Project 2:

Topic: Will To Live

The Worst Hangover

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Animation

Guide:
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Concept

‘The Worst Hangover’ is the short story about an average young bachelor guy, who is a hardworking young employee of a business firm. It is the story of an unexpected turn of events. The idea came out from a personal experience of having left my cell phone, sometimes wallet and keys at a friend’s place after an overnight stay. I imagined what would happen if he was to answer a prank call on my phone and after some efforts with the idea I came up with a story.

Study

I am very influenced by anime and Japanese movies in general. I watched alot of anime movies like Ghost in the Shell, Akira, Grave of the fireflies, Paprika, Ghibli movies to study their way of storytelling which was a major part of my study. I have tried to incorporate these studies in my film.

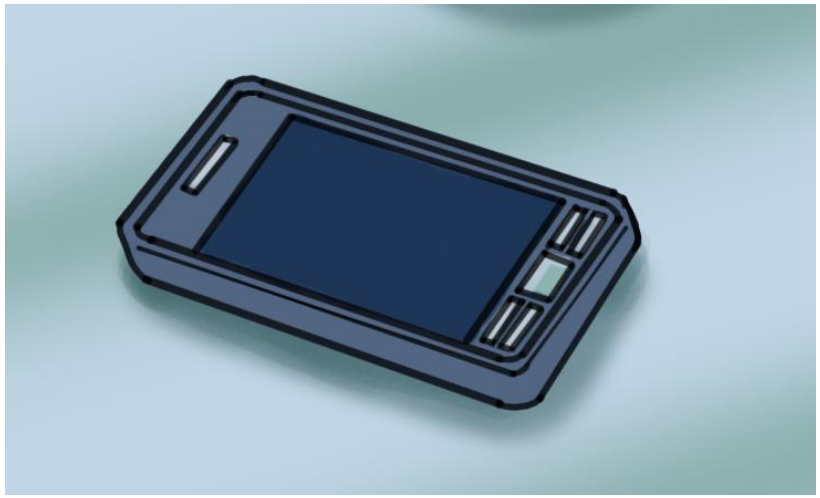
Story

Ron who is main character of the film is a hardworking young employee of a business firm. He lives a monotonous stressful professional life. His only escape usually is his weekend, meeting his friends for drinks and nostalgic conversations. At that particular weekend , something unusual happened. A friend who had visited, forgot his phone at Ron’s house. This starts a chain of events that will lead eventually to tragedy for Ron.

Characters

The story has the main character, Ron, is a bachelor who works for a multinational company. He is around 28 years old. He is ambitious yet knows how to make the most of life. He lives alone and like most bachelor men living alone, parties with his friends. Later towards the end of the film, he appears to be a fighter who won't give up on his life easily.

Characters



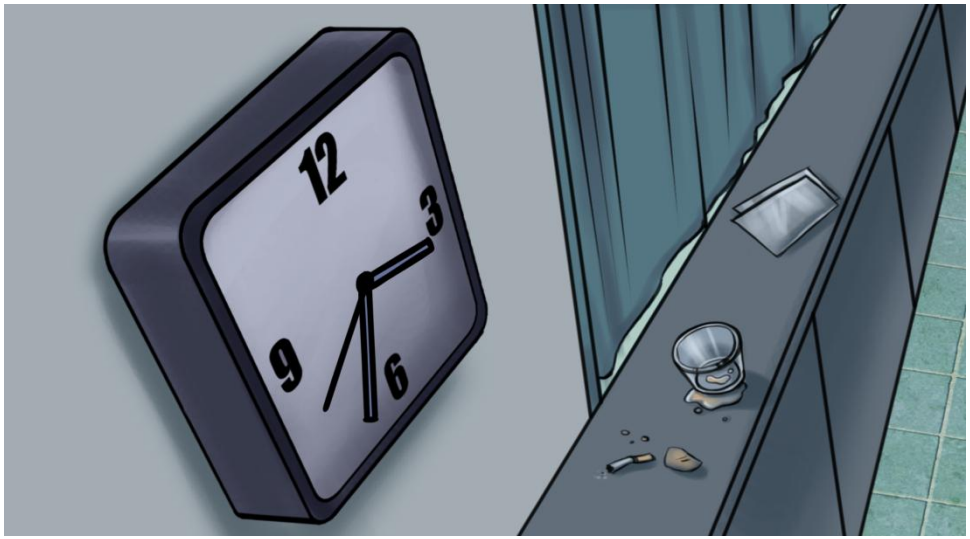
The story also includes two more character ,Ron’s friends. They come always to his place for drinks and conversations on the weekends. And one of the main character is the guy on phone who talks to Ron’s in the film which is not actually shown but his appearance is made through a voice.

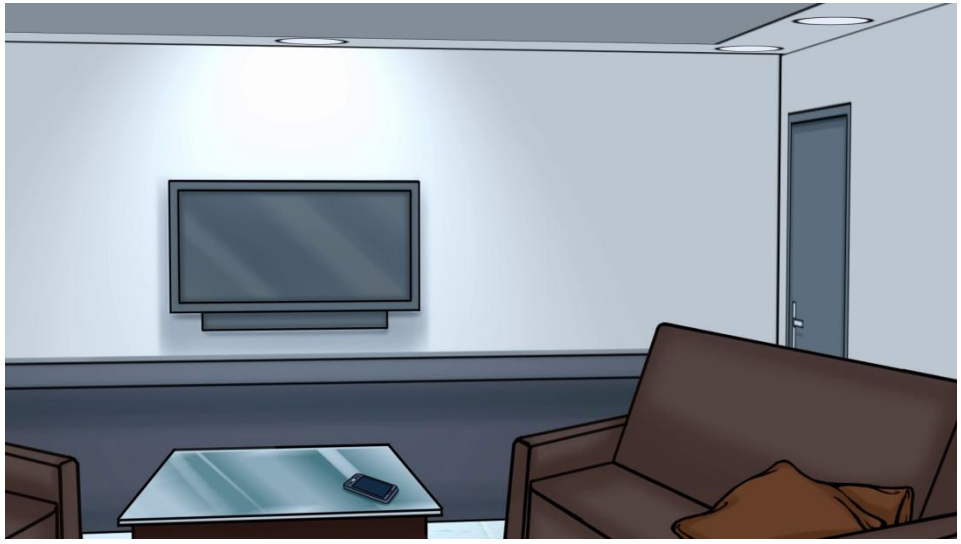
Characters

Location

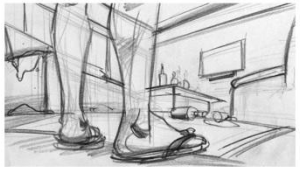
The story takes place in Ron’s house, a pricey 3 bedroom flat which is situated at good residential location . The background is mostly the interior of his spacious flat. The challenge was to show a big house which was comfortable and luxurious with few specific and interesting show the mystery and anticipation of the story.

Location

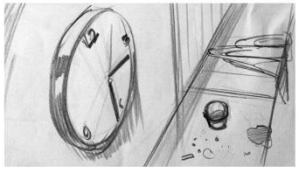




Storyboard and Animatic

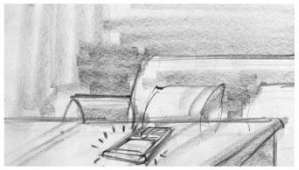


See's whole room is full of mess after the party.

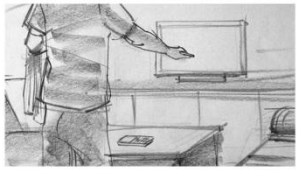


3:30 pm.

Feels hangover and headache.

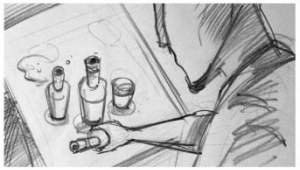


Cellphone rings and continue to ring for 2-3 times.



Ron comes back and turns the tv on.

Makes a drink.



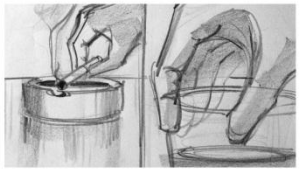
Collect's empty bottles of drink.

Cleans the table and collects leftover.

Puts trash into dustbin.

Pulls a cigarette out.

Lights and takes puff.



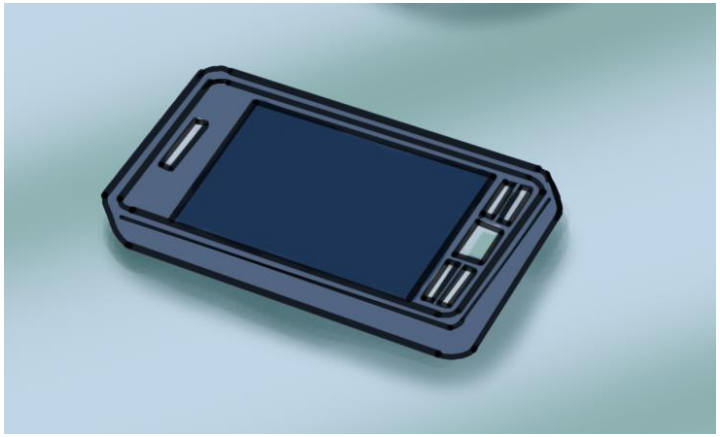
Keeps cigarette in ashtray, lifts drink.

Storyboard and Animatics is very important for animation films. It helped me a lot to set and organize my animation and match mental visualizations of scenes with the written script; it also gave a visual format to communicate the ideas to others through various different angel in frames and to set the timeline of the film.

Treatment

The story of the film has a sense of mystery to it. The colour scheme is mostly blues and browns with hints of high saturated areas to play with. The overall look is graphic and illustrative with thick outlines to focus on the subject. The colour scheme kept is dull to make the audience feel what character is going through.

Music and Sound Effects



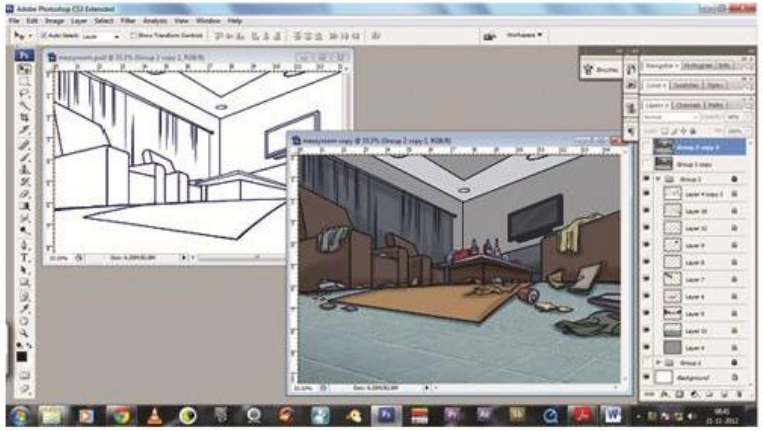
The audio of a film can make or break it. It is a very important part of a film to indulge the audience emotionally and mentally. It creates atmosphere. The film did not require the background score but sounds and sound effects that sounded real and exaggerated at the same time. Especially the ringtone of the phone, which I found catchy and haunting at the same time and wasn't annoying to the audience because it plays several times in the story.
Voice overs for the characters have been given in a way that it does not sound artificial or made up.

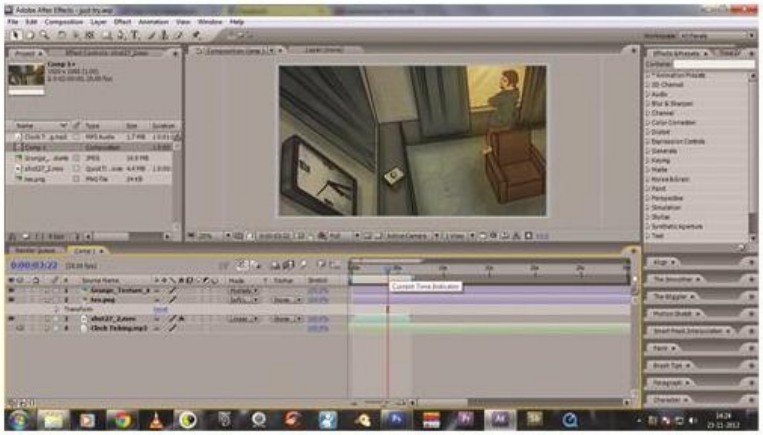
Process

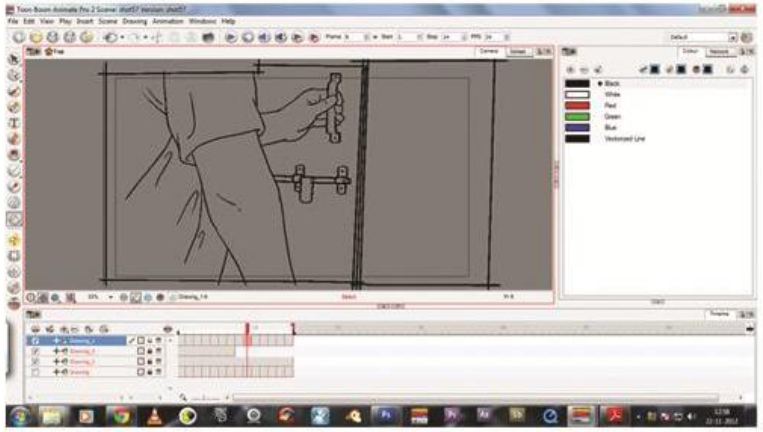
The process for this film includes various stages like, writing a story, making scripts, storyboarding, character design, background design, animatic with sound, shot break down, inking ,clean-ups, colouring, animation, composting , sound and editing etc .

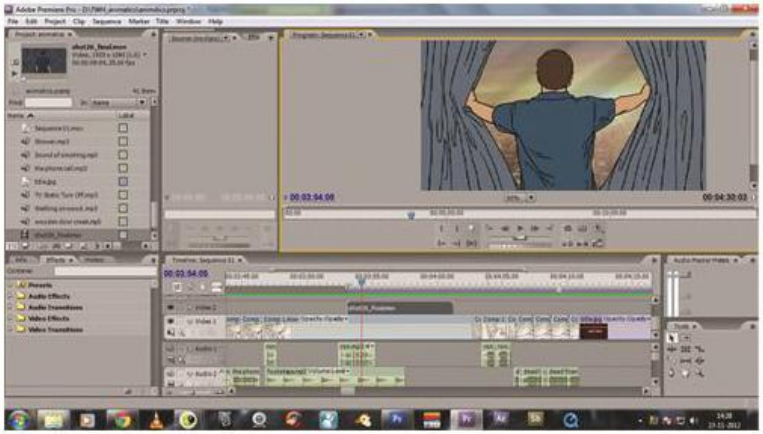
But the one important factor which invloves in process of the film is Rotoscopy, which helped a lot to do the animation.

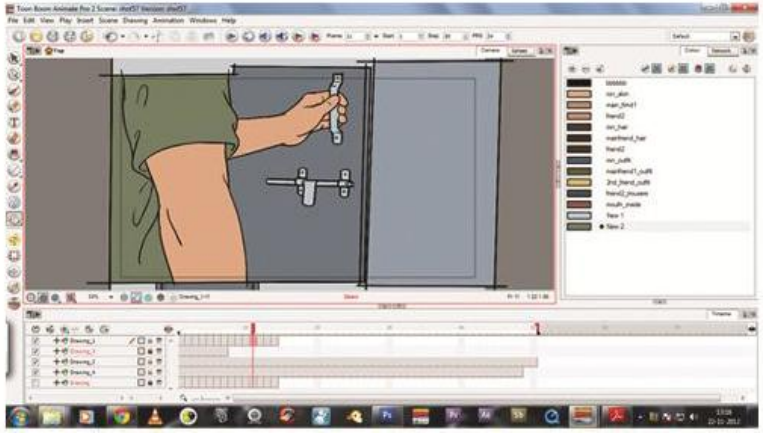
Animation is made using softwares like toonboom and adobeflash. Compositing and effects were given in adobe after effects. Adobe prmier-pro and sound booth is used for final editing of the film with sound and timing.

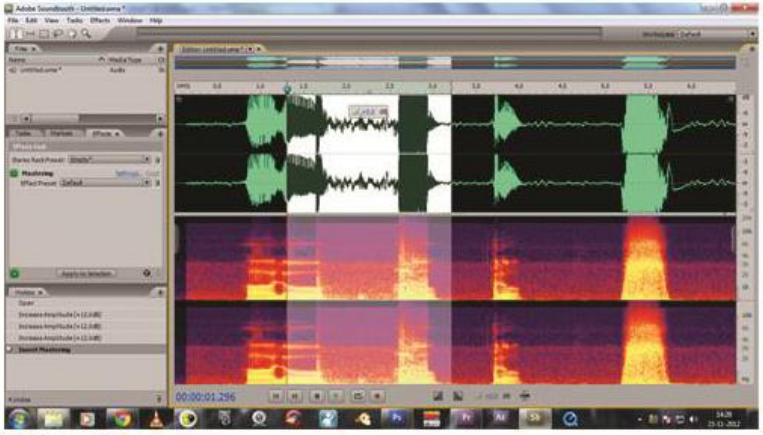












Conclusion

Making ‘The Worst Hangover’ was a great experience. It taught me many things but above all, gave me the confidence to take on a bigger project and to finish it in given dead lines.I think it can be taken a step forward in the future by adding a few extra characters to make the story more exciting may be in live action also.

It was a great learning experience in storytelling and how to keep the audience involved in the story until the end.

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References

Youtube.com for free sound effects and soundtracks.

Google images for reference imagery.

Sounddogs.com for extra sound tracks and sound effects.

Live shot video footages for video referencing.

Movies for Inspiration and reference:
Cowboy Bebop 2001
Ninja Scroll 1993
World Record 2003
Akira 1988
Blood : The Last Vampire 2000
Ghost In The Shell 1995
Redline 2010
Gotham City Imposters (animated shorts)
Vampire Hunter D 2000
Tokyo Godfathers 2003
Paprika 2006

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Thank You