

**CHARACTER, PLACE, AND  
SIMULATION**

**FOLIO 1**

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## Week 1 Observation

Link: <http://www.magistudio.net/work/cps-week-1>

### Method

I observed the people and environment near the campus. I took 1 hour looking for some interesting things, drawing and change the different angles to connect them.

### Context

Observed by myself and references from citylivesketch.

### Response

I think of coffee, tree, people and catch some moments near the building 7 on my sketches. Using the different angles and imagine how the plants affect the people and explore my idea, like, life continues, the circle of coffee beans. I want to relate the characters (people) and environments (trees, etc) to develop the narrative in my animation through my observed. According to this practice, I can explore some new ideas.

## Week 2 Tinkering

Link: <http://www.magistudio.net/work/tinkering-cps-week-2>

### Method

I will create a abstract animation in TV paint taking about 2 hours. No storyboard, no real image, just drawing immediately when I got some image in my head and recording my process.

Context

SideWalk Scribbler, Peter Lowey

Response

At the beginning , all the things is abstract in the animation. I record the new shape, colour, line with the drawing and combine it. moving on, some real figures and ideas appear and it proved my brain from abstract to realistic in the video. This practice I want to test is that after the observing, I want to break or recreate some things to get new styles in my project.

Week3 Materiality

Link: <http://www.magistudio.net/work/cps-week-3-materiality>

Method

This week, I want to do some different things, so, I chose the real things to create new materiality. I choose some food and change their abilities, rebuild or innovated, using the same shape but not "right" food appeared in my video.

I want to looking for some different angles to explore some interesting areas with materials.

Context

video

Response

I took the banana, but inside was sausage, and took it with bread, recreated the hotdog, and change the angle, the hotdog is changed a purse.

The testing and creating in my video, I found that using the different materials, different angles, break the normal, instead of new things. Then, I can create the different things. My idea is that looking for some new elements that are not related to each other and rebuild it, which explored other ways to create the idea and it is very helpful in my animation.

Week 4 Place

Link: <http://www.magistudio.net/work/cps-week-4-place-2>

Method

I took two hours thinking and drawing something on the TV paint. I want to show the different places or backgrounds to relate the characters.

Context

TV paint

Response

I want to show the process that according to the place changed, the character will be changed following it. Because my studio project related this area, I want to looking for some different relationship between characters and environments and through their activities to create new idea. I am going to think more and do more practices in the class and improve my 2D animation.

Week 5 Objects

Link: <http://www.magistudio.net/work/cps-week-5-objects-1>

Method

I chose the elements from my studio project and recreate it, combining the other themes ( tinkering and place) and relating some impossible things and environment.

Context

TV paint, 2D animation

Response

Before making this animation, I thought the different things will appear the impossible world. So, I related the time, space, clock, using the

vehicle that the element form my studio to create the new things. I combined these elements to recreate the “clock” which is impossible in the real world. I want to explore the objects which has more unique features in the animation.