



SM6P07NI Digital Media Project

20% Report

2024-25 Autumn

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| | |
|----------------|---|
| YouTube link | https://youtu.be/PldIZYE5xhg |
| One Drive link | DMP |
| Git Hub link | https://github.com/Roman220095/Project-file |

I confirm that I understand my coursework needs to be submitted online via Google Classroom under the relevant module page before the deadline in order for my assignment to be accepted and marked. I am fully aware that late submissions will be treated as non-submission and a marks of zero will be awarded.

Abstract

This project report outlines the entire process of creating an animated awareness film on 'Dengue'. It contains introduction, topic, area of study, identification of client, project objectives, target audience, product research, technologies used, project timeline, pre-production, production, post-production, resources, problem encountered, user test and outcome, conclusion, references, and appendix.

The processes and procedures utilized from start to finish, such as concept formation, script writing, storyboarding, designing, editing, compositing, testing, and rendering, are also outlined in this article. Supervisor and consumer satisfactions, individual performance, and in-depth preparation were utilized to produce the general idea instructional video. Therefore, the finished awareness cartoon video was used to test through surveys and audience reactions to validate its authenticity.

Contents

| | |
|----------------------------|----|
| 1. Introduction | 0 |
| 1.1 Topic | 2 |
| 1.2 Area of Research | 2 |
| 2. Aims of Project | 3 |
| 3. Target Audience | 4 |
| 4. Product Research | 5 |
| 5. Technologies Employed | 8 |
| 6. Project Plan | 9 |
| 7. Production Phases | 10 |
| Pre-production | 10 |
| Script | 10 |
| Storyboard | 13 |
| Production | 19 |
| Designing | 19 |
| Layout | 19 |
| Rigging | 19 |
| Animation | 19 |
| Post-production | 19 |
| Editing | 19 |
| Sound | 19 |
| Rendering | 19 |
| 8. Resources | 20 |
| Software used | 20 |
| Hardware used | 21 |
| • Laptop | 21 |
| • Graphic tablet | 21 |
| Website used | 21 |
| 9. User Testing & Findings | 22 |
| 10. Conclusion | 26 |
| 11. References | 27 |


| | |
|-----------------|----|
| 12. Appendix | 28 |
| Gantt Chart | 28 |
| Approval letter | 29 |
| Log sheet | 31 |

Table of figures






| | |
|---|----|
| Figure 1 | 5 |
| Figure 2 | 6 |
| Figure 3 | 7 |
| Figure 4 | 9 |
| Figure 5 | 9 |
| Figure 6 Script | 10 |
| Figure 7 Script 1 | 11 |
| Figure 8 Script 2 | 12 |
| Figure 9 Software | 20 |
| Figure 10 (Gadgets house nepal, n.d.) | 21 |
| Figure 11 Websites | 21 |
| Figure 12 | 22 |
| Figure 13 | 22 |
| Figure 14 | 23 |
| Figure 15 | 23 |
| Figure 16 | 24 |
| Figure 17 | 24 |
| Figure 18 | 24 |
| Figure 19 | 25 |
| Figure 20 | 25 |
| Figure 21 | 25 |
| Figure 22 gantt chart | 28 |
| Figure 23 Gantt chart 2 | 28 |
| Figure 24 college letter | 29 |
| Figure 25 client letter | 30 |
| Figure 26 Log sheet 1 | 31 |
| Figure 27 Log sheet 2 | 32 |
| Figure 28 Log sheet 3 | 33 |
| Figure 29 Log sheet 4 | 34 |
| Figure 30 Log sheet 5 | 35 |
| Figure 31 Log sheet 6 | 36 |
| Figure 32 Log sheet 7 | 37 |
| Figure 33 Log sheet 8 | 38 |
| Figure 34 Log sheet 9 | 39 |
| Figure 35 Log sheet 10 | 40 |
| Figure 36 Log sheet 11 | 41 |
| Figure 37 Log sheet 12 | 42 |
| Figure 38 Log sheet 13 | 43 |
| Figure 39 Log sheet 14 | 44 |
| Figure 40 Log sheet 15 | 45 |
| Figure 41 Log sheet 16 | 46 |
| Figure 42 Log sheet 17 | 47 |

| | |
|------------------------------|----|
| Figure 43 Log sheet 18 | 48 |
| Figure 44 Log sheet 19 | 49 |

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1. Introduction

The second coursework task of the Digital Media Project module is worth 50% of the final mark. The project with its entire documentation system that is allocated to students requires them to submit research findings and planning data and project aims and technology details and production process documentation from pre-production to production and post-production. The process requires user testing as well as gathering suitable evidence from findings. Students prepared a research for the purpose of choosing a client in the first phase of coursework of their selected project. My selected activity was the task of creating an awareness animated video for ward no. 11.

1.1 Topic

‘Dengue’

This project video was developed for Ward 11, with a focus on community needs and identifying challenges through content. It is about dengue fever, which is transmitted by mosquito bites. The infection produces a variety of symptoms, including high fever, nausea, and joint and muscular discomfort. There is no particular therapy for dengue, thus this project video was created to educate people about the disease and its preventions and treatments.

1.2 Area of Research

The primary topic of research has been determining how to create an appropriate animated awareness film for dengue disease. Considering each research, I learned about how dengue spreads, what its symptoms are, how to prevent it, what the causes of dengue are, and why we just need to treat it. I also explored numerous animation styles, methodologies, and technologies to find the most practical approach to present information that is simple, intelligent, and instructive. (Muntasir, 2017)

Some of the topics are:

- Animation in education
- Health research
- Understanding the clients
- Targeting audiences
- Motion graphics awareness storytelling

2. Aims of Project

This project's goal is to develop a visually beautiful and message-rich animated movie that educates people about dengue fever, including its causes, symptoms, prevention, and the necessity of early treatment. The film will demystify health information in graphics, allowing people to spot early warning symptoms, learn preventative behaviours, and take measures to slow disease spread. It is intended to be simple to comprehend, quickly transmitted, and successful, particularly among children and high-risk populations.

Purpose of the Project:

- Educate the public about dengue transmission and prevention methods.
- Encourage behaviour modification through daily behaviours such as removing stagnant water and employing repellents.
- Animated messages will make medical information more relevant and accessible to kids and families.

Why It Will Be Useful:

- Animated films are more engaging and memorable than text, particularly for youngsters, and provide valuable information.
- Video is readily shared in schools, community organizations, and on social media.
- Visual communication facilitates adaption to diverse languages across borders.

3. Target Audience

Age: 10 – 60 years old

- Adolescents and children (10-18) are most vulnerable to Aedes mosquito bites due to their frequent outside activities, particularly in the morning and evening.
- Young folks aged 19-40 are the most active, mobile, and internet users.
- Older individuals (60 and under) have important roles as caretakers and decision-makers in families and communities, making them crucial for promoting preventative behaviour and information sharing.

Gender: All genders

- Dengue virus does not distinguish gender. Awareness must spread to everyone so that prevention, a collective endeavour, may be accomplished—swabbing dwellings, spraying repellents, and providing early treatment.
- Engage both genders to effectively communicate with caregivers and victims.

Ethnicity: No specific ethnicity

- Dengue does not discriminate depending on ethnicity. Making the information culturally neutral or adaptable ensures that it may be used in multi-ethnic areas, particularly varied countries.
- Localizing characters and language in animations can improve accessibility in some places.

Location: Urban and semi-urban areas

- The climatic conditions in these places are conducive to a high prevalence of dengue, with quiet water and favorable temperatures.
- Urban residents are more vulnerable to mosquitos due to population density, water storage practices, and garbage accumulation, all of which serve as breeding grounds.

4. Product Research



Figure 1

https://www.youtube.com/watch?v=eyFyQcgOFp0&list=LL&index=6&ab_channel=SavetheChildrenNepal

This animated short produced by Save the Children Nepal attempts to educate people about dengue sickness. It focuses on the disease's etiology, symptoms, and preventative measures. The film emphasizes how to keep the environment clean, minimize standing water places, and use mosquito nets and repellents as preventative measures to decrease mosquito breeding and bites. The video's realistic imagery and straightforward narrative seek to raise awareness and motivate action to combat the spread of dengue among the population.

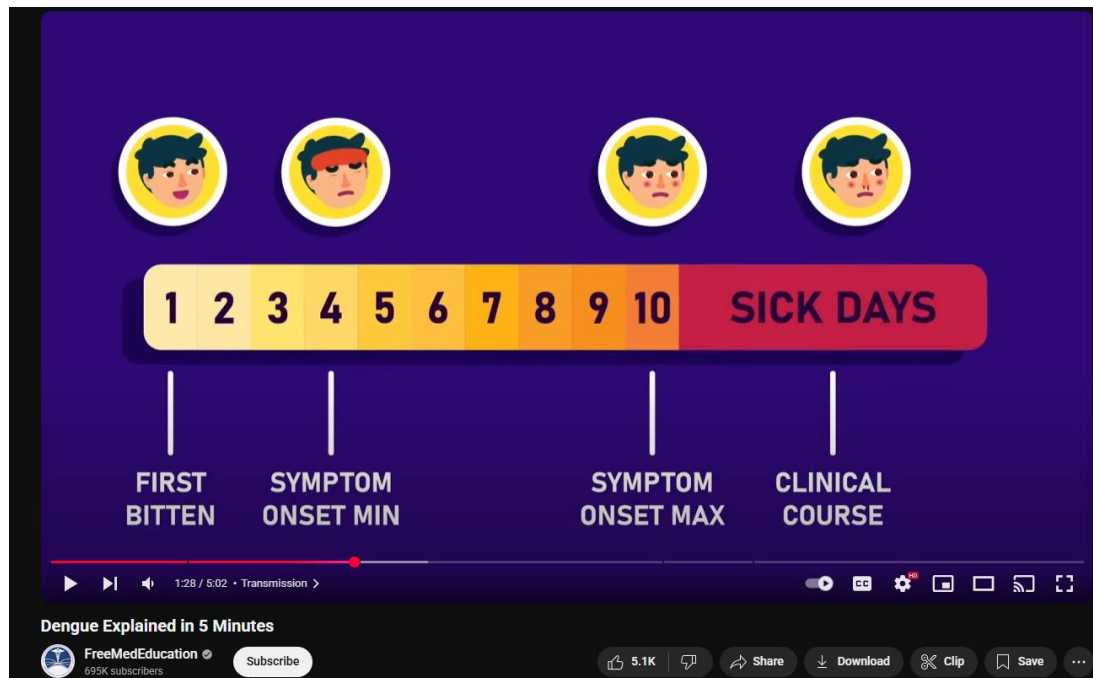


Figure 2

https://www.youtube.com/watch?v=Ai9VZRIUN94&t=167s&ab_channel=FreeMedEducation

The movie stood out because of its outstanding After Effects animation, which gave the content a professional and polished appearance. The motion graphics were properly tuned to flow with the plot, making the film more informative and message-driven. This displayed the full potential of animation, when combined with well-planned sound storytelling, to capture people's attention and communicate a message.



Figure 3

https://www.youtube.com/watch?v=IViMJyqU9gY&ab_channel=moderndayjames

The video named "2D Animation: Assisting artists." ModernDayJames uses a comprehensive learning method to teach students how to create realistic walk cycles in two-dimensional animation. James walks students through the process of replicating genuine footwork animation effects. He demonstrates how to break the procedure into small pieces and discusses how this impacts your character's natural walking motion. Our training is suitable for both new and experienced animators who want to master specialized 2D character animation techniques.

5. Technologies Employed

- **Fire Alpaca**

Fire Alpaca advertises itself as a free digital painting program that offers both simplicity and great performance. The software has functionality similar to Adobe Photoshop, Illustrator, and CorelDRAW. (helyer, 2023)

- **Adobe illustrator**

Adobe Illustrator, which was developed in 1987, has evolved into a leading software platform for producing vector graphics. Illustrator from Adobe provides new capabilities to let users create designs for drawings, logos, and icons, as well as typography and other artwork components. (Mitchell, 2021)

- **Adobe After Effects**

Adobe After Effects, a video animation, motion graphics, and special effects program, allows users to create effects for YouTube content, broadcast videos, and marketing presentations. The program offers multimedia visual optimization capabilities for delivering improved content across many media channels, including cinema and television, online, and in-store displays. (alexander, 2023)

- **Adobe Premier pro**

Premiere Pro, developed by Adobe Systems, is a video editing tool that can be used on videos and commercials, as well as television programs and web material. Users can use the built-in audio editing tools. Premiere Pro is available as a standalone application or as part of the Adobe Creative Cloud suite. (Smith, 2024)

- **Toon boom harmony**

Toon Boom Harmony is an animation production program that provides enhanced capabilities for visual creators working on films, television shows, internet series, commercials, video games, and other projects. (Harmony 20 Essentials, n.d.)

6. Project Plan

The chart was created in the fifth semester, however owing to client concerns and other reasons, it is being postponed.

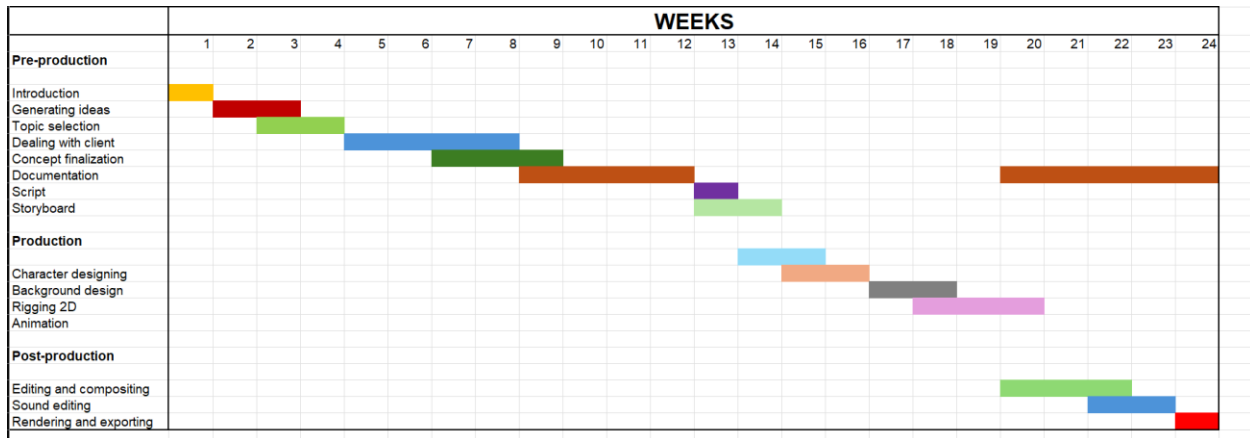


Figure 4

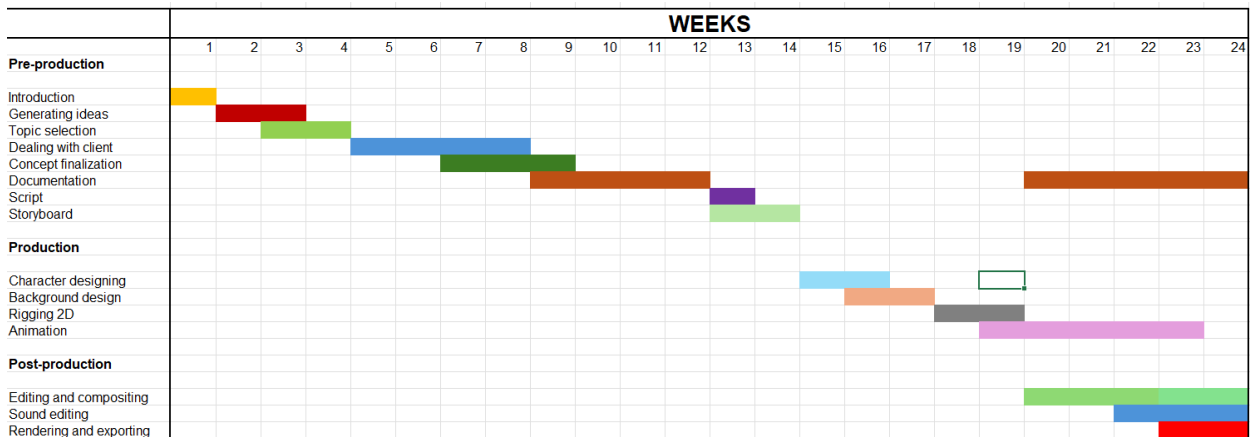
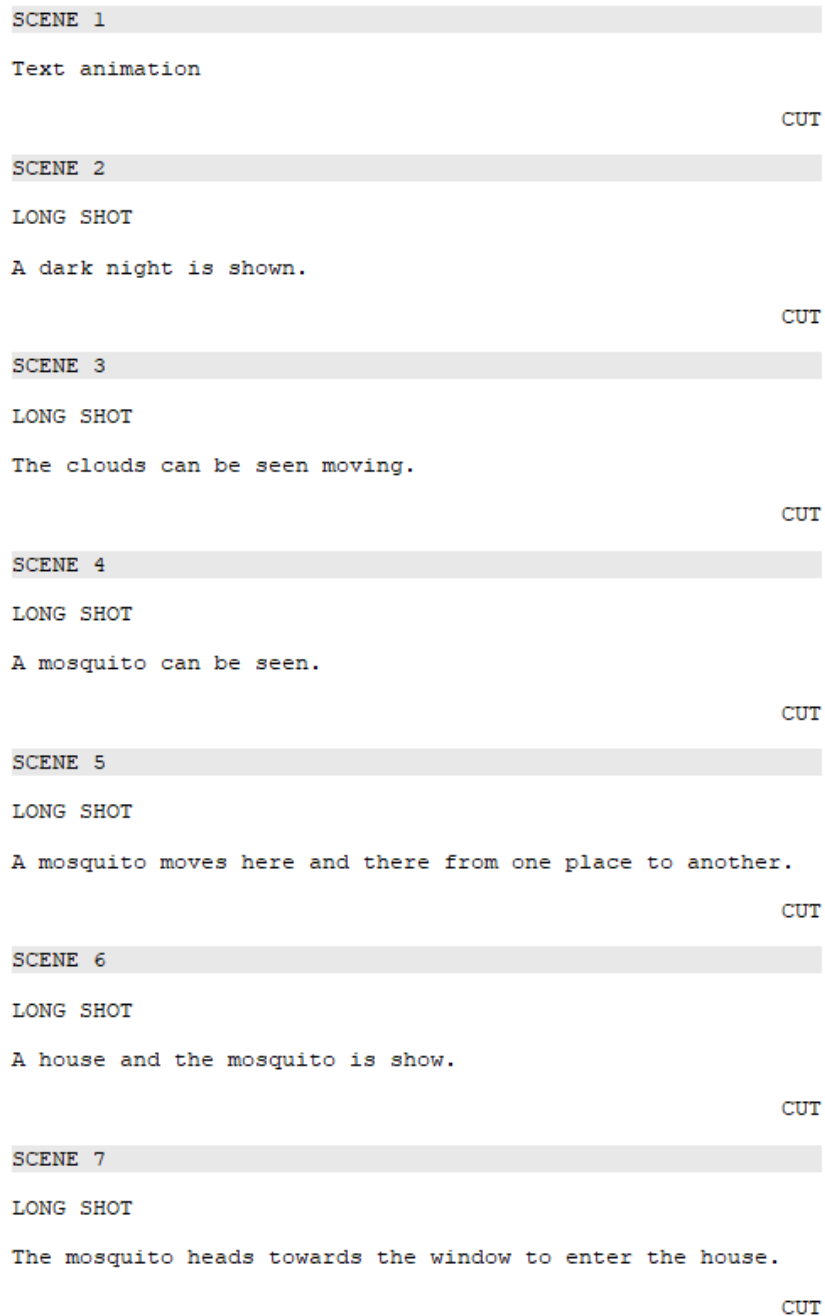


Figure 5

7. Production Phases

Pre-production

Script



SCENE 1

Text animation

CUT

SCENE 2

LONG SHOT

A dark night is shown.

CUT

SCENE 3

LONG SHOT

The clouds can be seen moving.

CUT

SCENE 4

LONG SHOT

A mosquito can be seen.

CUT

SCENE 5

LONG SHOT

A mosquito moves here and there from one place to another.

CUT

SCENE 6

LONG SHOT

A house and the mosquito is show.

CUT

SCENE 7

LONG SHOT

The mosquito heads towards the window to enter the house.

CUT

Figure 6 Script

SCENE 8

LONG SHOT

The mosquito can be seen entering the house.

CUT

SCENE 9

LONG SHOT

The mosquito heads towards the character.

CUT

SCENE 10

MEDIUM SHOT

The mosquito bites the character.

CROSS DISSOLVE

SCENE 11

LONG SHOT

A morning scene is shown.

CROSS DISSOLVE

SCENE 12

MEDIUM SHOT

A sick character can be seen with mosquito bites all over his body.

CROSS DISSOLVE

SCENE 13

LONG SHOT

Text animation with mosquito is shown.

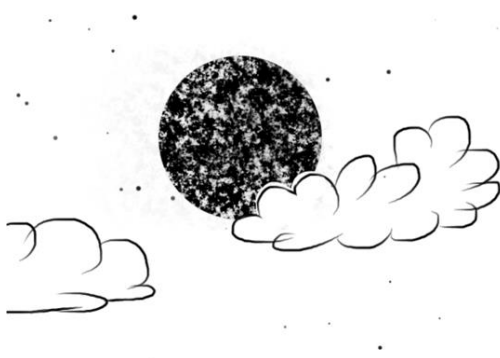
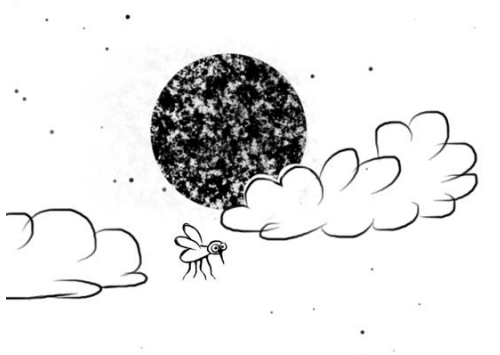
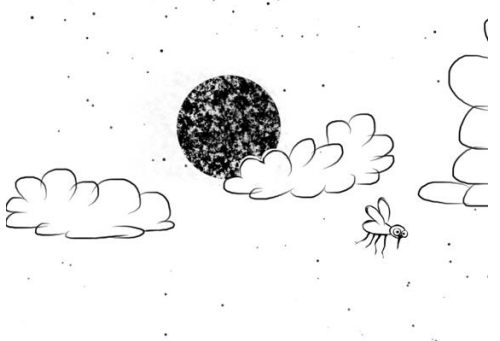
CROSS DISSOLVE

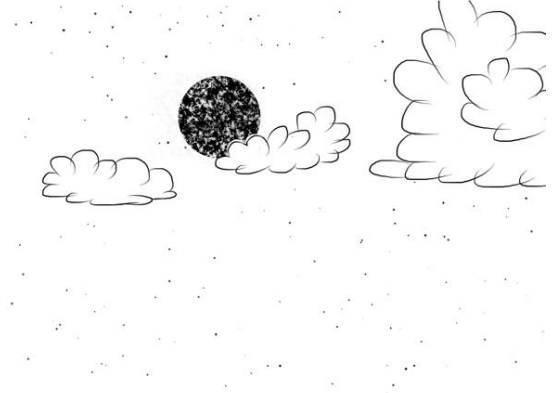

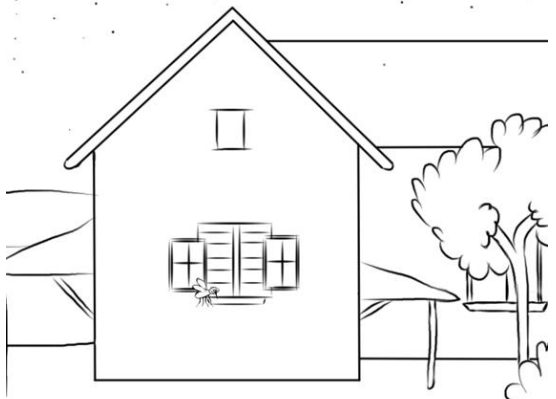

Figure 7 Script 1

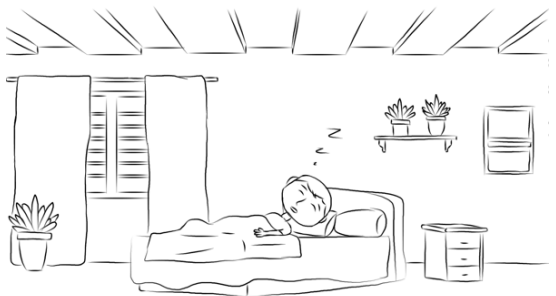


| | |
|---|----------------|
| SCENE 14 | |
| MEDIUM SHOT | |
| A mosquito net is shown. | |
| | CUT |
| SCENE 15 | |
| MEDIUM SHOT | |
| Some dirty puddles around the house is shown. | |
| | CUT |
| SCENE 16 | |
| MEDIUM SHOT | |
| Mosquito coil and mug of water is shown. | |
| | CUT |
| SCENE 17 | |
| MEDIUM SHOT | |
| Mosquito bar around the window of the house is shown. | |
| | CUT |
| SCENE 18 | |
| MEDIUM SHOT | |
| Character is shown. | |
| | CUT |
| SCENE 19 | |
| MEDIUM SHOT | |
| The character heads towards the hospital. | |
| | CROSS DISSOLVE |
| SCENE 20 | |
| LONG SHOT | |
| The hospital is shown with zooming the camera. | |
| | CUT |
| SCENE 21 | |
| Text animation | |
| | CUT |




Figure 8 Script 2





Storyboard

| | | | | | |
|---|---|---------|-----------------|-------------|---|
| <h1>Text Animation</h1> | <table><tr><td>Scene 1</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 3 sec</td></tr><tr><td>Description: Text animation</td></tr></table> | Scene 1 | Shot: Long shot | Time: 3 sec | Description: Text animation |
| Scene 1 | | | | | |
| Shot: Long shot | | | | | |
| Time: 3 sec | | | | | |
| Description: Text animation | | | | | |
|  | <table><tr><td>Scene 2</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 2 Sec</td></tr><tr><td>Description: A dark night is shown.</td></tr></table> | Scene 2 | Shot: Long shot | Time: 2 Sec | Description: A dark night is shown. |
| Scene 2 | | | | | |
| Shot: Long shot | | | | | |
| Time: 2 Sec | | | | | |
| Description: A dark night is shown. | | | | | |
|  | <table><tr><td>Scene 3</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 2 Sec</td></tr><tr><td>Description: The clouds can be seen moving.</td></tr></table> | Scene 3 | Shot: Long shot | Time: 2 Sec | Description: The clouds can be seen moving. |
| Scene 3 | | | | | |
| Shot: Long shot | | | | | |
| Time: 2 Sec | | | | | |
| Description: The clouds can be seen moving. | | | | | |
|  | <table><tr><td>Scene 4</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 2 Sec</td></tr><tr><td>Description: A mosquito can be seen.</td></tr></table> | Scene 4 | Shot: Long shot | Time: 2 Sec | Description: A mosquito can be seen. |
| Scene 4 | | | | | |
| Shot: Long shot | | | | | |
| Time: 2 Sec | | | | | |
| Description: A mosquito can be seen. | | | | | |

| | | | | | |
|---|---|---------|-----------------|-------------|---|
|  | <table><tr><td>Scene 5</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 2 Sec</td></tr><tr><td>Description: A mosquito moves here and there from one place to another.</td></tr></table> | Scene 5 | Shot: Long shot | Time: 2 Sec | Description: A mosquito moves here and there from one place to another. |
| Scene 5 | | | | | |
| Shot: Long shot | | | | | |
| Time: 2 Sec | | | | | |
| Description: A mosquito moves here and there from one place to another. | | | | | |
|  | <table><tr><td>Scene 6</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 3 Sec</td></tr><tr><td>Description: A house and the mosquito is show.</td></tr></table> | Scene 6 | Shot: Long shot | Time: 3 Sec | Description: A house and the mosquito is show. |
| Scene 6 | | | | | |
| Shot: Long shot | | | | | |
| Time: 3 Sec | | | | | |
| Description: A house and the mosquito is show. | | | | | |
|  | <table><tr><td>Scene 7</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 2 Sec</td></tr><tr><td>Description: The mosquito heads towards the window to enter the house.</td></tr></table> | Scene 7 | Shot: Long shot | Time: 2 Sec | Description: The mosquito heads towards the window to enter the house. |
| Scene 7 | | | | | |
| Shot: Long shot | | | | | |
| Time: 2 Sec | | | | | |
| Description: The mosquito heads towards the window to enter the house. | | | | | |
|  | <table><tr><td>Scene 8</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 2 Sec</td></tr><tr><td>Description: The mosquito can be seen entering the house.</td></tr></table> | Scene 8 | Shot: Long shot | Time: 2 Sec | Description: The mosquito can be seen entering the house. |
| Scene 8 | | | | | |
| Shot: Long shot | | | | | |
| Time: 2 Sec | | | | | |
| Description: The mosquito can be seen entering the house. | | | | | |

| | | | | | |
|---|--|----------|-------------------|--------------|--|
|  | <table><tr><td>Scene 9</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 4 sec</td></tr><tr><td>Description: The mosquito heads towards the character.</td></tr></table> | Scene 9 | Shot: Long shot | Time: 4 sec | Description: The mosquito heads towards the character. |
| Scene 9 | | | | | |
| Shot: Long shot | | | | | |
| Time: 4 sec | | | | | |
| Description: The mosquito heads towards the character. | | | | | |
|  | <table><tr><td>Scene 10</td></tr><tr><td>Shot: Medium shot</td></tr><tr><td>Time: 3 sec</td></tr><tr><td>Description: The mosquito bites the character.</td></tr></table> | Scene 10 | Shot: Medium shot | Time: 3 sec | Description: The mosquito bites the character. |
| Scene 10 | | | | | |
| Shot: Medium shot | | | | | |
| Time: 3 sec | | | | | |
| Description: The mosquito bites the character. | | | | | |
|  | <table><tr><td>Scene 11</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 3 sec</td></tr><tr><td>Description: A morning scene is shown.</td></tr></table> | Scene 11 | Shot: Long shot | Time: 3 sec | Description: A morning scene is shown. |
| Scene 11 | | | | | |
| Shot: Long shot | | | | | |
| Time: 3 sec | | | | | |
| Description: A morning scene is shown. | | | | | |
|  | <table><tr><td>Scene 12</td></tr><tr><td>Shot: Medium shot</td></tr><tr><td>Time: 11 sec</td></tr><tr><td>Description: A sick character can be seen with mosquito bites all over his body.</td></tr></table> | Scene 12 | Shot: Medium shot | Time: 11 sec | Description: A sick character can be seen with mosquito bites all over his body. |
| Scene 12 | | | | | |
| Shot: Medium shot | | | | | |
| Time: 11 sec | | | | | |
| Description: A sick character can be seen with mosquito bites all over his body. | | | | | |

| | |
|---|---|
| <p>देङ्गुए बाट बाचनी उपाय हरु</p> | <p>Scene 13</p> <p>Shot: Long shot</p> <p>Time: 5 sec</p> <p>Description: Text animation with mosquito is shown.</p> |
|  | <p>Scene 14</p> <p>Shot: Medium shot</p> <p>Time: 6 sec</p> <p>Description: A mosquito net is shown.</p> |
|  | <p>Scene 15</p> <p>Shot: Medium shot</p> <p>Time: 5 sec</p> <p>Description: Some dirty puddles around the house is shown.</p> |
|  | <p>Scene 16</p> <p>Shot: Medium shot</p> <p>Time: 8 sec</p> <p>Description: Mosquito coil and mug of water is shown.</p> |

| | | | | | |
|---|---|----------|-------------------|-------------|--|
|  | <table><tr><td>Scene 17</td></tr><tr><td>Shot: Medium shot</td></tr><tr><td>Time: 8 sec</td></tr><tr><td>Description: Mosquito bar around the window of the house is shown.</td></tr></table> | Scene 17 | Shot: Medium shot | Time: 8 sec | Description: Mosquito bar around the window of the house is shown. |
| Scene 17 | | | | | |
| Shot: Medium shot | | | | | |
| Time: 8 sec | | | | | |
| Description: Mosquito bar around the window of the house is shown. | | | | | |
|  | <table><tr><td>Scene 18</td></tr><tr><td>Shot: Medium shot</td></tr><tr><td>Time: 5 sec</td></tr><tr><td>Description: Character is shown.</td></tr></table> | Scene 18 | Shot: Medium shot | Time: 5 sec | Description: Character is shown. |
| Scene 18 | | | | | |
| Shot: Medium shot | | | | | |
| Time: 5 sec | | | | | |
| Description: Character is shown. | | | | | |
|  | <table><tr><td>Scene 19</td></tr><tr><td>Shot: Medium shot</td></tr><tr><td>Time: 5 sec</td></tr><tr><td>Description: The character heads towards the hospital.</td></tr></table> | Scene 19 | Shot: Medium shot | Time: 5 sec | Description: The character heads towards the hospital. |
| Scene 19 | | | | | |
| Shot: Medium shot | | | | | |
| Time: 5 sec | | | | | |
| Description: The character heads towards the hospital. | | | | | |
|  | <table><tr><td>Scene 20</td></tr><tr><td>Shot: Long shot</td></tr><tr><td>Time: 5 sec</td></tr><tr><td>Description: The hospital is shown with zooming the camera.</td></tr></table> | Scene 20 | Shot: Long shot | Time: 5 sec | Description: The hospital is shown with zooming the camera. |
| Scene 20 | | | | | |
| Shot: Long shot | | | | | |
| Time: 5 sec | | | | | |
| Description: The hospital is shown with zooming the camera. | | | | | |

| | |
|-----------------------|-----------------------------|
| Text Animation | Scene 21 |
| | Shot: Long shot |
| | Time: 3 Sec |
| | Description: Text animation |

Production

Designing

Designing the character is a crucial part of animation where the character play a vital role in portraying the message.

Layout

Pre-designing the background layout prior to initiating the animation process is a crucial step in the development of immersive settings. (toonz, n.d.)

Rigging

This is the important step in the development of animation where the characters are rigged to its key frame animation.

Animation

This technique consists of creating the postures and movements necessary to record the performance of the character when animating. The keyframes are the starting point, maintaining the most important times and intervals (toonz, n.d.).

Post-production

Editing

In the last stages, the animation is edited to improve the timing, pace, and general narrative flow of the story. The editor closely collaborates with the creative group in order to finesse the animation so that each scene transitions smoothly and effectively. (toonz, n.d.)

Sound

The use of sound design is very crucial in furthering narration. Sound designers make and incorporate the sound effects, ambient sounds, and background scores to give the full immersive listening experience. Music and background score in animation are very important features that add richness to storyline and create emotions. (toonz, n.d.)

Rendering

After all final visual and audio edits are completed, the whole animation is played out. This allows the team to view the animation in totality and select any problems or inconsistencies that need fixing. It is a final quality check prior to the animation being ready for rendering. (toonz, n.d.)

8. Resources

Software used

- Fire Alpaca
- Adobe Illustrator
- Adobe After Effects
- Adobe Premier Pro
- Toon boom
- Excel

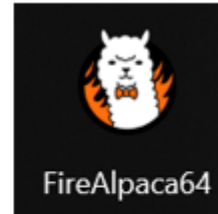
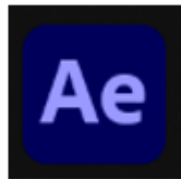


Figure 9 Software

Hardware used

- **Laptop**

Processor: 11th Gen Intel(R) Core (TM) i7-11800H @ 2.30GHz 2.30 GHz

Graphics card: NVIDIA GeForce RTX 3070 Laptop GPU

RAM: 16GB

- **Graphic tablet**



Figure 10 (Gadgets house nepal, n.d.)

Used for designing backgrounds, characters and colouring it.

Website used

- YouTube
- Pixabay
- Pinterest



Figure 11 Websites

9. User Testing & Findings

What was your first impression of the video?

 Copy chart

15 responses

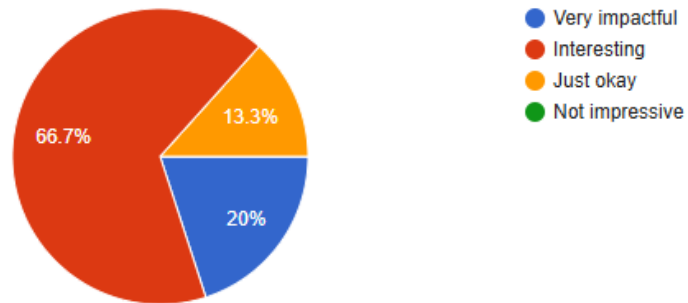


Figure 12

Was the message of the video clear and understandable?

 Copy chart

15 responses

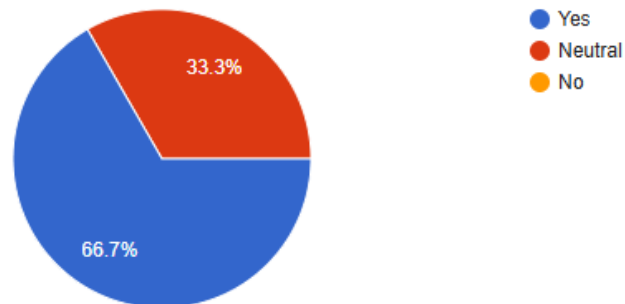


Figure 13

How useful was the information shared in the video?

15 responses

 [Copy chart](#)

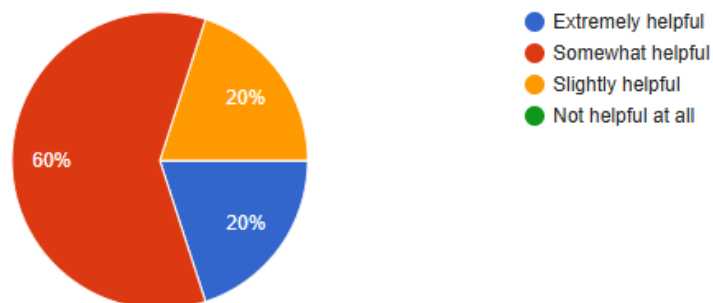


Figure 14

Was the language used in the video easy to understand?

15 responses

 [Copy chart](#)

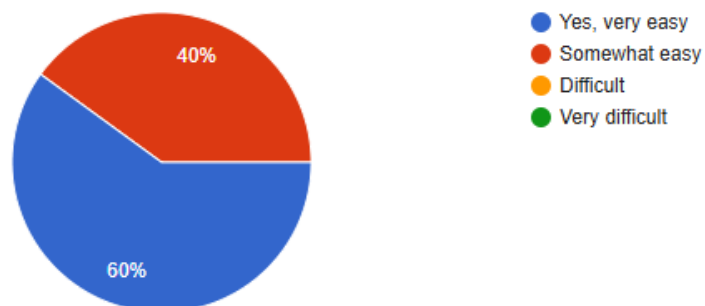


Figure 15

How appealing did you find the animation and visual design?

 [Copy chart](#)

15 responses

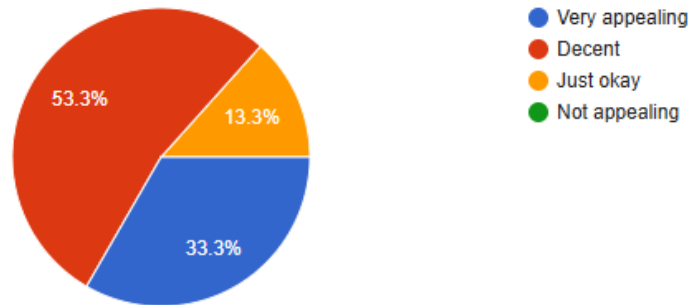


Figure 16

What's your opinion on the voiceover and background sound?

 [Copy chart](#)

15 responses

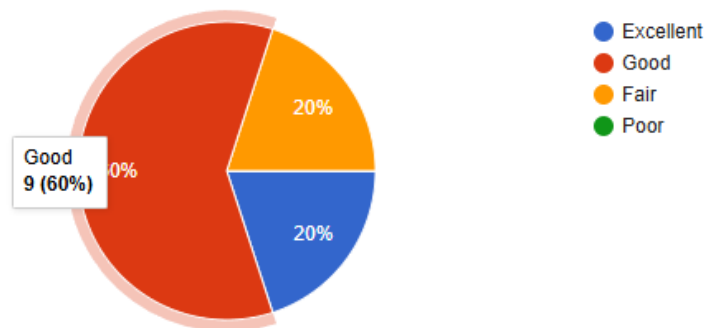


Figure 17

Do you feel more informed after watching the video?

 [Copy chart](#)

15 responses

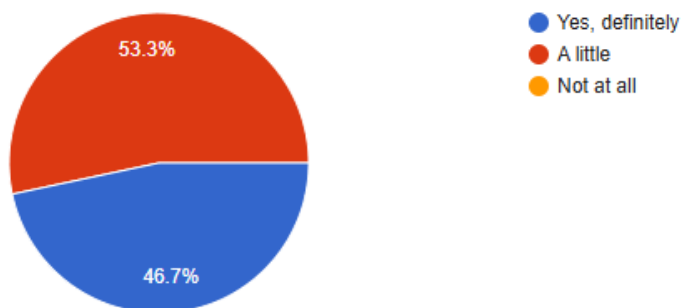


Figure 18

How creative or unique did you find the animation concept?

 Copy chart

15 responses

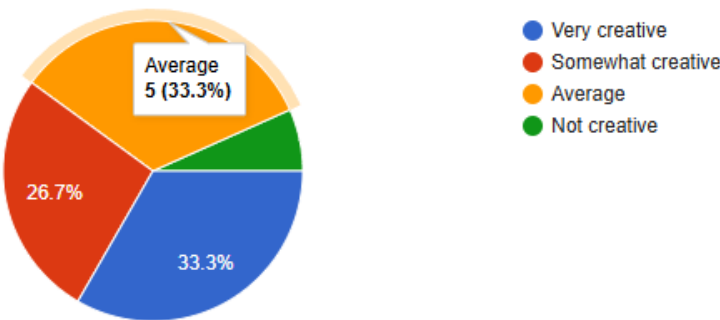


Figure 19

Are you likely to take preventive actions after watching the video?

 Copy chart

15 responses

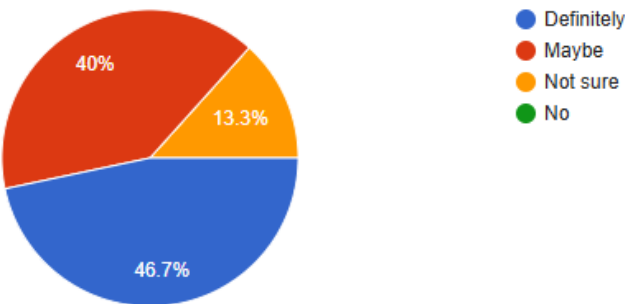


Figure 20

Would you be interested in watching similar videos in the future?

 Copy chart

15 responses

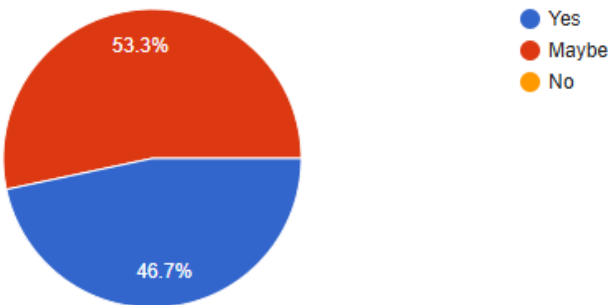


Figure 21

10. Conclusion

In this assignment, students must focus on a single topic and demonstrate their knowledge and skills acquired during the year. So, for my DMP project, I chose to create an awareness cartoon movie. This documentation covers the research, client acquisition, pre-production, production, and post-production phases. It also comprises user testing and surveys, followed by a conclusion.

As a result, this project was finished effectively by creating an animated awareness movie to educate people about the disease 'Dengue'. The documentation included all aspects of the project, including research, manufacturing phases, software utilized, customer approval, and tools and designs for the final product. The animated film also provides messages regarding symptoms and prevention methods in an instructive and entertaining manner, assisting in successfully teaching the targeted audiences.

Finally, I'd like to thank my internal and external supervisors, Mr. Bijay Shakya sir and Ms. Aarsha Maharjan ma'am, for their direction and assistance during the project.

11. References

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12. Appendix

Gantt Chart

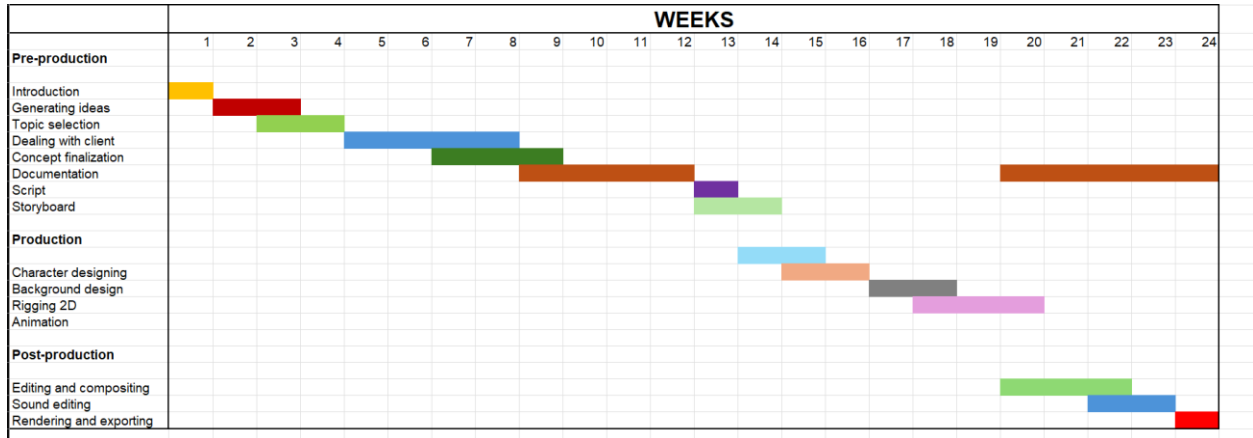


Figure 22 gantt chart

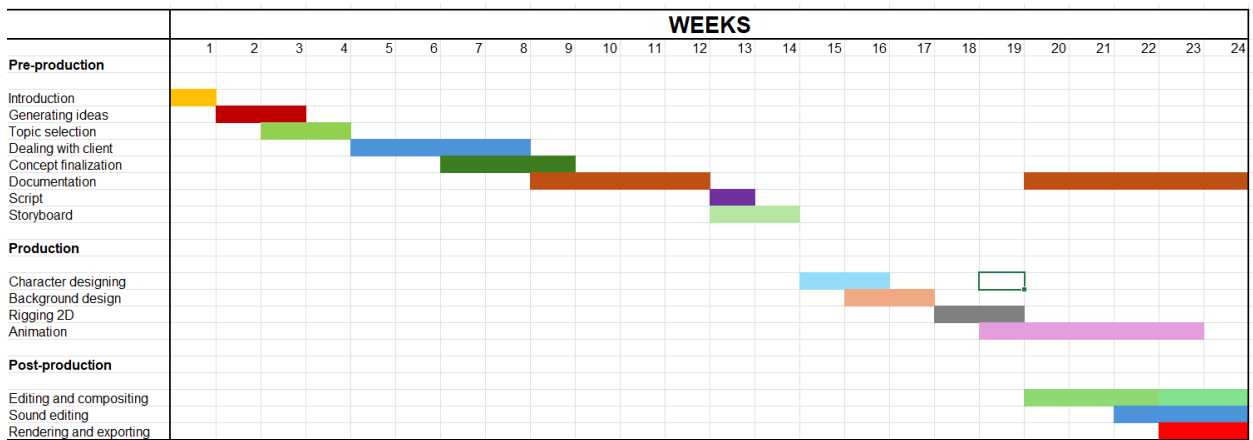


Figure 23 Gantt chart 2

Approval letter



December 15, 2024

To,
The Ward President,
Kathmandu Metropolitan City (Ward No.11),
Babarmahal, Kathmandu.

I am writing this letter on behalf of **Mr. Roman Shrestha**. He is currently a final year student of **BSc (Hons) Multimedia Technologies** at Islington College. As a part of his **Digital Media Project**, he is going to prepare an awareness animation video on the topic 'Dengue'. For the same, he needs to conduct research and collect information from your organization.

I would like to humbly request you to assist him by providing the required permissions which will help him complete his project. Please assure him of his rights, permissions and approvals. I assure you that the information collected for the project will be used for academic purposes only and will be kept confidential. If the information is to be used in public capacity, we will first seek your approval.

Should there be any queries regarding this matter, please do not hesitate to contact me at sauharda.thapa@islingtoncollege.edu.np.

Thank you.

Sauharda Thapa
Manager, Student Services



Islington College Pvt. Ltd.
9 Kamal Marg, Kamal Pokhari, Kathmandu, Nepal
☎ +977 1 4412929 | 4420054
✉ info@islington.edu.np
🌐 islington.edu.np



Figure 24 college letter



काठमाडौं महानगरपालिका
नगर कार्यपालिकाको कार्यालय
श्री मन्दानगन्ध्यात्रिका आश्रम

११ वडा कार्यालय

बबरमहल काठमाडौं, बागमती प्रदेश, नेपाल

प.सं २०८१/०८२

च.नं. १०४५



मिति: २०८१/०९/०७

नेपाल संवत् १९४५, चिन्ताश्रम, सप्तमि

श्री रोमन श्रेष्ठ

का.म.पा. ११ काठमाडौं ।

विषय: अनुमति बारे ।

उपरोक्त सम्बन्धमा यस का.म.पा. ११ वडामा तपाइले मिति २०८१/०९/०७ गते मा पेश गरेको निवेदन अनुसार तपाइको अध्ययन अनुसन्धानमा रहेको Prepare an awareness animation Video on the topic "Dangue". बारेमा अध्ययन अनुसन्धानको लागि सिफारिस गरिदिनुहुन भनी निवेदन प्राप्त भएकोले तपाइको अनुसन्धान कार्यका गर्न अनुमति प्रदान गरिएको व्यहोरा जानकारी गराइन्छ ।

हिरालाल तण्डुकार

वडा अध्यक्ष

हिरालाल तण्डुकार

अध्यक्ष

का.म.पा. ११ वडा कार्यालय

बबरमहल, काठमाडौं नेपाल फोन नं ०१५३६९७९९

Figure 25 client letter

Log sheet


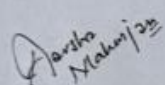
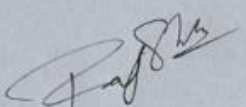
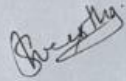
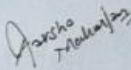
| Logbook Entry Sheet | | |
|--|--|---|
| Name: Roman Shrestha | Date: Sept 8/2024 | |
| Meeting No: 1 | End Time: 8:30 | |
| Start Time: 7:30 | | |
| Items Discussed: - Introduction about DMP Project | | |
| Achievements: - Got the idea of the project. | | |
| Problems (if any): | | |
| Tasks for the Next Meeting: - To decide project story and ideas. | | |
|  Student Signature |  External Supervisor |  Internal Supervisor |

Figure 26 Log sheet 1

| Logbook Entry Sheet | |
|---|--------------------|
| Name: Roman Shrestha. | Date: Sept 15/2024 |
| Meeting No: 2 | End Time: 8:30 |
| Start Time: 7:30 | |
| <p>Items Discussed:</p> <ul style="list-style-type: none"> - About the story of 'Dengue' an animated awareness video. - About another story of Bike commercial. <p>Achievements:</p> <p>Problems (if any):</p> <p>Tasks for the Next Meeting:</p> <ul style="list-style-type: none"> - To research proposal about the story and to make a draft of it. | |


Student Signature


External Supervisor



Internal Supervisor

Figure 27 Log sheet 2

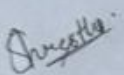
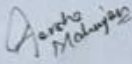

| Logbook Entry Sheet | |
|--|--|
| Name: Roman Shrestha | Date: Sept 22 / 2021 |
| Meeting No: 3 | End Time: 8:45 am |
| Start Time: 7:45 am | |
| <p>Items Discussed:</p> <ul style="list-style-type: none"> - The project can either be research based or client based. | |
| <p>Achievements:</p> <ul style="list-style-type: none"> - Fixed the story of 'Dengue' for the project. | |
| <p>Problems (if any):</p> | |
| <p>Tasks for the Next Meeting:</p> <ul style="list-style-type: none"> - To decide the project will be research based or client based. | |
|  Student Signature |  External Supervisor |
|  Internal Supervisor | |

Figure 28 Log sheet 3


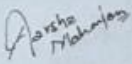

| Logbook Entry Sheet | | |
|---|---|--|
| Name: Roman Shreytha | Date: Sept 29/2021 | |
| Meeting No: 4 | End Time: 8:45 am | |
| Start Time: 7:45 am | | |
| <p>Items Discussed:</p> <ul style="list-style-type: none"> - About the project in detail - The project will be based on client <p>Achievements:</p> <ul style="list-style-type: none"> - The project will be based on client <p>Problems (if any):</p> <p>Tasks for the Next Meeting:</p> <ul style="list-style-type: none"> - To research from three related videos of the disease. | | |
|  _____ Student Signature |  _____ External Supervisor |  _____ Internal Supervisor |

Figure 29 Log sheet 4

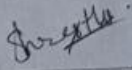
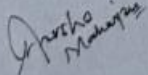
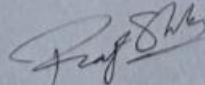
| Logbook Entry Sheet | |
|--|---|
| Name: Roman Shrestha | Date: Nov 10/2024 |
| Meeting No: 5 | End Time: 8:45am |
| Start Time: 8:00 am | |
| <p>Items Discussed:</p> <ul style="list-style-type: none"> - About the recommendation letter provided by the college | |
| <p>Achievements:</p> <ul style="list-style-type: none"> - Prepared reference videos related to the disease. | |
| <p>Problems (if any):</p> | |
| <p>Tasks for the Next Meeting:</p> <ul style="list-style-type: none"> - To start final product review about the three videos that have been researched. | |
|  Student Signature |  External Supervisor |
| |  Internal Supervisor |

Figure 30 Log sheet 5


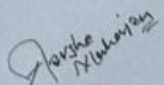

| Logbook Entry Sheet | |
|---|--|
| Name: Roman Shrestha | Date: Nov 24/2024 |
| Meeting No: 6 | End Time: 8:45 am |
| Start Time: 8:00 am | |
| <p>Items Discussed:</p> <ul style="list-style-type: none"> - About approaching the client according to the project title with the recommendation letter. <p>Achievements:</p> <ul style="list-style-type: none"> - About the documentation requirement. <p>Problems (if any):</p> <ul style="list-style-type: none"> - The client did not approved. <p>Tasks for the Next Meeting:</p> <ul style="list-style-type: none"> - To start documentation roughly. | |
|  Student Signature |  External Supervisor |
|  Internal Supervisor | |

Figure 31 Log sheet 6

| Logbook Entry Sheet | |
|---|--------------------------|
| Name: <u>Romon Shrestha</u> | Date: <u>Dec 1/2024</u> |
| Meeting No: <u>7</u> | End Time: <u>8:45 am</u> |
| Start Time: <u>8:00 am</u> | |
| <p>Items Discussed:</p> <ul style="list-style-type: none"> - About the client problem. - Review General idea of literature review. | |
| <p>Achievements:</p> <ul style="list-style-type: none"> - Got ideas for product review. | |
| <p>Problems (if any):</p> | |
| <p>Tasks for the Next Meeting:</p> <ul style="list-style-type: none"> - To approach another client. | |

Shrestha

Student Signature

Arish Malik

External Supervisor

Roman Shrestha

Internal Supervisor

Figure 32 Log sheet 7

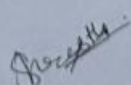
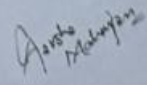

| Logbook Entry Sheet | |
|--|---|
| Name: Roman Shrestha | Date: Dec 8 / 2024 |
| Meeting No: 8 | End Time: 8:45 am |
| Start Time: 8:00 am | |
| <p>Items Discussed:</p> <ul style="list-style-type: none"> - About the story and awareness video - About animation of characters. <p>Achievements:</p> <ul style="list-style-type: none"> - Another client has been fixed. <p>Problems (if any):</p> <p>---</p> <p>Tasks for the Next Meeting:</p> <ul style="list-style-type: none"> - To add more topic on literature review. | |
|  Student Signature |  External Supervisor |
| |  Internal Supervisor |

Figure 33 Log sheet 8


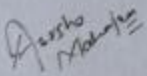

| Logbook Entry Sheet | |
|---|---|
| Name: Roman Shrestha | Date: Dec 15/2024 |
| Meeting No: 9 | End Time: 8:45 am |
| Start Time: 8:00 am | |
| <p>Items Discussed:</p> <ul style="list-style-type: none"> - About writing the documentation in detail | |
| <p>Achievements:</p> <ul style="list-style-type: none"> - Finalized the product review. | |
| <p>Problems (if any):</p> | |
| <p>Tasks for the Next Meeting:</p> <ul style="list-style-type: none"> - To add more sentences in documentation. - To prepare a Gantt chart. | |
|  Student Signature |  External Supervisor |
| |  Internal Supervisor |

Figure 34 Log sheet 9


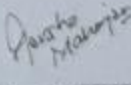
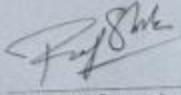
| Logbook Entry Sheet | |
|---|---|
| Name: Roman Shrestha | |
| Meeting No: 10 | Date: Dec 22/2024 |
| Start Time: 8:00 am | End Time: 9:00 am |
| <p>Items Discussed:</p> <ul style="list-style-type: none"> - Reviewed the documentation to add some final touch. - Minimizing the words counts. <p>Achievements:</p> <ul style="list-style-type: none"> - Ideas for literature review <p>Problems (if any):</p> <p>Tasks for the Next Meeting:</p> <ul style="list-style-type: none"> - To finalize the documentation - To add the references properly. | |
|  Student Signature |  External Supervisor |
| |  Internal Supervisor |

Figure 35 Log sheet 10

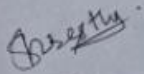
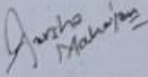
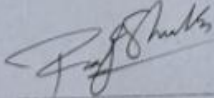
| Logbook Entry Sheet | | |
|--|--|---|
| Name: Roman Shrestha | Date: Dec 29/2024 | |
| Meeting No: 11 | End Time: 9:00 am | |
| Start Time: 8:00 | | |
| Items Discussed: <ul style="list-style-type: none">- Documentation got finalized.- Suggested some correction. | | |
| Achievements: <ul style="list-style-type: none">- Proposal finalized. | | |
| Problems (if any): | | |
| Tasks for the Next Meeting: <ul style="list-style-type: none">- Correction on some topic of documentation. | | |
|  Student Signature |  External Supervisor |  Internal Supervisor |

Figure 36 Log sheet 11

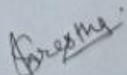
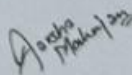

| Logbook Entry Sheet | |
|--|---|
| Name: <u>Roman Shrestha</u> | Date: <u>Jan 5/2025</u> |
| Meeting No: <u>12</u> | End Time: <u>9:00 am</u> |
| Start Time: <u>8:15 am</u> | |
| <p>Items Discussed:</p> <p style="margin-left: 20px;">- Proposal got finalized.</p> <p>Achievements:</p> <p style="margin-left: 20px;">- Documentation finalized</p> <p>Problems (if any):</p> <p>Tasks for the Next Meeting:</p> | |
|  <hr style="width: 100%;"/> Student Signature |  <hr style="width: 100%;"/> External Supervisor |
|  <hr style="width: 100%;"/> Internal Supervisor | |

Figure 37 Log sheet 12

week 17

Logbook Entry Sheet

Name: Roman Shrestha

Meeting No: 13

Date: 2025/5/10

Start Time: 8 am

End Time: 9 am

Items Discussed:

- Discussed about the concept.
- Discussed about some arts for animation.

Achievements:

- Some scenes are illustrated.

Problems (if any):

Tasks for the Next Meeting: To complete storyboarding and arts.

Student Signature

External Supervisor

Internal Supervisor

Figure 38 Log sheet 13

Week 19

Logbook Entry Sheet

Name: Roman Shrestha.

Meeting No: 14

Date: 2025/3/17

Start Time: 8am

End Time: 9am

Items Discussed: Discussed about the storyboarding concept and drawings.

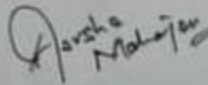
Achievements:

Problems (if any):

Tasks for the Next Meeting: To make a better storyboard.



Student Signature



External Supervisor



Internal Supervisor

Figure 39 Log sheet 14

Week 20

Logbook Entry Sheet

Name: Roman Shrestha

Meeting No: 2015

Date: March 24/2025

Start Time: 8:00 am

End Time: 9:00 am

Items Discussed:

- Discussed about storyboard only
- Discussed about some scenes and to be corrected.

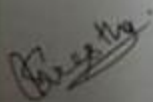
Achievements:

- Got ideas for storyboarding.

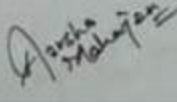
Problems (if any):

Tasks for the Next Meeting:

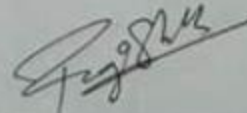
- To add two more scenes of dengue remedies.



Student Signature



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Figure 40 Log sheet 15

Week 21

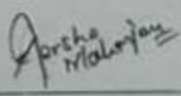
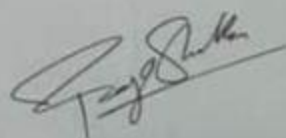
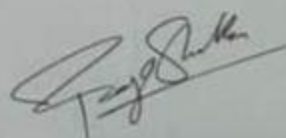
| Logbook Entry Sheet | |
|--|-----------------------|
| Name: Roman Shrestha | Date: March 31 / 2025 |
| Meeting No: 16 | End Time: 9:00 am |
| Start Time: 8:00 am | |
| Items Discussed: <ul style="list-style-type: none">- Discussed about some night scenes.- Discussed about animatics | |
| Achievements: <ul style="list-style-type: none">- Animatics finalized | |
| Problems (if any): | |
| Tasks for the Next Meeting: <ul style="list-style-type: none">- To make character and touch some scenes. | |
| <hr style="border: 0; border-top: 1px solid black; margin-bottom: 5px;"/> <div style="display: flex; justify-content: space-between;"><div style="width: 30%; text-align: center;"> Student Signature</div><div style="width: 30%; text-align: center;"> External Supervisor</div><div style="width: 30%; text-align: center;"> Internal Supervisor</div></div> | |

Figure 41 Log sheet 16

Week 22

Logbook Entry Sheet

Name: Roman Shrestha

Meeting No: 17

Date: 7 April 2025

Start Time: 8:00 am

End Time: 9:00 am

Items Discussed:

- Discussed about characters and animation

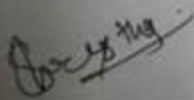
Achievements:

- Animatics done.

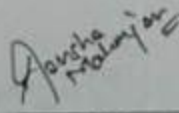
Problems (if any):

Tasks for the Next Meeting:

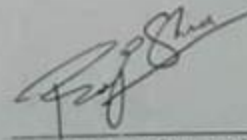
- To try rigging in the characters.



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Figure 42 Log sheet 17

Logbook Entry Sheet

Name: Roman Shrestha

Meeting No: 18

Date: 22 April / 2025

Start Time: 8:00 am

End Time: 9:00 am

Items Discussed:

- Discussed about character rigging and documentation

Achievements:

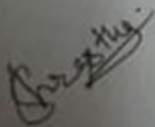
- Character finalized
- Mosquito finalized.

Problems (if any):

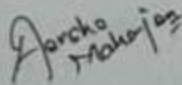
- Toon boom not working.

Tasks for the Next Meeting:

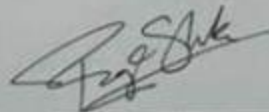
- Try rigging in other effects.



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Figure 43 Log sheet 18

Logbook Entry Sheet

Name: Ronan Shrestha.

Meeting No: 19

Date: 29 April/2025

Start Time: 8:00 am

End Time: 9:00 am.

Items Discussed:

— Discussed about documentation finalization.

Achievements:

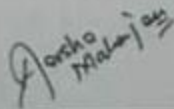
— Rigging completed.

Problems (if any):

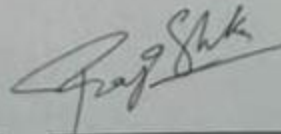
Tasks for the Next Meeting:



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Figure 44 Log sheet 19