

**FINAL YEAR PROJECT**  
**Story Boarding and Concept Design For The**  
**VFX Based Short Film “SAGACITY”**

**BY**

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Multimedia and Creative Technology

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**DAFFODIL INTERNATIONAL UNIVERSITY**

**DHAKA, BANGLADESH**

26<sup>th</sup> December 2019

## APPROVAL

This Project titled **Story Boarding and Concept Design For The VFX Based Short Film “SAGACITY”** submitted by Iktidarul Hoque to the Department of Multimedia and Creative Technology, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Multimedia and Creative Technology and approved as to its style and contents. The presentation has been held on **26<sup>th</sup> December**.

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## DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Dr. Shaikh Muhammad Allayear, Department Head, Department of MCT** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

**Supervised by:**



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**Dr. Shaikh Muhammad Allayear**

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Department of MCT  
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## **ACKNOWLEDGMENTS**

To start with, we express our heartiest thanks and thankfulness to all-powerful Allah for His perfect gift makes us conceivable to finish the last year venture effectively.

We extremely thankful and wish our significant to Dr.nShaikh Mohammad Allayear Associate Professor & Department Head of MCT Faculty of Science & Information Technology, Daffodil International University .Profound knowledge and distinct fascination of our chief in the field of "Research" to complete this project. His interminable tolerance, academic direction, nonstop consolation, consistent and fiery supervision, useful analysis, significant guidance and redressing them at all stage have made it conceivable to finish this project. We might want to offer our heartiest thanks to our other faculty member and the staff of MCT department of Daffodil International University. We might want to thank our whole course mate in Daffodil International University, who participated in this project while finishing the course work.

Finally, we should acknowledge with due regard the consistent help and patients of our parents.

## **ABSTRACT**

VFX film and film media is an exceptionally wide territory of interactive media that is scarcely moved by our nation. It requires an exceptionally exacting pipeline which should be kept up perfectly, or else the ideal outcome can never be accomplished. The primary point of this undertaking was to completely comprehend this pipeline, comprehend the story and good, and attempting to conquer them. The significant programming utilized are Adobe Photoshop CC 2017, Adobe After Effects CC 2018, Adobe Audition CS6 were utilized broadly for the last yield. In spite of the fact that the camera has been utilized during creation. The task was isolated into 3 significant parts: Pre-Production, creation and after generation. The pre-creation comprised of an initial story-board and conceptualizing that experienced a great deal of progress over the span of this undertaking. In after creation, the majority of the work was done in programming like eventual outcomes, where recordings were altered and shading adjusted. Additionally, sound was included during this time. After we finished this venture we understood making a VFX film is a test corridor of tolerance and time. Notwithstanding we complete our production and we needs colossally that our undertaking will fall an effect on our nation's film division and the future artists and talents will be enlivened to making new creation.

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## CHAPTER ONE

### INTRODUCTION

As an understudy of the Department of MCT of DIU, we pick this division VFX and Film Media to convey our best imagination that we took over the most recent 4 years from our area of expertise. We were constantly content with our work that we have done well in past time. From the beginning we had done well in video production sector however we did different types of multimedia works in last 10 semesters. We initially intended to do this for the University's Final Project. So we chose to work with enhanced visualizations dependent on the effectiveness of our work. But a film should never be possible alone. So we framed our very own gathering and decided an illustrative adviser. Although our division was fixed, our issues were not selected. So the principal issue we had with our work was making tales about our work. It was in our minds that we through a delightful good in our work. In spite of the fact that our undertaking is for our university's last project, so the start of the story was written in the focal point of it, but later on we endure that story and we made an activity stuffed story since from the earliest starting point we chose to make an activity based film which we can finished delightfully by VFX. Our motivation was to make a decent undertaking by joining VFX and narrating stories together. A play got **“LIGHT HOUSE 2100”** <sup>[1]</sup> turned out from our MCT department which gives us a great deal of intrigue and consolation in this work. We had an intended interest group who adored this sort of work, for the individuals who needs to work with VFX and film related works anyway we keep up our story and language with politeness as though everybody can appreciate this creation. But we additionally had a few impulses, for example, the props and areas we had in mind. At the point when the choice was made to finish the errand, we were stressed over the expense, all things considered we finished the task in view of the considerable number of commitments but then we were defeating it by conceptualizing and counsel's solution. A film that simply doesn't remain at the artist's acting; sound, impacts shading grading, story idea, moral likewise included. So our first objective was to blessing a decent creation with all that we can do.

**“Ekti Oshampto Golpo”** was our first VFX film we made for a course outcome. Though that was very inexperienced task of ours. We remember these references for sake of our

proposition to make a VFX film. We were certain on our stand in light of our past encounters. Additionally our Honorable Supervisor was certain on us. He trusts us, we accept our imagination; difficult work do right by him; likewise make pleased our department and university. So as a multimedia student and thinks about our limitations we try to excute a story **“SAGACITY”**.

## CHAPTER TWO

### LITERATURE REVIEW

Expectation this section echoes a reverberation of all our exploration. In spite of the fact that we have quickly thought about our depictions of the obligation story and the entire work, our past chapter. So in this section we needed to have an intensive discussion. We wanted to work with Vfx from the beginning. It would not be right to state that just vfx, we were roused by Hollywood battling movies. We have contemplated and watched a great deal of motion pictures during these eight months. Moreover, we have seen all of my movies for one act we have seen numerous films yet not every one of them are great but rather a few things are generally excellent which has given us the most work to do. So we make a story following a ton of movies. Our story resembled that there were a couple of understudies who were preparing for their college's last endeavor and they were concerned. They had a perception to vanquish this idea. However, they were bewildered to finish it and found that one of their instructors, an especially acclaimed specialist, applied his logical power on one of their brother's. Their sibling got angry due to bad behavior the power and turns out to be ruinous and loses his human information. The administration sends a power to him, yet no power is compelling against him. The understudies by then approach their teacher and solicitation an answer. Teacher applied some dynamically legitimate power on them, anyway without much of any result. Be that as it may, finally, it is simply with their insight and they can do it. Be that as it may, to depict something like this, we need to execute a wide range of kinds of motion pictures. For instance, for a portion of our battles, and for shooting how to put a camera on it, we will pursue **KINGSMAN: THE SECRET SERVICE**<sup>[11]</sup> motion picture. Reason for this motion picture outlines us some additional normal camera confining and a considerable lot of mind boggling battling scene. Additionally this motion picture has a pleasant single battling scene and some double and gathering battling scene which has roused us in our film's battling scene ideas. There were a few stories in our film that we needed to see battles with brutal power. Also, with that, there was a battle scene all together. **AVANGERS**<sup>[10]</sup> motion picture has given us the most support in such manner. All of gathering battles of this motion picture and exceptionally the set structure which Finished with vfx and control and matt artistic creation like great. So there are some vfx and set plan scenes we needed to do in our film. There was a scene in our film where a man will entry like a boss. We have seen **WANTED**<sup>[12]</sup> motion picture and there was a section when the primary character entered like a developed dislike a legend however a

develop man. And this scene is great to the point that an individual will like it. In **ANT-MAN**<sup>[14]</sup> we have seen the hero can make her entire body exceptionally little and can likewise develop a lot greater in a matter of seconds. During the examination so we think about the narrative of one of our characters in congruity with his character. Furthermore, it gives excellent outcomes later. Battles of individuals of two equivalent forces can be seen in numerous motion pictures, yet not every one of them are attractive and not in legitimate vfx . But we found its solution by **BATMAN VS SUPERMAN:DAWN OF JUSTICE**<sup>[13]</sup> movie. Their fight scene was so marvelous. We've been fascinated every time we've seen it. And the speciality of this fight is its have hand to hand fight . As indicated by the story an on-screen character is too noisy to even think about running which is a great deal like **THE FLASH**<sup>[15]</sup> tv series.

Up until now, this is our investigation of Hollywood's activity movie. This time we have contemplated the film. Only video doesn't make a film, and since it isn't simply VFX, we have connected it to the sound, story and spot of our film which helped make our motion picture a motion picture and it is in the light of our Bangla story. So it will raise the degree of our intended interest group.

## **CHAPTER THREE**

### **BACKGROUND INFORMATION**

To recount to the back story, we have to return to a months ago previously. We had 8 months to do this. Meanwhile, following 4 months, we gave the pre resistance where our activity arranging was definite. There we were encouraged by our director to do everything. Be that as it may, the foundation story don't begin from that point. We initially select a gathering to work with our arranging. A motion picture cannot be made by alone. We were gathered into 6 individuals where the gathering was done varying and there was the gathering head. In our gathering we have a craftsman who draw the entire story load up in the past time before shooting and planned the publication after creation, a sound craftsman who works with the full stable division, we have a visual craftsman who alter all video film in altering board, we have a light arrangement master man who works underway and the rest two are typesetter, the entire vfx and green screen works altered by one of them and others work for the holographics part in our generation. At that point we select an accomplished chief, who helped every one of us the ways. In the wake of finishing all the past works and we chose for the conceptualizing where we examine what we need to do and how might we start and which part will be finished by whom. For this happen we as a whole are chosen to watch various kinds of film scene and content as a result of what would we be able to do and its thought producing. At that point we as a whole are chosen 20 motion picture cuts exclusively that we will appear in our video generation work. In the wake of viewing everything, there is a great deal to be rejected due to we cannot exertion this kind of work. Be that as it may, at that point we begin to make stories dependent on what we can and our administrator helps in fixed our objective and remarkable idea making by conceptualizing with him. It was simply after this exchange the story and story of our story was composed. Be that as it may, making a motion picture isn't only a story, What sort of discoursed there will be, what sort of craftsman will there and what number of they are, what sort of sound, in what capacity will shoot, camera talk, everything is significant. So we made a rundown of every single such question and goes our manager for the arrangement. Every time we talk about with him before busy. Like him, we talked about these issues with various sir. Based on the assessments of every one of

them, we re-arrange. At that point we make an everyday practice for our work. From our absolute starting point the issue was cost. In the wake of talking about with began work for our creation spending plan, ability craftsman who will acts underway and who will in the camera works. For this we partitioned our 6 individuals in a two gatherings. One gathering will works for the creation acting and eithers will help in shooting period. In the wake of choosing these work we start our pre creation work. In a film Pre star generation have 80% of absolute works. So we did our pre generation work appropriately. First we compose the entire story in an entry and afterward we chose it will be shown for the watchers. At that point we observed more movies and film cuts for the camera position and a significant number of instructional exercise for the real deceives. In the wake of gathering all props we record the content with discourse and our craftsman attract the entire story a story boarding for the representations that aides in making the video film with confining. For the shooting and story we have to help from more craftsman. At that point we chose to work with our area of expertise's understudy for acting. We make more props and materials for our shooting. Yet, at that point we confronted an issue and that is shooting area. Our boss aides in this terms. He causes us for taking the lab space for our indoor shooting and DIU primary grounds for the outside shooting. Everything was working out positively however now and again climate harms us. It's been some time since we couldn't shoot in view of the terrible climate and now and again we took an ever increasing number of times due to our unpracticed in acting. At times light stops our shooting. So in the wake of confronting a wide range of issues we did an another conceptualizing for the camera decider and lense selecion. After we finish everything, we return to shooting again. Nevertheless, something turned out badly with us. As it is, regardless we have a ton of subject defocus, in any event, when we were good, so next we need to do them again for this we lost additional time in reshooting. We utilized boom and mobile to record shooting dialogues. Toward the finish of the shooting, suppose next. The after creation site. Suppose from the earliest starting point here. Legacy is to get all our product support for my work. We utilize a large portion of the interactive media programming for this situation. We use **ADOBE PHOTOSHOP**<sup>[2]</sup> for our set structure, publication design, manipulation picture making and matt composition. We take **ADOBE ILLUSTRATOR**<sup>[3]</sup> help and backing for movement illustrations work. Then we go to the **ADOBE AFTER EFFECTS**<sup>[4]</sup> software. The majority of our work has been done on this software. We make everything here. We did rotoscoping, 3D following, 2D following sound correction, adjusment, effect creating,template alter and the entire arrangement and rendering here. Despite the fact that we

use **MOCHA PRO**<sup>[6]</sup> for 2D following and **NUKEX**<sup>[5]</sup> for 3D camera tracking and some rotoscoping. After finish our sound craftsman doing the audio cue and commotion cutting make some needfull sound from **ADOBE AUDITION**<sup>[7]</sup> programming. Then we collects all our work and render our footage in **ADOBE PREMIER PRO**<sup>[8]</sup> for the final render and video sequence align. Then completing all sorts of work we were for the report writing and we use **MICROSOFT WORD 2010**<sup>[9]</sup> for it. We are satisfied with our project.

# CHAPTER FOUR

## WORK FLOW

A storyboard is a realistic portrayal of how the video will unfurl, shot by shot. It's comprised of various squares with delineations or pictures speaking to each shot, with notes about what's happening in the scene and what's being said in the content during that shot. Consider it kind of a comic book rendition of the full content.

I was somewhat great at drawing inside our gathering and that is the reason I had a duty to make it directly from the earliest starting point. Besides that is all we required reason for it's a most ideal approach to share our vision. We've all had encounters where we were attempting to clarify something and the other individual can't see our vision and makes creation a lot simpler and spares time. They likewise give close consideration to storyboards in Hollywood, and from that point they get a specific thought. So I likewise attempted to accomplish something like this for the wellbeing of us. There was less work for me after the creation shooting yet in before I buckled down for this story board making. I was played the idea design role in this vfx short film. I have kept every one of the principles of storyboarding. I have creating a storyboard is to draw a series of squares on a piece of paper. So first of all I just a take a single blank page like this-

The image shows a storyboard format page with the following structure:

- At the top, there are two horizontal lines labeled "VIDEO:" and "SCENE:".
- Below these are three columns, each starting with a small box labeled "SHOT #".
- Under each "SHOT #" box is a large empty square for drawing.
- Below each drawing square are four horizontal lines for text, labeled "ACTION", "DIALOGUE", and "FX" (with the fourth line unlabeled).

Figure 3.1 A story board format page

Then I add our script and sketch our story with shot images, shot number, action (the primary activity happening in a shot), dialogue and FX(specialized subtleties that clarify how the shot

is made underway and after generation for example viewpoint proportion, camera points, camera development, shot sort, audio cues, embellishments). I drew each shot of it however ordinarily the camera couldn't be shot by our story board because of the climate and surroundings of our shooting. But for this situation our work has had no impact. Actually, quite a bit of our going for this story board has come early and later on during the altering and this pattern proceeded. I tried to show some of the following-

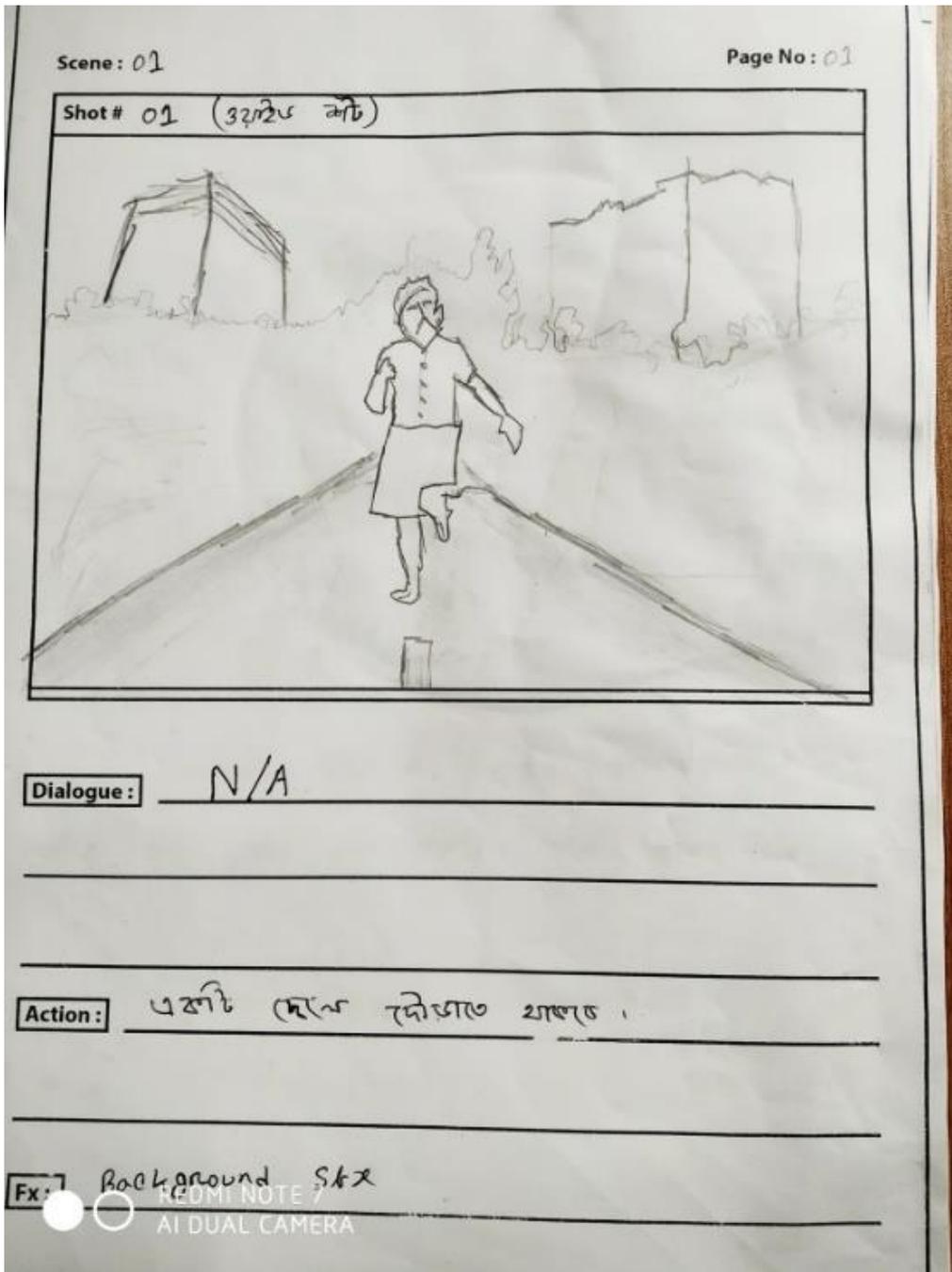


Figure 3.2 running boy

1<sup>st</sup> scene from the film where a boy was running with afraid face

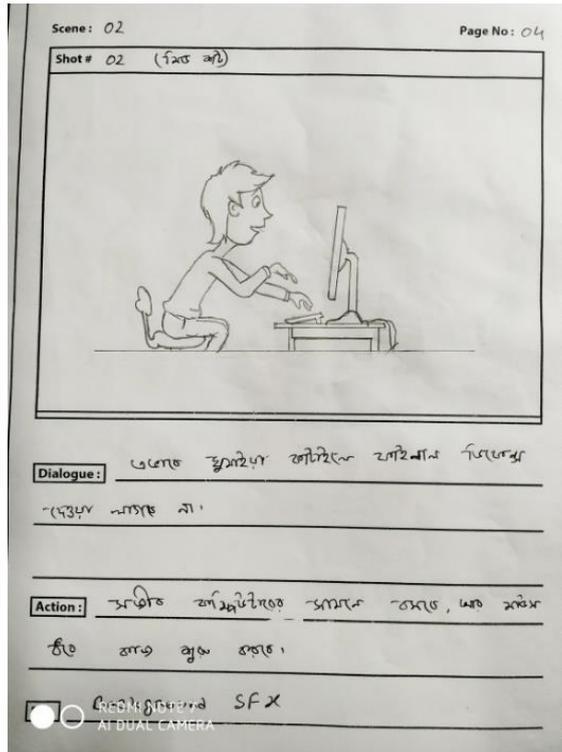


Figure 3.3 computer monitoring

This has a boy who was on the computer taking with others people

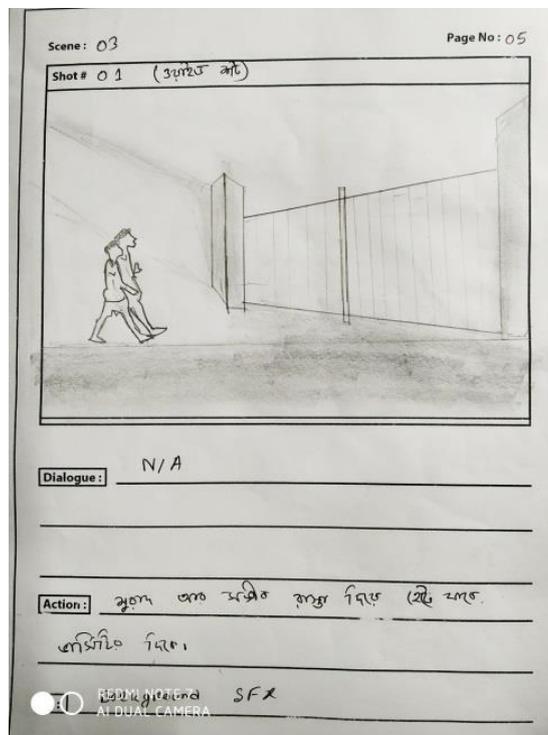


Figure 3.4 Noman and sajb entering campus

Two boy walks and entered the campus

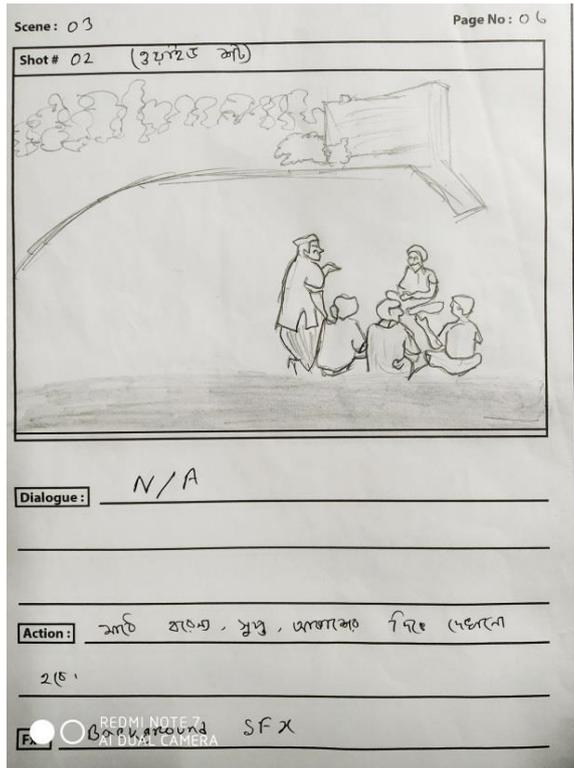


Figure 3.5 group discuss

The boys discuss in gossip

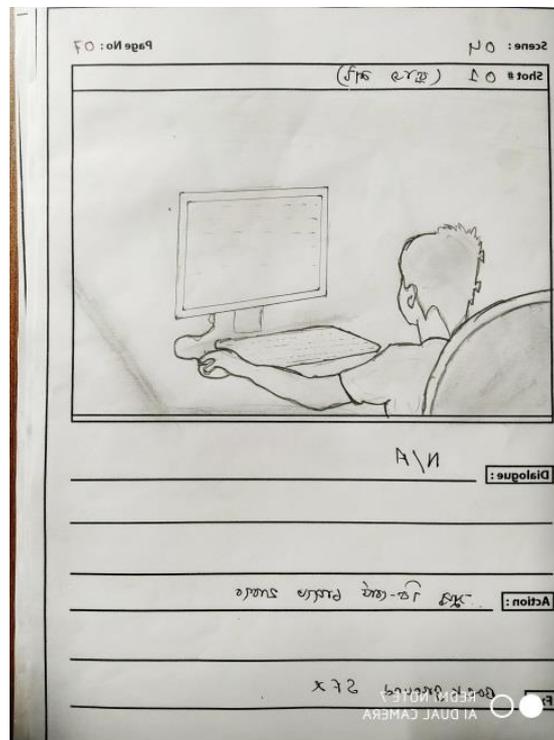


Figure 3.6 Lab scene

Shupta working on his lab room





So I painted for every one of the scenes and it will be about in excess of 50 pictures however not all pictures are referenced here. We were short on our time for this assignment. So I am amazingly upset for not including every one of these drawings.

I just complete the story board in our pre-production time and designed the whole film in our vision before the shooting and get a good knowledge about the whole thing. Not only in story board had I worked on some graphics works. For the shooting and story purpose we should design the logo which was mandatory for the shooting props. So I designed a logo which was used in some shooting costume. The logo images is in the given below-



Figure 3.11 Special force base

This was the logo which we used in special force t-shirts for the shooting purpose

In this way I contribute myself for the making of this short film. On the off chance that I find the opportunity, I will attempt to accomplish increasingly like this.

## CHAPTER FIVE

### MATERIALS AND METHODS

This part contains what we required and what we used. We required everything for the shooting. And here is what we wanted to do.

#### 5.1 Title

We think that now days super natural power and body strength can change our way of life. But human are gifted from god with a unique power and capabilities which is human brain. But we forget that human brain is more powerful. In a one society there are good human and bad human. But the bad human always tried to create pressure with their body power. We forgot that good always win over bad. So, the theme of our title came from a picture of real life society where there is a fighting going on with good and evil. Now We will try to show this present society in our VFX short-film which we named it “ **SAGACITY**”.

#### 5.2 Summery

As a matter of first importance, every one of the accounts and characters are fictional. All of this depends individually research and our work efficiency. There were a few understudies who were getting ready for their university's last undertaking and they were very worried. They had a comprehension to conquer this thought. But they were astonished to complete it and found that one of their educators, an exceptionally acclaimed researcher, applied his scientific power on one of their brother's. Their brother got furious because of wrongdoing the power and becomes very destructive and loses his human knowledge. The government sends a force to him, but no force is effective against him. The students at that point approach their professor and request a solution. Professor applied some progressively logical power on them, however to no avail. But at last, it is just with their intelligence and they can do it

### 5.3 Script

**Scene 1:** A kid runs down the road and he is terrified on the grounds that mimu wants to murder him.

**Scene 2:** Noman is being asleep, Sajib awakens him. Noman then awakens and sits before the PC with his eyes shut. Sajib discusses Noman Ray going to university.

**Scene 3:** Sajib and noman going to university entrance and discuss about their rest friends (Borenno, Shupto, Akash & Mimu). On the same time Akash, Borenno and Shupto discuss about their final project in gossiping. In a similar time Sajib and Noman penetrated into the campus and joins with their discussions.

**Scene 4:** Shupto works on a pc .Some holographic presentations are appeared on the screen. Sajib calls and shupto receives the call.

**Scene 5:** Mimu walks on the street and had a conversation with a boy. Mimu throws super natural power from his eyes and blasts something.

**Scene 6:** Shupto sees something wrong in his computer and he reports his friends on the next day. On that time Sajib noticed their Allayer sir who is going to his personal lab and everyone follows sir.

**Scene 7:** Mimu laid down on sir's personal lab and some holographic scenes are illustrates again. Mimu wakes up and sir starts a converse with him.

**Scene 8:** Shupto calls noman and orders to everyone should attend the next day.

**Scene 9:** Shupto works on pc and Akash, Borenno, Noman, Sajib entered the laboratory room. Shupto shows the actual matter and holographic presentations are appeared.

**Scene 10:** Hridoy who is the leader of special force speaks about mimu's matter and command his soldiers.

**Scene 11:** They surprised about Mimu's changes while Shupto is explaining this to them and they discuss how they can solve this. They get super natural power except Shupto.

**Scene 12:** Mimu fights with special force.

.

**Scene 13:** Everyone reaches sir's lab and shocked after seeing sir's dead body Shupto reports them to fill up sir's last wish.

**Scene 14:** Mimu fights with Noman, Akash, Sajib , Borenno and Shupto runs with Mimu's blood.

#### **5.4 Location:**

According to our plan we finished our script and storyboard. Now we were ready for choosing location for our VFX short-film. So, we made a list of shooting place for the purpose of this project. So we have to check out all those location. We searched both indoor and outdoor shooting place. We searched for many days for our shooting location because our project is VFX short-film so we needed a wide area which has less population. Because of sound we need a quiet place for recording otherwise we have to face sound noise issue. Therefore, we had to spend more time on choosing the accurate location. After 6days searching we finally found our desired outdoor location. Now in terms of indoor shooting we have faced some problems. According to the list of indoor shooting we couldn't managed the place. So, we had to made a new list for the indoor shooting. We looked for place that has a flat room so that we could hang our green screen. We also needed to be empty so that we can setup our light. First we want on a constraction building which was not suitable for shooting then we asked for helping to our respectful teacher **TO Dr. Shaikh Mohammad Allayear**. Then he arranged us a room it was quiet suitable for indoor shooting. Finally, we decided our all indoor shooting will be made here.

#### **5.5 Talent List:**

We don't enlist any expert entertainer with the goal that we can show our acting ability. Next to proficient entertainer is over the top expensive so we acting in our own short film and attempt to our best. Here is the rundown of our entertainers.

TABLE 5.5.1-LIST OF TALENTS

No	Name	ID
1	Dr. Shaikh Mohammad Allayear	
2	Faysal Bin Kabir	142-40-132
3	Saidul Islam Sajib	161-40-295
4	Shupto Chakraborty	161-40-300
5	Iktidarul Haque	161-40-305

6	Murad Ibne Mizan	161-40-306
7	Md Al-Aksha Mondol	161-40-318
8	Sayed Humayon Ahmed Hridoy	153-40-
9	Yasin arafat	193-40-614
10	Md Israfil hossain	193-40-642
11	Md Shoron	192-40-604
12	Rafi Uddin	192-40-598
13	Shohel Miah	193-40-644
14	Kabir Bandhon	183-40-546
15	Ahmed Tanjim	183-40-547
16	Rifat	183-40-536
17	Jahid	183-40-549
18	Mahmud Rony	182-40-531
19	Arif	181-40-480
20	Rahul	181-40-479
21	Anik	181-40-470
22	Omar faruk babu	173-40-457
23	Afnan	
24	Shaikh Siam	193-40-646
25	Asifur Rahman	193-40-621
26	Shohel Miah	193-40-644
27	Fakhrul Alam	193-40-631
28	Labanna parvin Arifa	193-40-630
29	Tanvir	192-40-612

30	Utshaw	192-40-608
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## **5.6 Props and Equipment's:**

Props represents what is mandatory thing in our short film. For this movie purpose we have some mandatory things for the shooting realistic scene. And here are given below-

### **5.6.1 Equipment:**

1. Green Screen
2. Mobile
3. Self-made dolly track
4. Audio Recorder
5. Tripod
6. Gimbal
7. Light Setup
8. Table
9. Laptop
10. Camera
11. Lens
13. Reflector

### **5.6.2 Props:**

1. T-Shirt
2. Toy gun
3. Mobile
4. Computer
5. Spectacles
6. Bed
7. Injection

**5.7 Budget:** This was one of our most difficult tasks for ours in our production. We were students however we should gathered the mandatory cost for making.

**TABLE 5.7.1 Budget chart**

<b>EQUIPMENT</b>	<b>EXPENDITURE</b>
Green Screen	3,500.00 BDT
Camera	5,000.00 BDT
Light Setup	22,500.00 BDT
Tripod	3,000.00 BDT
Props	25,500.00 BDT
Gimbal	15,000.00 BDT
Prints	4,000.00 BDT
Foods	42,000.00 BDT
Indore Rent	12,000.00 BDT
Outdore Rent	20,000.00 BDT
Flat Rent	90,000.00 BDT
<b>Total</b>	<b>242,500.00 BDT</b>

## CHAPTER SIX

### DISCUSSIONS

One of the numerous classifications that can be worked with sight and sound is VFX and film media. It is likewise one of the numerous areas for our last resistance. We characterize this class dependent on our mastery which we said toward the start of this report; where VFX simply doesn't do a video; sound, 3D components, movement illustrations, control pictures and a complete synthesis all are incorporated. In any case, we're not the initial ones to work in this class, prior a decent venture left this division from our area of expertise. Furthermore, that is beacon. Despite the fact that the “**Lighthouse 2100**”<sup>[1]</sup> and we do comparable things, yet we have numerous varieties in our work. Talking about decent variety, first comes the center of our story, in spite of the fact that the two works depend on sci-fi story. Besides, the idea of their story and our story are of two sorts. But it we have contrasts all through our work time and film span. Their entire work was watchable and it is our enthusiasm to work with this division. Despite the fact that we were pulled in to VFX by watching Hollywood work. There are a few confinements to the VFX work, for example, immaculate light arrangement, a strong green screen work and shooting with altering contemplations. They worked superbly on these things, however they woed their last modifying was anything but a sensible. In certain spots, their work is fake, where we have painstakingly watched in our work. Video film of what they did on the green screen was reasonable reason for craftsman's edges. They did visual works with the colossal blend of 3D works. Then again we did it even less, and we did it as a motion picture about narrating with enhanced visualizations. What's more, that appears to us to be a major distinction.

## CHAPTER SEVEN

### BEHIND THE SCENE

It wasn't significant for us to have these photos here yet these pictures are suggestive of our work. Also, by viewing these, one can without much of a stretch comprehend that there is a world behind the movie.



Figure7.1

When practicing the police force fighting



Figure 7.2

When conversation and shooting



Figure 7.3

Conversation and shooting



Figure 7.4

when sir come to university



Figure 7.5  
Shooting for group



Figure 7.6  
The hidden thought overcome



Figure 7.7  
Special force alerting



Figure 7.8  
special force fight



Figure 7.9  
shupto in indoor



Figure 7.10  
camera in rest



Figure 7.11  
Mimu and noman fight scene



Figure 7.12  
Mimu destructs Hridoy

## CHAPTER EIGHT

### TIMELINE

The undertaking was length over an eight months plan. The course of events was not all that tight yet it was overseen accurately. The generation time frame was took the longest measure of time. Below is a Gantt diagram of the working calendar-

TABLE 8.1-Project Timeline

Number s	Task	Duration (Month)	1	2	3	4	5	6	7	8
01	Research	2								
02	Brainstorming	1								
03	Concept development	1								
04	Collecting reference	1.5								
05	Storyboarding	2								
06	Audio	6								
07	Shooting	2								
08	Editing	2								
09	Refining	1								

## **CHAPTER NINE**

### **CONCLUSION**

It's an ideal opportunity to bid farewell. Be that as it may, not for long time. We will be back with some other time. Prior to consummation we might want to thank our University to make a stage for us like that. Where we can do and what we can think. The principle focus of this task was to make something special that will contain a decent quality just as flawless stylish sense. We were at that point mindful of this venture from the beginning. We did our work past the pre-plan. In spite of the fact that in numerous unfriendly cases, we gave our most elevated. This task has shown us a ton. Furthermore, this subject is exceptionally charming and enlightening to us. Since not we all are talented at everything, we share the work. We see how viable the story board is for shooting; with it our acting isn't well overall, yet we have attempted to express the characters accordingly. But yes we have attempted to show our skill in the post production. And that was our objective and hope. During this venture we found support from all individuals from DIU. We need to say thanks to them as well. We trust our task will stay a benefit for branch of MCT. We have large intend to work with this division with the understudies of DIU and MCT. We additionally give a gratitude to our dept. extraordinarily to our dept. Head Dr. Shaikh Muhammad Allayear for his guidelines. We are appreciative to him for his accept on us. We never got a chief like him. His numerical analysis makes us increasingly sure to do extraordinary considering creativity. All on the whole, we trust this undertaking will keep our area of expertise's name in the film universe of Bangladesh. VFX makes video production more attractive and that's what we tried to explain. At a similar time, it will give the possibility for the future laborers. In conclusion we are satisfied with our work and we need effortlessness from all. Thanks for reading.

**END**

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