

MOTION GRAPHIC

TEAM NAME: TRY-ANGLES
DEV PAREEK (ARCHITECTURE)
DHRITI VIRMANI (ARCHITECTURE)
VANSHIKA SINGH (ARCHITECTURE)



CONCEPT

The theme as given in the problem statement is about an astronaut floating in space. We tried to elevate it a step up and tried involving the concept of story-telling through a motion graphic/ gif.

at first we see a bunch of eyes looking at the boy, making him feel gloomy. He is tired of being judged and wants an escape route to his own little world. Later the graphic transitions through a distorted glitch signifying the turmoil in his mind, to his own space, where he is free to be himself.

COLOUR PALETTE, FONTS & ART



Helvetica Bold



The artstyle is inspired from a video game called ‘omori’. We wanted to convey the different moods and achieved that through the contrast between red and blue, also the animation is intentionally kept kind of choppy instead of smooth because we wanted to display a sense of creativity and childish innocence of the boy.