

GRAPHICS

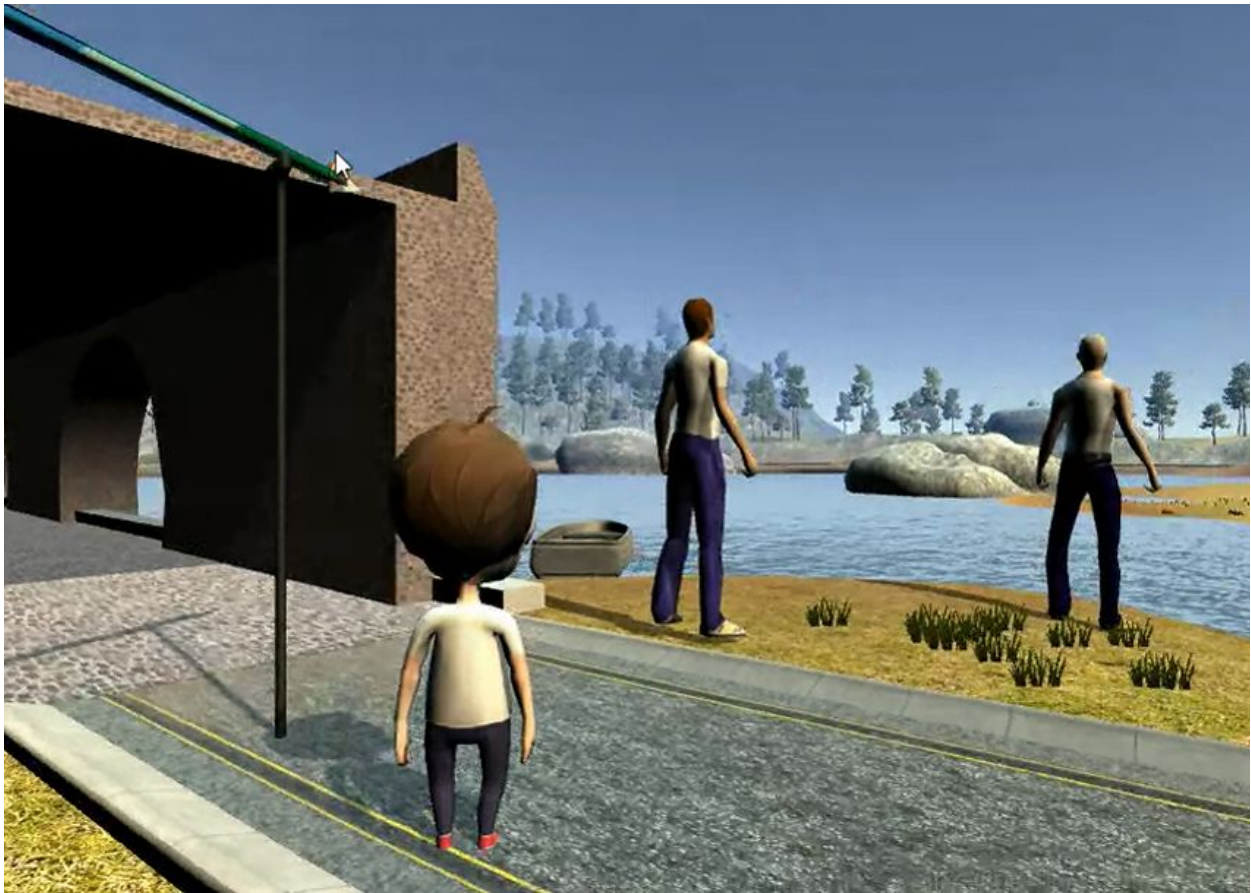
Short Animated Movie

Gift Hunt

-By:

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Introduction

Gift Hunt - A short animated movie based on the interaction between father and son where father gives few important life lessons to his son. Father teaches to his son that there are ample opportunities present everywhere all the time. You should always be ready to pick

them. Even if you don't find any good reward at the end, the process of reaching till end will always make you learn a lot in life and give great experience.

Script

(Conversation starts here near the bridge)

Papa - Today in this park a lot of gifts are hidden for you

Son - Then give me Papa

Papa - I can't give you everything in life. You have to find it yourself. Some things are pointing at it.

Son - Really!!!

(Tries to find the hints. After seeing the arrow)

Son - Oh!!! Got it, now I will definitely find the gift. 1 minute papa I will be right back.

(Sits in the boat and travels till other end)

Son - It's difficult to control this boat. But I won't give up. I'll eventually find the gift. What would papa give?

(Reaches on the other end and walks out of the boat)

Son - Where is my gift? (Searching for gift)

(After getting tired goes back to his father)

Son - I got nothing there papa...

Papa - Here take your gift!!!

(Takes the gift)

Son - Thank You!!

Papa - Dear Son, the way you have shown your dedication and commitment now for finding the gift!! If you show this much commitment in your life forever without expecting any reward, you'll learn a lot and get great rewards in life.

Son - I'll remember this forever papa.

Steps followed for creation of movie:

- We first made a script for our movie

(Learning Process)

- After that we were not sure whether to use unity or unreal game engine
- We started learning unity but we found out that graphical details were not that good in it.
- We started learning unreal. In the process of learning unreal we also learnt maya.
- The problem with unreal was that storage space required for a small clip of 2mins was also high enough (if sufficient details are provided)
- So we once again started working with unity.
- We then learnt all the animations, destroying, c sharp scripting, etc.

(Movie Making)

- First of all we decided a script (But kept slight variable and small because of time constraints)
- Then we decided our environment for shooting and the main characters
- Then we first of all created the environment suitable for our script (which is a theme park in our case)
- Then we added the main characters son, father, boat, etc.
- For son we wrote a script. We defined all the movements of walking, running, jumping, picking object, etc.
- Then to improve the scenes we also added a boat and decided to have scene from that view.
- We added animations to boat as well.

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- Finally when we tried recording our movie our total time was much more than expected time (around 2.5 minutes)
 - So, we need to cut out a lot of scenes and slight change in story.
 - Finally we recorded our voice and video with the final story.
 - Then with movie maker we added subtitles in all the scenes, background music, transitions and few slides.

Repository Link:

https://starttirth1998@gitlab.com/starttirth1998/Gift_Hunt.git

Video Link:

<https://youtu.be/PKAhcTXibfU>