Quest for the Chest: A Pop-Up Storybook


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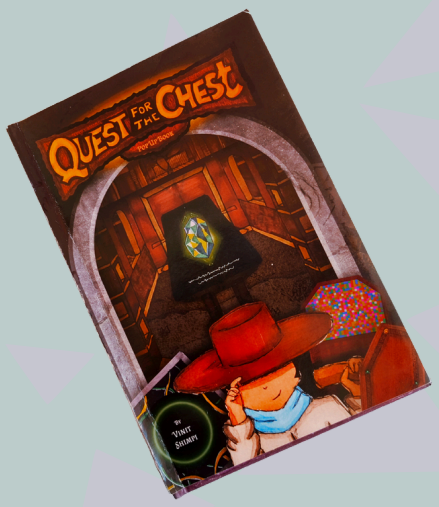
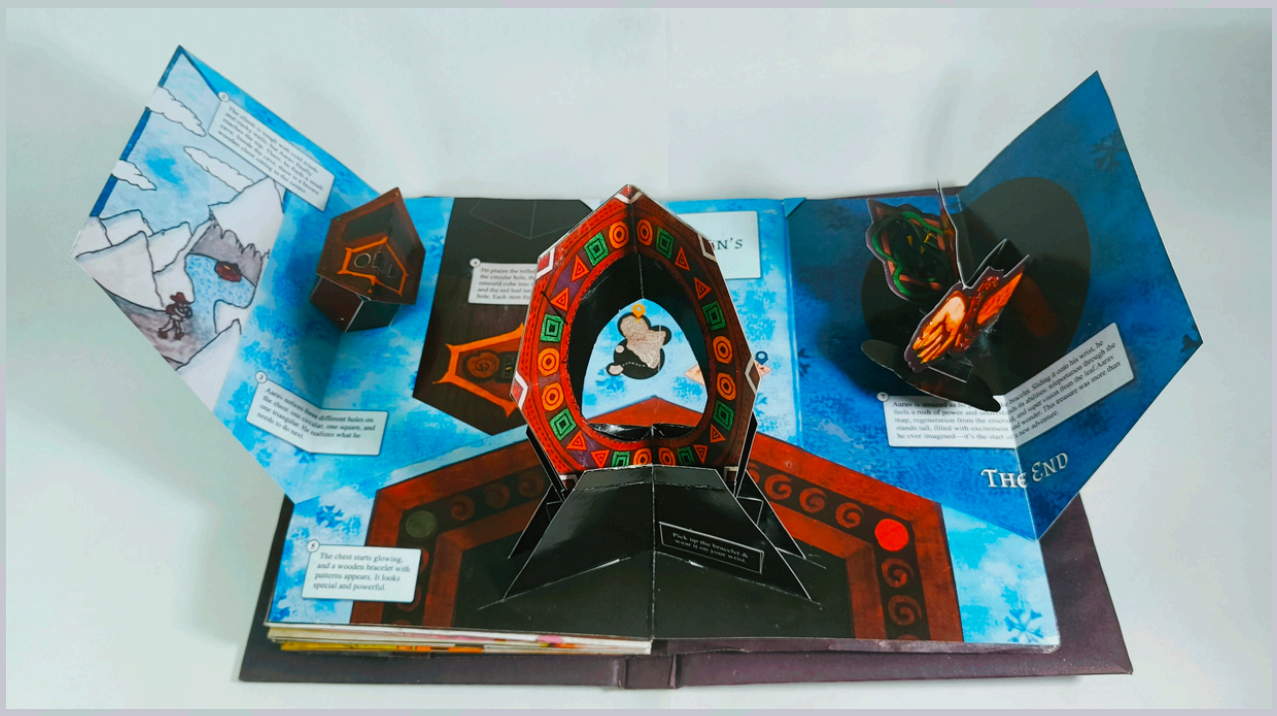
Abstract:
Storytelling and book design go hand in hand, which engages the audience with multiple sensory elements, allowing visualisation, character formations, and building imaginative mindsets. "Quest for the Chest" is an interactive pop-up storybook created as part of an illustration design course project keeping the principles of traditional bookmaking formats and adding the paper engineering methods. The book talks about a young boy, the main protagonist, 'Aarav,' who embarks on an adventurous journey through caves, magical islands, villages, portals, and snowy mountains. In his path, he discovers numerous engaging instances, like mysterious treasure maps, treasure hunting objects, and supernatural powers. Blending techniques of narrative design, colour theory, colour interaction, art & illustration, and paper engineering methods to create engaging reading experiences were some of the main objectives of this project. This illustrated project explores narrative design and technical processes involved in bringing the storybook to life, from ideation to final production and assembly.

Introduction:
Pop-up books are a unique fusion of storytelling and engineering, engaging readers through tactile and visual interactivity. It explores how paper has many possibilities in building a narrative and engaging the reader's curiosity and mind. "Quest for the Chest," a storybook made for the little kids as the main target audience, was conceived to explore how tangible interactive elements in traditional book formats can enhance narrative immersion.



This book design development process involves step-by-step methods of creating a story structure by utilizing storytelling techniques, illustration methods, and the hand-drawn artworks that can be converted into paper engineering marvels.

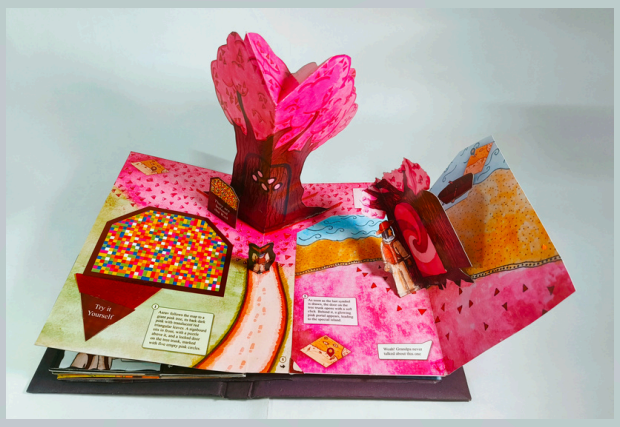
Design Concept Development
The illustration project began with first forming story ideations; multiple sets were designed and later finalized based on the engagement levels. Storytelling techniques with treasure hunt formats were utilized, such as hidden messages, portals filled with superpowers, and adding an element of mystery, paper wearables, making the audience an active participant and making the self-discoverable journey more personalized.



From the initial thumbnail sketches, illustrations were then imagined in terms of three-dimensional structures that can be remodelled with different types of paper. Further, paper prototypes were designed to test the feasibility of the mechanisms. The final steps involved testing the mechanisms functionality and workability.

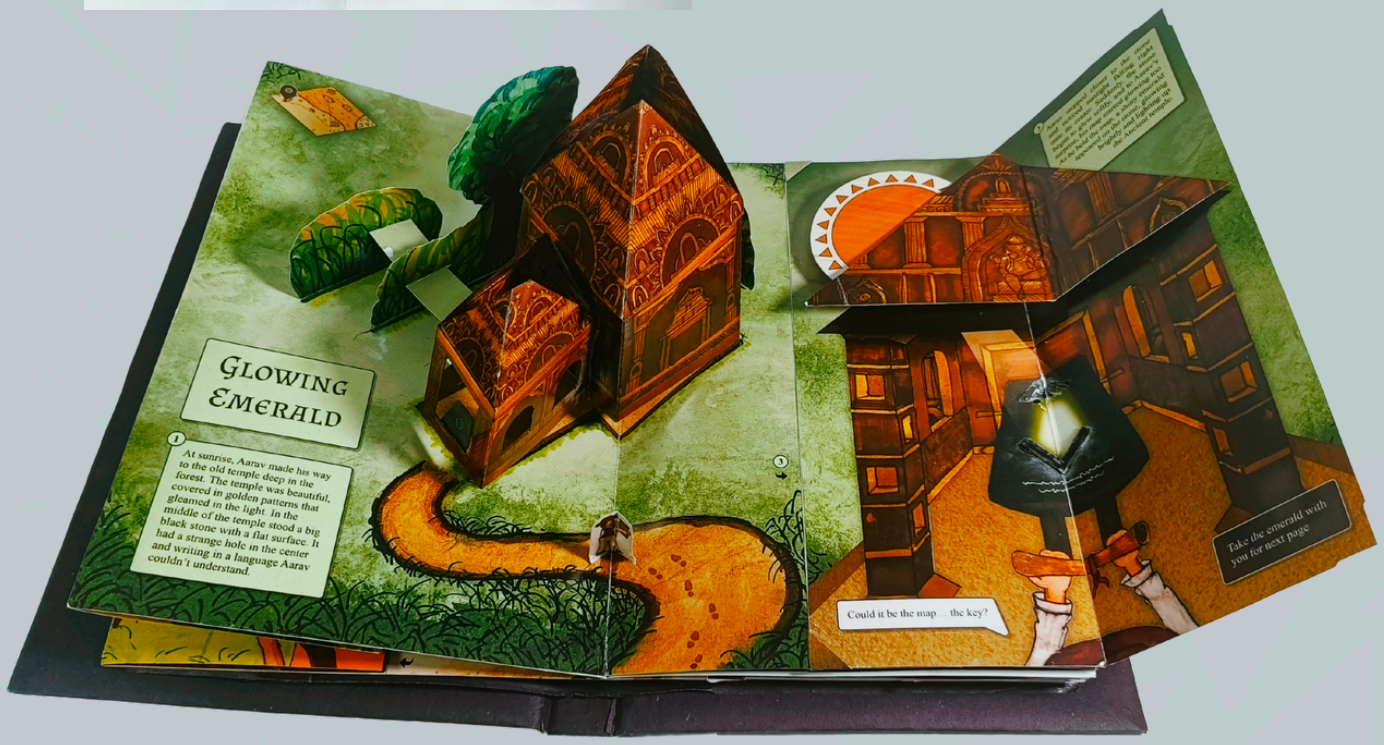
Prototype and Assembly

Pop-up techniques involved layered sensory-tactile engagements of flipping, pulling, and movable openings to make the journey unforgettable for the little audiences. Multiple mock-ups and prototypes were designed to test out the workability of the mechanisms created. This involved numerous experiments with folds, flaps, rotations, twists, turns, and layered structures to determine the movable features. Testing different techniques helped refine the transitions between pages and ensured that the pop-ups functioned smoothly and seamlessly. The visual imagery was developed through quick sketches to finalized hand-drawn sketches, which were later digitalized, allowing for refined details and precision in alignment with the pop-up structures that were in place.



The visual imagery was developed through quick sketches to finalized hand-drawn sketches, which were later digitalized, allowing for refined details and precision in alignment with the pop-up structures that were in place. Each page was carefully designed and crafted to balance the paper engineering features and allow the fitment within a book spread. In the story, a red filter was introduced to trace out the hidden messages by applying the principals of color theory and color interaction. Moreover, wearable gear was designed to make it more personalized and further more engaging.

After finalizing the digital artwork, the book was printed and assembled by hand; every spread is uniquely designed and placed with immense precision. This phase required meticulous cutting, folding, and layering to ensure the smooth functionality of the pop-ups. Mass-production techniques were explored to give it an industry edge and an innovation exploration with the constraint of the classrooms. Attention was given to the durability of moving parts and the integration of hidden clues within the illustrations, along with pop-up mechanisms that go well inside the page formats. Every interactive element was tested multiple times to guarantee seamless functionality and an engaging reader experience. This also included numerous explorations of understanding paper formats, their weight and thickness, and the printing technologies. This project demonstrated the possibilities of how storytelling, illustration, and interactive design can merge to create an engaging and immersive reading experience. To see more paper engineering work, please scan this code



[1] Dr Ankita Roy
Assistant Professor
[2] Mr Vinit Shimpi
(BDes)
Department of Design