

ADVANCED PLAY DESIGN

FOLIO 1

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Week 1 Self Observation

Link: <http://www.magistudio.net/work/apd-week1-observation>

Method

I record a video to observe how do I interact with others. Through this way, from the other side, I can understand what happened around me and know about each others.

Context

Recording by myself

Response

I add some Texts and music in the video, to combine the video's process. I think that this is different word. If I didn't bother them, They would leave or not? The interesting thing is that they came back quickly when I leaved. Through this observation, I want to find some interesting object in my 2D animation.

Week 2 Play and Tinkering

Link: <http://www.magistudio.net/work/apd-week2-tinkering>

Method

I will take 3 hours using the TV paint to make a "interactivity" environment, without real coding, no related technology.

Context

TV paint, Fake Interactivity

Response

This week, I want to try to testing things that is new area in my current project. I want to explore how to connect the interactivity with my animation. So, I made this video to show what I am thinking. First, I draw some in the software as the background. Then, I recorded a video to associate it between the real and image with the background music. I want to test the result that is worked in the animation, or the concept in the interactivity area.

Week 3 Play and Materiality

Link: <http://www.magistudio.net/work/apd-week-3-play-and-materiality>

Method

Using the materials of pencil and paper to create and combining the different things. I want to find a special method with different materials to design, change and rebuild the objects. I recorded the process with my photos.

Context

Paper, Pencil, Sketch. Through using the paper, pen, I try to create different the things with it and let the other people feel the different feedback.

Response

I used the paper and pens to create some foods, like, sushi, popcorn, salt and so on, and I combined paper and pens to design the eye. Then, I chose one of these, Popcorn, to develop it. Drawing some ideas that from the touch, taste, sight, sound, smell to show the different areas with the same element. The outcome is simple and imperfect, I just want to find a unique way to explore something that different from 2D animation.

Week 4 Play and Place

Link: <http://www.magistudio.net/work/apd-week-4-place>

Method

Using the real photos and drawing the pictures with TV Paint and Photoshop. This time, I combined them and created different angles to show the same place..

I am transforming through pictures and paintings. At the same time, due to the different angles of the observation scene, the feeling for the perceived scene is constantly changing.

Context

Photoshop, TV Paint and the video (take on me, official music, Link: <https://www.youtube.com/watch?v=djV11Xbc914>)

Response

I related the week 1 theme, observed self, the place and recreate it. I looked at the environment and location around me from a first-person perspective. Through different angles of rotation, I also have different changes in the emotions of the place, so I added colour and shape changes in the practice to express the role of the place on the characters. Through practice at this time, I explored some different things from my studio project.

Week 5 Play and Objects

Link: <http://www.magistudio.net/work/apd-week-5-objects-1>

Method

This week, I related my studio project which is 2D animation. I chose my character of my animation and using the different things to change their head. First, I turned his head into a lucky ball. The interesting is that the ball will show the answer and turned the balloon to take him away.

Context

TV paint, 2D animation

Response

I changed the object's ability and make the narrative more interesting through this testing. I making this short practice because I want to look for a different method to explore my idea. I can use the different things to replace my elements of animation in this way, meanwhile, using the different angles to show my animation. This is my main subject in my studio that I want to really talk about.

Rationale

All my practices and thinking directions revolve around my experience: 2D animation. From the first week to the sixth week, I extend the weekly theme to my related field. And at the same time, I want to continue through the Practices, thinking and improving my innovative area in the class. My main research direction is the dynamic performance of the character and the lens used in 2D animation. Obviously, I also want to expand the direction of the interaction and combine it with my animation. So, I tried to express my concept in other ways in the second week. Through 6 weeks of exploration and summarization, I got a lot of ideas from it, and constantly revised the theme I was studying in the animation. Besides, I constantly asked new questions to improve my studio project.