

Project Media:

I aim to employ the use of:

- *Digital Video Camera: This will allow immediacy capturing visual research. It may also benefit background compositions and instigate cinematic language. I will also be able to manipulate, sketch, paint and collage the reels via individual frame sequences.*
- *Digital Stills camera: This will benefit stop motion sequence capture*
- *Cel Drawing [physical and Digital] – pen/pencil/paper – graphics tablet*
- *Software application – Photoshop – After Effects – Final Cut Pro – Illustrator?
[Desirable but not definite duo to lack of knowledge – Flash & 3d Max, 4d cinema]*
- *Projector, plexi-glass/acetate & paint: between the two I could create cel painting with movie footage. This could potentially be a form of creating mini compositions in the same vain as rotor scoping or layering pre-made compositions.
This is a method that is untried, so there for I would need to trail this first.*

Project Implementation:

** My visual research will also consist of observing, gathering and dissecting imagery from a variety of environments: Indoor, outdoors and the virtual. I aim to gather and make a body of short compositions for the Christmas break to allow me to work on practicing technical skills and digital manipulation with some of the software I am less familiar with. February/March would be to tie up the design off imagery and mini compositions [along with audio to an extent] ready for post-production.*

** I am not out to create conventional figurative narration although I may employ some – I should not need the use of scripting scenes with actors [but if the notion of the Film/animation requires an scene that need to be independently simulated then I should write/script/document something brief only to fore fill the language that aspires from the process.*

[If I need to film a scene with people in it – I have a few friends I would be able to call on and locations I would be able to film in]

** I have most of the resources I need so far – I will make booking for facilities and equipment [i.e. projector and space] at a later date.*

** I have close communication with some of the guys in technical support and my mentors for consultations and support: I will have regular critiques and project reviews with my main animation tutor these would take place at least on a bi/tri weekly bases with continuous analysis via interactive online networks, bloggs and email.*

Project Statement:

Considering my practice and research last year I intend and hope to extend on the issues, interests and techniques I set out to explore. I feel they were successful in areas and somewhat accomplished, yet very fragmented and quite undone. Therefore my values and ideas for my next project haven't changed, but evolved a little. I can also anticipate new avenues from the most recent project have come to light. Our latest animation workshop helped me resolve newer practice methods and provoked ambition within my process – This is something vital to my development as an amateur graphic artist/ animator. I wish to undertake this project outline to see/work through my current creative ideas and enhance the substance throughout my practice and art production.

Project Reflection Analysis:

This part is to be produced after the completion of the project - Analysing the successes and failures and what has been learnt.