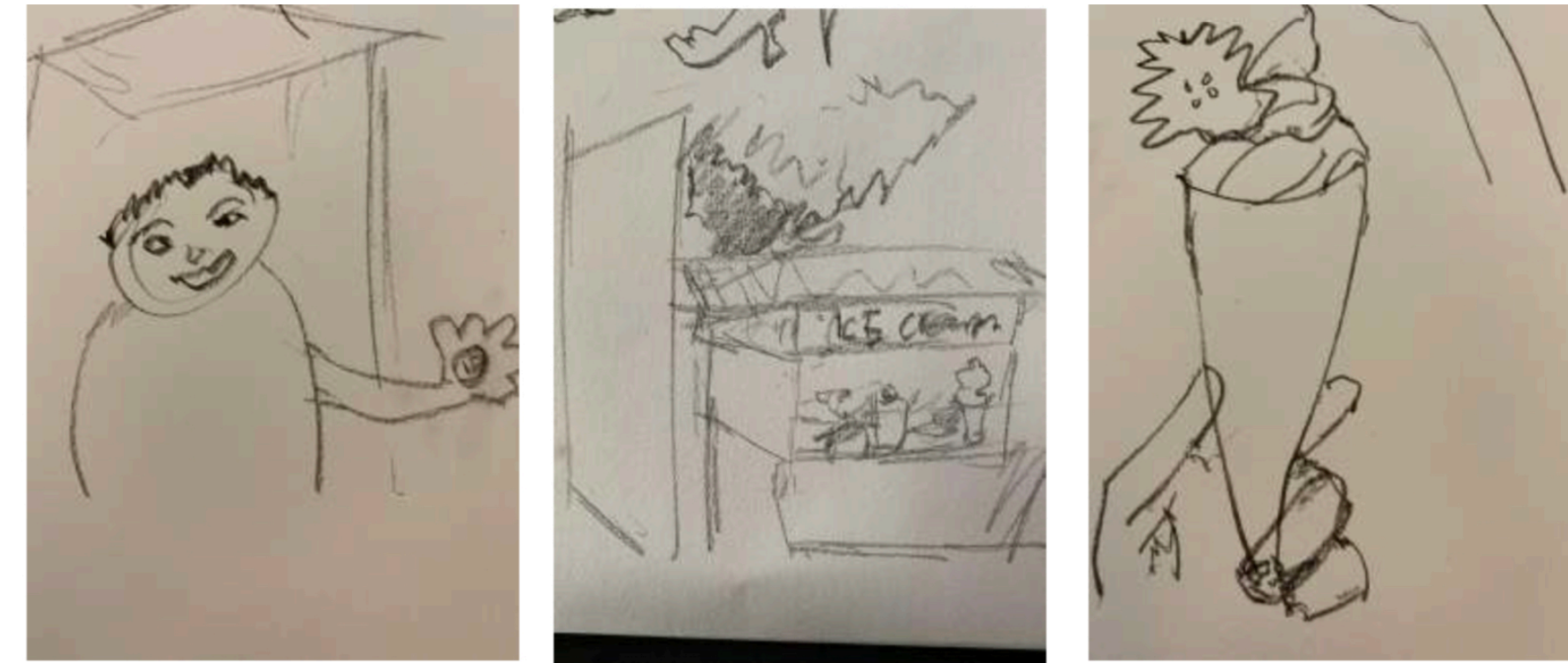
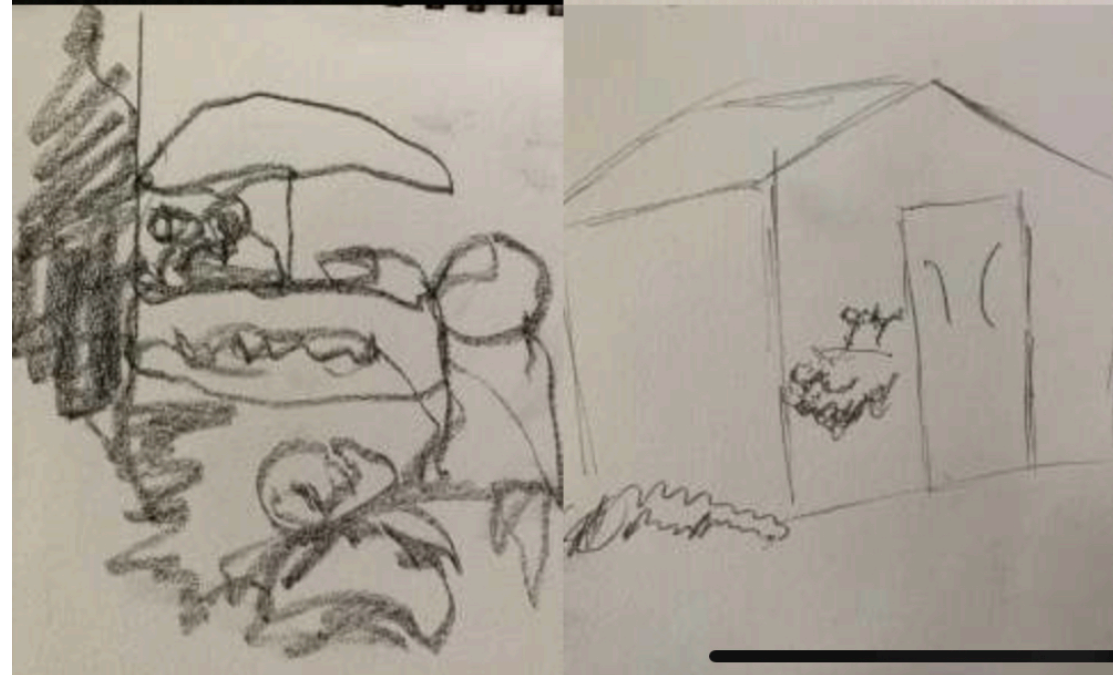
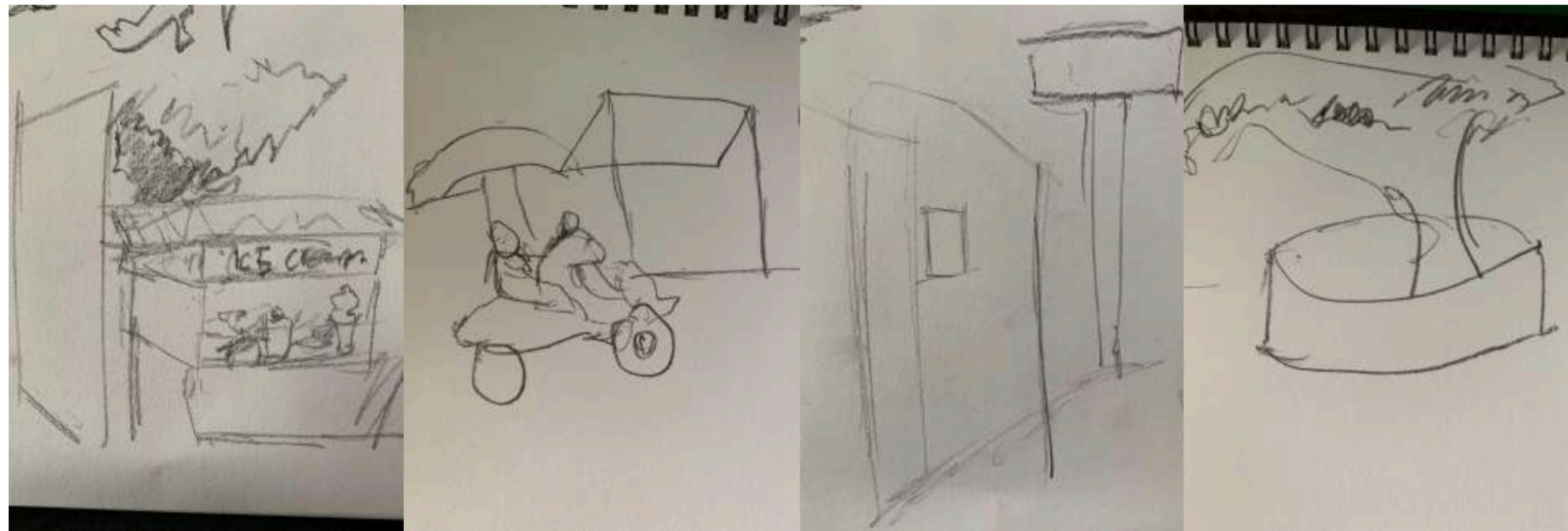


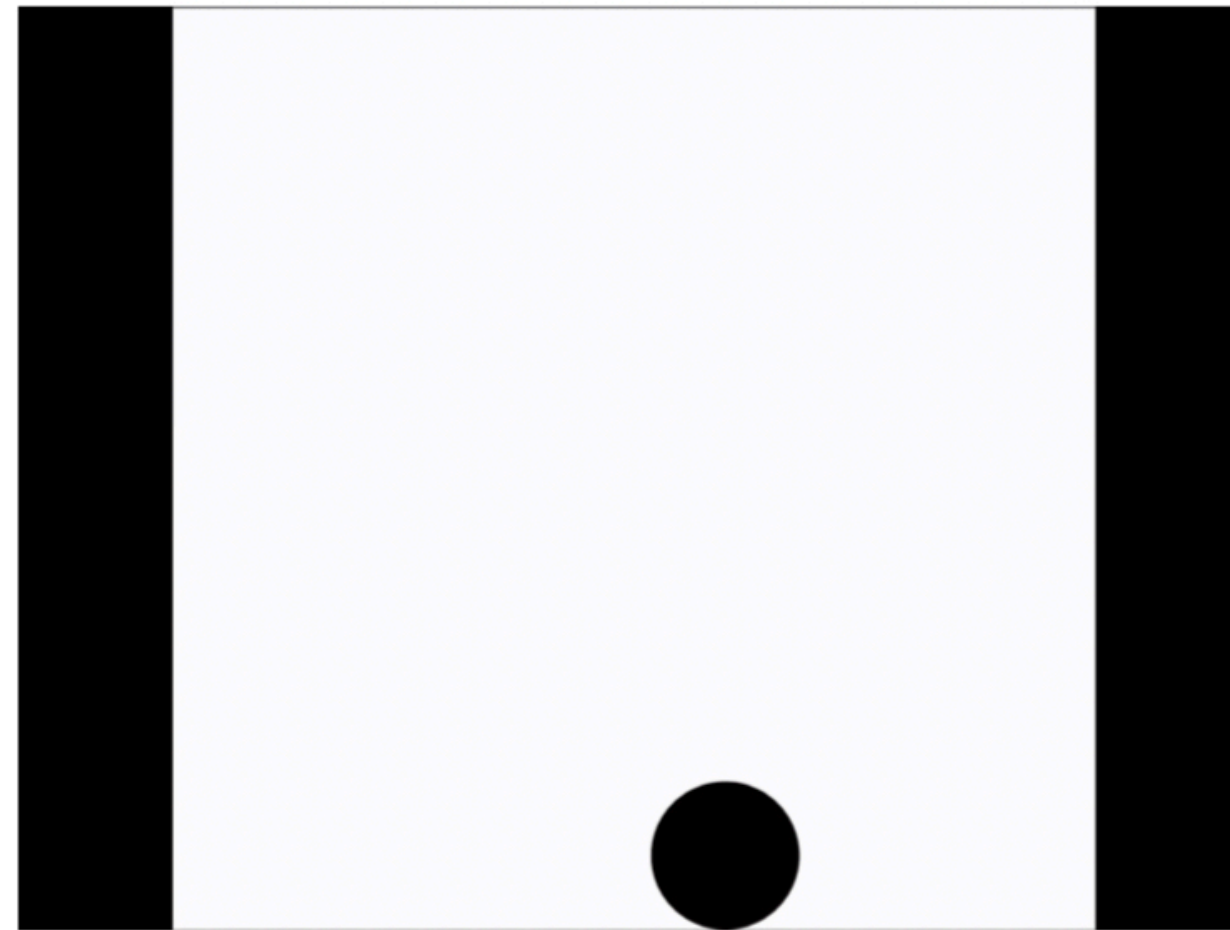
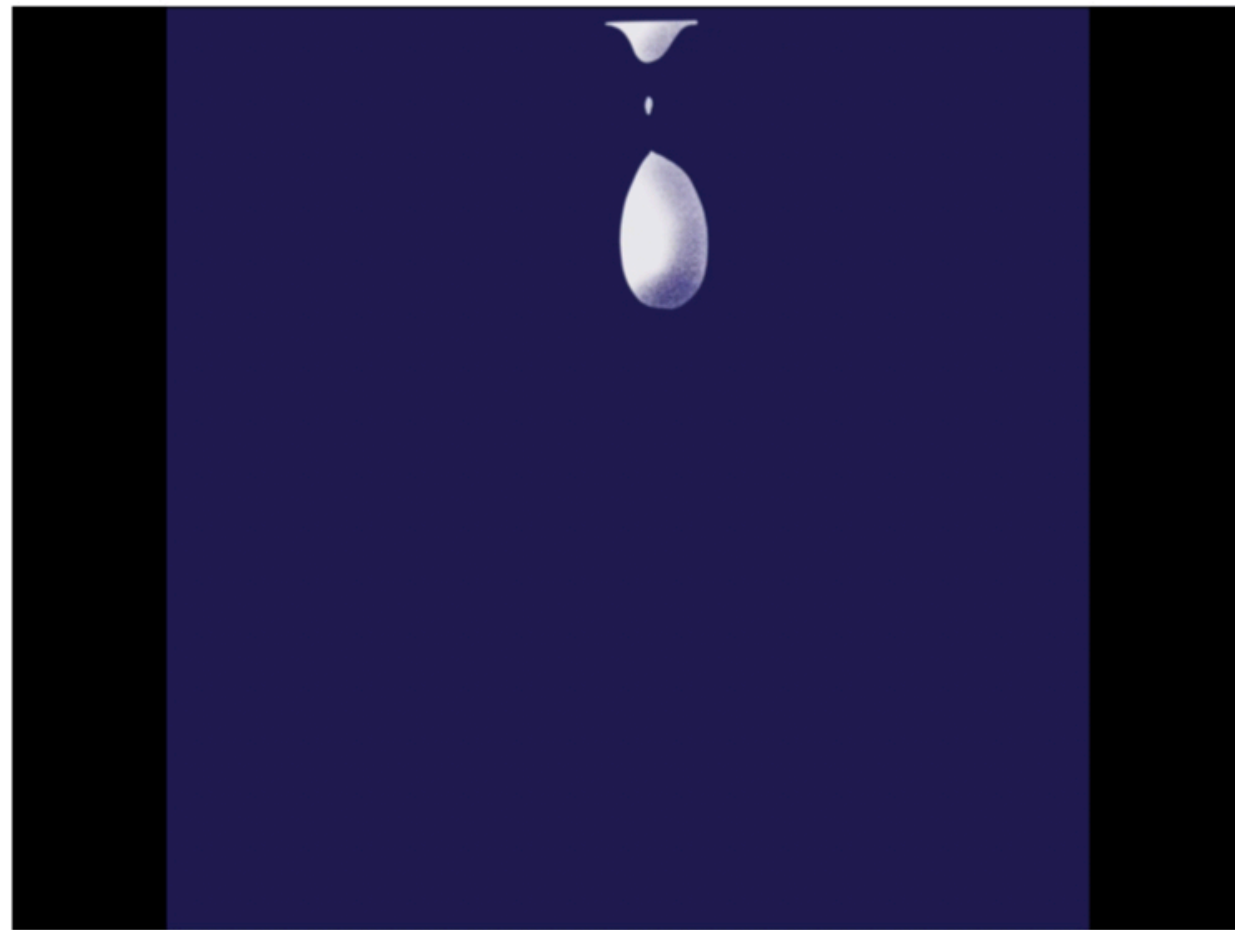


This final product is made up of three photos of the park behind my house, but the place was messy in my mind and the park was an environmentally polluted place a year ago, so I blended the three layers together and erased some parts to get the final product.

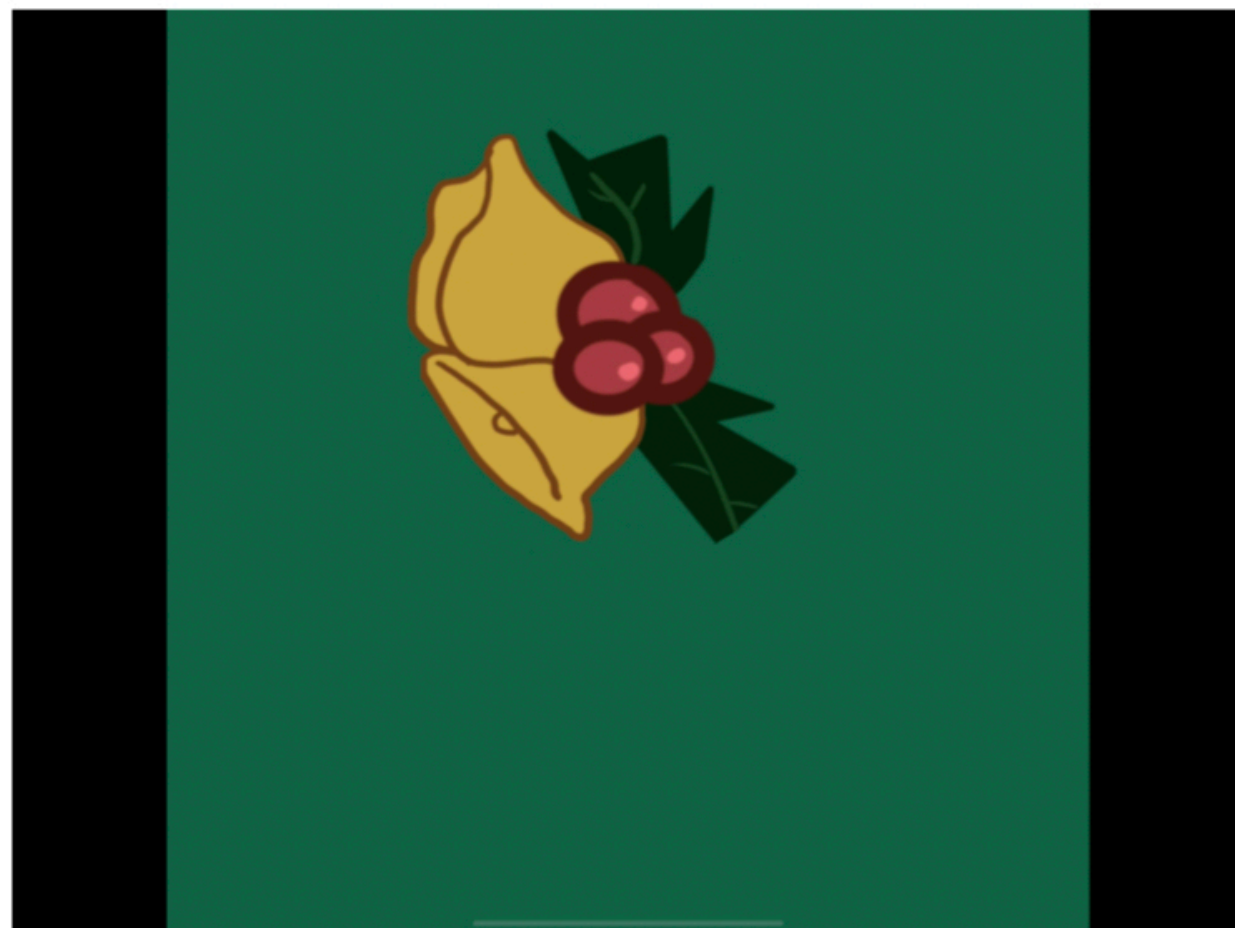


I drew two pictures before and after, using simple sketches to summarize the story. The short story is about a little boy who takes a dollar from his mother and goes to an ice cream store to buy ice cream.

The day after the typhoon, many stores were open and people were going out one after another to buy the necessary supplies. Next to my house is an old town, and I like to sketch here because the buildings here are very unique. My ten sketches include a line sketch and a normal sketch.



Through this week's study of sound, I have learned a lot about the techniques and principles of voiceover for video, and that there are many different sounds in life that we can make good use of. This week I recorded some sounds from my life as practice. In the final pdf I included three ten second loops of animation with voiceovers. The first is a Christmas bell, the second is the sound of falling water drops, and the third is the sound of a bouncing leather ball.



<https://youtube.com/shorts/xwzgiTiky4?feature=share>

<https://youtu.be/mF1RyyM5njM>

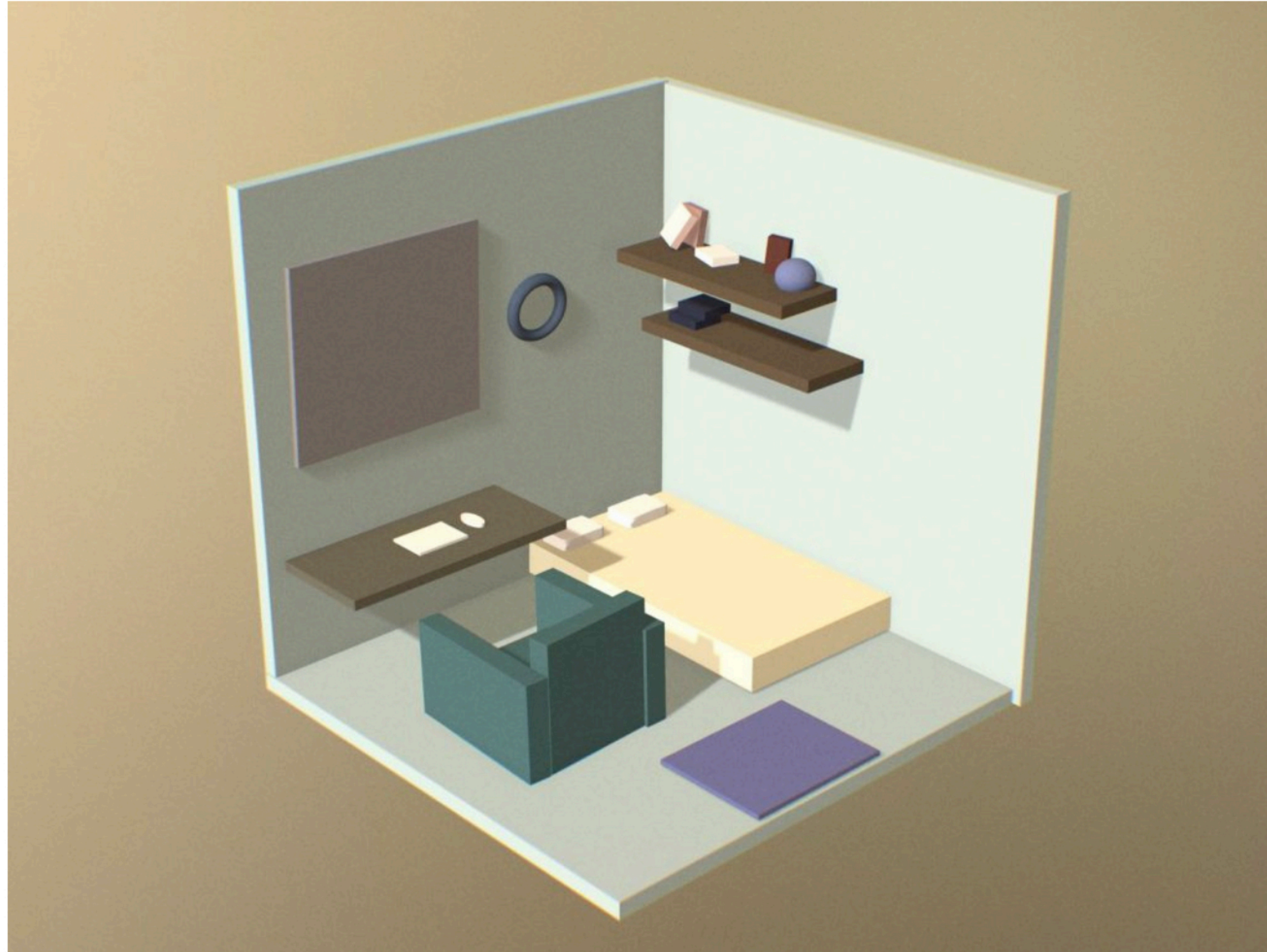
<https://youtu.be/j9VBcD1jxrc>

Story: On the distant planet outland, Morra, a warrior from Armo, is confined to a tiny mental hospital. Her younger brother, Rif, piloted the machine and gathered a number of machine warriors to outland and search for his sister. What Rafe doesn't know is that Morra has become a native of outland. When Rafe arrives in Outland, morra is not the sister he thought she was. And then a man who looked exactly like Morra came out of the mental hospital. Rafe mistook this for his sister, and the real sister was killed in cold blood. The so-called "sister" leaned into Rafe's ear, said, "I'm just in your head," and disappeared... Is the "sister" from the mental hospital really the sister?

Reflection: I played a lot of planet-themed games, so I saved some screenshots, and I was inspired to write this story from those screenshots. I originally wanted to write a scary story, but I thought a dark one would be better for me. Although I could not attend the workshop, I watched the recording and self-study on Moodle.



Reflection: I drew this character using ProCreate. I chose the winter element, because it is already winter so it is easier for me to finish. The characters wear thick clothes and scarves to show the cold of winter. I couldn't attend some of the workshop courses because I am not in London, but I learned a lot by watching the taped courses.



Reflection: During this week's course I learnt to use modelling software to build and colour render some scenes. My final product is a formalised representation of my room in 3D modelling. This was my first attempt at 3D modelling and the process was a bit complicated for me but I was able to complete it. This project is a new experiment for me and has increased my interest in 3D animation.

Motion graphic Rotation

Chenwei Liao

c.liao0220201@arts.ac.uk

Idea and Concept:

My initial idea was to connect the charger to the phone, but I thought it would be better to realise the idea of connection a little. So this is a concept for my final work. The relationship between people, the emotions are all a connection. This time the work is a chat interface to a heartbeat transition animation. I used the software After effects to create the motion graphic animation, for me it was my first attempt at creating MG animation and I tried many times during the process. For the chat page animation I tried a simple animation using zoom, but it was difficult to adjust the number of frames. Later on the heartbeat animation was the most complicated step, not only did it need to adjust the number of frames but it also needed to transform and rotate the graphics and constantly resize them to make the animation look Perfection.

<https://chenweiliao.myblog.arts.ac.uk/>

Reflection:

I think this project was a great experience for me and deepened my love for MG animation, I tried many times but finally finished the project. Of course there were some shortcomings, I only had 10 seconds and it didn't express my point very well. I could have tried more ways to tweak my animation. I will try to perfect my animation in future projects!

Motion Graphic YouTube link: <https://youtu.be/vXF1Hznyvcl>

Traditional Animation

Chenwei Liao

c.liao0220201@arts.ac.uk

Reflection: I was unable to attend the offline class to make traditional animations using some materials such as lightboxes because I was in self-imposed isolation this week, but I did make frame-by-frame animations using some animation software on my iPad, which I felt didn't do very well, but I will get better at animating in the future and make better animations.

<https://youtube.com/shorts/uwd8eO31J5M?feature=share>

<https://youtube.com/shorts/CGzdl0U3VTc?feature=share>

<https://youtube.com/shorts/hdqhwDPtgLA?feature=share>

<https://youtube.com/shorts/ODndtjmGspk?feature=share>

<https://chenweiliao.myblog.arts.ac.uk/>

Out of your head Project

YouTube Link: <https://youtu.be/qJg420QdNp0>

Analysis

For this out of your head project we were able to work with two or three people on this project. I realised before I started my undergraduate degree in animation that collaboration is a very important thing in the field of animation, as each of us is good at different things and we can use our strengths to work together on a project. Although the three of us chose different pathways afterwards, we had a great time working together on this project. We all chose the same keywords when we first started the idea, which was a good start. I learnt a lot from the out of your head project, I learnt how to work with other people and I felt that my team members were willing to teach me things that I didn't know. This was my first time working with other people on an animation and I was scared to work with them at first because I was afraid of disagreements and that my ideas would affect the progress of our animation, but it didn't. We had good communication about how to solve problems when we encountered them.

Our team leader Michelle was very good at assigning tasks to each of us, my task was to make the 3D moon model for the animation and to render and adjust it, and I was also responsible for the subtitling in post. I think she was a good team leader because she knew what each of us was good at and allocated tasks appropriately. Since our concept was to make an animation about dolphins and the moon, the pre-animation concept had to be clear to me. I found some secondary research on Pinterest and behance. I think this helped me a lot. I started a discussion group on social media with two of my team members and we used to send our ideas to the group to discuss them and give each other advice, which I think made my ideas that weren't perfect perfect perfect with their input. I realised that in a collaboration you can't just do your own work alone, the animation is a joint effort, it's a mix of all three of us, so I thought it would be good to send my progress, ideas and opinions to the discussion group regularly. During the pre-concept discussion I thought that a curved moon would be better, but the group thought that a round moon would be better, and that's where we had a disagreement. But this little thing didn't matter and we managed to work it out quite well. I had a technical problem with the moon, the model was blurred when rendering and I searched the internet for tutorials but they didn't work out. I quickly solved this problem by asking my team members for help. After this I learned the importance of working with others in animation.

I was working on the moon and I felt that the moon material was not rendered properly, I had to adjust it for a long time and I felt that I was not very good at using the software. I was going to use Maya for modelling and rendering, but I found a modelling software called Nomad which I think is more appropriate for this project. I think I will have to practice using modelling software a lot in the future as I think I will be studying the modelling pathway in the next year, so this collaboration is also a preparation for my next course.

In conclusion: I have become more proficient at working together in animation during the out of your head project and I feel that I will be able to work well with others to produce better work in the next two years of my studies. I am very happy with the animation and it was only because of the help of my two team members that we were able to make a good animation together.