



PROJECT III

BEYOND

Exploring Sci-Fi

3d Animated Short Film

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Guide: Prof. Sumant Rao

CONTENTS

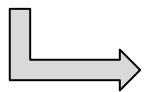
Pre-Production

Production

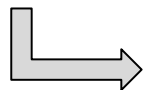
Post-Production

PROCESS

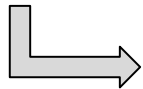
IDEATION, CONCEPT



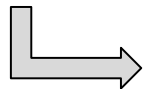
PLANNING



PRE-PRODUCTION



PRODUCTION



POST-PRODUCTION

Pre-Production

TOPIC- How it all started

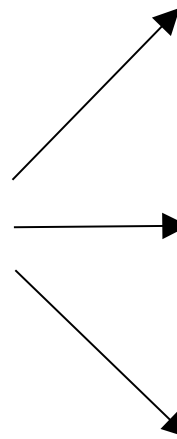
Animal Cruelty / Sci-Fi / Kerala

SCIENCE FICTION

Why Sci-Fi?!

- Childhood inspirations
- Love with beauty of the Universe
- Show something beyond human boundaries
- Talk to HUMANS as a whole
- Star trek / Star Wars/ Flash Gordon/ The Jetsons...

**SCIENCE
FICTION**



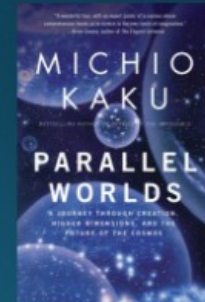
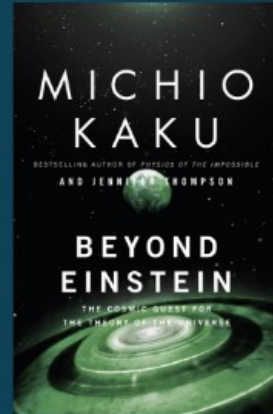
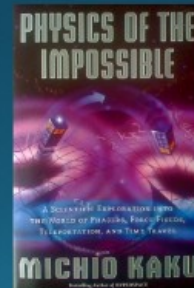
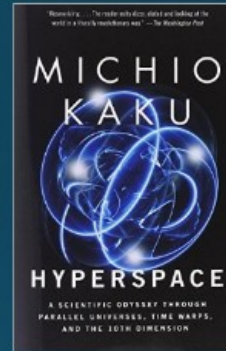
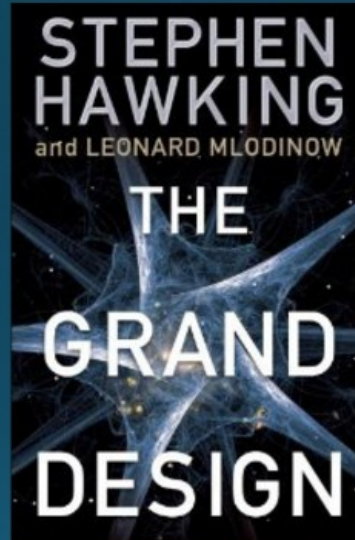
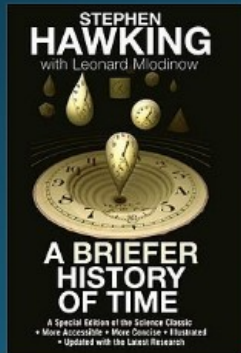
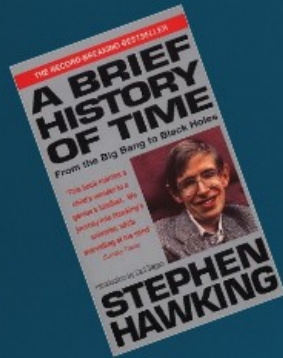
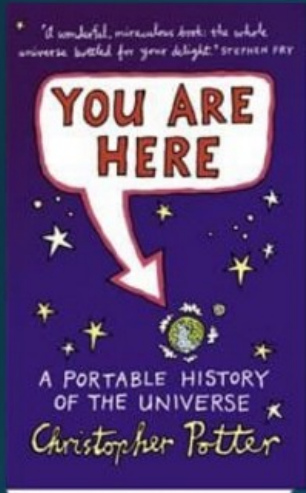
FACT

FICTION

SPACE

INSPIRATIONS AND DATA FETCHING:

BOOKS



SHORT FILMS

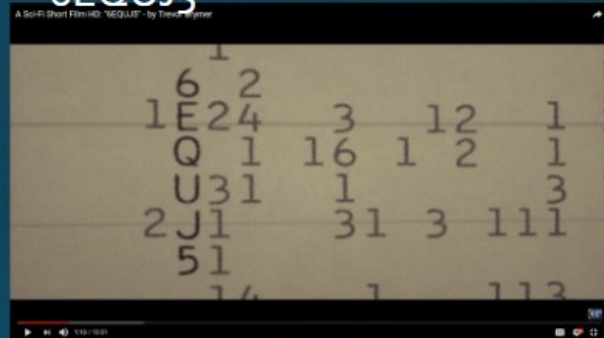
• LONE



• The Guardian's Tale



• 6EQUJ5



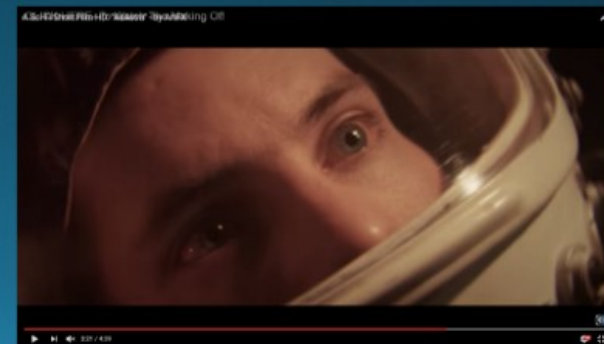
• Space Alone



• Goliath



• AdAstra



INITIAL IDEA S

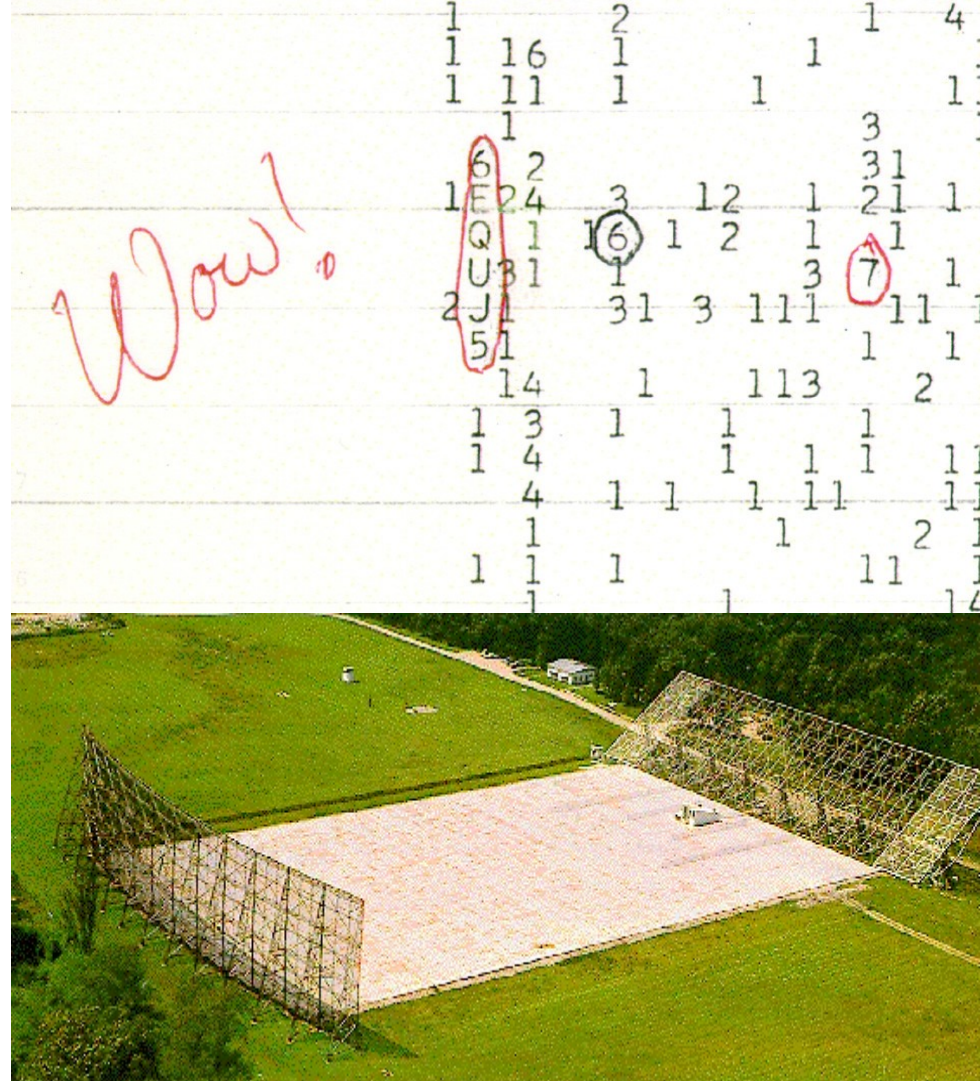
- Civilizations beyond
- Outside the known universe
- Ingredients of life on a comet
- Solution to Black hole information paradox
- 93% extinction
- Alien Mega structures
- Parallel Universe
- Panspermia
- Inside a black hole
- Origin of the “Three-dimensional Universe”
- Space Myths
- WOW Signals

WOW SIGNALS

Aug 15, 1977

Big Ear Observatory, Ohio
Assigned to SETI

UNKNOWN!



Why?

Current Topic

Russian encounter with mysterious signals : **Aug 31, 2016**

Mysterious dimming star speculates Alien mega structures,

October 5, 2016

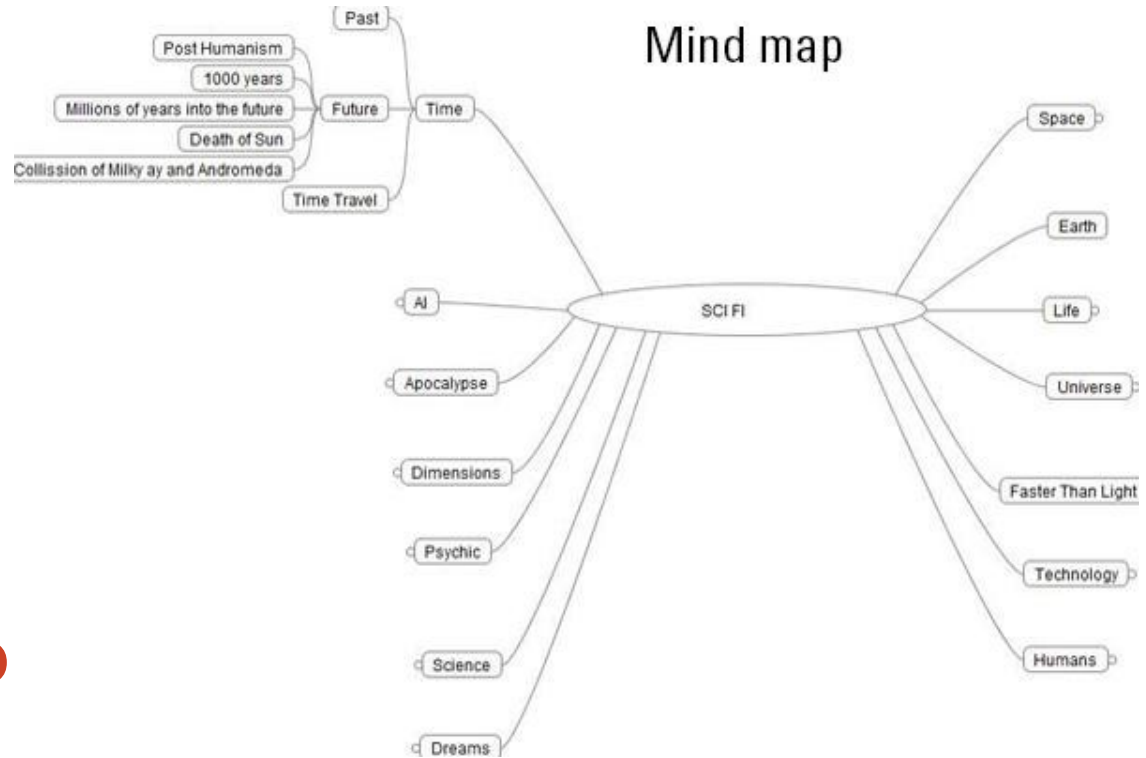
Alien megastructure research receives **\$100,000** funding

STORY : *VERSIONS*

- * The journey of the kid who gets inspired from his father, in search of the source of the WOW! Signals
- * Kid's abnormal dream about being contacted, which gets reflected in the observatory readings.
- * "Saviours" trying to help humans defend against apocalyptic war.
- * Lonely man's search for the WOW! Signal despite a war affected situation, encounters advanced civilization and gets knowledge to build Dyson Disk.

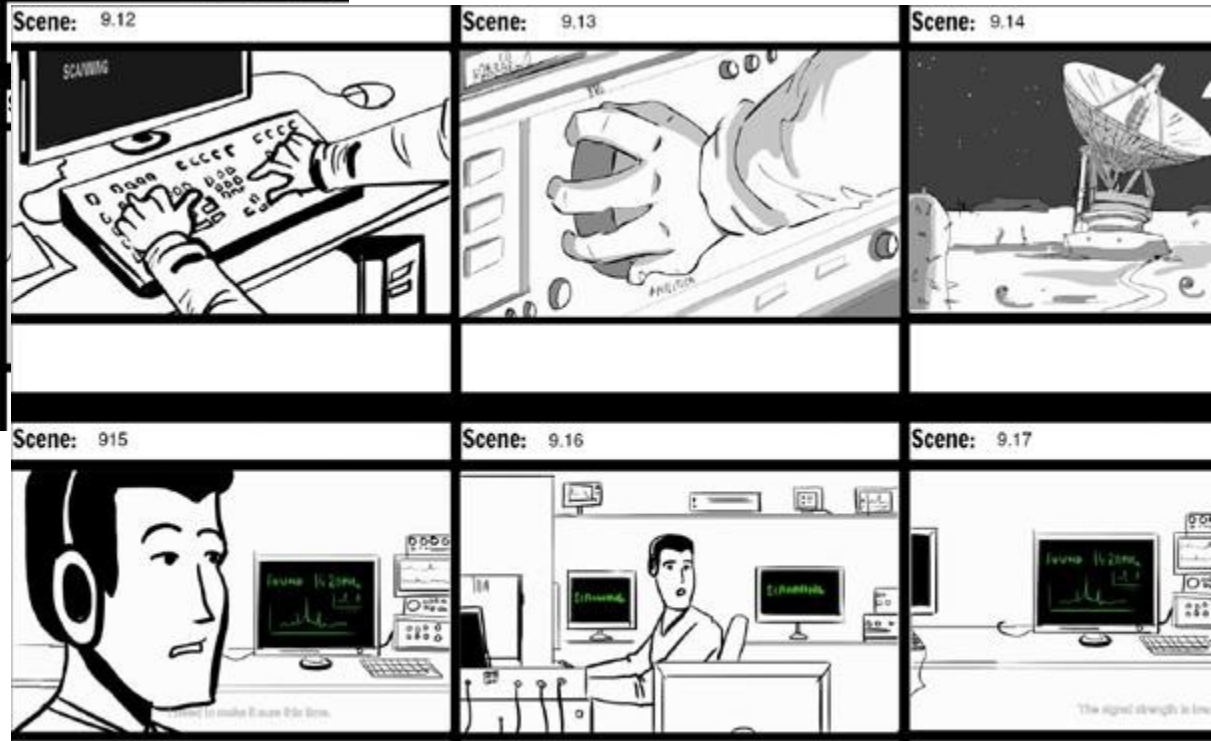
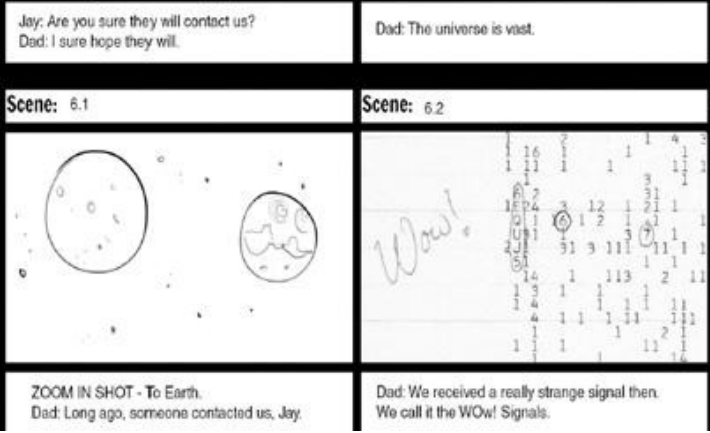
Pre- Production

MINDMAP





Pre-Production



STORYBOARDS



Character Concepts

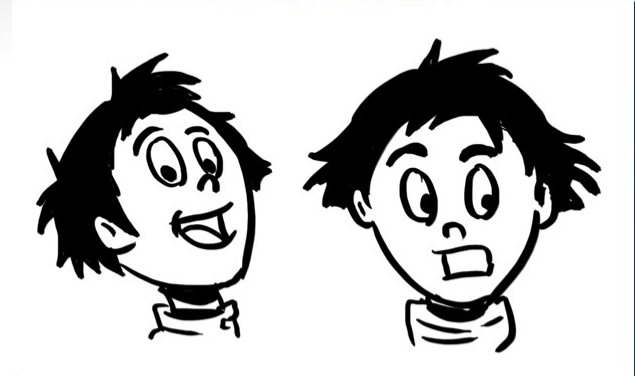
Pre-Production





CARL

CHARACTER CONCEPTS Dad

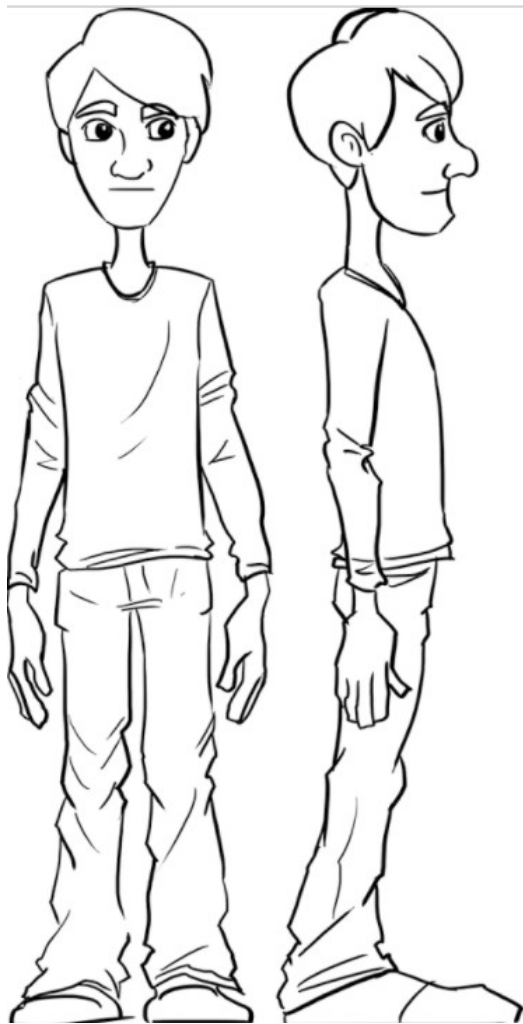




CHARACTER CONCEPTS



Alien Faces - Rough Sketches, Trials



JAY

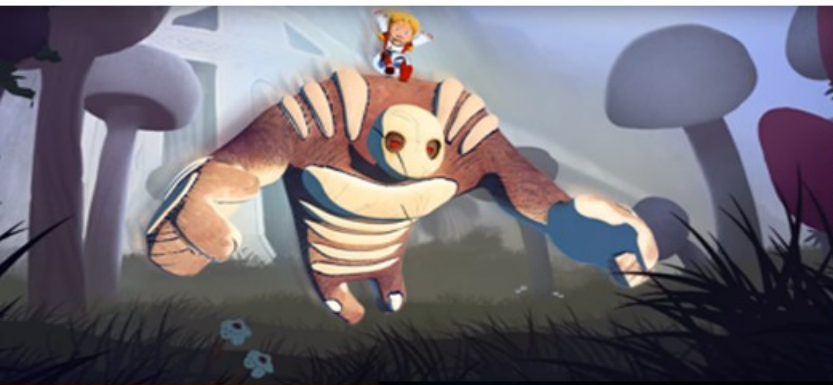
- AVERAGE LOOKING
- CURIOUS
- INTELLIGENT
- AGE: LATE TWENTIES
- BELIEVES THAT HUMANS ARE NOT ALONE IN THIS UNIVERSE



VISUAL REFERENCES



Moodboard



2001:
a space odyssey



MICHAEL FASSBENDER CHARLIZE THERON NOOBS RAPACE



Concept Art



Concept Art



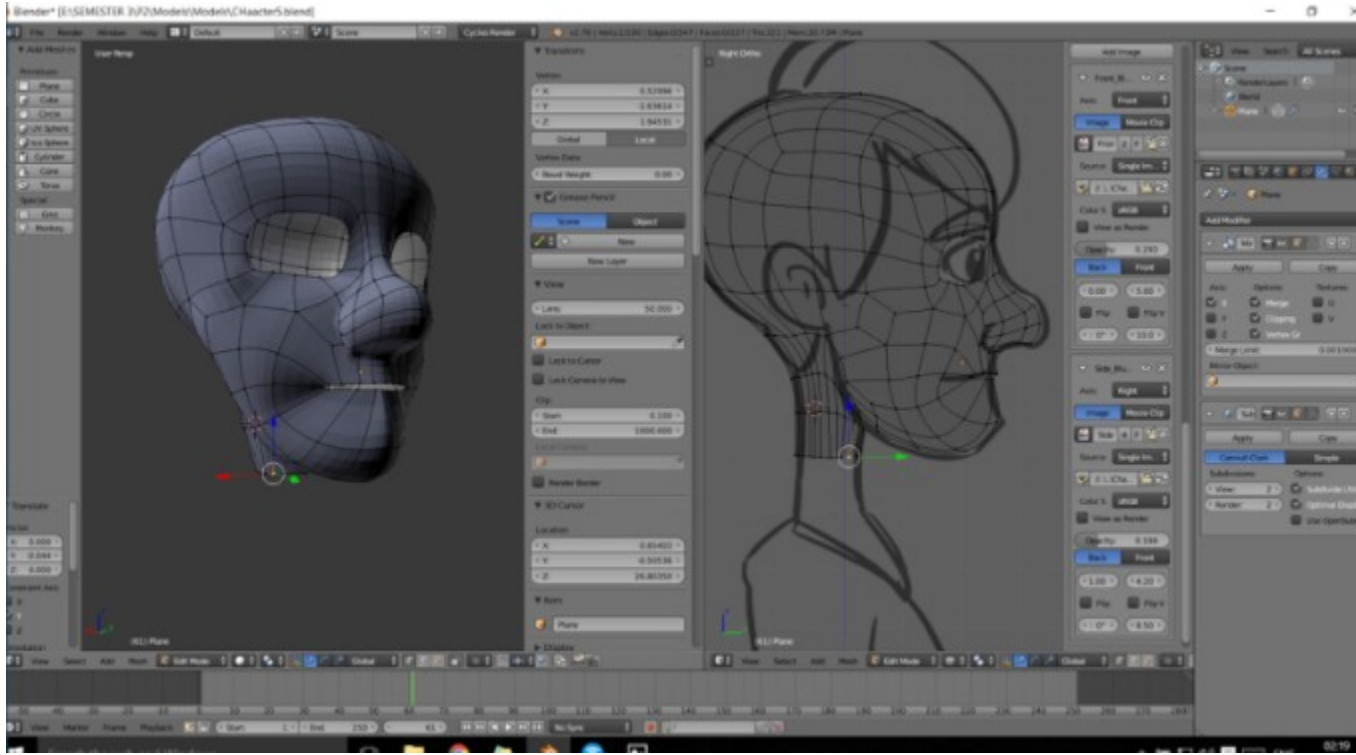
Production

3d Work Process

- Modeling
- UV Texturing
- Adding Skeleton (Joints)
- Rigging with Controls
- Adding Blendshapes (Facial expressions)
- Skinning the character
- Giving set driven keys and corrections
- Animating
- Lighting and render setup
- Rendering

Production

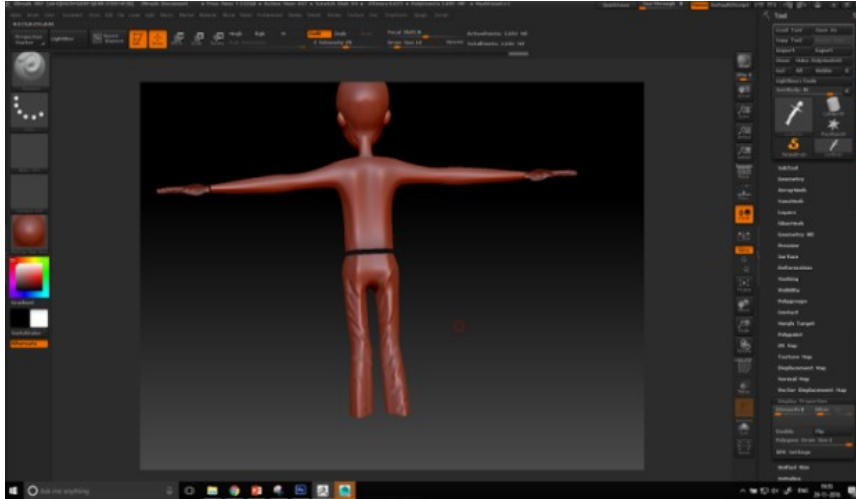
Character modeling



Software used: Blender

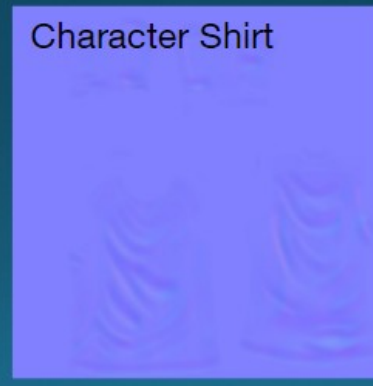
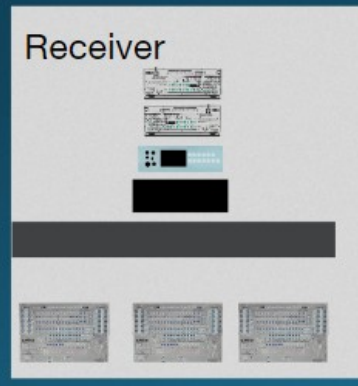
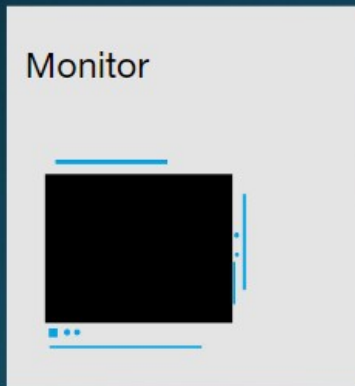
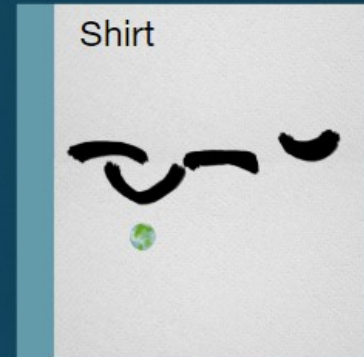
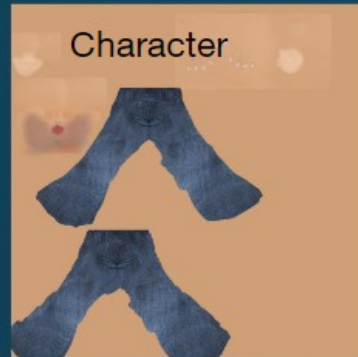
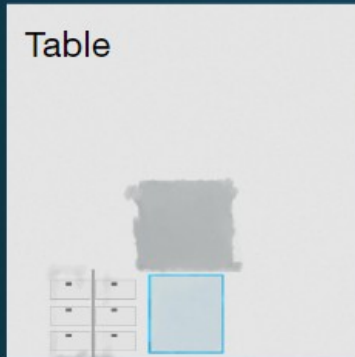
Production

Character detailing, Rigging



Software used: ZBrush, Mudbox, Maya

Texturing Models – UV and Normal Maps



Visual Style Development



Initial Style



Toon Shader Style

External environment with lights



Production



JAY

Final Character



Final Characters

Jay-
Kid



Alien



Dad



Blendshapes and props

Production



Production



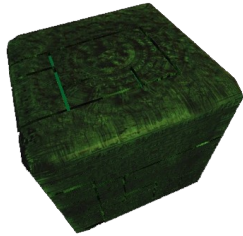
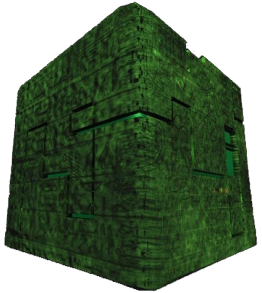
Set, props



Production



Set, props



Post-

Production

Final Production Process

Sound Mixing

Foley Sounds / SFX

Final Dialogues

Background Music

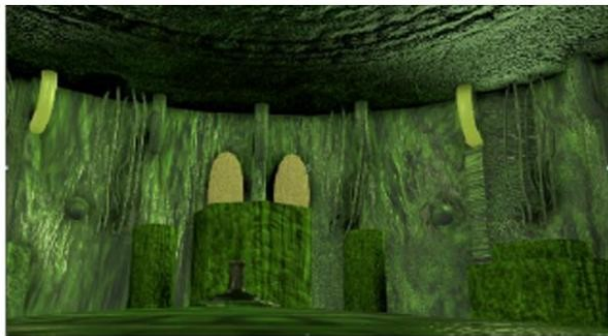
VFX

Colour Correction

Final Composition

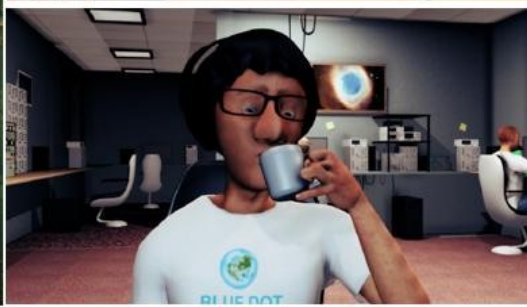
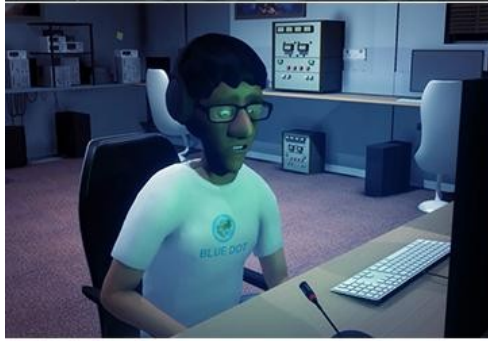
Final Renders

VFX Breakdown



Tools used: Aftereffects, Premiere Pro

Scenes from the film



PROBLEMS FACED

- Finalizing on a topic and story idea
- Deciding Style and character
- Hardware issues
- Challenges in learning new softwares
- Lighting and Render issues in 3D
- Proper rigging of the 3D character

Thank You