

Studio 1: Folio 2 Plan

1. Rational intention:

I would like to design a set (one scene) for an existing narrative.

Within this folio I would like to explore animated set design, experimenting with mobile structures, animated backdrops, and visual effects. I intend to explore methods that effectively incorporate motion into a scene, as it can assist in visually unfolding a narrative. The overall intention is to make an interesting, engaging, and entertaining environment for an audience to take in a possibly relatable story.

2. Context: Field

The field would be set design and/or production design. Though the outcome may be a 3D prototype/concept art.

I will begin observing contemporary stage design practitioners, such as ES Devlin. Her works are particularly interesting as they consider the psychology behind the performer or narrative and its characters. The abstract environments are often made up of optical illusions, and portray moods intended to place the audience in a particular state of mind.

3. Method

By working with 3D animation there is room for fluidity and quick iterations to be made throughout the design/animation process.

-I plan on applying backdrops with made with 2D animation to a 3D space.

-Similar methods of including motion in a set could be learning visual effects, such as smoke and lighting. (By Practicing these methods, I hope to lay the groundwork for light projection in future projects.)

-Playing with different colours, textures, and lighting, combined over structures, would be beneficial toward achieving my intention. Moreover, the design choices regarding these methods would be based on supporting the tone of the narrative.

4. production, tools

I would continue working with/ learning maya.

TV paint will be used for test shots and backdrops.

Photoshop will be used too.

5. Outcome: Possible tangible object

A 3D set design (Concept) with textures, lighting and effects that represent a specific scene from an existing story (to be decided)