

Studio 2 Abstract

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The production method of combining real scenes with animated characters or special effects is very common in the fields of advertising, film, and animation. Related works include Rabbert's *Rabbert finds spider in toilet* and *Rabbert series*. This anthropomorphism of non-human creatures is a means of allowing viewers to quickly substitute virtual characters, feel their emotions, and understand the plot from different perspectives.

In an imaginary world where inanimate objects have feelings, what would they think of us? How would our actions appear in an object's perspective?

SMOKING (Jingyi 2022) tells a story through a cigarette's perspective about the interaction between a person and cigarettes, using this perspective to reveal a dramatic situation within a seemingly banal and everyday scenario.

By transforming cigarettes into characters the animation attempts to encourage the audience to empathize with them while also conveying the dangers of smoking - smoking kills us and the cigarette.

The potential significance of this work is exploring the possibility of objects' perspective of humans, to broaden the audience's fantasy space for the psychology and feelings of objects, which makes the viewers bring the creation into real life to pay attention to objects around them.

Related work:

Rabbert finds spider in toilet - Rabbert
https://www.youtube.com/watch?v=7-jwcos76Mg&ab_channel=Rabbert