

COMPX221-19A

The Expression of Emotions

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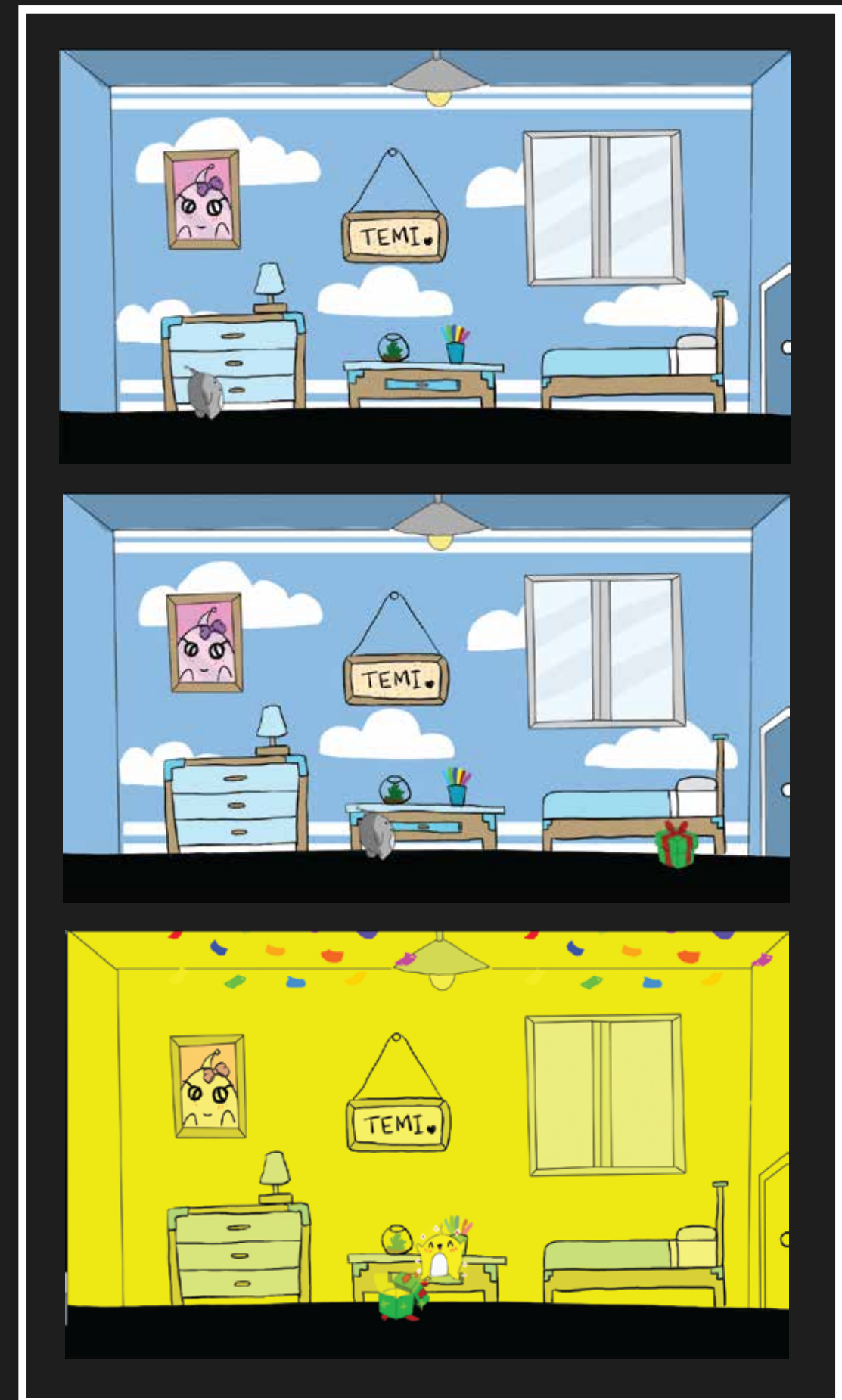
Creative Description

The creative interpretation of my work demonstrates the nature of emotions, focusing on **the idea of how emotions are not controlled by an individual, instead are triggered by external input**. The idea of we do not choose the emotion we are currently experiencing, it's what happens around us that choose our emotion.

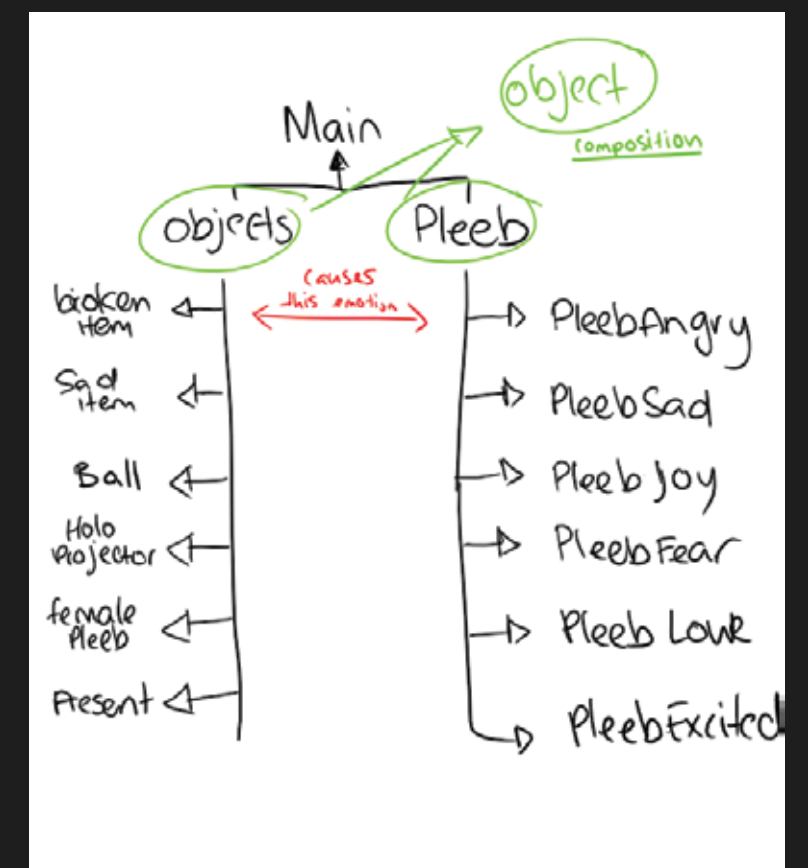
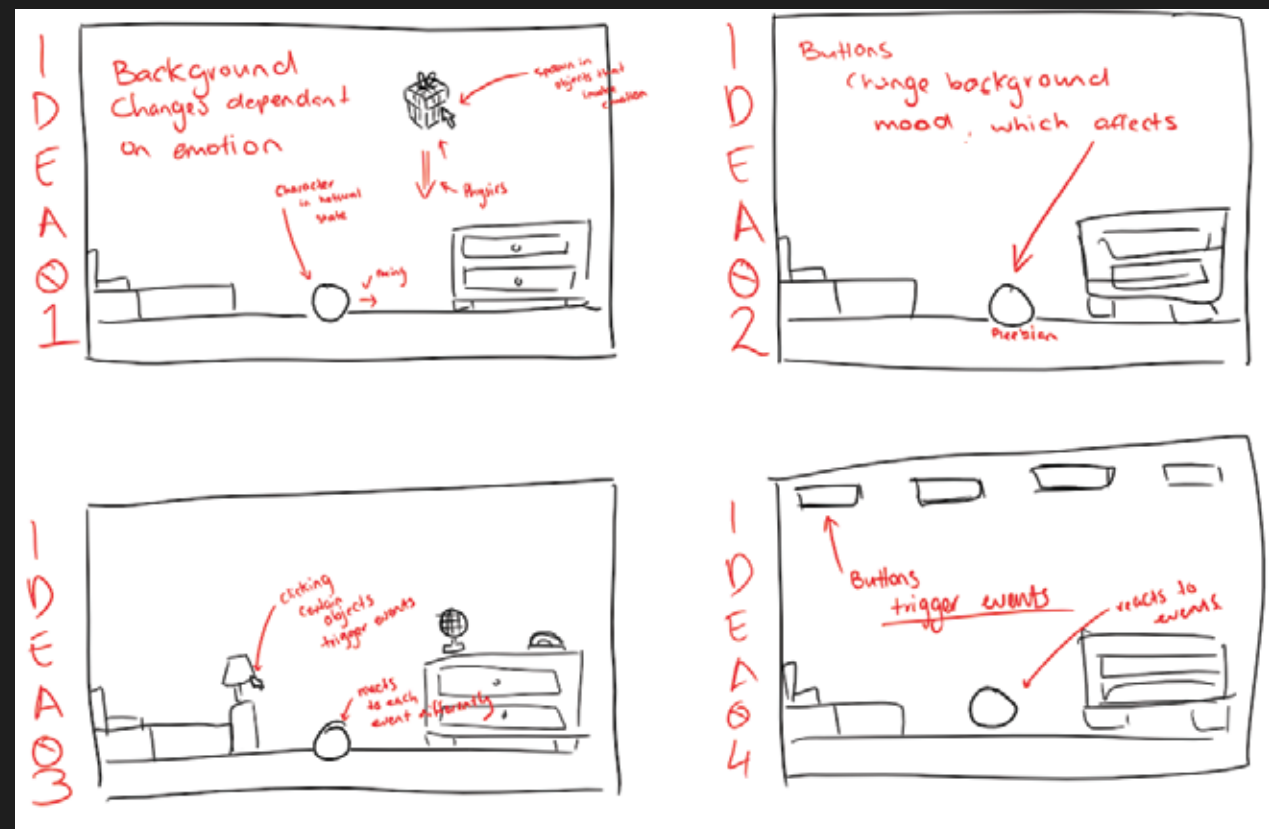
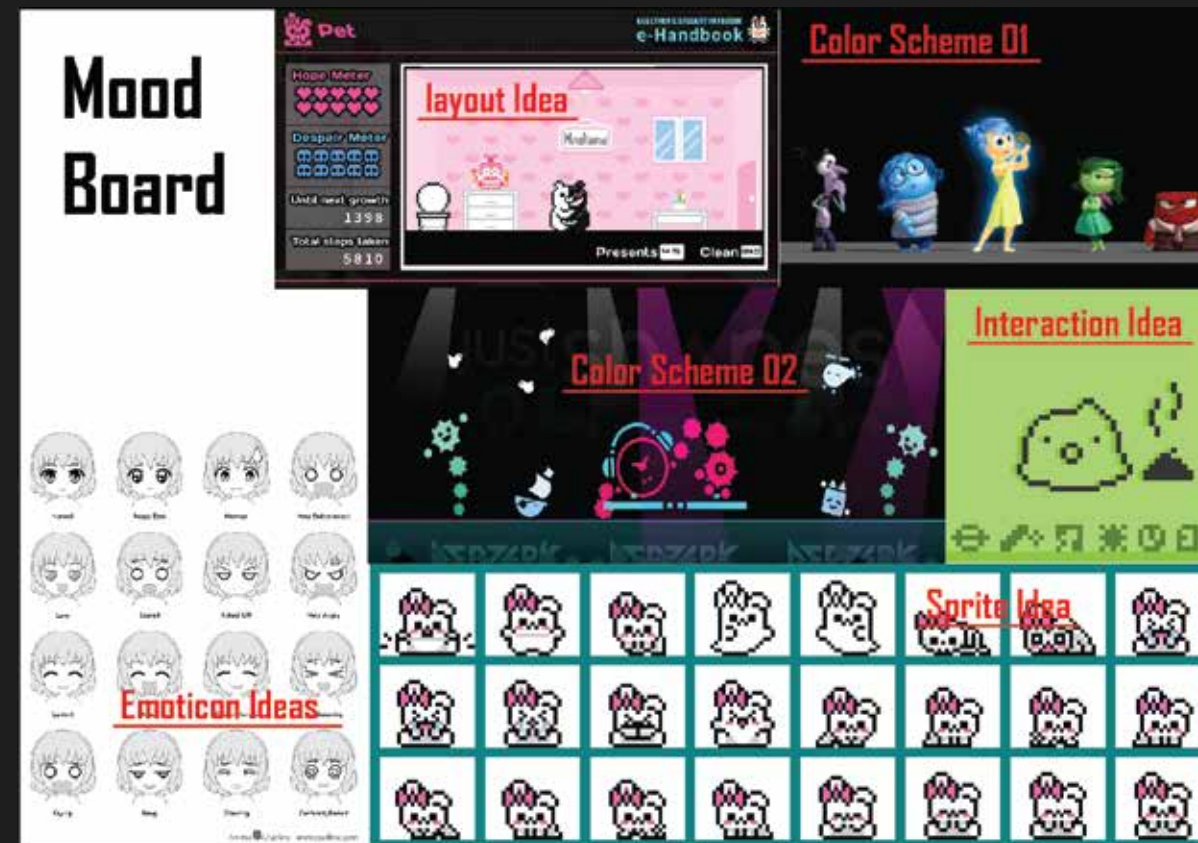
The way I demonstrated this idea in my work is by creating a simple life-form with the given emotions, Anger, Fear, Love, Surprise, Sadness and Joy. **When left alone the the Pleebian (name of the lifeform) will continue in a natural state, pacing back and forth within it's room.** I've given the user the ability to spawn in objects in which the Pleebian will run to analyse the new change to his enviroment. **Depending on the item spawned the Pleebian will react differently**, for example if the 'Present' is spawned the Pleebian will run towards it and jump with JOY when it opens the gift.

This is the way I chose to show how when left alone in a room that doesn't change our **emotions stay dormant as there is nothing to react to**. But once a **external input is given into our empty room our emotion will change depending on what the object has to offer.**

Each of the states of emotions are defined in the same way, **the facial expression of the pleebian, the color of the room, the movement of the pleebian and the beat of the music**. For example for Joy the room is turned a bright yellow and confetti comes down as the pleebian jumps around to the the beat of the bouncing music. All if these features can be seen in all the different triggers of emotion.



Development Sketches



Final Development Sprites

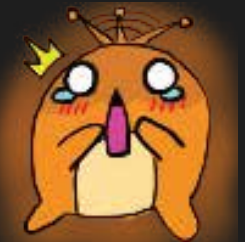
Netural:



Angry:



Surprised:



Sad:



Joy:



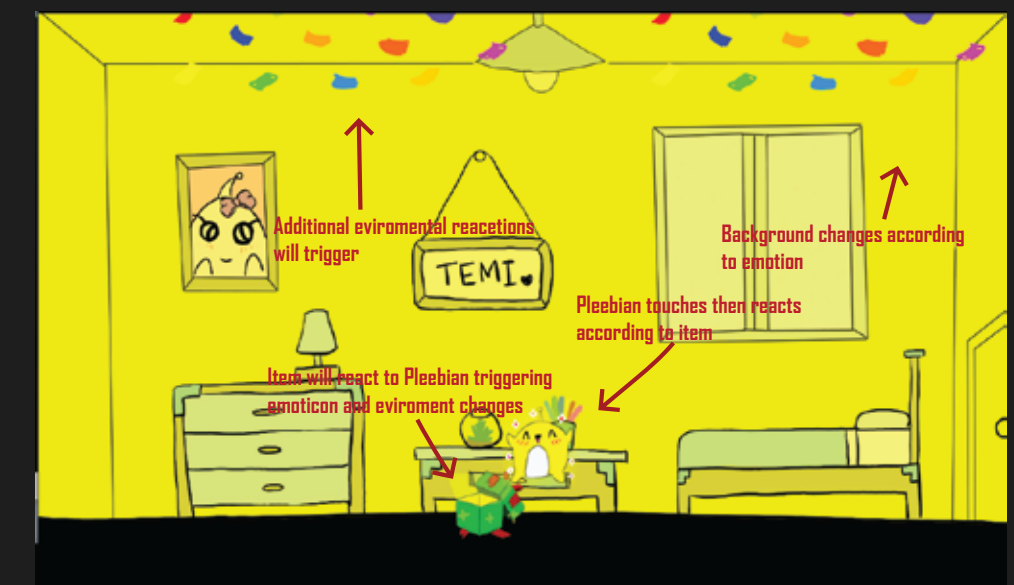
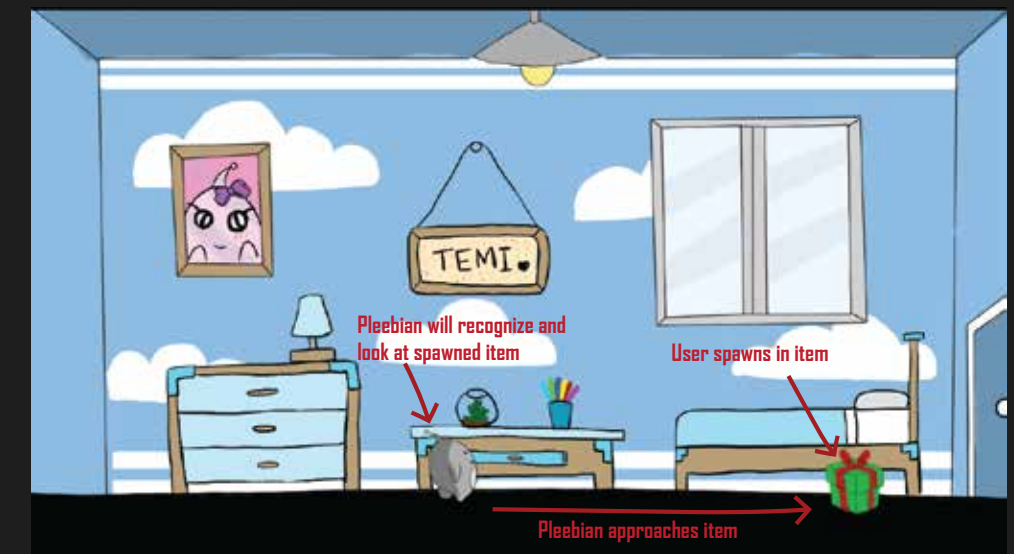
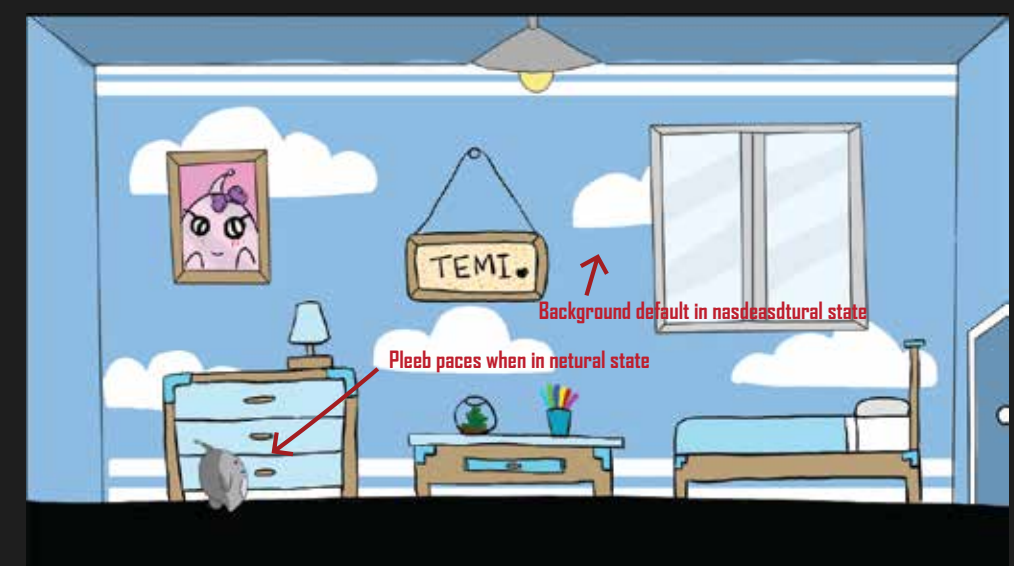
Fear:



Love:



How it works?



All Emotion Reactions

JOY



SURPRISE



FEAR



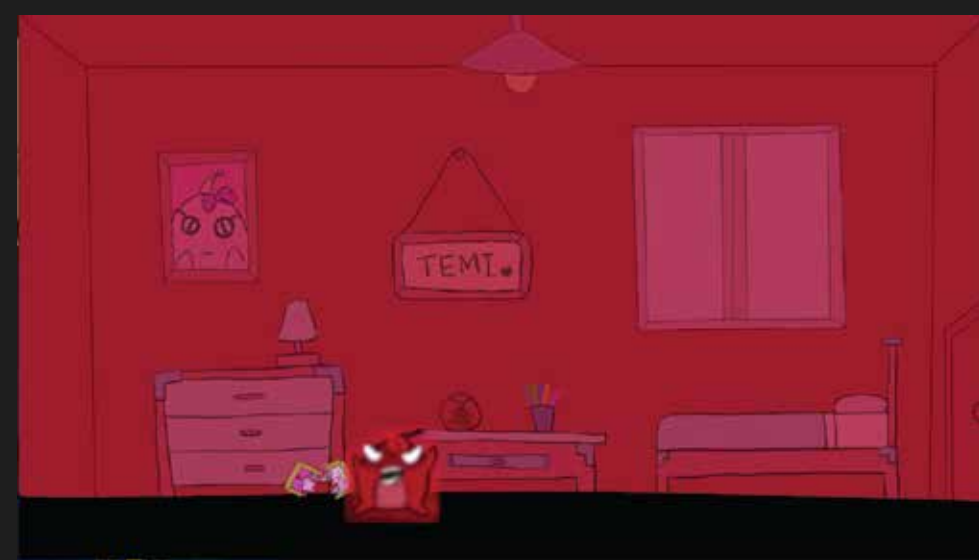
LOVE



SAD



ANGER



References

MUSIC

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Spawning Item - 3. Ruiz, J. (2017, July 08). Persona 5 Notification Tone. Retrieved from <https://www.youtube.com/watch?v=fvo9lr0Cn3M>

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CODE

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