
Advanced Play Design:

Folio 1 Collection

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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 APD to my studio project, I made a list of what are the possible stuffs (assets, footage, elements) that are required. For each APD class, I tend to design my idea that might helps or possible to reuse/refine in my studio. For APD, 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 APD 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:

Interactive Elements in UI design for the Public

Method:

A liquid animation will be generated using Maya Bifrost to simulate finger wiping on the surface of a tank of water.

Context:

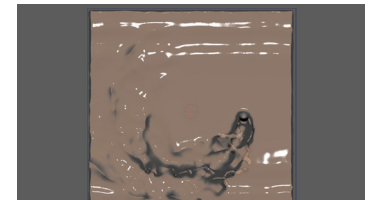
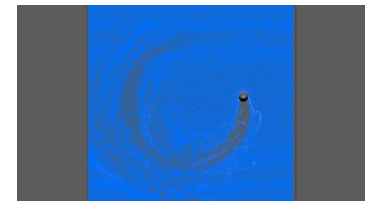
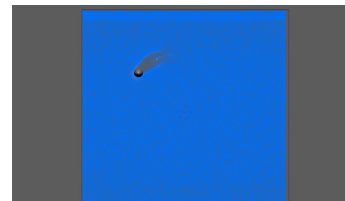
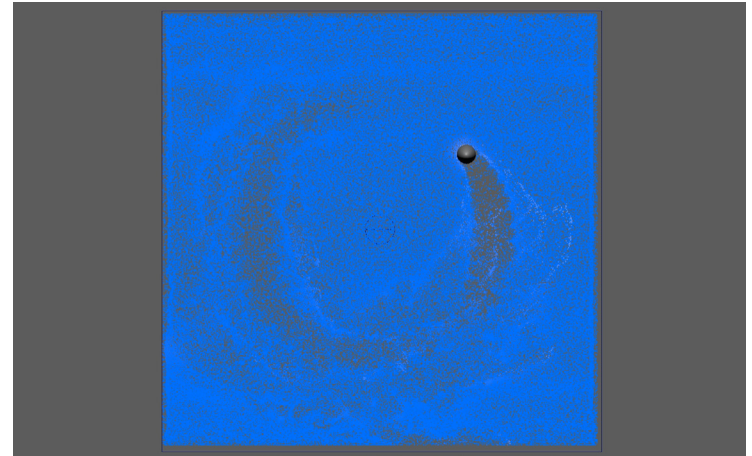
Some of the spots/museum/gallery has machine that offers people with information about introduction, guide and suggested route. But most of them are lacking interactive design thus making it boring and unattractive.

Response:

Initial ideas include making various interactive elements such as liquid, in-between animation of the interface and UX assisted by visual design. This theme aims to develop and test ideas that could improve user experience and attractiveness of UI.

Magisite Link:

<http://magistudio.net/work/apd-week-1-interactive-elements>



Week 2

Theme:

Animated Dynamic Effects 1

Method:

A dynamic liquid will be generated using Maya Bifrost and collider to simulate water coming out from a pump.

Context:

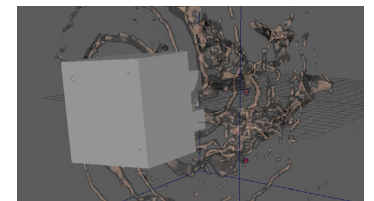
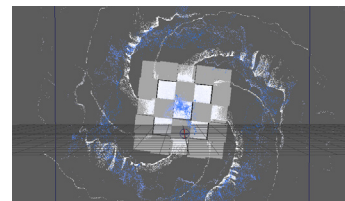
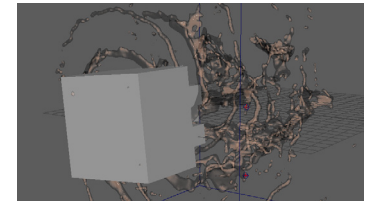
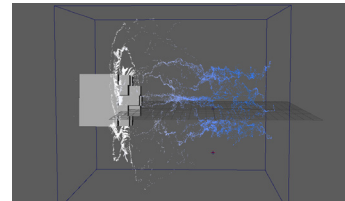
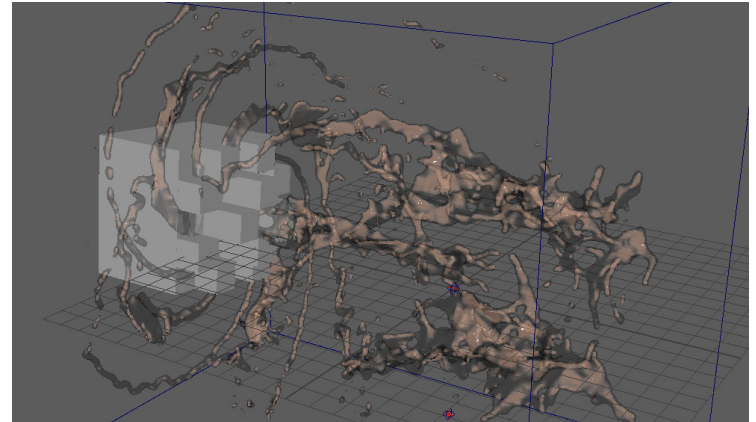
Most of the sci-fic spaceships use fuel as their energy source. It is fire at the stern that powers the spaceship. This idea thinks the opposite - a spaceship powered/pushed by liquid.

Response:

A simplified spaceship model will be created. Liquid animation will be the main focus in this exercise. It is expected to figure out an interesting way to 'animate' the liquid animation (rotate? spread? splash? or mix?) This exercise plays around the possible way to generate a liquid animation. As the simulation takes time, only limited tests will be explored.

Magisite Link:

<http://magistudio.net/work/apd-week-2-animated-dynamic-effects-1>



Week 3

Theme:

The UI animation for information display in mobile apps

Method:

A short video will be shot using mobile phone. After Effects will be used for creating the UI animation and compositing.

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:

With the increasing image quality on mobile phone camera, AR apps are becoming popular. I have used a few object recognition / AR apps on my mobile phone, and I FEEL many of them run very slowly. Both iOS and Android 'solve' this problem by utilizing launch animation. The OS loads the app while user watch the animation. This makes user FEEL the apps load fast. This method could be used within the app as well. Two app animation will be made to demonstrate two different situation, which are, when less time is required for processing data and when more time is required. The concept of this idea is to explore how animation could improve user experience.

Magisite Link:

<http://magistudio.net/work/apd-week-3-interactive-information-display>



Week 4

Theme:

Dynamic Simulation

Method:

A 'generator' - an paper engine will be modelled. Fan leaves will be animated (turning). Paper simulation will be created using Maya nCloth. A flag will be made and animated to show the wind direction.

Context:

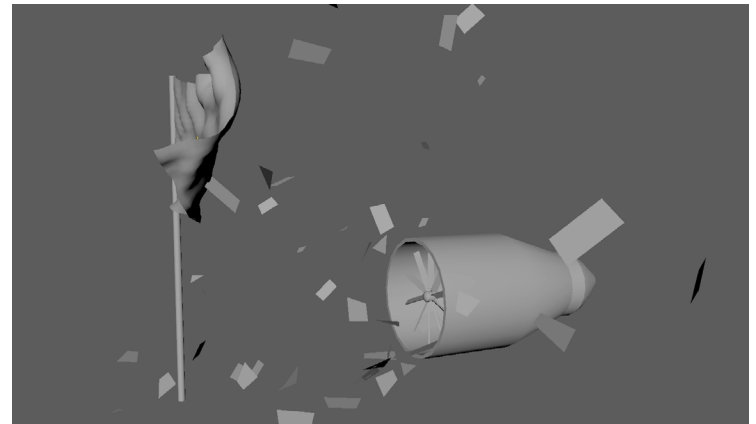
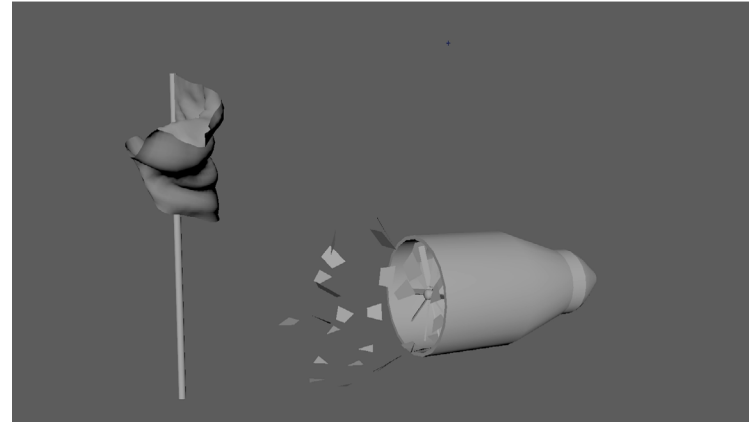
Flyers being blown away in the sky

Response:

An air plane engine was used as the reference for modelling the paper generator. Fan leaves were modelled by combining several rectangles together. Fan will be animated via setting a rotate keyframe. The flying paper was done by breaking down a polygon with nCloth dynamic simulation. To make the paper fly, wind force was set and associate to the papers. In addition to make the scene more dynamic, I put a flag and add the animation to show the wind direction. This is also a skill practise of maya FX. This technique might be used in my studio project.

Magisite Link:

<http://magistudio.net/work/apd-week-4-dynamic-simulation>



Week 5

Theme:

Time Acceleration

Method:

All the animation will be done using After Effects. Three different looking but same time length loading animation will be done in different ways. They will be presented in order.

Context:

Almost every application needs to load before you can use it. For some large program, it might take quite a while to load. This exercise is to experiment whether loading animation could reduce the perceptive time, shorten the feel of waiting.

Response:

Three loading animation was done in After Effects. The first loading animation is a few circles turing around the center. The number of circle will change after period of time. The second and third animation is commonly seen in many applications. These two are to compare with the first animation to see if they have different perceptive feel of time.

Magisite Link:

<http://magistudio.net/work/apd-week-5-time-acceleration>

