

IOL FOLIO I

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INTENTION

- Create 2D animation
- To find a way of showing transformation from an object to another.
- The moment it changes is the most important
- May could have narrative
- Consider about music performance after
- Try to make “magical moments” via exaggerated perspective

RELATED WORKS

1. **Right Here, Right Now by Fatboy Slim**

<https://www.youtube.com/watch?v=ub747pprmj8&list=VL&index=27&t=0s>

2. **“Zoopraxiscope”**

<https://vimeo.com/10500092>

STUDIO RELATION

- In my Studio 2 project, I am also creating a 2D animation, aiming to create unusual lens and camera movement to give more visual impact for audience. Another big part of my studio work is about sound, which my animation would response to a music or song. However, for IOL project I think the sound design can come later after finished the animation first, but still need to consider about how sound can performance in the project to support the main idea of transformation.





PROJECT PLAN

- For the early practices, rather than making a storyboard, I think it is more important to make many iterations for the transformation animation. For the start point could be make people become a cat, then the cat become a bird...etc. It can be many different species transform the shape to each other. I think the narrative is not really matter for this project, but a rational process might could create better performance in sense of finishing.

EXPERIMENT

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



MOODBOARD

- Still have the ambition to contain some elements of steampunk because I really like it.

