

# In Between Case Study



## Introduction

For this project, students will create a multimedia piece centered around a compelling story or narrative. The project must blend at least two artistic mediums—such as creative writing, visual art, photography, video, music, or sound design—with a clear, integrated narrative.

## Concept Development

The inspiration for this piece was *Alice in Wonderland*. This is one of my favourite movies, and I think the story is such an interesting concept. I like the concept of falling into another world, and I wanted this project to have more meaning behind it than my regular works.

So for my written story, I chose the concept of a character waking up in another world and how they grow through this world. I start the story off with a sort of daydream trance while in school that bridges her into the “in-between” world. This is something I personally connect with. The thought of wanting to be in another world or a different society.

I think the cultural influence of this story is the escapism most seek in society today and the adventure we lack in our everyday lives. Within storytelling, we get a glimpse of this in fantasy or dystopia. These are aspects I wanted to bring to my story and animation.

## Design Process

For this project, I decided to use a mix of Procreate and Krita for concept art and character designs. I also used a mixture of Maya and Procreate for the start of some of the animations.

To start off with this work, I began with a story outline and moved into writing a full story. Next, I created a storyboard of the short animation I hope to finish. Then I worked on character and background concepts to help envision the story and create a strong preliminary foundation for the project.

I wanted to use warm tones for this project to create a comforting sense, as well as a 16:9 horizontal format for the film to follow a regular film size and make it look more professional.

The full animation for this project is not yet finished, and I plan to continue it as the biggest feature piece in my portfolio. I want to mix elements of instrumental music and voice-overs to add to the multimedia aspect of this project.

## Challenges faced

For this project, one of the main challenges was the time frame. In the beginning of the semester, I created a timeframe for this project to be done but did not consider the time it took to animate each scene separately. I ended up shortening the film to try and have a short trailer for it rather than a play-by-play of the story.

Even though the project is not fully completed yet and has some more aspects to be done, I am most proud of the written aspect of the story. Writing and story development has never been my strong suit. However, I was proud of what I created and the artwork that came out of it.

I believe moving forward, this feature will be a cornerstone to my portfolio as an animator, even if it is still in its infancy. I believe I demonstrated skills in story development, technical skills, strong elements of composition and design, and mood.