

PLAY AND OBSERVATION WEEK 1

With my self-portrait I decided to take a fresh fun approach. Recently it has been mentioned to me that I have to be more involved physically with my productions.

I also decided to leave my 2d drawings skills aside and explore other creative design options.

<https://vimeo.com/281022699>



PLAY AND TINKERING WEEK 2

Later that evening after our lecturer I started to think about what we had been discussing in class about game and play.

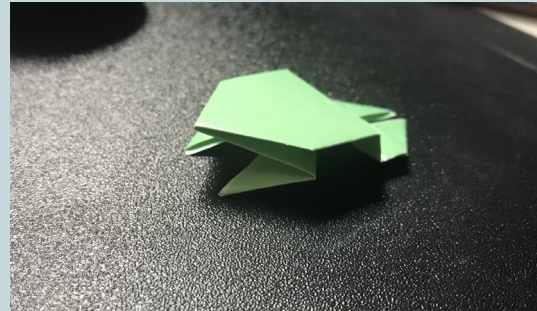
Over the past few months I have started to play games with my daughter in the evening. I also had to learn a new mobile animation software for my work. I began to animate and record our game play.

Even though some of the footage came out quite juvenile and incomplete, the whole experience started to make me be more spontaneous.

<https://vimeo.com/283165776>



PLAY AND MATERIALLY WEEK 3



After my meeting with Matthew I started to focus on an art installation piece in relation to my final production piece. I now started to look at more physical ways to show animation where people could be physically involved with and part of the process. I thought of making a large Zoetrope and started a rough template but after much thought and research I realized this has been done many times before and not very original.

I then played with the idea of creating something with origami and stop motion animation. Recently I had filmed myself feeding my frogs and thought this could be a great little loop for an animation. However once I started to make my origami frog it was quite tedious and time consuming and lost interest.

More importantly I was beginning to be more lateral thinking and creative with my ideas.

https://www.youtube.com/watch?v=CaI3ZFs_oEc

<https://vimeo.com/286137261>

PLAY AND PLACE WEEK 4

Earlier during week 4 I was still looking at ways of doing physical animation where individuals could be involved and participate. First I was just playing around with some remote controls and servos to see what could be achieved. I then looked at a large Flipbook animation where people could rotate the handle to create the animation.

Consequently during class I became inspired by some of the past students works on AR Augmented Reality with physical objects.



<https://www.youtube.com/watch?v=4WLU50bsNOY>

PLAY AND OBJECTS WEEK 5

Over the past few weeks I have been working on a character design of Mark Sheard for an animated segment in my documentary for Research Methods. In addition I came up with the idea of creating a 3D sculpture/ maquette of the character design and then getting it printed in 3D.

Once completed the sculpture will create an AR augmented reality experience of a real world object and environment for the viewer who will use their phone to view and experience multimedia content on the artist. I'm really happy and excited about how this concept has transpired and its connection to the industries process of character design.

Furthermore I have been researching and discovering ways of how the AR will be triggered on the sculpture. Unity is looking like the best option at this stage.



PLAY AND OBJECTS WEEK 5

https://www.youtube.com/watch?v=oH_LfXnklRw

https://www.youtube.com/watch?v=MtiUx_szKbl

