

Week 7 Plans for folio 2

1) Summary of folio 1:

Originally making a story about:

- a) object A, who used to be in its comfort zone, is then motivated by object B and step out of its comfort zone

objects/ elements for morphing:

- a) balls trying to escape from a cage
- b) a conveyor belt is transferring a light bulb, a bulb tries to escape and goes in the opposite direction
- c) water and flame: Object A is a flame that then changes to water when it is depressed. Then it is relighted when it meets another flame (object B) and becomes energetic (turns back into a flame).

2) Rationale: intension

- a) What: I like to do an animated vignette of a love story between two creatures:
 - i) A giant transparent water droplet is walking. Other animals are scared because of its gigantic outlook.
 - ii) He is very sad and depressed. (color is fading)
 - iii) He met another water droplet who are willing to play with him.
 - iv) They fall in love and become more colorful.
 - v) They then morph into flame (getting delighted when feeling beloved)
 - vi) Objects (plants/animals) around also morphing when they also share happiness.
- b) Why: Concepts

I am interested in exploring the relationship of inner state and transformation which is an idea that emerged from folio 1. For folio 2, I want to experiment with different visual and observable ways to present emotions not only through the morphing of state but also through actions, textures, or colors. It is reflected that it can relate to emotional presentation. Thus, a subtext can be embedded in color as it can drive the emotion of the audience.

How will water react to its feeling inside? Will it move vigorously? Will it turn into a flame when it is angry?

What if a person becomes invisible when he feels lonely? What if a cat becomes a flurry ball when it is delighted?

3) Context: Field

I am still searching for what field does I sit within. For the next few weeks, I will be searching on the relative simulation of flame/water/other objects possibly to be related to my work. Also, I will be searching for other related works on embedding emotions in actions and space. Then, there will be testings for a different combination of colors/ actions /textures:

- a) The internal state present through:
 - i) color contrast (direct visual impact)

- ii) Mix of colours – complex feeling / confused / excited / high energy
- iii) transparent – neutral / sad / desperate
- b) Different states of elements / Metamorphosis
 - i) Fire – emotional / energetic
 - ii) Water – depressed / low self-esteem
 - iii) Moment of morphing from fire to water – getting depressed
 - iv) Moment of morphing from water to fire – getting delighted/motivated / enjoying something
- c) Characteristics present through different use of texture:
 - i) Tough – sharp thorns / stone-like surface
 - ii) Weak / timid – flurry / soft
 - iii) Energetic - jelly-like

I am hoping that the results of the testing will be useful and emerging for further development on character design in the fields.

4) **Method: How will you work?**

Different testing mentioned above helps consolidate and narrow down the characters/setting designs for the story. From the tests, it is hoped to find the most suitable and achievable visual form of objects that can well explain the characteristics of characters without dialogue. I am not trying to make it the only right way for my concepts, but I am going to test for different possibilities and effects.

5) **Production: tools**

- a) create the storyboard and designed different personalities for the creatures.
- b) test different combinations of colors/ textures to present the designed personalities of different creatures.
- c) draw the morphing process of characters one by one.
- d) put all testing together.

In general, I am going to use Toon Boom Harmony for animation testing and character design. A mixture of uses of illustrator and after effect is for character design. It is hoped that the prototype of the animation can be finished at the end of the semester. On top of that, I wish I could experience more testing on the visual presentation of the internal state regarding the help of sound.