**MMP100 | FINAL PROJECT STATEMENT**

Title: Hazel’s Descent

Semester/Year: Fall 2021

Software: After Effects and Photoshop

Description (200 words giving the person listening to your work insight into your creative and technical process. For example: What was the artistic inspiration for this project? How did you make it your own? What format did you choose to make it in (music video, animation short, pseudo documentary)? What is your video about? What media techniques did you use? How did it change from your Storyboard conception to finish?

* My primary inspiration for this project was based off an initial character design I had for a personal character of mine that eventually the character grew out of. I was still, very fond of the “mad scientist” concept, so I decided to revive the original concept again, this time giving it a more “Victorian Sci fi” element to it. The original inspiration for this concept was from my initial reading of Mary Shelley’s “Frankenstein”. I think I made it more of my own stylistically, there are elements I feel I included based off my own personal tastes that wouldn’t necessarily fit exactly with the concept, but I tried my best to do so. I chose to go with an animated short revealing the consequences of Hazel’s hyper fixation with experimenting, never really learning that her curiosity ventures too far and the overall affect it has on her both mentally and physically. With Hazel’s animation I wanted to capture her overall erratic nature and how fleeting her mind can be. As with the storyboard, I don’t think much changed although I chose to emphasize the chemicals she messes with as a way to put more importance on the direct consequence.