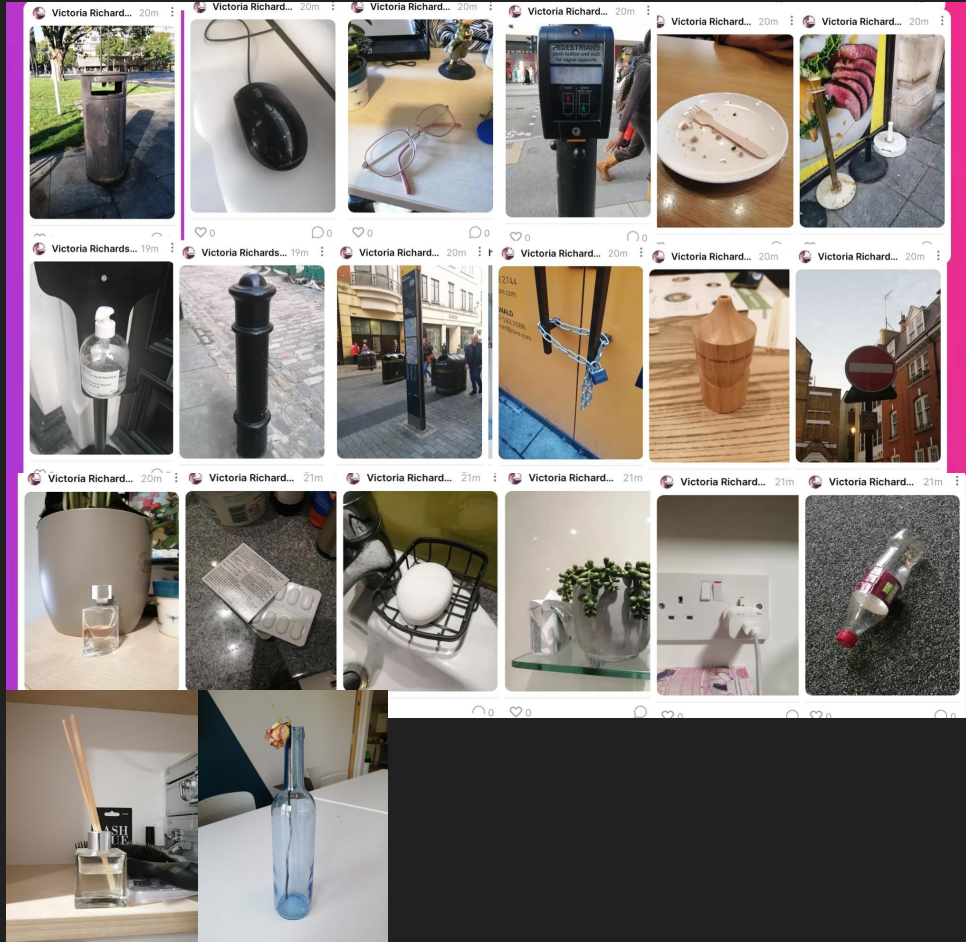


Introduction to animation projects

Victoria Richardson

[Victoria Richardson | BA HONS ANIMATION STUDENT \(arts.ac.uk\)](https://www.arts.ac.uk)

20 images



The first piece we had to do for introduction to animation was taking 20 images of random objects which could lead to a possible narrative or that creates a series of individual connotations.

To do this we all had a meeting and came up with possibilities for example I have a couple images of rubbish and a bin as well as a dead flower. So my narrative is a bin which is full of rubbish and is wrapped in chains being carried away by a bin man down the streets of London, as the bin passes any sign of nature it becomes shrivelled and and loses all its saturation. This narrative could have a connotation of how waste is destroying the environment .

Group Project Mark Dion 20 second animation

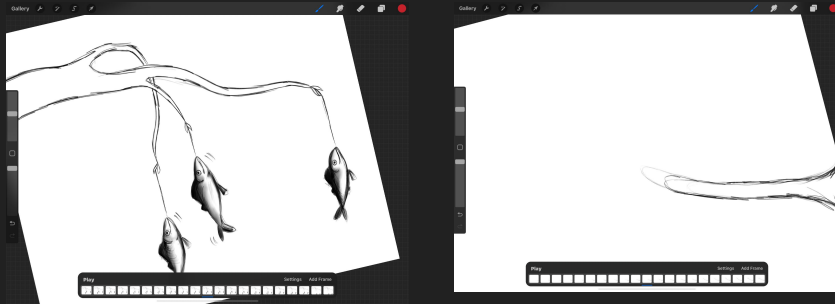
Final presentation

[group project - Google Slides](#)

Final animation

https://www.youtube.com/watch?v=QIzT7_fMmUE

Work in progress

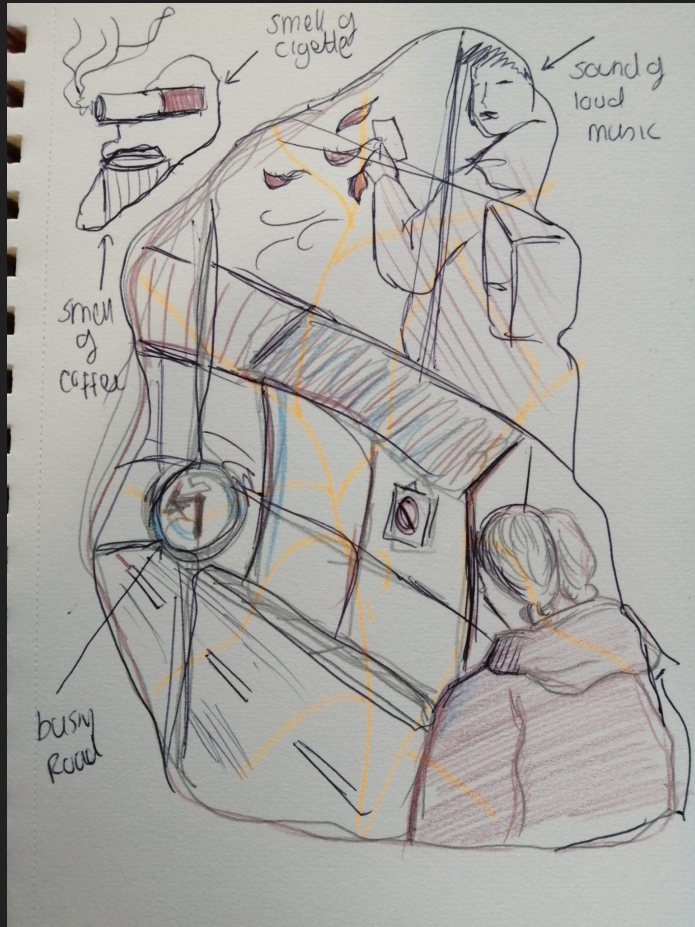


For our first group project we teamed up in 4s and visited 2 galleries to get inspiration and to look for an artist to create a response to. This artist was Mark Dion. before creating any animations we discussed how we could response to his interesting and unique work and we noticed that he tends to use a lot of juxtaposition in his art work for example he would have fish hanging on a tree with various other objects. His work is all about showcasing collections and random objects and we wanted to communicate this in our animations. This lead to the idea of a tree sprouting and objectives emerging from it.

For the animation we wanted to make it have some mixed media so we have traditional animation, motion graphics, and paper cut animation. Firstly I animated the tree sprouting scenes and the fish hanging using straight ahead animation. I then sent the tree animations to my team members and they added there unique styles to the tree resulting in a successful 20 second animation responding to Dion's artist style.

I really enjoyed doing this project and working in a team because we all had some amazing ideas and and our team work was successful as we handed in our work on time and had fun making it .

Point of view map exercise



For this exercise we had to go for a walk and draw our surroundings in a map format and concentrate on our surroundings such as sound, smell, and looks.

This exercise forced me to use all my senses and notice things I would have normally missed.

In my map I added annotations of what the environment was like, I also added orange lines going through the map making it look like the directions. For the illustrations I did observational drawings of the buildings I could see, what the weather was like and the people going about their day.

I really enjoyed this piece and I found it to be very therapeutic because I was taking my time looking at certain things instead of rushing to places and missing beautiful, simple things like the leaves blowing in the wind.

Elephant and Castle artist book group project

Final video of artist book

<https://youtu.be/CbsR9pHZpq0>



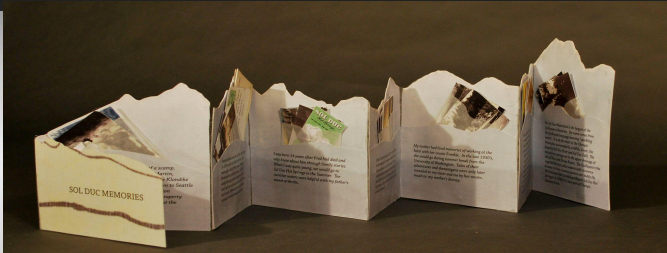
For this project we were asked to get into groups of 5 and create an origin story of how elephant and castle gained its name.

As well of thinking of a narrative we also had to think of a way to make the book. We came up with the idea to use large leaves that we found around Elephant and Castle and illustrate each scene of the leaves.

Our narrative is about a accent kingdom with the last royal elephants that no one likes but are too scared to disrespect. The peasants are foxes and one of those peasants is a joker fox whose passion is entertaining people. However one day he does a performance for the royal family and quickly realises the king is not happy and sends the joker fox away. This frustrates the fox and he ends up blowing up the palace. The end scene is a historical statue from the future that the fox people are observing.

I had a lot of fun doing this project and working in a team with new people. However if i was to do this project again I would use acrylic paint to do the illustrations so there more vibrant.

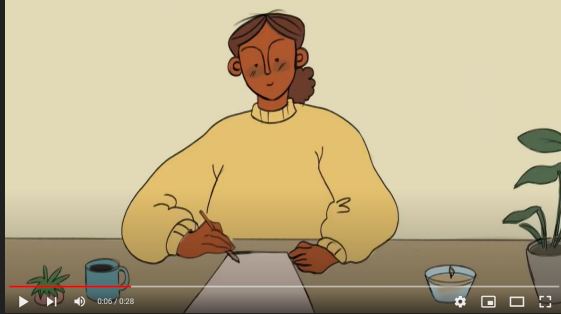
Examples of artist books



Point of view final Animation

<https://youtu.be/gkey123SISY>

Production process on myblog



For the final point of view animation, we had a lot of freedom and I wanted to make a short film on something I've been struggling with recently which is art block and not feeling like I'm using my time wisely and I'm wasting it by not drawing and practising every day. I wanted to communicate in my animation how this can lead to burnout and stress. My initial idea was to animate how degrading it feels when someone calls you talented but I didn't want to make it too long or complex as it was a 30 second short and I'm still not very confident with animating yet. My process of making this animation was to first create a storyboard to see how I could drive the narrative forward and to ensure I have a clear idea of what I'm animating. I then used procreate to hand-draw each frame using straight ahead animation. This unit has helped me a lot when creating my final animation because it has taught me to look at things from other perspectives rather than my first initial perspective; to look deeper into the connotations of certain topics and how I can communicate them. overall I am very happy with how this animation turned out.