

# **ADVANCED PLAY DESIGN**

**FOLIO 2**

*Peter Wan*

## **My Portfolio**

I created a website and put my works together. Please click the Link below:

**The Website Link:** <https://wchsponge.wixsite.com/website>

## **Background by myself**

### *Advanced*

In this PART, I want to introduce by myself and my work on the studio, which the reasons why I created and made these objects and the area that I really want to test and keep developing.

My studio project is a narrative 2D animation. I like hand-drawing and focus on the traditional style animation. The topic of my work is that How do I show the Characters' movements, using the different lens in the scenes and the background in 2D animation.

My animation's name is Noodles, which is a journey about a sad boy was attracted by a noodle smelling, then, he got into the restaurant (The truth is a tram). The boy ordered a Ramen and prepared to eat, the tram suddenly running, at the same time, it took him from real world to the noodles world.

**My studio project link:** <https://youtu.be/TTJbg-PpJfo>

**Key words:** Narrative, 2D animation, Lens, Background.

Every week practice I have done on the class focus on my studio project.

### *Play*

A lot of fantastic works give me ideas on the studio work and objects. According to the Theme every week, I just try and test the different ways to get results on my work.

The Risk: I have to say, from some feedback and conversation, some responses is not good and maybe hard to understand. Maybe my idea is unclear and drawing some

weird things on my work. Even through, I try to use the different ways to develop the process and “play” the objects.

### *Design*

My works are mainly the short animations because of my studio project. Earlier, I try to use the video to show my work because my original idea on my studio was that I want to explore some new things in the interactivity and I hope to combine the animation to show it. But, according to the process and my plan, I put the 2D animation at the first problem to solve and from the short animations Practices I have done, I made different methods to explain my topic: Show the different 2D animation in this class.

### **Play and Context**

From my all the works, I divided to two parts to explain what I should do and why I did it. **One** is that I wanted to use the different ways to enhance my narrative 2D animation, I called the Changed-the-different-styles-works. **The other one** I wanted to talk about that is concept. I tried to use these practices to improve my logical or plots in the animation. Besides, In the concept of the 2D animation, I wanted to test the different methods to get responses, some work that I did learned from the concept of games in my animation as well.

### **Changed-the-different-styles-works**

About this part, I mainly focused on the methods to enhance my work. I put these themes together because these works I made with different methods and gave some opportunities to testing my projects in my 2D animation

#### **Themes:**

**Play and Materiality** (Week 3)

**Play and Place** (Week 4)

**Play and Objects** (Week 5)

**Play and Characters Events** (Week 7)

**Play and Time** (Week 8)

**Play and Stillness** (Week 10)

## **Play and Materiality**

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

### **Context**

The example of the light exhibition in the Flinders Street in Melbourne

About the materiality, I talked some idea with Brendan, So, at this time, I wanted to show this topic by handcraft. At first, personally, I liked hand drawing and I wanted to use the paper as my “character” to create and explore something without any media or digital. So, I decided to make sure a theme: food, and using the paper and pens to design the different materials. Besides, I chose my favourite food, popcorn, using the different styles showed the different feeling of human being. Because I never tried by this method, I was curious and interested in the process and I wanted to collect the feedback to test my responses. To the reflection of my animation, I have been thinking about using the traditional materials and stuff to instead of the things that I made and I would continue to try the unique methods in my 2D animation.

## **Play and Place & Play and Objects ( Objects: some points to enhance the part 2: **Concept**)**

**Place work link:** <http://www.magistudio.net/work/apd-week-4-place>

### **Context**

Take on me

Link: <https://www.youtube.com/watch?v=djV11Xbc914>

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

### **Context**

Fresh Guacamole by PES

Link: [https://www.youtube.com/watch?v=dNJdJIwCF\\_Y](https://www.youtube.com/watch?v=dNJdJIwCF_Y)

About the theme of Place and Objects, my goal was that using the different from my studio work to show the different styles in the practice. I created a short animation for the topic: place, which I combined the photos and hand drawing in my work. Meanwhile, I adjusted all the pictures by changing the photos' style, and keep switching the scenes to show the place. I made it and got the idea from the video: take on me. It showed the different elements through the changed between virtual and reality and put the pictures and comics together. So, Obviously, I wanted to learn from this style in my animation because I always considered that how do I add the background in my 2D animation. Unfortunately, I ignored the logical and lack of theme in my work so that I cannot display my things I relay wanted to show for the audiences from the feedback. So, for the next theme, I want to explain that how to “play” my work by using the different methods.

The theme of Objects, week 5, I wanted to explain that the different materials of objects changed would affect the character. I draw the character from my studio project and using the different objects replaced his head. As I changed the materials, the character will be changed with his head. I was attracted by this point because the characters' movements will be changed by the plots in the animation. I really wanted to enhance my narrative concept and consider about it, which I associated the theme of materiality, how do I improve the environment in 2D animation.

## **Play and Characters Events ( Some points will be associated the Concept)**

**Work link:** <http://www.magistudio.net/work/apd-week-7-character-and-event>

### **Context**

The reference from the video: Orgesticulanismus.

Link: <https://vimeo.com/76129556>

I made a short animation because I wanted to take advantage of this idea that I got from the animation from the video: Orgesticulanismus, to explain the relationship between the characters and events. In the video I listed, I got some new stuff from the changing shapes and colors of the characters. I just picked up one point from the animation to learn and show my idea. My animation started from the simple line that I draw, with the background music changed, my line began to be complex and show the different shapes and colors. Finally, the line became a human who were dancing and changing the shapes, styles and colors in my animation. Through this practice, I tried the different styles to make my characters and using the music, the factor of event to affect my character. My purpose was that changed the all the elements according to

the environment: like background, music or other factors.

## **Play and Time**

**Work link:** <http://www.magistudio.net/work/apd-week-8-time-1>

### **Context**

Loop My Life by Pablo Munoz (2011) –MAGI

Kylie Minogue- Come Into my World

<https://www.youtube.com/watch?v=63vqob-MljQ>

About the time, which let me think that I can use this factors in my studio work. As I said above, my work is 2D animation. So I made the story usually by a straight line time to talk about my plot. When I watch the **Pablo Munoz's** animation, I got idea and asked myself, what will happen if I changed time sequence? If I changed the process of the story line by time, the response would be more logical and interesting? Or it cannot understand? So, following these questions, I decided to try make an animation to show the time story that I used the shadows of character to move the plots and as a clue to develop the narrative. I talked the story about a fishing man day. The time and the shadow of character changed to show the character's movements. The ending that I set is he was fall in love. Actually, I did this test because I wanted to break the time line and changed the other side to test the result in the animation.

## **Play and Stillness**

**Work link:** <http://www.magistudio.net/work/apd-week-10-stillness>

### **Context**

The Luminary (Nicholas Kallincos 2005)

<https://www.youtube.com/watch?v=0hR-hBt3wBA>

I got the idea from this video that the character's movements were affected by the weather and time.

This theme fitted well with my studio project. I wanted to use the relationship between the motion and relative static.

When I watched this video and I observed the details that the relationship between the character and time. Especially, the light bulb man sat on the chair, the sunshine changed. To the position, the man didn't move. To the time, it was changed from day to night. So, I combined the other example, like mountain steam game, and after the group discussion, I found that stillness is just comparative terms. The question is that HOW do I show the different relationship. I drew a character from my project, I made the boy keep walking without changing position. Then, I drew a wall and street lamp, which are objects but I change their position following the boy's movement. The result that the boy seems move, but, he stayed in the same position. According to the practice what I made, I want to use the principle of Motion and Relative static in my 2D animation to explore some different way to show it.

## **Narrative Concept**

In this Part, I collected these objects because I thought that can reflect the narrative concept. It was very helpful to enhance my plot in the 2D animation when I made these works.

### **Themes:**

**Play and Observation** ( Week 1)

**Play and Tinkering** ( Week 2)

**Play and forces** ( Week 9)

## **Play and Observation**

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

## Context

Recorded by myself

I made this video because I wanted to improve my concept from the 2D animation. I did the 2D animation in the studio project, So, I had been thinking about how did I improve the story plots and be more interesting is my mainly problem. When I prepared to create this idea, I observed the bird behaviours, which I was attracted and recorded them to put in my animation in the future. Even through, this video seemed less related my studio work's topic, my purpose was that I wanted to explore and collected the useful information and concept to apply my 2D animation from my life.

## Play and Tinkering

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

## Context

Alice in wonderland exhibition

I made the video because of in my studio work at the beginning, I wanted to learn how to combine the animation and interactivity. So, according to this way, I trained myself and created the video in the class to display my concept. My idea in my work was I can use the interactivity to connect my animation and using the different gestures to make interesting work, this concept I got form **the Alice in Wonderland exhibition** on which I watched a lot of interesting trailers and animation by interactivity from reality to virtual. So, I followed these and tried to create the work (obviously, I do not any things about how to use the software to get interactivity), I wanted to explored some different areas to develop my concept of 2D animation, and at the same time, I would prepare some different skills to improve my work in the future.

## Play and forces

**Work Link:** <http://www.magistudio.net/work/apd-week-9-play-and-forces>

## Context



Terminator (ending part from at 1:43 )

<https://www.youtube.com/watch?v=y5vxDOma1Ok>

Rango vs snake ( The part of using the fade eagle to scare the snake )

Link: <https://www.youtube.com/watch?v=wfUH-71Cg4Y>

Sound idea from the Rob Graham- Untitled (2012) MAGI

The theme is forces. I got idea from the Brendan explained what was flux and watched the Rob Graham's animation, I decided to use the form of particle to show the topic, which was kind of rules and undergoing. Although it is hard, I want to challenge it. So, I made an animation and at first, I draw the dots to display the process of shape from dispersion to concentration, and from simple to complex by an invisible rule. I found the powerful background music because I noticed the Rob used the music to change their shapes of objects. Then, I learnt from this point in my work.

Feedback: When I got some information that my audiences might misunderstanding and cannot follow the theme, I realized that my work maybe too abstract and unclear to explain the topic what really wanted to talk about. Even through, I thought that I learned some new thing from this subject and I can improve my studio work. Just like I made the videos and handcrafts before, I have been looking for new ways to change my principle and finding the other way to replace them in my works.

## **Conclusion**

After finishing these objects, I thought that the Process taught me the play, which using the different methods and exploring the ways I never tried to according to my experience: 2D animation. Actually, before that, I always thought the animation was limited, which means the form of 2D or 3D animation. I opened my mind because I saw some interactivity videos and games on the class like using the color changed by movements and using your hand can control the light from the objects. That is so interesting that I got the new ideas in my 2D animation. So, I tried to use the physical things to show the feelings or tested the responses when I created the "weird" animation, some of them I thought that was better than my studio work. Now, I have many choices to improve my animation and I prepare to use this way to enhance my concept, try the different ways to play.

## **Community of Practice**

**18/15**

I thought that I can get 18 points because I have been talking about the questions with the teachers and my classmates. The best things are that I collected many ideas and problems in my work by communication to enhance my animation. No matter when on the class or in my spare time, I would like to communicate and talk the work that I should do or give other people some feedback.