

**Wonderland: Digital Metamorphosis into the Hand-drawn Concept Art for the Conceptual
Art Book**

BY

**Tanvir Ahmed Abir
ID: 181-40-493**

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

Supervised By

Mr. Mizanur Rahman
Lecturer (Senior Scale)
Department of Multimedia and Creative Technology
Daffodil International University



DAFFODIL INTERNATIONAL UNIVERSITY

DHAKA, BANGLADESH

FEBRUARY 13, 2022

APPROVAL

This Project titled "**Wonderland: Digital Metamorphosis into the Hand-drawn Concept Art for the Conceptual Art Book**", submitted by **Tanvir Ahmed Abir (ID: 181-40-493)** 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 13-02-2022.

BOARD OF EXAMINERS

Dr. Shaikh Muhammad Allayear
Professor & Head

Department of Multimedia and Creative Technology
Faculty of Science & Information Technology
Daffodil International University

Chairman

Arif Ahmed
Associate Professor

Department of Multimedia and Creative Technology
Faculty of Science & Information Technology
Daffodil International University

Internal Examiner

Md. Samaun Hasan
Assistant Professor

Department of Multimedia and Creative Technology
Faculty of Science & Information Technology
Daffodil International University

Internal Examiner

Dr. Mohammad Zahidur Rahman
Professor

Department of Computer Science and Engineering
Jahangirnagar University

External Examiner

DECLARATION

I hereby declare that, this project has been done by me under the supervision of **Mr. Mizanur Rahman, Lecturer (Senior Scale), Department of MCT** Daffodil International University. I 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:



Mr. Mizanur Rahman
Lecturer (Senior Scale)
Department of Multimedia and Creative Technology
Daffodil International University

Submitted by:



(Tanvir Ahmed Abir)
ID: 181-40-493
Department of Multimedia and Creative Technology
Daffodil International University

ACKNOWLEDGEMENT

First, I express my heartiest thanks and gratefulness to Almighty God for His divine blessing in making us possible to complete the final year project/internship successfully.

I am really grateful and wish our profound indebtedness to **Mr. Mizanur Rahman, Lecturer (Senior Scale)**, Department of MCT Daffodil International University, Dhaka. Deep Knowledge & keen interest of our supervisor in the field of "*Graphic Novel*" to carry out this project. His endless patience, scholarly guidance, continual encouragement, constant and energetic supervision, constructive criticism, valuable advice, reading many inferior drafts, and correcting them at all stages have made it possible to complete this project.

I would like to thank my entire coursemate in Daffodil International University, who took part in this discussion while completing the course work.

ABSTRACT

In literature, satire is a genre that depicts humor and irony to mock and criticize the stupidity, hypocrisy, and intended shortcomings of individuals or groups of people, society, nations. This type of approach to literature has been used for decades to criticize people in a position of power specially politicians, sometimes monarchs. However, the sole purpose of satire is not entirely to poke fun at individuals or groups of people. It also has a hidden agenda that is inspiring change in society and people. Sometimes, suppose the people in power have too much dominance over society or people they rule over. In that case, satire cannot do much other than being a type or genre of literary entertainment only and be a form of silent protest.

The main objective of this study is to create a conceptual art book depicting most of the social issues, if not all, mock & expose the hypocrisy and the double standards of individuals and groups and attempt to send a message. This work of art does not define any non-existing country, society, or entity in any way. All situations have some form of relation to reality as the goal is to show what we choose not to see and talk about. One could say the entire work describes an existing world where "freedom" is at its peak, where all sorts of acts, regardless of how horrible or good, can be committed with utmost joy. Each scene is carefully thought out to deliver the best possible message and describe these scenarios.

TABLE OF CONTENTS

CONTENTS	PAGE
Approval	ii
Board of examiners	ii
Declaration	iii
Acknowledgments	iv
Abstract	v
CHAPTERS	
CHAPTER 1: INTRODUCTION	1-3
1.1 Background	1-2
1.1.1 Horatian Satire	2
1.1.2 Juvenalian Satire	2
1.1.3 Menippean Satire	2
1.1.4 Satire vs Parody	2
1.2 Motivation	3
1.3 Objective	3
CHAPTER 2: LITERATURE REVIEW	4-27
2.1 Animation	4-8
2.2 Artwork	9-13
2.3 Satiric Comedy	14-15
2.4 Investigation Reports	16-17

2.5 Satire YouTube Channel	18
2.6 Comic	19-24
2.7 Color Palette	25-27
CHAPTER 3: SOFTWARE USED	28-33
3.1 Microsoft Word	28
3.2 OBS (Open Broadcaster Software) Studio	29
3.3 Adobe Photoshop	30-31
3.4 Adobe Illustrator	32-33
CHAPTER 4: PROJECT DEVELOPMENT PROCESS	34-50
4.1 My Contribution	34
4.2 Working Process	34
4.3 Illustration	34
4.4 Color	35
4.5 Digital Art	35-50
CHAPTER 5: PROJECT ANALYSIS	51
CHAPTER 6: CONCLUSION	52
REFERENCES	53-54

LIST OF FIGURES

FIGURES	PAGE NO
Figure 1.1: An example of satire artwork	1
Figure 2.1: Lubomir Arsov	5
Figure 2.2: Screenshot from the movie "In Shadow – A Modern Odyssey	5
Figure 2.3: A sample of Lubomir Arsov's artwork_1	6
Figure 2.4: A sample of Lubomir Arsov's artwork_2	6
Figure 2.5: A sample of Lubomir Arsov's artwork_3	6
Figure 2.6: A sample of Lubomir Arsov's artwork_4	7
Figure 2.7: A sample of Lubomir Arsov's artwork_5	7
Figure 2.8: A sample of Lubomir Arsov's artwork_6	8
Figure 2.9: Pawel Kuczynski	9
Figure 2.10: A Sample Art of Pawel Kuczynski_1	10
Figure 2.11: A Sample Art of Pawel Kuczynski_2	11
Figure 2.12: A Sample Art of Pawel Kuczynski_3	12
Figure 2.13: A Sample Art of Pawel Kuczynski_4	13
Figure 2.14: George Carlin	14
Figure 2.15: Investigation 360 Degree_1	16
Figure 2.16: Investigation 360 Degree_2	17
Figure 2.17: An overall glimpse of what Investigation 360 Degree has covered	17
Figure 2.18: Thejuicemedia – Honest Government Ads_1	18
Figure 2.18: Thejuicemedia – Honest Government Ads_2	18
Figure 2.18: Horizontal Panels from the Manga Dr. Stone	19
Figure 2.19: Birds Eye View Shot from the Manga Dr. Stone	20
Figure 2.20: Broad Perspective Shot from the Manga Dr. Stone_1	21
Figure 2.21: Horizontal Panels & Broad Perspective Shot from the Manga Dr. Stone_1	22
Figure 2.22: Vertical Panels from the Manga Dr. Stone	23
Figure 2.23: Horizontal Panels & Broad Perspective from the Manga Dr. Stone_2	24

Figure 2.24: Dusk color palette from Fly Me to the Moon	25
Figure 2.25: Night color palette from Fly Me to the Moon	26
Figure 2.26: Dawn color palette from Horimiya	26
Figure 2.27: Morning color palette from Demon Slayer	27
Figure 2.28: Noon color palette from Fly Me to the Moon	27
Figure 3.1: Microsoft Word 2019	28
Figure 3.2: OBS (Open Broadcaster Software) Studio	29
Figure 3.3: Adobe Photoshop	30
Figure 3.4: Adobe Photoshop Interface	31
Figure 3.5: Adobe Photoshop File Menu	31
Figure 3.6: Adobe Illustrator	32
Figure 3.7: Adobe Illustrator Interface	33
Figure 3.8: Adobe Illustrator File Menu	33
Figure 4.1: A Beautiful City	35
Figure 4.2: A Destroyed City	36
Figure 4.3: Focusing The Goods	37
Figure 4.4: Money For Life	38
Figure 4.5: Trust Us	39
Figure 4.6: Please Die	40
Figure 4.7: Excellent Health System	41
Figure 4.8: My Doctor	42
Figure 4.9: Digital Drug	43
Figure 4.10: Engulfed	44
Figure 4.11: School Friends	45
Figure 4.12: College Friends	46
Figure 4.13: University Friends	47
Figure 4.14: Till Death	48
Figure 4.15: Throughout Time	49
Figure 4.16: Life	50

CHAPTER 1

INTRODUCTION

1.1 Background

The genres of entertainment have increased drastically over the past few years. Amidst all pile of genres to choose from, satire is a unique one. The main purpose of satire varies on how the audience perceives it. To some, a satire work can be deemed extremely offensive, and to some, it can be considered to be extremely humorous and symbolic. This is the magic of the genre. To be harsh and humorous at the same time. Generally, if a satire work pisses someone off it means that the wit that is conveyed by it directly refers to or affects the person in some or every way, or if a person can relate to it somehow, then it usually means he is feeling guilty or angered by general criticism. If it humors a person, then the possible reason is that the person is under pressure by the characters illustrated in that satire, and the satire art directly attacks or mocks them, which makes the oppressed happy a little. Thus, satire is not only a form of entertainment but also a powerful medium to convey ironic messages to audiences of all classes.



Figure 1.1: An example of satire artwork

There are various types of satire in literacy. The term satire came mainly from the Latin word "satura" and the Roman phrase "lanx satura". There are three types of satire which are called -

1.1.1 Horatian Satire: Horatian satire is good in nature and has a light-hearted approach. It raises laughter to inspire moral improvement. A good example of **Horatian Satire** is Alexander Pope's poem "The Rape of the Lock," which, despite having a serious-sounding name, was an attempt to bring together two feuding families by humorously exaggerating the severity of the reason of their discord.

A contemporary example of Horatian satire would be the **SNL** ^[4] (Saturday Night Live) episodes. This show has many famous actors actresses impersonating prominent political figures and thereby raising a laugh at the latter's expense but doing it more gently.

1.1.2 Juvenalian Satire: This genre tends to be a bit more bitter and dark. It expresses anger, outrage, frustration at the state of the world, society, or any person. This type approaches in a sneaky way. It puts a gentle front and slowly peels away the brutal, disgusting nature of the intended subject or subjects if aimed at groups of people, society, or country. A good example would be a short animated film called **In Shadow – Modern Odyssey** ^[8] created by Lubomir Arsov.

1.1.3 Menippean Satire: Menippean satire is a genre of satire that targets the mental aspects of an individual subject or group. It depicts mentality and viewpoints rather than specific attributes. Though not as harsh as Juvenalian satire, Menippean satire often shows what it sees as harmful attitudes such as racism, sexism, or just plain arrogance and aggressiveness. A good example of this would be **Alice's Adventures in Wonderland** ^[7].

1.1.4 Satire vs. Parody

Due to some middle ground between satire and parody, some people confuse them to be the same, which is not the case. Parody mimics satire in terms of style or concept by placing it in a new context or providing it with a ridiculous subject. While parody may sometimes be used to write satire, there is a key difference. Satire aims to inspire action or change, but the parody is strictly intended for comedy.

1.2 Motivation

When we were kids, we used to study various concepts of morality, justice, responsibility, and so on. We were taught to believe that if you live as a good citizen, study well, you will be rewarded handsomely by nature. However, as we grow up, we start to see the world as it truly is. No one is getting anything by their merits anymore. Everything, in reality, is the opposite in most cases from what we studied. We learned that if you have power, money, and connection, you get to have whatever you desire regardless of whether you deserve it or not. If you try to speak out against anything wrong, you will be silenced by everyone around you, by the people in charge, and even by people who were supposed to uphold the standard of righteousness. People began to conceal their true and just thoughts in fear of being persecuted by the powerful. The world is filled with unjust. Furthermore, people know what they are doing and know that what they are doing is wrong, yet they do it anyway with no hint of remorse or regard for ethics. This made us think about doing something that will reflect on all these injustices a little bit.

1.3 Objective

The main honest object is to culminate my conceptual knowledge and deliver a noteworthy project. Also, build a strong story and draw a good perspective view to create realistic feeling with the help of proper color grade to convey emotions. However, I do not expect my work to change anything drastically in our society. There have been hundreds of incidents in the past where people have done satire works, protested against injustice, laid down lives, yet nothing has changed so far, and nor it ever will. There have been temporary solutions lasting a few years. However, Unfairness and indiscipline have become the new norm of society. So, hoping that our work will have any sort of effect on our society would be foolish. Things are bad now, but our expectation is they will get worse, far worse in the near future. The sheer thought or imagination of how much worse things will get is nerve-racking. I think anyone can consider our work just another one amongst hundreds before us which will leave its voice mark but will not result in anything major.

CHAPTER 2

LITERATURE REVIEW

There have been satire works before. There can be satire movies, artworks, animations, books, art books, short stories, novels, comedy, etc. Among many artists, I will be mentioning a few noteworthy ones' works.

2.1 Animation

We studied an artist named **Lubomir Arsov** [5], a character artist, storyboard artist, and animator. He first started creating comics and writing stories for his character arts and in the process recognized his skill to communicate via depicting emotions, moods through his arts. Later on, he started working on animation and has worked for Disney, which kick-started his career. He has worked on an art book published by Disney which is "**The Book of Life**" [24]. He also worked on "**The Ice Age**" [25]."

He created "**In Shadow – A Modern Odyssey**" [8], a short satire animation film that depicts the shadow government, organizations that silently control the world. The film exposes every secret story behind corruption, indiscipline, killings, injustice, and basically everything that is wrong with the world. The film was critically successful and was received well among viewers. This was the main inspiration behind all of our satire works so far.

The way this film conveys messages through artwork is just fascinating. One can learn a huge deal from his works. The film will trigger thoughts in anyone who will see it. It might also be a little bit disturbing to some people who are a bit sensitive to the truth and they might struggle at first a bit to take in all these eye-opening pieces of information. Nevertheless, it should serve as both entertaining and eye-opening.



Figure 2.1: Lubomir Arsov



Figure 2.2: Screenshot from the movie "In Shadow – A Modern Odyssey"



Figure 2.3: A sample of Lubomir Arsov's artwork_1



Figure 2.4: A sample of Lubomir Arsov's artwork_2



Figure 2.5: A sample of Lubomir Arsov's artwork_3



Figure 2.6: A sample of Lubomir Arsov's artwork_4



Figure 2.7: A sample of Lubomir Arsov's artwork_5



Figure 2.8: A sample of Lubomir Arsov's artwork_6

2.2 Artwork

For satire artworks, I studied **Pawel Kuczynski** [9]. He is a polish artist who has a fascination towards satire artworks. He likes to express his thought through his thought-provoking artworks that depict perils of society, experiences with hints of irony and sarcasm, mental health issues, media brainwashing, peer pressure, environmental disasters, political craziness, the negative side of the internet, cultural issues and almost most sectors as a whole.



Figure 2.9: Pawel Kuczynski

He had already got more than hundreds of prizes and is considered to be one of the most influential contemporary artists in this genre. He also received the "Eryk" prize from the Association of Polish Cartoonists in 2005. Below are some of his artworks.



Figure 2.10: A Sample Art of Pawel Kuczynski_1

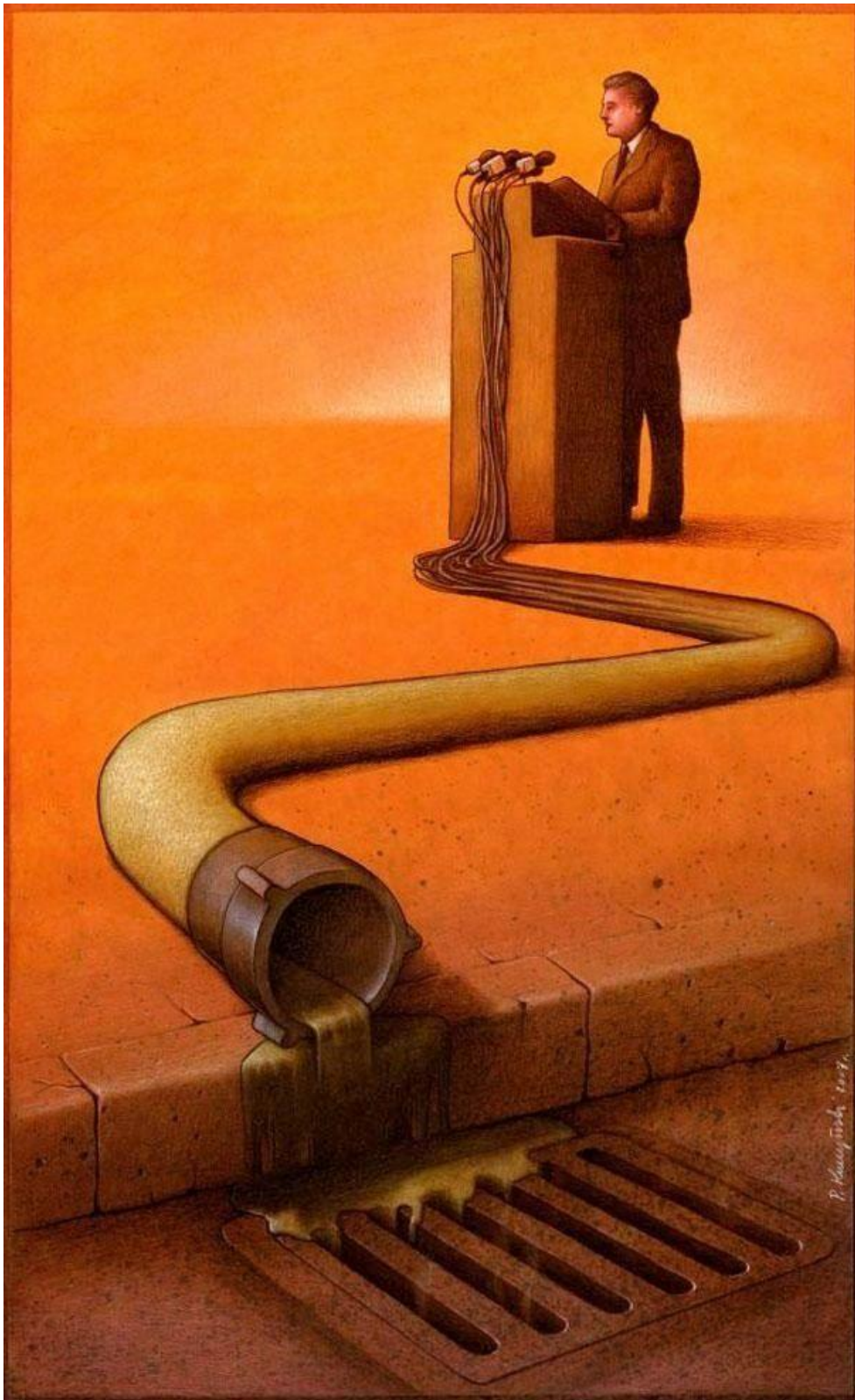


Figure 2.11: A Sample Art of Pawel Kuczynski_2



Figure 2.12: A Sample Art of Pawel Kuczynski_3



Figure 2.13: A Sample Art of Pawel Kuczynski_4

2.3 Satiric Comedy

To convey a comedic message, I studied the works of **George Carlin** [10]. He was born and raised in Manhattan, New York City. Carlin got his career start by performing on the Las Vegas circuit and entertaining TV audiences. He adopted a less conventional and somewhat vulgar comedic approach. While other comedians built a career based on easy-going and politically correct jokes, Carlin was something else. He tackled highly sensitive issues like politics, religion, culture, drugs, the demise of humanity, and the right to free speech. He was even arrested for his infamous routine "Seven Words You Can Never Say on Television" in July 1972. He was an atheist and cocaine user and was deemed anti-religious and disrespectful of society. However, the comedian's new material brought him success from the younger counterculture.

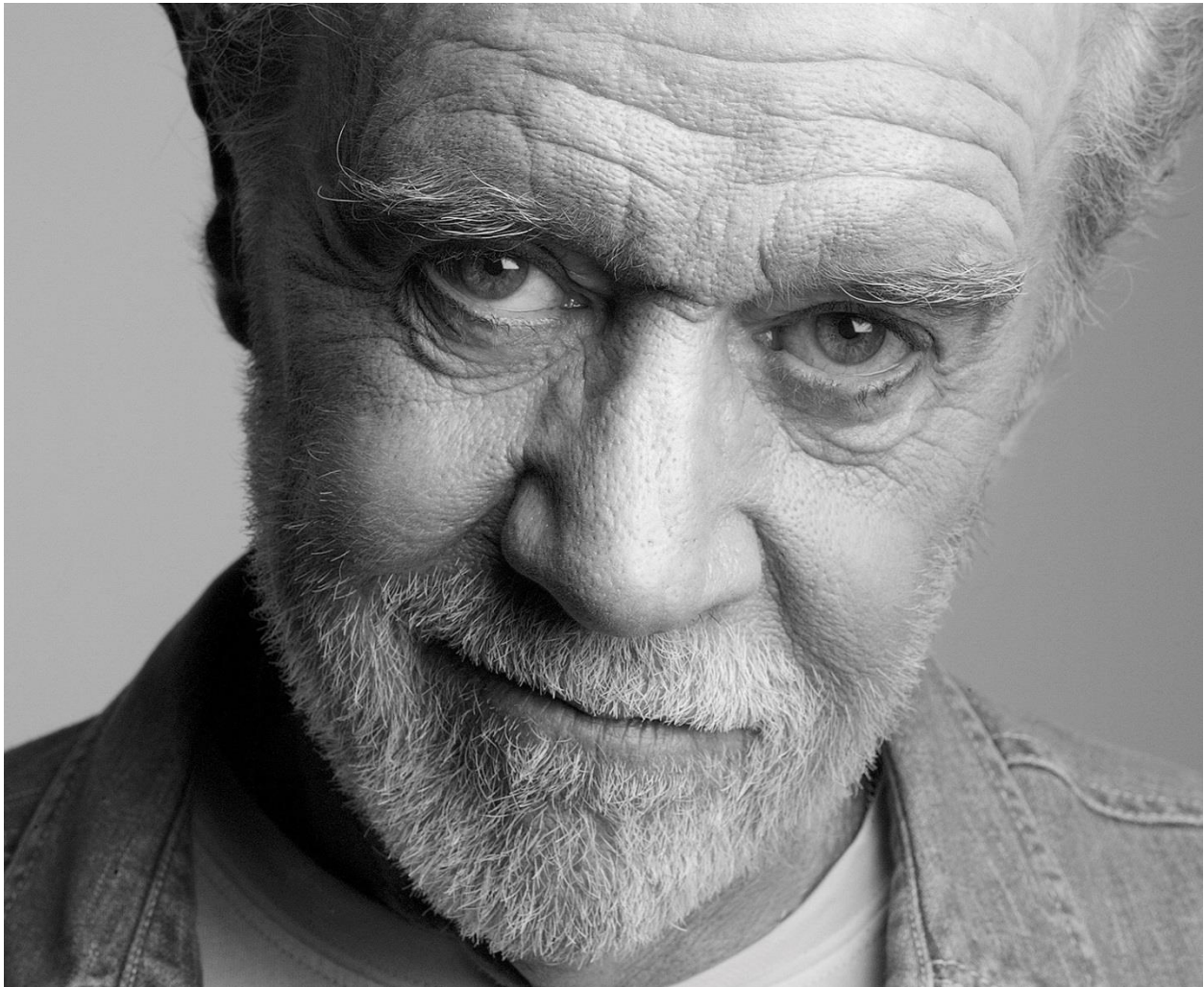


Figure 2.14: George Carlin

In my opinion, among the specials I have seen of him so far, I liked the one titled "Life Is Worth Losing" which came out in 2005. A segment from that special is, "Humans do some really interesting things. Like, besides killing ourselves, we also kill each other. Murder! And we're the only ones who do that, by the way. We are the only species on earth that deliberately kills members of their own species for personal gain. Or pleasure! Sometimes it's just fun! We're also the only species that deliberately kill members of another species for personal gain, or pleasure. That's what hunters do. They kill for pleasure. That's us—human beings. Interesting folks! Murderous!"

Another one is, "There's a reason education sucks, and it's the same reason that will never, ever, ever, be fixed... It's never gonna get any better. Don't look for it. Be happy with what you've got. Because the owners of this country don't want that. I'm talking about the real owners now, The real owners. The big, wealthy business interests that control things and make all the important decisions. Forget the politicians. The politicians are put there to give you the idea that you have freedom of choice. You don't. You have no choice. You have owners. They own you... They don't want a population of citizens capable of critical thinking. They don't want well-informed, well-educated people capable of critical thinking. They're not interested in that. That doesn't help them. That's against their interest."

This is the type of comedy that George Carlin specializes himself in. The upfront mocking of the people in power. This passively inspires people to stand up for themselves and know what these leaders really are and where their interests lie. Carlin's comedy helped me gain a new perspective on life. It helped me think on a deeper level and see people for what they truly are, see society in its true form, understand how things work in a democracy, and speak my mind knowing that it is a bitter truth sometimes and may piss people off. Regardless of consequences, this mentality is essential to the world because we need more people with the ability to think rather than believe what they are told and shown by governments.

2.4 Investigation Reports

To get an overall idea of how many sectors I was going to cover, I saw all the investigative reports of **Investigation 360 Degree** [11], which is a weekly special program of **Jamuna Television**. This program uncovers the corruption, injustice, the dogma of Bangladesh's society and shows them in a well-edited video medium. Bangladesh's Digital Security Act poses a real threat to freedom of press by branding investigative reports as "negative propaganda" punishable by up to 14 years in prison. A lot of news reporters have been detained by this act. The cybersecurity law is often abused to harass ordinary people. This TV Show explore the financial, mental, physical suffering that the accused suffered during sometimes lengthy judicial processes. It is worth mentioning that **Center for Governance Studies** which is a non-governmental organization, has analyzed 668 cases filed under the Digital Security Act since January 2020 to find that more than 20% of the targets are journalists who worked uncover heinous corruption of various government sectors or political leaders in position of power with influence. Overall, this program has been a huge eye-opener for people living in Bangladesh and a great source of information for this project.



Figure 2.15: Investigation 360 Degree_1

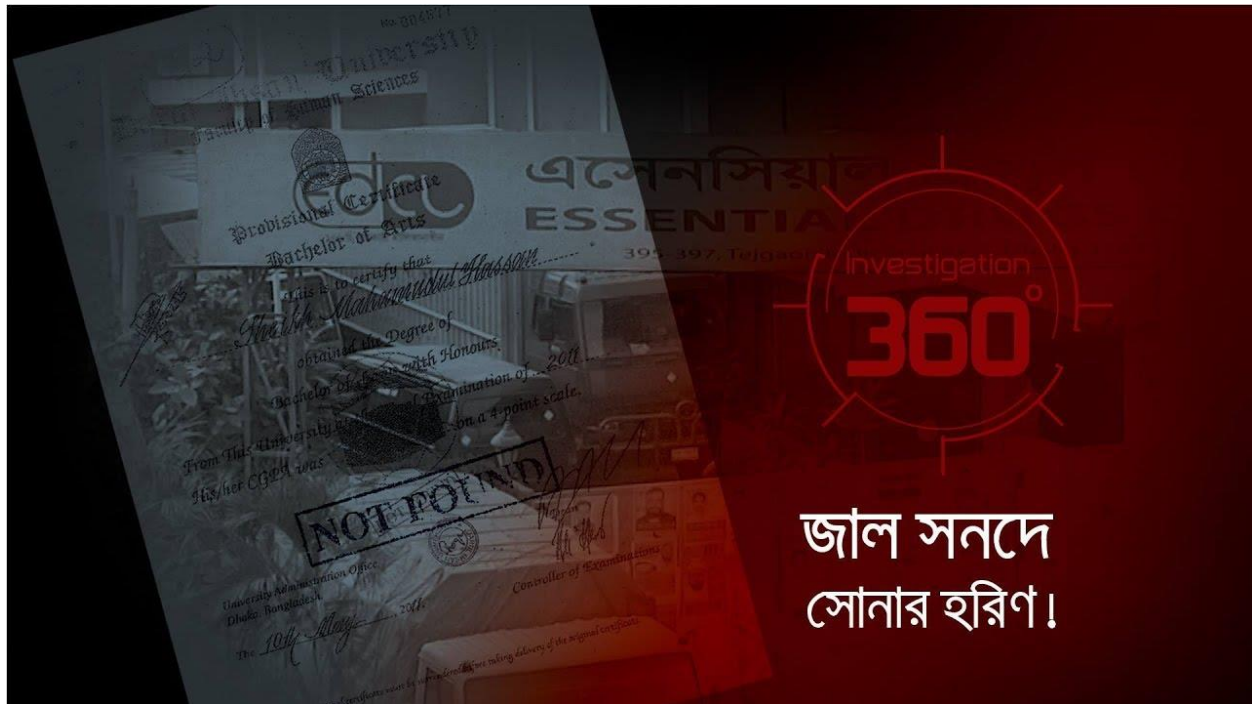


Figure 2.16: Investigation 360 Degree_2



Figure 2.17: An overall glimpse of what Investigation 360 Degree has covered

2.5 Satire YouTube Channel

Another study of us was a satire channel on YouTube called "**Thejuicemedia** [21, 22, 23]." Thejuicemedia is a satire YouTube channel that focuses on satiric content based on the Australian government corruption injustice of the system. They mainly publish "honest" ads format video content to criticize the Australian government and the system present in their country. Due to being bold with their choice of words, they ran into trouble with their government, and their have been attempts to sabotage their approach to criticism like all governments do when they feel like their authority is being questioned or threatened by any individual or group. However, they did not stop at the threat and continued to expose the injustice present in their country.



Figure 2.18: Thejuicemedia – Honest Government Ads_1



Figure 2.18: Thejuicemedia – Honest Government Ads_2

2.6 Comics

To study the panels and how they would be arranged for our artbook, I looked at Japanese comics, also known as manga. There are thousands of manga out there, and all manga follow a format, whether it be colored or black & white. While books or comics in our country start from the left and continue to the right, manga starts from the right and continues to the left. There are either all six panels on a page sometimes, and there are less than that. Sometimes there are only vertical panels, and sometimes there are only horizontal panels. Sometimes there are different perspective pictures. It all depends on the situation, scene, importance of each panel. For this project, I studied a manga called "**Dr. Stone** [26]" written by **Riichiro Inagaki** and illustrated by **Boichi**. It even has anime adaption which has aired two seasons already and set for a third season this year. Below are some shots from the manga as an example of various types of panels.



Figure 2.18: Horizontal Panels from the Manga Dr. Stone

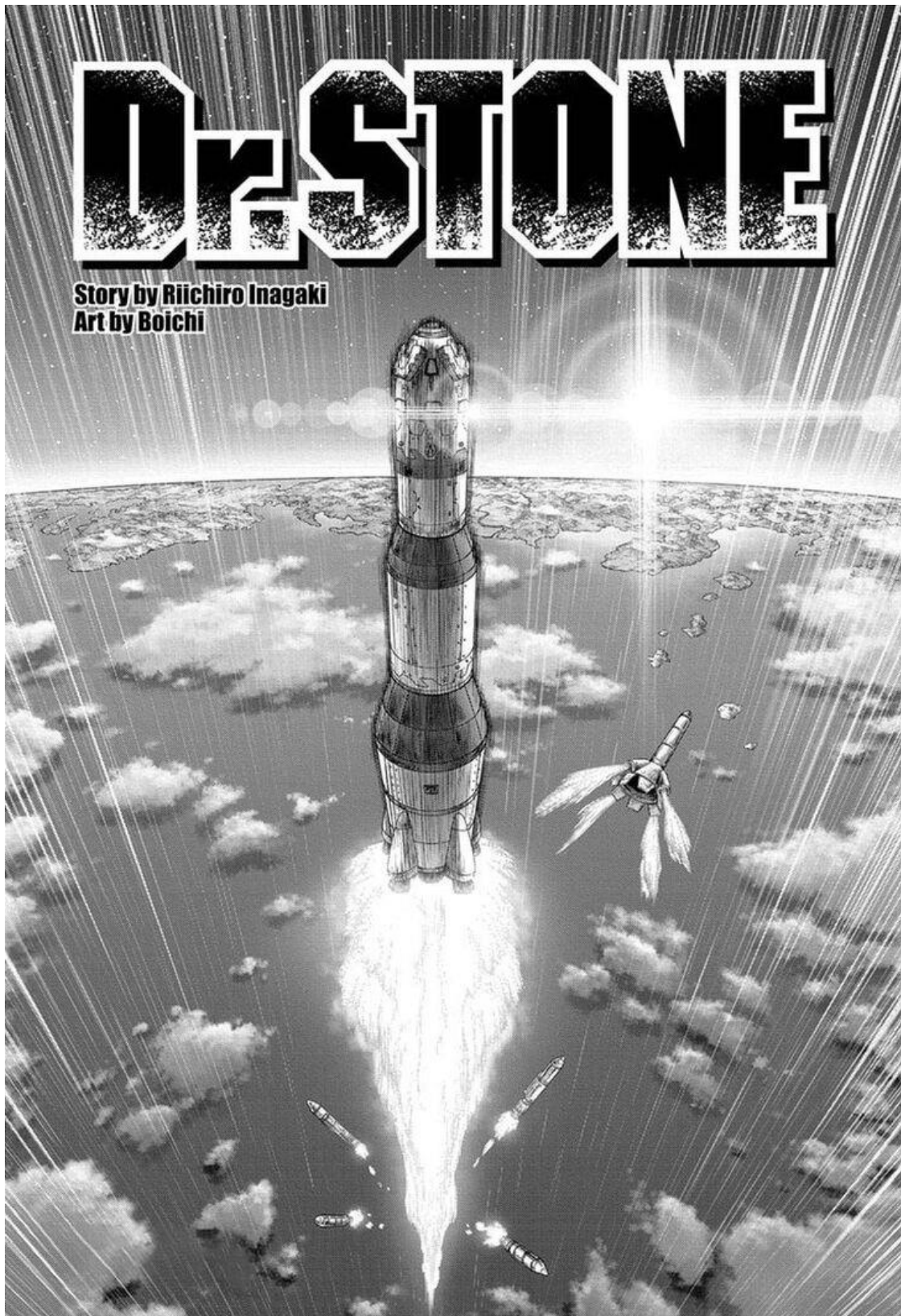


Figure 2.19: Birds Eye View Shot from the Manga Dr. Stone



Figure 2.20: Broad Perspective Shot from the Manga Dr. Stone_1

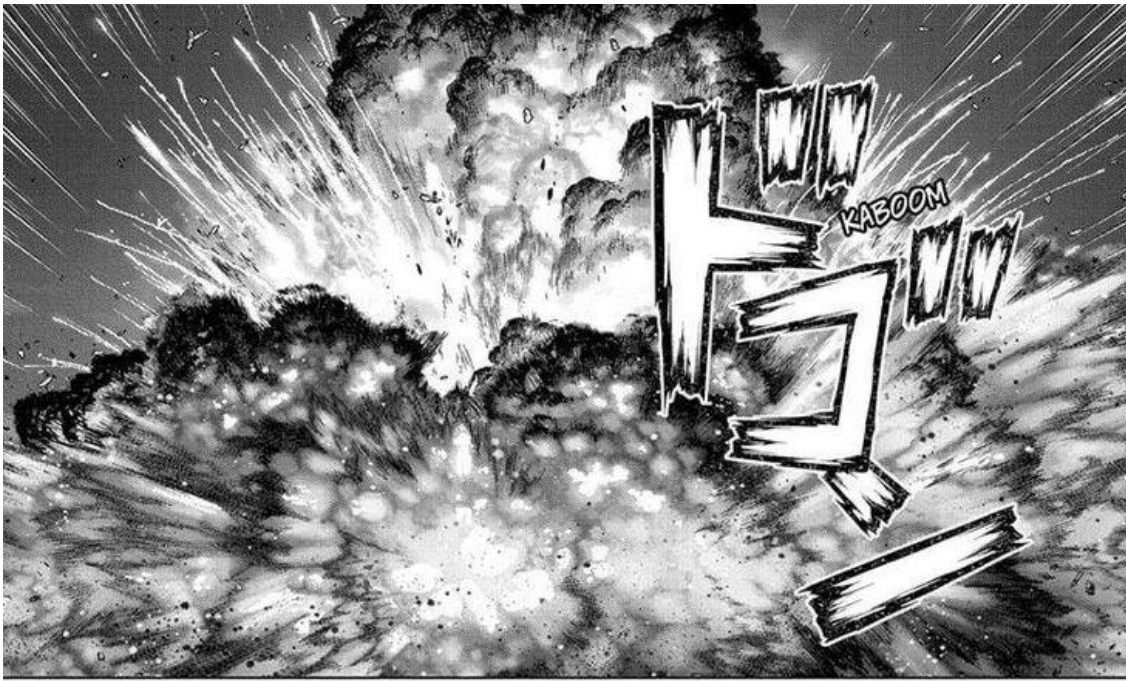


Figure 2.21: Horizontal Panels & Broad Perspective Shot from the Manga Dr. Stone_1

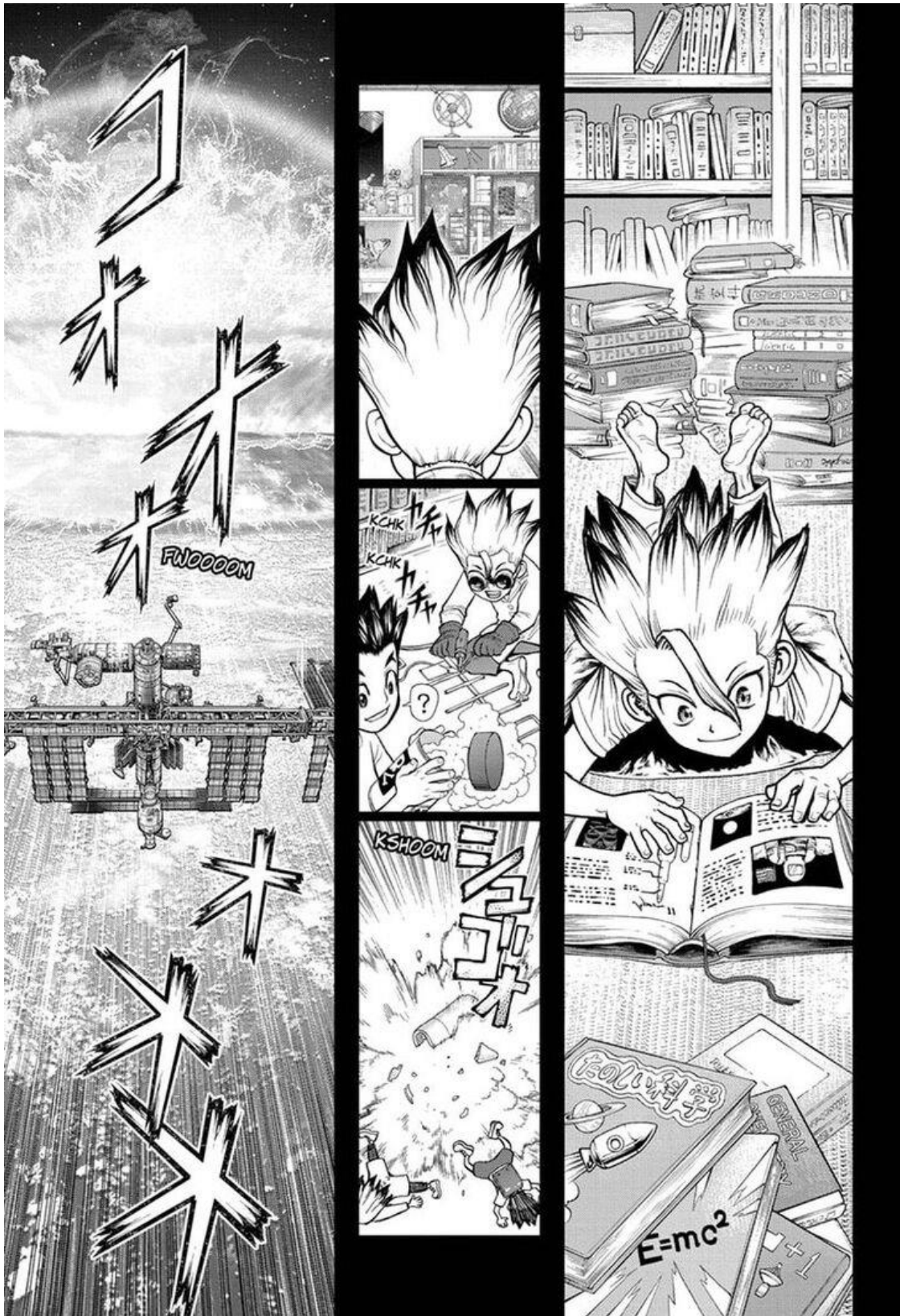


Figure 2.22: Vertical Panels from the Manga Dr. Stone

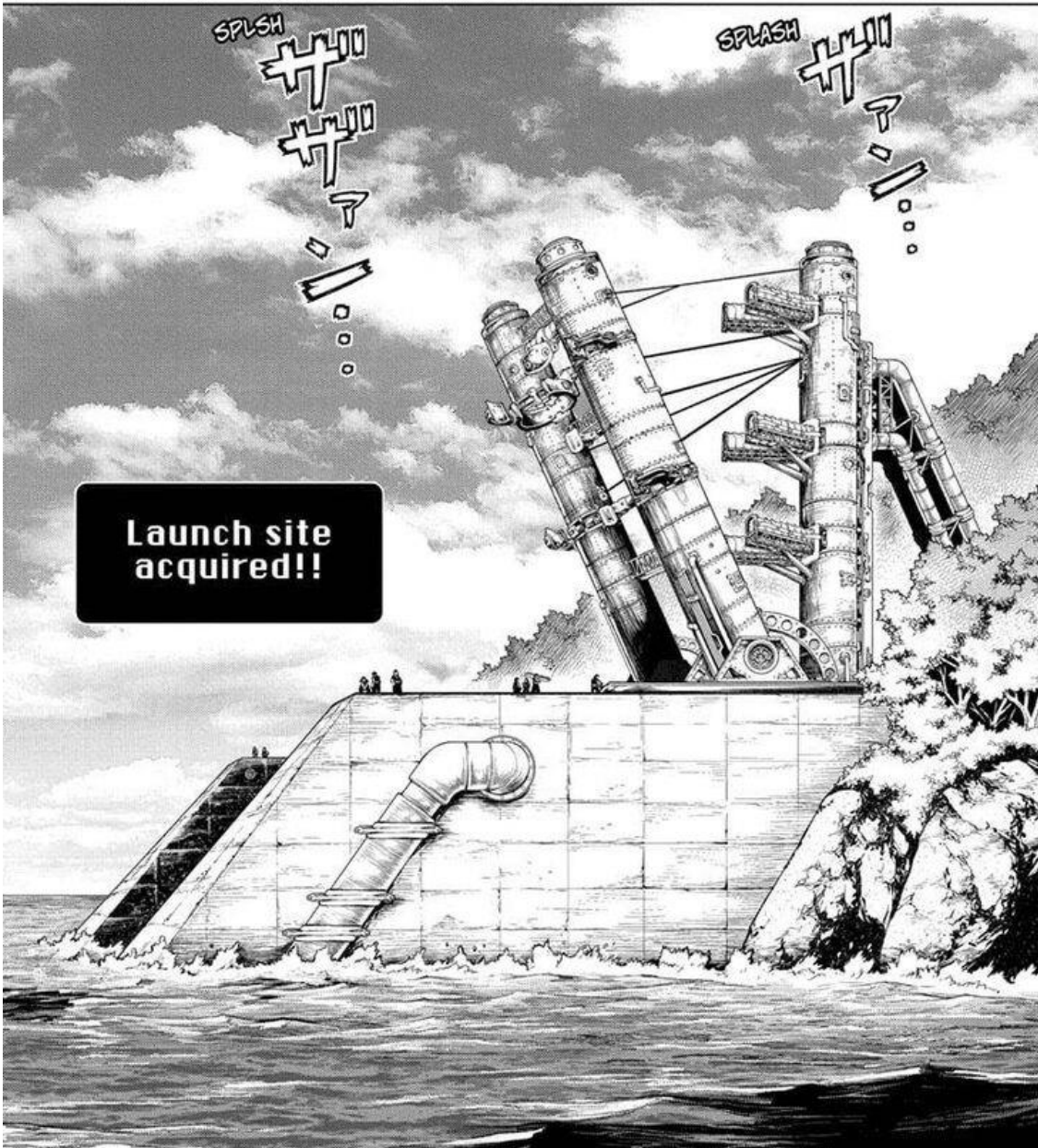
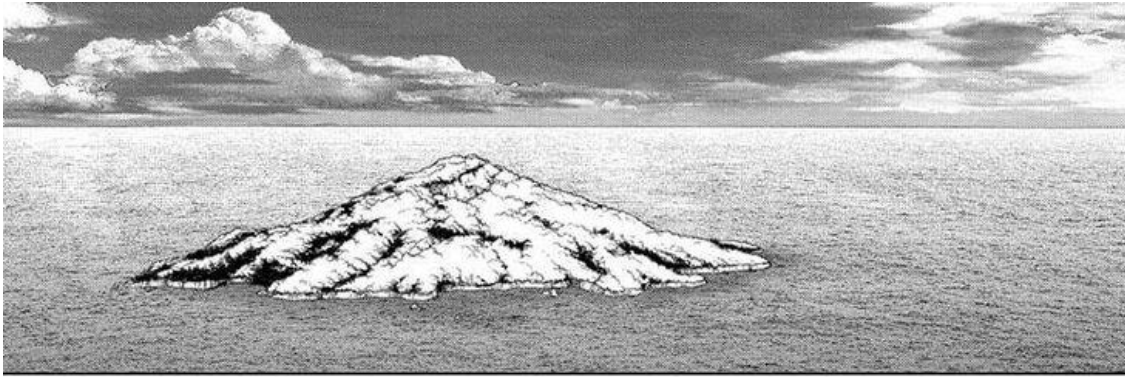


Figure 2.23: Horizontal Panels & Broad Perspective from the Manga Dr. Stone_2

2.7 Color Palette

Color is an important factor when conveying mood in artwork or any form of visual media. Different sets of colors convey variant moods and emotions and highlight key parts. Light, color, shadow, hue, saturation, tint, the shade of color all play an important role in crafting quality artwork. Since the whole project is done in digital media, so studying existing scenes from different anime was greatly helpful to get the mood as close as a possible color palette for different perspectives. For this, I studied animes such as **Horimiya** [31], **Demon Slayer** [28], **Fire Force** [32], **ReLife** [27], **Smile Down the Runway** [30], **Fly Me to the Moon** [29]. These have some of the most beautiful day, daybreak, afternoon, dawn, dusk, night, rainy, cloudy scenes. Below are some examples. All of these were used to extract color combinations and implemented on our project.



Figure 2.24: Dusk color palette from Fly Me to the Moon



Figure 2.25: Night color palette from Fly Me to the Moon



Figure 2.26: Dawn color palette from Horimiya



Figure 2.27: Morning color palette from Demon Slayer



Figure 2.28: Noon color palette from Smile Down the Runway

CHAPTER 3

SOFTWARE USED

To complete this project, we started by using Microsoft word to list all the scenes and their description. To record the explanation of each scene, we used OBS (Open Broadcaster Software) Studio. To sketch the images, we used pencil, paper, and used a smartphone to capture the artwork done by hand, and to digitalize those, we used Adobe Photoshop and Adobe Illustrator.

3.1 Microsoft Word

Microsoft Word [13] is a word processing program that was first developed by Microsoft in 1983. Since then, Microsoft has released number of updated versions, each offering more features than its predecessor and incorporating better technology. The most current version of Microsoft word is included in a bundled software named Microsoft Office 2021 includes Word 2021. For our project, we used a relatively older version which is Microsoft Office 2019 from the year 2019. There have been updates in 2020 and 2021 as well, and the latest one came out at the end of 2021. Microsoft Word is included in all of the Microsoft Office application suites.



Figure 3.1: Microsoft Word 2019

3.2 OBS (Open Broadcaster Software) Studio

OBS [17] stands for Open Broadcaster Software, a free, open-source live video recording and streaming software that is supported by a large community of developers from around the world. OBS can be used for live video production, live streaming, and video recording. When you first download and install the app, the setup wizard will ask you if you would like to optimize the software for recording or live streaming because it has the ability to mix together many different audiovisual sources into a live video production environment. OBS also supports many plugins, which can extend its functionality to include features such as NDI support, VST plugins and stream deck controls. Many streamers use it as it is a free software and no royalty fee is necessary. People are open to supporting the development if they wish.



Figure 3.2: OBS (Open Broadcaster Software) Studio

3.3 Adobe Photoshop

Adobe Photoshop [16] is the predominant photo editing and manipulation software on the market. Its uses range from the full-featured editing of large batches of photos to creating intricate digital paintings and drawings that mimic those done by hand. It is used to edit photo, create photo manipulation. Even sometimes, it is used to create vector art despite being a software to work with raster-based image.



Figure 3.3: Adobe Photoshop

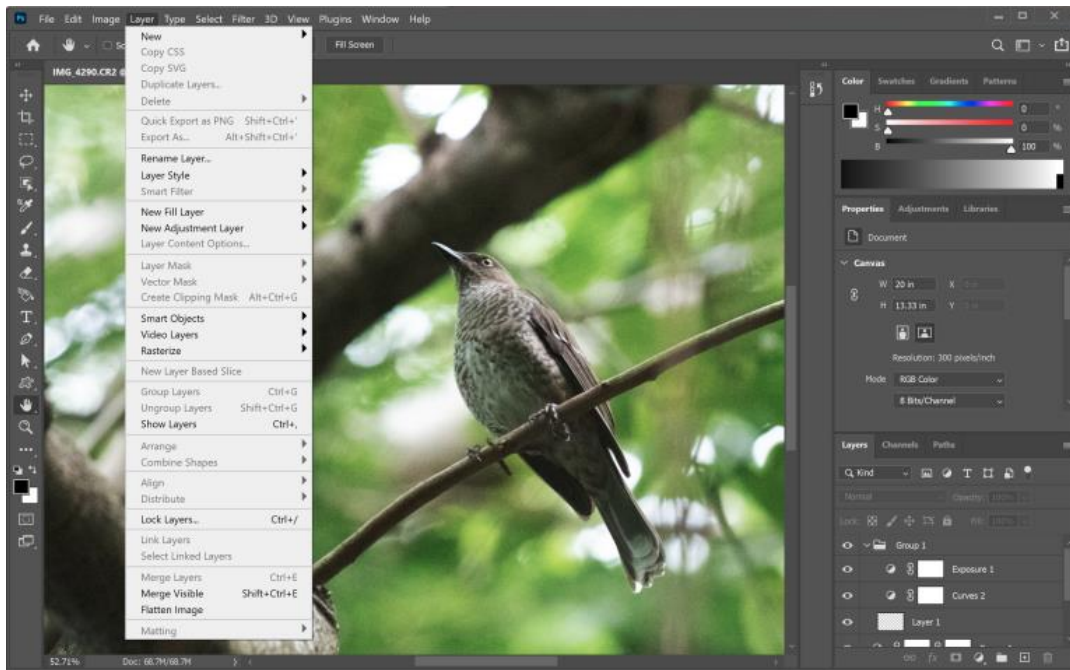


Figure 3.4: Adobe Photoshop Interface

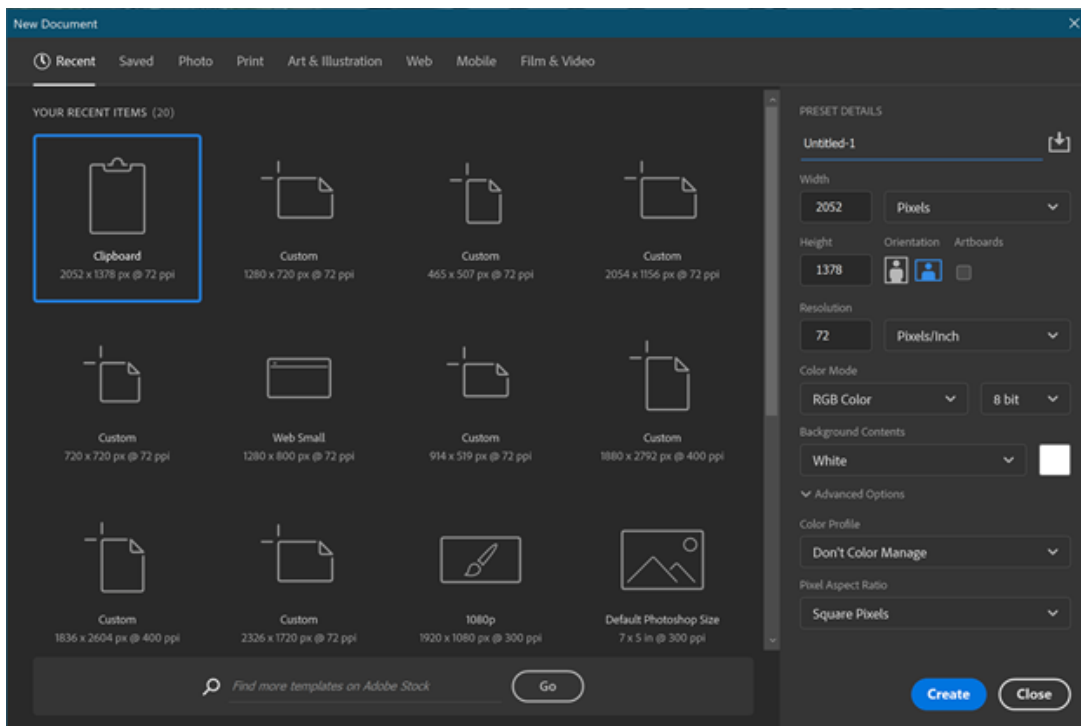


Figure 3.5: Adobe Photoshop File Menu

3.4 Adobe Illustrator

Adobe Illustrator [19] is an application that is used to create logos, textual styles, vector-based posters, and flex. This is a vector-based program. Hence, the pictures can be stretched regardless of the original document artboard size, and Illustrator was the first software to dispatch this element and turned out to be generally well known in the graphic designing community. It was first launched in 1987.



Figure 3.6: Adobe Illustrator



Figure 3.7: Adobe Illustrator Interface

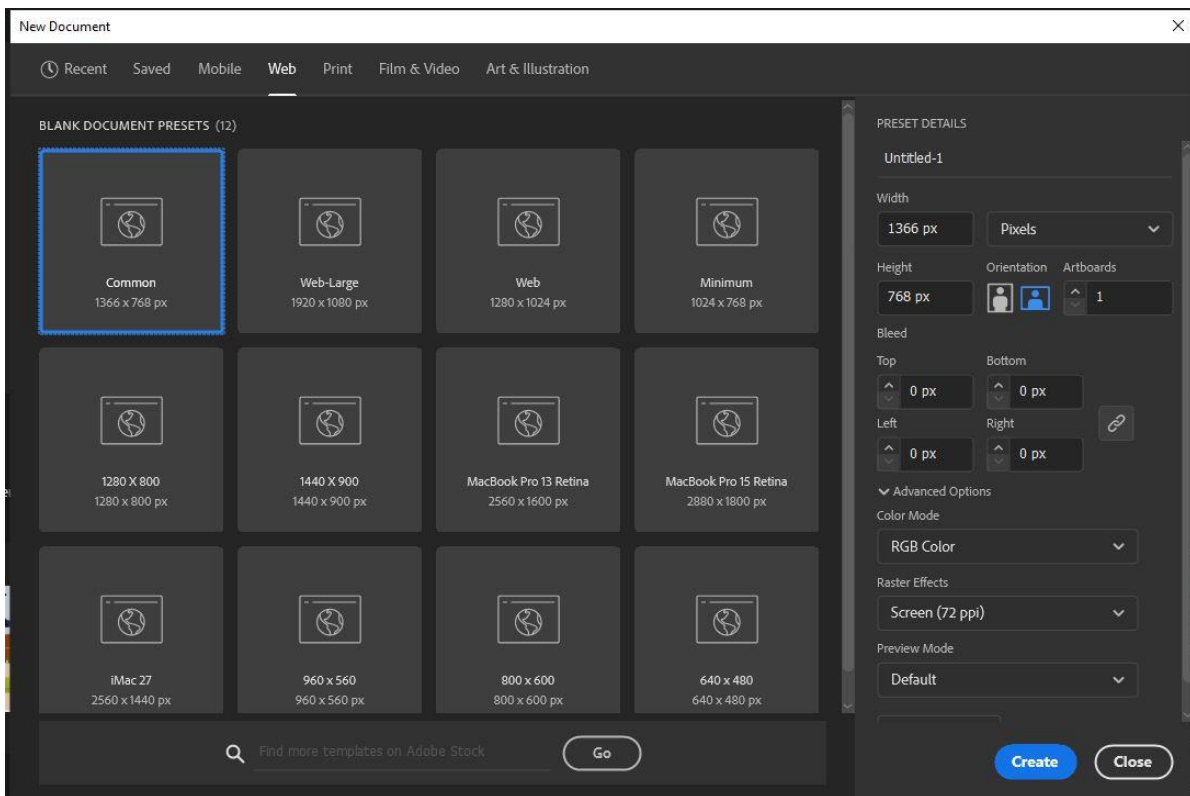


Figure 3.8: Adobe Illustrator File Menu

CHAPTER 4

PROJECT DEVELOPMENT PROCESS

4.1 My Contribution

When a viewer sees a production, whatever it's a movie or animated film or a book, or anything else; People evaluate that's good or bad based on what he/she sees on the screen. In my experience, before I came to this department, I had no idea how many more things could be done before a production. Usually, ordinary viewers don't have that idea, they see the final outcome. My role in our project is digital artwork. So in our project, my teammate Sakib built a story first. Then my other teammate Ripa's work was to draw that scene manually. And it was my responsibility to convert Ripa's manual drawing into digital illustration. So an ordinary viewer will evaluate our project by my work.

Let's focus on another point. Of course, there are many people who have enough knowledge about previous stages of production. So my target was that, when they will see my work, they will have to admit that our work was a full production work. They will have to admit that those who were working in pre-production have done a good job. So the responsibility was in my hands that Sakib and Ripa's effort would not go in vain. So I took the whole project as a challenge.

4.2 Working Process

Now it's time to talk about my working process. After Ripa gave me the individual drawing of each scene, I read the description of that scene made by Sakib. By seeing at Ripa's drawing, I identify what elements are here in that scene. How many characters are there in that scene. According to the needs of the scene, I select the software where I will make that scene, i.e. Photoshop or Illustrator. I also make a plan about the tools which will need to make that scene. Then I make the scene. After completing the scene, I discussed it with my teammate Sakib in online and if there is any correction, I make that correction immediately.

There are 50 scenes in our artbook and all of them have different vibes, different frames. So it was not easy to make it perfect. But it was interesting. There are so many perspectives works in our project. All of these are challenging to make. Sometimes I illustrate 3 or 4 times a scene. I illustrate until it seems perfect to me and my teammates. There are some scenes that took 3-4 days to make.

4.3 Illustration

For making the illustrations, I used the software "Adobe Illustrator CC". Commonly for all art, I used selection tool, direct selection tool, pen tool, shape builder tool, pathfinder, eyedropper tool on Illustrator.

Firstly, I made the outline. Usually, I used pen tool for that. While making the outline, I assigned a demo color without stroke. So I only used fill color. After making all the elements of a scene, I made the color correction. Then I made the texture of that scene. After that, I made the composition of that scene.

4.4 Color

There are 50 arts in our artbook. And we some different scene of different time of a day. So I used various color palettes in various scenes to make that scene meaningful. We have day scene, night scene, afternoon scene, evening scene and others. So it was very important to use the color palettes properly.

While coloring the elements, I used fill color only. And to texturing elements, I used darker or lighter shade of that color.

4.5 Digital Art

There are some final outcomes of my work-



Figure 4.1: A Beautiful City

Scene Brief

It's a city scene at night. This scene actually represents the neat and clean condition of our society.

Design Brief

I used some boxes and pen tool to build that scene. To give a feeling of light, I used gaussian blur. In the building, I used darker gradient color to make a night vibe. Also in the background, I used darker color as it is a night scene.



Figure 4.2: A Destroyed City

Scene Brief

It's a destroyed city scene at night. This actually represents the destroyed condition of our society.

Design Brief

For that scene, I made some smoke, fire and crakes. Then I add those elements to the previous scene I include above. For making the crakes, I used pen tool. For fire, I also used pen tool and to color them, I made a gradient color of yellow and orange. And in the smoke, I reduced the opacity by 50% to bring a transparent and realistic feeling of smoke.

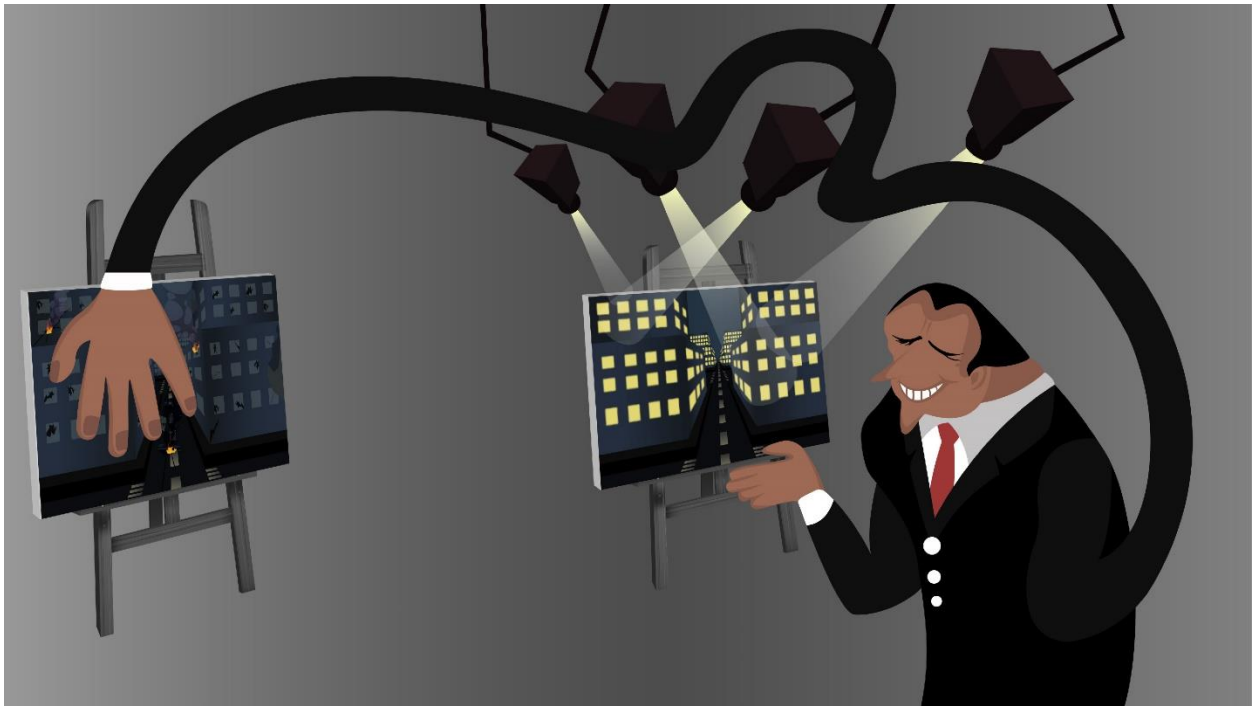


Figure 4.3: Focusing The Goods

Scene Brief

In the scene above, the character has covered the bad condition of society with one of his hands. On the other side, he is pointing the good condition of our society with another hand. We may have good and bad conditions in different places. But we always focusing the good things and try to hide the bad things. This scene actually tells about that things.

Design Brief

To make the character, I used pen tool. There are some lights in the scene. To make this, I used gradient color. I also reduced opacity by 50% to make a vibe of light. And there are two canvases. I set two scenes I made before on that canvases. To set those scenes, I used “free transform” tool of Illustrator to set them as perspective views as canvases are.

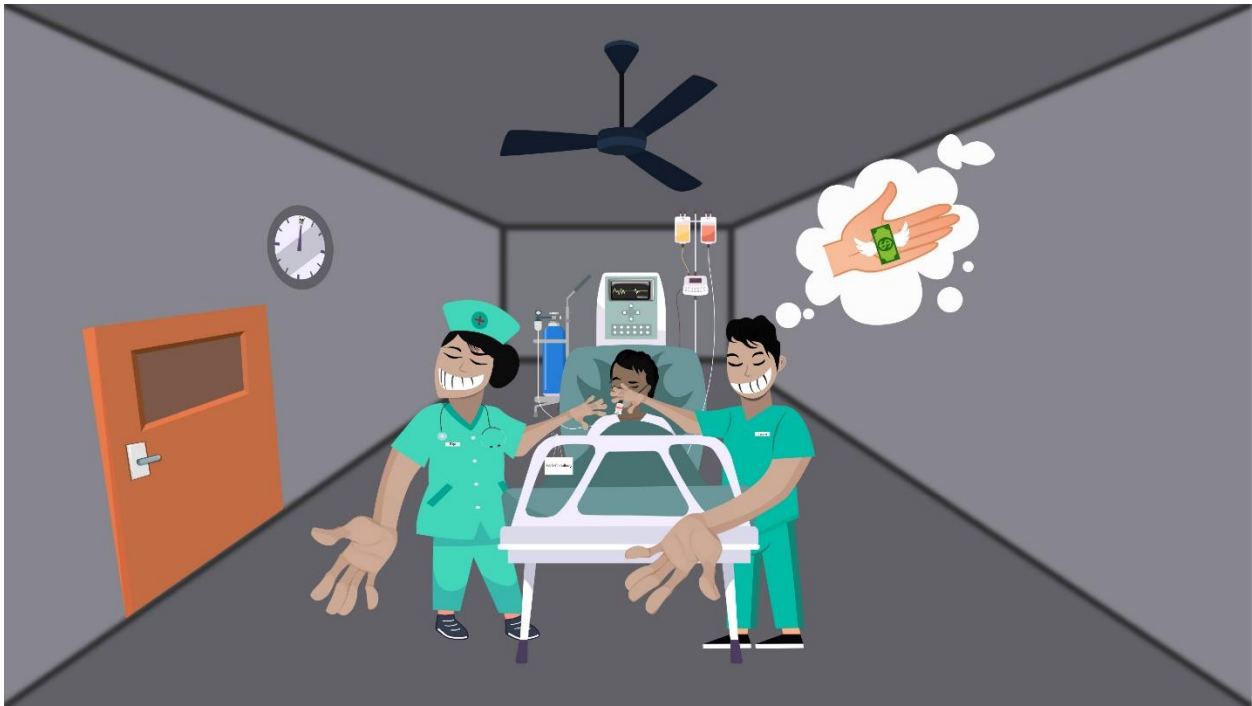


Figure 4.4: Money For Life

Scene Brief

There are some dishonest ward boys and nurses. They just want money for everything. One's life is not important to them. This scene represents that thing. In the scene above, the ward boy and nurse are asking for money with one hand, another hand is placed on the patient's oxygen mask.

Design Brief

I used Pen tool, eyedrop tool, pathfinder and other tools to arrange that scene. There is a clock in the wall. To arrange that as like the wall's dimension, I used free transform tool. And to make the perspective illusion on the room around, I make gaussian blur on that.



Figure 4.5: Trust us

Scene Brief

There are some dishonest doctors who are not loyal to their work. Sometimes they take money as bribery from representatives and prescribe adulterated medicine. So some doctors are not loyal to their duty. They just want money. This scene represents that things.

Design Brief

I used pen tool, shape tool, eyedrop tool, to make the characters. And to make the background, I used gradient tool. I assigned some texture to the dresses of the doctor and representative. Also I make the bubble using pen tools. And for the background, I used gradient color.



Figure 4.6: Please Die

Scene Brief

This scene actually tells about the lack of beds in our hospitals. We can't get a bed in the hospital when we need that. There are fewer seats in the hospital than needed. In the scene above, there is an ICU bed in the hospital's room and outside of the room, there are two more persons who are waiting for an ICU bed.

Design Brief

I used different tools like pen tool, direct selection tool, eyedrop tool, pathfinder to make this scene. There is a glass door in the room. To make this glass, I make 50% opacity of that glass and also make some texture on that glass to make it realistic and to visible the objects outside of that glass.



Figure 4.7: Excellent Health System

Scene Brief

Our health sector is not good. We have lack of everything in that sector. It's like our health sector is now almost a destroyed sector. This scene actually tells that story.

Design Brief

I used pen tool, shape tool, eyedrop tool, pathfinder, shape builder tool and some other tools to make that scene. I used different color shades in different places of that scene to make an illusion of a broken thing. I make fire and smoke by different gradient colors.



Figure 4.8: My Doctor

Scene Brief

We have lack of doctors in our country. We have 3.05 doctors per 10000 persons [33]. So we didn't find a doctor when we need them. For this, it takes more money to consult a doctor. On the other side, some doctors are also happy about that. Because they can earn more money for that scenario. So this actually tells that whole story.

Design Brief

I make the hospital by pen tool, shape tool and eyedrop tool. For the sky and cloud, I make the color opacity to 50%. And for the character, rope, ambulance and other elements, I used shape tool, pen tool, shape builder tool, pathfinder and some other tools also.



Figure 4.9: Digital Drug

Scene Brief

Nowadays smartphone addiction is turning out into a serious addiction. People now use their phones for the whole day by skipping their other work. They don't care about other situations. They just need the phone. And every age group people are now addicted to smartphones. This scene is about that. In the scene above, every age group of people is operating their phones. Their surrounding area is about to destroy. But they don't care about that. They are dealing with their smartphones.

Design Brief

I used different tools to make that scene. Fire is burning in that scene. So I used some warm colors in that scene. And to make a feeling of a destroyed room, I used different shades of different colors in different shapes. To make fire and smoke in that scene, I used different color gradients.



Figure 4.10: Engulfed

Scene Brief

Peoples of the coastal area are so helpless during the time of rainy season. Sometimes they face river erosion. And they don't get enough help then. This scene is about that. In the scene above, there is a helpless family during the river erosion.

Design Brief

I make the character using pen tool, shape tool, shape builder tool, pathfinder and others. To make sky and cloud I used light color. And to make the river erosion surface, I used pen tool and different shades of color.

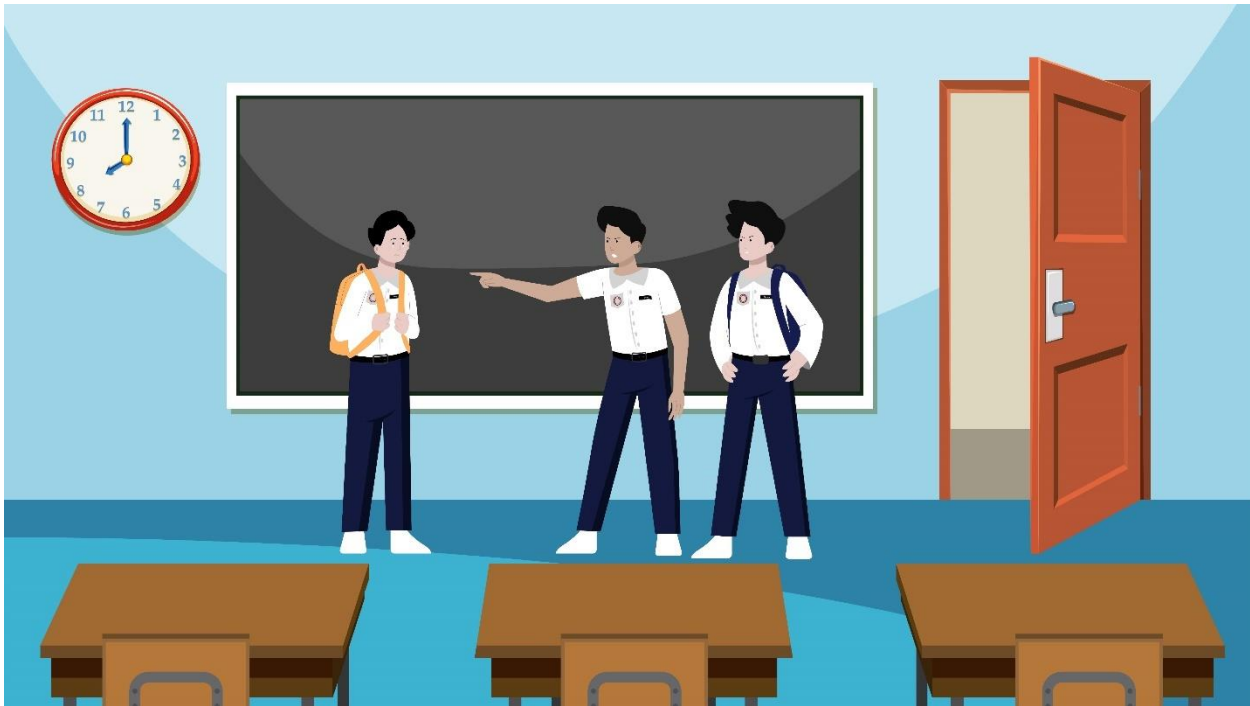


Figure 4.11: School Friends

Scene Brief

A student is a victim of bullying in every case. Which begins through school. He/She was confessed to bullying by his/her friend. And it's a barrier to his/her brain development. This scene tells that story. In this scene, a student is being bullied by two other students.

Design Brief

I make a classroom of school as an environment. And Student In the right side is being bullied. So I make sad face of his. And other student's face is like mocking face. I used different tools like pen tool, eyedrop tool, shape tool etc. to make that scene.



Figure 4.12: College Friends

Scene Brief

In college level, students are fighting each other. There is a tendency of dominating others for nothing. This can create a clash. So this scene tells that thing. Two college students are fighting each other for the spread of domination.

Design Brief

I make a college campus for the background. For that, I make a stair. To make that stair, I use different tool like shape tool, pen tool and others and I used different color shades also in that stair. To make the character, I also used different tools like pen tool, shape tools, eyedrop tool and others. I make angry face reaction of the students to make a feeling of quarreling.



Figure 4.13: University Friends

Scene Brief

At University level, various league culture is a common thing now. Sometimes they engaged into various crime work for their self-fulfillment. They didn't care about anything. This scene tells the story of that. In the scene, some university's league students are beating a student for their self-fulfillment.

Design Brief

I make the background of this scene using different tools. And I used warm color in this scene as it is a crime scene. To make the characters, I used pen tool mostly. The boy who is lying on the ground is being beaten. So I make a sad reaction on his face. Others are doing crime with enjoyment. So I make their expression with bad smile.

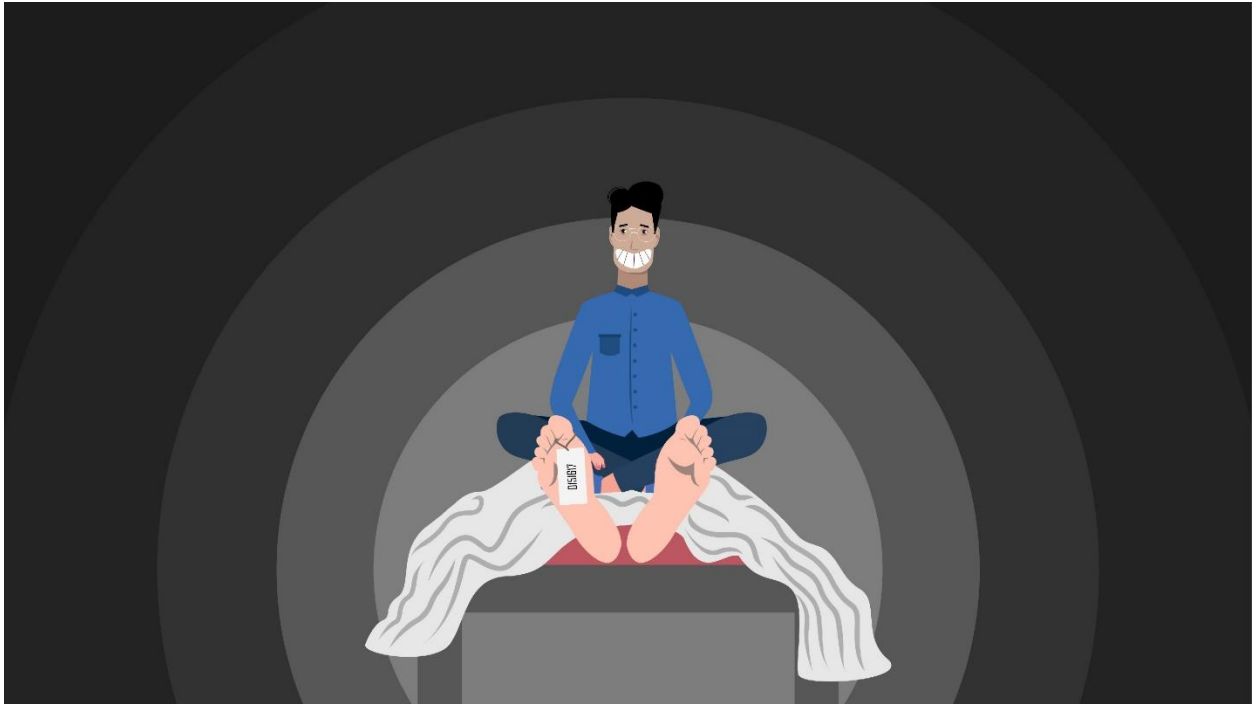


Figure 4.14: Till Death

Scene Brief

The league culture sometimes turns out into a very dangerous thing. They can kill a man for a very simple issue or for their self-fulfillment. This scene is about that. In the scene above, they kill a student for their self-fulfillment and they are happy with that.

Design Brief

I make a dead body using pen tool and used white shaded color on this. To make the character above, I used pen tool, shape tool, pathfinder and others. The character doesn't feel guilty about his work. So I make an expression of bad smile on his face. And in the background, I used dark color as it is a sad scene.



Figure 4.15: Throughout Time

Scene Brief

In our culture, a student is a victim of bullying in every stage of life. It starts from school and continues to university level. This scene tells that story. In the scene above, three different doors are represents three different stages of life. Which is school, college and university. And students are victim of bullying in that every stage.

Design Brief

I make a hallway with three different doors to indicate three satge of life. To make the name plate on door, I used 3D rotate option to place them as per door's direction. Then I make the characters using different tools. I make facial expression of sadness of these character who are being bullied. And i make the characters who are bullying others with a bad smile.



Figure 4.16: Life

Scene Brief

We may have some problems in our life. But sometimes elite people didn't care about that things. Everything seems like a game for them. These scenes are about that. We have so many scenarios in our life. But for the elite, it's just like a game. They didn't care that.

Design Brief

I used a free resource of chessboard from freepik [34]. Then I arrange 36 different scenes which I make before for our conceptual artbook. To arrange them as board dimensions, I used free transform tool. Then I make a glossy effect on the chess pieces. Then I make compositions of four different ways to make four different scenes.

CHAPTER 5

PROJECT ANALYSIS

In the past, projects similar to this have been created but not in a format like ours. We are not doing graphic novels or manga. We are not publishing each art separately. Also, in terms of artbooks, there has not been any artbook on satire genre before that we know of. We have created the artbook by assembling scenes from various sections of social issues. However, we excluded some issues due to some being too controversial, and some being already have been done projects on before by us, and to avoid excess, we decided to exclude some issues and focus on the ones that haven't been talked about that well. Also, since our country has little to no freedom of speech at all, and anything that is said and written is deemed against a political party belief, then that person or groups of people are immediately detained faster than actual criminals of various crimes, we decided to avoid being as political as possible and only focus on social issues more.

We are publishing a traditional style artbook which will have orientation from left to right. Meaning the panels will start from the top left side of a page and will continue to have a left to right progression. Some panels have only vertical alignments, or in other words, some pages have only vertical panels, and most pages have horizontal panels. Some pages have a mixture of both horizontal and vertical panels. It depends on the importance, necessity, and appearance. If we needed to make it look good for the eyes, then we added a mixture. If we only wanted horizontal panels to match the integrity of scenes, then we added horizontally. The same goes for vertical panels. Some scenes had perspective in play, so to compensate and preserve the view, we added only one scene in one page. Also, all pages have one picture in them with the exception of a few.

CHAPTER 6

CONCLUSION

This project was a challenge that we loved. I have always wanted to do something like that since my first project on the satire genre in 2018. We faced lots of difficulties in all three areas that each of us worked on individually. Eventually, we overcame those. This project was a good learning curve for all of us. We each got to exercise our skills even more through it.

We hope to take what we learned here further and do something more exciting in the future. We will go our own separate ways after this, but what we gained from this project is a great experience, and it will benefit us in the future greatly.

REFERENCES

- 1) <https://www.inkbottlepress.com/useful/question-satire-definition-in-literature.html> Retrieved on January 2, 2022.
- 2) Kaelyn Barron. Types of Satire: Definitions and Examples from Literature. Retrieved on January 2, 2022 from <https://www.tckpublishing.com/types-of-satire/>.
- 3) Evan Gottlieb. What is Satire? Retrieved on January 3, 2022 from <https://liberalarts.oregonstate.edu/wlf/what-satire>.
- 4) Saturday Night Live. Retrieved on January 3, 2022 from <https://www.youtube.com/snl>.
- 5) (March 11, 2017). Artist Interviews: Lubomir Arsov. Retrieved on January 3, 2022 from <https://characterdesignreferences.com/blog-interviews-4/lubomir-arsov>.
- 6) Lubomir Arsov. Retrieved on January 3, 2022 from <https://www.nutscomputergraphics.com/en/inspirational/lubomir-arsov/>.
- 7) Alice's Adventures in Wonderland (1972). Retrieved on January 3, 2022 from https://www.imdb.com/title/tt0068190/plotsummary?ref=tt_ov_pl.
- 8) In-Shadow: A Modern Odyssey (2017). Retrieved on January 3, 2022 from <https://www.imdb.com/title/tt7704904/>.
- 9) Pawel Kuczynski. Retrieved on January 4, 2022 from <https://arthur.io/art/pawel-kuczynski>.
- 10) Biography.com Editors (April 2, 2014). George Carlin Biography. Retrieved on January 4, 2022 from <https://www.biography.com/performer/george-carlin>.
- 11) Investigation 360 Degree. Retrieved on January 4, 2022 from https://www.youtube.com/playlist?list=PLAHVDBLW1GY7zIJfwYaaVMXQ_tOv0nwg.
- 12) Miraj Ahmed Chowdhury (January 11, 2022). Editor's Pick: 2021's Best Investigative Stories from Bangladesh. Retrieved on January 16, 2022 from <https://gijn.org/2022/01/11/editors-pick-2021s-best-investigative-stories-from-bangladesh/>.
- 13) Microsoft Word. Retrieved on January 15, 2022 from <https://www.microsoft.com/en-us/microsoft-365/word>.
- 14) Michael Muchmore (Updated January 14, 2022). Adobe Photoshop Review. Retrieved on January 15, 2022 from <https://www.pcmag.com/reviews/adobe-photoshop>.
- 15) Adobe Creative Suite. Retrieved on January 14, 2022 from <https://itconnect.uw.edu/learn/workshops/online-tutorials/graphics-and-design-workshops/adobe-cs/photoshop/>.
- 16) <https://www.adobe.com/products/photoshop.html>. Retrieved on January 14, 2022.
- 17) <https://obsproject.com/> Retrieved on January 14, 2022.
- 18) Paul Richards (August 28, 2020). What is OBS? (OPEN BROADCASTER SOFTWARE). Retrieved on January 14, 2022 from <https://streamgeeks.us/what-is-obs-open-broadcaster-software/>.
- 19) <https://www.adobe.com/products/illustrator.html>. Retrieved on January 14, 2022.
- 20) What is Adobe Illustrator? Retrieved on January 14, 2022 from <https://www.educba.com/what-is-adobe-illustrator/>.
- 21) <https://www.youtube.com/user/thejuicemedia>. Retrieved on January 21, 2022.

- 22) <https://www.thejuicemedia.com/>. Retrieved on January 21, 2022.
- 23) <https://www.facebook.com/thejuicemedia>. Retrieved on January 21, 2022.
- 24) The Book of Life (2014). Retrieved on January 21, 2022 from <https://www.imdb.com/title/tt2262227/>.
- 25) Ice Age (2002). Retrieved on January 21, 2022 from <https://www.imdb.com/title/tt0268380/>.
- 26) Inagaki Riichiro (2017). Dr. Stone. Retrieved on January 21, 2022 from http://fanfox.net/manga/dr_stone/.
- 27) ReLIFE (2016). Retrieved on January 21, 2022 from <https://myanimelist.net/anime/30015/ReLIFE/>.
- 28) Demon Slayer (2019). Retrieved on January 21, 2022 from [https://myanimelist.net/anime/38000/Kimetsu no Yaiba](https://myanimelist.net/anime/38000/Kimetsu_no_Yaiba).
- 29) Fly Me to the Moon (2020). Retrieved on January 21, 2022 from [https://myanimelist.net/anime/41389/Tonikaku Kawaii](https://myanimelist.net/anime/41389/Tonikaku_Kawaii).
- 30) Smile Down the Runway (2020). Retrieved on January 21, 2022 from [https://myanimelist.net/anime/40392/Runway de Waratte](https://myanimelist.net/anime/40392/Runway_de_Waratte).
- 31) Horimiya (2021). Retrieved on January 21, 2022 from <https://myanimelist.net/anime/42897/Horimiya>.
- 32) Fire Force (2019). Retrieved on January 21, 2022 from [https://myanimelist.net/anime/38671/Enen no Shouboutai](https://myanimelist.net/anime/38671/Enen_no_Shouboutai)
- 33) Global Health Workforce Alliance (2022). Retrieved on February 06, 2022 from <https://www.who.int/workforcealliance/countries/bgd/en/>
- 34) Realistic Chess Board (2021). Retrieved on February 07, 2022 from https://www.freepik.com/free-vector/realistic-chess-board-with-3d-black-white-figuresset_3976526.htm#query=chess%20board&position=43&from_view=search