

CPS - Folio 1

MENGXIA ZHANG (Zoe)

○ OBSERVATION

Theme

Observation

Method

I took some photos outside and drew key frame in pohtoship. Next, I made a short sketch animation in TVpaint.

content

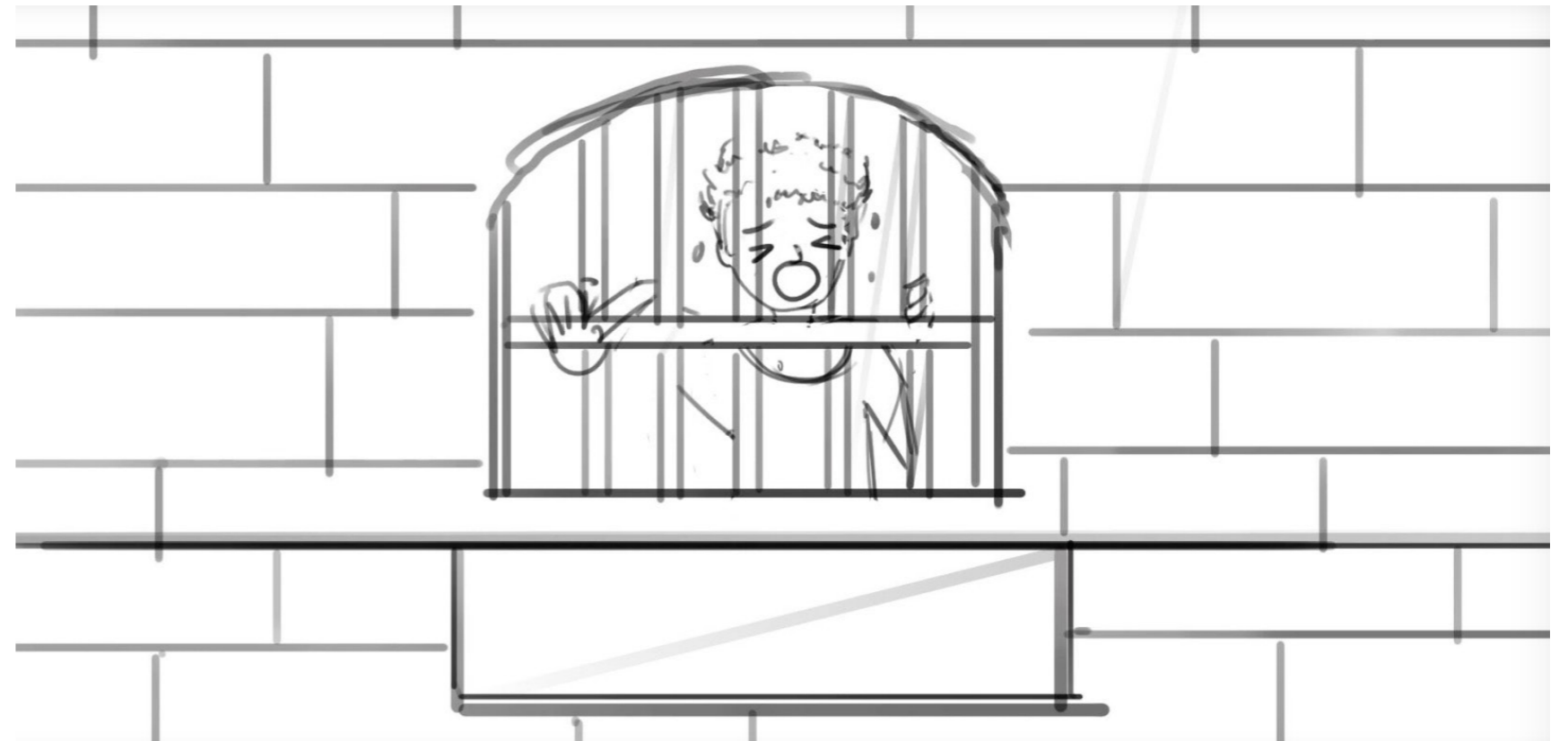
Escaping from the prison. I tried to pretend as criminal, and imitated perspective on doors that can be escaped.

The criminal looked out of the window to see where he could escape. Every door he saw was guarded by police, and he saw high walls all around. He was devastated because he realized that running away was impossible.

Response

when I walked around outside, I saw there are lots of doors connected prison. It is really unreasonable to the structure of prison. I tried to imagine the feeling and thoughts of people in the prison.

In this week, I came into contact with animation for the first time. Although I was not familiar with software and animation skills, I was full of curiosity about animation. Therefore, for the first week, I wanted to challenge a simple animation.



● Video: <http://magistudio.net/work/cps-week-1-observation-003075>



○ TINKERING

Theme

Tinkering

Method

The illustration was first drawn with Photoshop. Then, I modeled cube in Magicavoxel.

Context

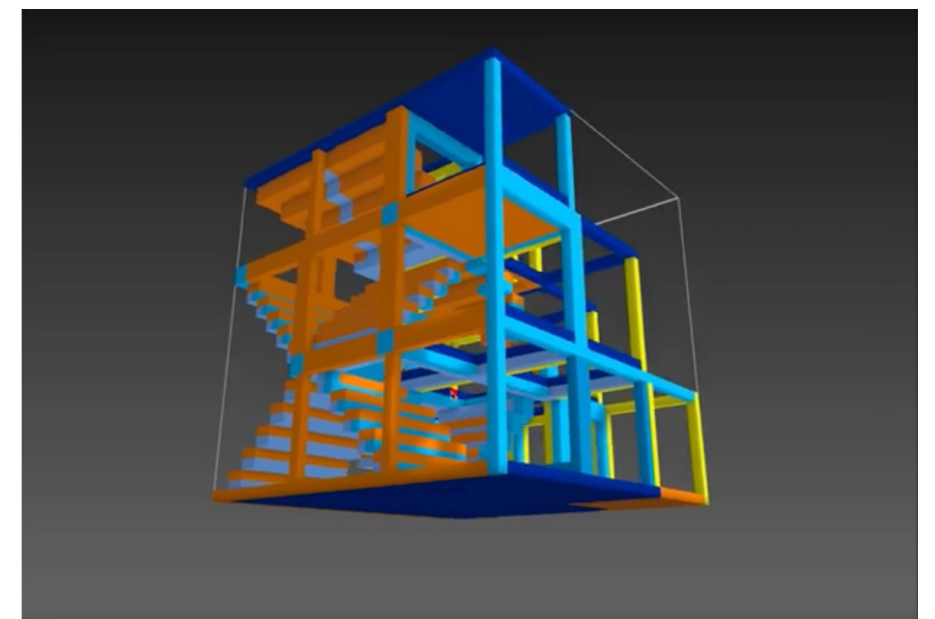
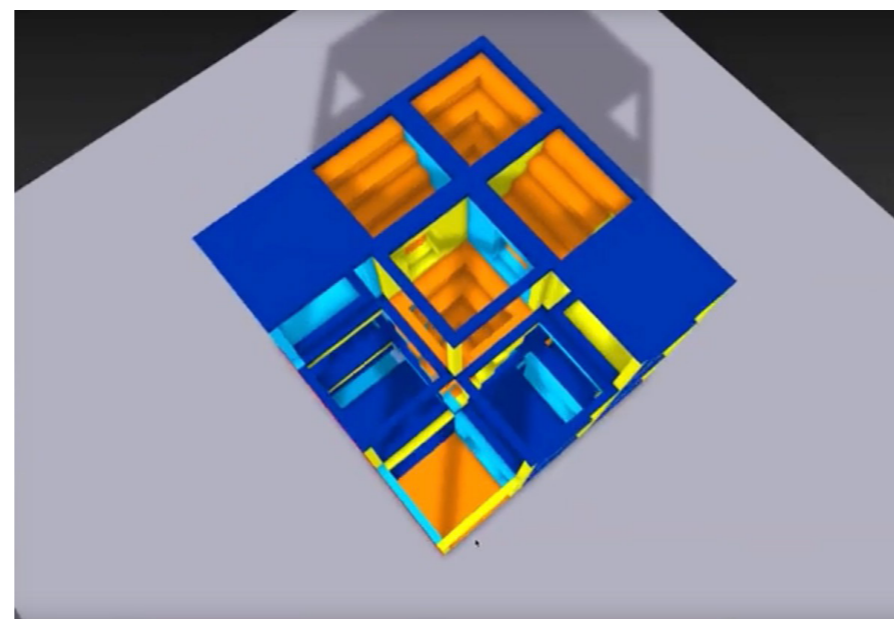
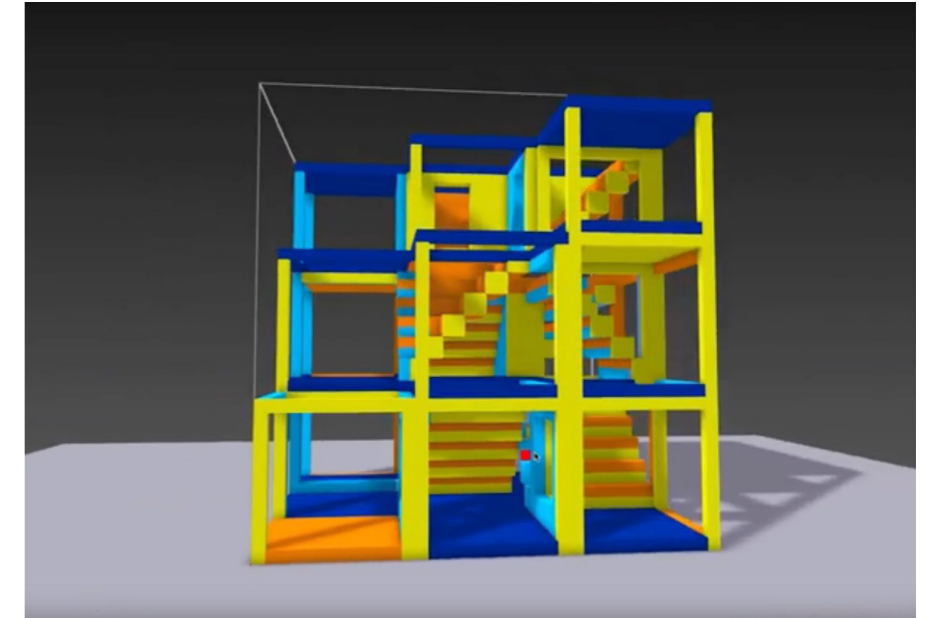
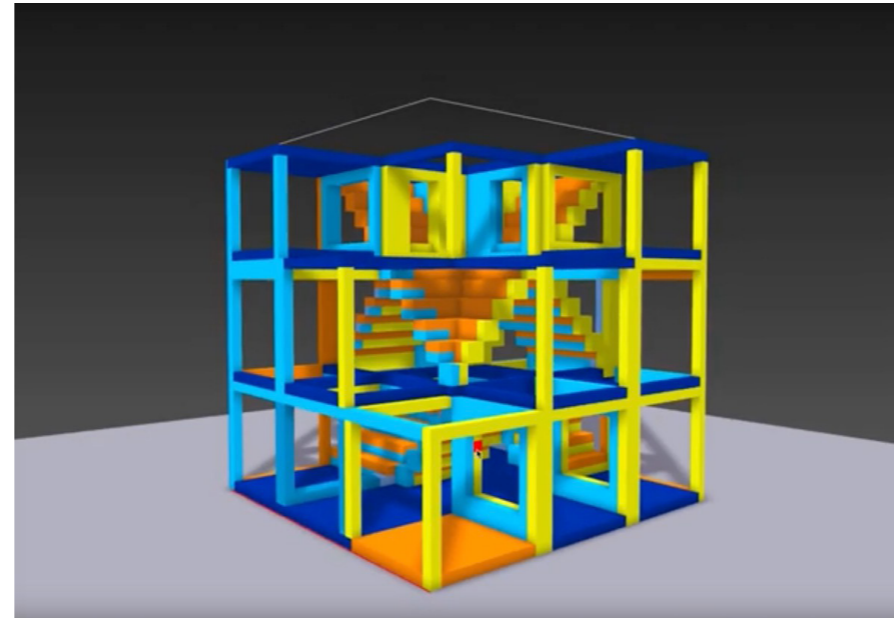
This illustration is about students' life in college, they can try many different things in the university.

The teaching building is transformed into a Rubik's cube which represents variety, flexible, colorful.

Response

This is the first time for me to use Magicavoxel. The classmate taught me some basic operations, which I think is very helpful. I feel that the basic operations are not difficult. It was really interesting to learn a new software.

Originally, I thought I could restore the illustration in Magicavoxel, but it was not possible to do it in practice. I wanted to model some figures in Magicavoxel, but time was limited and I was not familiar with other operation keys. That's about all I can do right now. May I can try again in the future.



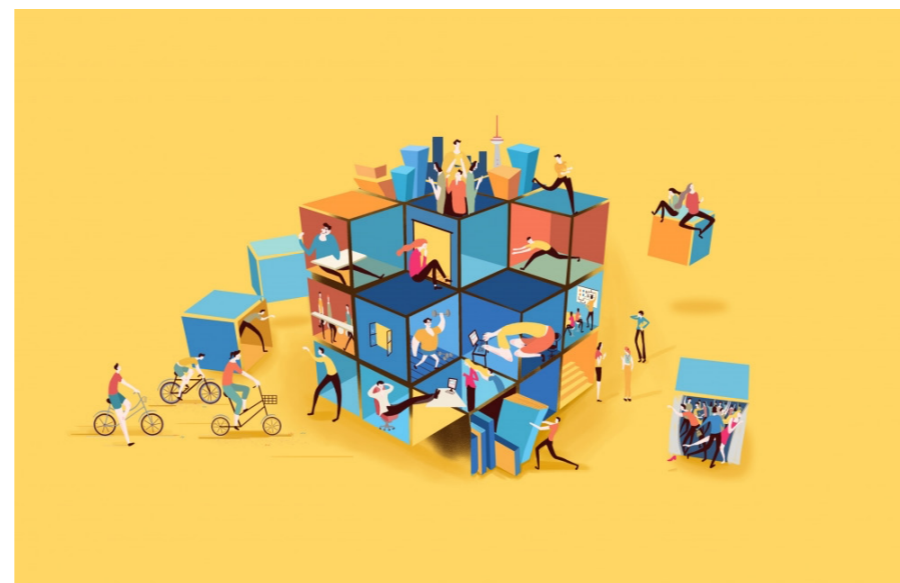
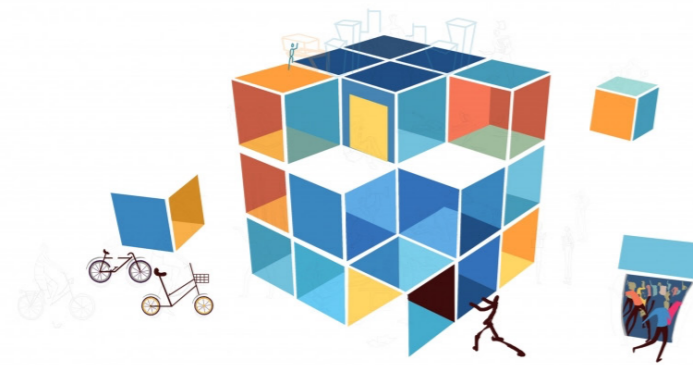
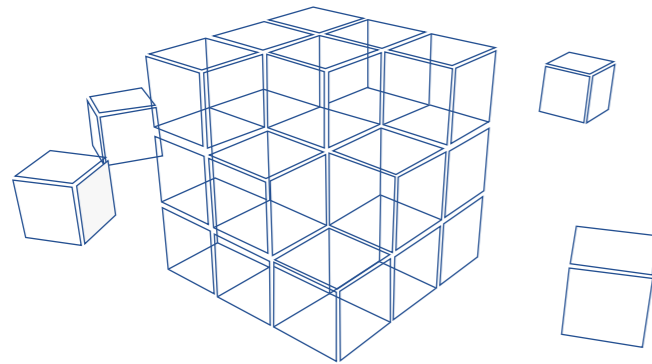
● Video: <http://magistudio.net/work/cps-week-3-tinkering-4>

- PROCESS



图行天下 www.photophoto.cn No. 2019061403389401453

reference



○ FOUND OBJECTS

Theme

Found Objects

Method

illustration

Context

Turtle is one of my favorite sea creatures. When I was watching him, I noticed that the patterns on his shell looked like stones. So I drew the first draft, using the turtle's shell as a reef lake.

Then, I expanded my draft, and I added islands where people live. However, the overall illustration is ordinary and no visual impact. At that moment, I couldn't think of anything else, I stopped this assignment.

Finally, my inspiration came from Miyazaki's animated film 'Howl's Moving Castle'. I designed a small castle on the shell of a turtle, with houses, trees, lights, and people living on it.

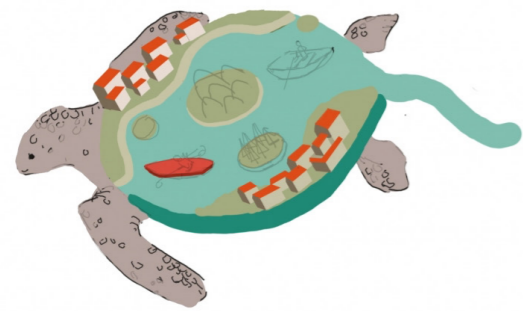
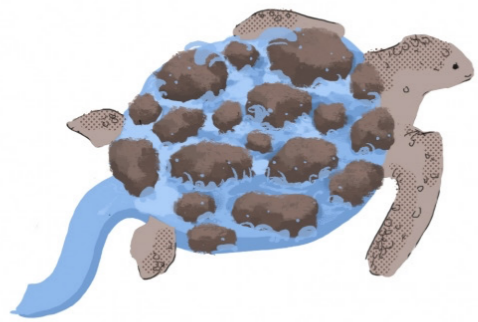
Response

I drew some drafts for this assignment, but the results were not satisfactory in terms of visual effects. Finally I realized that it might be the composition. So I changed the Angle of the turtle and enlarged it. It's more visual. When the turtle is enlarged, the castle on his back is also enlarged, which better reflects the idea which I want to express.

As I went deeper into the painting, I tried many different backgrounds and colors. I tried to get the turtle to sink to the bottom. There was a little light around, but the brightest thing was the light in the castle. Using this background to reflect the sense of light. (At present, I can confirm that my illustration style which can reflect the sense of light) However, when I was actually painting, I found that the color would easily get dirty in the dark environment. Finally, considering the time, I used a simple white background.



- PROCESS



○ DISCUSSION OF PLACE

Theme

Discussion of Place

Method

illustration

Context

Discover the environment from different angles. I used the crack in the door to see the environment.

I also thought about the door which like Doraemon's random door. We open the door to go where you want to go. A simple door can hold all the scenes.

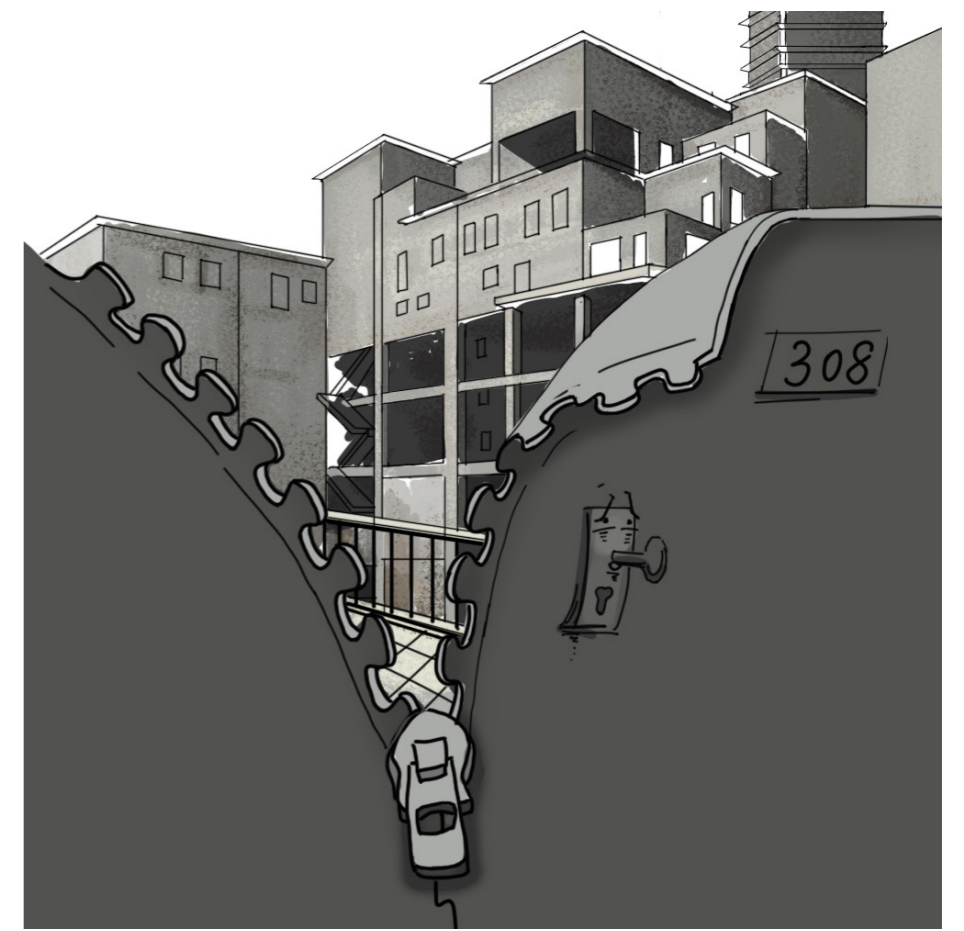
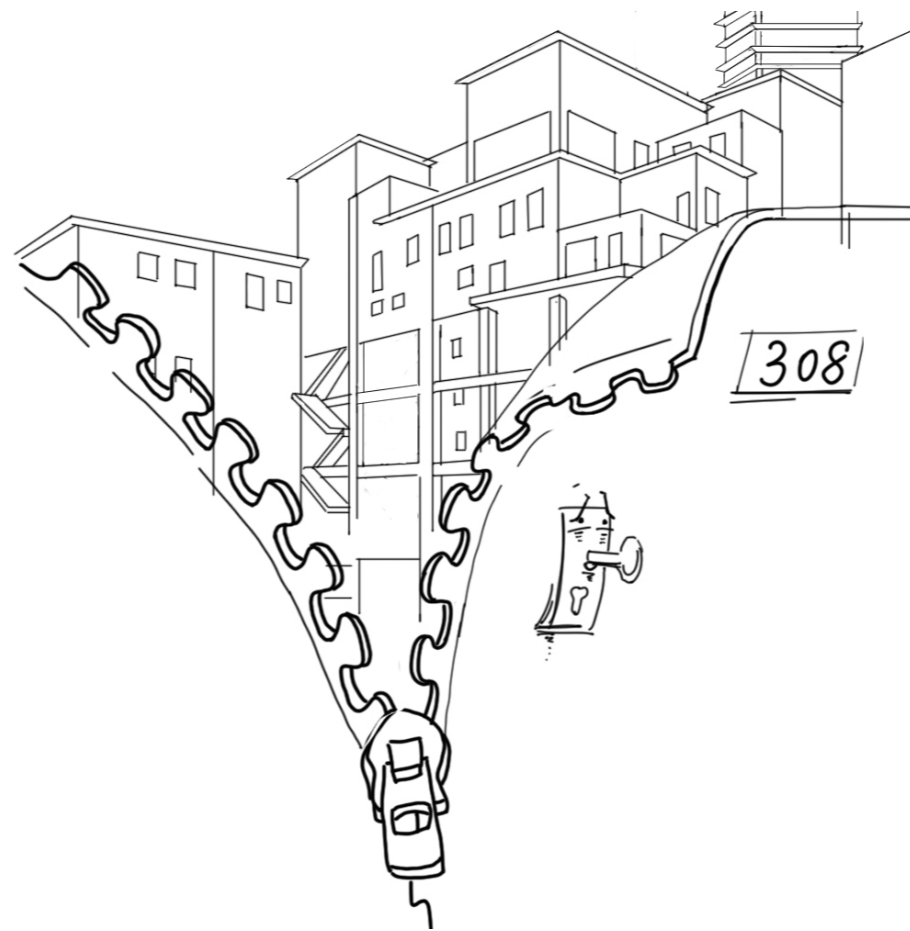
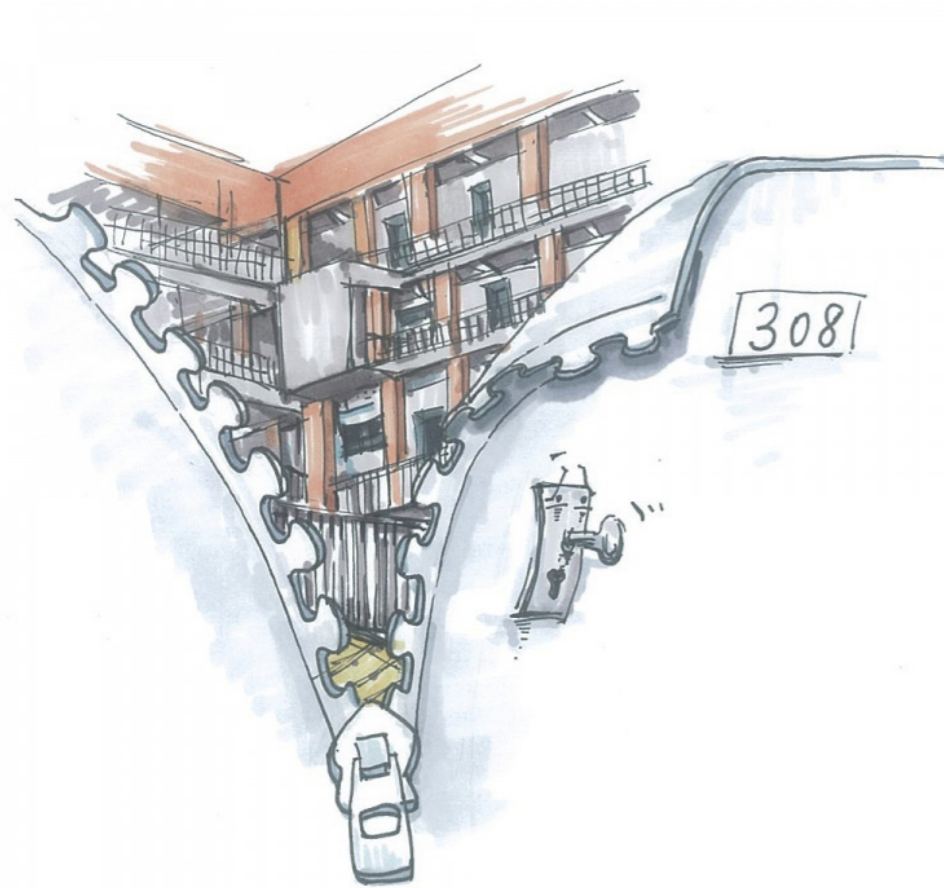
Response

My inspiration is very simple. When the teacher asked us to think of the plan in the classroom during the class, the best way to develop our idea is going outside and feeling the world. Instead of sitting in the classroom, world is the best source of inspiration.

This is the first attempt at illustration in this style. I wanted to try this style because I saw the works of studio students. I personally find this style very efficient because I don't have to worry about color and other details. This grey-toned style worked well, and I used a dry brush for texture.



- PROCESS



○ OBJECTS ARE NOT EXHAUSTED

Theme

Objects are not Exhausted

Method

video, illustration

I used Illustration to draw the animal patterns in each frame at the traffic lights. Then, I imported the patterns into After Effect for simple editing, transforming their transparency. Finally, I added audio effects.

Context

A broken traffic light. this lights were out of control, so it began to have a sense of self, they change in different patterns to express their feelings. I made the red light and the green light are two different roles.

What I want to express is a simple story: when the green light is broken, it shows the broken pattern. The green light stopped being controlled by the red light and began to avoid it. Then the red light recognized the danger and displays a hunter's warning sign. Then, the green light conjured up a cute little animal to make the red light happy. Gradually, the red light was affected by cute animals from the green light. The hunter in the red light finally shotted a loving heart. At last they got along well with each other.

Response

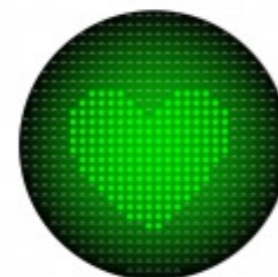
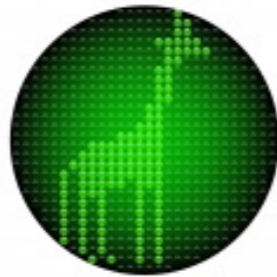
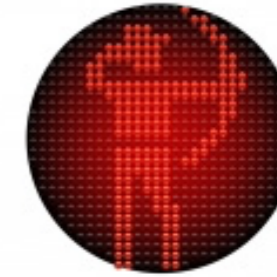
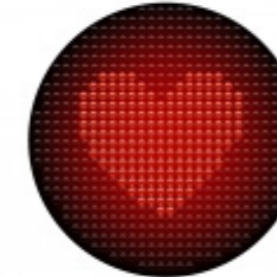
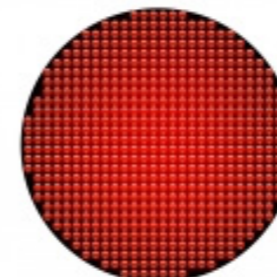
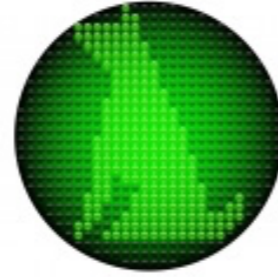
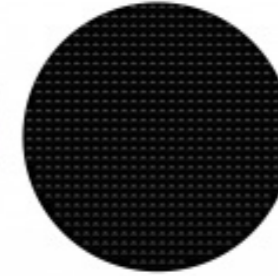
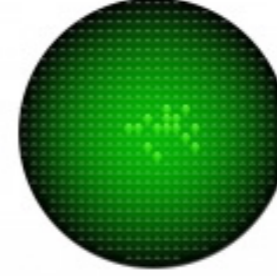
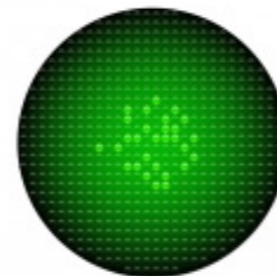
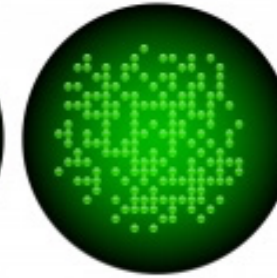
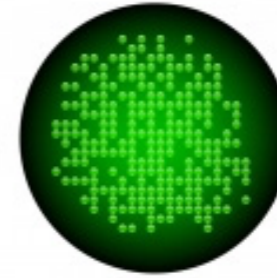
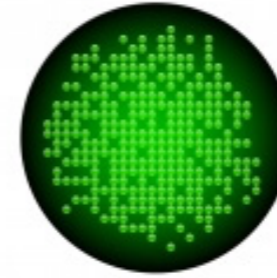
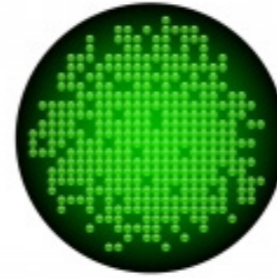
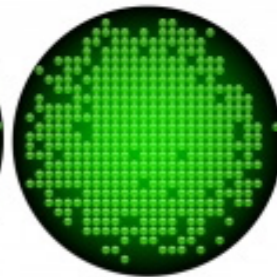
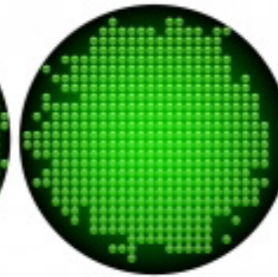
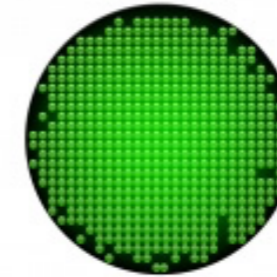
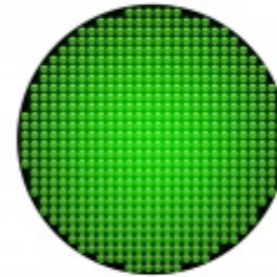
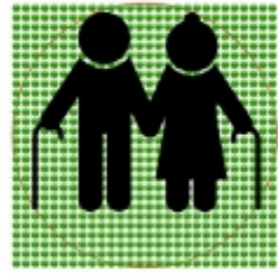
I have made the design of traffic lights before, and I use this experience. But I didn't want to stay in graphic design, so I made a dynamic video. I spent a lot of time doing this video because I have no experience before. When I finished the video with no sound, it didn't feel perfect. So I tried audio effects. It was also the first time I added audio effects to a full video, which felt good. During the work, I use the changing rhythm of lights to express the emotional changes of the red and green lights.

My inspiration: When I was traveling with my friends in Chongqing, I saw the traffic lights. The green light was a little man who would run faster and faster with time. I took this video:
https://www.youtube.com/watch?v=LgXZM0_Fvfw&feature=youtu.be



● Video: <http://magistudio.net/work/cps-week-6-objects-are-not-exhausted-5>

- PROCESS



Observation

<http://magistudio.net/work/cps-week-1-observation-003075>

Tinkering

<http://magistudio.net/work/cps-week-3-tinkering-4>

Found Object

<http://magistudio.net/work/cps-week-4-found-objects-3>

Discussion of Place

<http://magistudio.net/work/cps-week-5-discussion-of-place-theme-2>

Objects are not exhausted

<http://magistudio.net/work/cps-week-6-objects-are-not-exhausted-5>

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