



Why this project?

- Recreating my memories of the village I lived in my childhood
- Awareness on the importance of Sacred groves and its role in protecting the regional culture and biodiversity.
- Showcasing snippets of a lost lifestyle.



Background motivation

- My own memories of childhood and the surroundings I grew up which has changed drastically over time.
- Showcasing the environment and elements which were ignored over time and got lost.
- The need for awareness for the importance of local environmental and cultural elements such as Sacred groves.



Iringole Kavu- A sacred grove in Ernakulam, Kerala Image Source: https://commons.wikimedia.org/; Author- Vinayaraj License under creative commons

Kavu - Sacred grove

Sacred groves are patches of evergreen forests that are considered to be developed as a part of the agricultural lifestyle. The size of a sacred grove varies from a few cents to several acres in Kerala. The origin of sacred groves is considered to be a part of the agricultural practices of a village.

The rapid population growth in India made the landowners replace the forests with farmlands and residents. There are also cases of irresistible government actions in the name of developmental activities.

Kavu- (കാവ് - Malayalam) is the traditional name given to a sacred grove along Kerala.



Theyyam- performance artform originated from Kavu Image Source: https://commons.wikimedia.org/; Author- Lulumurali License under creative commons

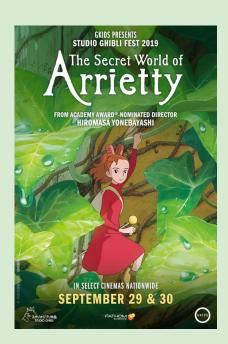


Shrine of Snake god inside a Kavu Image Source: https://commons.wikimedia.org/; Author- Manoj K; License under creative commons

Observations and References



Princess Mononoke (1997) Studio Ghibli Director-Hayao Miyazaki



The Secret world of Arriety (2010)
Director-Hiromasa
Yonebayashi

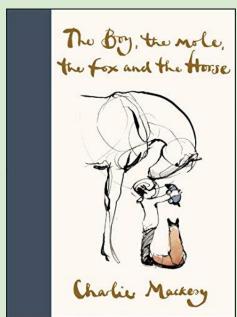


Ananthabhadram (2005) -Directed by Santhosh Sivan

Observations and References



Just so happens
-Graphic novel by Fumio Obata



The Boy, the Mole, the Fox, and the Horse -Illustrated storybook by Charlie Mackery



Mixtape graphic narrative series
-Kokaachi comics

Writing the story

Generating themes:

- Elements related to Sacred groves and its cultural aspects
- -The story framed from my memory and experiences.



The story brief

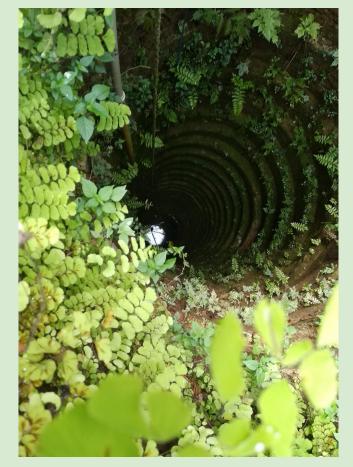
The story is set in a village of south Kerala. Its story of a 10 year old boy Kuttan who while playing around his house fells into the well accidentally. Kuttan, who was an anxious kid gets frightened at this incident. He was pulled inside by some spirits and saves him and tells him about them. The spirits were the deities of the Kavu (Sacred Grove) near his house and they dwell for protecting the ecosystem. They tells him about how Kavu is being destroyed and how they are tragically affected by it.

He is being pulled out from the well by rescuers and he wakes up and gets confused. He believes all these were just a dream.

After many years they moved out to a nearby town. The Kavu is being destroyed by industrialisation. There comes a water crisis as the groundwater got deteriorated. Kuttan finds out that the old well was the only place where there is still groundwater and goes back to the place. While he was on his way he finds out an amulet he lost inside the well years ago near the pond inside the Kavu. He Realises that the past incident was real and finds a way inside the old well. He finds the old Spirit dying inside the well. He realises the condition and brings out a plant that the spirit has given him to plant in the now deserted place.

Elements of the story

- Developed from my experiences and secondary study and several observations
- Village and the whole setup was inspired by my own village which was an agricultural-based economy before.
- The well in the story is inspired by a well which actually exists in the place which is more than 50 years old.
- The characters portrayed in the story are the deities which are worshipped in Kavu.



The old well Image Source: Author

Elements of the story

• Some regional foliage study photographs for portraying the biodiversity in the illustrations













Study Sketches

Character - Kuttan







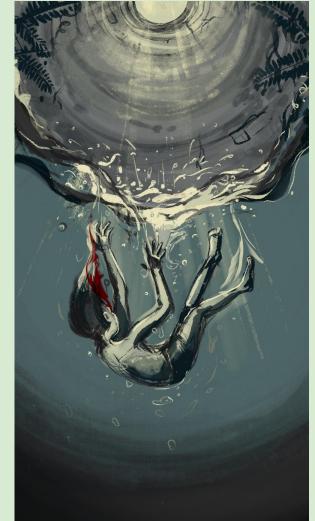
Study Sketches

Character - Kuttan



Visualisations







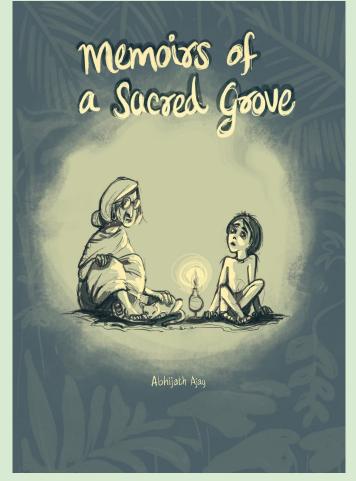
Page Layout - For final Illustrated book

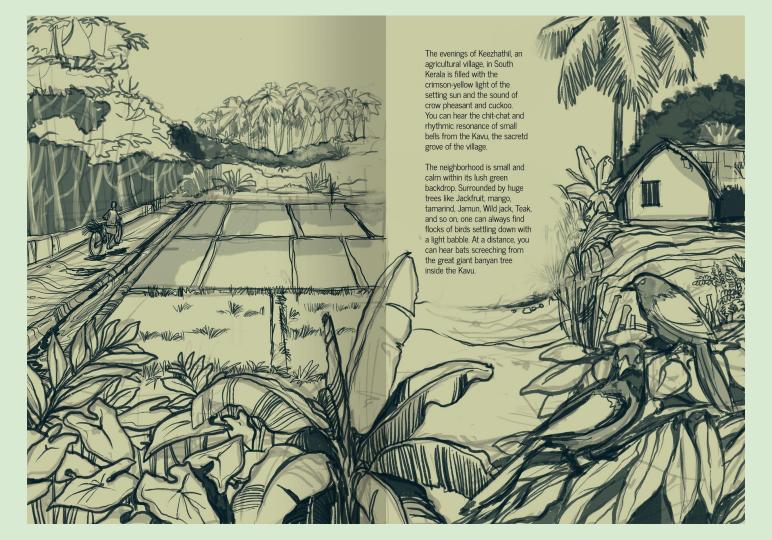


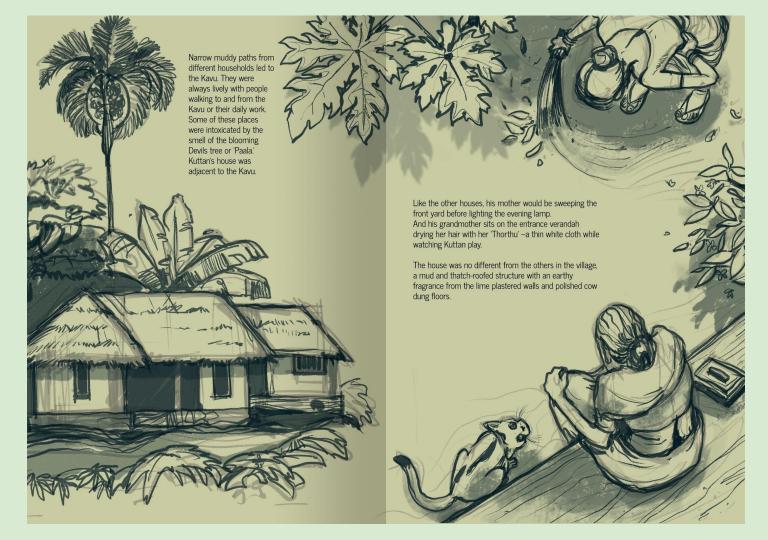
Final Design

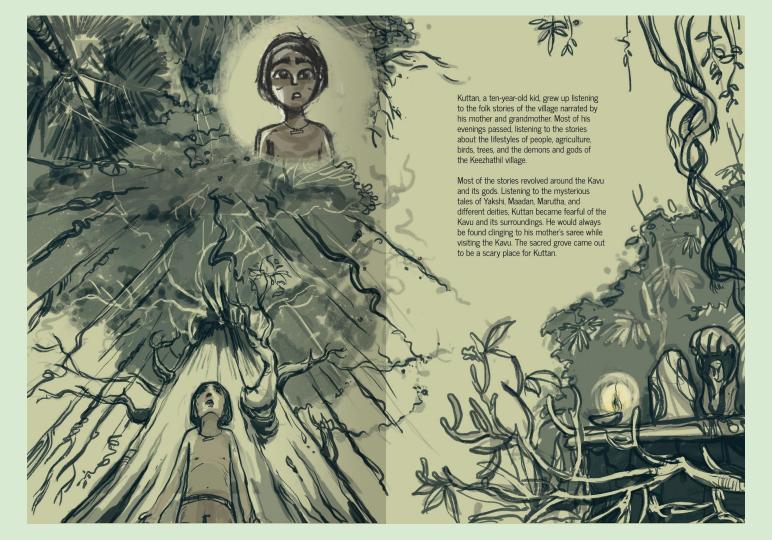


Cover page

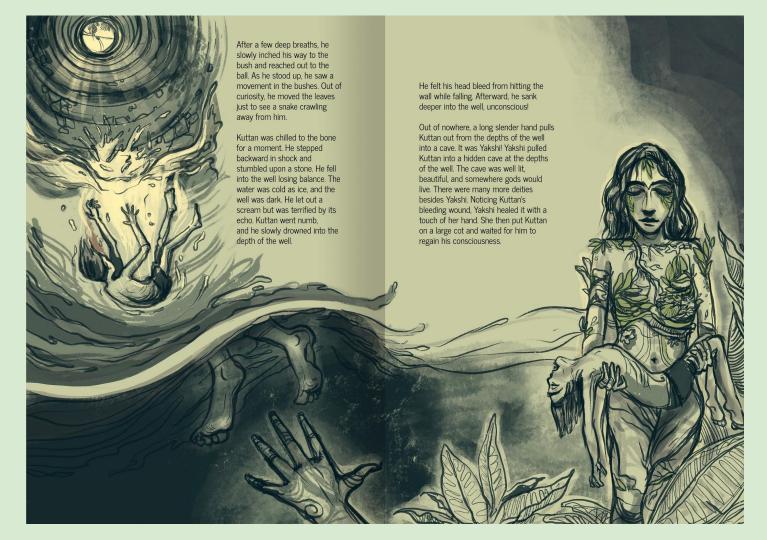


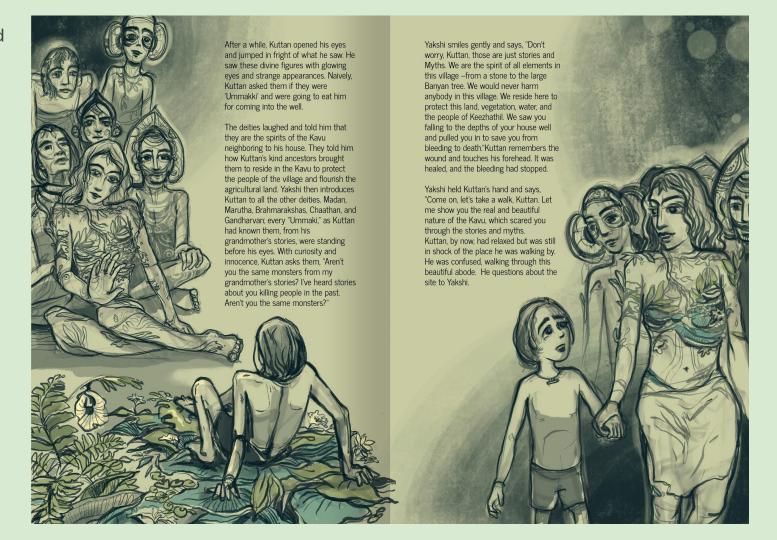








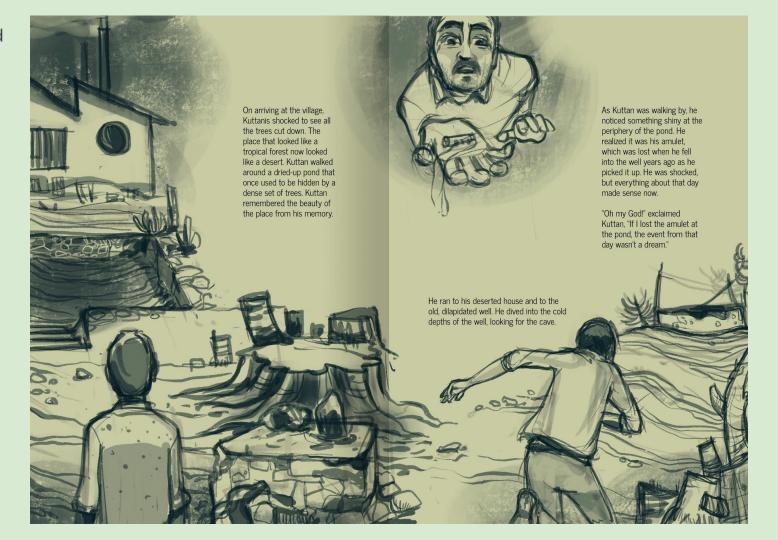


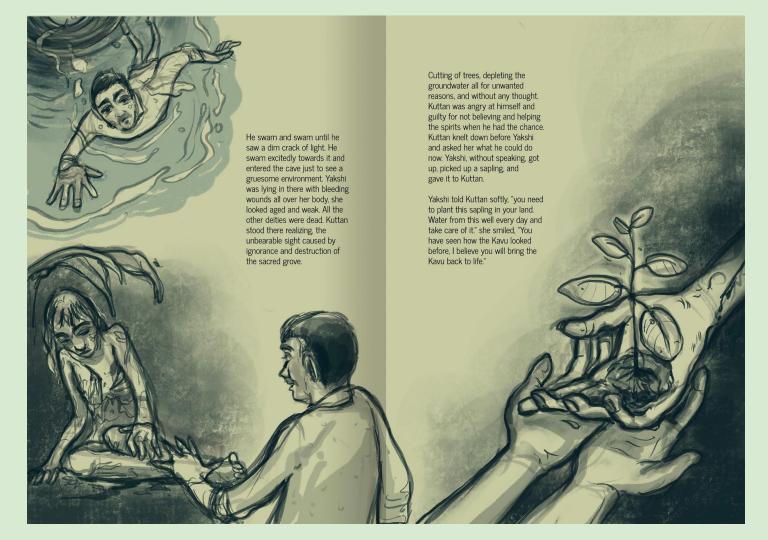


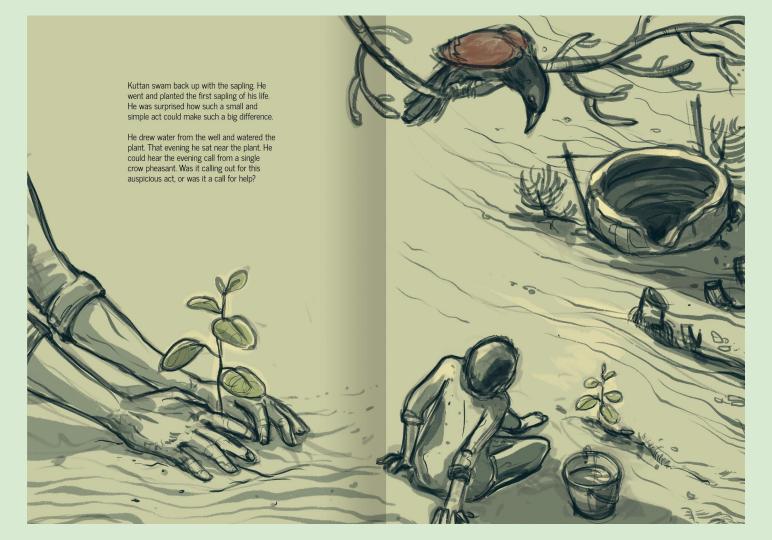












Mockup



Mockup



Mockup



Learnings and possibilities

- The project was a first time experience in writing a story from my own memories
- Due to the Covid outbreak and lockdown Many pragmatic decisions were made in the initial project ideations which lead to this.
- Self awareness and communicating the same
- Possibilities for a Graphic novel
- Alternate story structure
- Version in regional language (Malayalam)



Feedback time Thank you...