PRODUCTION PRINCIPLES

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「 PLAN H 」

3D STORTY WORLDS

BRIEF

The story world I made in this 3D Story Worlds project is called 'Plan H(η, eta)'. This is the world of my original character who is called H(η, eta), she is a clone man with two mechanical legs and a mechanical eye. This 3D model which was made through Maya is her room.

The story of 'Plan H' is that in a cyberpunk world, the main character H is investigating strange things happening in the city and trying to find out who she is. However the things she is investigating are about the unspeakable creaturs which are related to Cthulthu Mythos. The storys that happened on her are a little bit like COC TRPG, but it's in a cyberpunk world.

🔺 Due to what H investigating is about Cthulthu Mythos, so I tried my best add a specimen of a tentacle in her room.

Basically it's a cyberpunk world so I tried to make the room looks more science fiction. I used the colors I found on the coolors.co. I think it works

REFERENCE

Reflection

This is my first time modeling, obviously the final work has a lot of problems. First there are not enough items in the room, and also it doesn't looks very cyberpunk, due it really takes time to model and I still don't understand Maya very well. I really need more time to practice. Second, because I haven't complete the setings of my story world yet, the style of the room is very strange, there are too few elements of Cthulthu Mythos. I may solve this problem in the future.

More pictures of my 3D model are upload to my blog.

⌈ PLAN H ⌋

MOTIONGRAPGICS

BRIEF

The outcome I made for this Motiongraphics project eis a kind of combination of the elements in my own story world which is called 'Plan H(η, eta)'. It cane be seen as a world with elements of Cthulhu Mythos and cyberpunk. And my outcome doesn't show a complete story, just some things and key words of that world. For example, at the beginning, the main character tried to run away from those tentacles which are chasing her, and she got caught at the end of the short video. However there isn't a part shows how that happened. Instead, there is a part of different words changing in the frames. these are some key words and numbers of that world. '7' is the nember of that plan, 'eta' is the other way of expressing the greek letter H(η, eta). '084' is the production number of the main character who is a clone man. And 'unspeakable' is one of the main element of Cthulhu Mythos.

The colours I used in the video is found from the coolors.co.

REFERENCE

In fact, I was trying to make a video which looks like the beginning of the film 'Catch Me If You Can'. However it is too difficult for a beginner of AE and I just tried my best.

You can see the beginning of 'Catch Me If You Can' at: https://www.youtube.com/watch?v=7nv2S_S9MlU

REFLECTION

To be honest, the final outcome doesn't get the level that I expected. The styles are not uniform, and I didn't add sound, it is so strange. And personally, I think AE is really hard to use, I mean there are so many parameter need to change. One week is not enought time to be familiar with AE.
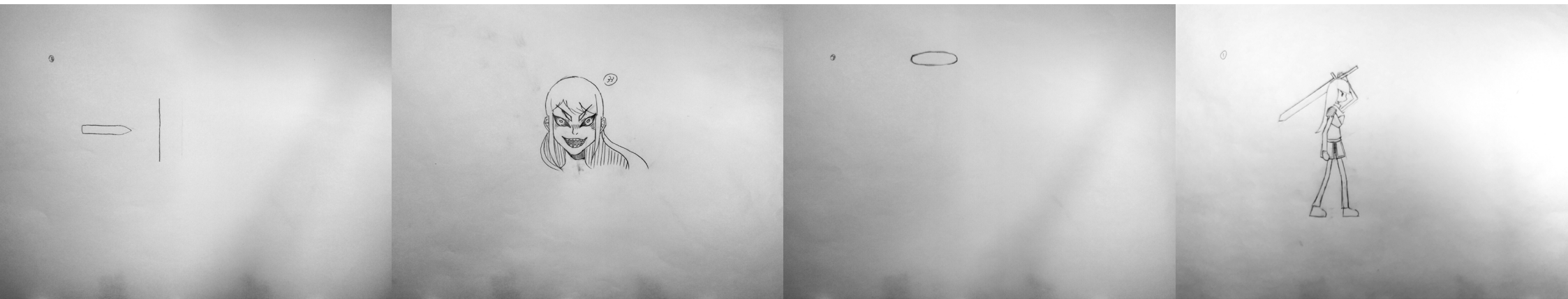
Please download my animation at my blog: https://shiyuantong8145.myblog.arts. ac.uk/2021/10/14/motiongraphics-plan-h/
Or watch my animation at: https://youtu.be/NL6es7vjDtE

TRADITIONAL ANIMATION

BRIEF

This project is about trying to use light box to make some traditional animations. I did a four animations, each is in 2 seconds. The first line animation is a straight ahead animation. The second which is about a changing face is a pose to pose animation. Third ball animation is about bouncing object. And the fourth one is a character animation with the skill of ease out and ease in.

REFLECTION

During this project, I found that I really didn't know how the objects move before. Luck, I understand some ways of how they act in this project. In my first two animations, you can only see 12 frames in one second, this due to if I made that with 25 frames in one second, it will be too fast, on the other hand, I really need to draw more frames. However, the other two animation is in 25 frames per seconds, and I think they work well. But I also should spend more time to add more frames or add more actions to get a better outcome.

Please Watch my animatin at my blog: https://shiyuantong8145.myblog.arts.ac.uk/2021/10/21/traditional-animation/
**Or watch my animation at:** https://youtu.be/aCWKfbGP_W8

PHOTOGRAPHICS

BRIEF

This project is about making a dynamic composition with three photographs and focus on point, line, shape, texture. My initial idea is about to use the surface of a brick wall to show blocks, roads and the traffic on a city. However I found that was so difficulf to take the photographs I wanted. So I turn to focus more about the shapes the lines instead of keep thinking about the theme. In my final work, I compose a picture of the brick wall, a picture of trees and a picture of a road under the a bridge. And I use the vertical inversion so it lloks more abstract and dynamic. In my opinion, the elements that work well are the shape of the blricks and the lights which show into a line. And the walls with a little bit angle make the image more dynamic in some ways.

REFLECTION

To be honest, I think my outcome is really bad. Sometimes I feel confused about what I am doing, because I am not sensitive to shapes and lines in photography, and I don't know whether my final work fit the project requiremnets. I think the image I made deviates from the theme of dynamic. I also think that I made it too simple about how to balance this image, the centre point is just around the middle of the light part. But I would say this project does helped me to practice observational ability.

Please see my photographics at my blog: https://shiyuantong8145.myblog.arts.ac.uk/2021/10/28/photographics/
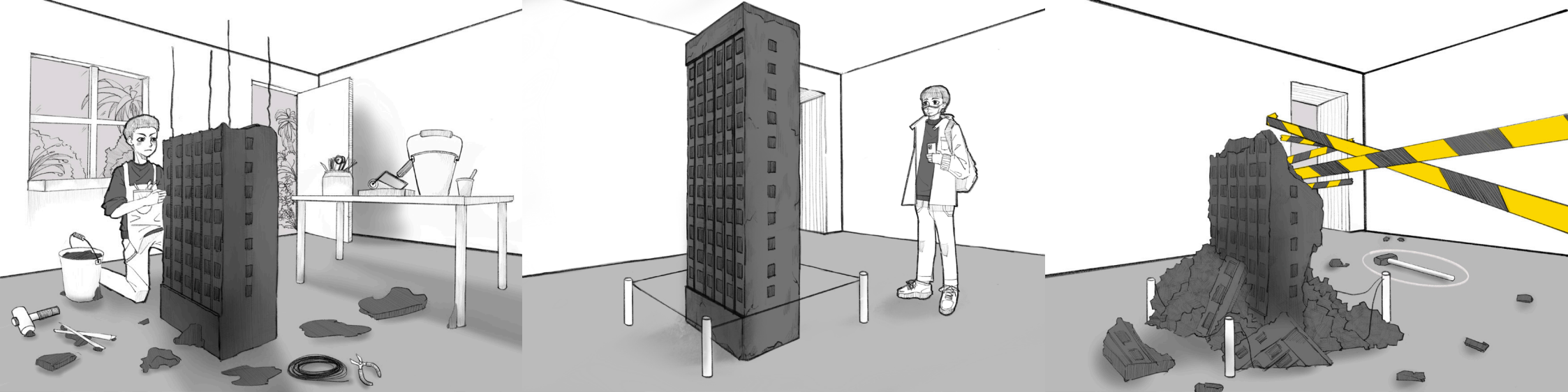
SKETCHING
& DRAWING

BRIEF

This project is about location drawing. In the first session of this this rotation, teacher led us to the Tate Modern for sketching. I sketched some people and some artworks in the Tate Modern which gave me a lot of ideas for my final work.

So my final drawings are about a sculpture of an unfinished building. This building is located in Beirut, Lebanon, and it is a symbol of the internal conflict that has never really been resolved. However, I didn't focus on the meaning of this sculpture. I just want to show the fate of an unfinished building through the drawings of this sculpture. In the first one, a sculptor was making this model. And as an unfinished building, it was showed to the public. Finally it was destroyed by someone. (It's just three drawings of a story that I imaged, it doesn't mean we must destory that sculpture just like an unfinished building. It is very disrespectful to destroy someone's work.)

REFLECTION

I really enjoyed this rotation because we went out and did some sketches. But my drawings haven't got the level that I expected. Them are not colored due to I am not comfident with my ability of using colors. I will try to practice more.

Please see my sketches at my blog:
https://shiyuantong8145.myblog.arts.ac.uk/2021/11/01/sketching-drawing/
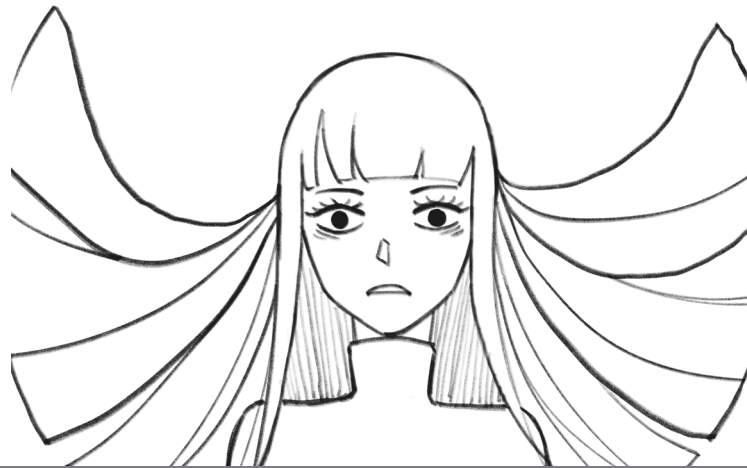
SOUND

BRIEF

This project is about making sound, which is the most difficult project for me. To be honest I am extremely insensitive to sound or I could say I'm tone-deaf, so this rotation really confused me.

So in this project, we should make three film with sound each in 10 seconds. My first is the sound of a monster which is sleeping. The second one is about a girl was awakened from her sleep with a horrific background sound. Ther third one is a girl who was ostracized and beome lonely.

REFLECTION

About this project I just want to say I know that I really messed it up. I really don't know how can I combine the sound and what sounds should I use. This lead to my outcomes are so werried, the sounds don't match the pictures at all. I really need someone to teach me how to make sound effect from the beginning.

Please download my animation at my blog: https://shiyuantong8145.myblog.arts.ac.uk/2021/11/11/sound/
Or watch my animation at: https://youtu.be/scDRVfiDQv0

CREATIVE WRITING

First Contact

Crossing the blockade line, the detective entered the scene of the crime. This is a two story house. The dead man laid in the living room, the back of his head looks like it's been broke from the inside, and the brain and the blood were exposed.

"The deceased is 26 years old, male, we didn't find any murder weapon on the first floor." Sheriff said.

"Did you search the second floor?"

"Not yet. In fact, all the policemen are afraid of get into the second floor."

"Why? Fine, let me do it."

The detective slowly opened the door of the second floor, everyone was shocked by what they saw with the flashlight. The whole second floor was covered in disgusting drawings. Those drawings were full of darkness and evil, just looking at them made everyone sick. Some of the policemen even screamed, and the sound seemed to awaken something in the darkness.

With the sound of an insect flapping its wings, they found an insect as big as a pigeon was watching and observing them from the dark corner. Those black glowing tentacles and the semicircular wings were all telling human, that creature was not supposed to exist on the earth.

Fear filled everyone's mind.

BRIEF
So this ratation is about writing a short dark story in about 150 words. And my idea is writing a fanfiction about the Cthulhu Mythos. So I writed a start of a story around The Insects From Shaggai. And my story is about the owner of a two story house called the Shaggai for some reason, however the controled him and one day killed him. The police and a detective came to search, and they found the Shaggai hid in the darkness on the second floor. So the whole story is not that completed, I only focus on the description of atmosphere and the Shaggai.

REFLECTION
As the English is my second language, I understand there are a lot of strange description that are not exist in the normal English grammar. And compare to the original artictle, my description is simple and not enough. I think my writing ability really need more practice in the future.
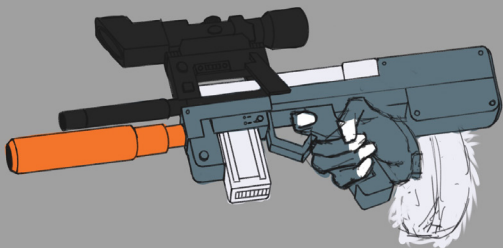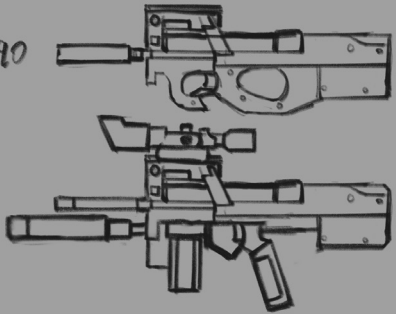
Please see more at my blog:
https://shiyuantong8145.myblog.arts.ac.uk/2021/11/18/creative-writing/
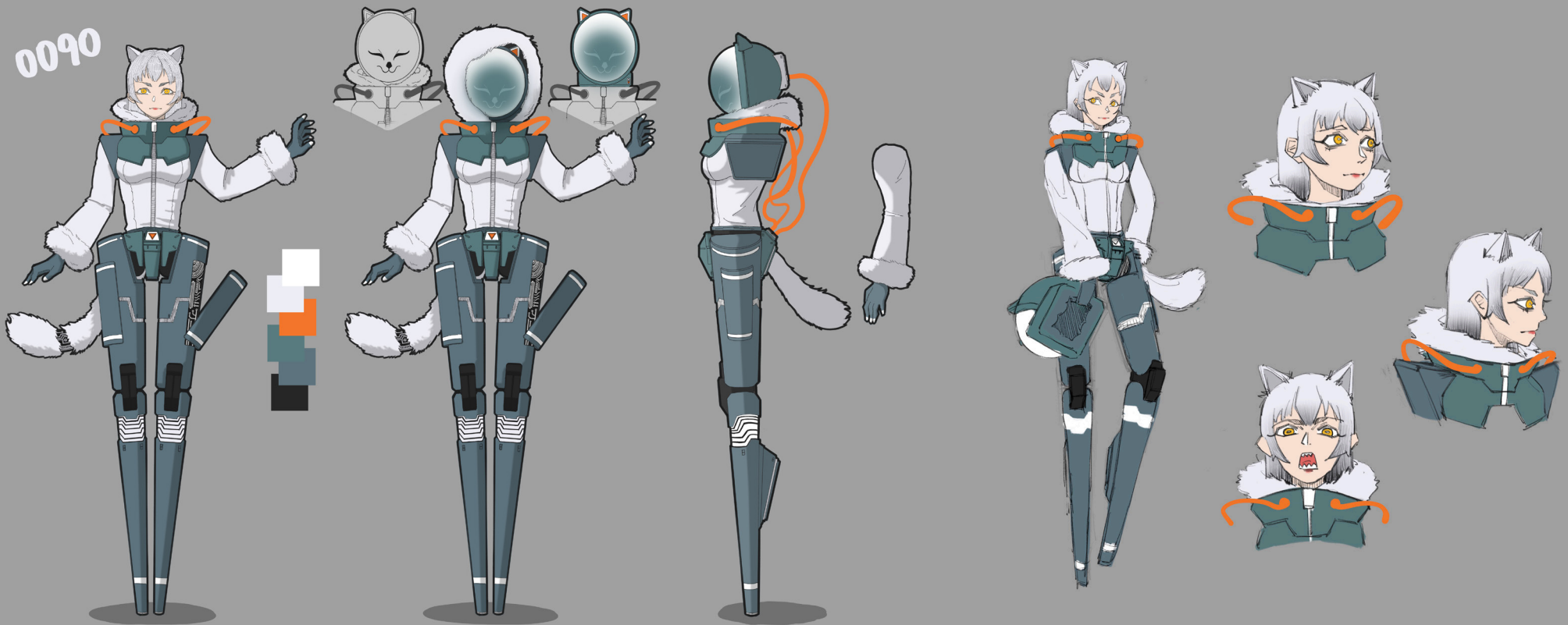
CHARACTER DESIGN

BREIF

This rotation is about to create a character. The theme I chose is winter. I combined the elements of the arctic fox (Vulpes Lagopus) and the clothes of Eskimo. So here is my character. This character is included in my own story world PLAN H (ETA). Her name is I(ɩ, iota), she is a clone man, number is 0090. She was converted to the high mobility type in the arctic. Her helmet can help her to keep warm and breathe, and also help her fight in high speed mode. Her weapon is a submachine gun that based on Project 90, and I add some cold districts style.

REFLECTION

I think I need more practice on human body, I used a triangle to dicribe her legs on one hand I was trying to use shape to design a character, on the other hand was that I'm not good at drawing human legs. I also need more practice on emotional sheets cause I think they don't work well.

Please see my more at my blog:
https://shiyuantong8145.myblog.arts.ac.uk/2021/11/22/character-design/

OUT OF YOUR HEAD

BRIEF

This project is about making a 20 seconds animation in a group of 2 or 3 students. And we need to choose five words from the Word Cloud and make them into a complete story. So my team mate is Yanbin Wang, and the five words we chose are moon, star, forest, castle and evil. We connected them into a very simple story, which is the moon be caught by an evil and castle-like monster, the star came to save the moon. Finally them defeated that monster. The whole story was happened in a forest.

Our animation doesn't contain a lot of different kinds of animation, it's just 2D digital animation but we tried our best to focus on the frames of the animation in order to show the story. Yanbin was responsible for the main animation and the sound, I was responsible for the background, a small part of the animation and the editing.

As the background is my part which include the design of the castle-like monster, I first thought about how to make that monster like a castle. Yanbin and I discussed about this for a long time, at the beginning we just made it look like an ordinary castle, but we thought that was so boring and hard to draw into animation. The final decision is reference to a draft by Yoh Yoshinari. His draft is about a tower which is twisty. That gave us ideas of how to design our castle-like monster. And after that I did the part of the animation which connects the two great part animation that Yanbin did. And then we start final editing, I made all the frames together into 20 seconds with Premiere, Yanbin added the sound effects into the animation. At that moment, we still had one week left, and Luca gave us a lot of suggestions, such as speed up or slow down some of frames. So we tried our best to add more effects and changed some of the frames so that the animation can make more sense.

I am really lucky to work with Yanbin on this project. He did a very great job, much better than mine. His frames work really well, which really show the atmosphere. And the explosion at the end really impressive, it's even better than I imaged at the beginning of this project. He really spent a lot of times on drawing these frames. To be honest when he first showed me what he had drawn after our discussion, I was amazed by his work and that also pushed me to work harder. Although Yanbin was not satisfied with his works, it turned out very well when we edited them in to the animation. I have to thank Yanbin for his work on this project.

REFLECTION

This project cost us a lot of effort and time, both of us tried our best. We do believe it is a complete animation, however there are still some regrets that the final effects don't reach the level we wants. For example, some parts of the animation, especially some of my parts, they are just animated not animation. I really felt my lack on the skills of drawing animation, include the frame and the action of the characters. I have to spend more times on practicing these parts. And due to Yanbin and I have different drawing styles, it's a little bit weird that the style changes in the animation. It is obvious to see. Besides, the 20 seconds rule is also a kind of problem. We are very lucky that after we editing our animation can be end at exactly 20 seconds. We can show our story completely to the audiences. However, there should be more time to heighten atmosphere, there should be more time to describe some parts of what happened much more clearly. I mean although the story is completed, to those audiences who are watching it for the first time, it may be too fast, and they cannot understand what exactly happens. But this problem gave us the experience of how to divide the time of the animation within a required time. This is important for making an animation impresses the audiences.

All in all, thanks to my teammate Yanbin for his fantastic works. Although there is still some problems of the final animation, I think this team project works very well. It made me have more passion for animation. And I hope I can work with Yanbin Wang again in the future.

Please see more information at my blog: https://shiyuantong8145.myblog.arts.ac.uk/production-principles/
And see our animation at: https://www.youtube.com/watch?v=wSJuJ0SZmrU