

abstract.

An animated short film in a form of an art film. By doing so, I want to explore the visual arts and representation of the 5 stages of grief through particle simulation using Blender. A big question in hand is: How do I visualise emotions to audiences through my artistic identity?

The project is a question about whether it's possible to emit emotions through particle simulation animation. Because of my vast interests in particle animations based on my inspirations like Maxim Zhestkov's work, I want to create an animation and form them accordingly to my artistic identity. The difference between Zhestkov's work is that most of his artworks are abstract with narrative and a higher artistic value. Because of my background in film, I want to create a more 'blunt' narrative with dialogues to convey the story better.

This project exists because I wanted to understand whether it's possible for me to create a visual story through particles and sound. As a filmmaker, I have a habit of making any visual as meaningful and blunt as possible to a story. This will be my first time creating a story without the use of facial expression or a human character.