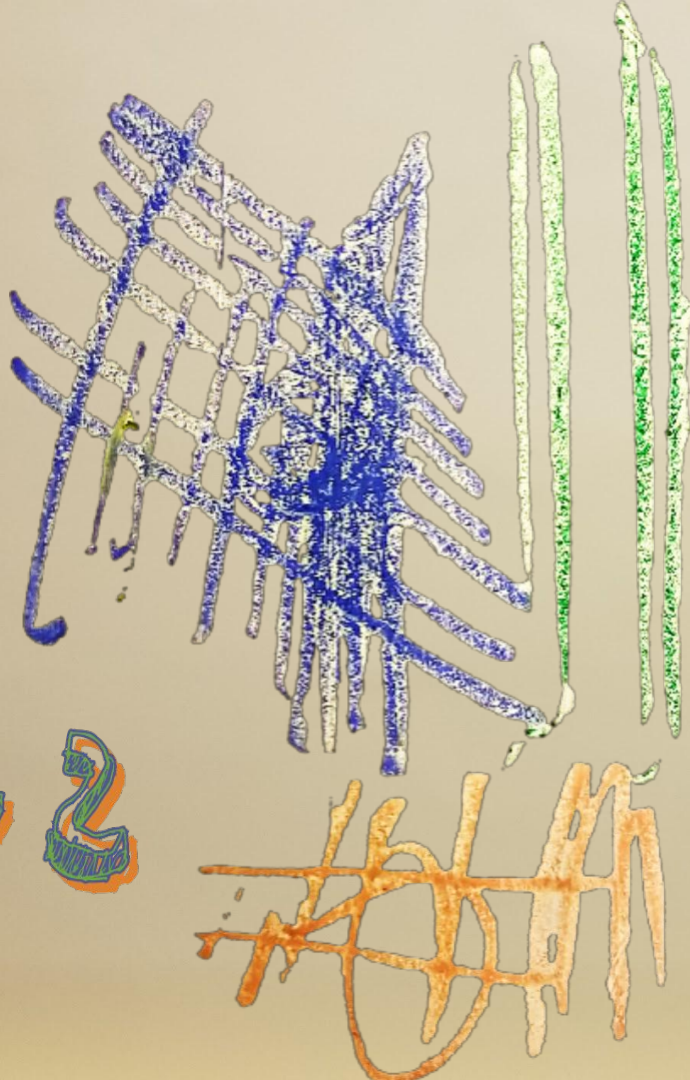


DAY 2



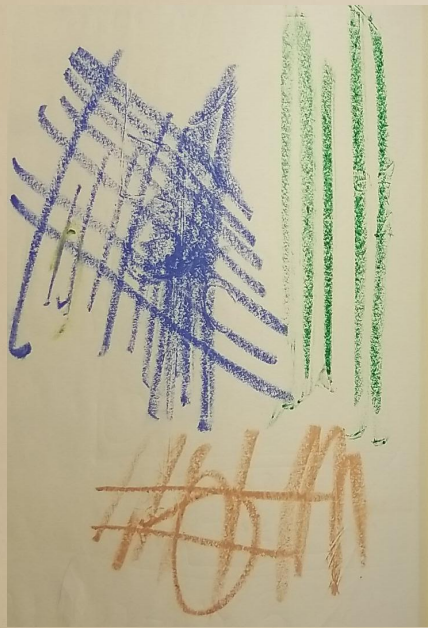
Leanna Barwick
ENVR-3898-302 (Fall 2022)
Independent Study
Sustainability Design
Experiential Learning in Trinidad



For embedded
presentation video link
<https://docs.google.com/presentation/d/1GmbyO9x1-YUioTXWVHjF7xD7HYVoLMbdmNuCreRiQ8U/edit?usp=sharing>

Wa Samaki Reflections
Day Two,
integrated media
experimental animation,
Leanna Barwick,
2022

<https://vimeo.com/772850098>



material source: oil
pastel sketch on
recycled paper

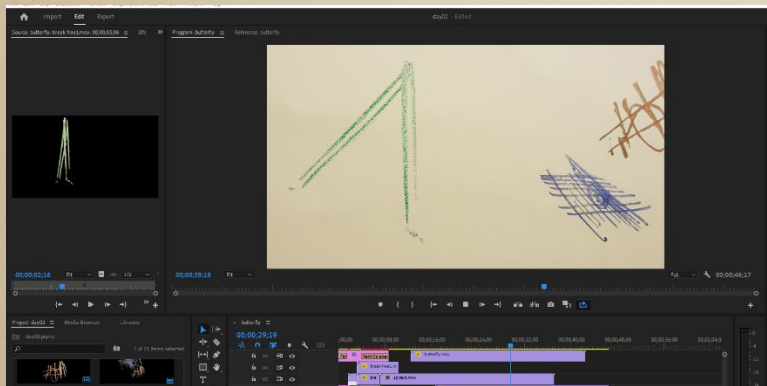


relational source:
unwinding poolside
with fast friends and a
full first day

Creative & Technical goals:

- Evoke sketches becoming alive and breaking a static position on a notebook page
- Draw from my own non-linear source material i.e. oil pastel sketching while socializing
- Blend physical and digital art methodologies and mediums
- Create an experimental animation using mixed media captured from day two
- Continue to develop Adobe Photoshop & Adobe Premiere Pro skills
- Learn Adobe After Effects animation & Adobe Audition sound fundamentals
- Learn Adobe Media Encoder to render, compress and convert various file types
- Develop Adobe Creative Cloud suite cross-platform integration skills through practical application
- Upload and share digital media content on a publicly accessible platform

Creative Process

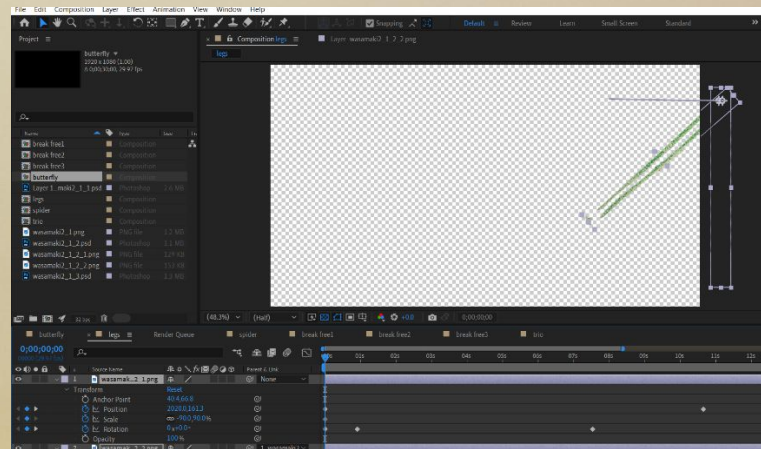


I saw three distinct figures in my doodle and as I edited it digitally and experimented with animation techniques, each began to take on its own life and remind me of things from the material world.

I wanted to express and embellish those characteristics through movement, sound and interaction to enhance the overall sense of aliveness in an abstract object.

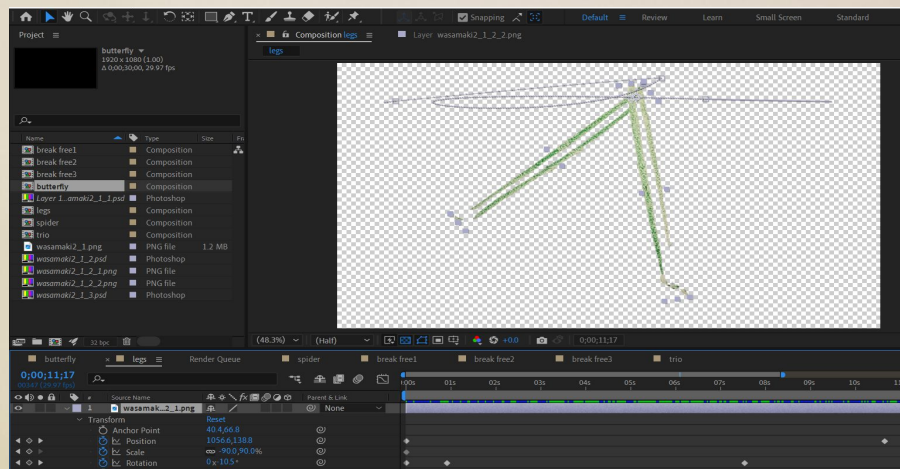
I was driven to learn technical skills to articulate my vision and inspired to use my own art, a sensory reading of the moment, as source material.

I like the aesthetic idea of an doodle separating itself from the form it was left when I stopped drawing; becoming animated with a sense of awareness and self-determination to move on and off the page and interact with other doodles.



Technical Process I:

- Captured digital image of oil pastel sketch using phone camera
- Edited image in Adobe Capture and Adobe Photoshop to remove background and adjust attributes e.g. hue, contrast, saturation
- Split the image into three separate objects
- Sliced one object into two separate layers to create a character with moving parts



Technical Process II:

- Imported graphic assets to Adobe After Effects
- Created (3x) compositions using keyframe animation techniques
- Created a jointed anchor point between one object's layers to create a walking motion
- Rendered and exported compositions with transparent backgrounds so each object layer is visible when brought together
- Imported sound assets to Adobe Audition to render, compress, convert and reduce file size

Technical Process III:

- Imported all assets to Adobe Premiere Pro
- Edited audio-visual design in the timeline
- Choreographed object interaction
- Added title screens, graphic/audio effects and transitions between media clips
- Captured photo of blank notebook page for background image to recreate original aesthetic of oil pastel on recycled paper
- Rendered/exported finished video file, and uploaded to Vimeo from Adobe Premiere Pro