

DEP 702 M.des Project 2 | Report

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Topic :

2D Animation

Film Title :

Time trap Nature

Project Guide :

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Prof. Prosenjit Ganguly

Approval

MDes Project 2 - "Time trap Nature" by Shubham Pardhi (22M2210), is approved for partial fulfillment of the 'Master in Design' degree at IDC School of Design, IIT Bombay

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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, 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 not been properly cited or from whom proper permission has not been taken when needed.



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Acknowledgment

I am highly indebted to Prof. Mazhar kamran and Prof. Prosenjit Ganguly for their guidance and constant supervision, as well as for providing necessary information regarding the project and for their support in completing it.
I would like to express my gratitude to the members of the panel for their honest reviews and encouragement, which helped me complete this project.

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2. Introduction

In today's fast-paced world, most people find themselves caught up in their work schedules, leaving little time to escape into nature for a peaceful break. Fortunately, there are various energizing methods to calm yourself and refresh, such as exercising, reading, trekking, listening to music, and venturing into the forest. From this I think going out in nature is one of effective thing for refreshment and energy

3. Concept

I wanted to explore the concept of nature by using real-life objects as metaphors, such as a Rubik's cube (square) and a watch. The main concept I've developed from this exploration is that with effective time management, we can make time for various activities. So I designed an abstract story structure that can bridge the connection between time management and nature

4. Main goal

- 1 The primary goal is to break away from the working schedule and find tranquility in nature
- 2 When you're stuck on ideas, a simple walk down the street can help push through creative blocks
- 3 You have the capability to do it
- 4 Break free from the comfort zone trap
- 5 The things you imagine while in nature can serve as real-life inspiration to propel your ideas forward.

5. Logline

A Guy is trying to go out from box to nature for freshness and happiness

6. Story Version

v1

1.1 A man sits in front of his computer, stress etched on his face as he types away at the keyboard. Overwhelmed by his workload, he is determined to finish all his tasks before the deadline, anticipating the chance to venture into nature either solo or with friends to explore hidden locations. His room is adorned with sticky notes on the wall, depicting both his 'to-do list' and 'wish list.' Suddenly, one of the sticky notes falls onto his keyboard, a reminder of the unexplored locations waiting to be discovered. As his phone beeps, vibrating the entire room, a message pops up: "We are going out tomorrow, are you coming, right?" Glancing at an imaginary window in front of him, he envisions a small boy joyfully riding a bicycle—a miniature version of himself. The room rotates, and the boy, still in his chair, slips to the left, colliding with the wall. After hitting the wall, the room rotates again, and the boy crashes into an imaginary door that swings open. Soaring through the door, he enters a natural wonderland, surrounded by tall trees, feeling the freshness of the air, encountering waterfalls, vibrant butterflies, becoming fully energized and happy. Suddenly, he is transported back to his room, holding a Rubik's cube, where he sees himself in one of the cubes' compartments. Dark shadows loom in the room, and an oversized finger emerges from the ceiling. The room rotates once more, revealing a larger version of himself sitting outside the Rubik's cube. The scene widens to show multiple floating boxes, each containing individuals grappling with their problems. Some successfully break free, spending quality time exploring nature

1.2 In another scenario, two girls engage in a heated phone call. Denied permission to go out, one girl, infuriated, ends the call. Walking towards the window with closed eyes, she takes a deep breath. The room transforms into a lush forest, surrounded by trees and flower plants. Entranced by the sight of flowers, her moment of peace is interrupted by her mother's call from the kitchen, and the forest seamlessly morphs back into the room.

1.3 Numerous boxes float, each containing a person dealing with their struggles. Some successfully manage their problems through effective time management, breaking free to explore the beauty of nature.

1.4 Two girls quarrel on a call; one, denied permission, vents her frustration. After taking a deep breath by the window, the room transforms into a forest. However, her moment of tranquility is interrupted by her mother, and the forest reverts to the room.

V2

A guy is lying in a floating box, and he hears a faint door knock. He wakes up and observes other boxes, each containing a person. Some are attempting to open their doors, some have succeeded in getting out, while others are still trying as their boxes slowly ascend from the ground. He attempts to open his own door but can't, and panic sets in as he watches others successfully exiting. A red alarm initiates, displaying 1 solid block and 11 faint blocks on the wall, accompanied by 30-31 dots and a clock. He starts contemplating whether these represent his pending tasks for the week, strategizing how to manage them in terms of time and date. Despite struggling, he arranges the dots and clock, obtaining a key. He approaches the door, unlocks it, and continues to struggle to open it. Eventually, he runs toward the door, shoulders it with a loud sound, and takes flight into nature. He dives into water, observes natural elements, breathes in the fresh air, and becomes energized and happy.

V3

Final story

A man lies in a floating box, wakes up, and observes his surroundings, noticing that each direction is filled with boxes, each containing an individual. Some people are struggling to exit their boxes, attempting to open the doors, while others have successfully managed to open theirs, having sorted out their time management for a peaceful break. Suddenly, the man sees another guy riding a bicycle in front of him. He observes that the guy outside is happy, and this sight brings joy to him as well. Inspired, he attempts to open his own door, encountering some struggle. Nevertheless, he perseveres, manages to get through it, and jumps into a space filled with water, resembling a watch. Taking a deep breath, he feels energized, fresh, and happy. A cyclist moves from left to right within the water-filled space and eventually disappears. The man in the water looks behind him, finding no one there. Now he is happy, he swims in his watery enclosure, savoring the joy of nature.

7. Research | Data Collection

From my own experiences of going out for trekking, visiting forest areas, and exploring temples, I feel a sense of well-being. Occasionally, activities such as reading a book, listening to music on electronic devices, exercising in my room, or practicing meditation do not provide the same level of peace.

The positive impact of nature on our well-being can be attributed to various scientific reasons.

Stress Reduction: Spending time in nature has been shown to lower cortisol levels, which are associated with stress. Natural environments provide a break from the demands of everyday life, allowing our bodies and minds to relax.

Improved Mood: Exposure to nature has been linked to an increase in serotonin levels, often referred to as the "feel-good" neurotransmitter. This elevation in mood can contribute to a more positive outlook on life.

Enhanced Creativity: Nature has a restorative effect on cognitive function, including creativity. Time in natural settings has been shown to improve problem-solving skills and boost creative thinking.

Attention Restoration: Natural environments offer a respite from the constant stimuli and demands of urban or indoor settings. This allows the brain to recover from mental fatigue, leading to improved concentration and focus.

Increased Physical Activity: Nature often encourages physical activity, whether it's hiking, walking, or simply spending time outdoors. Exercise releases endorphins, promoting feelings of happiness and well-being.

Sunlight and Vitamin D: Exposure to natural light, especially sunlight, stimulates the production of vitamin D in our bodies. Vitamin D is crucial for overall health and has been linked to mood regulation.

Biophilia Hypothesis: This theory suggests that humans have an innate connection with nature, and being in natural environments fulfills a deep-seated need. This connection to the natural world is believed to contribute to our well-being.

Reduced Rumination: Nature has been found to reduce repetitive negative thoughts, known as rumination. This reduction in overthinking is associated with lower levels of stress and improved mental well-being.

Social Interaction: Nature provides a conducive environment for social interaction. Whether it's a walk in the park or a day at the beach, being in nature often encourages positive social experiences, which are known to contribute to happiness.

Restoration of the Autonomic Nervous System: Nature has a calming effect on the autonomic nervous system, helping to balance the sympathetic (fight-or-flight) and parasympathetic (rest and digest) systems.

In summary, exposure to nature has measurable and positive effects on both our physical and mental well-being. These effects are the result of a combination of factors, including stress reduction, improved mood, cognitive benefits, and the fulfillment of innate human needs for connection with the natural world.

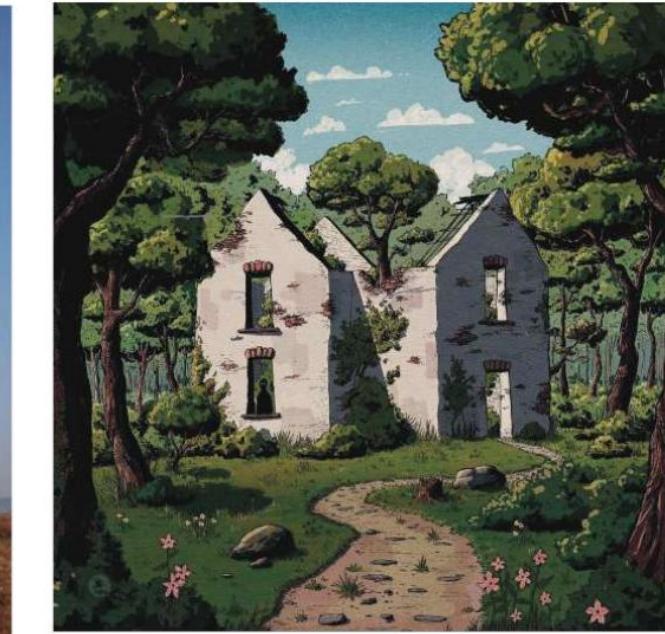
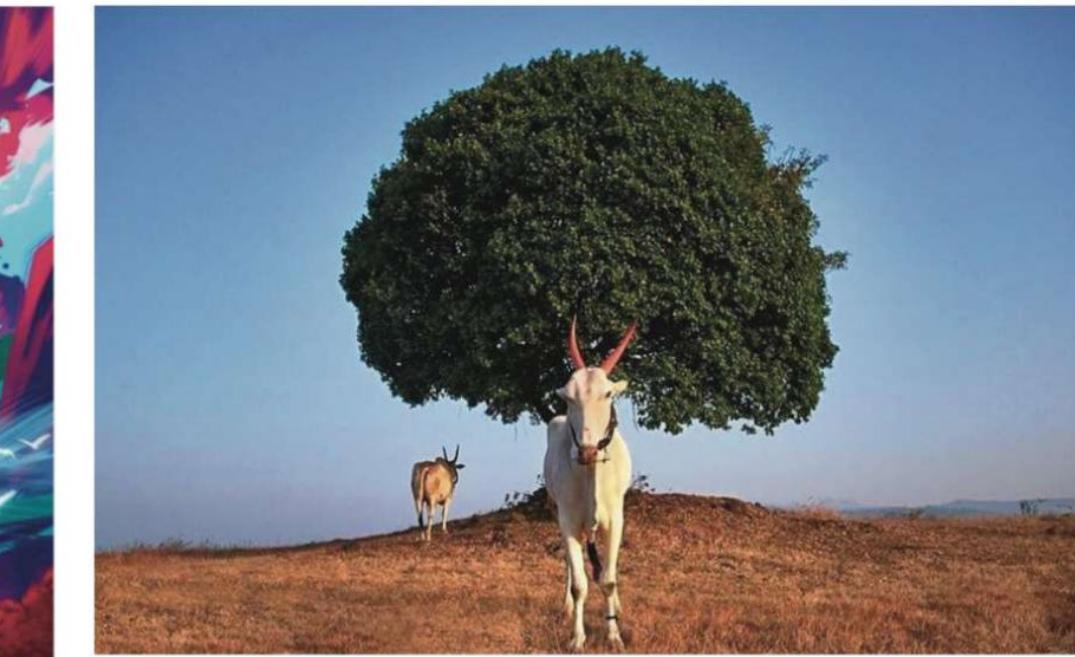
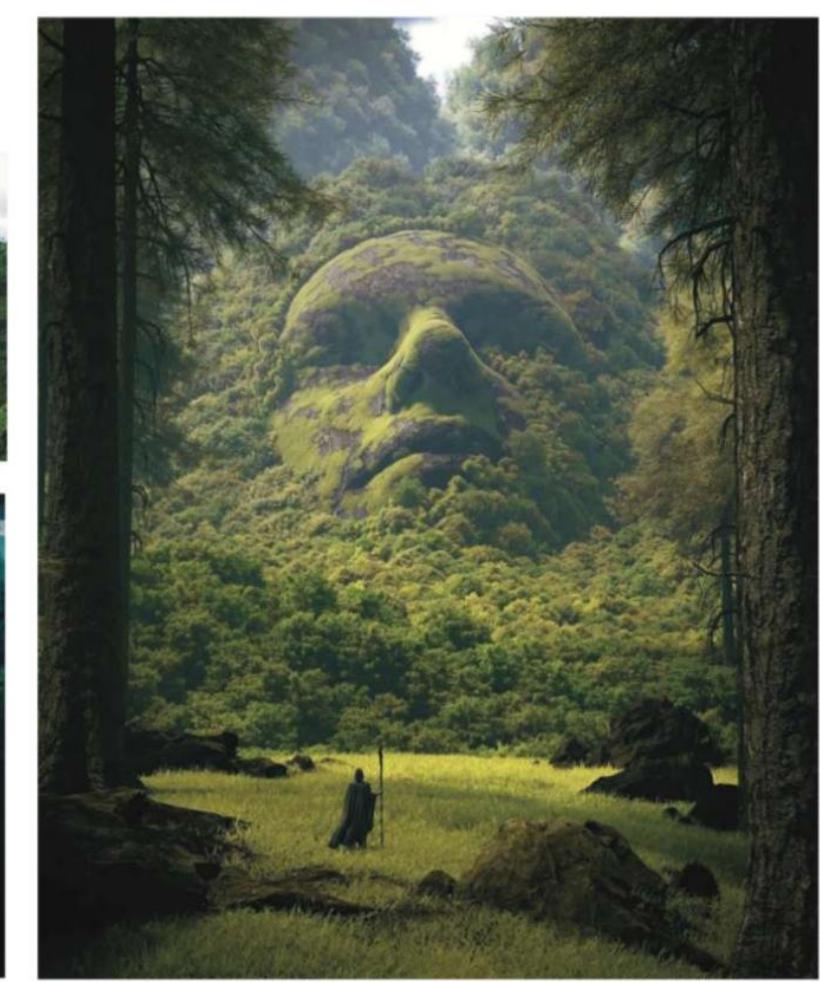
8. Visual breakdown

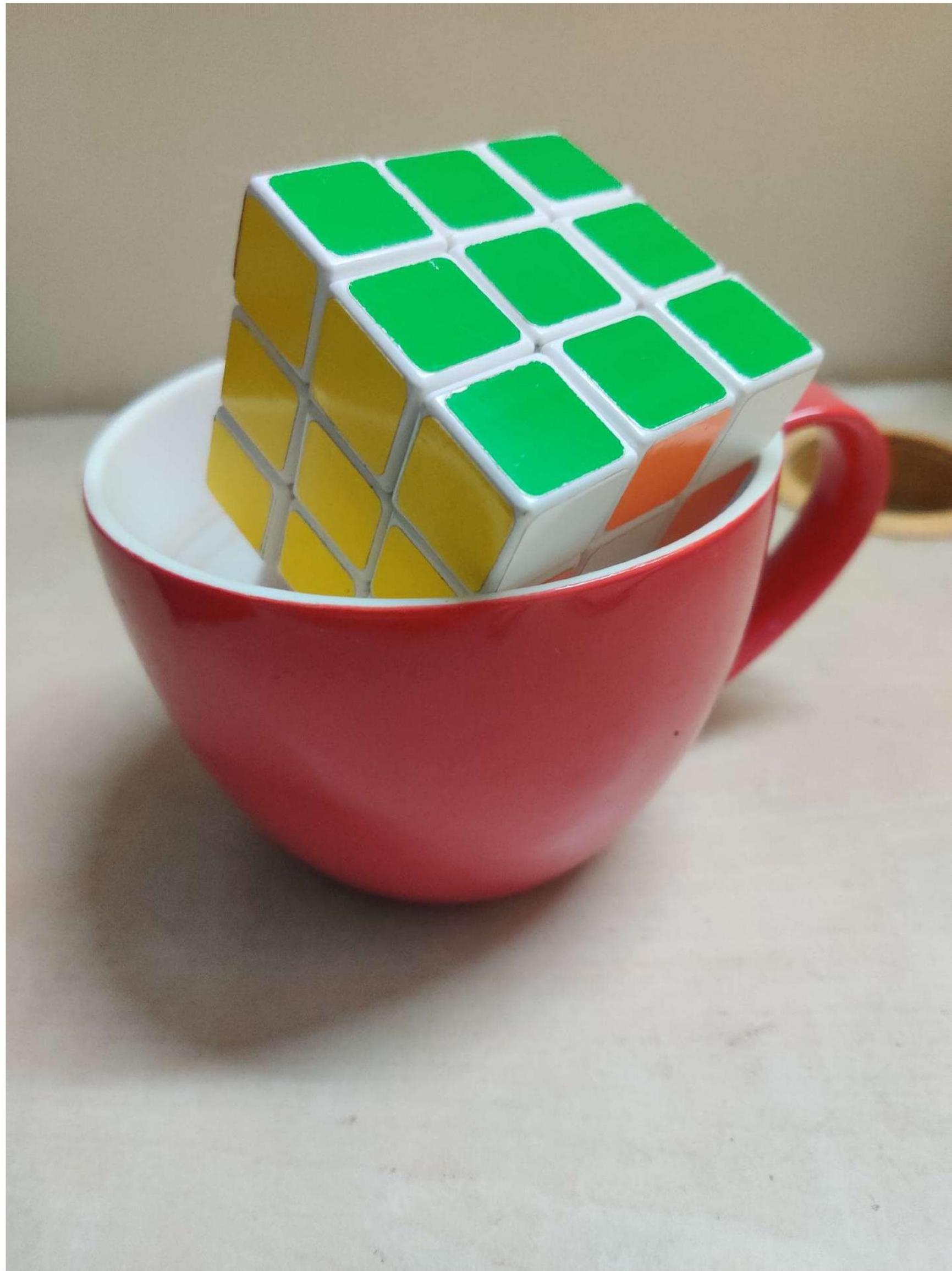
Watch + trees = nature representation with time management

A transparent square box = a working place (room, office)

9. Time + Trap + Nature

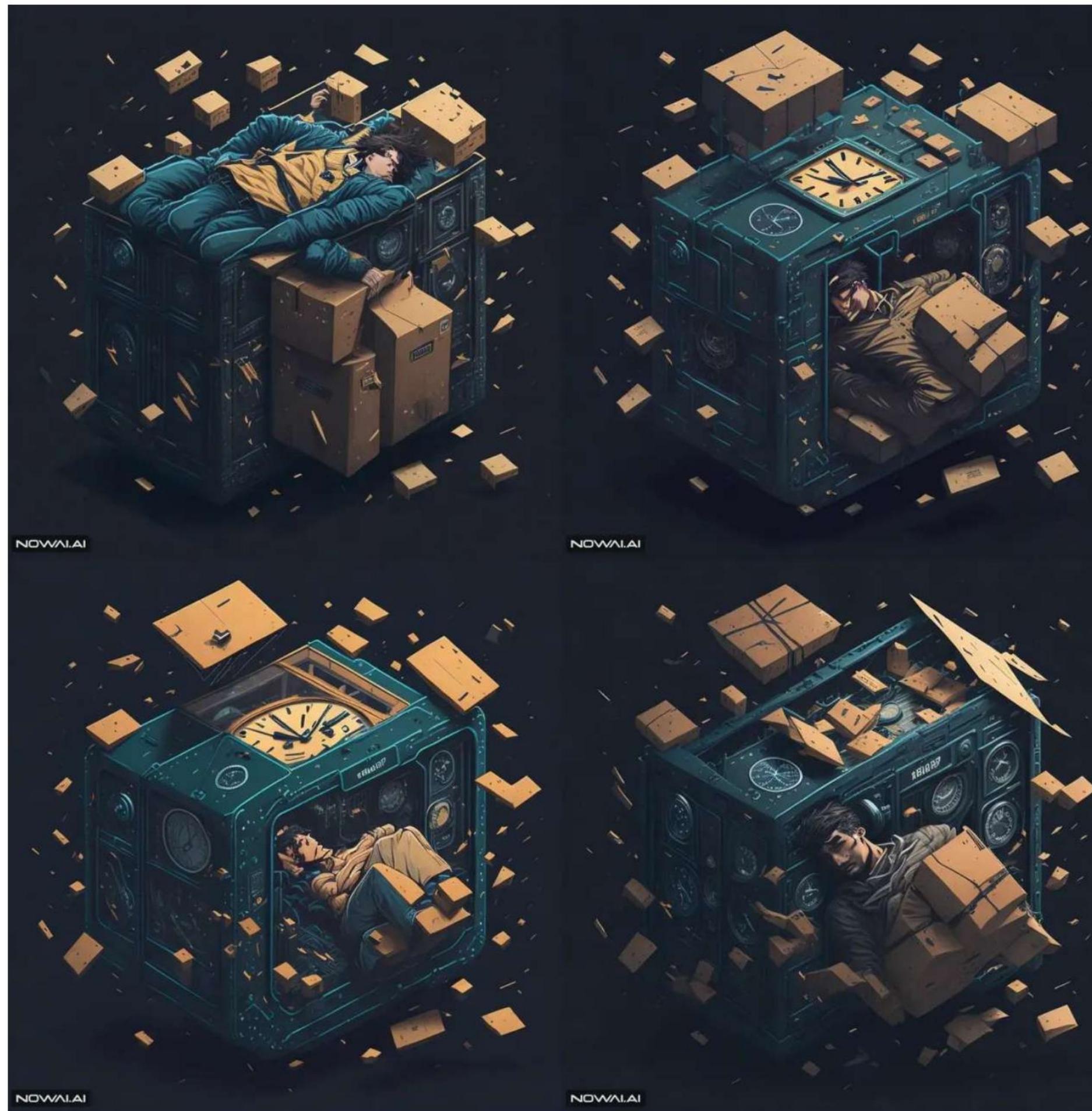
10. Moodboard | Ai Reference





Ai Formed images

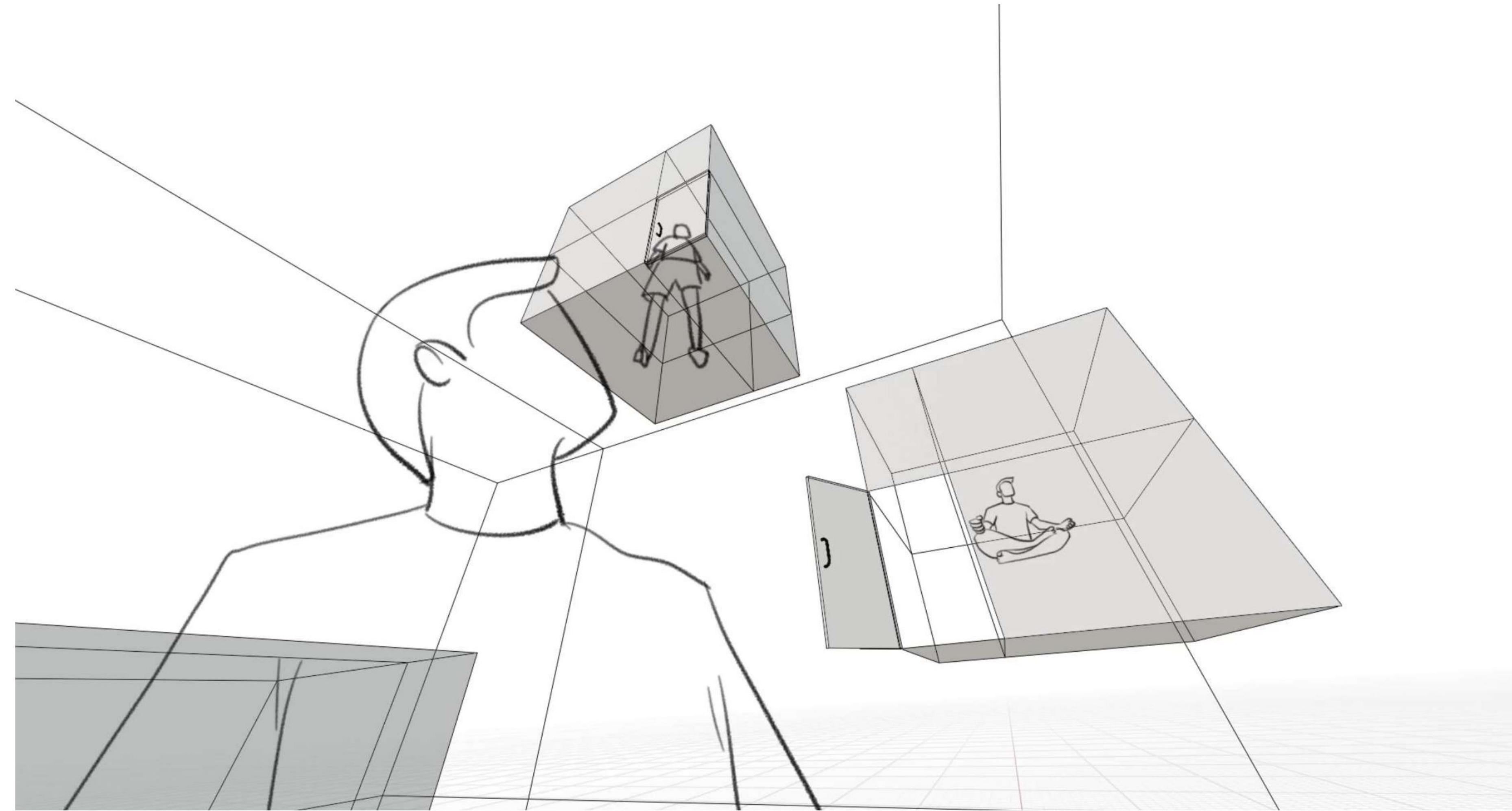
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11. Storyboard

<https://drive.google.com/drive/folders/1OzmPcsI6AhZCQj8Bkzp3Pwmu-meOBq-k>

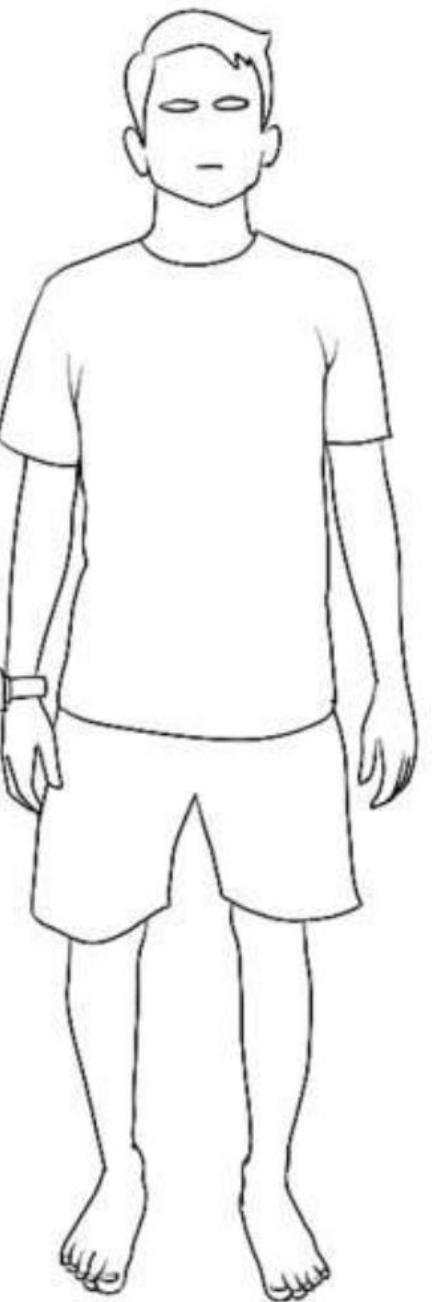
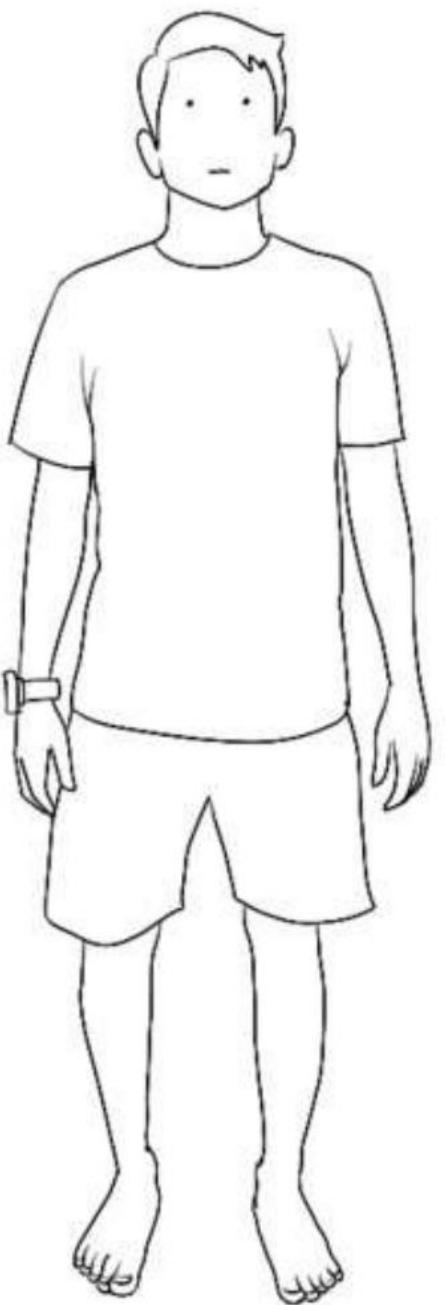
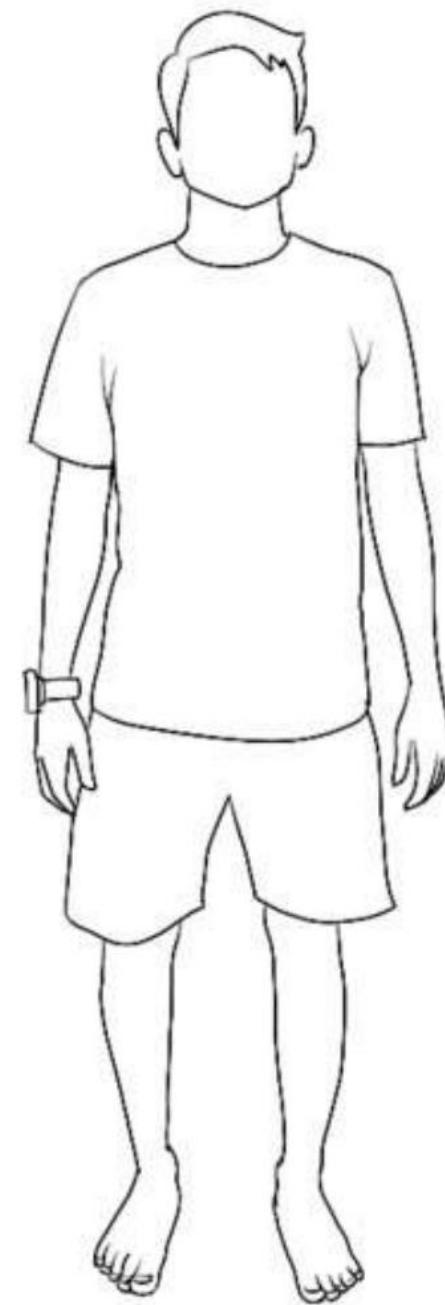


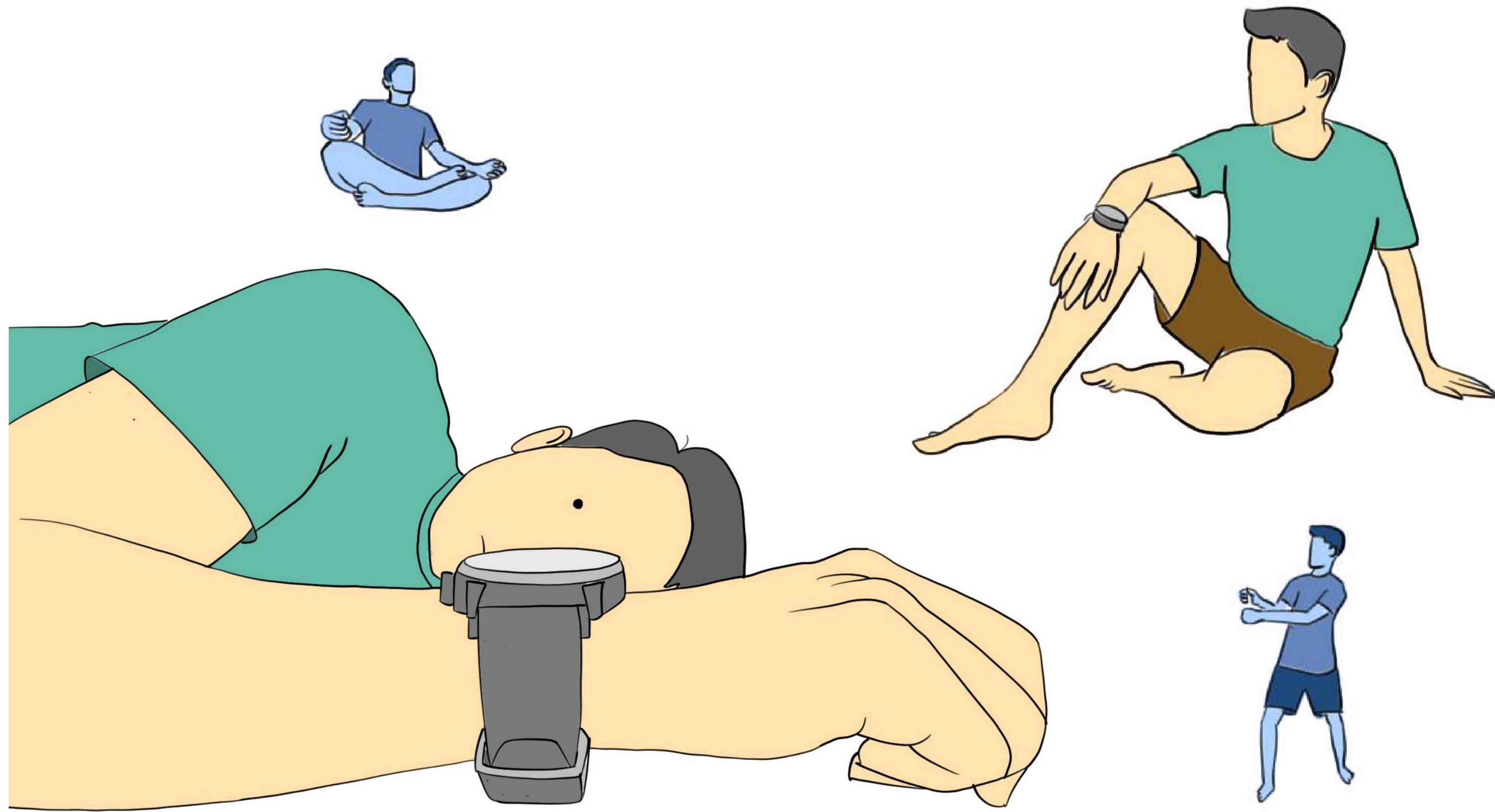
12. Reference images and video for character design and animation



13. Character design

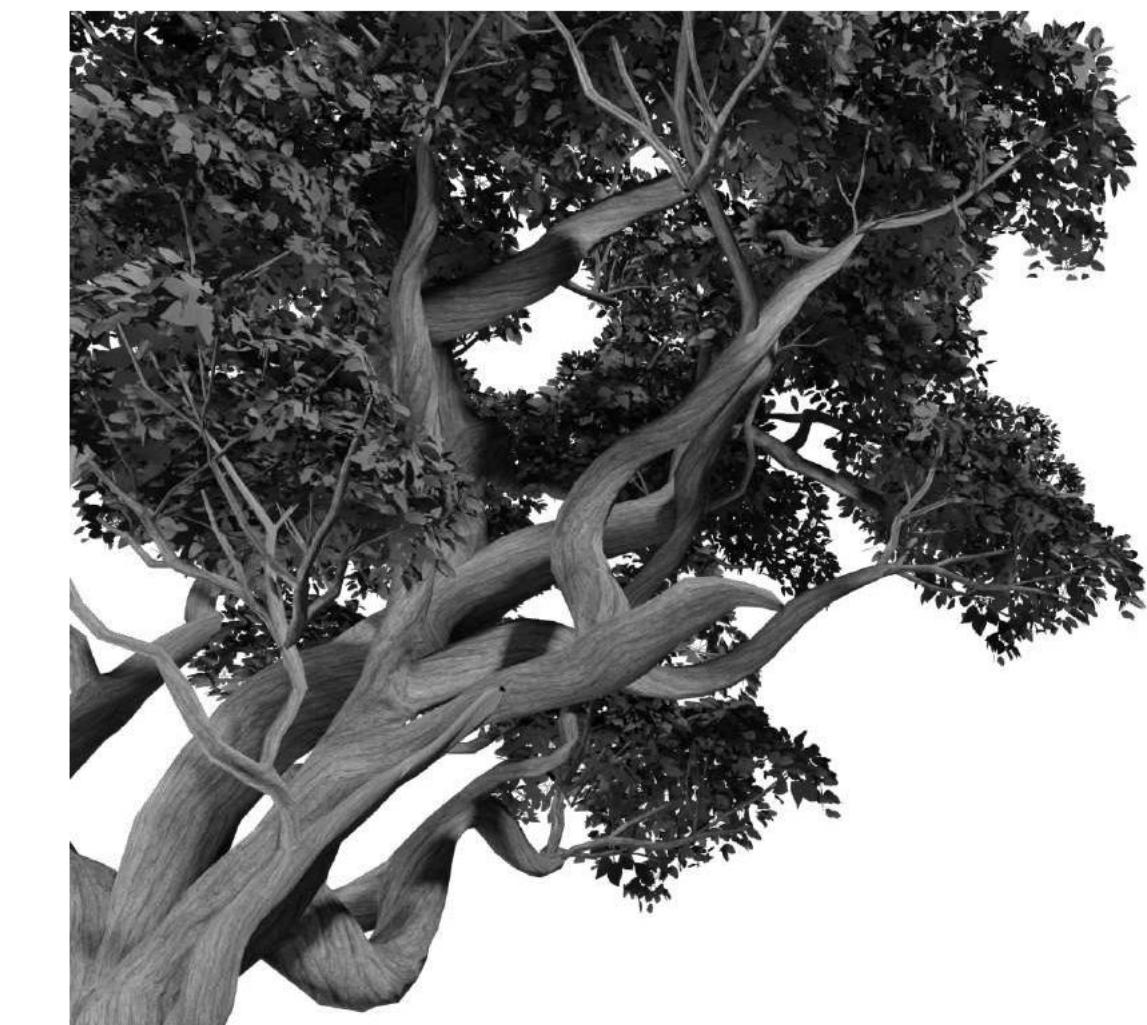
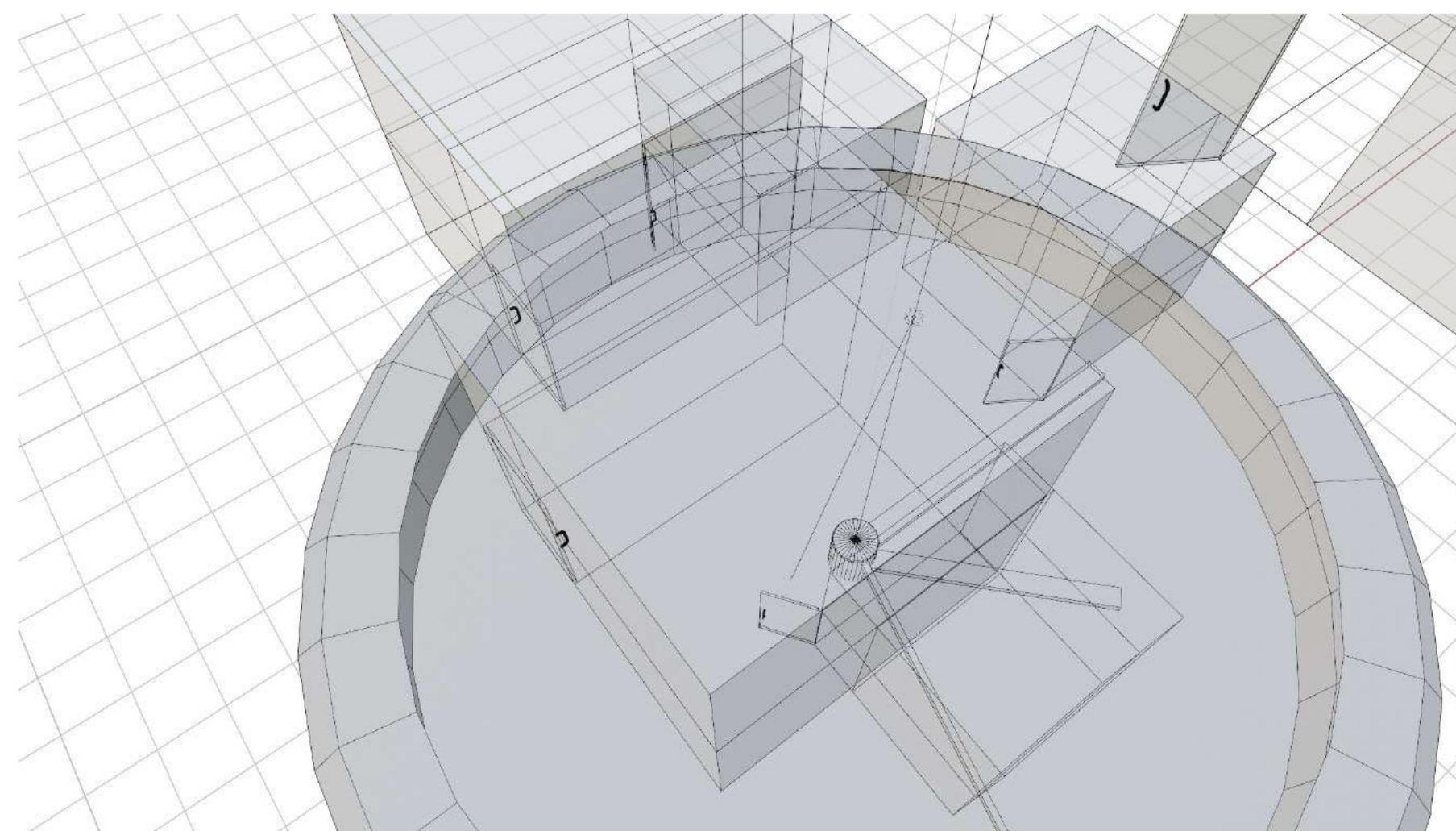
aditya - 20 - 25 year old Guy



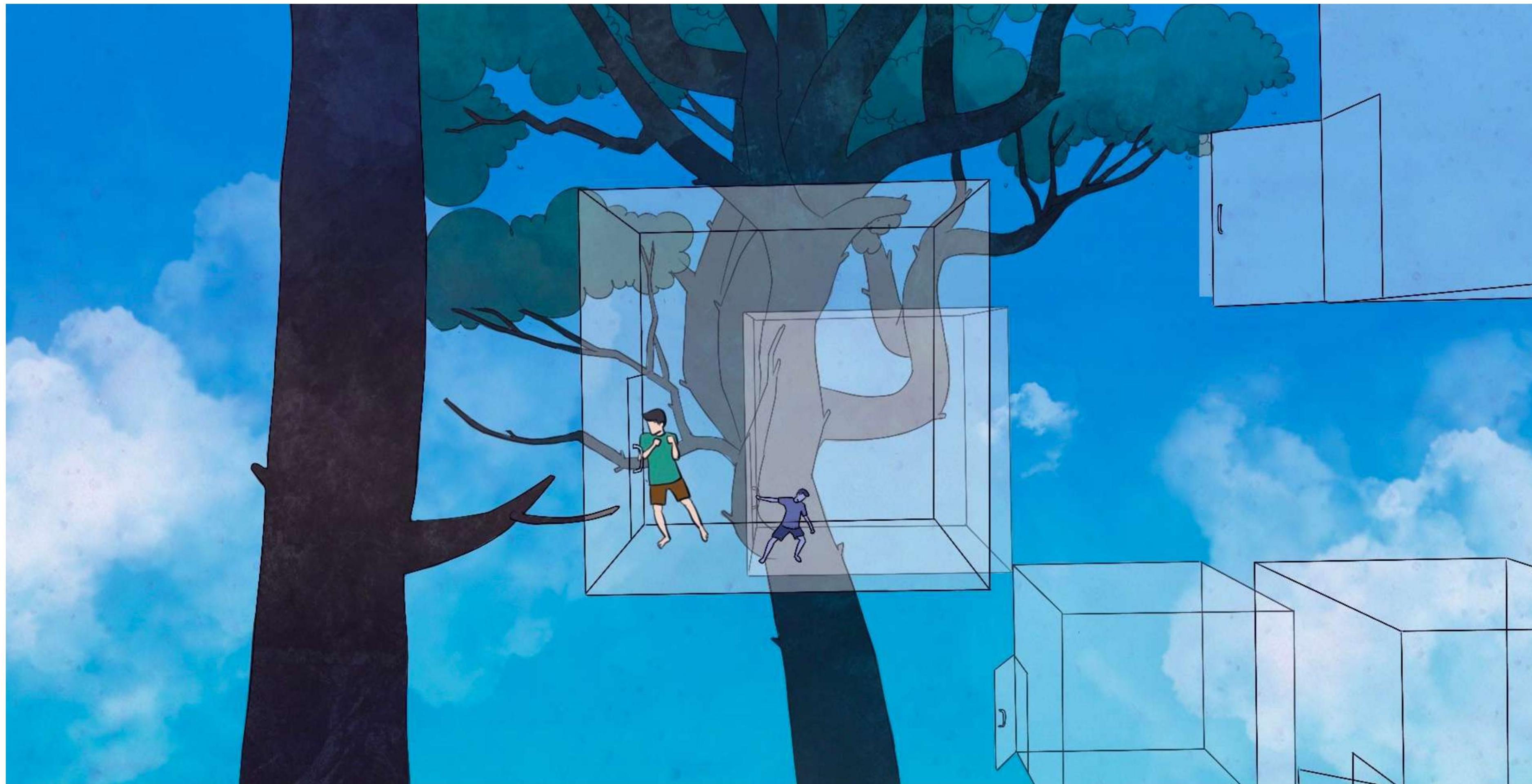


14. 3D Background layouts

https://drive.google.com/drive/folders/1jdRJybpo1KB1484kBviYfYfimPFkolJA?usp=drive_link



15. Concept art



16. Analysis and shots breakdown

B, BG

0 - 1 1 SEC MOTION 0 B IAN

1 - 3.5H 2 SEC MOTION 1

TV 3 - 9.2 6 SEC ANIMATION 1+2

TV 9 - 11.3 2 SEC ANIMATION 1+2+3

TV 11 - 13.4 2 SEC ANIMATION 1

TV 13 - 15.5 2 SEC ANIMATION 1

TV 15 - 20.6 5 SEC ANIMATION 1+2

TV 20 - 22.7 2 SEC STILL + MOTION 1+2+3+4+5+6

TV 22 - 24.9 2 SEC STILL + MOTION 1+2+3+4+5+6

TV 24 - 26.9 2 SEC ANIMATION 5

26 - 28.10 2 SEC ANIMATION 2

28 - 29.11 1 SEC STILL + MOTION 1

29 - 32.12 3 SEC ANIMATION 2

TV 32 - 37.13 5 SEC ANIMATION 7

TV 37 - 40.14 3 SEC ANIMATION 3

40 - 42.15 2 SEC STILL + MOTION 1

42 - 44.16 2 SEC ANIMATION 2

TV 44 - 47.17 3 SEC STILL + MOTION 3

47 - 52.18 5 SEC ANIMATION 1

TV 52 - 54.19 2 SEC ANIMATION 2

54 - 56 20.2 SEC ANIMATION 1 (16)

TV 56 - 1.02 21.5 SEC ANIMATION 4 (17)

① TV 1.02 - 1.05 22.3 SEC STILL + MOTION 4 (18)

② TV 1.05 - 1.07 22.5 SEC ANIMATION 5 (19)

③ TV 1.07 - 1.08 24.1 SEC MOTION + ANIMATION 2 (20)

④ 1.08 - 1.09 25.1 SEC ANIMATION 1 (21)

⑤ 1.09 - 1.10 26.1 SEC ANIMATION 6 (22)

⑥ 1.10 - 1.18 27.8 SEC ANIMATION 1+2 (23)

⑦ 1.18 - 1.29 28.11 SEC ANIMATION 1+2 (24)

⑧ [1.29 - 1.30 29.1 SEC STILL + MOTION] 1 (25)

⑨ 1.30 - 1.35 CREDIT

⑩ REPORT-WRITING

⑪ BIRD

⑫ cycle

⑬ 35 SEC

⑭ 1+5 | 89

⑮ - L8 MOTION ELEMENT

⑯ - L7 character animation - RUNNING CLOSE-UP

⑰ - L6 (BOX2)

⑱ - L5 (BOX1)

⑲ - L4 MOTION ELEMENT

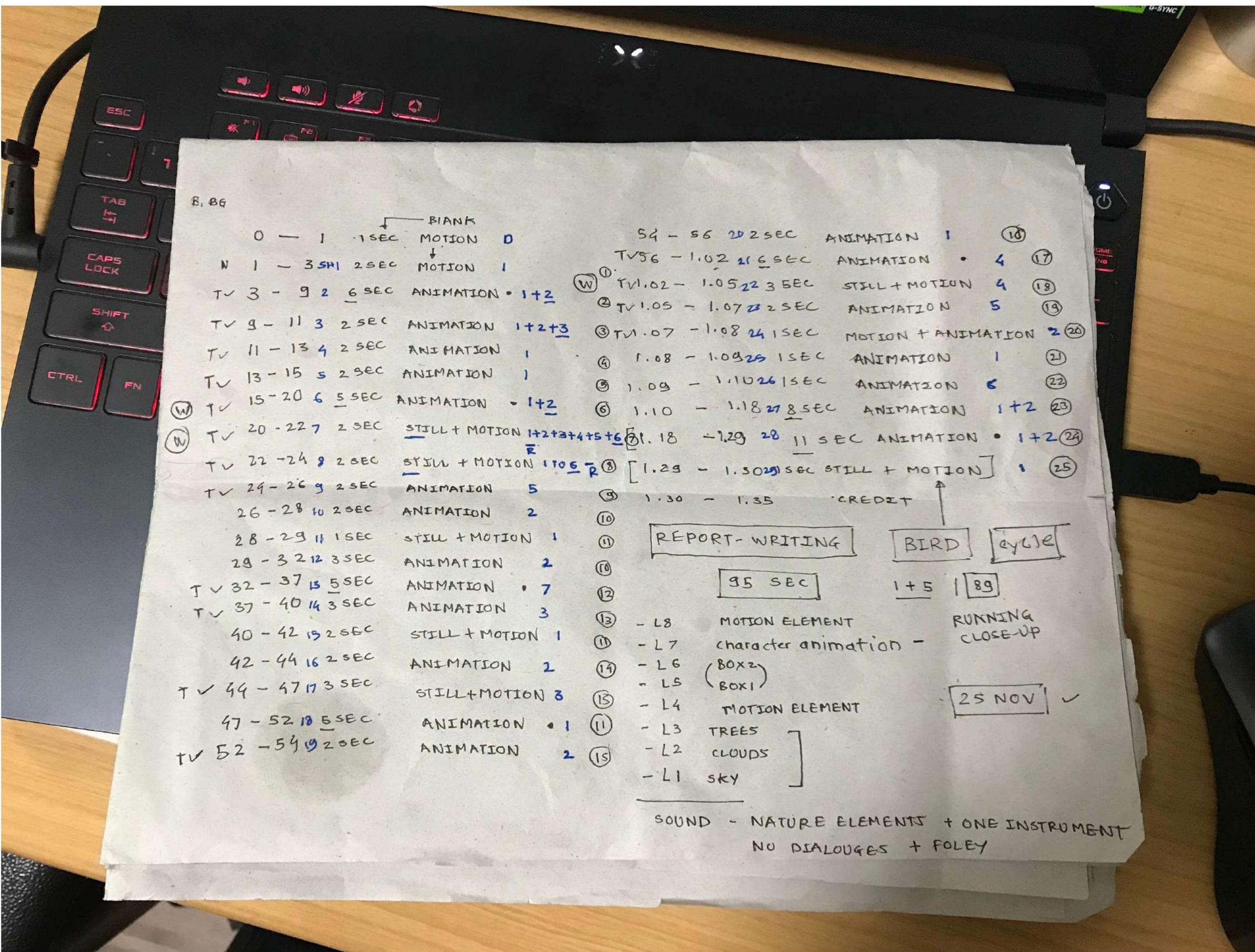
⑳ - L3 TREES

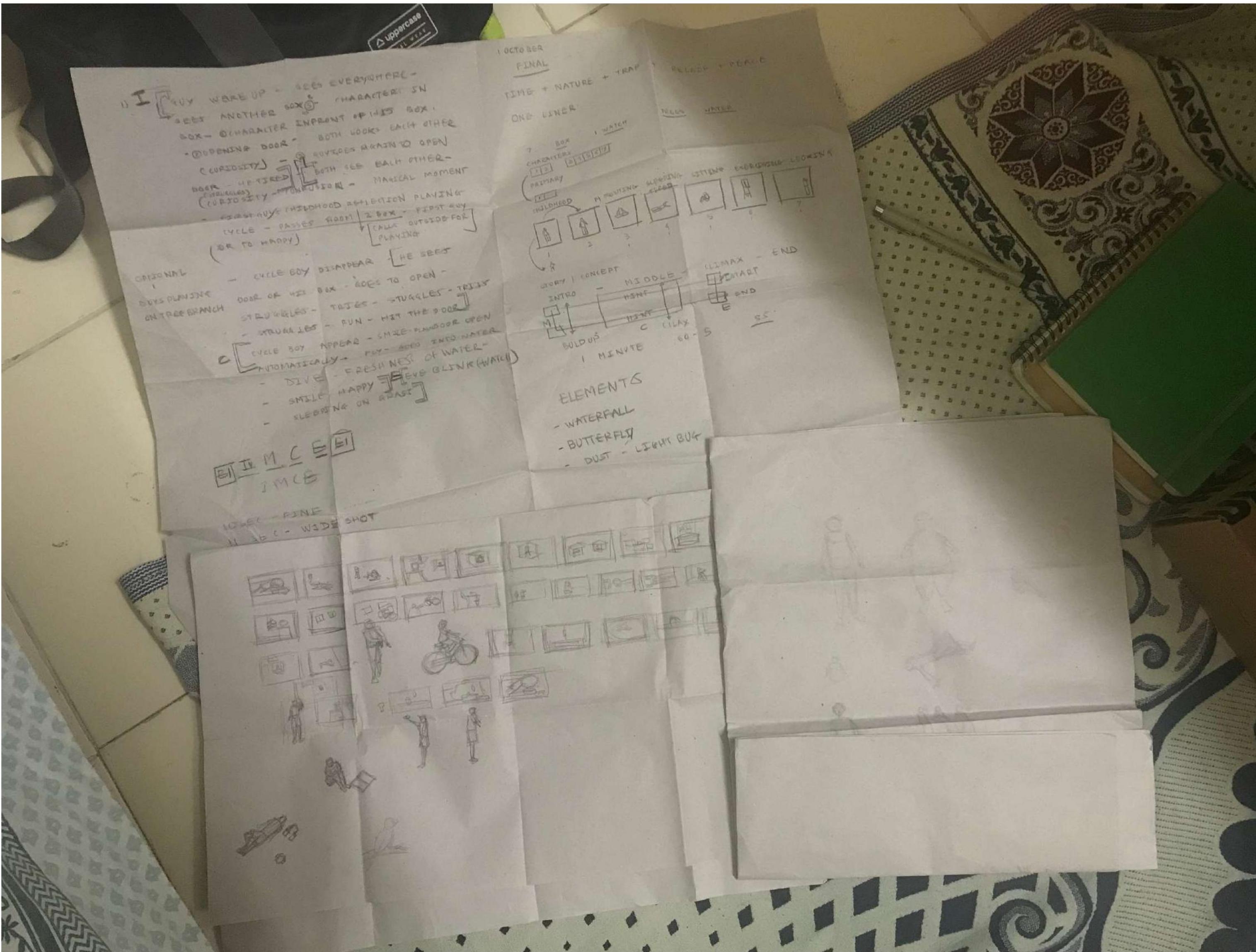
㉑ - L2 CLOUDS

㉒ - L1 SKY

㉓ 25 NOV ✓

SOUND - NATURE ELEMENTS + ONE INSTRUMENT
NO DIALOGUES + FOLEY





17. wip Animation

https://drive.google.com/file/d/1x9pHNzsEzBv__cvspwHoba1CbZvp4cEh/view?usp=drive_link

18. Reference movies

Spirited away

My neighbour totoro

Ponyo

Howl's moving castle

