

Project 1 -Writing Prompt-

I chose 3D animation because I've always had a fascination with Pixar films and how they were made. I had all the making-of books on my Christmas list as a kid. I had never had the opportunity to try software like Maya, so I only had access to 2D animation before uni. In my first year, when I got to try Maya, I loved it immediately, especially the constant learning and developing skills.

What inspires me in the 3D community is the constant evolution of techniques and different styles possible in this medium. Like the comic book style used in *Spider-man: Into the Spider-verse*, the painterly style of *Puss in Boots: the last wish*, the evolution of water and hair movement in Disney and Pixar...

I hope to gain from the 3D Computer Animation pathway to develop skills and confidence in 3D and understand the process clearly to get me ready to go into the industry. The only thing that may scare me is that I had never done 3D before 1st year so it's all very new for me. However, I don't feel fearful and I'm very excited to improve and learn more.

Project 2 -Three-Dimensional Art-



Radiohead exhibition

-Besuch tempera -

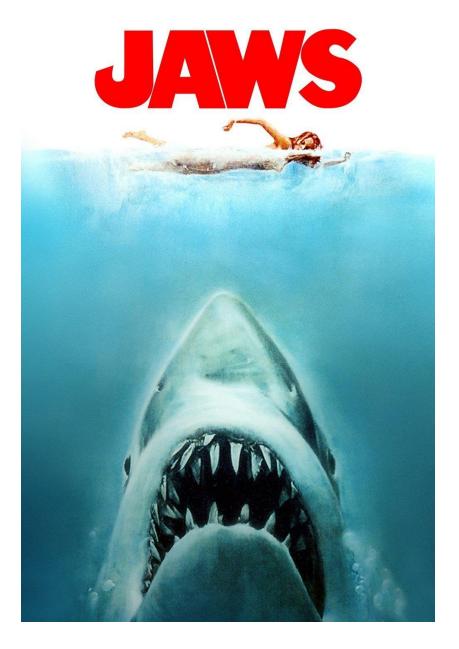
Thom Yorke and Stanley Donwood

I went to an exhibition of the collaborative art made by Yorke and Donwood from Radiohead. I was drawn to this piece initially because of its staging and unique materials. The piece is not in a frame like the other artwork at the gallery. I was also intrigued by the mix of seemingly old fabric with modern abstract painting on top. I found out it was painted with gouache and gold leaf. The use of an aged fabric was inspired by historical maps and topography. Specifically, 17th-century Persian pirates, 1960s military, and British Isles maps. I can really see the pirate inspiration in this piece with the non-realistic mountains and vines that they would draw as landmarks to remember key features of the place they were recording.

I liked the contrast in this piece of white paint on a stained background as it made a clear foreground to an abstract piece. This added to the composition of this piece, it draws you into the complex swirls. Knowing that this piece is inspired by maps, I think these swirls could be an interesting interpretation of contour lines. This could show the complex world they created in their album.

This gallery exhibition was inspired by their album 'A Light for attracting attention.' Personally, I don't listen to Radiohead so I went into this exhibition blind; I wasn't going to use this for my summer project as there not known for their painting and didn't expect them to be good. I was surprised by how much I enjoyed and understood their work. My favorite thing about their series of works was the journey all the pieces took you and gave an insight into the unique world Yorke and Donwood created.

Project 3 -Film Study-



Plot: Jaws is about a shark that terrorised a small beach town in the height of summer. Broady, the chief of police, a marine biologist, and an old fisherman team together to kill the shark that has been eating people. This plot on the surface seems to be a classic hero and villain horror film. However, the true theme and villain of this story is <u>Capitalism</u> and the lengths the mayor will go to keep making money. It's even presented in the hunt for the shark being about a monetary reward rather than saving the town from a murderous shark.

Sound: Consider the soundtrack, sound effects, and dialogue. The soundtrack to Jaws has become iconic. The composer made it to <u>mimic a shark's heartbeat</u>, just two notes managed to create fear for generations. The simplicity of the music is successful in creating tension which elevates the film's jump scares.

Direction: Evaluate the director's choices, such as shot composition and pacing. The first half of the film has slow editing and uses many zoom shots to create <u>suspense</u> and fear of the shark. As it switches to the shark hunting the beach goes to the main three characters hunting jaws the editing becomes <u>fast-paced</u> and we see a lot more of the shark. The director changes the pace by increasing cuts, jump scares, and reducing dialogue.

Context: Films that predated Jaws were mainly focused on monsters or murderers; this was the <u>first horror film based on the ocean</u>. Besides the size and dramatic deaths, this film is very realistic with its characters. Chief Broady has weaknesses and seems as relatable to the audience which wasn't typical of the horror film genre at the time. This adds to the fear created in the film as it makes the audience feel like this could happen to them. This unique and new style of horror film may have helped Jaws become the first film ever to pass \$100 million at the box office.

Cultural impact: It inspired a surge in shark horror films and the rise of the comedy shark horror film genre with low budgets like House Shark, and more famously Sharknado. It also created a demonisation of sharks which the author of Jaws later regretted even making the book.

Personal Response: This was my favourite film as a child and inspired my interest in sharks and my love for low-budget comedy horror films. Watching it now years later, I was pleasantly surprised about how well the animatronic shark looked and I think it makes the film hold up better than similar films in the 90s that used bad CGI.

Project 3 -Film Study-

Context for shot:

While in a seemingly calm moment in the middle of the climax on the film Chief Broady turns his back to the water. Jaws surfaces from the water behind almost mocking him, scaring Boardy in the process.

 Close-up shot of both characters.

It puts the characters at a similar size. This could show how it's an even fight between the two even though the shark is 5x the size of Broady.

This is supported by the similar colour schemes of the characters and his costume/clothing being mainly grey.



Composition –

The shark is the whole background of this shot.

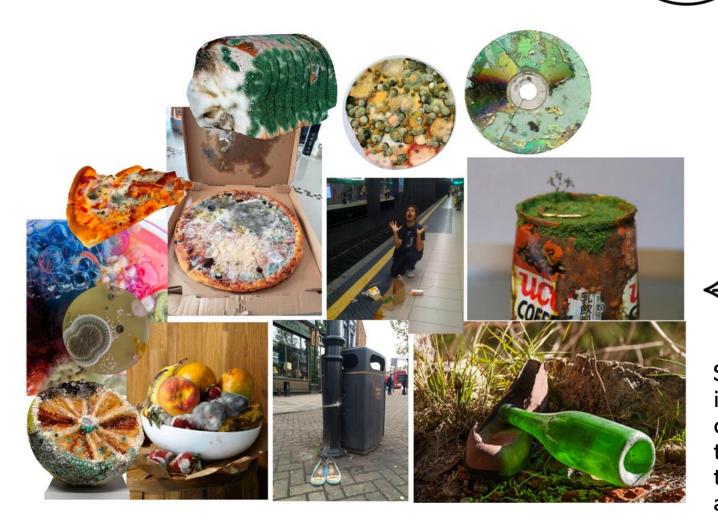
This could symbolise how the shark is taking over his life its all-consuming in the background. Also shows the audience that Boady is not an invincible hero and has a real chance of being eaten by the shark

Broady is in the foreground and the shark is in the background

This could also symbolize how the film isn't about the shark, the film mainly focuses on Broady's struggle with his new job. The shark is only fully visible until halfway through the film.

Project 4 -'Forgotten Objects'- Initial Response and Moodboards

Collection of photos I took inspired by the 'Forgotten Objects' theme

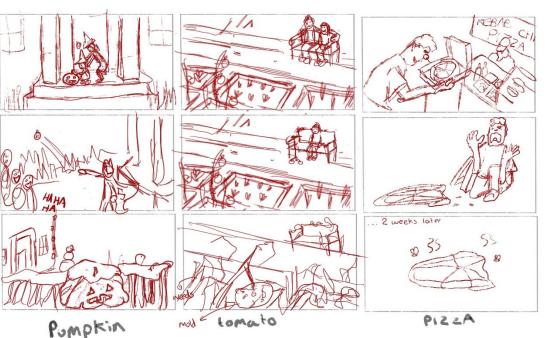




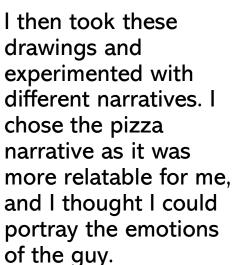
Secondary moodboard of collection of images from Pinterest. I focussed on discarded food and clothing as I wanted to experiment with the stories behind these objects that can just be perceived as litter

Project 4 -'Forgotten Objects'- exploring mold and narrative

I created some digital drawings from some photos I took of molded food I found while moving out of Uni halls (the photo of pizza is from the internet my flat wasn't that bad), and a multimedia piece experimenting with the textures and depth of the mold.











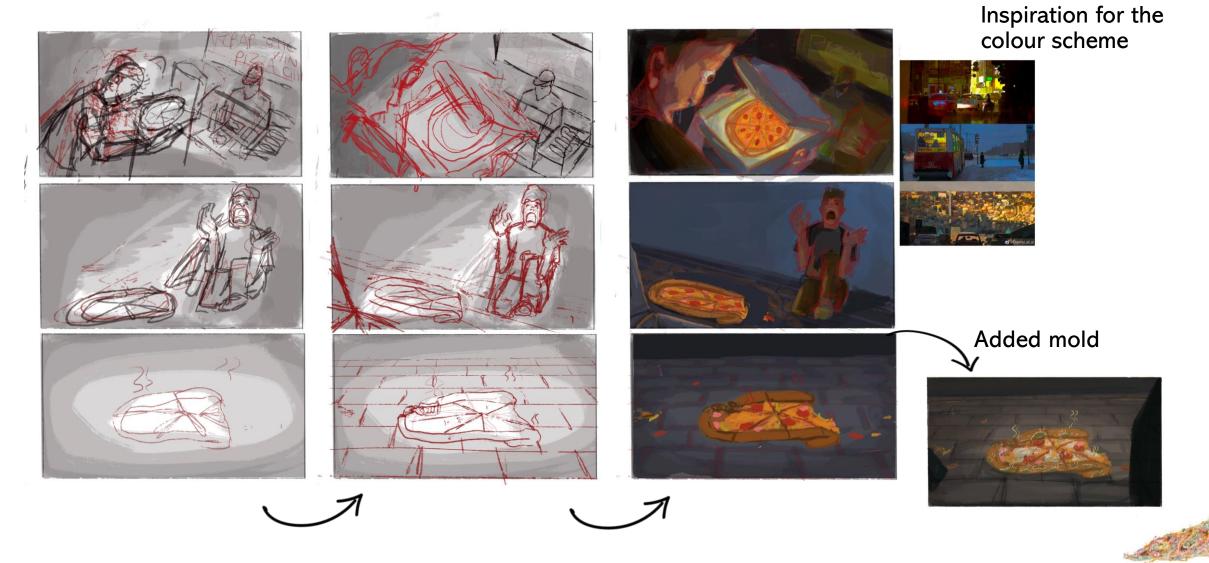






Project 4 - 'Forgotten Objects'

- Drawing process



Have you ever dropped your takeaway on the floor while plastered at the end of a night out?

Ever had a breakdown about it?

Ever cried over it?

"my worst was when I held my burger over the bin to scrape gherkins off and the burger fell in the bin"

"Got a kebab after a crawl and dropped it on the bridge home. I laid on floor for hours mourning the kebab"

"I dropped my chips outside the front door, that one stung"

" as I grabbed the bag of KFC it ripped, all my finger licking good chicken went everywhere. Everyone laughed at me."

Have you ever seen the tragic scene of a takeaway dropped onto the floor and thought "oof someone's had a bad night."









