

## Artist Statement

Since the birth of animation, artists, such as Władysław Starewicz and Lotte Reiniger, have experimented with technology in order to further develop animation's ability to tell compelling, expressive stories. Today, as we enter a new era of technological integration between media and reality, animation continues to evolve, with a multitude of new possibilities. My artistic practice focuses on exploring and understanding the relationship between the viewer and his or her interaction with an animation product. I am interested in expanding the types of engagement with animation, and learning how differences in interface can affect the overall viewer experience and lead to interaction between different participants.

Projects I worked on such as *Vane*, a mobile animation that responds when viewers shake the phone, taught me ways to render backend technology invisible by integrating intuitive interactions. But, simply incorporating an interactive component is not enough to engage a viewer without understanding better how people react to the technology. This awareness encourages me to question what types of engagement make an interactive animation experience appealing and personal to the viewer. I hope to further explore this research in grad school, where my practice and vision will continue to develop.

Integrating interactive technology with animation expands the possible forms in which animation can exist. By transforming the viewer from a passive observer to an active participant, the viewer can build relationships with animated characters or other viewers through shared experiences with technology as a third party. But no matter how powerful a piece of technology, it is our duty as artists to guide these tools so they preserve the human touch. My current collaborative, senior project explores using technology to discover different interfaces that promote social interaction within a community of participants. I hope this engagement will decrease the innate, isolating effects technology has on a viewer. I am excited to develop the potential of interactive animation in my work and contribute to this rapidly changing field.