

CPS

BY Rainie

Week 1 Observation

Link: <https://www.youtube.com/watch?v=DcoApkKMz9w>

Method

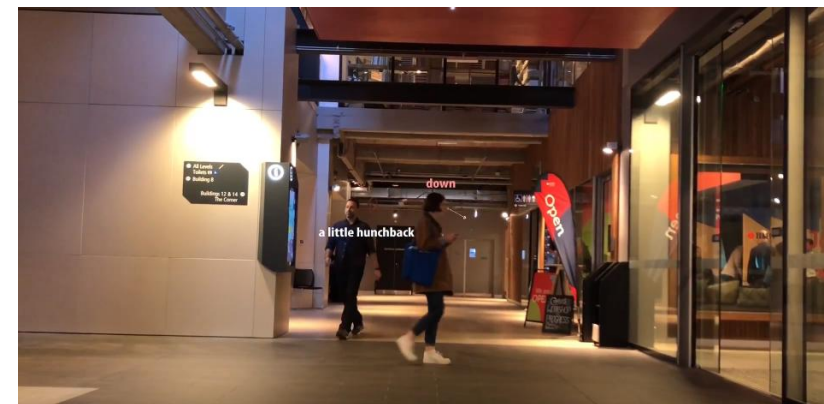
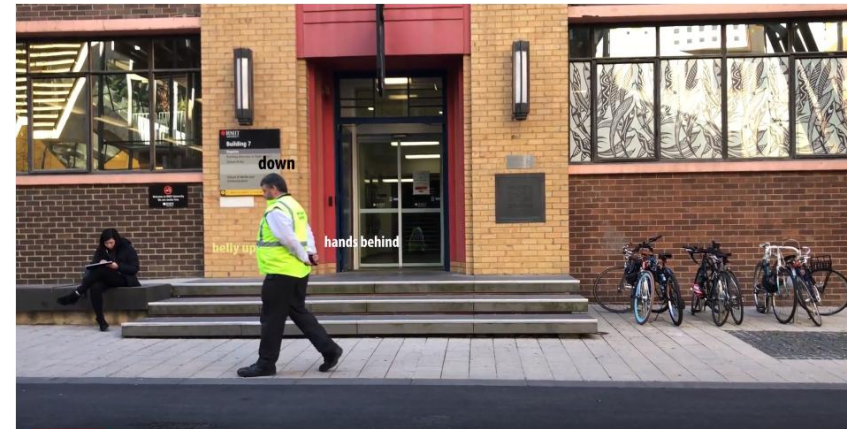
I will spend 30 minutes exploring walk, selectively capturing detailed video recordings on my phone as I go. I will then draw some post of those recordings.

Context

Video analysis, research action

Response

A series of small sketches or animations that are exaggerated representations of the action recordings in the video recordings.



Week 2 Tinkering

Method

Use animation to create interactions between characters and food.

Context

PS, Ae

Response

I'm going to look at the interaction between the characters and the food. Characters can be used not only to eat the way interact and food, can also be a food into the character. My animated theme is that food is a place for characters to live in. Therefore, it can be designed to have characters eating food, food eating food, fairies flying out of food and so on.



Week3 Materiality

Method

Fairy character design

Context

Photoshop, photography

Response

Since there are few characters in my animation, I wanted to design a cake island filled with fairies. Fairies gather butter flowers on the island every day.



Week 4 Place

Method

Every time I turn on my camera to take a picture of the food, I want the information about the food's calories in it. So I think about the way that calorie information comes in.

Context

Camera

Response

I always forget my weight when I'm going to eat a big meal. Therefore, I want to design a camera function. The more food in the picture, the more characters will appear in the picture, and some of them will remind you "pay attention to your calories, you are as fat as me! "



Week 5 Objects

Link: <https://www.youtube.com/watch?v=VFxw4sp5VGI>

Method

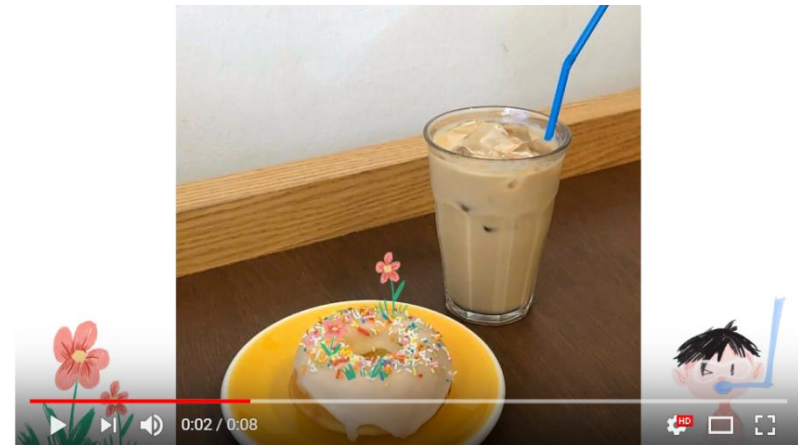
I used 2D animation first to observe the feedback of the doughnut growing plants. Then I used the 3D software and made it again.

Context

Photoshop, After Effect, C4D

Response

My animation theme is food equals environment. In my first scene, I designed a donut island with trees and characters. If the trees are always in the picture, it will be boring, so I want to add a plot where the trees grow out of the island. And the plot where the characters emerge from the donut syrup.



Week7 Moodboard

In the second half of the semester, I aimed to develop the skills of 2D animation, MG animation. I will refer to some examples of MG animation and animation of food.



The references I'm using in the moodboard is from:

- 1.ABC education
- 2.CALVIN & HOBBS
- 3.cloudy meat balls
- 4..Juan Carlos Ferraris
- 5.sina blog

The point is: how does the character help the environment, not the environment fit the character

Week8 Character,place,Events

Methods:

I put the black layer on the scene and show only part of the scene per second. Use light and layer layers to emphasize the atmosphere. And use some of the studio materials to complete the animation. My focus is on two aspects:

1. How to direct the audience to a character or part of a scene when there is time, character, or event.

2. How to make the material less monotonous when painting it

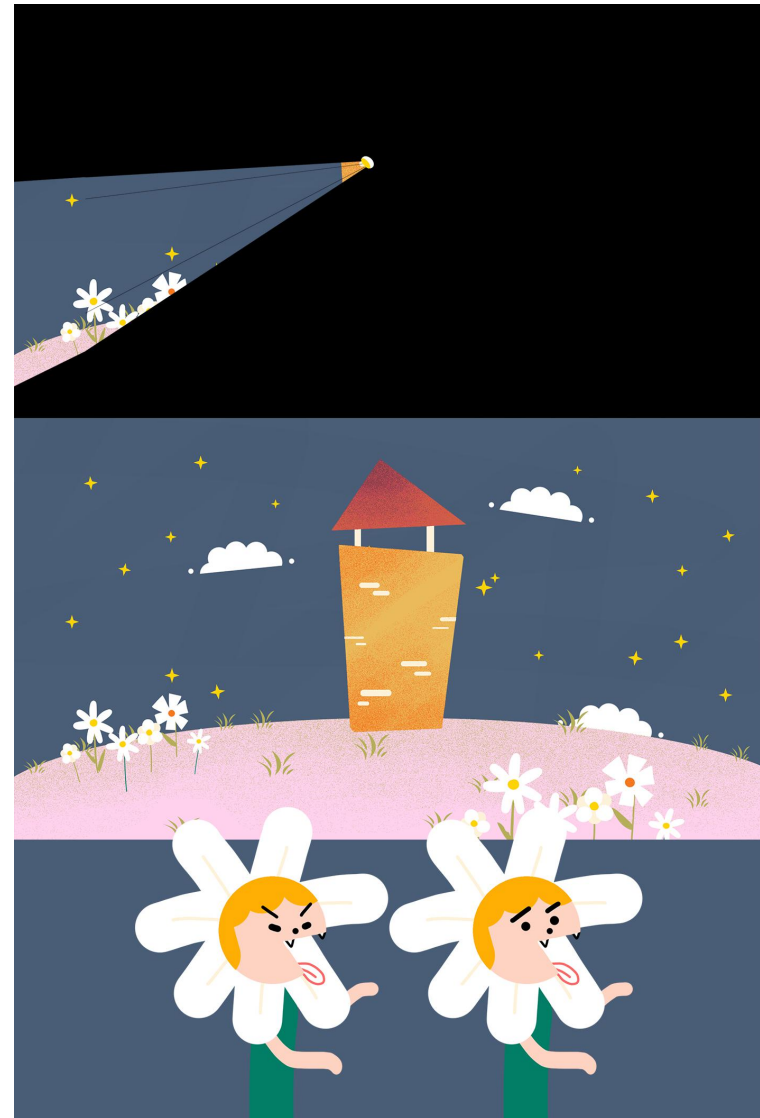
When I am drawing materials, I deliberately make their shapes irregular, because if the graphics are too smooth, it will make people feel that this animation is only the animation of the graphics movement. Therefore, I prefer painting style more like children's painting, but also to highlight the style of mg animation.

Material:

Color and flowers in my studio animation

Response:

In this project, I studied using light to emphasize characters or roles. I watched some animation of how events are highlighted when there are characters and environments. Or how to emphasize the environment when there are people and time.



Week 9 Time

Theme: Time

method:

I show the feeling of spring by designing some animation material.

Context:

AI, PS

Response:

This week is a special week, my friend, who thought of studying industrial design, asked me to help create an animation to show their willow lamps. I think this is a meaningful thing, because they are designed to make people feel warm when they are tired, because the willow lights will make people feel that time is slow, sometimes like in the spring. in. It reflects a state of enjoying time.



Week10 Forces

Methods:

The 3 rules I randomly selected are:

- point

- red

- only hopping to do animation

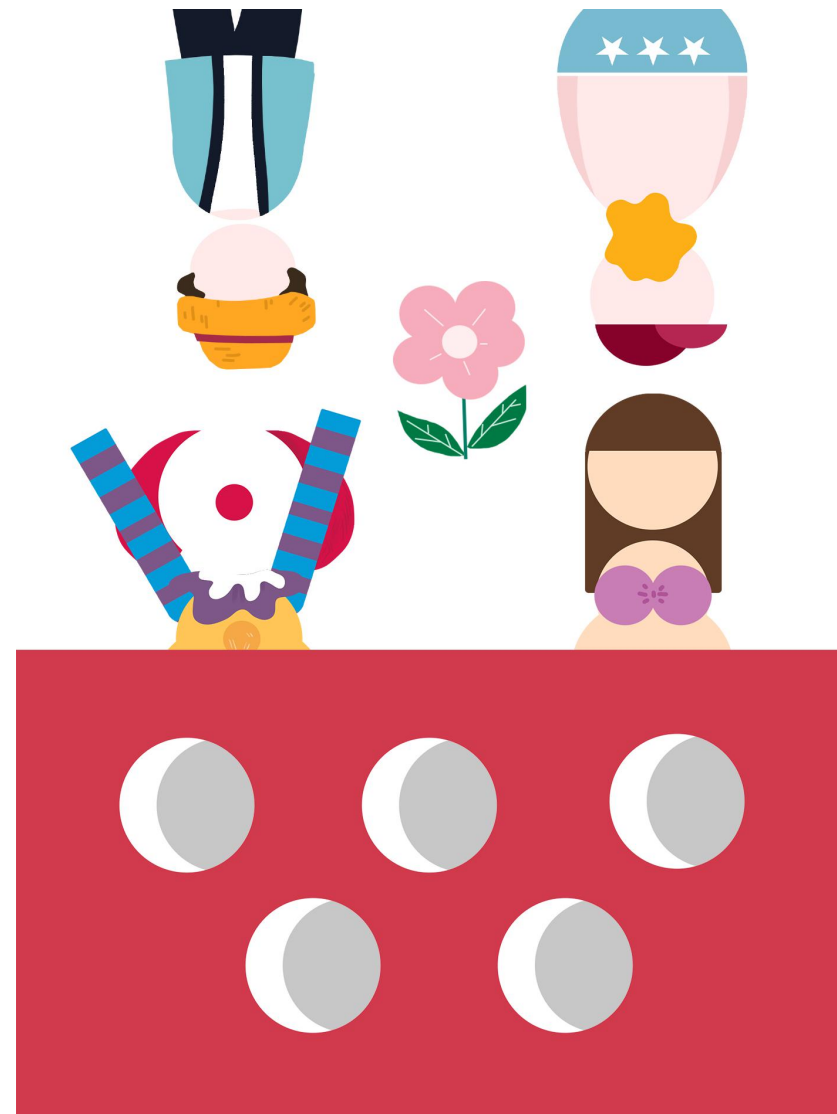
When it comes to dots and reds, my first thought is Mickey Mouse. I used AE to complete the animation, but I still used the materials in my studio, because I hope the two courses are related. I just used simple functions like move to complete the animation.

Context:

AI,PS,AE

Response:

I really do not know how to jump to make animation, probably the author means to do animation when doing exercise to keep healthy.



Week11 Stillness

Methods

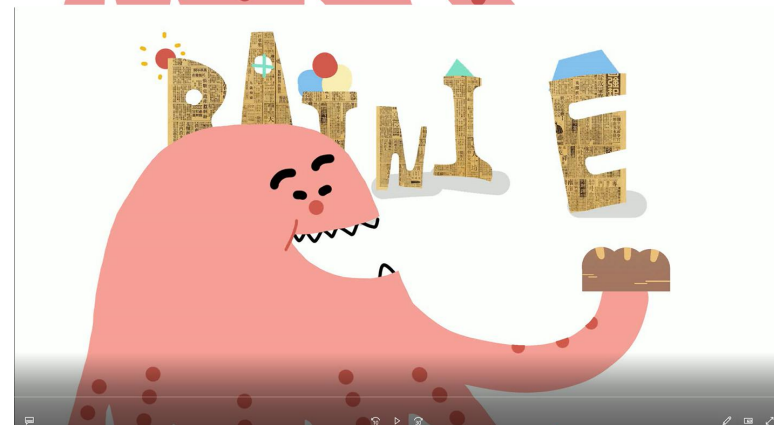
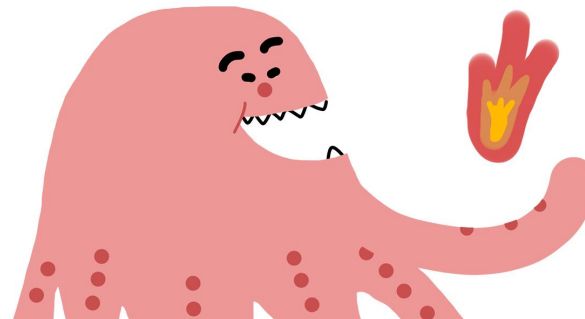
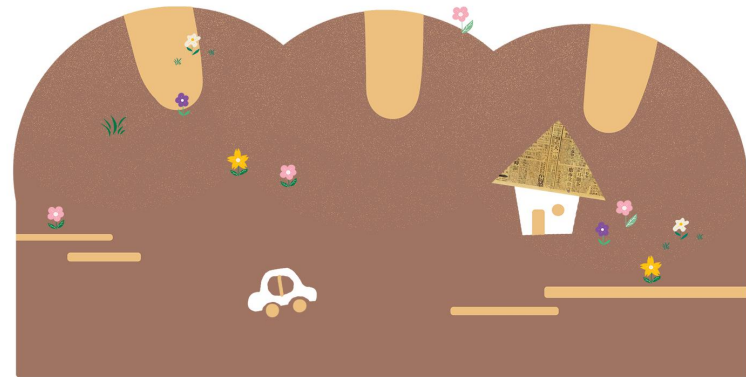
This topic reminds me of a game of childhood: one or two wood people. I felt very confused when I wanted to combine this game with my animation, so Jenny gave me an opinion: a big monster is eating slowly when it is eating a food, but for the food residents The end of the world. I think this opinion is very good, it combines several themes: time, people and events, Stillness

Context:

AI,PS,AE

Response:

I think this week's animation research is the closest to my studio theme. I once thought about how to connect my story and finally designed an alien to connect a story. At the same time, I think it is really important to ask other people's opinions.



Response:

Over the course of a few weeks, I've completed these topics by asking other people for advice, referencing animations, and observing humans. I think the most important thing to learn is that communication is really important, because every subject has a different understanding in everyone's mind. Although I'm really afraid of communication. Because I like children's drawings and Japanese comics, many of the things I refer to are not video, so there is no reference link.