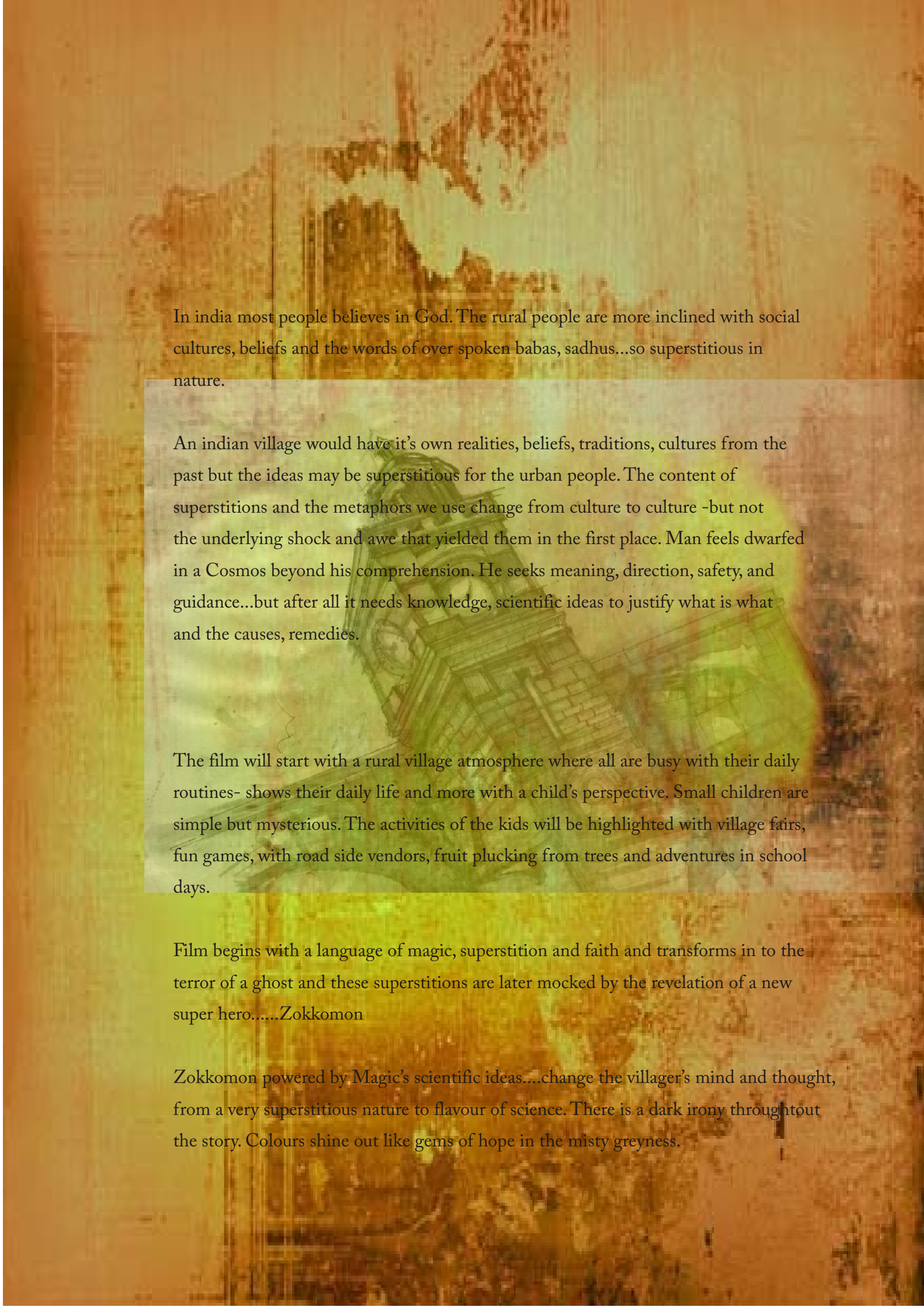




ZOKKOMON

Design philosophy



In india most people believes in God. The rural people are more inclined with social cultures, beliefs and the words of over spoken babas, sadhus...so superstitious in nature.

An indian village would have it's own realities, beliefs, traditions, cultures from the past but the ideas may be superstitious for the urban people. The content of superstitions and the metaphors we use change from culture to culture -but not the underlying shock and awe that yielded them in the first place. Man feels dwarfed in a Cosmos beyond his comprehension. He seeks meaning, direction, safety, and guidance...but after all it needs knowledge, scientific ideas to justify what is what and the causes, remedies.

The film will start with a rural village atmosphere where all are busy with their daily routines- shows their daily life and more with a child's perspective. Small children are simple but mysterious. The activities of the kids will be highlighted with village fairs, fun games, with road side vendors, fruit plucking from trees and adventures in school days.

Film begins with a language of magic, superstition and faith and transforms in to the terror of a ghost and these superstitions are later mocked by the revelation of a new super hero.....Zokkomon

Zokkomon powered by Magic's scientific ideas....change the villager's mind and thought, from a very superstitious nature to flavour of science. There is a dark irony throughtout the story. Colours shine out like gems of hope in the misty greyness.



Design philosophy

Mood board
colour scheme

Village scenario

Characteristics

a quaint and lovely village in a hilly region...

Lush green valleys and elegant scenery



Scenario

A small quaint village surrounded by hills

and contours and has a small settlement

30-40 houses. Villager's settlement surrounded

by green patches of trees, shrubs and flowering

plants. The misty sky was over-layered by clouds

as if protecting the village. Weird and wonderful

rock formations are dotted around a vast arid

landscape and trees(leaves) are whipped by fierce

dry dusty winds. In the afternoon, the village bathed

streets are teeming with people and animals. People playing cards on the

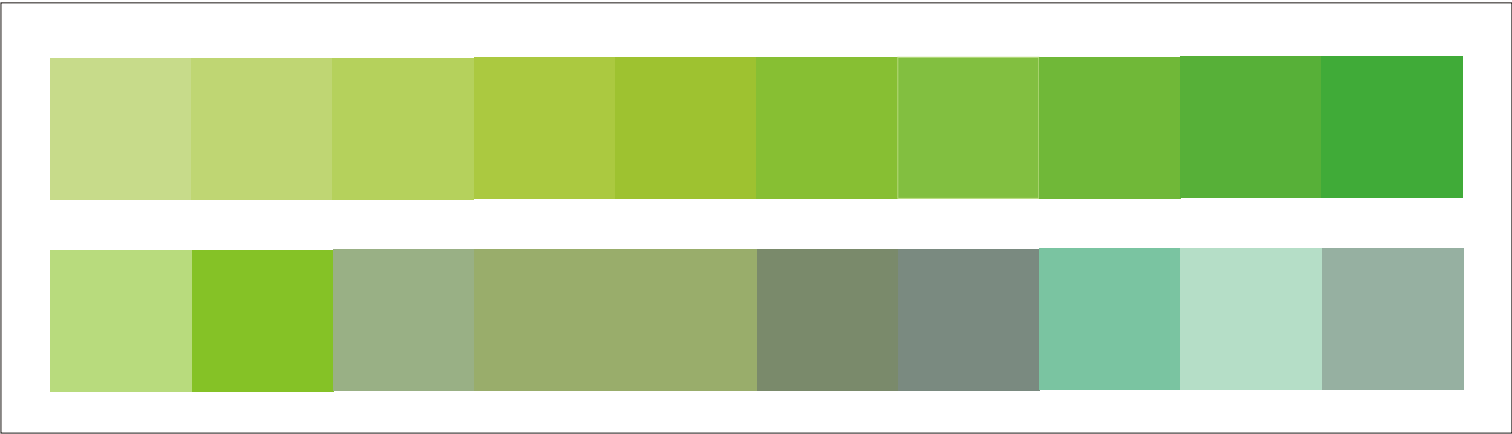
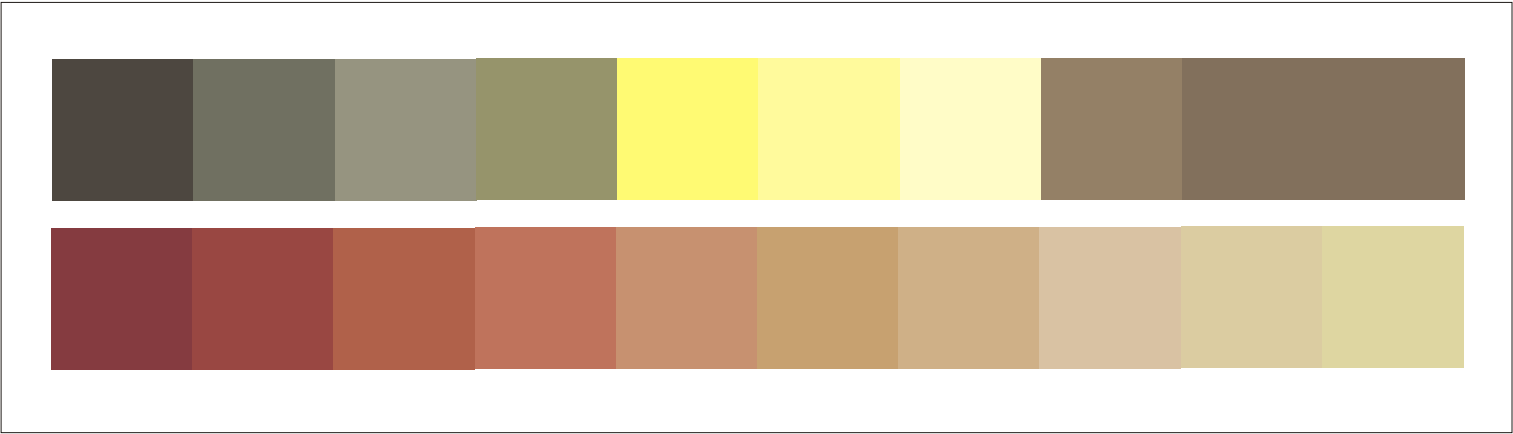
sidewalk, underneath the tree or on the ruined mud platform, drinking tea

on the curb, bargaining, begging, hawking, sewing, eating, dodging, walking,

talking, dancing, playing instruments by some one...between the buzz of traffic

and alongside teams of dogs, chickens and goats and lots of cows.

Colour palette

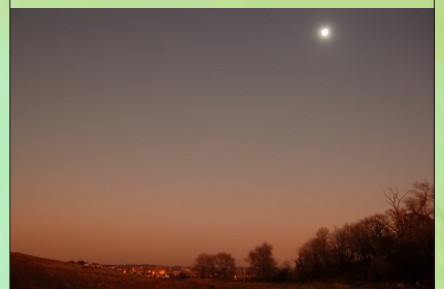
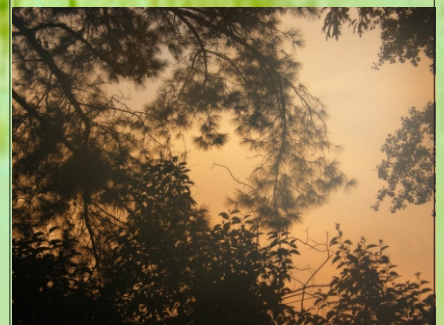
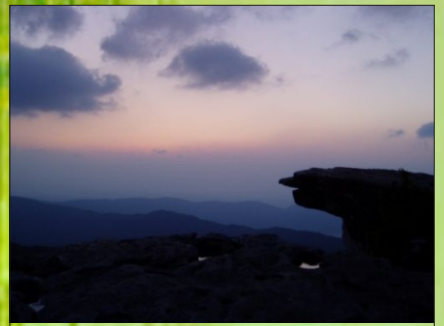


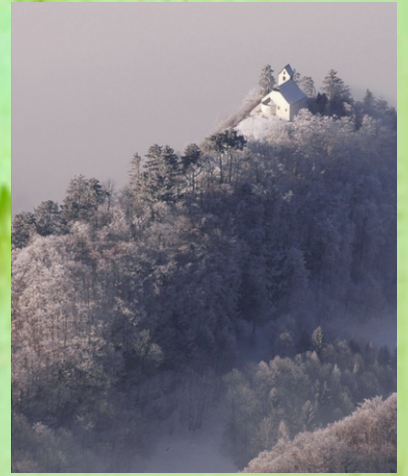




The village remains misty during the greater portion of the day. Fog gives the entire scenery a smoky and mysterious, yet beautiful look. It's the shadow and silhouettes of the houses and trees in the village that you see from a distance. Whenever clouds part, the light rays falling through illuminates the fog forming a brilliant play of rays and shadows. The rays coming through the branches and leaves is a breathtaking sight.

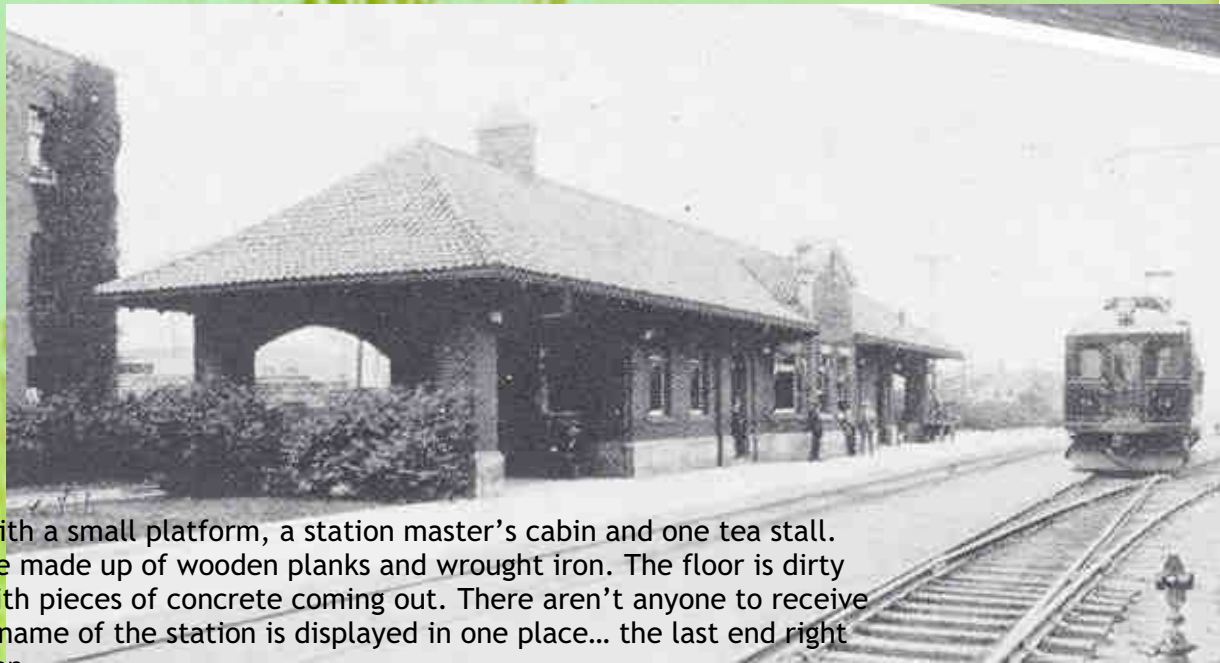






Village

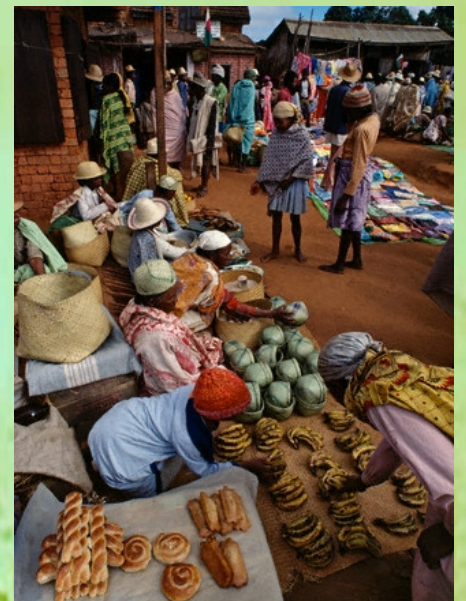




A bare station with a small platform, a station master's cabin and one tea stall. All structures are made up of wooden planks and wrought iron. The floor is dirty and breaking, with pieces of concrete coming out. There aren't anyone to receive any guests. The name of the station is displayed in one place... the last end right side to the station.



Village market





An appealing mix of rustic eclecticism



Colors and objects that tend to involve children

Village fair

It is a contemporary village scenario



That embodies all the quirky Indian activities and eccentricities





There is though a strong imagery of superstition.



The colorful doors of the village houses



On the doors, the villagers put chilies and lemon to ward of the evil eye.







Deshraj's house

Deshraj is a prominent cruel and evil character has been pretending to be a social worker but has been stashing money from the funds meant for school children. He is a respected person in the village but an absolutely shady crook in the mask of an educationalist.



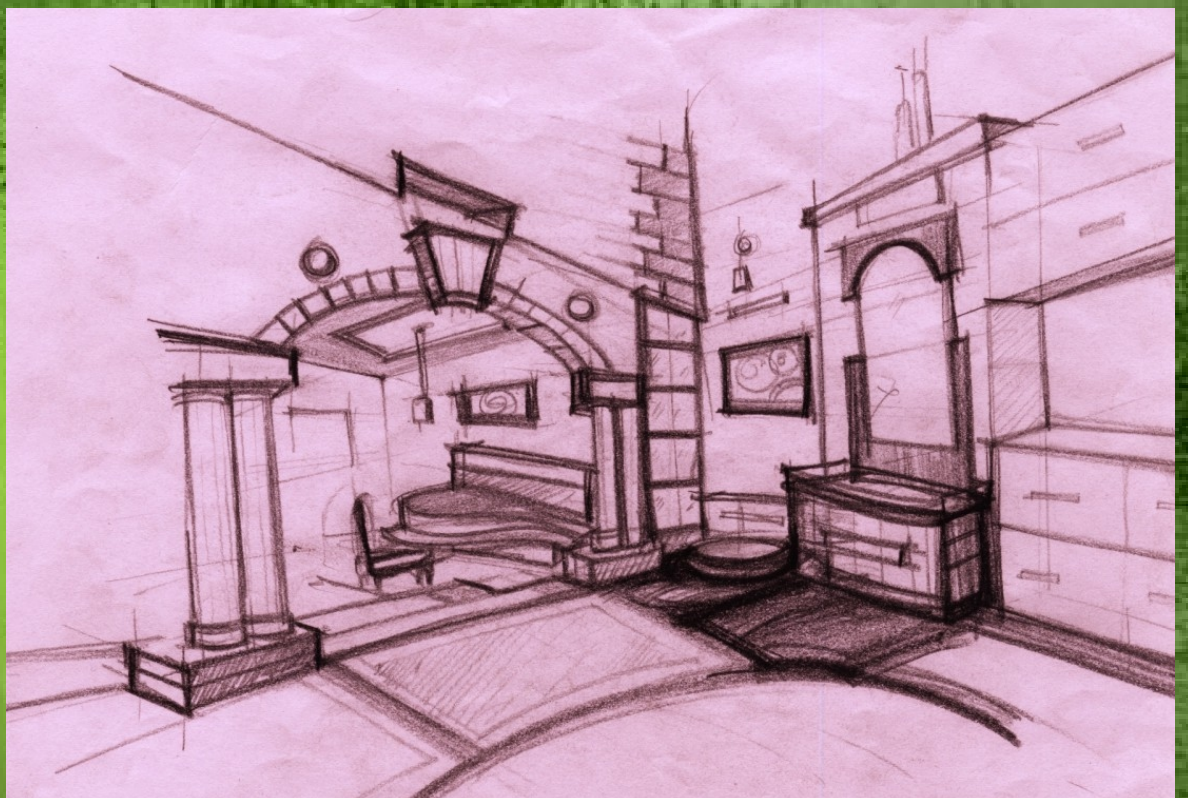
Deshraj's house is unlike other village buildings. Since he enjoys a delegated position, his house too looks like that of a govt. official. His car is seen parked in the garage - most likely to be an ambassador. Outer side of the house has a concrete look with a 'wildish' garden around. It is a grey or brown house with simple formal architecture. It has a low gate of metal, a letterbox with the house number marked on it and orb like lamps on either sides of the gate. Inside, the house is decorated with ornate things. Tables and chairs that have an overly huge amount of carvings, sofas with flowery upholstery and flowery table cloths. It shows a starkly expensive, elaborate, glossy and tasteless accumulation. Everything is well maintained and slightly over done.















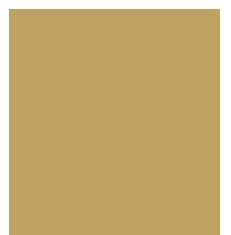
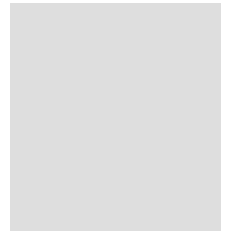
Haunted house



The house is on a cliff surrounded by broken, half chopped trees, over grown grasses and bamboos. It's a colonial structure with a front staircase which leads directly to the first floor. Risers and treads are massy with more in proportionate structure to give a royal look of the colonial period. The massive wrought iron door gives a vibrant look which emphasizes it as a calm, quiet and a secret place. The front façade is treated with a lot of junk material as installations. On the side, half broken/ unplastered walls are layered with creepers, vines. Some dead creepers give a browny look to the dark reddish black / white pigmented walls. The house has a clock tower with the broken clock reflected by its anatomical machinery parts.

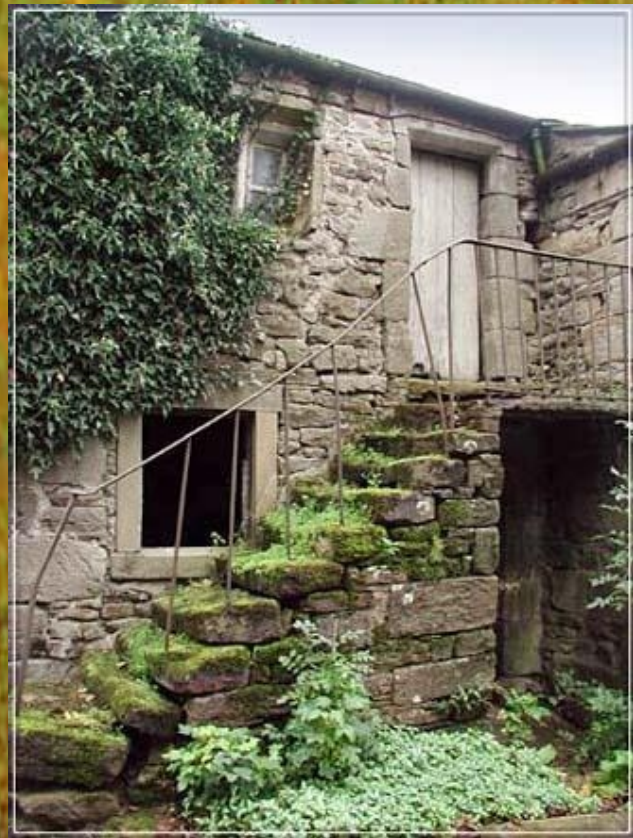
The interior of the haunted house is calm and quiet and remains dark all time, making it difficult to know if it's day or night. Daylight enters through the broken glazed window glasses in light lines and night sparks with the candle light. The foyer and the rooms are packed with antiques, unused dusty furniture, and scientific apparatus. Displayed installations are made out of compositions with test tubes, burettes with a smoky colour(as the place was once destroyed by people) conical flasks with various chemicals, pipettes - broken pipettes, burettes and test tubes show the disorderly nature, spirit lamps, tripod stands, wire gauze, piles of thick thick science books, charts lying around, wrought iron bars and with many antique items.

Colour palette



Haunted house

Haunted house

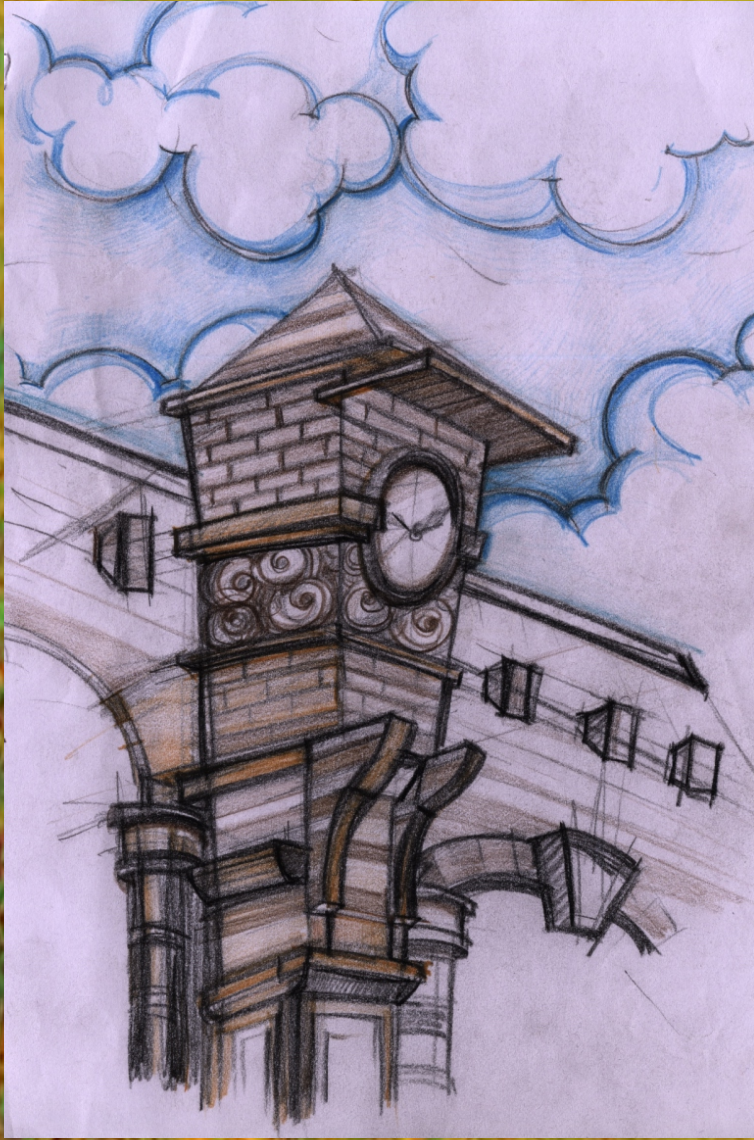


Haunted house



Clock tower

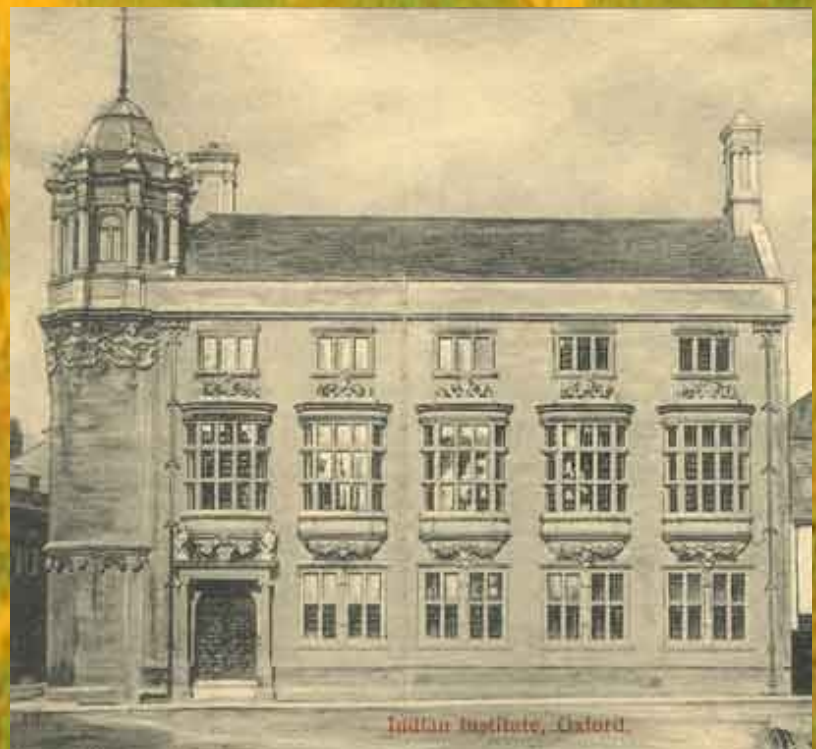
Haunted house



Clock tower



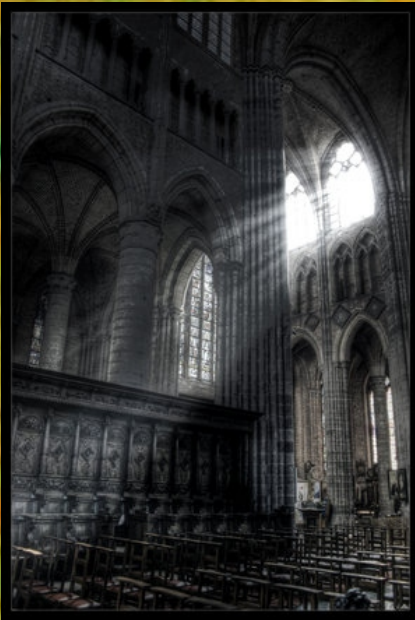
Haunted house

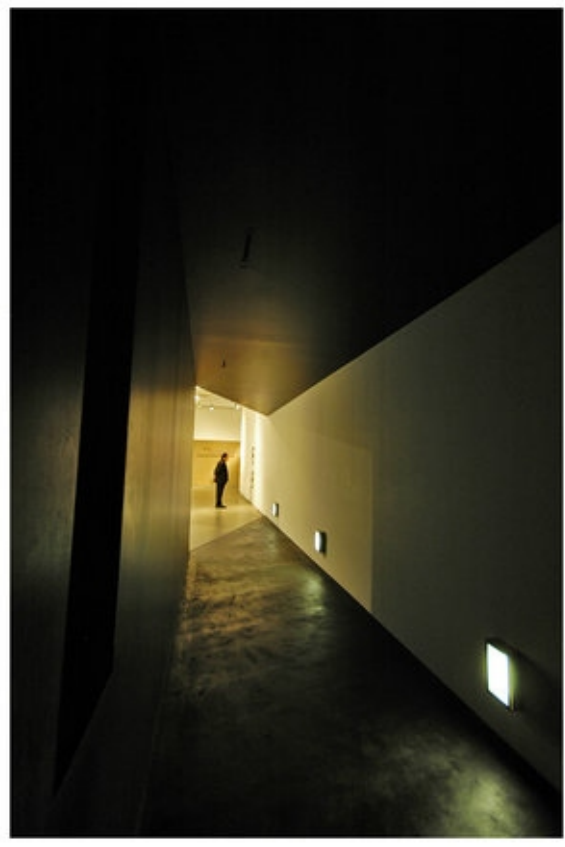


Haunted house



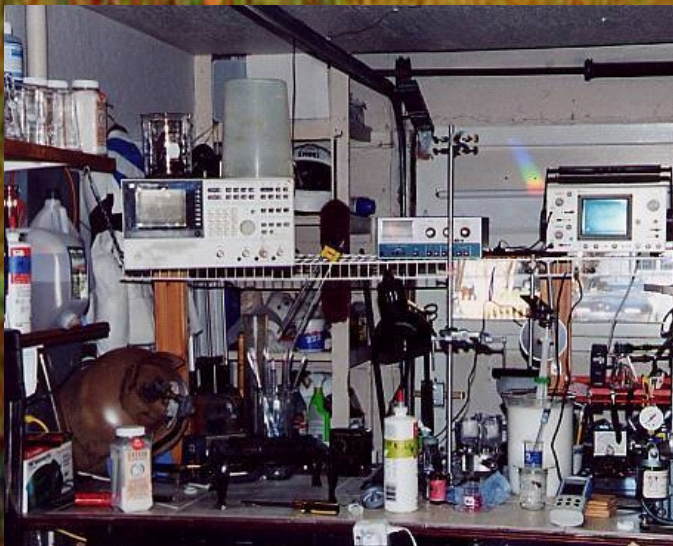
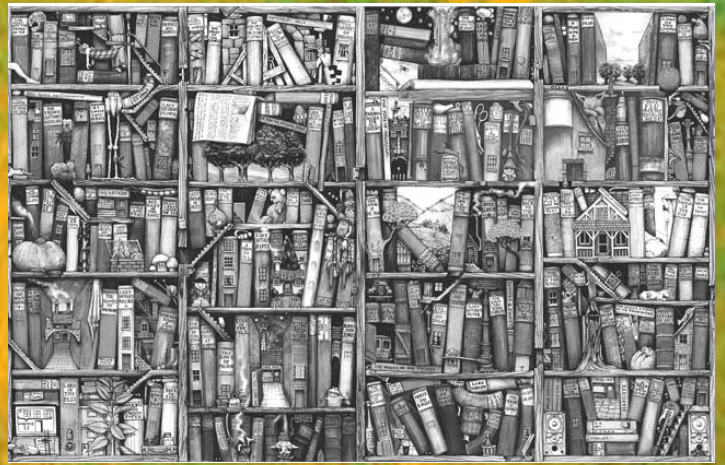
Haunted house





Haunted house



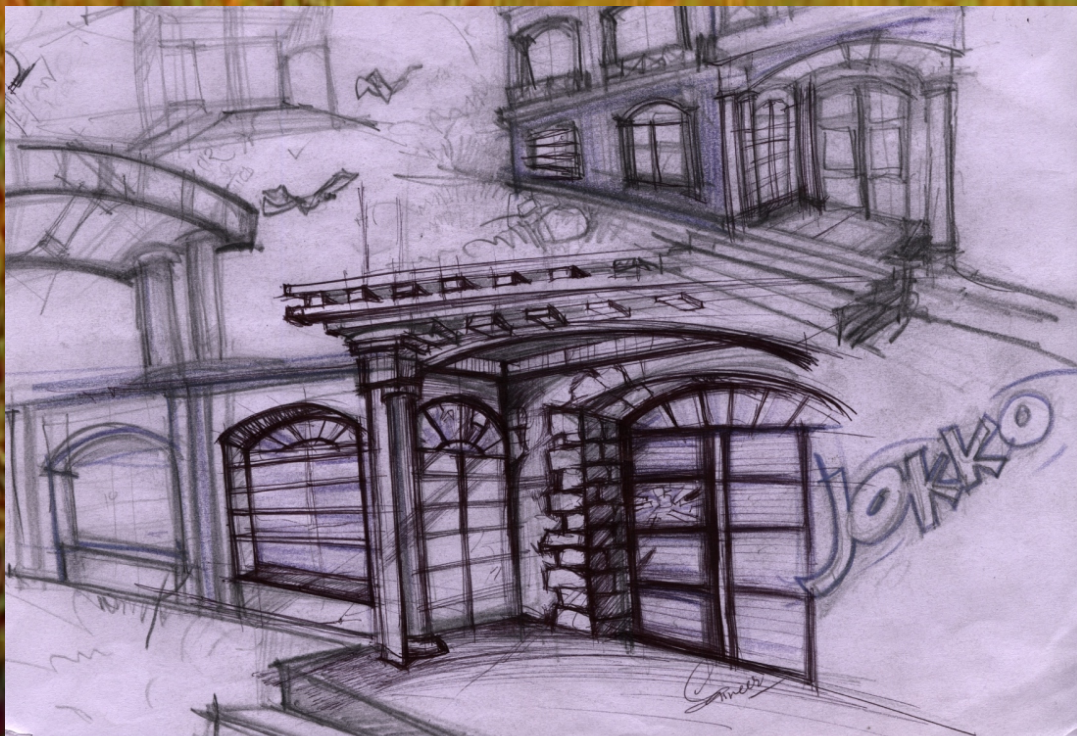


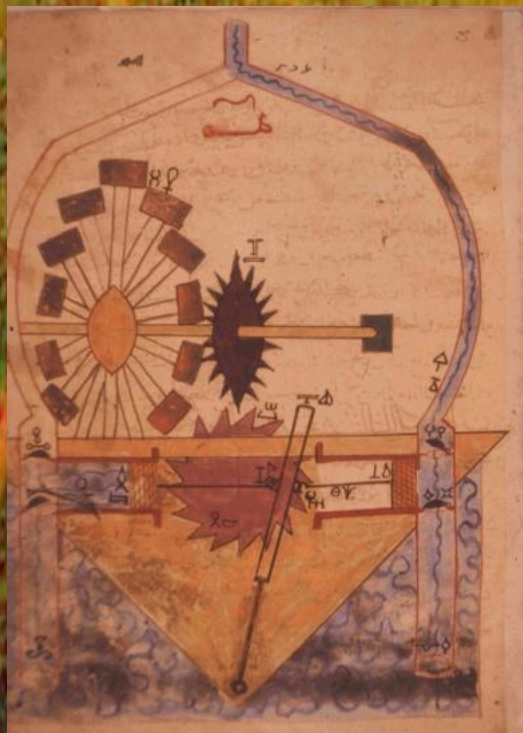
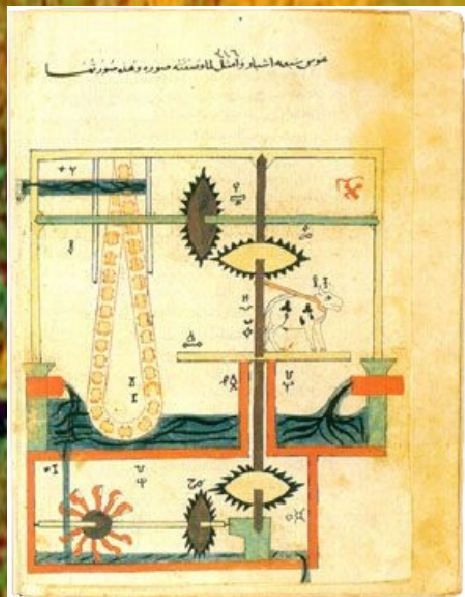
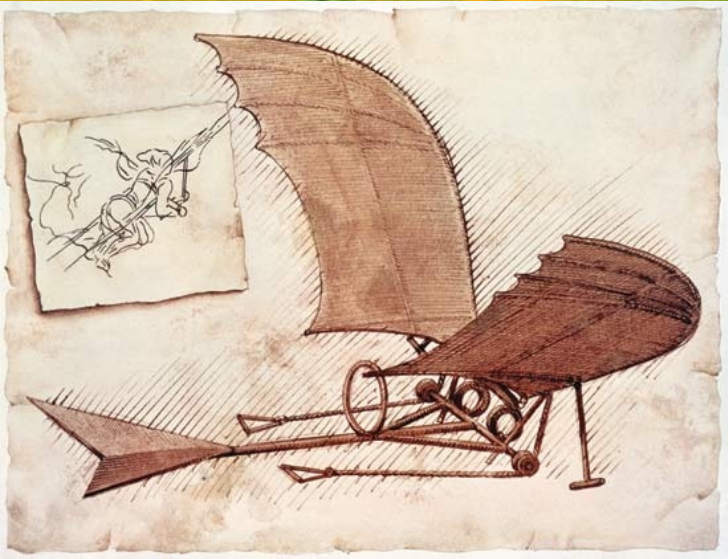


interior

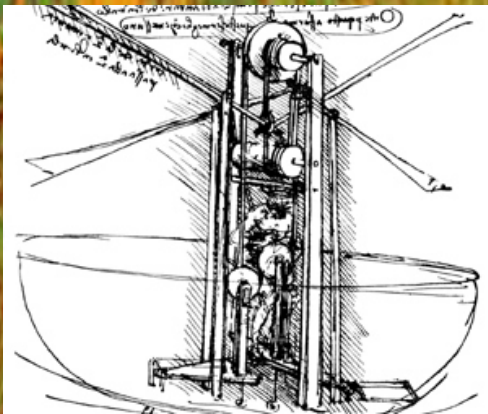
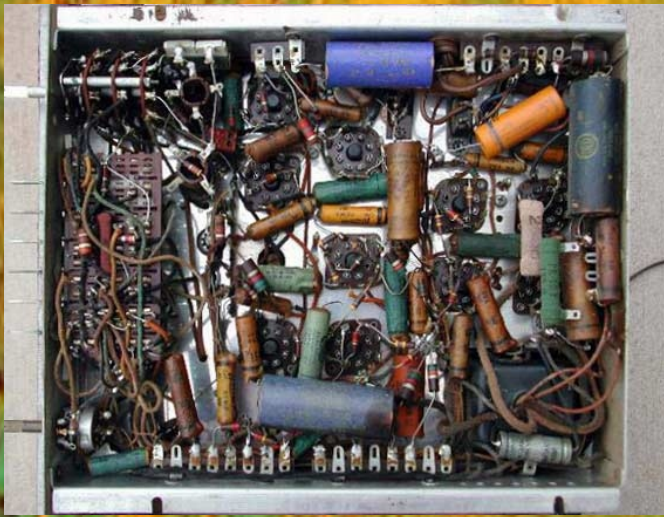


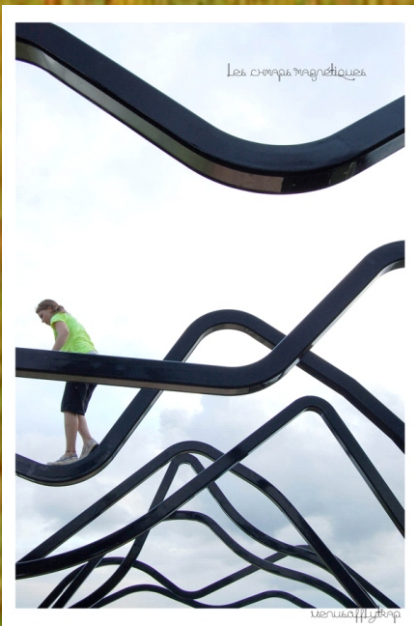
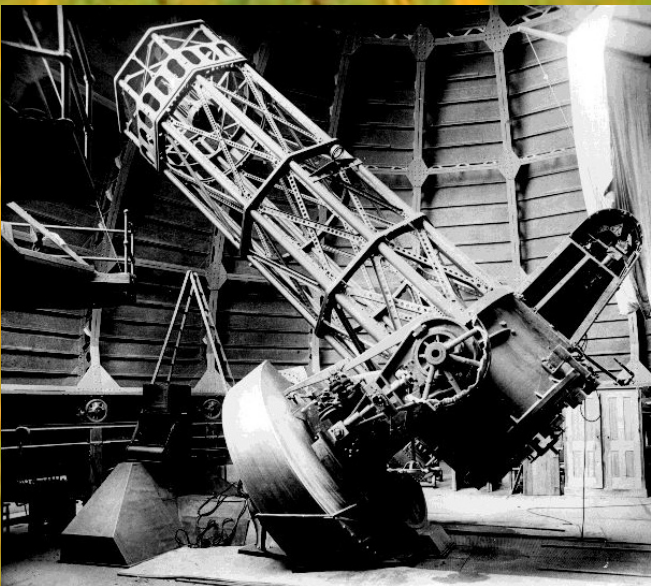
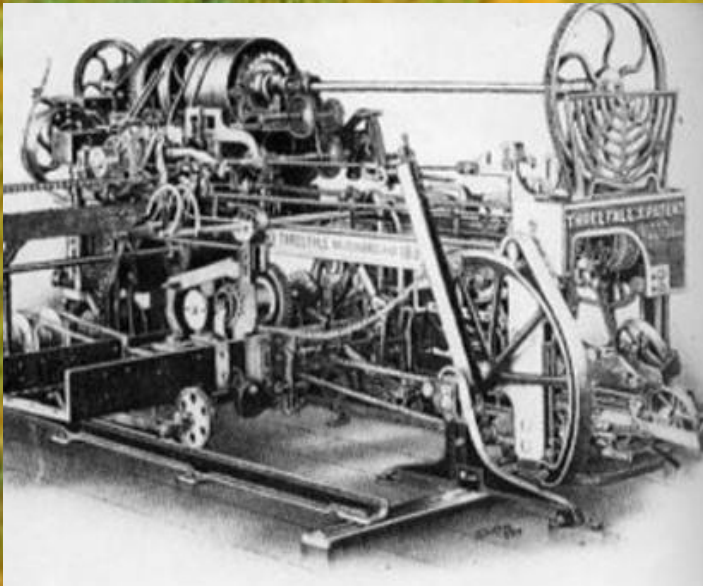
exterior

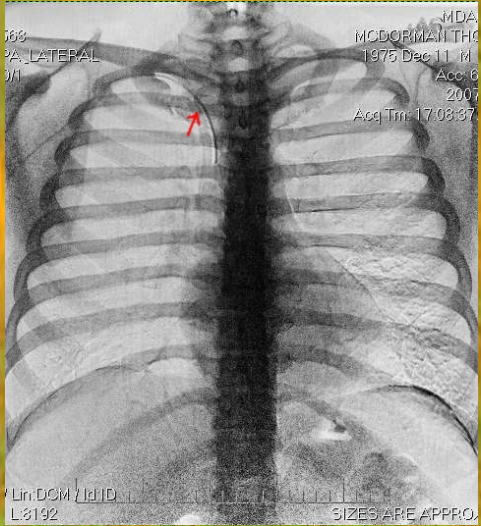


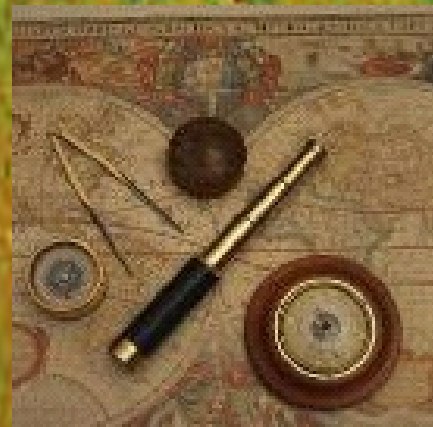


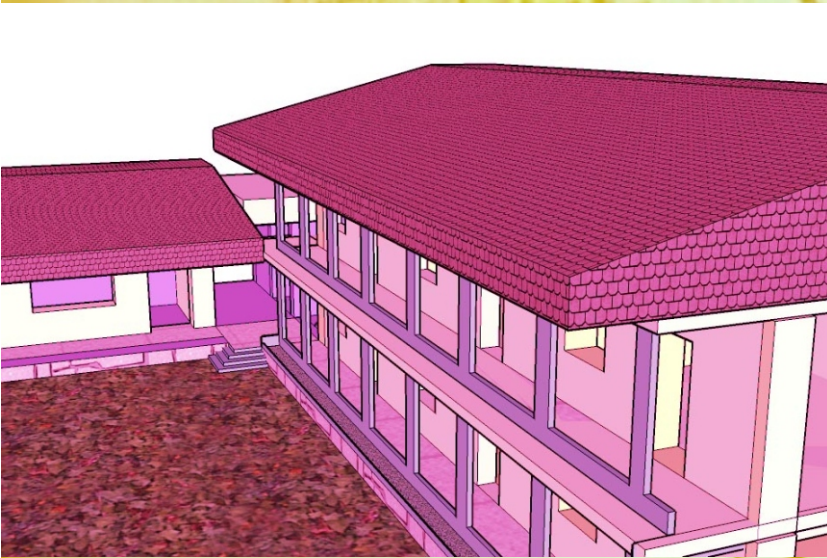












Characteristics:

The school is far from the village settlement and has nice surrounding landscapes, but inside, has dull atmosphere. The school is of colonial architecture with column structure and all featured colonial type of doors, windows and staircase. The fence around the school is a broken one. An old one, with weeds and other plants covering it. The gates, though old are beautiful.

Ambience:

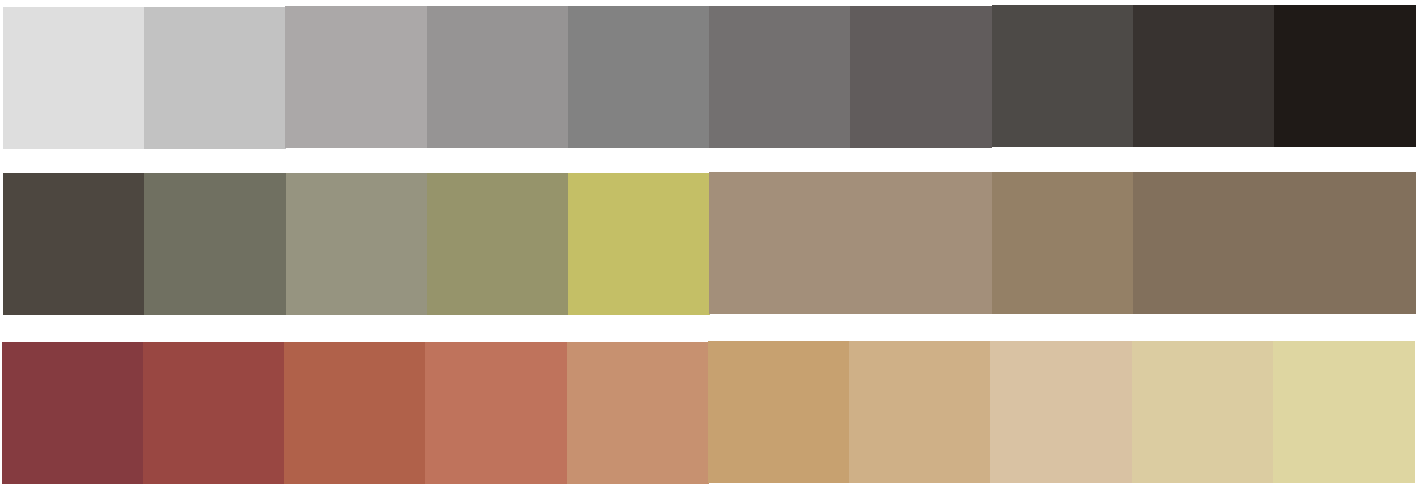
The school has a central courtyard and a small stepped platform in the centre used as flag post. The courtyard has some trees and seasonal flower beds. The school has a kind of dull environment, a calm and quite space. The school's classroom has sparse furniture's i.e. tables, benches and a low-rise wooden almirah with a dusty globe over it. The walls have old torn maps and charts, spider web beginning to cover them, and pieces of chalks are thrown all over the floor. The board remains dirty, probably date time table etc, written on the board could be not changed at all. All accessories are not properly arranged in the class and black board is half cleaned. There is no specific children's play area. A narrow road passes through the school gate. Trees with huge branches stand along the road which connects to the haunted house. So children are afraid of the surroundings and the narrow road.

Near to the school is an old ruined / abandoned church with an open prayer hall. The wooden trusses of the church are half broken. The surrounding is filled with dry leaves that have got layered year after year as if no care has been taken to the yard.

Adjoining the church is a cemetery, not used anymore. Graves and the crosses on them can be seen- some of them just stumps of wood being left. The crosses have on them, left overs of dried garlands, then rosaries etc. Dried flower bouquets and candles are found around the place. There are also granite slabs on the walls marking the people who have been buried in the walls.

The village school

Colour palette



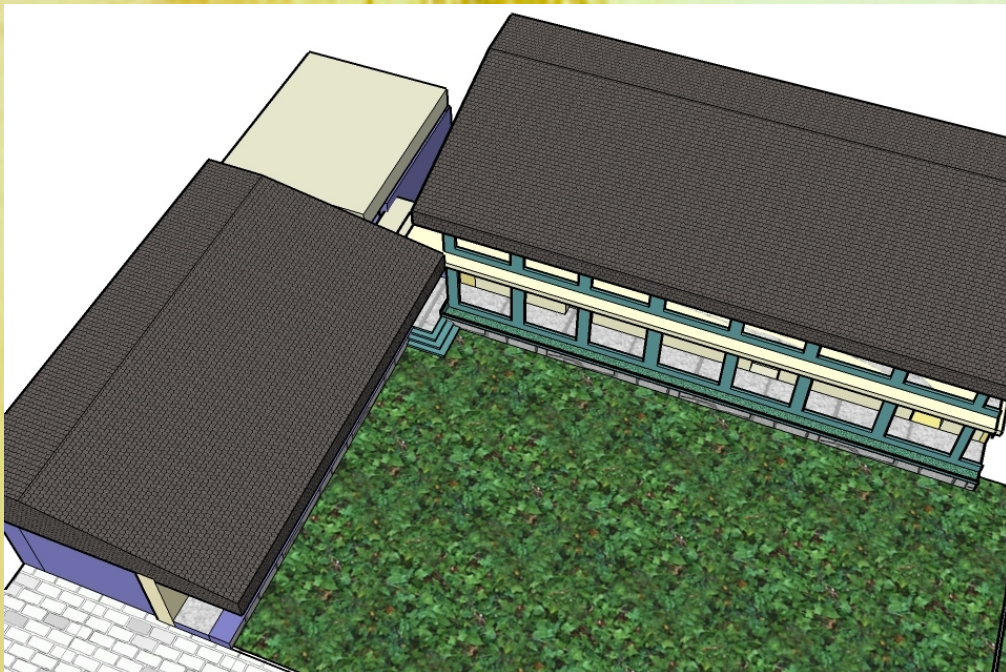
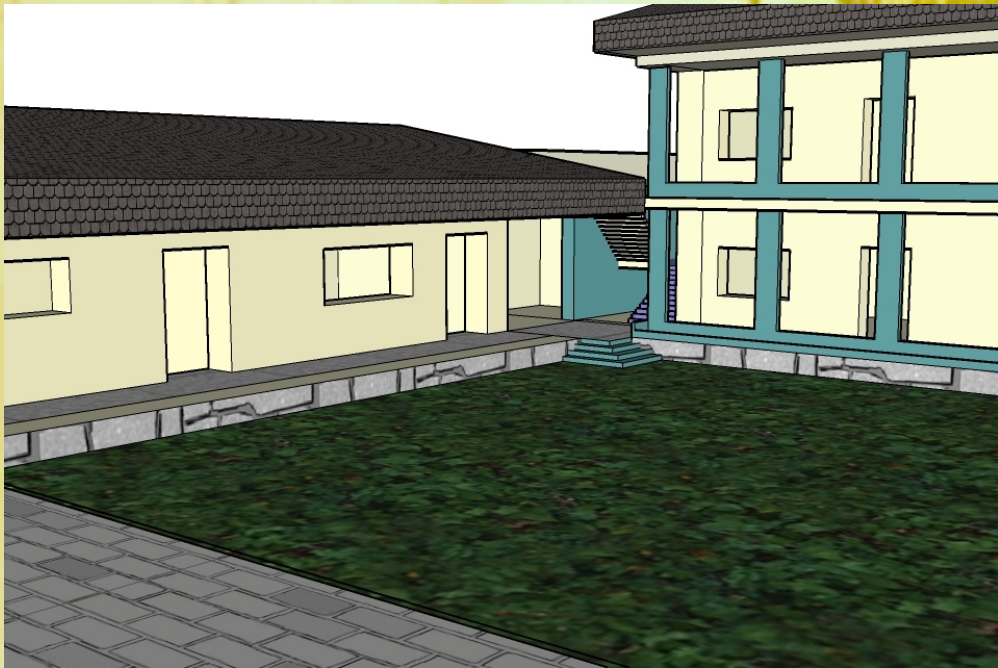
The village school

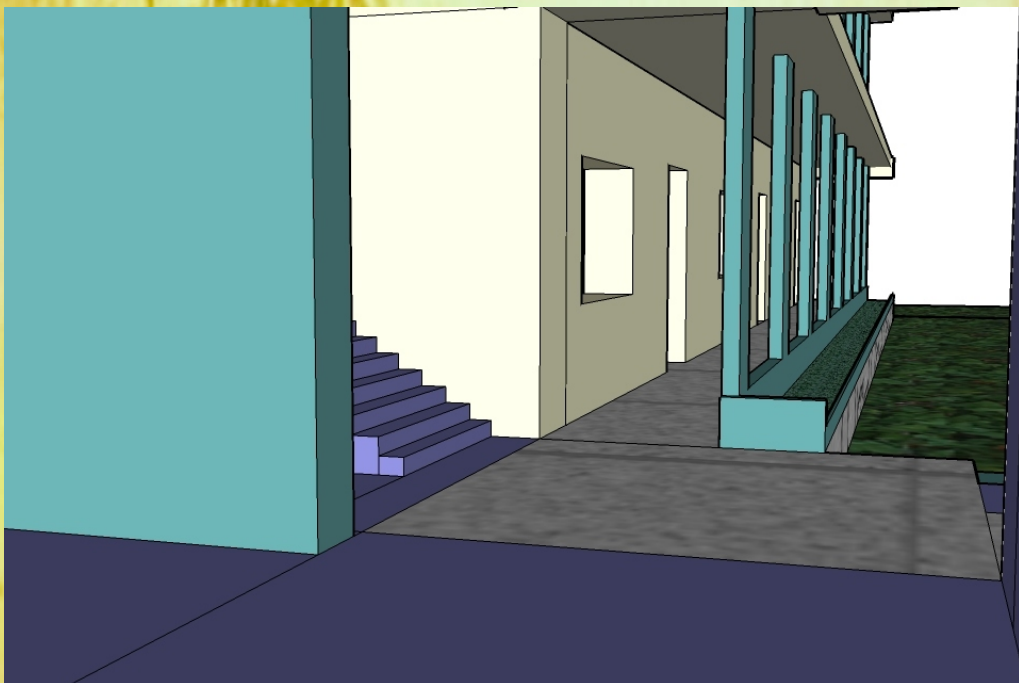
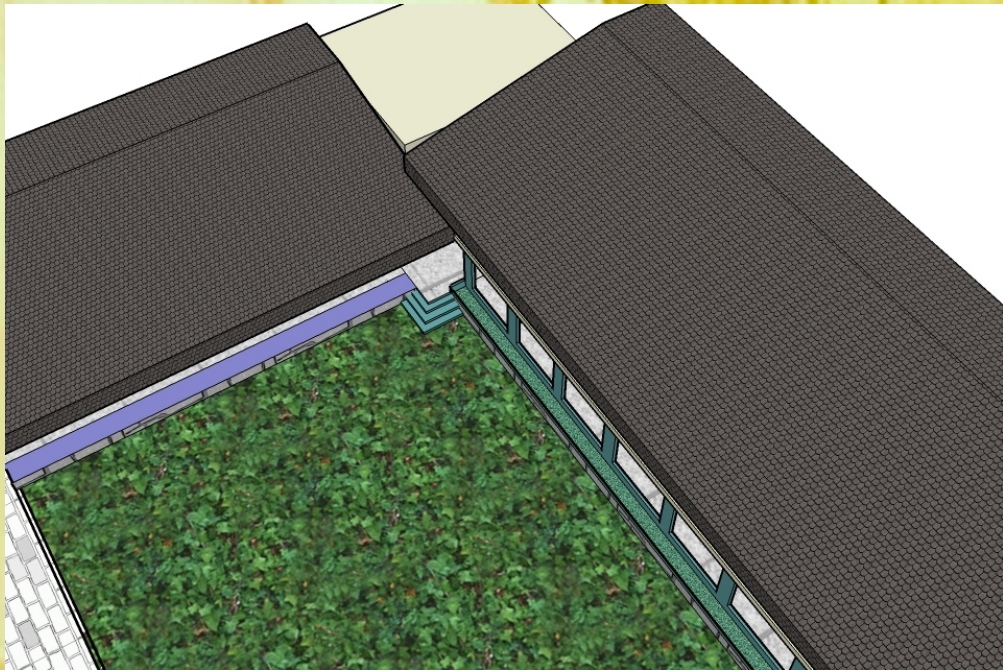
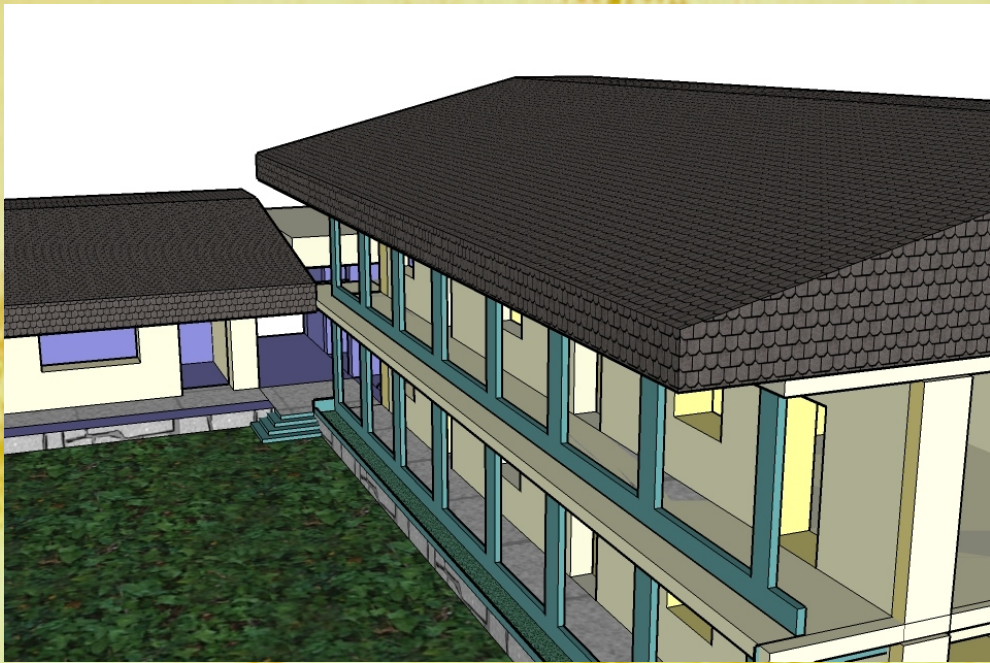
Exterior



The “tangawala” and the horse cart can be seen parked outside the school compound gate. He comes everyday morning, his cart overloaded with children and takes them back home every evening. During the school time, the horse can be seen outside, being fed hay and grass.







Deshraj's office

