

# Pickle Pickle Bicycle

Project III Report  
May 2016

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# **THE LEGEND OF THE PICKLE**

**ANIMATION PROJECT III**

**AN III - 72**

**BY**

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**INDUSTRIAL DESIGN CENTRE**

**INDIAN INSTITUTE OF TECHNOLOGY BOMBAY**

**2016**

Pickle Pickle Bicycle (working title)

By

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Project Advisor: Prof. Nina Sabnani

### **Declaration**

I hereby declare that the project work done in relation to my graduation film and submitted as a written report to the Industrial Design Centre, IIT Bombay is a record of the original work done by me under the guidance of Prof. Nina Sabnani.

Unless otherwise stated, the contents of this report in the form of text and images are entirely my own. The views expressed in the document as part of the written submission of the project are my own and do not necessarily represent the views of Industrial Design Centre, IIT Bombay.



Saurabh Vashistha

May 2016

### Approval

The Report Committee for Animation Design, Industrial Design Centre, IIT Bombay  
Certifies that this is the approved version of the following report on:  
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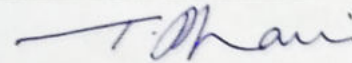
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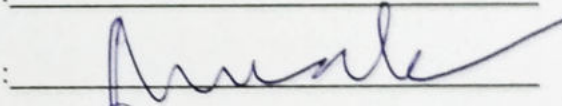
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External Examiner :



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Pickle Pickle Bicycle

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Report

Presented to the Faculty of the Industrial Design Centre  
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I am grateful for my family, who have been there for me like a rock through my journey of developing this film and for motivating me to challenge myself and become the best I possibly can.

Saurabh Vashistha  
May 2016

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# INTRODUCTION

# It all started with a pickle

My Nani used to make the best pickle in the world and my Dadi would tell me the best stories. Together, they made my world, when I was a kid.

When you are kid, you create this big universe inside your head. The rules of this world were created by you, and you could change them as and when you please. This universe inside our tiny childhood head is immune to the real world problems and the rules adults created for it. And it is in this universe we make stories where you live a thousand different lives. One day you would be a mighty hero on a great adventure in your own little neighbourhood and the next day, a hundred foot tall monster destroying the city.

As we grow older, we forget what it was like to climb trees, play at our will and make up stories. The ideas that we build as kids, the dreams, the things that made us smile, the way we were curious about life, the way we explored anything that came our way; these ideas, dreams, little things, these smiles, these objects get stashed too deep inside our brain as time passes. They become like a pickle that have been preserved and forgotten for too long. And just like how fungus creeps up on the pickle, our memories get foggy and we slowly lose them. And as we lose them to the processes of time and decay, we realize that we are getting older.

About an year ago, one fine November evening I was standing in front of a white board with a black marker in my hand. The marker almost touching the board. I stood there for a while. Thinking. I started writing words around it.

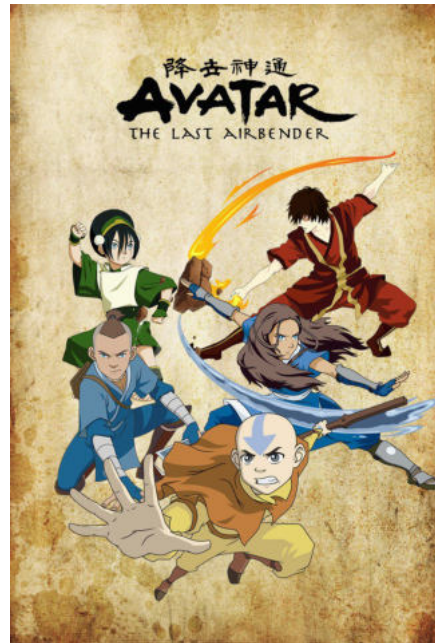
Words from my childhood universe, characters and rules from my childhood universe. There were zombie, cyborgs, mummies etc. Suddenly, I had the urge to draw a pickle at the center of the board . Be it the memories of my nani or the stories of my dadi, or the cartoons from my childhood, whatever triggered it, the pickle at the center of that childhood universe has stayed by my side.

This is the story of how I never gave up on my pickle. Preserving it. Till it reached saturation.

# INSPIRATION AND RESEARCH

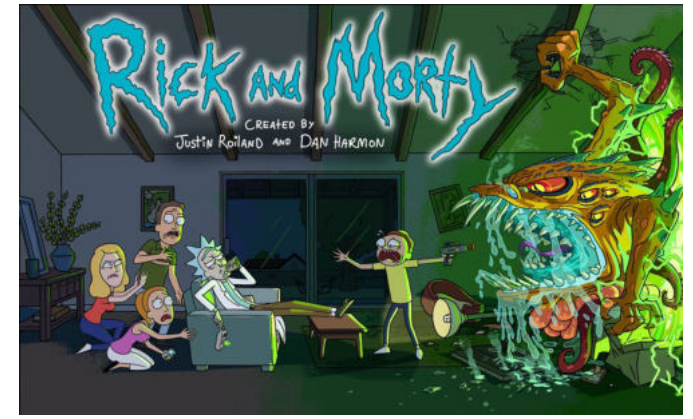
## Influences

Sometimes it feels like (despite of my mother telling me not to) I have seen way too many cartoons, animes and animated films. That they have gone inside my head mixed together. Manifesting into one huge mutated monstrous cartoon that gives me nightmares and hangovers of stories. Good and bad.





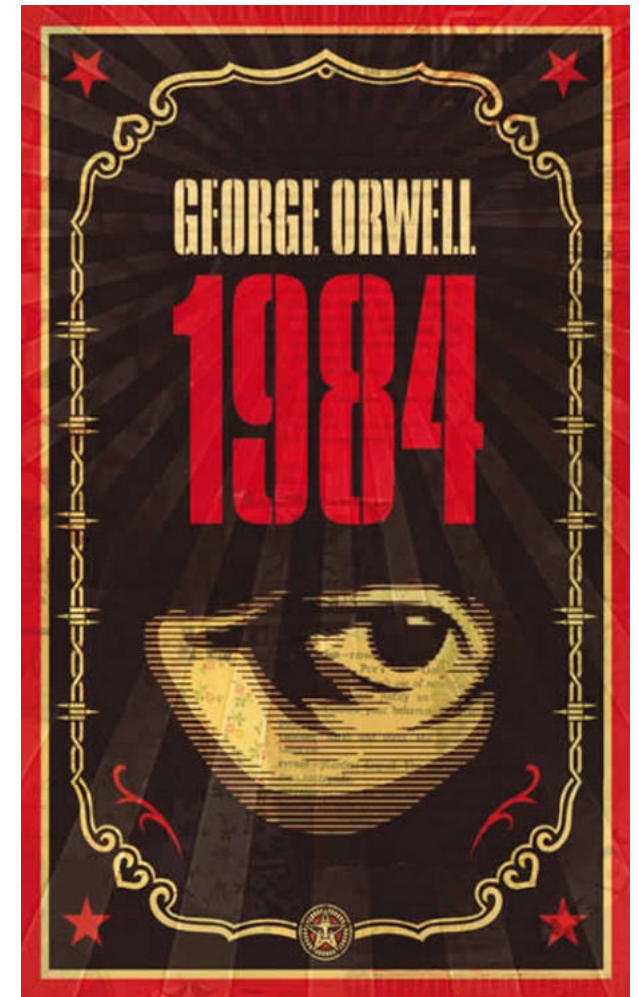
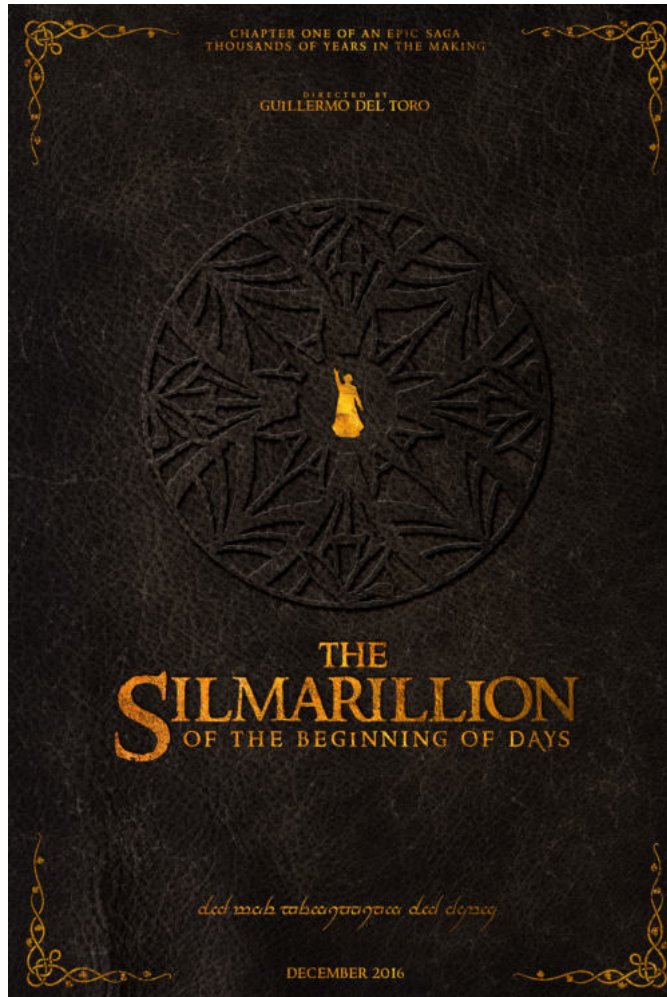
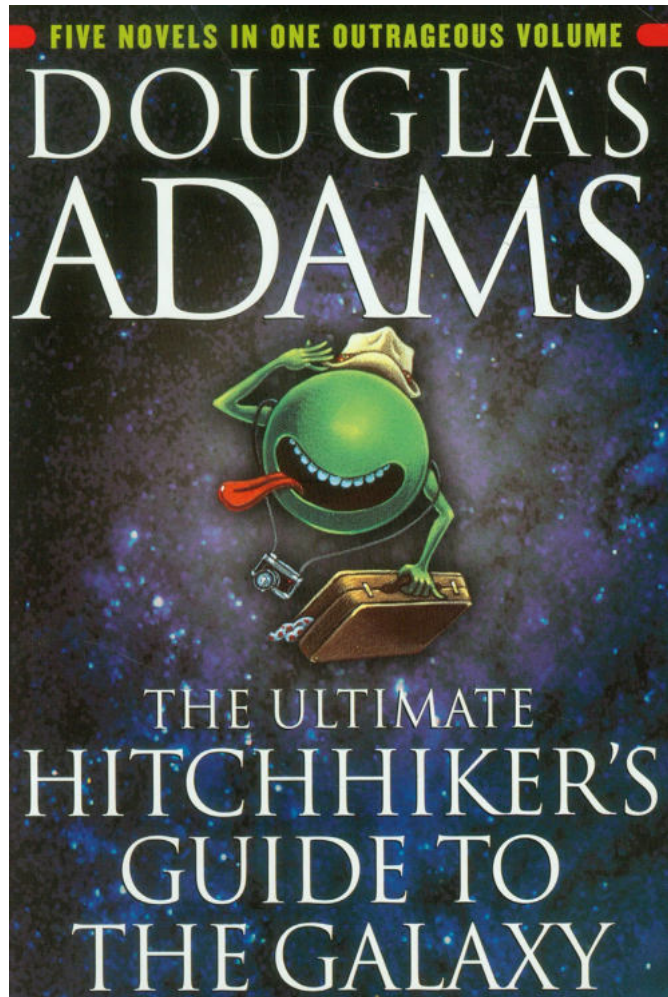
Watching all those cartoons. It was worth it. I regret nothing.



Now that I look back I realized that It has helped me a lot. It all has been a part of my research, that I have been doing since I was three years old. It has made me want to be an animator and a good storyteller. It has made me want to build on what these people have made and create something new and awesome.



Now I think its time for me to read way too many books.



# THE STORY

## Initial ideas

The pickle went through a lot of changes before reaching the final story. Minor tweaks here and there are still needed to be made to reach saturation. The story process started with a very elaborate mind map of all the possibilities. The plan was to deduce from it a story that would be a perfect blend of plot, characters and setting.

There were multiple issues that I wanted to address through my film but my main concern had always been firstly, telling a story that people would want hear irrespective of what it is about. Because I believe that deep inside we all are still that child who wants to hear a good story. Secondly, It would be nice if I could make them laugh and care for the characters in the story. Because laughter is important. I would like them to forget everything and relive their childhood again. I would like them to relive their own childhood through the eyes of my characters. Maybe I could help them to find their own pickle.

Initially I was paying more attention to the characteristics of the characters and the setting rather than the plot, coming up with good ideas that did not reach anywhere. After 5-6 tries realized that a good story needs to be character driven as well as plot driven. Unless I look for a good conflict, deeper meaning and a relatable subject my story will not reach anywhere.



## The Pickle of Pickle

My friend and I had a very long debate about the significance of the pickle.

Friend: What is so special about this pickle?

Me: Nothing it is just a pickle.

Friend: Then why would people want it? Why should they even care?

Me: That is the point! It is something very insignificant. Something that has no value of its own. Still people want it and for them it is something very precious. Maybe they are the ones who give importance to this pickle and turn it into something important.

Friend: Hmm. I still believe that the pickle should have some sort of power or some significance. Something worth hearing about. Something worth fighting for. Then there is a strong conflict. Then it is understandable for people to go to extreme extents to get to the pickle.

Me: But then the pickle would lose its meaning. It could be anything and the story would work the same way.

### To Pickle or not to Pickle that was the question

Significant or insignificant? Magical pickle or normal pickle?

In the initial stages I wanted the pickle to be insignificant. Why should it have any importance? It is just a pickle and it is funny when people run after something like that. It is a satire about our society. About how people run after the unimportant things in life forgetting what is really important. They end up spending so much time in earning money that they don't have time to spent that money. They buy precious stones diamonds because they are one of a

kind formed after thousands of years of process. Might as well be a pickle left untouched for thousands of year.

Then I thought maybe the pickle could have powers. It could be important for people. Possessing it could solve their problems. Maybe it could make you immortal, could have healing abilities etc. Then there is a good conflict. A lot of people would want to have to and fight over it. The same way people fight over land, water, religion etc.

But then it would lose its meaning as a pickle. It would just be a maguffin.

### Significant and insignificant at the same time

It would be a normal pickle but it would be important. It could be something unknown. Something that they are curious about. They want to know more about it. They fear it. They build stories around it. The stories could turn into legends and myth. Something that everyone is talking about. Just like the pickle these stories will mature turning people curiouiser and curiouiser as the time passes by. Then only the brave one would dare to open the pickle jar and find out what is inside.

# The Last Pickle in the Universe

I liked the idea of building the story around the last pickle in the universe. So I came up with three stories all of which started out as brilliant ideas. But they were lacking. The conflict was not strong enough. The characters were not relatable or likable. There was something missing.

## Story 1

All the pickle in the world has been destroyed but there is a legend that one last piece of pickle is still out there somewhere. Our protagonist and many others are out on a quest to find this last piece of pickle and use it for themselves. Everyone wants/needs the pickle but in the end only one will find it.

## Story 2

School kids unleash their imaginations when one of them announces that they have the last pickle in the universe. It's Lunch time in Universe high school.

## Story 3

Shiro, who is a time traveler steals a magical pickle from a witch in the medieval times and brings it back to his own time. He is unaware that the witch can time travel too and is coming after him. Shiro boasts about the magical pickle to his friends. His mentor- a forth dimensional being who can see the past, present and the future at the same time warns him that the consequences of stealing the pickle could be bad. But he doesn't listen. Shiro's cat is possessed by a demon and tries to steal the pickle. At the same time the witch finds Shiro. And an assassin from the future time travels to Shiro's time to kill him. The assassin wants to kill him before he eats the pickle because in the future Shiro becomes a very power villain with the help of pickle's magical powers. Chaos bound to happen. In the end the Shiro will have to let go of the pickle in order to survive.

## The Final Story

I had attached myself to the last pickle in the universe and I did not want to let go. But I was just not able to weave a good story around it. It was when I decided to let go of 'the last pickle in the universe' (for now) that I was able to come up with a story that works.

### Final story:

(Four kids in front of a general store)

Kid 1: A witch lives in the corner house. She cooks the best pickle in the world. It is said that whoever dares to eat the cursed pickle turns into a cat and is bound to live in the old woman's house forever.  
(Kids in playground)

Kid 2: That's not true but I know the real story. The old woman specializes in making the spiciest pickle in the world!

She feed the pickle to her army of cats and turns them into fire breathing monsters who defend her house from whoever dares to intrude.

(Cycle stand outside the playground)

Kid 3: No. No no. You both got it wrong. It is true that she makes the spiciest pickle in the world, in fact so spicy that it is in edible.

Kid 1: Then what is it for?

Kid 3: Rocket fuel of course. You know fuel for

Rockets. Just put one jar of pickle on either side of your bike. Wear your space helmet. Remove the lid and off you goooooooooo!

Into the space.

(On bicycles)

Kid 4: Do you really believe all those stupid stories? I am sure she is just a nice old lady

(Bicycles stop)

(All the other kids start to laugh.)

Kid 2: Don't you know anything?

Kid 1: The old woman is a witch!

Whoever dares enter her house be it cat dog or mouse. She chops them up! And turns them into pickle. It is said that the tormented souls of those she kills still resides in the pickle jar, waiting to be released so that they could take their revenge on the witch.

(At the old woman's house)

Kid 1: So you think she is a nice old lady? Why don't you go and check for your self?

Kid 2: yeah.

Kid 3: leave him alone you guys.

Kid 2: I think he is afraid.

(Kid 4 goes inside the house)

Kid 2: he is actually going?

Kid 1: yeah, now the fun begins. Hay! Bring some pickle for us.

(Kid 4 goes inside the house through the back door of the kitchen. He looks around for the pickle. He sees that something is boiling on the stove so he goes closer to investigate. A sound from behind startles his and he ends up falling on the floor. It was a cat. In the process the kid discovers a store room full of pickle jars.)

Kid 1: What is taking his so long.

(The old woman discovers kid 4 and is moving towards him.)

Kid 3: look to witch.

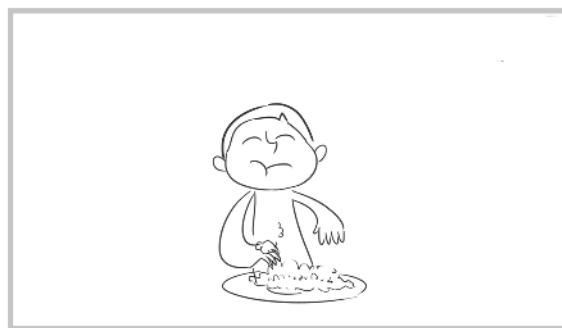
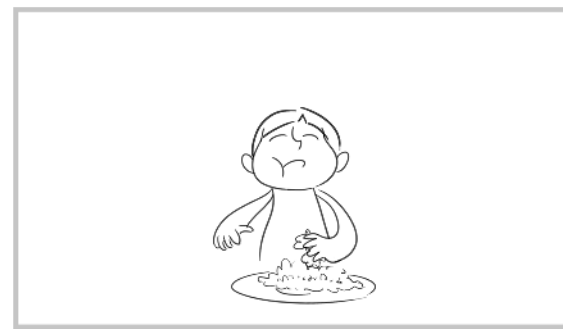
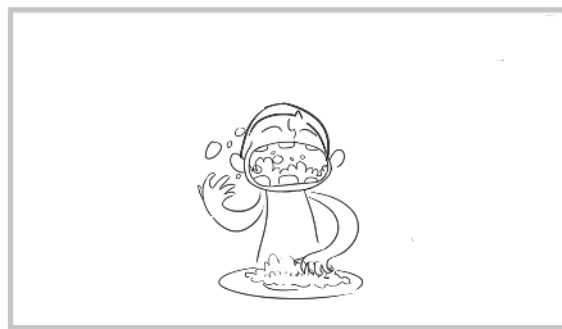
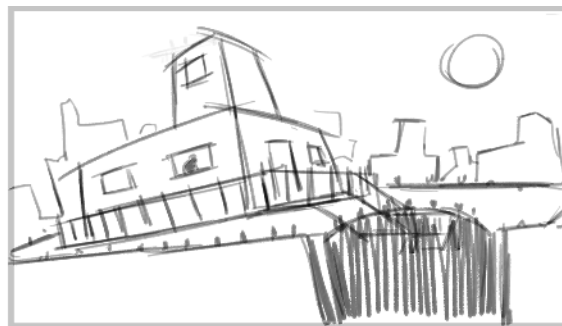
(The old woman grabs him.)

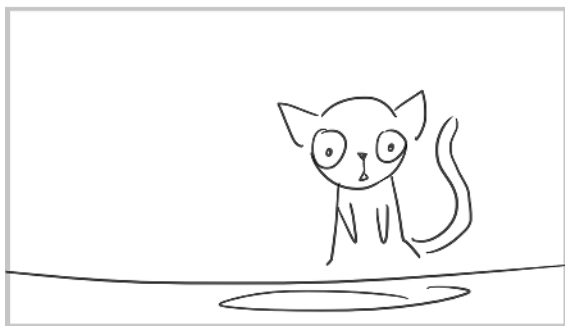
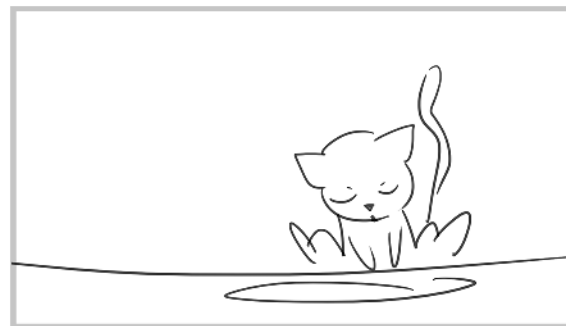
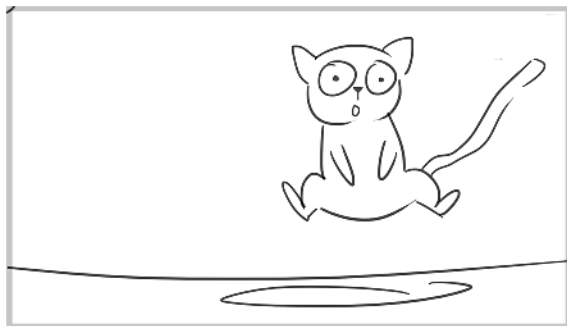
Kid 3: We have to help him. Come-on. Fine I will do it myself.

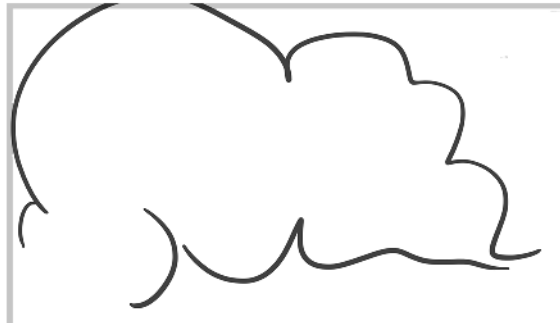
(Kid 3 goes inside the house to stop the witch. But when she reach there she sees that kid 4 is fine and is enjoying lunch with pickle. She realizes that the old woman was in fact just a normal old woman)

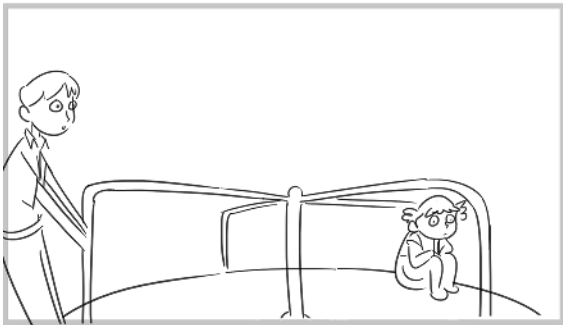
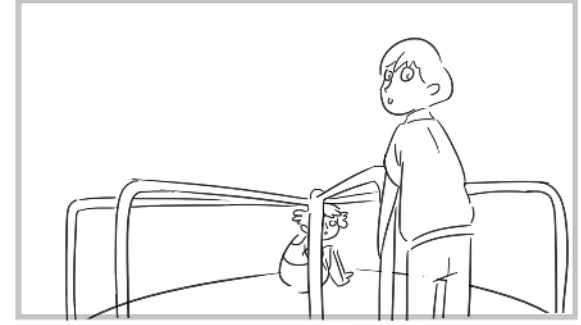
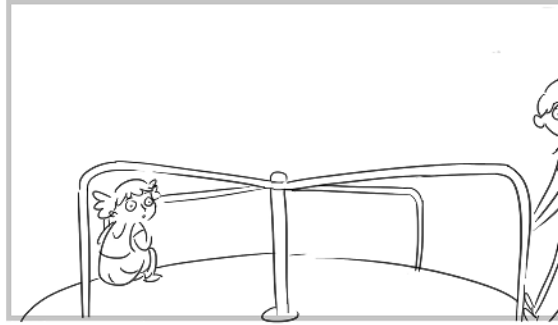
(Mean while kid 1 and kid 2 go back to the general store telling the story of horror to other kids.)

# STORYBOARD

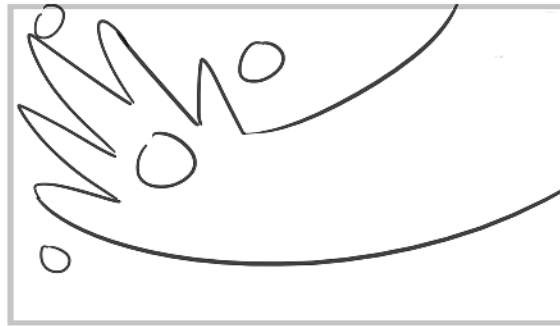
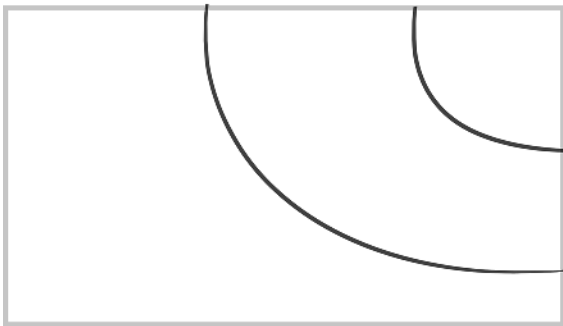
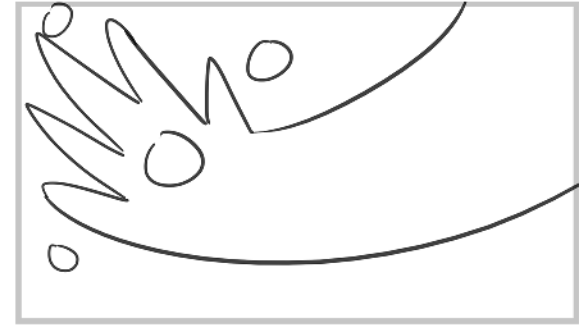
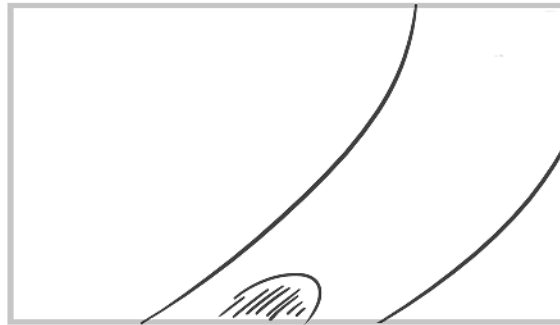
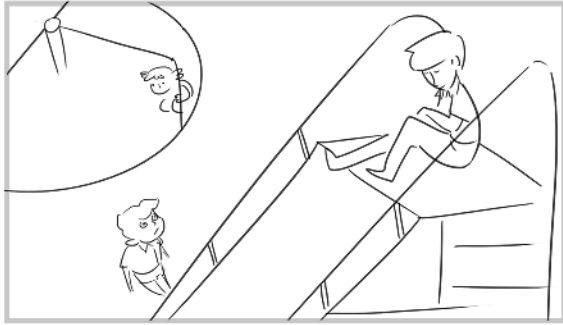


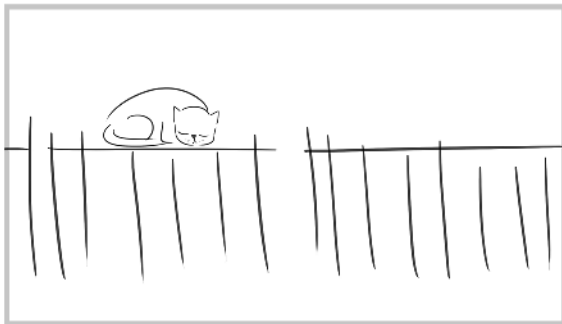
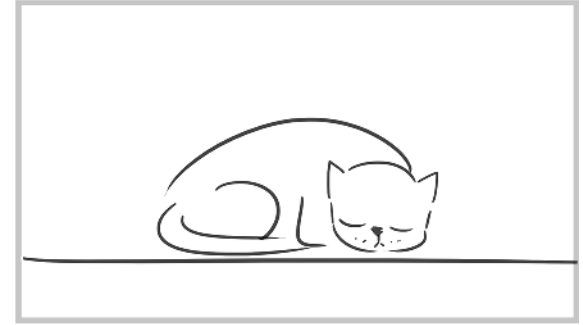


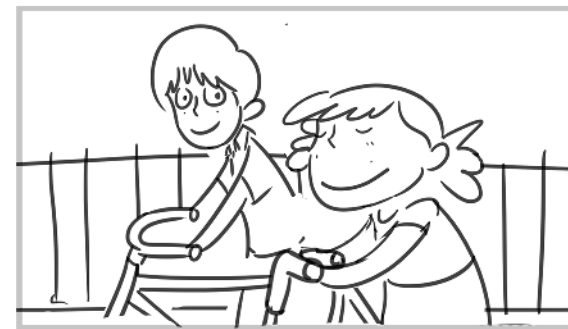
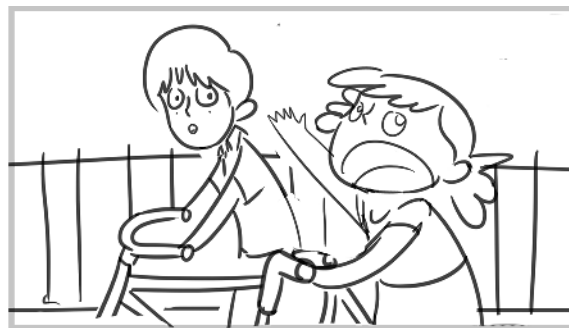


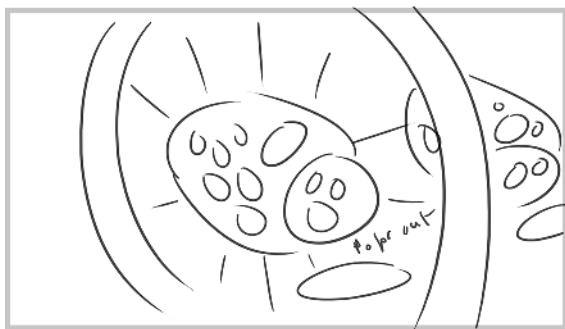
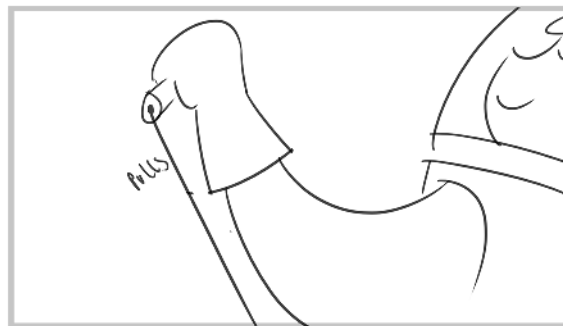
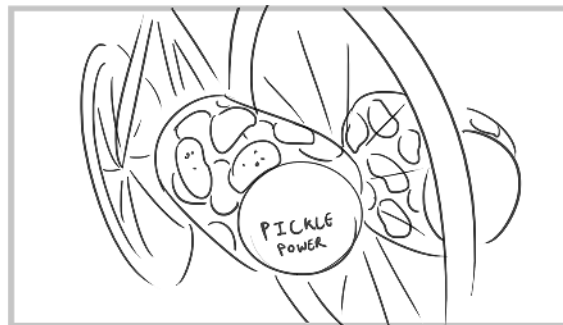




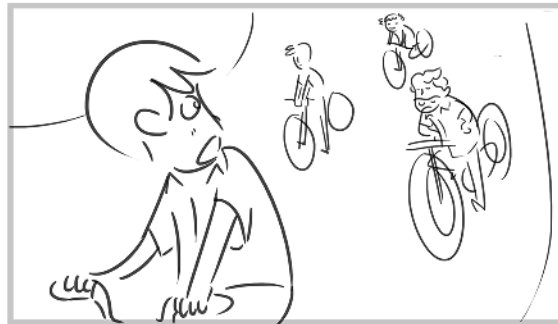
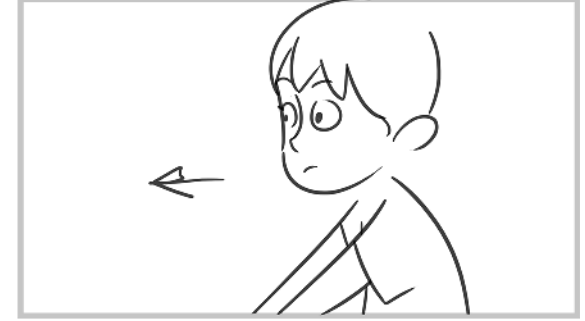
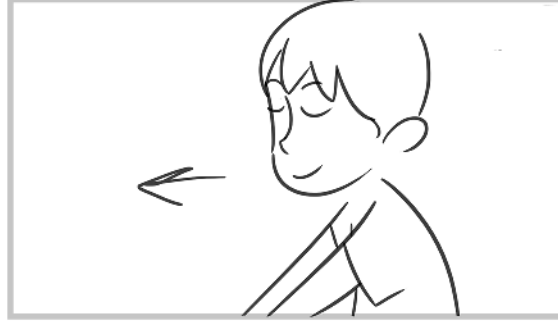




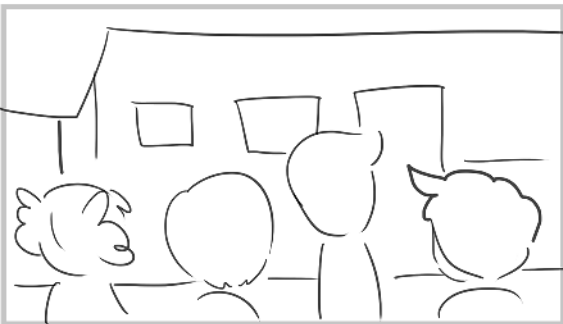
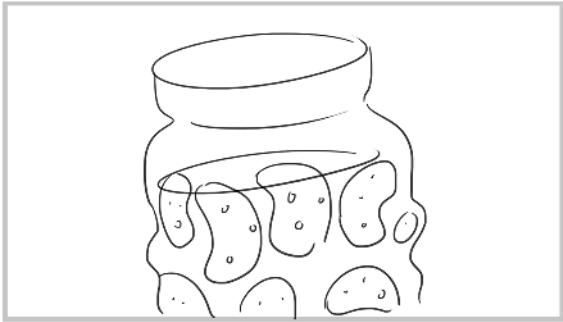




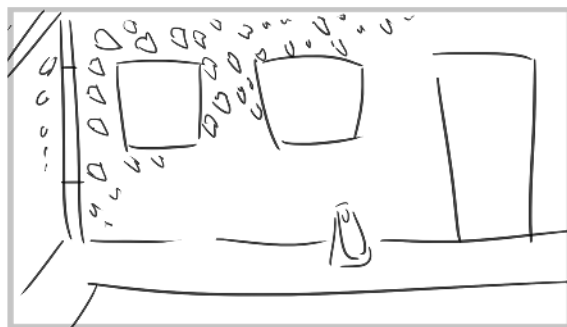


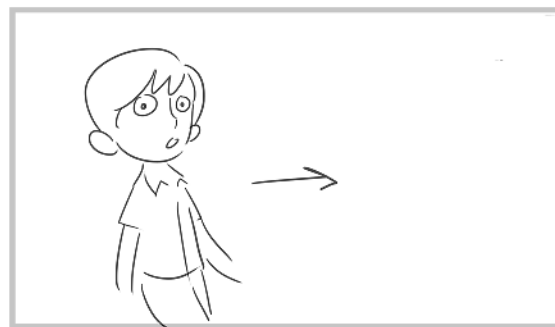
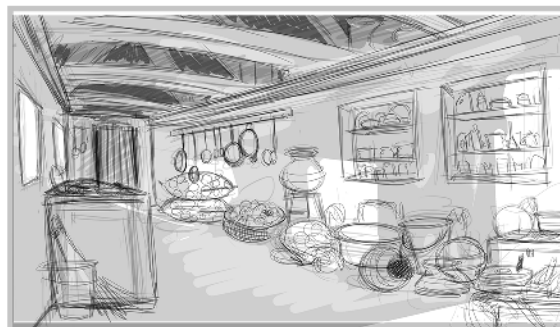
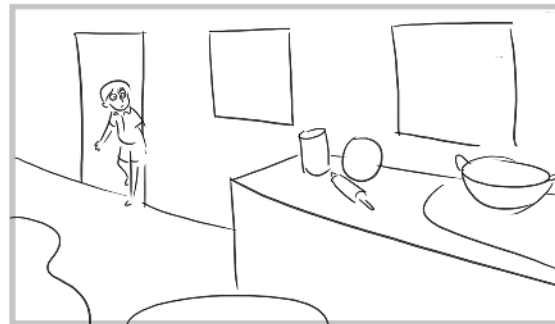


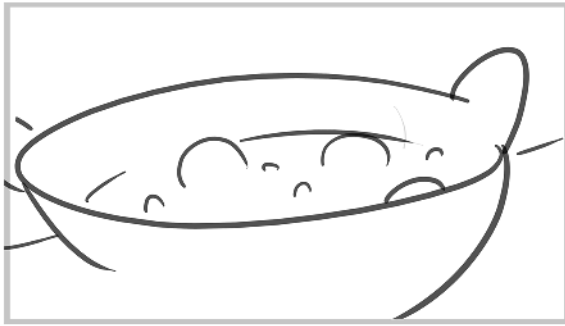
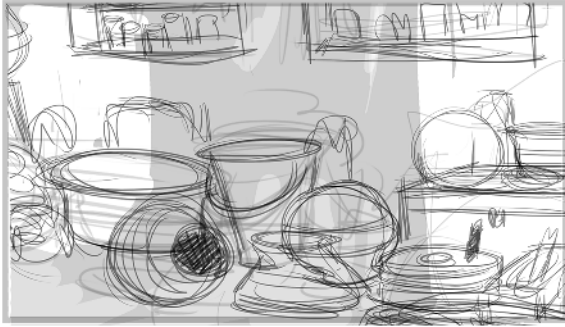


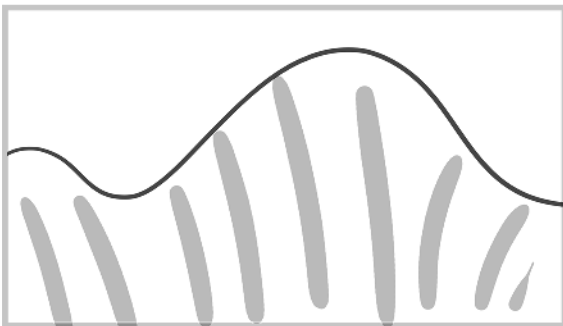
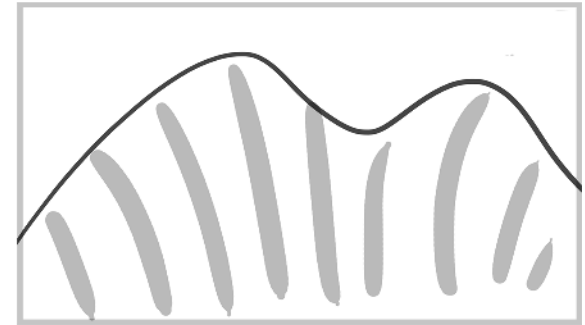
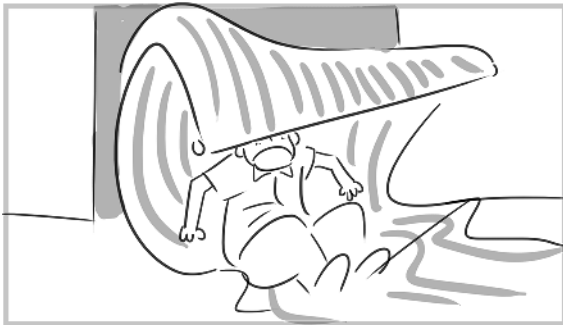
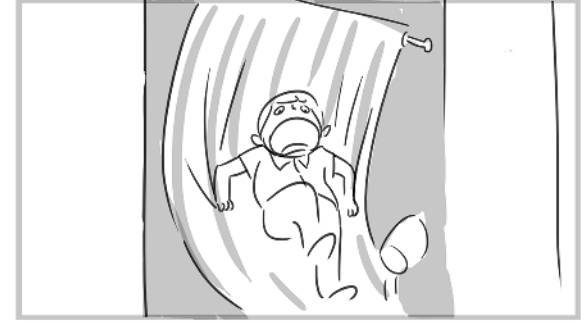


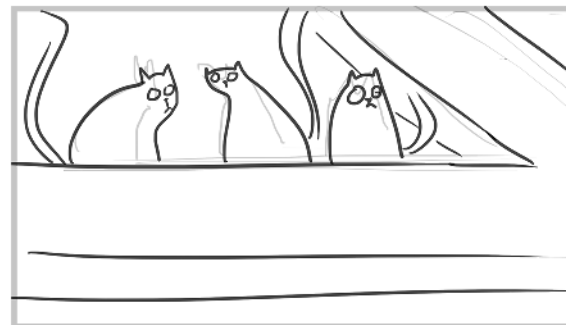


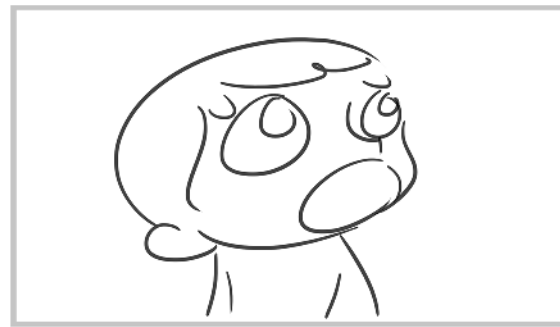


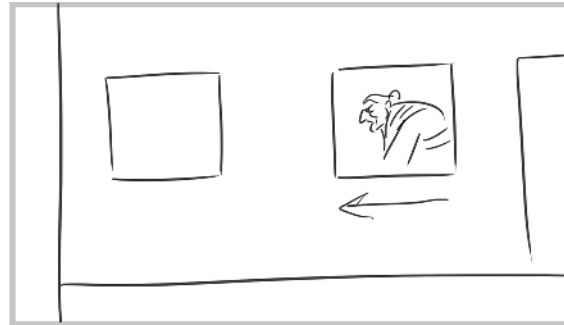


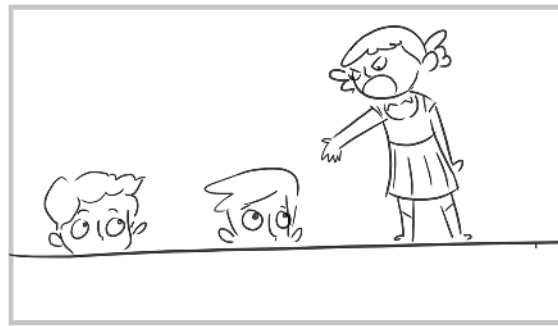
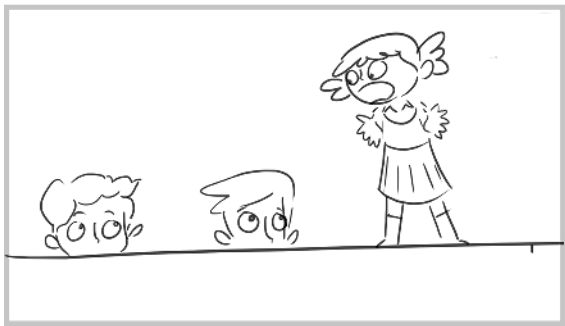
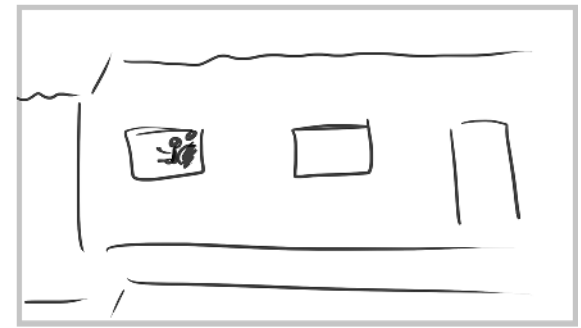
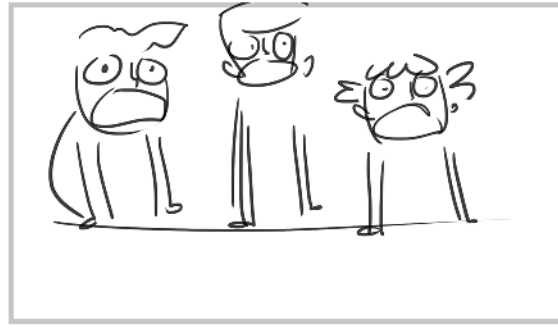




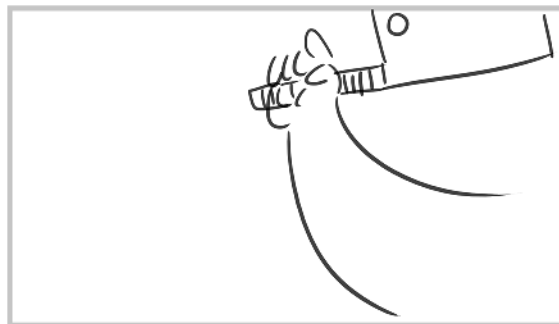


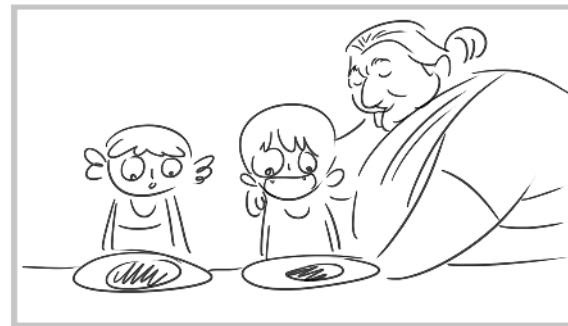


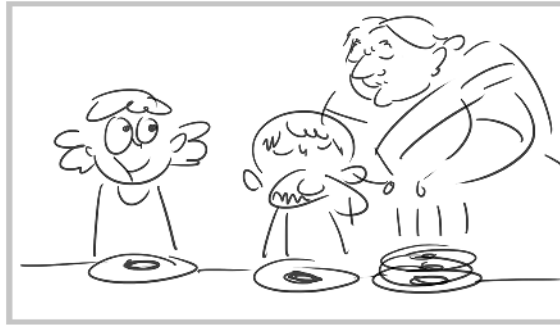












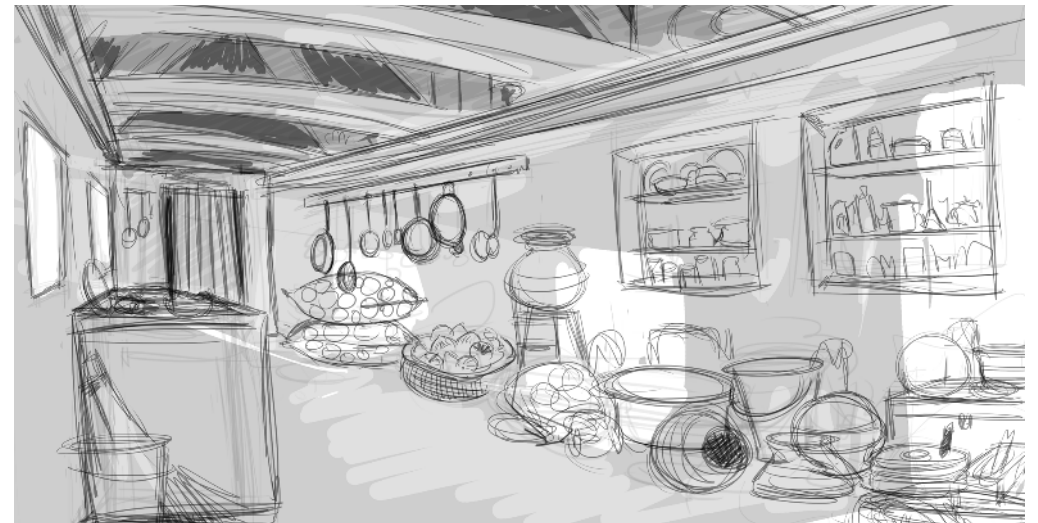
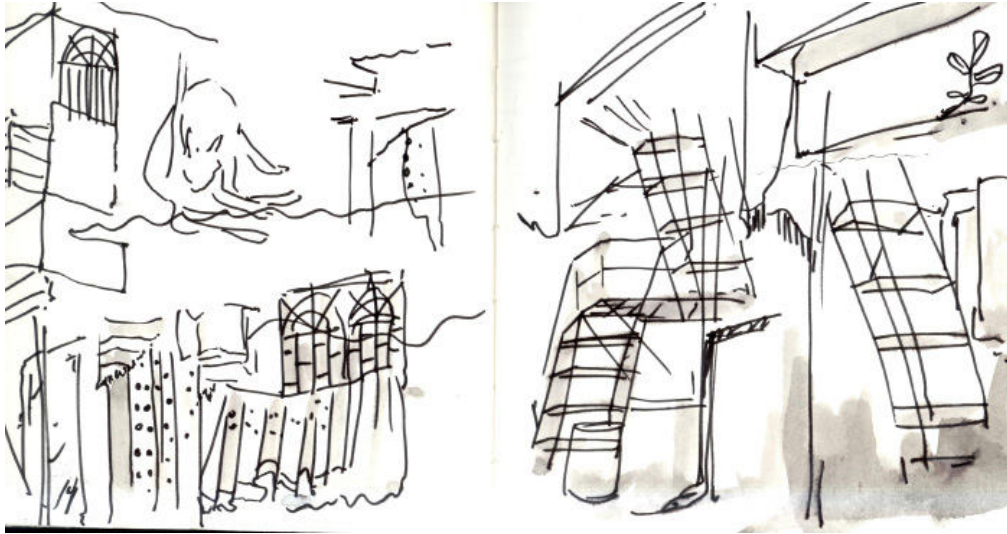
# INITIAL CONCEPT SKETCHES



Live sketching behind NITI college, Mumbai  
The place seemed perfect for the sort of setting I was looking for. Lots of kids  
cats and old ladies.





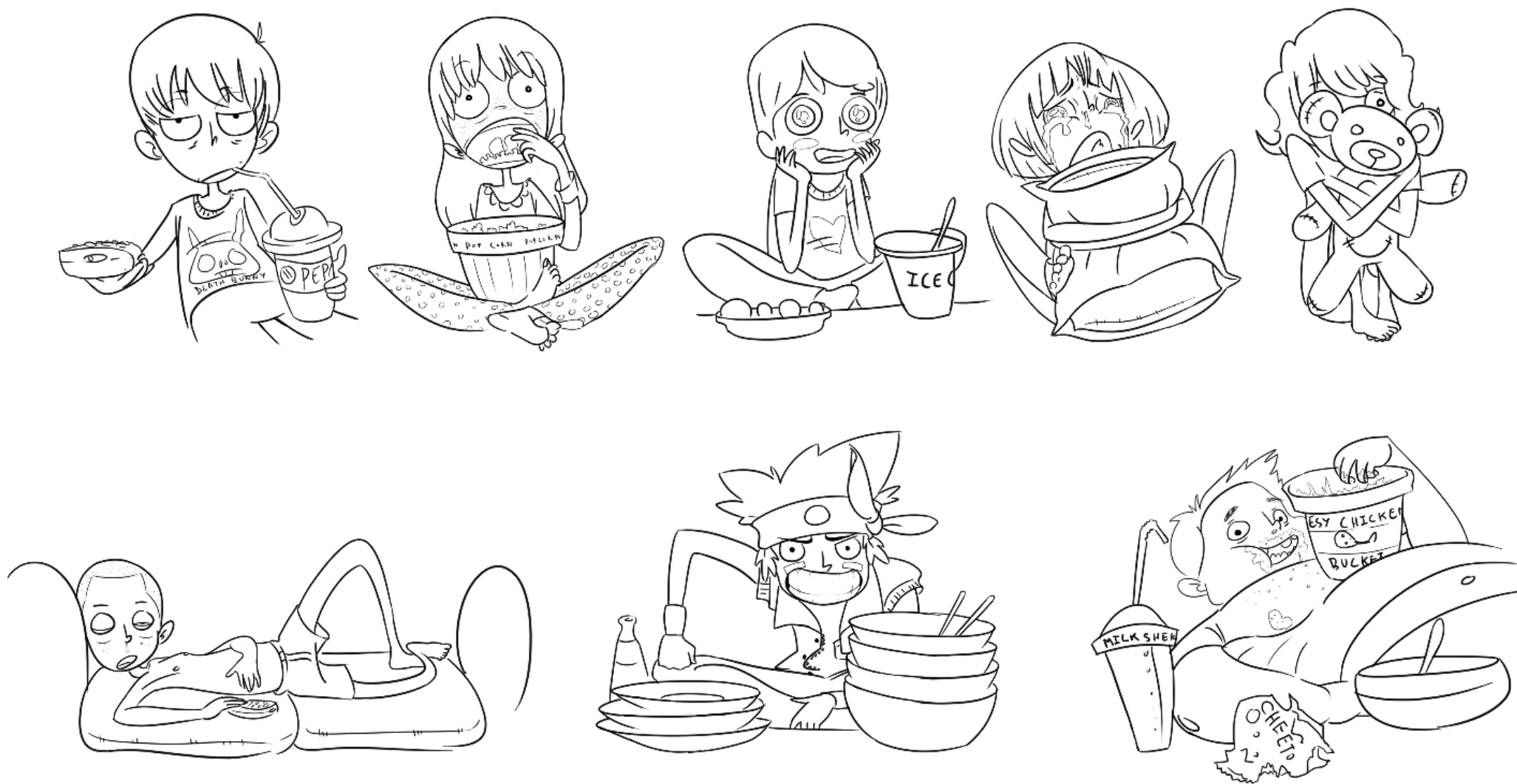


Some initial sketches for the background. I was looking for something messy, lot of stuff in the back ground so the eyes would keep moving from one thing to the other.

A rough digital sketch of the old woman's kitchen.



# CHARACTER SKETCHES



Initial concept character sketches. A study of behavior.



Concept sketches for 'kid 3'



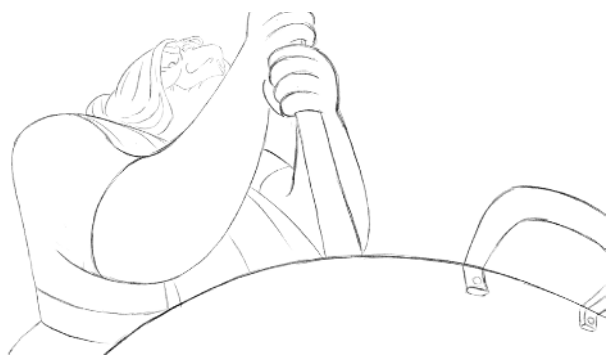
Concept sketches for kid 1





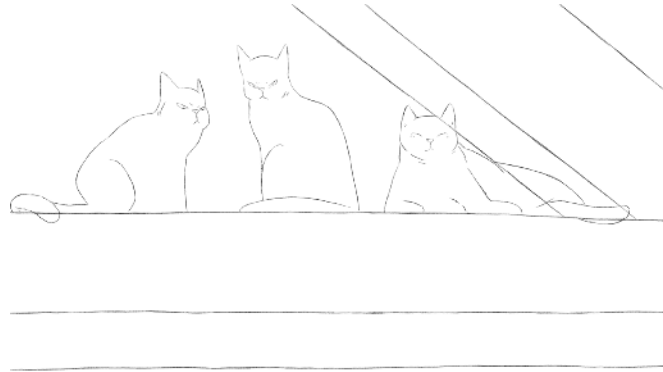
Concept sketches for the old woman







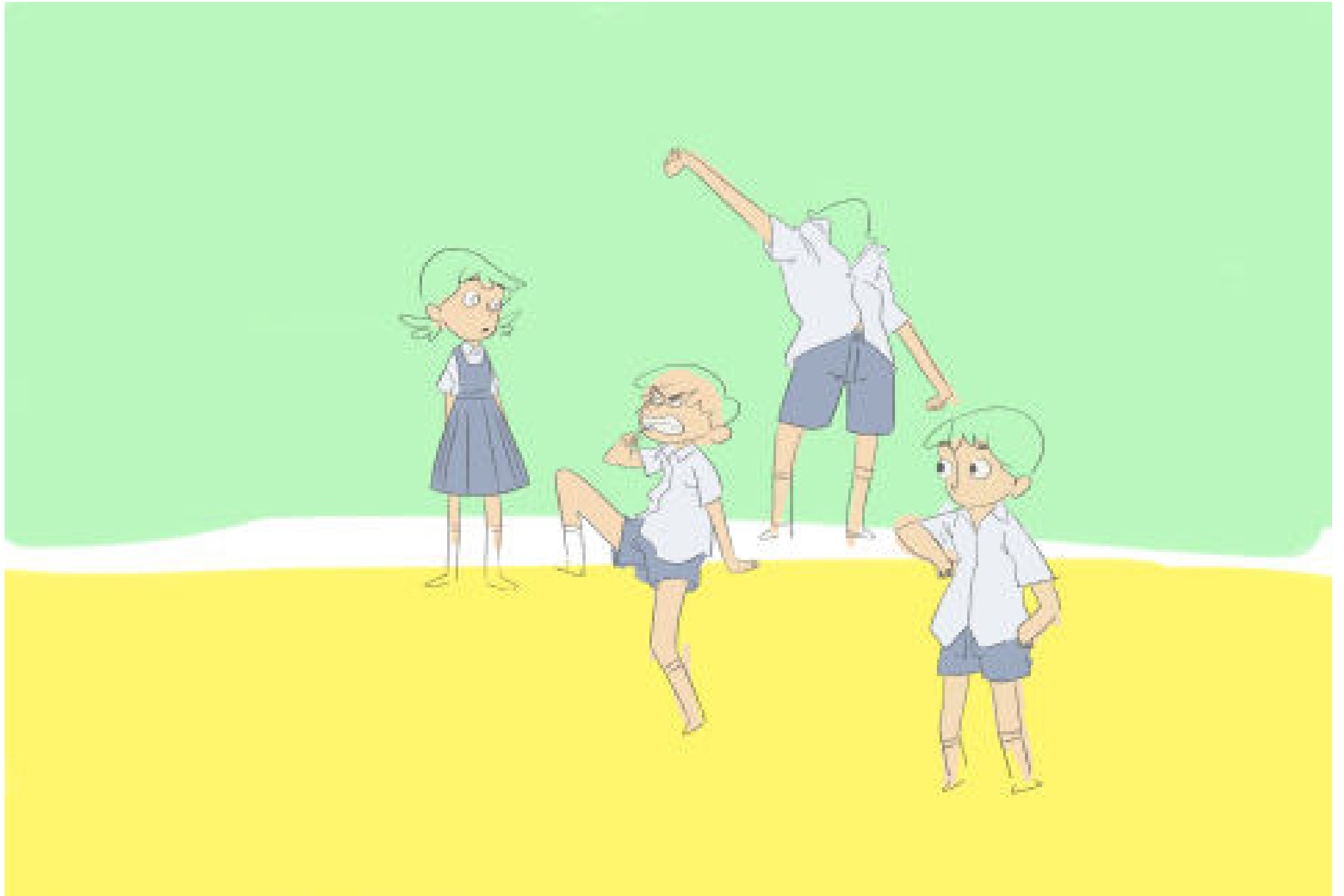
# Cats



## Style exploration







# Background and Layouts









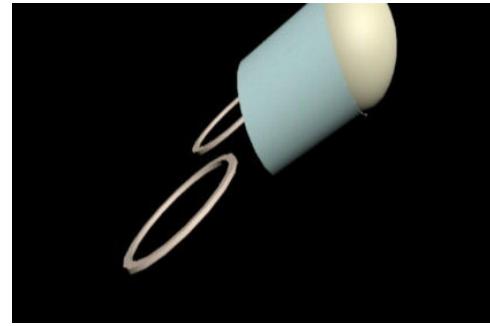
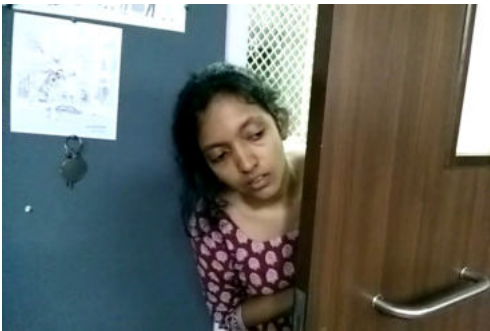
# Animation Process



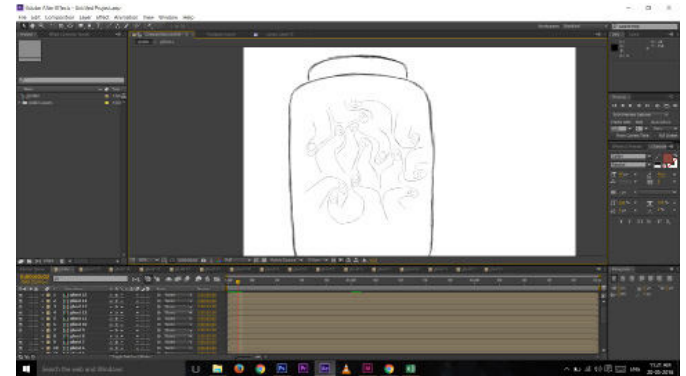
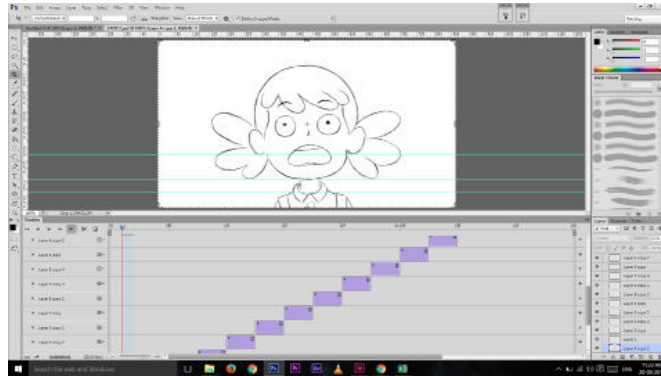
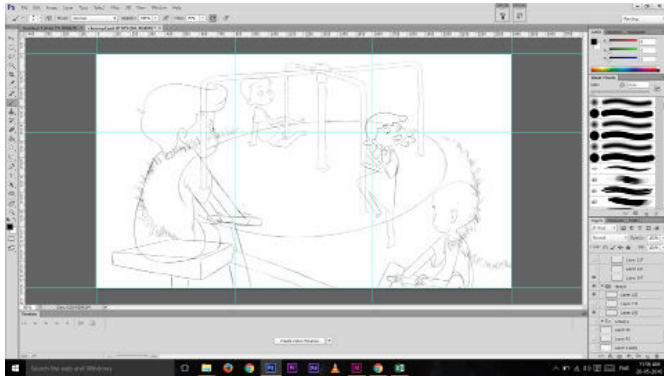
# Shot break down

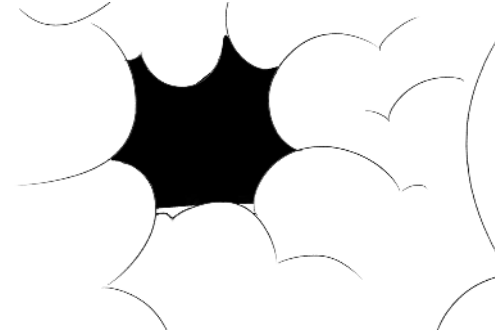
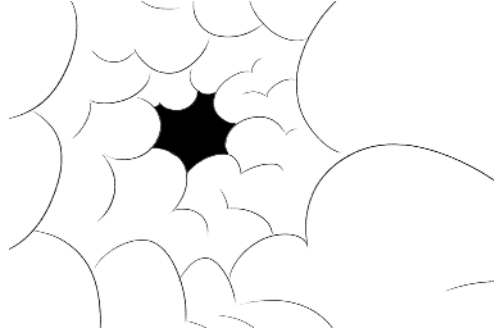
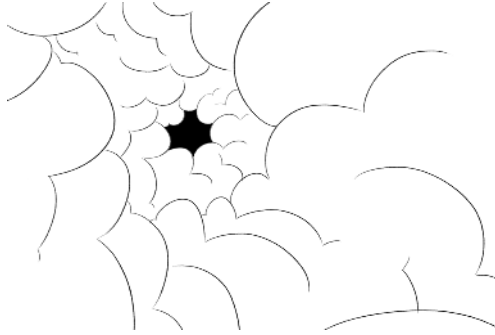
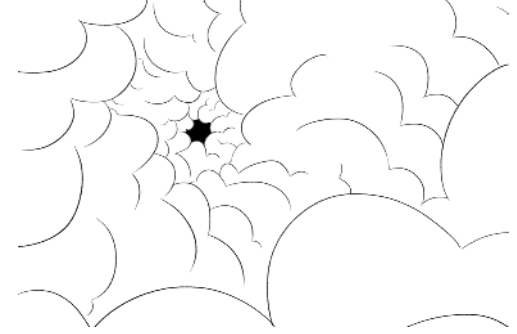
Animation Studio - Local Product Advertising Project																				
Ribbon: Home, Insert, Layout, References, Formulas, Data, Review, View, Tools, Font, Paragraph, Styles, Tables, Conditional Formatting, Text, Layout, Tables, Styles, Tables,																				

# Reference



# Animation





# Color



## CONCLUSION

Through this project I learned a lot about animation film making and about myself. I found out about my strengths and weaknesses. I learned that proper time management finding a balance between quality of the work and time is very important for the any project. I will improve on my weaknesses and implement my learnings in the projects to come.



# Bibliography

J J R Tolkin, Silmarillion

Douglas Adams, Hitchhiker's guide to the galaxy

Gorge Orwell, 1984

Baccano

Dragon Ball Z

Naruto

One Piece

Avatar

Samurai Jack

Rick and Morty

South Park

Regular show