

ANIMATION PROJECT II
"Souvenirs"

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A handwritten signature in black ink, appearing to read 'Manit Khare', written diagonally across the page.

Approval Sheet

The Design Project 2 Titled “ Souvenirs : Animated Short film ” by **Manit Khare** , **Roll Number 216340010**, is approved in partial fulfillment of the requirement for the ‘Master of Design’ in the Animation and Film Design at Industrial Design Center, Indian Institute of Technology, Bombay.

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ABSTRACT

Traveling is a very innate habit for humans . It is a thrill to explore places and people, in search of new experiences and adventures. "It's the not the Destination, It's the journey." Whether the travelling is for a vacation or for business or school trip, by road or air or rail, there is just so much to encounter, people to meet and talk to , or just observe . One sees fun in the languages people speak, one might enjoy the architecture of a place or maybe just the seasons and the colours it brings. If one has the eye for it ,travelling stays a therapeutic experience.This project is inspired from this aspect of travelling, the different emotions and memories it can evoke for everyone is different and personal to everyone.



INTRODUCTION

Topic - Music video on travelling.

Being in one place for long feels unnatural to one. It is a very common urge to break free and see some new sights, breath in different air, look at new faces . Travelling around gives one the chance to come out of comfort zone and learn how to adjust and enjoy more things in life. It is very dynamic in nature.

Travelling is a very close personal topic in my life. My father gets access to airplane tickets as he worked in Air India. I remember travelling to all kinds of places since my early childhood. I've had many phases of travelling . It started with my parents taking me places. They are from small places themselves and as kids dreamed of travelling the world . This fascination of travelling passed onto me , not as a dream but by experiencing it and learning how much I like it . We would visit family members around the country and abroad .

As I grew up, travelling around with friends became a different twist on the experience. In my B.Arch years, we travelled on study tours twice annually. I picked up the habit of capturing my travels through means more than just clicking pictures. I started live sketching a lot on those travels , understood how to personalise the experiences.

The Pandemic was quite a halt on life in general. The sudden lockdown felt like captivity where I waited for everything to just blow over and life to return to normal so I can go out there once again. This aspect I wanted to reflect on my project.

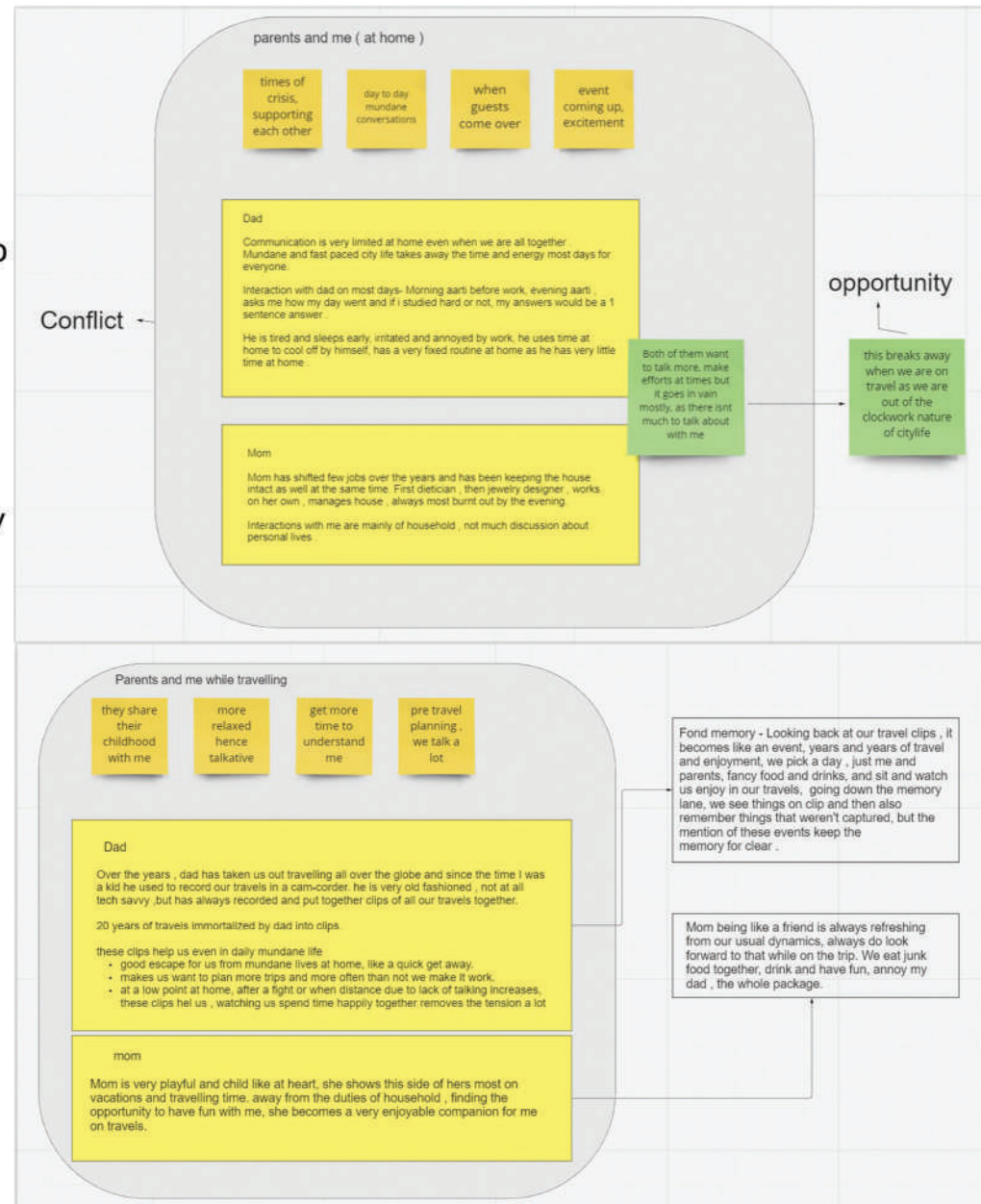
I chose to make the film in a music video format . I have always been fascinated by music video animations and took it up as a challenge to convey the story in such a format.

PRIMARY RESEARCH

My research revolved around the relics of my travels , to tap back into the memories and evoke the right feelings to make this film. The research was based on 2 broad aspects -

- 1) Stories from people about their travels and their memories and takeaways.
- 2)Ample of Video recordings of my travels compiled by my father.

My research in the early stages revolved around understanding my relation with parents and how we bonded over travelling , hence it shaped to be something important in my life.



STORY

Story progression-

My initial story ideas began with the aim of showing bonding between me and my parents and how travelling acted as a catalyst.

City life is tiring and fast paced. Sitting in peace and enjoying itself starts to give a looming sense of time being wasted and hence one can't fully stretch their legs and enjoy. I've seen this in my parents, how they are unable to enjoy the moment as there is always something to worry about.

The same city can be a fun place for a family that lives somewhere else, living the same boring life in their city, but finding fun and enjoyment when they come to a different place.

Travelling, even though it's an imposed habit due to the tedious nature of the society, becomes a very important part of nurturing relationships between people, the way a normal lifestyle in the city does not support.

At times one becomes very used to closing themselves off from people, especially parents as being at home becomes a place to cool off and prepare oneself for the next day. Change of place, setting, people etc. becomes a good way to break out of the closed off space and try to bond leaving work and stress at the back of mind.

STORY

1) Mundane city introduction, through families eyes, there is a family, for them the house is like yet another office, they check into the house, go to their separate rooms/roles at their house.

There is a shelf on the wall that glows , energy from it keeps things the people bound together loosely.

The family seems tired, doing their tasks efficiently but not happily.

There is a saturation meter above everyone .

When this reaches a critical point, the characters are unable to perform their daily tasks, the glow from the wall is unable to keep them bound properly . But this brings a smile on their face.

A new door opens , which is locked in the house till the saturation happens. The family steps through the same door together only when they go through this door.

On the other side of this door is a world full of enjoyment, free of stress , the family talks with each other, enjoys and goes through new experiences. This door that opened was the door of travelling, being on a vacation.

The saturation meter is renewed and the family returns back home. Though it's the mundane life they have come back to, the family places a new souvenir on the glowing shelf, the glow is of souvenirs from their travels. The new added souvenir adds to the glow and ties the family back together, giving them the strength of their bonding and experiences from travelling. Helping them function again. The clockwork life is a tiresome one, but the family has figured out how to manage to keep going on in their own way.

STORY

2) Introduction into a house of a family in a busy city. The family is seen trying to communicate, the words leaving their mouths are visible, but they fade and become weaker before they reach the other person . Everyone's head is surrounded by a cloudy figure. It is a tension, work , stress we bring back home from our daily lives.

At mealtime, they sit around a bonfire kind of setting , they see visuals of their travels in the bonfire, the radiance from this dissipates the clouds a little and they feel at ease for a while. The father keeps adding logs to the fire, these logs are all named after the places the family has travelled.

While they sit around this bonfire, when they speak, the words reach each other as there is less impedance from the clouds around them.

They do this every month , and look forward to it. Even though they want to feel this way, free of the cloud. But they can't get rid of it.

One day the father brings a log with a new name on it, a new travel destination. The family is seen leaving the busy city into a colorful world, as they pass the city threshold, the cloud stays back and disappears .

STORY

3) College student on a trip abroad, going from shop to shop looking for something.

We see the kid confused, looking at the map, thinking deeply, he starts to go down the memory lane.

He remembers moving into a new house when he was young.

Life in the city is hectic but they battle it by spending time together through tough times and happy ones , all together.

There is an empty wall which becomes a space to keep souvenirs .

The family goes on many trips , and slowly the wall fills with souvenirs . The wall isn't enough and the souvenirs spill out everywhere.

The house becomes a museum of their travels, so many things are brought back .

The kid has grown up and is travelling with college friends for a study tour. Everything makes him miss his family, he wishes they were there too.

Back to the present , he stops thinking, realises that the souvenir doesn't have to be something specifically meaningful , he was thinking too much.

He brings back a souvenir himself for the first time and adds it to the collection at home with a new story to share with parents .

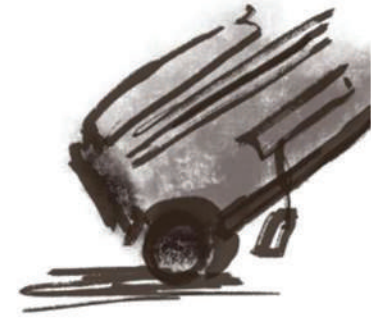
STORY

Final premise

Plot - Pandemic has struck and stopped the movement in the world.

The Protagonist is in his house , at his room , looking out the window towards an uneventful city.

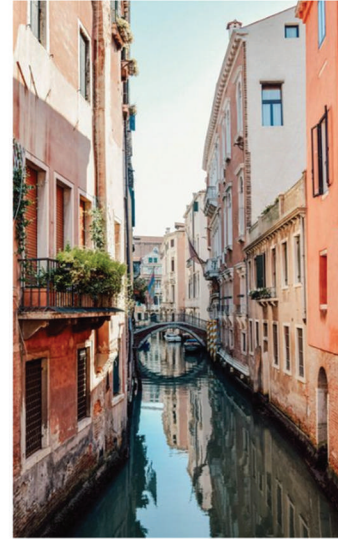
The character is surrounded by souvenirs of all kinds in the room. Sketches framed and hanging on the walls, show pieces from gift shops in a cabinet , masks and candles etc. All these lay in front of the character , pulling him into a stream of memories .

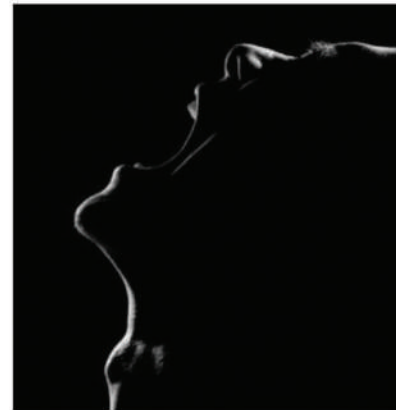


He remembers the highlights of all trips , hopping from place to place.

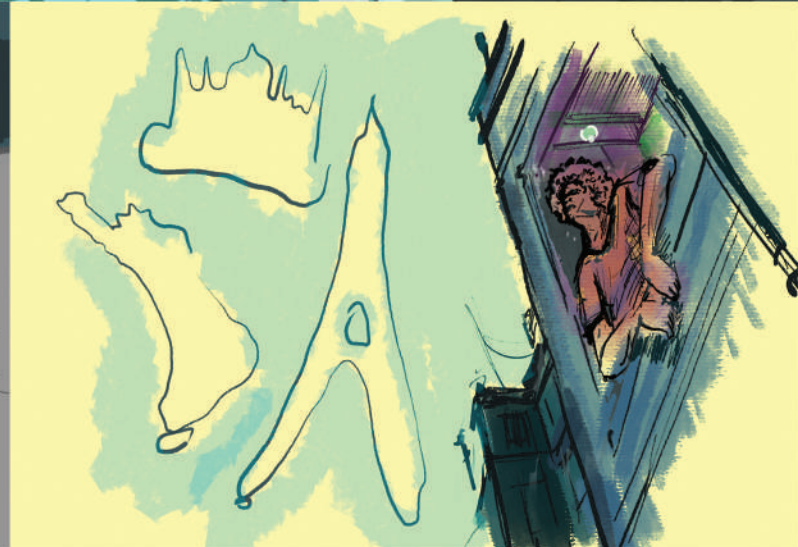
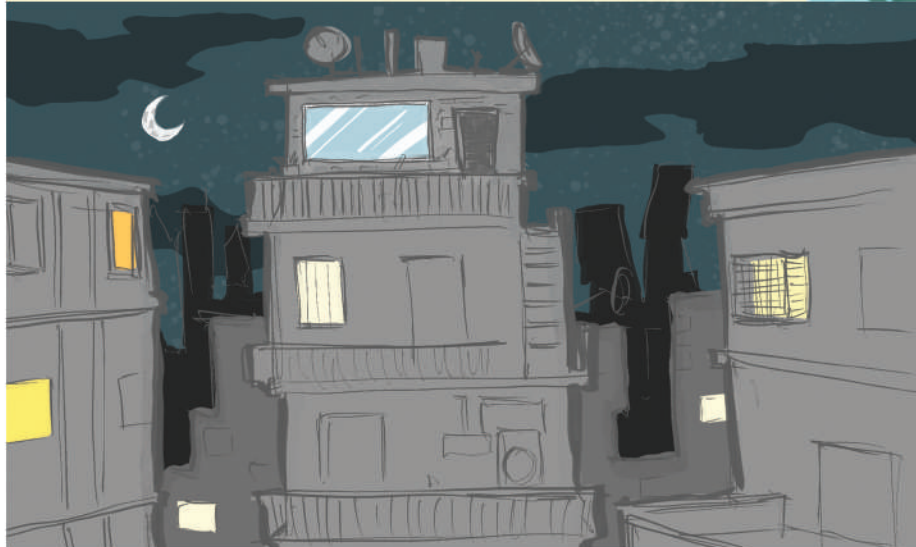
His mind wanders from the show piece of casa mila , at barcelona, to italy's leaning tower of pisa . He gazes at the armband from hong kong then kavad from rajasthan.

Time passes and breaking out of the house to go be one the road once more becomes possible. He looks at his backpack and feels it calling to him. The protagonist is scene quickly lighten up in mood, packs and books a cab/or gets in his car and leaves for the road.

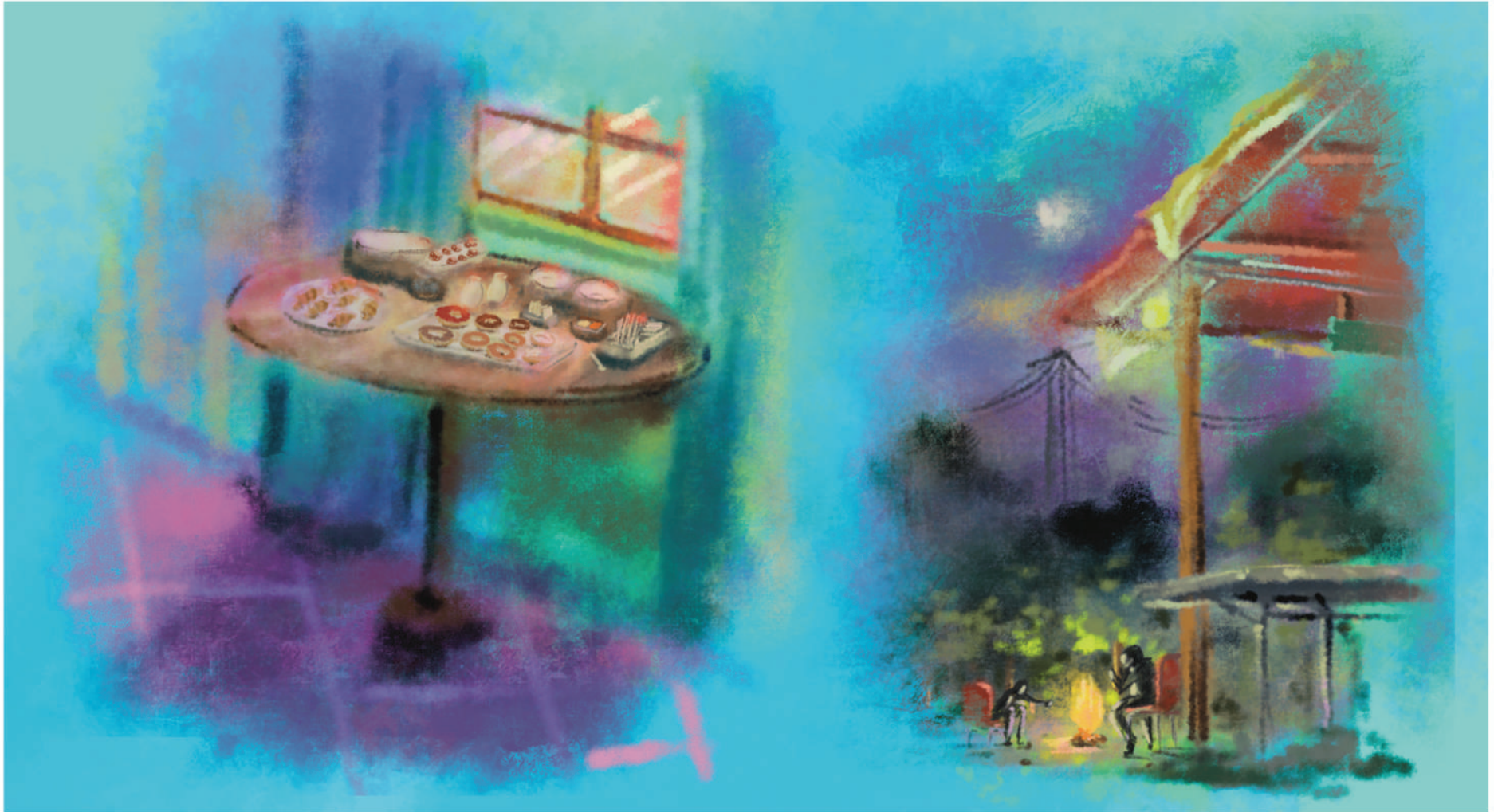




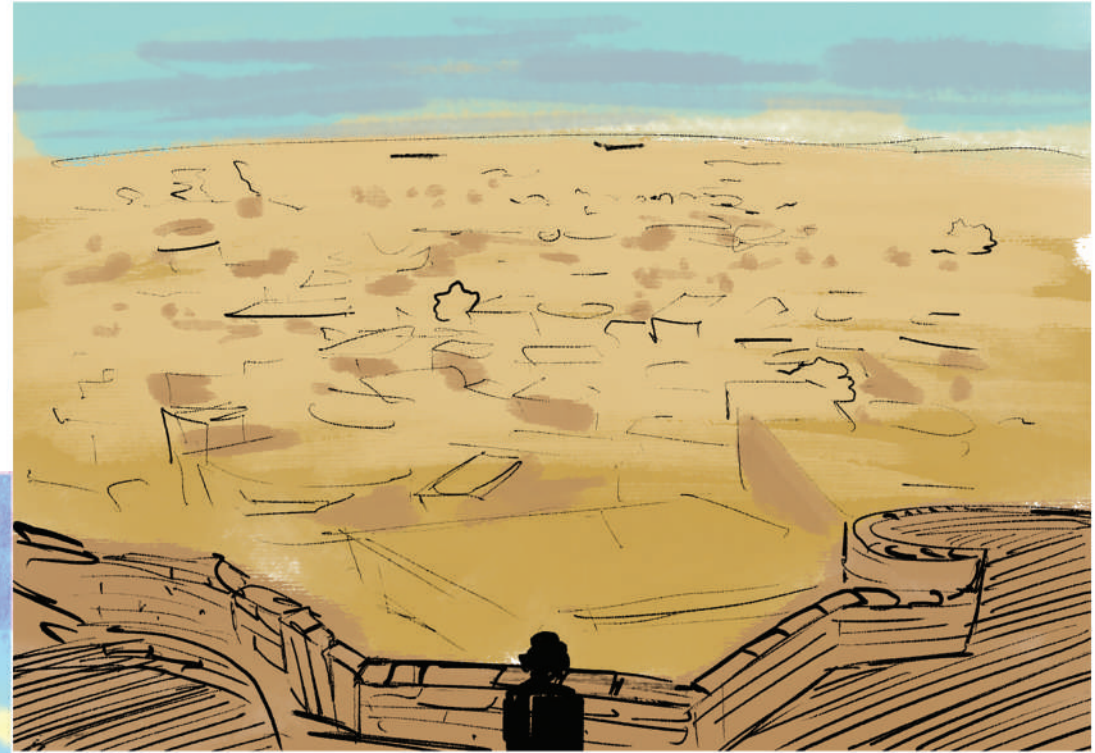
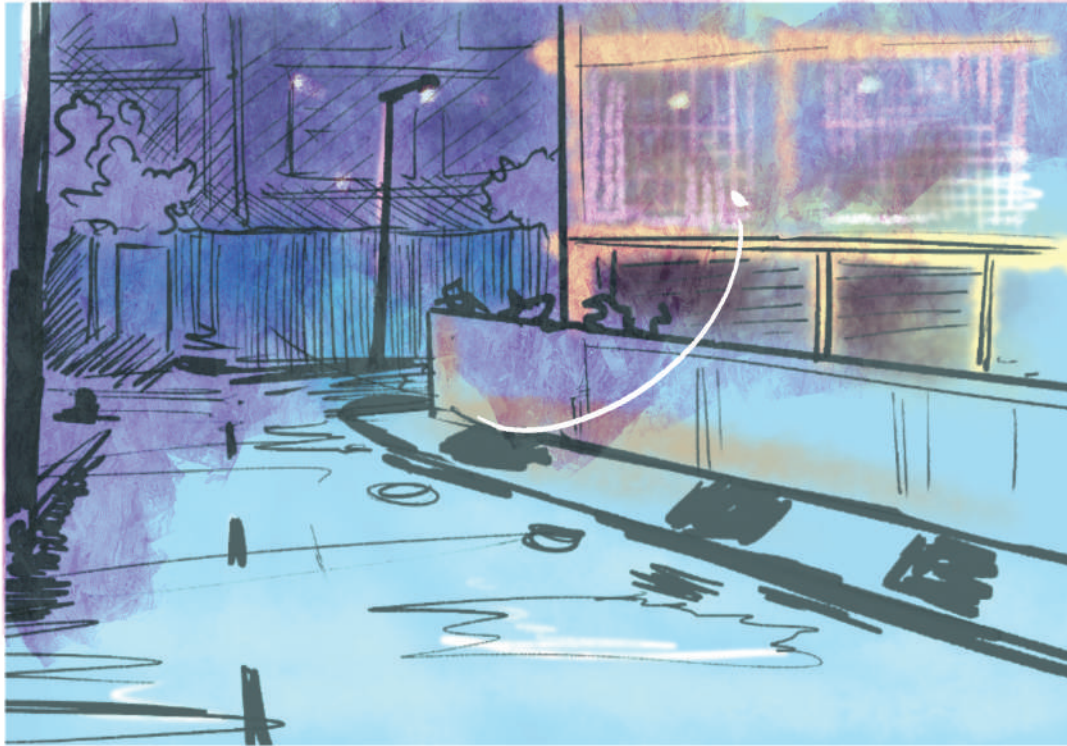
EXPLORATION ART



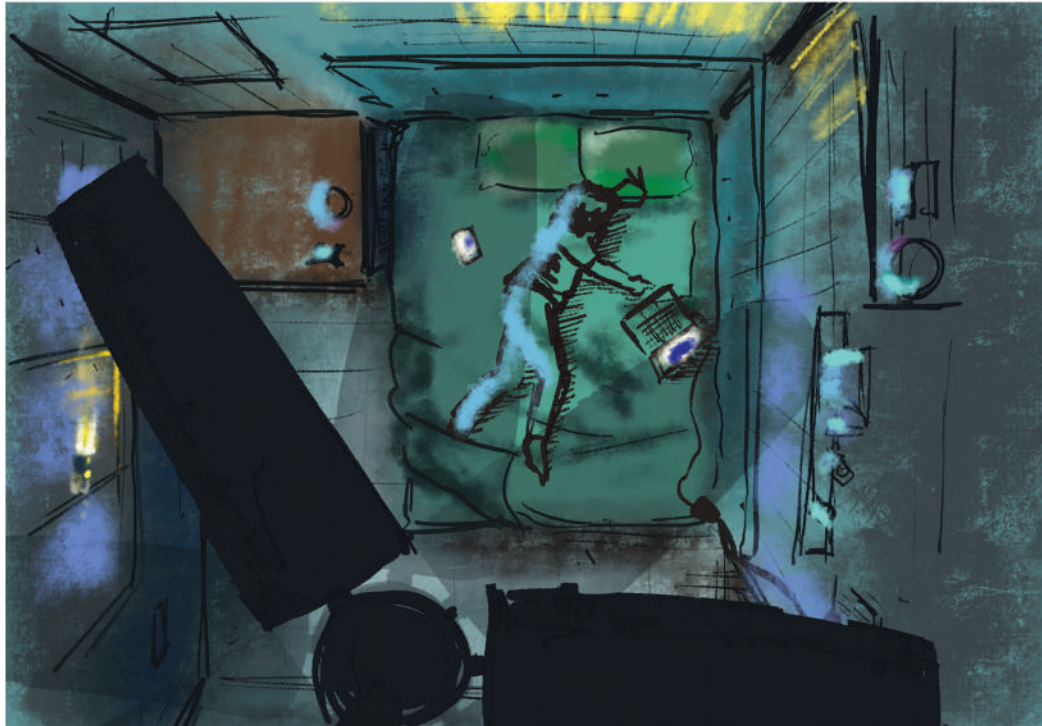
EXPLORATION ART



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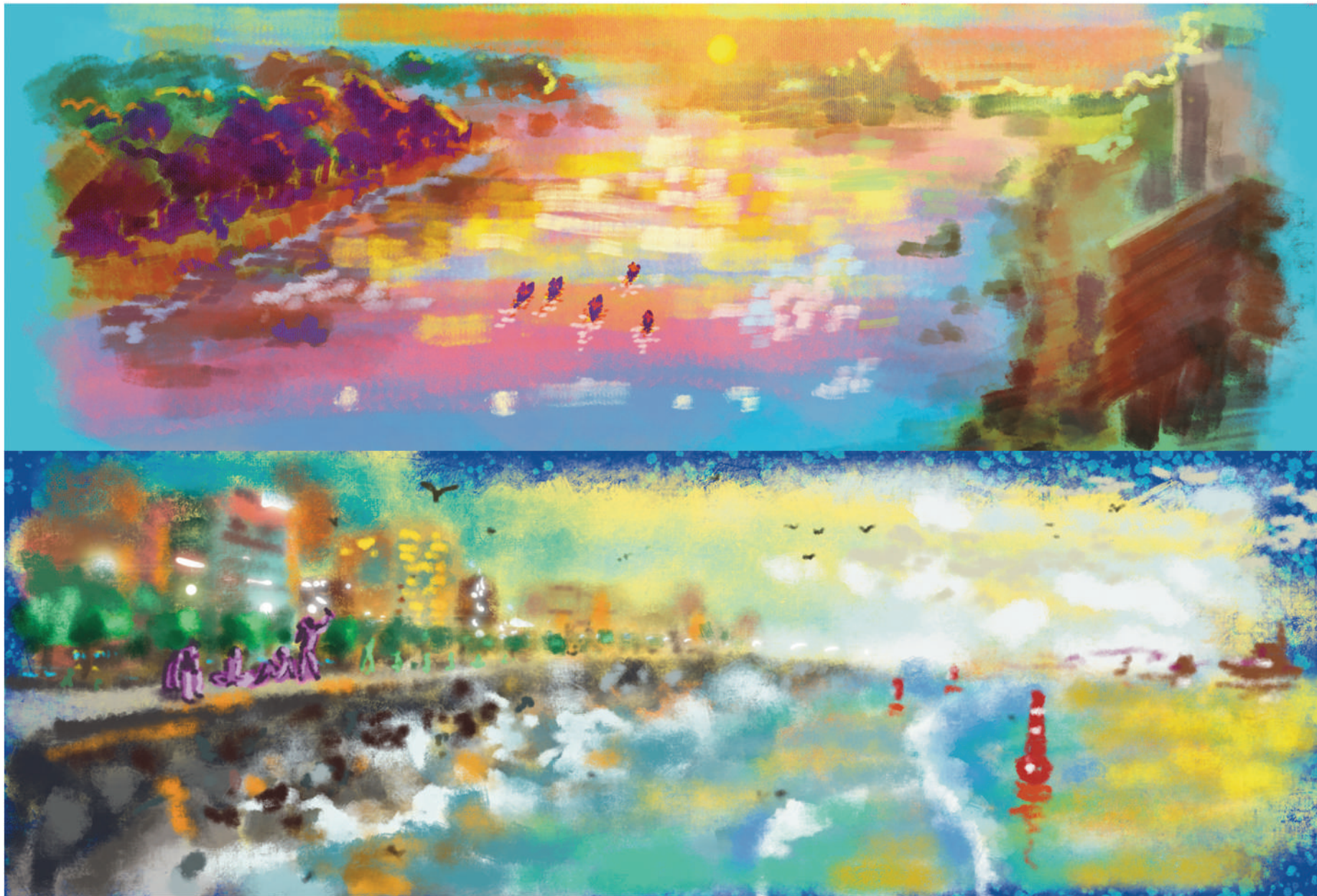
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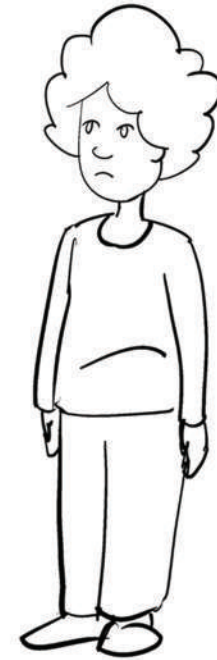
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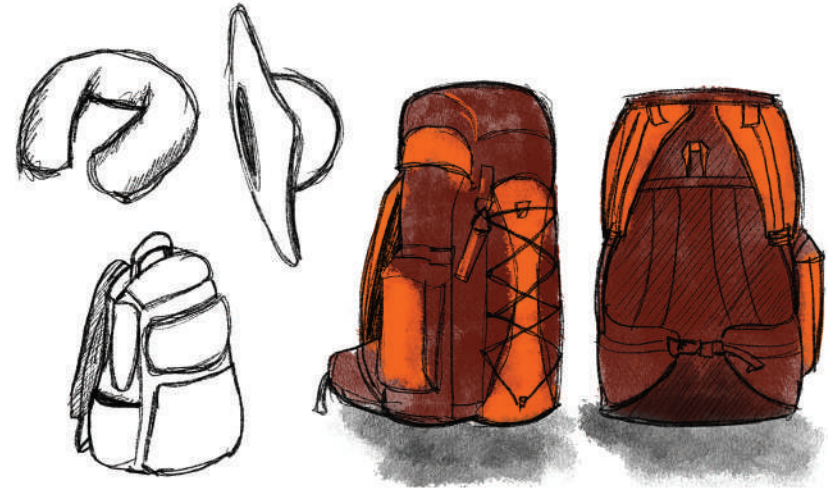
EXPLORATION ART



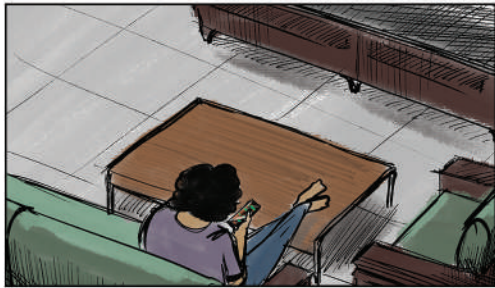
CHARACTER SKETCHES



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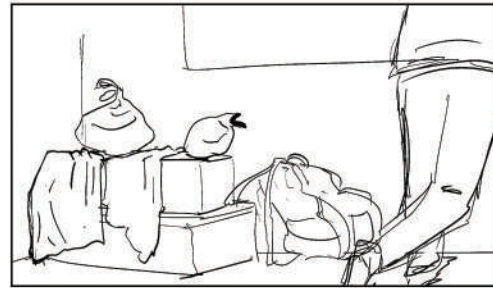
STORYBOARD



Character is seen in living room , bored
texting on his phone.



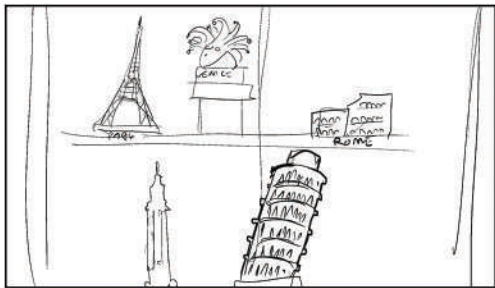
He texts of how lockdown is extended,
walking past wall of photos reminding him
of his travels in a more free world.



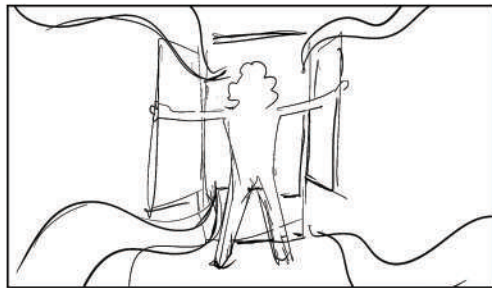
His travel gear is seen kept aside and
unused for a long while.



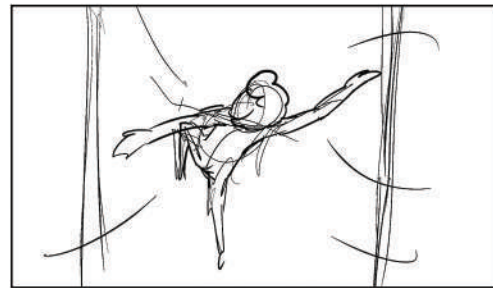
He looks at a globe remembering the
places he has travelled to , wishing to do
so again.



He looks at the wardrobe full of souvenirs,
feeling like its calling out to him.



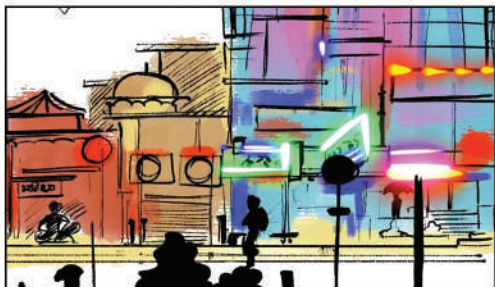
He opens it and feels a world inside
waiting for him .



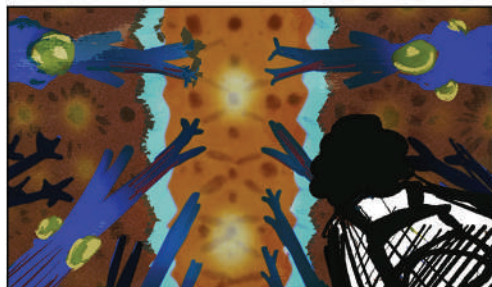
He is pulled into the world .



He forgets the Lockdown and sees a
world full of wonders , made from his
memories of his travel.



He explores from place to place, out free
again.



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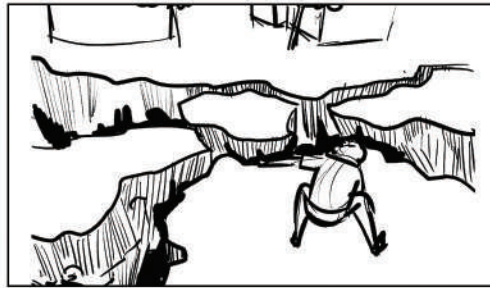


He stands and takes in the experience,
thankful for his travels.

STORYBOARD



Suddenly he witnesses an explosion of covid



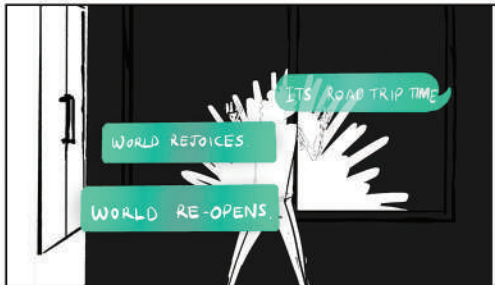
The world around him starts to crack up.



Everything zooms away for him.



He realises he is in front of his wardrobe, just longing to go out once again.



He receives an alert that the lockdown has been lifted.



The world is opening up again, it is once again possible to go out into the world , it is time to zoom through the world again.

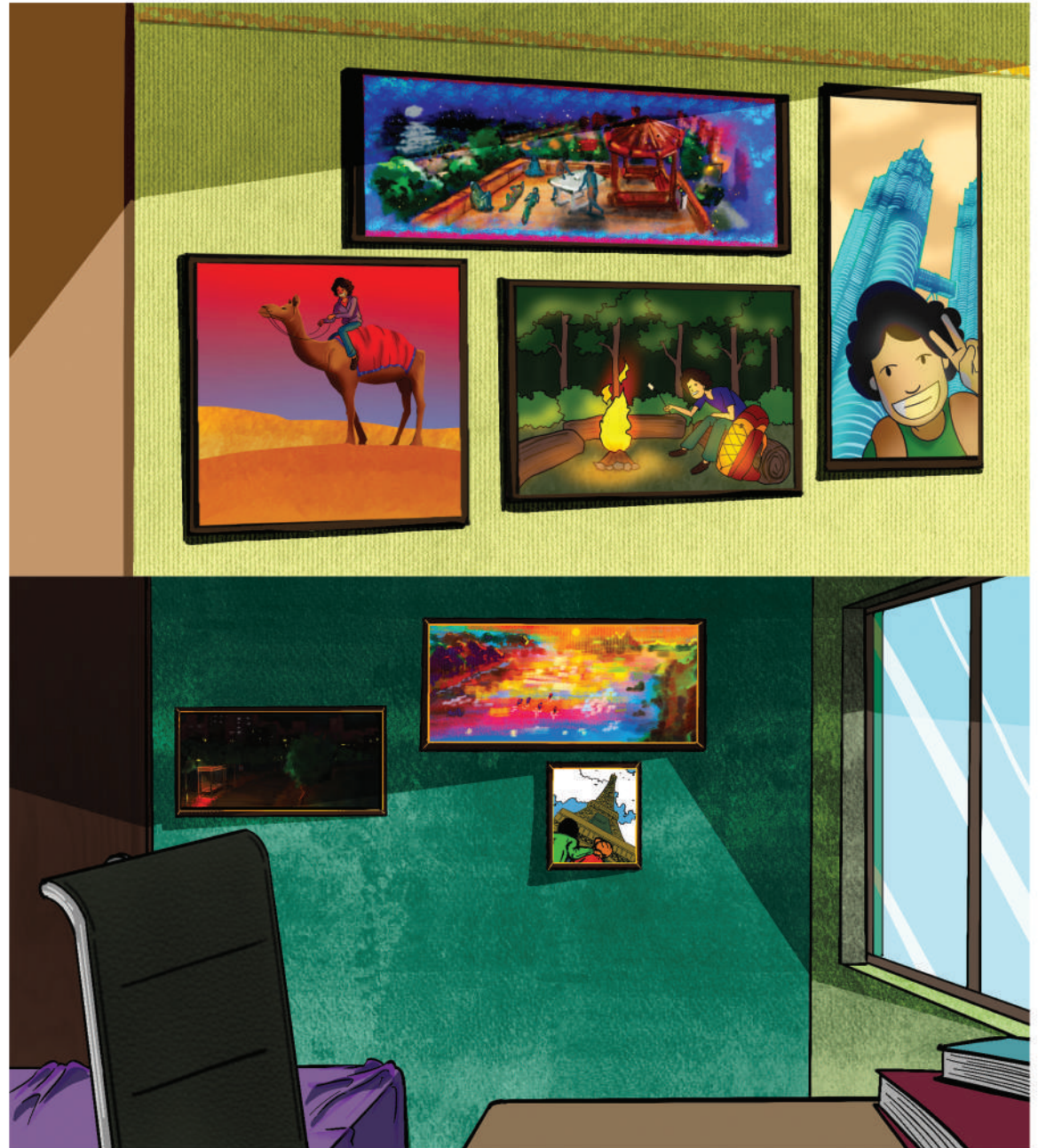
PRODUCTION

The film is a 2D animation film.

All ideation drawings were done on Procreate on Ipad.

There are 2 visual styles used in the film.

The home sequences are done on Procreate on Ipad, characters and background both.



PRODUCTION

For the dream sequence of travel , the artsyle changes .
Backgrounds - Photoshop and adobe premiere pro.
Character animation done on procreate.



CHALLENGES AND LEARNINGS

My biggest issue was narrowing down to a story for the Music video. My ideas went towards a more long narrative pattern than a storyline tht would suit a music video format. I started with a very different idea in mind about the video that got me stuck for long.

It took me long to figure out the kind of music i will have for the video, earlier the plan was to have some lyrics playing around. It was difficult to add lyricl support to the music for a 1 minute video, it confused me further. I chose to go with just instrumentals , taking slower steps to be able to finish the project instead of trying to over-achieve.

Using a timeline and setting out the work needed to be done and such was a useful way to try to keep on track. It did not work exactly like the timeline but it helped me get an idea of my limitations and the places i need to work much harder ahead to improve.

CONCLUSION

For my first full film production ,it was quite a challenge to come up with a story of my own. I have realised I need to work much harder further ahead in Story building.

Time management is another thing I intend to strengthen and keep in ind for my projects ahead. This project has been with its ups and downs for me but has been absolutely fun nonetheless.

THANK YOU

