

IOL WEEK 7

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BINARIES IN MY PROJECT

Initial brainstorm:

Harmony	Rupture
Peace	Wrath
Nature	Man made
Subtle	Dynamic
Old	Modern
Love	Anger



Aim:
To create two different scenes which show *the peace and harmony vs rupture and anger*. I want this binary to also be reflected within different styles of movement (*subtle vs dynamic*) and potentially within the aesthetics of the animation as well (*old vs modern*). I plan on unifying the two clips with editing and minor transitions reflecting the switch between character.

CONTEXT

The dichotomy between subtle and dynamic motion was inspired by my research on 'limited animation', and its origin at UPA. This style of motion aims to reflect 'feelings over reality', and was inspired by the rise of Modernism in Art. I felt like this intersection between modernism and stylised movement coincides with concepts within my work.

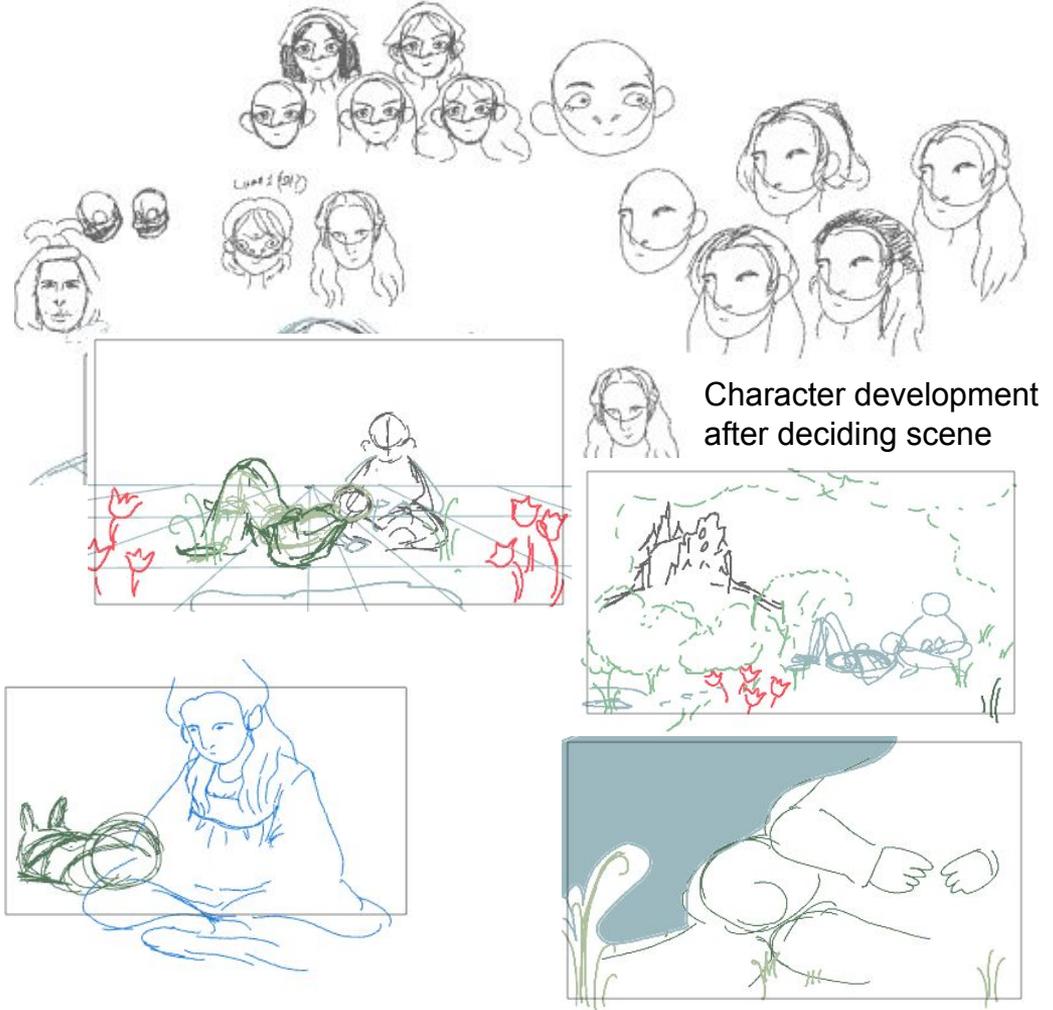
Moreover, a similar dichotomy exists within *Son of the White Mare* (1981). The film retells a Hungarian folk tale, while using radio signals and other electronically generated sound to reflect modern context in which the story is being told, and the significance of retelling it.

METHOD

- After the brainstorm I drew some thumbnail ideas, then made a rough storyboard for both clips and a transition between them
- I worked on my dynamic/anger clip first because I had planned on animating on paper first since I was inspired by my research
- When animating on paper I usually work pose to pose, then tween and scan
- I try to time the frames on ToonBoom, and if there's a mistake or I think it could use with another frame I will draw it digitally.
- I had the most trouble with the third scene - I tried a few different thumbnails but I felt the idea wasn't the strongest, so I went with a fairly simple execution
- Video of my progress working on this scene: <https://youtu.be/vvfeicJhf1E>

METHOD CONT'D.

- I created all my scenes for my second clip digitally, because it was mainly focusing on stillness and realistic movement - which would use a lot of paper for a minimal amount of movement
- I used my flower loop from earlier in the semester as my first scene, then made a simple leaf falling on frog animation
- The third scene needed the most iteration - I played around with a lot of compositions, and considered overlaying the other scenes onto this image before coming up with the final set up
- I tried a hand animation but it wasn't coming together, so I simplified it by having her hold a book instead



RESULT

I tried a few different edits, and edited a song as a concept placeholder but I would like to iterate on the sound more in the future. I really enjoyed pushing myself to create dynamic movements efficiently, and I feel like the two scenes complement each other well. Although, it could do with more secondary animation throughout, and the frog scene could be pushed further. I think the transitions are quite simple, so they could be refined further, but I like the concept being communicated throughout. I will probably experiment with the opening flower loop, as it doesn't feel as strong as the rest. The ending I think could have a smoother decrescendo, although I do think developing the sound and iterating on the editing further will make the piece more cohesive overall.

Edit 1:

<https://youtu.be/ErLFIMwPtsE>

Edit 2:

<https://www.youtube.com/watch?v=LbE7Qp2i9dA>

Edit 3:

<https://youtu.be/134rpAKcrZ8>

Current final edit with placeholder sound:

<https://youtu.be/2YJR-BkAig0>