

Project Overview:

This summer, I plan on creating an experimental animation that involves digital and traditional components. With this Arts Award, I would be able to purchase a Wacom Cintiq screen tablet—a comfortable, efficient, and powerful tool used by professional animators. Not only would this purchase assist me with this summer project, but it would allow me to continue creating works for my future professional endeavors. Immediately following this summer project, I would use this tablet to start working on my fourth year UVA art thesis project(s). I am also applying for a DMP in Studio Art, for which I may use this summer’s animation as a blueprint or sister work.

If I have noticed anything during my time in UVA art classes, it is that there is a deep enthusiasm for abstract, non-narrative ways of expressing ideas. When making an experimental animation, there are no rules. This is why I believe that making an experimental animation would be the perfect fusion of the artistic abstraction I practice at UVA and my passion for animation as a whole.

My plan is to animate a non-narrative exploration of a world. To give me the most freedom to experiment as possible, the world will be as fluid and nonsensical as those found in dreams. After learning about automatic drawing and German Expressionism in art history class, I have become enamored with using this “draw first, think later” mentality to create my own work. Using a dream world as my baseline, I give myself ample room to refine and narrow down subject matter as I work.

Moreover, in opening myself to the mixed media aspect of animation, I will be able to improve my digital and traditional skills. I plan on using my knowledge of printmaking to create some printed frames of animation, and will create my own models of characters and locations for segments of stop-motion animation. By including this wide range of mediums, I will be able to build on my knowledge of the Adobe Creative Suite (After Effects, Premier Pro, Photoshop) for editing and compositing video, practice my drawing skills, and use all I have learned from the printmaking courses I have taken at UVA to create a work that is the culmination of all my artistic experience.

When researching animation schools like CalArts and Sheridan College, I found that all of them have their students create short films—whether that be one each year or one senior thesis film. In creating my own short, I will be able to put myself on the same ground as those coming from art and animation schools and will have a large piece to add to my professional portfolio, making me more marketable to both studios and individual contractors. With the Wacom Cintiq, I would be able to get much closer to achieving my personal and professional goals.

Timeline:

Action Item	Anticipated Deadline
Concept adjustment deadline (any large changes to subject matter stops here)	June 15th, 2024
Final storyboards	June 30th, 2024
Animation (may be started prior to June 30th)	June 30th - August 1st
Compositing (sound mastering, editing "footage" in After Effects)	August 17th

This is the timeline for the second project I have planned. All visual development and pre-production will be completed before December. Animation will begin immediately after this with a conscripted team of animators (my friends will assist me).

Action Item	Planned Deadline
Final Script	October 7th, 2024
Character & World Design	October 15th, 2024
Storyboards	October 31st, 2024
Complete Animatic	November 30th, 2024
Rough Animation	January 30th, 2025
Cleaned & Colored Animation	February 15th, 2025
Compositing (After Effects)	March 30th, 2025

Budget: \$3,000

Item	Description / Link	Cost
Wacom Cintiq Tablet	https://estore.wacom.com/en-us/wacom-cintiq-pro-27-interactive-pen-display-dth271k0a.html	\$3,000

Evidence of Participation in the Arts:

At UVA, I am a Studio Art major double concentrating in New Media and Printmaking. Also listed on my transcript, these are the UVA art classes I have taken:

- ARTS 2000 - Introduction to Studio Art
- ARTS 2220 - Introduction to New Media I
- ARTS 2222 - Introduction to New Media II
- ARTS 2610 - Drawing I
- ARTS 2630 - Life Drawing
- ARTH 2451 - Modern Art 1900-1945
- ARTH 3591 - Global Photography
- CASS 1010 and 1020 - Miller Arts Scholars Seminar
- ARTS 2670 - Introduction to Intaglio & Monotype Printmaking
- ARTS 2672 - Introduction to Lithography and Relief Printmaking
- ARTS 4900 - Printmaking independent study (current)

Currently a member of the Miller Arts Scholars (MAS) and fledgeling Arts Students Society, I plan on becoming an executive for both organizations in some capacity. For MAS, I just submitted my application to be the representative for Studio Art. For the Arts Students Society, I have already led a figure drawing session and hope to continue leading meetings and workshops with some regularity. I also would enjoy running PR for the club.

In addition to in-UVA activities, this past summer and fall I have traveled to California to participate in various arts programs. Last fall, I attended Lightbox Expo, a convention where panels offered insights into the animation industry and allowed us to network with professionals who had already broken in. June of 2023, I stayed on the CalArts campus for a month to participate in their summer animation residency. I also participated in an online (due to COVID) program of theirs the summer before called High-Touch Animation.