



July 02, 2009

TO WHOMSOEVER IT MAY CONCERN,

This is to certify that **Mr Kunal Parida** has completed his internship at Tata Interactive Systems during the period May 11, 2009 to June 10, 2009. During this time he came up with excellent character designs for an animation project that we are currently working on. He is also a good team player and was very sincere and committed to his work throughout.

It has been a pleasure working with him and I wish him all the best.

With best regards,

Manisha Mohan
Head - Design and Animation

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Internship Report

I did my internship of one month in Tata Interactive, at Leela Business Park, Andheri. Here I got to learn a lot of things related to my studies and would like to apply the knowledge I shared with my colleagues out there, in my work further. The best part of TIS people is that they were very cooperative and helped me in many ways doing my project. It was pretty interesting to see how people in Animation dept here use to work efficiently.

According to my knowledge the project '*Way To Earth*' on which I worked is an inhouse project which was in its conceptual level when I came here. It had a script of one page. So I had to conceptualize it further, where I discussed with my colleagues in animation dept, those who are being involved in it. Day to day we implied new ideas and sequences to give a shape to this script.

Further I had to work out the required characters as well as conceptual backgrounds. So each day I use to sketch lot of optional character and then discuss it out with my colleagues. They gave me suggestion to refine it further. In this course of time, I got ideas as to how work goes on in every animation firm. Gradually the main characters were finalized by our Design and Animation head, Manisha Mohan, whom I find very supportive and helpful.

After finalizing the characters, I made the model sheets and then the 3D animators use to sculpture it out in MAYA. I made some more conceptual backgrounds as well as other necessary objects linked to this topic.

Overall the experience in Tata Interactive is only going to help me in shaping my career well in future.



SCRIPT:

WAY TO EARTH:

Introduction:

Way to Earth is all about a bunch of four kids from a floating island called "HOPE" along with a sardar robot, are on their way in space exploring a series of unknown objects floating in space. Their super-computer however doesn't recognize the data of these floating objects which sparks the curiosity in these kids' mind, in order to know about these objects more as well the source from which these things have been generated.

Summary:

Thousands of years after from now, there is an Island floating independently somewhere in universe called "Hope". Here people are highly futuristic and have developed such super computers as well as sensor-technology that they have to do minimum amount of physical works as well as solve high-end technical problems. The whole island was shielded around with transparent film of virtual atmosphere which suits the people in the island. Their super computers make their life easier.

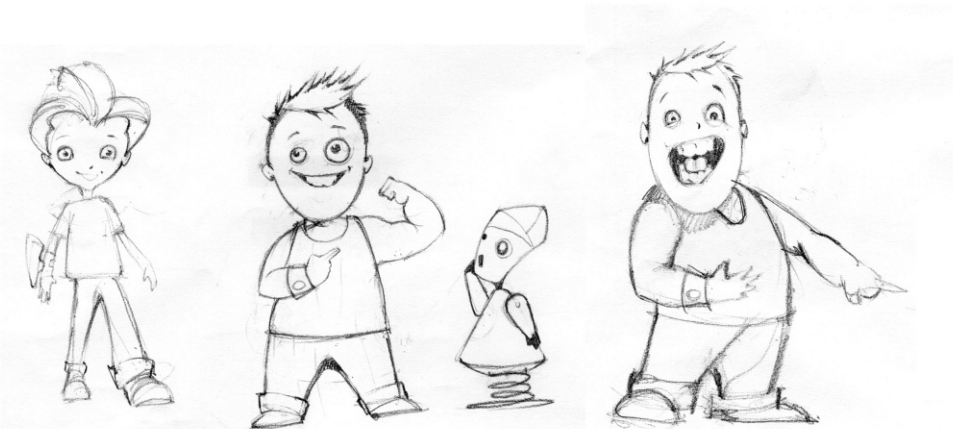
The Hope Island people also are humans but are far more advanced than today. They have futuristic outfits highly advanced nano-technologies, hi-tech flying vehicles as well as machines. The people had everything of their own which they required for survival. In case they had flying machines which can take them to space.

Initial Sketches:



SCRIPT: (continued)

In the meanwhile somewhere in the island, there is a school where children get education from super-computers. Four students who happen to be best buddies among themselves were discussing on some topic. *Rishi, Su, Eddie, Tom* are the respective name of these four kids. While Rishi, Su along with Tom were busy discussing on a common topic, Eddie, a geek, who is always busy in computers and books, came across an unknown dimly shining object floating in space, while surfing e-space through his super computer. The unknown object was not recognized by the super computer itself. He drew attention of his other buddies into this problem. Curious Rishi who happens to lead his group in almost every occasion, decides to discover the data of the unknown object with his group of friends. So they go for an adventurous journey to the space.



Initial Sketches:



SCRIPT: (continued)

Here the adventurous voyage of kids continues where they go on exploring different objects which are meant to be space garbage but they are actually object of today's world in earth like DVD, Play-Stations, Mobile , Laptop etc whose information data is not stored in their super computers. 21st century in earth is supposed to be pre-historic period for the people of Hope Island people.

Meanwhile the kids go on discovering new objects till they land on their mother Earth and then they come to know that their forefathers were from this globe. It was the Island got detached from mother Earth under certain circumstances which they don't know.

Initial Characters:



CHARACTER DESIGN:

After some initial rough sketches of characters, we discussed about the look and feel of characters in the story. They are suppose to look futuristic and funky by their dressing sense as well as attitude. They are aged between 11 to 13 years. Each character has his/her own attitude and style. and these should reflect from their appearance and face. Each character has his/her own gadget which defines their behaviour and approach.

This script required four main characters along with a robot which is useful in adverse situation and basically made to do gags.

- Among them a boy who leads the group in every situation and he is street-smart and enthusiastic.
- A girl character who should be sporty and has liking for adventurous work.
- A fatty guy who is more of a food freaky. Always busy in munching and eating, comparing every other thing with food items.
- A geek guy, who is always upto reading and surfing new things in his super computer. He is shy and hardly pay attention of what going on around him.
- A robot who is suppose to be a sardar and has gender confusion in itself. It shows feminine behaviour though he has a male outfit. He will add up some gags in serious situations.

Character's Attitude:



CHARACTER DESIGN:

In order to finalize the characters we had to introduce race and culture in them. The lead character is suppose to be an Indian, while the sporty girl has a chinese accent, who are known for their martial arts. The geek guy has a negro race while the fatty guy is british by nature.

While going through these final characters I had to make the negro guy more lean and shrinked and the fatty guy more obese.

Character 1:(Rishi)



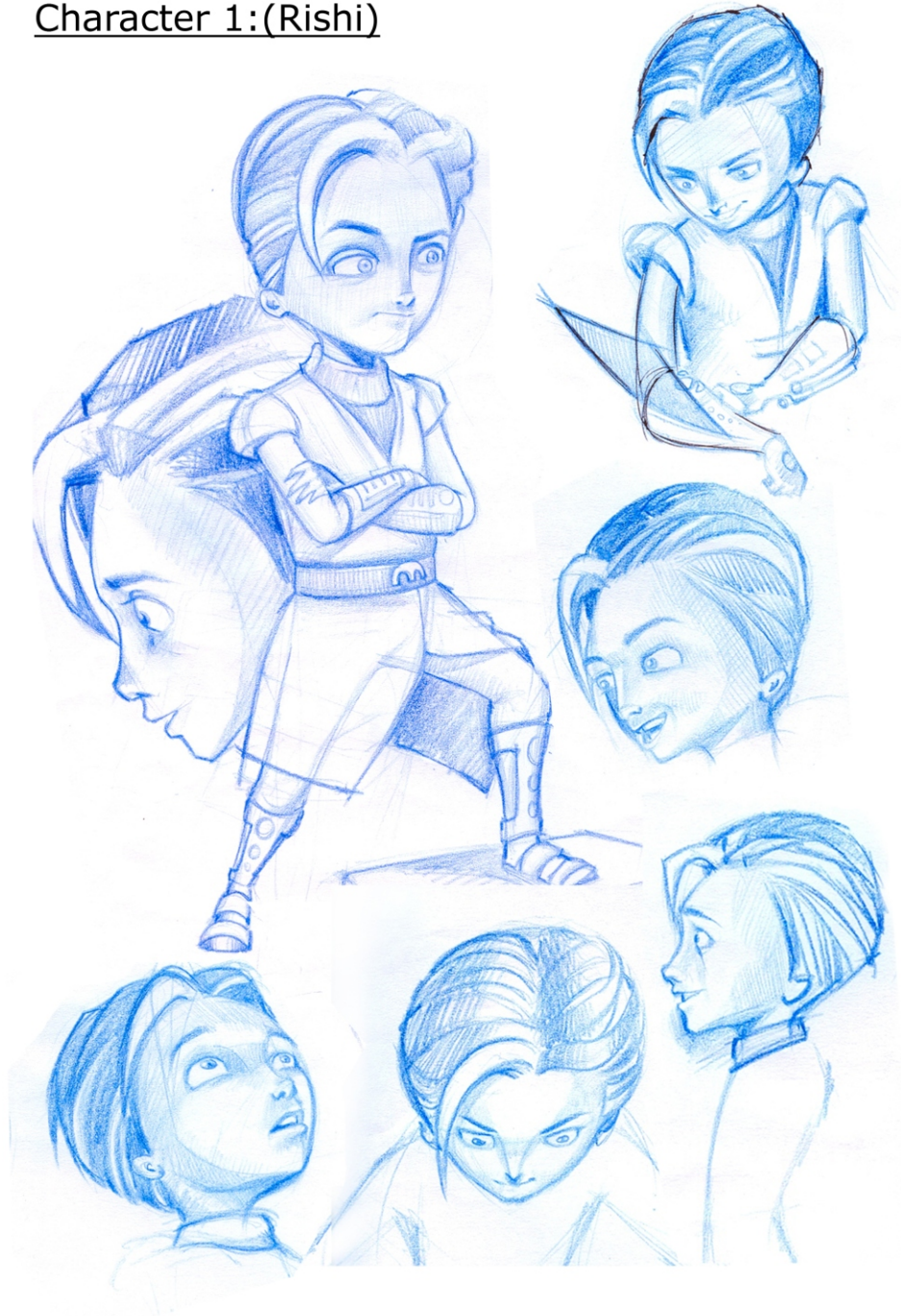
CHARACTER DESIGN:

Rishi:- An Indian guy, who has the leader quality in him and is the main character in this project. He is very smart character and likes to guide his friends in every occasion or situation. He is an enthusiastic boy who likes to face every odd problem and want to solve it.

These are some sketches defining his behaviour.



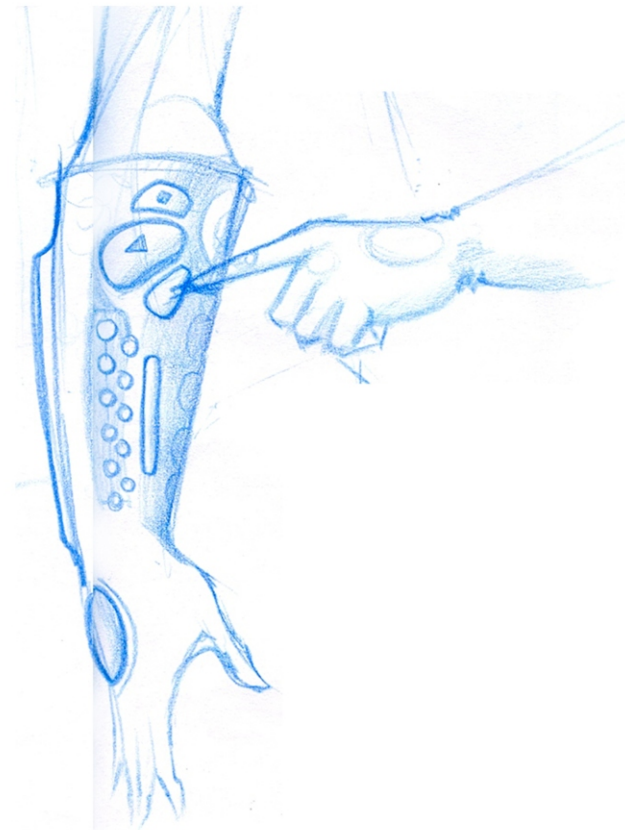
Character 1:(Rishi)



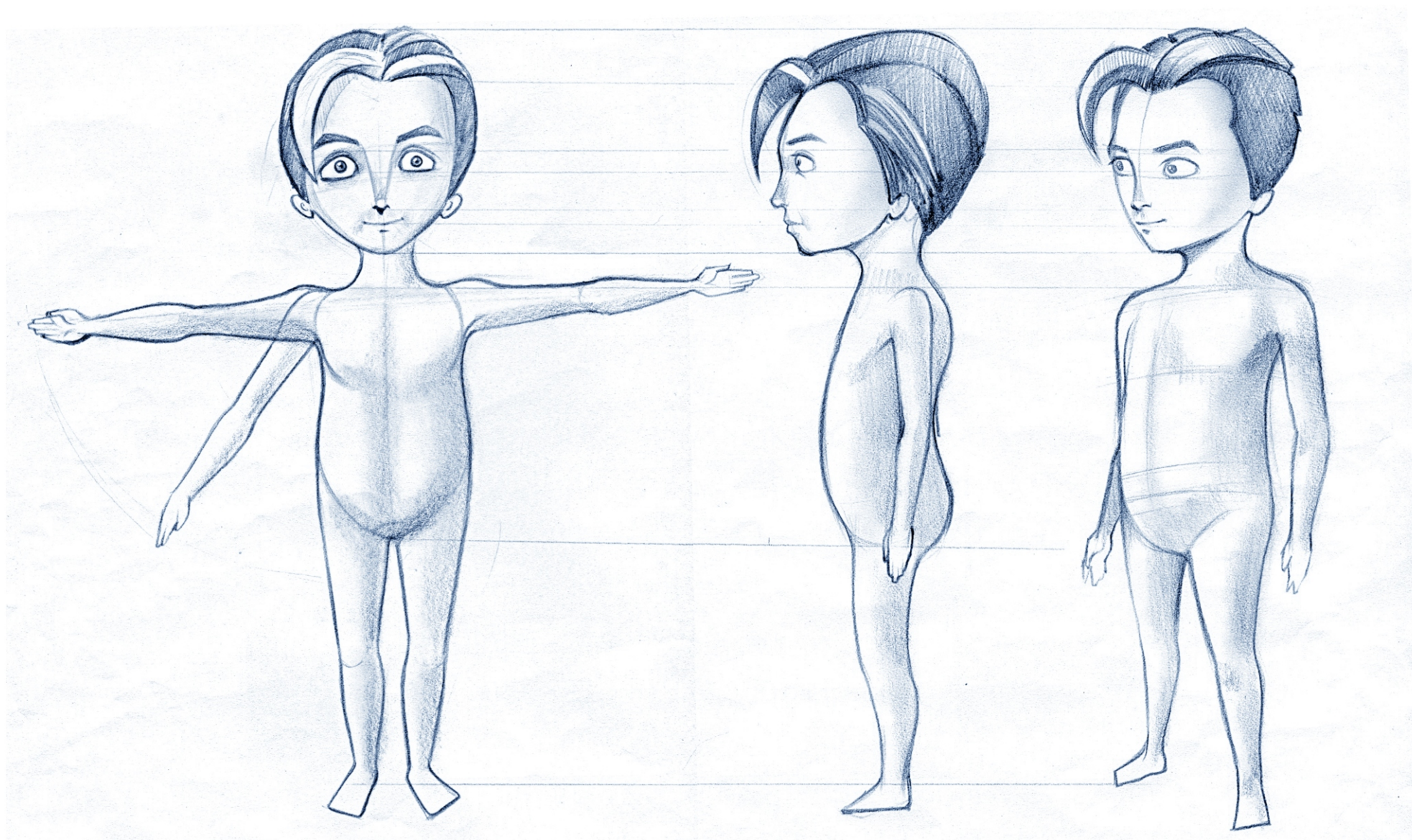
CHARACTER DESIGN:

Rishi has a ultra-tech gadget in his hand gloves. By the press of button transparent laser screen appears and give mathematical as well as technical calculation of any kind of strange object or body. He can fix up complex bodies through his auto adjusting screw-driver.

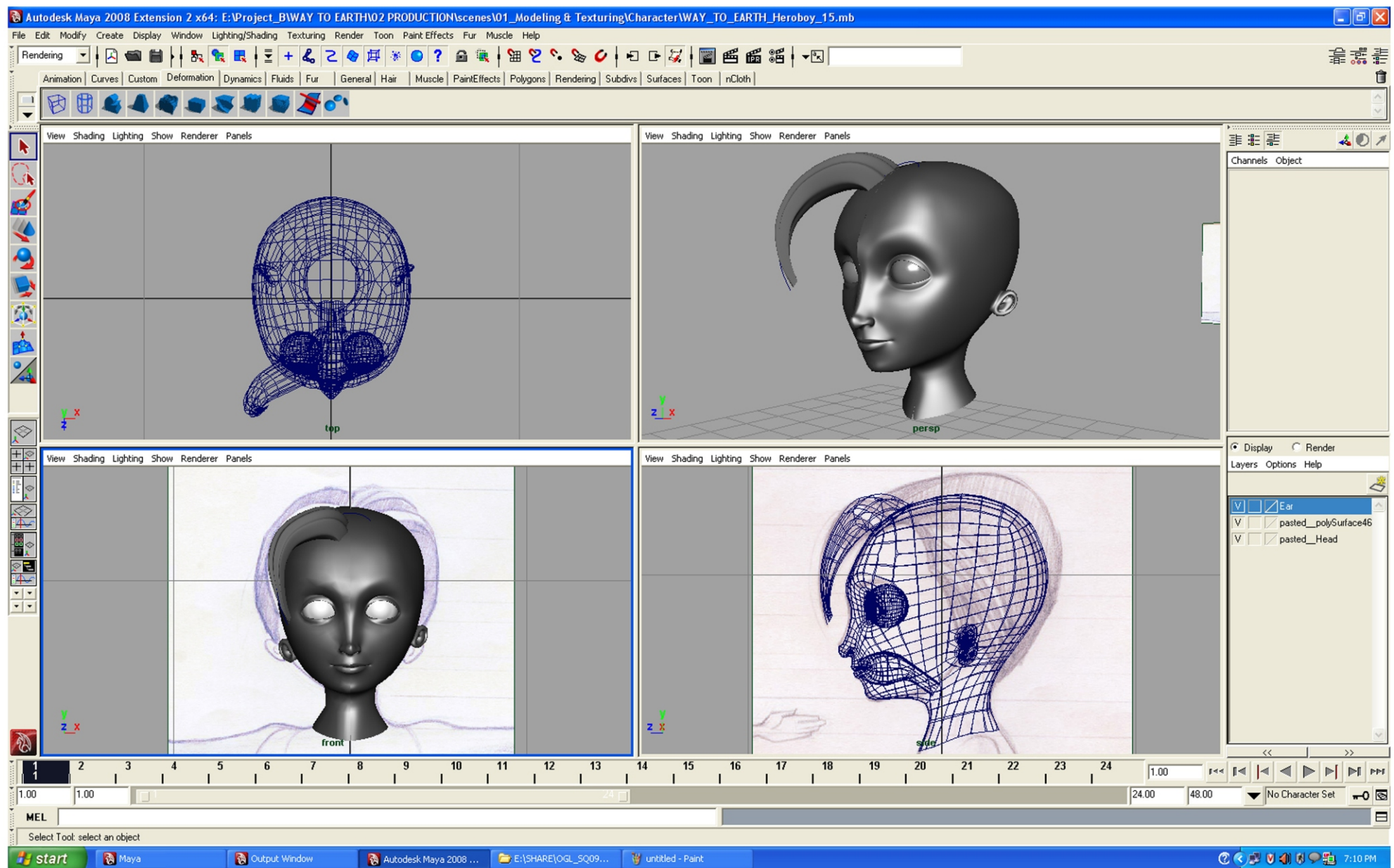
Overall he is the thinking brain in his gang.



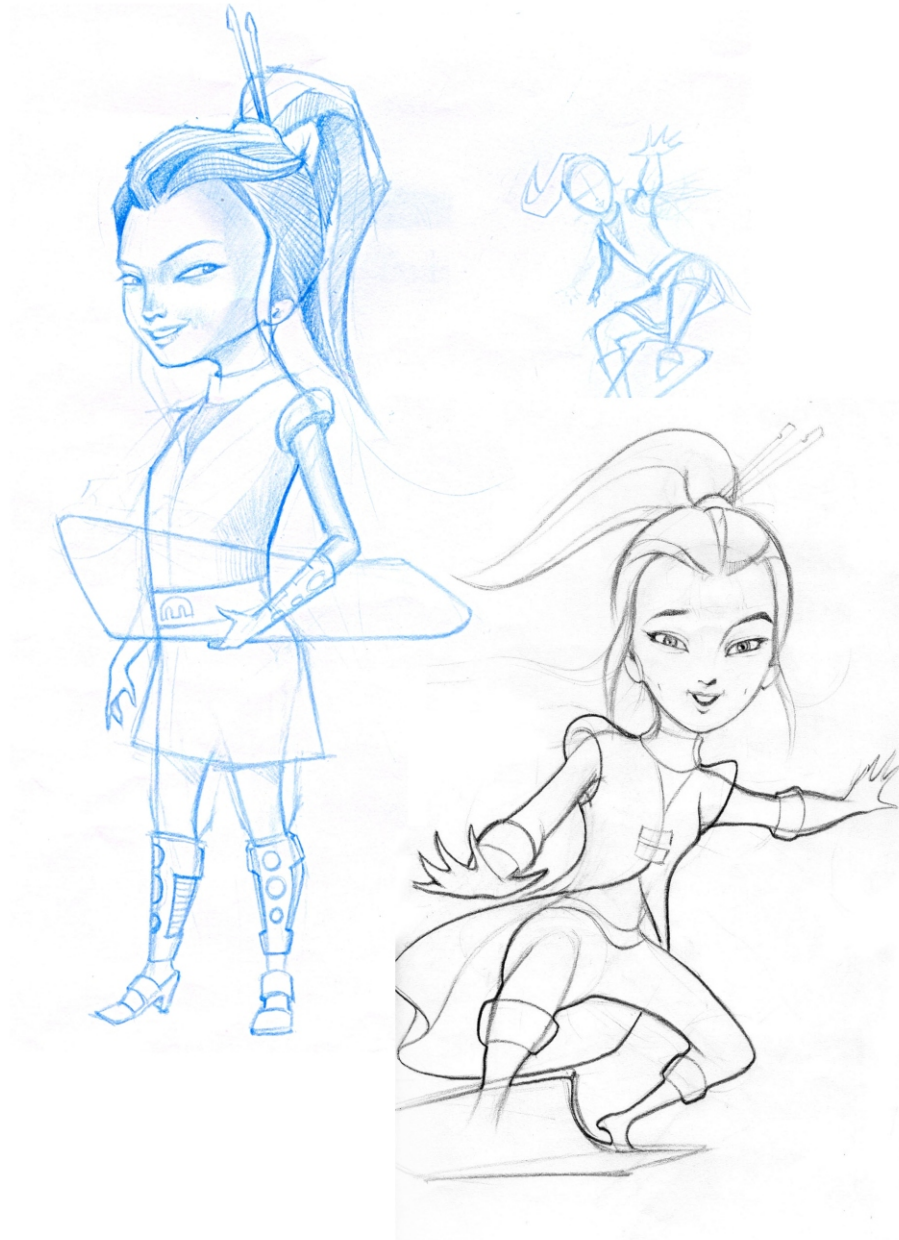
Character 1: (Rishi)
Model Sheet



Character 1:(Rishi) Model in Maya



Character 2:(Su)

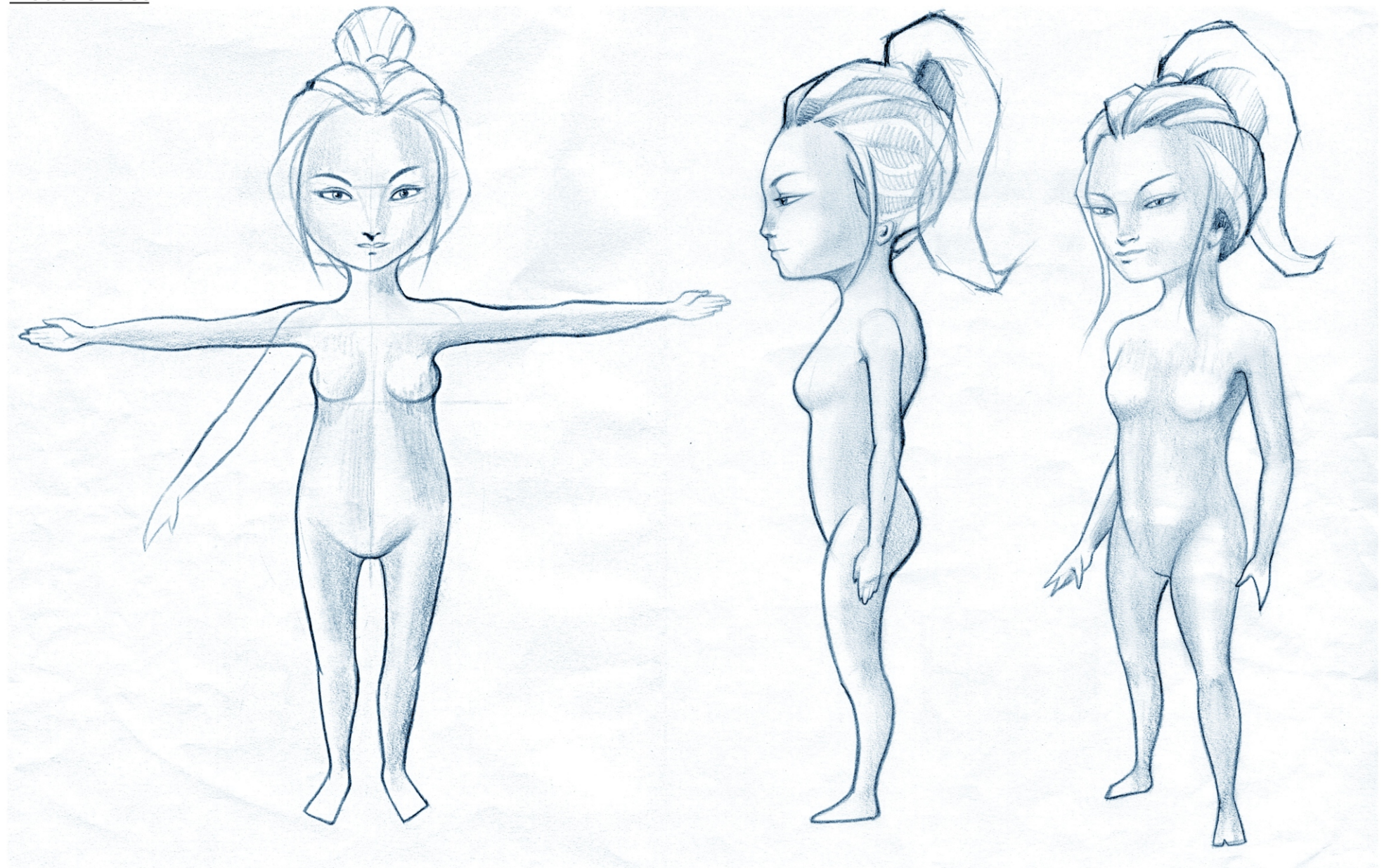


CHARACTER DESIGN:

Su:- She is charming little girl who is sporty and has love for adventurous work and game as well. She has a roller gadget in which she can skate in high speed. The roller is provided with hi-end exhaust by which she can float in air as well as zoom across. She is also an expert in gymnastic.

Su is chinese and likes to be funky. She is meant to do some daring stunts so as to save her friends from different obstacles they are going to face while moving in space.

Character 2:(Su)
Model Sheet



Character 3:(Eddie)



CHARACTER DESIGN:

Eddie:- He is a negro. A geek character with shy nature. Weakly built, He is always busy in his super computer and likes to read books and novels. He looks puzzled , as if some one had asked him some difficult questions to answer.

From the previous sketch of negro, Eddie, as I had said earlier that this guy should be more thin and look more geek. A spec should define his character, but for a futuristic guy what sort of spec should he use? May be a thin laser ray above his nose giving the impression of a spec.

Character 3:(Eddie)

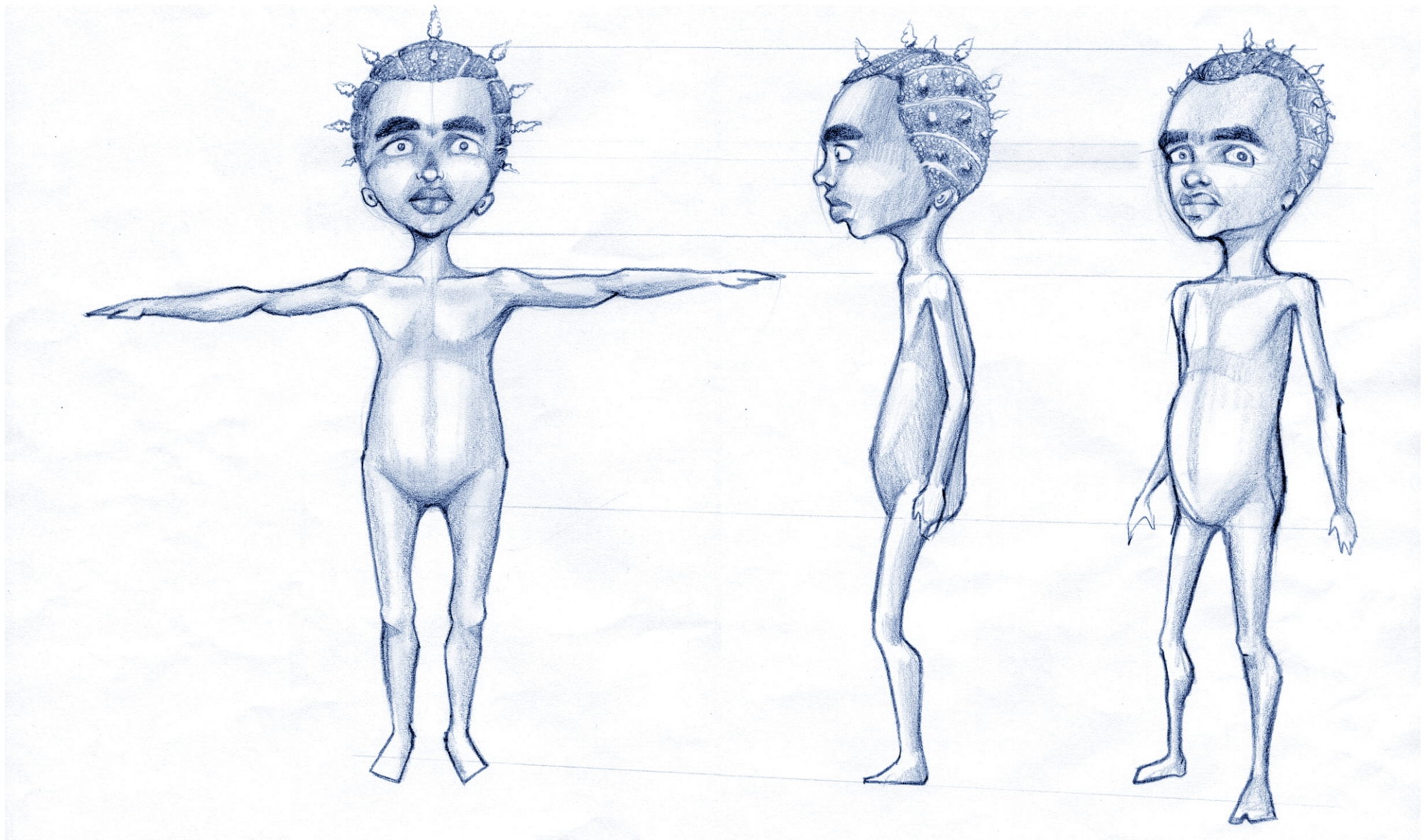


CHARACTER DESIGN:

Eddie has a poor dressing sense and very less bothered about himself. He has a funky look with bids on his head,. Shrinked body structure gives a comic appearance of this guy.

In the Space journey he is also an important character controlling the space ship and leads the path from many obstacles.

Character 3:(Eddie)
Model Sheet



Character 4:(Tom)



CHARACTER DESIGN:

Tom:- He is the fat character who is british by nature. he has a vigorous appetite for delicious food. His mouth is always busy in munching candy or some other delicious item.

From previous sketches I had to make him look more fat and obese kid. I worked out on his different looks and hairstyle. This character has instant change of hairstyle according to the mood he is in.

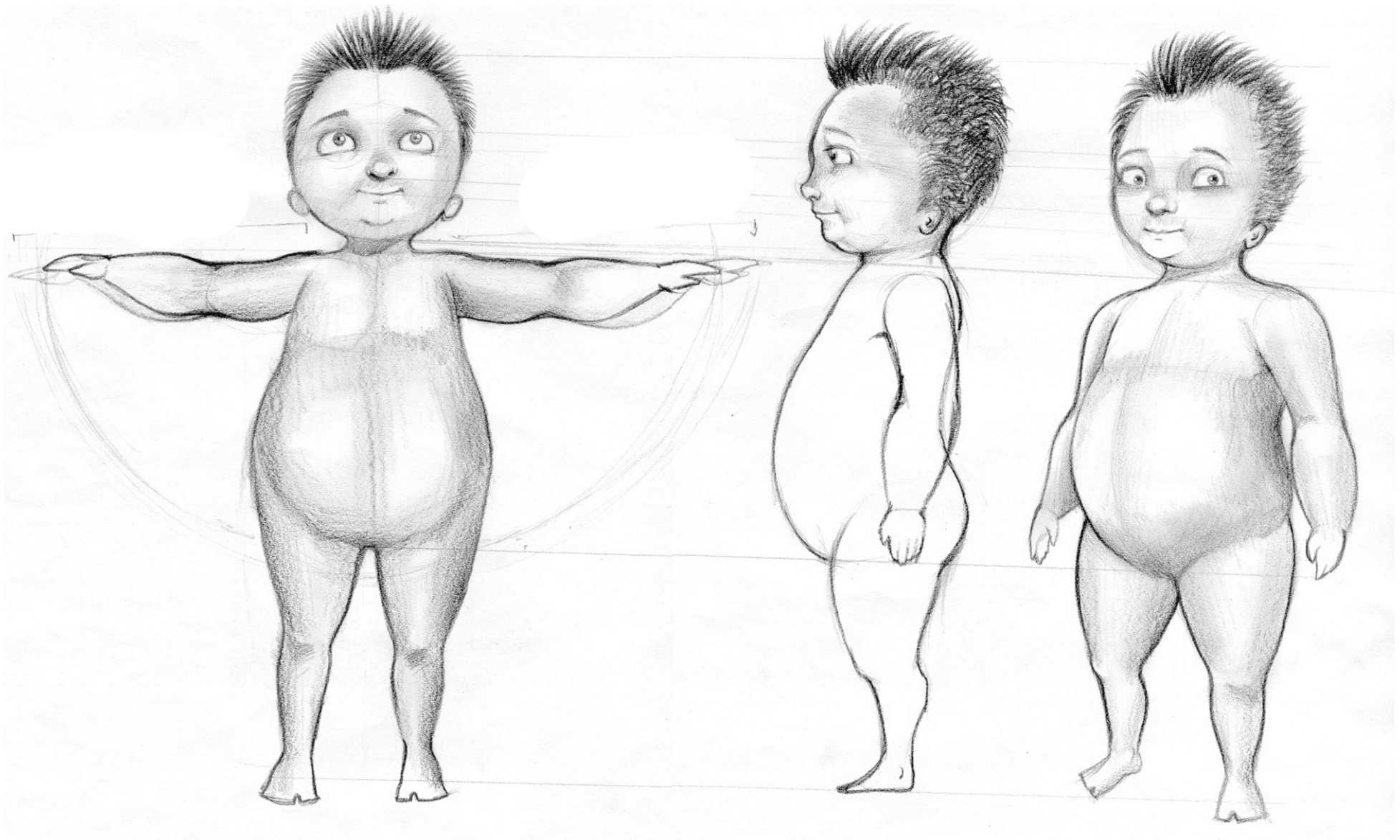
Character 4:(Tom)



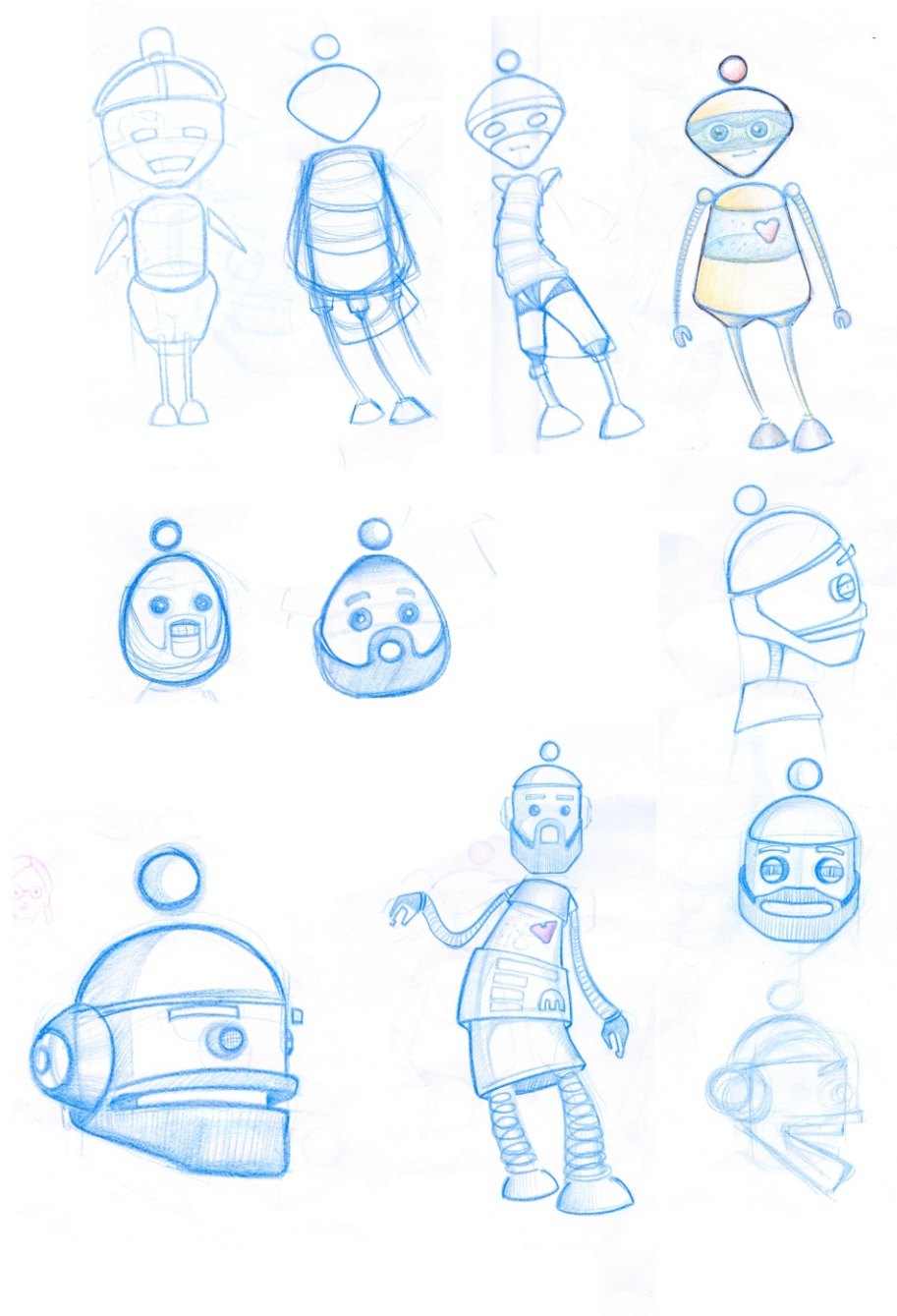
CHARACTER DESIGN:

Tom, apart from being foody, is a mischievous boy. He always do some mischief and the regular victim is Eddie who is shy in nature. Tom has a special gadget fixed to his right hand which alarms him time to time for foods. Among the characters, the one with spiky hair suits the nature of tom.

Character 4:(Tom)
Model Sheet



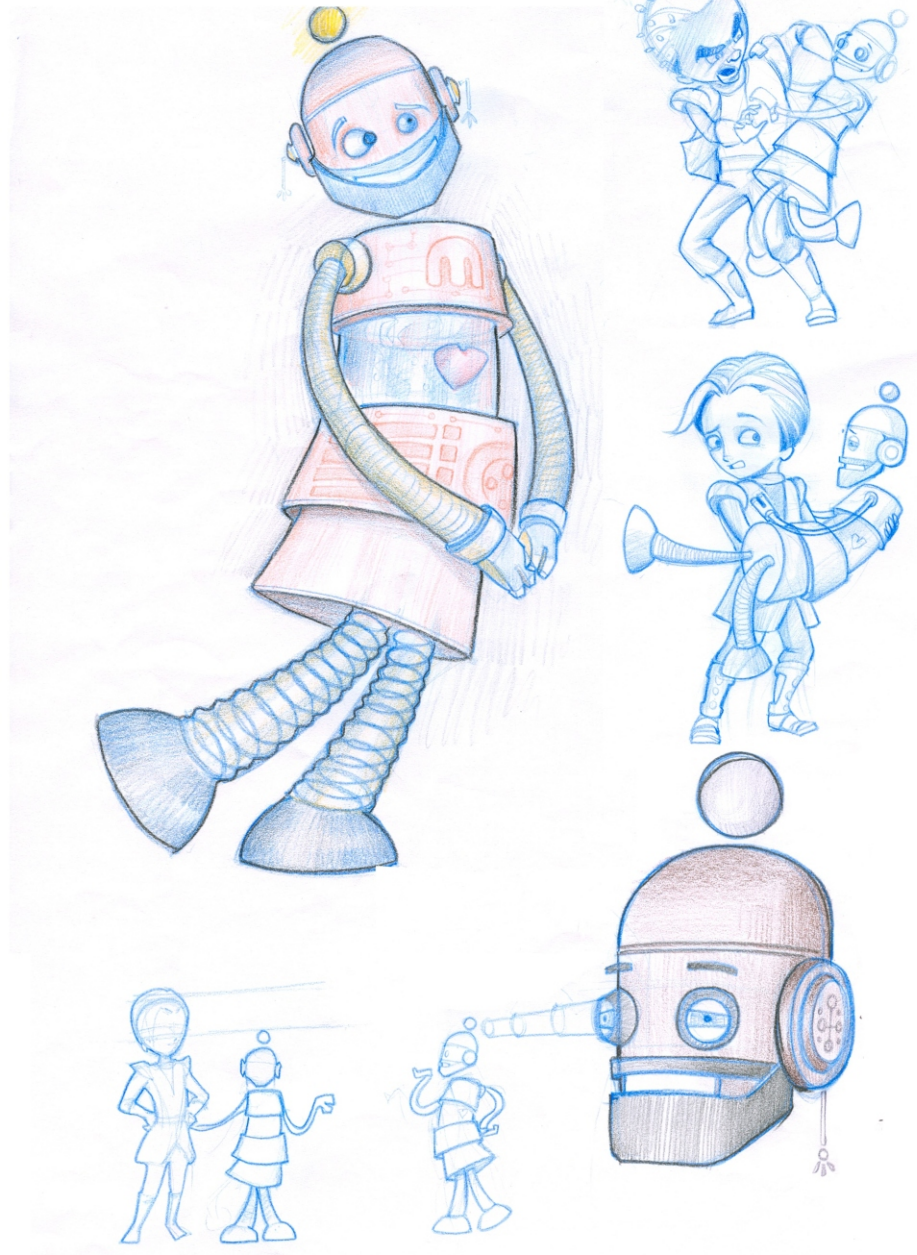
Character 5:(Sardar Robot)



CHARACTER DESIGN:

Robot:- The name of this robot is Jogender. It has gender confusion in itself and behaves like a girl while its built-up is more like a man. A bulb floats over his head which lits up according to the mood of robot. This signifies sardar race.

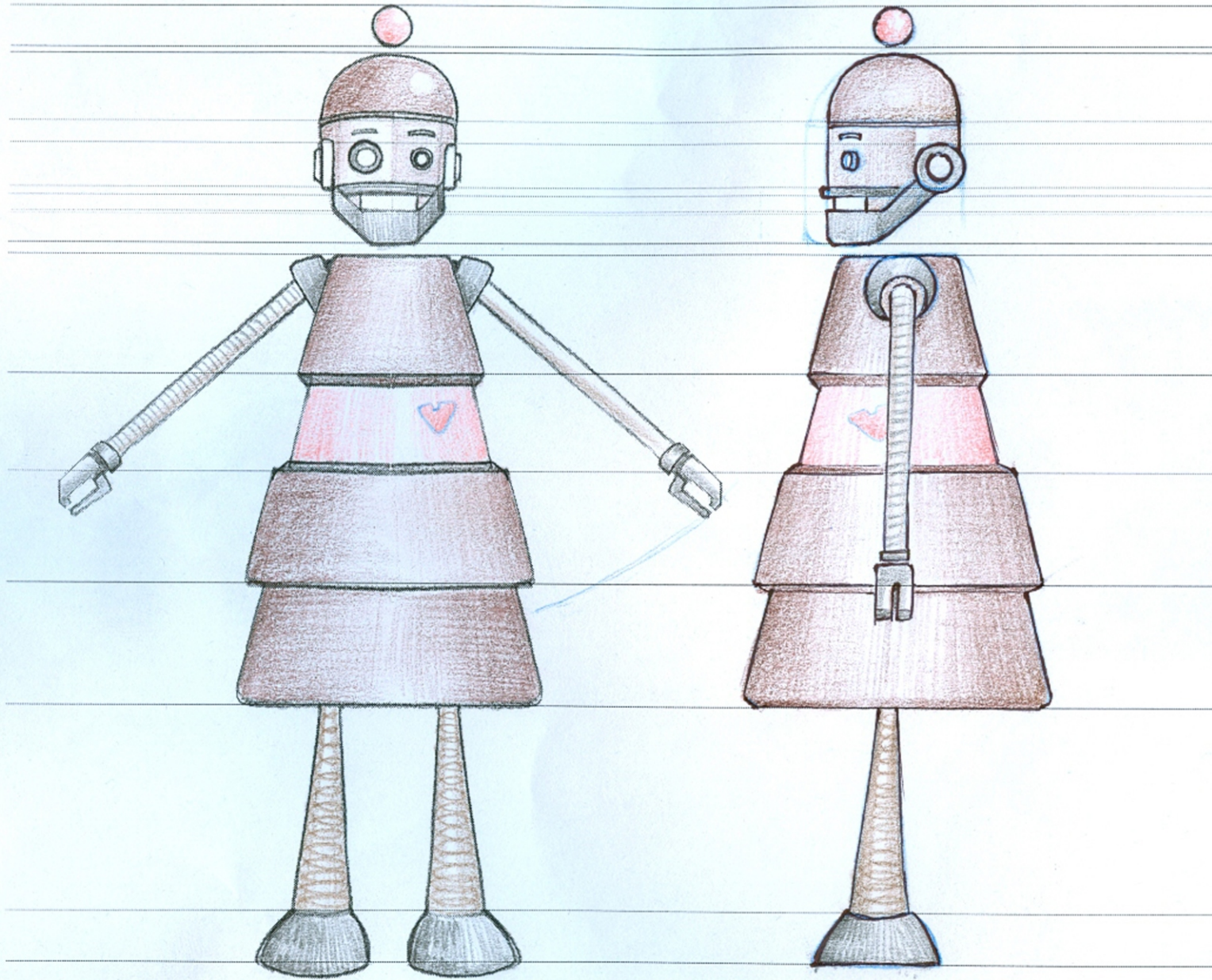
Character 5:(Sardar Robot)



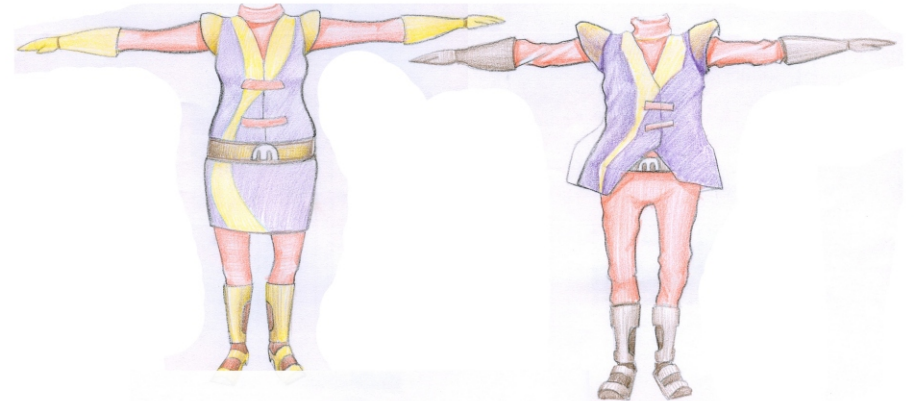
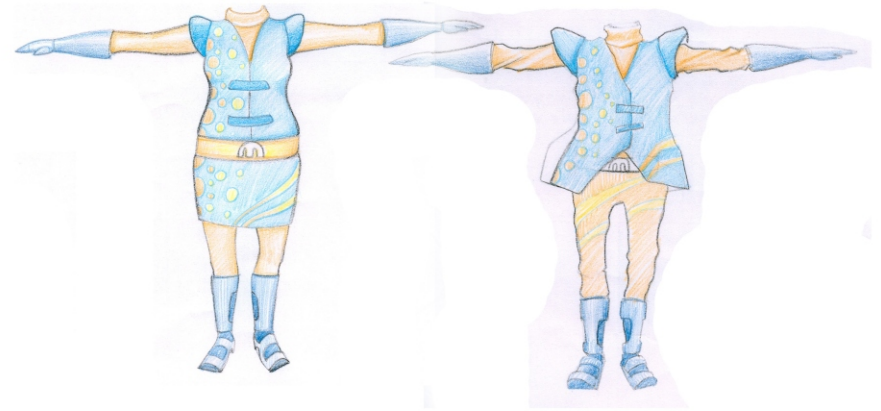
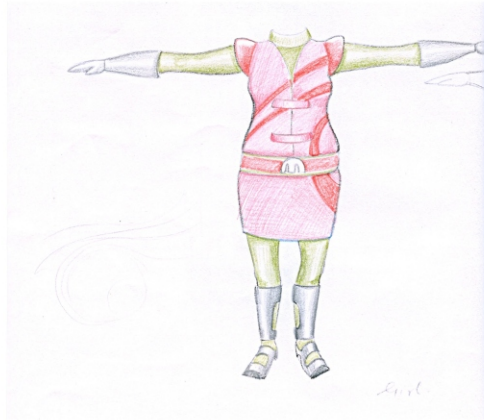
CHARACTER DESIGN:

Robot:- His right eye works as radar and antennae which can detect any kind of sound and object approaching. He has springed legs, so he jogs and bounces from one point to other. He has a fetish for boys. He feels attracted to them. There is transparent screen on his body where objects appear according to his thoughts.

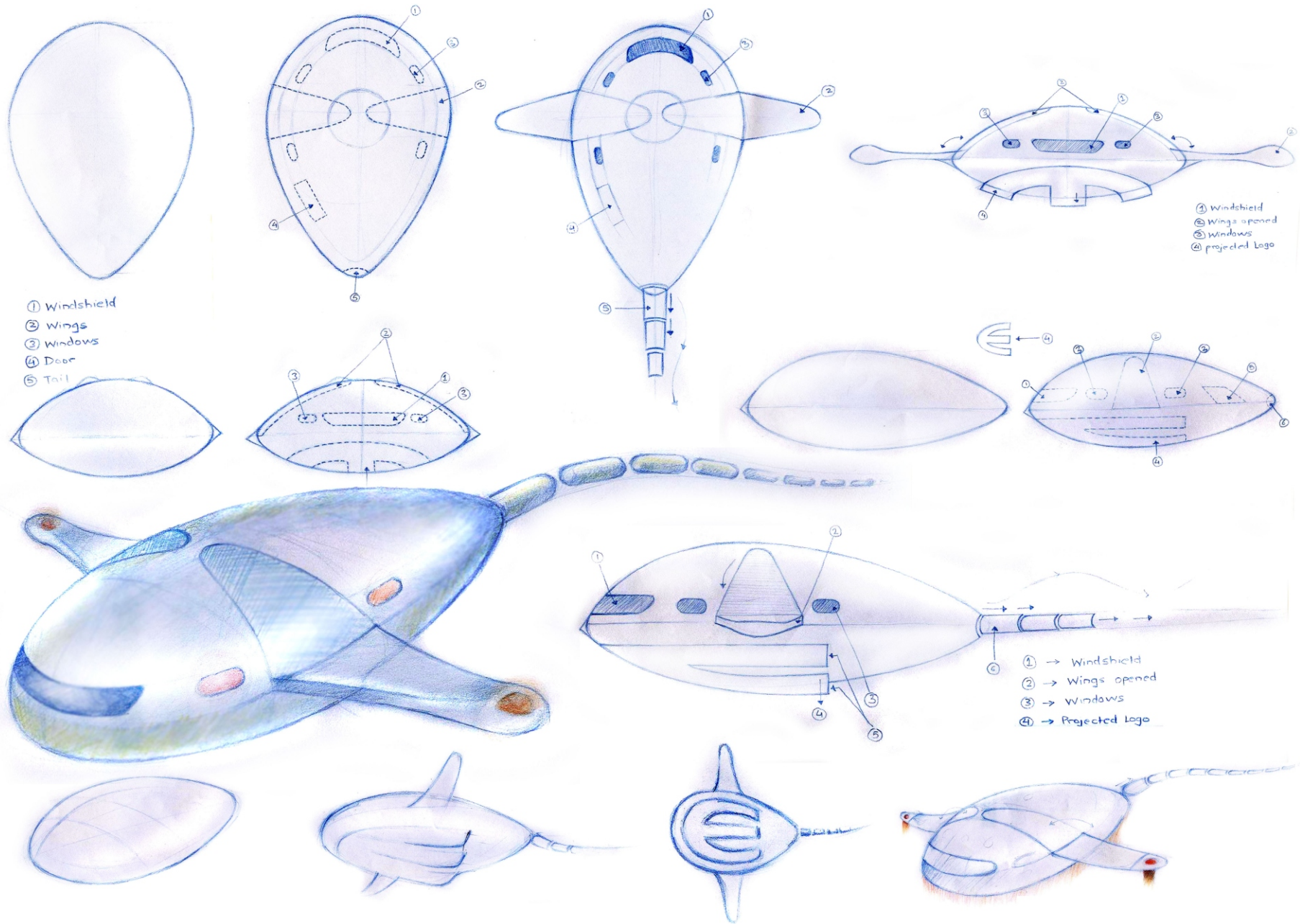
Character 5:(Sardar Robot)



Outfit varieties:



Spaceship:



Spaceship(Interior):

