The legends of Klaud GMD20000 CONDO CONDO

based on the novel by O.V.V. Desan

The Legends of Khasak An animation feature film

Duration: 70-90 min Format: 2D hand-drawn animation, with some 3D VFX. Language: Malayalam (local dialect of the Palghat region). English subtitles for general audience. Target audience: mature viewers Release: OTT Platforms, Blu-Ray, limited theatrical.

The Legends of Khasak is based on the well-known Malayalam novel of the same name by O.V.Vijayan, first published in 1969. He was also an acclaimed political cartoonist. As a cartoonist and filmmaker myself, the novel struck me as full of rich visuals that seemed to lend itself to animation. In looking for stories to adapt into an animation feature film, this novel felt ideal. In terms of content, it fit my desire to create animation films for a mature audience, that is to say, to be able to depict complex narratives that will appeal to people well beyond the age of childhood and youth, which have traditionally been seen as the audience for animation.

The story takes place in the fictional village of Khasak near Palghat, where city youth Ravi is posted as a teacher in a 'single-teacher school'. He is thrown into the midst of a predominantly Muslim community, of which he knows little. As he spends more time there, he discovers a world where the distinctions between magic, fantasy and reality become increasingly blurred to him, even as it leads to some kind of self-knowledge through the experience of reenchantment. It is a world that Ravi has entered forever, as he lays dying by snake bite on the day he decides to leave. The novel plays on numerous contradictions of life encountered through a microcosm of Indian society, and Vijayan's observations are as relevant and universal today as they were when written. The feature film will try to retain the anecdotal style of the novel.

I have drawn an initial rough sketch of Ravi (right), which I have partly based on O.V.Vijayan himself as a young man. As can be seen in the character design, there are features reminiscent of Japanese animation. This is deliberate, since anime and manga have been a formative influence on my work from the very beginning. I wish to bring to Indian animation some of the tried and tested methods of Japanese animation, both from the aesthetic and technical perspectives. The emphasis is on frame-by-frame hand-drawn animation, even if it is drawn digitally using pen tablets. A key feature in Japanese animation is that the storyboards are entirely drawn by the director, which is something I am keen to do. If possible, I would also like to work with Japanese animation supervisors to enrich the quality of the artwork. In terms of language, I wish to retain the authenticity of the dialect used in the novel. Voice acting will be another area of creativity in Indian animation, which I think has so far been too influenced by popular cinema dialogues.

Funding will be in stages, with initial funding for complete storyboards, followed by production and post-production funds.



"What obtained in Thasarak was a playful interface between being and beyond being. This interface was all that Thasarak contributed to The Legends of Khasak. The rest was the routine work of the fabulist.

The Legends of Khasak is a ballad of re-enchantment."

– O. V. Vijayan

A note on treatment:

The following rough sketches are based on the idea that we can take maximum advantage of the animation medium to interpret visuals as freely as possible, while for voices, we will make sure we use the original dialect. The characters are simple, so that animators are able to draw them more easily, while we want to ensure maximum detail in background art.

























