Artist Statement

This project was a big one for me. I have animated short things or “animated” small things in the past on a website known as Scratch. Animating was always something I enjoyed. However, this was the first big serious animation I tackled. It’s pretty fast paced, and only about a minute long, but I enjoy it and I am proud of it. I learned a lot from this project. Every time I do art I am slowly practicing and getting better. That is one of my main side goals for GIMM. To slowly get way better at art than I am now, because my art skills are kind of lacking. If I were to start this project over, I would start way sooner. Some of my animations in the project would be a lot cleaner and I could probably spend more time on it. That said, I was busy with a lot of other projects including GIMM 250. The purpose of this animation is the introduction video to my D&D campaign I’m going to be running this summer. It introduces some main characters and also the main villain of the campaign. At the end of the video, it introduces the first plot point. The main characters, king, and main villain are all trapped inside of this barrier that the wizard of the party, Sodrid, trapped them in. I am really excited to show my friends this animation because I’ve never been in a campaign or run a campaign that has an animation to start. It really helps put a visual in the players mind what the DM (dungeon master) is thinking and how they vision the characters. This project was really difficult for me. It was a lot of nights of just drawing backgrounds and characters. The easier part was moving them and making different poses for them. And the fun part was watching it work and slightly tweaking it to make it to make it look even better. Another fun part was finding and implementing sound effects for the animation. I made the animation inside of Adobe Animate, and then added the music and sound effects in premiere pro and uploaded it as an MP4. I would definitely add on to this more or do more things like this in the future. It was difficult, but it was so rewarding. And honestly, I can see my improvement in art every time I do more work towards it. I think I did a good job with the character design in this and making them seem like they were alive, in some respects.