5.2

Technologies

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Challenge 1

Operation Quiet Sites

Who – the sight is for people who have an array of neurological difficulties which includes hidden disabilities mental conditions and physical deafness and blindness. Its designed to give a break for busy environment.

Why – people who struggle with busy environments have a safe space to recollect themselves and take a moment.

What is it – Quiet sites + QR codes sensory rooms designed for people with specific needs. Rooms are designed to test different resources and experiment what works best.

Where – shopping centres, busy areas, street pop ups.

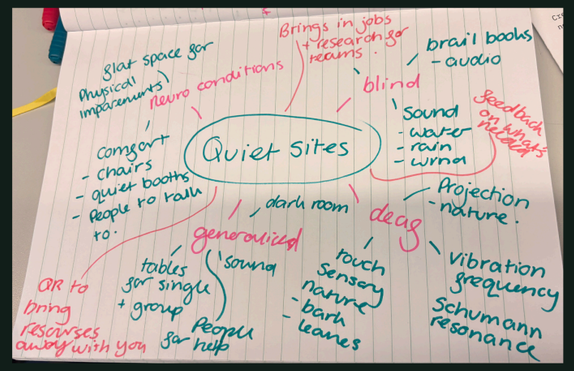
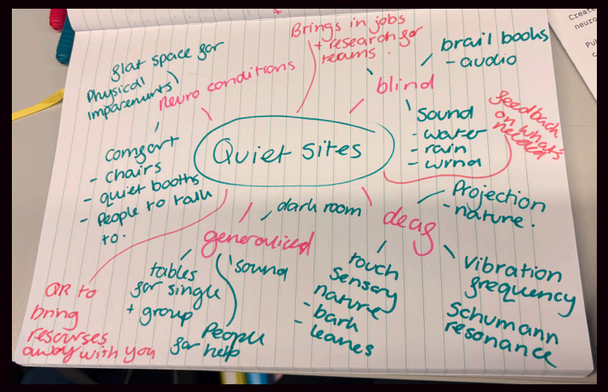
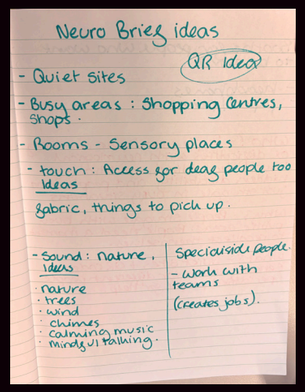
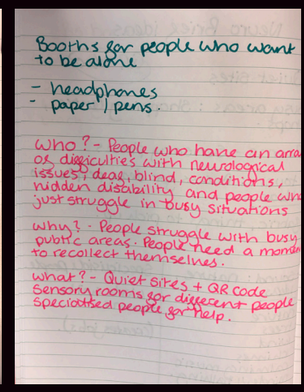
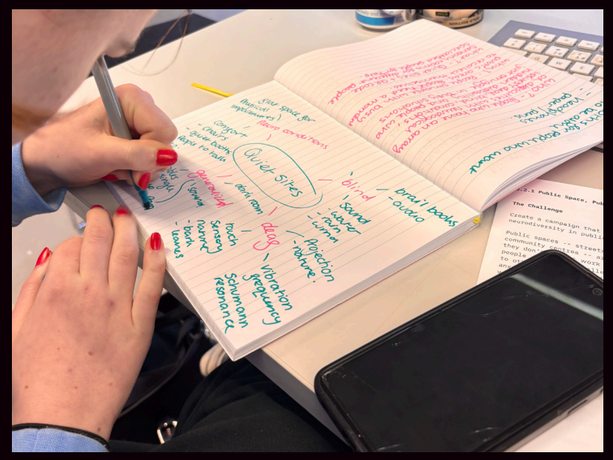


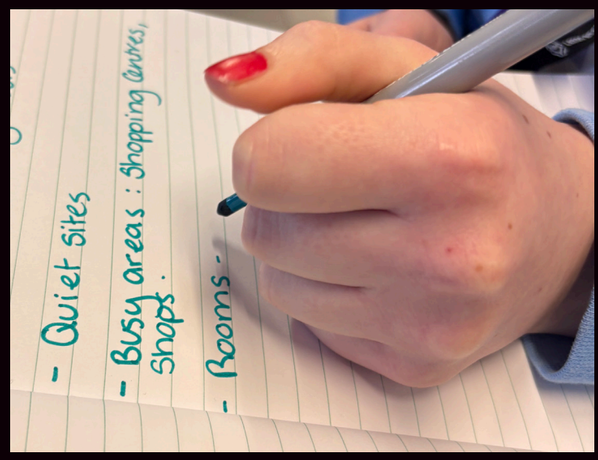
Fig 1 – Presentation











Mind maps

For this challenge while we worked in pairs our mission was to understand the struggles of different disabilities. By doing that we tried to create pop ups for people with different disabilities to create an inclusive environment.

Animation

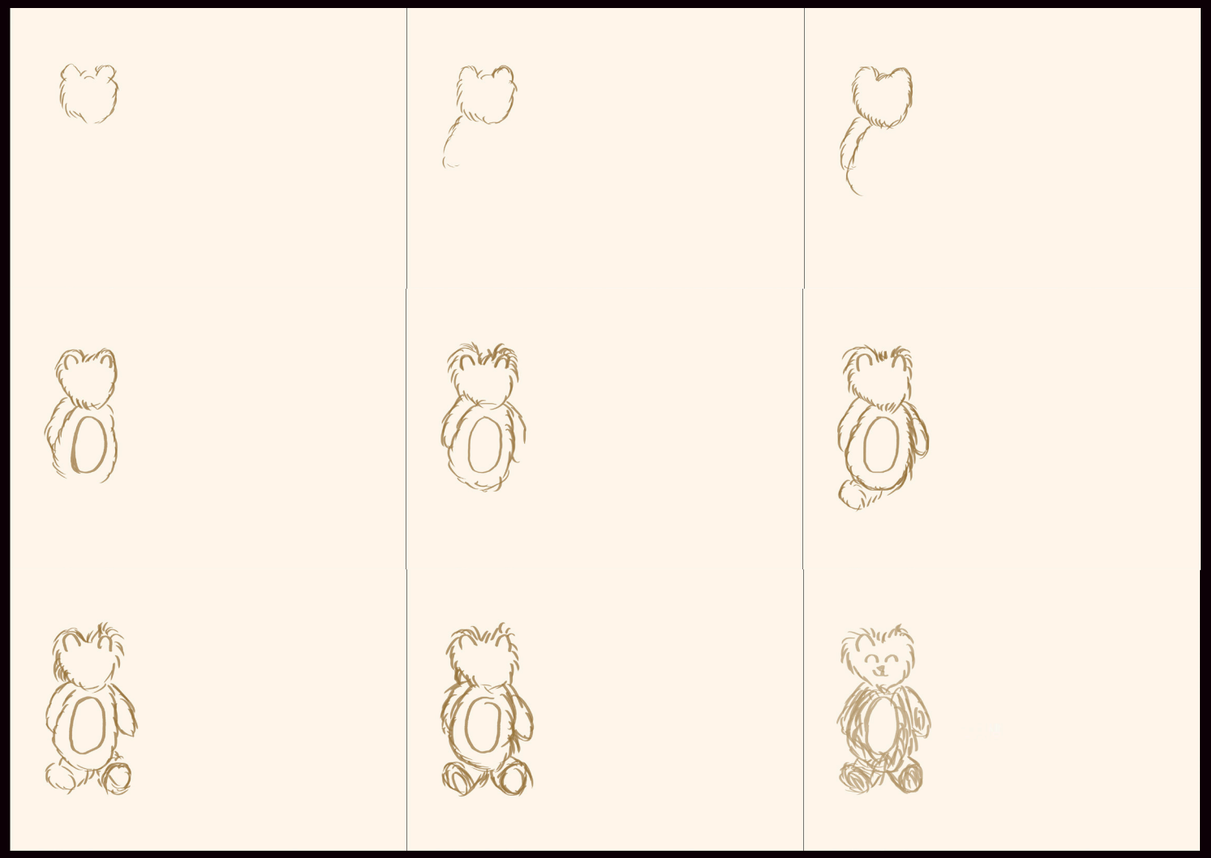


Fig 2 – Animation

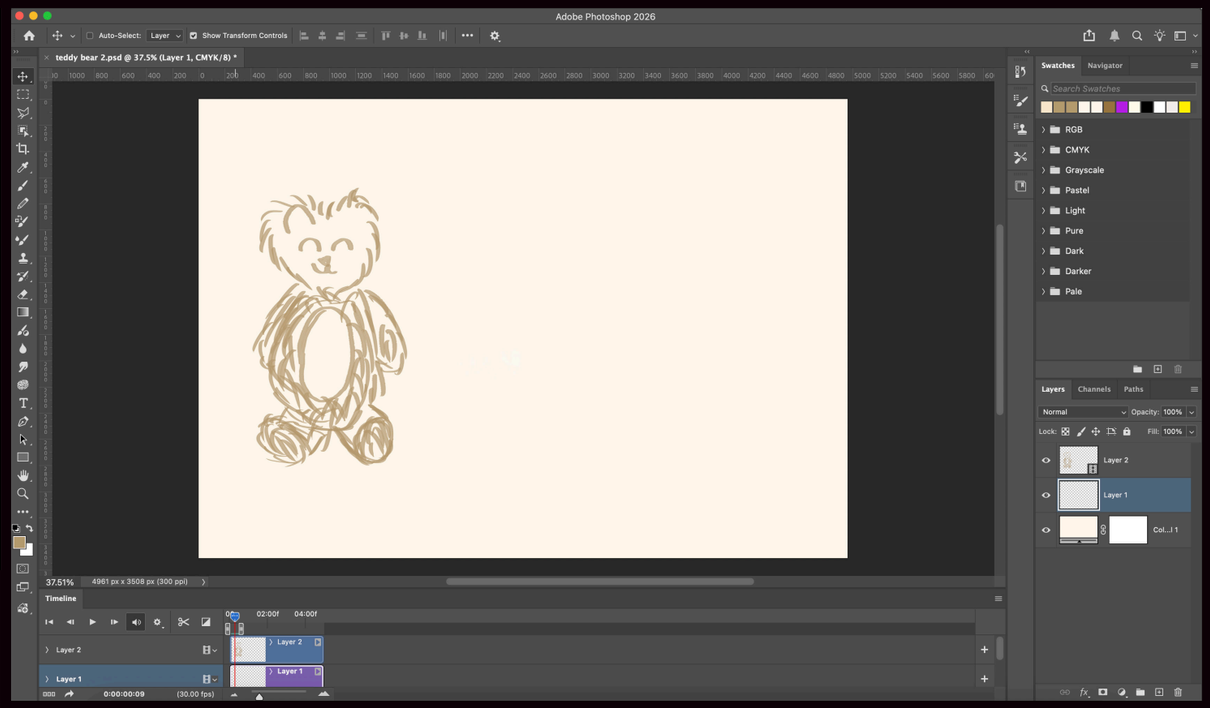
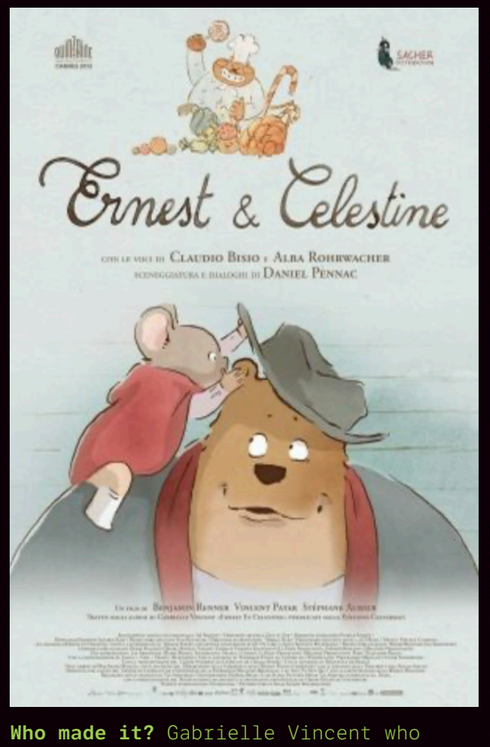


Fig 3 – Photoshop

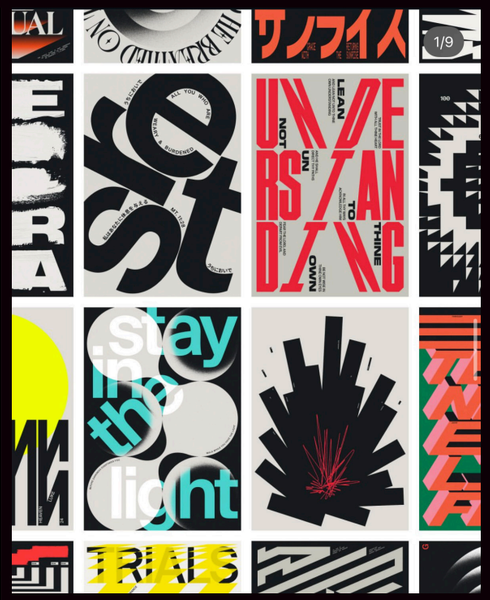
Soc Media Diet



Who made it? Gabrielle Vincent who was an author and illustrator it was directed by Stephanie Aubier et al.

How did they make it they initially where children books that began in 1981 and animated the stories in 2012 as they where adapting Vincent's work and preserving water colour illustrations.

What did you find along the way that I would like to learn more about moving image as one of the scenes where Celastine was in a room with other rats and more older rat was explaining how bears and rats are not friends and how they should stay away in that moment the artist used shadow of the rat to create emphasis and to paint the picture of the threat they pose, which I found fascinating as it used something and made it a something else.



Who made it? An Instagram account called Nazarune they focus on visual theology in type form, but also their work is available for wall art.

How did they make it they don't reveal how they are made or the way artist(s) work.

What did you find along the way that these can be printed out and be used on the wall as they have a link for printing.

Who made it? An artist in the name of fontanesi on Instagram.

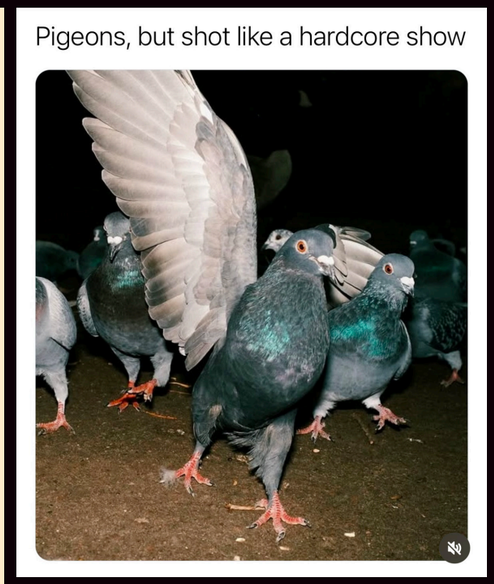
How did they make it their artwork is based mainly of 2 images collaged together to create these surreal images and look twice at them tu understand what they are.

What did you find along the way that they have a new book coming soon based on these illusions called heavy vehicles.

Who made it? Marcus Rentsch who works at adobe.

How did they make it he showed how to make mosaic effect on illustrator step by step.

What did you find along the way that he knows how to make many similar effects, a post before hand he showed how to create a Lego effect over Mona Lisa and he gives step by step guides on how to create interesting effects on illustrator.



Who made it? This was photographed by a guy called Eddy Maynard, he focuses on photography and video making with film and digital.

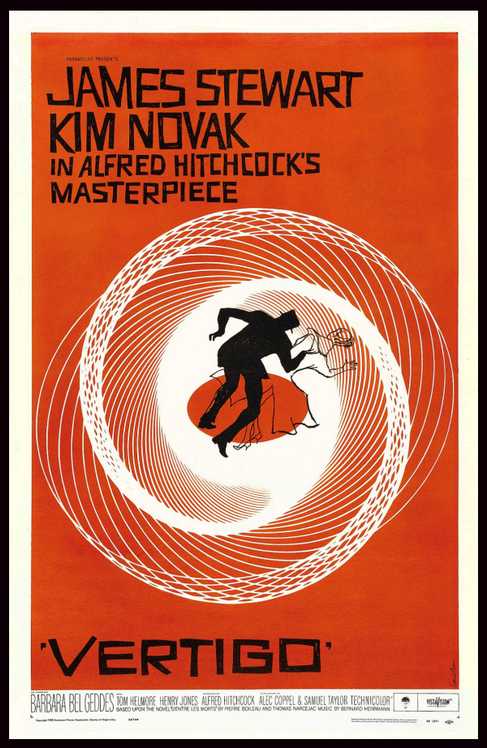
How did they make it he used a camera and he shot pigeons but in a way they appear hard core show.

What did you find along the way that they are good at story telling and I admire the way they use their camera to capture those moments and create these stories.

Design Diet

Abstract: The Art of Design | Platon: Photography | FULL EPISODE | Netf...

Netflix · 1.4M views · 5 years ago



Wallace & Gromit x Barbour | Behind The Scenes | Christmas Advert 2025

Wallace & Gromit and Aardman · 45k views...

can i please talk to you about my design process (please)

135k views • 3 years ago

elliotisacoolguy

here is a video of me talking about all my favourite **designs** i've ...

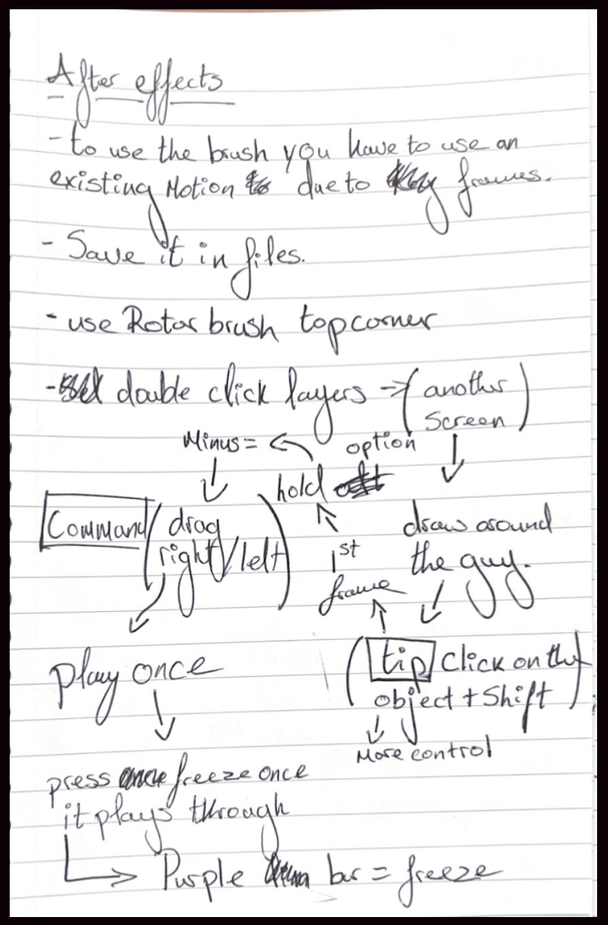
Subtitles

4 moments First Poster | Gradient Orb |...

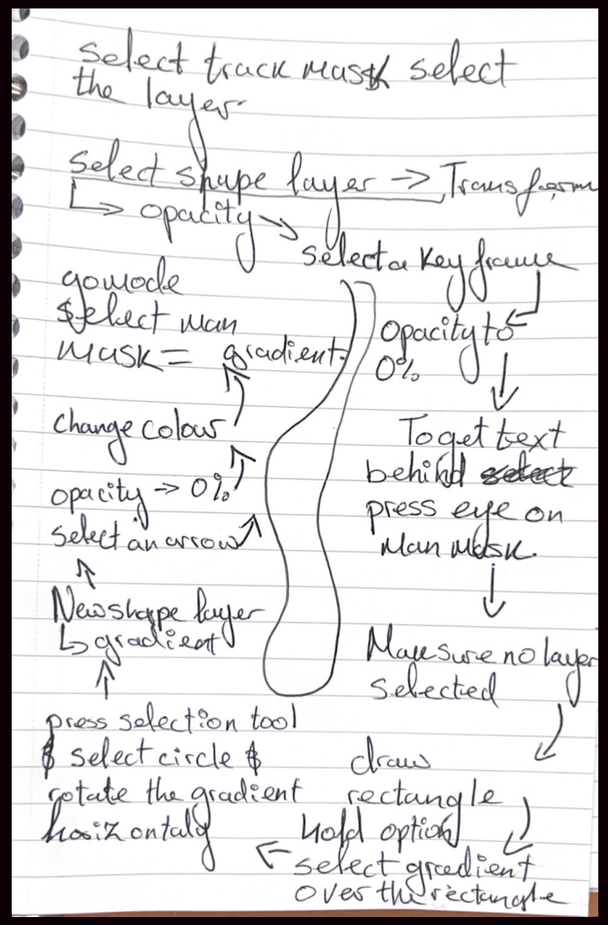
Wallace & Gromit x Barbour | Christmas Advert 2025

Wallace & Gromit and Aardman · 581k views · 3 weeks ago

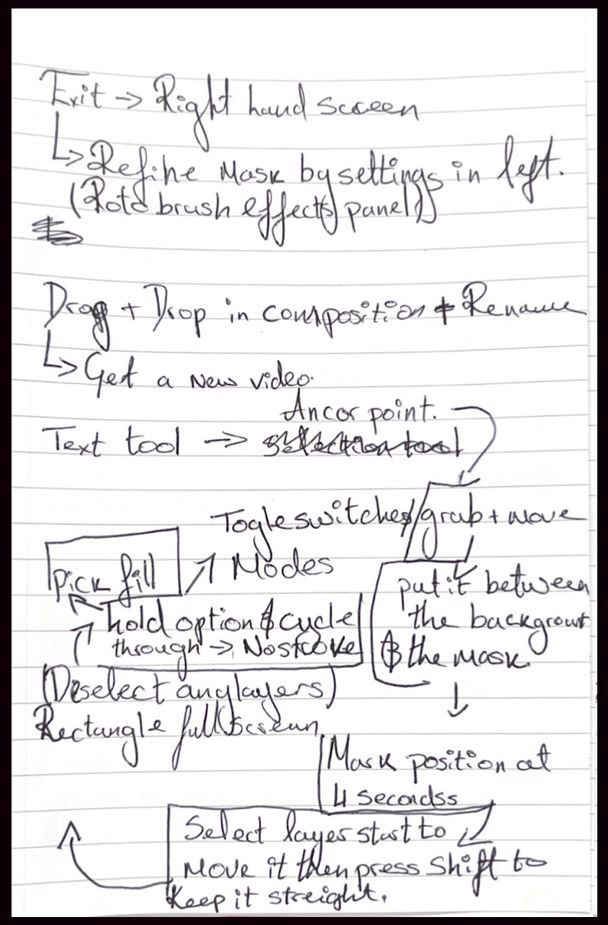
Rotoscoping Notes



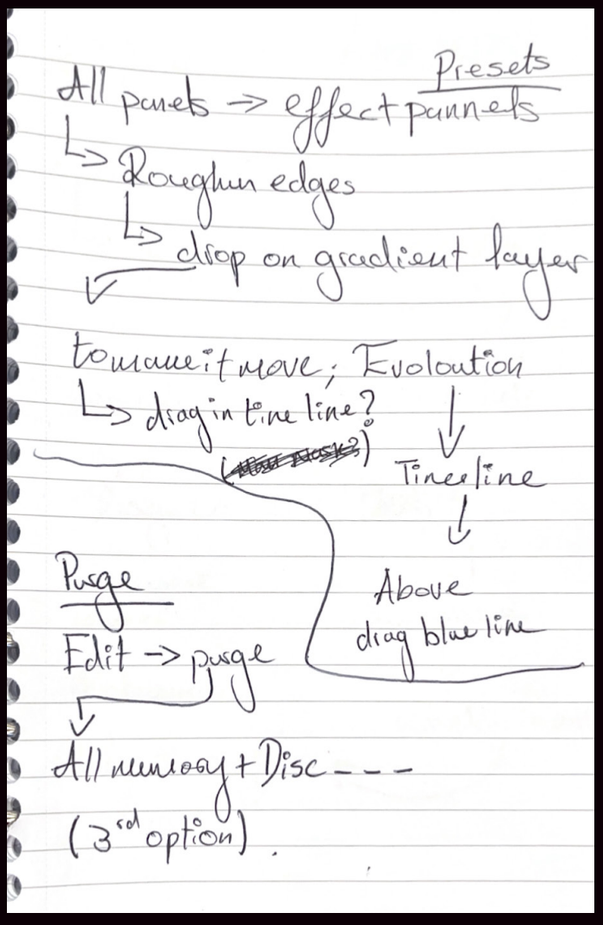
Page 1 - Rotoscoping video



Page 2 - Rotoscoping video

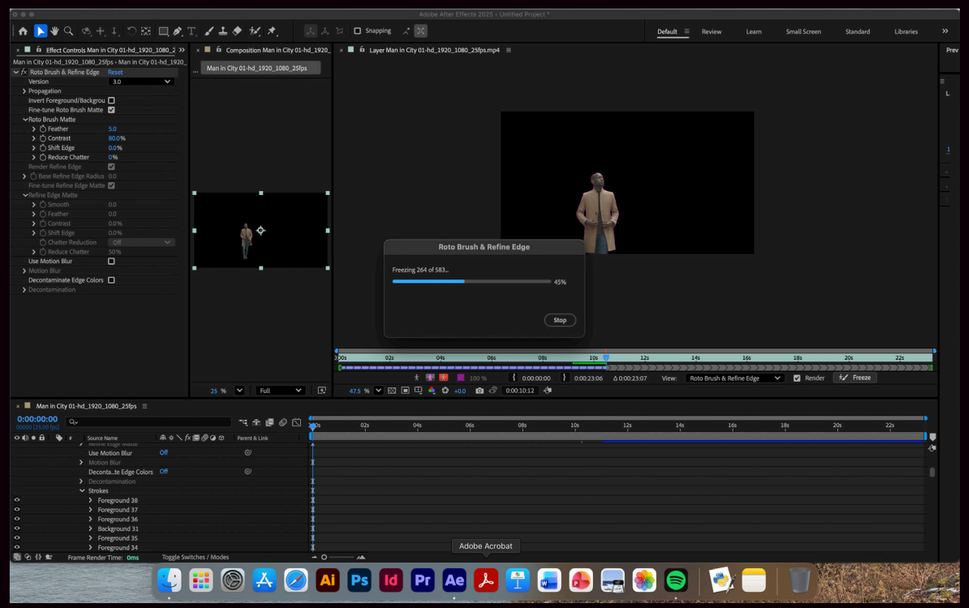


Page 3 - Rotoscoping video



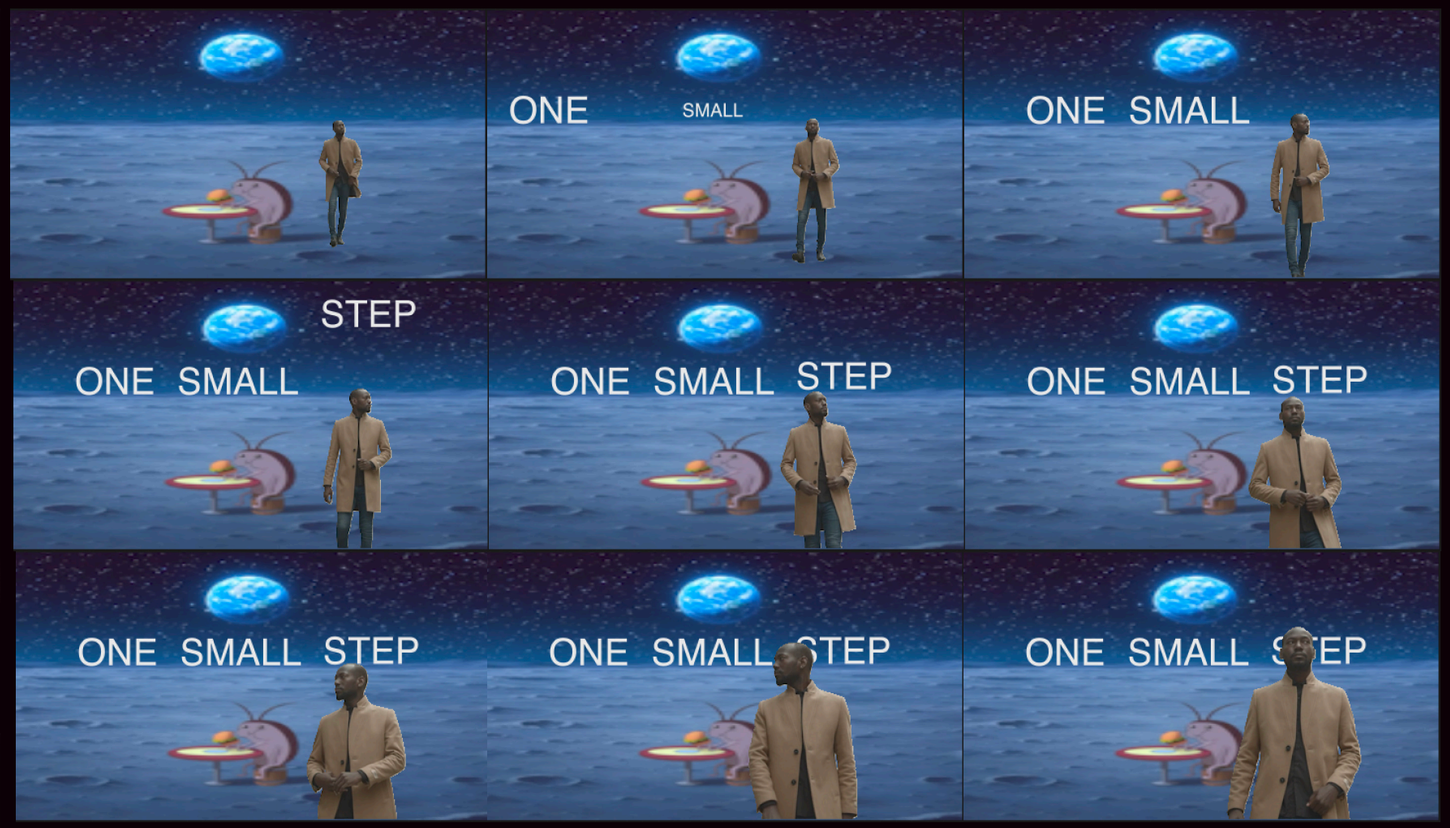
Page 4 - Rotoscoping video

Rotoscoping



Edit 1 - Rotoscoping video

Edit 2 - Rotoscoping video



Rotoscoping video

Animation Workshop

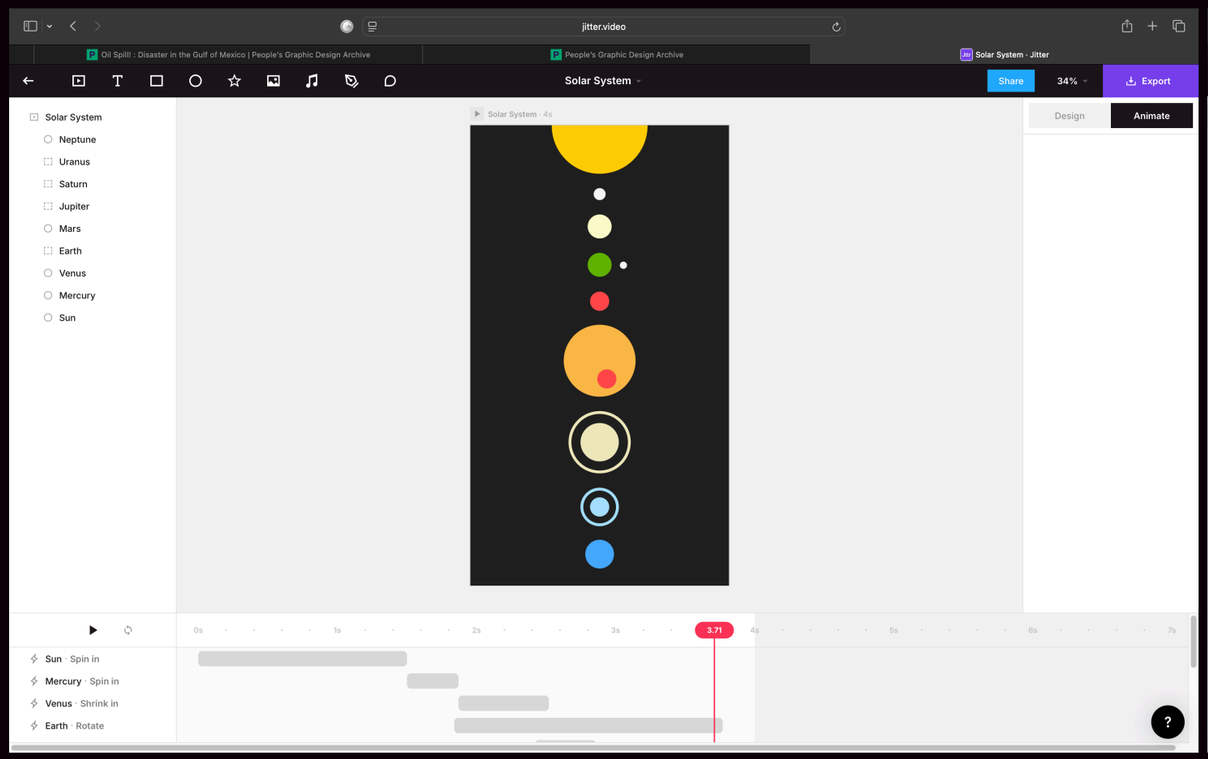


Fig 4 – Animation 1

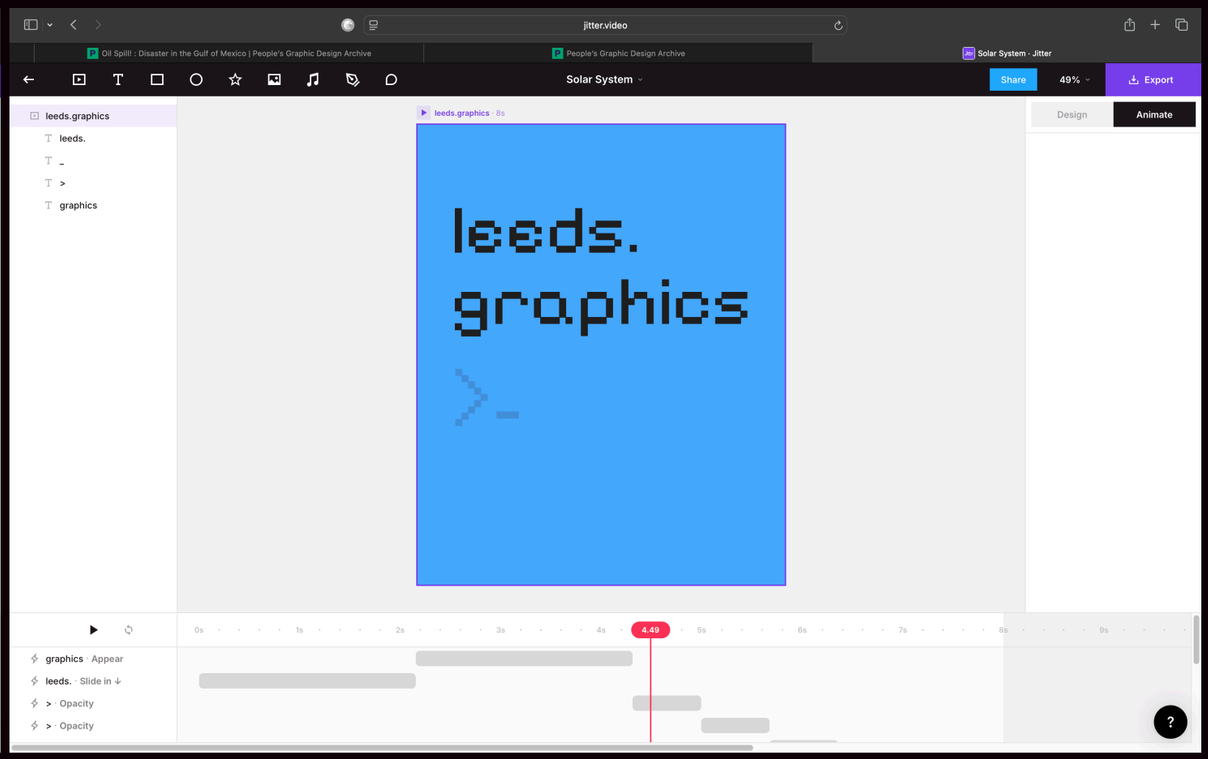


Fig 5 – Animation 2

Moving image

Fig 6 – Movie screen shot

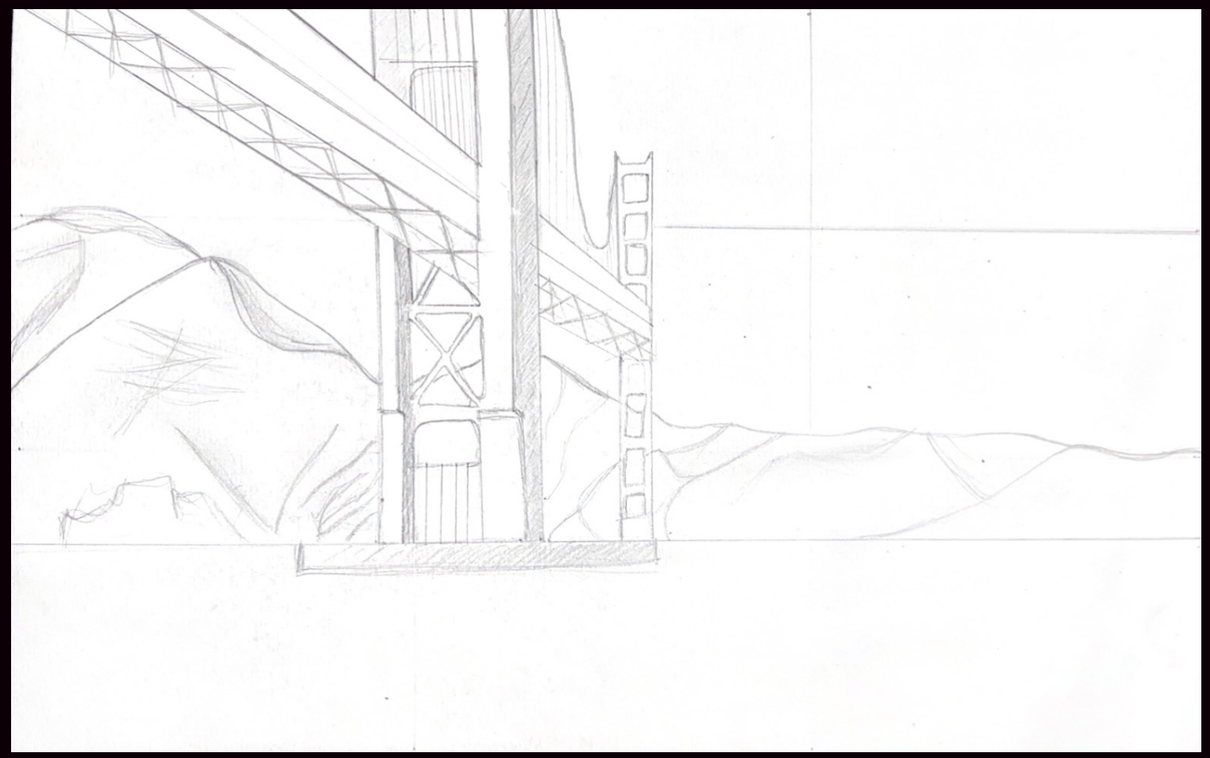
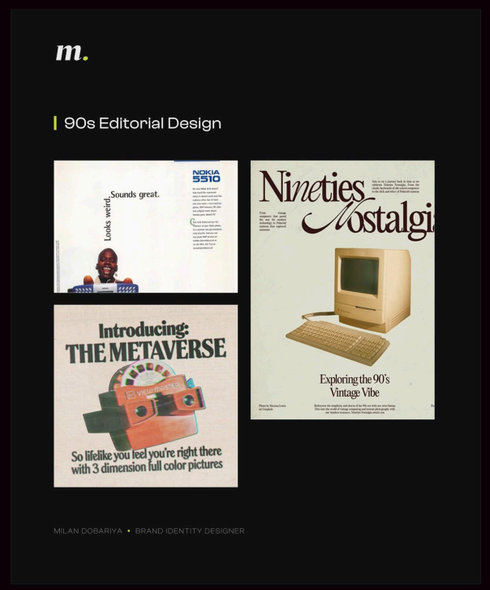
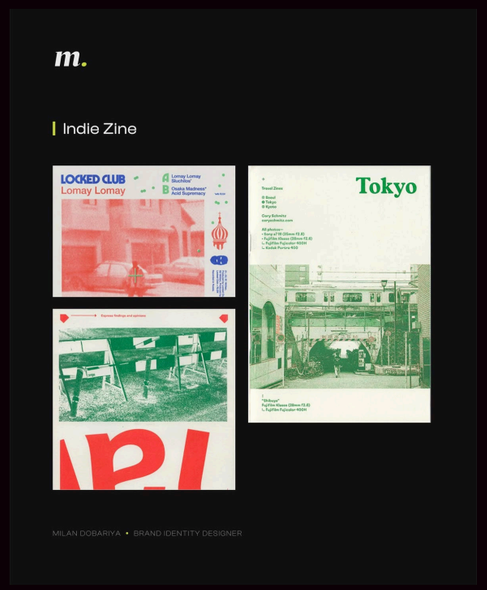


Fig 7 – Image sketch

While watching Vertigo I was somehow inspired by this scene in the movie that I wanted to draw it out. As I like the composition and found it inspiring, therefore I wanted to draw it to understand how it worked. While drawing this I realised he used a rule of 3 to create this specific scene.

Visual research

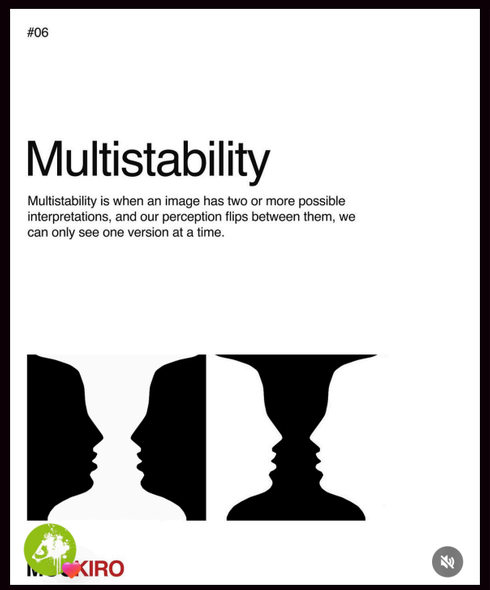




Who made it? A guy in the name of Milan on Instagram who focuses on logos and graphics design.

How did they make He is making others aware what is trendy now by giving Pinterest tags on how to find specific art\ aesthetics and design names.

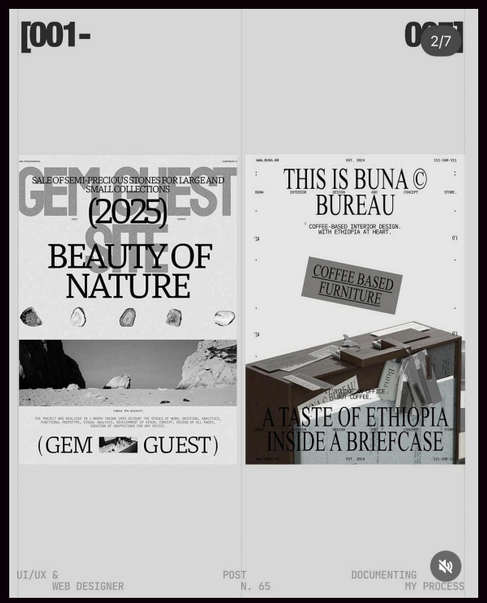
What did you find along the way that if I learn how to use different search engines I get to find different things even when it feels impossible



Who made it? Didn't get to record

How did they make it By using shapes and an image?

What did you find along the way that there is always another angle to discover or a perception to reveal.



Who made it? A UX/UI designer in the name of Maftuna on Instagram who is British/Russian.

How did they make it By layering images/ text and using hierarchy

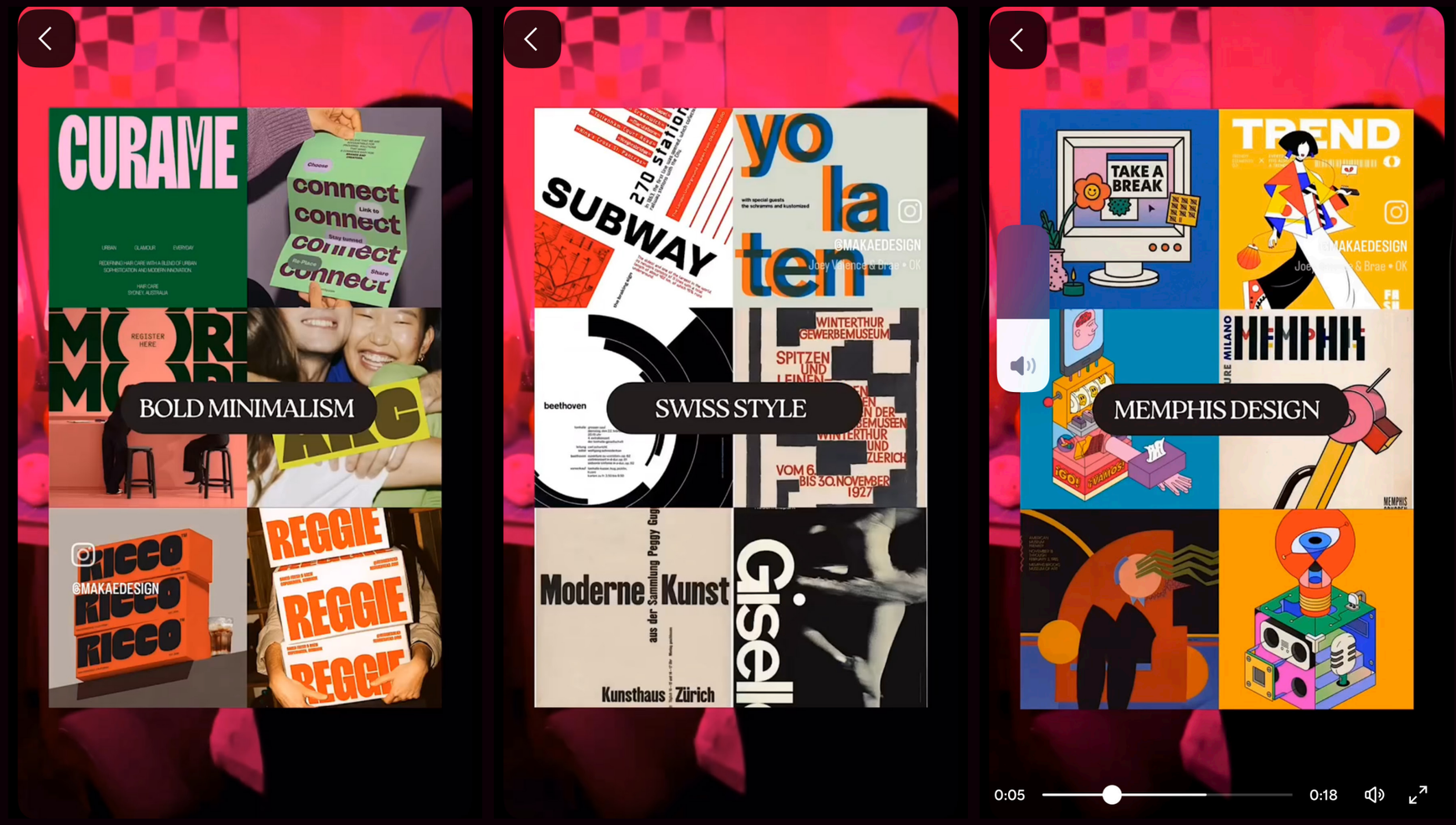
What did you find along the way The importance of UI/UX knowledge as I am not particularity interested in this sort of graphics however its handy to know and transfer this knowledge in other types of graphics as it would help to reach the right audience.

Who made it? An Instagram account in the name of Experimenta Design Magazine.

How did they make it

What did you find along the way

Visual research



Who made it? It is a video found on pintrest via one of the artists suggestions to learn key words to find design types which I found interesting

How did they make it By combining different designers work to create/ influence designers to learn different skills based of a set of rules to influence their work.

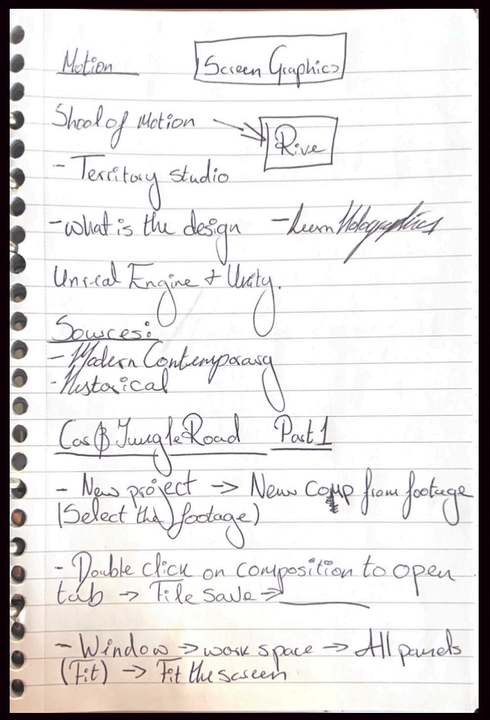
What did you find along the way unique ways on how to display type and understanding negative space.

Who made it? A graphic designer from Germany by the name of Aesop designs on Instagram the name of artwork is alive.

How did they make it in the description it mentioned that they used the image from Unsplashed and used Photoshop to recreate it.

What did you find along the way that their designs are very simple in the way they are made as they for this project used 2 things. This shows in order to create good design it doesn't have to be complex.

Screen Graphics notes


Motion Screen Graphics

Shed of motion → Rive

- Territory studio

-what is the design -Learn Holographics

Unreal Engine + Unity.

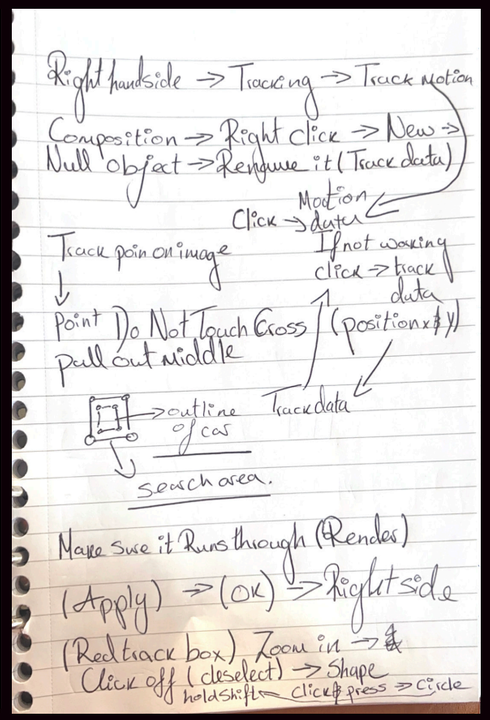
Sources:
- Modern Contemporary
- Historical

Car & Jungle Road Part 1

- New project → New comp from footage (Select the footage)

- Double click on composition to open tab → File save →

- Window → work space → All panels (Fit) → Fit the screen


Right handside → Tracking → Track motion

Composition → Right click → New → Null object → Rename it (Track data)

Motion data

Click →

Track point on image

↓

Point Do Not Touch Cross pull out middle

If not working click → track data (position x & y)

Track data

outline of car

search area.

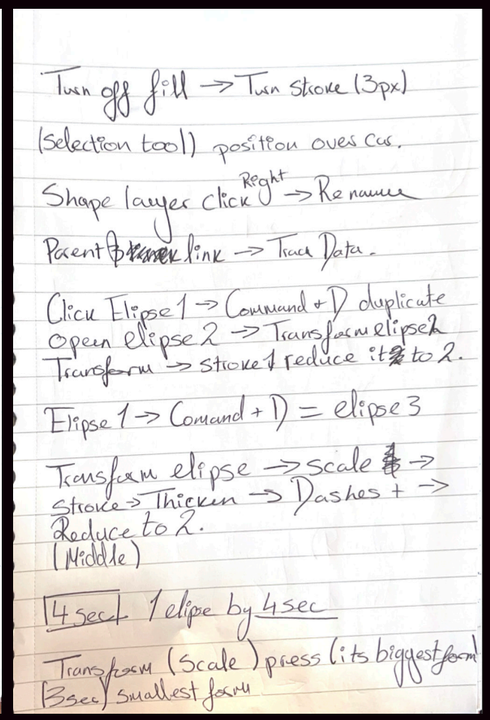
Make sure it Runs through (Renders)

(Apply) → (OK) → Right side

(Red track box) Zoom in →

Click off (deselect) → Shape

hold Shift → click & press → circle


Turn off fill → Turn stroke (3px)

(Selection tool) position over car.

Shape layer click Right → Rename

Parent & link → Track Data.

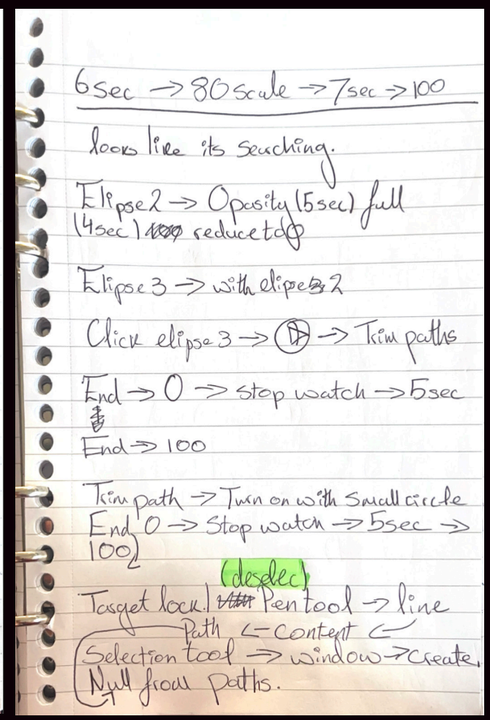
Click Elipse 1 → Command + D duplicate
open elipse 2 → Transform elipse 2
Transform → stroke & reduce it & to 2.

Elipse 1 → Comand + D = elipse 3

Transform elipse → scale & →
stroke → Thicken → Dashes + →
Reduce to 2.
(Middle)

4 sec 1 elipe by 4 sec

Transform (Scale) press (its biggest form)
(5 sec) smallest form


6 sec → 80 scale → 7 sec → 100

looks like its seaching.

Elipse 2 → Opasity (5 sec) full
(4 sec) reduced to

Elipse 3 → with elipse 2

Click elipse 3 → → Trim paths

End → 0 → stop watch → 5 sec

End → 100

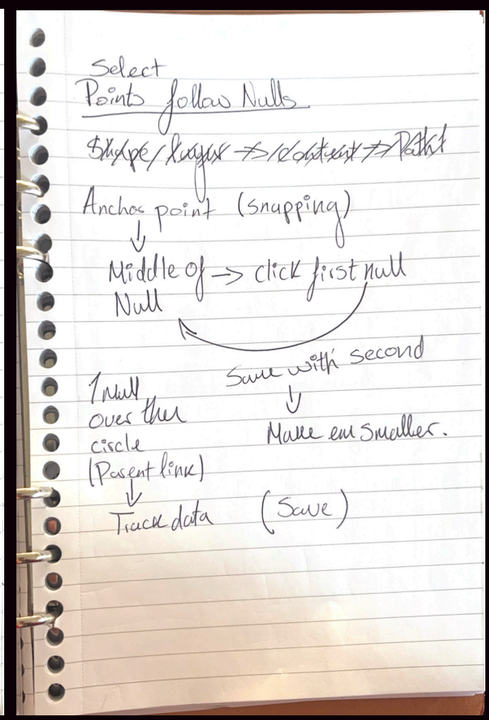
Trim path → Turn on with small circle
End 0 → Stop watch → 5 sec → 100

(deselect)

Target lock → Pen tool → line

Path ← Content ←

Selection tool → window → Create Null from paths.


Select
Points follow Nulls

Shape / Layer → / Content → Path

Anchor point (snapping)

↓

Middle of Null → click first null

Same with second

↓

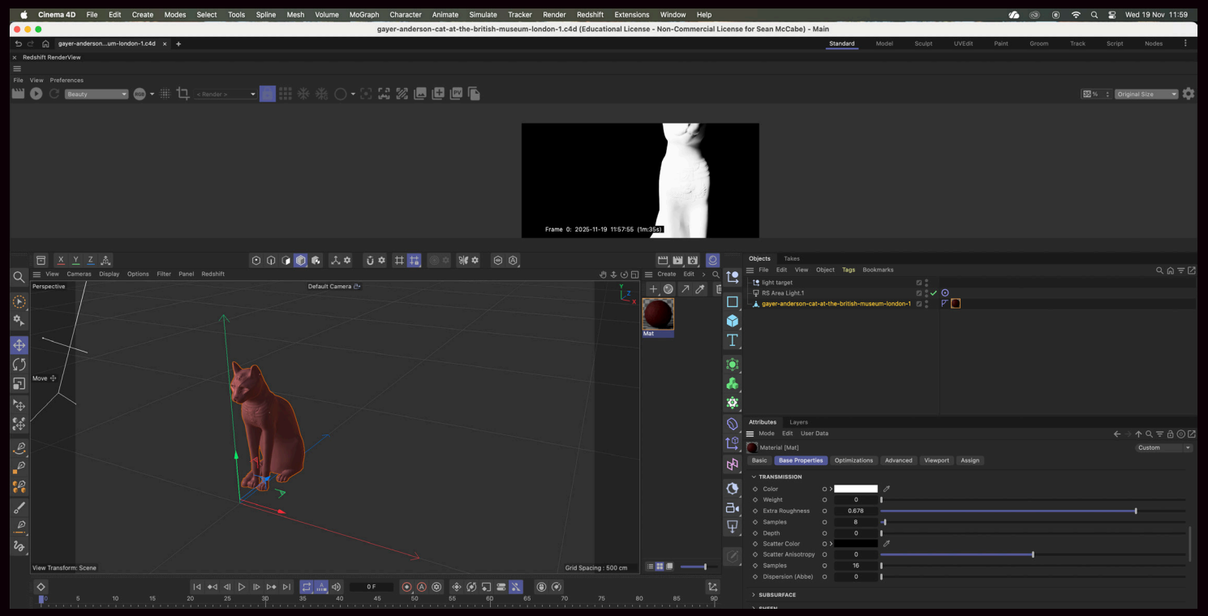
Make em smaller.

1 null over the circle (Parent link)

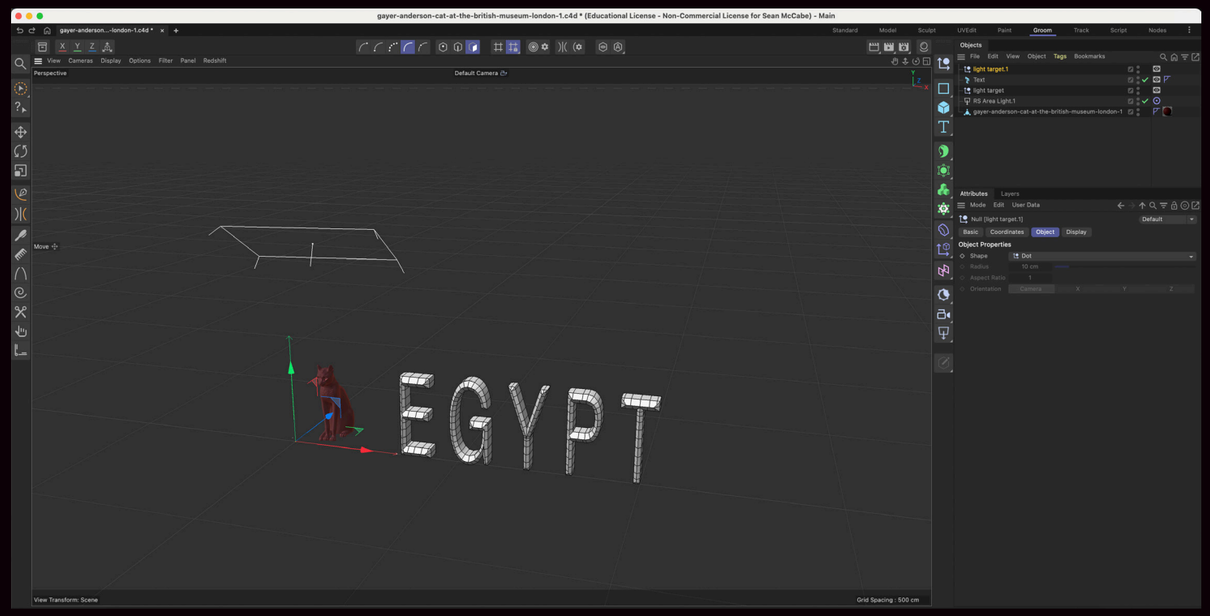
↓

Track data (Save)

4D Workshop



4D workshop - week 1



4D workshop - week 2

Screen Graphics notes Pt 2

After effects Post2

- Replace footage → file

Video Copilot

Oblivion - Gmunk

- Toggle Mask.

Trim paths

Window create Null → Both ends → 1 parent label

- Highlight all keyframes → press U → Track $

Do not select the car $ image

Select all Keyframes $ Move them (5sec)

Select the line go to add → trim paths

Path → shape one → press the other arrow

Trim path End 100% Timer

Rectangle tool where the line ends start it (draw it)

add rulers + Grid. title $ action grid.

underneath the image settings.

Select the rectangle - Right hand setting → Rounded.

Change opacity of the fill → Rectangle 1 → fill 1 → opacity

Ellipse tool → properties white fill

hold shift

Pen tool Shap layer 1 line underneath

Bottom of the square ~~Ctrl+V~~ Command + D.

$ at the top

Text tool → small.

locating → Tracking ooo → locked

Track data lock + vid

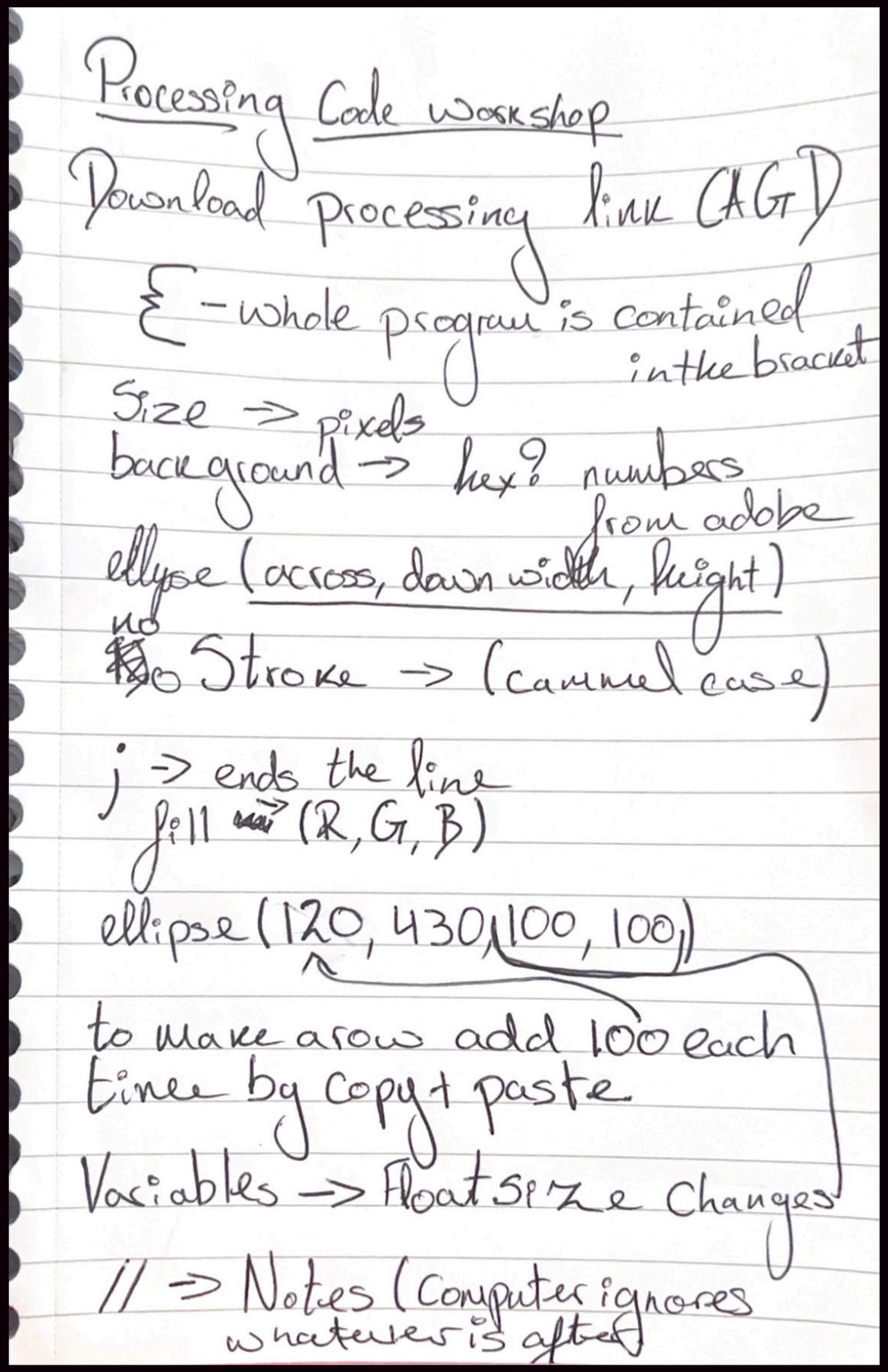
Select everything + press U

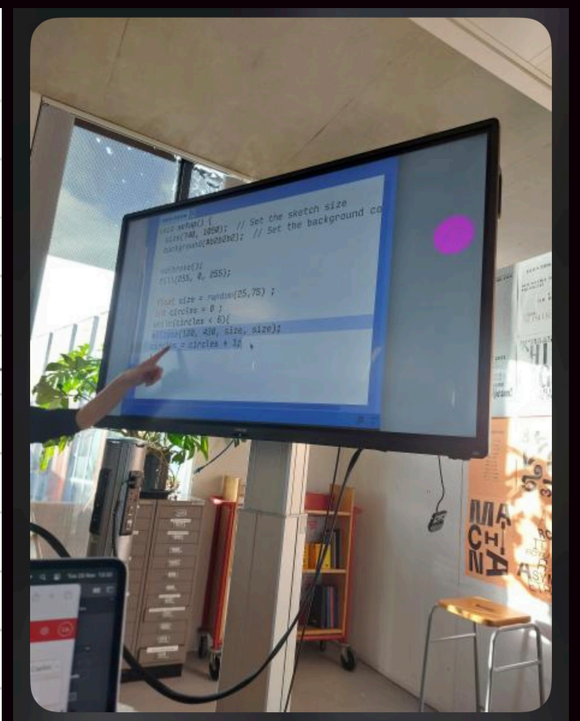
Select all Key frames Move to 5sec

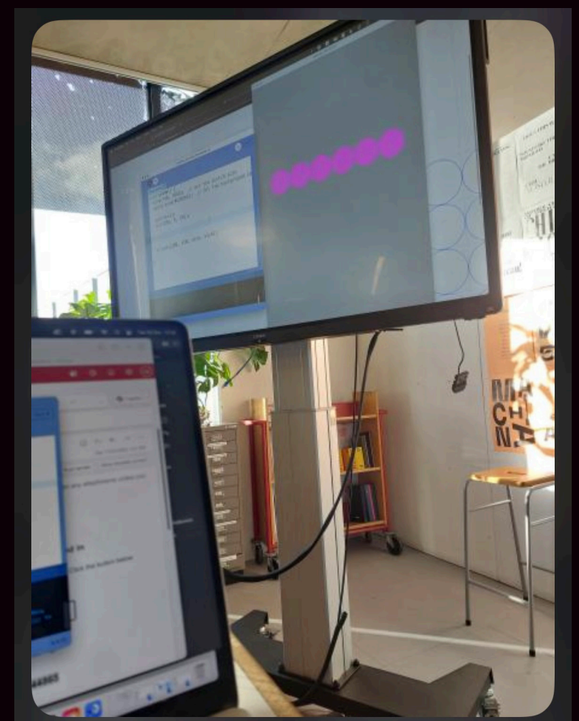
Open text layer Source text

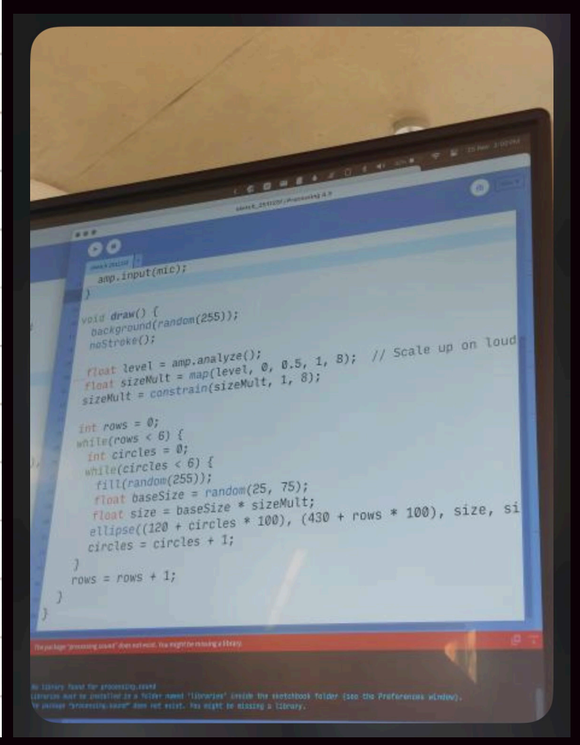
locating 0 → 5sec tracking to 8sec locked

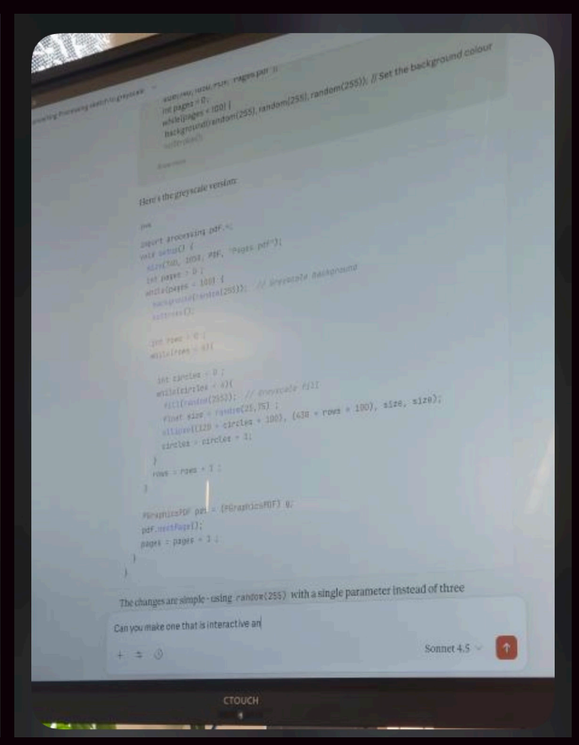
Coding - Java


Processing Code workshop
Download Processing link (AGD)
{ - whole program is contained in the bracket
Size → pixels
background → hex? numbers from adobe
ellipse (across, down width, height)
no Stroke → (camnel case)
; → ends the line
fill (R, G, B)
ellipse (120, 430, 100, 100)
to make a row add 100 each time by copy + paste
Variables → Float size changes
// → Notes (Computer ignores whatever is after)

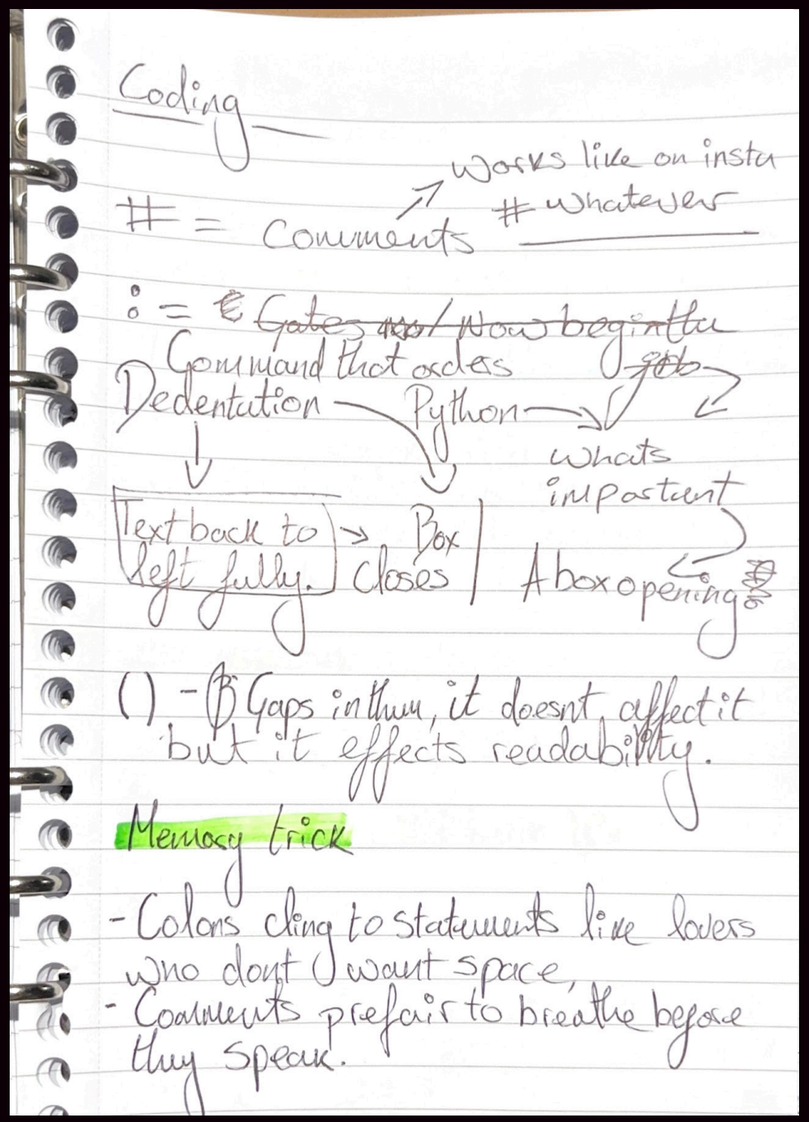




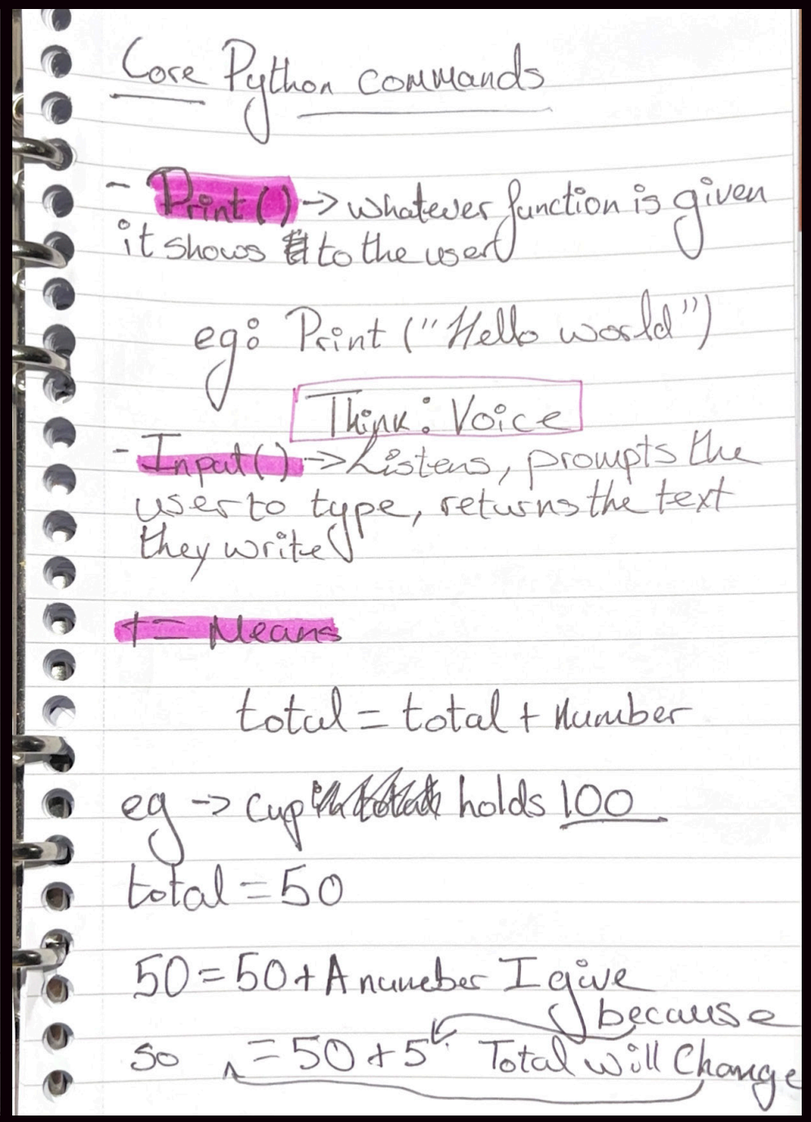

amp.input(mic);
void draw() {
background(random(255));
noStroke();
float level = amp.analyze();
float sizeMult = map(level, 0, 0.5, 1, 8); // Scale up on loud
sizeMult = constrain(sizeMult, 1, 8);
int rows = 0;
while(rows < 6) {
int circles = 0;
while(circles < 6) {
fill(random(255));
float baseSize = random(25, 75);
float size = baseSize * sizeMult;
ellipse((120 + circles * 100), (430 + rows * 100), size, si
circles = circles + 1;
}
rows = rows + 1;
}
}


Here's the greyscale version:
The changes are simple - using random(255) with a single parameter instead of three
Can you make one that is interactive an
Sonnet 4.5
CTOUCH

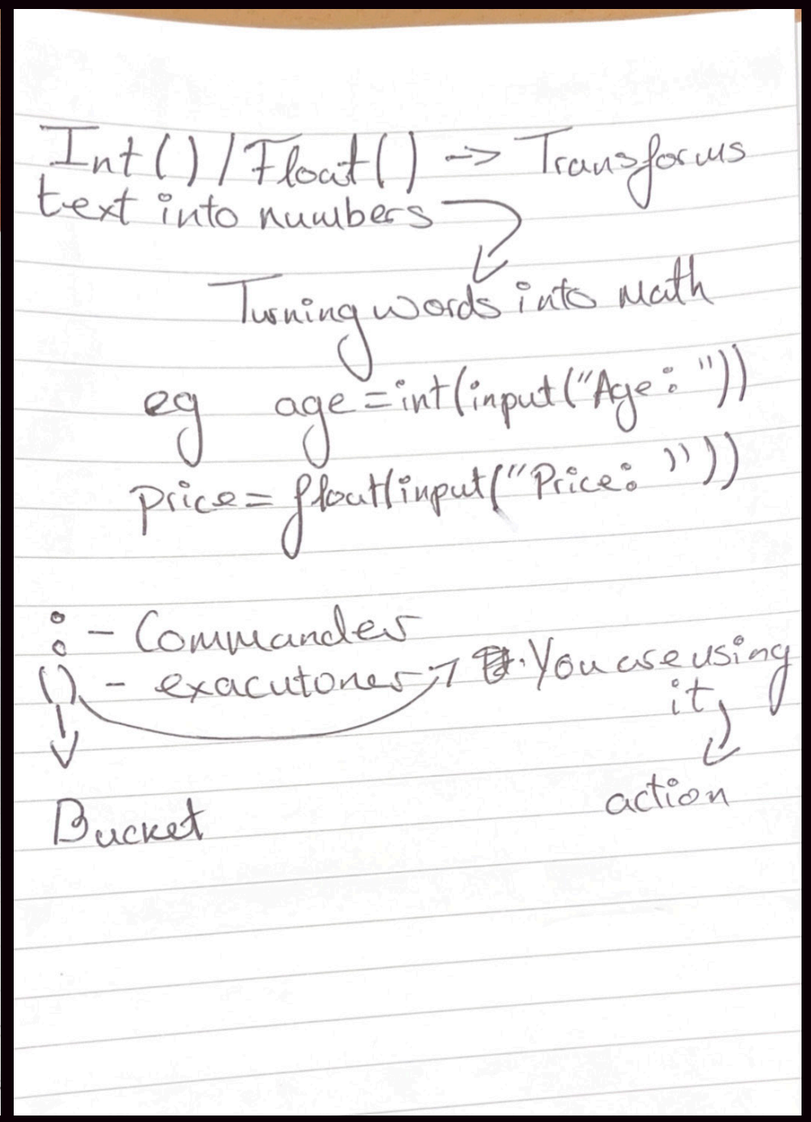
Coding Python notes



Page 1 - Coding



Page 2 - Coding



Page 3 - Coding

Python

100 or more.py

```
total = 0 #the big box, begining of life

while total<100: # while total is less than 100 you command the following
    user_input = int(input("enter a number : ")) # command more numbers
    total += user_input # dropping numbers in the box
    print (f"added {user_input}, total is now {total}") # narrate the progress

print (f"final total: {total}") # challenge compleated
```

Code 1 - first attempt

```
total = 0 #the big box, begining of life

print("welcome to the quest of 100") # it speaks

while total<100: # while total is less than 100 you command the following
    user_input = int(input("enter a number : ")) # command more numbers
    total += user_input # dropping numbers in the box
    print (f"added {user_input}, total is now {total}") # narrate the progress

print (f"final total: {total}") # challenge compleated

```

Code 2 - Development

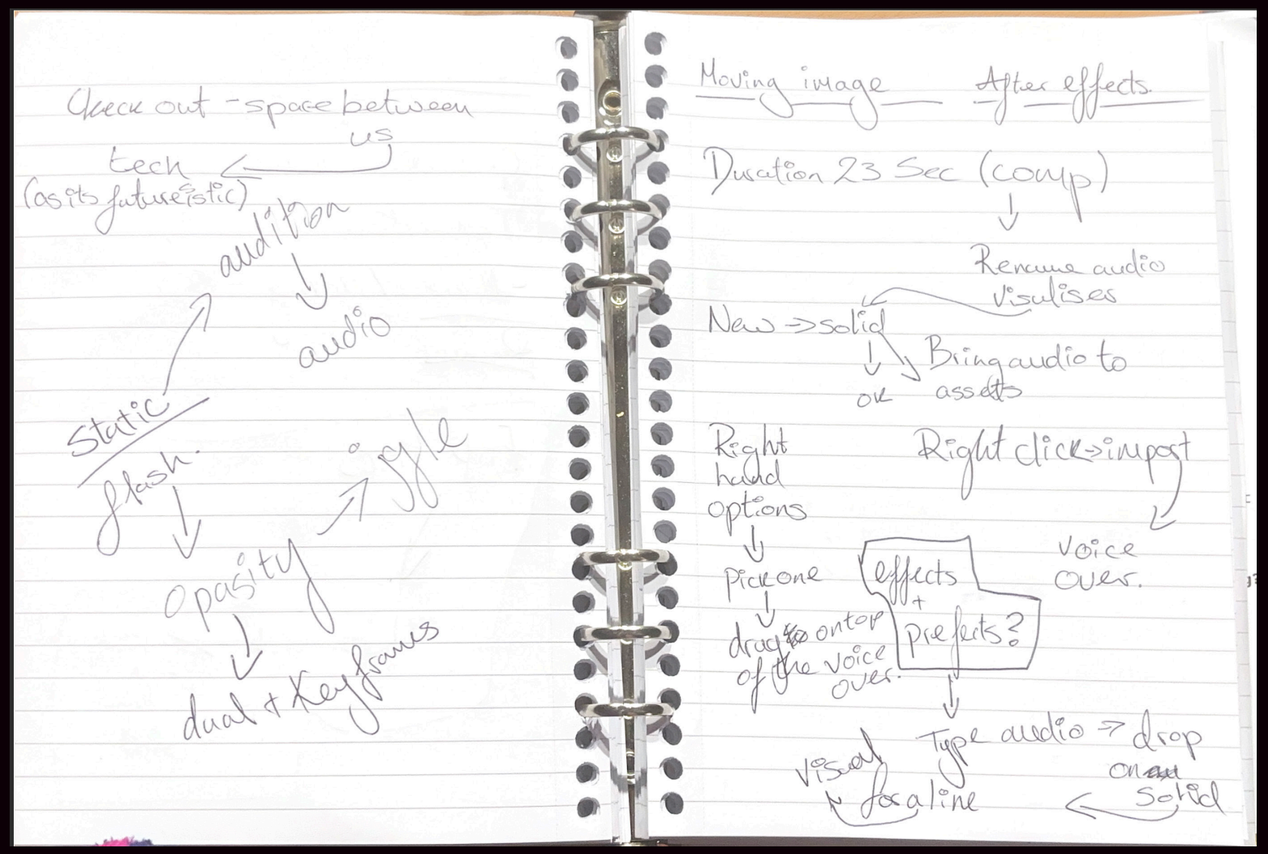
original 100.py

```
total = 0 #the big box, begining of life
count = 0  # the amounts of times you entered code

print("WELCOME TO THE QUEST OF 100") # it speaks

while total<100: # while total is less than 100 you command the following
    user_input = int(input("enter a number : ")) # command more numbers
    total += user_input # dropping numbers in the box
    count += 1
    print (f"added {user_input}, total is now {total}") # narrate the progress

print ("\n--- QUEST COMPLEATE---") # challenge compleated
print(f"your final total is {total}.")

if count <=5: # if its less than or eaqual to 5
    print("LEGAENDARY. I DIDNT EVEN GET TO BLINK")
elif count <=8:
    print("BALLANCED. EFFICIENT A FUNCTIONAL ADULT MOMENT.")
elif count <=12:
    print("YOUR BRAIN DEFFINETLY HAD A MEETING MID RUN.")
else:
    print(" SCIENTISTS WILL FIND FOSSIL FUELS OF THIS ATTEMPT ONE DAY.")

```

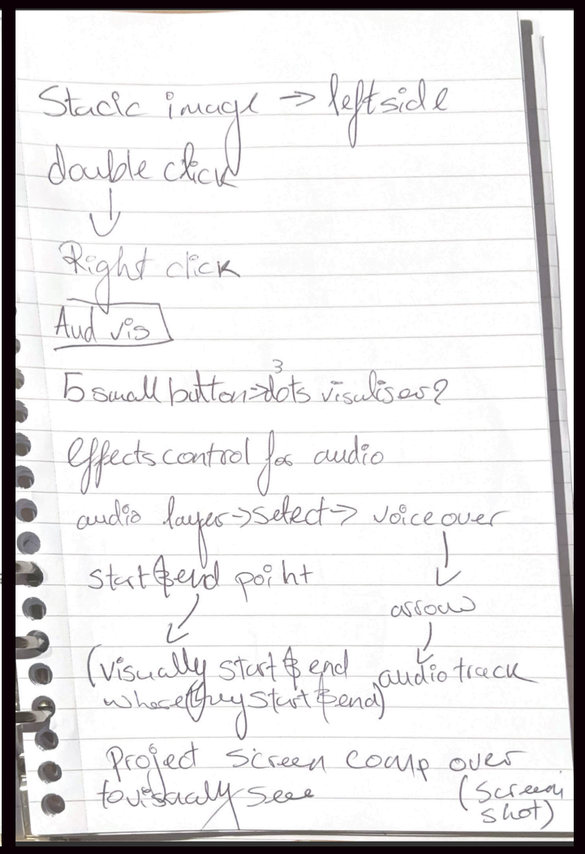
Ln: 23 Col: 0

Code 3 - Further Development

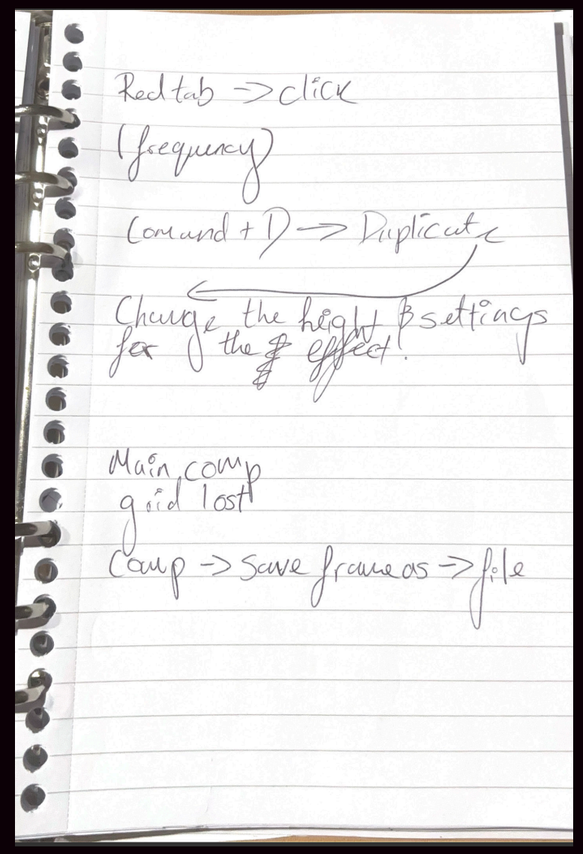
Screen Graphics notes Pt 3



Page 9 - screen graphics



Page 10 - screen graphics

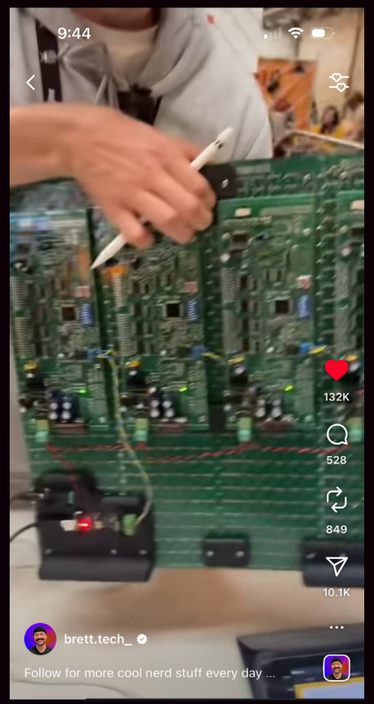


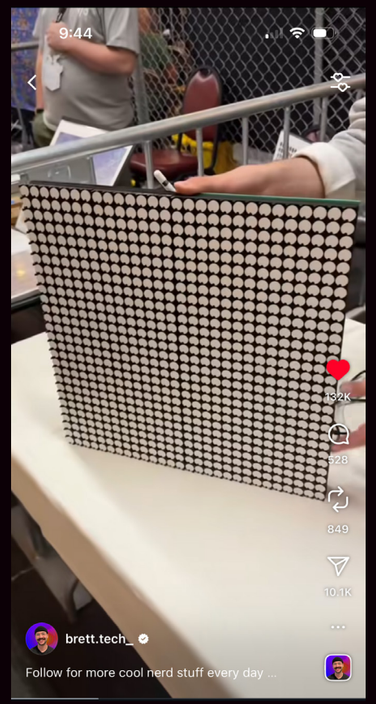
Page 11 - screen graphics

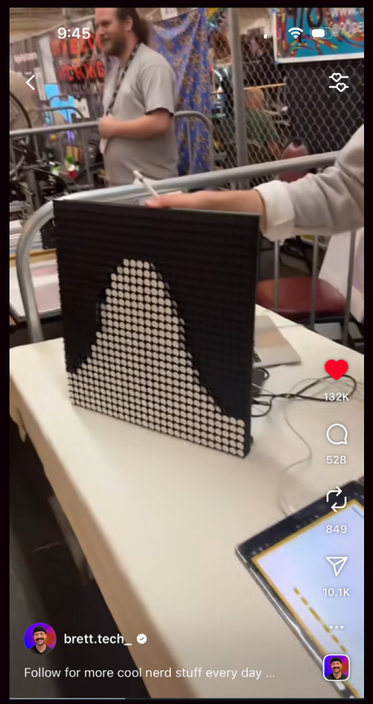
Something in the wild

I found this interesting as usually there is advertisement on. It took me by surprise as it gave me a window to see the skeleton of something that I see every day and how it operates.

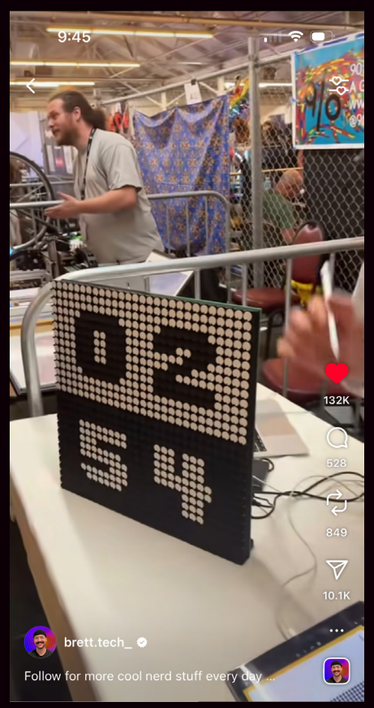
Flip discs

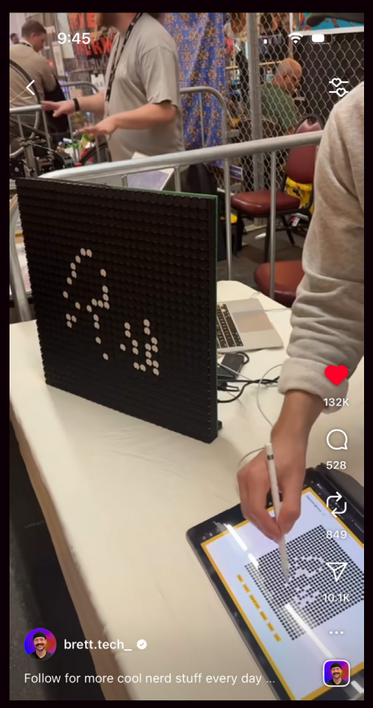




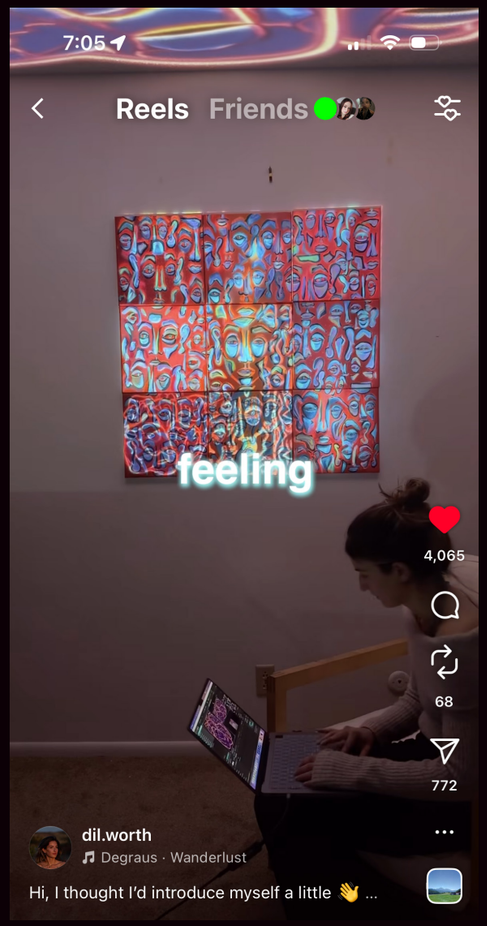


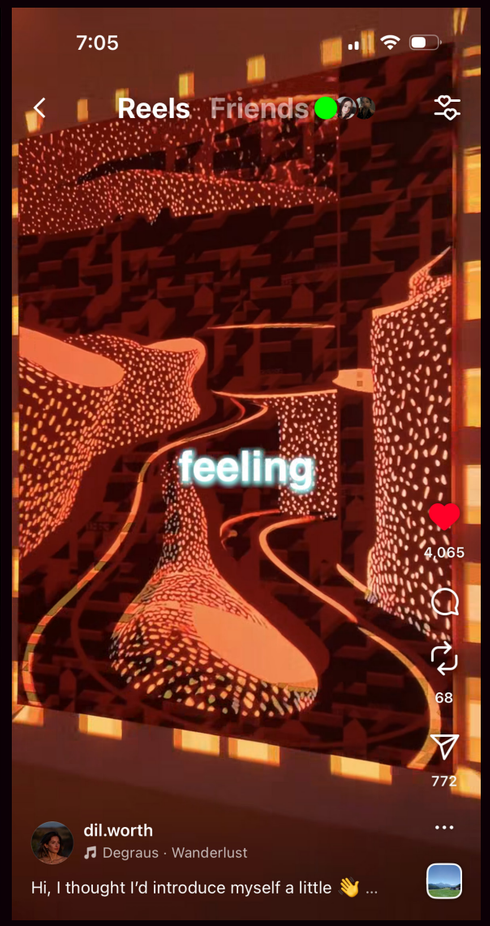
FLip discs, they are an electromagnetic pixels which have 2 sides light and dark for contrast. They are controlled by drivers and micro controller, the tablet sends coordinates and the board activates the magnetic coil behind. Flipping relevant dots creating an illusion very quickly changing their state to create a smooth transformation.

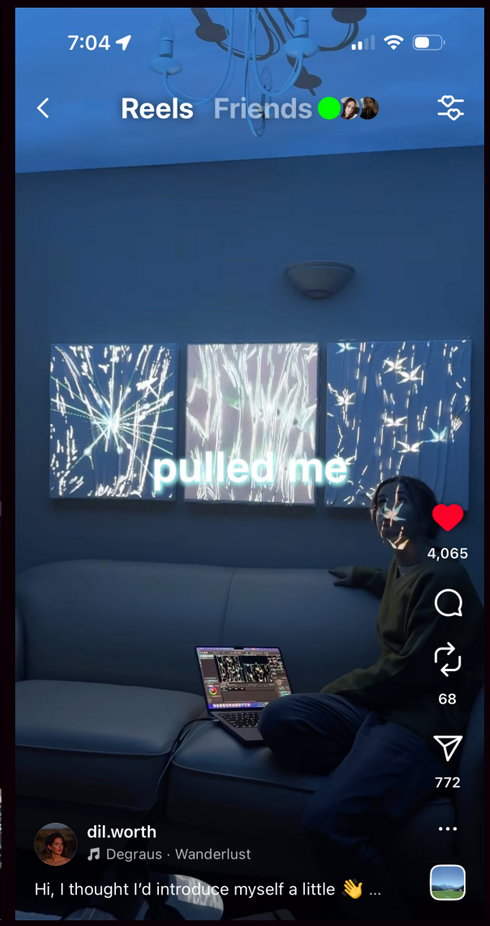


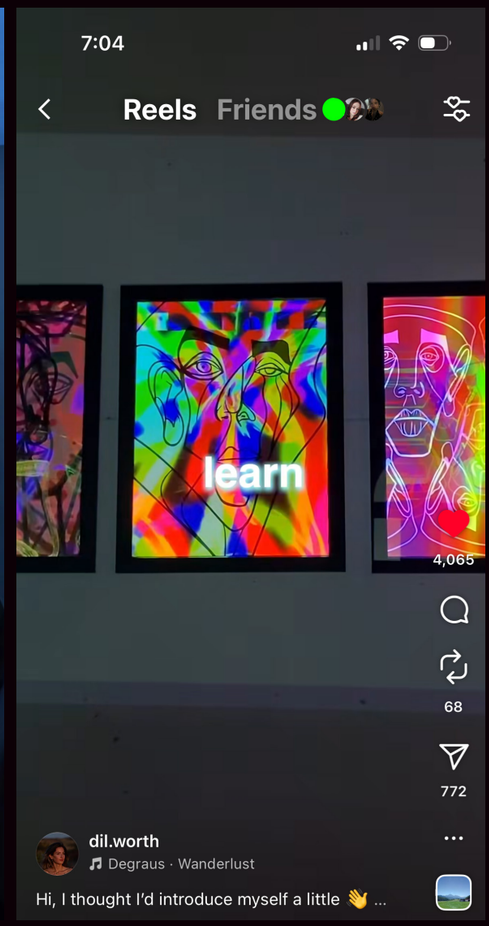


Projection mapping









Projection mapping is something I have always found really cool and fascinating. As its a moving image, experimentation of lights and colours as in the images above, they are all things I like about design. Which is another skill set I would like to learn alongside other skills as it always has an impact on audience, which is something I have noticed and people are also drawn to it as many things created now aren't interactive or fun, in my opinion and if they are done its very rarely.

Moving Image Idea

Moving Image 5.2.6

- I wouldn't redo or change last years Moving image.

But I would do something different with my New learned skills in animation & 3D.

Something I would like create would be using a projector & projector mapping to create cool & interactive 3D projections?

Things I would need:

- Projectors, AE, 3D -> However further Research is needed
- 3D apps to create the things I would like to project e.g planes
- In Order to Create this I plan on researching further projection Mapping