ADVANCED
PLAY   DESIGN

FOLIO   2

ALVIN KHOE (s3831479)

WEEK 1 - 5

RESPONSE

Imagine hair strands on the happy self is looser because I wanted to show that people's hair are more looser and flimsier whereas the hair strands on the stressed self is stiff and puffy. I took a a lot of references on animes where the character's hair puff up and rise up when they are stressed.

CONTEXT

A slight take on my previous APD last year, but this time I've added my two moods. I wanted to show the world how I (and I'm sure every students) feel.
We're having such a wonderful time while stressing out over work at the same time! :D

Inspired by Major Lazer's music video called Light it up. It features various dance moves with 3D particle effects and it made me wanted to experiment with Hair particle effects on blender.

P L A Y
A N D
S E L F

METHOD

I used a free rights Adobe's Mixamo 3D Model and animation and importing their FBX file to blender. Instead of using their pre-made material, I made my own simple shade and simulate 25k - 30k strands of hair. There are some limitations to how my computer could simulate and 30k might be it's limit

The way I shot the animation is to give a sense of visual cues (mise en scene) where my happy self is invading half of the frame on the foreground while my stressed self is lurking around in the background alone.

REFLECTION

Hair is a really big challenge for me because I'm not one to use hair simulation in blender, but this is such a great exercise for me and I feel like after this weekly exercise, I want to experiment with Blender's hair simulation more, to implement with my future projects.

P L A Y

A N D

S E L F

http://magistudio.net/work/apd-week-1-play-and-self-644bf6

RESPONSE

Imagine the illusionary effect of your eye and see the difference if you look something closer and further. In this case, it's a bouncing tennis ball that slowly turns into a green and lushious tree!

P L A Y

A N D

O B J E C T

CONTEXT

I was almost stuck on this week's theme until I went through lots of reading about objects. I realised that play and object has a similar reading to a metaphysics of object oriented ontology like Max taught me in CPS semester 1 where objects can be played and meshed to form another object.
I immediately thought about this artist called Yung Jake that I found on instagram a very long time ago. He "paints" pictures by using Apple emoji. Making use of it's colours, forms, and shapes, to create another image.

I then went to my blender and went through all the objects I can found in my room. I saw a tennis ball lying on the ground and I looked outside my window, and I thought "Tennis balls would make such a cute leaf on a tree"

METHOD

Using blender, I had a difficult time trying to figure out how to create a "tree" with tennis balls. Does this mean I have to create hundreds of individual balls to form a tree? I'm sure there are easier ways to do it.

A few moments of trial and errors using array modifier and figuring out how to form a tree using ball meshes, I realised the simplest way to create hunders of meshes without burning out my computer is to create a particle simulation of the tennis ball, bake and freeze the simulations. That way, It still looks like hundreds of tennis balls but it's actually just one simulation.
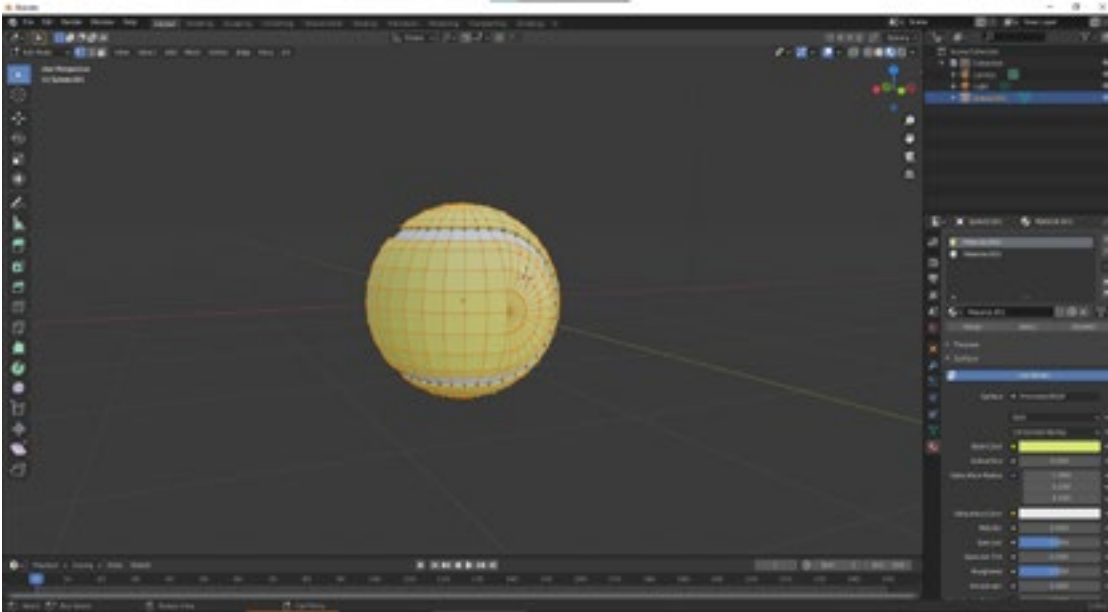
REFLECTION

There was a time where I actually used a simple short hair simulation for the tennis ball material because tennis balls are hairy after all. Unfortunately, it didn't made the cut due to the fact that my computer isn't strong enough to handle "hundreds of hair in a ball" X "hundreds of balls". I had to remove the hair in order for my computer to be able to render out the project.

I think this exercise broaden my creativity, logical thinking, and problem solving of figuring out how to create an object through another object.

P L A Y

A N D

OBJECT

http://mag-istudio.net/work/apd-week-2-play-and-object-2

RESPONSE

What if skincare serums actually reverse time in each drop?

P L A Y
A N D
T I M E

CONTEXT

I took the concept "time" in a literal way instead of figuratively or in a technical-conceptual matter. Since there are various approach in the concept of "time", I decided to use time by playing with the concept of past and future.

I made a short narrative about how skin care serums are meant to "reverse time" for our skin to make us look younger. What if the serum not only does that to us, but to other stuff as well (like an apple)

I took inspiration from the film Doctor Strange where he uses the Time stone to play with an apple's life stages.

METHOD

This is my first time using stop motion. I wanted to detach myself for once from digital and create the concept of "play" through real life matter. I used Stop Motion app for iPad and basically create a makeshift stage using my computer table and my computer screen as a background.

I also used After effects for the glowy effect of the apple touching the serum.

REFLECTION

Creating something outside the digital world is challenging but also very fun. I get to use my creativity a lot by using stuff around my house to create a creative outcome. This is also my first attempt in stop motion and there are quite a few challenges as well, like making sure everything stays the same in every frame and the only thing that can change is the apple's position.

P L A Y

A N D

T I M E

http://mag-istudio.net/
work/apd-
week-3-play-
and-time-1
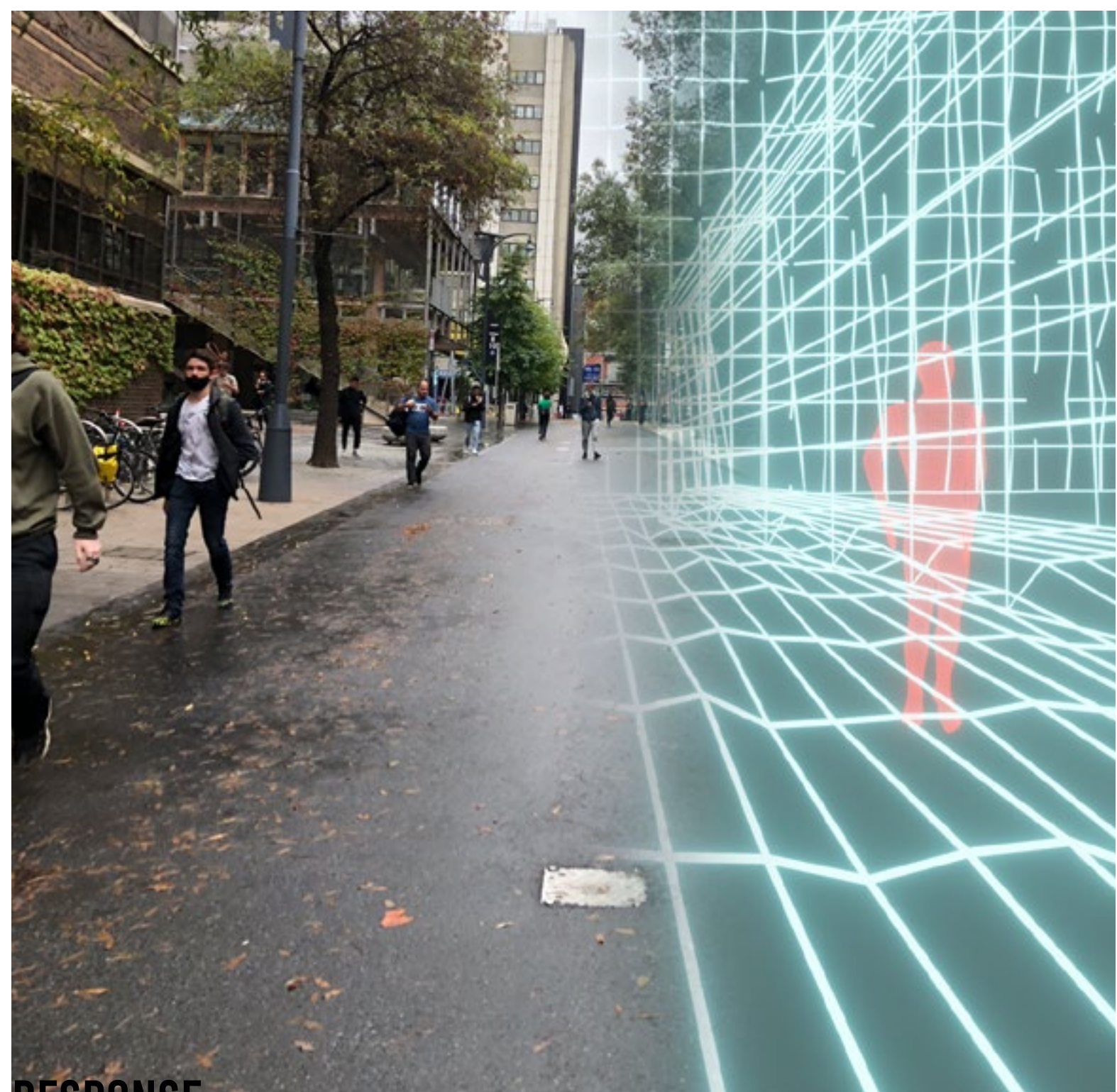
RESPONSE

A literal visual representation of what we really see through our digital media devices. What we see isn't what we thought (reality) but merely a different world of wireframes and data.

PLAY
A N D
PLACE

CONTEXT

Every time we take pictures through our phones or our digital media devices, every inch of the depth in the picture, every plants, lights, and materials are all converted into a single .PNG file that contains thousands of pixels and data.

I realised every thing we see through our phone isn't "real" but merely a copy or a representation of reality. Technically, what we're seeing through our phones are just data and coloured wireframes and pixels. This week, I created a representation of the places that we see through our digital devices and what it actually looks like technically through wireframes and data.

METHOD

I took a picture of RMIT and thought that it would be a good representation of the project. To create the wireframe, I used blender and explored with depth through ortographic view to match the depth of the picture. It took a while to figure out the depth considering that using ortographic view can be very confusing since there is no visible depth of field. I also added a human wireframe by using Adobe Mixamo free 3d model to add more life in the picture.
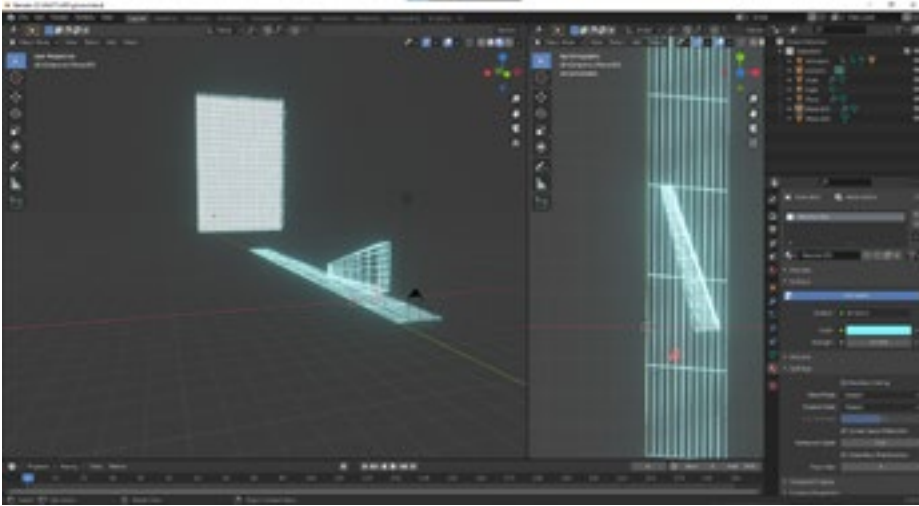
RELFECTION

This week's visual and theme was mainly inspired by TRON. I loved the idea of going "inside" data and being in a completely different place that may seem unfamiliar, but it's something that we see everyday. I feel like TRON was way ahead of their time by creating wireframes and lasers to visualise "digital and data". This week's theme also opens up ideas towards what I can build in the future using this concept.
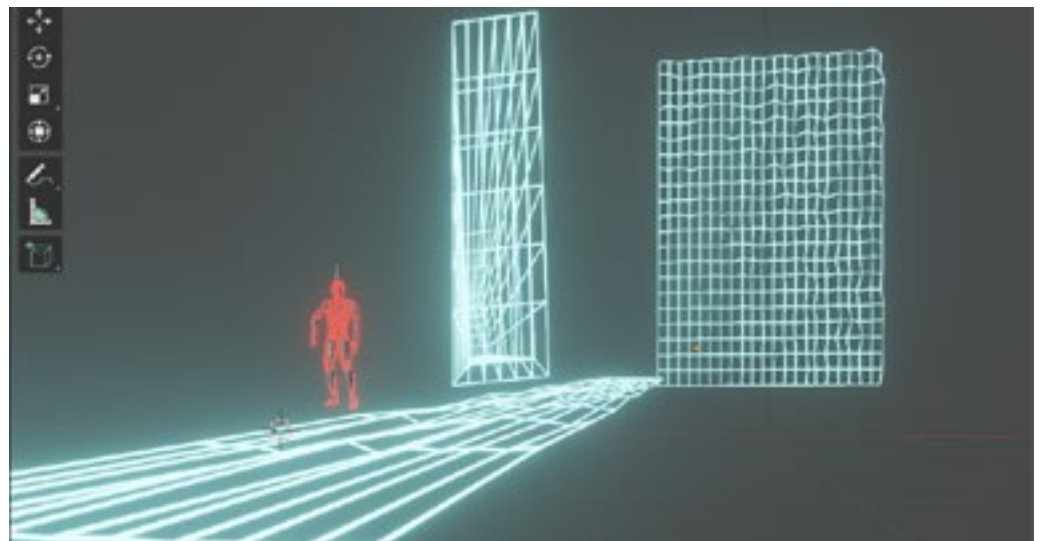
P L A Y

A N D

P L A C E

RESPONSE

Every objects we see are once a part of a force of nature. What if objects starts to disintegrate and slowly finds its way back to the force of nature and be one?

PLAY

AND

FORCE

CONTEXT

It's very common for people to understand that the word force may only lead to one thing: physics. But thinking deeply, force isn't as simple as pulling and pushing an object. Force can be something outside the laws of physics, but also a philosophy of life. If we think deeply, we've been hearing words like 'forces of nature' or 'forces of the universe'.

As what Obi-wan Kenobi says: **"It's an energy field created by all living things. It surrounds us and penetrates us; it binds the galaxy together."**

As fiction as it sounds, force can also be a very complex thing. If we think deeply, every object in this world created by human is actually taken from nature.

For example:

- a single ceramic mug is actually made out of a combination of earth, heat, plastic, and sand.

- a toilet paper is actually made either from recycled paper or new paper, which both came from trees.

- a television screen is made from plastic, copper, metal, and many other elements which all came from earth.

- Everything that we see and touch is basically from nature itself. Thus, this week's theme, I wanted to visualise how objects are just longing to be back in the force of nature.
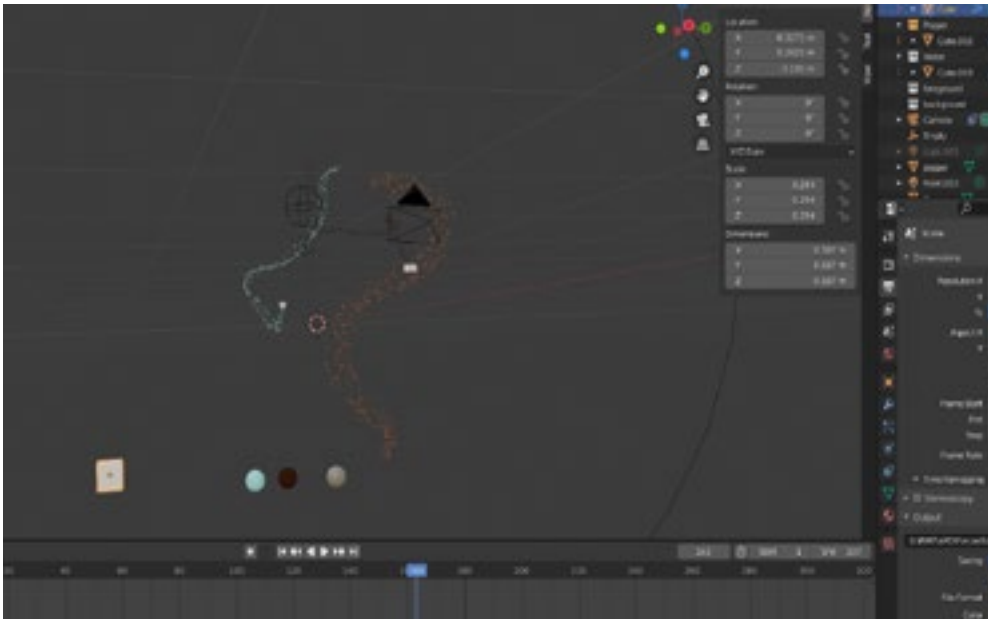
P L A Y
A N D
F O R C E

METHOD

I shot everything with my iPhone camera and I didn't plan any shots. The only thing I planned was not to move too much so it'll be easier for me to track the camera using Blender's motion tracking system.

I used the particle simulator from blender as well and create a bezier curve path so the particles may follow the curve, leading to outside the window.

And finally, after rendering every animation, I composited everything with after effects and edited using Premiere Pro.

REFLECTION

The idea of the force of nature is mainly from my last week's concept for play and place where I imagine everything we see through our phones are technically not reality, but merely wireframes and millions of data combined to one. This week, I somehow flipped the concept by separating the combined data to particles who are longing to go back home to nature.

The disintegration is actually me randomly thinking about Avengers Infinity War where Thanos disintegrated half of life in all universe as it disappears to the force of life. I also was inspired mainly by the tutorial on how particles follow a bezier path.
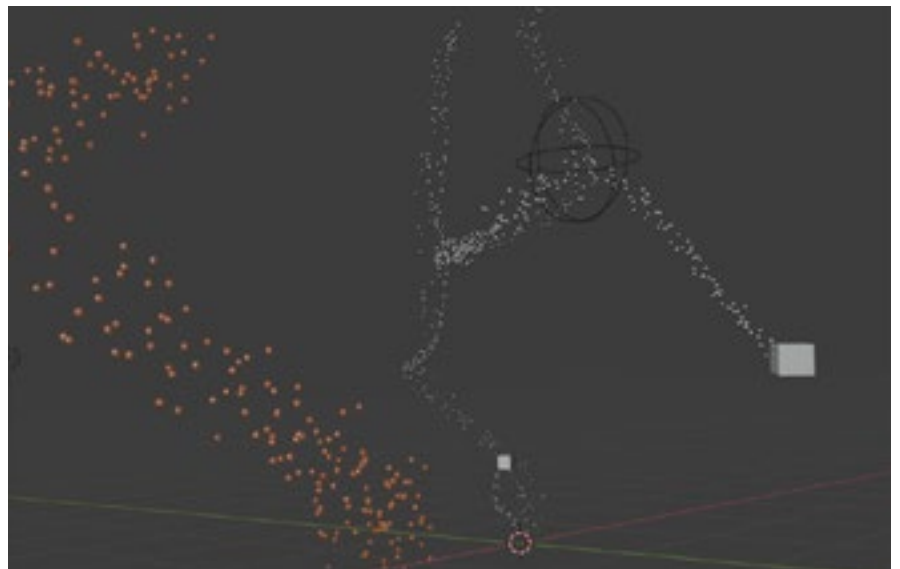
P L A Y

A N D

F O R C E

WEEK 6 - 11

RESPONSE

This is an attempt of recreating Wretched Automaton by Keichii Okabe
through playing with cups, bowls, and pipes.

CONTEXT

When I think about sound, I thought about music. But if you expand your mind, you'll think of sounds
that are created everywhere through objects. Every objects emits sounds and vibration. The unique-
ness of each sound from an objects are all used in many artistic form, such as foley and music.

For example, every film uses foley. Foleys are recorded sounds through recreating sounds from an
object to overlay the film. Music nowadays uses immaterial object's sound and music producers mix
them together to create a melody.

And that is exactly what my approach to week 6 theme. Creating sound through objects and mix
them into music.

P L A Y
A N D
S O U N D

http://magistu-
dio.net/work/
apd-week-6-
play-and-sound

METHOD

Recording sound through my phone is easy, finding the right object is hard. I went around RMIT and my home with a pen to try to find a right pitch and sound but none are usable. This is because not every objects can emit a reverberation considering that not all objects are hollow inside. I then decided to use objects like cups and pipes and bowls that has a right amount of reverb to emit a right pitch.

After recording everything, I edit the videos and mix the sound together in Premiere pro. Most of the sounds are unfortunately not usable so I used pitch shift to the sounds and match the sound I want to create music.

I'm covering 'Wretched Automaton' by Keichii Okabe

REFLECTION

I've noticed half way of making this week's exercise that there's a busker called Paul Guseli in Melbourne. He always busk around melbourne almost everyday using his makeshift drumset using buckets, bowls, pans, metals, etc. Unlike any generic drummer, he uses objects to create beats and music. This then inspires me even further that everyday objects can turn into music if you try hard enough.

Paul Guseli playing in Melbourne Street:

https://www.youtube.com/watch?v=VTm-x6h2MMY

P L A Y

A N D

SOUND

RESPONSE

A take of the viral tiktok challenge called the Buttercup challenge, but mixing it with an actual Dance Dance revolution beat game.

CONTEXT

Tiktok is a great source of entertainment and media. It's also one of the few places where creativity and play is used a lot. It's also one of the most deduced platform of social media to anti-mainstreams. This week's lecture immediately made me thought of a challenge called the Buttercup challenge from Tiktok where they uses their body to match into the beat of the song while also maintaining "rhythm arrows", which is their body. Rhythm arrows are normally used in beat games such as Dance Dance Revolution, Tap Tap on iPhone, OSU, Beat Saber, and many more. I'm not one for a Tiktok user but I do believe that the social media platform gives out a tremendous amount of inspiration for artists and creativity as well.

Using the buttercup challenge as an inspiration and Dance Dance Revolution as theme, I tried making my own kick to the buttercup challenge by actually using my hands to "play" the game. The concept of play in this context is to reimagine an inspiration as well as using our body to match the beats. Kind of like mixing Play and Time and Body at the same time.

P L A Y
A N D
B O D Y

http://magistudio.net/work/apd-week-7-play-and-body-alv

METHOD

I recorded myself in my room dancing to the famous Butterfly song and edited everything in After effects by using lots of masking and positioning animations. It took quite a while but it eventually lead to .. something. After I finished editing, I soon realised that recording myself alone isn't quite enough. It needed some kind of a context for the video. So I recreated the Song selection menu from Dance Dance Revolution and added a loading screen to create a smooth and non-awkward transition to the dance. Everything else is mainly editing in After effects and Premiere pro.

REFLECTION

I'm not a tiktok user and I sometimes detached myself from viral things. But you know the feeling when you were just taking a break and decided to scroll down social media and for some reason, a viral video ended up lurking on your screen? That's how I ended up thinking about the challenge. My initial response to this week's theme was to actually play and have fun with the idea of Play and Body. The concept of body is a very broad meaning. You can use play and body by creating a phase shift effect on VFX, but I realised that I've been doing a lot of digital work lately and I wanted to just try to detach myself by creating something else where my body can be a part of, and most importantly, have fun with it.

The music I chose, Butterfly, was something that I did on purpose. When you think about "Meme", "Dance Dance Revolution", "the 90s", and "Nostalgia", you'll get the Butterfly song. I feel like everyone who was born in the 90s and before would know what the song is. It's its very own iconic song where whenever you listen to it, you just wanna dance with your body. I soon realised that Play itself can exists just by listenting to a song!

I want to try as much as I can to broaden my creativity and thinking outside my usual thought space.

Reference:

Buttercup Challenge : https://www.youtube.com/watch?v=Ac-QV7u_hPA

Dance Dance Revolution : https://www.polygon.com/2018/9/28/17910944/dance-dance-revolution-anniversary

P L A Y

A N D

B O D Y

RESPONSE

A take of an abstract animation depicting negative feelings and thoughts enticing your body and soul

CONTEXT

"Abstract art is art that does not attempt to represent an accurate depiction of a visual reality but instead use shapes, colours, forms and gestural marks to achieve its effect." Wassily Kandinsky. Cossacks 1910–1.

It basically means that abstract is a form of art that separates a context and form to create the same context with a different form by using colours, shapes, mood, etc.

This week's response, I made a short animation of how an entity is being eaten up by unhealthy thoughts that surrounds their body and becoming one to that negative energy. I'm inspired by an artwork I found called Txema Yeste, Silver Metal Over Black Methacrylate by Pavel Tchelitchew (painting and reference will be attached below). I kept looking at this artwork and somehow it made me feel oddly afraid of something. Afraid of my own thoughts.

I then search more for references and I found that most artwork like this represents the artist's depression enticing their own body and mind. Using lining method, it represents their anger and all of their fed up thoughts. Another artist I found called Minus;Circle uses a similar method, but their artwork are a lot more surreal and chaotic.

P L A Y

A N D

ABSTRACT

METHOD

If you're wondering, I found a 3d model of a bald woman online and this is very much perfect for my response! Unfortunately, It's not rigged. Due to the time, I realised that I don't actually have to rig this by myself. I used Adobe Mixamo's auto Rigger and it just rigged the character for me perfectly! Though with the animations, I had to make my own IK Rig myself using the past method I used in Studio 1.

Everything was made in Blender and edited in Premiere pro. I create a simple animation and copy paste it to others while tweaking and changing for other models. For the black and white lining, using DUCKY3D Tutorial, I used musgrave texture to form something very similar like the artwork.

REFLECTION

I've always been a fond of abstract, yet it's still hard for me to actually execute abstract art. It needs a certain creativity where you can separate meaning from form. One of the form of abstract art I'm quite fond of is through visual aesthetics from animation and film. Maxim Zhestkov is one of my favourite artist and my biggest inspiration when it comes to abstract digital art. But I'm trying to separate my APD work to something I've never done before. So I decided to create something that I woulnd't do, but it also something that I might do.

This animation and artstyle is based on a game called Drakengard 3 where 5 womans dances with each other to destroy the world. I simply took inspiration of that animation and create something different and similar. As everyone kept saying: ideas are never original anymore.

My first response was trying to create a lighting where it looks like a modern renaissance art usiing black and white. Hopefully the idea is still there for other people to look at!

References:

Tate Art Gallery:
https://www.tate.org.uk/art/art-terms/a/abstract-art#:~:text=Abstract%20art%20is%20art%20that,withdraw%20something%20from%20something%20else.

Art 1:
https://www.pinterest.com.au/pin/304837468530802446/

Minus;Circle:
https://www.instagram.com/minuscircledotcom/?epik=dj0yJnU9ejQ0eDVBUXFXRHVhaDhnblpPcV-VuQjlNcnZsOUU0VmYmcD0wJm49RUpKNERtZl96TFdxbEphdGhqQ2JqUSZ0PUFBQUFBR0NSNEtj

Drakengard 3:
https://www.youtube.com/watch?v=49gLC9yiGOg

P L A Y
A N D
ABSTRACT

RESPONSE

A digital art of humanity reaching for freedom.

CONTEXT

I tried my best to use the concept of nature outside of the usual concept of nature itself (trees, grass, wildlife). From my previous response in play and forces, I used the force of nature as a concept where every object we see originated from nature itself. This week's response is a little bit different. My partner is a philosophy graduate and he often mentioned about Jean-Paul Sartre and his question about existensialism. Then it got me thinking that humans exists in life full of nature, and yet they're covered and blanketed by the chaotic nature of politics, idealism, technology, and more.

This is a play depiction of how humanity is forced to blanket themselves by chaos and reaching for freedom (in this case, a tree)

METHOD

Salvaging a model I used from Play and Abstraction, I posed the model as if it's reaching something. I experimented a lot with cloth considering that this is my first attempt in making clothing simulation. I used a "wrap" technique of creating a sphere made from cloth and "vacuum" the air to fit the model.

P L A Y

A N D

N A T U R E

REFLECTION

Like Week 8, I've always been a fond of abstract art in any form. I took inspiration from a lot of reinassance painting, thus the marble white texture of the cloth and the model. I also took inspirations a lot from a bunch of pinterest 3d digital artist like OOZIUM who uses a humanoid model to create abstract surreal art. Because of this, I've decided that my identity throughout my whole responses from week 1 - 8, including my project from studio 2, is that I take abstract art through reinassance and philosophy.

http://magistu-
dio.net/work/
apd-week-9-play-
and-nature-8
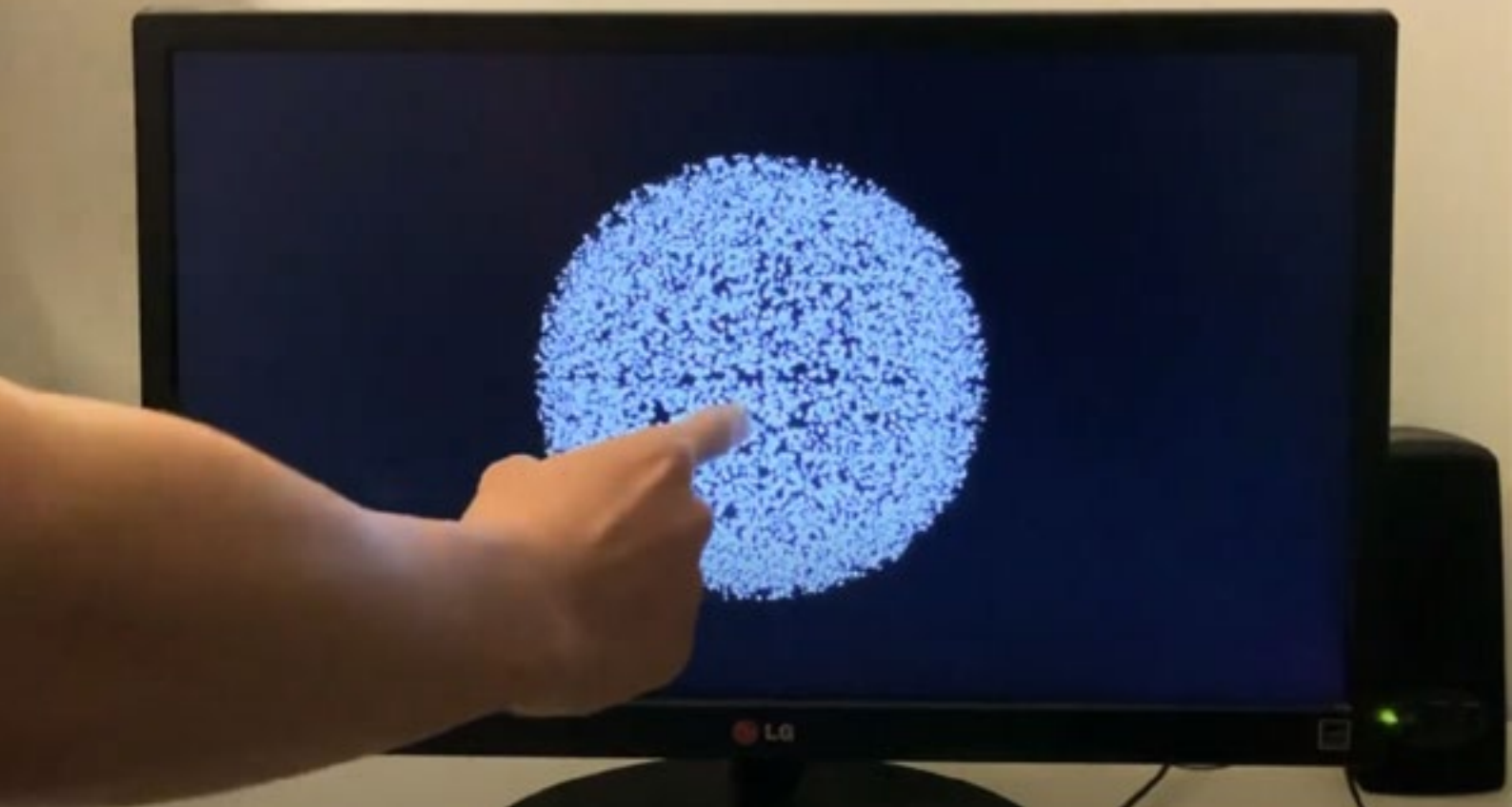
RESPONSE

An abstract performance art of a particle simulation that is disrupted by body move-
ments. This performance art mimics "interactivity" with a scripted and timed movement.

CONTEXT

When I think about stillness, I think about perseverance with a combination of mesmerise.

Inspired by a lot of abstract art and artists who uses interactivity to play with their art through body move-
ment, this week, I wanted to create a combination of a mesmerising abstract art and performing them
through body movement and record them as an output. In a sense, this is a performance art that I made
through a perfectly timed animation that will "interact" with my body movement.

In every movement I make, the particles will not sit still. But once I stop moving and not touching the screen,
the particles will regenerate and form back into its original form, creating a stillness.

P L A Y
A N D
STILLNESS

METHOD

Using blender, I created a particle simulation that form itself as a sphere. I timed the particles to "interact" with my hand touching the screen by keyframing the turbulences and forces around the particles. Depending on my hand movement, each hand movements creates a different reaction to the particle simulation. For example, if I swirl my finger, the particles will turn and create a vortex. If I touch a screen on the right, the particles will leave as if I'm creating a force that pushes them.

REFLECTION

I'm known to be inspired a lot by abstract art through particle simulation. I wanted to create something similar to my previous work, but creating a different context towards it. I was inspired by theatre and performance art where everything is timed and scripted to tell a beautiful story, with a combination of an interactive art installation by Igor Tatarnikov. He created a piece called "Abstract Wall" where particle simulations will float around in peace until it's disrupted by a movement.

Because of my lack of knowledge in creating an actual interactive piece, I made something that's somewhat similar towards it. But due to this reason, I can use this concept as my response in play. I created something that mimics interactivity.

Reference

"Abstract Wall" - Igor Tatarnikov
https://vimeo.com/68852188

P L A Y
A N D
STILLNESS

REFERENCES

WEEK   2

Object Oriented Ontology:

https://www.artspace.com/magazine/interviews_features/the_big_idea/a-guide-to-object-oriented-ontology-art-53690

Yung Jake:
https://www.nytimes.com/2017/07/26/style/emoji-portraits-yung-jake.html
https://www.instagram.com/yungjake/?hl=en

WEEK   3

Doctor Strange apple scene:

https://www.youtube.com/watch?v=MTh9Zr2y_vw

WEEK   4

Tron going into the computer:

https://www.youtube.com/watch?v=fFgayA0YAfk

WEEK   5

Thanos Snap:

https://www.youtube.com/watch?v=dFomwoVngOI

Particle guide:

https://www.youtube.com/watch?v=PYHOV3bVlG0

WEEK   6

Paul Guseli playing in Melbourne Street:

https://www.youtube.com/watch?v=VTm-x6h2MMY

WEEK   7

Buttercup Challenge : https://www.youtube.com/watch?v=Ac-QV7u_hPA

Dance Dance Revolution : https://www.polygon.com/2018/9/28/17910944/dance-dance-revolution-anniversary

WEEK   8

Tate Art Gallery:
https://www.tate.org.uk/art/art-terms/a/abstract-art#:~:text=Abstract%20art%20is%20art%20that,withdraw%20something%20from%20something%20else.

Art 1:
https://www.pinterest.com.au/pin/304837468530802446/

Minus;Circle:
https://www.instagram.com/minuscircledotcom/?epik=dj0yJnU9ejQ0eDVBUXFXRHVhaDhnblpPcV-VuQjlNcnZsOUU0VmYmcD0wJm49RUpKNERtZl96TFdxbEphdGhqQ2JqUSZ0PUFBQUFBR0NSNEtj

Drakengard 3:
https://www.youtube.com/watch?v=49gLC9yiGOg

WEEK   9

OOZIUM
https://www.artstation.com/artwork/oOKdrk

Jean-paul Sartre
https://yourstory.com/2017/06/jean-paul-sartre-philosophy-existentialism-freedom/amp

WEEK   10

"Abstract Wall" - Igor Tatarnikov
https://vimeo.com/68852188