



**IDC** School of Design  
अभिकल्प विद्यालय  
IIT Bombay

# Whisker's Shadow

P3 Report  
By Vartika Agarwal (22m2203)  
Guided by  
Sumant Rao

# Declaration

I declare that this written document represents my ideas in my own words and where others' ideas or words have been included, I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea, data, fact or source in my submission.

I understand that any violation of the above will be cause for disciplinary action by the institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

A handwritten signature in black ink, appearing to read 'Vartika', written in a cursive style.

Vartika Agarwal

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M.Des Animation Design

IDC School of Design, IIT Bombay May 2024

# Approval Sheet

This is to certify that the project report titled “**whisker’s shadow**” by **Vartika Agarwal**, Roll no: **22M2203** is approved for partial fulfillment of the requirements of the the **Master of Design Degree in Animation Design from IDC School of Design, IIT Bombay.**

Project Guide: Prof. Sumant Rao

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# Acknowledgement

I am grateful to Prof. Sumant Rao for his unwavering support and guidance throughout this project, from its inception. Their expertise and encouragement were instrumental. I would also like to thank Professor Dhimant Vyas for his insightful feedback during the stage juries, which significantly improved the project.

My sincere gratitude extends to everyone who made this project possible.

# Abstract

There's a girl who is an artist and lives by herself. She had a cat named Whiskers. The scene is set in her little cozy slightly cluttered apartment. She is mostly dazed and lost in her thoughts every morning she wakes up, and all she can think about is Whiskers. As she begins her day, she moves with a sense of solitude, her only companion being her paintings and artworks of her cat that adorn the entire apartment. Despite the absence, she still feels a comforting yet playful presence lingering in the apartment. Whether it is when she is making her bed, or she's making her breakfast, she can't shake the feeling that Whiskers is nearby, watching over her and playing with her as she goes by her day. She dismisses the whimsical presence as her imagination and continues her work. When she sits to work she feels like she is not alone; she's surrounded by love, by memories that transcend time and space. And her artworks seem to come to life to her.

# Introduction

The inspiration for this film stems from my fascination with cat-related content on social media platforms. Being an avid consumer of such content, I found myself constantly thinking about and observing cats. Intrigued by their playful antics and mysterious demeanor, I decided to delve deeper into this interest. I conducted an experiment exploring the theme, and my guide recognized the potential in the concept, encouraging me to pursue it further. The film, therefore, is not just an artistic endeavor but also a reflection of my personal connection with cats, sparked by the daily doses of joy and curiosity I derive from online feline adventures.

# Research

The primary purpose of my experimental animation film on cats is to delve into the uncharted territories of animation, exploring the nuanced art of bringing diverse materials and forms to life. In this endeavor, I aim to transcend the conventional boundaries of storytelling and venture into a realm where the ordinary becomes extraordinary. By choosing the path of experimental animation, I seek to infuse vitality into the seemingly mundane objects of our daily lives, offering a fresh perspective on the world we inhabit. Cats, as enigmatic and playful creatures, serve as the perfect canvas for this exploration, allowing me to blend the whimsical with the everyday. Through this unconventional approach, I hope to captivate the audience's imagination, inviting them to see the beauty and magic that can emerge when animation becomes a conduit for the extraordinary within the ordinary.



# Visual Development



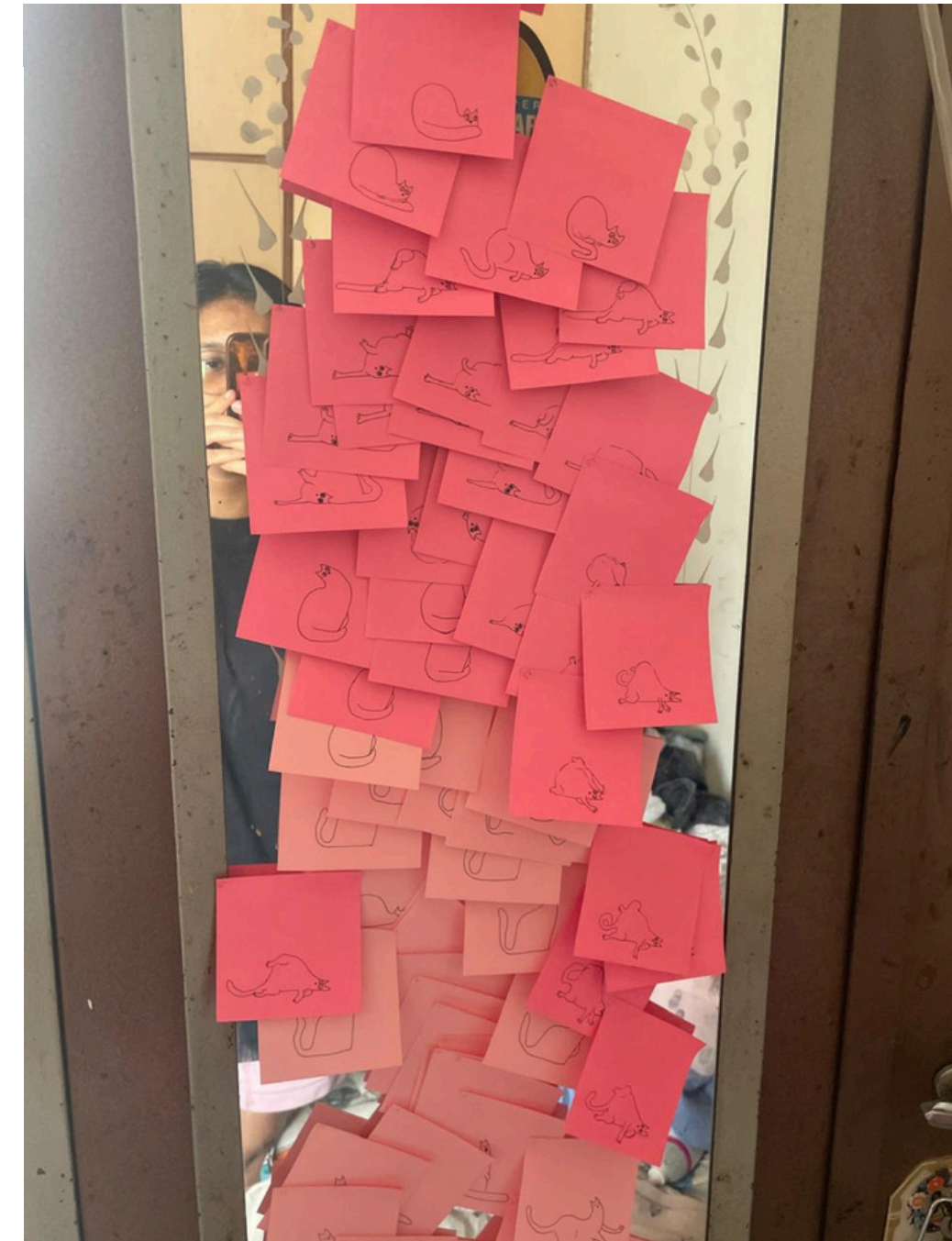
# Experiments



YOU  
WORK



I WATCH AND JUDGE.



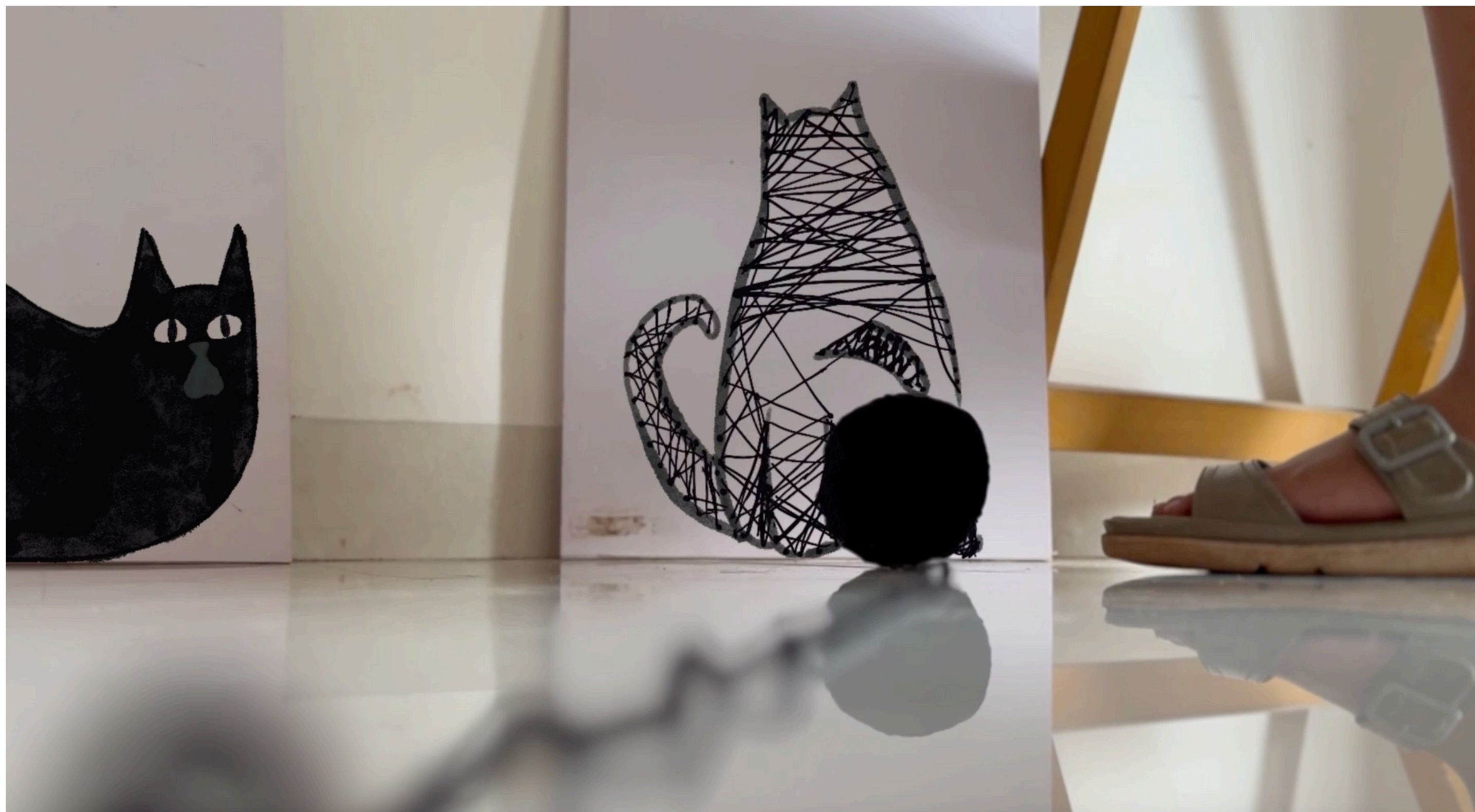
# Layouts



# Shots from film



# Shots from film



# Shots from film



# Learnings

I learned that thorough research is crucial.

Crafting a compelling story is essential for engaging your audience. By combining emotional appeal with factual information, the film can better capture viewers' attention and convey the importance of tiger conservation. Animation is a powerful tool for visual storytelling. I discovered how effective animated visuals can be in illustrating complex concepts and bringing abstract ideas to life in a way that's accessible and memorable. The project enhanced my technical skills in animation, including storyboarding, character design, and animation software. These skills are crucial for translating creative ideas into a polished final product. Managing a film project taught me about the importance of organization, timelines, and resource allocation. Balancing creative vision with practical constraints was key to completing the project successfully.