




**ADVANCED
PLAY DESIGN
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Summary

In Advanced Play Design, I have focused to use PLAY in all my weekly assignments to bring out an idea with experimenting with themes and get results to support my project in some way. So what I learnt is, Experimenting is the key.



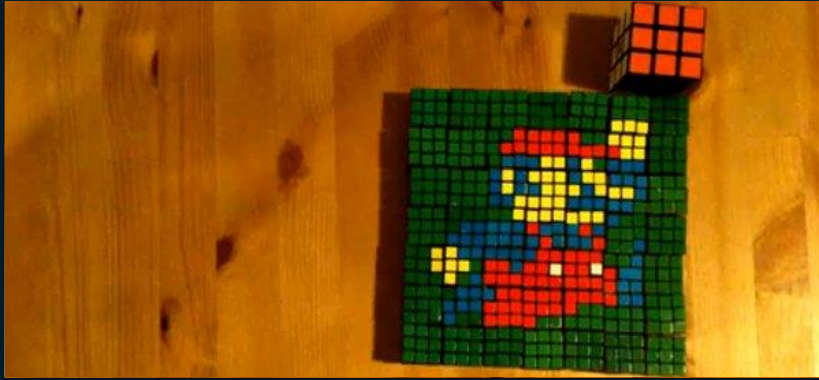
“I made tons of films. I did animation for my friends’ films. I animated scenes just for the fun of it. Most of my stuff was bad, but I had fun, and I tried everything I knew to get better.” – Pete Docter

What did I do?

- › Every week I was given themes which involved Play in them.
- › I had to come up with a concept to support my practice and my project.
- › Every week I was thrown in an unknown land and It pushed me to think out of the box and come up with ideas that to within a short amount of time.

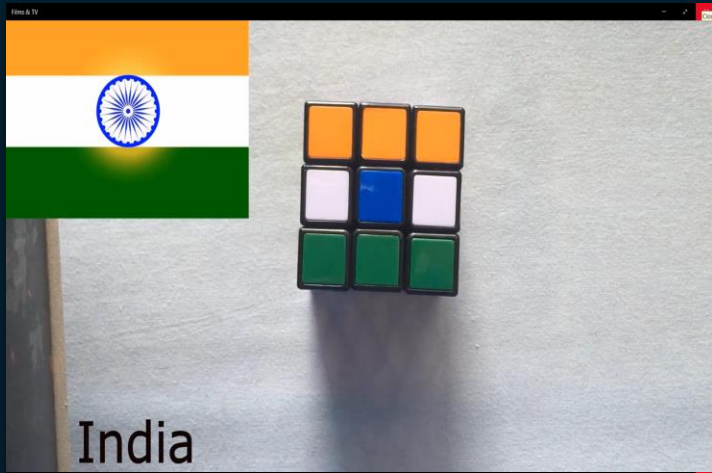
What is the focus of my work?

- › My main practice is in Motion Graphics.
- › My project was based on the Rubik's cube so I was trying to use this assignment to support it.
- › All my weekly assignments involved the cube or involved the characteristics of the cube. Some involved text animation as it played a vital role in my project.



Week-1- Play and Observation

I have actually used this idea which involves 25 cubes used as a canvas on which the character Mario is presented. I really liked the idea. Its interesting how you observe and realise that you can actually show a lot of things using those six colours on the Rubik's Cube.



Week-2- Play and Tinkering

While experimenting with the cube I came with an interesting idea which shows flag of my country 'India' on one side of the cube using those colours. It is something you can just reach using experimentation and tinkering.

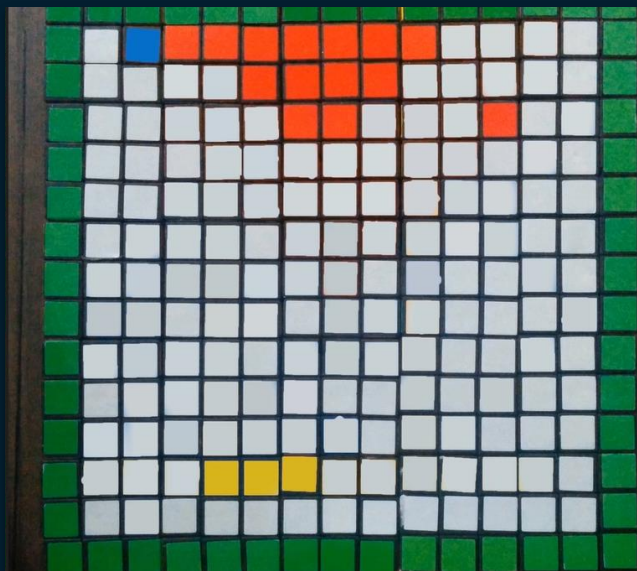


rubik's cube

Week-3- Play and Material

In this week I worked on a cube which glows and has different colours as it shows materiality.

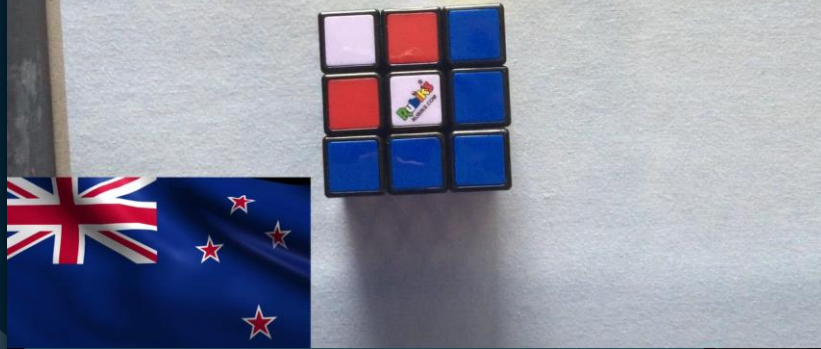
The cube appears which looks different than usual but has a attractive material which supports my project as it gave me an idea to make my cube look better.



Week-4- Play and Place

With Observation in week one I realised I could use this to show something different. So I made a stop motion which resembles a game on 25 cubes. The cubes top faces act as a canvas and gives us a broad area to explore with six colour options too. I used this concept in my project.

New Zealand



Week-5- Play and Object

In a previous assignment I worked on the Indian Flag. This gave me an idea to look at other flags. This week I had to select an object with play so I selected the flag and started exploring. To my surprise I managed to come up with more flags. I actually managed to resemble 15 flags so I posted some of them in the assignment that week.

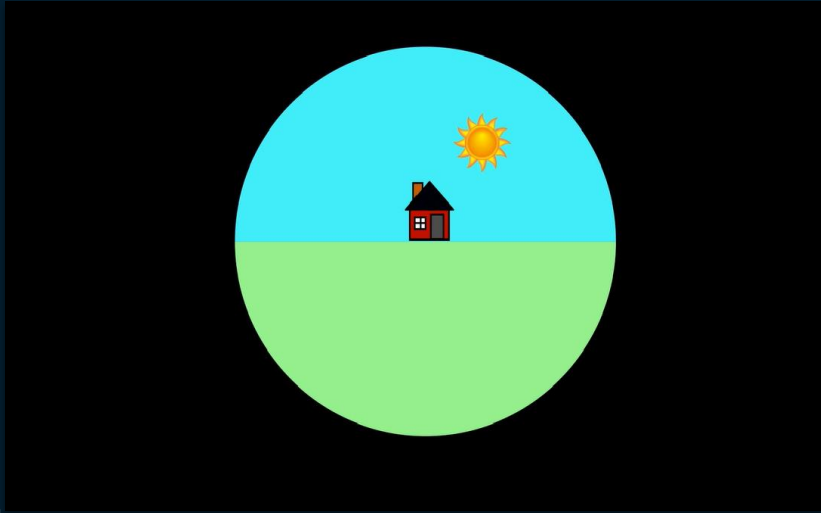
What did I learn in first six weeks?

- › After six weeks I realised that I was focused too much on the object and was lacking versatility.
- › It was not just the cube but also the characteristics which make it the Rubik's cube.
- › I realized I needed to focus more on other things and I needed a broader perspective.
- › So I decided to work on other things too for the upcoming assignments. Cube was always my focus I just needed to look around it too.



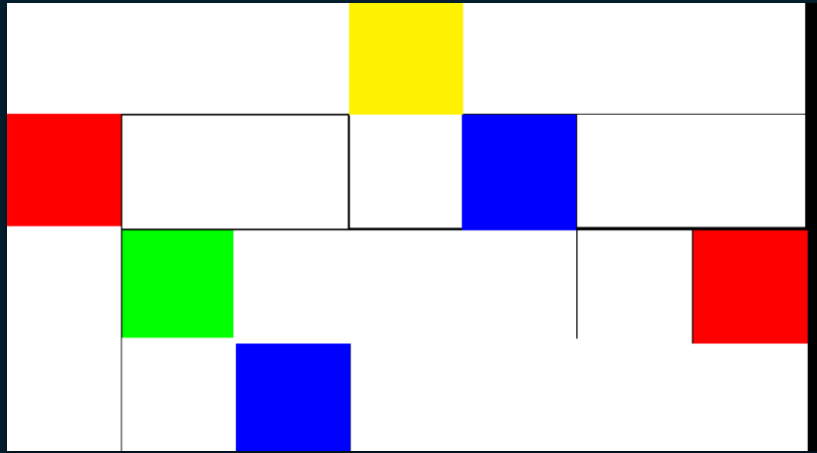
Week-7- Play and Character /Events

I thought of assigning a separate action to the cube. So I decided to make it 'Dance' with the help of stop motion animation. Focusing on the characters action and event I tried to make it do something different than it usually does.



Week-8- Play and Time

This time I wanted to do something else. That's why I used the characteristic of the cube, 'Rotation', and decided to use shape layers and show a change in seasons using layers. I gave an example of a simple day and night transition but idea was related to seasons just rotating and changing.



Week-9- Play and Forces

I planned to use 'Colour' as a force for this week. It was a concept in which colour which acts a force and triggers something. So it was a concept for a game in which a ball travels on a path which has colours. When the ball reaches that colour it changes its colour. And I was planning to put obstacles with different colours so as to add some difficulty to the game.



STILLNESS

Week-10- Play and Stillness

My practice involved motion graphics and text animation so I wanted to explore it so I focused on text animation this time. I solved an anagram of word 'Stillness'. A letter disappears every time and the remaining words form another word to leave just one letter in the end. I made it in more speed, I wanted to make it really slow, but just for the sake of presenting it I made it fast.

How did this help me?

- > These assignments acted as valuable assets which contributed to my project.
- > I actually realized all these assignments somehow lead me to the success of concept in my project.
- > My conceptual thinking improved and the time barrier pushed me to thinking in a different way.

What did I learn from this?

- › It took time but I learnt that working on the concept with barriers pushes you to new levels.
- › You need to have a broader perspective as things wont all be focusing on one asset.
- › Unusual thinking in usual concepts makes your concept building stronger and unique.
- › I will always consider this way of approaching a concept as it has helped me a lot and improved my way of thinking.



Analysis

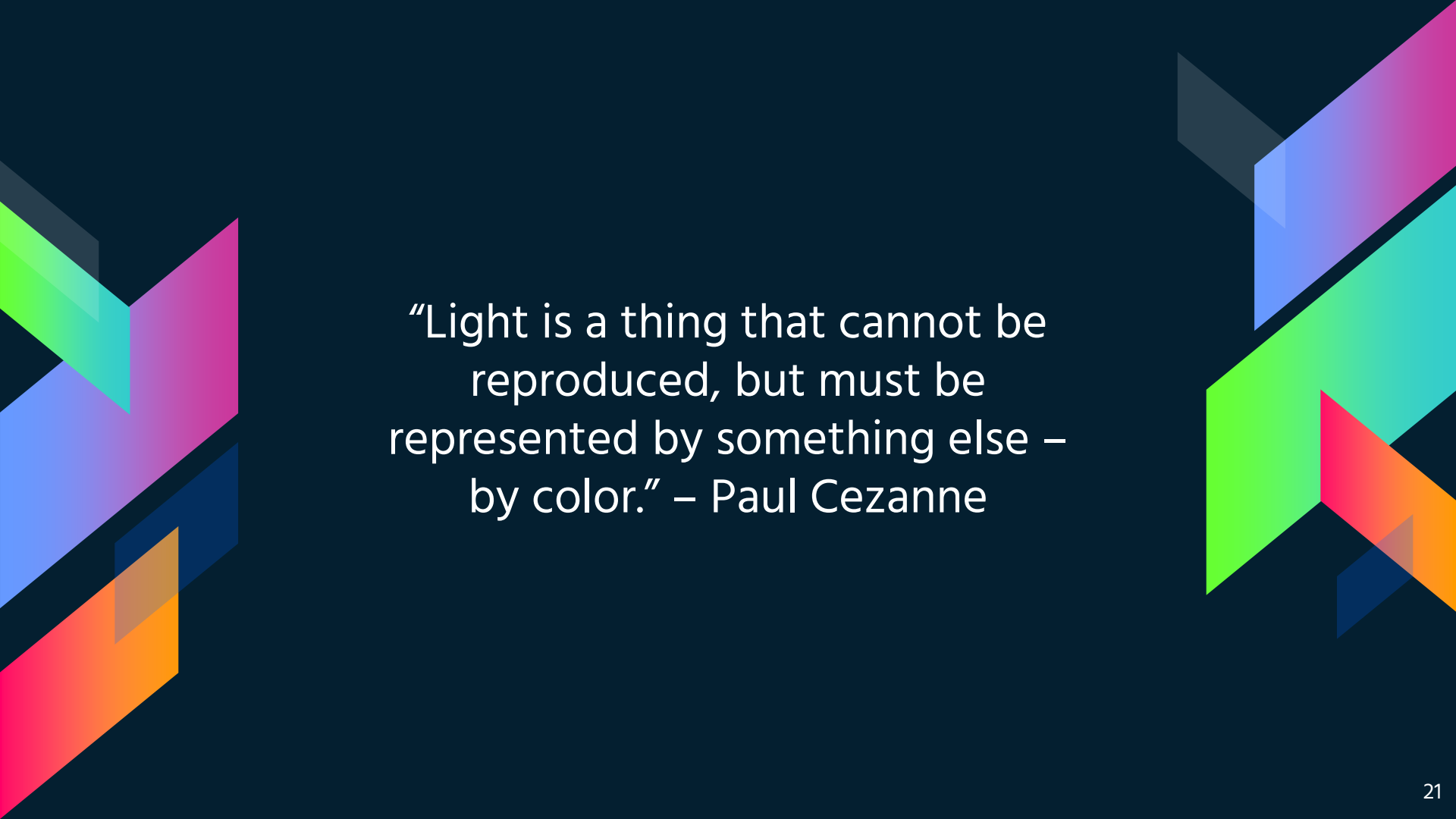
When I thought about it later, It came to my notice that my ideas are somehow inter related and connect with each other in some or the other way.

What are the similarities?

- > Importance of colour
- > Abstract behaviour
- > Personification

Importance of colour

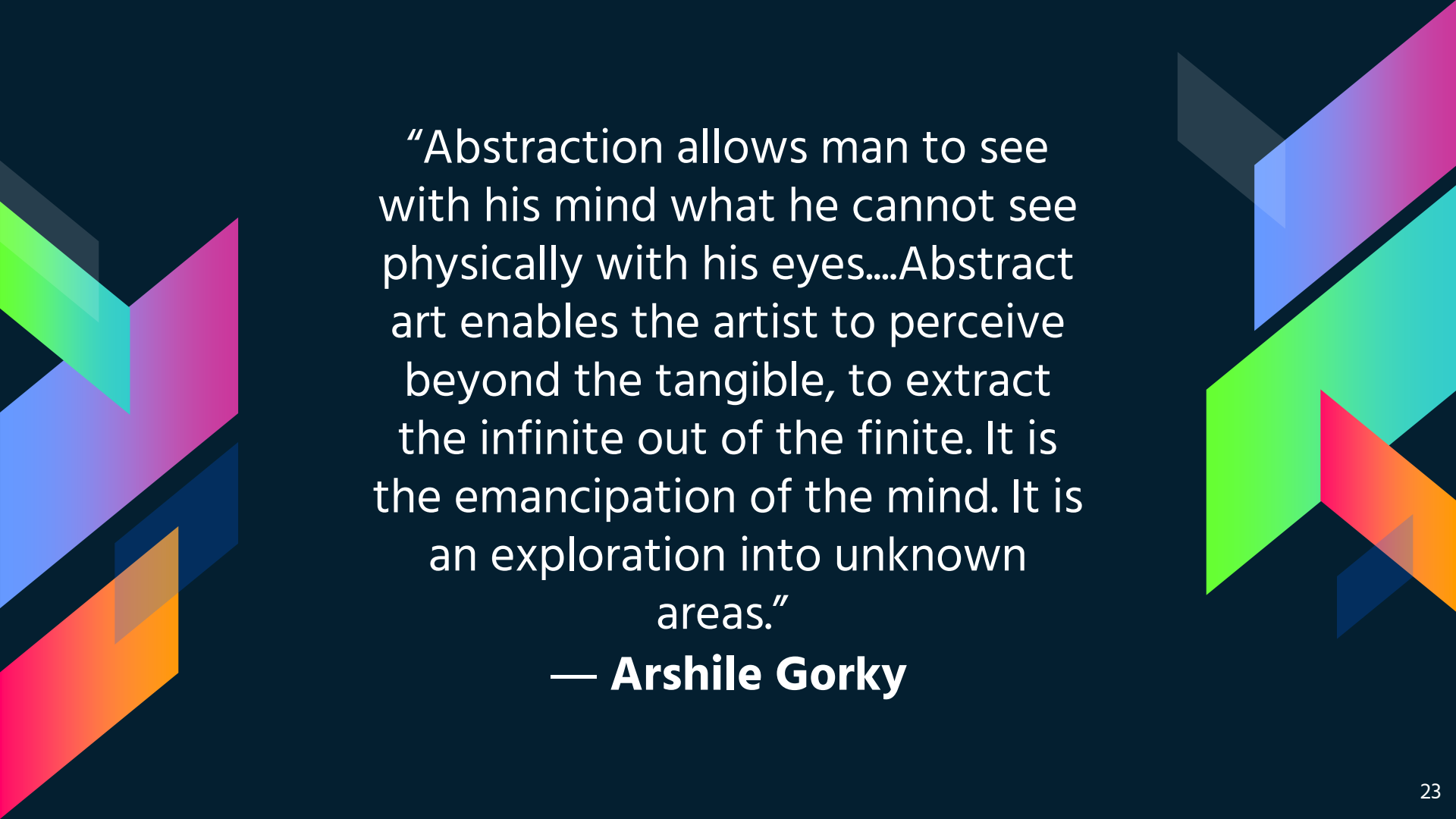
- › I realised colour is the most important aspect in most of my weekly assignments.
- › In the assignments which involve the cube, the variance in colour makes the most difference in all my work.
- › Assignments of force, materiality, object and observation focus mainly on animations which happen with change in colour.



“Light is a thing that cannot be reproduced, but must be represented by something else – by color.” – Paul Cezanne


Abstract Behaviour

- › When I saw my assignments again, I observed that most of them there is an abstract behaviour.
- › In certain many of them showed randomness and unusual behaviour which is not expected from that object.
- › My work related to Time, character and object show unexpected behaviour as in that specific object does not do the things which it usually does.
- › For example:- A cube is solved with 6 colours on different sides. It is not meant to show a flag constituting other colours in it.



“Abstraction allows man to see with his mind what he cannot see physically with his eyes....Abstract art enables the artist to perceive beyond the tangible, to extract the infinite out of the finite. It is the emancipation of the mind. It is an exploration into unknown areas.”

— **Arshile Gorky**



Personification- The attribution of a human behavior by inanimate things

Character/event


The assignment shows a human action of dancing by a Rubik's cube being inanimate

Place

The assignment of place shows an human action of movement into a inanimate object.

Tinkering

The assignment shows resemblance and movement which are human attributes.



What's the concept of play?

- > My assignments did revolve around the element 'play'.
- > In most of my work play can be seen in the format of movement and rotation.
- > My idea and knowledge of play has grown considerably with these tasks.
- > I realised that an idea will mould itself in an irrational way if you are forced to add a pinch of play to it.

Conclusion

- › The analysis showed me that 'Importance of colour' was dominant in my assignments. Most of my work revolved around it.
- › I made a considerable growth in my thinking and conceptual development as weeks passed by.
- › First I restricted myself but when I set myself free I could come up with better ideas.
- › I understood the concept of play really well and learnt how to introduce it in any genre.

