



HELLO :)

Communication Design Project 3

LIMBO

A STORY ABOUT THE BIZARRE EXPERIENCE
OF A SLEEP PARALYSIS ATTACK

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BACKGROUND STUDY

Sleep Paralysis

Movies/Short videos

SLEEP PARALYSIS ?

Sleep disorder wherein the person thought is awake, is temporarily unable to speak or move. Scientifically, it's a sign that your body and mind are unable to transitions through different stages of sleep.

During these attacks people experience shadows, demons, ghosts, witches, scary sounds or other paranormal events and sensations as feelings of being dragged out of bed, falling or flying. Many people also feel a pressure on their chest and have a difficulty breathing .These hallucinations can result in a panic attack which comes with a significant increase in heart rate

SLEEP PARALYSIS ?



CAUSES ?

Factors that have been linked to sleep paralysis include:

- Narcolepsy
- Irregular sleeping patterns, due, for example, to jet lag or shift work
- Sleeping on your back
- A family history of sleep paralysis
- Sleep paralysis can be a symptom of medical problems such as clinical depression, migraines, obstructive sleep apnea, hypertension, and anxiety disorders.

SLEEP PARALYSIS ?

Episodes are often accompanied by hypnagogic experiences, which are visual, auditory, and sensory hallucinations.

These occur during the transition between sleeping and waking, and they consistently fall into one of three categories:

Intruder: There are sounds of doorknobs opening, shuffling footsteps, a shadow man, or sense of a threatening presence in the room.

Incubus: Feelings of pressure on the chest, difficulty breathing with the sense of being smothered, strangled or sexually assaulted by a malevolent being. The individual believes they are about to die.

Vestibular-motor: A sense of spinning, falling, floating, flying, hovering over one's body or another type of out-of-body experience.

UNDERSTANDING SLEEP PARALYSIS

How does sleep paralysis feel like ?

"A little girl in the corner of my room staring at me. Then, without notice, she shrieks and runs up and starts choking me."


"A large dark figure, kind of a human silhouette, emerging from the foot of my bed and staring down at me."

"Something banging and scraping on my bedroom door. I keep it locked at night because I have had ones where it opens by itself. No, the door isn't open when I wake up. It only opens in the dream."


"My bedroom door opening by itself followed by dark figures coming into my room."

SHORT VIDEOS


A few of the short movies that I watched on youtube which talked about Sleep Paralysis and the horrors associated with the said particular phenomenon.




Eyes wide open | Sleep paralysis short film
22K views • 3 years ago
Eyes wide open is a short film about Sleep paralysis and its hallucinations. It follows a character which experiences dreams ...
4:03




Paralysis - A Short Horror Film
38K views • 6 months ago
Sleep paralysis is a state, during waking up or falling asleep, in which a person is aware but unable to move or speak. During an ...
4:54



Disarray - a sleep paralysis horror film
30K views • 3 years ago
A young man finds himself in a state of panic as he tries to stay awake through the night while suffering from sleep paralysis.
9:32



Sleep Paralysis - Horror Short Film
25K views • 4 years ago
The month of October is here! Every week there will be a new spooky horror short we will put out! Be ready! This short horror film ...
2:45



A Horror Film About Sleep Paralysis | Miere
817 views • 10 months ago
Awards: Independent Home Movie Awards: Best Short, Best Cinematography, Best Music, Best Score, Best Atmosphere ...
9:40

Source : youtube/sleep paralysis

MOVIES



source: google images

MARA

Mara is a 2018 supernatural horror film about the investigation into a bizarre death. Kate investigates the death of a man who was apparently strangled in his sleep. When the man's wife insists that he was killed by a sleep demon, Kate endeavors to have the woman committed to a mental institution.

However, when Kate starts suffering from sleep paralysis herself, she realizes that it is not an open-and-shut case. She eventually meets a doctor who teaches her about the centuries-old sleep demon known as "Mara."



source: google images

SLEEP PARALYSIS

In this 2004 Australian chiller, a writer of children's books decides to move to a country estate by a lake. At first, she and her husband are happy in their new home. However, things quickly take a turn for the worse.

When our heroine starts suffering from sleep paralysis, she contacts medical professionals and even a priest to get help. Despite her best efforts, nothing seems to work. She soon finds herself fighting to survive against the terrifying entity that haunts her at nights.



THE NIGHTMARE

The Nightmare is a documentary movies based on true stories are usually the most terrifying. In the film, viewers get a glimpse into real-life accounts of sleep paralysis. Though each case is unique, they all experience a variation of the same thing.

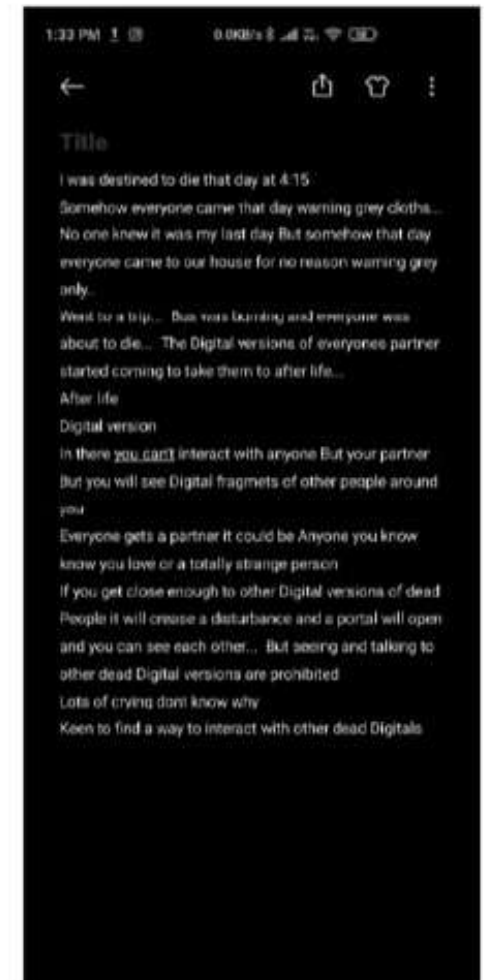
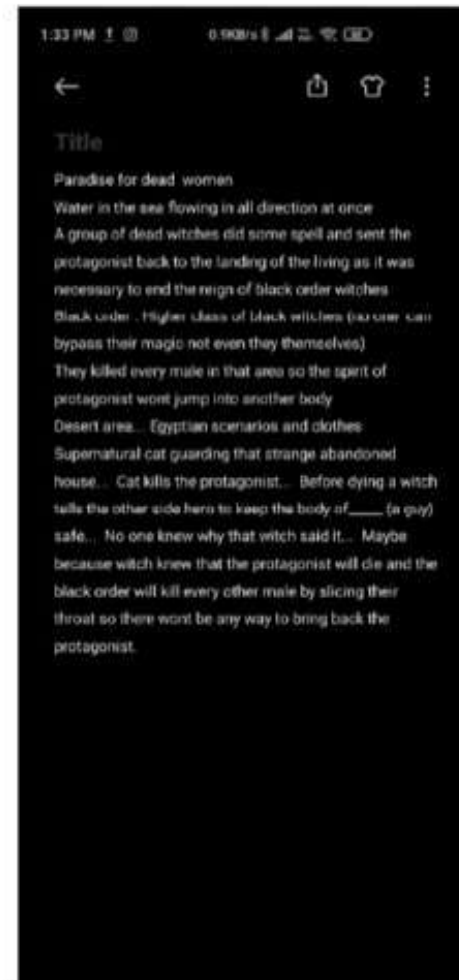
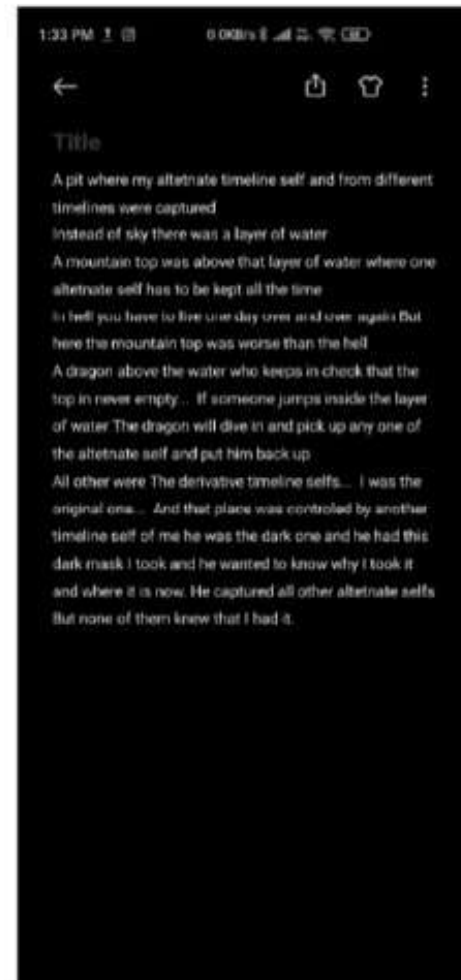
Each night, the victims awaken to find that they cannot move. They sense a presence and often see a dark figure standing in the room with them. Sometimes, the victim even feels a weight on their chest, making it difficult to breathe.

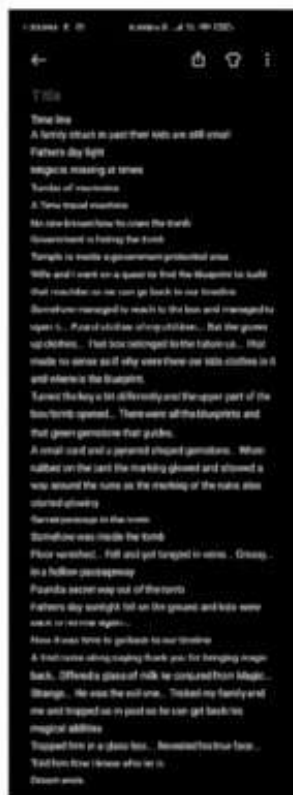
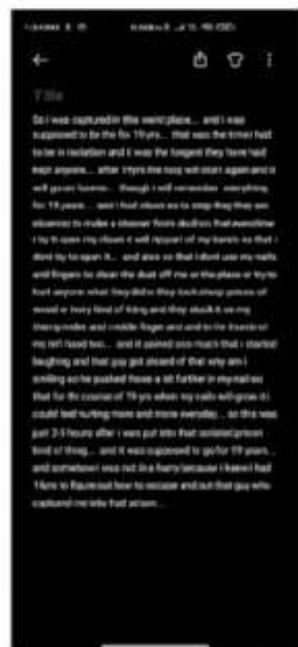
DATA (STORY)
COLLECTION

PERSONAL EXPERIENCES

Self

For experiencing it over the last 19 years, recently I started transcribing down the nightmares and experiences as soon as I would break out of my nightmares. These are a few snippets.





PERSONAL EXPERIENCES

Basic Survey

I sought to reach out to more people and talk to them if they have experienced the SP attacks or any other night horror as a result of SP. I also conducted a small survey to get an estimated number of people who have experienced the sleep paralysis attacks.

Do you know what sleep paralysis is ?

394

397

Have you ever experienced a dream where you thought you were awake but neither could move nor speak ?

313

478

If yes, Do you remember the episode clearly ?

126

187

 YES

 NO

PERSONAL EXPERIENCES

Other's

Although sleep paralysis is not common in the general population, but the people who experienced SP, share their experiences through different social media and blog posts, this somehow relieves them. A few even try to sketch or write a poem about the same. Others compare them with movies and environments they know.

One of the Reddit users drew his experience after he wakes up from his terrifying sleep paralysis experience.



Some of the people over the reddit even claimed to have a conversation with their SP monster or shadow repeatedly while going through the episodes.



Source : reddit.com/r/sleepparalysis

DESIGN DECISIONS

Exploring different aspects
of a story writing and Illustration

HOW TO WRITE A STORY

Learning MICE quotient
& story structure

MICE QUOTIENT

I started reading and learning about how to structure a story and all the aspects that must be kept in mind while writing a story.

The first thing that I learned was the "MICE Quotient". The term is a coinage of Orson Scott Card, from his book *Characters & Viewpoint*. Basically, Scott Card claims all stories balance four factors, but are primarily one of the four types:

MILIEU

Stories of place and environment. This is a story that focuses on a setting; it begins when the character enters the setting, and ends when they leave, and a large part of the interest for the reader is in the setting. A lot of portal fantasies are milieu stories: *The Wonderful Wizard of Oz*, *The Lion, the Witch, and the Wardrobe*, *Alice's Adventures in Wonderland*.

INQUIRY

Stories of problems that have to be solved. A lot of mysteries fall into this category; so do those (mostly now perceived as old-style, I suspect) sf stories where someone has to cleverly science their way out of a science dilemma in a scientifically plausible way.

CHARACTER

Probably self-explanatory: stories where the focus is on the characters (as opposed to the other ones on this list, where the characters are just there to get you to the milieu, idea, or event). In a character story, the character needs to (though they might not succeed in) changing something about themselves.

EVENT

These are more plot-driven stories. An event happens, and the characters have to react to it. When the sense of normal is disrupted and then at the end of the story everything is restored back to normal.

MICE QUOTIENT

MILIEU: DRIVEN BY PLACE



Your character enters a new space. Example: Gulliver's Travels

Struggles to exit. Tries to survive in. Attempts to navigate.

Your character exits the space. Note: they do not have to return to the starting place.

INQUIRY: DRIVEN BY QUESTIONS



Your character asks a question. Example: Sherlock Holmes

Is lied to. Can't understand. Dead end answers (red herrings).

Your character answers the question.

CHARACTER: DRIVEN BY ANGST



Your character is unhappy with an aspect of self. Example: Catcher in the Rye.

Tries to change ways. Attempts to break out of role. self-loathing.

They have new understanding of self. Note: This is about internal conflict.

EVENT: DRIVEN BY ACTION



Something disrupts your character's status quo. Example: Godzilla

Tries to set things right. Fights. Chases. Explodes. Builds.

The status quo solidified. This can be the original or a new one. Note: This is about external conflict

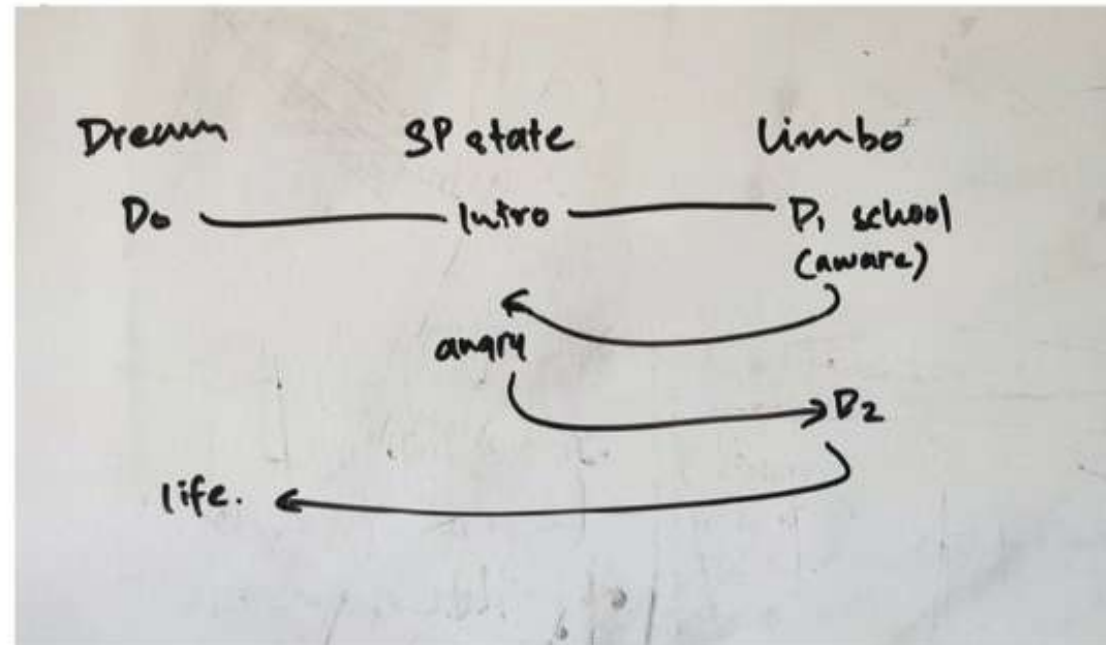
STORY

Plot Summary/ Drafts

THE STORY

Deciding on the length of the story.

- Three dream sequence
- Introduction scene for the story starts from a dream.
- The dream break and the Protagonist enters the SP stage.
- Next two dream sequence to explain the ordeal and progressing the story further.



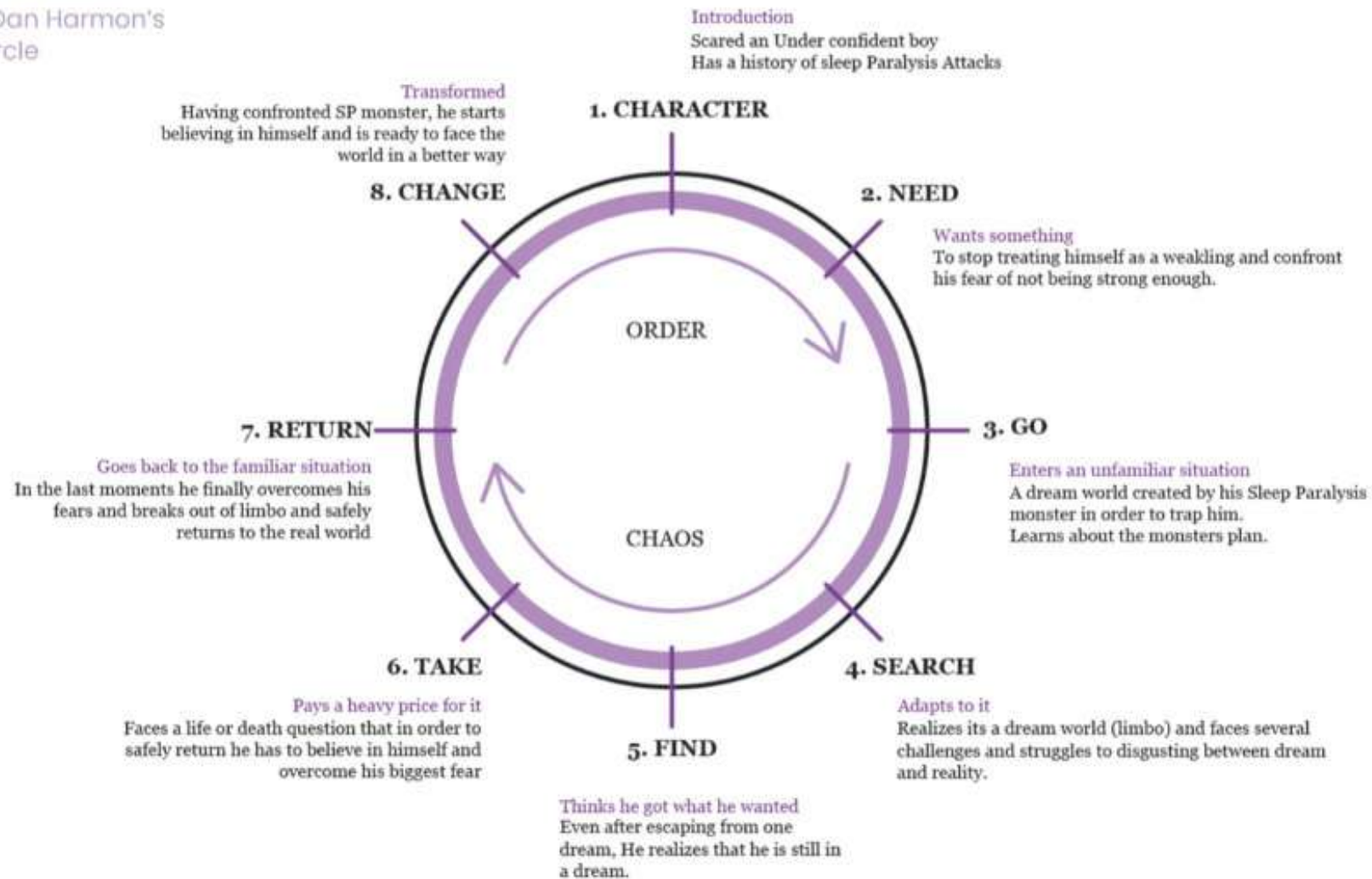
LOG LINE

The next step was to define a log line for the story to crisp the context of the story in one line or two.

When an unconfident and timid boy finds himself in a never-ending dream created by a sleep paralysis monster, he decides to stand up against it in order to defeat it and break free from the limbo.

PLOT STRUCTURE

As per Dan Harmon's
story circle



ACT 1

The Introduction

Nash was falling from the cliff. Terrified and knowing that it is the end.

(FLASHBACK OF WHAT HAPPENED)

Nash was on a camping trip with his college friend. He didn't want to go on this trip, but his best friend Viv and Kat forced him to tag along for the weekend on this trip on a mountain top near their city. On their way up to the mountain top, they met an old man.

Old man: Oh! Are you going on the Neman top? but that place is closed due to wild animals in the area.

Viv got upset that their trip was ruined, and they were about to return.

Old man: but there is another place where you can camp; it's a bit towards the end of the mountain top, but the view there is lovely. If you kids still want to enjoy camping, I can take you there.

Viv: YES absolutely.

Nash: Guys, what if the animals come to that place too? Let's go back. I don't think it will be safe at the mountain not.

Viv: Shut up, Nash, don't you dare to ruin this plan also like you always do. Nothing is going to happen to your scared ass. Now, let's go and explore this new area.

Everyone walked with the old guy to this new destination. On reaching the campsite, everyone was in awe of how beautiful the sky looked from that point.

Viv: Oh my god. This place is even better than where we were planning to go. So peaceful and so beautiful. (Viv closes his eyes and takes a deep breath)

After setting up their tents, they lighted up the campfire and sat down around it; as the night grew darker, they started telling stories and sharing incidents while the old man sitting in the corner looking up at the sky by himself.

Viv: Excuse me, Uncle, why don't you join us. Tell us some of your stories. I am sure you must have plenty.

Old man: The stories I have are not sure you kids have the guts to hear those stories.

Viv: Hahaha, I am sure we can handle your spooky stories. Try us.

Old man: Fine, then I will tell you about the folklore that revolves around the monsters that lurk deep under the shadows, the ones that are always looking away to pry on their victims and slowly devour them for the fun of it. There is a being that is known to change its appearances; sometimes it appears in the form of an animal, then other times it's just a shadow with a very malignant grin and then other times it takes the form of an old man who guides lost travelers to their destination before it slowly kills them all. The legend says it usually picks its victims during the full moon; it makes the hide and seeks game more fun.

*Some rustling noises in the trees nearby and as one of the kid was about to turn around in the direction of the noise, the old man shouts *

Old man: NO, don't look away. I warned you already once the story is started, you can't look away from the fire, or you won't be safe by the one luring in the shadows.

Kat: Viv, I am scared. What if those wild animals are here in the woods?

Viv: Don't worry, there is nothing there. It's just the wind.

Kat: let's go to sleep, please. I don't feel like listening to any story anymore.

* Everyone hears a loud growling noise from the other end, and everyone turned their face to see what it was *

Old man: I told you not to look away, now no one can save you from this monstrosity, you are on your own now kids

Everyone looked back towards the old man, and he was gone in the wind. Everyone was too scared and worried about what just happened and where the old man disappeared in a second.

Growling intensified as if that animal was moving closer and closer to the campsite

Viv picked up a burning stick from the bonfire and went ahead towards the sound to inspect and scare away any animal if there was any. Nash was too scared to accompany Viv, so he stayed near the fire with Kat.

Suddenly Nash and Kat heard a loud scream. That scream was of Viv. Terrified anything would have happened to Viv, Kat picked up another stick and went towards the sound to bring Viv back. Nash was still hesitant to go but was more scared to be left alone, so he accompanied Kat into the woods.

Nash: I should have never come to this trip in the first place. We should have gone back when we had the time.

Kat: SHUT UP, NASH. Let's just find Viv and get the hell out of this place as soon as possible.

Nash: *shouting* Viv, where are you.

Kat: Viv

*Nash heard some rustling noises in the bushes behind them, so he turned around with the fire stick to see what it was, and the moment he turned back, he heard another scream. He turned back, and Kat was also gone. Nash was sweating at this moment; his heartbeat started racing like a horse. He began changing stances and swinging the fire stick in the air. Suddenly Nash felt a gust of warm breath on his neck as if something was behind him.

He froze at that moment and couldn't move. Nash could clearly hear a strange growling. Nash swung that fire stick one more time in the state of fight or flight and threw it at whatever that creature was and started running. .

Nash could feel that the beast was chasing him and was gaining on him. While still, running Nash turned his head back to see how far that creature is from him and in that split second, Nash tripped on a stone and started rolling towards the edge of the cliff. But just at the very last moment,

Nash managed to grab hold of a broken tree trunk. Before Nash could enjoy taking a breath of relief, the tree trunk broke down, and he fell off from the edge of the cliff.

He was falling, terrified and knowing that it is the end and there is no escape from here.

continue...

ACT 2

The Action

Nash opens his eyes. Heavy breathing, and his body were drenched in sweat. To his relief, he realized that it was just a dream as he struggles to adjust his eyes to the darkness of the room and sees the ceiling fan.

"Sighs"

Nash closes his eyes in relief, but suddenly he hears a sound.

"Screeeeccccch"

Still shaken by the nightmare, Nash hurriedly opens his eyes and started contemplating things in his head.

Nash: [Wait... What is that sound? Is that sound of the door opening? But how could it? I locked the door from the inside how it can be opened. Did I leave the door unlocked?] Countless thoughts were running through Nash's head while trying to figure out what that noise was. Nash could hear the sound of the floor bed as if someone is walking towards his bedroom door.

Nash tried to ask who is at the door. To his surprise, he could not speak. [Wait, why can't I say anything why my lips are not moving?] Before Nash could grasp what was happening, the bedroom door opened, Nash still could not move his eyes or body around, but he could see a beam of red light coming from the other side of the door.

But that was not it; it was not an uninterrupted source of light. There was someone, or should I say something, at the door.

While Nash was still unable to move, he could clearly see the ceiling now as his eyes were well adjusted with the room's darkness. Nash could feel that the light was getting blocked by something. Still struggling to move his hands, Nash blinks his eyes and sees a giant shadow cast on the ceiling. The shadow kept getting bigger and bigger, and Nash could feel the shadow

moving towards him by the floor's creaking. As the shadows reached near Nash's head, it stops. Terrified of the situation, Nash tried his best to move his body to see who or what is that thing standing near him.

After a brief moment of pause, the shadow started getting smaller, and Nash could feel that whoever it was is leaving the room and going away. Concerning the situation, Nash brings himself back to a calm state, thinking that the danger has passed away now and closes his eyes with a big sigh. After a long deep breath, Nash tries to stand up to drink water, but to his surprise, he still can't move his hands or legs. Nash struggles hard to lift his hands, but it seemed as if all of a sudden Nash had gained a tremendous amount of weight and can't lift his own body or twist and turn himself.

Somehow after a few seconds, Nash manages to move his eyes and look towards his feet; barely succeeding to see anything, he gets a glimpse of something coiling over his whole body, which made him realize why he can't move his body. Still having some control over his eyes, he tries to look back up at the ceiling, but this time, the view was blocked by a set of knife-like teeth smiling at him. Nash gets so terrified of the view that he started breathing even more heavily and closes his eyes in fear. Still unable to speak or scream, he instantly closes his eyes and starts thinking about what is happening and who that creature was standing on top of his head.

SP: HELLO, again. Do you know what my favorite game is? It's hide and seek, you see in this game I will give you time to hide, and then I will seek you and then ... Hahaha ... well you'll see what happens then. (SP's eyes start getting more prominent, and the whole panel turns white)

The sun had already set down and now, he was wandering in the woods trying to figure out his way to the rood. Suddenly he notices something strange. There was a wall of smoke far away, a peculiar smoke purple in color, something like that he has never seen before in his life.

Nash: Now, what the hell is this thing now?

Nash moved towards the cloud wall and stretches his right arm to touch the wall out of curiosity. Nash moved his arm through the cloud and a residual cloud coiled around Nash's right arm. Although it seems like a cloud-like structure, it was not. There was something else in it as if the cloud had a life of its own. It could feel and sense the surrounding.

And then, right before his eyes, that cloud wall started to dissipate and started to take a form made entirely of the black cloud. It had the same white eyes and a menacing grin on the face. Nash knew one thing for sure that there is only one thing he can do right now, and that would be running in the opposite direction of that cloud wolf and as fast as he can. But he couldn't. Nash froze right in the spot. Every cell in his body was telling him to run, but he was numb. He couldn't get his body to move. The wolf opened a wide mouth and rushed towards Nash's face, but in the nick of time, Nash managed to move his left hand in which he was holding the pencil. Nash stabs that cloud figure in one eye, which throws the wolf off balance, and utilizing this chance, he flees away from that place.

Nash ran with everything he got; not for a second, he looked back to see if he was still being chased or not. After a while, Nash takes a rest behind a big tree trunk. He looked back and realized that he had outrun it.

Nash sits down near the box, trying to catch his breath and taking a sigh of relief that he is out of danger.

Nash: This can't be true. This is not real; it can't be. I must be dreaming.

Nash minced his eyes, hoping that when he opens his eyes, this nightmare will end, and he would be sleeping on his bed. He opens his eyes again but finds himself again in the forest. He repeatedly closes and tries to open his eyes while whispering that "it is not real. This is a dream".

Nash looks to his left, and he sees the face of that growling wolf right next to his face.

Wolf: I told you I am here for you and I won't let you get out.

As soon as the wolf said it, a wave of cloud started entering Nash's mouth and nose, choking him and stopping him from breathing. Nash's eyes began to turn white slowly, just like the eyes of the wolf. In his last moments, Nash remembers what Nash said to him in the college. Those were the exact words that the wolf said to him in the end. At that point, Nash realized that this indeed was just a dream, and all he had to do is somehow jerk his body to wake himself up, and all of this will end. Nash closes his eyes one last time and screams with everything he's got.

continue...

able to protect you. I'll come for you then.

Viv then explains to Nash how he was in the classroom, but then suddenly, A bright light flashed in front of him, and the next thing he knew was that he was lying in the middle of this deserted settlement where he found this Old lady and explained her everything. Viv then tells Nash that they are in a place called limbo and this old lady has been in this place for hundreds of years, helping travelers like us who get trapped here by the evil forces.

Nash: Limbo? What does that mean?

Seer: It means this a dream.

Nash: That means this is all not real, right?

Seer: Yes and no.

Nash: What is that supposed to mean?

Seer: You see, this is a dream, but since your soul is trapped here hence whatever you are feeling here, whatever happens to your souls will go back to your body, that is, if you managed to get out of this limbo. If you die in here, your body dies too.

Nash: But if it's just a dream, then I can wake up, right? I have woken up from a place like this before.

Seer: You could have been, but since you've grown aware of it all, that SP has created a mental blockage that will stop you from waking up.

Nash: This can't be happening

Nash closes his eyes and again tries to scream. He repeats it several times. He even tries to punch the wall hoping that the pain of it all can wake him up. But nothing was working. Somehow, he could not hurt himself; it felt like the moment his fist would touch the walls, they would turn into a cushion.

Nash: No ... no ... noooooooooo.

Seer: There is one way to move between the limbo and the real world. Legends say that thousands of years ago, a group of black witches created a door, a portal used to bring the people into limbo and capture them.

Viv: Wait... If it is utilized to bring people here, that means that it can be used to go back to the land of the living, right?

Seer: In theory, yes, it should. But there is a slight hitch in this plan.

Viv: What?

Seer: The doors are personalized, which means that only one door can lead you out of here, but the key to that door is buried deep inside his head.

Viv: What does that supposed to mean?

Seer: It means that there is something, deep inside Nash's head that SP exploited and used that weakness to overpower him, and unless and until you guys figure out what it is or how to overcome it, Nash cannot open that door.

Viv: OH, we don't have to figure it out. I know it already. So, we need to make this scared little cat who doesn't believe in himself somehow confident enough

to save us all, and we are out of here. Wow, we are so doomed.

Seer: One more thing, whatever you do, you have to do it fast. Once the sun sets, I won't be able to fend of SP anymore. As the lands will be covered in darkness, SP will overpower these lands. All of them moved quickly to the

They all quickly moved towards the old ruins where the gate was supposed to be as per the tales. But the entrance to the ruins was guarded by the minions of SP. All of them couldn't enter the area.

Seer: Listen to me; I think this is where we need to part ways. I can distract these minions, but you need to hurry because in a few minutes, the sun will set and then even if you will be able to open the gate, SP will not let you leave. And remember, there is the only way to open the gates. Overcome what you fear the most.

Before Viv could finish his sentence. 4 spears like objects pierced right through his chest. It was SP. SP retracts his claws in another blow. He grabbed Nash from his neck and pins him to the wall.

*Nash: *cough* Who ... Who are you, and ... and why are you after me?*

SP: Me... oh don't be so naive, you little boy ... you know who I am. I am the fragment of your imagination who is no longer bound to your imagination ... You see, I can breathe now ... I can move ...I can feel But most importantly(SP moves his right hand in the air, and his finger started to grow into a sharp needle-like thing.) I can instill PAIN.

SP slowly moved his finger and made a cut right through Nash's t-shirt. Nash looks down in shock as he saw his blood oozing out of his body, not red but black.

SP: ... and I no longer wanted to be tied to this limbo, I want to break free from this place, and you boy are my way out of here. All I need is to get inside your body and walk through the mirror of living, and I will be free. Since you are not cooperating with me, I will have to take over your body once I kill you. (SP laughs manically)

SP lunges another fierce blow at Nash's neck to kill him, but Viv jumped in between and saved Nash with that blow.

SP: Oh, you poor boy, how heroic of you to jump and try to save your friend.

SP grinned, lean in towards Viv's ear and whispered, "Let me in you on a secret. See you didn't save your friend; you just inflicted more pain on him by dying in front of him. There is no stopping me ". Viv turns his head towards Nash, and with this dying breath, he says

Viv: You can't let this monster out Nash, you have to fight it. I believe in you that you are strong enough to fight him, now you need to believe in yourself.

SP throws Viv's body across the room on the door and break that door to pieces and Viv dies right in front of Nash. Nash was left in utter shock and numbness; he could not comprehend that he just lost his best friend.

SP grabs Nash by his throat again and pins him to a wall, and starts cutting open Nash's body to take over his body.

SP: It is time. Finally, I can be free of this limbo. (SP gives out his last Menacing laugh while slowly dissipating into dust and entering Nash's body through the cuts he made.)

Nash: You wanted to feel, right?

SP's eyes widened as it could feel a firm grasp around his heart. He looked down and realized while he was entering Nash's body, he left his own body vulnerable, SP was shocked and scared and was about to move away from Nash, but before SP could move an inch, Nash crushed SP's heart with all his force and anger)

Nash: Tell me how does that feel.

SP could not utter any word. He knew he lost. He knew that a boy bested him, and now he is being erased from existence. SP slowly fades away into thin air and disappears completely; what remains of him was the ashes of his heart in Nash's hand.

Nash dropped on his knees, looking at Viv's body, and said to himself, "I did it, Viv. I didn't let him win. Nash gently closed his eyes. A tear rolled down his eyes; there was not only the pain of losing his best friend but the pain of knowing that the gate is destroyed and now he can never go back to the real world and is trapped in limbo forever.

Nash opened his eyes, and he was lying on his bed, a tear was still rolling down his eyes, but he was no longer in limbo. He realized that all of it was a huge nightmare, and finally, he was free from all of it.

TIME-LINE FOR THE STORY

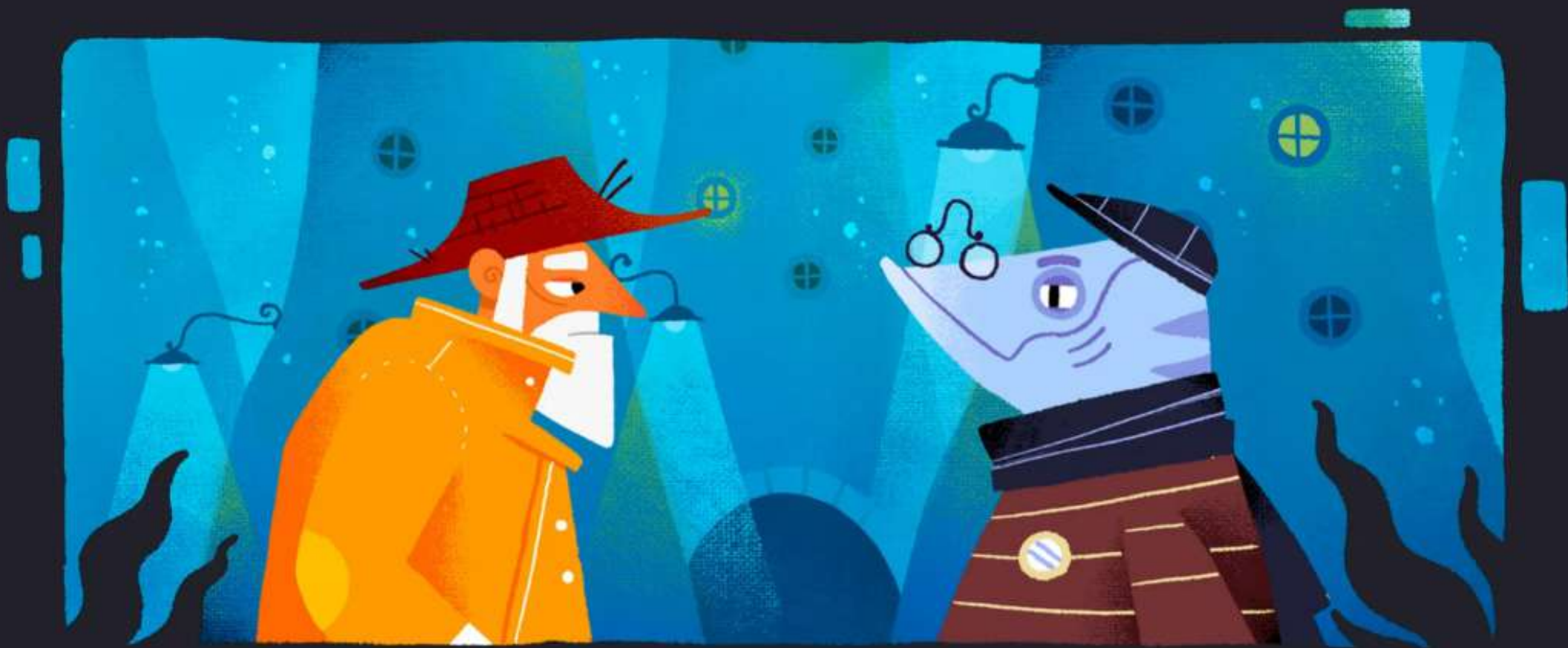


ILLUSTRATION STYLE – INSPIRATION

The Illustration style is highly inspired by Artist/Illustrator Dan Gartmen who is based in Poland and makes 2d flat illustrations.











STORY- BOARDING

Rough Drafts/ Storyboarding/
Illustrations style and development

ROUGH SKETCHES

Some rough drafts
from few of my
personal SP episodes

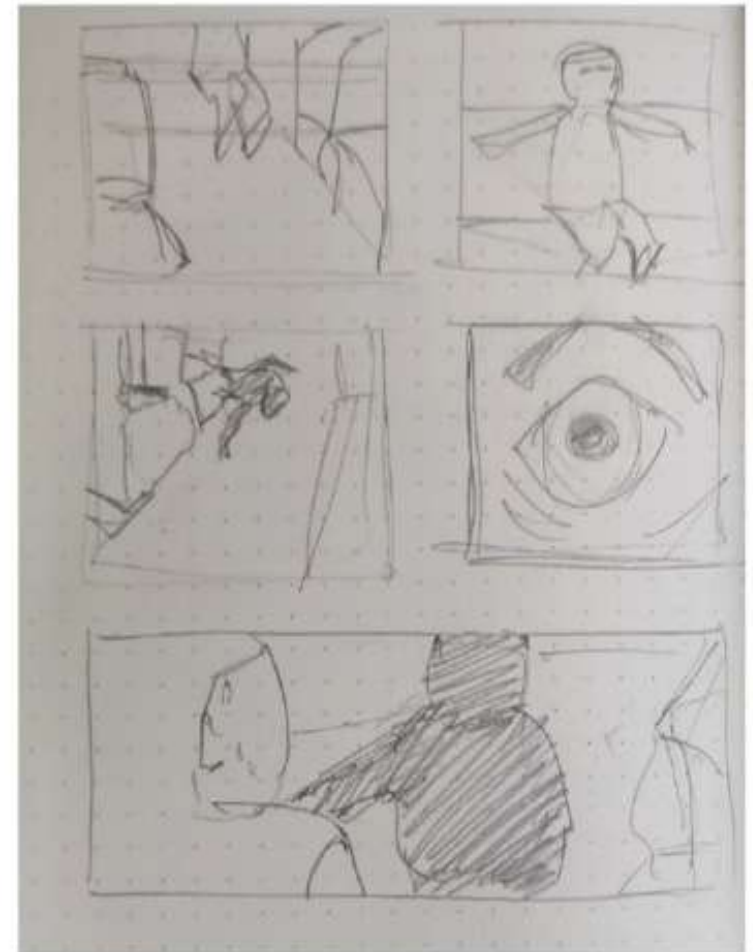
BLACK BLOOD

This is my first encounter in a wrecked bus where the SP monster finally decided to attack me and kill me.

After a bizarre accident of the school bus, when I gained consciousness, I witnessed a Shadow emerging from the front of the bus and slowly walking towards me.

This is the first time when I was actually attacked by the shadow. The shadow pierced my chest with it's thumb and to my surprise my blood was not red but black.

The nightmare was so extreme that somehow i ended up acting out my dream in real and when I woke up I had my nails stubbed around my ribs



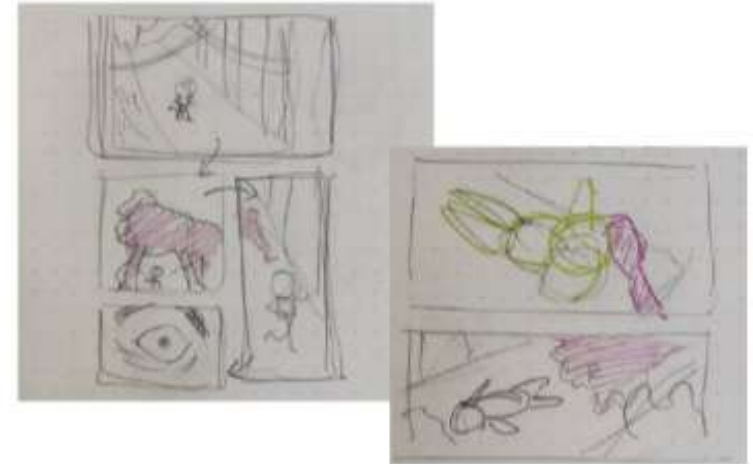
ROUGH SKETCHES

CLOUD HOUND

The Episode where I encounter a Purple colored hound made of toxic clouds.

My attempt to get away from him and trying to wake up

While attempting to wake up I was strangled in both the worlds, at one hand I was pushing hard to reach to the real world while on the other hand the purple hound was pulling my astral form to keep it in the limbo.



UNDERWATER JAIL

The Episode where I was captured by an alternate timeline version of myself who had already given up on life and joined hands with the SP monster.

It was his motive to either make the other Nash's turn sides or keep them captive in a pit from where they can never return to their bodies.

Instead of sky there was water on top and there was a mountain who's tip remained outside the water. On the tip of the mountain was the ritual ground and it was guarded by a dragon.



STORYBOARDING (INTRO SCENE)

DREAM 0

CHARACTERS IN THE SCENE

NASH

The protagonist of the story, The boy who is experiencing the Sleep Paralysis.

VIV

Best friend of Nash, Extrovert and Adventure loving classmate.

KAT

Best friend of Nash, Extrovert and Adventure loving classmate.

OLD MAN

Antagonist in the First dream sequence, who lures travelers and devours them.



ILLUSTRATION DEVELOPMENT



Rough sketch of the scene
(On paper)



1. Rough sketch of the scene
(Digital)



2. Fine tuned the sketch with
better lines and gray tones



3. Adding the base colors
according to the scene



4. Adding final textures
and details

CHARACTER INTRODUCTION

PROTAGONIST

Name : NASH

Gender : Male

Age : 21

Height : 5 ft 6 inch

Nash is the protagonist of the story. He suffers from a long history of anxiety and panic attacks which over time manifested into him having episodes of sleep paralysis.

Nash is a college student and is an introvert boy always having self doubts and thinking that he will never amount to anything in his life. He doesn't like to talk to a lot of people and even in his class his only friends are Viv and Kat, he likes to spend his time reading books and occasionally likes to visit parks and sit there alone.



CHARACTER INTRODUCTION

FRIEND

Name : VIV
Gender : Male
Age : 22
Height : 6ft

Viv is Nash's childhood friend, they both have been living in the same neighborhood since they were kids.

Viv also studies in the same college as Nash and is his classmate, Viv is an extrovert boy and is full of life. He likes exploring new places and is always ready for a new adventure. He is average in studies but is loved by everyone because of his outspoken and friendly nature. Viv is one of those hyper-active kids who do not know how to stop, he is always getting himself into



CHARACTER INTRODUCTION

FRIEND

Name : KAT
Gender : Female
Age : 21
Height : 5ft 4inch

Kat is Nash's college friend. Kat and Nash became friends when once Kat saved Nash from a barking street dog.

Kat also studies in the same college as Nash and Viv. Kat is the smartest one in the group and in the whole class. Kat usually spends her time studying and reading novels and occasionally likes to go on trekking. Kat is friends with everyone in the class, but she particularly enjoys the company of Nash and Viv; hence three of them hang out together a lot even after school and plan trip together.



CHARACTER INTRODUCTION

OLD MAN

Name : SP

Gender : Male

Age : 88

Height : 5ft 4inch

Old man is one of the forms of a Sleep Paralysis monster, another one being a small girl and sometimes taking the shape of an animal.

Old man meets Nash Viv and Kat while they were going for a trekking, and offers them to lead them to a much better place than they were initially going.



CHARACTER INTRODUCTION

GUIDE/SEER

Name : SALVATORE

Gender : Female

Age : Unknown

Height : 6ft

Nash and Viv meet her in the limbo when they were lost and trying to find their way to some help.

Salvatore helped Nash and Viv with the knowledge of how to escape the limbo and how to stop the SP so that they can save their world.



CHARACTER INTRODUCTION

ANTAGONIST

Name : SP

Gender : Male/Animal/Unknown

Age : Unknown

Height : Subject to change

SP is the monster that traps Nash into the limbo in order to use him as a gate to escape to the real world.

SP can shape shift into anything, it has been appearing in different forms throughout the story.



FINAL ILLUSTRATIONS

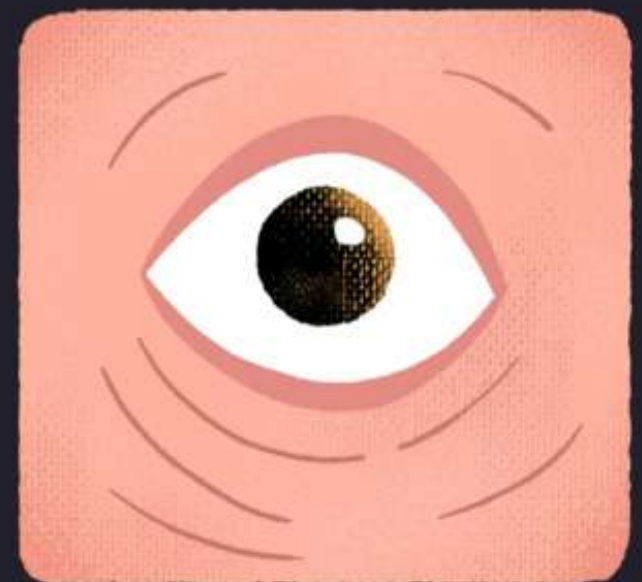




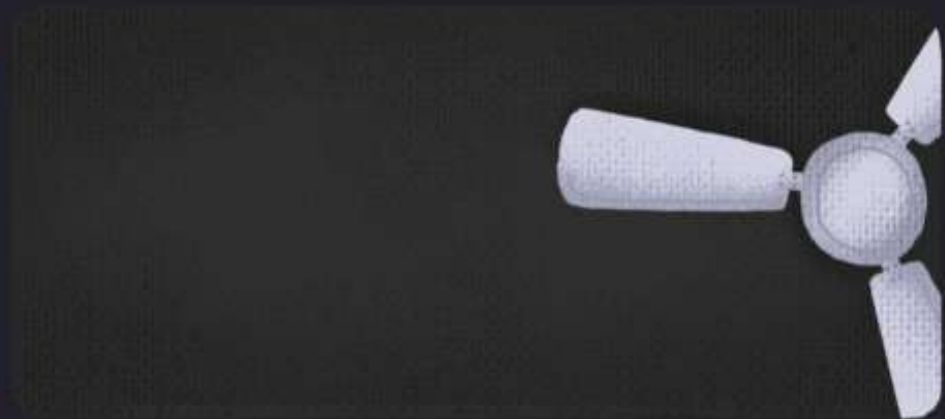


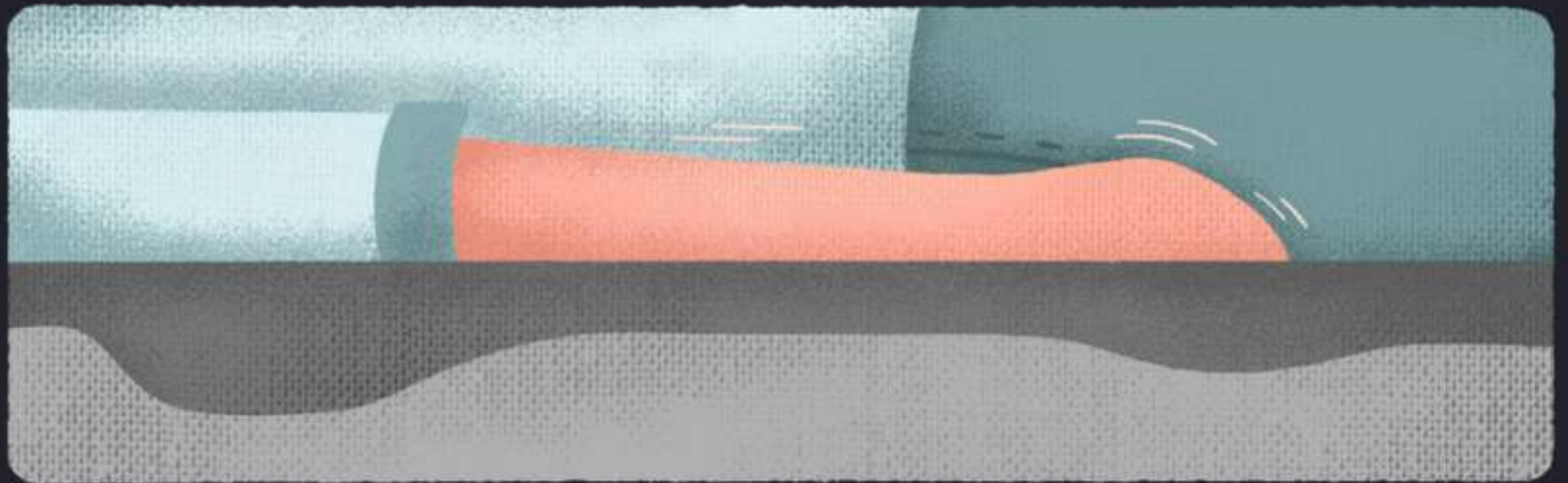












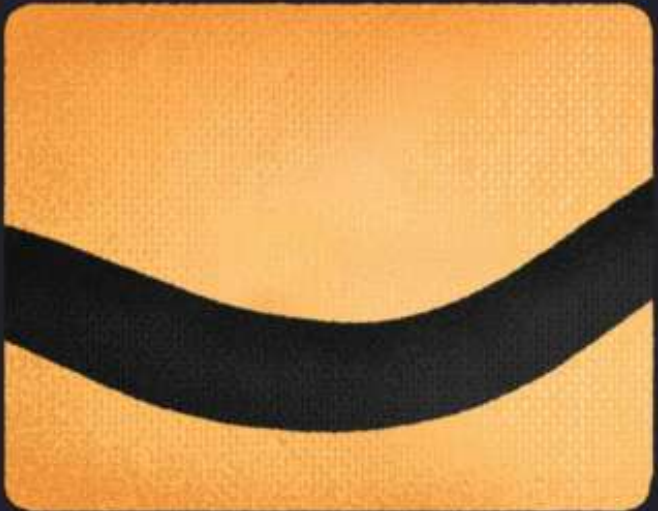






















FINAL
PRODUCT



CONCLUSION

This project was a overall challenge for me in all aspects, from learning how to write a story to finally giving those words a visual form. It was very exciting and challenging task.

The biggest thing I learn during this project is "Trail and error is the way to go", from script writing to converting the rough drafts into final illustrations, I understood how following a process of trail and error can give clarity to the project and can help in creating something wonderful. As I progressed further, and wrote a couple of drafts for the script it became more and more transparent for me to pick the stories and sew them in a matter that they feel connected despite being different episodes.

During the project, the challenging part of the project was to create the right frames and depicting the ordeal in a way that could give the readers the glimpse of what the episode experiences like. Trying to maintain the same illustration style while exploring different surroundings and actions throughout the story was also a fun challenge to tackle.

THANK YOU :)

