

# GRAP2583 Character, Place and Simulation Folio 1

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## CPS Week #1 - Observation

### THEME:

Observation

### CONTEXT:

Observation something and combine them with my imagination and generate them in to Illustration.

In this case, I chose this pigeon to be a reference, so I combine this pigeon with my imagination to create new character that have pigeon as a foundation.

### METHOD:

I will go outside and looking for pigeon and use them as a reference for drawing and generate them in to my art style.

### RESPONSE:

The fact is in this first week, I was absent because of some condition about university system and I believe that I already miss this submission. However, 2 week later, I decide to do it in my free time.

From my perspective, this topic is very simple task for me, so I decide to do something that I fell familiar and relative with topic in this week "Observation". In that case, I try to use something that easy to capture such as pigeon to make some simple character design. In this activity I have the opportunity to warm up myself and practice some lighting and using painting engine for improving my painting skill.



Link to this work :

<http://www.magistudio.net/work/cps-week-1-observation-c61ee3>

# CPS Week #2 – Tinkering

## Theme:

Tinkering and try something new

## Method:

I decide to import my pixel work into this 2D engine and add the ordinary movement order to my animation.

1. Firstly, i have to separate my animation work in to JPEG sequences

2. Next, i have to create the qualification of material behavior such as floor surface and character

3. Moreover, i have to import the animation sequences to character and set them for each condition

4. Finally, each condition have to relative for each other, so i decide link some animation for increase the efficiency of movement.

## Context:

I decide to follow this tutorial MAKE A VIDEO GAME without coding by using 2D Plat former - Construct 3!!

>>> <https://youtu.be/ogHxuLpbal0>

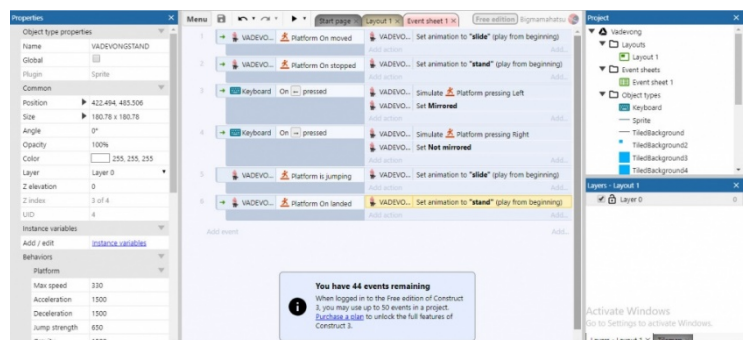
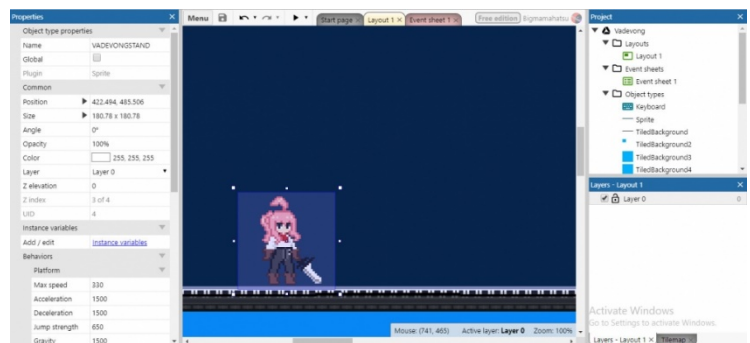
So, this knowledge give me the opportunity to improve my work to be more diversity and more interesting.

## Response:

In this activity, i have a chance to play with many tool in a new environment of 2D Plat former, so this change my thinking about a difficulty of using game engine, because from my experience of using this software it is easy and reasonable and i think that could be the same with other Plat former such as Unity, Pixel game maker or RPG Maker.

Link to this work :

<http://www.magistudio.net/work/cps-week-2-tinkering-7>



## CPS Week #3 – Founding objects

### Theme:

Found Objects and Red Zone (Music name)

### Context:

This week is about found object and used by the artist to create art but in this week I have a painful head ache and some fever, so I decide to get back to my room very early. After I take some rest and regenerate my strength I decide to continue my work. So I looking for some material in my room which I can use for making the simple stop motion and in that time I decide to use "Berocca" the vitamin that I always drink them to boost my strength back and that is the beginning of this stop motion.

### Method:

I will take photographs of my object and the next process I put some animation by using frame by frame method and also adjust something in those photograph by using Photoshop and manage image sequence in Adobe After effect software.

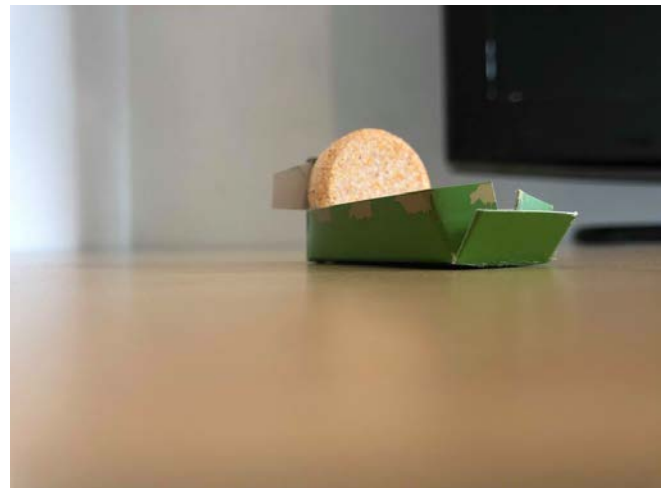
(And also add some meme)

### Response:

In this activity I found many difficult of taking picture for using in stop motion but after I have tried many time I found the appropriate method for me to take a photograph and I have the opportunity to practice my animation skill in this activity. Moreover, I just realize that the appropriate sleeping is a good method for solving headache.

Link to this work:

<http://www.magistudio.net/work/cps-week-3-found-objects-almost-stop-motion>



## CPS Week #4 – Place

**Theme:** Explore with place, make with place

**Context: (Just in my imagination)**

In my child hood, I believe that every children should have at least one imagination friend, so I decide to use this concept in this activities.

And the story is there are many tiny devil in my room and I believe that they try to harry my room and mess with me. However, I never feel lonely because of these guys.

I got this inspiration from Looney tunes movie (2003) >> <https://youtu.be/30Y5gtxUIWU>

This movie is a hybrid between 2D animation and ordinary movie, so they can put 2d character in the real world and they can have interactive with the character in the real world.

**Method:** I am going to take a picture of my room and put tiny devil as a 2D illustration and do a simple animation in the photograph by using Photoshop engine.

**Response:**

This so fun to do this activity and this activity is relative from previous activity in week 3 space designated or available for being used by someone or something. That I have to use a photography skill to create this work and moreover i have the oppportunity to practice about light and space to increase the dimension of this character in real world.

Link to this work:

<http://www.magistudio.net/work/cps-week-4-place-9>



# CPS Week #5 – Objects are not

## exhausted

**Theme:** Objects Are Not Exhausted

**Context:**

this week the task is very difficult for me that we have to display the relation about the environment, so I have confuse and do not know where I have to start. After I focus with this topic of a long time, I decide to do something that very simple. I want to create video sequence that display the meaning about "water" by using Adobe After effect and combine video about rain, sea and life together to display the definition that "water is important for every life in every scale". The idea of this work come from the learning lesson today "The Object Oriented Ontology" that mention directly about the relationship between each material in this world those relative each other, so I decide to analysis water that very common in this world and moreover they are still necessary for every life form in this world.

**Method:**

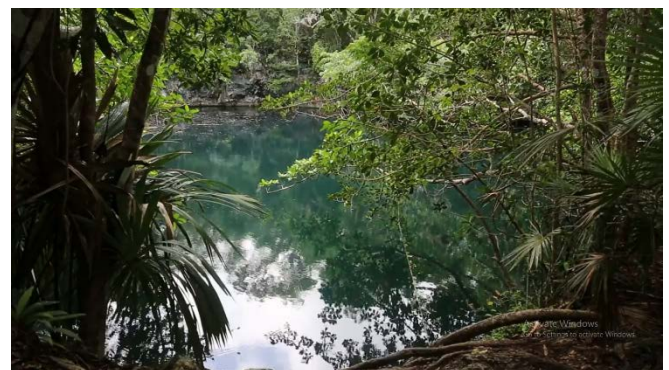
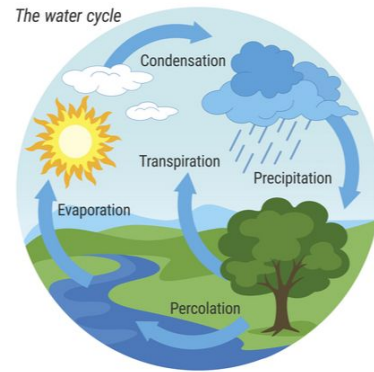
I want to create the video sequence from many footage those relative with water by using AE

**Response:**

From my perspective, the topic in this week is very difficult for display the definition by using only short animation, so I decide to use many footage video which can find in ordinary web site such as Youtube to give a definition about material in this case is water and the circle of environment that have a large and complex relationship for each other. Although this exercise may look very simple and little boring but from my opinion totally satisfied in the result of this work, because I received many knowledge about character of environment and change to practice an After effect skill.

Link to this work:

<http://www.magistudio.net/work/cps-week-5-objects-are-not-exhausted-water>



Link to this work:

## CPS Week # 7 - Character, Place and

### Events

**Theme:** Character, Place and Events

**Context:** Eve character personality development

#### Phase 1 ::

Eve is the character from the Eve project (Studio 1 project) who has silent personality and always vigilant for everything.

At the first this character has a normal personality like every child but one day she had been excited from her village, because she is different from each other (she has twins horn on her head) and be accused that she is the cause of the unknown disease. After this situation she decide to start the isolated life.

She being a silent person and against with everything, because in the period that she grew up in this world, which everybody tries to find a way to survive from terrible environment (The post-apocalypse world) there is only people who want to take advantages from each other and there is no sincerity in society, so she decides to does not have any friend or relationship with anybody for her safety. That why she does not know how to interact with someone or how to display her feeling.

#### Phase 2 ::

Eve found the magical crystal that help her from the lethal accident and dispel the unknown disease from her body. In the start period Eve has a mistrust feeling with this action of the crystal. She tries to isolate herself out from this thing but there is some condition that she have to cooperate with this crystal to finish the issue. After the long



journey with many difficult conditions and many barriers all of them are slowly change the mistrust idea to be the understanding between two life forms.

When the time have pass after the world had been regenerated by magical crystal. She learns the obligingness personality from the action of the crystal, she still be a silent and frigid person but deeply she also has a feeling that she does not want to overpass or decline every life that she found. She starts to know that to giving something to someone is not a point less action, everything that she give everything that she done will return to herself as soon or later.

#### Method:

I want to create the video sequence from many footage those relative with water by using AE

#### Response:

From my perspective, the topic in this week is very difficult for display the definition by using only short animation, so i decide to use many footage that can find in ordinary web site to give a definition about material. Although this work look very simple and little boring but i totally satisfied in the result of this work.

Link to this work:

<http://www.magistudio.net/work/cps-week-7-character-place-and-events-2>

# CPS Week # 8 - Time as Material

**Theme:** Time as Material

**Context:**

I got this idea from in content about managing the time for improve the dynamic of emotion in storytelling. In the next moment in the working period I feel curious about egg hatching that creator create time leap to show the process of developing of the beginning of life. So, after the egg has incubate everything seem interesting and that why i chose this idea.

[Example video :: What comes out of an egg this BIG? The 50 day hatching adventure](#)

And the next moment I decided to study the animation of egg hatching

[Evolution of Pokémon Egg Hatching \(1999-2018\)](#)

And from this moment with some considered, I saw a lot of cat picture from my roommate so, I decide to use cat as a main character in this short animation.

**Method:**

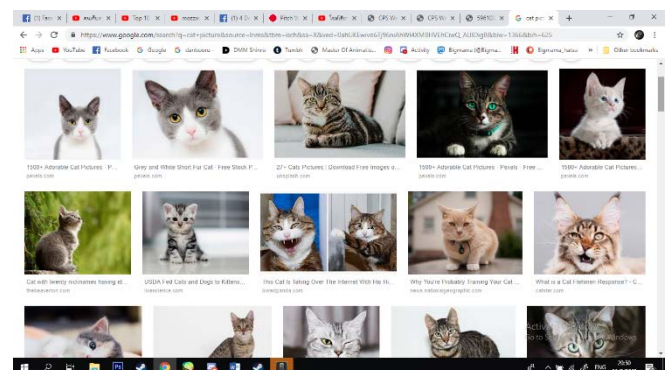
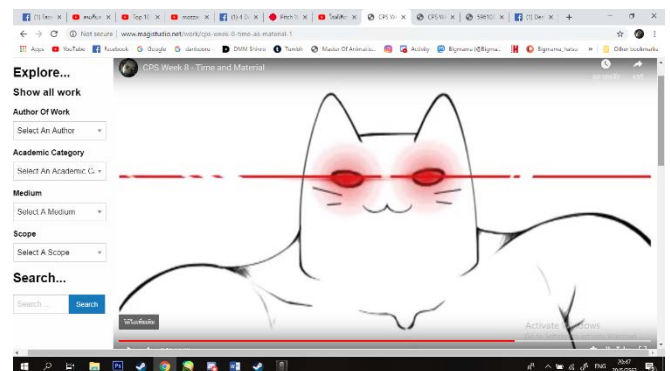
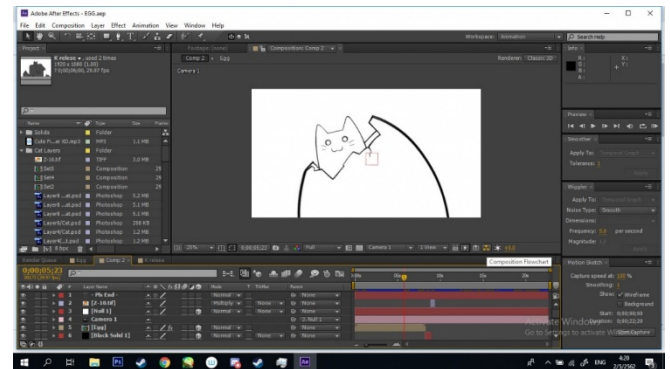
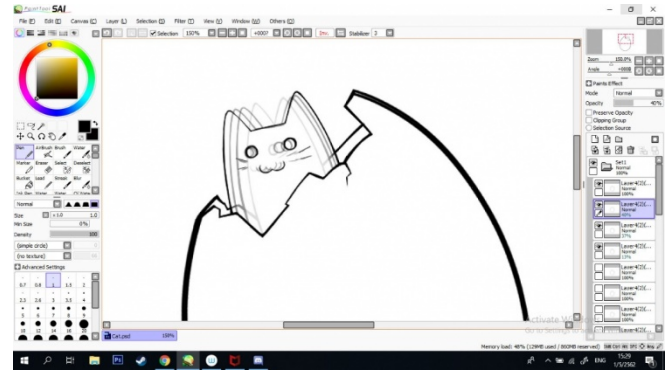
I decided to use frame by frame for 2D animation and then I use AE for manage the timing and effect those can improve emotion and story narrative. (And of course do not forget to add some meme)

**Response:**

From my perspective, the topic in this week is very easy to understand and look nicely because we can collect many of the idea about time and material in a several media around us and most of them have their own event and specific story narrative method that can create a large amount of interesting for audiences.

Link to this work:

<http://www.magistudio.net/work/cps-week-8-time-as-material-1>



## CPS Week #9 - Forces

**Theme:** Forces (with 3 rules)

- Everything have hair
- Time goes backwards
- Only every second word

**Context:**

In this week, I was absent the class because of some condition, so I have to email to my teacher to get 3 rule for this exercise. Everything in this week seem easy for me, except the third rule that I found massive issue about this one because I do not understand about the meaning of this one the “ Only every second word ” and that why I decide to ignore this one.

**Method:**

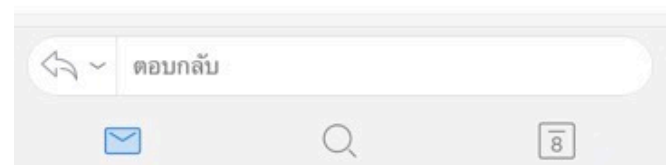
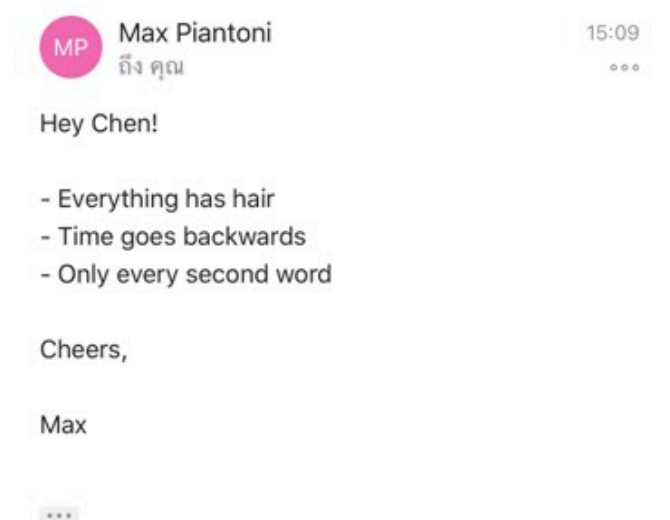
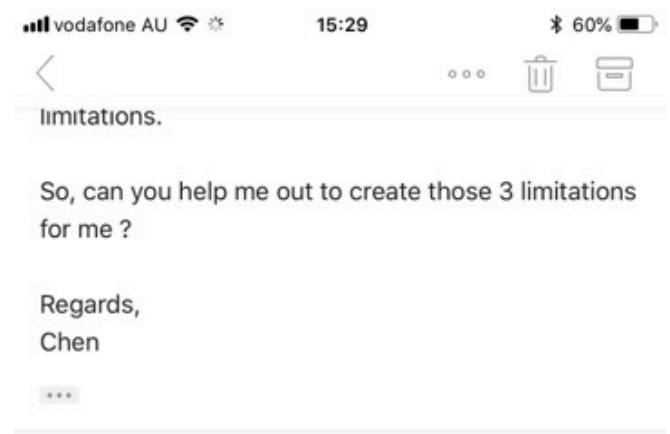
My idea is I want to create a headshot animation that relative about one guy who swing his hair and create a time loop by rearrange every frame backward, so with these condition I will cover all of these two rule.

And about the method I decide to use frame by frame for making 2D animation in Adobe Photoshop software.

**Response:**

From my perspective, the topic in this week is very interesting but they are also difficult to produce too because of the last rule and my weakness in language and for this reason I decide to use the easiest way to produce the work today.

Link to this work: <http://www.magistudio.net/work/cps-week9-forces-1>





## CPS Week # Finale - All

**Theme:** Relative with every previously part

### Context:

In this final week, this exercise for final submission for CPS and this work is very challenging for me because I have to represent with every (most of them) work that I have done in the previously week, so I decide to do something that I feel familiar with them and that is digital painting and dealing with After effect, so the result from long thinking is to create short video clip that relative with my old work.

### Method:

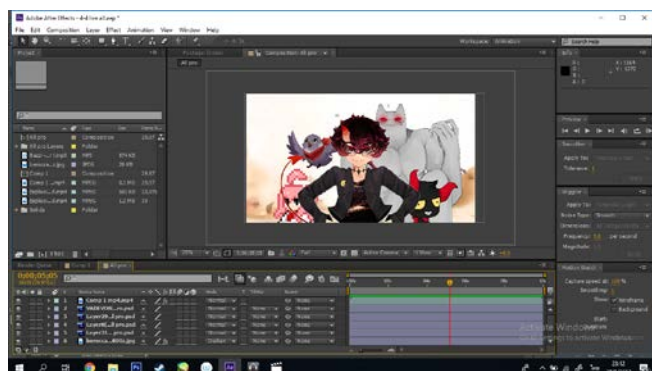
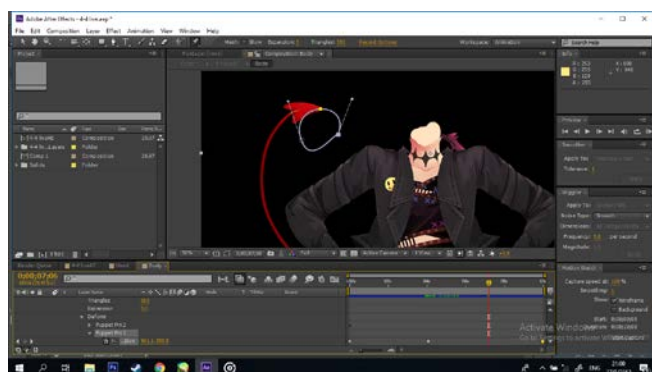
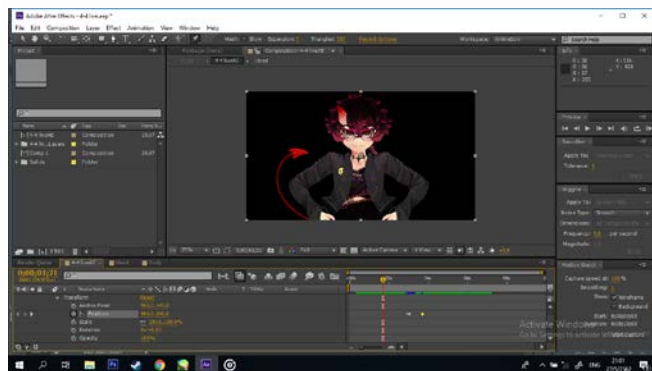
My idea is I want to create a very short video clip that relative about my old work so I decide to bring all of main character from my previously work in to one scene, some of them have been re-painted and some of them have been re-used. After finished for painting I have to add some minor work such as live 2d animation that I interest and that is not too difficult for me. There is a lot of software that can use for creating live 2d but I decide to use Aftereffect for making this stuff

And after I finished all of them I put them together by using and do not forget to make a Meme dynamic to them.

### Response:

From my point of view, the topic in this week is very interesting one and I want to do something that minor but look massive and appropriate for my talent, so that is a reason why I decide to create this work.

Why live 2d? First, when I try to put all of my work together I can feel that my work is lack of something something that can be focused by the audience and something that can make more dynamic for this sequence. I totally satisfied with the final result but after I already this work I can see many possible to improve this work but this to late now.....orz



Link to this work: <http://www.magistudio.net/work/cps-folio-2-7>