IOL Community of Practice

ZHIHONG ZHENG
S3666168

Masters of Animation,
Games and Interactivity
(MAGI),
School of Design,
RMIT University,
Melbourne, Australia
s3666168@rmit.edu.au

WEEK1 Moodboard


http://magistudio.net/work/iol-week1-moodboard-1

My intention of the project in this semester is to make a 2d animation about transition. This project may not have specific meanings. It is more like an experiment animation which presents how things transfer to each other. Any of these transitions will bring people visual enjoyment just like magic does. So my moodboard collect some different kinds of transition or double illusion.

WEEK1 Design a Project

http://magistudio.net/work/iol-week1-design-project

After interviewed Sahaj, I knew that his work or interest is mostly focus on interactivity which related to VR or AR technique. So I design a project which is a simulation of cooking. People can use this app to combine different cooking materials, seasoning, cooking methods to see how the final dish will be like so that they can learn how to cook avoid of failure. He feels interested about my project. It is a nice communication.
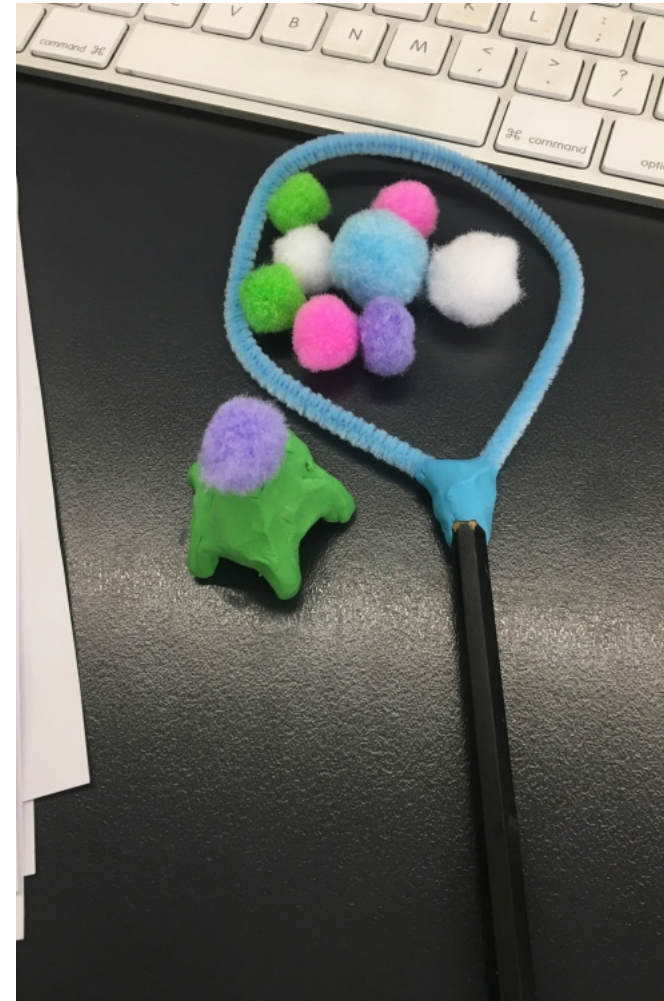
WEEK3 Animate an Adjective

http://magistudio.net/work/iol-week3-2

The exercise is about using simple shapes to represent a feeling. It is very abstract. The feeling I chose is "excited". I think it is a good practice of animating by focusing on movement instead of appearance. Thus, I try to use some abstract elements in my project. and only use movement and colours to show what it is.

WEEK4 Animate the Sound


http://magistudio.net/work/iol-2019-week-04-1
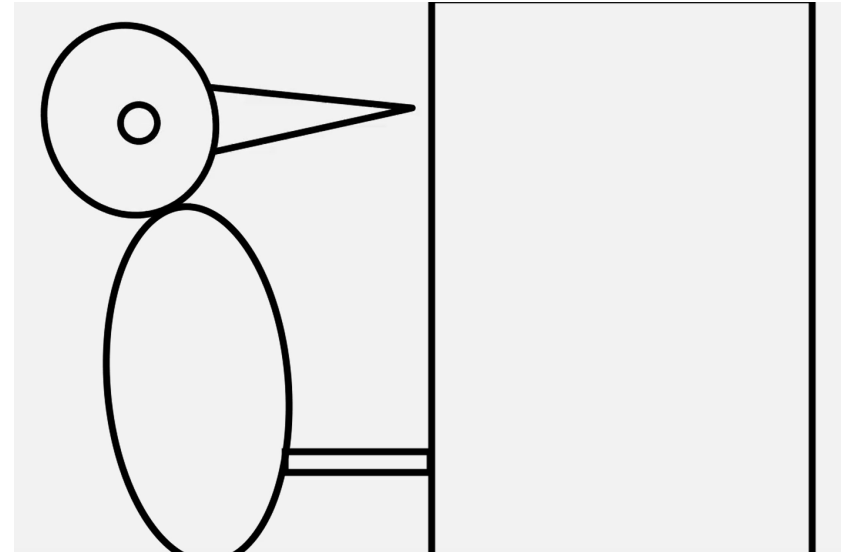
The sound I picked is a sound of traffic light when pedestrian crossing the street. It is interesting and also a kind of challenge that animate the sound removed from it's original text. So I design a heartbeat, a woodpecker pecking the wood and a cannon firing for the sound. It help me get more sense of how to connect and match sound with movement in animation.

Week 5 Animated Machine
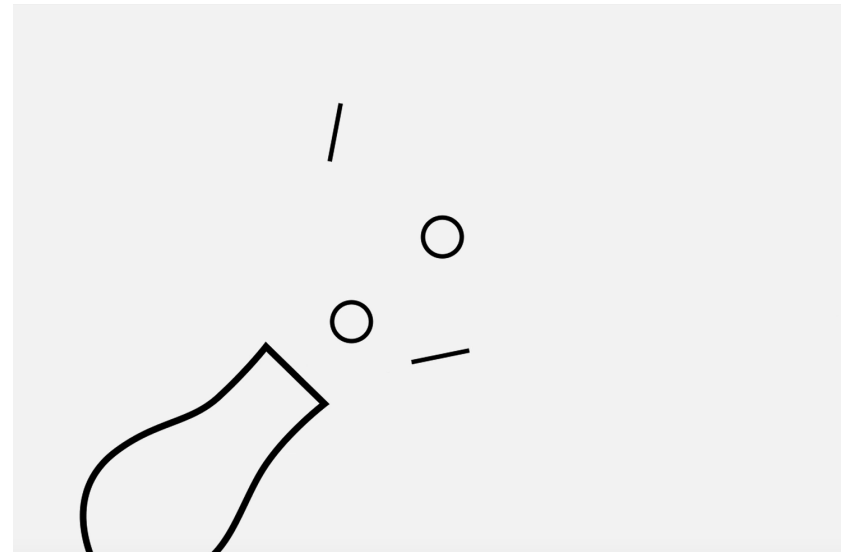
http://magistudio.net/work/iol-week-5-animated-machine
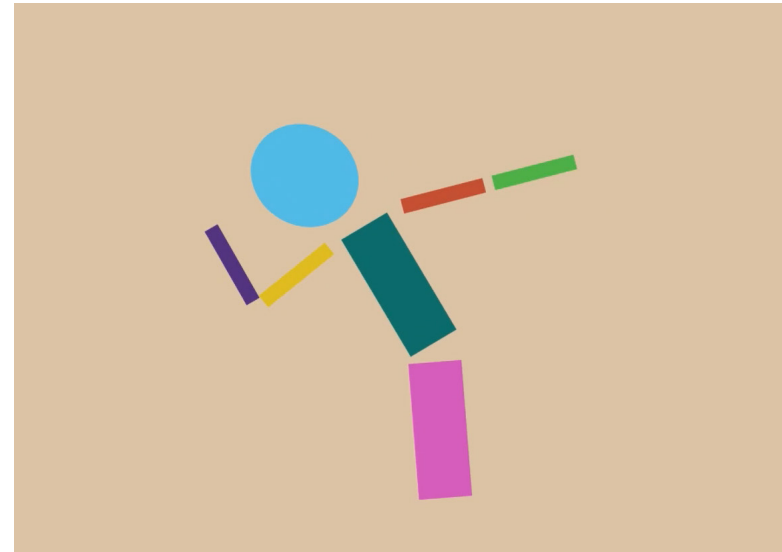
For me, this exercise is a kind of colour palette. When I add colour in an animation, it indeed brings a lot of effects. It can make the movement more vivid, and communicate more about the content of the animation. Also it strengthen the audience's visual experience. That is why I want to use colour in my animation.
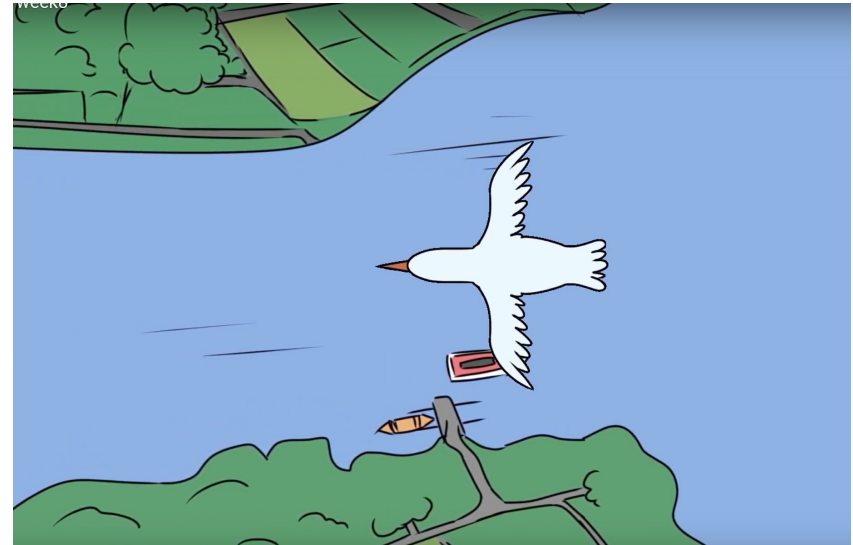
6

Week 6 Exquisite Corpse

http://magistudio.net/work/iol-week6-7
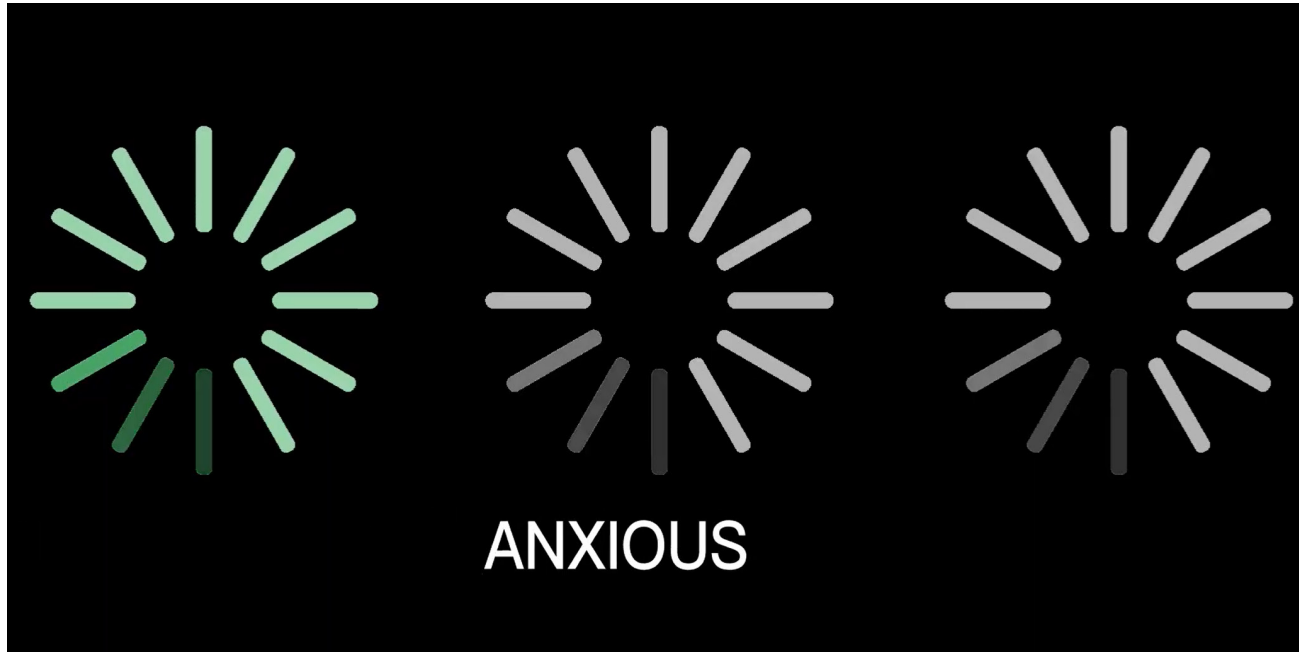
Actually I was absented in week 6 class. So I got a phrase from Peter which
is "Anxious" after class to make this animation. I add sound to express more
feeling of anxious in the final composition.

Week 8 Metamorphosis

http://magistudio.net/work/iol-week8-1

In week8, it is a good practice of scenes shift in animation. I prepare to make a transition between two different perspective in my animation. So in this exercise, I make one upward view with bird flying behind cloud and one plan view with bird flying above ground and then make it connected together. I showed similar work in me project.

Week 10 stillness/pause

http://magistudio.net/work/iol-week10-1
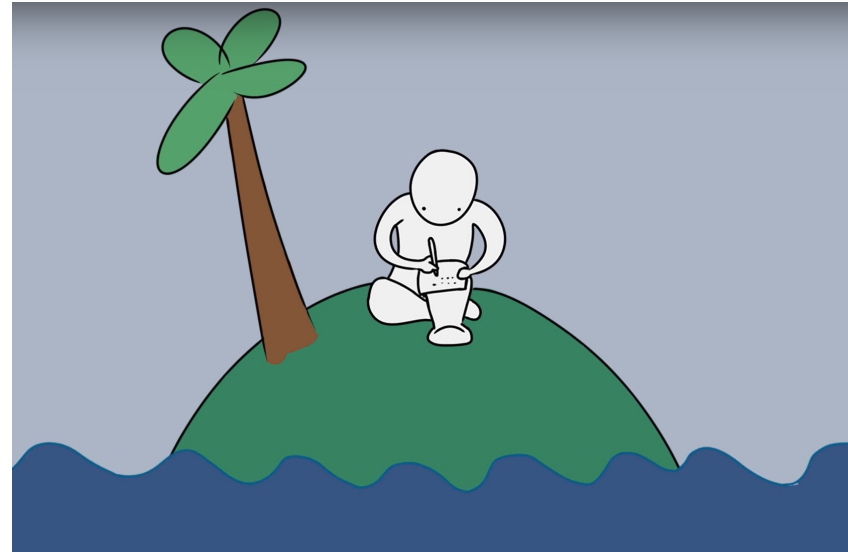
The exercise of stillness is very interesting. In this exercise, I made a charac-
ter writing and the sea wave surging all the time. When I put them together,
I change the character's interaction which become writing and throwing bottle
of distress signal. As there are some looped movements in my animation, a
practice of animating a loop is necessary for my project. I should care about
how the looped action of character connecting to the looped movement of the
environment.

Self-assessment

I mark myself 11 out of 15. Because I was absent twice in IOL
lesson. And some iteration of my weekly exercise was not strong
enough. Therefore, I may lose mark for these points.