

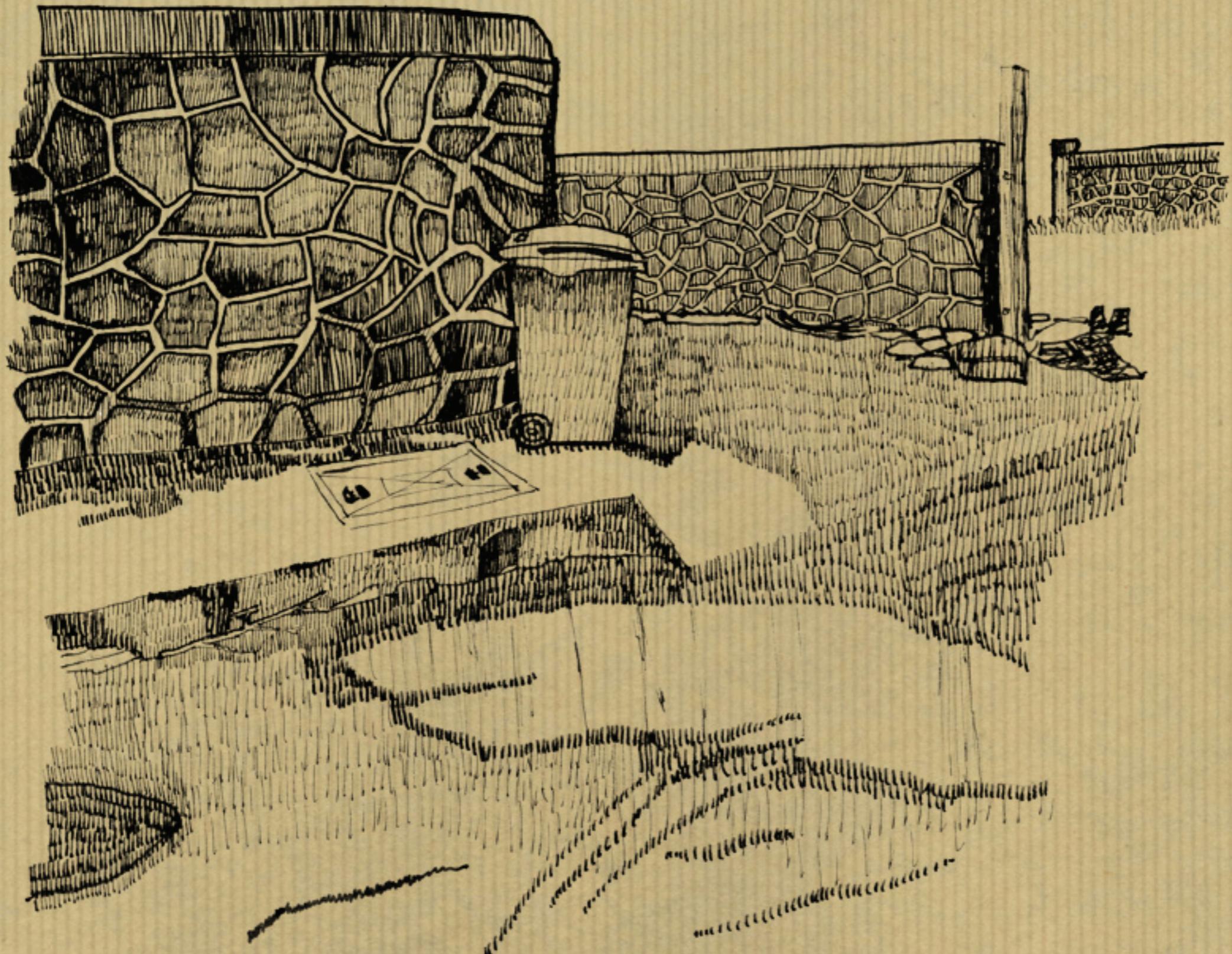
Project two
The Great Deluge
(or Yet another Monsoon Morning)

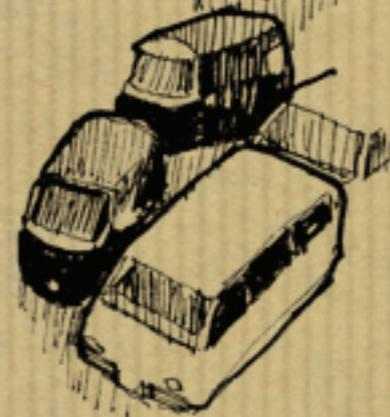
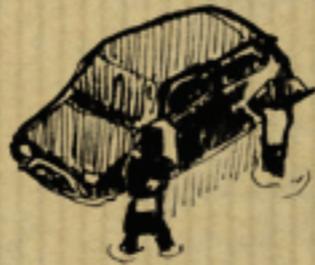
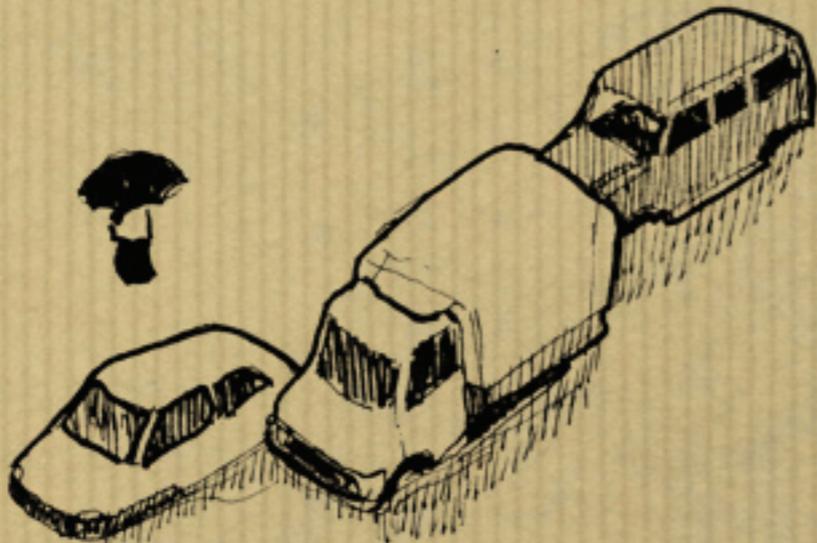
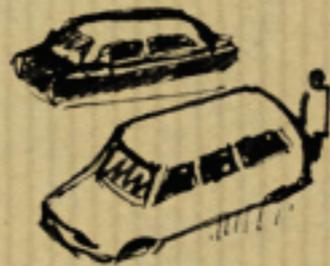
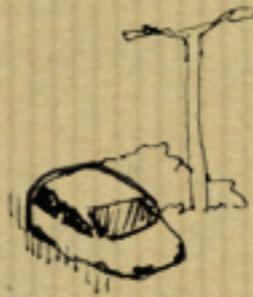
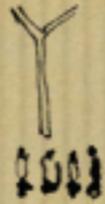
Anand Prahlad

Guide: Prof. Shilpa Ranade
IDC IITB 22 11 06

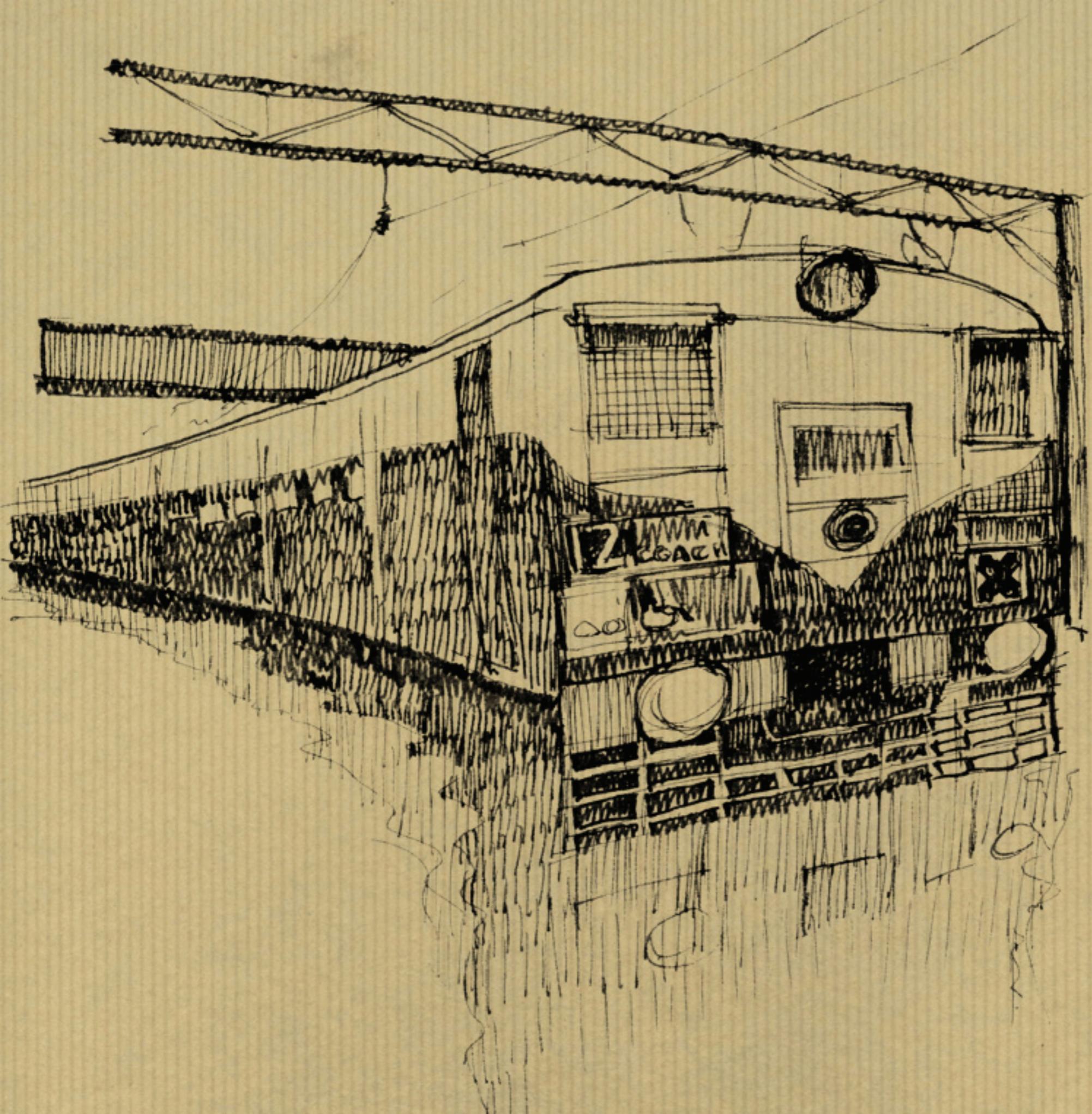
Study sketches and photographs.



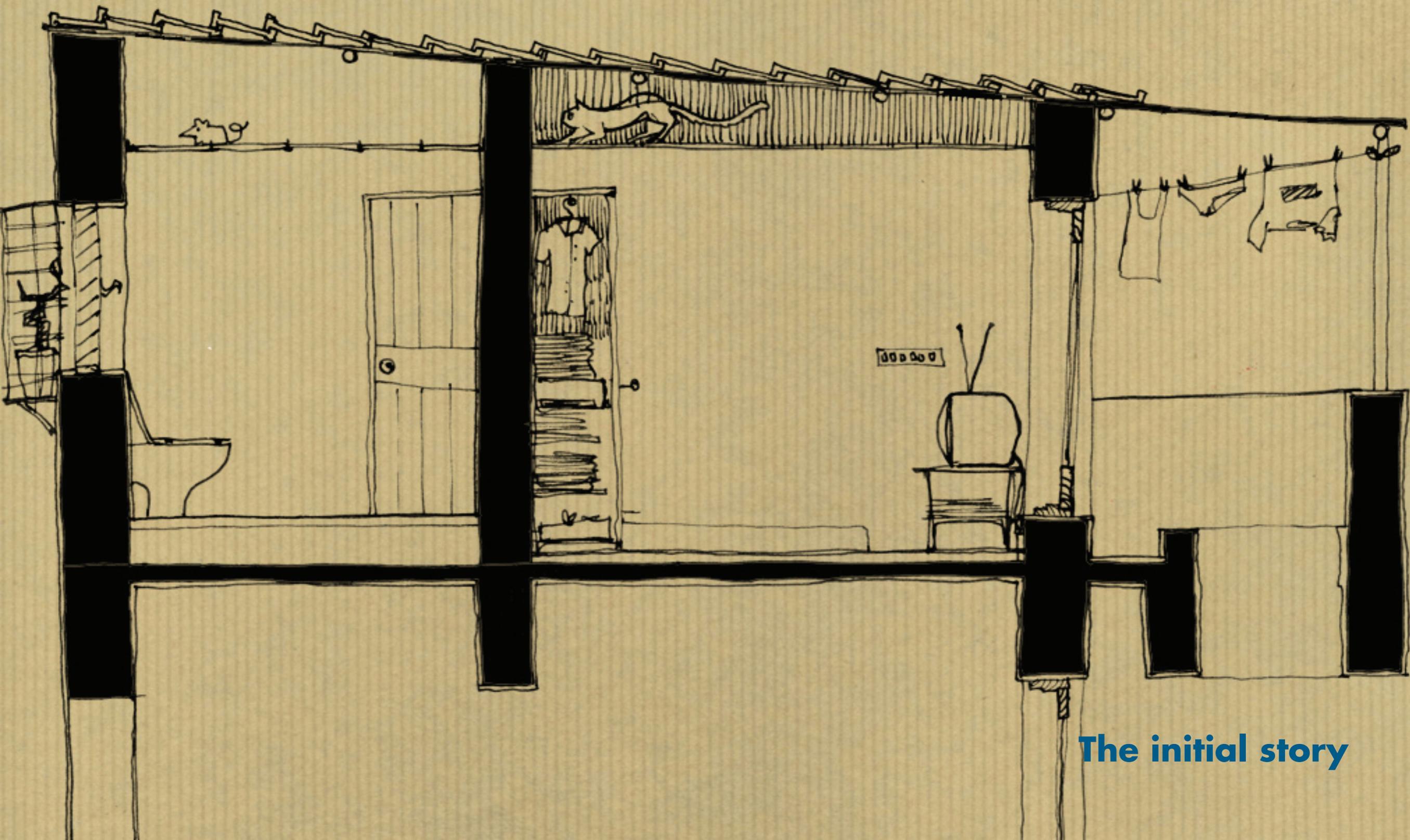




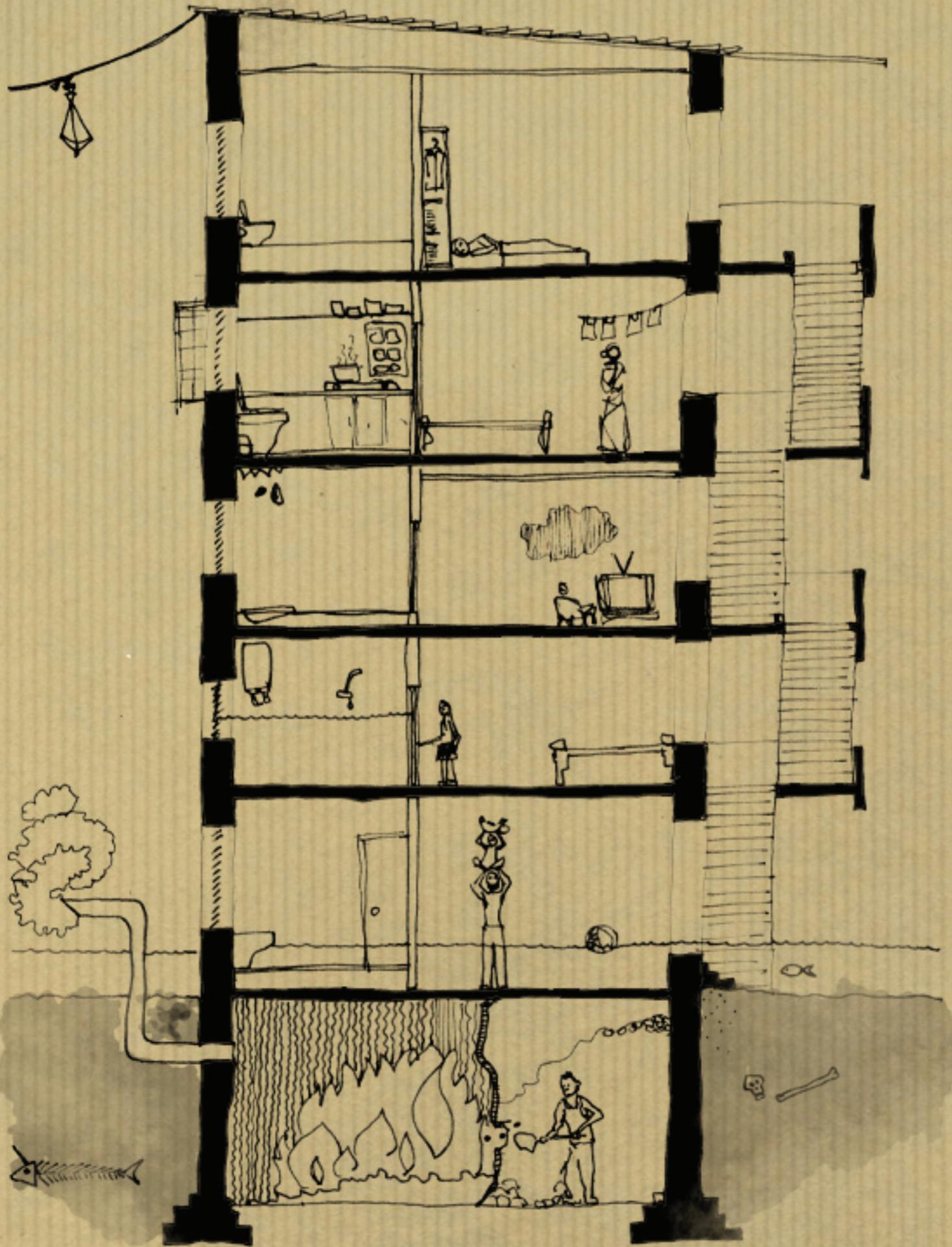




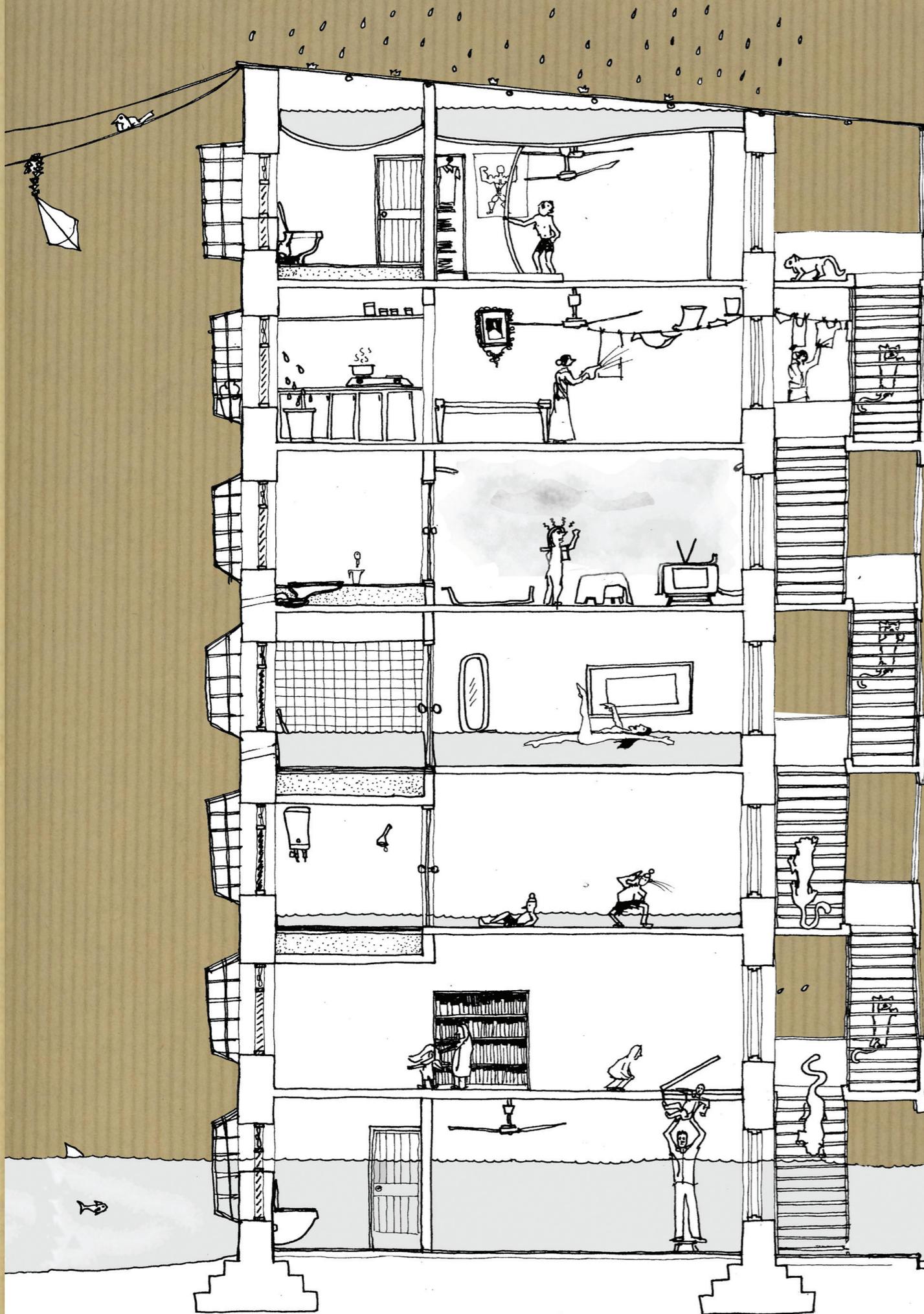
Concept developments



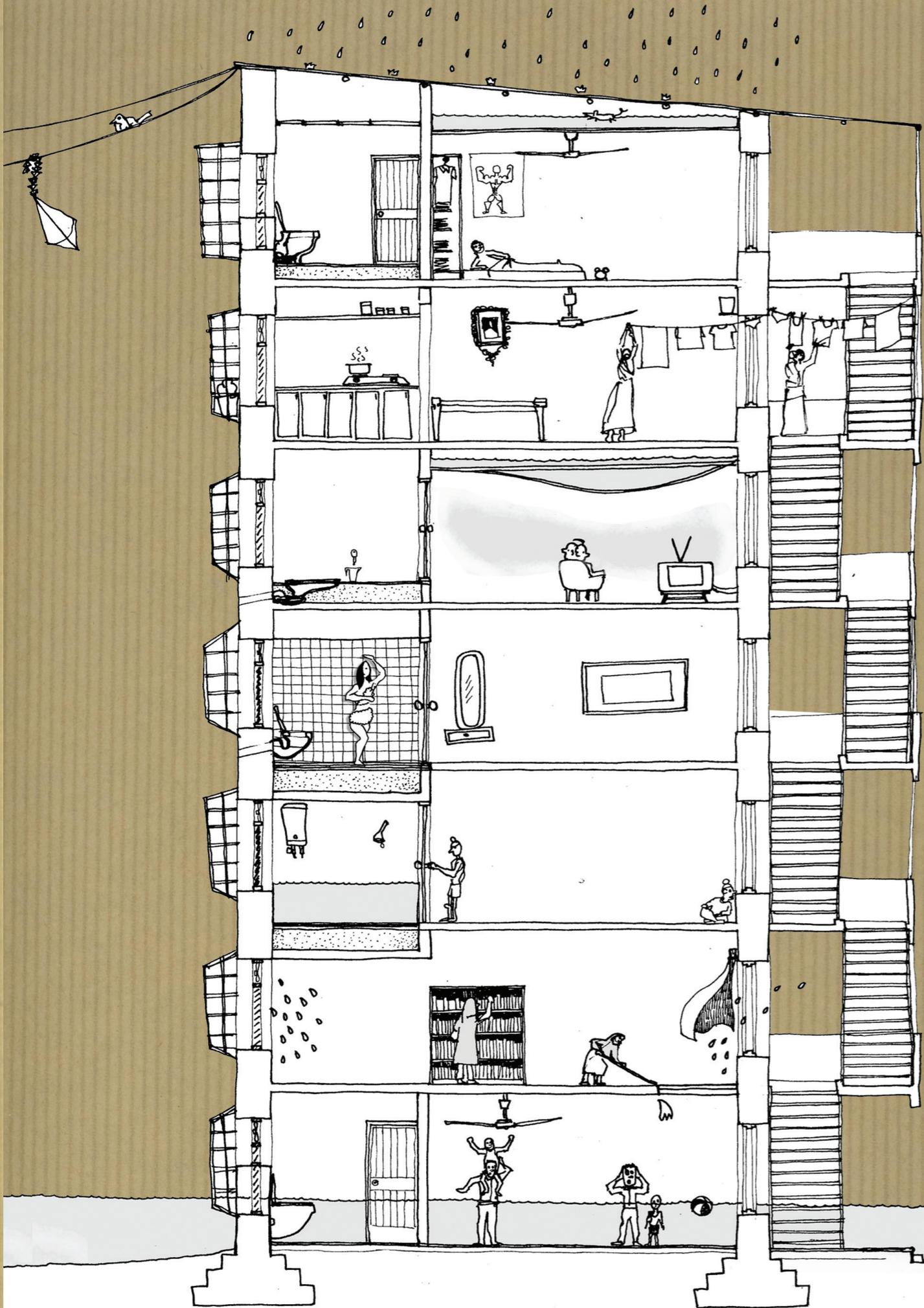
The initial story

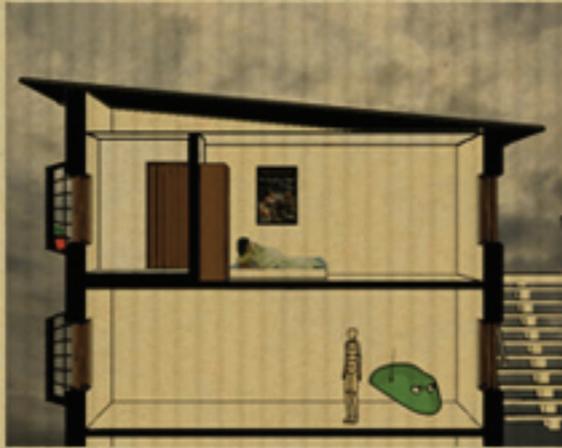


Fragmenting of the story



The Final Setting





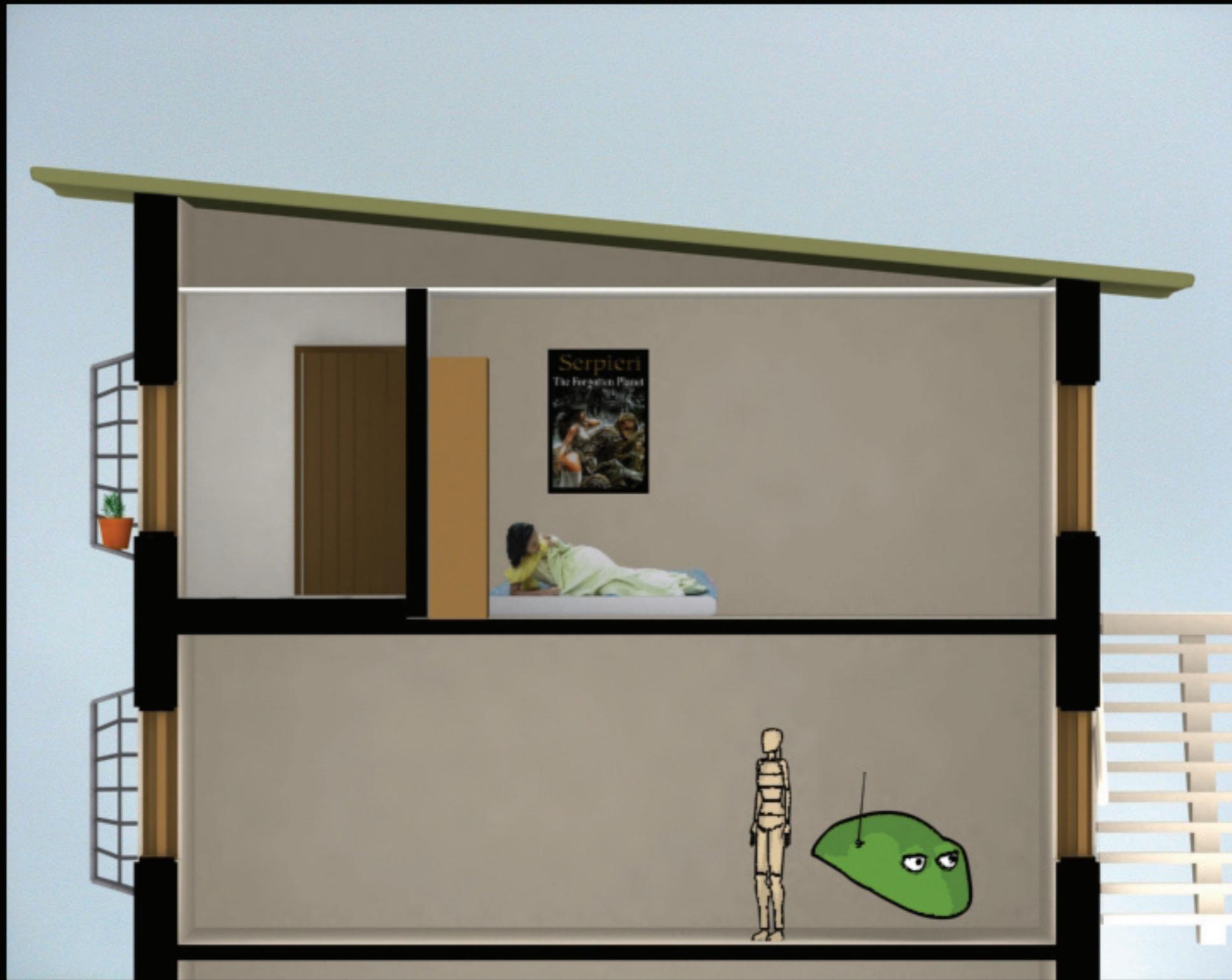
Treatments



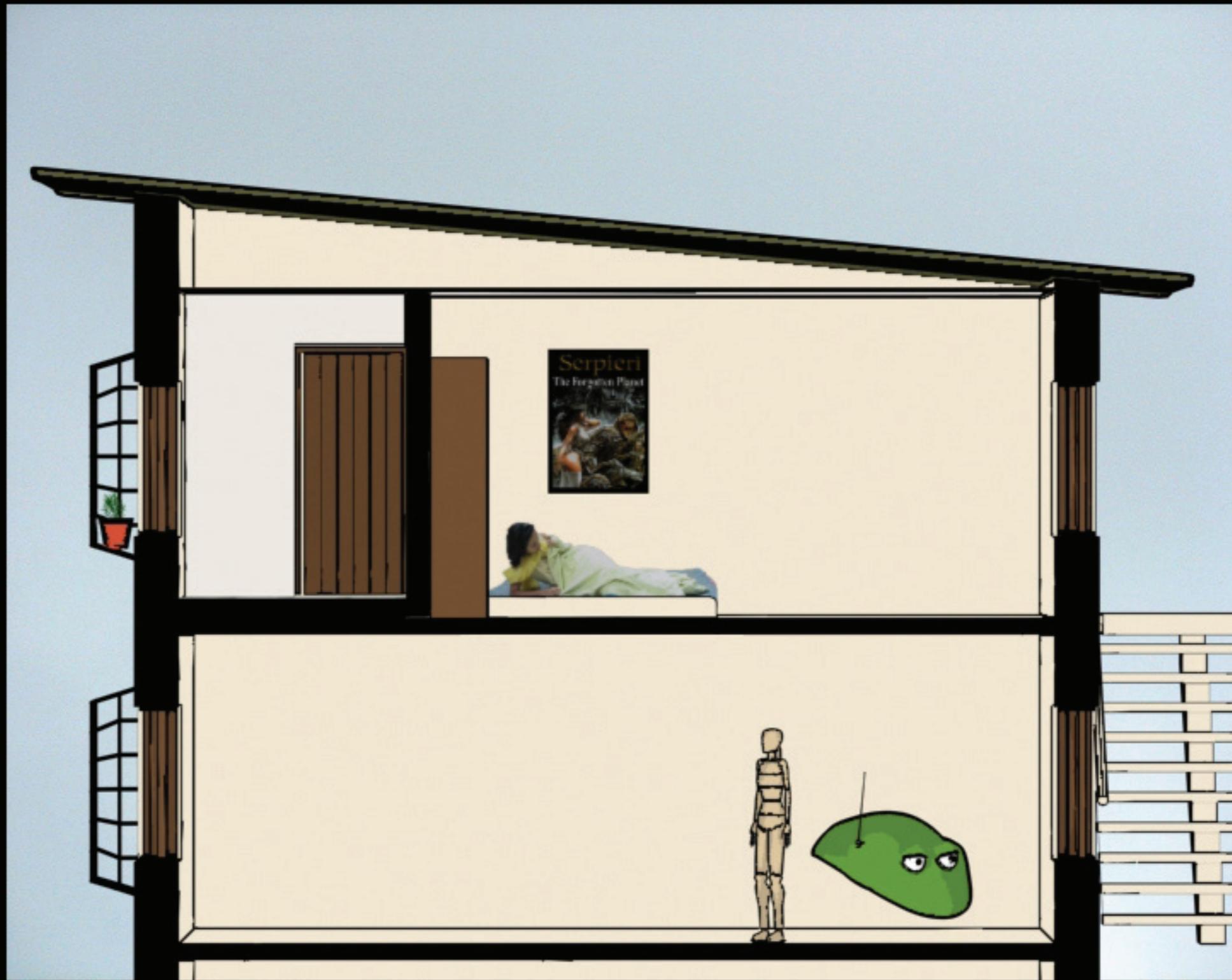
3d render with photographic cut out and toon shaded 3d characters



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			

Chroma Shot



Cleanup



Alpha channel



Outline & Opacity



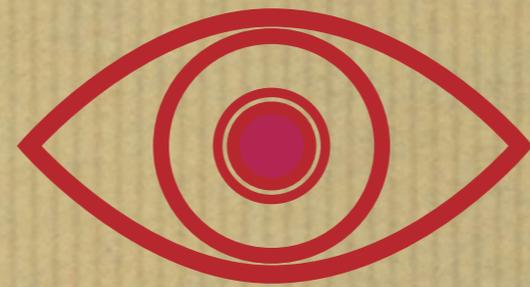
Displacement



Character treatment



Final Treatment



end of presentation