

2024 / 12

你好



Portfolio

陈若兰 | 山前必有路

Exploring Game Development, Programming, & Creative
Innovation E-mail: chenruolan.elaine@gmail.com
Personal website: chenruolan.com; [Portfolio Spotlight](#)

CHEN, RUOLAN



Content

1

Static Visuals

Posters & Characters
Banners &

2

Video Production

Gen AI animation
& Promotional Videos...

3

Game Development

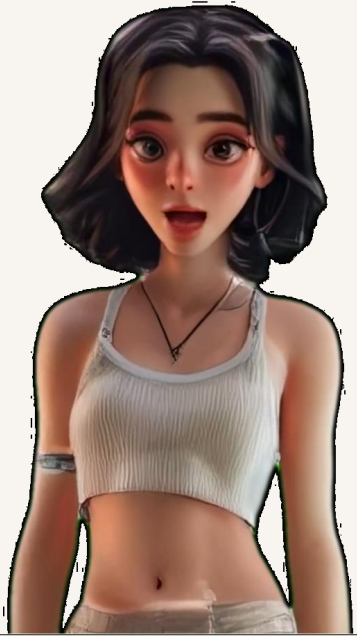
H5 &
Unity

4

Tech Projects

APP & Devices

2D Characters /VIGGLE. AI



These four character designs embody VIGGLE.ai's brand essence, serving as protagonists for digital avatar image generation and brand promotion videos.

3D Characters

Tool: Blender

PINK GIRL



Storyboarding

Two shot sequences:

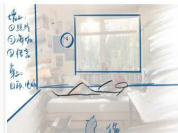
In the first, the older brother and his sister are on the lawn, with the sister looking up as a plane flies by.

In the second, a mailman arrives on his bike with a letter. After the older brother receives the acceptance letter, he rushes to tell their parents, and the family enjoys a happy dinner together.



Shooting Script

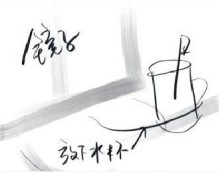
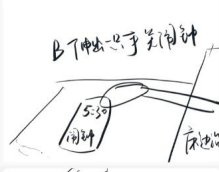
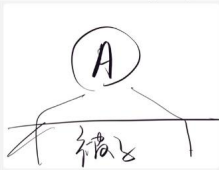
1、内景. 卧室 - 傍晚



2、外/内. 清晨窗外 - 微明



3、内/外. 出门前 - 日出



#8



#9



4、外景. 相遇前 - 上午

#1

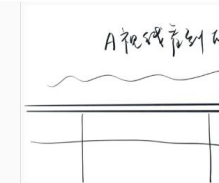


#2



5、外景. 见面 - 上午

#1



#2

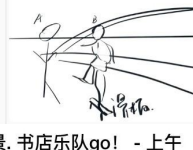


#3



6、外景. 聊会儿 - 上午

#1



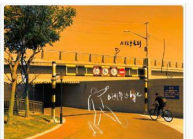
8、内景. 书店乐队go! - 上午

#1



9、外景. 【End】 see you again

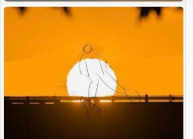
#1



#2



#3



10、外景. 第一站天台 - 上午

#1



凸版抖音 拍摄脚本 Episode1: 《去掉就看见啦》

镜头描述	镜头号	内容「动作」	台词&细节	备注
Master	1	设计狗暴躁设计&营业提无理要求	对话	演员表演/节奏
opening				
中全景	2-2	设计狗反复敲击电脑键盘	键盘声、环境声	稳定器推进
特写	2-3	设计狗凝视电脑微微转动、点脑袋	“改改改 改死你”	稳定器
特写	2-4	电脑屏幕迅速变动的画面		
特写	2-5	疯狂敲击鼠标的手指		

画外音营业员：“翠西”~

特写 2-6 设计狗竖起耳朵（紧张抬起头）

紧张的bgm起~镜头摇~

设计狗POV 3-7 营业大步流星奔向设计狗 “翠西” 服化道

反打-特写 3-8 设计狗紧张、静止

中全景 3-9 营业大步流星走到设计狗身边 “Hi, 翠西, 我有个比稿客户说再改一下, 这项目就基本定啦!” 跟拍

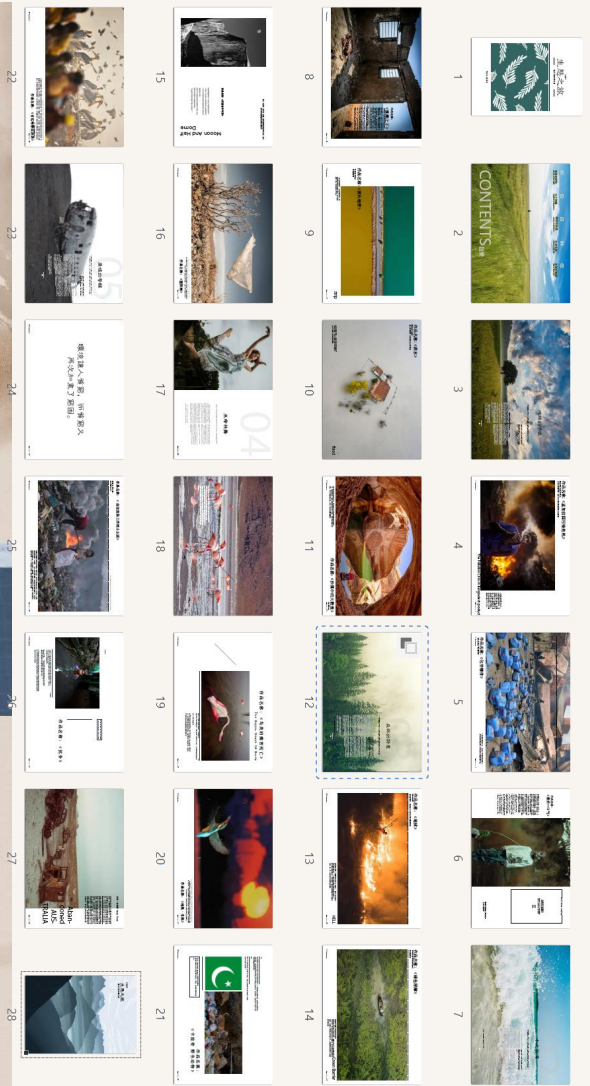
营业“啪”一声把材料堆放在设计狗“拥挤”的桌子上

特写 3-10 材料被堆放在桌子上 桌面美术

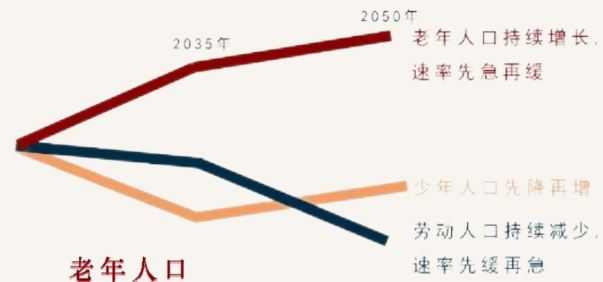
特写 3-11 设计狗看看资料看向营业 内心独白：“我哪里不忙？你没看到我在改一个已经改了20遍的海报吗？”

中全景 3-12 营业拿起桌子上的一张JPG图 “这次的要求很简单, 看! 这张JPG图, 他们想把这个柜台后面的背柜给突显出来。”

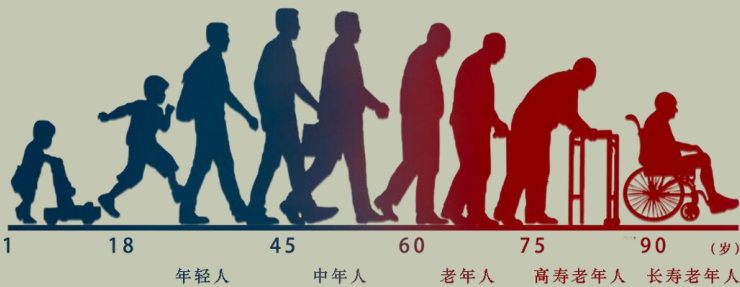
Posters & Banners & E-book layout



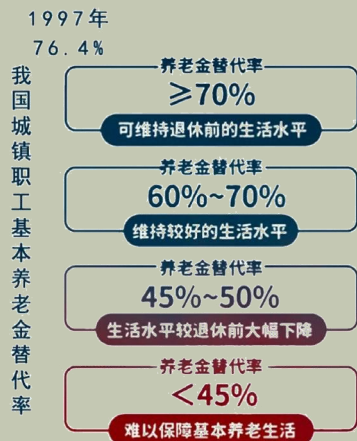
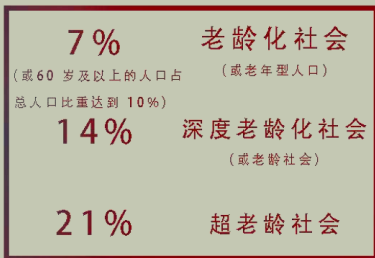
Data Visualization / Aging



少年儿童 劳动力人口 老年人口



一般把“65岁及以上的人口占总人口的比重”作为确定一个国家或地区所属社会老龄化阶段的主要指标。



2020年 40.2%

从健康角度出发，身体机能的逐步衰退的生命周期中，大部分老年人的生活都会经历**自理、半自理、不能自理**三个阶段，各对应不同的健康保障需求

与不同社会属性带来的多维需求叠加

自理阶段

考虑再就业、人际交往、文体娱乐、医疗救治、健康管理、旅游消费、生活照顾

半自理阶段



不能自理阶段

精神上易愧疚，渴望得到理解；生活上有刚性介护养老服务需求，需要专业护理

据全国老龄办公布的《第四次中国城乡老年人生活状况抽样调查成果》数据显示，2020年中国的失能、半失能老年人大约**4063**万，占老年人口的**18.3%**。失智的超过**1000**万人。

空巢老人

指子女但是不在身边，由于子女学习、工作、结婚离家而独守空巢的老年人

146,630,000人

目前占我国60岁以上人口的45.1%

缺乏：生活照料、情感陪伴

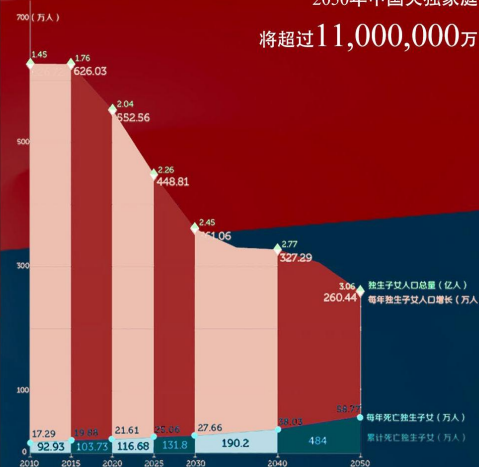
数据来源：第七次全国人口普查

失独老人

中老年时期失去子女的人

问题：无助、没有监护人签字、精神创伤需要：安静空间、（如失独群体、心理医生）的倾诉对象

2050年中国失独家庭将超过**11,000,000**万



数据来源：中科院人口所、世界银行、联合国

DATABLOG

Creative Animation / THIS IS ME

2024 ○

郑灵华



This video honors Zheng Linghua, a talented young woman whose pink-haired individuality became a target of relentless online harassment, leading to her untimely passing on January 23, 2023.

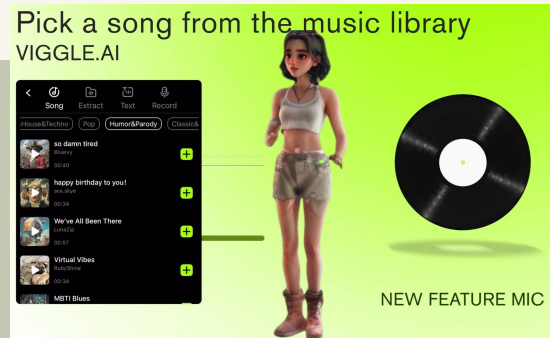
Using her publicly shared audio, this version of "This Is Me" amplifies her voice and embodies her hope for a world that takes online harm seriously.



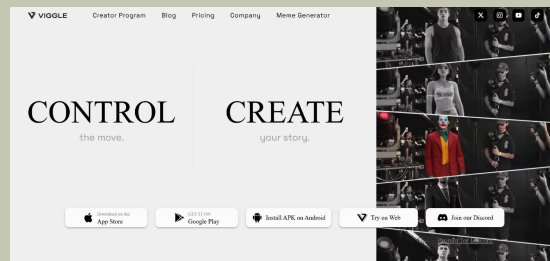
Videos' Link



APP Launch



Feature Launch



WEB



GEN AI MV



GEN AI Animation



RECAP



RECAP



RECAP



LIFE



MV



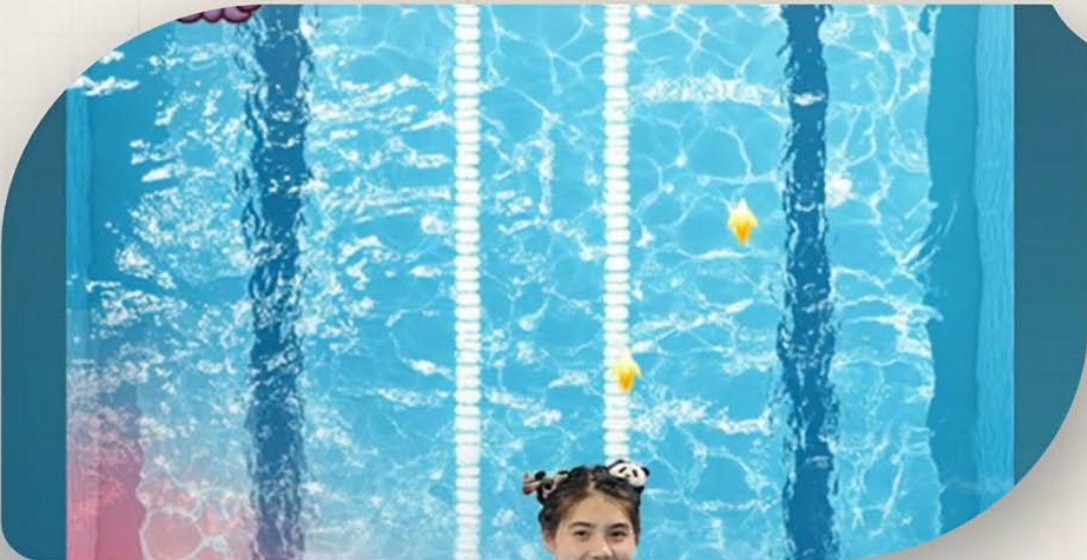
ADS
10

The "Yong Le" Series

Game designer and developer

Idol Match-3

+Defeat the Ocean Beasts



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chenruolan.elaine@gmail.com

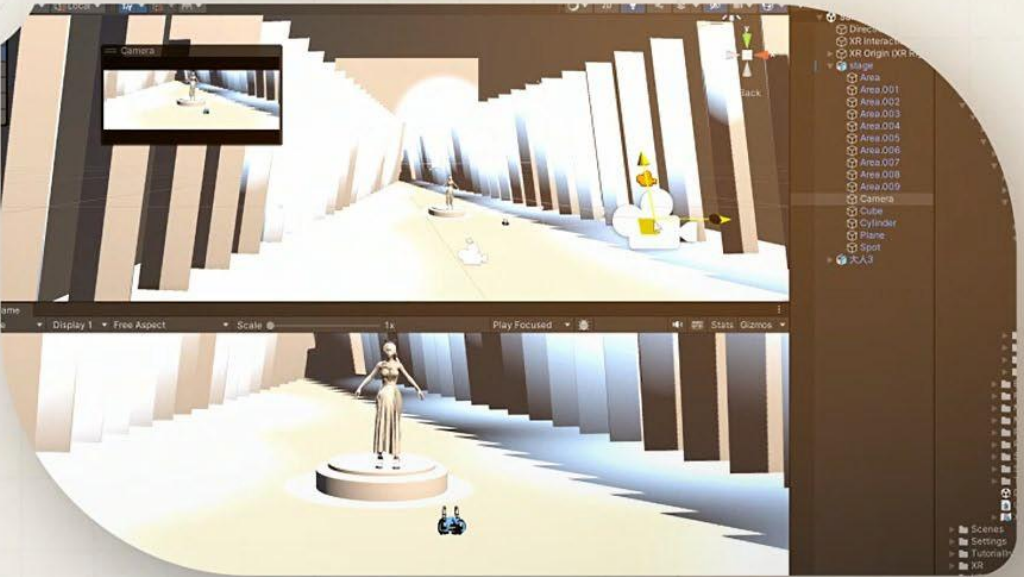
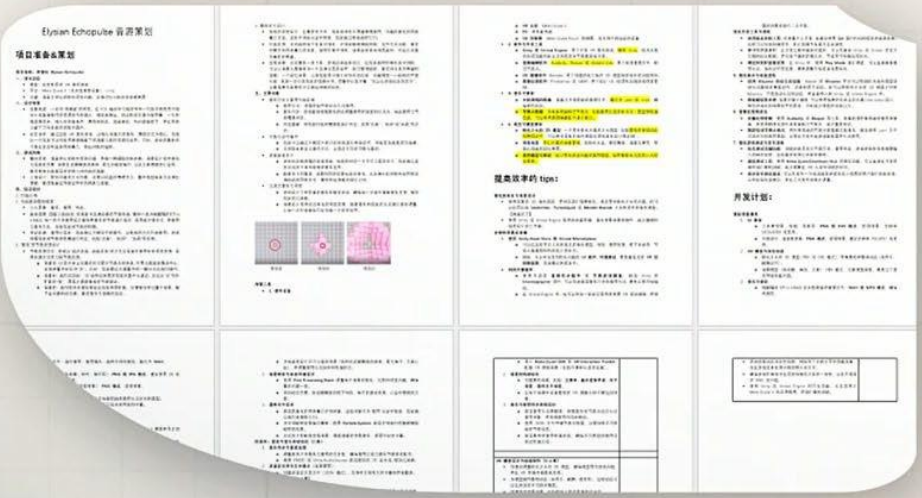
+86 15901977205



Elysian Echopulse

Game Planner, Designer, Developer

A commemorative 3D VR music game developed using Unity, Meta Quest 3, C#, and Blender, expected to be completed by May 2025.



Interactive Wechat Mini-program



Led the development of "EnviroNext," a mini-program designed to promote environmental protection and sustainable development. It offers environmental news, resources, and policy links, simplifying participation in eco-friendly initiatives. I oversaw coding implementation and contributed to UI design.

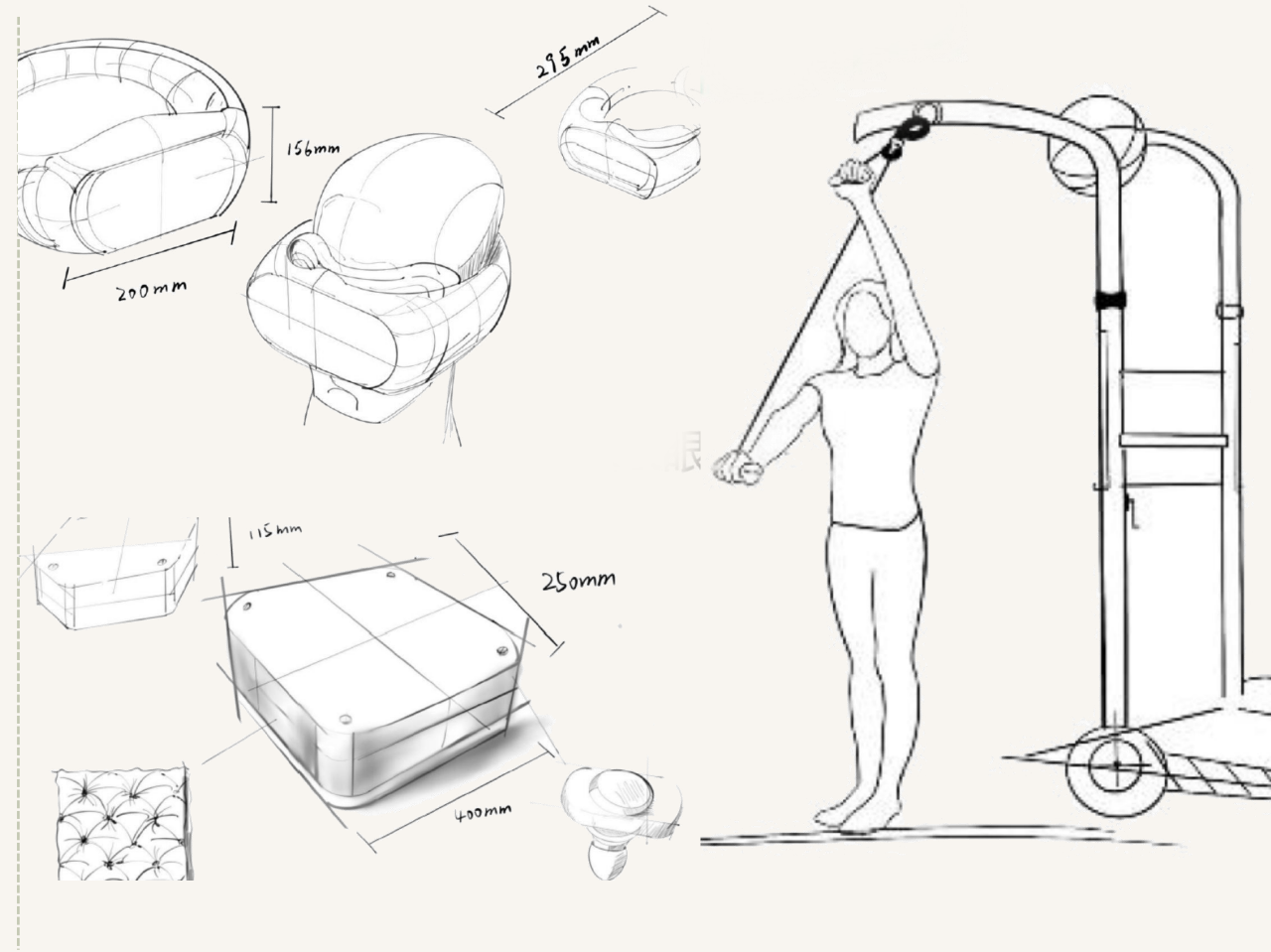


Role : Team Leader

Project Overview :

Led the development of a VR-based volleyball training system, combining VR technology with fitness training to offer an immersive home workout experience for volleyball enthusiasts.

The system addresses space limitations and the lack of team-sport realism in existing products by simulating a VR volleyball court with specialized equipment, including mimetic boards, infrared sensors, and a smart training unit.



VR-Related Product Design



谢谢
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Thank you for your time and attention. ♥

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