

SCHOOL: School of Design

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| Assignment no. | Folio2 | Due date | 12/10/2018 | Name of lecturer/teacher | Max Piantoni |
| Campus | City | Class day/time | Wed 9.30am | Tutor/marker's name | |

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Character, Place and Simulation

Folio2

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Lecturer: Max Piantoni
Master of Animation, games and interactivity

Introduction

This reflective document explains the detail of my weekly exercises in CPS class. It includes how I develop ideas to respond the weekly themes and how these ideas help my studio project.

Weekly exercises

Theme: Observation

<http://magistudio.net/work/cps-week1-1>



When I watching cars on the street, I was thinking about that what if there are something invisible engage in our life? I started to imagine that things around us may be not controlled by human. So I did a practice about what is the real reason the car can drive. I drew a demon on the top of car which shows the car is played as skateboard by a demon. This practice makes me think about a possibility of combine 2d animation and reality together.

Context:

It is a similar concept with the combination of animation and reality.

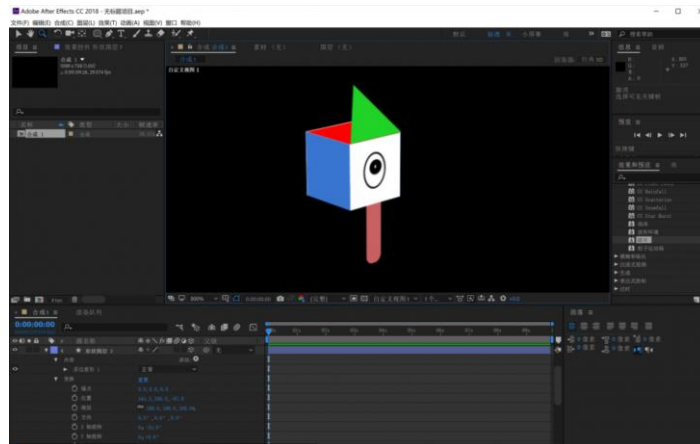
Some examples:

<https://www.youtube.com/watch?v=6FQiRihWb2U>

<https://www.youtube.com/watch?v=B3tqiEVLVzE>

Week 2: Tinkering As Method

<http://magistudio.net/work/cps-week2-tinker>



In my studio project, AE will be an important software to add many frame change effects. However, I was not familiar with AE before. So I just tried to explore different functions and possibilities in AE. I also want to make something I didn't made before. Then I use some random graphics to make a 3d model in AE, as I always use AE to make 2d works. The practice makes me more familiar with this software which will be helpful in my future operation in AE.

Context:

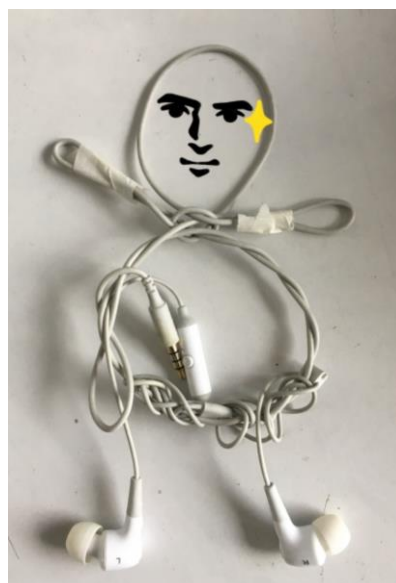
3d modelling can also be a method to make a better 2d animation.

Some examples:

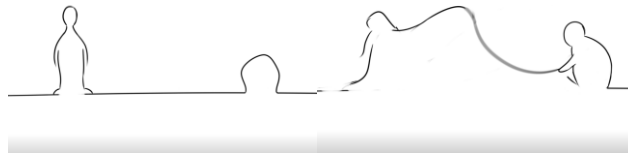
<https://www.youtube.com/watch?v=TZJLtujW6FY>

Week 3: Found Object

<http://magistudio.net/work/cps-week3-3>



In the theme 'found object and Materiality', I was looking for the objects around me, suddenly I saw my messy earphone cable, then I comes up with an idea which apply to my studio project which is an animation about Multiple personality disorder. In my practice, I made my earphone cable into a character which remind me that I can draw simple lines in my animatic and then make my characters born from the line. So in my animatic, I started to make the brain of the character who has multiple personality disorder looks like that it made up with simple lines. Then these lines looks like platforms, different personalities will be born from these lines and compete together.



These pictures are about the inside world of my character's brain in my studio project. These personalities try to control the body so they will compete with each other.

Context:

It is common that many people will try to use some common things to build up some special stuffs.

<https://www.youtube.com/watch?v=PB3GXdB1jQc>

Week 4: Place

<http://magistudio.net/work/cps-week-4-2>



In the theme 'Place', I tried to explore whether the same facial express will have different meanings with the changing of place (or context). For me, place means more like a context in an animation instead of a specific location. So I design some different place which contains some interesting elements, like my first picture shows that a couple is kissing in front of a hotel. It is more like a situation I create for my character. And I use one character with one facial express and

put him in these different context to see how the meaning of facial express will change.

My own feeling about the result is that my characters' facial express will have different meanings when the context changed. In the first picture, he looks like envy the couple. Then in the second picture, he looks like feel boring about his girlfriend (or sister?). For the third one, he looks like feel confused or sleepy in class. Number four, he seems feel speechless or annoyed about the trick of the young guys. Final one shows that he feels upset about the behavior of people around him.

So through this practice, I recognize that a facial express may lead to misunderstanding in some situation. In my studio project, facial express is a very important part to represent my character's emotion. In order to reduce the misunderstanding of the emotion express, I finally make my character's facial express more exaggerative which makes them looks more specific.

Here are some applications of facial express in my studio project.



Context:

A work from Miller, Kluver, Thebault-Spieker, et al. about the understanding of emoji in context (2017).

http://brenthecht.com/publications/icwsm17_emojitext.pdf

Reading emotions through facial expression (Cliff Lansley 2010).

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

Week 5: Objects

<http://magistudio.net/work/cps-week5-1>



In the theme 'Objects are not exhausted', I made an animation about brain's activities. In my studio projects, I represent the brain as simple lines. But I am still exploring how the brain will be looks like when a person is doing something or thinking something. I cannot see what a brain actually looks like when it is acting. What I only know is the brain's activity is strongly related to its master. Follow this idea, I made an animatic to present the brain's activities by using lines. Brain controlling human's behavior let me think that there is also a drama plays inside the brain. This thought becomes the main idea of my studio project. I will make two scenarios in my animation, one is inside the character's brain, another one is the character itself and the around environment.

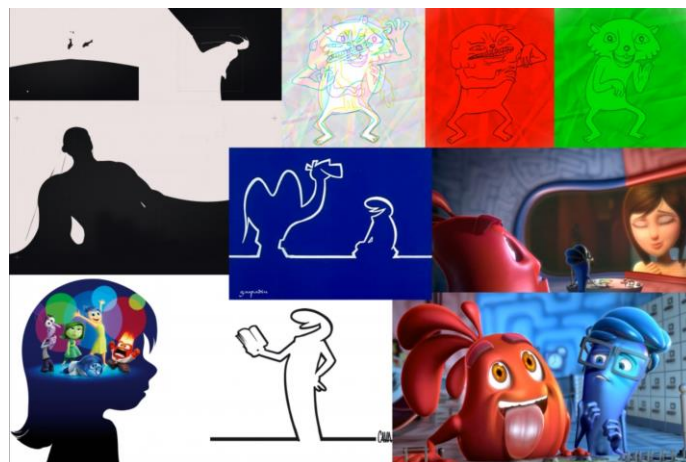
Context:

Inspired by animation 'Split' (cento lodigiani 2016).

<https://vimeo.com/196755403>

Week7: Moodboard

<http://magistudio.net/work/cps-week7-moodboard-3>



1. 2d Animation 'SPLIT' BY Cento Lodigiani.

<https://vimeo.com/196755403>

This animation only uses simple lines and two simple colors to create a world in which things transiting between two opposite sides. This style is very similar to the style of my studio project.

2. 2d Animation 'MULTIPLE PERSONALITY LOOP' BY Neil Sanders.

<https://vimeo.com/25260795>

This loop animation is about changing of different personality which give me some inspiration about how to represent the personality changing in my animation.

3. MCGI Animated Shorts 'BRAIN DIVIDED' BY Josiah Haworth, JooH Shik Song & Joon Soo Song.

<https://www.youtube.com/watch?v=JuyB7NO0EYY>

I was thinking about how the brain control human's body. This animation visualizes this process. It creates some characters inside the man's brain and control the man's behavior. It is similar with my idea in my animation. I also create some characters inside my main character's brain, and those tiny characters' behavior will affect the main character in reality.

4. 3D computer-animated film 'INSIDE OUT' BY Pete Docter.

<https://www.imdb.com/title/tt2096673/>

This animated film creates different characters using different colors to represent different emotion. I also explore emotion in my animation. I use the different emotion to represent different personalities. So when the personality changed, the person's emotion will change as well.

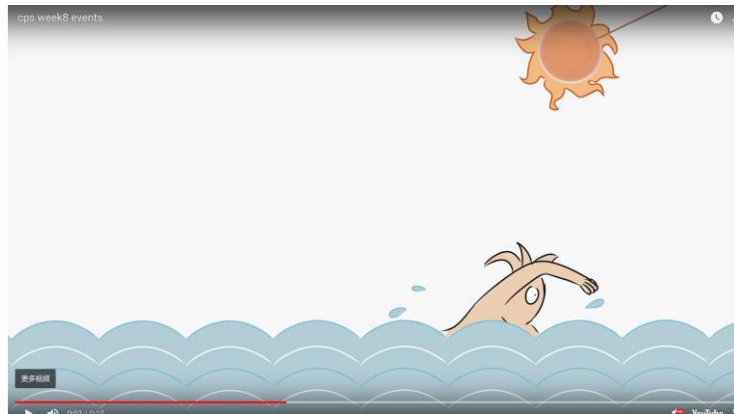
5. Animated Series 'LA LINEA' BY Osvaldo Cavandoli.

https://www.imdb.com/title/tt0406432/?ref =nv_sr_7

This animation is about a line. Things will be created from a line. This concept is same as which I used in my animation. I draw many lines in my characters' brain, and personalities born from a line. I represent line as a platform which things will happen on it.

Week8: Characters, Place and Events

<http://magistudio.net/work/cps-week-8-2>



In the theme 'events', I was thinking about how the events or context affect the development of character. Take this question, I watched some videos about people living in different environment. The concept of werewolf or wolf-child attract me. This concept being used in many works like animation, films or games. I was thinking that the appearance, habits or personalities of a character always changed by environment or events. So I tried to design 2d animation to show that how the events form the character. In my animation. I just drew very limit amounts of pictures, then I use these pictures to make animation. There are also very few scenes in my studio project. This practice helps me develop skills of making animation use limited material to improve efficiency.

Context:

Here are some applications of the concept of wolf-child or werewolf in films which inspired me.

Twilight

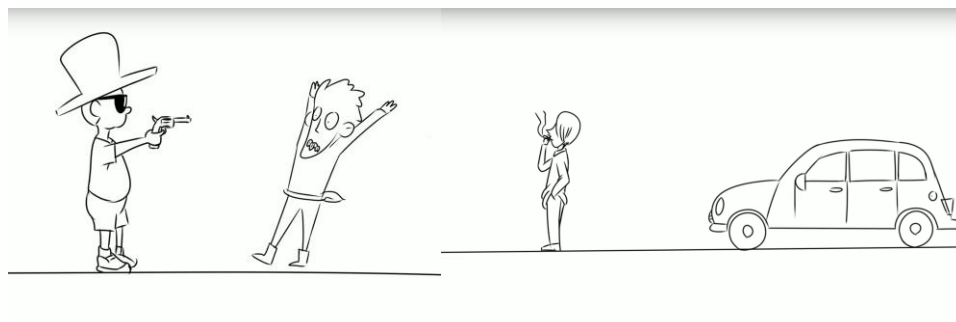
URL: <https://www.youtube.com/watch?v=fScslQ8wgNo>

The Jungle Book

URL: <https://www.youtube.com/watch?v=5mkm22yO-bs>

Week9: time

<http://magistudio.net/work/cps-week9-time>



In the theme 'time', I designed two simple animations to test the effect of sound

for animation. I set up two situations, one is sound appears in advanced, another one is sound delay. Then, I tried to simulate these two situation in the animation. In the first one, the sound of gunfire appeared in advanced which scared the victim. As the result, the victim escaped from the shoot which coming late than sound. In the second one, the car hit the man because the sound of car horn comes late.

This exercise helps me get more sense of how to match sound with frames. In my studio project, sound is important to present character's situation. So this practice will be helpful for me to use sound to create different effects in my project.

Context:

I get inspired when I play some music games.

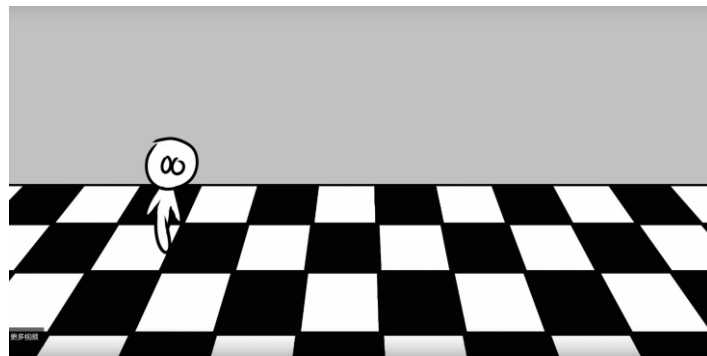
Mobile game - Cytus

<https://www.youtube.com/watch?v=unjKU9L-Hpo>

<https://www.youtube.com/watch?v=CDaxqzapT6Y>

Week10: Forces

<http://magistudio.net/work/cps-week10>



It is an interesting and challenging exercise that all of us students in CPS class wrote down our three rules and mixed them together. Then we picked another 3 rules randomly. What I picked is:

1. grid
2. only use black and white
3. draw something with eyes closed

To respond the rules, I drew a character with my eyes closed, and drew chessboard as ground. Then I change the perspective, the ground being divided into 2 different layers. I get ideas from the game monument valley. It is also a similar concept with optical illusions. So I just want to try how can the perspective affect the situation in animation.

Context:

IOS game: monument valley

<https://www.monumentvalleygame.com>

<https://www.youtube.com/watch?v=Yy2bXgs0x3o>

Optical Illusions from Mr. Mind Blow

<https://www.youtube.com/watch?v=xYe4-7I5ot0>

Week11: Stillness

<http://magistudio.net/work/cps-week11>



'Stillness' reminds me of the concept of island. There are already many works about island and survivor like 'The Adventures of Robinson Crusoe'. I started to use very simple animation to reflect stillness. I made the animation into a loop story. A man saved from island and then a man drift to island. To make this animation, I put different objects into different layers, which means I divided scene into ship, survivor, island and sea four different layers. Then I made their movements individually under this condition. It's my new way to do animation.

I always explore different methods to make animation. Some of them will make my project better and more efficient. In this exercise I get more sense of making animation and more familiar with tools. The concept of island also makes me feel interested. I am thinking about develop it into my next studio project.

Context:

IT'S A CINCH (ESMA 2013)

<https://www.youtube.com/watch?v=Jmq94PQmW0I>

Message In A Bottle (Joost Lieuwma 2016)

URL: <http://www.cartoon-box.com/message-bottle-cartoon-box-23/>