

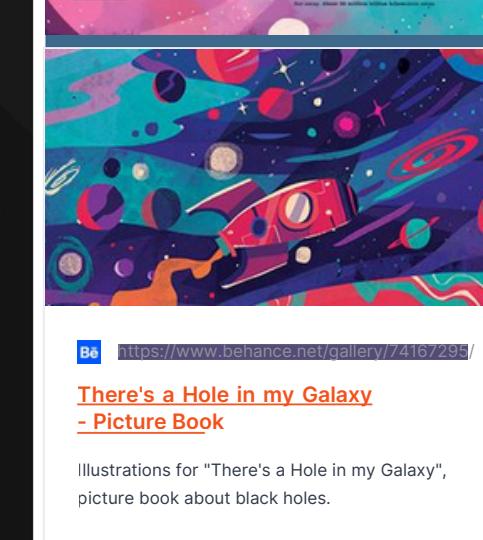
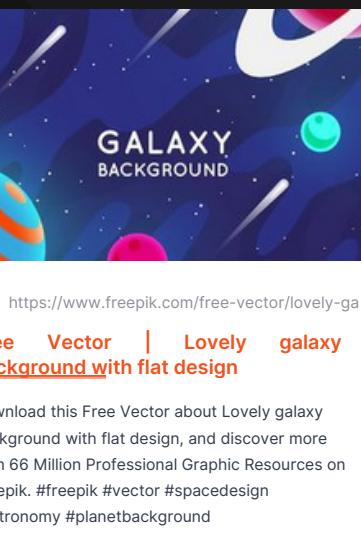
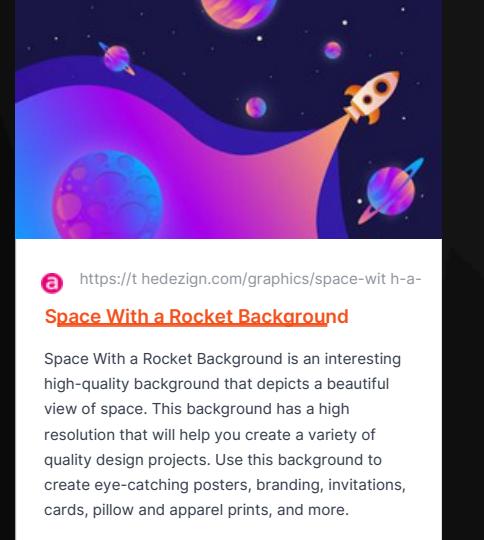
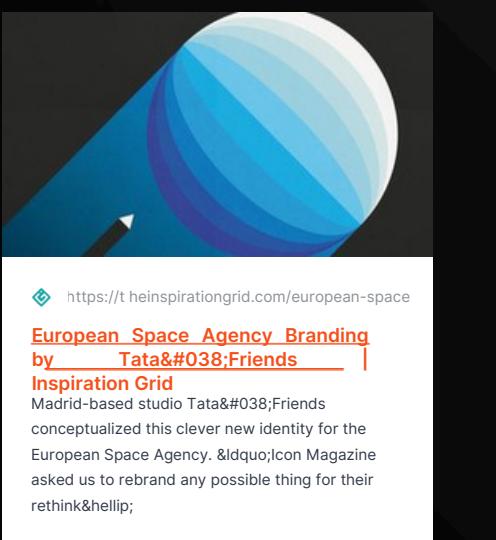
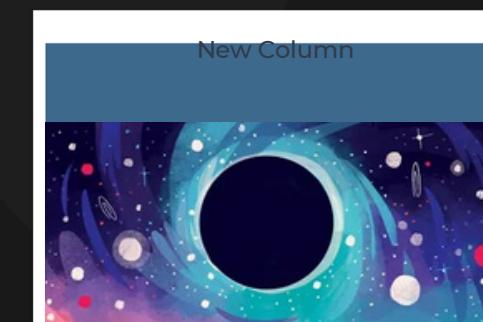
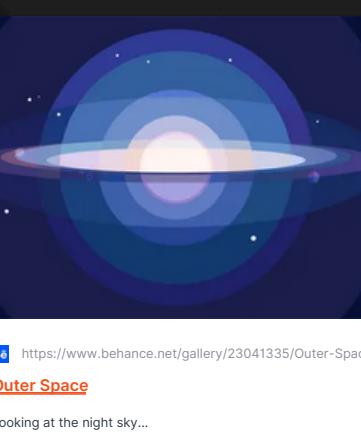
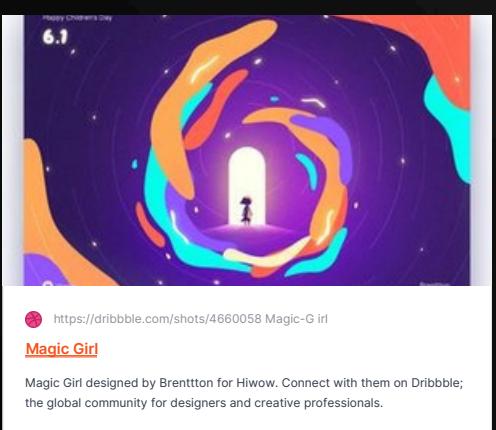
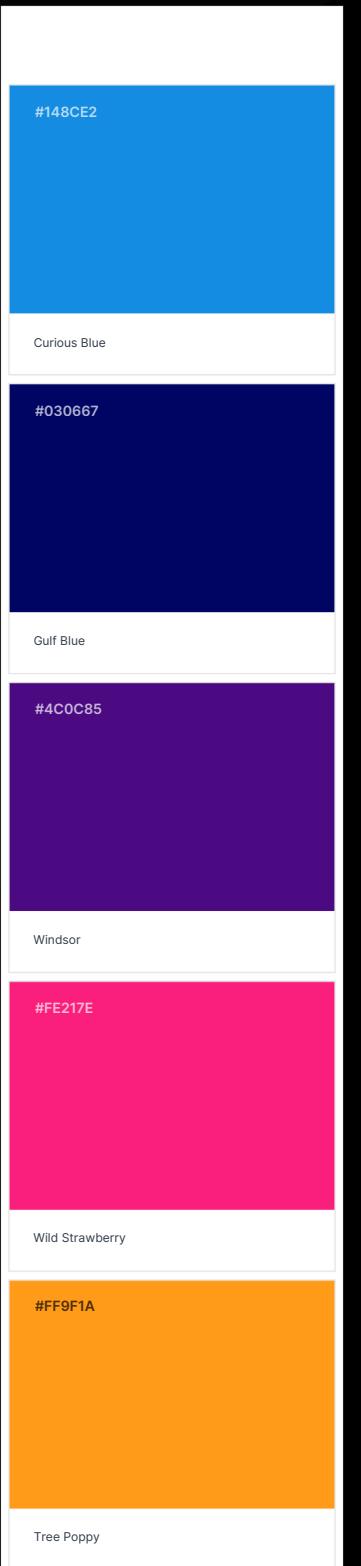
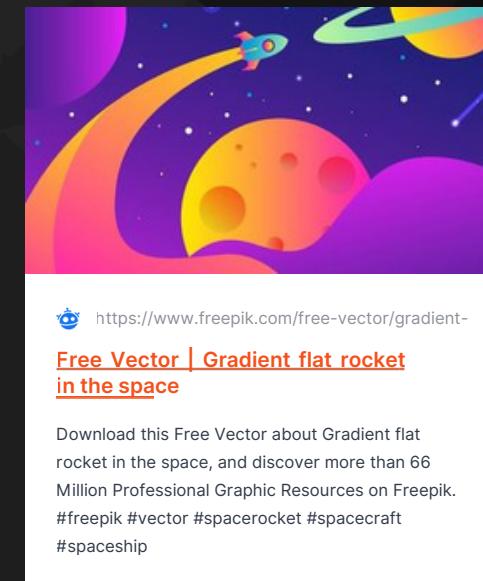
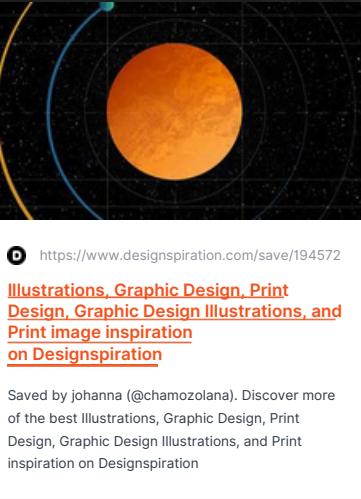
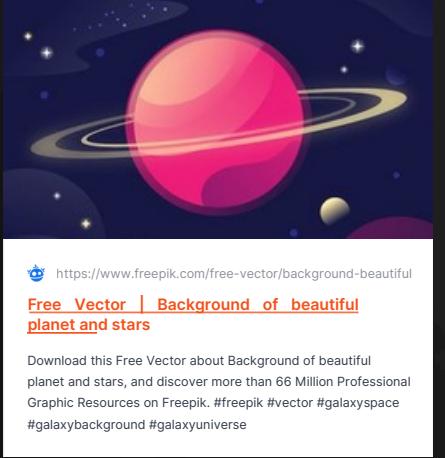
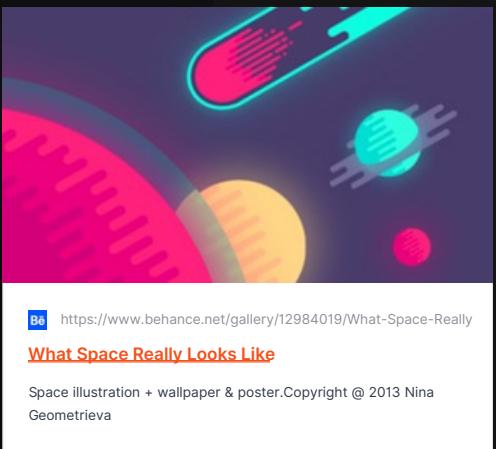
ANIMATING TO SOUND

— MOTION DESIGN FOR NGV

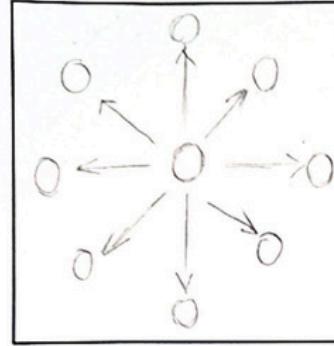
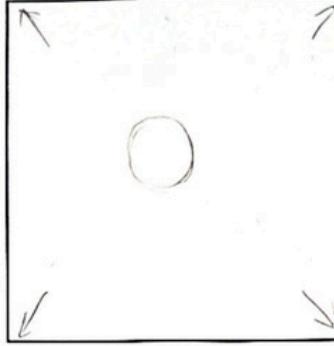
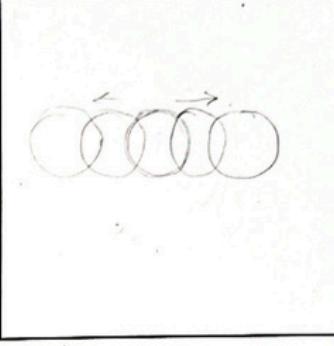
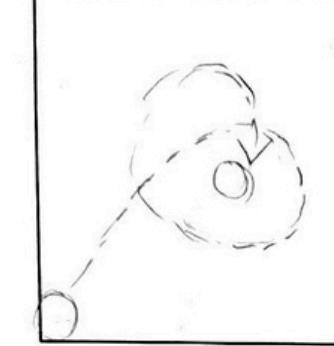
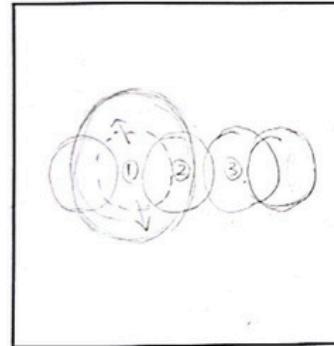
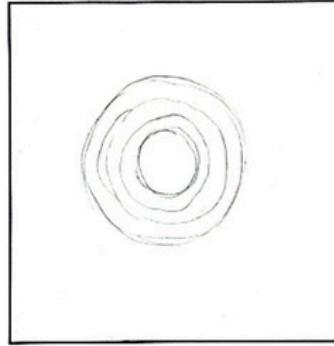
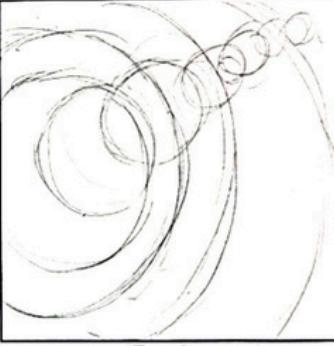
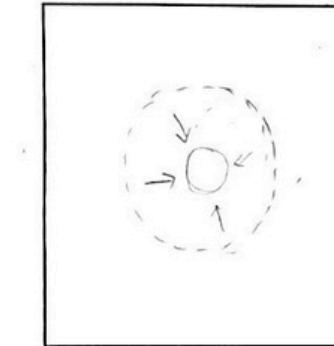
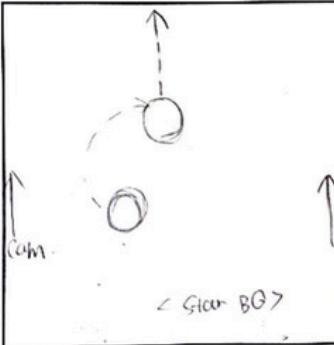
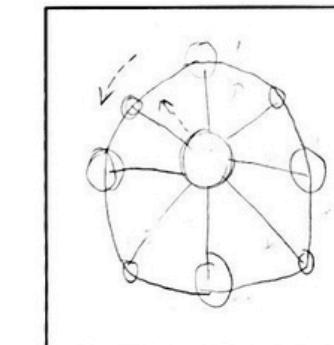
CHILDREN'S GALLERY

A motion design project created in response to the brief “Animating to Sound” for the National Gallery of Victoria’s Children’s Gallery. The challenge was to design a 40–70 second looped animation of original graphics, synchronized with sound, that would be projected onto a 4x4m interactive dance floor.

MOODBOARD



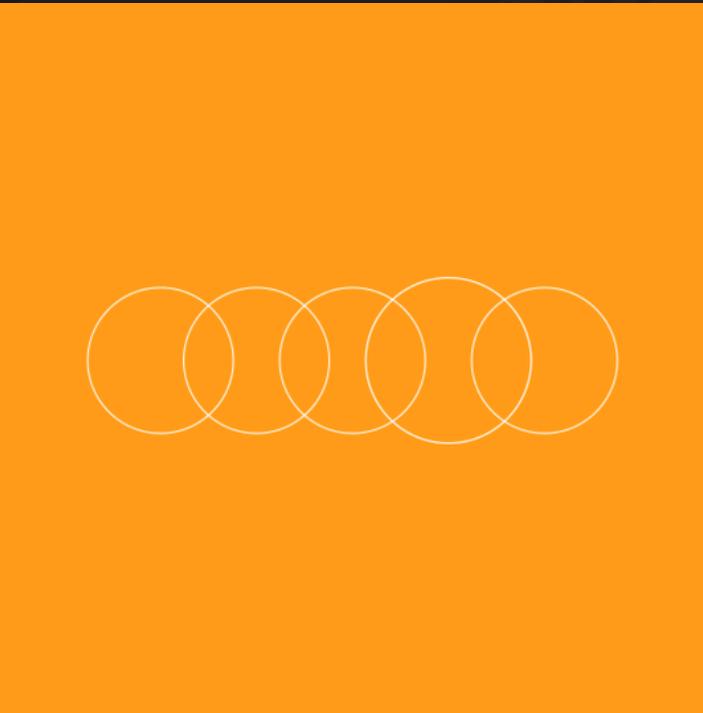
STORYBOARD

Project Title: _____	Date: _____	Project Title: _____	Date: _____
Director: _____	Page: ____ of ____	Director: _____	Page: ____ of ____
			
<S> the circle in the center spreads out with two different speed.	circle expands to entire screen	circle copy move to the left and right	ball moves to the center
			
circle 1, 2, 3 change their size sequentially. <1s>	bigger and bigger circles appear following the rhythm of music.	<2s> finish	Ball Effects
			
circle appears from the top right and grows larger to cover the screen	another pair of circles goes from left bottom	circle moves up like a rocket	all eight little balls converge into the big ball in the middle.
			No ball's shaking and lines surround with different shapes.

STYLE FRAMES

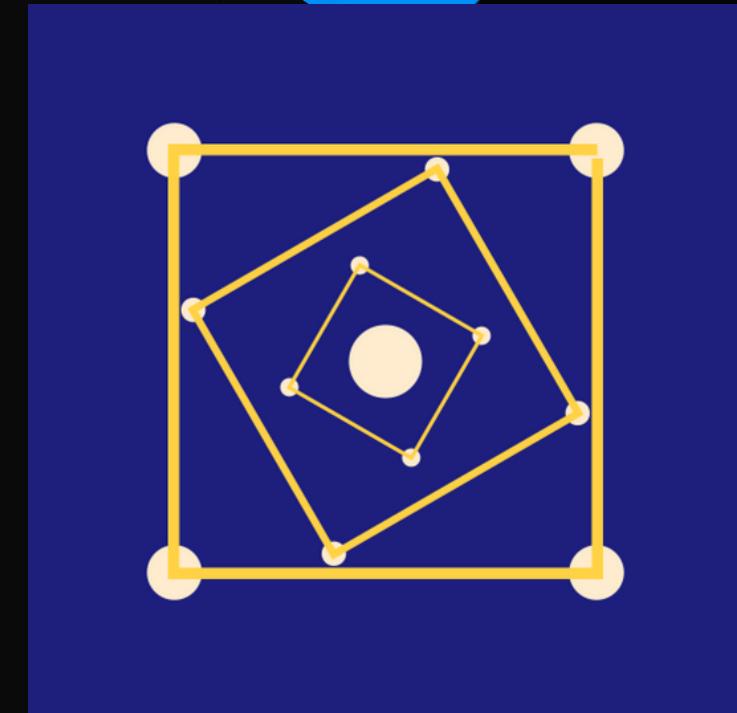
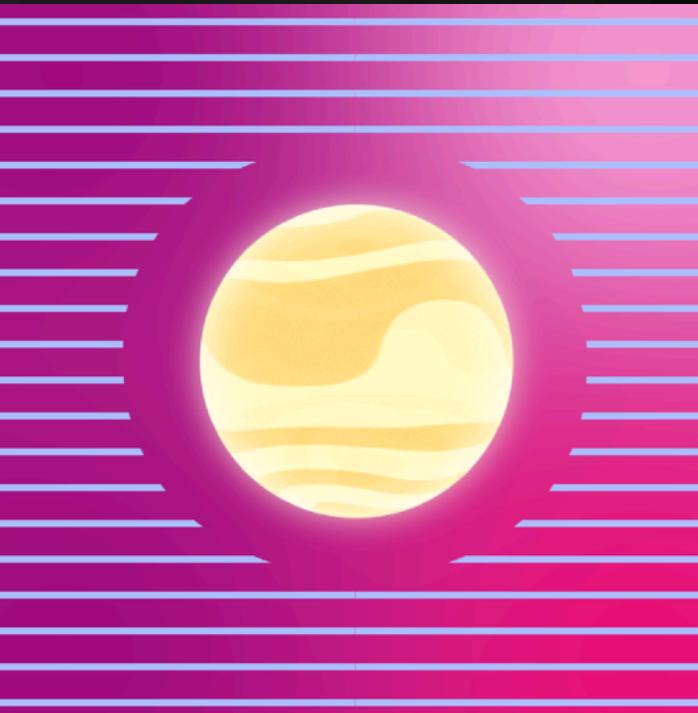
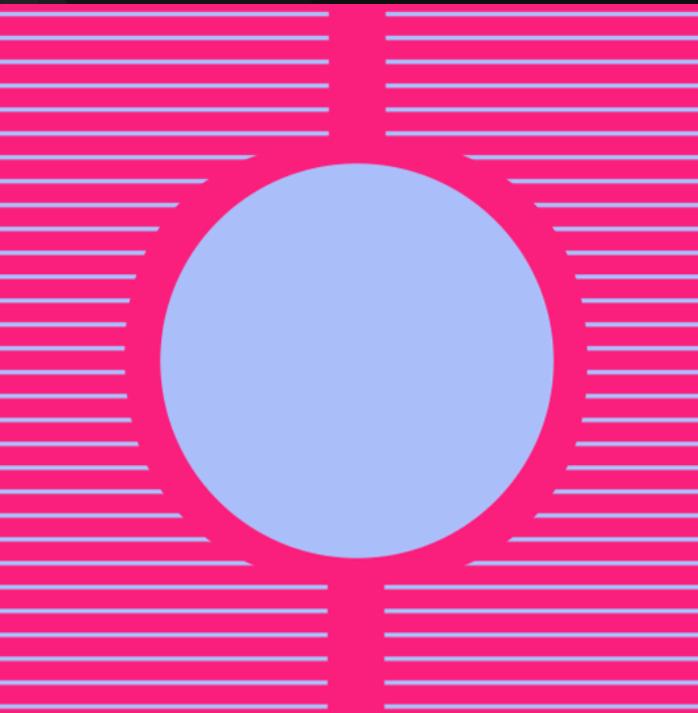
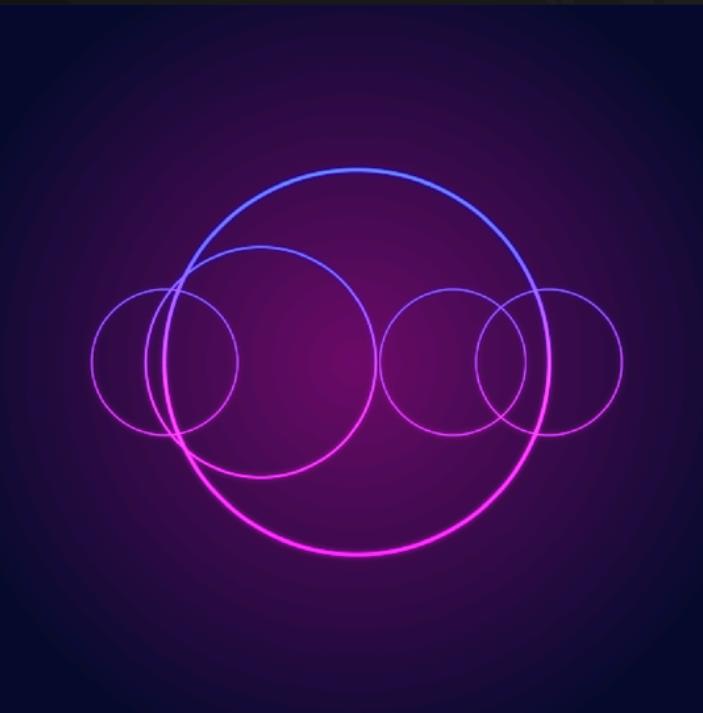
A

Simplify &
Solid Color



B

Texture &
Gradient
Color





PRINCIPLES OF MOTION DESIGN

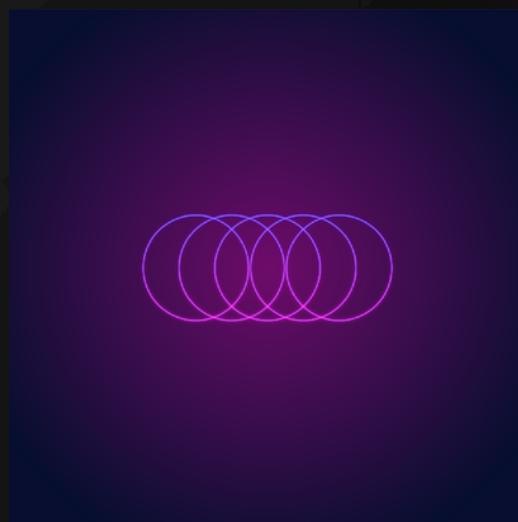
Anticipation

When I was animating the acceleration of the ball moving forward, I applied the anticipation principle of motion design. Before the ball sped up, I made a movement in the opposite direction.



Slow In & Slow Out

In most cases, I frequently apply the Slow In & Slow Out design principle to my work. Besides matching the animation of the objects to the background music, it also makes the movement of the objects more natural.



Secondary and Layered Animation

I used the principles of Secondary and Layered Animation in my project. I adjusted the timing and direction of the balls' movement to different degrees, trying to create more complex and natural movements, and making the animation more interesting.

