RMIT UNIVERSITY

Cover sheet for submission of work for assessment

SCHOOL: Design

Program name	Master of Animation, Games and interactivity	Program code	MC232	Office use only
Course/unit name	Character, Place and Simulation	Course/unit code	GRAP2583	
TAFE National Module Unit of Competency (UOC) name		TAFE National Module Unit of Competency (UOC) ID		School date stamp

Assignment no.	Folio 2	Due date	12-10-2018	Name of lecturer/teacher	Max Piantoni
Campus	City	Class day/time		Tutor/marker's name	

STUDENT/S

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Character, Place and Simulation Folio 2

Yuchen Wang

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In folio 1, my understanding of the context is biased, so I focused on the exploration of the context in the exercises that I submitted weekly in the later six weeks. I stepped up my exploration of the context as well, I searched and explored related articles, related works, and related fields of participants, etc.

1. Observation

Exercise

http://magistudio.net/work/character-place-and-simulation-week-1-2

Rationale

In the first week, I walked out of the classroom and observed the corridors in the teaching building. I became interested in the various signs on the walls and on the ground, as well as the indicating arrows. So I played my imagination (daydream), combined with my previous work - character design, and started imagination, I imagined these marks as the footprints or paw prints of some monsters we can't see on campus, which makes me very interested, I can make full use of my imagination, such as the arrow on the ground, maybe the footprints of a monster with arrow-shaped feet. At the same time, since I was at the beginning of the semester, and I was going to start studying, researching and producing works related to AR, so I came up with a game concept that scans some 'suspicious' symbols on campus by mobile phone, to explore what creature left them, and at the same time I made the arrow foot visualized and draw an illustration.

Through observation and reflection, it gave a reference direction for my studio project. It has extensibility and divergence. It was a good start for me who is confused at the beginning of the semester.

2. Tinkering

Exercise

http://magistudio.net/work/cps-week2-tinkering

Rationale

This week I played the particle system in AE and unity, and made some "visual special effects". They can be used in my studio project to make it more vivid and complete. For example, I can make a special effect brush. and use it to draw in space that has the effect like the sparking, or I can use them to some characters' magic spells.

3. Found objects

Rationale

This week's theme was object, so I made a paper box, and regard it as my object, and applied it to my AR project. First of all, the box is a three-dimensional thing, so it gives me more possibilities for the project. For example, by tracking the box, I can see some things on the back, and it allows me to make something that is launched to different faces. Similarly, the box can be an agency that I can use, for instance, to track several different boxes and explore some combinations.

4. Place

Exercise

http://magistudio.net/work/cps-week4

Rationale

One advantage or characteristic of AR is that it can produce different effects by combining different places. Place can be used as my agency this time. For example, I can put characters or objects in different places, to produce some material-related effects by scanning the surface material or the shape of the object, so I made this special effect similar to plant root growth, and a simple sketch map to visualize it to express some of the original ideas and see if it is a good idea.

5. Objects

Exercise

http://magistudio.net/work/cps-week5-3

Rationale

This week I re-examined the concept of the characters in the project. The characters themselves can be regarded as objects. They are our avatar, they are us in the game. Without the background story we add on the characters, they may be just a simple model, but when we add subjective factors and give him a background story, a class, they will be more alive. I didn't have a specific character in my project before, so I designed and produced a specific role to make a better immersion experience.

6. Presentation

http://magistudio.net/work/cps-folio-1-1

7. Moodboard

Exercise

http://magistudio.net/work/cps-week7-moodboard-1

Rationale

This week, everyone reviewed and discussed some of the previous works, about what succeeded, what didn't work, and so on, after that, we made the moodboard. Since my project in the second half of the semester is about AR painting, so I started and focused on some brushes (special effects).

Moodboard helps me to make some of my unconventional concepts clearer. With the process of making a moodboard, I am more and more clear about the goals I want to achieve. For example, I found the feasibility of many brushes, the traces of objects, can be used as a brush, continuous points can be regarded as a brush, a shape is constantly copied, and it can also be a brush.

8. Character, Place and Events

Exercise:

http://magistudio.net/work/cps-week-8-3

Rationale

This week, I decided to do some exercises followed the theme - event, so I combined with my studio project, and playmaker, which I started to learn recently, I made and added a button in the project as an object that triggered the event to implement the project, and do the brush conversion. I am satisfied with this because it has enriched the content of my project. At the same time, it was just a single button, with a simple function, and will not make my project too formalized because of its appearance.

Then I tried to add some other function buttons to change the speed, shape, etc, but through observation and reflection, I personally think that these will make the project appear too 'given', rather than the player's own exploration, which deprives the feeling of surprise, a more 'forced-to-be-given' feeling, through this experiment, I have a deeper understanding of the event's rhythm, just like the narrative, painting, and music, etc, it must have a certain rhythm, sometimes excessive events will play a bad role. The arrangement of events is sparse and dense, and the rhythm will enhance the experience feeling.

9. Time

Exercise

http://magistudio.net/work/cps-week-9-4

The theme of this week is time. I didn't have any specific ideas at the beginning. Then I saw the monster cans that were accumulated through time. I sorted them out. They reminded me of some of the things I saw before, those pleasant pictures, most of them are arranged in a regular order with colors, shapes, etc, so I combined this week's theme, I have an idea, in my AR project, that is, adding a brush that controls color by time.

Through this week's practice, and after the production, I realized that time, in any form of interactive works, has a very important role, time loop, time as a rule, affects the change of things, time as a trigger to trigger some events and many more.

10. Force

Exercise
http://magistudio.net/work/cps-week-10-2

Rationale
Followd by three rules this week (1. You can only use GEOMETRIC SHAPES 2. Only BLACK & WHITE 3. PSYCHEDELIC PALETTE), I made an abstract picture, an animation made by changing the shape of this picture, such as rotation and scale, and a gif picture. Through the production of this week's exercise, I saw the potential of some effects that can be achieved in my studio project, such as the combination of some geometric shapes and deformation, can create a psychedelic effect, and by using this effect, I can make an experience of drawing "psychedelic" in the air. At the same time, it can also be done reversely, to obtain 'awake' by erasing the existing "psychedelic" in the air.

Through this week's practice, I realized that external forces, and rules, do not constrain our ideas and implementation methods, but to visualize our over-sized thinking, to make the sorrow in our minds, become clearer, and at the same time, different people have different understandings and ideas about specific rules, through communication and feedback, it will allow us to extend on a separate rule, to create more potentials.

11. Stillness

Exercise
http://magistudio.net/work/cps-week-11-2

Rationale

This week's theme provides a complete possibility for my studio project. - How should it end?

I used the brush in the studio project to generate a randomly created 3D image, which is different from the previous track. This time, I chose to combine the theme so that he can stay still after the growth, so that we can observe this image from different angles, through the adjustment of the parameters, it can generate many unexpected images, for example, my studio itself is a growing tree branch, and I have similar in the works I created this week. weathering stone, neurons... since it is randomly generated, so each person, every claimed image is unique, and I also consider combining the theme, so that the player can finish experience at this step. After that, they can observe the images that generated through painting, which increases the sense of accomplishment, participation, and surprise of the experience.