

The background of the entire page is white, decorated with several thick, diagonal, yellow brushstrokes that create a textured, artistic feel. These strokes are located in the top-left, top-right, and bottom-left corners, framing the central text area.

On My Canvas

Portfolio Book

On My Canvas

About Me

I am Rishabh Mohan Chatterjee, a student pursuing communication design in Institute of Design Nirma University with passion in the fields of Illustrations, Graphics design, Cinematography and Motion Graphics. I have a curiosity to learn new things and expand my skillset and I can also offer unique and fresh takes on ideas



Contents

• Character Design	8
• Poster Design	16
• Film & Videography	22
• Brand & Identity	30
• Illustrations	38

Character Design

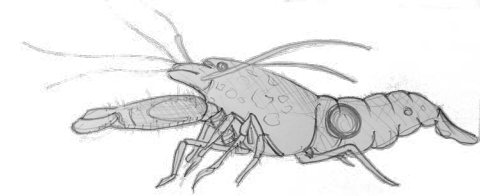
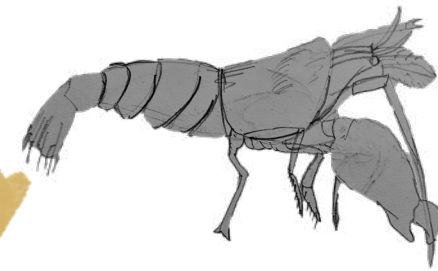
- Concept & Moodboard
- Initial Sketching Process
- Colouring Process



Concept & Moodboard

The character design is based off of the **Snapping Shrimp** species also known as *Alphidae*. These shrimps are about 4 to 5 cm long and are characterized by their abnormally long claw on one of its appendages which can produce a loud snapping sound.

This claw is used by the creature to hunt its food. The muscles present in the claw are capable of creating high tension when pulled back and released. On release, the snapping creates a sonoluminescence bubble which travel a distance of around 4 cm at speeds of **115 km/h**. This bubble is capable of stunning prey such as other smaller shrimps or even sometimes bigger fish.



After research, I created a moodboard to represent the type of character. I went for a western, outlaw and bounty hunter aesthetics with a brash, wild and animalistic personality. The tones of colour I chose were warm, brown and saturated colours.

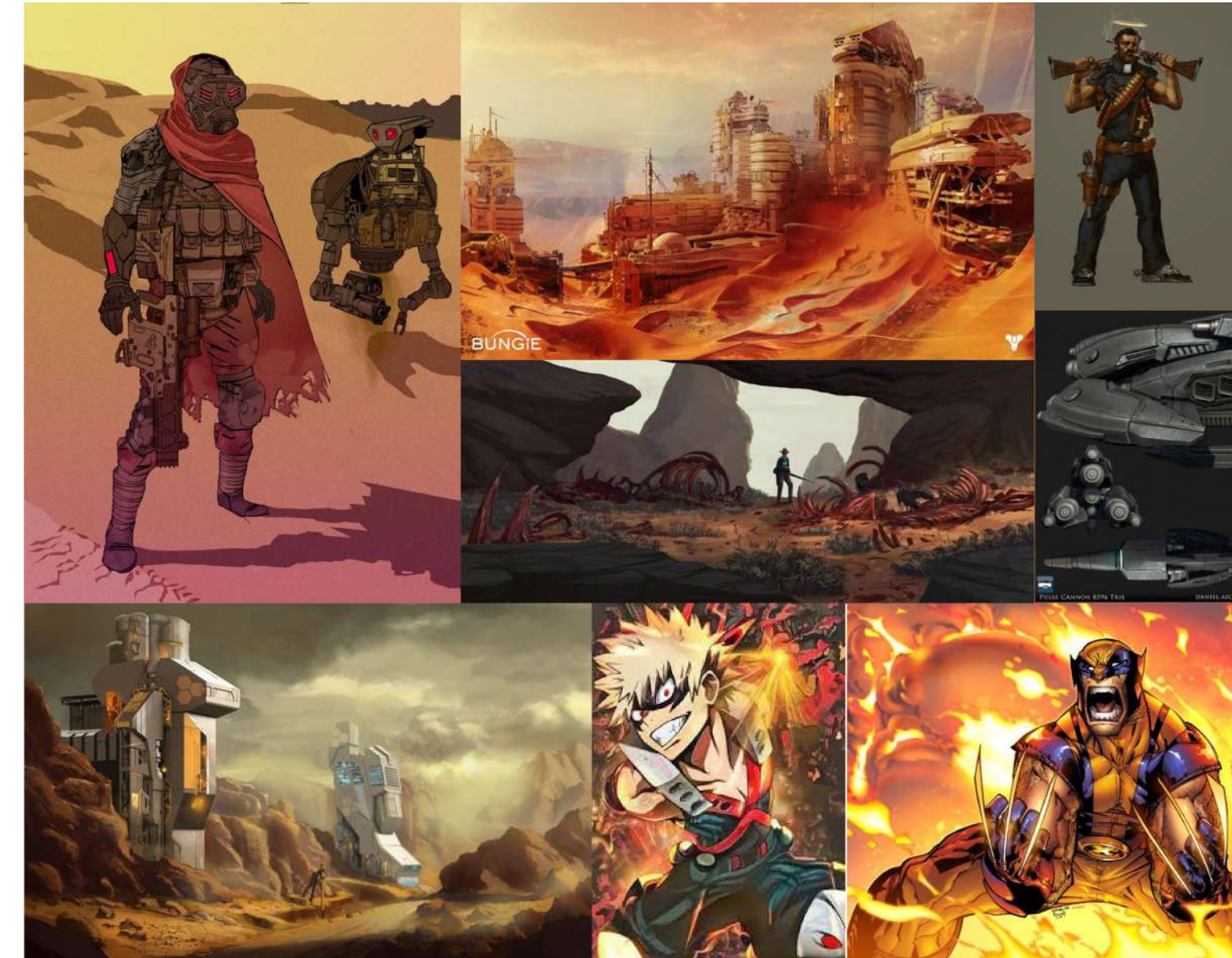
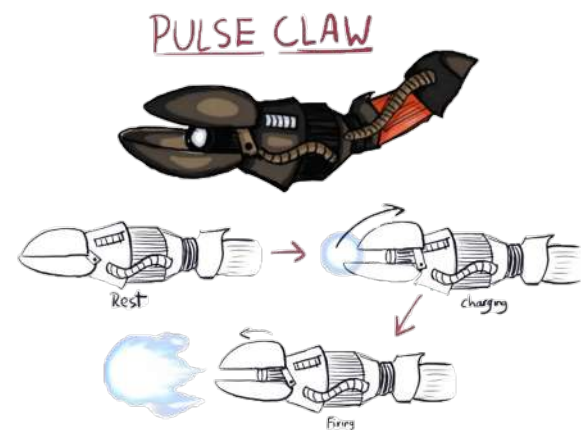


Image Sources: Pinterest

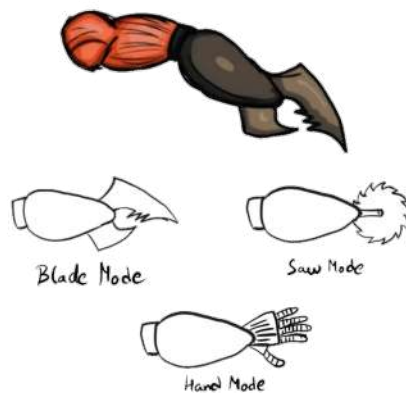
Initial Sketching Process



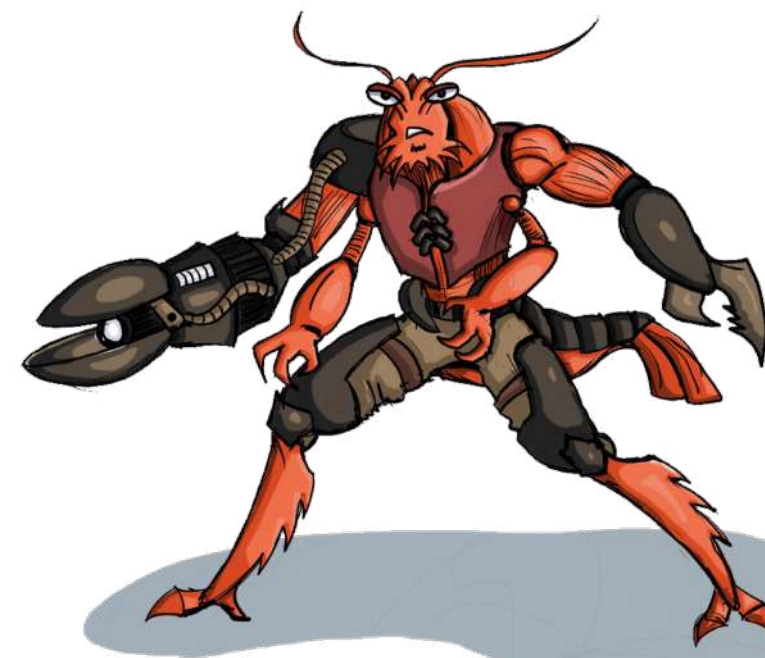
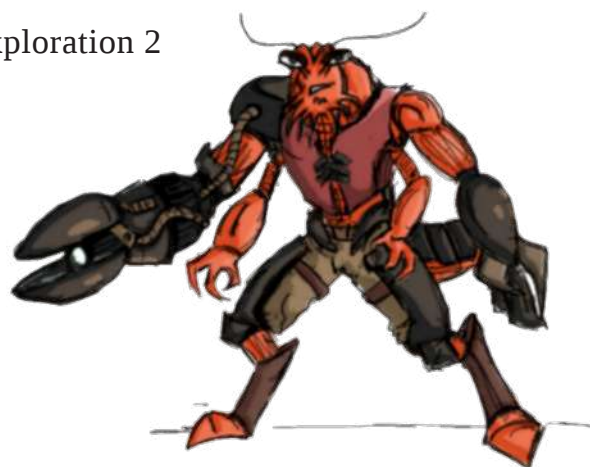
Exploration 1



SWITCH-LIMB

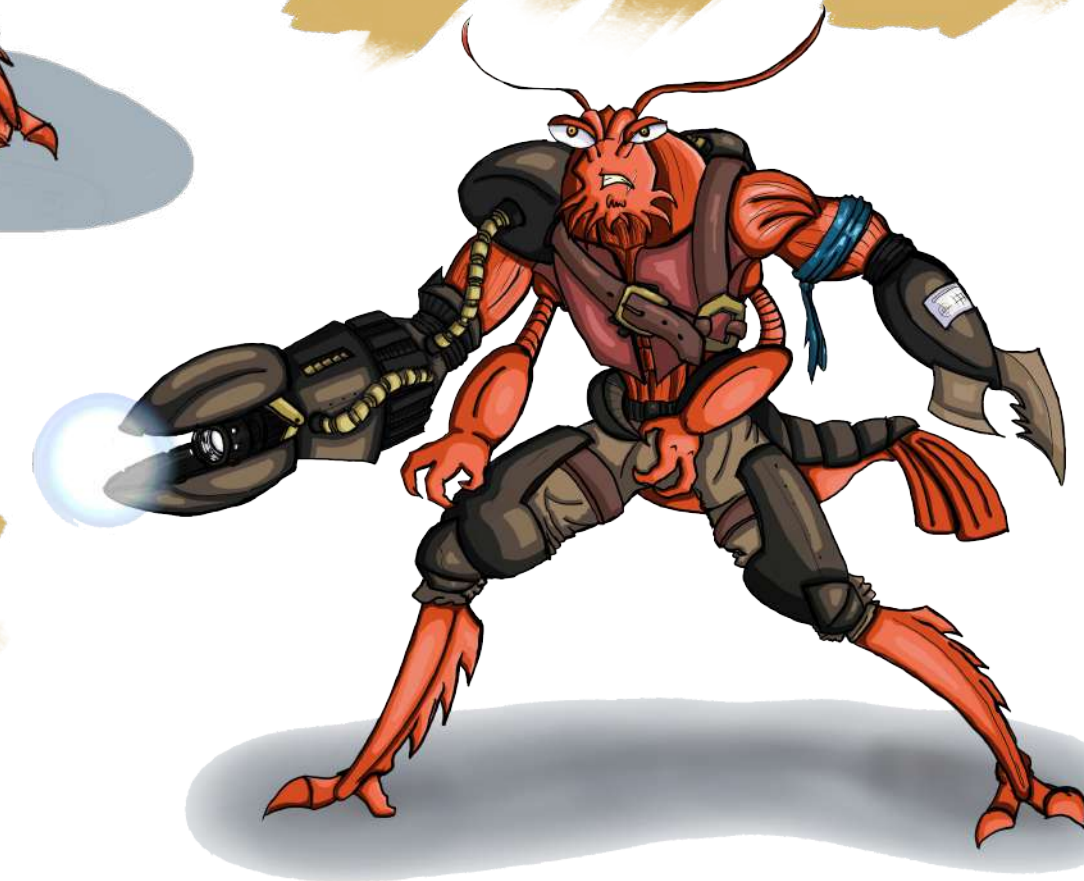


Exploration 2



For the face, it was quite difficult to adapt it into this characterisation. Ultimately I made it look like a grumpy bearded face by converting the tendrils on an actual shrimp into the beard. The extra arms I added in a similar way. These arms are mainly used for other purposes as the larger arms are mainly for battle.

I took multiple inspirations to fit the personality of this character such as Marvel's Wolverine and Bakugou from My Hero Academia. Since I wanted an outlaw, fugitive type of character, one of the features I added was the blue armband and military style pants inspired from Rambo. I converted the bigger claw into a cannon that can charge up a small blast of energy and the small one into a switchable melee weapon.



Colouring Process

To achieve a somewhat photorealistic render, I exported a base colour version into Photoshop where I worked layer by layer into incorporating shadows, depths and highlights. Once completed the new image was exported into a separate file where I created the background using photobashing and digital painting.



Line Drawing



Base Colours



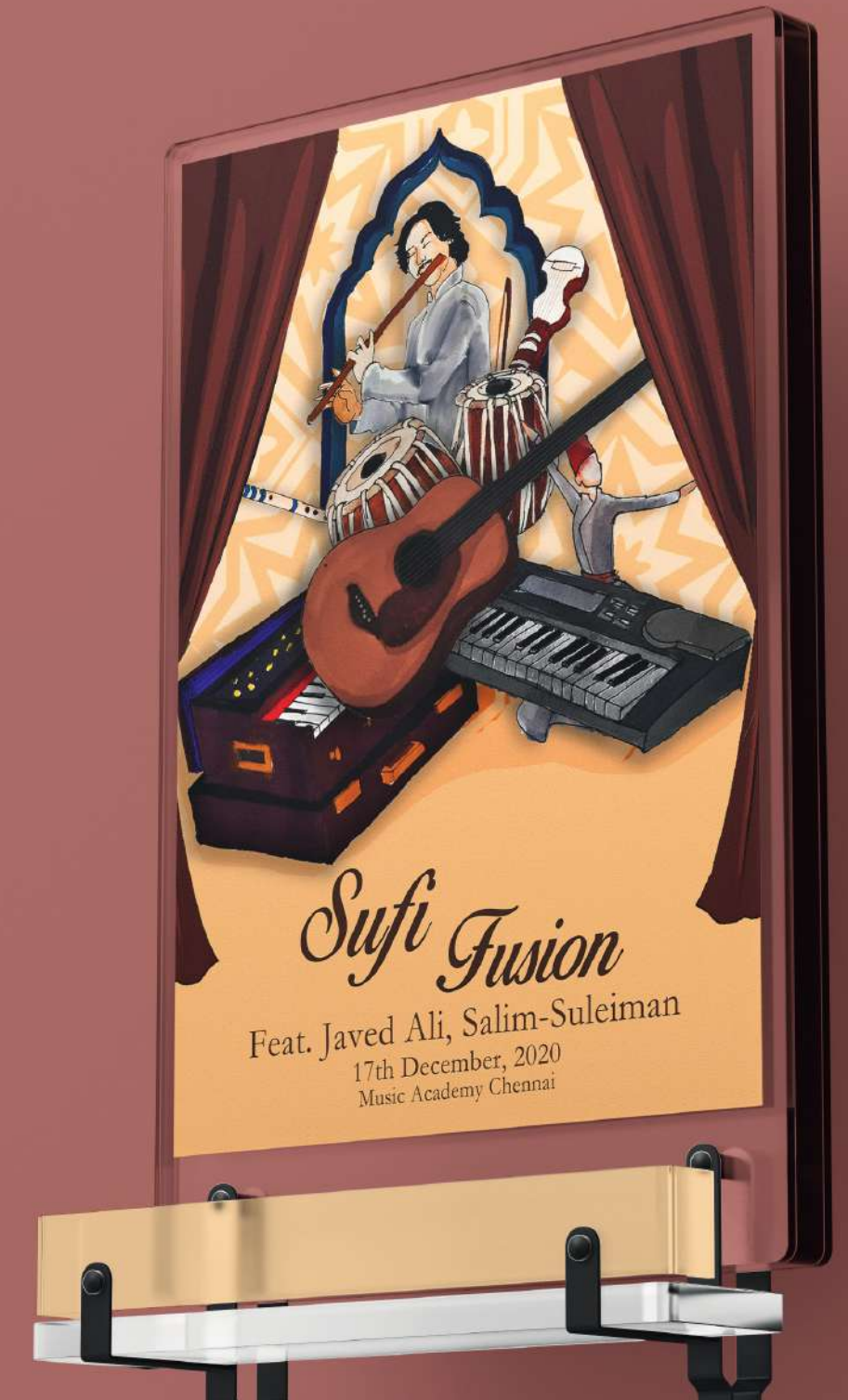
Full Colour



Final Colour with Background

Poster Design

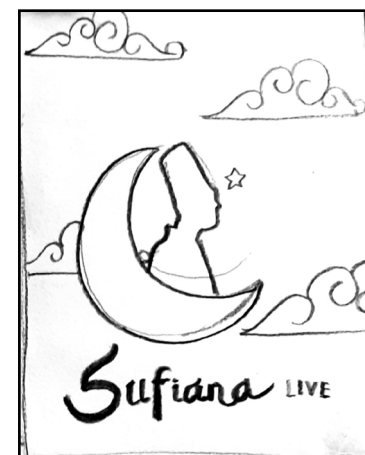
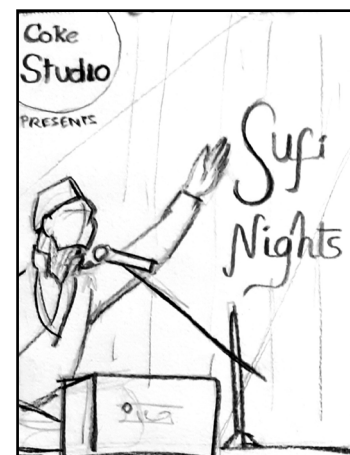
- Concept: Event Poster
- Concept: Break Gender Norms



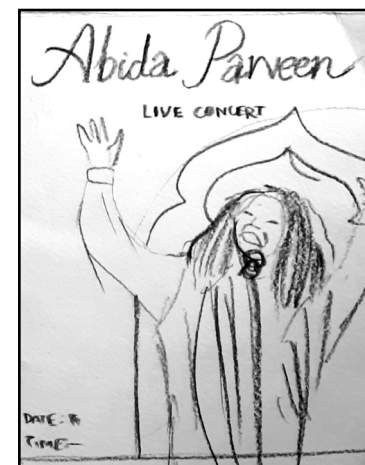
Concept: Event Poster

This was an event poster concept designed for a Sufi Music Concert. I worked with 4 different ideas showcasing the same trying to figure out the layer and style that I wanted. I made sure to include elements of Indian Classical music such as the instruments and give it an overall traditional look.

I finalised on the third concept to take forward as Sufi Fusion is something that I quite like listening to myself. So I included Western instruments such as a guitar and a keyboard and Indian instruments such as a harmonium, tabla, flute and others.



Explorations



As for the colours I chose earthy tones for the background. Sufi music gives of a very soothing vibe and makes you feel one with God and nature hence the choice. The rest I wanted to remain regal and lavish. I kept the original colour for the instruments which were hand drawn.

I also included an Islamic pattern for the background which was blended in. The choice of font was also kept classy and regal. The curtains were included to induce the feelings of a stage while also acting as a frame for the poster.

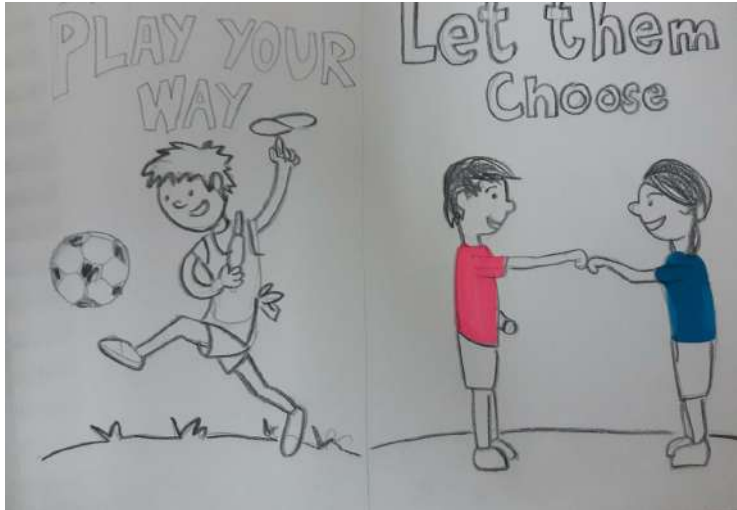


Final Poster

Concept: Break Gender Norms

The idea here was to work with the concept of breaking gender stereotypes such as, ‘men don’t cry’ or ‘women are weak’ etc. Few of the initial explorations were made based on how these values are imparted into a person as a child and it carries forward in adulthood.

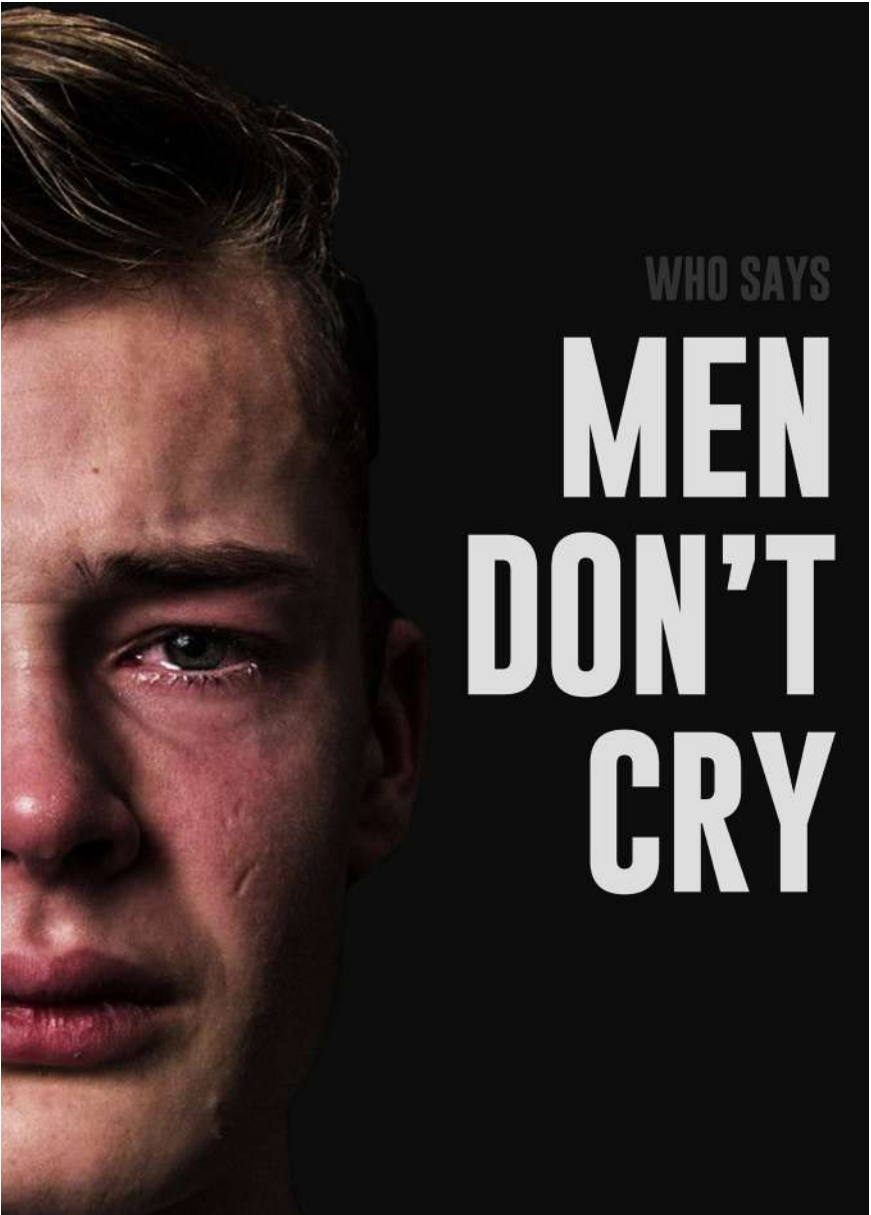
This was later changed to be a play on words. The derogatory/ stereotype text would appear first and then on a closer look it reads ‘who says’ on top. This text is assisted with an image that shows the opposite of the stereotype, hence a man crying and then a female MMA fighter.



Exploration 1



Exploration 2



Final Posters

Film & Videography

- Short Film: Knock Knock
- Short Film: The Parcel
- Motion Graphics: Lyric Video



Short Film - Knock Knock

This is my first attempt at making a live action short film. I did the entire process of pre production, production and post production by myself during the lockdown. As my first attempt at making a film I chose the genre of horror and thriller and shot it on a Galaxy Note 9.

The most challenging part about the film was a one take sequence. I specifically chose this style to help build a sense of tension among the audience as the protagonist moves around the house. Music, sound effects and noises were taken from YouTube or recorded as a foley.



Script

They both sit down on the couch.

RAJAN: Man, today's homework is killing me. I don't know how we are supposed to finish it in a day.

ROHIT: It is a week's worth homework. We got to submit it by the end of the week. You know a line.

RAJAN: Oh yeah! In that case! There's a relief.

[Sound]

RAJAN: Well... it's been almost a year since you moved in here, right? Everything normal?

ROHIT: Yes. Why do you ask?

RAJAN: You know why. People have always been saying that this flat is "haunted".

ROHIT: [Laughing] They people here say a lot of stuff man. Besides, if the apartment was haunted, I should be dead by now right?

RAJAN: I know, but still. You know what a time I've lived alone among from your apartment. It really scares me out.

ROHIT: I don't know man. Never really heard anything. Fine, though's nothing in the morning, nothing in the evening. I'm only back during dinner time and then I sleep. But I'm pretty sure that in that time nothing really happens. You still not?

RAJAN: Well, I guess you're right. [Looks at his watch] Anyway, I got to go now. See you later!

ROHIT: Oh bye!

RAJAN: Jaanuu.

ROHIT: closes the door and jumps back on the couch. He switches on the TV. He looks around by his left.

CUTS TO:

A close up of a clock ticking at 7:30. The ticking gets louder.

CUTS TO:

ROHIT: I (INT):

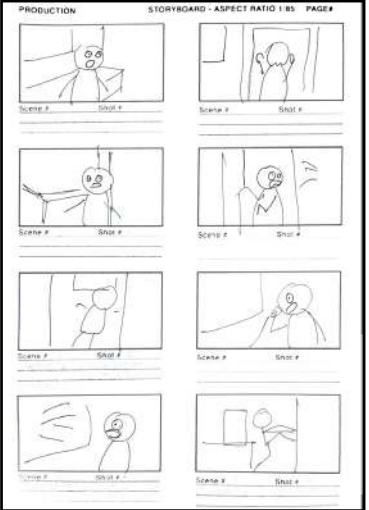
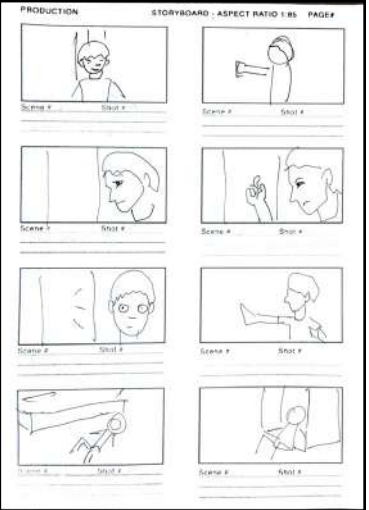
A close up of the clock ticking, now at 8:00. A slow and faint knocking sound is heard. He gets up and opens the door but he doesn't see anyone. He looks around confused, closes the door and goes back to the couch. A little while later he again hears the same faint, slow knocking. He turns his head to the left and slowly gets up. He switches off the TV and walks towards the main bedroom. The knocking continues for a bit, getting a little louder as he closes in and then stops. He looks at the bedroom door suspiciously and opens it. He sees nothing. He moves to the balcony door, opens it and looks outside. Some noise of cars and horns are heard in the distance.

As he closes the door, he hears a faster and much louder knocking sound from behind. He is scared and turns around immediately. He looks for a while and then starts walking towards the other bedroom where the sound is coming from. The sound is getting louder as he walks towards it. He sees as he enters the room the sound stops at once. He switches on the light and looks towards the balcony door and looks to reach it. But he is unable to do so. The sound comes up on him as he sees his breathing heavy and realising his wall. He reaches out to the door and knocks slowly. There is no response. He knocks again. No response. He looks for the third time and starts away getting no response. Suddenly he hears a slow knock on the door. His face goes pale, eyes goes wide open and starts whispering. He stretches out his handling hand slowly and places it on the door.

The door starts banging really hard and loud. He gets startled and falls to the ground. The banging continues as he crawls away backwards towards the cupboard and starts his back to it. He is panting and has his eyes locked on the banging door. Suddenly the cupboard door starts banging behind him. He screams and jumps to the front.

Slowly all the cupboard doors, cabinet doors and windows start banging hard. He looks around, petrified while still on the

Storyboard



Short Film - The Parcel

This is the second film I worked on by myself. I worked on another thriller concept in this and it was a significant visual improvement over the last film. This was also shot during lockdown within my home using a Samsung Note 20.

The editing in this film was done in a more refined manner. I needed to create the effect of a dream for which the colour grading was essential. I was also able to use realtime lighting to improve certain scenes using a ring light. The audio was also recorded in foley and other sound effects were taken from Youtube.



Script

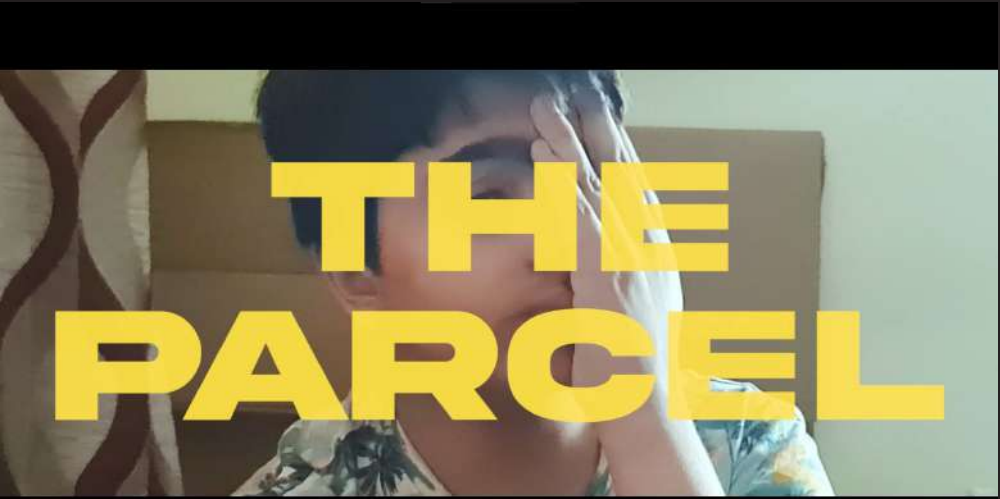
ROLL ON A MINUTE, SOMEBODY'S AT THE DOOR. CUTS TO:-
INT. LIVING ROOM REAR DOOR - DAY
He opens the door and sees a courier parcel holding a small envelope.
ROBIT
ROBT
COURIER GUY
Sir, I've got a package to this address.
ROBIT
From whom?
Who were sir but this is your address, right?
ROBIT takes the package and steps in.
ROBIT
This is this address. And what you for me? Hello, Robby, thanks.
He closes the door and gets back on his cell.
ROBIT
What is it?
ROBIT
Some package has come to my home. Let me open and see.
He opens the package and finds a ring.
ROBIT
A ring? Why would I get something like this?
(whispering) Oh, so now you're getting message packages too?
ROBIT
That package seemed odd. I don't want, I've seen this ring before.
ROBIT
What do you mean?

ROBIT
This is going to sound ridiculous, but I had a dream last night. I saw this ring and it was as if I saw on the ground trying to reach out to it.
ROBIT
That's not possible. You may be mistaking something. I think it is best that you find out who sent this or where it came from.
ROBIT
Yeah, I'll do that. I'll call you later.
Cuts the call.
He takes the box and tries to see the address but it has been wrapped and is illegible. He doesn't dwell on it and keeps the ring.
INT. BEDROOM 2 - DAY
Shot of ROBIT curled up in a corner of a room.
CUTS TO:
C.M.S shot of a hand of man. The man is sleeping a finger and has a bat in his hands.
CUTS TO:
INT. BEDROOM 1 - DAY
ROBIT wakes up again passing and sweating.
INT. LIVING ROOM - DAY
The day later, ROBIT is sitting on the couch when the doorbell rings. He opens it but there's no one there. As he is about to close the door, he finds another package at the doorstep. He picks it up and sees a package which looks similar to the previous one. This time the address is visible on the package. He is somewhat uneasy and scared as he slowly opens the package. He is shocked and he drops the package. It is revealed that a chopped finger is sent this time. ROBIT quickly takes the finger and closes the door. He is visibly confused now. On the top side of the box, he sees something written. It reads,

Shooting Script

Action	Camera	Sound
Black screen		Black screen
Hand tries to reach out towards ring. Character looks up and gets startled	Low angle POV close up on hand and ring. Camera lifts hand up and gets startled	1. Muffled breathing 2. Sound of bat hitting
ROBIT		
Front makes up painting and coffee	Front Mid close shot of face	1. Alarm in background 2. Panning sounds
Takes cup of coffee and a plate with food	Tracking side angle close up of hand holding the plate and food	
On the table with laptop on the web browser and starts working when the phone rings	Mid shot 20 degree	1. Typing on keyboard 2. Phone ringing
Takes out the phone when doorbell rings	Mid close side angle	1. Dialogue from "Good morning, happy birthday. No hold on a minute..." 2. Doorbell sound
Opens door and talks to delivery person	OTS convey shot from outside the door	
Closes the door	Close up shot on hand closing door	Door closing sound
Sits on sofa with package and continues call	Low angle convey shot	1. Dialogue from "When is it to arrive? I want a package..." 2. Chattering sound
Finds a ring inside the box	OTS close up on ring	OTS close up on ring
Talking on phone with ring in hand	Close up on face front angle	Dialogue "Stop going to the police. I don't want..."
Handback of dream where hand is reaching out to ring	POV close up on hand and ring	Dialogue "You just this ring before..."
Talking on phone with ring in hand	Close up on face front angle	Dialogue "This going to sound..." "No, I don't want..."
Runs a ring and having the ring	Close up on face and ring	
He reaches out to the box and gets the ring back inside	Close up on box as a hand comes to the ring. OTS close shot on address label	

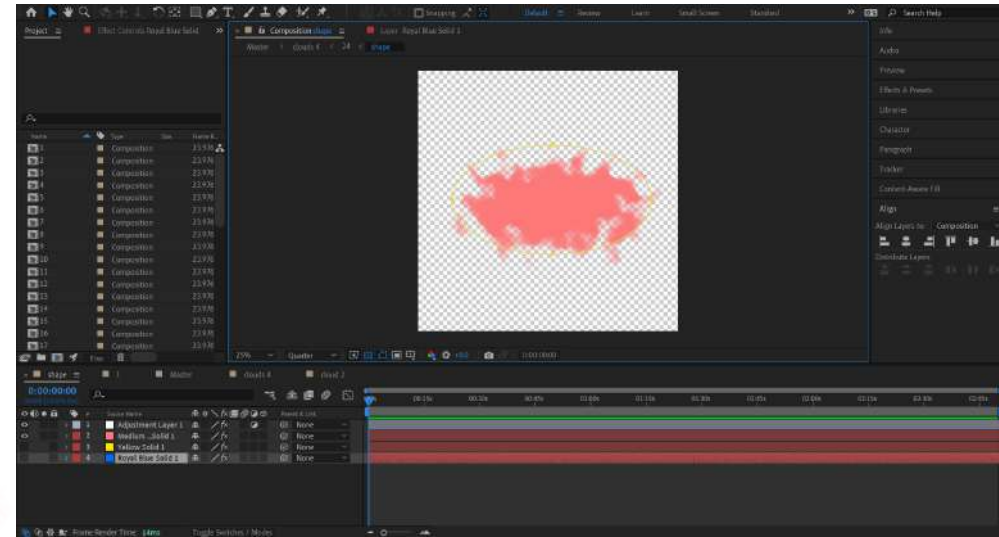
Action	Camera	Sound
Man walks in slowly. Only hand is visible	Close mid shot on hand	Black screen
Black screen		Black screen
Hand tries to reach out towards ring. Character looks up and gets startled	POV close up on hand and ring. Camera lifts up to show character	1. Muffled breathing 2. Sound of bat hitting
ROBIT		
Front makes up painting and coffee	Front Mid close shot of face	1. Alarm in background 2. Panning sounds
Takes cup of coffee and a plate with food	Tracking side angle close up of hand holding the plate and food	
On the table with laptop on the web browser and starts working when the phone rings	Mid shot 20 degree	1. Typing on keyboard 2. Phone ringing
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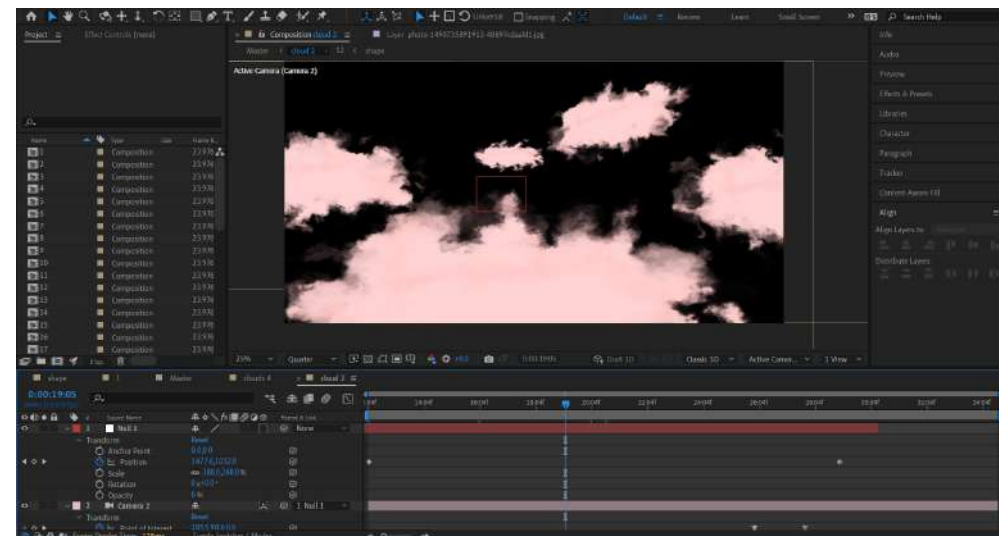
Motion Graphics - Lyric Video

This was a client project made for an independent music artist-Akhyll Rytics. He was releasing a new single called Lover which required a lyric video. The prompt was for it to give off a retro vibe, use the colour pink dominantly. He wanted a clouds in a moving sky and text appearing on screen.

I simulated a cloud effect by masking off a shape, feathering it and adding turbulent displace. Using that comp I was able to create various different shapes of cloud which was then added into a background. These were then animated with a camera to simulate a feel of moving through clouds.



After Effects Workflow



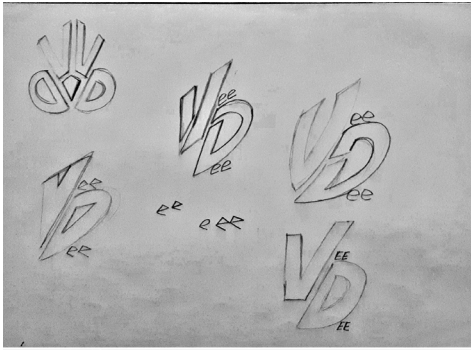
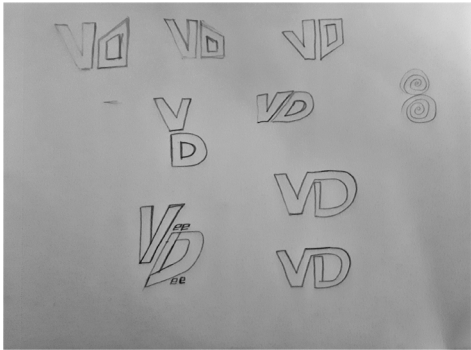
Brand & Identity

- Ideation Process
- Refining & colour Process
- Collaterals

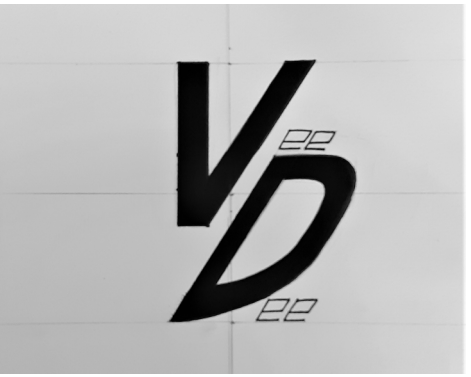
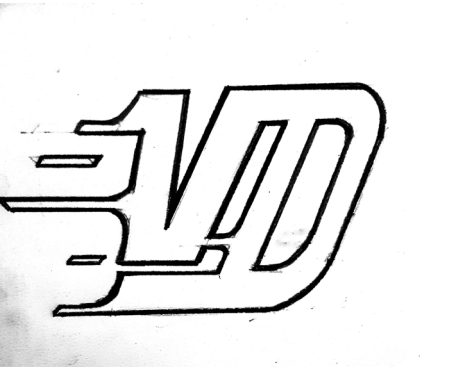
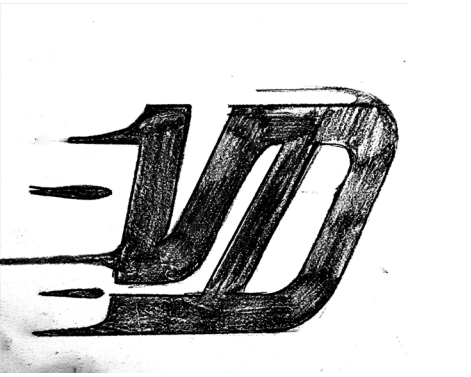
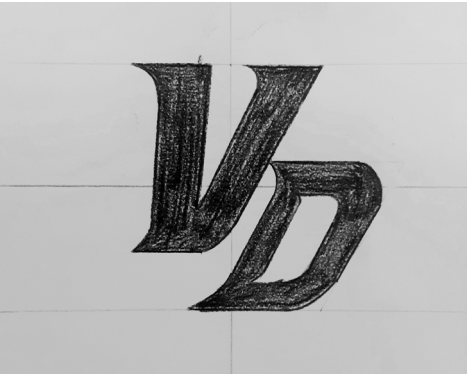
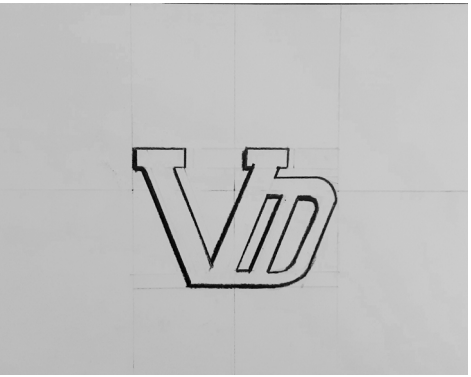
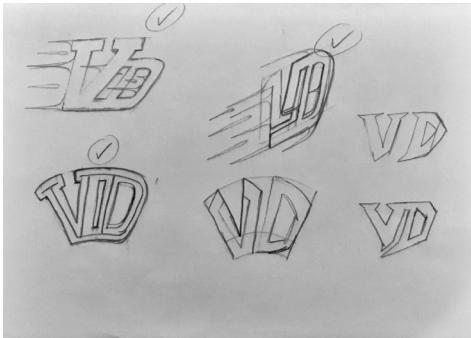
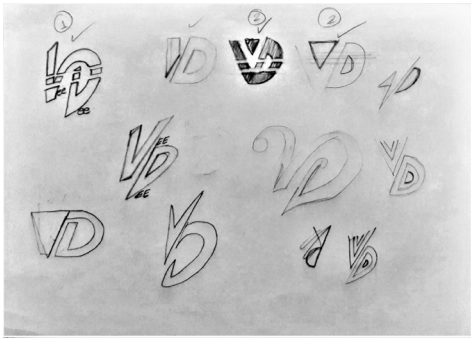


Ideation Process

This was a college project to create a monogram from the name of a friend showcasing their dominant quality. I chose my friend Vivek Dave and his quality, sporty. I started exploring ideas for the logo in various forms. Ultimately I decided to go for a basketball team look.

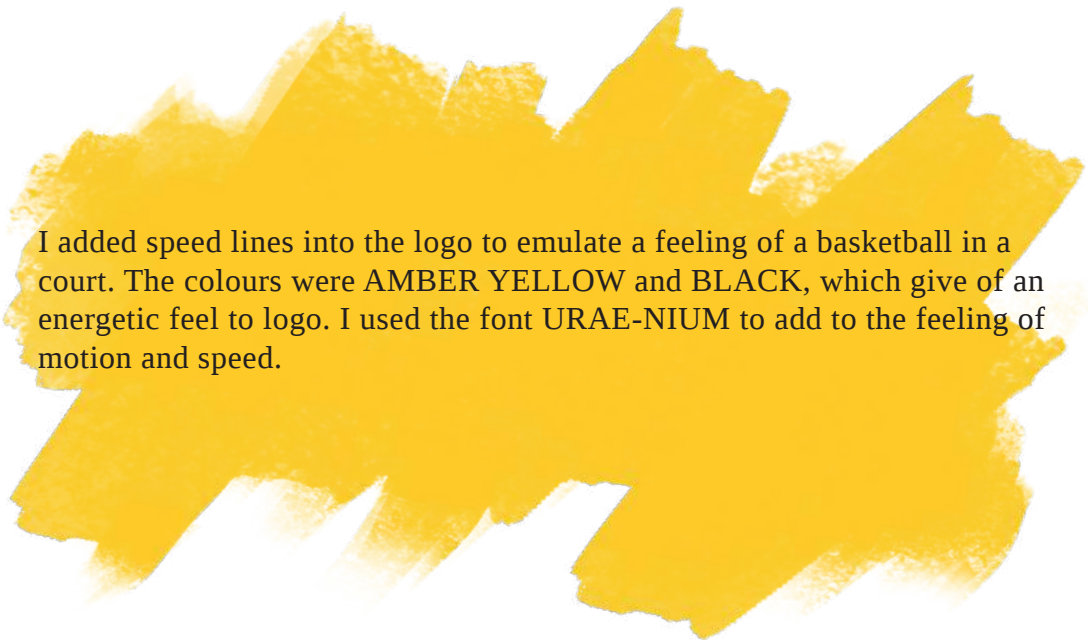


Initail Explorations

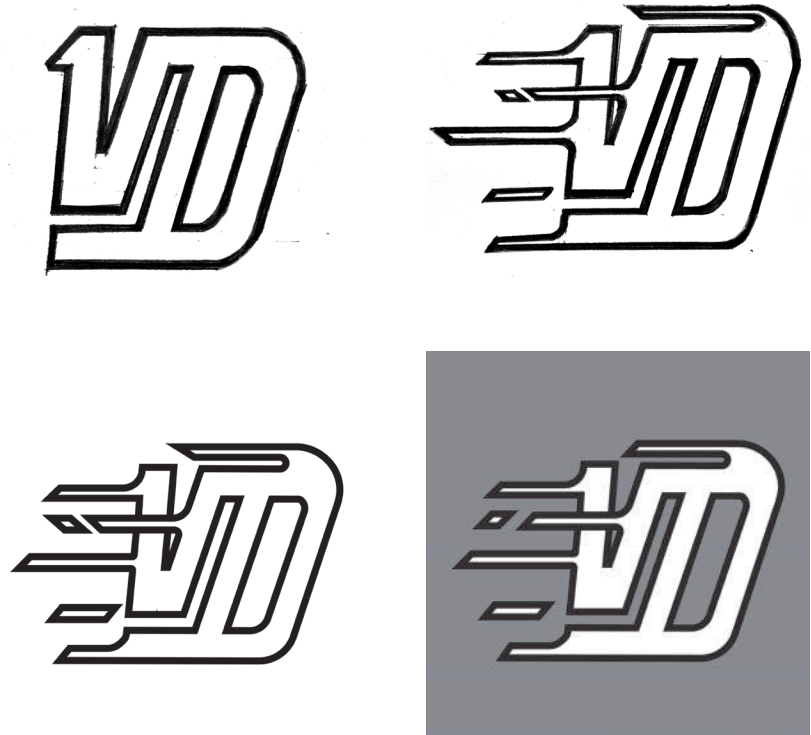


Further Explorations

Refining & Colour Process



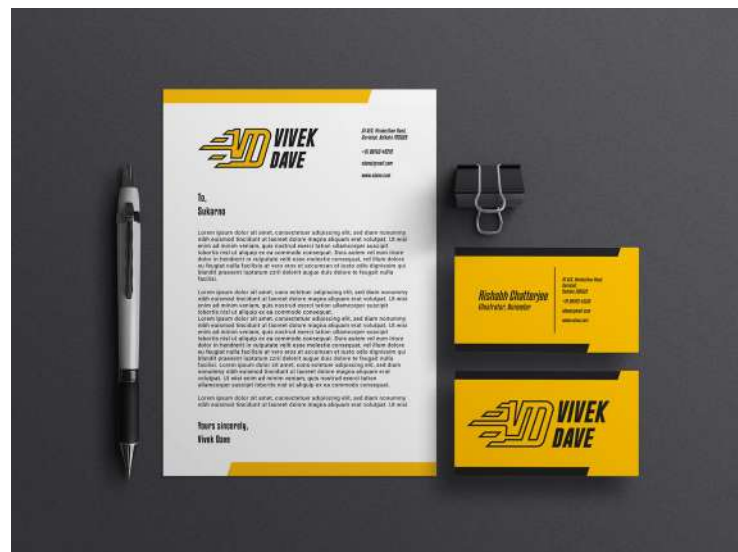
I added speed lines into the logo to emulate a feeling of a basketball in a court. The colours were AMBER YELLOW and BLACK, which give of an energetic feel to logo. I used the font URAE-NIUM to add to the feeling of motion and speed.



Selected Form



Refining and Colour



Collaterals



Illustrations

- Magazine Illustration: Caricature
- Magazine Illustration: Cartoon
- Digital Art: Pennywise
- Digital Art: Bayek



Digital Painting

Magazine Illustrations: Caricature

This was a client project for the college newsletter IPSUM. I was to make an illustration of our faculty, Prof. Krishna Patel in her youth. I was to draw her in an outfit similar to the titular character of the classic Bollywood flick 'Bobby' and show her holding a bottle of Coca Cola. This was because in her youth she was a big Bollywood fan and had a special fondness to Coca Cola

The reference image provided was a painting of her in her youth. I used it to re draw the face and then attached it to a sketch of a body that I made. Initially I made an exact replica of the outfit with the white knotted, polka dot blouse and a black button up skirt, which was later changed into a blue bell bottom jeans. The image of the Coca Cola bottle was provided separately which I made larger so that her arms can be wrapped around it.



Reference & Exploration



Final Artwork



Artwork on Magazine Spread

Magazine Illustration: Cartoons

This was another client project for IPSUM. The brief this time was to make characters who are candidates for the ReDo committee head. ReDo is the fest for Institute of Design for which heads are elected to run the fest. The brief required me to make archetypes of different people who would be participating in the election for the head of the committee

I worked on sketching the different archetypes such as the 'scholar' who I depicted as a stern girl with glasses, the 'chad' who is the big muscular guy, the 'procrasinator' who is depicted as the guy in baggy clothes, messy hair and tired expression and the 'desperate' who wants to win the election no matter what. The colours used were in theme with the ReDo colours, which are RED, BLUE and BLACK.

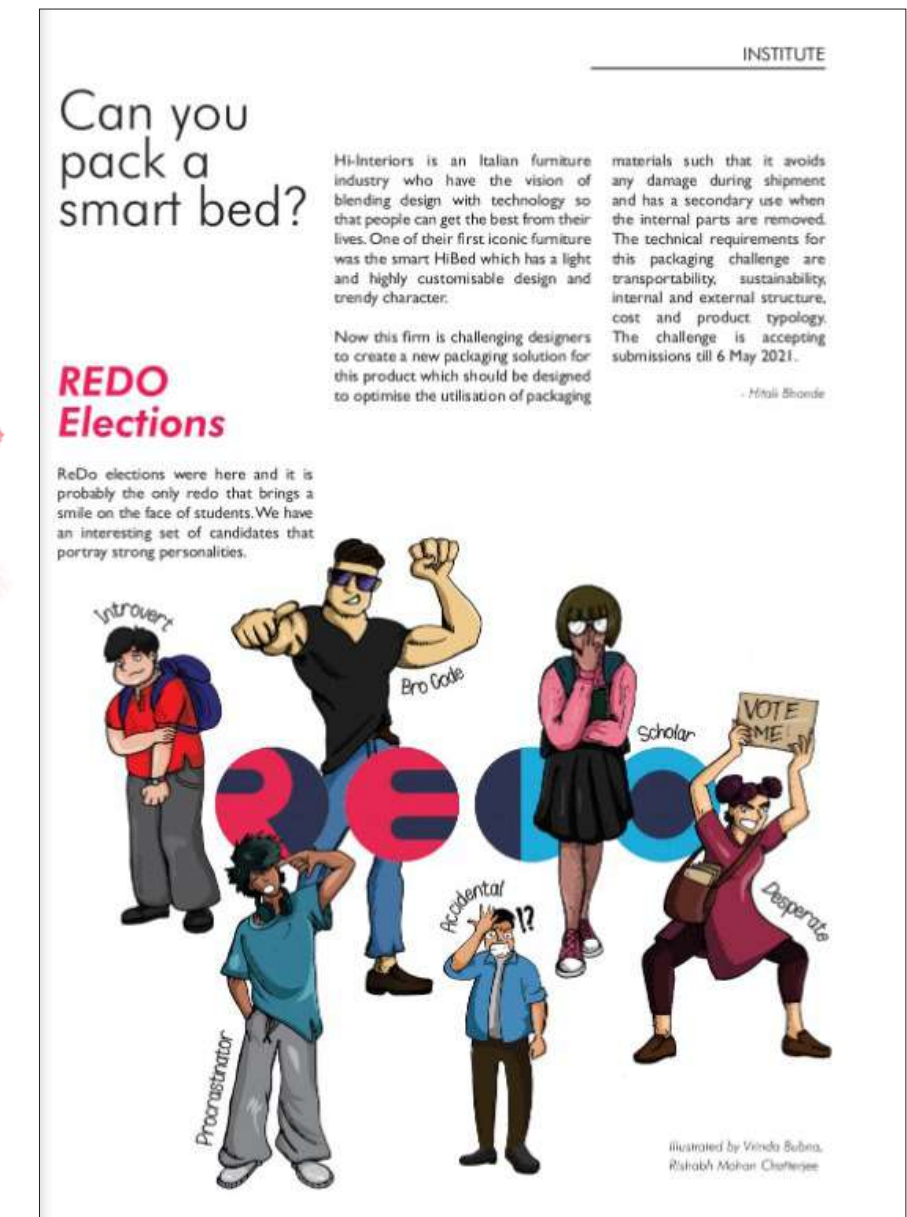


Sketches



Colour

The archetypes were sketched out by hand and painted digitally. This enabled me to give it a very caricaturish and cartoony look. Plus these archetypes were meant to show certain personalities in their most basic form, such that the posture, frame and demeanour speaks for itself. It was made basically to lightly poke fun at the people who were actually standing for the elections hence increasing interaction and marketing for the event.



Artwork on Magazine Page

Digital Art: Wpaw



Bayek of Siwa: Assassin's Creed Origins Fan Art



Pennywise the Clown: 'It' Fan Art

