



# Contents

## **MOTION/**

06 Quark

12 Lifecycle

20 National Geographic Channel

26 Cimatics Festival

32 Absolut Vodka

40 Helvetica

Music Video, Projection-Mapping

Music Video, Projection-Mapping

Network ID, After Effects

Festival Open Sequence, 3D (Maya)

Commercial, 3D (Cinema 4D)

Film Title Sequence, After Effects

## **FINE ART/**

48 Interruption

54 Abstract Film

Analogue Technique

Analogue Technique

## **PRINT/**

62 Posters, Style Frames

66 Learning from Master

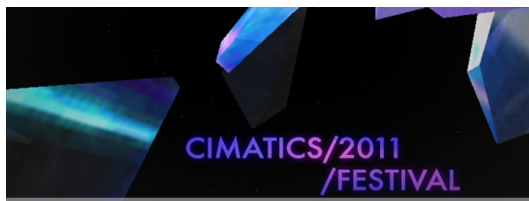
72 Resume

73 Contact Information

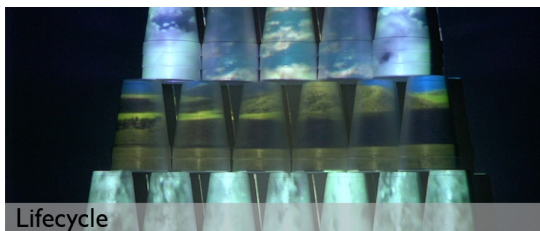
# MOTION/



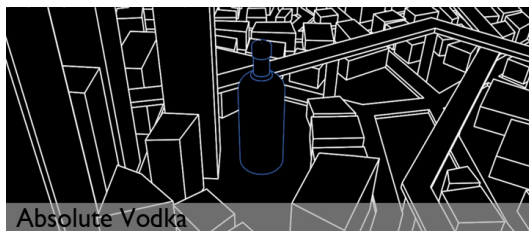
Quark



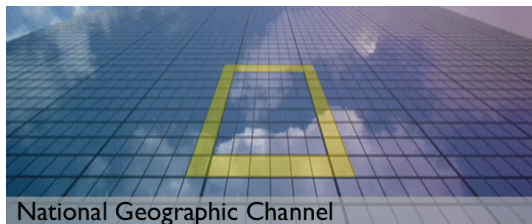
Cimatics Festival



Lifecycle



Absolute Vodka



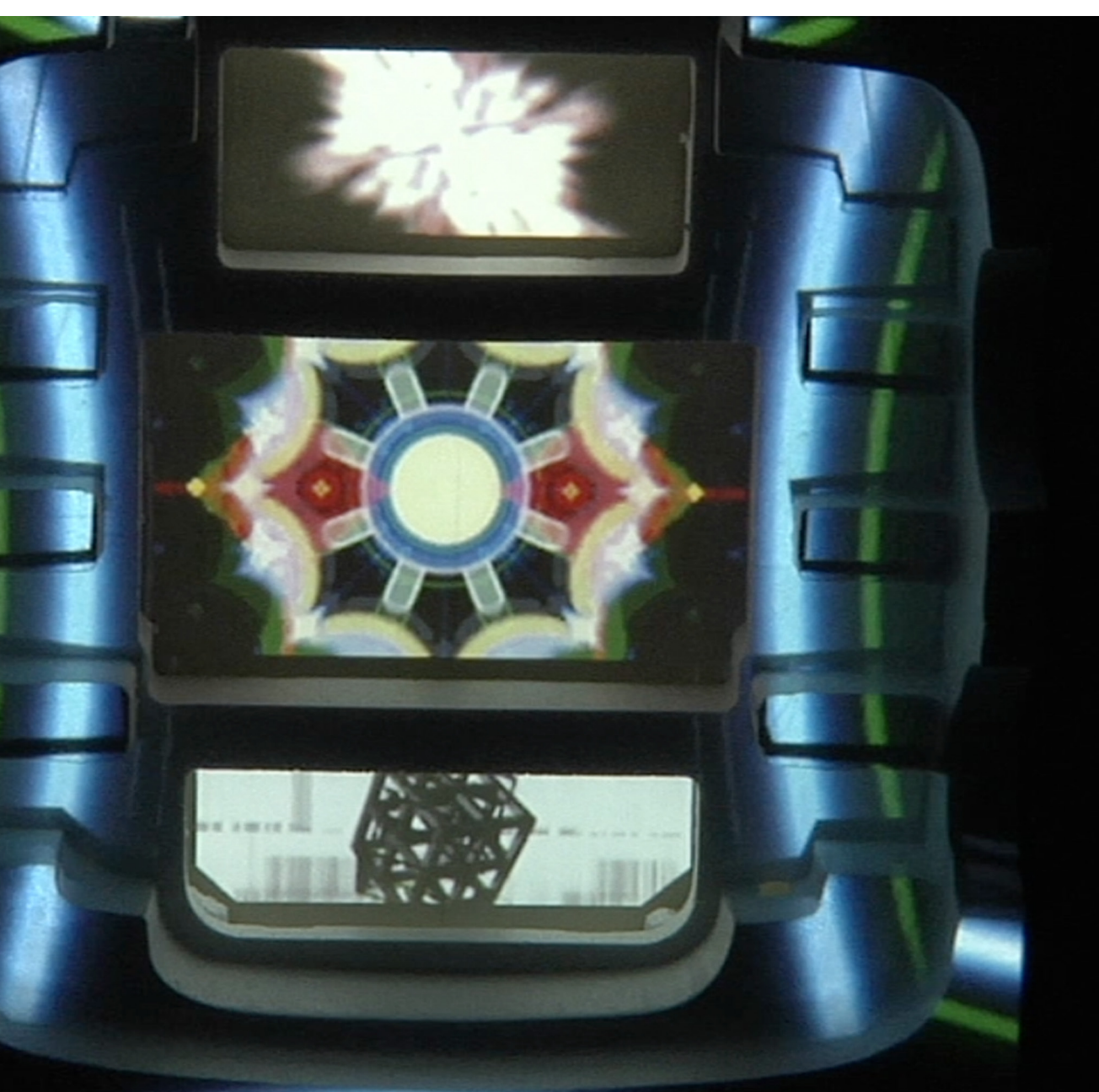
National Geographic Channel



Helvetica

# Quark





## Concept

This is a music video work for the track “Quark,” and an independent project for myself, not for any class. After brainstorming, I use “very tiny particle” as the central idea to describe Quark, and then expend to anything that I think is relative. Next, I get a Styrofoam object used to protect a brand new washing machine, and I think it would be good to project images on because the shape of it is good to divide into several different layers.

## Process

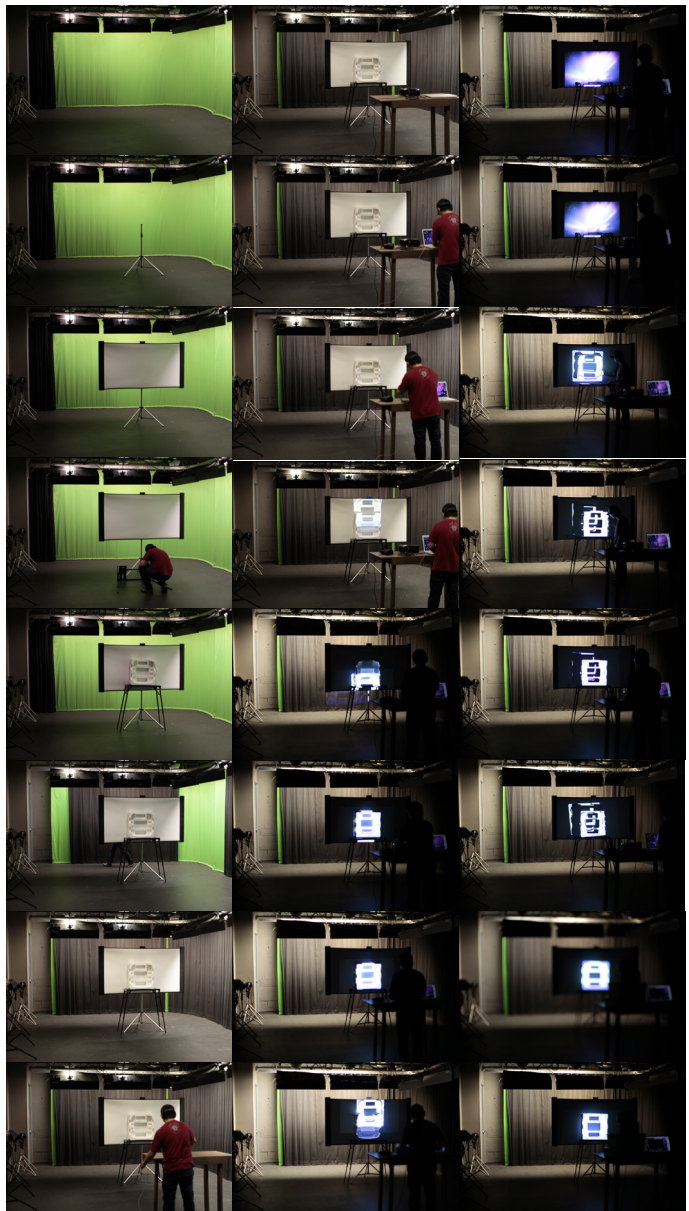
First, I use Photoshop to set different layers as mask,s and than I import layers to After Effects as Luma Matte. After rendering, I get a raw video clip, and play it in my Laptop to the projector.

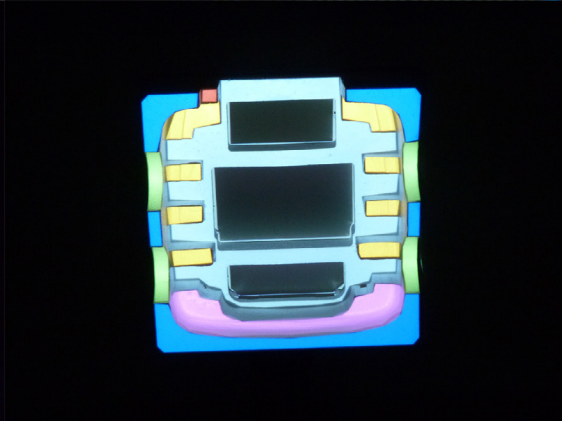
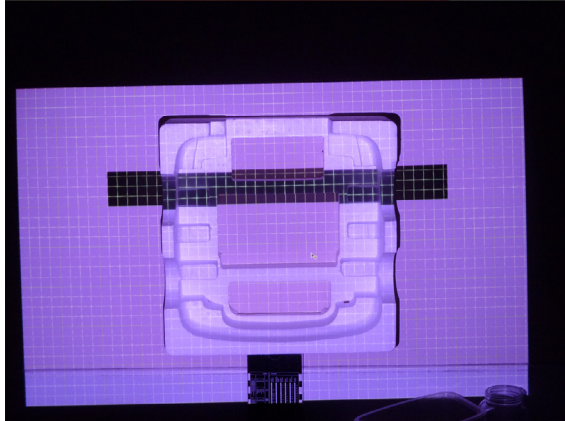
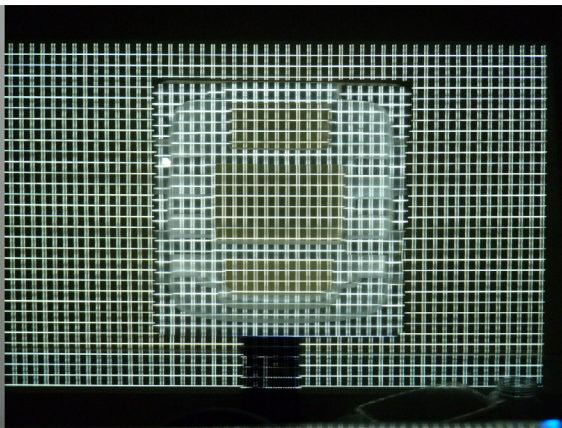
## Tools

Photoshop, Illustrator, After Effects, Cinema 4D, Viewsonic projector, Apple Macbook Pro, Styrofoam Object

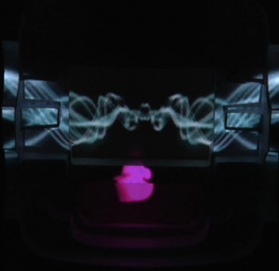
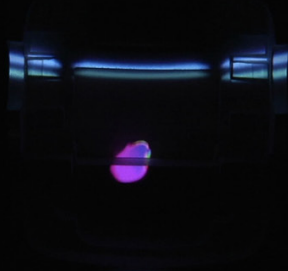
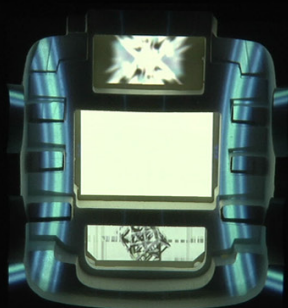
## Original Sound Track

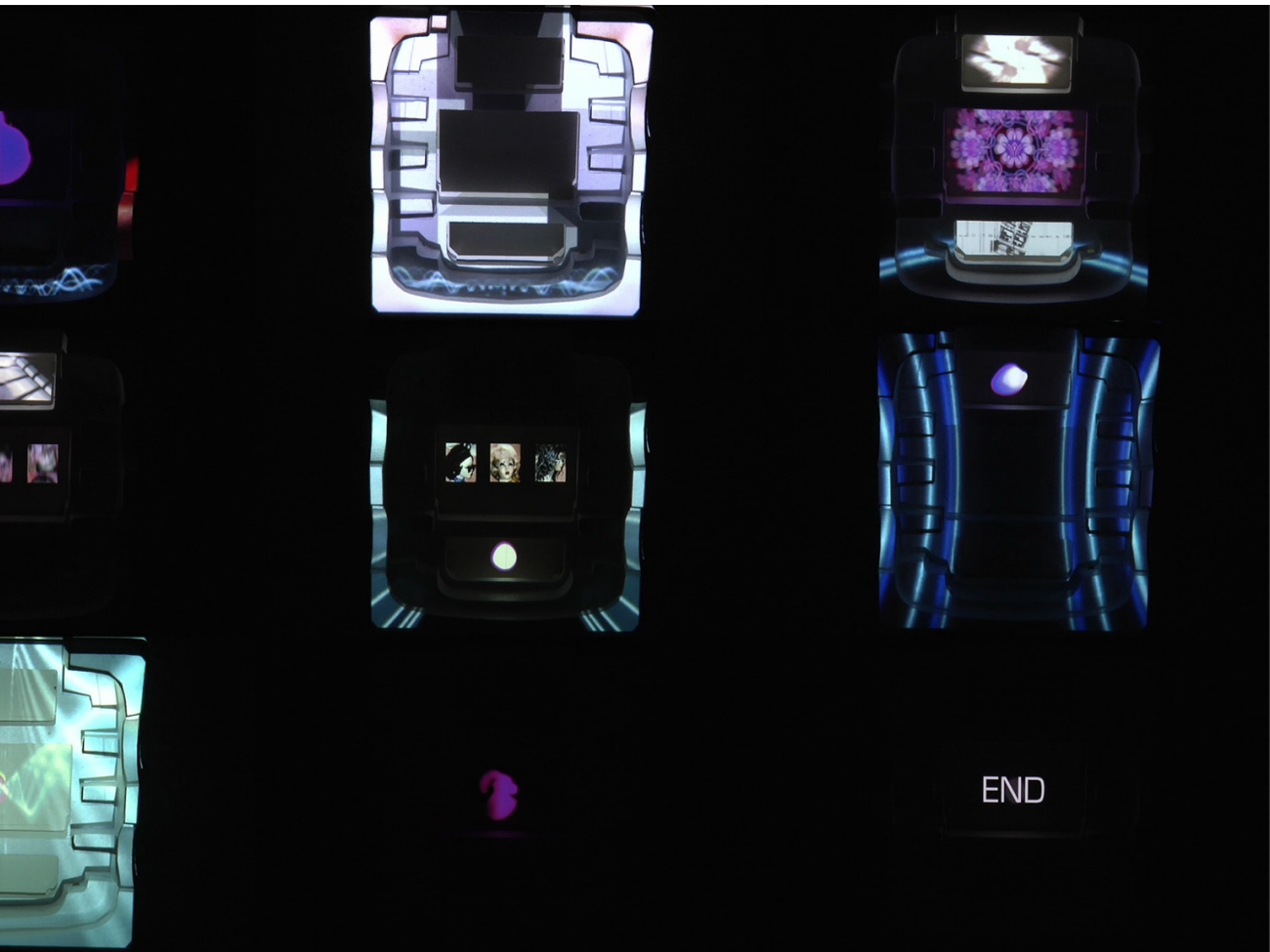
“Quark” by BT, 1995 Perfecto Records



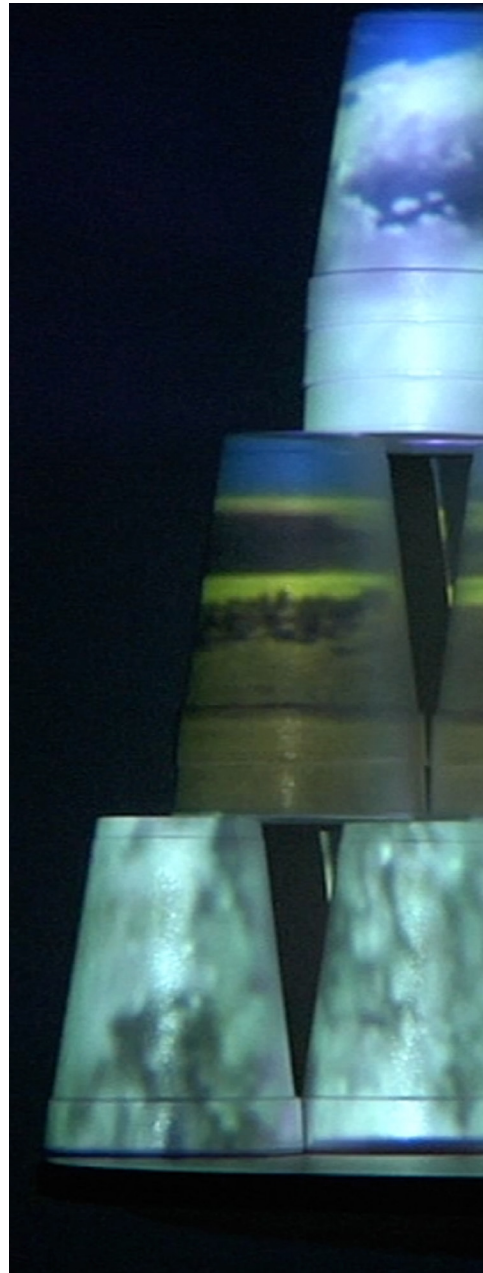


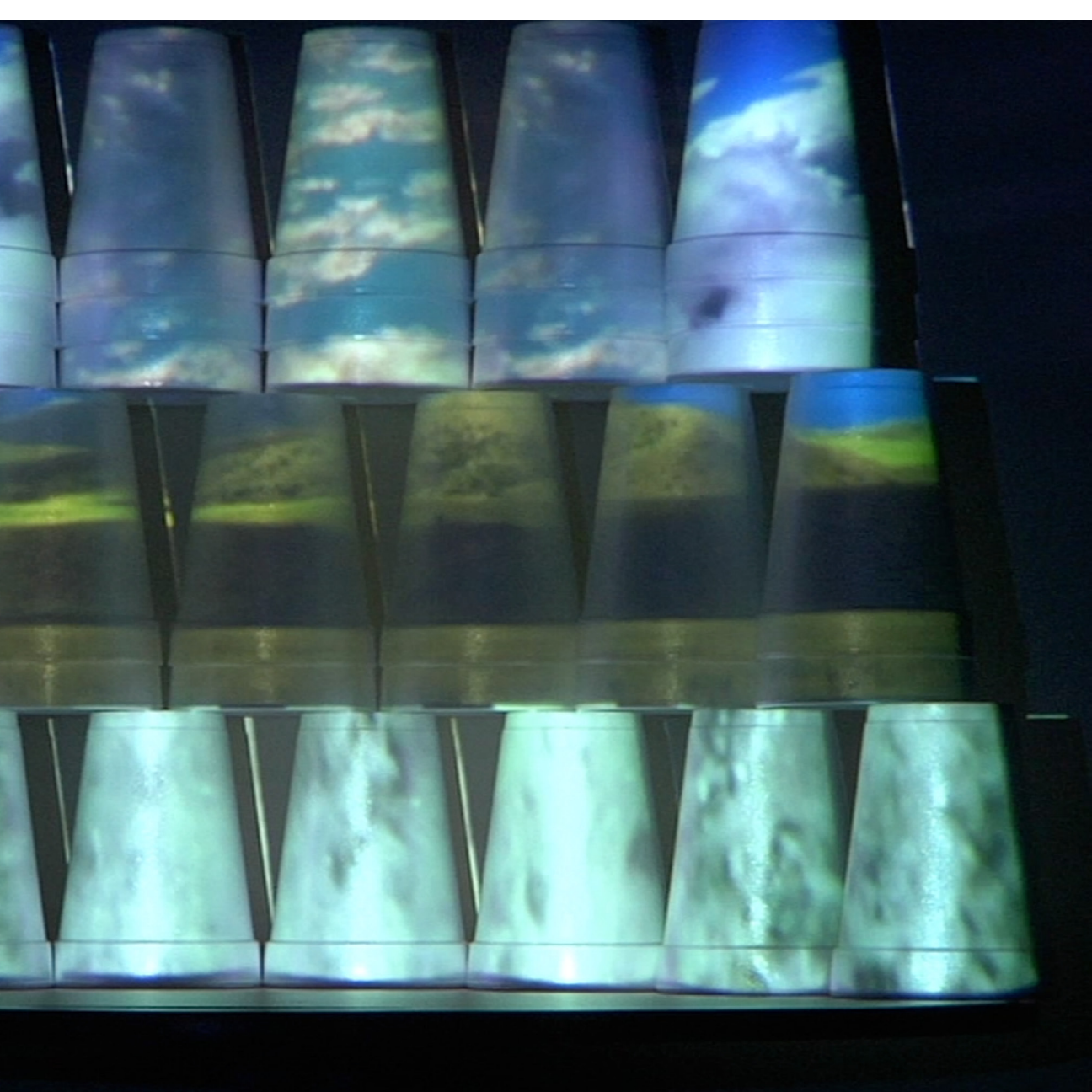
QUARK





# Lifecycle





## Concept

This is a music video work for the track “Lifecycle,” and my first projection-mapping project for myself, not for any class. I use “water cycle” as a metaphor to describe Lifecycle. The water cycle includes cloud, raining, river, ocean and vapor. As a result, I try to find out video clips about water cycle for the project. Next, I think cups would be nice objects to project for this work, and then I collect all kinds of cups I can get such as paper cups, black paper cups, clear plastic cups and white Styrofoam cups, and put them in front of the projector to decide which one is better for projection. Finally, I figure out the Styrofoam cups is the best choice.

## Process

First, I arrange Styrofoam cups in different shape as a “sculpture,” and then I project my computer screen on those cups and running Photoshop to make mask for each cup. Next, I import those mask into After Effects to get the raw video footage. Finally, I project the video on the cups.

## Tools

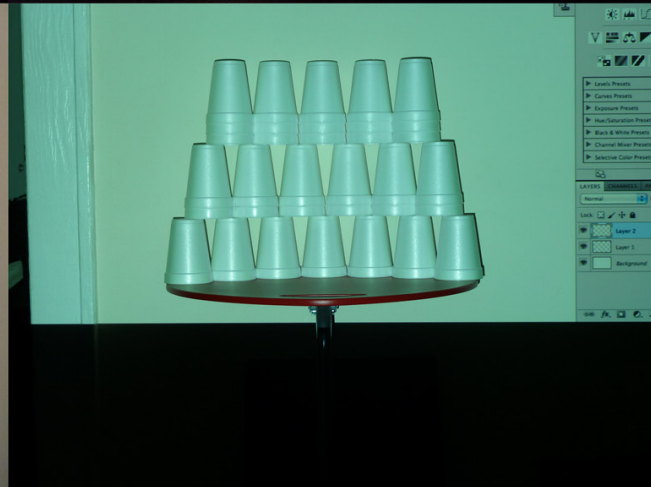
Photoshop, After Effects, Epson projector, Apple Macbook Pro, Styrofoam cups

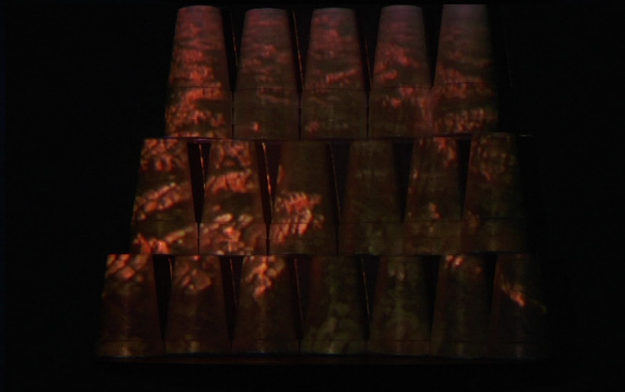
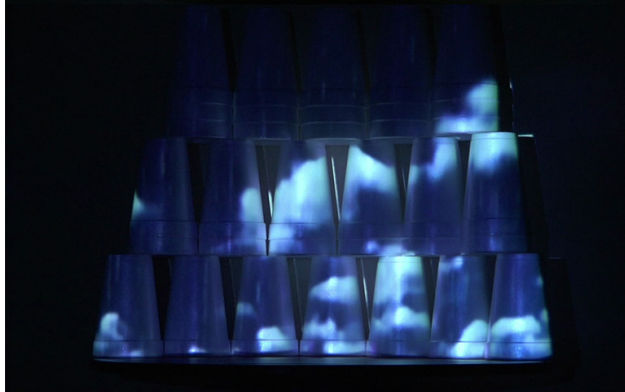
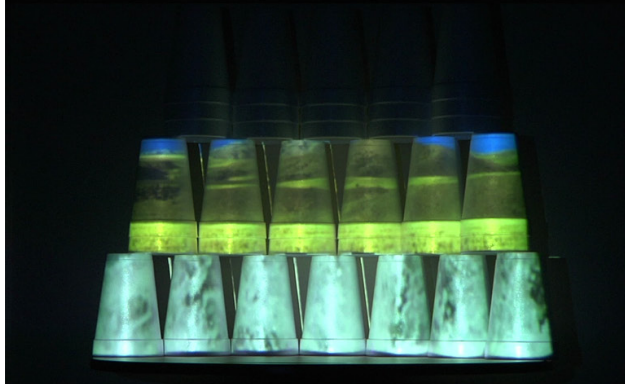
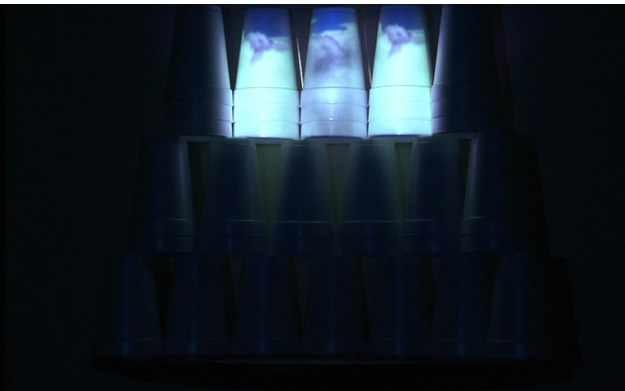
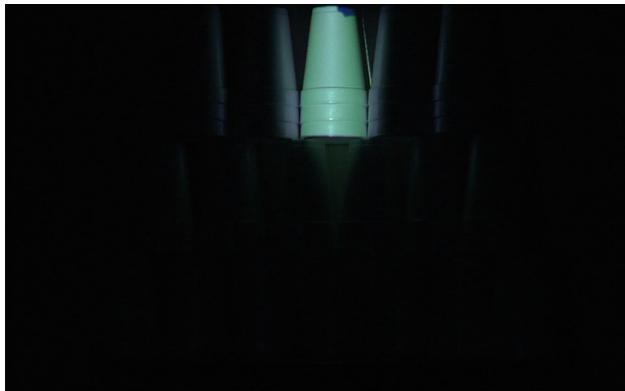
## Original Sound Track

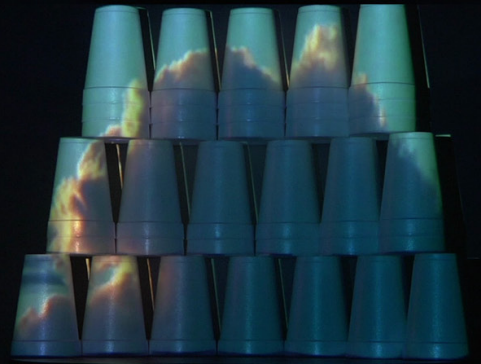
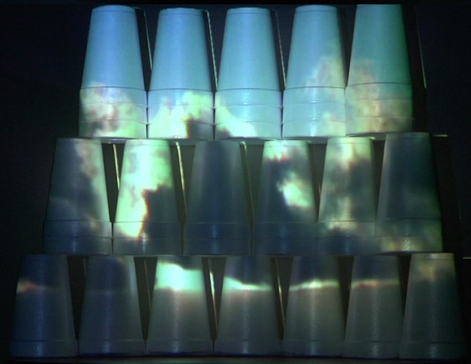
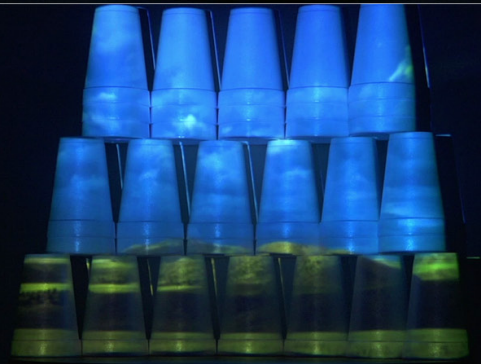
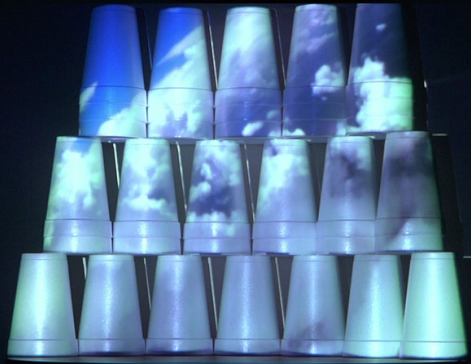
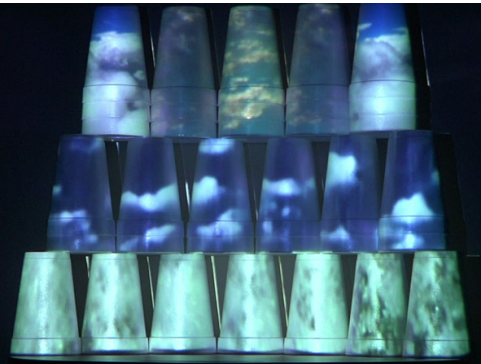
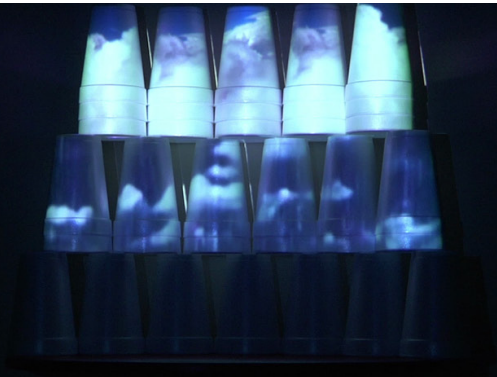
“Lifecycle” by Forerunners, 2007 Deep Blue Records





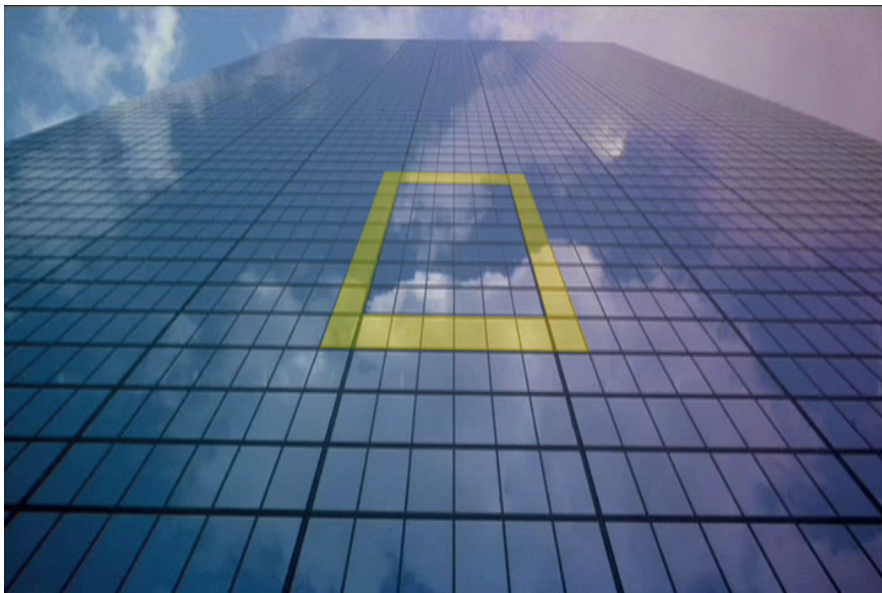








# National Geographic Channel ID



## Concept

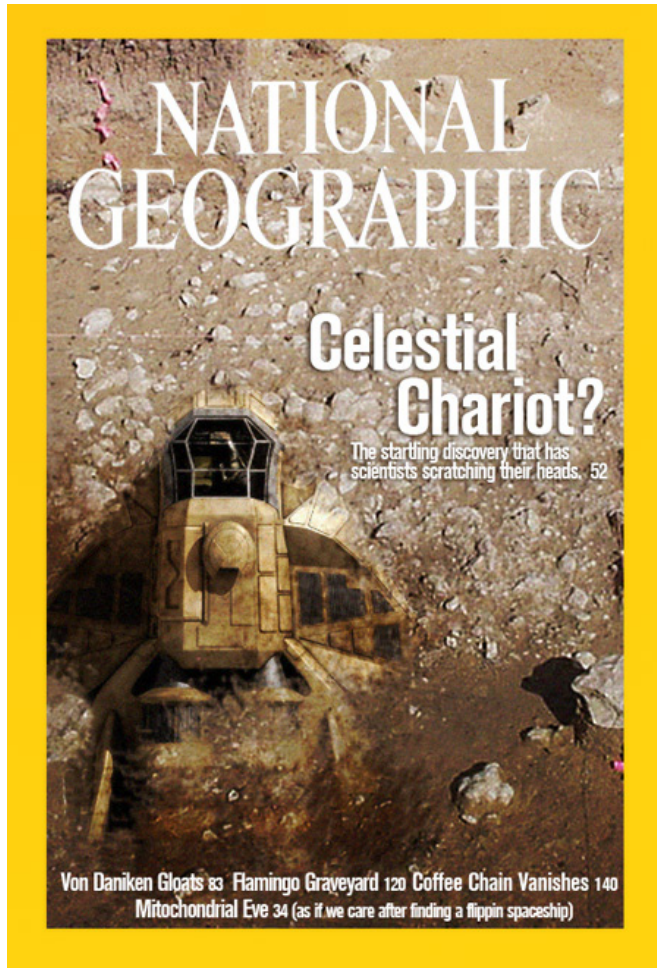
For me, National Geographic Channel always tells me many things I didn't know, and I feel it just like a person who always observes the world and knowing everything. In addition, the yellow frame is the symbol for National Geographic Channel and every one knows this. Therefore, I use "a yellow frame which is always exist near anywhere to observe the world" as the main idea.

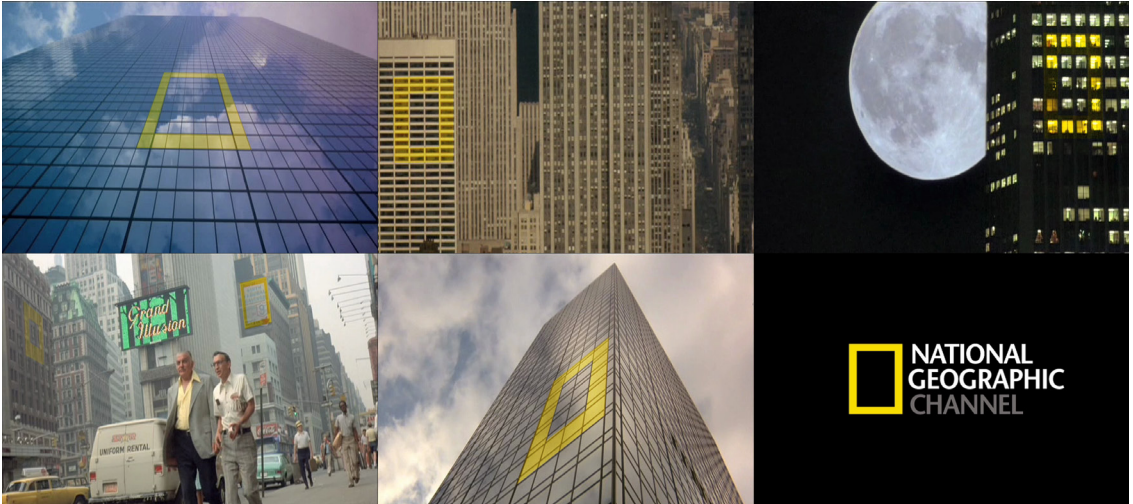
## Process

I look at tons of video footages which I can put a yellow frame in some specific scenes, and then I put those footages to After Effects applying camera tracking to set the yellow frame in the scene.

## Tools

Illustrator, Final Cut Pro, After Effects







 NATIONAL  
GEOGRAPHIC  
CHANNEL



# Cimatics Festival

**Cimatics** Title- **07AV**  
**Festival**



Audiovisual Festival // Brussels  
Art / Media / Design / Music  
27-29 November 2008



## Concept

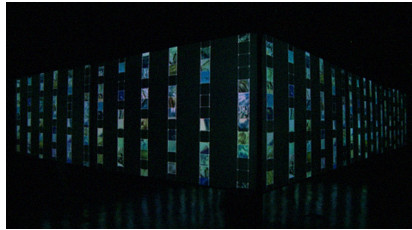
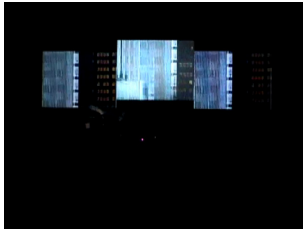
According to the official Cimatics Festival website, Cimatics Festival focuses on Presenting to a large and diverse public what is taking place at the cross-roads of art, media, music, design or technology. After taking some research about audiovisual art, I like the idea those artists use multiple screens to show their artwork. Moreover, the trailer of the video game “Crysis 2” inspires me. In that trailer, they use many crystal objects as screen to play video on. As the result, I think multi-screen projecting and those crystal screens can be fit for Cimatics Festival open sequence.

## Process

I made several small test boards to see if I can put some information on a “crystal screen,” and I think it works. Next, I make a lot of crystal in Maya, and I use a video clip as the texture for those crystal objects, and then I use After Effects to add information on raw video footage from Maya.

## Tools

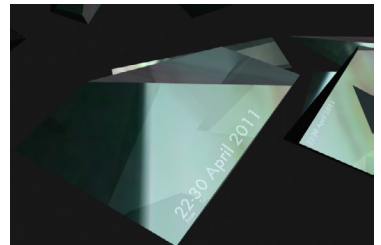
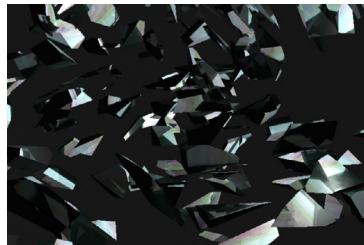
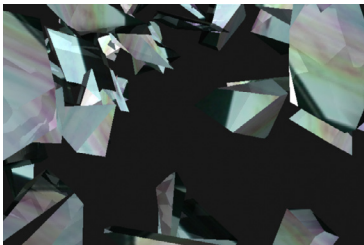
Maya, After Effects



Multiple Screens audiovisual art

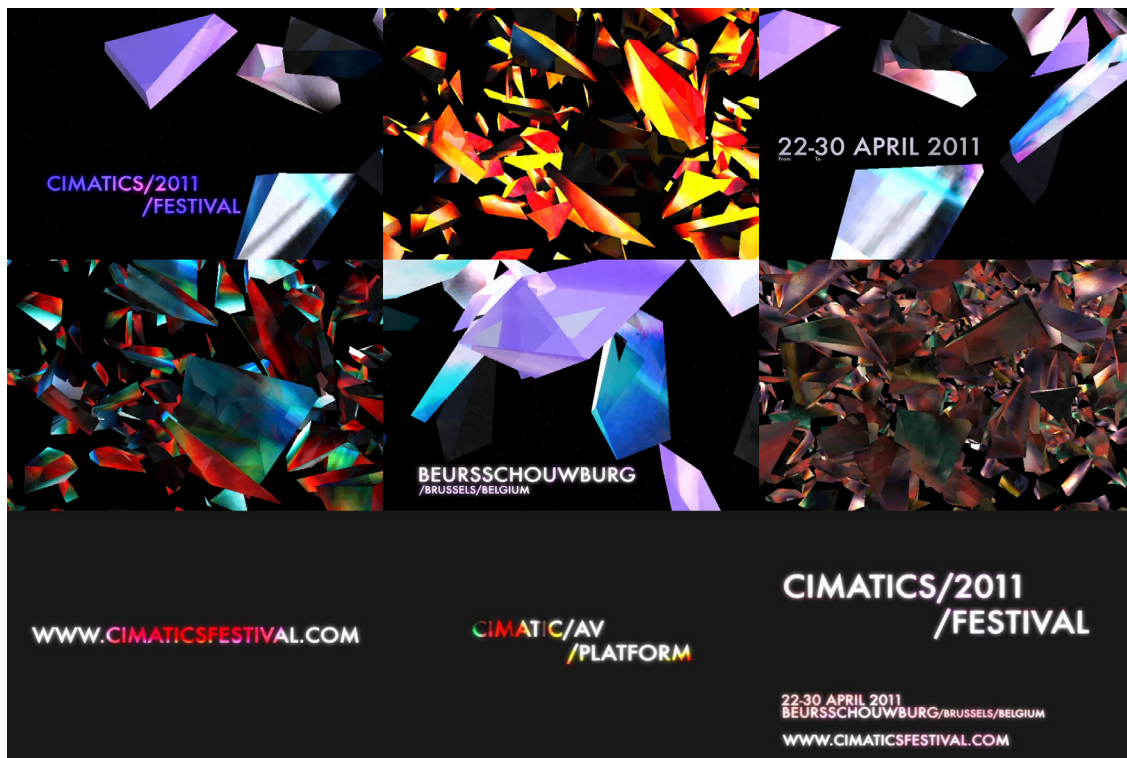


Trailer of Crysis 2



Test boards







# Absolut Vodka





## Concept

The project I need to do is to create a “virtual world” by using Cinema 4D. I am inspired by two commercials that create lines in real world and interact with people. Next, I figure out Absolut Vodka could be good theme for this project because the graphic commercials of Absolut Vodka are always look simple. People almost can see the outline of the bottle and types on the bottle.

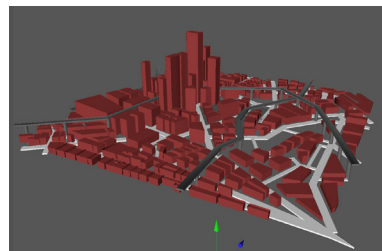
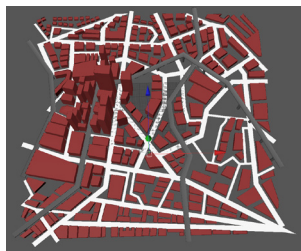
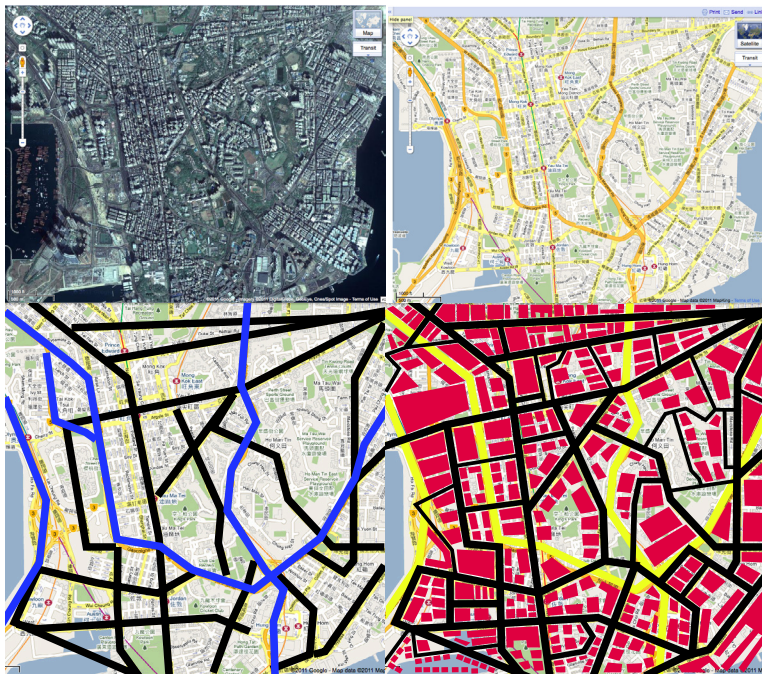


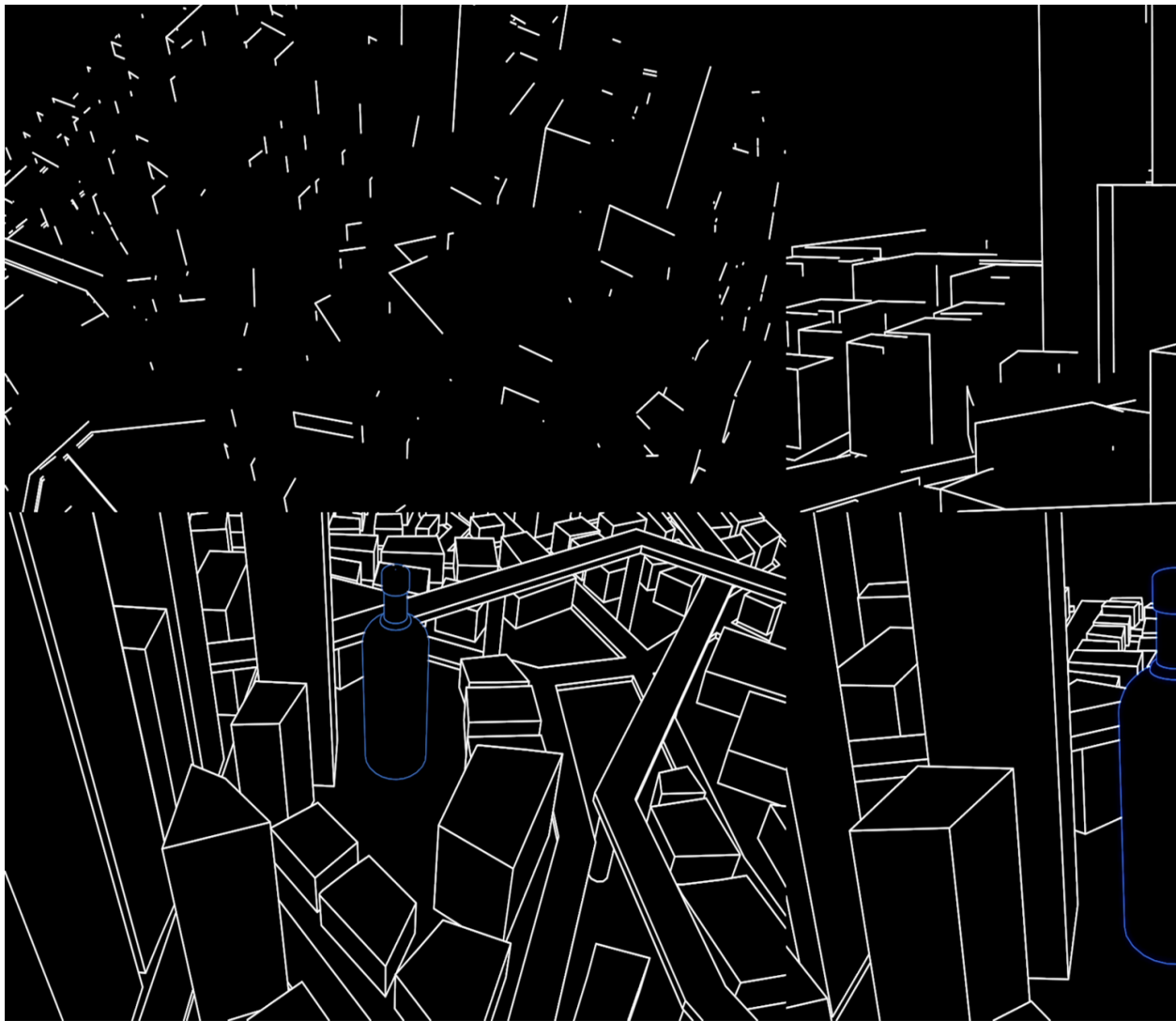
## Process

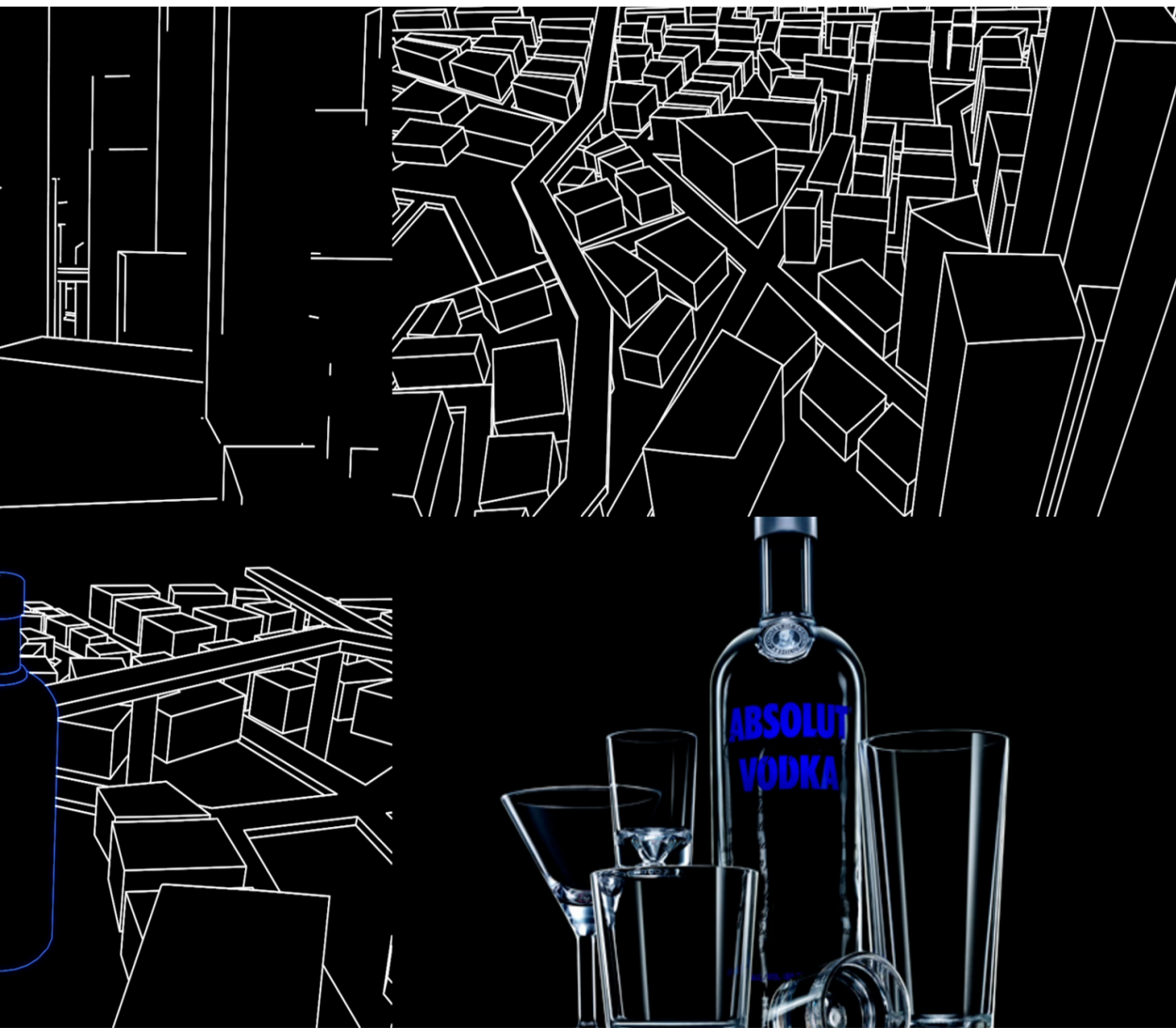
I decide to create a big city scene that built by lines. First, I use Google Map to find out a good spot for building the city scene, and then I use Illustrator to separate building and roads. Next, I import .ai file to Cinema 4D to create buildings, roads and high ways. After modeling the city, I try to create outline texture for whole scene, and I find out there is a line texture for production designer in Cinema 4D, So I use that as the main texture. After I rendering the footage from Cinema 4D, I use After Effects to finish the work.

## Tools

Illustrator, After Effects, Cinema 4D









# Helvetica

**A B C D**  
**E F G H I J K**  
**L M N O P**  
**Q R S T U V**  
**W X Y Z**

# Helvetica

[illegible]

contact@hobation.com

## Concept

Originally, I create a poster for the documentary film “Helvetica” in my typography class in graphic design department. Since I have made a new package for Helvetica, I probably can make a title sequence for it as well. Therefore, I use the main idea “subway” from the poster I made. The reason I use “subway” as my idea is that the film shows the type in the subway in New York at the beginning of the film.

I take the credit and treat those names as subway station’s name, and play with those routes.

## Process

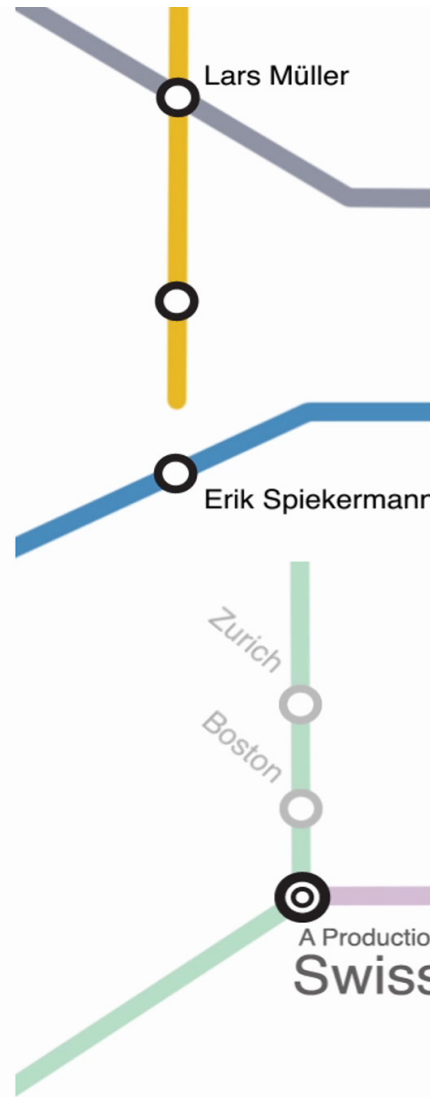
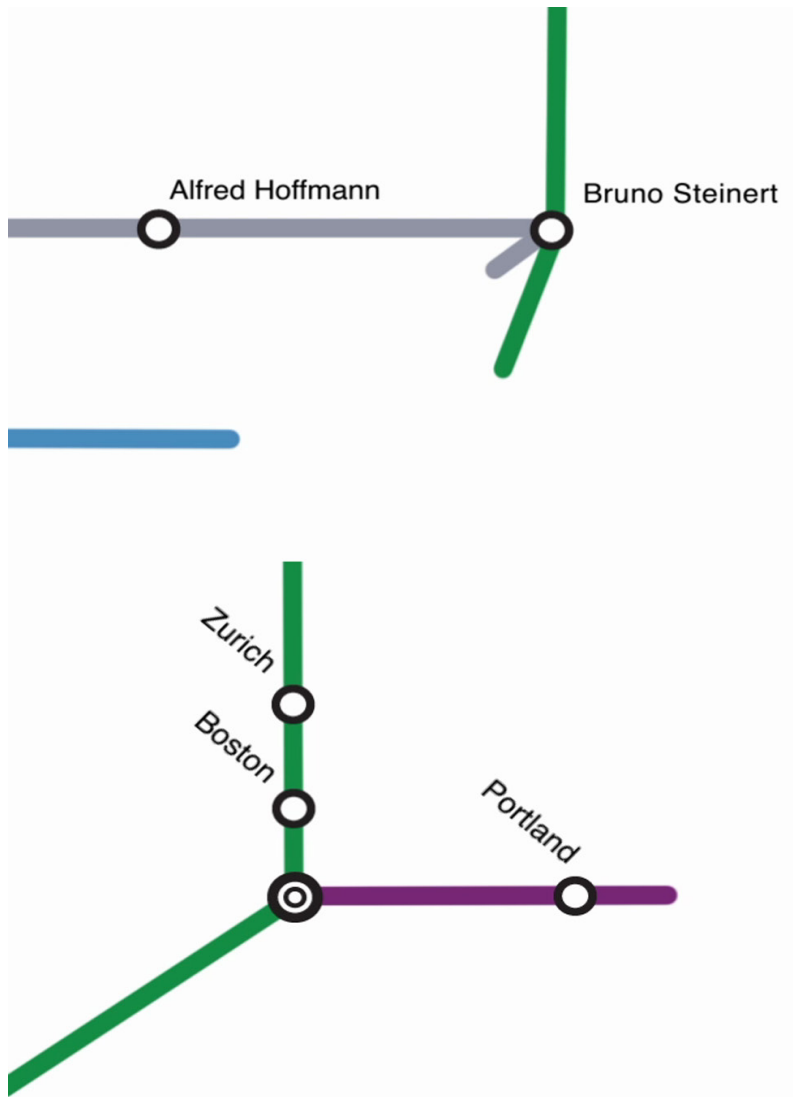
First of all, I re-make a subway routes and credit in Illustrator, and then import everything in After Effects to animate.

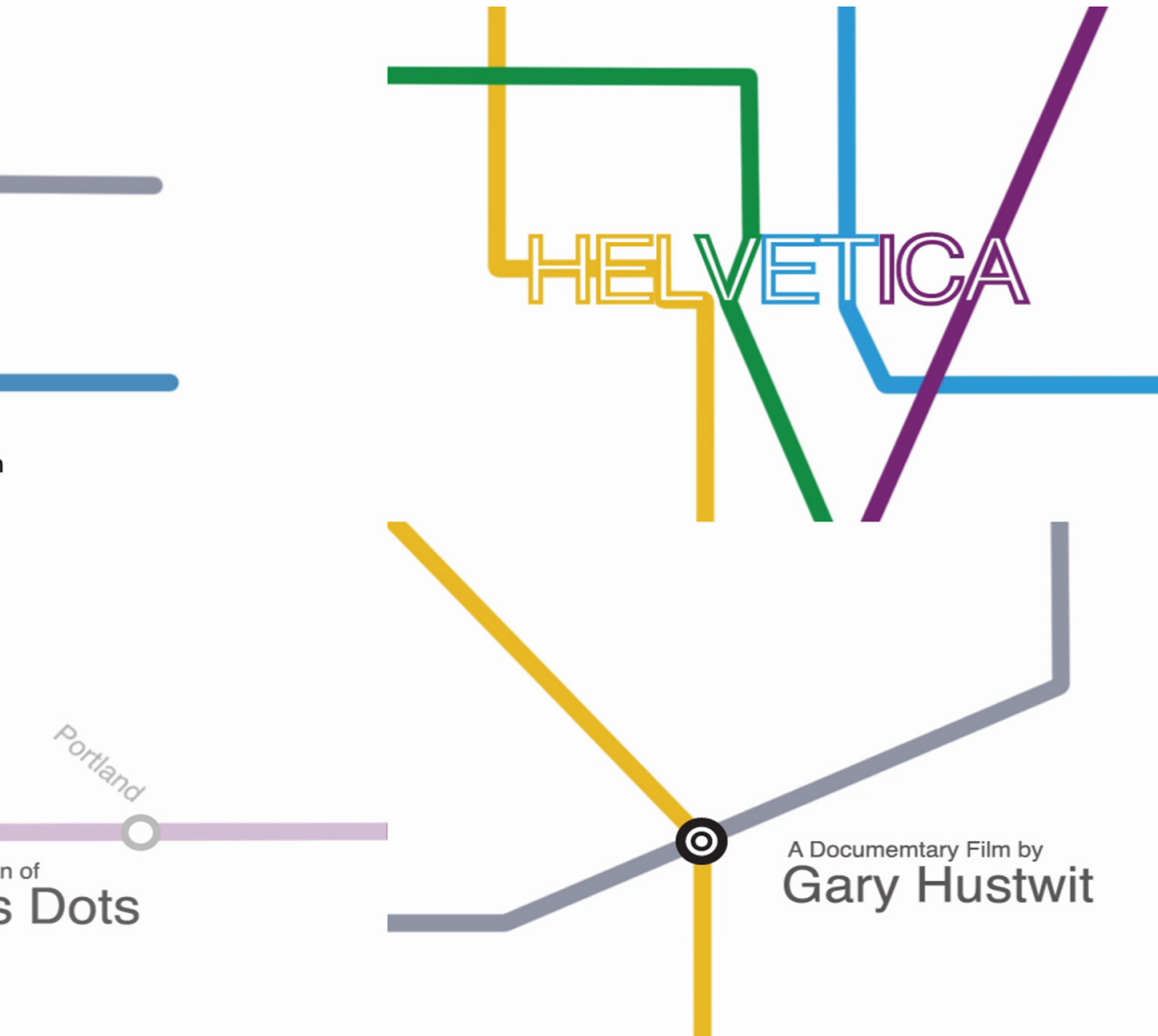
## Tools

Illustrator, After Effects

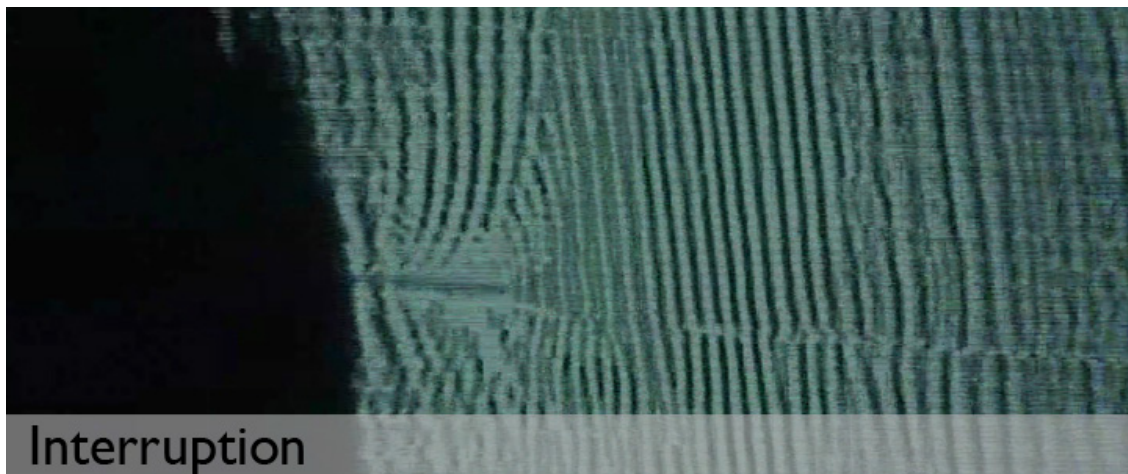


Poster I made for film "Helvetica"

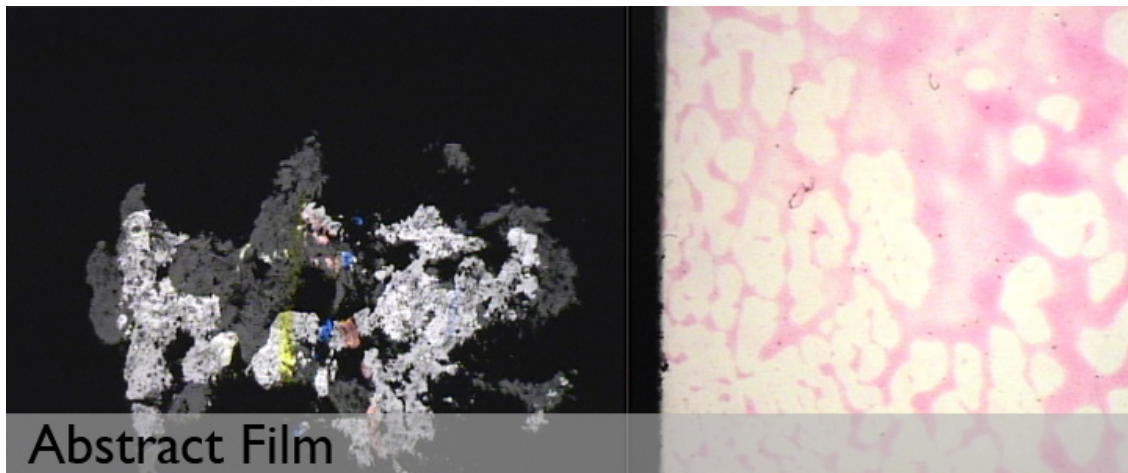




**FINE ART/**



Interruption



Abstract Film



# Interruption



A video feedback set

## Concept

I try to use video feedback technique to create a video artwork and the theme of it is interruption.

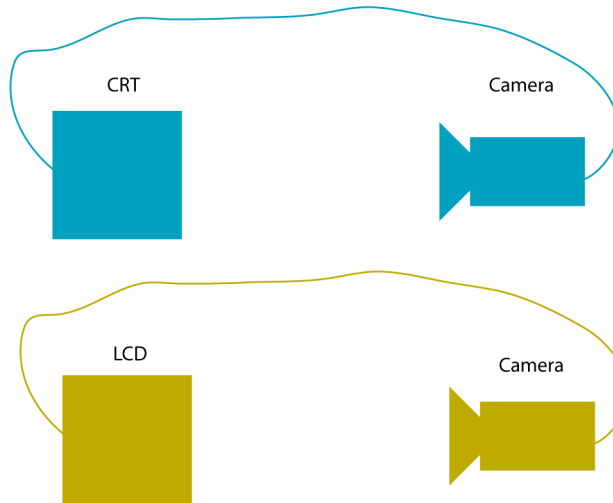
Briefly, video feedback is made by a video camera and a monitor. The video camera output the signal to the monitor; and meanwhile, video camera shoot the scene from monitor. As a result, it makes a loop, and when the camera zooms in, zooms out or do other movement (still shoot on monitor;) monitor can generate organic patterns. In the late 80s, many music bands such as Queens used this technique to make their music video.

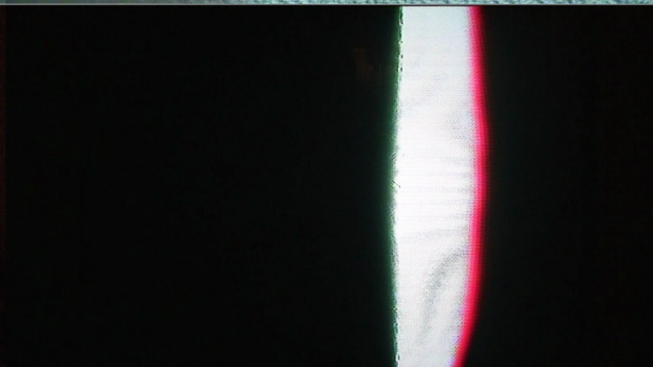
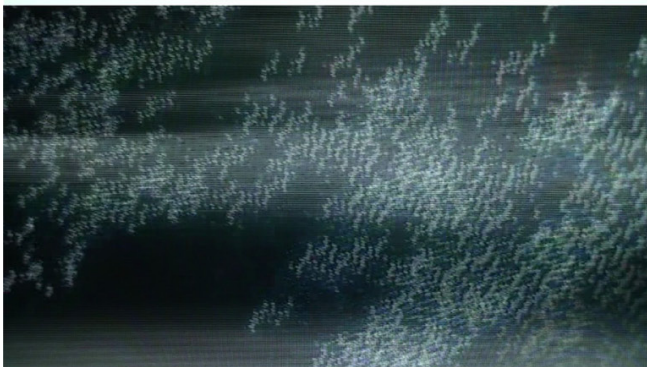
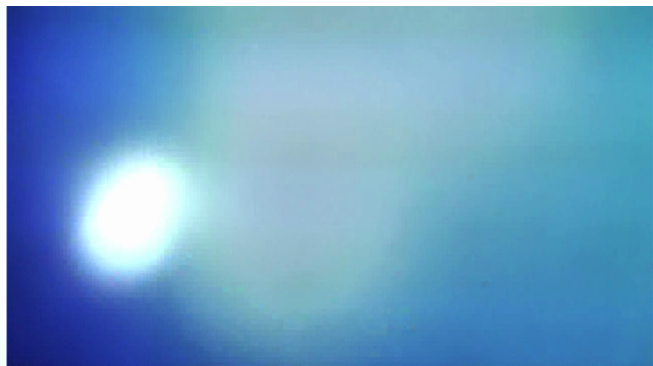
## Process

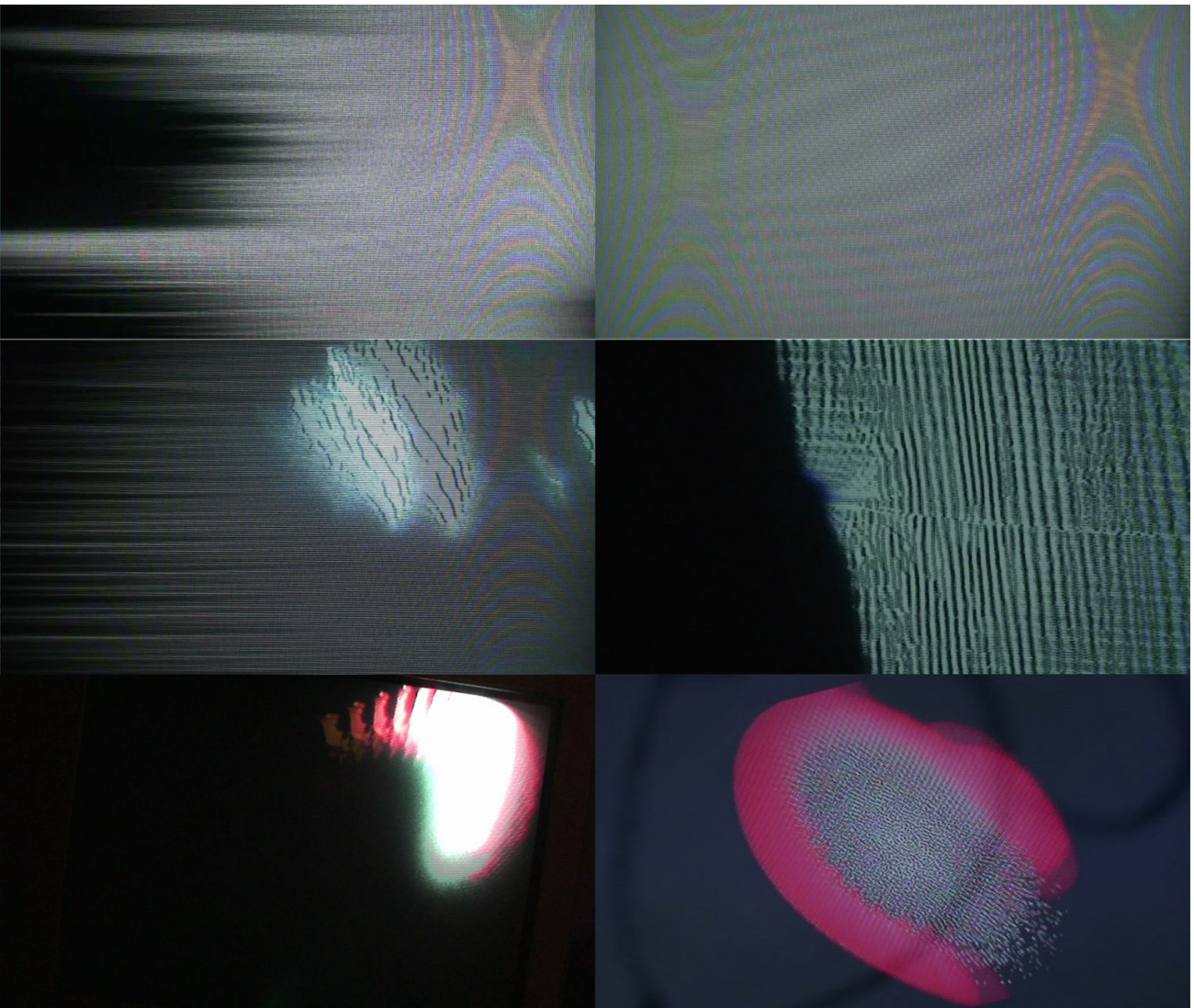
I use both LCD and CRT monitor to generate video feedback for my work. The result from LCD and CRT are quite different. In my opinion, CRT can generate rich color, and the color tone of LCD is pretty cold. Therefore, I use part footage from CRT, and part footage from LCD in one video to fit the theme “interruption.”

## Tools

Apple LCD monitor, CRT television, SONY Handycam camera, Final Cut Pro

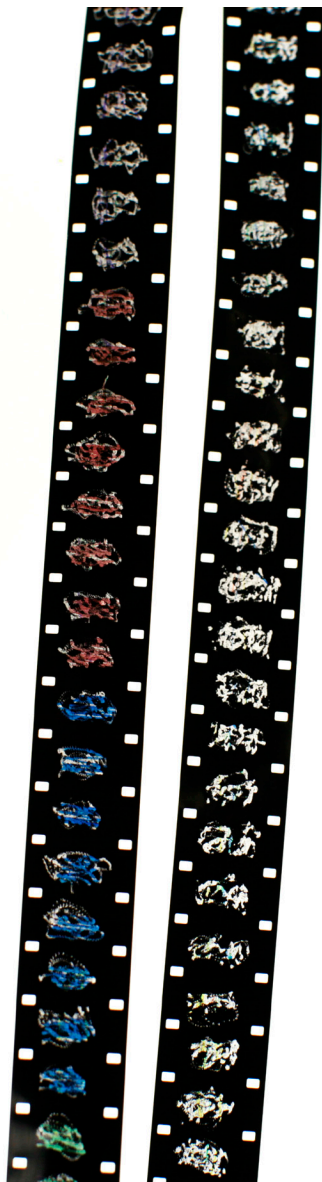








# Abstract Film



## Concept

In the early 1920s, avant-garde artists made animation by scratching or dying on film directly. This is the beginning of abstract film.

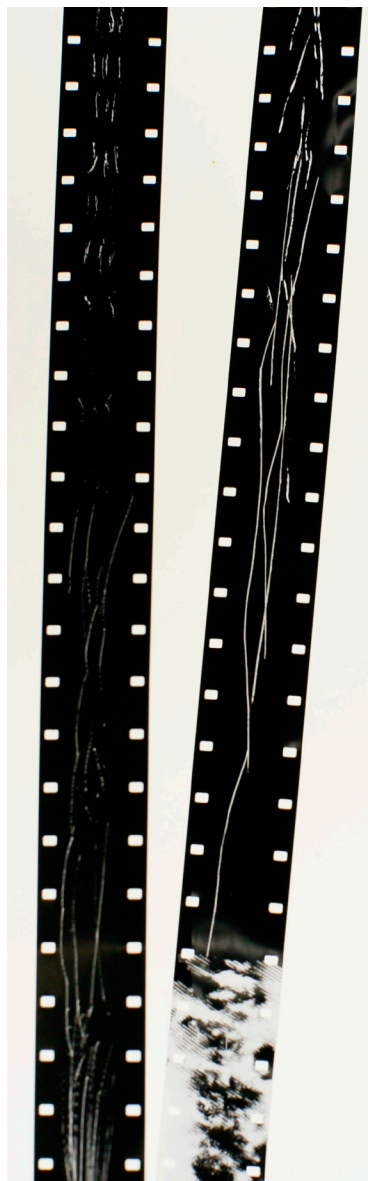
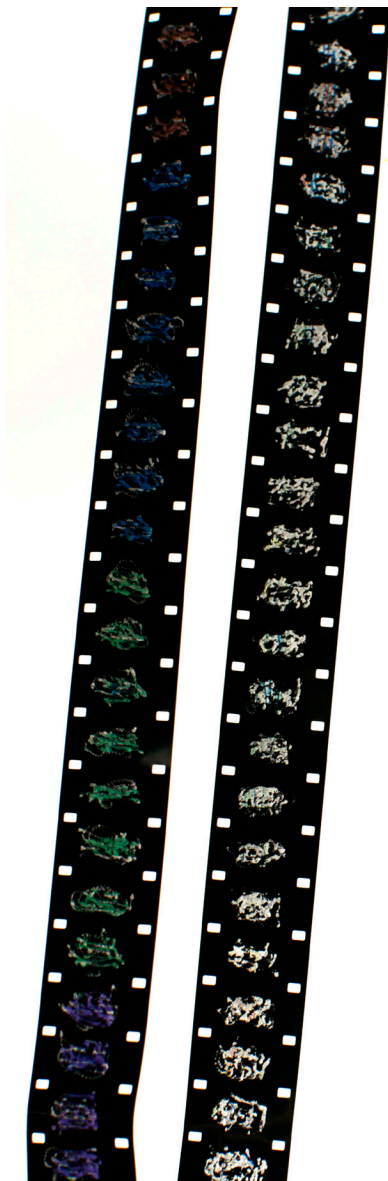
This is just a practice how to make abstract film.

## Process

First, Make some pattern on film. Next, Play it in Elmo and convert to computer as a digital video file.

## Tools

1 6mm film, red ink, sharpies, hand drill, Elmo

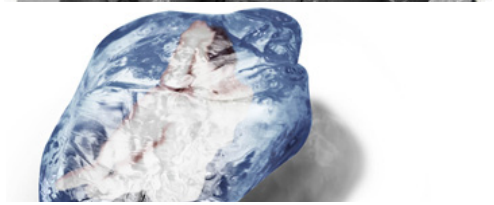
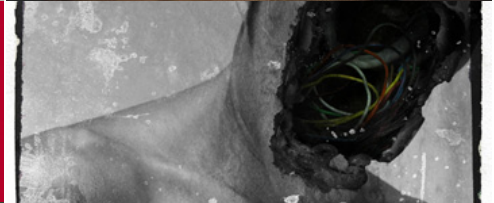






[contact@hobation.com](mailto:contact@hobation.com)

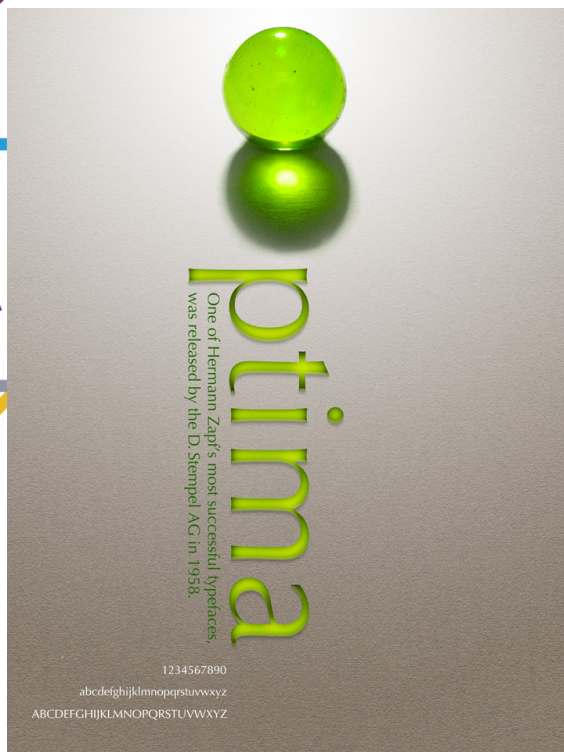
**PRINT/**





# Posters, Style Frames

Some posters and style frames I made for classes

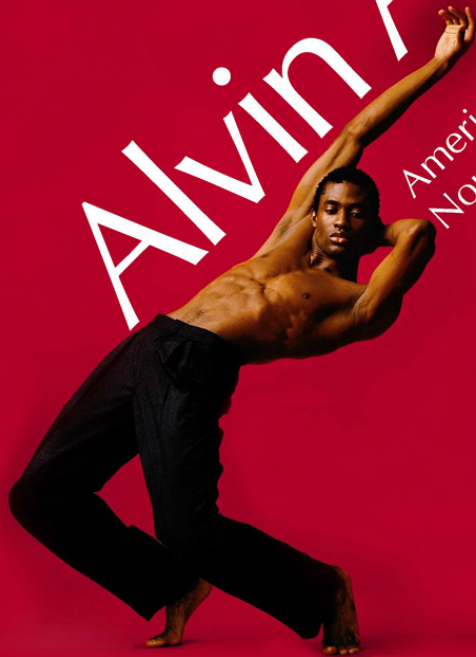


# Alvin Ailey

March 27 - May 24, 2009

## American Dance Theater

### North American Tour



HOUSTON, TX March 27 - 29, 2009  
Jones Hall

CHICAGO, IL April 1 - 5, 2009  
Auditorium Theater

NAPLES, FL April 14, 2009  
Philharmonic Center for the Arts

MIAMI, FL April 16 - 19, 2009  
Jackie Gleason Theater

GREENVALE, NY April 24 - 25, 2009  
Tilles Center

BOSTON, MA April 28 - May 3, 2009  
Boston Opera House

ALBANY, NY May 12, 2009  
Albany Palace

AMHERST, MA May 13, 2009  
Concert Hall -  
University of Massachusetts

CLEVELAND, OH May 15 - 17, 2009  
Playhouse Square

LOUISVILLE, KY May 19 - 20, 2009  
Kentucky Center for the Arts

CHARLESTON, SC May 23 - 24, 2009  
Spoleto Festival - Gaillard Auditorium

BROOKLYN, NY June 9 - 14, 2009  
BAM Howard Gilman Opera House



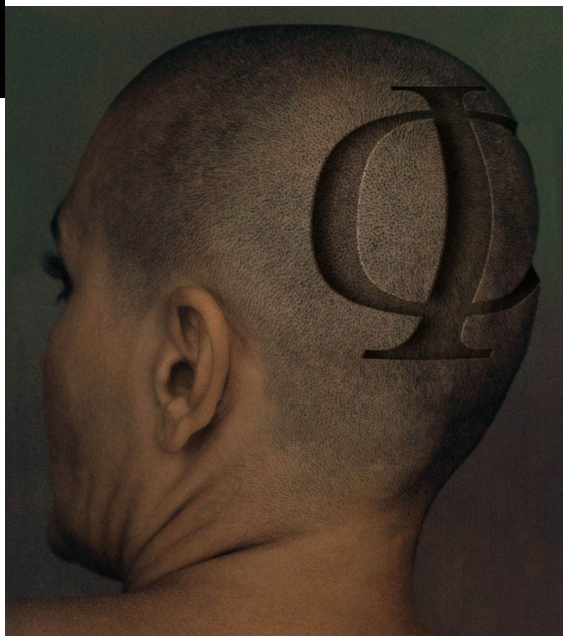
# Learning from Master

I learned all my Photoshop technique and concept from a Photoshop master James Yu in Taiwan. Here is some work I learned from him, and the original ideas were all created by James Yu.

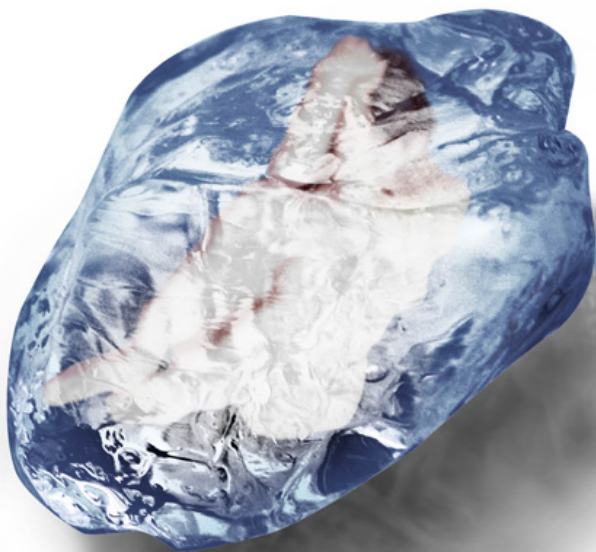




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## Education and Training

**Master of Fine Art** Anticipated Graduation : June 2012  
Savannah College Art and Design (Savannah,USA)  
Motion Media Design

**Bachelor of Science** 2000-2004  
National Taipei University of Technology (Taiwan)  
Materials and Mineral Resources Engineering

**Certificate of Completion** 2006  
EC Design School, (Taiwan)  
AIC Digital Media Pre-Master Program

**Certificate of Completion** 2007  
EC Design School, (Taiwan)  
Autodesk Maya Animation Program

## Work Experience

**Republic of China Army (Taiwan)** 2004-2006  
Lieutenant

**Club DJ/Music Artist (Taiwan)** 2000-2004, 2006-2008  
Outdoor music event/performance

## Skills

**Graphic/Motion Design**  
Photoshop, Illustrator, After Effects, Maya, Cinema 4D, Flash, Realflow

**Music/Sound Design and Editing**  
Pro Tools, Ableton Live, Reason, Recycle, Audition (Sound booth)

**VJ/Live Video Performance**  
VDMX, Resolume, MAX/MSP/JITTER

# Contact Information



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