

WEEK 1 Play and self

Theme

In response to the theme of play and self, I wrote four keywords representing myself and made four short animations with each keyword as a creative theme. When I was young, in the first class, the teacher asked us to think of a few keywords to introduce our personality traits. This allows others to remember themselves for a short time, but I was still young and did not say anything interesting and impressive. Growing up, I rethought what words could describe myself, creating a tiny two-dimensional animation through those keywords as a minor subject. And then I pieced these animations together to become a new one that can be seen, a different "self." I wrote down four keywords for "self" and created each keyword as a theme.

Method

- 1 I wrote out four keywords that represented myself, namely "sleep", "confused", "hug", "friend."
- 2 "Sleep": Because I'm always very sleepy, getting up early every morning is a challenging thing for me, and I sleep so deeply that even if someone calls me, it's hard for me to hear. With that as inspiration, I created a small animation
- 3 "confused": I'm a not-so-intelligent person, I'm often confused about a lot of things, and whenever I feel confused, I feel like my brain is buzzing, and my body and world are getting messed up, so I created a little animation to express my inner world when I'm confused
- 4 "Hug": When I feel sad, I want to hug myself encourage myself.
- 5 "Friend": I like to communicate and play with my friends, I hope that my friends can have the same idea as me, and our spiritual world can be highly compatible
- 6 Adding appropriate transition animations makes the articulation between each small energy not stiff and can also enrich the picture of the entire animation. Audio files and transition effects from "剪辑."

Context

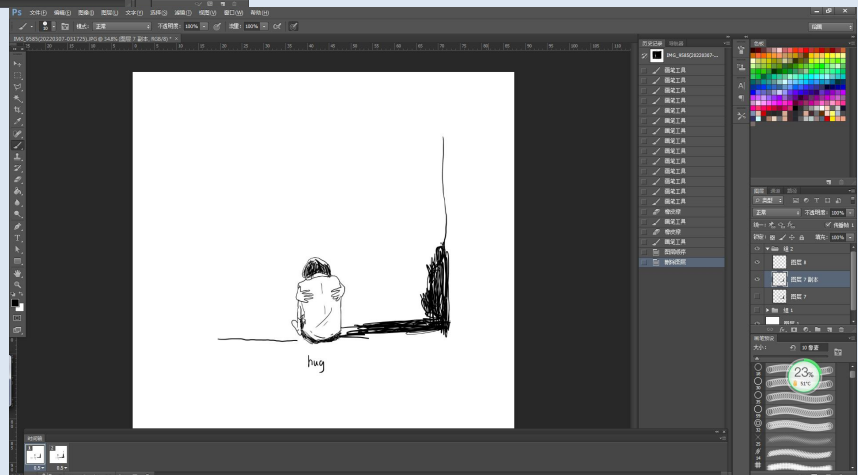
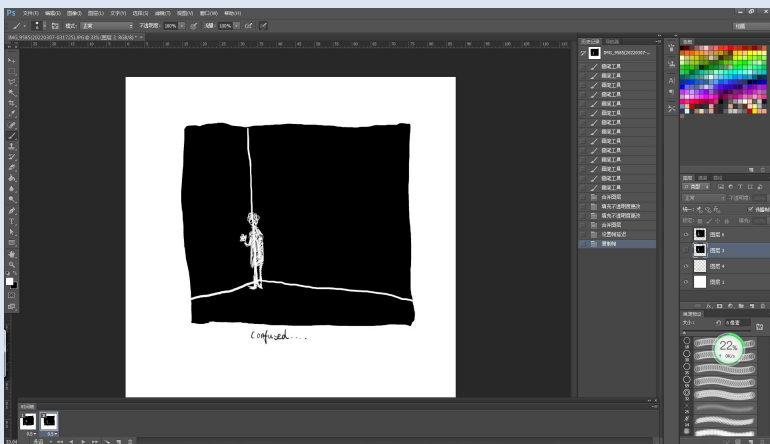
I inspired the anime Love, Death and Robot, an animated short film consisting of 18 parts, each lasting 5-15 minutes. Short films cover a wide range of genres, including sci-fi, fantasy, horror and comedy, and short films also come in many forms, including traditional 2D and 3D short movies. This animation is also created through different themes and combined to make a big theme.

Reflection

I create animations in a short time, the animation form is also straightforward, if there are more themes to develop, I hope to be able to try different animation forms, such as 3D animation, stop motion animation and so on

Outcome: <https://youtu.be/qM3eNMTk3pw>

MAGI: <http://magistudio.net/work/ape-week1-play-and-self>



WEEK 2 Play and time

Theme

In response to this week's theme, I made two small animations to express my time understanding.

At first, I didn't know how I should understand "time" and how I should express "time" concretely. I have been thinking, when I came back to my senses, I found that I had thought of six o'clock in the evening from three o'clock in the afternoon, I thought to myself, "Time passes quickly, I can't catch him at all, it seems that I can see and disappear quickly" Suddenly I thought, this sentence is my understanding of time, time passes quickly, how can not be caught, so I created a small animation, in Chinese culture, chopsticks are used to clip food, it can ensure that food is clipped up and will not fall on the table, but "time" is not clamped, it will slip down. The second small animation is the "time" that suddenly appears and disappears suddenly. Sometimes I can feel the passage of time, but when I concentrate on doing one thing, I can't handle the time again, and the "time" disappears again.

Context

https://youtu.be/nsZtX6442_I The depiction of the clock in this animation gave me a lot of inspiration. Syed Muhammad Hazry Asraf & Syed Zulkarnain Syed Idrus(2020) argues, two most exhausting processes in 2D animation production are, the generation of key-frames and in between frames. So in order to make my animation look very smooth, I drew many key frames.

Method

- 1 Draw each frame with Photoshop and make it into a GIF
- 2 Add the appropriate audio in the AE

Reflection

In terms of making animations, I hope that the smoother, the better, because in my spirit, "time is like water, an object that can flow, so when moving, it must be smooth, and there can be no stuttering. In terms of dubbing animation effects, I am not good at scoring, and the sound effects may be rough, and when choosing sound effects, I always think that I still need to improve.

Outcome : <https://youtu.be/vkZiYmTr6QA>

MAGI: <http://magistudio.net/work/apd-week2-play-and-time-6>

WEEK 3 Play and objects

Theme

In response to the "play and object" theme, I made a stop motion animation. This stop-motion animation tells the story of a male protagonist who wants to become boyfriend and girlfriend with the female protagonist. At that time, the male protagonist was very poor, and he had only one heart, but the female protagonist rejected him. Later, the male protagonist proposed to the female protagonist again with a diamond ring and flowers. The female protagonist agreed to the male protagonist's proposal after seeing the diamond ring.

Context

In this stop-motion animation, the bodies of the male and female protagonists are made of gloves. A stop motion animation inspired the use of gloves to create the male and female central bodies. 【【定格动画】万物皆是DJ-哔哩哔哩】 <https://b23.tv/WPhos0O> and Duncan 's work <https://youtu.be/oLwyRKVRuas> ?

The fingers are very flexible. I can make a stop motion animation with my fingers as the protagonist, but this is a stop motion animation. I have no helpers. If I use my fingers as the protagonist, I have no spare time to Press the camera button, it will be very inconvenient to make, so I thought that using gloves instead of fingers would also have the same effect. The production process of stop motion animation I learned from this video <https://b23.tv/rbbUMWh>

Method

- 1 Prepare the materials. I bought some decorations such as colored paper, cotton, gloves, iron wire, etc.
- 2 To make the scene, I used black paper as the background, made white clouds and snow with cotton, made a bunch of flowers from the colored paper, and used iron wire as the skeleton of the glove so that the glove could pose some movements.
- 3 Shooting I fixed the phone, arranged the lights, shot one by one, and finally imported it into the computer and synthesized the video in pr. Try not to move or touch the lens before a shot is entirely shot, and try to avoid the lens shift and shake caused by accidentally touching the phone when adjusting the props and pressing the shutter too hard. I choose to use headphones to make the shutter, which can avoid these problems as much as possible.
- 4 Add subtitles and appropriate soundtrack in post. Due to the time constraints, I thought my work was very rough, but the production process still made me very happy.

Reflection

I think my work is very simple, and this is the first time I have made a stop motion animation by myself. In terms of lighting, I think it is a place where I need to improve because my energy is focused on researching how to make the lens not shake, so sometimes the lighting changes. I don't even notice it. This is what I saw in post-production yesterday. But there is no time for me to adjust, and there is no way to restore the scene. The lesson I learned from this is to check every frame in time after shooting and don't post-production just before the assignment is submitted

Outcome: <https://youtu.be/3MG2OkF3pBw>

MAGI:<http://magistudio.net/work/apd-week3-play-and-object-4>

WEEK 4 Play and place

Theme

In response to the "games and places" theme, This small short film has three characters, so I got my friends Huang Lixin and Wan Yang to play roles in this short film . I think the color tone is essential for a scene. This work is mainly expressed in the same scene, and different colors bring people different feelings.

Context

Xiao Yu Huang(2016)said that "A good animation scene atmosphere represents an appropriate animation tone and strong audience feelings." The tone in the animation scene changes with the change of the story. Through the light and shadow changes and tone changes of the scene in the animation scene, the scene, tone, and the emotions of the characters are unified and then communicated with the audience. This solution is used in the animation scene. Very effective in. The tone can control the emotional type of the entire animation film, and the animation of a single scene tone will present a dull atmosphere.

For example, "EL EMPLEO" <https://youtu.be/0TzR6lotqDA>. This animated short film has a gray scene tone from beginning to end, and the whole animation is shrouded in a dark atmosphere, giving the audience a psychological hint of depression; on the contrary, if an animation scene is in the color tone of the color is changeable, which will bring a sense of visual layering to the audience.

"Yellow Submarine" https://youtu.be/m2uTFF_3MaA This two-dimensional animation integrates illustration art creation, pop art, and graffiti colors. The colors in the animation scenes are free, unrestrained, and enthusiastic, and the colors in the film are colorful. The decorative graffiti imagery of the film is combined with Beatles pop music to immerse the film in a cheerful atmosphere. Therefore, controlling the scene tone of animation will make the animation atmosphere more layered and more attractive to the audience.

Method

The script and storyboard were first conceived. Because it was a very short film and there was not enough time, the storyboard was not drawn in advance, but the camera angle and picture composition were adjusted at the beginning of shooting.

Here's a tidbit: <https://youtu.be/1hEI8tDNhEo>

This is a concise story about the boy in the film who wakes up and finds he has been kidnapped, with a countdown to a bomb at his feet, "I" immediately ran after receiving a text message. The audience would think I was going to save this boy. I'm just late for class. Because the filming location we chose is in a school near my home, the school is a lively place with people coming and going. If we want to shoot a person who has been kidnapped, it is more difficult for him to be in an embarrassing situation. The tone is black and white, and the black and white tone gives a very gloomy feeling, which can well set off the kidnapped situation "He was in an empty and abandoned building, and it was dark at that time. There's no one to help him." When it was finally shown that I would be late for class, the tone went back to normal, and the audience realized that I was actually in school. Finally, I add the appropriate soundtrack to further set off the atmosphere of the film

Reflection

I wanted the tones in the scene to express the subjective emotions of the characters adequately. Therefore, I think it is essential for the film's overall effect to set off the required atmosphere through the tones in the scene, set off the protagonist's image, and then show the time, place, and other elements.

Outcome: https://youtu.be/xNcW_04nRvE

MAGI: <http://magistudio.net/work/apd-week4-play-and-place-9a8bf6>

WEEK 5 Play and force

Theme

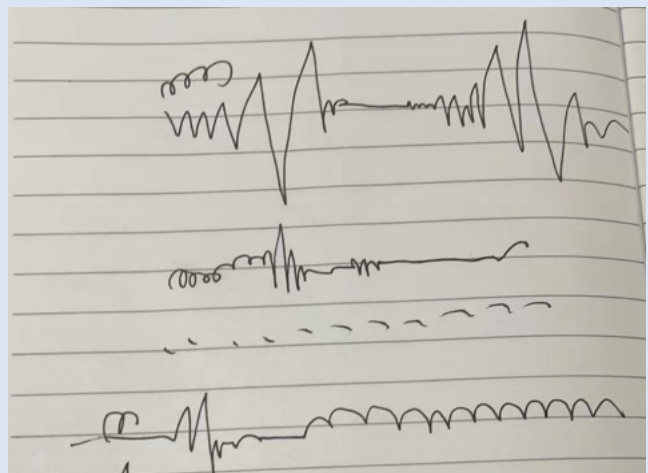
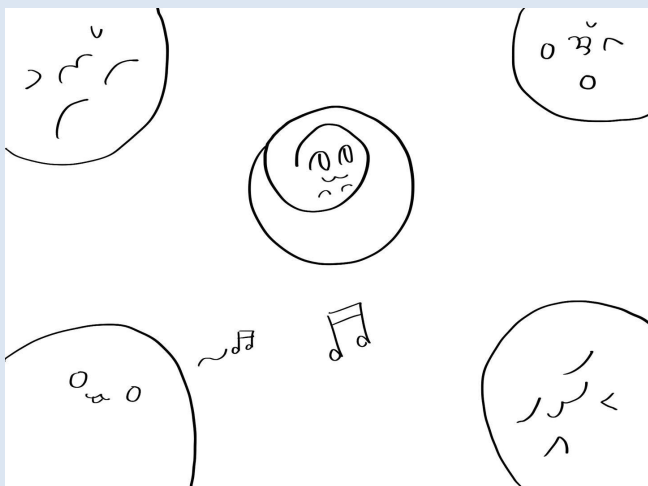
In response to the theme of Play and force, I made a multiplayer "music" game. I chose improvisational drawings of music and people as experimental subjects. I want to see people improvising different paintings of the same music; some of them have not studied art, some have studied art, and their preferences for music types are also different.

Context

Shakespeare (1602) said that "There are a thousand Hamlets in a thousand people's eyes" Different people have different understandings of the same piece of music, so their paintings will be completely different. Music is an art that is good at expressing and stimulating emotions. It can be said that this "music" game is a process of emotional experience. It is not only the process of these creators experiencing the emotional connotation of music but also the creator's feelings. The process of blending and resonating with the emotions expressed in the music. They use music and experience music to improvise.

Method

First, select suitable music with a strong sense of rhythm. I chose a symphony presto Sinfonia in A major, J-C 63-I, and I only selected one minute. Then send it to my friends, let them listen to the music and create, don't think about other things, let the music go with their own emotions.



Reflection

I think this week's theme is the most interesting one I have done because I can see the inner thoughts of many different people. For example, some people listen to music and draw many wavy lines. She thinks that music controls her drawing. Those wavy lines. Some people listened to the music and thought of the beach involuntarily. As I listened to this piece of music, it occurred that some cartoon characters were singing. And I emphasise that you must improvise while listening to the music, not after listening to the music. If you create after listening to the music, it becomes a description of "music" instead of letting the music carry its own emotions. I think this was a very successful experiment because everyone gave a completely different creation, even if it was the same piece of music. Still, it was supported by different people, and the pictures they couldn't help but emerge were different.

Outcome : <https://youtu.be/3QpJ6b0lwol>

MAGI: <http://magistudio.net/work/apd-week5-xu-danchen>

OVERALL REFLECTION

I think APD's weekly themes are very happy and exciting. I like the process of thinking about how I create my work, especially with the theme of "play".

I see APD as a treasure I got in my adventures because almost every creation is something I have rarely tried before, making me feel very fresh and exciting. In the theme of play and object, I made a stop motion animation for the first time, I made a scene with many props, and gloves were used to represent the hero and heroine. In the theme of play and place, I tried to shoot a short film for the first time as a director. I asked my friends to help me play a role in the short film. The pre-production and post-production of the whole short film were done by myself. Yes, it was an excellent experience for me, which may help my future work. I also found that in the beginning, I always chose to work with 2D animation because 2D animation is a relatively familiar area, and I was worried that if I left 2D animation, I would make my work terrible. But in the next few weeks, I gradually began to try to shoot live-action short films and stop-motion animations, etc., and I was no longer limited to 2D animation. I think this change started from the third week because the third week's theme was play and object, which made me move away from 2D animation and create with things around me, and I thought that was a big breakthrough for me. APD also allowed me to try out new ideas like stop motion, which I had never done before or by hand. I took this opportunity to watch a lot of stop-motion animation-related teaching videos, learned how to shoot stop-motion animation and how to make the props needed for stop-motion animation, and learned the software for making stop-motion animation. The problem is imagining that this is the level that I have to pass when playing an adventure game and overcome these difficulties step by step. This method makes me feel that it doesn't make people so resistant when learning something new. In a studio project, I might be able to learn more about 2D motion software in the same way. Through APD, I also learned how to complete my work in a short period. I do not spend more than 3.5 hours on work each time. I have to adjust the content of the work quickly and complete the production of the work. In a way, I think it helps me a lot because APD doesn't need to do a massive project, it doesn't need a very long production cycle, and it only takes three hours a week to make a small This project makes me feel less pressure. APD has a high degree of creative freedom, so for me, the problematic part of APD is not the production skills but the source of inspiration. Sometimes I can't think of exciting ideas. I will read some papers to inspire me. I think this will also be of great help to me in finding relevant references when I write my thesis in the future. I'm thrilled that I learned a lot through APD, both software skills and about myself and my work. I hope to continue growing and trying new things over the next few weeks.

REFERENCE

- Asraf, SMH & Idrus, SZS 2020, ' Hybrid Animation: Implementation of Two-Dimensional (2D) Animation ' , Journal of Physics: Conference Series, vol. 1529, p. 022093.
- Huang XY 2016, ' Explore scene atmosphere in animation creation ' , Proceedings of the 2016 International Conference on Applied System Innovation (ICASI), IEEE, New York, pp. 1-4.