**Week 5 Synopsis:**

1. Chapter 7: Devious Things: Experiments in Movement Reading Synopsis:

Chapter seven goes over experimental and artistic aspects of animation. I was drawn to the very first image of the chapter which almost looked like a continuous line drawing. The chapter explores narrative depictions in animation, then goes over several artist profiles. I didn't realize that Pixar’s *Toy Story* (1995) was revolutionary and new for digital 3D animation. In this chapter I was introduced to interactive animation. This type of animation offers users “immediate visual confirmation of their actions” when they interact with technology such as a mouse click or even twitter interaction. Interaction for this type of animation is often algorithmic. Brian Knep is an example of an artist that creates interactive work.

It was fascinating to read how moving imagery is used in the real world through collaborations with live performers and projectors. This made me think of when a night sky and galaxy scene was projected onto famous singer and actor, Jennifer Lopez’s dress in 2015. Although Lopez did not dance around in the projection. I think there is still a connection to be made to moving imagery.

1. Personal Animation Samples 2014-2020 Synopsis: (research an animation that relates to your artistic interest and write a brief summary explaining what you found interesting and how it relates to your aesthetic)

After scouring Netflix to find an animation that looked similar to the work I have created so far I came to the anime series: Ouran HighSchool Host Club (2006), which stylistically looks similar to my art style in my final project. The animators use flat traditional drawing style animation with some painterly backgrounds and sol.id blocks of color. The sound affects are simple but well executed. This animation series being created outside of the timeframe led me to work with styles I would like to experiment more with. I love Disney’s new animation aesthetic in Frozen (2012)/ Frozen 2 (2019), Tangled (2010), Tinkerbell (2012), and Brave (2012). These works relate to the types of story lines and imaginative works I would love to create in the future. The bold colors and well developed and time consuming design creates an aesthetic that instantly captures a viewer's eye.

1. Interview Reading Synopsis: William Kentridge

William Kentridge is an animation artist who identifies his work as drawings who came to art in his early teens after tracing his photos and creating drawings. Currently, these drawings are either manifested in front of a camera or even become backdrops for a theatrical performance. To much surprise, he never creates a storyboard for his work. His work transformed into animation came from his charcoal drawings.

It was commercial to read that Kentridge self identified as “bad at commitment” and stated there is provisionality built in with animation. He also iews material and media as vital to his work. My favorite quote from this interview comes from the last paragraph and reads as follows: “I think the way I see all art operating is a demonstration of how we make sense of the world.”