Sun, Moon and seasons - Basic Researches

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Some researches for both my earrings and my animation

I have done some researches on the characteristics associated with each season. The info I found impact how both my earrings design and my animation will turn out.

Spring:
- The weather is warmer
- Trees and plants start to flower, sprout, put forth buds and fresh leaves
- Animals leave dens and burrows, young animals are born
- Human celebrate the spring
- There are slightly more light hours compare to night hours in a day

Summer
- The weather is now hot
- Trees and plants have full green leaves, they put forth fruit and seeds
- Animals grow and learn, they store foods for the colder seasons
- There are much more light hours compare to night hours in a day

Autumn
- The weather is cooler
- Leaves change color and fall off trees
- Animals begin to migrate or grow thicker coat of fur
- Human harvest
- There are slightly less light hours compare to night hours in a day

Winter
- The weather is cold
- There are snow and frost
- Trees has no leaf
- Animals sleep
- There are much less light hours compare to night hours in a day

I have been exploring the comparison between lights hours and night hours in a day. For example, in the graph down here, I apply the idea to my earring design.

Some researches for my earrings

One of the sources I looked at is What do earrings symbolize by leyloon.com. Some of the interesting info are:
- The earlobes symbolize financial stability and social status
- Earrings are popular for people to use to express themselves
- Earrings accentuate and draw attention to your face

There is a very interesting point on the articles The Ancient and Fascinating Origin of Earrings by noesjewelry.com, stating that:
- Earrings sit near the face where most of us look, so they are THE immediate indicator of style or wealth

Some researches for my animation

So my idea is to make my animation based on the piece The Four Seasons by Vivaldi. I want to take 5 - 10 seconds from each section and animate based on the melody. Though I'm still deciding whether I want to make the sound a part of the final output or just make it a reference when I animate

One of the interesting video based on the subject is How to Animate Music and Sound

Another thing I should get done as soon as possible is to decide what elements I will put inside my animation. Birds? Animals? People?