

Week 4: Play and Place

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Context:

I've been going back and forth between Beijing and Boston since I went to college. For me, Beijing is a home where my parents are, and it brings me a sense of security. Boston is a place where I am independent and work hard to overcome difficult and challenges. These two places are full of memories for me. Beijing and Boston, two completely different cities with different architecture, climate, culture and people. I went to the Charles River when I feel homesick, because the scenery on the bridge is very similar to the night in the park next to my house in Beijing. I went to the roof of my company building when I miss my friends in Boston, because the wind there always carries a fishy smell from the seafood restaurant downstairs, much like the sea breeze blowing in Boston every day.

It's really hard to find what these two places have in common. Until I flipped through the album and found that the pictures I took of the clouds made me unable to tell which city it was in. Thinking about it carefully, where the place that makes me feel warm is actually my home. Looking at the pictures of these clouds, my memories of living in these two cities keep popping into my mind.

I want to present this week's theme by recalling the mood of that time period (around I'm taking the photos) by drawing on the clouds.

Method:

The way I draw the image reminds me of a game I always played with my mom when I was a kid. We look at the cloud in the sky and trace the shape of it. If both of us say the same thing, I always be very happy. Sometimes we say out the same thing, but most of the time, my mom says things I don't know. Now that I'm older, I think if I get a chance to play with my mom again, it'll be fun.

I chose 5 photos that impressed me, 3 from Boston and 2 from Beijing. I would look at other photos of nearby dates, try to remember what happened during that time period, and draw out what mood I was in on the clouds.

Response:

I think the essence of this game is to discuss how to create something new within the rules of the existing environment and make the content of the environment look unobtrusive.

I found out a switch painting challenge was popular on TikTok (https://www.youtube.com/watch?v=_94e9GgCnx0&t=20s&ab_channel=RStudios).

They paint together for 10 mins, and they switch the canvases and continue drawing on each other's paintings. The final presentation is definitely not what they imagined at the beginning. I like how the game allows people to keep making rules, and at the same time, they also have to obey the rules of the other side.

My paintings based on clouds are actually based on the same logic. The colors, light and shadow, and shapes presented by the clouds itself are the rules I have to fulfill when they are photographed. Based on this condition, I want to think about what I hope to turn this environment into through lines or colors.

Reflection:

Drawing on clouds turned out to be such a fun thing. This reminds me of the "rules" topic from the CPS class. The color of the photo, the brightness, the lighting, the trees and buildings, each factor is a different rule for each photo. How to draw interesting content under these conditions, and how to use color to better integrate the background. When I was drawing, I not only thought about how to better convey my mood, but also considered the rules. But I found that I really like to create digital characters based on reality. Drawing on the photos reminds me of my studio2 project, which is also based on realistic scenes and to create characters. This week's exercise make me thinking about whether the characters in studio2 should be represented by solid lines or color blocks. If I want to achieve a near-realistic effect I think I should use lines, but if I want the character to stand out clearly, I should use a non-realistic scene color.