Project1&Project2

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Project1-Introdunction

Who AM I

This project is an exploration of **self-awareness**. The inspiration comes from various celebrity interviews, as well as the film Truman's World.

Everyone has a perception of themselves, maybe you can clearly understand who you are and what you are doing. If life cheats you, will you still be able to recognize yourself and face life bravely.

The story is told through the view of a dead hero, who can listen to what others say about him, which may or may not be true. Only when he has enough recognition of himself, he can enable to free his soul.

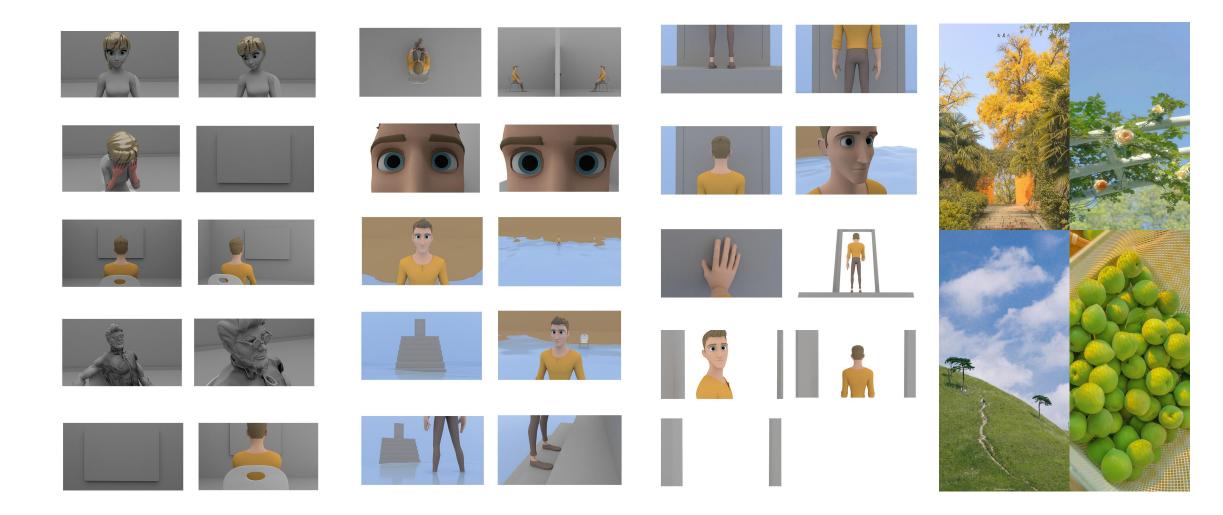
	Full lens shot Side shot The main character sitting on the left is static without changing his
Scene 1 Studio	posture The main character on the right has been changing from his original appearance into
Medium Shot of a woman being interviewed in a studio	various kinds of characters, but they are not himself.
Close up The woman is telling what she sees as the main character is a mean person	Close-up A light shines on the main character's eyes, and he closes and opens the eyes again.
Medium The woman who is the daughter of the main character	"if's not me."
"When I was little, he wouldn't even pay for me to sign up for a hobby group or take me to a	
restaurant to eat"	Full lens shot Back shot The wall around the main character disappears from around him
	instantly like a series of digital codes.
Scene 2 Information Cocoon Room	
	Scene 4 The sea of the mind
Medium The protagonist is sitting in a dark and quiet room with his back to the camera. He is	
facing the digital screen on the wall, watching the interview with his daughter on the screen, and	Full lens shot The main character is sitting on the beach, with an endless sea and blue sky in
he still does not speak.	front of him. The beach behind the main character is covered with large pieces of diamonds.
Close up The daughter continues to be interviewed on the digital screen in the room.	Full lens shot There is a white staircase in the middle of the sea that connects to the sky.
The camera advances	
	Medium The main character is standing on the white staircase steps, one step forward.
"I sometimes wonder if I might not be his own daughter and that he doesn't love me at all."	Glose-up The main character twisted the handle of the door.
Medium The main character bows his head and sighs	develop the men character twented the failure of the door.
	Close up The main character looks back and smiles
Scene 3 The studio	
	close up the main character opens the door, behind which is a dazzling light, and the main character poes into the light.
Medium The interviewer is replaced by another male who is wearing a prison uniform and claims	- di etter gues into ore right.
to be the main character's boss.	
Close up Man sitting in a chair telling the protagonist is a greedy man.	
"If it wasn't for him, I wouldn't be sitting here dressed like this, this sickening $gu\chi$ "	
Scene 2 Information Cocoon Room	
Medium shot Back shot Main character looking at the interviewer on the digital screen.	
Medium shot Back shot The main character changed his sitting position, from hands on knees to hands around the arms	
nanos arouno the arms	
Full lens shot Side shot The main character sitting on the left, the middle is a layer of glass, the	
right is also the main character himself.	

The Skript

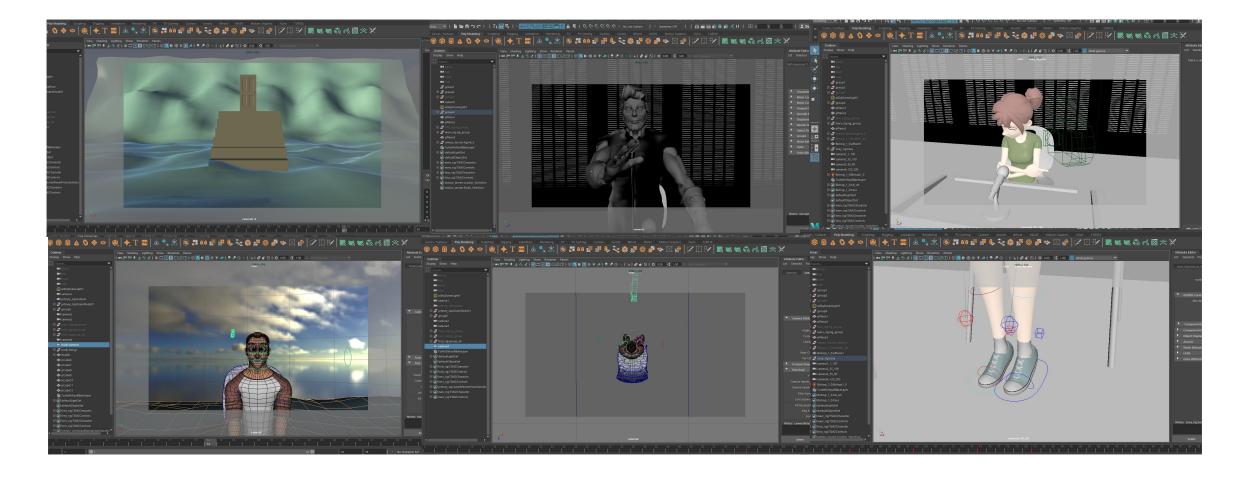


References

Prject1-Storyboard&Moodboard



Build World&Camrea Shot



Project1- who am I?

https://youtu.be/uCSTrVdZoY4

SOMETIMES

Project 2

About Theme&Inspiration&Background

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• Theme

About Feminism, Sociology, Human Rights.

I wanted to work on stories that explored the topic of female fertility and a call for gender equality.

• Inspiration

I was originally inspired by a feminist poem called "American Woman Magazine" (美国妇女杂志) by 陆忆敏(Yimin Lu). The poem focuses on the awakening of a woman's subjective consciousness as an independent individual.



Yimin Lu, Chinese poet

Background Research

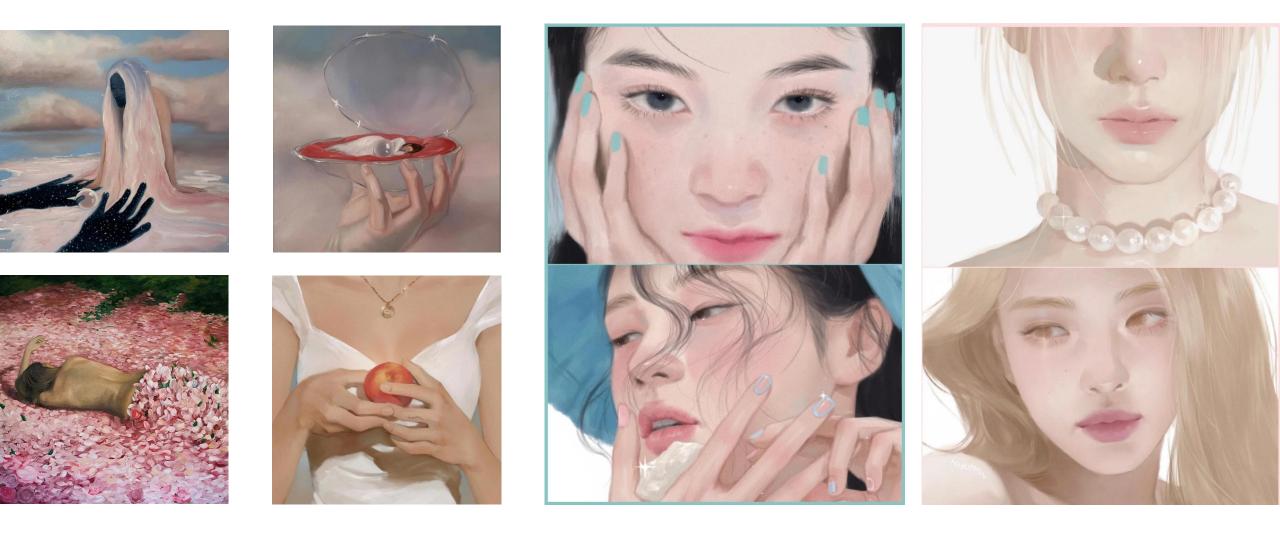
"No woman can call herself free who does not own and control her body. No woman can call herself free until she can choose consciously whether she will or will not be a mother."

— Margaret Sanger



I would prefer surrealism in the overall style of this project. I also appreciate the serenity and beauty of the women in Musha's paintings. So I am trying to combine these two styles.

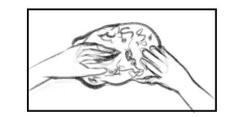
Concept&Art References



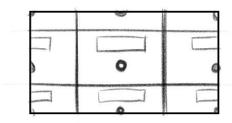
Project2-Storyboard01

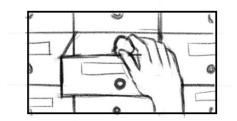


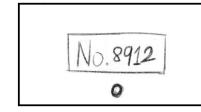






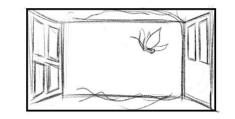






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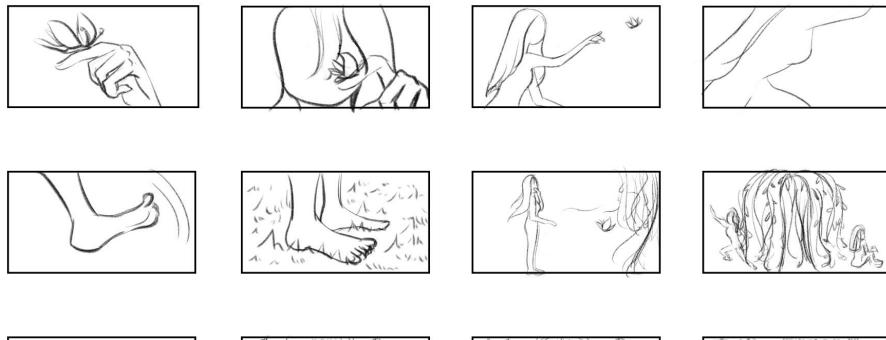








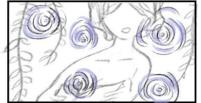
Project2-Storyboard02











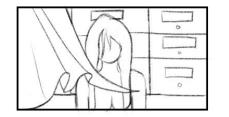
Project2-Storyboard03

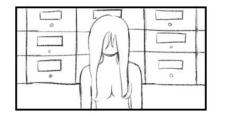


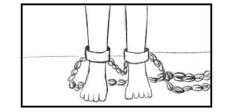






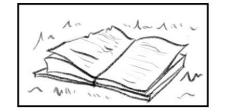




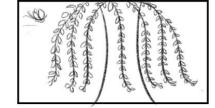












Developments



Regarding the animation technique, I tried to do a cel shading in Project 2. I hope to build the characters and scenes through 3D models, and then build them in space, and test the camera movement. But in terms of visual effects I will choose to use a cartoon style, I hope to show the consciousness and feeling of female through a more sensitive and pure feeling.

Cel shader learing

Thanks for Watching