

Week 1: Reflection

<http://magistudio.net/work/illusion-of-life-week-1-reflection-2>

Week 2: Moodboard

<http://magistudio.net/work/illusion-of-life-moodboard-3>

Week 3: Animate an adjective

<http://magistudio.net/work/iol-2019-week-3-1>

Week 4: Sound Exercise

<http://magistudio.net/work/iol-sound-exercise-1>

Week 5: Animated Machines

<http://magistudio.net/work/iol-animated-machines>

Week 6: Exquisite Corpse

<http://magistudio.net/work/iol-week6>

Week 8: Metamorphosis

<http://magistudio.net/work/iol-week-8-metamorphosis-5>

Week 9: Class Progress IOL project

<http://magistudio.net/work/iol-week-9-in-class-progress>

Week 10: Stillness

<http://magistudio.net/work/iol-week-10-stillness-4>

**Other activities I have been involved that might have contributed to the community of practice this semester are:**

I attended a few VR clubs that were held by Sahaj and Amanda. It was so much fun because we got to learn about the equipment and how to set it up. We even got to play VR games which was really fun and a great experience. For next studio projects, I would love to do something related to VR and AR.

I attended the game session workshop by Jadd. He taught us how to make Flappy Birds. I struggled to catch up while Jadd was teaching but at the end I got it and I got to play Flappy birds that I made and it was really cool.

I attended many guest lectures that take place every Tuesday. Many illustrators and animators came to talk about their work in industry.

I attended most of the classes and was present during presentations and in giving feedback outside class timings to most of my peers.

**Nominate a community of practice mark for yourself out of 15:**

I would give myself 11/15. Though I completed all exercises, I think I need to work more in my development process. These assignments helped me shape my IOL project and I am happy that I came to this stage with many tests and experiments and final works.