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MIXED MEDIA STORYBOARDS

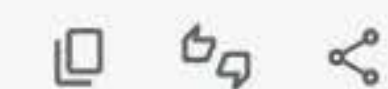
「良ければもっと仲良くなりたいで
す」
「もっと色々話ませんか？」

“Yokereba motto nakayoku naritaidesu” motto iroiro
hanashimasen ka?”



33 / 5,000

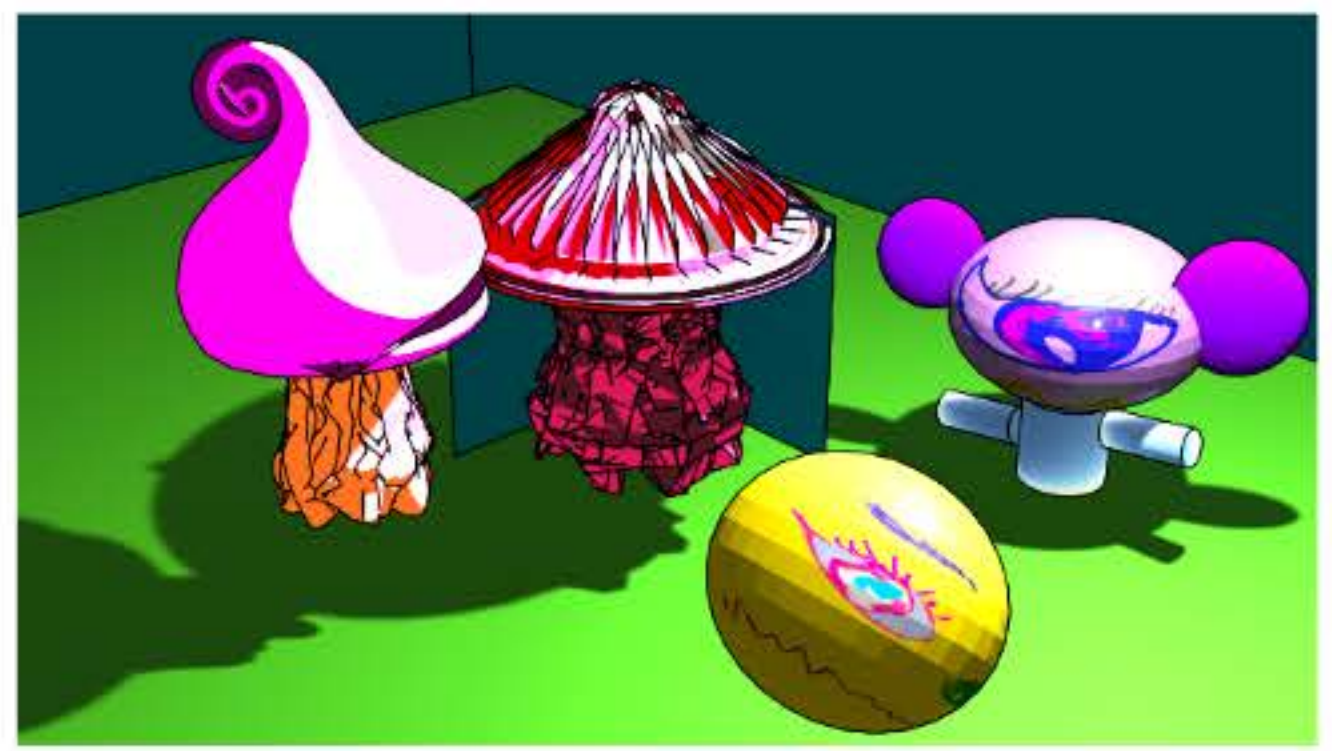
"I'd like to become closer friends if
possible."
"Would you like to talk more?"



1.
2.
3.
a.
b.
c.

**Storyboarding with blocking and 3D
modelling makes it easier to compare
rvlues and scenes in an endless time-
line made for narrative frameworks.**

STORYBOARD BLOCKING & PAINTING



AUDIOVISUAL EXPERIMENTS

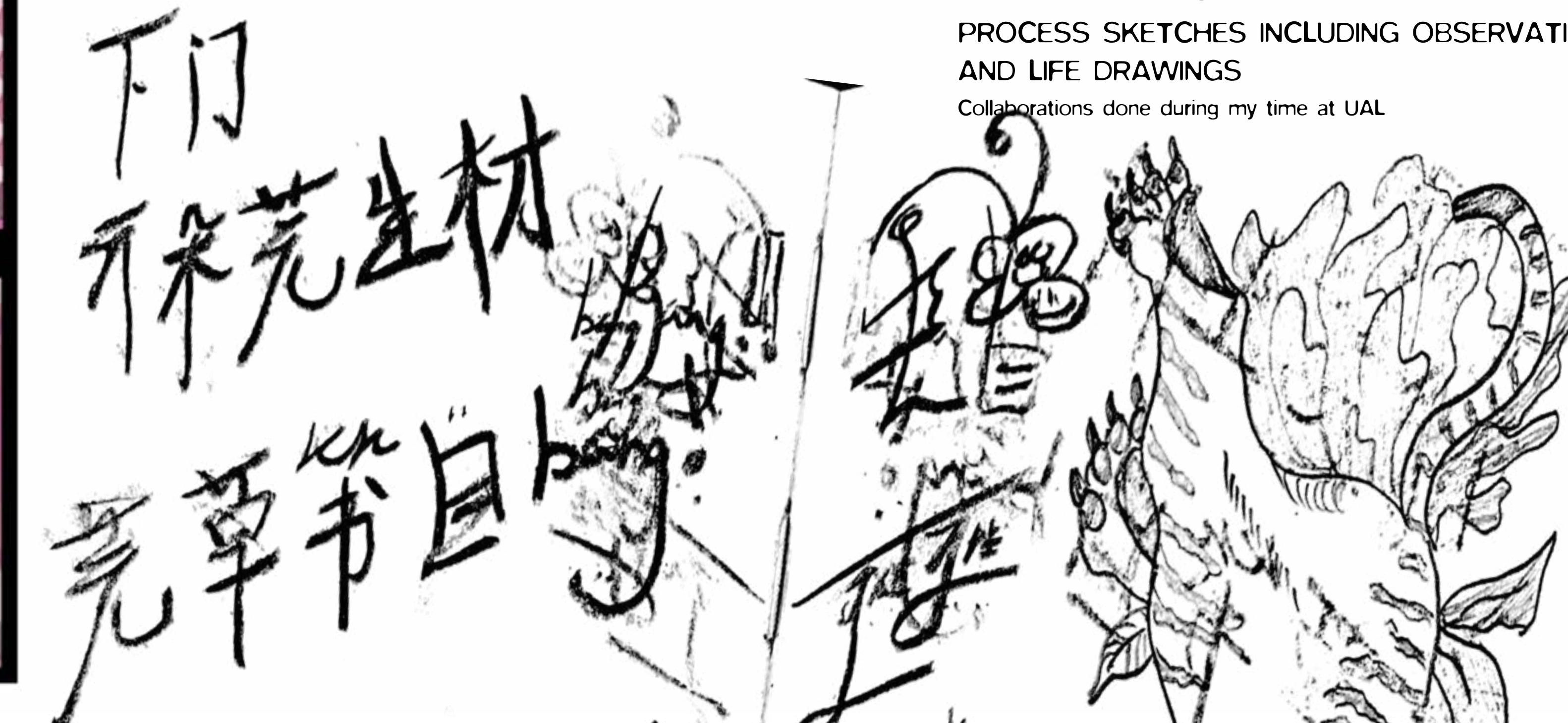
OPEN FOR GALLERY

Vfx studies with ableton, touchdesigner, cinema4d, after effects,
and blender

These personal projects have aided in my learning alongside my learning disabilities through exploration of different interfaces and software set-ups by introducing me to settings and preferences better made and suited for students like me. I find it easier to cope with the feeling of "DAY ONE" absolute in pushing me forward to learn more about how the minor change in edits could undo the originality one was previously aiming for. These are titles of films I would wish to engage with and further pursue in the future should I have the chance to continue to animate a living metaphor and storyboard out of them, the videos that were created and done in a haste or within a deadline. Mixing from programme to programme really has helped me advance in the basics of learning VFX and 3D modelling softwares available to us.

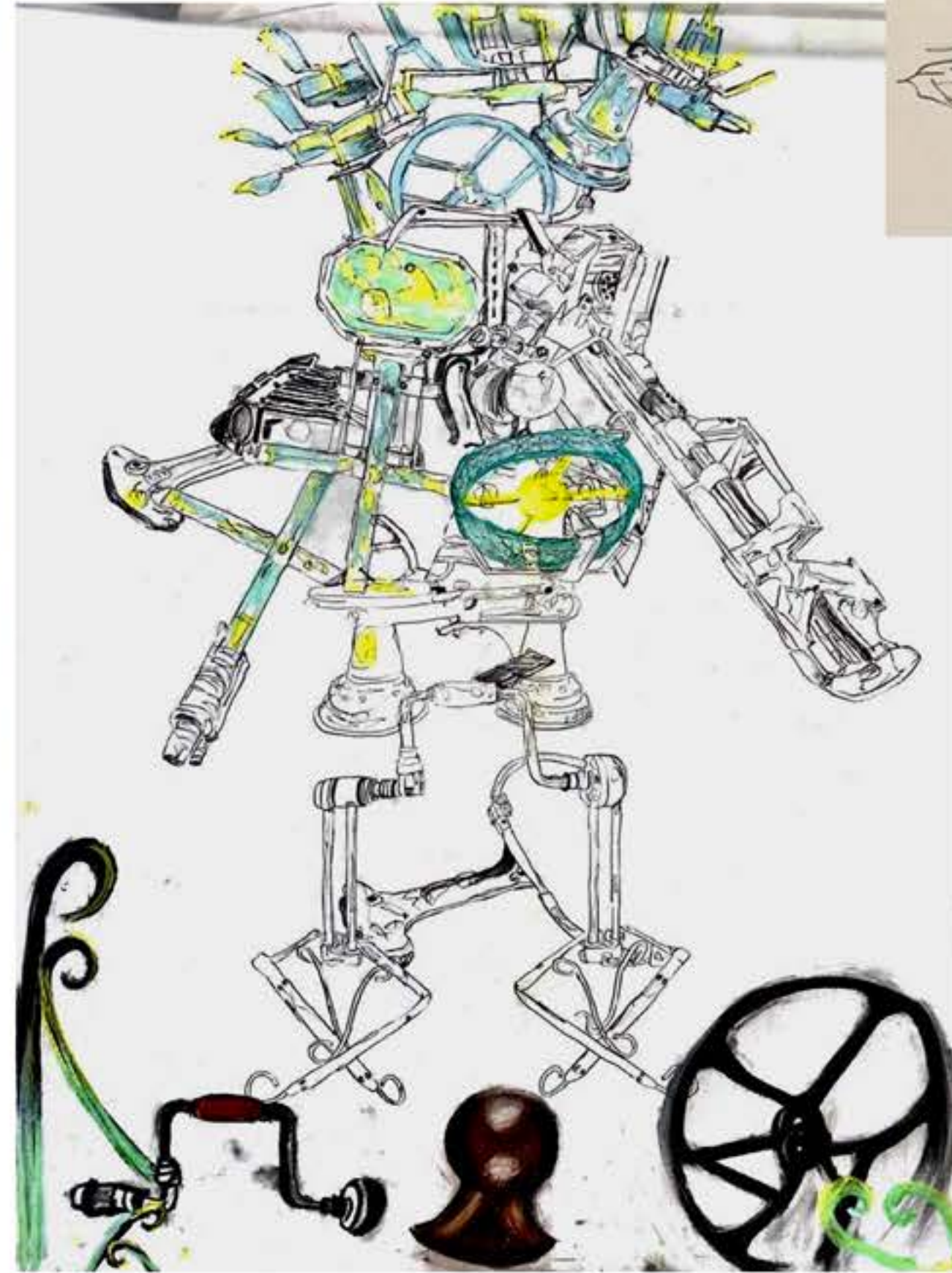
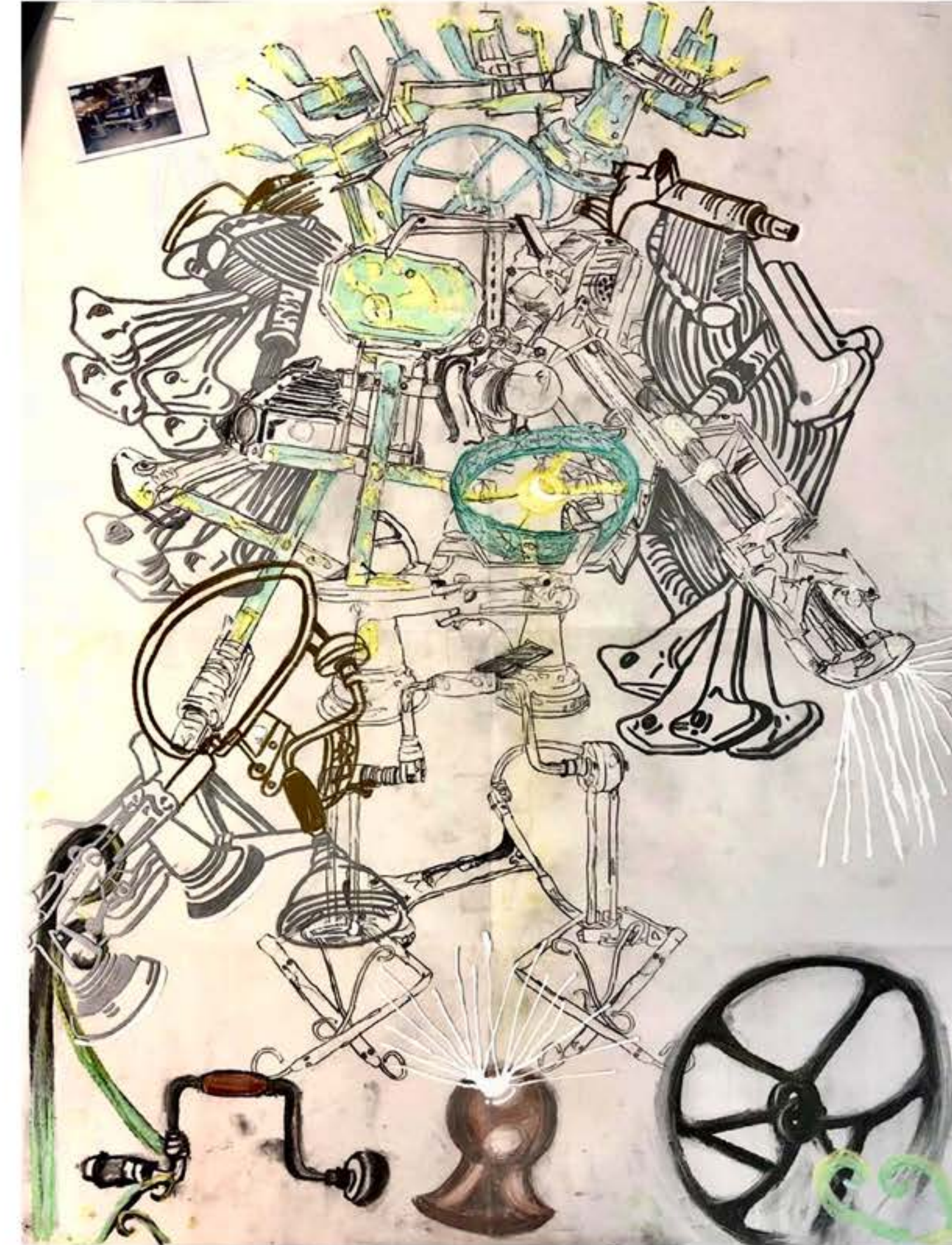


UAL London College of Communication Year 1 Works
PROCESS SKETCHES INCLUDING OBSERVATIONAL
AND LIFE DRAWINGS
Collaborations done during my time at UAL

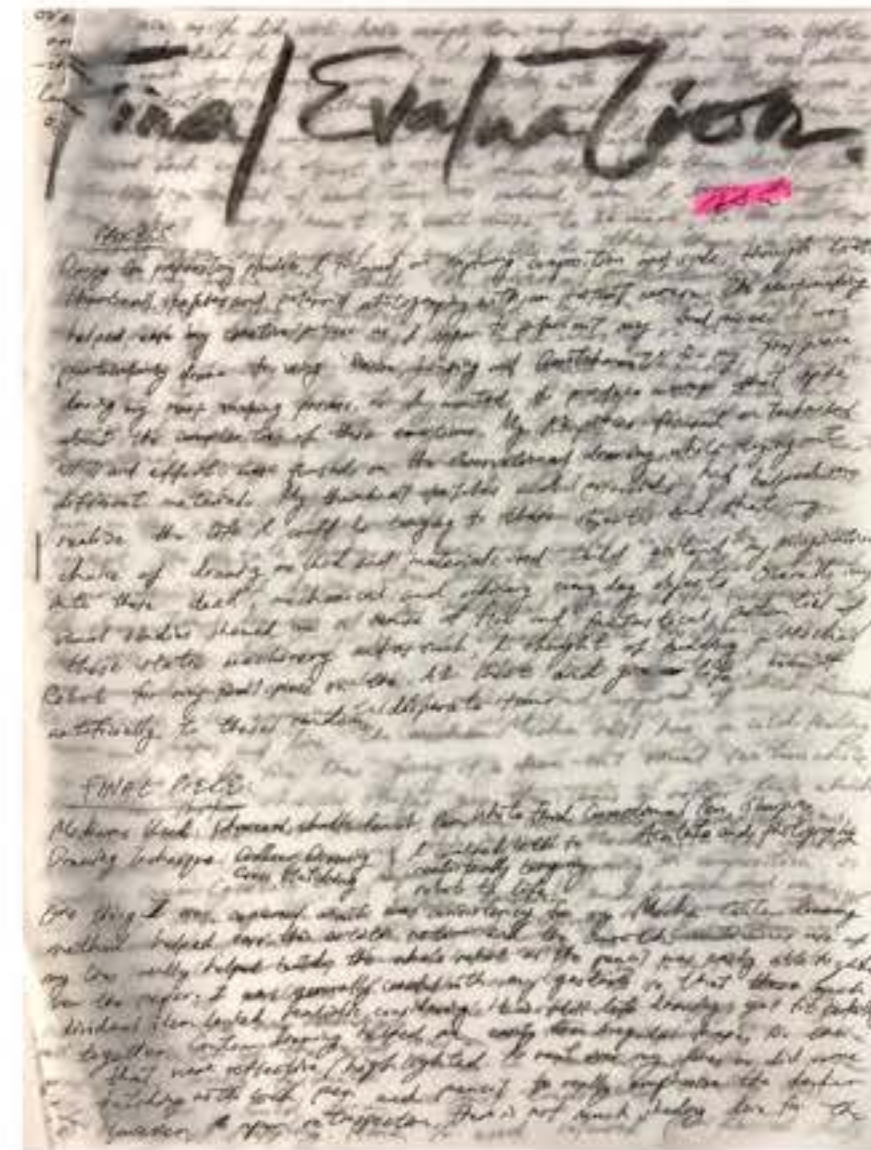


OBSERVATIONAL LIFE DRAWINGS OF MECHANICAL PARTS FOR AN EXAMINATION

I used a range of media and traditional including both traditional and non-traditional. Loose gestural sketches of the machinery on the table wre compiled and laid out in a calculated composition to create a mecha so as to explore layout and layering. To enhance this, I used copic markers, pens and paint on acetate to add color and bring my mecha to life with reinforced augmented limbs. In the foreground, I attempted more traditional still life drawings of other objects to explore tone and value using charcoal and chalk. Done under supervision in the studio.



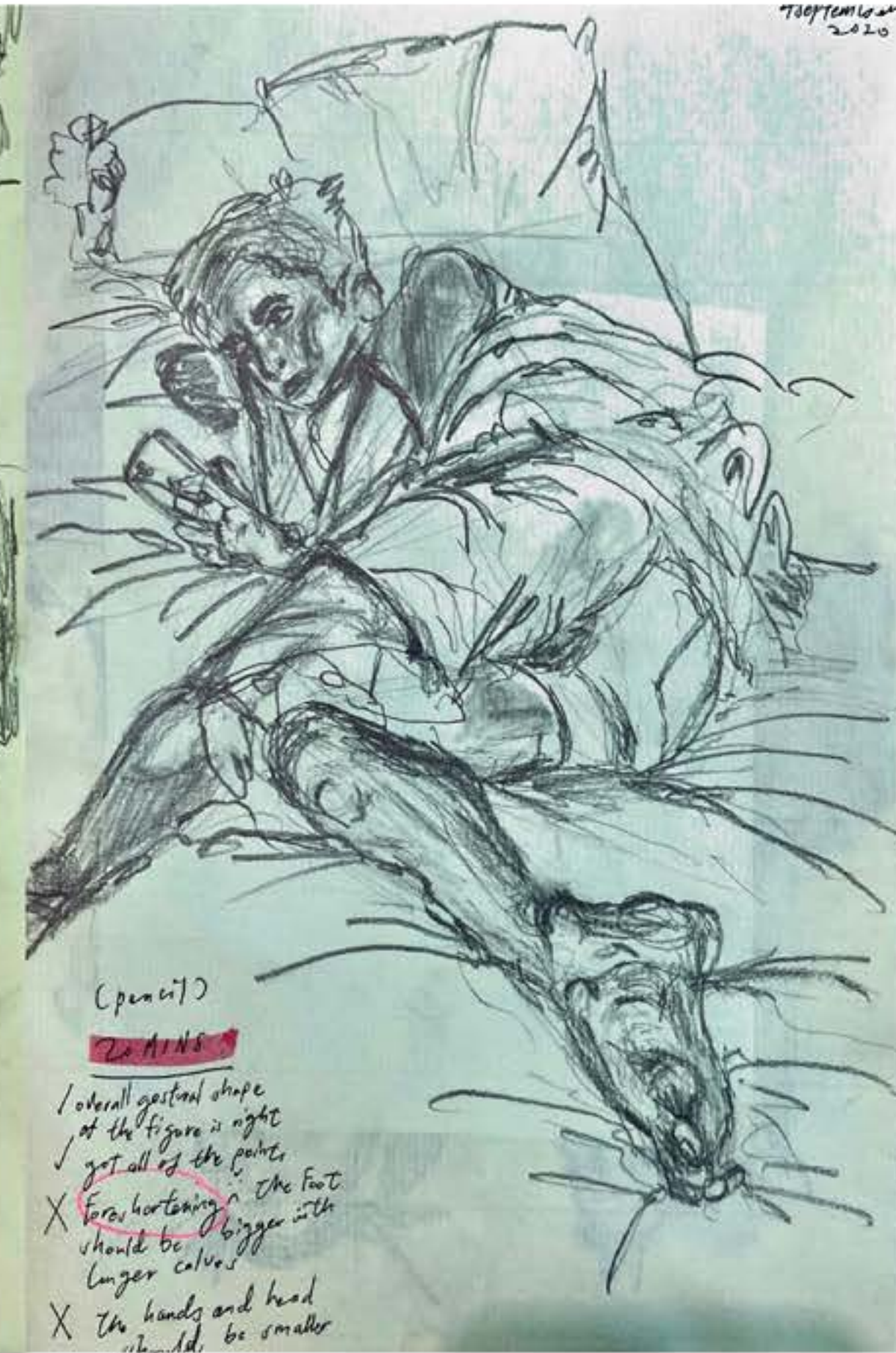
I used my polaroid to capture the mechanical objects in order to integrate different camera angles and movements of the same object to show reality and my perception.



OBSERVATIONAL STUDIES: LIFE DRAWING AND PORTRAITURE

Medium: Charcoal and chalk, Pencil, Crayons, Pen and Tracing Paper

These are stylistic drawings done using a range of media to capture expressions, attitude and personality in my observational studies. I experimented with coloured crayon in order to add more energy to the piece but mostly stuck to charcoal and pencil to capture the intricacies of the human face and body. I also tried a digital study.



PHOTOGRAPHY PROJECTS IN THE PAST YEAR



photography works

films and videos



Concept: Addiction and Sobriety

I would like to talk about the bright spots of the recovery journey from addiction: sobriety. A new struggle emerges with every milestone reached, be it 30 days or 365 days, when it comes down to the particular things you love. You live every day with the smell of alcohol in your mind's nostrils, the taste of fine powder in its gums. The brightest spot of sobriety constantly seeks the spectre of a particular person who loved the particular things you loved, and this spectre sits on your shoulder, begging, urging and demanding for attention, inciting arguments, having the childlike immunity to reality: addiction has always been a companion. There is nothing else larger to life other than the marvellous grip of the cravings consuming you for the life ahead. There is no going back but there is no going forward, only watching the spectre, joining the watching and living in agonising doubt if the next day will stay clean. The brightest spots are the hardest to miss and there is nothing quite as intrusive as sobriety's light. This rush of relief, is it from the missing or the milestone? One never quite knows.

The looks

I thought that the garments should have relative quietude, propriety and subtlety. They are meant to provide the 'put together' look of getting sober. Getting comfortable with sobriety is a harsh state of being. From afar, the sober person is a surrealistic abstraction, not quite put together, yet still yielding a sensation of 'finally getting it together', but up close, the sheer intensity and chaos of this galvanically moving state of mind is a pile up of relentless disgust and desire too easy to dismiss. The brightest spots of sobriety are the safest and loneliest places in the world. Everything is loud and the only way to escape it might be to simply go blind.

Decisions

I aimed to use wide-angle and portraiture lens to capture the landscape of sobriety as atmospheric washes of colour and contrast. It is a sensation of awakening, bearing this lonely enthusiasm of a journey that has no end. |



DO YOU SEE ME NOW?

I was exploring perspective and camera angles and shots with these photographs, using my Nikon fisheye lens. they are edited with dim cinematic lighting and tinted highlights to experiment with atmospheric depth and mood in order to invoke an intimate sensory experience with dramatic close up, straight-on shots and the foreshortening technique.

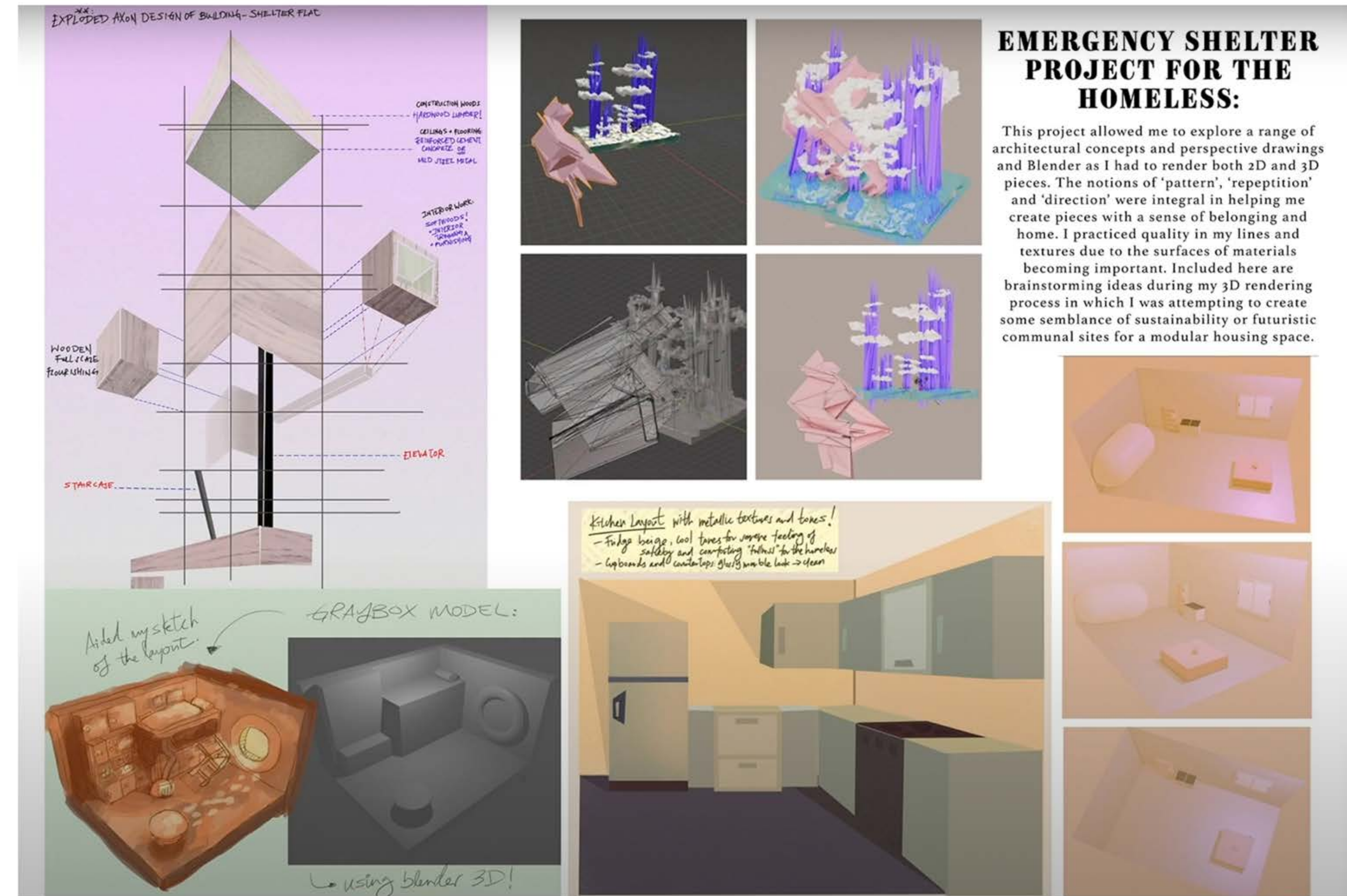
EMERGENCY SHELTER PROJECT: FLOORPLAN DESIGN

My aim was to create realistic and stylistic renders of the materials, painting in different brushes for various textures.



EMERGENCY SHELTER PROJECT FOR THE HOMELESS:

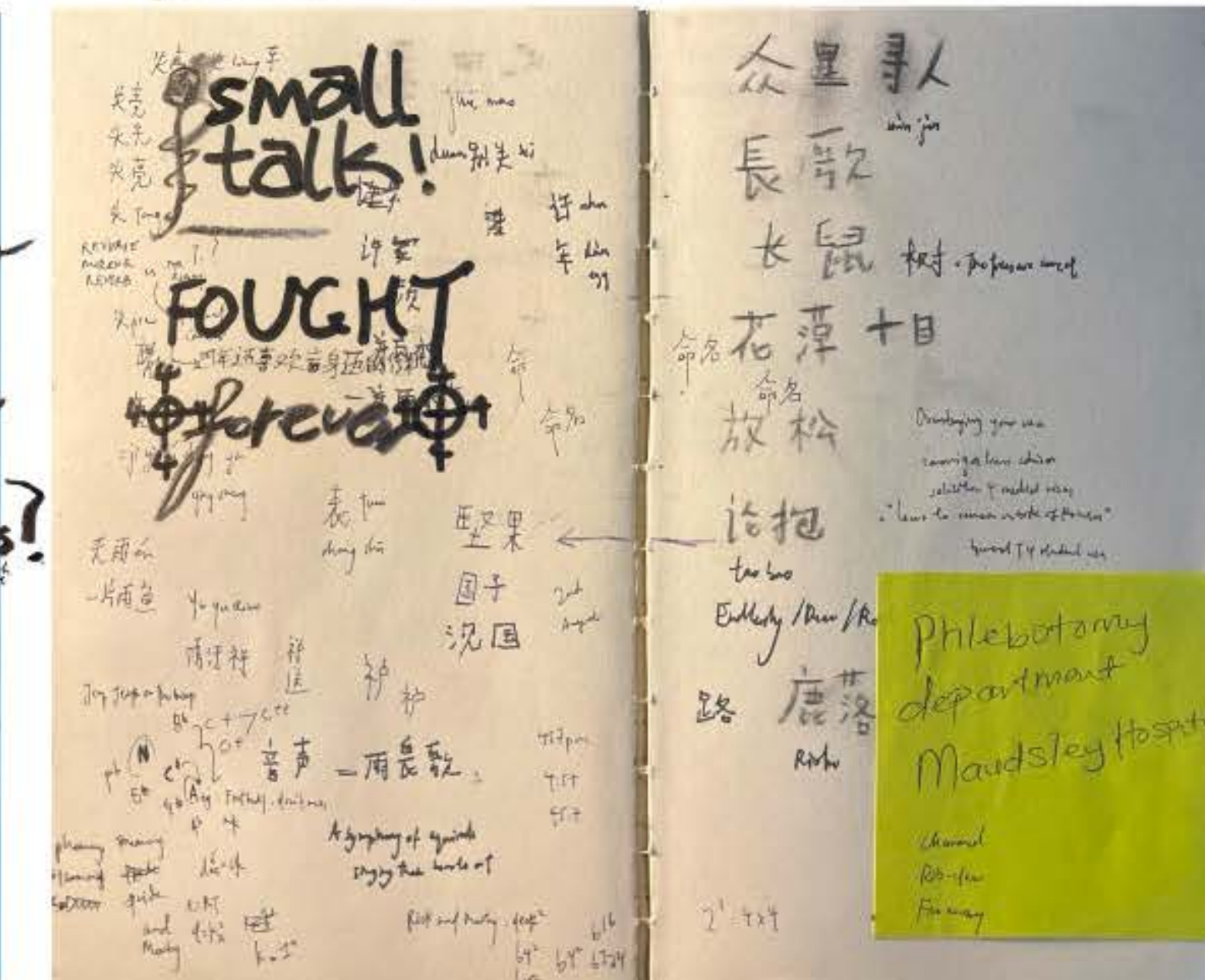
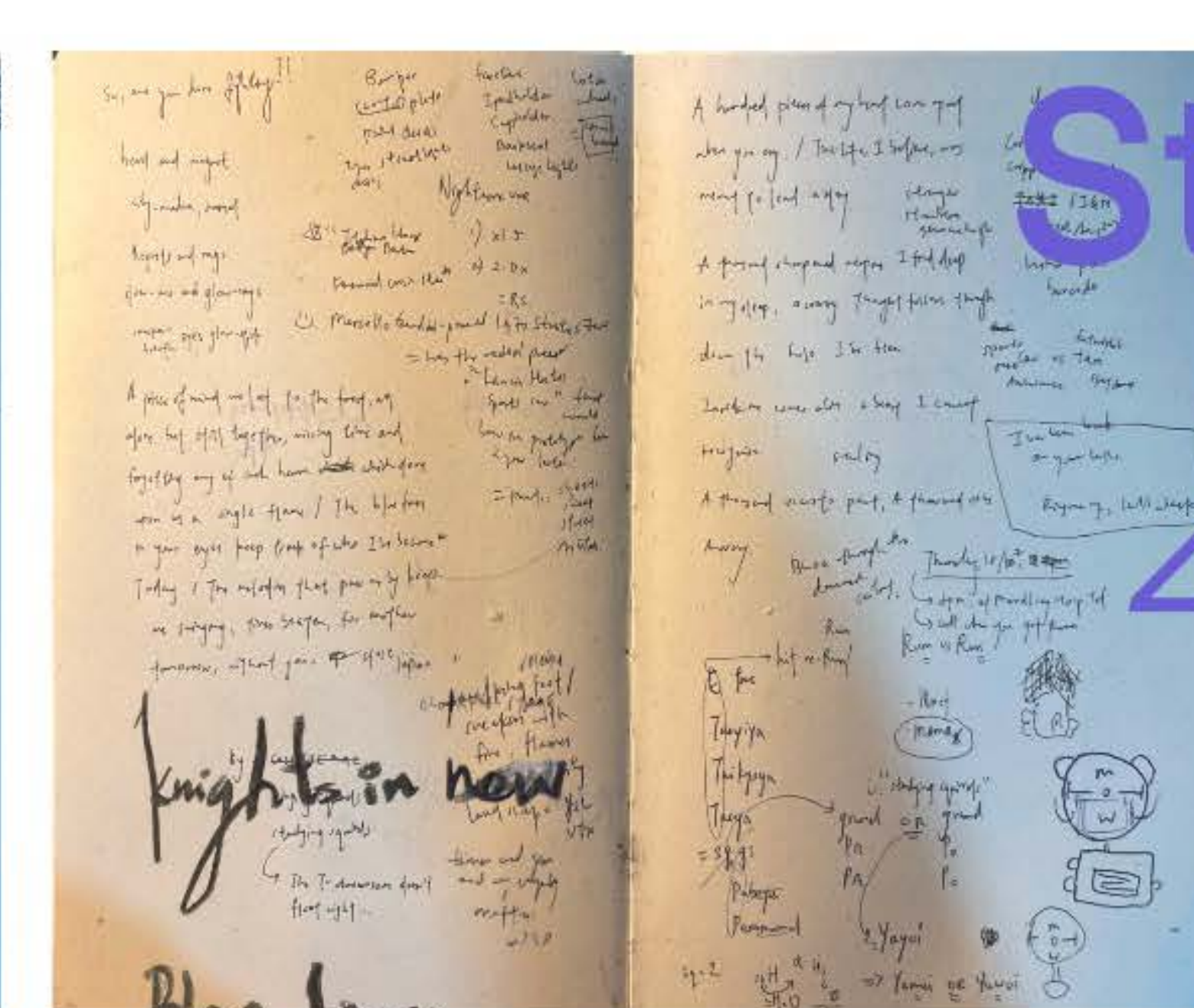
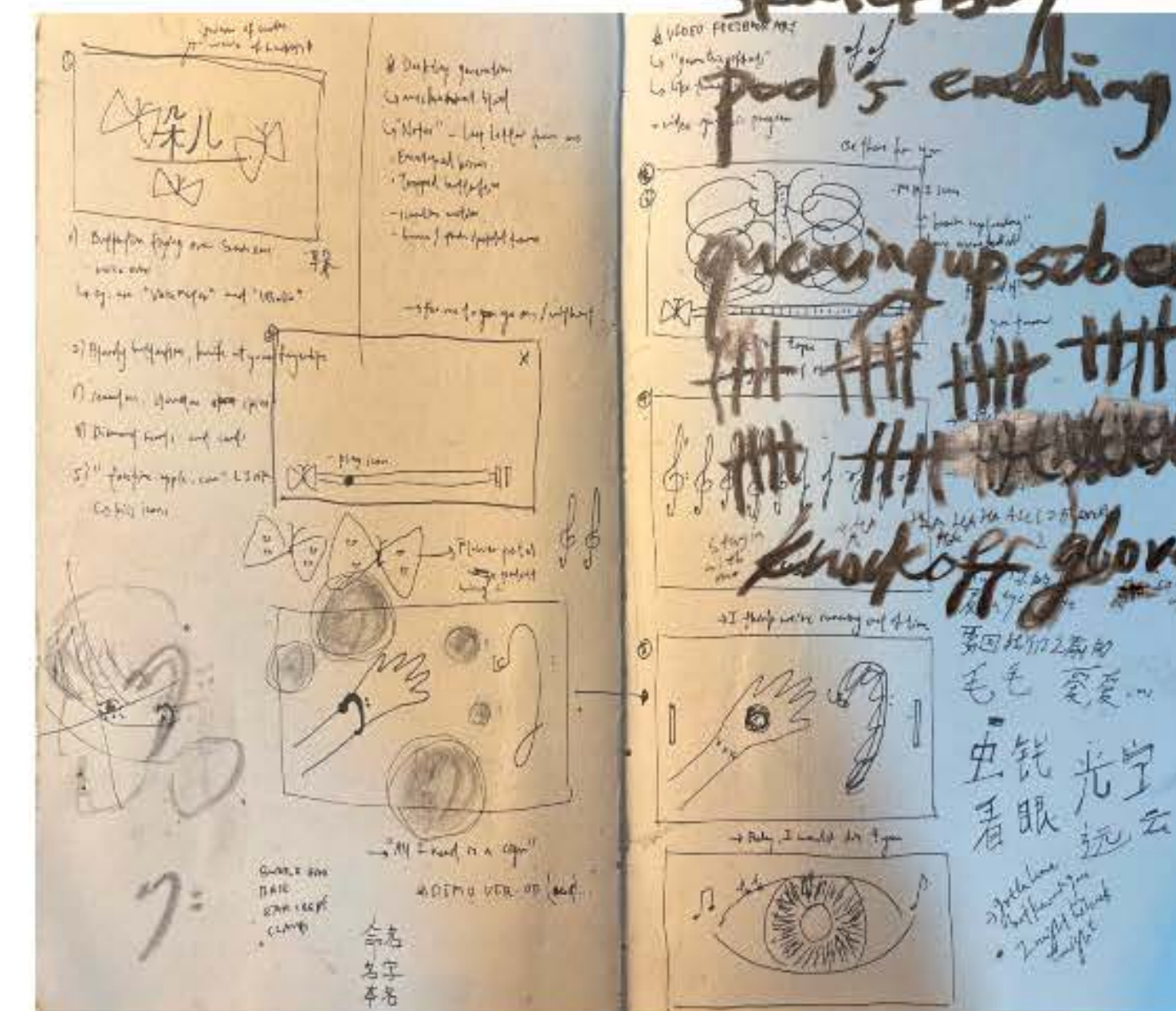
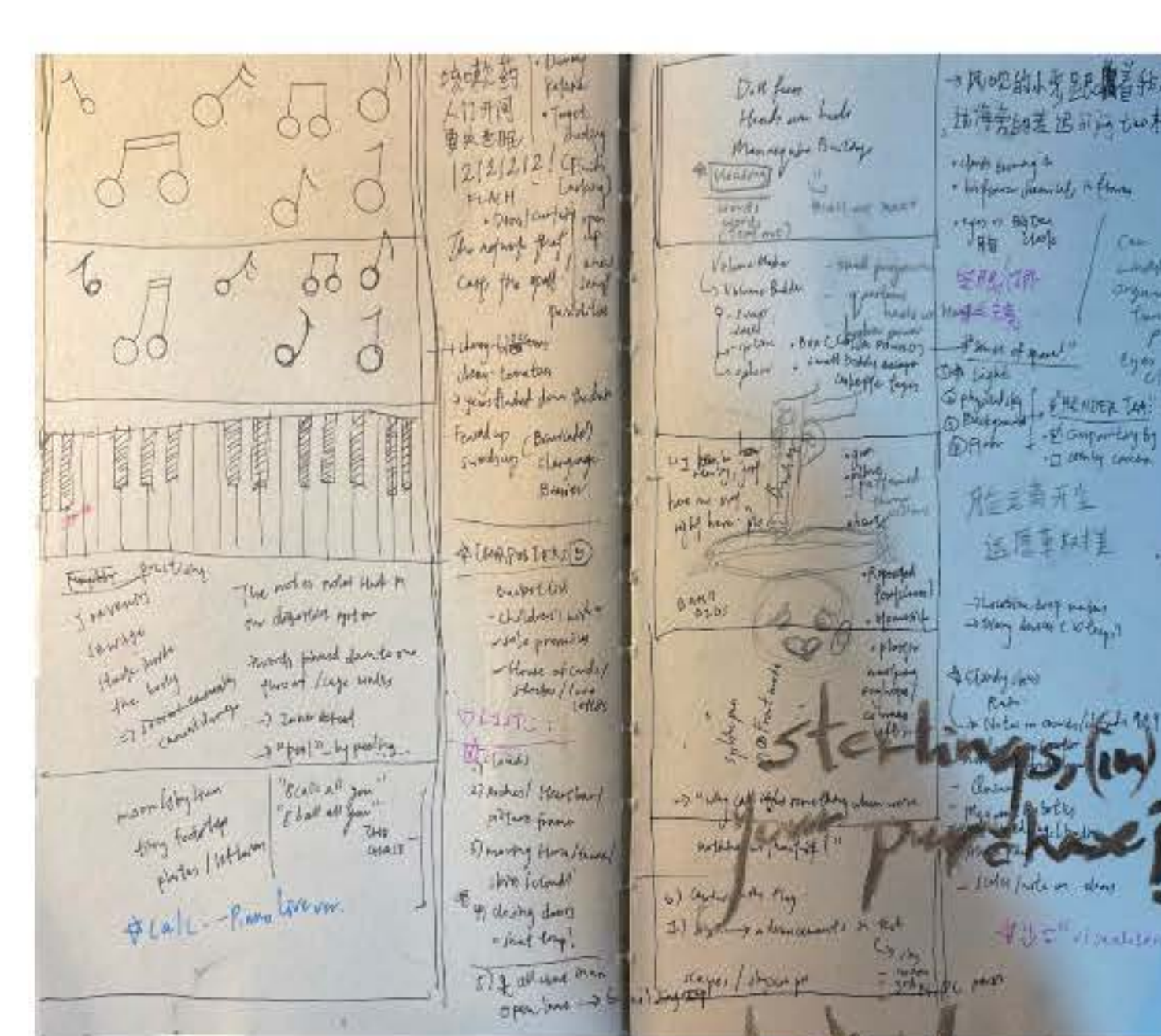
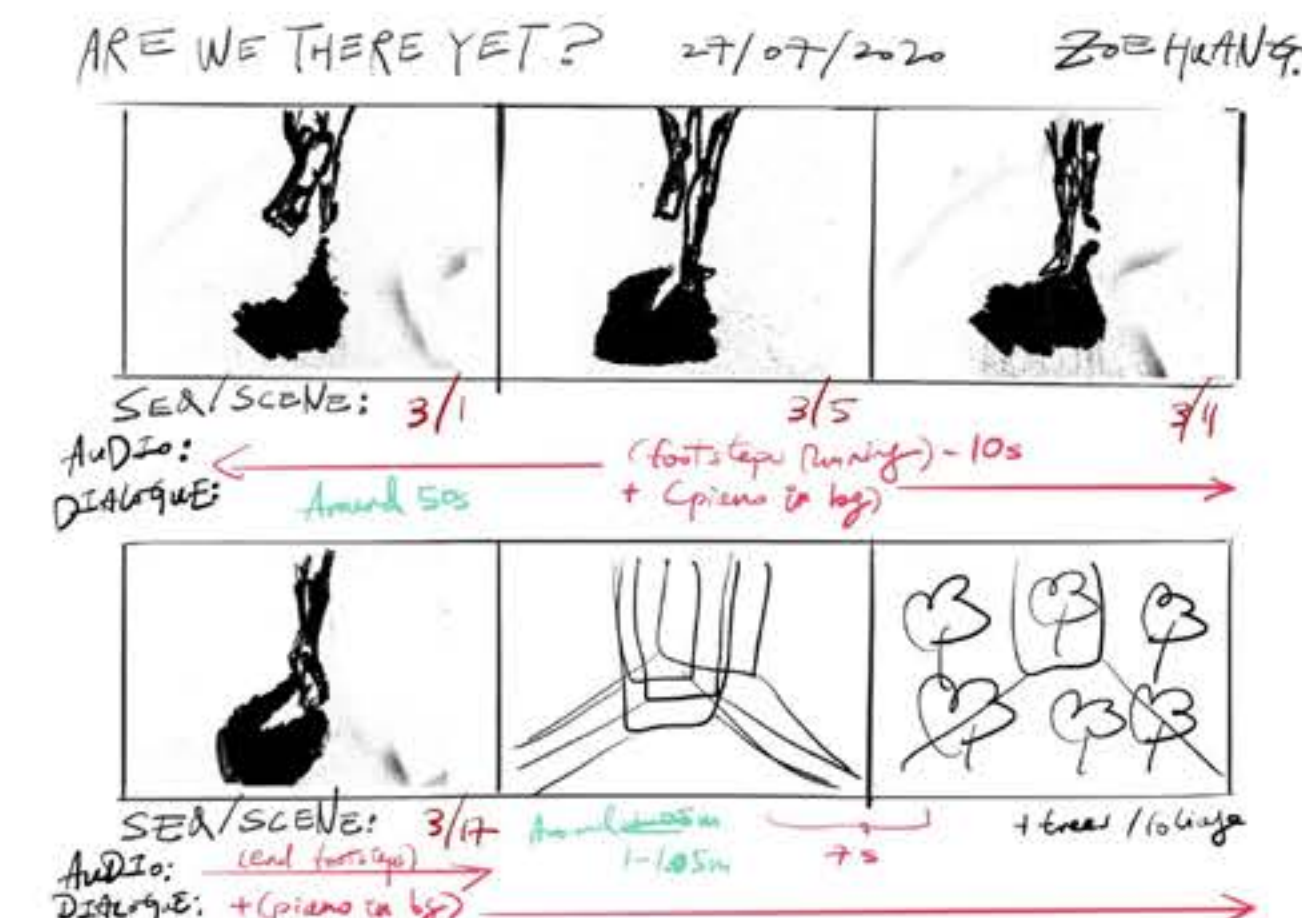
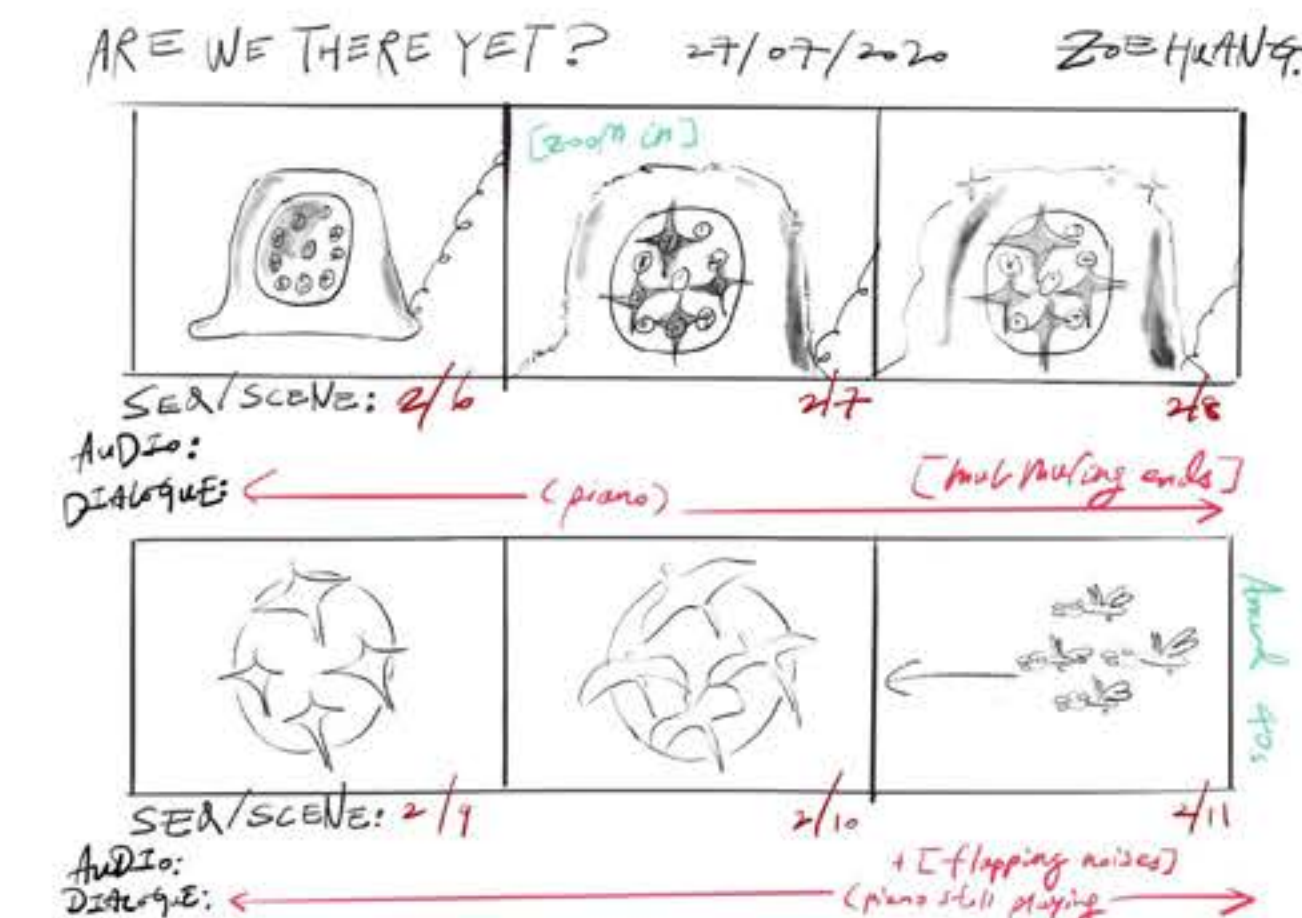
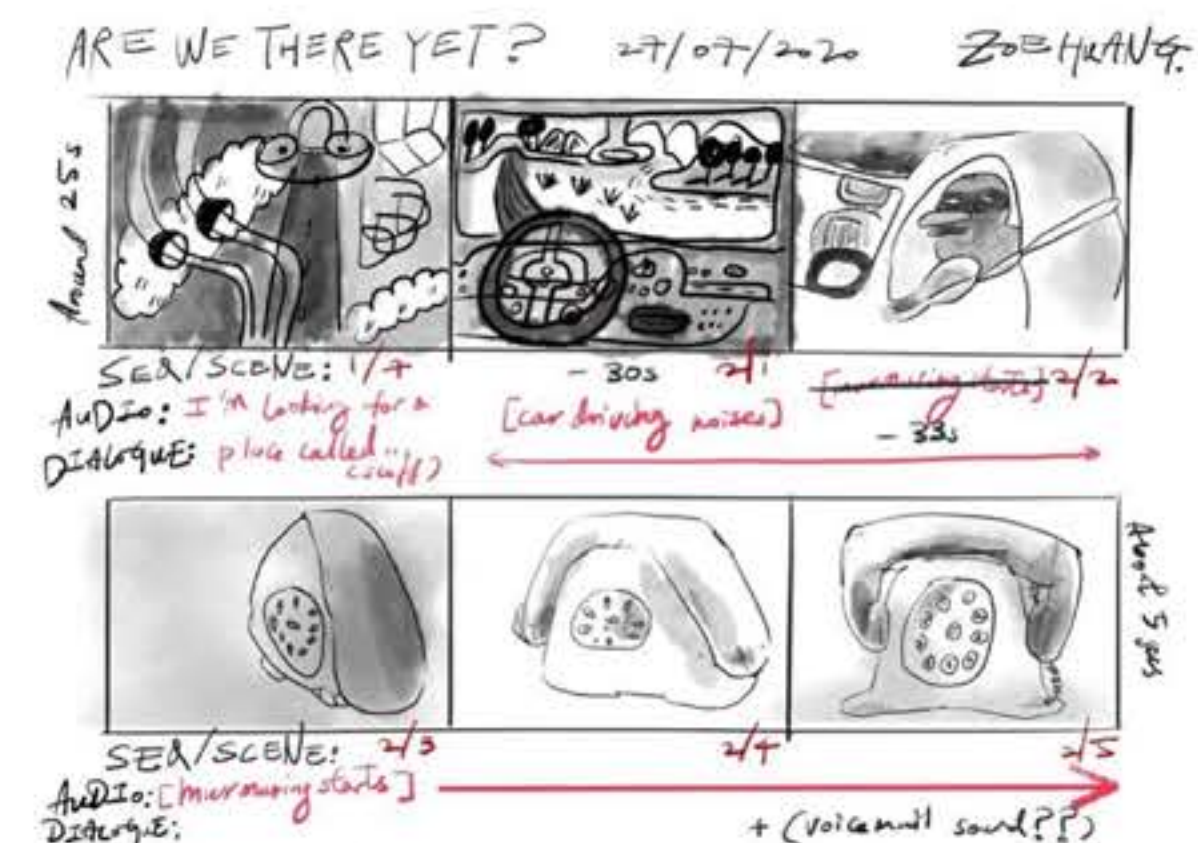
This project allowed me to explore a range of architectural concepts and perspective drawings and Blender as I had to render both 2D and 3D pieces. The notions of 'pattern', 'repetition' and 'direction' were integral in helping me create pieces with a sense of belonging and home. I practiced quality in my lines and textures due to the surfaces of materials becoming important. Included here are brainstorming ideas during my 3D rendering process in which I was attempting to create some semblance of sustainability or futuristic communal sites for a modular housing space.



STORYBOARDING FOR FINAL MAJOR PROJECT SHORT ANIMATED FILM

For my foundation year Final Major Project short animated film.
Link to video: <https://vimeo.com/442701757>

"ARE WE THERE YET?"



Storyboarding 4personal projects

试手头解人石
没冷漠君看绝

<https://youtu.be/A6puMTSBjDQ>



VISUAL CODING WITH TOUCHDESIGNER AND ABLETON

Visual Coding with TouchDesigner and Ableton



<https://zoenkyo.format.com/cash-1-don-t-go-how2-daydream>

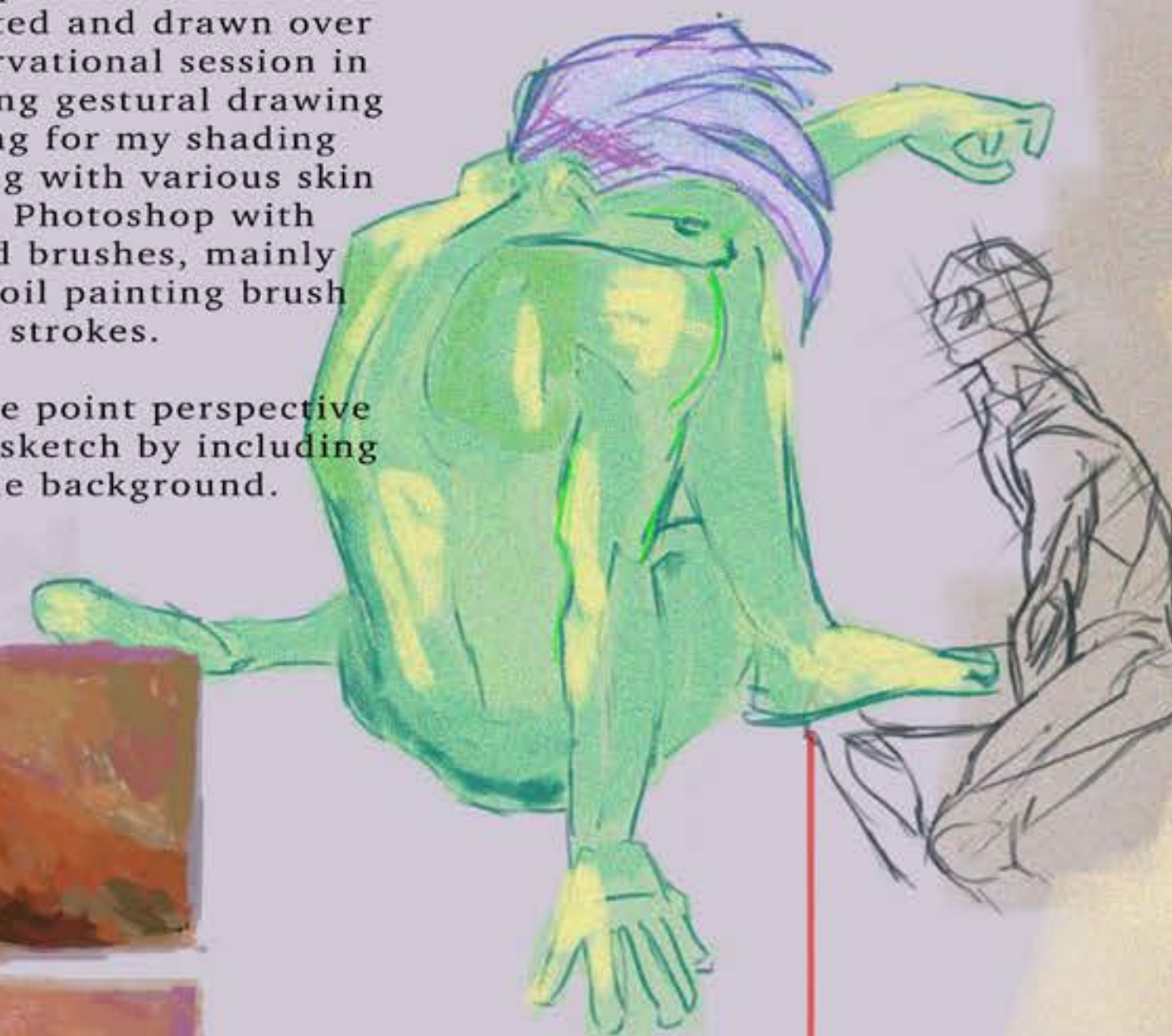
I edited these images and videos using mixed media techniques from various softwares. Connecting Ableton to Touchdesigner for in real life simulations was useful.



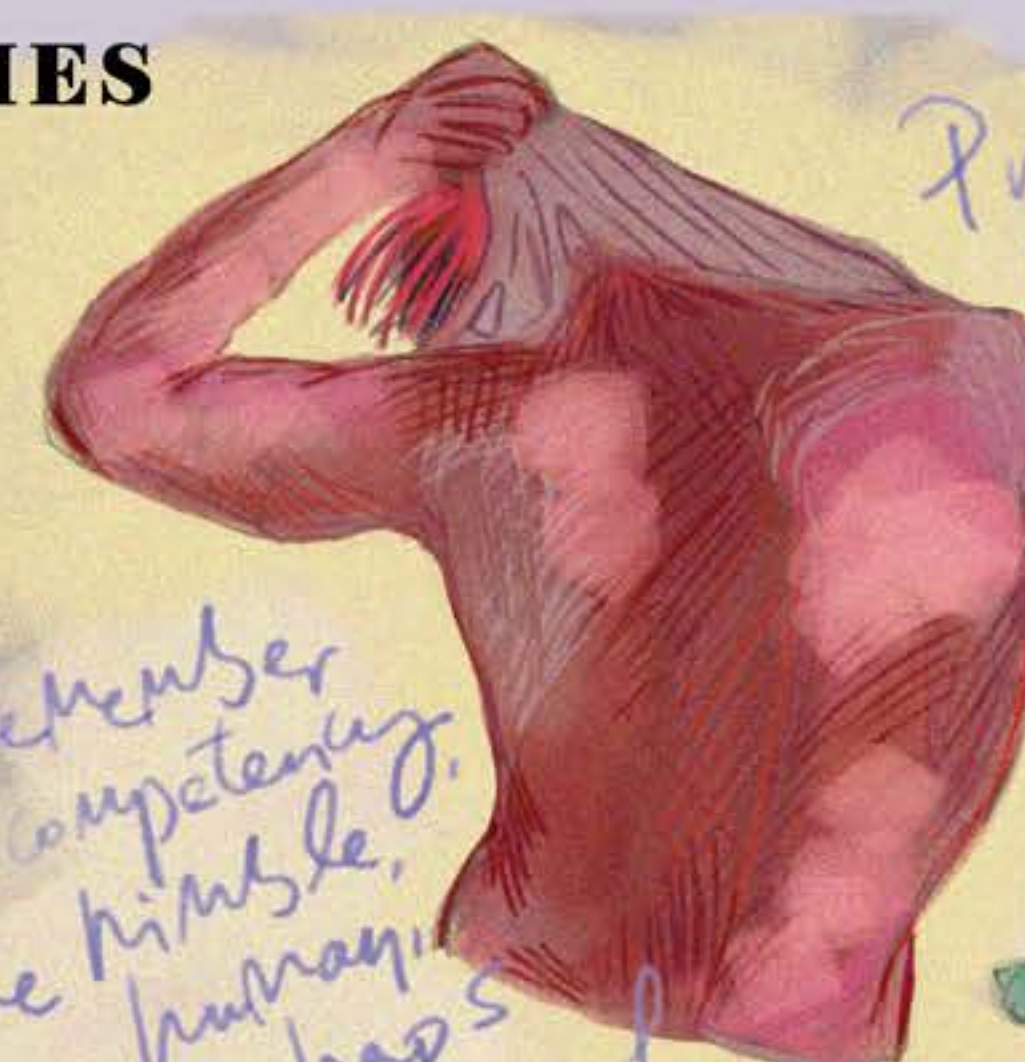
OBSERVATIONAL FIGURE DRAWING STUDIES

Included are a compilation of sketches both digitally painted and drawn over from a single observational session in 2019. I was exploring gestural drawing and cross-hatching for my shading while experimenting with various skin tone palettes on Photoshop with different textured brushes, mainly using acrylic and oil painting brush tips and strokes.

I was practising one point perspective for the bottom left sketch by including the room as the background.



I remember your competency, the humble, the human, the perhaps the glimpse of the of carnal rotten fruit, on the



Primal itch of your fingers in a cool but

clunky Performance

