Studio1_Folio1_Wk5_Mentor chat with Uyen. Mon 29 March wk5

Of particular help was Uyen's comment that she liked the way I was choosing to localize my project as that could ferret out a deeper meaning to the Rime of the Ancient Mariner. I certainly wanted to look beneath the mere visualizing of the poem, but I had not quite realized the potential that my local environment could lend my personal take on the meaning in a more significant way, as an expression of my artistic expression.

She also suggested looking at the influence of the tides, that in the Bay Islands area are of great contrast between high and low tides. Food for thought.

I feel the greatest challenge I will face will be can I prove my theory with examples of my work that 'Animation" as an art form is yet to be discovered and that "Animation" as used today is a misnomer.

My argument will be that Animation is yet to be discovered and for differentiating the two I will adopt a working name of "Womanim". How I can create something that does not yet exist is the challenge. George Lucas made a comment in an interview that technology follows the artist not vice versa so I have it in the back of my mind I may have to understand what technology is, in a way that can be invented for my project.

I also suggested perhaps I can use pico projectors to practice Projection Mapping (PM) on a mini scale as the expense and practicality of large-scale PM is beyond the scope of this stage. Uyen suggested I could use the pico findings as a 'proof of concept' for Womanim and that was a light bulb moment for me too. Thankyou Uyen!

I am still a bit scattered with multiple topics creeping into my concept and hope that in writing the script and crafting the story flow those other topics will be chapters for other reflections, that hopefully can be expressed from the Womanim POV.

Annabelle Crabb, political commentator, made a comment on 4Corners' Monday programme that the forthcoming budget will be a 'blokey budget' despite Scott Morrison's introducing more women into Cabinet as the budget was made prior to the inclusion of more senior women being included. Her observation that the budget would look vastly different with more input into it by woman resonated with what I am looking at in Animation studies and practice, to create womens' POV in the technology and the expression of the animation artform.

By definition of creating a new technology, finding a context in which to situate my work will need to go beyond the discipline of Animation.