

Qing Zhao

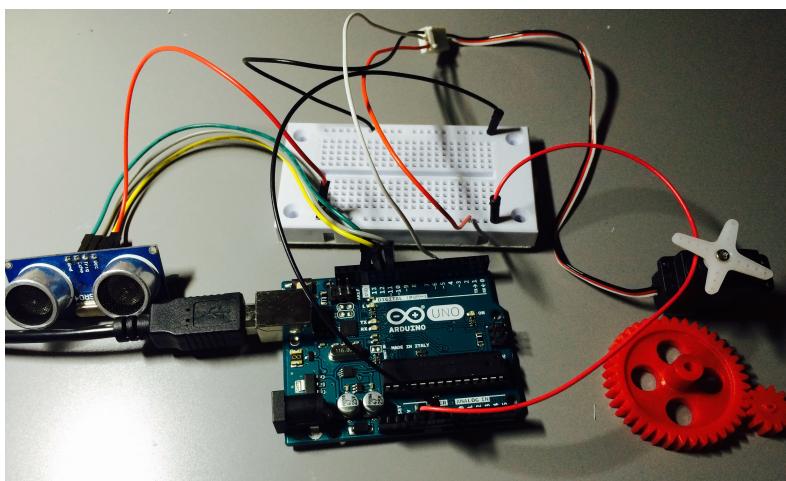
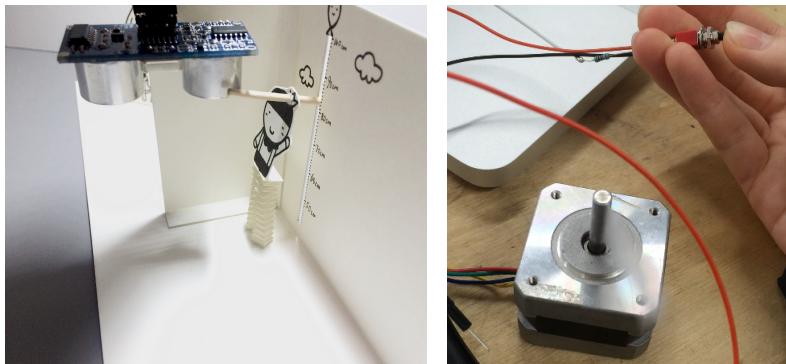
Creative Technology

4 November 2016

### Reflection of Week 4

The final week was full of pressure and intensity. It's the last opportunity to refine my prototype and shoot the concept video.

Following last week's progress of distance sensor and stepper motor, I began to combine them, letting the stepper motor listen to the sonar and respond in a right way. However, things were not that easy as I imagined. When I put the two separate code into one sketch and modified some pins and statements, the motor just rotated again and again and didn't work in the way I expected. Therefore, I went to Ali for help and he told me I need a micro switch to calibrate the stepper motor. That means I have to tell the motor where is the zero level.



He also suggested me to go back to the servo motor and use two gears to control the move meant of the string. It's an easier way than stepper motor and I need to refine the structure of my prototype to fit in the servo motor. Due to limited time, I have to put it aside and focus on the concept video.

It seems good and funny to demonstrate the gradually change in stop motion, so I started to consider testing several demos of stop-motion animation. I used to scenario model I made in week 3, coming up with a 4-second draft video and it looks not bad, then I decided to apply this form demonstrating my concept. To

kick start of this, I draw a storyboard which contains 10 screens to tell the whole story, including the background, the context, the making process and how my product will work.

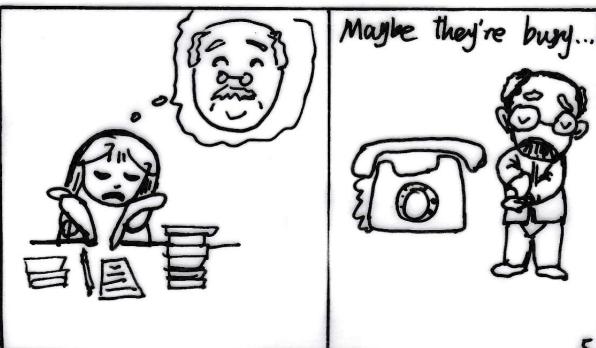
When I was a child...



Big city...



Maybe they're busy...



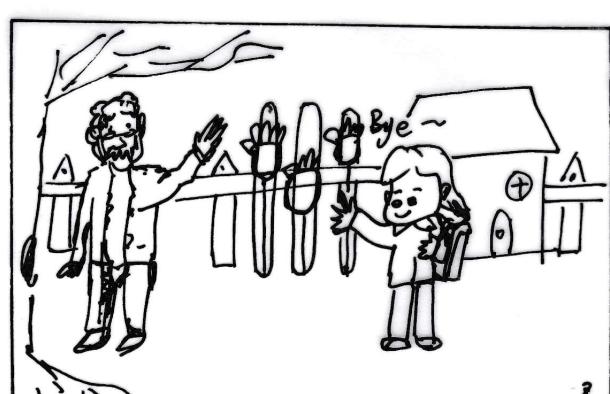
Summer vacation...

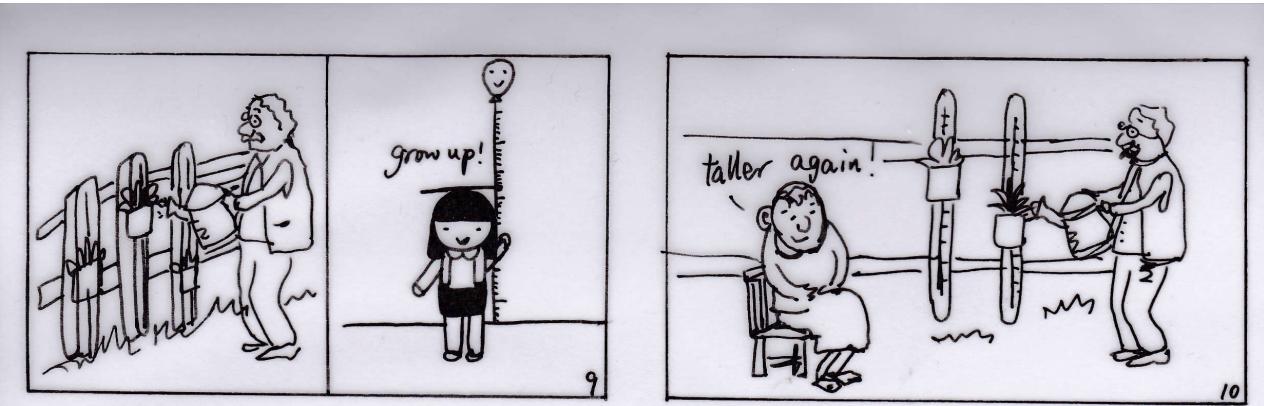


Begin to build...

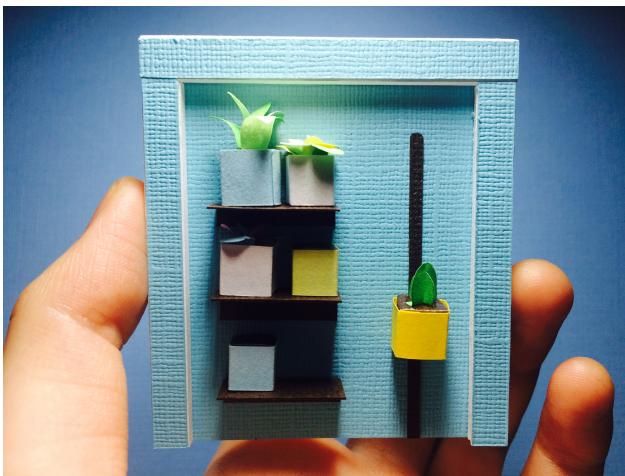


Bye~



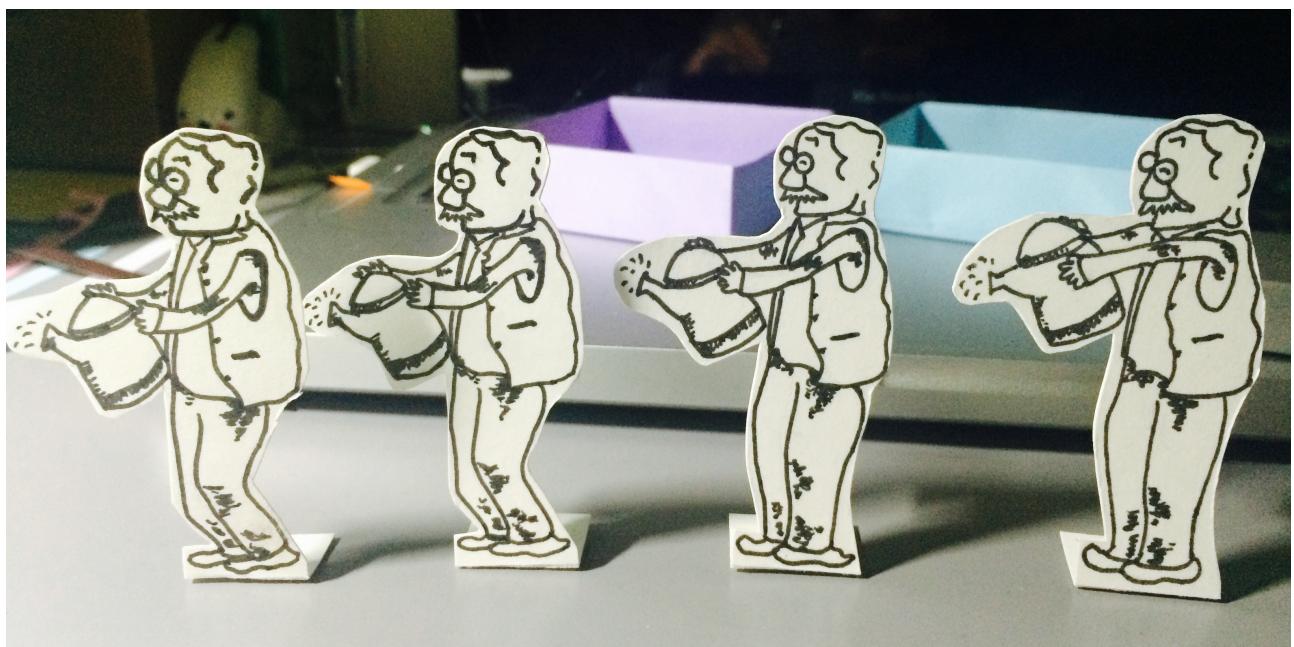


Using some colourful paper, I built two scenarios. One was grandparent's home located in the rural country, the other was grandchild's home in big city. It's too difficult to make a tiny functional prototype in the miniature, so I simplified the grandpa's garden to a garden pot shelf. On the one side there are some plants placed in stable shelves as usual, on the other side comes my idea a "pot lift" that can lift up the plant to let the grandparents see the height of their grandchildren. The height movements might be apparent in the comparison with the stable shelf. By the mean time, there is a fake little bird on the children's growth height chart which I designed it as a tree, every time when the child find herself growing taller, she could move the bird higher on the tree and the data was transfer with the movement of the bird.



After shooting two scenarios, I found it challengeable to make a whole story according to my story board due to limited time and it's also impossible to tell from the background to the end in just 1 minute. Thus I changed my mind to just focus on the movements of children and the plant pot. To show how time went by, I changed the colors of the tree and the books on child's desk, aiming to give the illusion of seasons change and the child went to higher grades in school.

To be honest, it's time consuming and a hard work shooting stop motion animation. It needs lots of patience to shoot hundreds or thousands of photo with slightly movements in each shot.



From this tough work, I learnt the significance of patience and perseverance, not only do they matter in the design process but also influence the attitude towards life.