Studio 2 Folio 2- Minor Project Completion

By Liu Rui s3816124

● Abstract:

The word perspective has different meanings, it can be a visual phenomenon, a way of thinking something, or a view, especially one in which you can see far into the distance. Some of Escher's works using graphics composition and rhythm embody the concept of perspective from different angles, like 'Relativity' and 'Fish/ Duck/ Lizard', which let the audience see different views while changing their perspective. Animation offers an opportunity to explore different approaches and notions of perspective that do not conform to real-world understandings and experiences. Therefore, I make a two-dimensional animation, using graphics composition and transformation to show a non-real space, in this space, new things are produced with the change of perspective. The final presentation of this work focuses on how to make interesting scenes with the help of ambiguity during the transition in the animation under the theme of 'Perspective.' I hope the final work can bring some inspiration to people who like the same subject, and use it in scene design.

● Rationale:

My initial inspiration for creating this animation came from a book by E. H.. Gombrich called 'Art and Illusion'. I saw a chapter about perspective and saw some non-realistic scenes represented by perspective, so this aroused my interest. So I want to explore how to use 'perspective' to create a non- real scenes in animation.

● Context:

1. A picture which was published in the Sydney Gazette, Australia, in the typographical style of the Middle Ages, with the words "This is how they draw these lousy tables"
2. A painting created by William Hogarth in 1754 (Figure 2) shows the wrong perspective logic.
3. 'Relativity' in 1953 by Escher, which uses perspective to show scenes in the non-real world.
4. 'Fish/ Duck/ Lizard' created by Escher in 1948 use graphics composition and rhythm to let the audience see different creatures hidden in the painting while changing their perspective.
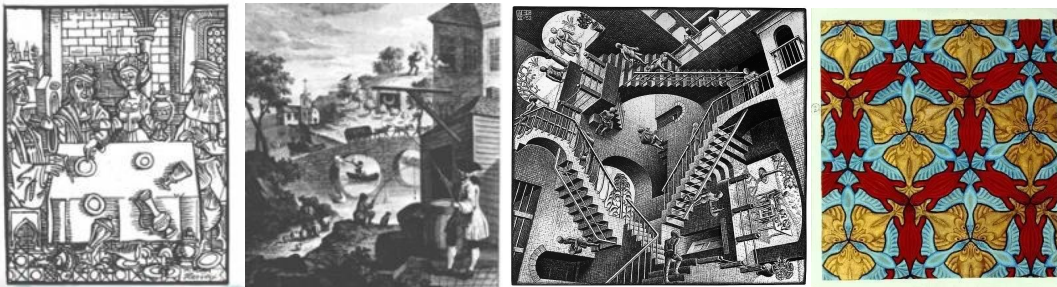
● Methods:

1. Use Procreate to draw the backgrounds and the background needs to be stratified in advance. Also do some frame by frame animation using Procreate, like the tear drop and blink of the eye in the animation. The reason I choose Procreate is that the animations like tear drop are simple and it doesn't require a lot of layering, also doesn't last long. Procreate is very convenient for drawing irregular shapes so it will take less time to draw this type of animation

2. Use Animate to add camera motion, and add transition. In the production of animation, I used the way of long shot to drive the scene animation by the movement of the camera. At the same time, the tools such as mask layer, animation guide line and tween animation are used to assist the animation production.

3. Use Premiere for post-production and add sound. In this part, I use some effects to add transition between two scenes.
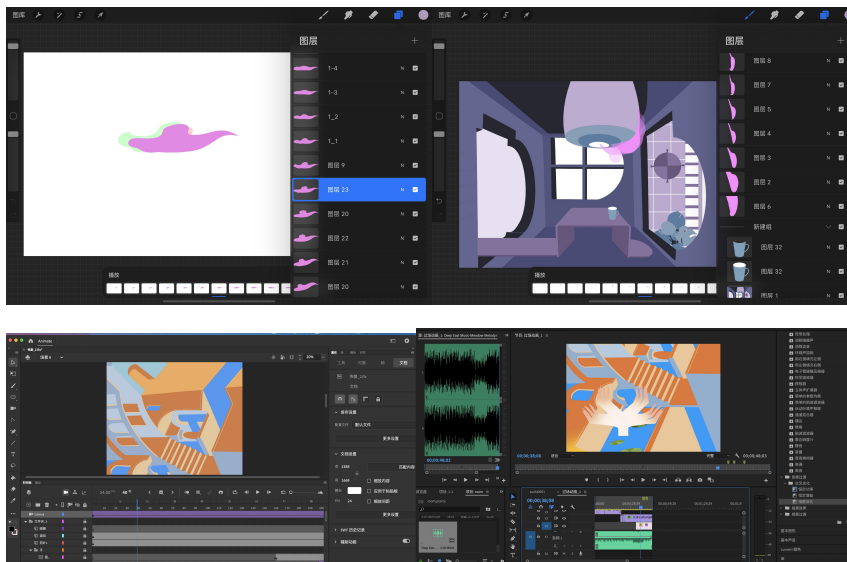
● Outcomes

The final presentation of this work focuses on how to make interesting scenes with the help of ambiguity during the transition in the animation under the theme of 'Perspective.' And the ambiguity in the animation is something that can be seen like the window transition into the sushi conveyor belt, or the ceiling lamp transition into one eye. I think it makes the animation more interesting and allows the audience to discover for themselves the possibilities in the animation.