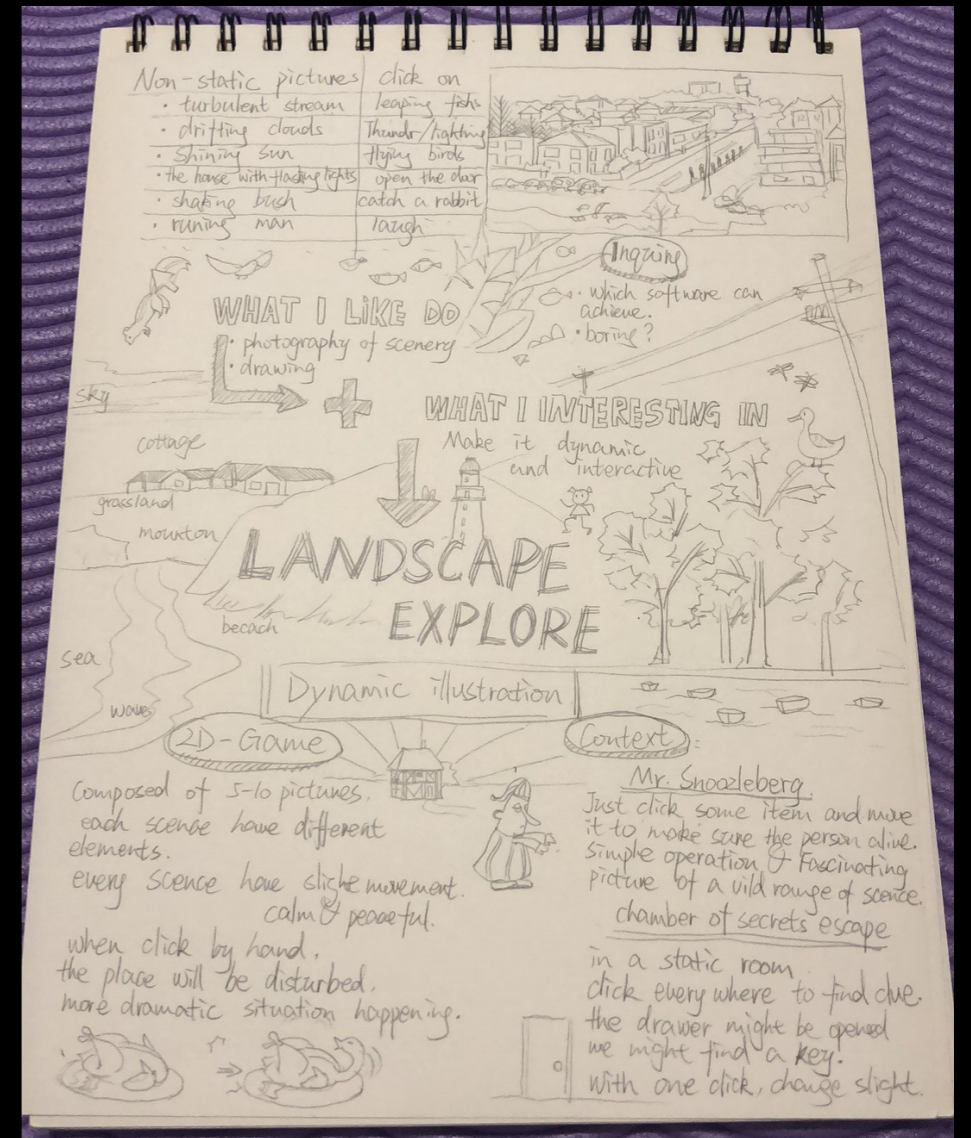


Folio 1:  
Reflective document  
Crossing the rainbow

STUDIO 2 | Semester 2, 2019

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# INQUIRY

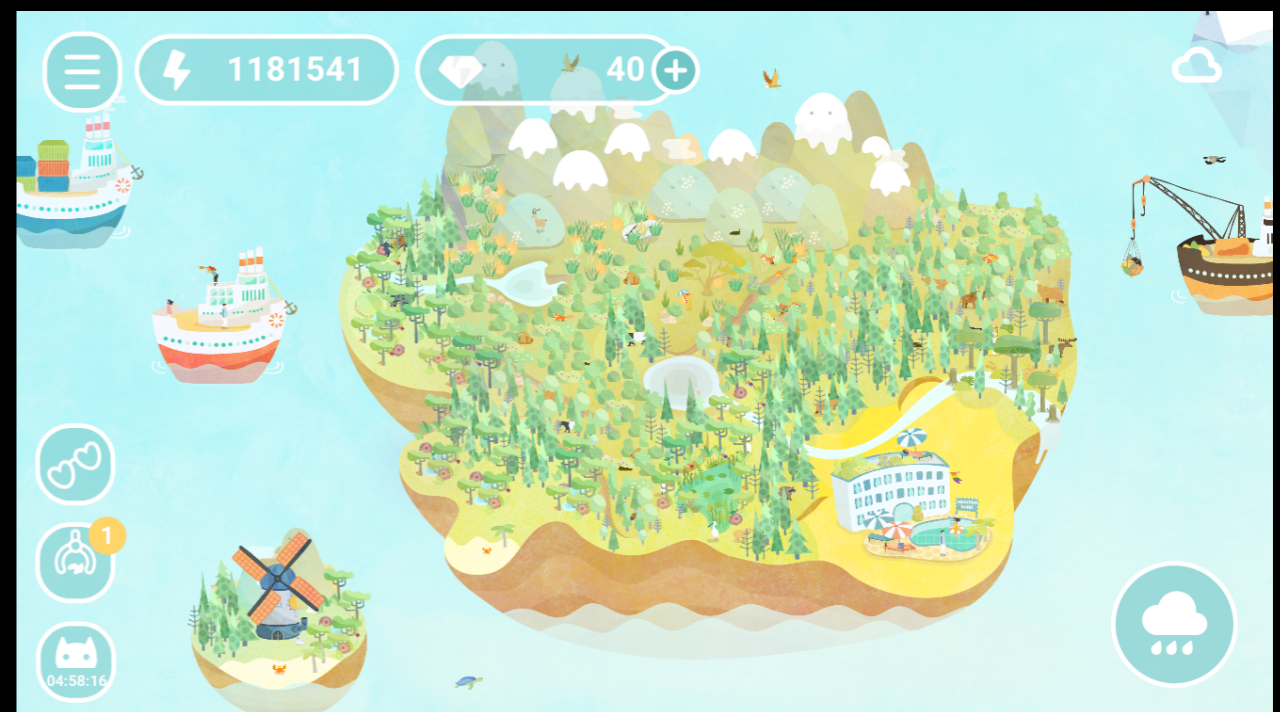
how to deliver a story /feeling.  
why/how interactive, attracting?  
motivation?

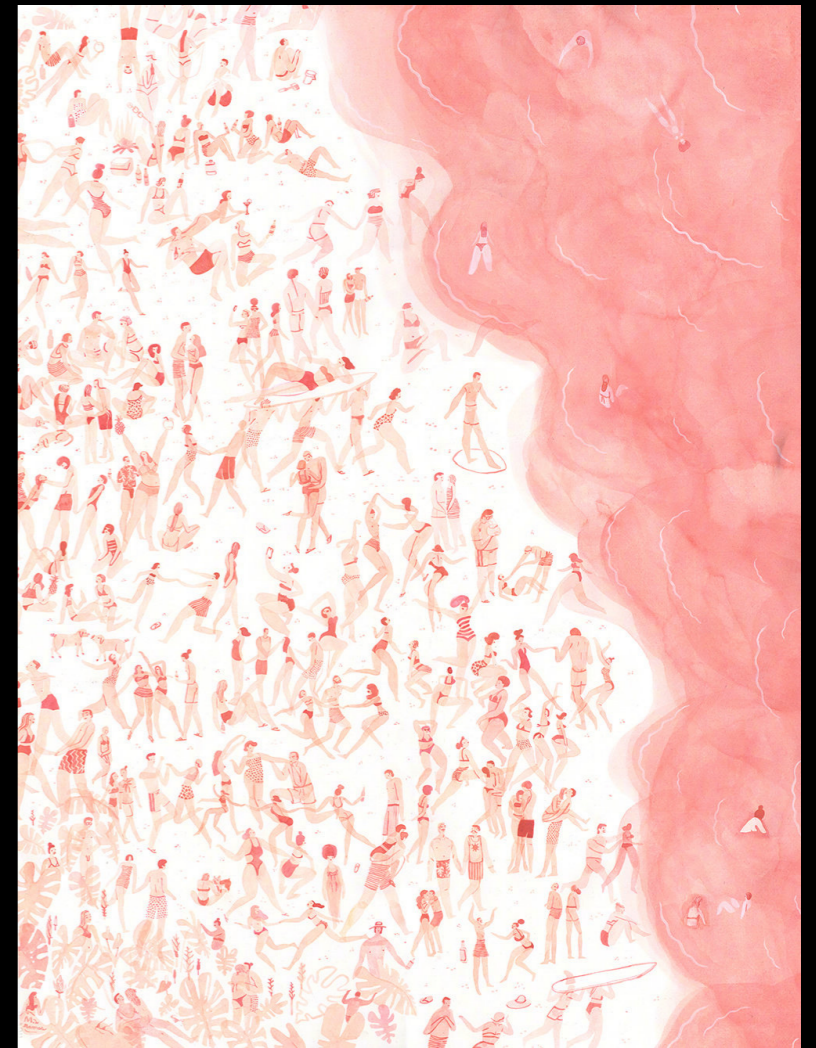
# FIELD

Interactive animation can let people engage more in the work and have more fun.

There are many games with complex story line in a lot of words, player only click to get the next dialogue or sentences. I think the interactive way is monotonous and can be improve.

I like the game :“florence”. It show a simple love story and players need to accomplish various of simple puzzle to finish chapter. So i want to create an interactive work to deliver some relaxing idea and ponder.





# SIGNIFICANCE

- It show how human activity influence the environment. (from ancient ocean, which is mountain now, to fishing, farming, even destroy forest, increasing number of people occupied the earth.)
- I'm focus on different interactive way to let player engage my work. I study a lot on unity of simple operations to evoke the picture. (chasing fleeing jellyfishes, building increasing boat, raising livestocks, cut down trees.....).
- I also still want improve my painting/ illustration skill, so i'll spend energy on the effect of scene. I chose 7 color form 7 scene separately. they can be mixed into planets. that means they are part of earth.

