

Observation Week1

Theme:

Play and Observation

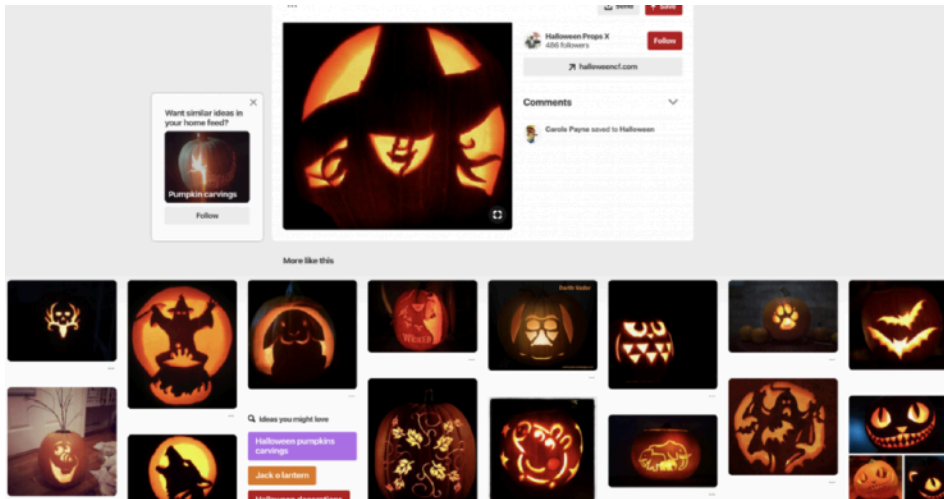
Method:

This trying relates to my stop-motion project. I used the observation that I have on the pumpkin light, and thin part is lighter and thick part is darker, to make a short trying of stop-motion animation.

Context:

I make a small prototype to present the theory; however, the papers were too thick to make the light to throw.

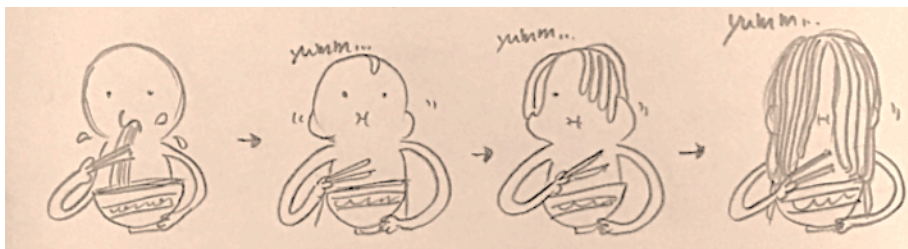
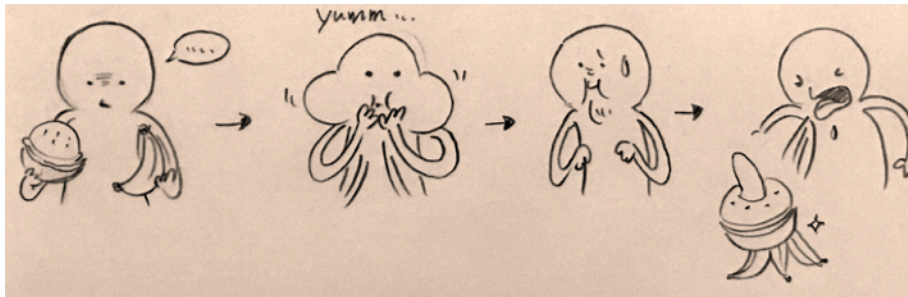
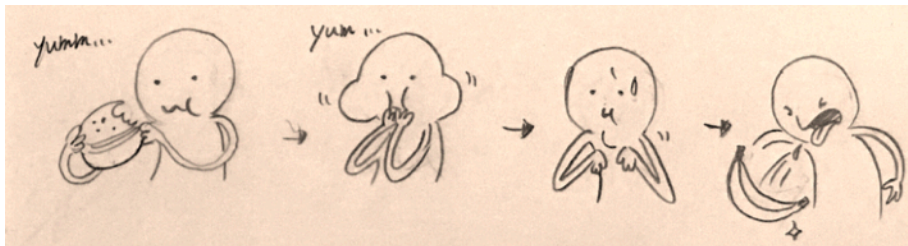
After picking the thin paper, It only took me one night to finish this short film. I have to build a light box and a frame for a camera before everything starts.



Response:

The quality of the paper will influence the processing.

<https://www.youtube.com/watch?v=41hGfrx1scw>



Tinkering Week2

***An idea without relating to main project.**

Theme:

Play and Tinkering

Method:

It was a draft of the idea of tinkering. I may use the clay to make a short film of stop-motion. It depends on how much time I have. There are many different clays of different quality. Moreover, its effects on the movement of animation.

Context:

The idea based on the change. There is an enormous possibility.

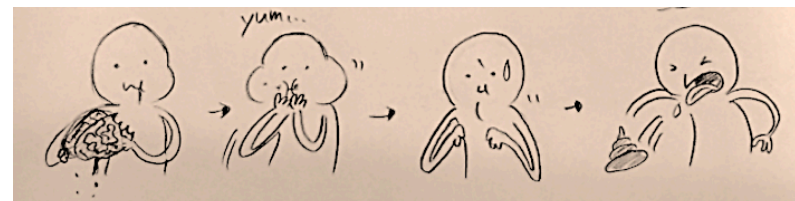
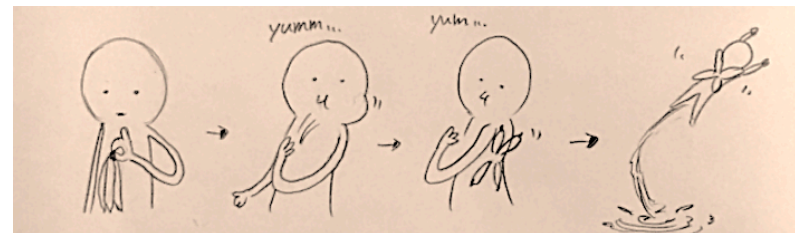
A to B

A to C

A+B to C

Response:

So far, clay stop-motion needs bigger producing time than paper stop-motion because the clay may dry after a while using even it has more transition of movement.



Materiality Week3

Theme:

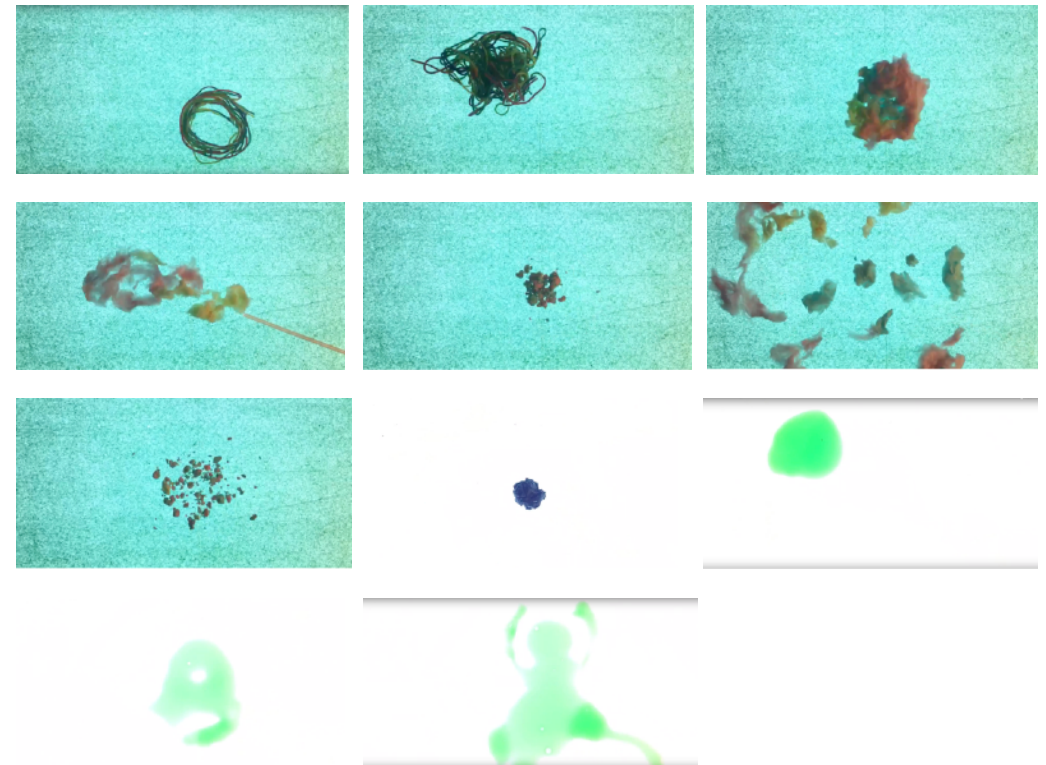
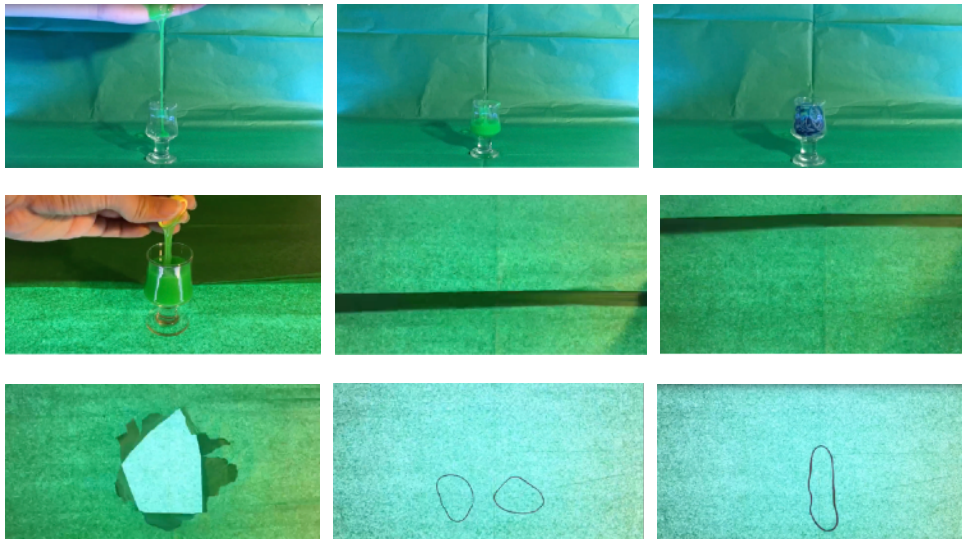
Play and Materiality

Method:

It is a trying to make an experimental animation using multiple materials.

Context:

I may not use these materials in my main project, but it's a good start to understanding each charcuterie of materials/elements. There are paper, children toy, glass, eraser, wool, straw, rubber band and fairy floss(cotton candy) in the film.



Response:

The hardest part was trying not to eat the candy while I was making the test and it's a little wast to use food to make the test...

https://www.youtube.com/watch?v=_aX_BtXv7zl



Download the app, it shows the first RMIT building you have to go and first symbol you have to find.



Find the sign and take picture.



Get the hint and solve the puzzle.



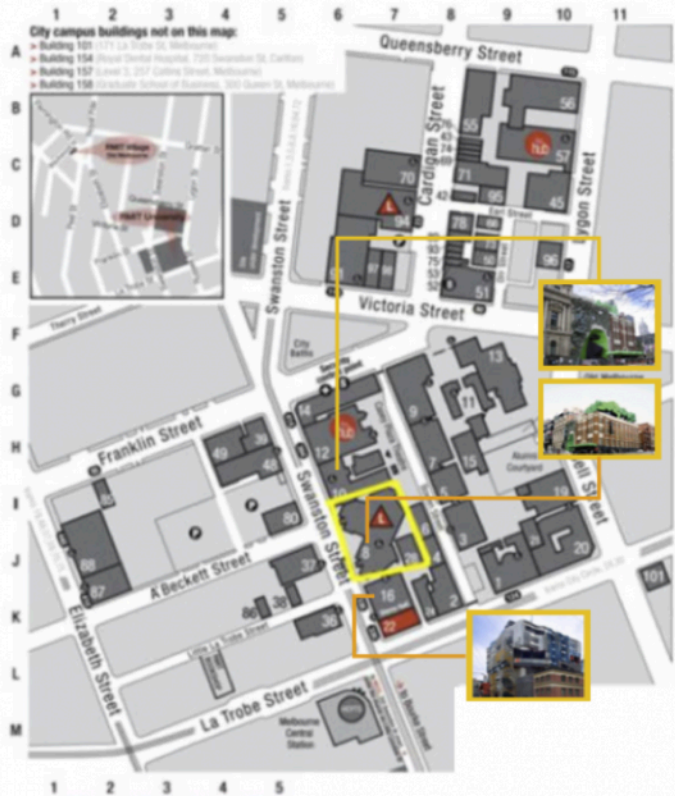
Get a location to take another hint for next task.



Try to unlock every ties in a limited time for escaping.



Escape!!



Place Week4

***An idea without relating to main project.**

Theme:

Play and Place

Method:

1. Download the app; it shows the first RMIT building players have to go and first symbol players have to find.
2. Find the sign and take pictures.
3. Get the hint and solve the puzzle.
4. Get a location to take another hint for the next task.
5. Try to unlock every tie in a limited time for escaping.
6. Escape.

Context:

NAME- Escape from RMIT (Right Marks In Threat)

Story- At the beginning of the story, the players have been locked in a tools room. (Building 8) Players have to find a symbol which is hidden in the B8. There is one hint can help players find out where is it. After players get the hint, players have to solve the puzzle and get a new location for the next task.

Detail- Each building is presenting a dangerous room in a house, such as a kitchen, tools room, living room, etc. Following the hints and map can help players get out of this horrible place. Players may understand RMIT(School) better after this game.

I was thinking to connect it with my main project story. However, it will be a setting which is not necessarily.

Response:

I like this idea, but I have no coding ability to make it.

Objects Week5

Theme:

Play and Objects

Method:

Trying to use different texture (materials) on the same object to see what is the feeling I can bring out.

There are much stuff, such as dough clay, polyester, cotton, tissue wrap paper, rubber band, fairy floss, straw, and nylon.

Context:

There are so many different objects in one character. People can recognize they are the "same" but also "different." Even there is only one character; the audience has a different big feeling from the visual which recalls the memories of haptic in everyone.

It is a small test of texture sense in the stop-motion character. When I was doing this test, I also shaped the character's entire sense to the audience.

Response:

Fairy floss is yummy...

Also, the soft materials, like polyester and nylon line, are hard to control. The dough clay is natural to shape, but it will shrink after it dries. Paper is an easy to form, but only in one side camera. It is unsure that paper can be accessed using in a 3-dimensional environment.

