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Exploratory Practice: Animation Arts

### **Statement of Intent**

My ideation for Exploratory Practice is to create a film based on my own experiences with mental health and how it makes me view my daily life routine. What inspired me to pursue this idea was one of my own animation projects that I've done in 2021, which reflected on my own personal experiences during the lockdown periods. It follows a young adult going through the motions of his day-to-day routine, but after a while, he starts to lose focus and his mental health was becoming worse. Initially, I was going to recreate the animation because I didn't manage to animate the rest of the scenes that I've illustrated on my storyboards for it, but overtime and given the idea some thought, it became clear to me that I should utilise the work I've done for the old animation (concept art, character design & storyboards) as a reference for what kind of approach I want to go with for this new film of mine. Over the years, seeing how mental health has been treated and discussed between people around my age group, being young adults and teenagers, it has always been an influence on me to express my own experiences with the subject through my work in the forms of art and animation.

As for my technical approach in this project, I'll be using Toon Boom Harmony as my main tool for the animation work and effects to visualise the mood swings that my character would be having, distorting the reality surrounding him. However, Photoshop would be a secondary tool of mine to illustrate background scenery and elements that would be featured in the film along with character reference sheets for myself and my collaborators to follow on the style of the animation and colour palettes for each scene to reflect on the mind changing moods like it's flickering through TV channels. Although I do feel strongly about handling the project work alone, I should expand upon soloing most of my work productivity and ask for collaborators within my pathway and potentially others if I need some extra help on achieving the identity that I want my film to have. I'll also state that with the collaborators that I'd be working with, they have creative freedom on their preferences of software for how they would like to illustrate my film.

Going into this project, I aim to practice on the weaker areas of my skill sets that are in need for improvement to make this animation achievable. One of the main weak points about my work ethic would be time management, as I often go into a project with a plan that is either unrealistic or something that I don't always follow through the course of the project. Whilst keeping this and my pitched idea in mind, I'm going to practice a healthy and committable schedule for myself so I can my film accomplishable from here to June 1st along with noting the strengths that I have during this journey which are the visual and narrative expression that my work is known for.

Correlating with the visual presentation, I do plan to include music, sound effects and voice acting within my film to suit the overall tone and scope that it aims to express. Having collaborators for these aspects would greatly enhance the film's narrative and presentation. Especially in areas such as music since I'm best at describing the tone and impact that I would like it to sound audibly along with providing concept art and storyboards for reference on scenes that I want my composers to follow on.