

Domains and Precedents
Writing and Research
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December 15, 2010

The main domains of research for my thesis covers animation (2D, 3D, and mixed-media), character driven narrative, cynicism and satire, and space expressing psychological stance.

Animation

To be able to give life to a series of "ink on paper" or "pixels on a screen" and make them move is such a fascinating creation. Animation also has less restrictions and possibly more freedom to express one's imagination over other visual mediums like live-action film. Various animated shorts, film, and projects with different styles, story, and structure were viewed in order to find an appropriate approach for my project.



Skhizein - Jeremy Clapin.

<http://www.muiye.com/skhizein/SKHIZEIN.html>

Combining the idea of scale and space, *Skhizein* tells a story of man whose world is disjointed after being struck by a meteorite. The 3D-based mixed-media film touches upon alienation and the displacement of those who are mental or physically ill.

Acting not only as an inspiration, *Skhizein* is an ideal precedent for me covering technological aspects to conceptual storytelling to basic design aesthetics. Having an architectural background and my interest in animation, it is not surprising that I am extremely intrigued by the idea of having space represent a state of mind. One of the goals I am trying to achieve in my thesis is to carry out this idea, which is conceptually similar to how Jeremy Clapin expresses the protagonist's mental state. From a technical standpoint, I find the film uses a clever choice in mix-media which creates a successful effect on the aesthetics. In my thesis, I also aim to combine 3D animation with 2D animation in order to construct two separate worlds, yet not drastically dissimilar, which this precedent executed very well.

El Empleo (The Employment) - Santiago Bou Grasso

<http://www.arte.tv/fr/Videos-sur-ARTE-TV/2151166,CmC=2697838.html>



Santiago Bou Grasso's 2D animation *El Empleo* (2008) is a profoundly Marxist film about the alienation of labor. The audience follows a man's routine life and is led into a world that depicts people as objects.

The most impact *El Empleo* has on me is the notion of creating an odd world which metaphorically reflects the world we live in. I admire the artistic qualities and textural drawings the film brings out. For my project, with this reference I want to carry out this idea of introducing a queer world as well as creating a possibly dark atmosphere with the use of textures and layers.



Ryan - Chris Landreth

<http://video.google.com/videoplay?docid=2221051144364079933#>

Directed by Chris Landreth, Oscar winning short film *Ryan* (2004), illustrates characters as strange, broken, distorted, and disembodied bizarre 3D figures. Landreth introduces the idea of "psychorealism," in which he explains¹, "My animation work has used and continues to use photorealism, but what I'm most interested in is not achieving photorealism in CGI, but in co-opting elements of photorealism to serve a different purpose—to expose the realism of the incredibly complex, messy, chaotic, sometimes mundane, and always conflicted quality we call human nature. I refer to this as 'psychorealism.'"

Though heading towards a "cuter" approach, the message of conveying mental wounds through distortion of physical character/ space is also one of my objective. *Ryan's* techniques of aqueous disintegrated profiles gives a classic example of the capability of the medium and the imaginal world animation can accomplish.



Idiots And Angels - Bill Plympton

<http://www.idiotsandangels.com/>

Idiots And Angels (2008) is an animated featured film by Bill Plympton which tells the story of a man who grows wings on his back. Through this hand drawn animation conveys the darkness and struggle in humanity.

Having an iteration on the seven deadly sins, *Idiots And Angels* seems to have hit all the keys on the checklist. Though I didn't buy into the ending, I thought the story was well played out in revealing the evilness in people. Compared to my previous iteration, *Idiots And Angels* gave a much stronger dose of malevolence, which is something I learned by watching the film. Rather than glazing the

¹ <http://www.cgw.com/Publications/CGW/2004/Volume-27-Issue-7-July-2004-/Psychorealism.aspx>

surface of topics, Bill Plympton pushes deeper and pours salt on wounds.



Office Noise - Torben Sættrup, Lærke Enemark, Karsten Madsen, Mads Herman Johansen
<http://www.animwork.dk/en/gallerys.asp?AjrPage=1&gallery=films&type=title&title=Office+Noise&x=35&y=9>

Office Noise is a 3D animation from The Animation Workshop that tells a story about personality differences and their influence on each other in a ordinary office setting.

Attempting to create a story that changes the viewer's behavior and actions towards other people, *Office Noise* sets an example on how we treat other people. Through a simple idea, we rethink our actions.



GET OUT - ESMA Montpellier
<http://www.getout-lefilm.com/>

GET OUT, another 3D animation that portrays a psychological and possibly physical state. The story and metaphor is really clever and well played out. No spoilers.



The Simpsons Intro by Banksy

<http://www.youtube.com/watch?v=DX1ipiQQJTo>

In the intro Banksy created for *The Simpsons* included more depressing messages and covered upon more disturbing topics. Being sad and provocative yet humorous, at the end it ties back to a "lighter note" pulling back to the Simpsons, hiding and covering up what was revealed. This is a great example of mockery and satire on social issues.



<http://www.romainsegaud.com/>

Although not the first and certainly not the last, Romain Segaud's work shows off his proficiency in compositing and animating 2.5D in After Effects. With the consideration of using mixed mediums, there are several shot breakdowns in his work that gave me an idea of how to set up and animate characters which I can definitely learn from.



Ramona Falls - I Say Fever Directed By Stephan Nedleman <http://vimeo.com/12267193>

Directed by Stephan Nedleman, the MV *Ramona Falls - I Say Fever* use of tweaking and animating 2.5D layers is incredible work, not to mention the subtle movements that adds to the illusion of life in the characters. I think this piece pushes my creativity boundary further, knowing that

faking certain angles and depth is technically possible in programs like After Effects. The technique suits the story. Making a literal metaphor to people wearing masks, through the animation heads are pulled off revealing the beasts that hides underneath.

Movie/Film



"HBO|Voyeur." <http://archive.bigspaceship.com/hbovoyeur>

The HBO Voyeur Project (2007) is an example of watching people through sections while videos of each household plays their story simultaneously. The audience, "The Voyeur," pieces through the video revealing how each story and each character connects.

Architectural section drawing is one of my favorite if not my favorite aspect in architecture. I like how designers can see how space is aligned and imagine how people interact with the space. This project is an extension of the idea inserting video clips showing everyday personal encounters and relations. What is also interesting is the idea that life still goes on elsewhere while the audience is focused on something specific, yet afterwards it all pieces together revealing ties and clues depending on the time. The stories also reveal different social issues in normal everyday households. Being influenced by this precedent, I executed on this idea more in my previous iteration of my prototype.



1408

A movie about a haunted hotel room. Like expressing smell in visuals or taste through sound design, expressing a psychological state of mind through spatial design is just as challenging. *1408* (2007) is an example that can be interpreted as a confinement of the mind through spatial design.



Dogville <http://www.iconmovies.co.uk/dogville/>

Using minimal sets and props, *Dogville* (2003) incorporates architectural layouts telling the story of morality and the cruelty of among humans.

Character

Ferdinand the Bull (1938) animated film by Walt Disney

Pablo Picasso <http://arttattler.com/archivepicasso.html>

Anatomy



<http://moistproduction.com/>
<http://streetanatomy.com/>

In regards to one of the visual aspects of my thesis, not only do I want to show the bare-bones of a house, at the same time I want to reveal what is underneath the characters. We, as the viewers, get to see a little bit more than what we are accustomed to in real life. There are several examples of anatomy as art. Jason Freeny's sculptures inspired the initial idea I had of the skeletal figures.