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PROJECT PITCH

AGI STUDIO 2

RATIONAL

▸ I first got into 2d animation production in my previous studio. At that time, I created a relatively simple character and made it into a story-oriented animation telling a mother's love story. I am good at creating lovely and simple characters. In the new studio, I want to continue animating while I hope to try a more complex and abstract field, challenge more complex characters and actions, and make a 2D animation that reflects the society. It could be a combination of short clips while there is no story plot there.
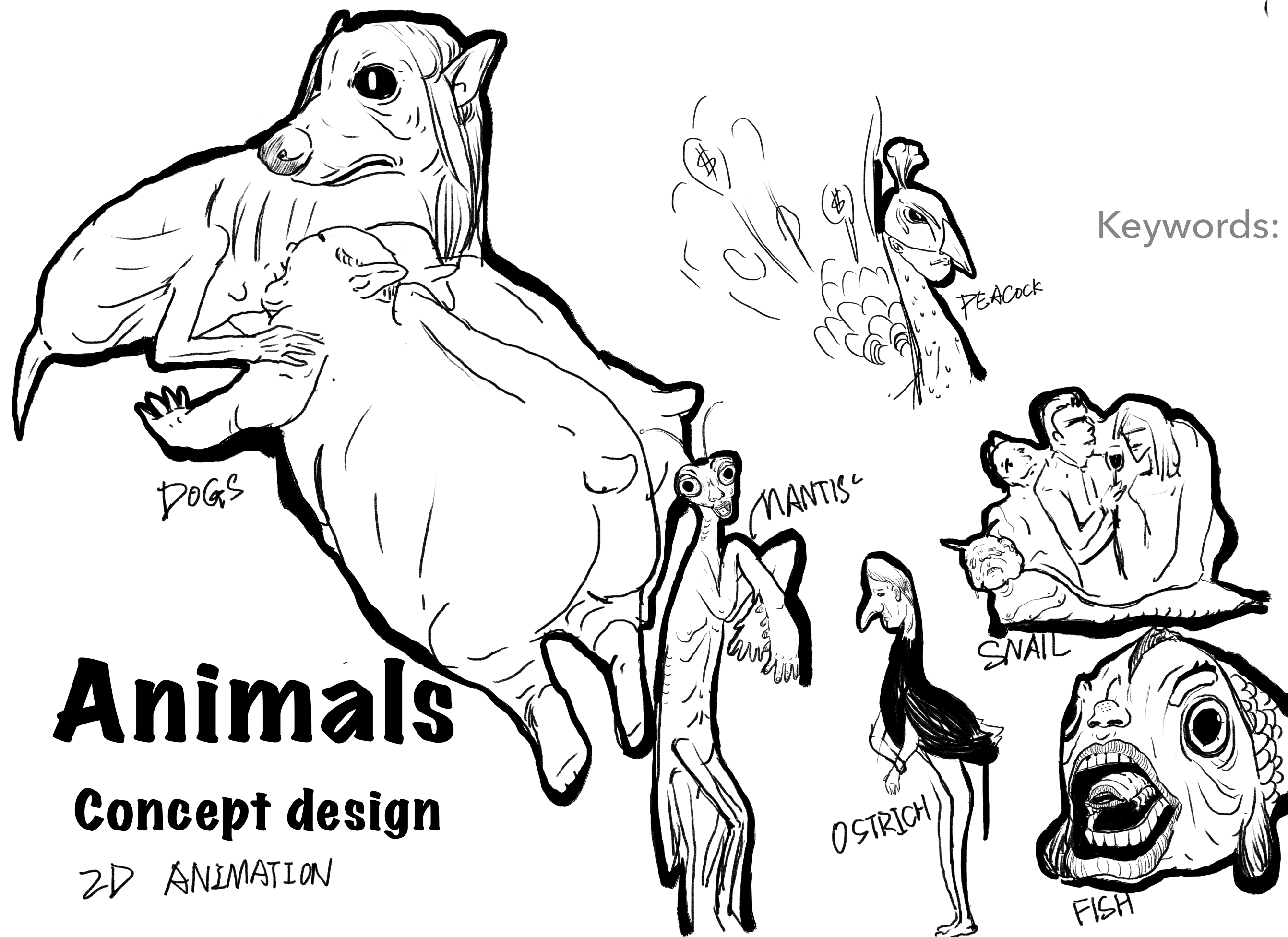
▸ Previous work

▸ https://www.youtube.com/watch?v=hqkhFxDsYKE&t=67s

HANDS

AN ANIMATION BY
XINCHENG WANG

CONTEXT

▸ There are many pathological phenomena in modern society, such as NEET group, money worship, cyberbullying, procrastination, Hi-tech addiction, social phobia. Those pathological social phenomena worth exploring. Currently, I hope to visualize these social phenomena in an abstract way, such as shaping different kinds of monsters or grotesque characters, and expressing the seriousness of these social problems with exaggerated actions and forms. All those characters may be inspired by the unique behavior of animals or plants in nature.

Animals

Concept design

2D ANIMATION

DOGS

PEACOCK

MANTIS

SNAIL

OSTRICH

FISH

In some current conceptual sketches, I anthropomorphized some animals, hoping to find similarities between their main features and some human behaviors. For example, an old dog is still nursing her fat children , symbolizing the NEET group. An elegant peacock with a tail covered in gold coins may be his attraction. A man with social phobia is ready to bury his head in the ground when someone walks by. There are bugs that eat fish tongues to become their new tongues just like something that's making us lose our natural instincts. Mantises are often parasitized by a kind of iron nematode. When the nutrients are absorbed, the mantises are controlled to look for water to commit suicide and iron nematodes come out of their bodies to the water to lay eggs and reproduce. This is also an interesting natural phenomenon, and this parasitic relationship is common in real life.

CONTEXT related work

CG-animated movie *Dinner For Few (2014)* by Nassos Vakalis depicted a sociopolitical allegory of society.

METHODS

I want to make an experimental 2D animation by TVP, AE and PS.

1.List creatures with unique habits and/or natures (refer to the biology category)

2.Select representative creatures, compare them with human social phenomena, and redesign their shapes (anthropomorphism)

3.Movement design, partly referring to the behavior patterns of these creatures.

▸ Conceptual explore (week1-2)

▸ Character design (week3)

▸ Storyboard (week4)

▸ Movements exploring (week5-6)

▸ Animate (week7-12)

▸ Sound/ Voice over (week10-12)

OUTCOME

▸ (Probably) A series of sequences or using some unique transitions or other forms to connect them all.

▸ (Probably) no specific story plot here

▸ Dark style with few colors (Probably old paper cuts style)

▸ Find the similarities between unique natural creatures' behavior and social phenomena and find out how to visualize this connection by 2D animation.

▸ Help my community of exploring the logic of unfamiliar characters' movement logic and unique character modeling design.