

# Pila Pahad

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# Initial Idea

Original Idea: Game Design with the concept spun around a world dominating A. I. machine and world heritage sites of India.

# Concept and story

Man nature relationship  
Spirituality and beliefs  
Narrative style  
Journeys

# Script and story

A journey takes place in the mountains where a mountaineer stuck on the mountain is rescued by a benign sheep by divine intervention. While he searches for his lost daughter, he finds her in the form of nanada devi.

## Shot breakdown for PEELA PAHAD

Scene 1

Music: Sound of sheep bells and calls

Outdoor valley

Narration: Two kids talking to each other about the four horned goat

Dialogues: "Chausinghia kehte hai usse. 12 saal mein ek baar dikhta hai. Chaar singh waala." "Hain, Chaar Singh?"

Visuals: Sheep grazing in one herd. AS the camera zooms in the sheep disperse and the four horned sheep is seen in the middle, grazing peacefully.

Est. Time: 8 sec

SC1SHOT 1- Fade from black> Herd grazing>Pan zoom to the single sheep grazing alone>Zoom in on the sheep>

SC1SHOT 2- Close up of the horns

SC1SHOT 3- Close up of Grazing> Zoom out mid shot>

# Visual research, Space and event



# Visual research, Trekking and camping



# Visual research, Graphic representation



# Visual research, Narrative Representation



# Concept/environment development



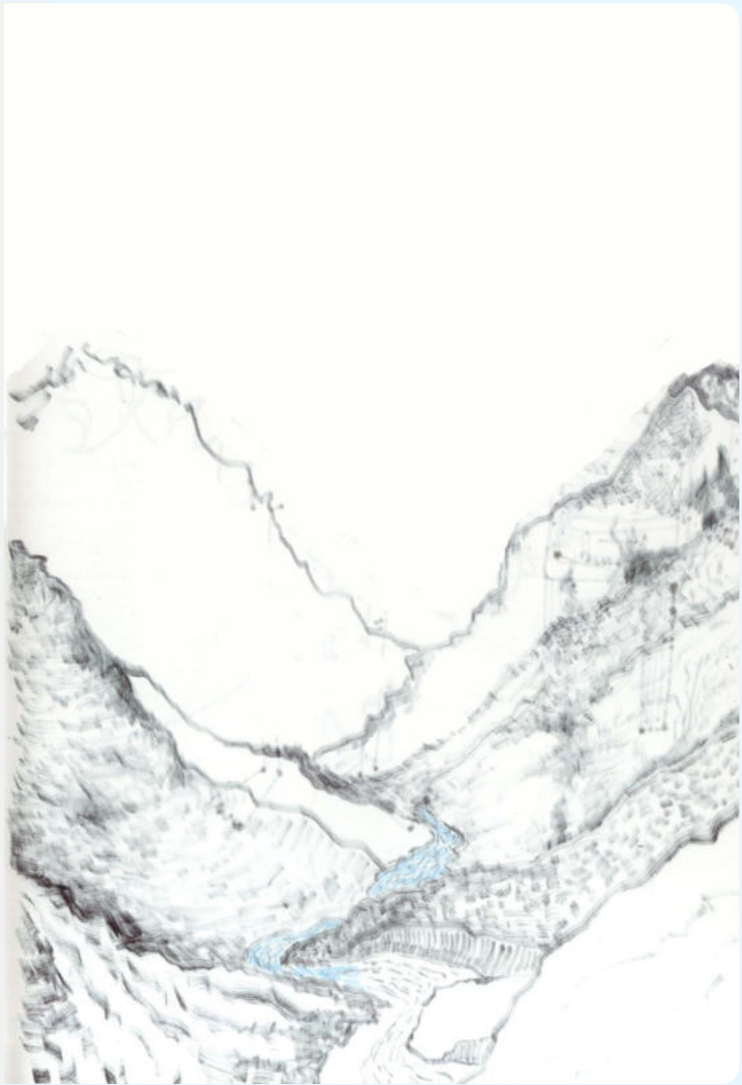


TALES OF MOUNTAINS



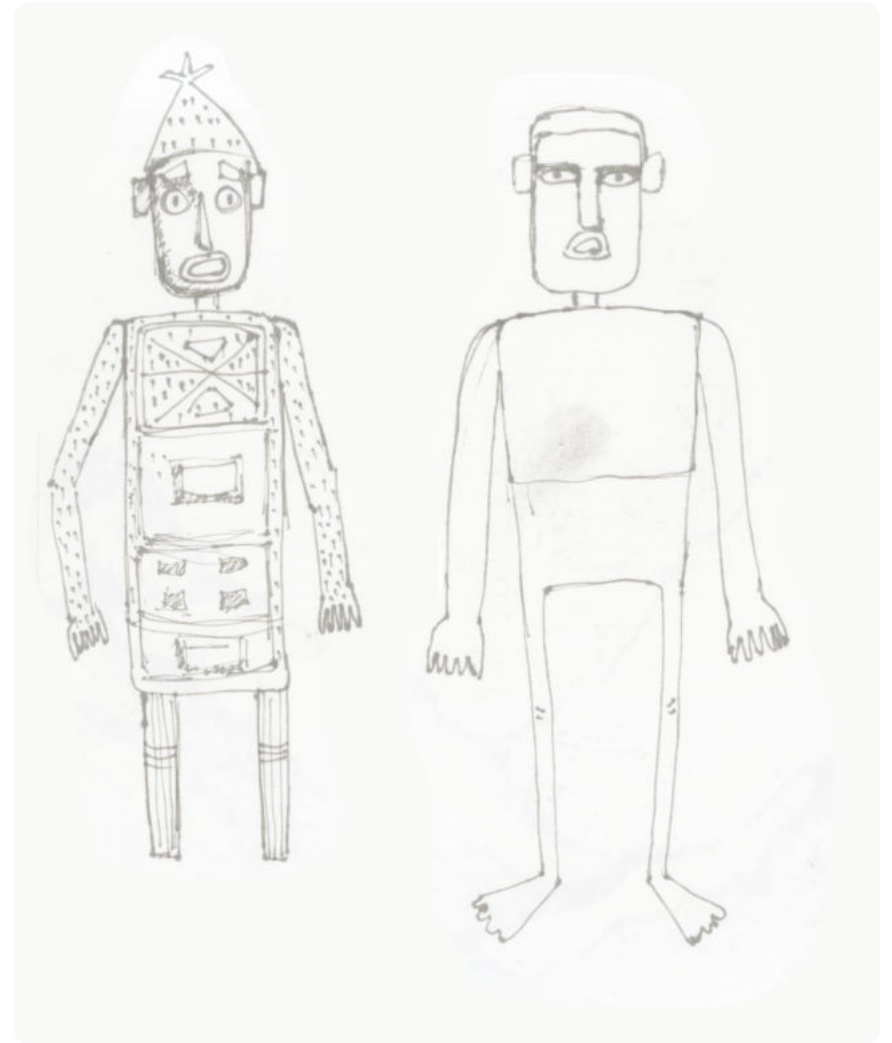






# Character description and exploration

Character - Mountaineer



## Character - Mountaineer

The first character I worked on was the mountaineer who is a trained high altitude mountain climber. He is 50 years old but extremely fit. He is a determined soul who is well versed with the protocol of the wild. He is also the father of a 25 year old daughter who he is training to be a mountaineer as well.





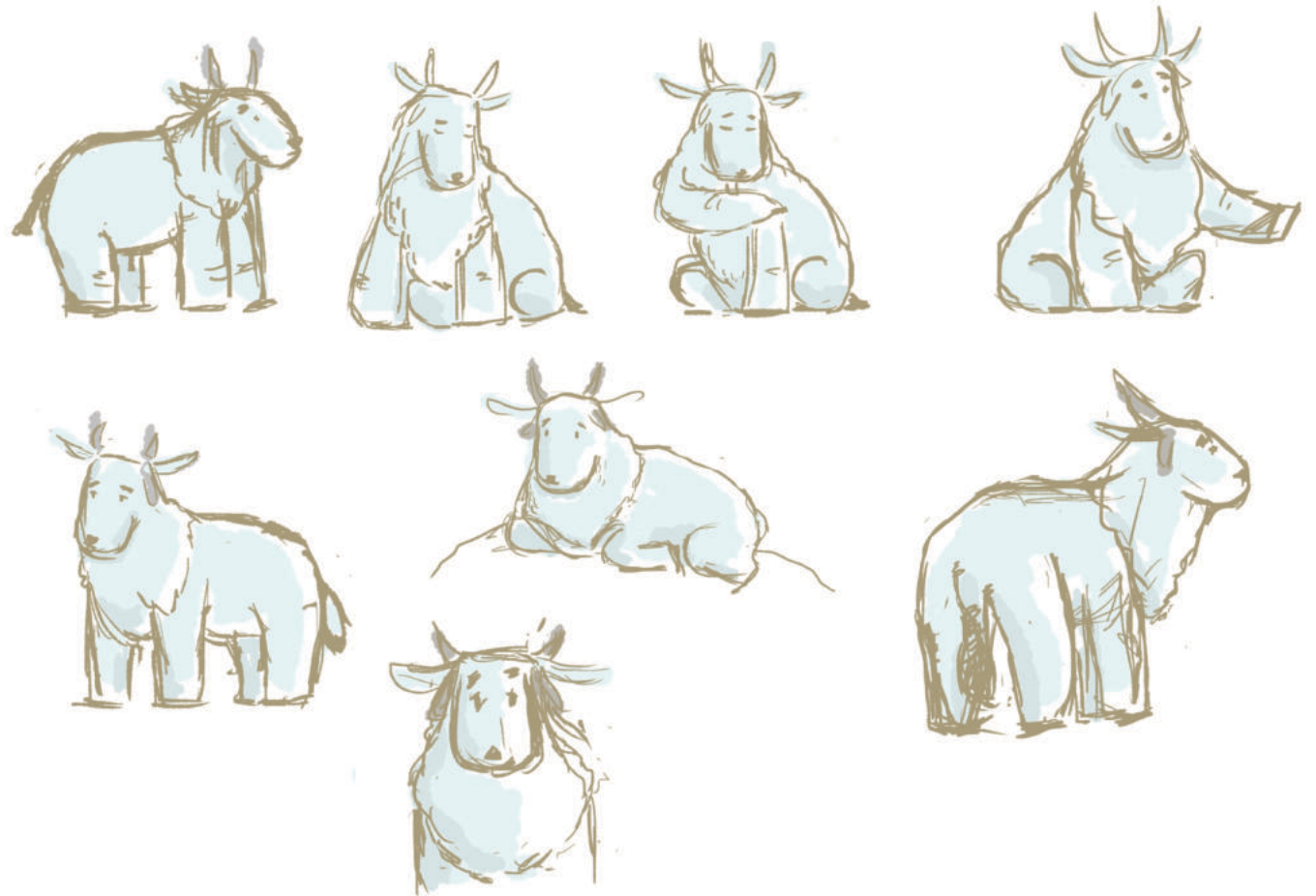
# Character description and exploration

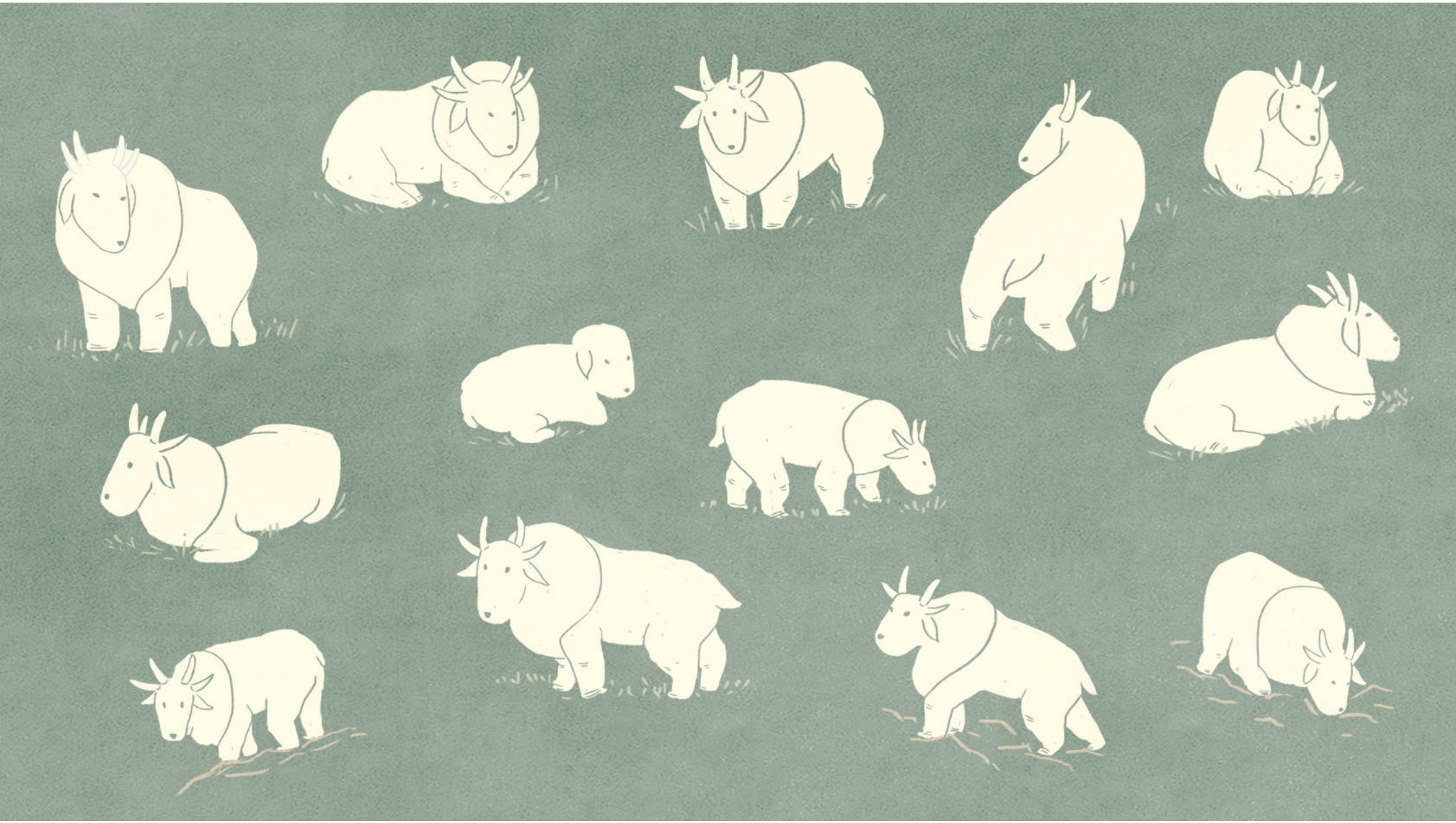
Character - Chausinghia



## Character - Chausinghia

The four horned sheep that is seen every 12 even though sounds like a scary creature is more gentle and graceful than expected. He is a mellow creature who just walks about grazing and poses no harm to anyone.





# Character description and exploration

Character - Devi Nanda



## Character - Devi Nanda

The deity appears in a silhouette in a vision to the mountaineer. Although her real self is difficult to see in the fog and bright light I tried to gather some inspiration for her look from the pahadi style of bronze figurines. Here are some explorations.





# Storyboard



Opening Scene: A muffler flutters in the wind



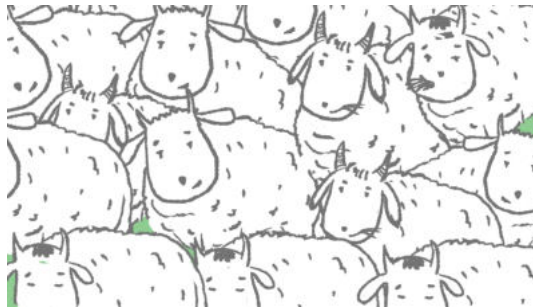
Zoom into the backdrop.



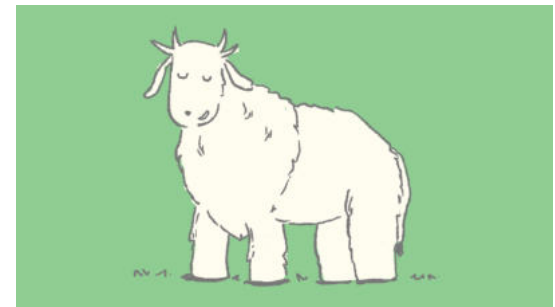
Zoom in further, pair of shoes lodged into the snow



A backpack, sign of a human stuck in the snow



Far below in the village of Auli, sheep grazing.



In between them is a four horned goat.

# Animatic 1



Zoom into the Horns.



Chausinghia discovered and taken for praying.



The pilgrimage to Roop Kund lake begins.



Footsteps in the snow



A man walks to the edge



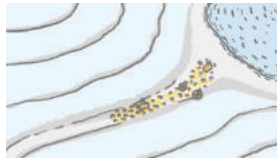
Zoom in , looks down the edge.



Pilgrims dancing, singing and ascending.



As they near the lake , terrains change to rocky.



The pilgrims approach



He looks in despair.



Meanwhile the chausinghia reaches snowy region.



The protagonist tries to light a fire.



The lighter is out of gas.



He looks into his bag.



Food supply is over.



The four horns appear.



He reaches for his knife.



Their eyes are locked, predator and prey.



He realises it's difficult to survive.



Looks at a picture



The Picture of him and his daughter.



The sheep appears out of the fog.

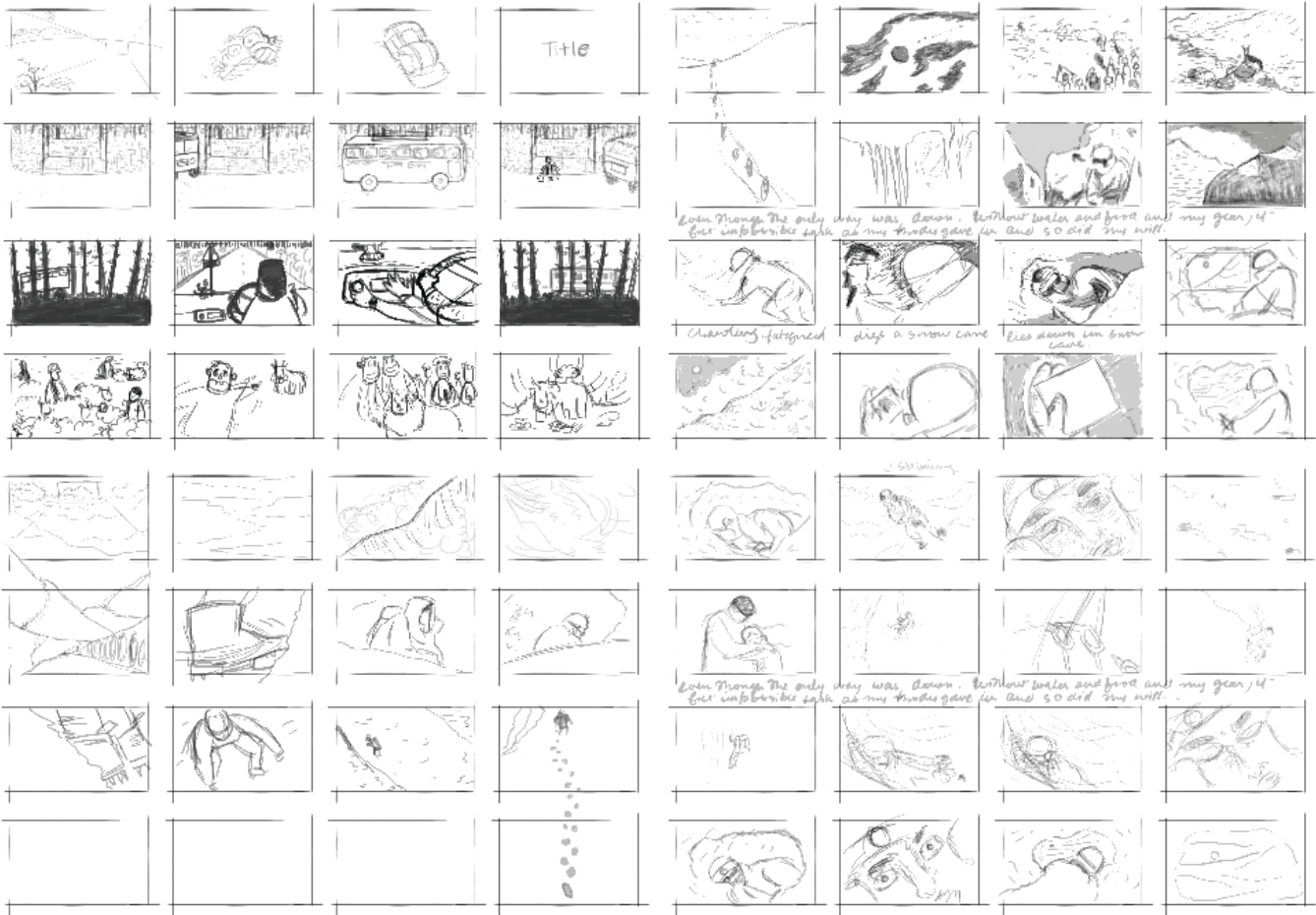


The man tightens his grip on the knife, food finally.



But his eyes widens as the silhouette of a lady appears out of thin air.

# Animatic 2



# Sound Design

Flute

Ambience

Voiceover

Sound Effects

# Production

File Edit View Insert Format Data Tools Add-ons Help All changes saved in Drive

Comments Share

fx

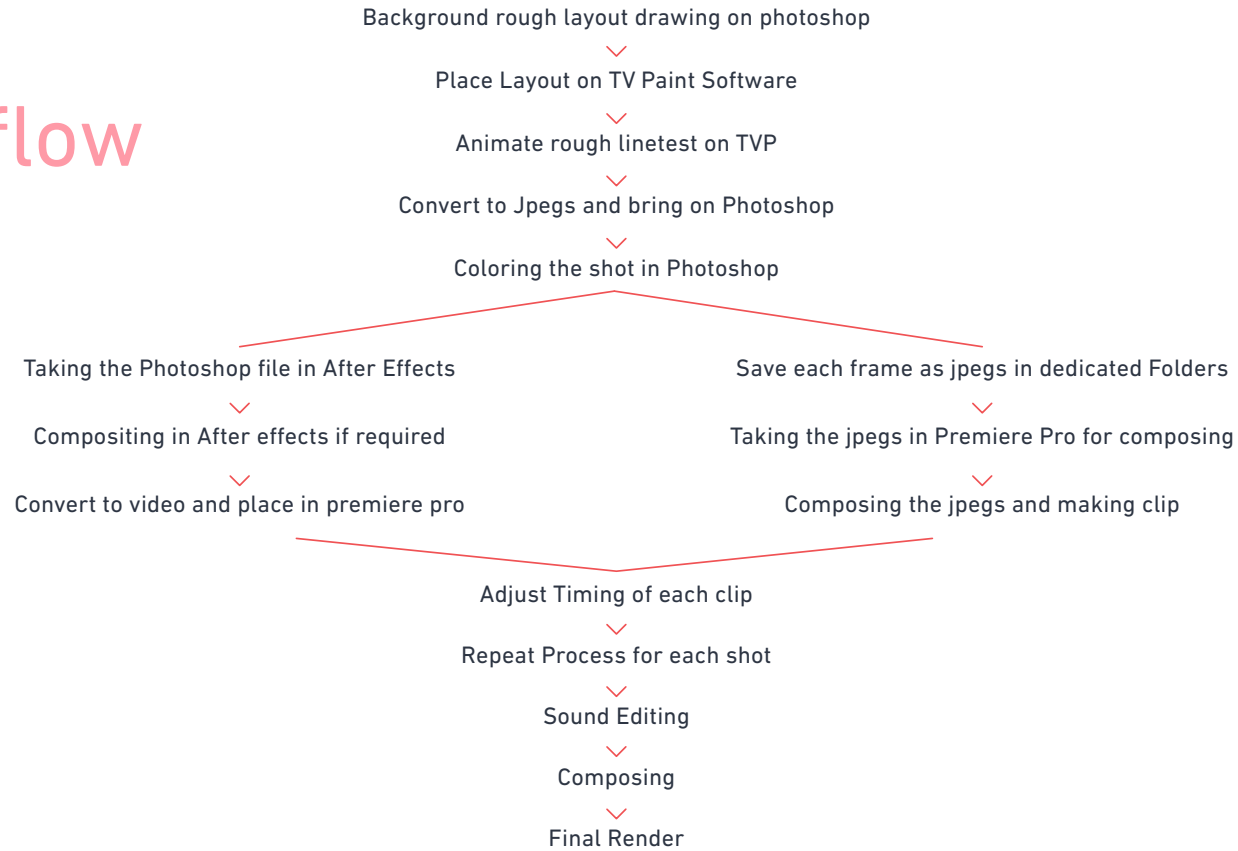
	A	B	C	D	E	F	G	H
	Shot Name	Description	Duration	Requirements	Layout Status	Line test Status	Final Status	Special effects require
2	Shot 1	Intro scene with Shoes, Bag and muffler	25 s	Ps, Tvp, Ae	done	Redo		
3	Shot 2	Title	10 s	Ps, Ae	Done	Done		
4	Shot 5-1	Bus Enters	3:12 s	Ps, Tvp, Ae	done	Done		
5	shot 5-1	Zoom in on the board	1:23 s	Ps, Ae	done	Done		
6	Shot 5-1	Bus moving through wood	2:14 s	Ps, Ae	done			
7	Shot 6-1	Bus driver	3 s	Ps, Tvp, Ae	Done	Done	Done	
8	Shot 101	Bus moving through village	6:12 s	Ps, Ae	Done	Done	Done	
9	Shot 13	Searching for Four horned	3 s	Ps, Tvp	done			
10	Shot 14	Man Finds four horned	1 s	Ps, Tvp	20th			
11	Shot Sheep horn	Showing the horns in detail	1:15 s	Ps, Tvp, Ae	20th			
12	Shot Sheep	People Gather	3:12 s	Ps, Tvp	20th			
13	Shot Ver 1	Adorning the sheep	6:13 s	Ps, Ae	21st			
14	Shot 17	Pilgrimage begins	8:23 s	Ps, Ae	21st			
15	Shot 18	Fog Parts	2 s	Ps	Done	Done	Done	
16	Shot 19	Rough winds on mountain edge	4 s	Ps	Done	Done	Done	
17	Shot 20	Rough winds and snow	3 s	Ps	Done	Done	Done	
18	Shot 21	Shoe Digging to climb	5 s	Ps	done	done	done	
19	Shot 24	Climbing scene	2 s	Ps, Tvp	DELETE and REPLACE			
20	Shot 26	Climbing up	3:09 s	Ps	done	done	done	

Sheet1

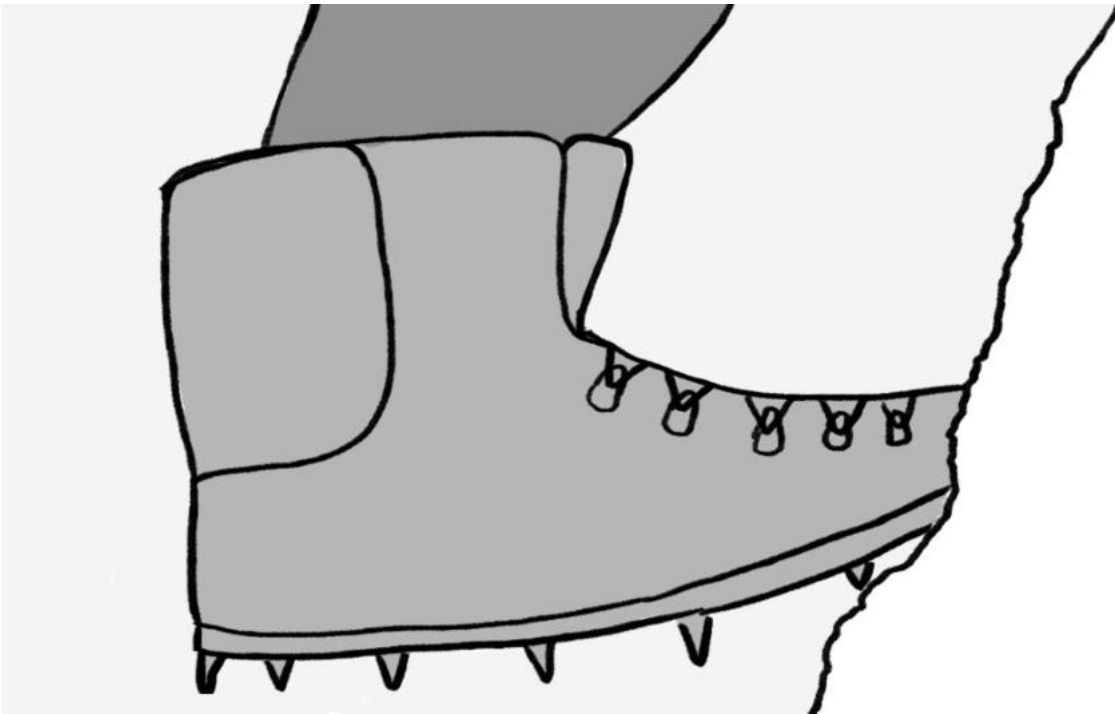
# Production

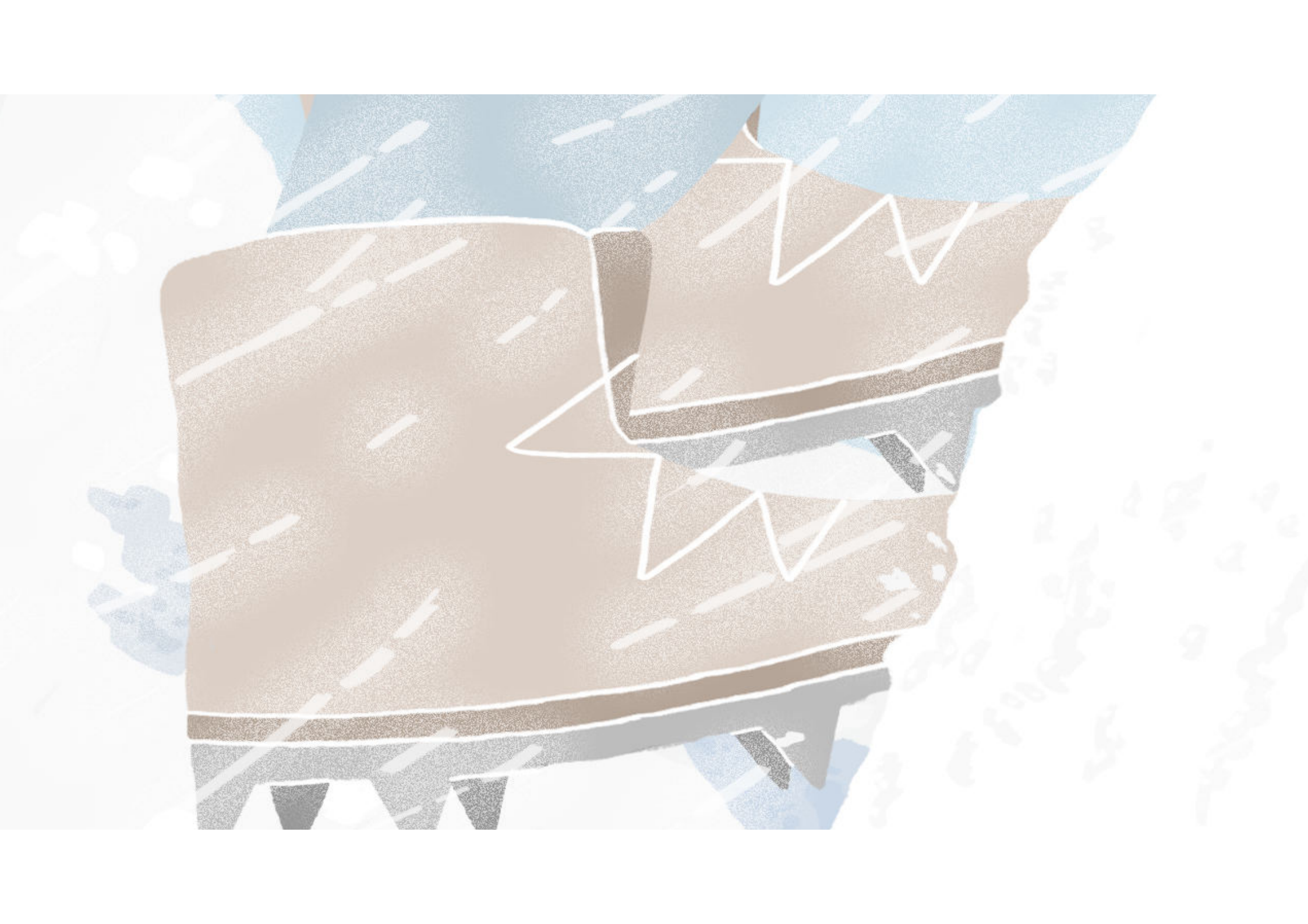


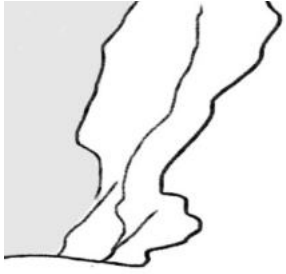
# Workflow

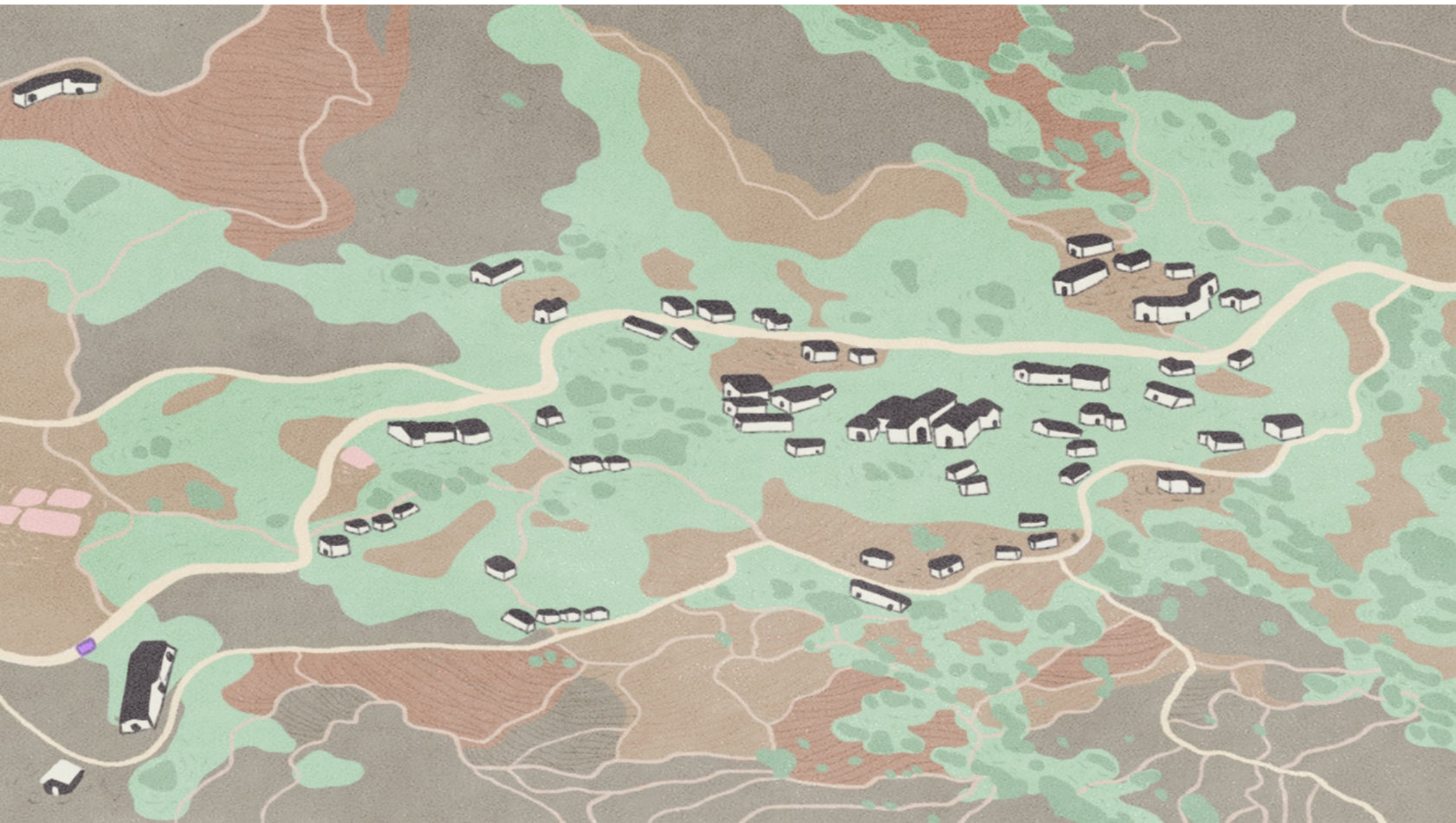


# Production

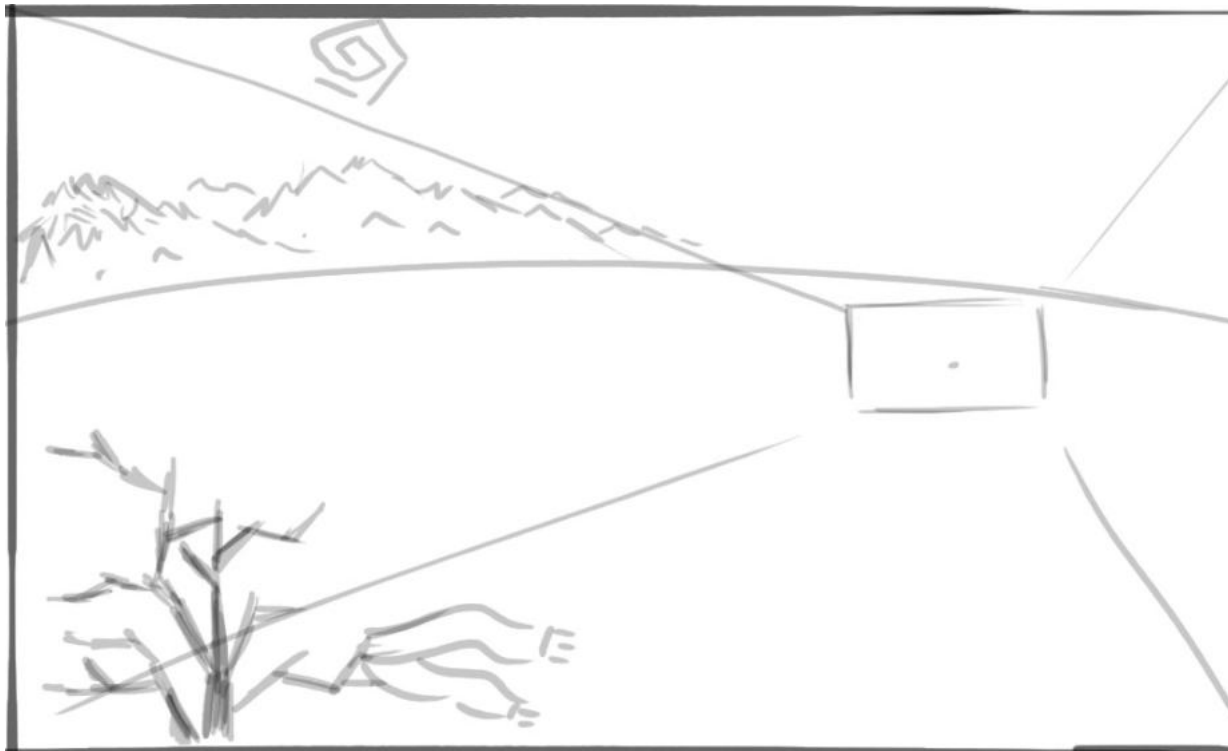








# Production

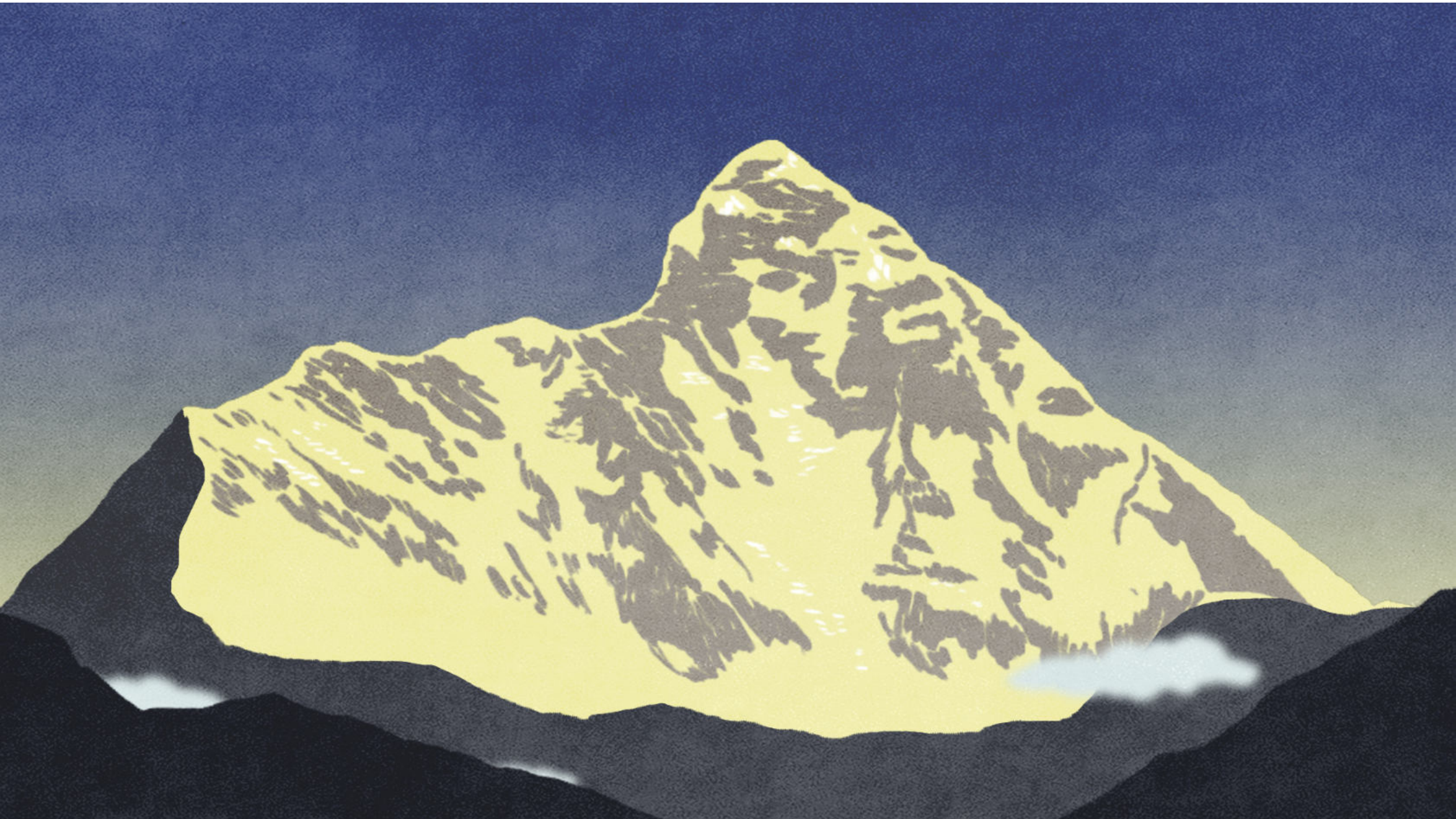




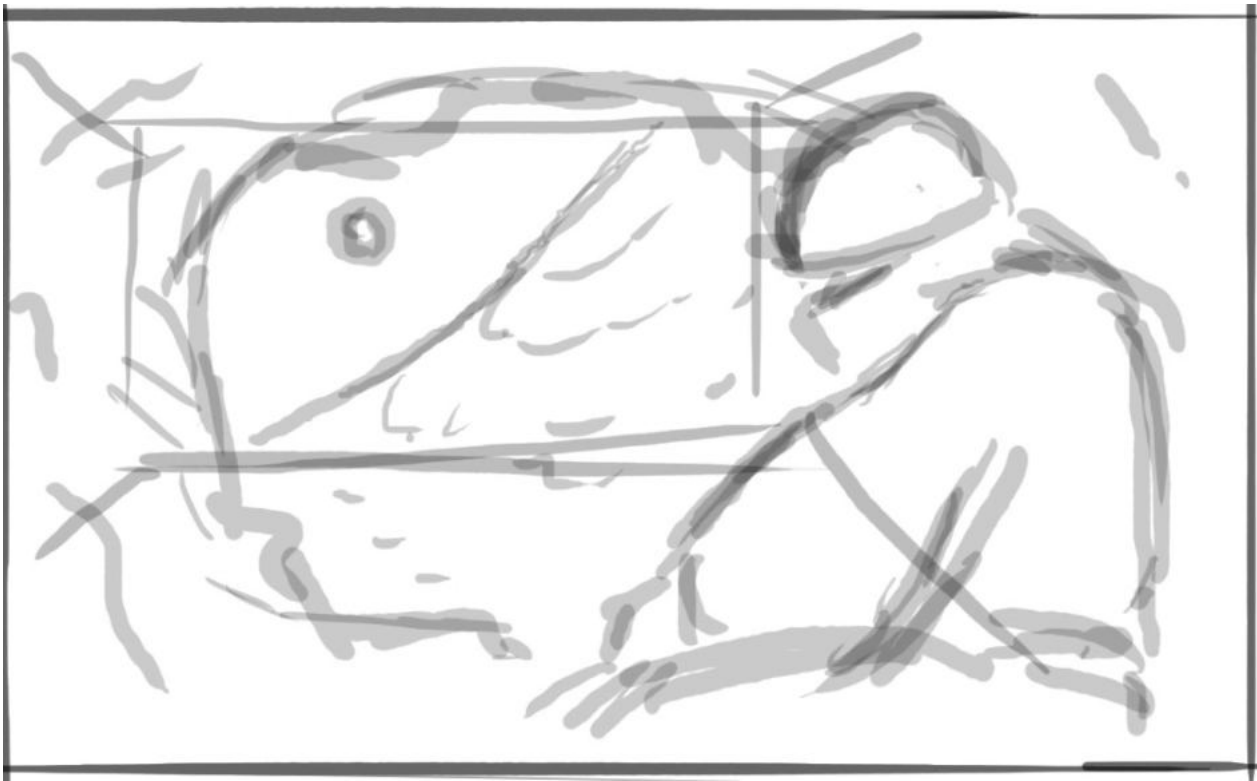
# Production







# Production





# पीला पहाड़

