

Studio1 Folio Plan2

Rationale : Intention

- What is your area of inquiry, what is your field of practice?

My project was a traditional 2D animation production approach but with a certain expressive focus. I wanted to show the magic through the clash of colours to better drive the plot. I wanted to make the animation more impactful and joyful with colours and images in addition to the story script plot. I think that apart from the subplot, the script and the character design, the colour scheme is also important to the animation, so I wanted to try to show the moods and states of the characters through colour and to tell the story as fully as possible. I also wanted to try to visualise the characters' feelings on the outside.

Context

- Who else is doing what you are doing?

The characters' hallucinogenic state is inspired by Korean animation artist Seoro Ho's Afternoon Class(<https://www.youtube.com/watch?v=CAYDRibXFAC&t=144s>)and(OO)(<https://www.youtube.com/watch?v=cHJprFGzH0k&t=1s>), in which the main character drifts off to sleep in an afternoon class and his head turns into all sorts of things. This way of visualising the character's state and feelings into the figure inspired me well.

On the other hand, since there are two kinds of mushroom hallucinations, one produces figurative hallucinations, such as little people and various magical creatures, even fairies and ghosts. The other is just an illusion of colour with no pattern, so I also found two good inspirations and references for the representation of these two effects, and I will imitate and study their images for both. For figurative illusions, Disney's Fantasia 2000 (<https://www.youtube.com/watch?v=p6TcNbaljSw>) has a lot of anthropomorphic images of objects and animals, with no lines but very vivid. And for irregular colour illusions, the Canadian Evelyn Lambart and Norman McLaren's Begone Dull Care (<https://www.youtube.com/watch?v=0r2COvWPO4Y>) is my inspiration.

Methods

- How will you do what you are doing?

- What are the technical/production skills you wish to develop through your folio work?

I wanted to improve my 2D animation skills because in the past I have done very little full animation work and only used Flash for 2D animation software, more often than not I used Maya for modelling, so for this work I wanted to be able to use new software to make the animation film as complete as possible, rather than stopping at character scene design and sub-camera design.

Production Tools &Timeline

TOOL: Toonboom or Animate, Photoshop, Premiere pro

Timeline:

Week 7 - study and try software

Week 8 - Half of keyframes

Week 9 - All of Keyframes

Week 10 - Clear line

Week 11 - colour important scenes

Week 12 - Combine scenes and voice

Outcomes

- What are the tangible objects that must be made to articulate success?

A 2D animated piece, coloured in and complete with key shots, the rest of the piece is original artwork. The goal is to convey the story clearly.