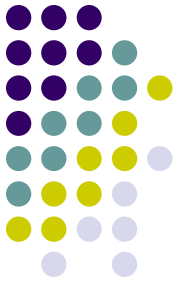


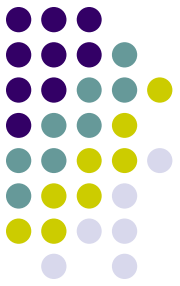
Summer Internship

PROJECT REPORT



NITISH KUMAR
07634008
ANIMATION DESIGN

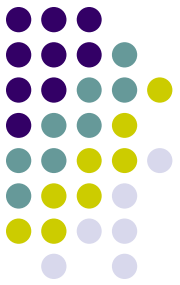
INSTITUTE:
INDUTRIAL DESIGN CENTRE
INDIAN INSTITUTE OF TECHNOLOGY
BOMBAY,POWAI,MUMBAI-400076



ACKNOWLEDGEMENTS

I would express my deepest gratitude to BIG Animation (I) Pvt for all their guidance in this learning experience in Summer Internship Programme.

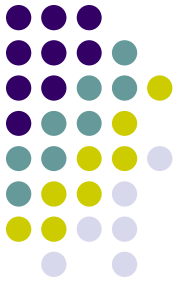
I would also like to thank Director Mr. Vikram Veturi, Line Producer Mr. Vikash Verma , Asst. Director Mr. Phaneendra Kumar for their guidance.



INTENT

I want to learn 2D Animation Production process of Feature Film.

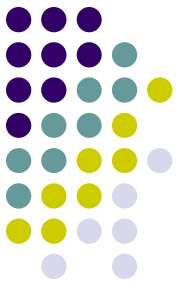
So, I choose BIG Animation Studio for summer Internship programme due its Superior Digital Animation technical capabilities to produce Feature Film. BIG Animation Studio is India's one of the Biggest Animation Studio in animation industries.



CONTENT

1.	About BIG Animation	1
2.	Feature Film HEY KRISHNA	3
3.	My Work At BIG Animation	4
4.	Fishing	8
5.	Character design	9
6.	Story Board with Script	18
7.	Story Board Panel	24
8.	Learning	25

BIG Animation



● **Big Animation (I) Pvt. Ltd.**
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Pune – 411 006 (Maharashtra) India
Studio. +91-20-3057 7500
Fax.no.+91-20-3057 7598
email: anything@biganimation.com

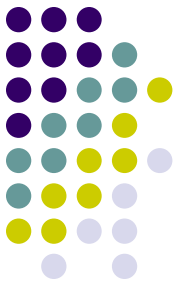
**An Reliance Entertainment
Enterprises**

BIG Animation

An **Reliance Entertainment Enterprises**



- Pre-production And Design
- Creative Direction
- Animation(3D and 2D Flash)
- Production And Project Management
- Original Content Creation
- Marketing And Distribution



BIG Animation

At present working on
Feature Film



‘HEY KRISHNA’

2D Flash Animation

3



My Work at **BIG** Animation

On feature Film **HEY KRISHNA**

First Week

- Introduction on 2D Feature Film PRODUCTION PROCESS Pipe Line
- Workshop on CONCEPT WRITING
- Workshop on SCRIPT WRITING
- Workshop on STORY-BOARDING



My Work at **BIG** Animation

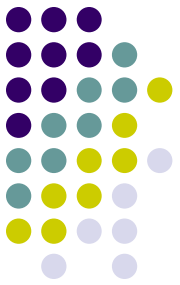
On feature Film **HEY KRISHNA**

Second Week

Work Under DIRECTOR Mr. Vikram Veturi

Writing his Comments and Correction Notes on completed Layout and Animation

And conveying corresponding layout Artist and Animator for correction.



My Work at **BIG** Animation

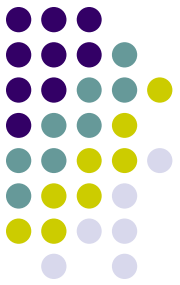
On feature Film **HEY KRISHNA**

Third Week

Work Under LINE PRODUCER

Mr. Vikash Verma

Layout and animation production management



My Work at **BIG** Animation

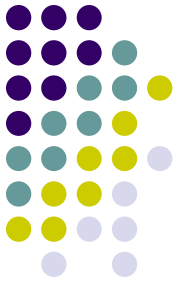
On feature Film **HEY KRISHNA**

Last Week

- **Work Under LINE PRODUCER Mr.Vikash Verma**
Layout and animation production management
- **Work on my own CONCEPT “ FISHING”**
Under guidance of Asst. Director Mr. Phaneendra Kumar

FISHING

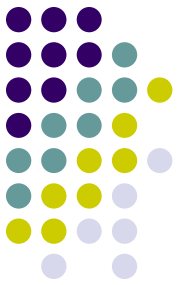
CONCEPT



Greedy Fisherman trap Fishes by worm
Shark trap greedy Fisherman by money



FISHING



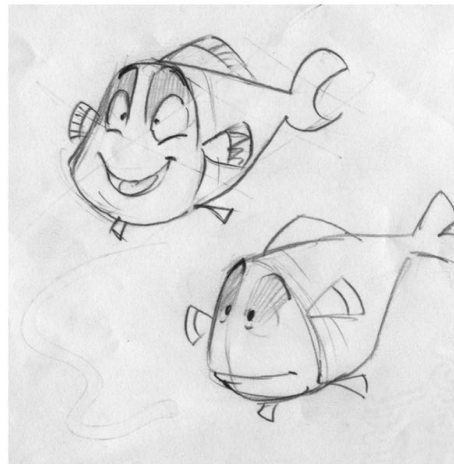
CHARACTER DESIGN



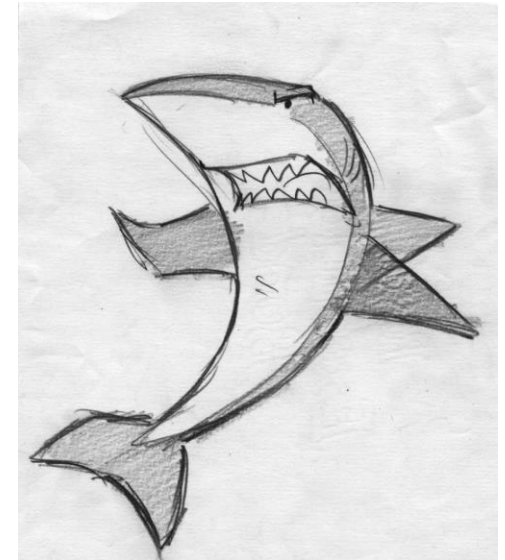
FISHERMAN



WORM

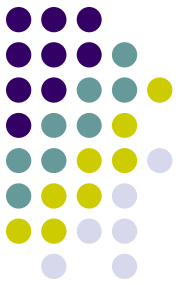


FISHES



SHARK

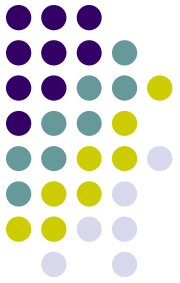
FISHING



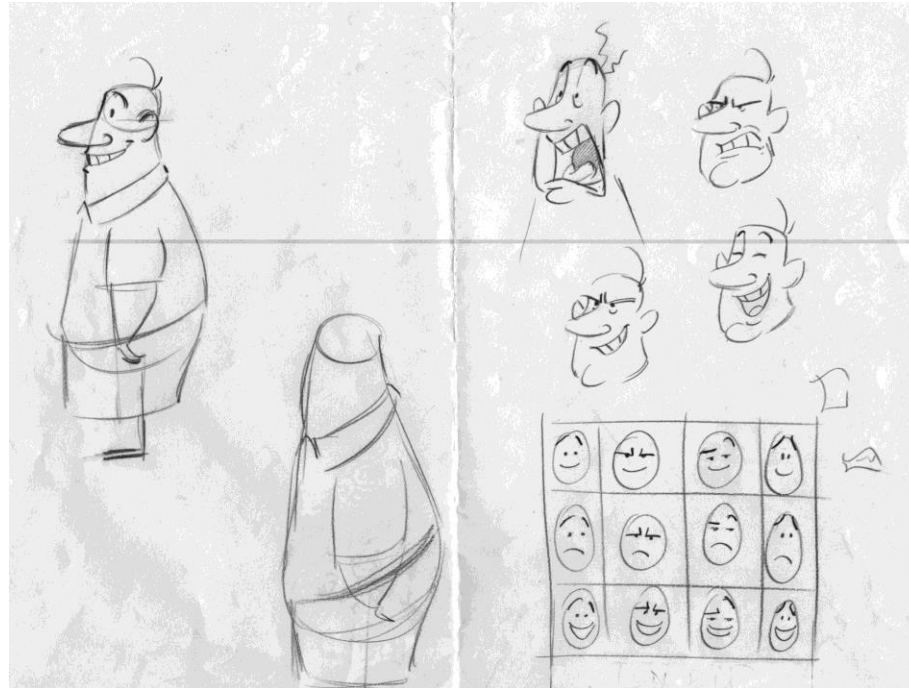
CHARACTERS COMPARISON



FISHING



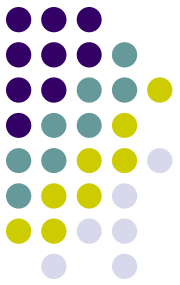
FISHERMAN



Connstruction Sheet

FISHING

FISHERMAN

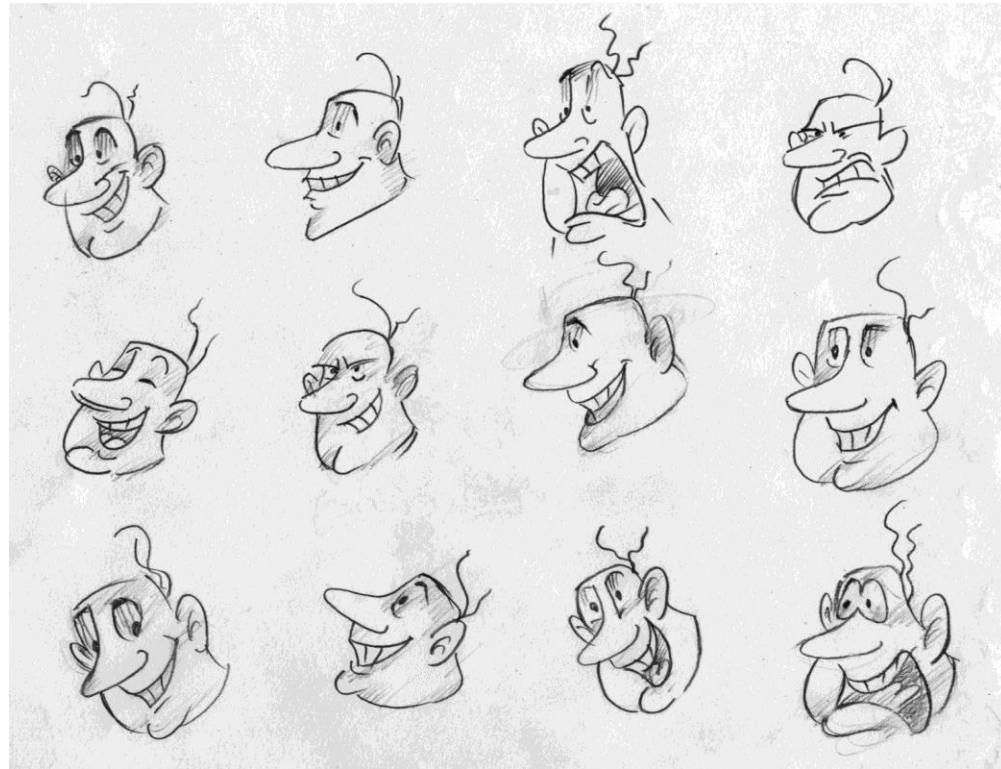
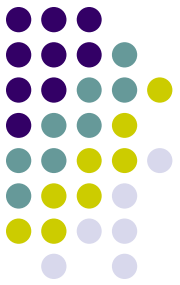


Turn Around

12

FISHING

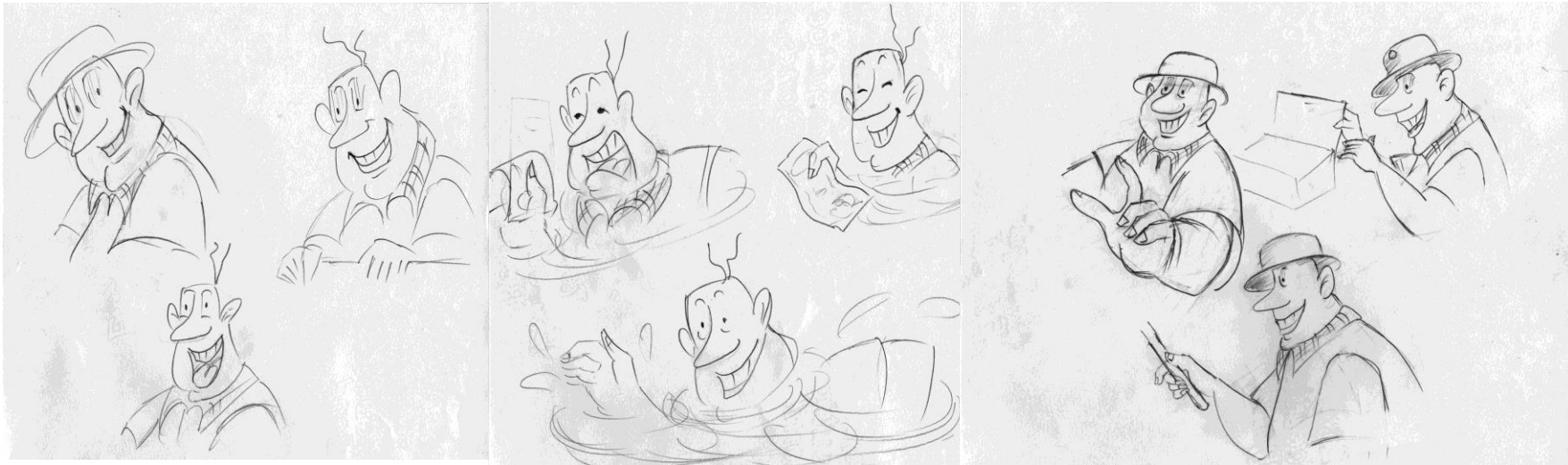
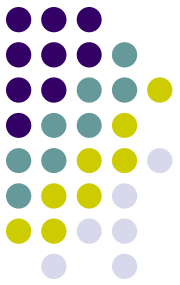
FISHERMAN



Expression Sheet

FISHING

FISHERMAN

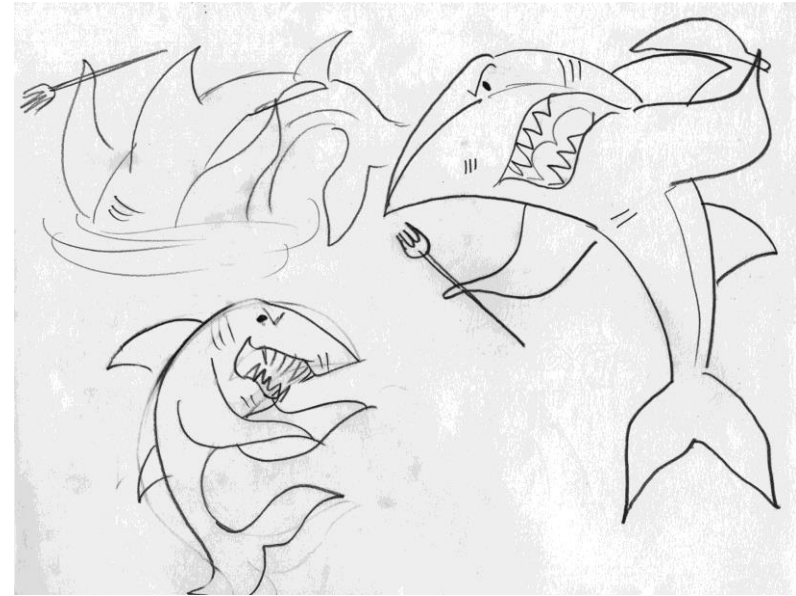
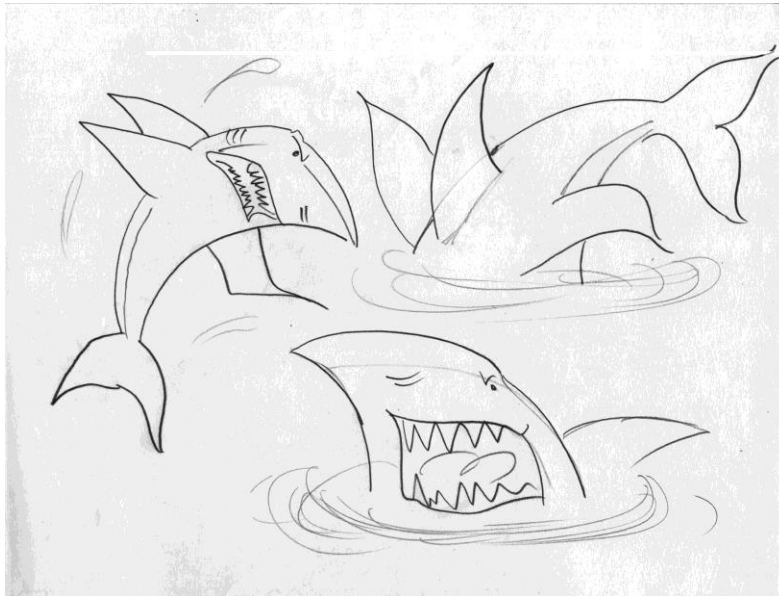
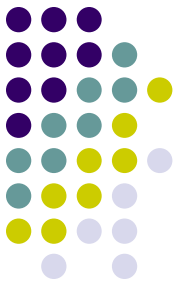


Attitude Sheet

14

FISHING

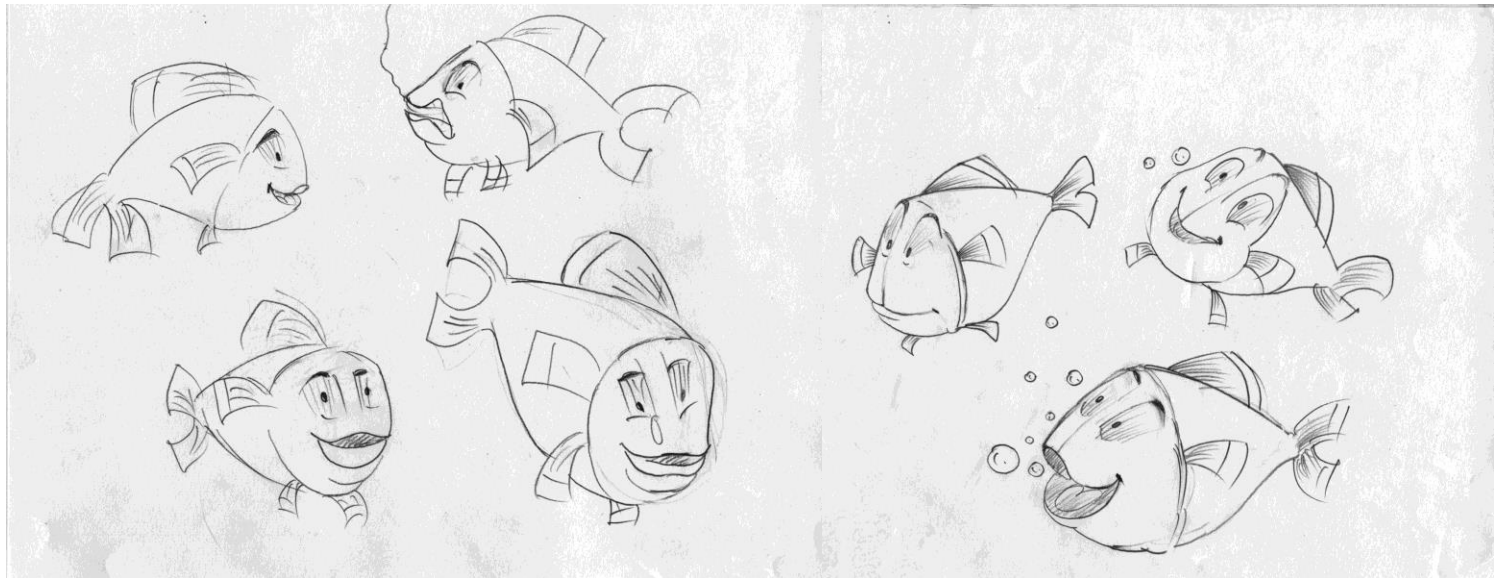
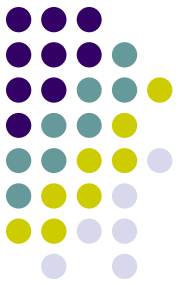
SHARK



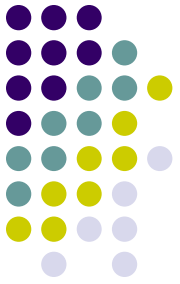
Attitude Sheet

FISHING

FISHES

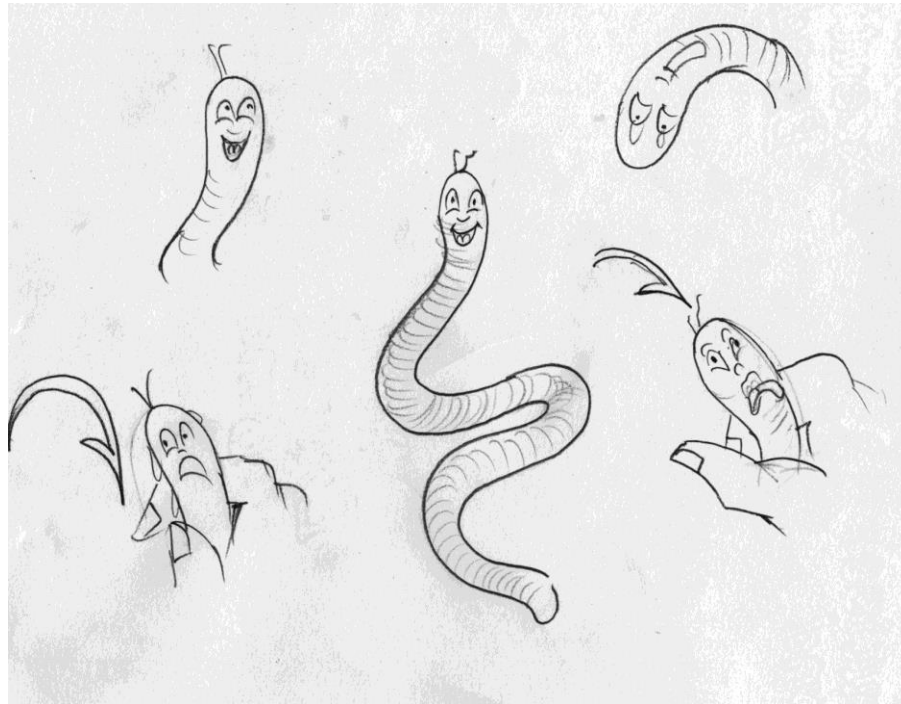


Attitude Sheet



FISHING

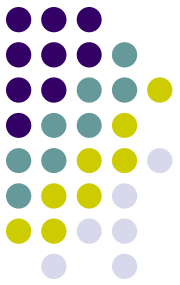
WORM



Attitude Sheet

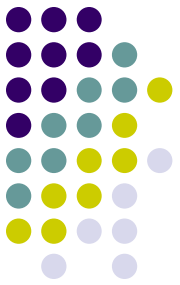
FISHING

STORY BOARD WITH SCRIPT



1/1	2/1	3/1	4/1	5/1	5/1
Location: Sea Fisherman on his boat with fishing rod (Bansi).	He open Worm Box	His hand reach toward worm	He take one worm	LH he hold Hook RH he hold worm worm sweating with fear.	FM pinch Hook on the head of worm worm screamed with tear

STORY BOARD



6/2

Bansi (Hook) 1/2 cover with worm.
worm's tongue come out



6/3

Bansi full cover with worm
worm dead.



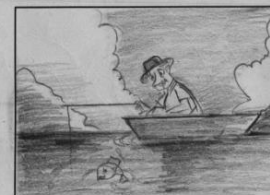
6/4

FM Break the remaining worm.



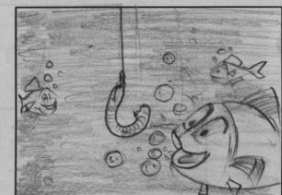
7/1

FM put Bansi in water.
Some fishes jump around.



7/2

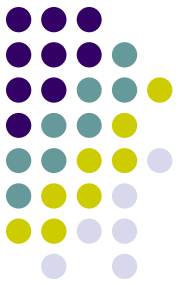
FM cleverly waiting.
He saw jumping fish



8/1

Location: under water
Bansi reach under water.
Many fishes approach
toward Bansi with smile

STORY BOARD



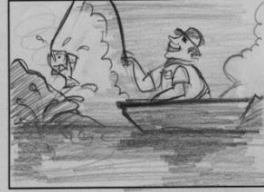
9/1

Location: sea.
Bansi's thread start moving.



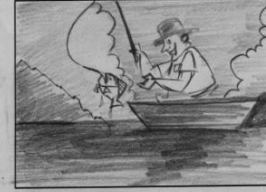
9/2

FM pulled Bansi toward himself.



9/3

A trapped fish come out with Bansi.



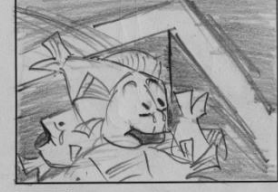
9/4

FM pulled fishes toward himself.



9/5

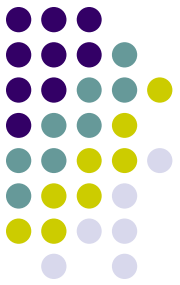
He catches fish.



10/1

Throw fish in a Box.
where many fishes crying

STORY BOARD



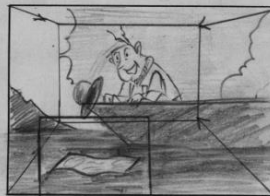
9/1

A Doller float near FM boat.



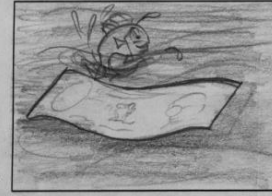
9/2

FM Saw the Doller note



10/1

He bent fast toward Note, his Hat Fall down



11/1

Note seen
A fish jump beside Note.



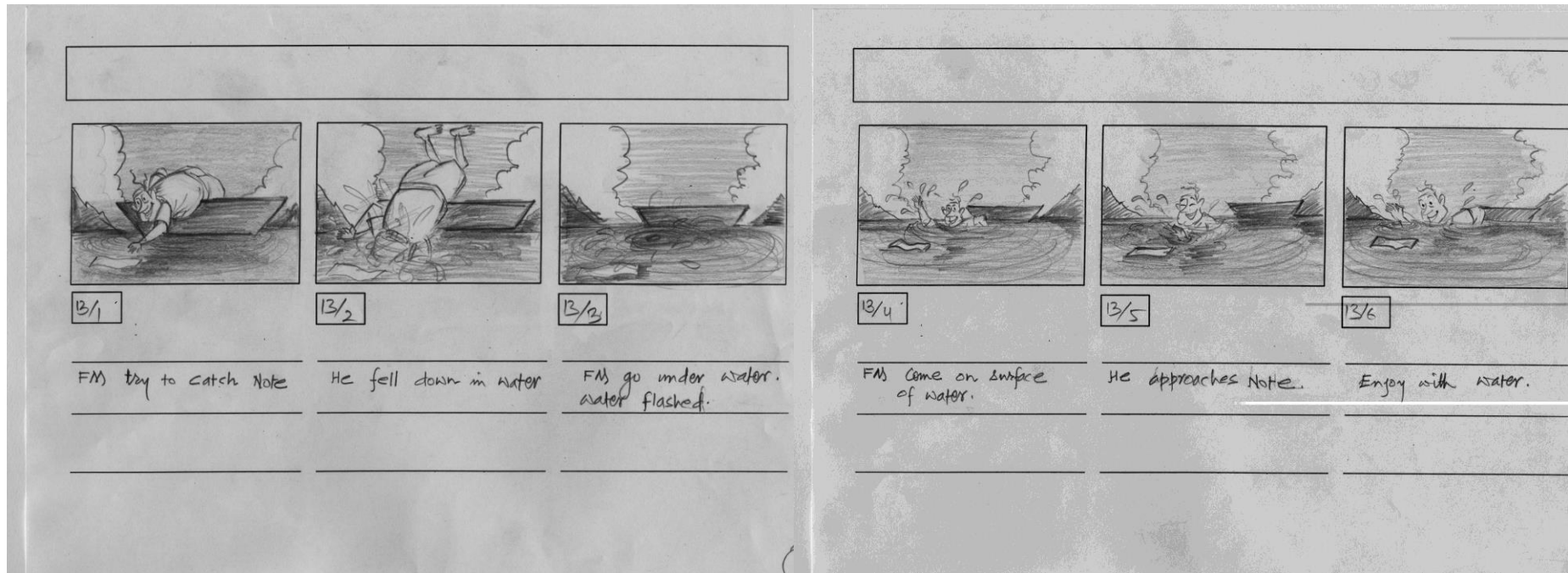
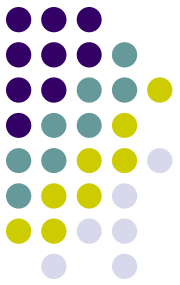
12/1

FM Smile.

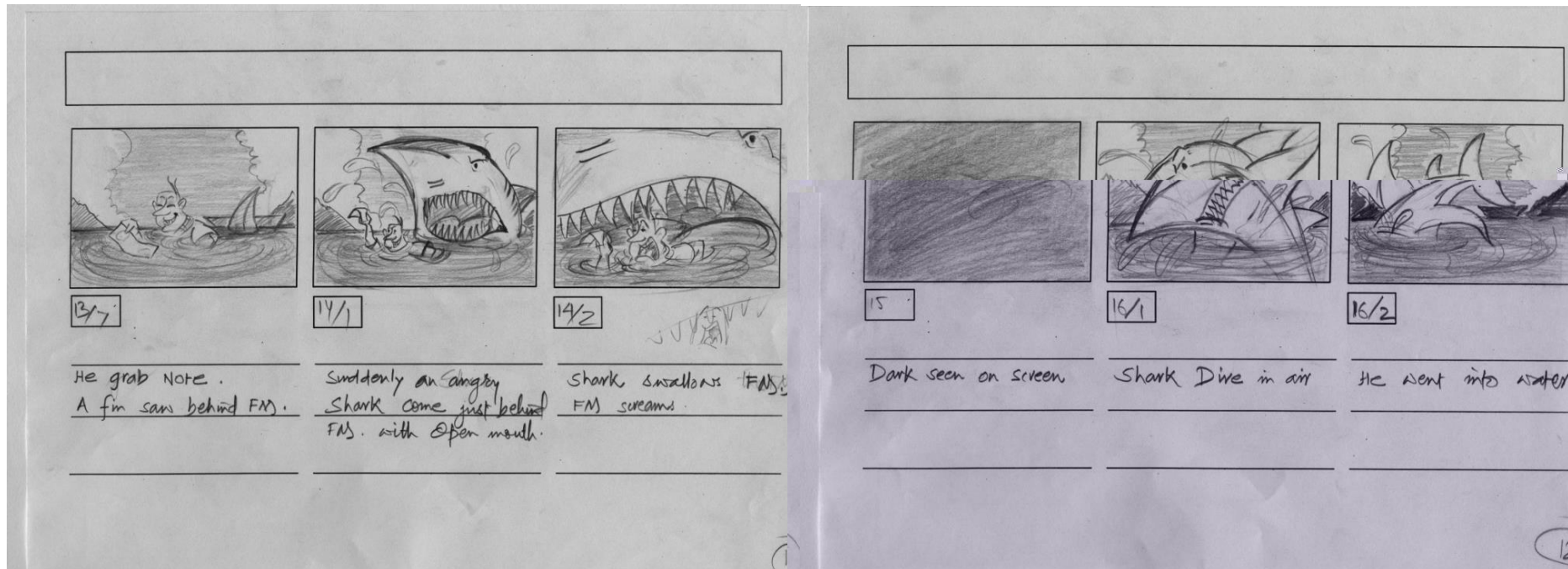
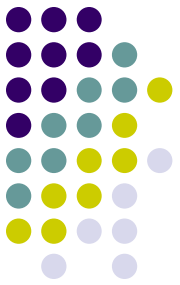


12/2

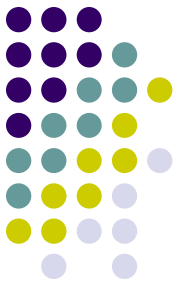
Smile widen.



STORY BOARD



STORY BOARD PANEL



f01.1.jpg

f02.1.jpg

f03.1.jpg



f09.1.jpg

f09.2.jpg

f09.3.jpg



f15.1.jpg

f15.2.jpg

f15.3.jpg



f04.1.jpg

f05.1.jpg

f06.1.jpg



f09.4.jpg

f09.5.jpg

f10.1.jpg



f15.4.jpg

f15.5.jpg

f15.6.jpg



f06.2.jpg

f06.3.jpg

f06.4.jpg



f11.1.jpg

f11.2.jpg

f12.1.jpg



f15.7.jpg

f16.1.jpg

f16.2.jpg



f07.1.jpg

f07.2.jpg

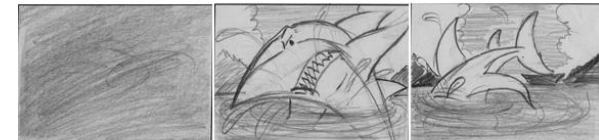
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f13.1.jpg

f14.1.jpg

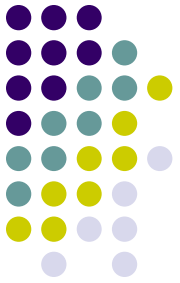
f14.2.jpg



f17.1.jpg

f18.1.jpg

f18.2.jpg



- 2D Animation Feature Film Production Process
From Script to Screen
- 2D Flash Animation Techniques