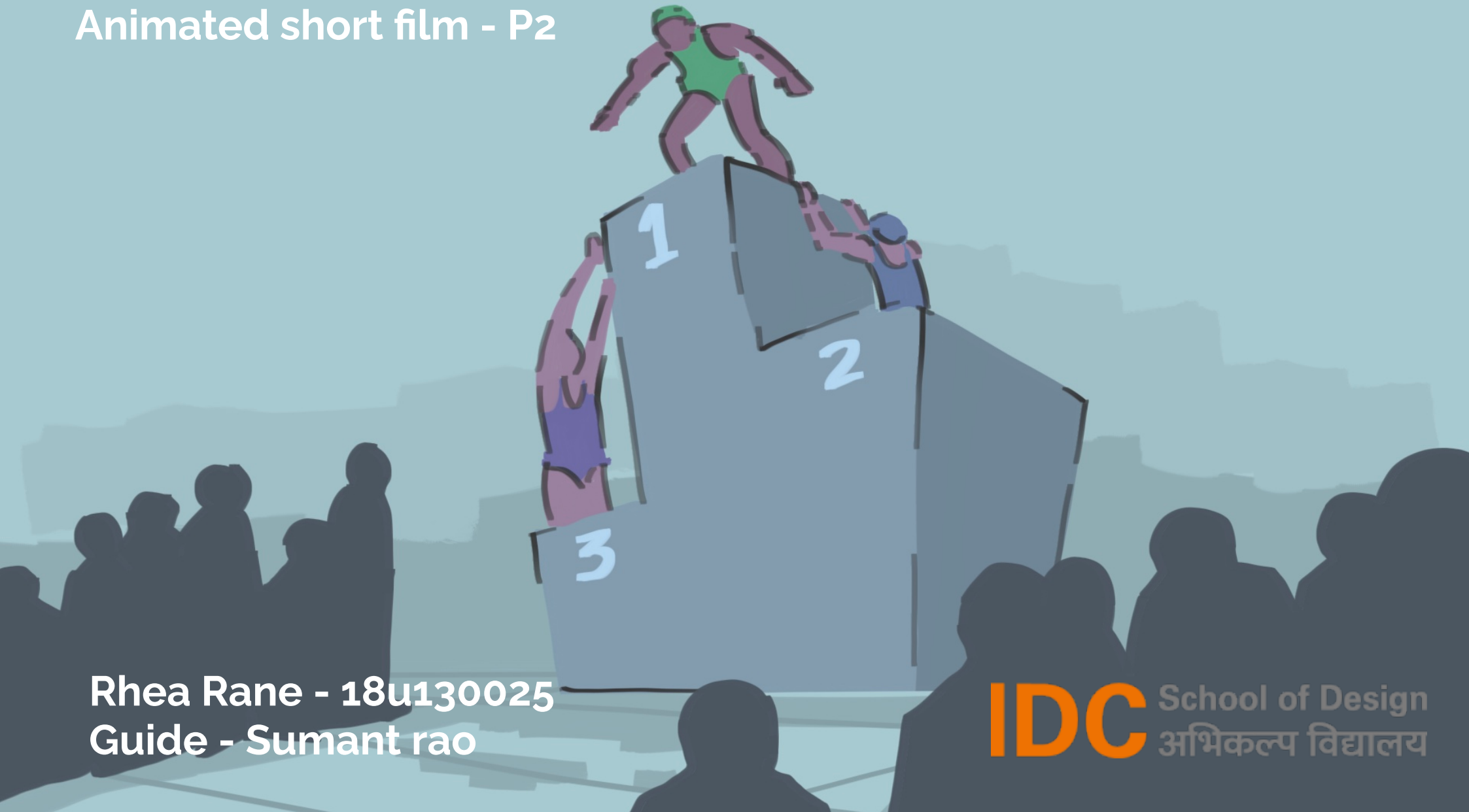


# I don't feel like a winner

Animated short film - P2



Rhea Rane - 18u130025  
Guide - Sumant rao

**IDC** School of Design  
अभिकल्प विद्यालय

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## Approval Sheet

The Design Project 2 Titled “ I don’t feel like a Winner ” by **Rhea Rane, Roll Number 18U130025**, 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.

Project Guide :

Digital Signature  
Sumant Muralidhar Rao (i07120)  
05-Jul-23 12:54:16 PM

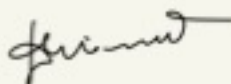
Chairperson :

Digital Signature  
Girish Vinod Dalvi (i13174)  
06-Jul-23 10:51:48 AM

Internal Examiner :

Digital Signature  
Prosenjit Ganguly (20002709)  
05-Jul-23 04:51:36 PM

External Examiner :



Dhimant Vyas

Date : 06-07-2023

# Declaration

I declare that this project report submission contains my own ideas and work, and if any pre-existing idea or work has been included, the original author(s) have been adequately cited and referenced.

I also declare that I have adhered to all the principles of academic honesty and integrity and have not misinterpreted, fabricated or falsified any idea, data, or fact source in my submission.

I understand that any violation of the above will be cause for disciplinary action by the institute and may evoke penal action from the sources.

Rhea Rane  
18U130025

A handwritten signature in black ink, appearing to read 'Rane', enclosed within a horizontal oval shape.

IDC School of Design  
IIT Bombay  
June 2023



# Abstract

Having dealt with Imposter syndrome, i wished to be able to express the feeling and hardships that come with it. The short film delves into the inner thoughts and emotions that one can go through even in the moment they shine the brightest.

# Research

## Primary research

- What it feels like
- Effects on daily life
- Adapt or overcome?
- Where does it stem from
- General experiences

## Secondary research

- Types
- Causes
- Effects
- Solutions
- Real life stories/examples



# Research

## Primary research

Getting first hand information from people who have imposter syndrome helped me build my characters, give them a background and an in-depth personality from my understanding of how people with the syndrome behave, suffer and adjust. I am able to predict and understand how my character would behave and then create a storyline using this information

## Secondary research

The secondary research helped me build the conflict and context for my story, I created a mind map and put down all things related to this syndrome. I then find and mix and match contexts, conflicts and add my own little imaginative twists to create these stories. My main thought process was trying to come up with metaphors or indirect ways to explain what imposter syndrome feels like and how it is living with it.

# Initial Stories

1. A dove in disguise as a human works in the post office with the highest record of letters delivered, this makes him feel guilty and afraid of being called as a fraud for having wings. through a chain of events, realises he is not alone.
2. A simple man with a simple job is suddenly appointed as the next president with responsibilities out of his scope due to which he causes the planets destruction. Now Reverse time through the destruction back to the time he got appointed and in reality It is revealed that he was just given a simple promotion for his current position.
3. A 32 year old lady working a simple job has imposter syndrome. One day at the office she is suddenly appointed as the president of the country and does a horrible job of it, destroying the planet in the process. In the end we see that it was all in her head blown out of proportion over a promotion
4. A swimmer wins a competition but doesn't feel like she deserves the win, the film goes through her emotions as she realises she is deserving of her medal

# Final Story

A young ambitious swimmer wins the first place in a swimming competition, just seconds away from the second place. With such a little time difference and little confidence in herself, she questions whether she really won with her merit or if it was just luck and if it was someone else who deserved the first place more than her.

The story takes the audience through her inner thoughts and emotions that occur in the moment she shines the brightest, And with a little help from a friend of loved one, how perceptions can change.

# Story Board/Inspiration

why do i like these films?



quality

disfigurement



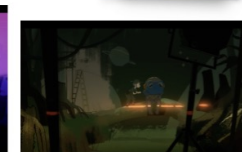
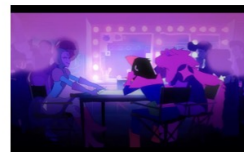
abstract



Exaggeration

minimal  
colours

perspective



background

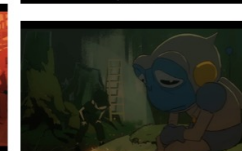
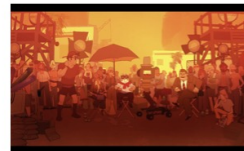
line  
quality

character  
design

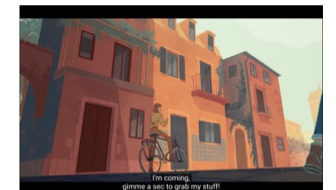
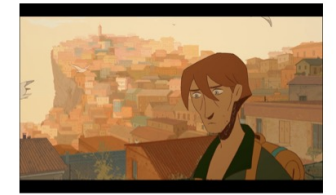
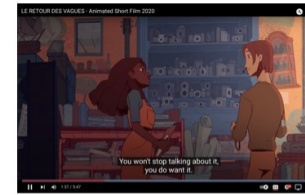
detail

colour  
schemes

background  
design



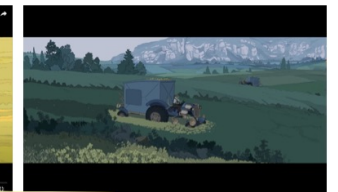
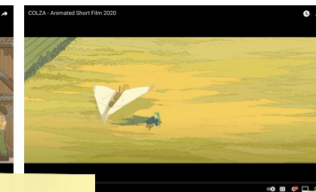
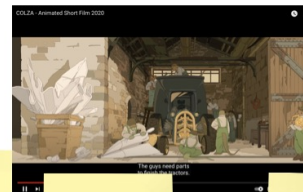
colours



detail

colour  
schemes

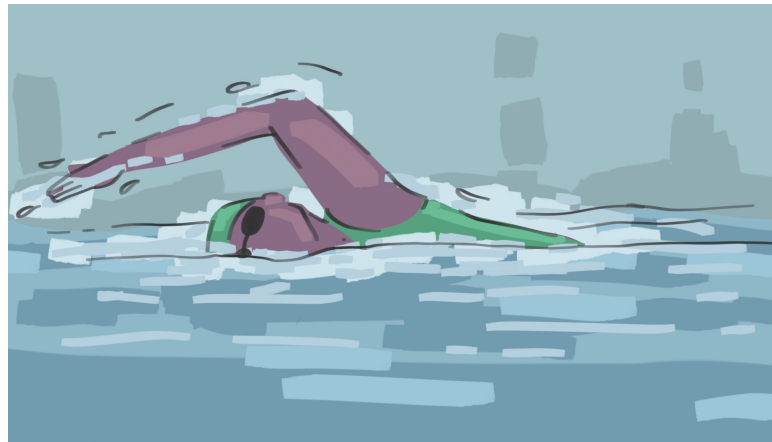
background  
design



# Art style

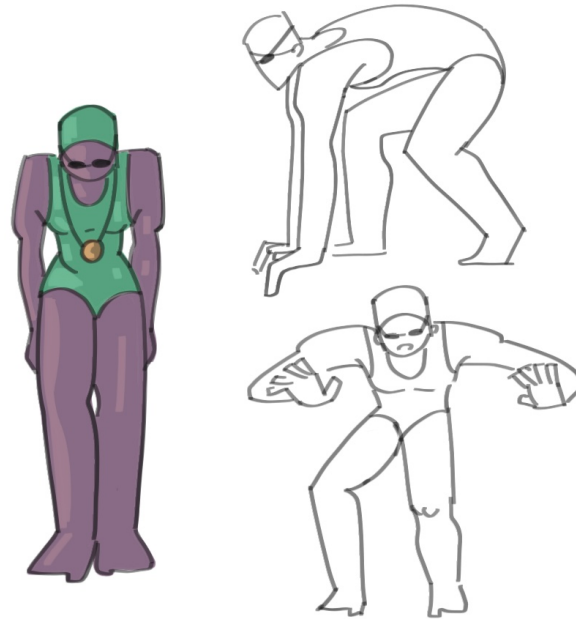
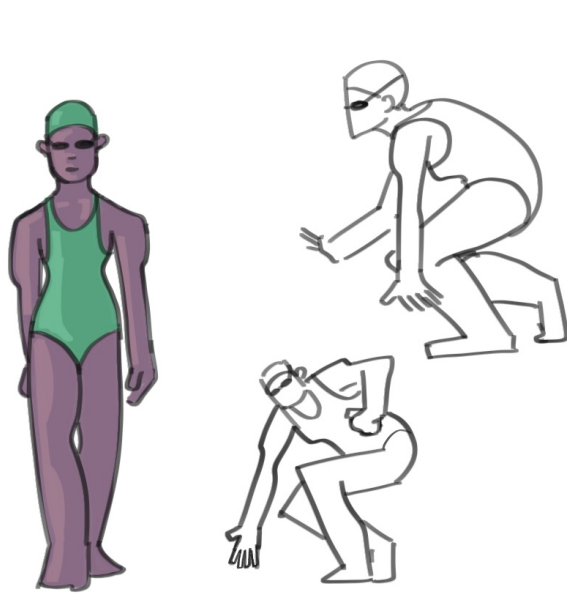
- Solid colours
- cool colour palette
- Incomplete flat brush outline
- flat brush colours

- block structures and figures
- minimal shading
- minimum details



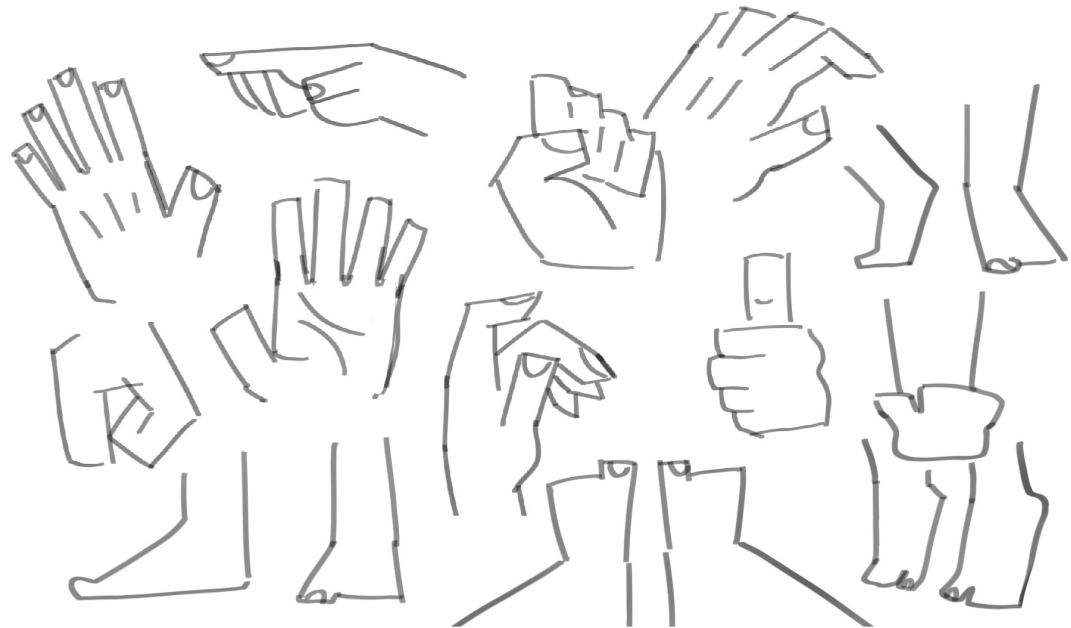


# Character Design



- Dark Tanned skin
- Block colours
- Minimal shading
- Contrasting colours

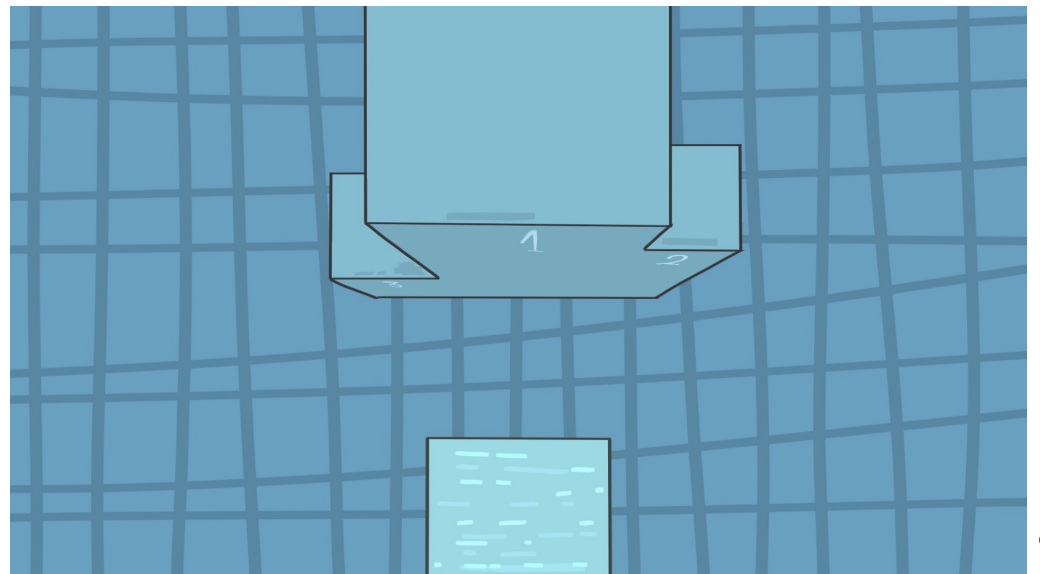
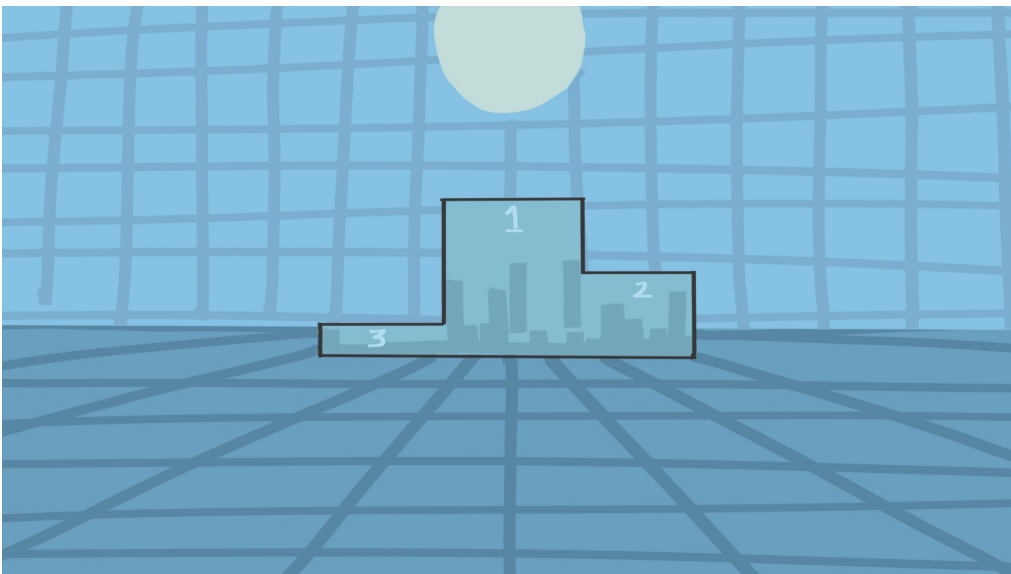
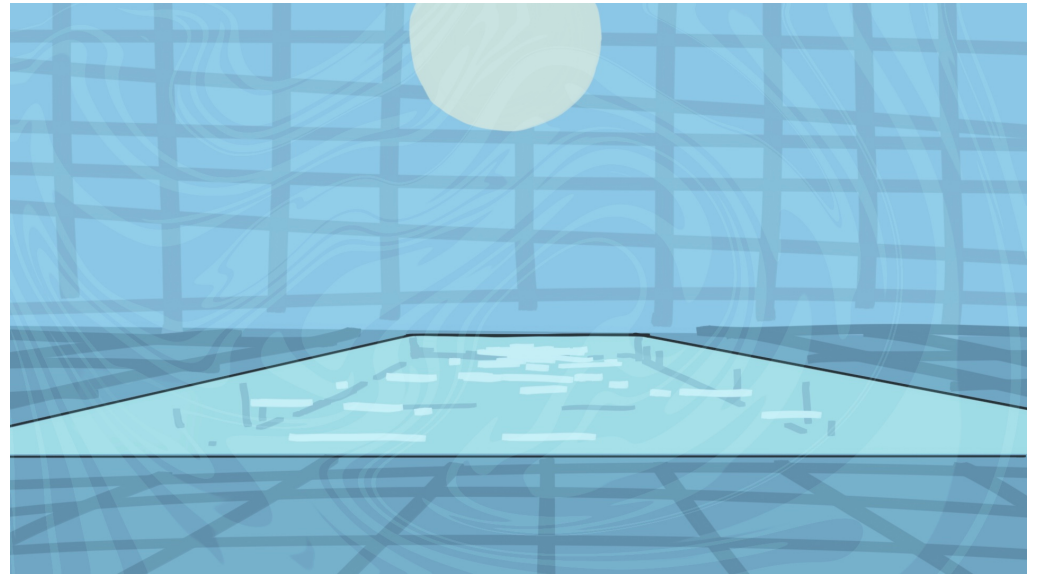
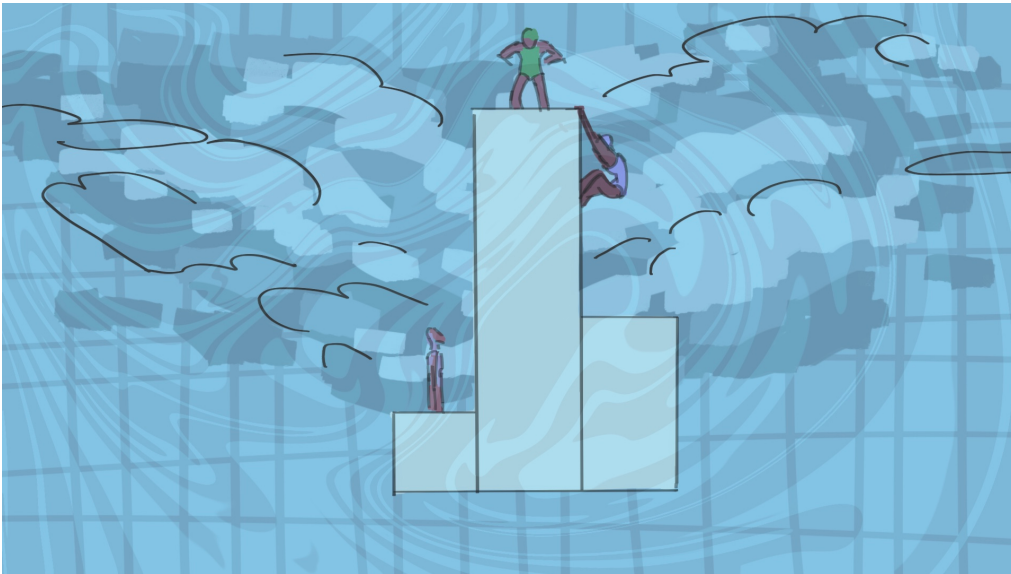
- Muscular
- Broad Shoulders
- Thick limbs
- Block shaped figures





# Environment Design

- Blue colour palette
- Simple outlines



# Challenges and conclusion

Half of my semester was initially spent working on another story till the point of a completed storyboard and art-style. But by then i had lost the message I wanted to convey and motivation to complete the story, so halfway through the semester i began working on a new story, stripped for time, I had a difficulty completing the project to my complete satisfaction, nevertheless I still learnt a lot since this was my first animation film from start to end.