



Project 3
GO WILD - A Movie on Wildlife

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Animation

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Why Go Wild?

Addiction to photography led me to experiment with my camera . So to pursue this interest I chose wildlife photography as my summer internship project. During this period I had the opportunity to stay inside four different and vivid jungles. The serenity, the calmness, the greenery, and the wild animals were fascinating. But there were other things that made me think and even disturb me to quite an extent. Diminishing forest area and wild animals, ignorant people who do not respect the wildlife and many more issues which have to be taken care of was evident and posing right in front of my eyes in every jungle I visited. The result of all these experiences or shall I say a part of my experience is 'Go Wild'.



Aim

The aim is to make people understand wildlife, the rules to be followed, how to behave and how to experience the wildlife without disturbing the natural habitat.



1. My experience

2. Books

3. Internet

A small deer came into my camp and stole my bag of pickles. Is there a way I can get reimbursed?

Please call."

"Escalators would help on steep uphill sections."

"Instead of a permit system or regulations, the Forest Service needs to reduce worldwide population growth to limit the number of visitors to wilderness."

"Trails need to be wider so that the people can walk while holding hands."

"Ban walking sticks in wilderness. Hikers that use walking sticks are more likely to chase animals."

"All the mile markers are missing this year."

"Found a smouldering cigarette left by a horse."

"Trails need to be reconstructed. Please avoid building trails that go uphill." "Too many bugs and leeches and spiders and spider webs. Please spray the wilderness to rid the area of these pests."

"Please pave the trails so they can be plowed of snow in the winter."

"Chairlifts need to be in some places so that we can get to wonderful views without having to hike to them."

"The coyotes made too much noise last night and kept me awake. Please eradicate these annoying animals."

"Reflectors need to be placed on trees every 50 feet so people can hike at night with flashlights."

"Need more signs to keep area pristine."

"A McDonald's would be nice at the trailhead."

"The places where trails do not exist are not well marked."

"Too many rocks in the mountains."

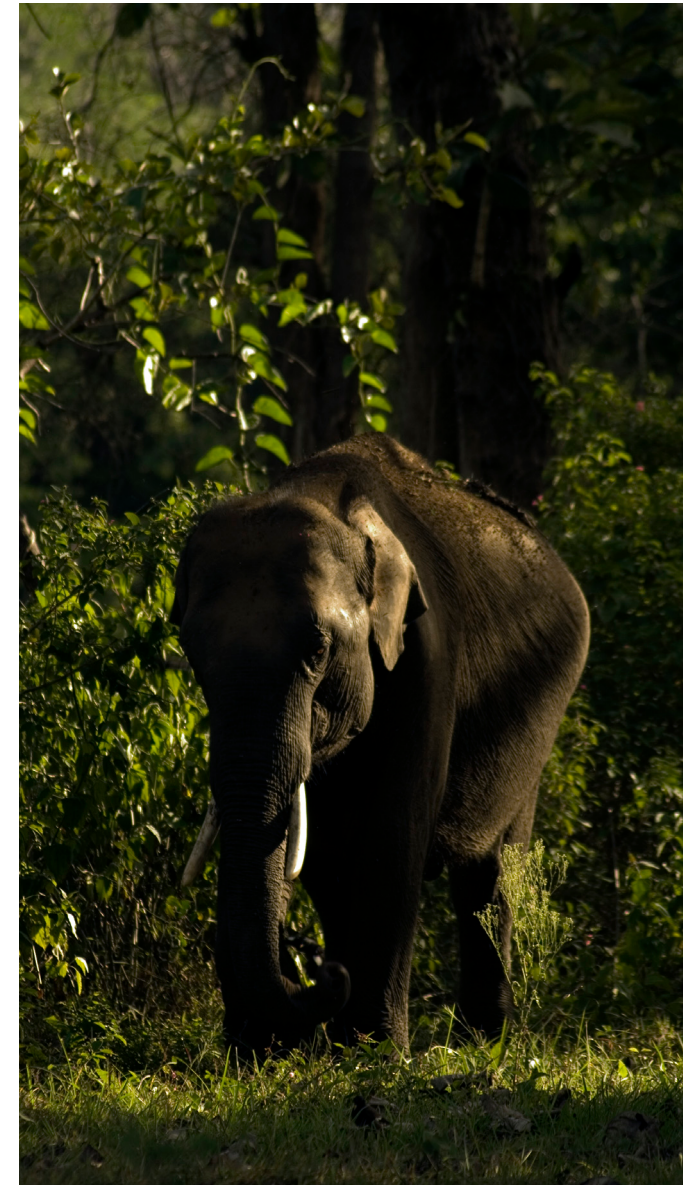


Stories

Story 1 Wild Encounter

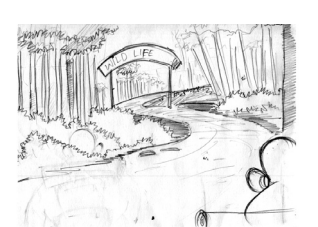
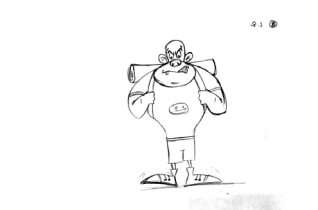
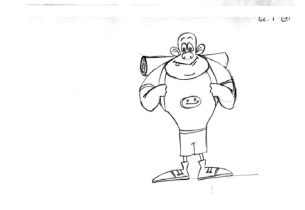
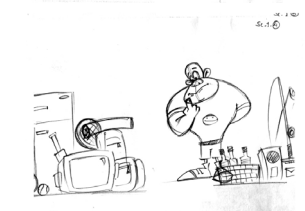
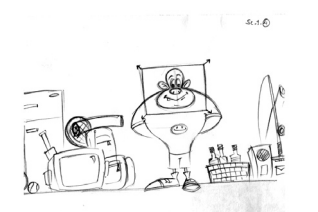
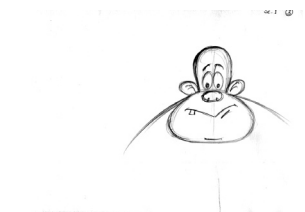
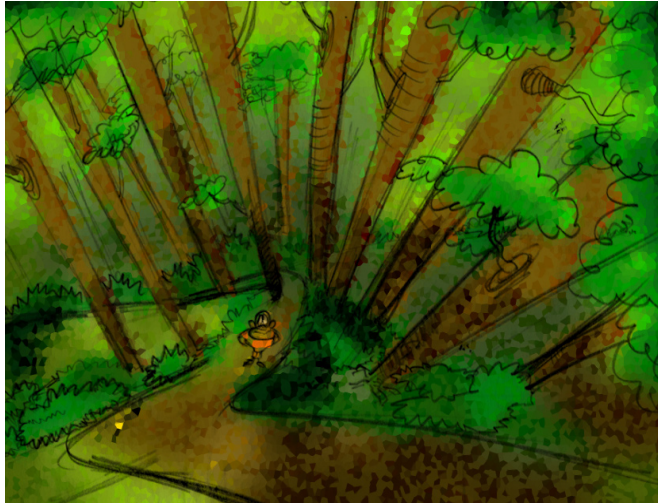
Story 2 Human Exploitation (Anti poaching)

Story 3 Go Wild

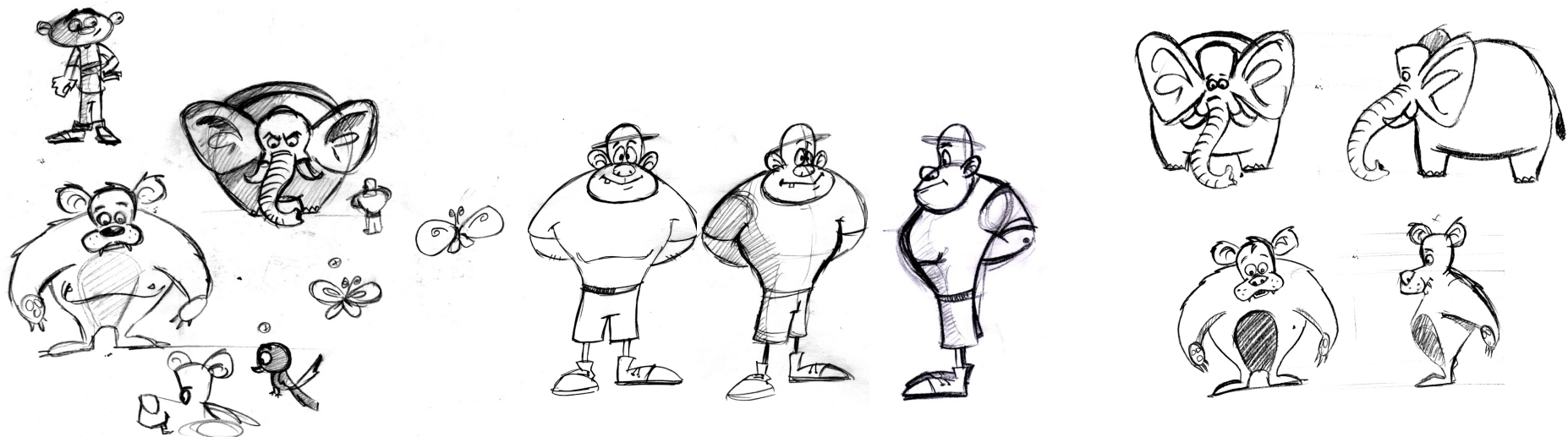
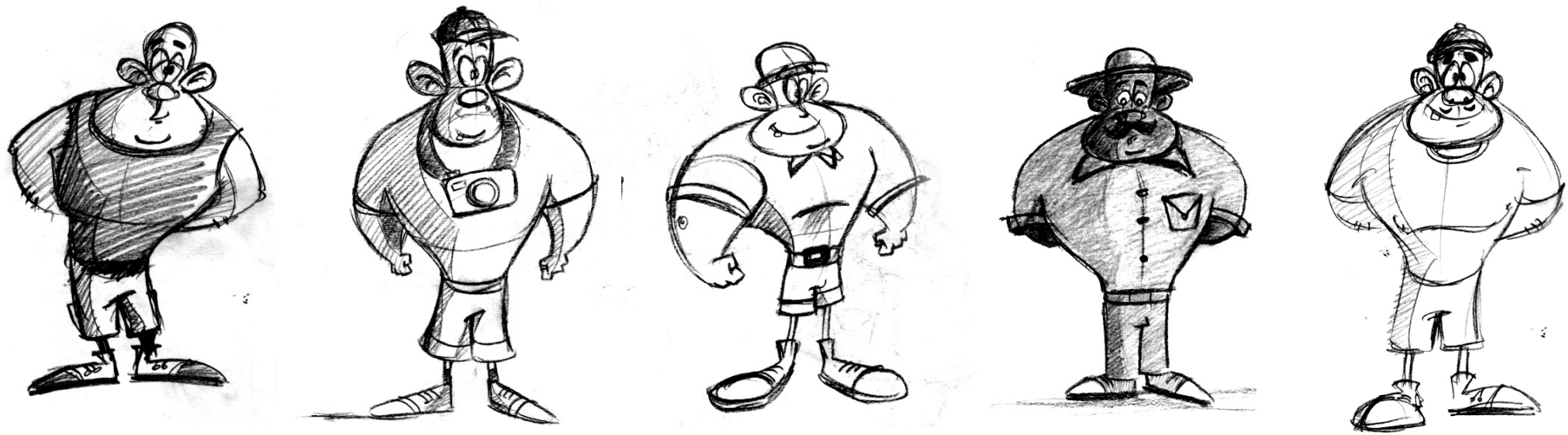


Process

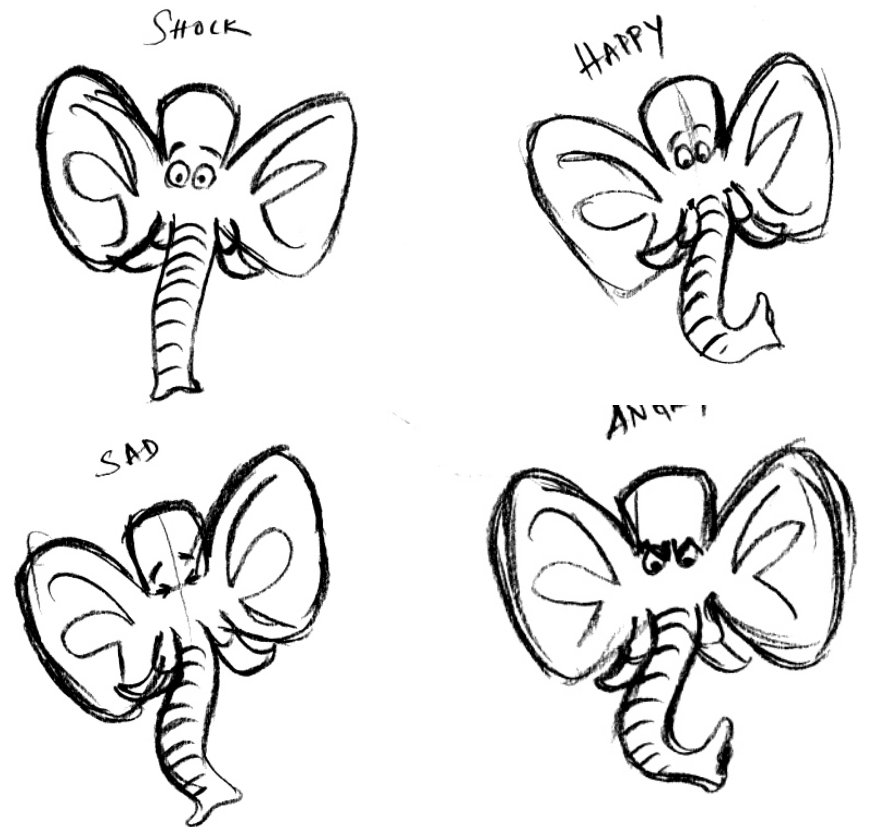
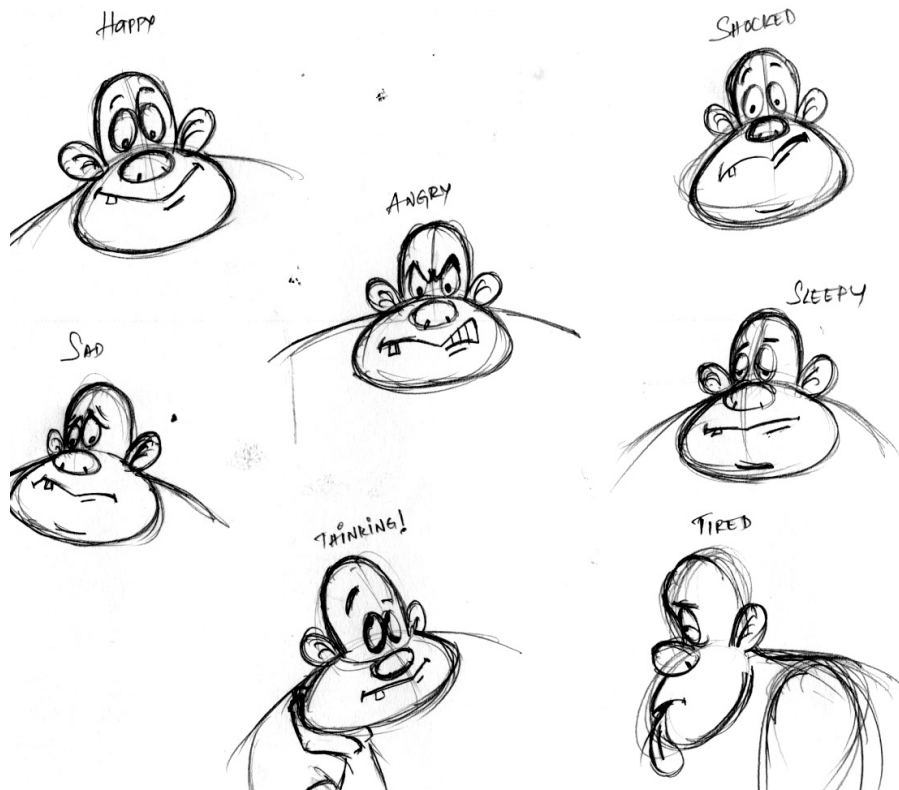
1. Script
2. Storyboard
3. Concept Art



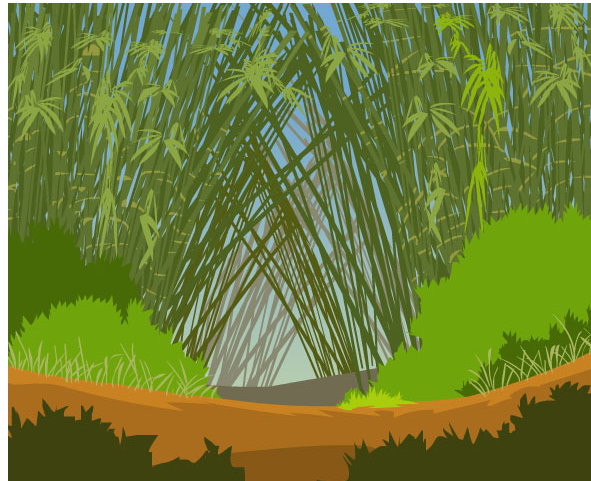
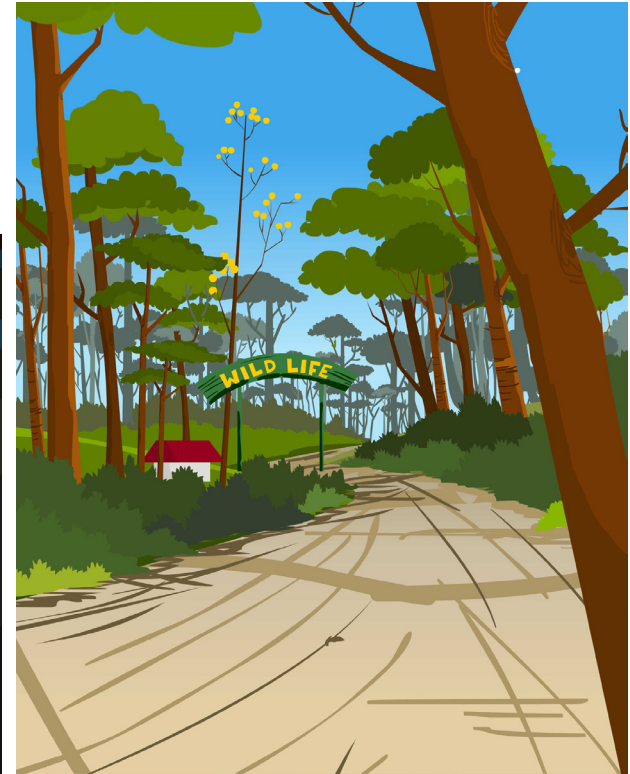
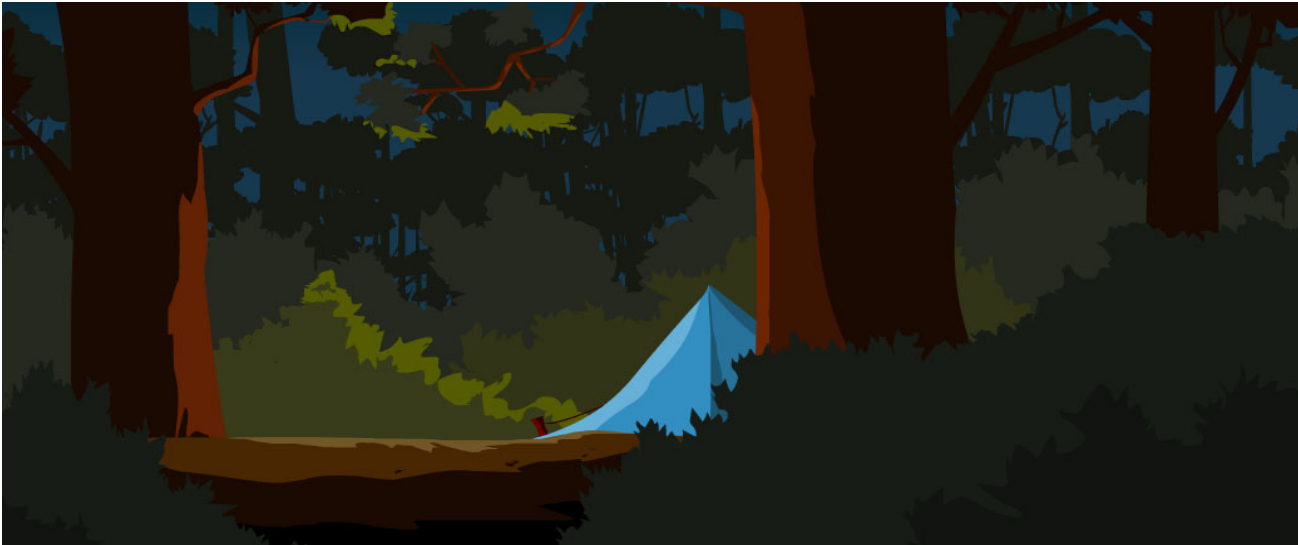
4. Character Design & Character sheet



5. Expression Sheet



6. Backgrounds/Layouts



Process

7. Compositing

8. Editing and Sound effects