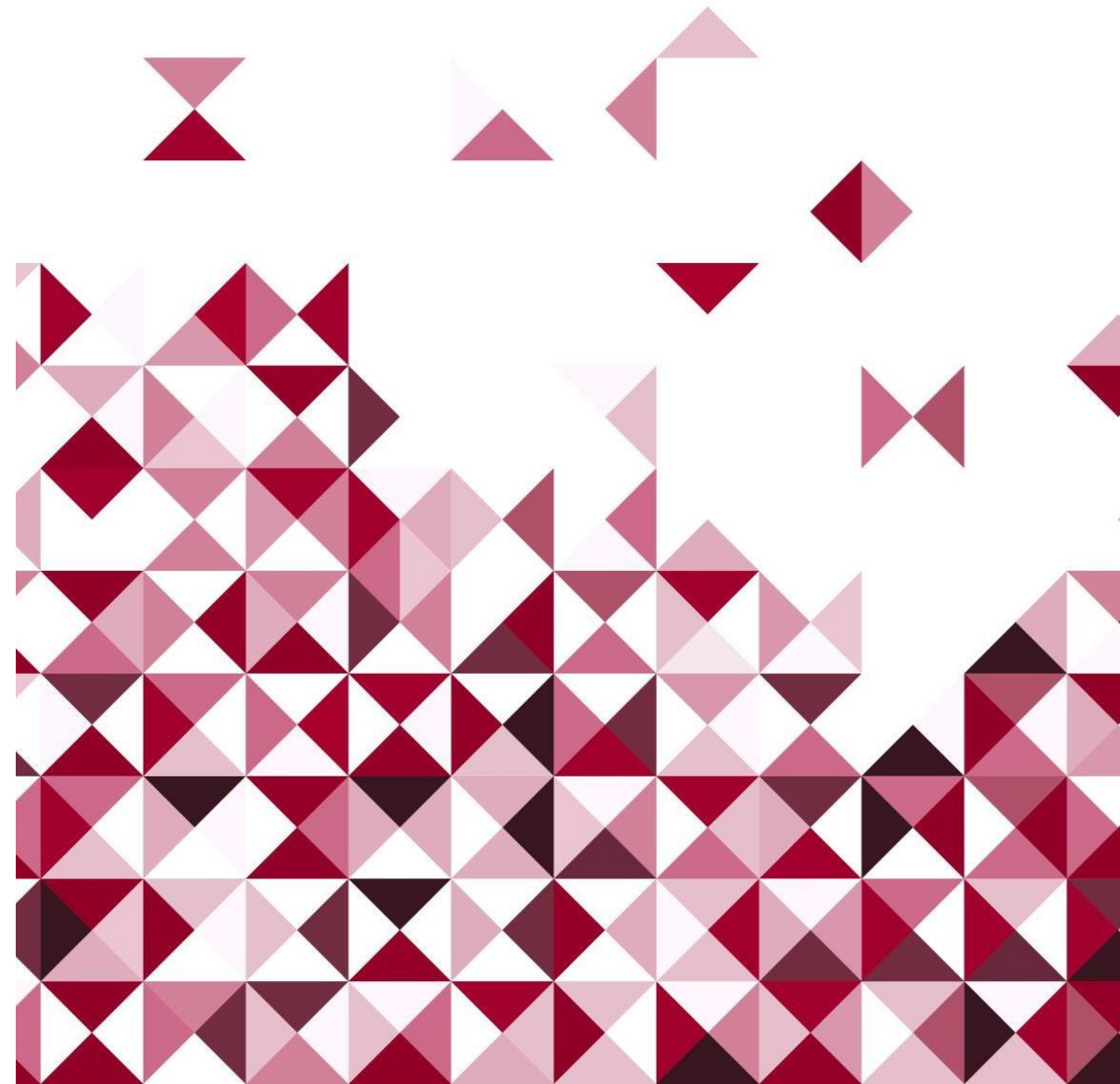
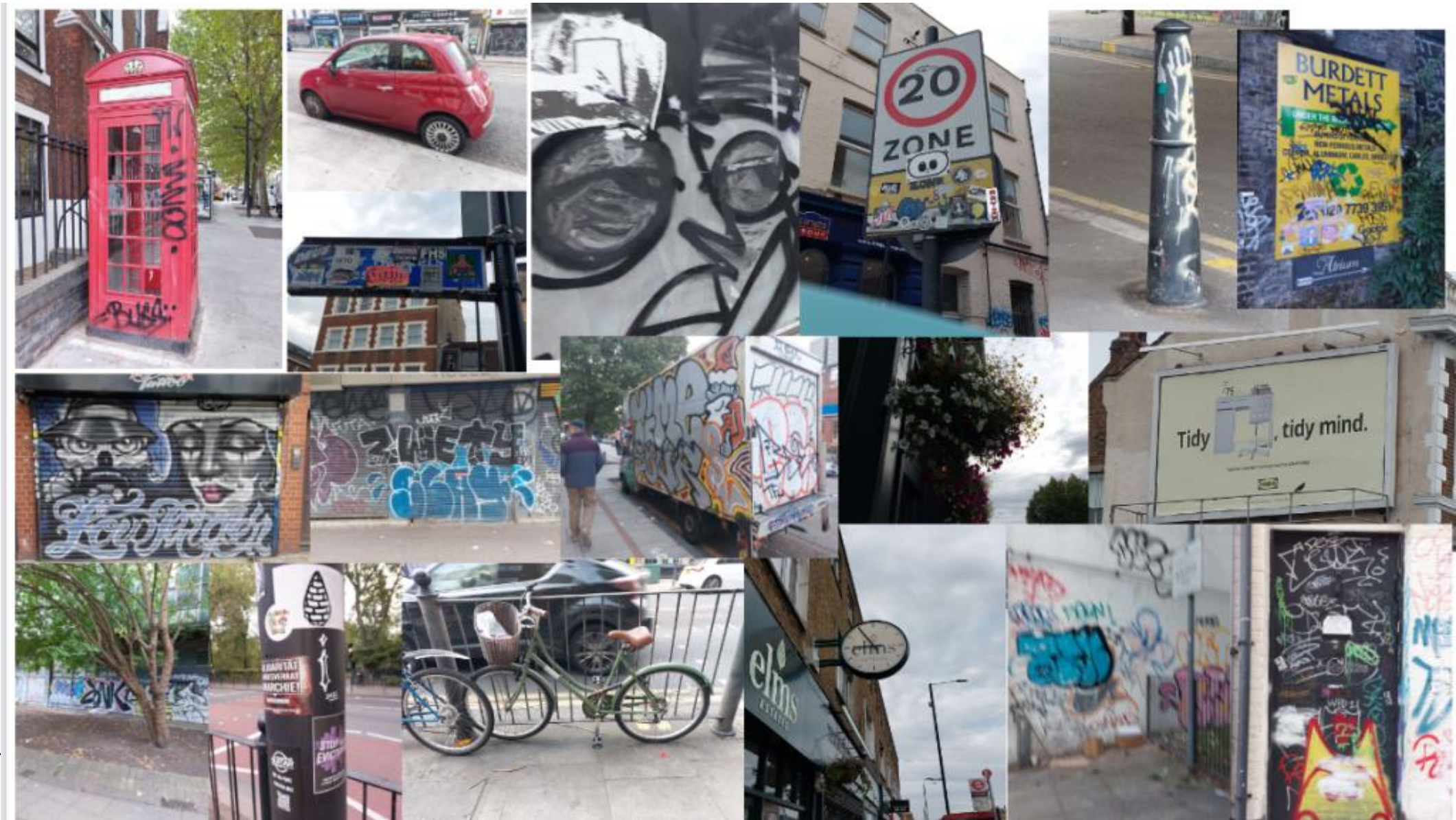

INTRO TO ANIMATION

Kiara Mulholland



20 PHOTOGRAPHS



THIS IS THE PLACE: MAPS



I tried to capture the outside of my building as well as streets I walked through, people I saw interacting with different objects. Creating this interesting map that leads the viewers eyes around the page. I did this sketch very roughly as I was practicing doing quicker sketches of my surroundings.

ELEPHANT & CASTLE PROJECT - DEVELOPMENT

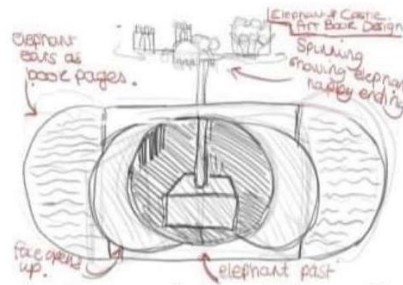
ELEPHANT AND CASTLE STORYBOOK

Ellen Chen, Shara Contessa, Shani Greenidge, Kiara Mulholland, Zoe Zoe, Elisha Assaf

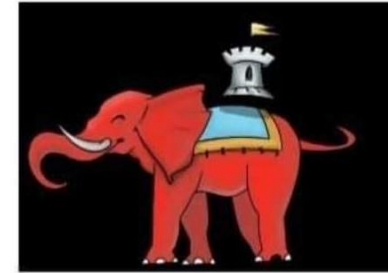
Initial Ideas:

After walking around Elephant and Castle we discovered a statue symbolising the area, a isolated red elephant with a castle on its back. The statue itself felt very lonely, inspiring us to create the bases of the origin story around its isolation. We experimented with ideas of how to convey the emotion, exploring Pinterest and finding a gear contraption to use as a bases for the structure of the physical book. Our storyline wanted to show the journey of the elephant's isolation and the significance of the castles he made to it.

Process:



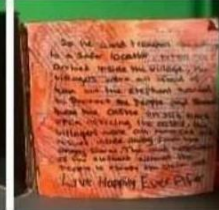
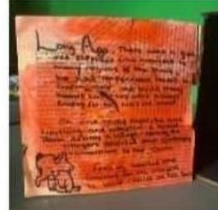
While crafting the structure was challenging at first, constructing the mechanism to turn the gears especially, we were able to connect all the pieces to create movement from a single wheel. We decided to show the elephant's face opening into the story while also highlighting the inside of his head, being the gears, communicating the isolation in a physical way through an empty dark box and the harsh mechanics. The top of his head illustrates the building of his many castles in his attempt to become less lonely.



Story:

Long ago, there was a giant red elephant who travelled to many regions of the planet, he had impeccable talent in craftsmanship and built many homes but they were always empty for his was all alone. On one rainy night, he was traveling and witnessed a horrid storm destroy a village; leaving the villagers deserted and completely vulnerable to the storm. Feeling worried and concerned for the villagers, he built castles on top of castles on his back so he could transport the villagers to a safer location. When he arrived inside the village, the villagers were all afraid of him but the elephant wanted to protect the people and showed them the castles on his back. Upon noticing the castles, the villagers were all amazed and rushed inside away from the angry storm. The kind hospitality of the elephant allowed the people to escape the storm and live happily ever after.

Final Images:



FINAL OUTCOME



GALLERY VISIT HOMEWORK

Week 2 Homework: Objects in Artwork

Since I was unable to visit an art gallery in time, I researched the examples given to us and I found 'Hew Locke: The Procession' at Tate Britain to be an interesting concept to investigate. Hew Locke is a British sculptor and contemporary visual artist, born to Guyanese Sculptor: Donald Locke and painter Leila Locke, studied in the UK and received degree in B.A Fine Art at Falmouth University and M.A in Sculpture from Royal College of Art. Hew Locke's theme consists of crating work that displays a strong message, while trying to place it in a humorous light. Using techniques like cardboard, royalty, public statues, boats, finance and trade as well as used objects being collaborated into his pieces. He communicates his message of celebrating people of different cultures of life coming together to protest almost, about being proud of where the originate from. How they march in union, holding different flags representing their origins, creating this engaging atmosphere around it. Enticing the viewer to think deeply as to what more this piece could mean.

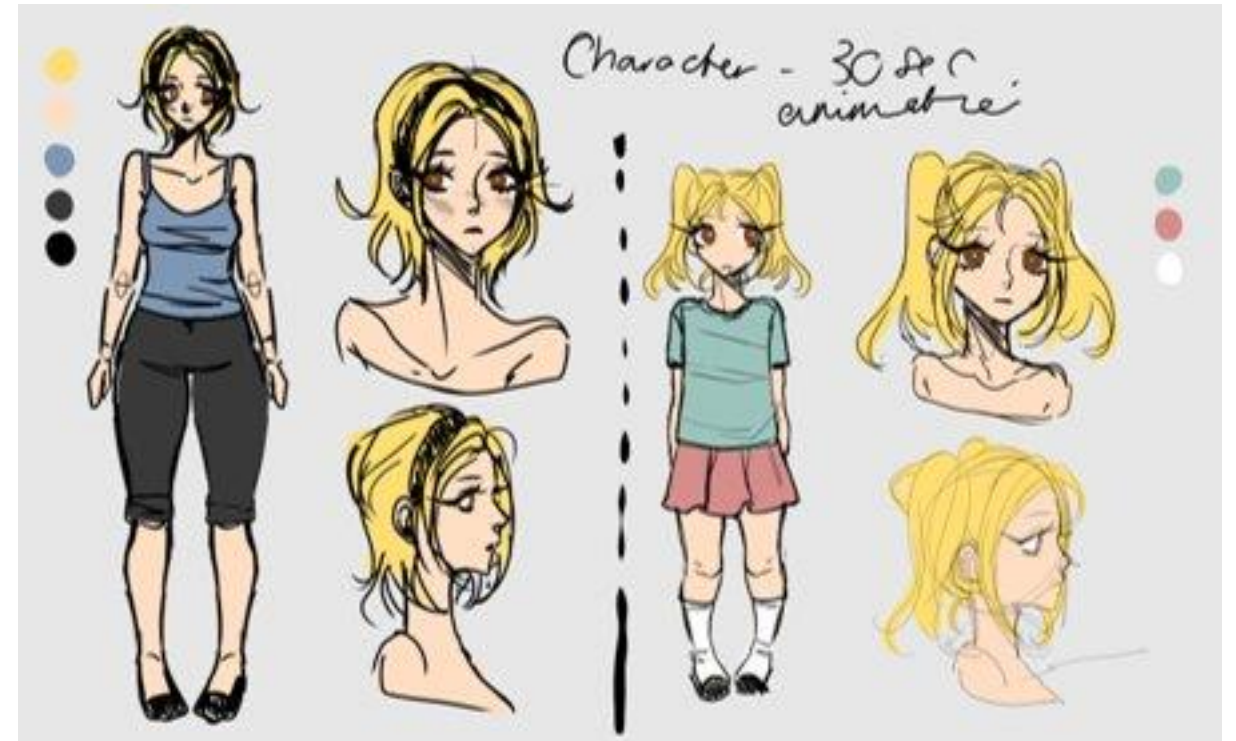
I chose this artist because I was very interested in the concept for this piece he created, and it peaked my personal interest since I feel more comfortable sketching people than other subjects. From the bright colours to interesting designs of the people marching together they're helping to keep the viewer engaged with the piece which I believe was achieved with the bright colour palette for the models and dynamics designs for the sculptures, like the animal heads on human bodies crating can interesting concept. I tried to capture the poses of the models as I thought they were quite intriguing and helps develop my observational skills.



Wikipedia. (2022). Hew Locke. [online] Available at: https://en.wikipedia.org/wiki/Hew_Locke

Tate (n.d.). Hew Locke: The Procession. [online] Tate. Available at: <https://www.tate.org.uk/whats-on/tate-britain/hew-locke>

30 SEC ANIMATION "POINT OF VIEW" - DEVELOPMENT



Storyboard and Character design sketches for idea of our animation, wanted to base it around being away from home and how lonely it can become, as well as missing family. So, we wanted to include that in our narrative showing our character flash through memories of her childhood, reminiscing about being surrounded by family.

"HOME SICK" FINAL OUTCOME (POINT OF VIEW)



500-WORD ESSAY

Starting this Personal Reflection, I was curious of the subjects and lessons I would be taught during the first few weeks of this course and was very impressed by them. Separating the subject of animation into four different parts in how you can animate, helping us learn to express our personal styles into what we were creating and allowing us to experiment with the variety of options given to us. Since we got to work through each type of a main animation styles used in modern day works, like Stop motion, Motion Graphics, 3D Worlds and Storyboarding. Allowing me to learn the depths of animation and the steps taken to create a full flesh piece of animation.

I started with storyboarding I thought was a simple lesson to begin with and was a welcoming start for looking into animation and learning more about how it ticks. Testing my skills in observational drawing and drawing quickly, while keeping what was happening in the sketches clear to the viewer. Helping me understand what happens before you start to create the animation, planning out what it going to happen, what emotion and effect do I want a certain scene to hold, etc. it gives me more insight on what to look for when developing my own storyboards in future projects.

Next was stop motion, I didn't mind this lesson as it wasn't one of my preferred ways of animating but allowed me to experiment with how I could manipulate the materials (paper and charcoal) to develop an interesting design for my pieces, like using ripped up white paper to represent stars. This lesson taught me there are lots of way to use the materials given to you and thinking outside of the box can open you up to more creative ideas in your animation work.

Motion Graphics was my personal favourite as it's the type of animation I want to delve into in the future. I was very interested in working with Photoshop and After Effects as i have previous experience with these programs and from what I learnt in this lesson helped me to have better use of the programs. Creating full flesh animations and adding effects to polish it up. Allowing me a lot of personal experience in 2D animation and understanding the physics behind how you animate different things, like heavy ball or a very bouncy light ball. As well as the different type of animation phrases you must remember, as they are needed in this type of animation.

Finally, 3D Worlds with this lesson I had some difficulties with this one as I have never used a 3D program before, but it was interesting learning experience as i wouldn't count this as one of my strong points as I don't enjoy the 3D modelling aspect as it becomes very tedious majority of the time. But gaining knowledge and experimenting with the type of things I'm able to accomplish in this modelling program was quite fun. Creating an understanding of 3D places/atmospheres created.
