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UNIVERSITY INSTITUTE OF COMPUTING

PROJECT REPORT ON DESKTOP PUBLISHING

Program Name: BCA

Subject Name/Code: Desktop Publishing Lab(23CAP-204)

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ABSTRACT

Introduction:

This project aims to develop a storyboard, which displays the scene between two people inside a club. The first person, Mr. Shipman is a demon slave from Hell and the second person, Mr. Robert is an angel.

The scene starts with the introduction of the club in which we see two people who are having a conversation. Shipman has escaped from Hell by killing Lucifer (The King of Hell) in search of an adventure and Robert is his friend. As the conversation moves forward, we see a Killer Angel (Protectors of Hell) entering the club to catch Shipman. It can be derived that Robert has passed information on him.

The second scene opens up in Hell where we see Lucifer sitting on his throne and Shipman is captured. He cannot comprehend how he is still alive and then he gets punished for trying to kill Lucifer.

At the end, we shift to black screen signifying the end of this short story.

Technique:

This storyboard is developed using Adobe Photoshop and Illustrator. It employs the following techniques:

1. **STORYBOARD:** A storyboard template of 19 shots with proper shots, action and dialogues has been used in this project to display the originality how a story is developed in major projects.
2. **BLACK & WHITE:** The color technique used is black and white to display the neo-noir atmosphere of the conversation and the club.
3. **MATTE PAINTING:** Matte Painting has been done inside the individual shots to display the story in a proper scenario.

Tools Used:

- Text Tool (T) – Used for all text-based elements.
- Rectangle Tool (U) – For borders, buttons, and dividing sections.
- Ellipse Tool (U) – For circular elements or highlighting areas.
- Move Tool (V) – To position and align elements.
- Layers Panel – For organizing and managing all layers.
- Bucket tool-to fill the colors
- Object Selection Tool- To cut and select our objects for matte painting.

System Configuration:

- **OS:** Windows 10 or MACOSX
- **Processor:** Intel Core i3 (minimum); Core i5 or higher recommended
- **RAM:** 4 GB (minimum); 8 GB recommended
- **Development Environment:** Adobe Photoshop, Adobe Illustrator.
- **Extras:** Pen Tablet, 100% SRGB monitor.

Learning Outcomes:

1. Mastery of Adobe Photoshop Tools

Outcome: Gained hands-on experience with essential Photoshop tools like the Text Tool, Shape Tools, Layer Management, and Blending Options.

Skills Gained: Learned how to work with layers, add effects such as shadows and strokes, enhancing the visual appeal of the storyboard.

2. Use of Branding Elements

Outcome: Understood the importance of consistent branding, using the same colors, fonts, and styles for a cohesive look.

Skills Gained: Gained insight into how to represent personal or professional qualities visually.






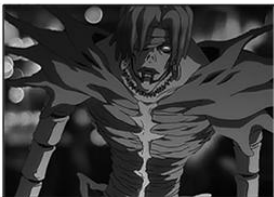
3. Effective Communication of Skills and Experience

Outcome: Developed the ability to present skills and experience concisely, making information accessible and easy to understand for viewers.







Skills Gained: Practiced summarizing skills and highlighting key competencies that align with industry needs.

Output:

Production Name: _____ Page No: 1

		
Shot: <u>1</u>	Shot: <u>2</u>	Shot: <u>3</u>
Action: _____	Action: Two persons are talking.	Action: _____
Dialogues: _____	Dialogues: R: So how'd you escape from hell ? S: I killed Lucifer when he was asleep.	Dialogues: R: Damn, why'd you do that ?
		
Shot: <u>4</u>	Shot: <u>5</u>	Shot: <u>6</u>
Action: _____	Action: Before the meeting, Robert gave the whereabouts of Shipman to killer angels.	Action: A killer angel arrives in the club.
Dialogues: S: I was tired of being a slave and wanted an adventure. Now I'm being searched by killer angels.	Dialogues: R: I'll give you an adventure.	Dialogues: _____

Production Name: _____ Page No: 2

		
Shot: <u>7</u>	Shot: <u>8</u>	Shot: <u>9</u>
Action: The killer angel catches Shipman.	Action: _____	Action: _____
Dialogues: _____	Dialogues: R: Sorry bruh, can't let a demon roam free on earth.	Dialogues: _____
		
Shot: <u>10</u>	Shot: <u>11</u>	Shot: <u>12</u>
Action: _____	Action: Introduction of hell.	Action: The killer angel takes Shipman back to hell for punishment.
Dialogues: _____	Dialogues: _____	Dialogues: _____

Production Name: _____

Page No: 3



Shot: 13

Action: Shipman is back to his conscious after he was knocked out by the killer angel.

Dialogues: S: huh....



Shot: 14

Action: _____

Dialogues: S: How is this possible, I killed you with my own hands.



Shot: 15

Action: _____

Dialogues: L: Whom you killed was my clone. Take him away and give him the worst punishment.



Shot: 16

Action: _____

Dialogues: S: But I did everything so perfectly.



Shot: 17

Action: Guards take Shipman to the eternal prison.

Dialogues: _____



Shot: 18

Action: _____

Dialogues: I'm the King Of Hell. Nobody can kill me.

Production Name: _____

Page No: 4



Shot: 19

Action: _____

Dialogues: _____



Shot: _____

Action: _____

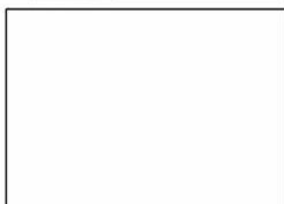
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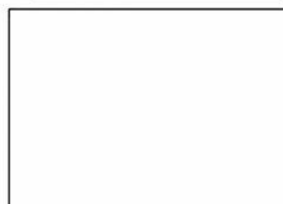
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Action: _____

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