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# Bring animations to card games through card design, interactions and interface

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## **Abstract**

In order to help improve my studio 3 card game project, I'm going to investigate in designing animations presented on the card through hand-drawn simple strokes. As animation is a very new area for me, learning how to draw, draw suitable and legible animations for each card function is the focus of this IOL project.

I will learn the basics of drawing animations frame by frame and find related works of similar practice which may help lead my iterations. My final outcomes will be a series of animated cards that explore about the expression of cards through animation in this folio.

I wish to hit a good start in animation and get a better understanding of hand-drawn effects through these animated cards design.

## **Authors Keywords**

Hand-drawn effects; Motion; Animated Cards; Expression; 2D animation; Card Game;

### Project Intention

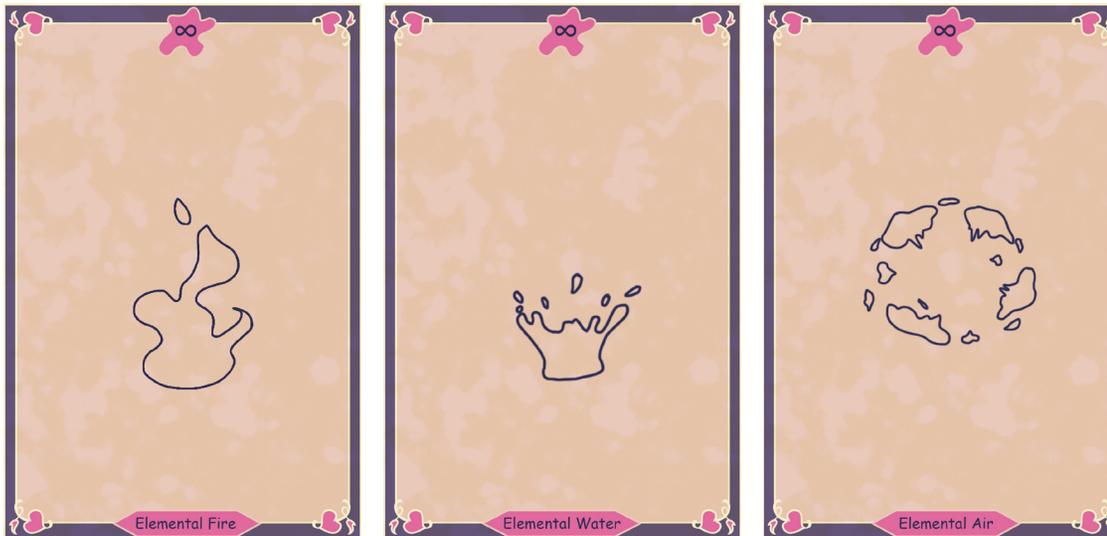
I want to make use of IOL as a support for my studio 3 project. I'm working on a 2d card game project called MeowForest in studio 3. Meanwhile it's a single-player casual turn-based management game with simple-stroke aesthetics.

I'm going to explore how cards are shown on the screen, interface effects and player interactions to the system during IOL classes. But mostly in this folio, I want to design more animated cards. I believe adding dynamic visual motions to static cards can improve cards' attraction. In addition, I'm a newbie in animation area, learning how to draw, draw suitable and legible animations for each card function is the focus of this folio.

### Method

In folio 1, all of my works are hand-drawn using Adobe Photoshop Timeline. Each time before I drew, I would come up with certain patterns related to card names and functions. Because my card system reference Tarot cards, I may also search for existing Tarot cards examples for inspiration. And I reference related animation works too.

Week 1 Collage



### Ideation

The properties of these three elemental cards are very common to see in our life. In my opinion, it's not necessary to draw them in creative ways but it's essential to make sure they're understood at a glance. Thus, I drew a a burning flame, a dropping drip hitting the ground and a mass of departing air with fluent frames.



Figure 1

### Week 2 Practice - Loop

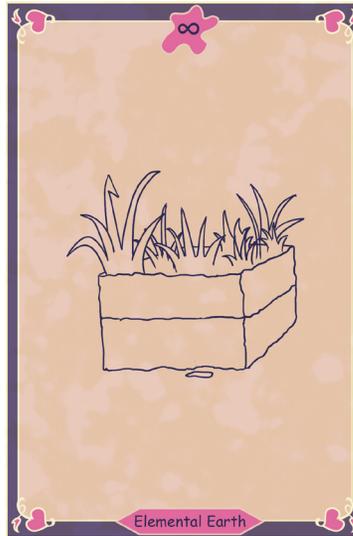
**Aim:** In this week's response, I am exploring loops, cycles and repetition in card design within my studio 3 game project. I created three elemental cards using loops to show their pattern, they are fire, water and air. Ideally, players will see the animation when the cursor hovers on them, otherwise, they're still static.

**Method:** I drew frame by frame using Photoshop and then complete the loop animation through the Timeline tool in Photoshop. Because I don't have hand-drawing animation experience before. Zipei gave me a quick tutorial about how to use Photoshop Timeline to create animation, I really appreciate him. I also searched online for how to draw motions fluently since I had no sense of how it works before.

**Reflection:** It was my first try at animated card design, I found it interesting. I may keep designing animated cards in the next weeks. But differently, I will make more variations for each one.

### Related Work

This handdrawn effects of a group of smoke hitting the ground by Ddribble is very similar to what I want to achieve for my animated cards. It's short, simple and has realistic motions.



**Ideation**

Actually, I felt it was hard to come up with a proper representative for the word 'earth'. I believed earth is a place for growing plants. But it is indirect, so I changed it to a more direct representation, soil. And I drew a dropping soil to let the audience pay attention to the earth, not the grass.

**Week 3 Practice - Time**

**Aim:** In week three, the theme is time. I worked on the elemental earth card in my game but also entered an exploration through the time topic.

**Method:** I initially drew a growing tree effect for the earth card and adjusted its growing speed by applying different frame rates in Photoshop. But they look not fluent. Kate suggested changing a pattern for the earth because the tree may mislead players' understanding of the word 'earth'. So I redrew it to a pile of earth with dropping damp soil.

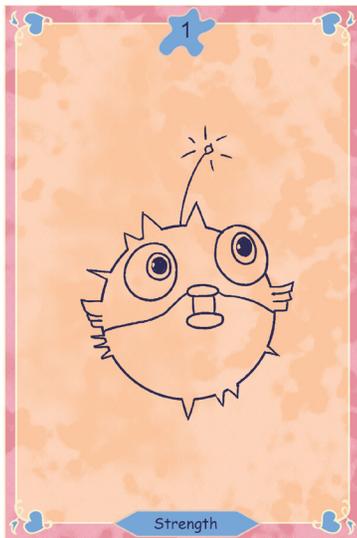
**Reflection:** Through the iteration of that growing tree, I realized I may need to add more details if I slower the frame rate. Because they will look like PowerPoint if I only change the frame rate.



Figure 2

**Related Work**

My final outcome was influenced by this Pokemon Ball animation. The motions in it are very basic like moving, shaking, jumping, appearing and disappearing. But when the audience focus on tiny movements, they look vivid and cute. So I decided to draw only a few tiny motions in my works too.



**Ideation**

The functional cards in my game reference Tarot card system, so they have the same card names and similar meanings. However, because of my game background, they are different fish patterns and they are animated cards.

In the Fool card, I searched sounds online and heard creak deck sounds. I thought it can be used to become the stick sounds caused by the unbalance of the bag. While the Magician cards animation show a surprise after a suspicious hat shake. The activity of lovers what can make sounds that I can imagine is kissing. So the Lovers card are two Kissing Gourami kissing each other. And the Strength card is a bomb-like puffer fish with count-down timer to explosion.

**Week 4 Practice - sound**

**Aim:** In response to the weekly theme sound, I drew four functional card animations and added background sounds to them. I explored how sounds and animations can impact each other.

**Method:** As usual, I drew animations in Photoshop. But differently, I decided on overall patterns and found sounds at first, then I imagine possible motions hearing those sounds and complete animations.

**Reflection:** I didn't expect to add background sounds to my cards. But the results are surprisingly great. Sounds give a fascinating vibe and imaginative room for the audience, and even inadvertently improve the animation quality. I may keep combining sounds with my animated cards in the future.



Figure 3

**Related Work**

This animated Card Design for Noxus by the VFX & Motion Graphics Artist Silver Yuana Riot Games. It looks great combined with sounds. I can feel the environment of that war. it seems there are thousands of soldiers although there are only two arms on the card surface.

**Related Work**



Figure 4

**Angel**

I draw knowledge from Butzbo card series about how to design animations presented on cards related to each function. These animations represent meanings correctly and lively. The motions are not sophisticated neither.



Figure 5

**Knight**

## Conclusion

According to my feedback from the video presentation, more iterations for each animated work may be required each week. Also, I need to research more related works before starting my own work because they will influence my decisions. And, reflecting on myself, I need to promote each week's progress more organized in order to get regular feedback.

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