



JAPAN TRIP 2017



3D ANIMATION & INDUSTRIAL DESIGN & Photography



3D ANIMATION & CGI JAPAN TRIP

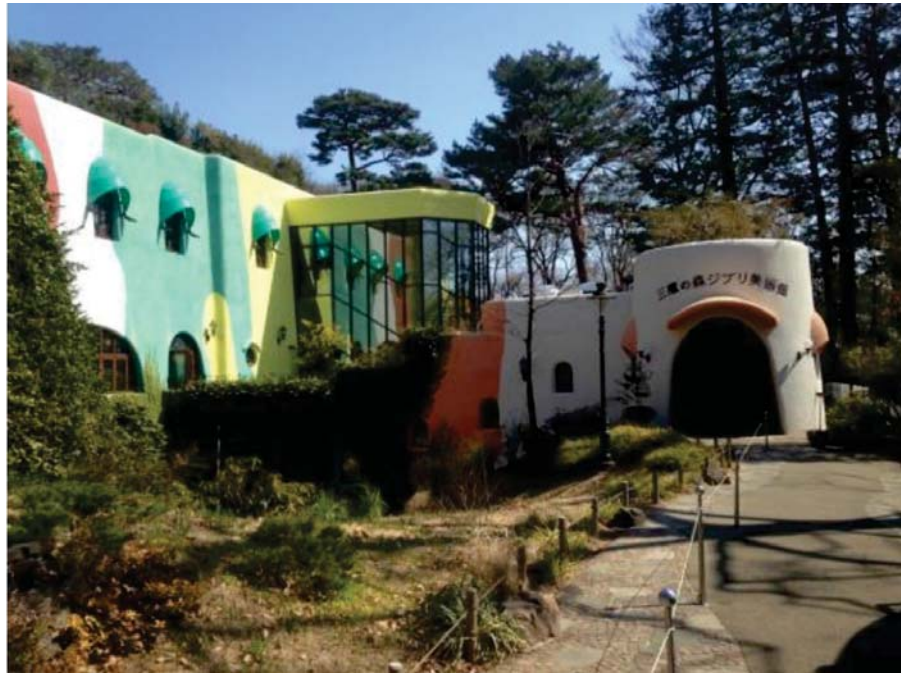
Eighteen 3D Animation students had the great opportunity to visit Ghibli Museum. Miyazaki Ghibli is considered the Disney of Japan. His animated works such as My Totoro, Princess Mononoke and the Oscar winning Spirited Away are world renowned and have won numerous awards:

https://en.wikipedia.org/wiki/Hayao_Miyazaki



GHIBLI MUSEUM TOUR - 3D ANIMATION

Students had the chance to see the museum's space concentrating 15 years worth of exhibitions in one space, Only available from July 16th 2016 until May 14th 2017. No photos were allowed in the museum.



After the tour students discovered a nearby park which to discover the beginning of the cherry blossoms.



SQUARE ENIX - 3D ANIMATION

Square Enix was gracious to give our students a 4.5 hour tour of their studio. Square Enix is one of the best game companies known for their world renowned Final Fantasy franchise. This was made possible by Dawson College 3D Animation and CGI alumni Naomi Savoie who has made her as a concept artist for Square Enix



Square Enix was gave the students a tour of both their game and cinema department, showed their workflow and pipeline as well as some VR work they were developing.

SQUARE ENIX - 3D ANIMATION



SQUARE ENIX - 3D ANIMATION

As a surprise the Director of the Business Division II Hajime Tabata met with our students, took in questions and gave them confidence; if they work hard, a future at Square Enix is possible.



https://en.wikipedia.org/wiki/Hajime_Tabata



Thank you to Dawson College Alumna Naomi Savoie for making this all possible!

Photos here were taken from the internet as no photos were allowed during the tour.

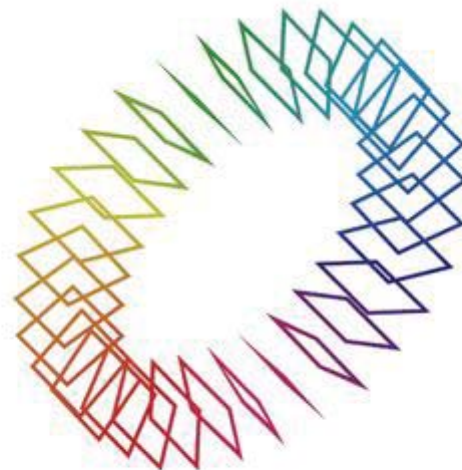
SQUARE ENIX

SQUARE ENIX Cafe called Artnia. Where many limited edition collections are held.



POLYGON PICTURES - 3D ANIMATION

Polygon Pictures have animated series on Netflix, Ajin: Demi-Human, Knights of Sidonia and are currently working on Godzilla's first anime to Netflix. As well as other famous animated series Star Wars Clone Wars, Transformers Prime and Street Fighter.



POLYGON PICTURES

Polygon Pictures gave our students a tour of their film production studios. As well Dawson College Illustration and Design Alumnus Ferdinando Patulli has been working as a Production Designer at Polygon Pictures for a few years as well as working in the Japan animation industry for over 10 years.



POLYGON PICTURES - 3D ANIMATION

During the tour, students had a surprise speaker, Tanaka Naoya, a background artist for Studio Ghibli for 22 years. He treated our students with some of the actual original paintings from beloved Studio Ghibli films.



Ferdinando
Patulli

Tanaka Naoya

POLYGON PICTURES - 3D ANIMATION

Dawson College Alumnus Fedinando Patulli took time out of his busy schedule to have lunch and to take in questions from some of our lucky students.



POLYGON PICTURES - 3D ANIMATION

Ferdinando Patulli also went out of his way to show us the locations of other famous studios in Tokyo, Studio Ghibli and Production IG Studios.



21_21 DESIGN SIGHT - INDUSTRIAL DESIGN



16 industrial design & Photography students had the chance to visit 21_21 Design Sight, the world's first museum dedicated to Industrial design in Tokyo Japan to see the exhibition "Athlete".

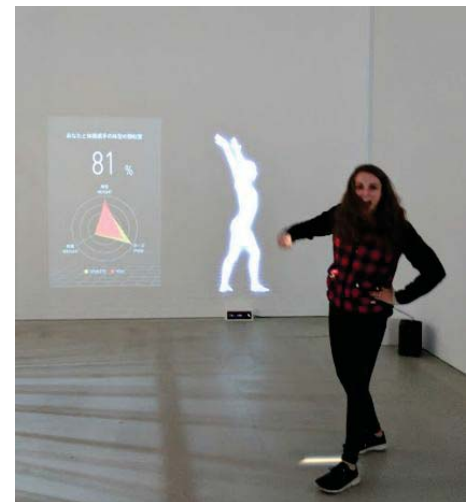
"ATHLETE" focuses on the relationship between the product user (the athlete), the limits of the human body, the psychology and the interaction between user, the user's perception of the product, the product itself, the emotions involved and the audience.

21_21 DESIGN SIGHT - INDUSTRIAL DESIGN

Students got to try several workshop stations, all dedicated to different types of athletic challenges.



On the left, Carmelo is doing the “Time Pressure” challenge. In design, students understand that products are meant to be created for a target user, by taking into consideration ergonomics, design criteria and semantics but the psychology in design is never addressed. Carmelo is essentially competing against a record breaking handicapped athlete and being judged on how fast he can perform this task. Students are accustomed to designing products for a specific purpose, but what if pressure is an added design criteria? How would this change the overall design?



Above, Amanda and Lorraine are testing their postures against a sumo wrestler, a figure skater, weight lifter and gymnast. Lorraine scored an impressive 81%.

21_21 DESIGN SIGHT - INDUSTRIAL DESIGN

Brandon & Michael are testing his ability to judge what applying variations of pressure should “feel like”. A number appears on the screen and Brandon must pull on the cord and judge the amount of resistance 5lbs of pressure should be.

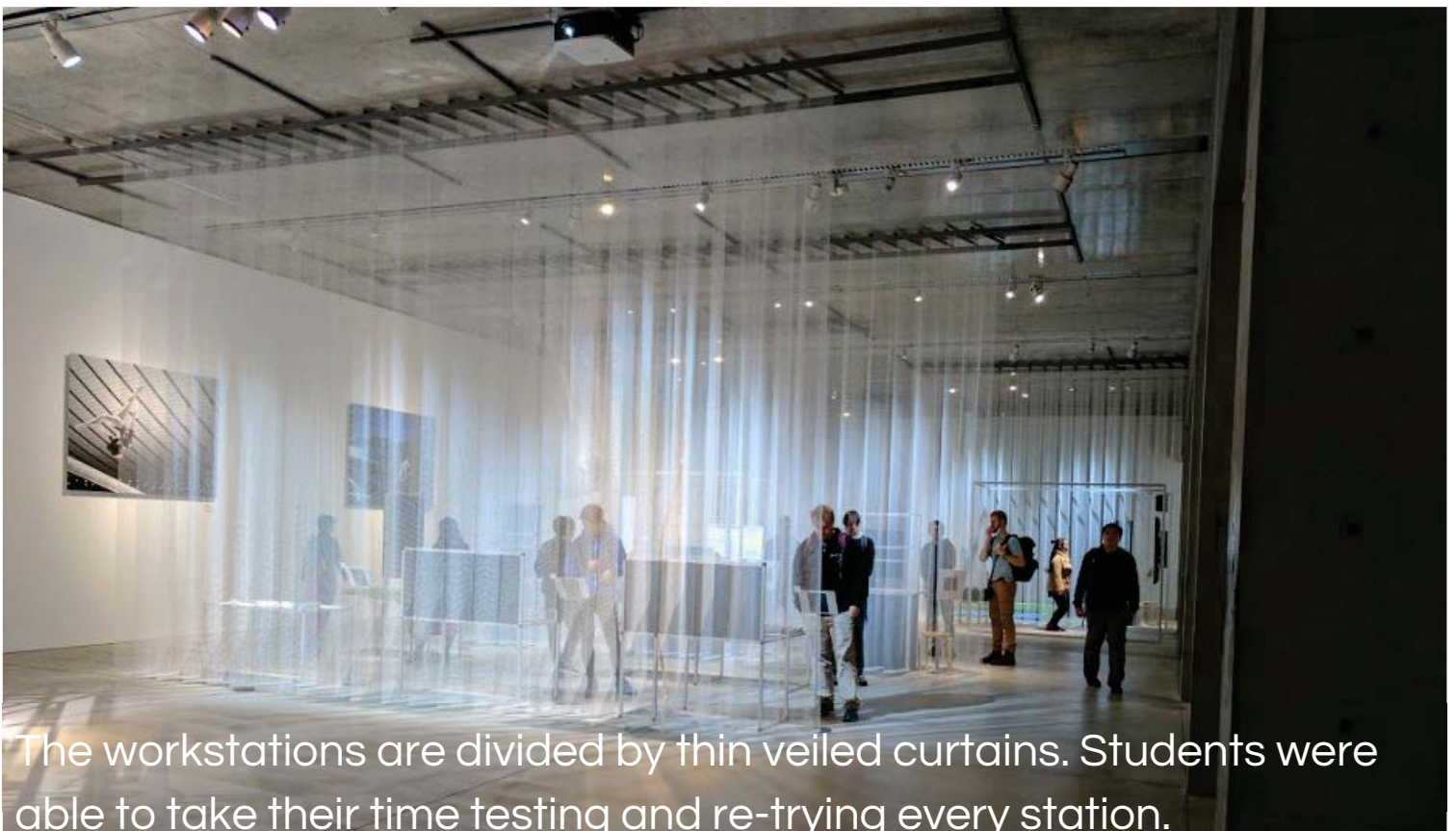


Below: Field notes & sketches by an Olympic rock climbing course designer.



21_21 DESIGN SIGHT - INDUSTRIAL DESIGN

Victoria (bottom left) is kneeling next to an Olympic racing wheelchair. Much lighter and smaller in real life than anticipated.



The workstations are divided by thin veiled curtains. Students were able to take their time testing and re-trying every station.

21_21 DESIGN SIGHT - INDUSTRIAL DESIGN

This station is called, “Dialogue with the Subconscious”. Here, daily routines are broken down into detailed motions and sensations.



This demonstrates how everyday routines are done subconsciously by ordinary people, however, for athletes, every bodily movement is calculated and refined to perfection. Sensors were used to record every hand and finger movement and the data collected was displayed on screen.

動きとして再構築していく過程を、一度、細部の運動や感覚に分解して示します。キーを押すという単純な動きの中にも、たくさんの筋肉や神経の働き、そのパターンがあることがわかります。無意識という“もっとも身近な他人”との対話を感じてみてください。

映像制作協力：草埜映介
 インタラクションデザイン協力：LENS(岡田憲一、冷水久仁江)
 学術協力：五味裕章 (NTT コミュニケーション科学基礎研究所)

A Dialogue with the Subconscious, the “Most Familiar Other”

Junji Watanabe (NTT Communication Science Laboratories)

Most of the actions that we do in our daily routines are taken subconsciously. Whether it is picking up a cup in front of you or tapping on a keyboard, the extremely complex motions performed by your fingers, hands, and arms do not involve conscious, detailed intent. An athlete, on the other hand, must pay attention to such bodily movements one by one, reconstruct them into new ones, and refine them as they train themselves. In this exhibit, physical actions that are normally performed subconsciously are broken down into detailed motions and sensations. This is to show how even an action as simple as pressing a key actually involves a great number of muscles, nerves, and patterns thereof. Visitors could have a chance to engage in a dialogue with the subconscious mind, which we called “the most familiar other”.

Video Making Support: Eisuke Kusachi
 Interaction Design Support: LENS (Kenichi Okada, Kunie Hiyanizu)
 Academic Support: Hiroaki Gomi (NTT Communication Science Laboratories)

21_21 DESIGN SIGHT - INDUSTRIAL DESIGN

Here in Japan, jewelry is banned in archery. However, the jewelry female Japanese athletes wear are made from approved-materials found in their equipment. This means designing jewelry with unusual materials to circumvent strict Olympic rules.

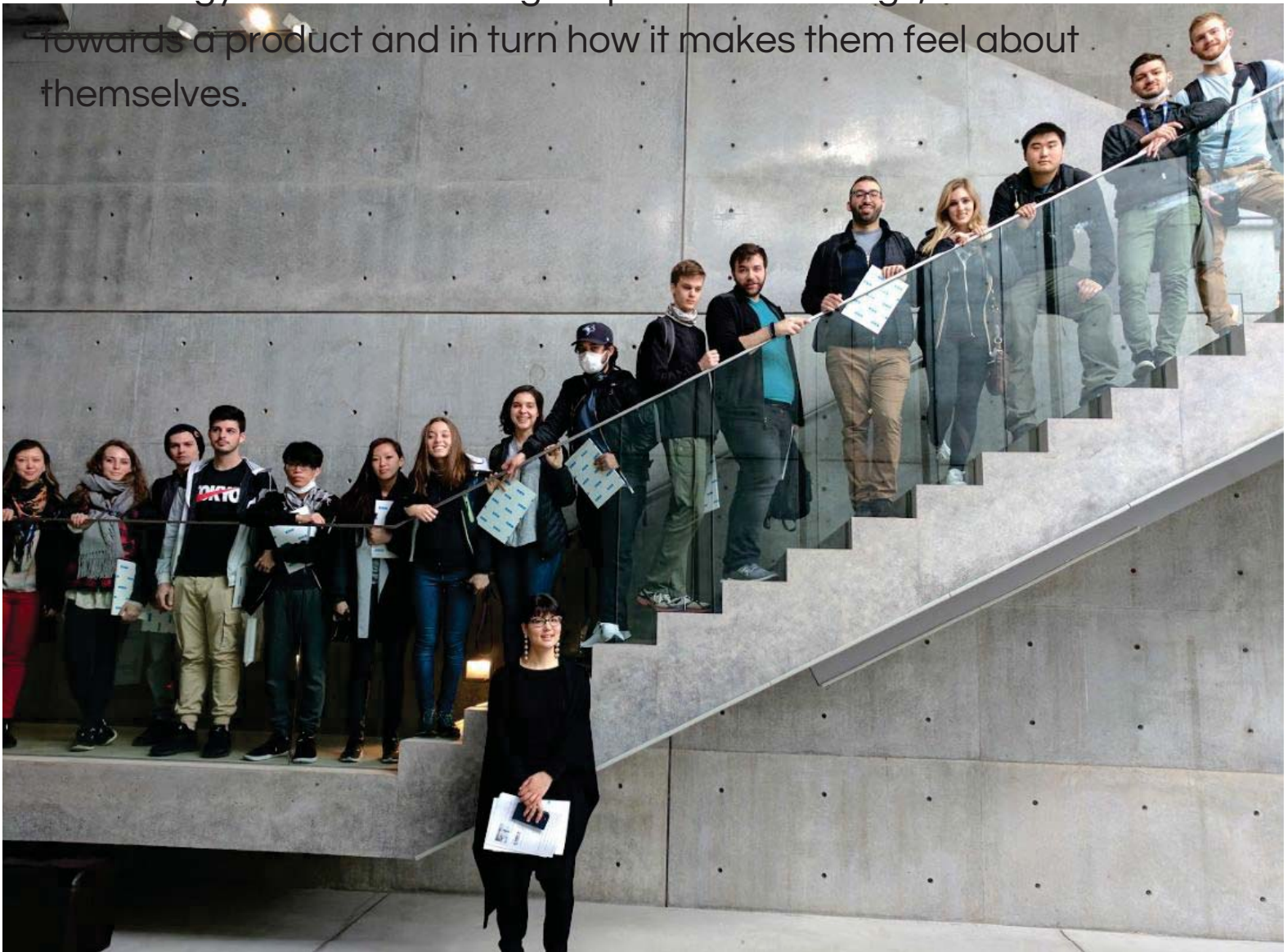


Top left, jewelry examples. Top right, Joseph is examining the archery bow made of bamboo.

21_21 DESIGN SIGHT - INDUSTRIAL DESIGN

Marie Aska Gauthier, our host at 21_21 Design Sight, took the time to explain the philosophy behind the building's architecture and vision the 4 directors of 21_21 Design Sight had for this museum.

Visiting 21_21 Design Sight has been a privilege for all of us. We discovered another dimension to design, as Japan's design philosophy is ingrained in tradition, yet deeply connected with technology. There is a strong emphasis on feelings, how the user feels towards a product and in turn how it makes them feel about themselves.



(Marie Aska Gauthier in front of the Industrial Design students)

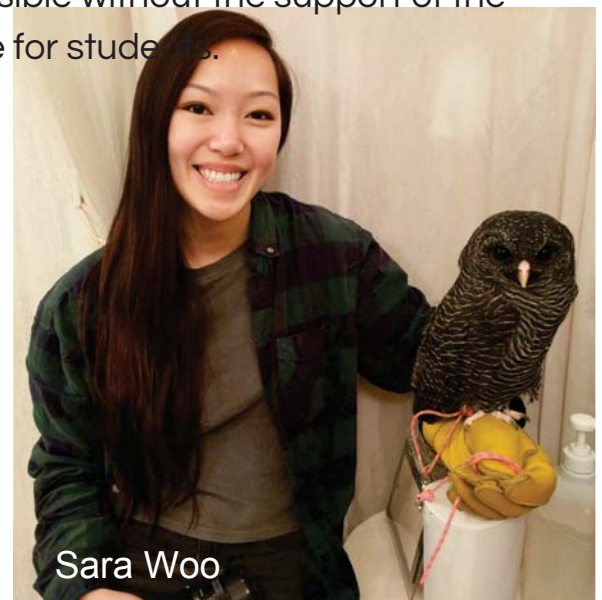


The 2017 Japan Trip was a once in a lifetime opportunity to experience different life and culture alongside classmates. As many of us study in the Industrial Design program at Dawson College, we observed various design elements in our new surroundings. We found great innovations and surprising designs that helped us grow in our knowledge in design. Also, by visiting the 21_21 Design sight in Midtown Tokyo; we learned more specifically on human interaction design. This would not have been possible without the support of the SSAP. I would like to thank them for making trips possible for students.

-Sara Woo - Industrial Design



Akiba Owl Cafe



Sara Woo

JAPANESE CULTURE TOKYO



The Japan trip was really amazing and exciting, because you get to see and learn the culture of the Japanese people. You also get to see the differences on their way of living compare to ours. I was amazed by how clean the cities that we visited are. It was so clean that you will rarely find a garbage can on the street. Even their trains and subways are clean, compare to our metro's here. What I really liked was the food (ramen, crepes and sushi) and the amount of places you can visit easily, because of their train system that is all connected. The people there are very respectful and civilized. They really give value to their culture, because they have tons of shrines and temples where people normally comes there to pay their respect. Therefore, I am really grateful that we got the opportunity to go on this trip. Thank you very much for the help and support of SSAP to make this trip happen.

-Kervie Pagay - Industrial Design

JAPANESE CULTURE TOKYO



Harajuku - Takeshita Dori street

JAPANESE CULTURE-TOKYO



Meiji Shrine

Japan was one of my bucket list destinations to travel to. I didn't think I would go when I heard about it but I did my calculations in terms of money and I checked my name on the list right away. Thanks to Dawson, I had the best trip so far I've ever had until now! I had a lot of fun travelling with my peers seeing them aside of school perimeters, which allowed me to get closer with them. We have visited Tokyo, Nara, Osaka, Kyoto, and Kobe, places that left a lot of positive and joyful memories. I enjoyed a lot the fact that we had a couple of days scheduled and the rest of the time we could visit on our own which created an unrushed tempo to our trip.

Some colleagues of mine even said that visiting Square Enix and Polygon were already worth the whole trip, and I totally agree. That was my first time visiting a game and TV company and despite all the rumours I heard before about how people work in these kinds of industries, seeing with my own eyes these two companies really opened my field of view of understanding how these industries work and what's awaiting me in there. Special thanks to Dawson College, miss Kim and Raymond for making this trip happen for us students!!!

Thank you, Mihai Melnic. 3D animation

JAPANESE CULTURE TOKYO



Emily Margorian



Ying Ying, Huilin, Emily & Georgiana

First I'd like to say thanks to SSAP for their contribution to our trip. I've always wanted to go to Japan, and I was finally able to! It was truly unforgettable. It was great to experience a culture so different from ours. The country and traditions were beautiful... and the vending machines are unmatched! I'd like to go back one day because there is so much more there to experience!

-Emily Margorian 3D animation



Meiji Shrine

The Dawson 3D/ID Japan trip was a once-in-a-lifetime experience, literally, because I got to visit the country that seemed most distant and most interesting to me with a group of wonderful friends and Dawson peers! Travelling with school is often the perfect gateway for me to experience new places, because being in a group is so much more reassuring, and this time was no different. I got to experience such interesting elements of Japanese life and culture, and even gained exposure to the industry I'm about to enter with the visits to Square Enix and Polygon Pictures (which I am extremely grateful for!!). Thanks to the efforts of amazing people like Kim and Raymon, and the help of the SSAP, my friends and I could have this fantastic life experience, which I honestly feel like a changed person coming back from.

Thank you sincerely!!

Miranda Del Degan 3D animation



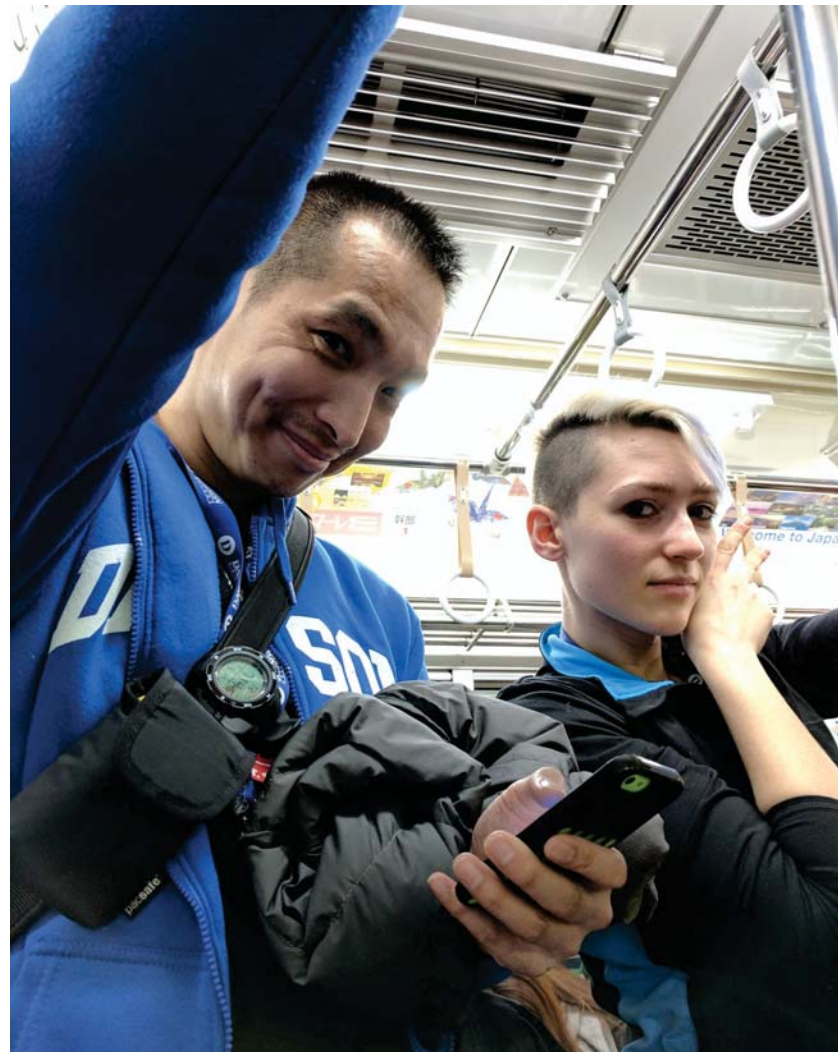
JAPANESE CULTURE TOKYO

I've always wanted to travel, but never really had the time, place, budget and opportunity to do so. So going to Japan was my first overseas trip I've ever been on, and it was more than just an experience. You can always research and learn about a place, but going there and seeing it for yourself in something completely different. There are subtle things that you pick up on that can only be experienced, like the calm at a shrine in the early morning, the smell of ramen shops, the polite way that the culture behaves. I went out every day for as long as I could just absorb everything.

Going to Japan broadened my horizons quite literally. I've always wanted to work internationally, but how can I imagine that when I've only ever been national? Being able to see studios I've only ever dreamed of seeing, meeting people whose work I've idolized, it was literally a dream come true to visit Square Enix and Polygon Pictures. To actually see the work in progress and go "maybe one day, I can work on that too." It expanded my own potential, it has stretched my goals to be even bigger than they were before. I feel more motivated to push myself even further, and I wouldn't have this renewed spirit in me if it wasn't for this trip. I am so very thankful to Ray and Kim, because without them, my dreams and goals would be a lot smaller, I owe them so much after this experience. I'm also thankful to Dawson and the SSAP for making this trip a reality and making it possible. I would say that this was a trip of a lifetime, but I'm more confident now that I've traveled, this won't be my only trip overseas, and it's thanks to Dawson and everyone involved I can say that.

Thank you again,

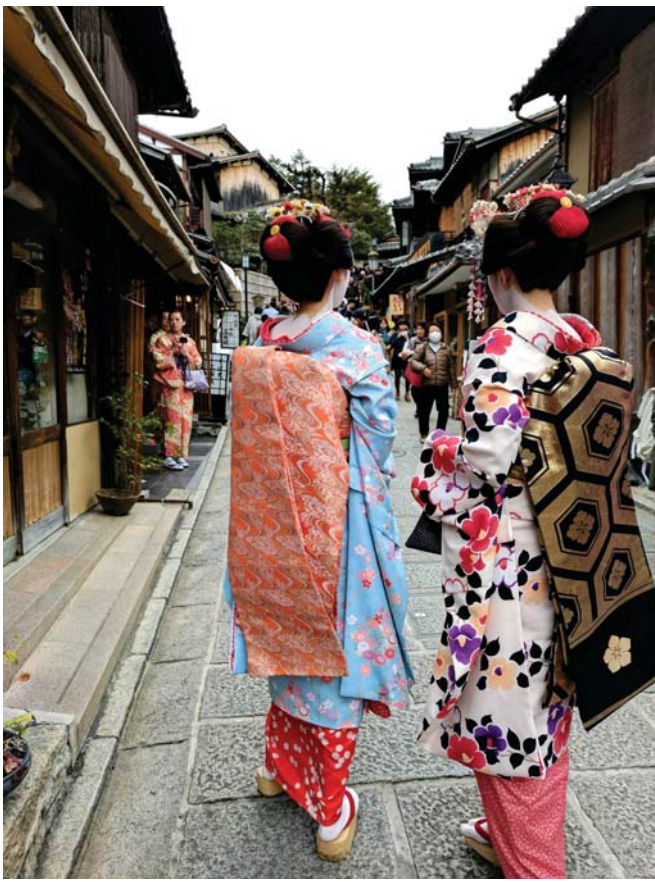
Sarah Deegan - 3D animation



JAPANESE CULTURE - KYOTO



Amanda, Ms Kim, Mr. Raymon, Yi-Chen & Sara





JAPANESE CULTURE - KYOTO

Inari Shrine
(Fox Shrine)



JAPANESE CULTURE-OSAKA



Osaka Castle

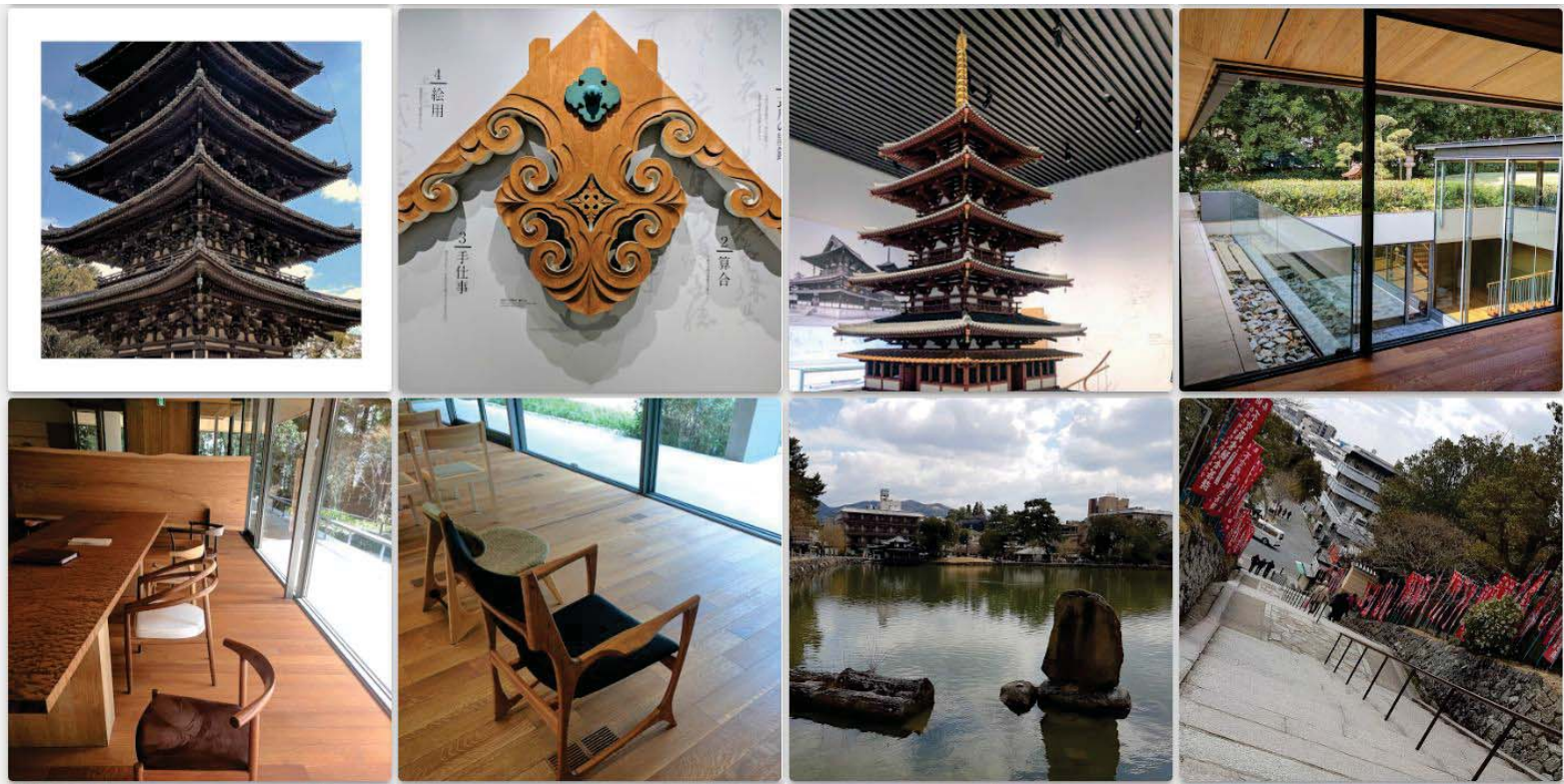
Raymon, Sara and Ms Kim

JAPANESE CULTURE - OSAKA

Being my first trip overseas, Japan sets the bar pretty high for any upcoming trips in the future. It is a beautiful country with a lot of cultural aspects that still make me miss the trip. From the cleanliness everywhere to the honour system that governs everyday life, the country is almost a dream. Although there are many aspects of Japan that make me want to go back every day, my favourite part would be the way the Japanese have managed to combine tradition with modernism. Even on the busiest street downtown, you can find a traditional temple or a Zen garden that balances out all the amazing and innovative architecture that can be found around. Additionally, as a future designer, I was just baffled by everything, from simple things like the toilet paper roll that does not have to be removed in order to be replaced to the complexity of the architecture that swayed very far away from the glass box look.

Out of all the days that we were in Japan, the visit to the Takenaka carpentry tools museum would have to be the most inspiring to me. The reason being that furniture design and working with raw materials such as wood, metals and glass has always been a passion of mine. However, I have constantly doubted whether I actually wanted to work in the field or if it was simply a passion and hobby on the side.

-Salman Mayar



JAPANESE CULTURE - NARA

The city where deer roam free.



Amanda



Alex & Lorraine



JAPANESE CULTURE - MIYAJIMA ISLAND



My favorite place in Japan was the island of Miyajima in Hatsukaichi. After passing the morning in Hiroshima, we took a train in the direction of the island. After this, we took a ferry to go to the island. Miyajima is a wonderful island. Over there, we had the chance to see the Itsukushima Shrine. This shrine is one of the most iconic image of Japan since it is the only shrine that « Floats » on water. It is beautiful. The island counts 2000 inhabitants. In the past , women were not allowed on the island. No births and no deaths has occurred on the island for hundreds of years to keep the purity of the place. People are sent away when getting too old.

-Victoria Ling - Industrial Design



JAPANESE CULTURE- ARK HOSTEL



Thank-you Dawson College,
Barbara Freedman & Tina
Romero from SSAP!