

# Summer project

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# Task1

- Why did you choose Animation Arts?

I started to pursue a painting-related career when I was in secondary school, and at that time I really liked music. So I thought it would be fun and fulfilling to combine images and music. Then the idea struck me: Isn't that animation! At this time, I learnt online that many artists would combine animation as a form of artistic expression with their music and submit it as a video. I was looking at so many different artists' work like this and was intrigued.

Whether it was a narrative video that told a story or a purely musical animation that simply expressed emotions, I wanted to try it all and become an independent artist who could make music and animation by myself.

In addition, I started to think about my future career between high school graduation and the beginning of university. I like to make up stories, when I was introduced to animation, I thought it was a "storytelling through the camera" business. When I got to know more about it, I found out that there was a job called a storyboard artist, which I thought would be a good fit for me. I also tried to draw a lot of storyboards to make some small videos that I liked as simple experiments. I found that I really enjoyed designing storyboards. Especially when inspiration strikes, I enjoy the feeling of pouring out the images in my head onto the paper. So now I'm working towards becoming a professional and good storyboard designer.

# Task1

- What inspires you within the Animation culture/community

All sorts of artists in my age are inspire me. I think what inspires me the most is being asked to collaborate. For example, if there's a project where I'm in charge of animation or storyboard design and someone else is in charge of character design, set design and soundtrack. It gives me a sense of being part of a group of like-minded people. We all inspire each other, brainstorm and come up with a complete and interesting piece of work. I really enjoy it and I get a lot out of working together and I make good friends, although the process may be a bit hard, I think it's worth it.

- What do you hope to gain from the Animation Arts pathway?

I think that one can be a good practitioner by exploring outwards, but one can be a good artist by exploring inwards. So let's talk about each of these two points.

By exploring outwards, I mean studying the techniques, solidifying the foundations, studying where the industry is going and what can be favoured in commercialisation. It's being able to make sure that you find a job position that suits you. At the moment the direction I want to explore working in is split-screening. Of course I am interested in pre-concept design for animation, but I still need more practice to improve myself.

The inward exploration is about listening to my true inner voice and the process is experimental. I want to capture the fleeting and precious inspiration and the strong emotions that I want to express inside me and bring them to life. I want to make more sincere works, works that are interesting. This kind of work may not be a commercial film for the audience, but it is a work of art that uses animation as an artistic medium.

# Task2

## My Online Scrapbook.

此电脑 > Data (D:) > Projects > 【学校相关】 > Summer project > scrapbook

名称	修改日期	类型
Artists	2022/8/30 21:00	文件夹
Photographs	2022/8/30 22:07	文件夹
Websites	2022/8/30 22:17	文件夹

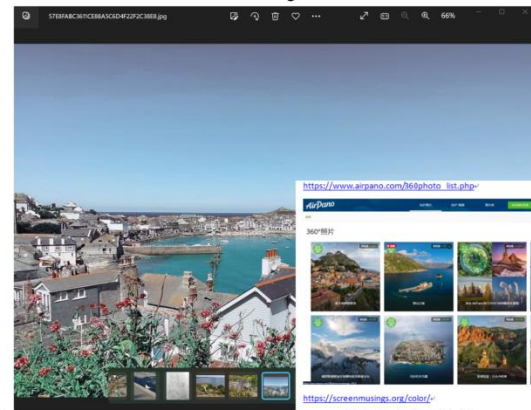
akziqu(illustration)	2022/8/30 20:56	文件夹
Rusple(animation)	2022/8/30 21:14	文件夹
Vewn(animation)	2022/8/30 20:57	文件夹
炒肝(animation concept design)	2022/8/30 21:05	文件夹
火药方糖(animation)	2022/8/30 21:20	文件夹
京知秋华(comics&illustration)	2022/8/30 20:49	文件夹
李全琦(illustration)	2022/8/30 21:02	文件夹

I have marked their adept areas of work.

My favourite artists.

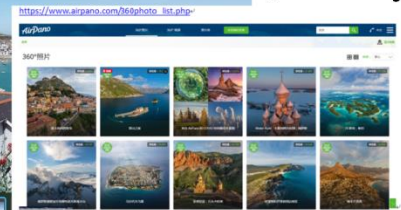
photo references  
→ from my daily life.

Useful references websites.



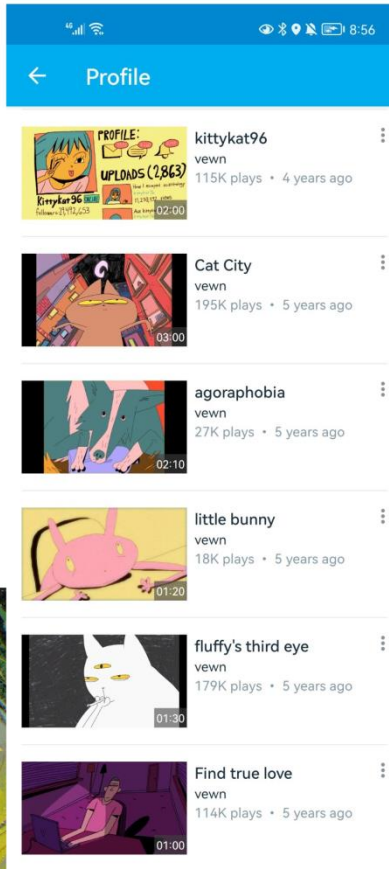
(Photos)

(Websites).

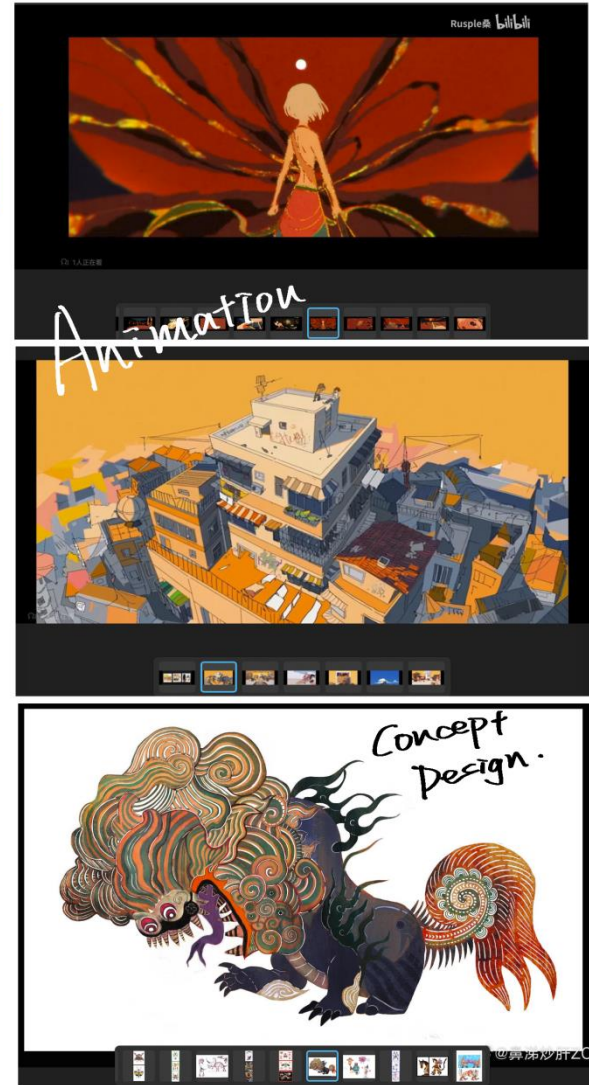


# Task2

Artists research.



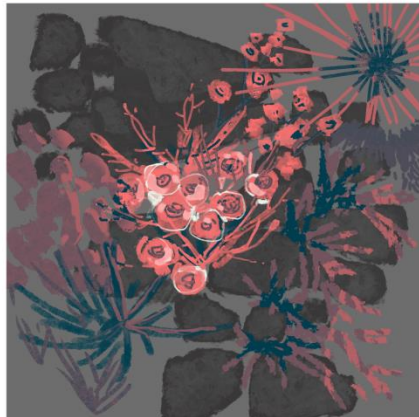
Animation





# Task2

Photograph references.  
& Sketch experiment.



(My sketches ↘ ↗)



# Task3

- The story

*A notebook was dropped in a flower bed near the hospital.*

*The child who died not long ago had recorded his wishes in the notebook.*

*The notebook missed its owner and took root to fulfil the wish, growing out of the stars. But in the end it still followed the path of its owner, the vine that bore the planet was topped by a huge pathogen that burst into bloom and then shattered (and died with the owner's illness). The notebook at heart wants to share the feeling, to share the owner's wishes, even the pain.*

*"The days gone by know, the child gone by know"*

*"Even in a terminally sick world, there have been falling stars."*

- The design

At the beginning it was a very figurative representation, intended to be drawn. But finally I use collage, wanting to keep the poetry of the text and to devise some metaphors.

On the left side, the first of the triptych, is a daisy in full bloom at the top, symbolising the growth process of life. I have cut them out and placed their tops downwards and used the metaphor of 'sowing', referring to the child writing down a wish. In the background, a cell section of an intestinal adenoma is used to represent the child suffering from the disease. But even as life is dying, there grows the desire that like vivid daisy.

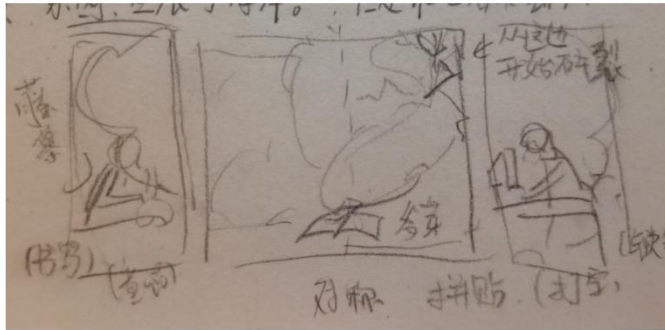
In the third image on the right, I have used the dying flower in the bottom right corner in order to maintain a sense of balance and to follow the metaphor of life. At the top, I have used the mycelium, which "erodes" life.

The one in the middle is also the main subject of the story. I thought it would be better to use the pages of the book as a backdrop than to put a notebook directly in the picture.



# Task3

## Initial Design. & Mood board.



(Initial design . More figurative) .

I want to make a slightly luxuriant  
but childlike collage ...





# Task3

