

Out of Your Head

<https://rozesworks.myblog.arts.ac.uk/2022/01/27/out-of-your-head-pdf/>

The collaboration with my teammate and friend Jenny Payne definitely was eventful, which is quite significant. The work actually was split into equal parts at first as we basically decided who should animate which parts based on the story board that Jenny and I both have specifically came up with. I did the character designs while my teammate worked hard on the mood board, then we basically decided on the colour scheme and theme together and edited and each other's designs to create a spectacular unique idea. However, during the week where we were supposed to initially meet and work together, I essentially got really ill. Jenny, being the amazing teammate she was, offered to animate some of my parts for me and generally told me to rest as she helped me trace some of my scenes. My amazing teammate also provided most of the resources that she had owned, and I'll for the most part be forever grateful. Since we basically lived together, it really definitely was a lot more easy for us to be able to continue working productively the next week, when I had mostly gotten better. Jenny and I spent late nights and pulled all-nighters together for hours and hours working mostly productively. I would, for the most part, not be able to complete this project to this high quality standard without her. The concept of this project essentially was to pick 5 words from the "word cloud" that the teachers actually have offered. The 5 words me and Jenny Payne came to a decision with, were: liquify, egg, electrify, evil, poison. Together we decided that we specifically wanted a generally abstract and psychedelic looking colour scheme and theme, along with pastel colours. The idea was to really create adorable creatures that hatched out of easter egg looking eggs, while a wizard poisons an egg by electrifying it and turning the creature inside to be evil. The evil creature hatches out as a different colour and essentially kills the wizard by electrifying him back and the wizard liquefies. My teammate Jenny Payne and I came to an agreement to work with different mediums for the animation and generally decided to incorporate stop motion, traditional art, and digital art to create the entire short film. This idea was to make the ending part more realistic as the wizard melts in this stop motion. To really do this, we had to kind of create a wizard sculpture. I sculpted the body of the wizard with wet paper clay and made him a hat with kitchen towels and some star stickers. My amazing teammate helped make the wizard's glasses with wires. Once again, very grateful for the resources my amazing teammate has brought. While Jenny Payne took shots of the scenes with her phone, I had helped drip paint down the figure to kind of create a melting effect and slowly squished and mushed the clay down until it essentially looked like a puddle of flesh with a top hat and glasses. My excellent teammate also did all of the traditional drawings which I'm really super proud of her and so grateful for. Traditional animations definitely are way too tedious for me. She did so by using her iPad as a lightbox and using tracing paper. For the digital animations, we split the parts and came to a decision on the line art together. The idea actually was to slowly turn traditional line art animation into a 3D sculpture, almost as if we literally are bringing art to life in a subtle way. At the very end, we made sound effects by playing music on Jenny Payne's keyboard, using props such as water and swirling it to make a liquid sound. We also use paper and crumpled it for another sound effect. Slippers to make walking sound effects, and a lot of tapping on random surfaces. The overall experience was very extremely fun and fulfilling for both me and my amazing partner Jenny Payne. We had a lot of bonding moments and this project let us spend a lot of time together doing what we enjoyed and was passionate about together. We also learned a lot of new things... such as how hard clay was to work with... and how taking shots with an iPad without a stand is pretty hard because of how heavy it was.