

Previous work done in PPP, but wasn't satisfied with the style. Now with a focus on motion, can play around with that as I go and see how motion affects style choices.

ILLUSION OF LIFE PLANS

Aim: I want to focus on developing my character animation skills. Reflecting on Studio 2, I felt like my animation skills still had significant room to develop. My potential Studio 3 ideas and most works tend to revolve around some form of character, so I want to develop my skill in expressing this further.

- The movement of being alive - breathing, eating, action, talking, acting, walking, running etc
- The way different levels of stylistic/realism, abstraction/intimacy communicate different things
- Applied to multiple life forms, discovering and observing nature - human, beetles, lizards, birds, fish - all terrain → informs fiction
- Environment as character - the movement of nature included and the way man made things move
- Admiration for the way this kind of motion exists in the overlap or contrast between stylised and realism, and analysing the animation I find inspiring across the spectrum to better understand how it can inform my practice



In PPP, previous approach was looking at source material influence and looking at animation with similar stylistic inspiration.

While I might still return to these works with a focus on their motion, I think I can expand my horizon by looking at other motion practices. I'm interested to explore how works with a variety of styles will give me insight into motion, specifically with my project in mind.

