

Design Degree Project

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The Aim

My project concentrated around studying the prospect of experimental animation

To imply it accordingly in my final project

Research

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Preliminary Research

Primary research constituted of studying the history of experimental animation

Further Structurizing it into categories I could identify

Preliminary Research

Videos- study the technique-various short films on experimental animations

Movies-Waking life, Sita sings the blues, Tatami galaxy, Melancholy of Haruhi suzumia, Millenium actress

Research papers- Content and Meaning in Abstract Animation (Pamela Taylor Turner Assistant Professor, Kinetic Imaging Communication Arts and Design Virginia Commonwealth University), The American Pioneers of Abstract Animation

Literature-study the narrative-Einstein's dreams (Alan Lightman), If on a winter's night a Traveller (Italo Calvino), Slauhtherhouse 5 (Kurt Vonnegut), God's debris (Scott Adams)

Articles

Analysis and Categorization

Based on structure

- Non-narrative (abstract)
- Narrative
- Interactive

Based on medium

- Flat medium
- Physical mediums/ materials
- Algorithmic/ computer generated
- Mix medium

Based on structure

Non-narrative

- Abstract animation, one of the earliest tried experimentations
- Started after world war 2, When artists and filmmakers considered the need to evoke intricate emotions or give visual aesthetics to sound
- Employs imagery completely liberated from icon and symbol, and utilizes instead form, light, color, movement and time
- Follow a drive, an impulse, or to follow a line of visual, and sometimes mystical, exploration
- To represent new emerging theories of relativity, archetypes and the unconscious

Based on structure

Narrative

- Experimentation on narrative can be on form, style and technique.
- Experimentation on form implies using traditional methods differently
- Experimentation in style includes non linear ways of storytelling, metafiction, perspective storytelling etc
- Experimentation on technique-how the use of different mediums can be used to advance the narrative

Based on structure

Interactive

- Input based-needs input of some kind to continue, either from audience or data-delivers output accordingly
- Metaverse-interactive animation-Contained within a life-size version of the familiar childhood board game Operation-animated film exploring loss and memory
- Output or media based-using different kinds of media or mix media-Virtual reality, puppetry, Kawad storytelling

Based on medium

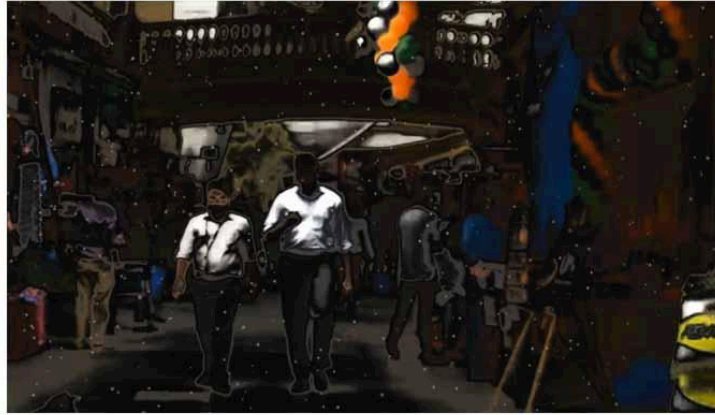
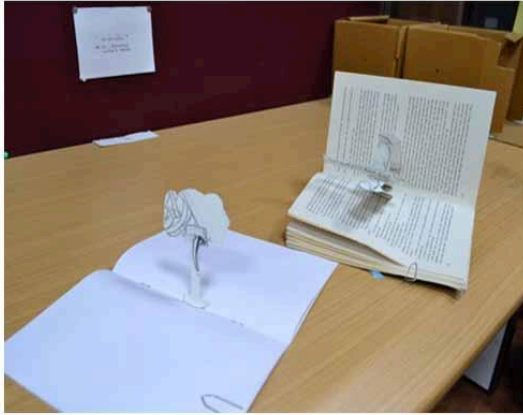
- Flat medium- Paint on glass, lines, cutouts
- Physical mediums/ materials-clay, sand, objects, pixilation, works of celeb wood, live action
- Algorithmic/ computer generated
- Mix medium- Sita sings the blues, Weatherman and the shadowboxer.

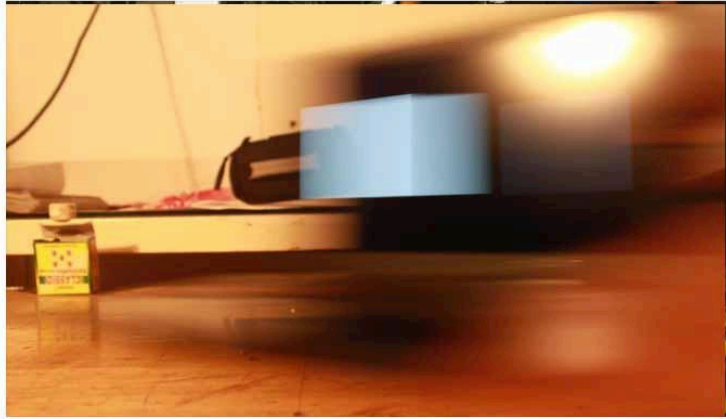
Explorations

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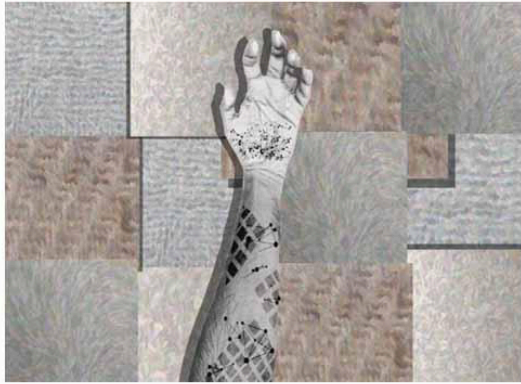
The process was to explore as many experimental techniques as possible

To reach a conclusive medium/medium(s) and to further modify it



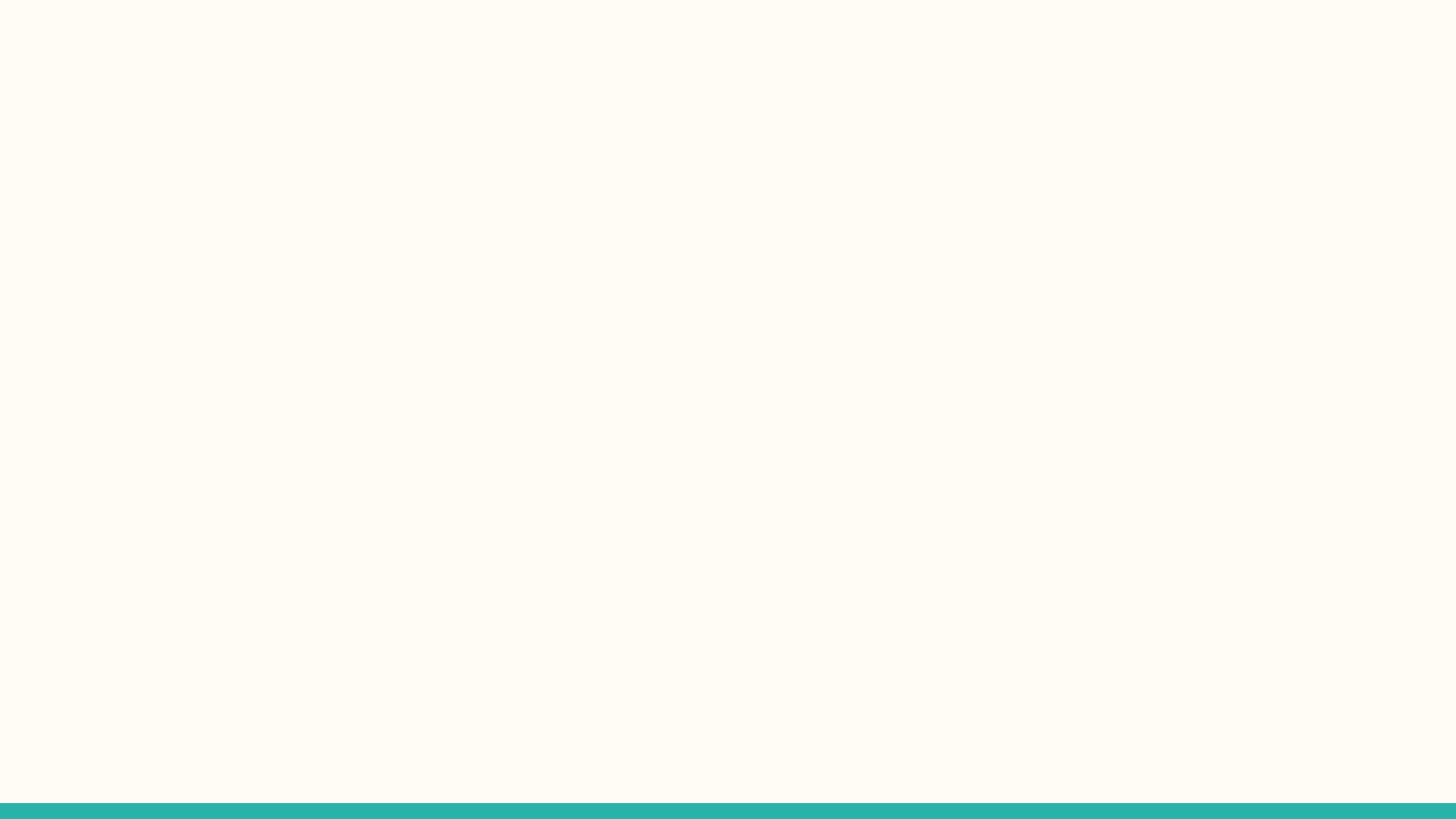












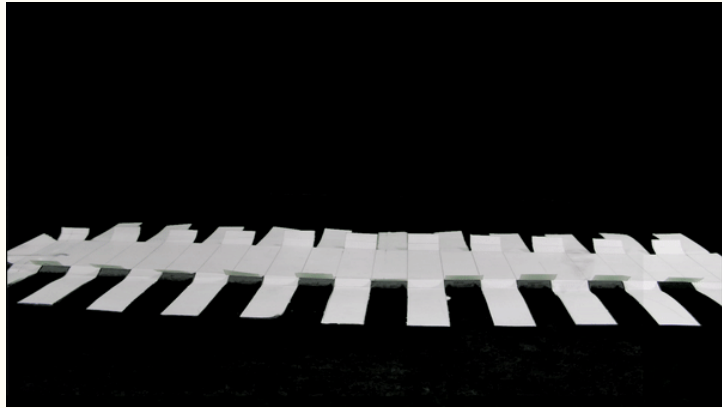
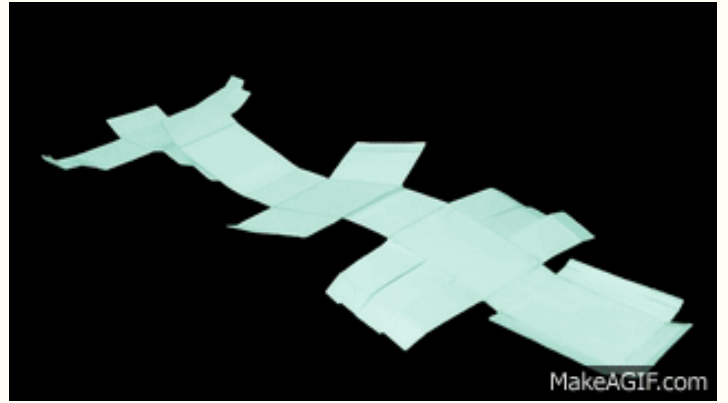
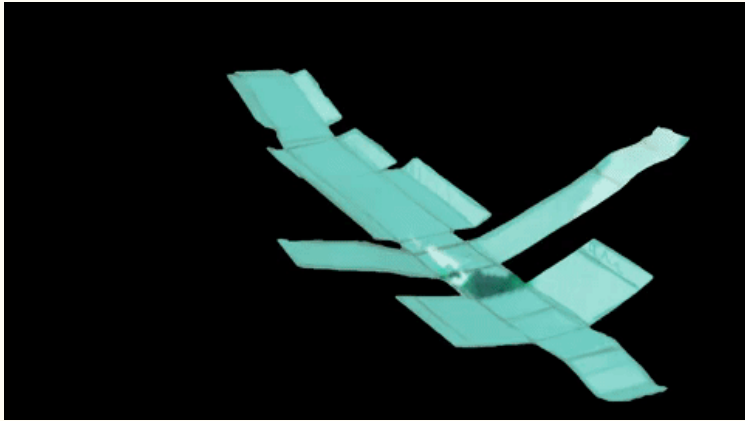
Paper Explorations

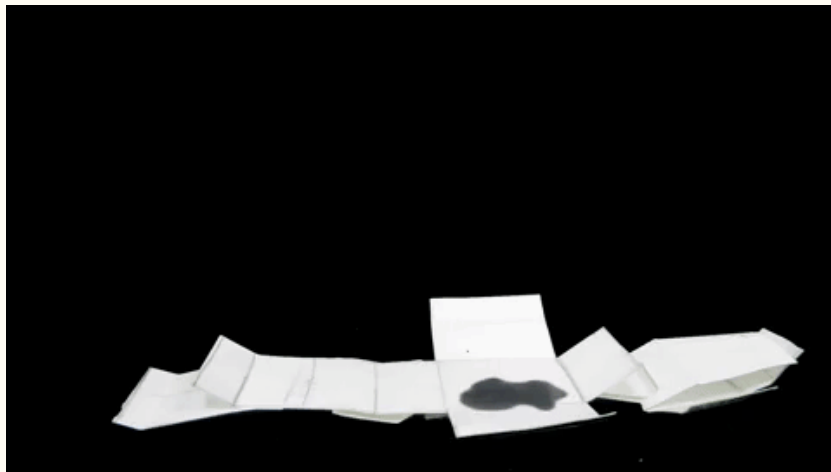
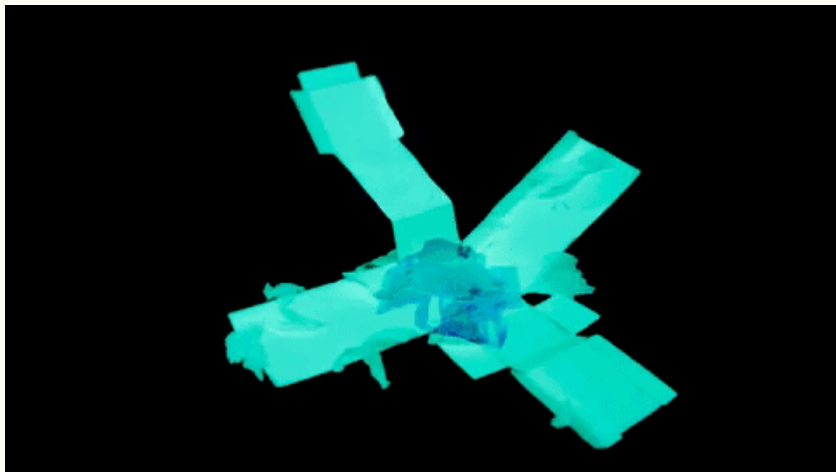
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Paper Explorations

After various experimentations, paper as a medium was decided upon for further explorations

Various elements were composed using continuous paper folding. Different elements were planned out, their folds, joints, etc, individual elements were animated, merged and composited in 3d space. Later these were merged with ink on water sequences to create hybridization.





Theme Based Experiments

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Paper folding experiments gave me a scope for further advancement in techniques related to paper

No direction in experiments, cold and sterile approach

Need to narrow down on experiments

Need to select a theme I'm inclined towards

Need to decide on constants for further experimentation

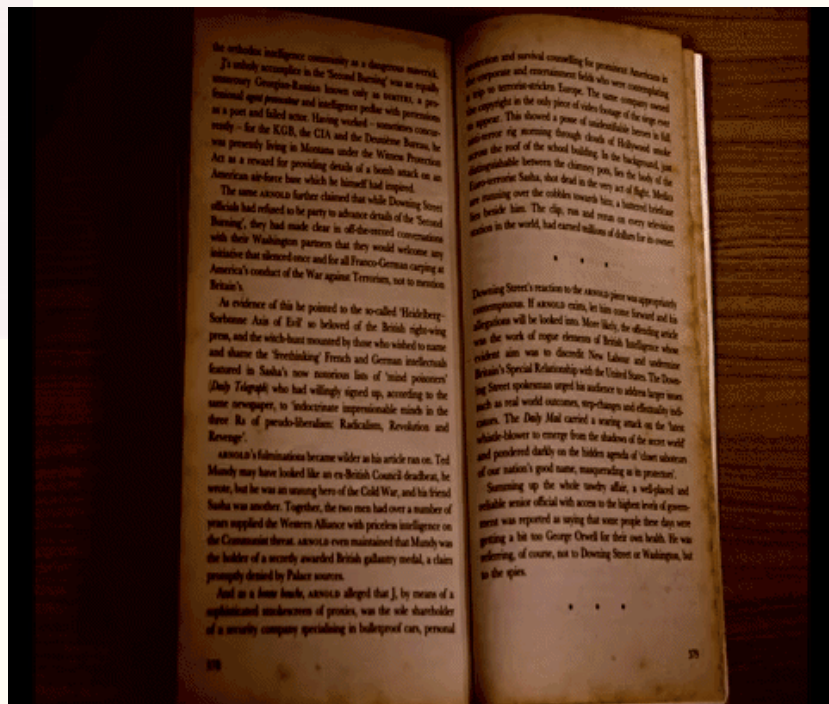
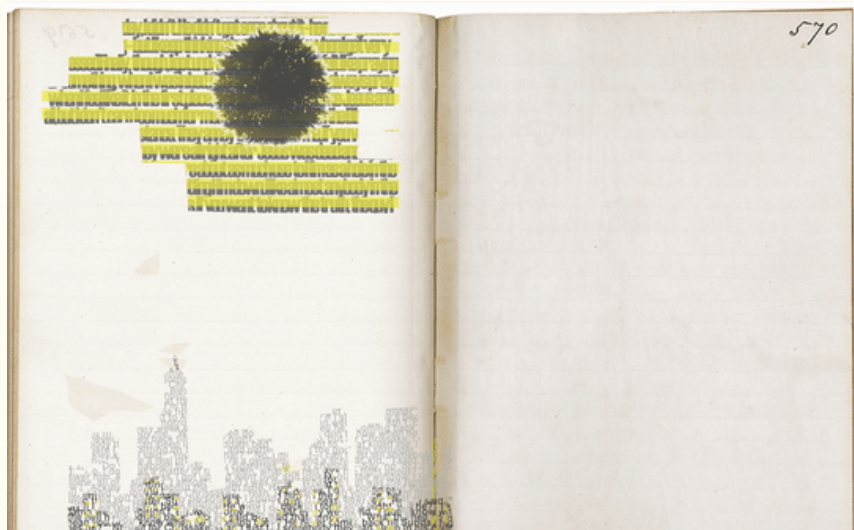
After much introspection, the theme selected for further experimentations was 'Book and its elements'

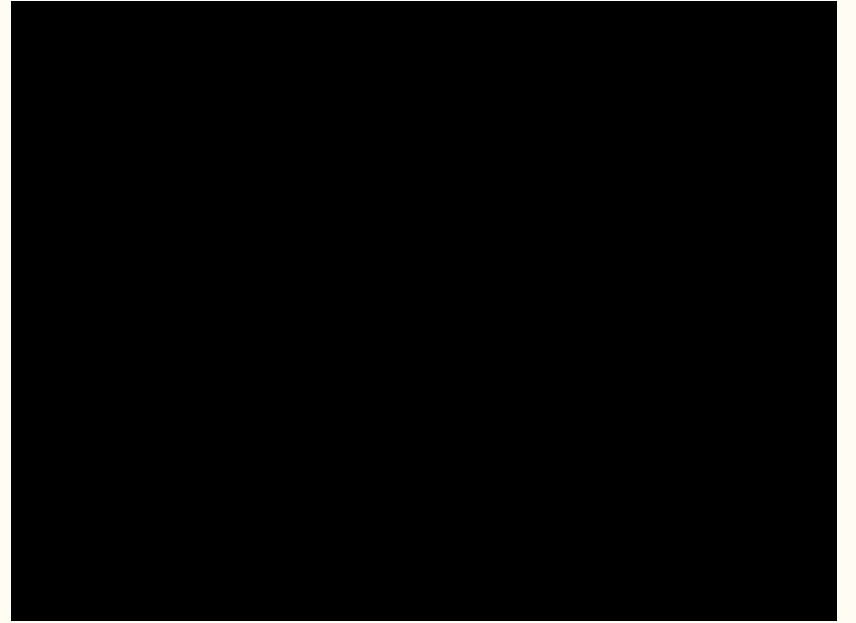
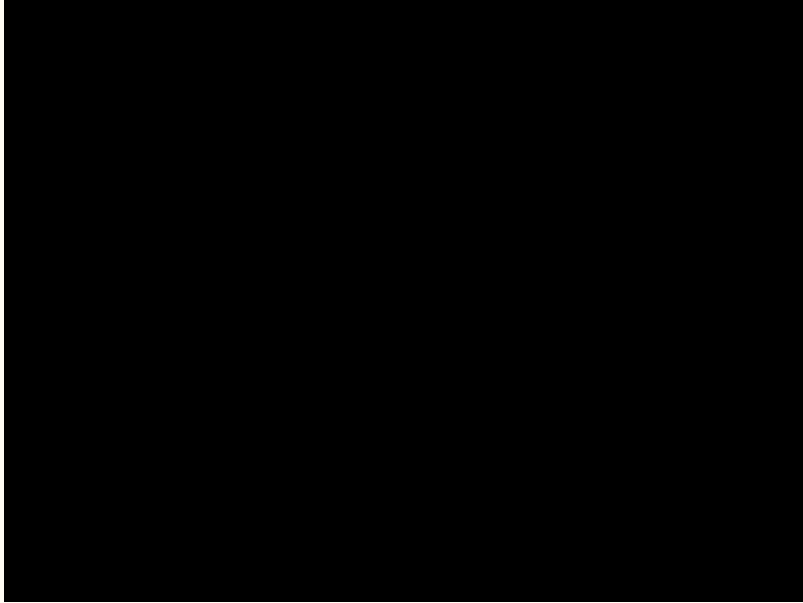
Considering book as a system, following constants could be experimented upon:

1. Its elements (paper, words/text, ink)
2. Structure and alignment of those elements in it
3. The mechanism of these elements

Experiments performed under the theme

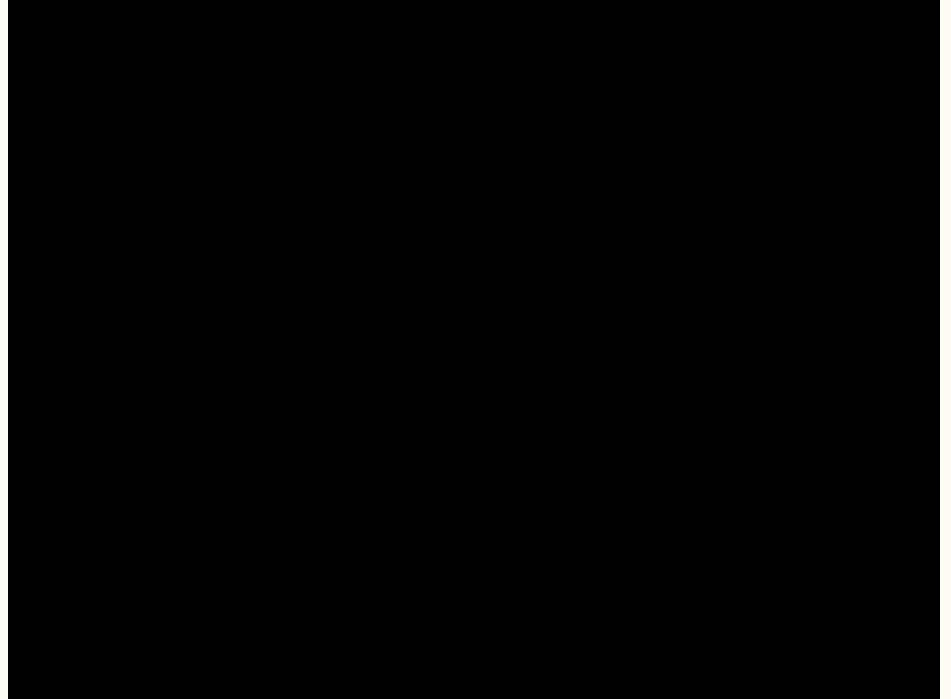
- 1.Text as images
- 2.Quilling
- 3.Paper carving
- 4.Paper extrusion





Further modifications

These techniques explored were then expanded upon as further transitions between these techniques, combinations and modifications were worked upon



Selecting a Narrative and Final Animation

A narrative was selected so as to direct the thematic based experimentations of a 'book'. Since the experimentations were so meta in their approach, the narrative was also to be selected to be something about the act of reading, creating or writing.

Considering this, a work of the poet Pablo Neruda titled 'Poetry'.

Finally, imageries were decided for the individual lines of the poem using the abovementioned techniques that were developed. Different elements of a 'book' were used to create animations.