Nina Byrt
s3485166

Studio 1 - Folio Plan 2

1. **Rationale: Intention**

Why are you doing what you are doing?

Firstly, the work that I'm doing this semester is to enhance my Toon Boom Harmony skills. Secondly, and more importantly I hope to create original content that can't already be found in the industry. I hope to create an animation that is entertaining, humorous and makes people smile. I also want to explore character, and develop a character that people can connect to.

What would you like to explore and experiment with in your folio work?

For the second half of the semester I plan on experimenting with different scenarios for my bear to behave in / react to. The bear's key emotion is nervousness, as it turns into a garden gnome every time it is anxious. I hope to create different situations for the bear to react to. I will experiment with it's transition into a gnome, as well as it's facial expressions. I also hope to add sound to the animations so that will be another set of iterations in my folio.

What concepts are you examining?

Character development: How does the character's mental state affect its movements and mannerisms?
Humour: How can humour be used to tackle deeper issues like mental health?
Mental health: How can you use mental health and other common emotions to help people connect to the character?
Stylistic techniques: Which unexpected mediums can I take inspiration from in a stylistic way? E.g. Tattoos.

2. Context: Field

Who else is doing what you are doing?

Bojack Horseman by Raphael Bob-Waksberg - An 2d animated TV show starring animals tackling mental health in a funny way
Chicken or The Egg by Christine Kim and Elaine Wu - A 3d animated short, again animals dealing with mental health in a humorous way
Not About Us by Michael Frei - A beautiful black and white 2d animated short, that I hope to draw inspiration from stylistically

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What fields does your work sit within?

2d animation
Video production
Design
Character design
Comedy
Sound effects

Who are the outstanding practitioners / researchers / critics within these fields?

2d Animator - Paul Robertson
Critic - Jason Knight
Writer / researcher - Steve Roberts

3. Method

How will you work?

I will create weekly animations with Toon Boom Harmony. As a beginner, I think creating consistent content will be the best way to learn a program.

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

Through the mistakes I make in my work I hope to find inspiration. The imperfections can be the most interesting part of a project. I hope to amplify these 'mistakes' to create something that stands out from other works in the field.

4. Production Tools

How will you make the work?

I will work with Toon Boom Harmony to create the animations.

What is your process? When will you do what?

I hope to have a collection of five test animations at the end of the semester, each of them will showcase the bear in a different 'scary' circumstance. Some will be typical bear situations e.g. hearing a gunshot in the woods. Others will be human situations, like having to give a presentation at work. I will then compile the final five works into one short video, in the final week I will add sound.

5. Outcome - The 'form' you work

What is a possible tangible object of production that you'll aim for?

A compilation video of my 5 test animations.