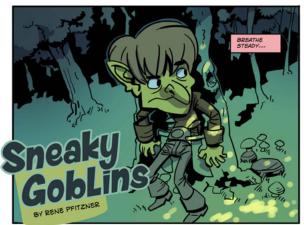
INTERVIEW

Church Pastor

Animation Artist

Comic Book Artist

















QUESTIONS

- 1. What are your first memories of inspiration and influences that made you want to be an artist/animator?
- 2. What were your first professional jobs as an artist and which one had the most impact?
- 3. What are you doing now for a career?
- 4. So you are still producing art and animation, can you tell us a little about that.
- 5. So you like drawing goblins and fantasy characters. The bible warns against interacting with powers of the spirit world. Actually sorcery is condemned in the Bible (Leviticus 19:26), (James 3:15 -17). Do you think this conflicts with Christianity and beliefs?
- 6. Why do you do what you do? (What is the key element that motivates them to make their art creations?)

This is looking and feeling like my main Inquiry question!

RESEARCH

Inquiry (what is the question, motivation and significance etc of the project etc.)

Why do you do what you do?

- Iteration (demonstration of short, iterative production cycles. How have things improved? How have you responded to any feedback?)
- Idea (push distinctiveness and novelty)
- Scope (It is expected you will have a complete and resolved Minor project by Week 12. Scale it sensibly.)

What the Bible warns against is interacting with powers of the spirit world without God being a part of it.

Sorcery is condemned in the Bible (Leviticus 19:26)

A **goblin** is a <u>monstrous</u> creature from <u>European folklore</u>, first attested in stories from the <u>Middle Ages</u>. They are ascribed various and conflicting abilities, temperaments and appearances depending on the story and country of origin. They are almost always small and <u>grotesque</u>, <u>mischievous</u> or outright evil, and greedy, especially for gold and jewelry. They often have magical abilities similar to a <u>fairy</u> or <u>demon</u>. Similar creatures include <u>brownies</u>, <u>dwarves</u>, <u>duendes</u>, <u>gnomes</u>, <u>imps</u>, and <u>kobolds</u>.

Answer: Sorcery, the use of spells, divination, or speaking to spirits, is clearly condemned in the Bible. The word *sorcery* in Scripture is always used in reference to an evil or deceptive practice.

Sorcery is an attempt to bypass God's wisdom and power and give glory to Satan instead. God has no tolerance for sorcery. In Deuteronomy 18:10-12, sorcery is listed among the sinful practices of the nations surrounding Israel. God calls it an abomination: "There shall not be found among you . . . anyone who practices divination or tells fortunes or interprets omens, or a sorcerer or a charmer or a medium or a necromancer or one who inquires of the dead, for whoever does these things is an abomination to the LORD. And because of these abominations the LORD your God is driving them out before you."

Sorcery is clearly sinful and is not to be part of Christian living. There is a wisdom that is "earthly, unspiritual, of the devil" (<u>James 3:15</u>), and this is what sorcery offers. Our wisdom comes from God (<u>James 3:17</u>), not from deceiving spirits. The power of God is much greater than the power of sorcery (<u>1 John 4:4</u>).

The truth of the matter is that there is a lengthy list of Christians involved with sci-fi and fantasy over *J. R. R. Tolkien

*C.S. Lewis

*Randall Bills (founder and current CEO of RPG company Catalyst Game Labs)

*Don Bluth

*Sandy Peterson (one of the key programmers and designers behind the original "Doom" games)

PRODUCTION













ROUGH CUT 01

Please click on the below link for the 1st rough cut of the interview and use the following password.

https://vimeo.com/264199721

Password: RMIT123

