

# Elective 01: Hiding Place

Zoe Zoe<sup>™</sup>  
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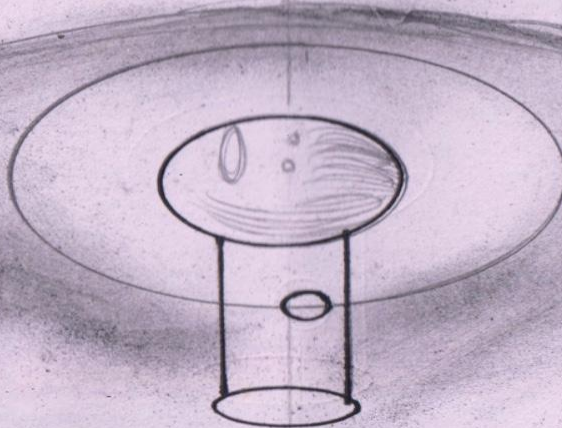
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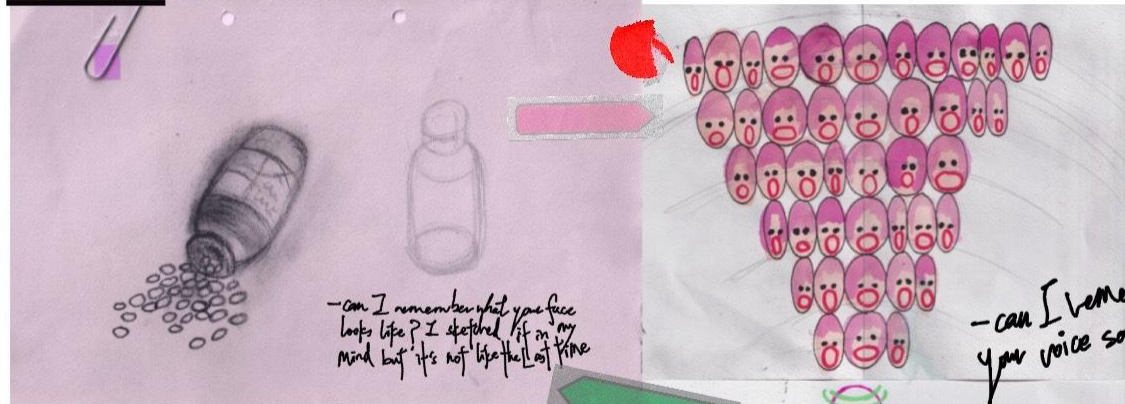
Myblog: <https://zoenkyo1.myblog.arts.ac.uk/tag/hiding-place-elective/>

Date: 8<sup>th</sup> August 2023



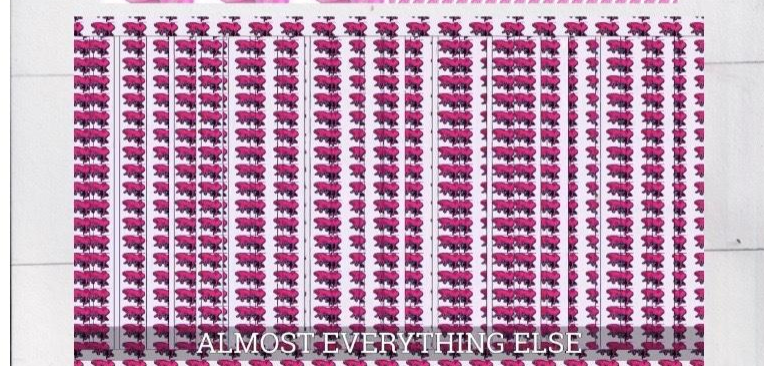
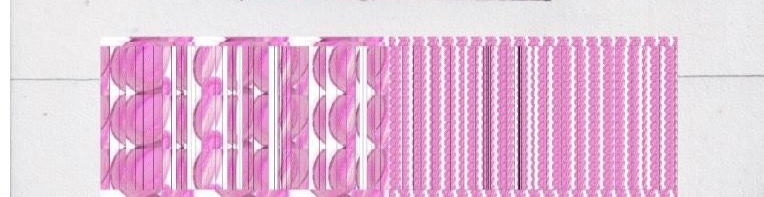
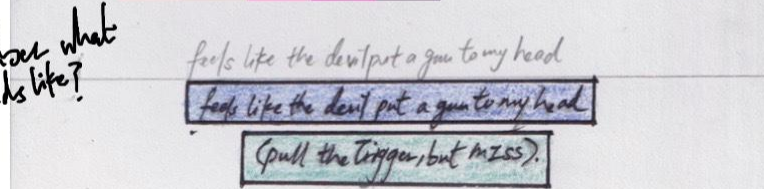
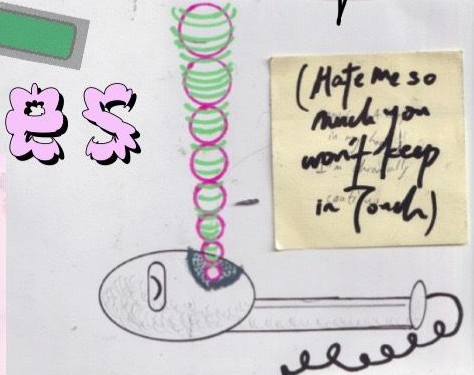


# Moodboard



ABLETON Sound Recordings

# mindframes



A still from my initial animation study



# The Starting point

of my project based on a "place" was thinking about the past and looking for inspiration for "Ritalin"/ medication or pills as the main subject. It led me to interpret the project brief and class tutorials in the sense that I sought to look for visual references from the world I saw around me and online (eg: Pinterest and Instagram) which I focused on as "remaining remnants of the past". What I wrote down during my research was a result of trying to see the world as what was left of living on. Observational drawing as a method of experimenting ended up meaning different things I thought about and ended up doing in my process for the elective.

- White sculptures
- Rhythmic pulse of the surface world
- Invented physical objects
- New combination
- Elements (spatial RS)
- "Mobile"
- Metal reliefs
- reassembled - movement

2D → 3D Experience  
 - dimensional interest  
 - geometrically ambiguous  
 = "metaphor of life"

- Eg: (ex) explores portraiture as both a deeply personal expression of her own life and experiences
- documentation of the stories, struggles & joys of ppl. on the canvas
- "Is the artist ever alone in her studio?"
- subtle / unexpected / meditative images

"(- Interior spaces)"  
 → Many void of human presence  
 → Home & Belonging

"Nurturing" the home on canvas

→ The Intimate landscapes of:  
 "Interiors"

- Faster than I thought
- Weight of the world
- Holding stars
- Broken fingerprints
- of sixty hours
- A certain level of Professionalism
- Thinking - It was just a silly dream
- Daydream - ghost on Monday
- Thoughts
- Bride II
- Bride I
- Band and Butler
- Dunes - take flight
- Red - cleaning
- 1000 - supply

Medicine  
 - Bathing  
 - your self  
 - looking  
 - place  
 - Bathing  
 - sink  
 - Bath light  
 - red dots  
 - Lipstick  
 - perfume  
 - tequila  
 - champs & cigars  
 - Dresser  
 - Are you taking care?  
 - Bedroom  
 - Home  
 - Interior  
 - Exterior  
 - "Avening"  
 - "Theater"  
 - shelter  
 - An evening  
 - Summer  
 - in the  
 - self  
 - Getting a life  
 - Inland  
 - Love

- Bathing  
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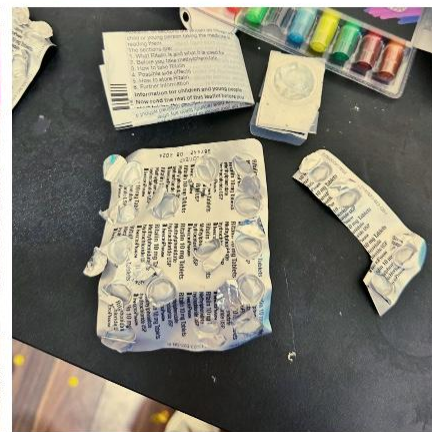
goddess life  
 - maybe

Photo: My project  
 for Interdisciplinary  
 EVAL



# INITIAL IDEA AND SKETCHES

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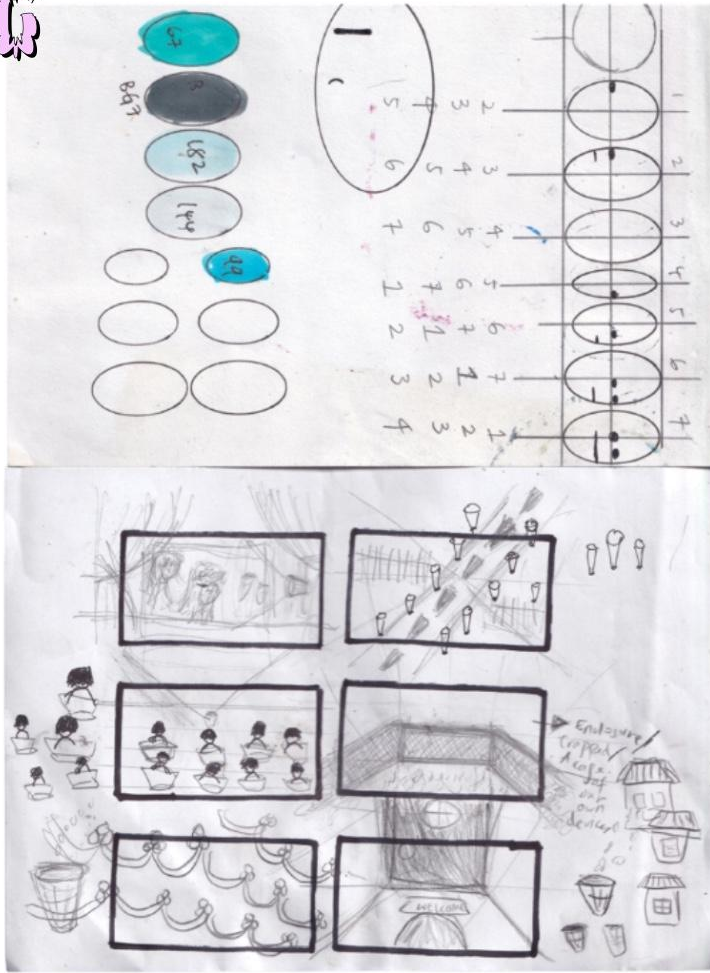
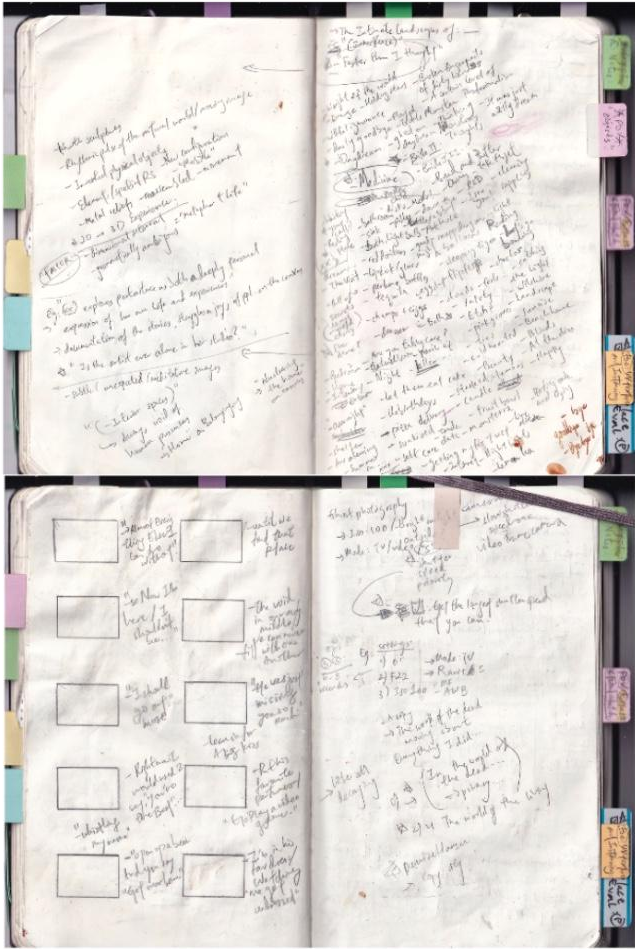


# STORYBOARDING

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## THINK ABOUT ME: what I was thinking

about for storyboarding as ideas in panels/ "mindframes" to translate what I felt about "Ritalin" as a main subject for the brief's instructions about "providing an individual response" during the initial process of the project. I was trying to figure out what I wanted to depict in this Visual Narrative Elective 01 as a means of experimental thinking. Focusing on Ritalin/ Medications/ Pills during this stage was what inspired me to research into everything else such as artist references, moodboards and various approaches or perspectives. What kept me going in this experimental process was exploring all that I learnt and looked for was trying to think about Pills and the past as a means of visualising for the final concept for the elective.



MINI PECHA KUCHA SLIDES



Waiting Room = for the in-between moment

- designed to wait to go from 1 activity to another
- "Long waiting periods" = Bp, Buffer zones / Transitional areas / Learning places...
- Comfort while waiting

⇒ ⇒ ⇒ Preparing to go into

(?)  
Waiting Room = (physical space) <sup>the next place / stage</sup>  
<sub>existing as part of a larger complex system</sub>

- 1) provide patients with a place of comfort to soothe anxiety & stress
- 2) give patients a sense of safety - knowing they'll receive care soon.
- 3) "WHAT TO DO" = ... while waiting?

- Examining systemic components
- patient stress and well-being

The Waiting Room <sup>Just waiting</sup>

A kind of purgatory.  
Waiting to wait...

It's not living, just a matter  
of waiting / not being  
one's self.

→ Always waiting & over...

→ Experimenting with the  
size & shape of xx

→ ... this added a temporal  
dimension to ...

→ "Spatial Concept".  
= series of xx

dearly referenced  
xx ... & can  
also be interpreted

→ Space: destruction  
creation

= Spatial concept  
→ "heightened  
state of being  
during a temporal  
piece in time."

→ The waiting room  
is a place in time

**DEVELOPMENT** ! During the process, thinking about "A place" helped me develop my concept as I kept exploring different representations for my experiments, meaning my sketchboard collections. I was trying to figure out what I should continue to study and pursue in my compositions. The development was possible because "individual response" was a guide for me to keep testing out what I wanted to think about.

Waiting Room (point of inspiration: "mind frames")

- Multimedia: working with music, visual arts & technology.
- Inspired by the emergent patterns found in nature
- uses complex systems & simulate natural phenomenon
- In the pursuit of organic textures & surprising interactions
- draws on the lore of geo. & glitch art ("failures").

By: Ray  
SAELIAN PARK

= drawing with Architect (anal tools...)

→ "I wanted me 2 express, the world in a graphically simple way".

→ gives the work a light & graphic aesthetic

→ draws things from ordinary time

= hand-drawn style of delicate ~~rot~~ Rotary pen and pencil line  
mixed with soft color.

→ working in analogue - prioritizing soft lines and bright colors

→ with ink and marker on paper

→ drawing multiple variations

= depicting the different layers / windows of an image in 1 frame.

eg. mirrored objects

→ Achieves an interesting 2D perspective

→ letting an idea take shape in paper / joining various elements

→ Waiting Room

= An experimental animation of gestural geometry depicting multiple variations of symbolic / base objects

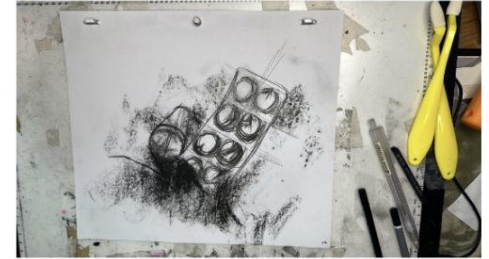
# WORKBOOK EXERCISES

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[Animation tests: Myblog Link](#)



Anim Test 1



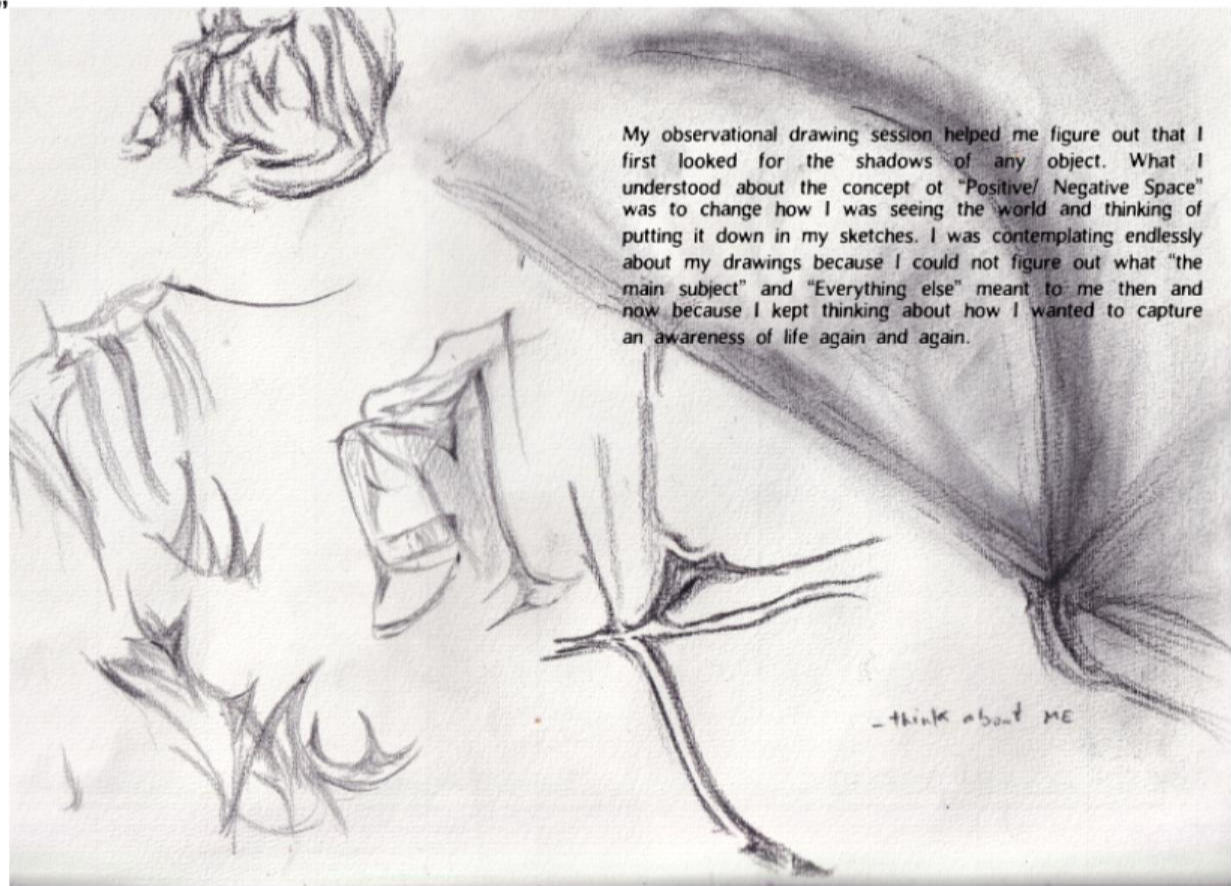
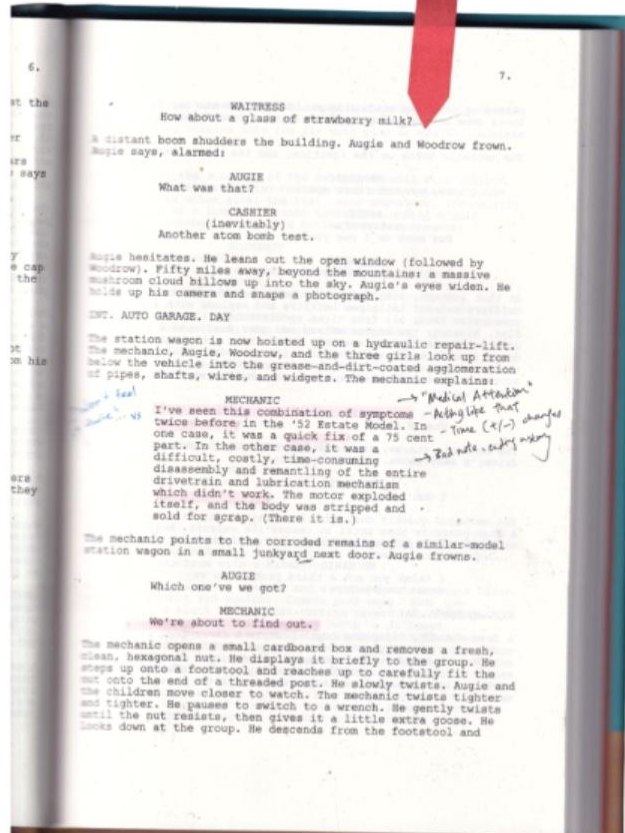
Anim Test 2



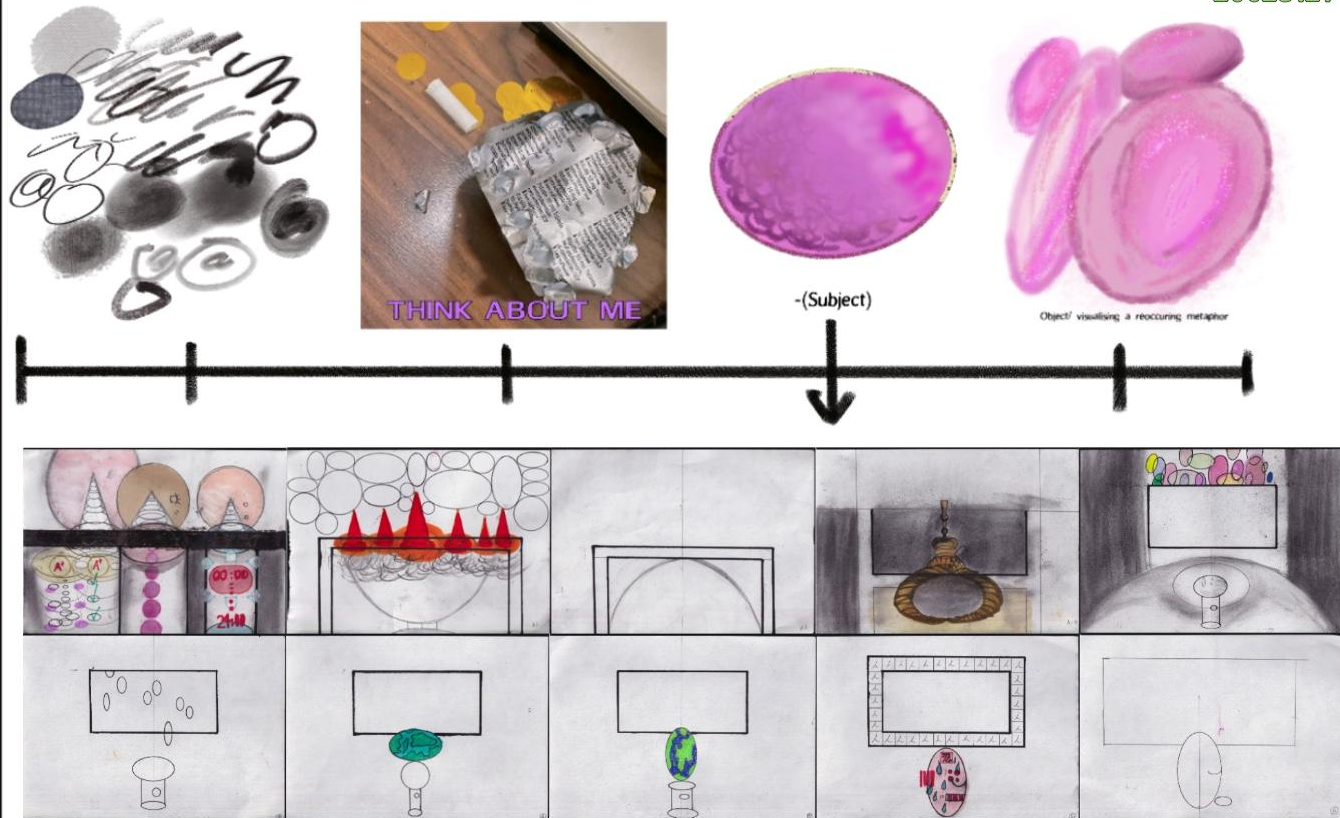
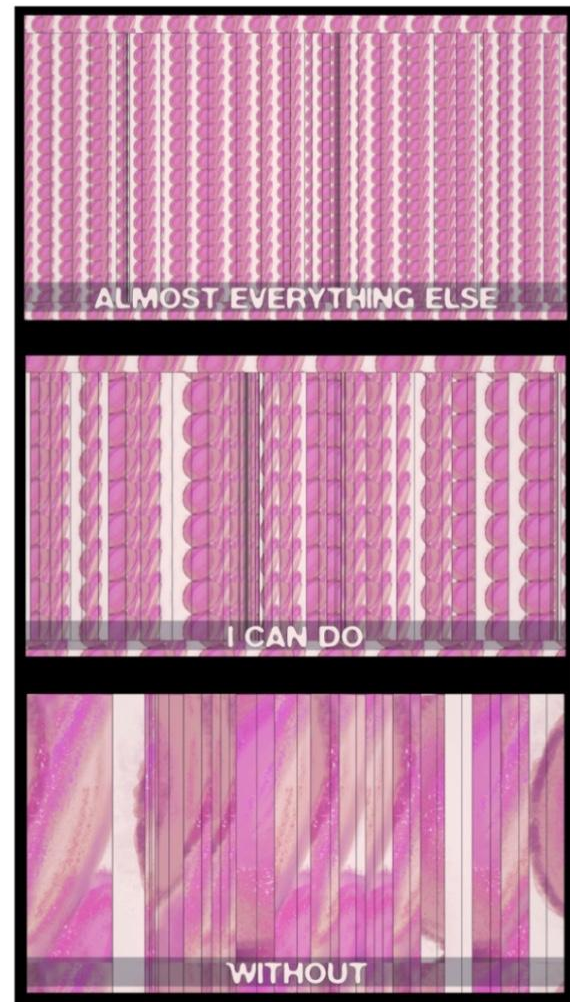
Anim Test 3



# References: Scan of Screenplay Text of "Asteroid City" by Wes Anderson (Hardcopy\*)







**Link:** Hiding Place Animation- [Final Video "Waiting Room" by Zoe Huang \(Myblog Post\)](#)



# Elective 01: Hiding Place- EVALUATION

"Waiting Room" presents as an interior object(observation)/ subject(state of mind) located in a place in time, alluding to spatial notions of "OUTSIDE vs. INSIDE". Referencing the common waiting area where patients often find themselves in while preparing for their prescriptions from the pharmacy as a comfort "Place" endlessly, no matter the phases one may go through in their persona or sense of self in the world while waiting for the effect of their pill-cycle.

The final experimental animation of gestural geometry draws multiple variations off the spatial skeleton of symbolic "base-shapes" as ever-changing personalities, appearances, or states of being. The artist, Saehan Park, allowed me to visualize a way of working in analog that captures emergent patterns in nature inspiring a graphically engaging outcome. I learned that simple sketches could transform into what I like to call my storyboard panels as "mind frames" of the ideas I wanted to enforce. I enjoyed selectively thinking of and using "space" in newfound reductive and additive styles allowing for shifts in perspective while securing a location definitive even in transitional time periods.

In retrospect, I should have managed my time much better by organizing my story sequence so that the final video's narrative made more sense instead of spending so much time exploring instances of every idea I had thought of in a multi-media working system. I know the final outcome did not present my main concepts that clearly. This elective pushed me out of my initial creative boundaries and expectations and I enjoyed working with a mixed-media system so much more than I thought I would although I need to learn how to better organize my time for the experimental style of art I was envisioning with all the assets I had collected by the end of the module.





# Visual Narrative Unit

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Date: 8th June 2023

## ELECTIVE 02: "TRIPTYCH"



# MOODBOARD

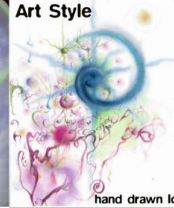
MOODBOARD

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MOODBOARD



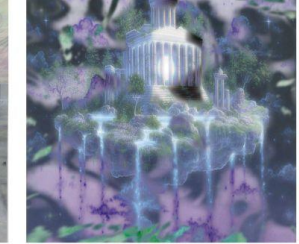
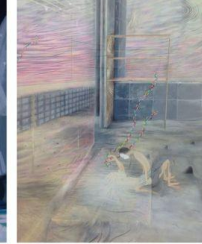
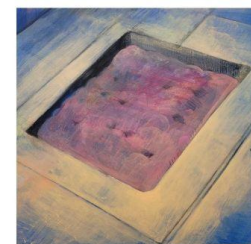
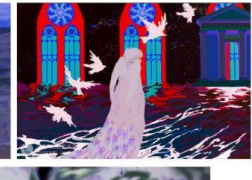
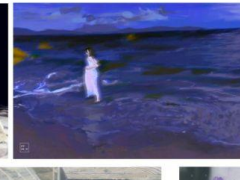
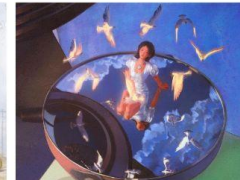
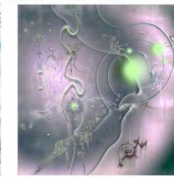
The Self: "Bride" - Character Dev.



Art Style



→ A growing/developing character in the narrative/story line  
 ? = 3D render / CGZ look  
 OR = hand-painted / drawn / sketchy look  
 s) mixed reality visuals



The "MIRROR" = A version of oneself in the XXX moment

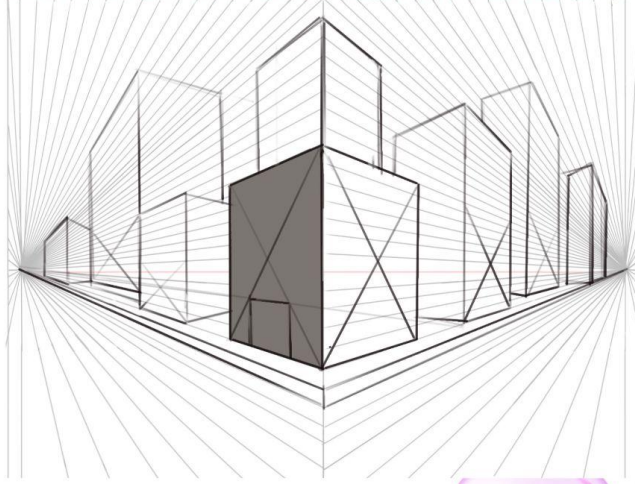
Landscape Dev.



# ELECTIVE 02: "TRIPTYCH" CLASS WORK: PROCESS

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Exterior: Reveal Light- Pacing the reveal through atmospheric perspective with heightened contrast mapping out the hero-like character escaping from something?

- Travelling alongside the character and their mood/ emotions
- Little by little, details can emerge in the visual storytelling
- Effectively using tonal value colors (eg: Blue/ grey) and lighting to create the somber scene which also reveals hope in a subtle and paced manner? → The tension of this dichotomous show of feelings from the visual points can add to the storytelling?
- The contrast of the imagery gives light its tangible quality shown through the shadows depicted of the world at play

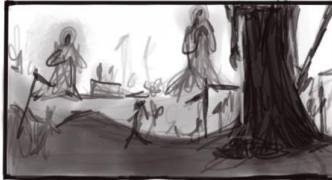
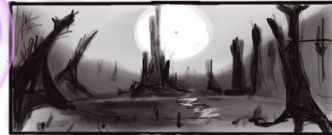
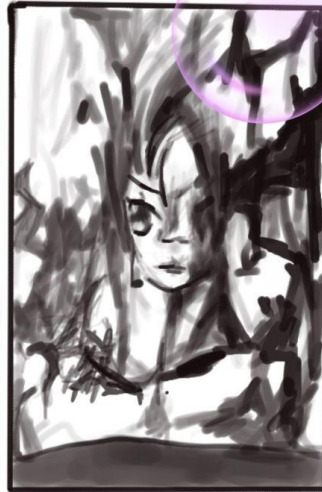
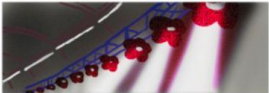
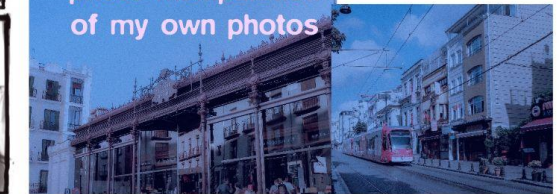


photo manipulation  
of my own photos

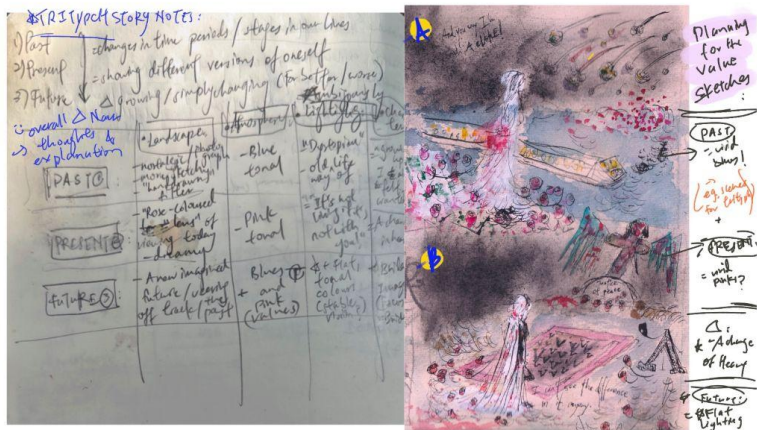
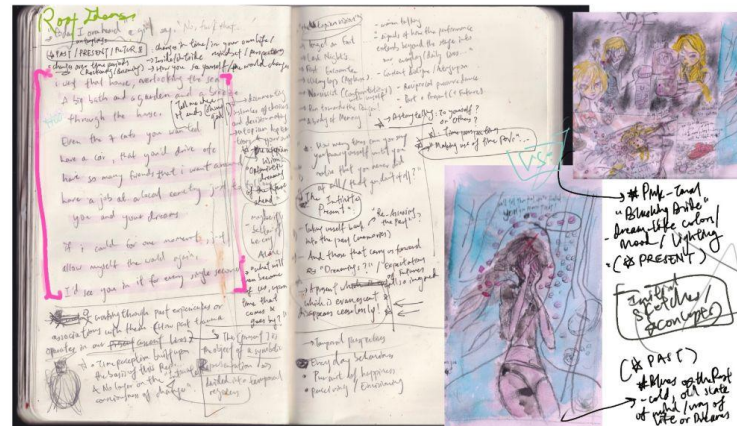
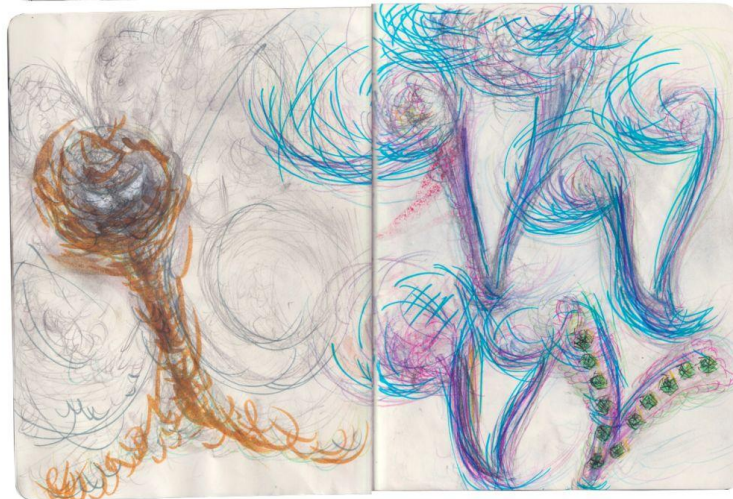
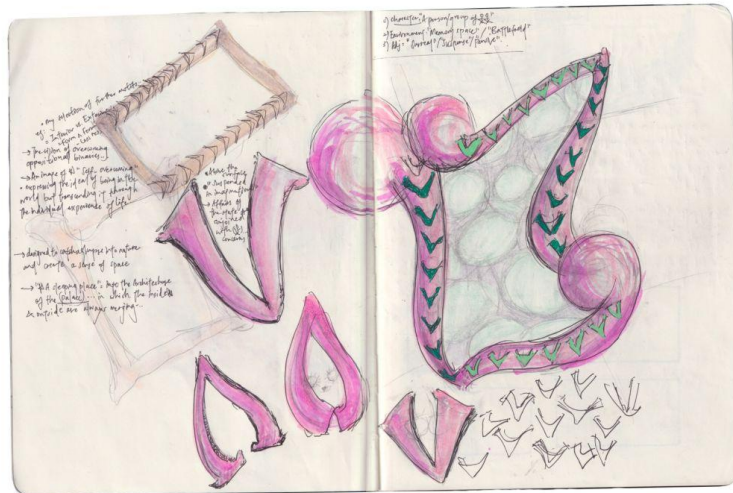




## ELECTIVE 02: "TRIPTYCH" brainstorming

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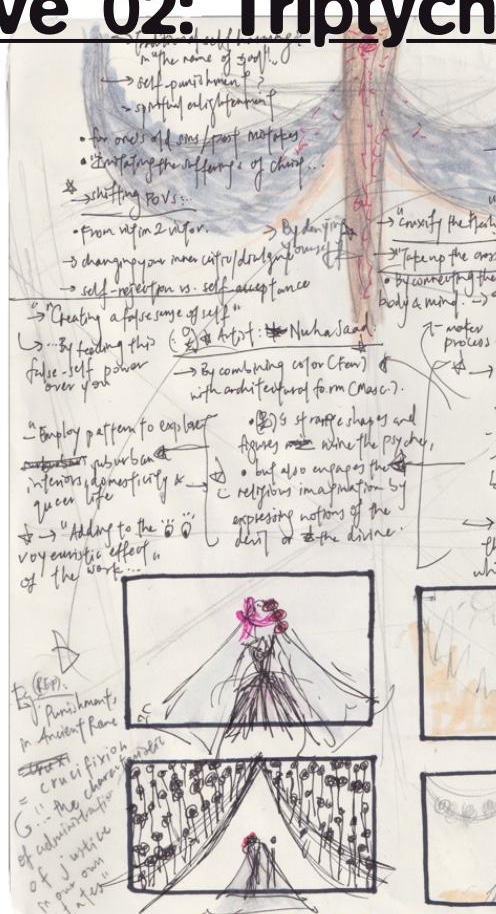
## Process: MyBlog Link





# Elective 02: Triptych

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Interested in the invisibility of memory. (X) paints thoughts and recollections in an effort to externalize them.  
→ (X) have a sensory effect on the viewer.

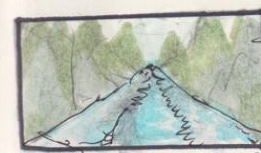
"chance encounter" discarded of self. "take up the cross". "connecting the body & mind". "X" adopts a shape similar to a rock (gem)...

water process. "X" (X) (landscapes) that fuse history/memory with the imagination... can be seen as portals to out of reach places both physical and future! "otherworldly works reference the Baroque Romanticism while morphology figurative & abstract"

fantastic in shape & appearance → displacement of identity in a foreign landscape



→ (X) documenting the (X) that add to be identity mixed or failed to perceive. As tho... dedicated to a mission or an unfavorable dream.



→ Exploring ideas of nostalgia, dreams & memory



① Nostalgia



② Nostalgia Memory



③ Nostalgia

\* focusing on 'Nostalgia' & a time & place  
- associated idealism (=N. among culture)  
- melancholy beauty  
- bittersweet impossibility  
→ A strange nostalgia & the past memory  
B → Over-humanification of the past  
C → A dream existing inside one's head, of reach



④ Nostalgia

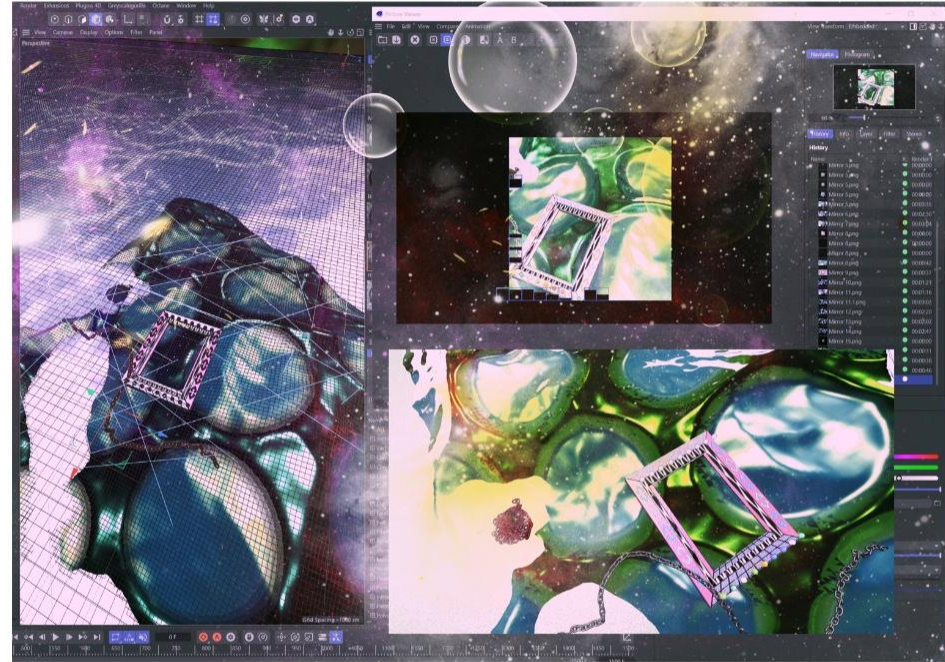
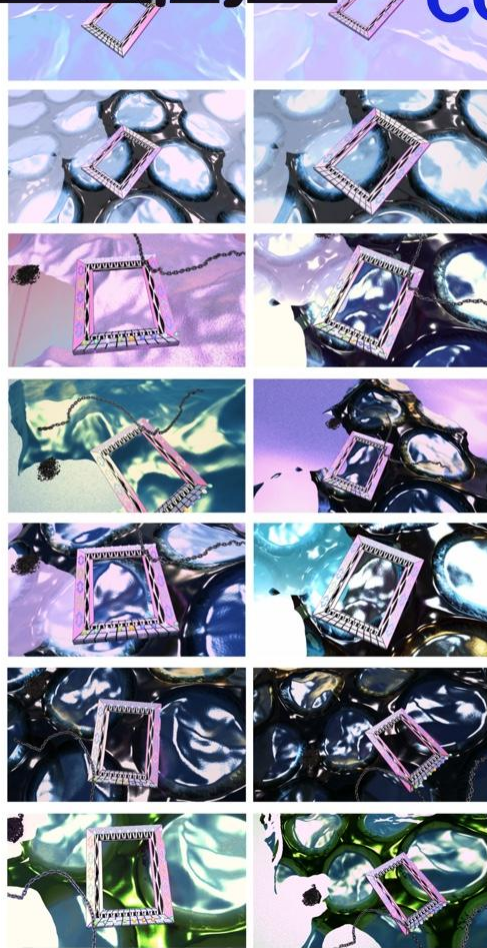
CONCEPT ♦ SKETCHES



# Elective 02: Triptych

## CONCEPT ♦ ideas

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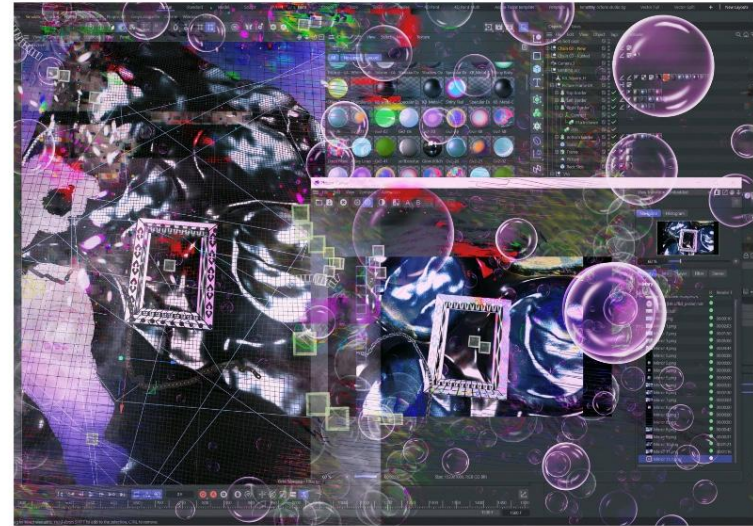
The triptych narrative bases its motivations from the notion of “visions of the self” being shown in instances of time across one’s journey in life. Changes in the versions of the character “The BRIDE” are reflected back in the symbolic objects to be included in the landscape of each panel- such as a mirror reflection of the bride gazing upon herself or in the mobile phone screen on selfie mode in the posing arm. It is not a face or portrait that would necessarily be reflected back in these “self-gazing” views but visual imagery of different elements of what might make up the character at the given period of time, “Past, Present Future”, as a commitment to the self... The bridal symbolism is underscore the idea of different versions of self-commitment that are displayed by a person to the world or public, or even in private, in an instance all so ever-changing across periods of time relevant to the project: ‘Past, Present. Future’.



# Elective 02: Triptych



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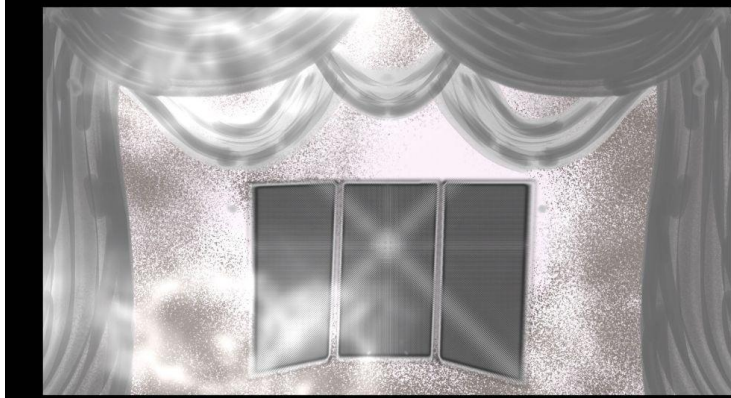


initial ideas and sketches



# Visual Narrative Unit

"Value ideation thumbnails"



Triptych Still Image 01- "Nostalgia"



Triptych Still Image 02- "Dreams"

[Myblog Link](#)

[Process](#)



Triptych Still Image 03- "Memory"

## ELECTIVE 02: "TRIPTYCH"



# Visual Narrative Unit

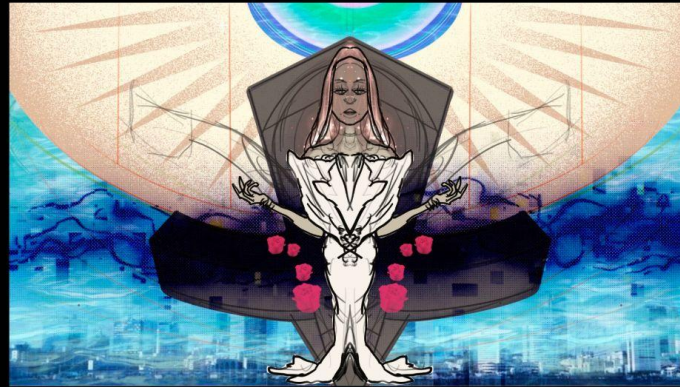


Triptych Still Image 01- "Nostalgia"



Triptych Still Image 02- "Dreams"

[Myblog Link](#)



Triptych Still Image 03- "Memory"

## ELECTIVE 02: "TRIPTYCH"



# Elective 0 2- Enchanting Triptych : *Evaluation*

We were taught to matte-paint initial sketches so as to block out the main components of each environment and scene for the Enchanting Triptych storyboard. However, Izzy offered an alternative to asset-collecting during our tutorial like digital manipulation in Photoshop which was blocking out using 3D-modelled environments with traditional scans or even digital paintings on top. This process worked better for me and while deciding on my selection of visual motifs learnt from tutorials about forms discussed in "Interior vs Exterior" atmospheric environments effective at presenting a Triptych narrative, I decided that I wanted to create a 3-panel sense of space inscribing an image and vision of "self-overcoming" expressing different ideals of being in the world in relationship to ourselves but always having the hope to transcend it through the individual experience of life across unique individuals. The moments in time granted and ultimately designed re meant to suspend in imagination, external architecture and internal sense of self or space. My difficulties during this elective lie in in the urgency to adopt the right working process for myself because working and organising across different mediums and assets that I had experimented with.

→ Tally

Seat Reserved  
All for show

"CURE" / "silly"