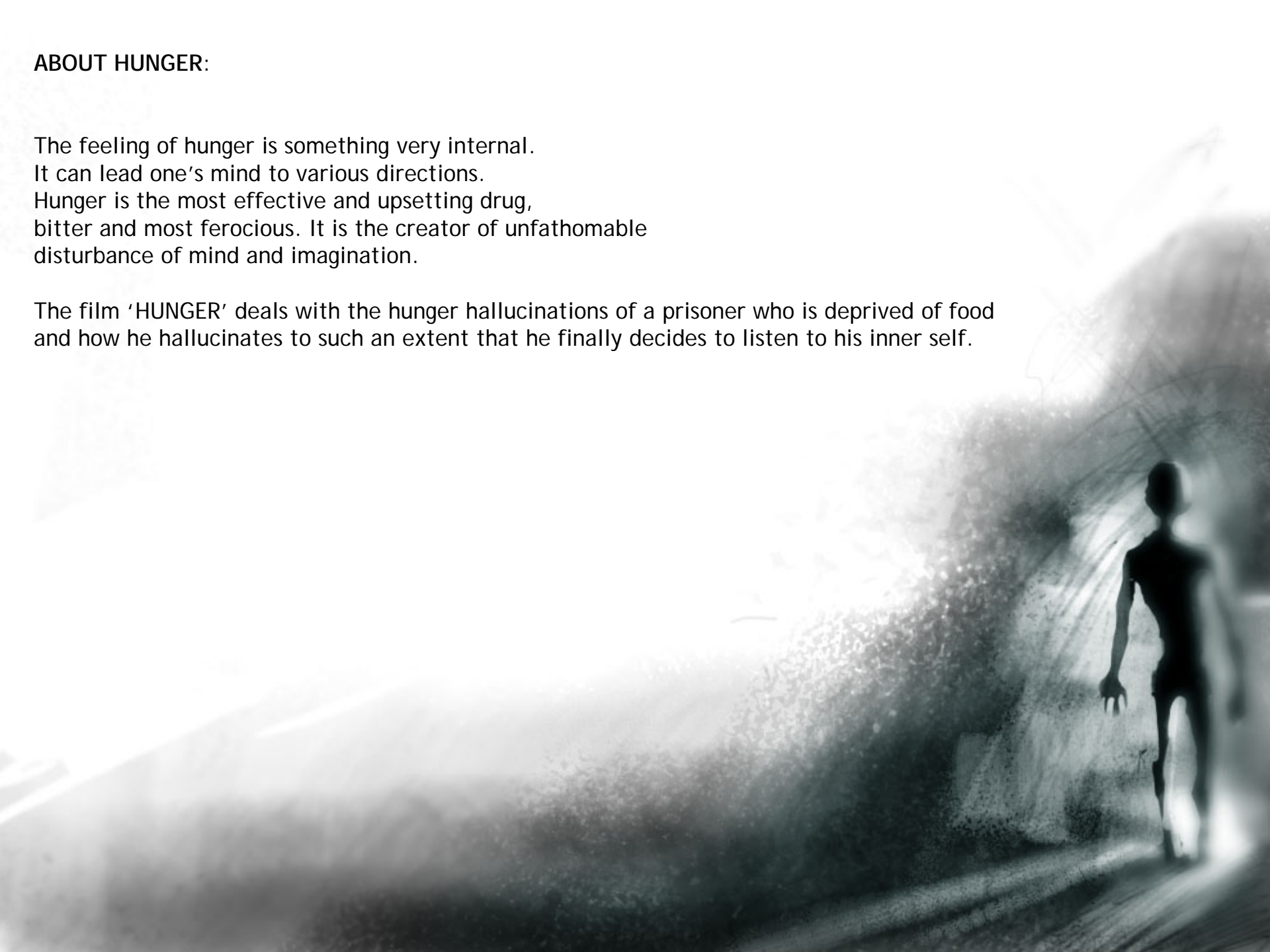


ABOUT HUNGER:

The feeling of hunger is something very internal. It can lead one's mind to various directions. Hunger is the most effective and upsetting drug, bitter and most ferocious. It is the creator of unfathomable disturbance of mind and imagination.

The film 'HUNGER' deals with the hunger hallucinations of a prisoner who is deprived of food and how he hallucinates to such an extent that he finally decides to listen to his inner self.





HUNGER

ANIMATION DEGREE PROJECT
AN -2009

VAJRA PANCHARIA

GUIDE
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IIT BOMBAY
IDC 2009

THE PROCESS FOLLOWED TO CONCEIVE THE FILM:

Research and Exploration

1. Reading books
2. Watching movies

Initial Ideation

1. Mind map
2. Story 1. Story 2. Story 3.

Pre production

1. Final Script
2. Character Exploration
3. Story board
4. Concept Art and style exploration
5. Final Approach

Visual Production Technique

Line drawing in flash, charcoal texture overlay in Photoshop, and composited in aftereffects.

Sound design

Some rough sounds created hands on using coins and plastic materials (stretched in software) to create the mood and ambience of the film.

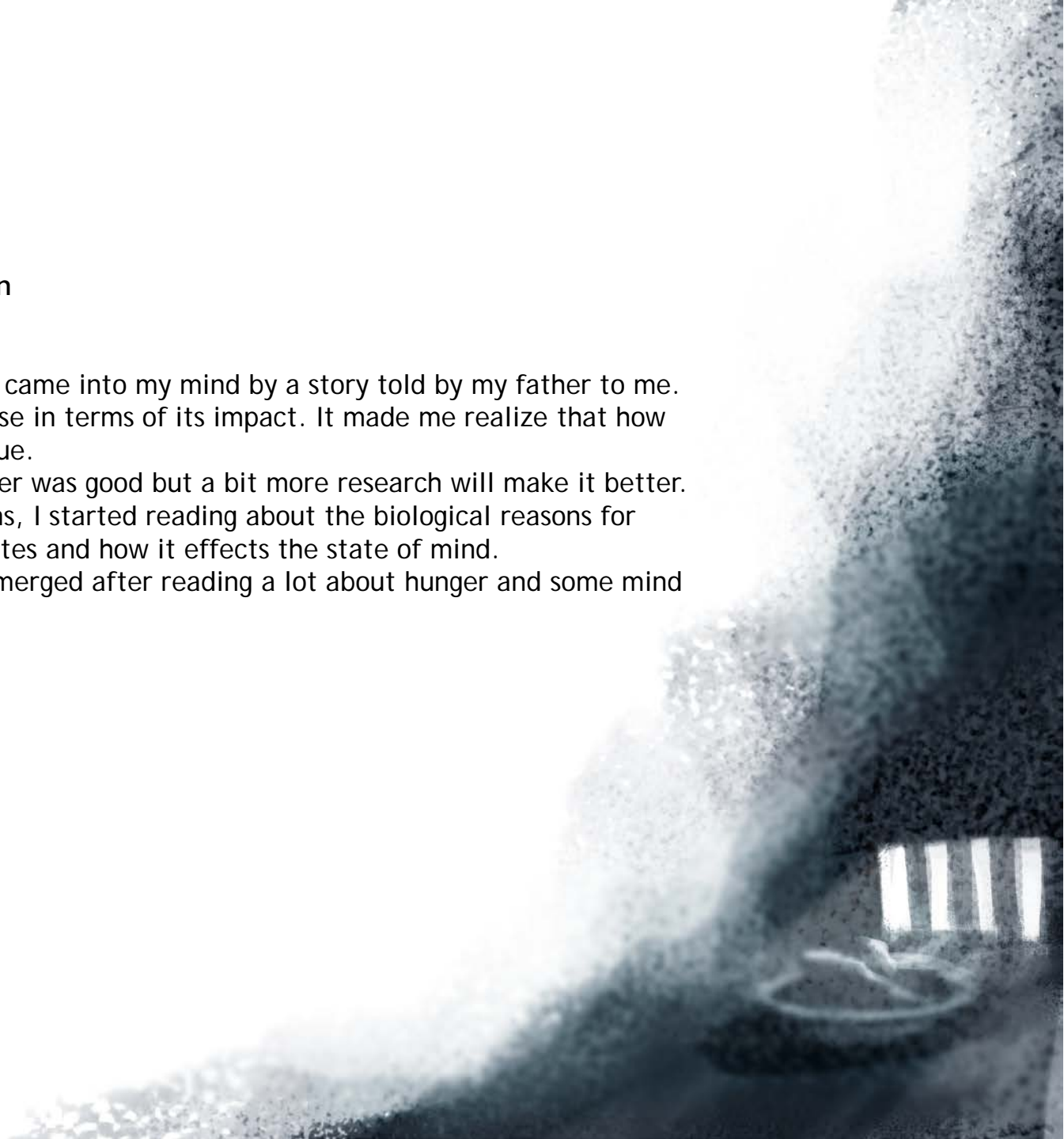


Research and Exploration

The topic hunger initially came into my mind by a story told by my father to me. The story was quite intense in terms of its impact. It made me realize that how severe hunger is as an issue.

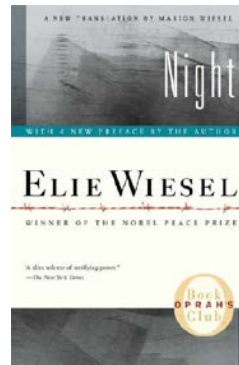
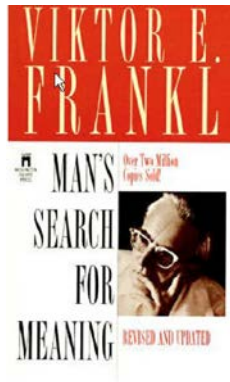
The story told by my father was good but a bit more research will make it better. So I began my explorations, I started reading about the biological reasons for hunger and how it originates and how it effects the state of mind.

But the final story only emerged after reading a lot about hunger and some mind mapping.



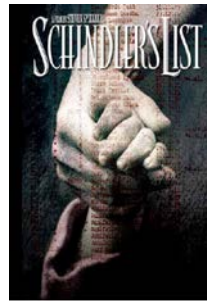
Reading Books

Viktor Frankl- '*Man's search for meaning*' and Elie Wiesel -*Night*.
These books gave me an insight into the mind of a prisoner at the time of holocaust



Watching Movies

I explored interesting films about holocaust like *Life is Beautiful*, *Schindler's List*, *the Pianist*, and *The Boys in Stripped Pajamas* which inspired me a lot to shape my ideas.



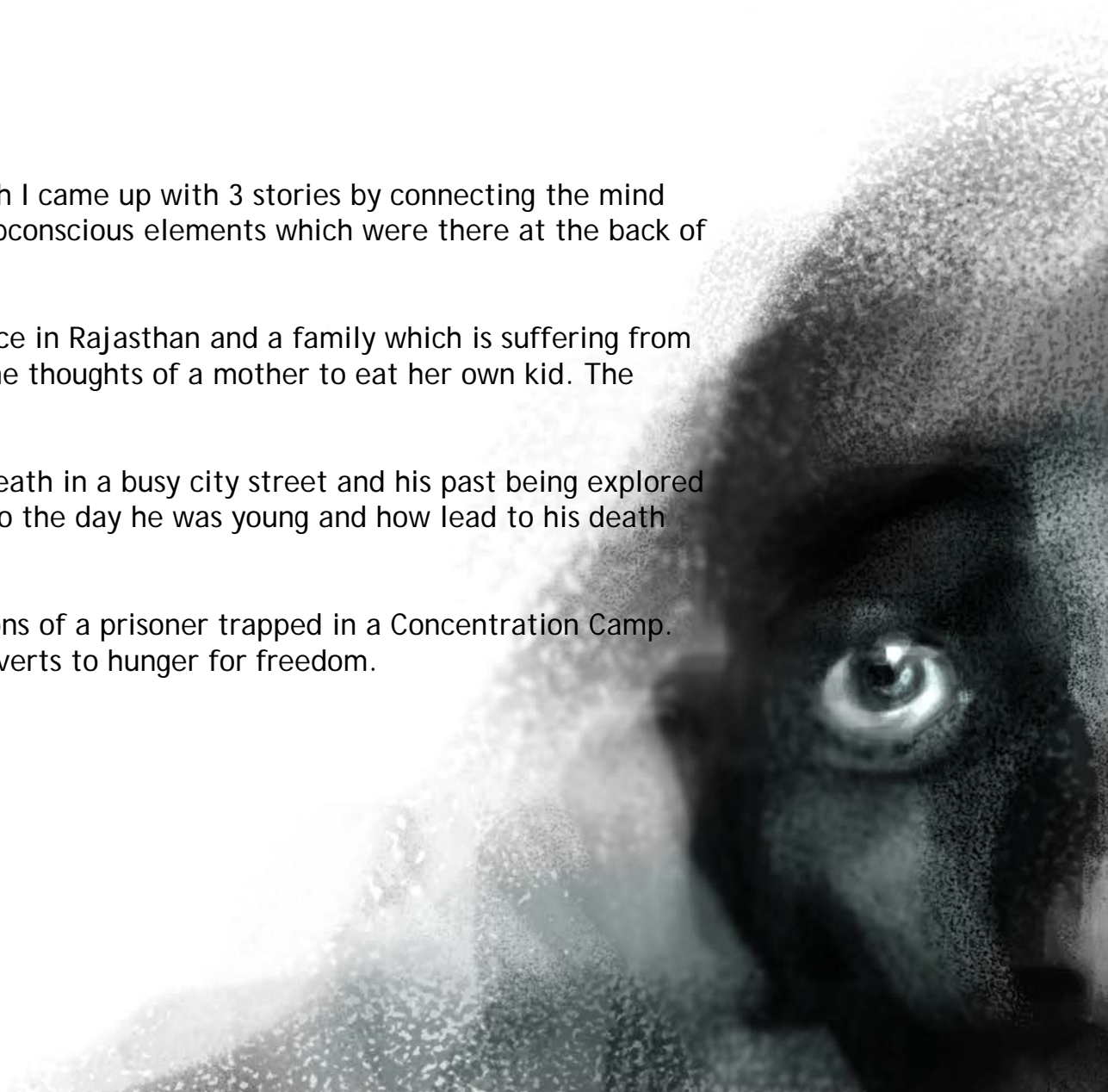
Initial Ideation

After doing the basic research I came up with 3 stories by connecting the mind map data and many other subconscious elements which were there at the back of my head.

Story 1 - A drought struck place in Rajasthan and a family which is suffering from hunger. How hunger forces the thoughts of a mother to eat her own kid. The story told by my father)

Story 2 -Story of a beggars death in a busy city street and his past being explored through a reverse narrative to the day he was young and how lead to his death hunger.

Story 3 - Hunger Hallucinations of a prisoner trapped in a Concentration Camp. And how hunger for food converts to hunger for freedom.



Mind map: All the areas related to hunger were plotted on the sheet and connections were made to get the right link.



Preproduction

I decided to work on the third story as I was deeply shaken by the holocaust. Atrocities that happened with Jewish race were inhuman.

After getting inspired: I started reading more about the concentration camp victims and their experiences. Viktor Frankl was one of the survivors of this camp. His life Story inspired me a lot as his determination to live in such sever conditions sets an example of hope and positivity.

Hallucinations of prisoner

Death, fury.

Starvation leading to mental trauma, physical fatigue and death.

Madness, laughter, extremities, imagination.

Lice, unhygienic condition.



IMAGES FROM CONCENTRATION CAMPS

FINAL SCRIPT

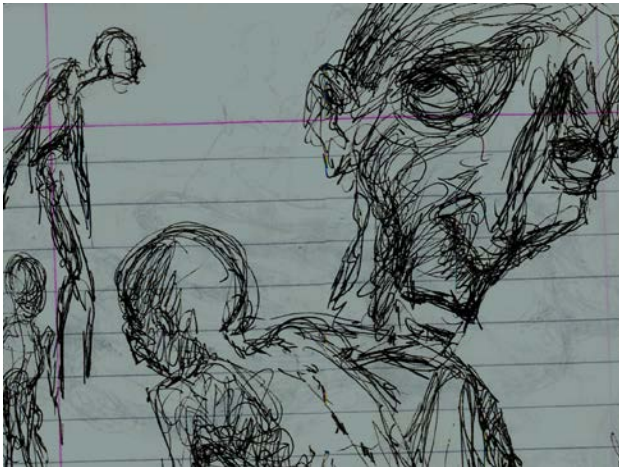
After the final story was in place, it was time to put it into words. So a final script was decided. A script is always a great tool to understand your story better. I wrote down the minute details of the film in the script so that my visualization becomes clearer.

Visual Development

Slow and steady the doodles were giving shape to the look and feel of my story and a rough idea of the character was coming in place.

INITIAL SKECTHES

I sat in one corner and doodle all I could to get my basic ideas out. Which helped me visualize my character and story in a better way.

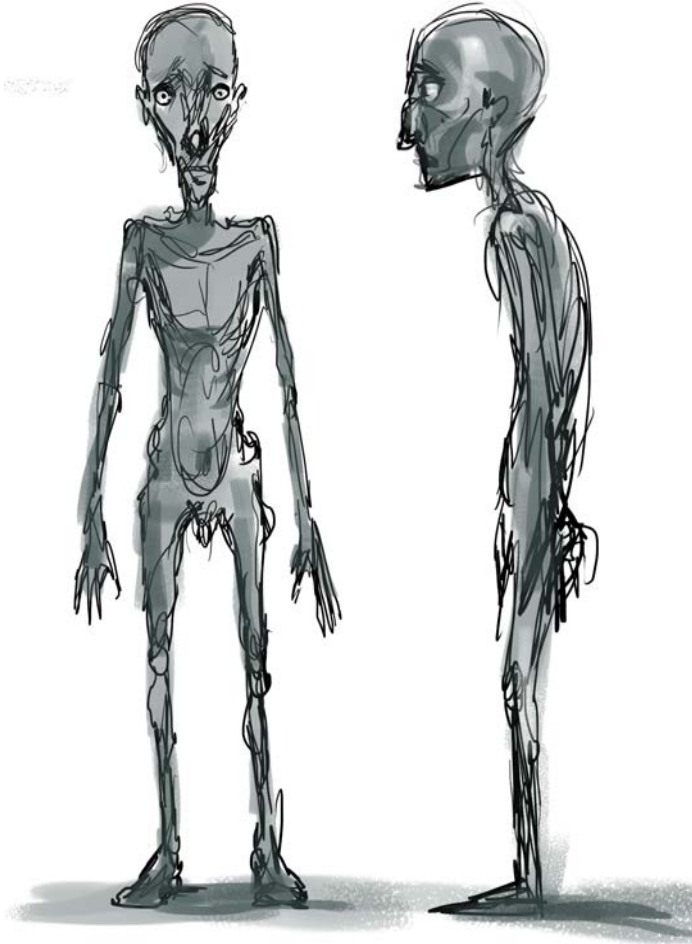


Finalizing the Character

The scribbled feel of the character were some how justifying the script and gave a nice dark feel to the content of the film.



Final Character Design



According to the story the character was food deprived, skinny and almost close to a skeleton. As the food deprivation has caused loss of flesh and muscles.

Story Board

On the basis of the final script ,a detailed story board was made to finally see the movie in visual sequence.

Story Board

Title: _____ Storyboard Sheet # _____

Shot # _____
Description/Dialogue: _____



Shot # _____
Description/Dialogue: _____



Shot # _____
Description/Dialogue: _____



Shot # _____
Description/Dialogue: _____



Shot # _____
Description/Dialogue: _____



Shot # _____
Description/Dialogue: _____



Title: _____ Storyboard Sheet # _____

Shot # _____
Description/Dialogue: _____



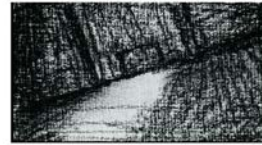
Shot # _____
Description/Dialogue: _____



Shot # _____
Description/Dialogue: _____



Shot # _____
Description/Dialogue: _____



Shot # _____
Description/Dialogue: _____



Shot # _____
Description/Dialogue: _____



Shot by shot division of the scenes and since majority of the film happens in the prison, so charcoal was used as a medium to get the feel of the film across in story board itself.

Concept Art and Style Exploration

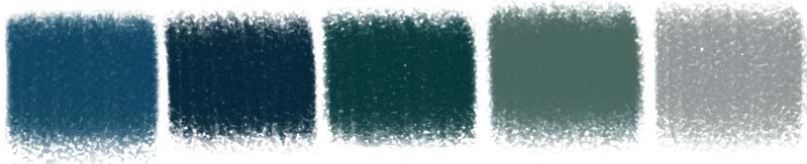
Few concept arts were made to explore the dark style of the film.

Concept Art and Style Exploration



Charcoal studies of the character and feel of the film

Concept Art and Style Exploration



Mood and color tone exploration

FINAL APPROACH

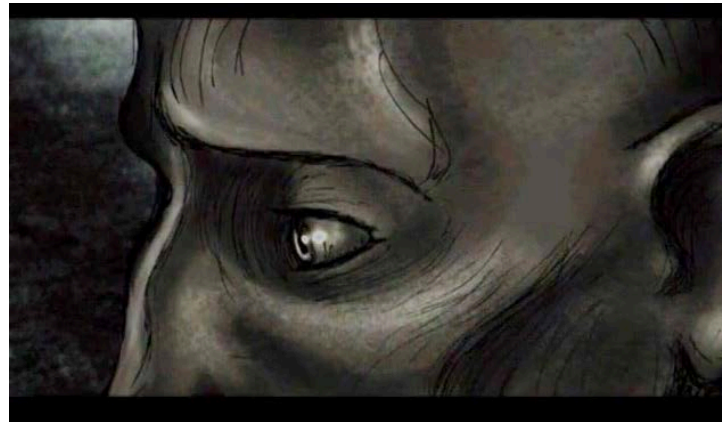
These were the initial styles which were hand drawn on paper and then layered frame by frame by charcoal, but animating the complete film in this way was a very tedious process. So another process had to be figure out.

II



PRODUCTION

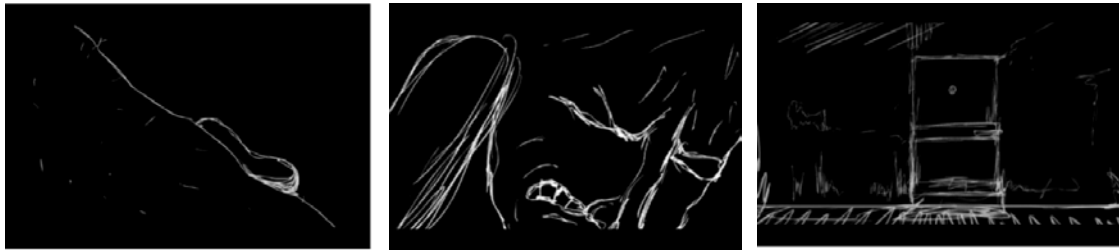
In the production stage I decided to animate with scribbles drawn in flash and adding animated paint layer in Photoshop to get the desired feel of my film.



Final rendered frames from the film

ANIMATIC FOR THE FILM

After the initial story board was in place, it was time to start lining up the story board and make a rough animatic with scratch sound.



Shots from the Final Animatic

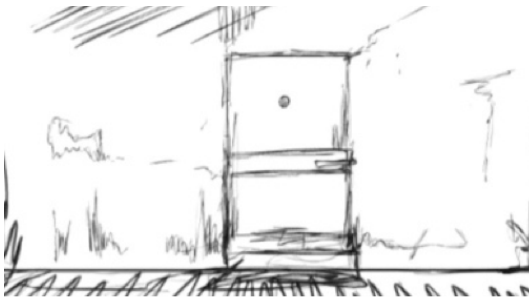
TECHNIQUE

After the animatic was complete ,in terms of timing I started tackling shots one by one depending upon there complexity .

A plan sheet was made about how many shots could be tackled in one day and then the process of animation began.

PROCESS

The shots which were inside the prison were first animated in flash
.Below are the images of the flash drawing.



PROCESS

Then these frames were painted individually in Photoshop with required shade and light.



PROCESS

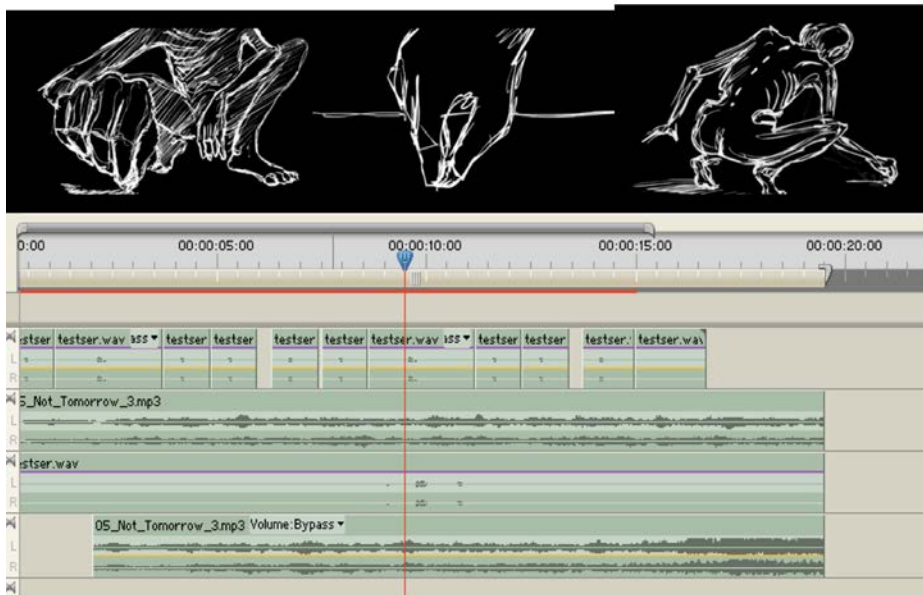
Also the required background image for each shot was painted in Photoshop, with various other layers which were required to enhance the shot.



These shots were then imported in after effects and the complete scene was composited with required treatment, camera moves and color corrections.

EDITING

The completed shots were then imported in Adobe Premiere and put on to the timeline and placed in a sequence .Then very basic editing was done in order to match each shot with the sound that was created in the



Audio timeline in Adobe Premiere for layering sound

SOUND DESIGN

Scratch sound was created using various sound effects and Material experimentation

Using existing materials

Coins, Glass and slowing down the speed

Voice

Self enacted in a closed room

Final sound design

Layering in premiere and audio effects manipulation

REFERENCES

BOOK REFERENCES

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<http://bokertov.typepad.com/>

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