

# APD Folio 1

Advanced Play Design - Matt Riley  
Liu Rui (s3816124)

- MAGI Post: <http://magistudio.net/work/apd-semester-1-2021-week-1>
- <https://youtu.be/TKkFD3CIMtM>

## • Theme: Play and Self

### • Context:

This week was our first APD course, in which we mainly discussed and thought about the theme of play. I think the course of APD is different from what I imagined. It is more like an experimental course, in which we can explore the concept of "play" more creatively and expand its scope, not limited to the traditional animation production or animation industry process. Clear that this course is a bigger challenge for me, because I was at the university before the animation education was more of a work to do, which to some extent we need to ensure that the project can be implemented, so we might avoid risk, on the thinking of work is difficult to have the innovation, most of the time will be carried out in accordance with the rule of the narration of the story, so for me the APD course may bring me a new course experience.

### • Response:

For the theme of the first week, I referred to Play and Self, which Matt share with us in teams. It took me a long time to think about this topic because I didn't know where to start. However, I came out with this 'outfit matching' app which can be play on Mac, the software I use is called principle, and it is the first time I contact about UI design software, it's very convenient but it seems can only be used as a demo, its export format at the moment, I only see the Mac app.

The aim of the game is through different matching to find a suitable image of yourself. In the portrait painting, I just used self-portrait, my cat, favorite drink and favorite character.

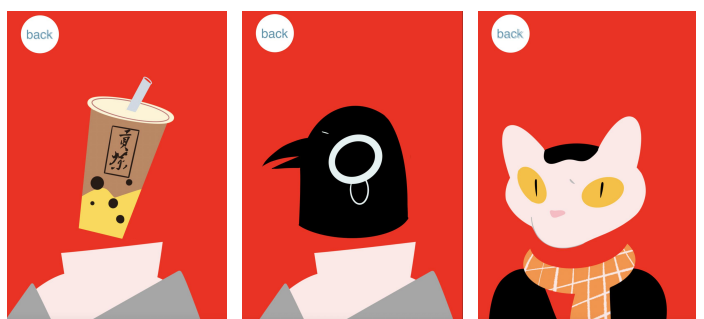
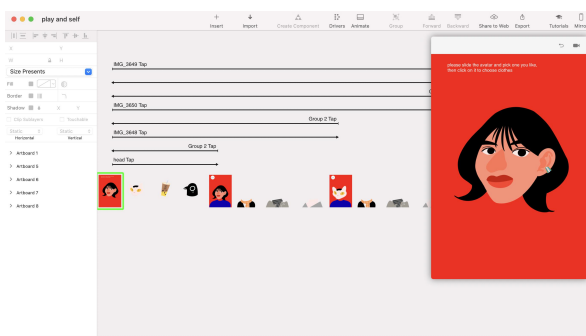
### • Reflection:

I was very surprised by the final result, because it was the first time I came into contact with the field, so I saw more possibilities. In the future, I will try different U I designs with this software, hoping to learn more.

### • References:

<https://youtu.be/lpvX4d6IoVg>

<https://youtu.be/NKkAAMSOqjs>



• **MAGI Post:** <http://magistudio.net/work/apd-week-2-play-and-objects>

• **Theme: Play and Objects**

• **Context:**

This week, the theme is Play and Objects, Matt shares lots of creative video with us during the class, and which makes me most impressive is a video about the paper, it is mentioned at the beginning about the paper can be given by the potential. Such as, paper can activity, can sing and so on, it makes me think of the idea of origami. Origami itself is a form of communication and play between people and paper. In my impression, origami is an entertainment activity filled with my childhood, and various origami methods are constantly innovating with the change of times. Therefore, I want to use origami as the context of this week's response theme to explore. After determining the content, I begin to think about the final presentation form and specific content. Finally, I chose two-dimensional animation out of interest. When thinking about the final animation content, I was inspired by a short animation called 'How to Make Sushi', so I chose a place to make a specific food.

• **Method:**

Make a small animation about making food, using paper as the main element. I will use origami to create characters or things that appear in the animation. To sum up, in the preliminary preparation of animation, the first thing that I need to find is the recipe for making this food, and then find the corresponding origami method according to the raw materials needed in the recipe. When can't find a specific origami method, might consider using paper cutting instead.

• **Response:**

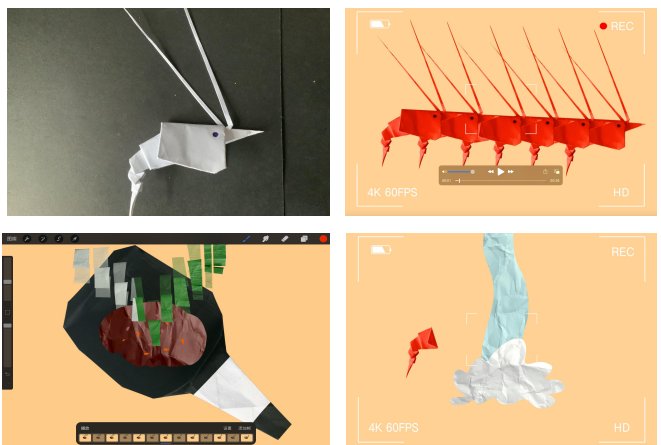
After the lecture, I started to look for dishes I was interested in, and finally chose the spicy fried crayfish. This kind of food is very popular in China, and it's my father's specialty. As to the plot, I don't want to add too much of it in the animation. Generally speaking, it tells about my own cooking experience. The whole thing is about what happens when you try to teach yourself how to cook a dish on the Internet, which people often say it's easier said than done. Online recipes will tell you the ingredients to prepare and the general steps, but it is necessary to try when to put seasonings and how much to put, so lack of experience will often result in dishes that are different from the expected, even if the things are the same. When making the origami needed in the animation, I searched the origami methods of lobster, kitchen knife, pot and other items. Besides, which I still haven't figured out is the origami method of aniseed. In order to control the timing of the animation and ensure the production time, I made some omissions during the cooking process, but in the end it did look exactly like what I would do in real life - put it all in one sitting.

• **Reflection :**

When I saw the final animation, I was very happy. Although the whole animation was still very simple, it brought me to experience the form of paper-cut animation and learned some origami methods of objects, which I generally could not remember or had no time to try. At the same time, I saw many creative works in the class of APD, which unlocked my understanding of two-dimensional animation to a certain extent, and gave me more forms of animation that I wanted to try.

• **References:**

- <https://b23.tv/EqNt3S>
- <https://b23.tv/jrRXrT>
- <Penne Meatballs> by Yelldesign Studio



- MAGI Post: <http://magistudio.net/work/apd-week-3-play-and-time>

- **Theme: Play and Time**

- **Context:**

This week, the theme is Play and Time, in class we discussed some ideas about time, for example, time can be loop, it can be speed up or down. Matt also show us some animations and interactive work, and what impressed me most was a GIF, in which the author reflected the wind by drawing the swaying process of plants in the lake. This picture caught my interest, so I also wanted to use cycle time to show the dynamics of the stroke in a closed pipe blowing from bottom to top. In order to reflect the idea of cyclic time, I chose animation as the carrier, so the final goal was to make a GIF to respond to this theme. GIFs are inherently cyclical, so how to take advantage of this will become an important consideration. I started thinking about how to express the flow direction of stroke in an closed pipeline after decided the direction, I eventually consulted with the indoor skydiving, found that when people experience with indoor skydiving, the rising trajectory seems to spiral rise, based on this point I made an animation about the rising and falling of an objects in a closed pipe to express the flow pattern of the wind.

- **Method:**

Make a GIF about rising and falling of an object in a closed pipe to express the flow pattern of the wind. The object in the pipe have to has a certain weight, because the reference is based on people so weight might influence the trajectory. When making this project, I use procreate to add animation, cause when the animation is not very complicated, it can make the progress more quickly and easily.

- **Response:**

After deciding to use the cyclic characteristics of GIF to respond to the theme of time cycle, I thought that the GIF carrier could not only use the movement track of objects to represent the track of wind, but also can show the strength of wind. For example, when an object rises to a certain height, then makes the object move down in the same way, which can be regarded as the decrease in the strength of the wind in a closed pipe. When selecting the object in the closed pipe, I saw the mug on the table, and finally decided to choose the object as the mug, because it has a certain weight, and the mug is basically symmetrical on both sides, which will reduce the error between the motion track of the object under the influence of wind and the track in the reference.

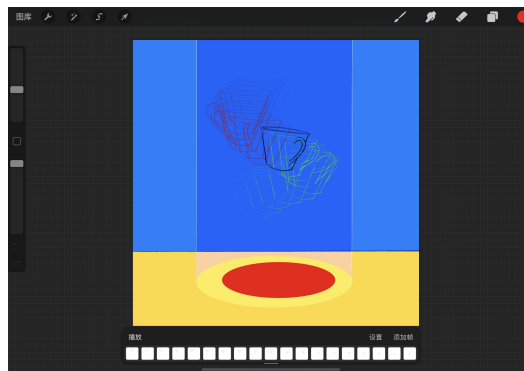
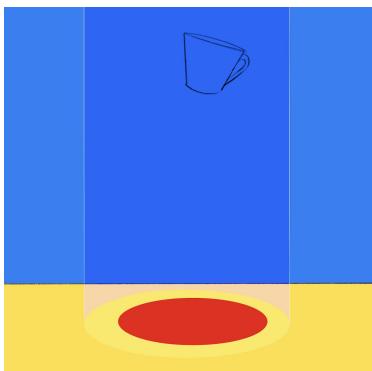
- **Reflection:**

This is the first time for me to use the theme of cycle time to make an animation about wind. It is more interesting than expected, and I think there is still room for improvement in the rendering effect of animation, such as the coloring of mugs. The animation of the mug was not colored due to time constraints. Anyway, I think there are a lot of possibilities under the concept of time cycle, and I hope I can explore this topic more in the future.

- **References:**

GIF works: < Earthquake >/ < Cat Cafe > (the link below is about a series of GIFs)

<https://v.qq.com/x/page/b0707hbkld4.html>



• **MAGI Post:** <http://magistudio.net/work/apd-week-4-play-and-place-987075>

## • **Theme: Play and Place**

## • **Context:**

This week, the theme is Play and Place, and when we talked about place I think it can be put into two cases, physical place and virtual place. Physical place like home and school, virtual place like a game platform. But when I saw this theme, I first thought of the map of Beijing, because when it comes to Place, what resonates most is that I have lived in a city for more than 20 years. So in response to this week's theme, I'm going to make a little animation about Beijing.

## • **Method:**

I tried an animation software called LOOOM. Unlike ordinary animation software, it is more interesting to draw as a dish. In this software, animation does not have to be completed frame by frame. It has a mode that can be played on the premise of animation, and animation rhythm can be adjusted according to the speed of drawing. During the drawing process, I tried different colors to represent different lines, and adjusted the forms of playing, such as back and forth mode and single play mode, to represent the lines of subway operation.

## • **Response:**

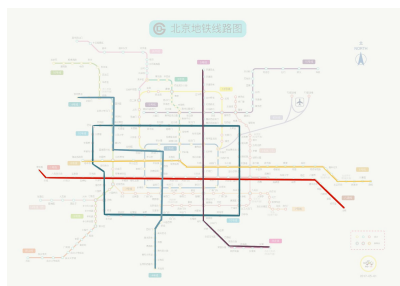
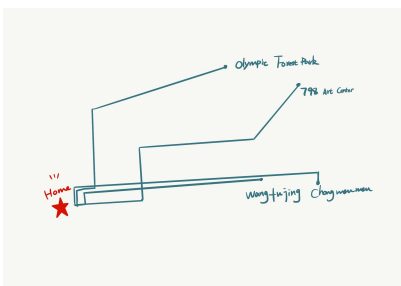
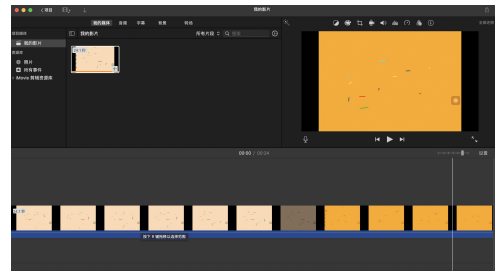
When considering the content of the animation, I thought of some famous and very attractive places in Beijing, and then I wondered if I could connect these scattered places in a way, so I thought of the subway route map of Beijing. Beijing's subway lines are very developed. In recent years, subway stations have been covered with the whole city of Beijing, so people can easily go anywhere they want to go. So I intend to use animation to show the operation of Beijing's most popular subway lines. In addition, in the final presentation I also added another set of animation is about my favorite places in Beijing, in drawing I referred to the Baidu map line, with my home as the starting point to draw a small animation.

## • **Reflection:**

I think the most rewarding part of this week is to try a new animation software, which is very novel and interesting, and it can greatly improve the efficiency of drawing and shorten the time when some simple animation is drawn. The most important thing is that it improves the fun of animation. Though the animation is still poorly presented, I think it is necessary to continue exploring the animation software called LOOOM, because its works can be exported to the Adobe Animate for subsequent editing or drawing. So I think to some extent it will help me to make Studio 2 works.

## • **References:**

<https://vimeo.com/50838254>



• MAGI Post: <http://magistudio.net/work/apd-week-5-play-and-forces-4>

• **Theme: Play & Forces**

• **Context:**

The theme of this week is Play and Forces. We have seen many works in class, among which one about the power of language impressed me deeply. In this work, the author use language to describe the scene of what she will see first, and then use the technique of painting to show the images after hear the language, it reminds me of the brain working process, when we hear some words we will automatically use brain imaging, for example, when people hear the red box, we can probably imagine the appearance and color of the box. So in response to this week's theme I'm going to show the power of imagination by looking at the way the brain works.

• **Response:**

This week, I used GIF as the carrier to respond to the theme. I used Procreate as a tool to make a simple GIF animation. Viewers can see a box in the animation, I compared it works like a human brain information processing system. When hearing the language, like the text box in the animation to be absorbed by the box, can be seen as the information processing system receives the external signal. Then you can see the shaking of the box, and the flicker and rotation of identifies on the box, this can be seen as the processing of the information is being disposed. And finally when the box is open the wind blow out, can be seen as the imagination transform the language into real things, to show how the impact of imagination can influenced in real world.

• **Reflection:**

The theme of this week let me thought a lot, while the animation is very simple, but it made me see the various possibilities of forces, and for me I very want to continue this topic to explore the force of imagination, because I think this power can be very strong , it may inadvertently influence people's actions, even can produce certain effect to the surrounding environment. And I hope there may be an opportunity to pursue this idea in future Studio projects.

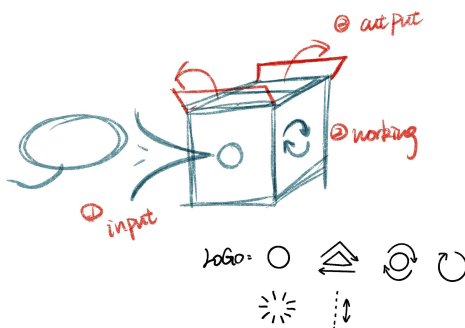
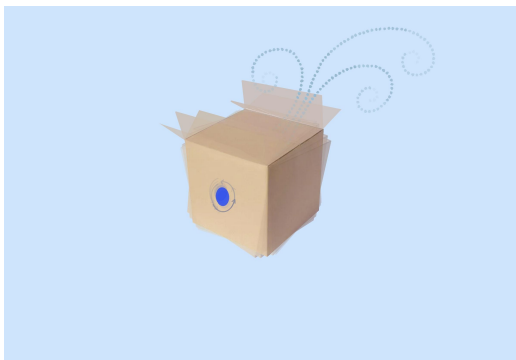
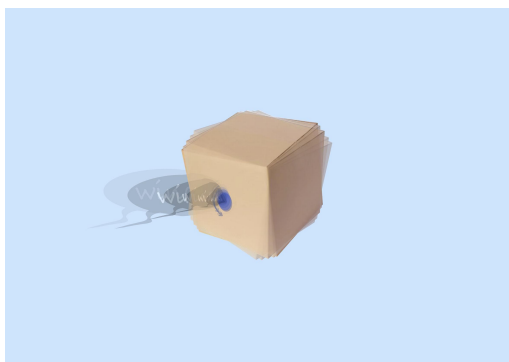
• **References:**

Scribbling Speech

<https://experiments.withgoogle.com/scribbling-speech>

Imagination ( about what is imagination)

<https://b23.tv/NewCaB>



• **MAGI Post:** <http://magistudio.net/work/apd-w>

• **Theme: Play & Sounds**

• **Context:**

The theme of this week is Play and Sounds, about which we shared many interesting works in class. What impressed me most was an interactive work about editing music by scanning barcodes. This was the first time I saw it. I think some people who don't know how to make music can also enjoy making music through the work. Therefore, I also want to create such a game by using some objects in real life.

• **Method:**

My idea is to associate the pitch of sound with the height of objects in real life, and create different music by scanning objects in real life. This idea may involve software programming, but due to time constraints, I have not been able to achieve it, so finally I want to simulate the situation when this game is implemented by shooting and animation. Therefore, in the choice of software, I plan to use Premiere for production.

• **Response:**

I think of in the process of sampling is more common in the life of some items, such as desk lamp, bookshelf, etc., then I go to visit an exhibition about building, I think after to see some of the exhibits their arrangement can interpret my idea, so I took some photos about them for later production. In the process, I first found a picture about musical notation, and I overlapped the photograph and the musical notation to get the pitch matched with the height of objects and recorded the pitch in a note, then I played those pitches with music editing software and got a music file, finally put the file and the images I got to an editing software.

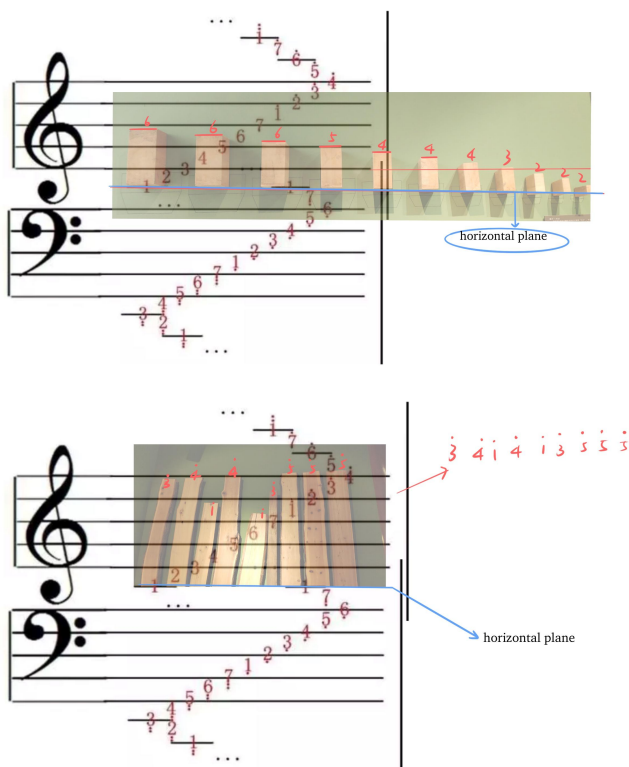
• **Reflection:**

As to the response this time, I feel I am more concerned about the playability. Because at first I want to draw an animation based on a music to response the theme, but after thinking, I thought there has been a lot of the similar works, therefore, I want to try from another Angle to think about the theme of this week, so there is an idea about to link the height of the object with the pitch. I feel very happy about this experiment, although the final presentation of the work did not achieve the final effect, but I am very grateful that I got a new idea.

• **References:**

The Barcode Player made by Ei Wada.

<https://www.facebook.com/OpenReelEnsembleEiWada/videos/play-the-barcode-fixed/114286746637959/><https://b23.tv/NewCaB>



• **MAGI Post:** <http://magistudio.net/work/apd-week-7-play-and-body-4>

• **Theme: Play & Body**

• **Context:**

The theme of this week is Play and Body. In class, we have seen many works on the subject of "Body", which have various forms. In my opinion, this topic can be explored from many perspectives, because when talking about "Body", I can think of Body movements, Body language, gesture communication, etc. In the video, Amanda Chapman made herself up like a lion and a parrot, which reminded me of the relationship between the body and nature. Therefore, I wanted to use the technique of makeup to express things in nature with a part of my body.

• **Method:**

Use the techniques of makeup and makeup props to describe things in nature and record the drawing process. Try to collage the final effect drawing with digital art software, so as to restore the scene in reality.

• **Response:**

In the process of conception, I first thought of the trees in nature, and therefore associated with the hand. In my opinion, human fingers are just like the branches of trees, so I hope to dress up my arms and hands as trees in nature by means of makeup. I first to find some pictures of trees and this was the first time I saw so many different tree textures. I was amazed at their natural beauty. Finally, I chose a tree texture similar to zebra stripes and began to draw. The tools I use are foundation, eye shadow brush, eyeliner and Color Pop eye shadow tray. In the process of drawing, I did not draw exactly according to the picture, but created more casually on the basis of reference. I did not make a draft but started drawing directly, so I did not know what the final effect would be. But I was pleasantly surprised by how it turned out, it was much better than I thought it would be, and it was the first time I tried it on another part of my body, it was a lot of fun.

• **Reflection:**

I am very happy to have such an opportunity to experience a different makeup, which brings me a lot of fun. At the same time, when I collage the final pattern of branches, I am very happy to find that the body and nature can have a strong correlation. I am very willing to continue to try such activities, maybe in the future practice I can explore more how to use other parts of the body to express other natural things.

• **References:**

“The Bird And The Beast” by Amanda Chapman

<https://youtu.be/ewcHSddgaGQ>



• **MAGI Post:** <http://magistudio.net/work/apd-week-8-play-and-abstraction>

• **Theme: Play & Abstraction**

• **Context:**

The theme of this week is Play and Abstract. As for abstraction, I think it is a very interesting concept. Abstraction is a process that starts from perceptual knowledge, extracts common ground, removes different contents and connections through analysis and comparison, and obtains simple and basic provisions through synthesis. There have been many works of abstraction from ancient times to the present, such as Joan Miro's Harlequin's "Harlequin's Carnival" And "Catalan Landscape". The contents of these works are conceptual images extracted from reality. They can put aside the bondage of physical form and light and shadow in reality, but vividly express the viewpoints from the author through concise lines and bright colors. However, in my opinion, this process of abstraction is positive. What I want to explore is whether people can accurately restore the appearance of an object if some abstracted concepts are given. If not, how much is the difference between the restored object and the original object?

• **Method:**

This time I chose a simple game form like a reverse version of "Draw Something". The reason is that I saw there are some tags corresponding with the clothes on Tao bao, these tags are more abstract, such as "Street style", "Romance" and "Vintage" and so on, when you enter a few tags, the big data will help you to screen for the clothes you want to look for, and those clothes almost can meet your original idea. Therefore, I would like to try to restore the original appearance of some clothes by painting if some abstract tag are provided.

• **Response:**

In order to ensure the fairness of the game, I asked my friend to help me finish the game. My friend studies costume design, so I think she can better describe the visual feeling a dress brings to her. So first I asked her to pick three at random out of all her clothes and describe them in some abstract tag. Then I got the following tags.

- 1. Youth, Bright, Campus
- 2. Marshmallow, Girl style, Strong
- 3. Oil painting, Romantic, Choppy

Then I used the labels I got to draw the images of the three clothes in my mind, and finally compared my results with her clothes.

• **Reflection:**

I have to say that there is a big gap between the final result and my imagination. I thought I could guess her idea very well, because we are good friends and have known each other for many years. However, I have to say that everyone has a big difference in the understanding of words after abstraction. For example, the tag of the second piece, I think "Marshmallow" refers to the appearance of the clothes, "Girl style" refers to the style, and "Strong" refers to the color, so I immediately think of the "furry" coat, which was popular last year. But what she's trying to say is "Marshmallow" is the color, "Girl style" is the decoration on the clothes and "Strong" is the shape of the clothes. So I don't know what my final conclusion is. I think I can only say that everyone has different abstract definitions of objects. Maybe this is the reason why abstract paintings or some abstract works bring us different feelings.

• **References:**

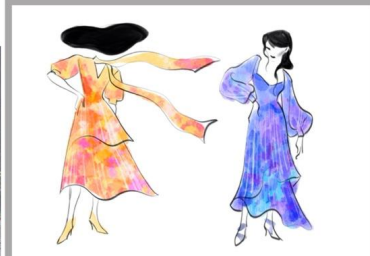
Joan Miro, "Harlequin's Carnival", "Catalan Landscape"

OMGPOP (Draw Something), Zynga (Zynga), February 2012, producer Dan Porter.

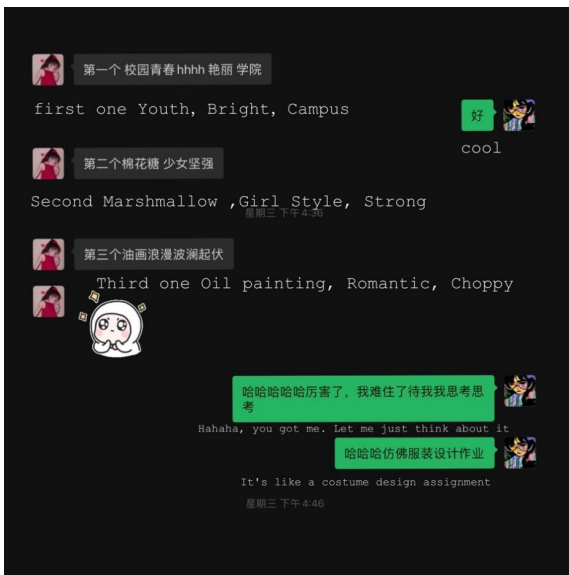
**Original version**



**Draft**



**The clothes I thought it might be**





- MAGI Post: <http://magistudio.net/work/apd-week-9-play-and-nature>

- **Theme: Play & Nature**

- **Context:**

The theme of this week is Play and Nature, and I got stuck when thinking about the works to respond to. When it comes to Nature, the two things that come to my mind are animals and plants, so I tried to search some photos about animals and plants on the Internet to find inspiration. When I saw some pictures about the protective colors of animals, I was inspired. I thought what happens if we put aside the realistic factors and these animals could change the color and appearance of their bodies at will. Therefore, I wanted to draw some pictures to show how animals use protective colors to sneak into human life.

- **Method:**

I chose the software called Procreate on drawing, my plan is to select random animals and items to combine, on the design of the animals I'm going to keep some of the original appearance, and adding some new elements according to its environment at the time, like change its color or part of the characteristics of the body. I hope that the final presentation will give people an idea of what object I want to represent and the animals that make up the object.

- **Response:**

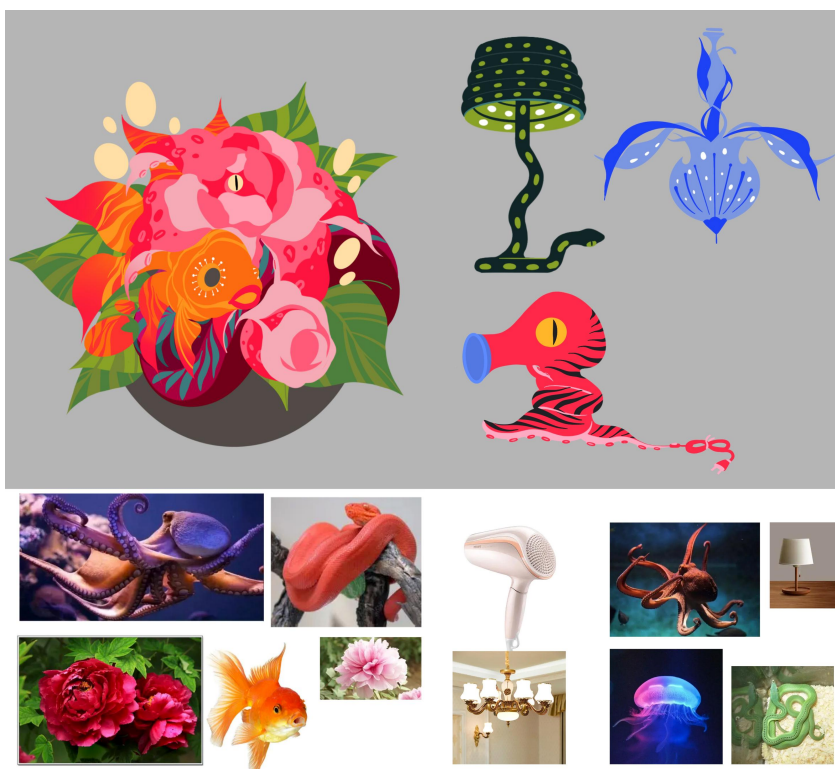
In the process of painting, I first look for inspiration from furniture or objects around me, such as vases and flowers. Then I will associate the animal that can reflect the characteristics of the object according to different things. For example, I think the petal is like the tail of a goldfish or the tentacle of an octopus. After determining which animals to use to express, I put these animals into the objects I want to express, and then design the shape and color of the animals according to the environment they are in. For example, the tail of a goldfish and the tentacles of an octopus need to add more arcs and layers to represent the petals.

- **Reflection:**

I think animal camouflage is very interesting, because the function of protective coloring is to protect themselves from predators, but the same protective coloring can be used to disguise himself waiting for the timing of the attack, so I couldn't help of thinking when the process of drawing, if animals can really change their shape or color and so smoothly into the human life, What will the human response be? Whether they feel threatened and choose to fight back or choose to co-exist or use the characteristics of these animals to create a better and more interesting living environment. I hope to explore this idea sometime in the future.

- **References:**

Hound <https://vimeo.com/14238162>



• **MAGI Post:** <http://magistudio.net/work/apd-week-10-play-and-stillness-dcf885>

• **Theme: Play & Stillness**

• **Context:**

This week's theme was Play and Stillness, and I spent some time thinking about how to respond to that theme. Finally, I found inspiration when I re-watched Harry Potter. When the ghost rode through the window of Hogwarts in the movie, the first picture I saw was the broken window. However, I immediately found that the ghost did not have a real effect on the window in reality, and the window still kept its original appearance. So, I wanted to try to do some animations to see what would happen if the external force was suddenly lost or the external force was still there but the object remained in a certain state during the process of the change.

• **Method:**

I tried the software Procreate in the production of animation. Although it is not a professional animation software, it is very convenient to use Procreate for the production of some GIFs or simple animations.

• **Response:**

1. Anti-gravity hairstyle: in the animation drawing I use wind as an external force, in originally thinking, the hair's movement should be curve movement due to the wind, but in the animation the hair keeps stillness at the moment when it goes up completely, then I remove the outside force impact of electric fan, end up with is an anti-gravity hairstyle.

2. Eat cake: this animation is based on the idea that I want to have a cup of coffee that can never run out off, and in the process of drawing I draw a complete cake first, and put it in the bottom of the layer, then draw a piece of cake in the spoon, the final version together will be like never missing a piece of cake.

3. bottomless: this animation is very simple, just need to stay at the moment of water in the cup without filled, although is not very difficult to do, in the end, I found the result was interesting, though the idea of the cup never filled up makes me feel very troubled.

4.Red balloon: the animation is about three balloon and one of them is not really, but just the image on the wall, so it looks like the red balloon is keep still under the force of wind.

• **Reflection:**

Looking back on the animations, they turned out to be more interesting than I thought, and I think there could have been more animations to respond to the Stillness theme, even as a series. I personally love these animations even though they're a little bit clueless, and I think stillness adds a lot of fun when it's happening in the process of something changing, even if there's no clear explanation as to why it's happening.

• **References:**

[https://www.bilibili.com/video/BV1cW411V7ZJ/?spm\\_id\\_from=333.788.recommend\\_more\\_video.8](https://www.bilibili.com/video/BV1cW411V7ZJ/?spm_id_from=333.788.recommend_more_video.8)

<http://magistudio.net/work/apd-week-10-5>

