

MAGI

AGI STUDIO 1

Folio 2 Plan

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What concepts are you examining in your folio work?

This folio work will be an extension on my work in folio one. Continuing my exploration of concepts from the script for 'Dust', the work will look more at visual communication of emotion this time through narrative and story art.

What do you want your Studio project to do?

The body of work created in studio should form a collection of artworks and explorations that communicate key scenes and story beats from the script. The focus will be largely on stylistic experiments and representation, with the aim ultimately being to apply the resulting style to the animation tests completed as part of folio one. In this way I hope to further my understanding of the relationship between story art and the production of 2D animation.

What field/s does your work sit within?

The concepts at the core of folio one and two span pretty much all forms of story telling, but the work of this folio will sit within the field of story art for games, film, and animation, relating specifically in this case to 2D narrative animation.

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

Unlike folio one, this work will draw inspiration and reference from practitioners and practical based works, as opposed to theoretical practitioners and academic studies. Some notable practitioners I hope to look at include the likes of Miyazaki, François Leroy, and Patrick O'Keefe - visual artists who are also filmmakers. Looking into practitioners like this is important for this folio in order to look into their process of developing story art with the knowledge of how it will be converted to film.

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

My studio work during this folio will focus on the exploration and development of 2D artworks, experimenting with various media and styles. Each week will either look at a new medium, style, or key moment from the script for which to produce story art.

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

Similar to folio one, the process will begin with identifying key moments from the script that either convey the core emotion or concept of that particular story, or offer potential for powerful imagery or interesting artistic exploration.

Following this will be thumbnailing a number of these scenes, working out some layouts that might work best to tell the story effectively. This process will most likely involve research into some cinematic techniques and language, alongside research into other story artists, just to identify what components are present in effective pieces of story art.

From here it will be an iterative process of research and experimentation with mediums and styles, attempting to take the shortlisted thumbnails and turn them into a collection of 3-4 pieces of key art that can be used to effectively communicate the final style and tone of the film.

After this I will hopefully have time to apply this style to the animation tests from folio one so that I might understand the process and requirements of turning story and concept art into final production art.