Grit

A short story of a soldier desperately trying to survive a warzone while escaping capture. The premise is that he is being captured and he now wants to return home and reunite with his son. He is beaten up and wounded fatally. Even in this situation he manages to escape his captors and tries to shoot his way out of the house where he is captured.

Now the first part of the story:

~40 seconds
He is being beaten. The captor jokes about his son's condition about he being an orphan. With sheer will, he manages to stop a blow and returns back the favour. The captor is unconscious. Our soldier picks up his gun, barely, and with much effort, reloads it. Here the animation would be quite heavy as he is wounded and everything from standing up to walking is a very sludgy process. This all will be in the third person.

The second part:

~ 50 seconds
The camera cuts to the exit of the hospital where our soldier is panting, thinking of ways to reach to his son, Mani ("Mani" is Sanskrit for a gem). After this, the camera will zoom into first person and the rest of our story will play in first person. The entire character will be expressive with his hands and the camera movement. He has a gun in his hands and shoots some enemies while escaping. Again the movement of the character is heavy during the walking and running parts. During the shooting, he is all over the place. He is not accurate, just desperate to survive and meet his son. And then suddenly while trying to run and escape, he gets shot by a long distance sniper.

The third part:

~20 seconds
He falls to the ground, and he takes out his gem's photo and rests. All the effort to dodge bullets, kill the captors and trying to escape goes in vain. But he is satisfied that he went through hell to reach his son. The sigh of relief will be difficult to animate in first person. And that is the challenge I am taking for myself.

The environments will be dark outside and key lighted inside the room where our soldier is being beaten.

Representing emotion on characters only using the first person camera is what I intend to learn from this project. Along with it, I will also polish my animation skills in both the third and the first person.