



P3 Project  
22m2201

# A BAIT

Film by  
Suraj

Guided by  
Prof. Aditi Chitre

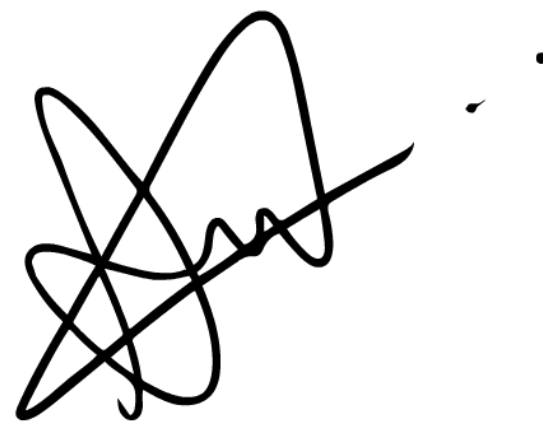
# Declaration

I declare that this written document represents my ideas in my own words been, 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.

Suraj Singh

22m2201

A handwritten signature in black ink, appearing to read 'Suraj Singh', with a small dot at the end of the stroke.

M.DES Animation Design

IDC School of design, IIT Bombay

# Approval Sheet

This is to certify that the project report titled "A Bait" by Suraj Dharmendra Singh Roll no: 22M2201 is approved for partial fulfillment of the requirements of the Master's of Design Degree in Animation Design from IDC School of Design, IIT Bombay.

Project Guide:



Chairperson:

Digital Signature  
Anirudha N Joshi (i98081)  
13-Jul-24 11:19:42 AM

Internal Examiner:

Digital Signature  
Shilpa Ranade Ranade (i01079)  
20-Jun-24 04:06:58 PM

External Examiner:



# Acknowledgment

I am deeply grateful to Professor Somnath Pal, Professor Aditi Chotre, and Professor Prosenjit Ganguly for guiding me through the process and assisting with the story. I also want to thank my peers for their continuous feedback and support throughout every step of the process, as well as for their help with the research. I also want to thank my juniors for helping me out with the production.

# Abstract

In this fictional serene realm, a sinister hand harbors aspirations of domination. Lacking the inherent power to achieve its goal, it resorts to manipulation, manipulating the populace with a seemingly inconsequential lure: A Bait

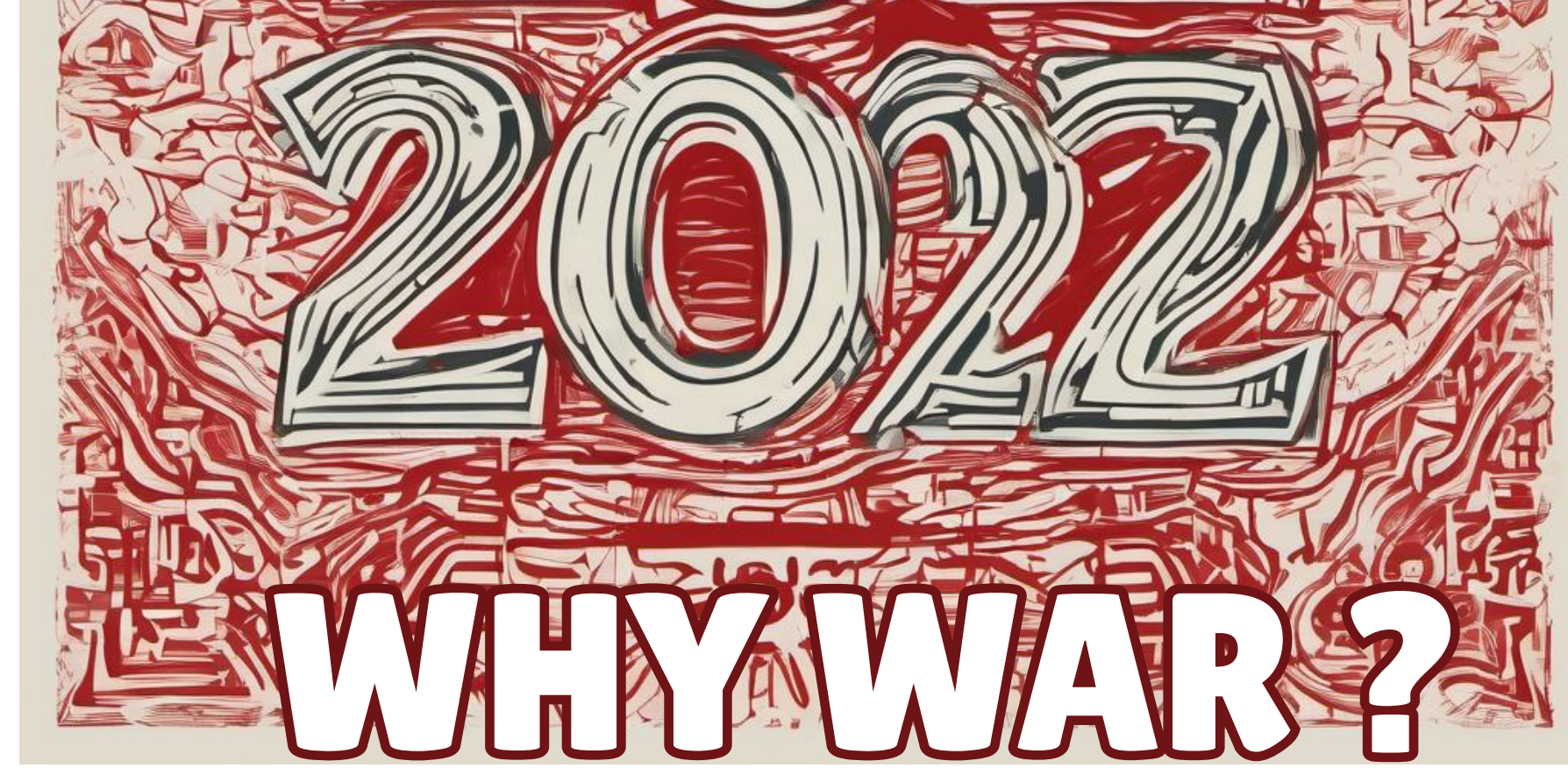
## Introduction

I wanted to explore the reasons of conflict and escalation so I researched accordingly and wrote a story about how a conflict starts and what becomes a bait in it behind which everyone is running.

I chose '**War**' as my topic for the Project



Delhi Riot 2020



Israel-Palestine conflict

it was a response to all these...



Russia-Ukraine War

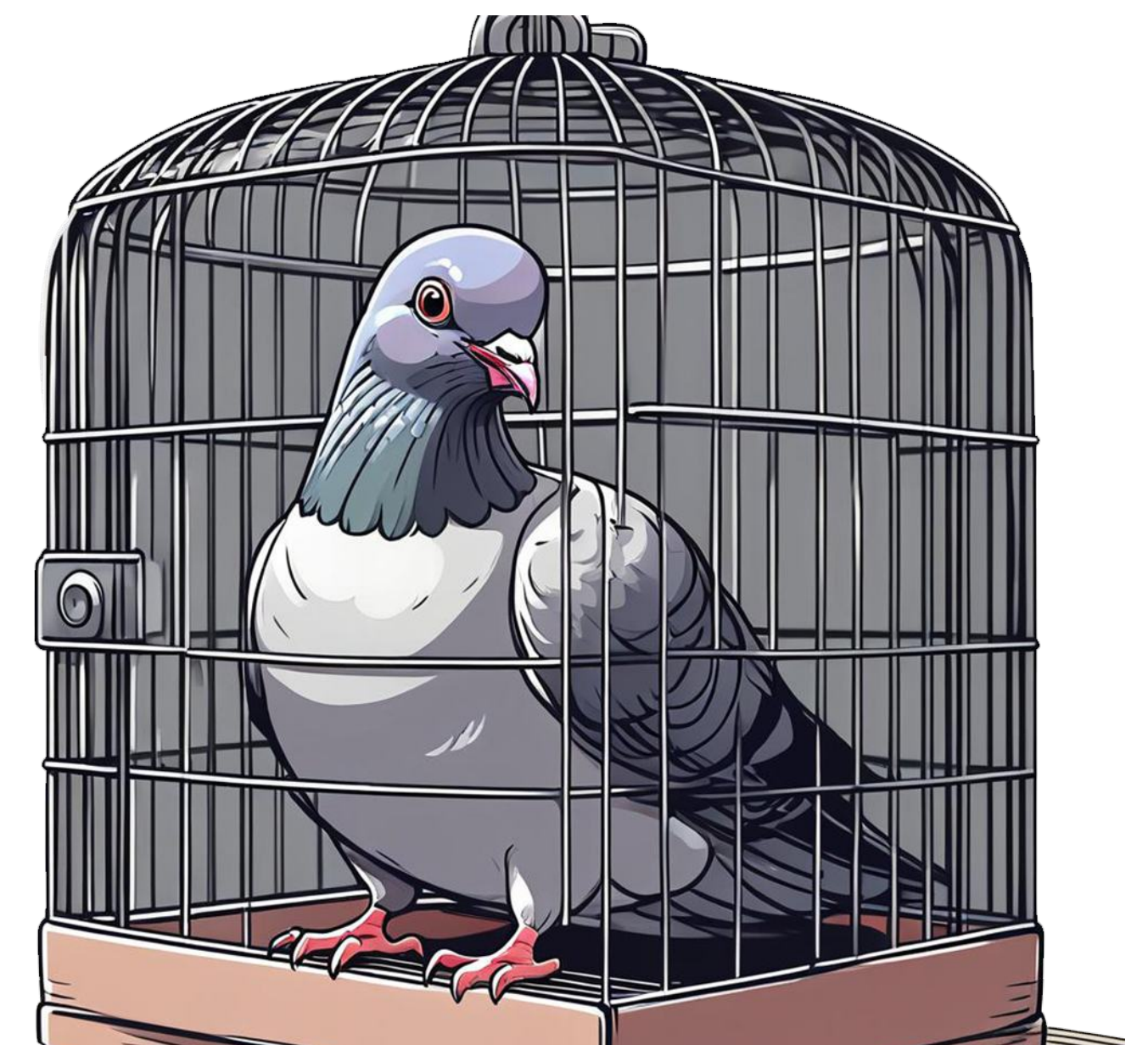


## Research

I read about the Geo-political conflicts that happen in the previous year but I decided to narrow it down to a more regional and native incidences and the research was straight forward as things were documented and were published on the the Internet.

I studied the 2002 Gujrat riots prominently and followed by it went through the history of riots happened in India since British-era .

[https://en.wikipedia.org/wiki/List\\_of\\_riots\\_in\\_India](https://en.wikipedia.org/wiki/List_of_riots_in_India)





## Why studying Gujrat Riots

### Nanavati-Mehta Commission

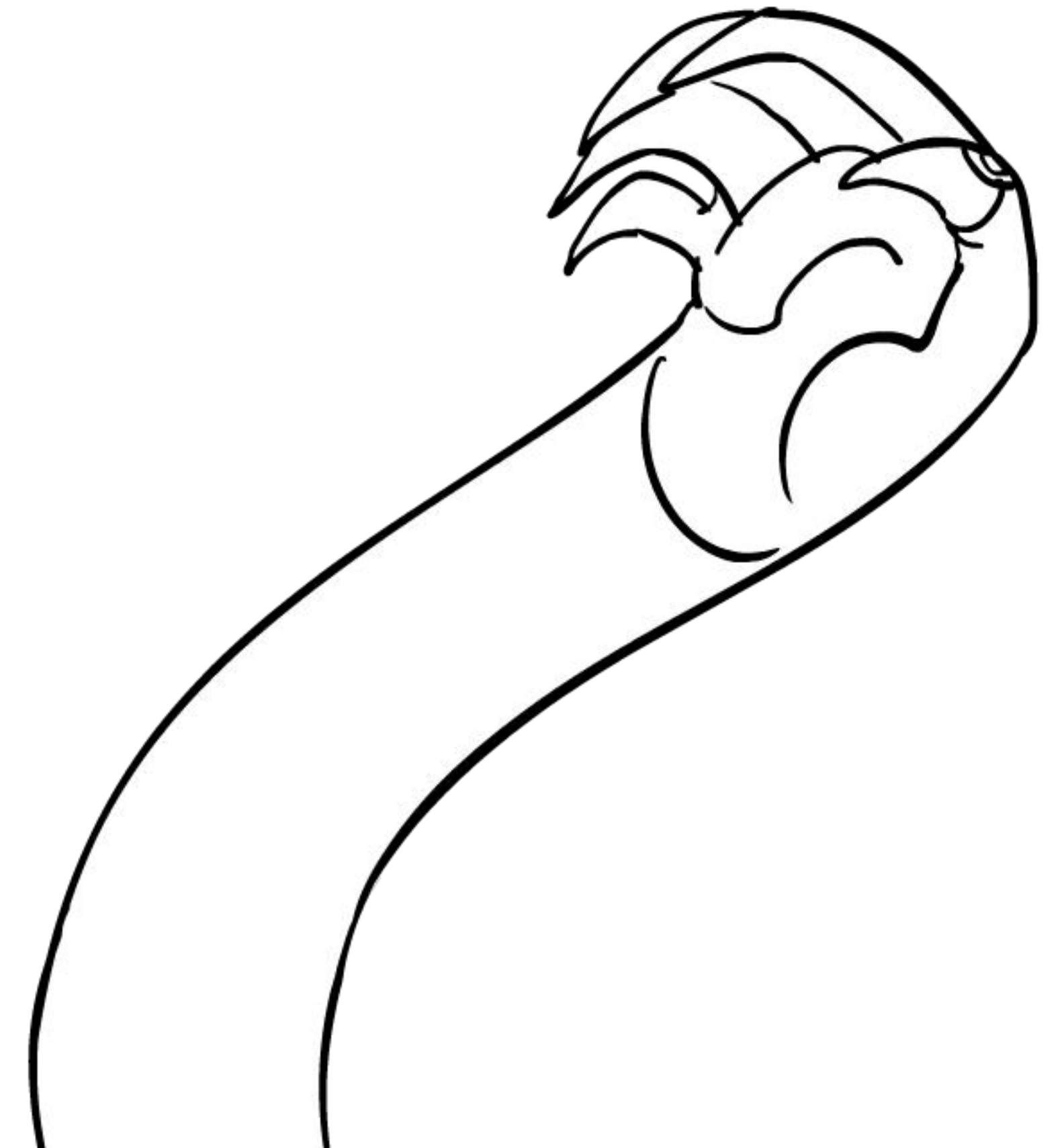
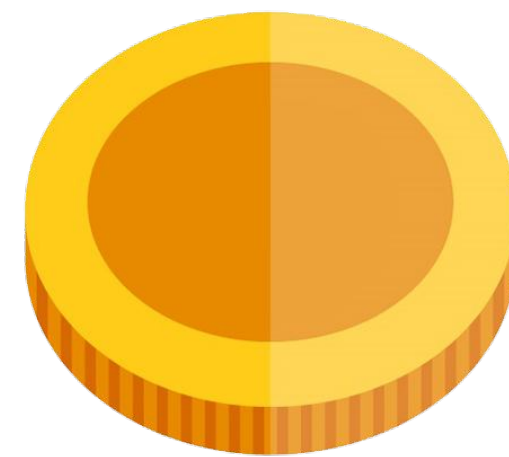
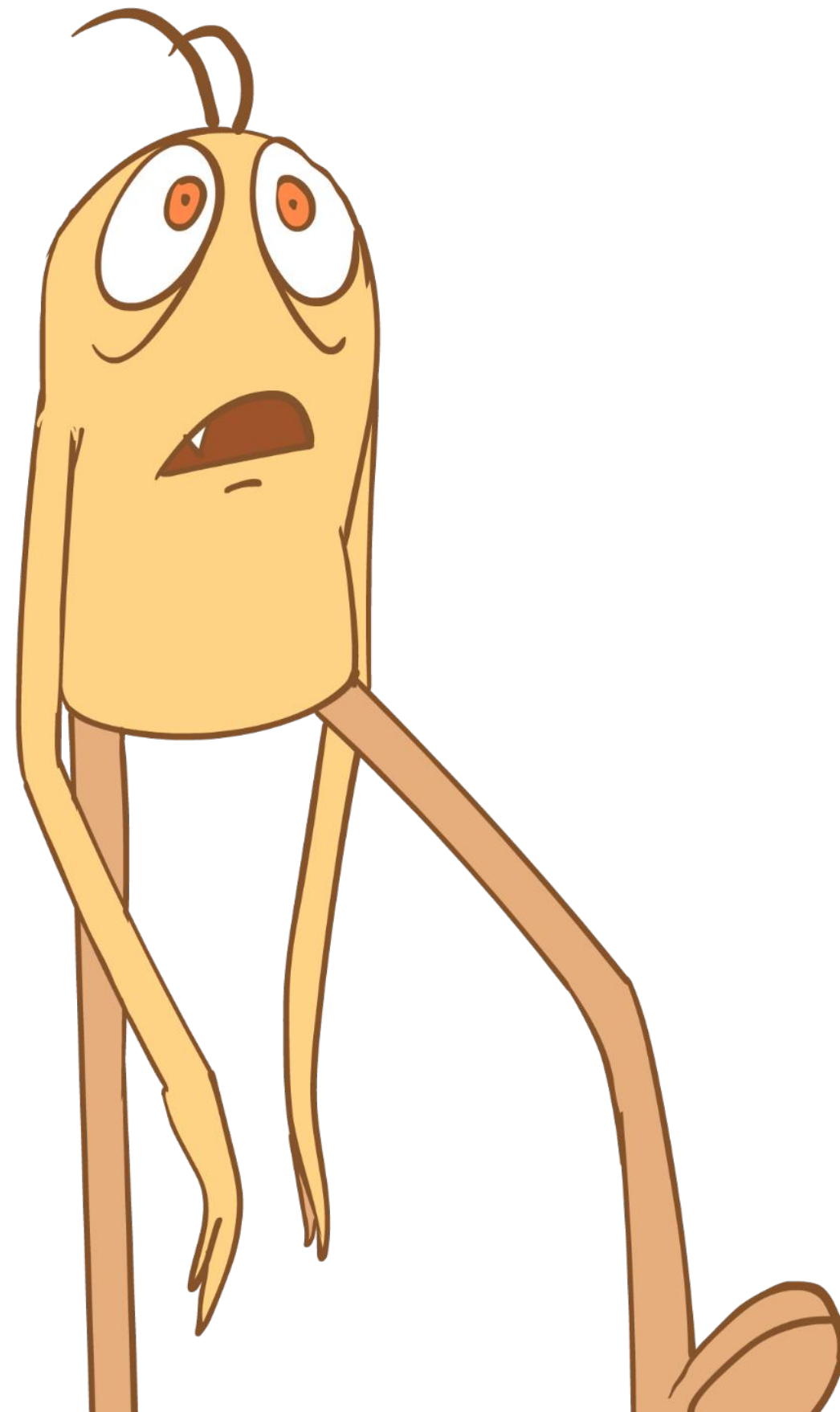
In September 2008 the Commission submitted the part of its report covering the Godhra train burning incident (Part I) in which it had concluded that burning of the S-6 coach of Sabarmati Express near Godhra railway station was a "planned conspiracy".

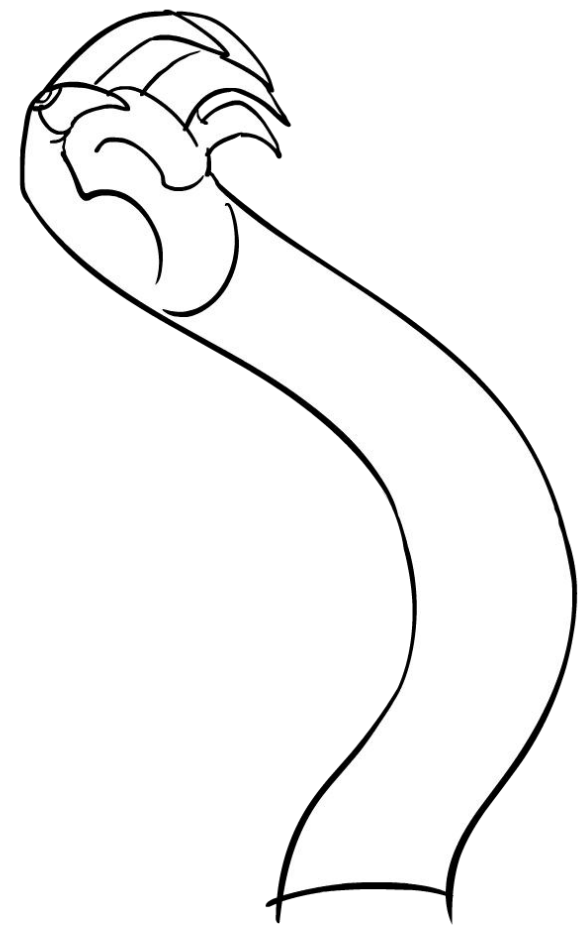
### Banerjee Committee 2006

Godhra wasn't a planned incident.

## Story-Line

In this fictional serene realm, a sinister hand harbors aspirations of domination. Lacking the inherent power to achieve its goal, it resorts to manipulation, manipulating the populace with a seemingly inconsequential lure: A Bait 'Coin'.



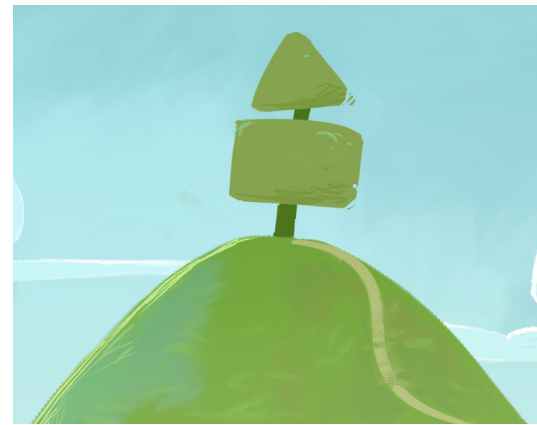
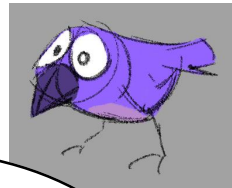


1

The hand wants capture all the hills, but can't do on its own.

2

Bird lives on the tree on a nest.



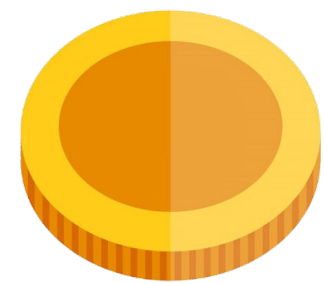
3

But these people have occupied the hill, live on it and take care of it.



4

it gives a hypnotising coin to one of them which falls in the woods and one fellow follows



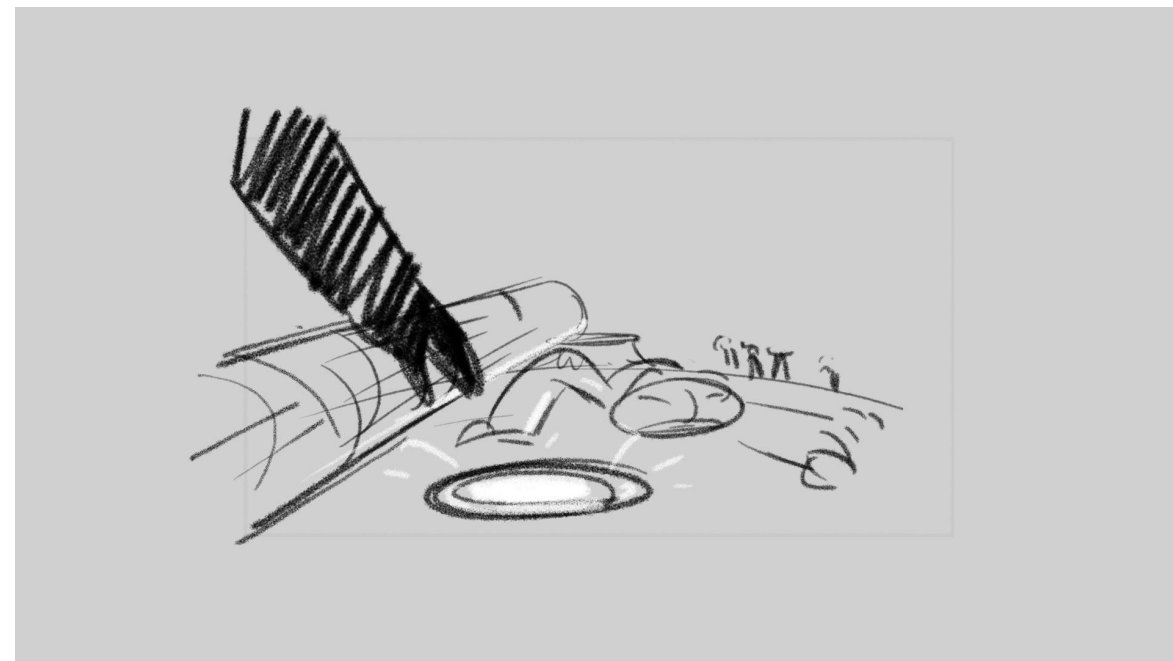
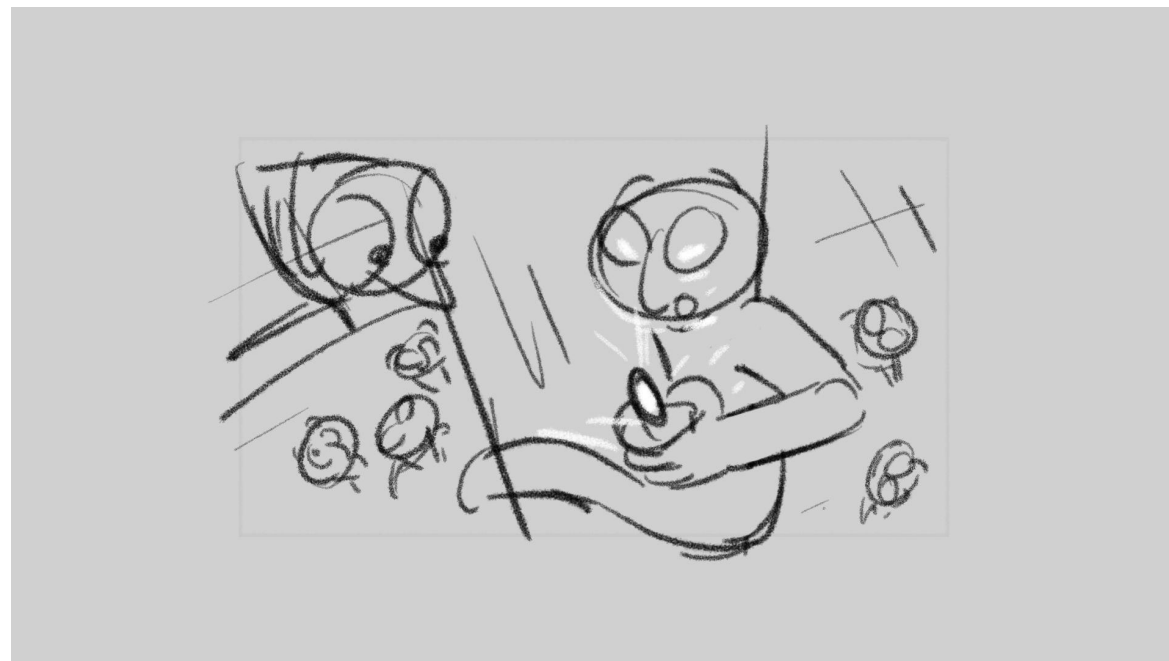
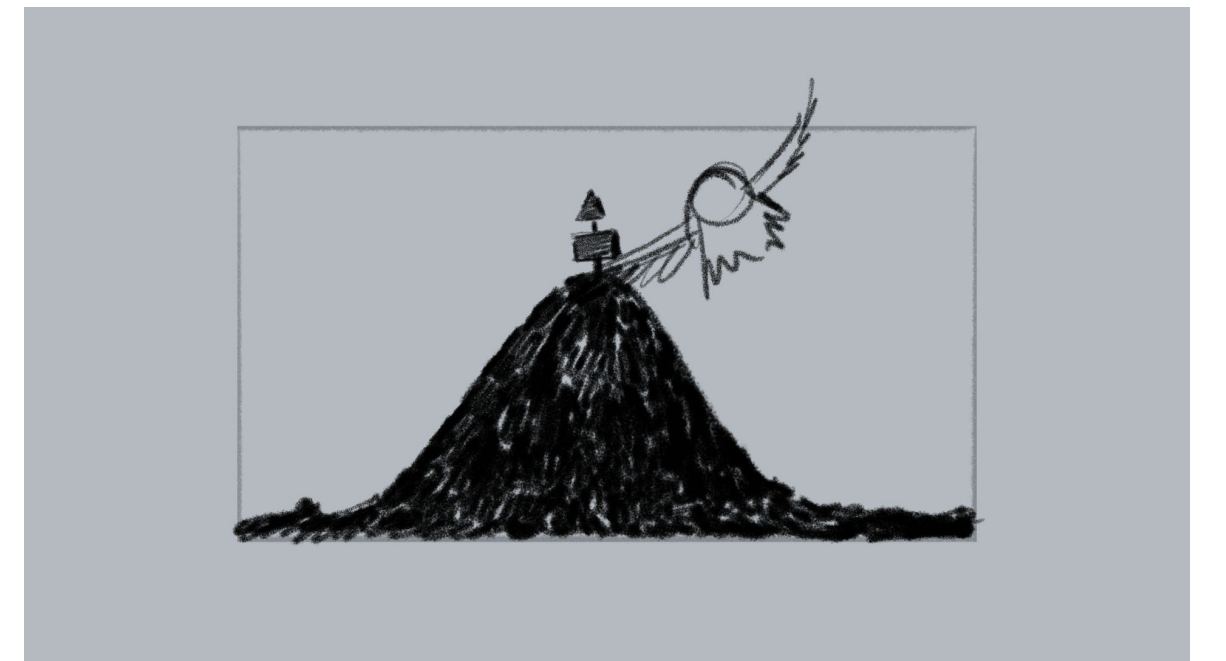
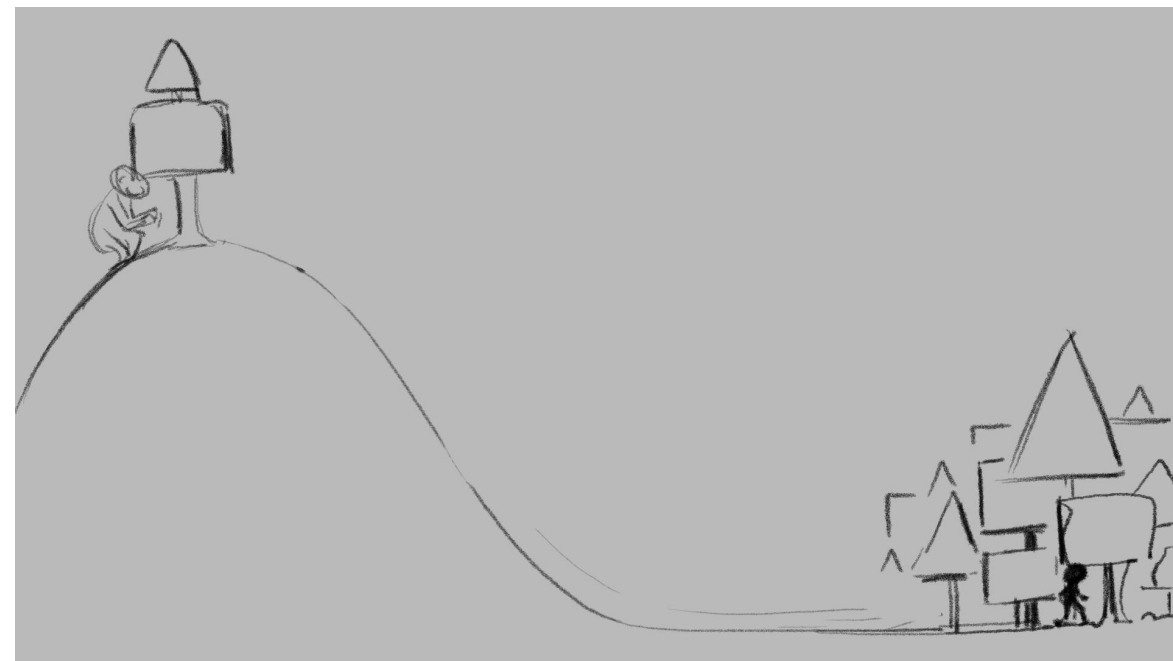
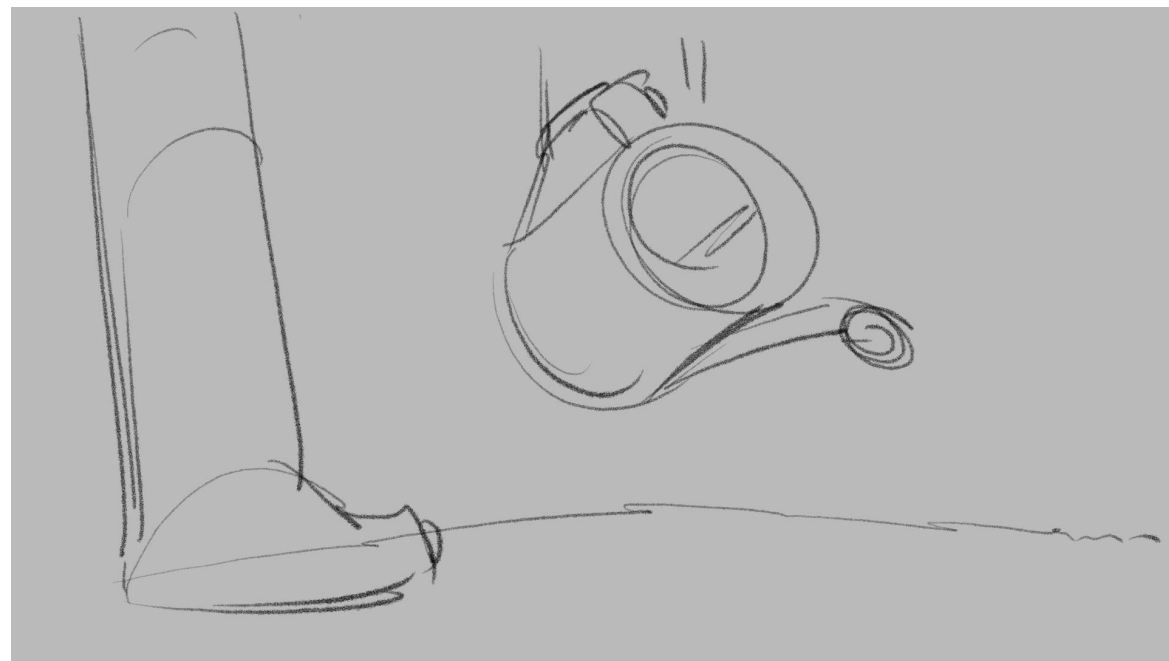
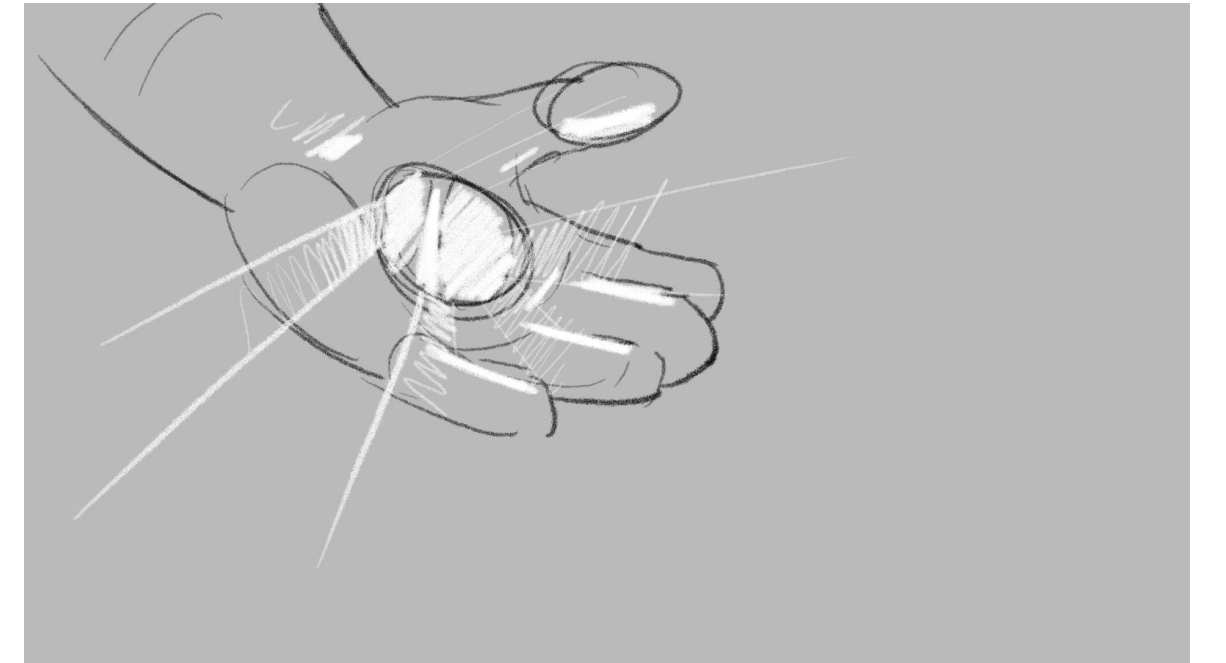
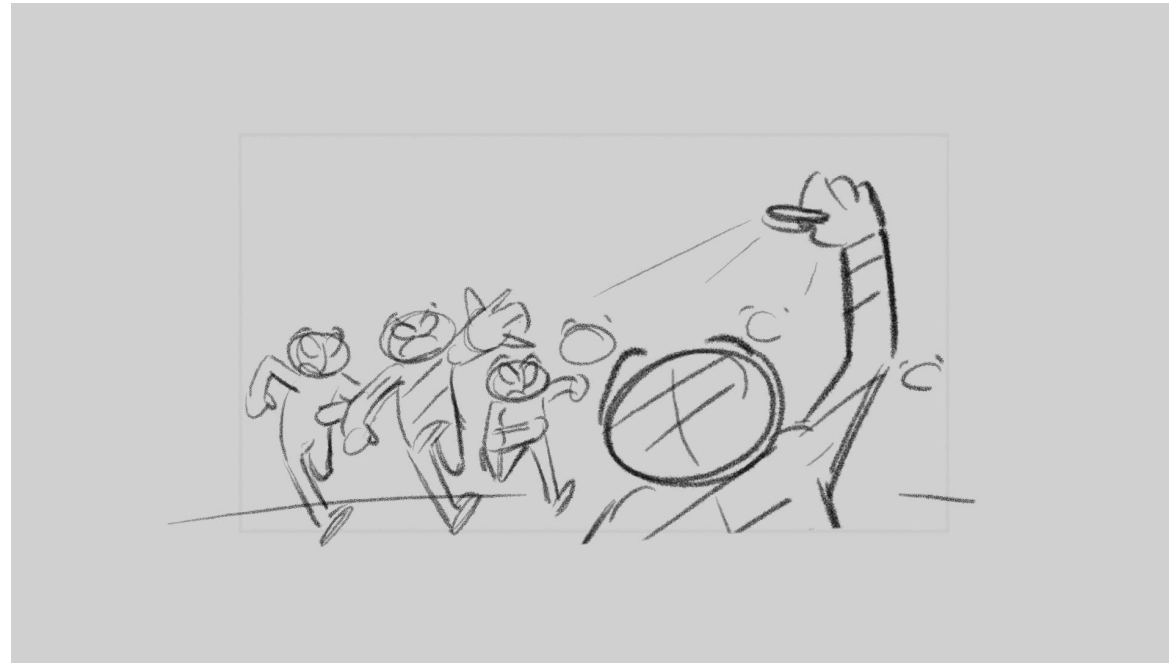
5

The coin changes the beholder in a frenzy being who would do anything for the coin.

6

They all fight amongst themselves and destroy the tree and the hill is taken over by the hand

# storyboards



# Characters

Iteration 1

for the people of this world who were supposed to be peaceful and coexisting together i started of with these designs.

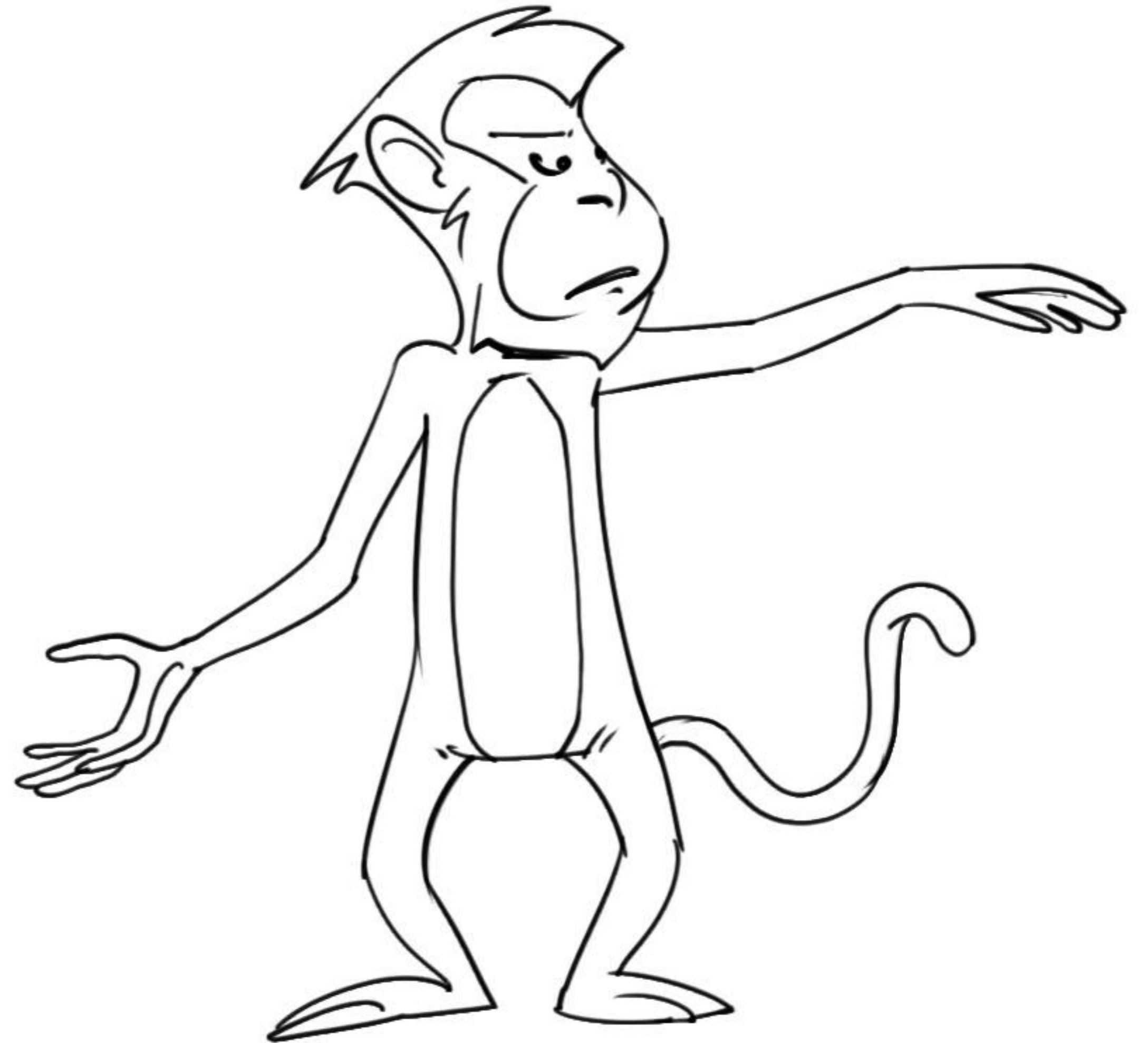
Simple design  
minimalist  
similar looking



To Blocky.  9

## Iteration 2

I also thought of making them monkeys as a result of reverse evolution because the only thing that never changed with time is are the basic reasons of conflict.





I wanted to justify why these people would run behind something as futile as a coin to them. but the design wasn't working.

The character was becoming more important than the story.



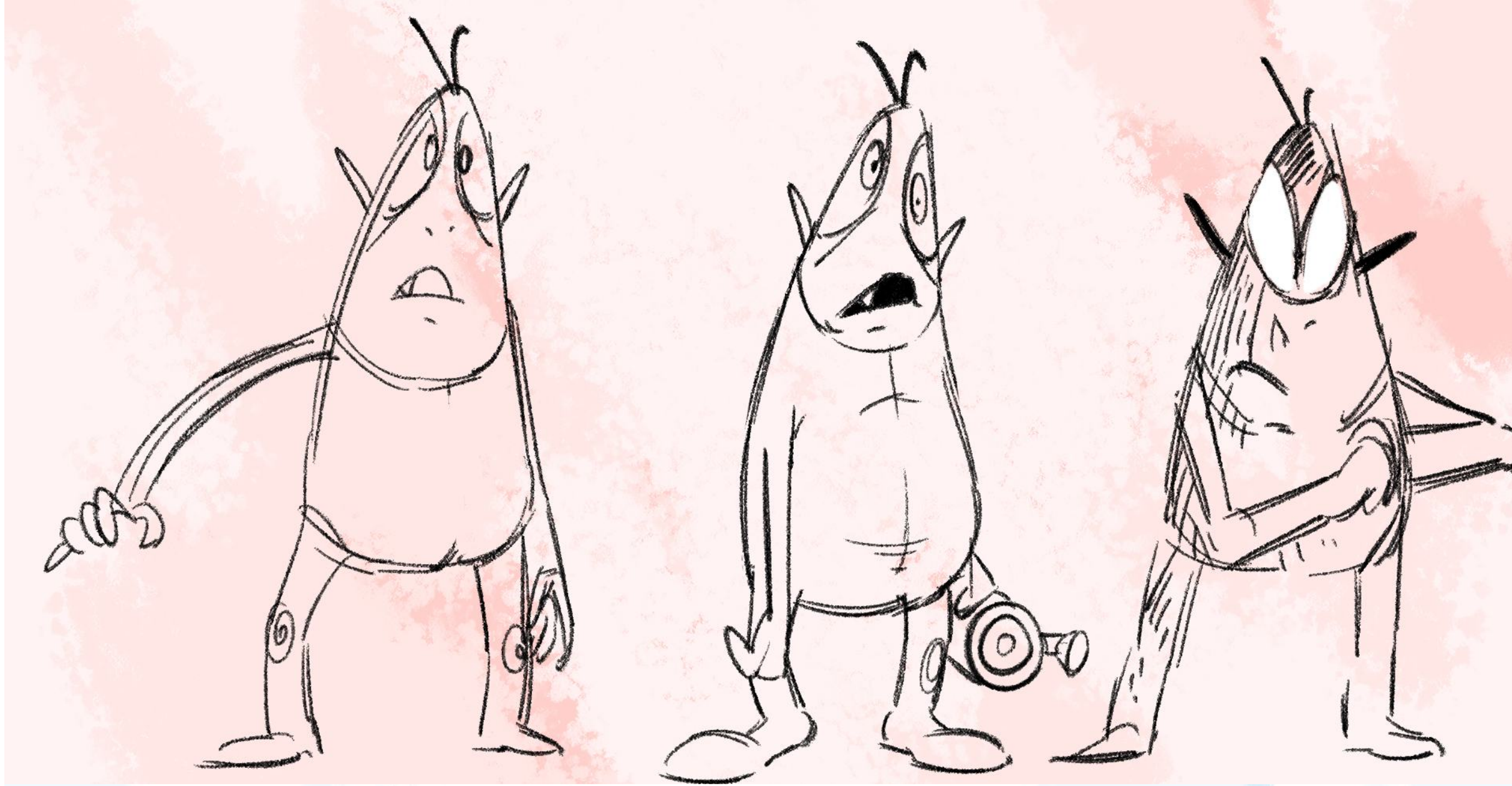
### Iteration 3

Since the world was fictional i tried to make anthromophorbic characters.

inspired from a frogs ability to jump from one place to another.

As jumping is an action of unstability.

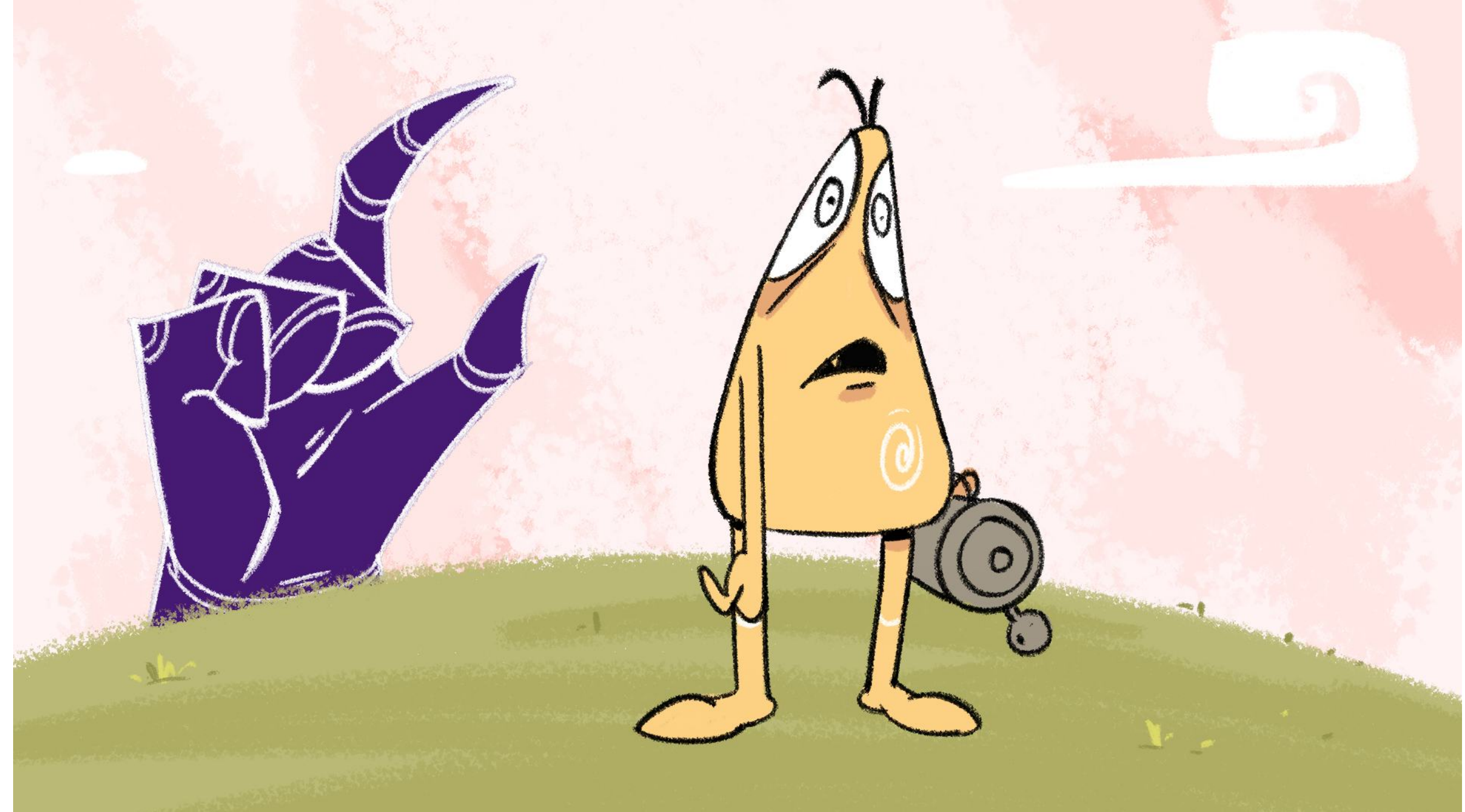
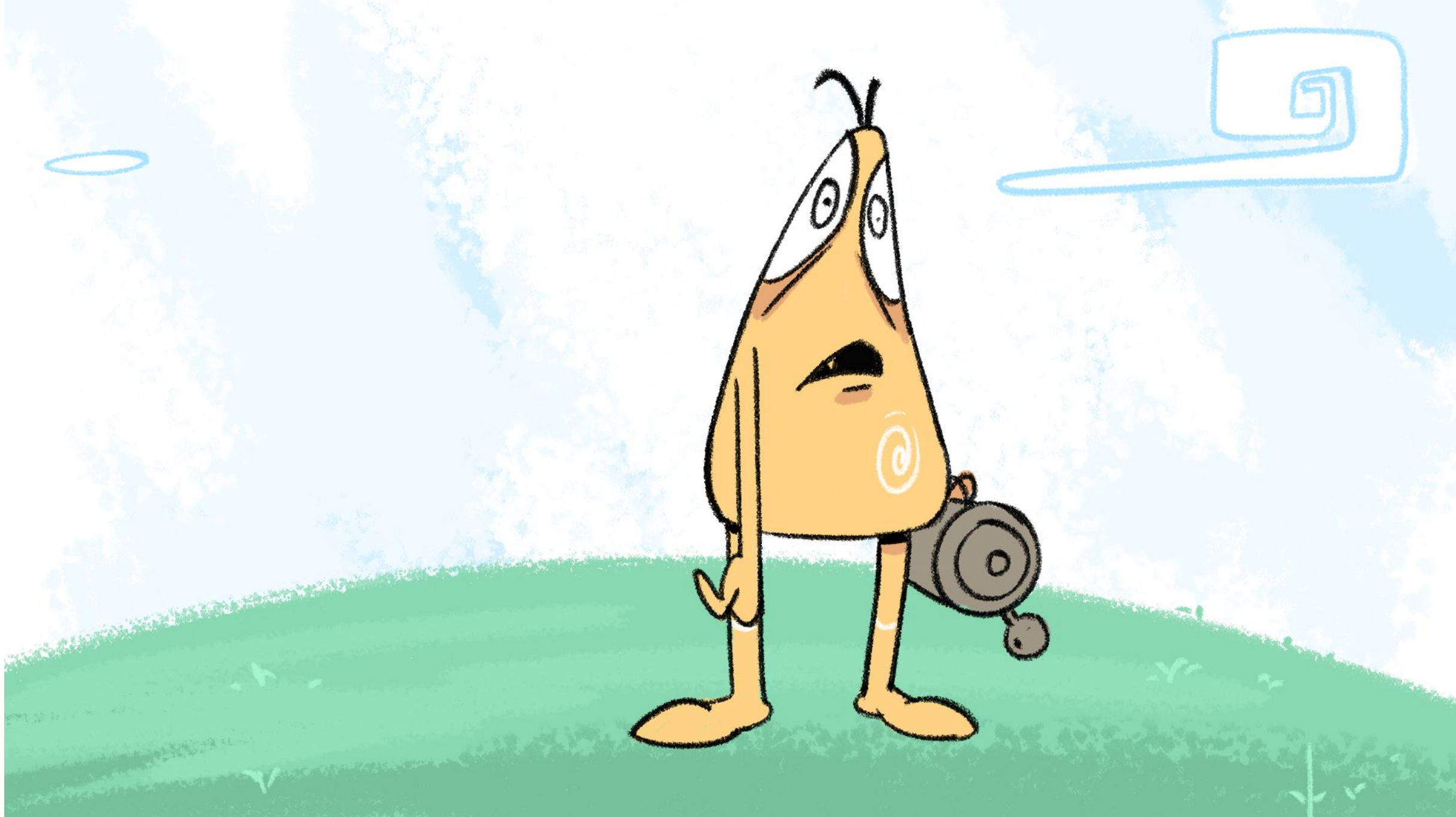




#### Iteration 4

In the previous designs i wasn't thinking of the acting. This design showed more potential to showcase absurdity of the story which was needed. hence the look.

Tried a look & feel with the same design which didn't work.

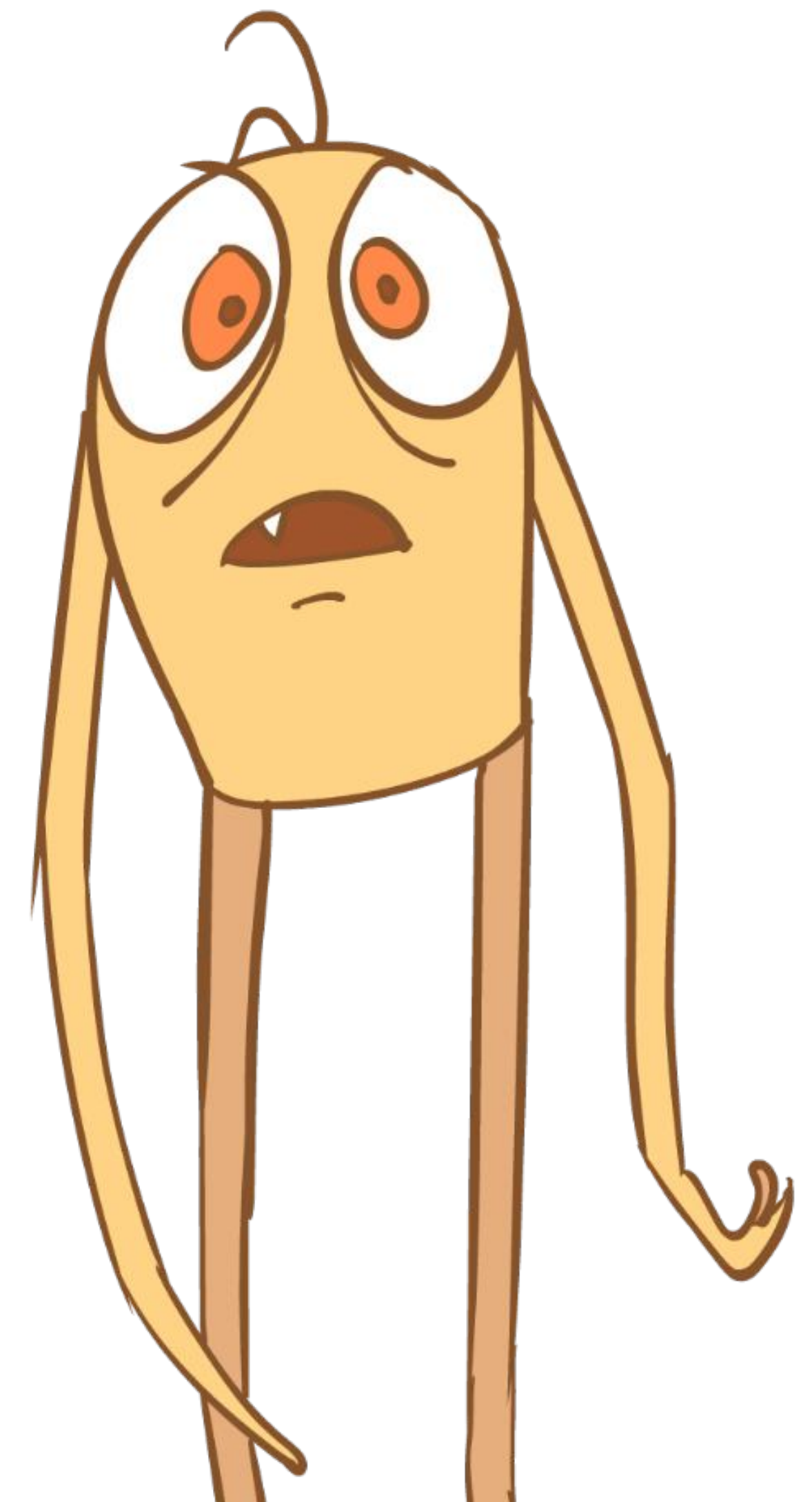






Iteration 5 (current look)

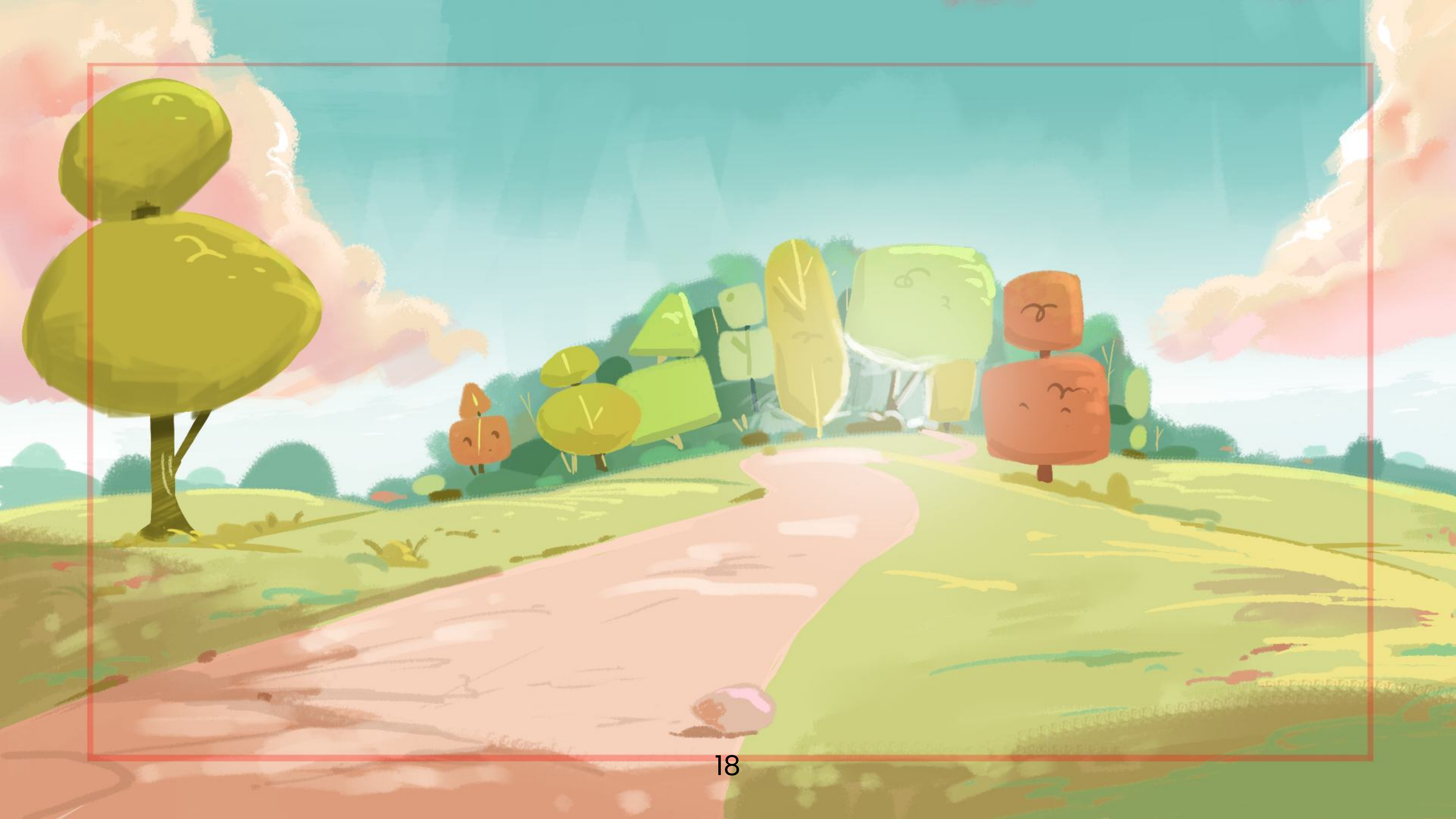
I redesigned the character along with a space.

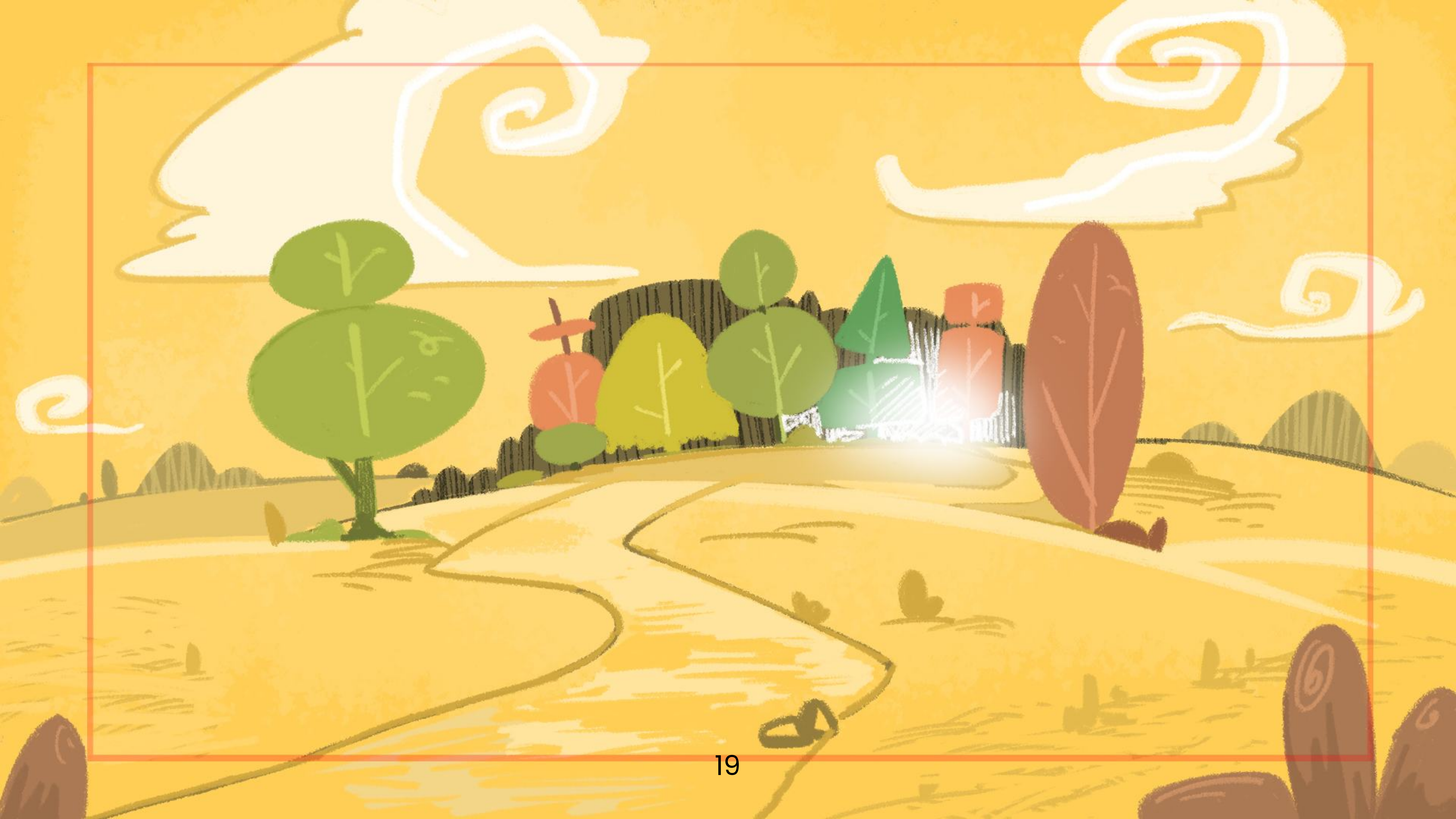




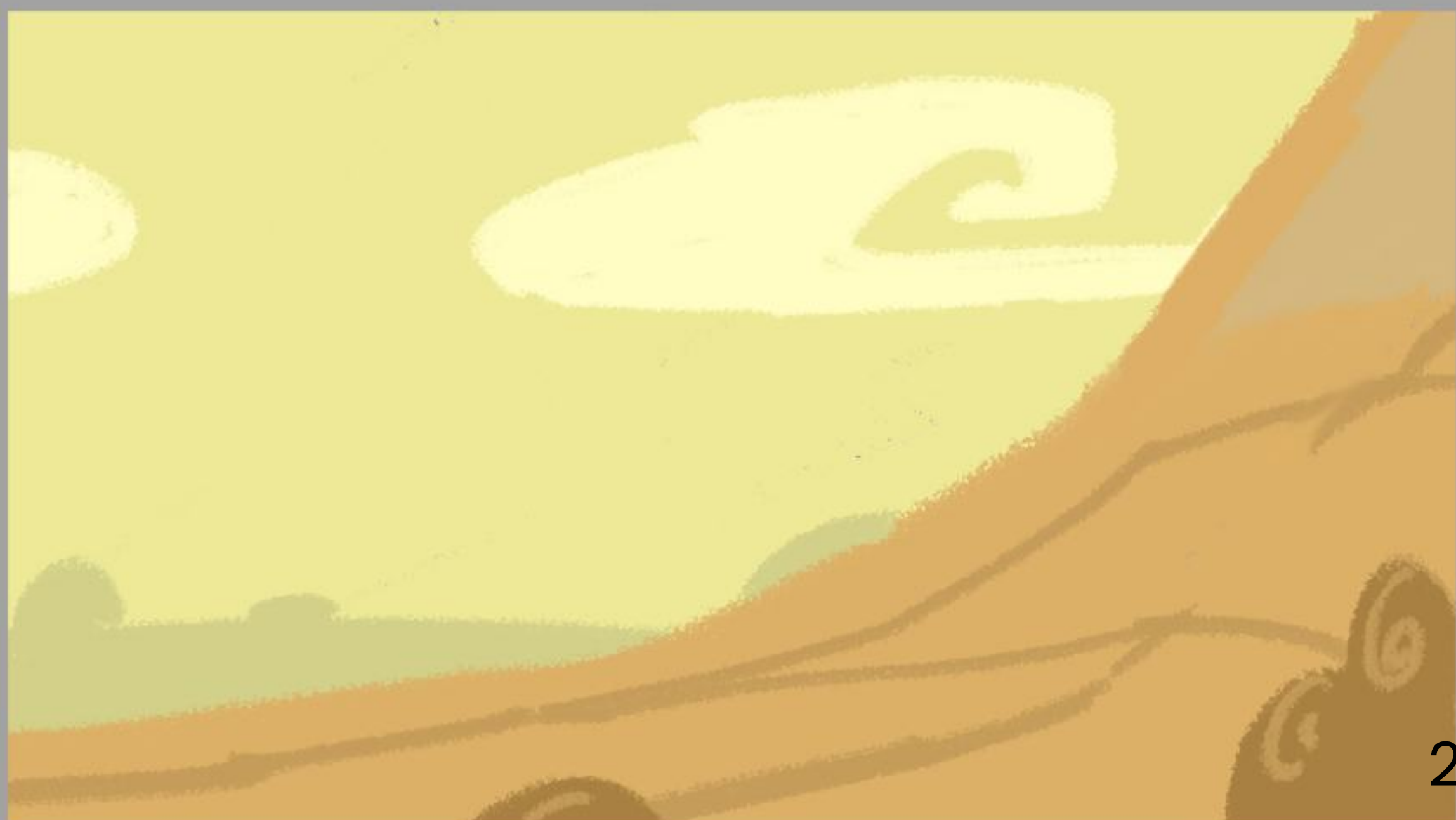
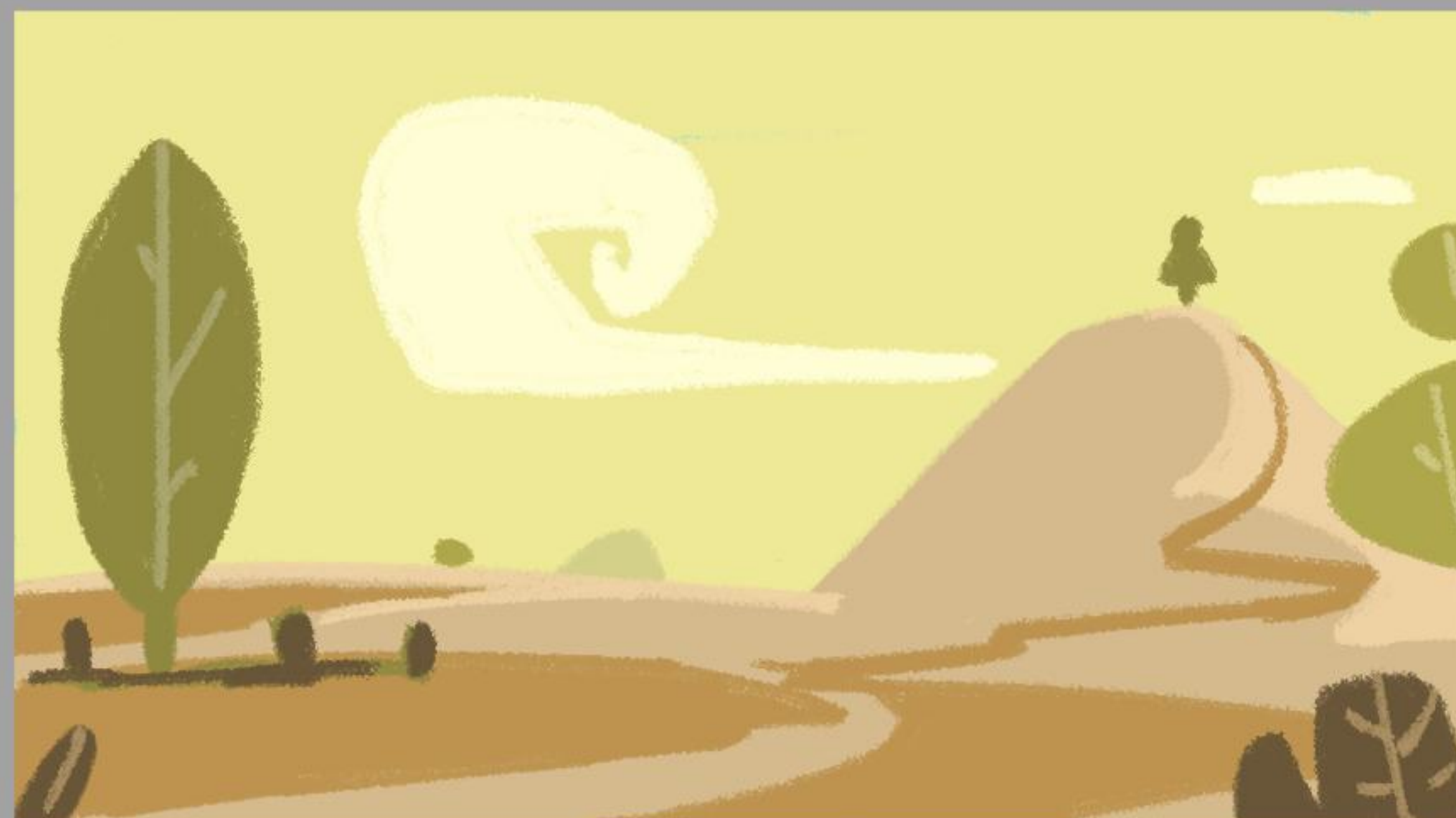
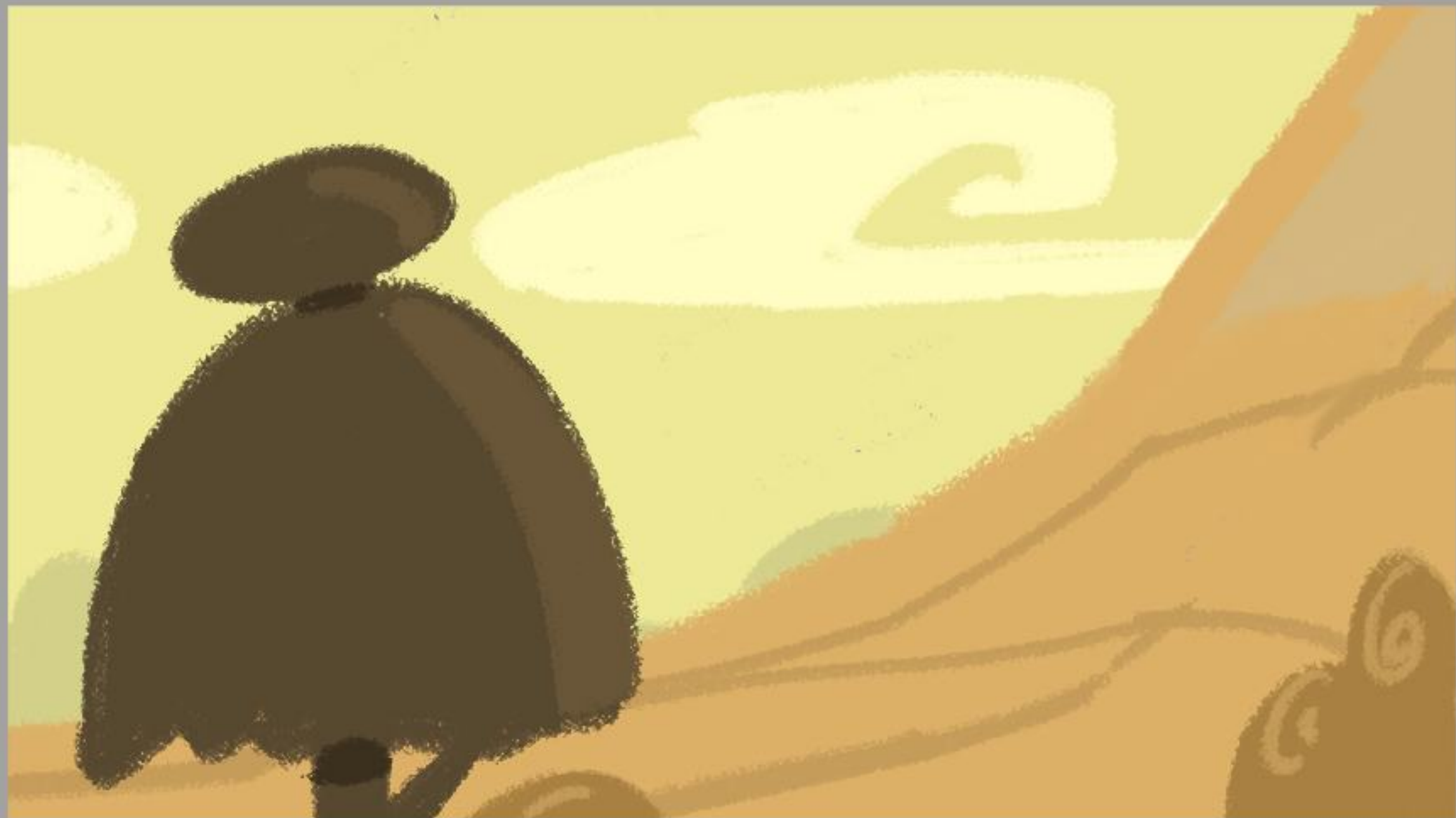
Creating the space.

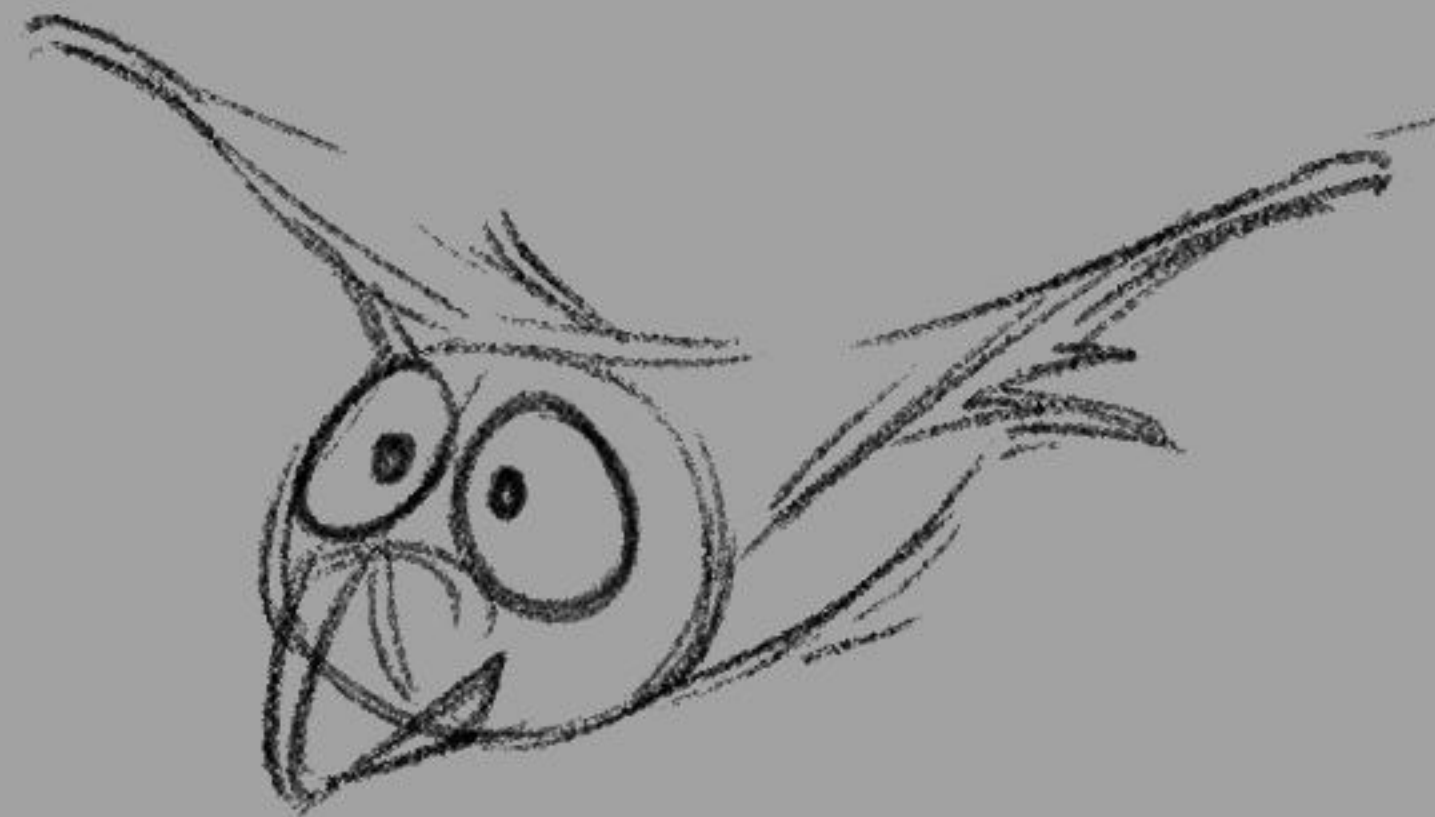
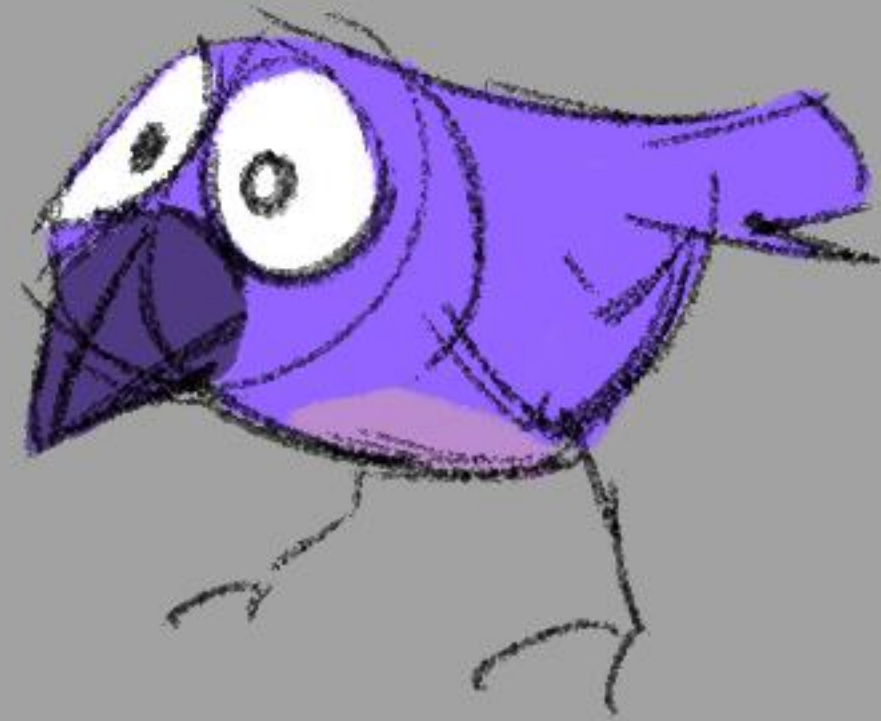
1st sketch of the place where the events will happen.



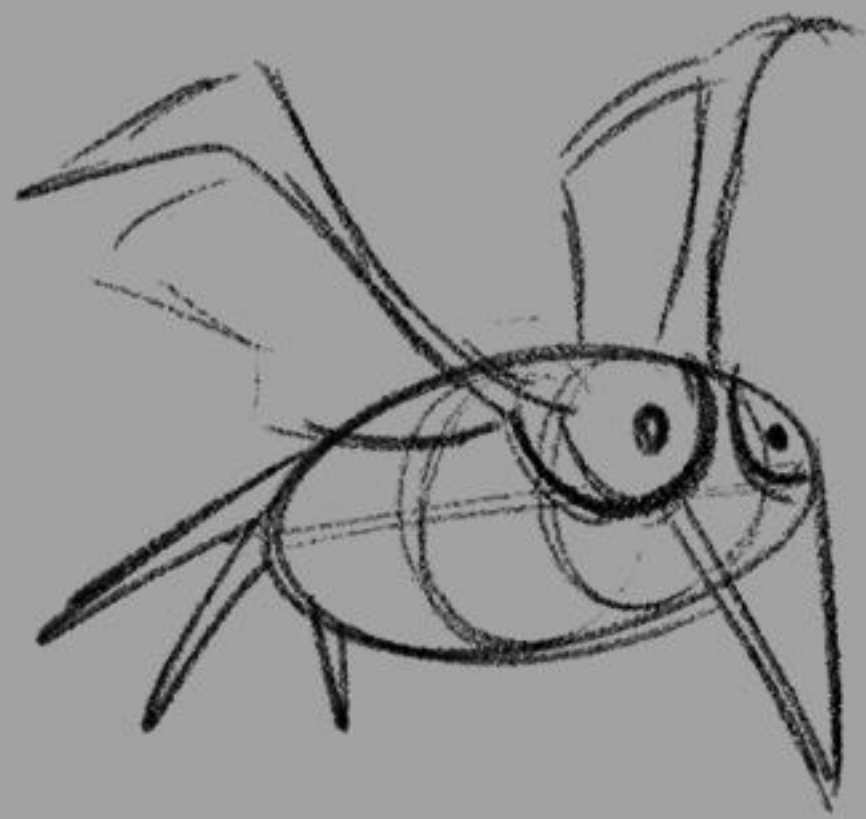








↪ Bird



Other characters



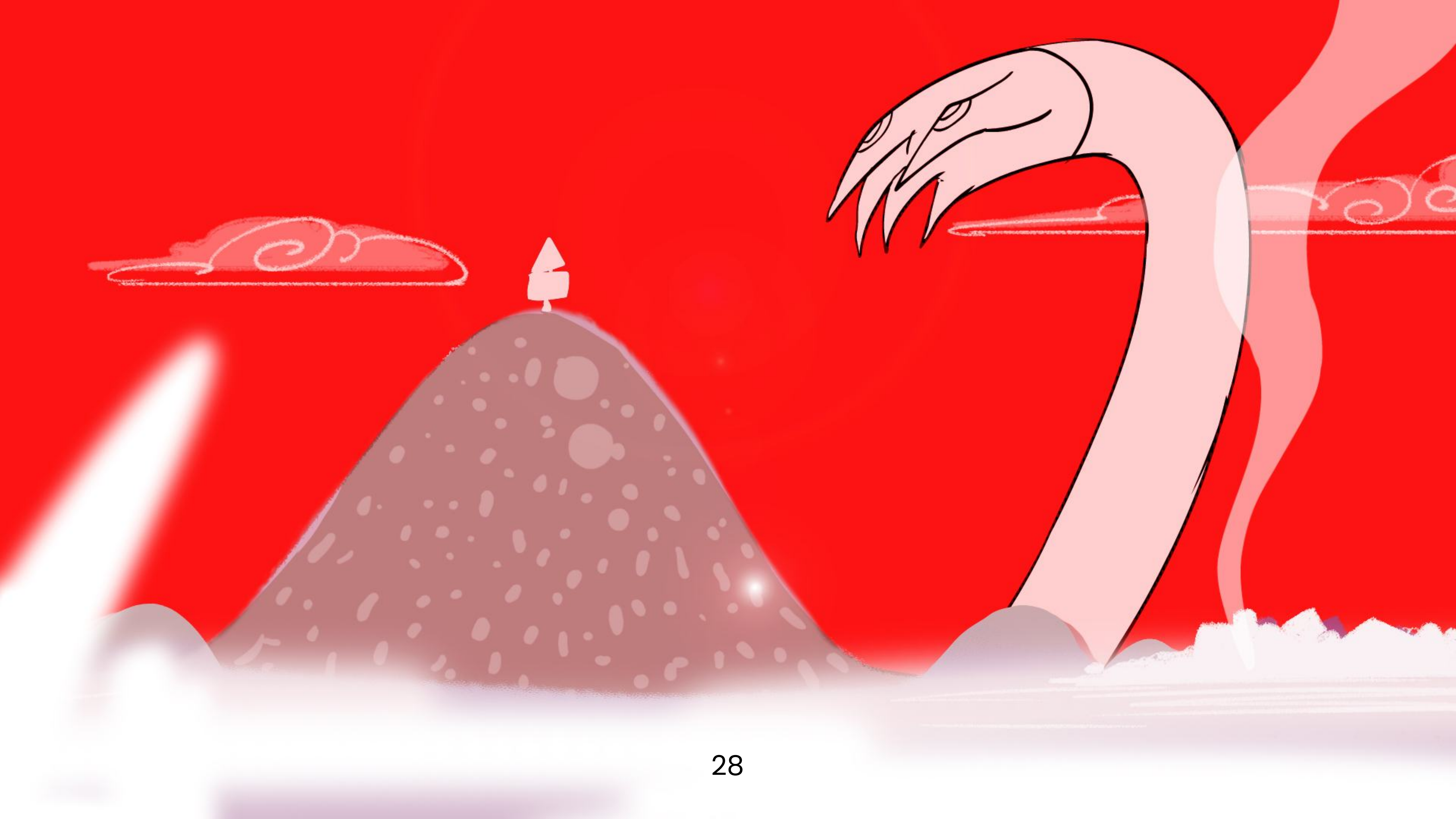
**Final Look !**



















# Guide's Suggestions



Enjoy Animating it  
and go with the flow.  
if you have fun while  
making it then it will  
become interesting

Add the dark jitter in  
the hypnotised  
character.  
maintain the texture  
of the creepiness



narrow down the  
story focus on  
one thing in this  
short interval.



Thankyou