

Minor Project Pre- production

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● Mind map

Comic (Dream)



content:

A boy awoke to find himself lying in a field of dandelion flowers, and can't recall anything, even forget his own name

He woke up with a stranger next to him, whose name he could not remember but felt they had known each other

They go together to find the boy's lost memory

Method :

Form- black and white comic with some colored pages

Style reference:



① Korea Comic ← style

« 渊之信 »

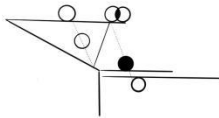
② « Mighty boy » ← story



How to find memories- Help the character in the dream solve the problem to obtain the memory fragment

1. Make an art book Based on a music

◀ Hope Has A Place-Enya



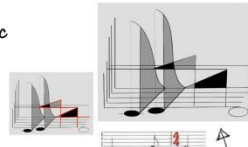
2. Methods:

How to express

From ① Lyrics ② Melody ③ music score

understanding the content of the song / the feeling when hearing the melody / What the score looks like, can it be change into another form

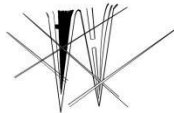
Form: Pictures and images → art book



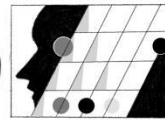
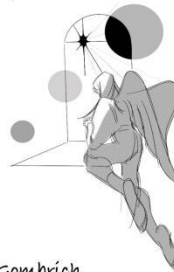
3. Inspiration of how to express feelings

① Yokoyama Yuichi- «Iceland»

Cold, freezing



Symbol mark
icicle
Glitter
Sharp lines



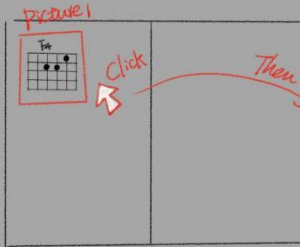
② «Icarus» -Naguoda ← Inspiration

③ «The Image And The Eye» — E. G. Gombich

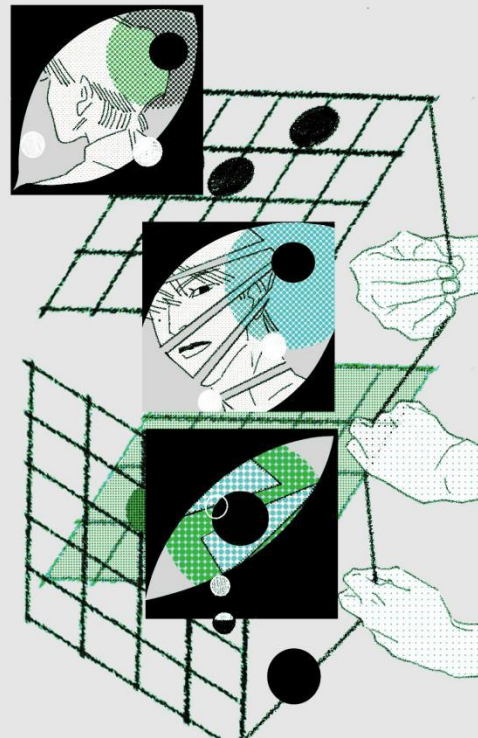
Further studies in psychology of pictorial representation



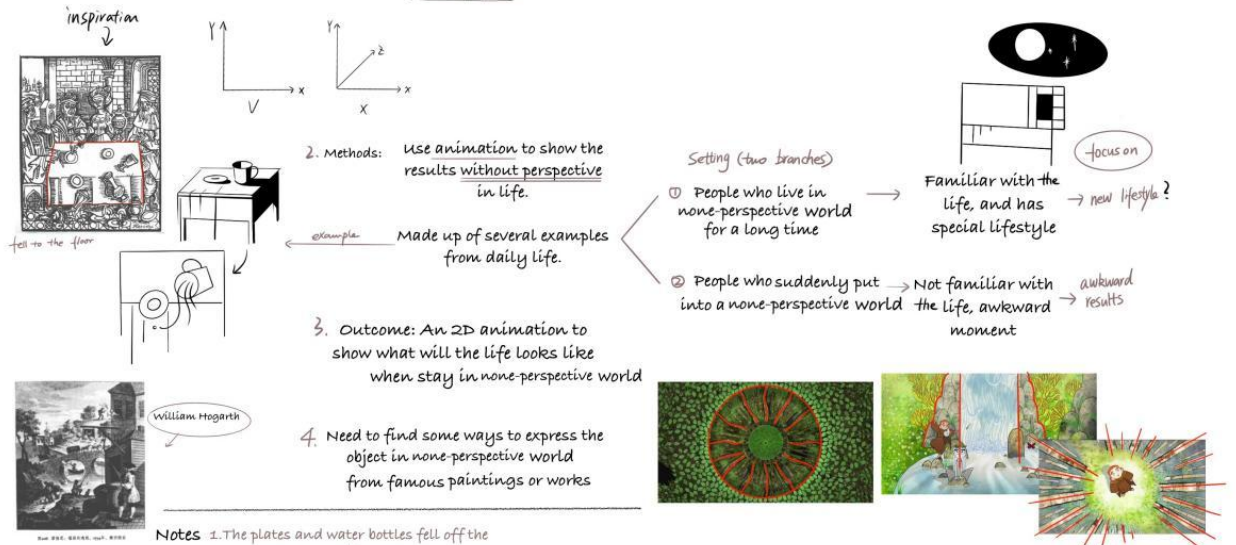
AS TO THE THEME OF MUSIC, AT PRESENT, THE PRELIMINARY IDEA IS AN ART E-BOOK. I WOULD LIKE TO TRY TO MAKE PART OF THE BOOK INTO DYNAMIC FORM, SIMILAR TO INTERACTION DESIGN



One look at love
And you may see
It weaves a web
Over mystery
All unravelled threads
Can rend apart



1. Topic: what if people live in a none-perspective world (incorrect perspective)?



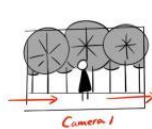
Notes 1. The plates and water bottles fell off the table

2. As the perspective changes, might get stuck in a place

3. How to sleep

4. How to drink from a mug without spilling

⋮



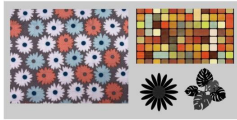
● Art

SCENE 1

content:
Objects fall off the table because of incorrect perspective.



REFERENCES



FINAL VERSION



SCENE 2

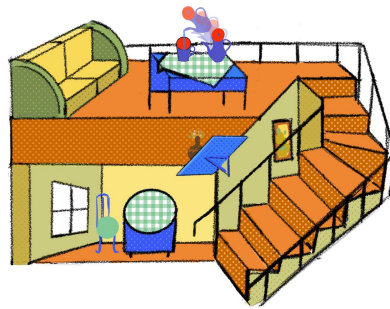
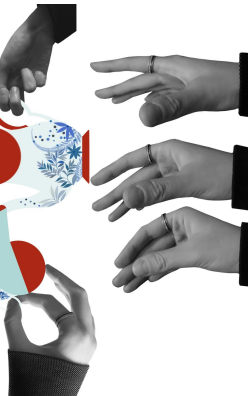
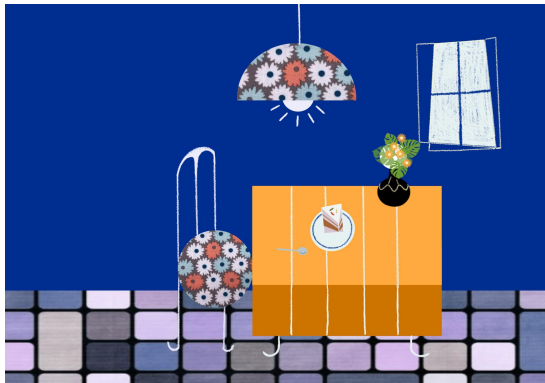
content:
Water overflowed from the glass when it was poured because of a faulty perspective.



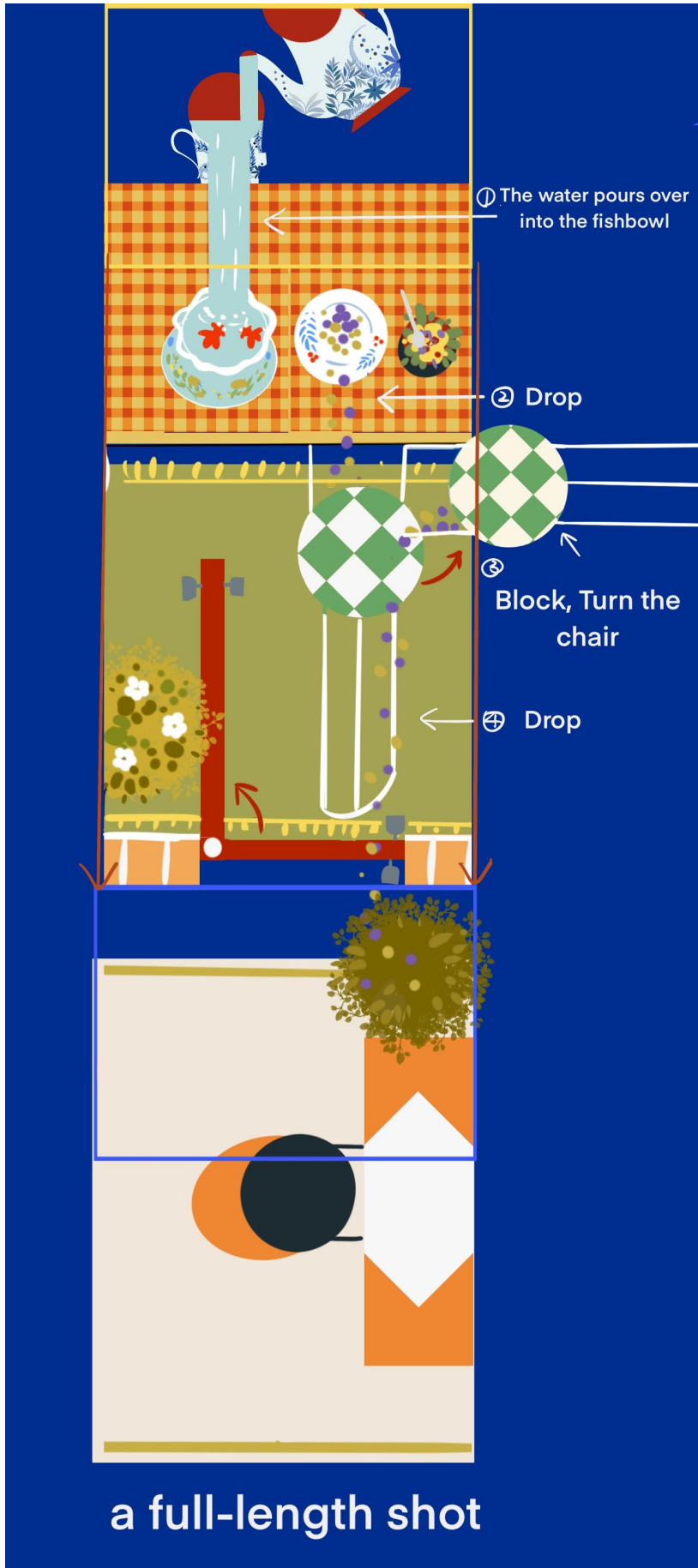
REFERENCES



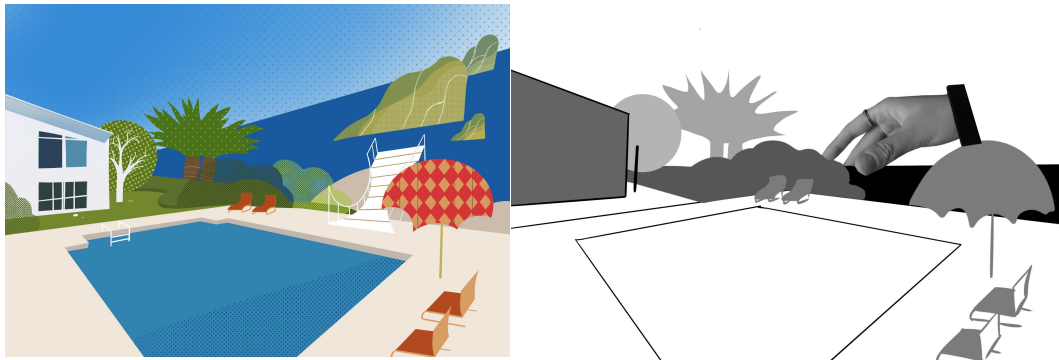
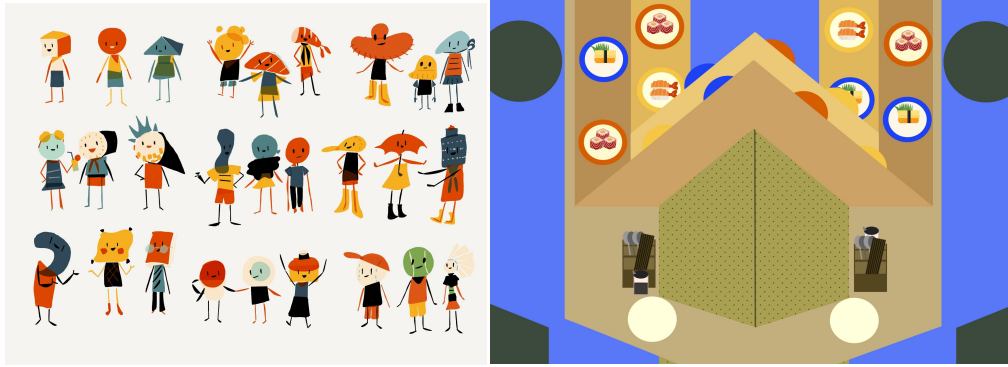
FINAL VERSION



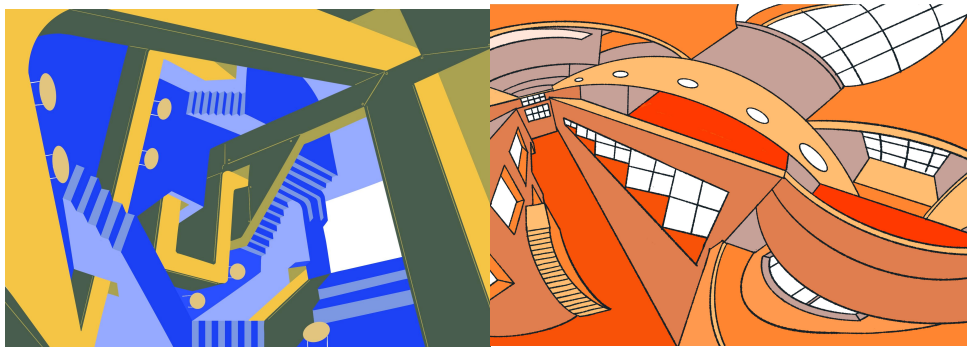
These are some of my attempts in the initial period. Most of them reflect the wrong perspective by changing a certain feature of the object. At this time I was thinking of using the hand to replace the role to do the performance.

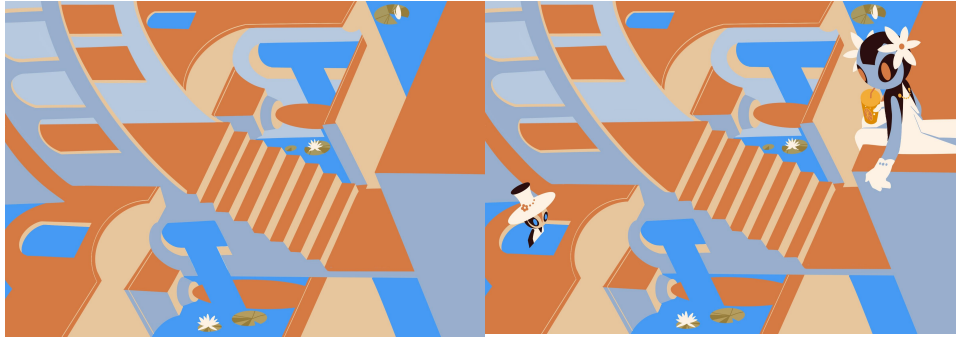


a full-length shot

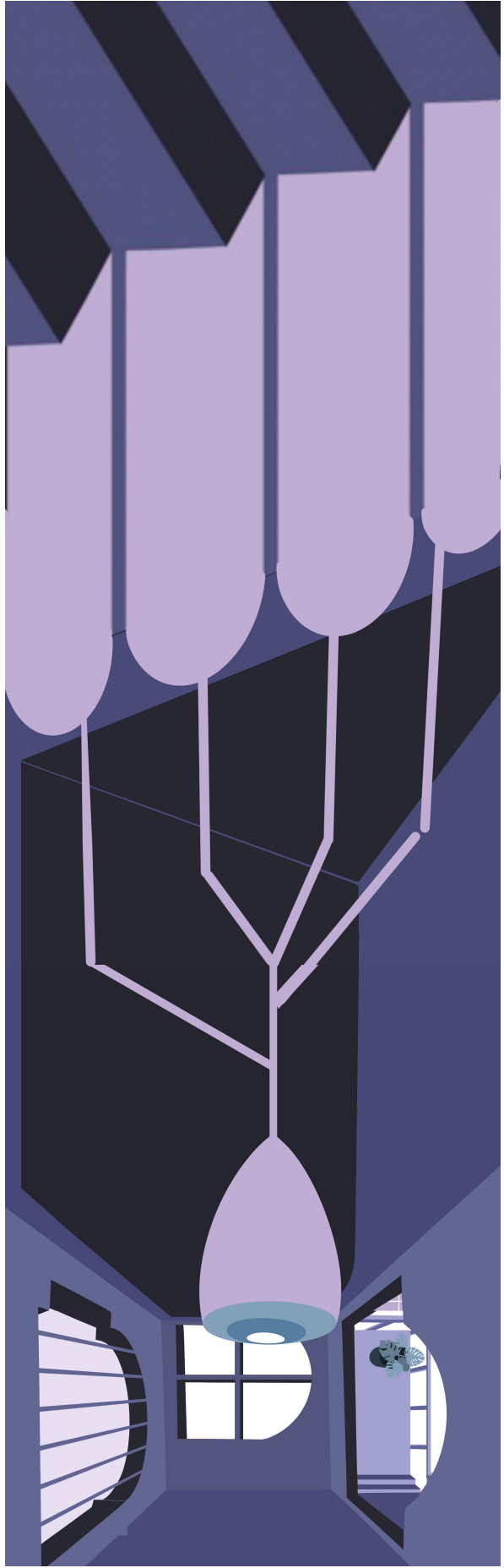


This is the second time I made some modifications, and I added some environmental influences to emphasize the theme. At this stage, I tried to do some character setting and put the characters into the scene to add the performance.

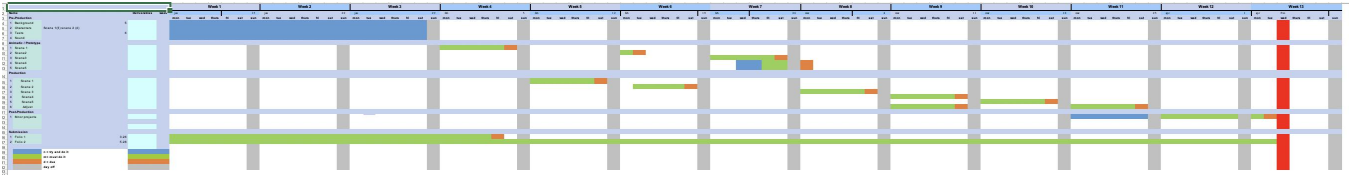




This is the final adjustment. I tried to add characters in the adjustment, but found it could not assist the theme. Finally, I referred to the works of Ori Toor and combined the characters with the scenery, hoping to add some interests to the animation, and at the same time, I could add performance, such as excessive or deformation to highlight the theme.



● Management:



The plan was to do pre- production and animation testing in the first four weeks, and then, animate a different scene every two weeks. But in practice I spent more time on scene design, cause some of the ideas and examples are not enough to convey the theme, so it took me more time to come up new ideas.