

# APD FOLIO 1

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## Week 1—Observation

**THEME:** Observation

**METHOD:** I take a picture of one display wall of OPSM, and use Photoshop and TVPaint animation to combine it.

**CONTEXT:**

For the first week, I had not decided on the idea of my studio2 program, so I tried to observe the environment and find out some interesting elements to inspire me. When I came to the OPSM watching the display wall of glasses, I thought what if about every glasses is alive, So I took this picture of the display wall and used TVPaint to make this short video.

**RESPONSE:**

Interesting elements can come from daily life.

Link: <https://vimeo.com/283280271>



## Week 2—Play and Tinkering

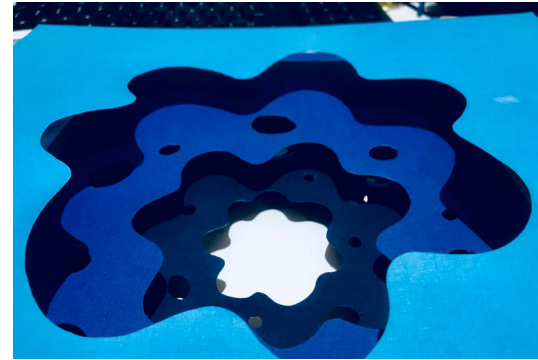
**THEME:** Play and Tinkering

**METHOD:** I use cardstock to make different scenes layers and put a ipad under them to play different videos.

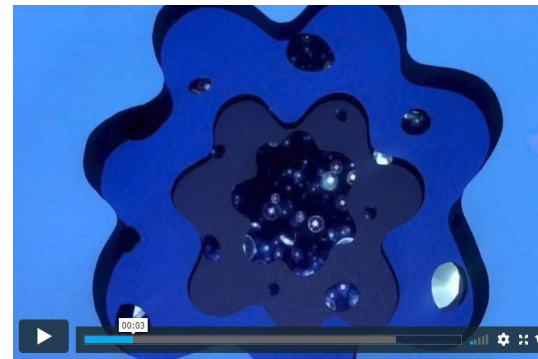
### CONTEXT OF TEST 1:

This week I had an idea of my studio 2, it is a short loop animation about a skiing. So I want to explore the expression of the snow mountain. Because of the natural color of the ice layer of snow mountain is white and blue, so I use gradual blue cardstocks to make different layers. The gradual cardstocks are layered. And I put a screen at the bottom of cardstocks, it can play different scenes and create the different experience.

*Link:* <http://magistudio.net/work/apd-week2-play-and-tinkering>



*Tinkering:  
cardstocks*

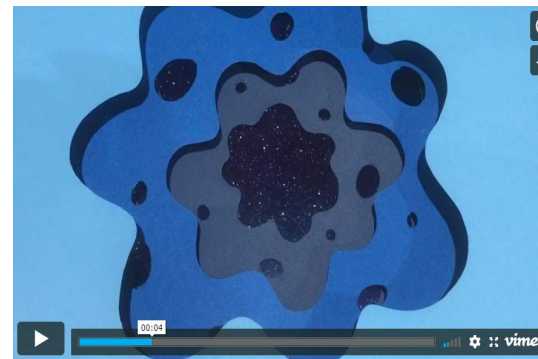


*Test 1:  
ice layer*

### CONTEXT OF TEST 2:

This test I change the scene. The screen plays the universal. And when I are recording the video, I move the first layer of cardstocks to create the feeling of loop

*Link:* <http://magistudio.net/work/apd-week2-play-and-tinkering2>



*Test 2:  
the universal*

## Week 3 – Play and Materiality

### THEME: Play and Materiality

**METHOD:** I use plain flour as material to make up the snow mountain island, and use green cardstock to make the green screen and use AE to edit the video.

### CONTEXT:

For my studio 2 program, this test helps me to research the shape of the snow mountain. The plain flour is easy to build up different shapes and look similar as snow. So I test on this material to make a snow mountain island. With the technology of the green screen, it helps me to add an ocean scene under the island.

Link: <http://magistudio.net/work/apd-week3-play-and-materiality-1>

#### Test 1: blue cardstock



#### Test 2: green cardstock and green screen



## Week 4 – Play and Place

**THEME:** Play and Place

**METHOD:** After Effects, Premiere, Green Screen Technology

### CONTEXT 1: TEST 1\_THE OCEAN

This week I focus on place design and try to mix different places in the same frame to make a comparison between them. I want to find out what experience we can have when watching the conflict on the screen. This week I watched a footy game which was quite interesting and suddenly I realized that the ground is a big natural green screen. So I had an idea to use this screen to test the conflict in the place. I combine the ocean into the football ground. It looks like athletes play footy above the ocean.

### RESPONSE:

It can create a visual shock when we watching the conflict in the video. Maybe I can put some conflict in my studio2's scene design which can make it more interesting.

*Link:* <http://magistudio.net/work/apd-week-4-play-and-place-2>



Test 1: the ocean

### CONTEXT 2: TEST2\_ PAINTING

After doing play and place1, I felt it is very interesting of conflict in the environment. So I wanted to make another one, this time I used the sky to be the element and made a short story. This story is about the character is trying to draw the cloud from nature.

*Link:* <http://magistudio.net/work/apd-week-4-play-and-place2>



Test 2: painting



## Week 5 – Play and Objects

**THEME:** Play and Objects

**METHOD:** MAYA

**CONTEXT 1:**

This week I choose google map to be the object. I want to design a carrier for the snow mountain of my studio2 program. So I do several tests to find out what kind of carrier is good for snow mountain. I choose google map as the carrier, it is familiar to the user and 3D google map can give the viewer a new perspective.

**RESPONSE:**

The transformation from the 2D interface to the 3D interface of google map is interesting, it creates a new perspective and new experience to the viewer.

*Link: <http://magistudio.net/work/apd-week-5-play-and-objects-1>*

