

IOL Week1 Motion and my work

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My work:

I'm planning to make a 3d animation discussing about the quarantine policy regarding COVID-19. I've experiencing strict 20 days isolation in Beijing, just because I walked by a restaurant, which there's a person tested COVID positive. I've read a lot of articles about infected people was treated inhuman and was abused. These rules are like witnessing their own death for people who are already vulnerable. I want to expose the truth. I want more people to see what's going on. I believe most people can relate to the work, because I want people to be treated with dignity as human beings.

I will storytelling through metaphors. The fish in the fish tank are us. When we cough, there will be hands to fish us out and isolate us. We will be put into separate jars, old people, children, young people, and disabled people. We struggled in the little jar until someone died and someone got depressed. .

Motion and goals:

In this work, everything will happened in the water, so all the motion will be the fishes themselves and water.

Here's some goals I wish to do research on and achieve in IOL:

- The sense of flow when a fish swims
- Represent the resistance of water (Make the audience visually believe that the fish are swimming in the water)
- The splash when the fish is thrown into the jar (the weight and the speed of the water)
- The reflection of the water/ scale

I'll do everything in Maya, water will be done by simulation, so everything is adjustable. I need IOL help me to make it more reality.

These are all my thoughts at the moment, it might be more and I'll add it on.

Reference videos:

https://www.youtube.com/watch?v=otQbQbXcVUA&ab_channel=azadjain