



THE ART OF *Slingshot*

Slingshot THE STORY

Bored Nandini is exploring outside of her village in India with her trusty slingshot, shooting mango after mango out from a tree. It wasn't until she noticed Nandu, a poor village boy, that she decided what she want to do with the rest of her day. After showing Nandu the ropes of how-to slingshot, they both soon realize that he does not have good aim – much to his disdain. It wasn't until a thunderstorm hits, mortifying the young girl, that he tries to give it one more shot.

Nandu

CHARACTER DESCRIPTION

Nandi is a young seven-year-old boy who comes from an unfortunate upbringing. Raised in a poor family on the streets of India, Nandi has had to experience a lot of things that normal kids never have to. Hungry and spending most of his days in the outside elements, Nandu is still somehow able to keep is cute and confident personality.



Nandini

CHARACTER DESCRIPTION

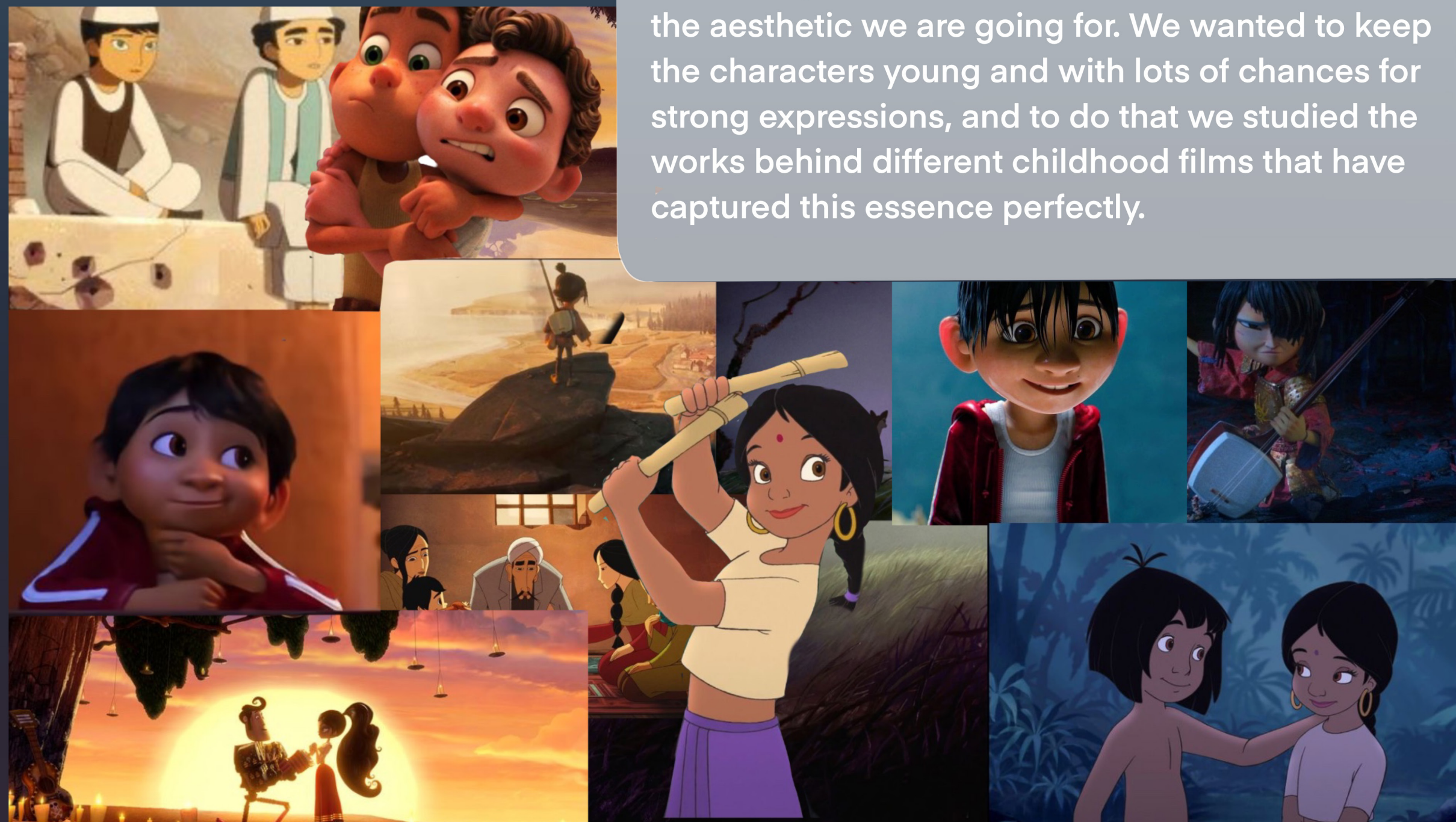
Nandini is a young girl coming from a royal family. With everything she's ever wanted being handed to her on a silver platter, Nandini has never had to suffer for anything. Raised in a world of classism, the people around her see the poor as a nuisance, but Nandini has a different view of the world around her.



Character

MOODBOARD

For the character stylization, we took inspiration from many shows and movies to best understand the aesthetic we are going for. We wanted to keep the characters young and with lots of chances for strong expressions, and to do that we studied the works behind different childhood films that have captured this essence perfectly.

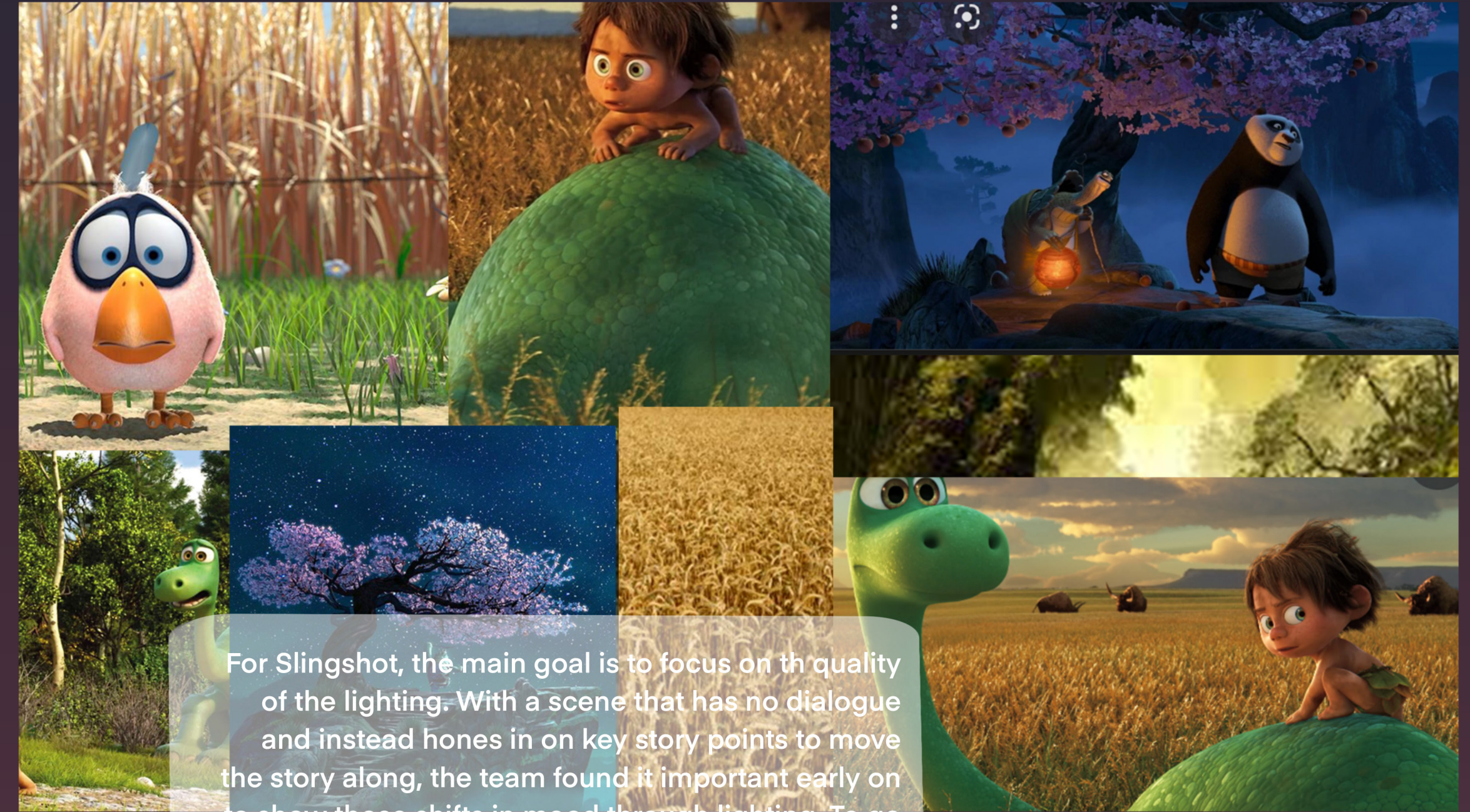


Character

TURN AROUNDS

Our team wanted to keep the childlike mailability in the features while combining our favorite styles from our mood boards. With that, we created our characters designs with our own unique style while staying true to Indian facial features.





For Slingshot, the main goal is to focus on the quality of the lighting. With a scene that has no dialogue and instead hones in on key story points to move the story along, the team found it important early on to show those shifts in mood through lighting. To go along with that, we wanted to push the rendering quality in Slingshot to make it as cinematically stunning as possible. We referenced many sources for this, including Pixar's Coco and Luca as well as Dreamwork's Kung Fu Panda

MOODBOARD

Environment

Color Scripts

To really push the emotional story beats of Slingshot, a lot of planning and research was put in so that we can push the lighting in our favor. Slingshot starts out in the evening when the sun is still bright and transitions into a dark and deep color script when the conflict of the story hits. For the resolution, the clouds lift and the viewer is left with a beautiful pink and purple scene.





Environment Render