THE MISSING PIECE

An animated short film on the 'Wholeness of being'

PROJECT II

Guide
Prof.Shilpa Ranade

Nishant Ghadge
VC-03625004

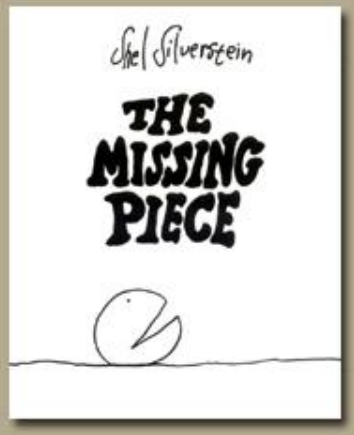
THE MISSING PIECE

- Story
- Screenplay
- Preproduction
  - *Character Design*
  - *Set Design*
  - *Storyboard*
- Production
  - *Modeling*
  - *Rigging*
  - *Renders*
  - *Animatic*

THE STORY

about the story ...

- "You don't have to be perfect" an article in Reader's Digest by Harold S. Kushner
- " The Missing Piece" by Shel Silverstein



PROJECT GOALS

defining the goals...

- to make a silent film with no dialogues or narration to tell the story
- to get an overall experience of doing an animation project
- to get a hang of pre-production process
- to design characters
- to explore into the realm of 3D computer generated animation

STORY TO SCREENPLAY

how the story evolved to the final structure

- The three act form of films
- Making a silent film with no dialogues or narration
- Setting up the conflict ; with a dream sequence at the beginning
- eliminated the part where the circle sings to express its desire to be complete
- added an additional character to show the motive and give a sort of well defined conflict for the story
- deciding on the climax of the story

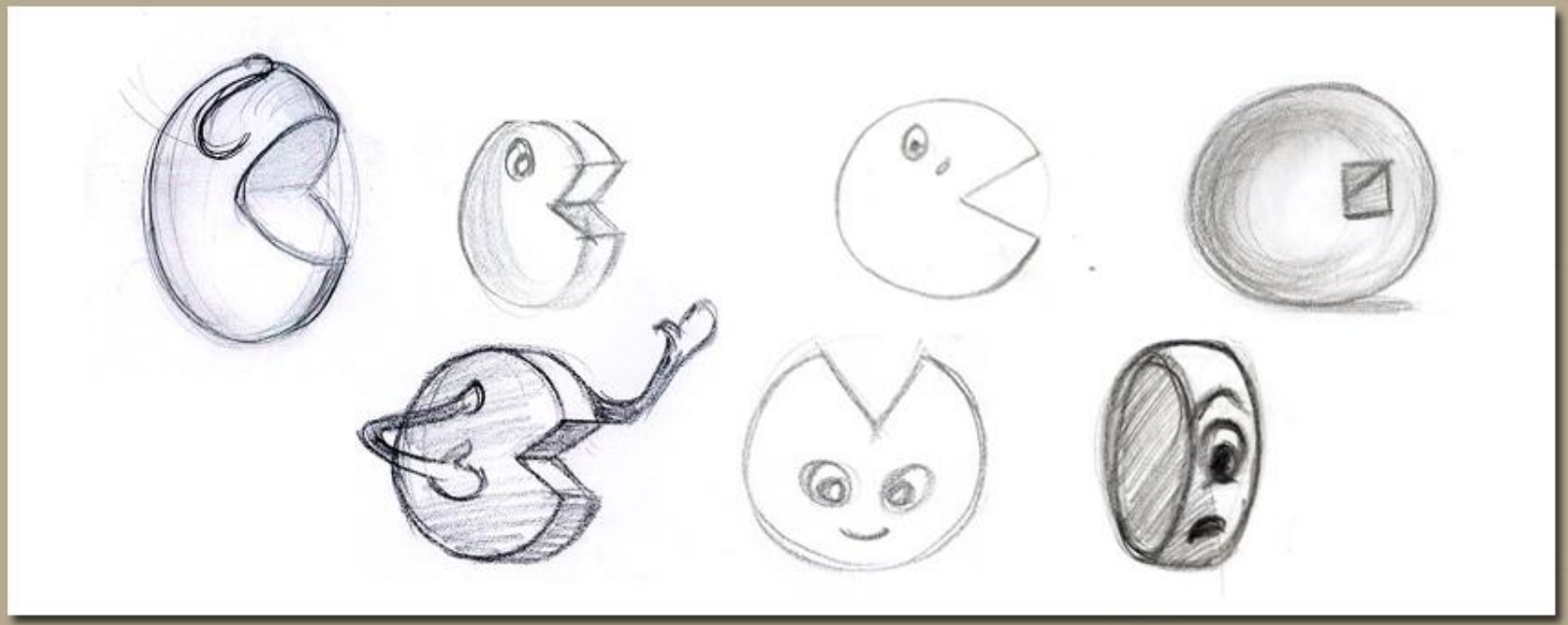
SCREENPLAY

Major sequences ...

- Dream sequence
- Getting up and start rolling
- Slow fade-ins for journey (introduction to various places and climates)
- Having a nice time
- Introduction of the missing piece
- Trying out various pieces
- Travelling for searching match
- Getting the perfect match
- Fast rolling sequence (covers most of the places and climates)
- Realization (flash-back into the past)
- Leaving the piece

CHARACTER DESIGN

intial rough concepts

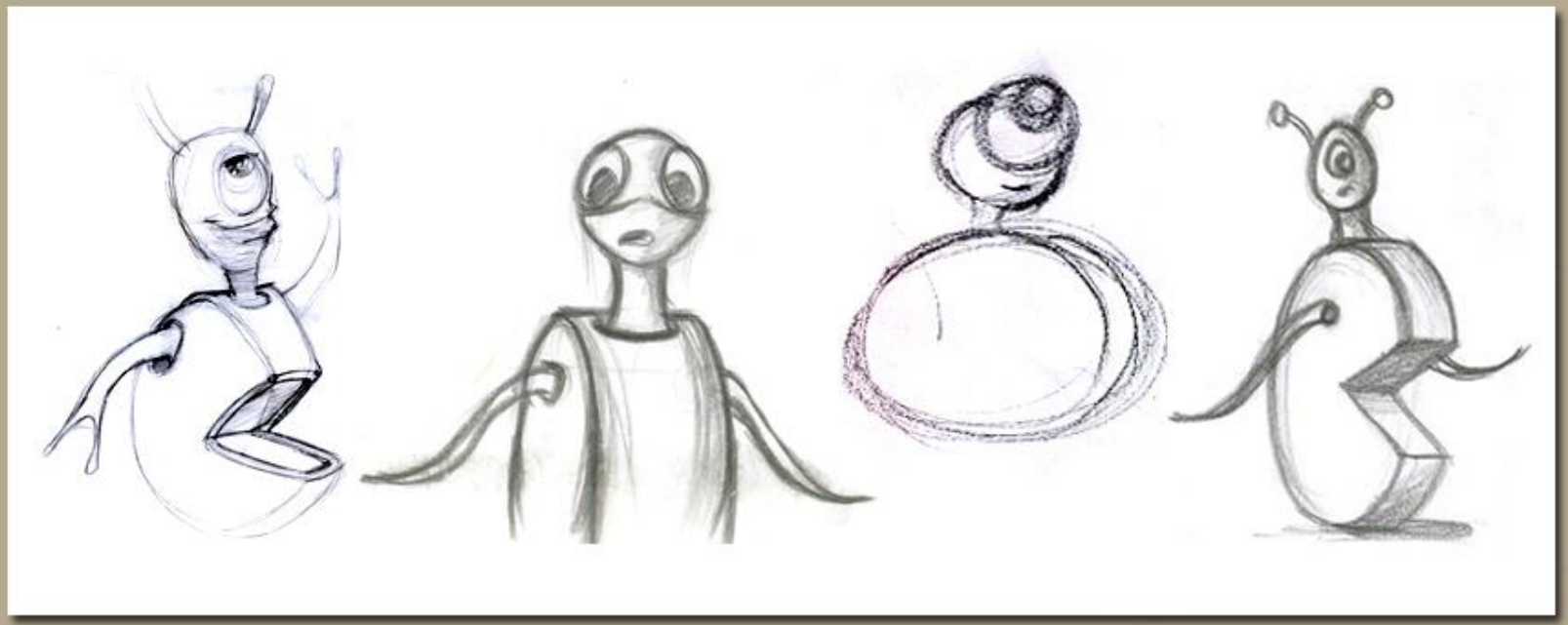


CHARACTER DESIGN

inspirations

CHARACTER DESIGN

exploring the final idea ...



CHARACTER DESIGN

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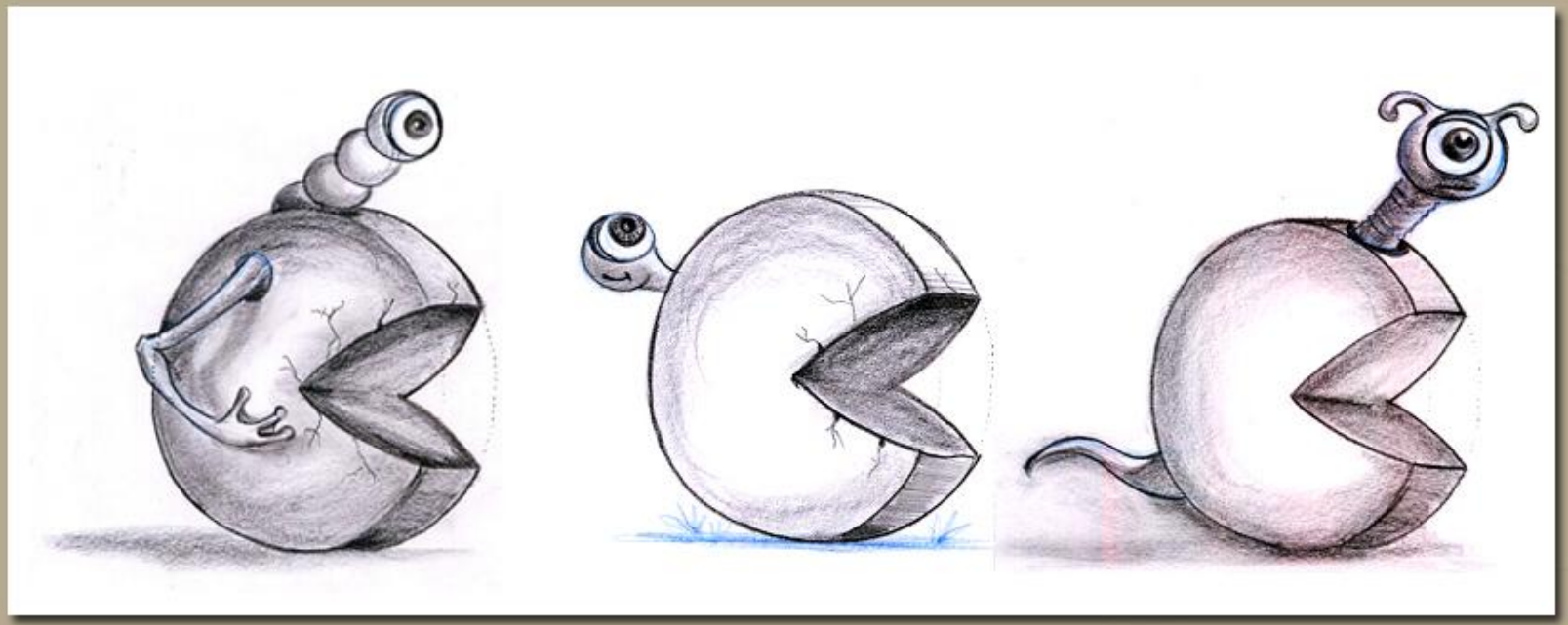


CHARACTER DESIGN

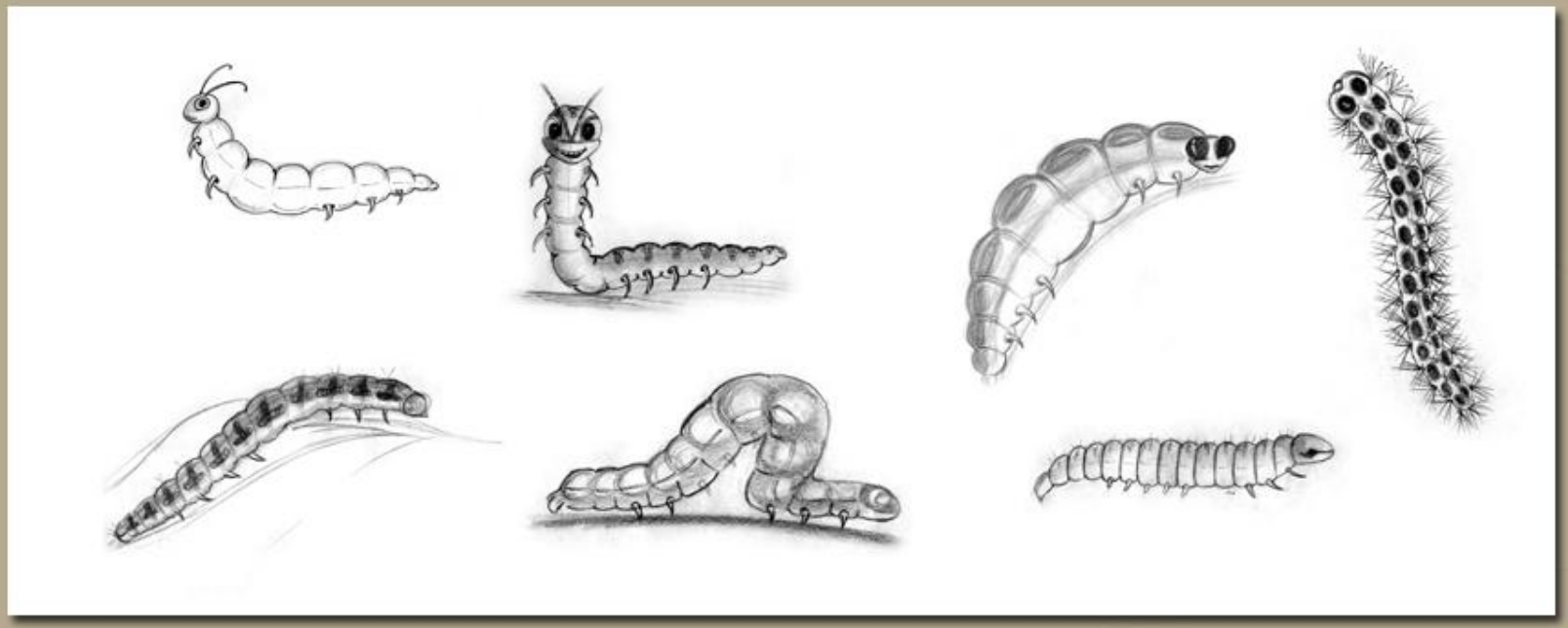
final concept ...

CHARACTER DESIGN

other characters ...

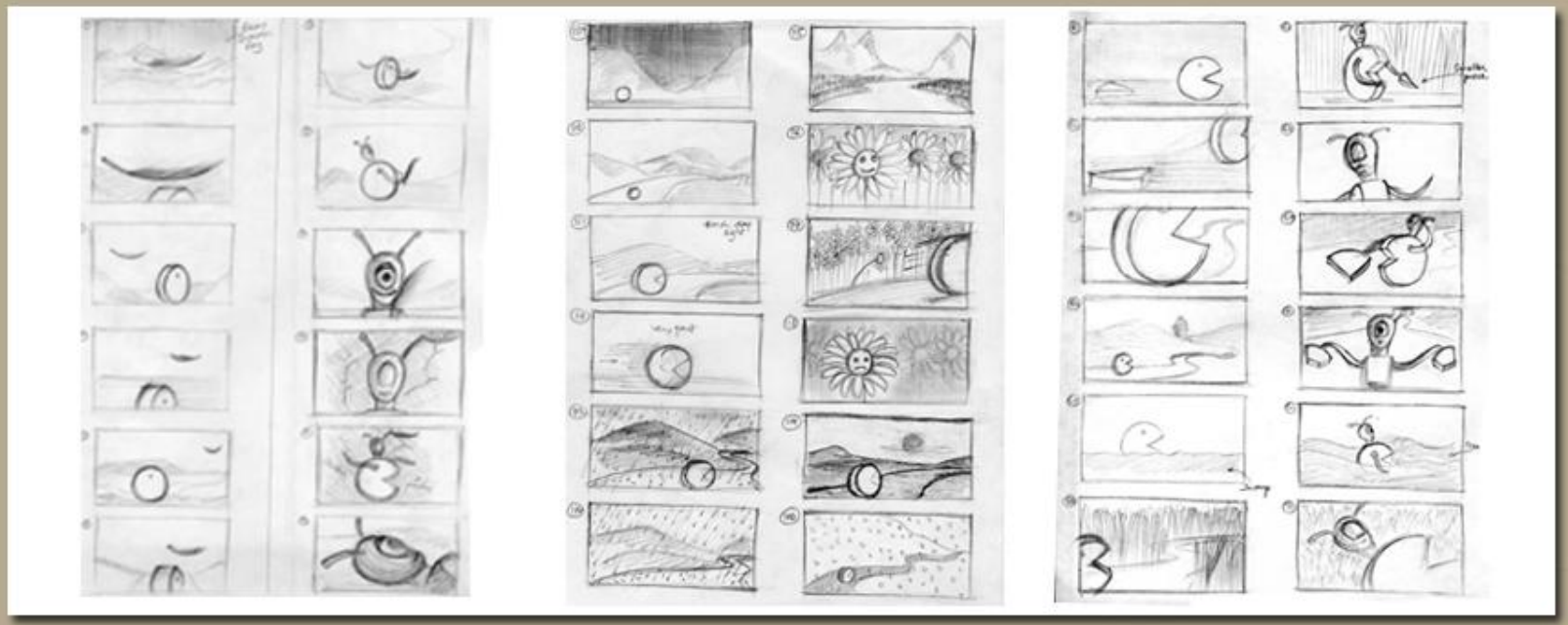
CHARACTER DESIGN

other characters ...



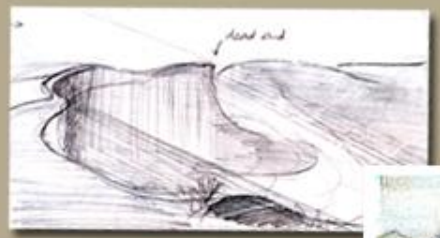
STORYBOARD

detailing out the shots ...



SET DESIGN

- Sets and props
- Types of rendering
- Realistic v/s graphic

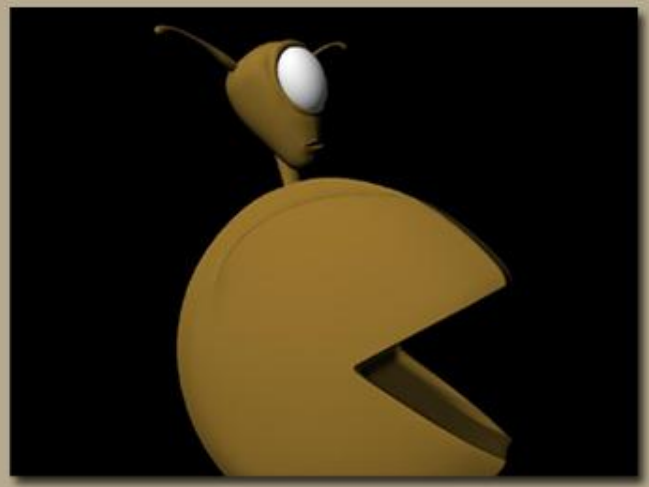


PRODUCTION PROCESS

modeling

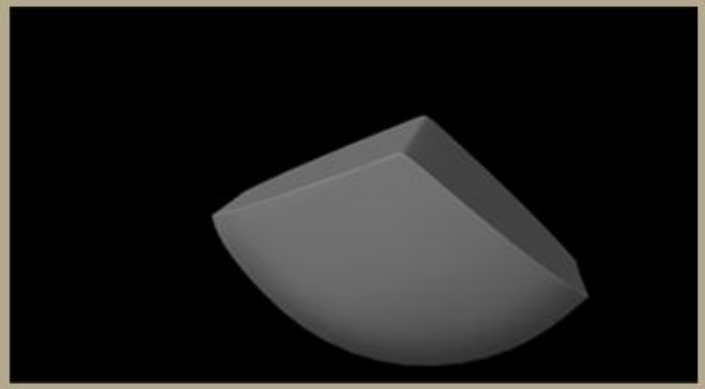
3D MODELING

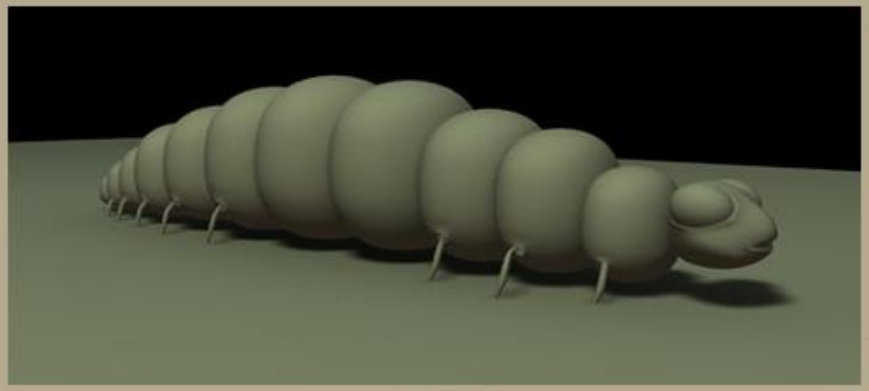
3D models ...



3D MODELING

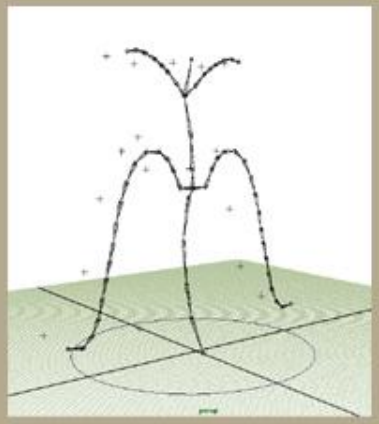
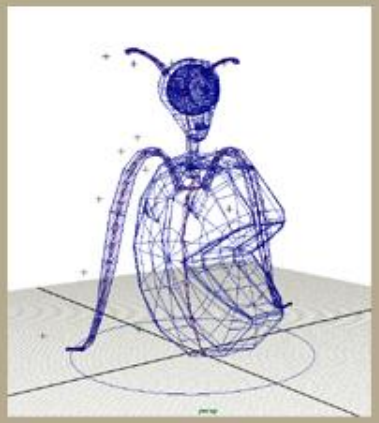
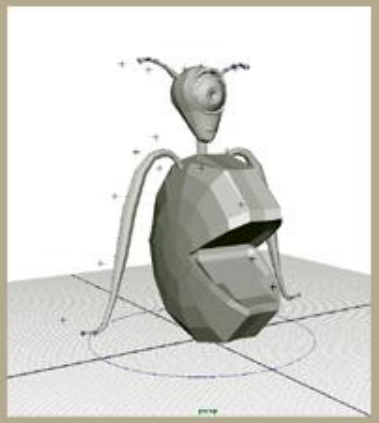
the other characters





RIGGING

setting up the animation controls ...

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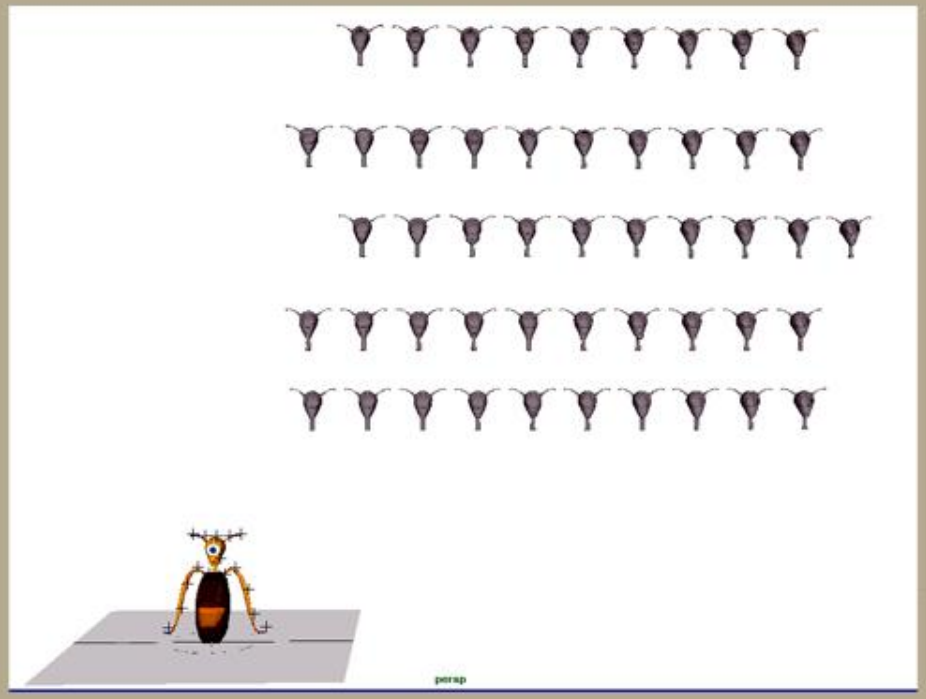

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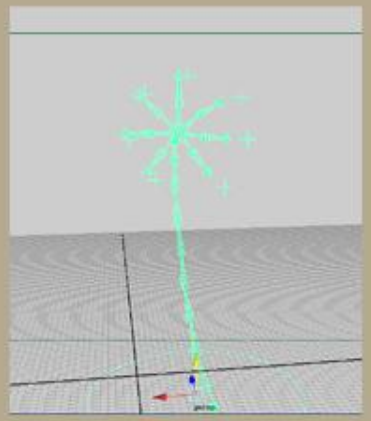

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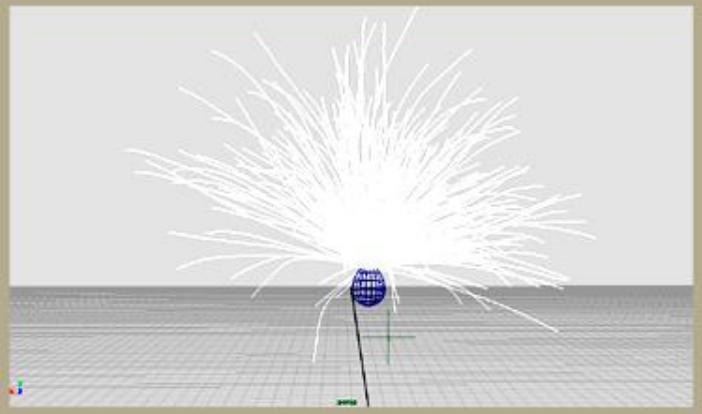

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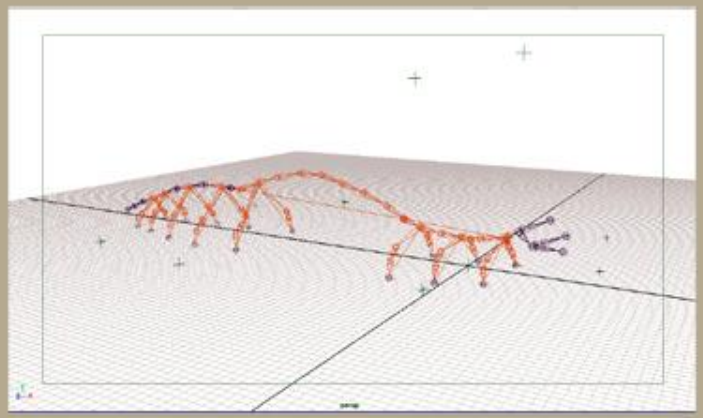
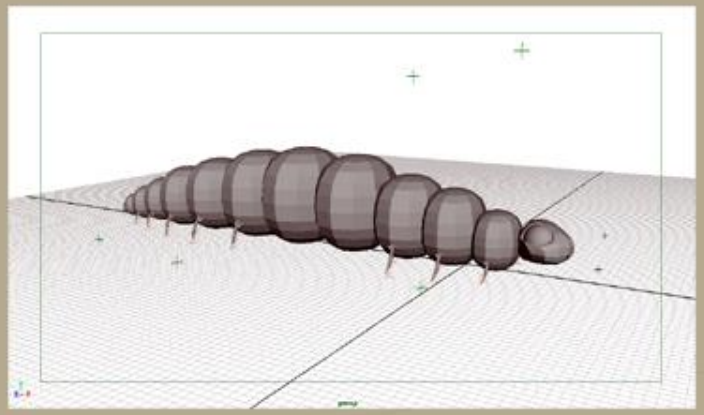
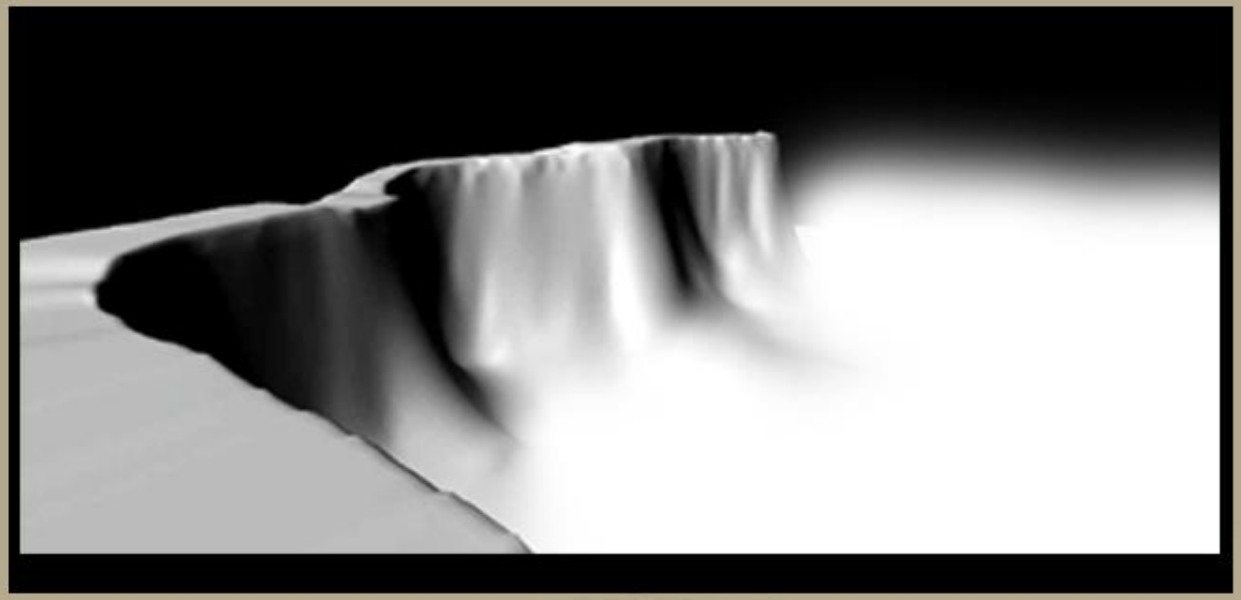




SETS

set models



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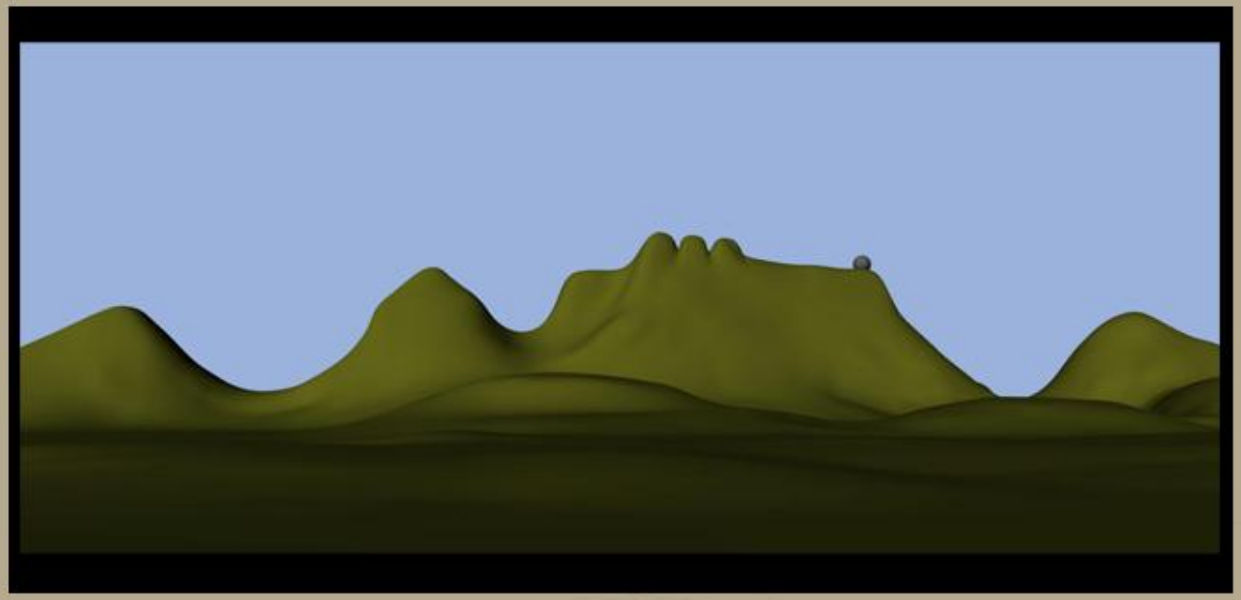

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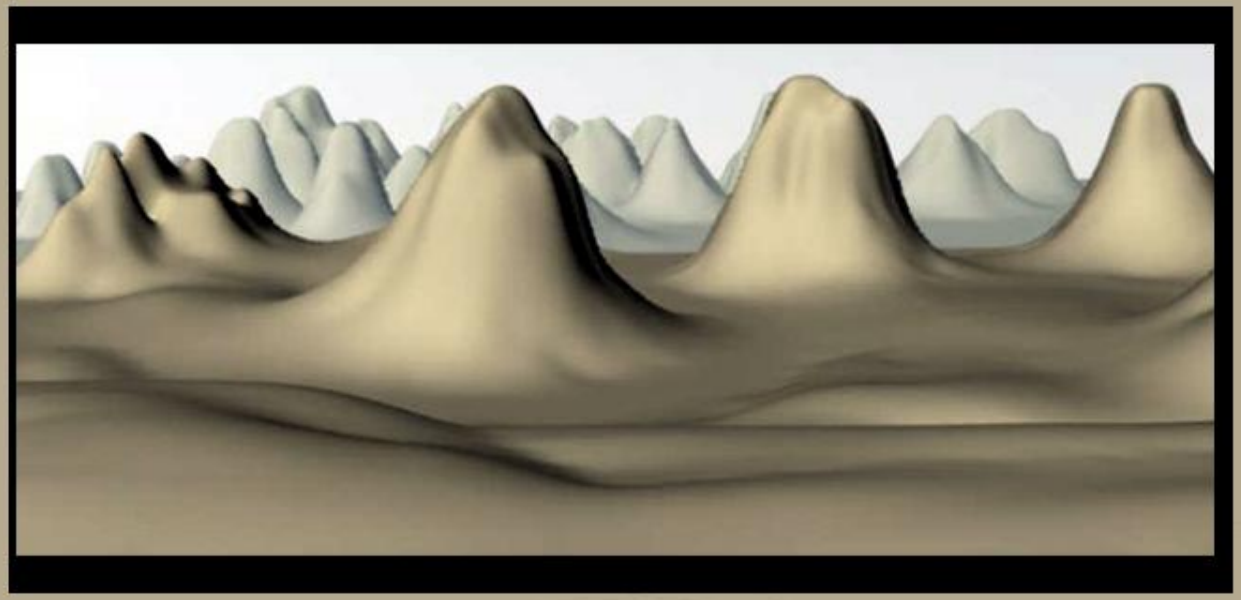

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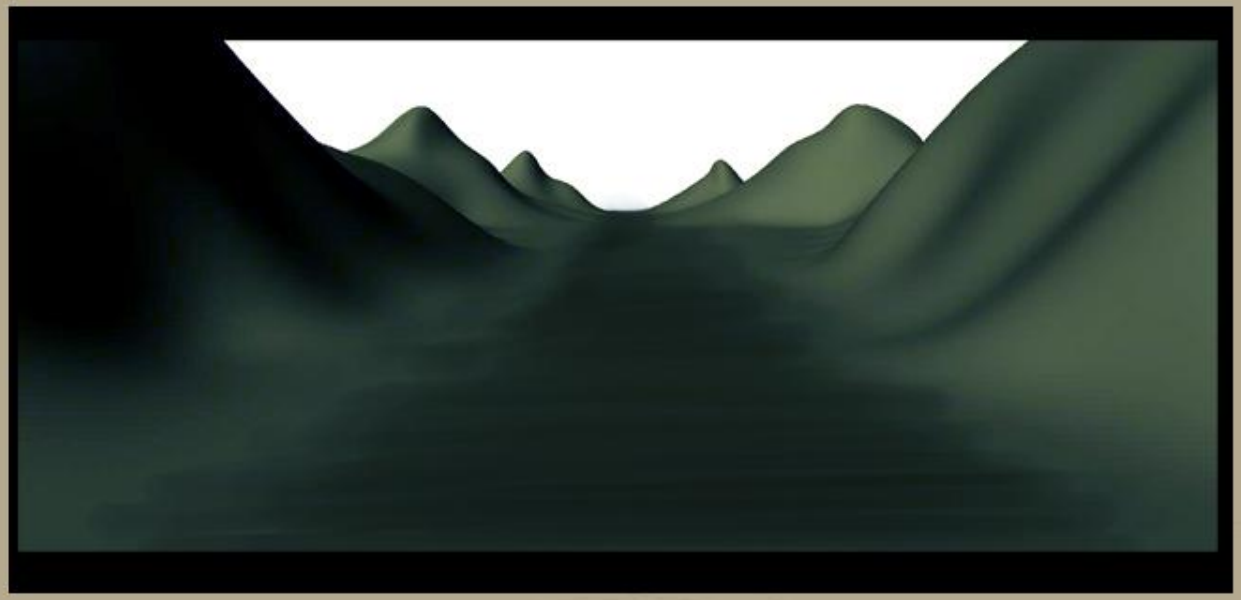

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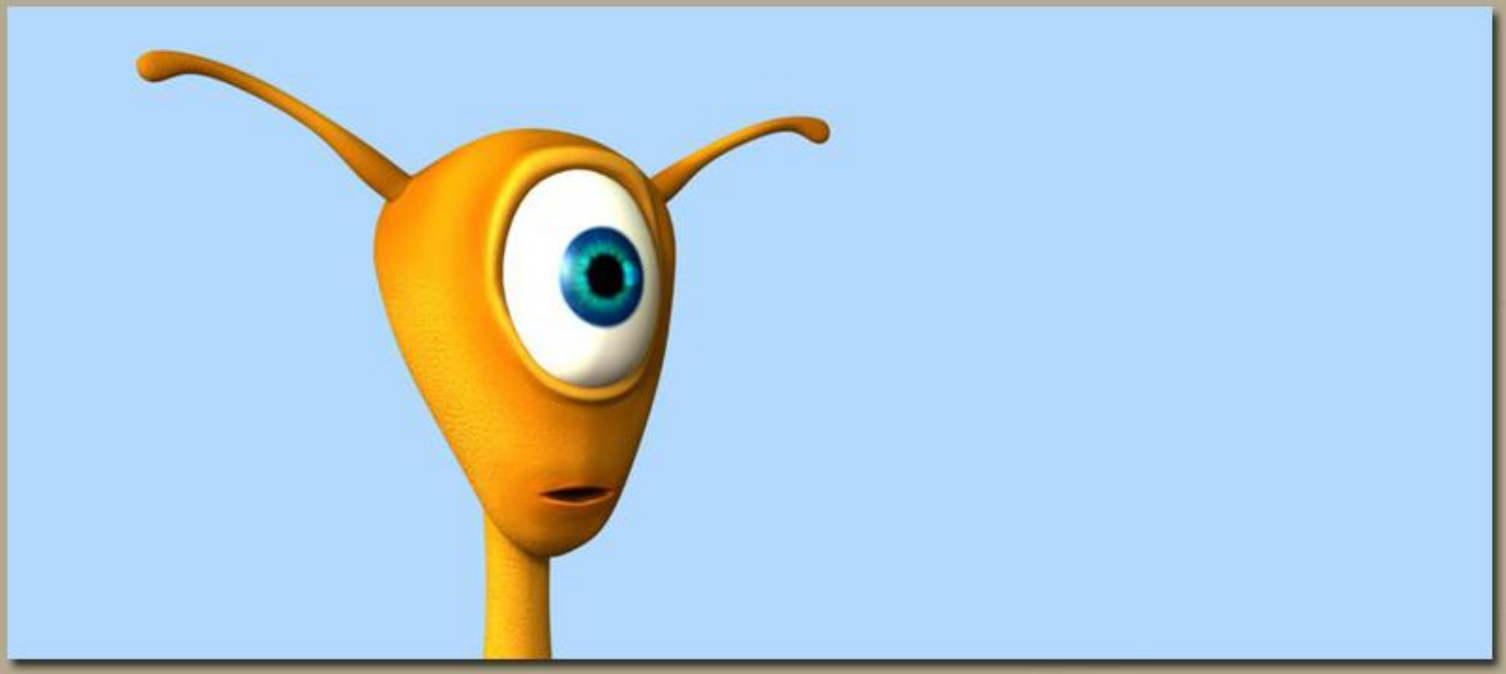
FINAL RENDERINGS



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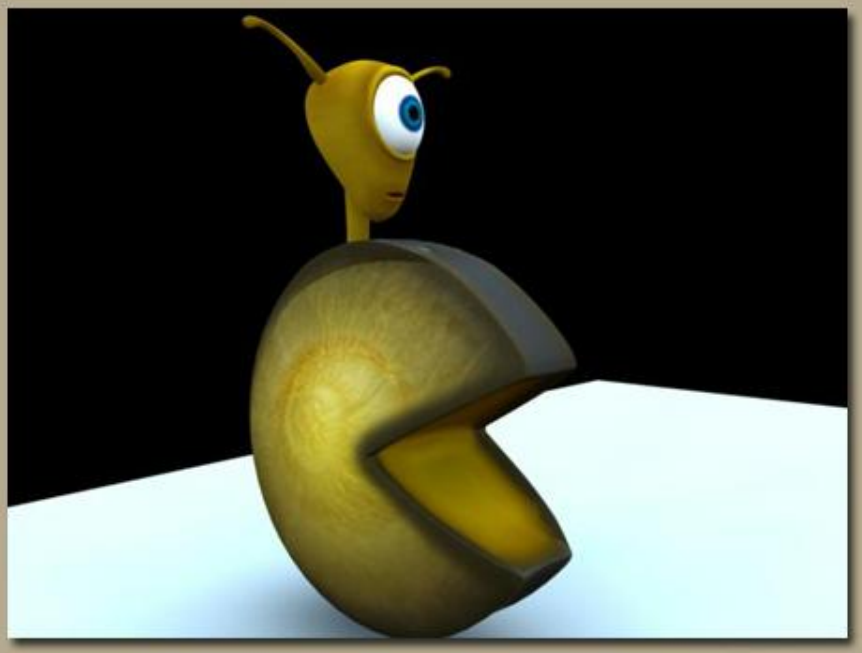

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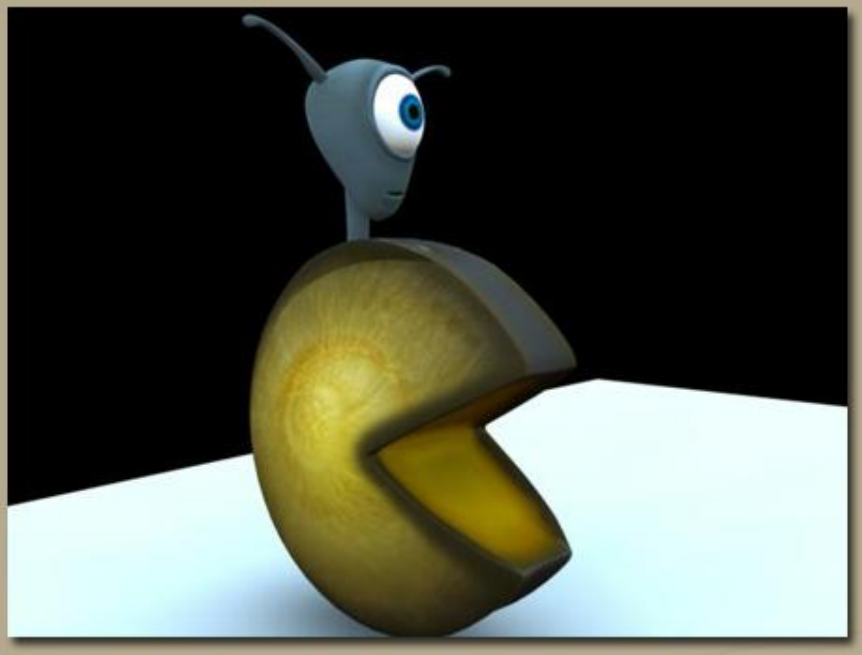

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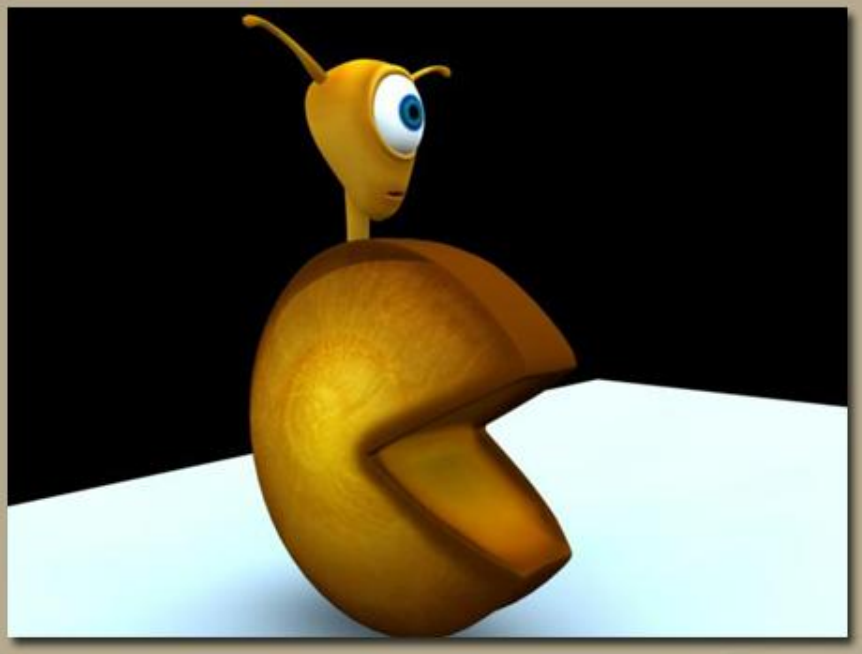

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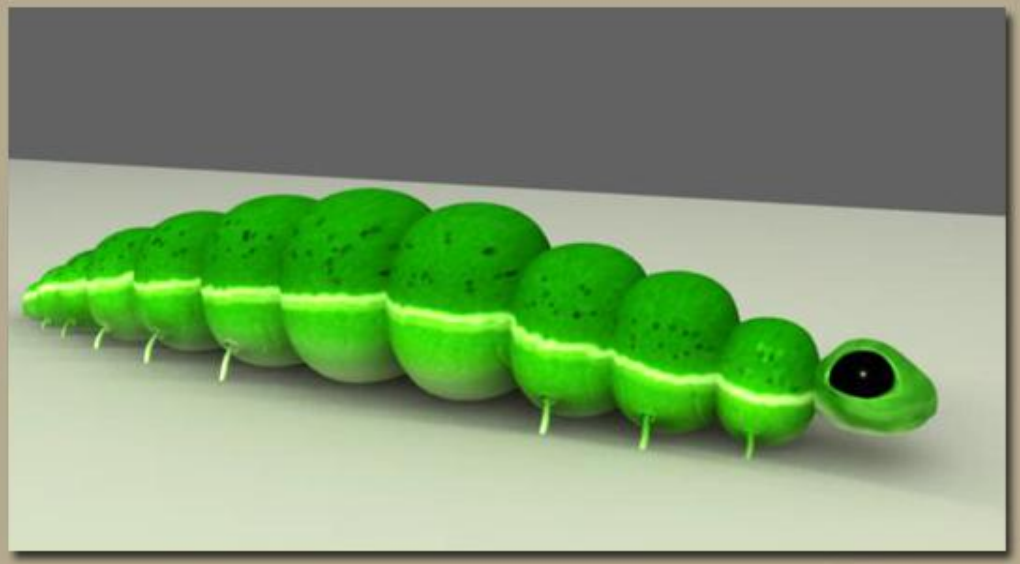

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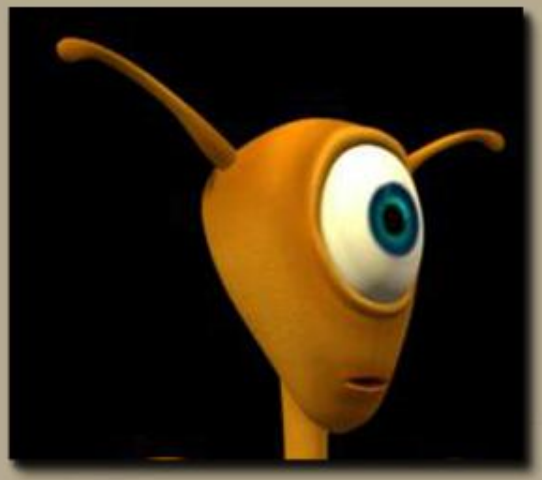

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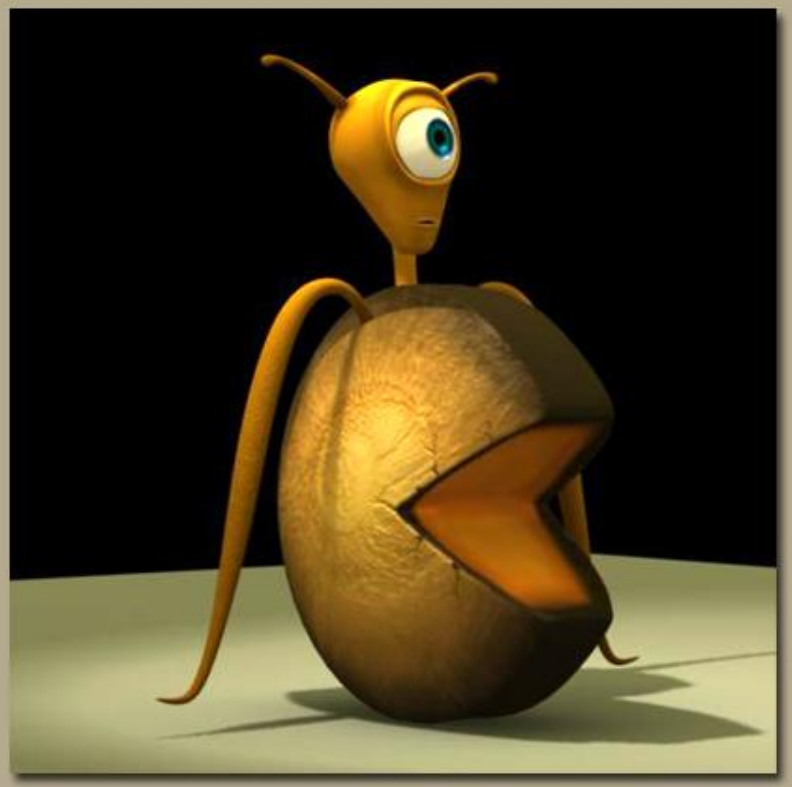

REFERENCES

"You dont have to be perfect"
an article from Reader's Digest by Harold S. Kushner

The Missing Piece
by Shel Silverstein
An Ursula Nordstrom Book ; Harper Collins Publications.

Inside Maya 5
by Mark Adams, Erick Miller, Max Sims
New Riders ; TechMedia Publications.

Maya Bible
by Joe Spardo and Don Kim
Wiley dreamtech Publications.

www.corbis.com (reference images)

thankyou