

STUDIO PROJECT

After some consideration, my studio 3 project will be a 2-5 minute short art film about various people's talking about their interpretation of their experience in love and pain. The way I'll visualise this is through motion, symbolism (VFX), and cinematography.

Considering my project won't have a concrete narrative plot, It's important for me to be able to visualise the people's narration through motion and visual effects. For example, creating a CG world with matching lighting through a 3D program and composite the green screen footage, as well as creating visual effects like particle simulations, shockwave, etc to be able to visualise their emotions.



I came from the film production background, and because of that, I'm able to combine my inspirations together. NOWNESS is a portal for art (mainly experimental art) that celebrates storytelling in many form. Their visual accent is mainly "Indie". Their use of colour, lighting, VFX are very unique and yet intriguing.

The Space That Makes Us Human: The Way Forward is the biggest inspiration for me in this project. The way they visualises the scientist's interview is unique by using cinematography, acting, and visual effects.

Andrew Thomas Huang is a VFX artist and a filmmaker. He creates stories that revolves around his VFX to create art films.

