

THE QUEST

PROJECT 3 REPORT



Dixa Barooah

156340001
ANIMATION DESIGN

GUIDE - PROF PHANI TETALI
IDC, IIT BOMBAY



Guided by

Prof. Phani Tetali
IDC, IIT Bombay

By Dixie Barooah (156340001)

REINSTATE

The Quest

By

Dixa Barooah

156340001

Report

Presented to the Faculty of the Industrial Design Centre
Indian Institute of Technology, Bombay
in Partial Fulfilment of the Requirements for the Degree of
Master of Design In Animation Design

Industrial Design Centre, IIT Bombay
April 2017

Acknowledgement

I would like to express my gratitude to Prof. Phani Tetali for giving me an opportunity to work under him and for his invaluable guidance, support and inspiration all throughout the development process of my film. This project would have been nothing had it not been for the able guidance from Him. I also owe thanks to my Faculty Prof. Sumant Rao, Prof. Nina Sabnani ,Prof. Shilpa Ranade and Mazhar Kamran sir. I would like to extend my gratitude to my Classmates for their insightful discussions and their support. I would also like to thank my family, who has always supported me.



Dixa Barooah
April 2017

CONTENTS

Introduction.....	1
Abstract.....	2
Influence / Inspiration.....	3
Research.....	4
The Mind Map.....	8
Deciding on a topic.....	9
Research on topic.....	10
Concepts and stories.....	12
Rough script	13
Storyboard.....	15
Character Designs.....	34
Visual explorations.....	42
Layouts/ Backgrounds.....	44
Animation.....	49
Editing.....	51
Conclusion.....	52
Research links.....	52

Introduction

As a kid I had always drawn inspiration from wonderful master story tellers and writers.~
Alice In Wonderland, Wizard Of Oz, Nightmare Before Christmas and Alice through the Looking Glass
were just a few of them. Over time i came to realise that They all have a genre in common. They all
talk about a journey that they undergo. A journey of self discovery and doubt. They come out as some one new
Why Adventure Quest? because Journey is Exciting.
Be it Self Realization or Self Transformation be it physically or Mentally.
Can create lasting morale Impression on audience.
Also, it gives me a huge opportunity as a story teller~ to showcase my art and skills
in telling the most visually rich story ever.

Influences and Inspiration

There have been many films on Adventure Quests and Heroe's Jouneys. For this particular film, my main inspirations were - Pendle Ward's Adventure Time , All of Hayao Miyazaki's Movies, The Adventures of Gumball, Lewis Caroll's Alice in Wonderland.

Visually, the inspiration for this project were the Studio Ghibli's Films , Adventure Time and Indie Artists .



Research

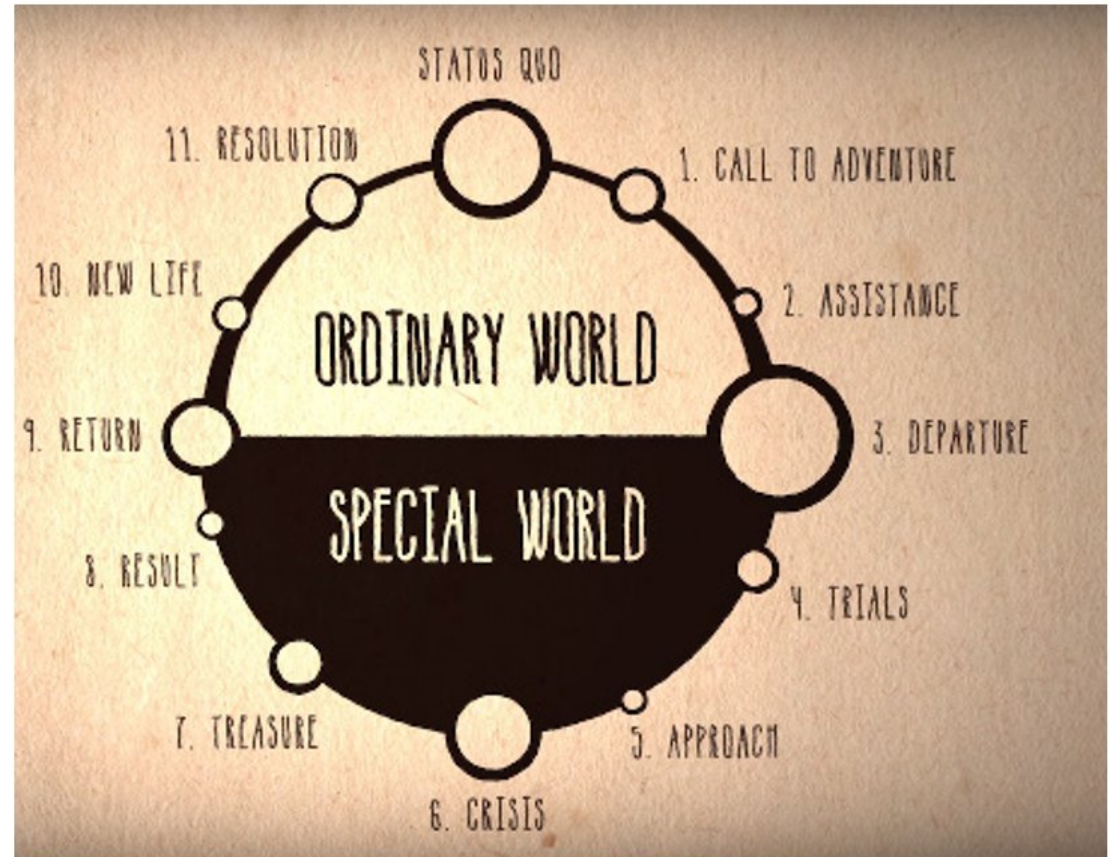
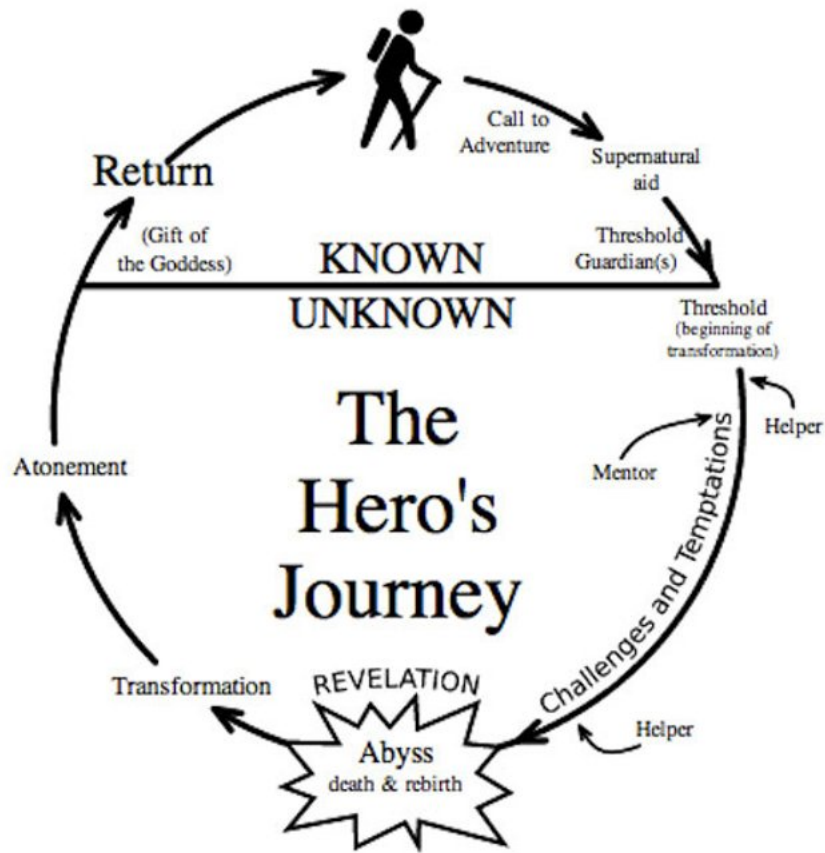
The Quest is the plot type most likely to have a group of main characters rather than one protagonist in the main eye of the story. The rest of the party generally takes one of four appearances:

- A close friend who is loyal to our hero, but doesn't have much else going for him or her;
- A sidekick who is the polar opposite of the hero mentally, physically, and emotionally;
- A generic mass of identity-less bros who don't get names because they're not alive long enough to matter; or
- A balanced party of brains, heart, and strength who support the hero, or who count the hero as one of their own.

Also, since it is a Heavily fantasy based movie, It has a few cliches.

- Fantasy does not always have a straightforward moral message
- Fantasy is often concerned with an epic or saga not a single contained story
- Fantasy settings do not usually take place on a magical version of Earth, but on fantastical realms outside of it (think Middle-Earth, Narnia, or Earth-Sea)
- Fantasy stories often have deep histories, genealogies, and/or cultures attributed to characters, creatures, and peoples within their worlds
- Fantasy is often concerned with conflicts and stories that impact the whole of a civilization or world within the story rather than localized events (i.e. Cinderella's conflict with her stepmother and the fate of her status versus Frodo's conflict with Sauron and the fate of Middle-Earth)





A good Hero's Journey also consists of the following steps. It isn't a rule but The Book "Hero with a thousand faces" by Joseph Campbell has managed to break down the entire hero's journey process into the following steps.

CALL TO ADVENTURE

"The hero receives a mysterious message. An invitation, a challenge?" This is the initiation. The hero usually receives a quest that will define him for the rest of his life.

ASSISTANCE

“The hero needs some help, probably from someone older, wiser.” In Harry Potter, Albus Dumbledore guides Harry every step of the way, teaching him about Horocruces and Voldemort’s weakness. In The Lord of the Rings, Gandalf travels with Frodo and makes sure he doesn’t destroy himself in the process.

DEPARTURE

“The hero crosses the threshold from his normal, safe home, and enters the special world and adventure.” The hero is no longer in Kansas anymore, and must leave everything he knows behind. Harry left the Dursleys and Frodo left his homely hole in The Shire.

TRIALS

“Being a hero is hard work: our hero solves a riddle, slays a monster, escapes from a trap.” The road to success is laced with traps and monsters, and the hero is tested to the limit. Harry survived Basilisks, Dementors, Death Eaters, whatever you threw at him. Frodo encountered Trolls, Nazguls, and countless monsters on his way to Mount Doom.

APPROACH

“It’s time to face the biggest ordeal, the hero’s worst fear. Can the hero rise up to the biggest challenge?” Does the hero have what it takes?

CRISIS

“This is the hero’s darkest hour. He faces death and possibly even dies, only to be reborn.” At the moment of truth, no one will be there to help, and the hero must dig himself out of the hole by himself.

TREASURE

“As a result, the hero claims some treasure, special recognition, or power.” Epic victories are rewarded with epic spoils. The hero gains a reward to compensate for his hard work.

RESULT

“This can vary between stories. Do the monsters bow down before the hero, or do they chase him as he flees from the special world?” In some cases, the monster is killed once and for all. In other cases, the monster is only temporarily subdued but not completely destroyed.

RETURN

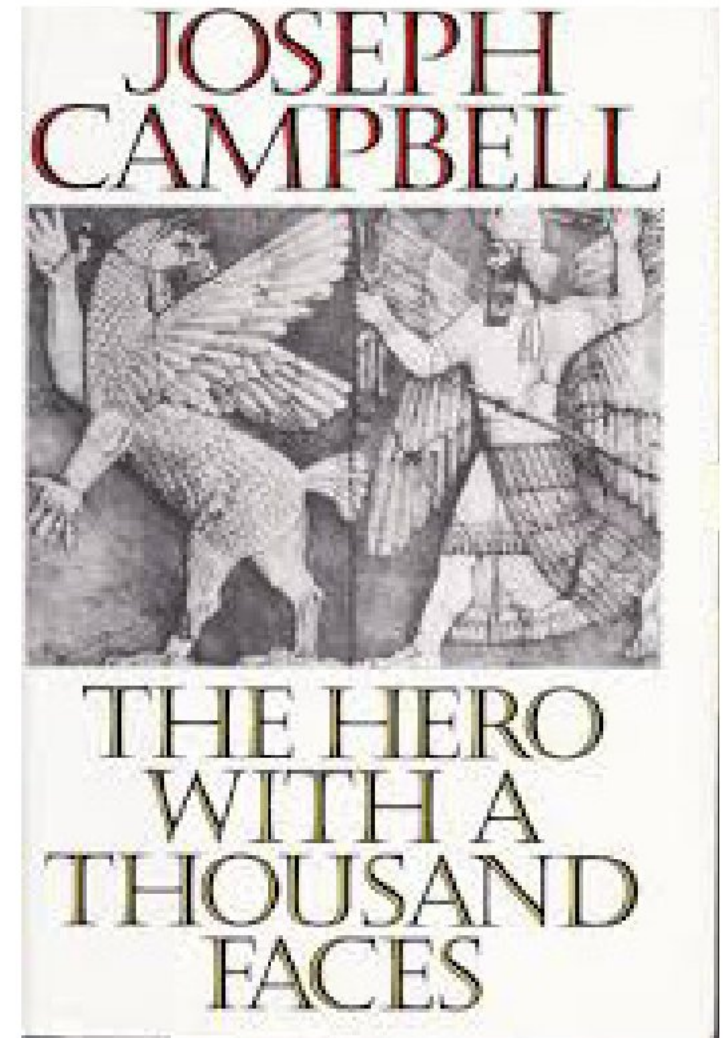
“After all that adventure, the hero returns to his ordinary world.”

NEW LIFE

“This quest has changed the hero; he has outgrown his old life.” This is typically where maturation happens. The hero realizes what he truly values in life and sets out in a new direction. He is older and wiser.

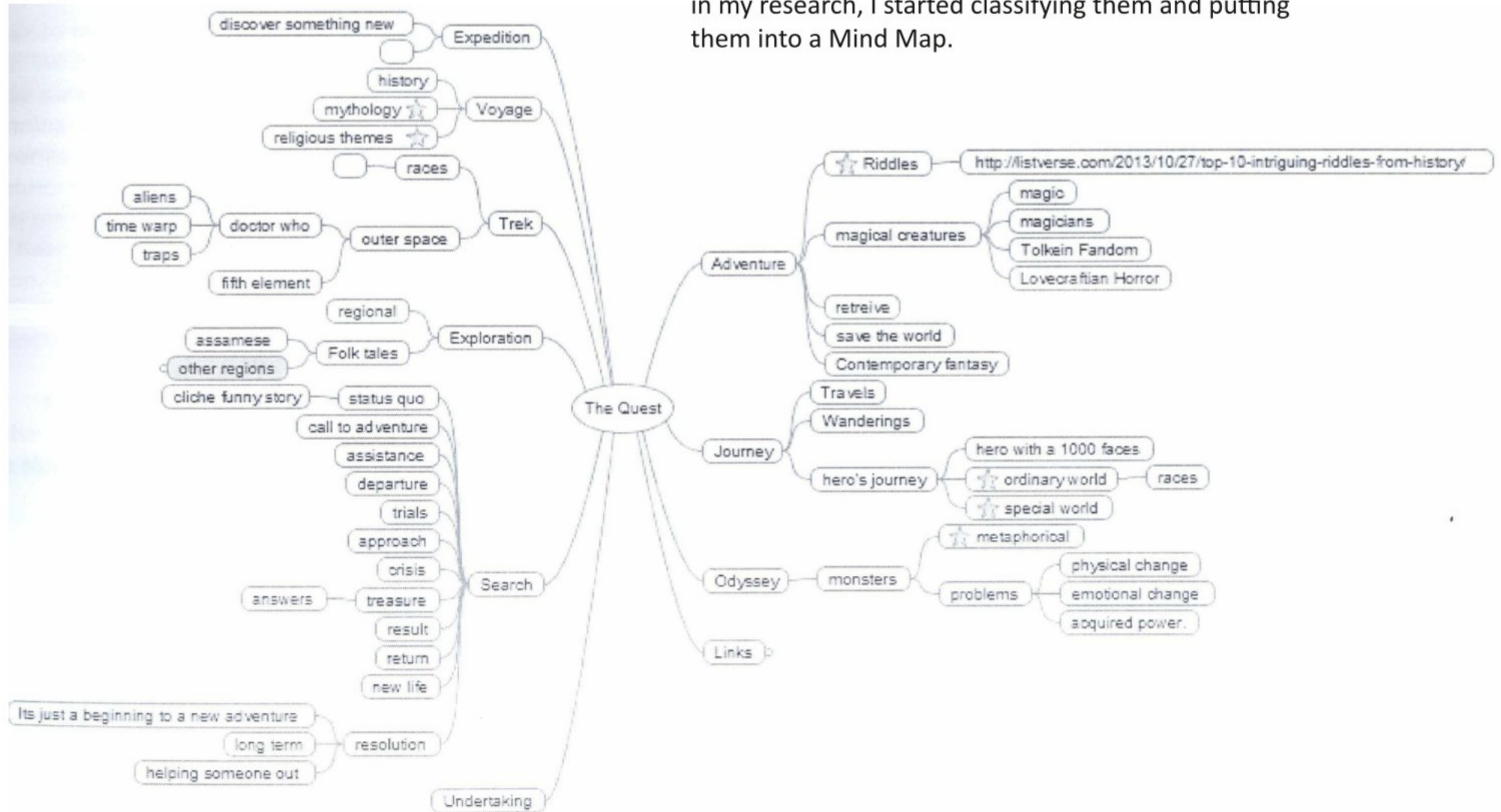
RESOLUTION

“Status quo, but upgraded to a new level. Nothing is quite the same once you are a hero.” The hero goes back to living peacefully, but he is on a whole another level.



MIND MAP

Based upon how I understood the problems that surfaced in my research, I started classifying them and putting them into a Mind Map.



Deciding on a topic

I wish to make a film that is magical and funny and has a message at the same time. My research plan is to mostly dissect movies that have the same story lines or at least deals with adventure and quests and find out what appeals to the audience the most and work on those parts. The story has to be such that it can be continued as a series later on. do the plot has to have substance and potential. I am planning to read up on a few film

theories and incorporate most of them in my film. I have big plans for my film and i do not wish for the story to end with just 10-15 minutes of screen time. I will have a lot of emotions. something that will appeal to all age groups though the age group i am looking for is teenagers and above. A film that will look pretty on the outside but will be steeped in hidden meanings and subliminal messages. I will have to work on what messages do I want to send out to the audience. messages that are poignant and funny and filled with inspiration. That is

basically the general Idea for the film. Research plan also includes reading up and incorporating stuff from books like “Creating Animated Cartoons with character by Joe Murray” and “ Timing for animation by Harold Whitaker”.

Over the period of the month of June, I managed to watch a lot of magical adventures and quest related films. Namely~ Raiders of the lost ark- Indiana Jones, Monty Python, Hugo, The golden compass, The hobbit, lord of the rings, Jonny Quest, The Lone Ranger, The Never Ending story, Peanut Butter Solution, Sinbad- the voyage, Dragon hart, Avatar, Fifth Element, Alice in Wonderland.

Research on Topic

Going through the mind map i found a few more topics i should put research into :

- Contemporary fantasy
 - Creatures
 - Fantastic
 - Fantastique
 - History
 - Lovecraftian horror
 - Magic
 - Magician
 - Races
 - Religious themes
 - Sources
 - Tolkien fandom
 - Tropes
 - Worlds
- The Quest for Identity
 - Journey to find promised Land
 - Quest for vengence
 - Warrior's journey to save his people
 - Search for love / rescue a princess / Damsel in Distress
 - Journey in search of knowledge
 - tragic quest: Penance or Self Denial
 - Fool's errand
 - Quest to rid land of danger
 - Grail Quest (Quest for Human perfection)

Movies i have Watched and learnt / draw inspiration from ~

- Raiders of the lost ark- Indiana Jones
- Monty Python
- Hugo
- The golden compass
- The hobbit
- lord of the rings
- Jonny Quest
- The Lone Ranger
- The Never Ending story
- Peanut Butter Solution
- Sinbad- the voyage
- Dragon hart
- Avatar
- Fifth Element
- Alice in Wonderland

With the research on the topic in mind, I had decided I was going to do a film on the following topics :

1. Adventure Quest

a story that is woven around the concept of a Quest / Adventure in which the protagonist will have to embark on a journey. It will be a Physical journey in which the protagonist will undertake in order to mend something.

2. Rivalry

A Rivalry between two protagonists or a Protagonist and an Antagonist. It could be subtle. It could be a full blown fight or it could just be a build up leading to one of the mentioned. I would like to use film to show the shed light on the topic in such a way that it is funny or intense or violent.

3. SuperNatural

Supernatural is (of a manifestation or event) attributed to some force beyond scientific understanding or the laws of nature.. I have chosen this topic to do a film on perhaps the ghost's perspective or series of events that take place when the natural and unnatural meet. (A story with supernatural elements in it). I feel there is a lot of scope in this topic because people love to see renditions of things that are imaginative or do not exist. I would like to use storytelling and art as a tool to bring forth a really vivid image of how supernatural elements may work/function.

Using the following~ I have come up with a few ONE SENTENCE STORIES.

Concepts and Stories

- An artist stops drawing for mysterious reasons. Her drawing comes to life and goes on a quest to revive her creator's creativity.
- A girl finds a mysterious riddle in a book left by her dad. she goes on a quest to solve it.
- A protagonist / creature finds out it was created to destroy the world and goes on a quest to do exactly so.
- A protagonist floats around in limbo trying to find the YING to his YANG.
- A dying parent tells the protagonist to be the best at his job and the protagonist sets out on a journey to create the best thing they ever made.
- A warrior princess comes to know of a legend about a prince in distress and goes on a quest to set him free.
- A magical creature falls from heaven into the hands of the protagonist and she finds a way to send it back.
- The protagonist seeks the formulae to immortality.

The Chosen Story

An artist stops drawing for mysterious reasons. Her drawing comes to life and goes on a quest to revive her creator's creativity.

The story revolves around Art and artists and drawing~ about how ideas never die. The basic gist of the story is, an Artist aka. The Storyteller mysteriously stops drawing all of a sudden once. Her favorite drawing comes to life wondering what is wrong with its creator. The "drawing" sets out on a quest in the world of Art to retrieve a magical book that she believes will get her creator to start creating again.

Rough Script

An artist stops drawing for mysterious reasons. Her drawing comes to life and goes on a quest to revive her creator's creativity.

The story revolves around Art and artists and drawing~ about how ideas never die. The basic gist of the story is, an Artist aka. The Storyteller mysteriously stops drawing all of a sudden once. Her favorite drawing comes to life wondering what is wrong with its creator. The "drawing" sets out on a quest in the world of Art to retrieve "Feelings" that she believes will get her creator to start creating again.

At first, there was nothing. Blank Paper. And then Kaya drew. She drew me. I was a doodle. Nothing more nothing less. A tiny insignificant doodle. But my Storyteller gave me life. She was like a parent I never met. A parent who loved me much more than I could ever love her. I took the place of pride overlooking her desk. Oh how I loved to watch her Draw. Give life to ideas like me and other wonderful things.

But soon I realized something was wrong. I think Kaya is unwell. (The scribble does not know that the creator has gone into depression. All the drawing she makes are crossed out with thick black violent strokes. That is where the darkness is born)

She is not drawing much these days. I don't want her to stop but it has been so long now. I want to help her. I really wish I could help her. I love her for giving me life and now I want to help get her's back. So the drawing comes to life.

Jumps down on the story teller's desk. Sees a huge mess. paper everywhere. scribbles. ink splatter and blots all over desk. Ink bottle fallen down on the desk with its contents spilling over the pages. Sudden hands emerge from the Ink spill and drag her into the darkness.

She plops into a new world on the other side of the ink spill. An alternate universe. She stumbles upon a sad woman. She finds out that the woman is Kaya's WILLPOWER . WILL POWER tells the scribble about how the darkness came in and defeated them and took away Kaya's FEELINGS. Things have never been the same ever since. Scribble persuades her to join forces with her against darkness.

The scribble also finds out that the place is actually her creator's drawings she drew as a kid. Then she goes on her journey to find Kaya's WISDOM, another defeated guardian in the drawing world. WISDOM tells her that the darkness cannot be defeated because it's a yin to the yang. It is a part of the balance.

They join forces anyway and scribble goes on into the dark areas of the Drawing Land in the pursuit of Darkness. A silent figure stops her during the pursuit. Scribble asks her to let her pass but the figure has a few questions. It asks her if everything she did was worth it. It was risky and she reminded the little scribble that human lives would still continue without feelings and that she was risking her life for nothing. Scribble gets enraged and refuses to be bogged down saying her creator's life cannot be called living without FEELINGS AND COLORS AND IMAGINATION. Thus scribble carries on in her quest.

The Darkness reveals itself in front of her and a fight ensues. He threatens to take away all colour from the land. Scribble reminds him that his threats mean nothing to her because she is a black and white drawing. She has no color. The fight causes darkness to mistakenly release FEELINGS and it takes its side along scribble. The other guardians appear, and join their forces creating a spectrum of colors. The primary colors combine to form a white light that engulfs the darkness and the entire city gets back its color.

In the real world, that Artist notices new drawings on her desk that she has never drawn and smiles to herself thinking her drawings are going on adventures without her and sits down to draw.

Story Board



baby Kaya is drawing



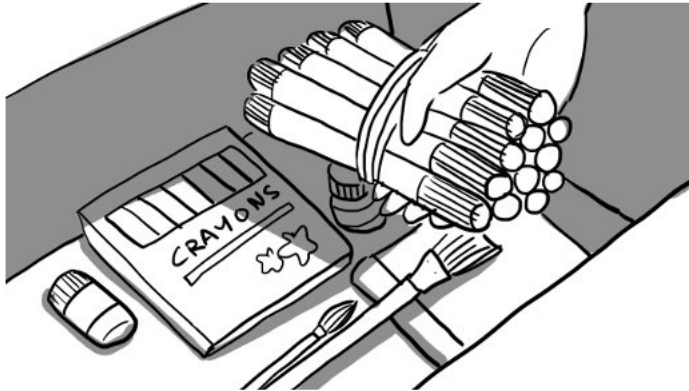
Kaya draws the scribble and pins it up on her notice board



Kaya draws the scribble and pins it up on her notice board



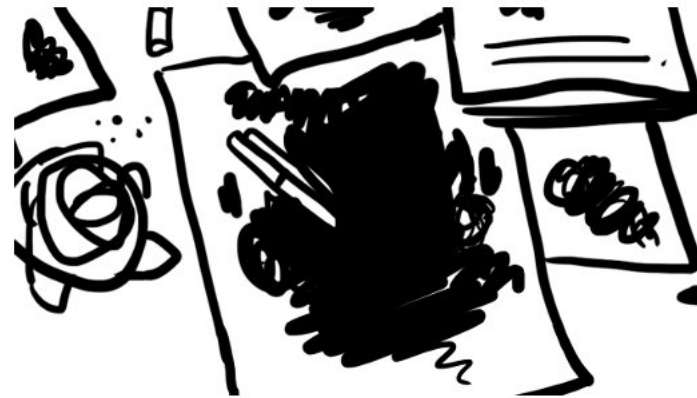
(Montage of her creator growing up)



Scribble states something terrible must be eating into her creator.



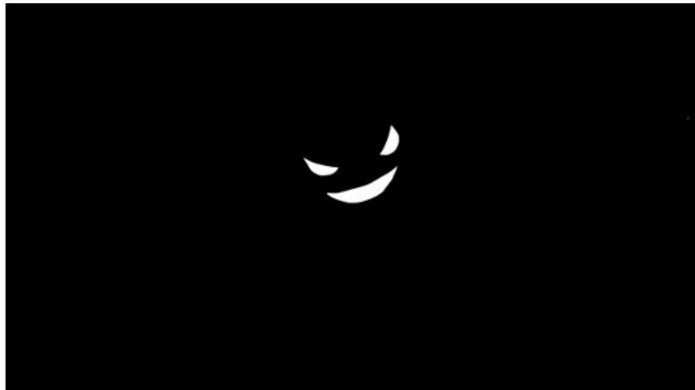
Because she has stopped drawing. Something terrible must have happened.



Darkness is born



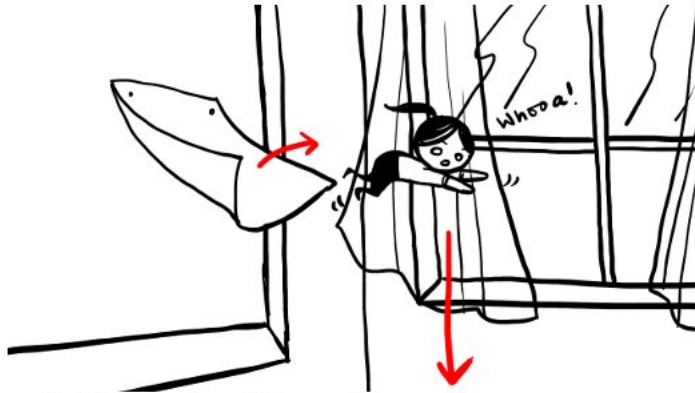
But it is too late.



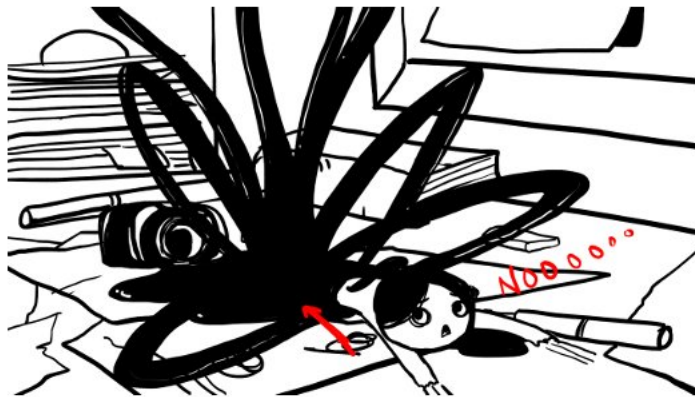
The Darkness has already come.



She feels bad for her creator saying she'll do anything to make her draw again.



A gust of wind throws the scribble out of her page.



A blob of black ink swallows her.

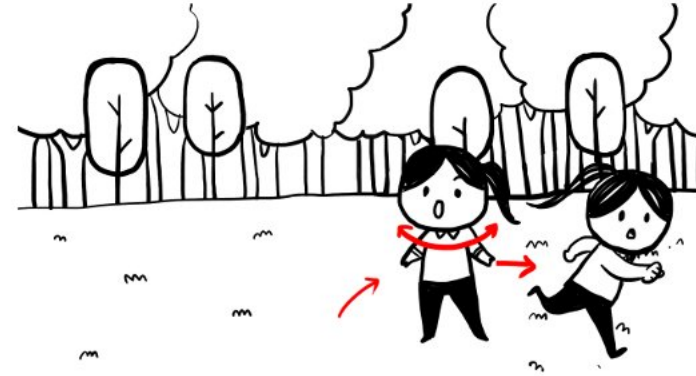


Scribble looks around.





Transports her to another dimension.



Scribble feels like she knows this place



She asks the first person she sees for help.



Then scribble realizes this place is the drawings her created used to draw as a kid.



she recognizes the lady as WILLPOWER.



Then she sees the destruction caused by the darkness.



WILLPOWER proceeds to tell how the darkness came all of a sudden and ruined everything.



WILLPOWER explains what happened



They fought against it but it was too powerful.



In the end it swallowed feelings.



Scribble gets scared and says something should be done or everything will become dark.



Scribble says WILLPOWER should not GIVE UP!



WILLPOWER glows happily at the idea.



The lamp in the real world glows too. maybe it was a connection.



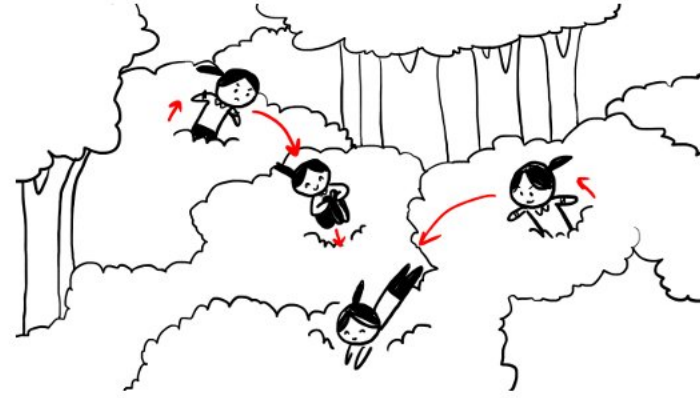
WILLPOWER turns into a butterfly and goes into scribble.



Scribble turns to look at the destruction and goes on her way to find feelings.



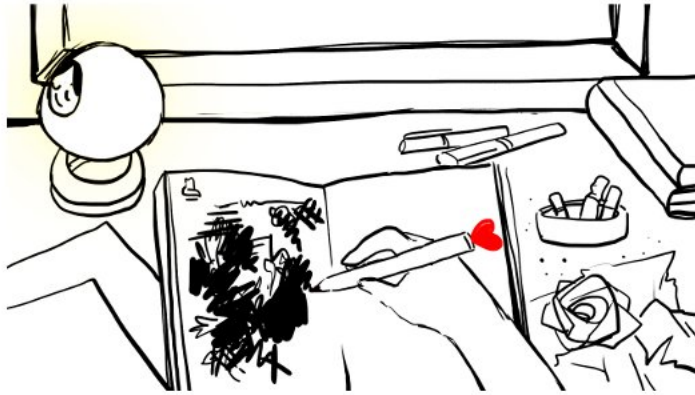
The name of the guardian is IMAGINATION.



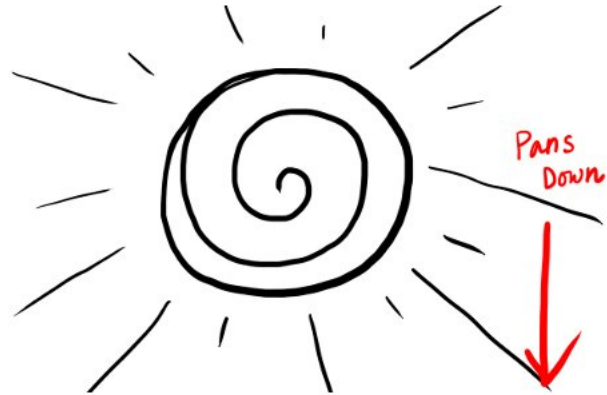
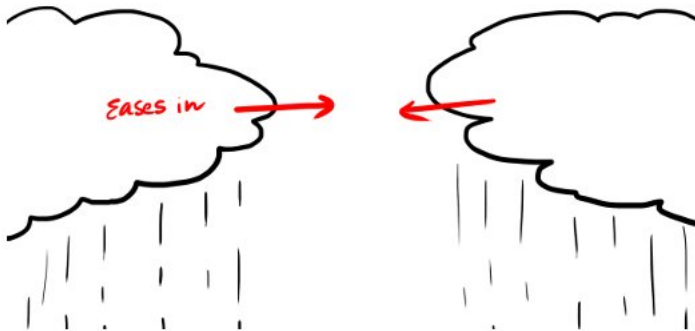
She comes across a rock. DARKNESS had scratched out a guardians name.. No one knows who.



In the real world the artist has a mental block. Unable to create anything.



She looks out of the window for inspiration.

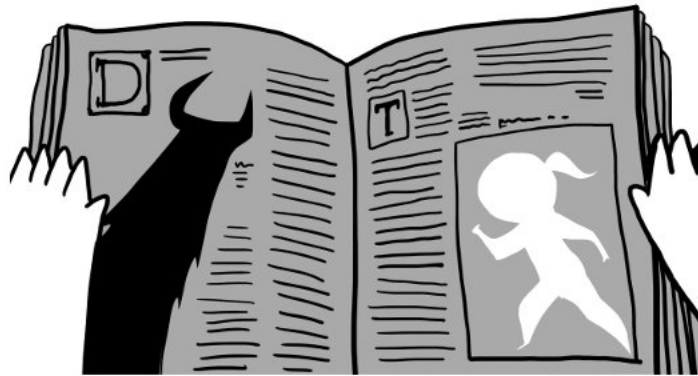




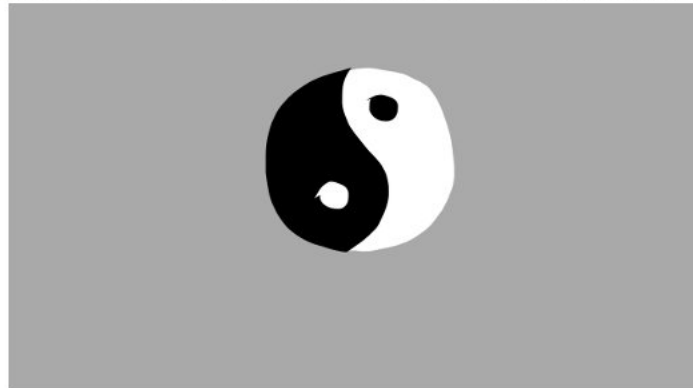
Scribble finds WISDOM crying on a cloud.



WISDOM is happy to see her. And asks for Scribble's help.



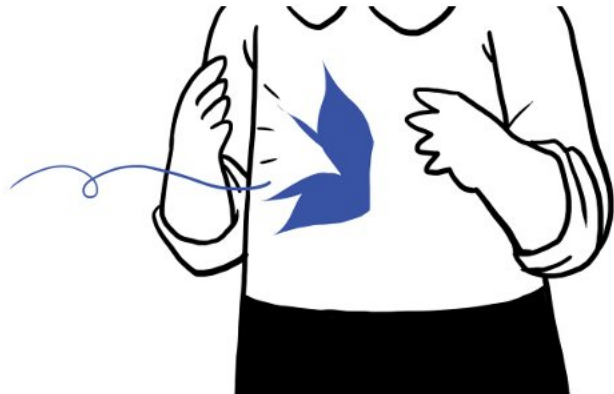
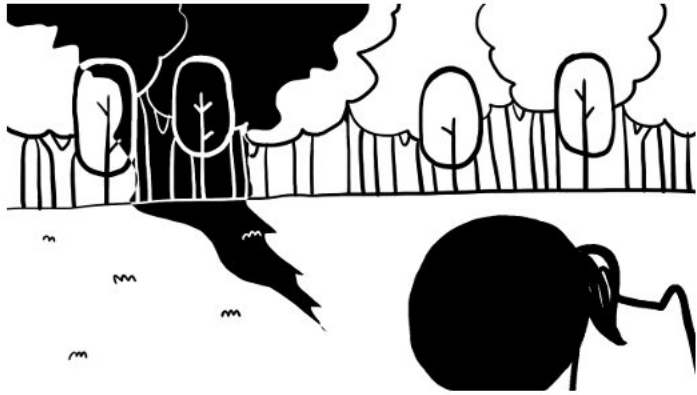
WISDOM tells scribble that the darkness cannot be destroyed or defeated.



Only banished for a timebeing because he is a part of the balance.



WISDOM cries thinking about what may have happened to feelings.



WISDOM turns herself into a butterfly and joined scribble just like WILLPOWER.



Scribble continues on her journey in the dark lands.

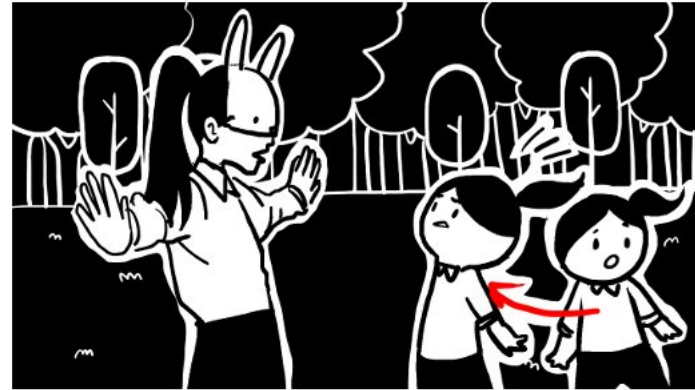


Scribble tells her she's looking for FEELINGS and that she can come along too.

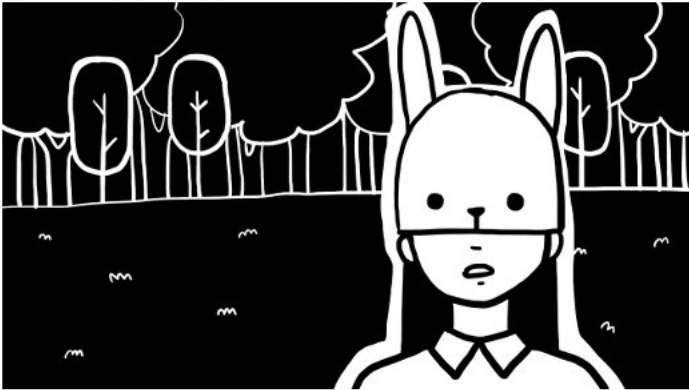




She remembers her creator as a kid all playing and drawing cheerfully. It makes her cry.



A mysterious figure stops her.



It tells her Human Lives will continue even without feelings. She was risking her life for nothing.



Scribble feels living without feelings and emotions and imagination is as good as being dead.



Scribble goes on to say she is the child in her creator that will never grow up.



The mysterious figure disappears.



A black cat crosses her path.



Morphs into the demon.



Scribble demands FEELINGS back.



Come take her.



Fight ensues.



Feelings Escapes.



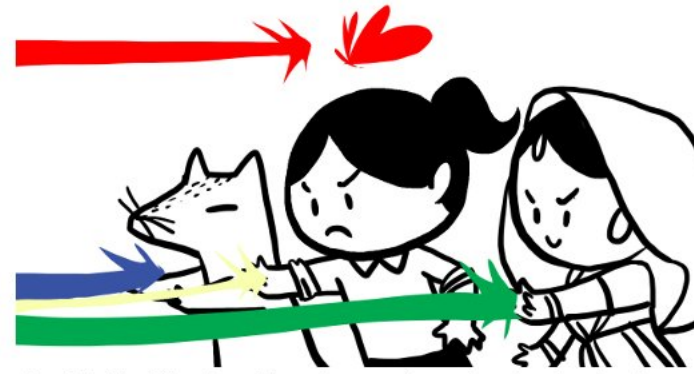
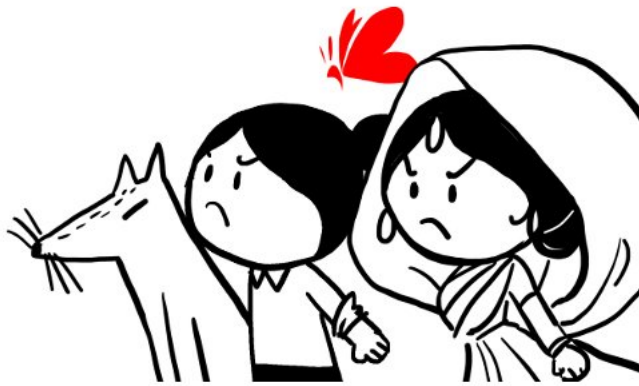
Darkness threatens to take all of her colors. Scribble remind him she is black and white.



She tells him if he wants colors then he will get colors.



The Trio. come out with their colors ready to face darkness.



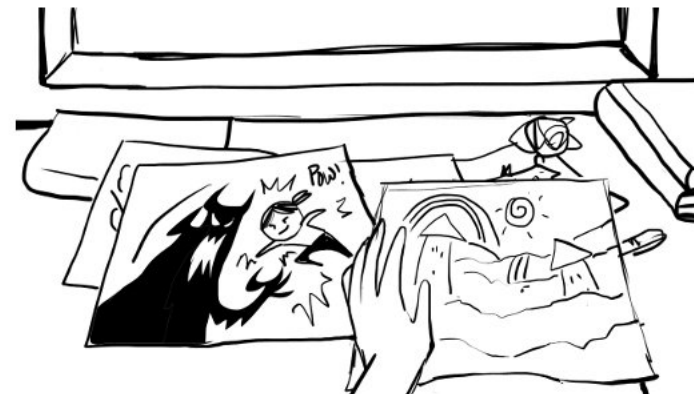
They burst forth with colors. The colors create a color wheel and makes a white light.



The Bright Light Engulfs the darkness.



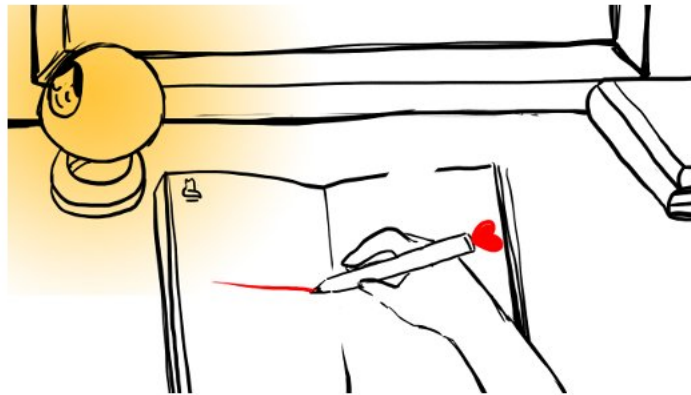
There is a Gust of Wind in the real world and old pages fly around.



She finds her old drawings lying on the desk,



SCRIBBLE' s page is empty.



She thinks her drawings are going on adventures without her. She should not stay back.



She lights the lamp and starts drawing again.



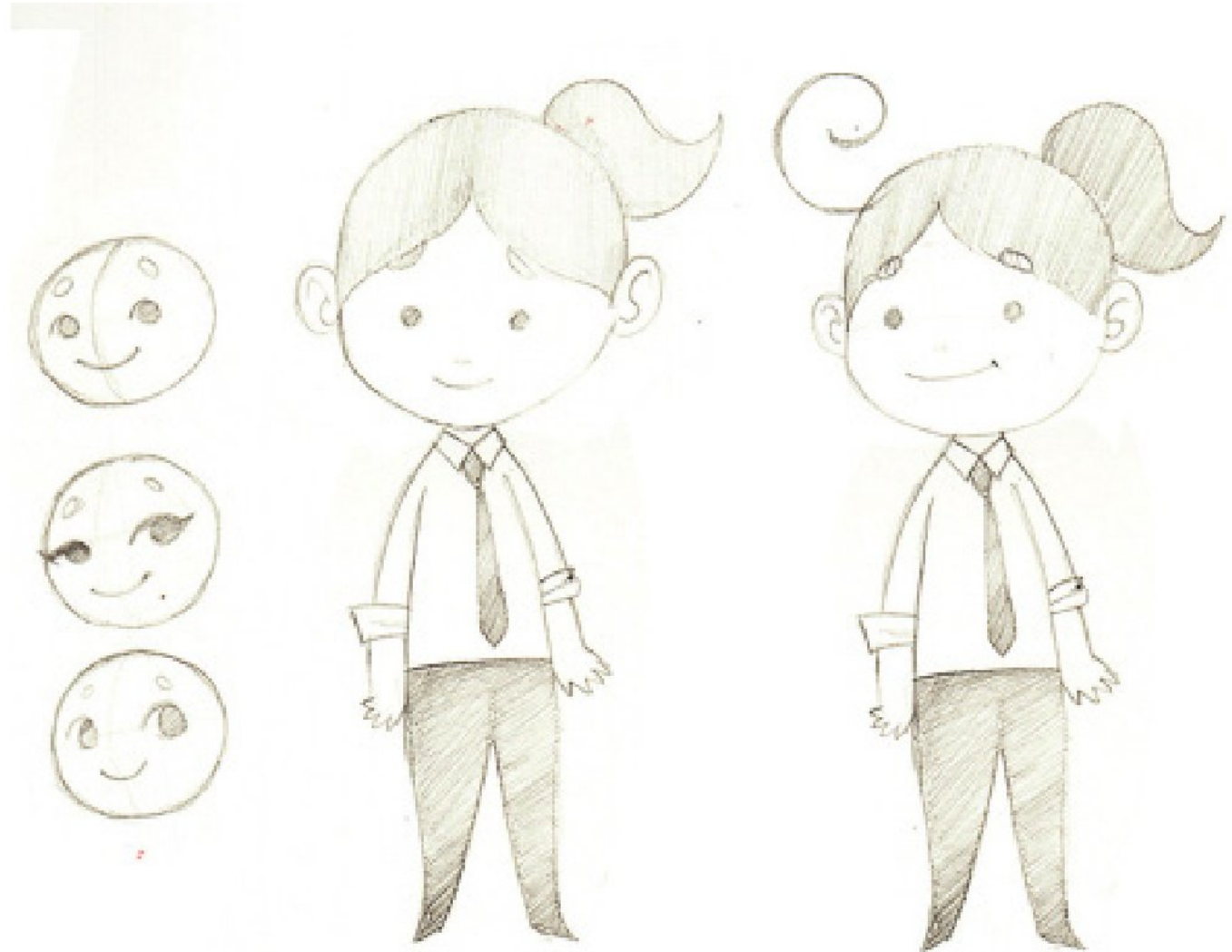
THE END.

Character Designs

SCRIBBLE

I wanted the character of scribble to be simple rough and carefree. Her design does not have finesse because she was created when the artist was very young. Her dress is perhaps inspired from the school uniform the artist wore at that time.

I wanted her to be ironically Plain even though she was the Guardian of IMAGINATION.





WILL POWER

Willpower is a fiesty Indian Woman who deals in Green hued flames. She usually does not give up but the darkness had defeated her and left her dejected.

I've given her a red saree to show her passionate, bold undaunted soul.

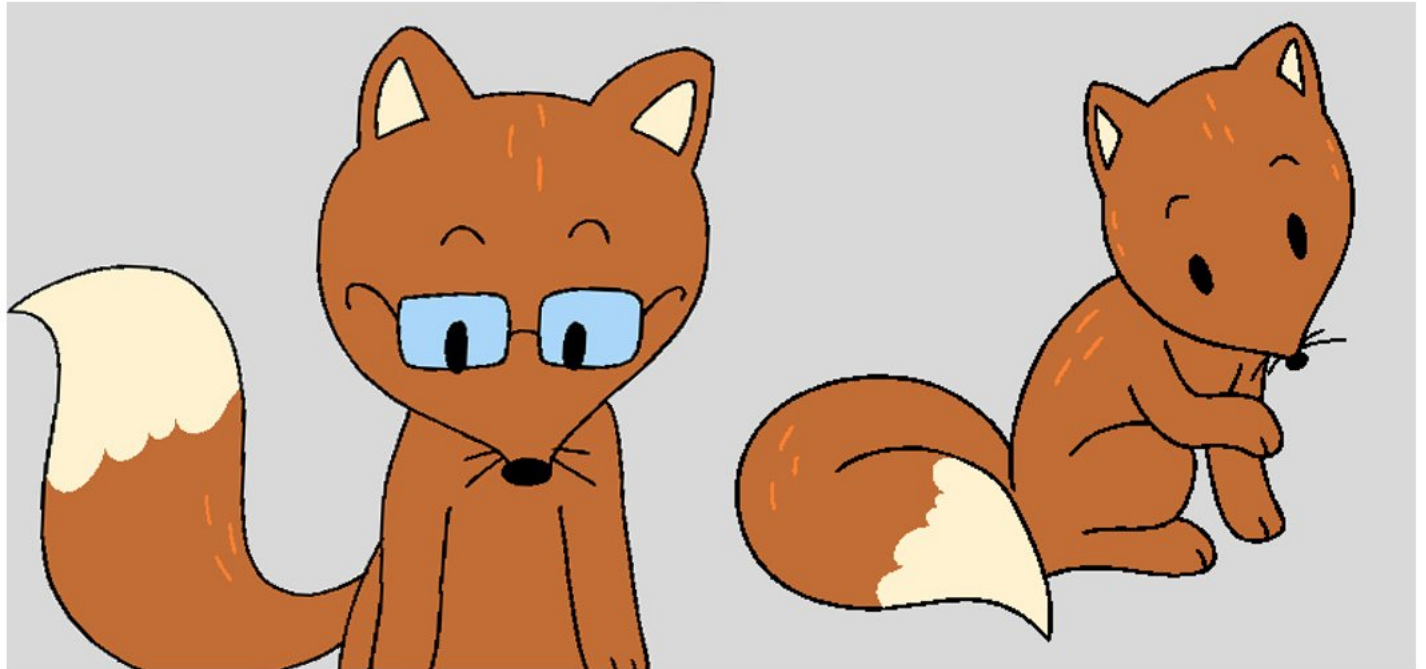
She floats around. I wanted to add a mystical element to her because she would be too close to normal and nothing in the drawing realm is supposed to be normal.





WISDOM

WISDOM is a wise fox. She has her nose buried in books all day. She is a fox but she talks like a human. She tells Scribble that darkness is a part of the natural balance and it cannot be killed. Thus displaying her knowledge about anything.





FEELINGS

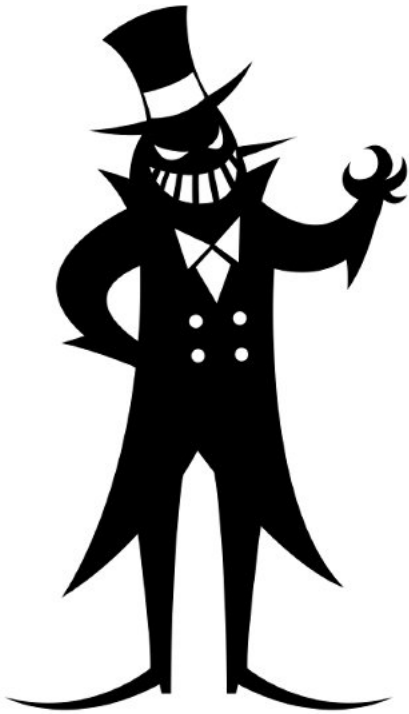
FEELINGS is a very powerful but fragile guardian. To show her fragility, i decided to keep her as a butterfly. A butterfly whose wings are shaped as hearts. I wanted to keep her as a human but I decided against it.



DARKNESS

The evil lord Darkness is a shapeshifting villain who has robbed the city of its color.

He does not cause physical harm to the environment and a lot of mental damage.



Concept Art / Visual Explorations

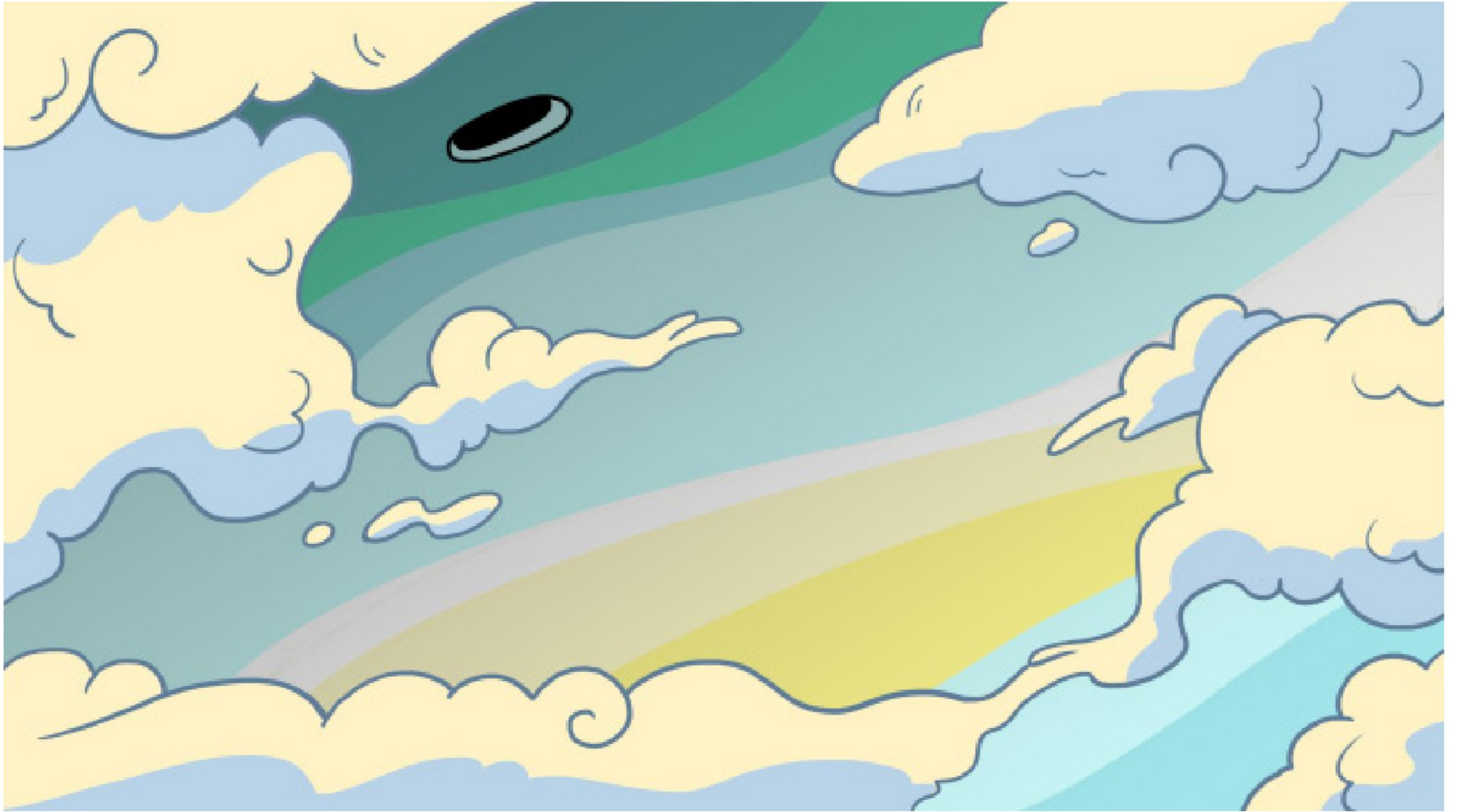


Some very early explorations of the characters. The style was not yet defined and I was still thinking through adding and subtracting characters. Finally did away with her rabbit sidekick as it served no real purpose in the current story.



Layouts and Backgrounds







Layouts were drawn both traditionally and digitally. Initially, I was planning to incorporate many details at layout stage, so that painting them would be easier, but after several shots, I went ahead with a simplified approach. For digital work, Photoshop was used.

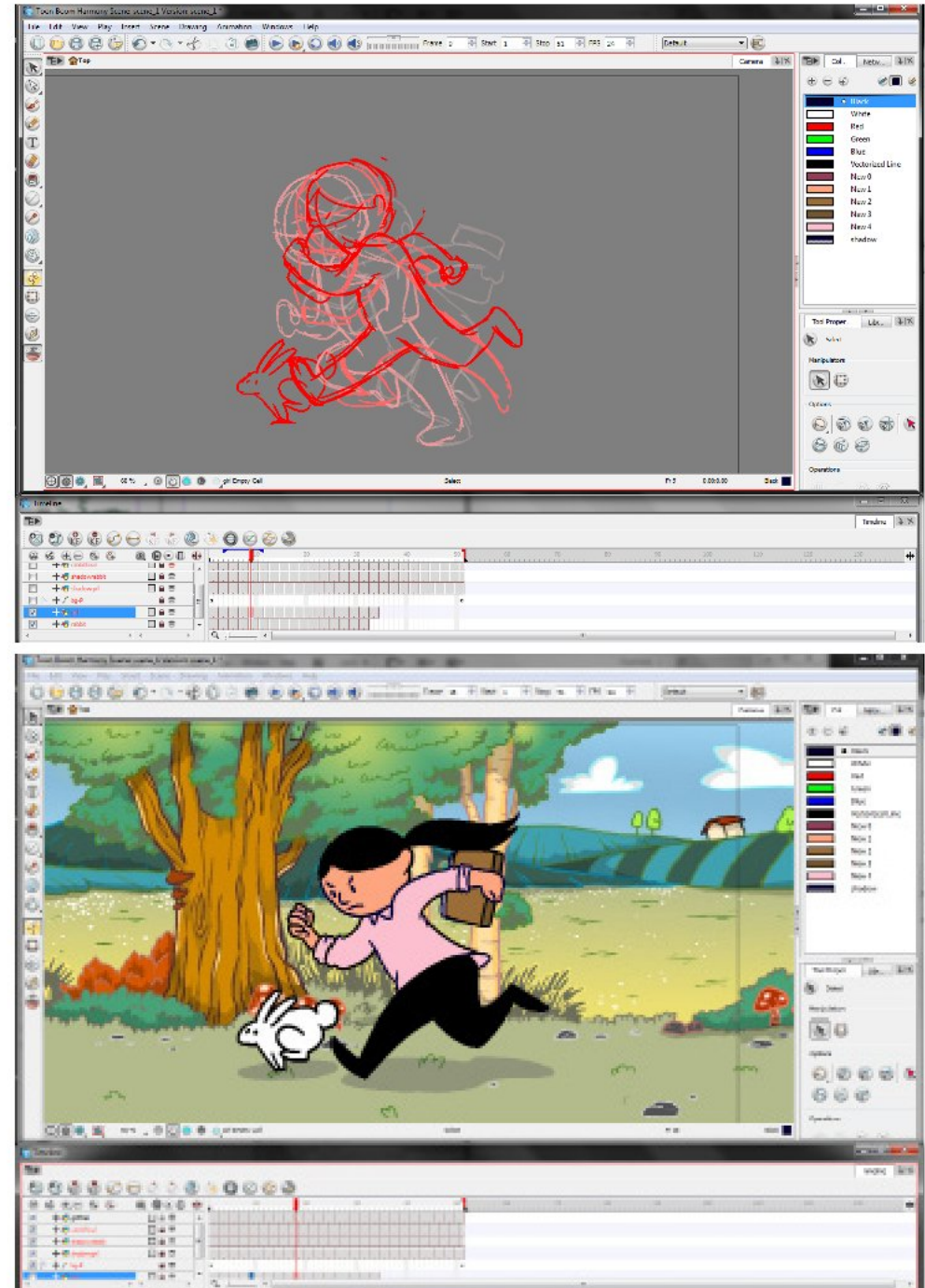


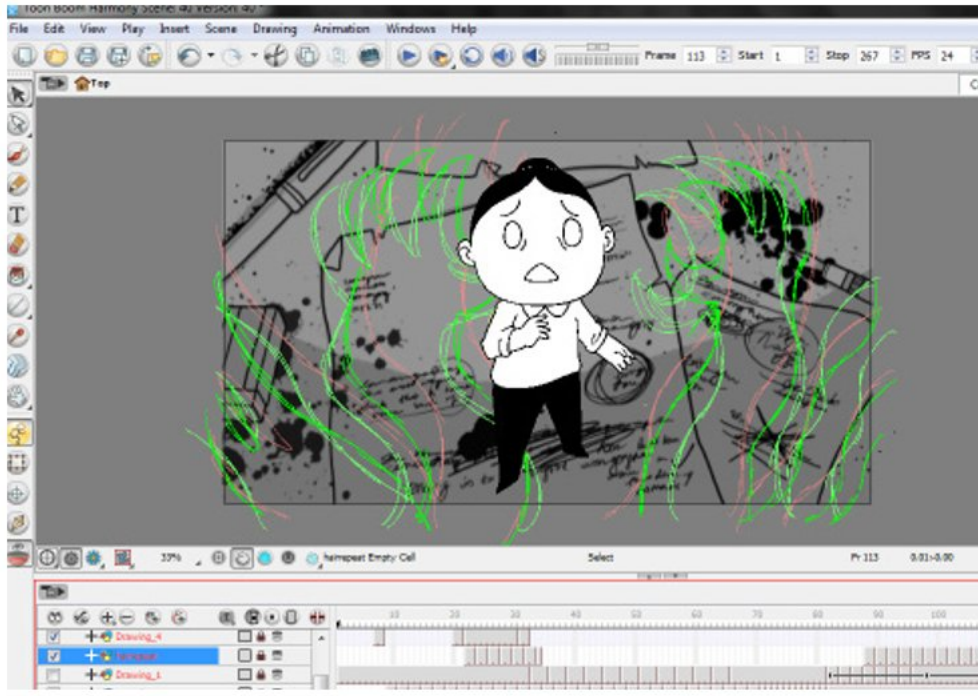




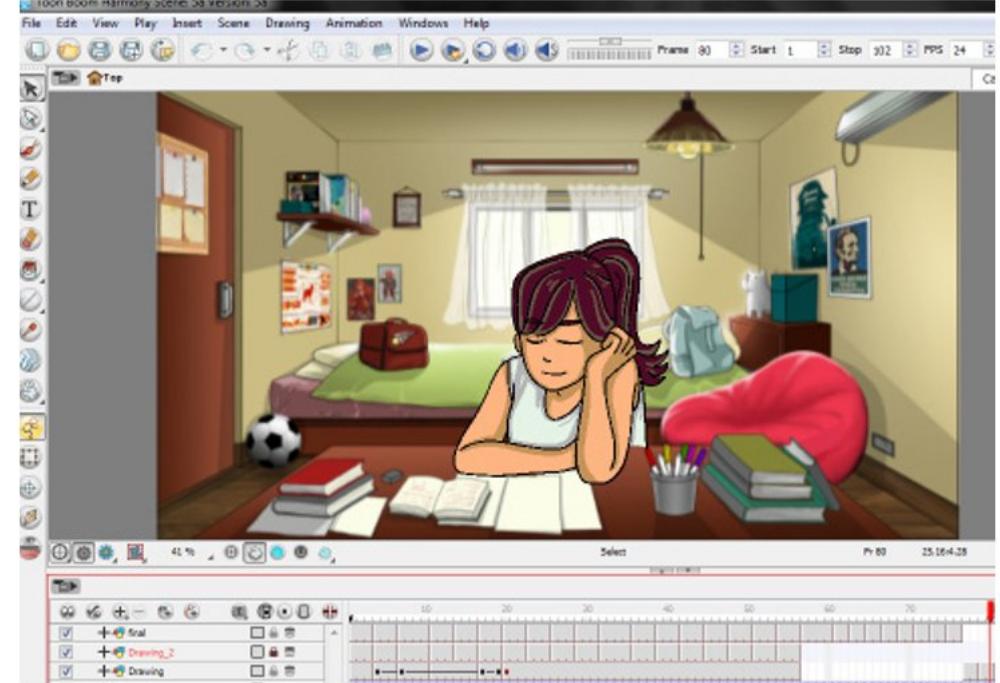
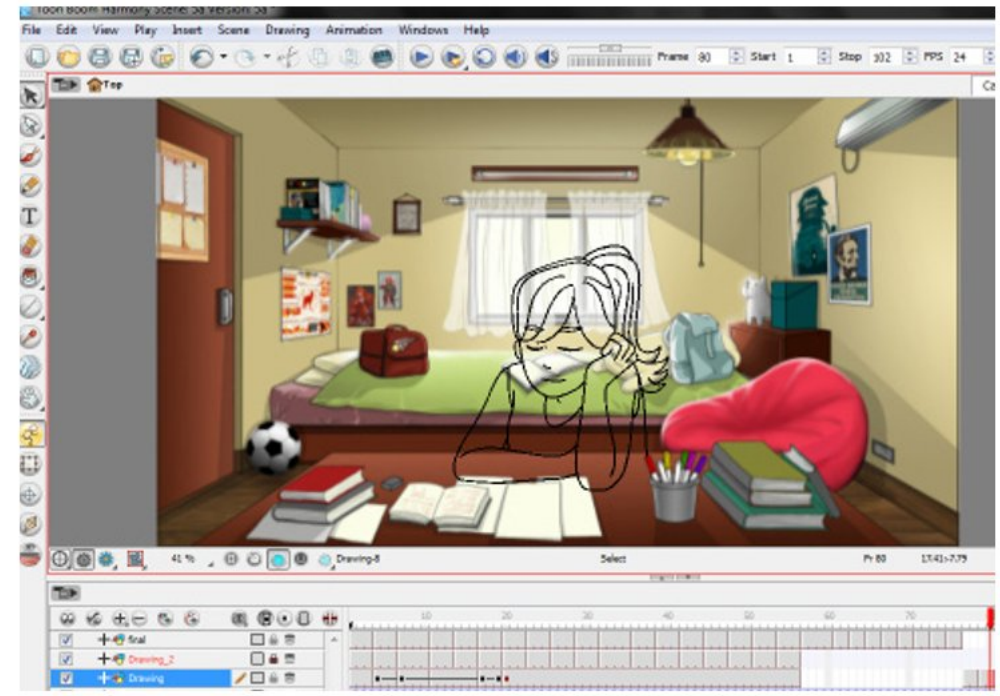
Animation

A combination of softwares were used for the production. Frame by frame animation was done in TOON BOOM HARMONY and cleaned up and colored. After Ink and paint, image sequences were exported in PNG formats. Backgrounds were painted in Adobe Photoshop and the whole shot was composited together in Adobe After effects.





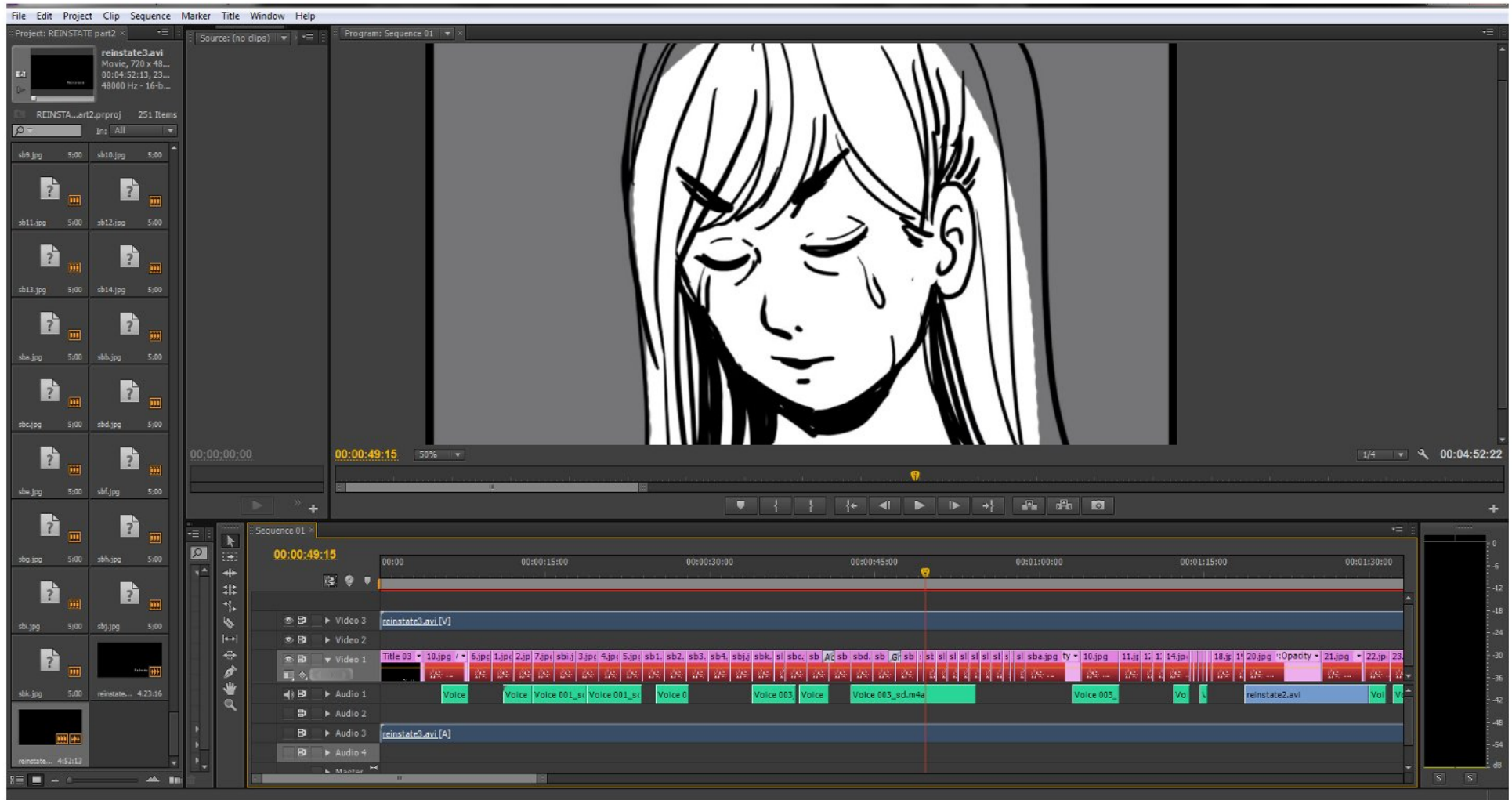
ROUGH ANIMATION AND LINE TEST



LINE ART AND COLOR.

Editing

As soon as shots got completed, they were transferred to the Animatic In Adobe Premier Pro. Appropriate transitions and effects were added. Some sounds and final Foleys were added, timed and fine tuned to the actions in the shots with appropriate effects.



Conclusion

This project taught me a lot. It acquainted me with both my strengths and weaknesses and I realized the directions in which I need to work hard. Over the duration of 8 months that I spent working on this project, I made many mistakes and learnt lessons that will be with me throughout my life. This is a topic that'll always be close to my heart and this project is first of many more to come. I am confident that this project will help me become a better filmmaker.

Research Links

<https://en.wikipedia.org/wiki/Quest>

<https://www.youtube.com/watch?v=Hhk4N9A0oCA>

<http://www.writersdigest.com/online-editor/the-5-essential-story-ingredients>

<http://www.writersdigest.com/qp7-migration-conferencesevents/qp7-migration-maui/10-basic-ingredients-of-a-successful-thriller>

<http://thewritepractice.com/the-quest/>

<http://www.goodreads.com/quotes/tag/quest>

<https://in.pinterest.com/saralyse17/quotes-for-lifes-quest/>

<http://www.bryndonovan.com/2015/08/03/50-ideas-for-high-stakes-plots/>

<https://in.pinterest.com/pin/330944272599577778/> wings

<http://www.danieladorno.com/fantasy-versus-fairy-tale-same-genre-or-not/>

<http://www.bl.uk/onlinegallery/features/mythical/grail.html>

https://en.wikipedia.org/wiki/King%27s_Quest

hope - <https://www.quotev.com/stories/c/Short-Stories/Adventure+Quest?v=users>

<http://www.imdb.com/list/ls009609925/>

<http://www.nownovel.com/blog/writing-a-fantasy-novel-websites/>

<https://in.pinterest.com/pin/320318592227816293/>

<https://in.pinterest.com/pin/317644579944877289/>

<https://in.pinterest.com/pin/536561743079892542/visual-search/?x=5&y=45&w=551&h=3470>

<https://in.pinterest.com/pin/410812797242391851/>

<http://listverse.com/2013/10/27/top-10-intriguing-riddles-from-history/>