

Threshold

animation short film project

Anindya Kundu
09634803

Concept Idea

- The initial idea was the story of an outsider facing a new system.
- Evolved into the story of a sensitive individual facing difficult circumstances.
- The phase of transition from a nurturing home to the harsh reality of making a living.
- In a span of a regular bus journey, the protagonist observes the world around him and rediscovers faith in himself.

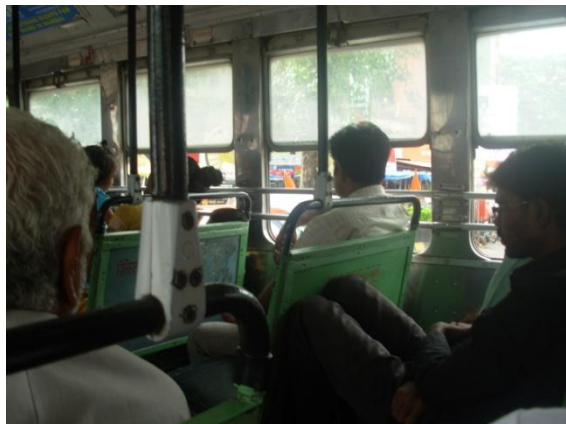
Premise

- The story takes place in the bustling cosmopolitan city of Mumbai.
- The protagonist is a young graduate who is a fresher in the industry.
- In the training period he earns a low salary, lives in messed up PG and commutes to work on public bus.
- Intimidated by his situation, he finds solace in observing his co-passengers in his journey.



Research

- Intend to make many bus trips and observe the details of the journey.
- To meet people young people living away from hometown for their career.

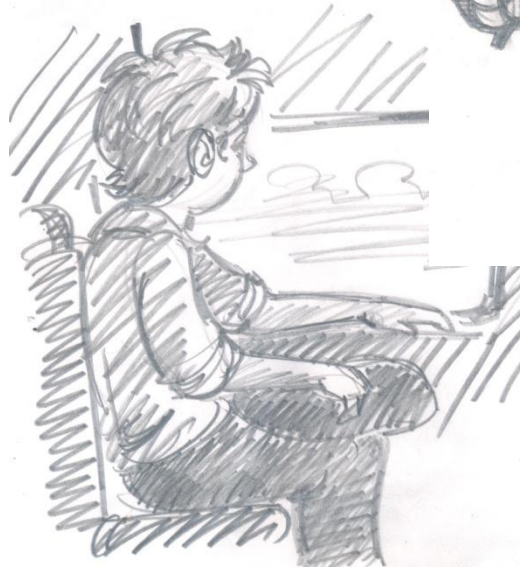




Story

- Protagonist wakes up to realize he is late for office.
- He finds huge rush at the bus stop in spite of the rain.
- Scrambles into an overcrowded running bus and feeling miserable.
- But finds all other passengers in similar situation despite all differences.
- Is lucky to get a seat and drifts into contemplation.
- As the bus reaches its last stop, he is able to gather faith and is ready to face the world.

Rough Visuals



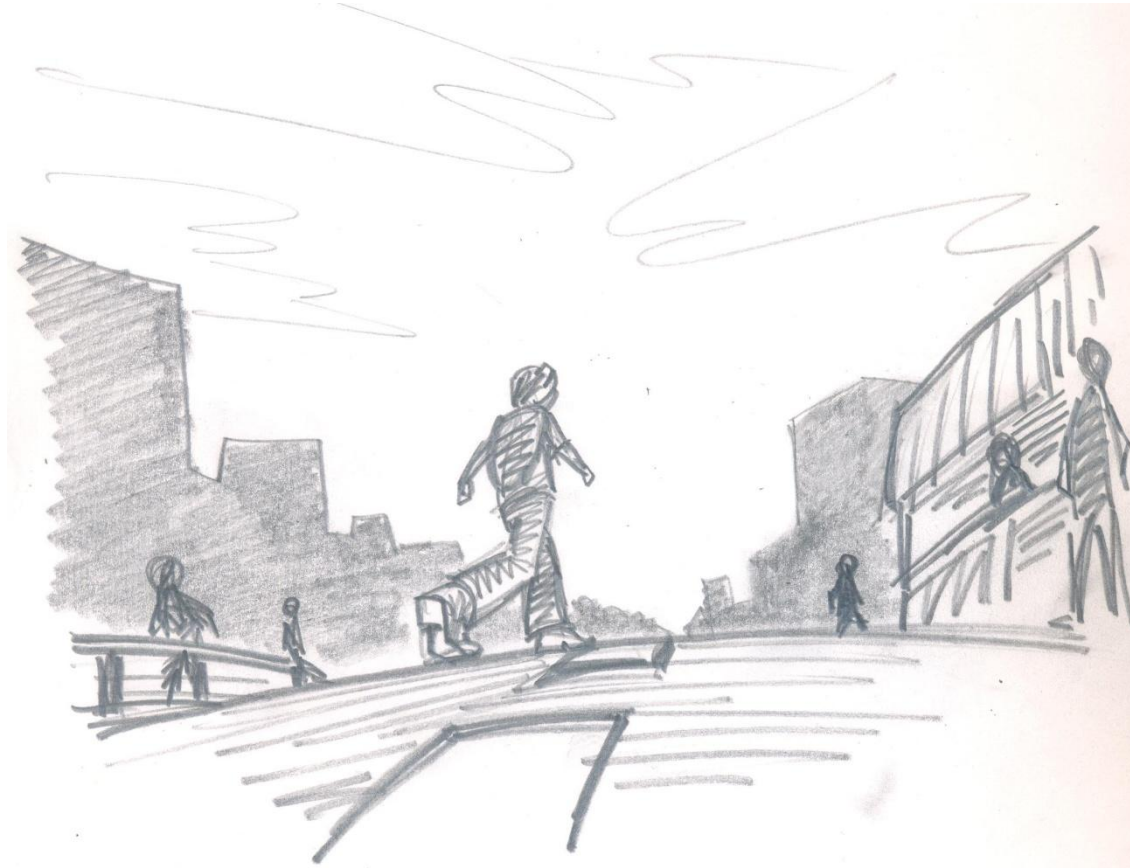
Rough Visuals



Rough Visuals



Rough Visuals



Storyboard

Storyboard

SEQ 1



Camera pans down. The protagonist's room can be seen.



The protagonist is sleeping and dreaming.



The protagonist is dreaming of leaving his parents.

SEQ 2



He touches his parent's feet in deep regard.



His parents recede away as he looks from the train window.



Meanwhile the alarm clock rings.

Storyboard



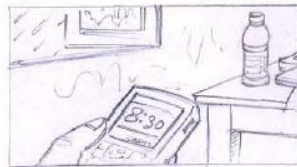
Protagonist notices the ringing.



But goes back to sleep.



Finally he picks up the phone.



He notices the time on the display.

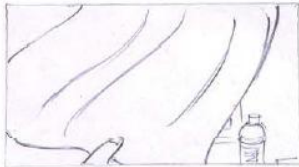


He is shaken to find that he is getting late



He pulls his towel to rush for a bath.

Storyboard



The towel is taken off the wire.

SEQ 3



The protagonist walks to the bus stop.



He walks over the rainwater puddles.



He waits for his bus in the bus stop.

Storyboard



A bus arrives to the stop.



It splashes mud on him.



The mud stains his shirt.



Protagonist looks downwards.



The clothes are badly stained.



He feels annoyed at his situation and clenches his fists.

Storyboard



He puts hand in his trouser pocket.



He looks for something in his pocket.



He takes out a sea shell in his palm.



He looks at the puddles on the road.



He falls into a reverie and slowly regains his nerves.



He hears the sound of the arrival of a bus.

Storyboard

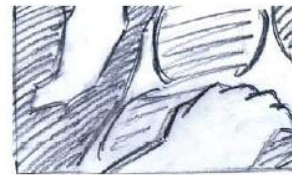
SEQ 4



He gets up the bus at the bus stop.



He gets lost in the crowd inside the bus.



There is a flashback into the past.

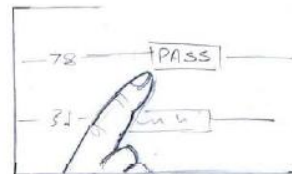
SEQ 5



He goes back to the time of his board exam results.



He looks at the notice board and finds his name in the list.



He looks at his grades.

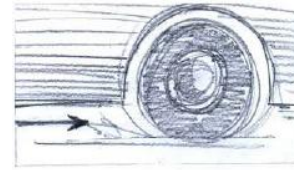
Storyboard



He is overjoyed at his success.



He looks at the sea shell in his palm.



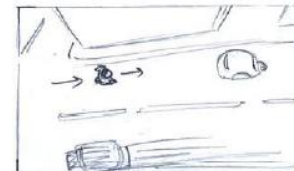
The bus screeches to a halt.



The protagonist is woken from his daydream.



He gets down the bus.



He walks towards his office.

Storyboard

SEQ 6



He opens the door of his office.



He walks through the corridor.



He reaches his cubicle.



He sits on his chair.



He gets the message that his boss is calling him.



He gets alarmed at the prospect.

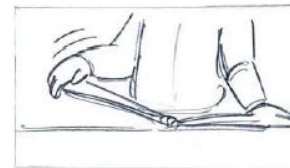
Storyboard



He knocks the door of his boss' cabin .



The door is slowly opened.



The boss looks at a few files.



The boss gets annoyed at him.



He looks down in disappointment.



He leaves the cabin with drooping shoulders.

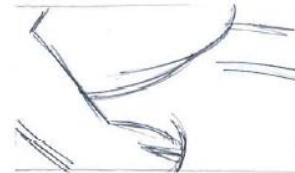
Storyboard



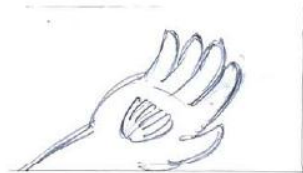
He sits on his cubicle in office.



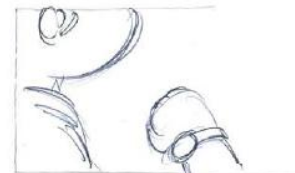
He gets bored looking at the computer screen.



He puts his hand in his pocket.



He stares at the sea shell in his palm.



He checks out the time.



He gets up to take a tea break.

Storyboard

SEQ 7



He walks out of office.



He notices a tea stall at a distance.



A young boy can be seen washing tea glasses.



The protagonist drinks tea at the stall.



There's a sharp noise and he turns around.



There is a broken glass at the ground.

Storyboard



The tea boy gets slapped and his face hurts.



The tea boy cleans the table.



The tea boy asks for money.



The protagonist looks for money in his pockets.



He looks at the tea stall errand boy.



The boy looks miserable.

Storyboard



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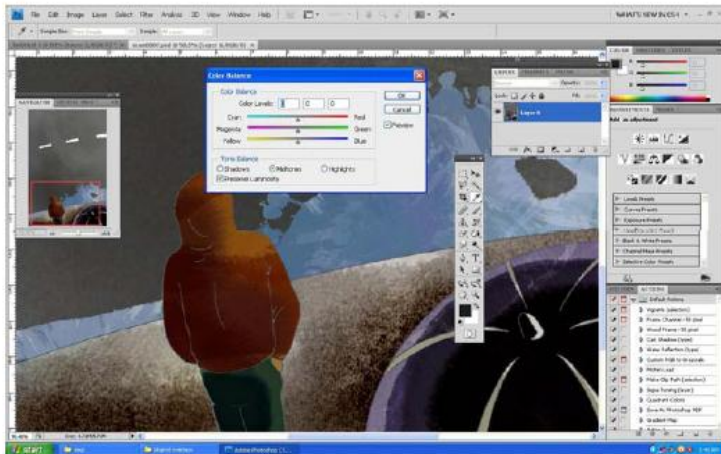


He looks at the tea stall errand boy.



The boy looks miserable.

Production



Based upon the nature of the story and my personal inclination, the film is made using classical 2D animation.

Layout, Backgrounds and Overlays

The layout, backgrounds and overlays have been drawn on paper using pencils. The drawings have been scanned and coloured as required using Adobe Photoshop CS4.

Animation

The animated characters and elements are drawn frame by frame with pencil on paper using a light box. The individual drawings have been scanned and similarly coloured using Adobe Photoshop CS4.

Production

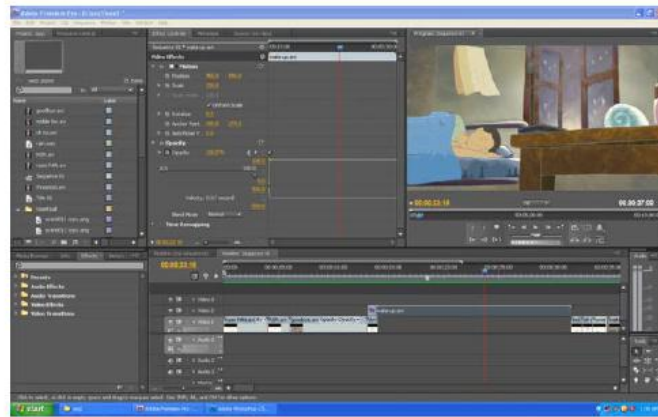


Compositing

The animated elements have been composited with their respective backgrounds and overlays using Adobe After Effects CS4.

Effects/Editing/Sound Design

The specific visual style of the film required very few extra effects to enhance the look. The cloudy sky has been created in certain scenes using the Fractal Noise effect provided by Adobe After Effects CS4.



The various shots, scenes and sequences have been edited and put together using Adobe Premiere CS4.

The film required extensive use of ambient sounds. Royalty free sounds have been downloaded from internet^[3]. Some guitar sounds have been recorded with Adobe Soundbooth CS4. The audio tracks have been edited and assembled using Adobe Premiere CS4.

Final Look



The protagonist is walking towards his bus stop.



His last meeting with parents back at railway station.



The protagonist sleeps in his PG room.



He waves to his parents from his train compartment.

Conclusion

- In this project I got to learn the various steps involved in the process of animation. Being my first film it was a valuable experience in planning and execution of a film.
- Initially I had many ideas regarding the story and its stylistic treatment. But gradually as the project progressed it evolved and took a specific direction. I realized the various methods to overcome the limitations and learnt ways to enhance the film both in terms of content and the look.
- This project has indeed been a milestone in my endeavour to learn the nuances of being animator. With the completion of this project I intend to look forward, learn from my mistakes and progress to be a better artist and an individual.