



SM6P07NI Digital Media Project

20% Research and Proposal

2024-2025 Autumn

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Assignment Due Date: January 8, 2025

Assignment Submission Date: January 8, 2025

Word Count: 2485

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Abstract

This project, titled “The Tale of Dhon Cholecha: A Newari Folklore”; is a 3D animated short story that brings life to a traditional folkore. The narrative revolves around theme of kindness, empathy and consequences of greed set against the culturally rich backdrop of Newari architecture and traditions.

This documentation outlines the research and inspiration behind the project including a literature review of storytelling techniques, model reference and product reviews of similar projects. This documentation also includes a project proposal section, this section encompasses the project title; where the working title of the project is given, research question, treatment; where genre, tone, tagline and target audience and user experience is defined, resources needed; where softwares, hardwares, skills required and the time framing is properly defined, contribution of others where the entities directly involved with the project were defined and finally ending with the evaluation and testing plans.

Table of Contents

Abstract.....	
Table of Figures:	
Section A: Research.....	
1. Introduction.....	1
2. Literature Review.....	2
2.1. Visual Storytelling:.....	2
2.2. Freytag's Pyramid of Storytelling:.....	2
2.3. Shot Composition:.....	3
2.4. Cultural and Historical Symbolism Integration.....	5
3. Product Review	7
3.1. Married Montage from Up	7
3.2. The Hanging Stranger: A Short Animatic	8
3.3. Spring – Blender Open Movie	9
4. Summary and Conclusions.....	10
Section B: Project Proposal.....	
1. Project Title.....	11
2. Research Question.....	12
3. Treatment	13
3.1. Genre:	13
3.2. Tone:	13
3.3. Tagline (moral):	13
3.4. Target Audience:	13
3.5. User Experience:.....	13
4. Resources	14

4.1. Software:	14
4.2. Hardware:.....	14
4.3. Time Framing:	15
4.4. Skills Required:	15
5. Contribution of Others	16
6. Evaluation & Testing.....	17
6.1. Sprint Reviews:	17
6.2. Asset Quality Check:	17
6.3. Animatics Testing:	17
6.4. Rendering and Technical Testing:.....	17
6.5. Audio Testing:	17
6.6. Peer and Supervisor Review:	17
6.7. Survey:	17
References	18
Bibliography	20
Appendix	22

Table of Figures:

Figure 1 Rule of Third (Rear Window, 1954)	3
Figure 2 Balance and Symmetry (Moonrise Kingdom, 2012)	4
Figure 3 Leading Lines.....	4
Figure 4 Depth of Field (cmotion, n.d.)	5
Figure 5 Patis-traditional resting place Blueprint (Korn, 1976)	6
Figure 6 Bahals - Courtyards	6
Figure 7 Traditional Newari Houses (ISET - Nepal, n.d.)	6
Figure 8 Product Review 1 (Up, 2009)	7
Figure 9 Product Review 2 (The Hanging Stranger: A Short Animatic, 2019)	8
Figure 10 Product Review 3 (Spring - Blender Open Review, 2019)	9
Figure 11 Some Concept Art.....	11
Figure 12 Gantt Chart – Planned	15
Figure 13 Proposal Letter	23
Figure 14 Concept Story	25
Figure 15 Storyline Concept Art	26
Figure 16 Character Concept Art	26
Figure 17 Mood board	27
Figure 18 Log Sheets	41

Section A: Research

1. Introduction

Khicha Studio is an independent 2D and 3D animation studio centred in Kathmandu, Nepal established on 2021 A.D. This studio was founded by a group of friends. Khicha studio in its early days was a brand designing studio designing logos and websites for various clients but slowly it transitioned towards art and animation because the founders follow on their passion of creating art and story telling through animation.

Mr. Sahas Shakya's DMP project will be a 3D animated video that prioritizes world-building with a historically accurate Newari and medieval Nepal architectural and environmental setting. The plan is to tell a story known by the locals but not in the mainstream media. Taking references from tales and stories passed down through generations by word of mouth, Mr. Shakya would like to integrate world development, the story, and the emotions individuals felt when hearing these stories for the first time into the video. To achieve the desired result and produce a desirable video he plans to follow scrum methodology where the client as well as Mr. Shakya himself are the product owner, the supervisors will be the scrum master and Mr. Shakya again will act as the scrum development team.

He plans to use various software during various stages of the project. For planning, scheduling and work division stage of the project he plans to use application like Trello, Notion and TeamGantt. For initial environmental designs he plans to use Photoshop and Illustrator to represent his ideas visually. For the production stage he plans to use Maya for modelling, rigging and animation, Substance Painter, Marvelous Designer for cloth simulations, and possibly Unreal Engine for world building and look developing.

2. Literature Review

2.1. Visual Storytelling:

Visual Storytelling is a creative artform of using visual imagery to tell a story. Visual storytelling is a great tool to capture the attention of one's audience, convey surface level narratives and even deeper underlying themes and narratives. (Shorthand, n.d.)

Good storytelling involves engaging the audience by relying on composition, movement and symbolism to deliver meaning.

There are several techniques to create a good composition, some of them are:

- **Good Storyboarding.**
- **Timing and Pacing**
- **Feedback and Iterative Workflow**

2.2. Freytag's Pyramid of Storytelling:

Freytag's Pyramid is a narrative structure of storytelling that breaks down the story into five distinct sections:

- **Exposition:** Sets up the setting of the story, as well as the main characters and the atmosphere.
- **Rising Action:** The story builds up towards a central conflict by placing obstacles in the path of the protagonist.
- **Climax:** The turning point of the narrative, this stage foreshadows the fate of the character.
- **Falling Action:** Foreshadows the outcome of the story. The conflict between the protagonist and the antagonist will reach a conclusion.
- **Denouement:** This is the resolution and conclusion part or the moment of catastrophe. (Master Class, 2023)

2.3. Shot Composition:

Composition refers to the way elements in a scene are arranged in a camera frame. Shot composition refers to the arrangement elements in such a way that it conveys a meaningful message. (backstage staff, 2023)

There are several elements needed for a good composited shot, some of them are:

- **The Rule of Thirds:**

Rule of Third is the most common camera framing technique used in filming and photography. A three by three grid imaginary grid is to be followed for this type of composition. This rule says that the subject in the frame should be placed in such a way that it lies on the intersecting lines.

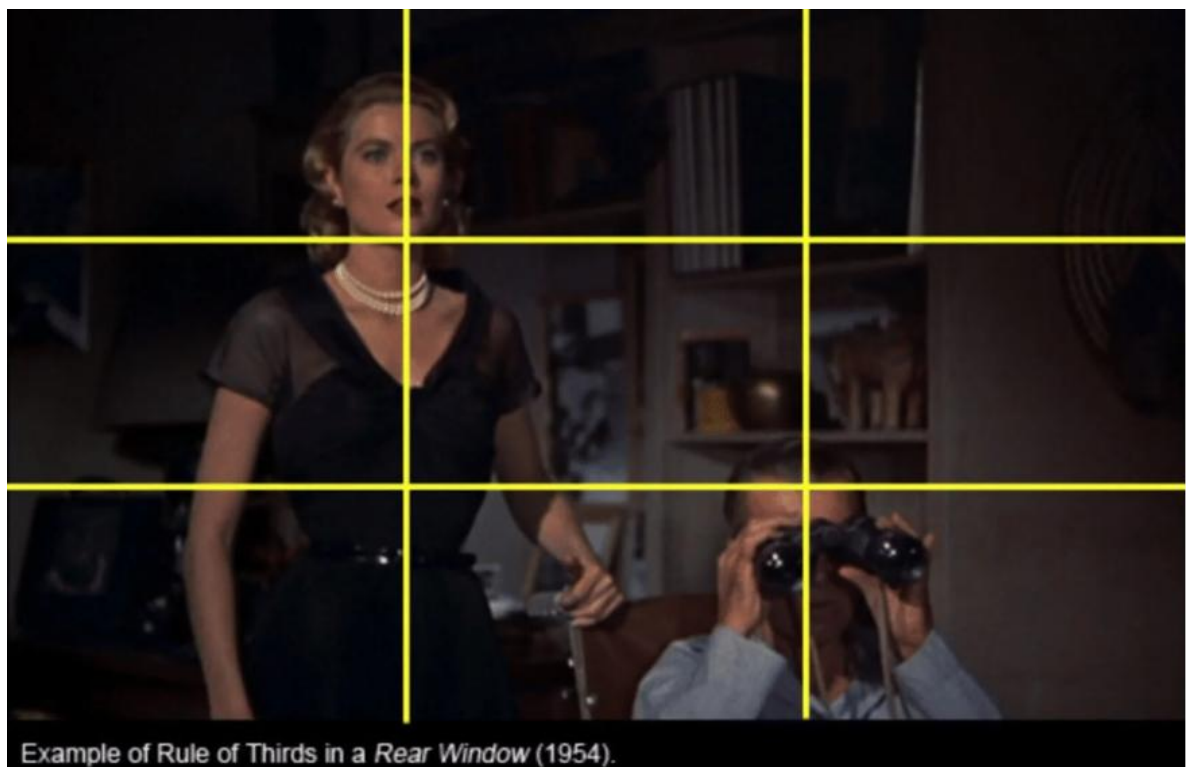


Figure 1 Rule of Third (Rear Window, 1954)

This is an example of a shot composition where rule of third is followed by keeping the two subjects in the scene where the lines intersect.

- **Balance and Symmetry:**

Shooting a perfectly symmetrical shot, breaking the rule of thirds is also common technique in filmmaking, it is generally done to gather to viewers attention. Artists used this technique to direct the viewer's attention to a specific place in the shot. (Issaquah Schools Foundation, n.d.)



Wes Anderson's uses Strict Symmetry in Moonrise Kingdom

Figure 2 Balance and Symmetry (Moonrise Kingdom, 2012)

This is an example of Balance and Symmetry made famous by the director Wes Anderson in his movies, this shot above perfectly demonstrates how a symmetrical shot shoot be framed.

- **Leading lines:**

Leading lines literally means visual lines in the frame that lead the eye to the key elements in the scene. Cinematographers use this technique to direct viewer's eye to an essential element or situation in the frame.



Lou framing both his and our shot

Figure 3 Leading Lines

The image above depicts an example of leading lines, here the lines of the edge of the road are leading towards the cars in the scene.

- **Depth of Field:**

Depth of Field can generally be defined as the area of sharpness in the scene. Depth of Field can be managed by changing the aperture of the camera. By controlling the DoF filmmakers can emphasize certain elements in the scene while simultaneously deemphasizing and blurring other elements.



Figure 4 Depth of Field (cmotion, n.d.)

In this scene the actor is in focus while the background is kept out of focus, making an emphasis on the actor.

2.4. Cultural and Historical Symbolism Integration

Newari culture offers a rich variety of folklore, art, architecture and beliefs. These elements are integral part of narrative style and aesthetic appeal of Newari storytelling. Incorporating these elements into the project allows for a more visually immersive experience.

- **Symbolism:**

Newari folklores often integrates superstitions that can act as metaphors for storytelling. For instance: Upside down shoes generally symbolizes bad omen, black crows symbolizes tragedy, elements like these can be integrated into the background.

- **Newari Architecture and Environment:**

Newari style architecture mostly characterized by bricks and wood construction are iconic to the medieval Kathmandu setting. In addition to these incorporating shrines, resting places called patis and courtyard spaces can add into the storytelling aspect in the desired backdrop.

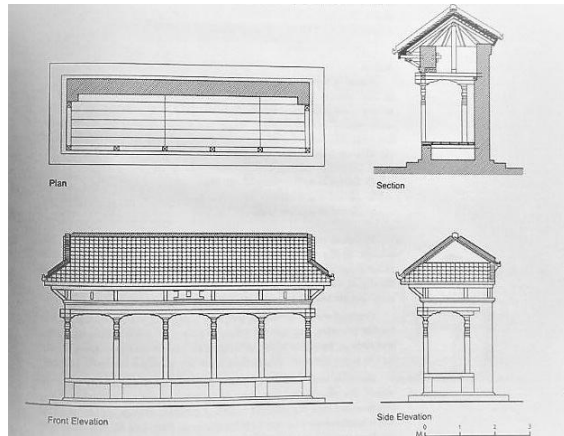


Figure 5 Patis-traditional resting place Blueprint (Korn, 1976)

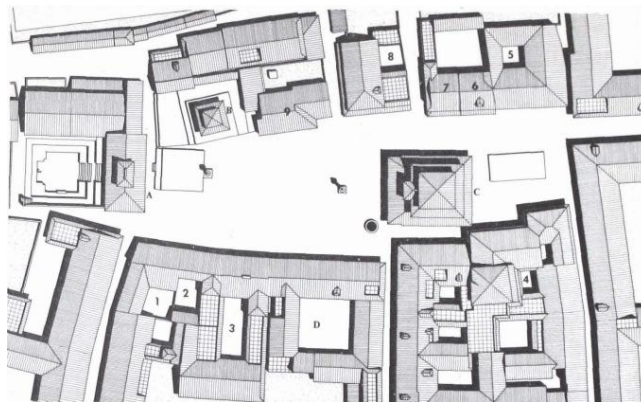


Figure 6 Bahals - Courtyards

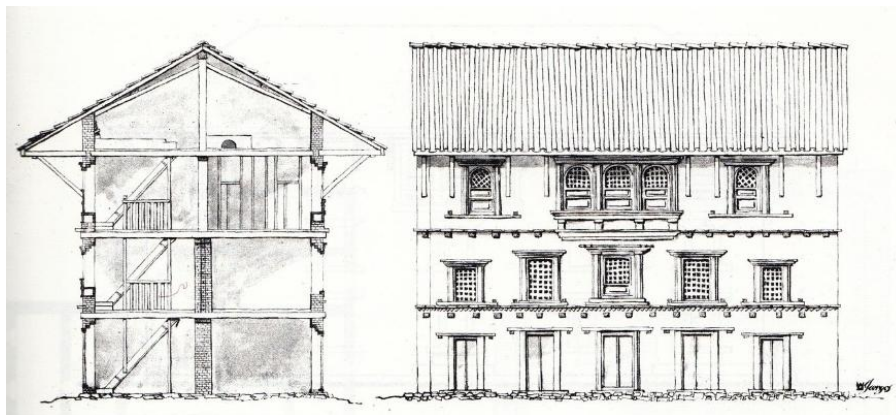


Figure 7 Traditional Newari Houses (ISET - Nepal, n.d.)

These are some of the references that were collected for creating the environment for the project.

3. Product Review

3.1. Married Montage from Up



Figure 8 Product Review 1 (Up, 2009)

The married montage from Up is a visual storytelling masterpiece that conveys a couple's entire life journey in minutes through visuals, music and masterful editing and pacing.

3.1.1. Pros:

- **Visual Storytelling:** The composition of the shots along with the animation allows the audience to focus on the characters' actions, expressions and intent, making their actions relatable.
- **Music:** The subtle background music enhances the emotional impact, transitioning the mood of the video seamlessly.
- **Editing:** The transitions and the tightly edited scenes help the story progression making the pacing natural.

3.1.2. Cons:

- **Limited Adaptability:** This project depends on Pixar's advanced animated resources; hence it might be difficult to replicate in a smaller project.

3.2. The Hanging Stranger: A Short Animatic



Figure 9 Product Review 2 (The Hanging Stranger: A Short Animatic, 2019)

Zhaochen Wu's animatic based on Philip K. Dick's short story, the hanging stranger uses minimal animation and narration to deliver a meaningful story.

3.2.1. Pros:

- **Narration:** The voiceover is clear and evokes emotions really well, all the while guiding the audience through the story allowing the visuals to enhance the meaning
- **Visual Simplicity:** The animations are subtle, focusing on the scene setup and simple movements keep the audience's attention on the story rather than the complex animation.

3.2.2. Cons:

- **Over Simplification:** The straightforward narrative may feel a bit rushed, leaving little room for character exploration and audience engagement.

3.3. Spring – Blender Open Movie



Figure 10 Product Review 3 (Spring - Blender Open Review, 2019)

3.3.1. Pros:

- **Visual World-Building:** The environment is breathtaking, showcasing a unique world build with immense attention to details.
- **Visual Storytelling:** With no dialogues in the movie, it still manages to convey a meaningful story through the visual composition and great animation.

3.3.2. Cons:

- **Lack of Exposition:** While the video is visually stunning, it lacks a clear backstory that may leave some viewers questioning the world's lore.

4. Summary and Conclusions

By taking inspirations from the product and literature review, a plan to implement visual storytelling techniques such as shot composition, symbolism and storytelling techniques will be used to craft an engaging narrative rooted in Newari folklore. The aim is to capture the audience's attention not only through the story but also through the visual appeal of the scene.

The plan is to use clear and minimalistic animation techniques to convey a good story and also focus on the pacing of the video to make it more engaging. Synchronizing the audio with the visual with the ongoing narration like in the reference could be the key in making the story seamless.

Ultimately all these techniques and reference study will help to create a visually striking and culturally rich narrative driven story that can resonate with a broad audience.

Section B: Project Proposal

1. Project Title

The Tale of Dhon Cholecha: a Newari Folklore.

This is a very old tale that has been passed down through generations in the Newari community. The story covers several basic human emotions like greed, and empathy making the story somewhat easy to correlate with. Set against a backdrop of a traditional Newari household, the narrative follows Phunkhu, a kind hearted girl as she endures hardship and how she overcomes these hardships through her empathy and selflessness.



Figure 11 Some Concept Art

2. Research Question

How to create a visually appealing narrative driven story?

To create a visually appealing narrative driven story, focusing on visual storytelling by making composition of the imagery in the scene the utmost priority. Using subtle animations, symbolism, body language and expressions with the ongoing narration in the background to convey emotions and plot. Composition of the shot will play a key role, this will be done by experimenting with framing, unique perspectives and symbolism to engage the viewer. Emphasis on world building will be made by creating immersive environments rich with details and authentic elements like buildings, props and overall environment to add onto the depth and authenticity of the project. Finally, the seamless integration of the animation with the narration will help to ensure will help in enhancing the experience of the video. By working on all these elements, a artistic storytelling narrative driven project can be achieved.

3. Treatment

3.1. Genre:

The genre for the project is a mix of Fantasy and Historical Fiction.

3.2. Tone:

The tone of the project will be at times reflective, mythical and hopeful and at times dark and cautionary.

3.3. Tagline (moral):

True kindness and humility brings peace, while greed and deceit leads to downfall.

3.4. Target Audience:

The target audience are Children and Young Adults, Folklore Ethusiasts and Family-Oriented Viewers.

3.5. User Experience:

On the visual journey of “The Tale of Dhon Cholecha: a Newari Folklore”, the audience is taken to a setting of a civilization in the town of Kathmandu of the past. Viewers will experience a folklore based story that normally they would have experienced through books or word of mouth, but with this DMP, the story will be brought to life with a compelling visual representation.

4. Resources

The resources required for the completion of this digital media project are as follows:

4.1. Software:

- **Autodesk Maya:** Modelling, Animation and overall work in pipeline.
- **Substance Painter:** Texturing.
- **Marvelous Designer:** Cloth Modelling and necessary simulation.
- **Zbrush:** Adding Details
- **Blender:** Alternative for Maya's workflow.
- **Unreal Engine:** Possibly for Look Development
- **Adobe Photoshop:** Storyboard Illustrations and Texture Creation if necessary.
- **Adobe After Effects:** Post Production works.
- **Adobe Premiere Pro:** Final Compilation and final render.

4.2. Hardware:

- **PC:**
 - GPU: RTX 4060 TI
 - CPU: Ryzen 7 7700x
 - RAM: 32GB
- **Monitor**
- **Mouse**
- **Keyboard**
- **Laptop**
- **Headphones**
- **Graphics Tablet**

4.3. Time Framing:

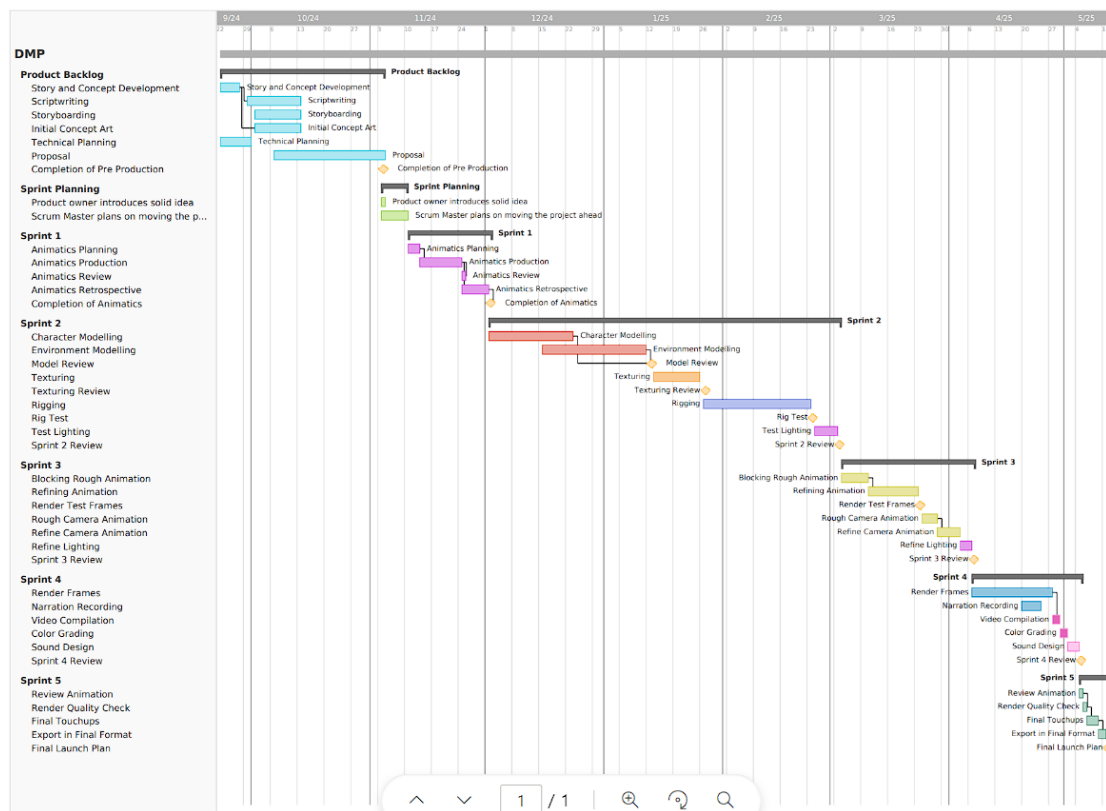


Figure 12 Gantt Chart – Planned

The aim is to complete the project following this progression. Starting off with pre production and sprint planning followed by five sprints: animatics, 3D asset creation, animation refinement, visual and audio finalization and quality checks, ending with export and launch preparation.

4.4. Skills Required:

- **Technical Skills** – 3D Modelling, Texturing and Shading, Animation, Environment Design, Lighting, Rendering
- **Creative Skills** – Storyboarding and Concept Art and Visual Storytelling
- **Narrative Understanding** – Research and Adaptation
- **Project Management Skills** – Time management and Scrum Methodology
- **Problem Solving and Critical Thinking**

5. Contribution of Others

As scrum methodology is being followed in an attempt to complete the digital media project, the individuals directly involved in the project are:

- **Product Owners (Khicha Studio and Sahas Shakya):**

The owners will define the vision and goals of the project itself, they will discuss on the actual concept, scope and the boundaries of the project.

- **Scrum Master (External and Internal Supervisor):**

The supervisors will act as the enforcing figure who provides feedback, keeps track of the progress of the scrum development team.

- **Scrum Development Team (Sahas Shakya):**

Executionary team (in the case of the DMP only a single individual) will be delivering the actual output as per the product owner's vision.

These are the entities that are directly involved with the project itself.

In addition to these, there may be the contributions of other individuals as well, some of them are:

- **Friends of Mr. Sahas:**

They may be the source of constructive criticism, that may help the development team through the interactive processes.

- **Online Sources:**

Reference videos and tutorials that may turn out to be instrumental in the progress of the media project. In addition to these other resources may be required.

- Textures from Adobe Substance Painter Community
- Background models/assets from Unreal Engines Community Assets
- Background Sounds from Online Sound Libraries.
- Narration

6. Evaluation & Testing

The evaluation stage is pivotal in order to achieve the desired outcome. Below are key evaluation and testing methods that can be applied.

6.1. Sprint Reviews:

At the end of each sprint, the deliverables will be presented to the scrum master and other reviewers.

6.2. Asset Quality Check:

Test the assets consistency and compatibility with the animation software. Test the lighting setups, textures and overall visual aesthetics. Also test rigs and the iterative animation process for a smoother animation output.

6.3. Animatics Testing:

The animatics will be reviewed to ensure the flow, timing and visual storytelling element of the project before the actual production.

6.4. Rendering and Technical Testing:

Render Tests at various stages will be conducted to ensure the visual output meets the technical standards.

6.5. Audio Testing:

Evaluate the narration, sound effects and background music for clarity and synchronization and emotional impact.

6.6. Peer and Supervisor Review:

Involvement of peers and supervisors in periodic reviews can provide an unbiased perspective on the project's creative and technical aspects that can be implemented further down the project.

6.7. Survey:

In Sprint number 5 a survey will be taken, this survey will be designed with a specific goal of getting constructive criticism on the video, and what improvements could be made for future projects.

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Appendix

Work Division Planning:

- Pre-Production:

This phase involves the foundation of the project, including story and concept development, scriptwriting, storyboarding, initial concept art and technical planning. It concludes with the completion of a formal proposal.

- Sprint Planning:

This phase involves delivering the concept and project plans to the product owner, client. Then the Scrum Master will introduce the initial plan and sets the stage for the multiple sprints.

- Sprint 1:

Focuses on Animatics, includes planning, reviews and refinement. This sprint concludes with the completion of animatics, laying the groundwork for animation.

- Sprint 2:

Key activities include character and environment modelling, texturing, rigging and lighting tests. This sprint will ensure that all 3D assets are ready for animation.

- Sprint 3:

This sprint involves rough animation blocking, refinement movements, testing camera animation and lighting refinement.

- Sprint 4:

Focuses on finalizing the visuals and audio. Frames are rendered, narration is recorded, video is compiled and finishing touches are made.

- Sprint 5:

- The final phase involves reviewing the animation, performing quality checks, making final touch ups and exporting the project. This phase ends with the preparation for the actual launch of the project.

Proposal Letter:



Figure 13 Proposal Letter

Concept Story:

The Tale of Dhon Cholecha

Punakhu is a kind and humble girl living under the harsh rule of her stepmother, who favors her own lazy daughter. The stepmother forces Punakhu to do all the housework and gives her little food, but despite this, Punakhu works hard without complaint. Her only solace is the family's old goat, **Dhon Cholecha**, who keeps her company as she grazes the animals.

Out of spite and jealousy, the stepmother decides to slaughter the goat for a family feast. Devastated, Punakhu buries the goat's bones in the garden after the feast. Over time, a fig tree grows where she buried them, and it becomes a source of food and comfort for Punakhu. She quietly enjoys the fruits, never asking for more than she needs.

One day, while sitting under the fig tree, an elderly couple passes by and asks for some figs. Punakhu, despite having little for herself, kindly shares the fruits with them. Moved by her generosity, the couple invites her to their home for a meal. During her visit, they ask her to prepare flatbreads. While cooking, a small mouse appears and warns her that the couple are plotting to rob her and harm her in her sleep. Taking the mouse's advice, Punakhu escapes quietly, taking a small amount of the couple's wealth as she leaves.

When Punakhu returns home, her father and stepmother are astounded by the treasure she brings. Her greedy stepmother becomes consumed with envy, thinking of ways to get more riches. She sends her own daughter to the fig tree, instructing her to act kindly so she too can visit the elderly couple.

The stepsister, driven by greed, follows her mother's instructions but lacks the genuine kindness Punakhu showed. She rudely demands more figs from the couple and behaves impatiently while preparing the flatbreads. The mouse, seeing her greed, stays silent, offering no warning.

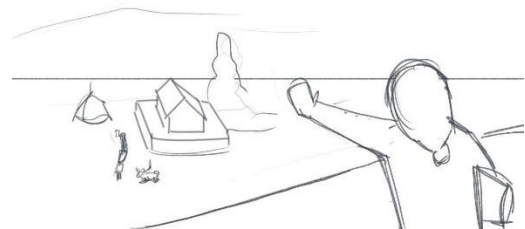
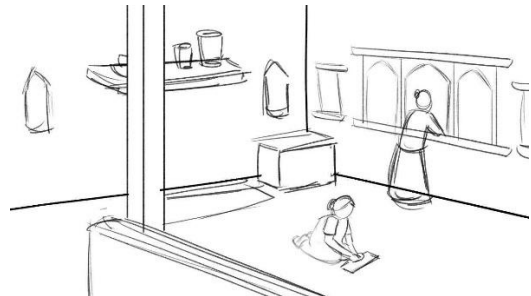
That night, the stepsister is tricked by the couple, who see through her false kindness. They murder her in her sleep, believing her greed makes her an easy target. The next morning, the stepmother gleefully prepares to

welcome her daughter back with more treasure, only to hear the dreadful news of her death.

Realizing her own greed led to this, the stepmother is left devastated. Punakhu's father, enraged by his wife's actions, banishes her from their home. In the end, Punakhu, content with the simple life she always had, lives peacefully by her beloved fig tree, free from the poisonous influence of greed.

Figure 14 Concept Story

Story Concept Arts:



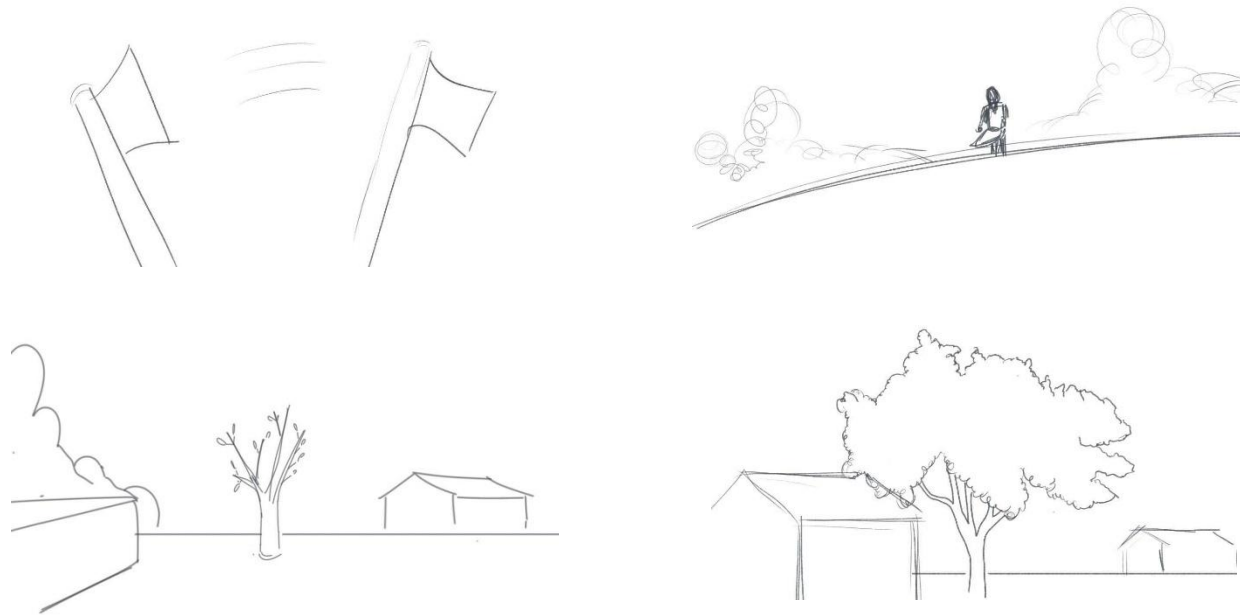


Figure 15 Storyline Concept Art

Character Concept Art:



Figure 16 Character Concept Art

Moodboard:

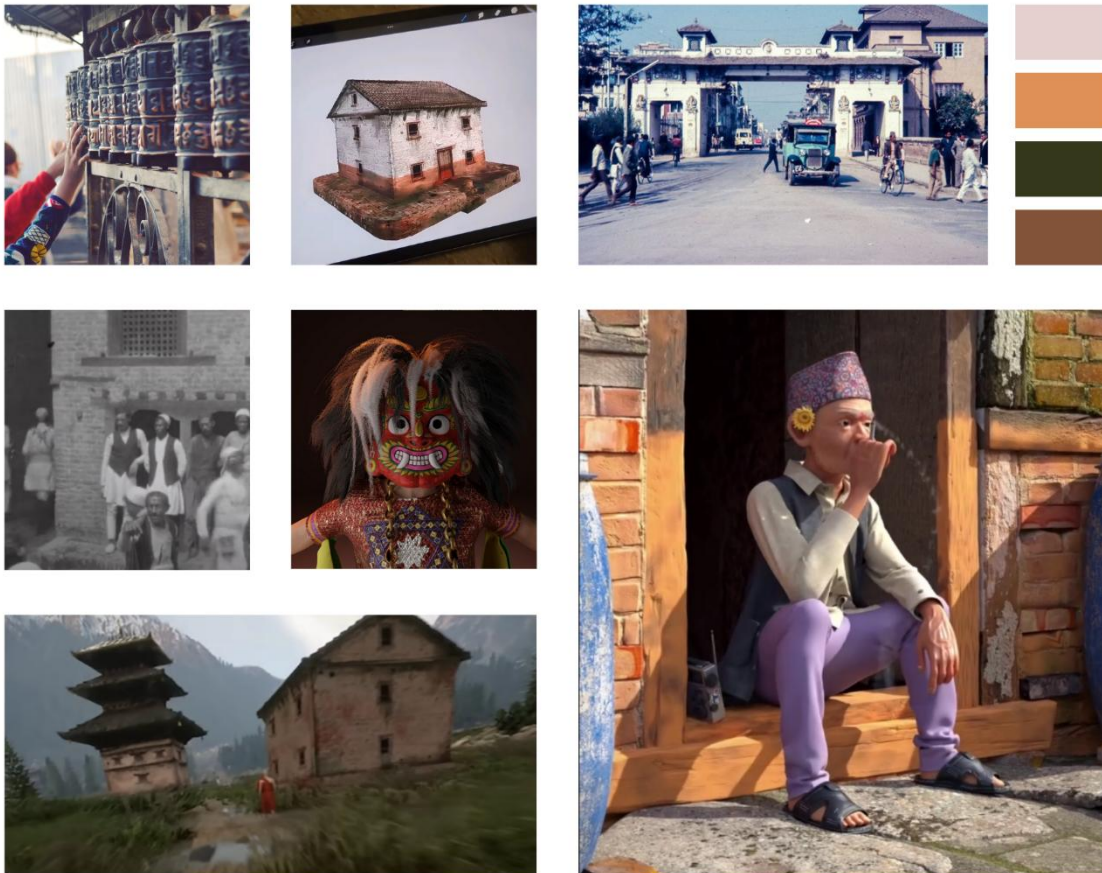





Figure 17 Mood board

Log Sheets:

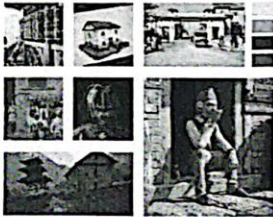
Internal Supervisor - Logbook Entry Sheet

Use this form to record meetings with the supervisor. The completed form needs to be signed off by the student and the supervisor.

Logbook Entry Sheet	
Meeting No: 1	Date: 9th September 2024
Start Time: 08:00	End Time: 09:30
<p>Items Discussed:</p> <p>During the duration of this log, the do's and don'ts of DMP was discussed. A very raw concept of the DMP project which Mr. Sahas Shakya plans to do was presented to the supervisors. Mr. Shakya plans on making a semi realistic animated video with a storyline of ancient tales, where he plans on focusing mostly on 3D modelling, texturing, and world building. This idea was shared with the supervisors and their feedback were noted down effectively. Later, he was instructed on how to fill out the learning log for this module, and then the class was concluded with tasks handed out for the next class.</p> <p>Achievements:</p> <p>The idea was conveyed with the supervisors, so the initial steps were taken for this project. The platform where updates can be provided to the supervisors was provided.</p> <p>Problems (if any):</p> <p>Only a rough idea was presented, so a clear idea couldn't be conveyed to the supervisors.</p> <p>Tasks for Next Meeting:</p> <p>Prepare a definitive storyline for the video and make a mood board so that the idea can be communicated more effectively.</p>	
 <hr style="width: 100%;"/> Student Signature	 <hr style="width: 100%;"/> External Supervisor
 <hr style="width: 100%;"/> Internal Supervisor	

Internal Supervisor - Logbook Entry Sheet

Use this form to record meetings with the supervisor. The completed form needs to be signed off by the student and the supervisor.

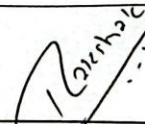
Logbook Entry Sheet	
Meeting No: 2	Date: 16th September 2024
Start Time: 08:00	End Time: 09:00
<p>Items Discussed:</p> <p>During the duration of this log, the happenings of the previous log was revised. Then I updated my supervisors about my DMP project and the progress I have made. I informed them about my client Khicha Studio and then I shared the moodboard of the project which I had made and also I presented the first draft of the story which I plan on making. Finally, the discussion ended with tasks handed out for the next class.</p> <p>Achievements:</p> <p>The idea was conveyed with the supervisors, moodboard and initial draft of the story was presented.</p> <div style="text-align: center; margin: 10px 0;">  </div> <p>Problems (if any):</p> <p>There was no such problem during the duration of this log</p> <p>Tasks for Next Meeting:</p> <p>Prepare a more refined story and also prepare character designs.</p>	



Student Signature



External Supervisor



Internal Supervisor

Internal Supervisor - Logbook Entry Sheet

Use this form to record meetings with the supervisor. The completed form needs to be signed off by the student and the supervisor.

Logbook Entry Sheet	
Meeting No: 3	Date: 23 rd September, 2024
Start Time: 09:00	End Time: 09:35
<p>Items Discussed: During this log a proper story was presented to the supervisors. I also presented some reference videos to the supervisors. I was told to find references.</p>	
<p>Achievements:</p> <ul style="list-style-type: none">- Story was presented- Rough character design was presented.	
<p>Problems (if any):</p> <ul style="list-style-type: none">- No such problem	
<p>Tasks for Next Meeting:</p> <ul style="list-style-type: none">- Prepare an outline of the timing of the story- Prepare timeline of the project (Gantt chart)	


Student Signature
External Supervisor
Internal Supervisor

Internal Supervisor - Logbook Entry Sheet

Use this form to record meetings with the supervisor. The completed form needs to be signed off by the student and the supervisor.

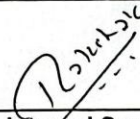
Logbook Entry Sheet	
Meeting No: 4	Date: 30th September 2024
Start Time: 09:00	End Time: 09:30
<p>Items Discussed:</p> <p>During the duration of this log, the gantt chart was presented to the supervisor. We discussed what progress I was going to make in this Dashain and Tihar vacation. I plan on completing the pre-production phase of the DMP project during the vacation.</p> <p>Achievements:</p> <p>Gantt Chart was presented to the supervisor. Task for the Dashain-Tihar holiday was assigned.</p> <p>Problems (if any):</p> <p>Couldn't complete a rough storyboard, only a rough sketch and gantt chart was made</p> <p>Tasks for Next Meeting:</p> <p>Complete the pre-production phase of the coursework. This includes script, storyboard, concept art, and proposal.</p>	



Student Signature



External Supervisor



Internal Supervisor

Internal Supervisor - Logbook Entry Sheet

Use this form to record meetings with the supervisor. The completed form needs to be signed off by the student and the supervisor.

Logbook Entry Sheet**Meeting No: 5****Date: 28th October 2024****Start Time: 09:00****End Time: 09:30****Items Discussed:**

During the duration of this log, the updates of my project during the Dashain break was provided to the supervisors. Later we discussed when to start the draft proposal and then finally later I was told to submit the task after the Dashain & Tihar break.

Achievements:

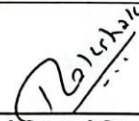
Updates of my project during the Dashain break was provided.

Problems (if any):

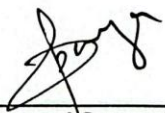
May be lagging a bit behind from the ideal situation from where my project should have been by now.

Tasks for Next Meeting:

Complete the pre-production phase of the coursework.

**Student Signature****External Supervisor****Internal Supervisor**

Logbook Entry Sheet	
Meeting No: 6	Date: 11 th November 2024
Start Time: 09:00	End Time: 09:15
Items Discussed: The updates of my progress during the break was provided to the supervisor. Later tasks were handed out of the next meeting.	
Achievements: <ul style="list-style-type: none">* Few storyboard art was presented* Initial draft of the 3D model of the house was presented.	
Problems (if any): <ul style="list-style-type: none">* Lagging behind from the ideal situation from where my project should have been by now.	
Tasks for Next Meeting: <ul style="list-style-type: none">* Character concept art* Storyboard sketches	


Student Signature
External Supervisor
Internal Supervisor

Logbook Entry Sheet	
Meeting No: 07	Date: 18 th Nov, 2024
Start Time: 09:00	End Time: 09:15
Items Discussed: <ul style="list-style-type: none">* Updates of the storyboard drawings were shown to the supervisor* Research on animation methodology was provided	
Achievements: <ul style="list-style-type: none">* More storyboard drawings were made* A clear idea of the story was provided	
Problems (if any): <ul style="list-style-type: none">* Much progress wasn't made in the interval of the previous log	
Tasks for Next Meeting: <ul style="list-style-type: none">* Character design has to be made compulsorily* Make more storyboard drawings.	



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 08

Date: 25th Nov, 2024

Start Time: 09:00

End Time: 09:15

Items Discussed: * Character concept art and references were shown and discussed with the supervisor

* Further plans were discussed like how to update work on GitHub

* Tasks for the next class was handed out.

Achievements:

* Concept art was showcased

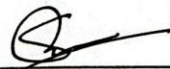
* Correct way to start the proposal was briefed.

Problems (if any): * No such problem.

Tasks for Next Meeting: * Start proposal - mainly focus on product review for the next class

* Setup GitHub

* If possible refine character design



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 09

Date: 2nd December, 2024

Start Time: 09:00

End Time: 09:15

Items Discussed: * The class started off by showing the progress from last log.
* Problems faced during the task assigned from the last task was conveyed with the supervisor.
* Tasks were handed out for next class.

Achievements: * First draft of the Product Review section of the documentation was presented.
* Explanation of the correct way in which the documentation should be done was shown.

Problems (if any): * GitHub couldn't be set up as we no longer have our gmail account.

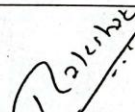
Tasks for Next Meeting: * Complete the product review (add pros and cons)
* Start Literature Review
* Project Title
* Research Question
* Treatment



Student Signature



External Supervisor




Internal Supervisor

Logbook Entry Sheet	
Meeting No: 10	Date: 3 rd Dec, 2024
Start Time: 09:00	End Time: 03:45
Items Discussed: * Progress was discussed with the supervisor * Further clarification on how to do proposal was provided	
Achievements: * Literature Review was shown * Project Title was finalised	
Problems (if any): * Couldn't write about Treatment * Write more in Literature Review	
Tasks for Next Meeting: * Complete draft proposal	


Student Signature


External Supervisor


Internal Supervisor

Internal Supervisor - Logbook Entry Sheet

Use this form to record meetings with the supervisor. The completed form needs to be signed off by the student and the supervisor.

Logbook Entry Sheet**Meeting No: 11****Date: 20th December 2024****Start Time: 011:00****End Time: 011:20****Items Discussed:**

Update of the proposal was provided and further clarification on how to complete the proposal was provided.

Achievements:

Proposal was updated.

Problems (if any):**Tasks for Next Meeting:**

Complete the proposal.

**Student Signature****External Supervisor****Internal Supervisor**

Logbook Entry Sheet

Meeting No: 12

Date: 23rd December, 2024

Start Time: 05:00

End Time: 09:20

Items Discussed: * Proposal was updated and reviewed by the supervisors.

Achievements: * Complete draft of the proposal was made

Problems (if any): * Not enough Literature and Product Review
~~* Finish~~

Tasks for Next Meeting: * Add on the product and Literature review
* Add survey on the testing section
* Finish the proposal in General



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Use this form to record meetings with the supervisor. The completed form needs to be signed off by the student and the supervisor.

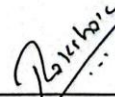
Logbook Entry Sheet	
Meeting No: 13	Date: 30 th Dec 2024
Start Time: 09:00	End Time: 09:30
Items Discussed: * Progress of the proposal was provided to the supervisors	
Achievements: * Slight progress was made.	
Problems (if any): * No major progress was made due to commitments to meet other coursework deadlines	
Tasks for Next Meeting: * Complete the proposal by this Friday.	



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Use this form to record meetings with the supervisor. The completed form needs to be signed off by the student and the supervisor.



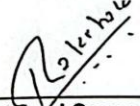
Logbook Entry Sheet		
Meeting No: 14	Date: 6 th Jan, 2025	
Start Time: 09:00	End Time: 10:00	
<p>Items Discussed: * Final Draft of the proposal was discussed</p> <p>Achievements: * final Draft completion</p> <p>Problems (if any): * No such problems</p> <p>Tasks for Next Meeting: * Submission of proposal</p>		
 _____ Student Signature	 _____ External Supervisor	 _____ Internal Supervisor

Figure 18 Log Sheets