

Summer Internship Project Report

# Infest

Guide: 6<sup>th</sup> Art Animation Studio  
Borivali, Mumbai.

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## Abstract

My objective for summer internship was to gain an exposure with the animation industry and improve my skills in the process of animation film making. I am particularly inclined towards animated television series for children. This internship gave me the opportunity to be involved with an animation studio which primarily works in this domain.

Along with my observation of the organization and workflow of the studio, I was trained to improve my sketching skills under the guidance of the creative head. Moreover I was encouraged to develop my own concept for an animated short film and learn the corresponding steps of pre-production involved.

Within the short period of my internship I was able to hone my abilities and gather insight about the functioning of our Indian animation industry.

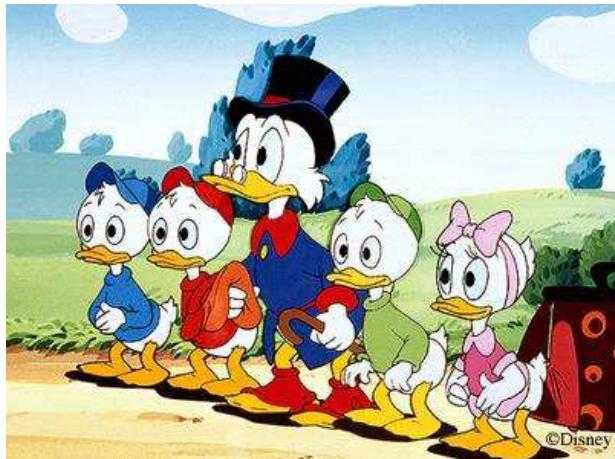
## Acknowledgements

6<sup>th</sup> Art Animation Studio is an upcoming animation studio located in Borivali, Mumbai. The studio specializes in classical 2D and Flash animation. It also undertakes storyboarding projects for various sequences in movies. They have executed the animation for the popular 'Karadi Tales' animated television series for Disney Channel. They are currently developing a new series 'Laal Buzakad' for pitching to various TV channels.

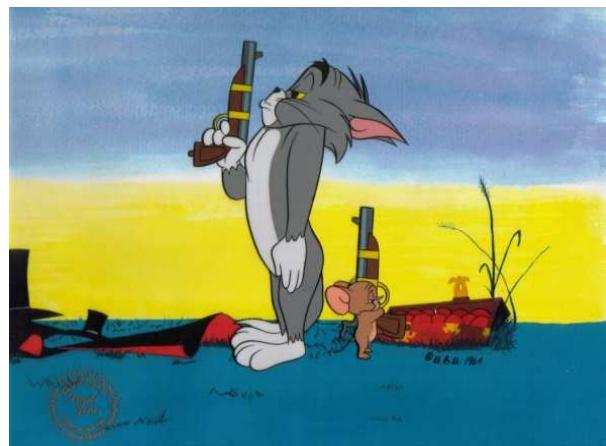
I am highly grateful to the manager and creative head Mayank Patel and Prashant Chauhan for their guidance for improving my skills and learning the nuances of preproduction.

I am also greatly thankful to Prof. Shilpa Ranade for helping me to find the opportunity of working with 6<sup>th</sup> Art Animation.

## Introduction



My first exposure to animation as a child was from the animated cartoons telecast in television. Ever since the world of animated TV series have fascinated my imagination. From the beautiful 'Disney classics', to the hilarious 'Tom and Jerry', to the highly stylized 'Dexter's Laboratory' and 'Samurai Jack', it's always been very close to my heart.



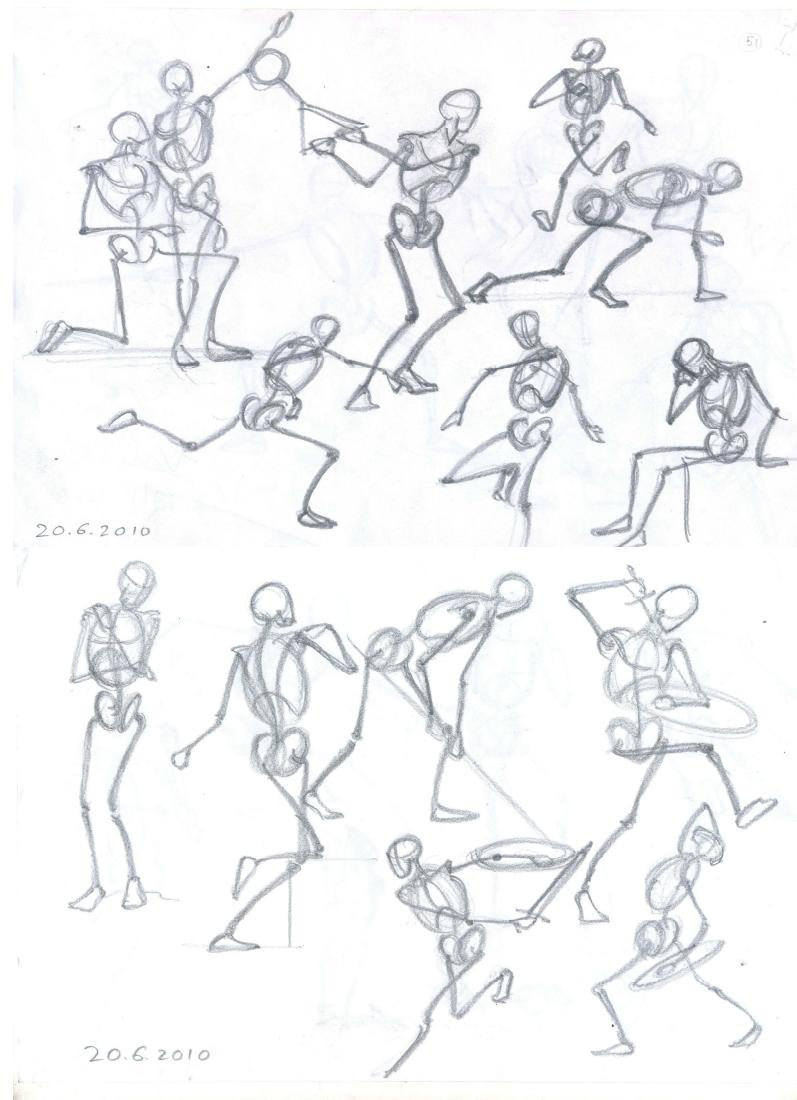
This Summer Internship gave me the opportunity to work with an animation studio working in the realm of children's series. I tried to observe and absorb the process of coming up with an original concept, and further developing it from the stages of initial pre-production to final production. In my internship period I was fortunate to witness the character development, fine tuning the storyboard to an animatic and test animations being made for their upcoming TV series 'Laal Buzakad'.



Being a studio specializing in 2D animation all the members of the team required a strong foundation in drawing skills. I soon realized that my sketching needed improvement. Under the guidance of the creative head who is an outstanding artist, I learnt the basics and improved my skills considerably.

I tried to discover my specific inclination in the workflow of animation filmmaking. I discovered that it was preproduction that I was particularly interested in. This lead me towards the development of my own concept for an animated short film titled 'Infest'.

I proceeded step by step for this project. I started with vague ideas which lead to a story. Then the story was used to create a concrete script and the major characters.



## Phase 1: Learning the basics

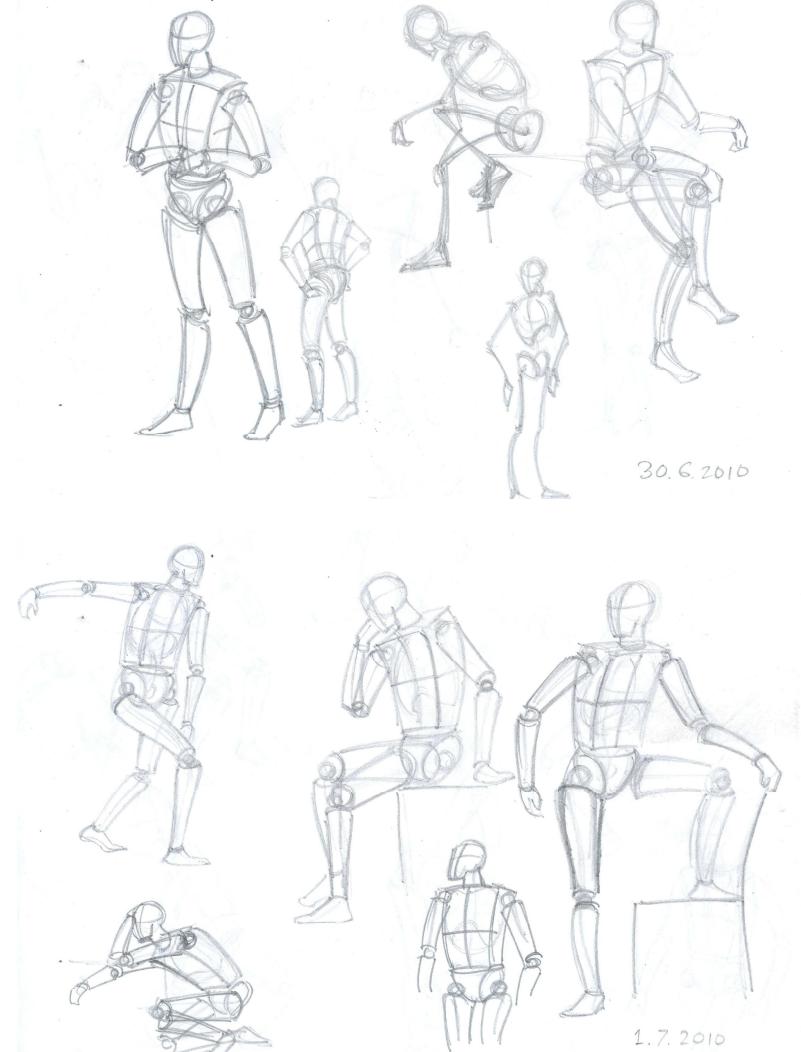
A strong foundation in sketching and life drawing is essential for an aspiring animator. After I got introduced to the studio setup, I got the opportunity to improve my sketching skills. Under the guidance of the creative head of the studio, I followed the following steps in order to take my drawing skills to the next level.

### Studying Human Proportion

I made a study of human proportion based upon the idealistic 8 head division of the body. It helped to make my sketches look aesthetic.

### Studying the Skeleton

The skeleton provides the basic framework for our body. It is crucial to understand their joints and relative sizes.



### Line of Action

It's the curve that defines the movement and posture of a figure. It is particularly important in animation where it is used to emphasize motion.

### Weight and Balance

A figure has its centre of gravity and its weight needs to be balanced along it. It's interesting to note how the hips and shoulders follow opposing lines when the weight falls on one foot than the other.

### Outdoor Sketching

Live sketching outdoors helped me to gain my confidence and comfort in making various poses both static and dynamic. It increases speed and accuracy when practiced regularly.

## Phase 2: Concept Development

### Basic Premise

While pondering about the premise of my concept, what came to my mind were the frequent acts of terrorism that plague our nation. It seems that sooner or later there could be real threat of war. And if the war takes global proportions and nuclear war breaks out, the complete destruction of mankind is inevitable.

Based upon this fearful thought I build the background of my concept. The premise of the story is a post nuclear war world. All plants and animals have been destroyed. The only survivors are the cockroaches who live underground in the cracks of the city and the rats who have mutated to aggressive monsters.

## **The Story: Infest**

### **Prologue**

It's a bleak world in 2400AD. A nuclear world war has lead to total annihilation. Planet Earth now lay bare, with all manmade structures crumbling to dust. All plants and animals are extinct. There are massive deserts suffering a constant nuclear winter.

The survivors are the rats, who rule the world. They have mutated due to the radiation. They have tumours all over and their minds are distorted. They are extremely aggressive and destroy anything at sight. The cockroaches have also survived in the cracks in the building. But they are in danger of food shortage. The rats guard all the garbage and decay. The roaches venture at night for food but most get massacred.

## The Quest

Seen from space, there are huge explosions all over planet Earth. Moving across the layer of dark clouds, only barren desert devoid of life can be seen. Inspecting more carefully rats can be seen feeding on the decaying carcasses. The radiation has caused these rats tumors all over their bodies. Saliva drips from their open mouth, as they hunt like zombies for food.

In the cracks of the city ruins live the only other survivors - the cockroaches. They survived the nuclear explosions and radiation by being underground. But they are starving.

Roshan the Roach can't bear the suffering of his tribe. He decides to risk his life in search for food. He stealthily comes out and faces the bare terrain. He notices a fuming volcano at a distance and heads in its direction.

He passes through the desert. The sand blocks his sight. He feels terribly thirsty. Then he notices a black outline of an object. He runs towards it believing it to be a rock and hoping for some water.

As soon as he reaches the object moves. It's a monster rat! Roshan runs in panic. He hears the heavy footsteps of the rat following him. He comes to the foot of the volcano. He hides behind some rocks.

But the rat smells him out. Roshan scrambles away. Finding no other way he dives into a tiny gap between the rocks. The monster can't get in and desperately tries pushing and digging through.

Roshan discovers a new world inside the caves of the volcano. Some huge plants have survived and live on the heat and light from the passing lava. Roshan looks around in wonder. Fruits and flowers abound. But then the Rat scrambles through. Roshan takes a thorn defends himself. He pricks the rat as it plunges at him. The thorn poisons the rat. It shivers and becomes unconscious. But soon a dramatic change happens. It's cured of all its tumors. It wakes up and runs away in surprise. Roshan gets a hero's welcome at home. He has returned with many berries and thorns.

## **Characters**

### **Roshan the Roach**

He is the brave cockroach hero. He feels responsible for his race.

### **Monster Rat**

He is the greedy villain. He suffers from cancer and is finally cured by the thorn prick.

### **Baby Roach and Mother Roach**

They are starving along with other hiding roaches.

### **Other Monsters**

They eat the rotting flesh and brutalize any roach at sight.

### **Other Cockroaches**

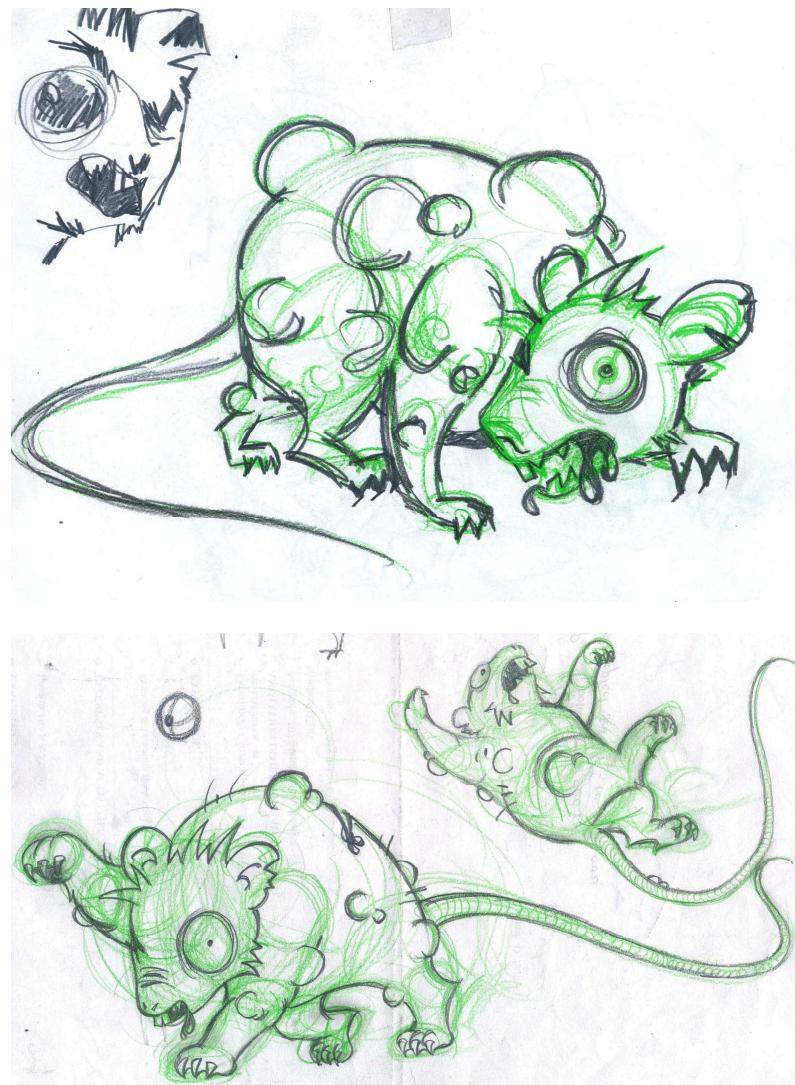
They hide in the crack in ruins of a destroyed city. They are afraid to go out.

## Phase 3: Script and Character Design

### Script Writing

In this process I had to break down the story into the major sequences. For instance the first sequence introduces the viewer to the apocalyptic world. The second sequence shows the cockroaches searching for food and the menace of the monster rats. In the third sequence our protagonist decides to embark on his quest. In the fourth he loses his way in the desert. In the fifth sequence he encounters the villainous monster rat. In the sixth sequence Roshan discovers the magical world within the volcano and fights the rat. In seventh he returns home victorious.

Each sequence has then been divided into scenes following the actions and camera movements. The script thus brings the story corresponding to the timing of the film.



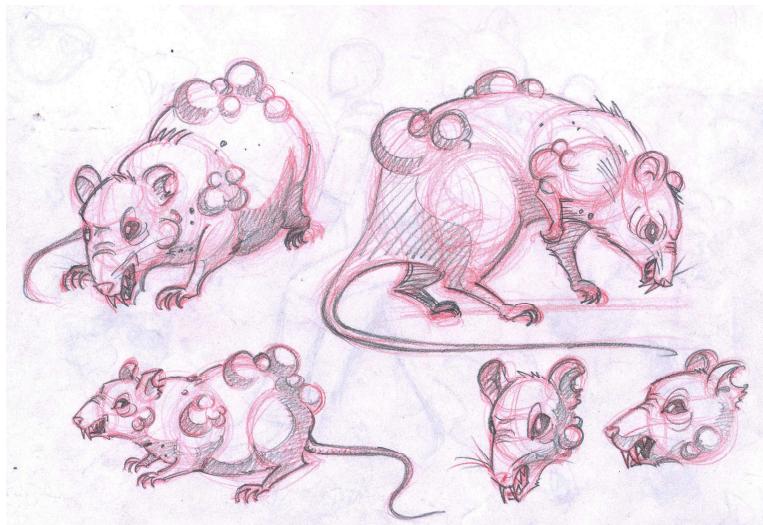
## Character Development

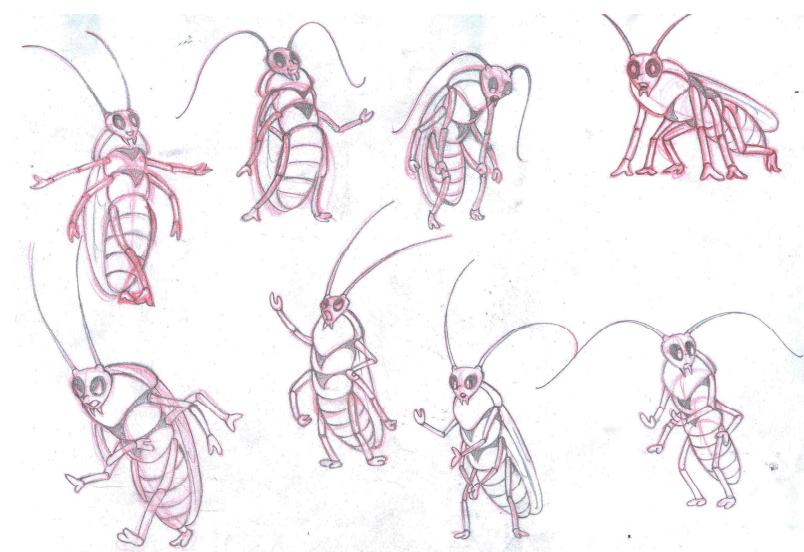
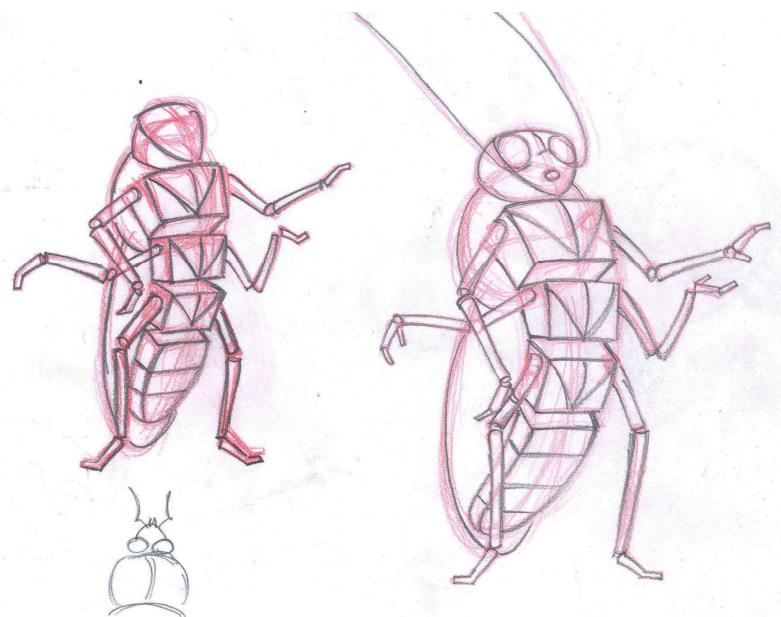
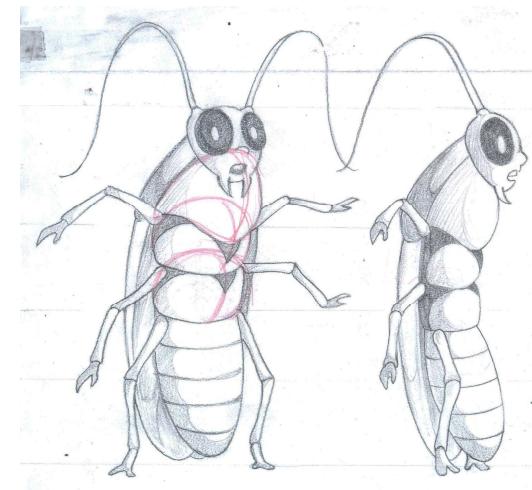
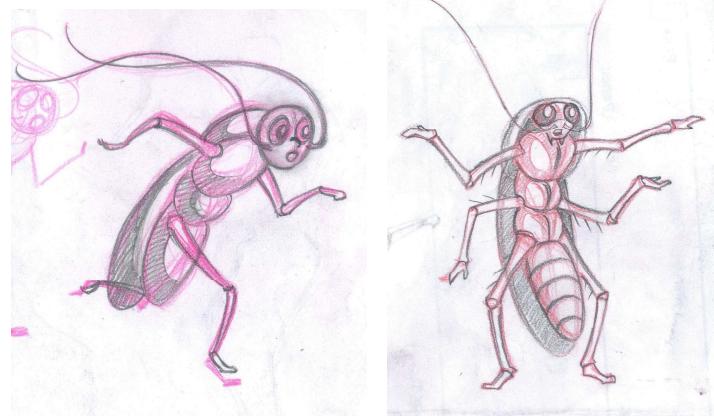
The story mainly revolves around two major characters, the monster rat and the protagonist Roshan the Roach. Based upon their unique characteristics the characters have been designed.

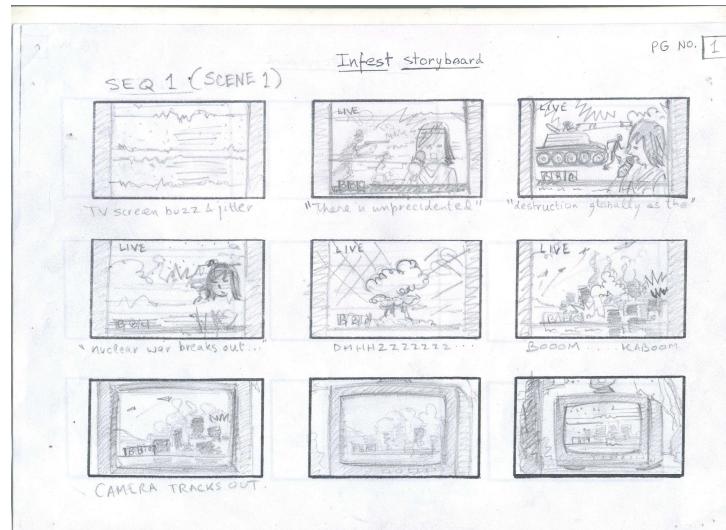
While designing the characters I had to experiment with basic shapes and forms. The volumes had to be worked out in order to visualize the character in 3 dimensions.

Once the character was finalized I attempted to study the gestures and expression of the protagonist character as it would further aid in developing the storyboard in next level.







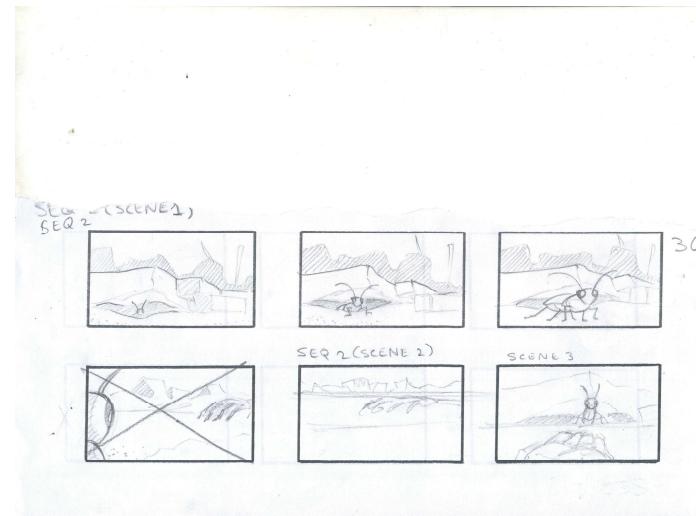
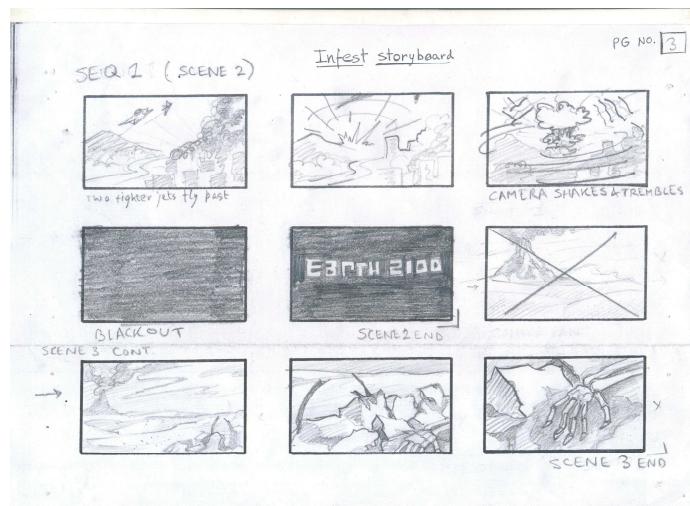
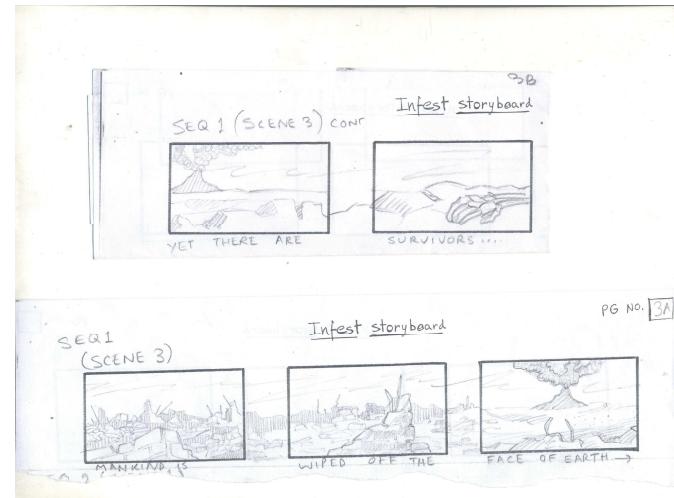
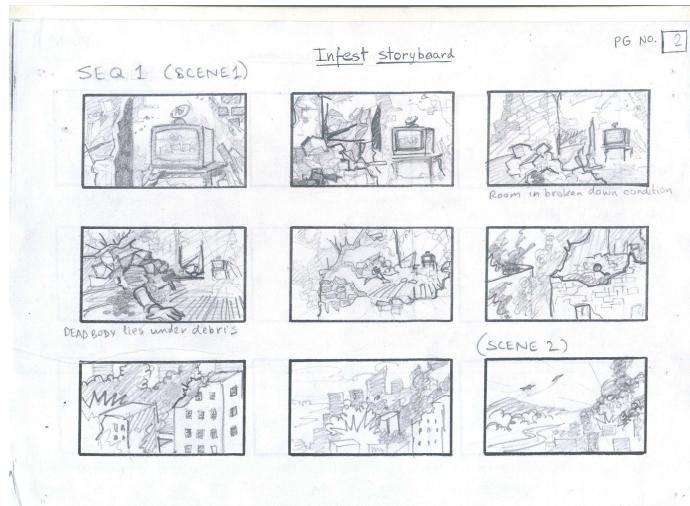


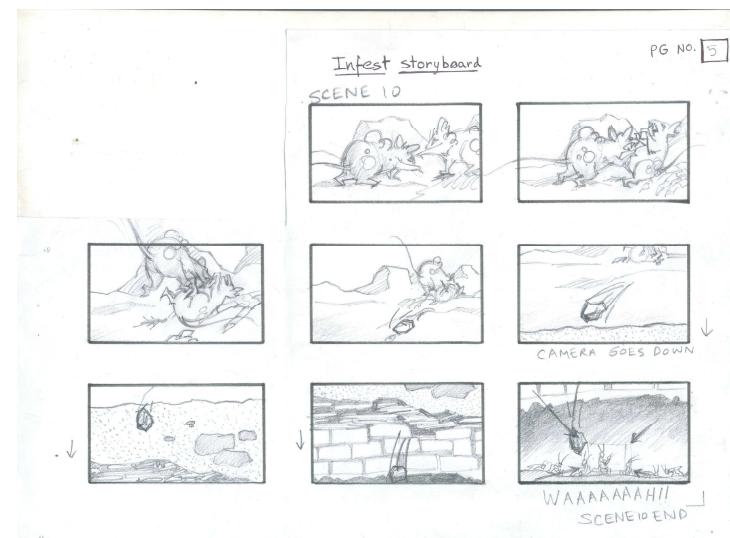
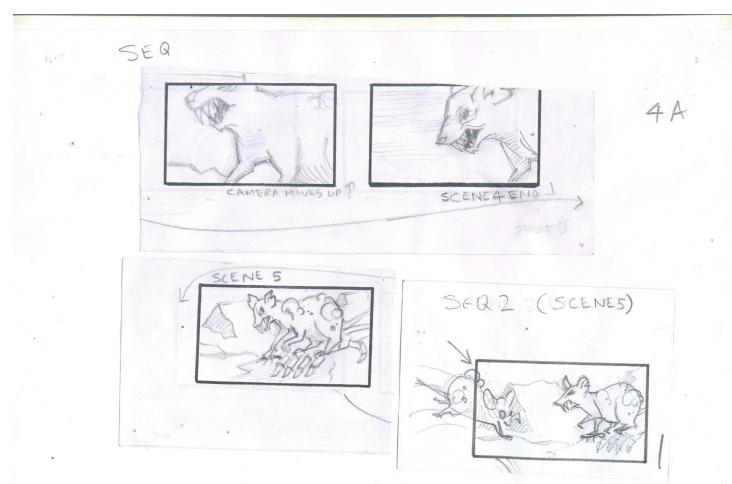
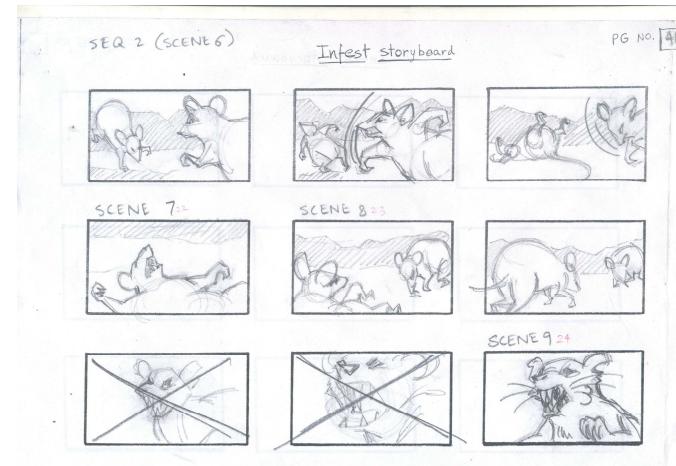
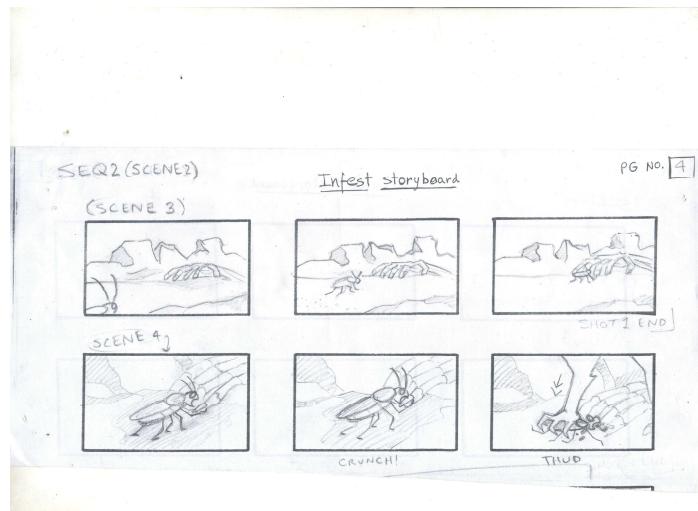
## Phase 4: Storyboarding

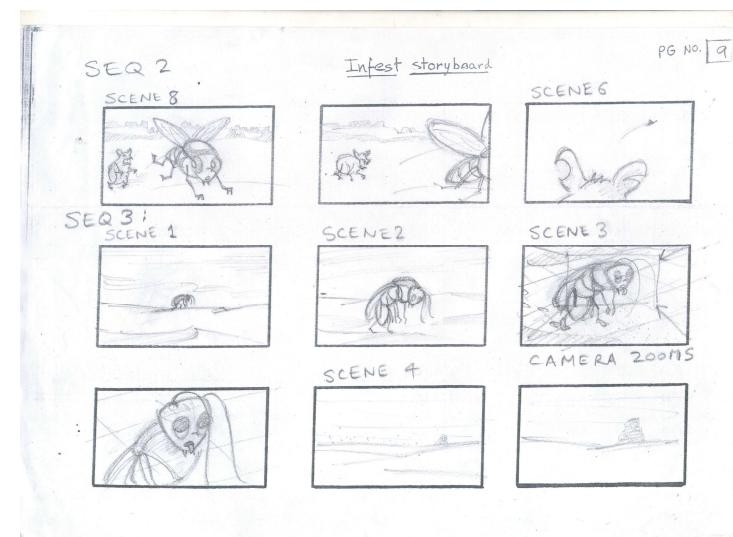
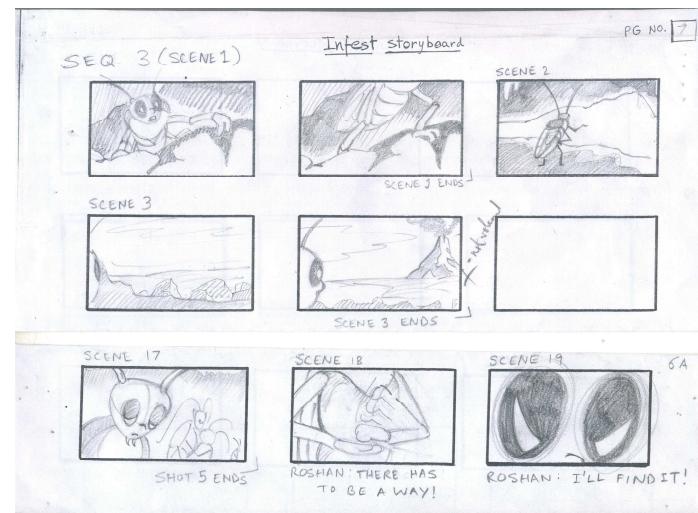
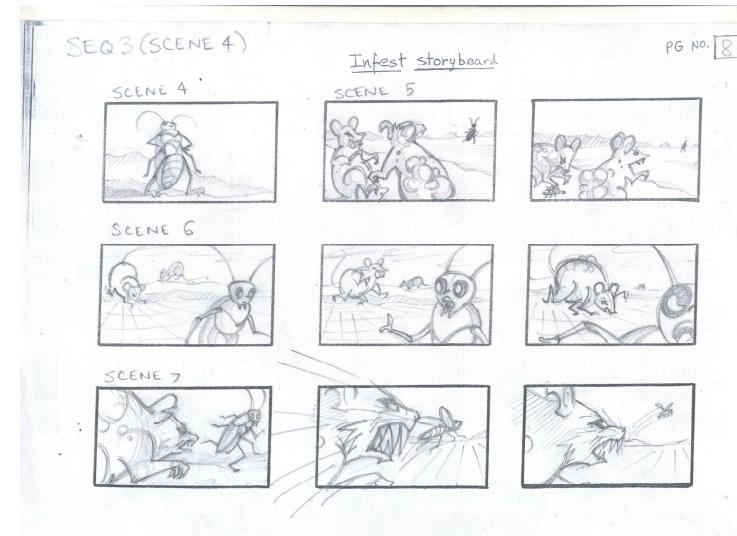
In this phase the entire script was transformed into a sequence of visuals representing every scene in each sequence.

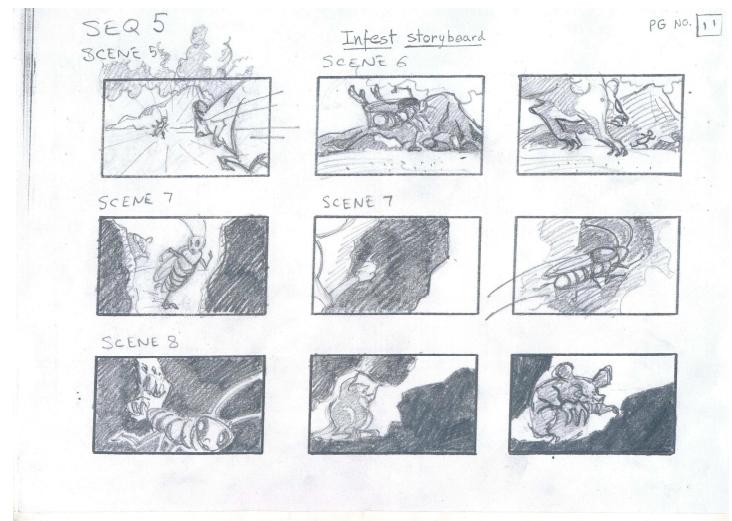
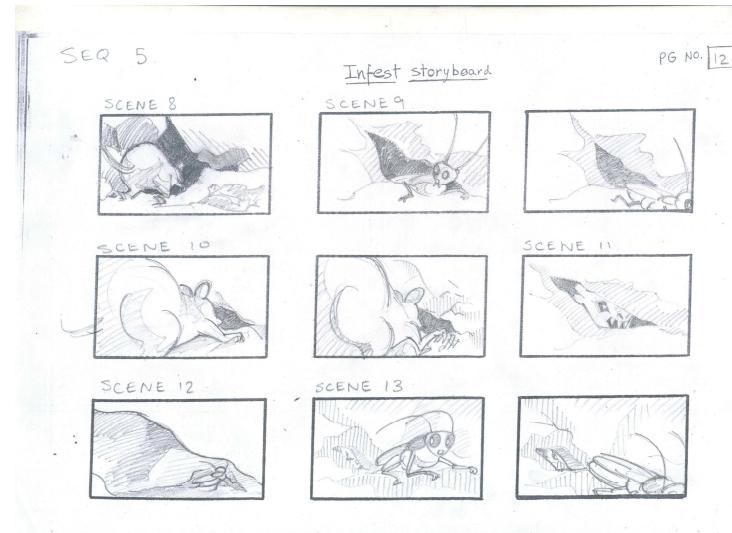
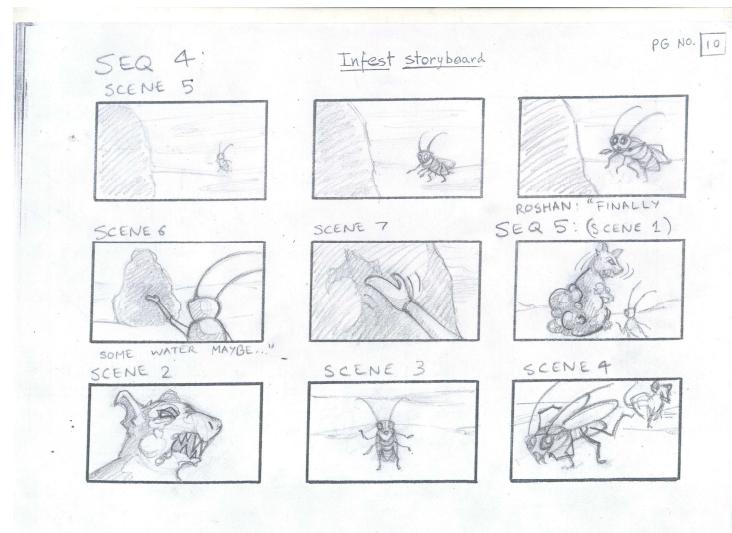
In this process the entire film comes together the way it would look when in production. It is critical to understand the camera angles, and composition while making the panels.

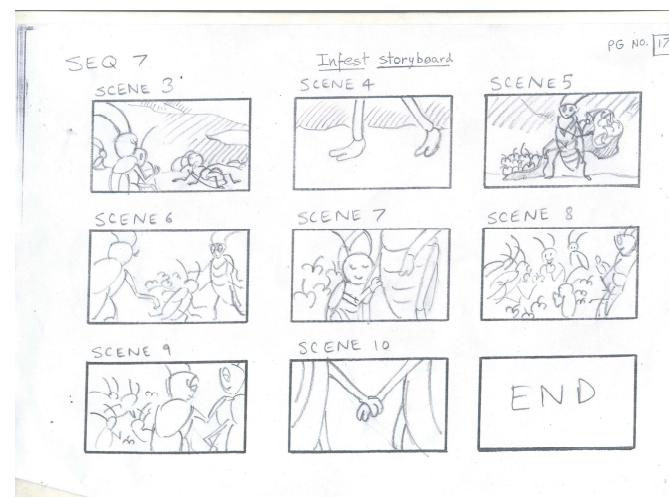
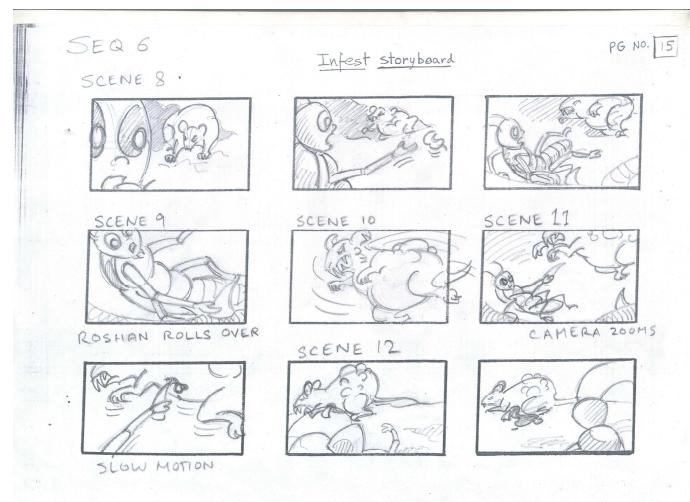
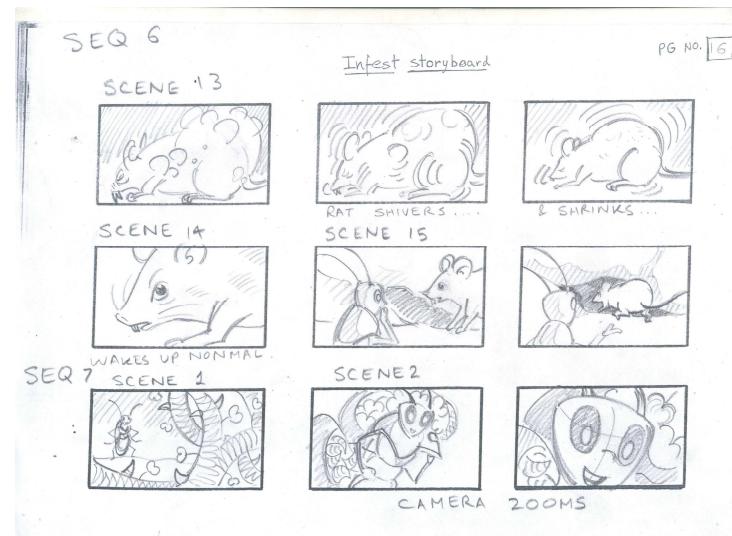
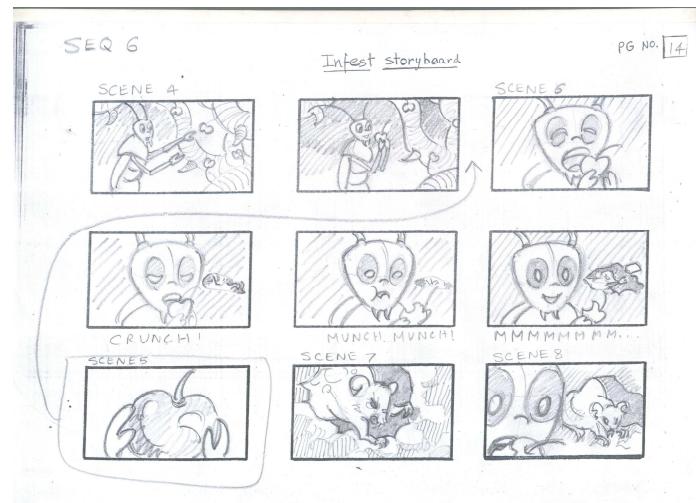
In my experience in internship I had to make several iterations of the storyboard in order to perfect it. The drama and the conflict need to be suitably established and highlighted for effective communication with the audience.











## Conclusion

My primary expectation in my internship was to gain an exposure with the animation industry and improve my skills to the next level. Working with an animation studio gave me the experience of how they handle their various projects to their client's satisfaction.

I also was able to improve my skills in sketching and rendering. The approach towards proper preproduction gave me valuable insights towards making animation films.

I learnt the need of efficiency and discipline in order to be successful in the field.