



## PROJECT 3

# Participatory Design with Bhil Artists

Game Development Phase

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Kalla Teja



Sher Singh Bhil

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## Abstract

The main goal of the project is to create a visibility for their art through game design. Its an attempt to promote the art form in younger tech savvy generation and bring there attention towards the art form.

### In Project 3

I am taking the same game project Bhagoria to its implementation stage. The cynosure of the project is packaging the whole game design into a working game application.



# Bhil Art

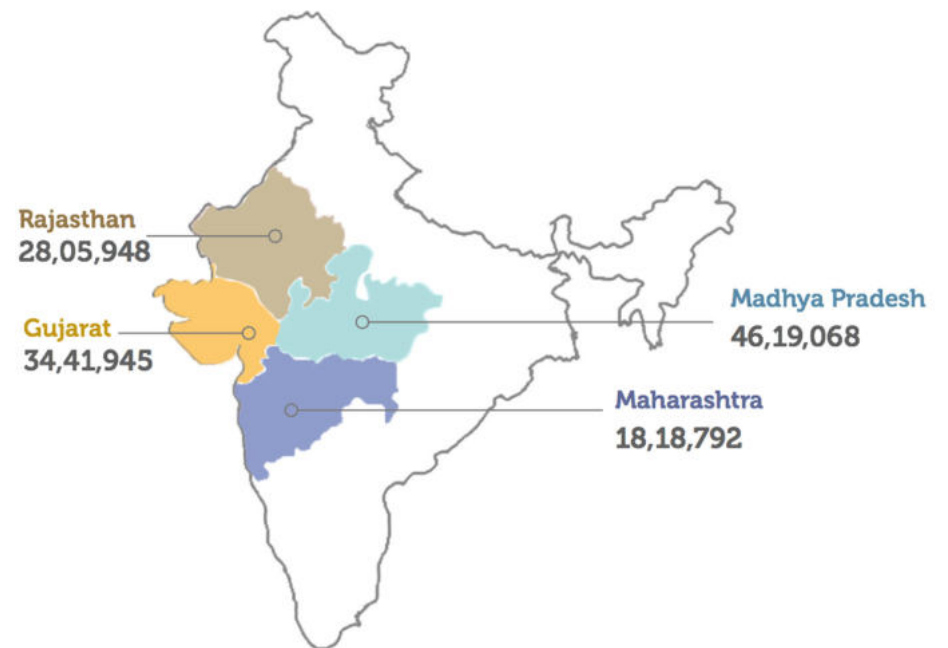


# Participatory Design with Bhil Artists

A collaborative Design Project initiated by **Prof. Nina Sabnani** which focusses on a collaborative design approach with Bhil Artists. This project emphasizes on the preservation of Indian Cultural Heritage.

Third largest tribe of South Asia. Over **1.26 crores** Bhils in India.

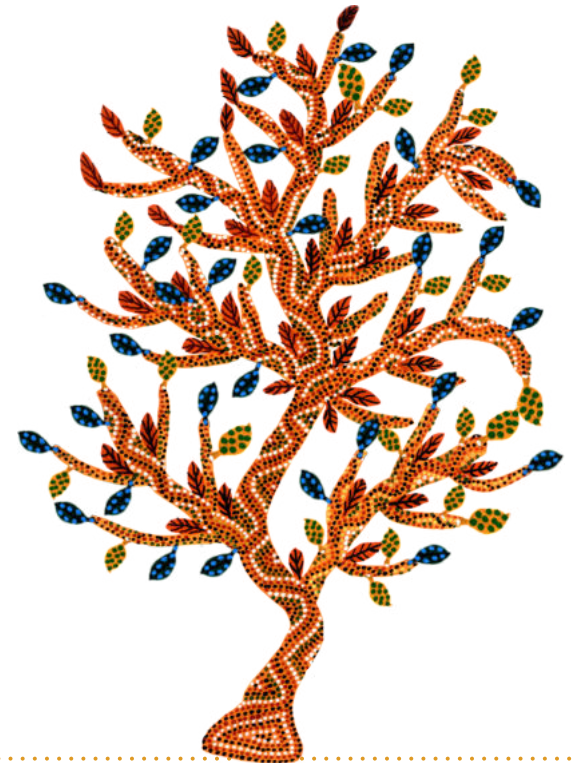
Constitutes **39%** and **37%** of the total tribal population of Rajasthan and Madhya Pradesh respectively.



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## Till Project 2

- Primary and Secondary study was done on Bhil.
- Created a story based on Bhil rituals and Festival called **Bhagoria**
- Game structure was finalised with work flow
- Game Play Videos were done.
- Online Ui Prototype was done.



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## Focus at this Stage

- To create a playable prototype with logics.
- Visit to Bhagoria Festival.
- Game Cut away animation.
- Full gameplay video.
- Gameplay animations.
- Gameplay sound responses.

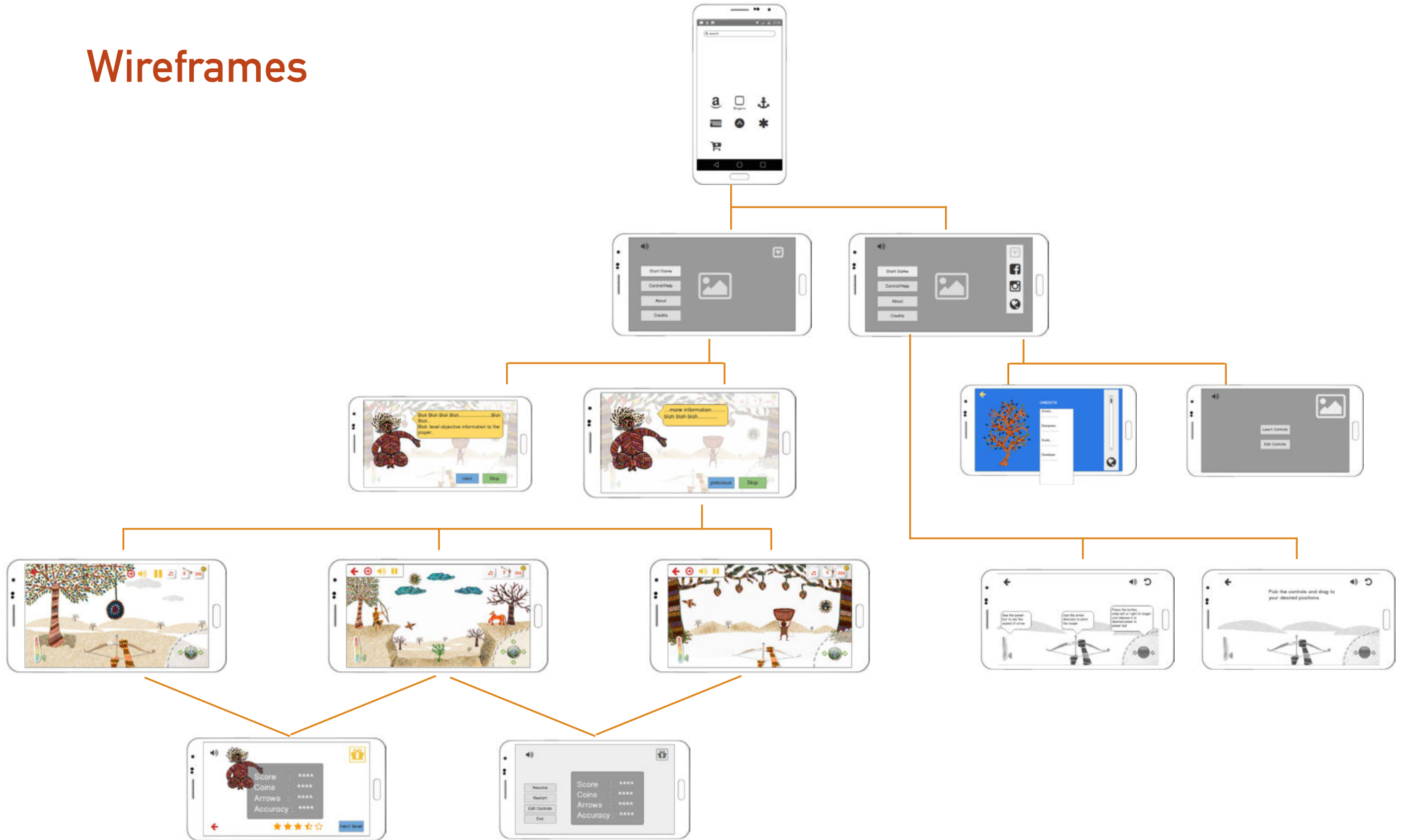


# Game Development Stage

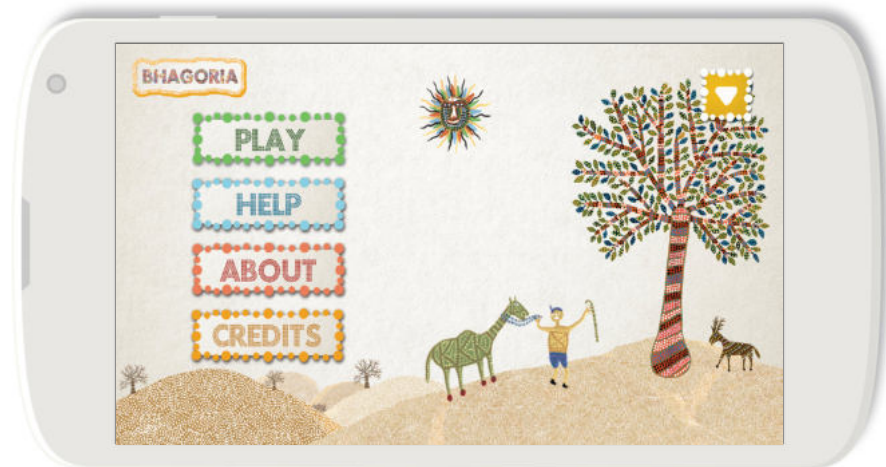
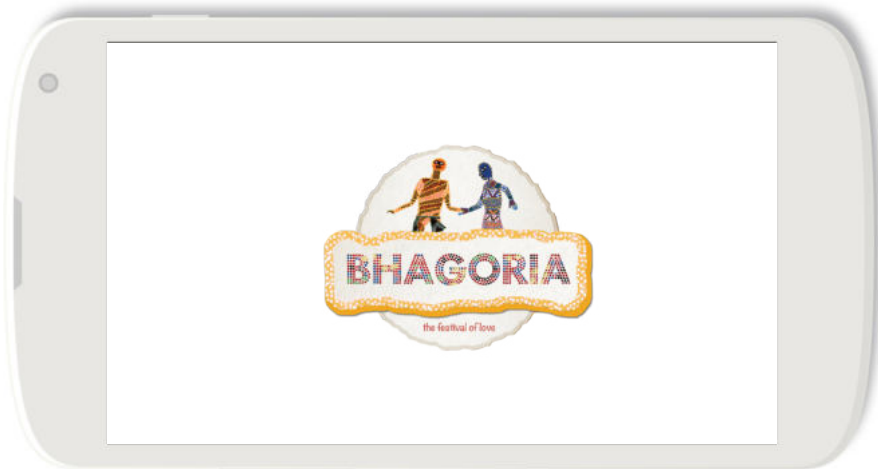


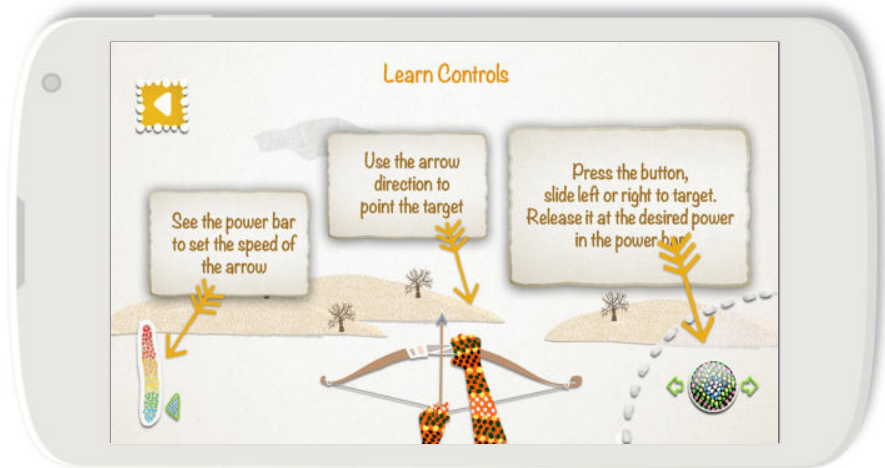
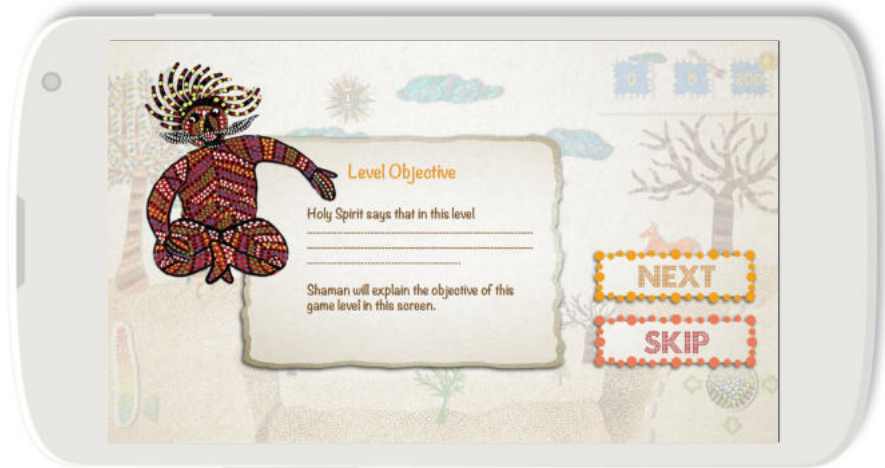
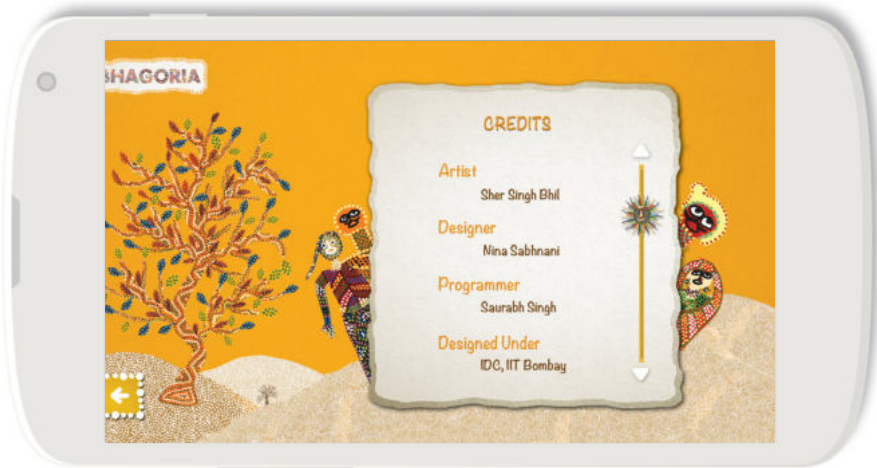


# Wireframes

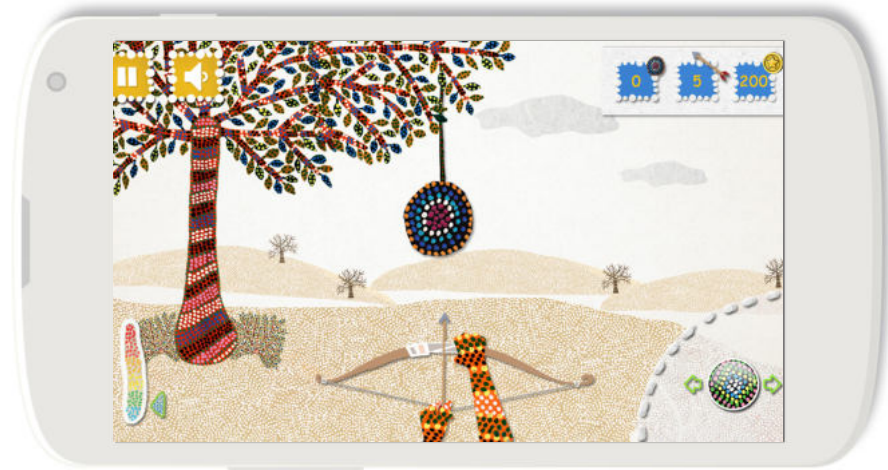
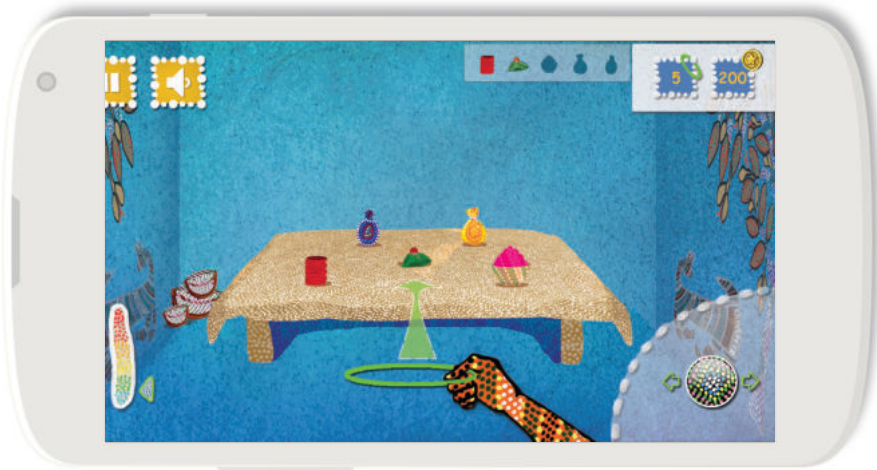


# Game UI Screens









# Game logo



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## Visit to Bhagoria Festival

- Visited Jhabua to Visit Bhagoria Festival.
- Attended Ranapur and Jhabua Haat.
- Tried to understand the ambience.
- Recorded surrounding sounds for Game Sound design.
- Focussed on the understanding rituals and present state of Bhagoria celebration.











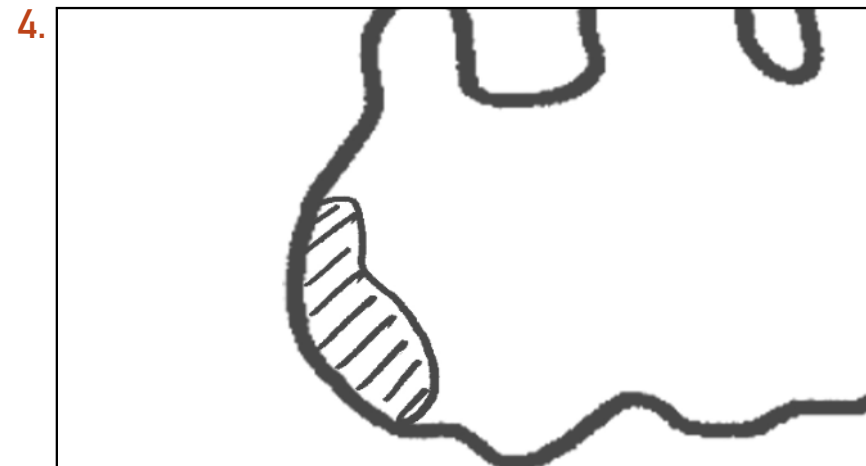
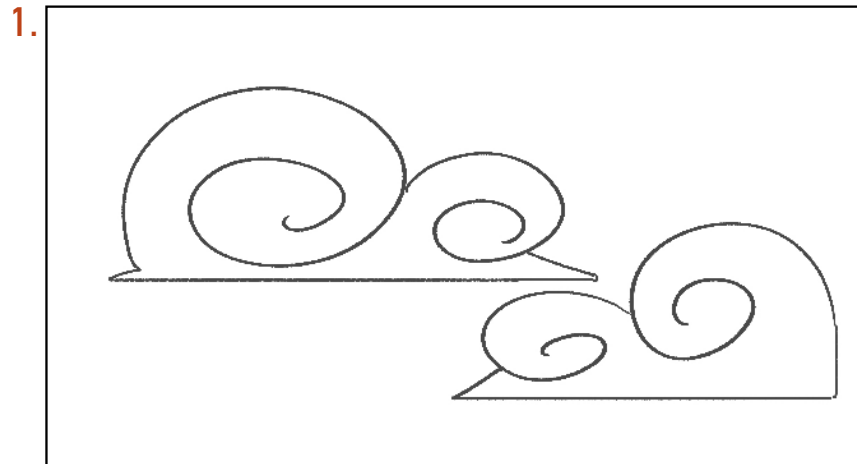
BABA DEV TEMPLE, JHABUA DISTRICT, MP

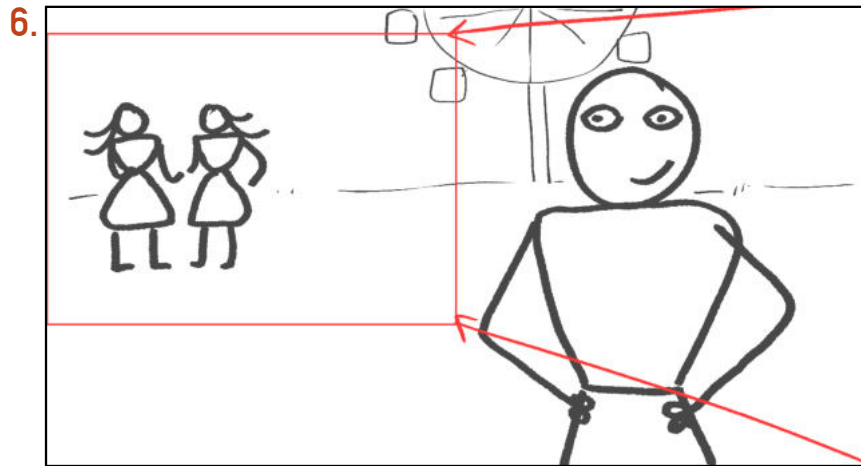
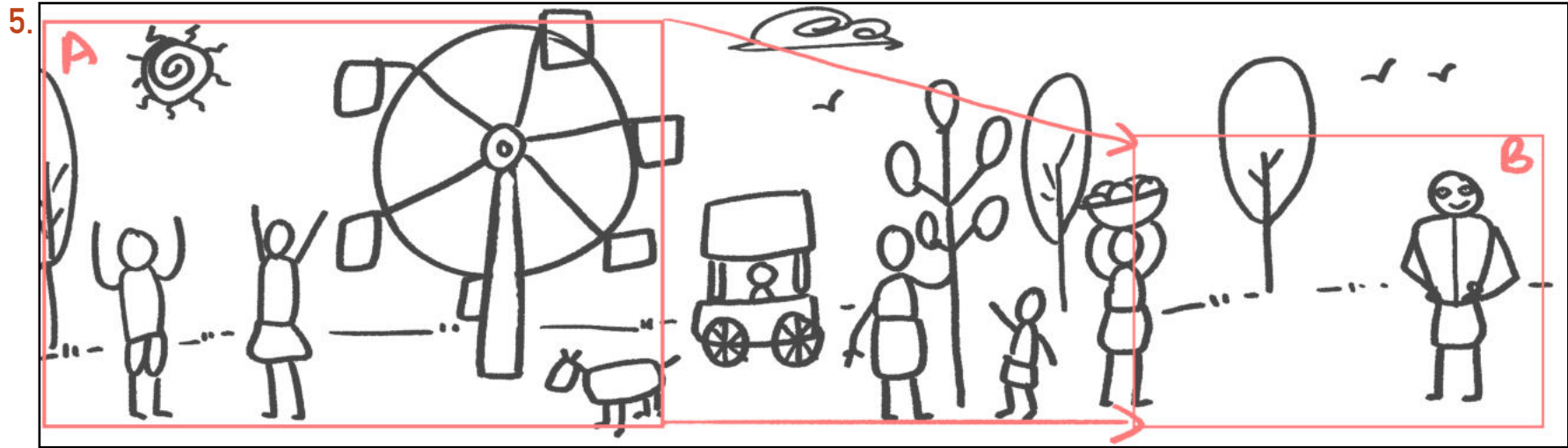
- Visited Baba Dev Temple to understand the rituals related to Pithora offerings to the Bhil God.
- Conversations with general public around the haat gave me a clear vision of present Bhagoria Celebration.

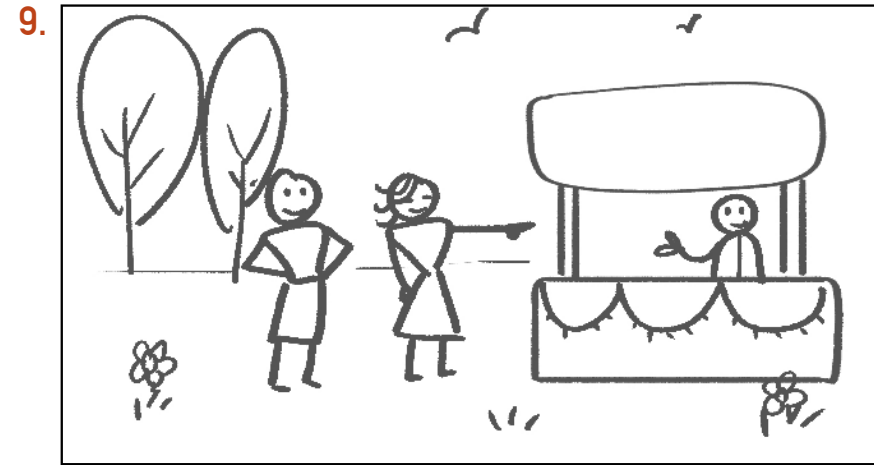
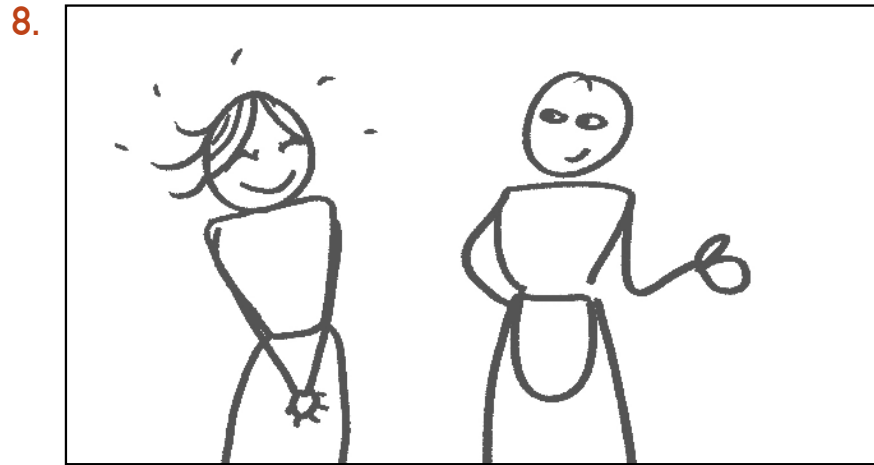


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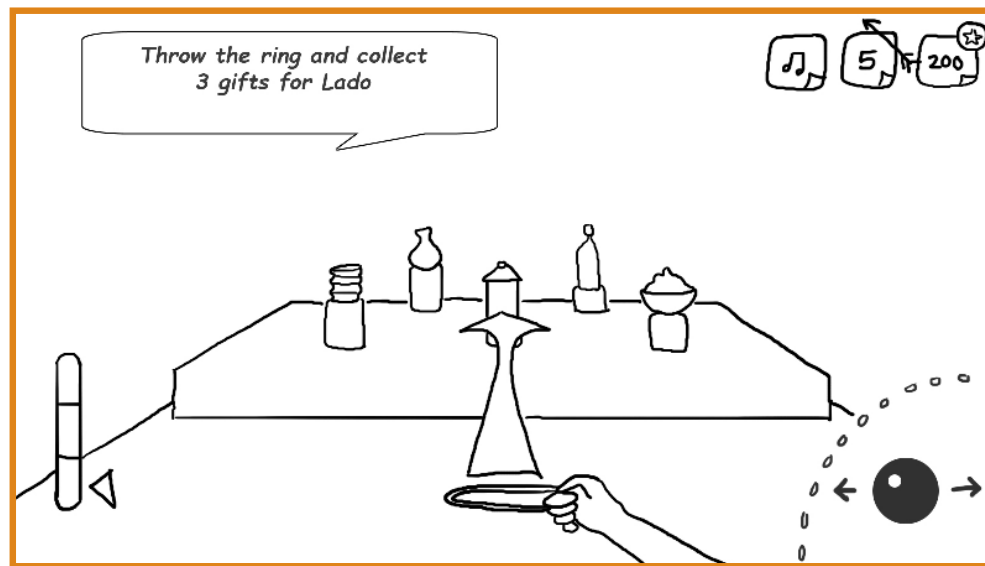
## Game Story & Plot Points



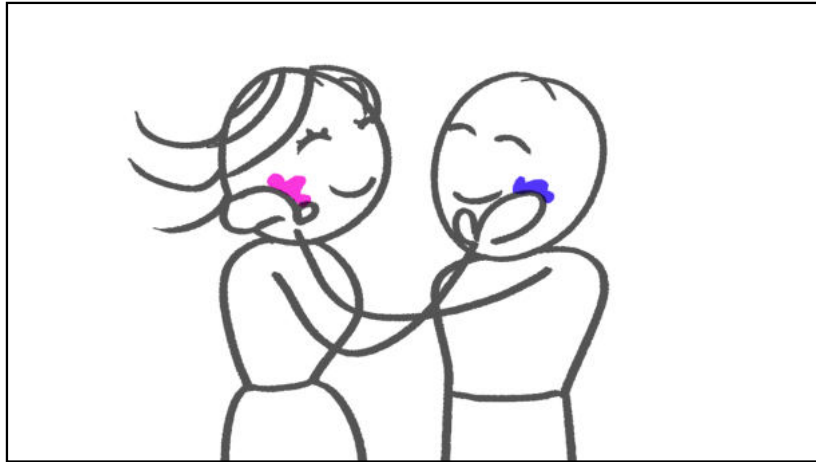




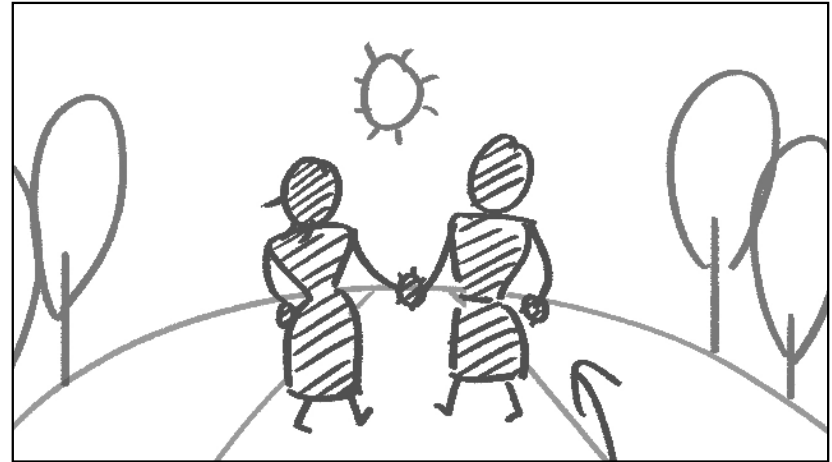
Stage 1



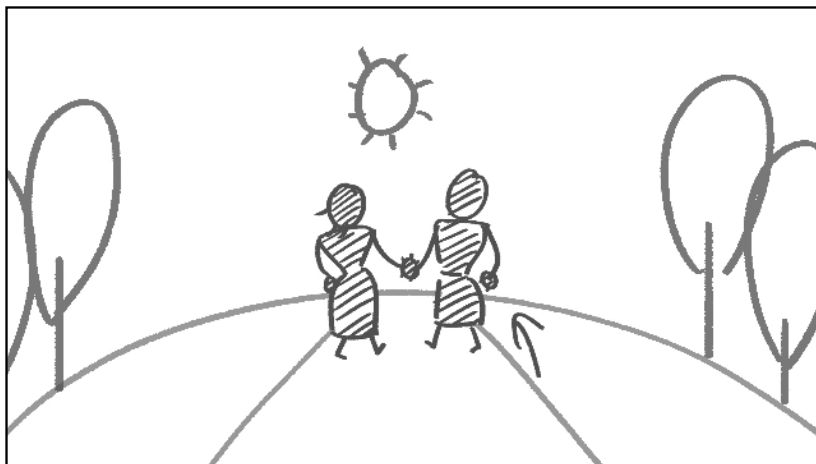
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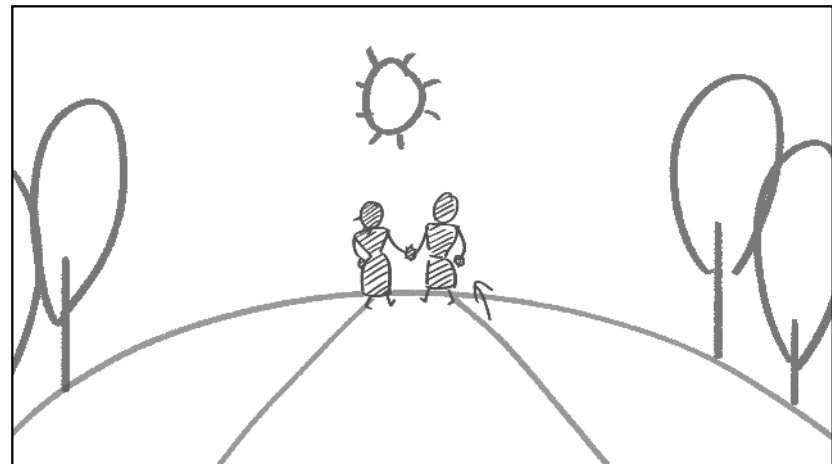
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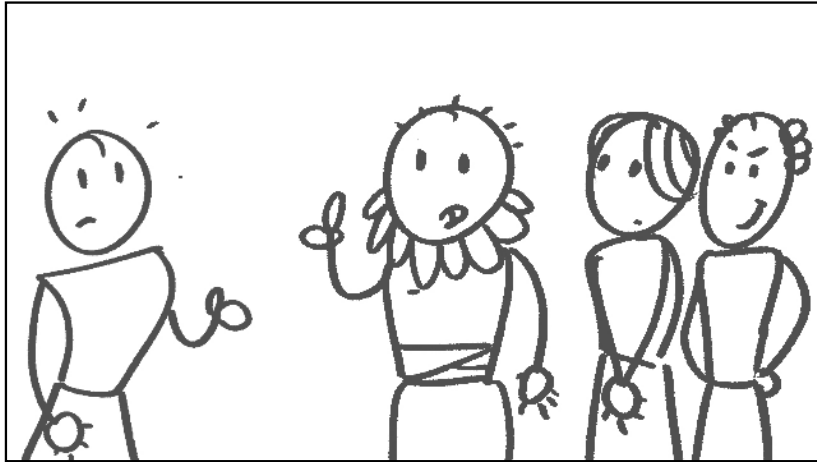
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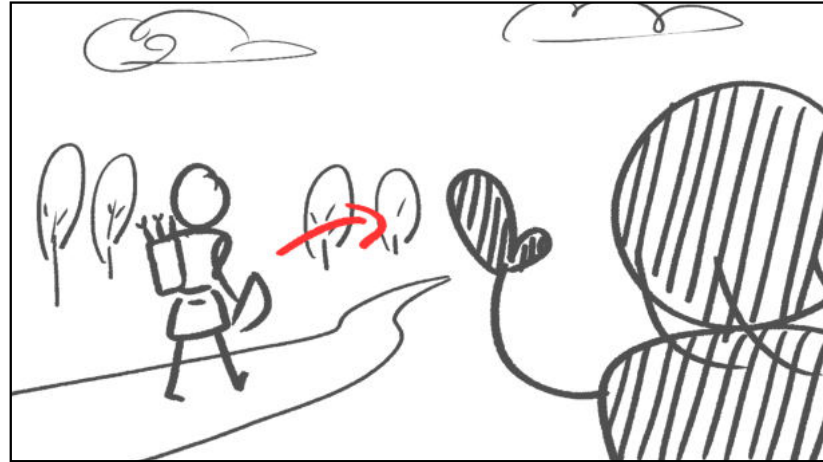
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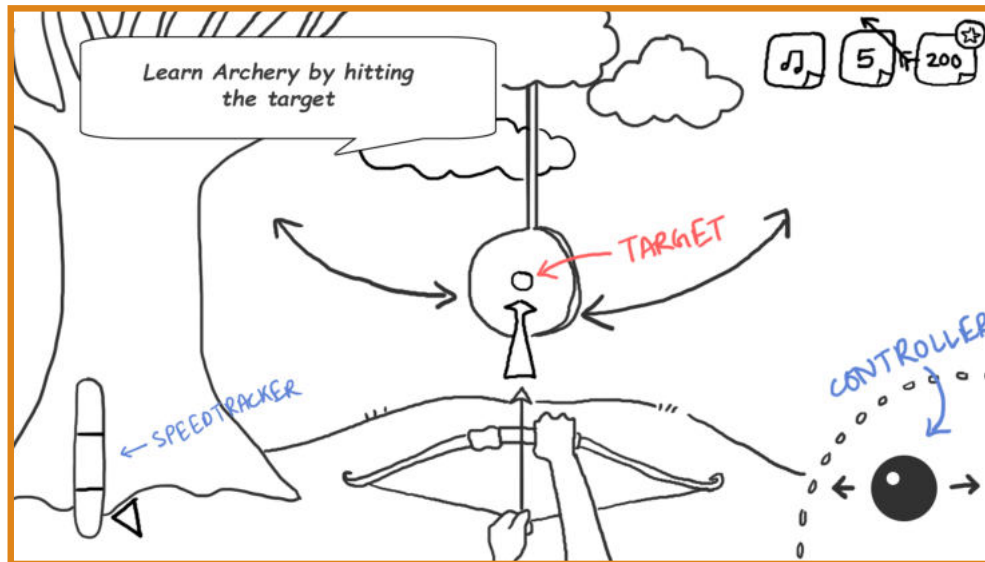
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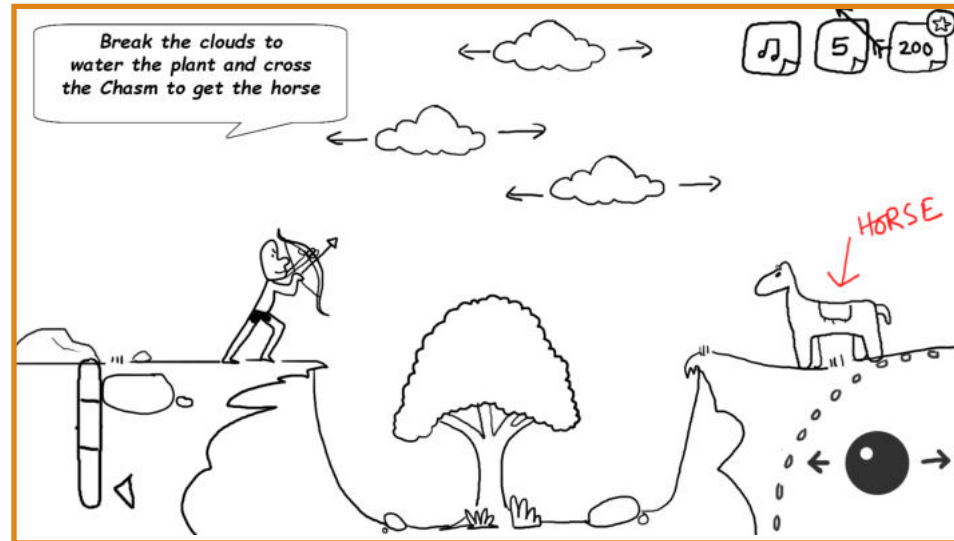
Stage 2



Stage 3



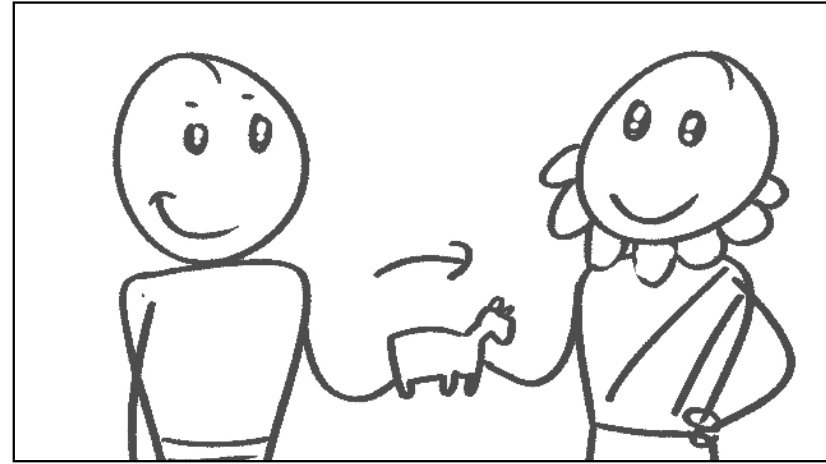
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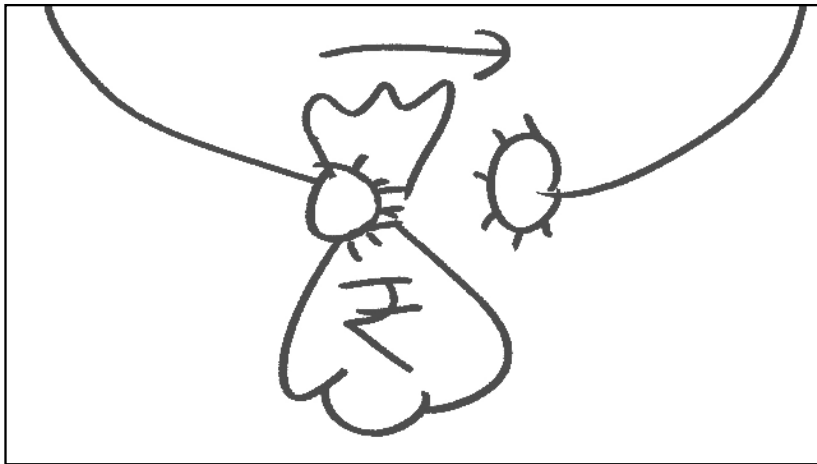
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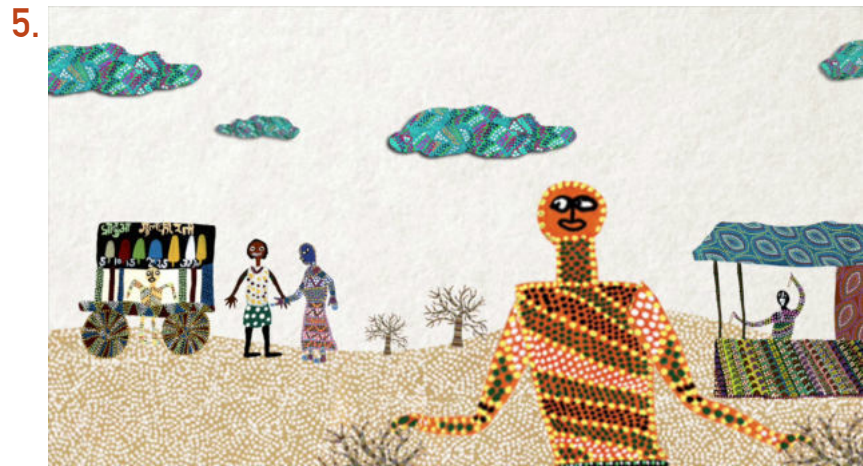
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## Storyboard with Bhil Visuals





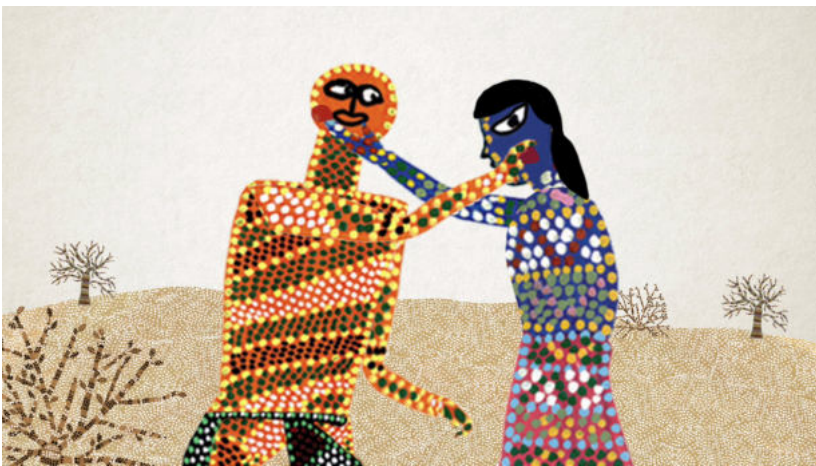
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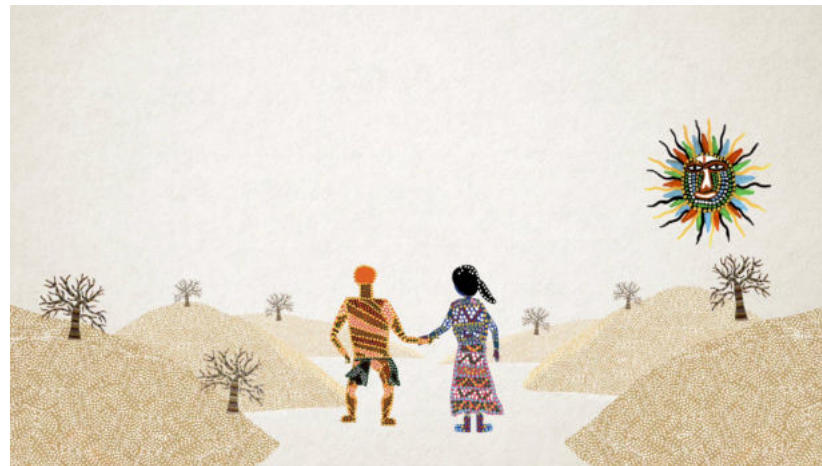
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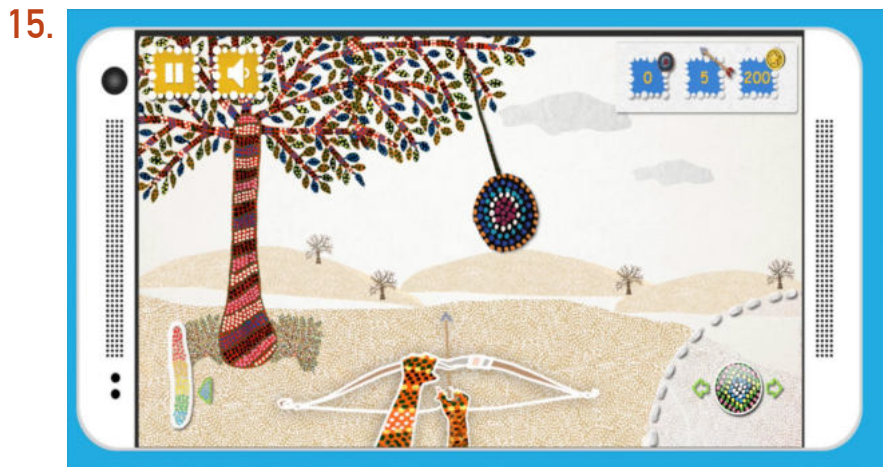
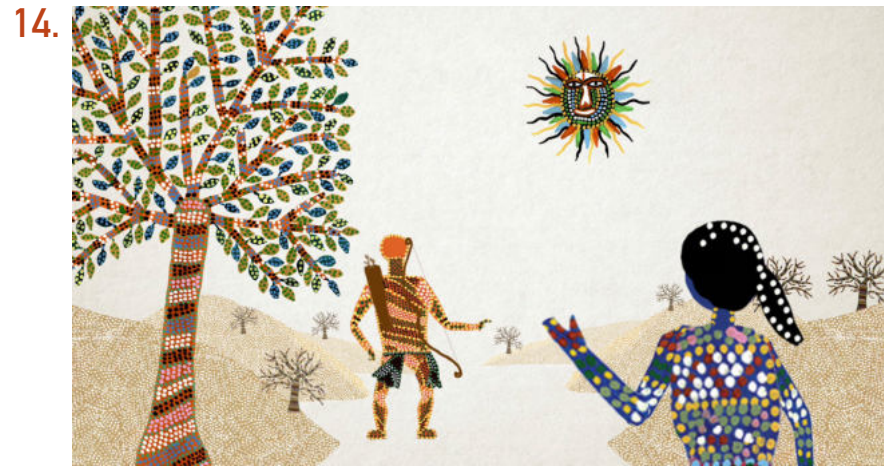


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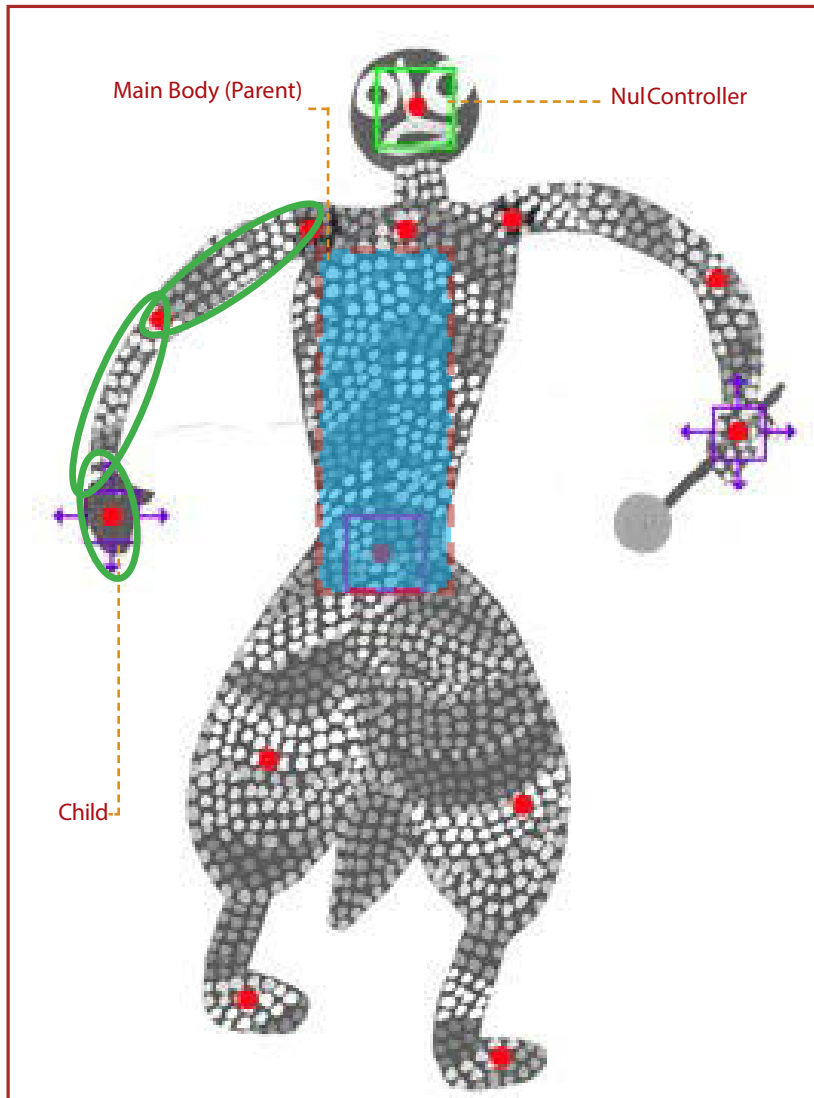
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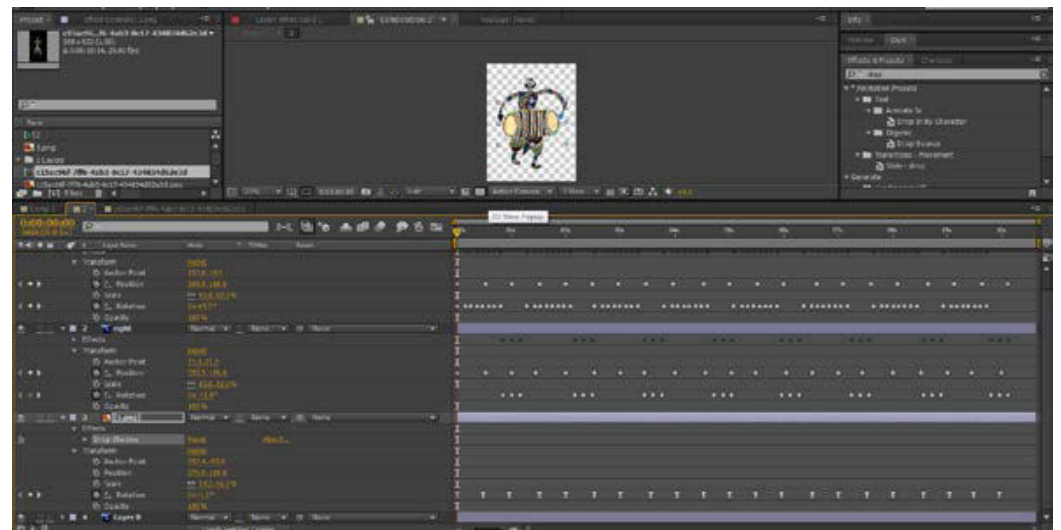
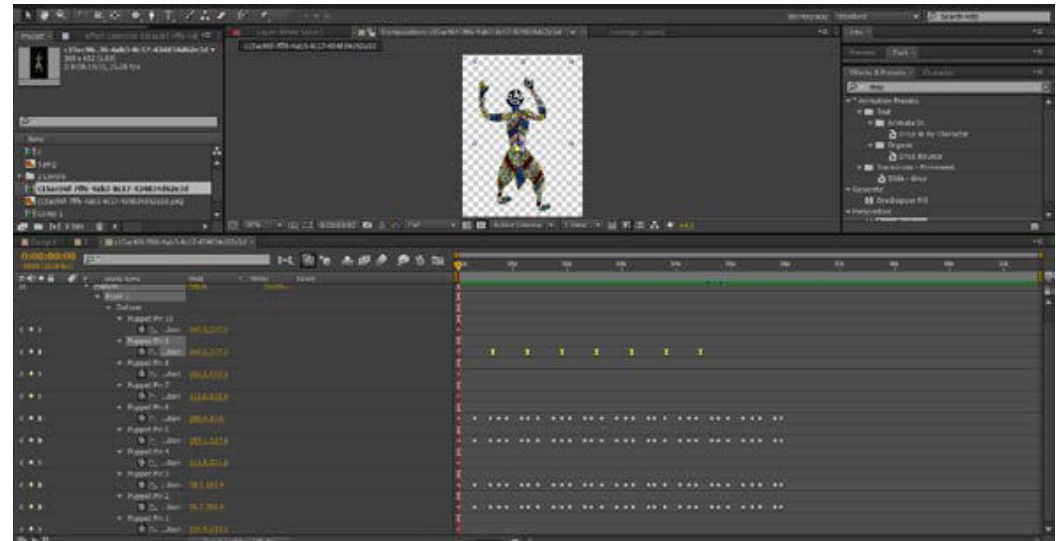
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# Game Animation Technique



CharacterRigging



Key Framing & Animation

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## Present Deliverables

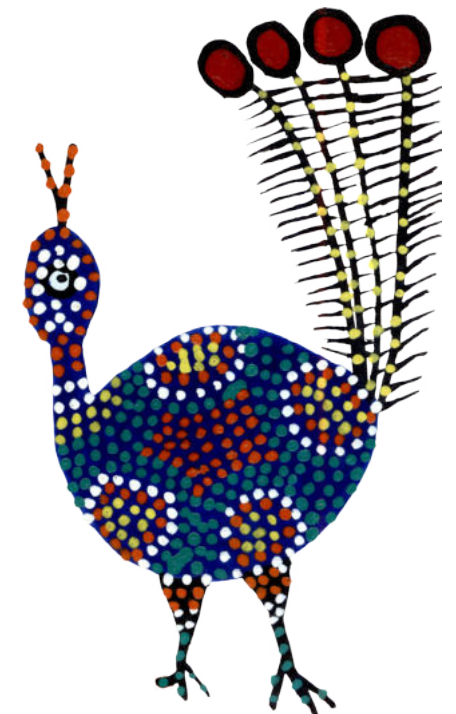
- Game play video compilation
- Online UI Prototype
- Recorded surrounding sounds for Game Sound design.
- 2 stages of the game play is coded as per the game logic.
- Focussed on the understanding rituals and present state of Bhagoria celebration.



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## Learning Outcomes

- A close understanding and sensitivity towards Bhil Art.
- Understanding and exposure through an inter disciplinary project which includes Visual Design, Interaction and Animation Design.
- Different aspects of designing a game Design and development phase.



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## Future Possibilities

- Further attempts in such direction can actually create a new dimension to the art form and help it to reach the newer audience.
- Merchandising could be designed based on different art forms and could bring more visibility.
- Attempts like these can attract mainstream film makers to work on the same subjects.

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Thank You