

# REFLECTIVE RESPONSES TO THE TESTS OF VISUAL ILLUSION

Advanced Play Design

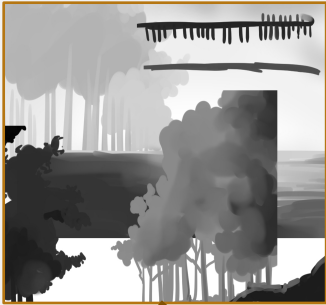
Tin-ling Liu

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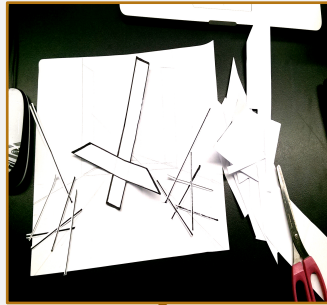
Tutor: Brendan Harwood

# THE DIAGRAM OF PLAY EXPERIMENTS

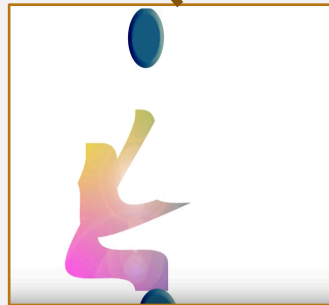
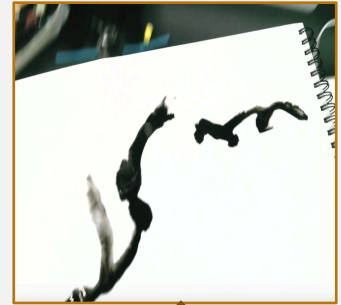
**Week 1**



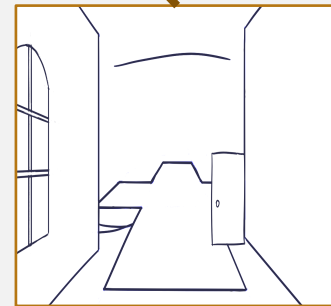
**Week 3**



**Week 5**



**Week 2**



**Week 4**

# WEEK I SELF-OBSERVATION

- MAGI URL:  
<http://magistudio.net/work/advanced-play-design-week-1-4>
- The first step of the experimental process was planned with the theme: self-observation. The idea is from a scene that people would generally accept such as a landscape that would be granted as an ordinary image in our mind.
- This common looking picture gets deformed with the element break, layer reorder, and placing them in the different position with rotation, scale, and distortion. Grayscale is used to simplify the result of this experiment.
- Play response: In this practice, the basic concept of play is about the deformation of familiar image and reconstruction of graphic elements. Although the original intention is partly achieved, there is a potential for the future improvement on meaningful construction( if this is the needed result at the end of the project research)

## WEEK 2 TINKERING

- MAGI URL:  
<http://magistudio.net/work/advanced-play-design-week-2-tinkering>
- The second step is related to the pure distortion of a virtual object. It is to figure out the possibilities of metamorphosis and image transformation. This essential attempt can reflect the application of multiple transitions the simple element can achieve. With two other background elements and the music, the result presents the connection between animation and musical rhythm.
- After Effects is substantially applied to this experiment. Although the same application would not necessarily be used for the future development because of the path of the project working plan, it is worth to gain the knowledge of image distortion method it could produce.
- Play response: It is somewhat valuable to gain the random distortion results as a considered option of image transformation with the After Effects skills.

## WEEK 3 MATERIALITY

- MAGI URL:  
<http://magistudio.net/work/paper-prototype>
- The play experiment came to a physical practice at this phase. The importance of practical material practice is to examine whether the playable design can be applied to the situation that requires physical conditions and limits in shapes, lines, and quality.
- Paper is selected as the most applicable material for the simple linear art form with no colour.
- Play response: There are undoubtedly several issues occurred that regarding physical limits, such as strictly fixed geometry and easily moved position. The gap between expected result and practice appears evident to a degree, which can be a reference for virtual ones and the inspiration of the next physical play design if it is further required.

## WEEK 4 PLACE

- MAGI URL:  
<http://magistudio.net/work/research-method-w4-theory-application>
- Having the previous experiments that include the initial idea of image deformation, virtual distortion, and physical practice, the play experiment can push further to explore the relationship between space and image reconstruction, which would echo the intention of the project.
- The reason 2D traditional animation is used as the medium is that the image transition tests can be planned for the research project in one of the broadest range.
- Play response: According to the feedback from Brendan, the fluency of animation can be improved by adding more frames to make a more clear picture of the image transition. On the object that presents two different spaces has the effect of 3D perspective changes in 2D animation. It overcomes the limits of physical practice, and it is going to expand the exploration of image transition.

## WEEK 5 OBJECT

- MAGI URL:  
<http://magistudio.net/work/advanced-play-design-w5>
- Regarding physical practice, another way to experiment the visual effects in linear animation is to make the line itself as a moving object. Therefore, paper test in another way is set up to be a comparison of the previous one (the paper cut work)
- Line the water on the paper as an invisible track. Drop ink on the conjunction spots of the tracks and change the plane angle to make it flow.
- Play response: the animatic effect works effectively when the ink flows smoothly along the water track. This game design could let people play it with creating a picture by ink flows. There is an issue about this play mechanism, is that the speed of water loss is too fast to let the ink flow every part on the track, which leads to strong probability in the failure of finishing the picture.

# CONCLUSION

Week 1 – Week 5

- Overall, material tests are the parts that relate to my project intention the most while they require more improvement for the practical application concerning their results.
- During the period of establishing the play designs and experiments, the method of image deformation/distortion, and physical tests in practice are collected and they become the ideas of next project production including what can be done and what cannot.
- Next experiment of play design would be focused on the image transition itself with digital format since it is planned to be a research result accomplished with the most uncomplicated program operation on computers.