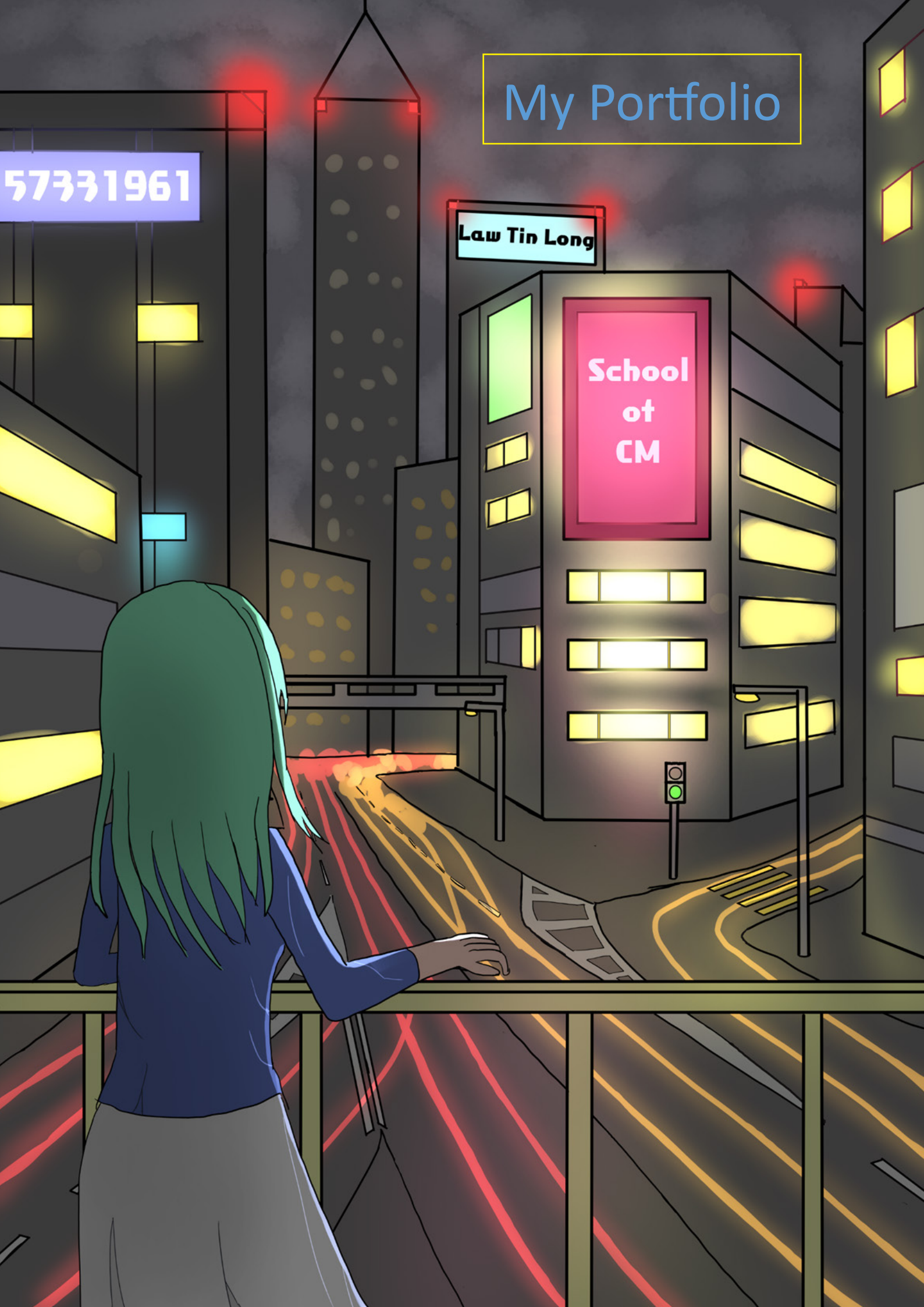


My Portfolio

57331961

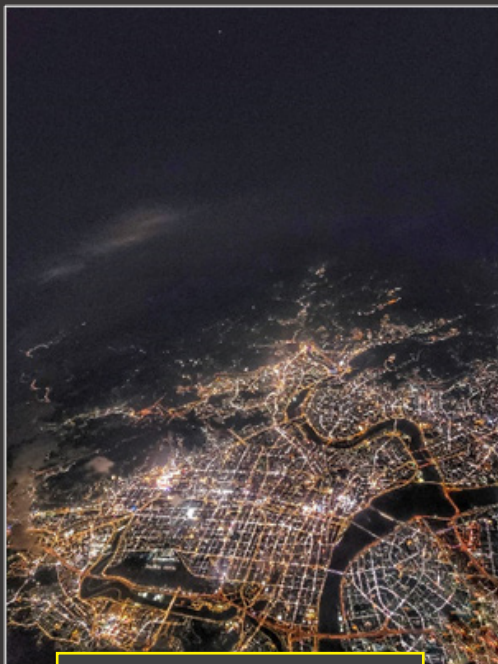
Law Tin Long

School
of
CM

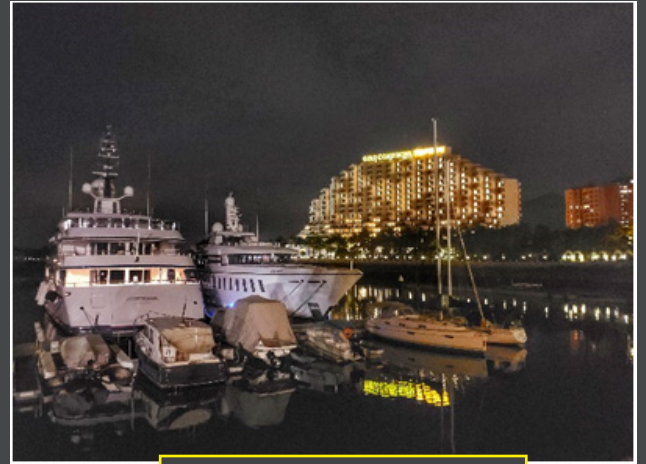


1. Photography

I love to take photos when I see something beautiful. Although I don't have any professional camera for taking pictures, this doesn't hinder my passion for photography.



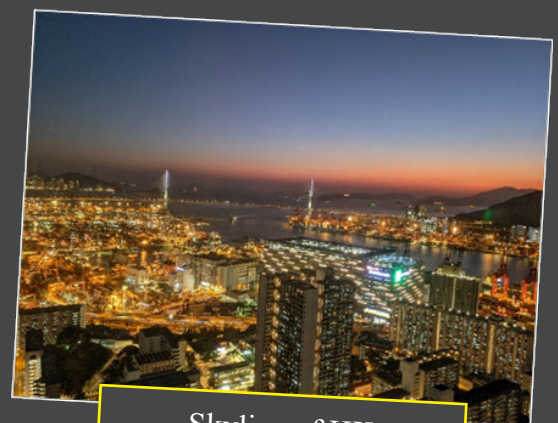
Light web of Taipei



Gold Coast, Hong Kong

Instead, I try hard to take a good photo on my phone with a lens comparable to a professional camera.

I usually take some city views showcasing the beautiful lights especially when night.

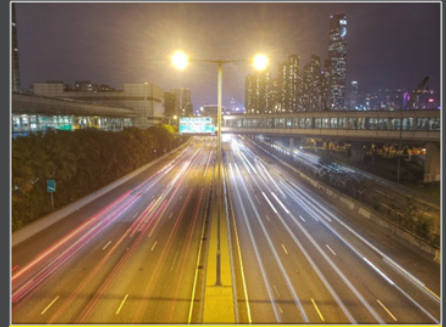


Skyline of HK



Neon lights

I learned about long exposure in Form 4. My phone is able to take long exposure shots, so I started to take photo of different light tracks.



Highway (Long exposure + double exposure) Highway (Long exposure + double exposure)

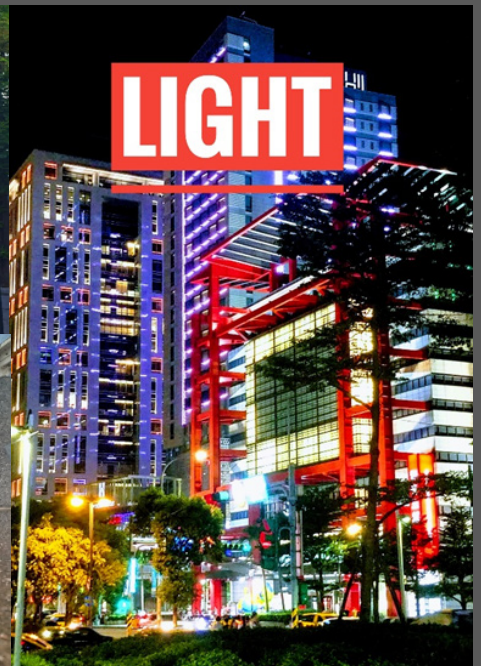


Star night and meteor (long exposure + double exposure (7 frames))



Lightning strikes track (split frames from video; used double exposure to combine them (8 frames))

My other works

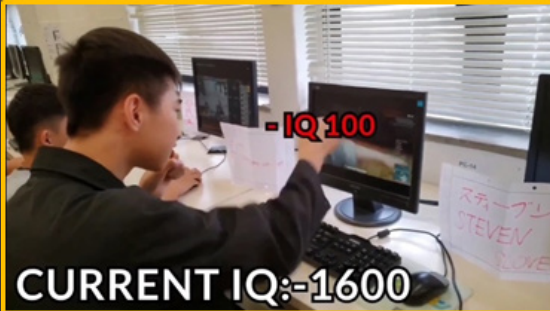


2. Video

Trivia: All videos are edited on phone.

([Memes like shooting star, to be continued...](#))

2.1 Memes video

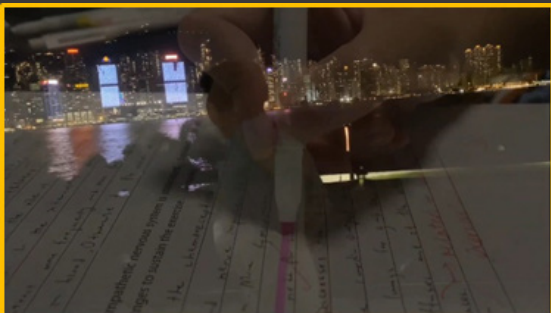


<https://youtu.be/tv5f0hdnOBI>

I created these videos just for fun, using different types of Internet memes, green screen effects, suitable transitions and other effects (like zoom-in).

2.2 Competition video

(Music MV)



https://youtu.be/9728ktTm_-w
(English subtitle is provided)

Competition name: 暴風雨下的
DSE “ DSE Under The Storm
“

I have participated in several inter-school competitions as an editor and performed in videos.

I have also participated another video competition from outside. I was called to help near the deadline of the competition and finished editing it within 3 hours.

3. Art and Drawings



Fig 1. Final product of the poster

I helped to draw a class poster in 2017, mainly sketching drafts of characters

Work type: group project (7 people)
Position: Sketching the characters
Work percentage: 30%

I also learn about graffiti in 2020 ASD lesson, trying some more advanced skills to finish the lesson work with my teammates.



Fig 2. Draft of the graffiti, drawn on phone using paint software



Fig 3. Final product of graffiti, with background changed to starry night by spraying white paint by hand to the black background.

Work type: group project (6 people)
Position: leader (design, draft line art, colour background and gradient of words)
Work percentage: 80%

3.1 Evolution of my computer painting



Fig 4. Final product of the poster

I started to draw on my phone using my fingers since 2018 as it is easier for me to colour and edit the line art. I try to use things I learned from YouTube in the drawing. And my skills improved (a bit) every time I draw.

Fig5 . My second drawing in 2019
I learned to draw skeleton, hair and eyes. Also, I started to use mixing mode in some layer like glow. (Using airbrush draw the halo and glow that layer)



Fig 6 . My third drawing in April 2020
I tried to draw in a flat style to match my android's phone theme (material design). So I could use it as wallpaper.

Fig 7. My fourth drawing in May 2020
I tried to colour in a different and a simpler way, to make character looks more 2D and have more 'anime feel'. (Simulating the style of Japanese light novel)



Fig 8 . My fifth drawing in August 2020
I tried to draw with more realistic shadows and shaders. However, the background and clouds were a mess

Fig 9 . My sixth drawing in November 2020
It features of better structure and colouring. The drawing is cyberpunk-esque.

My seventh drawing in April 2021 The drawing features shaders under the sunlight and a new style of eye. (Finally able to draw clouds well!)





Fig 10 . My eighth drawing in December 2021, my colouring was improved and i finally have my own way to draw a more better eye. (didn't draw background though)



Fig 11 . My tenth drawing in January 2022 try to make some glow effect and try to use lens blur to make subject looks more pop up

3.2 Creating custom phone boot animations and live wallpapers

I was interested to make my wallpaper alive in September 2020, after investigation, I found that Live 2D cubism(computer software) can get the job done.

1. I divided the drawings into different layers, separating every components from drawings (eye, limbs, head, etc.)

2. Then, I have to fill the space that I cut off and export as a .psd file.

3. Next I used live 2D cubism software to create a mesh of each components and add animation into it. (blinking eyes, body movements...)

4. Lastly, I exported the video from live 2D.

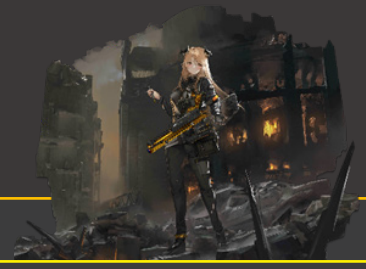
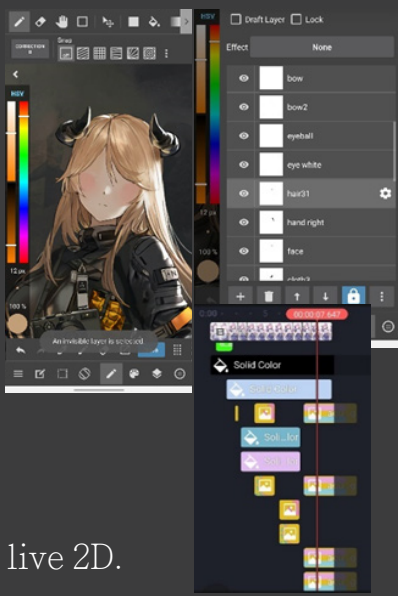
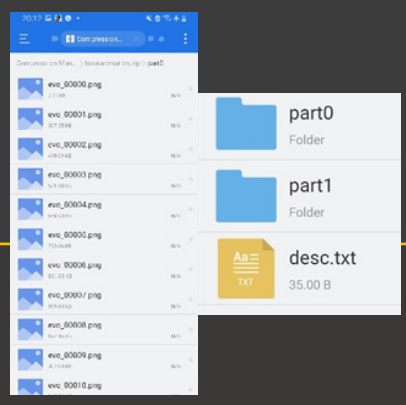


Fig 12. Final product of the poster



Fig 13. Final product of the poster



After I making my own live wallpaper, I started to think whether is that possible to make a boot animation for my android phone. So I researched on structure on android boot animation and learned how to create it

Bootanimation and wallpaper showcase: <https://www.youtube.com/watch?v=L6iZ11AM6M4>

3.3 Addition-Custom Minecraft Skin

After I making my own live wallpaper, I started to think whether is that possible to make a boot animation for my android phone. So I researched on structure on android boot animation and learned how to create it



Based Character
Source: [Zombie Land Saga](#)
(Anime)



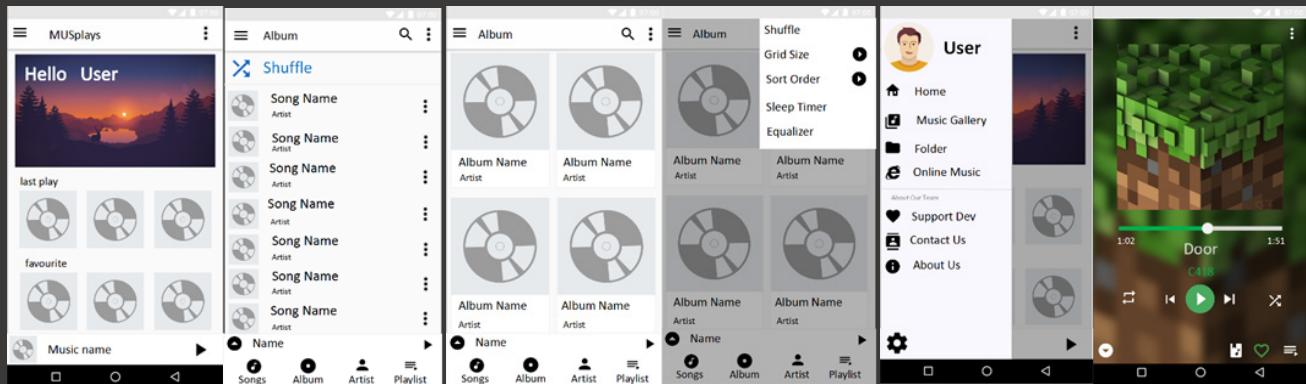
Format of a Minecraft skin



Final product (preview of skin)

4. Games/apps development/design

4.1 UI/Icons design



My first UI design of a music player-MUSplays, after being familiar with UI language of Android (material design)



Designed an icon for a music player following material design from Google with adaptive icons (changed the shape with device's theme)

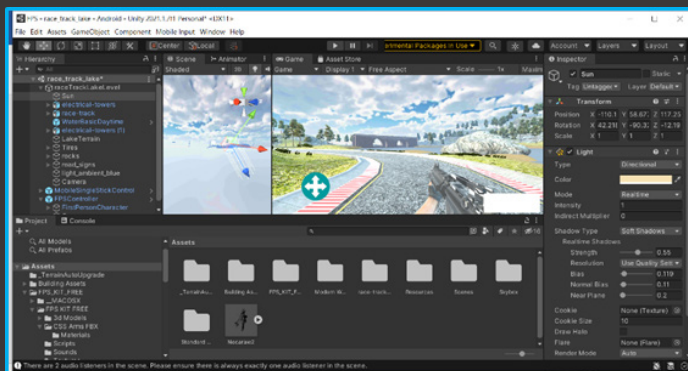
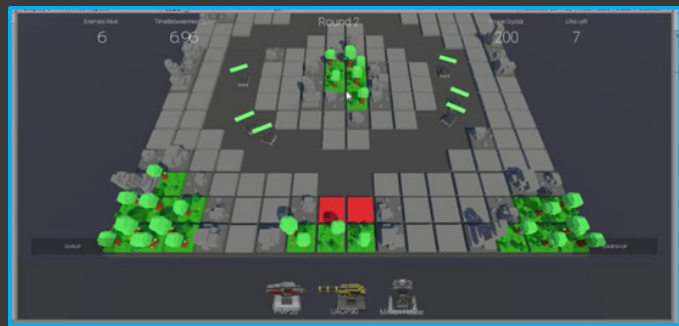


Designed an icon for a game, also with material design and flat design.

(All app icons are made with illustrator)

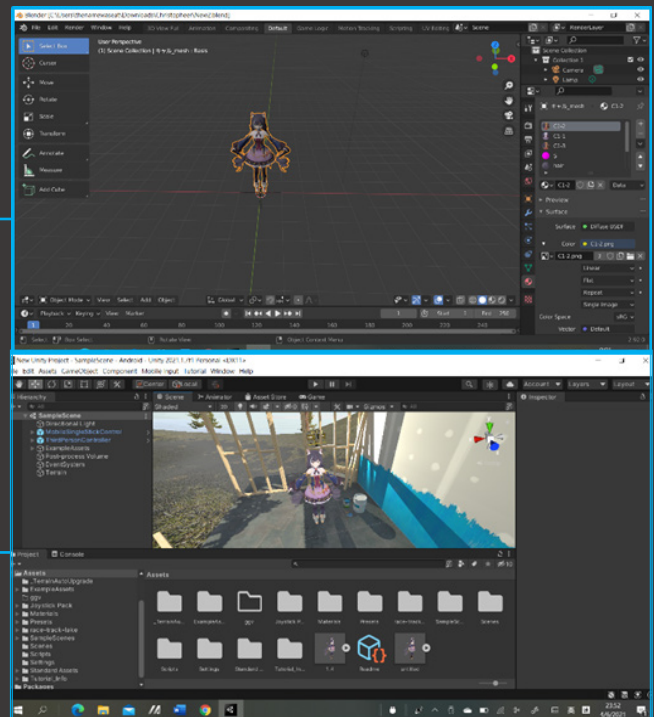
4.2 Making games

After I making my own live wallpaper, I started to think whether is that possible to make a boot animation for my android phone. So I researched on structure on android boot animation and learned how to create it



Making a fps test project with free online assets

I learned to import a .pmx character into blender, export as .fbx and import into unity with a working third person controller



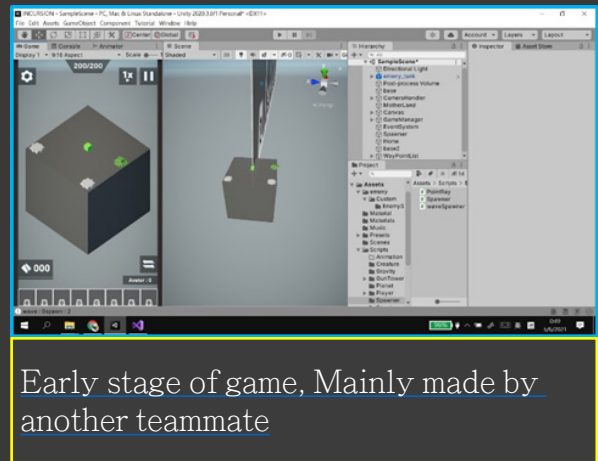
4.3 My latest team project — INCURSION (2 people project)

INCURSION is a new type of 3D TD game (tower defence game). But, the map is a cube, not a traditional flat plane, which makes it more challenging since there are 6 faces in a cube. Player had to rotate the cube to defend enemies and protect the tower.

This idea came up when my classmate and I discussed about making a TD game and we wanted the game to be more unique than normal TD game. As such, we agreed to make a TD game with a map based on a cube.

My focus

Later, I was inspired by a new type of TD game called Arknights, which is a TD game mixed with RPG (role-playing game) elements.



Early stage of game, Mainly made by another teammate

After some discussions, we decided to use anime characters and robots as the character and bosses in the game. I am responsible for designing the character, their 3D and 2D model with live 2D animations. To increase effectiveness of creating a 3d model, I will try to use Vroid Studio (a software useful for creating 3D humanoid) and replace the tanks and enemies with these 3D models.

We may add more RPG feature in game like occupation system, skills etc.



Thankyou for reviewing my portfolio!