DEGREE SHOWCASE PROJECT

BAM 2016 - 2019

DHARMENDRA SINGH
ds1996i.e.dharmendra@gmail.com

Degree Showcase Project
BAM
Animation & Multimedia Department
Birla Institute of Technology. Jaipur Campus

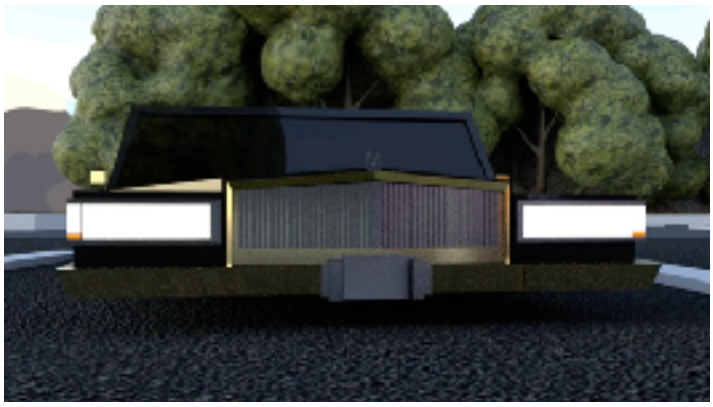
THE GOLD DIGGER

Keywords: 3D Animation, Short Film, Gold Diggers

It's a short film on a particular category of girls – 'The Gold Diggers'. These girls tend to fall for money rather than love. I got the idea of making a short film on this after watching a vine on 'YouTube'. I realised that it would be fun if done in '3D'. The idea was simple; a girl exercising in a parking lot (very common in United States). Her car's tyre is punctured. A guy notices that and tries to inform the girl. But, the girl doesn't hear a word until she sees that the boy is a 'Mine Full of Gold'.

First of all I downloaded the Video from YouTube which I was using as a reference. I started blocking down the poses according to the reference footage. Later, I wrote a script and recorded all the dialogues. Some modifications were made to both the script and the dialogues for improvements. Then I started Lip Synchronising all the dialogues. After that, I added expressions and body movements.

I used Autodesk Maya & Arnold for rendering the film. I kept the frame rate to 24fps. Later for editing and adding sound effects I used Wondershare Filmora.
For overall look dev and colour grading I used Adobe After Effects.



SHRUTI TIWARI
shrutitiwari1998@gmail.com

Degree Showcase Project
Course BAM
Animation & Multimedia Department
Birla Institute Of Technology. Jaipur Campus

WHAT IF?

Keywords: 2D Animation , Child's imagination.

This movie is all about a child's imagination and what children can think is possible. I got inspired from my cousin and that is when i thought to make a short comic and after that i converted this into a 2D animated film. This movie is not only for children but to all those who like to dream. What if ? is a very imaginative title and compliment's my film. In this film there is this girl who ask herself what if jelly beans made you jump really high you could get to school in one big leap, what if houses were rocket ships your family could go on holidays to moon. These type of things she wondered.

Firstly, I made a comic which is made in illustrator very rough and sketchy and after that I made this film with the combination of Illustrator and After Effects followed by a particular guideline: Story, Script, Voice Recording, Model Sheet, Pose Sheet, Expression Sheet Props, Background, Storyboarding, Animatic, Animation, Compositing & Editing. I really enjoyed working on this project.

AKANSKSHA JANGID

jangid.akanskha1997@gmail.com

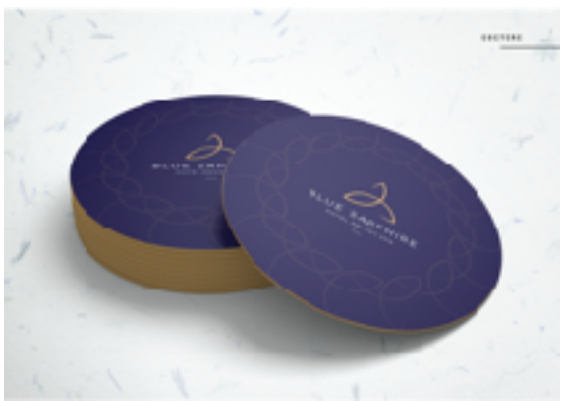
Degree Showcase Project
BAM
Animation & Multimedia Department
Birla Institute Of Technology, Jaipur Campus

BLUE SAPPHIRE

Keywords: Graphic Design, Branding and Identity Design

My project is about identity & branding design for a world class hotel Blue Sapphire and to establish an innovative brand identity for an ultra-luxury hotel that will become a new landmark of Jaisalmer and many more beautiful destinations. Blue Sapphire is not just a hotel, but represents a unique way of life, carefully preserving the traditions of our past yet framing them in the modern idiom. The objective of this project was to create a strong concept and consistent branding for a hospitality concept that offers contemporary experience of luxury and exhibits a direct connection with the surrounding nature. The branding for the same is inspired from blue sapphire, desert, blue orchid flower and trinity knot.

This project is based on a fictional hotel so I started this project right from the scratch. From deciding hotel name, destination, hospitality, its logo to its stationeries and website outlook. For achieving the same I worked on some rough pencil sketches of logo and layouts of stationeries. The softwares used in the project are: Illustrator and Photoshop.



ASHISH VIJAYWARGIYA
vjvargiya470@gmail.com

Degree Showcase Project
BAM
Animation & Multimedia Department
Birla Institute Of Technology. Jaipur Campus

REGION OF ATTIKA

Keywords: Realistic 3D Environment

The project is based on 3D realistic Environment inspired from a game theme Assassin's creed Odyssey. This scene is dedicated and based on the ancient war between Athpns and Sparta, therefore modelling and texturing of assets such as pots, cart, small stalls for people to visit and buy stuff is done accordingly. It is located amidst the main city which is a very busy place and active all the time.

I was inspired from this scene so much, that it made me want to create it according to my modifications and so I planned my process starting with block out, modeling, sculpting, unwrapping, baking, texturing, lighting, camera setup and finally rendering. The softwares used in this project are Maya, Z brush, substance painter, X normal, marmoset toolbar, Quixcl Suite, Marvelous Designer, Photoshop and Unreal.

AYUSH KUMAR BHAL
ayush02bhal@gmail.com

Degree Showcase Project
Course(BAM)
Animation & Multimedia Department
Birla Institute Of Technology. Jaipur Campus

THE CONFESSION

Keywords: live action, psycho, mono-act, confession

The story revolves around the guy who confessed what he did in his past after struggling with the truth himself. I got this idea from a movie and further I improvised it. The reason behind I worked with this idea is because sometimes parents don't realize that there ill-behavior can affect the child so much that it can lead them to release there hidden depression and irritation in the worst ways the we cannot imagine.

I got inspired from a movie and then thought to develop my idea around it. I did a lot of research on mono-acting and there types. Then I wrote down the final script and practiced my dialogue. Later I recorded them which lead to the completion of my movie.

RITEMBHRA AGARWAL
ritembhra06@gmail.com

Degree Showcase Project
BAM
Animation & Multimedia Department
Birla Institute Of Technology. Jaipur Campus

THE SMILE BEHIND

Keywords: Realistic Set Design, Modeling, Painting

This project is on realistic set design based on a story which is self created and the environment is set according to the story. The basic idea of the story is about a girl who has been rejected by her parents because she was a girl and still she wants to spread happiness among people.

Planning for the project was initiated by an idea of a story then with a mental map, I started to proceed to plan the map of the set on a piece of paper, rough sketches, then with a base to create I further started modeling, paper mashie, applying POP and cement on the base, once this was done then I proceeded with painting the set with different colors according to their set demand. After completing the set detailed texturing was applied and the assets in the environment were complied and set accordingly.

PRERNA MITTAL
mittal.prerna2608@gmail.com

Degree Showcase Project
BAM 2016
Animation & Multimedia Department
Birla Institute Of Technology. Jaipur Campus

RED

Keywords: Claymation, Women Struggle

Everyone was dilated on feminism which led me to research about the use & abuse of this word. The Data of a survey by UN Organization for women proved that gender bias is not a matter of past and crime against women prevail throughout the world.
Thus, I developed this movie to shed light on a few of those issues like female feticide, body shaming, rape, acid attack, domestic violence, gender wage gap, etc. that many females go through. The plot represents the various phases & struggles of a women's life, symbolically.

The medium I am using to present the idea is stop motion animation using clay.
The pre-production involves conceptualizing, set design and animatic. The production includes shooting through stop motion software. The post production will conclude with chroma keying & compositing.

I will use two bold colors with each other; one will be red depicting the female character & other will be blue depicting the masculine suppressing factors or challenges. Both color clay will keep transforming structure.

NIKITA GARG
iamnikita12@gmail.com

Degree Showcase Project
Course(BAM)
Animation & Multimedia Department
Birla Institute Of Technology. Jaipur Campus

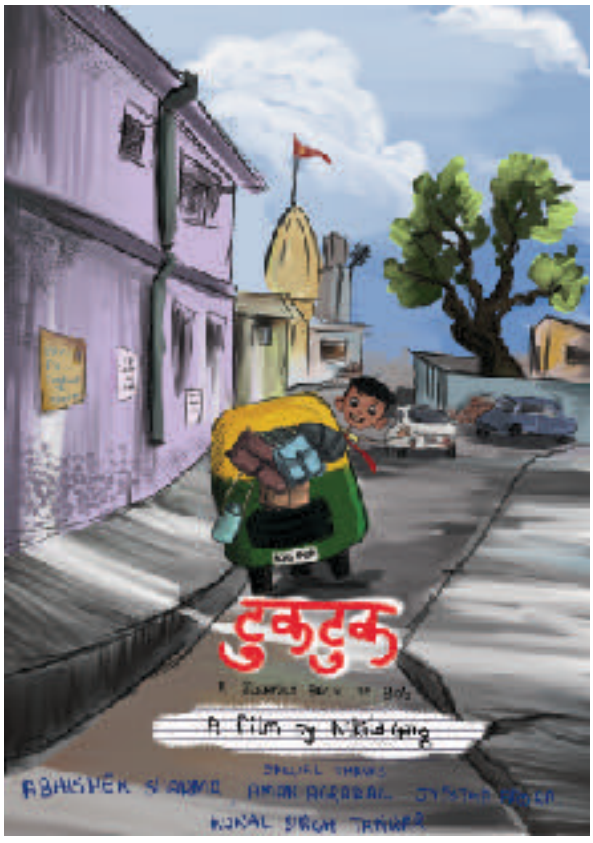
TUK-TUK

Keywords: 2-D animation, 90's journey, Bittu, Summer, Cooler, Robotic voice

Tuk-Tuk, is a journey back to 90's with the roller coaster of emotions. The nostalgic memories are the reason why i chose this idea to work with.

The story revolves around a 9 year old kid named "Bittu" and the chain of incidents which are happening with him back to back just like it used to happen in our lives back in 90's. Even after the unavailability of cell-phones, gadgets, air-conditioners, his life is indeed a glorious one because it's just 'him', 'his outdoor life', and 'the little joys of childhood.'

To develop the character and the environment, a lot of concept/inspirational sketches were made so that the best out of them can be finalized.
The graphics were made in Adobe photoshop and later imported in Adobe After-Effects for animation.



ANUJ JAIN
Anujjain1928@gmail.com

Degree Showcase Project
Course(BAM)
Animation & Multimedia Department
Birla Institute Of Technology. Jaipur Campus

CENTURY

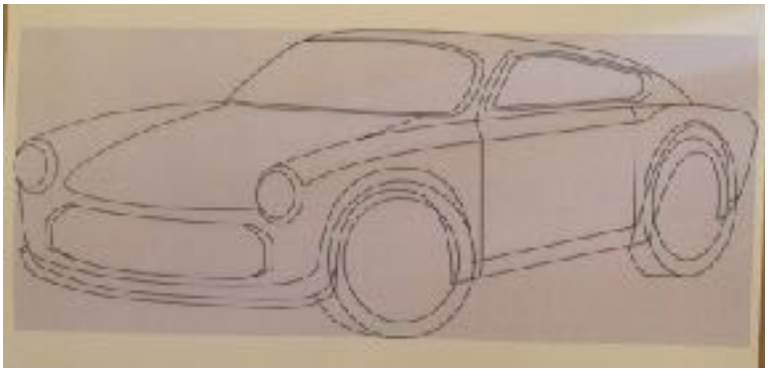
Keywords: Car design, modeling, 2D designing, Digital Illustration.

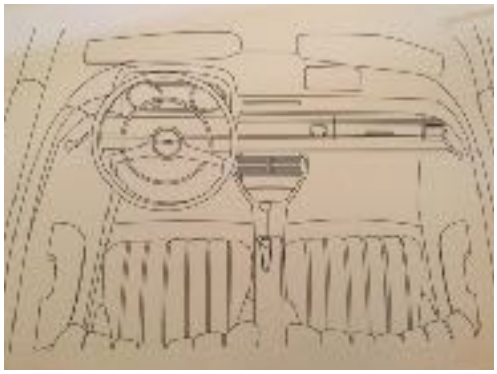
Designed to be a Modern Age performer while still retaining past heritage presenting 'Century'
Century brings you the age of classic cars and the journey that defines the growing age of cars with high end new age technology embedded in this classic beast.
Modern cars look the same, feel the same and more or less drive the same as well.
But Century gives a brand new driving experience with its unique design that takes its inspiration from beautifully crafted classic cars and yet it is different in its own way, Century has a personality of its own.

I took my inspiration to design 'Century' from the vintage factor and the timeless design that a whole generation of car defines. The classic design is something that is unmatched.
For me these cars are much more than mere metal body, there is a feeling attached. The feeling that originated from the childhood spent in the backseats of cars and the aspiration to drive my first car with the same nostalgic emotion. Century is made with love, passion, emotion and a huge respect for the Cars that define an Era.

The materials used to craft ,design and model the car are- digital graphics, sketching materials for the basic 2D model mapping, Detan thermacol, chalk powder, spray paint,
Sand paper and miscellaneous crafting tools.

It will take you back to the days of glory!





MULKIT PAREEK
mulkitpratap@gmail.com

Degree Showcase Project
Bachelors in Animation and Multimedia
Animation & Multimedia Department
Birla Institute Of Technology.. Jaipur Campus

PAASH((NNIRVAAN))

Keywords : Live Action,, Drama,, Crime,, Thriller

PAASH is first part of Live Action Series NIRVAAN,, it is starting with story of a adult named as Arpit.. Building the world around him,, he is abducted by a 26 year old male Aftab.. Aftab traps him in an outer area of town for 3 days which destroys Arpit both physically and mentally.. This is story of his survive and also how he figure out himself in the process..

On the other end,, how a friend values another friend.. How his loves still keeps the strings attached even when he knows that the other person hates him.. This is the character of Arpit's childhood friend Vishal.. this film has much more to say..

This film is made up with a constant effort on writing and scripting ideas from last 1 year,, it contains the art of story telling.. We have experimented with our video and audio both by searching from new and creative ideas..This film is prepared to understand very basic rules of cinema.. Using practices like dubbing,, coloring and lighting pushed us more to highlight certain fields of Film Making.. We followed a proper timeline while working with actors we got this opportunity to understand how to narrow the gap between expectations and reality we also learned the actual effort behind getting a "perfect shot".

Also while shooting for PAASH we got to know what is worth doing in production.. Facing problems at different levels made us learn how to manage a big project.. PAASH is not just a film, it is an experience for everyone who has worked in this film..

PRATYUSH PAREEK
pratyushpareek420@gmail.com

Degree Showcase Project
Bachelors in Animation and Multimedia
Animation & Multimedia Department
Birla Institute Of Technology.. Jaipur Campus

PAASH((NNIRVAAN))

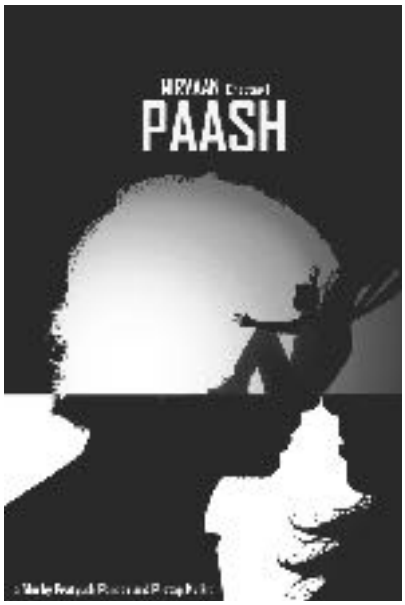
Keywords : Live Action,, Drama,, Crime,, Thriller

PAASH is first part of Live Action Series NIRVAAN,, it is starting with story of a adult named as Arpit.. Building the world around him,, he is abducted by a 26 year old male Aftab.. Aftab traps him in an outer area of town for 3 days which destroys Arpit both physically and mentally.. This is story of his survive and also how he figure out himself in the process..

On the other end,, how a friend values another friend.. How his loves still keeps the strings attached even when he knows that the other person hates him.. This is the character of Arpit's childhood friend Vishal.. this film has much more to say..

This film is made up with a constant effort on writing and scripting ideas from last 1 year,, it contains the art of story telling.. We have experimented with our video and audio both by searching from new and creative ideas..This film is prepared to understand very basic rules of cinema.. Using practices like dubbing,, coloring and lighting pushed us more to highlight certain fields of Film Making.. We followed a proper timeline while working with actors we got this opportunity to understand how to narrow the gap between expectations and reality we also learned the actual effort behind getting a "perfect shot".

Also while shooting for PAASH we got to know what is worth doing in production.. Facing problems at different levels made us learn how to manage a big project.. PAASH is not just a film, it is an experience for everyone who has worked in this film..

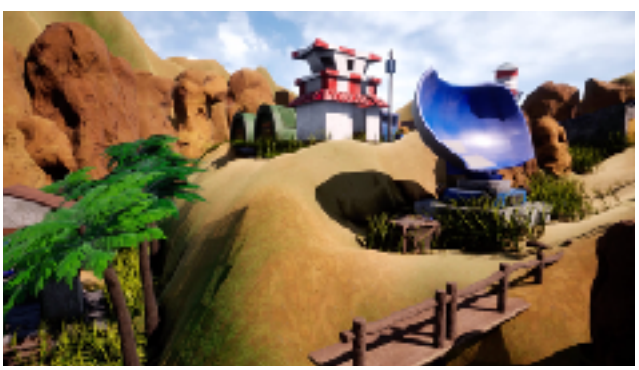


STUTI VERMA
stutiverma6455@gmail.com

Degree Showcase Project
BAM
Animation & Multimedia Department
Birla Institute Of Technology. Jaipur Campus

REMOTE BASE CAMP

Keywords: Stylised 3D Environment

The project is based on stylised 3D environment inspired from the base camps which are located in remote areas amidst jungles and mountains. The complete area is equipped with helipads, for higher officials, radar for receiving signals, tin shades and garages for storage purposes of packed food and other stuff, crates and barrels also for storage of ammunitions. The base is not that old, but a bit newly built and currently operative, and thus the texturing and lighting is done accordingly (stylised).

The major purpose of this project was to work on "environment" as I have never worked on it before. So I had to start with rough sketches, block out of the full scene for measuring assets, and then the main steps which included modelling, unwrapping, baking, texturing, lighting, camera setup and finally rendering. The softwares used in this project are- Maya, Z brush, Substance painter, X normal and Unreal.