

Who am I?

I am Qing Zhao, trained as an industrial designer in China and was an exchange student in Product Design of DJCAD for the final year.

Having received foundation knowledge of design such as design thinking, research, sketches, 3D modelling and so on, I found my interest in paper modelling in the primary stage of product development. With this cheap, readily available, familiar, portable, and recyclable material, I can easily cut, bend, fold, stack, glue or tape it. Paper can be as quick as possible to realise the idea or concept, that's why I built all my prototypes and scenarios with paper.

Also, not having proper actors or actress for my video, I decided chose paper to make the scenario. It's my first try using stop motion animation to tell the story and my concept idea, kind of funny but challengeable. Although having some foundation knowledge of editing video, I still found it difficult to tell a vivid story in stop motion. It requires massive work to built the scenes, people's actions and even emotions, which also needs the pre-process of ideation, the fully-considered storyboard and post-process of editing. With the pressure of time, I have to simplify the story to minimization. Luckily, the result turn to be not bad and I am happy with it.

Coming from a design background, my strength are design methods and paper making, sketch is so so and coding is bad. So I want to be assessed with the paper prototype and my development of idea showed in the research and sketches. As is mentioned above, it's a pity that I didn't come up with a real functional product due to some coding problems, but I will try to develop it as hard as I can in the future.