



**CPS Folio 2 - Objects**  
**Mohan Lei**

> **Week 1 - Observation**

> **MAGI Site Link**



## **Portal**

**In response to the theme of Observational Practises, I made a 3D moving scenery that presents the dramatic change of state from the viewer perspective using 3D modelling and voxel art technique.**

> **Week 1 - Observation**

> **MAGI Site Link**

**Portal**

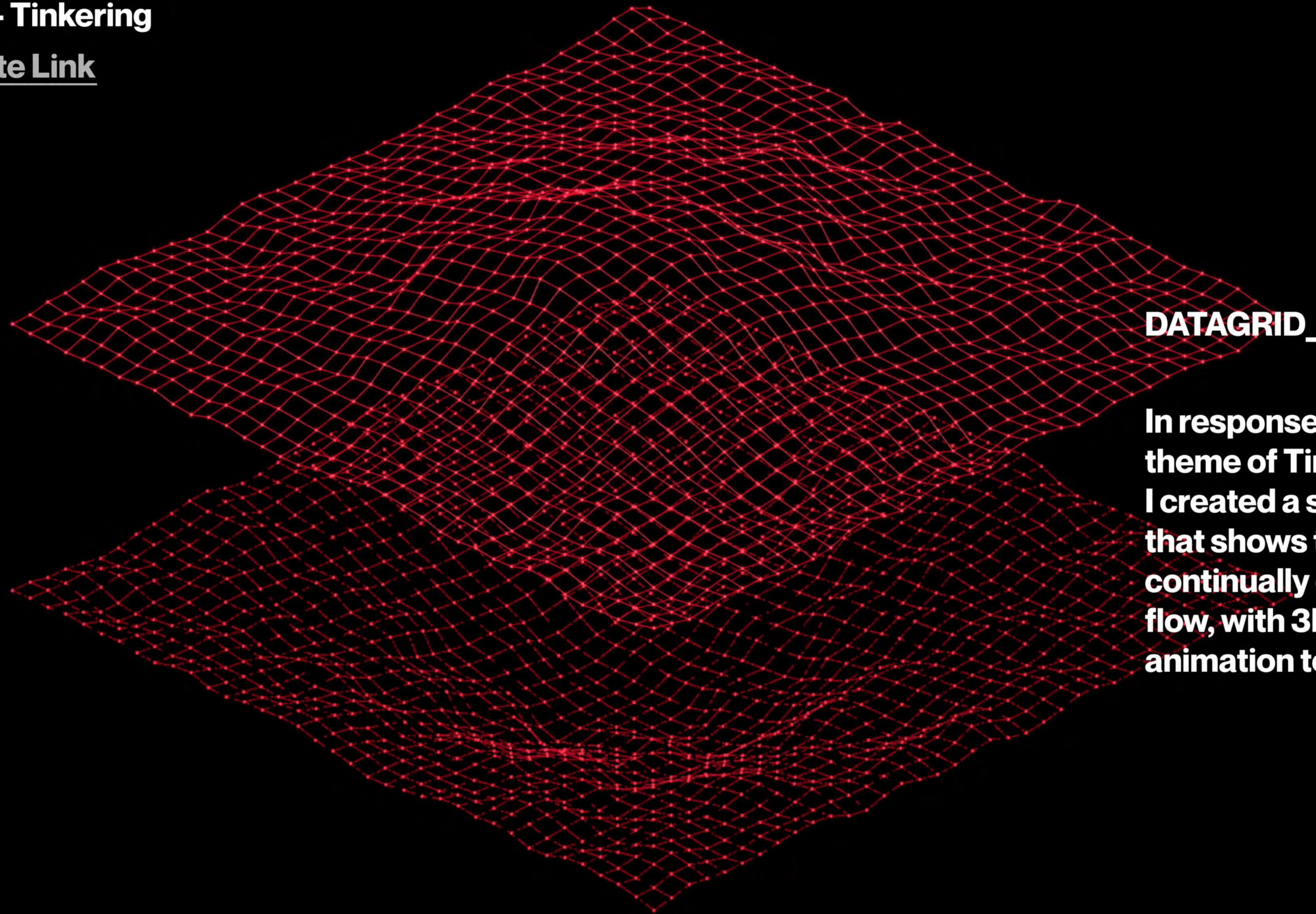
**By transforming the existing structure and space from photos of reality into a clean and simplified scenery, I was able to present the idea of the depth of space towards the audience, while also shifting existing objects into an imaginary world.**

**Similar themes are present in video game CONTROL (2019), in which environmental design focuses on the conflicts occurring within The Oldest House, where the daily objects and the surreal phenomenon share the same uneasy space.**

**CONTROL (2019), REMEDY ENTERTAINMENT**

> **Week 2 - Tinkering**

> **MAGI Site Link**



**DATAGRID\_**

**In response to the week's theme of Tinkering, I created a short animation that shows the concept of a continually changing data flow, with 3D modelling and animation techniques.**

> **Week 2 - Tinkering**

> **MAGI Site Link**

**DATAGRID\_**

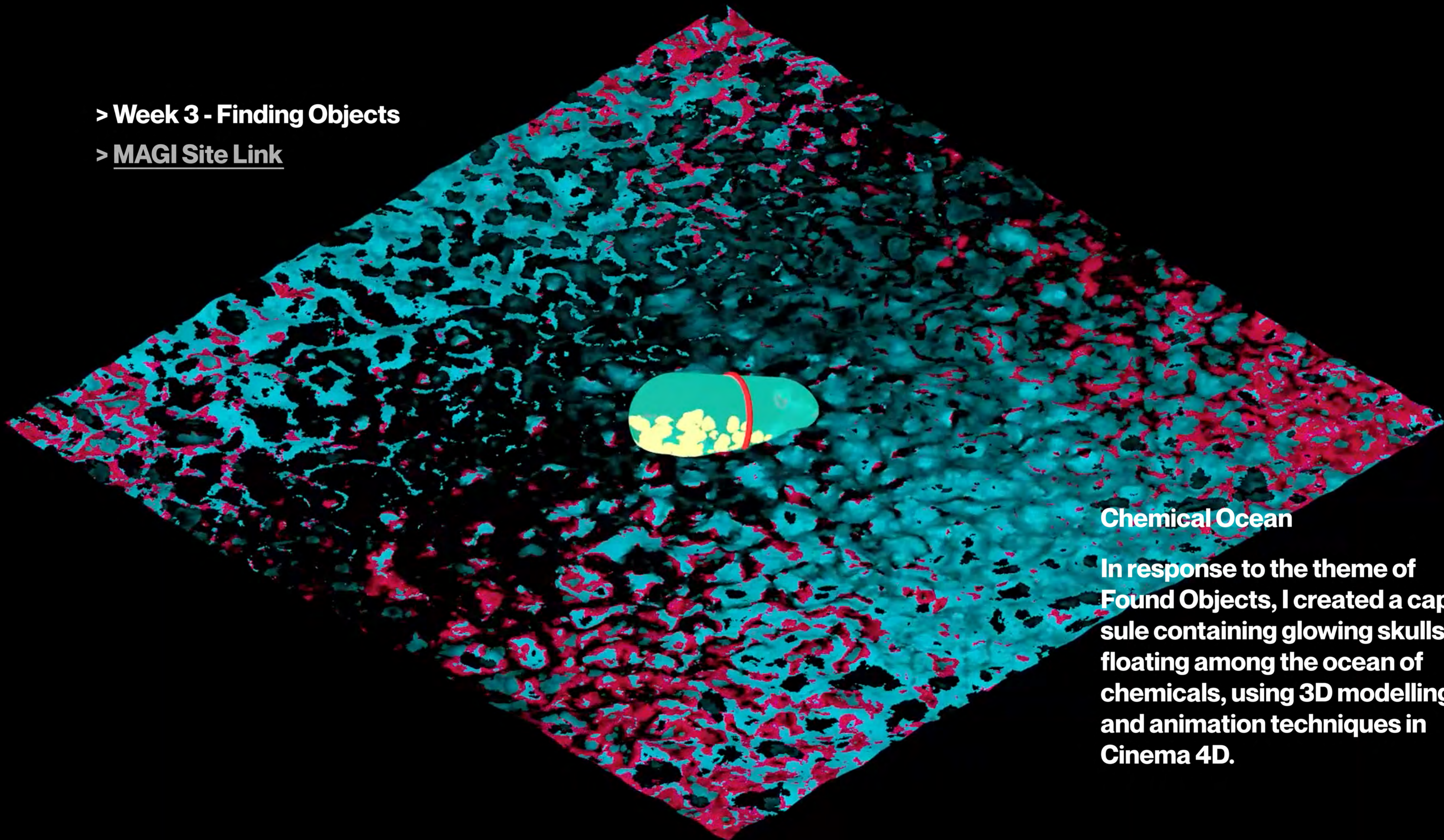
**By animating a group of rapid colour-changing dots, I wanted to present the concept that the data we created is being collected and continuously updated. The grid, formed by the connections of our data, could be a virtual reflection of our very identity online, where our digital profile could be used to describe ourselves better and more accurately than reality.**

**Similar concepts are present in Watch Dogs 2, a video game discussing the blurry boundary between the digital world and reality, where players have the power to influence the world by invading in-game digital systems. (Ubisoft, 2016)**

**Visual Reference: work by @arc4g  
<https://www.instagram.com/p/B07qJjzHas1/>**

> **Week 3 - Finding Objects**

> **MAGI Site Link**



### **Chemical Ocean**

**In response to the theme of Found Objects, I created a capsule containing glowing skulls floating among the ocean of chemicals, using 3D modelling and animation techniques in Cinema 4D.**

> **Week 3 - Finding Objects**

> **MAGI Site Link**

**Chemical  
Ocean**

**By crafting a rapidly changing, illuminating scene, I created an ocean made of chemicals from medicines. I tried to question the relationship between medicine and our body: Has medicine become an essential part of maintaining our functionality in modern society? Has medicine blurred the boundary between life and death, or is it becoming a dominate existence in our survivability?**

**During the creation process, there were many happy incidents that lead the project towards different directions. The colour of the ocean, for example, was a surprising result as I experimented in creating material using gradience tool in colour texture. I have attached some screenshots for more photos of work in progress.**

> **Week 3 - Finding Objects**

> **MAGI Site Link**

**Chemical  
Ocean**

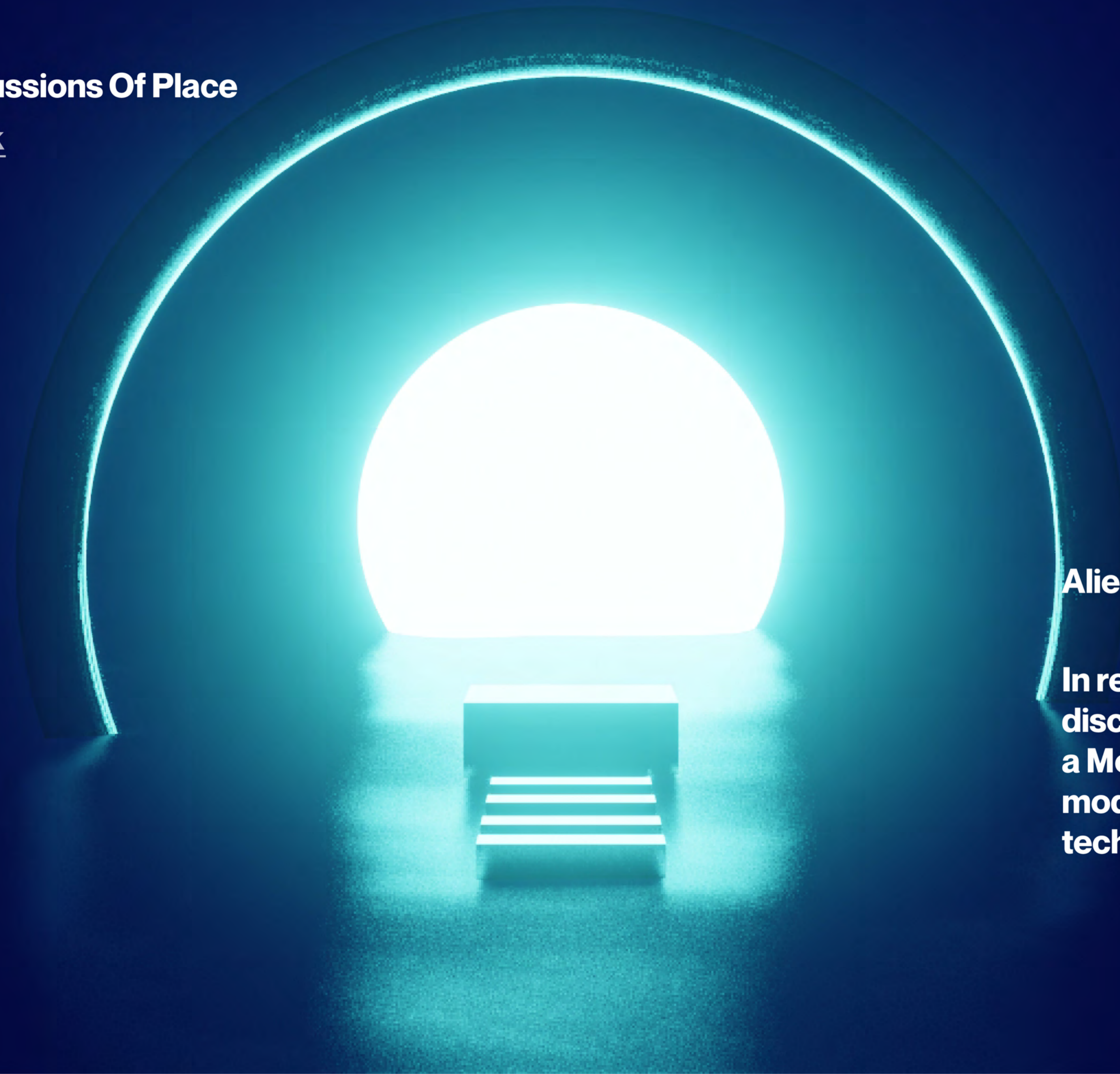
**Similar work and idea have been examined by game Tokyo 42 developed by SMAC Games. Citizens could achieve immortality by taking pills sold by companies in the game. The invention of the immortality drug had a massive influence on social structure, power balance and concept of living and death in Tokyo 42.**

**Tokyo 42 (2017), SMAC Games:  
<http://www.tokyo42.com/>**



> **Week 4 - Discussions Of Place**

> **MAGI Site Link**



**Alien Monolith**

**In response to the theme of discussions of place, I created a Moon monolith using 3D modelling and animation techniques in Blender.**

> **Week 4 - Discussions Of Place**

> **MAGI Site Link**

**Alien Monolith**

**By experimenting with different lightening and material attributions, I tried to represent the following scenario:**

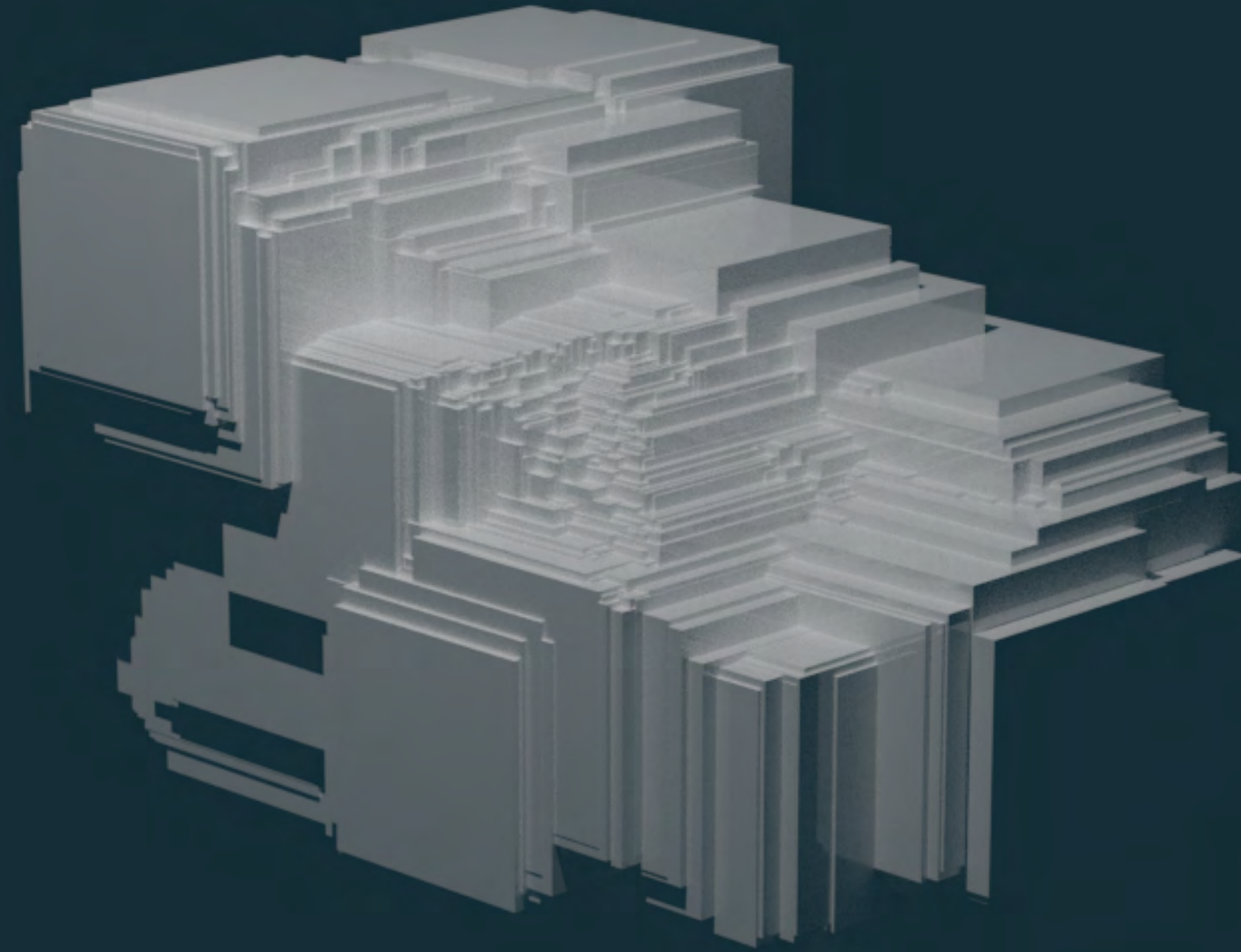
**"Many creatures have dreamt about a monolith, glowing above a rising Mercury sea, calling them over to its location."**

**Similar work has been produced by game Hopoo Games, whose game Risk of Rain 2 explores this theme by using low-poly modelling and animating techniques. No Man's sky developed by Hello Games, has a similar visual style in describing unknown alien structures.**

**Risk of Rain 2 (2019), Hopoo Games, PlayEveryWare  
No Man's Sky (2016), Hello Games**

> **Week 5 - Objects can not be exhausted**

> **[MAGI Site Link](#)**



### **World Material Editor**

**In response to the week's theme of Oriented Object Ontology (Objects can not be exhausted), I made a short animation that presented the development of a collection of abstract existence: A world material editor.**

> **Week 5 - Objects can not be exhausted**

> **MAGI Site Link**

**World  
Material  
Editor**

**By exploring the movement and its varies change through time, I was trying to present the idea that the world editor generated our surroundings and environment, without human's inference.**

**During the creation of this animation, I have encountered lots of technical issues, including modelling moderation and rendering errors due to the unfamiliarity of Blender.**

> **Week 5 - Objects can not be exhausted**

> **MAGI Site Link**

**World  
Material  
Editor**

**I tried to solve most of the problems by researching potential solutions or looking for an alternative way to achieve the same result. The length of production exceeded 3 hours, but I am happy with the progress and discovery I made along the way.**

**The similar visual concept has been developed in the game *Control* (2019), where the in-game structure was shown as a continuous cubical generated expansion. During my creating process, I tried to recreate the lighting and overall tone similar to control to practise the ability to recognise and recreate the scene along with rendering skill.**

**CONTROL (2019), REMEDY ENTERTAINMENT**

> **Week 7 - Time**

> **[MAGI Site Link](#)**



### **Eclipse**

**In response to this week's theme TIME, I have created animations of the eclipse using Blender.**

**I mainly focused on experimenting and exploring blender modifiers during my creation process.**

> **Week 7 - Time**

> **MAGI Site Link**

## **Eclipse**

**By playing with the timing and positions of the scene, I have been able to create the scenery of eclipse aligning with the timing of the waves.**

**Similar work has been produced by Mntainwalkr, whose work Red Dunes explores this theme by adjusting the light and shadows to create a timeless effect aesthetically.**

**Work by @Mntainwalkr**

**<https://www.instagram.com/mntainwalkr/>**



> **Week 8 - Character, Environment and Events**

> **[MAGI Site Link](#)**

### **Refining Factory**

**In response to the week's theme of Character, Environment and Events, I made a short animation that shows an advanced factory operating continuously, using animation technique in Blender.**



> **Week 8 - Character, Environment and Events**

> **MAGI Site Link**


### **Refining Factory**

**By adjusting timing and movement carefully, I was able to create a scenery where products move in different paces while fitting the overall tone of the view.**

**It would be idea to have an almost alien-factory capable of recycling waste 100%, but sadly it is not possible in our world.**

**The animation aims to remind people that recycling does not end with bins as we need more social measures to ensure the sustainability of the planet. Similar visual concept is used in Starcraft 2, Protoss' Assimilator, a building unit for Vespene gas collection.**

**Starcraft 2 (2010), Blizzard Entertainment  
<https://starcraft2.com/>**



> **Week 9 - Force**

> **MAGI Site Link**

### **Hypnotizing Structure**

**In response to the week's theme of Force, I created a short motion animation of a structure that is continuously changing its form and hypnotizing the viewers by using animation techniques in Blender.**

> **Week 9 - Force**

> **MAGI Site Link**

### **Hypnotizing Structure**

**By setting limitation of the project by using only black and white as the primary colour, I was able to create a surreal environment with a dark, cold atmosphere.**

**This animation aims to explore the animation part of Blender by playing with different settings for keyframes and movements.**

**A similar concept is explored by Markmalta on Instagram using Cinema4D. Instead of gigantic animations and hypercomplex details, Markmalta's work focuses more on simplified textures and movement of geometric shapes.**

**(Although this project is not a recreation of his work, I had been influenced by his motion design during the research process.)**

**Work by @markmalta**

**[https://www.instagram.com/p/B\\_YPOP-HLFk/](https://www.instagram.com/p/B_YPOP-HLFk/)**



**Thank you.**

**Mohan Lei**