Studio 1

Mohan

Week 1-5

FOLIO PLAN

RATIONALE

CONTEXT
METHOD
PRODUCTION

- Coming from a design and animation background, I have developed a strong passion for Futuristic UI and sci-fi animations in games and movie.

  I want to use Studio 1 as a great opportunity to explore the identity and UI design under the sci-fi/near-future/AI scenario while learning and improving my animation skill in both After Effects and Cinema4D.

RATIONALE

- The Studio 1 project should function as a showcase of my development of understanding both conceptually and technically about design and animation in Science-fiction scenarios.

CONTEXT
METHOD
PRODUCTION

CONTEXT

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PRODUCTION
RATIONALE

- Based on my research and understanding, my main interest of development appears in several connected fields:
My main focus would be FUI (Futuristic/Fictional User Interface), which rely heavily on Motion Graphics, UI animation and Layout. FUI is also very common in film production as part of the VFX workflow, which involves 3D animation and tracing technique. Designers from Data Visualization background may also choose FUI as the primary visual style to present their research.

CONTEXT

METHOD
PRODUCTION
RATIONALE

- Although FUI appears to be a subgenre among the broad aspects of design, many artists, designers and studios are passionate about this area:

Ash Thorp
Davison Carvalho
Jerry Liu
John Flores
Ryan J Close
Perception Studio
Point Five Space
Ivan Zakharov
Yaroslav Makhonin
Nawaz Alamgir
Mark Jones
Inferstudio

METHOD

PRODUCTION
CONTEXT
RATIONALE

- After getting to know more about the studio, I realised it is a great opportunity to improve my design and conceptual thinking through different methods. Due to the number of fields FUI is related to, I have decided to experiment with various aspects of design through different outcomes. I have been using weekly related work post as a layout design practise, aiming to improve its quality through practice over time.

METHOD

PRODUCTION
CONTEXT
RATIONALE

- In other units such as Animated narrative, I chose to learn more about the movie production process and technique in storytelling. Since Cinema4D (and other 3D software in general) can be vast and complicated at the start of the learning process, I think CPS course would be a great opportunity to explore freely.

  Finally, I am thinking about using Studio 1 project to create and improve UI design and animation as my main focus.

METHOD

PRODUCTION
CONTEXT
RATIONALE

- I wish that by the end of studio 1, I could gain more understanding about the industry, UI design workflow and improvement across multiple fields. I couldn't predict how my production process would progress, but I wish I am happy with what I have explored and created along the way and adding it to my portfolio.

PRODUCTION

METHOD
CONTEXT
RATIONALE

- In my previous creating process, I have become comfortable working with After Effects and Illustrators. I think they will still be my primary software for studio 1 for UI design, as they both have space to improve, but I would like to learn more about Cinema4D and its related render engines such as redshift and Octane. I have always been fascinated with Cinma4D in terms of animation, lighting and rendering. I think this would be a great chance to push myself a bit and taking it seriously. If I have time to expand the project in the future, Unity would be my next software to explore.

PRODUCTION

METHOD
CONTEXT
RATIONALE

- As of time-management, I am planning to produce a UI design (possibility looping animation) in the near-future scenario before week 5. After delivering this first part of Studio 1 project, I would have a clearer understanding of FUI design workflow and time requirement in each section along the process. I would then scale the final project accordingly.

THANK YOU.

Mohan Lei