

ELEMENT 1

RUILI WU

BA Animation

19022817

C O N T E N T S

PROPOSAL

WORKSHOPS

Rationale
Camerawork
Vignette abstraction
Digital Diaorama
Frankenstein Lives
Reinterpreted Composition
Points of Entelechy

SUMMER PROJECT

Idea 1
Idea 2
Idea 3

BIBLIOGRAPHY

LINKS

CAMERA WORKS

At the beginning I expected to learn how to use a camera, but due to the situation I was not able to use a camera, so I did not achieve so much in this workshop. Nevertheless, thanks to the introduction in the first class, I was able to learn many basic skills. I hope that in the future I can access the camera to do some tests.

VIGNETTE ABSTRACTION

This workshop guided me to develop my ideas and creating abstract compositions.

On the other hand, it was a nice experience to learn about After Effects deeply (for example, using the camera, making a parallax, etc)

DIGITAL DIAORAMA

This workshop was a great opportunity to learn about photogrammetry and 3D scanning and then import the objects surrounding it into a 3D model in Maya.

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FRANKENSTEIN LIVES

In Frankenstein lives I explore and create a character based on the settings of our character by answering the questions as a guide to the development for our outcome.

REINTERPRETED COMPOSITION

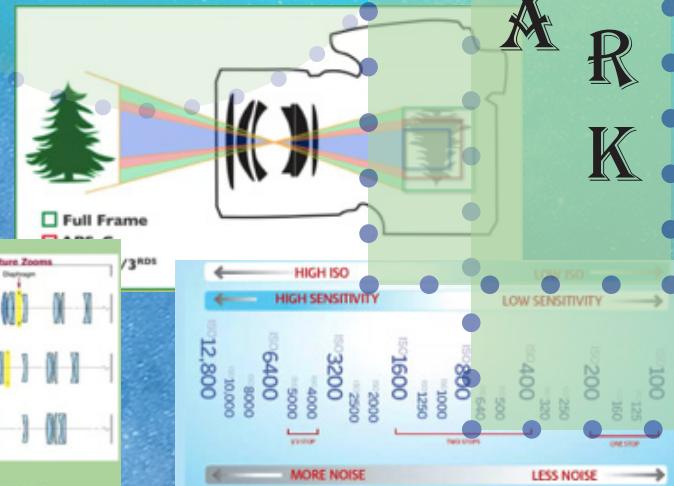
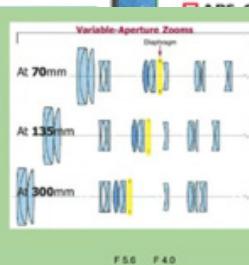
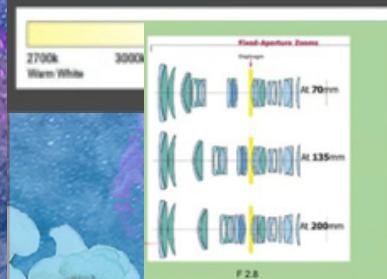
In this workshop I learned about characteristics of cinematic design and the reinterpretation of film frames or scripts in my point of view. Furthermore, it helped me to explore the different colour palettes and lightings that could portray various interpretations and feelings.

POINT OF ENTELECHY

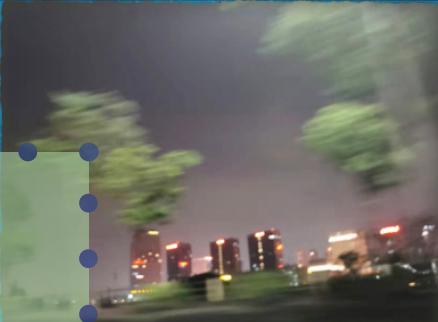
It was an enjoyable workshop to experiment with improvisation on paper and on 2D animation. On the other side, it was a great opportunity to move forward with 2D animation skills.

I learned many basic of using the camera by understanding the camera body (such as switch, battery, card, menu, modes, sensor, ISO, white balance, shutter speed, aperture, light metre) with its resolutions (standard definition, high definition, etc.).

C A M E R A W O R K



Slides from workshops presentation, illustrating about Kelvin Temperature, fixed vs variation of the aperture, ISO, lenses, etc.



I have taken several tests with my smartphone varying in the settings that it had, such as ISO, Kelvin temperature, sharpness, filters, etc. The photos themselves were depicted different atmosphere while I was changing values.



Bridgeman
Environment: - perception, multiple - escape - animals
Gaterbuilding: - confident in online life online
Hegelian: -
Identity: - determined by the situation environment
Power -
Communication: - difficulties due to the language
music - perceive different languages
Technology: - can no longer off that
language for example
Digital media: manipulating ideological information
Culture - art
Information: - mediation, for our needs
Animals: - humans
Intersection: - every document it has right to live
Representation: - life - it's always of their lives -
Racism: - hegemonic (example is about...)
Traditional: - we are not manipulating other individuals
it could be race and wherein groups
particular characteristic of each one
of us - we recognise it quickly, but
we're traditional
Power in one

Author or receiver:
narration, message, text, colour, shape, texture, dimension, mood, lighting, contrast, emotive qualities, motion, pace, speed
Editing: motion, pace, speed
Gaterbuilding:
a wall, block others -
reflects the process of gatebuilding
↳ identity of things outside
↳ block / red, creating various atmosphere

A girl from country A was playing around in a chat APP for chatting. This girl really want to practice a language B, which historically country B had left attracted bad impression for country A. Then one day, girl from A was chatting with people from B and A, practicing her second language. However, there were patriotics from country A that hear what the girl was talking and jumped out to swear her she was a traitor, it's a shame and bla bla bla. They start disfounding her personal information on the internet and more patriotics harass her until she stopped learning that language.

Then in Photoshop I selected different buildings and then in After Effect I queue them randomly to do a parallax. It ended up as a very rough abstract animation as it was my first time working on After Effect. I could not portray well my concept however it was a good chance to experiment and learn new skills on After Effect.

V I G N E T T R A C T I O N

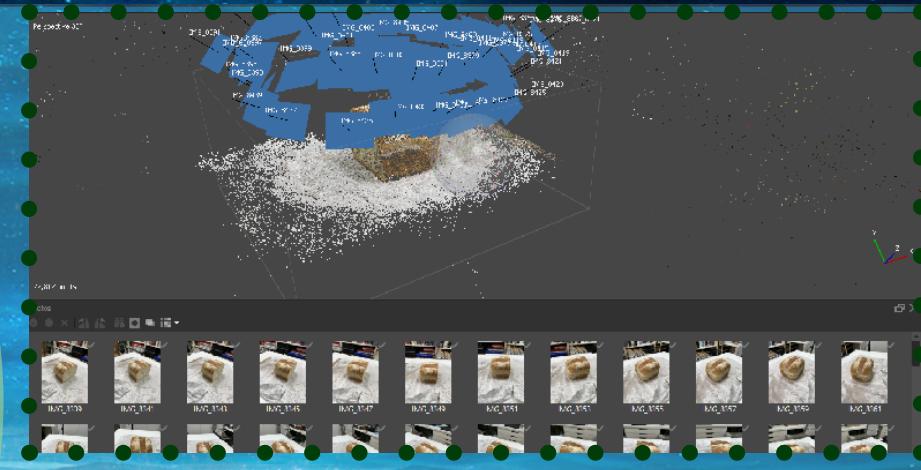
In this lesson, we start to collect ideas for our vignette. We wrote down 10 ideas and chose 5 of them for doing the research. After we complete our research (images, texts, videos, and sounds) we analysed it to develop our vignette (creating moodboard, comparing the references, observing the commonalities and relationships, narration, message, communication, colour, shape, texture, linewidth, dimension, mood, lighting, contrast, emotive, emotional qualities, editing, motion, pace, speed)

Finally, I opted for a concept that it is not from the ideas worked out in class and recollected several images for the outcome. The new narrative is about travelling through different world.

D I G I T A L D I A O R A M A

In this lesson we have an introduction about digital diorama, explaining how to scan live actions objects, insides, or outsides in 3D by using photogrammetry. However, the photos have to be taken in lots of angles to get exactly the model of the place or object. In the 3D scanning of an object, it can measure the length, width, and depth.

The software we are going to use is Agisoft Metashape (the version that I have is 1.6.6.), Maya and photoshop to develop our model.



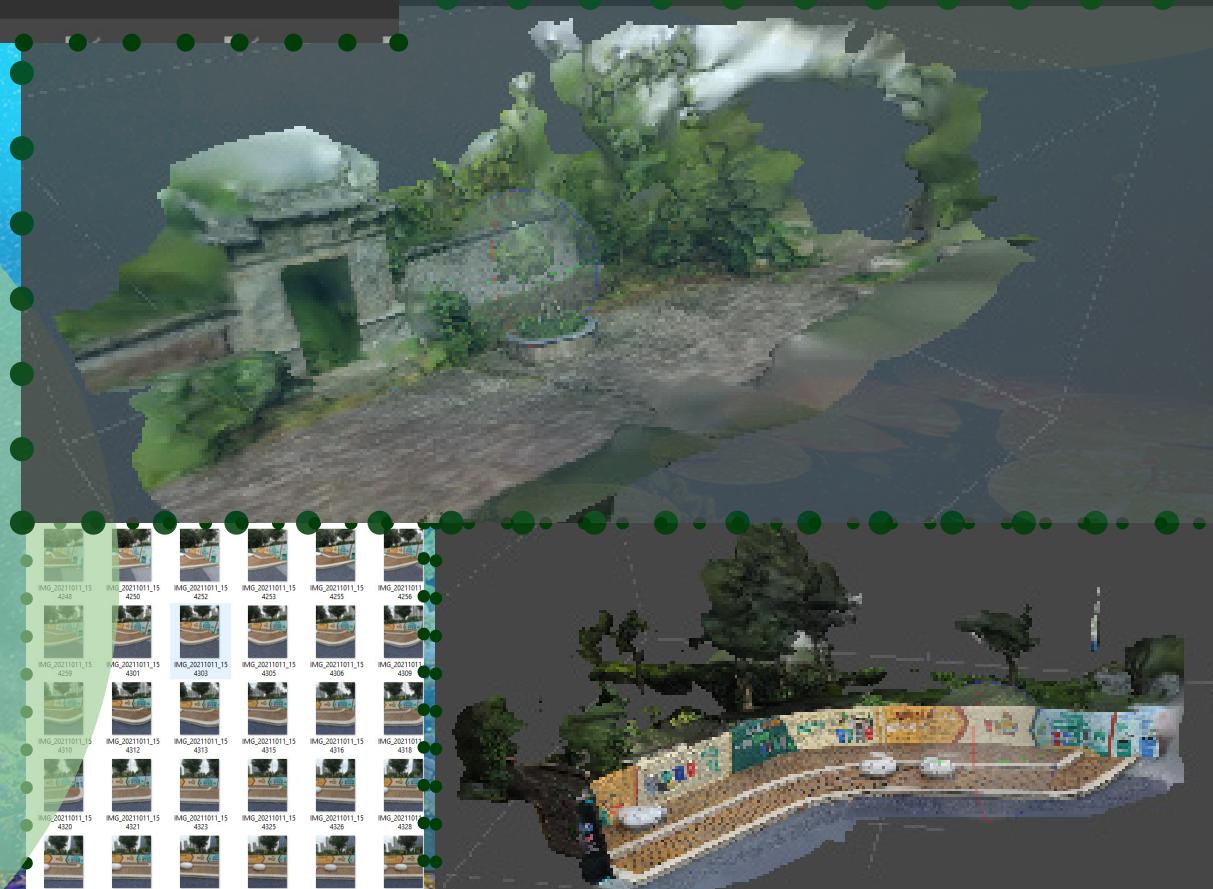
Then we started to work with Maya, bringing the scanned objects and turning them into an individual model.

Moreover, I scanned photos that were taken outside. On the first one, I tried to bring a tree into the software but after aligning the photos and adding the textures, it built the monuments of the back as well. On the second one, the it formed better than before, nevertheless, same with the tea can, it had weird concave texture around the edges.

It was an amusing experience to build models in 3D that are near and something you owned is imported in 3D.

Apart from the material uploaded on Moodle, I had taken photos and made the 3D scanning by myself.

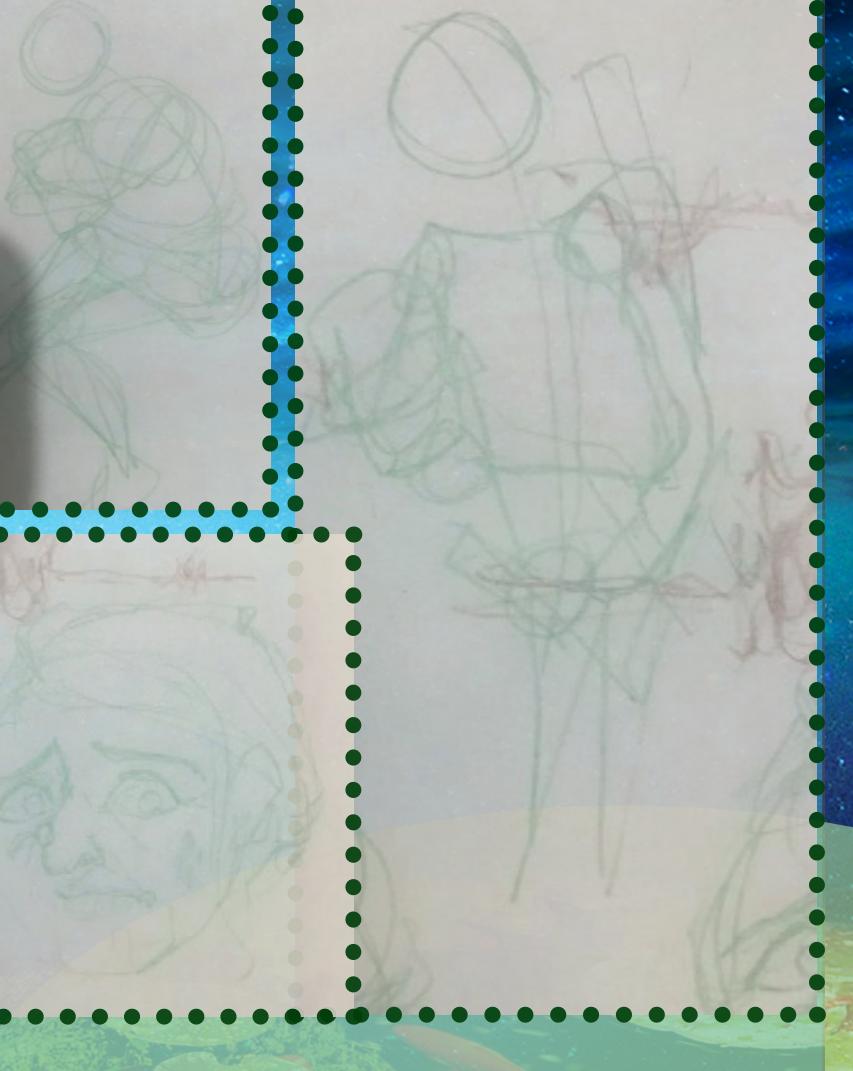
I had imported photos of different objects in Agisoft Metashape to do the 3D scanning but they ended up in amorphous shapes, the cylindrical tea can was a bit successful however the cover on the top did not appear on it and some sides had strange concave holes.



1. scared- cannot confront the problems, will sacrifice anyone in a change of rich, popularity or any advantage proposes
2. logic- don't believe anything that is fictional and don't want to risk
3. know what is dangerous, really know how to treasure himself
4. coward
5. really treasured, he is the most important in the world
6. just a coward,
7. he murdered his best friend for his own sake
8. live in a place where he doesn't have to do anything, not caring about principal necessities (food, water, clothes) and amusements (TV, games).
9. he was not able to complete his wishes
10. try to help others and emphasize others situation

- 1. What is their ethical perspective?
- 2. Are they dominated by emotion or logic?
- 3. What is their greatest strength? (what helps them face conflict)
- 4. What is their flaw?
- 5. How do they see themselves?
- 6. How are they seen by others?
- 7. What is their biggest secret?
- 8. What is their goal? What do they want?
- 9. How far will they go to get what they want?
- 10. What do they need to learn?

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I have done several sketches to create my character, thinking about the poses and the expressions that could highlight the protagonist.

In week 2 we worked on the animation of the character, planning about what kind of movements could represent the character created.

The scene that I came out is about the character killed accidentally his friend and he is panicking while his friend is bleeding, thus I animated the hands shaking as he was scared of what he done and the blood flowing out from the wound.

That way it will highlight one important character's event and his cowardice personality, however I missed to add some items around to understand the reason of the accident, maybe some jewels and coins to illustrated that our protagonist tried to protect his treasure then injured the victim.



Draft (Background story)

Yuebin is a coward person who really loves money, he has a proper job but the after-work he pretends to be a beggar wanting to become rich without so much effort. One day, his best friend Benjamin finds out his lies and tried to convince him to stop what he was doing but nothing changes. Thus, Benjamin threatens him that he will report his actions to the police, Yuebin was truly scared at that moment, then he killed Benjamin with an ax without overthinking. After the murder, he started panicking and regretting what he had done, he thought that was too annoying to handle the problems so he decide to hide the corpse. Several days after, Benjamin's family call the police and caught Yuebin as a scammer and murderer.



<https://vimeo.com/647301412>

R E I N T E R P R E P O S I T E D I O N



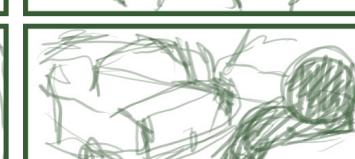
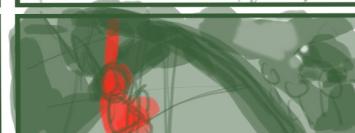
Grouping- lots of elements in the space, people in the foreground, and the buildings around

The focal area- the spider-man figure on the left side of the image due to the lighting and the coloring of the suit which is different from the black-white monochrome around. plus, the red diagonal line lighting lets you focus the picture diagonally.

Balance- the perspective taken seems the people forming a triangle between them. the poses, the angles, the lighting of the building at the back make the picture organised

Rhythm- people fighting, it is really clear who is defeated or who is stronger due to the diverse dynamic poses.

In this lesson, I learned the characteristic that the cinematic design has which are grouping, focal area, rhythm, and balance. Then we search images from Artstation and analyse the principles that could have in the image chosen. After that, we watch an animation and opt for two shots to observe a keyframe in a different perspective so that I did ten thumbnails for each shot selected.



In the first frame selected, I chose the tenth drawing from the thumbnails. Our characters are in the foreground having the camera angle focusing from their head to the surface with people and cars under them.



For this frame I opted for the perspective from front to back having the perspective in the first line of the traffic jam when in the original one was shot from the back seat of a police car.



- 1-3—> zoom in to the guard who is sleeping
- 4-8—> change perspective which is the other side of the door, and film the person who is going down the stairs
- 9-10—> opening the door
- 11-12—> the guard wakes up with the angle from behind the invader (able to include the character in a dynamic way)
- 13-> close-up to the guard's face to watch the reaction
- 14—> change to focus the invader from the guard's perspective
- 15-16—> preparing to fight, zoom out to include the two characters movements

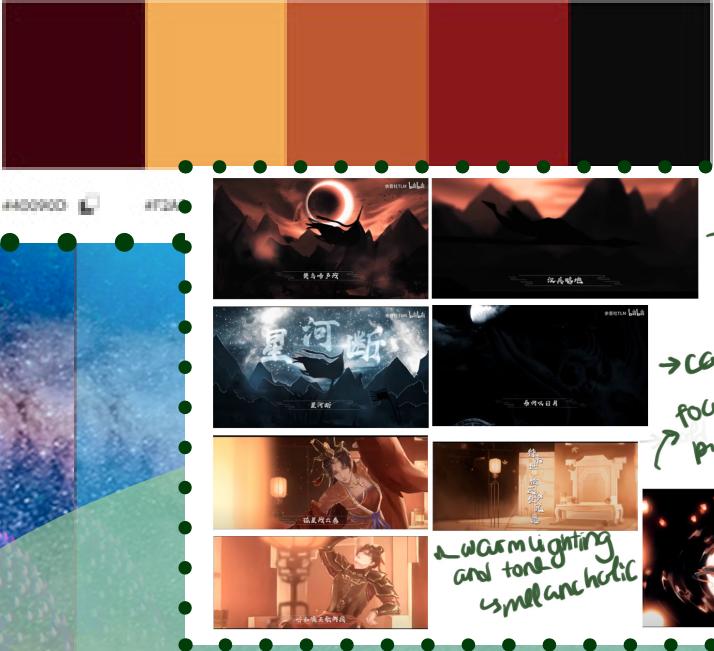
In week 2 we move onto the storyboard, discussing about it frames composition, the angles of the camera and the movement in the sequence frame by frame. Then, basing on the script uploaded in Moodle, I selected short part of it and created and storyboard interpreting the chosen narration.

Esmeralda runs down the hill to the river, keeping under cover. She wades into the water, then dives under. She comes back up with the unconscious Phoebus. She pulls him out of the water as we dissolve to a long shot of Paris burning. Frollo is approached by a guard.



In the six frames, I opted for the last three frames due to the fact that portrait clearly and the angles fit into the scene.





Then I tried to add different lightings and tone to my week 2 task which I decided to set it between red and orange to focus on the lighting of the flames meaning the disaster after the fighting.

Reinterpreted composition helped me to observe the scenes cinematically from simple frames to a storyboard and to the mood depending on tone and colour.

In the last lesson, I analyse the importance of the palette colour illustrates the different feelings and styles for the film. For this exercise, I brought up an image to observe the colour palette in adobe.color website.

Furthermore, I screenshot a bunch of frames from a music video called A Sword Dance to Console Da Wang where the illustrations are illustrated by the artist Ye Rong which it changing between red and blue with several black shapes and background. Those combinations depict sadness for the cold tone, melancholic by the warm orange (orange sometimes reminds autumn and autumn I usually link it with melancholic) and the ruins in dark shapes showing defeat plus chaos developed the whole video clip with a sorrowful atmosphere.



In point of entelechy, it was an enjoyable workshop to experiment with improvisation on paper and on 2D animation. On the other side, it was a great opportunity to move forward with 2D animation skills.

In this lesson, we made two drawings in charcoal improvised by listening to a couple of audios where you draw anything you come up with the noises that it sounded.

Exercise 1

Exercise 2

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In the next two lessons, I developed with two different animations having a loop movement. In the first animation it looked really fast and when I checked it, I realized that it was 29 frames per second thus I changed it in the next loop animation thus it seemed more calmly and slow.

Animation 1 <https://vimeo.com/647301412>

Animation 2 <https://vimeo.com/647301412>

S U M M E R P R O J E C T

Amount of people are acting everywhere whenever they are interacting with people. We have a lot of identities in a different situation, for example, acting as a good worker, good family, good student, etc. Even there are specific wearing depending on them. Where is our true identity? On the internet maybe? On the internet, we express our true opinion, commenting on what we think about a publication or our daily routine.

IDEA 1

Our protagonist is doing her makeup at the eye shadowing stage, and its eyeshadow's mirror reflected the character working as a teacher, house acting like a daughter, etc. Highlighting that we have a lot of faces and doubting which one describe ourselves.

LINK: <https://vimeo.com/618840641> (from 40 to 58 secs)
password: 1234

For this idea I would film it in live action in separated scenes and then join them with VFX, some abstract aspects in 2D animation to depict another range of roles.

IDEA 1

There is a couple of characters living in different worlds. They don't know each other but they can manipulate and interact with objects of their counterparts' worlds.

The main inspiration for this idea is the film *Your Name* and a short video Tik Tok done by Ou Wen Hao (Tik Tok: <https://v.douyin.com/RC12Xpt/>).

The first one is about a couple where their minds transfer between them, so inside and outside are not the same person.

Then the second one is another couple of people but one is a ghost and the other is a person, so when the ghost touch and manipulate some artifacts around the person it will be reflected on the person's view but without the ghost, then it seems that the objects are moving by their own.

For this draft I would film it in live action and then add some visual effects.



Ou Wen Hao (Tik Tok: <https://v.douyin.com/RC12Xpt/>).

LINK: <https://vimeo.com/618840641>
(from 0 to 20 secs)

password: 1234

IDEA 2

There is a Country A that admires culture from outside. As it was going deeply into the outside world, it starts to belittle its culture, it did not understand why people love the culture from it. As long as this country focus on other countries, its traditions and custom are vanishing until turn into a copy of the culture that this country admired.

Years after, this Country A starts to get tired of its actual culture, so starts to explore and found a country that its culture was from the Country A, as long as it was watching its traditions, it realized that its culture is beautiful as well and it did not enjoy about it because it does not even try to meet those customs as it was too often and daily, not original.

Some people ignore the monuments near to them but the monuments that are placed far away result in different and beautiful. Then as long as they explore other culture, they might confirm that foreign is better than their places. Nonetheless when they study about their architecture, traditions and customs by understanding the history and meaning behind, they noticed that their roots are wonderful as well (In my case, monuments near to me are Giralda, Torre del Oro, Setas. And important tradition at here maybe La Sevillana, Andaluz, etc.).

I would film it in live action and then adding it 3D or 2D animation or VFX

LINK: <https://vimeo.com/618840641> (from 20 to 40 secs)
password: 1234



I had a rough idea about doing some filming underwater. Maybe a stop motion underwater then edits it by adding 3D animations and visual effects like the video clip that Guo Ji Yong created, named *Kun* (鲲, link: <https://v.douyin.com/RC5qn7Q/>) on his Tik Tok account.

In that film, the dancer is dancing underwater while the music is playing. The settings and the music come from the Chinese animated film called *Big Fish & Begonia* (大鱼海棠, link: <https://www.youtube.com/watch?v=f4oLf8-CR1o>). The dancer's dancing and swimming skills, the director, the filming under the water, the effects, the place settings, and the way that they turn 2D into reality-style were impressive.

It was incredible watching how the creators mix the Chinese elements with entertaining dancing and relaxing music.

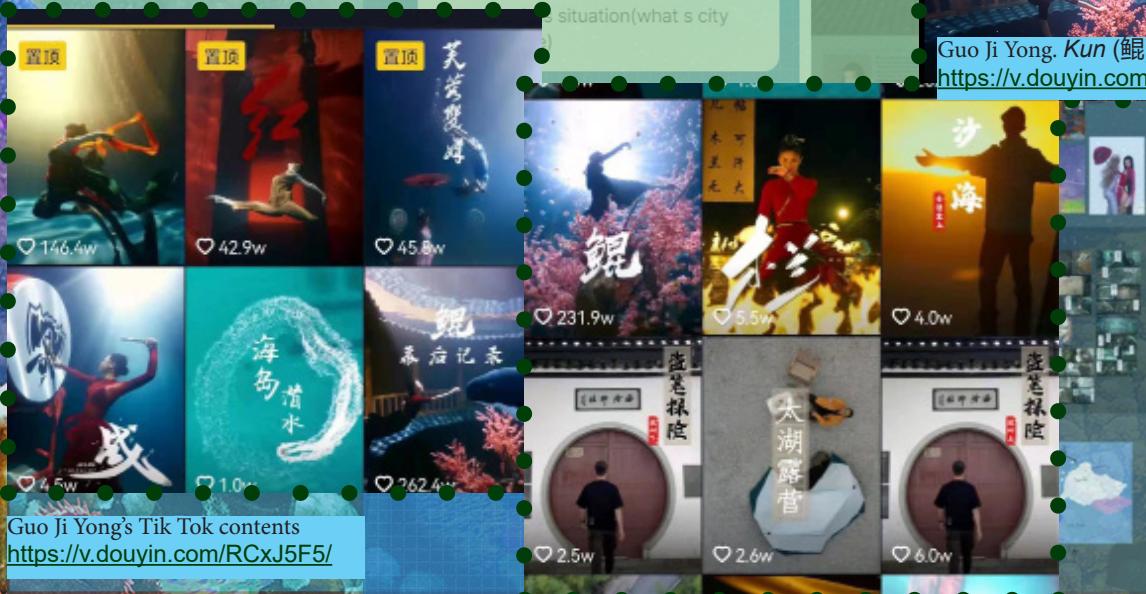
JINGYUAN

MFP(short film) scene design

1. (fiction) thousands years on (earth environment)-refer three body

Yunli Zha

the situation(what's city)



Sophia Leung

I am not in any group yet for my FMP, but I would like to join other groups from the bulletin board helping them on adding visual effects or any other editing in their outcome.

Groups:

- Bailey: Poss out of course collaborator MA/ film production.
- Caitlin: Looking for collaborators in similar 3D
- Zizi: Film
- Emilio: Cinematographer, will do 3D himself.
- Yunli: Animation arts students and
- Jingyuan: Film
- Emilio: screenwriters, sound arts.
- Sophia: Animation arts, Miguel and Vas
- Daniel: Samantha: Ruili:

Themes I'm looking at:
Interconnectedness of everything

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Krunal Maniar

PDF

MP_Krunal_Idea02_05

Genre - Science fiction Drama.

Visual Interest - Live action animation and matte painting

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Kiminona.com. 2021. 映画『君の名は。』公式サイト. [online] Available at: <<http://www.kiminona.com/>>

Weibo.com. 2021. Sina Visitor System. [online] Available at: <https://weibo.com/dayuhaitang?is_all=1>

V.douyin.com. 2021. [online] Available at: <<https://v.douyin.com/RC5qn7Q/>>

V.douyin.com. 2021. [online] Available at: <<https://v.douyin.com/RC12Xpt/>>

SUMMER PROJECT

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WORKSHOPS :

Vignette abstraction, Frankenstein lives, Points of entelechy

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password: 1234

BLOG

<https://bavfxruiliwu.myblog.arts.ac.uk/2021/11/18/element-1/>