MAGI

AGI STUDIO 1

Folio Plan

TOM NICKEAS
S3797903

What concepts are you examining in your folio work?

I would like to use Folio 1 as an opportunity to develop my 2D animation practice by exploring concepts related to the visual language of emotion. The idea of reality vs. believability within animation, and techniques used in animation to communicate believable emotion.

What do you want your Studio project to do?

I want my studio project to form a body of work that explores and demonstrates the different ways emotion is visually communicated in 2D animation, and the various techniques employed when translating emotion from a script to a visual medium.

The aim is to develop a deeper understanding of 2D animation, the techniques and skills involved, in how the process is informed by the script, with the intention of using this understanding as a basis for developing concept and story art in the 2nd folio.

What field/s does your work sit within?

These concepts sit across various fields of animation and story art, but my work will specifically examine 2D animation, with a focus on character animation.

Who are the outstanding practitioners/researchers/critics within this field/s?

There are a huge range of practitioners that work across different animated media in this field, as well as within 2D animation. I haven't pinned down anyone specific at this point but obvious examples include Miyazaki (working with subtle, anthropomorphic and environmental visuals to convey emotion), Andrew Stanton & Pete Doctor (Pixar writers and directors working on Inside Out and Wall-E), Hideaki Anno (Director of Neon Genesis Evangelion, which explores visual representation of strong internalised emotions).

The massive range in which 2D animation allows for the expression of abstract ideas means many practitioners of various techniques are available to study. There is a scale of subtely and exaggeration with key practitioners on each end of the spectrum, but at this point I'm not sure which is the best to focus on.

How will the work you do in the studio support your intention?

Studio work will focus on experimentation with 2D animation techniques and production, developing a collection of animation tests for a variety of different emotions, and emotional narrative beats.

How will you make this work, what is your process, when will you do what?

Using a combination of traditional media, and digital animation production tools such as Toon Boom Harmony, I will explore a new theme each week that has been distilled from a script.

The first step will be breaking down the script and identifying a manageable collection of "moments" or opportunities for the narrative to unfold through character emotion. After that I will research practitioners in the fields of both 2D animation and story art to identify various ways in which these sorts of emotions and narratives have been represented visually.

Each week I will focus on a new moment or emotion to experiment with, using studio time to create concepts and animation tests to explore it's representation.

STUDIO 1

Folio Plan