

CHARACTER, PLACE, AND SIMULATION

FOLIO 1

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THEME

METHOD

CONTEXT

RESPONSE

OBSERVATION

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

I recorded several timelapse videos (I spent 30 minutes for each video) around Carlton Park to observe the social life of different kinds of birds in the park, and how they react to the orange (with a duck drew on it). I will then add a doodle legs to everything around the area, especially to those that closely approach the orange. I will also 'give' legs to anything I find potential for adding a pair of leg to it.

Timelapse Video recording
Doodle overlaying

Videos of how birds react to each other and to the orange. A collage, or a compilation of things I've added the legs into. I chose an orange for 2 reasons:

1. It has simple shape yet appealing enough to stand out from the surrounding space by the vibrant color, which is what I'm aiming for my experimental animation.

2. Its strong and fresh smell can easily trigger the living creature around it just by some scratches on the skin.

It's related to my studio work in the first 2 weeks when I was still testing different ways to put abstract animation about smells into realistic visualization the source of the scents.

TINKERING

LINK: <http://magistudio.net/work/cps-week-2-1>

I made a prototype of a fox as an agency to express myself, and took it with me for a little unplanned adventure around Melb CBD in 2 hours. I recorded several videos and photos of it to see how is it going to appear interactively with the real environment.

Character prototyping on tracing paper
Hombre Mcsteel

A video to recap the adventure, and a 2D character prototype. I use this theme to test if I can develop the idea of smell in animation by giving it to an agency, which is the fox. My idea is to put him into an adventure by following every smell around him in order to suggest narrative direction for my animation.

OBJECTS

LINK: <http://magistudio.net/work/cps-week-3-objects>

I used transparent films as an object to create this prototype. I put my phone as a screen in the background with vary colors hidden among each other. Every time I change the color of the transparent film in front of the screen, it will reveal another message. At that stage, I was using a simple image to test how it looks.

Decoder glass

A sketch and a prototype to demonstrate how it works. It works really well with still image, so I tried to change it into 2 overlapping animations. It performs well with the color Blue, but Red has stronger hue so it depends on the device screen resolution variation. I made 3 color films with Red - Blue - Green because it's the basic color in digital medium (RGB) as my practice is mainly digital animation. The idea of overlapping animations comes from my studio work's metaphor of how we can smell different scents at the same time and some stronger smell tends to overcast weaker one.

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PLACE

LINK: <http://magistudio.net/work/cps-week-4-place-1>

I created 2 pseudo-3D space in black and red in After Effect with a layer of 2 holes which is a simulation of 2 breathing nostrils in the foreground. I'm putting different transparent 2D layers inside the space and move the camera through from black to red space to see if this set up of place could suggest a context about smell or a place inside a nose, and to test out the potential transition of shifting from one space into another.

3D camera
2.5D animation

A test video of a shifting POV camera from 2 pseudo-3D spaces. This practice is significant to my studio work as at that satge I was finding a solution to simulate the act of inhale and exhale inside a nostril to suggest the smelling context for the animation I'm working on.

FOUND OBJECTS

LINK: <http://magistudio.net/work/cps-week-5-object>

While working on my studio project, I'm observing that I'm using dots in most of the scenes so I chose that as my object, and take it away from the interaction, transition with other agencies in the animation. I put only dots alone and animate it as how it's to be a dot, in space, without other art elements, without interaction, without transformation, without causes, and without effects.

Abstract animation

A short animation of only dots. This is a great opportunity for me to observe the most basic element in any art medium when it stands on its own. It's also challenging when I have to make an animation with only one object that is not telling a story, not followed any animation principles, and is also not creating or taking any action/reaction from each other.