Introduction to Animation: Point of View project

Lucy Moles / 18045074
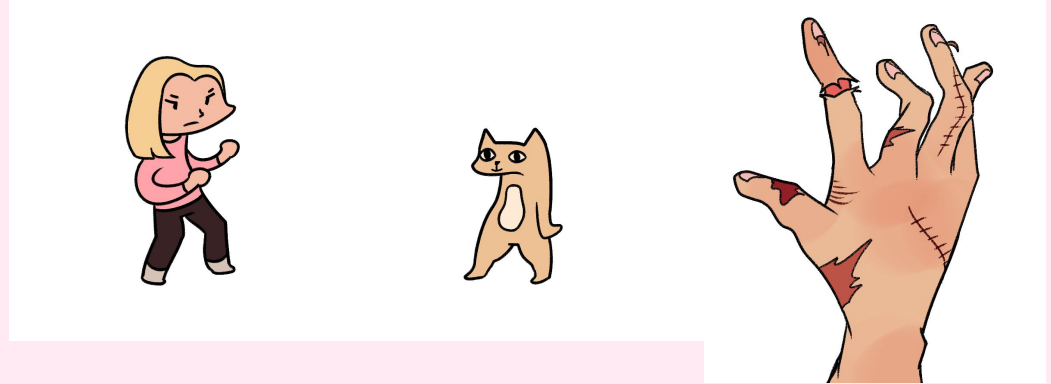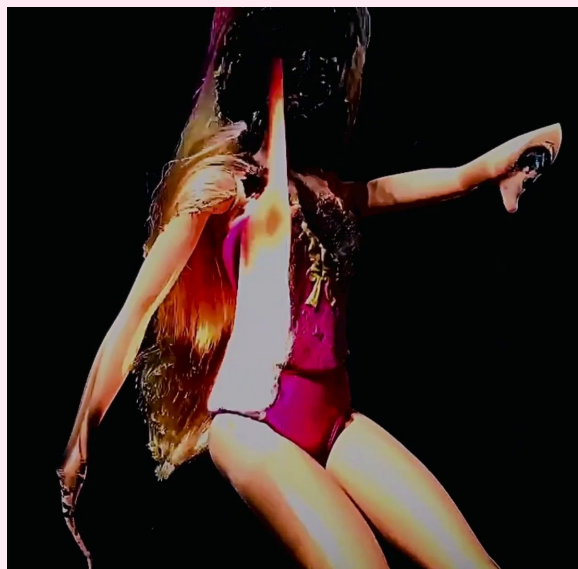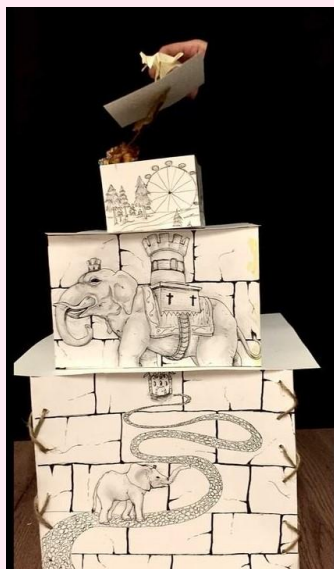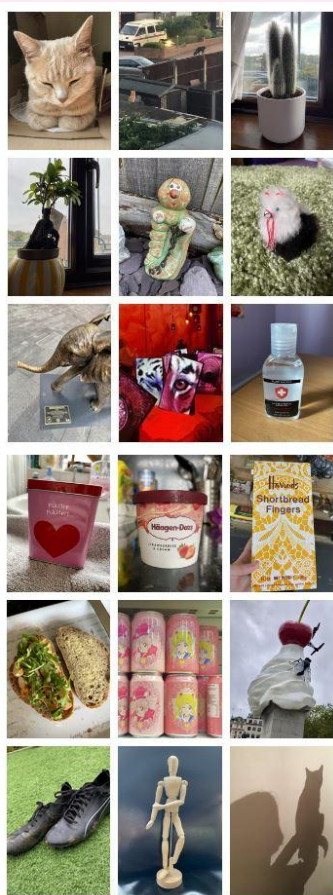
My first attempt was a film about trying to pet my cat with a video game style fight scene, but I felt like it missed the mark a little, and that I could go deeper. These are some screenshots from the scrapped draft - I actually recycled the scarred hand into my final product.

Once I decided to start over, I began brainstorming what my topic could be, trying to reach further into myself. I instinctively came up with a clown character of some sort, representing me, who is frustrated as she struggles to express herself... Ironically, as I also took a lot of time deciding what to express in this film.
So i whipped up some character designs, and wrote a rough script of the film.

https://lucymoles.myblog.arts.ac.uk/2021/12/06/intro-to-ani-final-point-of-view/

20 Photos
https://lucymoles.myblog.arts.ac.uk/2021/10/08/intro-to-ani-1-20-photos/

Artist Response film
https://lucymoles.myblog.arts.ac.uk/2021/10/21/intro-to-ani-2-artist-response-group-project/

Origin of Elephant book
https://lucymoles.myblog.arts.ac.uk/2021/11/13/intro-to-ani-3-artist-book-group-project/

Whenever I used to animate, I always made things that were quite light-hearted and insincere. But, these tasks where we have to directly respond to a brief or an idea pushed me to step out of my comfort zone and make a film that *says something*. This carried over into my POV film, where at first I made a film typical of my usual style, before changing it into a more abstract and meaningful piece.

https://lucymoles.myblog.arts.ac.uk/2021/12/06/intro-to-ani-final-point-of-view/

Final Reflection

This project, as well as this unit as a whole, was a great opportunity for me to challenge myself and develop how I see things as an artist, into a more cultivated way. As I mentioned, work like the *artist response film* and the *artist book* did this as we had to create a reply that was significant and *worth saying*. It was also helpful to be in a group, as we would find a way to combine all of our perspectives and give it our all to make the best film we possibly can.

While most of my Introduction to Animation work was in stop-motion, for my Point of View I decided to step back into my love for 2D. So, we are introduced to a clown in a tent - I picked a clown as they're known for acting 'comical' or 'silly,' or in this case 'irrational.' I think it fits for this character as she's emotionally stunted and struggles to communicate her feelings, and feels stupid about it.

We fall into a colourful, psychedelic world, with tendrons crawling up the sides as it represents her brain. It zooms in and transitions into her heart, symbolising her attempt to connect the two together. All of the effects were drawn and moved individually, as it gave it a more natural look. However, she struggles and glass crashes down, which she touches, knowing she'll always be trapped.

Overall, I'm greatly pleased with my outcome, and I'm really looking forward to applying the knowledge I've gained to future endeavours.

https://lucymoles.myblog.arts.ac.uk/2021/12/06/intro-to-ani-final-point-of-view/