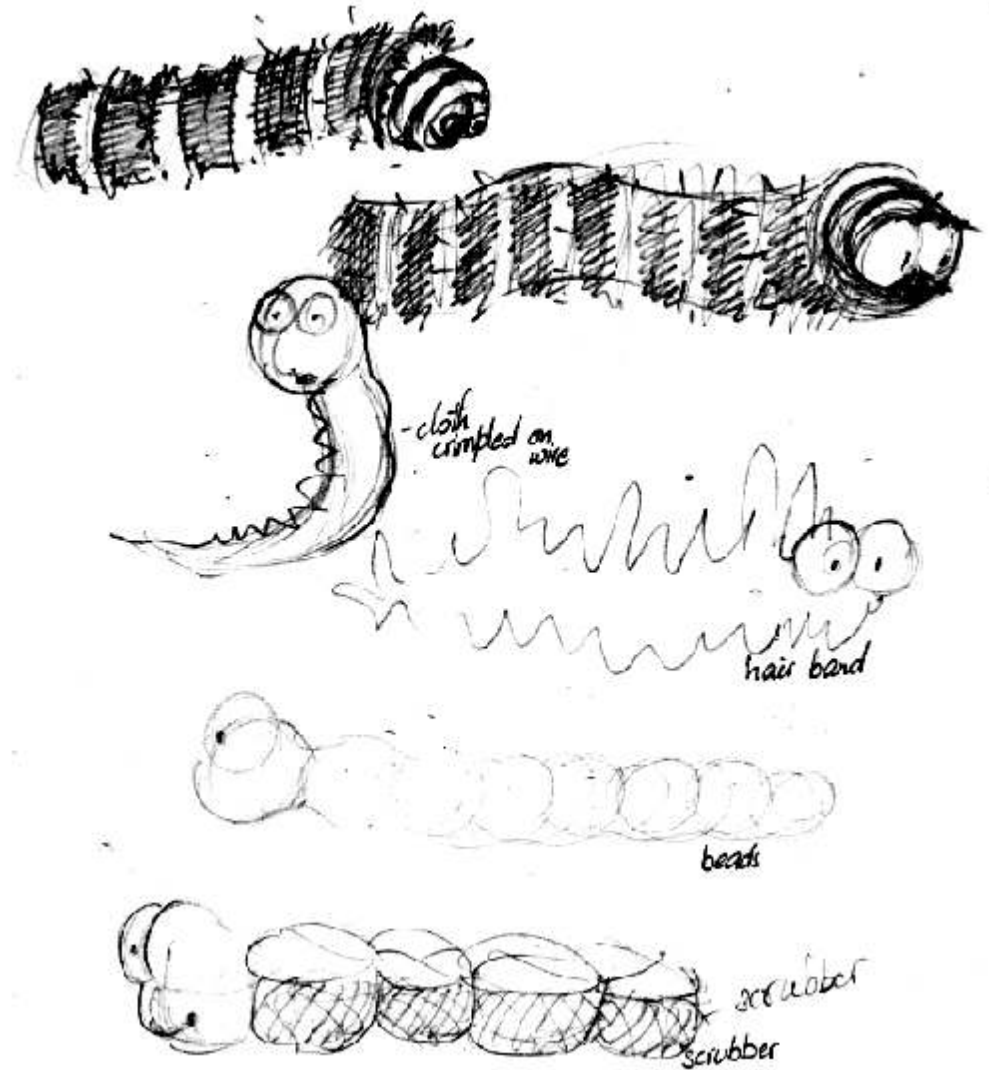
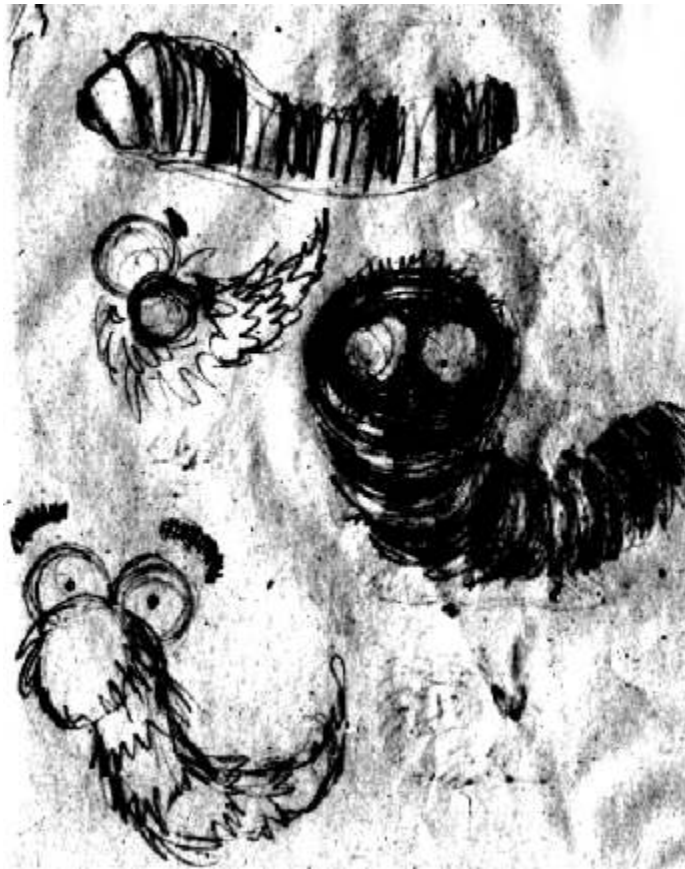
spikes animate

tongue moves and curls



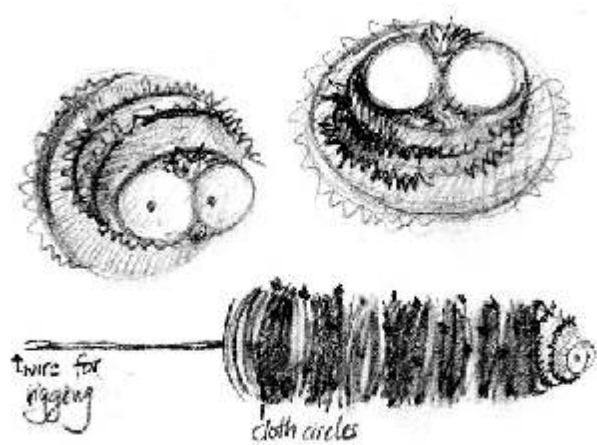
# Initial explorations

[Caterpillar]



# Final Character

[Caterpillar]



^Rough plan before constructing the character



^Final constructed character

This has been constructed using cloth cut into circles stringed together on a wire, for the detailing wool has been used to give the effect of fine hair that juts out on the body of a real caterpillar.

The movements possible with this character are:

body curves 360

head rotates 180

eyeballs rotate in the socket/cavity with wool acting as a separator



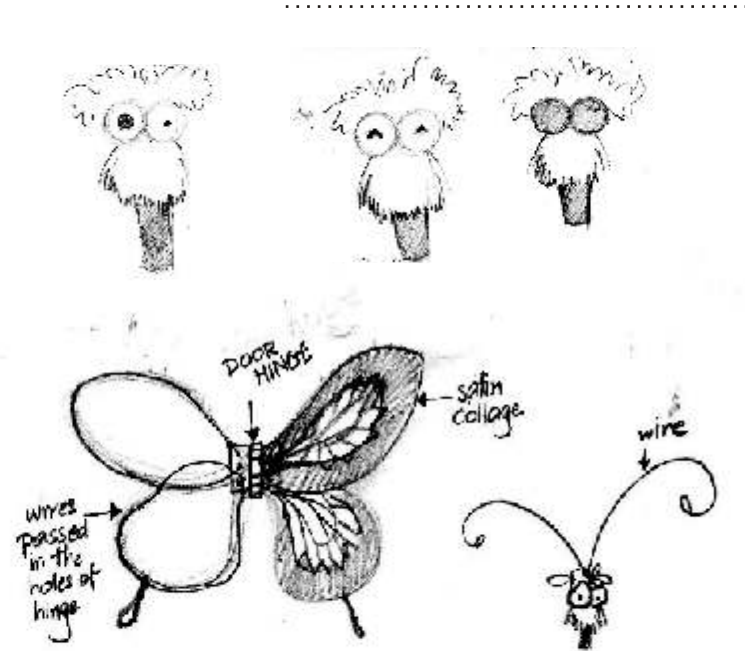
[Butterfly]





# Final Character

[Butterfly]



^Rough plan before constructing the character



^Final constructed character

This has been constructed using satin cloth and the wings are constructed around the door hinge as this will give it a ready made movement for flapping the wings.

The movements possible with this character are:

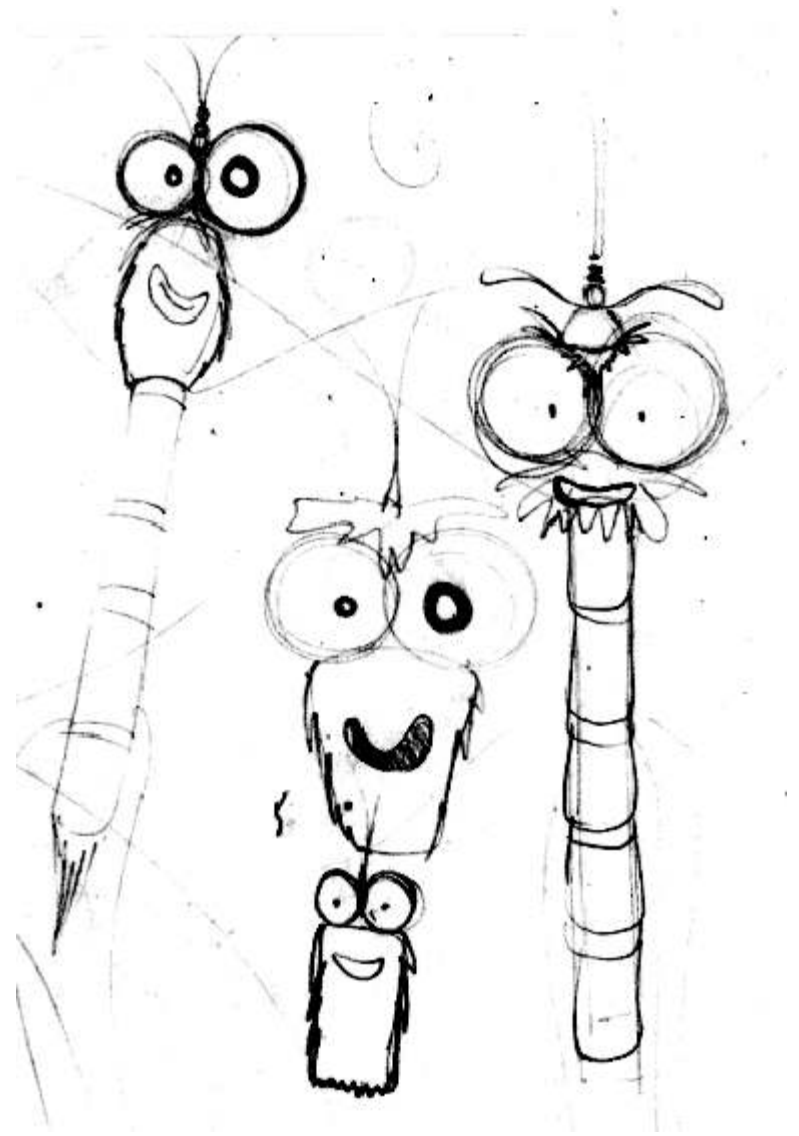
Wings

feelers



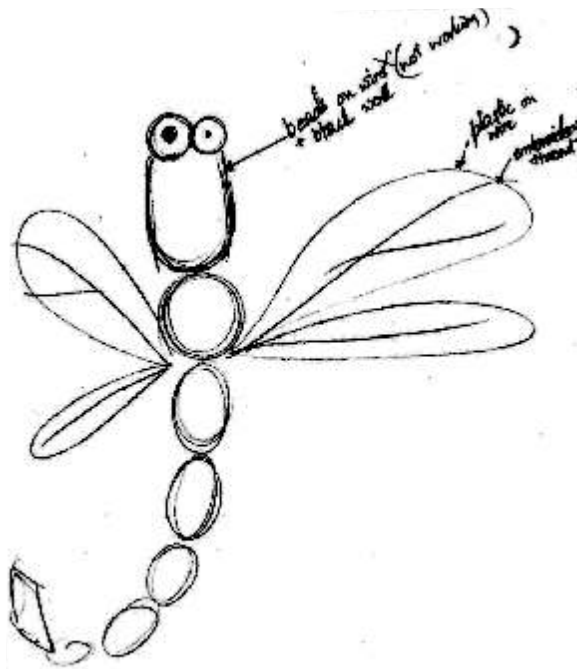
# Initial explorations

[Dragonfly]

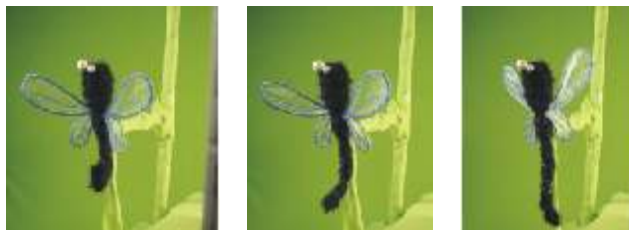


# Final Character

[Dragonfly]



^Rough plan before constructing the character



^Final constructed character

This has been constructed using huge beads and wool and for the wings plastic and thread have been used

The movements possible with this character are:

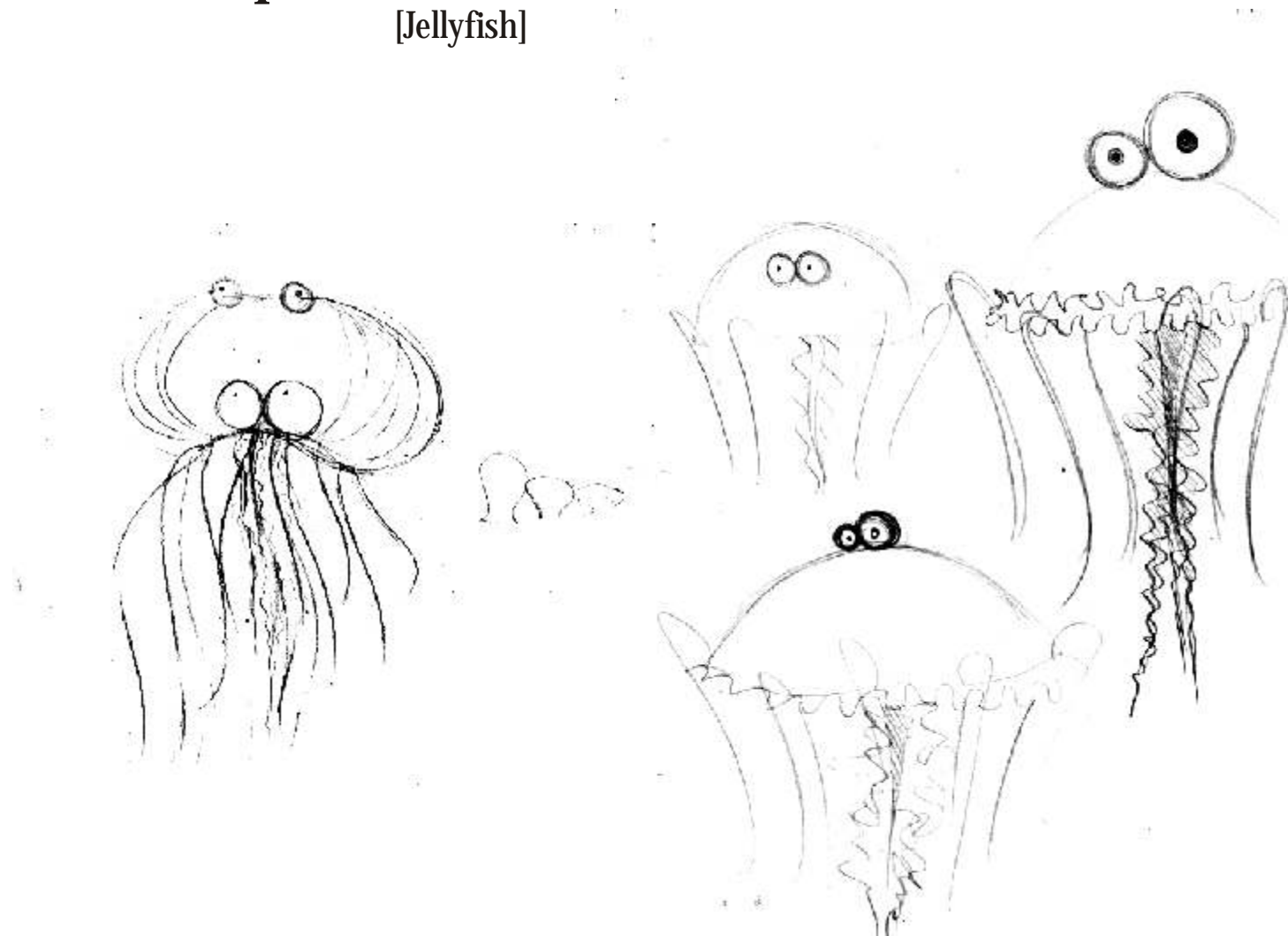
Wings

Body turns 360 degrees



# Initial explorations

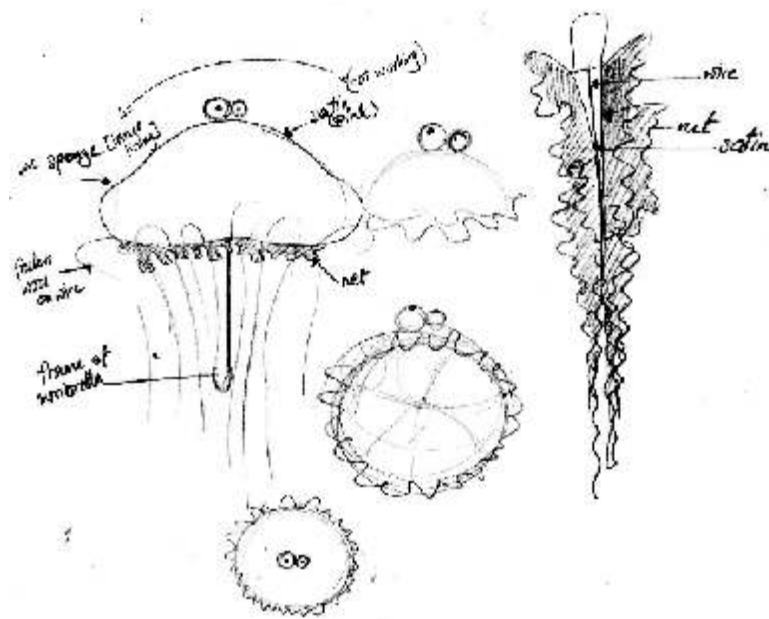
[Jellyfish]



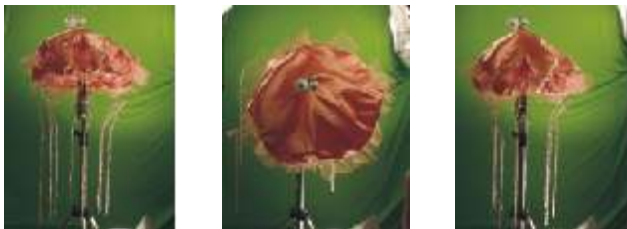


# Final Character

[Jellyfish]



^Rough plan before constructing the character



^Final constructed character

This has been constructed using a small umbrella framework as the opening and closing of an umbrella closely represents the movement of a jelly fish. Satin and net cloth have been used for draping the umbrella. Satin gives it the sheen and the net gives it the semi opacity that a jellyfish generally has.

The tail is constructed with the same materials except for the frame work a wire has been used

The movements possible with this character are:the whole body movement

The feelers twist and turn 360

The tail twists/turns 360



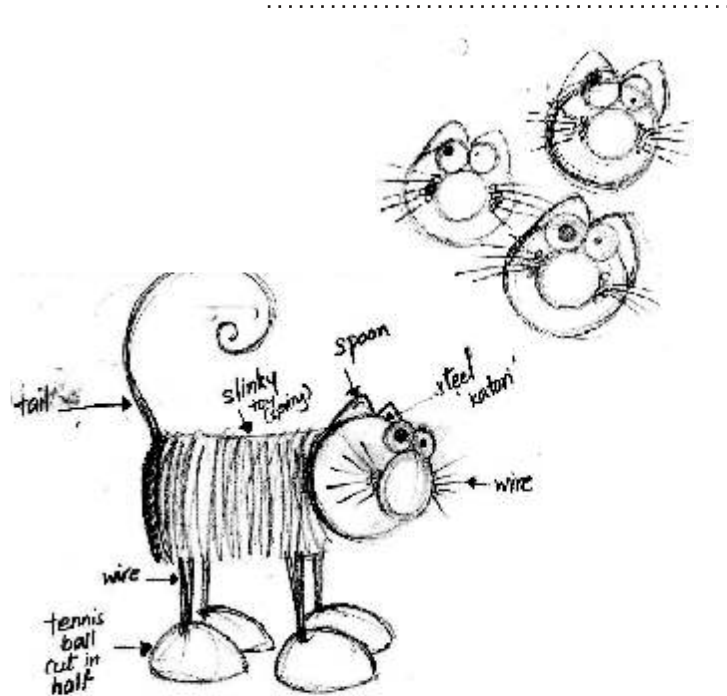
# Initial explorations

[Cat]



# Final Character

[Cat]



^Rough plan before constructing the character



^Final constructed character

This has been constructed using a slinky[toy spring like thing] basically this choice of material was made to replicate the movement in nature.. For the face a stainless steel katori is used for the ears a spoon cut in half. For legs wires and tennis balls cut in half is used

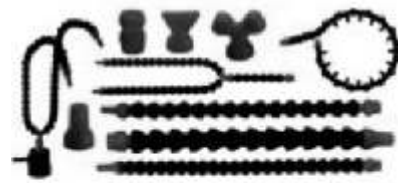
The tail is constructed with the same materials except for the frame work a wire has been used body turns

Body twists and turns 360

Tail

Legs

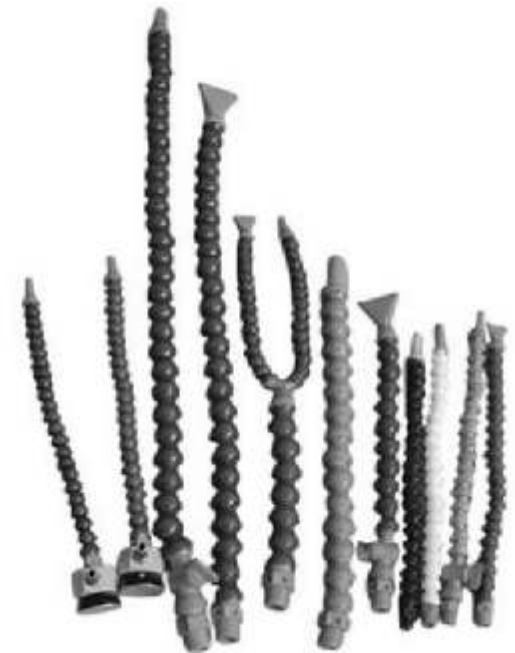




The armature of the following animals is basically similar. The base used for all is made of thermocol. I thought that the most appropriate joints for animation is the ball and socket joint, as this allows a freedom of motion, to turn 360 which can help achieve any silly movement like a head spin, etc. I was initially going to create ball and socket joints using wood. However on one of my trips to the hardware store I came across a pipe called the coolant pipes which is apparently used in factory machines. It is made up of a series of ball and socket joints. So I ended up using this and also the flexible wire chord used in the old study tables to get a sturdy joint that wont wear out easily.

Before draping the character it needs a base of a cloth so that the armature doesn't show in between the material. This cloth needs to be soft and should have the ability to stretch to facilitate smooth action. Hence the cloth that I would recommend is either a t-shirt material or flannel cloth.

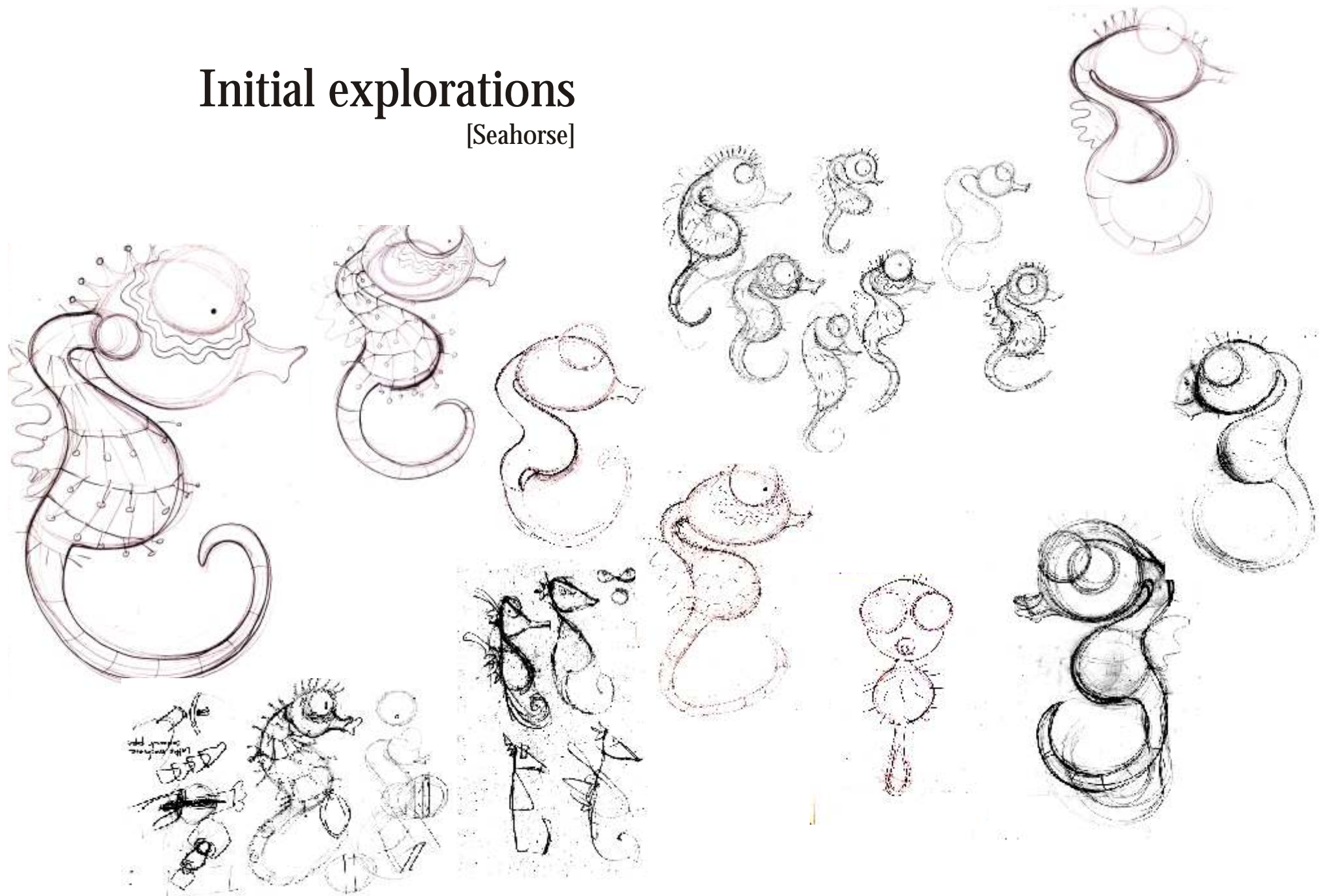
For the eyeballs tennis and plastic playing white ball has been used. Something familiar to a girl child.





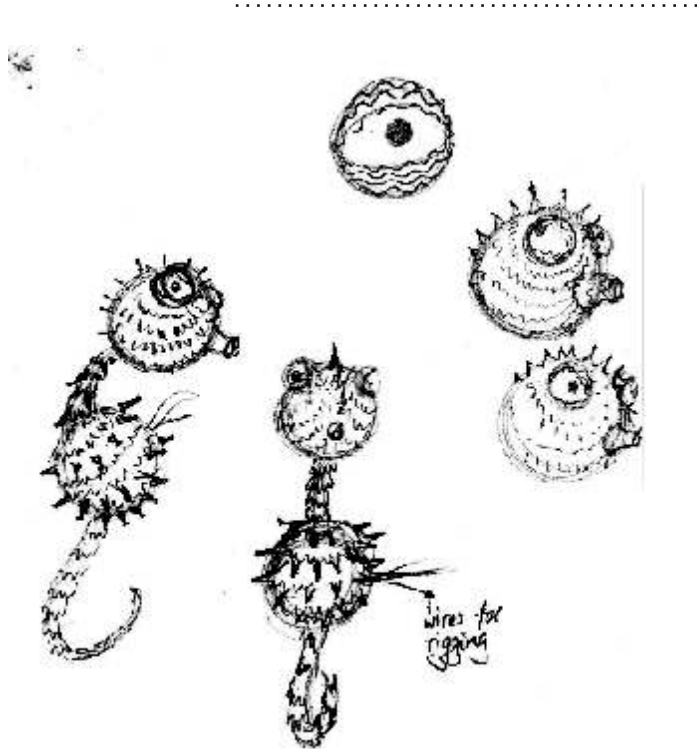
# Initial explorations

[Seahorse]



# Final Character

[seahorse]



^Rough plan before constructing the character



^Final constructed character

This has been constructed using strips of fringed satin cloth. For the spikes jutting out head pins have been used with stoking cloth stretched over it. The eyelids have been covered with a zig zag lace that is mostly used in a little girls petticoat.

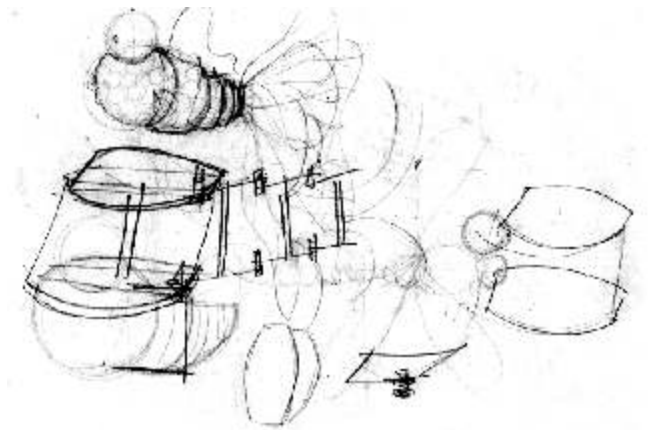
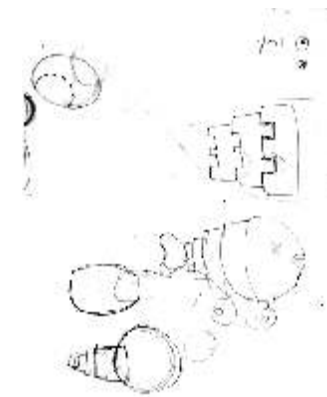
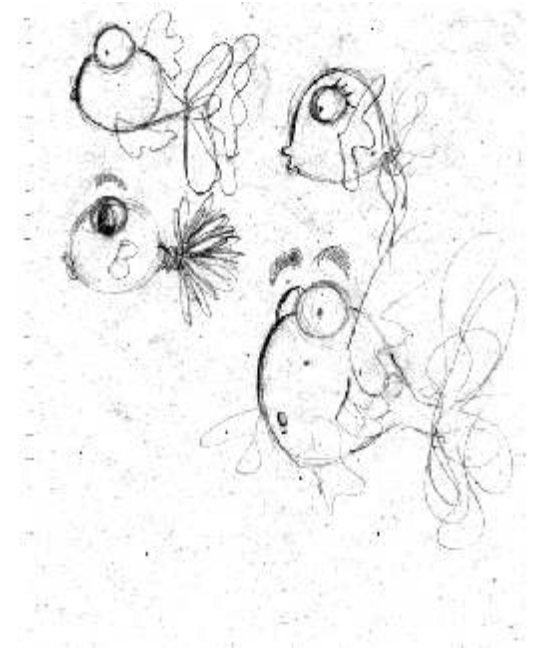
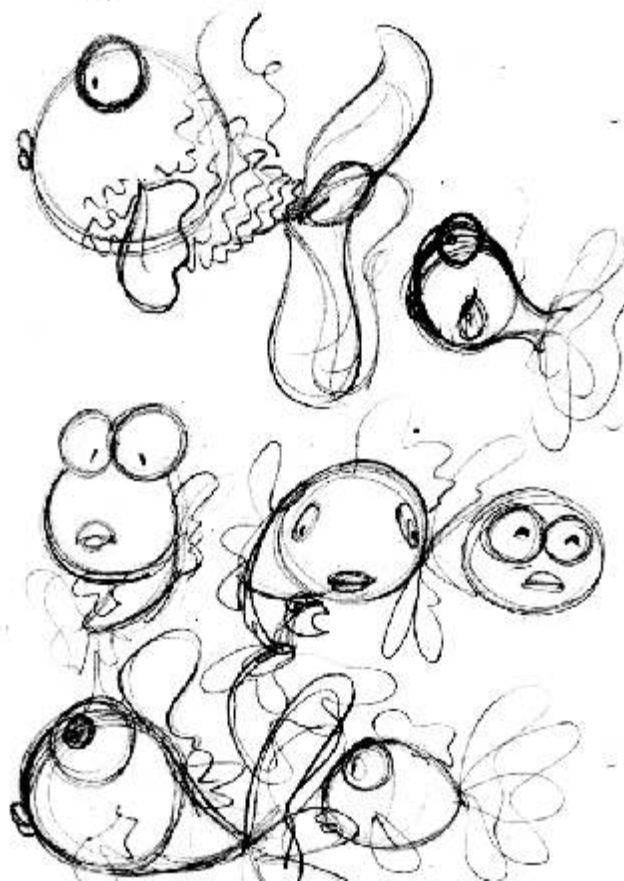
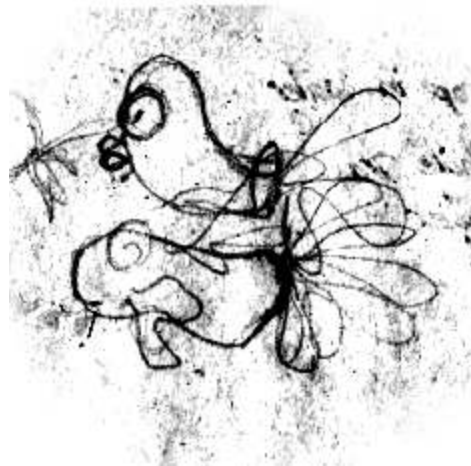
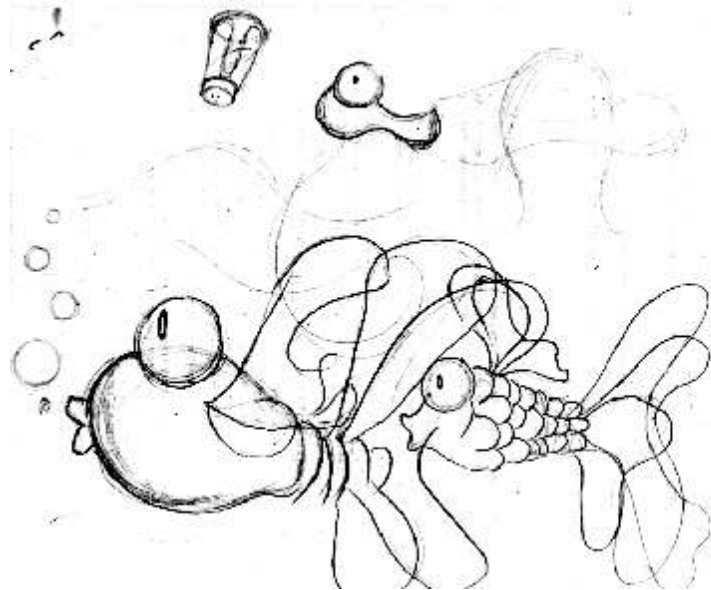
The movements possible with this character are:

Neck and tail turns 360



# Initial explorations

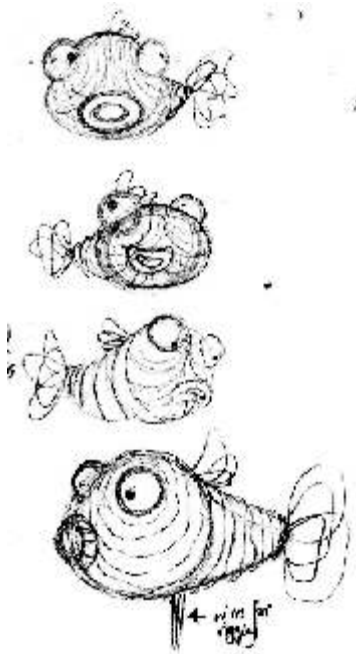
[Goldfish]





# Final Character

## [Goldfish]



^Rough plan before constructing the character



^Final constructed character

This has been constructed using shiny frilled lace. For the fins a thin wire has been covered with stoking material stretched over it. This allows it the wave movement that you see in a fish tail. A scrunchy[ used by girls to tie up hair] has been used to make the lips of the goldfish.

The movements possible with this character are:

Lips

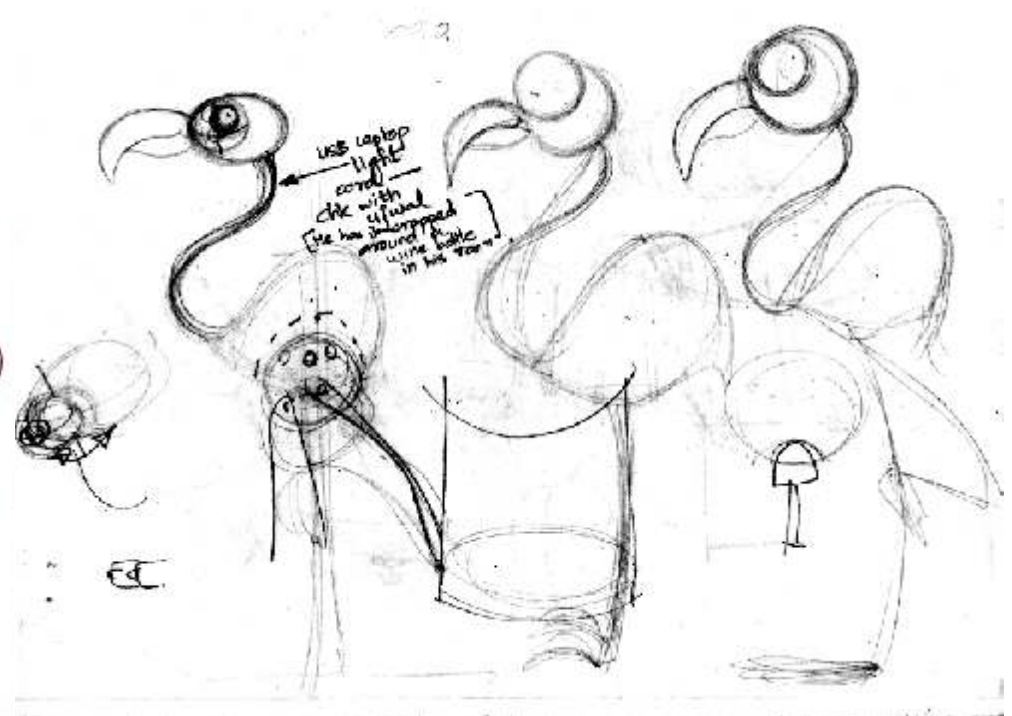
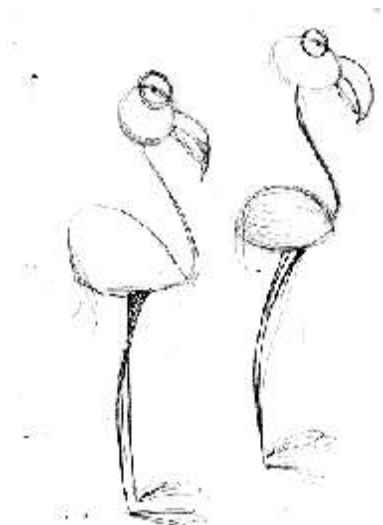
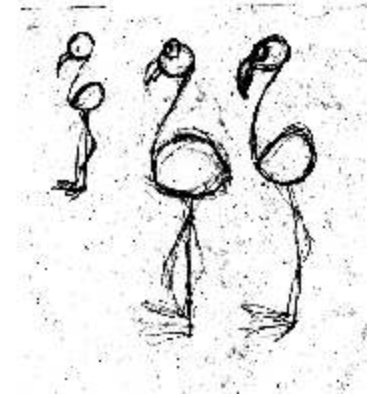
Fins and tail

1/3 rd of the body [portion close to tail]



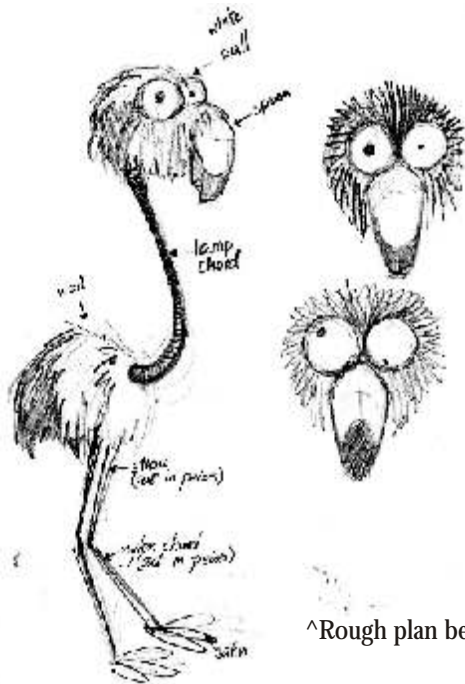
# Initial explorations

[Flamingo]



# Final Character

[Flamingo]



^Rough plan before constructing the character

One of the toughest task was to create birds. As feathers needed to be replaced with an alternative. A lot of market search and brain storming was needed until I was satisfied with what I have used.

For this bird I have used bunches of coloured, textured wool/yarn stuck according to the requirement of the hairstyle and colour shading, a scooper/spoon for beak and a small storage container for the lower beak. Pieces of cut straw and chord have been used for the legs. For the neck a table lamp flexible chord has been used

The movements possible with this character are:

Neck turns 360

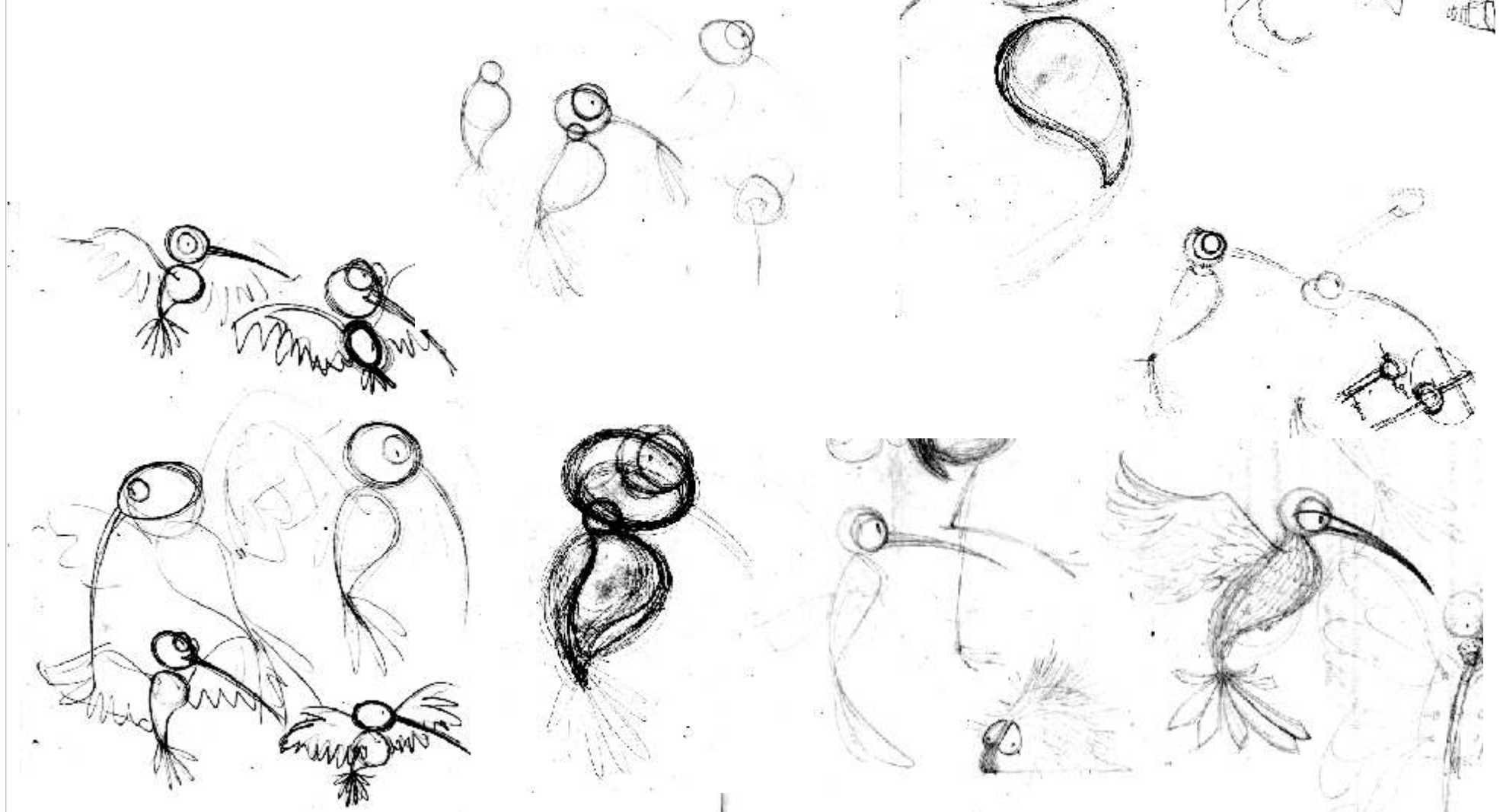
Feet bend and rotate 360



^Final constructed character

# Initial explorations

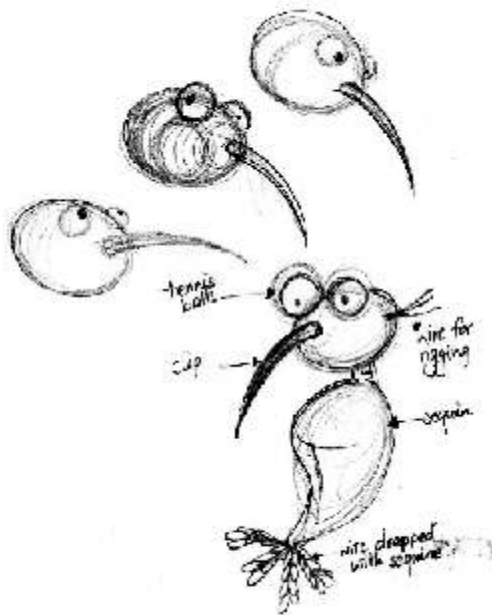
[Humming bird]





# Final Character

[Humming bird]



^Rough plan before constructing the character



^Final constructed character

For this bird I have used sequins as the humming bird is called the flying jewels. So it needed to be glittery. Secondly it's a classic favorite of girls, put on anything and everything that a girl has from dresses to shoes, from bindis to hair clips every where. The beak is done using a girls clip.

The movements possible with this character are:

Neck and tail turns 360tail turns 360



# Animation & techniques

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The stop motion was done using Canon EOS Digital SLR Camera. It took around three weeks to complete animating all the characters and background elements. Before animating I would make a thumbnail sketch of every action like the one shown on the next page. This is because preparing a time line makes it a little easy but also confusing for me to follow so I would make a rough thumbnail sketches of the action so that it becomes easy for me. Whereas the cleanups took around a week, which was done partly in After effects and partly using Photoshop. The stop motion was done on ground, on table top, or by rigging to a stand constructed especially for the characters. Occasionally a turn table was used as per the requirement of the movement. The compositing was done using Adobe After Effects. For sound mixing, recording and editing Cool Edit Pro was used. Finally all the audio and visual sequence were put together using Premiere.

My learnings during this stage and the help taken: I spent the first four days experimenting lighting for every character, however I could not get the desired result. After my guide explained to me about some basics in lights and lighting I managed to light up the background elements and





animate & shoot them. However for the main characters I took the help of my junior Vanket to do the lighting. I would tell him the areas that needed light and shadows and also specify the percentage needed and he would accordingly light the character. It was a great learning process as it taught me how lights are controlled, I saw how lights are handled, learnt how a great mid tone can be achieved when a white surface is kept on top of the object in close proximity, learnt about use of mirrors, reflectors, etc. The most difficult thing to work with were the reflectors as they need to be held/bent in the oddest of positions to light specific areas; so the stand used for the reflector had to be efficient which I sometimes could not manage to find a solution to, also the placement of the reflector might make it difficult to access the object to animate. All the animation has been done by me but I needed help of a person to click the photos for specifically four animals namely porcupine, jellyfish, cat, and humming bird and as far as background element is concerned waterfall, grass, apple & oil, ink all need me to either hold the position of the object with strings, or to animate light on the surface of the animal body, or to take multiple shots of object in motion, etc. Other wise all the other background elements and the remaining 6 animals have been shot by me.



# Blessed!

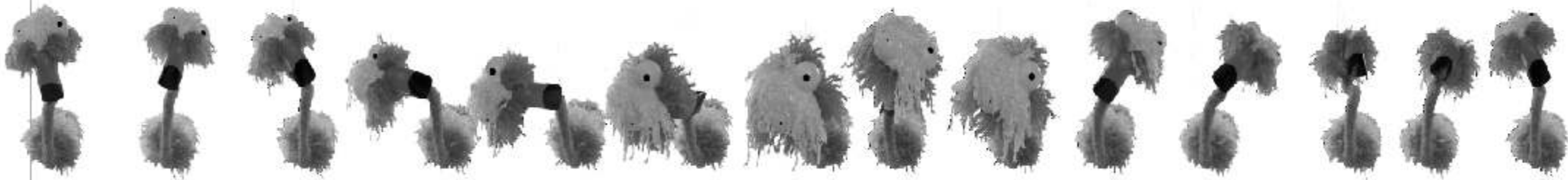
For me this was not just a project as it has gained a very important place in my heart. First of all because I chanced upon giving out a message that I truly believe in and would love to tell the whole world about.

Secondly because of all that it gave to me. When I took up this project I was least confident about my ability to deliver substantially in many aspects. I was never good at creating 3D objects [my experience since bachelors has been so]. So this was a huge challenge that I had to face but believe me I have enjoyed building all the character as much as a girl like to dress her self up. Yes, it has been that amount of fun, choosing the right material keeping in mind all the various aspects of it suiting a child's perspective, suiting a girls vision, keeping in mind the qualities/characteristics of the materials to benefit movement, to make it look similar to how it appears in nature, use a good interesting lever system, etc and if all this fail to work together to think of a new solution. So all this gave me a sporty, adventurous, zesty puzzle/quest solving feeling that gave a child like comfort as if work/life was all fun and games. Hence work never allowed me to feel the pressure because I was enjoying what ever I did at every stage.

There are a number of things that I learnt during the whole project, be it aesthetic, personal, theoretical, logical, practical or technical.

It has given me strength to face new things; due to the poem that I had to create for the purpose of the project. Due to the poem being accepted by my professors it has instilled in me the confidence to try my hands on anything that comes my way even if I must have not done it ever before.

During the animation stage there was initial tension that I felt but once the camera started clicking, it turned into music for my ears and work became pleasure, and made me fall in love with it all over again. Today I grin like a fool and feel free and happy as a vagabond as every time I spread my hands Animation gives me something so precious, it is just the sheer joy [that animation has the power to offer] to its seeker the joy of creating a creation, that only yesterday you could see in your head and now can share it with the whole world...



# What I have learnt

There are a few things that I have observed and learnt while I explored different materials which I would like to share.

There are many things that can help you to get an readymade outer structure to construct a desired character. For this project things like a shoe, steel bowl, steel spoon, umbrella, scooper spoon, has helped me to build porcupine, cat face, cat ears, jellyfish, flamingo beak respectively. Things like rice for waterfall and bangles for rainbow have been used in the background as all the above closely represent the object in nature. So simple daily materials can be used to create interesting visuals and character design.

The material properties should be taken into consideration as it helps establish the movement that is desired by the character. For e.g.: caterpillar that was created for this film needed a squash and stretch and also a soft feel. So a simple flannel cloth [usually used to wipe car] was cut in circles and put on a wire. This allows it to have the needed movement as the cloth can be separated to create a stretch and got together to create a squash. The wire allows the freedom to curve.

Hollow materials like chords, pipe, beads, straw can be animated

by easily by passing a wire in it. Flamingo's feet, dragonfly, porcupine were animated using this method.

A lot of simple lever system have the potential to give the movement for the character to animate. In this film I used a door hinge to give motion to the wings of butterfly, umbrella is used for jellyfish, the coolant pipe has been used to construct 4 animals [its details have been mentioned in the character design section], and a spring has been used for the torso of the cat to create the way it walks [curving of body in 'S' shape while walking]. Also for this scene the spring was animated using Pixilation to catch the springiness of a spring rather than making it look static by using the stop-motion technique.

To animate cloth is difficult hence a wire can be used for an armature. The flowers, leaves and the tail of the jellyfish are done using this method.

Wool is a great material to style thing with as it comes in various colours & textures, covers a vast area and can be tied in bunches and arranged on top of the character according to the hair style or character design.

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Colours': Publisher: Little silver book publication

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<http://www.youtube.com/watch?v=GTXinF8ZVCo>

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

Goldfish: <http://www.youtube.com/watch?v=hwKM7V0R3-Y>

Porcupine: [http://www.youtube.com/watch?v=\\_r2rDBVFAv4](http://www.youtube.com/watch?v=_r2rDBVFAv4)

Flamingo: <http://www.youtube.com/watch?v=owsfdh4gxyc>

<http://www.youtube.com/watch?v=vYW2SD-rHuM>

<http://www.youtube.com/watch?v=CUB0evFZbNM>

<http://www.youtube.com/watch?v=L9IQDocJUWU>

Hummingbird: <http://www.youtube.com/watch?v=sA0BGzx7ocY>

<http://www.youtube.com/watch?v=i21A5gNI3N4>

Cat: <http://www.youtube.com/watch?v=-5Ilq3kFxEk>

<http://www.youtube.com/watch?v=celZO-fsnEk>

<http://www.youtube.com/watch?v=2WzKjWQixIo>

Butterfly: <http://www.youtube.com/watch?v=pE-aJaFTjCk>

<http://www.youtube.com/watch?v=NLWkkTRH1wE>

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

<http://www.youtube.com/watch?v=6-SqmS8uPbM>

[http://www.youtube.com/results?search\\_type=&search\\_query=butterfly+fly+on+flower](http://www.youtube.com/results?search_type=&search_query=butterfly+fly+on+flower)

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Seahorse: <http://www.youtube.com/watch?v=XaM5RxyYzVo>

[http://www.youtube.com/watch?v=mjIqwWL2N-k&feature=Playlist&p=DEF9674451B62233&playnext=1&playnext\\_from=PL&index=32](http://www.youtube.com/watch?v=mjIqwWL2N-k&feature=Playlist&p=DEF9674451B62233&playnext=1&playnext_from=PL&index=32)

<http://www.youtube.com/watch?v=4-YyEEfxhE>

[Http://www.youtube.com/watch?v=\\_NUhXkGFcZ0](http://www.youtube.com/watch?v=_NUhXkGFcZ0)