

Pre-production and Illustration for Animation of Historical Places of Bangladesh

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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

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APPROVAL

This Project titled “**Pre-production and Illustration for Animation of Historical Places of Bangladesh**”, submitted by ***Husna Khan** 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 15-05-2019.

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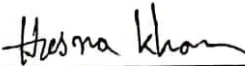
I hereby declare that, this project has been done by us under the supervision of **Mr. Mizanur Rahman, Lecturer Department of MCT in Daffodil International University**. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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At last, my obligatory acknowledgement towards my beloved and respected parents, without their crazy love and constant support I can't come at this stage of my life.

ABSTRACT

Man is not satisfied with what he has seen and known. He wants to see and know more. He wants to get the flavor of the historical places. In Bangladesh, there are some historical places. Main theme of this project is to create a 2d animation about some historical places of our country for children, who's age under 13. Our project name is **“Pre-production and Illustration for Animation of Historical Places of Bangladesh,”** involves different stages like story building, story boarding, 2d modeling (Illustration), texturing, animation, lighting and effects etc. Different software's are also used for making this animation like Adobe After Effect 2017, Adobe Premier Pro 2017, Adobe Audition 2017, Adobe Photoshop 2017, Adobe Illustrator 2017 etc.

Storyboarding is used to get the complete idea and visualizing the whole project at first. Then the illustrations of selected historical places are made in Adobe Illustrator and Adobe Photoshop, using character for this project are collected form google and modify those by using Adobe Photoshop, model of environment are made in Adobe Illustrator. At last texturing or coloring done in Adobe Illustrator as well as Photoshop and color wheel help by real environment form our selected places. Animate all the places in Adobe After Effect. I take the voice over and background music collected form YouTube free resources and final composition done in Adobe Audition. Final Video Composition (done in Adobe Premier Pro) in post-production help it to be complete.

This 2d visualization may help to know about historical places and impose impact on child education.

STRUGGLE

From the beginning I wanted to do something in 2D, but I couldn't make the idea for the project. After long discussions I decided to work with historical and traditional places of Bangladesh. I just had a rough idea about what I was going to do. I discussed about this idea with our supervisor and Head of the department. They appreciated us for the idea. Then I kept thinking and discussing about how I will present the idea. After a few days I made a detailed plan about the idea. I made the storyboard for the idea. Then I show the storyboard to the supervisor and discussed. After confirmation from the supervisor I started the next phase. Next phase was a little bit challenging. To turn the storyboard idea especially the places into virtual world was very challenging. Based on the real pictures of the places when I made the 2D images I were not happy with the outcome. Because I did not getting the feel of 2D. I couldn't give the color combination I wanted to.

It was our first big 2D project. So I felt it's normal that I are not getting the output I want. Then I talked with our supervisor again to get help about the process. Then he advised us about how I can try. I tried with his suggestions and it worked. I have been able to give a final output of a place out of our selected 5 places. I were satisfied with this outcome.

In the next phase I wanted to keep the same color theme for all the places. I finalized our idea for the remaining 4 places. I designed the elements of all the places and made the illustrations sequentially.

So, the illustration phase completed. Then I started the phase of animation. I wanted to keep the same theme for animation for all places. But it was tough to keep same theme as different animations were appropriate for different places. I notified our supervisor about this problem. After some discussions I came to a decision with the theme I will use. Every time I get stuck I learnt new things and perceptions.

We tried as much as possible to keep it modern and international standard like pop up animation, infinity zoom, so on. I tried our best to make it special and out of the box.

Table of Content

CHAPTER 1	1
Introduction	-1
CHAPTER 2	1-5
Literature Review	-3
2.1. Importance's and Impacts of Historical Places	3
2.2. Benefit of know about Historical Place	-3
2.3. Child Education-	-3
2.4. Lack of Child Education	4
2.5. Better Learning	5
2.6. Less Stress	5
2.7. Stronger Memory	-5
2.8. Influence for 2D Animation	5
CHAPTER 3	6-53
Workflow and Use of 2D animation software	6
3.1 Story Building	-6
3.2 Research	-7
3.3 Storyboard	12
3.4 2D Modeling	-21
3.5 Color Wheel	39
3.6 Animation-	-41
3.6.1 Camera Animation	41
3.6.2 Environment Animation	42
3.6.3 Pop-up Animation	-43
3.6.4 Infinity Zoom	-45
3.7 Lighting	47
3.8 Transition-	48
3.9 Post Production	-49

3.9.1 Video Composition	49
3.9.2 Color Correction	51
3.9.3 Sound Composition	53
CHAPTER 4	54-60
Presentation of the complete work	54
4.1 Stage 1	55
4.1.1 Storyboarding from story	55
4.2 Stage 2	56
4.2.1 Create all Environment	56
4.3 Stage 3	57
4.3.1 Colorize all element	57
4.4 Stage 4	58
4.4.1 Environment and camera animation	58
4.5 Stage 5	59
4.5.1 Sound Composition	59
4.6 Stage 6	60
4.6.1 Rendering the complete project	60
CHAPTER 5	61-61
Discussion and Conclusion	61
5.1 Discussion	61
5.2 Conclusion	62
Reference	63

CHAPTER 1

Introduction

“The twentieth century may well find historical status as the epoch in which man began to study himself as a scientific phenomenon.”

Timothy Leary.

Historic site or heritage site is the place where pieces of political, military, cultural, or social history have been preserved due to their cultural value. A historic site may be any building, landscape, site or structure that is of local, regional, or national significance.

Bangladesh have many historical places and each and every of those has individual story. Among those I choose five historical places, depends on their history, story, time period, constructions method and so on.

The Five-

1. Lalbagh Fort (Dhaka)
2. Commonwealth War Cemetery (Chittagong)
3. Shilaidaha kuthibari (Khulna)
4. Mahasthangarh (Rajshahi)
5. Shahjalal Mazar (Sylhet)

Short overview about our Historical places:

Lalbagh Fort is incomplete Mughal Fort complex that stands before the Buriganga River in the southwestern part of Dhaka. The Mughal prince Muhammad Azam Shah son of Emperors Aurangzeb Started work of the fort in 1678, but the construction was stopped because of the Marathe Revolt. Subadar Shaiste Khan later resumed the construction in 1680, but could not finished.

Commonwealth War Cemetery is a monument of the Commonwealth war Graves Commission. Which is known as the Chittagong War Cemetery. During the Second World War

training camp of the army were established here. After the war the British army established this Tomb. There were about 400 graves of soldiers killed in the were here.

Shilaidaha Kuthibari which is also renowned as Rabindra Kuthibari. It is located in kushtia district of Bangladesh. The world-famous poet Rabindranath Tagore come here in 1889 to manage their family estate. The total area of the compound of kuthibari is 11 acres. The main building is made of brick, wood and corrugated tin sheets. Many people come here to visit this place throughout the year.

Every year a fair is hold here on 25th Baishakh. At present Kuthibari is under the Ministry of Culture of Bangladesh Government

Mahasthengarh is one of the oldest ancient archeology of Bangladesh. This famous city is also known as the Pundranagar in the history. About 2.5 thousand years ago, civilized population were developed here. The details of this place are found of the visit of Chinese traveler Hiuen Isang. Many people use to come here from various places to study for Buddhist education.

Hazrat Shahjalal which is located in Sylhet city of Bangladesh. This is a spiritual establishment in Sylhet city, which is basically the residence and end of the house of Islam's missionary Shahjalal, who arrived in Bangladesh in 1303 AD. According to some, the Muslim civilization and creed of Sylhet have flourished around the Dargah. It's said that, Hazrat Nizamuddin Aulia presented Hazrat Shahjalal with a pair of Surma Colored Pigeons, which is now known as "Jalali Kobutar". This place associated with the fame and miraculous memories of Shahjalal is known as one of the holy pilgrimages in

Chapter 2

Literature Review

In this chapter I'll try to give short brief on historical places its importance and its impacts in our society in the real world with data from various news portals, journals, books analyze themselves that will influence our 2D animation to reach the final stage.

2.1 Importance's and Impacts of Historical Places

Historical places have been created thousands of years ago, and they are often the most durable and famous symbols of ancient civilizations. Historical sites restoring is important because those old places are the reflection of our history, they help us to understand and respect people who lived in different eras with different habits and traditions. Old historical places help us to understand the history that occurred before I were born and promotes the respect for those who lived in prior times and different traditions.

2.2 Benefit of know about Historical Place

“Old Places have soul”.

- **Sarah Anderson**

Knowing about historical places, a person can have the idea of that time period, about their culture, society, life style, religion and so on. Which can have a significant impact on a man's life style. Which can have a significant impact on the life of a man, and helps to increase the extent of his knowledge.

2.3 Child Education

In Bangladesh Primary level is the early stage of education system. This level defines from class (1-5). In our country text book is only resource for learning, but this process is so complicated for children for memorizing, but if I add visual learning besides text book then it will help them to keep in their mind what they are learning through visual learning process.



Fig2.3.1: Child Education

2.4 Lack of Child Education

In our country primary education system is fully depend on text book, where as in foreign country they teach through visual education. This process is very effective for them. But in our country related officers don't take any necessary steps to impose visual learning process.



Fig2.4.1: Lack of Child Education

2.5 Better Learning

In education sector 2D animation/Visualization plays a vital role. By reading text book it's tough to understand complicated topics but by seeing those topics in visual way through animation, its lot more easier to understand.

Specially in Medical and Engineering sector animation plays a vital role. But in our country its usages is very low.

2.6 Less Stress

By reading books it's tough to understand and keep in mind any topics, but I can keep in mind anything by seeing visual animation.

That's why visual education can give us less pressure on our study which is very helpful for effective education.

2.7 Stronger Memory

We know that, it's very easy to memorize complicated topics via visual education, which stays in human brain for long time.

2.8 Influence for 2D Animation

When I see both positive and negative report and analyze them from the source it was make us a realization. Then I decided to make a 2D Animation about Historical places. This 2d Animation will help us to know about those places and will make a great impact on child education.

From the thought of doing something helpful for children. Through our work, I started to think about this project which will not only fill our goal but also will be helpful for others/children.

Basically, this project is done to deliver some information about some of our ancient historical architectures. Generally, I know these places but don't know much about the history behind the ancient architectural construction. Our main objective it was to provide some knowledge for kids/children about these places so that they can easily know and learn about these places with interest.

As we know kids are trod of watching very much. They are not interested in reading books as much they are interested in seeing cartoon. Now that most of the children are more or less connected with technology.

So, this is our little effort to inform them about these ancient historical architectural through our visualization.

CHAPTER 3

Workflow and Use of 2D animation software

3.1 Story Building

From the thought of doing something helpful for children. Through our work, I started to think about this project which will not only fill our goal but also will be helpful for others/children.

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As I know kids are told of watching very much. They are not interested in reading books as much they are interested in seeing cartoon. Now that most of the children are more or less connected with technology.

So, this is our little effort to inform them about these ancient historical architectural through our visualization.

3.2 Research

To create this project in 2D software and give colorful look, I've search various animation films, short film, via browsing internet. Combining that searched images, I've created new environment.

Being inspired from that multiple reference images, videos, I have made every object in this project. Some of them are given below for clarification.



Fig 3.2.1: Lalbagh Fort (Dhaka)

Lalbagh Fort is an incomplete 17th century Mughal fort complex.



Fig 3.2.2: Commonwealth War Cemetery (Chittagong)



Fig 3.2.3: Commonwealth War Cemetery (Chittagong)

Chittagong War Cemetery is located at Dampara. There are a further 20 foreign national burials, 1 being a seaman of the Dutch Navy and 19 Japanese soldiers, 1 of which is unidentified. There are also 4 non-war U.K. military burials.



Fig 3.2.4: Shilaidaha Kuthibari (Khulna)

The place is famous for Kuthi Bari, a country house made by Dwarkanath Tagore. Rabindranath Tagore lived a part of life here and created some of his memorable poems while living here.



Fig 3.2.5: Mahasthangarh (Rajshahi)



Fig 3.2.6: Mahasthangarh (Rajshahi)

Mahasthangarh is one of the earliest urban archaeological sites so far discovered in Bangladesh.



Fig 3.2.7: Shahjalal Mazar (Sylhet)



Fig 3.2.8: Shahjalal Mazar (Sylhet)

This place associated with the fame and miraculous memories of Shahjalal is known as one of the holy pilgrimages in

We have tried to create new visuals by taking inspirations from these places.

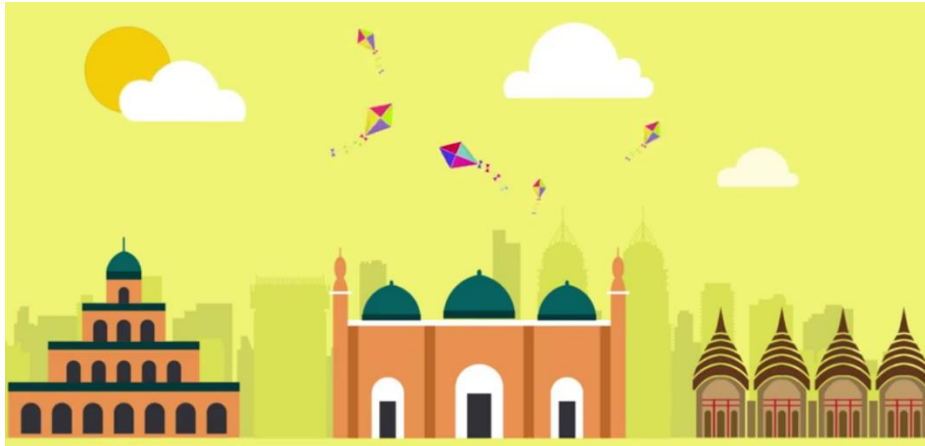


Fig 3.2.8: Dhaka (illustration)



Fig 3.2.9: Dhaka (illustration)

There were some visuals which were clean and colorful which inspired us to create visuals by keeping our country theme.

These characters and environment show me how simple they are. Simple character can easily be animated.

All these references give the idea of environment, Village plan, Environment Design, character etc.

3.3 Story Board

“কিলাহাড়া
যুগিবাড়ি”



Fig 3.3.1: Shilaidaha Kuthibari Sketch



Fig 3.3.2: Shilaidaha Kuthibari Sketch

“महाशतान गड”

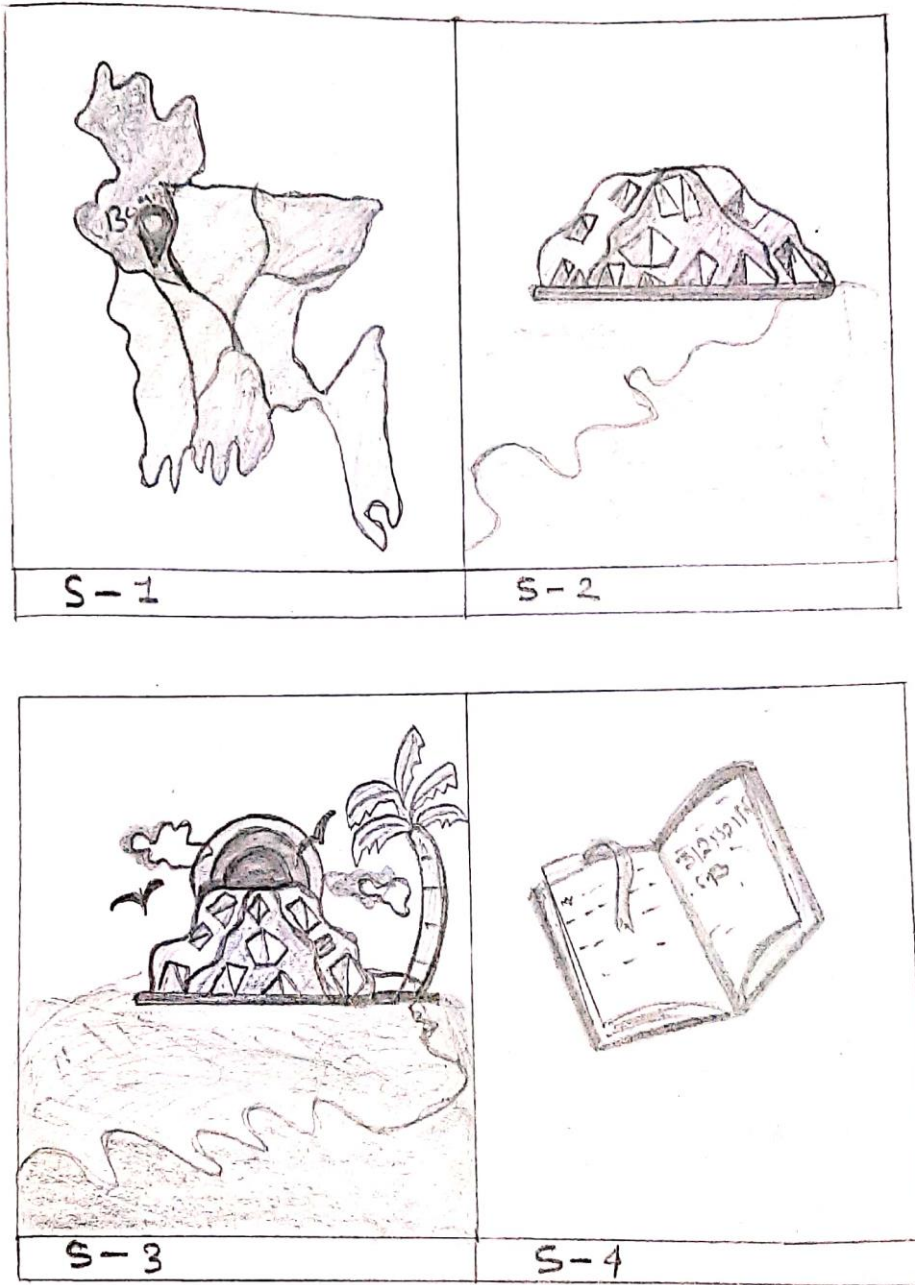


Fig 3.3.3: Mahasthangarh



Fig 3.3.4: Mahastangarh

“কমানওয়েলথ
ওয়ার্ল্ড-সিমেট্রি”

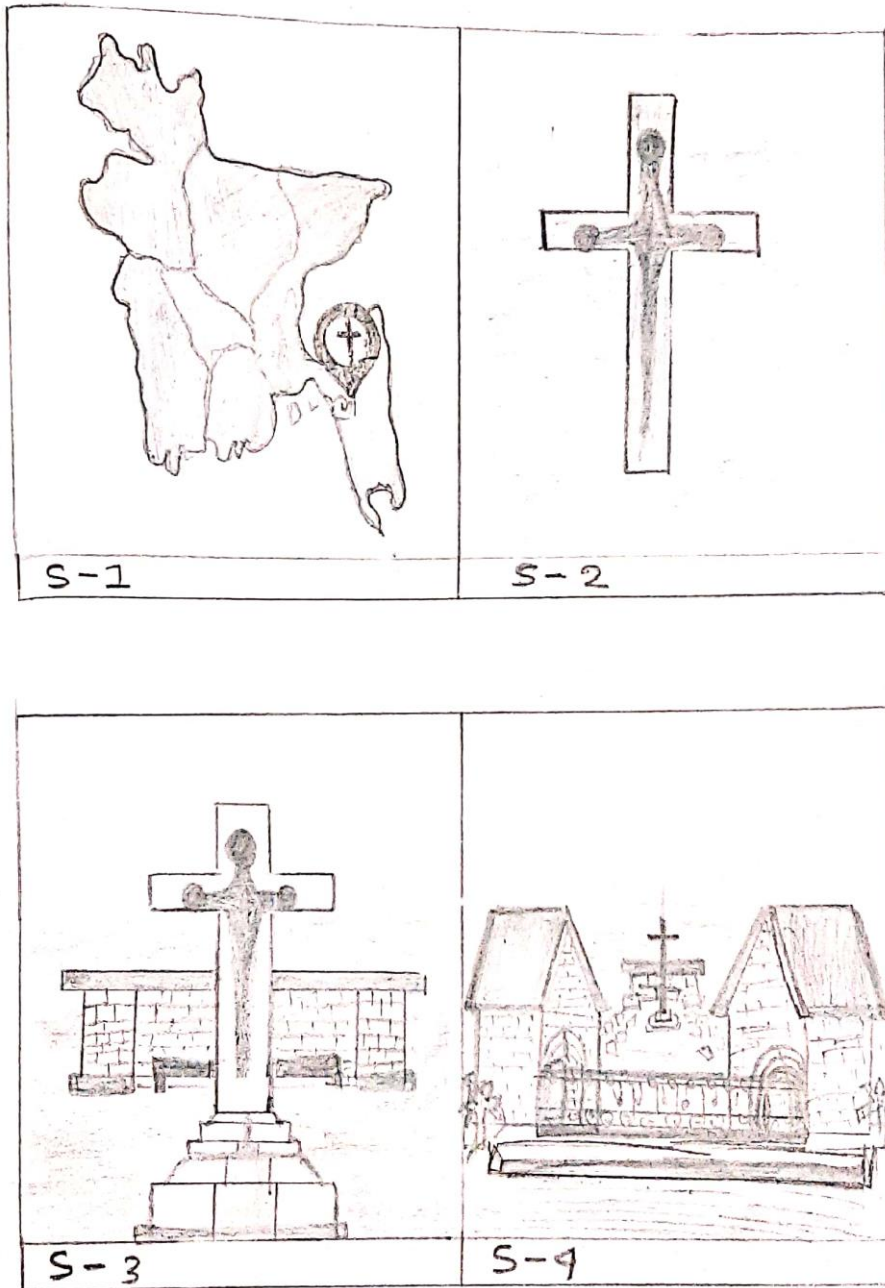


Fig 3.3.5: Commonwealth War Cemetery

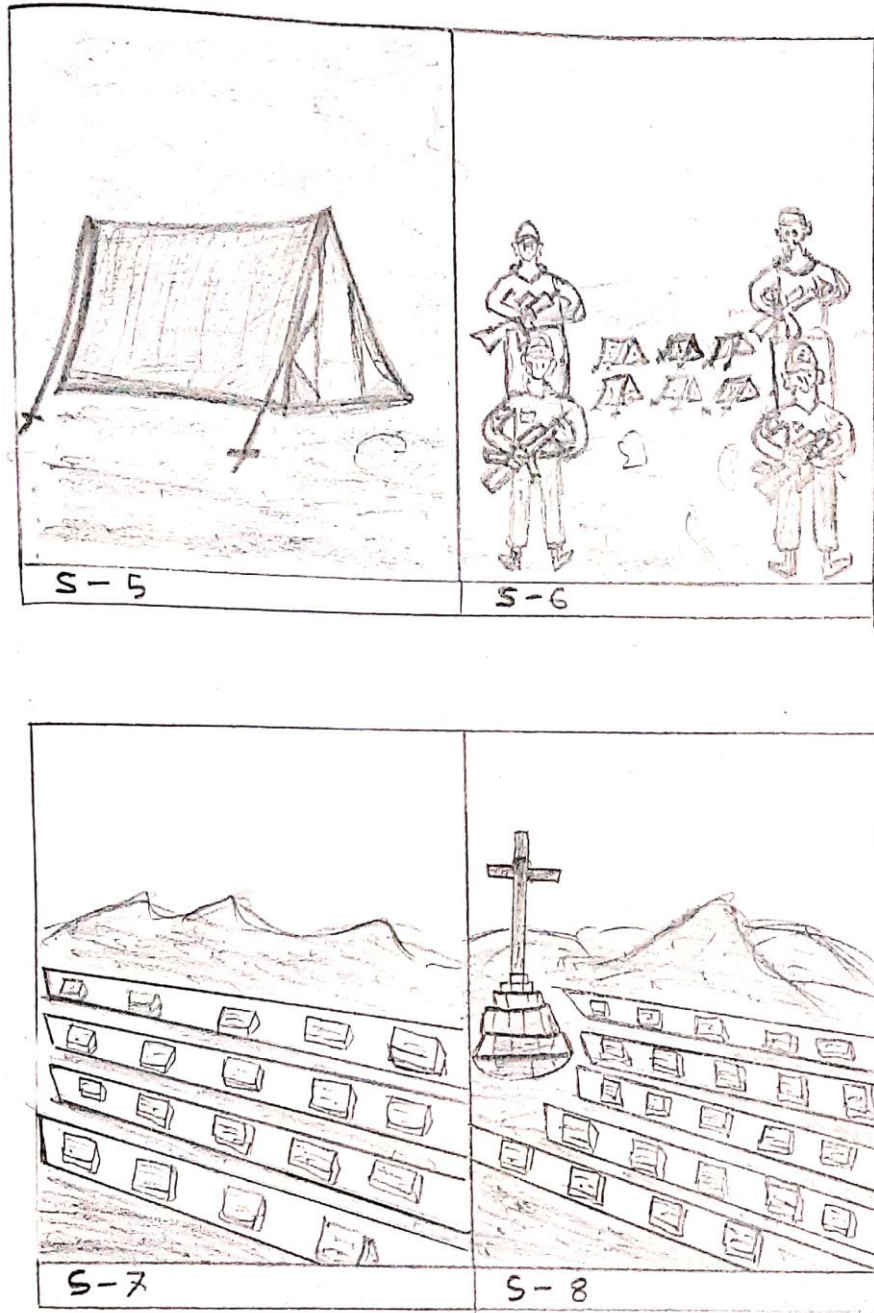


Fig 3.3.6: Commonwealth War Cemetery

“मालबाहाव
किला”

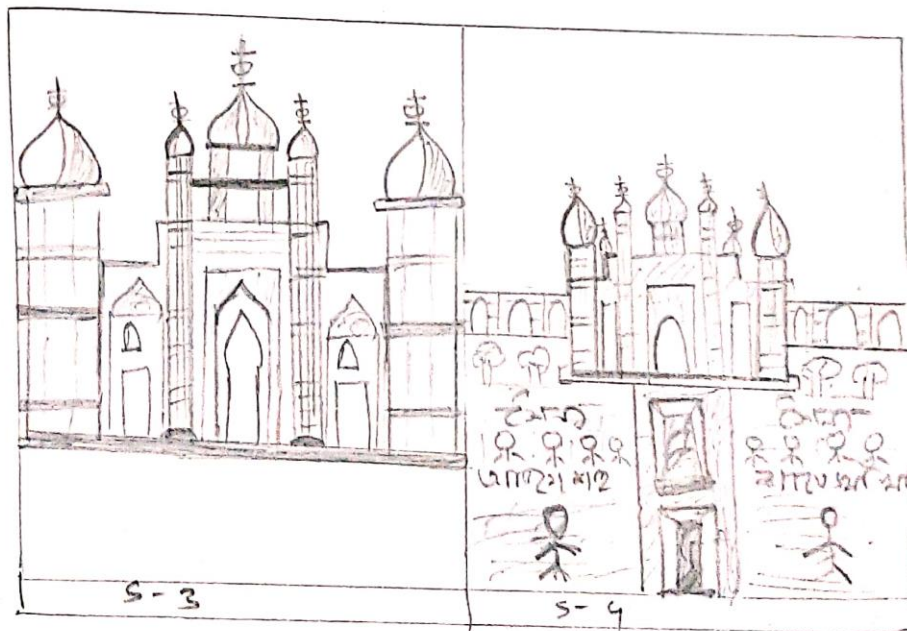
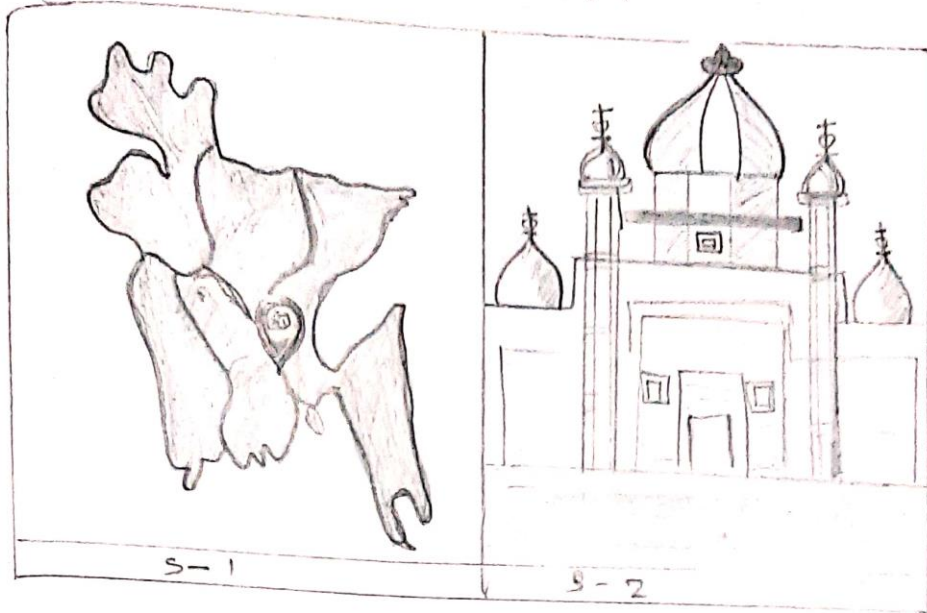


Fig 3.3.7: Shilaidaha Kuthibari Sketch

“শ্রাবণ মাসে জালালের
মাড়ান”

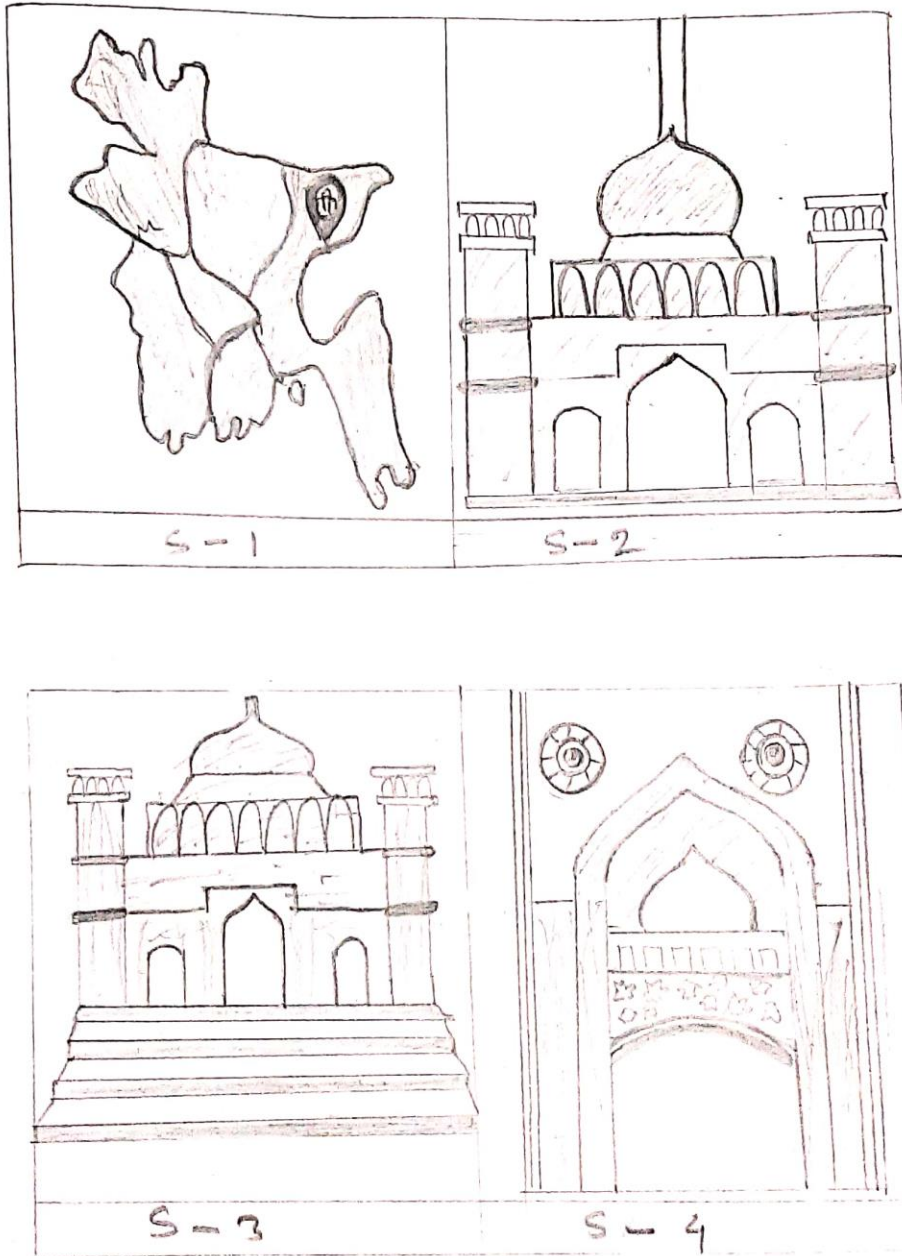


Fig 3.3.8: Hazrat Shah Jalal's Mazar



Fig 3.3.9: Hazrat Shah Jalal's Mazar

3.4 2D Modeling

At first, I required main architectural structure for our 2D animation. There are five type of structure in our project.

1. Lalbagh Fort
2. Commonwealth War Cemetery
3. Shilaidaha Kuthibari
4. Mahasthangarh
5. Hazrat Shahjalal Mazar

We require Bangladeshi looks model. That Time I study for my environment.

That time Meena Raju can help us.



Fig 3.4.1: Meena Cartoon

First Look Model:

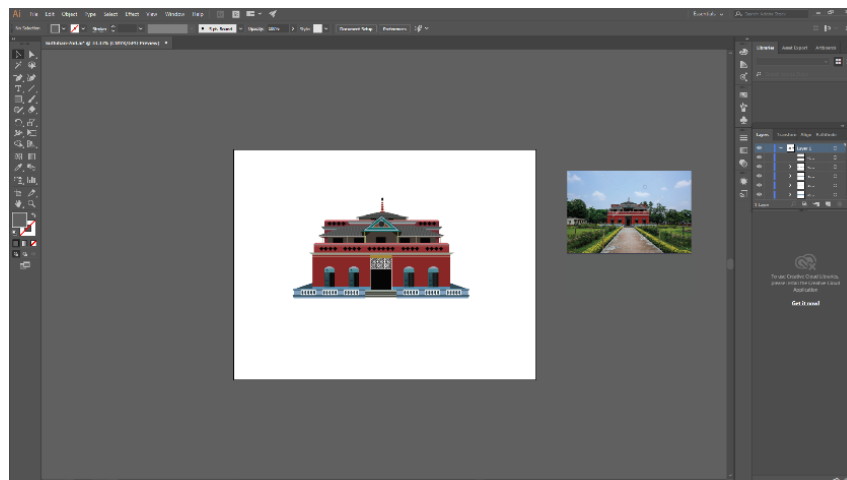


Fig 3.4.2: Kuthibari Illustration

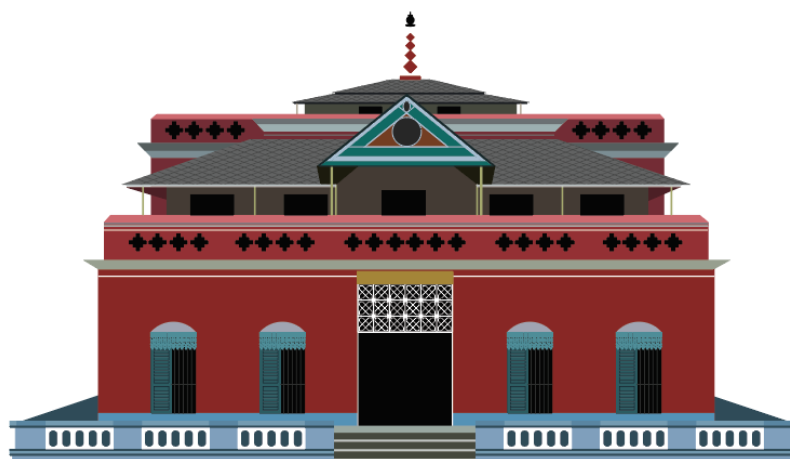


Fig 3.4.3: Main Structure of Kuthibari

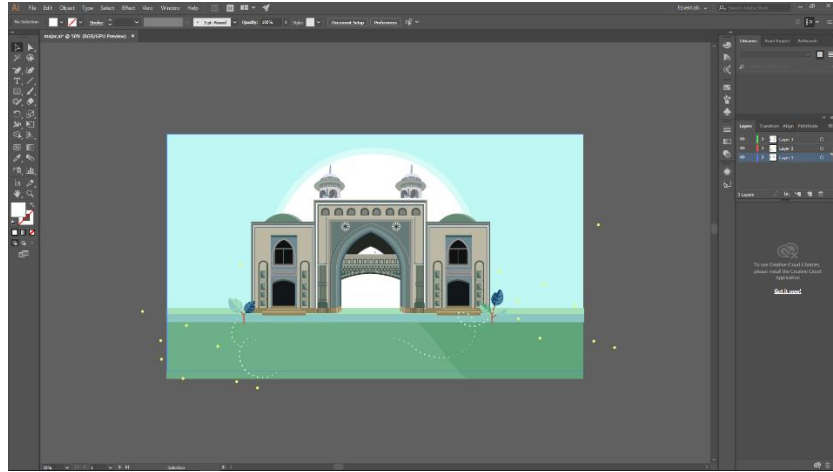


Fig 3.4.4: Shahjhal Mazar Illustration



Fig 3.4.5: Main Structure of Shahjhal Mazar Gate

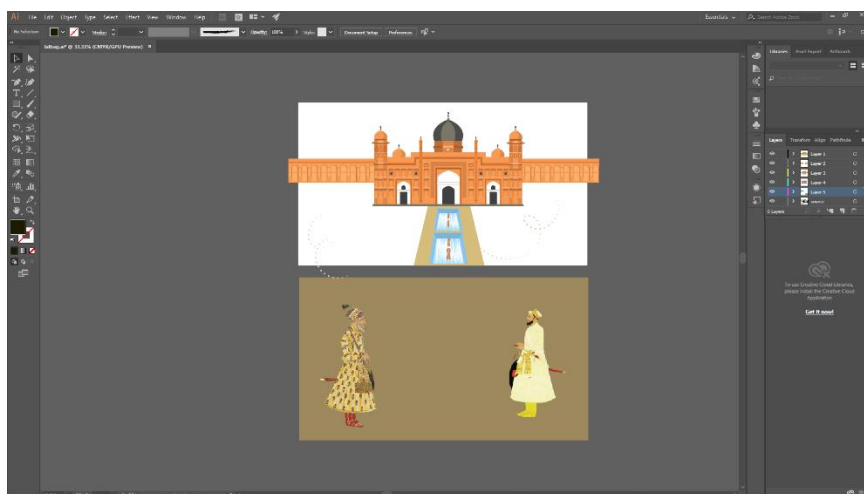


Fig 3.4.6: Lalbagh Illustration



Fig 3.4.7: Main Structure of Lalbagh Fort

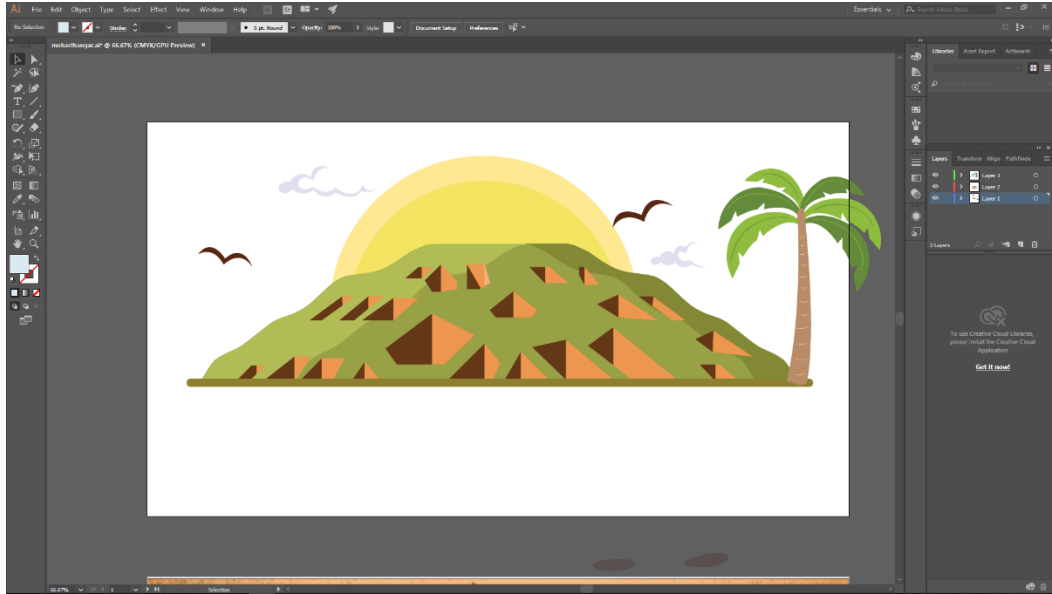


Fig 3.4.8: Mahasthangarh Illustration



Fig 3.4.9: Main Structure of Mahasthangarh

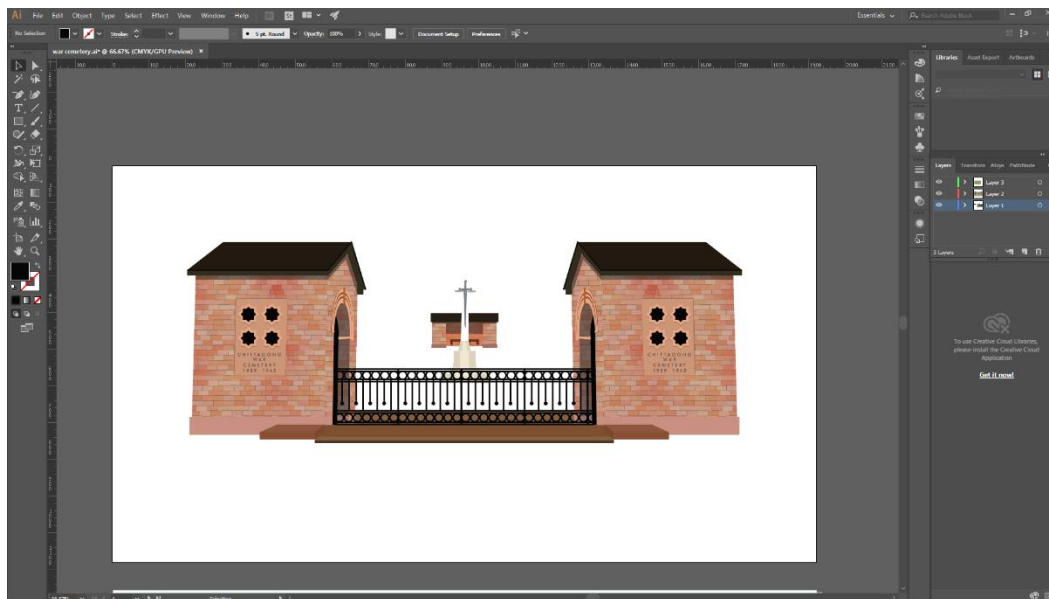


Fig 3.4.10: Commonwealth War Cemetery Illustration

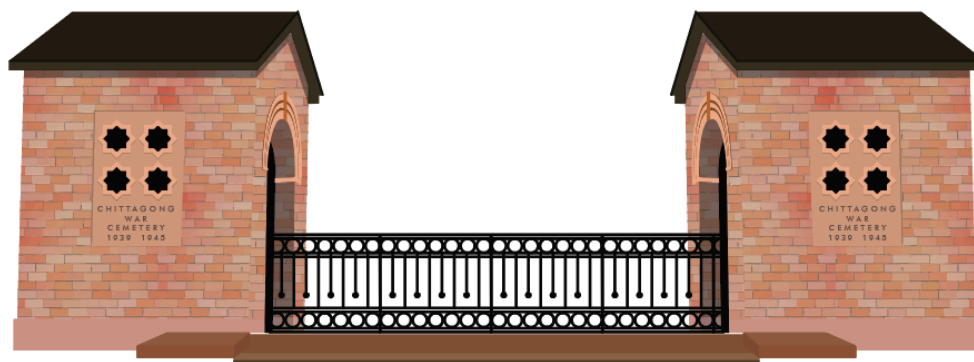


Fig 3.4.11: Commonwealth War Cemetery Gate

In Adobe **Illustrator** CC I create every single model.

Then I created others environment-



Fig 3.4.12: Kuthibari Environment Illustration



Fig 3.4.13: Shahjalal Mazar Environment Illustration



Fig 3.4.14: Lalbagh Fort Illustration (Dhaka)

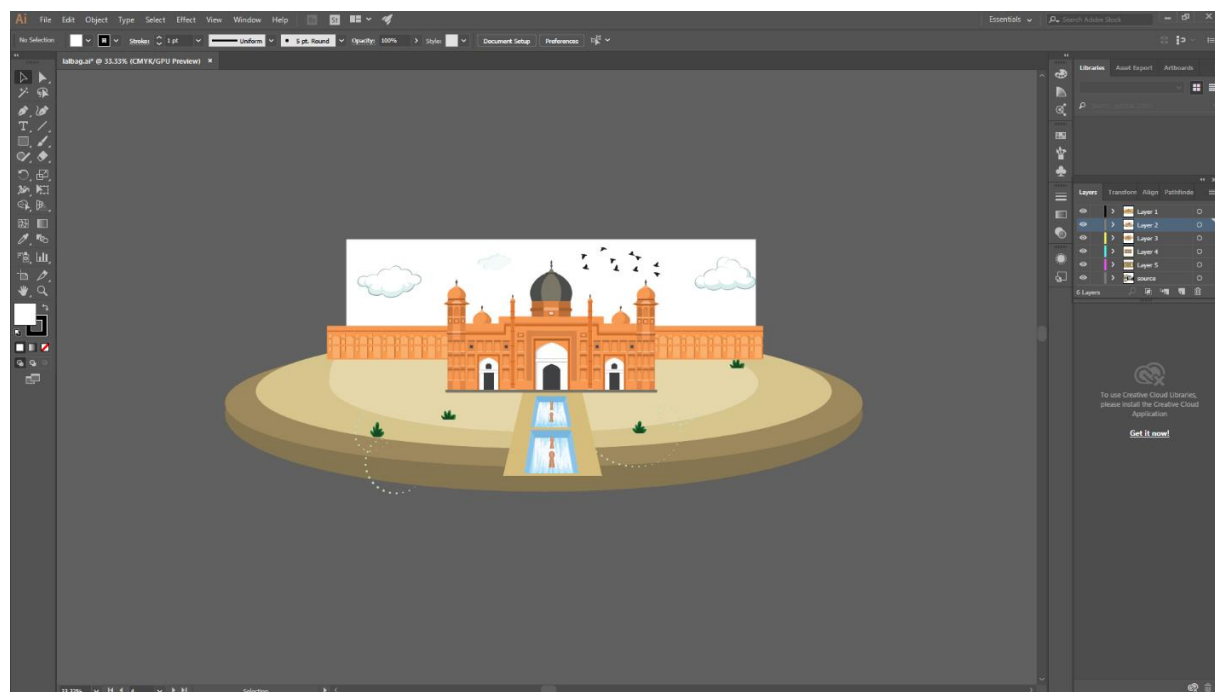


Fig 3.4.15: Lalbagh Fort Environment Illustration

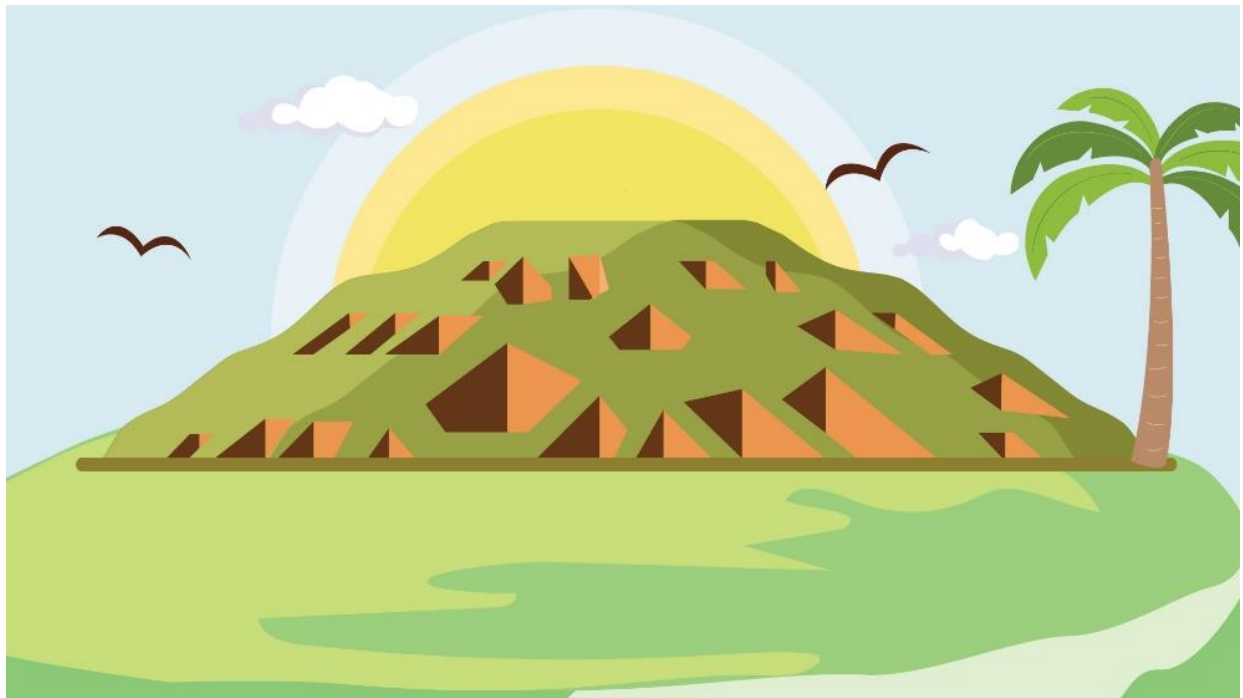


Fig 3.4.16: Mahasthangarh Environmental Illustration

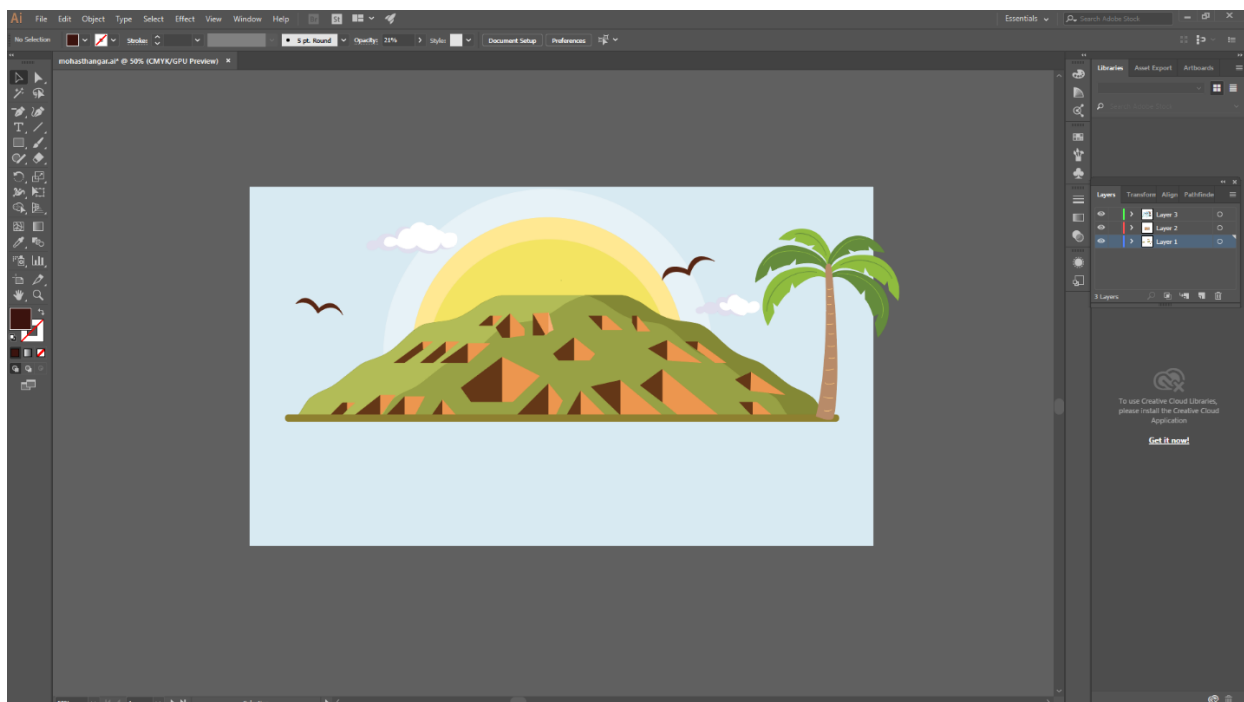


Fig 3.4.17: Mahasthangarh Environment Illustration



Fig 3.4.18: Commonwealth War Cemetery Environmental Illustration

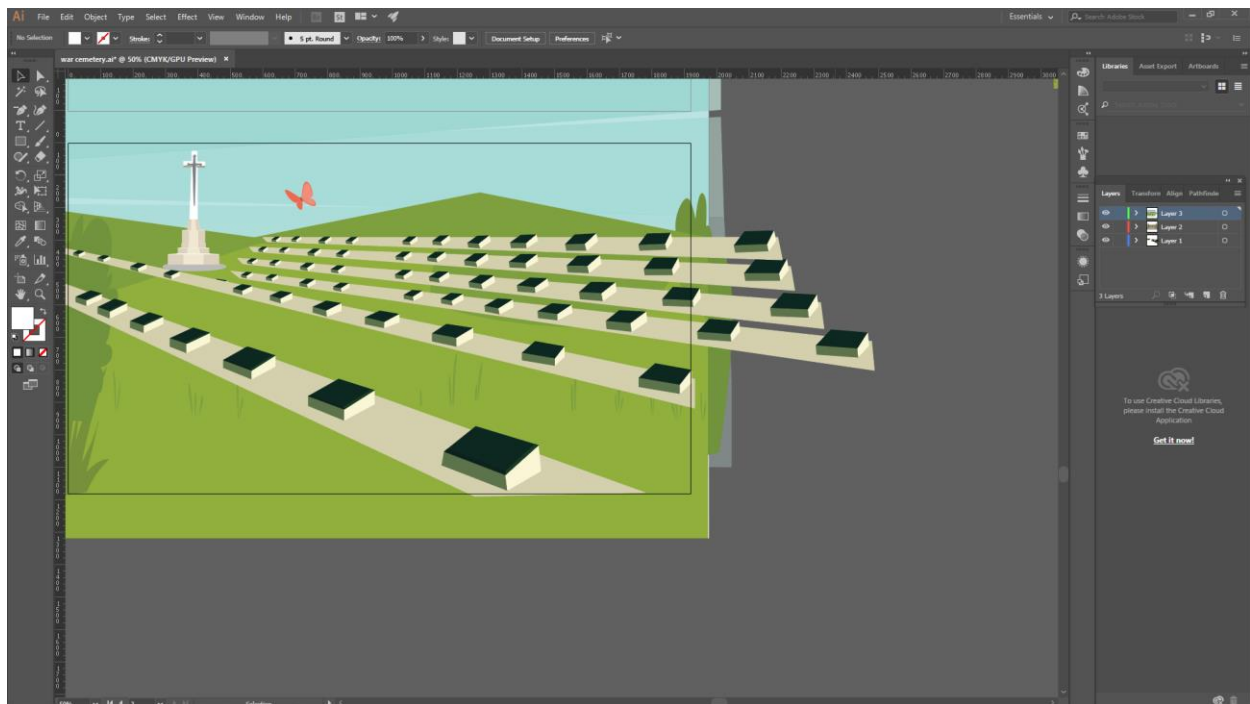


Fig 3.4.19: Commonwealth War Cemetery Environment illustration

Environment Design:

When I want to create an environment then I have to make different natural element. There are,

1. Tree
2. Grass & leaf
3. Sky & Birds
4. Room
5. Some character
6. Land

1. Tree:

Tree is most important role in our project. It's makes good in my project.

There some Trees.



Fig 3.4.1.1: Tree Seen

2.Grass & leaf:

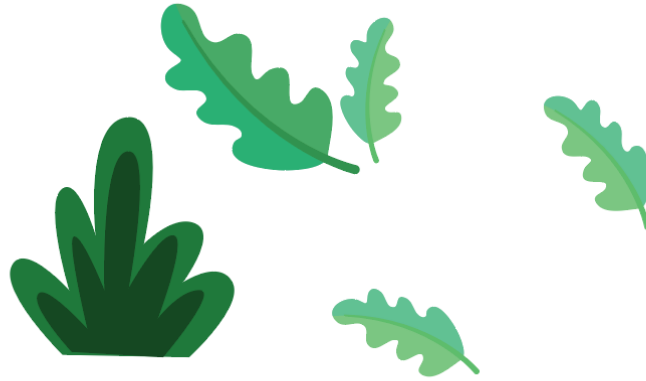


Fig 3.4.2.1: Grass & leaf

3.Sky & Birds:

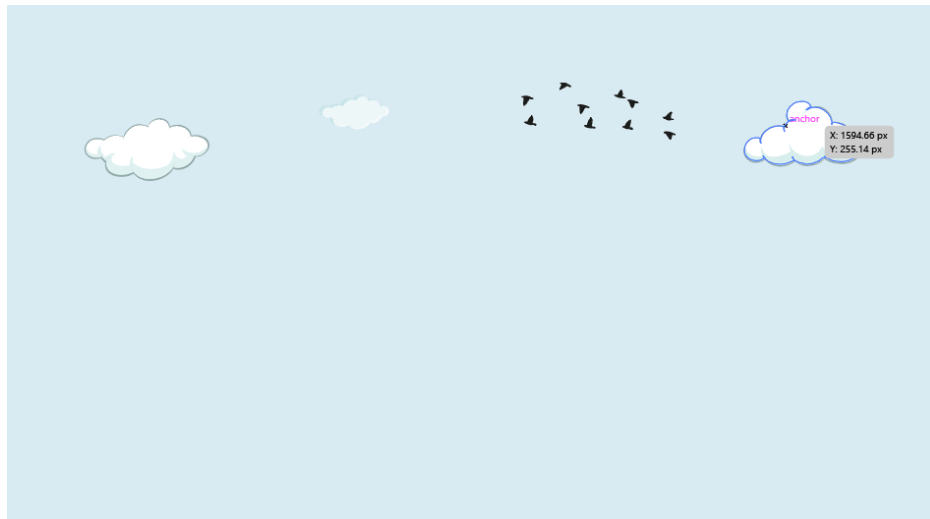


Fig 3.4.3.1: Sky (1)



Fig 3.4.3.2: Sky (2)

4. Kuthibari Room:



Fig 3.4.4.1: indoor



Fig 3.4.4.2: Extreme Zoom

Bangladeshi Traditional House.

5.Character: There are some characters & soldiers which connected respectively Lalbagh fort, Mahasthangarh & Commonwealth War Cemetery.



Fig 3.4.5.1: Characters of Lalbagh Fort

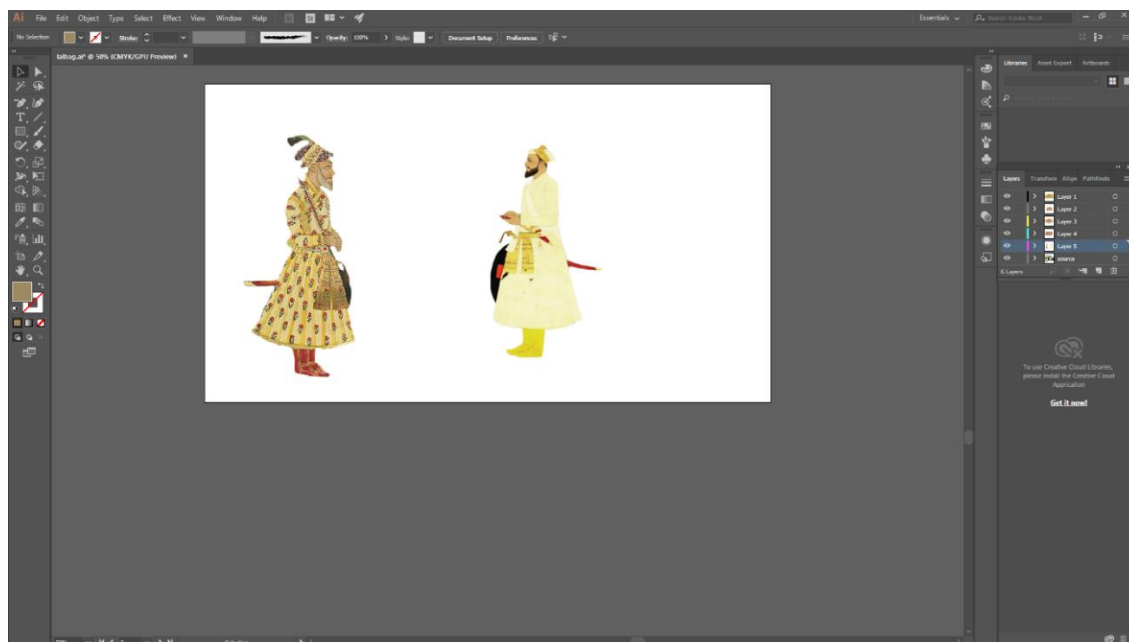


Fig 3.4.5.2: Characters of lalbagh

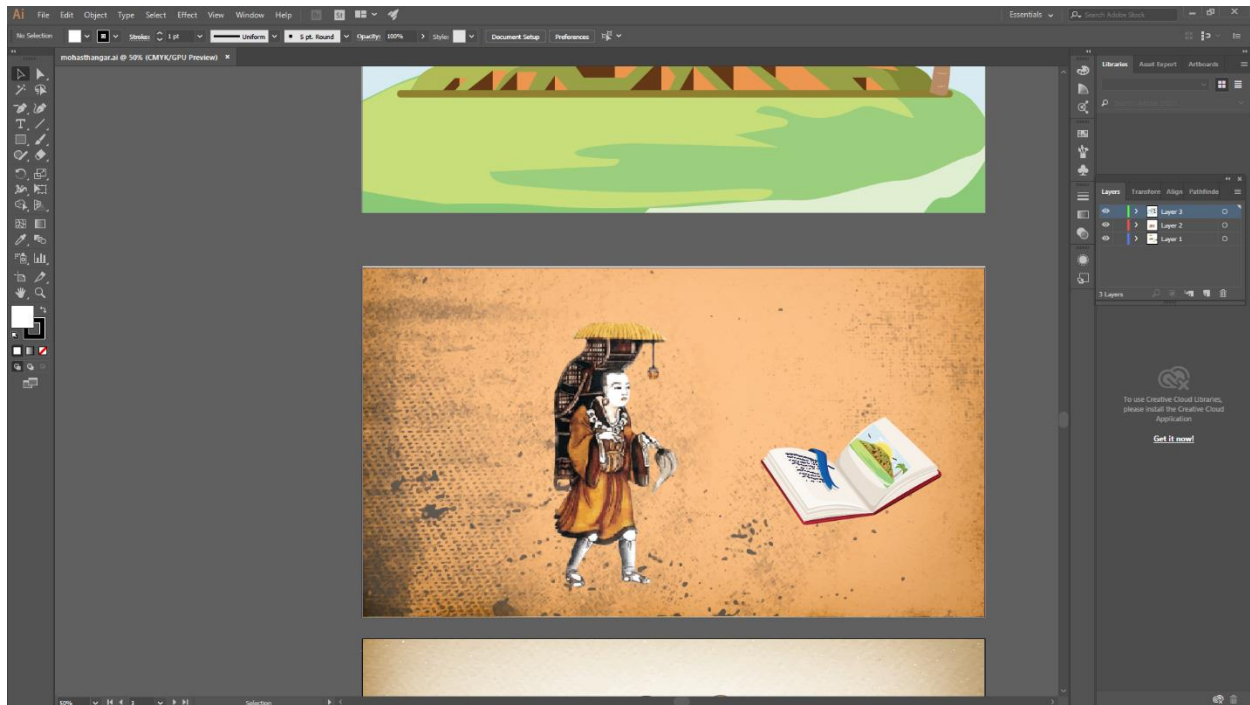


Fig 3.4.5.3: Characters of Mahasthangarh

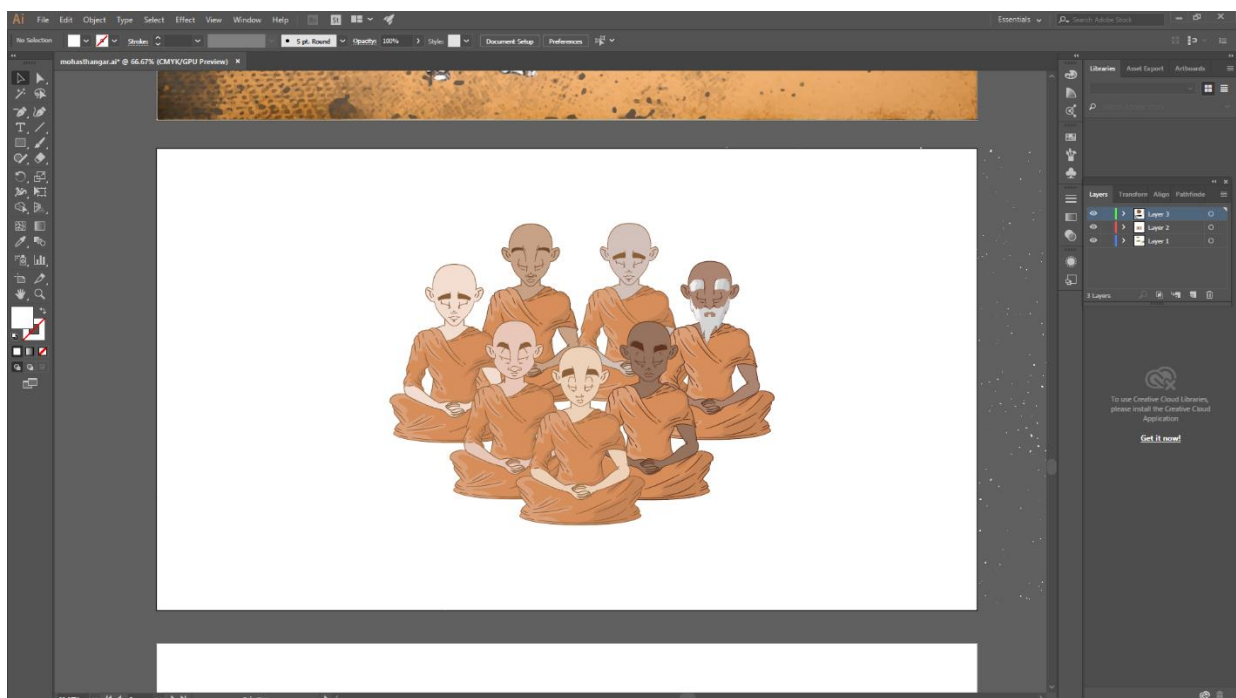


Fig 3.4.5.4: Characters of Mahasthangarh

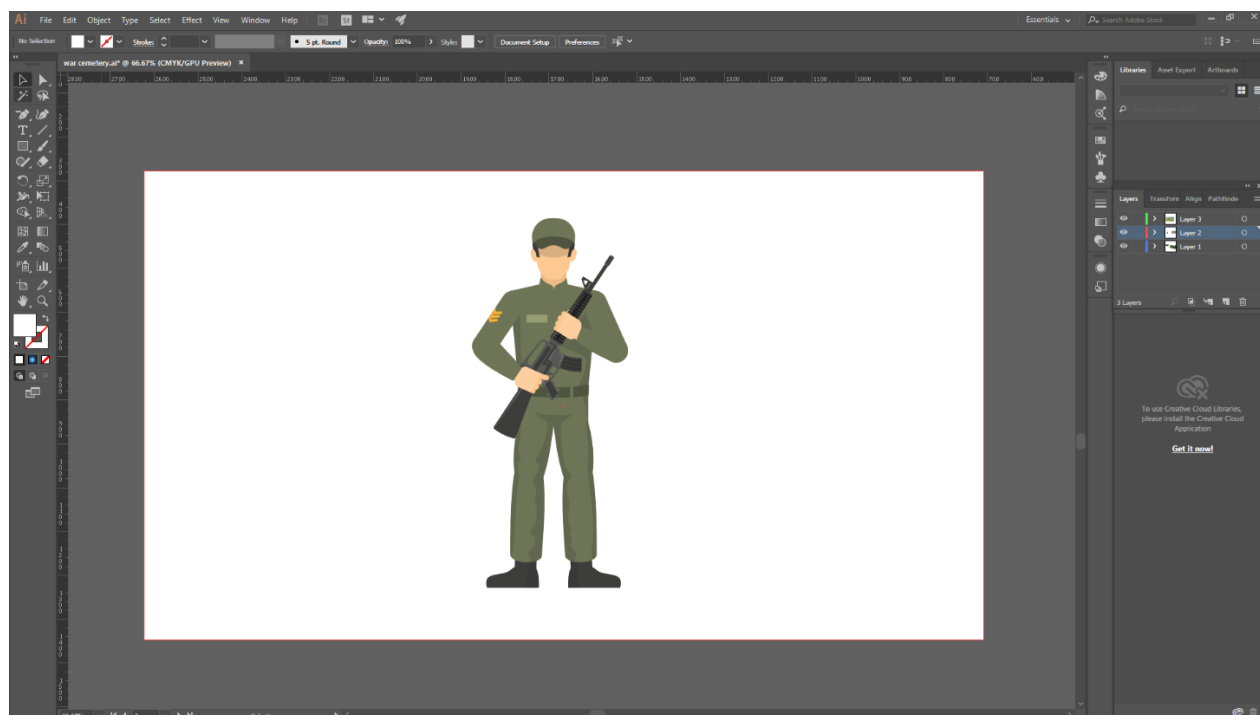


Fig 3.4.5.5: Characters of Commonwealth War Cemetery

6. Land:

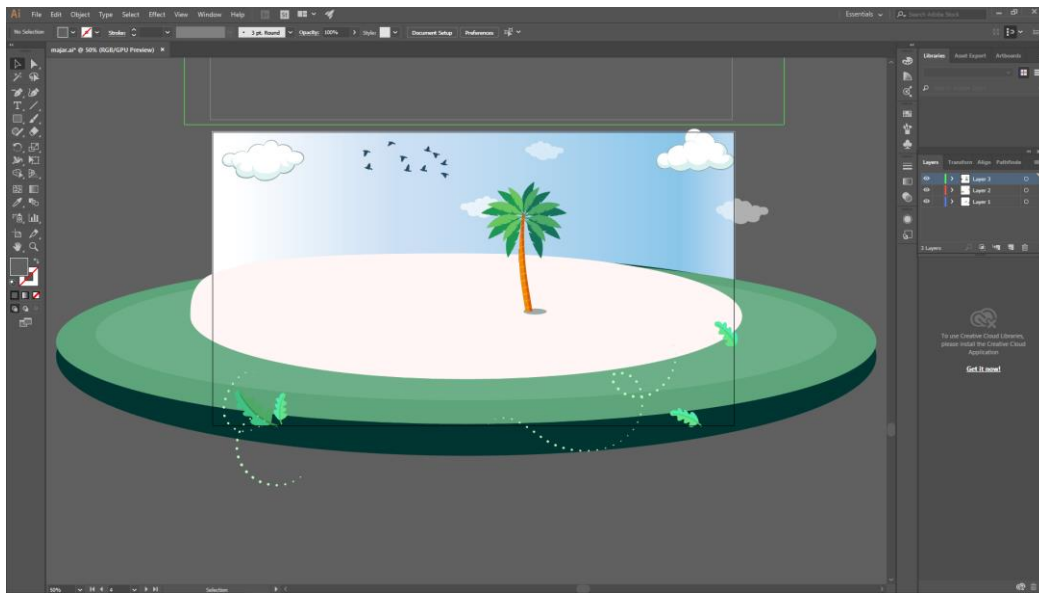


Fig 3.4.6.1: Land (1)

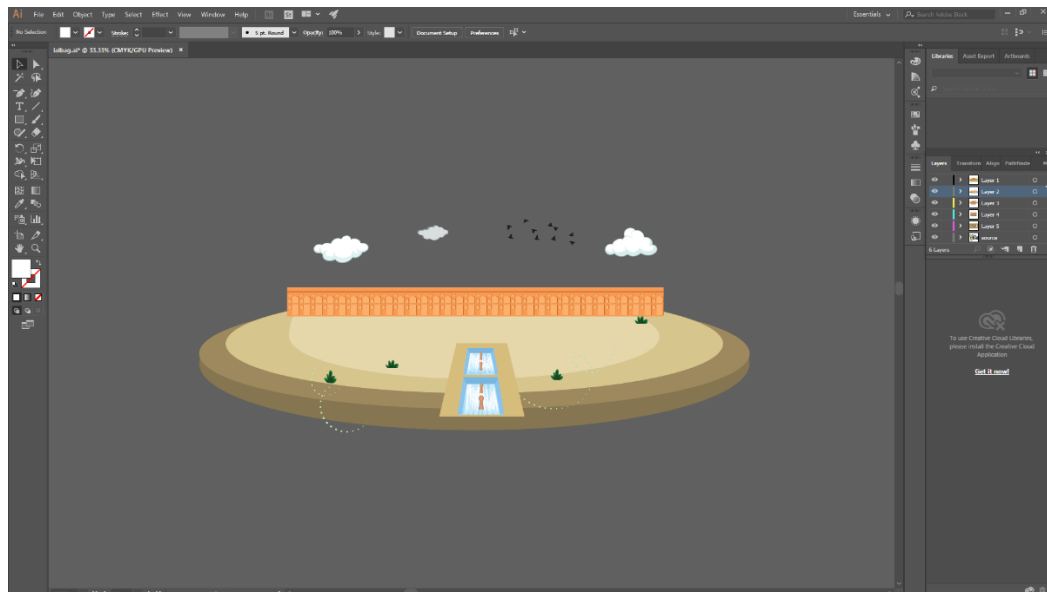


Fig 3.4.6.2: Land (2)

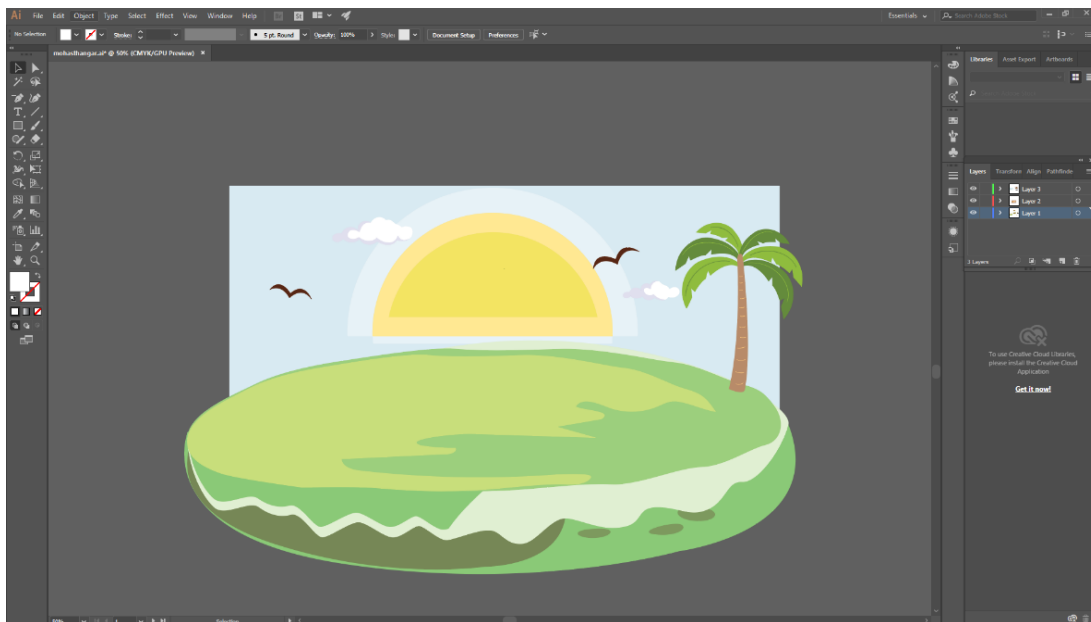


Fig 3.4.6.3: Land (3)

3.5 Color Wheel

As a south Asian environment, I search and research about color. I want to various color our environment is colorful.

This is our project color wheel,



3.6 Animation

To create animation, I have faced a lot of problems and solved that problems through learning from various sources. In animation chapter, animation of four things will be discussed.

1. Camera animation
2. Environment animation
3. Popup Animation
4. Infinity Zoom

3.6.1 Camera Animation

Camera animation is main part of our entire project. I use real camera law and create perspective situation in AE composition. Then all environment move with camera. It's a single camera animation.

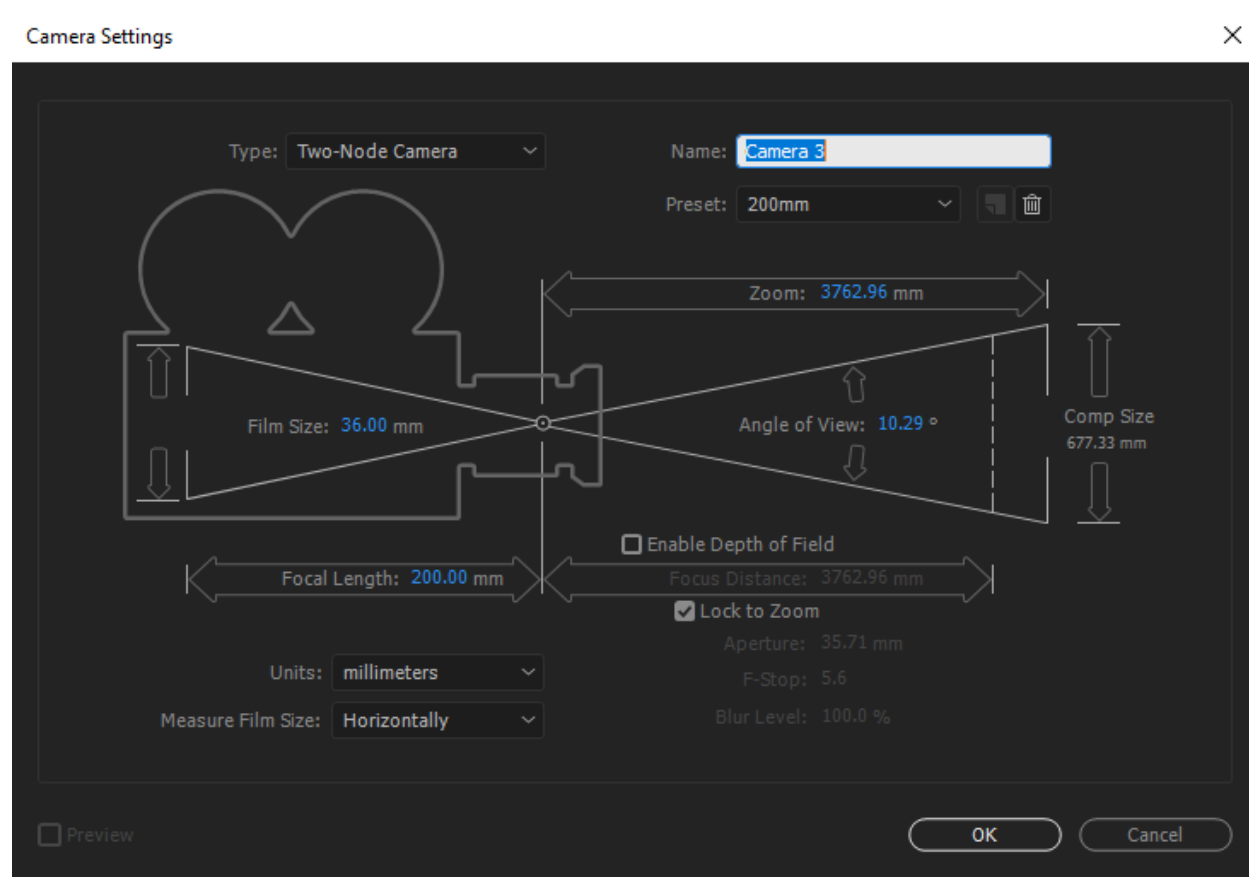


Fig3.6.1.1: Camera Settings

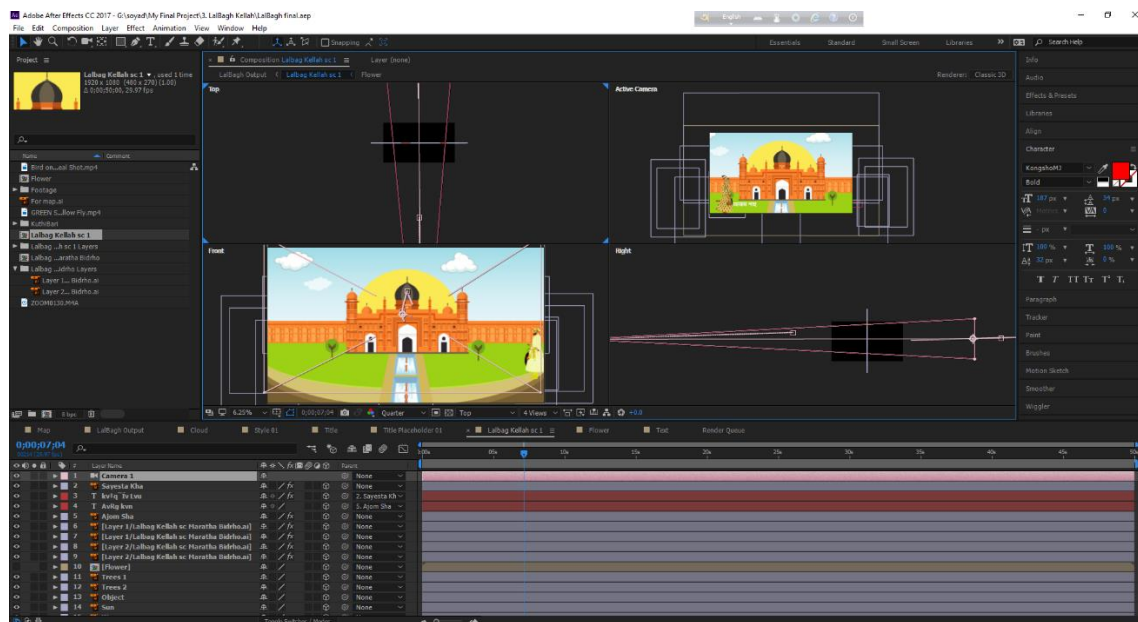


Fig3.6.1.2: Camera position

3.6.2 Environment Animation

In environment Animation I use camera law. First I set the element perspective way.

That's one law I use all environment animation.

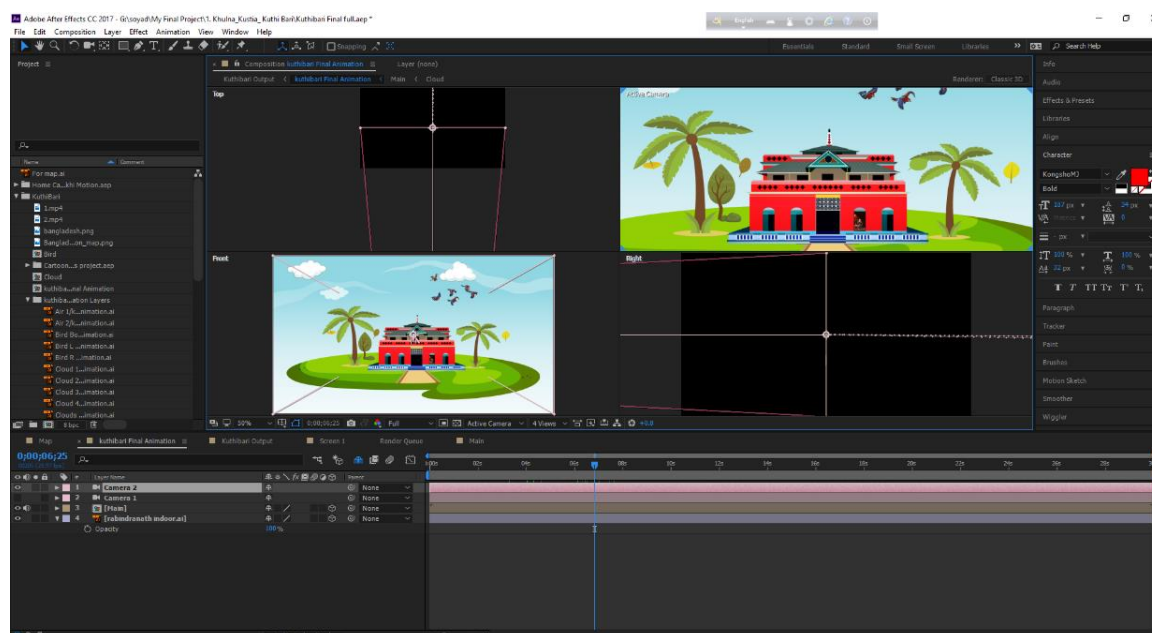


Fig 3.6.2.1: Set environment perspective way

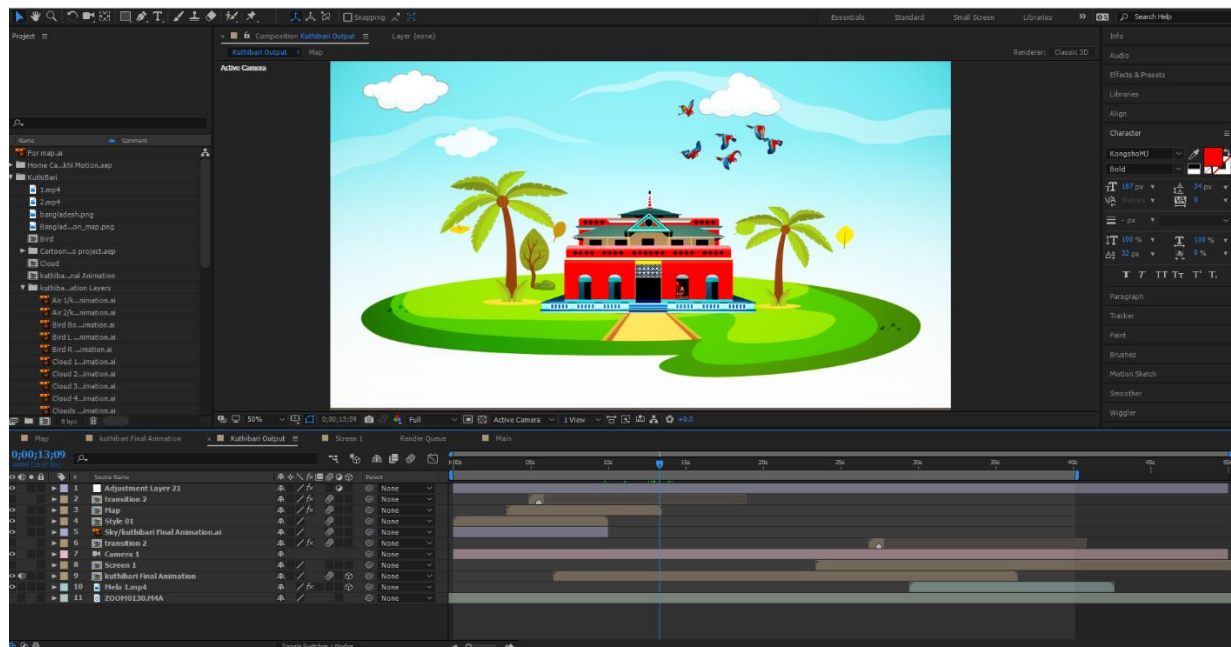


Fig3.6.2.2: View of environment

3.6.3 Pop-up Animation

Pop-up animation is a process of animation by which I can give bouncing effects on objects. I use this type of animation on our project as an experiment.

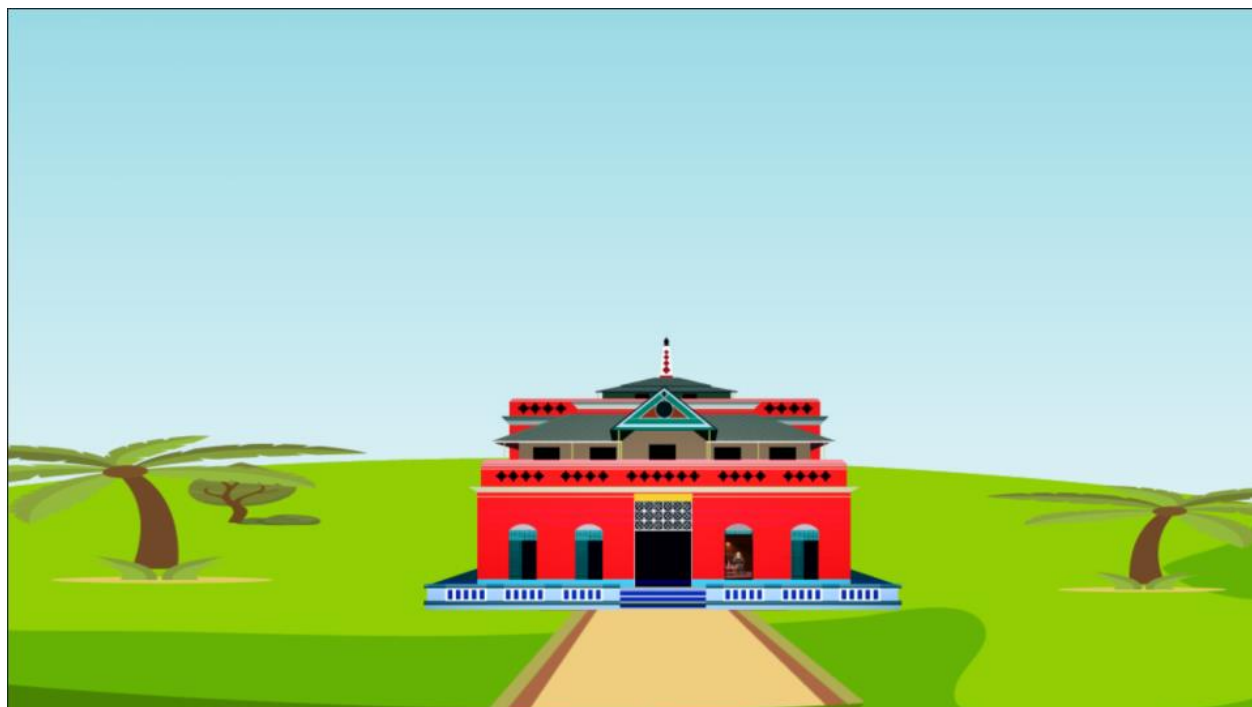


Fig3.6.3.1: View of pop-up animation 1



Fig3.6.3.2: View of pop-up animation 2

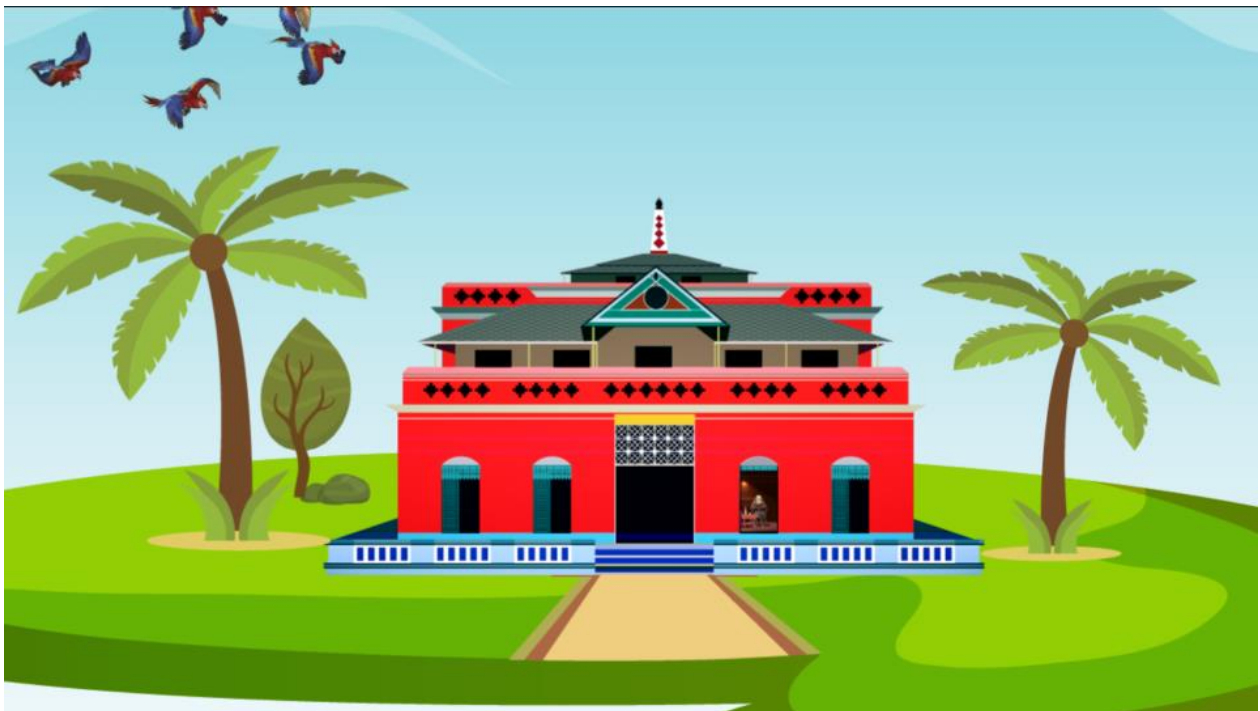


Fig3.6.3.3: View of pop-up animation 3

3.6.4. Infinity Zoom

Infinity Zoom is a process of zooming a target object without less quality. I use this type of animation for experiment.



Fig3.6.4.1: View of Infinity Zoom Step 1



Fig3.6.4.2: View of Infinity Zoom Step 2

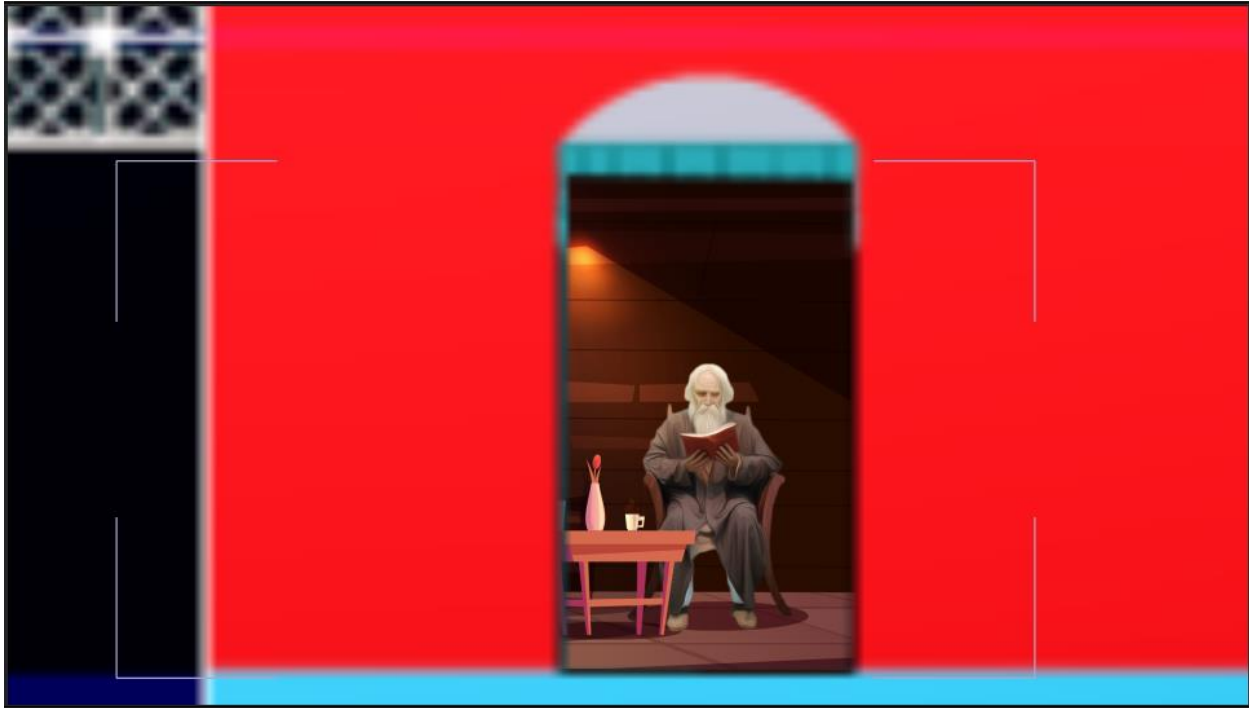


Fig3.6.4.3: View of Infinity Zoom Step 3

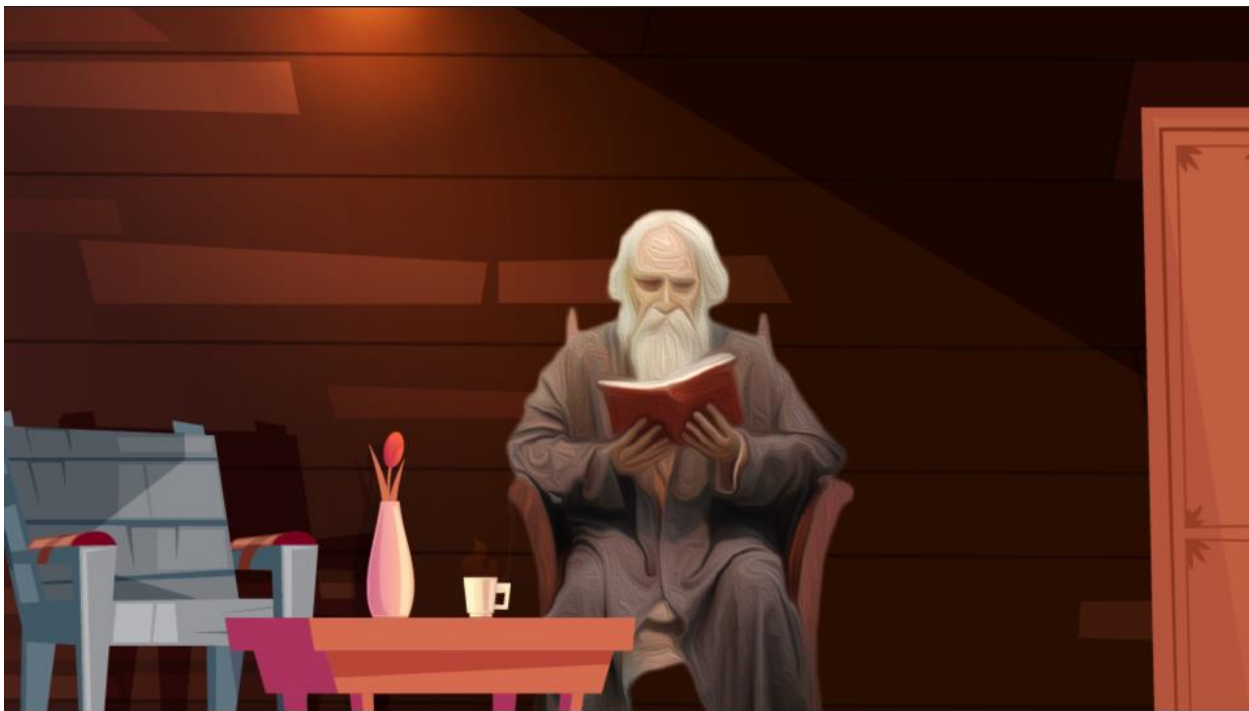


Fig 3.6.4.4: View of Infinity Zoom Step 4

3.7 Lighting

For Clear color balance I want to make realistic color through 2d animation. That's why I make all environment in day color.



Fig3.7.1: Day Light View 1

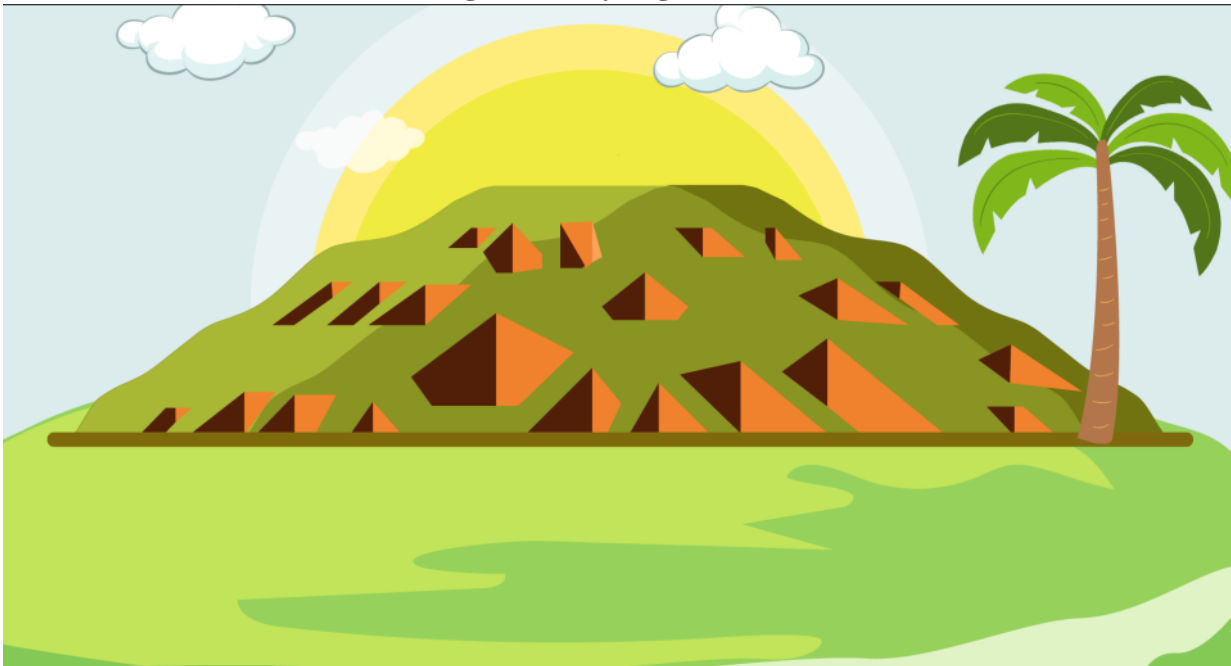


Fig3.7.2: Day Light View 2

3.8 Transition

In our project I used some transition effect to cut out next seen. That's make my project better for viewing. That time I changed our camera one to another. Then at two seen its look like one in and next seen its out.

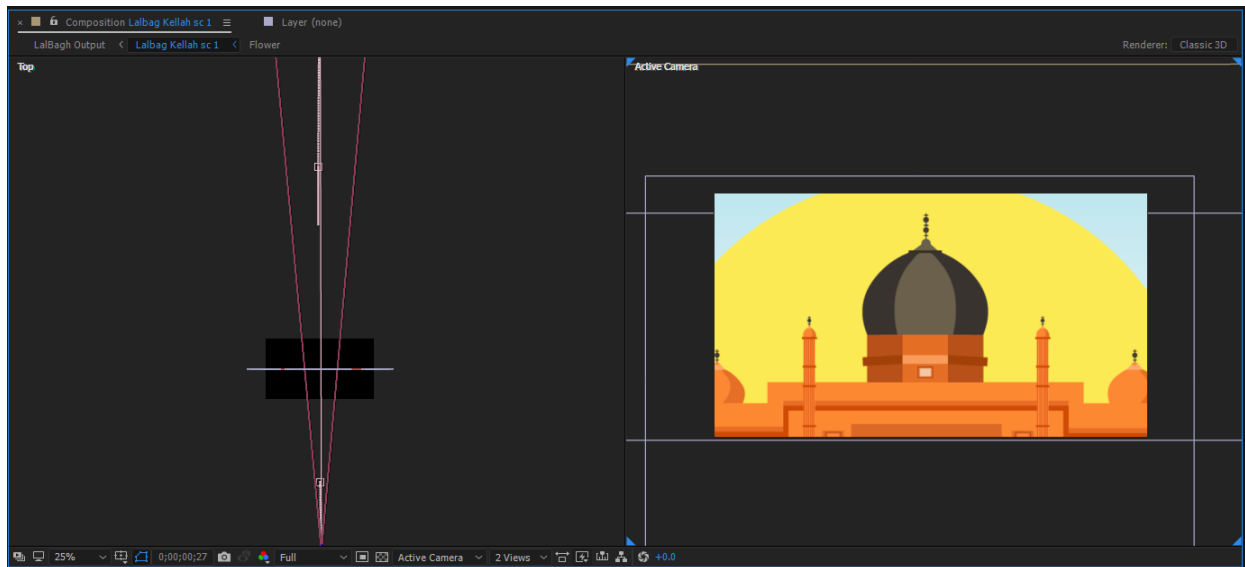


Fig 3.8.1: Transition 1

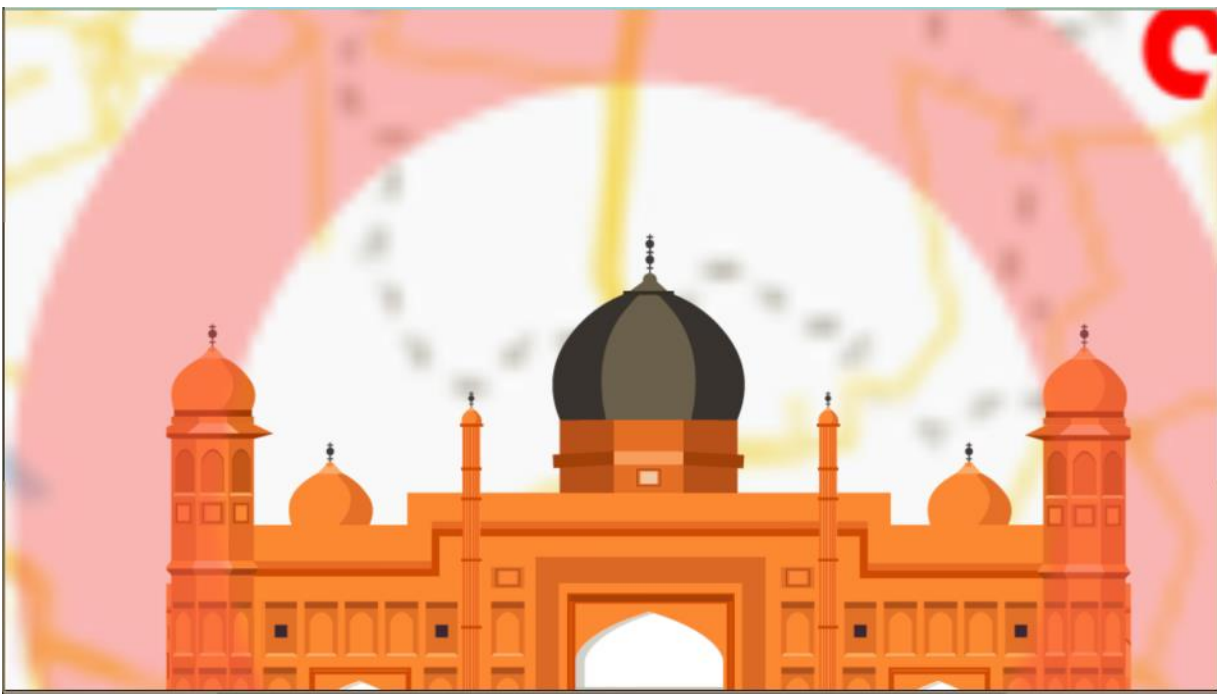


Fig 3.8.2: Transition 2

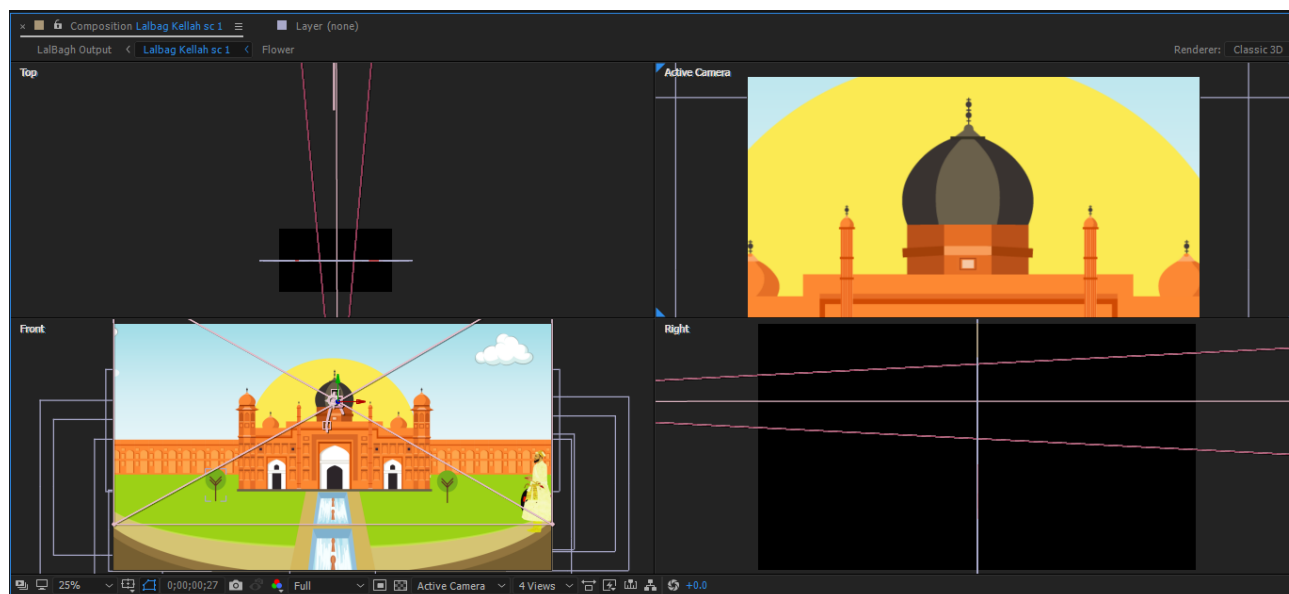


Fig 3.8.3: Seen Transition

3.9 Post-Production

In Adobe premier Pro post production is completed here. All the video sequences are added in project windows. And those are draged into time line sequentially. From one shot to another shot various type of transition effect are used. Also Color correction and Sound composition are done in this pipeline.

1. Video Composition
2. Color Correction
3. Sound Composition

3.9.1 Video Composition

After Animation I need all seen set in one order and make a story. That call video Composition. I make it in adobe premier pro 2017. This is best and easy software for Windows User. First I aline and set all Footage in order. Adjust all footage position.

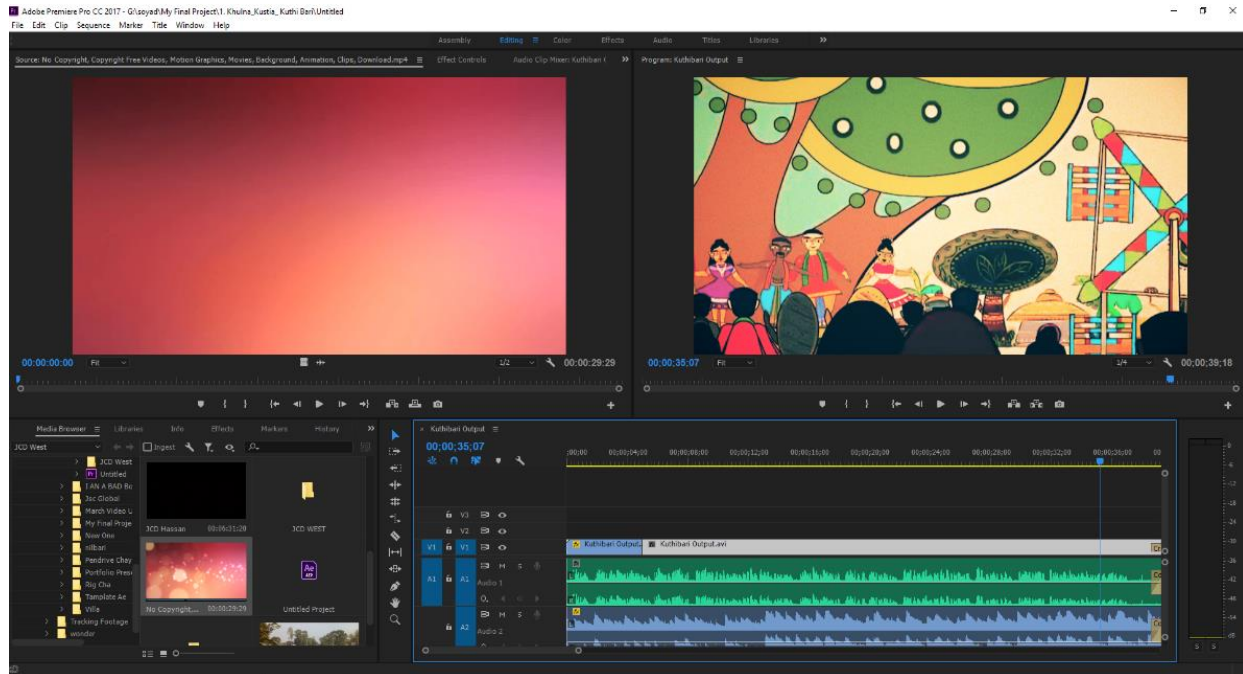


Fig3.9.1.1: set footage

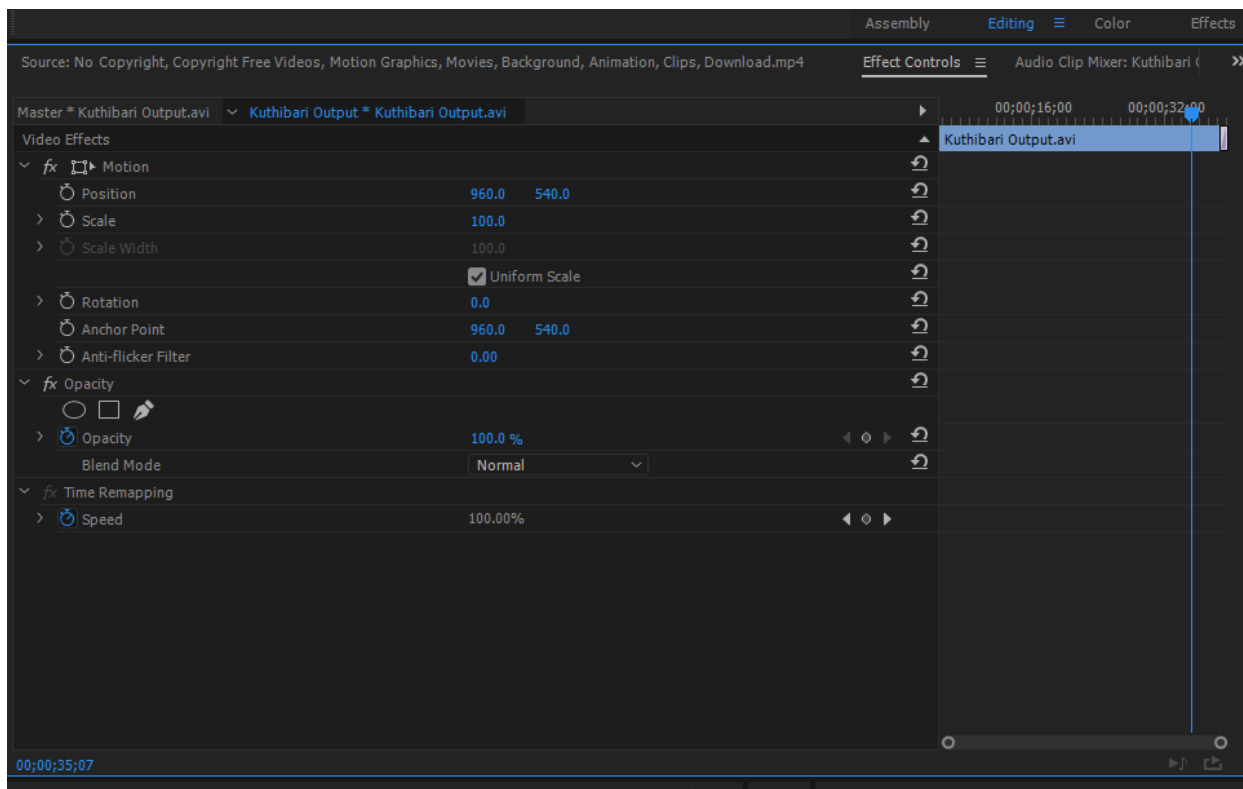


Fig3.9.1.2: Footage Adjustment

3.9.2 Color Correction

After video compositing I need to balance color of our screen, I completed this tusk by using Adobe premiere pro 2017.

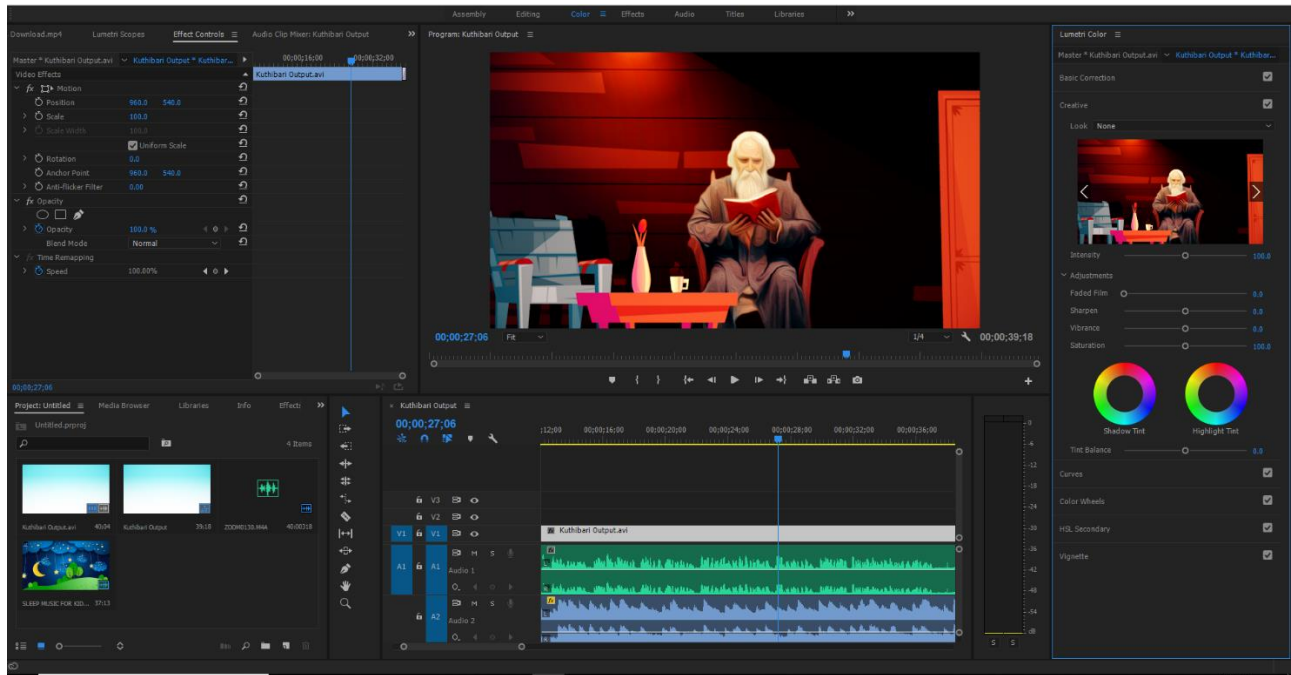


Fig3.9.2.1: Color blance

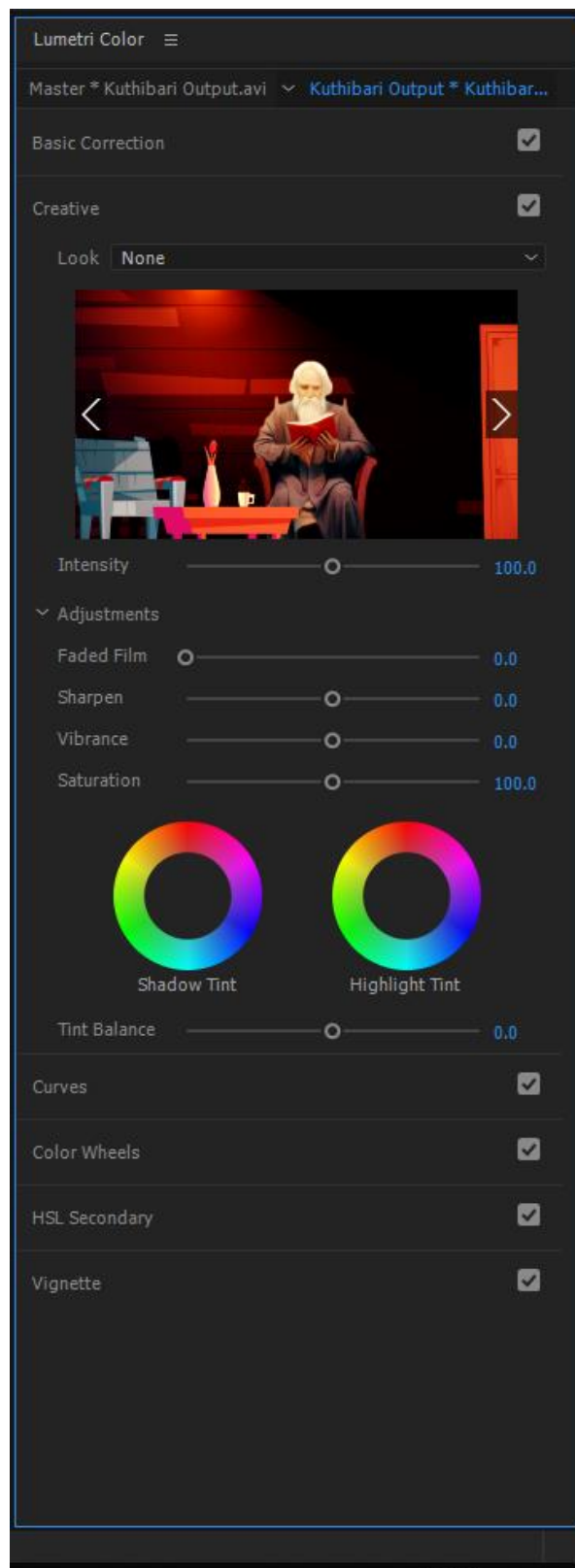


Fig3.9.2.2: Color box

3.9.3 Sound Composition

In this part I composite our sound. I combined the voice over of our script and our background music.

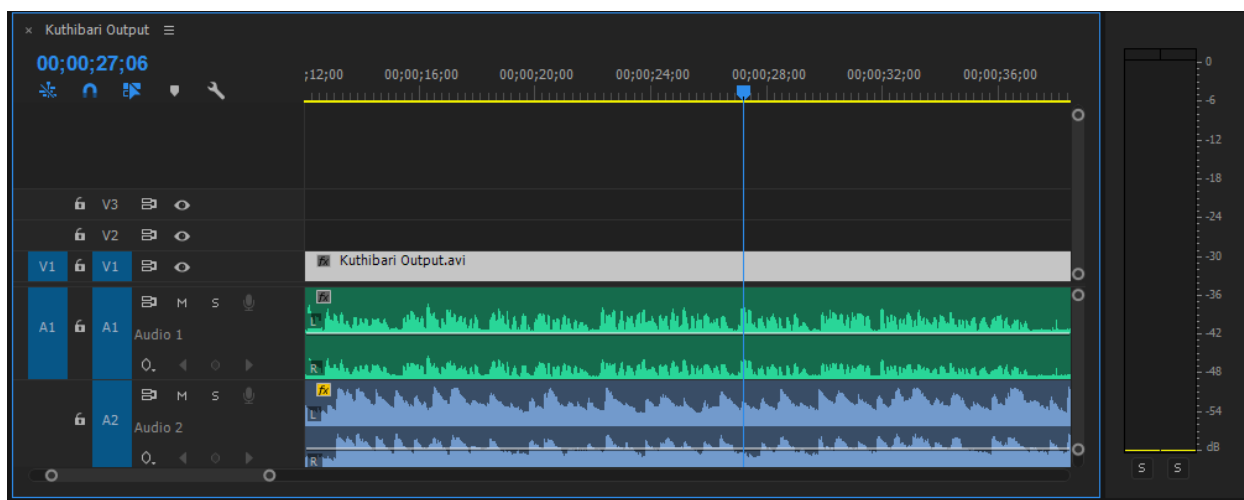


Fig3.9.3.1: Sound Effect

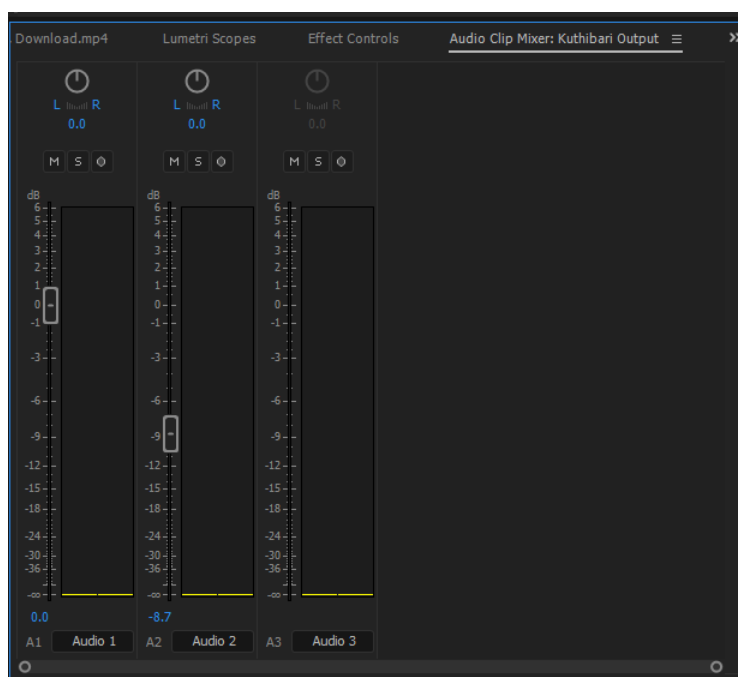


Fig3.9.3.2: Sound Perspective Edit

CHAPTER 4

Presentation of the complete work

In this chapter I' have tried to summerize my complete project.

In our project, I created 2d animation of 5 historical places of Bangladesh, and I show history, tradition, culture and some important information of those places. That will help our next generation to know about our history, tradition and culture.

Firstly I selected 5 most traditional places, and make an informative script.

Then according to the script I make storyboard of our scene.

Then I make illustration according to our story board by using Adobe illustrator and Adobe Photoshop.

Then I animate our scene by using Adobe After effects 2017.

After animate our scene I composite our final production by using Adobe Premiere Pro 2017.

In this chapter I'll try to give short brief of this complete project step by step.

4.1 Stage 1

4.1.1 Storyboarding from the story

At first I have created storyboard to visualize the entire project. I have divided the whole story scene by scene based on sequence with timing and location. Through this I have easily understood which scene will be position first or last. Or which shot will be perfect to create desired shot. Some examples of storyboard are given below.

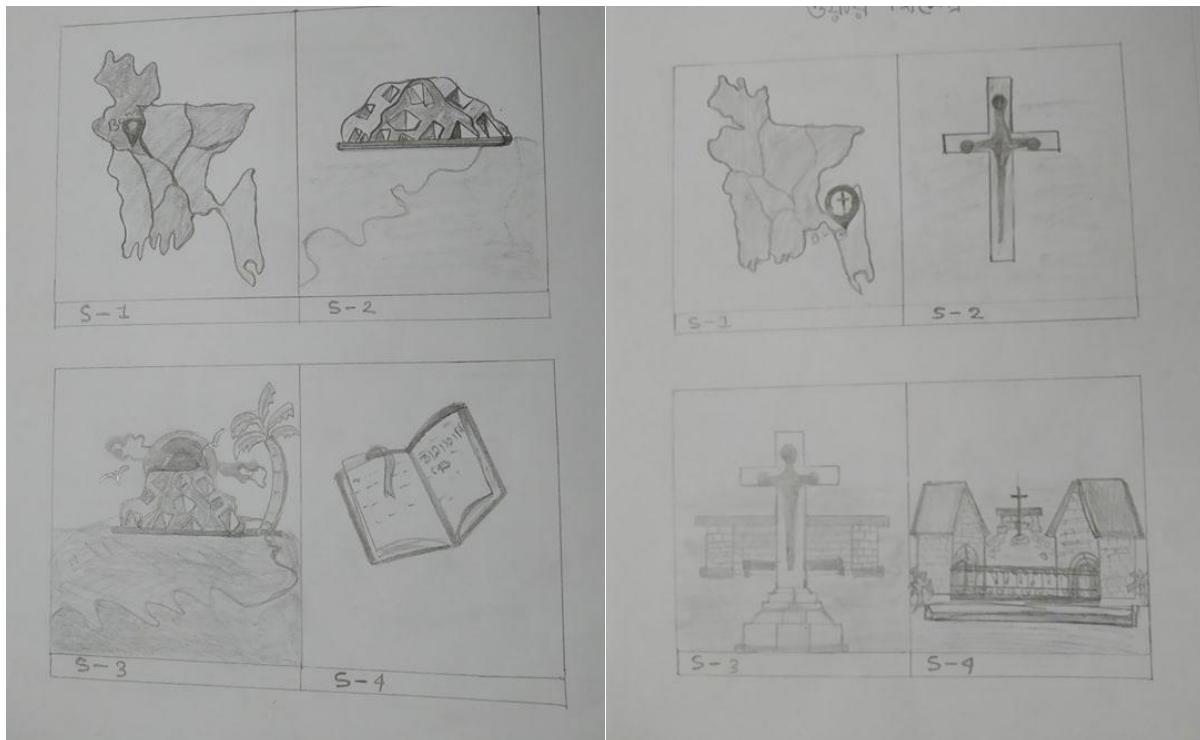


Fig 4.1.1: Example of storyboard

4.2 Stage 2

4.2.1 Create all Environment

At this stage I have created all the necessary things needed in my environment using Adobe Illustrator 2017. Various types of objects in this stage: Character, Mosque, tree, house etc.

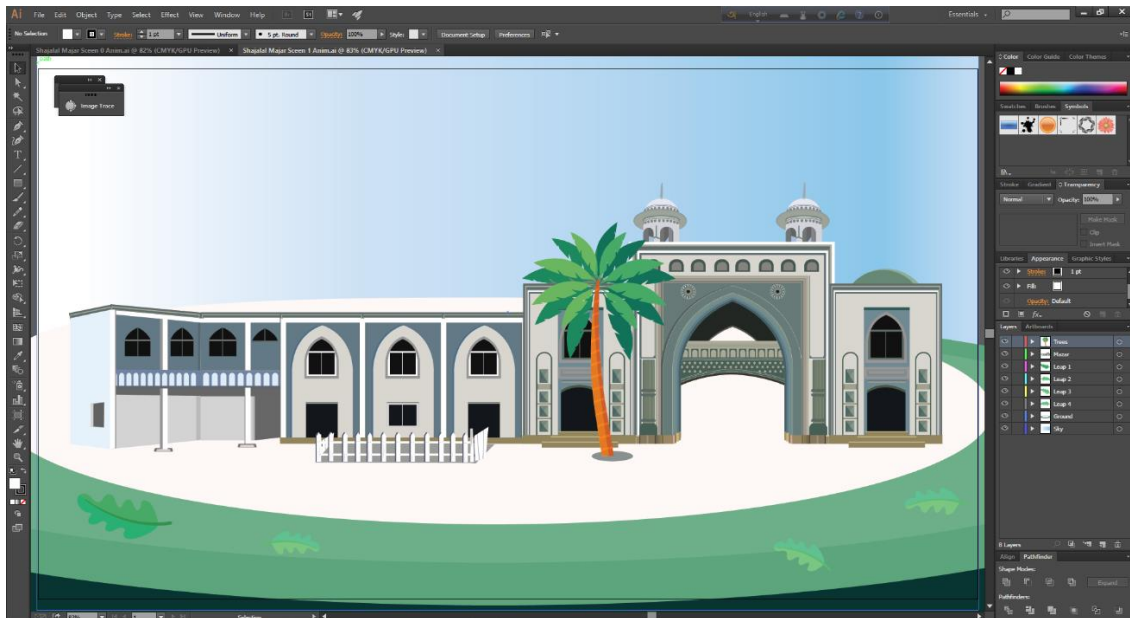


Fig 4.2.1: Environment

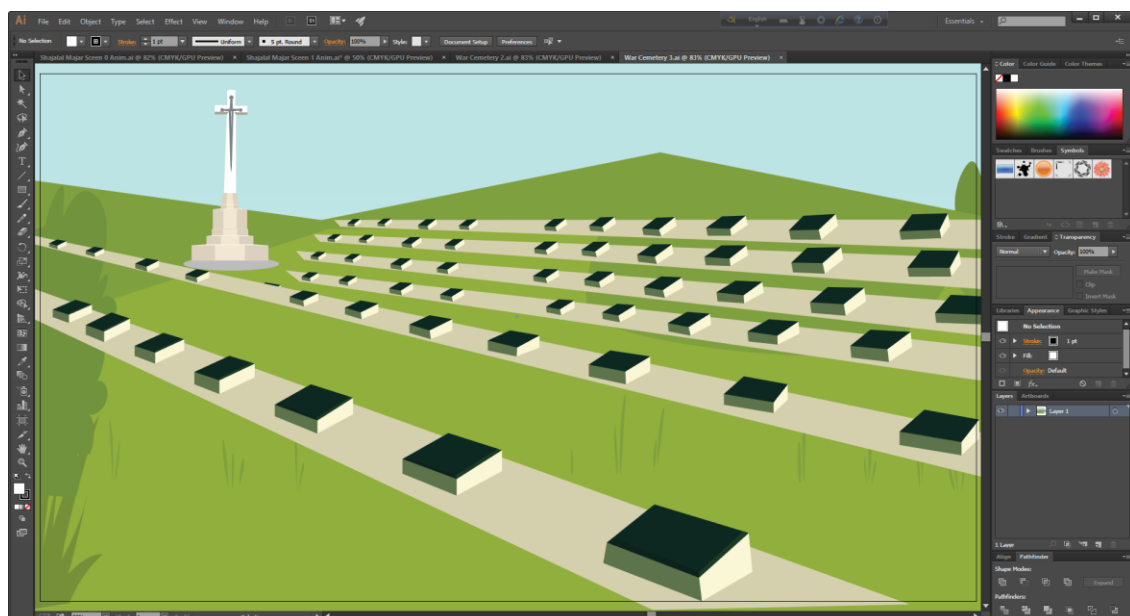


Fig 4.2.2: Environment

4.3 Stage 3

4.3.1 Colorize all element

We applied solid color using reference of selected real environment by using adobe illustrator.



Fig 4.3.1: Real Image

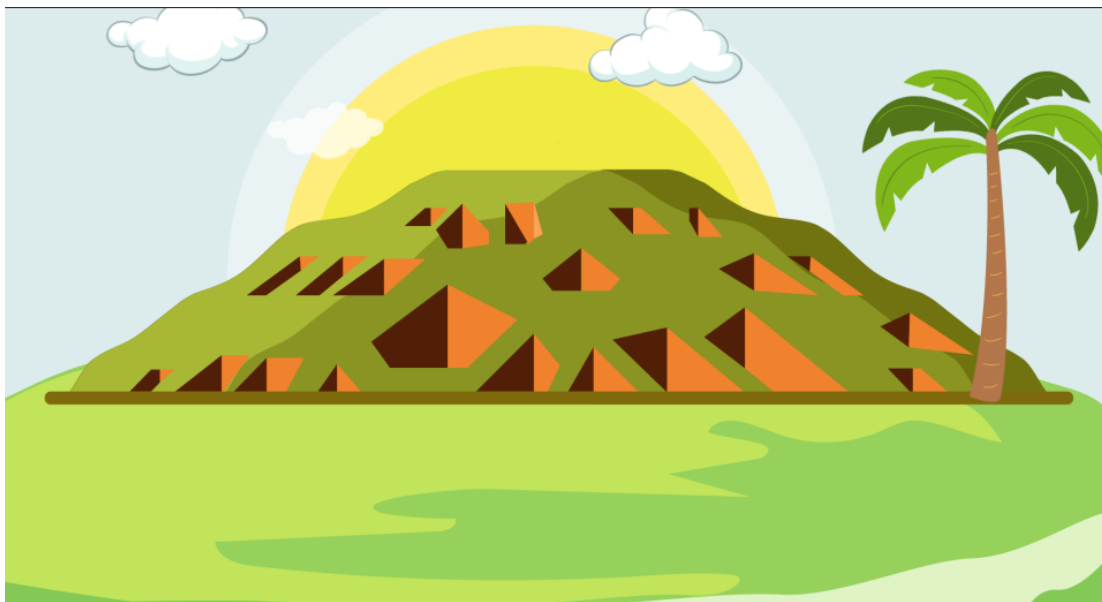


Fig 4.3.1: 2D model after giving color

Stage 4

4.4.1 Environment and camera animation

In this part I are doing environment and camera animation on after effect 2017. It create motion all elements.



Fig 4.2.1: Environment

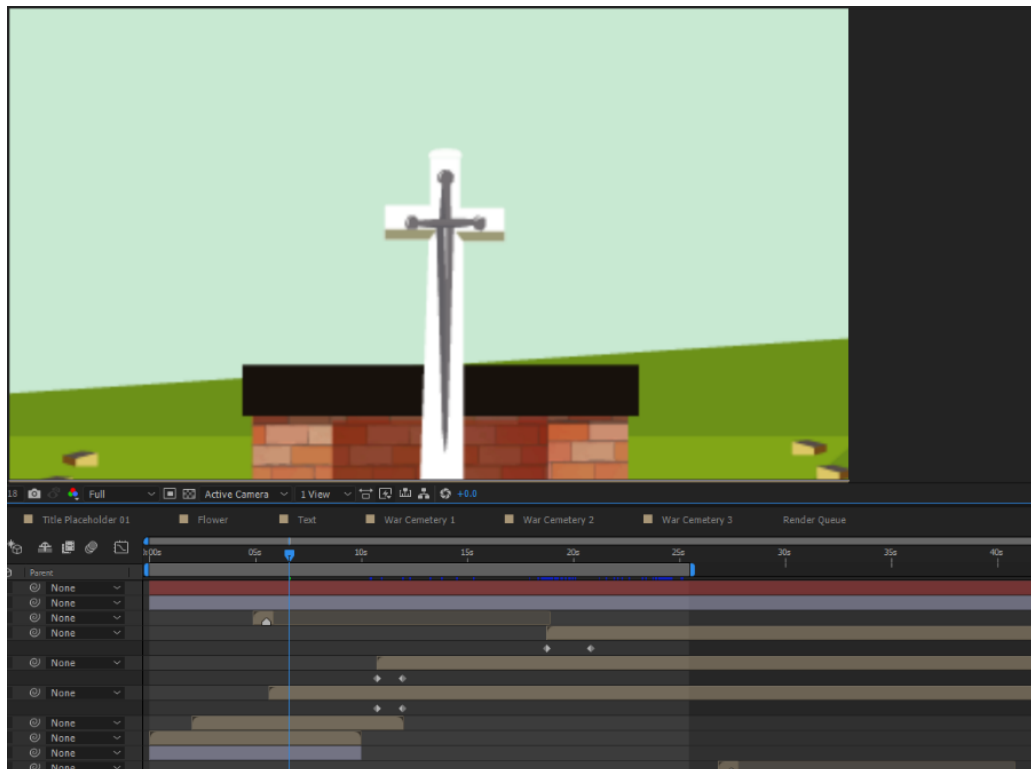


Fig 4.4.1: Animated Seen

Stage 5

4.5.1 Sound Composition

We composited sound for our project by using Adobe Premiere Pro 2017 & Adobe Audition.

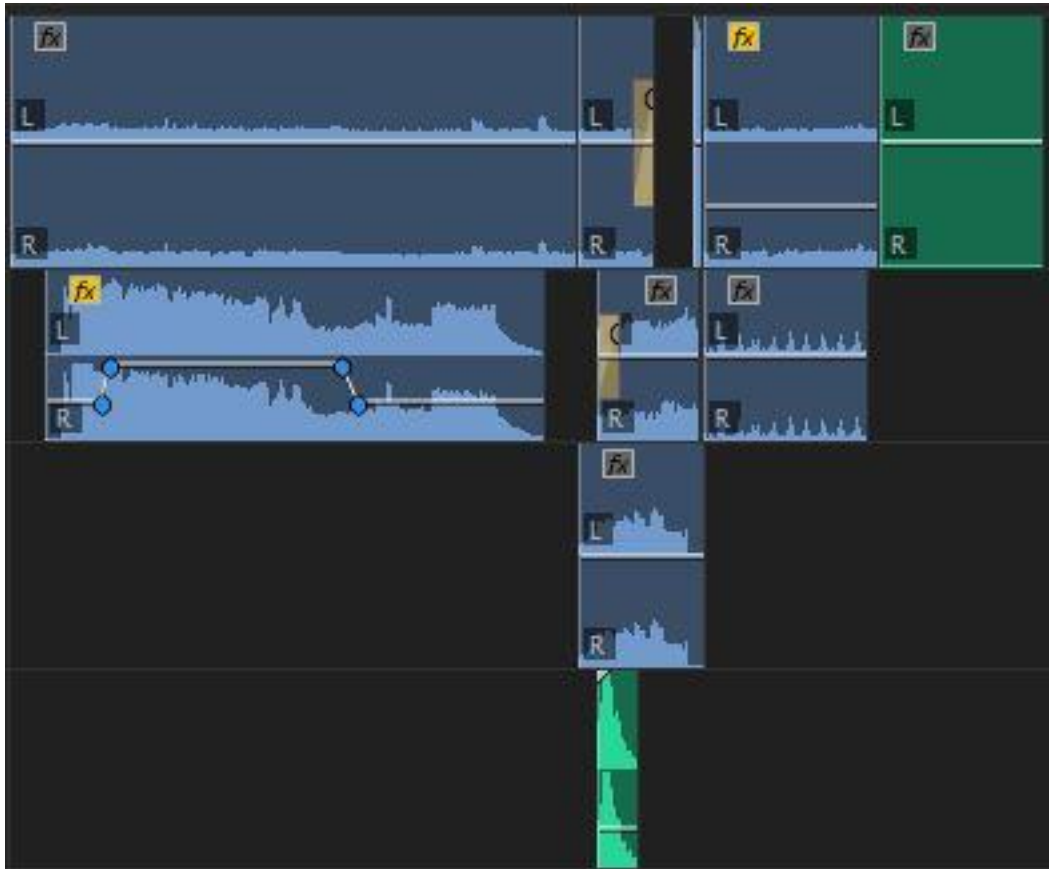


Fig 4.5.1: Sound Designed

Stage 6

4.6.1 Rendering the complete project

To get the output of the total project animation from after effect, ae light using in After effect.

Set all project I render entire project in Adobe Premiere Pro 2017 with Adobe Encoder.

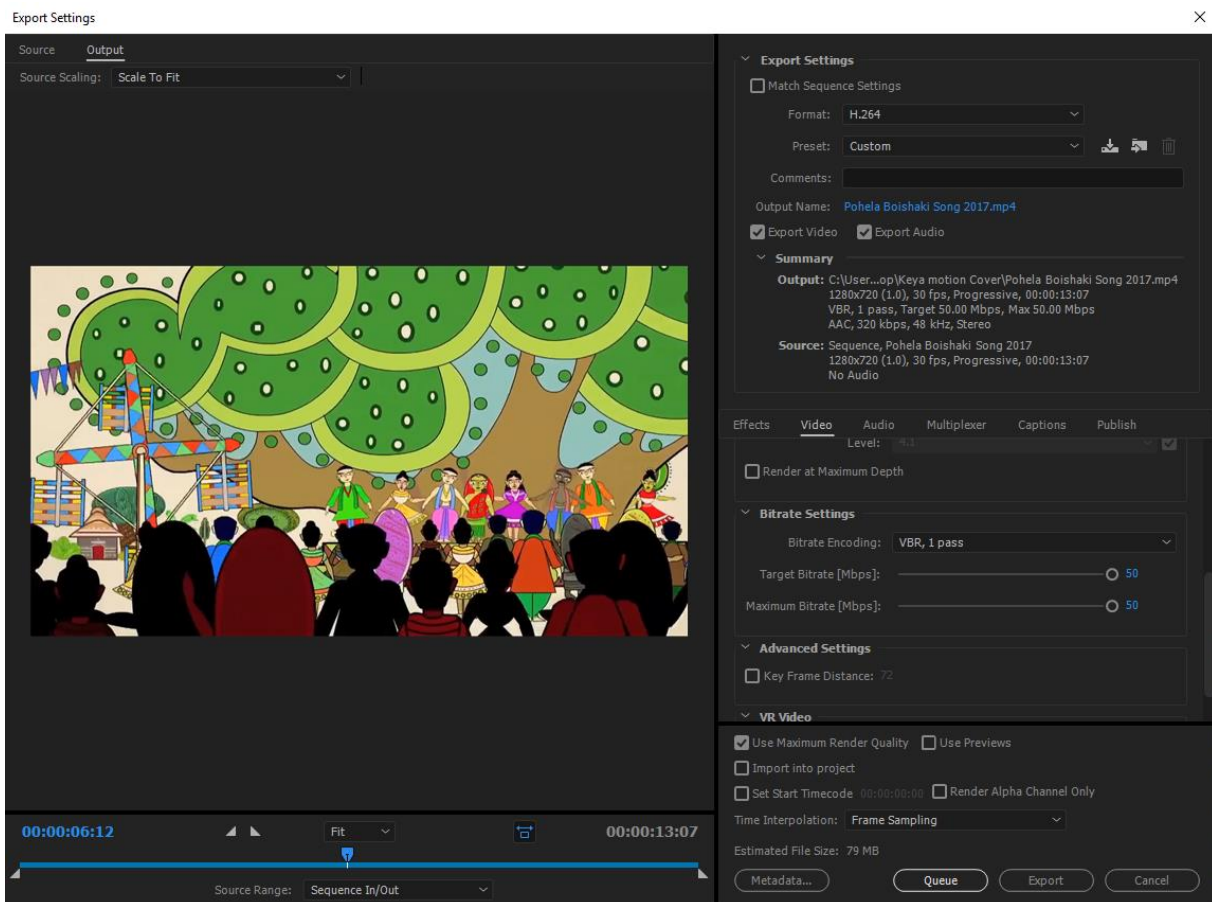


Fig 4.6.1: Rendering

CHAPTER 5

Discussion and Conclusion

5.1 Discussion

There are so many historical places all over Bangladesh. Those places remind us about our roots and heritage. Every place or architecture has its own history. I have tried to show some of those visually. The education system of Bangladesh is mainly textual book dependent. There are few institutes which organize field tours to historical places or great architectures. So, most of the children do not get chance to know about those historical places or architectures. But I am in the age of technological revolution. With the help of I can show those places to the children with visuals and 3D models. And our project is a little first step toward this. Most of the students now spend more times on smart devices compared to textual books. So, with this visual system I can deliver the history to them easily.

We have tried to keep the environment of the visuals colorful but clean and simple. I have faced difficulties mainly in illustrations and animations.

5.2 Conclusion

With the visualization of this project I have tried to let the children know some historical places of our country. I hope the visualization will let the children learn easily and in a fun way. I have get familiar with a lot of new things while working in this project. I can also show this visualization in social medias and other electronic media. I can also integrate this project in our education system to let the children know about our roots and history. They can know about our culture, society, life styles, religions, rituals etc. of the old time. I hope if I can integrate visual learning in our education system it can make our learning process much enjoyable and helpful.

For this project I have watched many animation short films, animated feature films. Among them most were 2D and some were 3D also. By watching videos and images on those films I have tried to think about a new environment for our visualization. I were inspired from many visuals of the films I watched. Few of them are shown below.

These animations are respectively from “Out of sight”, “Dark of wood”, “One small step”, “Simba and Pocahontas” and “Reversal of the heart”. I have tried to create new visuals by taking inspirations from these animations. There were some visuals which were clean and colorful which inspired us to create visuals by keeping our country theme. These films inspired us a lot to plan our idea for environment, design, colors and concepts for our project.

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