

[KIKUMANA]

1. Description of the work

People today seems to have a tendency "to live only in one's solitary world not having contacts with others". Every individual might has differnt taste in what to do in his/her isolated world, but it is possible to conclude that their common point is "keeping on getting information".

Uniformed information supplied from media to each "inner world"...people who store these given information in their "inner world" in disorder... people today struggle to recover their half-lost themselves...

This work "KIKUMANA" is an animation of a girl called "KIKUMANA" acts like in a stage performance, the role defeated by such an ill circomstance though she tries to find herself.

The primal aim is to get the audience feeling a strange atmosphere spread from this work.

The image has a pictorial atmosphere and a documentary touch at the same time. Unrealistic phenomena taken place at there.

I aimed to make the work not "boring", stimulating the interest of the audience by organising the composition inpredictable.

2.Process

Characters' animation is in hand-drawing, the rest are in 3DCG. Then I composited the both parts paying attention to their integration. The reason why I didn't produce characters in 3DCG is I wanted to give them real existences and impacts in the midst of 3D space. Screen composition is designed with respects for the contrast between light and shadow, and "the aerial atmosphere" of the scene.

In regard to the hand-drawn animation part, after scanning line drawings, colored them on the computer and made them move. I paid a lot of attention to the "pause" between the person's act in order to make their play real and reliable.

To make the 3D background something picturesque, I dared set the light diffusion number low in Radio city Rendering, and I made the derived moire spotted on purpose by composite. Moreover, with providing a 2D treatment for rendered images, I gave a light source treatment not necessarily correct in physically, though it is just as I planed in my direction.

Hardware: POWER MAC G3 M6668J/A (CPU 350Hz) Memory: 512MB
Software: Photoshop / After Effects / Premire / Anime Studio / STRATA Studio Pro



Profile: Yasuhiro Yoshiura

21 years old (at March 2001)

Day of birth: 3 April 1980

Place of birth: sapporo, Hokkaido. (Now living in Fukuoka)

Education:

April 1999: Department of Art and Information Design, faculty of Design, Kyusyu Institute of Design (national unicersity).

At present: Belonging to the Professor Tsuruno's seminar, in the same university. Graduation anticipated: March 2003.

Now producing a new animation, anticipated to be on air on the NHK.

Prize:

- Awarded the Computer Graphic Arts Society prize, the eighth Fukuoka Computer Graphics exhibition

- Awarded the Tom seat prize, Japan

Digital Animation Festival 2001

- Nominated for the Yuichi Ito prize, Digital Stadium 2001

- Awarded the Art prize, DoGa 14th CG Animation Contest

Others:

- At present the work is on the screen in an exhibision in the building "IMS" in Tenjin, Fukuoka.

- May 2002, the work is anticipated to be on the screen in the showroom "TKNY" in NY.



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