

Keywords & Concepts

Ideas

Inspiration

The recurring-word

Other side of things

Phrases

Transillumination

Translucent Consciousness

Interior Monologue

Stream Of Consciousness

Cognition & Survival

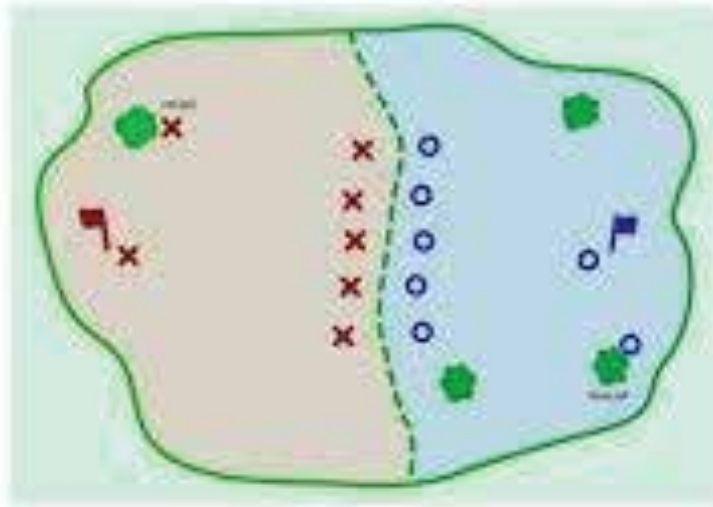
Game Design Precedents & Influences

FIND RARE OBJECTS



Last day on earth

Then we divide the playing field into two areas, each one belonging to a team.



Capture the Flag
Physical / Digital Gameplay



Pokemon Go



Hide and Seek



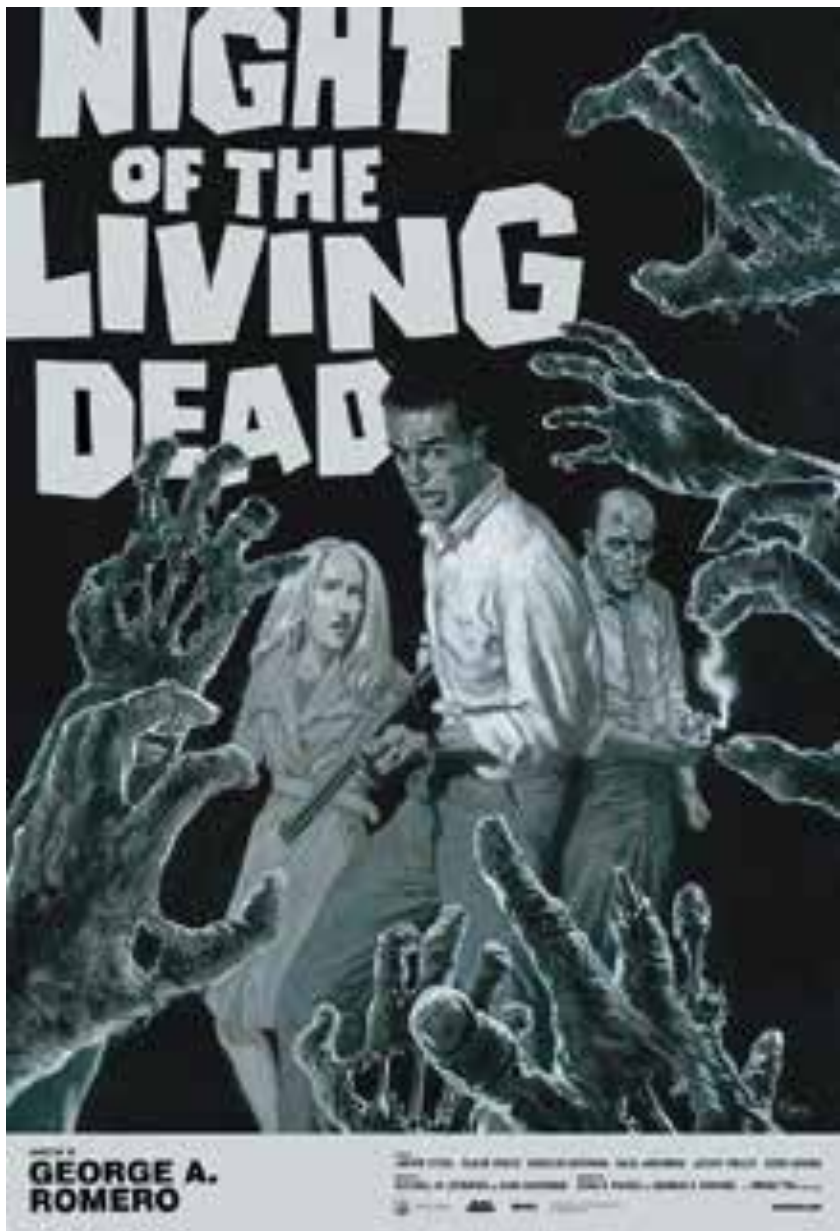
Geo-tagging Game

Zombies and our society

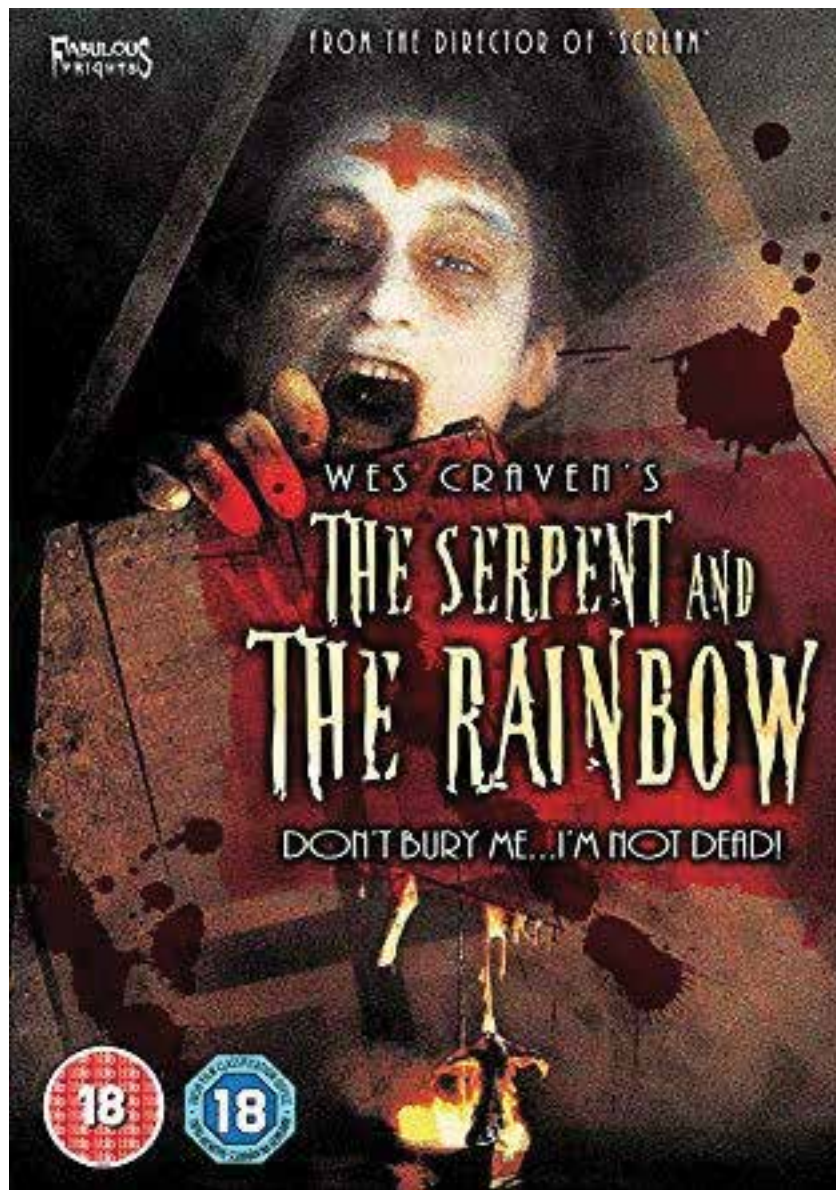
(Satirical stories about society)



White Zombies
1932
Victor Halperin



White Zombies
1968
George A. Romero



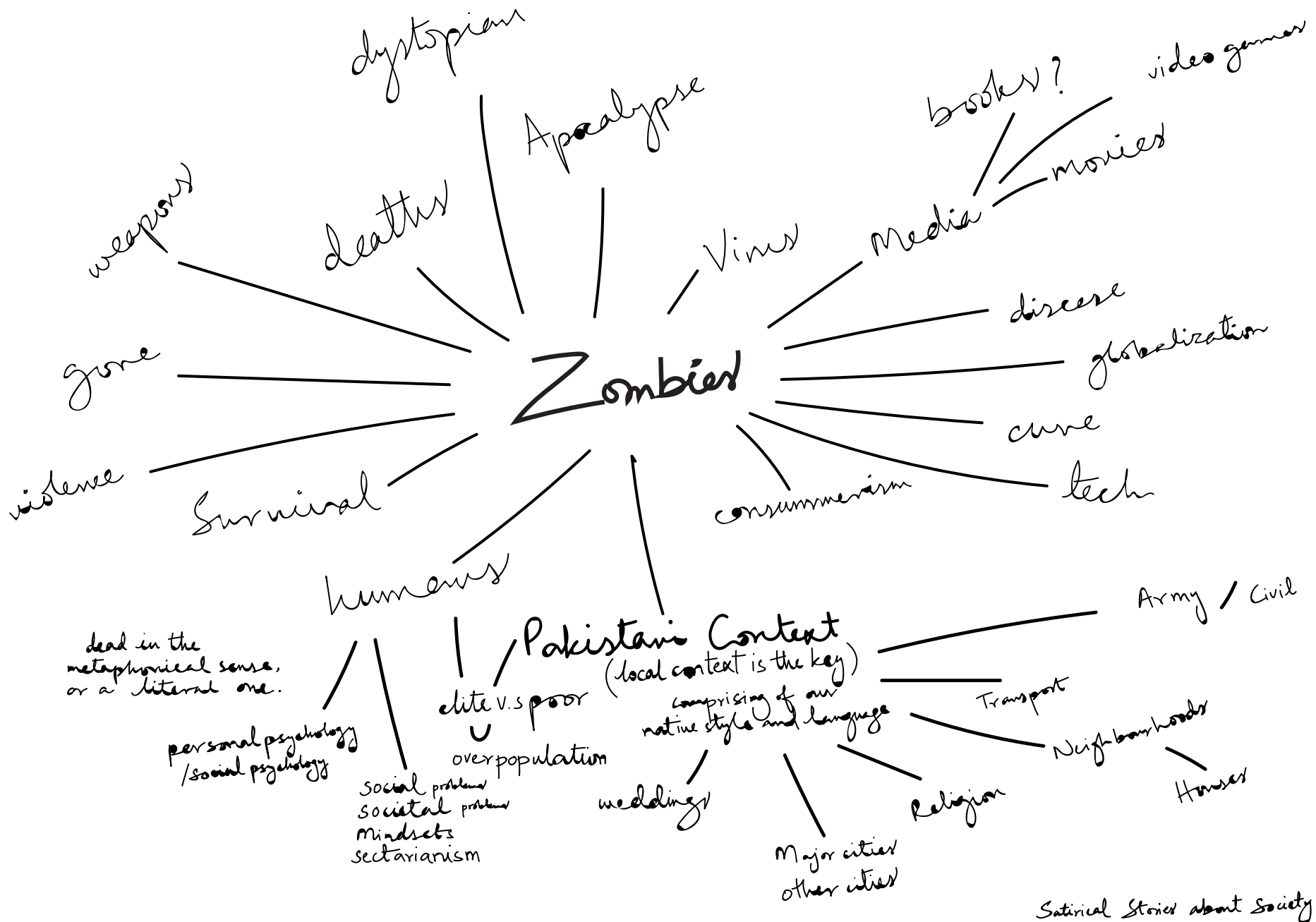
White Zombies
1988
Wes Craven



Bioshock



Kratos



dead in the metaphorical sense, or a literal one.

Satirical Stories about Society

Aggressive Cognitions

behaviour intended to harm other individuals

Emotional or Impulsive aggression refers to aggression that occurs with only a small amount of forethought or intent.

Instrumental or cognitive aggression is intentional and planned

THEORIES OF EMOTION

James-Lange :-



Cannon-Bard :-



Schachter-Singer

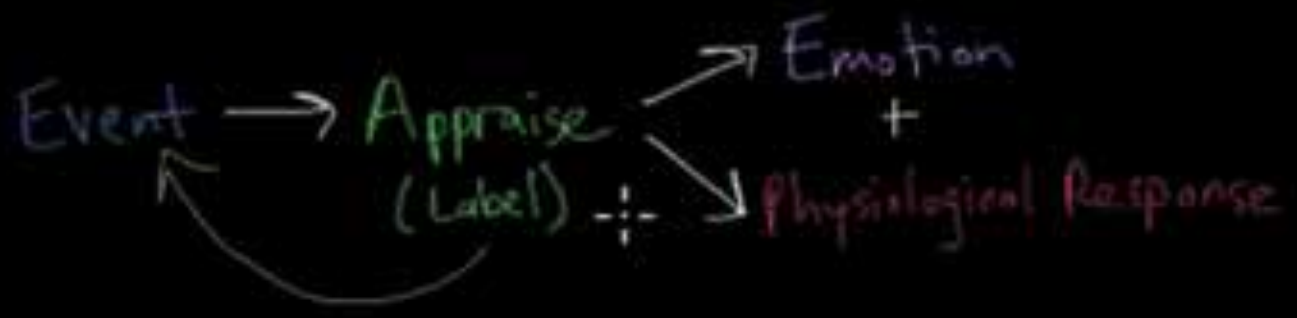


→ Emotion

Schachter - Singer



Lazarus Theory



Wade Lambert (1952)

earliest appearance of zombies in a full-length movie, but about the supposed superiority of western imperialism

George A. Romero (1968)

but about the Vietnam war and a little bit about the American Civil Rights movement

George A. Romero (1978)

about rampant, mindless consumerism

George A. Romero (1978)

about racist and imperialistic American propaganda placing blame on Haiti for the AIDS epidemic

And post-9/11 zombie movies were a reaction to American responsibility that war isn't just something that happens elsewhere in the world

Across cinematic years, America became obsessed with the making of half-dead, half-living and rotting and death-laden cities, and people roaming in the streets.

We had a whole subculture of survivalists arise from these fears.

Now all of these examples are cinematic. The conversation gets a little bit stickier when you talk about what video games became, which are so often a rehashed lesson in negativity.

Zombies are the perfect video game enemy. They are obstacles, easily identifiable in shape and strength, and there's no real moral boundary with a long history of them in war.

But step back and look at the trend in video game plots and you'll see an interesting change in both sides

game and cinema, since the last 20 years or so, video games have moved away from the post-9/11 total apocalyptic society to more stories

Senior now - growing up wanting to have children

Bioshock - child bearing

Kratos - child -

The Last of Us - parent of daughter

Telltale Games - The Walking Dead

Find a community to attain Safety, not just a destination.

The State of being Found

You build things and have little hopes about the future.

It seems that we - or at least our media

- or at least the people who make our media - are feeling hopeful about the future.

PRECEDENTS of WHAT THEY WERE FIRST DEPICTING IN THE PAST 20 YEARS

Change in the narrative

(hopeful about the future)

Zombies

Western Culture

Subcontinent

Eastern Culture

What's a Zombie?

Characteristics / Traits

Types of Zombies

Depictions of Zombies in different cultures

How are they depicted in Pop culture

Mythologies & Folklore

Other Monsters

How they were created

Zombie Films & Literature

Notable Names & Works in this genre

TWO WAYS I LOOKED AT ZOMBIES

- ① Re-animated dead
(Cause can be whatever)
- ② Alive but brainless people.

TWO WAYS I LOOKED AT ZOMBIES

① Re-animated dead
(Cause can be whatever)

"
Plague "
Viral "

② Alive but brainless people.

Metaphorical "

- 1 Mythological Sense
- 2 Science Fictional Sense
- 3 Metaphorical Sense
- 4 Metaphysical Sense

Mythological / Folklore Zombie

Haitian Folklore

Frankenstein

Metaphysical

Science Fictional Zombie

Carriers

Radiation

Mental diseases

Vectors

Pathogens

Parasites

Scientific Accidents

Mythological / Folklore Zombie

Haitian Folklore

Frankenstein

Mythological / Folklore Zombie

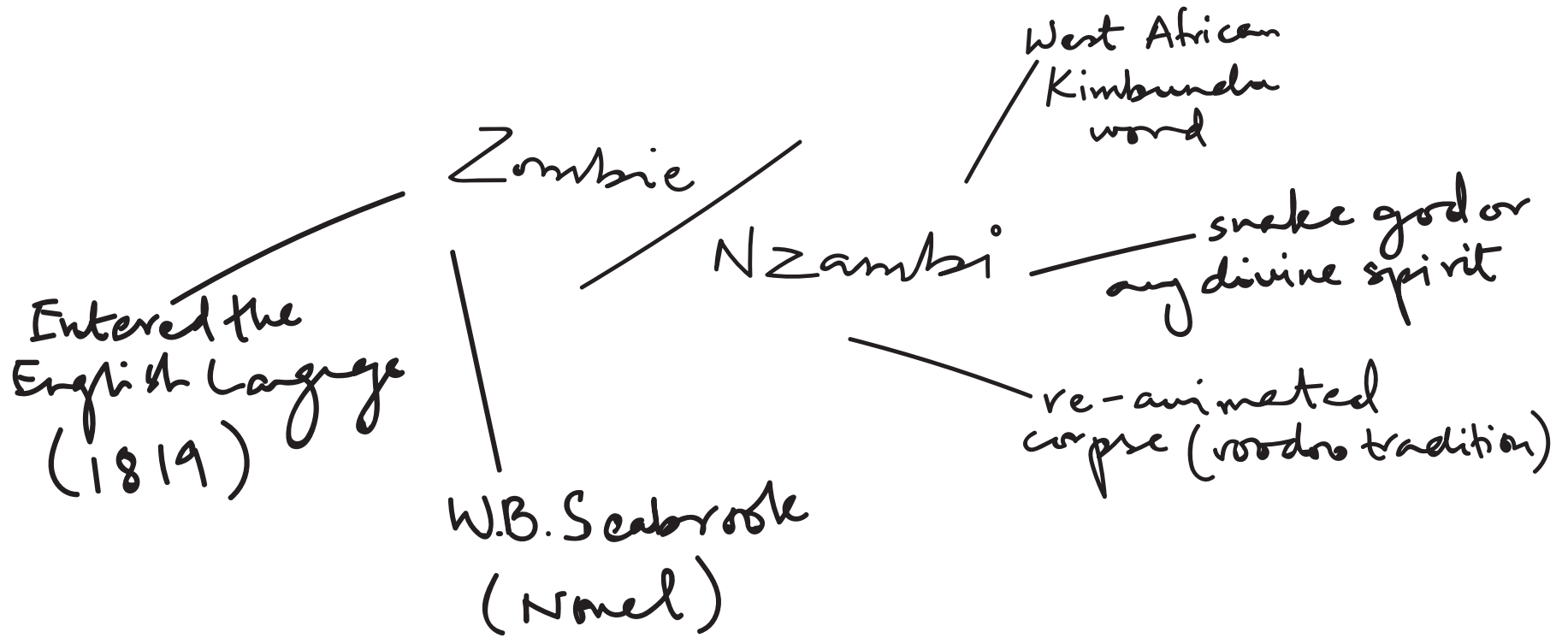




A zombie at twilight in a field of sugarcane in Haiti. By Jean-Noel Lafargue; Wikimedia, Open Access.

Zombie

NZambi





Frankenstein

Giant monster
made up of stolen
body parts from the
graveyard

The legend of
Frankenstein
monster

Frankenstein

Victor
(scientist)

Mary
Shelley
(1817)

Galvanism

Luigi
Galvani

obsessed
with re-animating or
reawakening the dead.

19th Century Galvanism might have created Zombies

'Galvanism' is a term often more connected to Mary Shelley's *Frankenstein* than to modern day zombies. Named after the 19th century scientist [Luigi Galvani](#), Galvanism is the contraction of a muscle or muscles that is stimulated by an electric current. In physics and chemistry, it is the induction of electrical current from a chemical reaction. Any way you slice it, 'galvanism' made dead flesh animate.

<https://zombieresearchsociety.com/archives/28655>

Garnet Hertz - Experiments in Galvanism: Frog with Implanted Webserver [Project Documentation]

Overview

Experiments in Galvanism is the culmination of studio and gallery experiments in which a miniature computer is implanted into the dead body of a frog specimen. Akin to Damien Hirst's bodies in formaldehyde, the frog is suspended in clear liquid contained in a glass cube, with a blue ethernet cable leading into its splayed abdomen. The computer stores a website that enables users to trigger physical movement in the corpse: the resulting movement can be seen in gallery, and through a live streaming webcam.

- Risa Horowitz

Garnet Hertz has implanted a miniature webserver in the body of a frog specimen, which is suspended in a clear glass container of mineral oil, an inert liquid that does not conduct electricity. The frog is viewable on the Internet, and on the computer monitor across the room, through a webcam placed on the wall of the gallery. Through an Ethernet cable connected to the embedded webserver, remote viewers can trigger movement in either the right or left leg of the frog, thereby updating Luigi Galvani's original 1786 experiment causing the legs of a dead frog to twitch simply by touching muscles and nerves with metal.

Experiments in Galvanism is both a reference to the origins of electricity, one of the earliest new media, and, through Galvani's discovery that bioelectric forces exist within living tissue, a nod to what many theorists and practitioners consider to be the new new media: bio[tech] art.

- Sarah Cook and Steve Dietz

BODY EXTERIOR Sun Jan 14 1:32:23 PM 2007



[project information](#)

BODY INTERIOR



LEFT LEG

RIGHT LEG



Experiments in Galvanism as installed at the Walter Phillips Gallery in Banff in 2005. Photo by Steve Dietz.

The Art Formerly Known As New Media

This exhibition is presented on the occasion of the 10th anniversary of the Banff New Media Institute at The Banff Centre. The twelve projects were selected from the work of over 600 artists who have participated in the Institute's programming (symposia, co-productions, labs) in the last decade. We chose not to make it an historical retrospective of work commissioned, produced or previously presented at Banff. It is a refreshed look at how we have come to understand both what new media and art mean.

Recent histories of new media have focused on its range in form – interactive installations, dynamic interfaces, software, responsive performances, immersive spaces, the Internet. Histories of art have traditionally focused on meaning and how artworks present unique perspectives on broader questions of economics, politics, social relations, public space, leisure, aesthetics, and memory. In this exhibition we propose that the best of contemporary new media art is important for what it says and not, primarily, for how it is made.

In the front half of the gallery the projects on view interrogate newness in new media by appropriating old forms of media to new ends – a patent, a kinoscope, a radio signal, and software. Each artwork makes reference to, and yet is of interest beyond developments in methods of communication and tools of representation. Next, after traveling through two early net-art projects and the sped-up time-warp of 3 Seconds in the History of the Internet, you enter a space in which some of the distinctive characteristics of new media challenge our traditional assumptions of the work of art, particularly that art can be an interactive and dynamic platform rather than a fixed product. Here new media art is seen as research and as something ongoing and collaborative. Toward the back of the exhibition the projects foreground the relationship between mind and body, from artificial intelligence to the cybernetic control of behaviour in animals, from the human control of software to the physical self and its limits; in short, what it means to be human as we increasingly become machine.

All of the works in *The Art Formerly Known As New Media* challenge and exceed the terminology by which they have, at least initially, been categorized and theorized. This art is indeed much more than the media in which it is inscribed, just as the importance of art is to be found in its meaning not its means. We are grateful that the Banff New Media Institute has been here to help flesh out the meaning of our mediated cultural lives over such a significant period of time. This exhibition is one way of pausing to honour that important, ongoing work.

Sarah Cook, Banff New Media Institute Post-doctoral Research Fellow
Steve Dietz, Walter Phillips Gallery Curatorial Fellow
Exhibition co-curators

Experiments in Galvanism as installed at the Walter Phillips Gallery in Banff in 2005. Photo by Steve Dietz.



Experiments in Galvanism as installed at the Walter Phillips Gallery in Banff in 2005. Photo by Steve Dietz.

Zombie Renaissance

<http://www.historynaked.com/renaissance-zombies/>

1494



great disease



Zombie Renaissance

Syphilis
outbreak

Italian Wars

appearance

What's a Zombie?
Characteristics / Traits
Types of Zombies

A Zombie, in its broadest sense, is a person who has lost his or her sense of self-awareness and identity, and cares only for the destruction (and often consumption) of any human around, no matter what the circumstances, or cost to his or her self. They make up for this loss of intelligence in sheer numbers, as the state of 'Zombieism' is almost always contagious, and spread virally, at a devastating cost to their surrounding society. Technically speaking, true zombies are always dead, and re-animated.

Common Features

Typically, a Zombie Pathogen, regardless of its type is portrayed as a **blood-borne disease** capable of being most commonly spread through bites, but also can be spread through other means (see below).

Zombie Pathogens are not often, portrayed as airborne or vector-borne, though their virulence is sufficient enough to push humanity to the brink of extinction, due to their undead carriers strength and terrifying demeanor leading to a panic.

Other Cultures:-

Chinese

American

Pre-Islamic
Arabian Religion

Tibetan

Jiangshi

Zombies

Ghouls

Ro-langs

Kyonshi



Zombies of Ma Zombie Rules Zombie/ evolving zombies Type A Neuro-Mortosis Zombies
 REC Zombies Standard Headcrab Zombie
 Stalkers Contaminated/the infected/Carrier Yagisho Zombies Tanks
 Giant Zombies/Behemoths The evil within Zombies Poison Headcrab Zombie
 The Screamer Crawlers Melting Zombies
 Soil Zombies Spitters Rot & Ruin Zombies
 Pukers/Vomiters Bonies Armored
 Exploders Walkers Voodoo Zombie Sleeper Zombies
 Edo Tensei Zombies Runners The Generic Zombie One piece Zombies
 Bursters
 Explosive Zombies Brooks Zombies Romans Zombies Reviveds & Revitalizeds
 Resident Evil Zombies Ghosts iZombies Cordyceps Zombies Naruto Zombies
 Radioactive Zombies Metal Slug Zombie
 Fast Headcrab Zombie Headcrab Zombie Sankarica: Undying Love
 Cybernetic Zombie Bebb or KECK Zombies 1. The girl with all the gifts
 The Craziest Zombie Nazi Zombies Zombies of Scientific origin
 Blacklight Zombie I Am Legend Zombie Intelligent Zombies
 DDM Zombies White Trash Zombie Series Alternative Connotations of "Zombie"
 Armed Zombies Deadite Zombies Tokyo Summer of the Dead Zombies

Types of Zombies



crawlers



Nazi Zombies



Generic zombies



Cordyceps



Resident Evil
Mutated Zombies



Resident Evil
Mutated Zombies

Related Articles



Zombie Caterpillars Climb to Tops of Trees and Explode

Paul Soeburn
August 3, 2017



"Zombie" Bees Confirmed in North Carolina

Brett Tingley
November 4, 2016



Fungus Turns Ants into Zombie Antpocalypse

Paul Soeburn
August 20, 2014

<https://mysteriousuniverse.org/2017/08/zombie-caterpillars-climb-to-tops-of-trees-and-explode/>

Narrative #1 "Staring Situation"

Location: Outside Emporium

Scene: Staring & drooping at the girls exiting the doors

Action: Standing, sitting in a group formation.

Narrative #2 Mass Consumption / Consumerism

Location: Malls in the major cities

Scene: Loads of, masses of zombies in each setting

Action: Walking aimlessly in circles, whispering & moaning.

Narrative #3 "9 to 5 office desk job"

Location: Office environment

Scene:

Action: Tapping & Ticking, drooling over the screen.

Narrative #4 "All girls horde protest"

Location: Neighbourhood

Scene: Street Scene

Action: Female Zombies Rending the streets

Narrative #5 "Rishtas in the"
"apocalyptic world."

Location: Rishta Amty's workspace

Scene: Looking for potential

Action: Calling over the phone.

Narrative #6 "Grand Weddings"

Location: Garrison Hall (different name)

Scene: Horder of Zombies gathered outside the marriage

Action: Groom excitedly descending on a helicopter.
Halls.

Narrative # 7 "Super Burka"

Location: Market Area (G1, Barkat or Aniger)

Scene: Buying Burkas from shops, both women & men get attacked.

Action: Attaining protection from potential attackers.

Narrative # 8 "Gunda Gardi"

Location:

Scene: Men on jeeps, with conventional weapons & guns on a zombie killing spree.

Action: Displaying masculinity.

Narrative # 9 "Cinema Situation"

Location: Theatre/Cinemas

Scene: Goes inside the cinema & after some time
comes out as a zombie.

Action:

Narrative # 10 "Nibba, Nibbi"

Location:

Scene:

Action:

Emotion: Feeling sympathy for Kashif aka. Nibba.

Narrative # 11 "Meat Situation"

Location:

Scene:

Action:

Narrative # 12 "Afra Tafri"

Location: Major cities / other cities

Scene: Reporting News Amidst the entire plague

Action: Chaos

Narrative #13 "Acid Attack"

Location: News from an elga

Scene: Aik sahib ney apni pagalbiwi pey tezab ka
a zaab nazil kiya aur woh usay kaha chuse gayi.

Action: Reporting news.

Narrative #14 "Interviewing or Interrogating a Zombie"

Location:

Scene:

Action:

Dialogue: Tu kurri nu cheriya si!?





Zombies, Run! is a 2012 mobile exergame co-developed and published by British studio Six to Start and Naomi Alderman for iOS and Android platforms. [Wikipedia](#)

Initial release date: February 27, 2012

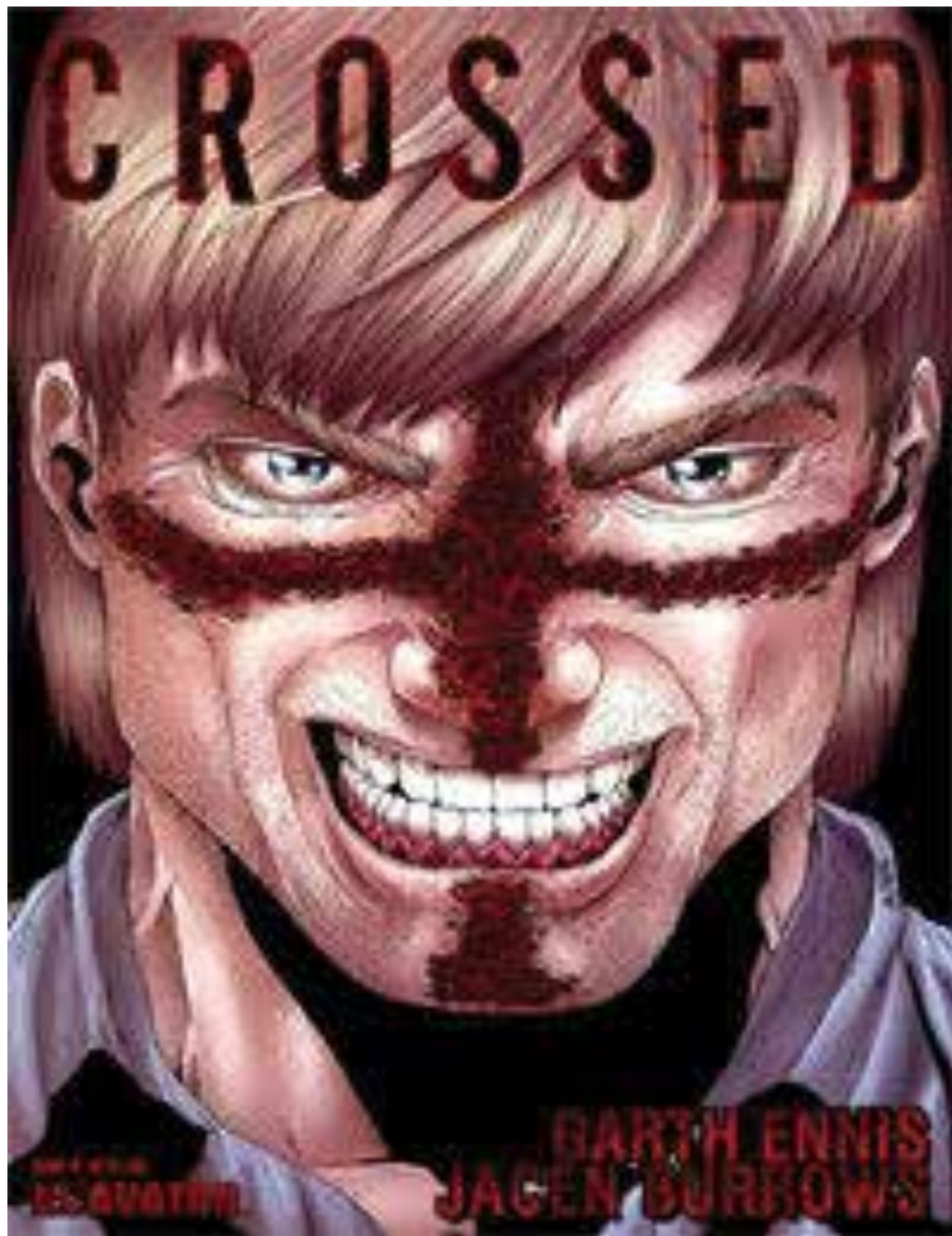
Mode: [Single-player video game](#)

Developer(s): Six to Start

Writers: [Naomi Alderman](#), [Rebecca Levene](#)

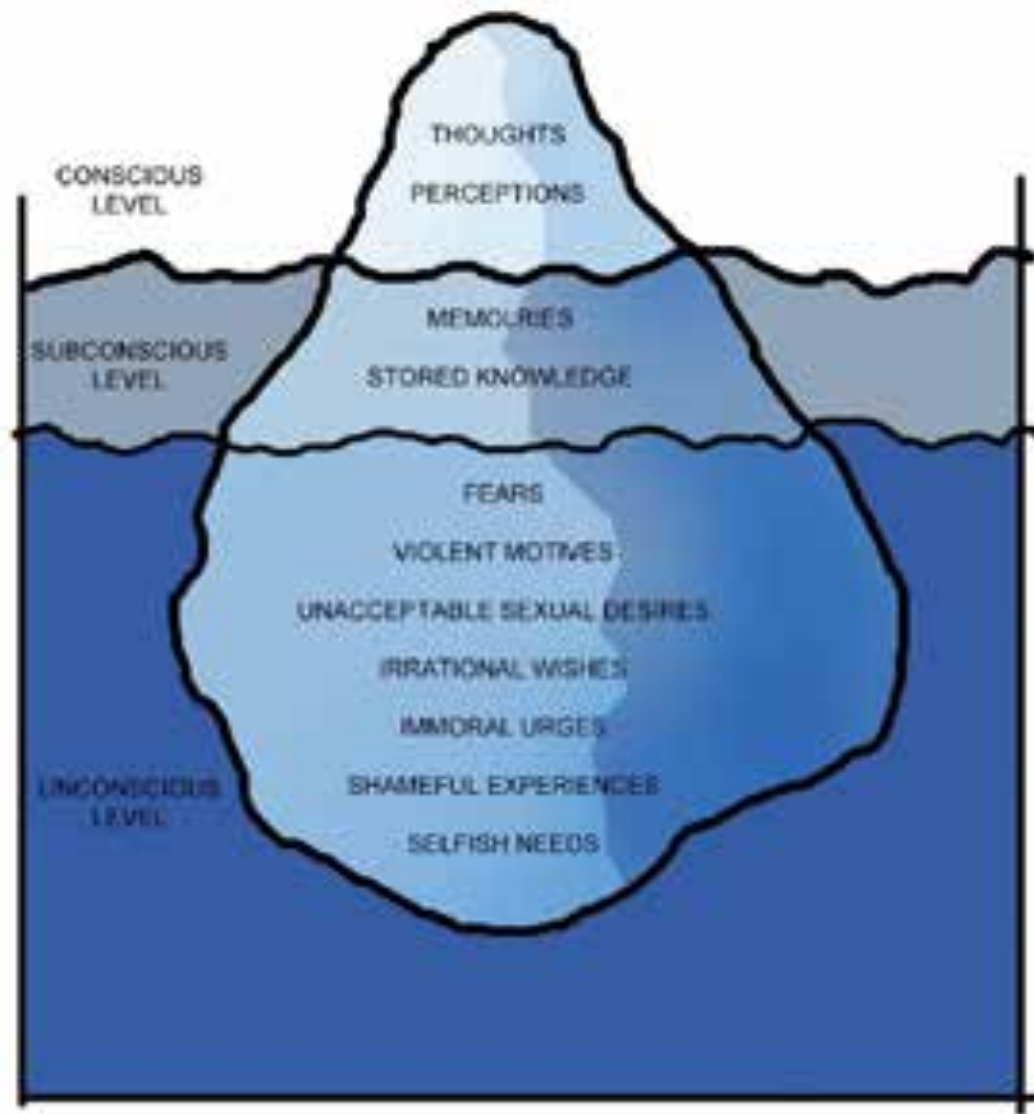
Platforms: Android, iOS, Windows Phone

Genres: Augmented reality, Exergaming



<https://readcomiconline.to/Comic/Crossed>

Freud's View of the Human Mind: The Mental Iceberg



Darcy VAN POELGEEST Jim BERTHAM Matt HOLLINGWORTH

Little Bird

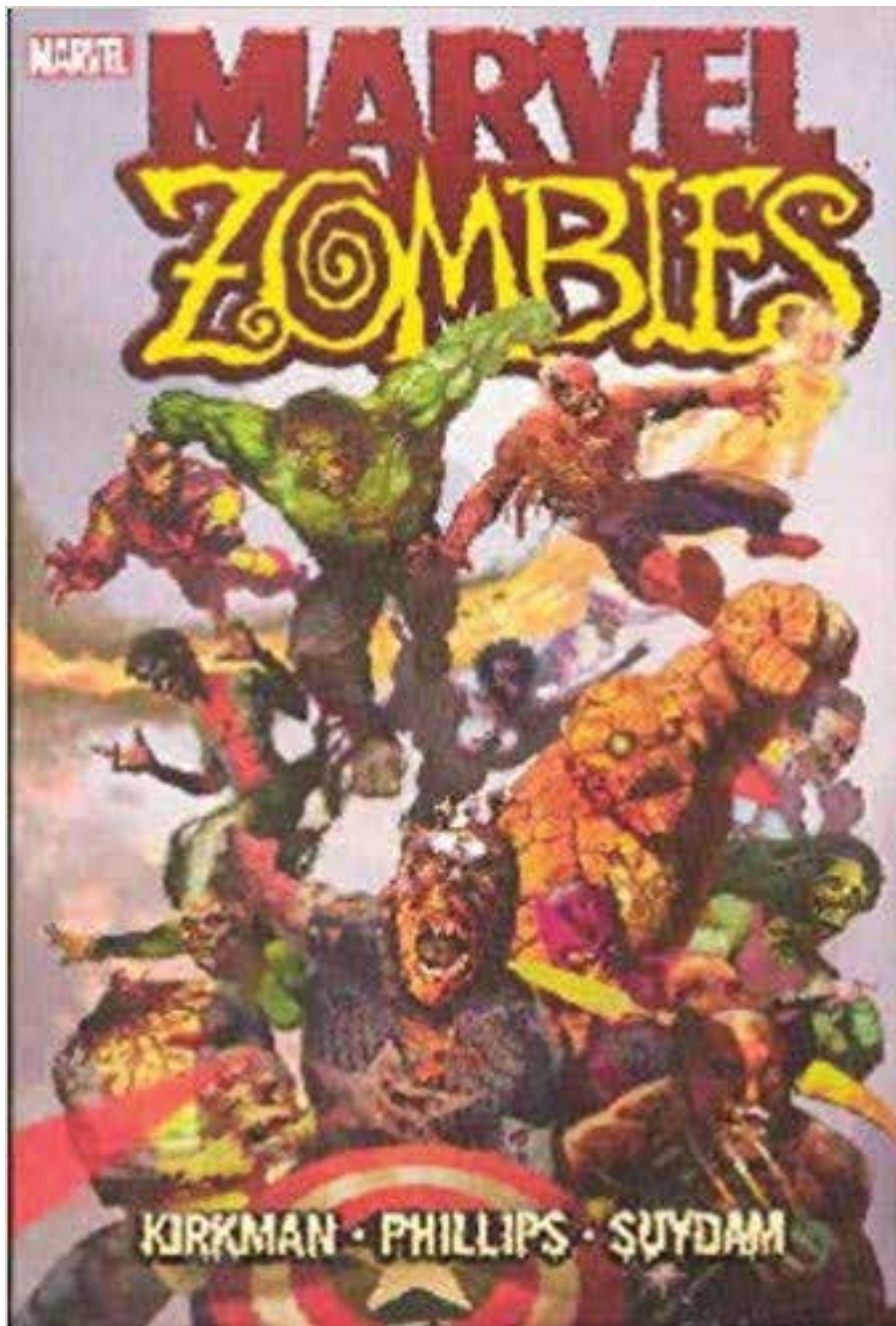
CHAPTER ONE



Art by Matt Lee
Inks by Ben Diller



<https://readcomiconline.to/Comic/Little-Bird>



<https://www.amazon.com/Marvel-Zombies-Robert-Kirkman/dp/078512277X>

Marvel Zombies

2005 - Present

written by

Philip Kennedy Johnson

Art by

Leonard Kirk

Here's Zombi~~e~~ character

What kind is the Zombie kind?

What do they eat?

What do they live off of

How do they come into being

What is their manifestation

Have the fears that lurked within the society
come back to bite you? Haunt you?

If they don't eat meat then how do they attack
& how are they then a threat?

But there needs to be something that spreads.
Something Contagious!

South Asian Films

Zom Com

Zibah Khama / Hell's ground

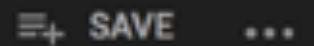
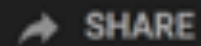
Zinda Laash

Zom Com



Zom Com

9,920 views · Jan 31, 2019



Kuch Khaas The Centre for Arts, Culture & Dialogue
10K subscribers

SUBSCRIBE

Kuch Khaas' official entry for the 48Hour Film Project in Karachi!

"Zom-Com" is a short-film set in a dystopian, zombie apocalypse, world, where a couple struggles with personal issues as well as a potentially fatal one.

The film won "Best Film" at the 48Hour Film Project in Karachi as well as, "Best Original Music Score", "Best Use of Genre", and "Best Make-up"

This film is the first in our new series of Supernatural films

<https://www.youtube.com/watch?v=SNczANEOTZ8>

Zibah Khana / Hell's ground

Urdu - English Slasher Film

directed by Omar Ali Khan

First Muslim Zombier

Dwarf Zombier

Main tumhari boti boti kardungi!



<https://www.imdb.com/title/tt0887973/>



Islamic Horror Flick

Derivative:- Outrightly calls it terrible.
Fascinating insight into the filmmaker's culture.
Good girl necklace "Allahu Akbar"
Killer wears a Burka.
English-Urdu speaking kids
Pakistan's Youth culture
A midget zombie
Industrial waste



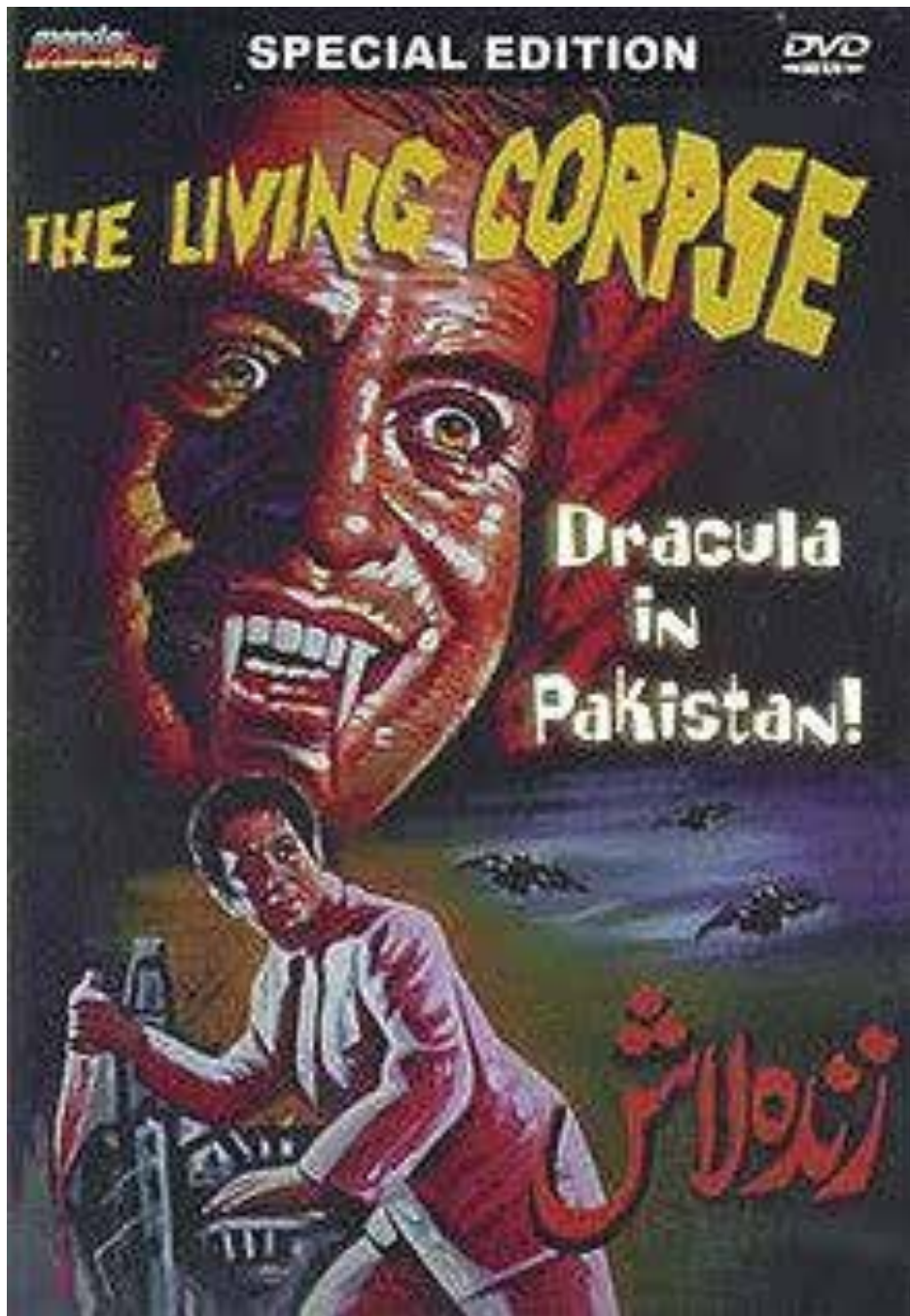
It's worth pointing out these zombies are fallout from industrial waste, which makes perfect sense considering what happened next door in 1984. The Union Carbide chemical leak in Bhopal, just one country over, injured over a half million people. The effects of an industrial accident that big don't stop at border checkpoints.

Zinda Laash (1967)

directed by Khwaja Saeed

also known as *Dracula in Pakistan*
and *The Living Corpse*

First movie in Pakistan to be
X-rated



https://en.wikipedia.org/wiki/Zinda_Laash



<https://www.pinterest.es/pin/415808978075760351/?lp=true>

These rules are basically as follows:

- **Zombies** are dead.
- **Zombies** are stupid.
- **Zombies** eat living flesh, or recently killed flesh, especially human flesh.
- **Zombies** can only be killed by the destruction of the brain.
- Being bitten by a **zombie** turns you into a **zombie**.

Are there actual Zombie Rules? - Science Fiction & Fantasy Stack

How'd the plague start

What is my zombie?

Unexplained;

How're they turning?

Categories

gather at night
have little consciousness
can mumble words

Hierarchies

some are conscious
some aren't

but we need to eradicate the biases & differences

Robert Kirk

philosophical zombies

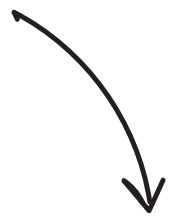
1970's



Zombist

Robert Kirk

basic package



Zombies & Consciousness

In his new book Robert Kirk returns to two themes that have occupied him throughout his career. The first is the conceivability and possibility of zombies, an issue which he himself did much to put on the map in the 1970s. The second, a development of themes in his earlier *Raw Feelings*, is the idea that we can explain phenomenal consciousness in terms of a 'basic package' of cognitive capacities that process 'directly active' perceptual information. I shall confine myself here to the first theme.

Kirk began his philosophical career as what he calls a 'zombist' – a believer in the possibility of philosophical zombies. A philosophical zombie is a close physical duplicate in another possible world of a creature that is conscious in this world. The only difference between me and my hypothetical zombie counterpart is that my zombie counterpart is...

Personality

Personality

clothes they wore last

Chaos

Evolution

Adaptation

Co-existence

should peace prevail ?

should peace prevail?

once a zombie can they become human again
is there a cure?

should there be one?

Perhaps a moment of realization
But what happens after that?
And is that even for me to decide

To THINK

Thank you!

Major

Post Mid-Crit

Story Time Narration:

Aik subha/roz, achanak he afwah pheli keh barri tadaad main log bemaar parr rahay hain, magar tajub ki baat to ye hai keh un main zehni mareez shamil nahin, balkay woh log jin kay paas damagh to zaroor hain aur un ka faida uthanay ki selaheyat bhi rakhte hain magar phir bhi woh apna zehan na istemaal karnay par majboor hain.



Feedback

- Character Profiling
- Zombification scale
- Interesting people vs. tragic existence

"A candy-colored and vicious delight that blows dangerously funny." —Neil Gaiman

I HATE

FAIRYLAND

SKOTTIE YOUNG



Comic

In the first half

Visual experimentation for Mini-thesis

- Being able to explore and identify differences in the visual styles
- Character developments
- Environments

Previous Sketches





Silhouettes

Test scene # 1



Juxtaposition

Test scene # 1



Juxtaposition





Jhallo



- Characters ideations
- Visual process



- Human



- Mutated creature



- Zombie

	>		Aunty Parveen
	>		Police
	>		Sheila/Shanzay
	>		Lawyer
	>		Molvi
	>		Barray Maulana Sahib
	>		Jhallo
	>		Nazar
	>		Choudhary
	>		Munna/Chotu/Nanna
	>		Tiddi
	>		Chai Shai
	>		Rishta Aunty
	>		Pindi boy



Recent Sketches



PINDI BOY EXTRAVALANZA
LINDA / CALTIANO / RAIFAT



Black
Copy





(ARJI KA NAMM GARI)



(ARJI KA NAMM GARI)

Every drawing is a story
and every story is a drawing.



WASTE SO BURNIT
SABDI KADIKAN
D. M. H. A. C. S.

REDAIT 11-18 FANITA 10-6 DAPPAH 11-1

FARISHTA'S WORKSTATION



Chaudhary





Thives with the
move quickly / very fast movement



Nazar

aliya?
he
despise

split eye
despise
Stevenson

looks behind back
to know when the person looks
most quickly / very fast movement



does it come from
can feel in love
can't hate & despise

how do you kill it?
certain methods
Mason also very long
traveling ...
Machigone
Cherri.
Hon. Carl.
Sefaid Karpis.

Original Nazars "White"

split
has
when
method
might
a
red
17
do



pupa
female
No 2
- One leg
with 1





Munna/Chotu

Munna





Tiddi

Tiddi



TIPPI









کافر!

اصل الی کا بیٹا
بڑے بھائی صاحب
Mansoor

Mohini





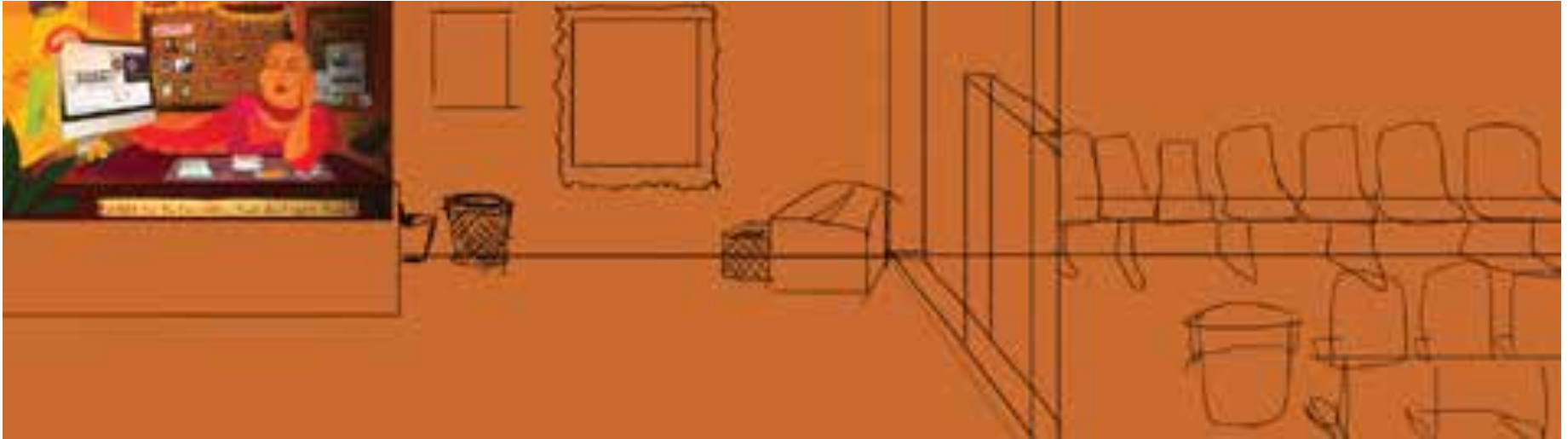
WASTE SO BURNIT
SABDI KADUKAN
D. M. H. A. C. S.

REKITA ITI WA FANITA SOLE DAPPAH HATI

FARISITI'S WORKSTATION



Rishta ho Ya Farishta, Sab dastiyab hai!





PAKISTAN

ISLAMIC REPUBLIC OF PAKISTAN

National Identity Card



Name

Shabnum Ehsan



Father Name

Ehsan Qureshi



Gender

F

Country of Stay

Pakistan

Identity Number

09210-41280034-1

Date of Birth

18.08.1974

Date of Issue

02.08.2016

Date of Expiry

02.08.2026



Shabnum Ehsan

Holder's Signature

- Narrative/Structure
- Fish-eye perspective



Thank you!



- Color palette





Farishta's Workstation
42 in x 23.647 in



Jhallo on the dance floor
42 in x 12.883 in



On the way to Emporium Grand
42 in x 21.193 in

Pindi boy extravaganza
35.123 in x 24.897 in





Tiddi on the sofa
42 in x 24.213 in



1938

The Daily Picayune

NEW ORLEANS, LA.

ZOMBIES! DEAD RISE!

White House Issues Denial, Chicago Under Quarantine

Mad Street Caravans

Mad street caravans were reported in Chicago today, according to reports from the city health department. The reports state that the caravans were seen in the city streets and were carrying large numbers of people who appeared to be in a state of extreme excitement and confusion. The health department has issued a quarantine order for the city and has advised the public to avoid the streets at all times.



Bollywood to Film

The health department has issued a quarantine order for the city and has advised the public to avoid the streets at all times. The reports state that the caravans were seen in the city streets and were carrying large numbers of people who appeared to be in a state of extreme excitement and confusion. The health department has issued a quarantine order for the city and has advised the public to avoid the streets at all times.

Fictional newspaper

Tabloid: A smaller than standard **newspaper** which focuses on less "serious" content, especially celebrities, sports, and sensationalist crime stories.
Broadsheet: A standard or full sized **newspaper** that takes a serious look at major news stories.

[blogs.sapo.pt](#) › [cloud](#) › [file](#) › [Tabloids vs Broadsheets](#) PDF

[Tabloid Vs Broadsheet - blogs SAPO](#)



Purpose; would be seeing things as a viewer while taking a step back, on a fictional piece of paper which represents our reality.

Bringing news to you.



NEW YORK'S HOMETOWN NEWSPAPER



**Clown comes back to life with N.H. win
as mindless zombies turn out in droves**

BERNIE ROLLS OVER HIL, MEETS REV. AL TODAY

Sections/Categorized:

Film releases: The Legend of the Gol Rotis

Best Hits:

Self-loathing single track; Haya mein bechara

Taane pe Taana

Public Service messages

From the public to the public

“I lost my number can i get urs”



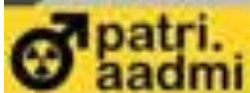


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instagram.com/
patri.aadmi?
igshid=mnsmlhav
8snq](https://instagram.com/patri.aadmi?igshid=mnsmlhav8snq)

IRONICALLY
Used by men to
marginalize women



[https://
instagram.com/
patri.aadmi?
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8snq](https://instagram.com/patri.aadmi?igshid=mnsmlhav8snq)



Culture jamming is a tactic used by many anti-consumerist social movements to disrupt or subvert media culture and its mainstream cultural institutions, including corporate advertising. It attempts to "expose the methods of domination" of a mass society to foster progressive change.



	Mon	Tue	Wed	Thu	Fri
Feb	Research 10	Finding a connection 11	Brainstorming 12	Discussion 13	Working on Conceptual clarity 14
	Lockdown 17	Setting a storyline 18	Narrative Building 19	Discussion 20	Storyline development 21
	Research 24	Medium Lockdown 25	Listing ideas for Visual executions 26	Discussion 27	Progress 28
Mar	Visual development 2	Character development and Narrative building 3	Character development and Narrative building 4	Discussion 5	Visual testing 6
	Research 9	Progress 10	Visual development 11	Discussion 12	execute volume-I 13
	Research 16	Progress 17	progress 18	Discussion 19	execute volume-II 20
	Research 23	Progress 24	progress 25	Discussion 26	execute volume-III 27
	Research 30	Progress 31	Progress 1	Discussion 2	execute volume-IV 3
	Research 6	Progress 7	Progress 8	Discussion 9	execute volume-V 10
			April		

Setting a storyline

Narrative #1: **The adventures of Tiddi and Munna**

Tiddi and Munna find themselves in a maze-type location which seems to be old Lahore amidst an apocalyptic zombie outbreak. Their main goal is to make their way through many obstacles and of course zombies too and find gates to escape before it's too late.

Narrative #2: **The adventures of Tiddi and Munna**

Tiddi and Munna ran into a group of street begger kids and they discover harsh realities while exploring their part of the world.

**Narrative #3: The adventures of Tiddi and Munna
"Nazar Band"**

Tiddi and Munna are on a mission to catch the wildest and most dangerous creature which thrives in the darkest of corners and in people's minds, the legendary Nazar.

Narrative # 4: **FALOODA**

Non-material cultures intangible things product by a society onto a piece of paper known as “Falooda news” or newspaper and contemporary culture which refers to current shared themes, beliefs and values of the society. It includes present practices, trends as well as political and social beliefs. Understanding contemporary culture is key if we want to identify future trends and values.

Narrative # 5: **A SERIES "HUM ZINDA HAIN"**

Inspired by HONY, photo series/ documentation with short conversations. Specifically targeting rishta aunties, pindi boys, burger bachay. As humans of pak/Islamabad has already been done this would be a more concentrated study on particular individuals. It'd be a platform where they can speak up and share their side of the story.

Narrative # 6: Comic strips on South Asian/ Subcontinental Relevance

Exploring people of this region and their day to day mindless behaviors. "drowning in chai"

Situation: Zombies are here

And the Real churail (Identifier: "ultay pair") says:

"apni tou koi izzat hi nai rahi ".

In these the main focus is not on the zombies but the behaviors of the people and after effects caused by the zombies.

Narrative # 7: **Nazar "AAP SAB PAR"**

A mobile company manufactured cell phones under the name of Nazar. Is it a conspiracy or would the cellphones not sell?

Narrative # 8: Coming of age story of her world becoming zombified

She just got back to Pakistan after acquiring higher studies abroad and is now back only to realize that everyone she knew and loved is a zombie or has undergone major mutations making life all the more difficult for her or should I say interesting for us. She's on the quest to understand what is happening and why?

Narrative # 9: **KHAANDAAN**

An odd khandaan, different from the rest living in a Pakistani society, a series of their day to day lives. An interesting mix of zombies with conscience but at the end of the day they still have to satisfy their hunger.

Tensions arise as they've been accused of murder.
"The brain's missing from the body"
Dialogue 7: Nahi jee hum tou China say import karwatay hain. (But stopped because of coronavirus).

Scene 2: dimagh shopper Mai lekar jarahay hain for supper. Brains on a plate.

Narrative # 10: **FARISHTA**

In the apocalyptic times good rishtas are extremely hard to find. Hence comes in the rishta aunty who searches for you a potential partner. *She is not a zombie and is all geared up*

1899

- Started from a curse
- From generation to generation
- Through blood lines
- It does not mention a cure as of yet
- They do have a hunger for brains
- The zombieness is evolving



Two sets of small
vessels

Shahi

Shahi
Vessels

Shahi
Vessels

Shahi
Vessels

Shahi
Vessels



Shahi
Vessels

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Vessels

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Shahi
Vessels

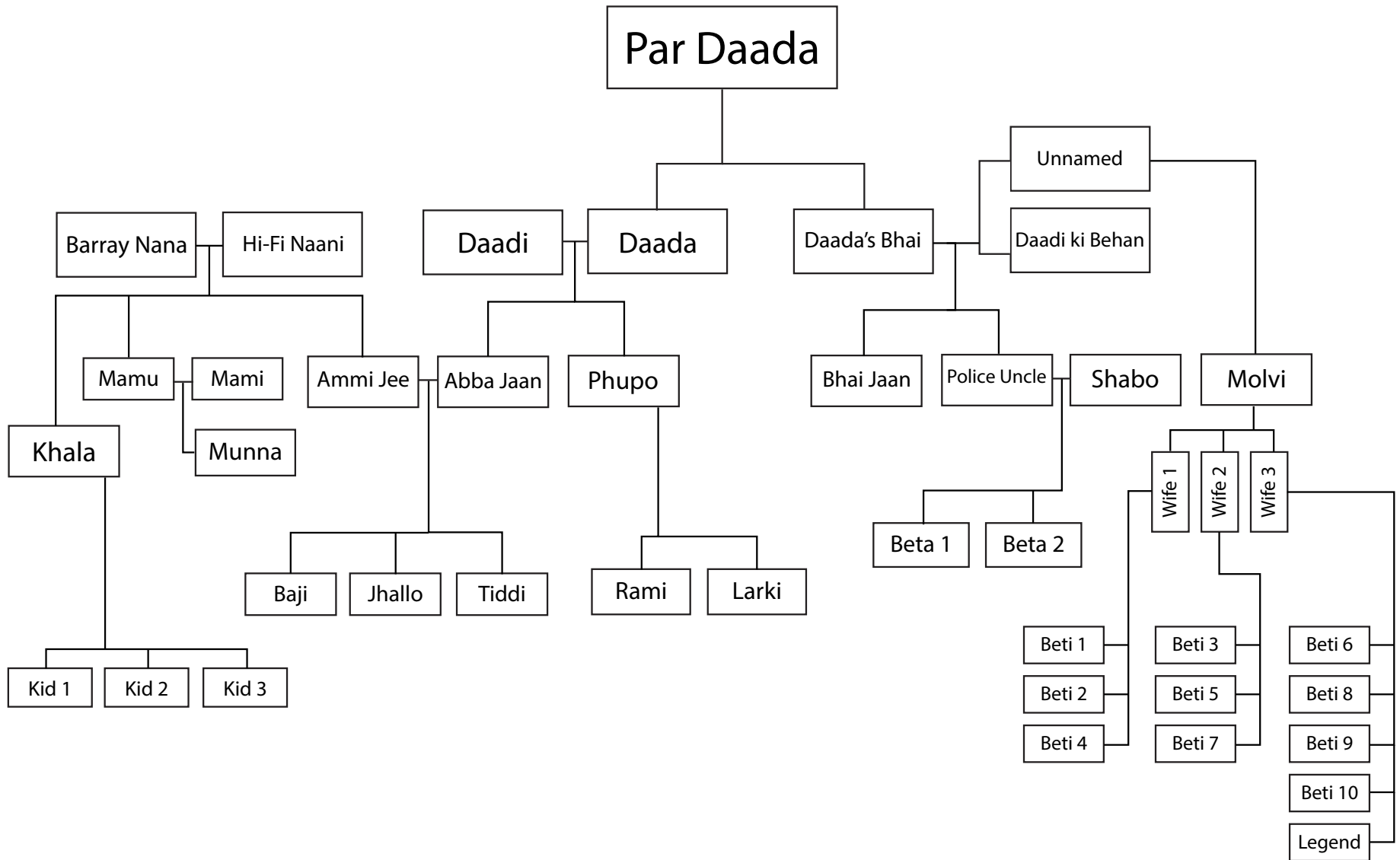
Shahi
Vessels

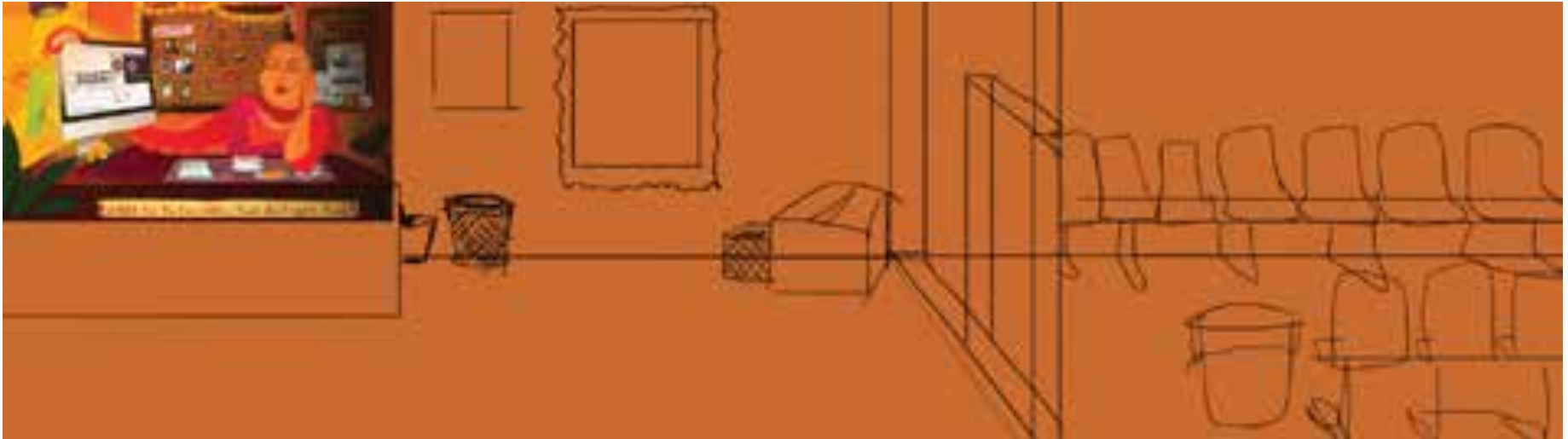
Shahi
Vessels

Shahi
Vessels

Shahi
Vessels

Shahi
Vessels





Larger Illustrations / Fish-eye Perspective



<https://www.instagram.com/p/B50MPvylfQb/?igshid=1ahtauh86sev7>



Phani Tetali







- Audio-visuals
- Illustrations

A combined experience of audio & visuals.

خانندان زومبی



Thesis project by: Kashmala Khan

Khandaan -e- Zombie



Thesis project by: Kashmala Khan

What If

Zombies actually showed up in Pakistan?

Literature Review & Visual References

Films, Comics & TV Series in both Western and South Asian contexts



Etc.

Conceptual & Visual Inspiration



<https://www.instagram.com/p/B50MPvylfQb/?igshid=1ahtauh86sev7>



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Theoretical Concepts

Zombie:

Multiple perspectives & Terms

Escape

Zombies & Consciousness

The Zombie Thought Experiment

The Zombie Archetype

The New Face of the Living Dead

Undead: American Culture

Zombies & our modern crisis of meaning

Zombie:

Multiple perspectives & Terms

Escape

Dr. Steven Schlozman who is also the author of "Zombie Autopsies", explains the human consequence of not feeling unique in his talk "Zombies Are Already Here!" (But it's not what you think) at TEDxCoconutGrove in 2017. He goes on to explain when we talk about a person who's unaware of his or her surroundings we think we perhaps should think about the people who don't stop to take a breath every once in a while in their lives from the current realities and see what's in front of us.

Zombies & Consciousness

The Zombie Thought Experiment

The Zombie Archetype

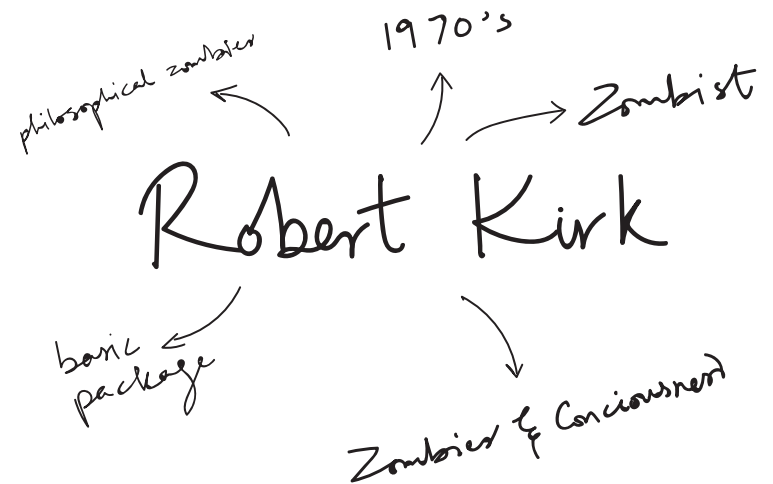
The New Face of the Living Dead

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Escape

Zombies & Consciousness

In philosophy Zombies have spurred quite a debate regarding themselves and consciousness, It is understood that Zombies and Consciousness just don't go hand in hand. Being conscious means to be aware and there is no such thing as awareness for a zombie. They are devoid of life. Though according to Schlozman they are pretty much like a crocodile who isn't as conscious as a human but is still aware of his surroundings and responds to the environment. Similarly philosopher Paul Skokowski, says: "The damage that's been done has changed their behaviour in other ways, but if they can smell fresh meat – a person -- and if they can see them and they could distinguish between colors or something I would argue that they really are conscious, in a more restricted way than we are". These are two supporting arguments, yet the unifying idea of the zombie is still a human that has no conscious experience.

The Zombie Thought Experiment

The Zombie Archetype

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Zombies and Consciousness

The Zombie Thought Experiment

It takes into account the argument of **The philosophical zombies** or **p-zombies** this thought experiment exists in philosophy of perception and philosophy of mind. These Philosophical zombies are often associated with David Chalmers but zombies in this context were first used in 1974 by philosopher **Robert Kirk**, who also wrote the book "Zombies and Consciousness" talking about similar concerns. These p-zombies were introduced primarily to argue in support of mind-body dualism against forms of physicalism, such as materialism behaviourism and functionalism, according to which mental states such as consciousness, thought, belief, desire, etc, exist solely as behaviour or tendencies towards behaviours. It imagines zombies as being conceivable, a being that, if it could conceivably exist, logically disproves the idea that physical substance is all that is required to explain consciousness. Such a zombie would be indistinguishable from a normal human being but lack conscious experience, **Qualia** or sentience.

The Zombie Archetype

The New Face of the Living Dead

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Zombies & Consciousness

The Zombie Thought Experiment

The Zombie Archetype

One of the articles I came across encompassed most of the key points, 'The Zombie Archetype: Living in a Viral Culture' It links zombieism to ideas that have been for a while now especially being used as metaphors when questioning the meaning of a modern man, also referring to **evils of technology** and the chaos that the world would encounter after a possible political collapse. Even in our current situation these conversations are very much the hot topic for we are in a state of an unprecedented pandemic and the world has come to a halt, destroying the economies around the globe.

The New Face of the Living Dead

Undead: American Culture

Zombies & our modern crisis of meaning

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The New Face of the Living Dead

We've also witnessed a switch in the perspective of the zombie, In the early stages filmic zombies largely consisted of black slaves used as undead labor under the control of white Voodoo sorcerers for eternities, as colonialism was prominent part of the subject accounting to the historical references we've come across in Haitian Culture. In "White Zombie" we see the transformation of a white young woman who turns into a zombie at the hands of an evil voodoo master, this narrative very clearly entails themes inspired by Haiti. Another term that was coined, naturally stands out, "Zombies are Us", in the Night of the Living Dead (1968), one of George Romero's films changed the image of how now the zombie is to be perceived.

Undead: American Culture

Zombies & our modern crisis of meaning

Zombie:

Multiple perspectives & Terms

Escape

Zombies & Consciousness

The Zombie Thought Experiment

The Zombie Archetype

The New Face of the Living Dead

Undead: American Culture

During research I constantly came across a certain perspective, when traced back to history and how the concept of the zombie was introduced in the American popular culture, and the films that I keep on mentioning serve as **social commentaries** which depict the zombie to be an **average white american citizen**, there is an apparent shift in the narrative of the zombie. Romero's "Night of the Living Dead" comments on **America's racial ideologies**. Now the enemy isn't the violent black west Indian but rather the race and context has changed. It has also been mentioned many times that the phenomenon of the zombie is the explanation of **America's deepest fears** and the consequence of their actions, that have come back to bite them.

Zombies & our modern crisis of meaning

Zombie:

Multiple perspectives & Terms

Escape

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Undead: American Culture

Zombies & our modern crisis of meaning

Zombies are us.

They are the **fictionally distorted, self reflected versions of modern man.**

Zombie in the
**Mythological, Science Fictional,
Metaphorical & Metaphysical**
Sense

Zombie in the **Mythological, Science Fictional, Metaphorical & Metaphysical** Sense

Mythological Sense

Haitian Folklore

Frankenstein; Gothic Novel written by Mary Shelley

Metaphysical

Science Fictional Sense

Metaphorical Sense

Metaphysical Sense



A zombie at twilight in a field of sugarcane in Haiti. By Jean-Noel Lafargue; Wikimedia, Open Access.

Zombie in the **Mythological, Science Fictional, Metaphorical & Metaphysical** Sense

Mythological Sense

Science Fictional Sense

Carriers, Radiation, Mental diseases,
Vectors, Pathogens, Parasites, Scientific Accidents.

Galvanism

It is also said that 19th century galvanism might have created zombies.

Metaphorical Sense

Metaphysical Sense

Zombie in the **Mythological, Science Fictional, Metaphorical & Metaphysical** Sense

Mythological Sense
Science Fictional Sense

Metaphorical Sense

A Zombie is a fictionally distorted, self-reflected version of the modern man.

Metaphysical Sense

Zombie in the
**Mythological, Science Fictional,
Metaphorical & Metaphysical**
Sense

Mythological Sense
Science Fictional Sense
Metaphorical Sense

Metaphysical Sense

Philosophical Zombies, Zombies & Consciousness – Robert Kirkman

TWO WAYS I LOOKED AT ZOMBIES

- ① Re-animated dead
(Cause can be whatever)
- ② Alive but brainless people.

TWO WAYS I LOOKED AT ZOMBIES

① Re-animated dead
(Cause can be whatever)

"
Plague "
Viral "

② Alive but brainless people.

"
Metaphorical "
"

Second Half

Next Steps;

To find the Grounding between the characters

Storyline/Narrative

To think about the visual execution

Storytelling & World building

Brainstorming

Setting a storyline

Setting a storyline

Trial Phase

Narrative #1: **The adventures of Tiddi and Munna**

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Setting a storyline

Trial Phase

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"The brain's missing from the body"

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Abstract:

Looking at our society through a critical lens and a question that, "what if zombies actually showed up in Pakistan?" Yes, with all the whimsy and wittiness involved, this project for me has evolved in unimaginable ways. This fictional concept explores the idea of an unconventional '*Pakistani Khaandaan*' living the curse of the undead. A horde of zombies occasionally infecting others and having a hunger for brains, alongside characters like the Molvis, Rishta Aunties and Pindi Boys that populate this world. All while making use of storytelling through illustrations, colorful characters and situations abound.

Story of

A Khandaan living in a Pakistani society



The twist

They happen to be cursed

The curse of the living dead

- It makes them brainless; mindless as they age
- Their bodies decay twice as fast and even if they cross a 150, they just don't seem to die.
- It has passed down since generations, through blood lines.
- Does not mention a cure as of yet
- They do have a hunger for brains
- The zombieness is evolving into a slightly metaphorical realm too as the family grows through generations.



Two sets of small
vessels

Shahi

Shahi
Vessels

Shahi
Vessels

Shahi
Vessels

Shahi
Vessels



Shahi
Vessels

Shahi
Vessels

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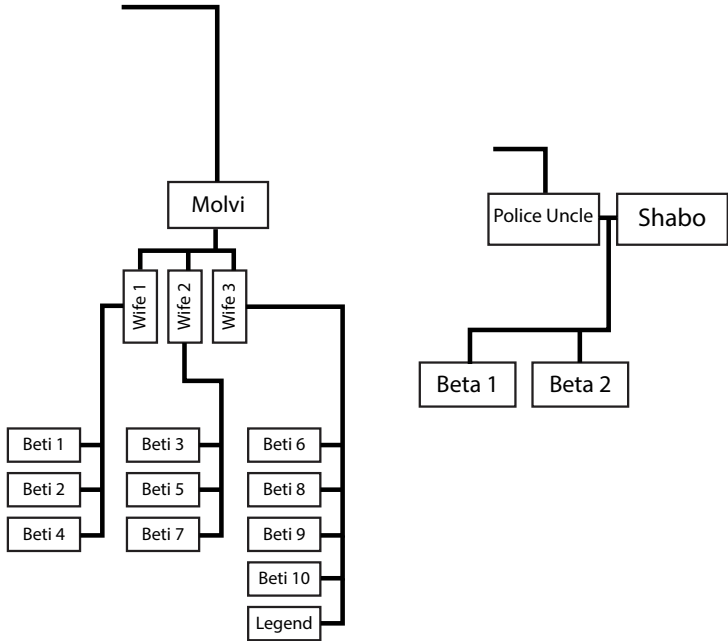
Shahi
Vessels

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Vessels

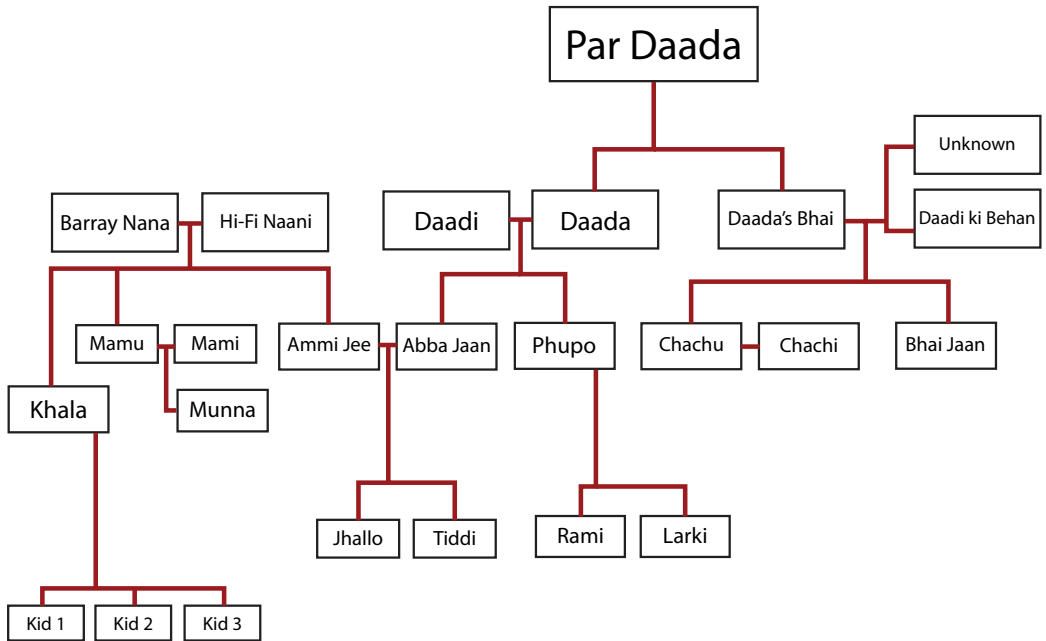
Shahi
Vessels

Shahi
Vessels

Other Characters



KHAANDAAN



**Listing down ideas for
visual executions**





Baby Tiddi – 2008

Character Name: Chutki

Archetype: Tididi

Disposition: Mischievous

Age: 12

Health Status: New Zombie Convert

Appearance / Physical Attributes:

Gender: Female
Height: 2ft up from the ground
Big head with a small body
Short black hair

Character Attributes:

An introvert when it comes to real life interaction. Also shows mild aggression.
Has a soft for her little best friend Munna.

Fingerprint



Level of Intelligence



Understanding of the being

A next generation zombie. She's a zombie to technology which consumes most of her time, being immersed within another world instead of acknowledging the real one.

Specific traits / skills & quirks:

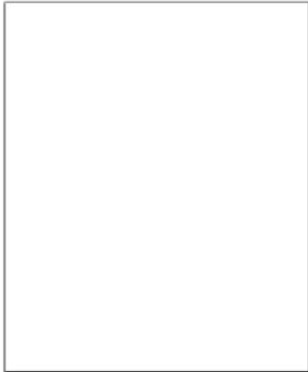
Always finds her way with things. Carries her essential gadgets with her all the time, including her headphones. Doesn't like cats. Is a tik-tok queen.

Craves for: Social validation in terms of views and likes on social media. Brains.





Munna – 2017



Character Name: Munna

Archetype: Survivor

Disposition: Endangered

Age: 8

Health Status: Human

Appearance / Physical Attributes:

Gender: Male
Height: 2 ft tall.

Character Attributes:

Kind
Patriotic
Pure

Level of Intelligence



Understanding of the being

A little boy who is the epitome of innocence and one of the most endangered species that needs to be protected at all costs.

Specific traits / skills & quirks:

Tiddi's little cousin and bestfriend. Loves ambrood and aam candy and secretly buys chooran chutney candy. Favourite mithai is chum chum.

Craves for: chooran chutney candy, jam-e-shiren (must in ramzan)

Fingerprint





Molvi's First Wife – Carrying her luggage still



Character Name: Baaji

Archetype: The First Wife

Disposition: Religious

Age: 67

Health Status: Human

Appearance / Physical Attributes:

Gender: Female

Height: Almost 5'9 or 5'10 feet tall.

Character Attributes:

Honest
Straightforward
Great personality
Knowledgeable

Level of Intelligence



Understanding of the being

She's the first wife of a molvi who is barren and doesn't have kids of her own. Symbolism of the luggage is the burden or responsibility she has on her shoulders.

Specific traits / skills & quirks:

Carries her luggage and other belongings with her as she's always on the lookout for a chance to escape.

Craves for:

Peace and a vacation.

Fingerprint























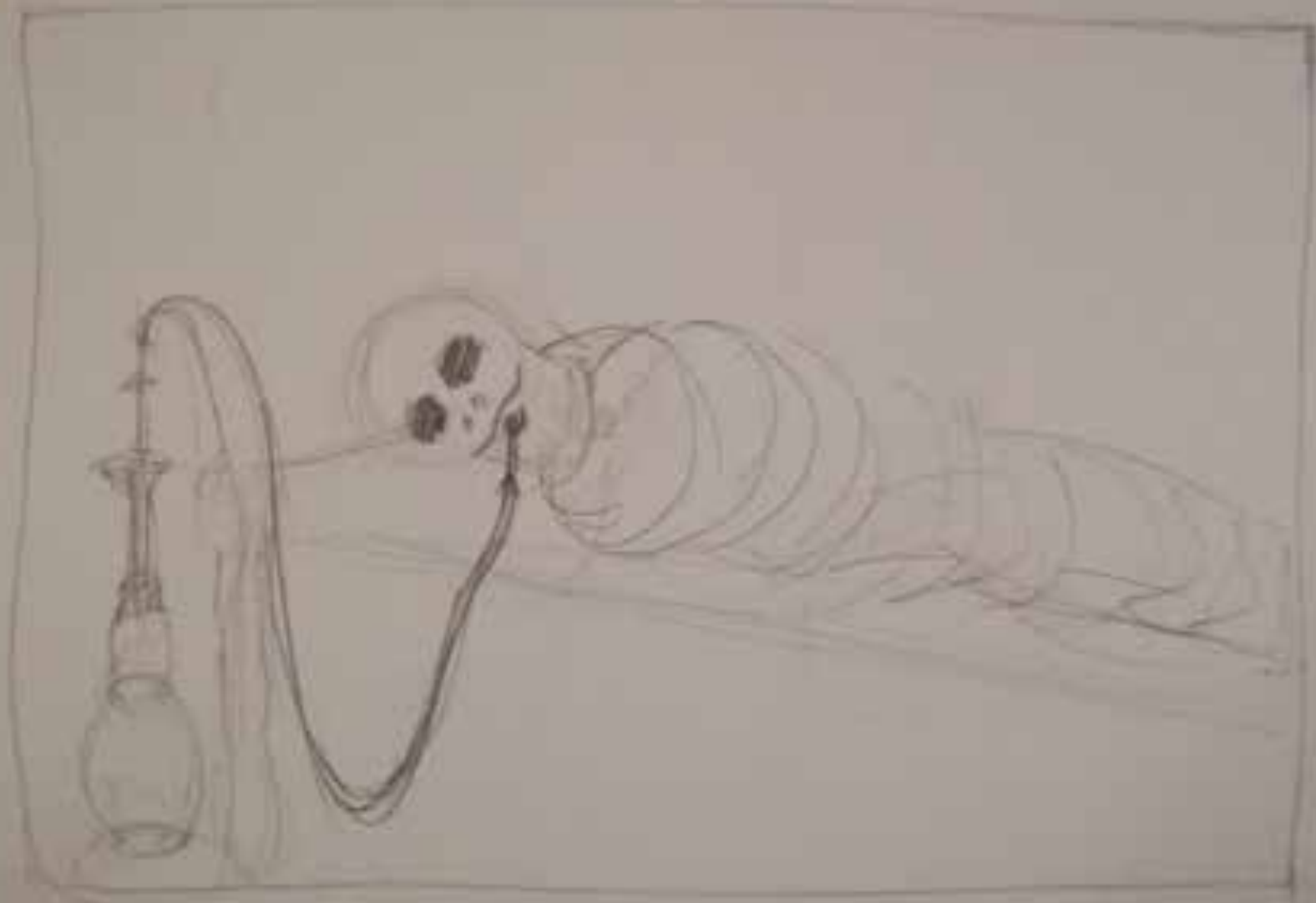
Shawl



Abaya
with
scarf







عالمگیری دماغی قورمہ

ساقاقت - ائی جی کی اسپیشل ریسپس

دماغ رگوں سمیت دو عدد
پاؤں کی ہموٹی انگلیاں چھ عدد

گھی ایک پاؤ۔ نمک ڈو تولہ۔ پیاز پانچ تولہ۔ لہسن کے جوئے چار تولہ۔
پسا ہوا خشک دھنیا چار تولہ۔ لال مرچ تین تولہ۔ گرم مسالہ ڈو تولہ۔
ادک ڈو تولہ۔ دہی آدھ سیر۔

بایئڈر ہمدرد

ترکیب ہے - پیاز، نمک، لہسن، دھنیہ، لال مرچ سب کو ہام دستے یا کوٹھے
میں ڈال کر کوٹیں (مگر باریک نہ کریں) البتہ ادک اور گرم مسالے کو اس طرح نہ کوٹیں۔
انہیں جوں کاتوں رہنے دیں۔ اب دوٹے ہوئے مسالے کو پانی میں پلوٹھ کر کے گوشت کی
بوٹیوں پر لتھیڑ دیں اور کچھ دیر تک اسی حالت میں کھلی فضا میں پڑا رہنے دیں۔
پھر تھی پتلی میں ڈال کر اسے چولھے پر چڑھائیں اور آدھ بیکلنٹ تیز کر دیں جب
گھی کرکڑا نے لگے تو پاؤں کی ہموٹی انگلیاں اور جیدجہ اس میں ڈال دیں
اور اوپر سے پانی اتنا ڈال دیں کہ گوشت گھل جائے۔

اسے سمونیں۔ پھر تھوڑا پانی آدھ گرم مسالہ ثابت اور کتر کی چوٹی
ادک ڈال کر دوبارہ پکائیں۔ جب یہ پانی بھی خشک ہو جائے تو تھوڑا تھوڑا دہی ڈالتے
ہوئے سمون لیں اور پھر دھچ پی چولھے سے اتار لیں تو رومہ تیار ہے۔

عالمگیری دماغی قورمہ

ای جی کی اسپیشل ریسپن

رگوں سمیت وہ عدد
کی چھوٹی انگلیاں چھ عدد

ایک پاؤ۔ نمک ڈٹ تولہ۔ پیاز پانچ تولہ۔ لہسن کے جوئے چار تولہ۔
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ڈٹ تولہ۔ دہی آدھ سیر۔

بائیڈر سوہا سداط

پیاز، نمک، لہسن، دھنیہ، لال مرچ سب کو ہمام دستے یا کونٹے
کر کوٹیں (مگر یاریک نہ کریں) البتہ اورک اور گرم مسالے کو اس طرح نہ کوٹیں۔
دل کاتوں رہنے دیں۔ اب دو کونٹے ہوتے مسالے کو پانی میں پوتھ کر کے گوشت کی
تیسٹر دیں اور کچھ دیر تک اسی حالت میں کھلی فضا میں پڑا رہنے دیں۔
پھر تھی پتلی میں ڈال کر اسے جوٹھے پر چڑھائیں اور آدھی یکلاوت تیز کر دیں جب
انے لگے تو پاؤں کی چھوٹی انگلیاں اور جیجھہ اس میں ڈال دیں
سے پانی اتنا ڈالیں کہ گوشت گل جائے۔

اسے بھونیں۔ پھر تھوڑا پانی آدھا گرم مسالہ ثابت اور کئی چوٹی
کر دو بارہ پکائیں۔ جب یہ پانی بھی خشک ہو جائے تو تھوڑا تھوڑا دہی ڈالنے
ن لیں اور پھر دہی چولھے سے اتار لیں اور تیار ہے۔



N H M P

Challan Ticket

Beat name: M2 Beat -2000

Print: FDI copy

Ticket No: XXXX/3/19/XX,XXX/0/XX

Collection No: XX

Collection unit type: X

Date: **Sun, 26 Sep 2016**

Time : **20:00:10**

Location: XX N

VEHICLE DETAILS

Registration number: GFOXXX

Vehicle type: **CD-70**

DRIVER DETAILS

License number: XXX

License type: N/A

Name: **Rami**

Address: **Ramal Pindi**

Mobile Number: 0311XXXXXXX

OFFENCE (S)

1. BXX - XXX - **Exceeding speed limits** by less than 40 KPH

Speed limit : 120 Speed measured : **160**

2. B30 - 500 - **Disobeying stop signs.**

ACTION TAKEN

Document Confiscated: **Has Nothing**

Challan Amount: 1250 Rs

Challaning officer: **Police Wala**

Beit No: S-XXX

N H M P

Challan Ticket

Beat name: M2 Beat -2000

Print: FCU copy

Ticket No: XXXX/3/9/XX/XX/0/XX

Collection No: XX

Collection unit type: X

Date: **Sun, 26 Sep 2016**

Time : **20:00:10**

Location: XX N

VEHICLE DETAILS

Registration number: GFCXXX

Vehicle type: **CD-70**

DRIVER DETAILS

License number: XXX

License type: N/A

Name: **Rami**

Address: **Rawal Pindi**

Mobile Number: 0311XXXXXXX

OFFENCE (S)

1. BXX - XXX - **Exceeding speed limits**

DRIVER DETAILS

License number: XXX

License type: N/A

Name: **Rami**

Address: **Rawal Pindi**

Mobile Number: 0311XXXXXXX

OFFENCE (S)

1. BXX - XXX - **Exceeding speed limits** by less than 40 KM/H

Speed limit : 120 Speed measured : **160**

2. B30 - 500 - **Disobeying stop signs.**

ACTION TAKEN

Document Confiscated: **Has Nothing**

Challan Amount: 1250 Rs

Challaning officer: **Police Wala**

Belt No: S-XXX













PAKISTAN

ISLAMIC REPUBLIC OF PAKISTAN

National Identity Card



Name

Bhai Jan



Father Name

Barray Dada Jan

Gender

M

Country of Stay

Pakistan

Identity Number

0X2X0-X1X8X9X4-X

Date of Birth

28.09.1957

Date of Issue

02.08.2018

Date of Expiry

02.08.2028



بھائی جان

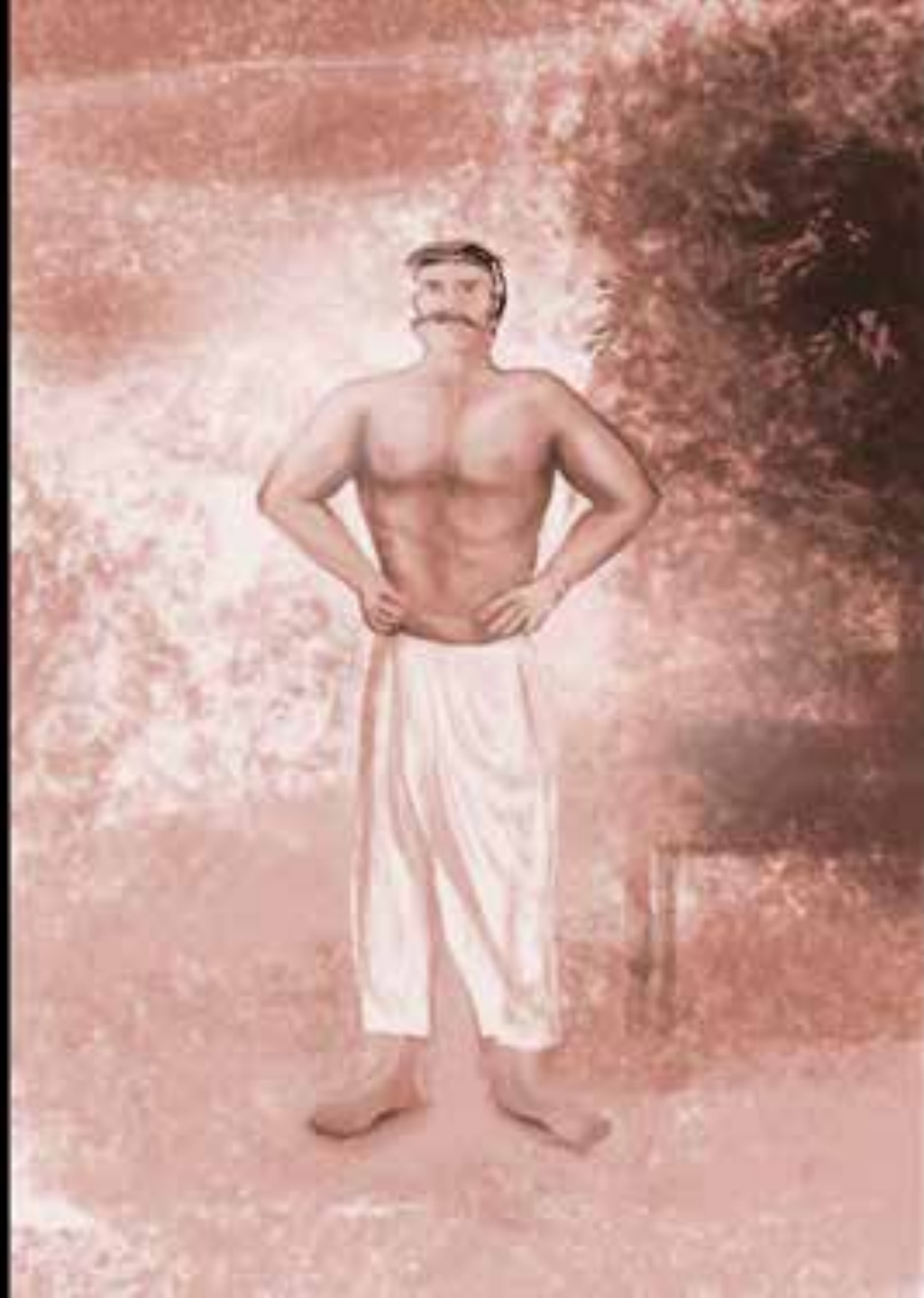
Holder's Signature























N H M P

Challan Ticket

Beat name: M2 Beat -2000

Print: FCI copy

Ticket No: XXXX/3/9/XX/XX/0/XX

Collection No: XX

Collection unit type: X

Date: Sun, 26 Sep 2016

Time : 20:00:10

Location: XX N

VEHICLE DETAILS

Registration number: GFDXX

Vehicle type: CB-70

DRIVER DETAILS

License number: XXX

License type: N/A

Name: Rami

Address: Rawal Pindi

Mobile Number: 031 XXXXXXX

OFFENCE (S)

1. BIX - XXX - Exceeding speed limits by less than 40 KM/H

Speed limit : 120 Speed measured : 140

2. B30 - 500 - Disobeying stop signs.

ACTION TAKEN

Document Confiscated: Has Nothing

Challan Amount: 1250 Rs

Challenging officer: Police Wala

Belt No: S-XXX

عالمگیری دماغی قورمہ

سائنات - اے جی کی اسپیشل ریسرچ

دماغی رنگوں سمیت وہ عدد

پاؤں کی جموٹی انگلیاں چھ عدد

گھی ایک پاؤ۔ نمک ڈ ٹولہ۔ پیاز پانچ ٹولہ۔ لہسن کے جوئے چار ٹولہ۔

پسا ہوا خشک دھنیا چار ٹولہ۔ لال مرچ تین ٹولہ۔ گھم مسالہ ڈ ٹولہ۔

اندک ڈ ٹولہ۔ دہی آدھ سیر۔

بلینڈر سے ملو

تذکیہ ہے۔ پیاز، نمک، لہسن، دھنیہ، لال مرچ سب کو ہام دستے یا کوٹھے

میں ڈال کر کوٹیں (مگر باریک نہ کریں) البتہ اندک اور گرم مسالے کو اس طرح نہ کوٹیں۔

انہیں جوں کاتوں رہنے دیں۔ اب دو گئے ہوئے مسالے کو پانی میں پلو تھ کر کے گوشت کی

بوٹیوں پر تسبیٹ کریں اور کچھ دیر تک اسی حالت میں کھلی نضائیں پڑا رہنے دیں۔

پھر گھی تیلی میں ڈال کر اسے چولے پر چڑھائیں اور آدھی سیکنٹ تیز کریں جب

گھی کڑکڑانے لگے تو پاؤں کی جموٹی انگلیاں اور جھجھ اس میں ڈال دیں

اور اوپر سے پانی اتنا ڈالیں کہ گوشت گھل جائے۔

اسے جموٹیں۔ پھر تھوڑا پانی آدھا گرم مسالہ ثابت اور کئی چوٹی

اندک ڈال کر دوبارہ پکائیں۔ جب یہ پانی بھی خشک ہو جائے تو تھوڑا تھوڑا دہی ڈالنے

ہوئے جموٹیں اور پھر دہی چولے سے اتار لیں اور تیار ہے۔











Thank you!