Visual Narrative Unit

Game Artefact

Yuyang Zhao

y.zhao0120207@arts.ac.uk

Yuyang Zhao - Animation BA Year1 (arts.ac.uk)

08. 06. 2022
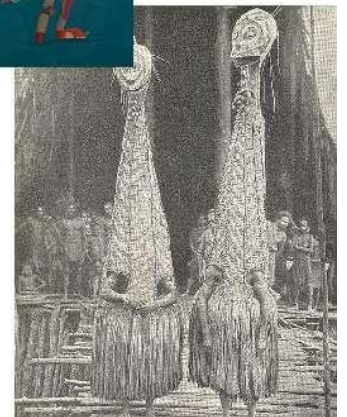
Ukraine (inspired by 'zenit')
forest
bull
deer
animal skull
goat
dreamcatcher
black goat
net feather
religion
evil
arcadia
tribal culture
exotic culture
Africa masks
blue purple
green
color
pink
flowery
sacred — red
yellow
Setting background
tone
solemn — black
dreamy
magical world
magic & mysterious
black suit
magician
tricky
magic props
rings
cards
dagger
character
wizard
guardian of
the forest / priest
imperatorial
robe
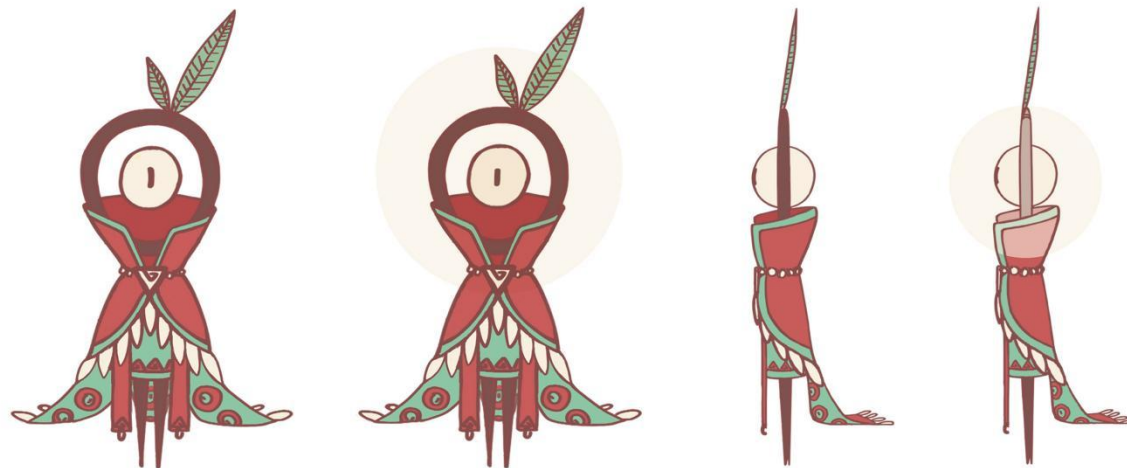yellow red elder
runes
patterns
item
clouds
flowers
wand — crystal
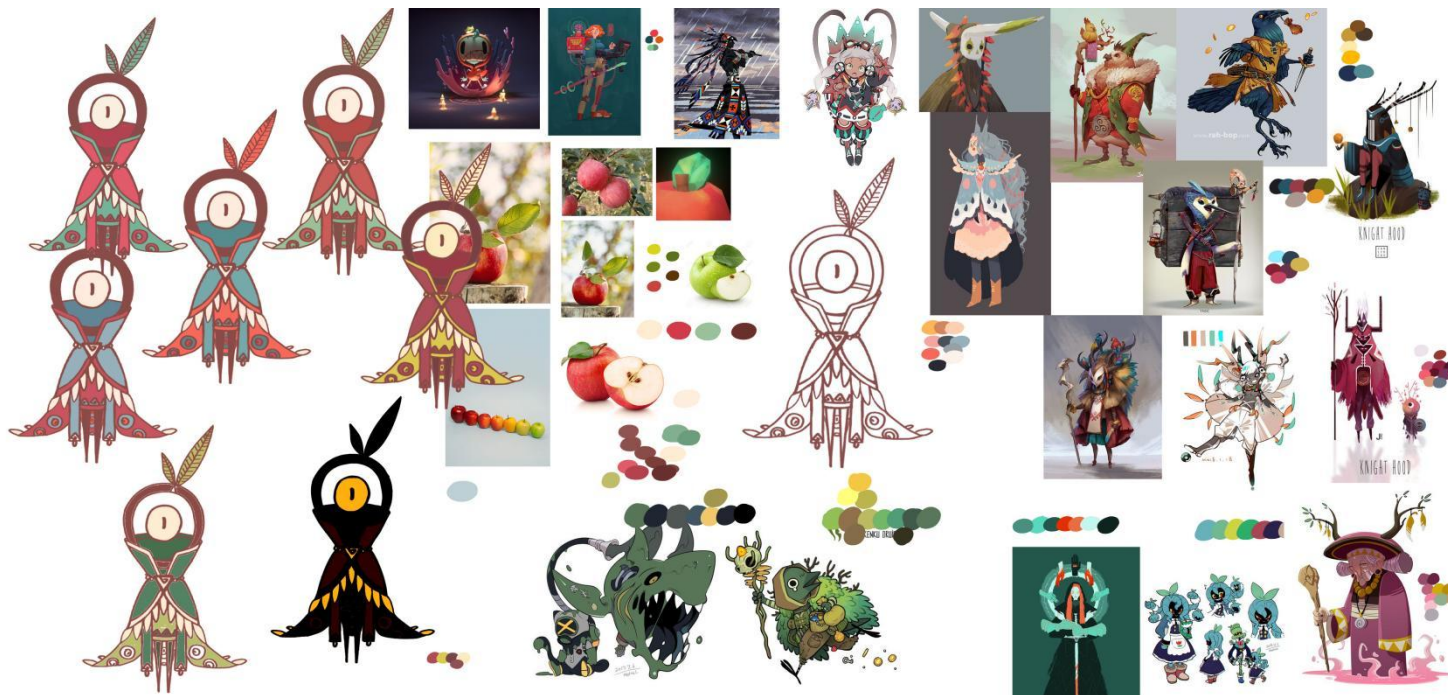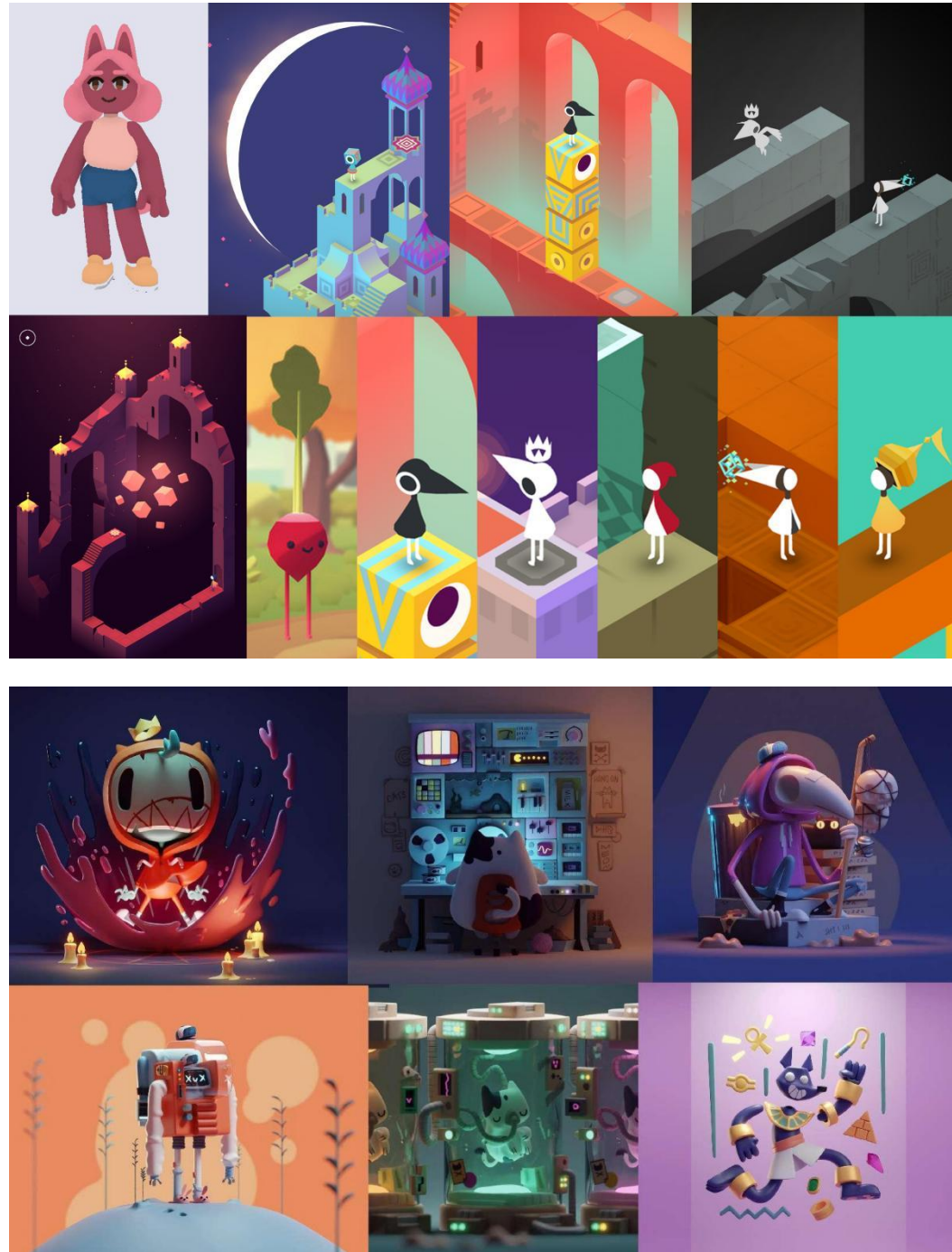plants
diamond
branch   leaves

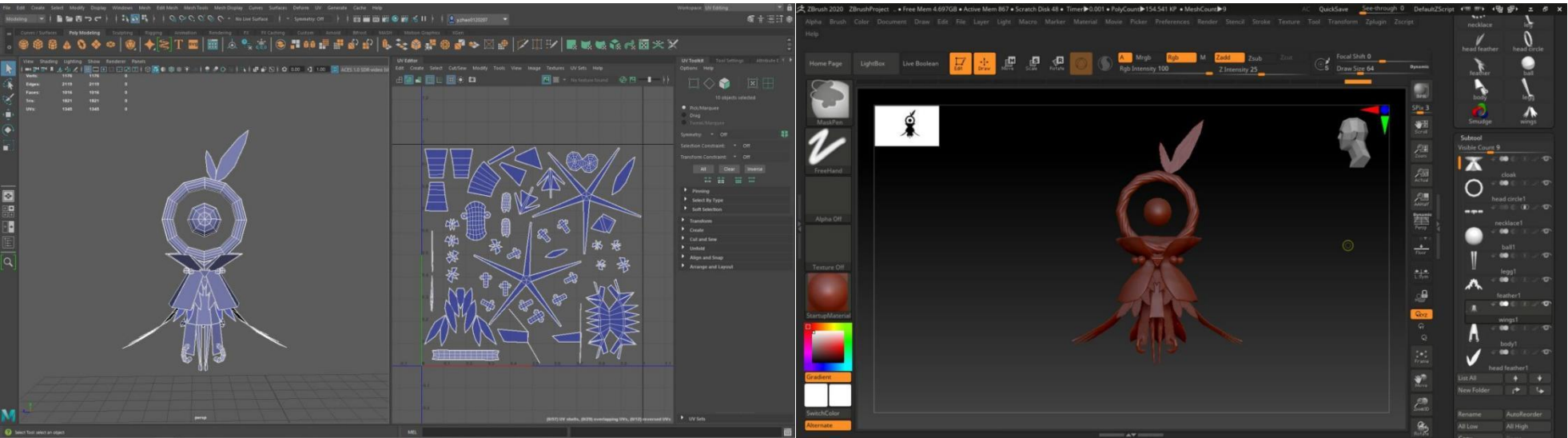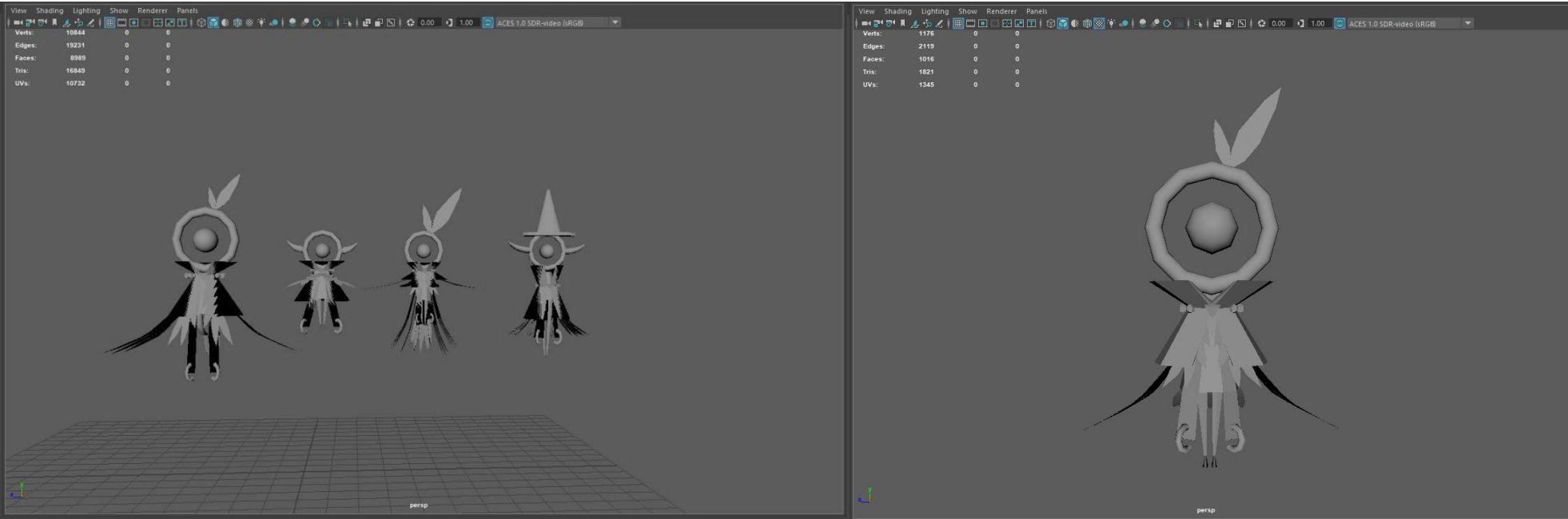Spirits of the Forest
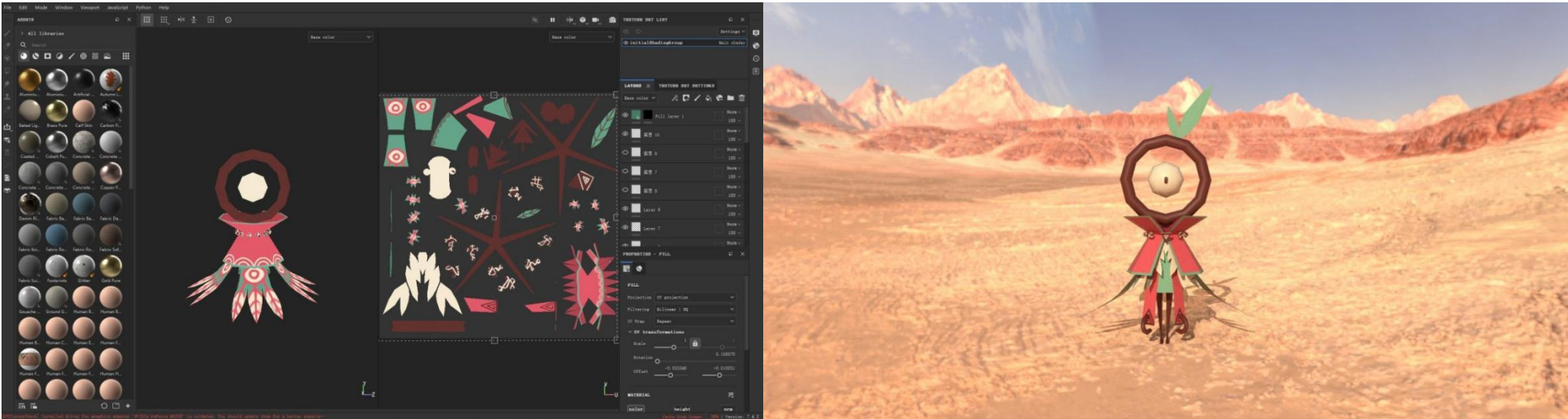
Spirits of the Forest

Artists Comparison for analysis

Modeling and unfolding UV in Maya

Sculpturing in Zbrush

Adding textures in substance 3D Painter
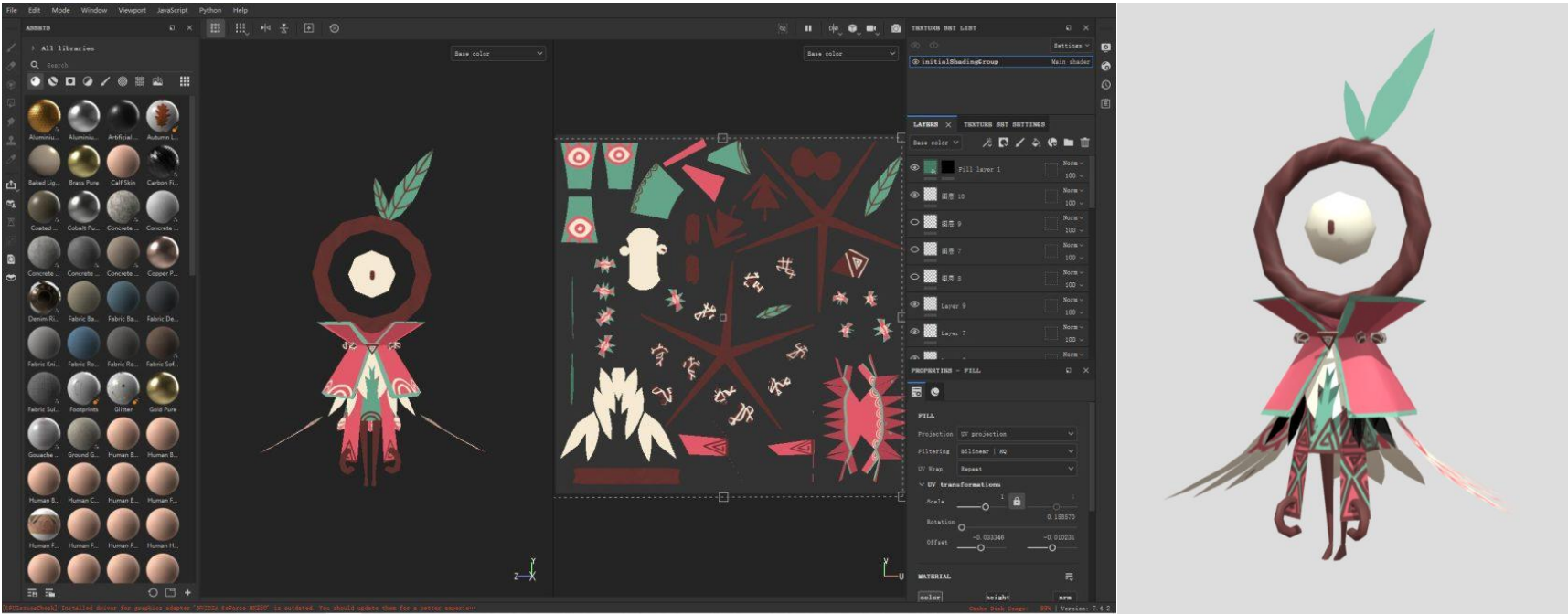
Final Outcome

Game Art Reflection

In the game art elective, we've learned how to create a character from 2D design to 3D modeling for games and also tried to explore various 3D software. Though I was unfamiliar with 3D software and indeed met some problems at first, it's glad to solve each of them and witness the process of my character become vivid step by step in three dimensions. I think it's also a great opportunity to have a basic familiarity with industrial process of creating game ready asset and character. I was influenced by the theme of magical and mysterious, then made mind map and did my initial research. I decided to create a character based on tribe culture, such as a tribal chief, seer and spirit in tribal forest since I was inspired by a musical video called 'zenit' and was fascinated by the local tribal culture.

I designed a chief character after I searching the pictures of tribe and tribal character, though I was delightful with my design at first, I found i couldn't continually passionate on it. When I looked back on my design process so far, I realized that there was something gone wrong on my research process. The first was my research always stayed on the surface. I think I need to draw mind maps not only in the initial stage, but also in the character design. The first mind map of 'magical and mysterious' allowed me to narrow down and focus on the idea which was the one i really wanted to develop. However, when I designed characters, I think it's also a significant way leading me to go further and deeper exploring various of possibilities on the character. In addition, the order of research was important. It's necessary to find some pictures and other resources when I was unfamiliar with the tribe culture at the initial stage and use the reference to enrich and improve my character, but I was over relied on the researches when designing original characters so that there were some similarities between my reference and my design. Thus, I made a specific mind map for character and thought more about its shapes, functions of each part, patterns on clothes as well as the outline of the final effect, then I designed other two versions of the seer character just based on the shapes and structures extracted from the references. It's really satisfied to find that the characters were more unique and attractive to me, also I was much clearer to my character design as well as its final effect, which could indeed improve the efficiency on achieving the goal and moving on to the next stage. When I blocked out my character, unfolded UV in maya and sculpted models in zbrush, I have met some technical problems at first since I was not that familiar with 3D software. However, with the support of varied video tutorials recorded by Luca and others we could find online, also the time I spent on the software exploring diverse functions, it's much easier and convenient to solve problems by ourselves. What's more, I think it's a good chance of improving our ability to be self-leading and we could also accumulate experience for the 3D creation in the future.

As for my outcome, I was happy to see my improvements of being enjoyable to create characters thinking more about their different combination of shapes and structures since the character design rotation last year. However, I think I overlooked the significance of visual narrative aspect in my character design. When I created my seer character, I focused more on the character design itself and ignored to put the seer character in the context of backstory. Also, the pose I designed could be more dynamic to display a potential motion, which could have a better combination with the concept of the backstory.

Overall, from the elective of game art, I've known the importance of self learning and the ability of solving problems. Time management is an essential ability in self learning, which could push you to face problems and deal with them efficiently. I think the time table for game art on moodle is really useful. The tasks in each week is clear and the descriptions are detailed, so that the big goal of making our original 3D model could be broken down and we would be able to self-directed in our own pace. It's excited to see the final outcome at the end and I am looking forward to facing the challenges in the next elective.

Visual Narrative Unit
Portrait Collage

Yuyang Zhao

y.zhao0120207@arts.ac.uk

20015174

Yuyang Zhao - Animation BA Year1 (arts.ac.uk)

08. 06. 2022

Film and Portrait Analysis

Film Title
Director / Company

The Day I Killed My Best Friend

Short synopsis (What is it about)

………………………………………………………………
………………………………one girl killed another little girl
………………………………………………………………
………………………….
………………………………………………………………
……………………….
………………………………………………………………
…………………….

Why did you select it?

You can write here what made you analyze this one (story, technique, theme, mood, genre, anything else?) What makes it stand out?

Exaggerated and distorted perspectives, strong expressiveness with the combination of various media and music.

Theme and Tone

What was the main goal ? What did it make you feel ? / Was there a theme of the film? What was the mood / atmosphere ?

it's like a crazy and insane but really impressive and excited about the transformation of each frame. It both has the innocence and the crazy, bloody disorder.

Technique / Cinematograhy / Direction

What was the technique ? Was the technique suitable with the content ? How colors, lighting contributed to the tone? What camera shots angles were used? How were the characters framed? Was editing smooth, choppy? Were there fancy transitions? Was the story complex or straightforward? Was it layered with multiple meanings?

2D hand drawing, stop motion animation, collage and video with real photos, it used a really exaggerated, distorted and wide perspective in the beginning scene.

Sound and Music

How was the sound and music used? Was the music telling the story? Was there a voice over ? How did they work together and affected the image?

Title of the portrait
Artist name

The Young Companion-The name of the magazine

Paste in the image you are analyzing


Why did you select it?

You can write here what made you analyze this particular image (topic, technique, theme, mood, genre, anything else?) What makes it stand out?

It shows the beauty of people from different century in China, it also reveals the clothes, the custom and the fashion style at that time. In addition, the facial expressions could really present the characteristics. It looks like she is thinking of planning something, with the good combination of the shadow on the wall.
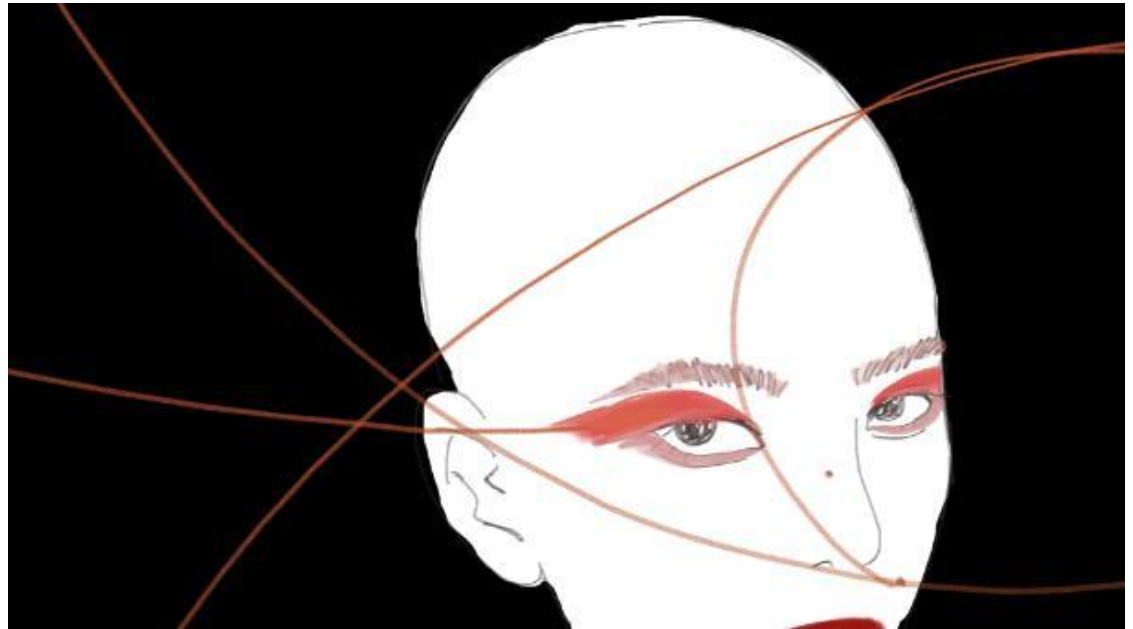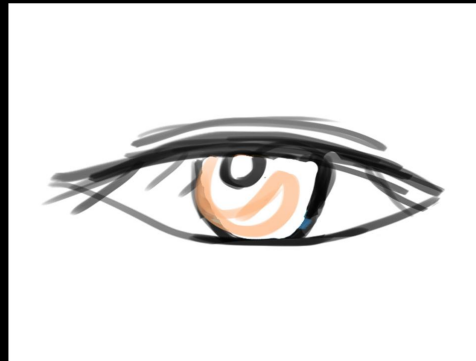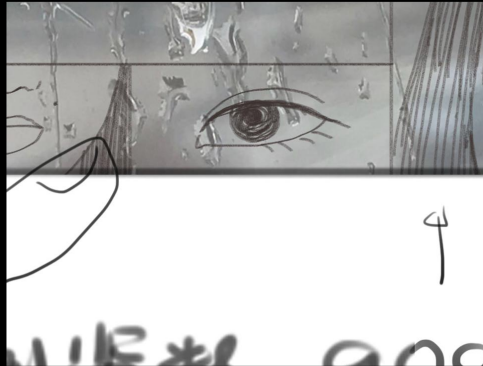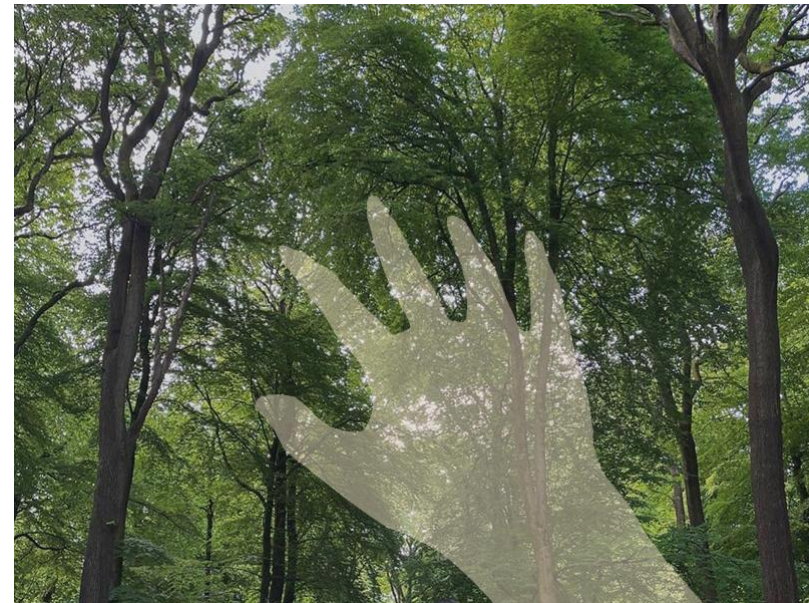
References

Art Styles
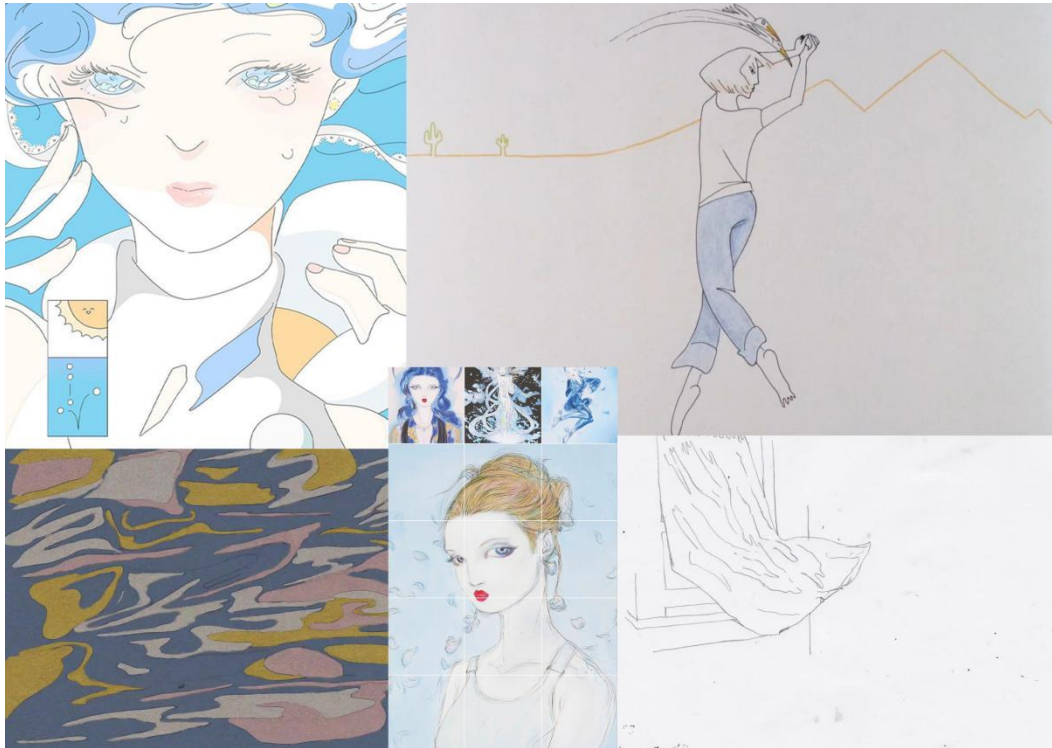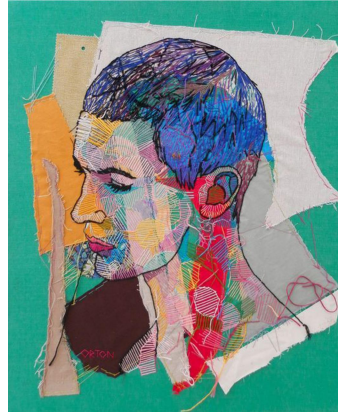
Visual Experiments

Storyboard

Sketches

Style Frames

Nana Komatsu.

8
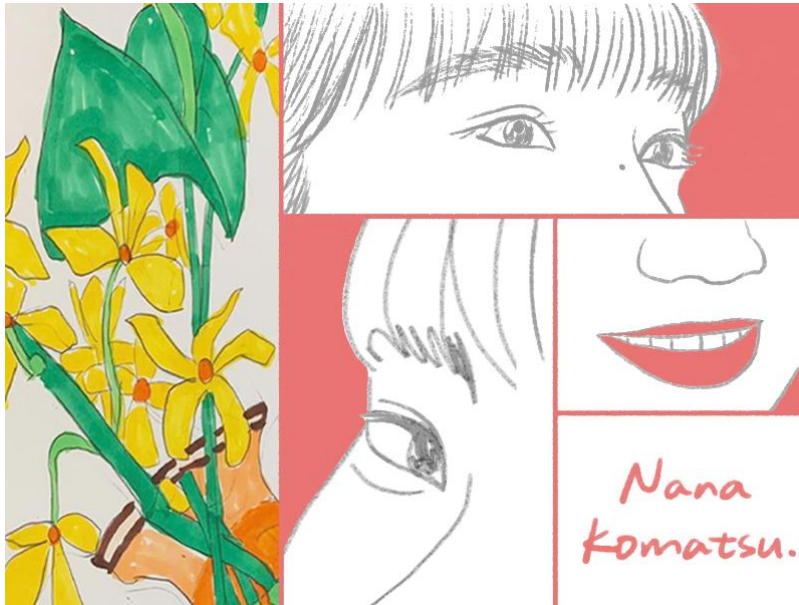
Final Outcome
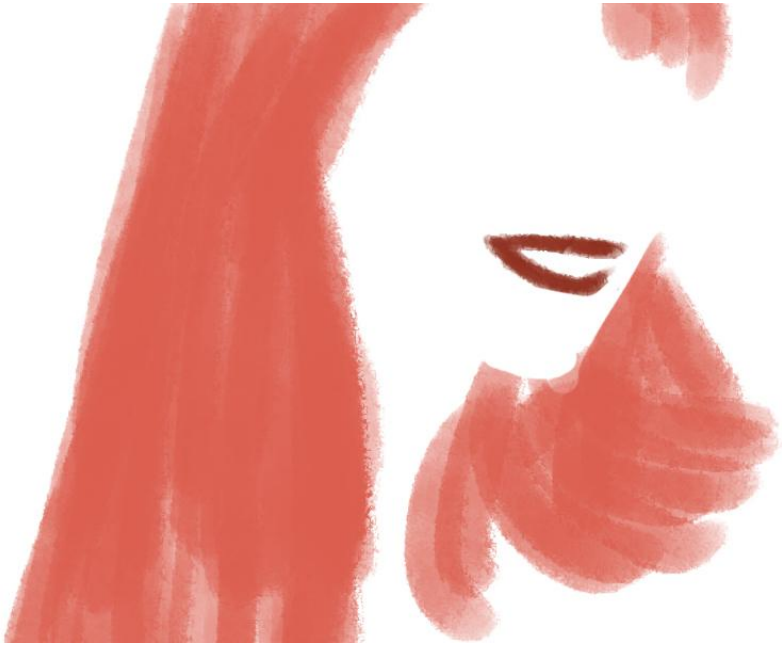
Portrait Collage Animation **https://youtu.be/LwmWH9u6pMg**

Loop De Loop Exercise (1) 10s Loop De Loop – YouTube

Self Reflection

In the portrait collage elective, we've tried to make loop de loop at first. I think it's really interesting and inspiring, I used different materials such as oil pastels and clay making birds shape, and finally achieve the bird flying movements with dragon frame. It's a exercise that shorten the distance between each other and could lead to creative ideas and the variety of each materials used in our own work. In short, I love the working process of loop de loop exercise with exploring different tools and also the final effect.

When I was thinking of the concept in portrait collage elective, I had no idea at the beginning. Then, I was inspired by one of our work requirements that mentioned a feeling of one person. I love create feelings though I know the difficulties because they are always abstract and even hard to be described. However, I'd like to have a challenge by this chance. I choose a Japanese model and actress who I've watched her film before, she left a deep impression on me in this film because of the unique atmosphere I felt on her. In addition, celebrities always had lots of photos in their own social media, which is convenient to make researches on her portrait as well as the comments on her characteristics. Therefore, I did lots of research by searching her photos and other information on various social platforms. I classified her photos with different her own feelings and finally decided the impression I'd like to create in my work. The first is her bold making up gave me a feeling of mature. I want to use bold colors and shapes to show this part of her, which could give the audience a feeling of boldness and fast transformations. The other characteristic is funny and interesting. She had lots of photos with funny face and interesting findings in our daily life. I decided to present this part with framed by frame method, I want to make this part more imaginative and creative so I create some dreamy transition such as sushi becomes fishes and swimming on the sky. The rest part of her characteristics was the transparency and nature. I think this was her inner side and peace which was much deeper. Thus, the structure comes into my mind, the previous part of the animation would be happy excited emotions and then they will transform to clam and peace at the end, which could have more changes of layers in the short 20 seconds time.

As for the experience I have learned in this elective, I think the most important thing is the time management. When I started my work, I felt that each part of my work needs much time. Doing researches and testing the visual effects really takes a lot of time. My work and style was abstract in this task, so i think I need time to achieve a good visual effect first. However, I think this also leads to questions. I had few times to have a more mature storyboard and doing the editing and final adjustment, which really an experience that emphasized the importance of time management.

In conclusion, the portrait collage elective impressed me the most because I love the theme and its experimental style which provides us many chances to have a look of a variety of materials. I think I'll continually try to make experimental animation during my student life.