

APD Folio 2 Reflection

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Week 1: Play and Self

Theme: Play and Self

Context

In the first week of Play and Self, this week's lecture focused on self-observation. When I was young, I got because of the profound influence of fantasy film and television culture. I was very obsessed with Harry Potter and always thought I was a magician. My favourite costume was a hood and gown. When thinking about this week's experiment, I found that creation is the eternal theme of the play. Looking back to my childhood, I often observed myself and draw self-portraits, many of them as magicians. I have been continuing my interest in painting for a long time, and in my childhood, I was always able to share small things made of materials with everyone. I think what drives my creativity and ingenuity is my curiosity, to look at things and see what they are. I think painting is a form of play, in which one can forget the time and enjoy it very much. So this time I also want to express "play myself" in the form of a painting. Play is about performing in a euphoric state, or flow (Csikszentmihalyi, 1991). People enjoy themselves in creation, and at the same time, they know themselves. As Henricks said, play is more of an enjoyable activity than it is a means of honing work-like skills. I used to play with puppets and combined them with sketches. I always think that everything is connected, so I constantly get inspiration through the placement of objects. Starting from stop-motion animation and acting the motion with interactive in the form of puppets. Perhaps this may be a good opportunity to stimulate the motion narrative.

Method

I put different types of objects together, trying to assemble the pieces into different parts of the puppet character, then tie thin wires at the joints, and you end up with a string puppet. Maybe I can present it by sketching and drawing as Shadow play.

Reflection

In general, very happy, I apply the principle of shadow play at the same time, to understand and capture the dynamics a step closer. Fantasy magic figures with witty and cheerful music, it seems that no matter what action is fun. Rally enjoys it, through the image of the magician, I seem to have a further understanding of my personality. Everyone is unique and has a different side, don't limit

yourself, no one can become another one perfectly. The results are significant, but also a review of past painting techniques. However, the motion effect of the puppet is a little stiff, and the movement is not very smooth. Because it has been several years since the last hand-painted creation, I am a little rusty in the technique and the grasp of the drawing form.

References

Henricks, T.S. 2014, "Play as Self-Realization: Toward a General Theory of Play", *American Journal of Play*, vol. 6, no. 2, pp. 190-213.

Response

Youtube link: <https://youtu.be/62RiZjg4yRc>

MAGI link: <http://magistudio.net/work/apd-week1-play-and-self-4>

Week 2: Play and Time

Theme: Play and time

Context

This week, I found the relationship between the natural space I was focusing on and the personal work I was making as animation loops. I thought I could record the sounds of nature and put them together into an interesting mini-interactive animation. Like Wies Vander Wal (2017) stated that even though time is not looping, we define time through loops. The sun rises and sets in the east and the west, alternating day and night. We rise at sunrise and go back at sunset, and it seems that every day we are stuck in a cycle, and one minute after 23:59 is 0:00 instead of 24:00. While our calendar is more like a spiralling forward motion than a perfect loop in our eyes. A small event, a motivation, is a factor that can break the cycle and create a turnaround. From the animator's point of view, motion loops are the best way to tell time. The animation becomes playful because of the time loop.

In my original plan, I was going to come up with a script for the trip, and then do a travelogue or something. However, I felt that this did not reflect the process of observation, so I wanted to use a brand new way, to interpret the sound, and express the picture with dynamic images like GIFs. The concept of splicing was inspired by the residual effect, and my goal was to realize the cycle of the journey to show a whimsical, multi-sided journey. The idea of this loop is to show that the protagonist could have chased the flaming spot without curiosity, triggering an endless cycle of travel.

Methods

I started this process by collecting footage from my travels. I started my photography on the balcony of the house, using this as a starting point, recording the various sounds happening around

the house as I went, and then I separated several routes: Taking the long subway track and riding up the steep mountain, taking to the river in the countryside to catch the scenery and a walk in a popular spot nearby the river. I shot a few key shots and recorded audio for each side track. Then I started to edit the sequence to match the journey throughout. Then, I have drawn several animation motion loops, such as birds flying, horse walking, people walking & jumping, etc, also used Powerpoint to make the interactive work. After that, I edited the audio together so I could feel the rhythm and what parts were worth using, animating the components and placing events into a story loop. In the last part, to make the adventure interesting, I added a crisis factor like dinosaurs at the end.

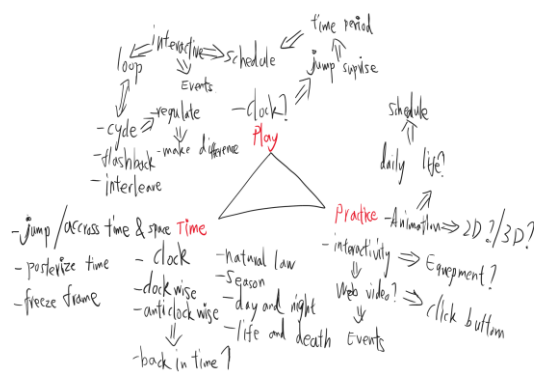
Reflection

Overall, I'm pleased with my work. It was also an interesting trial. From this experiment, I found that although life is repeated, to live in the repetition of wonderful. In this way, we can escape the loop of cycle magic spells, and live our own wonderful life. However, in my practice of work, I didn't run several times for each branch line, so I didn't think I was logical enough. I think this is a place where I can create more interaction. I need more motions from the character along the loops, especially running and body movement. However, the recording process was much looser than expected, because I couldn't present the sound and images in the same way. Instead, I split them up and recorded scenes and tracks separately, mainly to create an atmosphere. I am learning to simulate the original sound effect, which scenes are suitable for a quiet environment and which ones are noisy. As a result, the presentation format does not do a good job of presenting sound triggers properly, obtaining sound cuts in many cases, and the lack of text cues may make the audience feel a bit confused.

References:

Vander, 2017, "TO DEFINE A LOOP", *It is a Pleasure to See You Again*, viewed in 25 July 2022.

Response



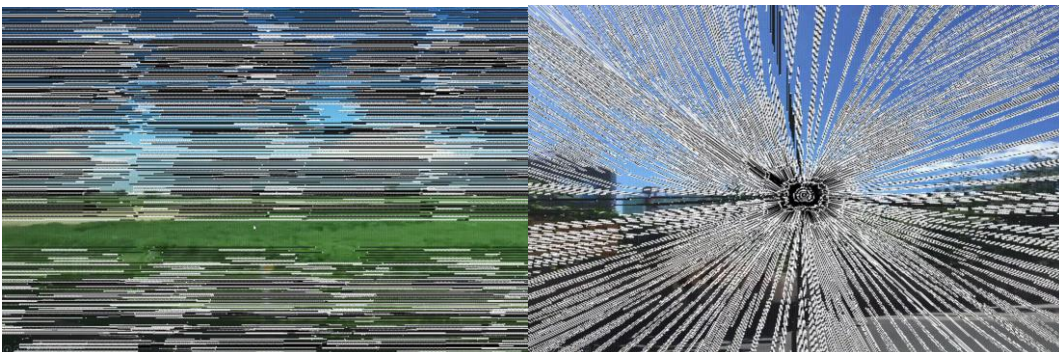
I made the stick man looping for character in scene & The mind map of "Play & Time"



Step1: Click on the lighting "Start" button



Step2: Choose a vehicle represented by an animal



Step3: Click the bush effects for time transforming



Step4: Click the flame to put it out by water drop and click the smoke to find the source of the fire



Step5: Follow the light points and escape from the dinosaur threat



Step6: Click the stick man back to home, loop completed

YouTube link: <https://youtu.be/TWgEJFbkE28>

MAGI link: <http://magistudio.net/work/apd-week2-play-and-time>

Week 3: Play and Objects

Theme: Play and Objects

Context:

For this week's goal tip, I want to do more thinking and creation on objects, starting with a sense of action, for example. When we think of play, we usually think of gamepads and consoles, but I think of toys. When I was a kid, maybe electronics weren't nearly as developed as they are today, and video games seemed a little distant. This allows us to bond with physical toys. We bought toys in the store and made them at the same time. DIY has left a profound impact on my memory. Maybe I was more interested in toys made of solid materials when I was young, and I thought those DIY toys could make me a day.

Like mind maps, objects that the player can control can be static, but players can create dynamic value from static objects and communicate with other players. Mikael Wiberg(2018) makes the case that the "material turn" in human-computer interaction has progressed beyond a paradigm that is driven by representation and suggests "material-centred interaction design" as a fresh method for approaching interaction design and its materials. Thus, I'm going to approach toys as the subject of response and the toy should be fun, accessible, and highly responsive. The toy should be my favourite plastic figure in childhood and processed it, and other materials may be relatively sticky soft glue. Combined to create unique gameplay that is different from the rest.

Method:

I put it on the table, a plastic figure from the gift shop, and I cut it in half, with the upper body and the lower half separated, hoping to say that this is a little carrier for the flexibility of the body. Then, by some means, a very sticky soft glue is made, which is elongated and forms a spherical "collider" at the end. During the assembly process, it will be ensured that the slender link lines are inside the trunk and the four terminals are exposed. The "climber" toy is done.

Reflection:

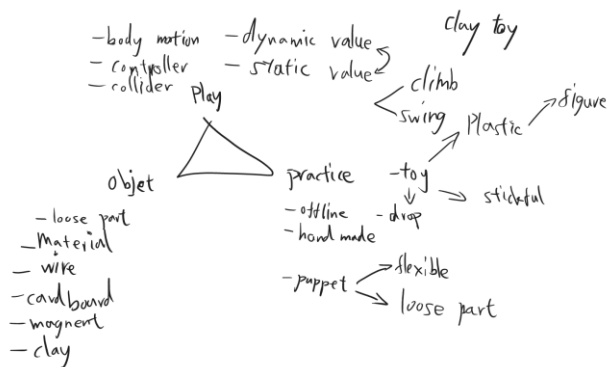
Bouncy little toys are great. I'm addicted to them. The original plastic figure is fixed and stiff, but after my soft glue transformation, it becomes very flexible. On the rough surface, the soft glue in the toy makes it fixed, while on the smooth surface, it falls due to inertia so that there is a tumbling sense of sight, it is wonderful. Either because of the material or because of the technique, throwing a toy on a wall doesn't make it a "climbing" experience, whereas glass can do it perfectly. This reflects the toy in the face of the material, its play degree has a certain limitation and influence. The loose parts work through the reassembled materials, and because they are materials with no specific direction, different materials give different feedback in terms of gameplay and experience. In

today's developed electronic information age, appropriate away from electronic products, and contact with physical objects may be a step closer to a healthy life. Material toys not only help us to find pure fun but also contribute to environmental protection to some extent.

Reference:

Wiberg, M 2018, The Materiality of Interaction : Notes on the Materials of Interaction Design, MIT Press, Cambridge. Available from: ProQuest Ebook Central. [9 August 2022].

Response:



The mind map of “Play & Objects”



I cut the plastic toy into two pieces and connected them with soft adhesive tape



Drop the toy on the wall, if the surface is rough, it would stick firmly, if is smooth, like glass, it would fell down like climbing.

Youtube link: <https://youtu.be/se75U3H1mFc>

MAGI link: <http://magistudio.net/work/apd-week3-play-and-objects>

Week 4: Play and Place

Theme: Play and Place

Context

This week's theme is how we can combine place with play. However, I have an idea for a rather impressive project that embodies the idea of the field and player activity, where objects placed on the field become props, and by dividing the field, create a game that interacts with the objects on the track in a team race.

I was initially inspired by Land Art. One genre of art, known as earth art or land art, has existed since the 1960s and is characterised by the utilisation of the natural world and the surrounding terrain by artists in their creations (McDaniel & Robertson 1980). This answer tells me the right way to make a game in a simple life scenario. When I conceived the interactive game of the place, I first thought of parkour, and then the element of interaction with the site. Considering the living environment of the city, it may be related to traffic. For example, roadside vehicles need wheels, which are also associated with the track. This interaction creates opportunities for collaboration and stimulates a sense of engagement. In terms of location, I thought of the park near my neighborhood. Because weekdays in the park of the flow of people is more than normal days. People like walking in the park, camping, doing exercises and so on. Moreover, parks have more open terrain than streets, and there are smooth promenades for pedestrians to walk on, which greatly increases the feasibility of the game.

Methods

Prepare the materials needed for the game props. The three games are Hot Wheel, Kangaroo Jump and Step-Stone Across the River. The first game requires players to team up and roll newspaper "wheels" forward, the second game involves players wearing a Gunny Bag to jump forward, and the third game allows players to use two bricks on the ground as stepping stones to walk to the end step by step. The game is played on the park's Path Way. On the other hand, the field needs to be laid out, with red tape on the ground to indicate the starting point and the ending point, and the whole process allows players to participate through cooperation.

Reflection

It was a very meaningful practice. For the first time in my team, I got a Play experience in the form of a competition. What's more, the layout and props of the site are all handmade, such as the wheel made of newspaper, the jumping handbag and the passing of paving stone. These simple objects bring a unique joy. If I were to develop this project further in the future, I would have to relocate the track somewhere wide and straight, like on a straight track. I needed to get over the bugs and some

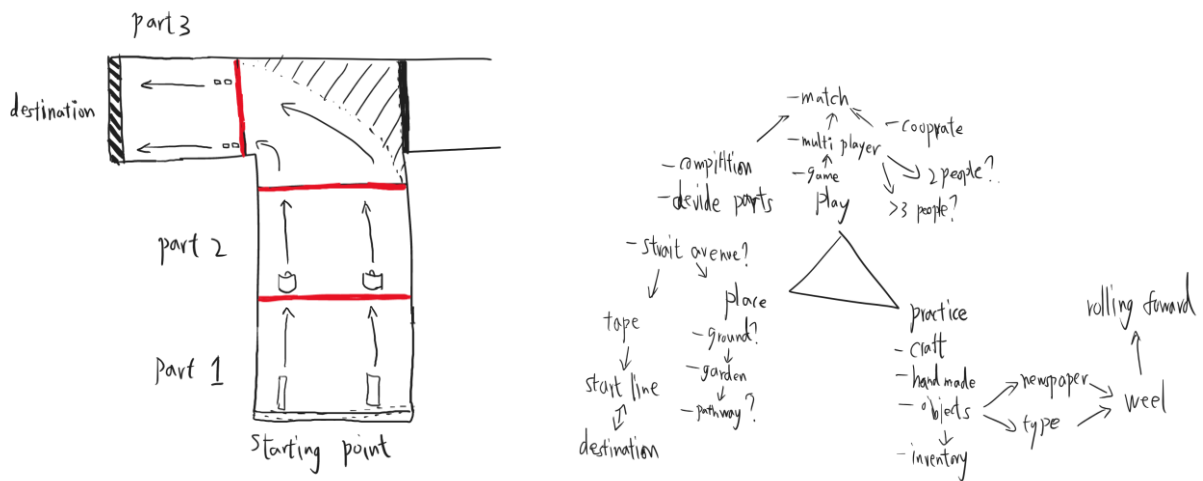
original inspiration to at least make the experience a little less boring. Perhaps through stories, the participants become part of the game. Doing the right thing at the right place at the right time seems to be a theorem of how we behave. However, under the guidance of fun, the objects in the site can be transformed into a "playground", which is undoubtedly the embodiment of creativity.

Reference:

McDaniel and Robertson. Themes of Contemporary Art: Visual Art After 1980. New York: Oxford University Press, 2005.

Insight into Site-Specificity, viewed in 9 Aug 2022,

Response:



Conception of the place game map & The mind map for "Play & Place"



I found several objects for items preparing in place game, newspaper for wheel, bricks for cross river, handbag for jumping



First level: The hot wheel. In teams of two, rolling the wheels forward



Second level: The kangaroo jump. Single player, jumping forward in handbag



Third level: Crosse river by stone. Player walk sideways on two bricks to get to the destination

YouTube link: <https://youtu.be/4MUdEqtbhE8>

MAGI link: <http://magistudio.net/work/apd-week4-play-and-place-2db188>

Week 5: Play and Forces

Theme: Play and Forces

Context

As we have known that the force can be considered as a form of input, this week tends to talk about natural forces like wind, water, temperature, light and so on. Since I'm in the northern hemisphere during summer, The weather this summer is usually hot, even the ants on the ground are dried up in minutes. Solar energy is usually strong. Thus solar energy is a common source of energy in the Northern hemisphere. We often use solar energy to generate electricity for our daily life, such as water heaters, cooker and even calculators. I'm going to use solar energy to illustrate the principle of boiling water. My initial idea is to use solar energy and the refraction and concentration principle of the concave mirror to make a small interactive device. My experiment was inspired by Alternative Controllers. Both non-traditional controllers and the games they enable are referred to as alternative controllers. The creators created from scratch Custom DIY controllers, one of the Alternative controllers (Shake that Buttom 2022). When I use solar energy as an input, and the disc reflecting solar energy device as a medium, the whole ignition device can act as a controller. I can look at the sun's rays, control the orientation of the device, and judge the heat from the sparks and smoke. The device relies on solar energy to light candles and converts them into heat. Water in the bottle is heated to produce steam, which drives the boat.

Method

The method and principle are not complicated. Firstly, the assembly of the boat was carried out. I selected the plastic vessel, on which the base and bracket were installed to support the glass bottle containing water. In the experimental stage, a solar lighting device is used to collect and reflect sunlight, ignite the candle, and then simulate the pool in the water basin, and finally put the candle on the shelf. The boiling water in the bottle creates steam to propel the boat.

Reflection

The experimental results are ideal, achieving the conversion of force from solar energy to kinetic energy, which enables the boat to move. However, the process is a bit bumpy, and the broken energy conduction makes the Play experience very difficult. The design of the experiment is not very comprehensive and the conditions are much more demanding. For example, in the reference solar functional device, the principle is not as simple as reflected light. In addition, the prototype of the device is a hot water device, which has a larger plate and more reflective area, better reflecting and concentrating the sun's rays. Currently available small solar devices do not allow candles to be lit smoothly by the device, but instead, need a leaf as auxiliary combustion. The results show that the ignition is disconnected from the boiling steam and that appears to be done in two separate steps.

Everything in the world, visible and invisible, is in constant change, and force, a power, as a kind of energy, is also constantly changing between output and input.

Reference

Solar water heating, *Wikipedia*, viewed 20 August 2022,

<https://en.wikipedia.org/wiki/Solar_water_heating>.

About alternative controllers, Shake That Button,

<<http://shakethatbutton.com/about-alternative-controllers>>.

Response



The objects preparing, plastic vest, candle, solar device, etc. & lighting the candle by solar energy



Candle is mounted on the ship and the steam boat driving

YouTube link: <https://youtu.be/IpC4qg4HL9o>

MAGI link: <http://magistudio.net/work/apd-week5-play-and-forces-2>

Week7: Play and Sound

Theme

Play and Forces

Context:

This week's theme is sound. In response to the sound, I found the idea of DIY Musical Instruments, which can also be played at home. So I decided to make an instrument for presenting original sounds, using materials that are common in everyday life, from daily necessities to recycled materials. Nicolas Bras is a musical genius, able to make such different and unique sounds from different recycled materials. Since I'm not very good at blowing and pulling, maybe hitting is a more promising instrument to present. Barbara London (2013), the curator of the "Soundings" exhibition at the Museum of Modern Art, noted that artists have long included sound into their creations, "working with the material of sound as an art form and its conception has recently increased substantially.

Method:

I started recording the needed sounds in my home, which would be fodder for the editors. The first was Glass Flute, an empty beer bottle we recycled from a nearby church and played in the backyard with water. We control the scale by adjusting the water level in the bottle. The second attempt is the Pipe flute. We found a waste pipe in our home and cut a piece of value with a saw. According to Z of the flute, I am focusing on the sound effect part of the film. To get the sound right, I need to use the starting sound of my partner's motorcycle. I found one that simulates the sound of wind on speakers. Finally, I imported the recorded voice into AU for editing to see the fun of different effects on the film. Therefore, I can say that after playing all the sounds in my room, the movie became more exciting and disobedient.

Reflection:

At first, I wasn't confident about making instruments and trying to play them, but when I tried it, I found it was great. However, in terms of novelty and richness, there are some shortcomings, especially in the Tin Can string, perhaps because of the material, beating the wire did not deliver the effect, like Nicolas. But I am very good at adjusting the sound, after effects processing, the sound becomes fantastic. What's more, I was able to make and play such a different sound through a series of humble recycled objects, which, while not on a musician's level, is playful in playful ways.

Reference:

The Power of Sound as an Art Form 2013, Oct 03-last update [Homepage of New York Times Company], [Online].

Nicolas Bras, 72 HOMEMADE INSTRUMENTS IN 7 MINUTES, *Youtube*, viewed on Aug 14, online

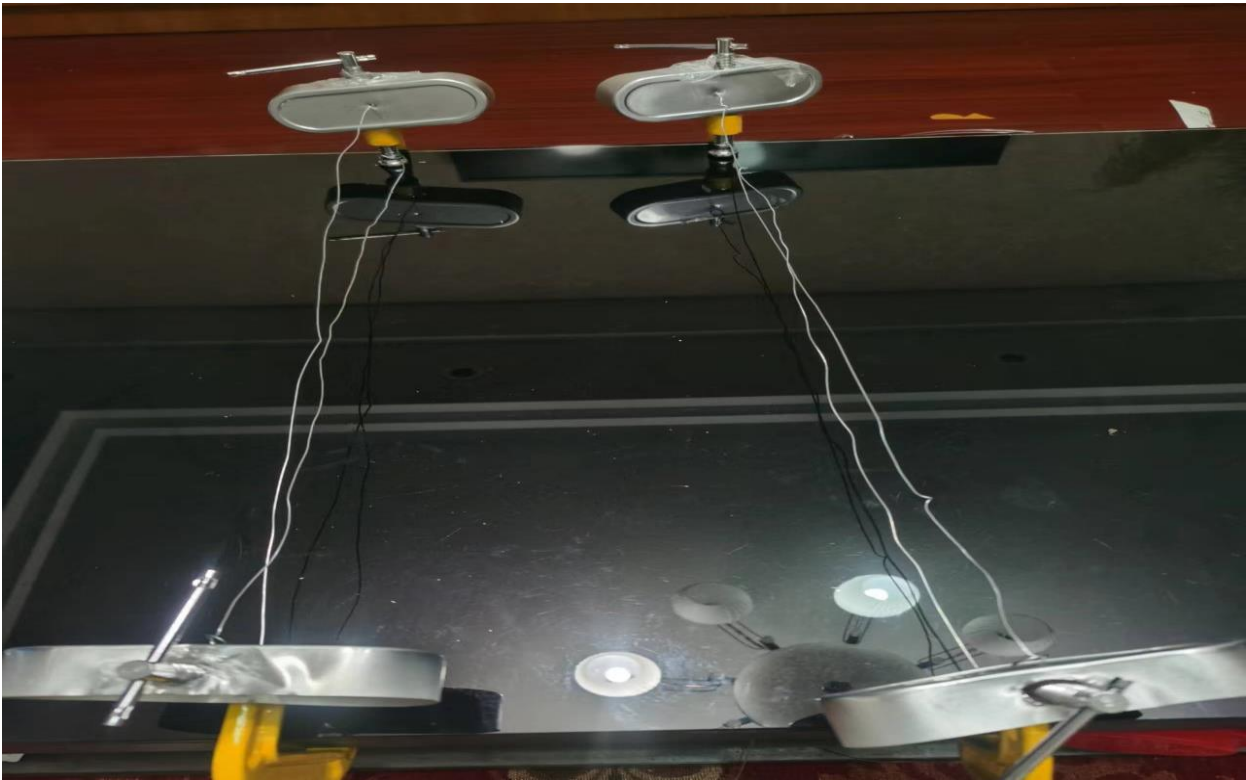
Response:



We control the scale by adjusting the water level in the glass bottles to make the tone of sounds.



We found a waste pipe in our home and cut a piece of value with a knife.



The Tin Can string, perhaps because of the material, beating the wire did not deliver the effect

Youtube Link: <https://youtu.be/wZRBqlteTMo>

MAGI Link: <http://magistudio.net/work/apd-week7-play-and-sound-1>

Week8: Play and Body

Theme

Play and Body

Context

Our bodies are actual living, feeling beings. We experience and interact in a physical space that is home to tangible items and our bodies (Hornecker 2011). This week's theme is related to the body, and I was very impressed with the first Cardboard war example in class. Cardboard boxes are very common in our daily life. Such an ordinary recycled product is so malleable that it can change into any form, such as weapons, clothing, art and so on. Nowadays, children are addicted to online games, which harms their body health, such as myopia, obesity and so on. I remembered that when I was young, I used to play with handmade toys, not just clicking on the screen, but interacting with toys with many parts of my body, such as flying kites, chasing and running after imitating planes and so on. So this time, I also hope to make a toy so that children can relax their bodies away from

the electronic screen. So I came up with the idea of using cardboard boxes to make objects that can interact and play with body parts, such as arms, which reminds me that Spider-Man, Iron Man and Wolverine all create weapons through arms. I just want to make a claw that retracts.

Methods

First, I got inspiration from DIY Carboard Craft. Second, I searched for cardboard works related to arm interaction and found an interesting production short film about Wolverine's PAWS. With the help of my camera, I tried to start imitating. I think a lower level of difficulty could be created, where the more difficult materials like syringes and catheters could be replaced by knots, which would be convenient. PVA glue is used at the joints of the objects to make the cardboard stronger. Finally, cover the top with a baffle to increase the fixed effect of the claw.

Reflection

The purpose of this experiment is to help recover the joy of lost childhood toys through imitation works, which is a sense of entertainment experienced through the body, which is impossible to compare with electronic products. The human body is limited, so we will continue to exercise, and sometimes even imitate the body posture of some animals to learn their skills. I also like superheroes, and occasionally fantasize that my palm can spit out spider silk or grow claws like Wolverine. So this time, I also take this as inspiration to make self-shrinking claws to fulfil my childhood dream of superhero.

At first, the Device did not design the syringe to attempt complicated injections, which would have made the toy too heavy and lightweight. For this reason, I added a rope instead of traction. However, perhaps because of the material, the claw buckled from repeated plucking, eventually causing the claw to get stuck or bent when the rope was pushed and pulled. Considering the experience of the game, this rope traction design may seem imprecise and imperfect. A later version may restore the injection design of the syringe, refine and refine the claw and create a protruding track, possibly using more materials. In this experience, I only considered the toys worn on the hands. I think more creative designs can also be made for other parts of the body, such as the torso and legs.

Reference

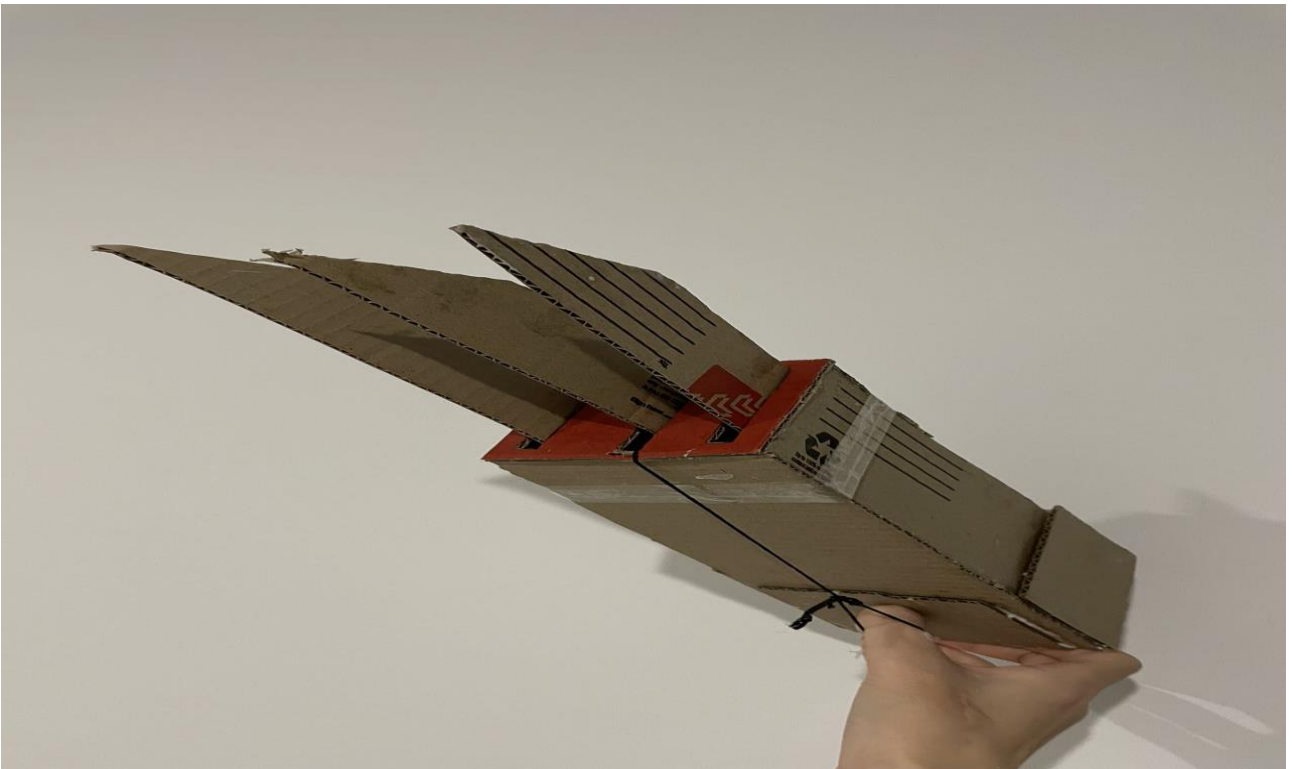
Eva Hornecker. 2011. The role of physicality in tangible and embodied interactions. *interactions* 18, 2 (March + April 2011), 19–23. <https://doi.org/10.1145/1925820.1925826>

Brains techKnowlogy, X- MEN WOLVERINE claws fully automatic DIY tutorial, Youtube, viewed on 18 Sept. <<https://youtu.be/LSiyyxohsXk>>

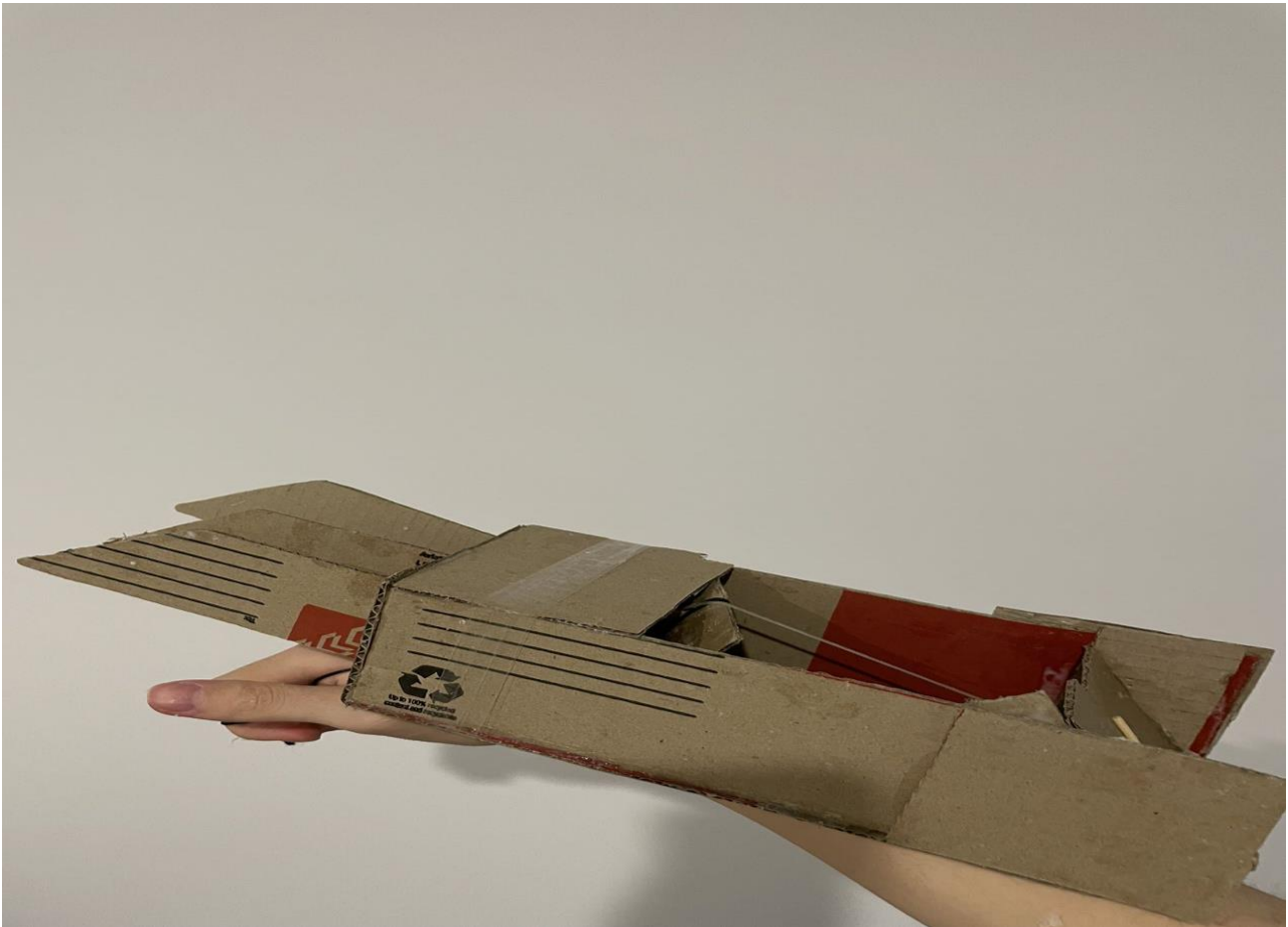
Response



PVA glue is used at the joints of the objects to make the cardboard stronger.



The claw to get stuck or bent when the rope was pushed and pulled.



The cardboard buckled from repeated plucking and rope traction design may seem imprecise

Youtube Link: <https://youtu.be/ti17XFP4KJs>

MAGI Link: <http://magistudio.net/work/apd-week8-play-and-body-5>

Week9: Play and Abstraction

Theme

Play and Abstraction

Context

This week's lecture discussed ABSTRACT conception and intrigued me, conveying feelings without specific explicit instructions. I found that particle effect animation can be more abstract. According to Taylor Turner (2009), there are also the classifications of non-objective, absolute, or concrete animation, which use imagery that is entirely free of icons and symbols and instead uses shape, light, colour, movement, and time. These animations DO NOT make references to recognised forms which are called abstract animation. Ryoji Ikeda's abstract work "micro" (2015) uses the sound of scanners, infrared, radar and other electronic devices to compose music

and create stunning and magnificent special effects. This inspired me to make an animation that uses abstract animation to summarize a feeling. Instead of using animation to tell stories, they explore conveying feelings. My response to this week's theme is to present concrete animation in abstract form. It was designed to test the 3D expansion of particles to render images. So the basic shape and colour of the Milky Way were used in the response. I make short films without storylines to convey the feeling of cosmic effects. I hope this content can arouse the audience's deeper thinking about the universe, life and nature, etc.

Methods

This reaction was generated by Red Giant's Trapcode 3D particle rendering plugin in the post-AE effects software. First, I summarized the motion of the Milky Way and the diffusion rhythm of particles and selected a suitable base map. I then used its properties in AE to visualize the animation through the Form effect. The cosmic track was also used to make the listener more aware of the vastness of space.

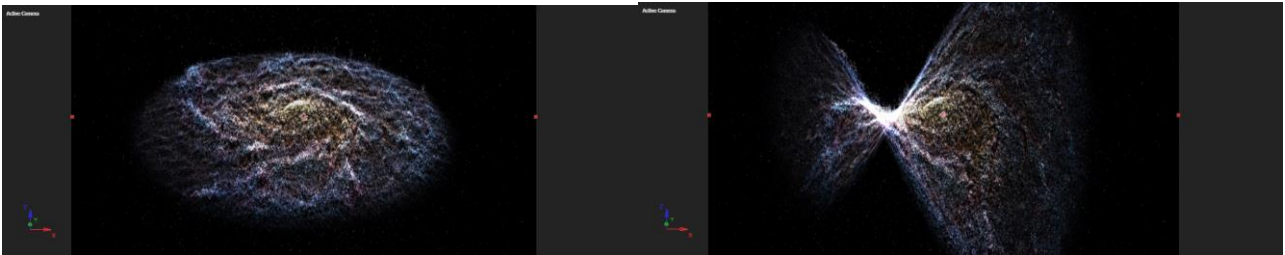
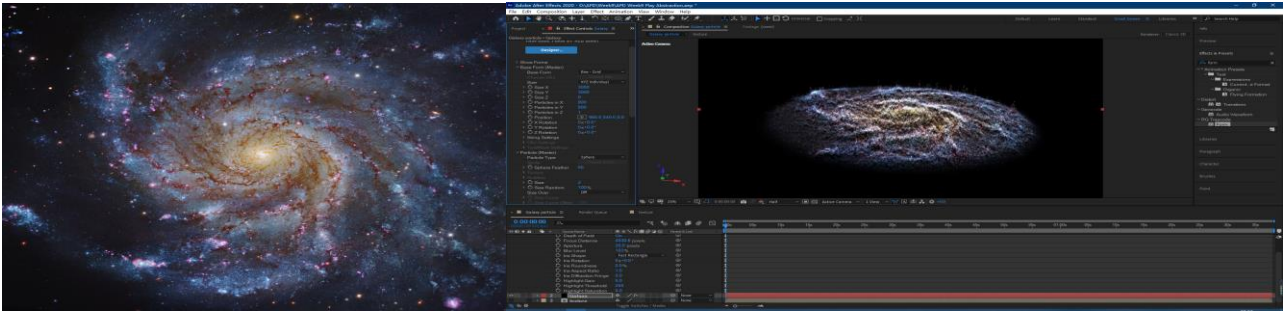
Reflection

The visual sound looks good and I'm sure it conveys the feeling of Milky Way moving. After costing plenty of time on picture searching, my goal was to simulate more sound clips. Having spent a lot of time conceptually, my goal was to compose more movement nodes. To better get feelings, morphologies can be enriched to express different camera motions. Its particle visual effects look good and I believe it represents the sense of space. To better convey feelings, we can enrich more morphology to express different emotions, such as distortion, explosion, spiral, and so on. However, due to my computer equipment, this special effect only uses the X-axis and Y-axis rotation of the Form effect, but the simple change is enough to make the vastness of the universe. Our earth is just a drop in the ocean, let alone the even smaller human beings. So we should cherish our own life, and catch the moment. This experiment also made me feel that life is short and precious.

Reference

Dentry. T., What's Up with Abstract Animation, Animatic Magazine, n.d., 2009, viewed on Sept 26th.
Ikeda. R., micro, Youtube, 2015, viewed on Sept 23th. <https://youtu.be/fL_A3v8nZrs>
Takamasa A., rhythm variation 06, 2013, viewed on Sept 24th. <<https://youtu.be/AovB1kid35o>>

Response



Picture searching and generated 3D particle rendering in the AE, to convey the Milky Way moving

Youtube Link: https://youtu.be/dbb_lictcys

MAGI Link: <http://magistudio.net/work/apd-week9-play-and-abstraction-1>

Week10: Play and Nature

The theme

Play and nature

Context

This week we talk about nature and the circumstance in which we live. Naturally, we think of green-related, such as plants, flowers and so on. I decided to left the small space and went out to embrace nature. Richard Coyne (2014) said that It's beneficial to occasionally walk outside and take in the scenery, whether it's in a garden, park, rural area, or wilderness, this is supported by the arts, literature, design, and common sense. Indeed, it is a good idea to get away from the busy work, leave the small office, discover and feel the vitality of nature, and try to have fun. I occasionally came across a water-related experiment on YouTube and found that one of them used leaves as a key factor. So I decided to try it.

Methods

This week, I took a short trip to pick some leaves and try to make art with plants and liquid. I collected several leaves of different shapes in the park near my residence. According to their different floating effects in the water, I put ink on the stem of the leaves to make them float naturally. The ink will be split in the water, which will become a unique visual effect.

Reflection

Nature is so wonderful that a single buoyancy can produce such a beautiful picture. Although the leaf is doing not need to float movement, the ink split process is fancy. Maybe I can try different sizes of leaves or different paints so that maybe the picture will be more beautiful. Through my observation, different leaves in the water floating velocity creates a pattern to make me feel a natural beauty, like all of us pay more attention to nature, walk into nature, to find inspiration from nature, and its interaction, instead of proper away from electronics, whether can for the earth environmental protection make a meagre force.

Reference

Coyne, R. Nature vs Smartphones, *Interactions*, 2014. pp. 24. viewed on Oct 2nd.

VisioNil. 8 Amazing Water Experiments At Home || Easy Science Experiments With Water, *YouTube*, 2020. viewed on Oct 1st.

Deen E., liquid-rainbow-start, *YouTube*, 2011. viewed on Oct 1st. <<https://youtu.be/wmqp-T3Algo>>

Response



I collected different leaves and put ink on the stems to make different floating pattern in the water

Youtube Link: <https://youtu.be/n1DqMv9oZjY>

MAGI Link: <http://magistudio.net/work/apd-week10-play-and-natural>

Week11: Play and Stillness

Theme

Play and Stillness

Context

This week we discussed the stillness. It is a calm, quiet, motionless state. We through games, films and interactives that vary between motion and stillness, and mentioned including some slow games and Zen games and more. In these examples, stillness is interpreted as a slow state as opposed to a fast one. Chris Solarski mentioned in his work *Morf* (2011) that the character's surroundings are an important part of the dynamic composition, as the environment usually takes up most of the view. In such a balance, players tend to focus only on what's around them, that is, on the big picture, rather than on themselves. I was also struck by the game *Journey* (2012), which uses very simple shapes to design characters and environments, giving a sense of tranquillity. So I came up with the idea of presenting the dynamic scene in a kind of animation. It might end up looking like a dynamic desktop, presenting a dynamic environment.

Methods

In my work this week, I designed a short animation similar to the dynamic desktop, that is, when the camera is fixed, all things in the environment make small movements, such as the wind blowing grass, floating clouds, flying geese and birds, etc. All of this work was created in Blender, with time spent on cartoon renderings and lighting materials. The Ghibli effect makes the environment feel more serene. The animation was using white clouds, grass and sunshade as a contrast to determine the layout. The blue sky and parasols symbolize static objects, while the grass and clouds can be used to show their slow dynamics by increasing the number of moves and layouts.

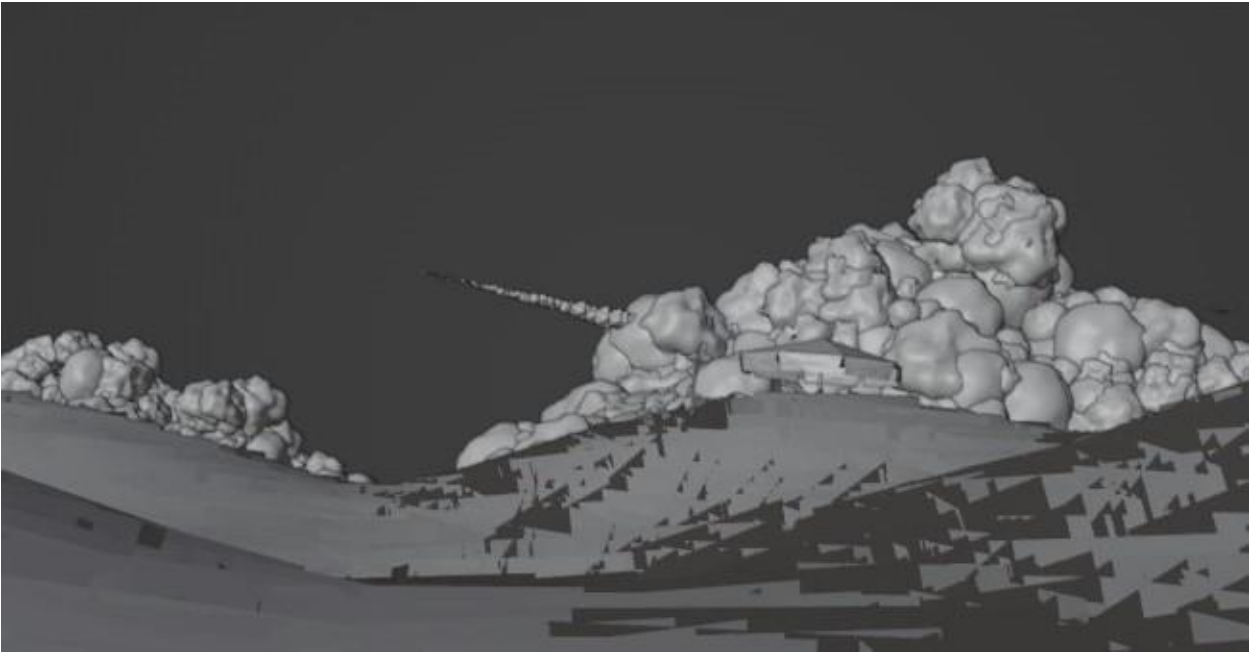
Reflection

Generally speaking, the BGM is warm, through the fixed lens, random fluttering grass, drifting clouds and parallel flying geese, we can get a moment of natural peace in our hearts. In this moment of leisure, the difficult anxiety has been broken, and only peace of mind can restore the control of reason. The results exceeded expectations. Rather than exploring continuous animation, I was more interested in exploring the transition between slow movement and stillness. A slow game perspective inspired me to switch between stillness and motion, reversing playback. For the overall effect, maybe add more static objects, and add some widgets like trees, the sun and moon, etc. You can also find a way to change the environment, such as the alternation of day and night. Stillness is a form of presentation that actively focuses the player's attention.

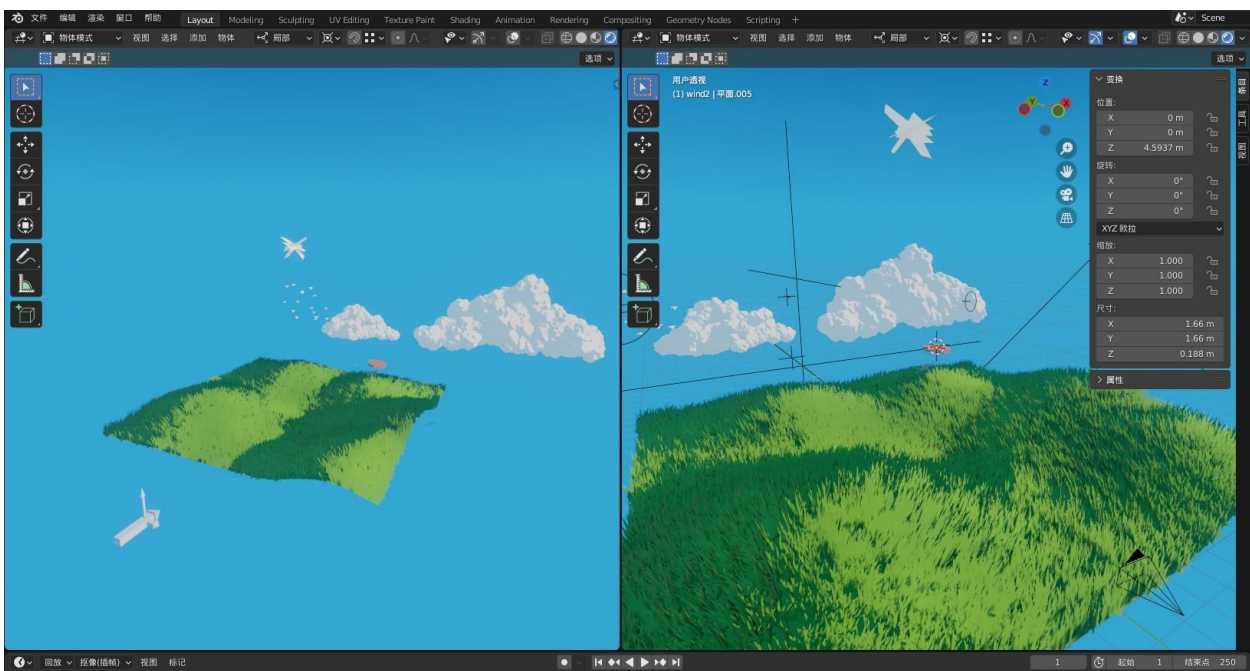
Reference

IAmSp00n, *Journey - Gameplay / Playthrough*, *Youtube*, 2012, viewed on Oct 10th
Solarski C., *The Aesthetics of Game Art and Game Design*, *Game developer*, 2013, viewed on Oct 10th.

Response



The parasols symbolize static objects while using grass and clouds to show their slow dynamics.



In Blender, I used white clouds, grass and sunshade as a contrast to determine the layout.

YouTube Link: https://youtu.be/RL2_IwigmzU

MAGI Link: <http://magistudio.net/work/apd-week11-play-and-stillness-3>

Overall reflection

What we thought about when talking about "play"? Something interesting and pleasant? I've enjoyed coming up with the weekly responses, especially using 'play' as the lens to record that approach to our practice. I found that play was "magic" for me to be playful and permission to explore the fun and surprise, I learned a lot from that and gained a lot from it. I used to think that play was simply a game, such as a computer, a controller, a game console, or a toy, etc., but after several WIP responses, I realized that play could be an interaction, a performance, playing Musical Instruments, etc. This undoubtedly greatly broadens my understanding of the play.

From the first week of the experiment, we know that observation is fundamental to ways of knowing. I did my best to explore myself, I just found my personality from a childhood memory. Looking back on past experiences is like playing a show that never stops. In "Play & Time", we learned that one method employed by animators to minimise the amount of effort is the usage of loops for production problem-solving. As an animator, the concept of time is best described in animated loop form. Inspired by the motion loop, the combination of animation and play is achieved.

Throughout the eleven weeks' theme of work, although there are many vague themes, in general, I have gained a lot from the work experience. Of course, in the theme "Play & Object", we found that materials that can be put back together in various ways are referred to as "loose parts". I gradually changed my way of thinking, and my work was to connect plastic toys that I was very interested in. Also, play design exploration spirit and get inspiration from daily life. The theme of the "Place" is also wonderful. It is the first time that I know about "land art", our place has been encountered and experienced in unique, fun, and expressive ways for a very long time. I can think and make interactions in a broader spatial dimension like the park. Take the wheel as an example, the object can be placed in any formation at any time, space and occasion.

In addition, WIP responses also greatly improved my practical ability. In the fifth week's work about the "Force" theme, we have got that the force can be considered as a form of input, once we have an external "input", we even have the "trigger" for the play. I experienced how solar energy produces the power of motion to drive the boat. In the week's theme about "sound", I found the idea of homemade DIY Musical Instruments. Nicolas Bras is a musical genius, able to make such different and unique sounds from different recycled materials. Since I'm not very good at blowing and pulling, maybe hitting is much more better. So I made instruments for presenting original sounds, using materials such as glass bottles, pipes and Tin Cans that are common in everyday life, from daily necessities to recycled materials.

In the theme of "Body", I hope to make a toy so that children can relax their bodies away from the electronic screen. Our bodies are actual living, feeling beings. We experience and interact in a physical space that is home to tangible items and our bodies. So I came up with the idea of using cardboard boxes to make a toy that can interact and play with body parts, creating a claw through cardboard like a weapon that retracts on arm. Also the same as the theme "Nature", it is a good idea

to feel the vitality of nature and try to have fun. I was inspired by the liquid rainbow from Edwin Deen's experience. I picked some leaves and try to make art with plants and liquid. According to their different floating effects in the water, I put ink on the stem of the leaves to make them float naturally and would split in the water, it became a unique visual effect.

Play is not just interactive objects, games, etc. It can also exist as an art form, such as performance. As in the theme "Abstract", it intrigued me, conveying feelings without specific explicit instructions and I found that particle effect animation can be more abstract. So I made a short clip to convey the feeling of cosmic effects and hope that can arouse deeper thinking about the meaning of the universe and life. The final theme "Stillness" as the same meaning, to get a moment of peace. It is a calm, quiet, motionless state. Through inspired by many works and Zen game like "Journey", I came up with the idea of presenting the dynamic scene or environment in a kind of animation. Fixed camera, environmental things make small movements, like wind blowing, floating clouds and flying geese.

Overall, I'm appreciative of everything I've learned from APD, including play theories, fresh methods, software skills, and new insights into my personality and practice. In the coming weeks, I intend to develop further and have fun.

YouTube Link: <https://youtu.be/DvlhSNVmATU>

MAGI Link: <http://magistudio.net/work/apd-folio2-reflection-1>