

Production Principles

Tiantian Mai

20009945

24/01/2022

t.mai0320221@arts.ac.uk

<https://tiantianmai.myblog.arts.ac.uk/>

Traditional Animation

t.mai0320221@arts.ac.uk

20009945



This exercise taught us how to create short, traditional animations using a lightbox drawn with pen and paper.

This week mainly practices the visualisation of animated movements through practising the transformations between poses or facial expressions. One classic object we animated was a bouncing ball. Although simple it involves many of the principles in animation, such as squash and stretch, timing, anticipation and easing in/ out.

I mostly enjoyed the last exercise, drawing from pose to pose. With a regulated timing guide, my character performs a rather dramatic series of movements that plays out like a meme. This demonstrates the importance of timing to activities also requires precise control while adding in-betweens. I am not a very careful person. Reflected from my animations, it is roughly sketched. In the past, I have been meaning to fix it. These practices helped me a lot in focusing on drawing inconsistent styles and neater lines, as well as understanding the principles

<https://tiantianmai.myblog.arts.ac.uk/2021/10/06/traditional-animation/>

<https://www.youtube.com/watch?v=N7CYJD0hPEQ>

Photographics



t.mai0320221@arts.ac.uk

20009945

We combined and edited 3 of our photos in Photoshop in this project. This week's rota helped us familiarise working in Adobe Photoshop and image composition. My incentive was to explore with disturbance in composition lines within my image. I selected a picture of a map, the London bridge and a café to edit, alienating travellers on the bridge with the straight line on the map. This action indicates a sense of adventure through walking on the map. The weight of attention on the image lies at the bottom right corner, where the map creates a bold hexagon shape, but the road's continuation is abruptly by a gap created within the passengers. One aspect in this work that I am not pleased about also pointed out my classmate's feedback, where the lack of continuous energy in this picture. Though I intended to reflect loss and wilderness in a lack of focused image, it does seem dull and weak without a constructed energy flow. Although the theme was disturbed and lost, the image cannot be disturbed or out of focus.

<https://tiantianmai.myblog.arts.ac.uk/2021/10/16/week-2-photographic/>

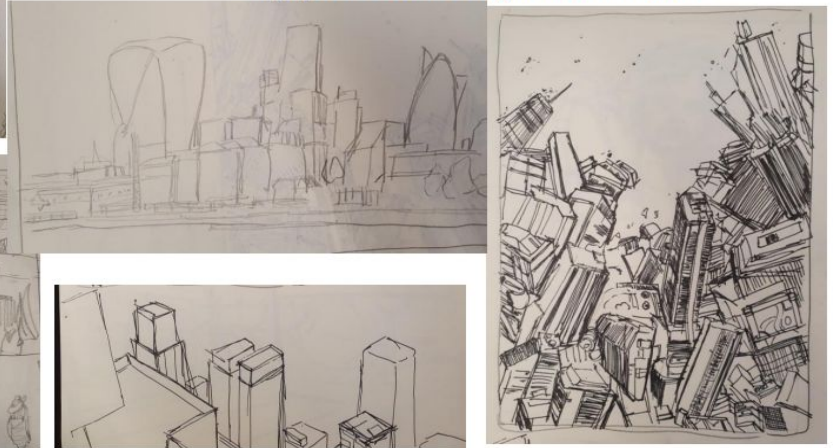
Location Drawing



My story

In this hectic working life, people are busy attending to the next destination, repetitive pattern, and endless work. They are hypnotized by this repetitive mundane life. In an ordinary afternoon, bored and dreading, the world begins to collapse. The collapsing process started from the center of the city, skyscraper exploding one by one, so silently collapsing while no one knows how to react. This is metaphoric of the minds of people who are unaware of being corrupted by its surrounding pressure. The city has fallen under the hope of people trying to escape.

The location drawing was one of my favorite exercise. Practicing proportions and observing in real life was enjoyable. Something I do when alone.



Sound

t.mai0320221@arts.ac.uk

20009945

I unfolded a series of childhood imaginations by recording ordinary sounds from my household. The first sound – the washing machine echoed slightly. I coupled this sound with an animated watching machine image, turning unstable and violently washing clothes. We lived in an old building with a broken washing machine in my childhood. When it turned, the floor also shacked. Its growling accompanied all those annoying, sweaty afternoons doing homework. Once I watched a scene in a film where a mouse was trapped inside a washing machine. As it called for help from its friend in bubbles and turning clothes, it made me wonder what the world looks like inside this terrifying machine. The second sound – kettle boiling. The sound of imagination springing and bursts around. The washing machine became colourful and transformed into the helmet of an astronaut. I always found that the astronaut helmet with round glasses resembles the washing machine door. As he sticks his head into the colour bubbles, he sees another universe from it – water running through his head. One difficulty I faced while doing this project was editing the sounds. I am not familiar with using Adobe Premier's sound effects. I am scared that it will go overboard and sound messy. Furthermore, this work demonstrates a stream of consciousness; therefore, I wanted to keep it simple and authentic.

<https://tiantianmai.myblog.arts.ac.uk/2021/10/25/week-4-sound-design/>

<https://www.youtube.com/watch?v=kojsOKJ1k4g>

Creative Writing

This is the strangest Birthday card ever to be received. "If you had three days left to live, what would you do?"

Fruit flies have an instinct of reproduction. Cats and dogs survive with instant gratification. Travelling makes you feel like an outsider, eating generates reluctance for leaving. Loved ones know I love them and too short to create any legacies.

No idea.

Hope someone can water my plants if possible. Actually.... never mind.

This story was created using the character we made in class, 'Sunny'. Sunny likes to disconnect his emotions from the world, living without care or goals. In a way, he is free.

He likes to keep hygienic, has a few air plants on the windowsill, t-shirts and genes made up the entire wardrobe. The only time he enjoys staying connected is when going online.

I remember the first time going online.

I remember being born.

I remember the last time watering the Air plant was four days ago.

Still, 18 more days to go, I remember people's murmur in this opening of Sunny's transformation to recognise his desires and explore the world. We first used a nonchalant monologue, calmly answering the strange birthday card. The use of an almost scientific and stoic tone reveals his lack of interest in life. He precisely dissects his thoughts observes them grant logic to emotions. He refuses to feel and forces himself into an observer of the world. In the end, with the help of an online friend and his mother, he finally faces his wishes and desires. So he continues to live as he is.

Character Design



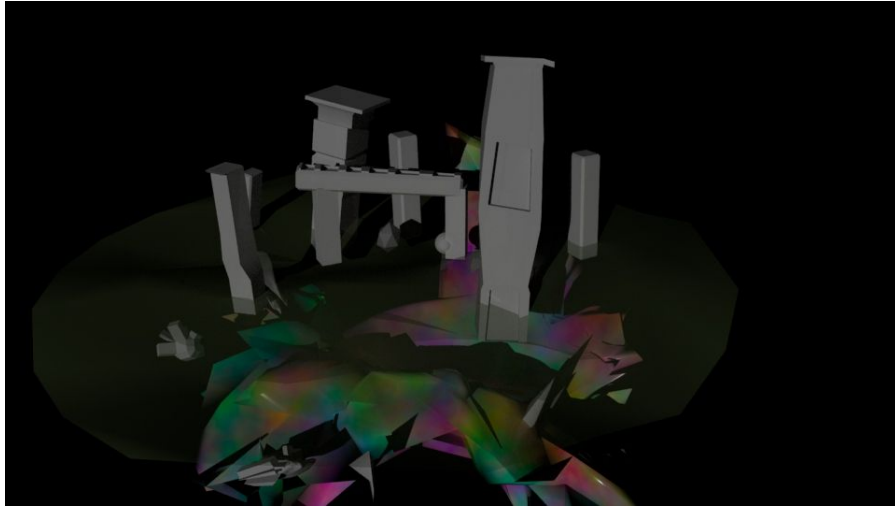
This character is a poetic response to my feelings associated with winter. Inspired by an opera piece where blood is replaced with red flowers and feathers, this spirit appears on snowy nights and invites wanderers to drink. The muted tones and blue colour palette echo the freezing atmosphere of snow. His hat is inspired by the character of the Beijing opera "Sheng" (young gentlemen).

The decorations accentuate the floaty spiritual characteristics. The complex pattern on the coat is also traditional Chinese attires, usually symbolizing good fortune and positive attributes. A Japanese internet tale inspires the red flower. If a person has a secretly loved one, they start coughing up flower petals and eventually die from rejection. A few days ago, I also watched a contemporary dance, 'Farewell my concubine' directed by Yang Liping, where red feathers represent blood. I thought this was such an artistic representation of blood and death. Hence my character (snow fairy) bites on a red flower from spring, giving a hint of the woeful, poetic spirit.

3D Worlds

t.mai0320221@arts.ac.uk

20009945



This deserted city is from my story world- a dystopian world of only white and grey. Interestingly, the bottom of the town is connected to a mirror, which opens to a reflected world full of colours. This is my first attempt at 3D modelling. Although faced with many challenges, I watched tutorials in moulding shapes and adding texture to create a random rainbow effect. Intimidating to try at first, but I sort of succeeded in the end. Lucas's feedbacks were constructive. He pointed out that my approach was too abstract and complicated for this project and advised lighting within a natural environment. I am not sure if I would like to use 3D in my future works again, but familiarising it opened up more art styles and medians to experiment with.

<https://tiantianmai.myblog.arts.ac.uk/2021/11/19/week7-3d/>

Motion Graphics

t.mai0320221@arts.ac.uk
20009945



Web of connection. In my mind map, I thought of many ways of contact. The most interesting one may be 'what if there is a wrong connection'? This soon developed into a fly trapped in a spider web's deadly trap. Motion graphics are heavily used in advertisement, web design, and other commercial areas. This week it has cracked the code of the mystery of so many things I've seen on TV, and it is also less time consuming than traditional animation. It was helpful to try.

<https://tiantianmai.myblog.arts.ac.uk/2021/11/27/week-8-motion-graphics/>

https://youtu.be/X8cEOB2_qbU

Out of Your Head Collaborative Project

t.mai0320221@arts.ac.uk

20009945

This project collaborated with Angelo Dotollo Callueng in Group B, who was in charge of 3D modelling the background and music composition, editing and 2D animation created by me.

The story illustrates a girl who envisions and transforms her unfortunate into a dazzling fantasy world. The concept of this piece is derived from escapism in the modern world. We used an ironic, omniscient tone to respond to the inhumane societal pressure and the neglect of individuals. We fixated the keywords on 'Light, Pity and Vision' during the brainstorming process. The sadness lies in our main character's acceptance of her misfortune, relying on unrealistic ideas to release pressure, which is more common than fighting back. As a Chinese student, I have witnessed many friends of mine going under immense pressure from the hard-working environment, high expectations and fighting for a future. Success did pay off from their effort; however, within this process, some of them learned to internalize their voices simply because there is no way to change the world. In this animation, I hope to present the conflict of dream and reality, especially knowing that a single person cannot change society.

In this film, I transitioned several distinctive styles of animation inspired by 'Sailor Moon', 'Kim-Possible', Pisacco and my own. Through this, coupled with bright, lively colours, I hope to create a dazzling 'forged reality'. The girl imagined herself to achieve all kinds of success and beauty in elegant colours to satisfy her unachievable fantasy. Each scene reflects her desperation of celebration for recognition, attention, love and attraction demonstrated by the teddy bear audience, fancy dress, blowing a kiss and the composition in each of her appearances. Suddenly, as the upbeat electronic music drops, reality hits. The girl sees her reflection in a mirror at the end of her hallucination. She goes back to being the ordinary person she tried to escape from; therefore, the transformation repeats. The music is inspired by Vocaloid, a Japanese singing synthesizer with an anime girl icon. Her music is usually upbeat, sung in an electronic voice. We believe that this narrates her personality very well in terms of the 'unrealistic' dreams and non-existence singer. In the beginning, I wanted Jazz music, imagining a grand show behind the veils with saxophone and trumpets. Still, we analyzed the character traits and agreed that electronic music could reiterate the fantastic vision more.

The 3D rendered background (all credits to Angelo) was one of the most exciting parts of this animation. To emphasize a sense of powerless and pity, we mainly incorporated a reversed triangular background composition that should be used to contrast with illusion and reality. In the illusion, the girl is dominating, extravagant and delicate, whereas she is the polar opposite. Lighting was a significant part of the 3D rendering, where we had many versions of lights and decided the overarching colour was pink. We mainly used stage lighting to reiterate the superficial atmosphere. The style has completely changed at the ending to emphasize the pathetic state of reality. Although it is difficult to see under the dim lighting, the room is filled with trash and broken objects. The only light source is from the ceiling light and a broken TV. As we are both used to realistic or anime drawing to proportions, during the creation of the bedroom scene, we both had to remember to over exaggerate everything. Our first versions were too small and timid and lacked power in the final animation. Through this experience, we both learned to ask for a brand new perspective's view for feedback and go out of our comfort zone to over enlarge everything.

Mostly, the 2D animation blended well with the 3D background, to our surprise. I had some attempts trying to match both styles in various styles. Due to Adobe Animator's setups, it is hard to create very detailed strokes with a lot of texture. The conclusion is that more obvious 2D tries to stand out better, it works. I believe our next step is to create more powerful, concise lines and simplify everything. Overall, our work is still immature and lacks depth, which can be improved by adding more layers in the foreground, especially the middle ground. Bolder outlines for the character is also what I would like to improve on. Although we had many versions of our character, I still felt that she was not memorable. Still, overall this had been an extraordinarily eventful and fun experience, trying our new perspectives, animating style and working closely with 3D worlds.

<https://youtu.be/C9F3uNO7i0A>