Mind Map

The mind map focuses on studying different animals to understand their shapes and features, to explore what makes each one unique.

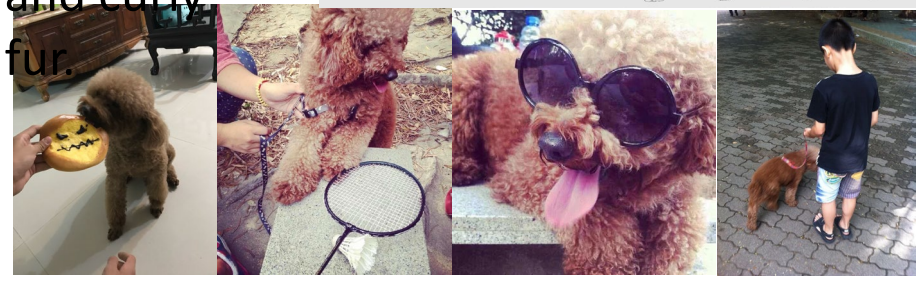


Research on Poodle

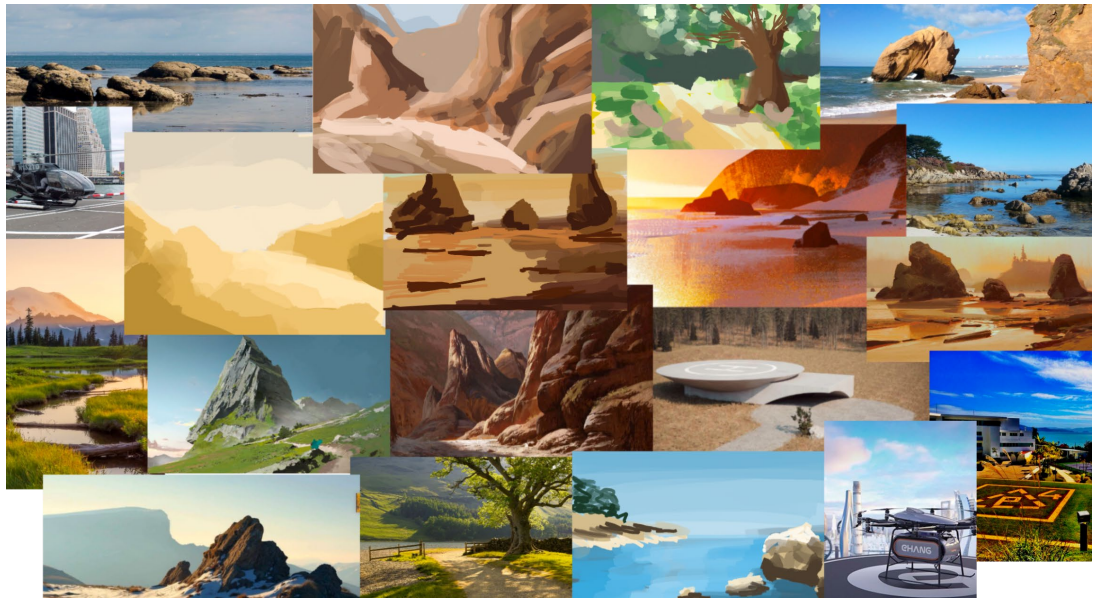
I studied different types of dogs and focused on poodles. I looked at their body shape and special features, such like their soft and curly fur.



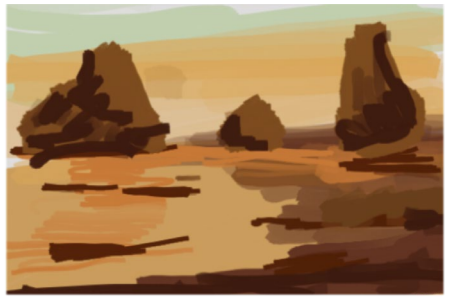




Scene Experiments







Clay Experiment

I also used clay to create models of my characters and planes, which helped me better understand their structures.











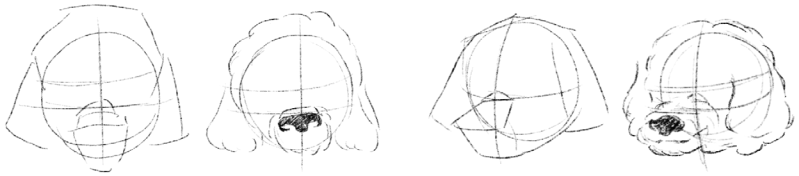




Shape Language







I chose the valley as my scene because it works well for adventure settings and is ideal for landing planes.

Outfit



I experimented with shape language to create characters with different personalities and used collages and sketches to design the outfits.

Captain Pudding



Colour Selection



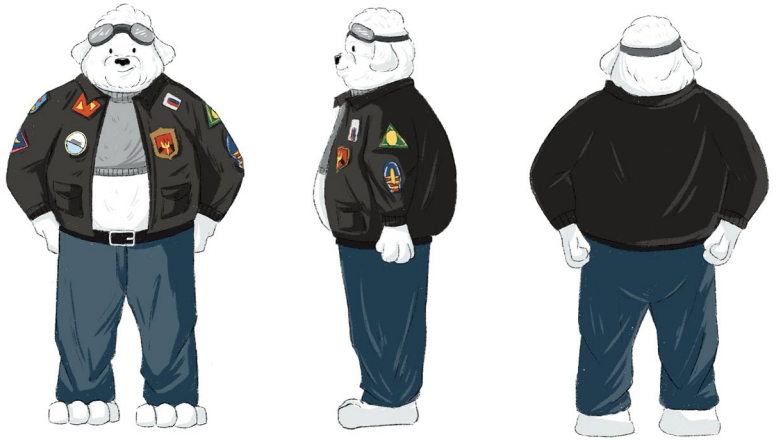
Captain Pudding—
An adventurous, yogurt-loving poodle with a big heart and an even bigger appetite, always flying far to find the creamiest treat.



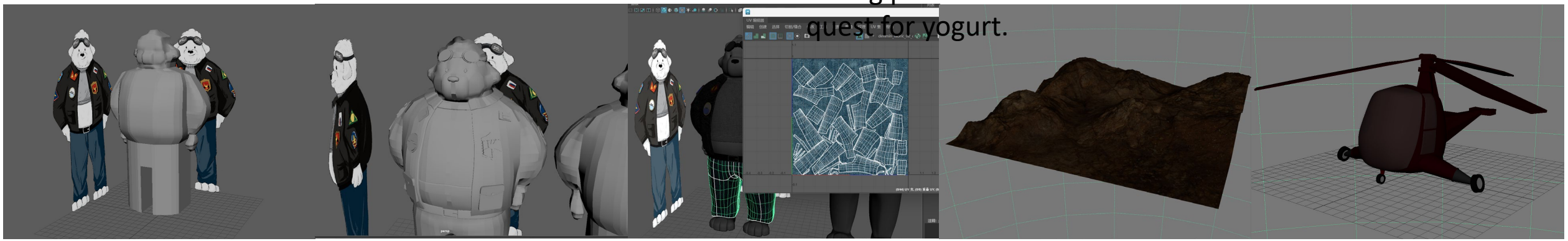
Design Selection



This character is inspired by a playful poodle from my childhood memories, reimagined as a daring pilot on a quest for yogurt.



Modelling Process



Final Outcome

Captain Pudding's journey began when he found a bright red helicopter and dreamed of adventure. With yogurt as motivation, he learned to fly and now soars across the world in search of the perfect yogurt.

Link: https://youtu.be/-8j0JIf9kHc?si=o3TrV3n1FFaX9ysA











Red Helicopter Model




Captain Pudding Model




Setting Research









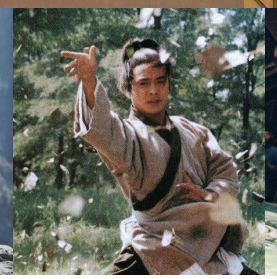
















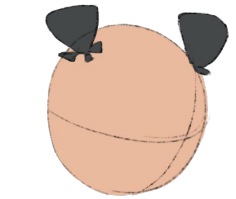


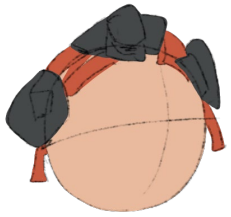


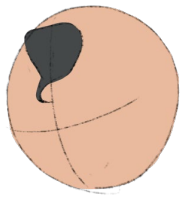
I researched the story background of my character by studying similar themes in films and video games.

Character Ideas

I studied monsters from *Shan Hai Jing*, Chinese children's clothing, kung fu, and weapons. I also made sketches showing my understanding







Initial Sketches





















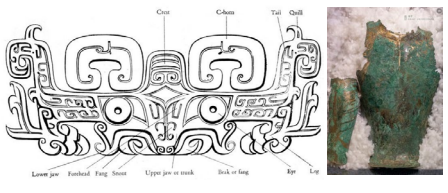
Card Board Experiment

I sketched the monster's body parts based on different animals' traits to understand its structure and details better.



I made the monster's mask and claws out of cardboard to see the design details more clearly.







Initial Design

From "Shan Hai Jing", I chose unique animals for my monster design and I also sketched three kung fu styles to explore









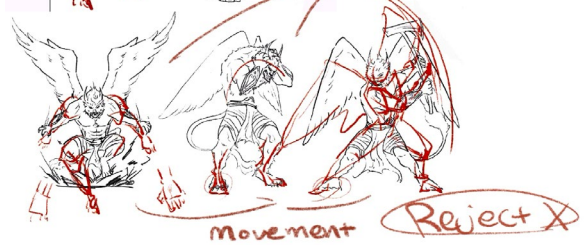


Design Development

After finishing my character design, I started refining the details of expressions and movements.

I sketched storyboards and listed the message conveyed in each shot.



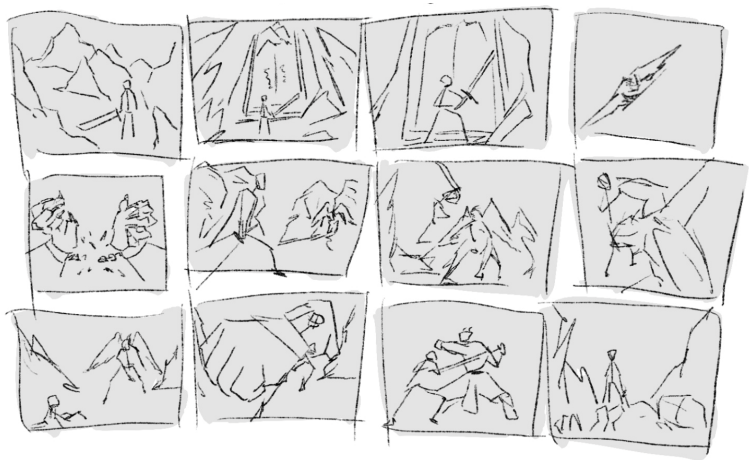


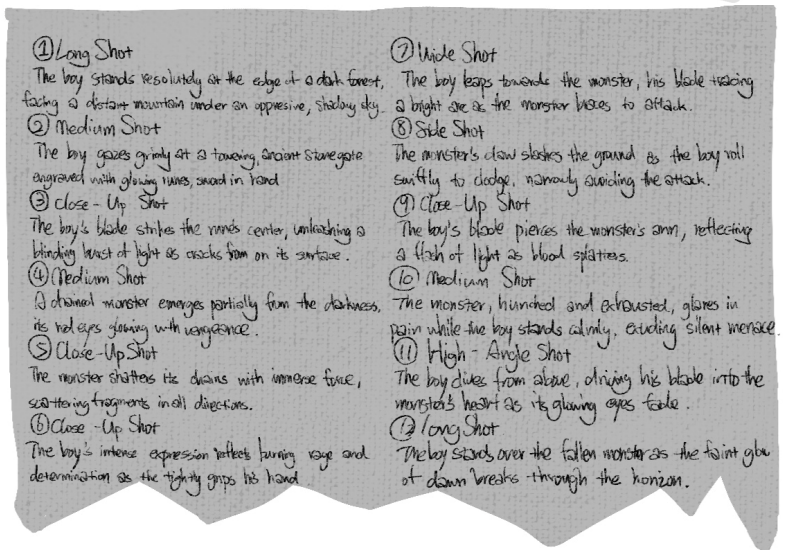






Story Board Idea







I revised some shots to make them more impactful.

Camera Shot Ideas

I took photos to recreate the shots, giving me better references for my

Camera Shot Development





Character Design & Storyboard

The storyboard tells the story of a boy finding a monster, battling it, and ultimately defeating it.

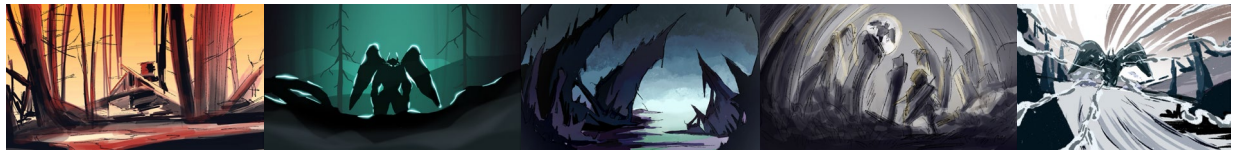




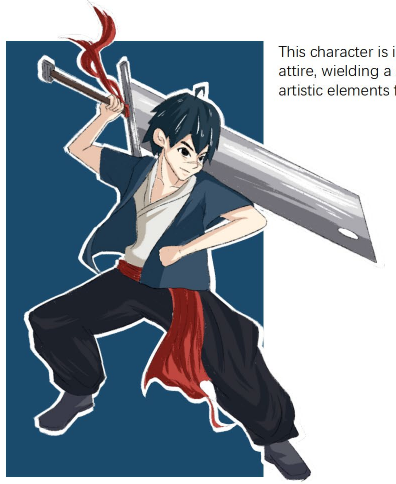
In a poor land ruled by demons, people trade their souls for wealth, becoming possessed. Garrick, the "God Slayer," hunts demons and seeks the false "god" behind it all.



Key Shots & Colour Scripts



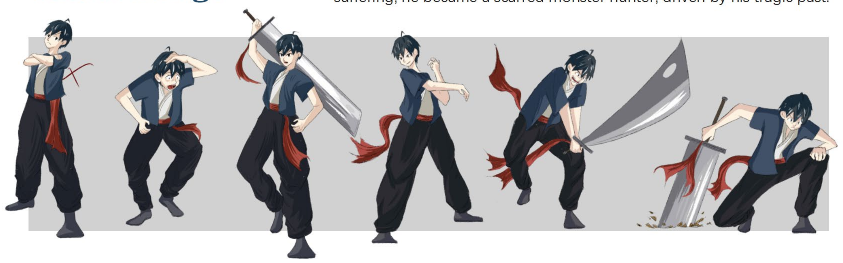
Garrick



This character is inspired by traditional Chinese kung fu and attire, wielding a stylised broadsword enhanced with bold artistic elements for a unique look.

Garrick grew up happily despite poverty, until his parents traded their souls for wealth and were possessed. Forced Garrick to end their suffering, he became a scarred monster hunter, driven by his tragic past.

Action Design



Reference & Initial Design





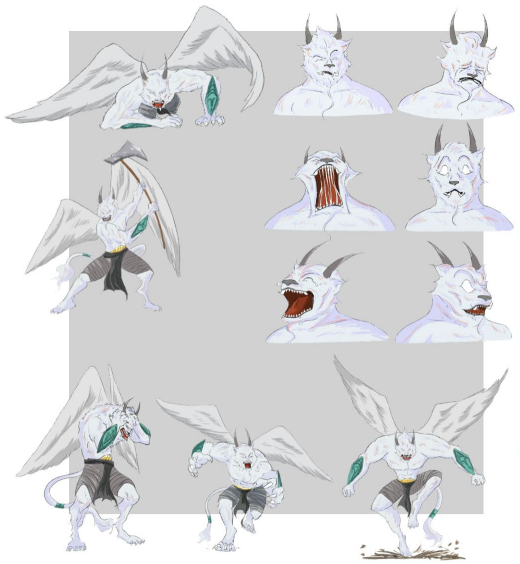
Turn Around



Expression Design



Expression & Action Design



This character is inspired by Qiong Qi from Chinese mythology in the *Classic of Mountains and Seas*. Its design combines features of various animals with armor inspired by traditional bronze ware.

Colour Study



Reference



Storm

"Storm" is a colossal, tempest-like monster with sun-blocking wings and soul-piercing eyes. Claiming godhood, he grants wealth in exchange for loyalty, but his gifts dissolve souls, leaving humans cursed and vulnerable to possession.





Turn Around



Difference

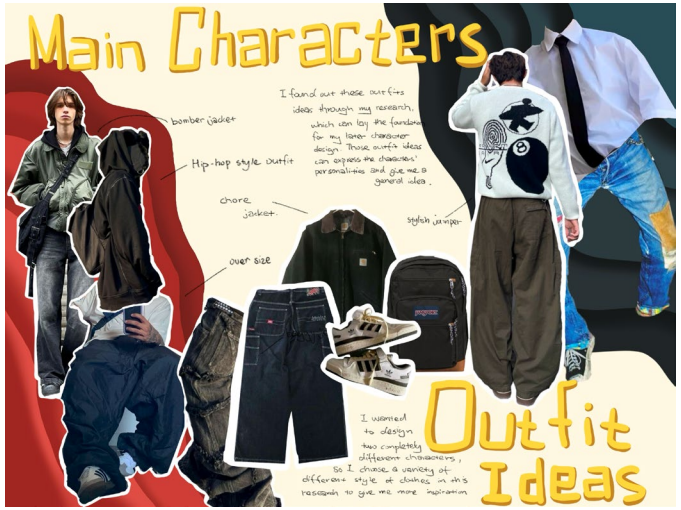


This project explores how different experiences shape unique personalities.

Mind Map



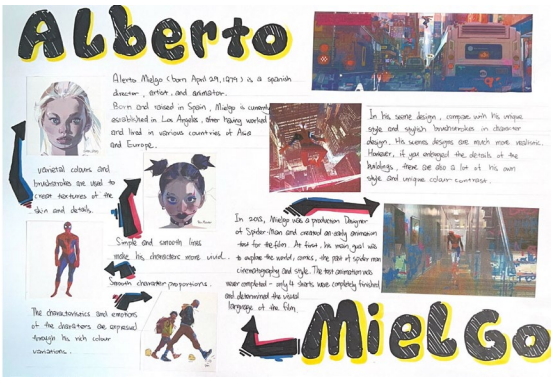




Collage Ideas

I used physical collages to develop character design ideas and researched artist Alberto Mielgo, whose clean lines and bold colour blocks align with my vision for this project.

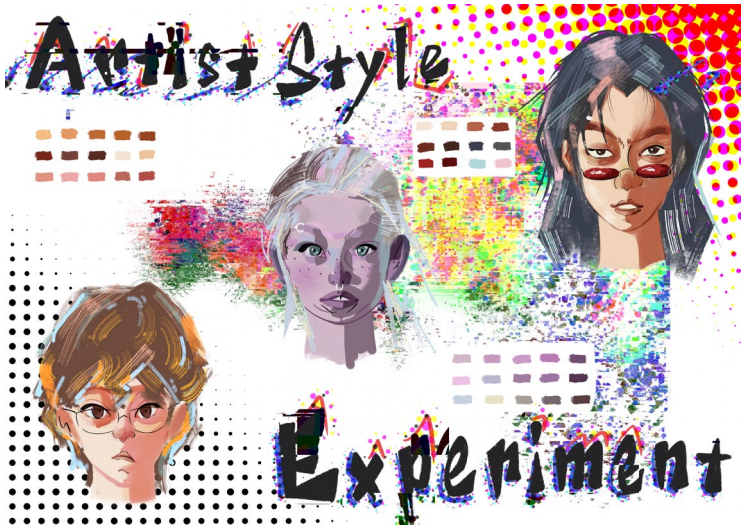
Artist Style Research

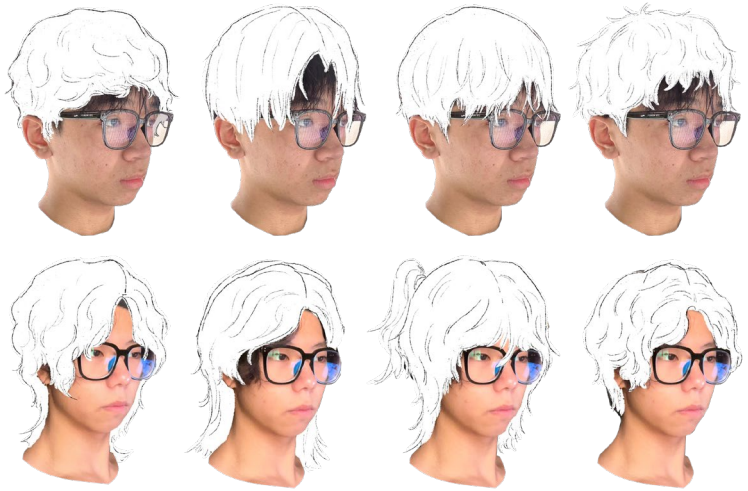




After researching artist Alberto Mielgo, I studied his style and experimented with it in my own designs.

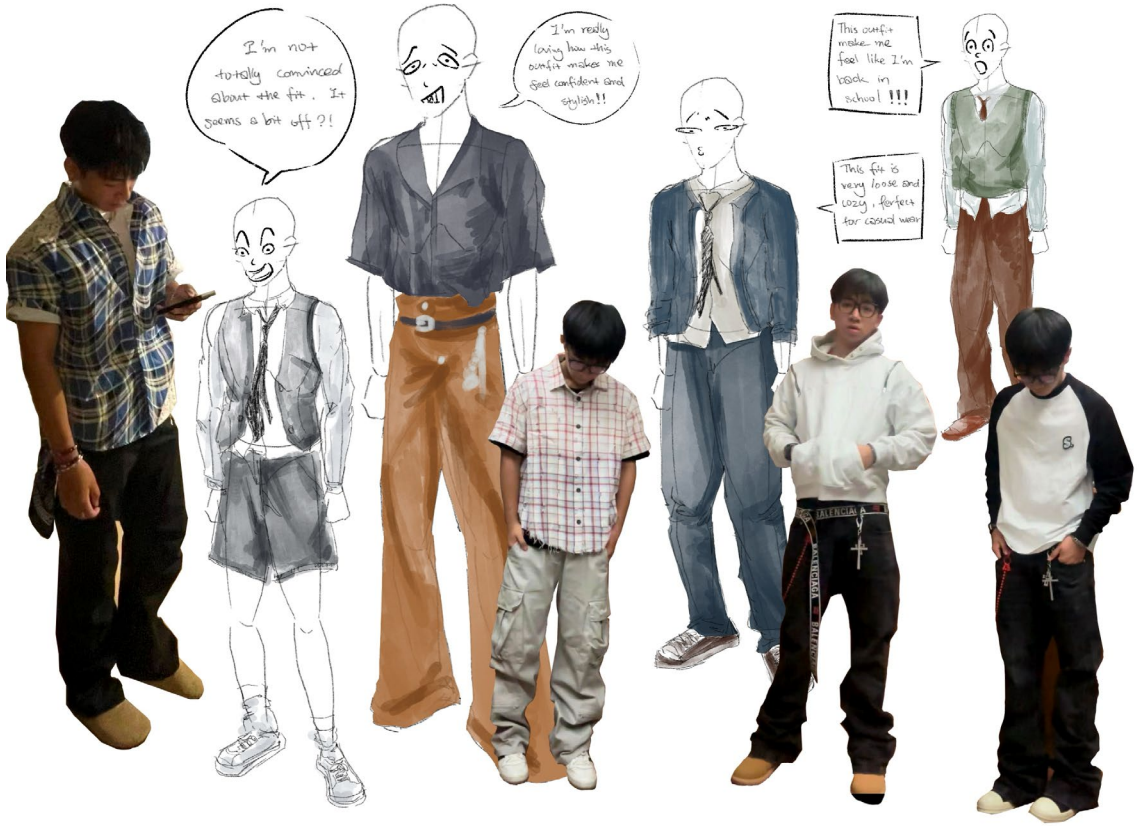
Style Experiment





OutFit & Hair Style Experiment

I also took photos of myself and my friend and experimented with sketches of hairstyles and outfits.



Environment Collage Ideas









I used collages to gather inspiration for environmental design and created the initial concept for my environment.

Initial Character Design



I sketched models with styles similar to my character to shape their initial appearance.



Ideas Sketches

I also drew sketches of room designs to explore more ideas.











Riff

Riff, a rebellious teen in a black-and-red hoodie and red sunglasses, channels his passion for heavy metal into songwriting.

Expression Design



Riff's design is inspired by Kurt Cobain, incorporating one of his iconic outfits. I also sketched extensively to capture the musician's signature playing gestures.



Action Design



Vince

Vince, a perfectionist painter, keeps his tidy studio filled with plants and paints.

Expression Design



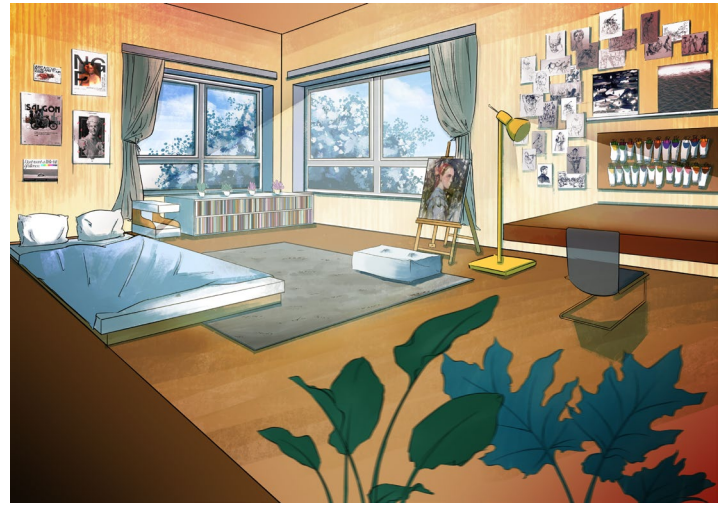
Vince's design is inspired by a close friend, with clothing styles reflecting his unique fashion sense.



Riff & Vince's Rooms

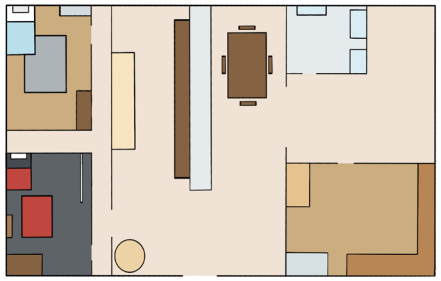
This project is inspired by my cohabitation life with a friend and how small daily differences can cause conflicts.





Common Areas

I designed the living room and kitchen as representative common areas.

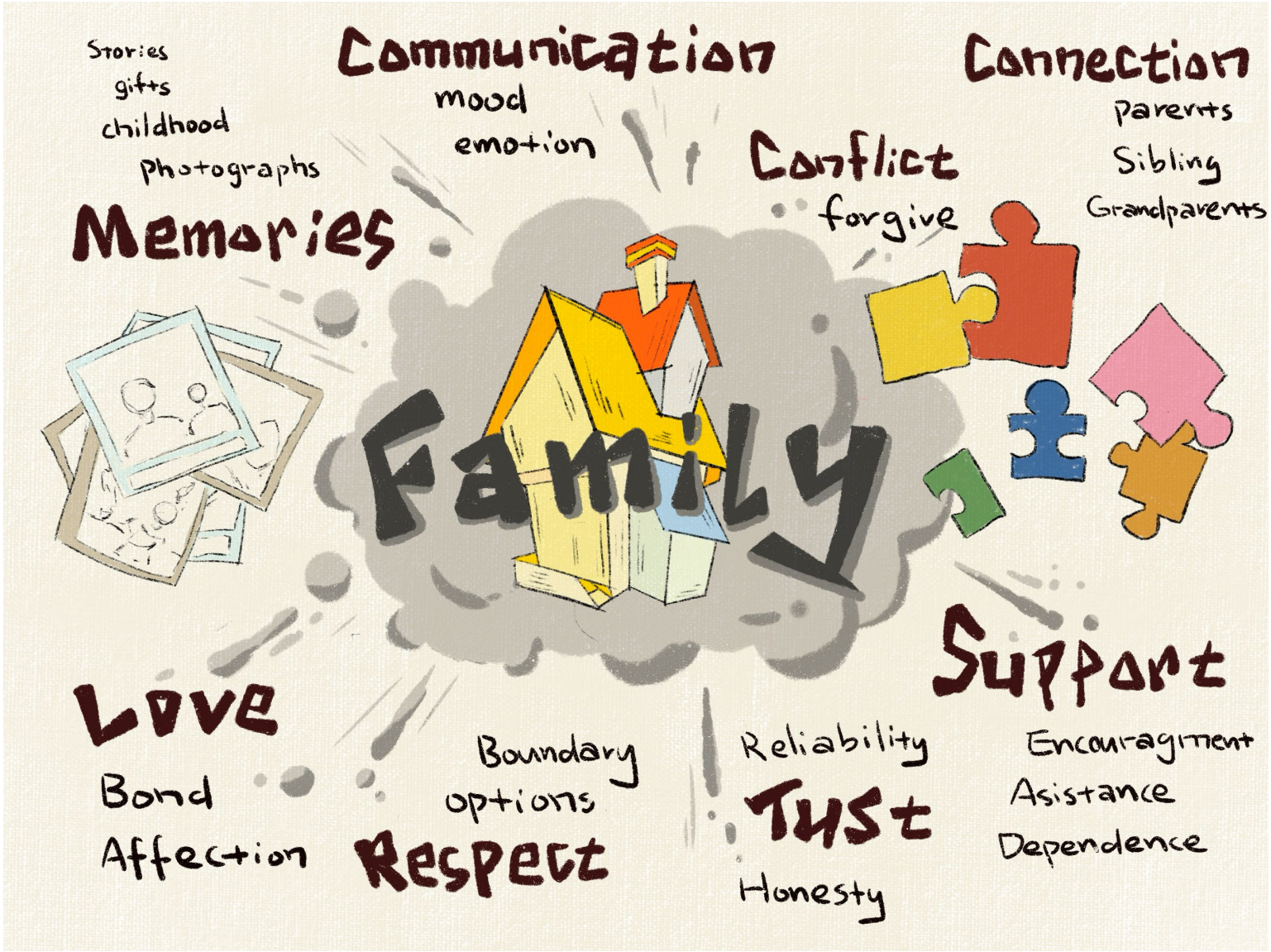






Mind Map

This mind map is inspired by various elements that happen within my own family.



Artist Research









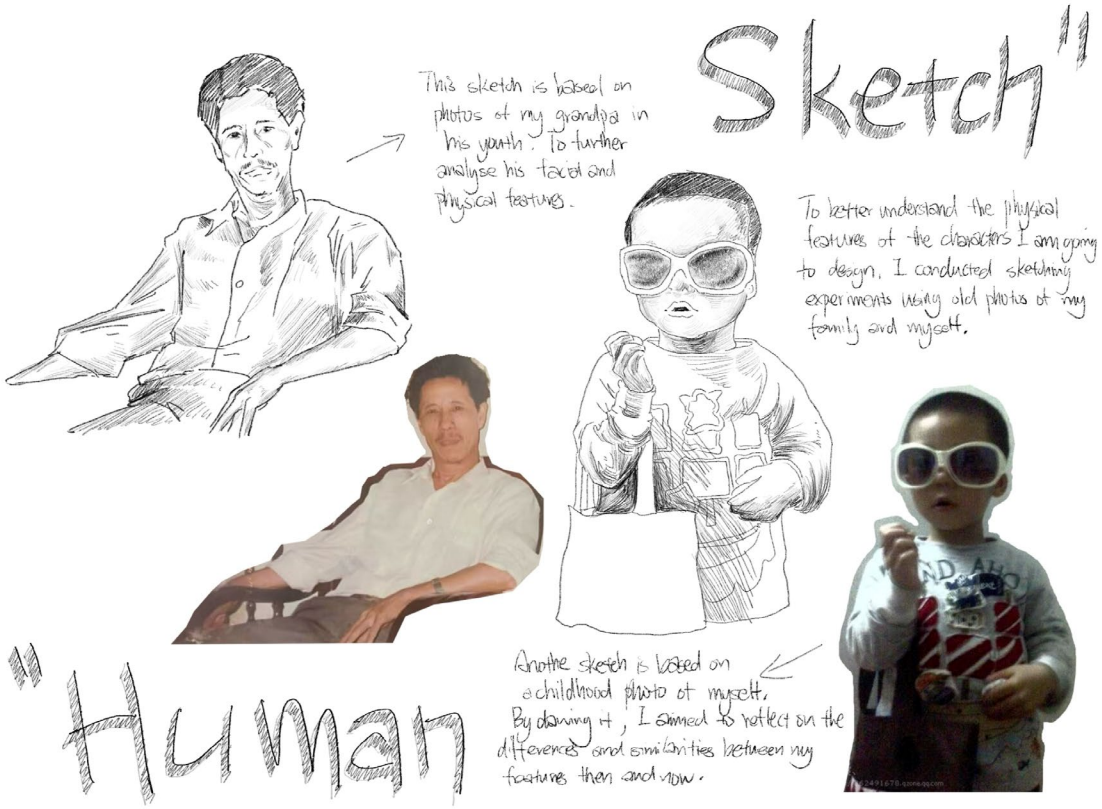
I researched artists with similar styles and explored family-themed works to expand my ideas.

Story Research



In the mood board, I collected intimate family moments to provide

Initial Sketches



Clothing Ideas





I sketched photos of my family and gathered inspirations for costume research.

Style Experiment

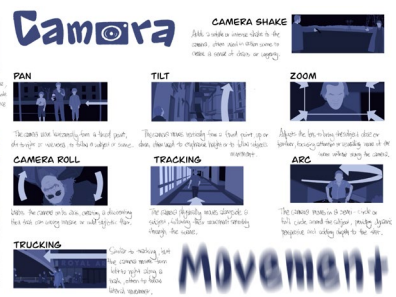


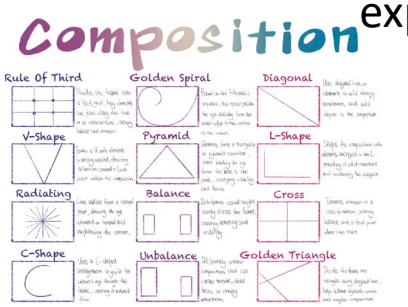
I researched camera techniques and experimented with my artist's style.



Camera Shot Research





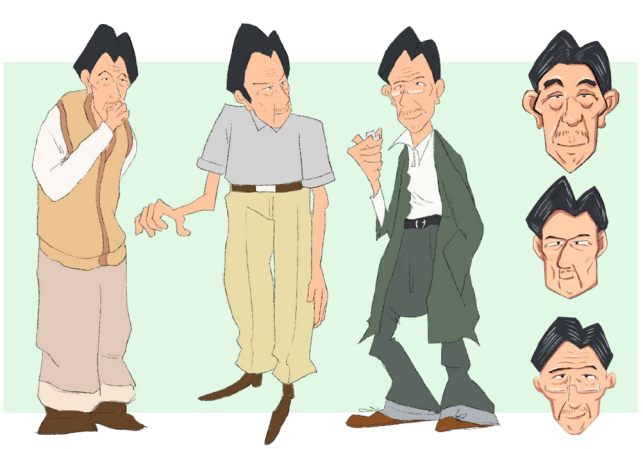


Style Experiment

I designed each character in different styles, allowing me to choose the best option.

I used collages for my environment design to gather more inspiration.

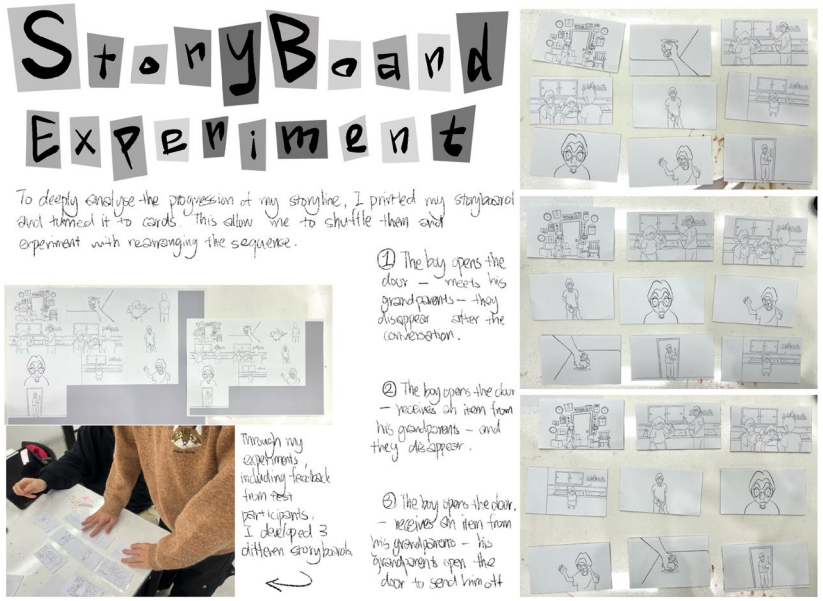






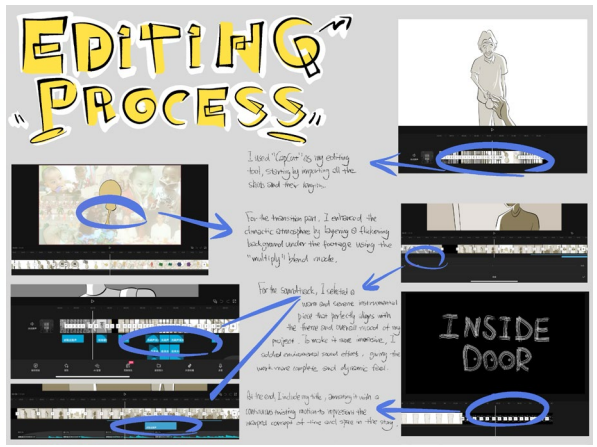


Storyboard Experiment



I experimented with arranging the storyboard, making it easier to plan the story's plot and sequence.

Editing Process



Scene Collage Ideas



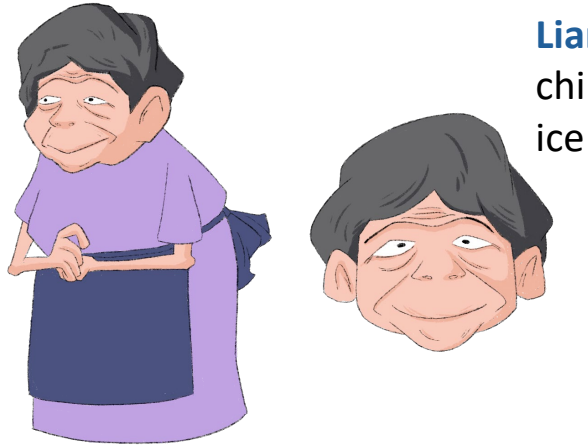
For the modelling process, I used CapCut as my main software and carefully worked on background and ambient sounds.



Grandpa



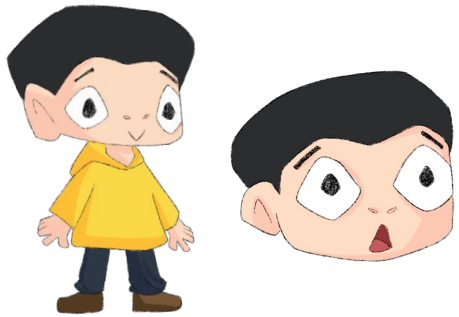
Grandma



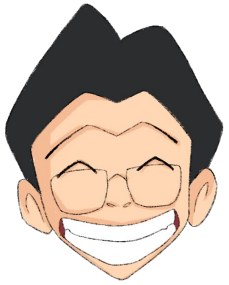
Grandpa amazed little Liam with "magic" tricks on their kindergarten trips, while **Grandma** spoiled him with treats but stopped **Grandpa** from buying "junk food."

Liam, a graduating senior, feels stressed and misses his carefree childhood with his late grandparents. **Young Liam** loved toys and ice cream.

Liam(young)

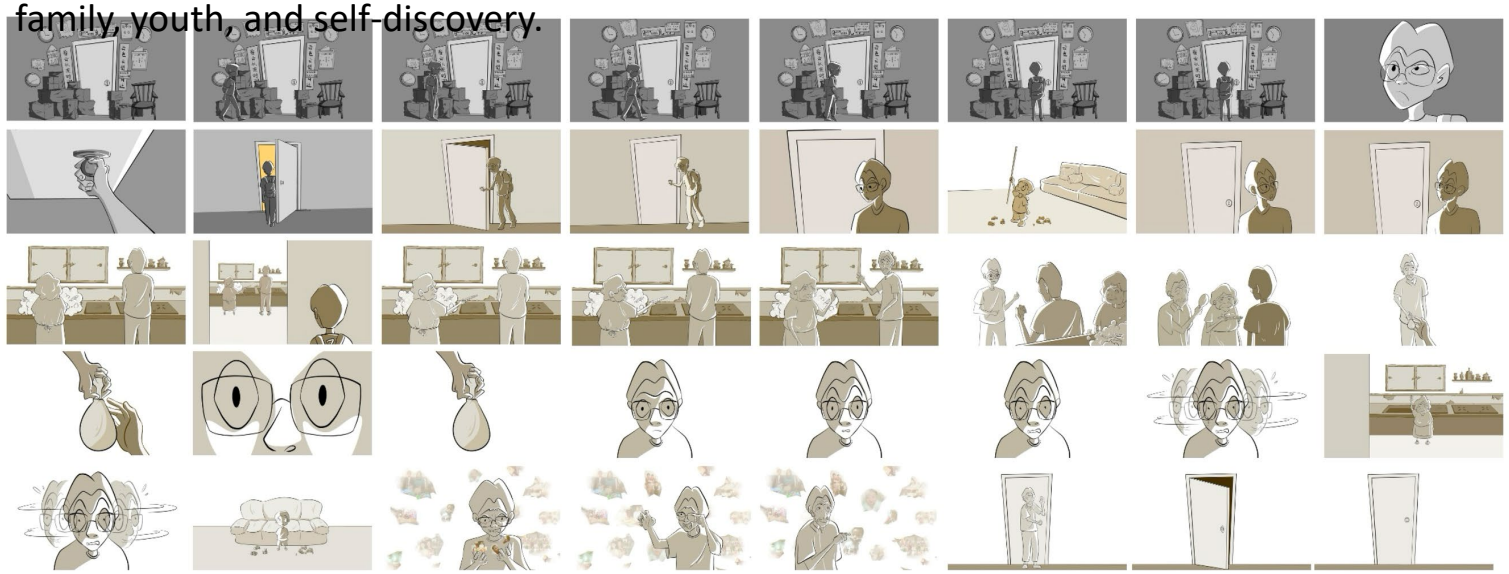


Liam



Storyboard & Key Shots

The story follows Liam, a high schooler who finds a broken time door and travels back to his childhood. There, he reunites with his late grandparents and younger self, experiencing family, youth, and self-discovery.



Link: https://youtu.be/RYGD3hR1FMY?si=Cq0wAFqurl-IK4yO

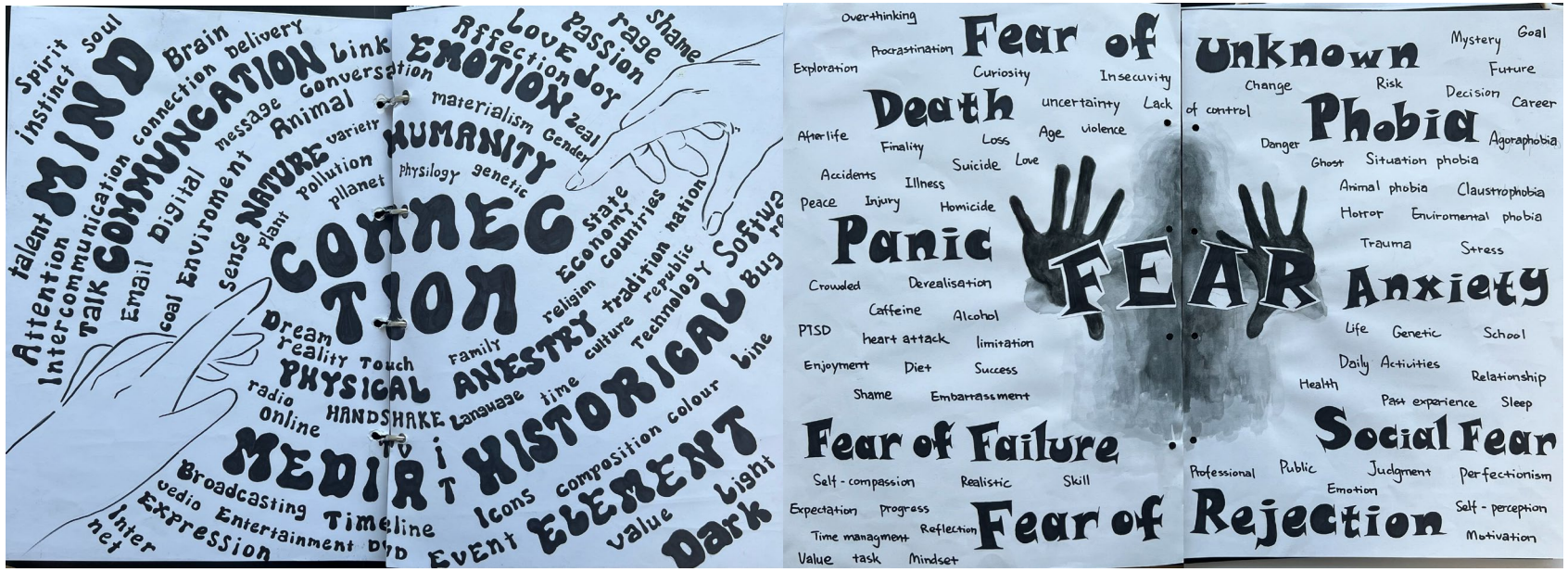




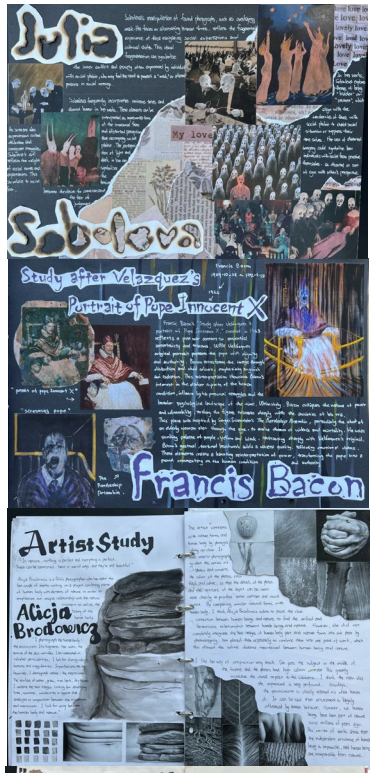




Mind Maps



Artist Research



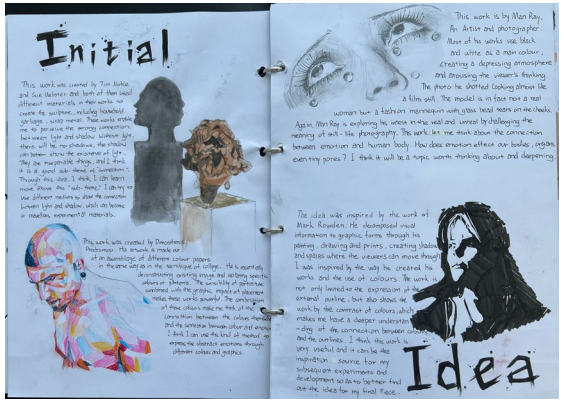
These two mind maps explore the themes of ***connection*** and ***fear*** in detail.

I conducted in-depth research on five selected artists which Related to the theme, focusing on their works and life experiences.

Artist MoodBoard



Initial artist research & Recreation

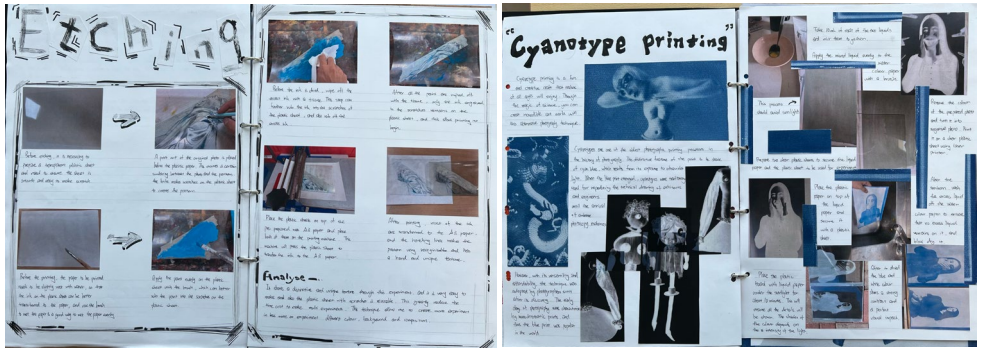


In the mood board, I collected a series of artists to gather inspiration.

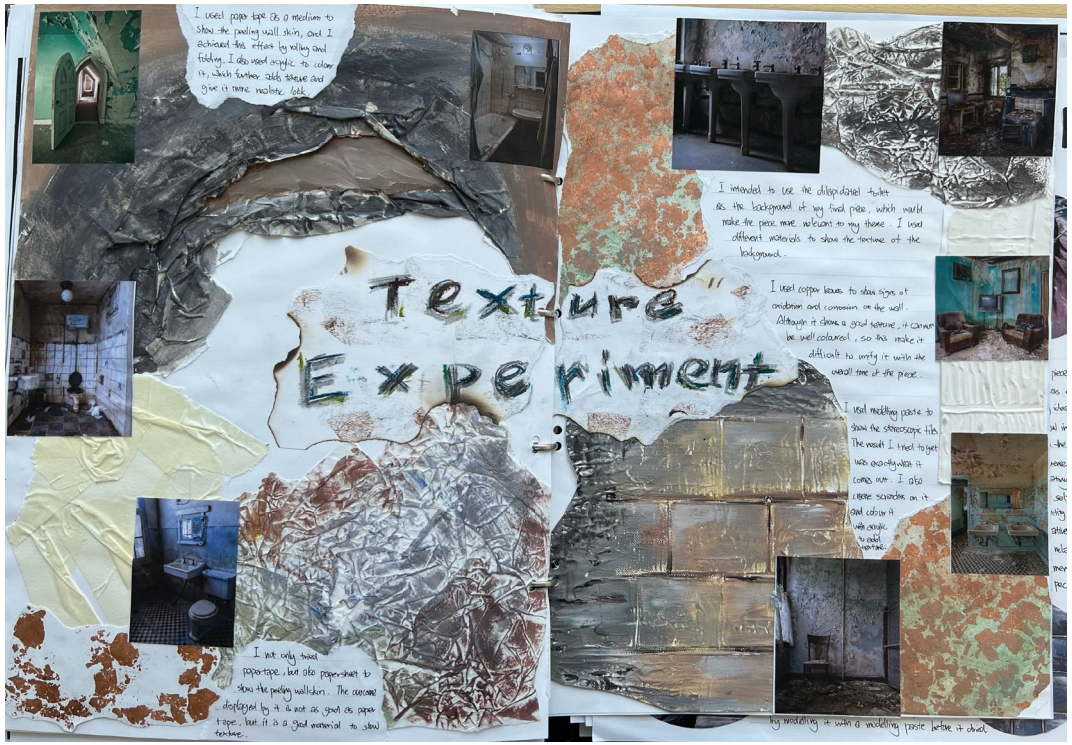
I selected four artists to study their work through sketches and brief research.

This is the experimentation process with etching and cyanotype

Material Experiments



Experiment process & Texture Experiment



I experimented with etching, gel print, and cyanotype to show how they perform on different materials.



I also tested various textures using mediums like masking tape, modelling paste, and copper foil.

To gather inspiration, I used observational drawing of daily Items .

Observational Drawing

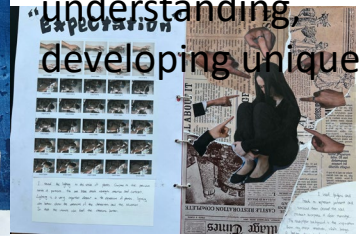


Development

Judgement & Expectation





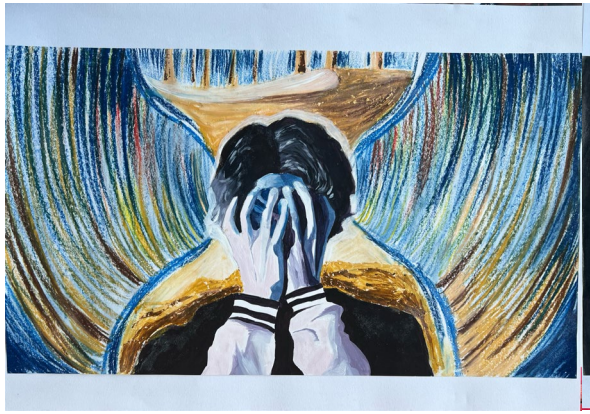


After completing research on each artist, I created my own photoshoots for each theme based on my understanding, developing unique works.

These two pieces represents isolation and reflects expectations from the outside world.

Fears

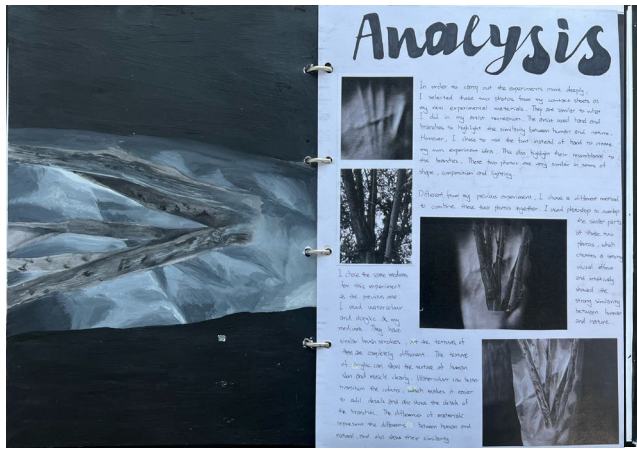
These two works below explore the fear of change and the fear of being watched.

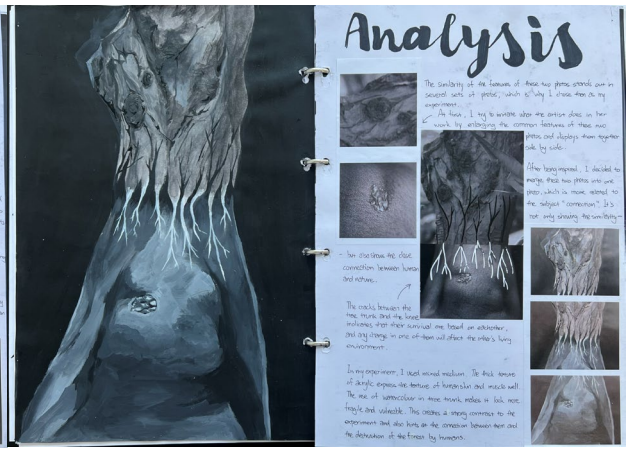


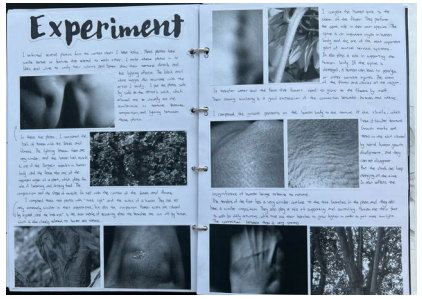










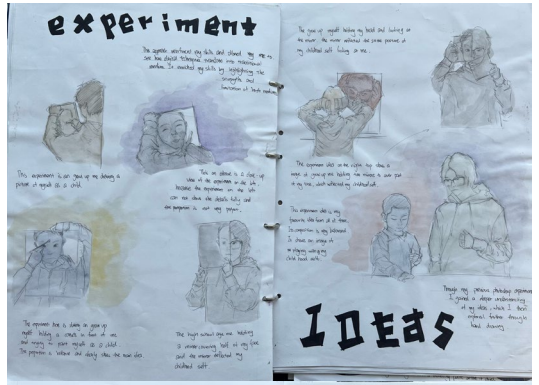


Human & Nature

This project examines the connection between humans and nature.

Identity & Memory

This project below highlights the importance of self-reflection and memories.





Final Outcomes

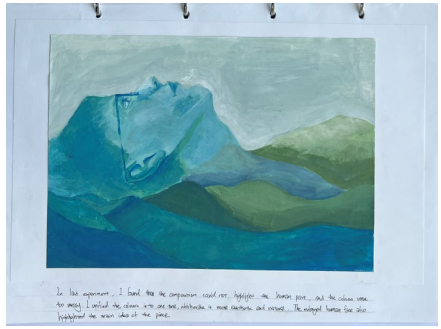




“Mask”

project portrays the masks people wear under the weight of societal expectations, reflecting the tension between authenticity and adaptation.





“One with the earth”

These two works symbolise the deep unity and inseparability between nature and humanity, emphasising their shared essence and mutual reliance.





“Echo of Dread”

These two pieces delves into the rawness of human fear and emotion, capturing the vulnerability and intensity of our inner world.

“Who we are”

The final project explores the profound influence of memory on self-identity, illustrating how the fragments of our past shape who we are.

