

Summer Internship



Studio Eeksaurus Pvt. Ltd.

An Ad-film production company

18th May - 27th June

Aparna Kulkarni

146340003

M.Des Animation, Class of 2016

Industrial Design Centre, IIT Bombay

Date: 27.6.2015

To Whomsoever It May Concern

This is to certify that **Aparna Kulkarni**, of Industrial Design Center, was working at Studio Eeksaurus Productions Pvt. Ltd. as an intern from 18th May, 2015 to 27th June, 2015.

During her internship, we found her to be a keen learner, hardworking and sincere. She worked on script, storyboard, character design and layout design for our in-house short film. She was also part of the character design team and worked well on the ongoing ad projects.

I was very happy with the way she went about her character design and styling both for our in-house projects as well as the ad films. She has very good potential to develop her career in animation film design.

We wish her all the best in her future endeavors.

For Studio Eeksaurus Productions Pvt. Ltd.



Suresh Eriyat
Director

Acknowledgement

I would like to thank Mr. Suresh Eriyat and Mrs. Nilima Suresh Eriyat for giving me the opportunity to intern at Studio Eeksaurus Pvt. Ltd. I would also like to thank Ms. Sunita Kathiwada, for her invaluable guidance in each and every step of the process of animation. My special thanks to the 2D team at the studio for their corporation and willingness to share their knowledge with us. Lastly, I would like to thank my friends who interned in Studio Eeksaurus with me.

I am grateful for the opportunity; it was a wonderful and well-rounded experience.



Aparna Kulkarni

7th July, 2015

Declaration

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I declare that the views represented in this document as part of the written submission of the summer internship project are entirely my own and do not necessarily represent the views of Studio Eeksaurus Pvt. Ltd.



Aparna Kulkarni

7th July, 2015

Abstract

This written submission of my summer internship includes an account of the different types of work I have done during the time I interned at Studio Eeksaurus. I interned for period of six weeks from the 18th of May, 2015 till the 27th of June. As a fresher to the animation industry, my primary objective to understand the workflow, process and experience the dynamics of working in creative studio environment.

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I. Introduction

The Company

Studio Eeksaurus Pvt. Ltd. is a multiplatform production and entertainment company based in Santa Cruz, Mumbai, with an in-house animation studio. The studio is a premiere ad film production company where their expertise include making films using 2D animation, 3D animation, Clay animation, stop motion, live action and also working on scripts, storyboard, animatic and character designs.

Having directed and produced more than 300 advertising films, Studio Eeksaurus's 40 member creative team are constantly evolving their craft, exploring new ways to tell stories and create world class content that connects with consumers and effectively.

During the duration of my internship, I was exposed to pre-production and production stages of projects. I was involved with concept generation, character design, storyboarding, and background styles for in-house short film. I also got the chance to work on going projects where I had to adhere to strict deadlines and produce results based on the feedback that I got. It also gave me an insight into the production pipeline of the studio.

II. Projects Undertaken

As mentioned earlier, I had the opportunity to work on projects in the pre- production and production stages. Before the work could commence, the interns were tested on our general design ability and knowledge of software. So, we went through the initial process, where we did explorations first and then went for final iterations.

Some of the projects that I was a part of is as follows.

1. Coceptual inputs on Script

Design brief:

The script for short film on 'Wait theme' was written by one of the Intern, so to convert it into a film. We were asked to modify the script and break it down in shot by shot description.

Feedback:

After discussing the script among us we wrote first draft of it and based on feedback we modified it. After many iterations we finally reached on final draft of the script.

Original Script-

SCENE 1

FADE IN:

INT. HOUSE - DAY

ORIG- ANTHONY IS PLAYING IN THE LIVING ROOM WITH HIS TOY CARS. THE DOORBELL RINGS AND HE RUNS TOWARDS THE DOOR. HE IS AMUSED TO SEE HIS FATHER AT THE DOOR CARRYING A HUGE BOX. HE JUMPS AND RUNS BEHIND HIS FATHER.

EDIT- IT BEGINS WITH ANTHONY'S DAD GIFTING HIM A RADIO ON HIS BIRTHDAY.

Script Iteration

SCENE 1

FADE IN:

INT. HOUSE - DAY

ANTHONY IS SCRIBBLING ON THE WALL WITH CRAYONS WHEN A PAIR OF LEGS ENTER THE FRAME. ANTHONY LOOKS UP WITH GUILT AND DROPS HIS CRAYONS. WE SEE THE FATHER KEEP THE BOX ON THE TABLE AND OPEN IT. ANTHONY CLIMBS ONTO A STOOL WITH CURIOSITY. HE GETS SURPRISED WHEN HE SEES HIS FATHER TAKE A BRAND NEW RADIO OUT OF THE BOX. HIS FATHER SETS THE TUNER, ADJUSTS THE ANTENNA AND MUSIC STARTS PLAYING. ANTHONY JUMPS IN EXCITEMENT.

II. Projects Undertaken

2. Google Android Hairstyle film

Design brief:

Two characters a trendy young kid and his dog make repeated trips to the salon and return with new, funkier hairdos.

Super: Be up to date with regular updates / Always trendy with regular updates.

So for this Advertisement we have to design character of young Bot along with his poodle. The major challenge was, the maintaining style of Android Bot. These characters should look a Bot as well as they should adhere to given characteristics.

Feedback:

After exploring number of characters, one character along with his poodle was finalised for film storyboard. The character got evolved gradually based on client's feedback. I did several colour and costume options for it as it was demanded by the script.

2.1 Conceptual

a. Character exploration on given brief



2.2 Live Project

a. Character iterations (costume and color option)

Selected character with different hairstyle option



2.2 Live Project

a. Character iterations (costume and color option)

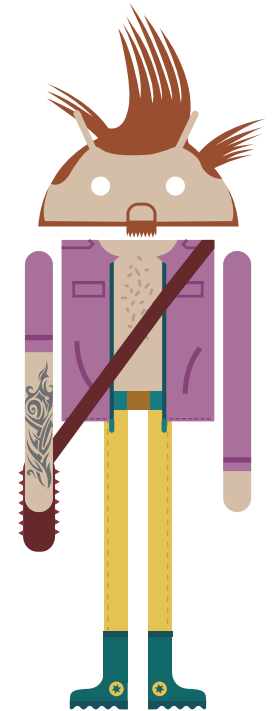
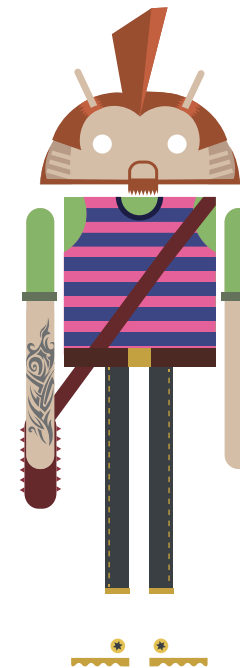
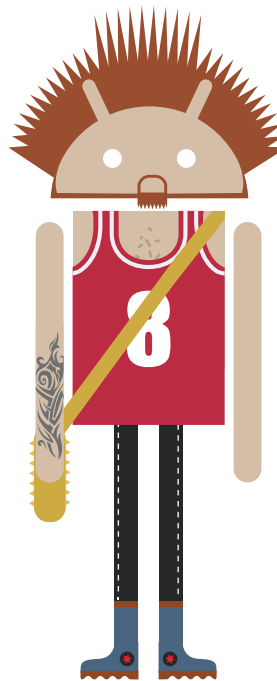
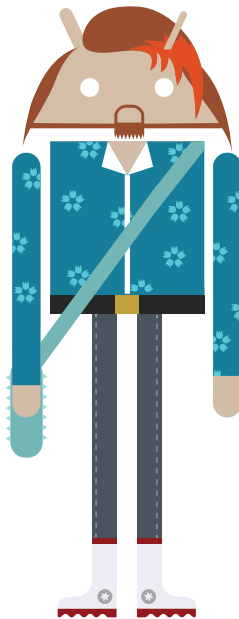
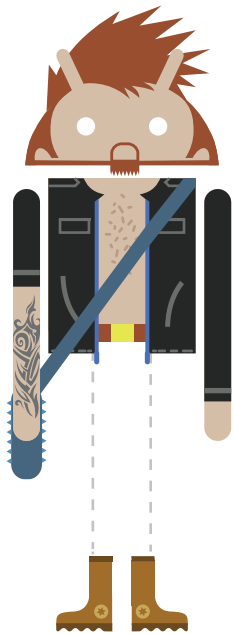
Selected character with different hairstyle option



2.2 Live Project

a. Character iterations (costume and color option)

Selected character with different Costume option



2.2 Live Project

a. Character iterations (costume and color option)

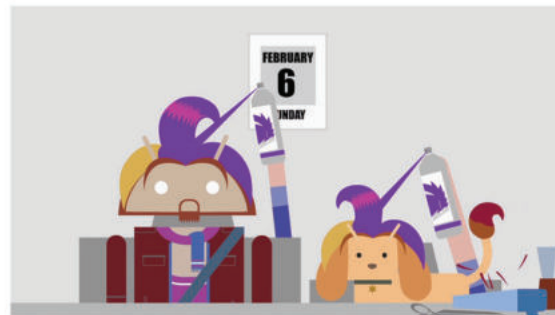
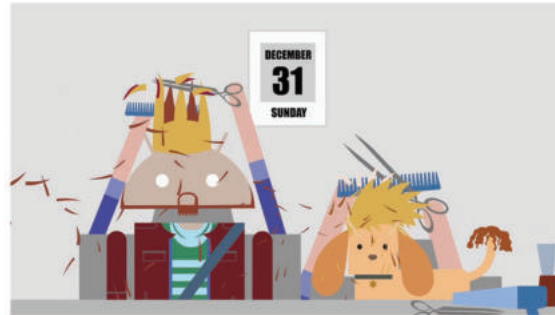
Final character for the film



2.2 Live Project

a. Character iterations (costume and color option)

Snapshots from film



Sountrack: 'Bar bar dekho ...'

II. Projects Undertaken

3. Google Android Selfie film

Design brief:

A group of tourist join a young man about to take a selfie

Super: More the merrier with Front camera panorama / Everyone in with Panoramic selfie

So for this Advertisement we have to design characters of tourist from different countries. The major challenge was the maintaining style of Android Bot. These characters should look a Bot as well as they should adhere to given characteristics.

Feedback:

The characters in this film are from different countries like America, Africa and China. All of us explored characters for this film and client chose characters and made a group of tourist which was required for the film. In this process, my old man's character got approved.

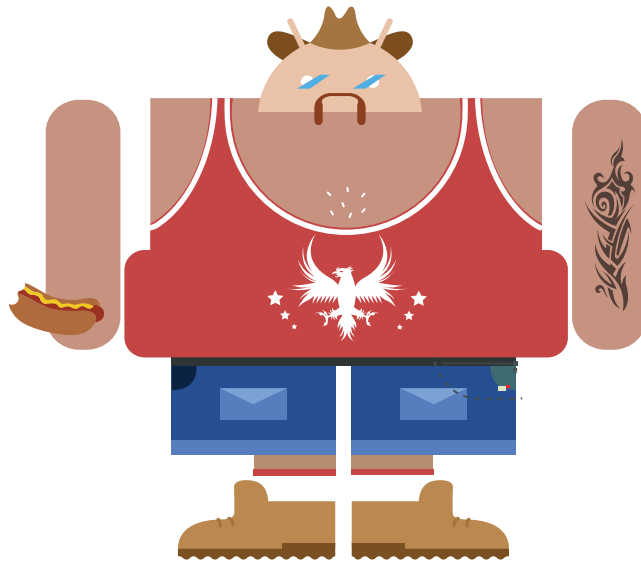
3.1 Conceptual

a. Character exploration on given brief

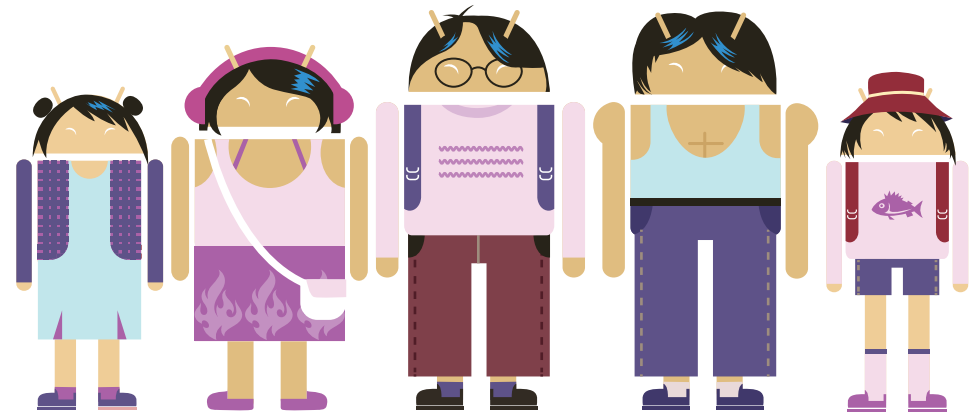
A Tourist Bot



An American Bot



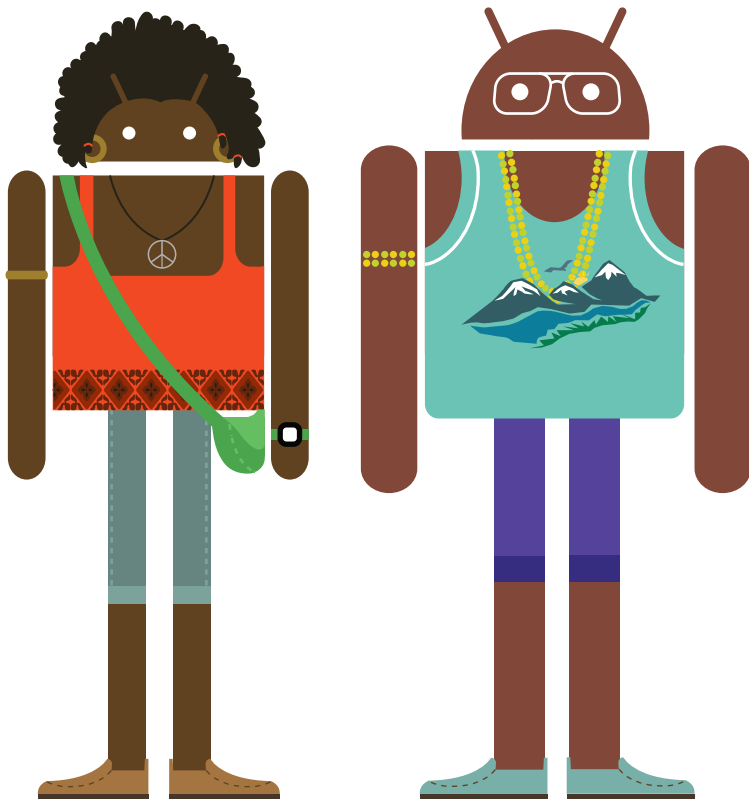
Chinese Bots



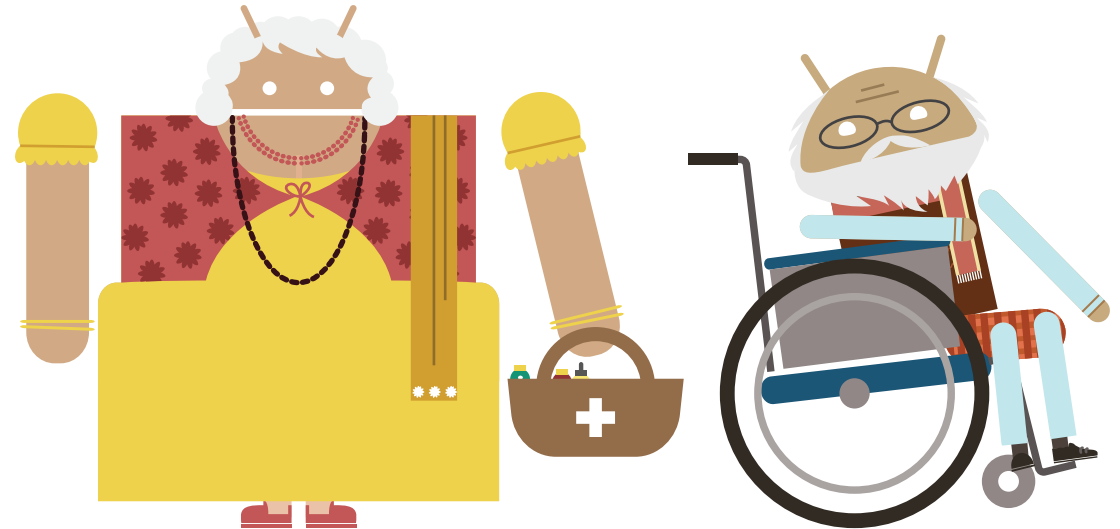
3.1 Conceptual

a. Character exploration on given brief

African Bots



Tourist Old couple



3.1 Conceptual

a. Character exploration on given brief





II. Projects Undertaken

4. Pre-production of short film 'Wait'

About film:

The film revolves around a Goan kid, Anthony, whose father gifts him a radio. He makes friends with imaginary characters housed in the radio, which for him are very real.

Task:

We were assigned to do different pre- production task which involves character design, background styles and storyboarding.

II. Projects Undertaken

4. Pre-production of short film 'Wait'

Script:

FADE IN:

INT. HOUSE- DAY

ANTHONY IS SCRIBBLING ON THE WALL WITH CRAYONS WHEN A PAIR OF LEGS ENTER THE FRAME. ANTHONY LOOKS UP WITH GUILT AND DROPS HIS CRAYONS.

WE SEE THE FATHER KEEP THE BOX ON THE TABLE AND OPEN IT. ANTHONY CLIMBS ONTO A STOOL WITH CURIOSITY. HE GETS SURPRISED WHEN HE SEES HIS FATHER TAKE A BRAND NEW RADIO OUT OF THE BOX. HIS FATHER SETS THE TUNER, ADJUSTS THE ANTENNA AND MUSIC STARTS PLAYING. ANTHONY JUMPS IN EXCITEMENT.

HE ENJOYS THE NEW RADIO AS BEAUTIFUL SONGS KEEP PLAYING ONE AFTER THE OTHER, AFTER WHICH HE TRIES TO FIGURE OUT WHERE THE SONGS ARE COMING FROM.

HE STEPS CLOSER TO THE RADIO AND PEEPS INTO THE GAPS AND SPEAKER HOLES. HE MOVES AROUND THE ANTENNA, CALLS OUT TO THE HIDDEN SINGERS, BUT FINDS NO ONE.

CUT TO:

INT. HOUSE- NIGHT

CURIOUS TO KNOW WHAT IS THERE INSIDE THE RADIO, ANTHONY

GETS UP AT NIGHT WHEN EVERYONE IS ASLEEP AND GOES TOWARDS IT. HE PEEPS AGAIN THROUGH THE GAPS OF THE RADIO AND SLOWLY PATS IT. HE WAITS FOR SOME TIME, NOTHING HAPPENS. HE IS JUST ABOUT TO LEAVE WHEN A HEAD POPS OUT FROM THE RADIO.

(A MUSIC WILL START TO BUILD UP AS DIFFERENT CHARACTERS POP OUT ONE AFTER ANOTHER OF RADIO)

SLOWLY MORE AND MORE CHARACTERS START POPPING OUT IN UNIFORMS. ANTHONY IS VERY HAPPY TO SEE THEM. THE CHARACTERS THEN SING A SONG FOR HIM AND DANCE AS WELL. ANTHONY SITS THERE AND ENJOYS THE WHOLE PERFORMANCE. THE WHOLE EXPERIENCE IS MAGICAL

CUT TO:

MONTAGE - IT STARTS WITH ANTHONY LISTENING TO THE SONGS THAT THE CHARACTERS ARE PLAYING ON A TABLE.

IT CUTS TO A SCENE WHERE HE IS SITTING IN FRONT OF THE WINDOW SURROUNDED BY THE CHARACTERS ENJOYING THEIR MUSIC,

CUTS TO ANTHONY SITTING ON HIS BED WITH THE CHARACTERS WHEN HE HEARS FOOTSTEPS. HE LOOKS AT THE DOOR AND WHEN HE LOOKS BACK, THE CHARACTERS ARE GONE. THE NEXT SHOT IS IN THE NIGHT WHERE ANTHONY HAS FALLEN ASLEEP ON THE TABLE AND THE CHARACTERS ARE PLAYING A LULLABY. ALL THIS WHILE, ANTHONY HAS BEEN GROWING OLDER AND THE CONDITION OF THE RADIO WORSENS OVERTIME.

THE MONTAGE ENDS WITH A MORNING SCENE WHERE ANTHONY IS STILL SLEEPING ON HIS TABLE. A CHARACTER COMES AND BLOWS A TRUMPET INTO HIS EARS TAKING HIM BY SURPRISE. WIPING HIS DROOL, ANTHONY LOOKS AT THE CLOCK AND RUNS OUT OF THE FRAME SINCE HE IS LATE FOR SCHOOL. CAMERA CUTS TO

THE DRAWING ON THE TABLE WITH CRAYONS LYING AROUND. ITS A DRAWING OF ANTHONY WITH THE CHARACTERS AND THE RADIO. CAMERA ZOOMS TO THE SPEAKER OF THE RADIO IN THE DRAWING.

-TRANSITION-

ZOOM OUT TO THE RADIO SPEAKER, THE RADIO IS BROKEN AND HIS DAD IS PUTTING IT AWAY IN A BOX AND ANTHONY (NOW 12) IS VISIBLY SAD. ANTHONY'S DAD PICKS UP THE RADIO AND TURNS AWAY WITH HIS BACK TOWARDS THE CAMERA. WHEN HE TURNS TO FACE THE TABLE AGAIN, HE HAS AN L.P. RECORD PLAYER IN HIS HANDS. HE PUTS IT ON THE TABLE AND ANTHONY LOOKS AT IT WITH THE SAME CURIOSITY. HIS FATHER SETS THE NEEDLE, PLAYS IT AND LEAVE.....

ANTHONY EAGERLY SITS LISTENING TO THE LP RECORD PLAYER, HOPING THAT HIS CHARACTER FRIENDS WILL COME OUT OF IT. HIS SMILE FADES AS AFTER PLAYING FOR SOMETIMES, NOTHING COMES OUT OF IT. FEELING UNEASY AND RESTLESS, HE PATS IT, LIFTS UP THE DISK TO SEE WHAT IS BELOW AND EVEN OPENS THE BOX OF RECORD PLAYER.

CLOSE UP OF ANTHONY- HIS WHOLE WORLD COMES CRASHING DOWN AS HE REALIZES THAT THERE IS NO ONE INSIDE AND THAT PROBABLY HE WILL NEVER SEE HIS FRIENDS AGAIN.

CUT TO-

SHOT OF THE DISK. THE CIRCULAR SHAPE OF DISK FADES IN TO THE CIRCULAR SPOOL WHEEL OF AUDIO CASSETTE. CAMERA ZOOMS OUT AS ANTHONY LOOKS AT IT CURIOSLY . HE IS MUCH OLDER NOW (20).

HE PUTS THE CASSETTE INTO A LARGE CASSETTE PLAYER AND PLAYS IT. AGAIN, NOTHING MAGICAL HAPPENS, HE LOOKS DISAPPOINTED. HE IS DETERMINED TO FIND THOSE MUSICAL CHARACTERS. HE PICKS UP A SCREW DRIVER, DISMANTLES THE CASSETTE PLAYER.

SHOT OF CASSETTE PLAYER DISMANTLED. IT IS A MESS, ANTHONY FINDS NOTHING. FRUSTRATED, HE PICKS UP A CASSETTE NEAR HIM AND BRINGS IT TO HIS EYE LEVEL. HE LOOKS AT IT WITH ONE EYE CLOSED, LIKE HE IS CHECKING IT FOR SOMETHING. WHEN HE NOTICES A GIRL LOOKING AT HIM (WE SEE THIS FROM THE POV OF ANTHONY. AND NOW, WE ARE LOOKING AT THE GIRL THROUGH ONE OF THE HOLES OF THE CASSETTE). HE REMOVES IT AND LOOKS AT THE GIRL. SHE IS LOOKING AT HIM FROM A WINDOW.

-TRANSITION-

THE IMAGE OF GIRL CHANGES INTO A PHOTOGRAPH. CAMERA ZOOMS OUT, WE SEE THAT THE PHOTOGRAPH IS IN THE WALLET OF ANTHONY. HE IS OLDER NOW. HE PUTS THE WALLET IN HIS POCKET AND LOOKS AT HIS WIFE AND 3 YEAR OLD SON PRESENT IN THE ROOM. HE SITS BESIDE HIS SON WHO IS LISTENING TO SONGS IN A CASSETTE WALKMAN. ANTHONY STARES AT THE PLAYER HOPING FOR SOMEONE TO COME OUT.

HE LOOKS UP TO THE WINDOW WHERE HE USED TO LISTEN TO THE OLD RADIO.

CUT TO-

SHOT OF THE WINDOW. WINDOW BECOMES A BIT MORE OLD. ANTHONY ENTERS THE FRAME AND LOOKS OUT OF WINDOW. HE IS OLDER NOW AS WELL (MIDDLE AGED). HIS SON (LATE TEENAGE . PLAYING CRICKET OUTSIDE WITH FRIENDS). ANTHONY LOOKS DOWN ON THE TABLE NEAR THE WINDOW SILL. THERE IS A FAMILY PHOTOGRAPH -HIS WIFE AND GROWN UP SON. BESIDE THE PHOTOGRAPH, WE SEE A CD WALKMAN. ANTHONY LOOKS AT IT, AGAIN WISHING SOMEONE WOULD COME OUT. HE PICKS IT UP, TRIES TO OPEN IT SLOWLY. BUT HIS HANDS ARE CLUMSY AND IT FALLS ON THE FLOOR. HE BENDS DOWN TO PICK IT UP.

CUT TO-

ANTHONY GETS UP WITH AN IPOD IN HIS HAND. HE IS EVEN OLDER NOW. HE LOOKS AT IT AND SMILES. REMEMBERING HOW BIG HIS OLD RADIO WAS IN COMPARISON TO THIS. AND GETS SAD REALIZING HOW MUCH TIME HAS PASSED SINCE HE MET THOSE CHARACTERS. HIS CHAIN OF THOUGHT IS BROKEN BY A DOOR IN BACKGROUND WHICH OPENS AND HIS SON ENTERS WITH HIS WIFE AND ANTHONY'S GRANDSON. HE IS HAPPY TO SEE THEM. BUT GETS SAD AGAIN WHEN HE LOOKS AT THE IPOD

CUT TO-

ANTHONY GOES TO HIS ROOM. HE TAKES OUT THE DRAWING OF THE CHARACTERS HE HAD DONE AS A CHILD DECADES AGO. HE LOOKS AT IT AND SMILES.

THE GRAND-KID ENTERS THE ROOM(NOW IN HIS LATE TEENS), CATCHES HIM LOOKING AT THAT DRAWING AND NOTICES THE EXPRESSION ON HIS GRANDPA'S FACE.

CUT TO-

IT'S ANTHONY'S 80TH BIRTHDAY. THEY CELEBRATE HIS BIRTHDAY WITH ALL THE RELATIVES. HIS GRANDSON GETS A BIG GIFT BOX AND KEEPS IT IN FRONT OF ANTHONY. ANTHONY SLOWLY OPENS THE BOX AND IS SURPRISED TO SEE AN OLD ANTIQUE RADIO.

AT NIGHT ANTHONY GETS UP AND GOES TOWARDS THE RADIO. HIS CHILDISH CURIOSITY HAS RETURNED. QUIETLY, HE SITS IN FRONT OF THE RADIO AND TUNES THE TUNER. MUSIC STARTS PLAYING AND SLOWLY THE CHARACTERS START COMING OUT. THE CHARACTERS HAVE ALSO BECOME OLD NOW. THEY LOOK AT ANTHONY AND ARE VERY HAPPY TO SEE HIM. ANTHONY IS HAPPY AND TEARY EYED. THE CHARACTERS START PERFORMING. THE MAGIC RETURNS. AS THE CHARACTERS PERFORM , ANTHONY ENJOYS THE MUSIC AND CLOSES HIS EYES.

4.1 Background styles

Once the script was finalised then we started working on background style and character design simultaneously.

The story set on Goan background and it also shows journey of Anthony (The protagonist) from age five to eighty. We studied Goan architecture, Goan home interior from different times e.g. Goan home architecture from 30's till today.

The background style is designed such a way that it will transcend viewer into into the film's era but at same time it won't dominate on screen.

Feedback:

We worked on different background styles, but the style with exact detail and monochrome colour scheme liked most.







4.2 Character explorations

Once the script was finalised then we started working on background style, character design simultaneously.

The story set on Goan background and it also shows journey of Anthony (The protagonist) from age five to eighty. The characters like Anthony's wife, Anthony's son and Anthony's grandson travel through several decades so the age transition was part of the character design. We studied on Goan costumes and lifestyles to design characters for the film.

Feedback:

We did exploration of characters but the characters done by other Intern got selected. I tried few explorations as my main focus was on background styles.



Anthony

Anthony is an 80 years old guy who stays alone in his house. He loves to hear music and he has been waiting to see his Radio friends from a very long time. His poor eyesight and arthritis doesn't allow him to walk alot but he loves to roam around.

Despite all his problems he bears very cute smile on his face all the time.



Anthony's wife - Bincy

Bincy is a girl next door to Anthony. Anthony sees her in the Balcony and he gets attracted to her long straight hairs. Eventually they fall in love. She dies at age of 60.



Anthony's Grandson-Daniel

Daniel is NRI boy and he loves to hear music just like his Grandpa. He understands feelings of his grandpa as both of them share very special relationship.

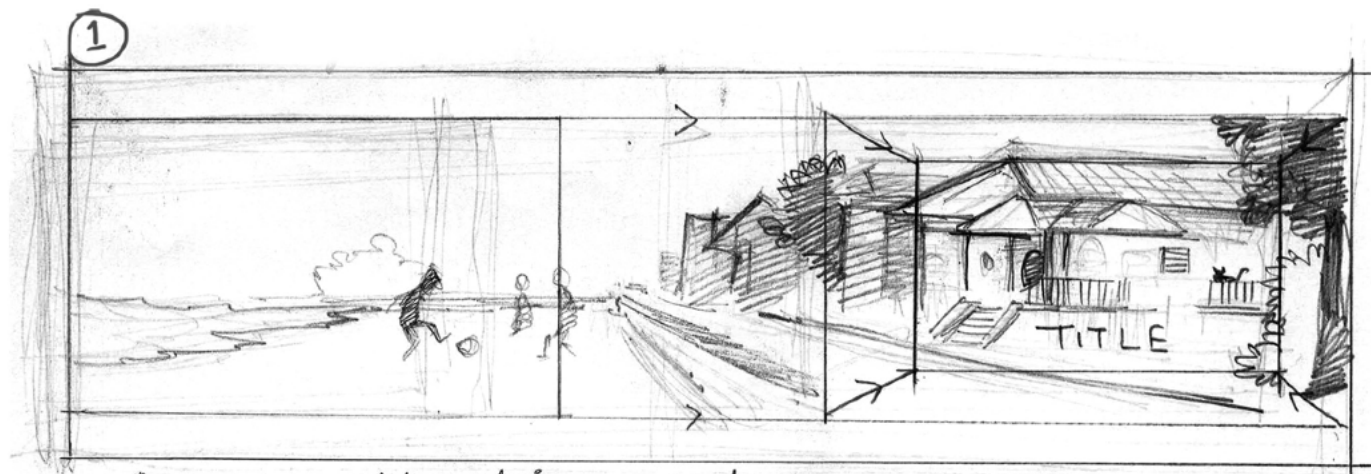
4.3 Conceptual inputs in Storyboarding

The task of final execution of storyboard was assigned to Sumit Kumar but we had heavy discussion on each and every shot of script along with one more intern, Ananya Gharan. The main concerns were how to connect shots to each other and how to assemble Montage shot, to make it more effective. The storyboard drawing is done by Sumit but the idea behind each board is result of group effort.

Feedback:

We got feedback from Mr. Suresh on storyboard to change some frames, to show the time lapse more smoothly. Storyboard can have many iterations, but we did one finished version of storyboard.

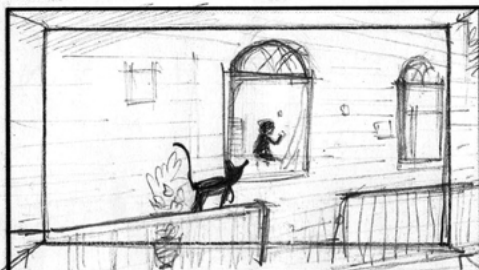
Film storyboard



opening shot of children playing on the beach.
camera pans to the left revealing the surroundings and pauses

SCENE. 2

BG.



camera zooms in. A cat jumps into the frame and sits on the boundary wall.

SCENE. 5

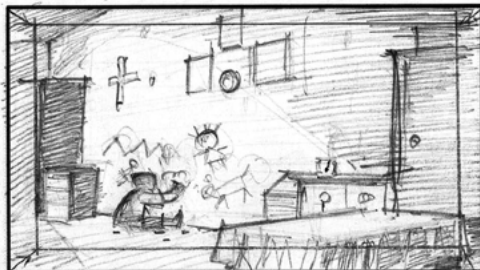
BG.



Cut to the shot of the spooky silhouette of a man. Anthony drops his crayons.

SCENE. 3

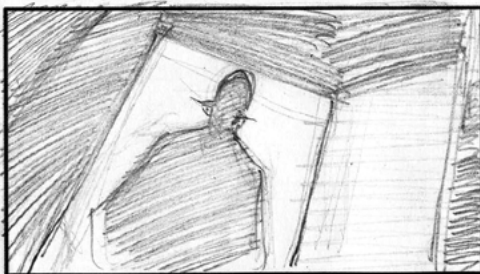
BG.



camera zooms further into the window revealing Anthony scribbling on the wall.

SCENE. 6

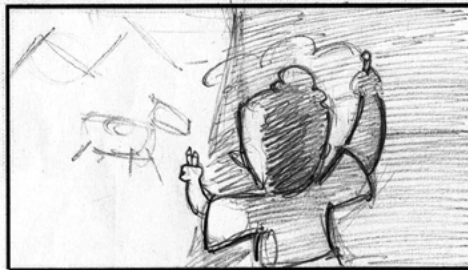
BG.



Cut to a tighter shot of the man entering the room.

SCENE. 4

BG.



Cut to a tighter shot of Anthony. Creak of the door opening and the light through the door fills the room.

SCENE. 6

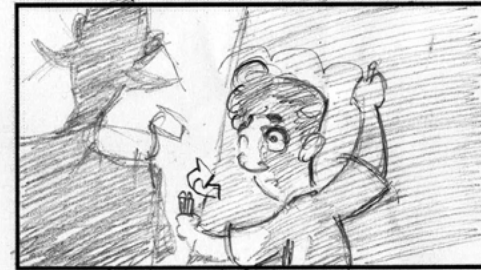
BG.



The light reveals Anthony's father. He holds a big box in his hand. He walks out of the frame.

SCENE. 4

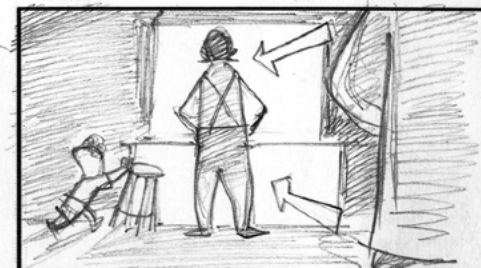
BG.



Anthony turns back and gets scared to see a huge shadow falling over him.

SCENE. 7

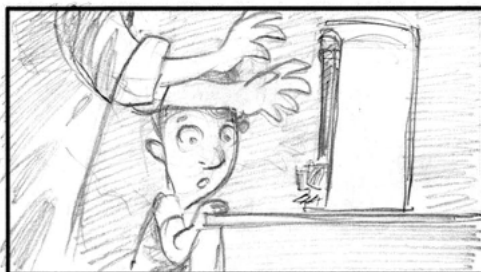
BG.



Anthony's father goes towards the table and places the box on top.

SCENE. 8

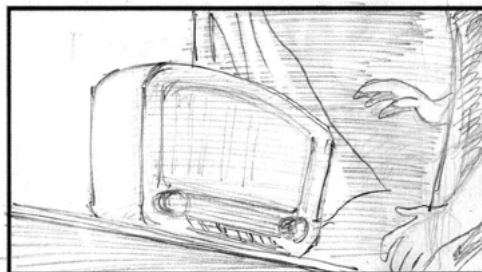
BG.



Anthony is curiously looking at the radio.

SCENE. 9

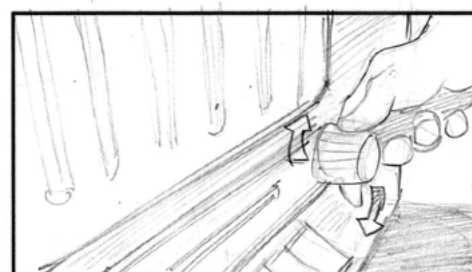
BG.



ANTHONY'S POV.
Anthony's father unwraps the box.

SCENE. 10

BG.



He turns the knob.

SCENE. 11

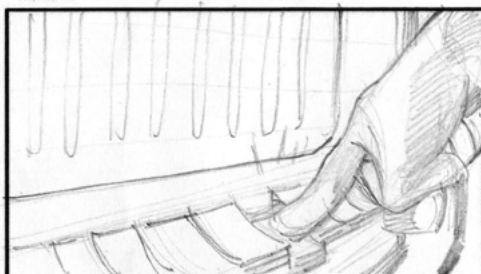
BG.



Pulls the antenna out.

SCENE. 12

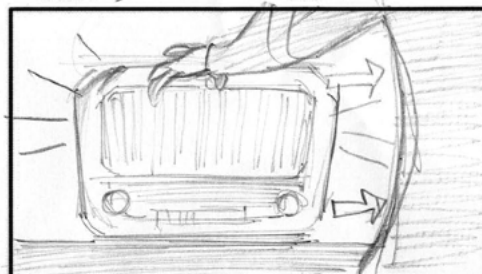
BG.



Presses the button.

SCENE. 13

BG.



The music starts playing. Anthony's father moves out of the frame revealing the radio.

SCENE. 14

BG.



Anthony is surprised. He stares at the radio for a moment and jumps in excitement.

SCENE. 15

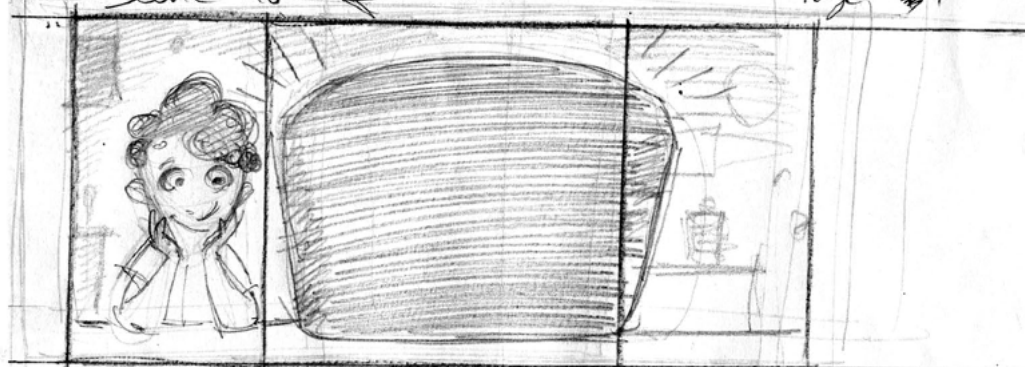
BG.



cut to a shot of Anthony sitting and listening to the radio and his father smiling at him.

Scene 16

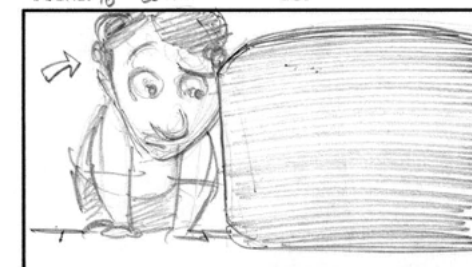
Page 44



cut to a shot behind the radio. Camera pans to the right. Anthony is still listening to the radio.

SCENE. 16 Cont.

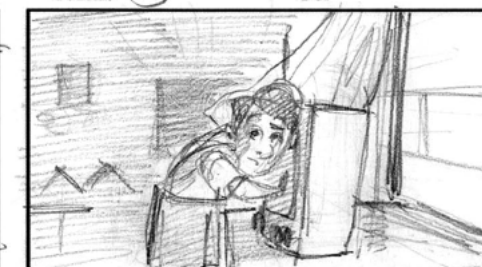
BG.



He wonders where the music is coming from.

SCENE. 17

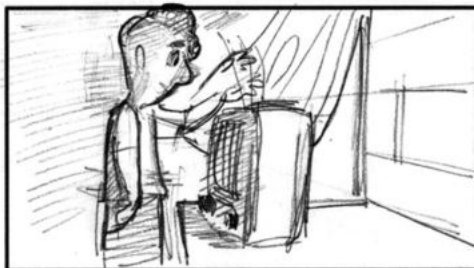
BG.



Tries to listen closely.

SCENE. 17 cont.

BG.



Pats it and waits for something to happen.

SCENE. 18

BG.



Cut to a tighter shot of him looking through the wire mesh.

SCENE. 19

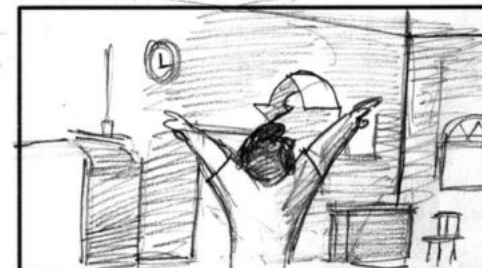
BG.



Cut to a mid shot where Anthony's father is calling him.

SCENE. 19 cont.

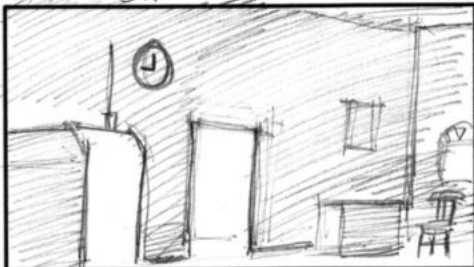
BG.



He jumps down from the chair.

SCENE. 19 cont.

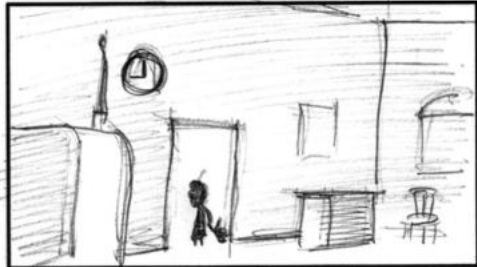
BG.



Camera stays on the same frame. The clock shows the time change from day to night. The lighting changes accordingly.

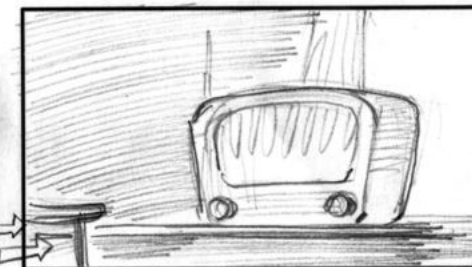
SCENE. 19 cont.

BG.



Anthony appears at the door holding his soft toy.

SCENE. 20



Cut to a tighter shot of the radio Anthony shifts the chair.

SCENE. 20 cont.

BG.



Climbs onto the chair.

SCENE. 21

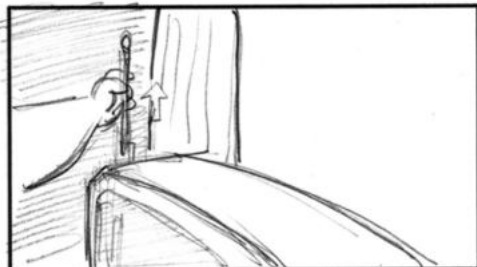
BG.



Pats the radio.

SCENE. 22

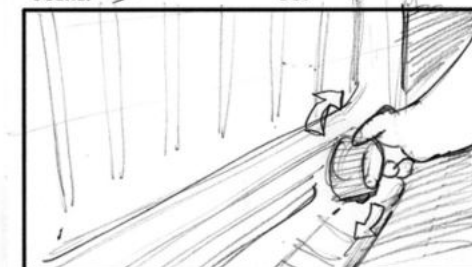
BG.



Pulls the antenna out.

SCENE. 23

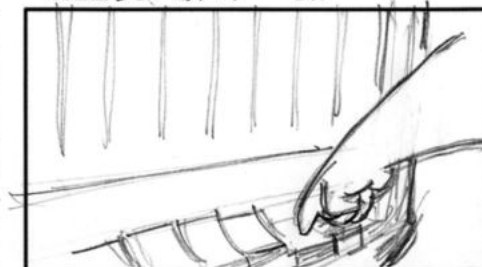
BG.



Turns the knob.

SCENE. 23 cont.

BG.



Presses the button.

SCENE. 24

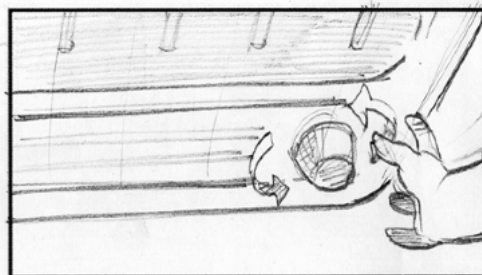
BG.



Wait for something to happen.

SCENE. 25

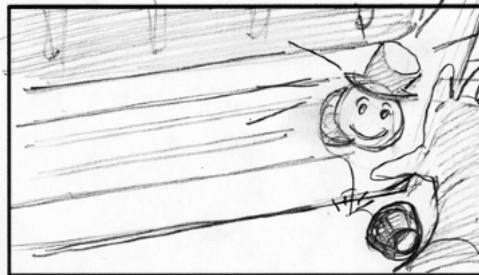
BG.



He is about to turn the knob again when the knob starts rotating even without him touching it.

SCENE. 25 Cont.

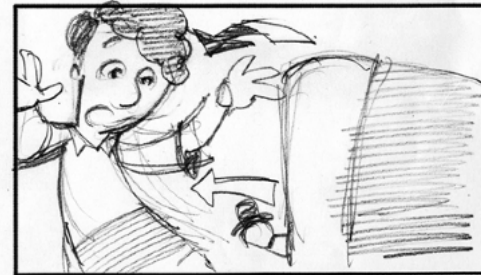
BG.



The knob pops out and a character comes out through the hole.

SCENE. 26

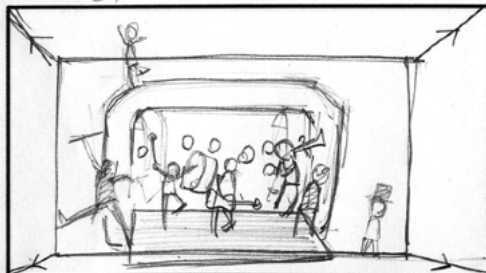
BG.



Surprised Anthony loses his balance and falls from the chair. The fall is established through sound.

SCENE. 27

BG.



The front of the radio opens and the characters make their grand entrance with their respective instruments.

SCENE. 28

BG.



Cut to a shot of Anthony's back. Radio characters are performing on the table.

SCENE. 29

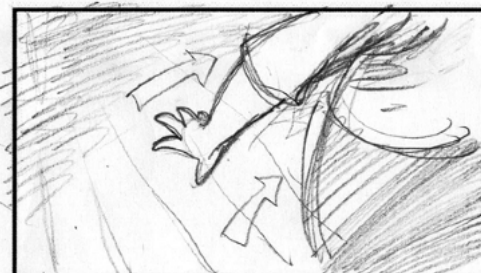
BG.



Anthony's eyes widen and he starts smiling

SCENE. 29 Cont.

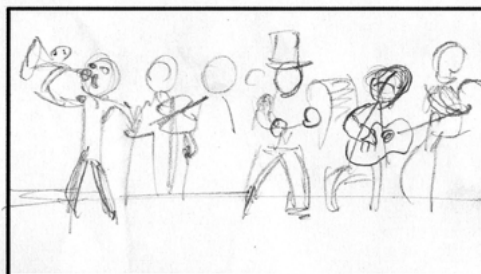
BG.



He gets up.

SCENE. 30

BG.



Cut to a shot of characters playing & dancing.

SCENE. 31

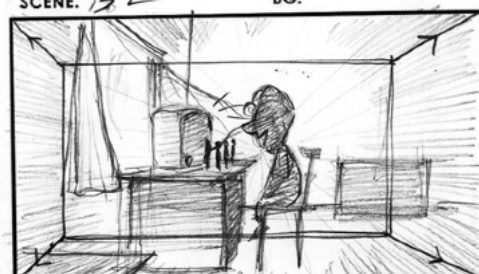
BG.



Camera is behind the characters and Anthony sits in front of them.

SCENE. 32

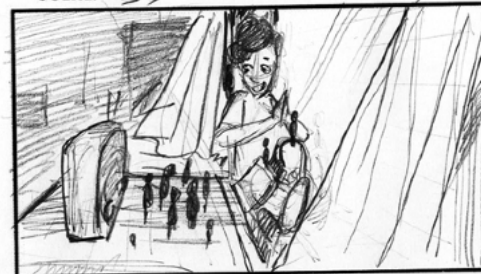
BG.



Montage starts with Anthony sitting on the table and listening to the music played by the characters.

SCENE. 33

BG.



Cut to a shot of Anthony enjoying with the characters on the winds.

SCENE. 34

BG.



Cut to a shot of Anthony in his room with the characters. He hears something.

SCENE. 35

BG.



Cut on action to a closer shot of him looking at the door.

SCENE. 35 cont.

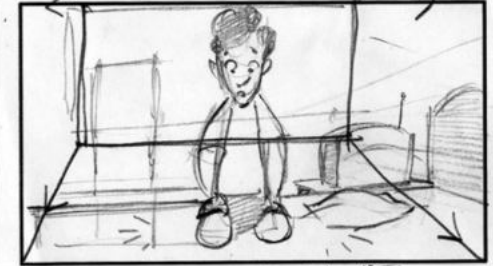
BG.



There is no one on the door. He turns back.

SCENE. 36 cont.

BG.



Camera zooms out and the characters are gone.

SCENE. 36

BG.



Montage ends with a shot of Anthony sleeping on the table. The characters are singing a lullaby.

SCENE. 37

BG.



Fade in to a morning scene of Anthony still sleeping on the table. The light had changed considerably. A character comes out with a trumpet.

SCENE. 38 cont.

BG.



It blows the trumpet into Anthony's car waking him with a start.

SCENE. 39

BG.



Anthony looks at the clock

SCENE. 40

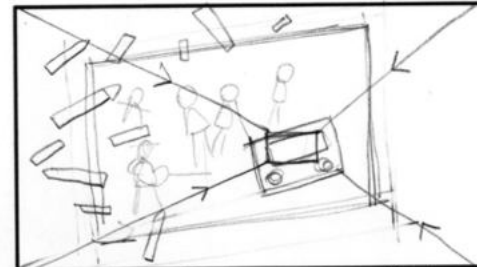
BG.



Anthony gets up & leaves the frame. There is drawing lying on the table.

SCENE. 41 cont.

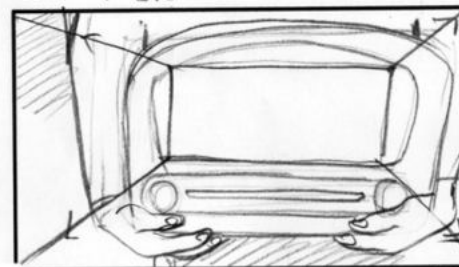
BG.



Camera zooms into the radio speakers of the drawing.

SCENE. 41 cont.

BG.



Zooms out revealing Anthony's father holding a broken radio.

SCENE. 41 cont.

BG.



Father walks out of the frame holding the radio.

SCENE. 41 Cont.

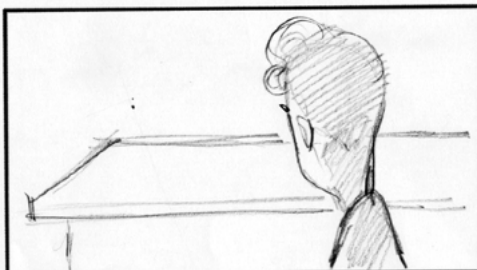
BG.



Anthony stares.

SCENE. 42

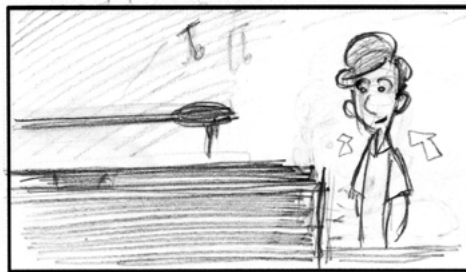
BG.



Anthony stares at the empty table.

SCENE. 44

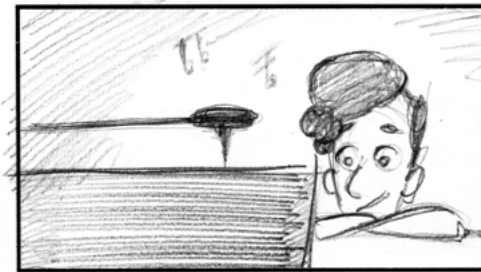
BG.



HE COMES NEAR LP RECORD PLAYER (WHICH IS PLAYING)

SCENE. 44 cont.

BG.



AND SITS, ANTICIPATING

SCENE. 42 cont.

BG.



HIS FATHER PUTS AN LP RECORD ON THE PLAYER WHERE THE RADIO USED TO BE

SCENE. 43

BG.



ANTHONY GETS CURIOUS

SCENE. 45

BG.



HIS EXPRESSIONS CHANGE, AS NOTHING HAPPENS

SCENE. 45 cont.

BG.



HE PATS THE PLAYER.

SCENE. 46

BG.



HE PICKS UP THE DISK, CHECKS INSIDE, NOTHING. HE PUTS BACK DISK

SCENE. 47

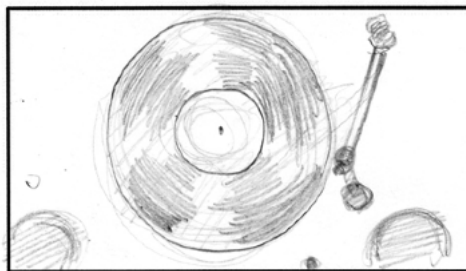
BG.



DISHEARTENED, HIS WORLD COMES CRASHING DOWN

SCENE. 48.

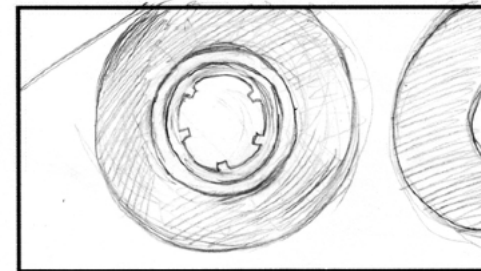
BG.



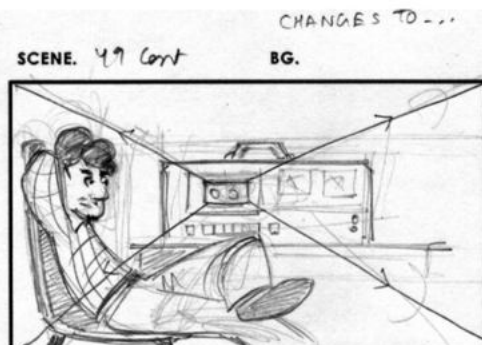
SHOT OF LP PLAYER'S DISK, WHICH

SCENE. 49

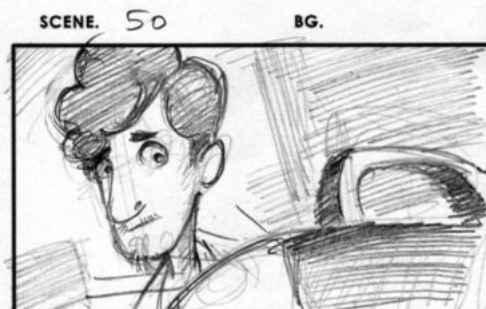
BG.



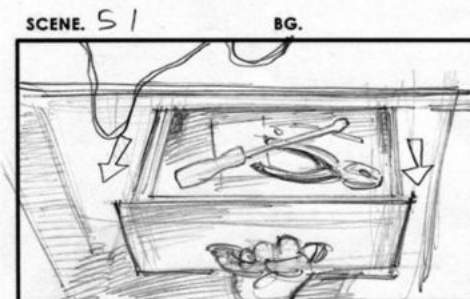
THE SPOOL OF CASSETTE (CLOSE-UP)



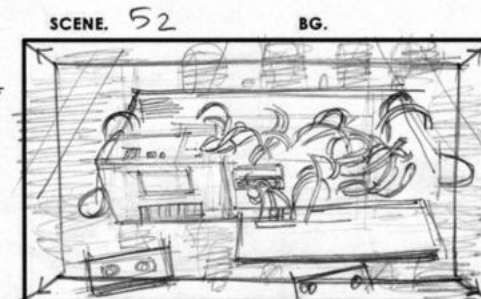
CAMERA ZOOMS OUT, TO SHOW THAT ANTHONY (20) IS LISTENING TO IT



CLOSE - HE DOESN'T SEEMS HAPPY, HE IS THINKING OF SOMETHING



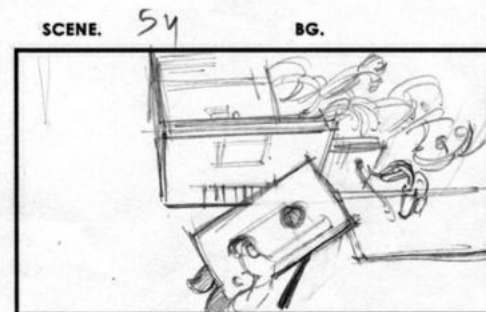
HE OPENS A DRAWER. THERE ARE SCREWDRIVERS AND PLIERS IN IT



SHOT OF CASSETTE PLAYER DISMANTELED.



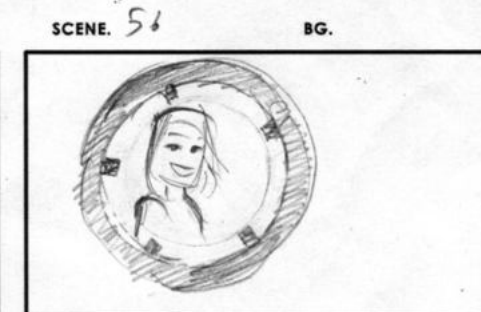
ANTHONY SEEMS SAD. AS HE FINDS NOTHING IN IT. HE PICK UP A...



POV - CASSETTE



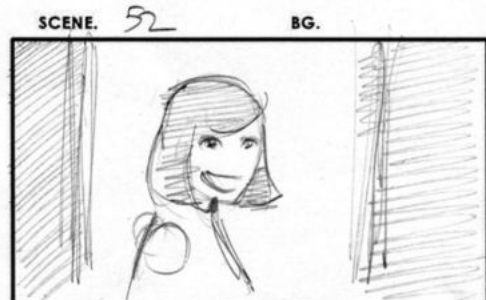
HE PULLS IT UP TO CHECK IT AGAINST THE LIGHT (WINDOW)



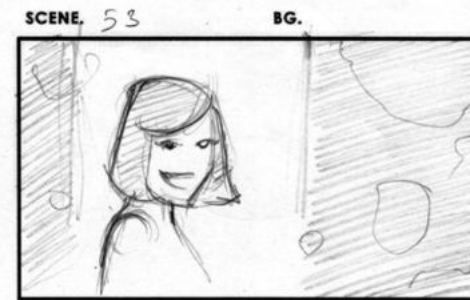
POV. - THROUGH THE SPOOL HOLE, HE SEES A GIRL SMILING AT HIM



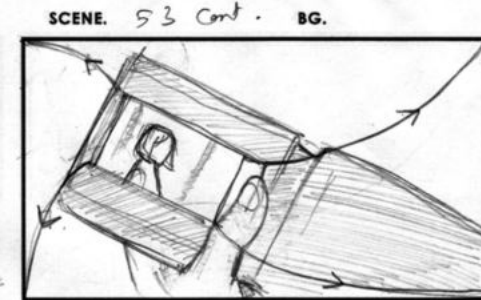
CASSETTE COMES DOWN. HE IS LOOKING AT GIRL.



GIRL AT THE WINDOW, SMILING.



THE VISUAL CHANGES TO AN OLD PHOTOGRAPH



CAMERA ZOOMS OUT TO SHOW THAT THE PHOTOGRAPH IS IN A WALLET.

SCENE. 54

BG.



IT IS ANTHONY (35) WHO IS LOOKING AT HIS WALLET. HE LOOKS RASH.

WALLET.

SCENE. 55

BG.



HE SITS NEAR HIS SON

SCENE. 56

BG.



HE STARES AT THE CASSETTE WALKMAN, MISSING HIS OLD RADIO

SCENE. 56 cont.

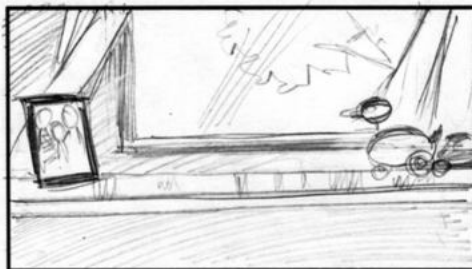
BG.



HE LOOKS UP OFFSCREEN

SCENE. 57

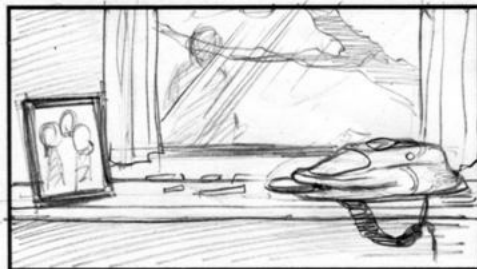
BG.



SHOT OF WINDOW, WHERE RADIO USED TO BE KEPT

SCENE. 57 cont.

BG.



TRANSITION - SAME FRAME, BUT MANY YEARS HAVE PASSED.

SCENE. 57 cont.

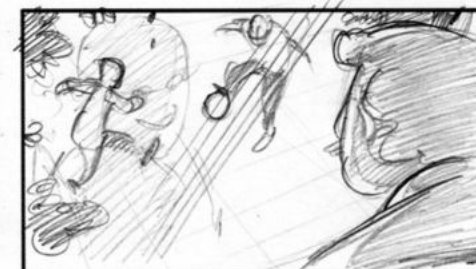
BG.



ANTHONY COMES NEAR THE WINDOW

SCENE. 58

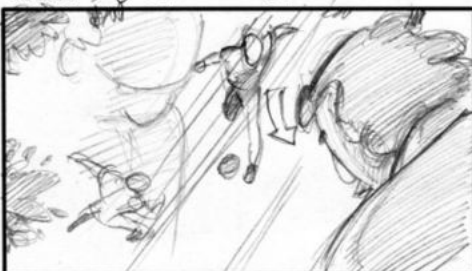
BG.



HIS TEENAGE SON IS OUTSIDE, PLAYING FOOTBALL.

SCENE. 58 cont.

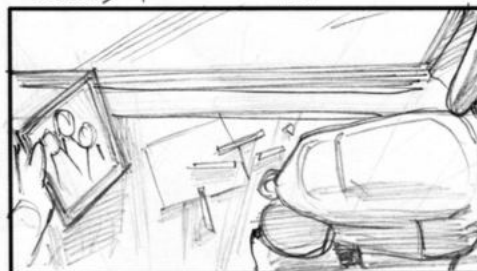
BG.



HE LOOKS DOWN AT TABLE

SCENE. 59

BG.



POV - HE LOOKS AT HIS FAMILY PHOTO

SCENE. 59 cont.

BG.



HE PICKS UP THE DISK WALKMAN, WHICH WAS HALFWAY OUTSIDE HIS SON'S BAG

SCENE. 60

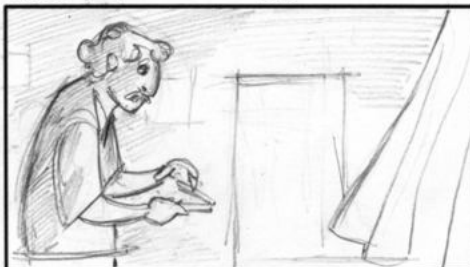
BG.



HE LOOKS SAD.

SCENE. 61

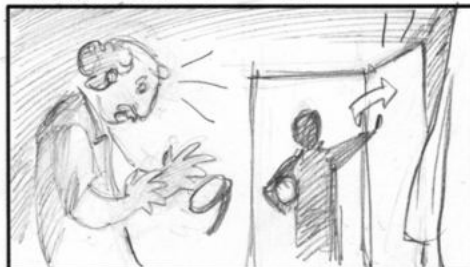
BG.



HE TRIES TO OPEN IT, BUT
JUST THEN....

SCENE. 61 Cont.

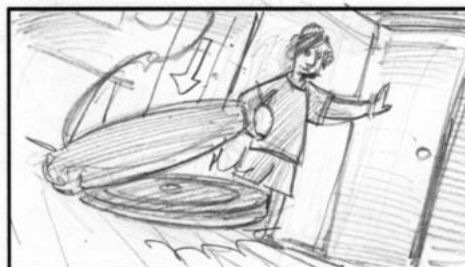
BG.



THE DOOR SLAMS OPEN, AND
THE DISK WALKMAN FALLS FROM
ANTHONY'S HAND

SCENE. 62

BG.

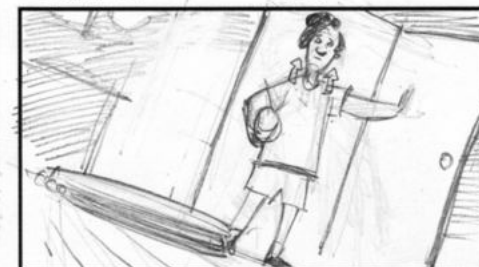


IT IS HIS SON AT THE DOOR,
WALKMAN FALLS, BREAKS.

ANTHONY'S HAND

SCENE. 62 Cont.

BG.



HIS SON LOOKS AT ANTHONY

SCENE. 63

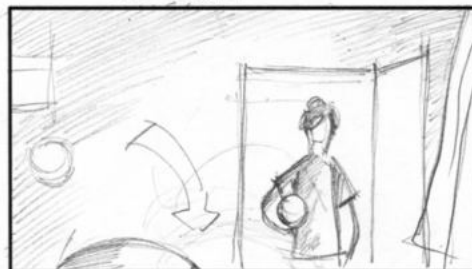
BG.



ANTHONY HESITATINGLY LOOKS AT
HIS SON, AND

SCENE. 63 Cont.

BG.



BENDS DOWN TO PICK IT UP

SCENE. 63 Cont.

BG.



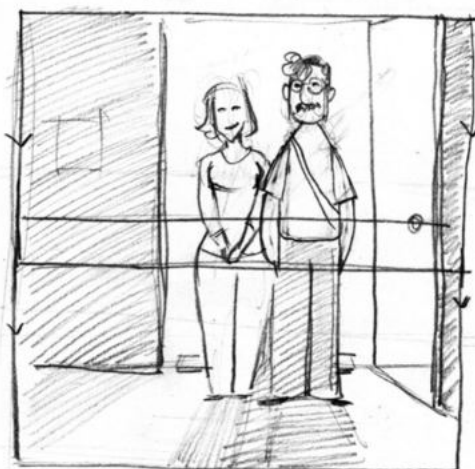
HE SLOWLY GETS UP. WE SEE THAT
TIME HAS CHANGED. ANTHONY IS OLD,
AND HIS SON HAS A WIFE.
ANTHONY HAS AN IPOD IN HAND.

SCENE. 63 Cont.

BG.



ANTHONY SMILES AT HIS SON AND
DAUGHTER-IN-LAW.



64

SHOT OF HIS
SON AND DAUGHTER
IN LAW,
CAMERA PAN'S
DOWN

64 CONT



A KID EMERGES OUT RUNNING
FROM BETWEEN THEIR LEGS,
ANTHONY'S GRANDSON

SCENE. 65

BG.



ANTHONY IS HAPPY TO SEE HIM.

SCENE. 66 Cont.

BG.



GRANDSON COMES RUNNING,

SCENE. 66 Cont.

BG.



JUMPS AND KISSES ANTHONY,

SCENE. 66 Cont.

BG.



AND GOES OUT OF FRAME.

SCENE. 67

BG.



ANTHONY SEE HIM GOING

SCENE. 67 Cont.

BG.



HE LOOKS AT A PHOTOGRAPH
ON WALL.

SCENE. 68

BG.



IT IS OF ANTHONY'S DEPARTED
WIFE

SCENE. 69

BG.



SIGHING,
HE LOOKS BACK AT HIS IPOD
AND HE FEELS SAD, BUT TO -

SCENE. 70

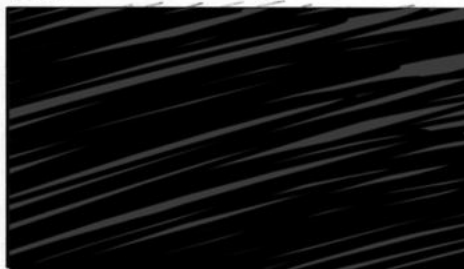
BG.



A YOUNG ANTHONY LOOKING AT HIS
LOVED RADIO

SCENE. 70 Cont.

BG.



Fades to black

SCENE. 70

BG.



ANTHONY OPENING A DOOR,
CAMERA ZOOMING.

SCENE. 70 Cont.

BG.



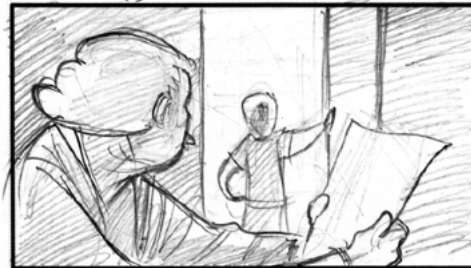
CAMERA ZOOMS FURTHER TO SHOW
HIS OLD ROOM

SCENE. 74 cont. BG. X



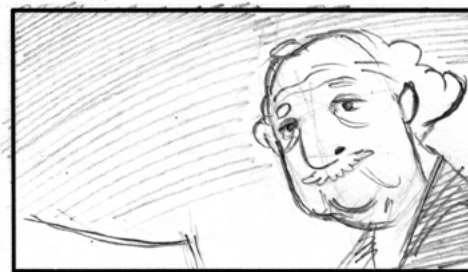
A SOUND OF DOOR. ANTHONY
TURNS HIS HEAD TO SEE

SCENE. 75 BG.



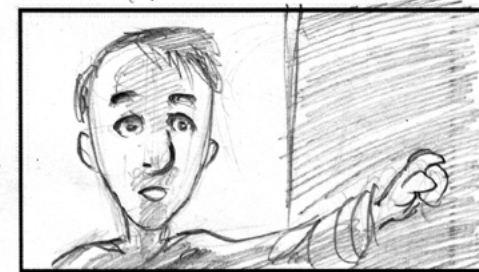
HIS GRANDSON AT DOOR.

SCENE. 76 BG.



ANTHONY LOOKS HAPPILY AT HIS
GRANDSON.

SCENE. 77 BG.

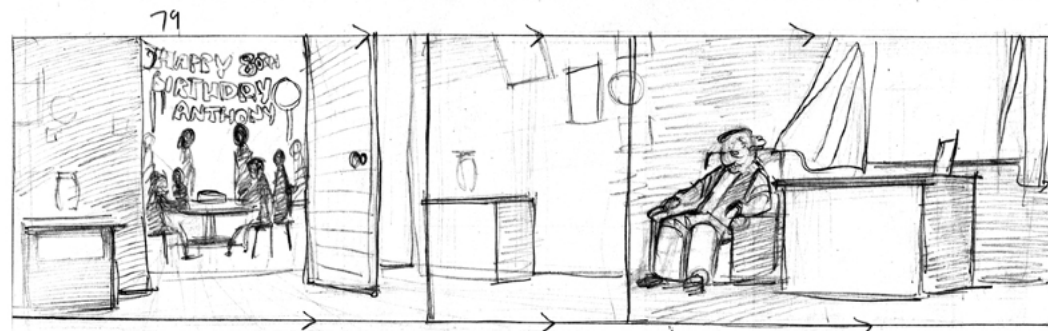


GRANDSON LOOKS IN WONDER
AT GRANDPA AND THE PAPER

SCENE. 78 BG.



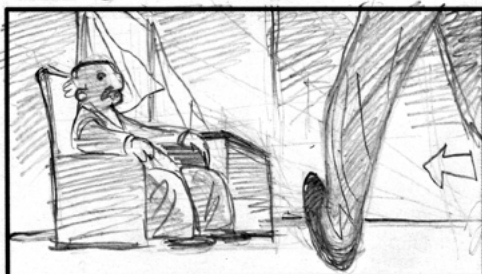
CLOSE-UP ON THE PAPER
X



PAN LEFT TO RIGHT

CUT- IT IS HIS BIRTHDAY. PEOPLE HAVE JUST CELEBRATED, BUT ANTHONY IS SITTING
ALONE, SAD.... IN THE OUTSIDE LIVING ROOM.

SCENE. 80 BG.



A PAIR OF LEG ENTER THE
FRAME

SCENE. 81 BG.



IT IS HIS GRANDSON, NOW A TEENAGER,
IN BACKGROUND, WE SEE SOME
SILHOUETTES OF HEAD, PEEPING

SCENE. 82 BG.



HE HAS A BOX IN HIS HANDS.

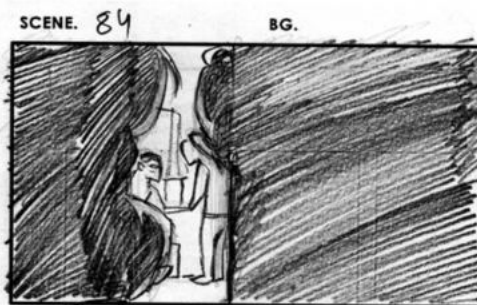
SCENE. 83 BG.



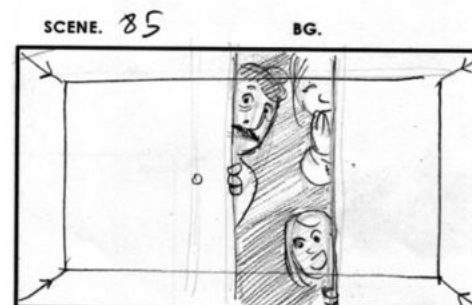
HE PUTS IT ON THE TABLE



HE OPENS IT, IT IS AN OLD ANTAQUE RADIO. JUST LIKE ANTHONY'S
(THE SHOT IS SIMILAR TO WHEN ANTHONY'S FATHER OPEN THE BOX



SHOT FROM BEHIND THE GATE TO ROOM, FROM THE BACK OF PEOPLE WHO ARE PEEPIG



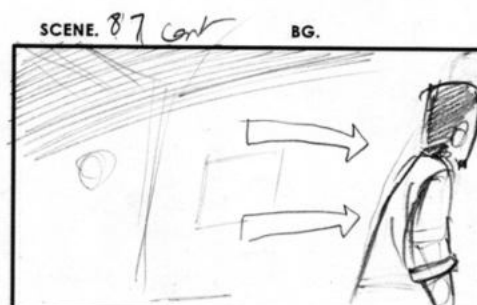
IT IS HIS FAMILY, SON, DAUGHTER IN LAW ETC. THEY ARE HAPPY TO SEE ANTHONY HAPPY



ANTHONY LOOKS HAPPILY AT THE RADIO AND THEN TOWARDS THE PERSON, TEARY EYED



IT IS HIS TEENAGED GRANDSON. HE SMILES.



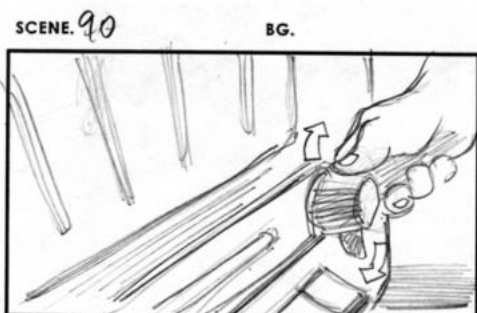
AND LEAVE THE ROOM.



ANTHONY TURNS TO THE RADIO



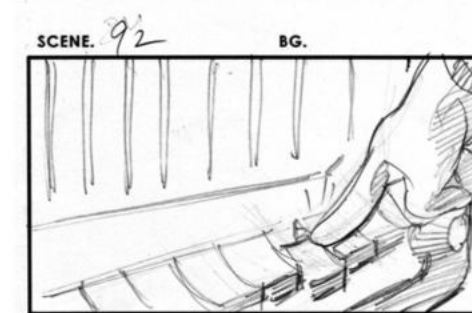
SITS IN FRONT OF IT



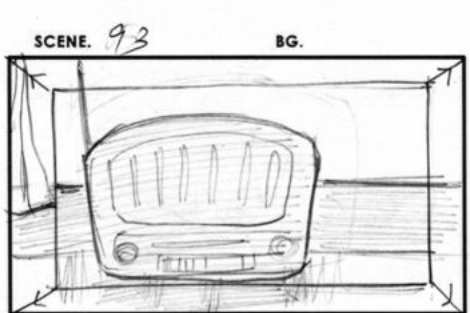
ROTATES THE KNOB,



ADJUSTS THE ANTENNAE



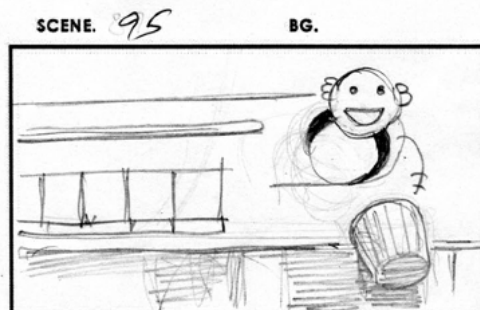
AND PUSHES THE BUTTON



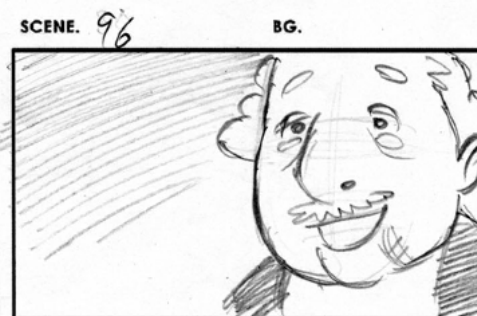
SHOT OF RADIO. CAMERA ZOOMING OUT SLOWLY



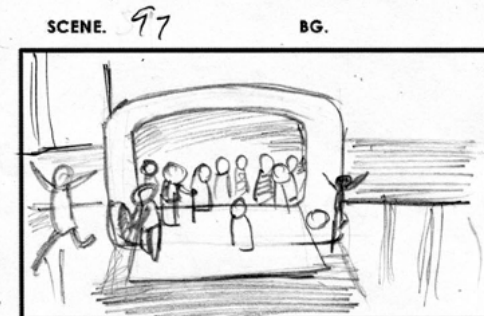
SHOT OF ANTHONY, ANTICIPATING.



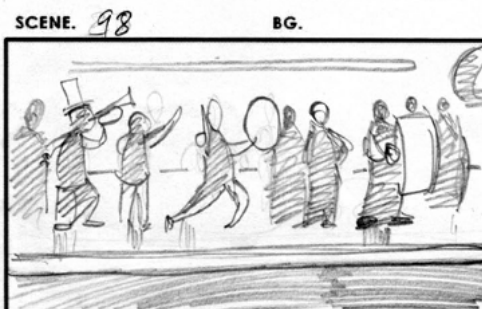
A HEAD POPS OUT, THE CHARACTER HAS GROWN OLDER.



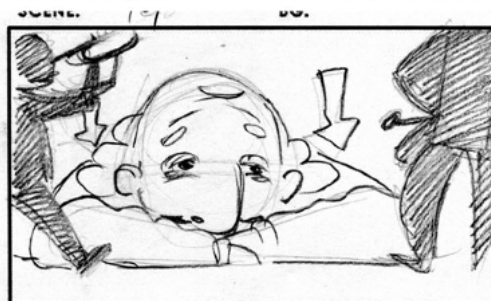
ANTHONY LOOKS HAPPY WITH TEARS IN HIS EYES



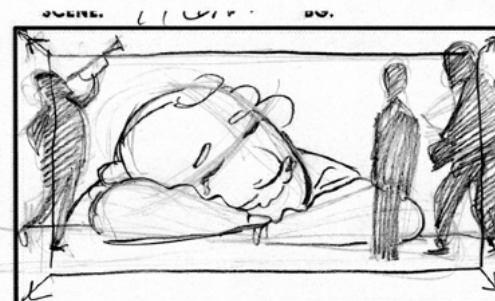
THE FRONT OF RADIO OPENS, AND



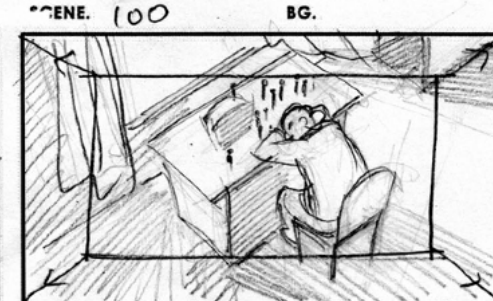
CHARACTERS PERFORMING



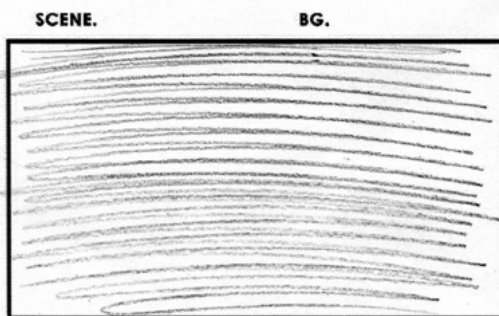
FROM THE BACK OF CHARACTERS, ANTHONY LEANS ON CHAIR,



AND CLOSES HIS EYES, ENJOYING.



SLIGHTLY TOP ANGLE... CHARACTERS PLAYING AND ANTHONY ENJOYING. CAMERA ZOOMING OUT. AND.



FADES TO BLACK.

5. Generic work for studio

5.1 Photoshop editing of images for Honda Jazz

Design brief:

The Studio Eeksaurus has created recent Honda Jazz ads along with advertising agency Densu but before the production of these ads, they shot Honda Jazz car in different angles.

Task:

I had to separate the car images from its background in Photoshop so those images can be use for production.

Software used:

Photoshop CS5

Feedback:

The car images were used in storyboard and then used as reference for animation too.

Images are not available.

III. Experience

The overall learning experience that I received from interning at Studio Eeksaurus had been great. It was possible because of the excellent design team at Eeksaurus who were willing to help and give relevant and constructive feedback and criticism when necessary.

I had a first - hand experience on how a production studio works and the kind of decisions made to bring out a complete project. I also understood why deadlines are important to speed up the work. The job distribution helps to speed up the work and the constant feedback from clients at early stage helps in final production. Sometimes, urgent design decisions helps the project to reach on deadline without compromising on the quality of Animation.

This internship project was really helpful for me and I hope, I will use these design lessons in my future projects to create wonderful outcomes.