design philosophy

In india most people believes in God. The rural people are more inclined with social cultures, beliefs and the words of over spoken babas, sadhus...so superstitious in nature.

An indian village would have it's own realities, beliefs, traditions, cultures from the past but the ideas may be superstitious for the urban people. The content of superstitions and the metaphors we use change from culture to culture -but not the underlying shock and awe that yielded them in the first place. Man feels dwarfed in a Cosmos beyond his comprehension. He seeks meaning, direction, safety, and guidance...but after all it needs knowledge, scientific ideas to justify what is what and the causes, remedies.

The film will start with a rural village atmosphere where all are busy with their daily routines- shows their daily life and more with a child's perspective. Small children are simple but mysterious. The activities of the kids will be highlighted with village fairs, fun games, with road side vendors, fruit plucking from trees and adventures in school days.

Film begins with a language of magic, superstition and faith and transforms in to the terror of a ghost and these superstitions are later mocked by the revelation of a new super hero.....Zokkomon

Zokkomon powered by Magic's scientific ideas....change the villager's mind and thought, from a very superstitious nature to flavour of science. There is a dark irony throughtout the story. Colours shine out like gems of hope in the misty greyness.

design philosophy

Set- Haunted house

The exterior of the Haunted house is seen during the day, evening and night. The Haunted house looks foreboding at all times. It is situated at a height: a cliff overlooking the village. Like in Edward Scissorhands. Its presence looms large over the entire village, especially the village square.

The house casts large shadows and has overgrown shrubs, plants and dead trees around it. The trees add to the sinister quality of the Haunted house.

The exterior Haunted house could be a facade and/ or a set on location. If a facade then it would be erected once at the Outdoor Location. It would be a 2D-3D facade in order to facilitate the play of light and the exterior Haunted house set would be erected in Mumbai in order to shoot the scenes. The exterior Haunted house will be composited for scenes in the village as required. For eg: from the village square.

The structure could be of British architecture or an Indian haveli. Most likely, a rundown British manor.

The doors ans windows may or may not be boarded.

The grounds are untended, overgrown with weeds and scattered with dead vegetation.

The interior Haunted house is most probably a set built in Mumbai. It is seen at all times of the day- morning, day, night.

The main door opens in to a hallway with doors and staircases leading in to adjoining rooms. The hallway may be dimly lit by sunlight streaming in through windows, slats etc, during the day. In the night, the hallway is pitch dark.

There could be grand staircase leading to the floors above with empty dark banister area covered in cobwebs. Other areas could be endless hallways, corridor of doors, stairs to nowhere, doors opening to walls and holes, unlit rooms, attic etc.

design philosophy

Furniture is minimal.

Magic has rigged the Haunted house with props and audio-animatronics in order to keep people away.

In the scene where Kunal takes a tour of the Haunted house, we reveal two such set-ups.

The rest of the set-ups are revealed in the Hogo-Pogo sequence.

The lighting is dim, lights could come on and go off. The lights could be torches, scones, candelabra etc.

As part of the rigging, a room could suddenly light up and a door would open suddenly, revealing a hallway/ another room. A spirit/ shadow could float mysteriously. A lone chandelier would rock violently. Monstrous sounds/ shrill screams/ footsteps could echo through the rooms. The effect will be unnerving. But Kunal will figure out that they are all created by a flick of a switch/ motion sensor detectors etc.

We would see three other set-ups of the Haunted house with no rigging. They could be derelict with walls caving in or coulb be rooms once beautiful but now in a state of neglect.

Kunal may encounter gadgets which Magic has created to facilitate his day to day activities and chores.

Kunal will eventually come to the Laboratory in the Haunted house.

The laboratory is situated in the dungeons of the Haunted house. The access to the Laboratory could be through dark spiral staircase/ stone steps descending to a heavy door or from a hatchway or trapdoor in the floor of the room above.

The laboratory is the most important space in the film. The level of realism in this space would set the tone of the film. The laboratory is not a lab in the strict sence. It is more like a workshop where Magic works. It is not a sophisticated lab controlled with computers or super computers but more of a mechanical area.

The laboratory could be a labyrinth or maze of sorts where Kunal would turn a corner and find some gadget.

design philosophy

The laboratory could be a labyrinth or maze of sorts where Kunal would turn a corner and find some gadget.

The dungeon would have shafts through which sunlight would stream in during the day.

Magic may have created a contraption, wherein the sunlight is bounced of a cloth/ mirror etc and illuminates the Laboratory.

In the night, Magic could use the traditional brazier, bullseye lantern, candelabra,firepit and/ or modern . contraptions emitting light.

We assume that he has created an alternative source of electricity which keeps the whole Laboratory going.

The Lab is dusty and unused in portions when we first see it in the film.

The Lab undergoes a subtle transformation after Kunal joins hands with Magic. Unfinished gadgets and contraptions are completed. Dusty sheets covering certain inventions are taken off and Magic begins to tinker around with them.

The Lab is seen in all its glory at the end of the film.

Magic performs research and experiments out of this space.

He practically lives out of here.

Magic has books on various subjects strewn across.

He has a Laboratory notebook, referred to in the film as the Black book. Magic carries the Black book with him at all times.

He has created workbenches and counter tops indigenously.

Magic lives in the Haunted house incognito. He may be making trips to the nearest town. Bearing all this in mind the gadgets will also be made with easily available local material, scrap materials etc.

script breakdown

SNO	EXT/INT	D/N	SCENE	LOCATION	ACTION PROPS.
1	EXTERIOR	DAY	Quaint and lovely village. Vendors hawking and villagers haggling.	Village Fair.	Shops, vending stalls, wares and other things expected in a village fair.
2	EXTERIOR	DAY	Men standing and watching a woman dancing. Children exerting to be notices	Village Market	Setup for dancer and audience to stand. This is in the middle of the village market.
3	EXTERIOR	DAY	Ironical mother and child	Road	A lump of cow dung on the road
4	INTERIOR	DAY	A master in a classroom screaming at a boy	Class room	
5	EXTERIOR	DAY	People paying obeisance to a magical Baba.	Village Square	Magic bag and burning coal strip. Saffron robes
6	EXT	DAY	People tying lime and chillies on their doors while children watch.	Village Houses	Lime and chillies on doors
7	EXT	NIGHT	Moonlit night villagers walking while a black cat on a white horse crosses the road	Village Road	
8	EXT	DAY	Kids going to school with sad faces	Village Road	School bags on their backs
9	INT	DAY	Kids furiously mugging their tables	School, Classroom	Tables book

script breakdown

10	INT	DAY	Kids doing situps while the gloating master looks	School Corridors	Corridor
11	INT	DAY	Deshraj counting money in his office.	School, Deshraj Sharma's office	Money
12	INT	DAY	Camera tracks and halts on a saying on the wall	School, Corridor	'Guru hai parmeshwar' saying on the wall.
13	INT	DAY	Master with his feet on the table and cane in hand getting his head massaged while students recite tables	School, Kunals Classroom	Cane and teachers table and chair
14	EXT	DAY	Kunal getting down from a horse carriage followed by a man.	Deshraj's House	Horse carriage and baggage. (probably coming from the city)
15	INT	DAY	Tracking through school corridor	School Corridor	Children in class rooms saying tables
16	INT	DAY	Exchange between Shantaram Master and Kunal.	School, Kunals classroom.	Black board, cane, photograph of deshraj sharma on the wall
17	EXT	DAY	Kunal, Arju and Rani walking back from school.	Village Road	
18	EXT	DAY	Telling about the haunted house and daring him to go into it.	Road near Haunted House.	Mango tree and one storied dilapidated building which is the haunted house

Direction: Vishal Bhardwaj
Production design: Samir chanda

OMKARA

OMKARA

Direction:Rakeysh omprakash mehra
Production design: Samir chanda

Rang
De Basanti

Rang
De Basanti

SONY BMG

SONY BMG

SONY BMG

SONY BMG

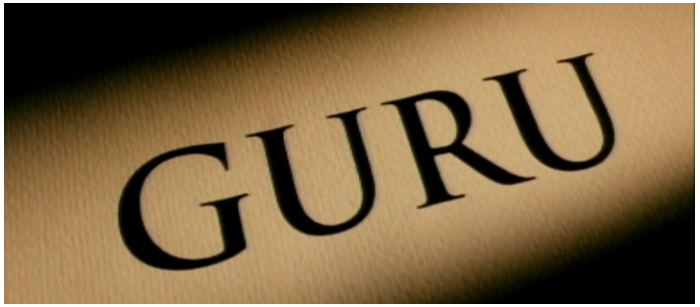
Rang
De Basanti

SONY BMG

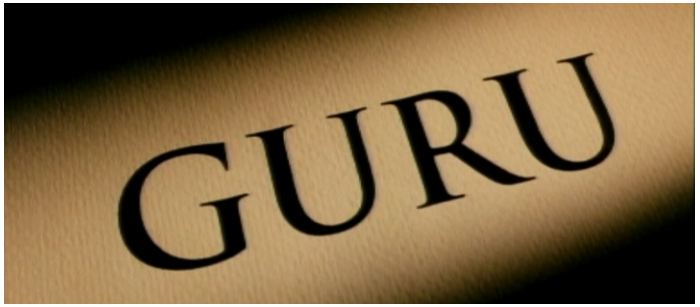
CHINES FOOD
CHIKEN FRIDERS
CHIKEN SOOP
LOLIPOP
NOODELS
VEG. NOODELS
CHIKEN BURYANI
CHIKEN CHILLI
MUTTON BURYANI
CHINES
SONY BMG

SONY BMG

SONY BMG



Direction: Mani Ratnam
Production design: Samir chanda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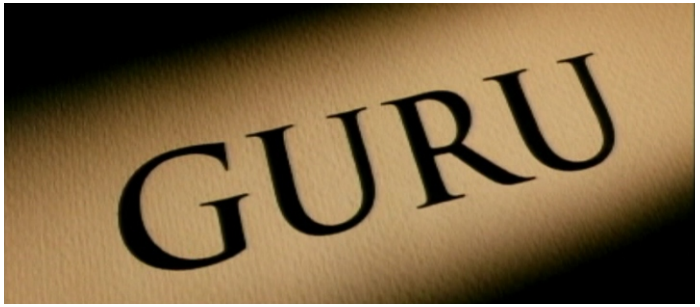
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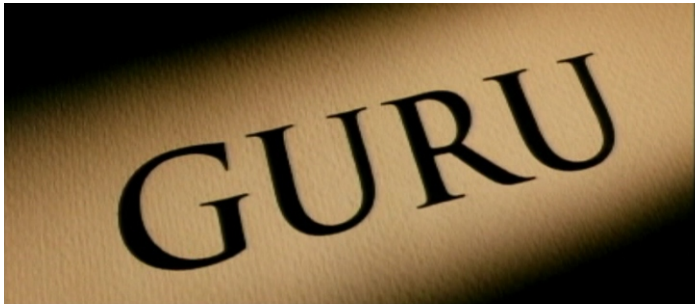

GURU

mood board

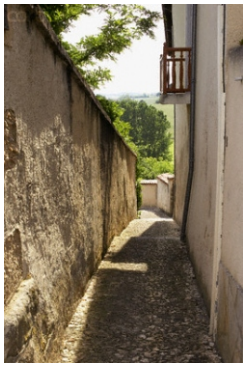
village

Characteristics

A quaint and lovely village in a hilly region...
Lush green valleys and elegant scenary

Scenario

A small quaint village surrounded by hills
and contours and has a small settlement
30-40 houses. Villager's settlement surrounded
by green patches of trees, shrubs and flowering
plants. The misty sky was over-layered by clouds
as if protecting the village. Weird and wonderful
rock formations are dotted around a vast arid
 landscape and trees(leaves) are whipped by fierce
dry dusty winds. In the afternoon, the village bathed
in the golden light of sun and rays reflected by walls,
fences and plants.



mood board

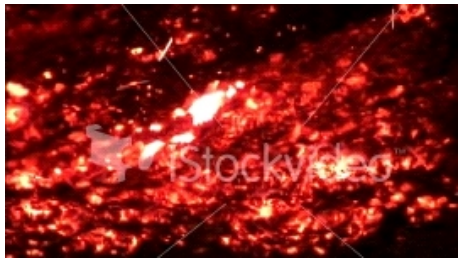
The village remains misty during the greater portion of the day. Fog gives the entire scenery a smoky and mysterious, yet beautiful look. It’s the shadow and silhouettes of the houses and trees in the village that you see from a distance. Whenever clouds part, the light rays falling through illuminates the fog forming a brilliant play of rays and shadows. The rays coming through the branches and leaves is a breathtaking sight.

The colorful doors of the village houses

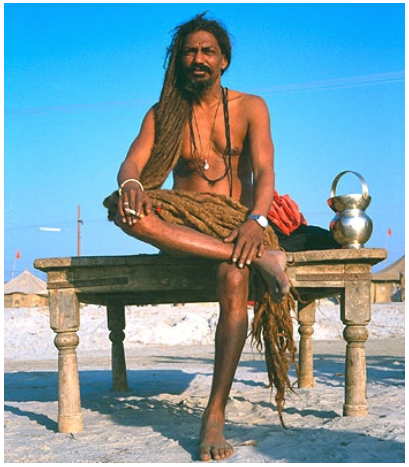
mood board

On the doors, the villagers put chilies and lemon to ward of the evil eye

mood board



There is though a strong imagery of superstition.



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A bare station with a small platform, a station master’s cabin and one tea stall. All structures are made up of wooden planks and wrought iron. The floor is dirty and breaking, with pieces of concrete coming out. There aren’t anyone to receive any guests. The name of the station is displayed in one place...the last end right side to the station.

mood board

mood board

Streets are teeming with people and animals. People playing cards on the sidewalk, underneath the tree or on the ruined mud platform, drinking tea on the curb, bargaining, begging, hawking, sewing, eating, dodging, walking, talking, dancing, playing instruments by some one...between the buzz of traffic and alongside teams of dogs, chickens and goats and lots of cows.

mood board

An appealing mix of rustic eclecticism

Colors and objects that tend to involve children

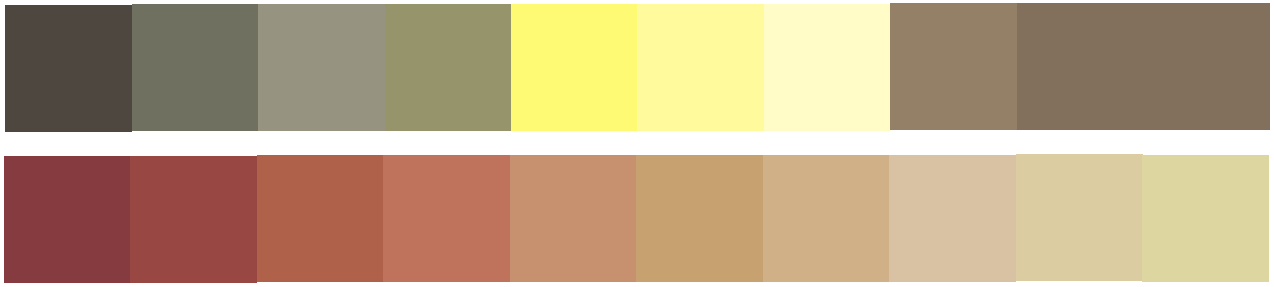
mood board

It is a contemporary village fair scenario

That embodies all the quirky Indian activities and eccentricities

village

colour palette



haunted house

The house is on a cliff surrounded by broken, half chopped trees, over grown grasses and bamboos. It's a colonial structure with a front staircase which leads directly to the first floor. Risers and treads are massy with more in proportionate structure to give a royal look of the colonial period. The massive wrought iron door gives a vibrant look which emphasizes it as a calm, quiet and a secret place. The front façade is treated with a lot of junk material as installations. On the side, half broken/ unplastered walls are layered with creepers, vines. Some dead creepers give a browny look to the dark reddish black / white pigmented walls. The house has a clock tower with the broken clock reflected by its anatomical machinery parts.

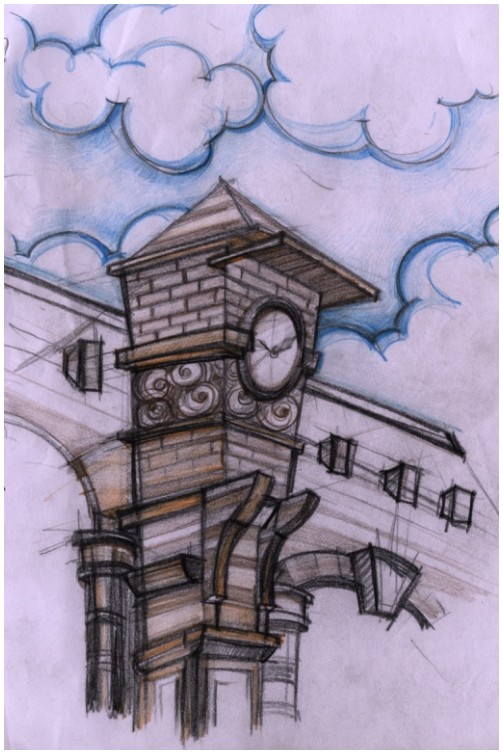
The interior of the haunted house is calm and quiet and remains dark all time, making it difficult to know if it's day or night. Daylight enters through the broken glazed window glasses in light lines and night sparks with the candle light. The foyer and the rooms are packed with antiques, unused dusty furniture, and scientific apparatus. Displayed installations are made out of compositions with test tubes, burettes with a smoky colour(as the place was once destroyed by people) conical flasks with various chemicals, pipettes broken pipettes, burettes and test tubes show the disorderly nature, spirit lamps, tripod stands, wire gauze, piles of thick thick science books, charts lying around, wrought iron bars and with many antique items.

haunted house

Clock tower

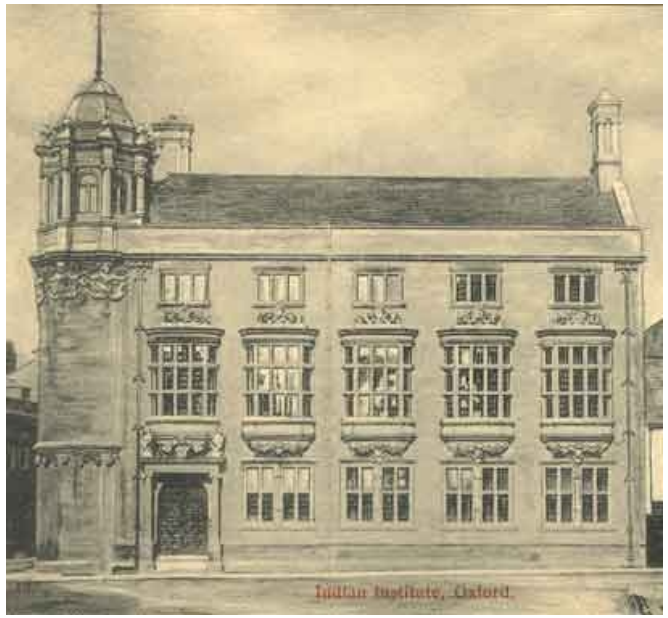
haunted house

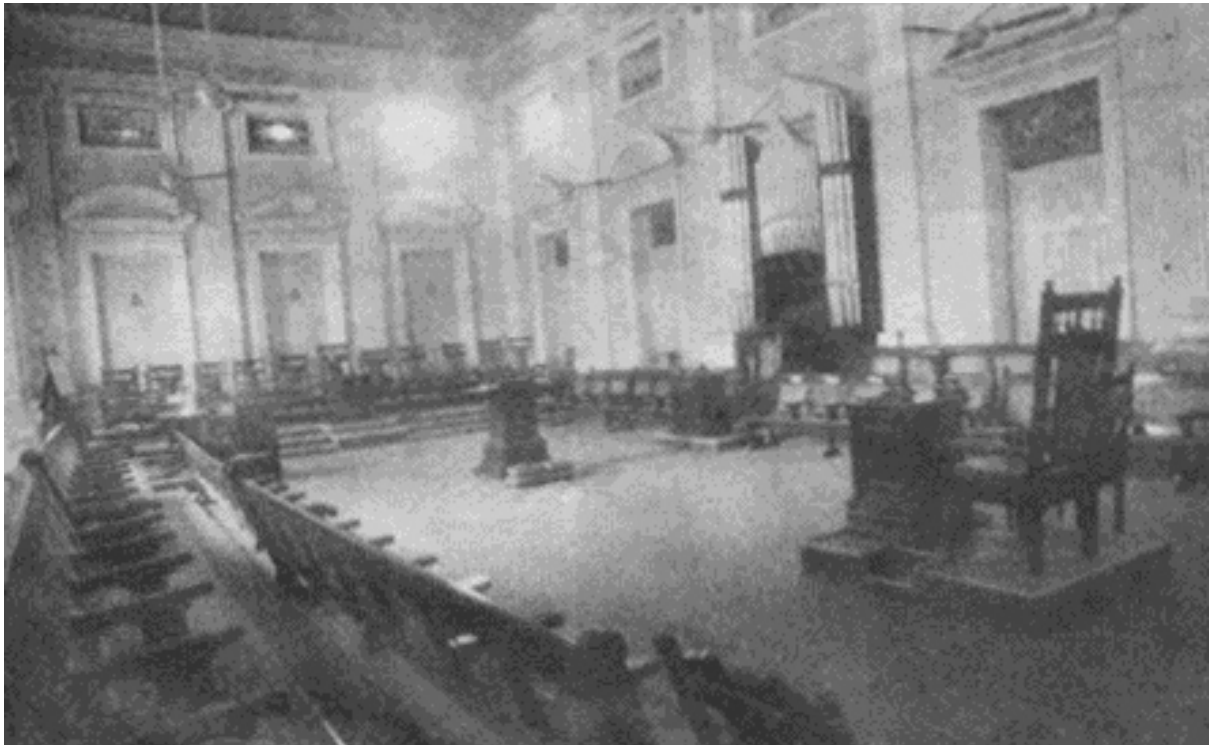
Clock tower



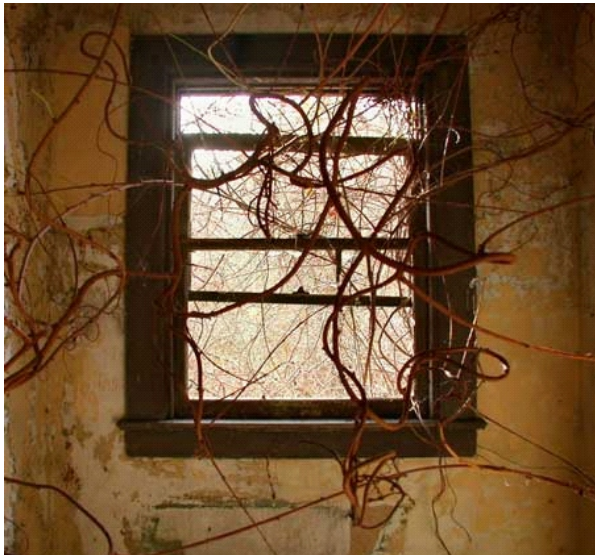
haunted house

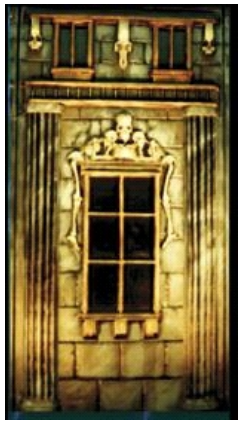
haunted house





haunted house





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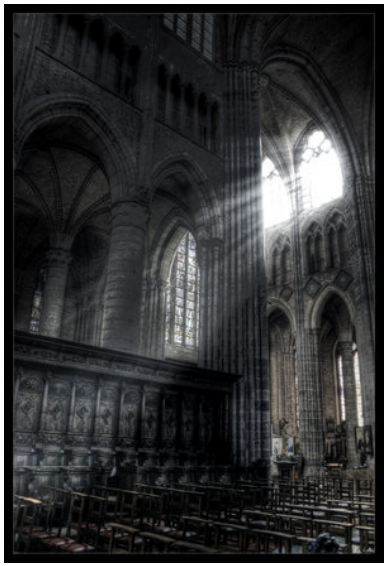

haunted house

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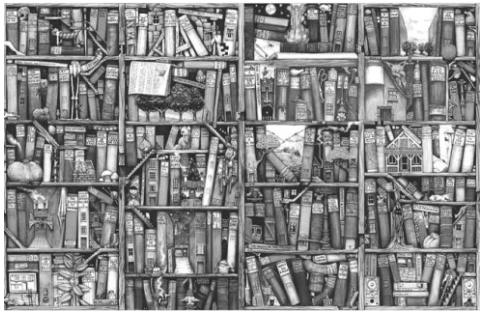

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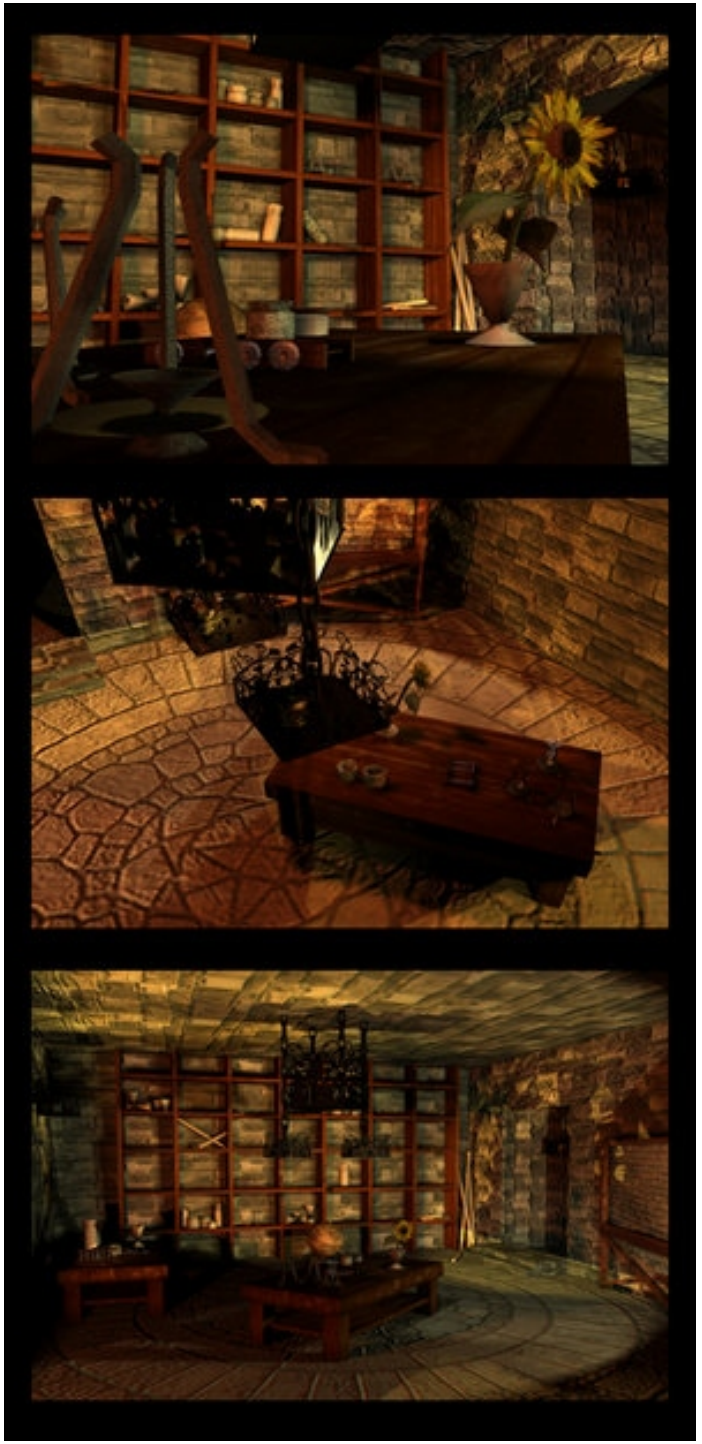

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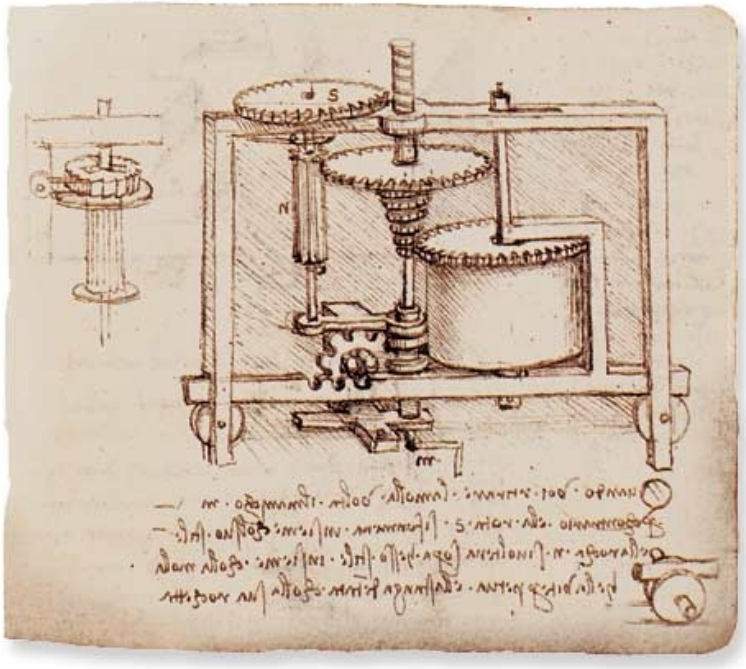

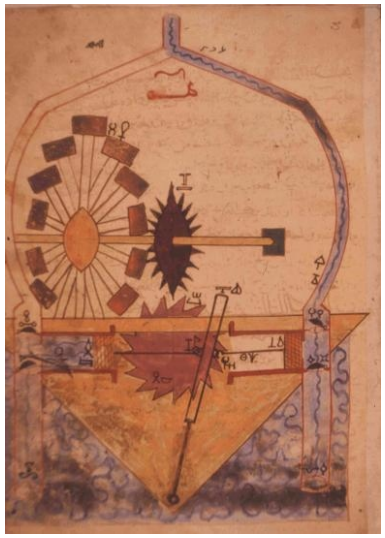

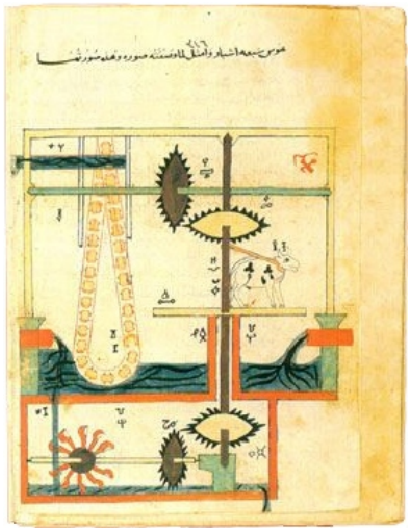

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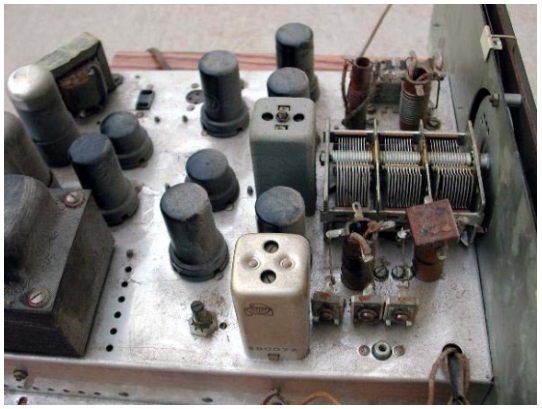

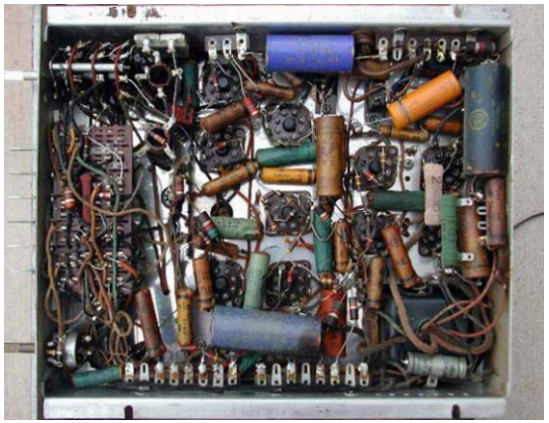

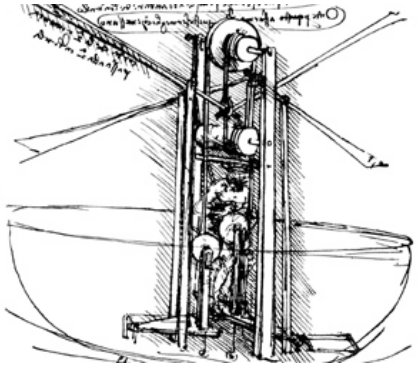

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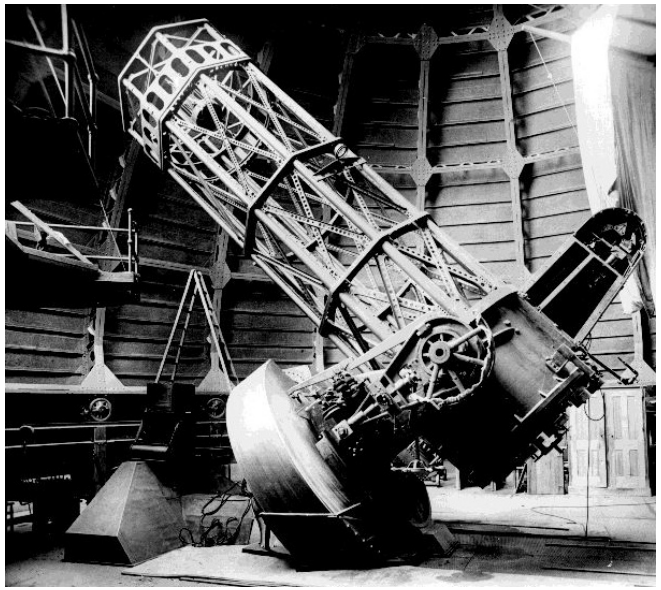

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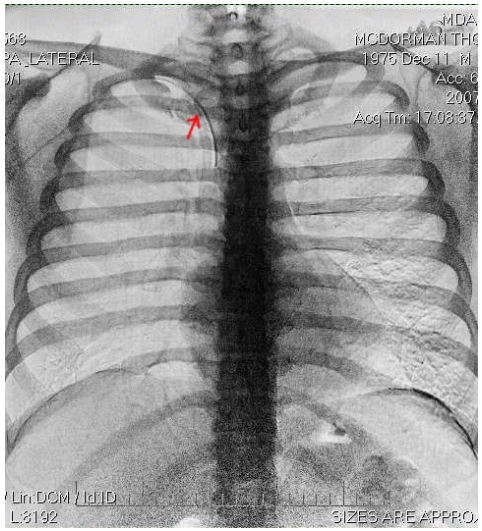


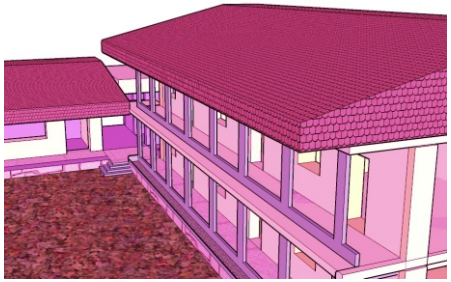
the village school

Characteristics:
The school is far from the village settlement and has nice surrounding landscapes, but inside, has dull atmosphere. The school is of colonial architecture with column structure and all featured colonial type of doors, windows and staircase.
The fence around the school is a broken one. An old one, with weeds and other plants covering it. The gates, though old are beautiful.

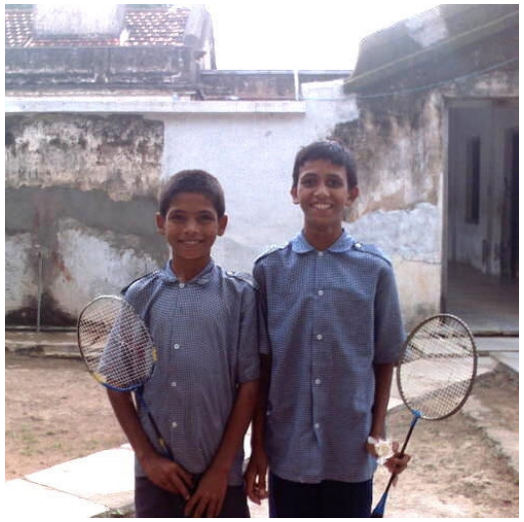
Ambience:
The school has a central courtyard and a small stepped platform in the centre used as flag post. The courtyard has some trees and seasonal flower beds. The school has a kind of dull environment, a calm and quite space. The school's classroom has sparse furniture's i.e. tables, benches and a low-rise wooden almirah with a dusty globe over it. The walls have old torn maps and charts, spider web beginning to cover them, and pieces of chalks are thrown all over the floor. The board remains dirty, probably date time table etc, written on the board could be not changed at all. All accessories are not properly arranged in the class and black board is half cleaned. There is no specific children's play area. A narrow road passes through the school gate. Trees with huge branches stand along the road which connects to the haunted house. So children are afraid of the surroundings and the narrow road.

Near to the school is an old ruined / abandoned church with an open prayer hall. The wooden trusses of the church are half broken. The surrounding is filled with dry leaves that have got layered year after year as if no care has been taken to the yard.

Adjoining the church is a cemetery, not used anymore. Graves and the crosses on them can be seen- some of them just stumps of wood being left. The crossed have on them, left overs of dried garlands, then rosaries etc. Dried flower boquets and candles are found around the place. There are also granite slabs on the walls marking the people who have been buried in the walls.



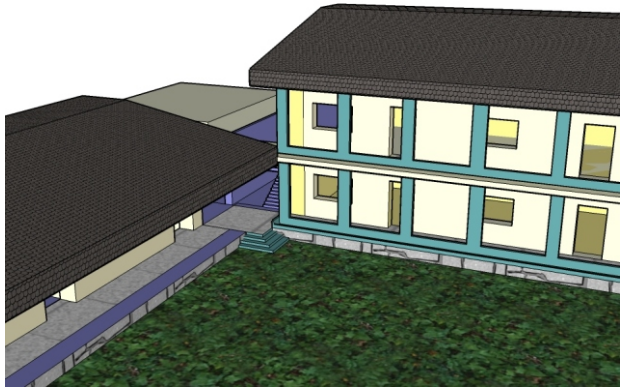
Exterior

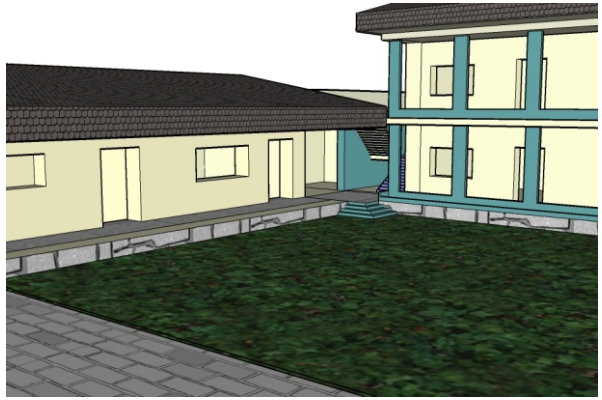


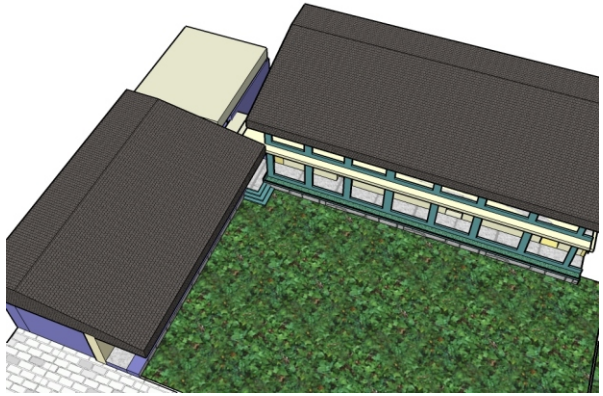
the village school

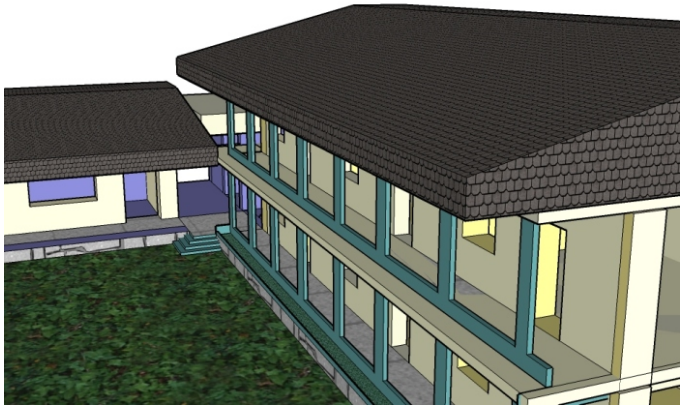
The “tangawala” and the horse cart can be seen parked outside the school compound gate. He comes everyday morning, his cart overloaded with children and takes them back home every evening. During the school time, the horse can be seen outside, being fed hay and grass.

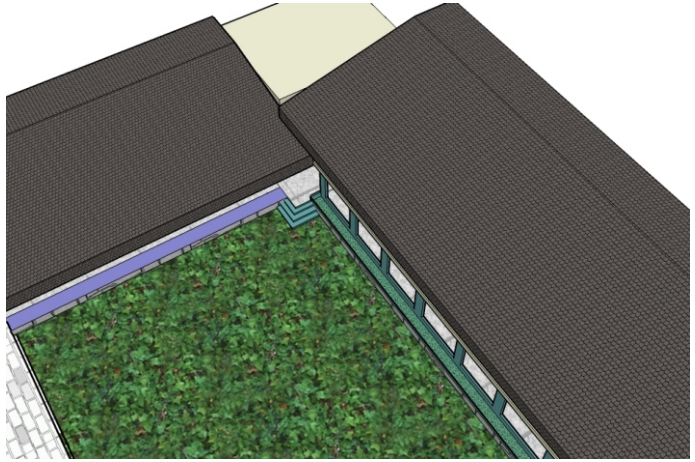
the village school



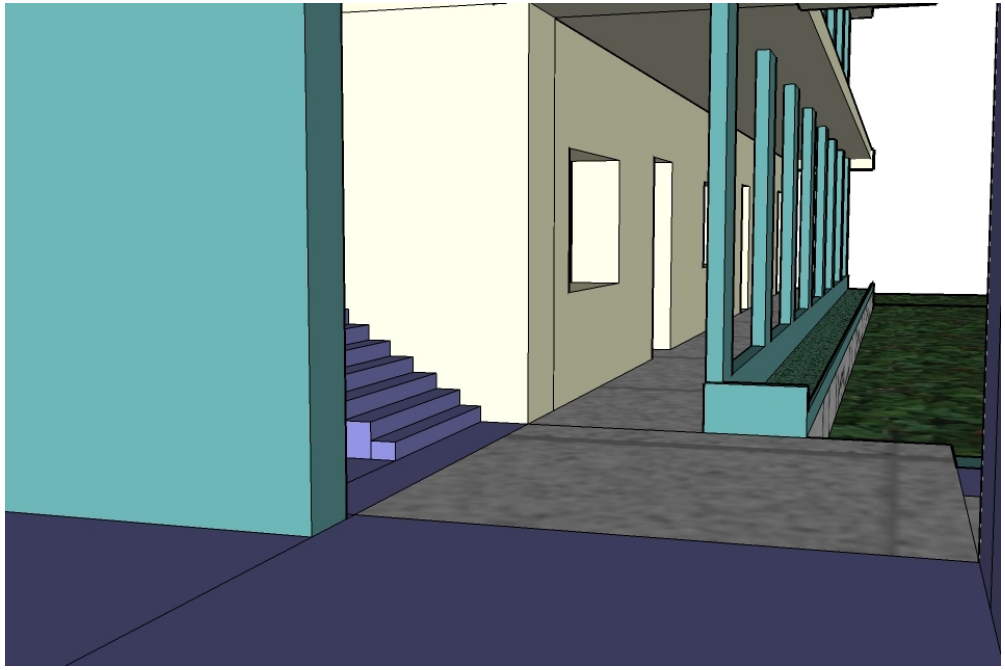








the village school



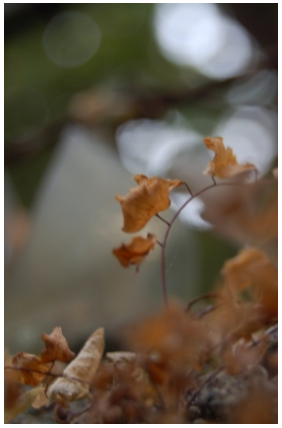
Deshraj’s office

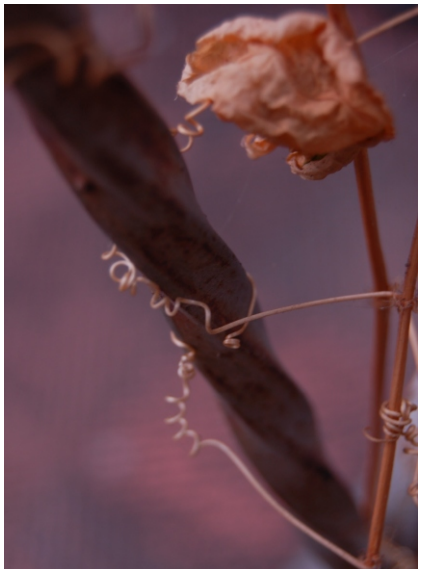
the village school

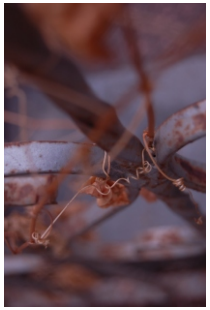
Colour palette

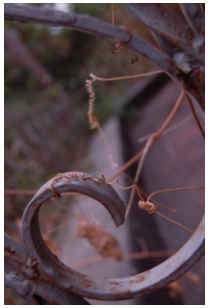
the village school

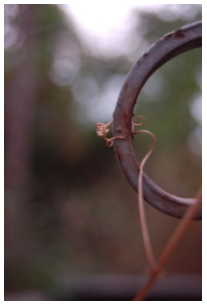
the village school











conceptual sketches

conceptual sketches

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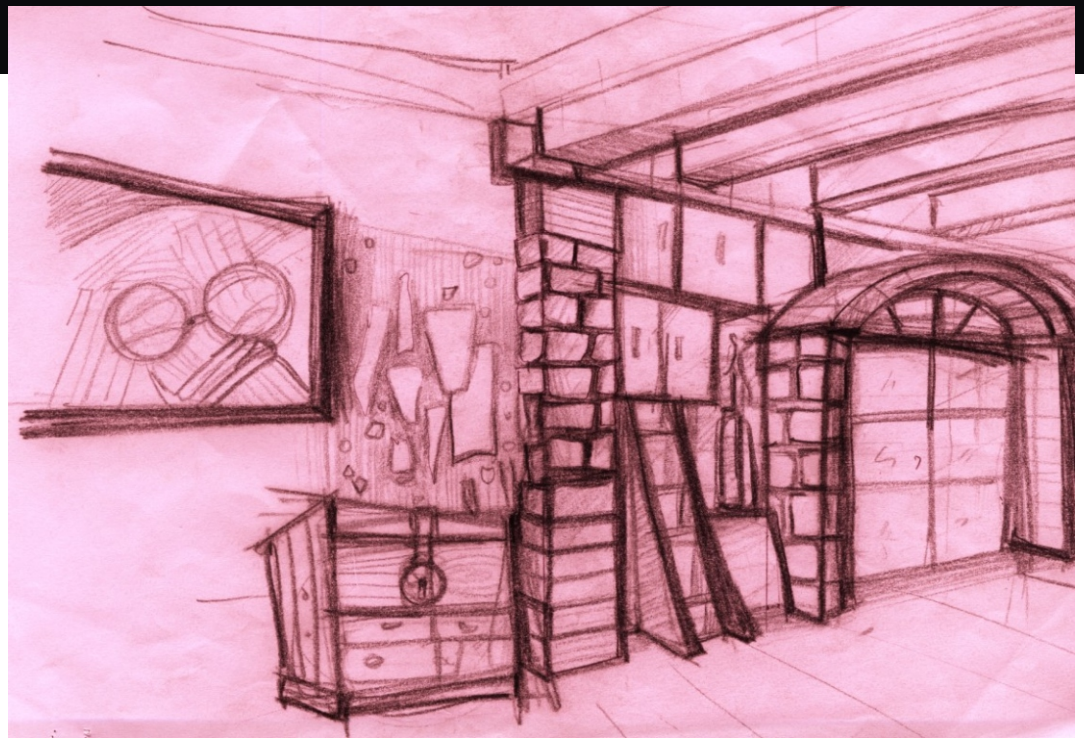

conceptual sketches

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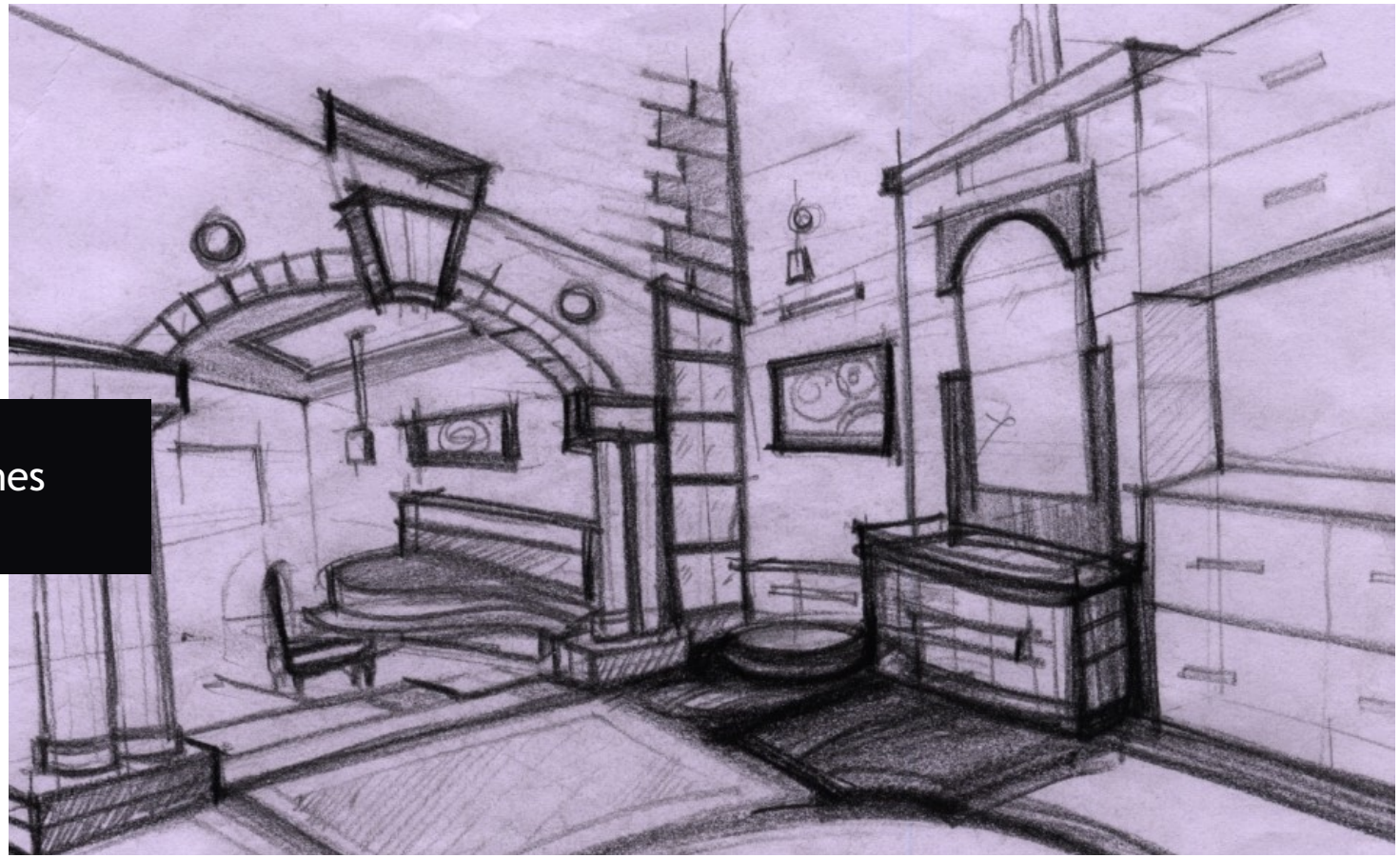
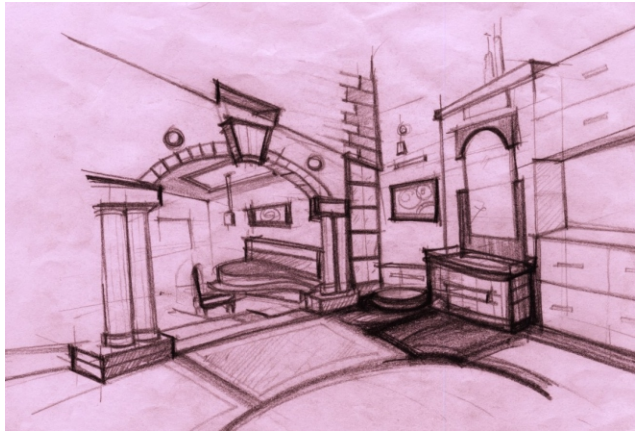
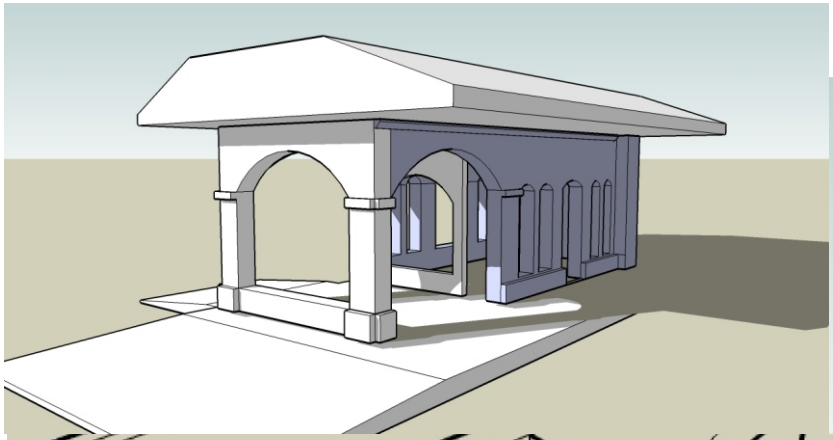
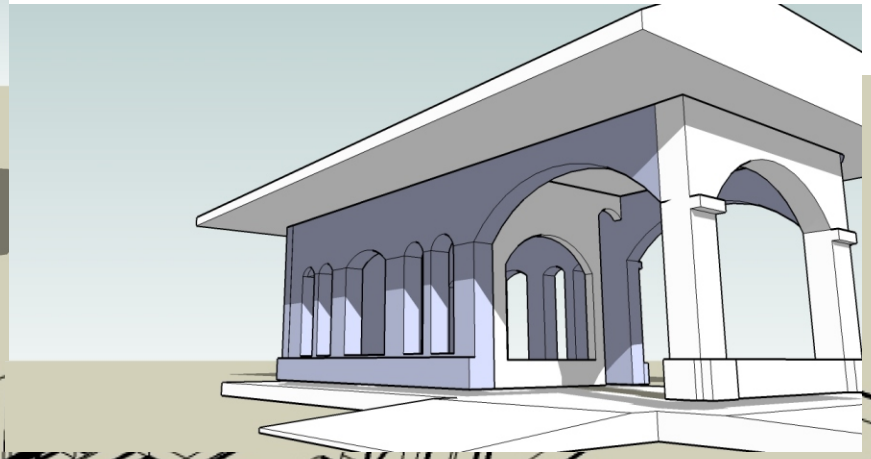
conceptual sketches

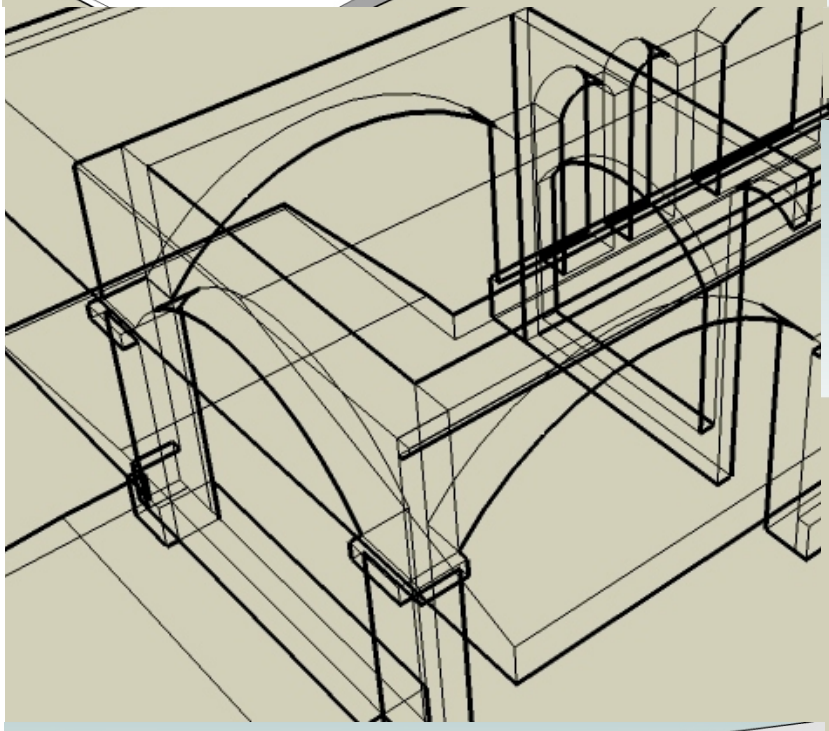


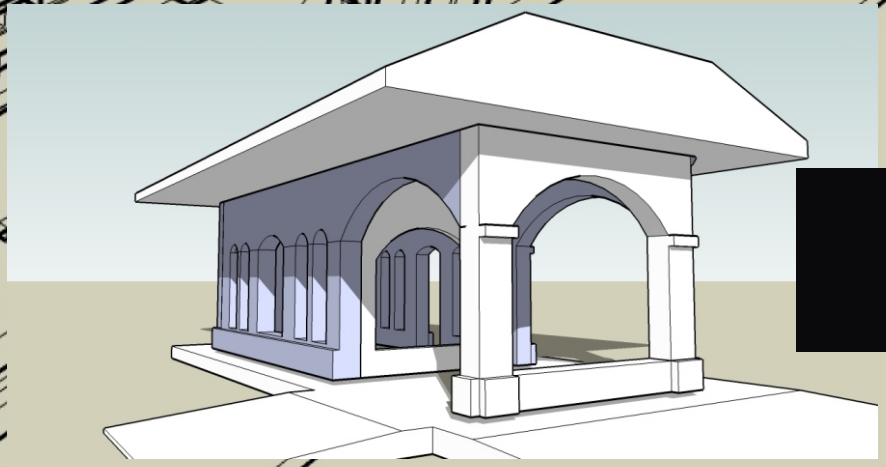
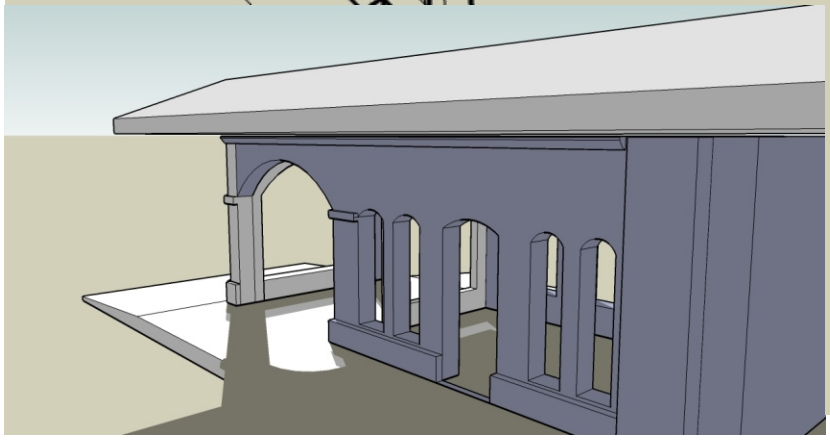
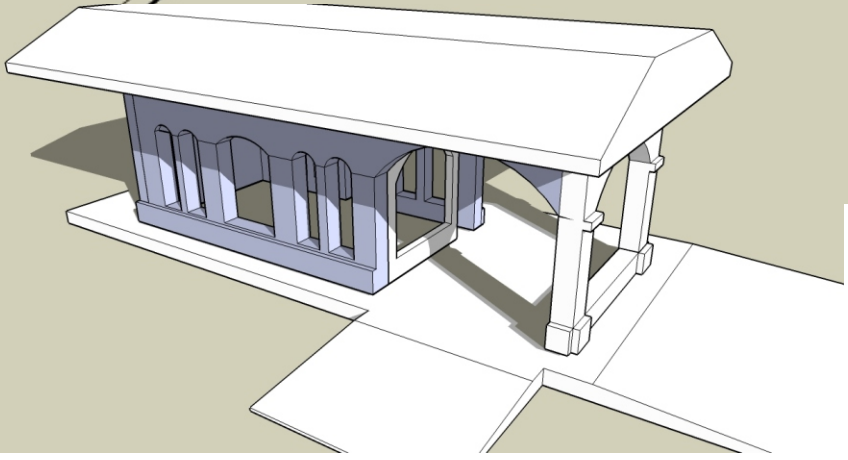


conceptual sketches









conceptual sketches