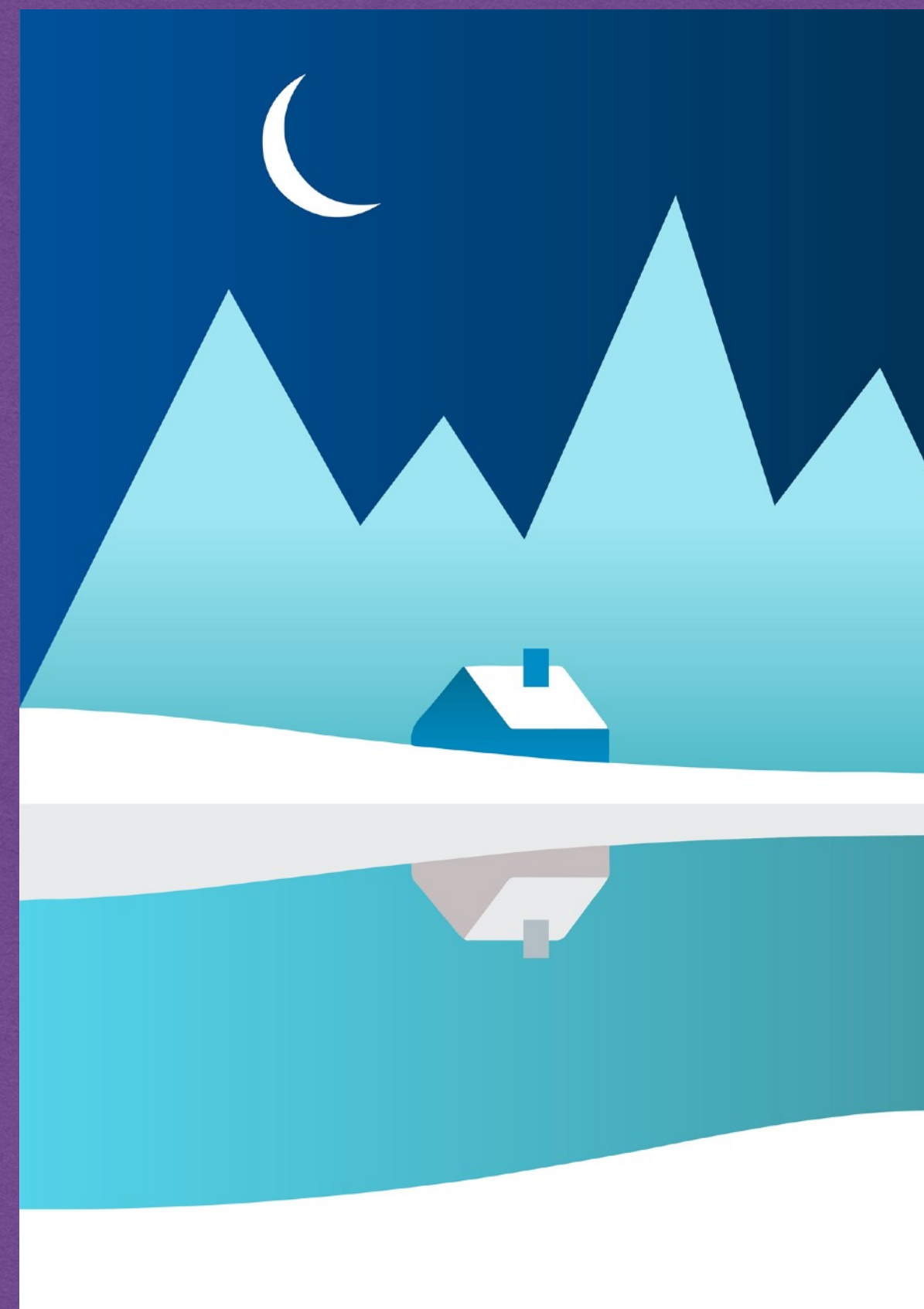




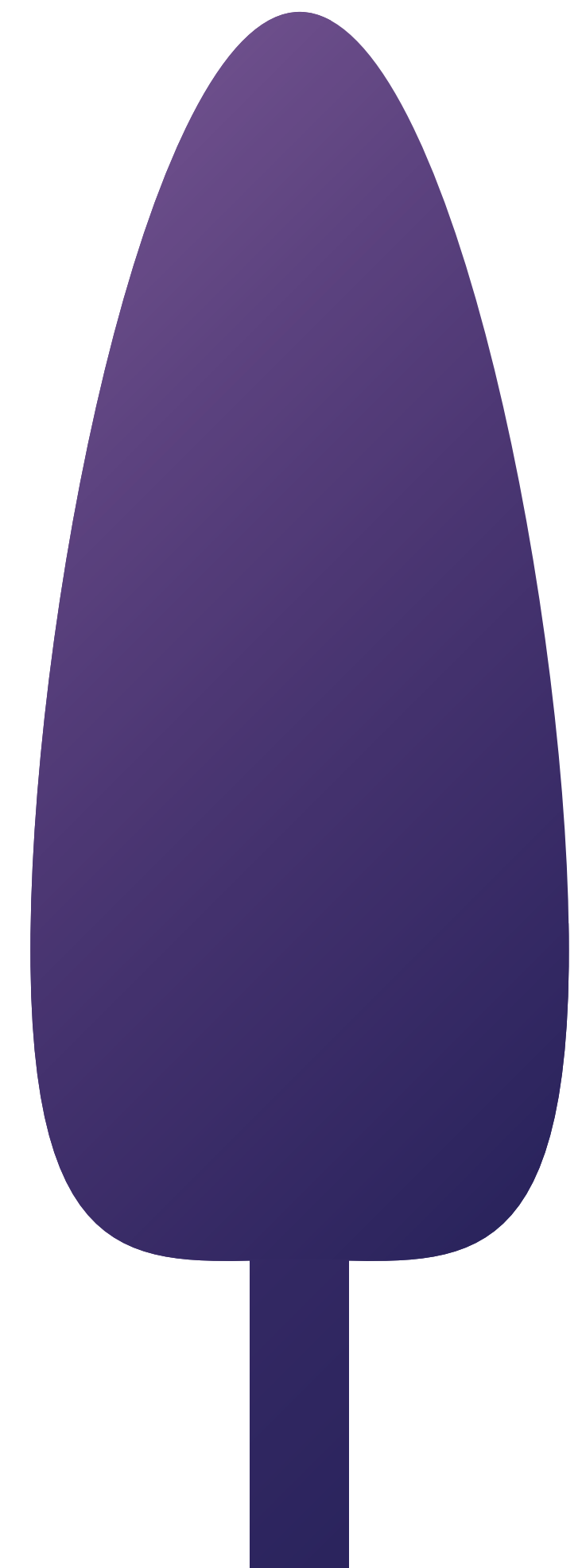
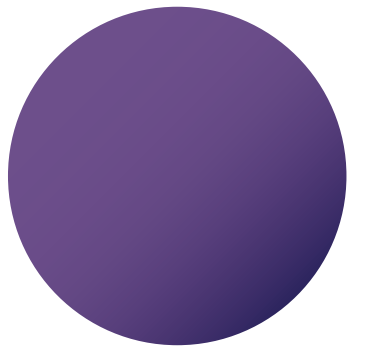
4 Seasons

Ricardo Arevalo

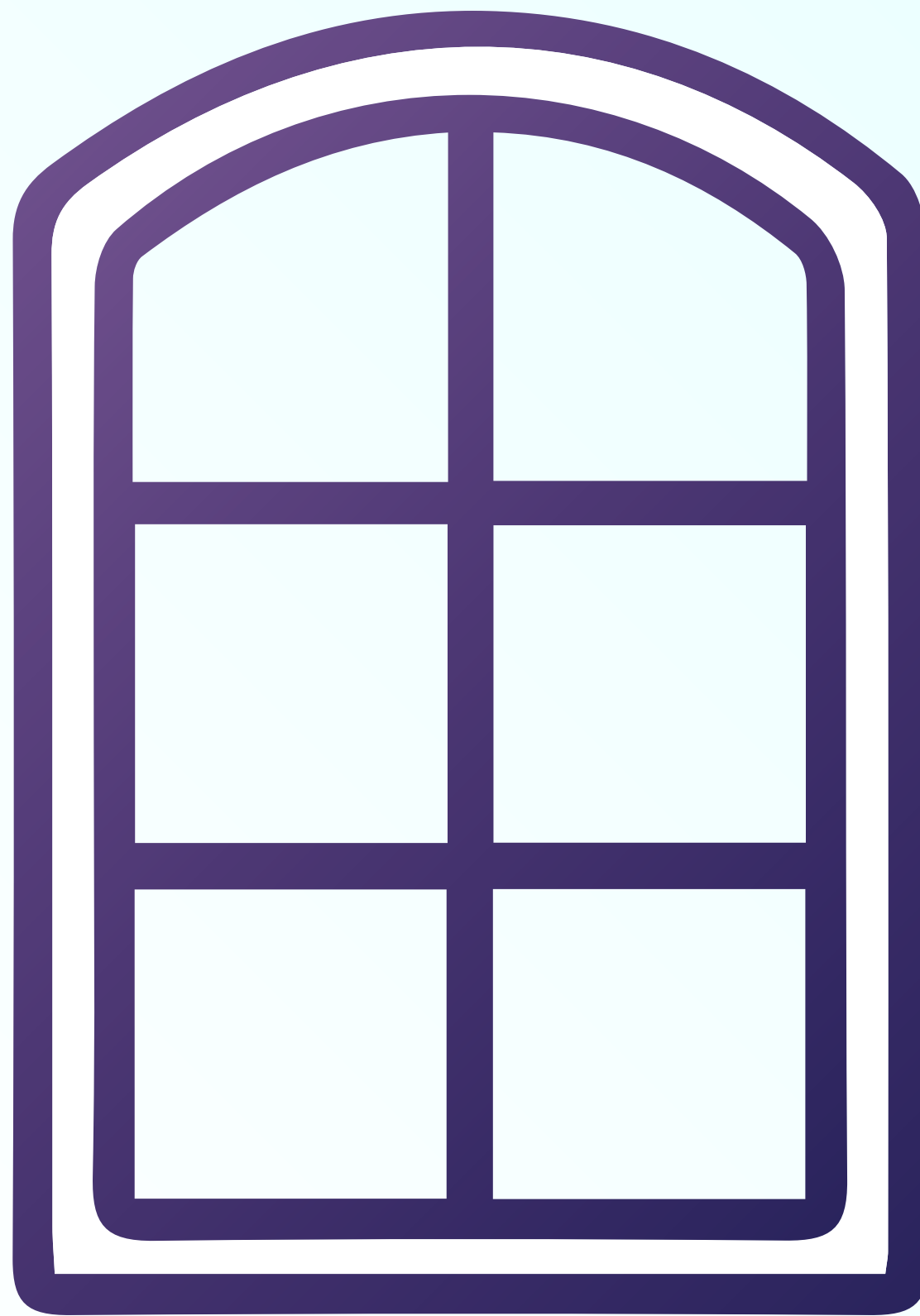
Written Statement

4 seasons is a piece of immersive motion design that aims to transport the spectator to four different environments for a brief period of time. The concept looks for communicating to the viewer different emotions and concepts related to the four seasons of the year: winter, autumn, spring and summer.

This piece will approach its objective through the animation of 2-D illustrations inspired by the previously mentioned four seasons. Artistically, the goal of the project is to express complex feelings or evoke certain moods to the viewer through simplistic traces, plain colours, clean transitions and specific sound design.



The Narrative



4 seasons will be presenting the spectator with a window. Behind this window, there will be a scene starring a season. The idea is to make the spectator feel like they are present in the scene at that specific time, watching the development of the season through the window.

The viewer will be presented a season through a window, which the only purpose is being a frame for the whole scene. In this way, the spectator can see the scene, in the same way, they will see an art piece in a museum. Each season will have simple events happening by the time while the spectator is watching. Examples of this would be leaves falling in autumn.

Despite every season will have its own animation, the aim is to keep certain consistency between all of them. In this way, we will be creating a whole single project with four different parts or four different projects that work well individually.

Conceptual Inspiration



ANTONIO VIVALDI - 4 SEASONS

Vivaldi was an Italian renowned violinist and composer from the 17th century. One of his masterpieces was a series of four symphonies based on the four seasons. Vivaldi was one of the pioneers on creating “soundtracks”



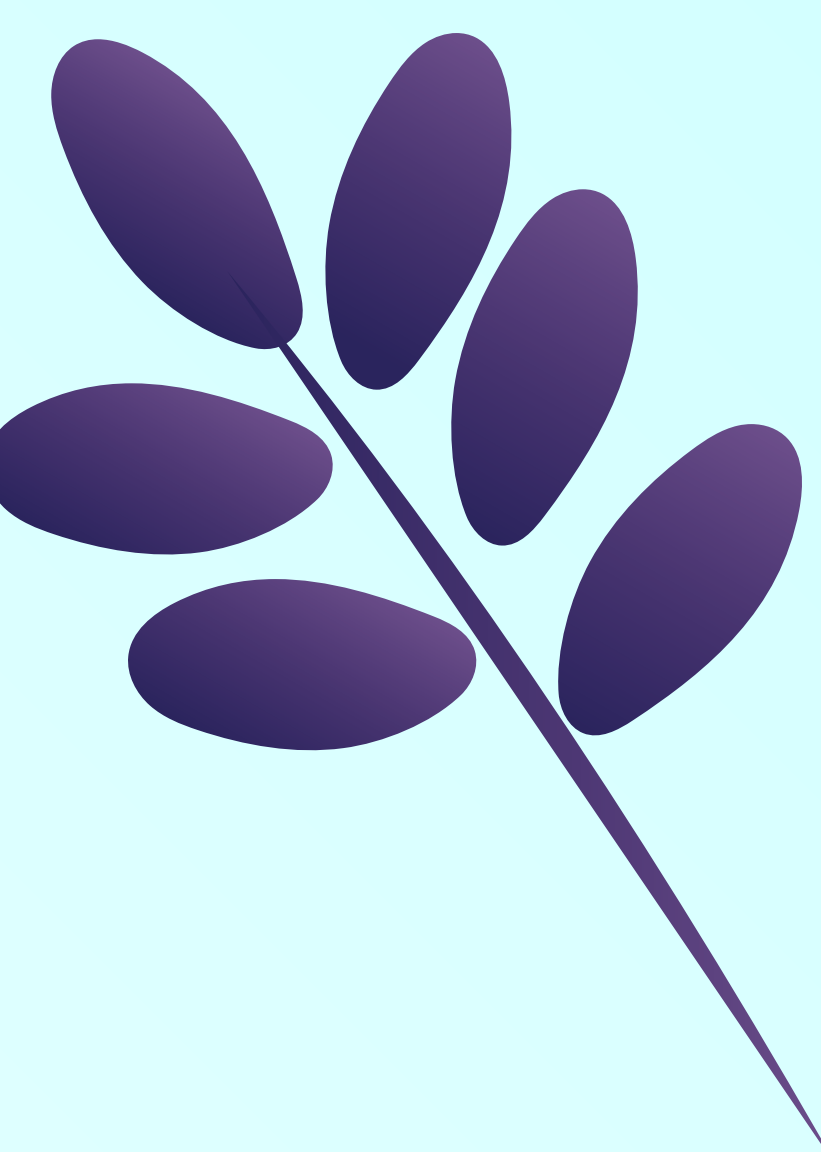
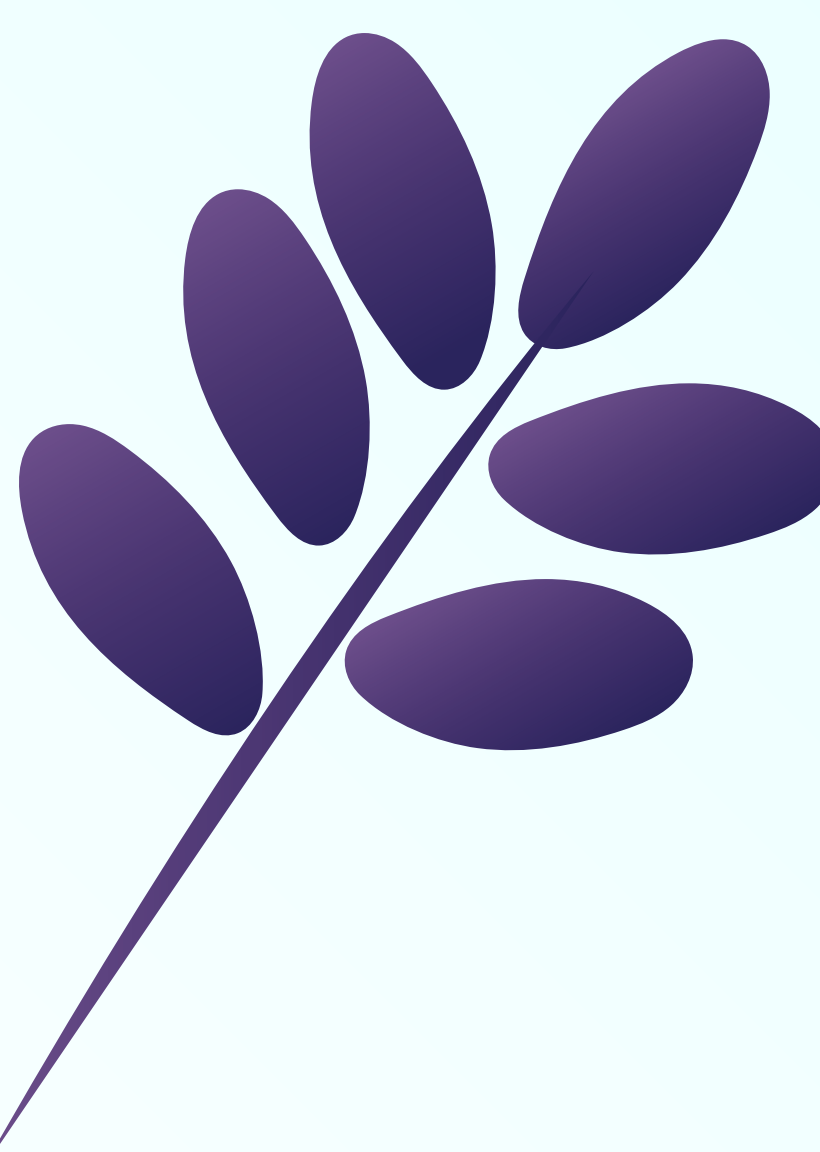
GIUSEPPE ARCIMBOLDO - THE 4 SEASONS

Arcimboldo was an Italian painter from the mannerist movement. He was known for creating portraits made of objects such as fruits, vegetables or animals. He created a series of four imaginary portraits inspired by the four seasons



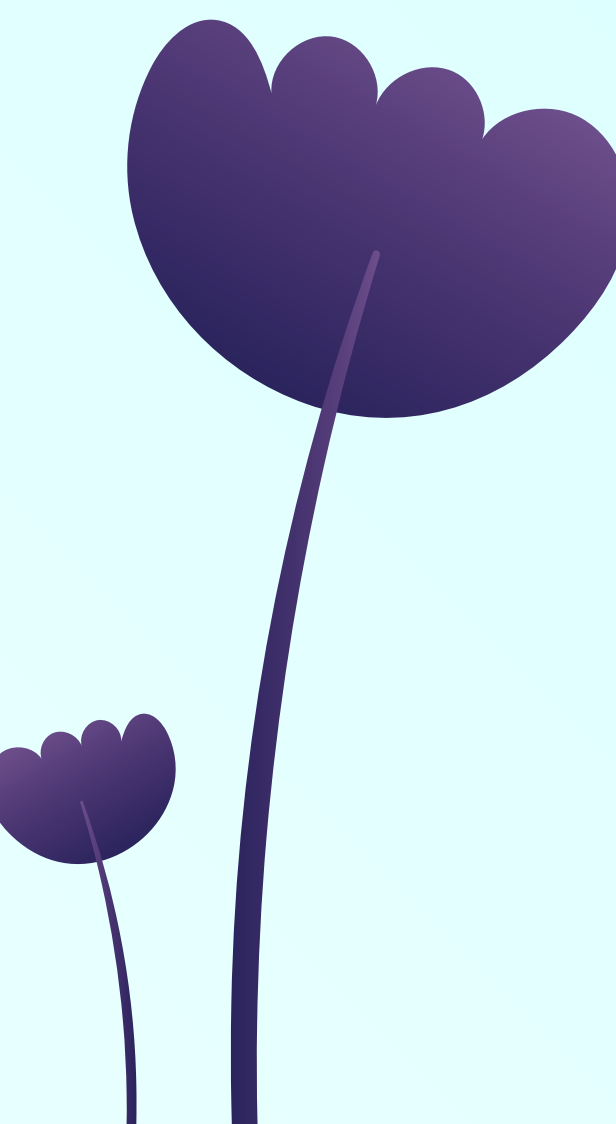
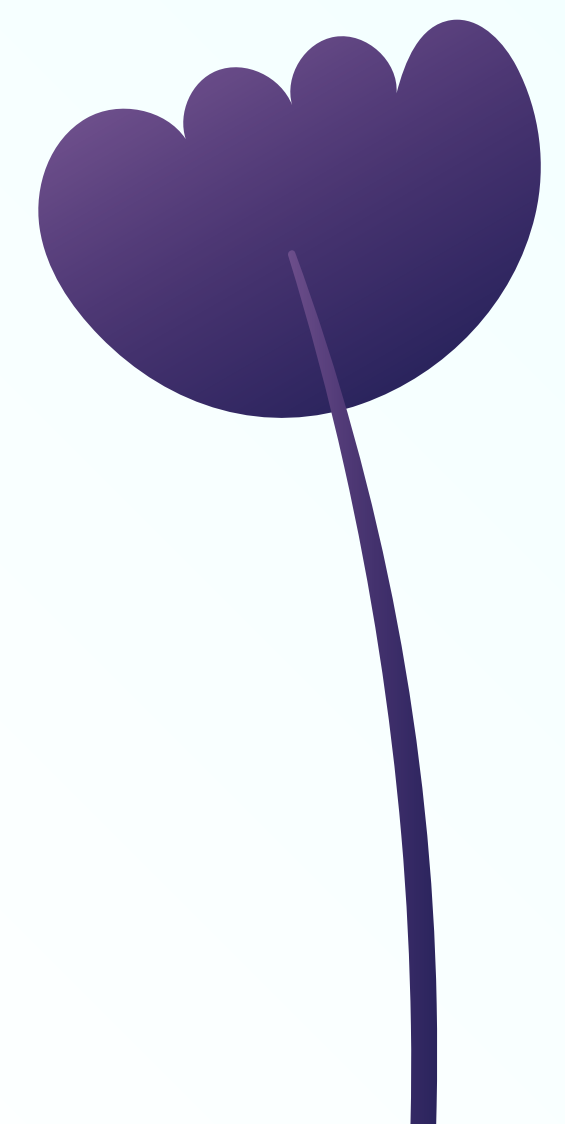
DAVID HOCKNEY - THE 4 SEASONS

In 2010, Hockney created a video sequence showing landscapes from the four seasons. The interesting thing about this piece is that the scenes are composed of footage from different places in the same season, creating a single image



Mood Boards

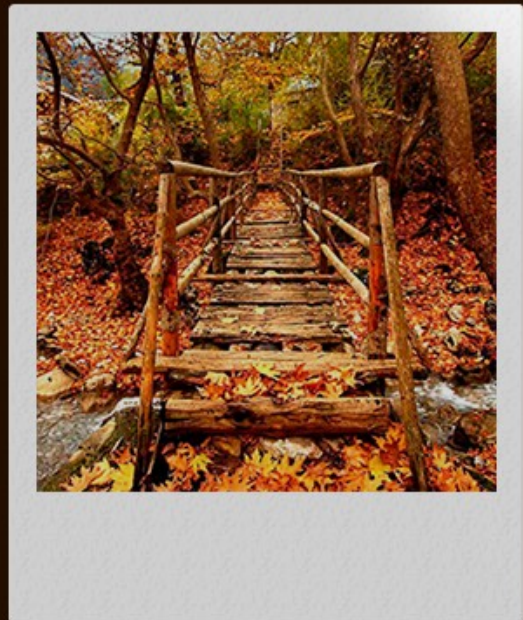
Due to every season will have its own personality, colours and animations; I thought it would be useful to have four different mood boards that portray the temperature, art style, looking and feeling of each season.



Autumn



Cosy.
Wood.



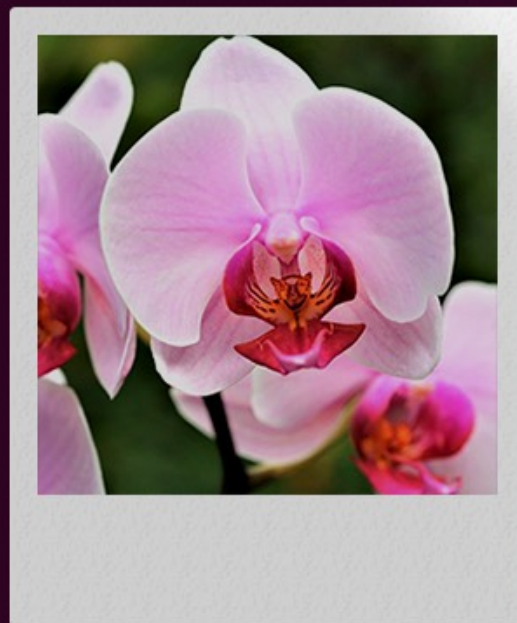
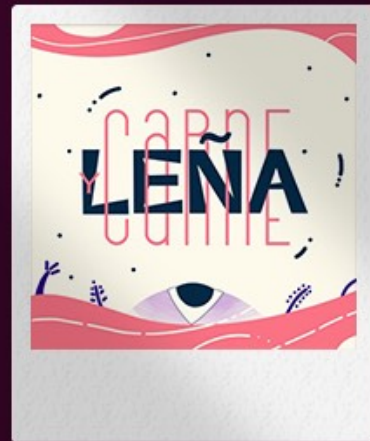
"Challenging the chemistry,
my cold blood started to boil..."



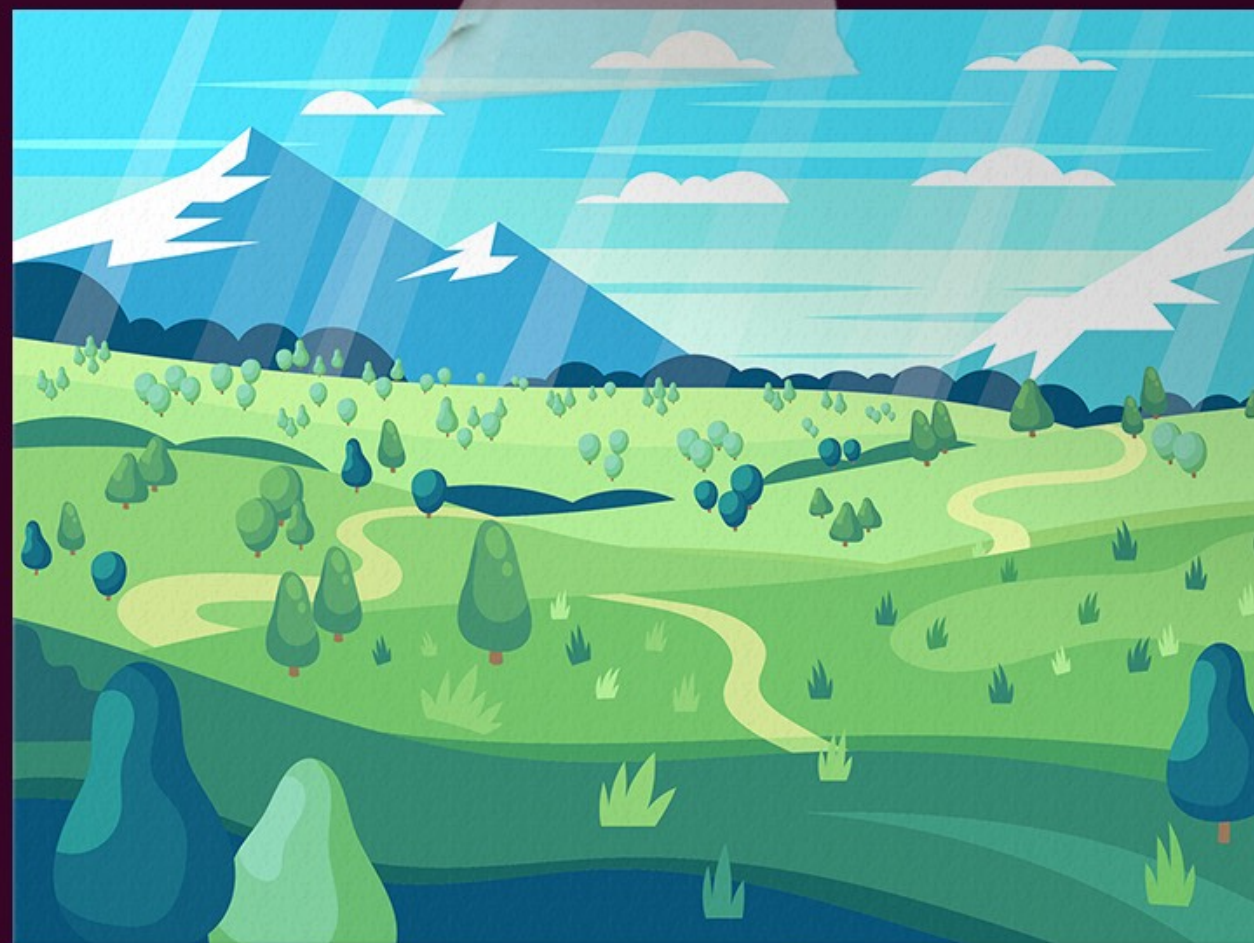
Spring



Blossom.
Pretty.

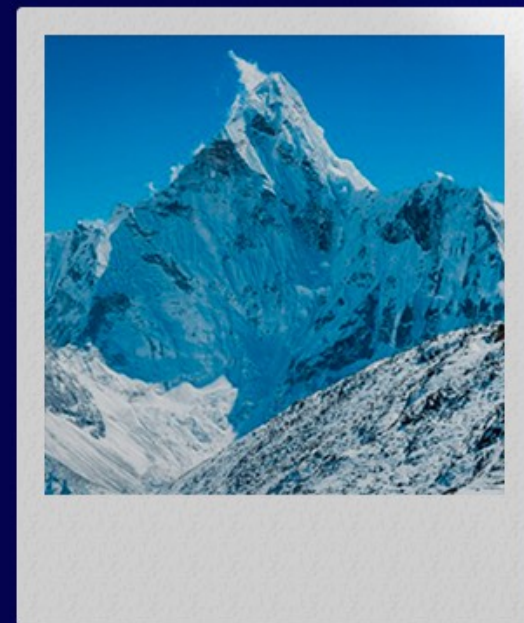
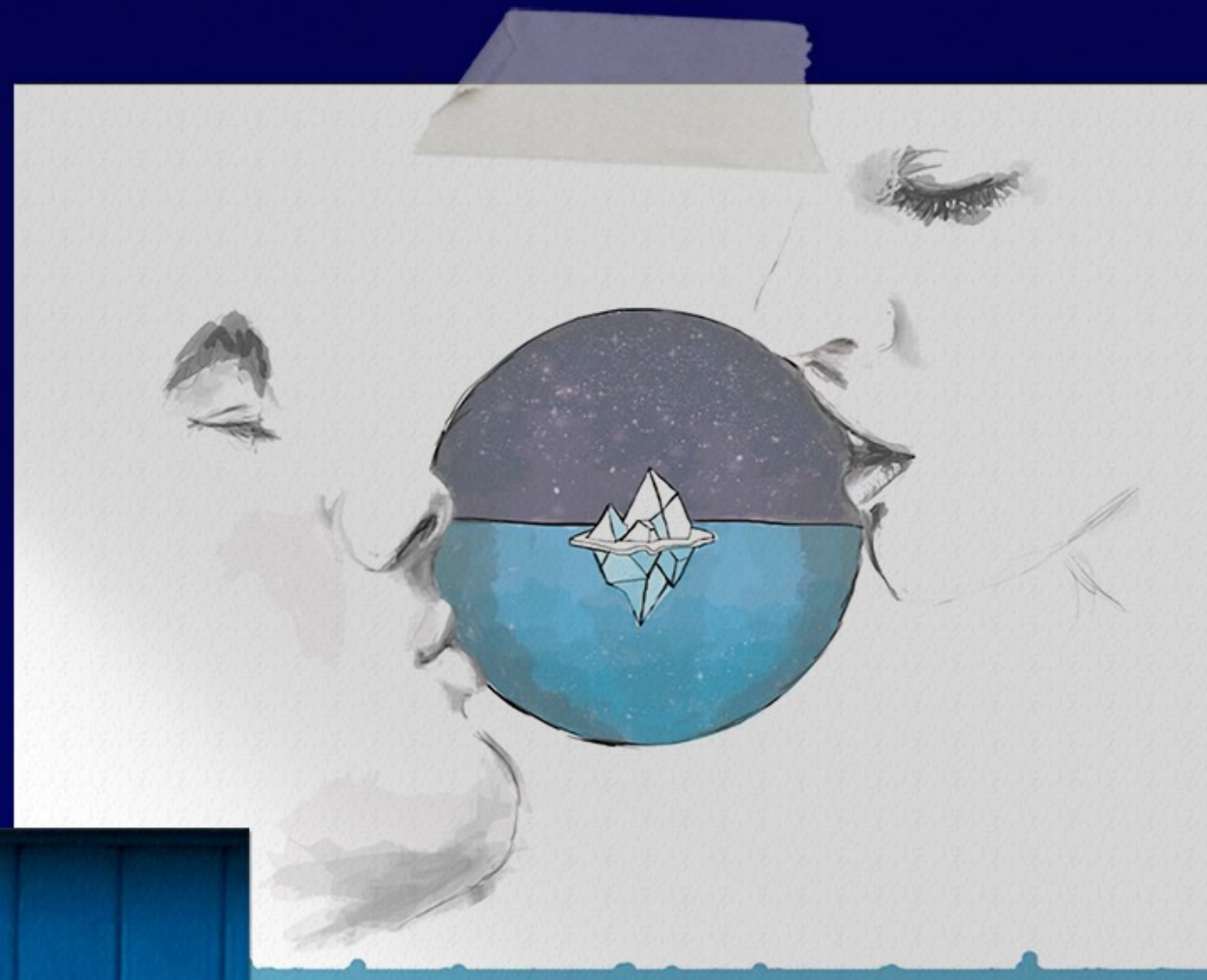
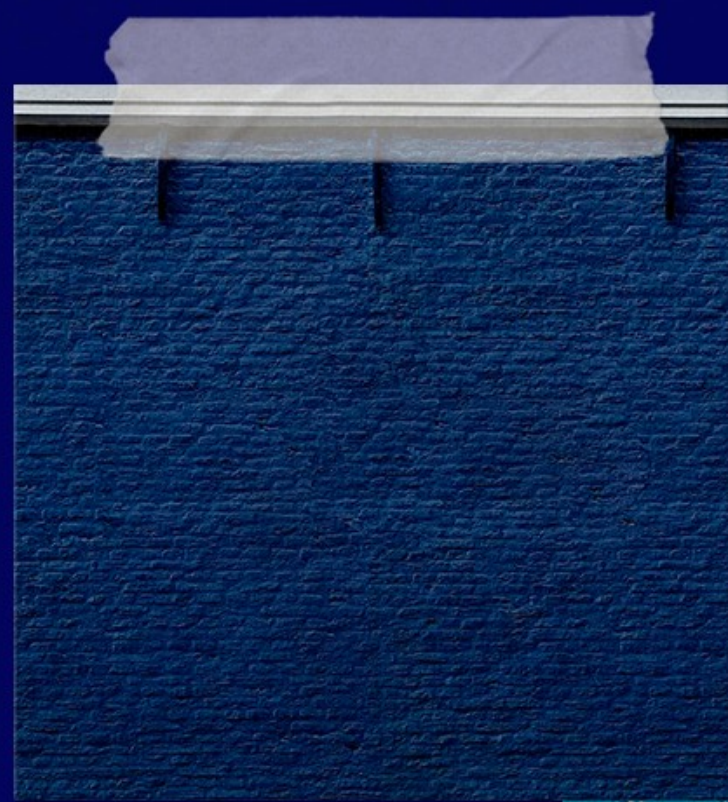


"Challenging the chemistry,
my cold blood started to boil..."



Winter

Simple.
Chill.



"Challenging the chemistry,
my cold blood started to boil..."



Summer

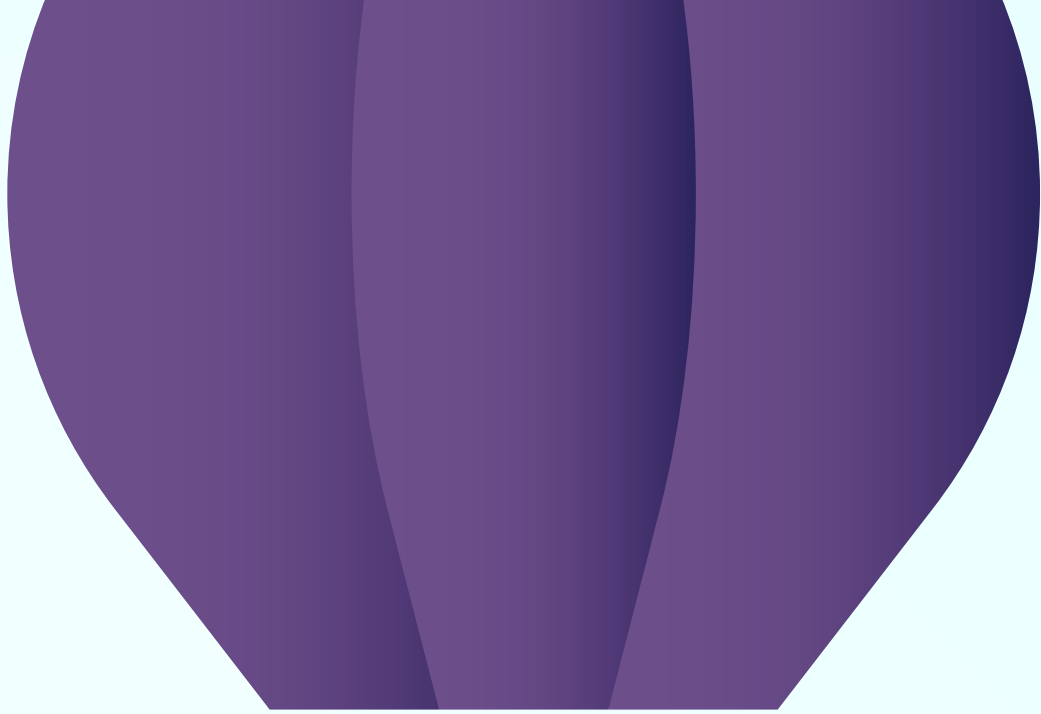


Sunny.
Beach.



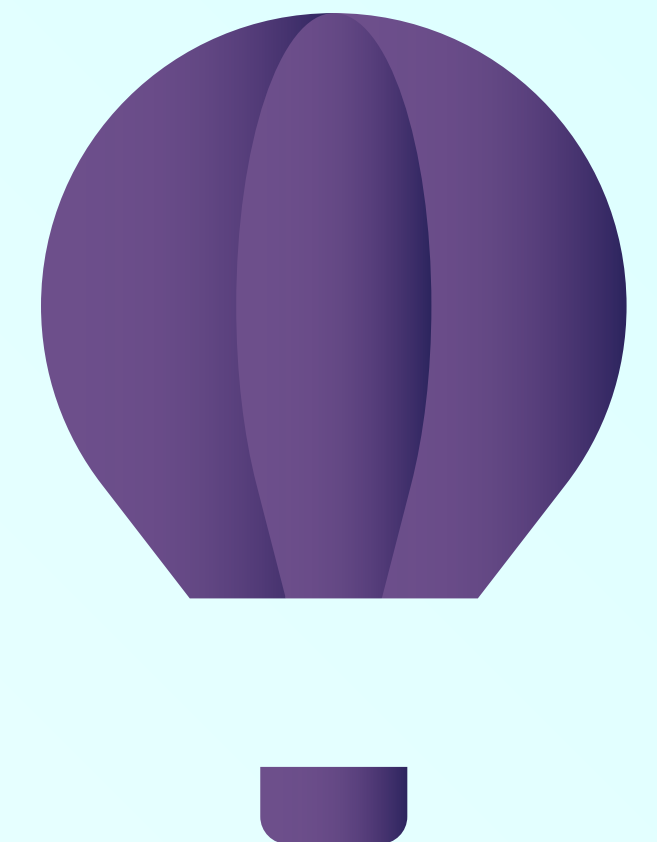
"Challenging the chemistry,
my cold blood started to boil..."



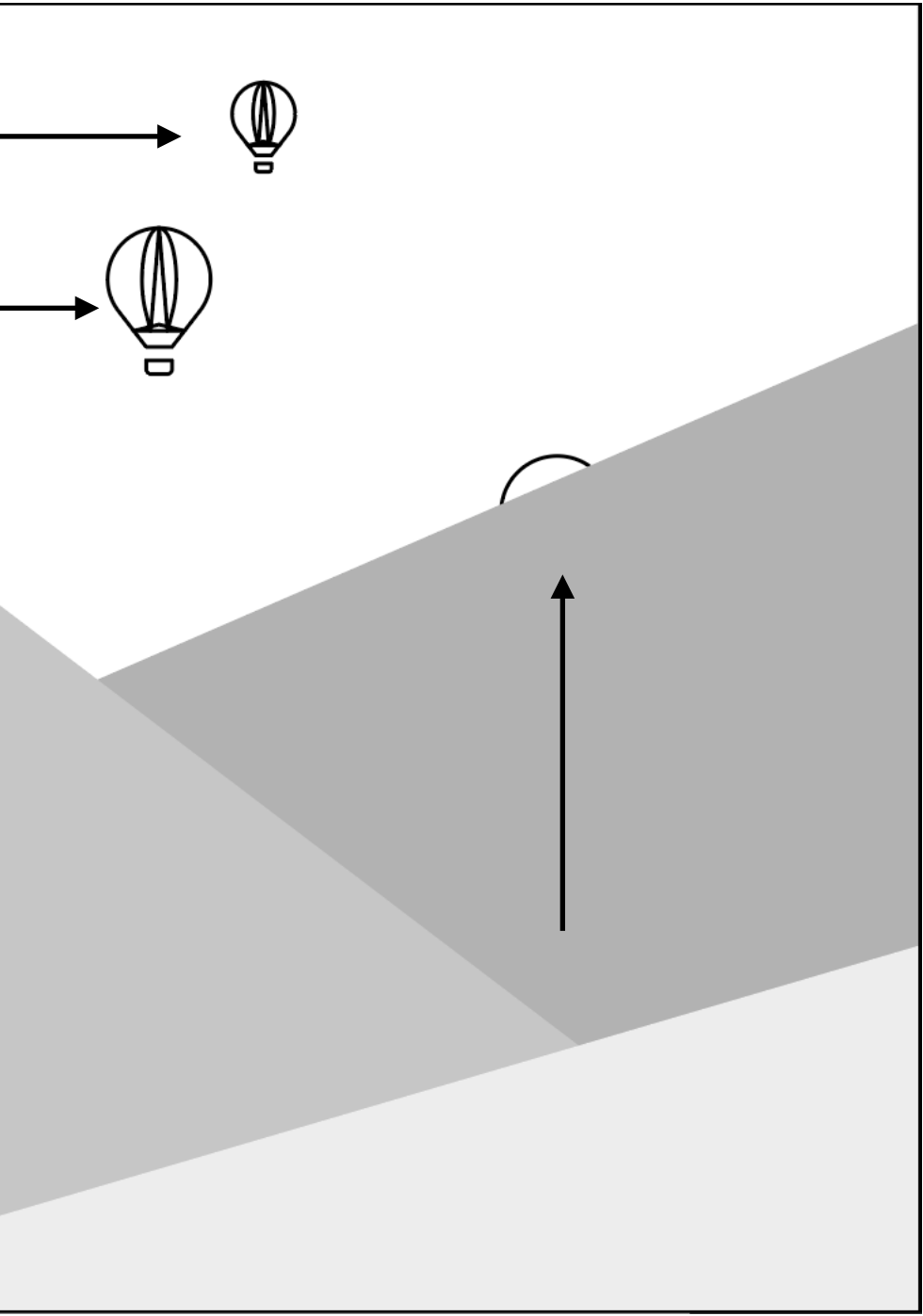


Story Boards

4 seasons look for being a work that is not pretentious at all, instead, it aims to be a piece that would be memorable for its capacity to connect effectively with the viewer. That is why the animations of every scene look for being simple and clear.



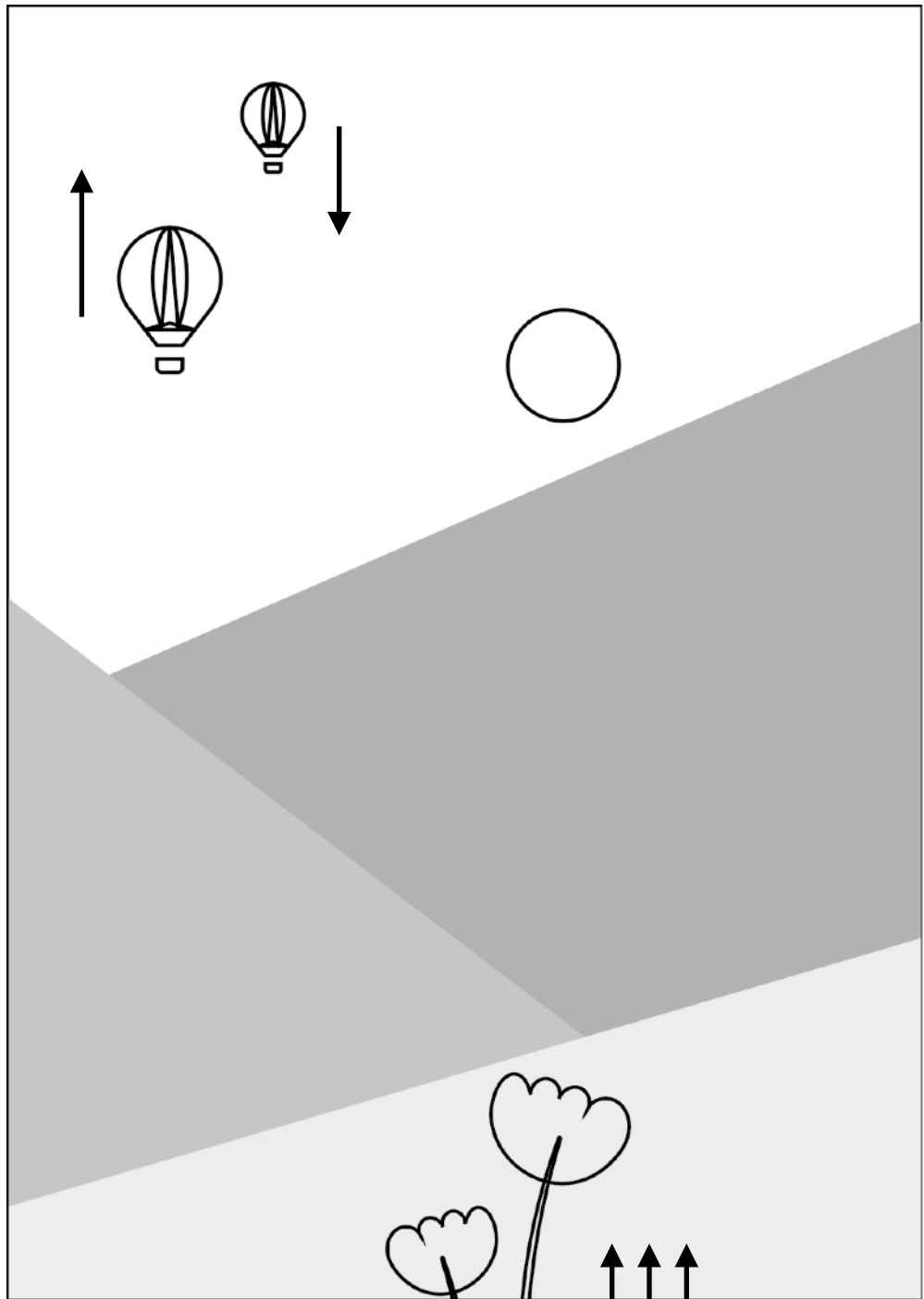
Spring



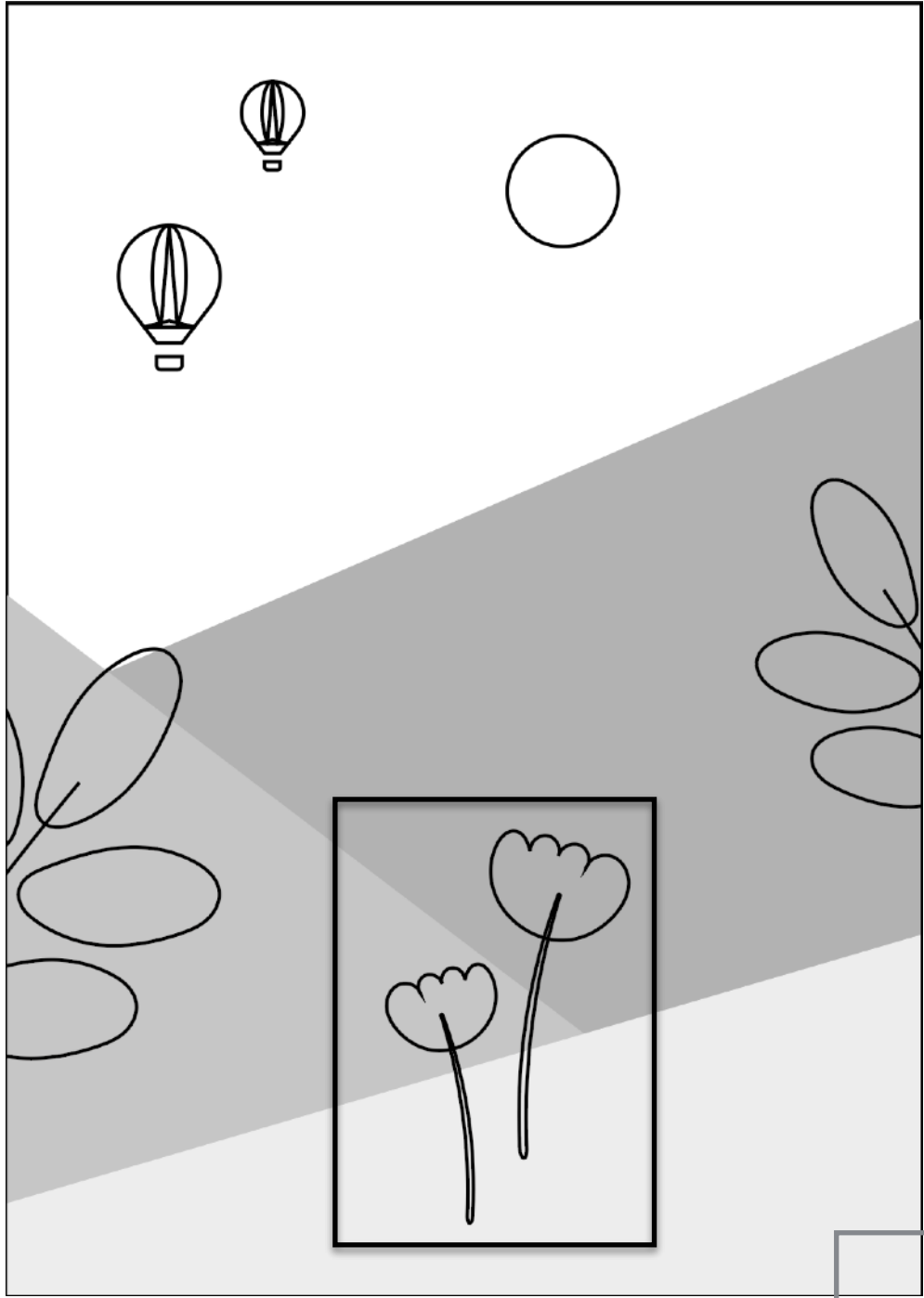
The hot air balloons will appear on the scene. The sun will start rising.

1.

The hot air balloons will start floating up and down, slowly. The flowers above will start growing.



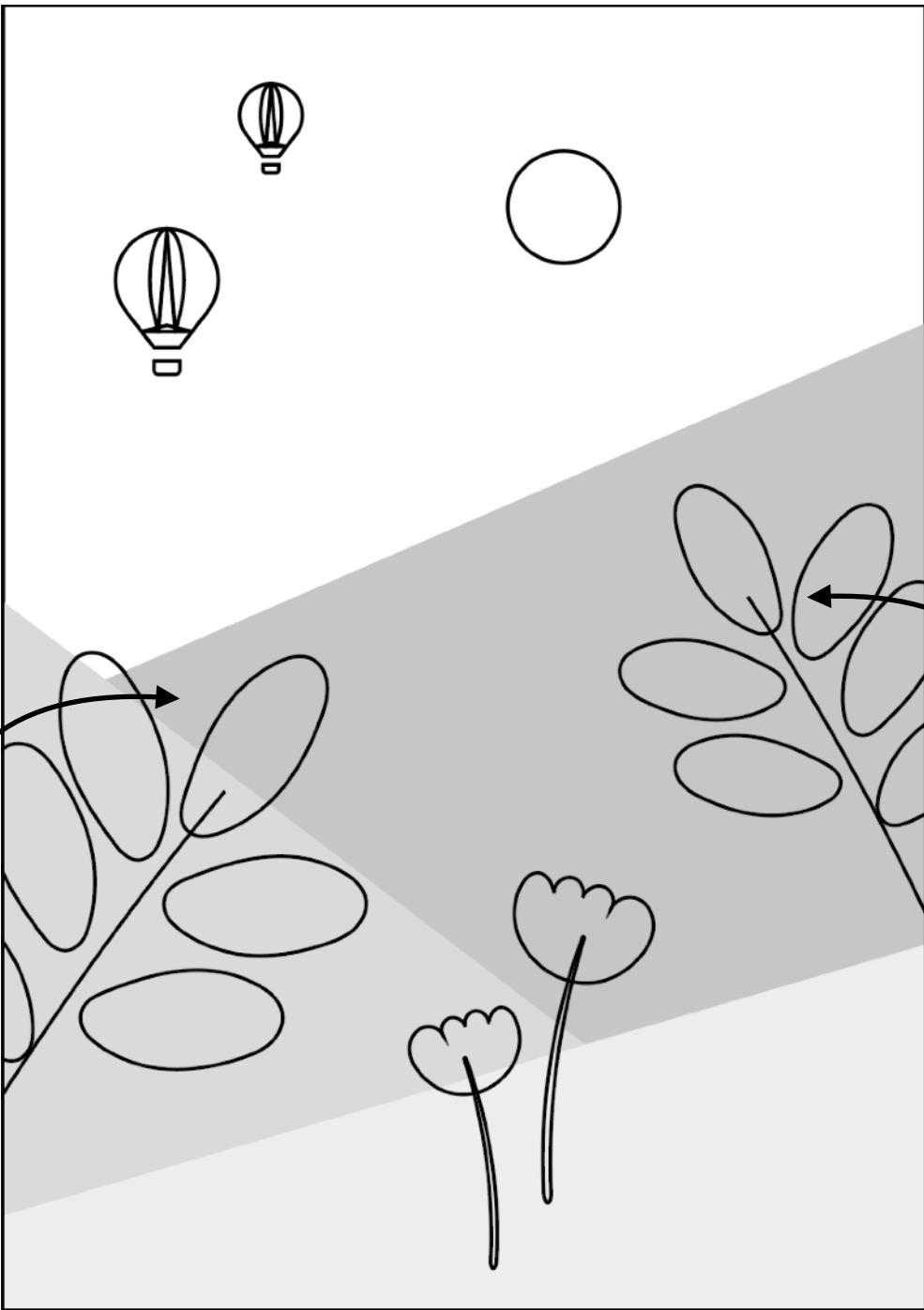
2.



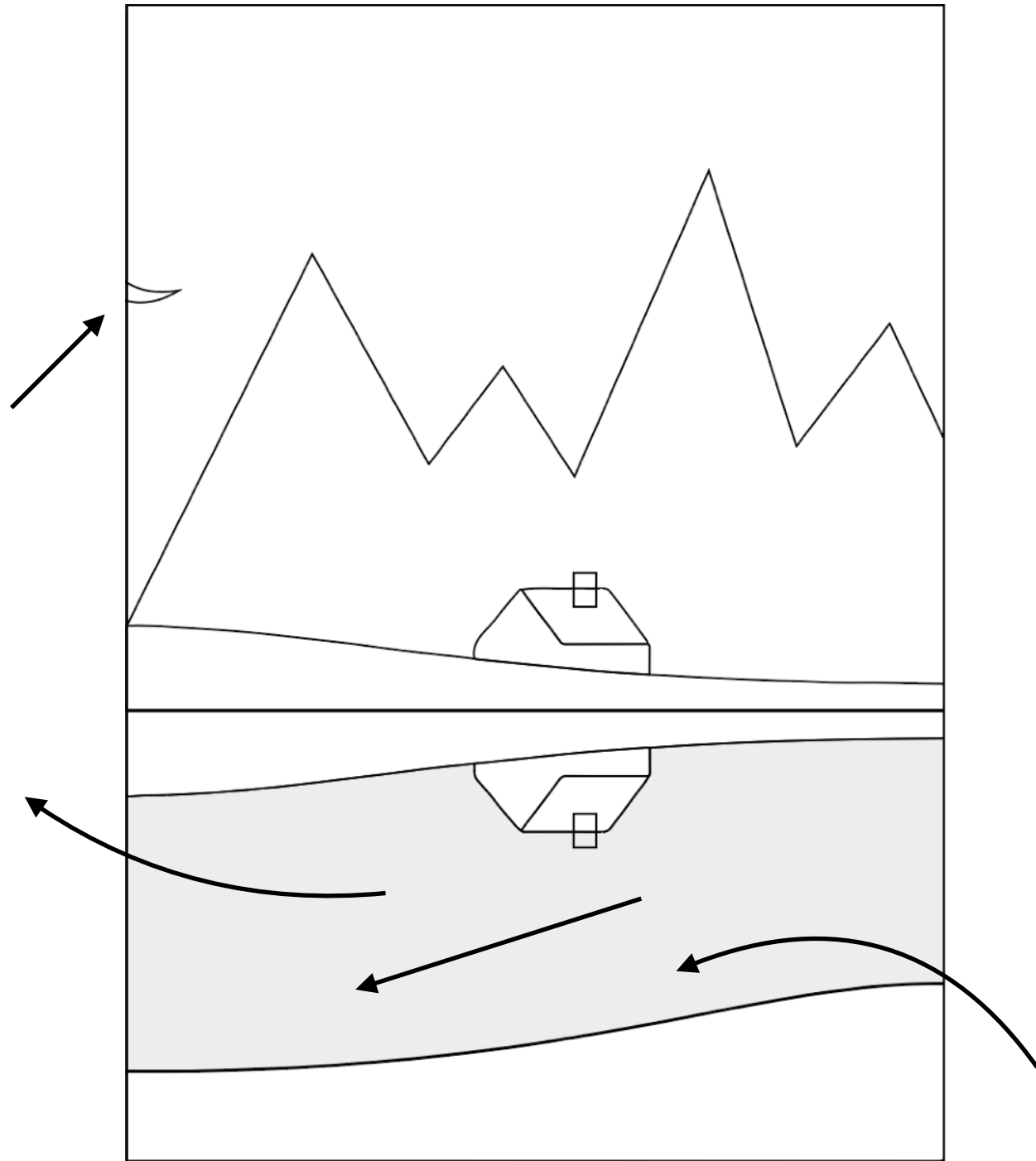
Two branches will appear on each side of the screen on a slow movement. The flowers above are expected to either fully grow or multiply.

3.

The sun will be at its final position and the two branches on the sides will swaying naturally.



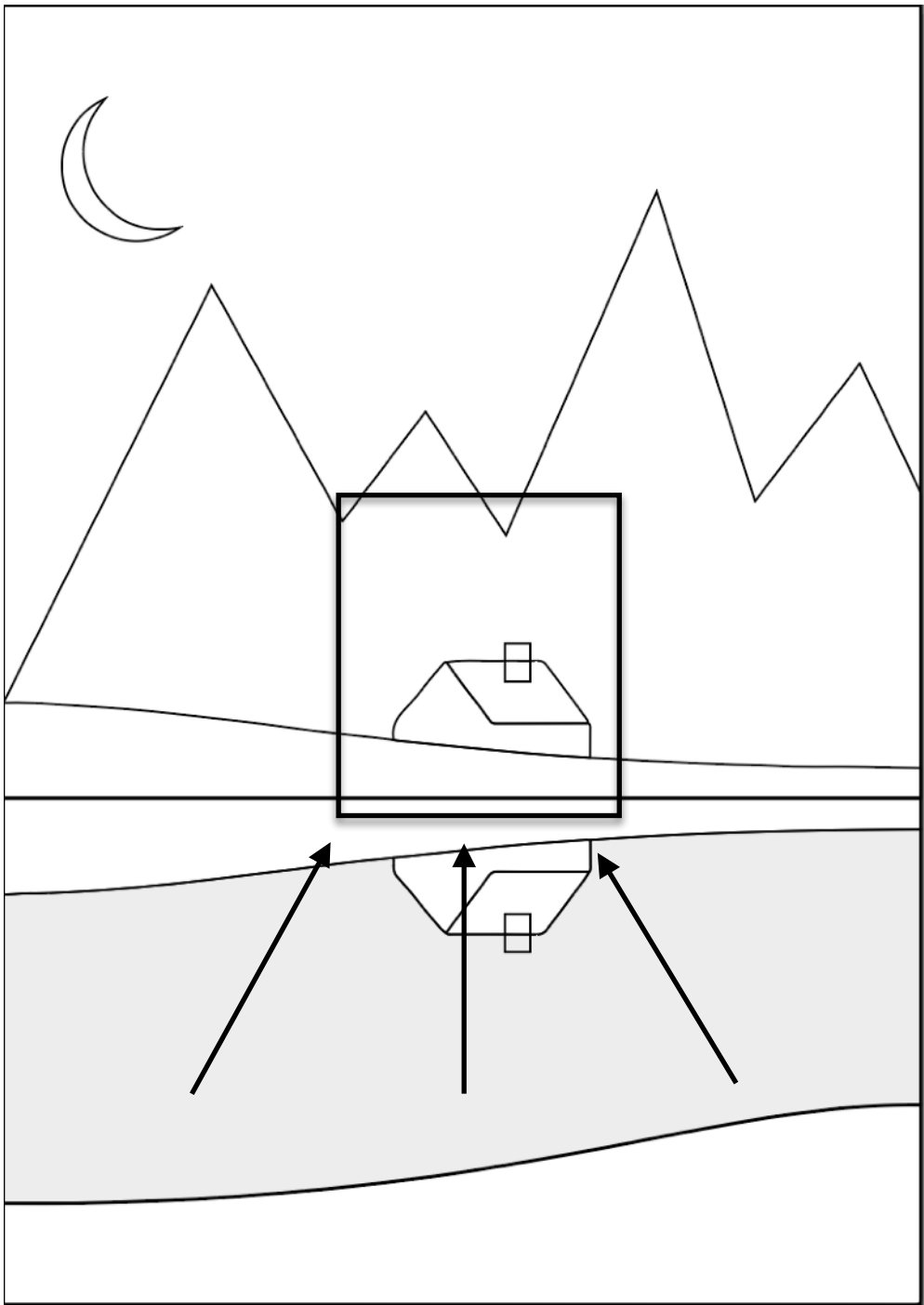
4.



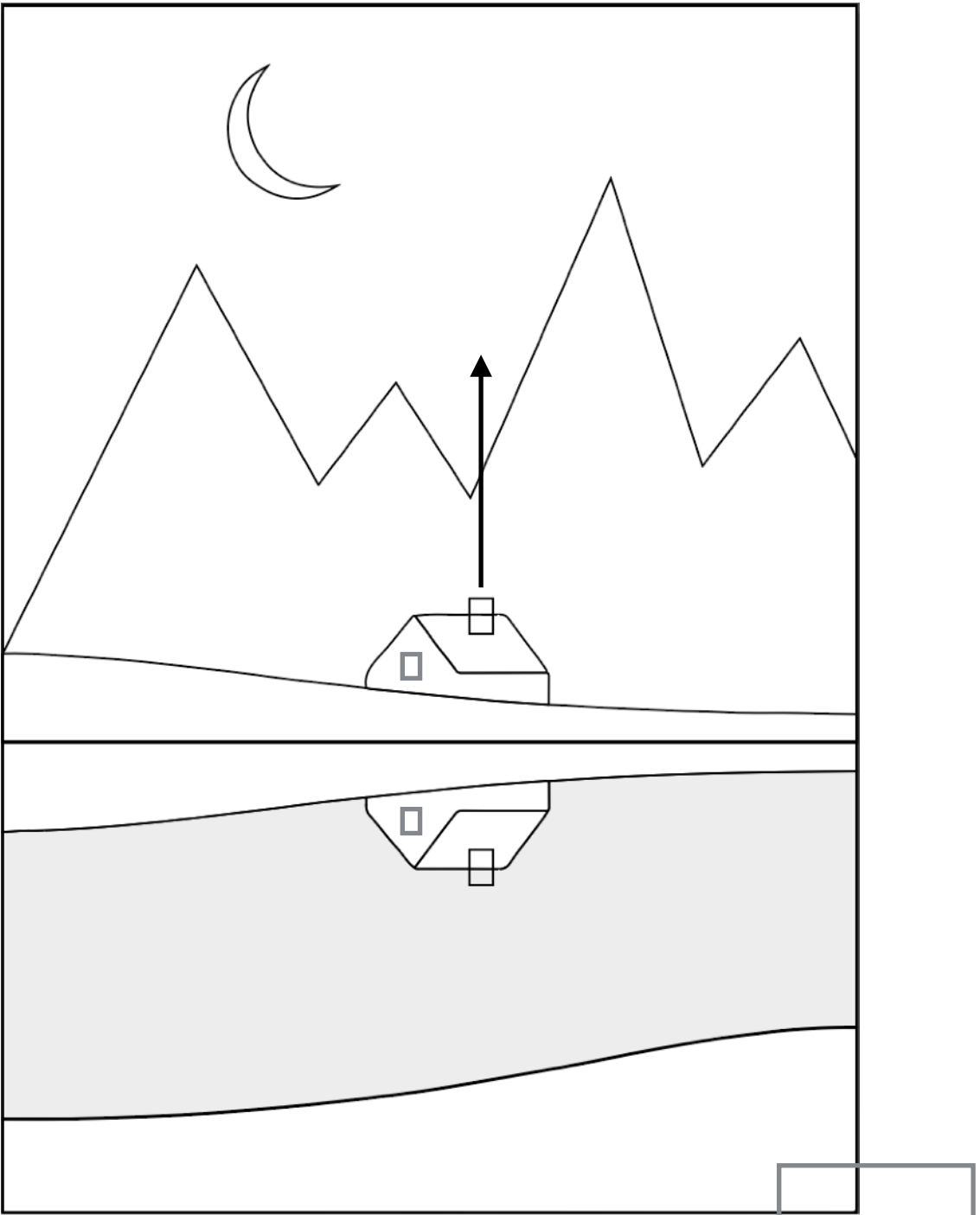
The river starts flowing. The moon slowly appears from the left side of the screen

1.

There will be a zoom - in on the little house.



2.

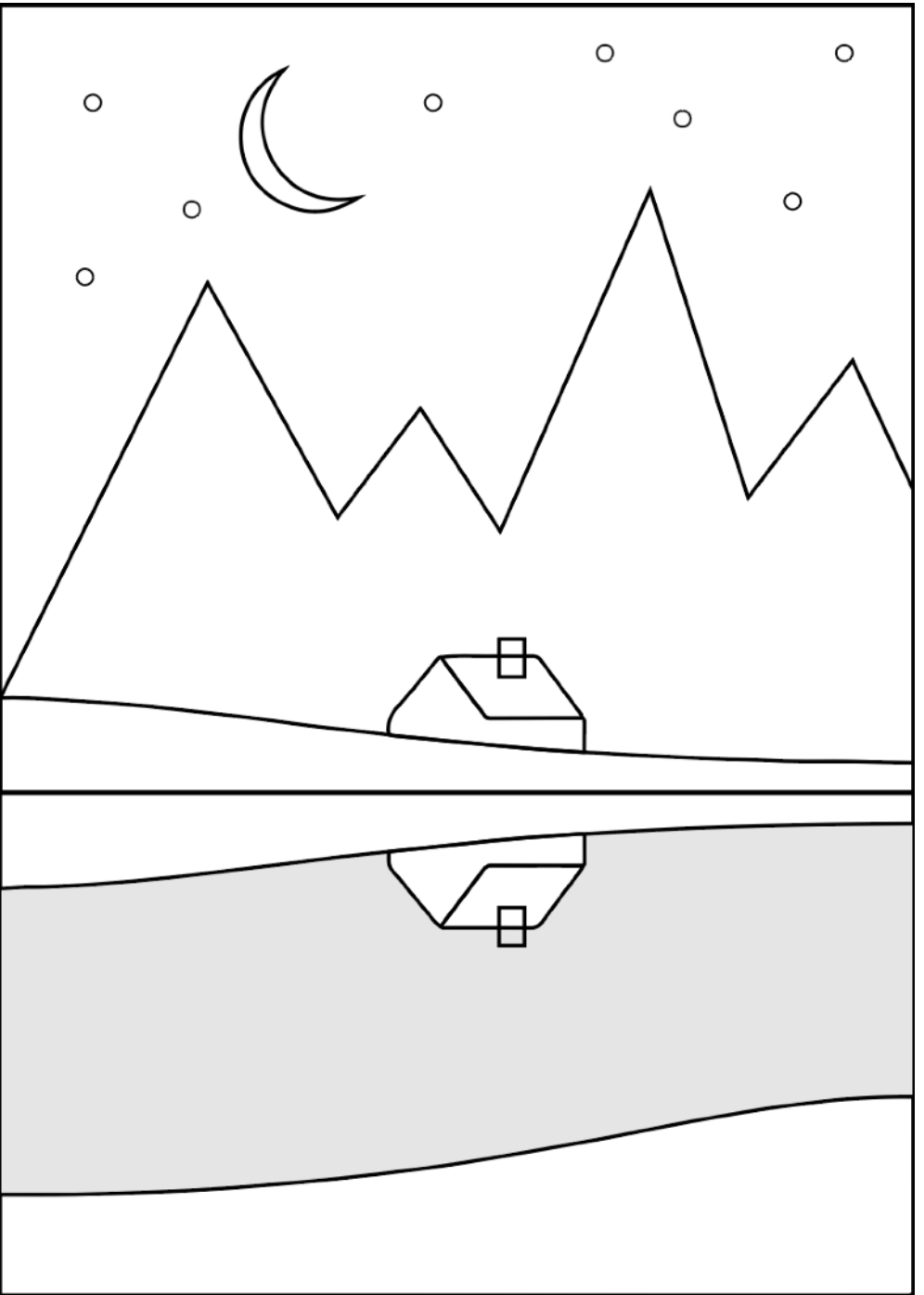


3.

There will be smoke coming out from the fireplace and maybe a light will pop up from a window.

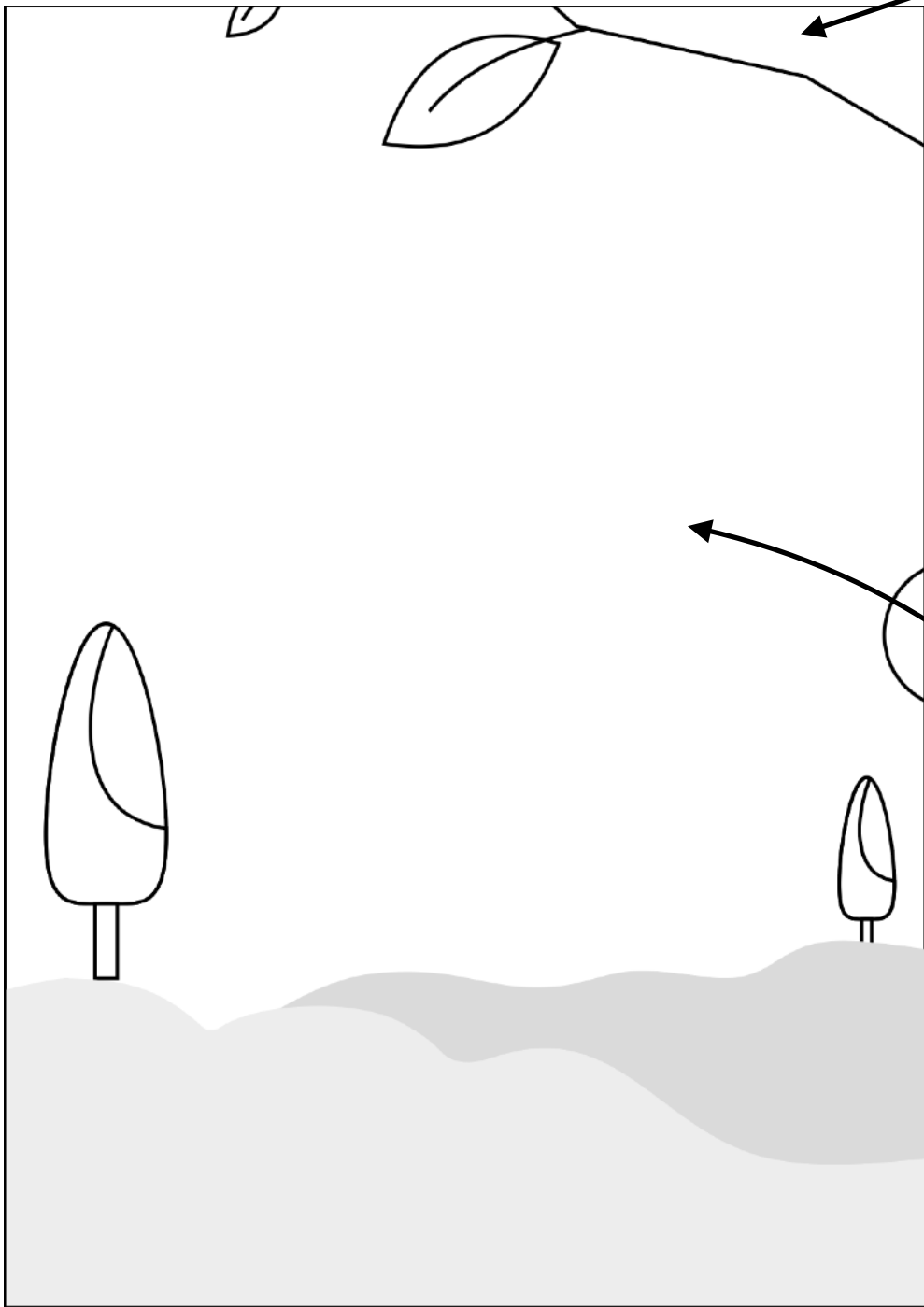
Winter

Stars will appear on the sky. Maybe we can incorporate snow.

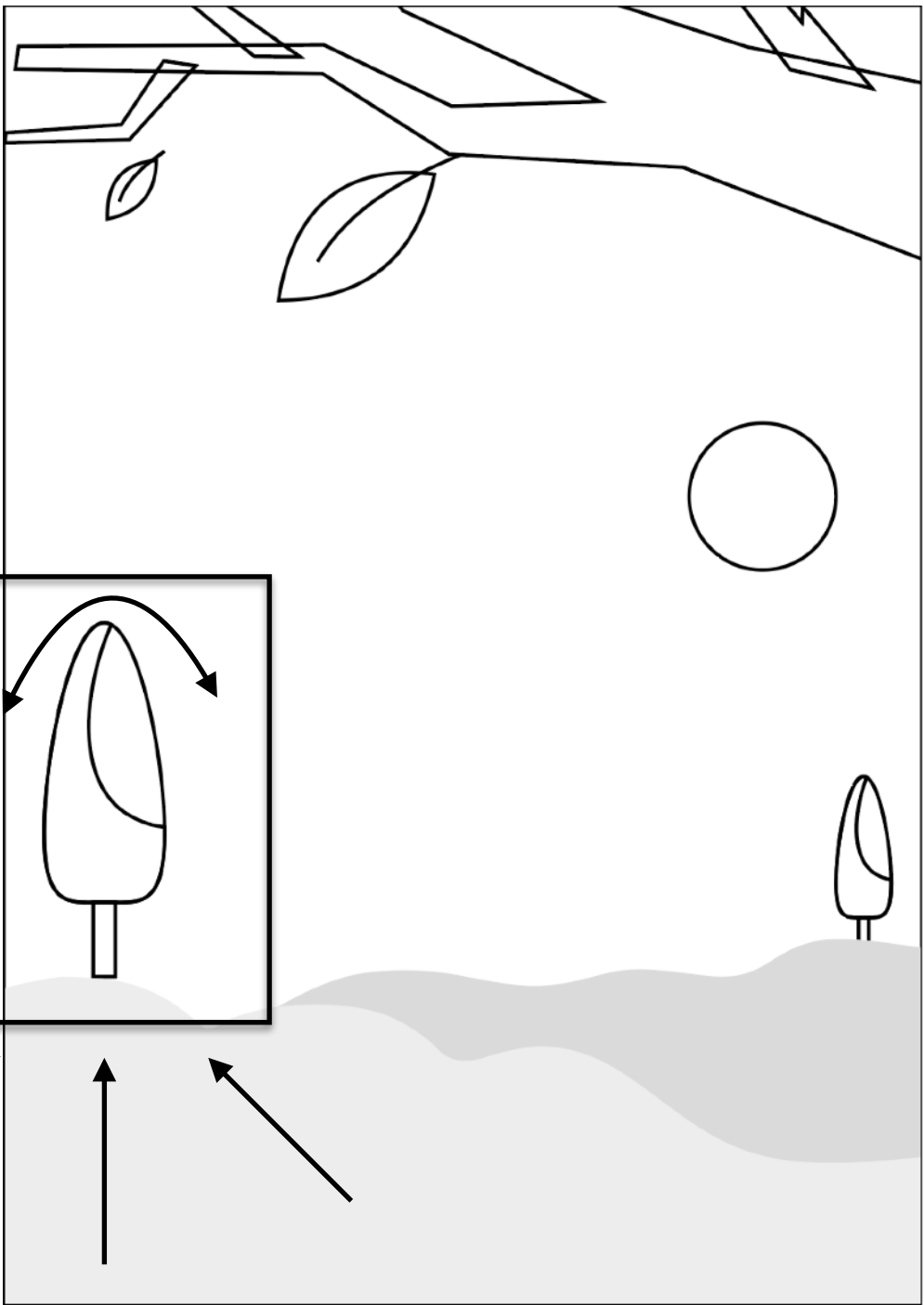


4.

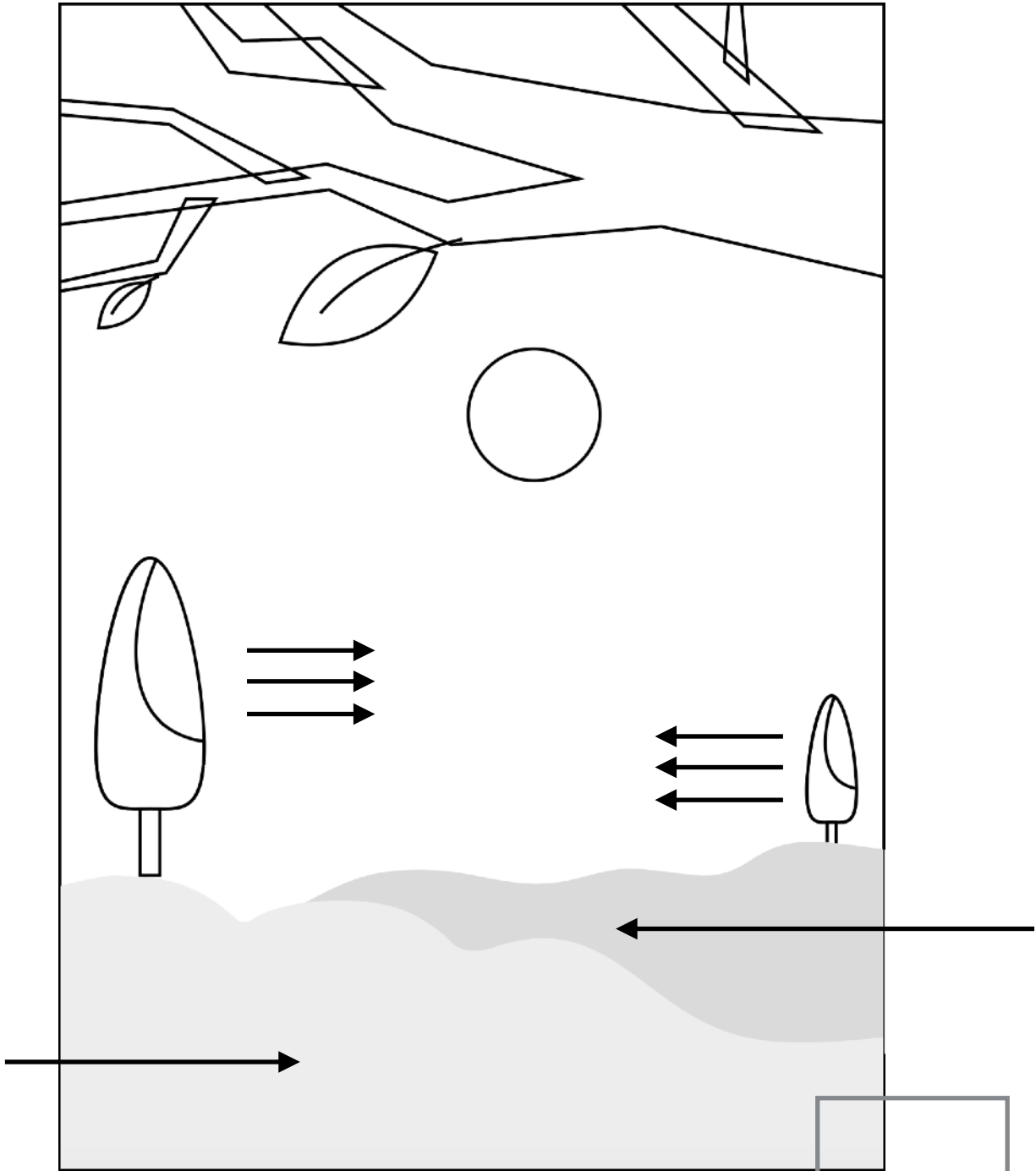
Autumn



There will be a zoom - in on the tree indicated bellow and it will show how the wind is shaking it slowly.

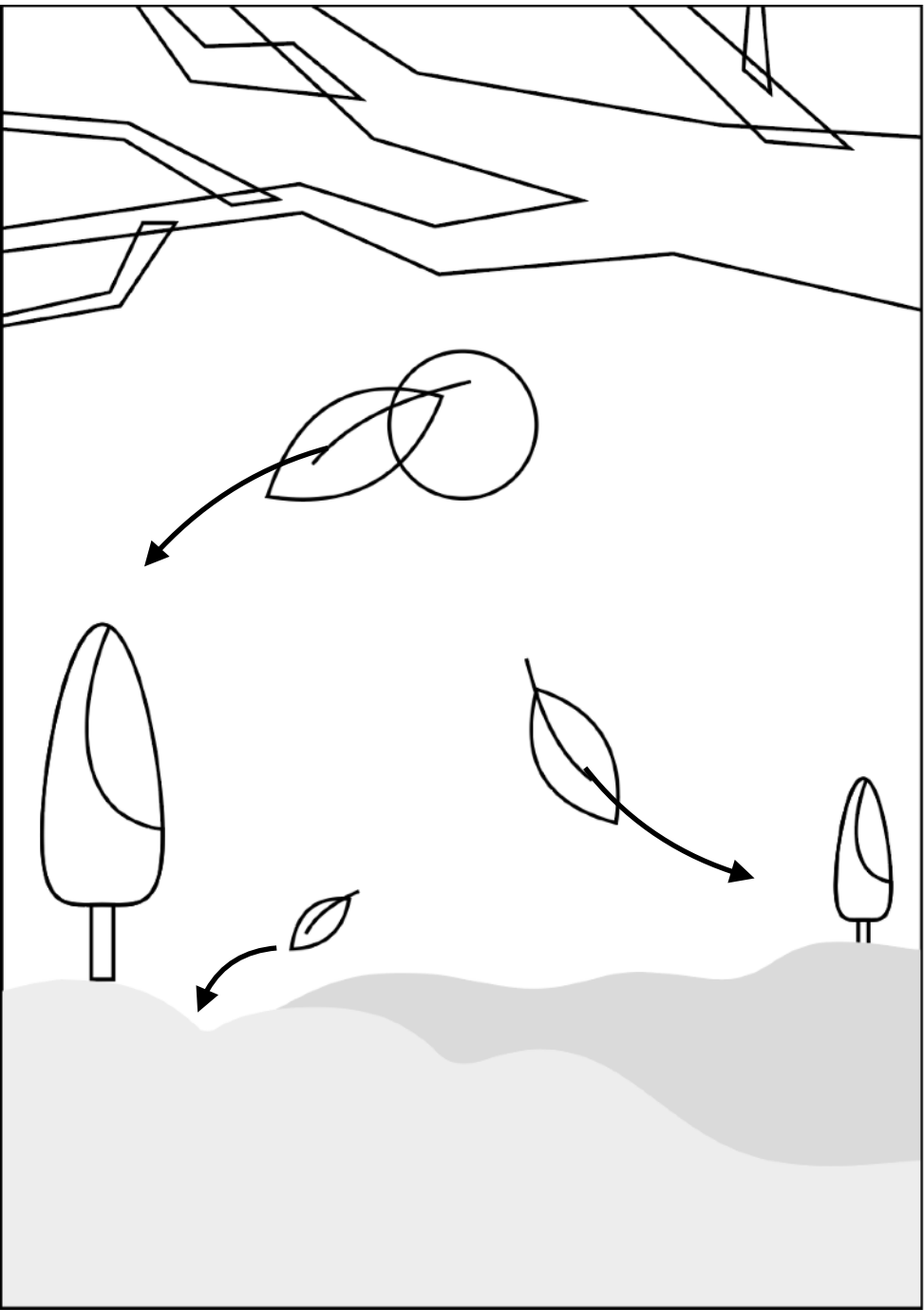


2.



3.

The mountains will start moving to the sides creating a parallax effect, moving the trees on top of them as well.

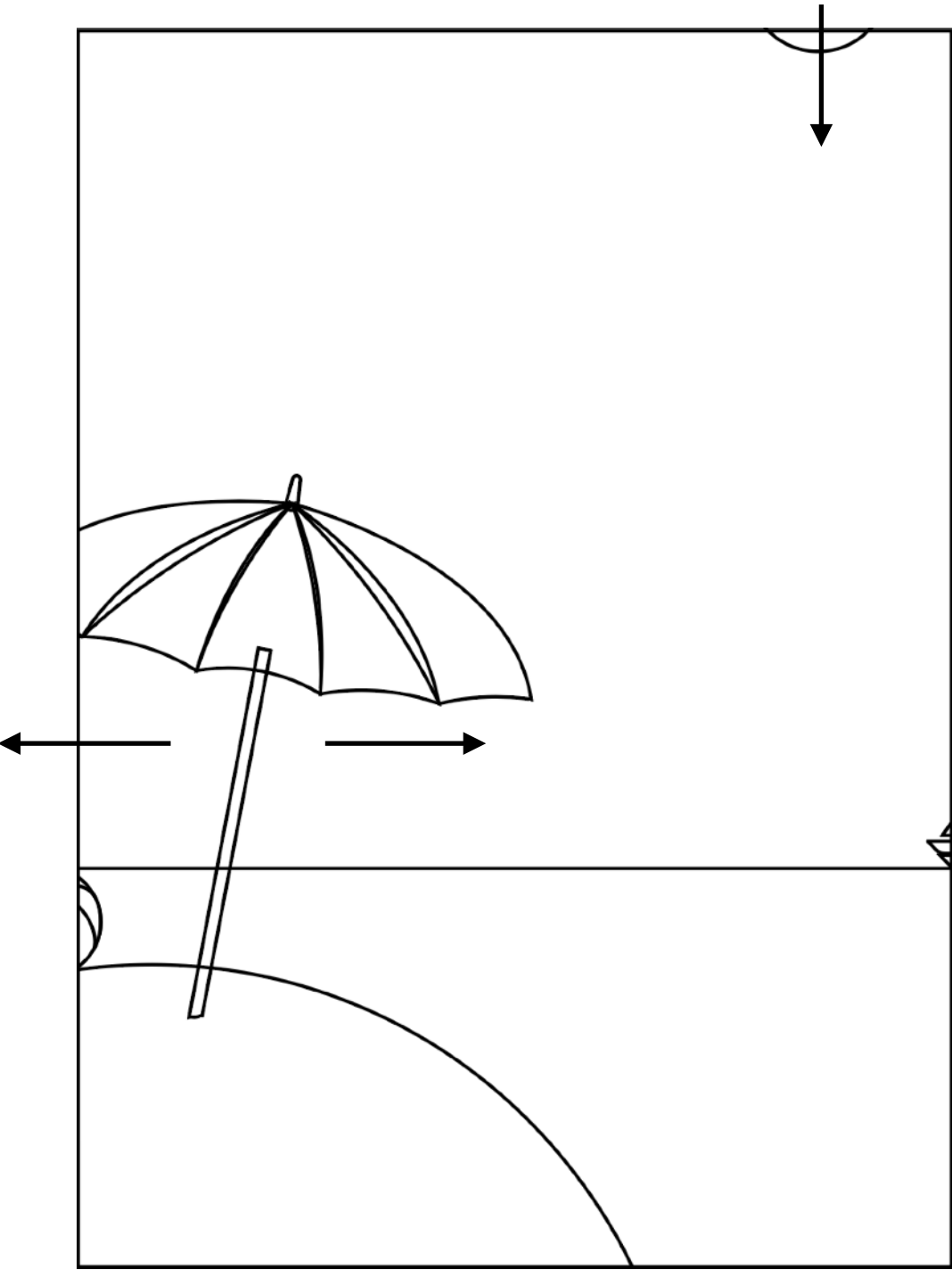


4.

A tree with loose leaves will appear on the top right corner of the scene. The sun will start to get into the scene slowly.

1.

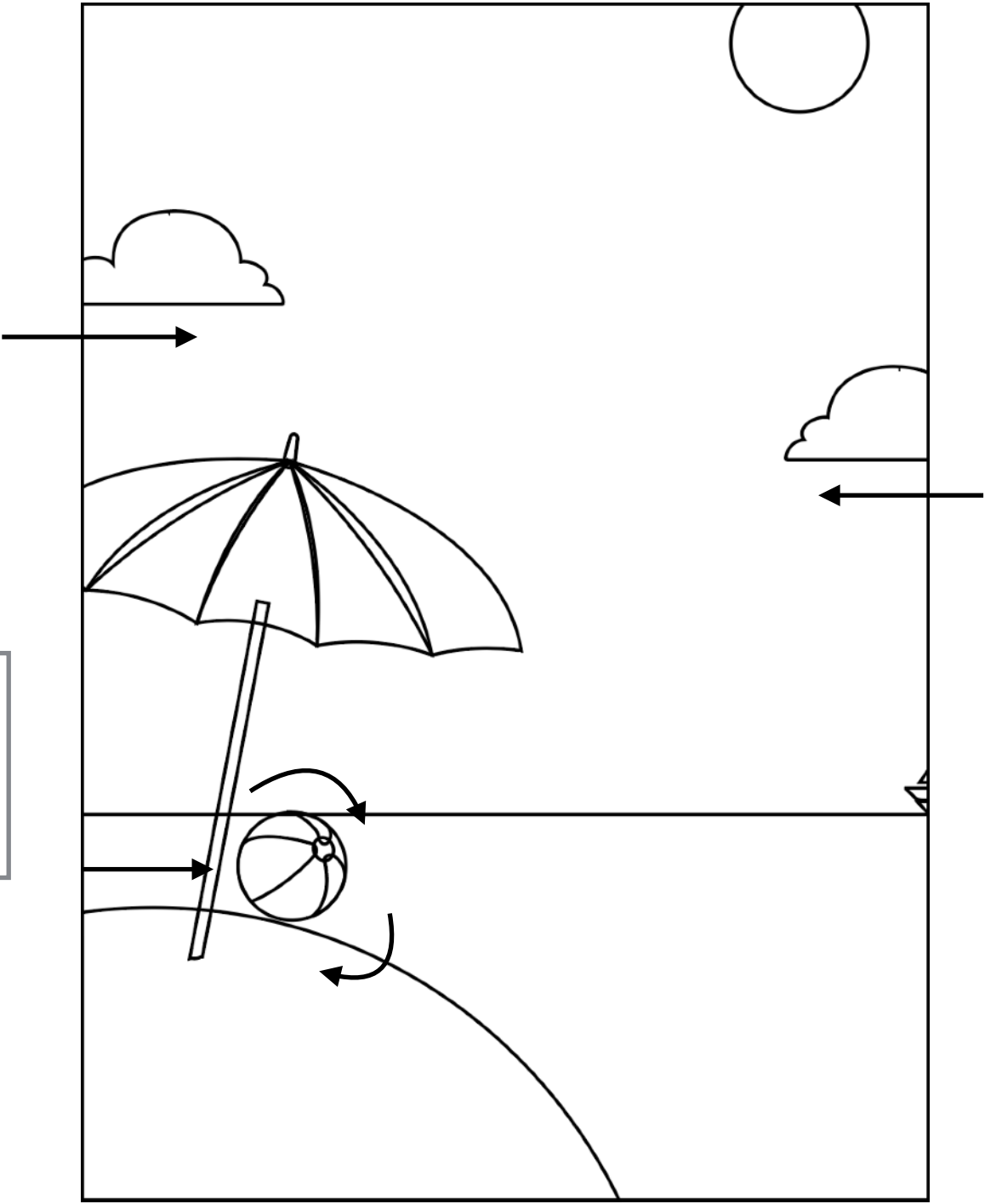
The leaves on the tree will start falling.



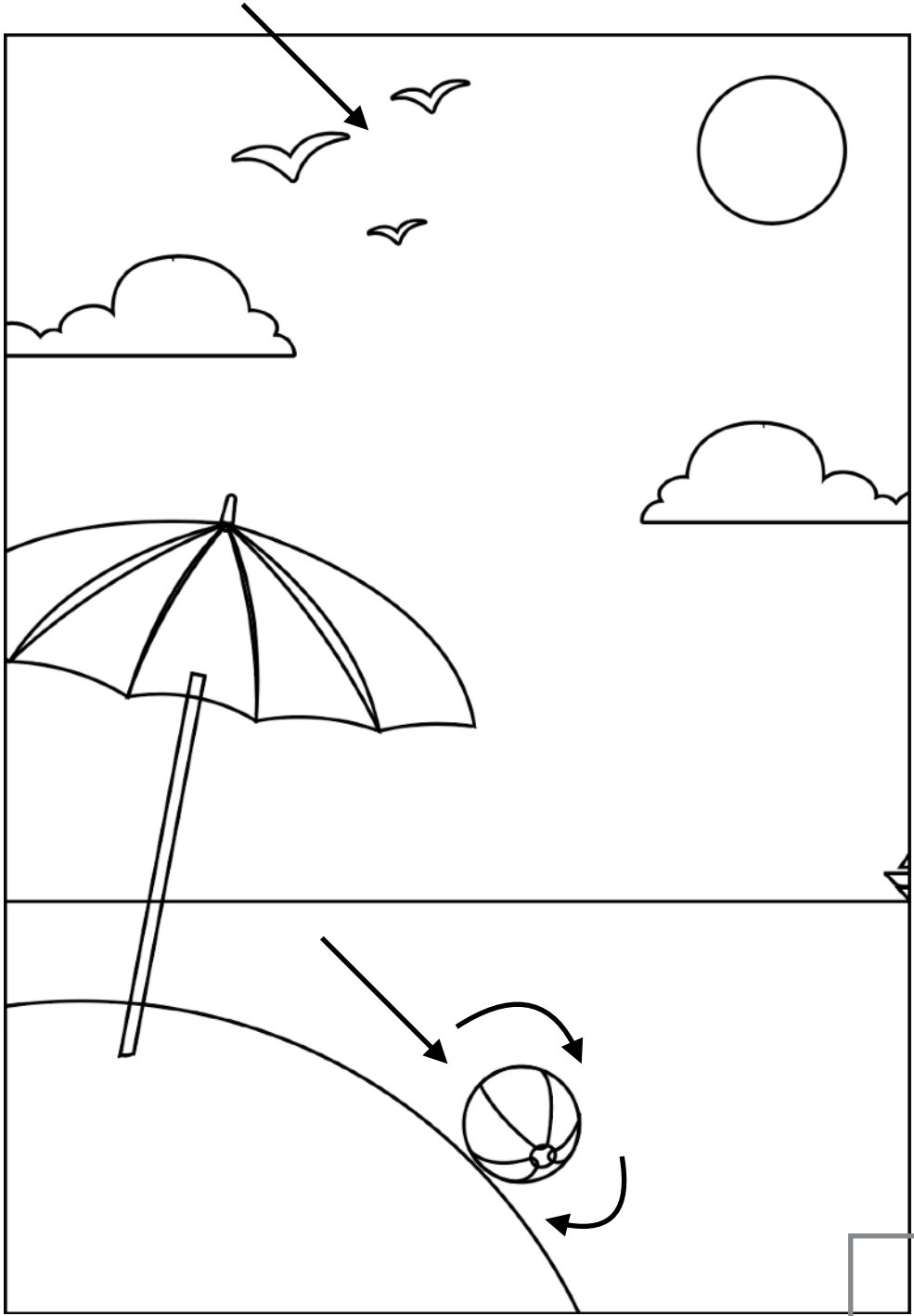
The sun will go down and the umbrella will start shaking slowly from side to side.

1.

A beach ball will roll into the scene with a medium speed. Clouds will come into the scene slowly.



2.

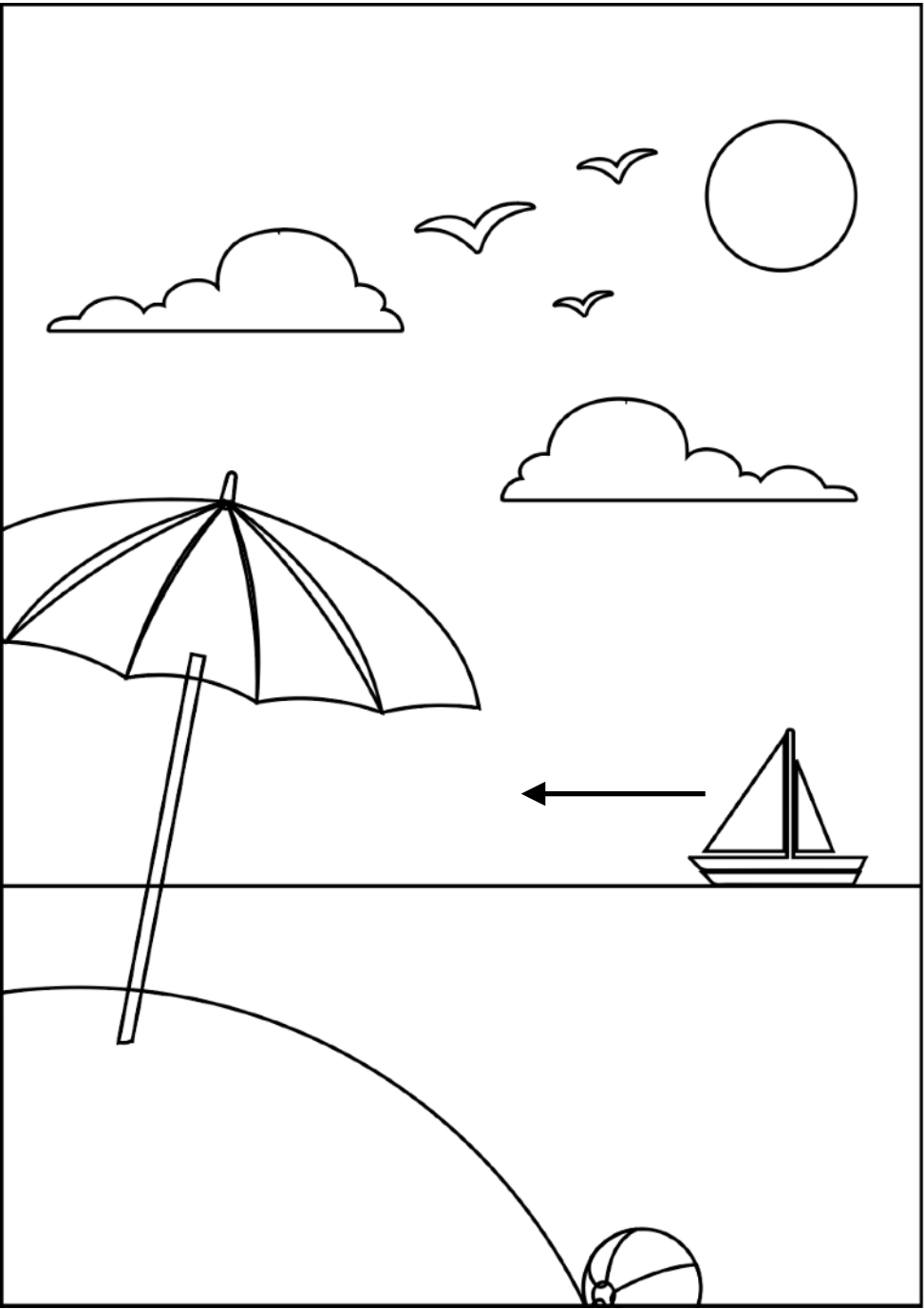


Birds will start flying to the scene coming from the top of the frame. The beach ball will keep rolling in the same direction until it is out of the scene.

3.

Summer

A ship will slowly move from right to left and the birds will change their position.

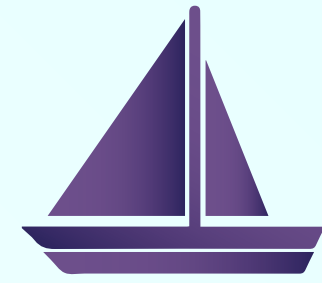


4.

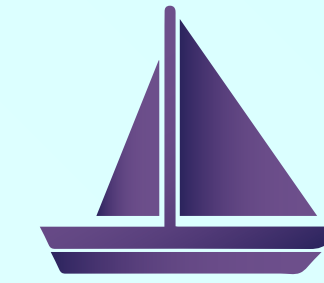


Style Frames

4 seasons follows an art style based on consistency. Plane shapes coloured with a non-saturated colour palette and filled with simple gradients to add texture and depth to the whole composition



Artistic Inspiration



ABSTRACT MINIMALISTIC LANDSCAPES

I find the combination of curves and simple shapes really interesting and I think it produces a relaxing feeling in the viewer.



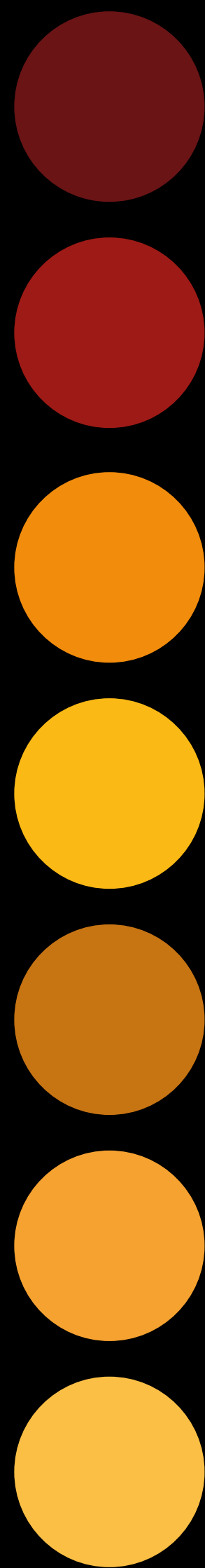
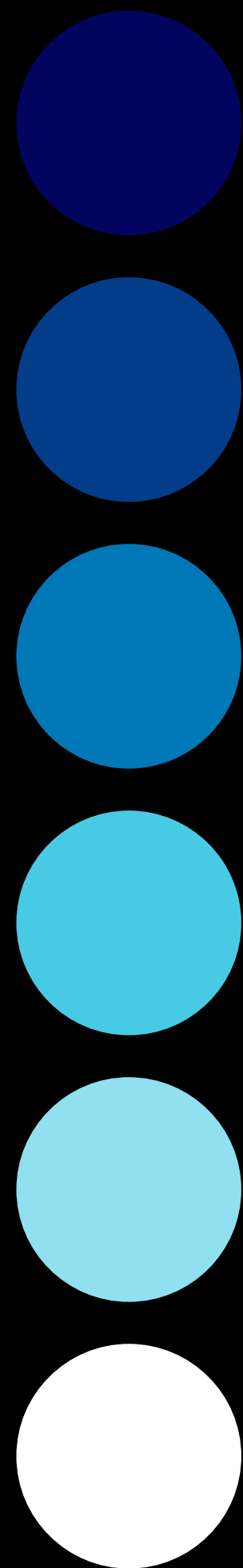
72 KILOS

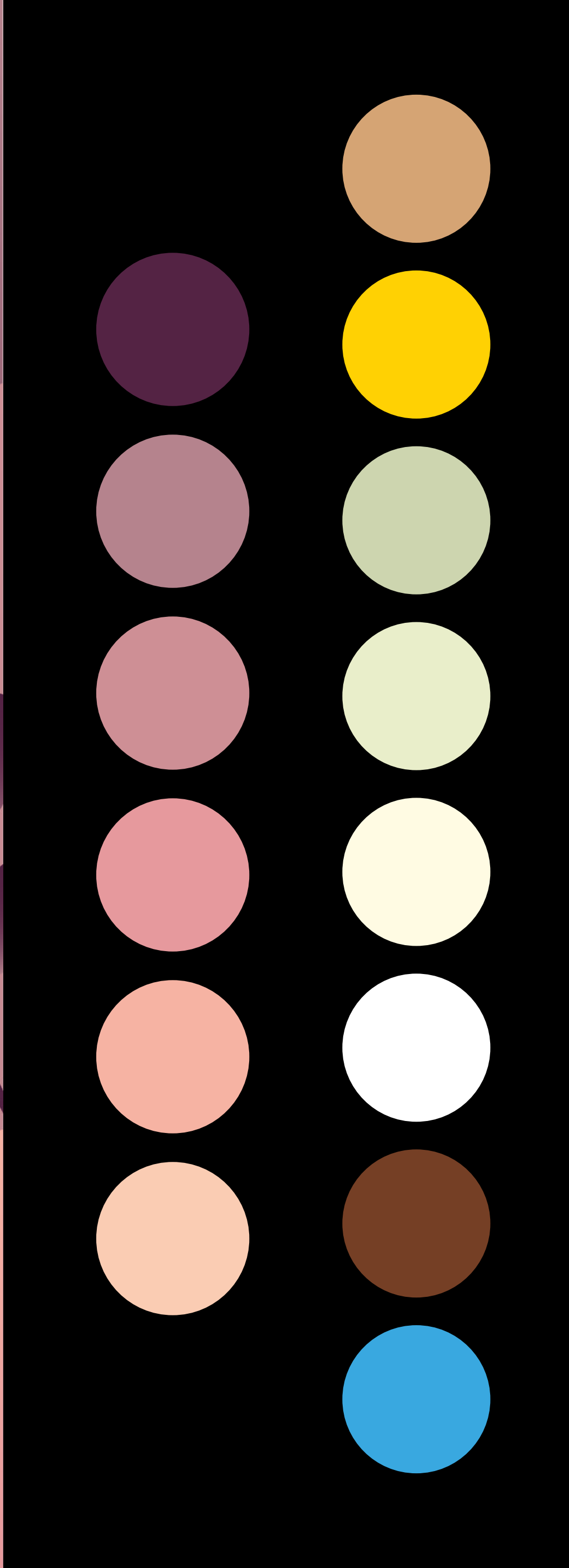
72 kilos is a Spanish comic maker that plays with simple shapes and linear textures. I think his colour palettes and the flow of his compositions connect emotionally with his inspirational phrases



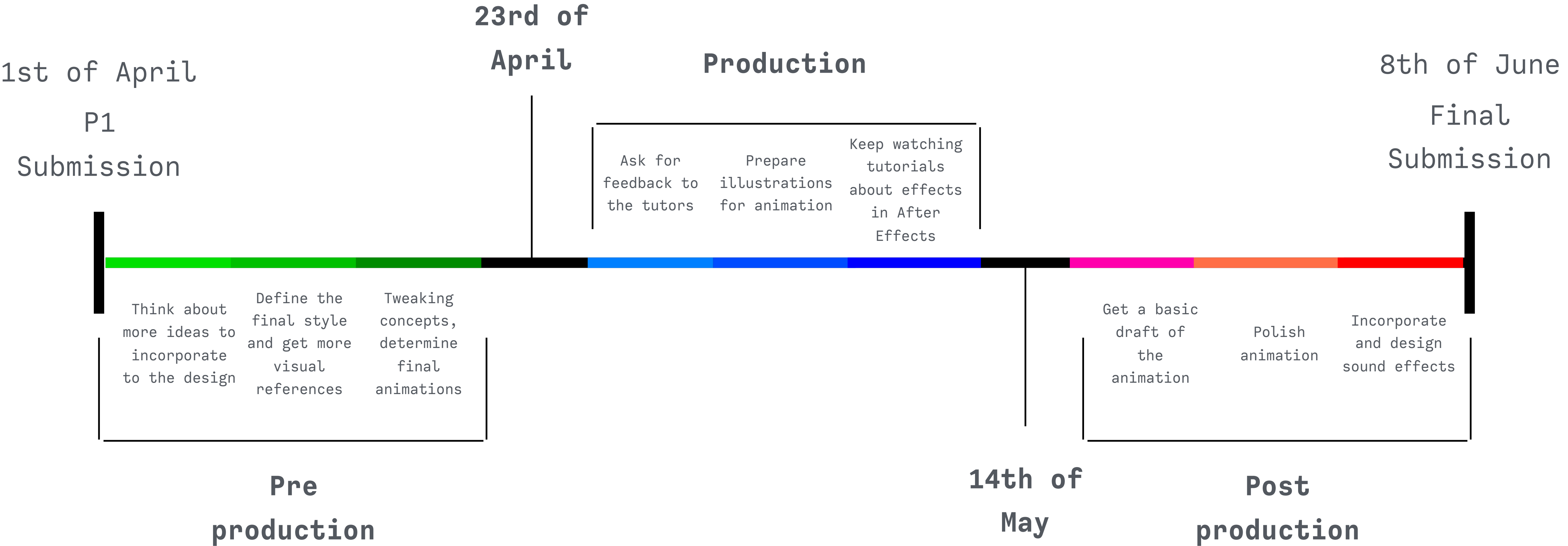
KRISTOFER HAUGVIK

Haugvik is a Norwegian illustrator. I consider that his pieces are a great example of how something simple can communicate so much. All his illustrations use polygonal style and plane colour palettes



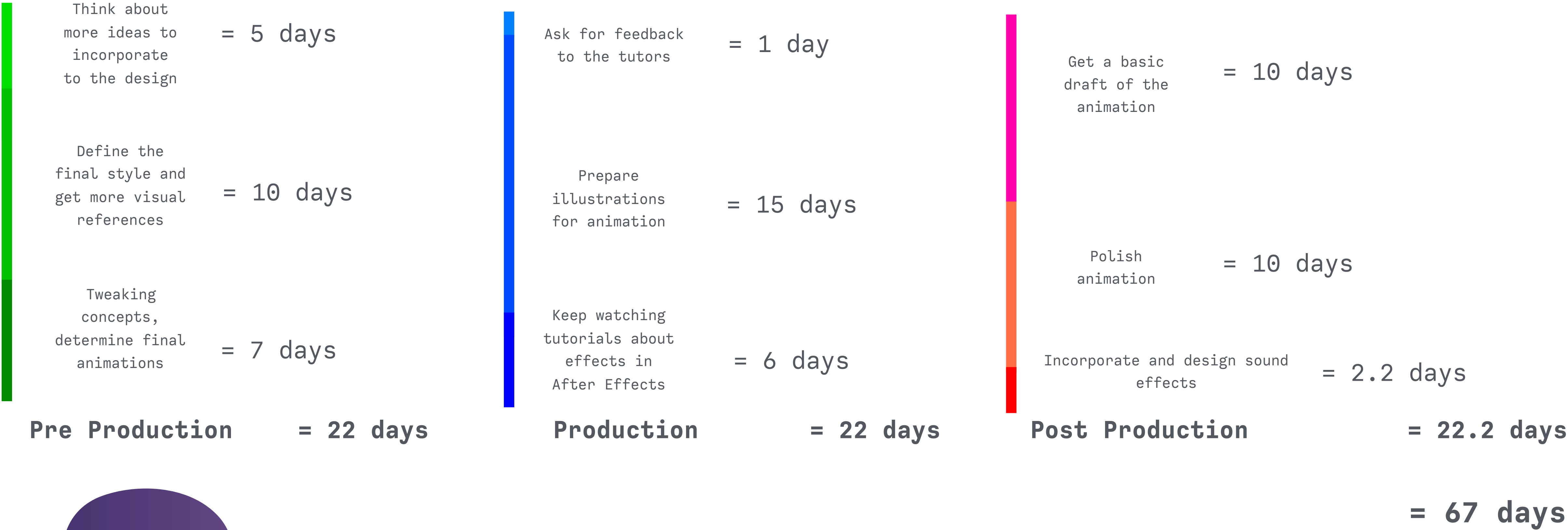


Timeline



Budget

Currency: Days (of 4h-6h of work)
Budget: 67 Days
Paid Holidays: No more than 7 days



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