
Character, Place and Simulation:

Folio 1 Collection

Jiawei Lin

Masters of Animation, Games
and Interactivity (MAGI),
School of Design,
RMIT University,
Melbourne, Australia
s3459684@student.rmit.edu.au

Rationale

My studio project in this semester is a 3D animation. It is expected to finish the pre-production and half of the piece by the end of this semester. There are a lot of assets and element need to be done. To connect CPS to my studio project, I made a list of what are the possible stuffs (assets, footage, elements) that are required. For each CPS class, I tend to design my idea that might helps or possible to reuse/refine in my studio. For CPS, I would like to explore how 3D animation or elements could work on interactive media design. For example, my studio project is likely to have a liquid FX. So I decided to made an liquid animation on CPS week 1 to explore the possible form of liquid animation. This not only help me to get familiar with the digital tools but also broaden my imagination.

Week 1

Theme:

Visualisation and Compositing

Method:

Shoot a footage(video) that has dynamic sound (such as tram ring, knock, door lock sound) using smartphone and then composite 3D VFX based on the sound into the video.

Context:

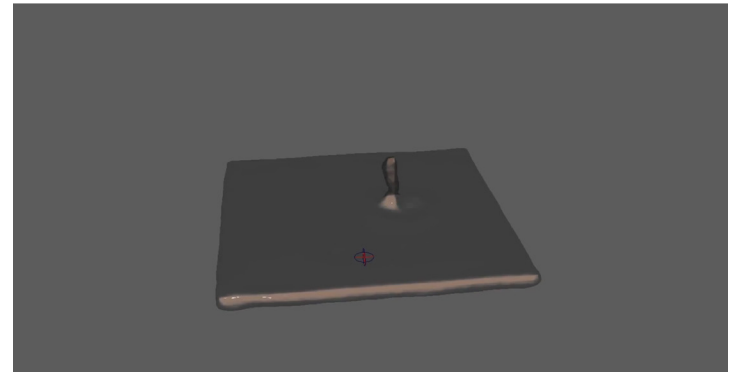
Visualise sound with VFX and build relationship with the footage.

Response:

A footage composited with VFX that associates with sound in the video. Will upload to MAGI website. The idea of this experiment is to visualize the dropping basketball sound using 3D VFX. The further idea is to composite the rendered liquid FX on to the basketball footage to create a sequence of the student playing basketball on the water. The work hasn't been fully finished yet due to the time limit in class. Expected to be completed in spare time.

Magisite Link:

<http://magistudio.net/work/cps-week-1-visualisation-and-compositing>



Week 2

Theme:

Experiment on tools (Tinker)

Method:

Maya will be the main creativity tool for this week. Dynamic simulation and field forces will be explored in this experiment.

Context:

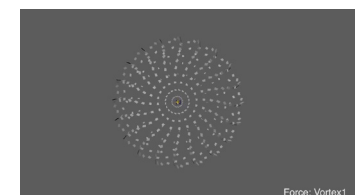
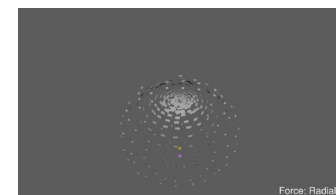
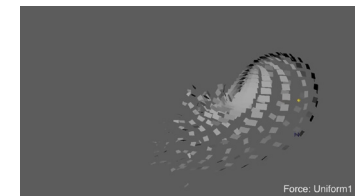
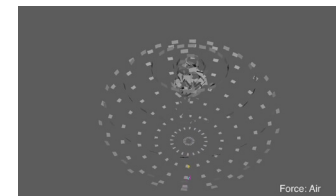
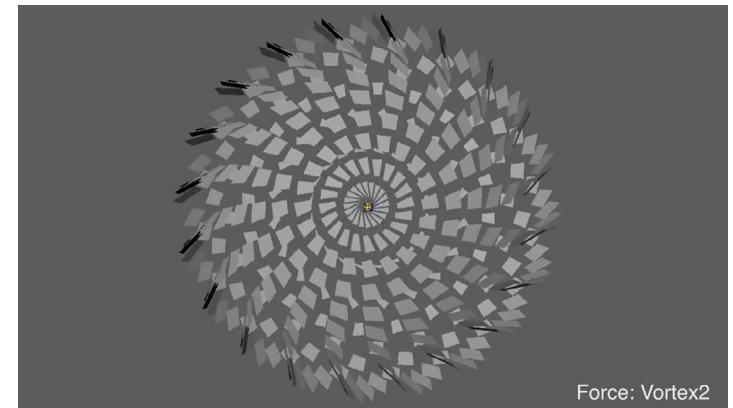
Flying sheet is a very common element in many films. 3D tools offers flexibility and powerful control to achieve the desired result.

Response:

A series of experiment with sets of simulation parameter and force type will be conducted to generate results, which will be exported to video files and then upload to MAGI website. This experiment aims to test, learn and understand the parameters and different type of forces that could affect the result of dynamic simulation. This will be a valuable reference for my studio production in this semester.

Magisite Link:

<http://magistudio.net/work/cps-week-2-experiment-on-tools-tinker>



Week 3

Theme:

'Object'

Method:

Maya Fluid will be used for generating fire. After adjusting various attributes, the fire will be constrained to a circle animation. This will then be rendered and output to mov file.

Context:

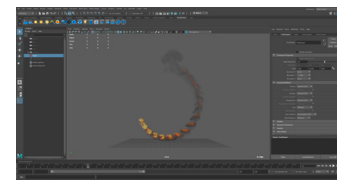
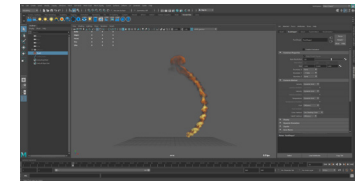
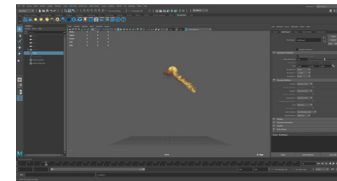
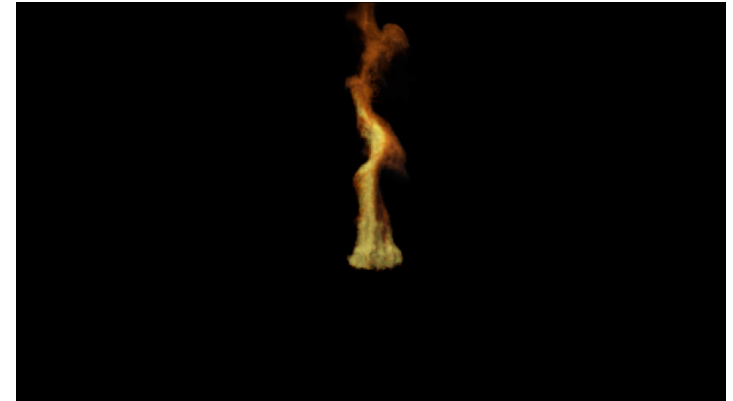
A lot of Hollywood adventure feature films have fire element. Nowadays the fire was created digitally due to the flexibility of CG technology.

Response:

To simulate a fire magic, Maya Fluid is the key tool to create a fire. There are a lot of steps before getting a correct looking fire. After that, the fire container will be rotate along a circle path to create the 'fire magic' effects. To get a better result, the scene need to be rendered and outputted to movie file. Due to the heavy calculation, I set a relatively low resolution for the effect.

Magisite Link:

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



Week 4

Theme:

AR in Place

Method:

After Effects will be the main tool for creation this week, assisted by Photoshop for image editing.

Context:

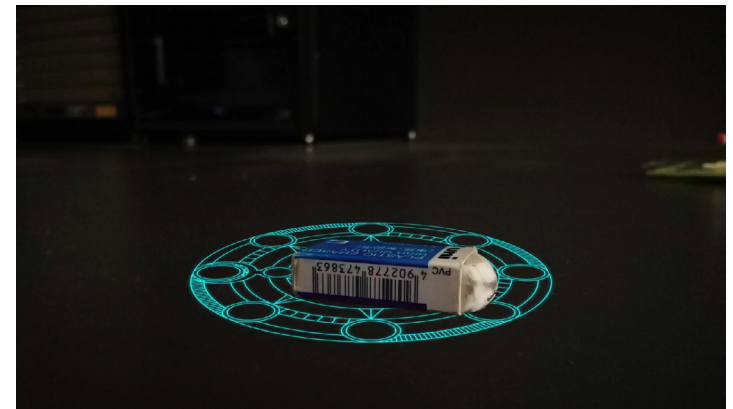
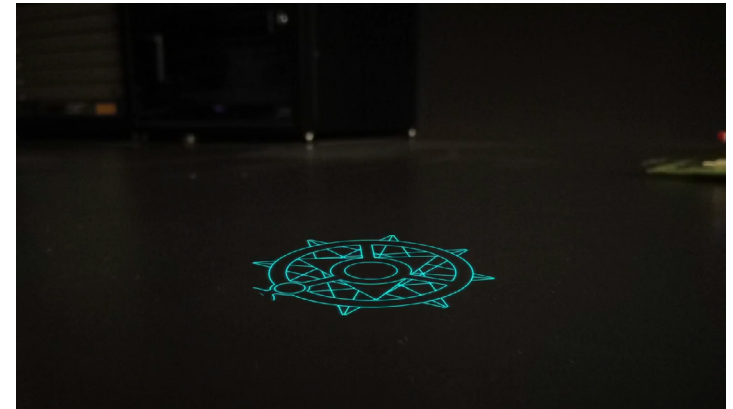
The camera app on my old phone has a plug-in call AR camera. It generates objects on the photo you shoot. However the app only has very limited choices of AR object. Also it doesn't recognize the scene.

Response:

A short motion graphic animation will be created in AE to and then will be composited into a photo (footage). This exercise is to demonstrate the possible way to play AR. In this example, an animated magic circle appears, and then the particles gather together, finally makes an eraser.

Magisite Link:

<http://magistudio.net/work/cps-week-4-ar-in-place>



Week 5

Theme:

Object Adventure - Go sightseeing and dance

Method:

Maya will be the main tool for this project. A bottle will be modelled, textured in Maya and rendered using Renderman. Animation will be done in Maya and output a playblast movie file.

Context:

This is a brainstorming project as well as an experiment on Renderman's global illumination with environment map. What would happen if a bottle leaves home and goes outside and have fun? How would a bottle act as a character? These are the questions I am going to answer in this short project.

Response:

A bottle of water will be modelled and then applied a transparent texture. By adjusting the attributes of the texture, the bottle will have the thickness and feel of a bottle. After that, a HDR background will be used as the 'stage' for the bottle. The animation will be a few seconds of the bottle dancing in front of the scene. An animatic and a few rendered images will be the submission material.

Magisite Link:

<http://magistudio.net/work/apd-week-5-object-adventure>

