

Final Major Project proposal

3D computer animation

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Dreamcore

- It mostly gained popularity in the early-mid 2020s with a surge of TikTok videos containing dreamlike visuals.
- Dreamcore is a surrealist aesthetic that uses motifs commonly associated with dreams, daydreams or nightmares, portrayed. dreamcore focuses on emulating the general feeling of a dream and uses brighter color.
- Dreamcore tends to include characters with surreal features. These characters aid in telling a story or creating a scenario that one might possibly see in a dream.



Video about dreamcore

- <https://youtu.be/WGfLbSSEiFE>
- <https://youtu.be/1bt9P9AfDNE>



What are features of visual dreamcore?

- Eyes, teeth and other facial features
- Wings
- Rainbows
- Mention of familiar places and people
- Seeing yourself
- Bubbles
- RPG elements (text boxes, etc.)
- Other digital elements (pop-up windows, etc)
- Borders
- Sparkles
- Orbs
- Old CRT televisions (as head elements)
- Flowers
- Mushrooms
- Strange creatures



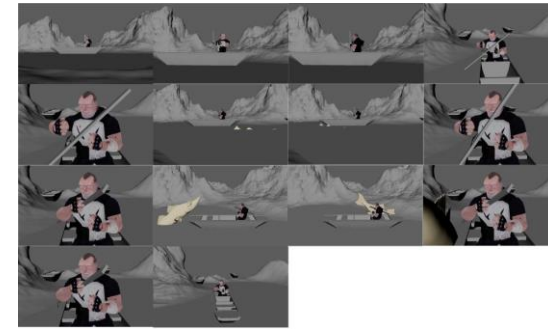
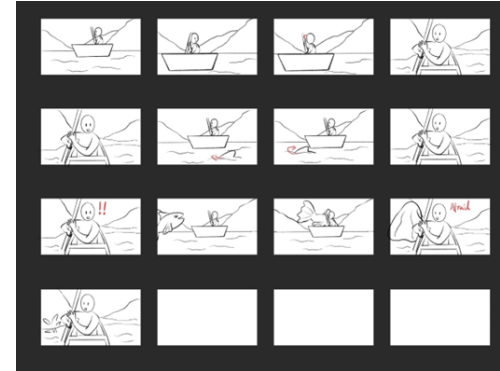
Proposal

- I was very interested in strange creatures, familiar places and people and seeing yourself.
- So I chose one of the three ideas from last semester to combine and become the concept for my final major project.
- Combine the concept of a dream core with the experience of a dream from the perspective of the protagonist.
- It can be scary and disturbing, or warm and cosy.
- I wanted to use lighter shades and softer colours, or brighter and more vivid colours to simulate a dream, to create a sense of a journey between fantasy and reality.



Story Idea

- The protagonist plays different roles in different dreams, but he is not aware that he is dreaming, instead he feels that he is the role he is playing. In the end, he wakes up and realises that he is himself.
- In the first scene, for example, the protagonist plays the role of a thief who is being chased by someone and has to keep fleeing on a string at sea. But a monster suddenly appears and swallows him up. He wakes up to find that he is fishing by the river and catches a strange creature. He has a wonderful feeling for the creature and is knocked to the ground by the creature's tail when he tries to get a closer look.
- He gets up to find himself lying on the back of the inexplicably familiar strange creature, crossing mountains and rivers and flying to the bottom of the sea.
- While being submerged by the sea, the protagonist finally realises that he is dreaming and opens his eyes to realise that he is the monster.
- The reason why the dream is so real is that this is what he himself experienced, but at that time he appeared as a monster.



Character design

- Creatures

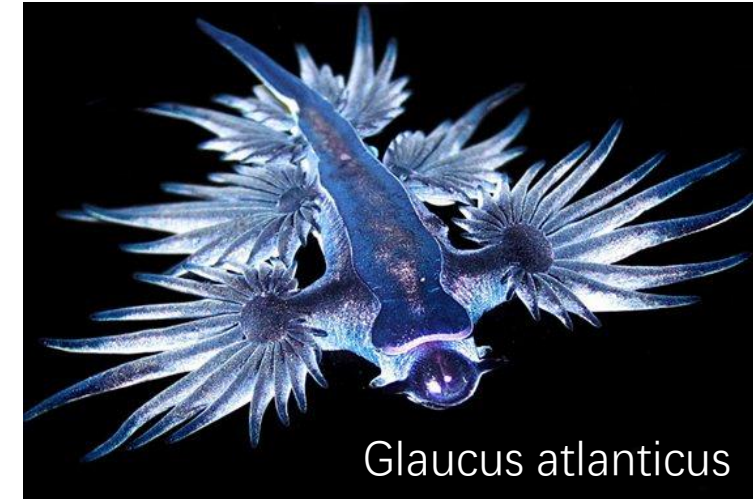
- Cf. the images of Pelican eel and Glaucus atlanticus. This creature would have a large mouth to feed on and beautiful appendages to support its flight.
- Ideally, this creature would fly like the legendary "鯨". The "鯨" is a legendary fish from the northern sea, a creature that looks like a whale.

- Character

- Perhaps three layers of clothing could be designed to achieve a dressing down effect by hiding the clothing.
- The innermost could be the thin clothing worn when conscious of waking from a dream, the second layer would be the tight clothing worn when escaping, and the outermost layer would be the loose clothing worn when fishing.



Pelican eel



Glaucus atlanticus



鯨