Summer Internship Project Report

Company

Studio Eeksaurus Production Pvt Ltd.

Santacruz – East , Mumbai

Duration : 1 month (28th May to 28th June)

Submitted by : **Manisha Swarnkar**
M.Des Animation
126340002

STUDIO
EEKSAURUS
PRODUCTIONS PVT LTD

28th May 2013

To whomsoever it may concern

This is to confirm that Manisha Swarnkar from Indian Institute of Technology Bombay will be interning at Studio Eeksaurus from May 28th 2013 to June 28th 2013. Her work will be supervised by Ms Sunita Kathiwada (Ph: +91 9920050464) (spotsunita@gmail.com) from Studio Eeksaurus. The techniques of animation allotted to work on will be 2D animation and Preproduction. There will be No Stipend allowed to her.

Thanks,

Paul Mathew

Assistant Director

Studio Eeksaurus

9920565273

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Abstract

My objective during this Internship was to gain knowledge about Indian Animation Industry and to explore it. I was involved mainly in Preproduction works that gave me a good Idea of how Production house works.

This summer internship gave me an opportunity to be involved with an animation studio which primarily works in this domain. Throughout the duration along with working on various projects, I learned mainly the workflow of the studio. I was trained to develop my skills under the guidance of creative head.

Though the duration of Internship was less for exploring the whole industry and the work process, but still it gave me good idea to work for an Animation film in future.

Acknowledgement:

Eeksaurus is a design driven film production house that is into the creation of short films, ads, experimental content including 2D animation, 3D animation, clay animation and stop motion animation etc, Eeksaurus is now diversifying into developing Original TV content and feature films apart from its contribution in training and education. It is located in Santacruz-East, Mumbai, India.

I am highly grateful to the creative head of Studio Eeksaurus Mr. Suresh Eriyat and the Studio team for their guidance for improving my skills, learning the nuances of preproduction, production processes, and giving me the opportunity to work on various projects.

Eeksaurus being a reputed studio , concentrates mainly on animation.Eeksaurus consist of highly skilled professionals.The team has strong foundation in drawing skills.

Before the projects were given to interns , we were allowed to go through the previous works to understand the types of works done there. The style in each of the works very different and interesting. For each project the team here work creatively with great enthusiasm.

Project - 1

Project brief :

The project “Master Blaster Promo” is a Promo of Master blaster – Sachin Tendulkar .The project is under post-production stage which has live action with animated content in it.

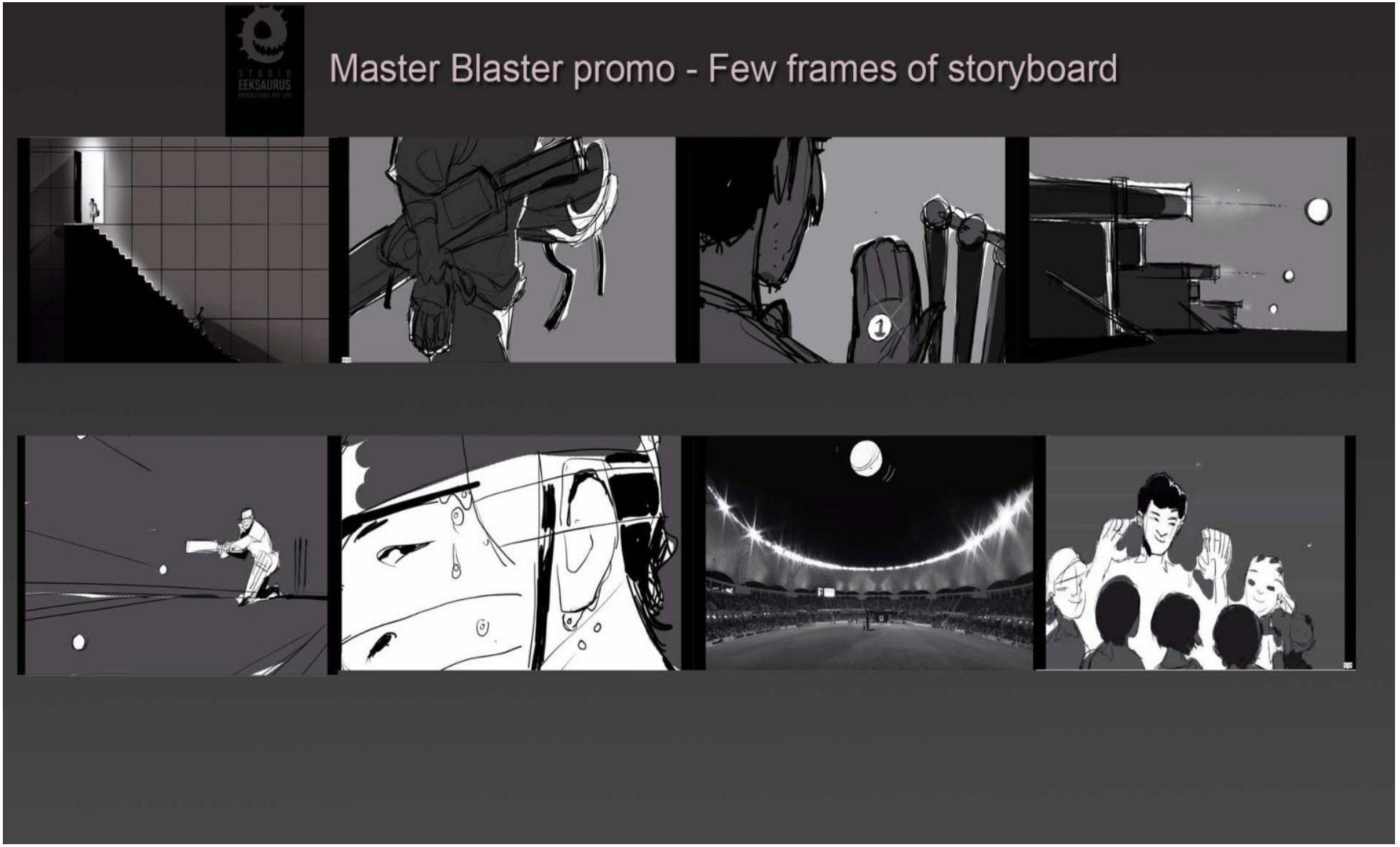
•Stages :

Live action :

Preproduction

1. Script and Deadline : Description about the video to be made including the details and the deadline of its submission .Sometimes Treatment note is also given (for the treatment, look and feel of the video)
2. Sound : Done in sound studio
3. Story board : The team of 2D animators and illustrators have a discussion with head and the Storyboard panels (Rough sketches) are created according to the content in script.
4. Animatics : The visuals of storyboard is combined with the sound to create video.
5. Art and properties : Include the Background, composition, specific Objects including minute details.
6. Costume : Costume of the character is decided along with Helmet etc (in this case)
7. Cast : Since Sachin Tendulkar is a Big Personality , A dummy (who looks like Sachin a bit) was called and a rough Casting was done to decide the camera angles, directions, poses , look and feel ,Lighting etc.

Project - 1


STUDIO
EEKSAURUS
Master Blaster promo - Few frames of storyboard

Project - 1

Production :
'Master Blaster Promo' shooting Happened in Rajkamal Studios , Parel Mumbai.

As an Intern , we were allowed for Master Blaster Promo shoot) – Studio set up

Project - 1

Set-up :

For Shooting , the Background set up was done along with proper Lightings and chroma (where Computer graphics was suppose to be included).A story board of number of shots to be taken (visible in the right bottom) was pasted in the Board. The Live footage from RED camera (placed in Dolly) was directly visible on the Computer Screen.
Procedure-

For every shot, Dummy was called first, Camera angle and Lighting (with light meter) were tested and then Sachin was called to act. Once the footage is taken by the cinematographer , the Director checks whether it goes well according to content in script. If its fine , that particular shot is marked as complete and they proceed with the next shot.

Post production : The shots are edited and the Computer Graphics are added in it along with the sound.

Project - 1

Animation part :

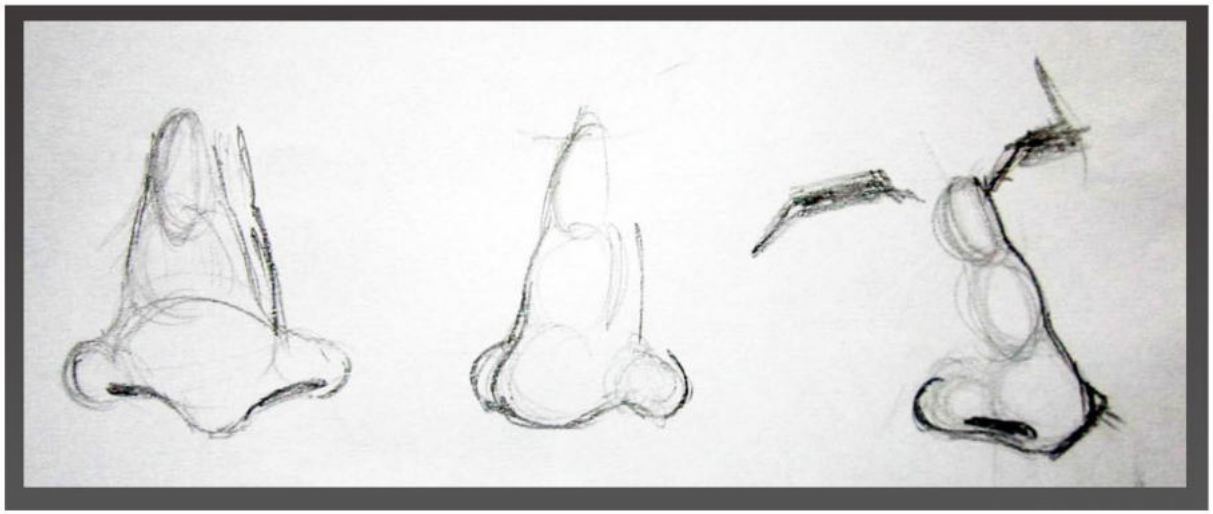
The aim was to develop a character who looks like sachin of around Age 30 .

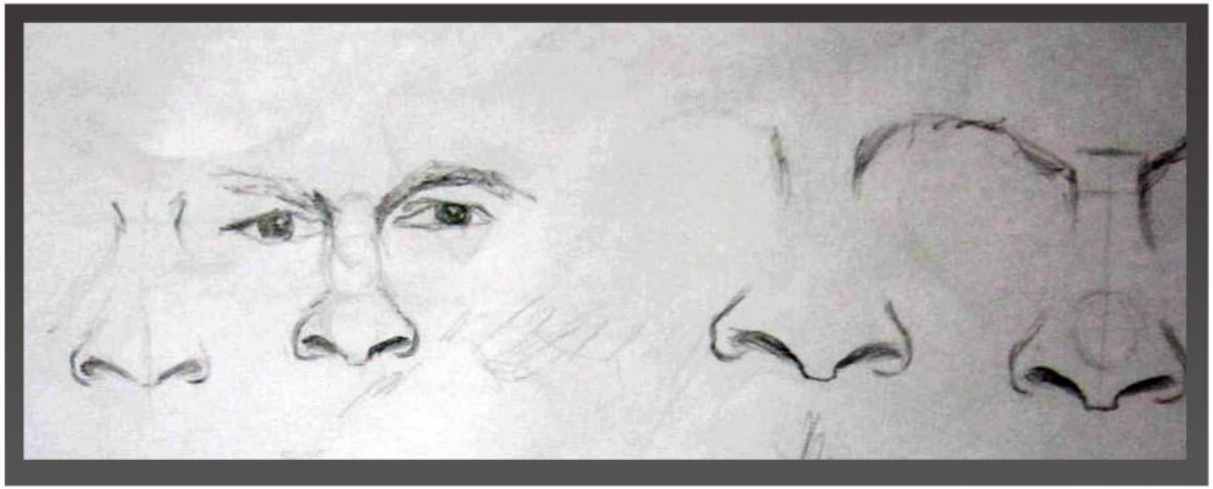
Phase:1

Character study

I started with understanding the characteristics of Sachin and his features through studies from photographs available on Internet .I started with the details of Eyes, Nose , Hairs , Face structure,expressions etc

Project - 1





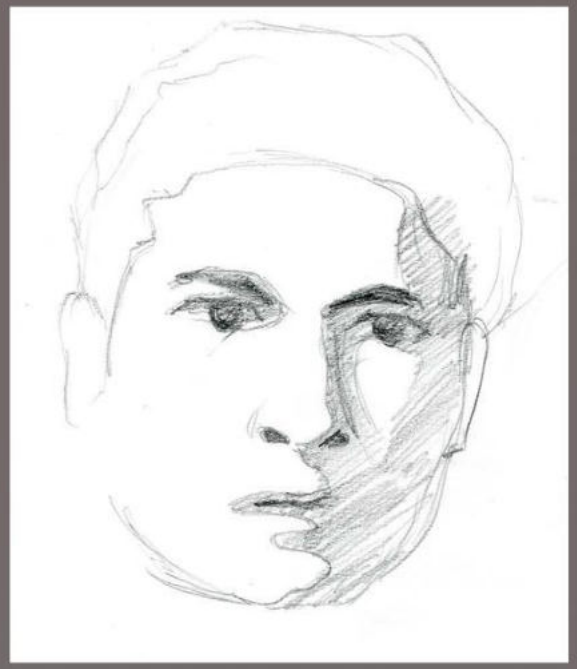
Project - 1

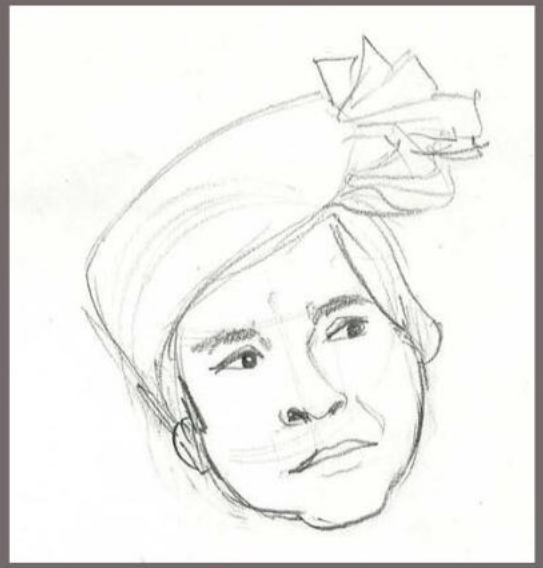
Phase-2:

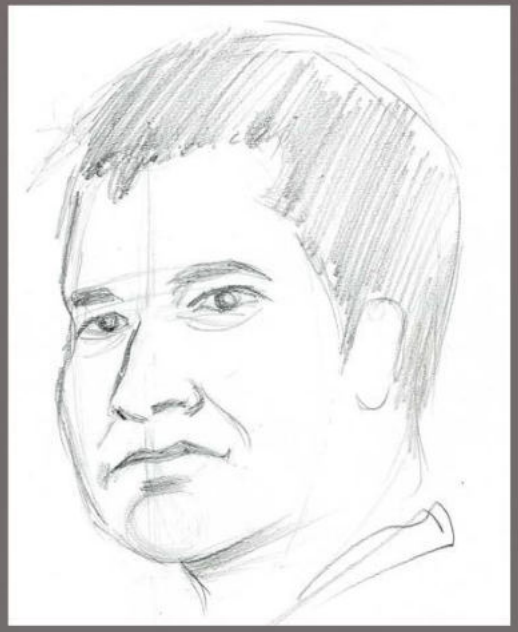
Character exploration

The sketching practice continued with small sketches of realistic full face ,which was required to understand the anatomy of head . Since our aim was to develop a character like sachin, So the priority was character’s face.

Project - 1







Project - 1

Phase 3:

Character Development :

I studied the basic shapes of head that are used while designing a character .

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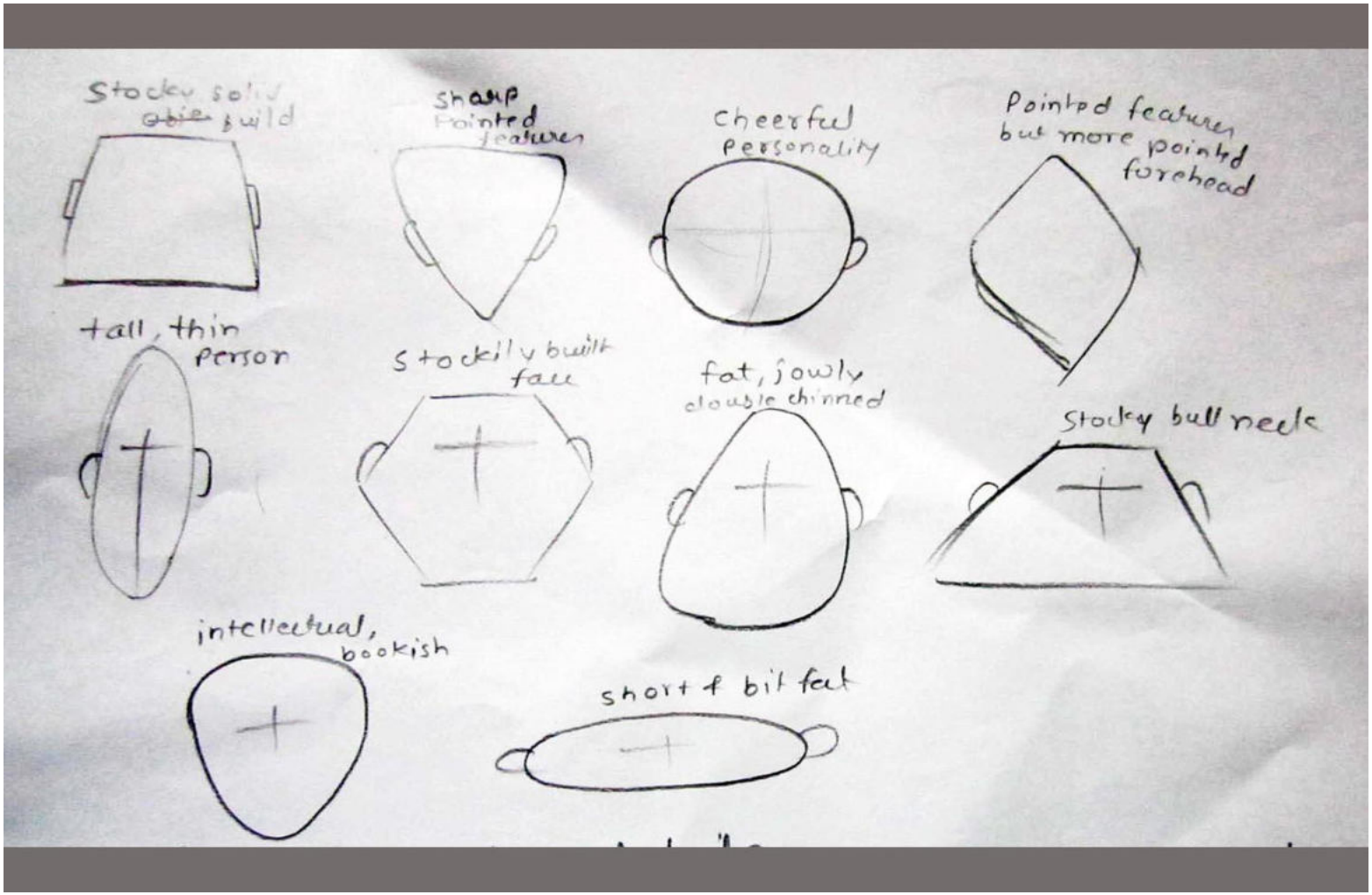
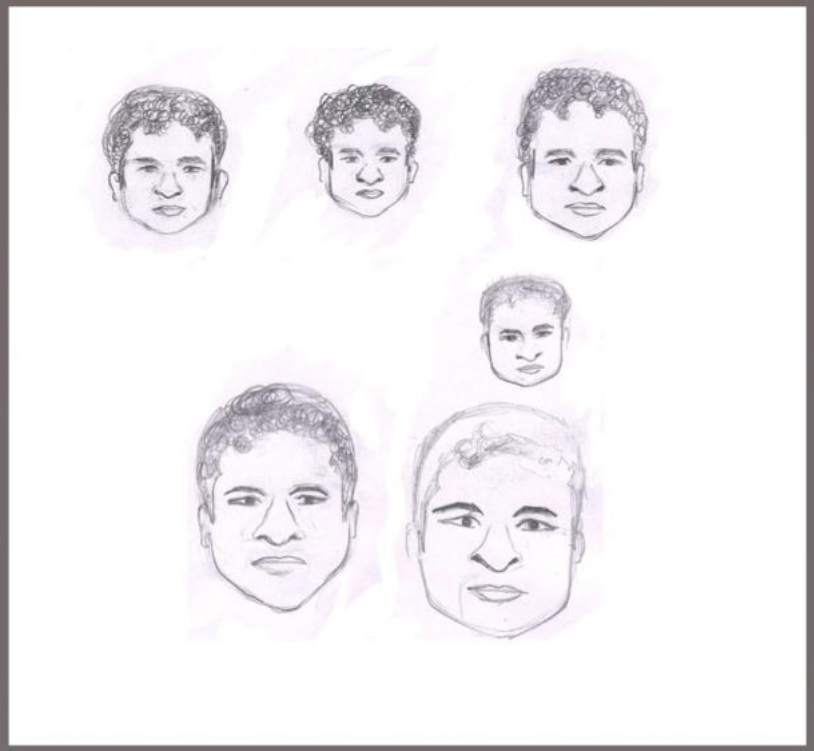
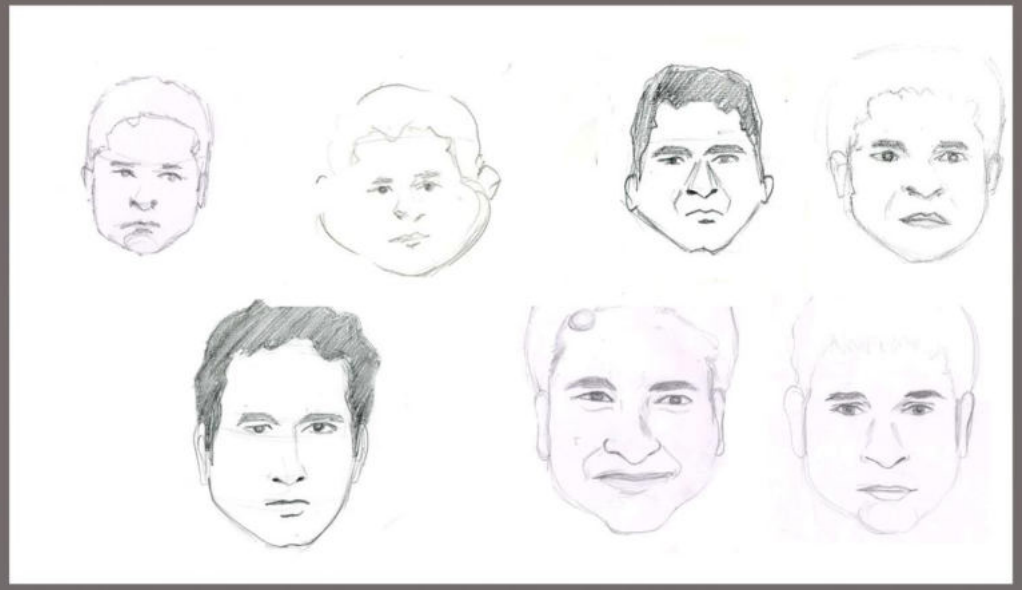


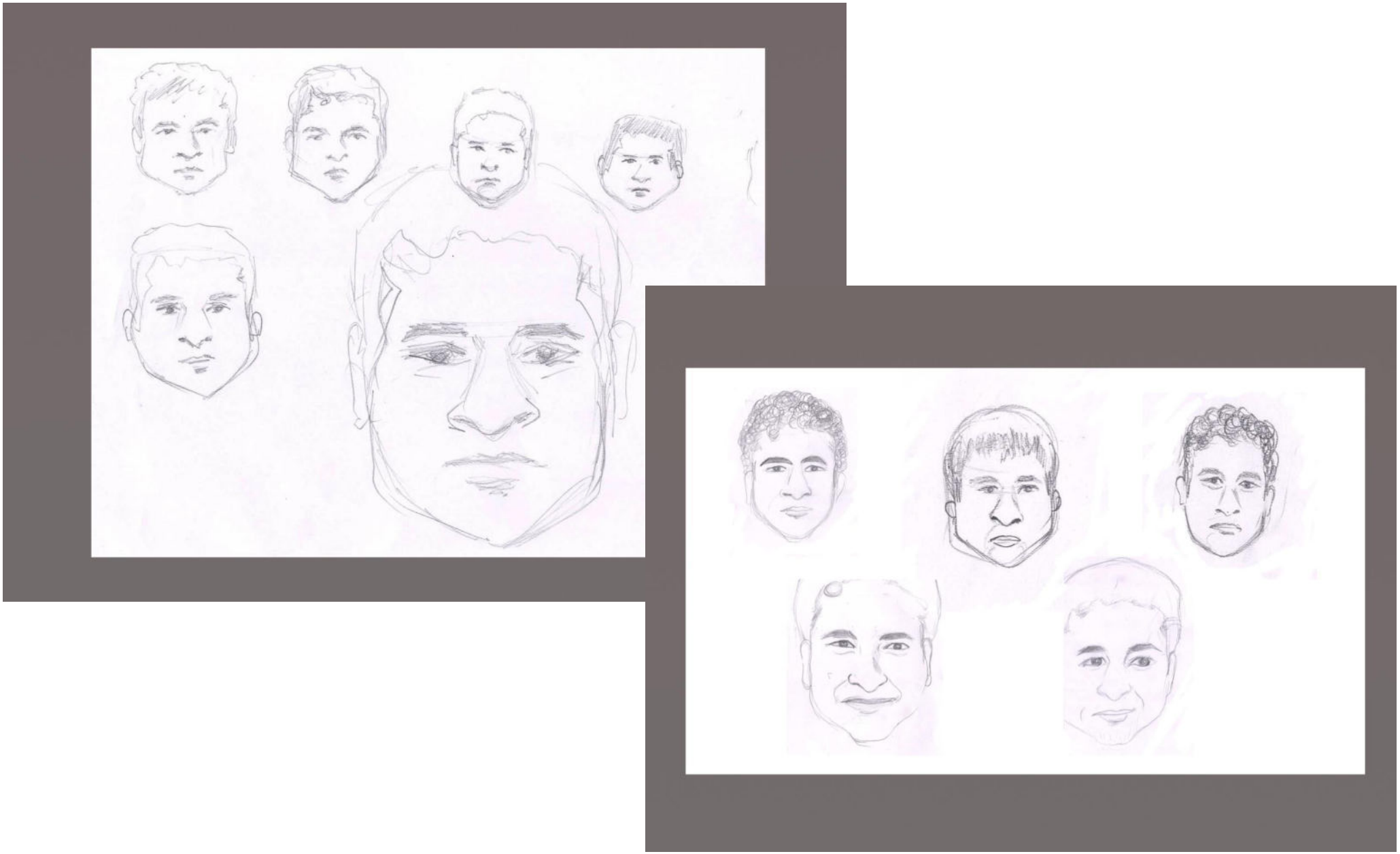
Project - 1

The aim was to draw small face with minimum details in order to make it look like sachin.





Project - 1



After the Live action shoot the Project was handed over to a special Team of Senior Animators.

Project - 2

Project brief :

The project was about promoting a Nigerian product (Noodles) – " Indomitables" .This project was at Post production stage,the preproduction work was already done . It was a combination of Live action and animation.

Project - 2

Work :

In order to add Computer graphics in the live action video , they assigned the task of masking the shots frame by frame.

Software used :

1) Eyeon Fusion 5.2

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Project - 2

This software is used for Image compositing .It is used to create Visual effects and Digital compositing for HD films and commercials. This software was used when the Live characters in the video were coming in the zone where the background was undesirable or the markers in the background (which were supposed to act like trackers) were present or where the Computer graphics were added.

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Project - 2

Fusion 5.2 build 54 - [Composition1]
File Edit View Tools Script Window Help
Tools Modifiers
Polygon1
Controls
Show View Controls
Level
Soft Edge
Border Width
Invert
Solid
Center
Size
X Rotation
Y Rotation
Z Rotation
Fill Method
Alternate
Right-click here for shape animation
Loader1: Dance_Shot_10.###.tga
Flow
Console
Timeline
Spline
Render
Playback: 1.3 secs/frame
Idle

Project - 2

Procedure :

Initially the Video file (as a sequence of ‘ Targa’ Files) are uploaded in the Software through Loader , “LD” (Circled with red marker on the top left).The uploaded file is dragged to the viewport and the Timeline to work frame by frame.

Polygon tool (circled with red marker on the top right) is used to create mask by adding polygons to the border of the image where masking is applied. Minimum number of polygons are used (retaining the complete information of the image) in the process so that rendering the video do not create trouble.

In the Photo shown above , the target was to mask the background in order to add a new background or Computer graphics in it.

Since Character had to be visible , a polygon was created around the border of the body surface of character with extreme precautions .No loss of information is acceptable otherwise when we merge the frames with new background , it will look wierd .

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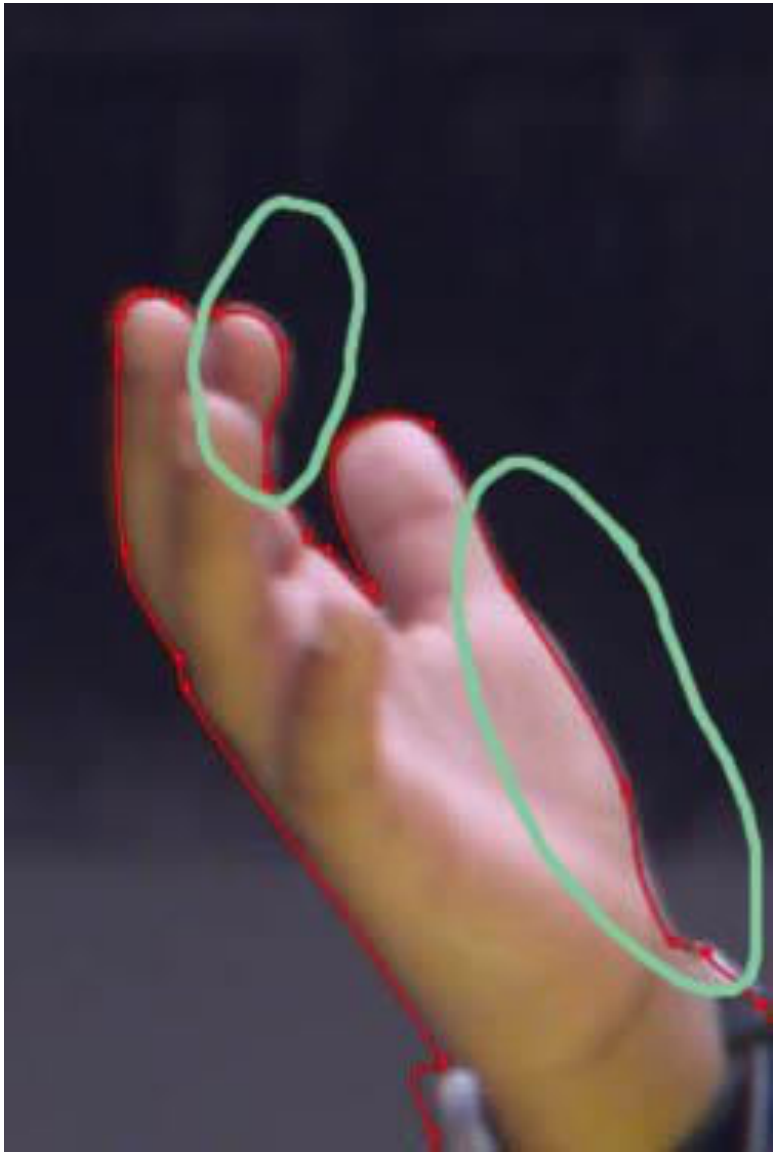
Project - 2

For example, the polygons that cover the head, the hands etc should follow the same shade and a smooth curve since an sharp edges do flicker in a video.
The green colored encircled portion in the above two photographs shows the wrong way to add polygon , since in that way the information is lost.
Polygon can be created to add or subtract the information in the frames . As per the requirement they are merged with the foreground,background or computer graphics.



Project - 2

2) Photoshop CS6

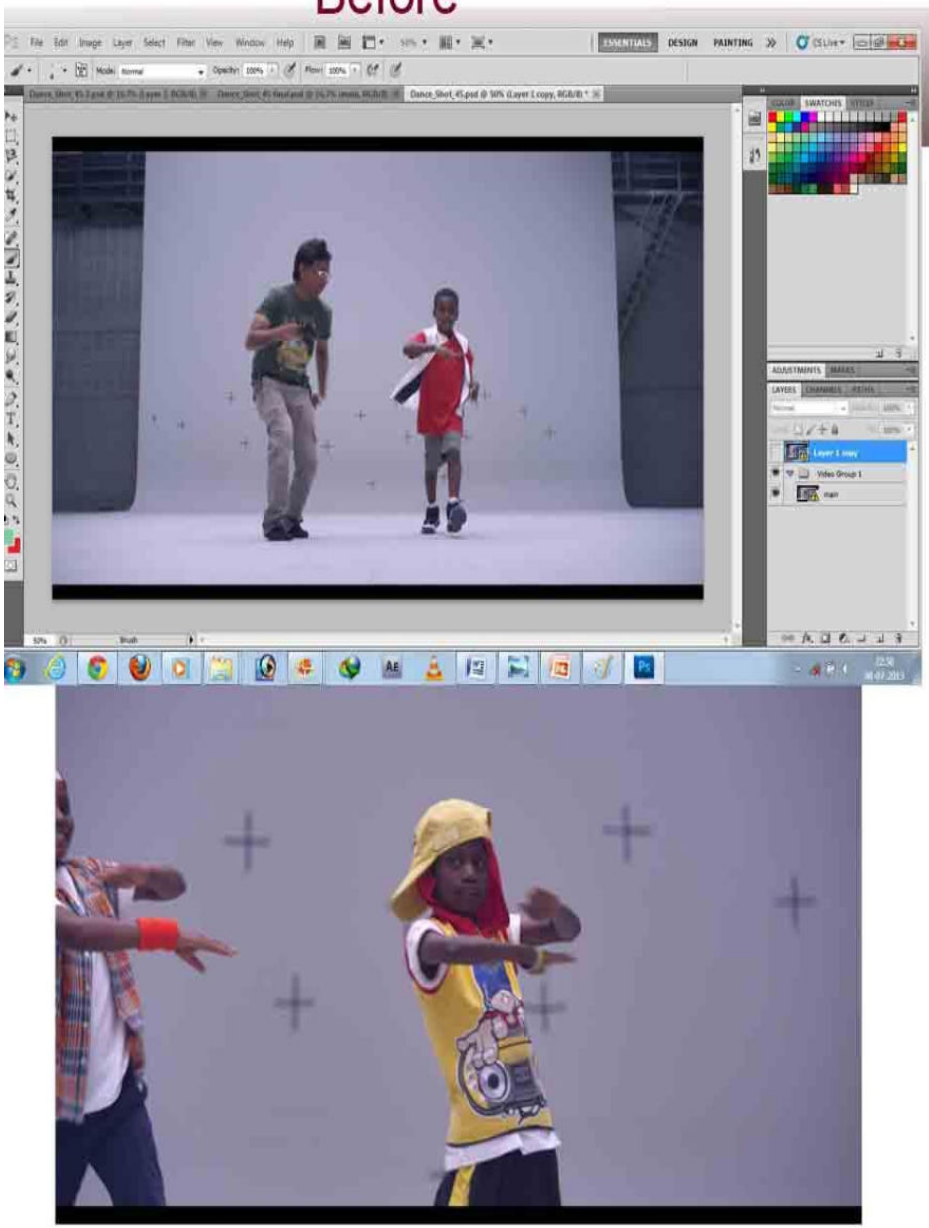
Adobe Photoshop CS6 was used for masking when either there were not much content to mask (The portion that was supposed to be hidden, that could be done easily with smug or stamp tool) or , a Big portion of image where the movement is not happening much and required to be hidden.

Before

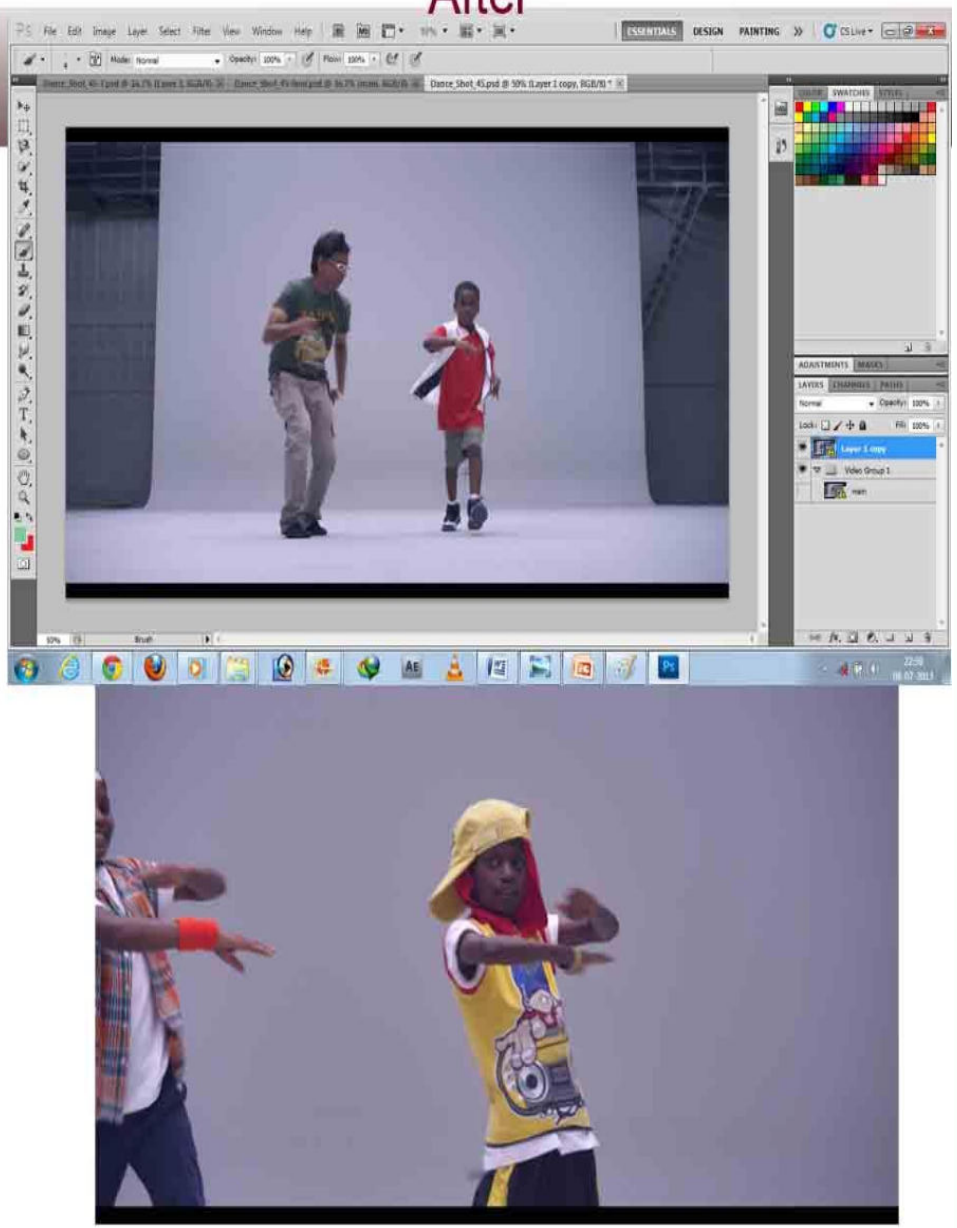
After

Project - 2

Before



After



Project - 2

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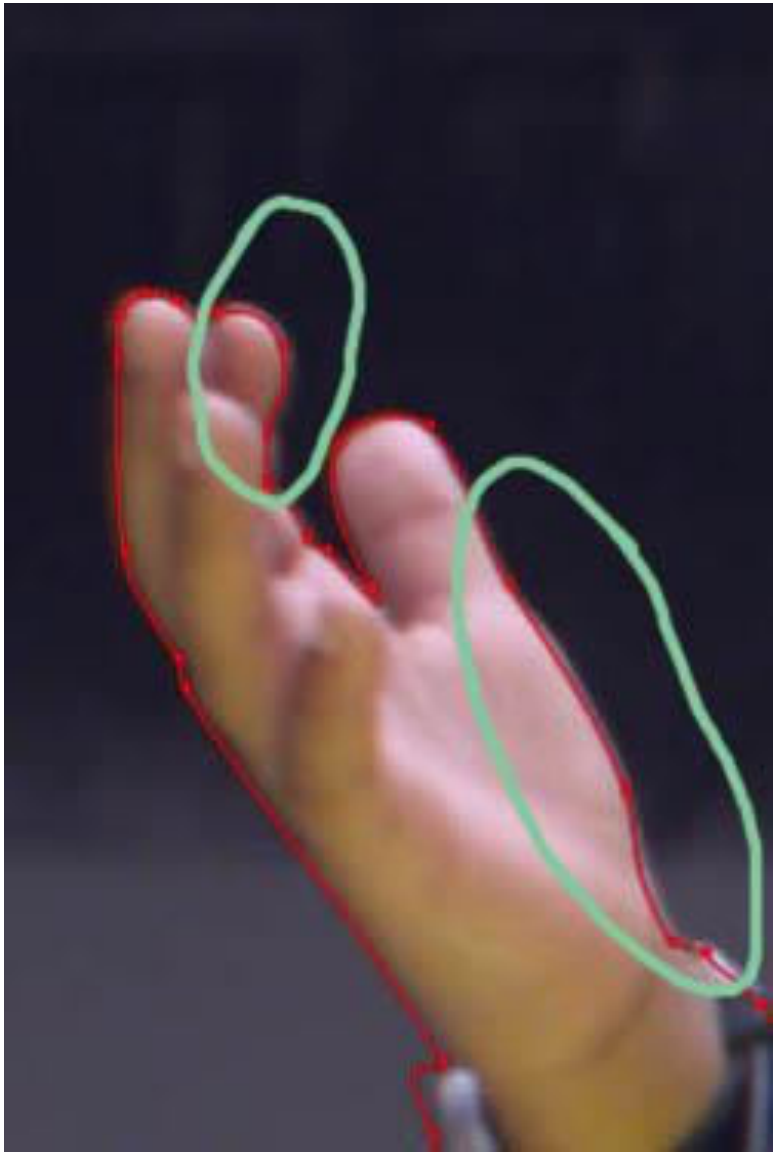
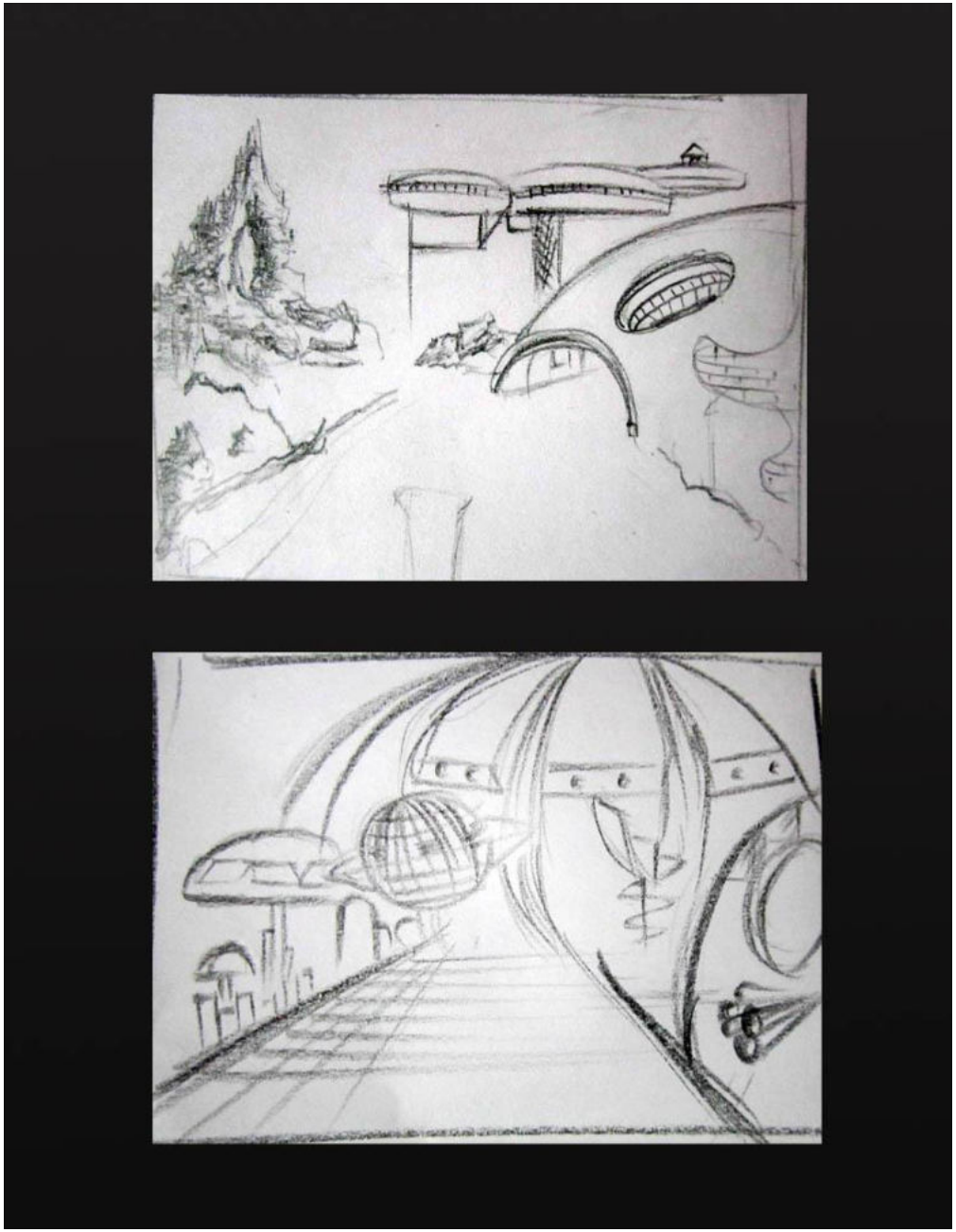


Project - 2

Background :

In few shots at last , a Futuristic Background was required as Thumbnails.So above are few scribbles.The background is not yet final.

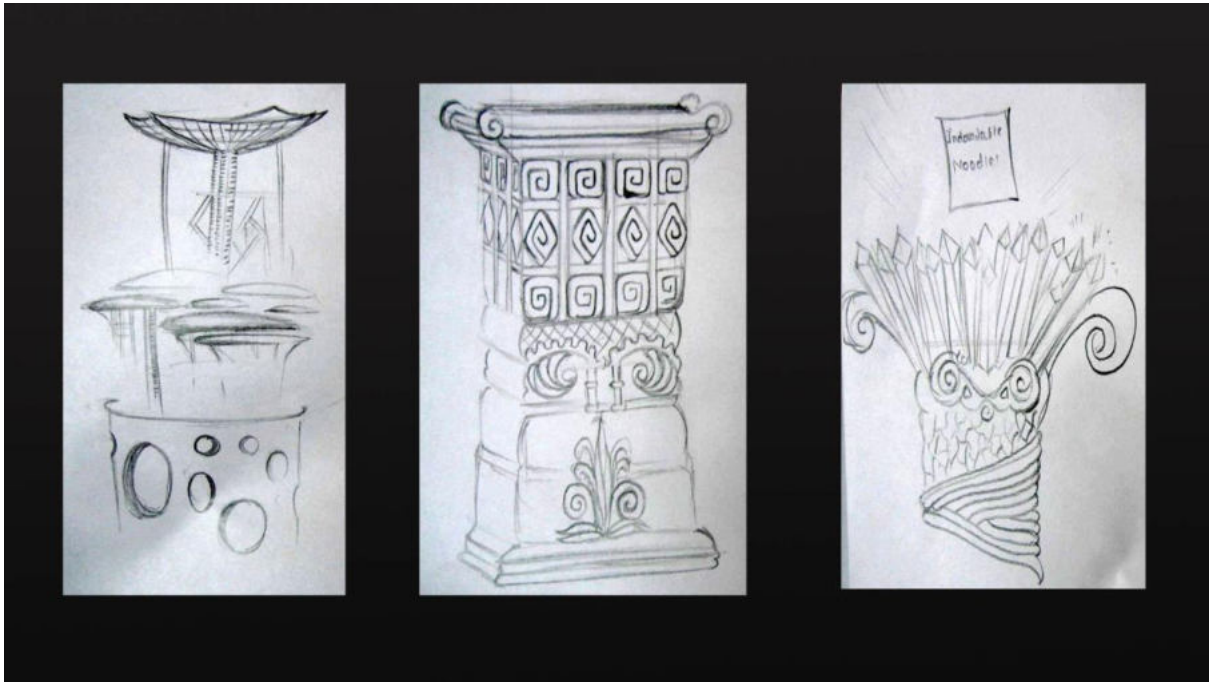


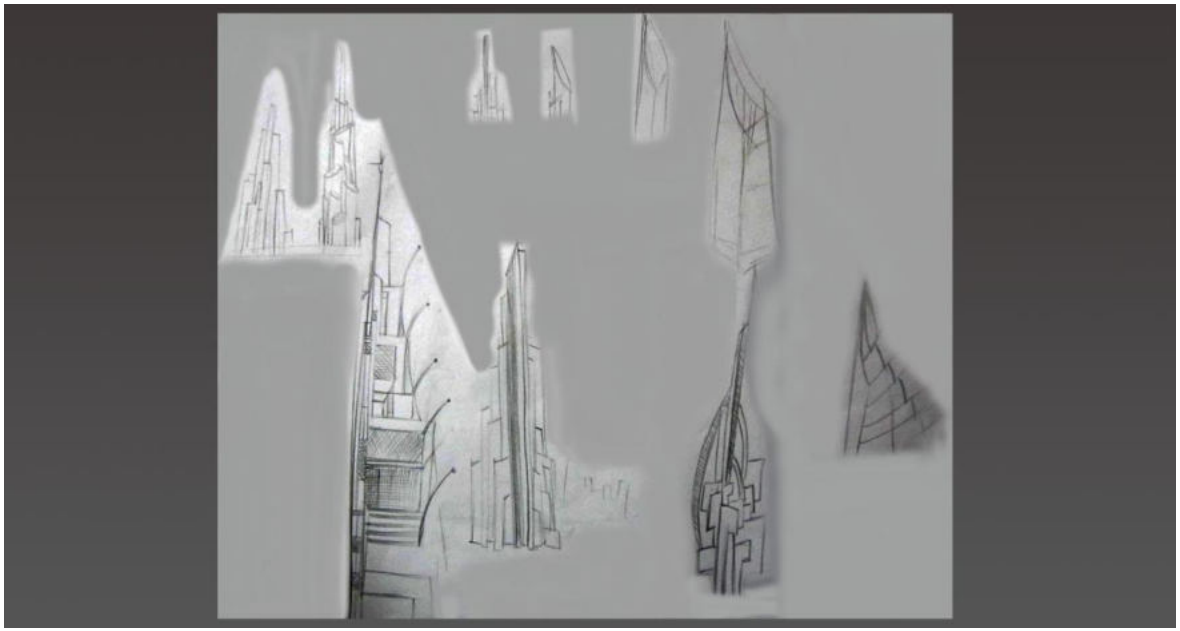
Project - 2

Pillars :

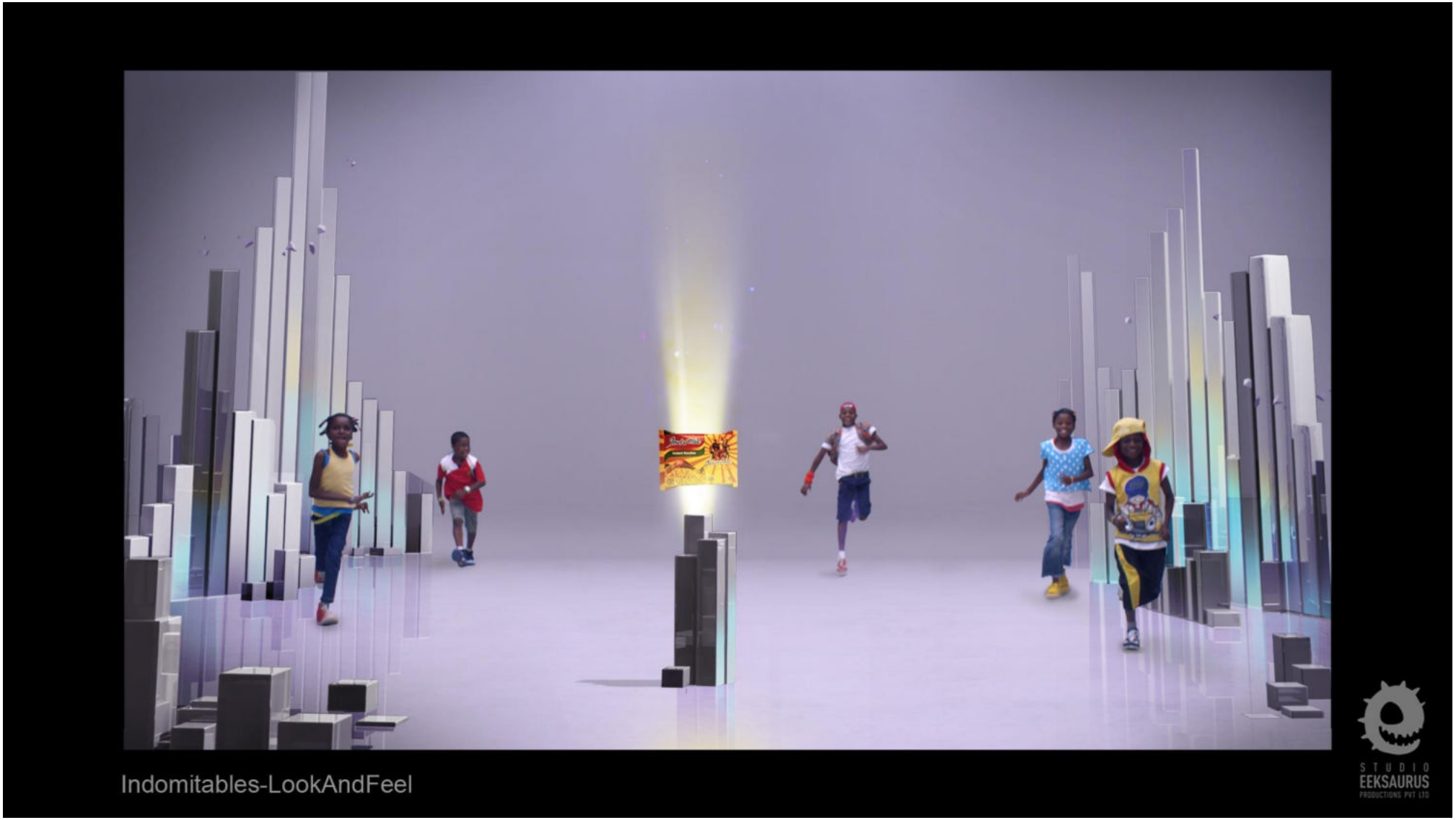
Since the background was futuristic, the pillar on which the Product (Indomitable Noodles) should be kept was supposed to be of same style.

The Project is still under progress , here is a rough compositing of it (Background , pillar etc are not still final)





Project - 2


Indomitables-LookAndFeel
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Project - 3

Project Brief :

Nutribic is a Horlicks product (Biscuit) .The project is at Production stage.
The client's input was the description of Visuals in the video and its treatment. A storyboard is prepared by the studio team.

Project - 3

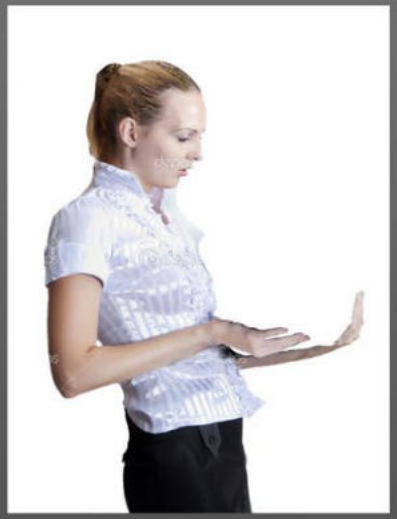
Work :
My role was in preproduction stage was to make look frames of the few of the complicated visuals

Project - 3

Work :
My role was in preproduction stage was to make look frames of the few of the complicated visuals.

Below is the Storyboard of which a look frame was required .In it a lady named Shalini who is very active at work is taking printouts rapidly from a printer and while taking that her hairs are flying. In order to create that, I searched all the elements required such as Flying papers , Office Background, Hands holding an object, Flying hairs and combined them in photoshop .

Project - 3



Project - 3

Shot_14
Shot_14
Finally Shalini is holding a tower of printed paper.

conclusion

The purpose of this Internship was to gather Insight about the functioning of our Indian animation Industry and to improve my skills in process of animation film making.

By working on multiple projects around a team of intellectual, creative people it gave me the opportunity to learn the process of ideation and how an ad or a Film goes through the process of creation from an idea to the final ad or Film.

In this duration I observed how Professionals work in Industry , with extreme care of each element and each step in the work process.I learned the need of efficiency and discipline in order to be successful in this field,as deadline and consistant quality of work is the main priority during any project.