

# **APD Folio1-2**

**WEEK1-WEEK10**

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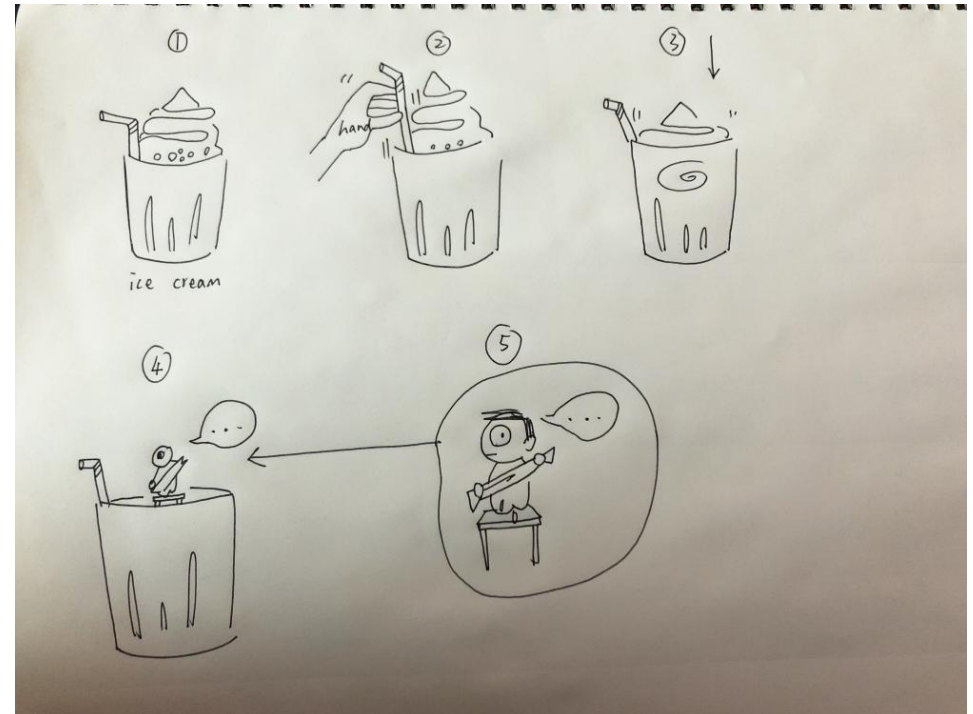
## **Week 1 - Play and Self Observation**

Link:<https://www.youtube.com/watch?v=qxggDuk68rw>

The theme of the first week is observation. To be honest, I was a bit confused and misunderstood about the theme of the first week, so I chose to observe myself. And I made the process of observing myself into a daily funny animation. The plot was probably too ugly, so I slammed my phone in anger. I used TVP to make this animation. I think this idea can be improved. For example, when watching this animation, users can ask them to choose the mirror mode and the photo mode to record the face at that time, and finally compare the photos and show the degree of acquaintance. If the acquaintance is too low, it will play the animation of breaking the phone. When you have a high degree of acquaintance, you will see a dance scene.

## Week 2 - Play and Tinkering

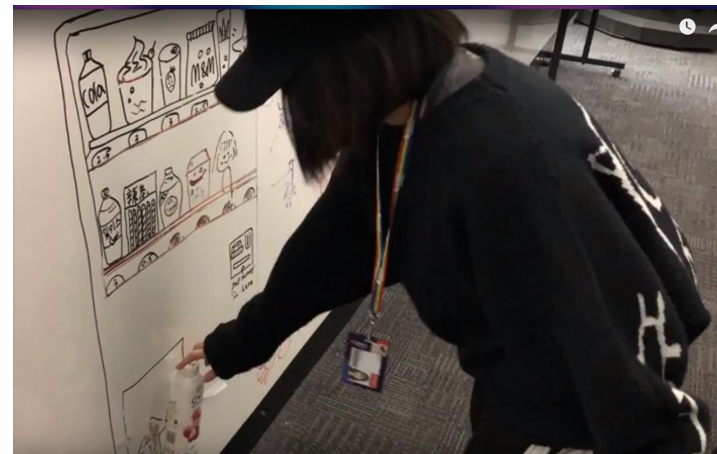
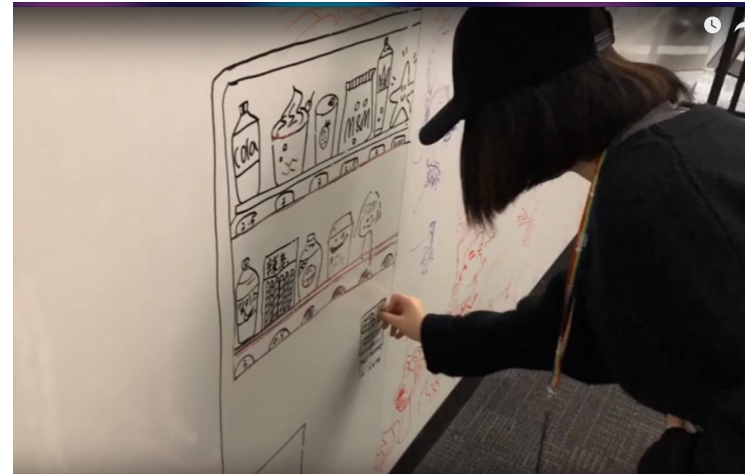
The second week I confirmed my work for this semester. So I put the direction on the subject of food. Because my animation plot is that food equals environment, there will be a lot of small people living in the animation. This week, I designed a toy. The appearance of the toy is an ice cream drink, which drops when people touch the straw, and then they find a mini man bathing. I have discussed this idea with my friends who major in innovative design. She thought the idea can be implemented, as long as add many parts connected at the bottom of the cup straws, at the same time on the straw wrapped in foil, can let the straw feel touched, and then respond.



## Week 3 - Play and Materiality

Link:[https://youtu.be/cu\\_ked3CK9U](https://youtu.be/cu_ked3CK9U)

This week I made a stop-motion animation. I shot this animation using my phone. This animation is about 2D and 3D interactions. I drew a vending machine on the blackboard in my classroom and dropped COINS on it. A real drink was dropped from the vending machine. The idea came from my usual observation of vending machines. Because there are vending machines in many alleys, but the vending machines are too big, resulting in narrower space for alley walking, so I imagine that if there are vending machines in the walls, it will save a lot of space. It might be interesting in the future if vending machines became the mode for manual touch screens. Or when we click on a 2-d vending machine on a mobile device, the device drops the drink. Of course it's just an imagination.



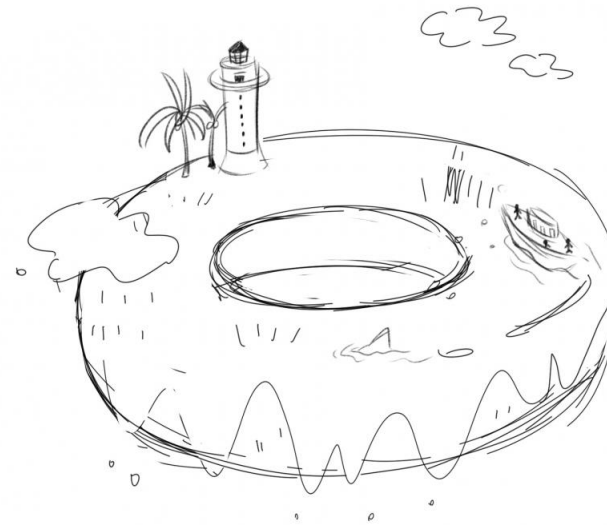
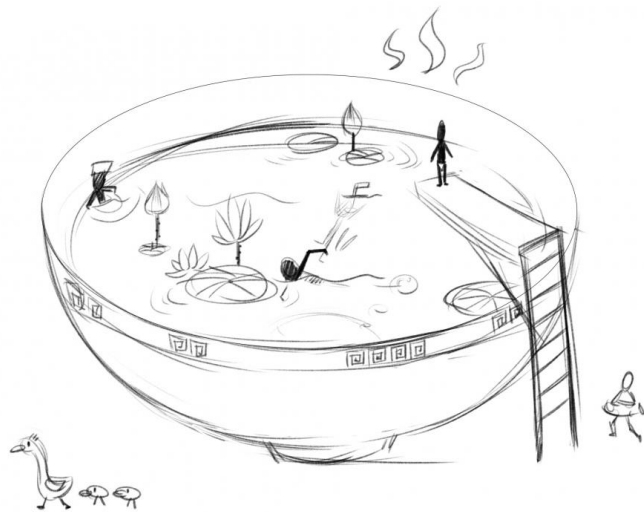
## Week 4 - Play and Place

Because my CPS class designed a character. When people are photographing food, a little fat person comes out to remind you, "you should pay attention to your calories!" . So this week I designed an interaction about weight loss. This idea comes from my daily life. Whenever I lose weight at home, I feel lonely, so I hope someone can accompany me to lose weight. So I designed a character that when I did the action it would mimic my action trajectory. Or it can mimic the movements of aerobics to teach users how to lose weight. If the user is lazy, it will angrily remind the user and say what the user's current calories are.



## Week 5 - Play and Object

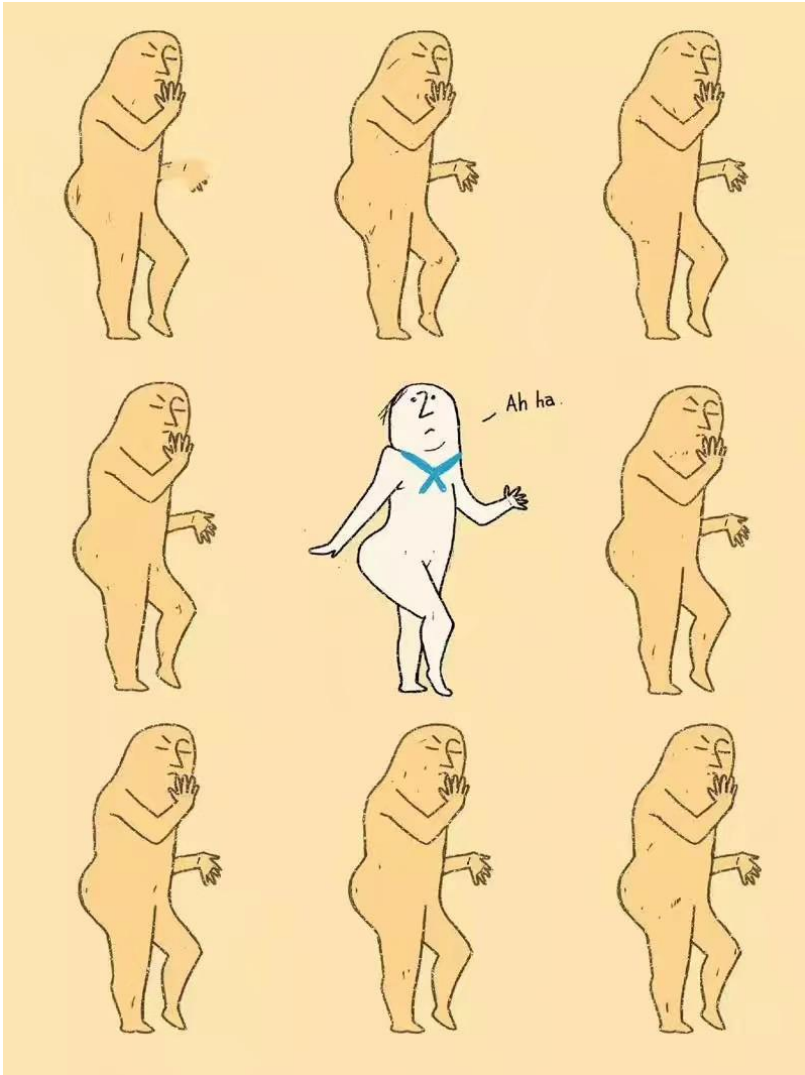
This week I returned to my topic: food = environment. I started to think, if my animation becomes a mobile game, what kind of playing method is needed? What happens on donut island? I combined ideas of the first five weeks, depending on the weight of the player, player can choose which place to live on. For example, if someone is fat, he/she can only live on the pool. If you are very thin, you can live on those nice landscape, such as donut island. Other users can be seen in each environment. This game is to encourage people to lose weight and maintain weight.



## Rationale

These five weeks of practice are important to me because I've never thought about the ways of interacting. For the past five years, I have been learning the techniques of animation and never thought about what would happen if my animation turned into a game or interaction. I also pay little attention to games and interaction in my daily life. So this course gives me a chance to think. I have to think about how my work communicates with people, how the two-dimensional world interacts with the real world. There are many ideas that are hard to come by. In the first week of practice, I learned that interactive ideas can be found in my own life. In the second week, I began to discuss the methods of interaction with the outside world, and learned that there were different interactions in different majors. Interaction can be feedback through touch, voice, movement, emotion, temperature, etc. For the third week, I've been learning more about interaction, and I've started to look at interactive materials, paper, plastic, laptops, hands -- all of our daily necessities have made me interact with the digital world. In week 4, I began to combine the experience of the first three weeks to find ideas from my daily life and interact with 3d projected characters by recording movements. Although now only ideas, their own technology is very limited.

## Week7 Character and eve



### Methods:

I drew a simple illustration using photoshop.

### Response:

Based on this week's theme, my research is on how to make roles stand out. Like my illustration, the first thing people see is a different one. Like a ballet I once saw) - the ugly duckling. All the dancers were dancing in unison. The actors playing the ugly duckling were always wrong. So a lot of roles to highlight a role. Many of the same actions can highlight one person's differences. I think this idea can be applied to animation as well as to interaction. For example, a quiet library, many people are learning. Put a machine in the quietest part of the library that records the arc of people's movements. Or the idea could be applied to the game. Among 100 similar characters, find a different one.



## Week8 Time

### Method:

I use AE create a short loop scenario animation.

### Response

I made a circular animation based on this week's theme. Because in the APD homework of the previous weeks, I had many ideas about weight loss, so this week I used the element of my studio - donut to make this animation. I hope it works on some weight-loss software. For example, when people go jogging, it can record how fast you run and how many meters you run in a minute, and the water in the glass can remind people to drink. If the water in the cup is small, it indicates that people in motion need to replenish the water



## Week9 Play and Force



### Method

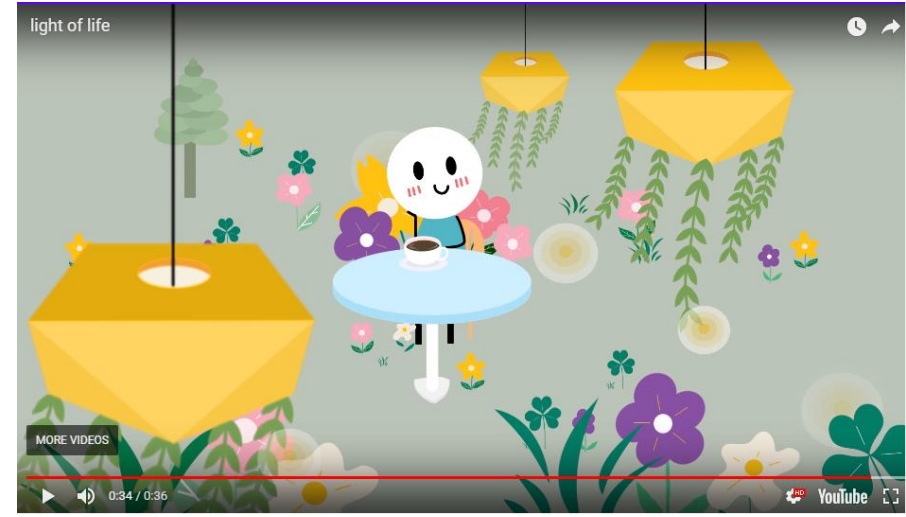
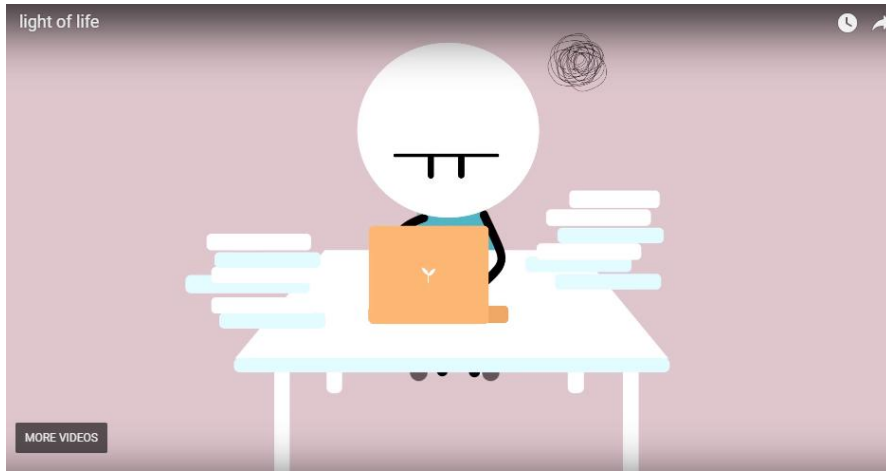
Made a 2d animation in ps and AE.

### Response

I created an animation based on CPS material. I want to make some coherent shots, because I have little experience with the lens. In this animation, I designed the movement of objects instead of characters. I use moving scenes and objects to express the switching of shots. In the end, I designed the action of willow leaf lamp. The wind blows the willow leaf and the willow leaf swings, making people feel relaxed and happy, which should also be a kind of force.

The willow leaf lamp was designed by my friend of industrial design. She wanted me to make an animation to express the meaning of this lamp. I think people will feel very happy when they see the willow leaf lamp that will swing, or design this lamp to feel people's emotions. If people are happy, the lamp will light up, and if they are not happy, the lamp will swing the leaf to make people happy.

Some shots of animation



## Week10 Play & Stillness

### Method

Made a 2d animation in ps and AE.

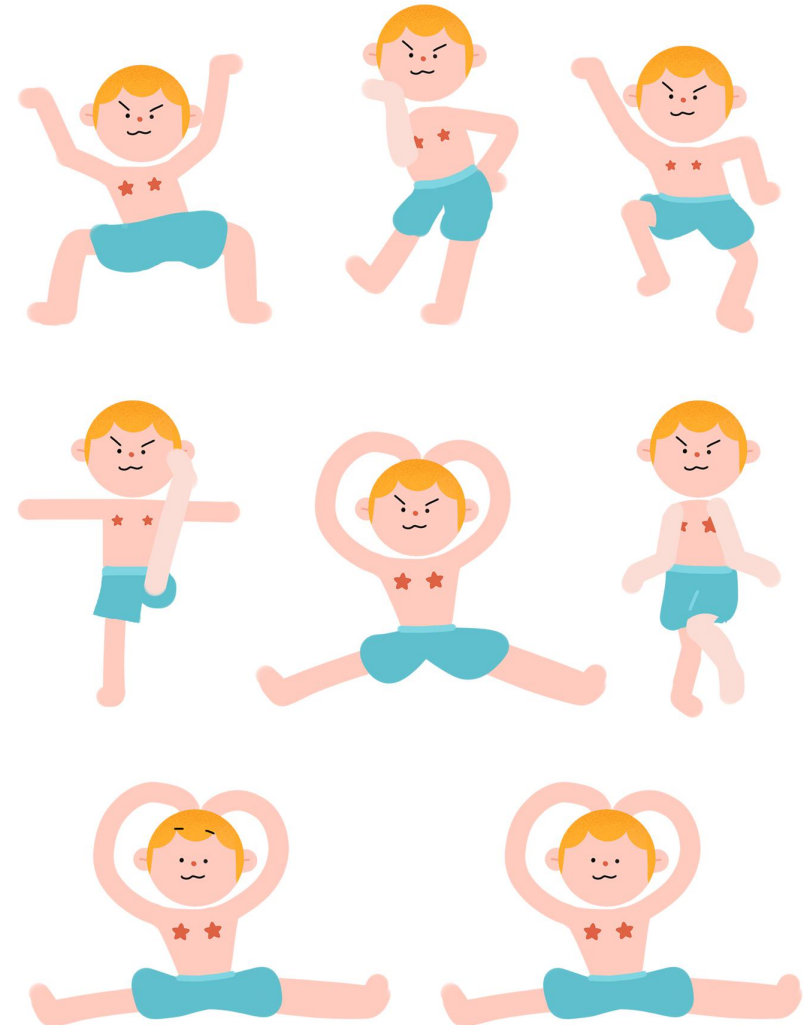
### Context

<https://www.bilibili.com/video/av12428353?from=search&seid=9009158580332914289>

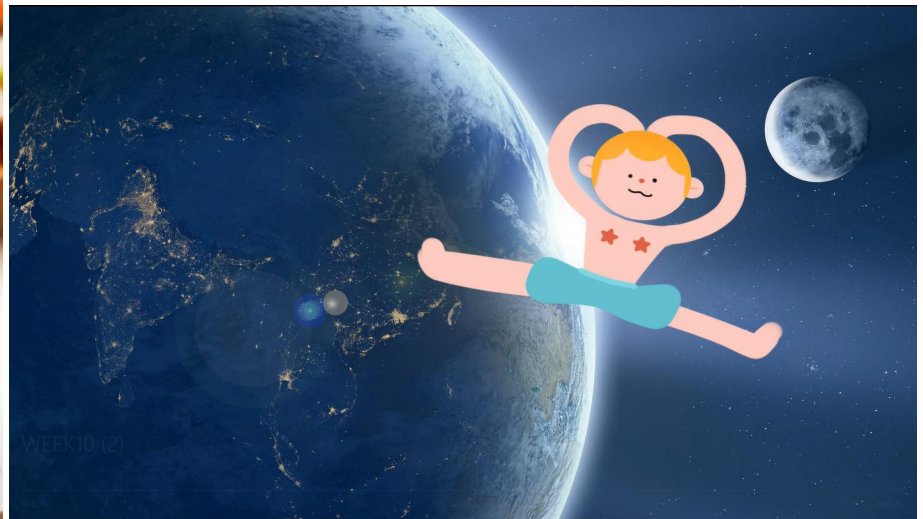
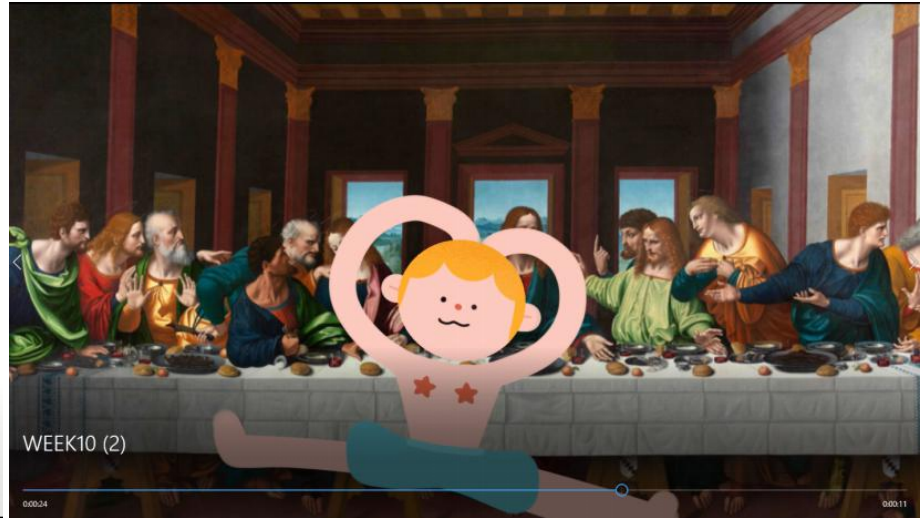
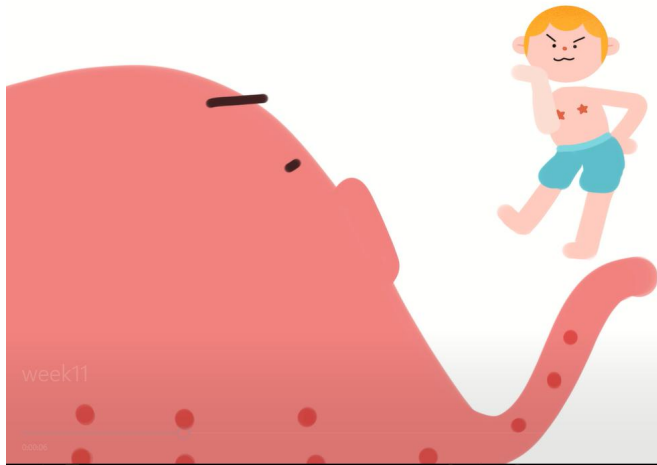
This is a funny cartoon on Japanese twitter, which uses extremely simple character design and action to express funny emotions.

### Response

According to the theme of this week, I want to highlight the funny plot with the static action. Instead of slowing down the action and making the time still, I just designed the character's action to be still. Whenever I think of the topic of stillness, I think of a game in China: 123 wooden people, called red light and green light in English. So I used my studio characters to play the game. Because the action is static, we can experience the quiet appearance of the character and the collapse of the heart.



Some shots of animation



## conclusion

During these four weeks of study, a lot of my ideas were not about games. My knowledge of interaction design is still very limited. During the study in week 9, I worked with my friends in industrial design to create willow leaf lamp, which I thought was very interesting. In my opinion, I can communicate with more people of different majors and then explore interaction design in more fields, not just games. For example, innovative design and technology, they have a project called the voice of the planet, which is to input the data of stars into the software so that people can hear the sound of stars. I think all of these ideas can be applied to interactions, like people clicking on stars on their phones or in public places, and stars can make their own sounds. Or make a star concert. It's all very interesting, and it's not something that can be learned by watching video, so the conclusion is that communication is important, and more importantly, communication with different people.

In these 4 weeks, I used 2d animation more to express my ideas, rather than making products to reflect them. I think my 2D animation technology has been greatly improved, as well as some camera switching methods. I often think about, when my animation is over, how to get people to remember my animation three days, a week, a year after they watch it. I think maybe I need a good plot, or a unique music, like a *dump way to die*. There are many products, games, and even the image design can be seen in the train station. So I think the first step of every good work has a good idea and a good style.