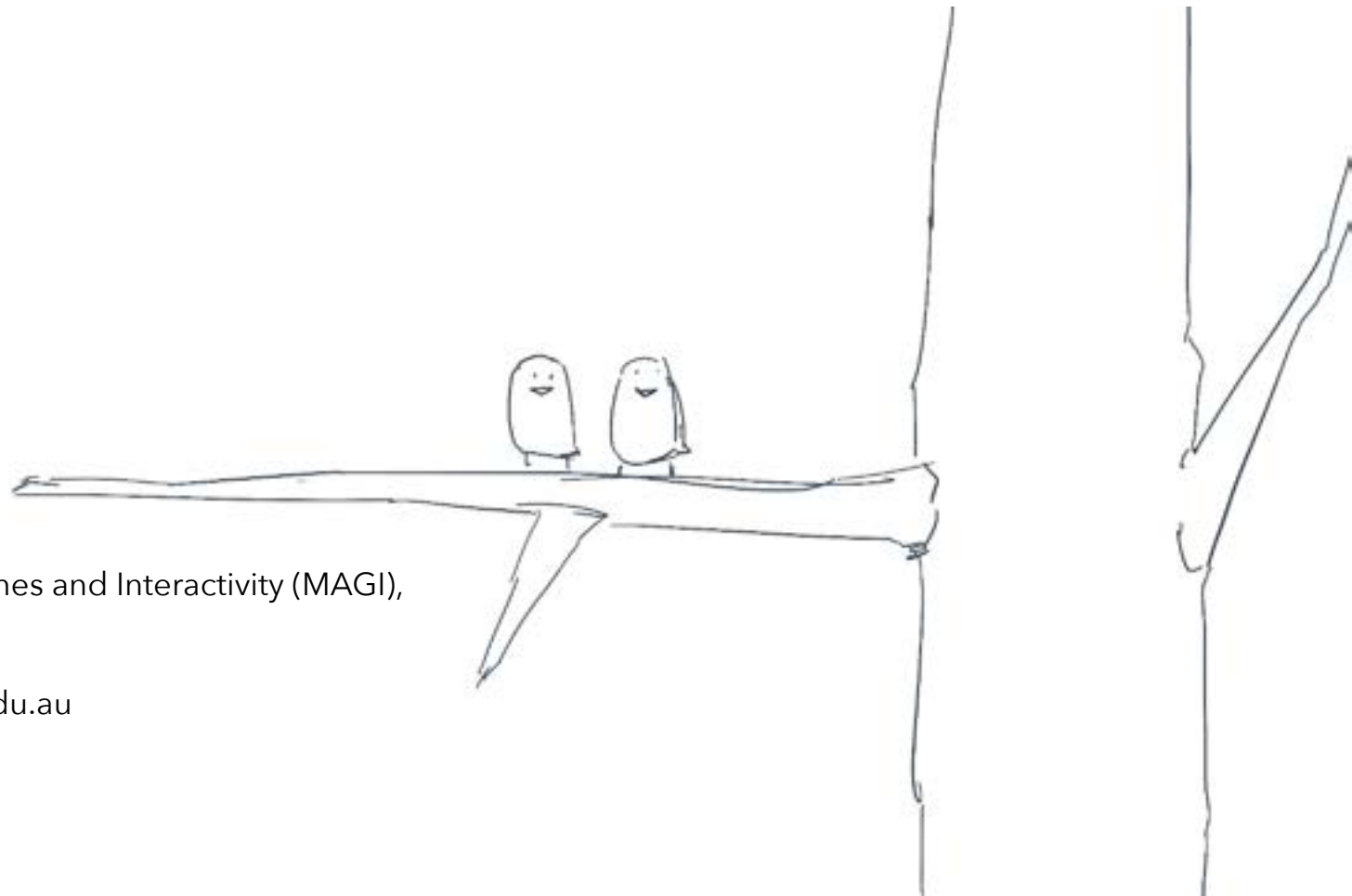# AGI INTENSIVE WORKSHOP

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CONTEXT: FIELD/SITE

What field/s does you're your work sit within?

I am currently working on 2D animation and I would like to explore camera movement through cinematic visual language.

Who are the outstanding practitioners/researchers/critics within this field/s?

About sense of sleep, there is an animation called *Afternoon Class* created by Seoro Oh. The animation has used many metaphors in transition and emphasis the sleepy feeling, which is great and successful. The morphing animation that focuses on the boy's head incredibly exhibits how tired everyone in a drowsy afternoon session.

Another example would be the *Good morning* created by Satoshi Kon. Good morning is an experimental animation which conveys waking process of a woman. Satoshi overlapped the shadow of the character to express the sense of half waking and half sleeping condition.

What in particular do you draw from these practitioners?

I would like to convey a fantasy journey in dream during waking process by cinematic shots. Dream can be illusory and real in the same time. I intend to explore the blurry edge between awareness and unconsciousness in a particular dream and reflect the fantasy world on screen.

Does your work examine any gaps or extend any work in the field?

I want to create several shots with strong emotional sensation to reflect the potential link between camera languages and emotional expression.

RATIONALE: INTENTION

What concepts are you examining in your folio work?

Initially, the idea started with dream. I realize that dream could somewhat reflect our imagination, desire, remorse etc. These moods are not likely conveyed clearly through one or two shot. So, establishing a certain environment where contain variety of elements would be a viable strategy to express abstract emotion. Inspired by Kate Cawley, people connected in subconsciousness during dreaming could be a clue to drive the story meaningful. Also, the dream world and real world could not be separated clearly.

What do you want your Studio project to do?

A narrative animation will be the final aim for the studio project. As the outcome of the project, the animation is expected to convey the story through multiple storyline.

METHOD: CONCETPTUAL, TECHNICAL, CRAFT & MANAGEMENT

How will the work you do in the studio support your intention?
Technically the animation will be mainly produced in TV paint. Since I had experience with working on TV paint in studio one, the collaboration between painting and software would become a crucial focus that mainly supports my intentions.

What do you hope to establish through an engagement with your folio work?
I hope to establish a deeply understanding on the cinematic animation production in camera arrangement and transition. As one of my intention that works in animation industry, maybe experiment accumulation is also a vital component in project production.

ARGUMENT: OBJECTS & OUTCOMES

How do your folio outcomes show a novel engagement with the context, rationale and method described in questions 1-3?
I plan to use exaggerated camera angle and extreme morphing transition to express the dream world. Weird should be a key word which summarizes the overall style through the animation.

CONCLUSIONS: DISCOVERIES, FINDINGS AND FUTURE PLANS

WHAT do you consider the key works in your folio, that best evidence your intention?

Dream; weird; fantasy world.

Why do you think these works are important?

Dream is the fundamental topic of this project. According to peers' feedback during the presentation in Friday of the first week, weird could be a direction toward the aim of this project. Fantasy world is what I intended to build in the animation to support the event happened around the character.

How might these objects be applied in future projects?

The camera movement and transition could be collected as fabulous footages to be applied as a reference to better conduct animation production in the future works.

DAY 2

Todays List of things to do:

-doodling for the storyboard

-clean up the story line and direction

-scene creation.

http://magistudio.net/work/agi-workshop-day-two

DAY 3

Instead of storyboarding, I starts with movement test today. The shot was satisfied and the transition needs to iterate.

http://magistudio.net/work/agi-workshop-day-three

DAY 4

3-1/	Untitled	4-1/	Untitled	5-
Duration: 1	Frame: 0	Duration: 1	Frame: 0	

Action: can't see clearly

Action: rub eyes.

Dialog:

Dialog:

9-1/	Untitled	10-1/	Untitled	11
Duration: 99	Frame: 0	Duration: 52	Frame: 0	

Action: nervous

Action: step back

roughed storyboard.
I work really slow today because I had too many idea which confuse me with the direction of the project. So I decided to spend a day searching reference and rethink the inquiry. I feel like catching a dandelion. Sometimes I feel it is in my hand, sometimes I feel it just disappears. So I must learn from it to force myself working effectively in the following week.

http://magistudio.net/work/agi-workshop-day-four

IN THE END OF FIRST WEEK

STOP:

I stop to extend the idea around dream. I extended too many idea which caused me confuse and getting lost in clarifying the aim of project.

START:

I will start to rethink my site in the community of practice. Meanwhile, I will start to consider the transition between each shot.

CONTINUE:

I will continue working on storyboarding as well as animatic production.