

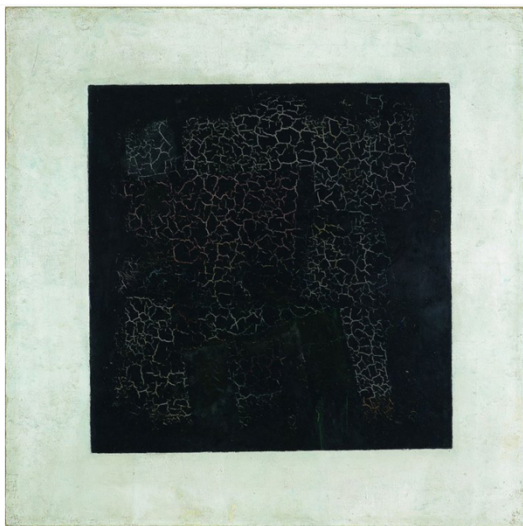
CPS Folio 1

WEEK 1 Observation

Context:

Observation is the beginning of design. Observation would produce really realistic things or really abstract things. I would like to produce some abstract thing. I researched some abstract painting and famous abstract artist for example Malevich. He wanted to abandon depicting reality, free art from the dead weight of the real world and instead invent a new world of shapes and forms.

Malevich's Black Square <https://www.tate.org.uk/art/artists/kazimir-malevich-1561/five-ways-look-malevichs-black-square>



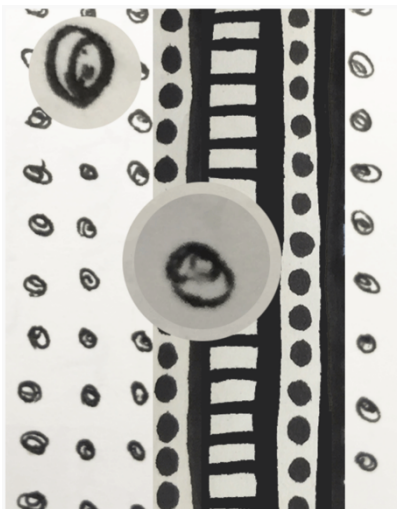
Kazimir Malevich
Black Square 1913
© State Tretyakov Gallery, Moscow



Kazimir Malevich
Dynamic Suprematism 1915 or 1916
Tate

And I also found this web where are many abstract gif artworks.

<https://yvonnecheng.squarespace.com/abstractgifs/>



Method:

I observed a pillar which has lots of stains and trace in RMIT library level 5. I think the stains and trace look like a post-modern abstract illustration. I took many pictures of this pillar in different positions and abstract these pictures in PS by using a filter and compose the edited photos to a GIF



Response

I add a filter on photos in order to highlight the stains and trace on the surface of the pillar and blacken the smooth parts on the surface. And during editing the photos, I found that different lighting led to the different color temperature of these photos. The pictures with higher color temperature will show yellow stains and trace in black background and the pictures with lower color temperature will show white or even blue stains and trace in black background. So the stains and trace have 3 colors, white, yellow and blue mainly by accident.

Final work on magi website: <http://magistudio.net/work/cps-week1-observation-5>

Reflection

I made an abstract gif which only shows the different shapes and lines. These shapes and lines are abstract from the stains and trace on the pillar. The stains and trace on the pillar look rough and weather-beaten but when they were abstracted and compose the gif they look like some active microorganisms under microscope. I cannot relate the two together if I did not make the gif by myself. Such construction is interesting. I observe something and abstracted a work which gives people different feeling from the original object.

WEEK 2 Tinkering as method

Context

I found a lot of great photomontage work in Pinterest. Photomontage is the process and the result of making a composite photograph by cutting, gluing, rearranging and overlapping two or more photographs into a new image. So I think the process of trimming, rearranging and composing photos without a goal is a tinkering process.

[https://www.pinterest.com.au/search/pins/?q=photomontage&rs=typed&term meta\[\]=photomontage%7Ctyped](https://www.pinterest.com.au/search/pins/?q=photomontage&rs=typed&term_meta[]=photomontage%7Ctyped)

Just show 3 below:

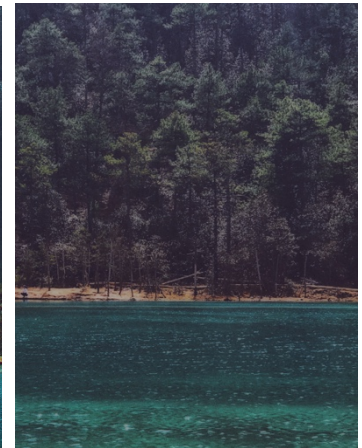
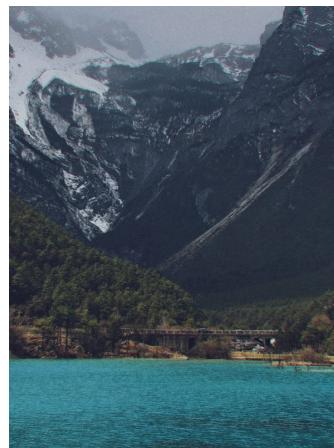


Method

Photomontage. I selected some pictures that I took before and trim them in ps. Then using some pieces of them composed a new photo. I did not know what the new picture would look like before I finished. The new photo is a random result.

Response

The 5 photos below are the material used to make the photomontage. I took them in a beautiful city Lijiang where has amazing natural landscape in China's southwest border.



Final work on magi website: <http://magistudio.net/work/cps-week2-tinkering-1>

WEEK 3 Found objects

Context:

I found a lot of interesting photographs of miniature art. The author, Tatsuya Tanaka, is an art director, designer, and photographer from Japan. He has been creating miniature life scenes on a daily basis since 2011. There are massive excellent miniature art photographs on his website. <http://miniature-calendar.com/>. I just show two below.



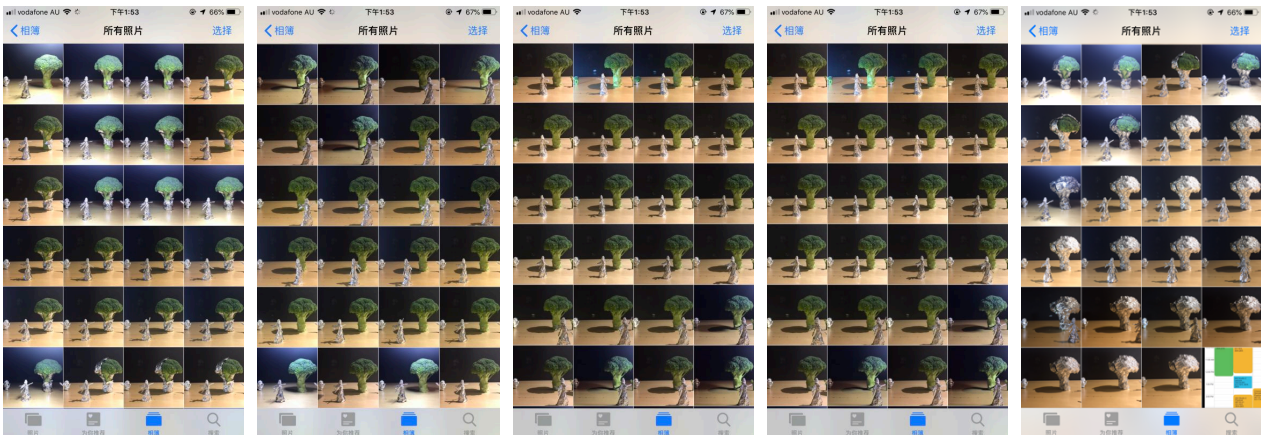
And this video used food and cooking material to make a stop motion animation.

<https://www.youtube.com/watch?v=YQkC0Qs3aD0>

Refer to these two examples I came up with an idea that use broccoli and aluminum foil to make a stop motion animation.

Method:

I explored those two objects by making stop motion animation. I set my phone and take a series of photos (around 80 photos) during changing the girl's position and pose. Then compose these photo to animation in AE



Response

I let the broccoli pretend to be a tree and made a girl wearing a long dress by aluminum foil. The long dress could help her stand on my desk so I can place her closer and closer to the broccoli and take photos for the process. And aluminum foil is easy to be molded so I can change the girl's arms to different positions. Broccoli is green and alive which looks like a tree, and aluminum foil's color and reflection give people a cold feeling. So I used the two features of broccoli and aluminum to develop the story: an aluminum girl freezing the trees. And when she freezes trees I try to add light effect by changing my table lamp's intensity.

Final work on magi website: <http://magistudio.net/work/cps-week3-4>

Reflection

As computer is a tool which I use most, so when I do a project I will use computer and do something on screen unconsciously. Found objects let me back to the real world and find real objects. The objects in our daily life also can be created as design work which would probably bring stronger resonance to audiences, because people are familiar to these objects and they could easier understand that how or why designers make good use of the meanings or features of objects and make them be design works.

In studio 2 I also have real objects, some canvas, in my studio. I will paint a scene on 5 canvas by conductive ink and use conductive touch board to achieve interaction between viewers and my scene. When people touch different parts of the scene different related animations will be triggered and projected on the canvas. The 5 canvases will be placed in an irregular layout, so the scene will be fragmented by the canvas. So I am thinking about how to use the special canvas layout to benefit my storytelling and animation display.

WEEK 4 Discussions of Place

Context

I think the environment is not just the physical world which we can see and touch. One of the meanings of environment that Oxford English Dictionary gives us is that the conditions that affect behavior and development of sb/sth. So I think some intangible environment should not be ignored, for example, the language environment.

I found an interesting experiment about language environment. In the experiment, play negative and positive words to two plants and after 30 days the plant which always receive bad word has drooping and dying leaves.

<https://www.dailymail.co.uk/femail/article-5703247/Bizarre-experiment-shows-talking-plants-thrive.html>



And Chris showed me an animation which visualizes people's languages but I forget the name. In that animation fluid shapes will come from people's mouth when they speak and people's mood will influence the color and shape of the shapes. I think it is a great example of the intangible environment around us.

Method

Draw the animatic frame by frame, and then composed them to a gif.

Response

I made a short animatic about language environment influences creatures' growth. In the animatic, some circles come from the left mouth which means saying in a gentle way and some triangles come from the right mouth which means saying in a rude and acute way. So the gentle language environment grows up a flow but the rude language environment grow up a plant with thorn. I put two language environments (good/ bad) together. The good language environment with white background is on the left and the bad language environment with a black background is on the right because I want to highlight the construction between the two.

Final work on magi website: <http://magistudio.net/work/cps-week4-environment>

Reflection

I think this practice is an interesting test of visualizing both intangible environment and its influence of something together. So in future works, I could consider using this way to benefit my storytelling and create atmosphere. What's more, I am used to considering people or character first when I develop an idea no matter it is narrative or interactive. So this theme provides a chance for me to think about the place/environment individually. When I rethink place/environment in the movie I watched before I found that setting a special place/environment or changing place/environment is an effective way to start a story or push plot especially in science fiction movies.

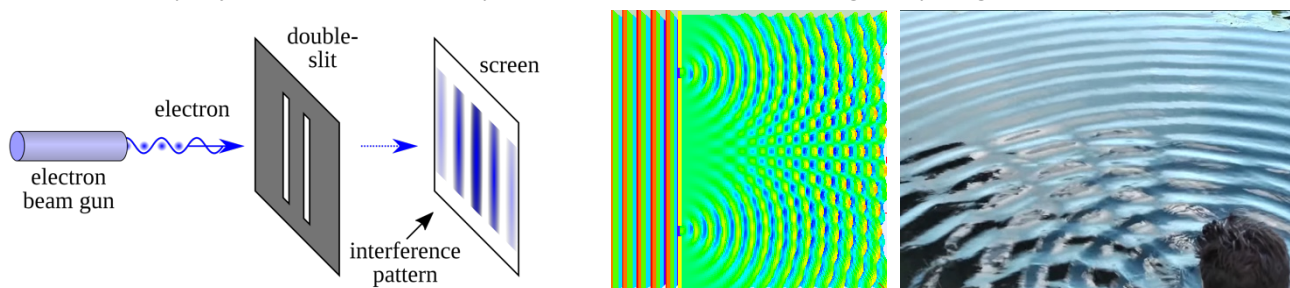
WEEK 5 Objects are not exhausted

Context

This theme made me think of quantum mechanics and a basic famous experiment called a double slit experiment. In short, the experiment finds that light particles would show an interference pattern like a wave when they are shot to a wall through 2 slits. The picture below from Wikipedia shows the wave pattern.

https://en.wikipedia.org/wiki/Double-slit_experiment & <https://www.youtube.com/watch?v=luv6hY6zsd0>

And when you flap the water by two hands, it will show the same pattern on the surface. They are different things but will show the same pattern in their movements. I think this point is interesting, and I just imagine that all things place in an intangible wave which makes objects relate to others. The wave influence objects movements and also is influenced by objects. So the wave in my mind also likes a net connecting everything.



(A double slit experiment, light particles show a wave. Flap water by two hands showing the same wave)

Method

I draw a net where hangs some objects in different layers first and then animate them frame by frame in Photoshop and compose the frames.

Response

I made an animatic as the outcome of this theme. The story is that some objects hanging on a net and one of them, a phone, causes a series of results and destroyed everything on the net in the end. I want to use a serious of results to show all the objects relate to others and one small thing may destroy the whole. During creating, I think a lot about what kind of things I use in the animation and how to layout them in order to make a small movement leads to a series of worse and worse results.

Final work on magi website: <http://magistudio.net/work/cps-week-5-3>

Reflection

I think this theme helps me to jump out of the box and start to rethink about the objects. Objects would have various possibilities when I think them beyond their functions and purposes in real life. Refer to this theme, I find a useful way to produce some created and unexpected work that thinking about the relationship between objects first. For example, computer and mouse, before I just recognized mouse is an input tool for computer, but now I imagine that computer and mouse is a couple when I think in this way. And the couple relationship would probably a good beginning of a created animation idea. What's more not only tangible objects, intangible objects also be thought in this way like time, dream....These objects are more mysterious originally so may have more potential to develop an idea.