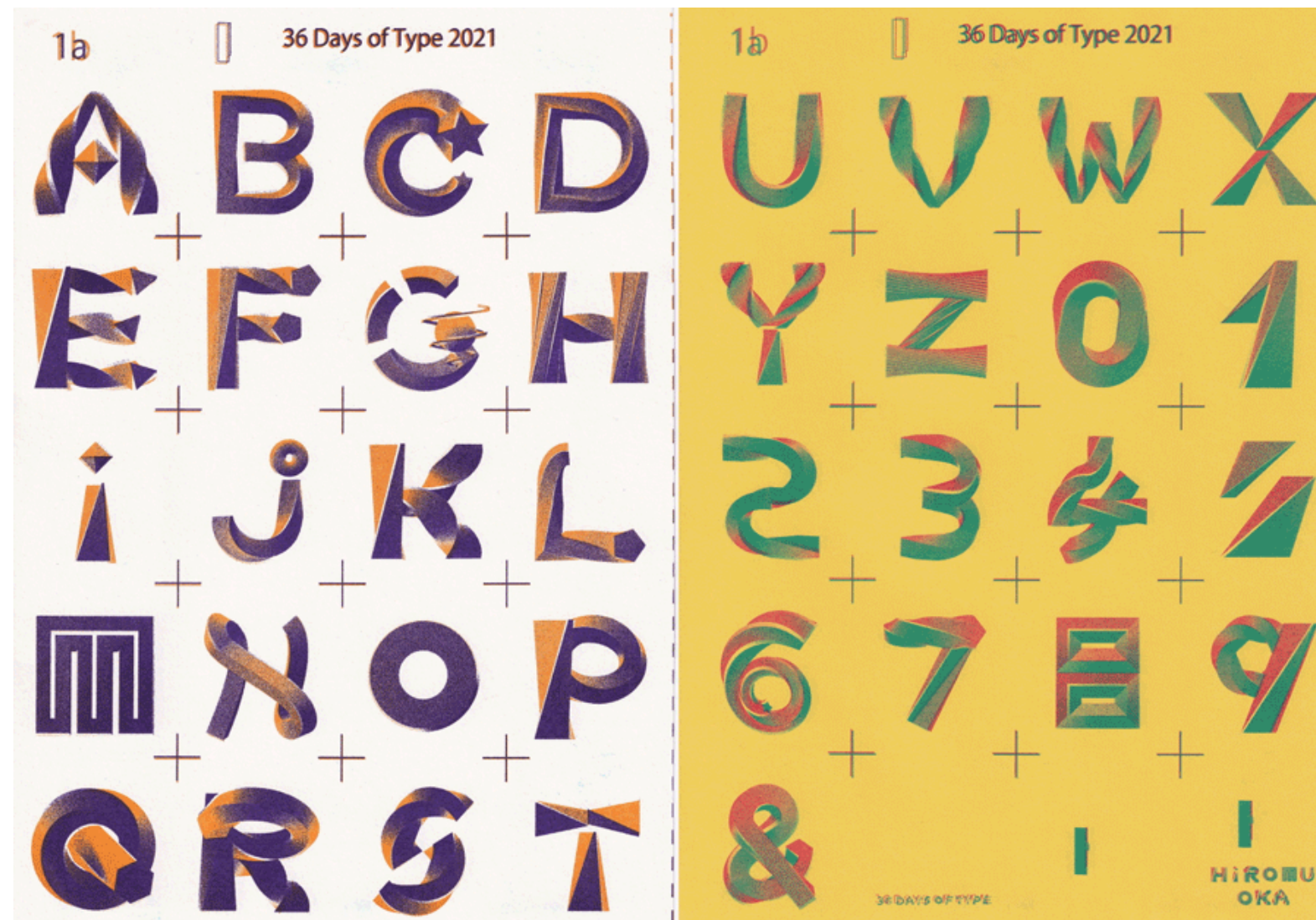


4:

# METHODS OF ITERATING

Please view this project with moving images here:  
<https://indd.adobe.com/view/05b43f8a-a840-4f3c-9c30-ee1af1822c2e>

the project I choose:



36 Days of Type 2021 by Hiromu Oka  
<https://www.behance.net/gallery/119732341/36-Days-of-Type-2021>

the medium I choose:

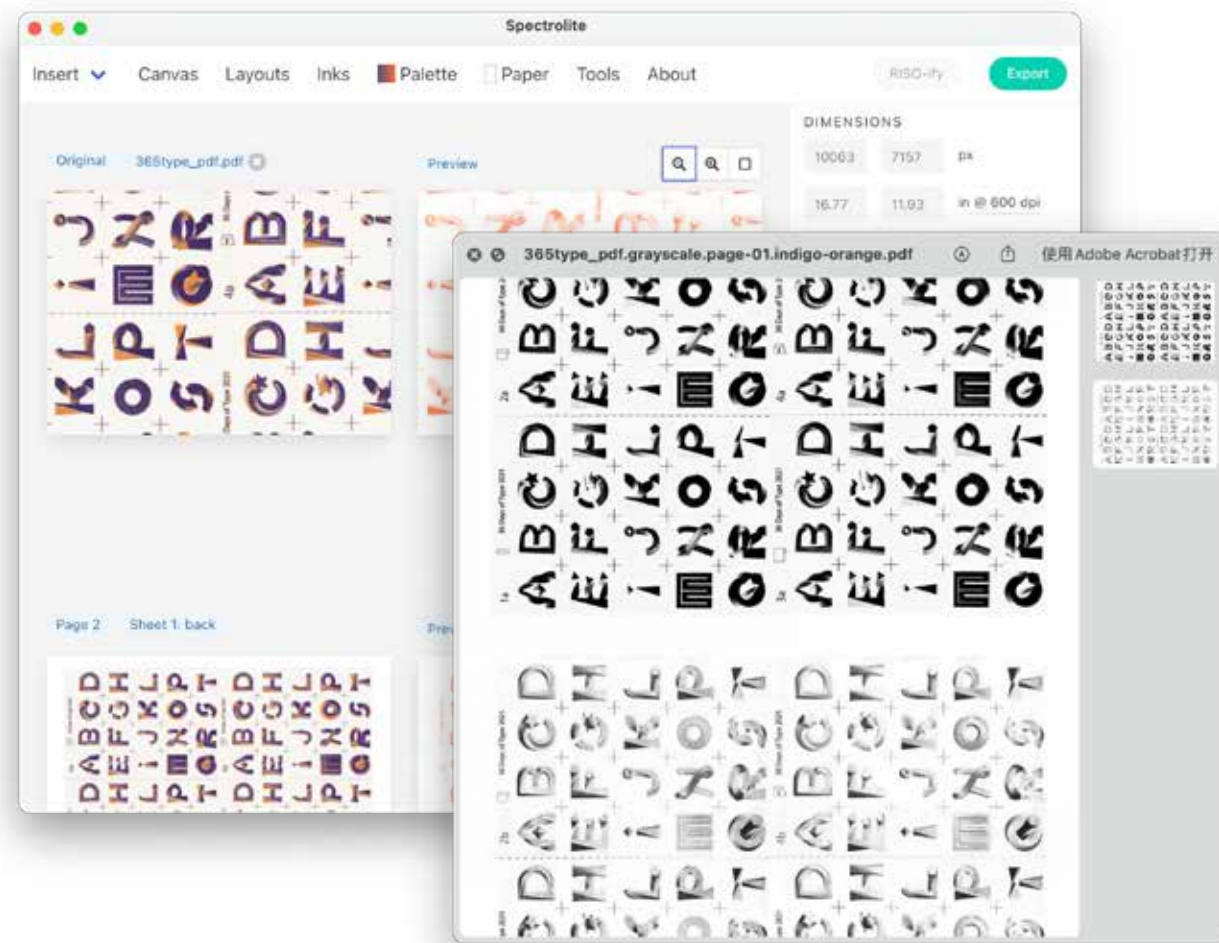
## **Riso Animation**

I've experience with animation and risograph printing before, But I never tried to combine these two techniques together. So I choose risograph Animation as the Medium I want to explore.

Hiromu Oka is a Japaneses Graphic designer and animator who know as riso animation project. I chose his project "36 Days of Type2021" as the Project I want to copy with fidelity.

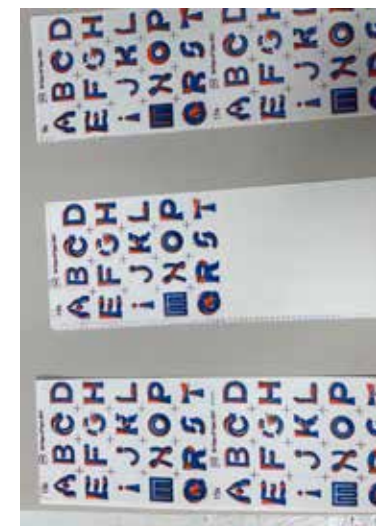


## Remake the project :



### step 1: prepare the file

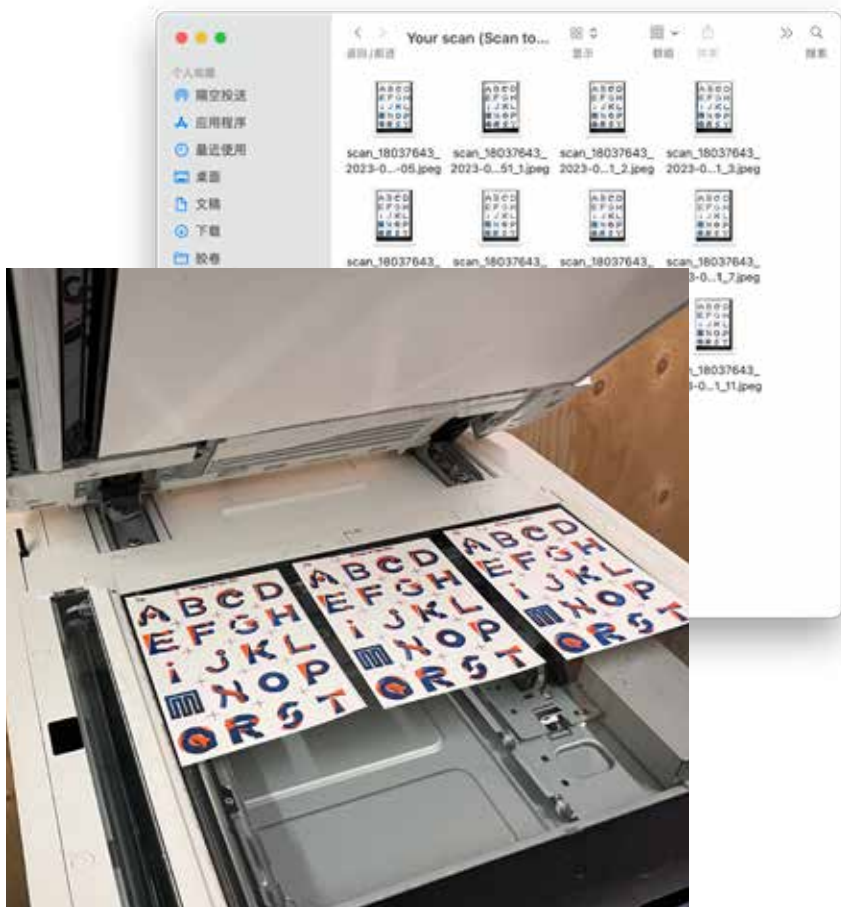
use the tool "Spctrolite" to separate color



### step 2: Riso print & Cut

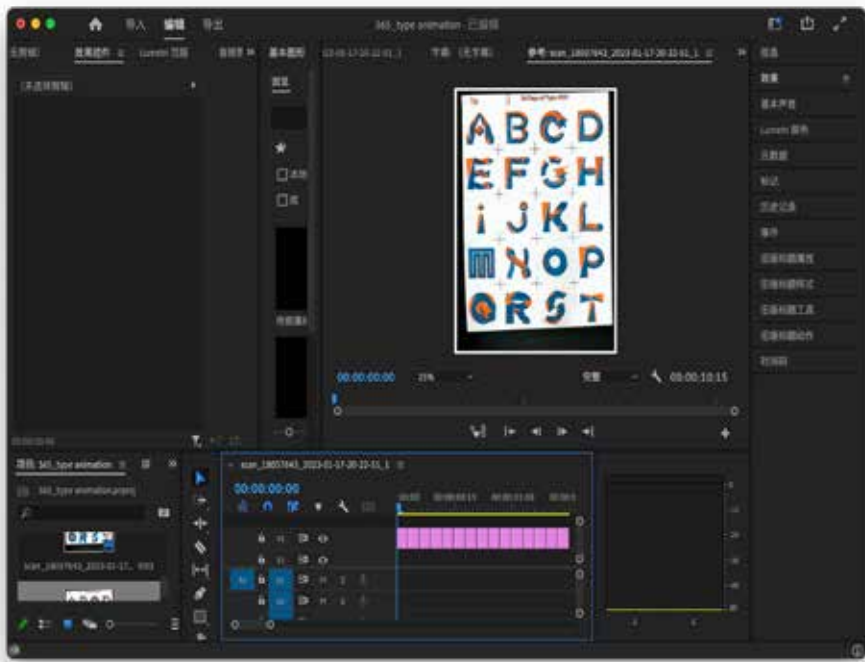
in our publication workshop





step 3: Scanning

I tried different ways of scanning



step 4: Animating

use the software "Premiere" to make images into video and gifs



Final



Original & My Version

### Experience the process :

1. The scanning process is unexpectedly very important.
2. Get hand on print to make animation is a brand new and inspiring process. (embracing imperfection and experimental results)
3. One of the most important thing I learnt from the work flow of Hiromu Oka is organising with numbers is very important for making animation with risograph printing.
4. There is a slight difference in colour due to the lack of the Indigo ink.

### Feedback from last group tutorial:

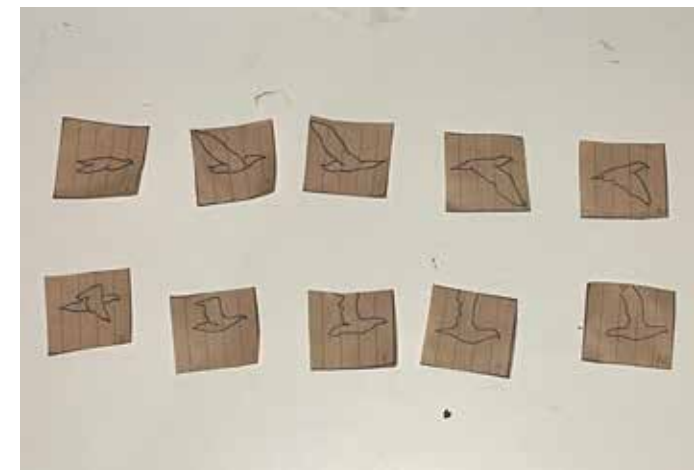
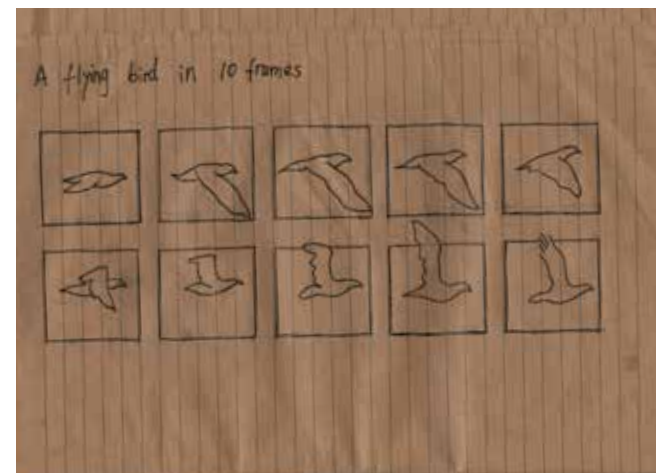
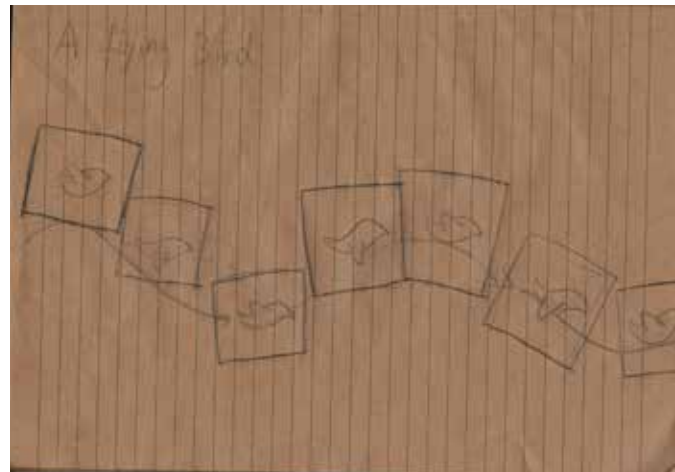
Compared to the original version, my remake gives a livelier feeling due to the movement of paper in each frame. This is because my scanning process differs from Hiromu Oka's process. He scans the risoprints as a whole page, while I cut them into individual pieces and then scan them.

### Critical question:

Can animation be created in a way that makes the audience not notice the existence of individual frames, and how can the process of frame creation be kept visible? Additionally, how can the process of scanning be utilized as a tool to enhance the animation?



Idea: explore scanning in the process of make animation



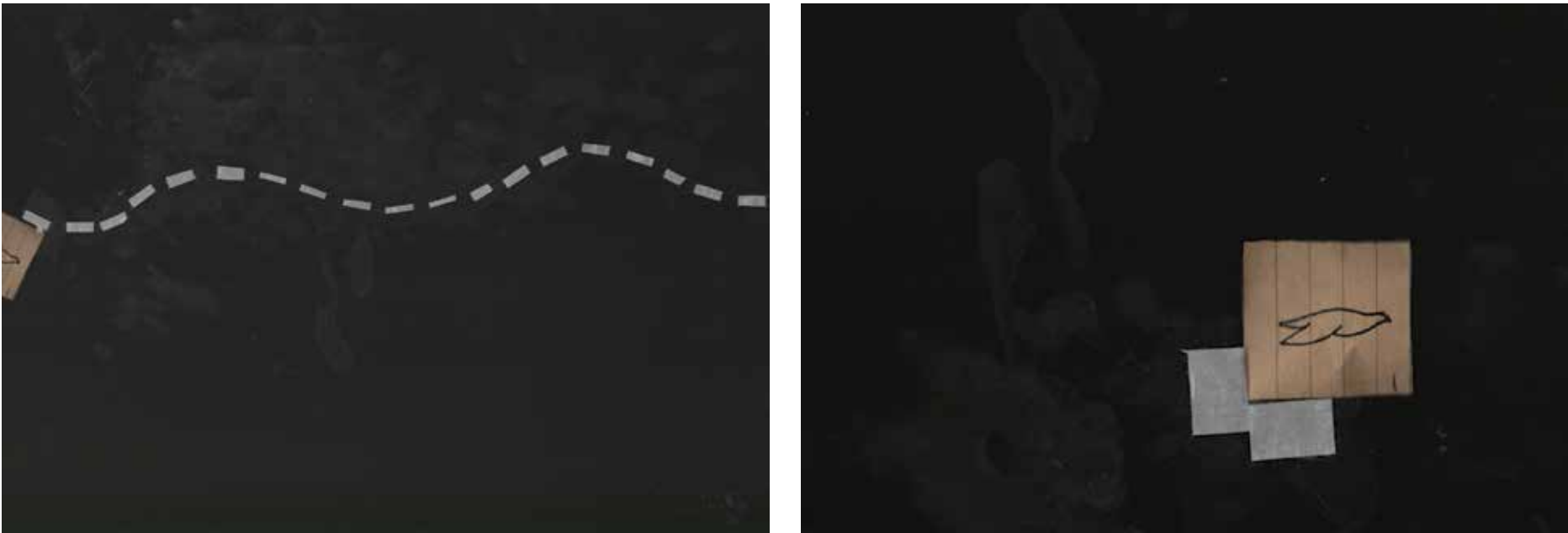
1. sketches about try to combine scanning and animating to create a flying bird animation

2. Split the motion of a flying bird into 12 frames.

3. Cutting & Scanning  
I scanned the same pieces in two different way. One is flying in situ and the other is flying along a certain curve.



4. Animating



5. Experimental results

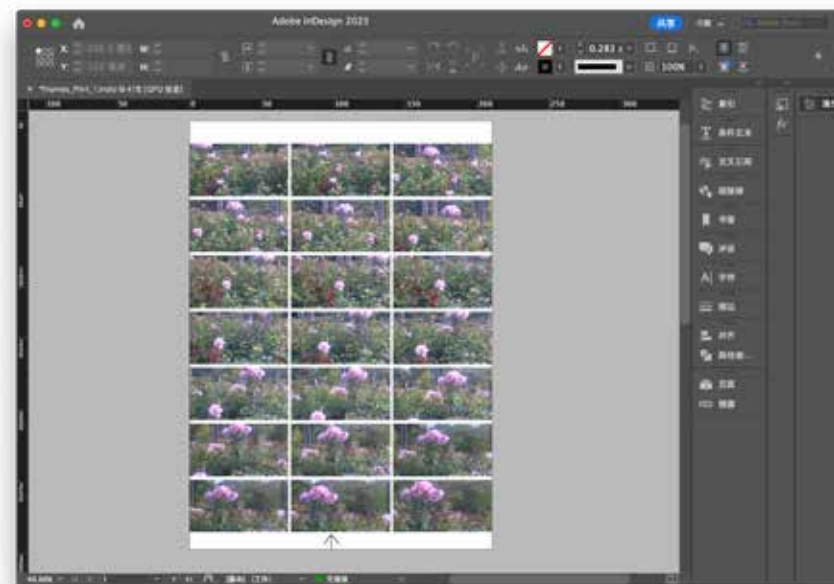
In this experiment, I had a different experience from my previous animations. By adding scanning to the process, it was possible to combine frame-by-frame and stop-motion animation, and a frame-by-frame animation could be made more interesting by the movement during scanning.

## Experiments & iterations #2

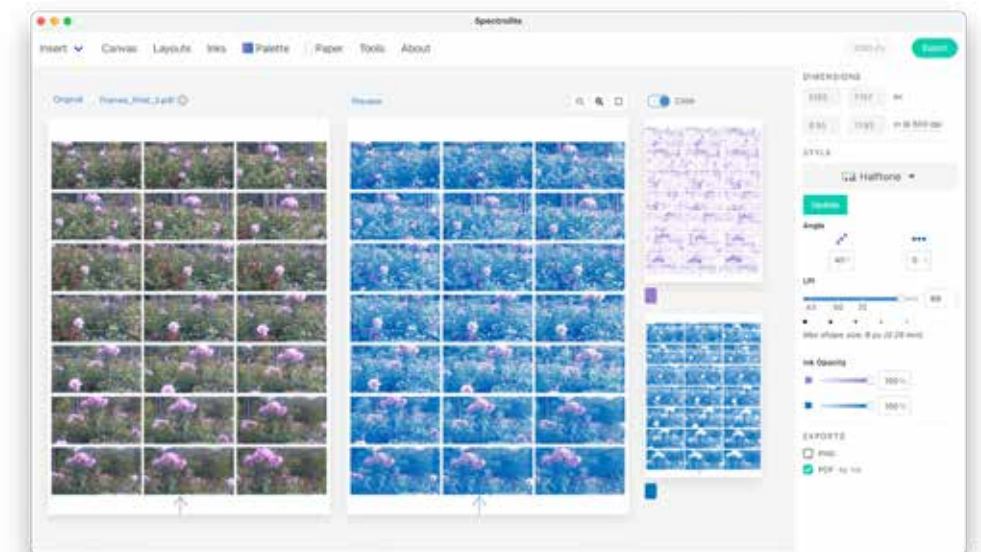
Use printing and scanning to recreate my old footages into new animation.



1. Old footages I took with my DV camra from last summer

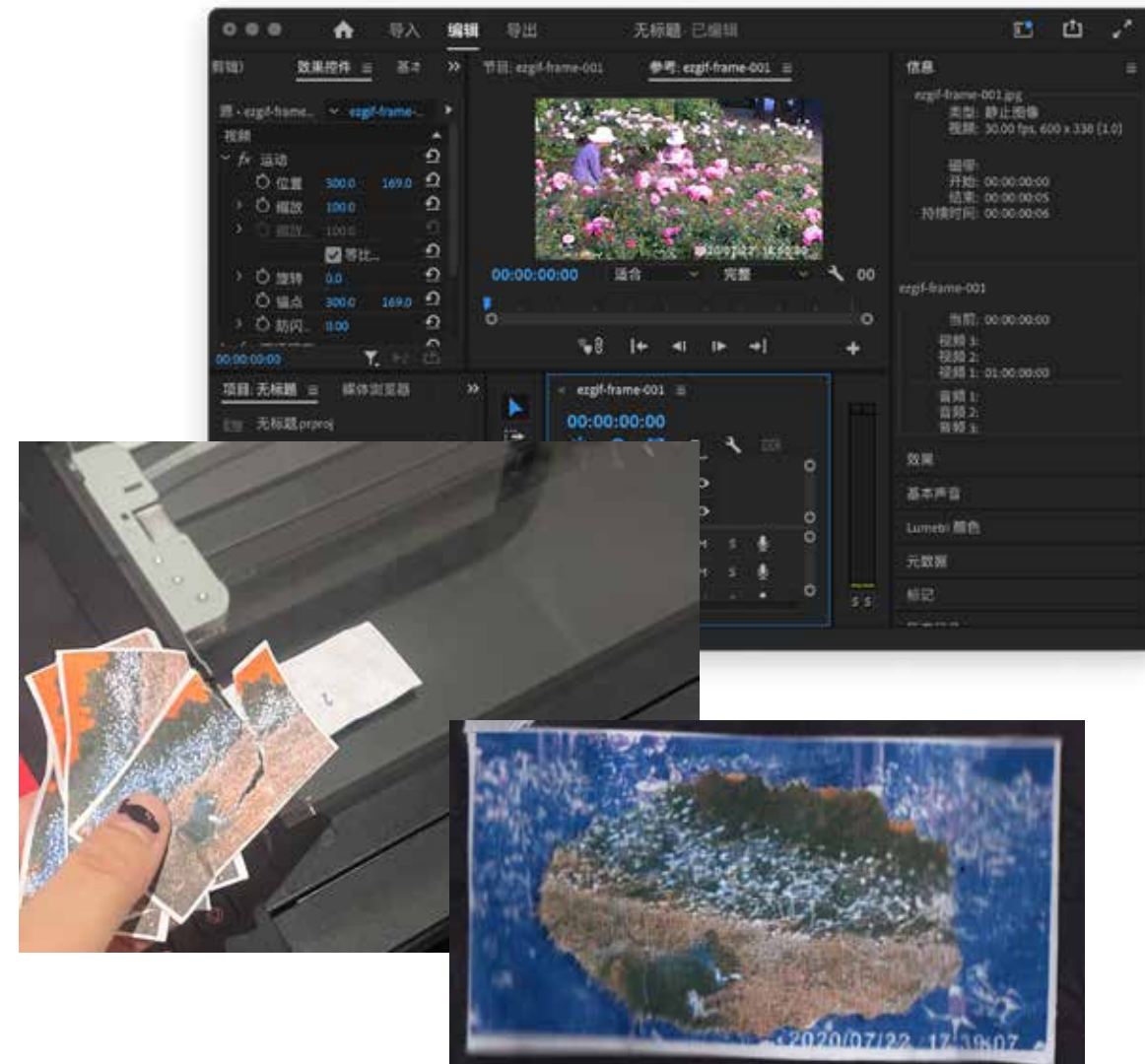
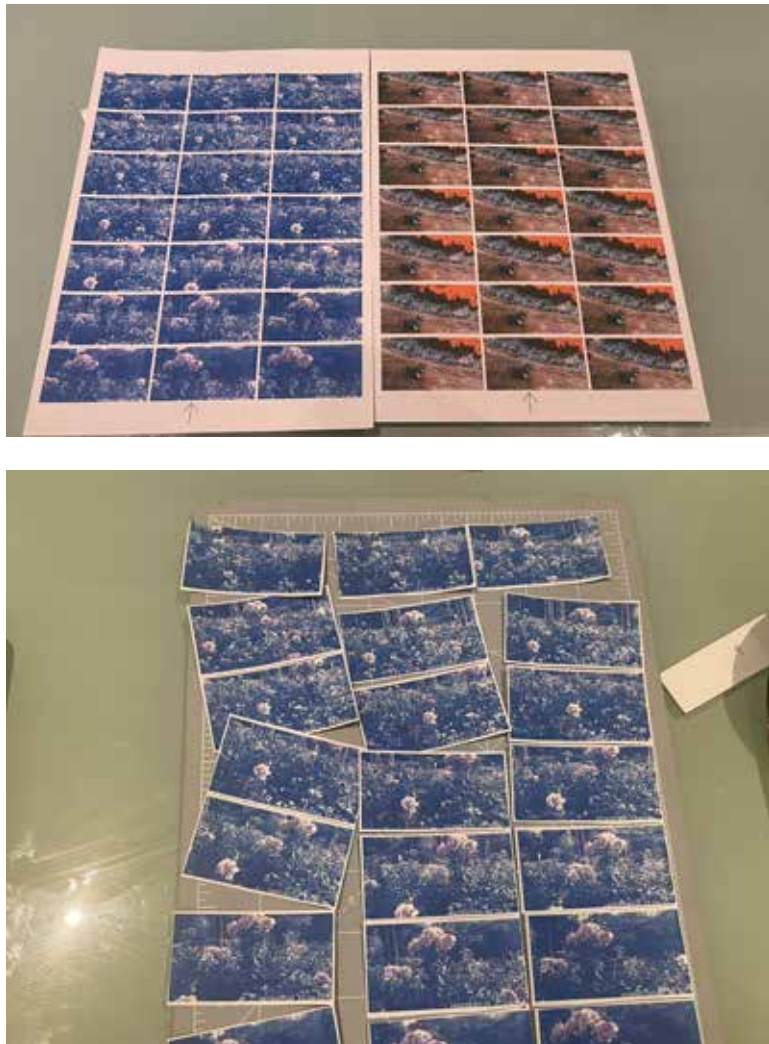


2. Split into frames



3. Use spectrolite software to mimic the style of risograph





## 1. Cut the frames into pieces.

## 2. Scanning and Animating

play with the papers.

## 6. Experimental results

access the video here: <https://youtu.be/ZZv3KwRsULo>

In this experiment, I try to explore the possibilities of using printing and scanning to create animations. I chose the footage I had taken in the garden the previous summer as my material, split it into frames, printed it out and cut it into single-frame sheets. I played with these papers by Creasing, tearing This makes audience realize the exist of each frames, and also makes the animation more lively and substantial.

## Methods of Iterating

After last week's experiments, I got the idea of using risograph and scanning to make a more complete animation. Inspired by Maya Deren's short film *Meshes of the Afternoon* and considering the style of the risograph (colourful, fuzzy) and the results of the second week's experimentation, I chose **'Dreams'** as the theme for my animation.

I have dreams almost every day and they are usually about odd and blurry extensions of the real world. During the week I note down the dreams and recreate them in the form of riso animations.

I titled this short film "Slumber whispers".

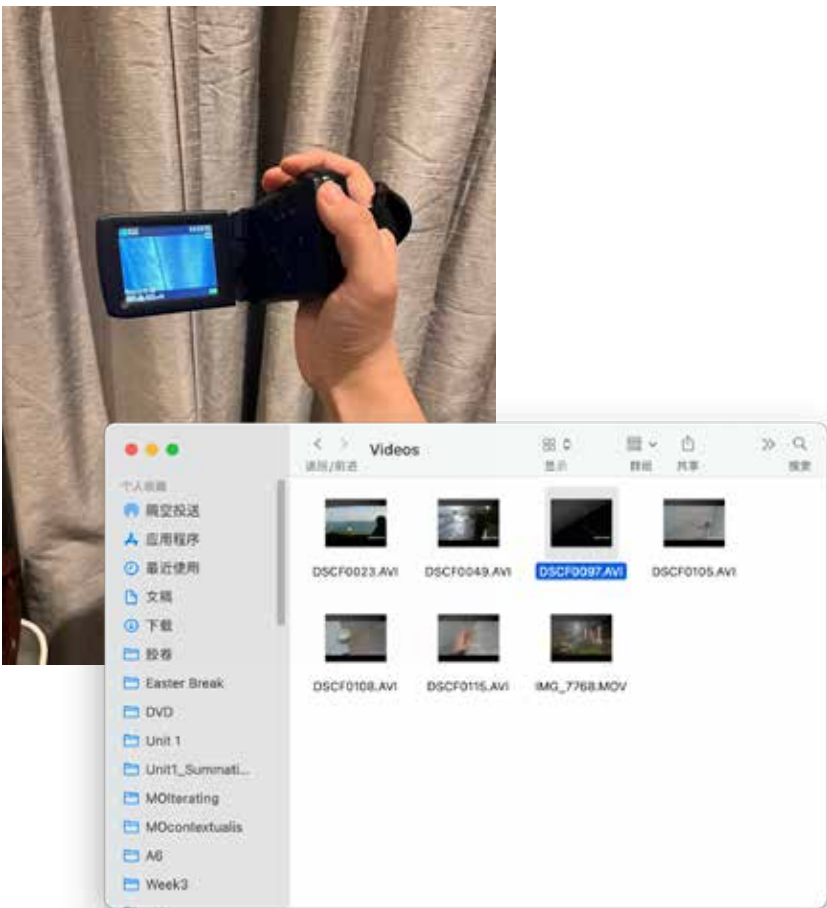
## Idea&Research

## week3



"Meshes of the Afternoon" (1943) - Directed by Maya Deren

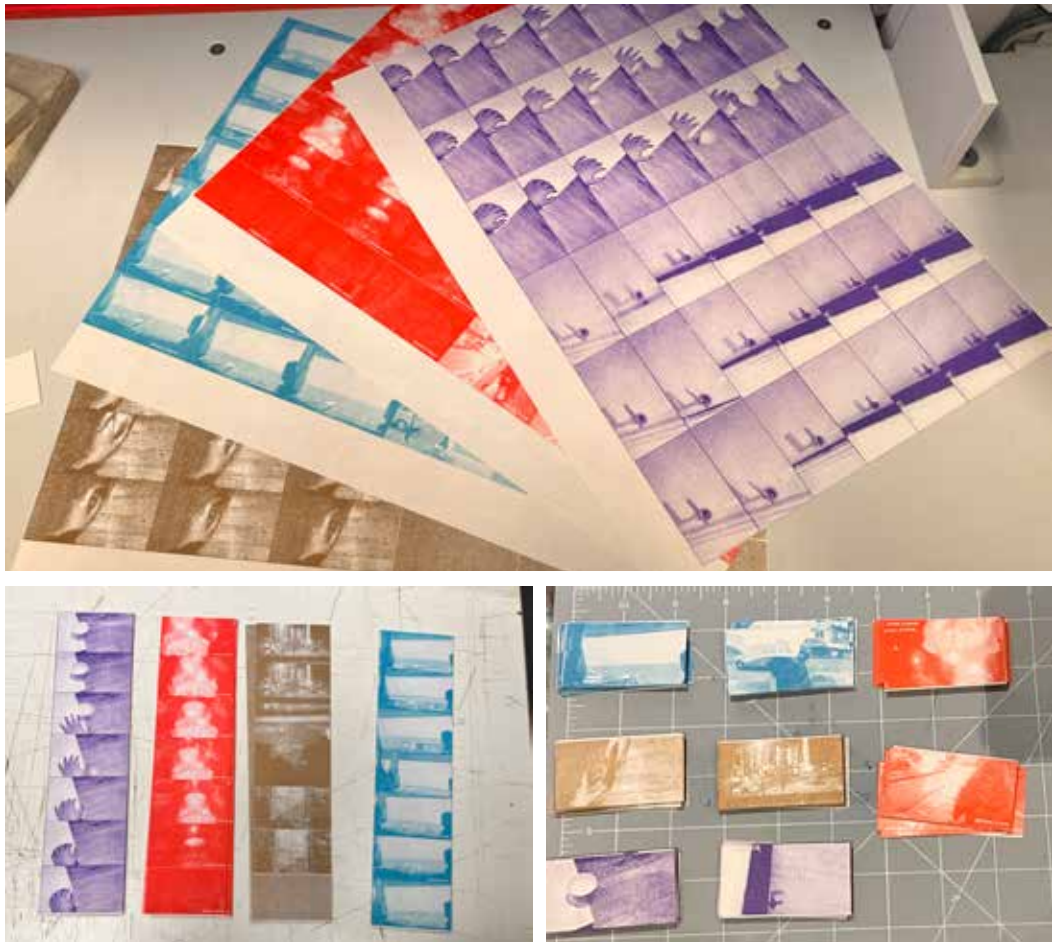




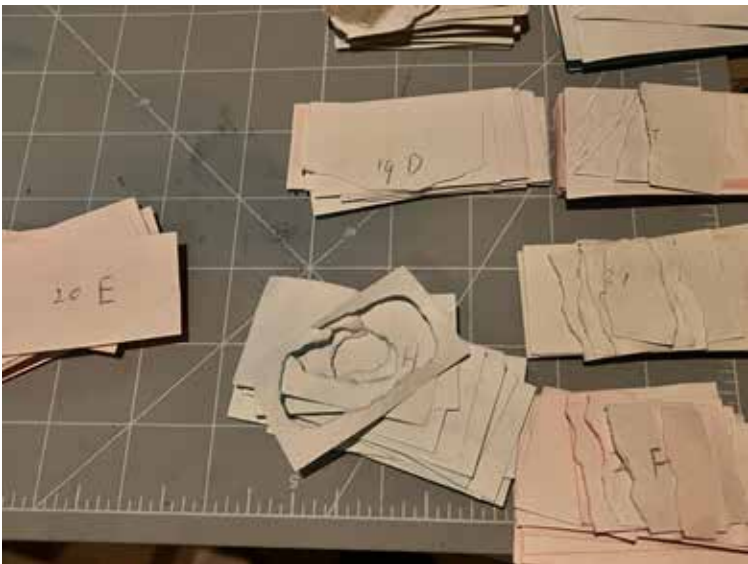
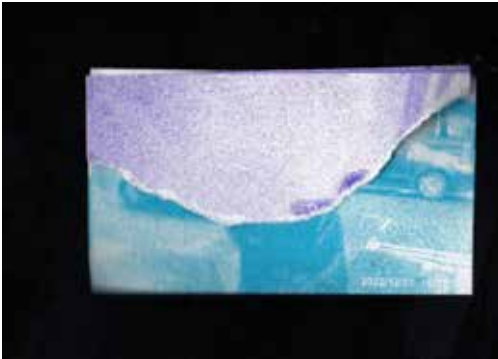
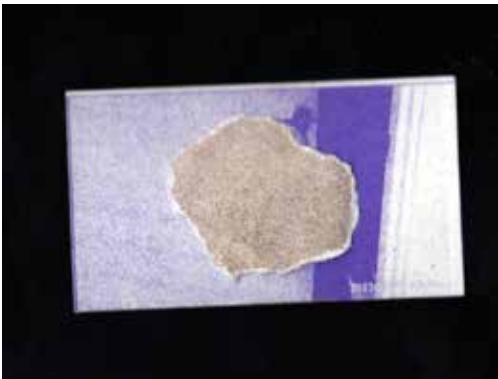
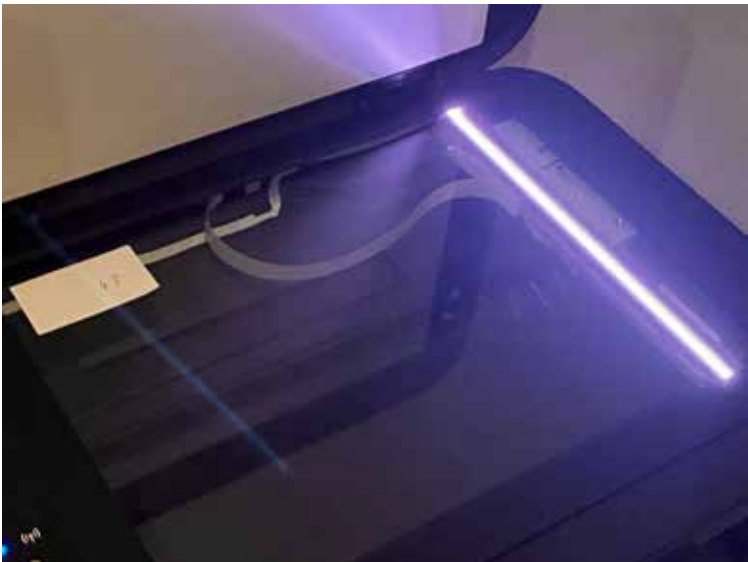
1. Recording Videos



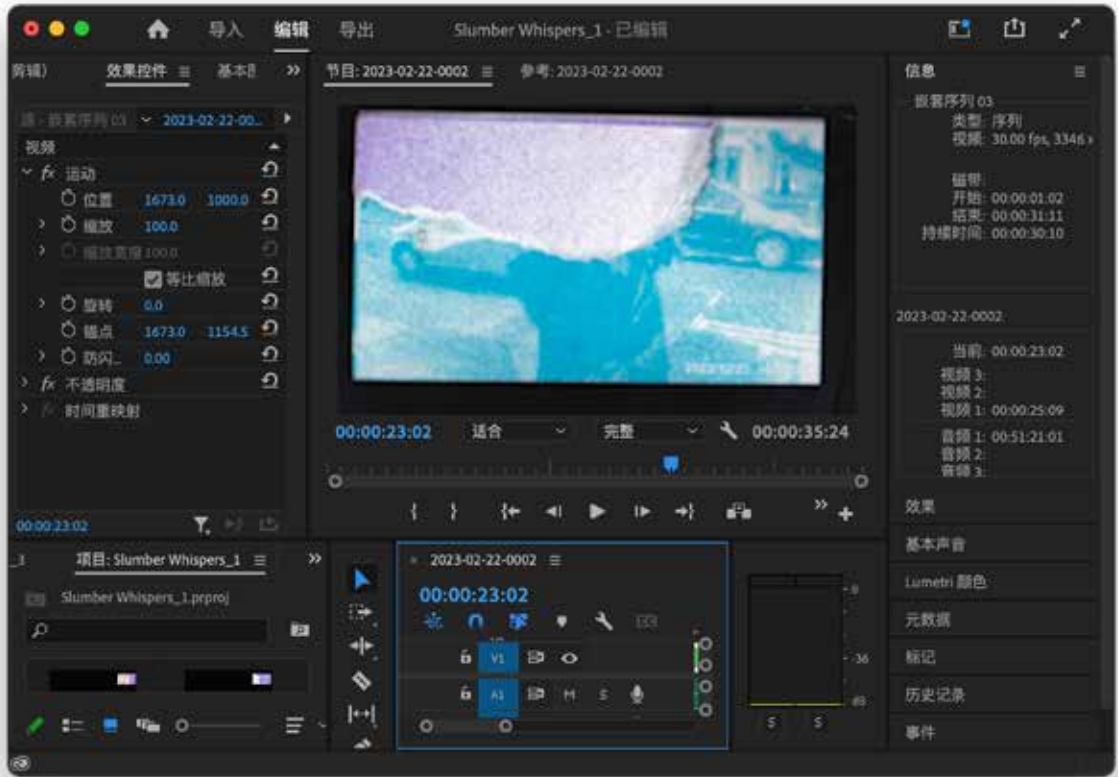
2. Split into frames and prepare file for risograph printing.



3. Risograph printing and cut the prints into pieces.



2. Scan, play with the paper



3. Animating , add sounds of sleeping.



# Final Outcome



Access the video here: <https://www.youtube.com/watch?v=CSapeBY1fS8>