

—  
Change

—  
Don't let them  
tell you

What to do

—  
All change is  
a miracle

Key Zhang

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## Synopsis

The name of this animation is called "CHANGE",an experimental animation,which originally came from a concept of "all changes is a miracle in life".The concept is actually based on my personal experience.I picked different period of his personal life,which there was important decisions made influenced the situation at the time.I symbolised those moment by some abstract elements,and made a combination with the geometric motion graphic.

## Credits

Director - Key Zhang  
Storyboarder - Key Zhang  
Animator - Key Zhang  
Editor - Key Zhang  
Sound composer - Key Zhang

## Animation Technique

Most of the scene was done in 3ds Max,include(modeling,animation,lighting,rendering),The cloth making was done in Marvelous Designer 5.5. All the sequences was composed in Nuke,and the geometric motion graphics was made in After Effect after composing in Nuke.Editing was done in Premiere and sound track was done in Pro tools.

## Inspiration

The main idea came from the ancient liberal arts of thinking skills after reading QUADRIVIUM.This book is an old favorite which introduces four classical liberal arts of Number,Geometry,Music and Cosmology.It is considered as a way of observing and exploring the nature of reality.In specific,the theory in this book considered all good and beautiful things and truths can be regarded as the four subjects meet.This theory impacted and drive me to think about the way I want to visualize the idea of my major project.It is very inspiring how it simplifies the complex nature into pure numbers and symbols.In addition,the illustration of geometry in this book is very beautiful,it also gives me a lot of ideas how I would like to visualize my idea.

## Motivation

As part of my Master degree, I do have some reason drive me to make this animation. I feel for most motion graphic designers, it is very frustrated that we growing own styles only limited by what the software can do. Only very few great artist can break through this limit. I suppose motion designers should make more application of these technology to depict a perception of how we feel the world rather than only for the technology itself. So I take this chance during my master degree with this inner feeling to create a project that can express myself.

## Technical Specifications

Year of Production: 2016  
Country of production: China/Australia  
Animation technique: 3D animation  
Original Format: HD, 1920 x 1080  
Screening format: 35mm 1:1.66, DigiBeta (PAL 4:3), DCP  
Colour: Black&White  
Duration: 1min18s  
Language: No Dialogue

## Contact

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## About Director

Key Zhang - Animator

I have been trained as a professional animator for 4 years. Originally, I was from a design background. I got my design Bachelor degree in China, which sort of impacted and developed my own style after I moved into motion graphic field. In my third year of university, I accidentally watched a CG video, which was made by Alex Raman, a Spanish CG artist. I was shocked at the moment when the first time I knew the video was all done in computer softwares. Then I started to take a lot of lessons about animation outside of university. That is how I started my animation career. I came to Sydney in 2013 after few years study and work in China. I am taking My master degree in University of Sydney. After all these years work and study experience, I feel a little bit frustrated by learning new software and technique all the time in order to keep up the trend as a CG artist. I believe CG artist should put more attention on delivering work with quality, style and a perception of how you look at the world.

## Still images from "CHANGE"





