

CHARACTER PLACE AND SIMULATION

GRAP 2583

FOLIO 1

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ARINDAM CHOWDHURY

S3640203

## TABLE OF CONTENTS

WEEK 1 OBSERVATION.....	3
WEEK 2 TINKERING.....	4
WEEK 3 FOUND OBJECTS.....	5
WEEK 4 PLACE.....	6
WEEK 5 OBJECTS ARE NOT EXHAUSTED.....	7
REFERENCES.....	8

## WEEK 1 OBSERVATION

Link: <https://youtu.be/LUYiOKoln6I>

### Theme

Observation - to observe something you haven't observed before and Illustrate

### Context

Sketching, video analysis and observation

### Method

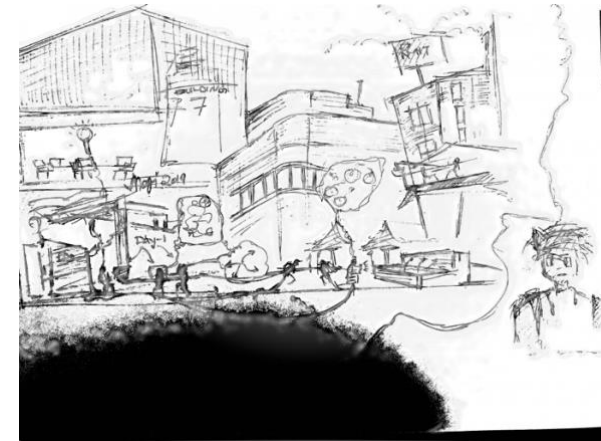
At week 1 class of CPS, I observed and started sketching by illustrating my perspective of the environment and behaviour around the class, where Max is guiding a student. While outside at RMIT campus, other students are roaming around to record their observations for their 1<sup>st</sup> week of CPS assignment.

### Responses

The loop effect to a darker transition is just a toggle in photoshop, for which I was trying to show the short span of time I had to observe the chaos around the place.

### Reflection and Thoughts

I learnt that an observation is a part of an experience and how we portray those thought and expressions is an interesting way to demonstrate an objective or a non-objective subject which can be highly influenced by culture, situation and conditions.



## WEEK 2 TINKERING

Link: [https://youtu.be/dF1vm0PI\\_ik](https://youtu.be/dF1vm0PI_ik)

### Theme

Tinkering - Improvise and reflect on things in the surroundings

### Method

Tried using Unity for the 1st time, before attempting unity I tried something with a wave background for which I used a couple of vector graphic images from various websites. The initial idea behind the wave effect was basically a culmination of an object moving through those wave patterns. Hence, while trying to import objects to unity I was not able to work it out since I wanted to somehow relate the wave background with an object to show that motion animation. Through the process I imported the butterfly from the Unity asset store, played around with some animation pre-sets to change the direction and also tried merging the WindZone pre-set to show any changes in the direction of the butterfly's path due to the wind effect. However, I was only able to simulate the butterfly for the time!

### Context

Just took a wave background as a subject while browsing and started using different Ideas and methods to see what I can finally get through it.

Wave background: [https://www.freepik.com/free-vector/black-moire-wave-white-background\\_4043546.htm](https://www.freepik.com/free-vector/black-moire-wave-white-background_4043546.htm)

Basic Unity animation tutorial: <https://youtu.be/G4Ja-asl8hQ>

After effects & Illustrator workflow in cartoon animation: <https://youtu.be/QQgmXARn8aA>

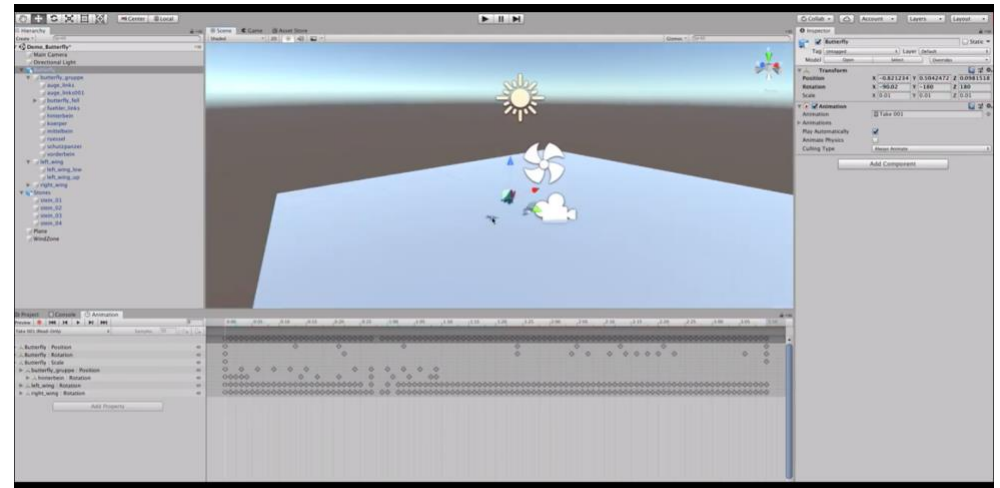
### Response

Found few tutorials and sources to understand the animation through various software's such as After effects, Illustrator and finally a basic animation tutorial on Unity. Tried to work

out a way to demonstrate how I was going through the tinkering method selecting a wave background as a concept to make it to something new.

### Reflection and Thoughts

I found it interesting to explore ideas through just a thought or an observation and further use new tools to demonstrate what those thought can turn into. Would like to tinker more to explore the unknown.



## WEEK 3 FOUND OBJECTS

### Theme

Consider objects as a material to subvert in a creative work

### Context

The various works of Artist using found objects inspired me to use the headphone as a spacecraft invading earth.

Initial Reference

<https://www.ctpost.com/living/article/Hooked-by-the-hunt-Shelton-artist-s-whimsical-9242634.php#photo-10974859>

Illustration Inspired by

**Eric Geusz** <https://www.artstation.com/ericgeusz>

### Method

Initially I was planning to take a more ambitious approach and learn to make a game similar to flappy birds of a spaceship moving towards a confused earth which is scared of the alien invasion. I tried my best to understand by looking at some tutorials for unity but due to the complexity of producing a full game in relation to the given time I end up choosing a simpler approach and made a depiction of my concept in photoshop.

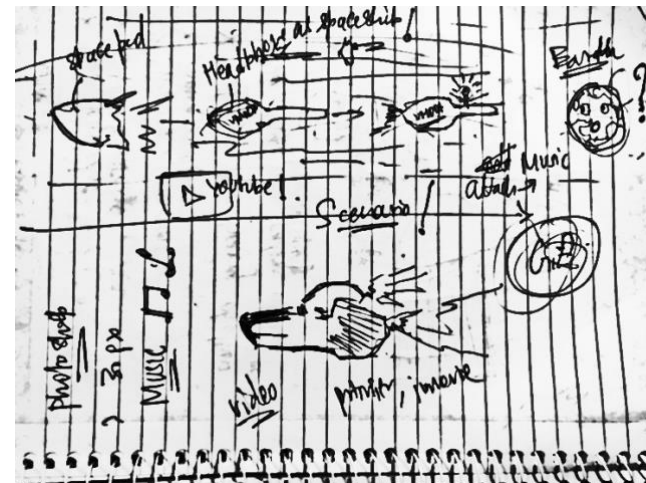
### Response

The headphone is the spaceship and it's trying to invade planet Earth.

Initial Idea was to learn and produce a stop animation or after effects to animate the headphones. But due to time constraints to produce such work within the class I rather used context from artists while researching extensively.

### Reflection and Thoughts

The most interesting part of this exercise was that I was curious and ambitious to produce a work where I saw an object is given a personality, an importance to use it in a different way. This triggered a curiosity within me to understand how efficient an object can be if we use it in a different way?



## WEEK 4 PLACE

Link: <https://youtu.be/DuHcf4aamMA>

### Theme

Character and Place - to make use of the environment and characters

### Context

Guildies - <https://youtu.be/CZzbx5n7jNM>

How to create clay scenery - <https://youtu.be/ybNQ16A7ukE>

My initial thought was to link to different scenarios through clay model by using the surroundings, the context of clay scenery and animation produced by Guildies encouraged me to relate characters with surrounding place.

### Method

I will use the environment around to depict an illustration using clay materials found in the CPS class and illustrate a scenario of an Extra-terrestrial, looking at humans climbing up the mountain (in this case used the wooden branch present in the class), whereas another beast is about to attack the climber who has already reached his milestone.

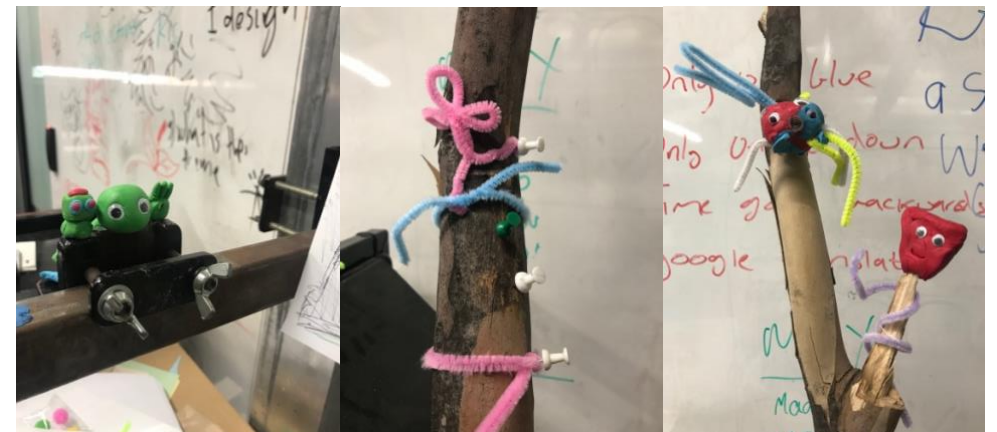
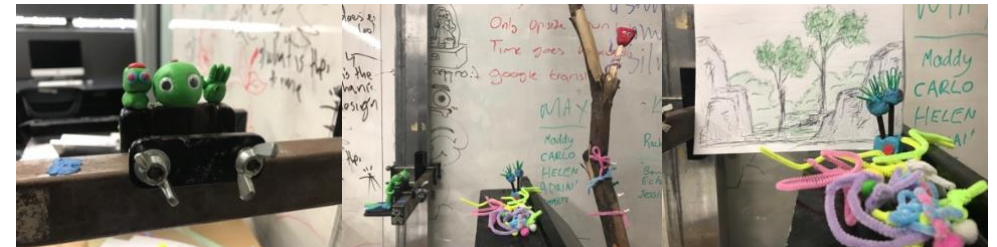
### Response

Playing around with the clay model I observed a wooden branch kept aside right next to the stationeries in the CPS Class room, using the context of what Max explained in the class to fuse both character and place to see what can be achieved, I researched few clay scenery

tutorial, one of them was from Howcast channel in YouTube. Inspired by the same, I worked on a scenario by creating characters out of clay model and utilised the wooden branch as a mountain for climbers who are under attack by an Extra-terrestrial beast above it.

### Reflection and Thoughts

At first following the context of the 4<sup>th</sup> week's topic, I started wandering around the class looking for clues and ideas to ponder my thoughts. Looking at the clay model and the wooden branch I started using both of them to turn it into a scenario. The emotion captured in this exercise and how I worked through it was fascinating and interesting to understand on how one can compose a story by just observing the relation between characters and the environment.



## WEEK 5 OBJECTS ARE NOT EXHAUSTED

### Theme

Interact with a non - human object and use its characteristics to interact with the environment

### Context

During the cps class, Max showed many different works of artist and game designers who explained the importance of objects and how we don't recognize in our day to day activity the characteristics of those non-human objects, how they interact with the environment and what connection can be depicted from their act, this gave an idea for me to show my interest of sneakers as a subject of this week's topic

Nike Epic React: [https://youtu.be/YUBEb\\_qFbIQ](https://youtu.be/YUBEb_qFbIQ)

### Method

I used a sole of a sneaker depicted as a pillow in context to, how commercials of big shoe brands boast their new innovation talking about soles that provides maximum comfort to our feet like a cushion. Illustrating this comfort and interaction between the feet and the earth I started sketching the sole depicting as if it acts as a pillow for the earth's surface too!

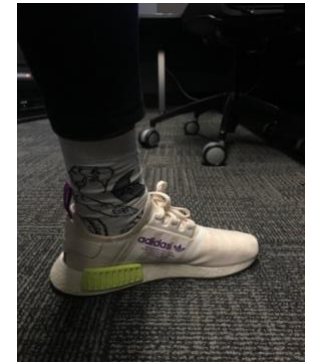
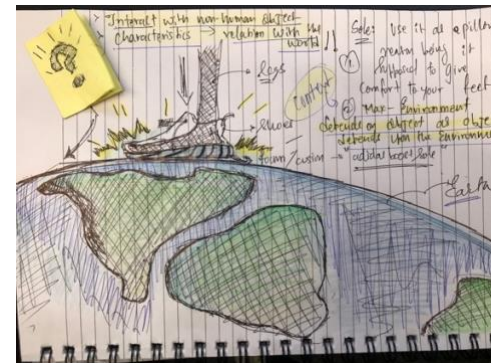
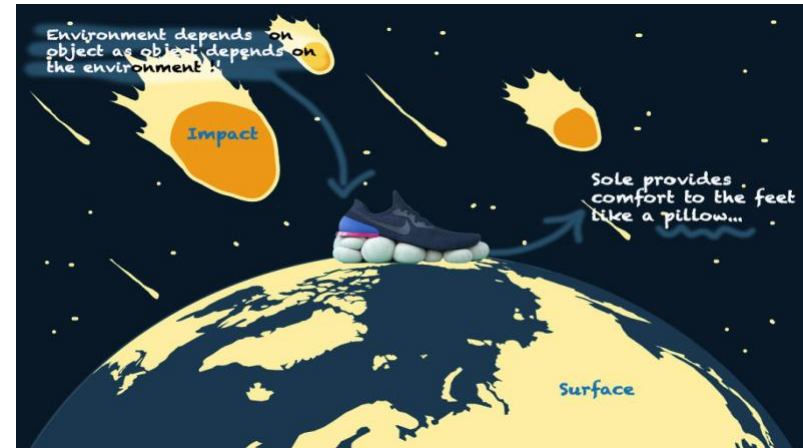
### Response

This illustration is an interesting way to relate two subjects on how they interact and add value to each other showing a connection which has a meaning to it.

### Reflection and Thoughts

An interesting model on object-oriented ontology (OOO), A way to look at non-human object and its relation to with environment. In my opinion this was a challenge for me since,

understanding the importance for a non – human object meant expressing in a way that I could portray its value, importance and characteristics without any human interference.



## REFERENCES

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