

Week 1 Observation

Link: <https://www.youtube.com/watch?v=DcoApkKMz9w>

Method

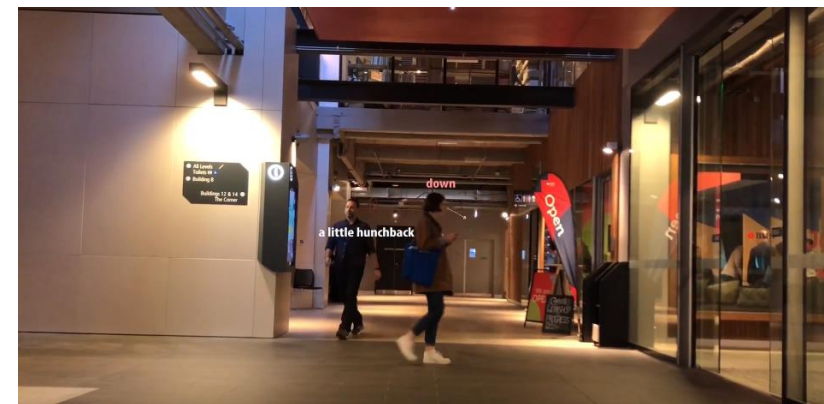
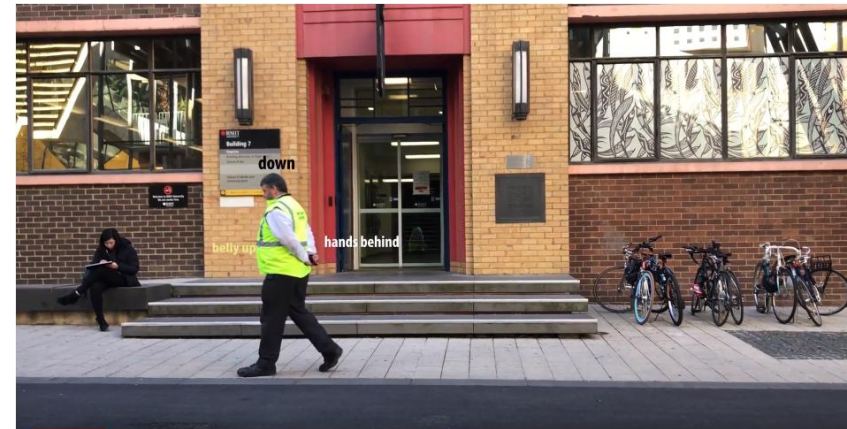
I will spend 30 minutes exploring walk, selectively capturing detailed video recordings on my phone as I go. I will then draw some post of those recordings.

Context

Video analysis, research action

Response

A series of small sketches or animations that are exaggerated representations of the action recordings in the video recordings.



Week 2 Tinkering

Method

Use animation to create interactions between characters and food.

Context

PS, Ae

Response

I'm going to look at the interaction between the characters and the food. Characters can be used not only to eat the way interact and food, can also be a food into the character. My animated theme is that food is a place for characters to live in. Therefore, it can be designed to have characters eating food, food eating food, fairies flying out of food and so on.



Week3 Materiality

Method

Fairy character design

Context

Photoshop, photography

Response

Since there are few characters in my animation, I wanted to design a cake island filled with fairies. Fairies gather butter flowers on the island every day.



Week 4 Place

Method

Every time I turn on my camera to take a picture of the food, I want the information about the food's calories in it. So I think about the way that calorie information comes in.

Context

Camera

Response

I always forget my weight when I'm going to eat a big meal. Therefore, I want to design a camera function. The more food in the picture, the more characters will appear in the picture, and some of them will remind you "pay attention to your calories, you are as fat as me! "



Week 5 Objects

Link: <https://www.youtube.com/watch?v=VFxw4sp5VGI>

Method

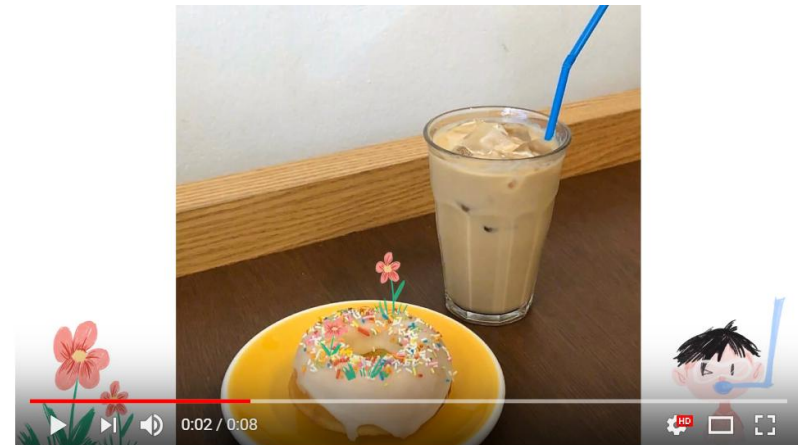
I used 2D animation first to observe the feedback of the doughnut growing plants. Then I used the 3D software and made it again.

Context

Photoshop, After Effect, C4D

Response

My animation theme is food equals environment. In my first scene, I designed a donut island with trees and characters. If the trees are always in the picture, it will be boring, so I want to add a plot where the trees grow out of the island. And the plot where the characters emerge from the donut syrup.



CPS FOLIO1

By Rainie Xiaoyu