

Nested Storytelling

A Design Degree Project by

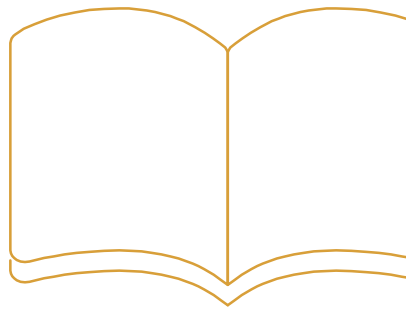
Himanshu Jyoti Hazarika

Aim!

The aim of the project is to study the structures in Nested Stories and layering the stories with Mixed / Cross media, then impliment it into a linear/non-linear format

why?

Our **life is not linear, it's connected** with multiple individuals which affects our life and we affect theirs



Study & Analysis

Secondary Research and data collection

Studying Nested storytelling through cognitive load theory

Study of existing examples and work

Study & Analysis

Preliminary study and data collection

Studying Nested storytelling through cognitive load theory

Study of existing examples and work





Linear

Flow of stories are fixed



Linear

Flow of stories are fixed

Non-linear

Multiple possibilities or
every time it's different



How it's unique?

It is being claimed that it helps in drawing people's attention

It is capable of blocking obstructions from outer world

This method is also very popularly used in persuasive techniques and therapies

Study & Analysis

Preliminary study and data collection

Studying Nested storytelling through cognitive load theory

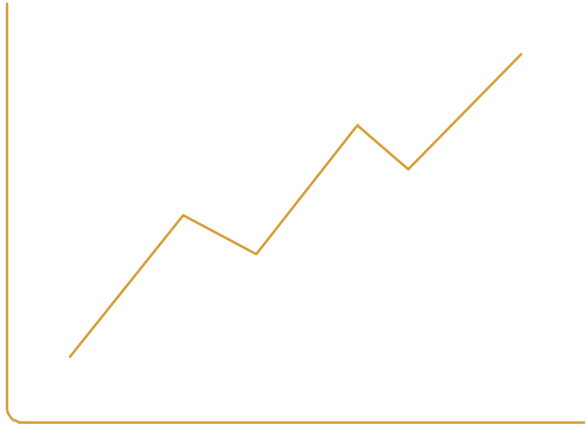
Study of existing examples and work



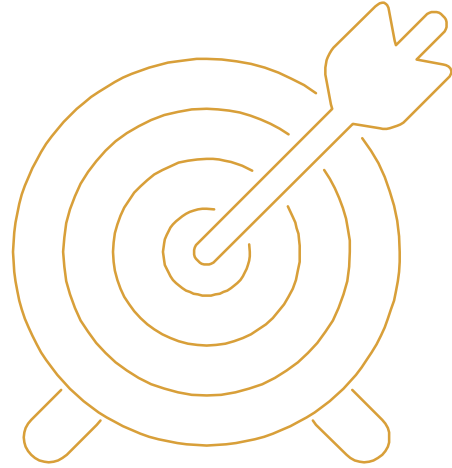
cognitive load refers to the total amount of mental effort being used in the working memory

Study & Analysis

Studying Nested storytelling through cognitive load theory



Usually affects task
completion



In nested stories
helps in focusing

Intrinsic

Inherent level of difficulty associated with a specific topic

Extraneous

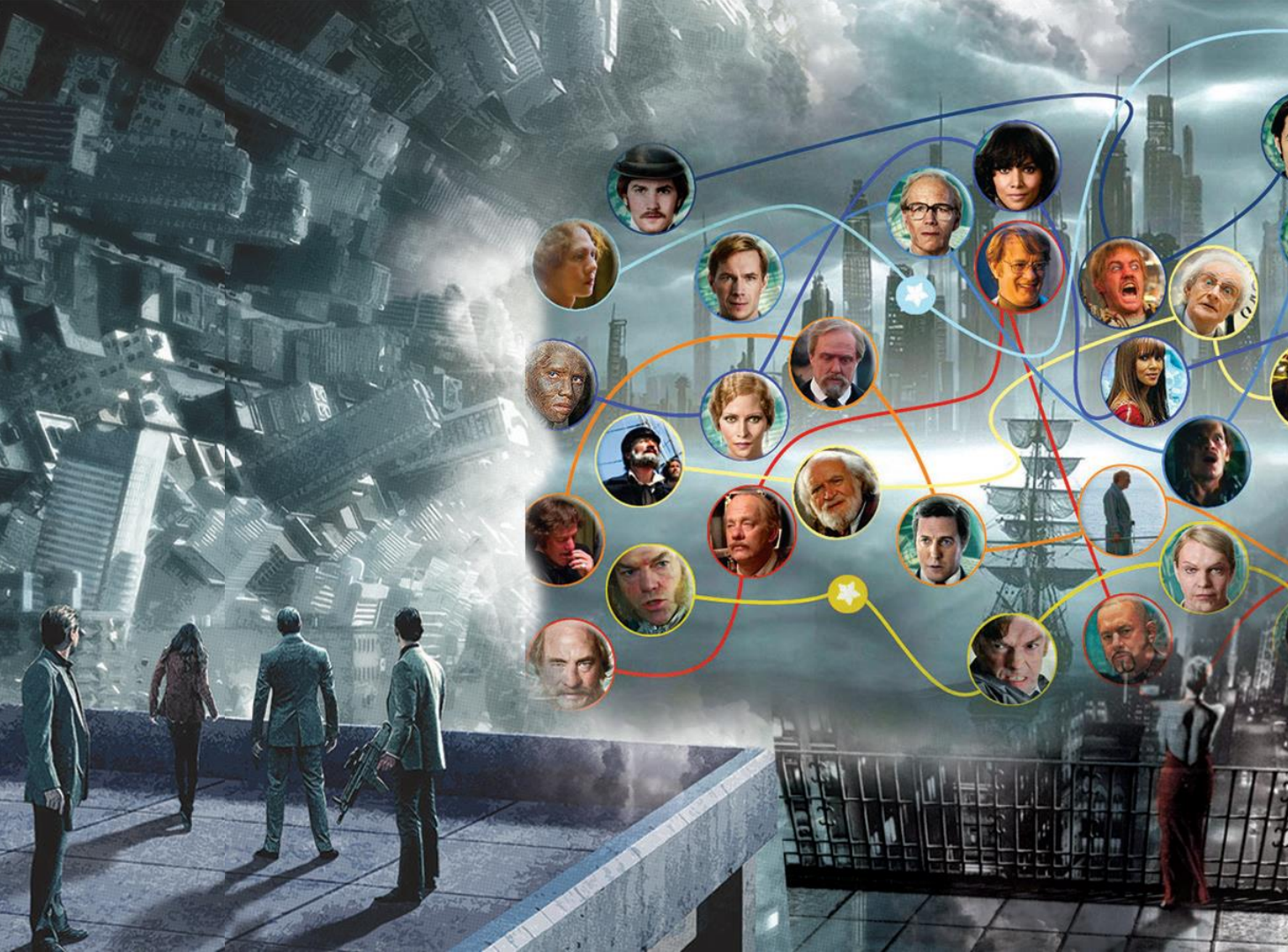
load generated by the manner in which an information has been presented

Study & Analysis

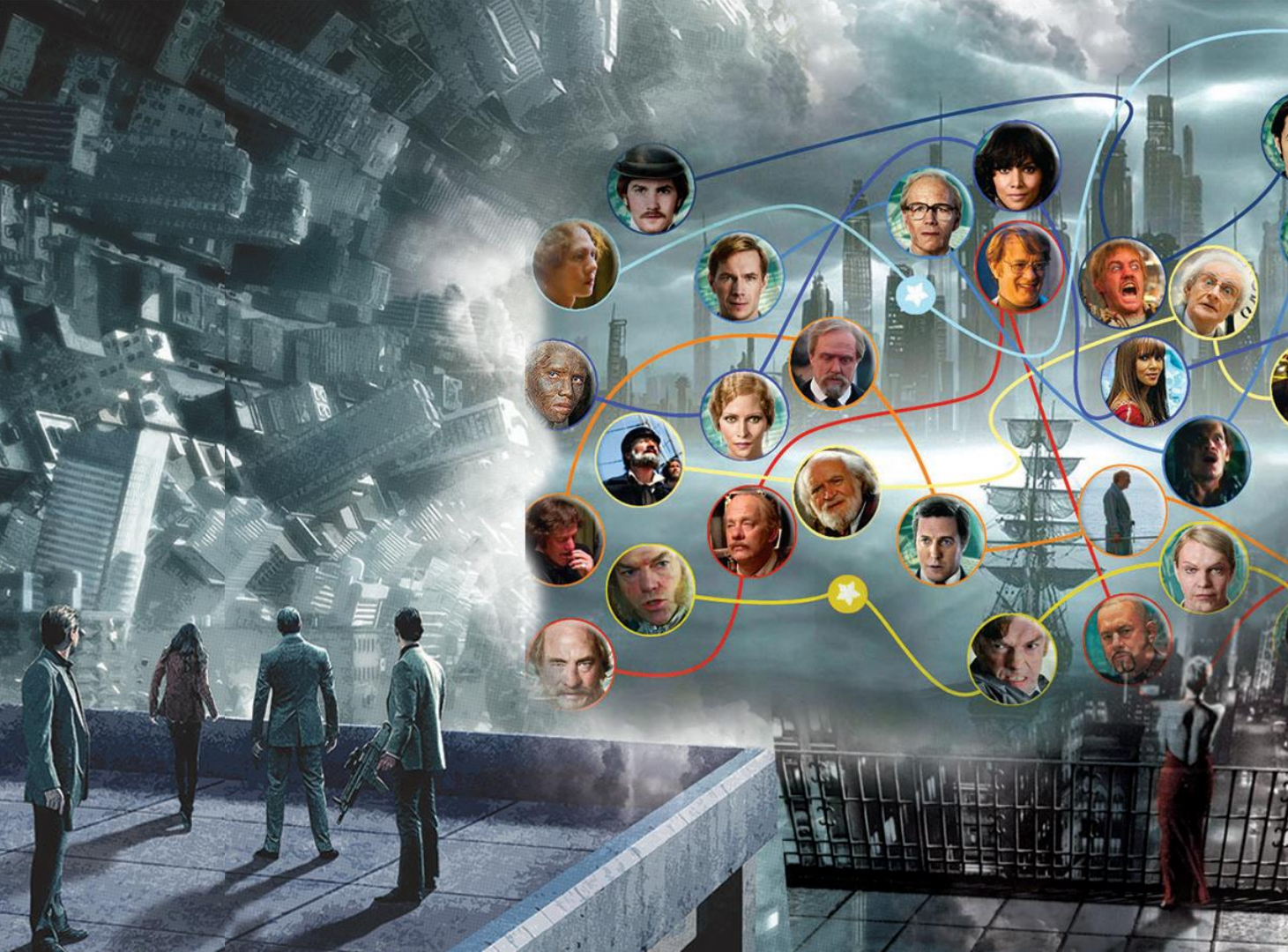
Preliminary study and data collection

Studying Nested storytelling through cognitive load theory

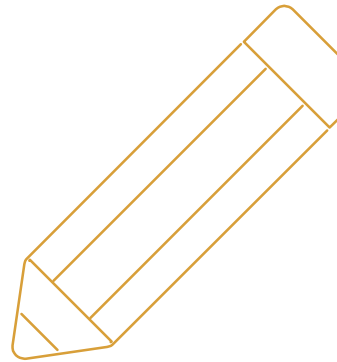
Study of existing examples and work



Cloud Atlas
Inception
Predestination
Sin City
Edge of Tomorrow
Source Code
The One
Outbreak
Bank Run
Stitcher
Lost Cause
Life is Strange
Ramayana
Panchatantra
Hitopadesha



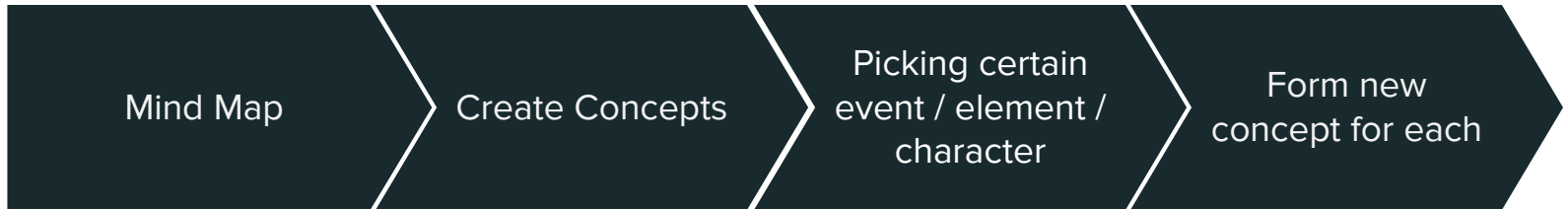
Resurrection
Time travel
Historic events
Astral projection
Dreams
Flashbacks
Crime & Mystery



Initial Concepts

Process • Problems • Concepts

Initial Concepts



Initial Concepts

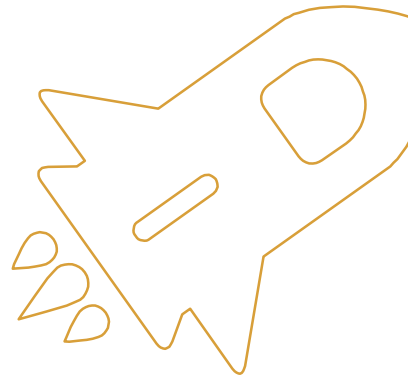
Mythology - Finding hanuman and Kalki avatar

Negative Creativity - Dark side of creativity

Operation Orchard, Operation Kahuta and Project 701

Gamification of Life

Final Concept



Final story concept

Study and research around story topic

Storyboard & Animatics

Characters and Prop design

Concept art & Visual Style

Final Concept

Final story concept

Study and research around story topic

Storyboard & Animatics

Characters and Prop design

Concept art & Visual Style

The Story

Story is about, “how actions of some people keep motivating generations and helps in keeping their ideas and thoughts alive”

Final Concept

Final story concept

Study and research around story topic

Storyboard & Animatics

Characters and Prop design

Concept art & Visual Style

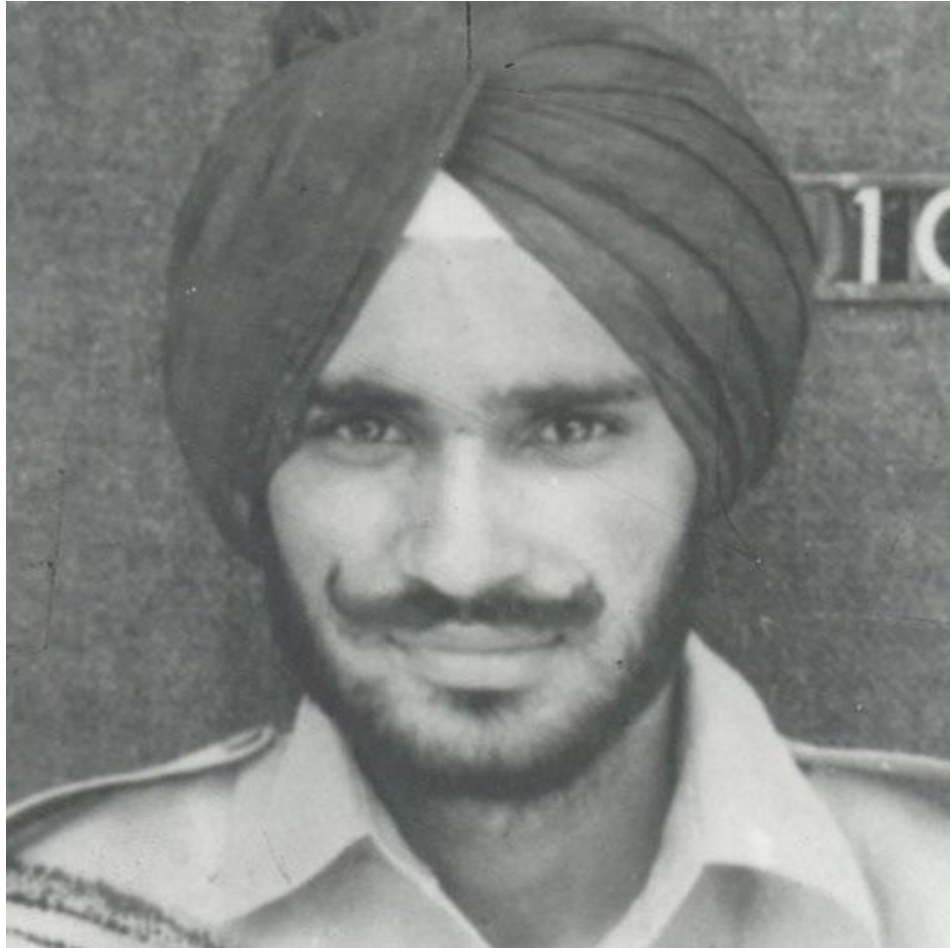
Facts about

Squadrons and Regiments in Indian Airforce and Indian Army

Equipments and weapons used by them

Uniform and Insignia

Experience of serving personnels



Final Concept

Final story concept

Study and research around story topic

Storyboard & Animatics

Characters and Prop design

Concept art & Visual Style

Final Concept

Final story concept

Study and research around story topic

Storyboard & Animatics

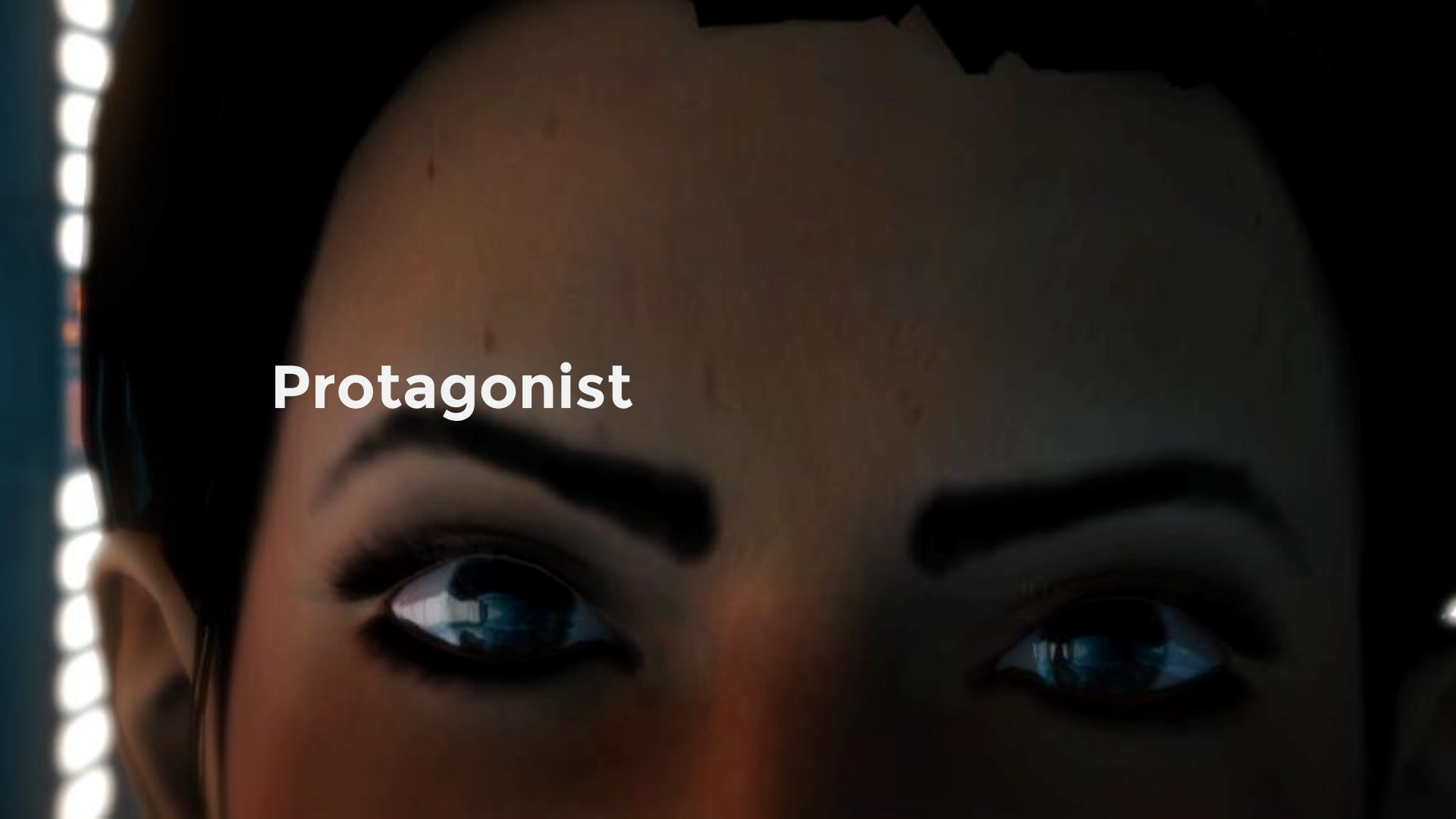
Characters and Prop design

Concept art & Visual Style

Protagonist





A close-up, high-contrast image of a person's face, focusing on the eyes. The eyes are a striking, glowing blue color, reflecting light. The person has dark hair and thick, dark eyebrows. The lighting is dramatic, with the face mostly in shadow, except for the eyes and the bridge of the nose. On the left side of the frame, there is a vertical strip of bright, circular lights, possibly from a window or a light fixture. The overall mood is mysterious and intense.

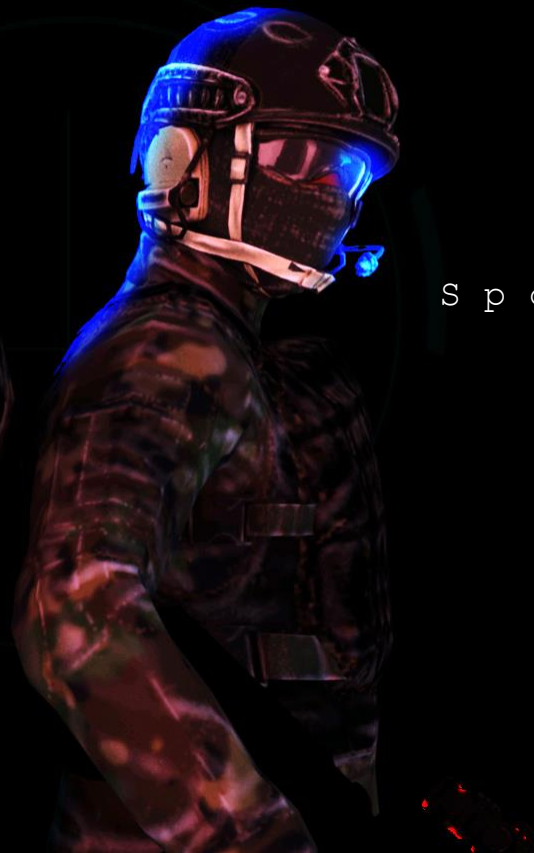
Protagonist

Protagonist





s n i p e r



s p o t t e r



C r o w d C h a r a c t e r s |
E n e m i e s

Initial Sketches

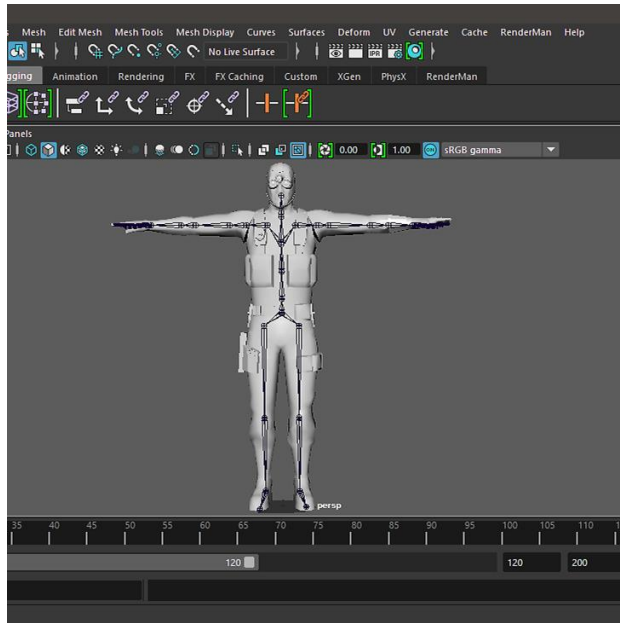




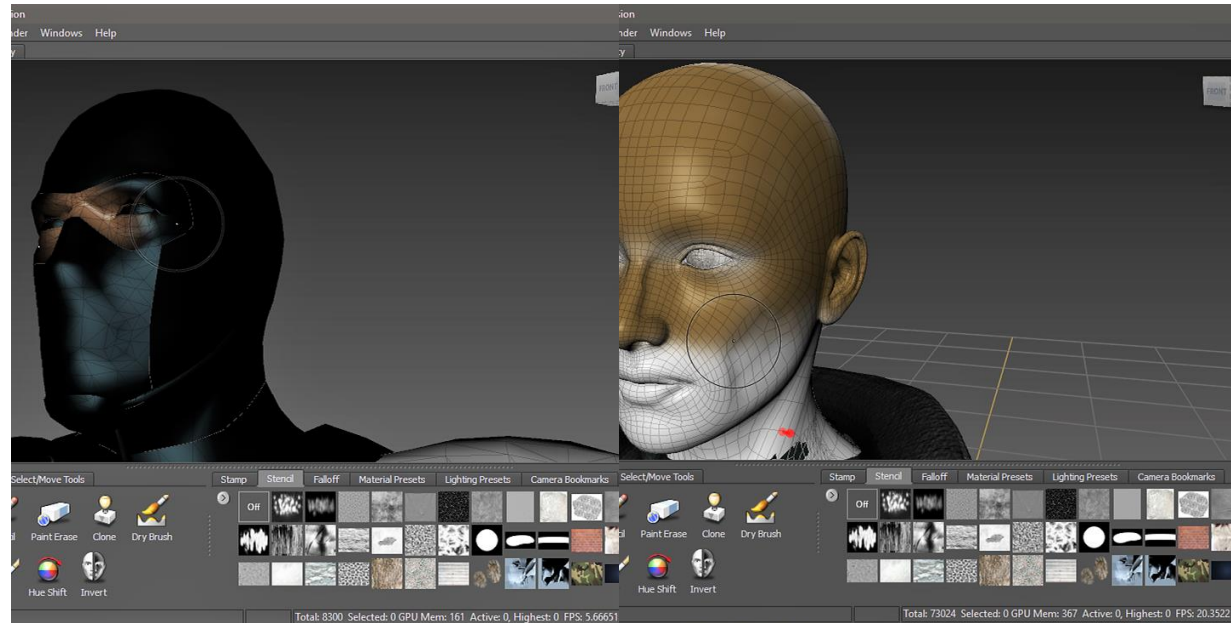
Initial Sketches



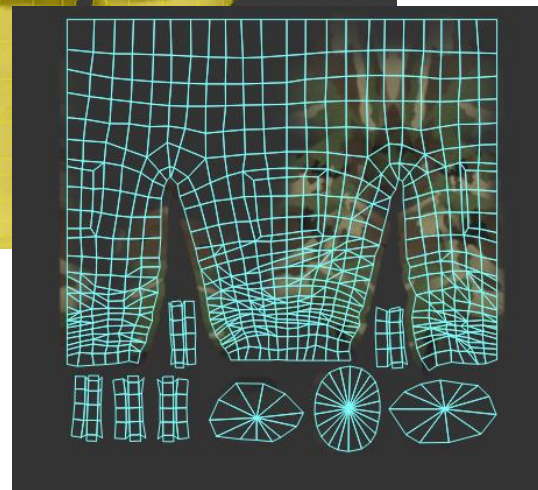
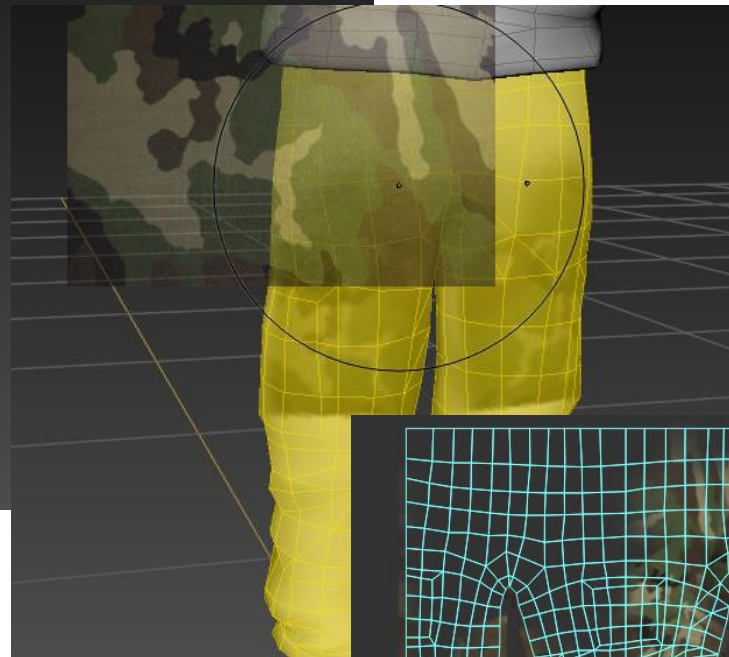
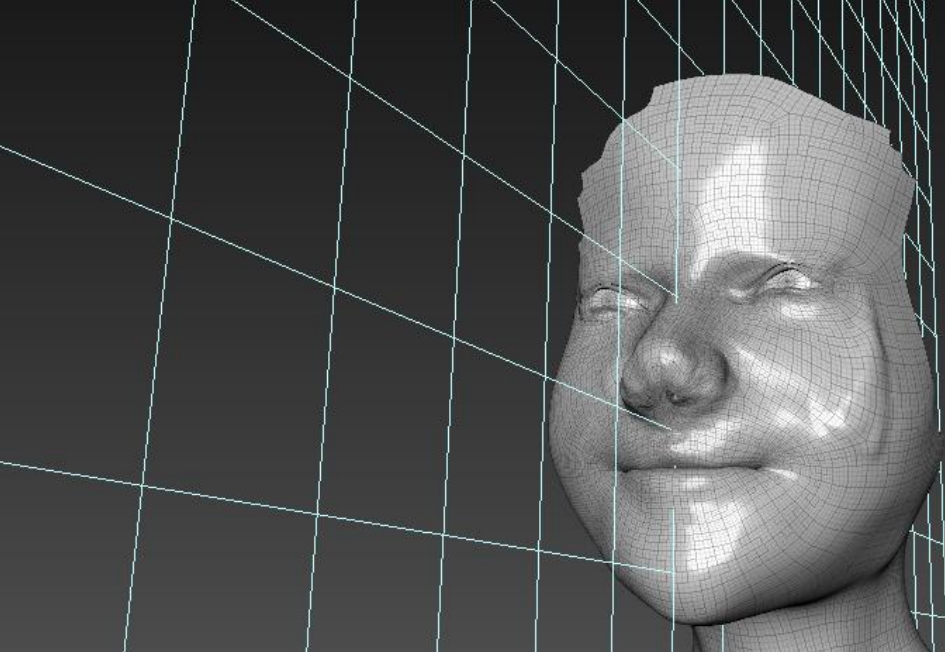
Tools Used

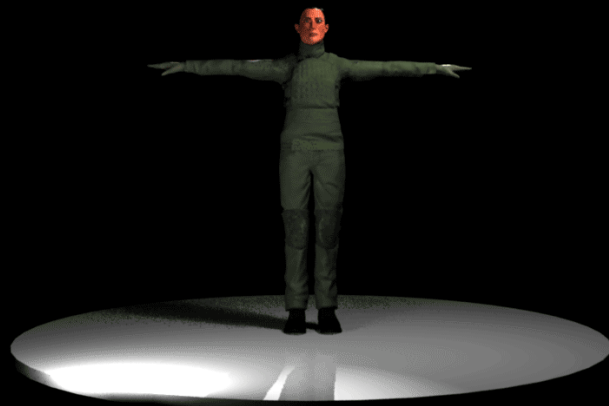
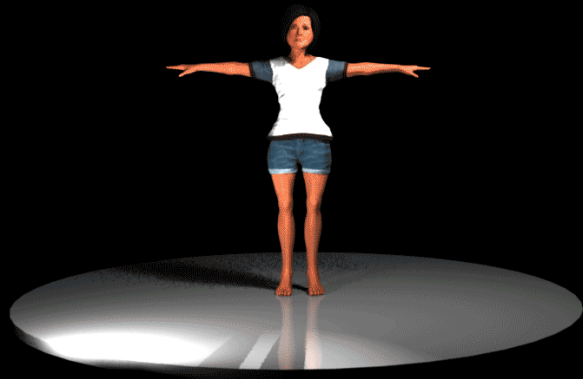


Autodesk Maya 2016



Autodesk Mudbox 2016





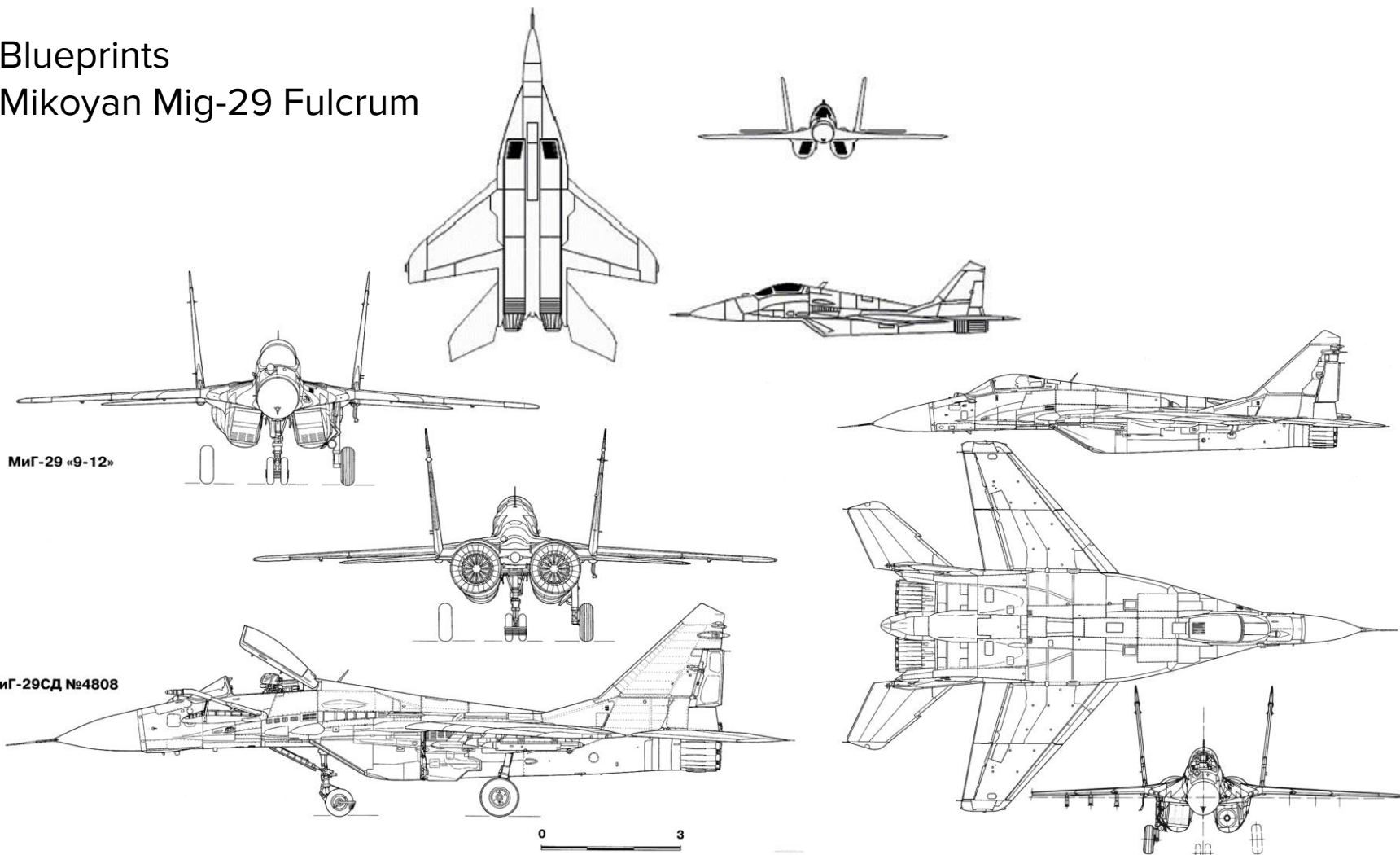
Fighter Jet

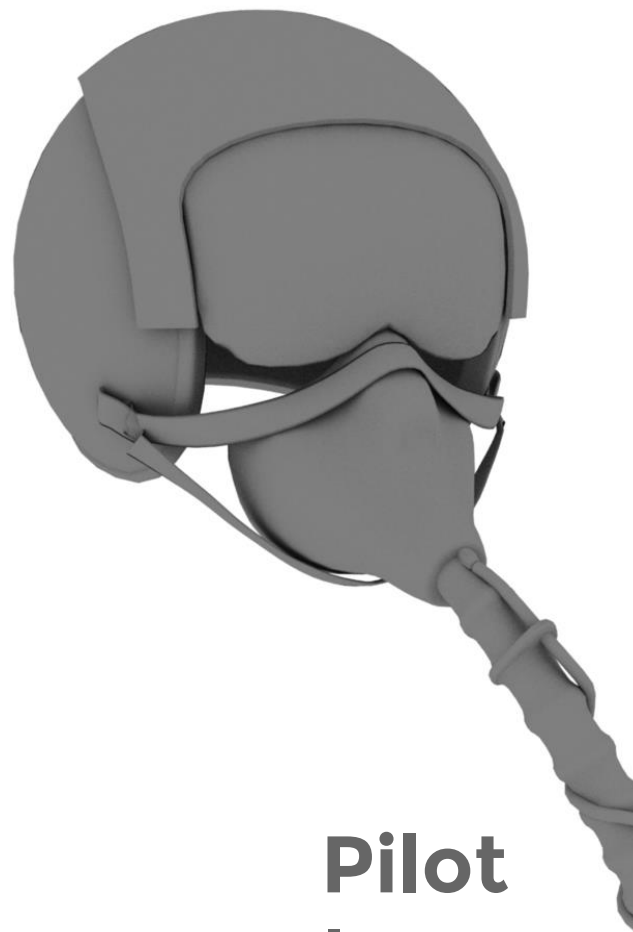
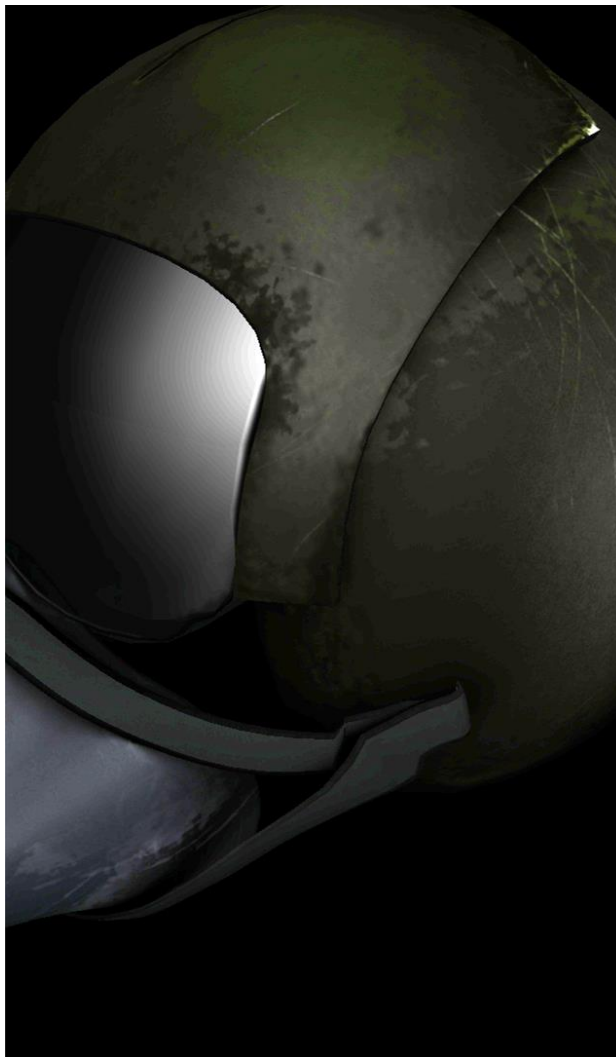
Mikoyan Mig-29 Fulcrum
Multirole Combat Aircraft



Blueprints

Mikoyan Mig-29 Fulcrum





**Pilot
Helmet**



Zittara Multipurpose Carbine



Dragunov SVD Sniper Rifle



weapons



Others

A collage of various props and models used in film production. The top half shows a collection of items including a motorcycle helmet, a desk lamp, a chair, a wooden crate, a black bag, and other miscellaneous objects. The bottom half features several mannequins wearing different outfits, including a white tank top, a blue shirt, a floral dress, and a red top. There are also some red apples in the foreground. The text "30+ props and models" is overlaid in the center, and "Others" is written in the bottom right corner.

Final Concept

Final story concept

Study and research around story topic

Storyboard & Animatics

Characters and Prop design

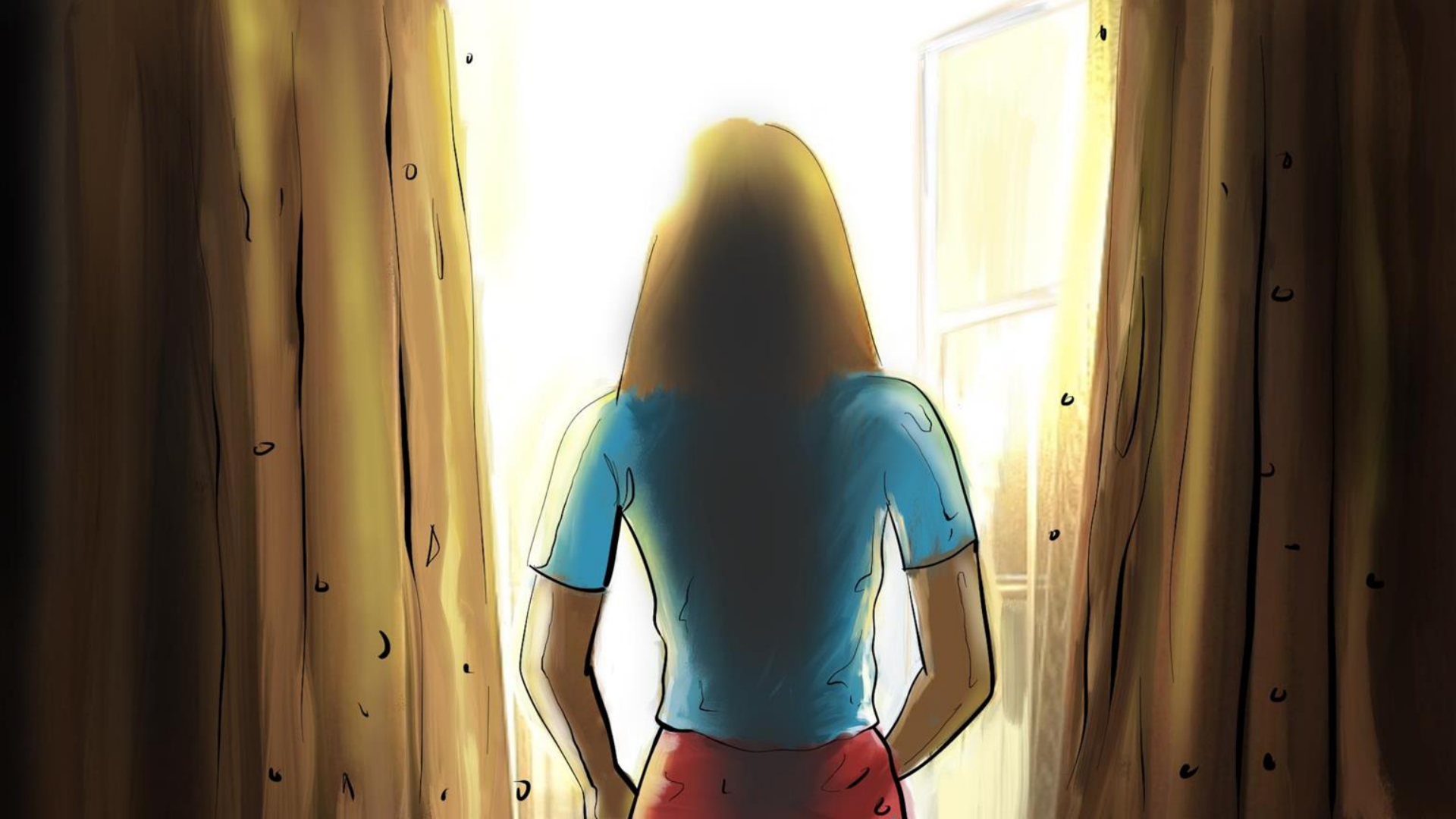
Concept art & Visual Style

Mood Board



Concept Art



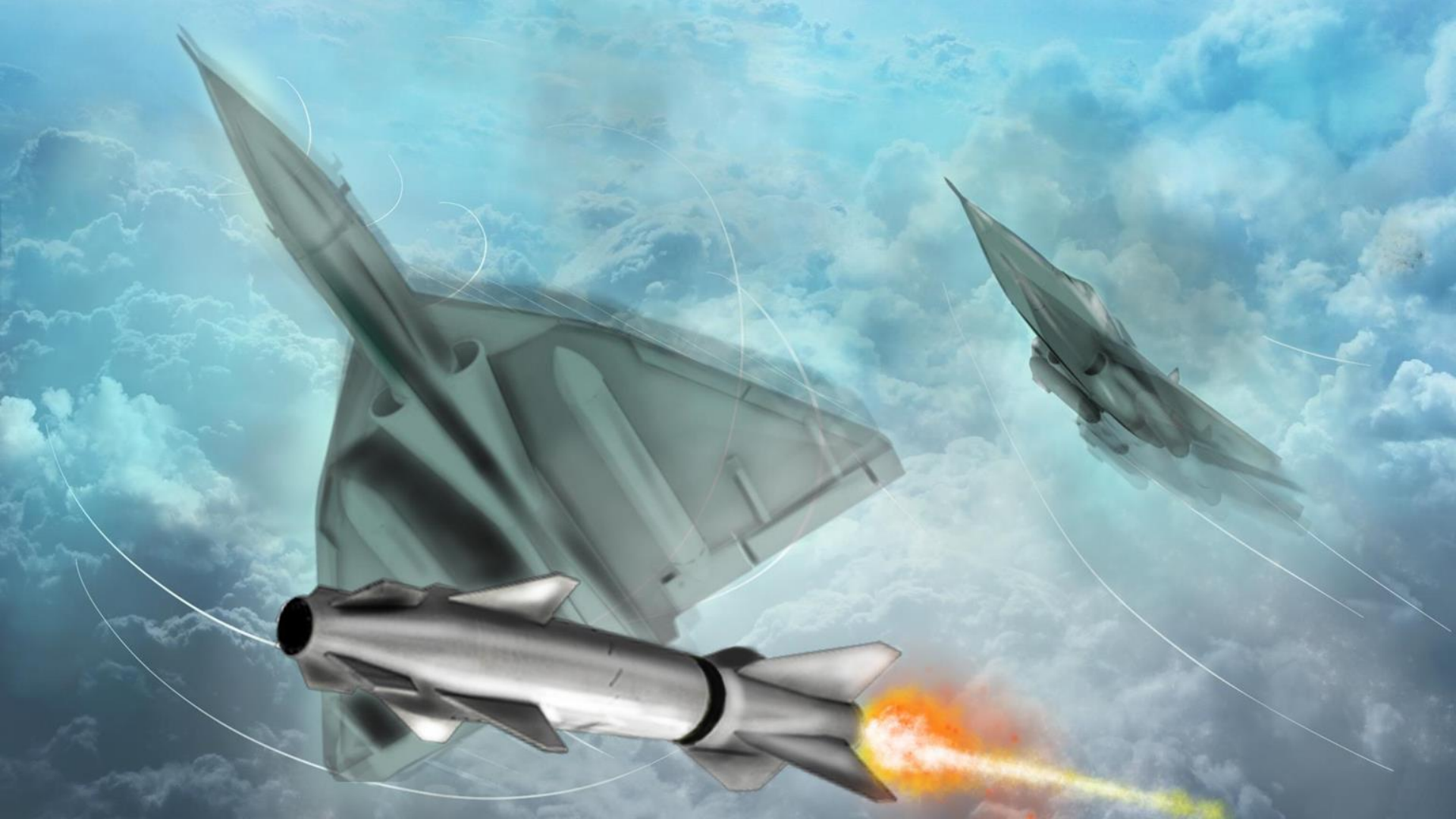








Handwritten signature







Visual Style







A comic book style illustration. In the foreground, a man with a large, light-colored turban is shown in profile, looking down. He has a mustache and is wearing a light-colored shirt. In the background, a figure in a dark, patterned suit stands with their back to the viewer, looking towards a bright blue light source. The sky is dark with some orange and yellow streaks. A white text box with a black border is positioned in the lower left.

AND THIS IS HIS STORY







VFX Breakdown



Further Possibilities

Non-linear format



Video Game
Interactive Movie
Interactive Game Movie



Narrative Design

Mission
Complete



Call for
Extraction

Creating story elements based on user navigation

Decision Making

Tell a lie

Be honest

Perspective



Switch Stories



An Interactive movie doesn't means overwhelming the user with tons of options, informative prompts and complex navigation. It should as close to a normal movie watching experience while the interactive elements should enhance the overall experience, rather than deviating user from the story.



Inspiration for the user's navigation during movie, has been taken from Honda's, "A Double-Sided Story".



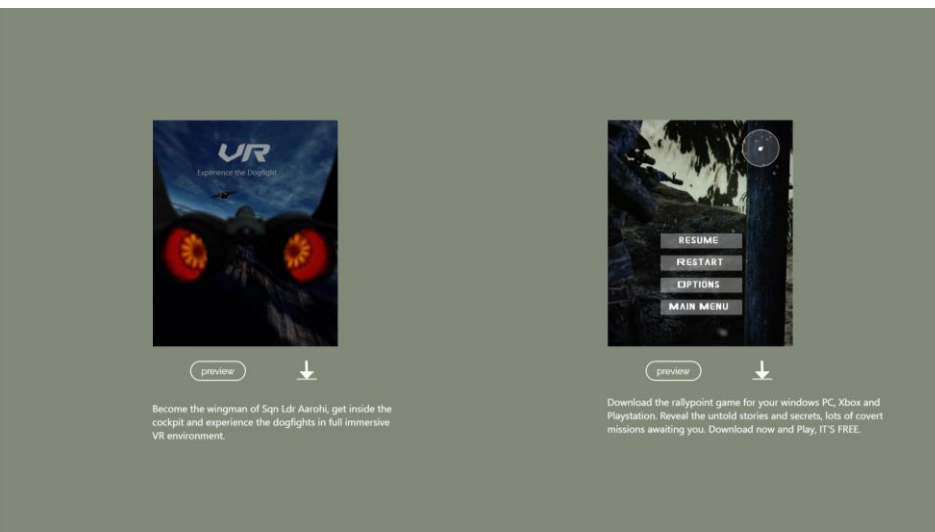
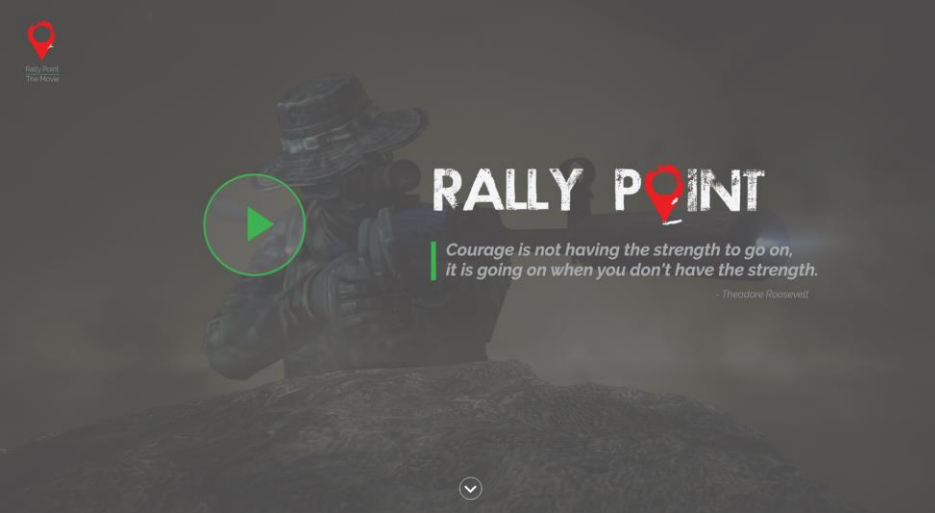
Press "P" to
switch stories



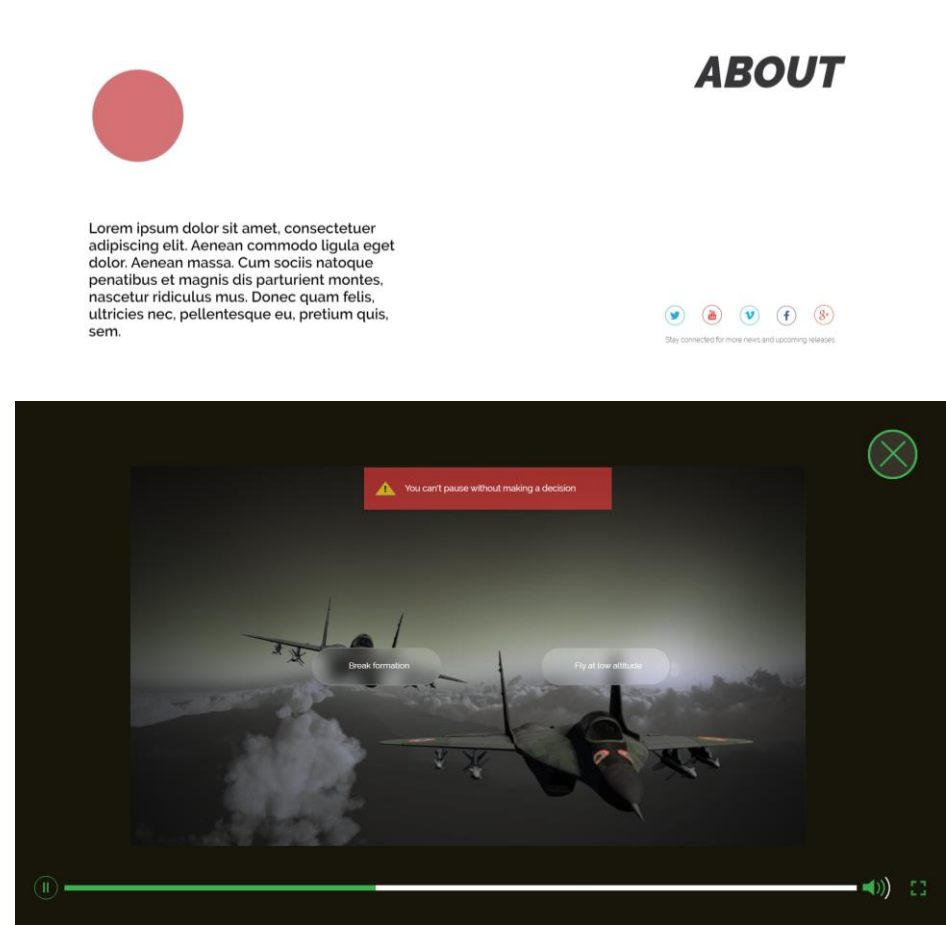
User will be provided with some
action based choices, which can be
selected using Left and Right arrows



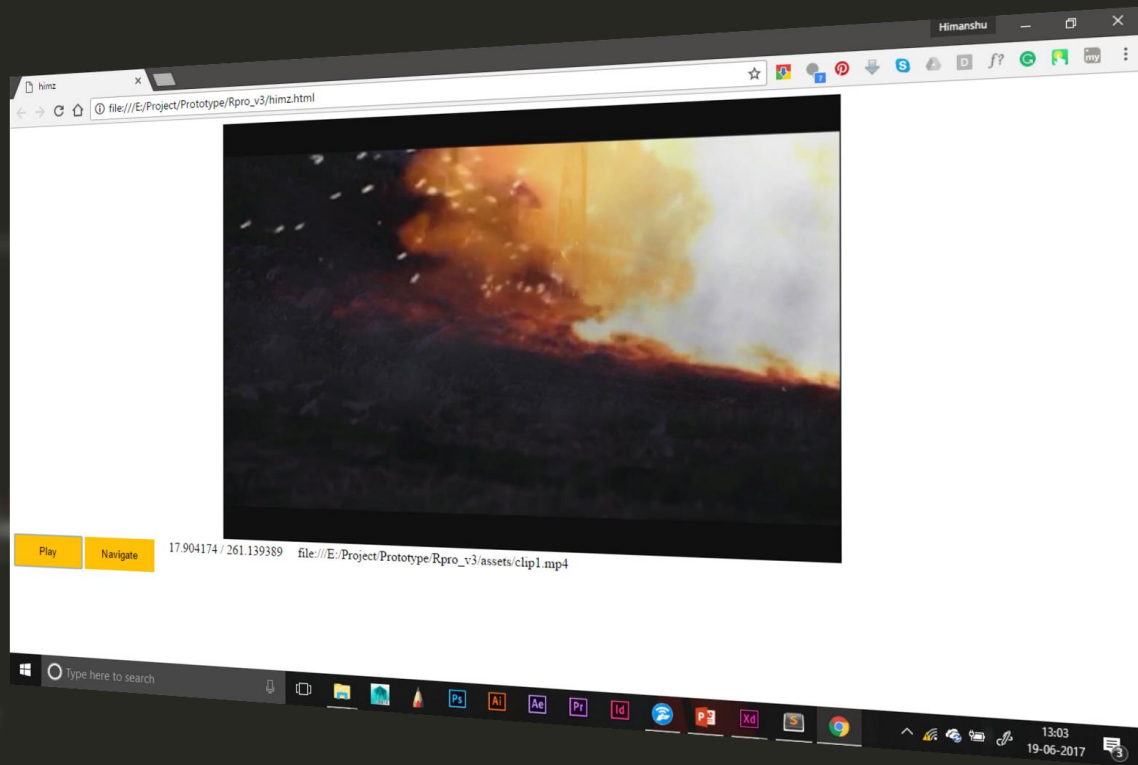
AND THIS IS HIS STORY



Aaron's Mother	Rajini Nargana	Aditya Horizons	CONCEPT, STORY, WRITER, ANIMATION, DIRECTION
Sniper	Himanshu	PROJECT SUPERVISOR	
Spotter	Himanshu	Prof. Sumant Rao	
Commander	Satish Ansari		Himanshu Hazareka
Signals Officer	Gokul C J		
Narrator	Vivek Paul		



Prototype



Thank you

Link to all references [here](#)