RMIT UNIVERSITY

Cover sheet for submission of work for assessment

SCHOOL: School of Design

Program name	Master of Animation, Games and Interactivity	Program code	MC232	Office use only
Course/unit name	Advanced Play Design	Course/unit code	GRAP 2580	
TAFE National Module Unit of Competency (UOC) name		TAFE National Module Unit of Competency (UOC) ID		School date stamp

Assignment no.	02	Due date	11/10/2018	Name of lecturer/teacher	Matthew Riley
Campus	City	Class day/time	Thu 1.30pm	Tutor/marker's name	

STUDENT/S

	Family name	Given name	Student number
(1)	ZHENG	ZHIHONG	s3666168
(2)			
(3)			
(4)			
(5)			
(6)			

DECLARATION AND STATEMENT OF AUTHORSHIP

1. I/we hold a copy of this work which can be produced if the original is lost/damaged.
2. This work is my/our original work and no part of it has been copied from any other student's work or from any other source except where due acknowledgement is made.
3. No part of this work has been written for me/us by any other person except where such collaboration has been authorised by the lecturer/teacher concerned.
4. I/we have not previously submitted this work for this or any other course/unit.
5. I/we give permission for this work to be reproduced, communicated, compared and archived for the purpose of detecting plagiarism.
6. I/we give permission for a copy of my/our marked work to be retained by the school for review and comparison, including review by external examiners.

I/we understand that:

7. Plagiarism is the presentation of the work, idea or creation of another person as though it is my/our own. It is a form of cheating and is a very serious academic offence that may lead to exclusion from the University. Plagiarised material can be drawn from, and presented in, written, graphic and visual form, including electronic data and oral presentations. Plagiarism occurs when the origin of the material used is not appropriately cited.
8. Plagiarism includes the act of assisting or allowing another person to plagiarise or to copy my/our work.

Student signature/s

I/we declare that I/we have read and understood the declaration and statement of authorship.

(1)	(2)
(3)	(4)
(5)	(6)

Advanced Play Design - Folio2

Zhihong Zheng (Miles)
s3666168

Lecturer: Matthew Riley
Master of Animation, games and interactivity

Introduction

Weekly exercises in Advanced Play Design help me come up with lots of new ideas. It is interesting to develop ideas from weekly themes. I can try something new or test some rules or ideas I want to use in my studio project through this opportunity. This reflective document explains the details of my weekly exercises which include how I develop my idea and how can the exercise be helpful for develop ideas or technical issues in my studio project.

Weekly exercises

Theme: Play and Observation

http://magistudio.net/work/cps-week1
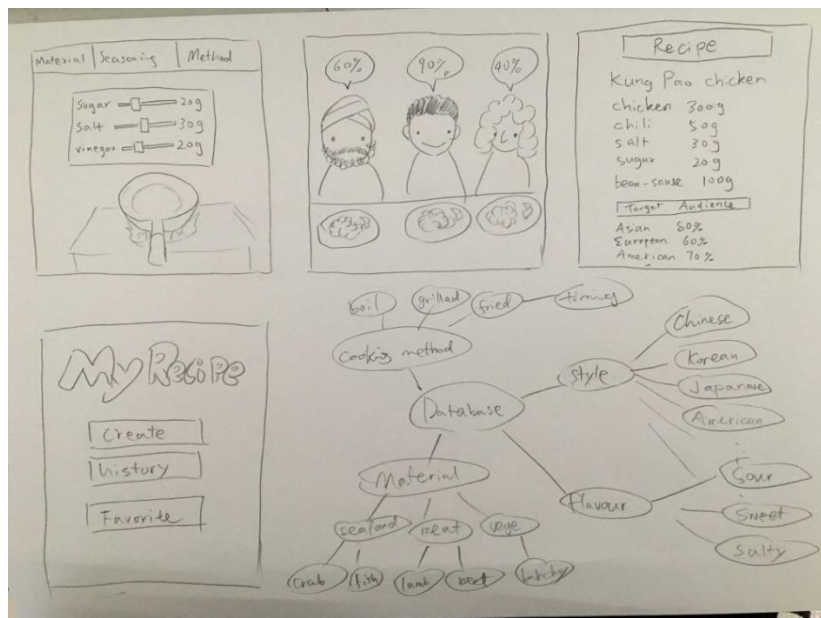
In week1, I spent time in observing something around me. When I observing someone cooking, an interactive idea came into my mind. I always curious about how to recognize whether the food is delicious or not when we cook it. So I was thinking about an App which contains a huge database of food knowledge and Artificial Intelligence. Before we cook, we can use the app to predict how the food will taste. Firstly, we can input material, seasoning, cooking method and so on in the App. Then the App will calculate what the flavor the food will taste like, and also calculate what kinds of person prefer to eat this kind of food.

This is only a concept yet. It contains too many elements and technology. I didn't develop it into my studio project. This idea may become my future interest.

Context:
IOS game 'Cooking Fever'
https://www.youtube.com/watch?v=edLzP7Pzt4c

Theme: Play and Tinkering
http://magistudio.net/work/apd-week-2-tinker

In week2, I try to think about how to combine 2d animation and reality together. I want to make some interactivity between 2d animation and reality. So I made this short video which shows I use some tricks to catch a little character from my computer. I mostly use AE in this part, because AE will be an important tool in my studio project. It has a powerful editing ability which gives animation more possibilities. It can make many after effects in an animation. So using AE to do something is helpful to let me get familiar with this tool. Combining 2d animation and reality is also a way I would like to explore in my studio.

Context:
Inspired by some VR/AR games
Example: Animated Business Card by Jinho Kang (2010)
https://www.youtube.com/watch?v=WAEsPMezesM

Theme: Play and Materiality
http://magistudio.net/work/apd-week3-1

In week3, I abandon the idea about combining 2d animation and reality. I just want to make an animation about multiple personality disorder in my studio project. In my project, there will be many frame change in my expectation. So I want to explore different methods of frame changing. I found that using my curtain can be a good method to change scenes. So I started play on it. I made another scene behind the curtain, then I use curtain's open and close to simulate the transition between different scenes. It makes me get more sense of frame changing.

Context:
Montage, Frame transition in animation or games.
Example: IOS game 'framed'
https://www.youtube.com/watch?v=OCAhGwchPsU

Theme: Play and Place
http://magistudio.net/work/apd-week4-1

In the theme 'place', I started to think about what is the smallest unit of place (if it has)? What kinds of things we can call it a place? I started to draw a picture to explore this

question. In my practice, I drew place bigger and bigger from up to down. It is similar with matryoshka doll. The bottom place is the place of the up place. I use this relationship to connect them. I think this design can be suitable for scene design in both game and animation. It also reminds me that inside human's body is also a place for something tiny like cells to live in. This concept be applied for my studio project. I make a storyboard which contains the things happen inside my character's brain.
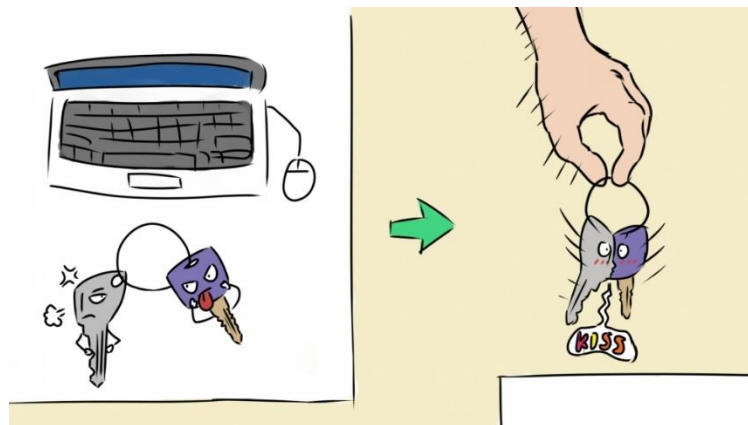
Context:
Matryoshka doll
https://www.youtube.com/watch?v=-xMYvVr9fd4

Theme: Play and Objects
http://magistudio.net/work/apd-week5

In the theme 'objects', I just think about what if the objects have their own life? Human may only play a supporting role for them. Started from this point, I drew a picture to represent it. In the first part, two keys lay on the desk, and their expression looks like they are quarrelling or fighting or something like that. However, when a human lift the key ring up, these two keys slide toward to each other which put them into another situation. This practice helps me to form an idea that objects have their own world. I create another world which is inside the character's brain in my studio project, this idea is also a similar theory with my week5 practice in APD.
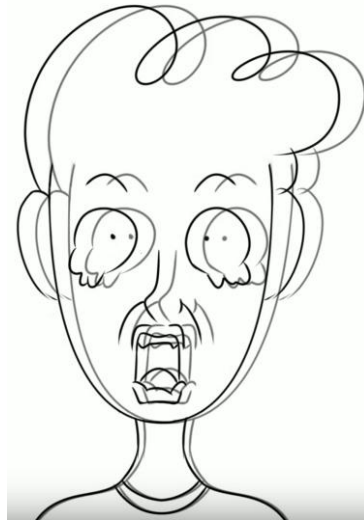
Context:
Inside out by Pete Docter, Ronnie Del Carmen (2015)
https://www.youtube.com/watch?v=bQvp2zO46Cc

Theme: Play and Characters Events
http://magistudio.net/work/apd-week-7-5

In the theme 'characters and events', some questions came into my mind like 'how the events effect the development of characters?'. It reminded me of the concept of pain assessment. Researchers divide pain into different levels. Generally, people think pain can be divided into 10 levels. I tried to relate pain to the character's facial expression. It is a chance for me to test some facial expressions of painful from my studio project. In my studio project, when the character's personality starts to change, the character will feel painful. So I decided to develop different facial expressions of different levels of pain.
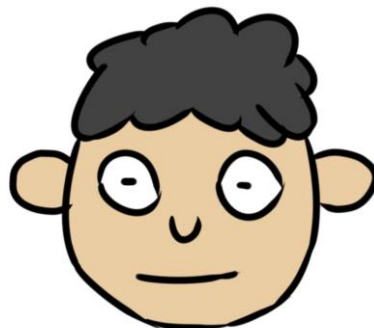
Context:
10 Levels Of Pain (Eden Ang 2016)
https://www.youtube.com/watch?v=Msl9dI5yweA
Pain Assessment and Measurement
https://www.rch.org.au/rchcpg/hospital_clinical_guideline_index/Pain_Assessment_and_Measurement/

Theme: Play and Time
http://magistudio.net/work/apd-week8

The theme 'time' reminded me of loop animation. So in this week, I try to make a loop animation to explore the transition between different faces with different facial expressions.

The movement of the change of facial expressions be applied a lot in my studio project. This exercise is also a practice for me to do this kind of movement which support some parts in my studio project.

Context:
'Love and Theft' by Andreas Hykade
https://www.youtube.com/watch?v=FsNXnDpqRlg
'Identity' by Sandra Janjatovic
https://www.youtube.com/watch?v=Xj-h2BG52E4

Theme: Play and Forces
http://magistudio.net/work/apd-week-9-1

When I thinking about the definition of force, I outlined some possible examples like push, pull, wind, etc. I found that force often invisible, and expressed by things produce it and things respond to it. I tried to think about something we cannot see can also produce force like wind. Then I come up with an idea about sound. I use sound as a medium to produce force. So in this exercise, I use sound to make the character move. In order to make the character looks more wooden, I design a puppet, so that the character looks moved by the force of sound instead of by its own mind. There is another reason I chose puppet as my character. I want to test the puppet tool and parenting function in AE which is a way for me to make animation in my studio. However, I didn't feel familiar with these function. So this exercise gives me a change to practice and test it. Apart from these, I still explore different methods to make animation.

Context:
Shadow Puppetry by GBTIMES
https://www.youtube.com/watch?v=6C6m3aKjzLk
In my mind, soundwave could be able to make something move even though it is invisible. Some people already exploring the science of visualizing audio frequencies.
Cymatics by Nigel Stanford
https://www.youtube.com/watch?v=MwsGULCvMBk

Animating the movement from reacting with sound make audience feel the invisible things.
Invisible Friends by Marco van der Vlag
https://vimeo.com/141796762

Theme: Play and Stillness
http://magistudio.net/work/apd-week10-stillness-1

In the theme 'stillness', I was inspired by Chinese Subway Tunnel Ads. It is a fantastic design which make something moving fast looks like stationary. It changes moving to stillness. From the concept of this design, I start to realize that stillness is not representing totally stationary, stillness could be just relative to something. So I design a loop animation, it is a weeding robot weeding around the earth. However, the robot moves superfast, so in some perspective, it looks like doesn't move at all. But for the robot itself, it is moving once and once. I started to feel some interested about this concept. I am considering about developing it into my next studio project.

Context:
Chinese Subway Tunnel Ads:
https://www.youtube.com/watch?v=WsdF834vXkQ
https://www.youtube.com/watch?v=LbkOLuxL45c