

**Project two**  
**The Great Deluge**  
**(or Yet another Monsoon Morning)**

Anand Prahlad

Guide: Prof. Shilpa Ranade  
IDC IITB 22 11 06

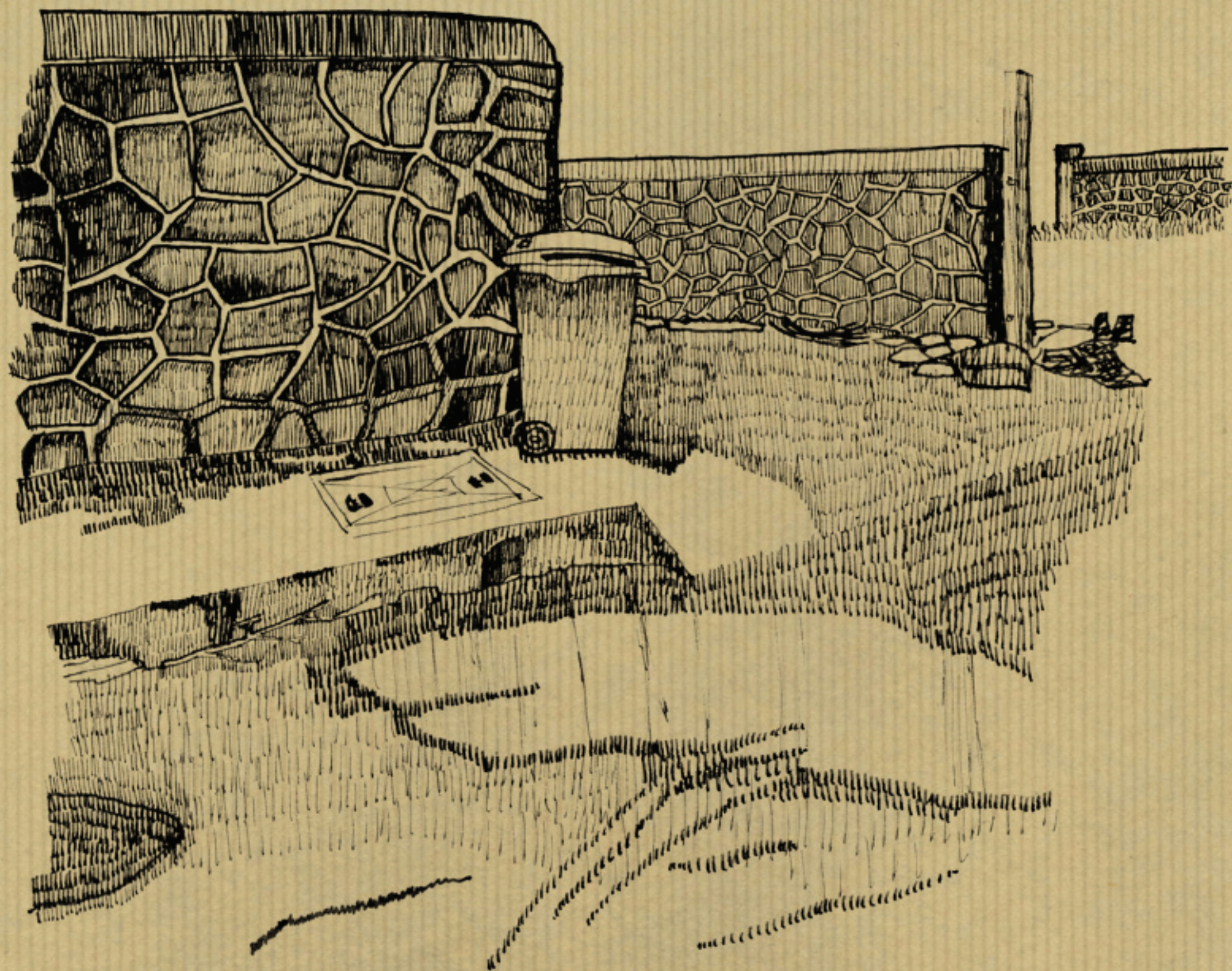


**Study sketches and photographs.**

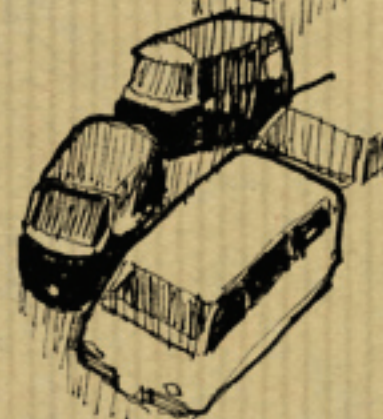
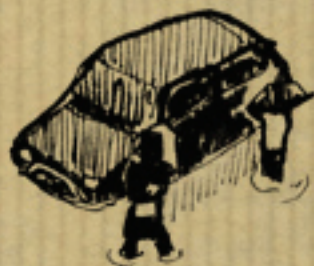
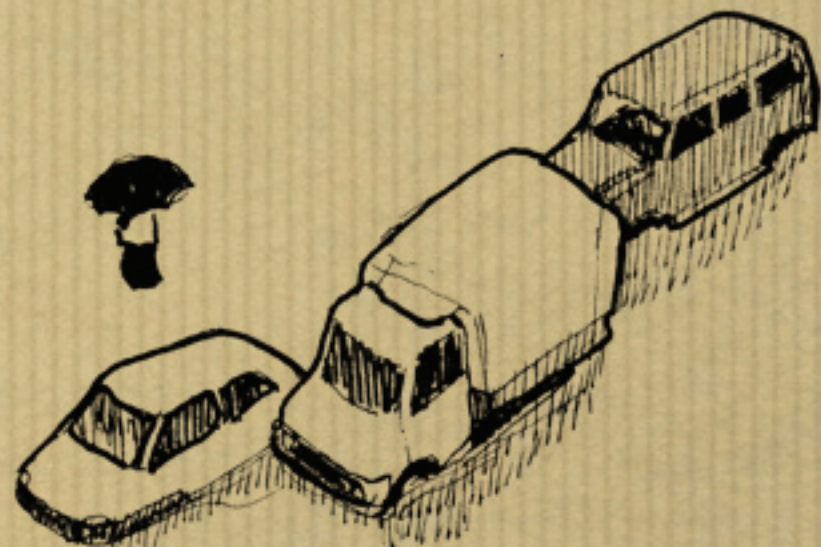
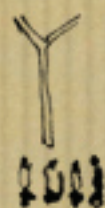
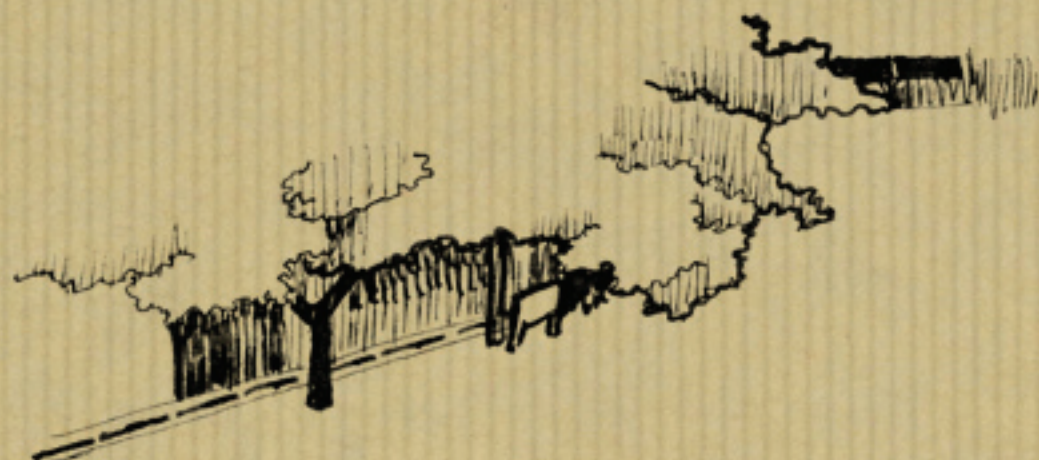








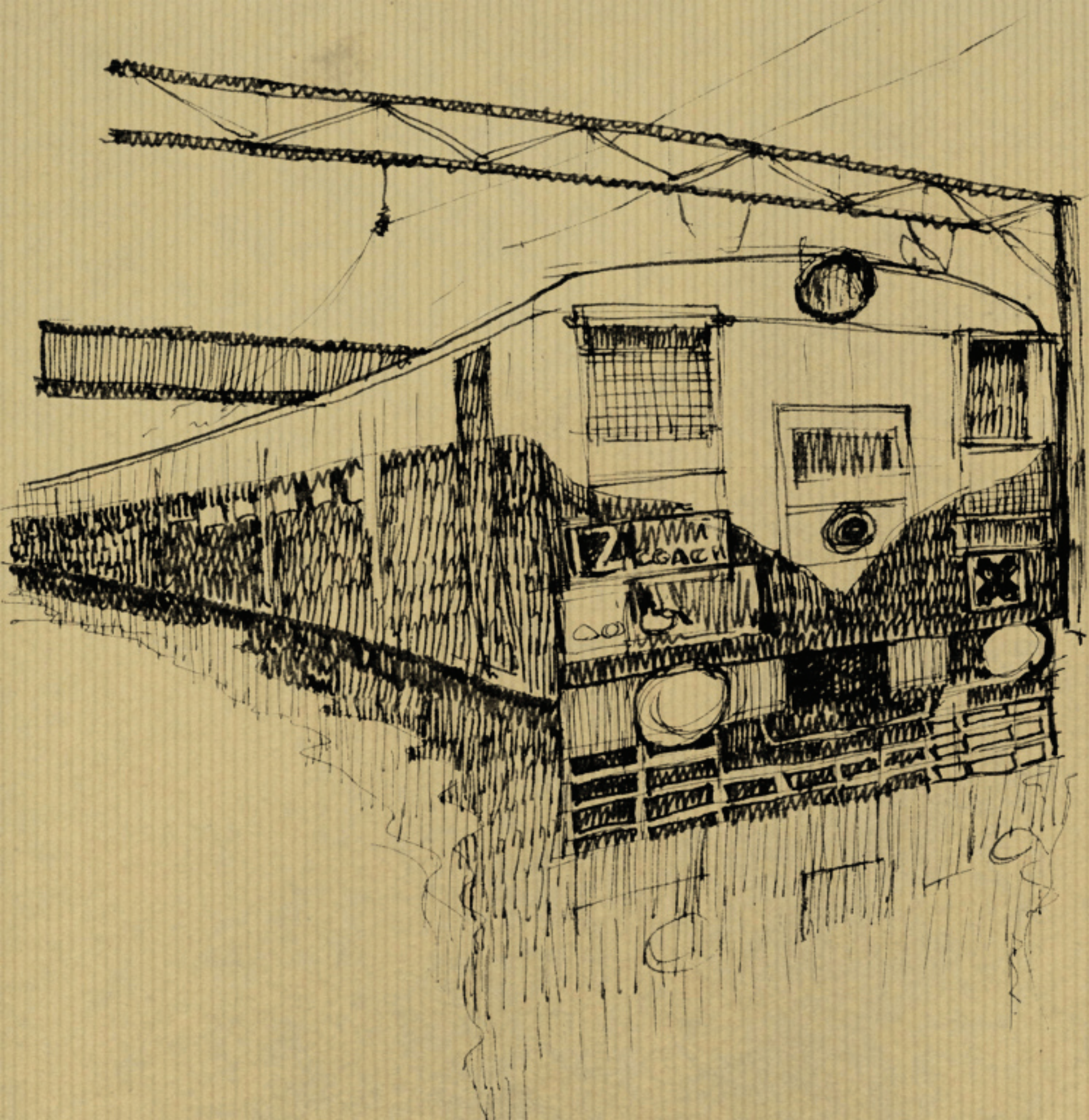








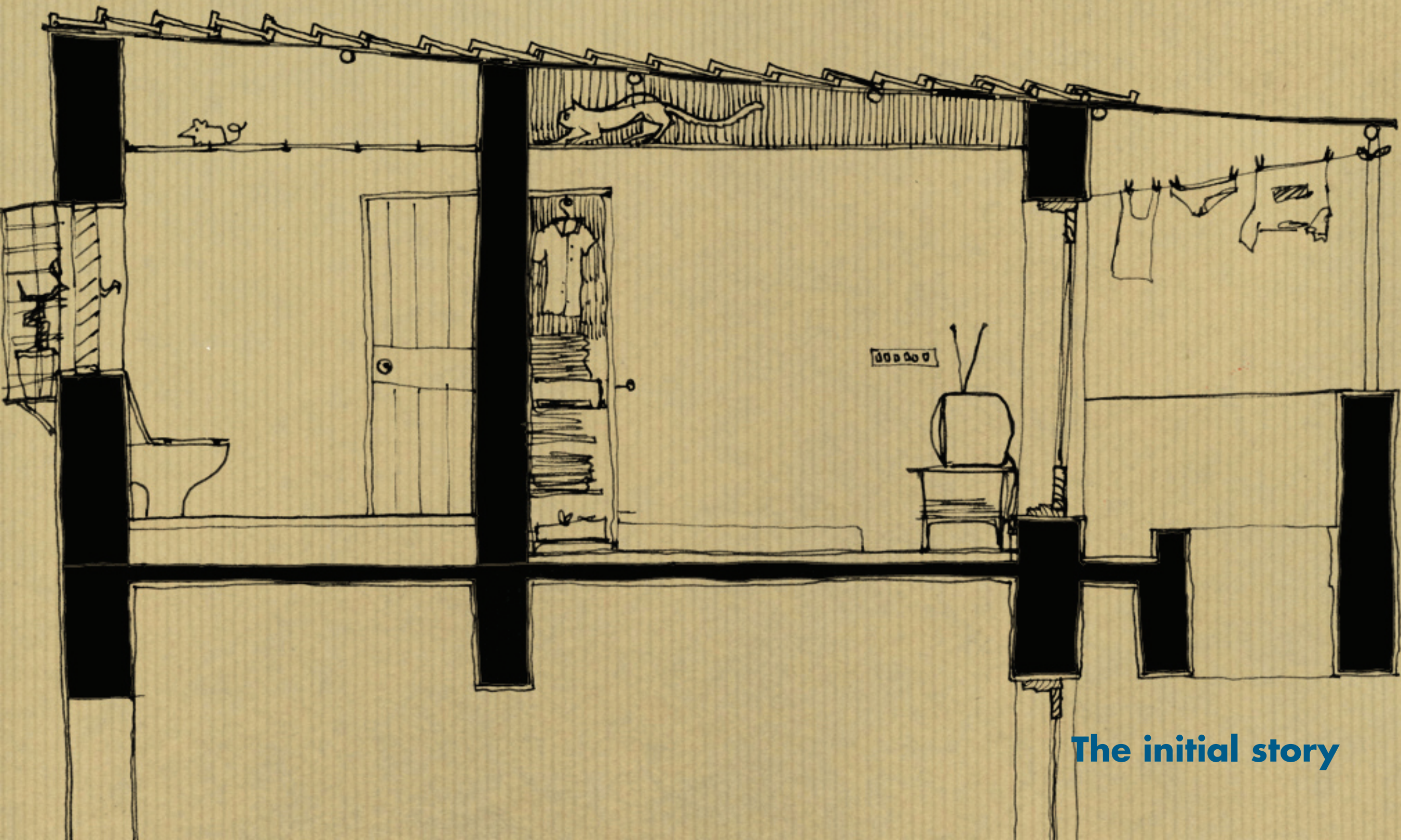






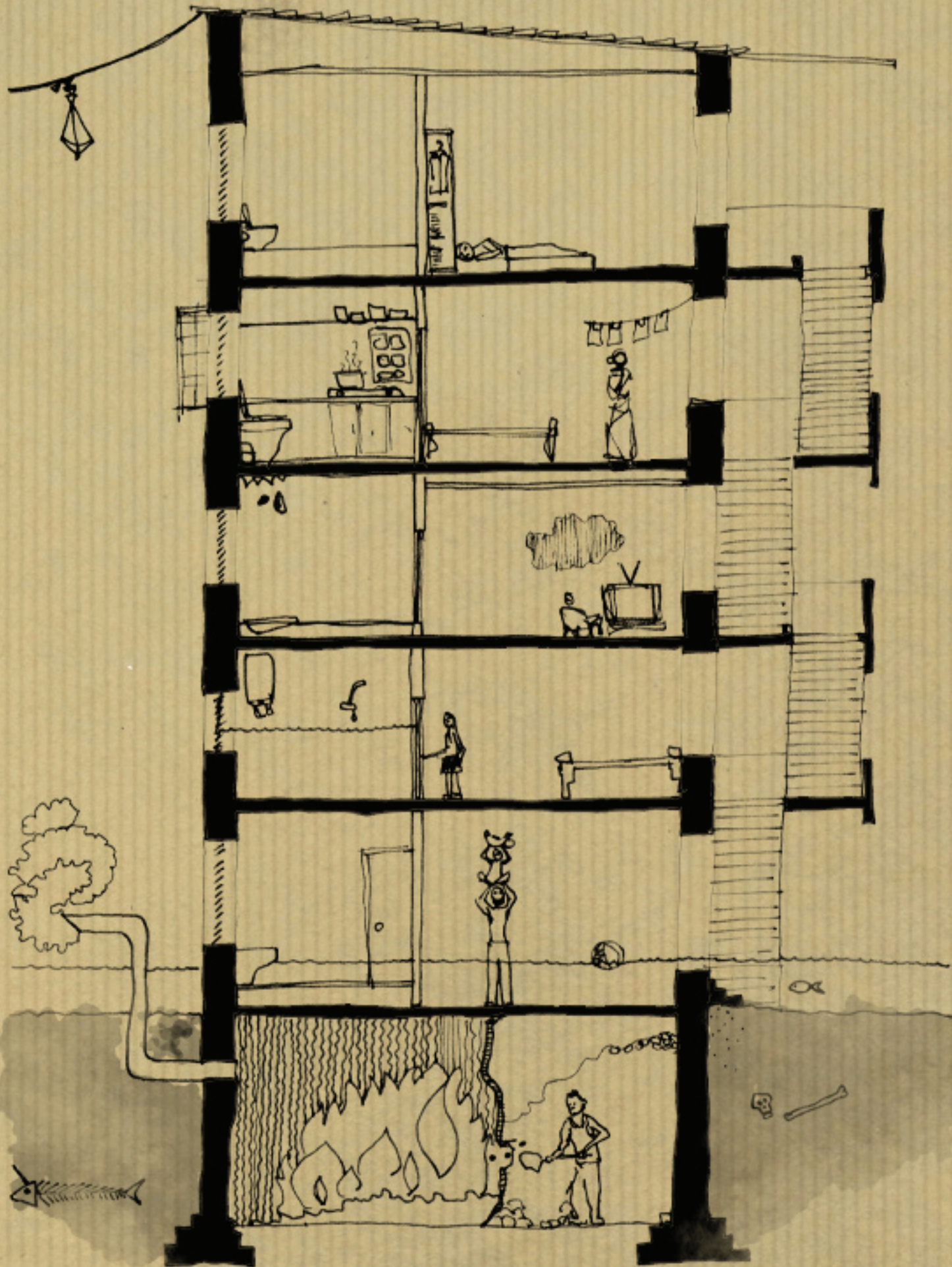
**Concept developments**





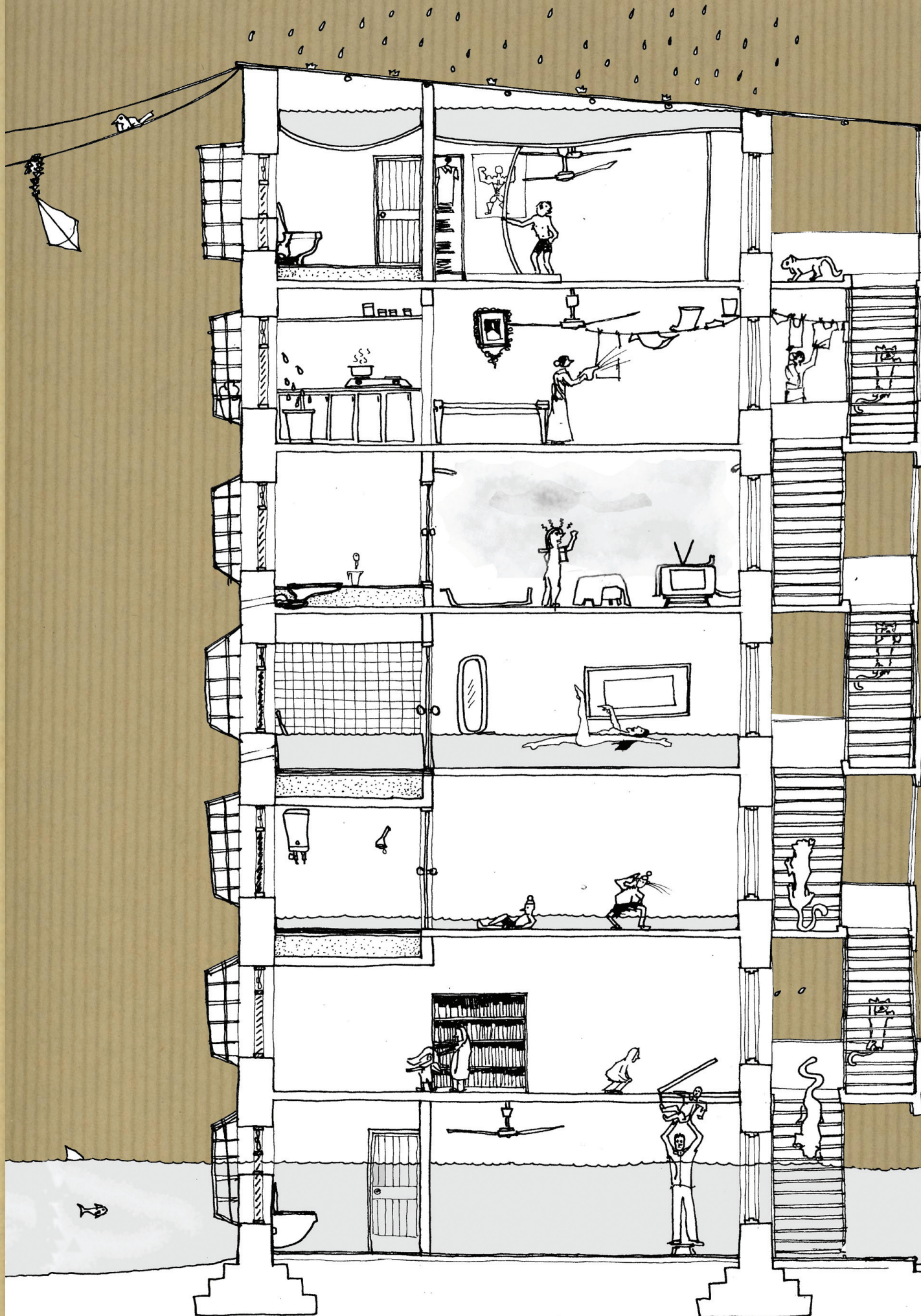
The initial story





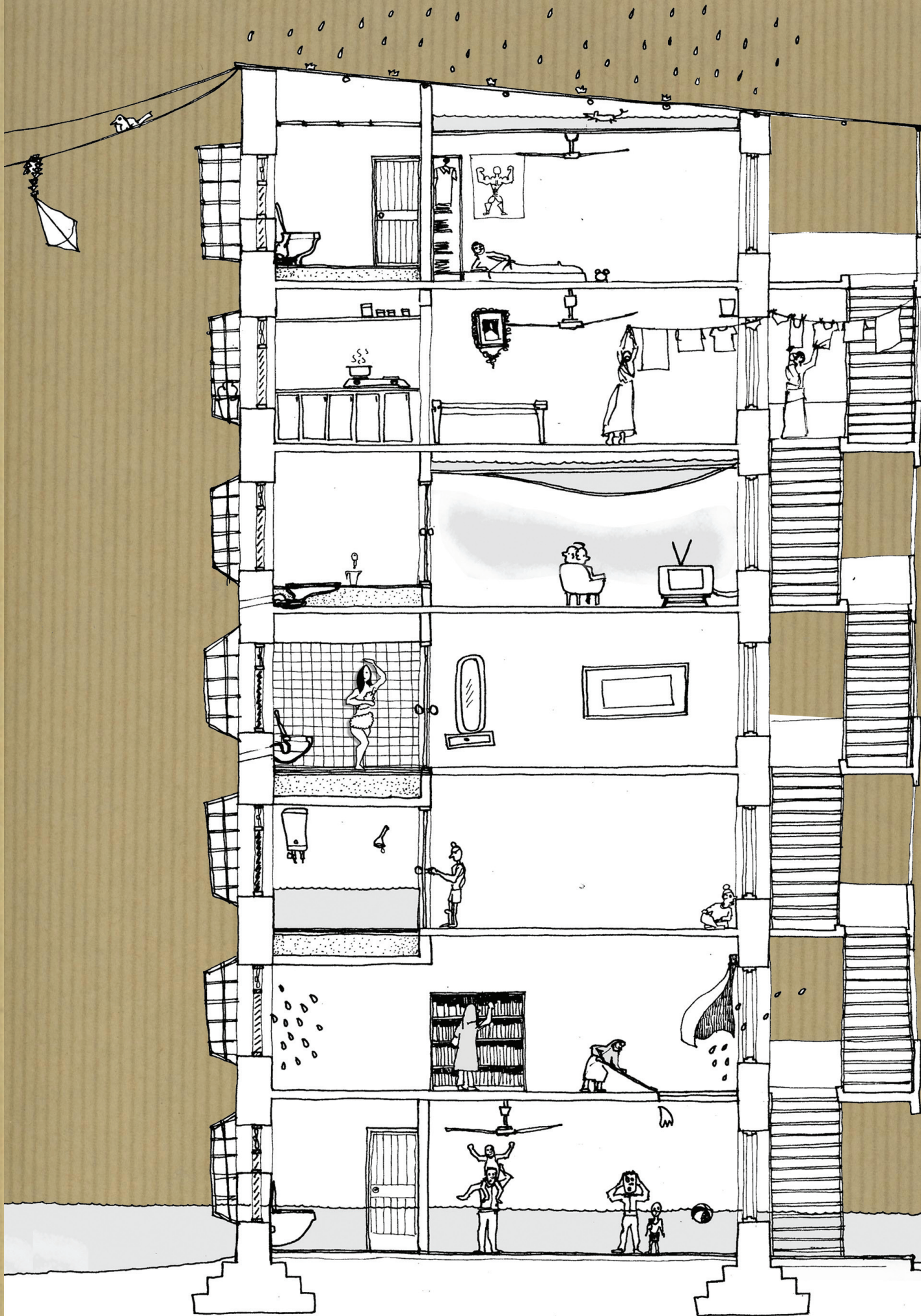
**Fragmenting of the story**



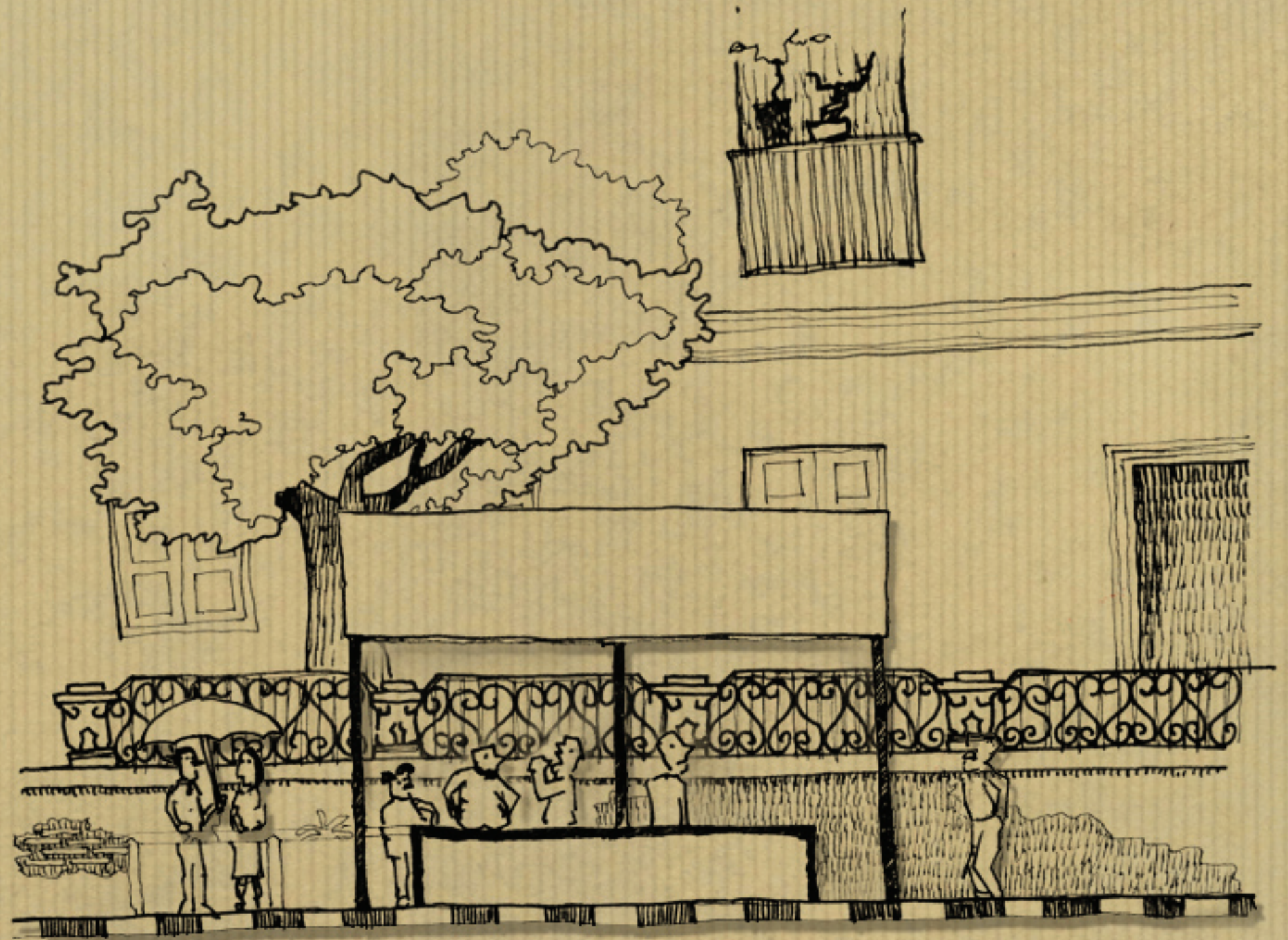


**The Final Setting**









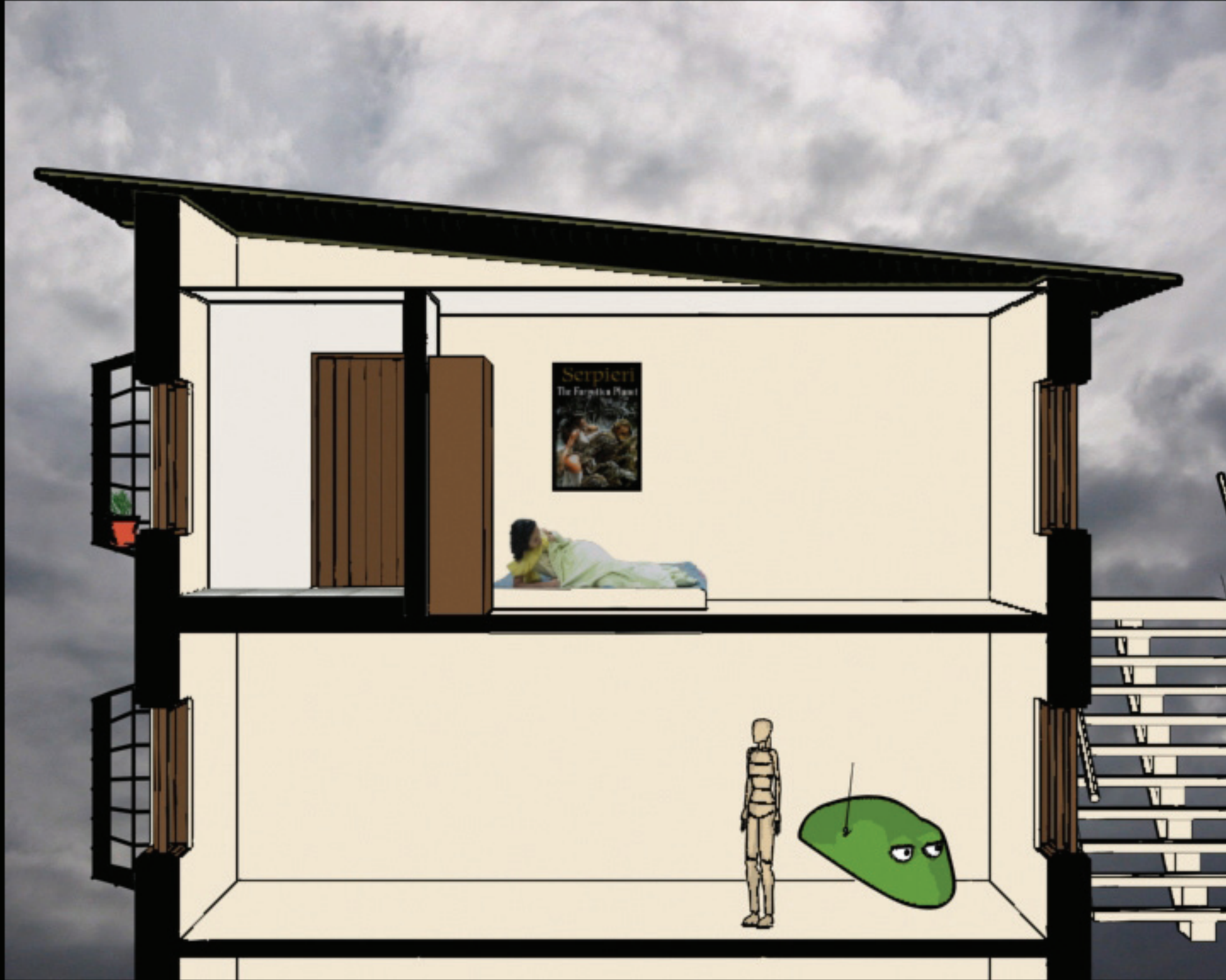
Treatments





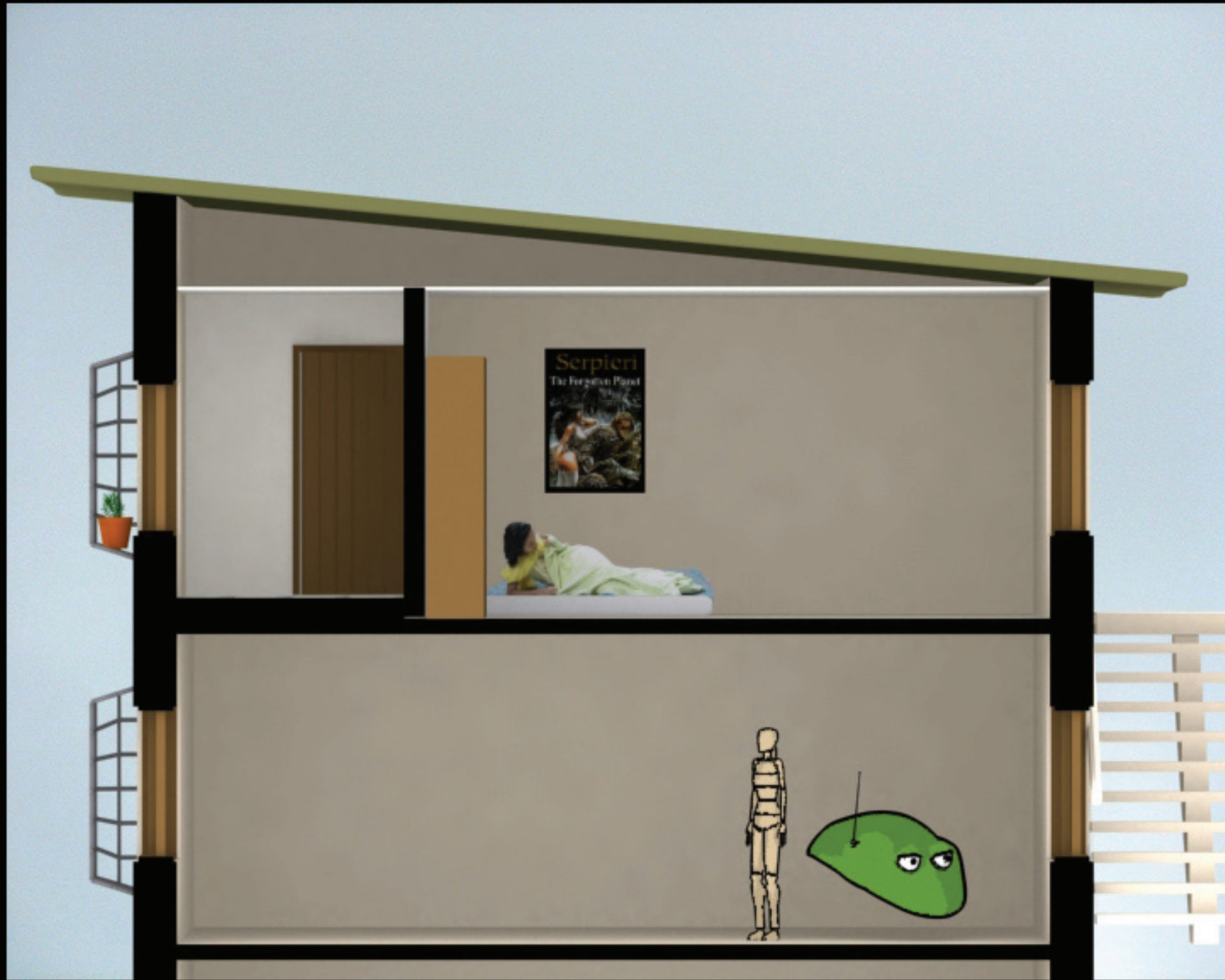
3d render with photographic cut out and toon shaded 3d characters





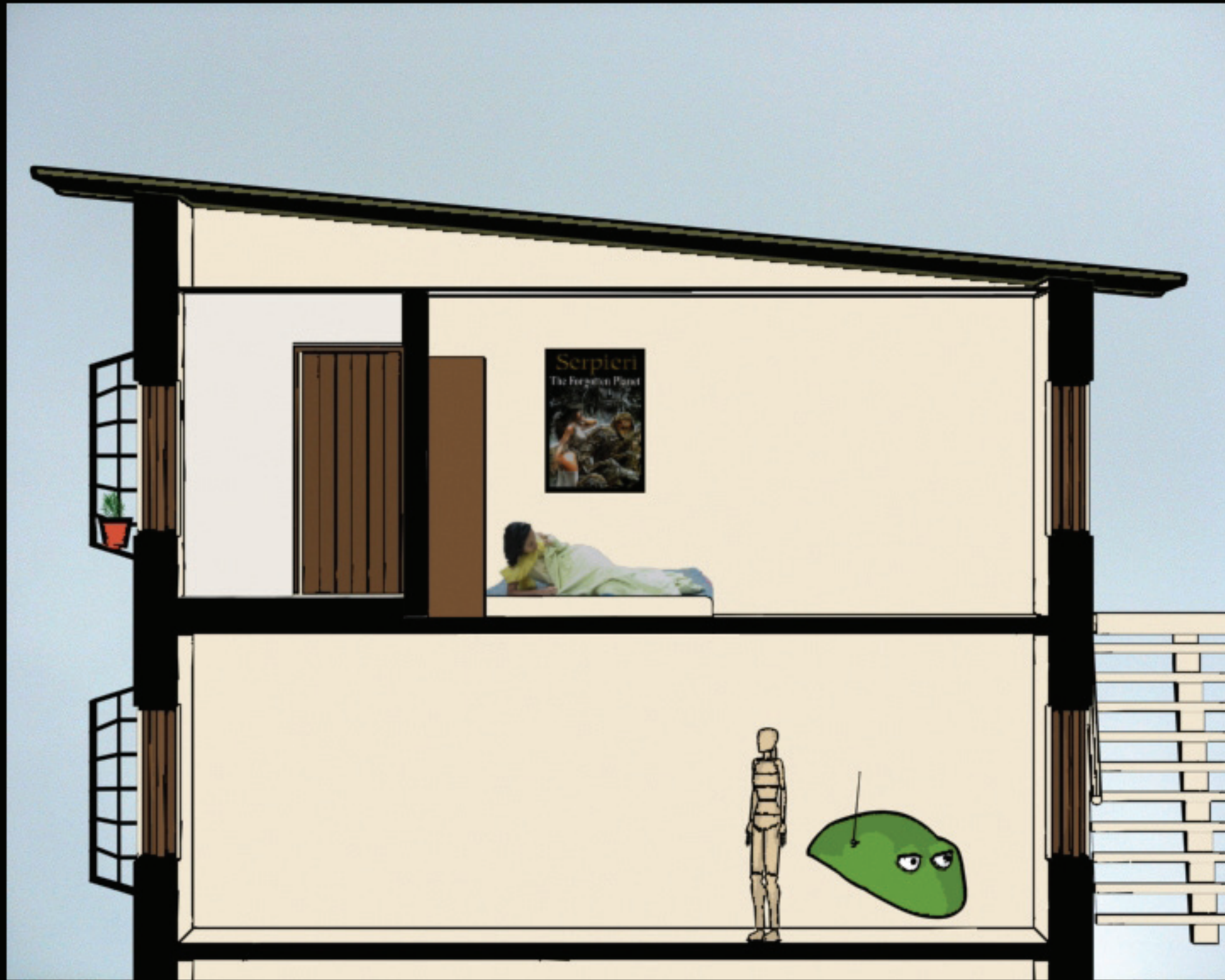
3d render with photographic cut out and toon shaded 3d characters and scene





Tighter Field of view-3d/toon shaded/photographic cut out





Tighter Field of view-scene & character toon shaded/photographic cut out



01	◀September	01	◀October	01	◀November
02		02		02	
03		03	◀Character modelling	03	
04		04		04	
05		05		05	
06		06	◀Texturing & mapping	06	
07		07		07	
08		08		08	
09		09		09	◀Animation & compositing
10		10		10	
11		11		11	
12		12		12	
13		13		13	
14		14		14	
15		15		15	
16		16	◀Live action & Stopmotion shooting	16	
17	◀Final Storyboarding	17		17	◀Compositing
18		18		18	
19		19		19	◀Final edit
20	◀Character design	20		20	
21		21		21	
22		22		22	
23		23		23	
24		24		24	
25	◀Soundtrack/animatic	25		25	
26		26		26	
27		27		27	
28		28		28	
29		29		29	
30	◀Set design/modelling	30		30	
		31			

Timeline



Chroma Shot



Cleanup



Alpha channel



Outline & Opacity



Displacement



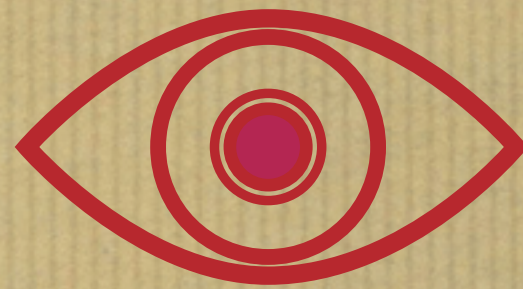
Character treatment





**Final Treatment**





end of presentation