

Jessica Boyle
21001902
UAL BA Animation
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Statement of Intent

In this project, I will to make a solo 1-minute film about connecting with nature and self-discovery. To achieve this, I aim to create a digital film with some elements of experimental animation and possibly stop motion. My target audience is young adults who are at an age where they are discovering themselves.

For the pre-production phase of the project, I will brainstorm ideas, develop the storyline, conduct visual research, and make initial sketches. Since the theme of the project is connecting with nature, I will experiment with the environment around me. I will create creatures using real plants and other natural elements, inspired by the Kew Gardens orchid festival, where sculptures made out of real plants were on display, merging nature with my characters and infusing nature with symbolic motifs that resonate with the themes of growth and interconnectedness. I will explore the idea of building a relationship with oneself and using nature as a metaphor for healing.

To create the animation, I will use Toon Boom Harmony. I will rig my background characters however I won't rig my main character as I want them to be more expressive. For the backgrounds, I plan to work with paint and watercolor to achieve interesting textures and then transfer the work onto my computer. I will also use mixed media and nature to create interesting textures. In the post-production stage, I will use After Effects to composite my work and add additional layers and visual effects. I will also refine the pacing and timing in After Effects. Throughout the project, I will ask for feedback from peers and tutors to make improvements and refinements. I plan to maintain a spreadsheet to track my progress.

Since this is a solo project, I will collaborate with my peers and ask someone to help me with sound. I plan to record sounds from the environment but also want to have someone compose an emotional composition for the ending scene of my film to create immersion and an emotional impact on the audience. I will use Premier Pro software for sound. In order to work on my strengths, I will experiment with different mediums, especially watercolor for my backgrounds, which I am confident in while developing my skills in rigging and 3D modeling in Blender to plan out my environments.

My story revolves around a pottery artist who struggles with creative blockages reflected in her frustration and inner turmoil. The artist is overwhelmed by distractions and external pressures. A significant occurrence happens when the main character breaks a cherished piece of pottery she and her deceased family member created. This event unfolds into a journey of self-reflection and transformation. We follow the protagonist's quest for self-discovery amidst nature, noticing the cracks nature possesses and how nature heals despite its losses. The artist begins to mend their pottery, using the elements in nature, such as roots, soil and flowers. The story concludes with the protagonist's art being influenced by the growth they gained from their experience and embracing the imperfections and scars that make them unique.