

Finn Sharratt

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Chapter 1: Context

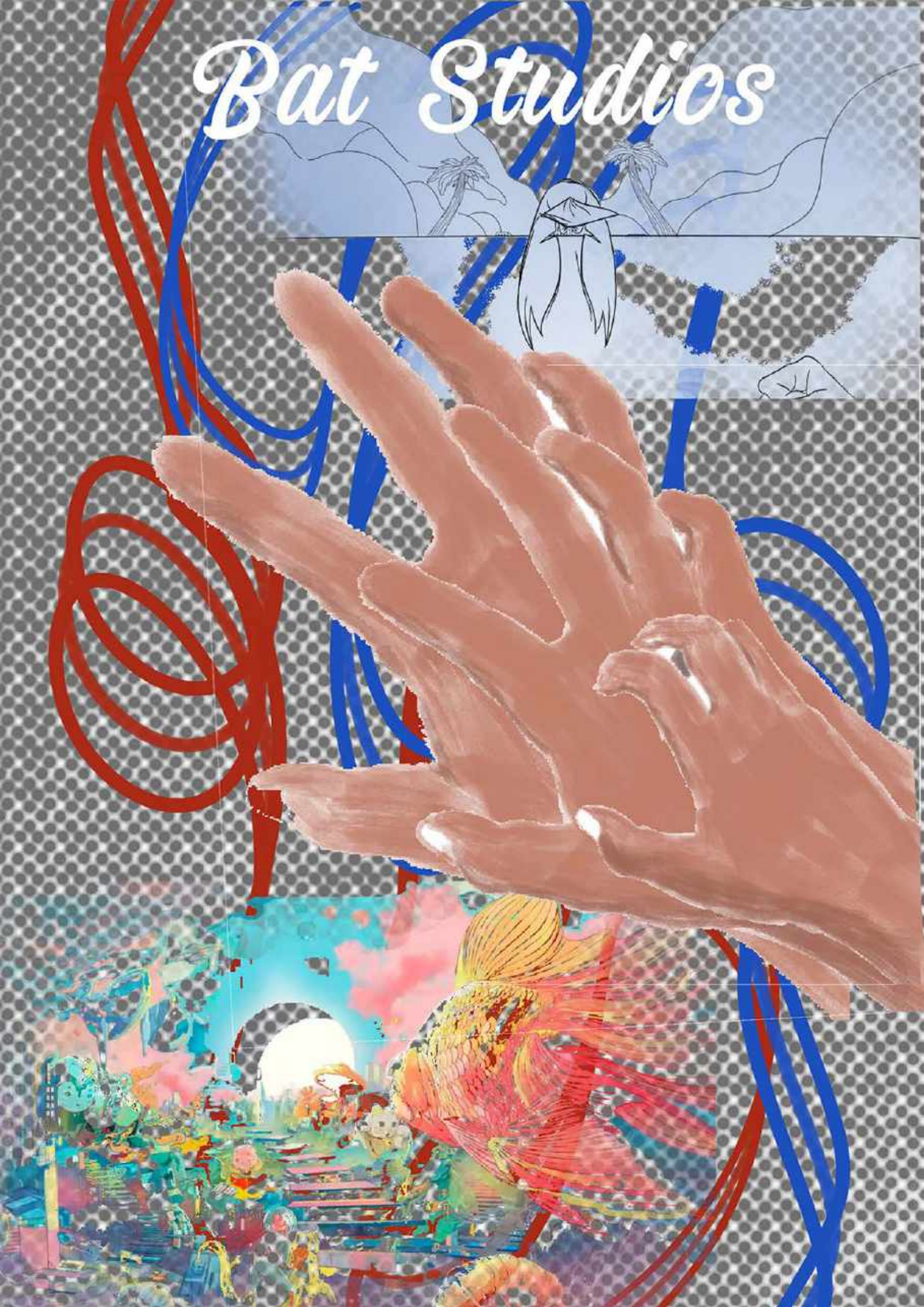
Throughout this chapter I will be exploring different artists that may help me influence the style of animations that I create furthermore to help establish context within my own animation.

Artists

Leon
Wash
here

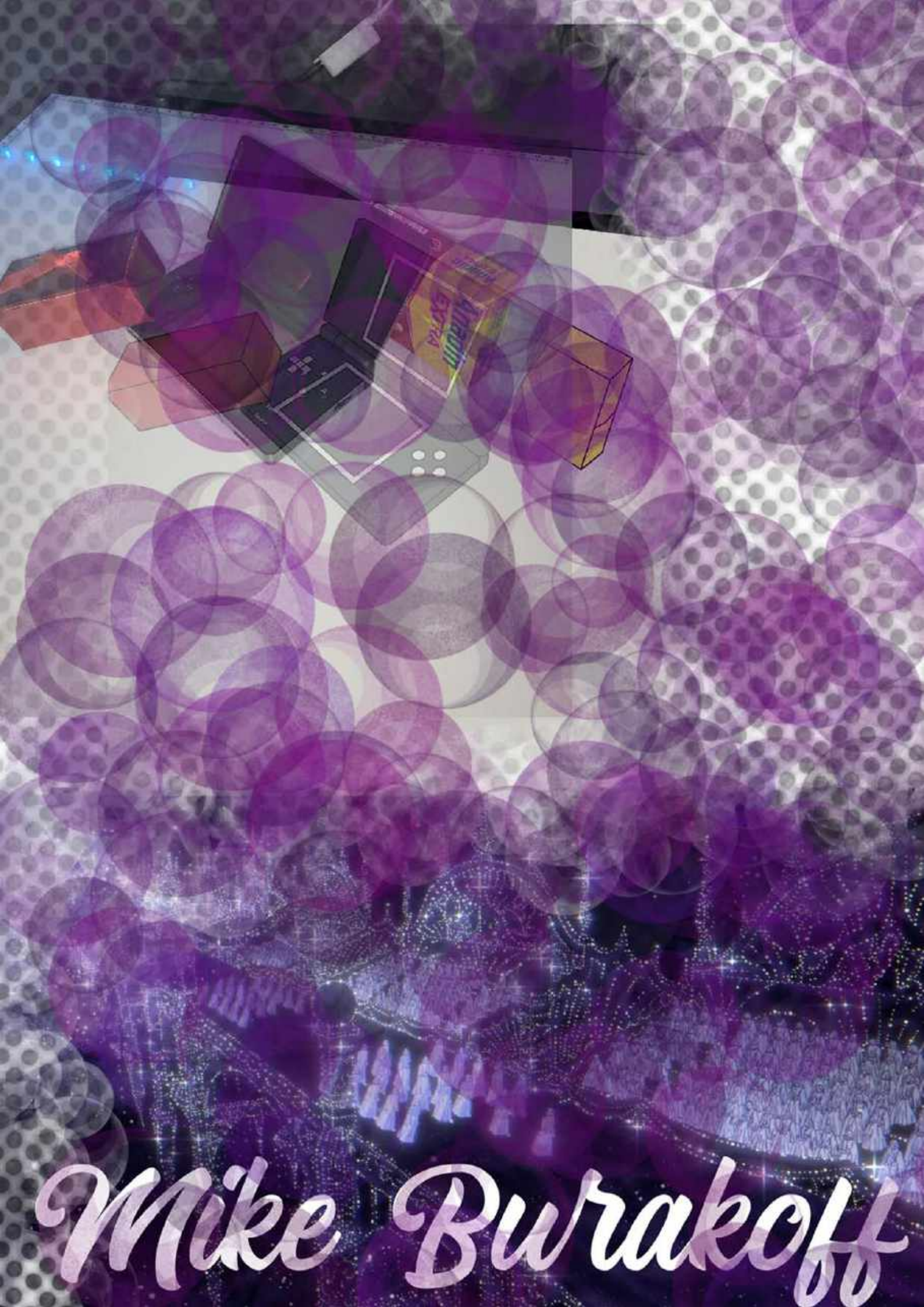


Bat Studios

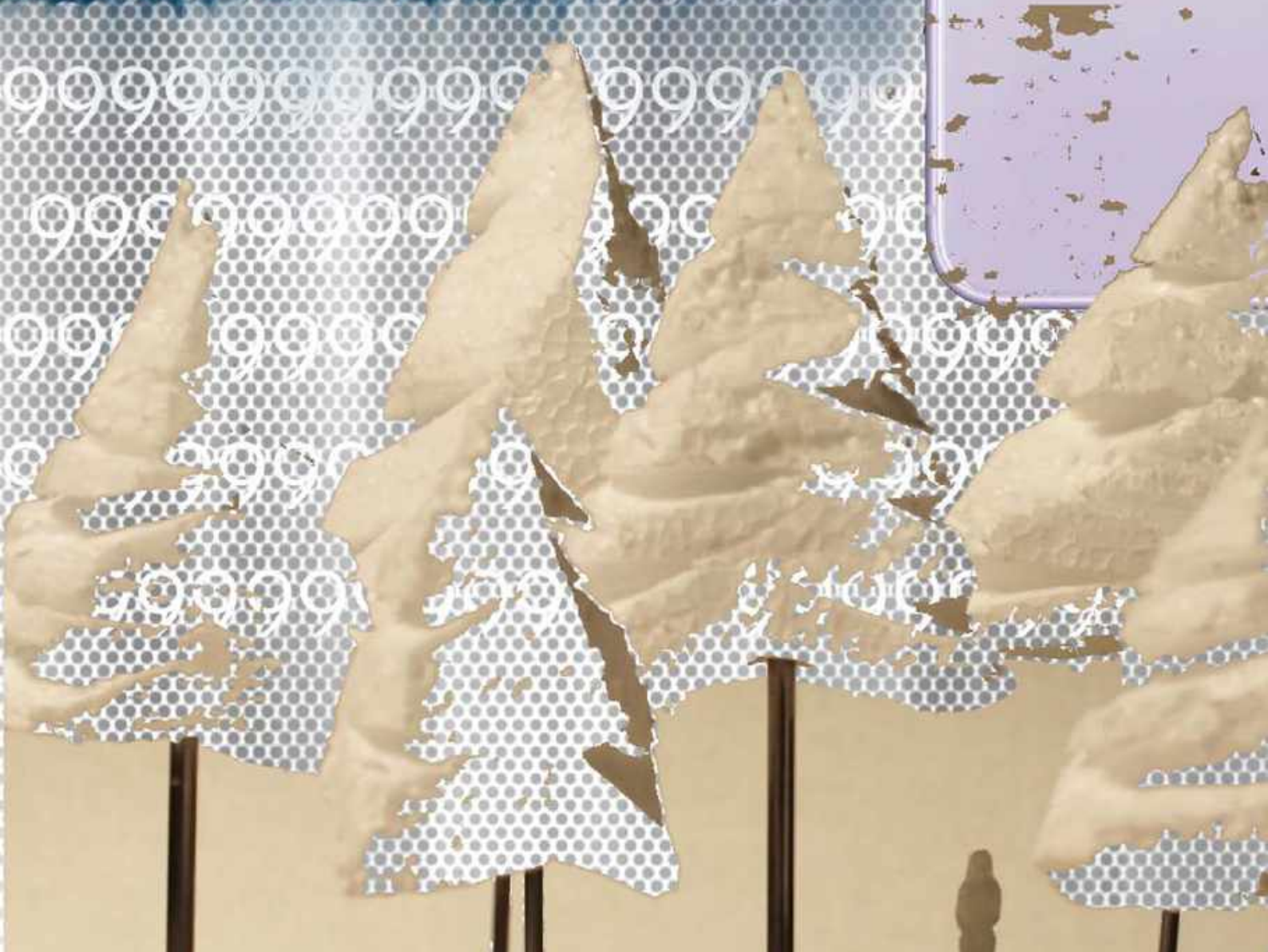


Zombie Studios





Mike Burakoff



John Summerson

Alice Dunseath

BRIDLINGTON



Mental health

Mood self-assessment

Here's your depression score **12**



Based on your responses to questions 1-8, you are experiencing some symptoms seen in depression but only an experienced health professional can tell for sure.

You should make an appointment to see your GP for a review or call 111. Both can help you and assess whether you might benefit from extra support or treatment.

Here's your anxiety score **10**



• We're trying to find your health concerns that fit with your GP. Whether your mental health is affecting your physical health or vice versa, the sooner you seek

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[Useful links](#)

Mood self-assessment

Here's your depression score **11**



Based on your responses to questions 9-15, you are experiencing some symptoms seen in depression but only an experienced health professional can tell for sure.

You should make an appointment to see your GP for a review or call 111. Both can help you and assess whether you might benefit from extra support or treatment.

Here's your anxiety score **13**



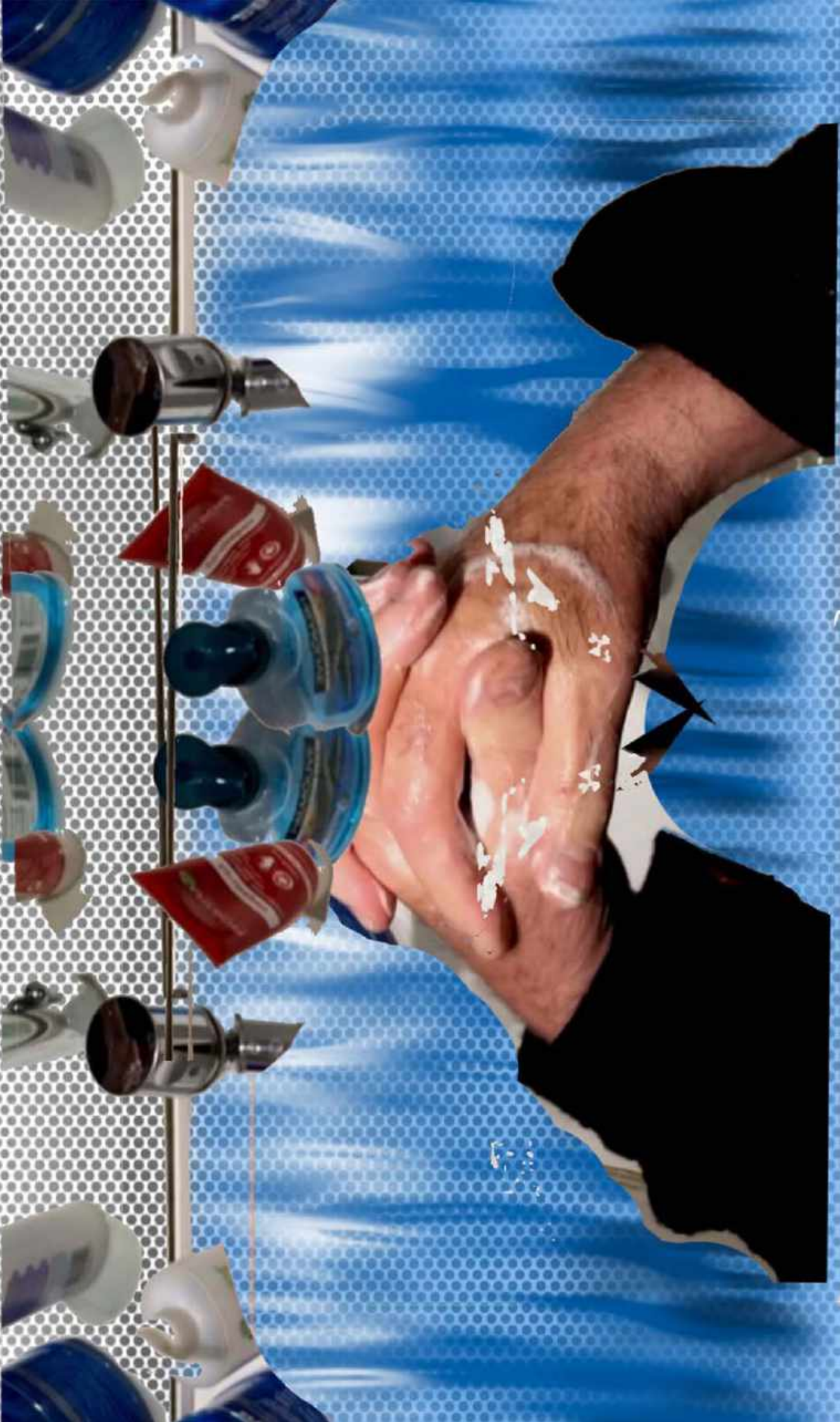
Based on your responses to questions 16-18, you are experiencing many symptoms seen in anxiety. Find a

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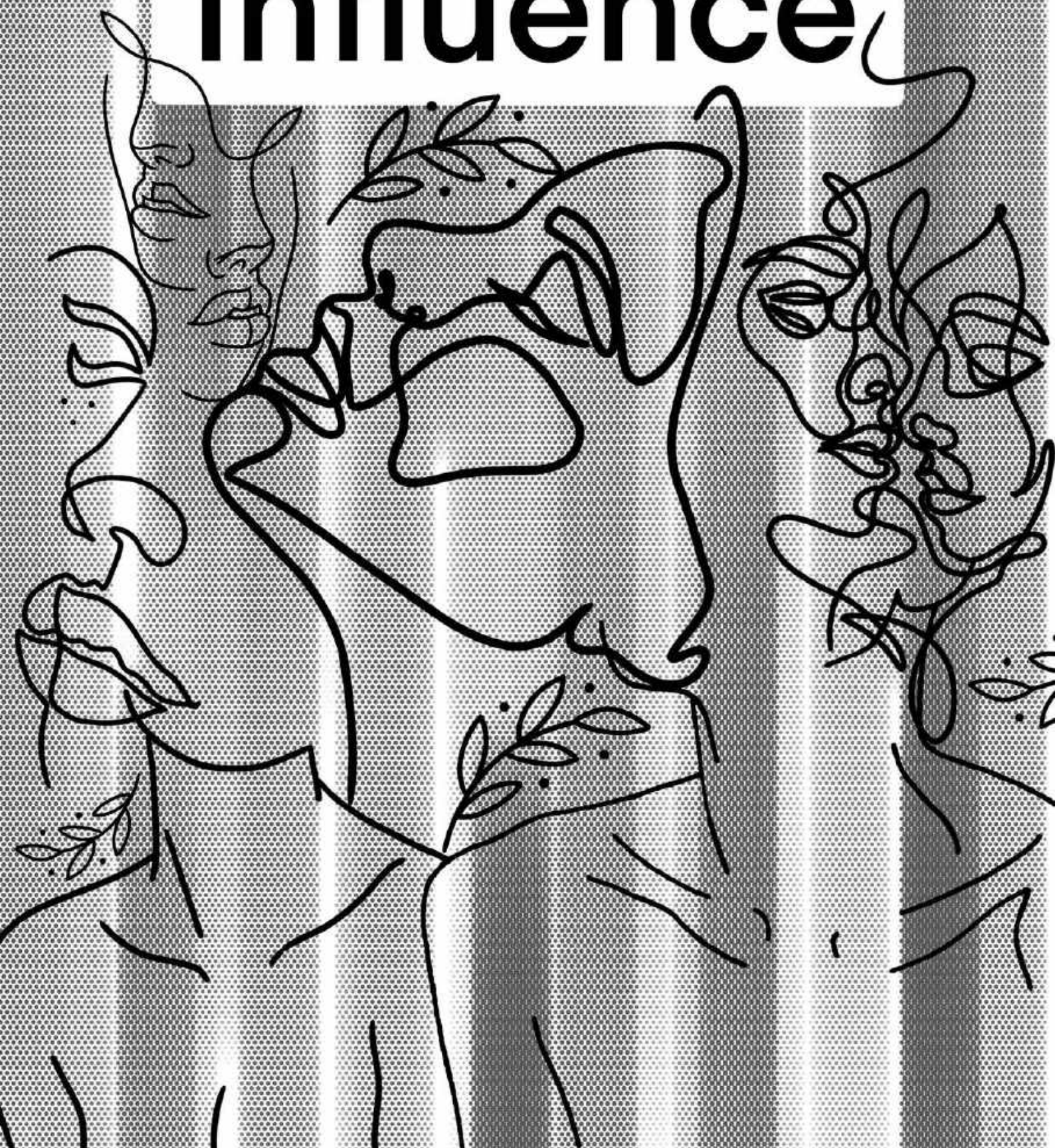
[Useful links](#)



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Artist Influence



Talking hands



“Your hands tell everything about your emotions and reveal how you are feeling at the moment. I call them you’re a motional barometer.”

“Feeling good: two thumbs up”

“Feeling not great: fist clenched tightly”

“Feeling anxious or uncomfortable: fidgety fingers”

“Feeling like saying stop: hands up palms open”

Chapter 2:

Animation and Film experimentation

within this chapter I will begin exploring the animation style rotoscoping and I will be applying metaphorical context or theories into my film-based work that I have gathered from my research.



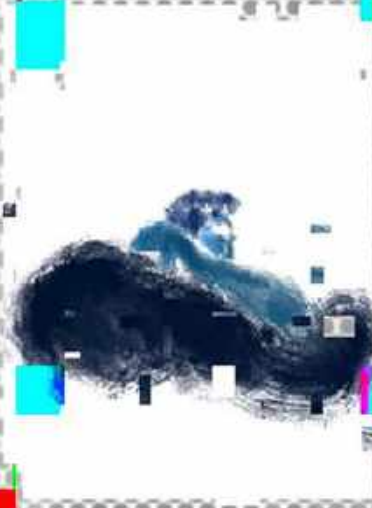
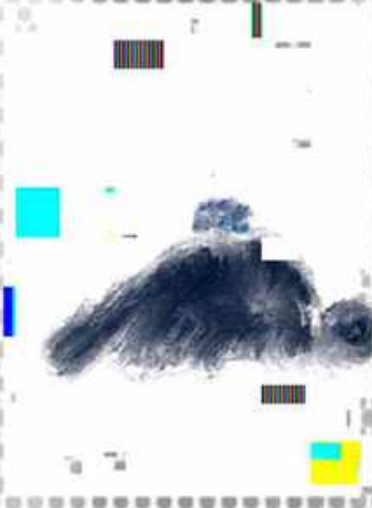
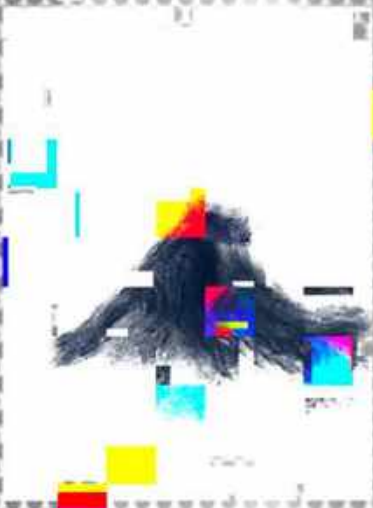
Drawing Experimentation



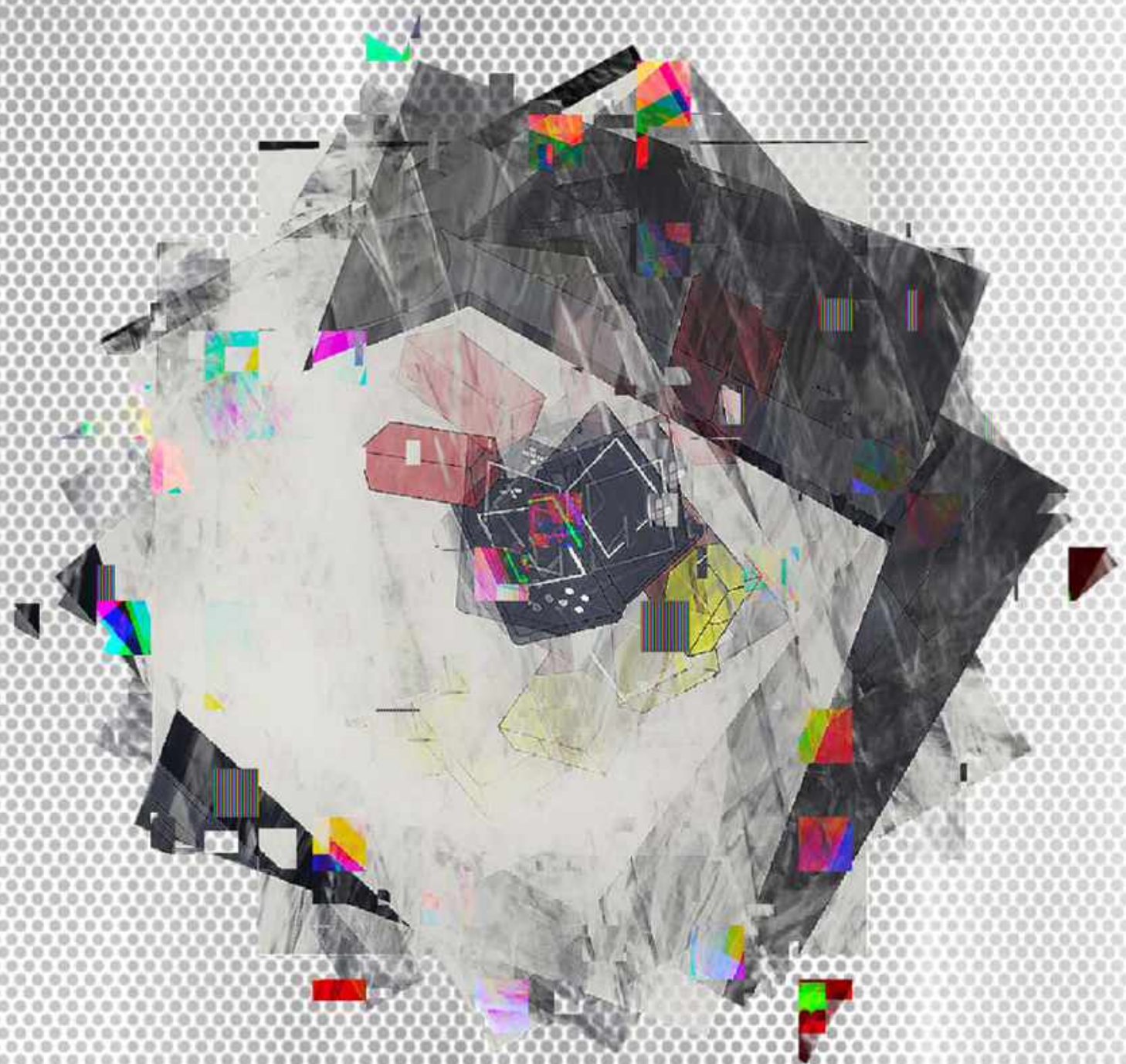
Digital manipulation







Overlapping layers

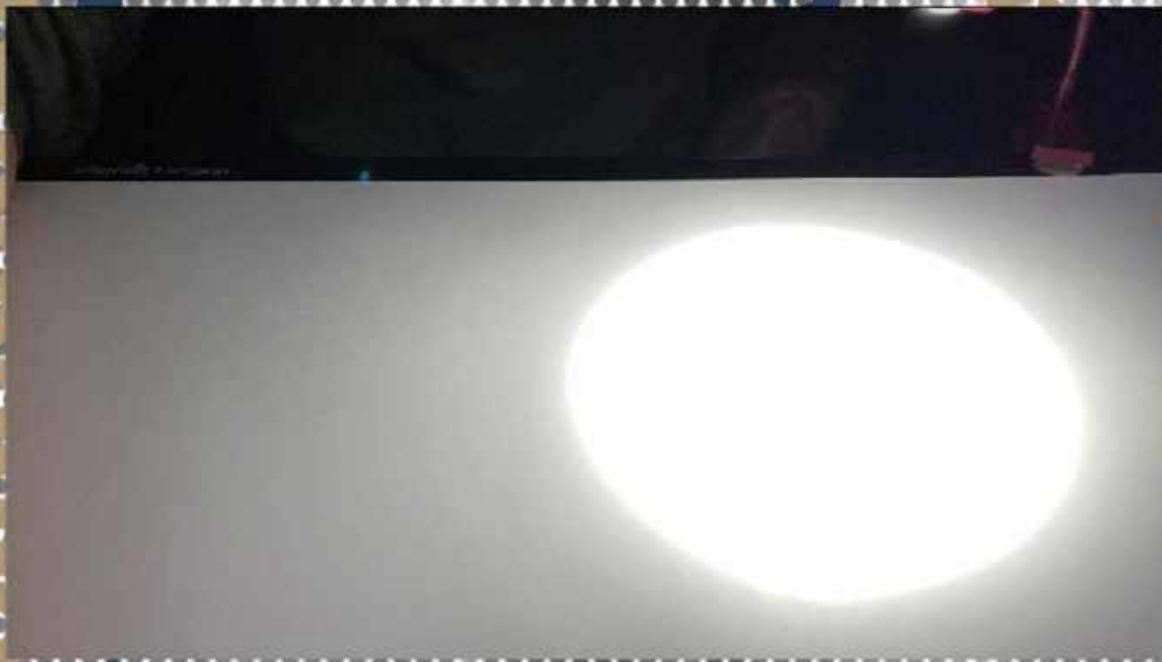


Reflection

After using the animation style rotoscoping I have become quite accustomed to this technique and have decided to continue to use this method throughout my project.

On the other hand I have come to realise that rotoscoping is quite a labourious technique so I will have to take into consideration the time it takes to create these animations.





Video experimentation



Associated the idea of depression



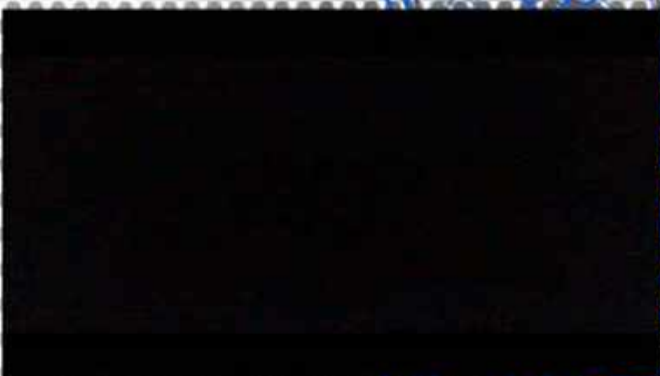
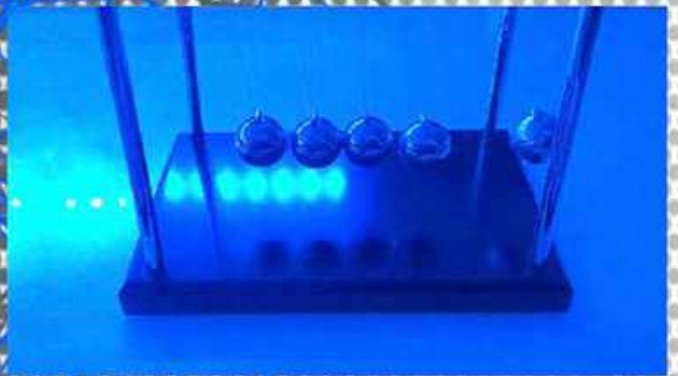
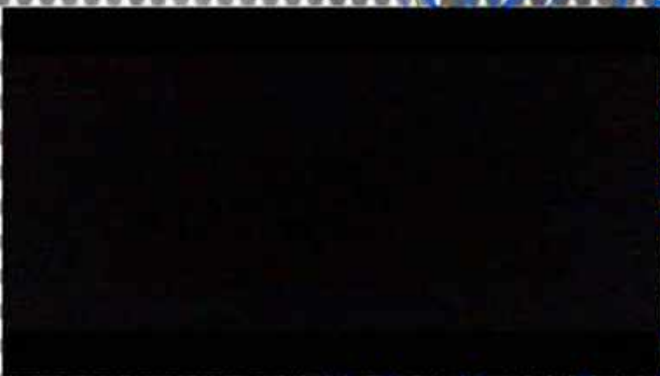
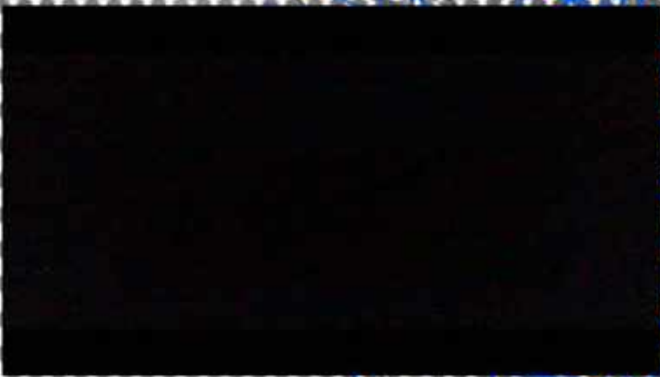


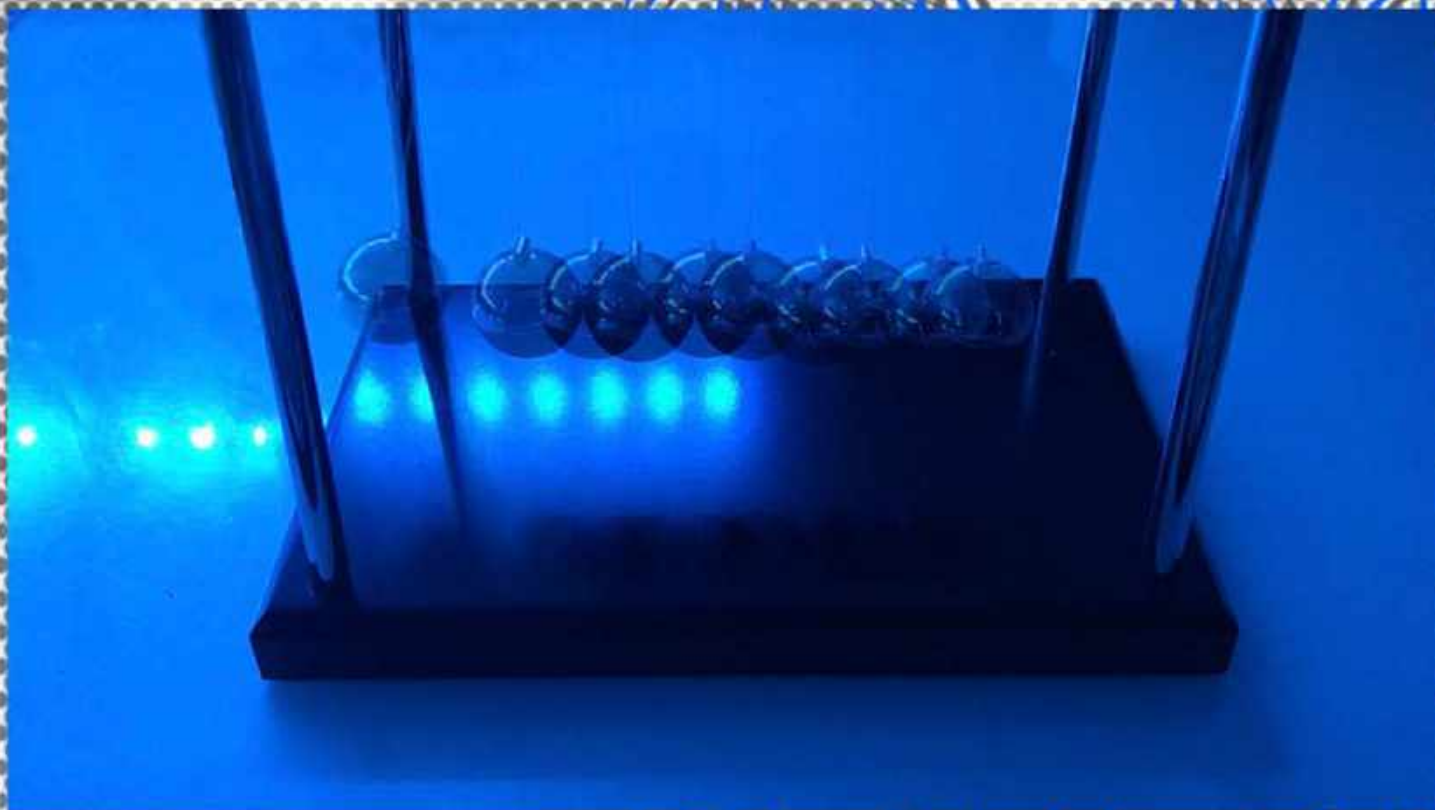


The background of the image is a halftone pattern of small dots, transitioning from a light grey at the top to a dark grey at the bottom. A central white rectangle is positioned in the upper half of the image, containing the text. The text is in a bold, black, sans-serif font, arranged in three lines: 'Film 0:', 'Clouded', and 'Vessel'.

**Film 0:
Clouded
Vessel**

My intention for these two films was to portray the idea of a visual representation of a vessel becoming clouded or infected. I used the glass to represent the human mind and body as we sometimes refer to are body's as a vessel. By then pouring food colouring into the glass, it suggested that the body is becoming impure, destroyed, corrupted. I thought this film worked reasonably well as it had a clear message and the over all experiment outcome was a lot better than I anticipated.







The background of the slide features a complex pattern of blue, overlapping scribbles and lines, creating a textured, abstract effect. This pattern is overlaid on a light gray background with a fine halftone dot pattern. The text is centered within a white rectangular area at the top of the slide.

Film 1:

light and dark

Newton's cradle

My influence for this film was to use a newtons cradle to represent the passing of time in a confined space. I achieved this by symbolising the metal balls as the day and night cycle, I thought this was relevant as sir Isaac Newton was the scientist who discovered how light travels and separates into the natural phenomenon we know today as a rainbow.

I also make a connection with John Smith's "twice" as he uses the song happy birthday and the washing of his hands to symbolise time passing and the confinement of lockdown.







The background of the slide is a complex halftone pattern. It consists of a grid of small dots in various shades of yellow, grey, and white. The density of the dots varies, creating a textured, almost abstract effect. A large white rectangular area is positioned in the upper half of the slide, containing the main title text.

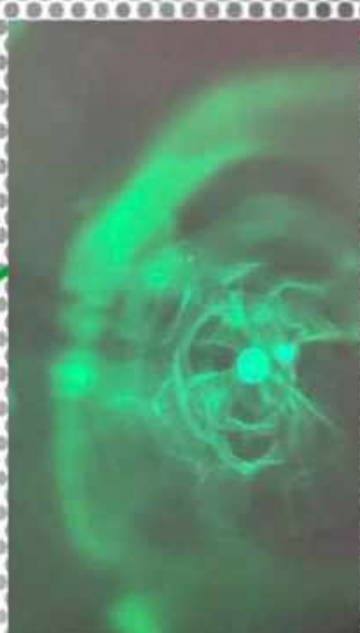
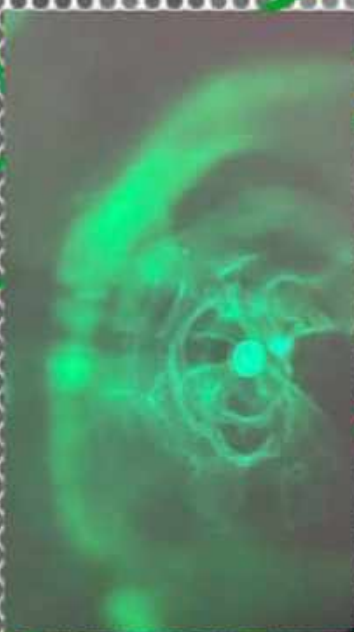
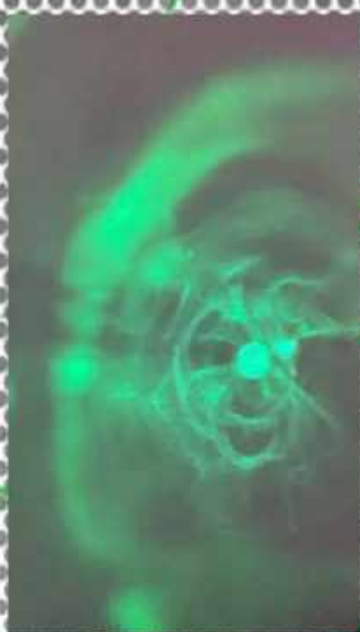
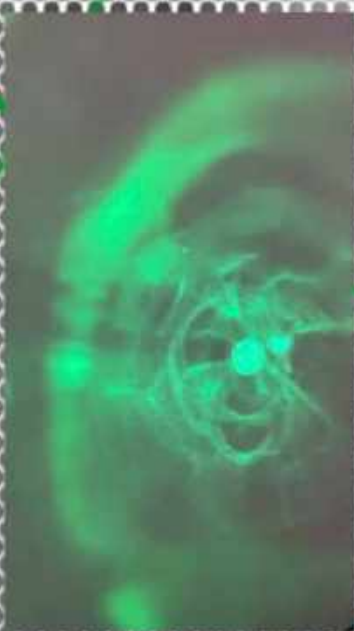
Film 2: Plug Hole Theory

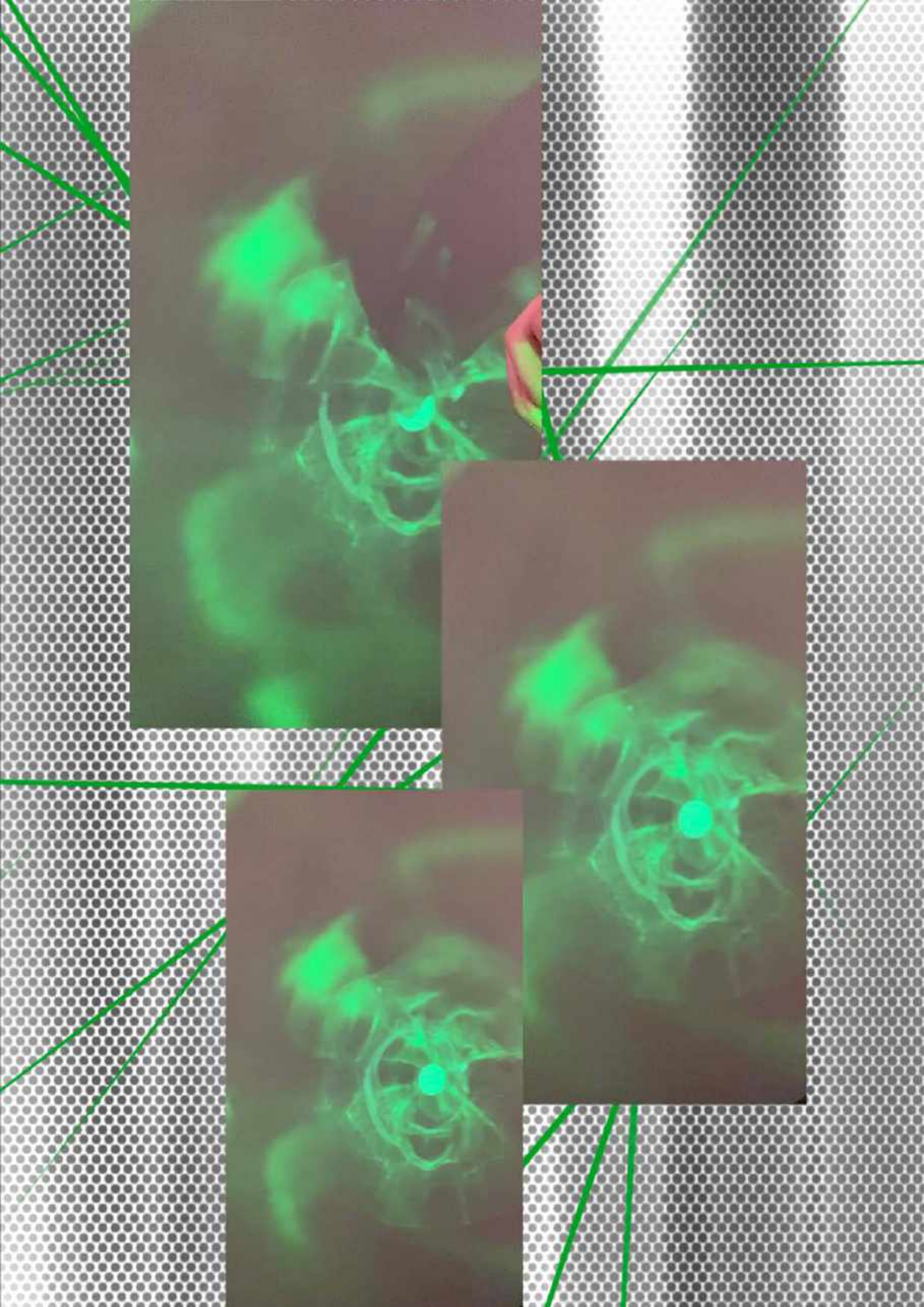
My inspiration for this film was the artist, Robert Gober and his notion around plug holes. Gober uses the in-house object to explore the idea of the unknown or the obscure.

As we are unable to see what is beyond the plug, it creates a sense of trepidation.

I decided to use this notion within my film but by adding food colouring, I was able to make the obscure even more vague... even more isolated than before.

I did this to represent the idea of being in isolation and being unable to comprehend the foreseeable future.





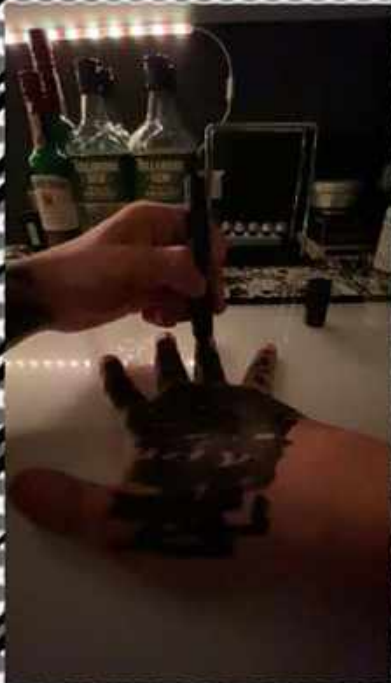
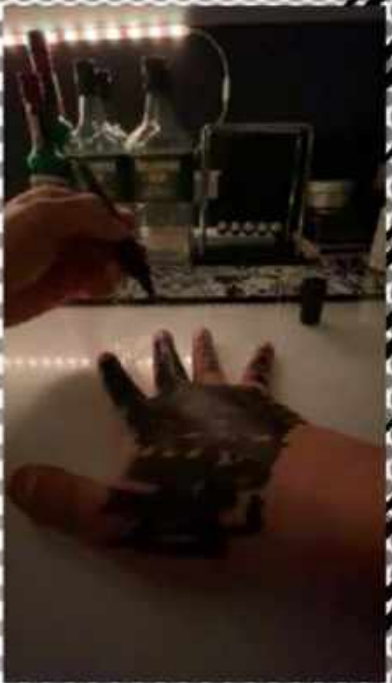
The background of the slide is an abstract composition. It features a dense, overlapping network of thin, bright green lines that crisscross the entire frame. These lines are set against a background of a fine, grey halftone dot pattern. The overall effect is a complex, textured visual field that suggests a network or a web of connections.

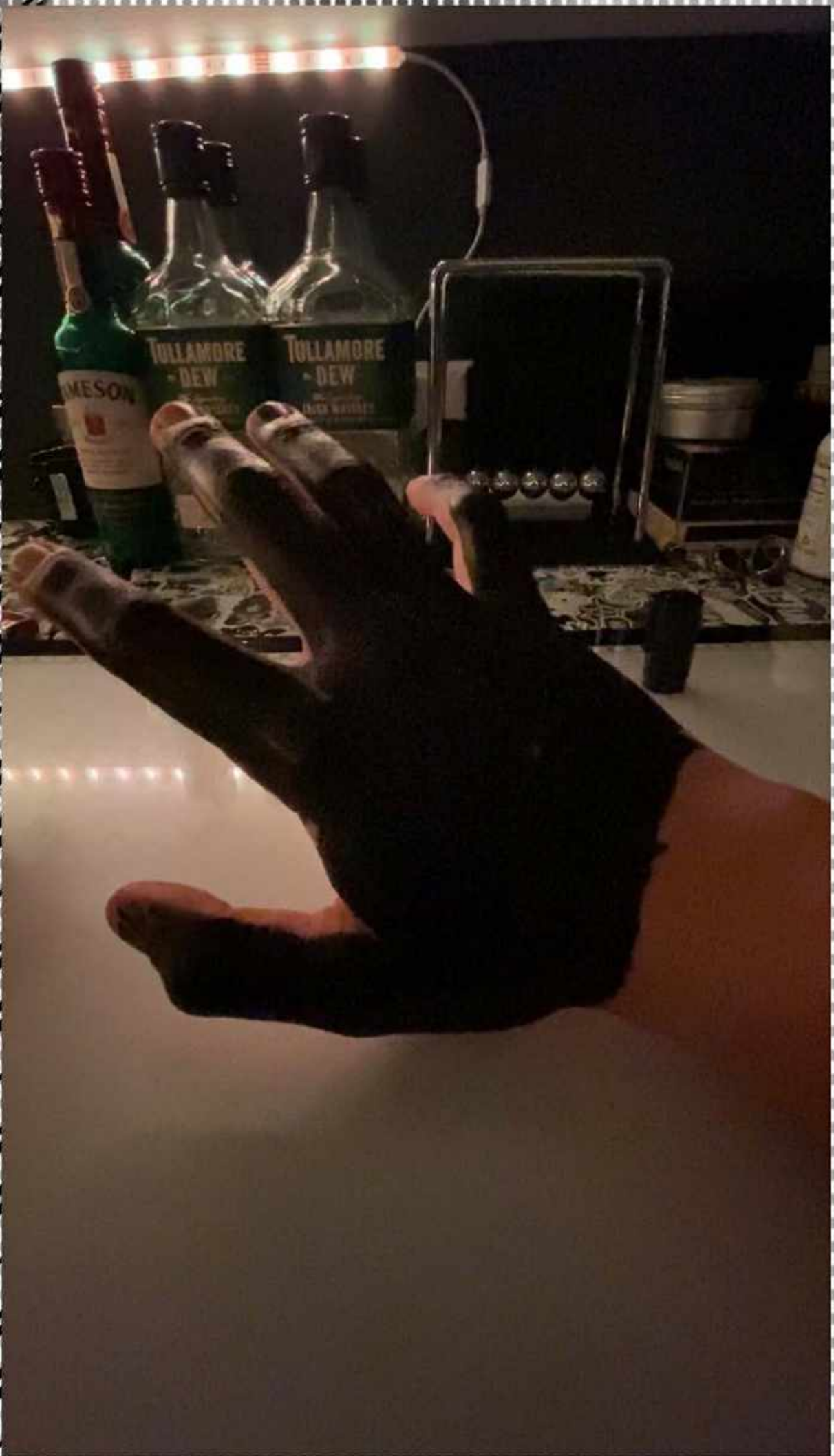
Film 3: The Absence Of Light

My idea for this film were to explore the dimensioning of light, i achieved this by researching the meaning of Achromatic, which means "without colour".

So, with this definition in mind I wanted to create a film where light begins to fade into nothingness as it has connection with depression.

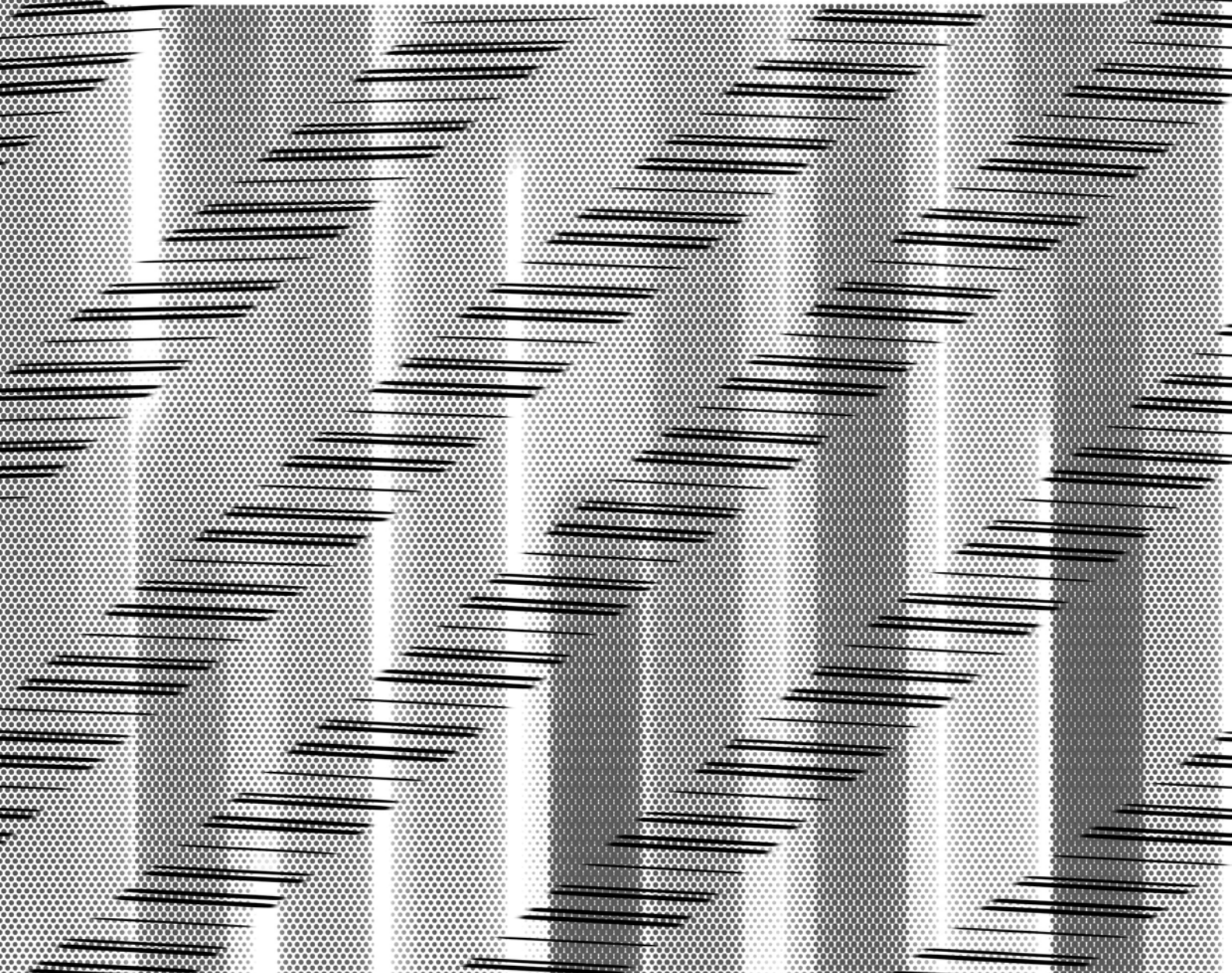
We associate depression with darkness... the absence of light, which is something I wanted to capture in this film, expressing that being trapped in a confined room without light or colour can negatively condition the mind.







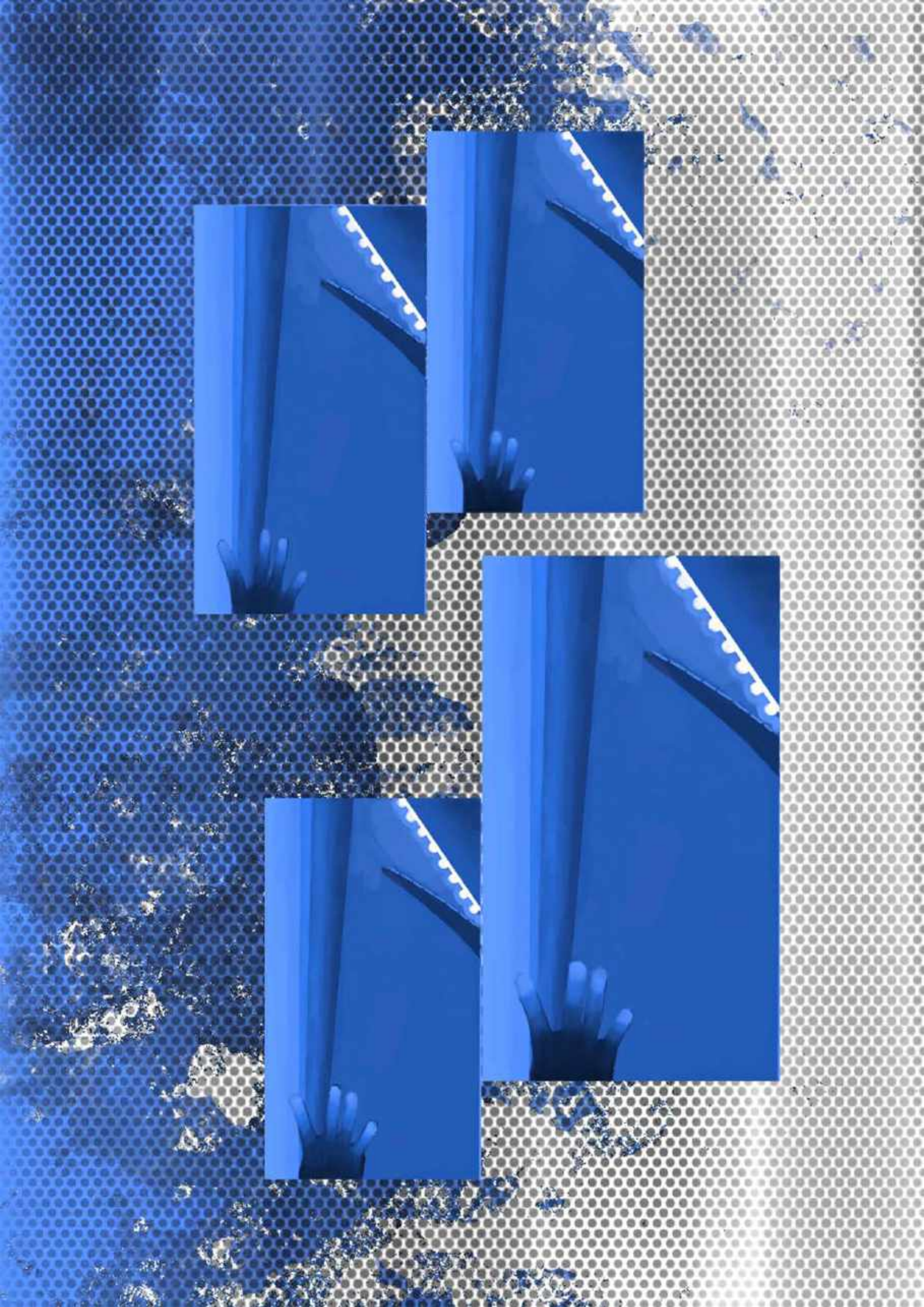
Film 4: The Loss Of Identity



When creating this film, I wanted to capture the loss of identity over a vast period of time.

I used the pain to symbolise a passing day, with each day a section of my hand would disappear into the nothingness symbolising the destruction of someone's mental state and identity during isolation.



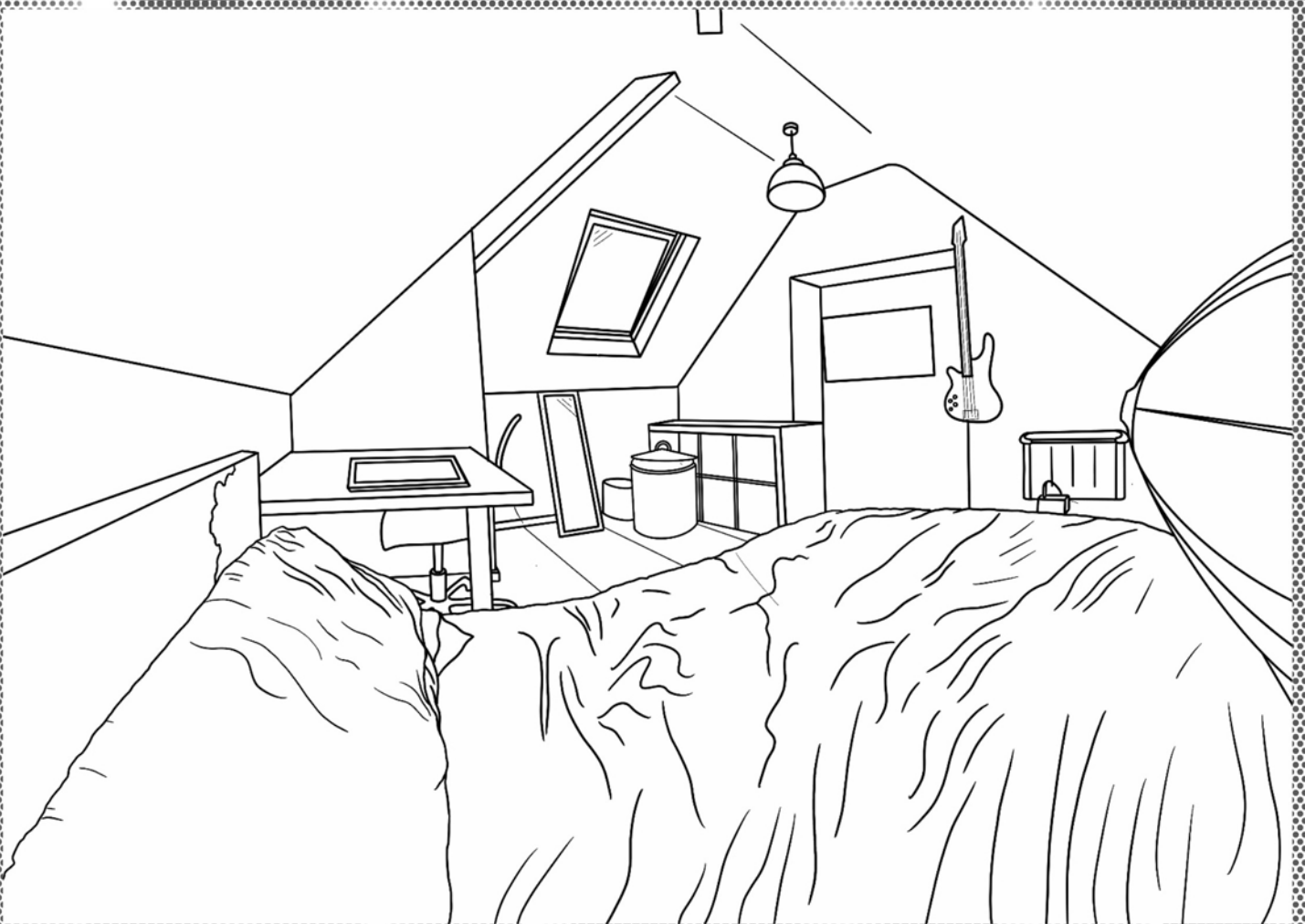






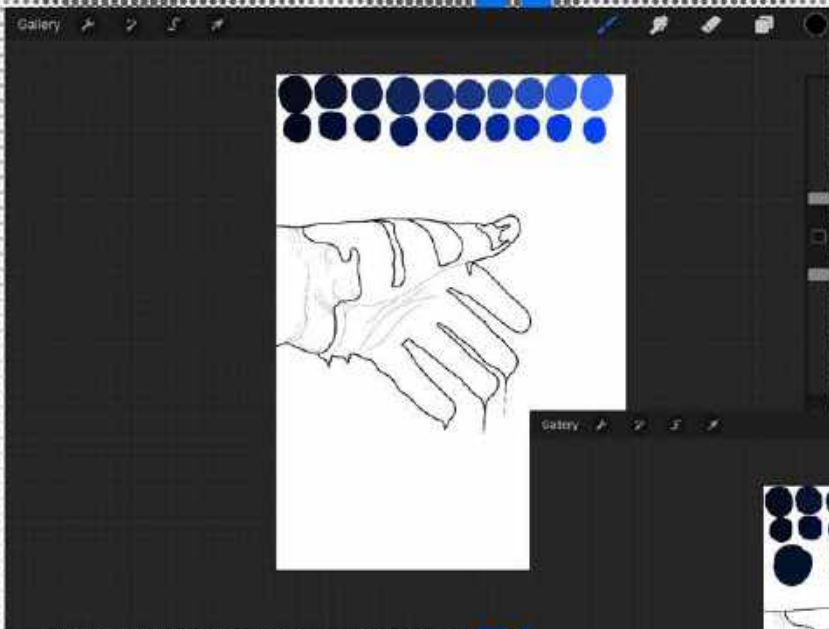
Final Piece

These next few pages are my evidence of making. I will be showing you the different techniques I used to create all of my animation within these pages.

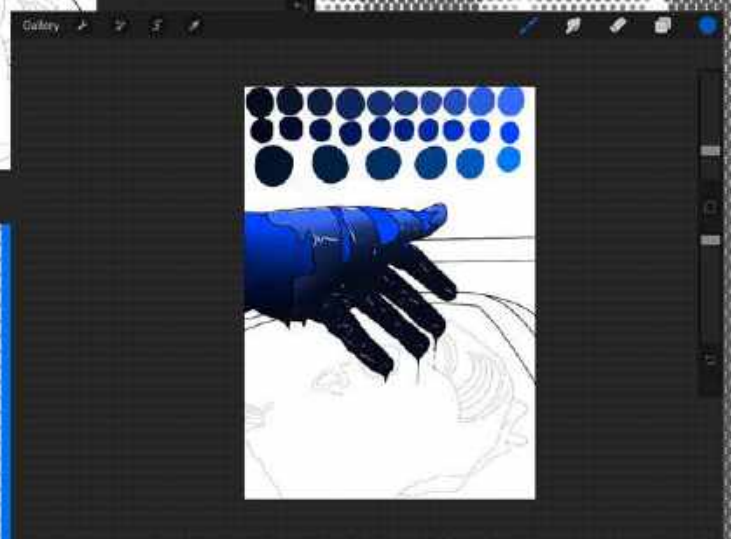
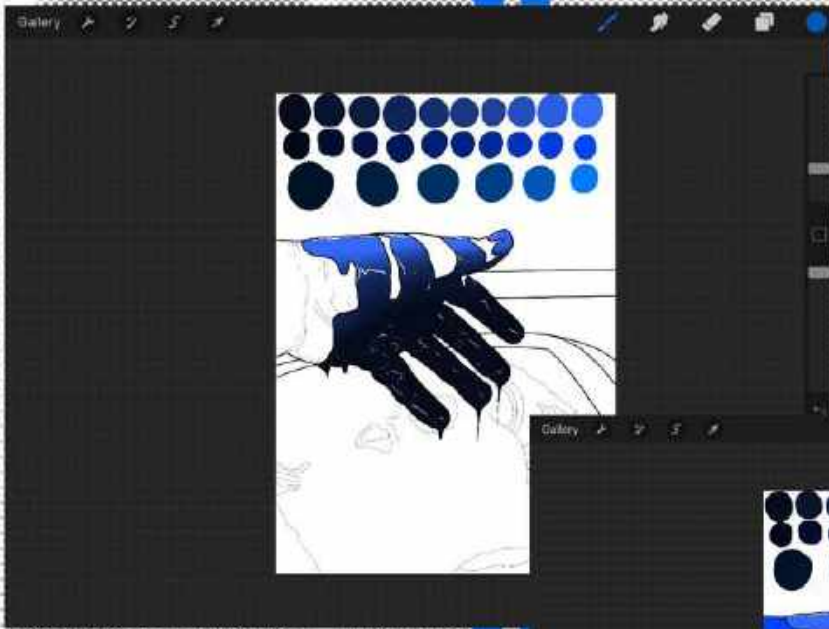


Procreate

Line

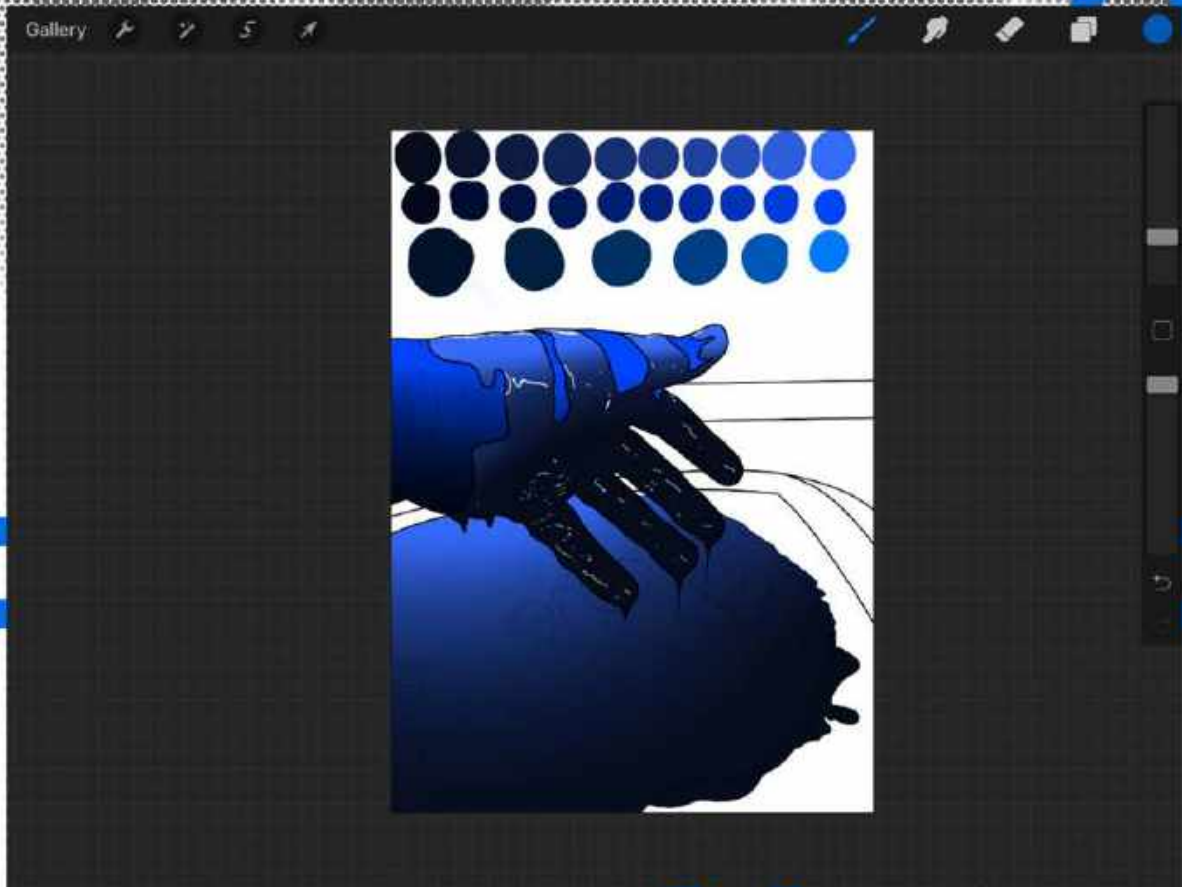


Draw

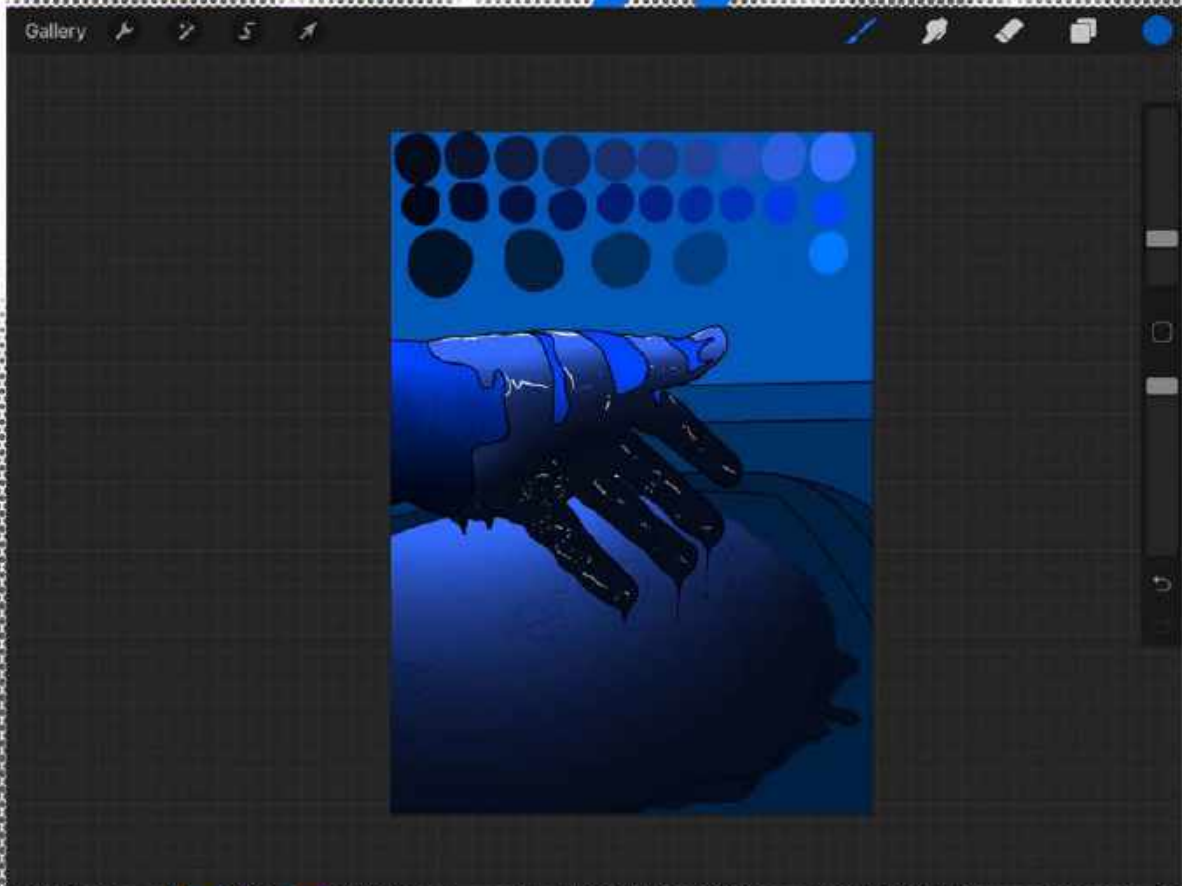


Blend

Shape



Colour



From

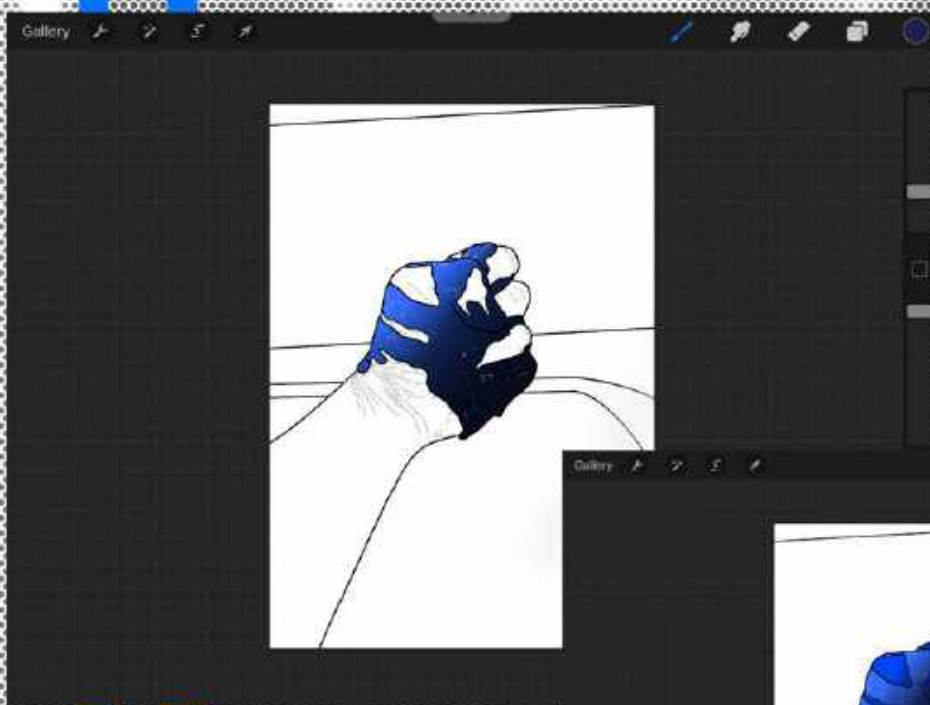


I've created all of my animation using the program Procreate. This program has amazing capabilities to help users create interesting projects.

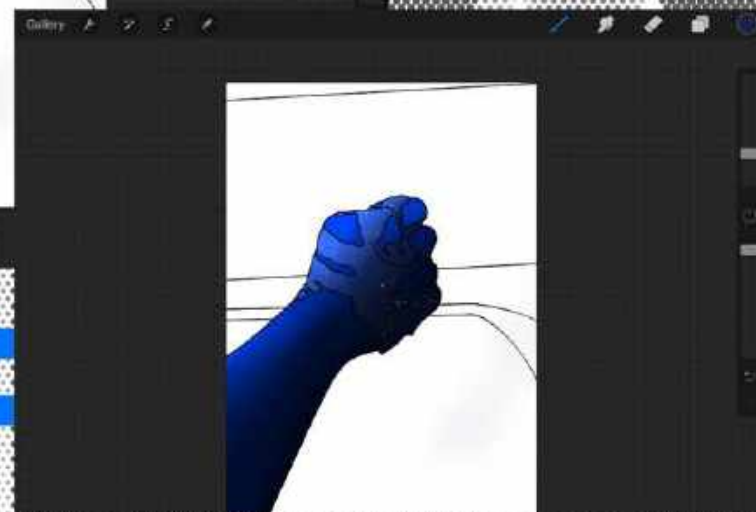
The images you see previous are screenshot of my making processes, starting with the lining and colour palette, all the way through to colouring and adding detail.

Animations

Layers

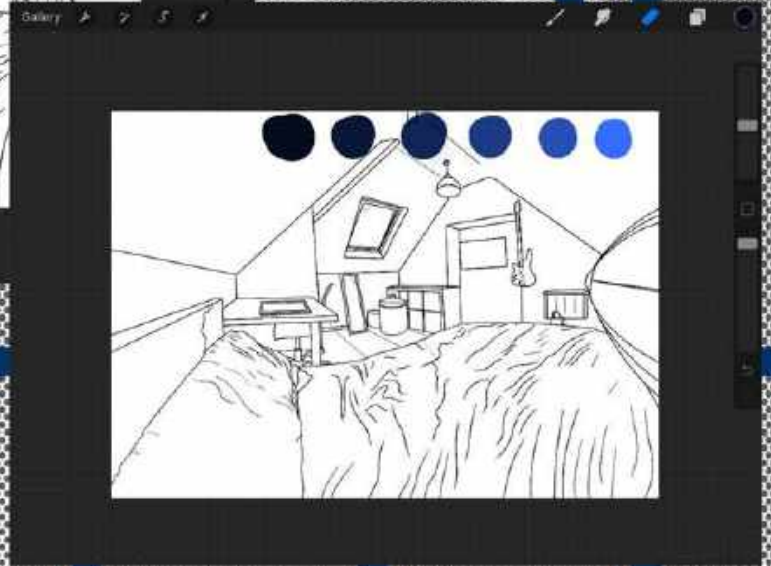


Gradient

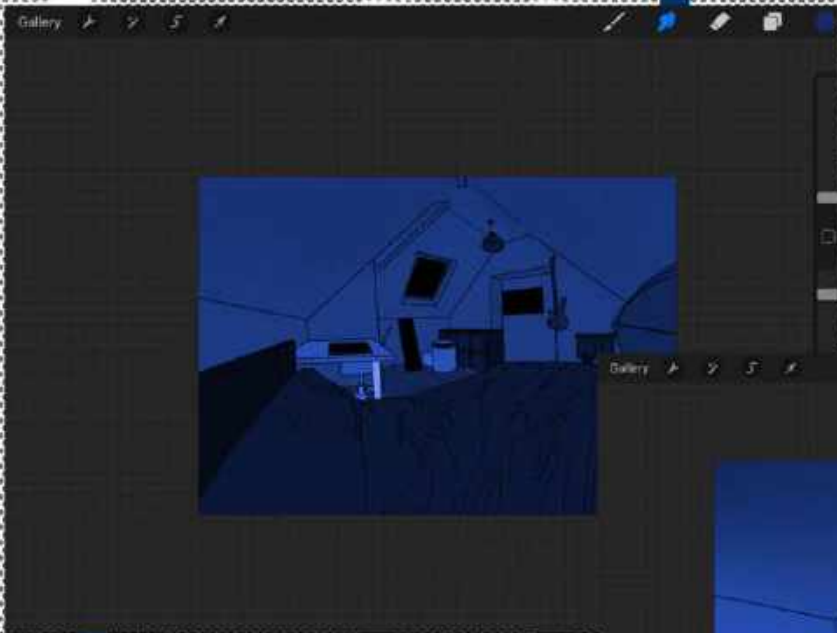




Depressed



Confinement

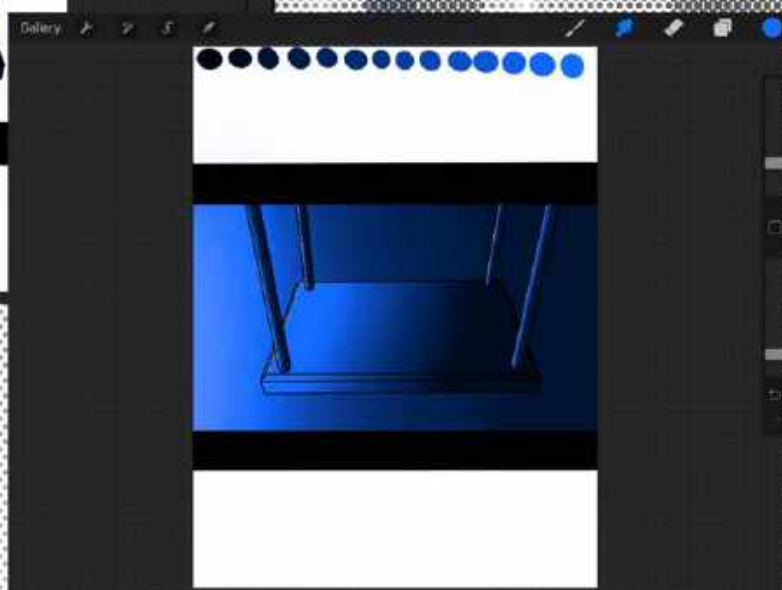
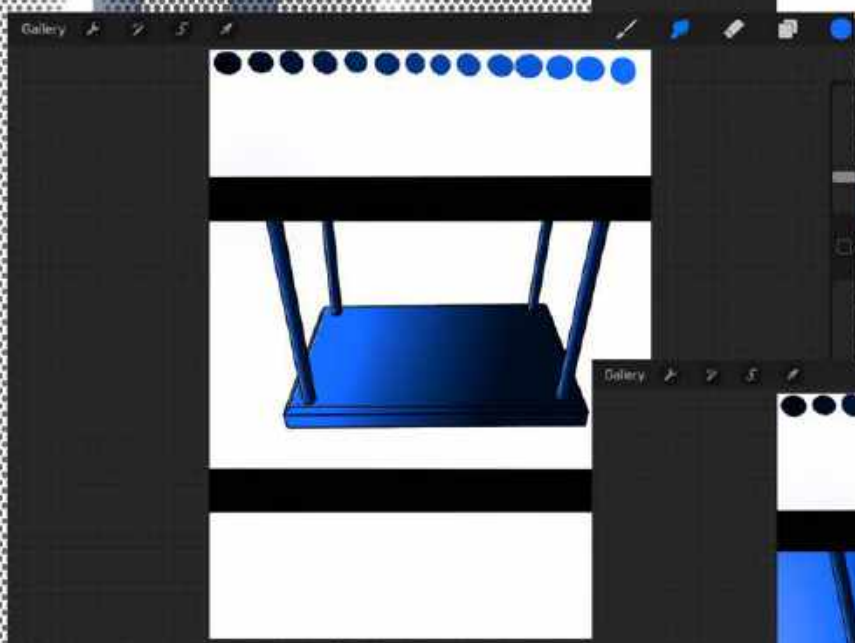
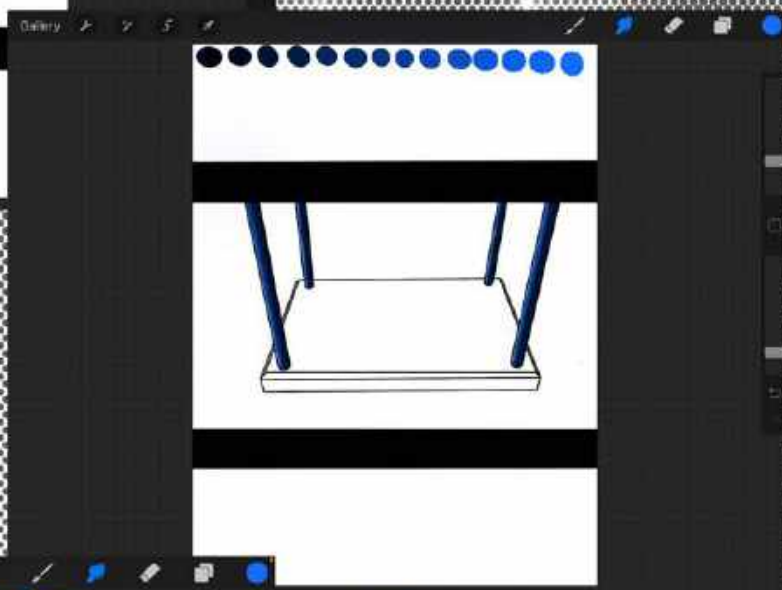
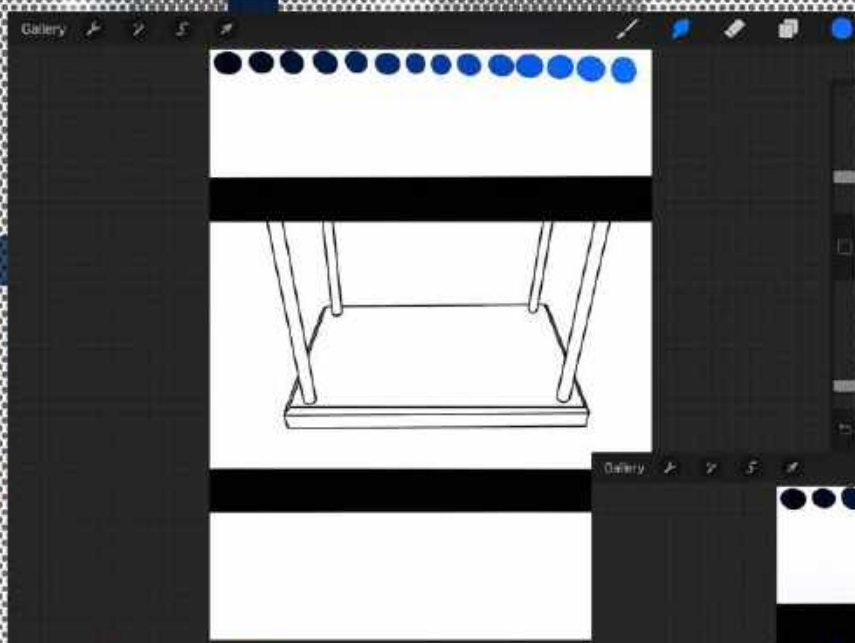


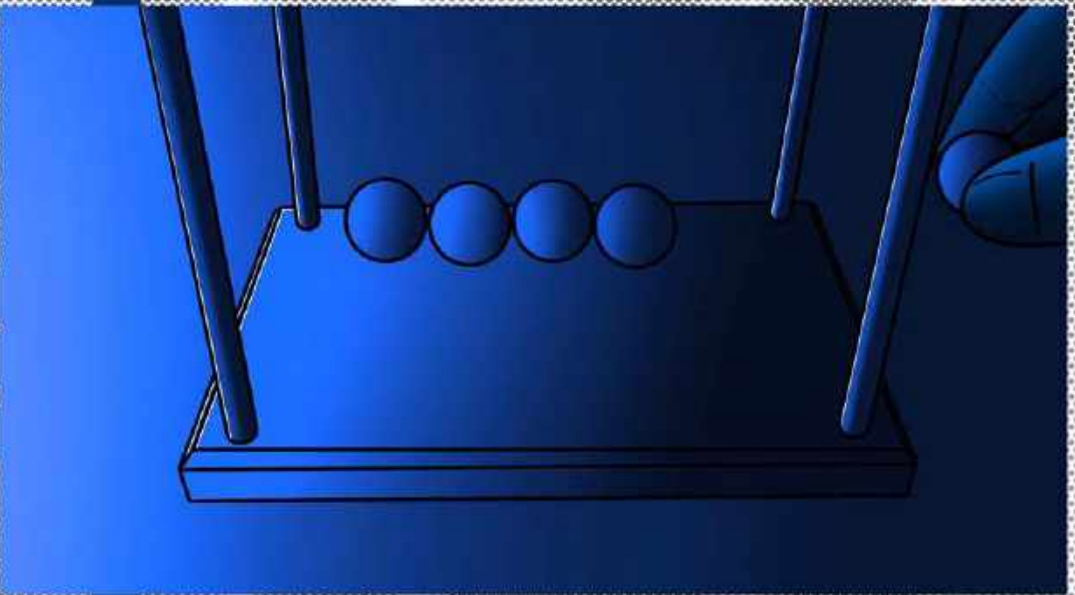
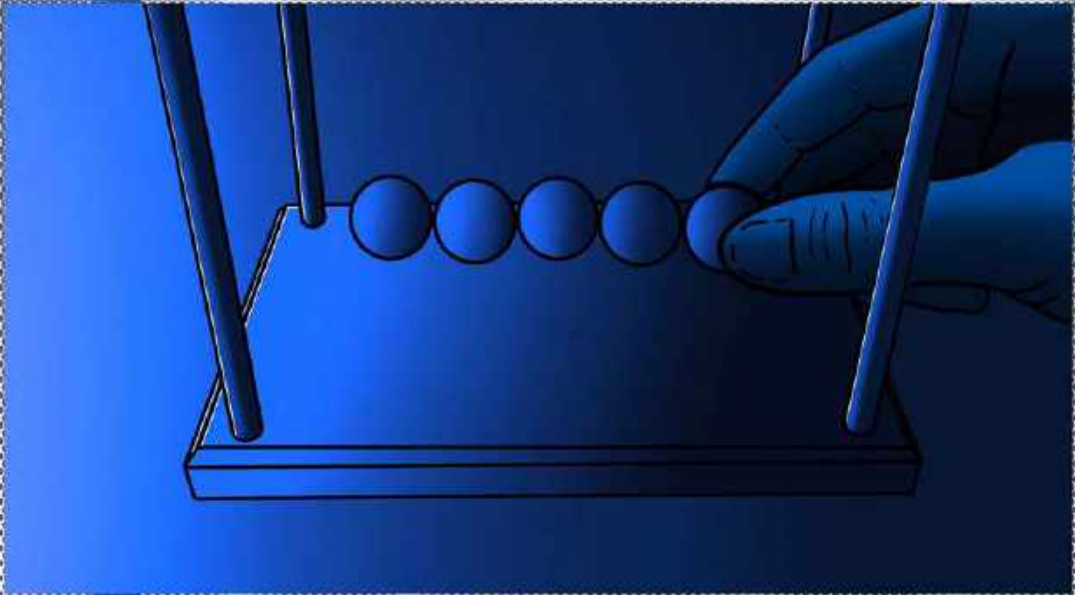
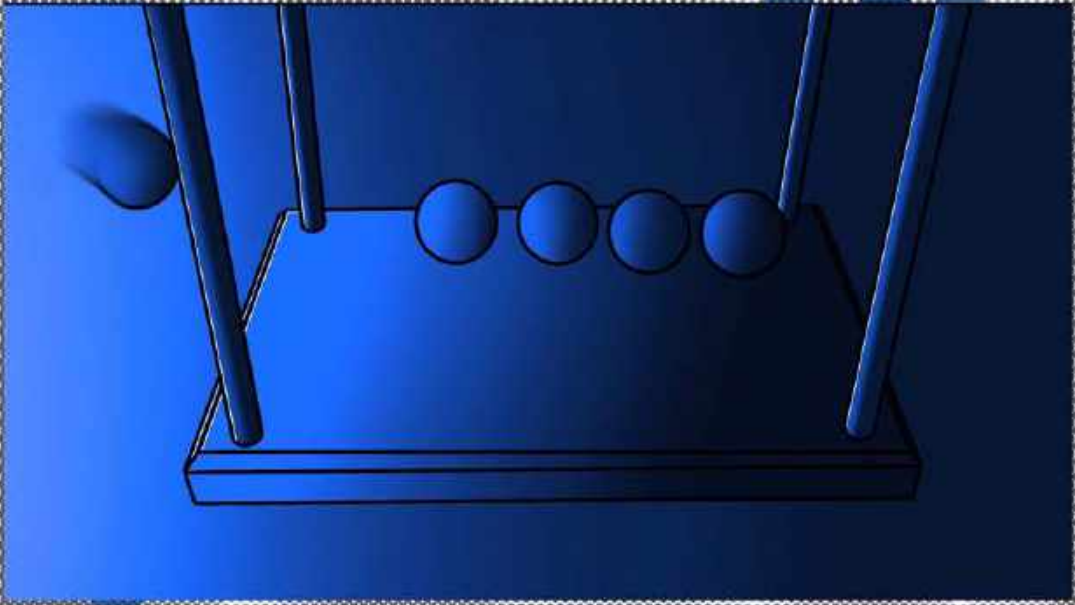
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Mental health





Throughout my creating process I have encounter some pros and coms that have underpinned different aspects of my work.

Some of the cons that I encounter were things like, using Procreate to animate as it is an amazing illustrative programme but when it came to animation it was basic and sometimes struggled to achieve what I asked, furthermore some programme have tips and tricks to help the animator achieve the projects quickly or less work intensive, sadly procreate does not have any of these fractures.

But if we look on the flipped side at the pro, my creating process like the filming and the drawing of the different layers were easy and quite easy to pick up.