



**IDC** School of Design  
अभिकल्प विद्यालय  
**IIT Bombay**

A P2 Report on

# I'm Possible

Animated Short Film



By  
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Guided by  
Prof. Mazhar Kamran

# Declaration

I declare that this written document represents my ideas in my own words and where others' ideas or words have been included, I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea, data, fact or source in my submission.

I understand that any violation of the above will be cause for disciplinary action by the institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.



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# Approval Sheet

The Design Project 2 Titled “ I'M POSSIBLE ”  
by Sangam Pazare , Roll Number 22M2206 , is approved  
in partial fulfillment of the requirement for the ‘Master of Design’  
in the Animation and Film Design at Industrial Design Center,  
Indian Institute of Technology, Bombay.

Project Guide : Mazhar Kamran

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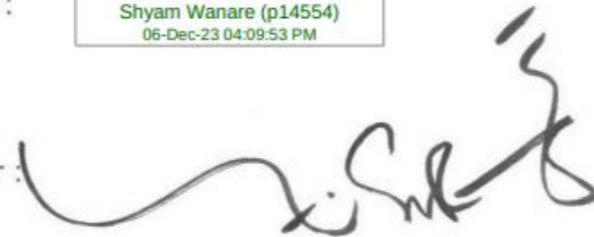
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# Acknowledgement

I am grateful to Prof. Mazhar Kamran for his unwavering support and guidance throughout this project, from its inception. Their expertise and encouragement were instrumental. I would also like to thank Professor Sumant Rao for his insightful feedback during the stage juries, which significantly improved the project. My sincere gratitude extends to everyone who made this project possible.

# Abstract

I,m possible is a powerful and inspiring short animated film based on the true story of Arunima Sinha, the first female amputee to conquer Mount Everest. The film captures Arunima's indomitable spirit and unwavering determination, highlighting how her resolve transcends physical limitations. From the traumatic accident that led to the loss of her leg to the grueling training and the formidable challenges of the Everest climb, the animation vividly portrays Arunima's journey. It focuses on her inner strength, resilience, and the unyielding belief in her own potential, illustrating that true triumph lies in the determination to rise above adversity. Through breathtaking visuals and emotional storytelling, Against the Summit celebrates the extraordinary courage of a woman who defied all odds to achieve the impossible.

# Introduction

We live in a world where passion knows no bounds and people take on challenges that seem impossible. This animation project is all about exploring the different passions that drive individuals to go to extraordinary lengths, even when faced with societal norms or the laws of nature. Picture this: individuals daring to follow their dreams against all odds, putting everything on the line. artists painting their feelings, scientists figuring out the mysteries of the world, and athletes training super hard. These are the kinds of passions we want to celebrate.

Inspired by the incredible true story of Arunima Sinha, the first female amputee to reach the summit of Mount Everest. The aim was to bring to life the stories of everyday heroes who turn the impossible into possible. it's about how the characters feel inside. This project is about feeling the excitement, the struggles, and the triumphs along with them. Arunima faces big mountains, not just the ones you can see but the ones inside their heads. These mountains represent the tough parts of chasing your dreams. This animation is like a mirror, letting you see yourself in the characters and maybe even inspiring you to go after your dreams.

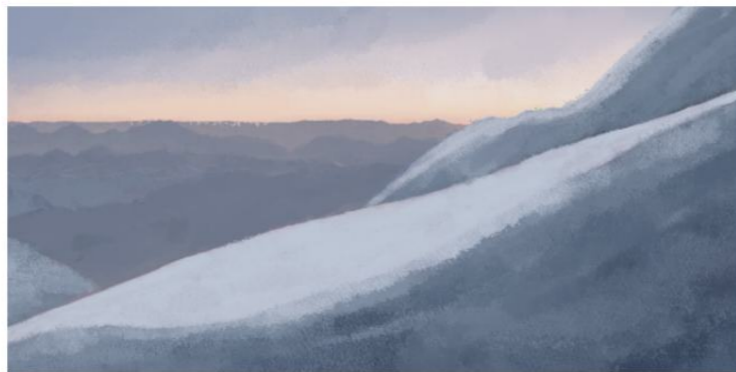
# Research

I got curious about why people love what they do so much. Why do some folks put all their heart into a hobby or work? That simple question started my journey into researching passion. I wanted to figure out how it works and why it's so important. My research journey took me to books, articles, Movies and interviews with all sorts of people. I looked into psychology, sociology, and more. Every bit of information I found added to my understanding of passion. I found some cool stuff. Learning about the brain and how it works when we're passionate was fascinating. Studies on how passion affects work and education showed its importance in different parts of life.

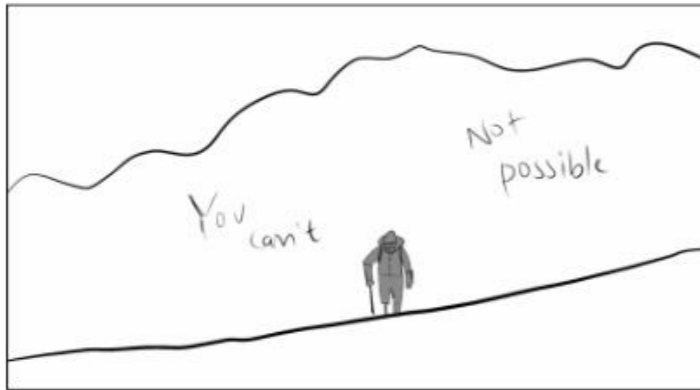
Like any adventure, there were tough parts. Some studies said different things, and figuring out the balance between good and not-so-good passion was tricky. It made me think more deeply about how passion can have both positive and negative sides. This research journey has been like an awesome adventure.

# Visual Development

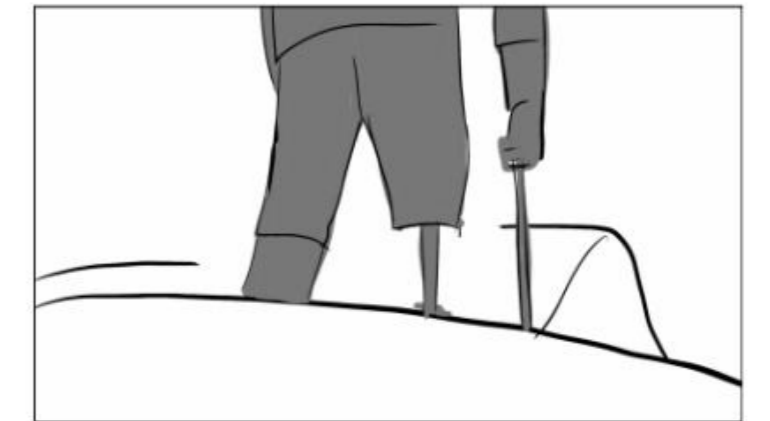
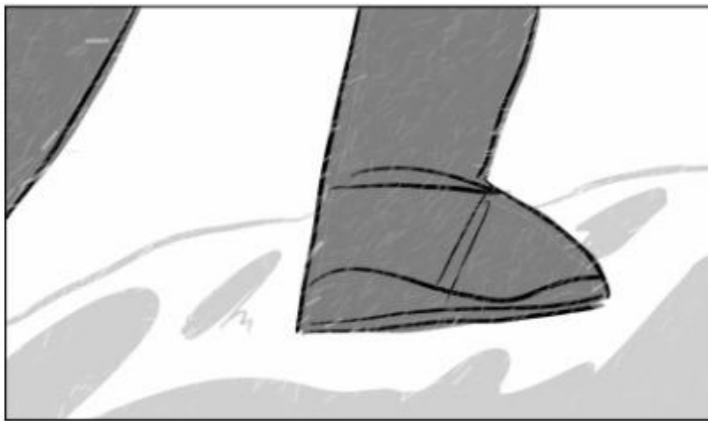
I tried different ways of drawing mountain backgrounds, playing with textures in my illustrations. Each style brought something special one looked kind of real, while others were more artistic. It was like a journey through different ways to show the rugged beauty of mountains, using art to capture their unique textures and charm.



# Storyboards



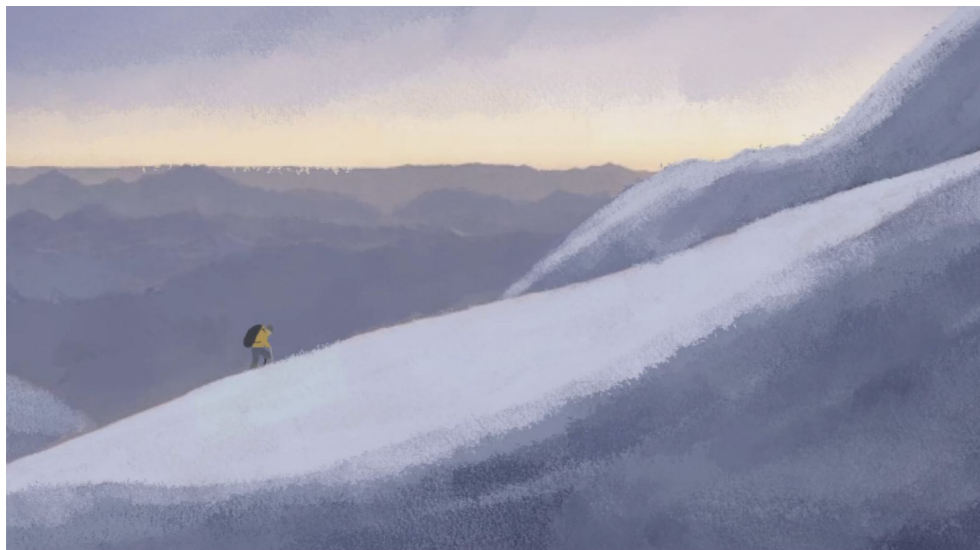
# Storyboards



# Layouts



## Shots from Film



# Conclusion

Summing it up, making the animated film was really fun and I learned a lot about what people love to do. Even though there were some tricky parts, it felt like making the impossible possible, just like in movies. This whole experience showed me how powerful passion is it turned problems into opportunities for cool and creative stuff. It's like each challenge was a chance to learn and make something awesome. In the world of animation, where imagination meets technology, this journey taught me that following your passion not only helps you create cool things but also makes you grow and get better. The animated film we made is like a picture of how strong passion can be in shaping and brightening up our creative world.