

Artists Statement

I have been passionate about animation since the age of 10 when I discovered the wonderful world of flip-book animation. Since that time I have been pushing my knowledge and technical expertise further. By the age of 17 I had directed and animated my first short film. Studying at home and practicing the skills, I developed a thorough understanding of a number of digital animation products and standard practices and have continued to expand my portfolio ever since. I find that animation is a great way to collaborate with the people around me to create something that everybody can enjoy. The great works of animation and cinematography I have experienced in my life have inspired me to create my own additions to the field. I aspire to engender the same feelings in the audience of my work as I have felt watching these productions.

When working on a new project I like to begin with an idea, concept, image, sound or piece of music which invokes a strong visual image. For instance, if I were to be working on an animation for a selected piece of music, I would try to visualise the atmosphere that the music creates. From this initial step stems the process with which I will create this atmosphere. I find it useful to look around at other works with similar themes and observe the process others have taken. Colour and expanse of environments are important in my work, although each project is unique and I try not to get pigeon holed with the look or content of my animation.

My current project is quite a deviation from my usual work flow. Rather than a typical on-screen animation, it is intended to bring a new way of experiencing a narrative for the audience. The concept involves physically building a set of each location involved in the story onto which the animation will be projected. Throughout the timeline the character will travel between the sets, more reminiscent of a theatre production than an animation. With this piece I am stepping out of my comfort zone and bringing my animation 'out of the box' and into the real world. I hope to give people an interesting experience while keeping the essence of a story-based medium to which people can relate.