

RACHAEL ABBOTT

MA ILLUSTRATION PT2

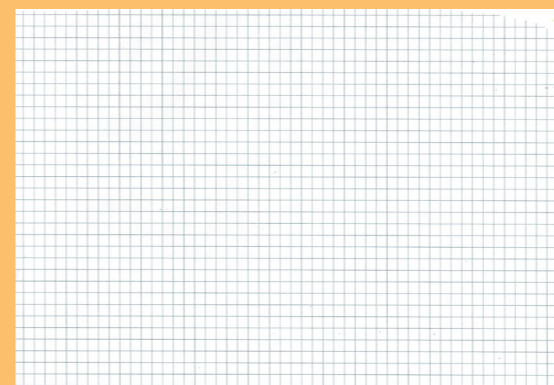
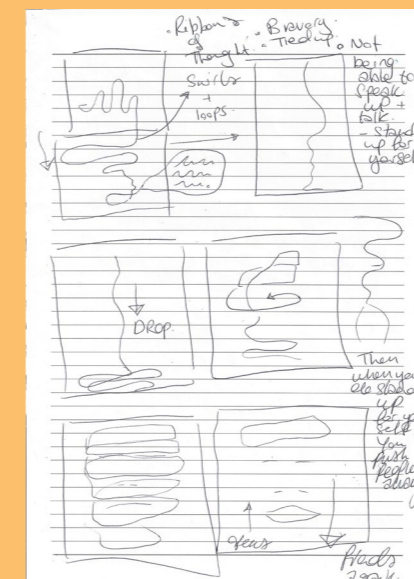
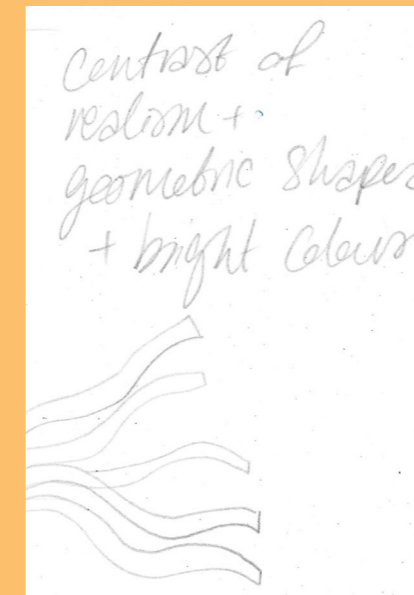
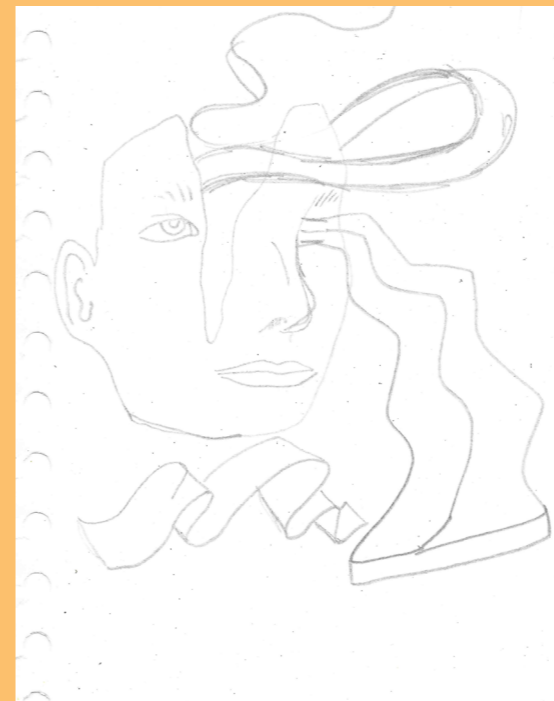
CRAFT-BASED ANIMATION

EXPERIMENTATION

Anxiety:

An addictive thought that unravels to create its own narrative.

Sketchbook



Colours:



Emotions and Thoughts:

- Anxiety
- Stress

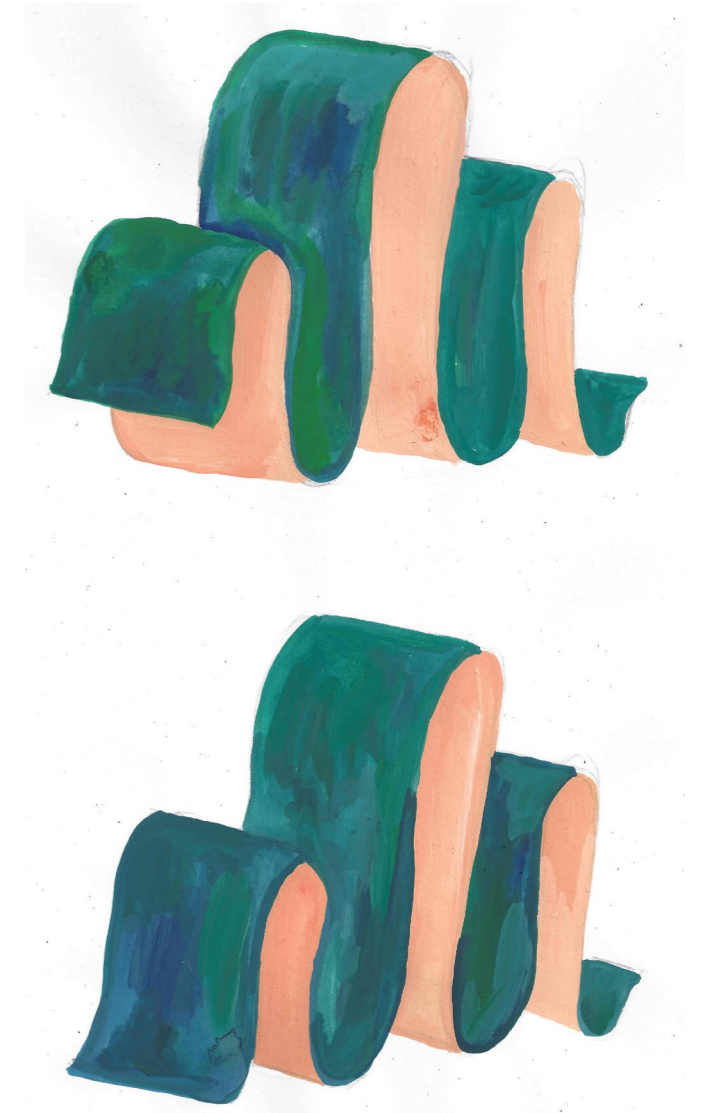
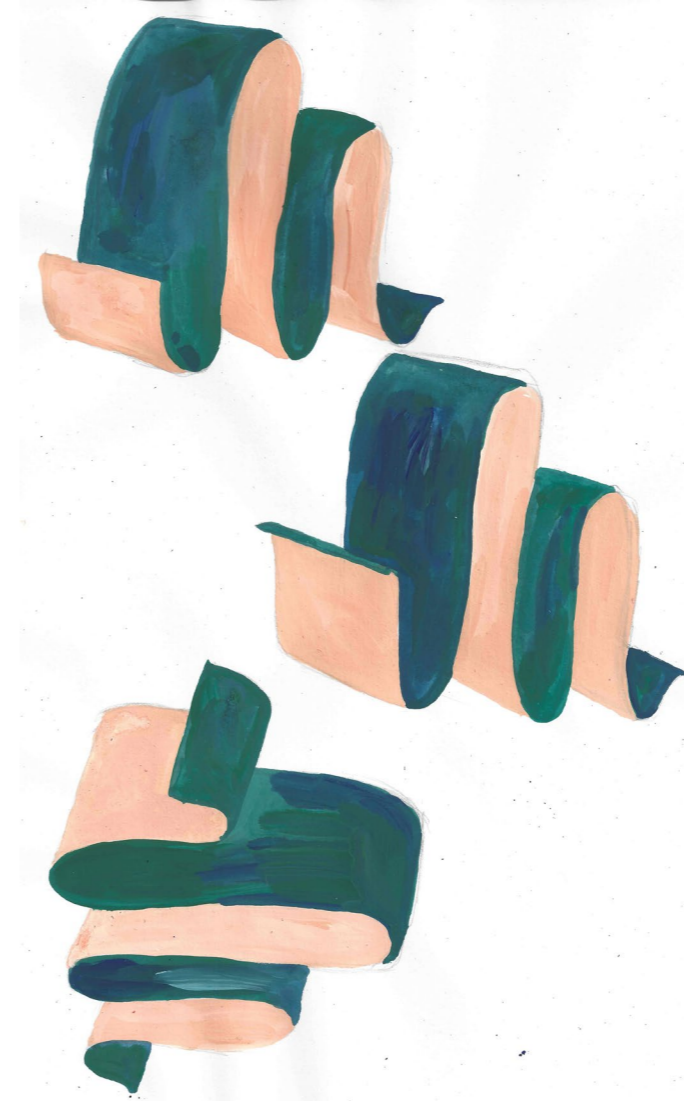
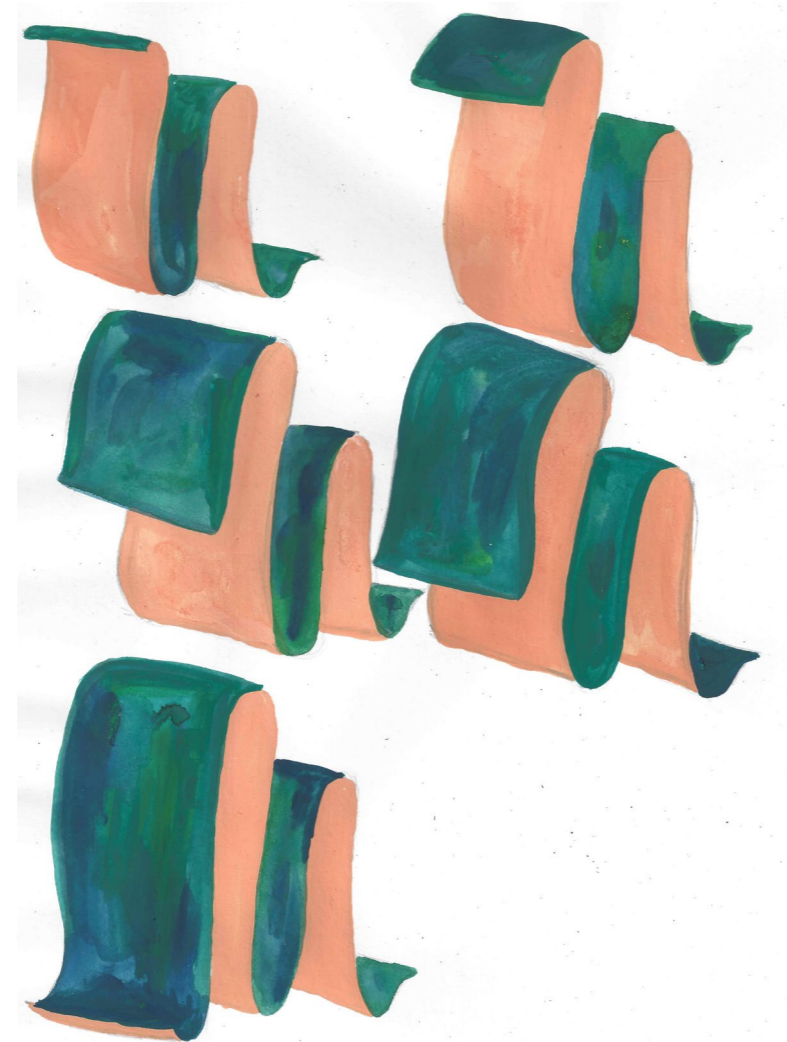
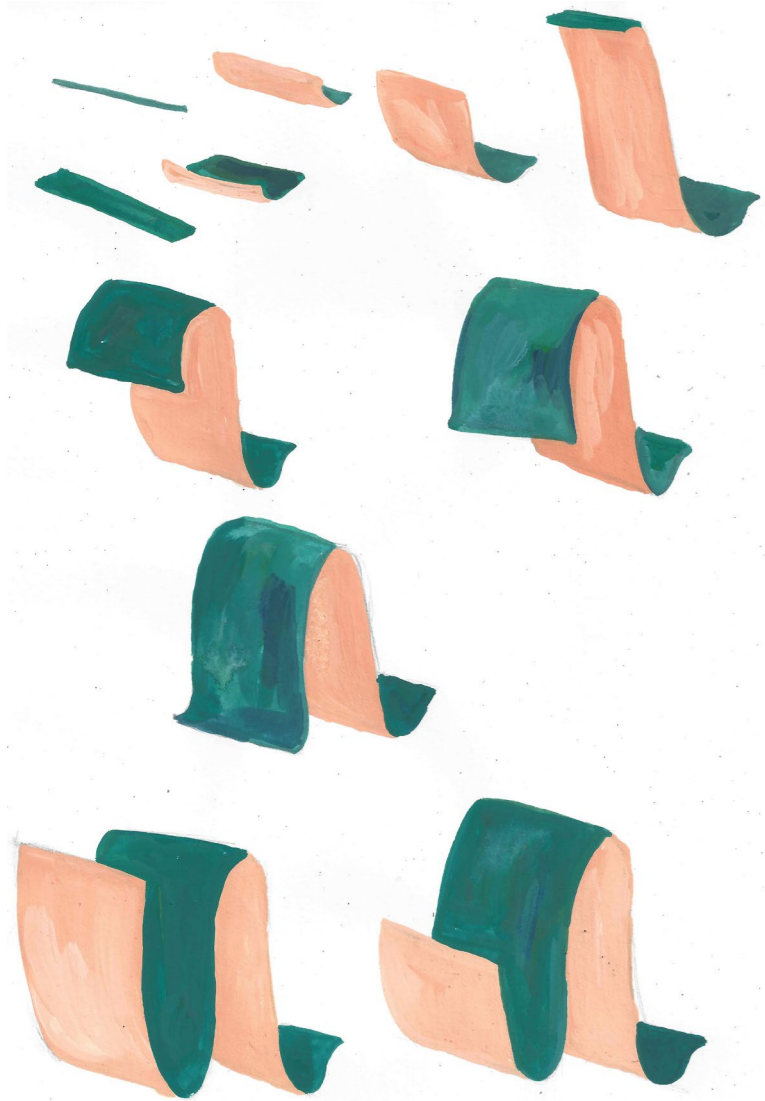
Inspiration:

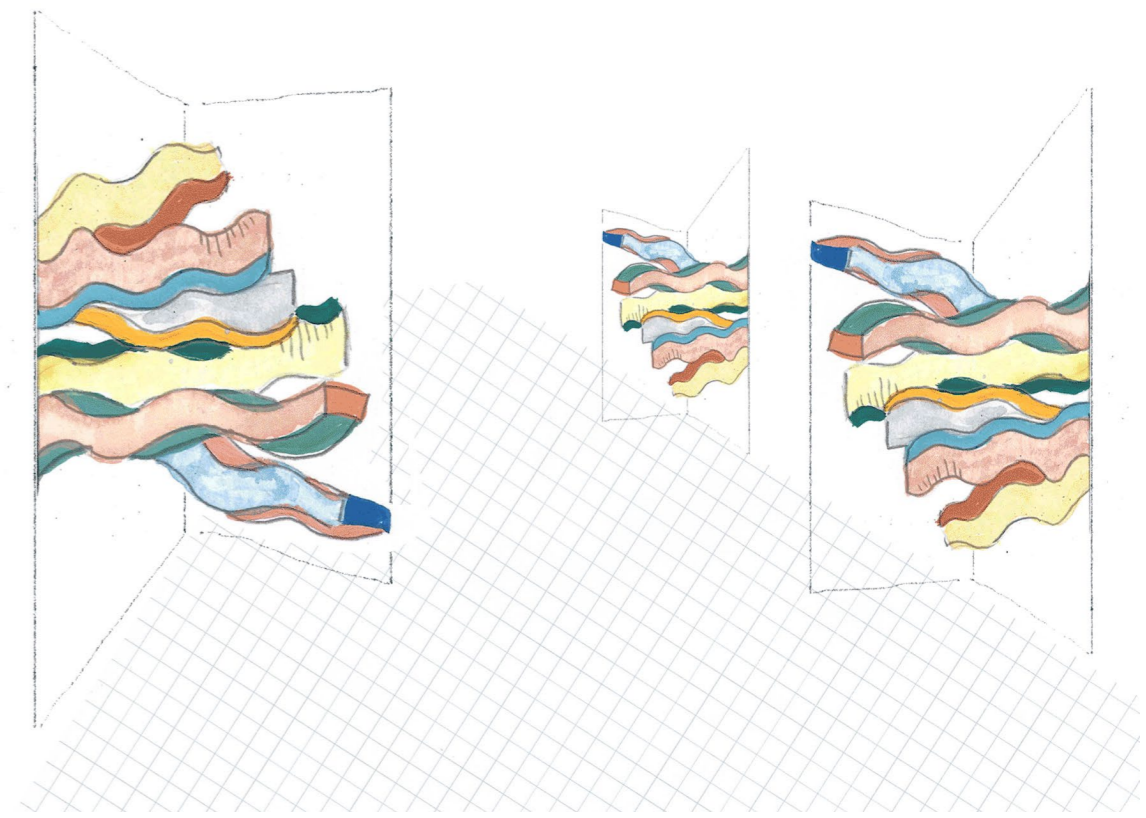
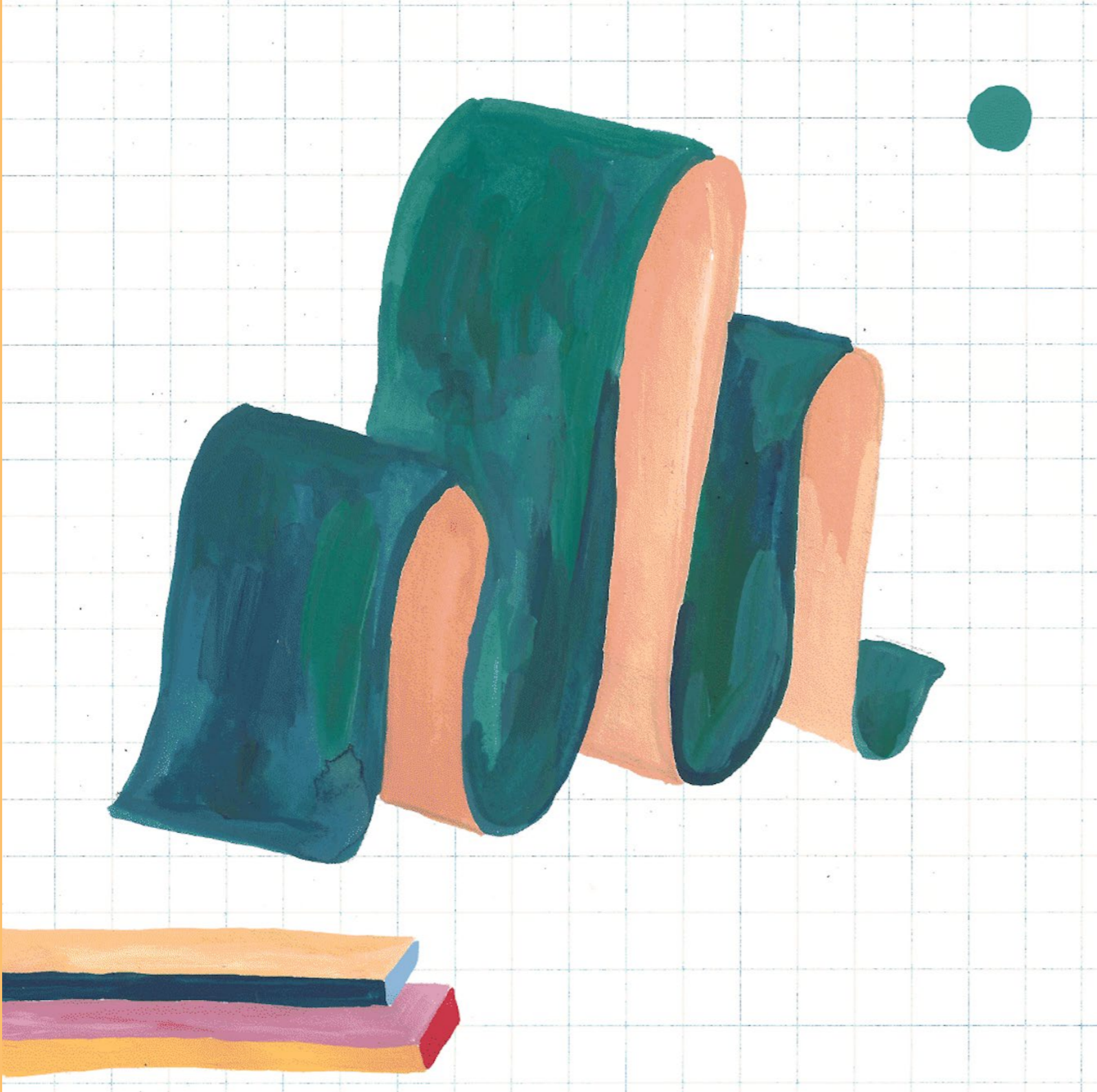
- Barbara Nessim

Materials:

- Gouache, Pencil, Paper, Ink
- Photoshop

Ribbon of Thought





Social Anxiety

Self Portrait



Representing Anxiety

How does anxiety feel at this moment in time?

- Lockdown 2.0 - Lonely
- Social Anxiety going outside
- Focusing on what's going on in your mind rather than on your body
- Your brain starts to feel like it's unraveling



DEVELOPMENT

Question:

What proof do you have to support this narrative?

Sketchbook



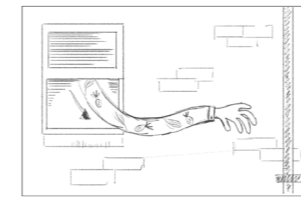
Emotions and Thoughts:

- Social Anxiety
- Isolation
- Friendship
- Communication
- Social Distancing

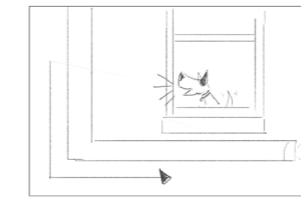
Materials:

- Digital Storyboard - Illustrator pencil.

The Arm: Storyboard 1



1. Scene is a window of a semi-detached house in the UK. The tones are very neutral and the scene is very still. All of a sudden a hand appears from the window, nothing really out of the ordinary, but the arm keeps extending further to reveal a super rooody arm covered in colourful threads.



2. The arm starts to make its way down the facade, moving with the angles of the windows to make sharp lines. A noisy dog comes to bark at the arm, moving from the left side of the window to the right - tracking the motion of the hand.



5. A woman dressed in a colonial pilot outfit stands in the doorway of a medium store. The writing on the window reflects the store front in the photographs of Marilyn Monroe took my Milton Greenway 1966. Then the hand goes past, palm reflecting the palm on the front of the store. The store owner's eyes follow the hand and then smokes her cigarette.



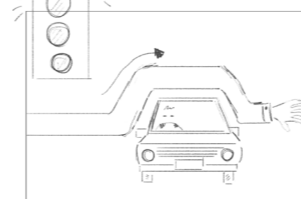
6. The hand continues and decides to go into a store. There are shirts and patterns in the windows. The store is pretty inconspicuous apart from the fact the mannequins in the window are wearing masks.



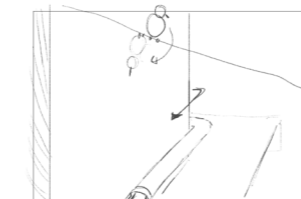
9. Another cut to screen transaction. This time a still on the hand paying for the new shirt using it's watch. The screen changes on the card reader to "Thank You".



10. The arm goes past another store, this time a florist. The scene stays still until the hand backs up and hovers near the front door. The front on the florist window is scripted and some of the flowers are collaged.



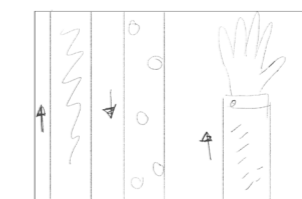
3. Cut to traffic lights turning from green to red. Meanwhile a driver is giving off some Travis Bickle vibes at the red light before he's distracted by the lengthy limb moves with the curvature of the car.



4. The arm appears around the corner of the building. A bird set on a telephone wire watches and follows the arm from over head, spinning 180 to watch the arm go down the street.



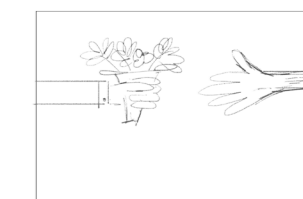
7. Cut to a big squirt of hand sanitizer dropping onto the hand. - Before this scene the audience is left in anticipation wondering where the arm is heading, which era it is and why the owner of the arm has decided to stay inside.



8. The hand enters from the bottom left of the screen and exits by the top right. Each time the arm appears it is wearing a different coloured/patterned shirt either hand painted or made from collage.

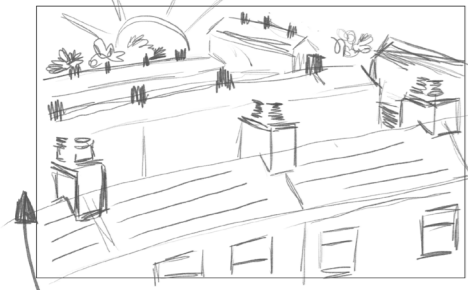


11. The hand is then seen with a bouquet of flowers, the background is ground past quickly resembling abstract splotches of colour. It then cuts to the hand knocking on the door.

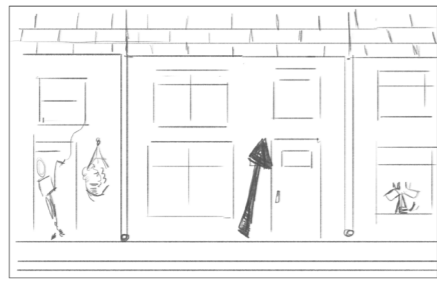


12. The video ends with the extendable arm handing the bouquet to another hand. The final details haven't been finalised yet but I think the gradual pace from fast to slow, would make a nice ending.

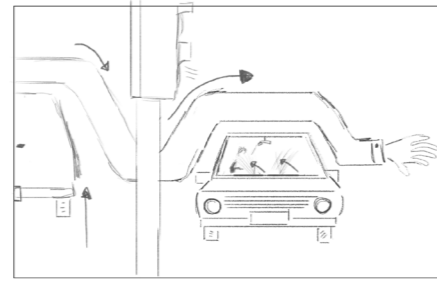
Storyboard 2



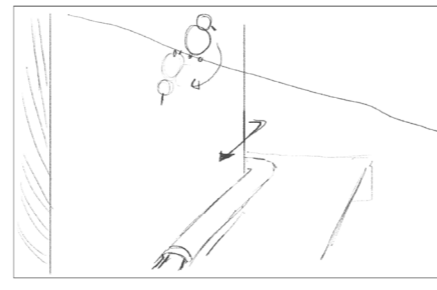
1: Animation starts with the audience overlooking rows of terrace houses. The weather is crisp and the sun rises from behind the furthest row of houses. There are sounds of bird song and cars in the distance. The camera pans up slowly as it reveals more of the houses and trees.



2: Cut to, a single row of houses. Someone is standing looking out their door with a cigarette or a cup of coffee. There's a dog in a window looking from side to side. As the camera slowly pans into the middle house the woman spots a neighbour and you hear the muffled sound of friendly laughter and the start of a conversation.



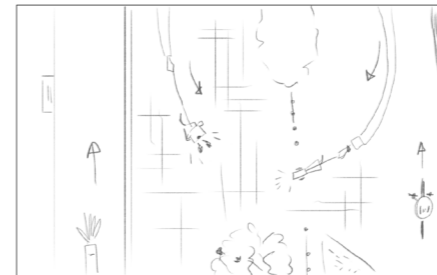
5: There is a car stuck at the traffic lights, there's a slight reflection of the light reflecting onto the car bonnet. The arm appears on screen from the left and goes over the van going through and over the waiting car. There are sounds of cars going past and sounding their horns. The waiting car cleans its windscreen and sets of the windscreen wipers as the arm is going over head. There is a subtle outline of the driver sat inside.



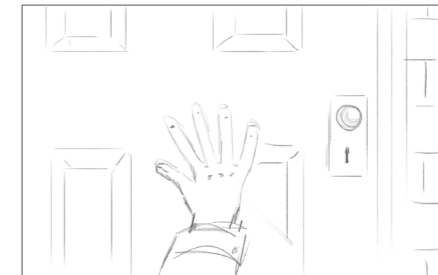
6: The arm appears around the corner of the building. A bird sat on a telephone wire watches and follows the arm from over head, spinning 180 to watch the arm go down the street. The bird looks back up and towards a rat who looks back at the bird. There are sounds of bird song.



9: The hands wave at one & other as they pass by. There are silhouettes of people working from their laptops in the cafe opposite. There are slight ruffles of the sleeves and the paper bag as the arms are waving at one & other.



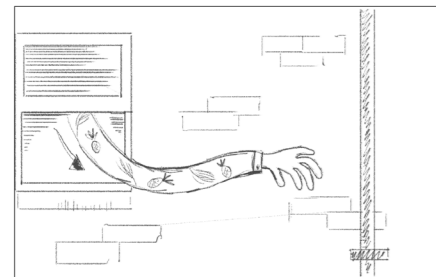
10: This is an aerial shot of the front entrance of a park. As the arm passes by two dogs begin to bark at one and other making the arms pull towards the centre of the frame. A bike rides past on the right at rings its bell. "There could be little birds in the tree (bottom centre) that fly overhead"



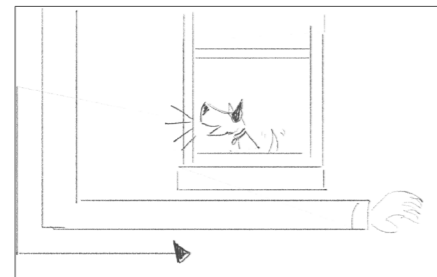
13: While you hear the faint sound of footsteps and the door being unlocked from the other side, the hand is checking it's nails/ doing something to show it's waiting.



14: As the door opens to the left the hand waves over to the right; there is slight audio of muffle of voices as the characters greet one and other, and the sound of the door opening.



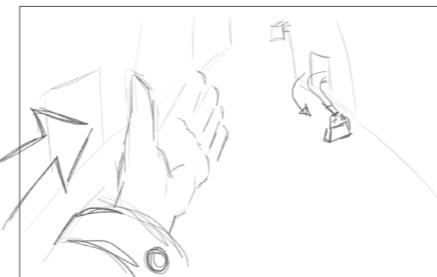
3: There's a close up of a window. It's very still, then suddenly the window opens from the top. A hand appears out the window to test the weather, an arm appears, until, a long limb is reaching out the window and "looking" from side to side. The arm then exits to the right off screen.



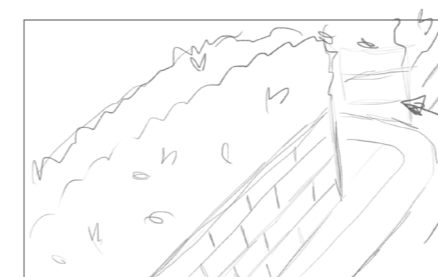
4: The arm begins to make its way down the house, moving with the angles of the windows to make sharp lines. The dog in the window barks at the arm, the barks are muffled slightly from the glass. The dog moves from the left side of the window to the right - tracking the motion of the hand.



7: Cut to the arm heading East down a busy street. People are stepping over the arm and going about their business. There is sound of footsteps, very distant cars and shopping bags being lifted as the pedestrians walk over the arm.



8: The hand enters from the bottom left of the screen and the camera begins to track the hand as it moves forward. The shops either side move back past the hand. Suddenly, a little bell goes off as a shop door opens, an arm emerges from a shop on the right with a shopping over its wrist.



11: The arm goes round the side of a brick wall. There isn't much sound in this scene a part from maybe a bin lid shutting or a car door opening in the distance - typical sounds you'd here in a neighbourhood.



12: The hand knocks on the door three times.



11: The camera begins to pan slowly out and up. The voices are fainter and the sound of the neighbourhood is more audible. The hand is gesturing like it would in a conversation, you can't see the character's face in the door but their feet could cross over as if they are keeping themselves stable during this long friendly discussion.

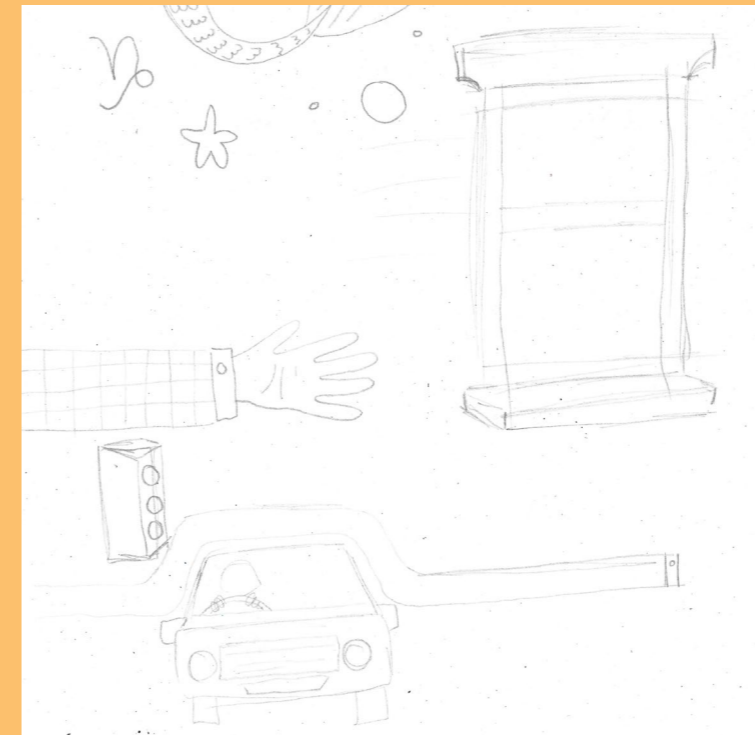


12: As the camera pans out further, more arms are appearing on screen; going over cars and greeting one & other. One arm could be walking a dog. The sound of the neighbourhoods at it's loudest here and then cuts to credits.

EXPERIMENTATION

Trying my hand at adding more colour and movement to the narrative.

Sketchbook



Colours:



Emotions and Thoughts:

- Anxiety
- Social Anxiety
- Touch & Feel

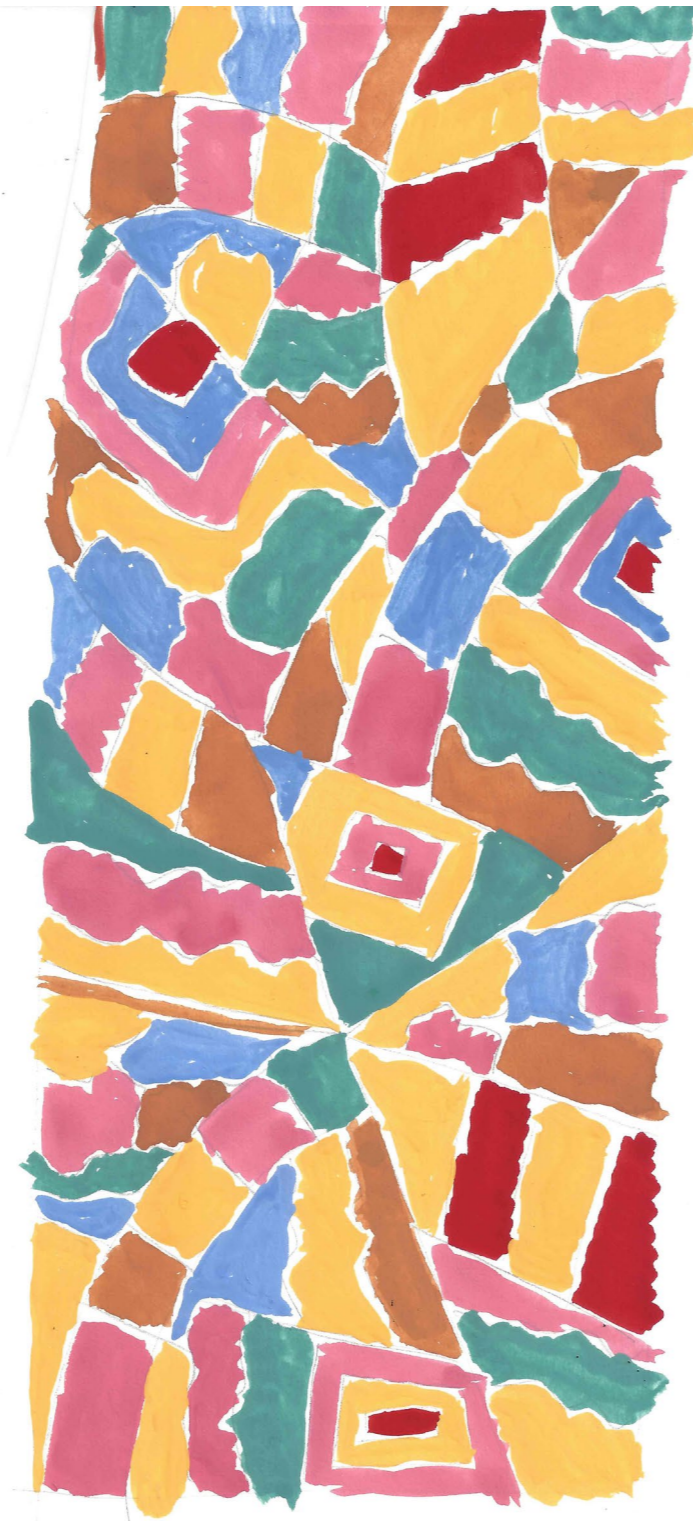
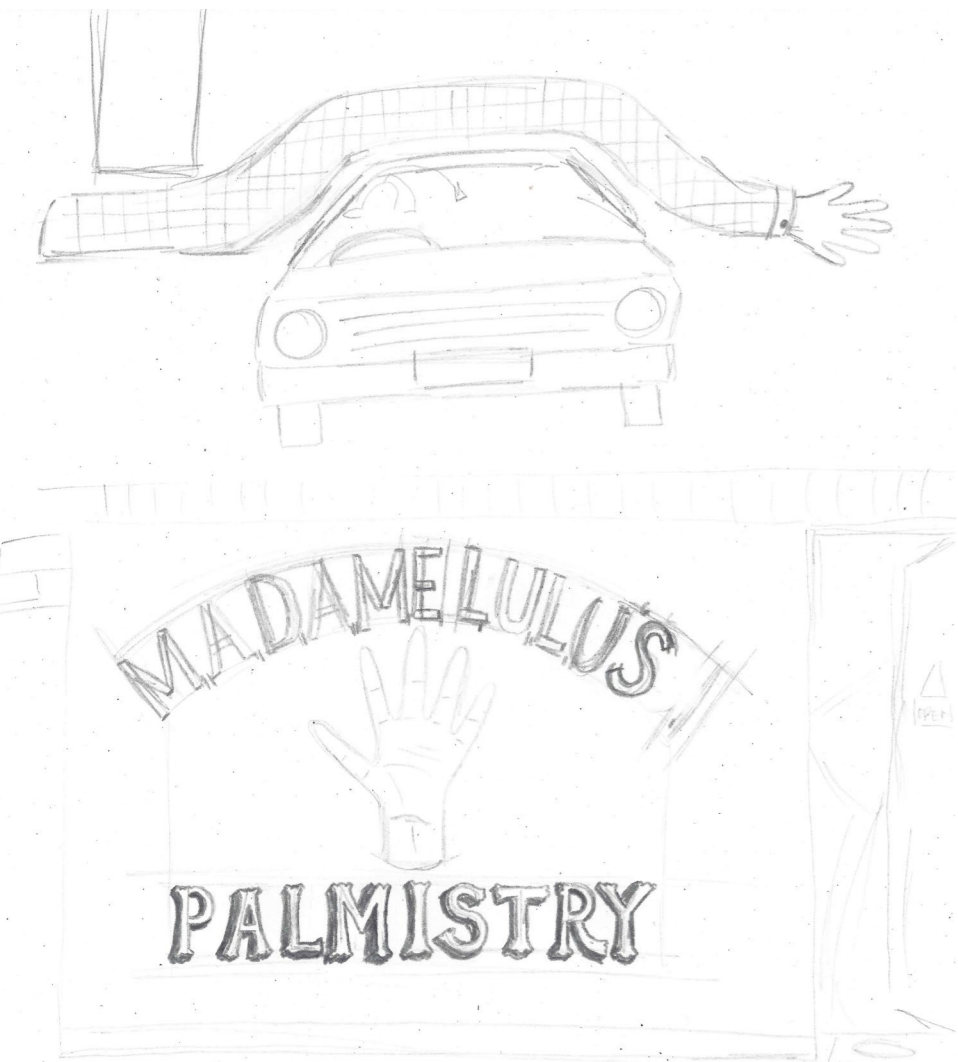
Inspiration:

- 1960's Fashion Prints

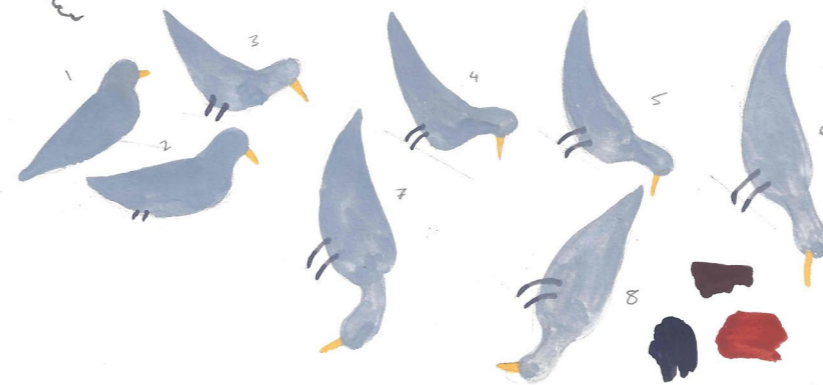
Materials:

- Gouache & After Effects

Arm Designs



AIGROA



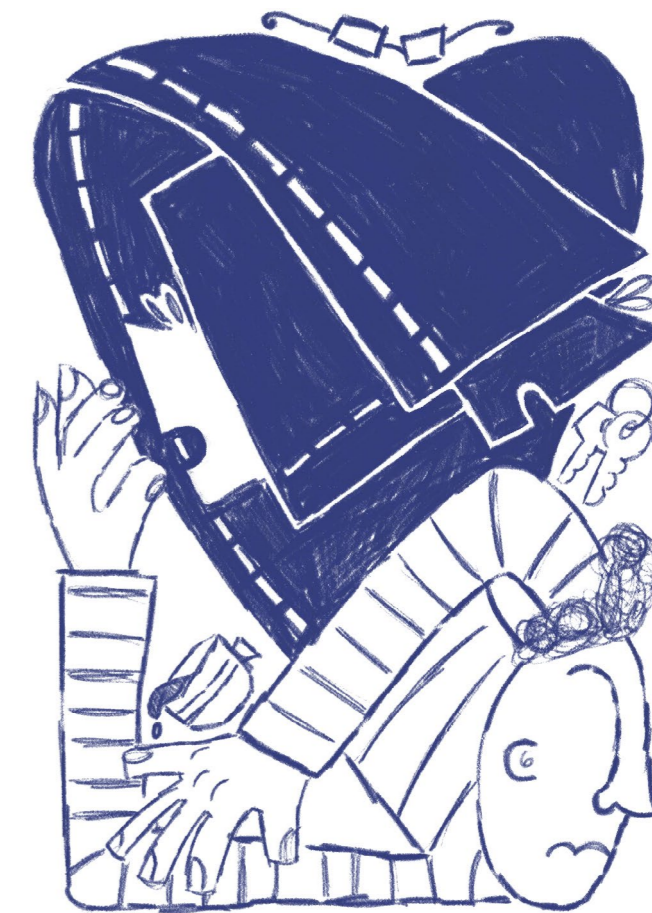
Dusty Browns
+ Blues
FOR
BLACKS
- Pinks
- Yellows
- Reds
- Bright
Green/Blue



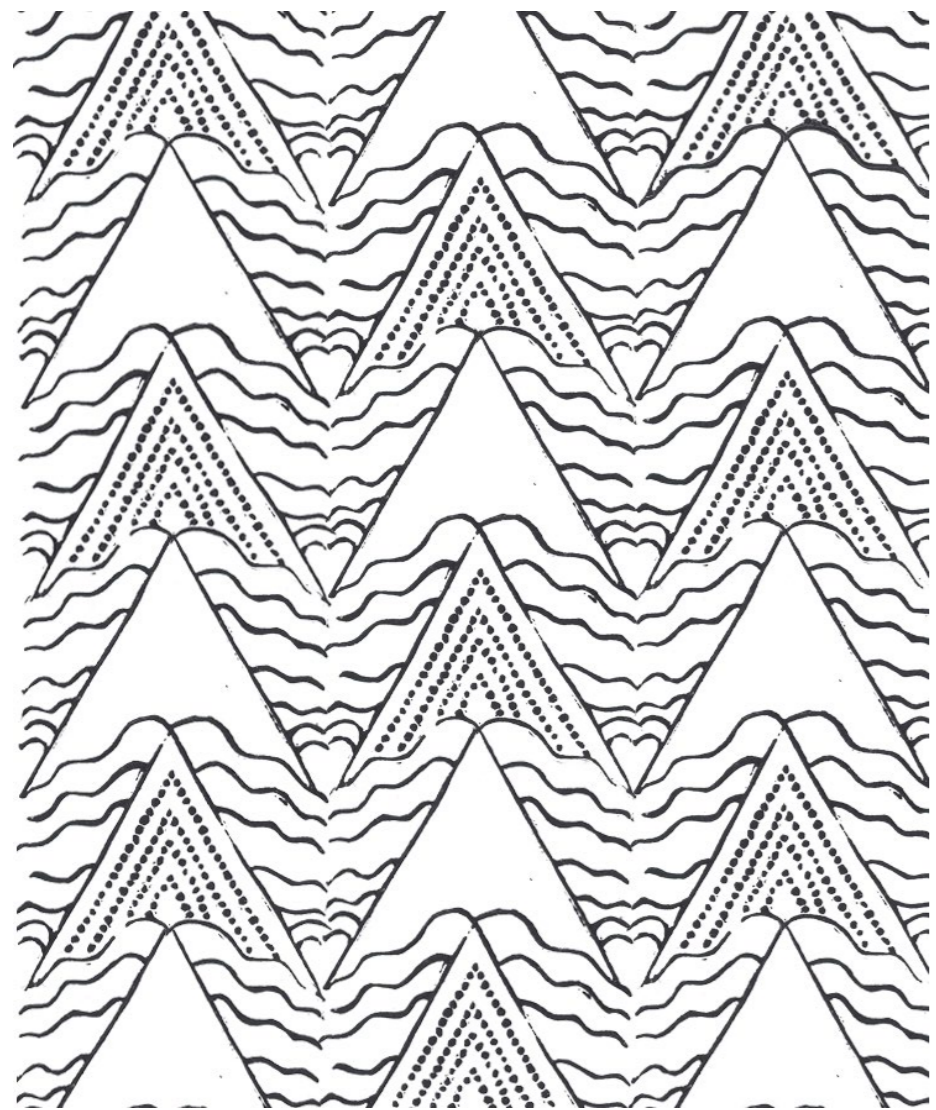
Digital Arm Animation



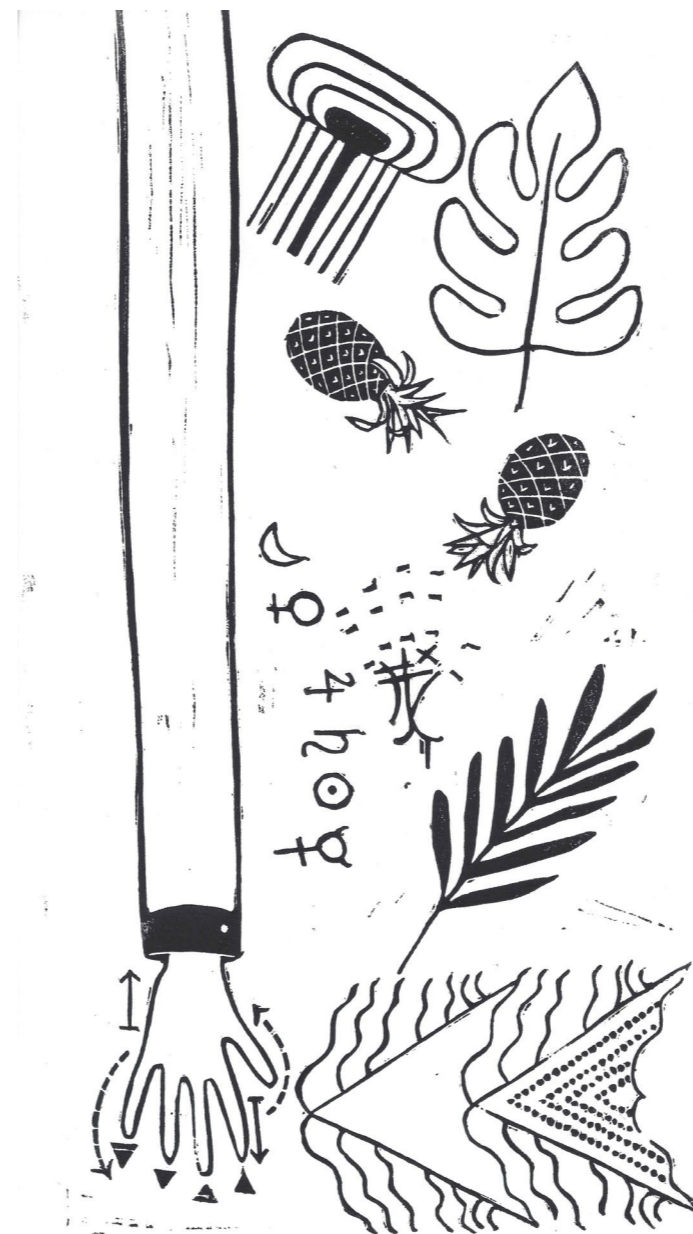
Mixed-Media Arm Animation



60's Shirt Pattern Animation



Lino Palm Reading Animation

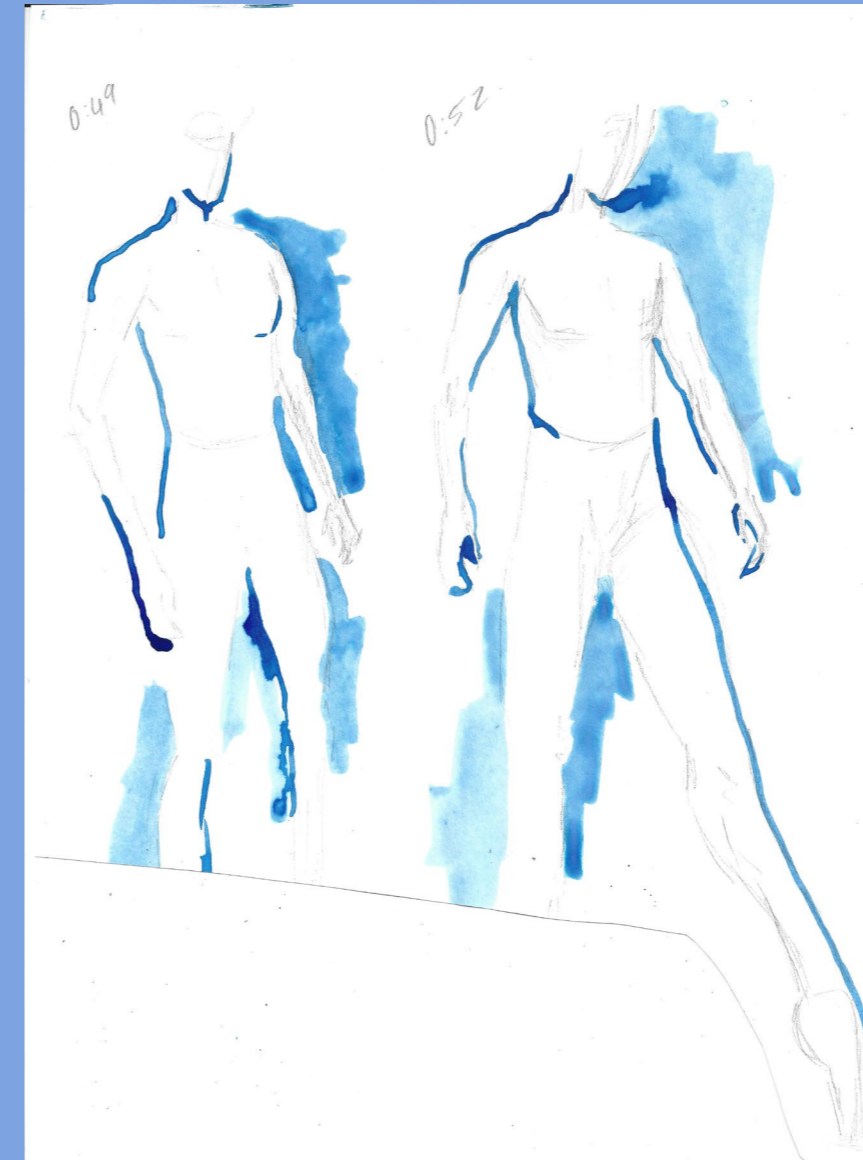


RE-THINKING

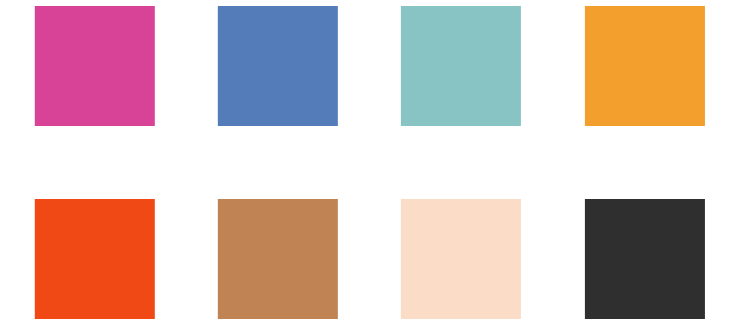
Freedom of Movement:

Something doesn't feel quite right. What direction can I go in next?

Sketchbook



Colours:



Emotions and Thoughts:

- *Fluidity, Movement*
- *Freedom, Liveliness*
- *Turning, Spinning, Leaping*

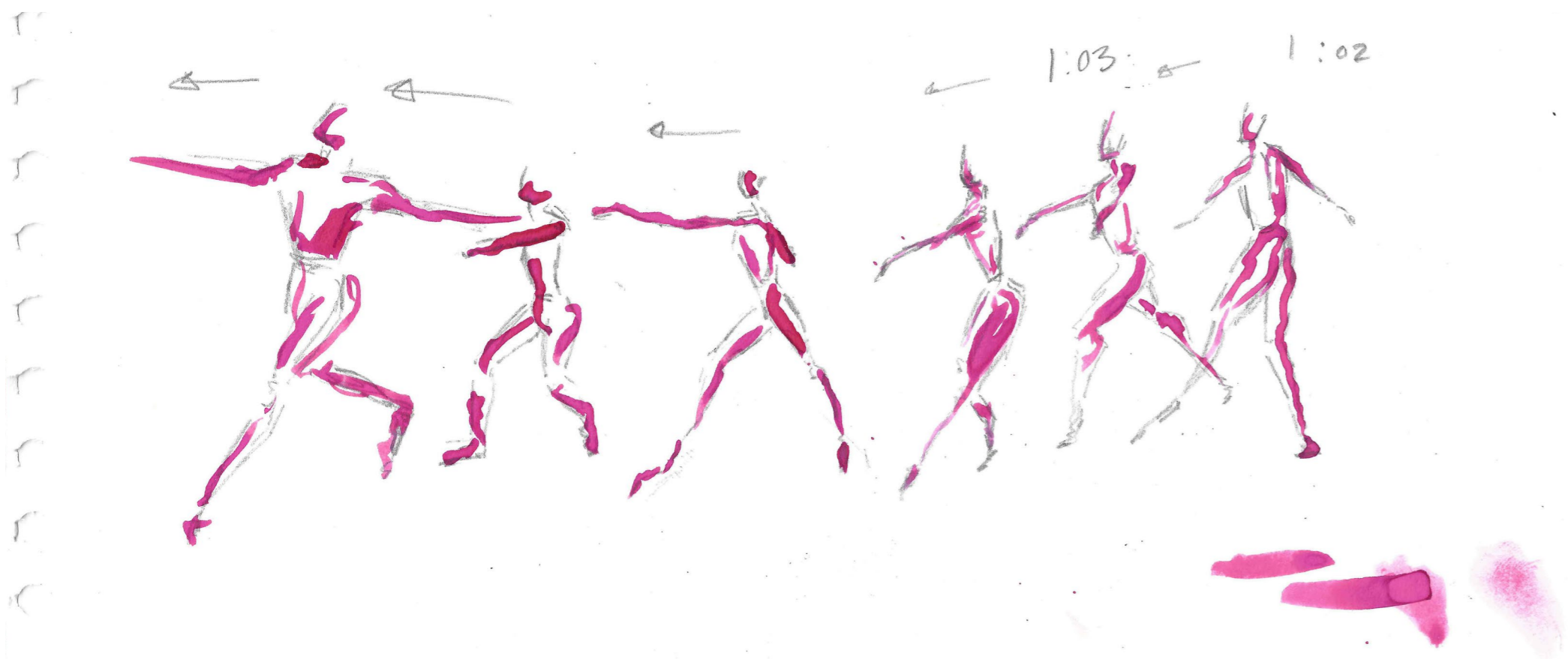
Inspiration:

- *Wassily Kandinsky*
- *Bauhaus Movement*

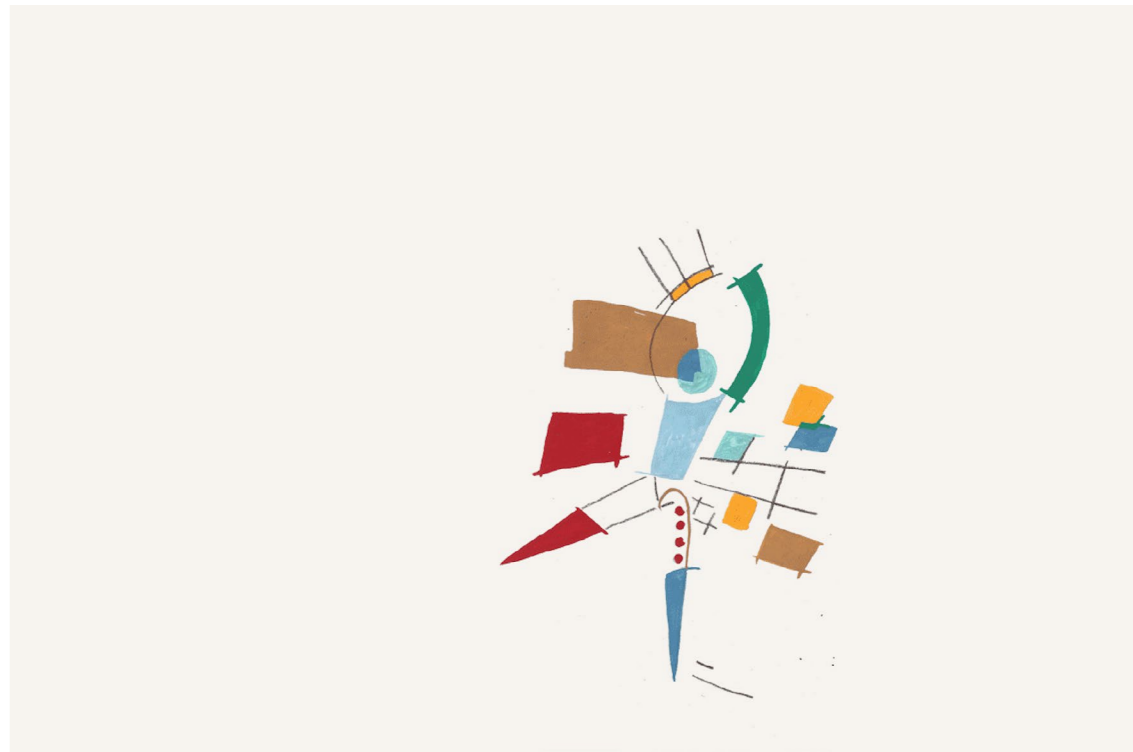
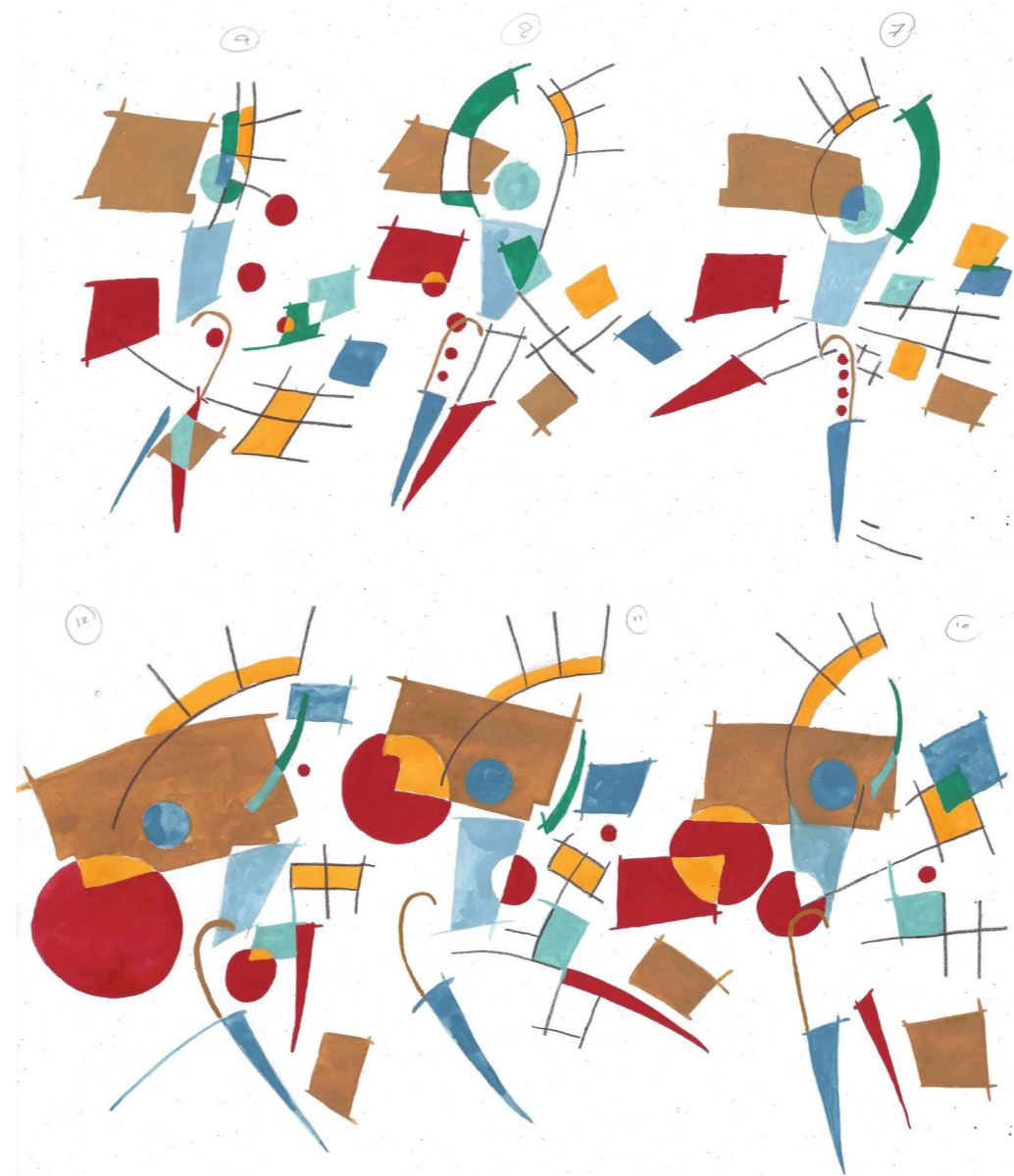
Materials:

- *Gouache, Ink, Pencil, Lino*
- *Photoshop*

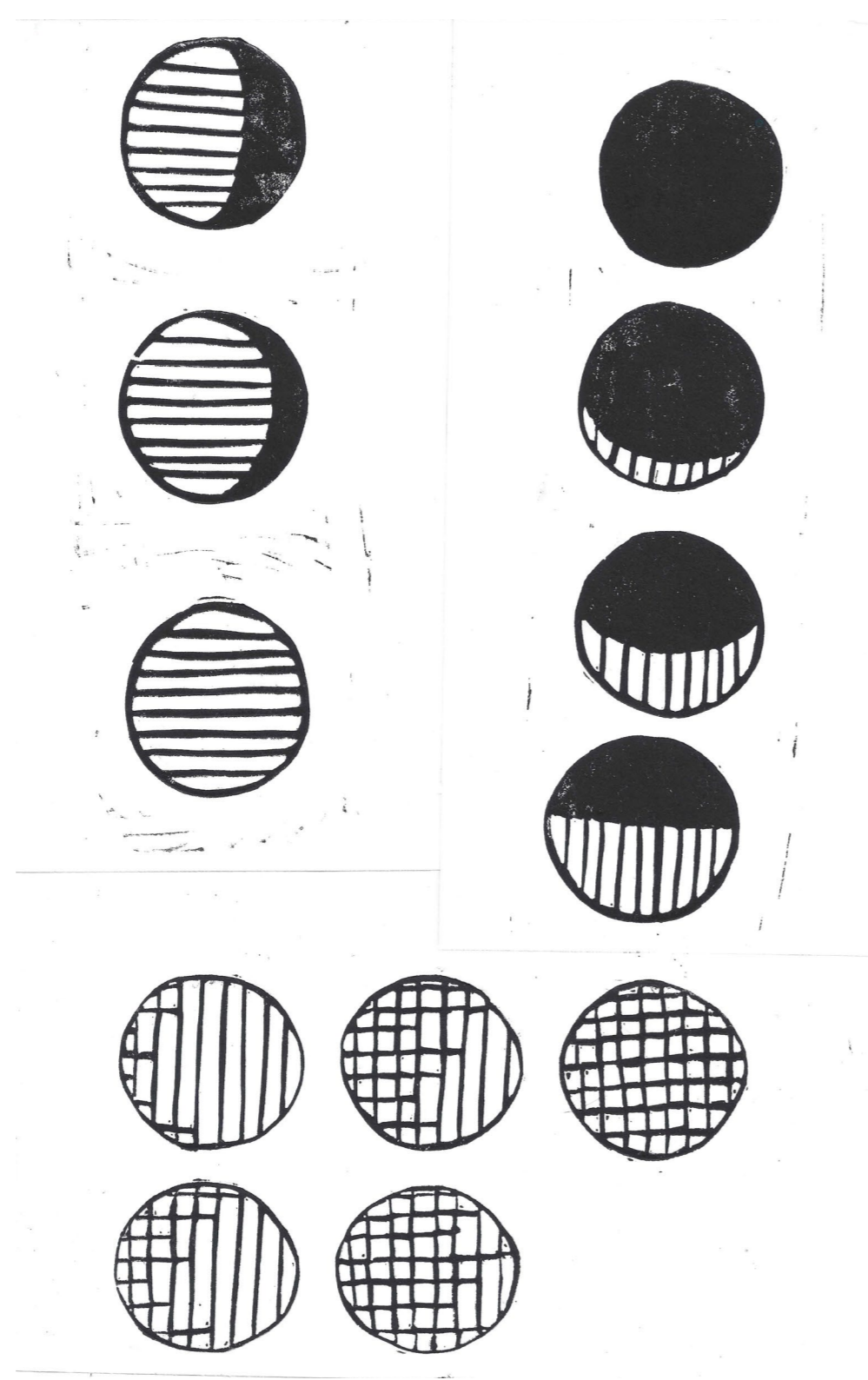
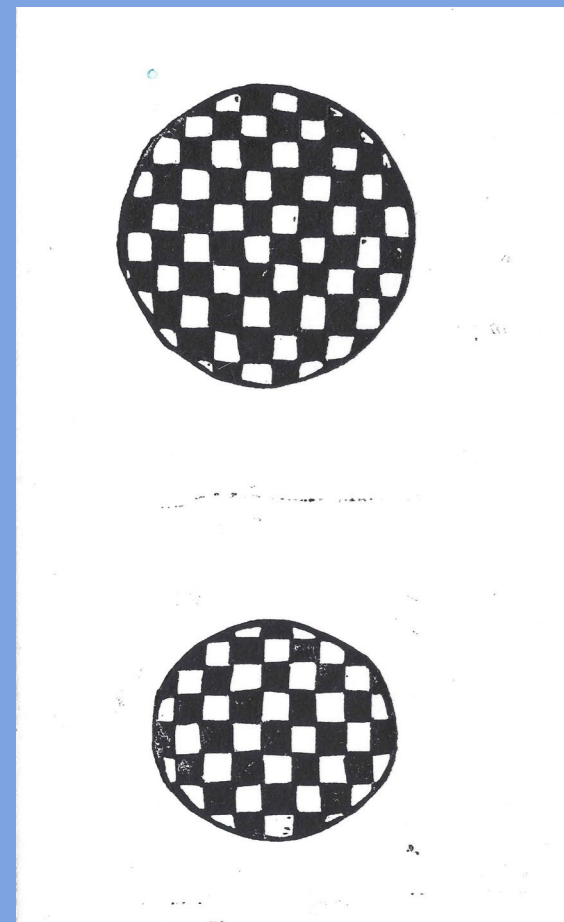
Dance Animation



Bauhaus Dance Animation



Moon Phase Animation

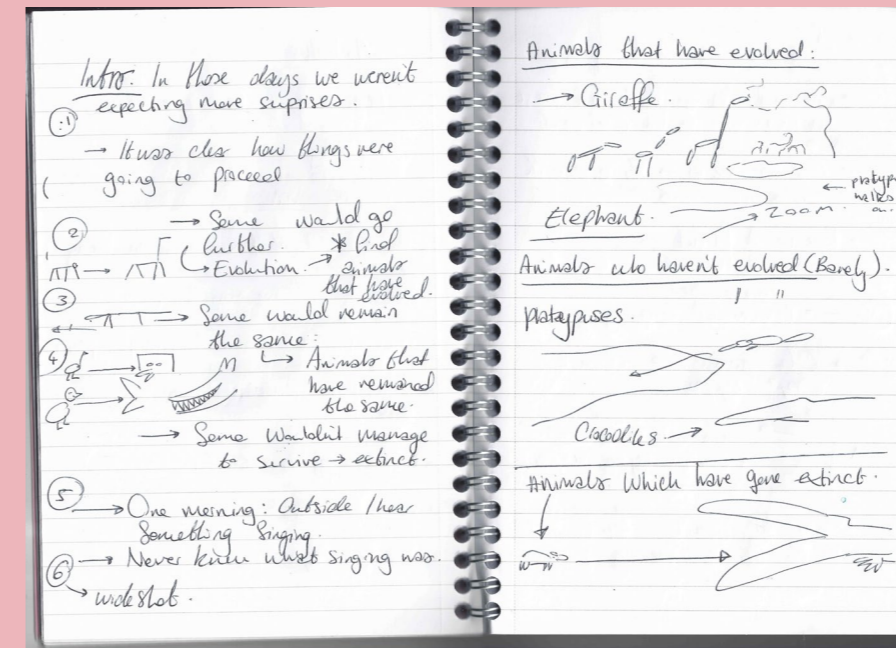


DEVELOPMENT

The Story Plays A Part:

Life feels very surreal. What is our relationship with the environment around us?

Sketchbook



Colours:



Emotions and Thoughts:

- Surreal
- Escapism
- Humour

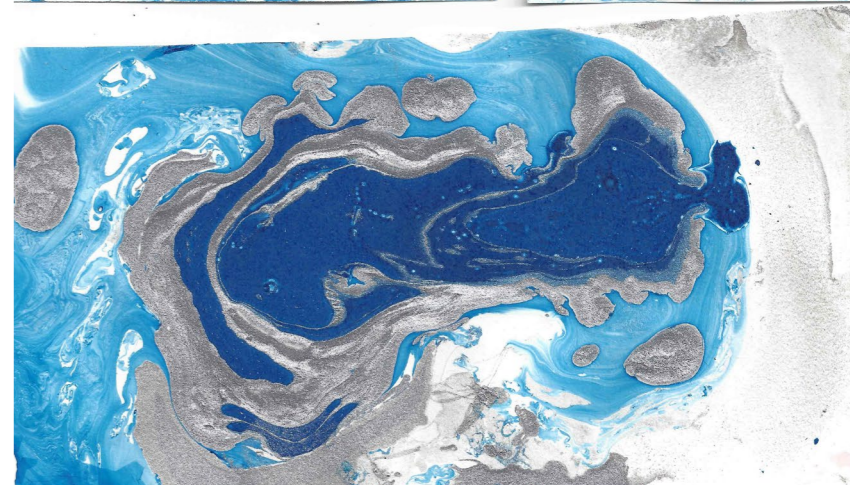
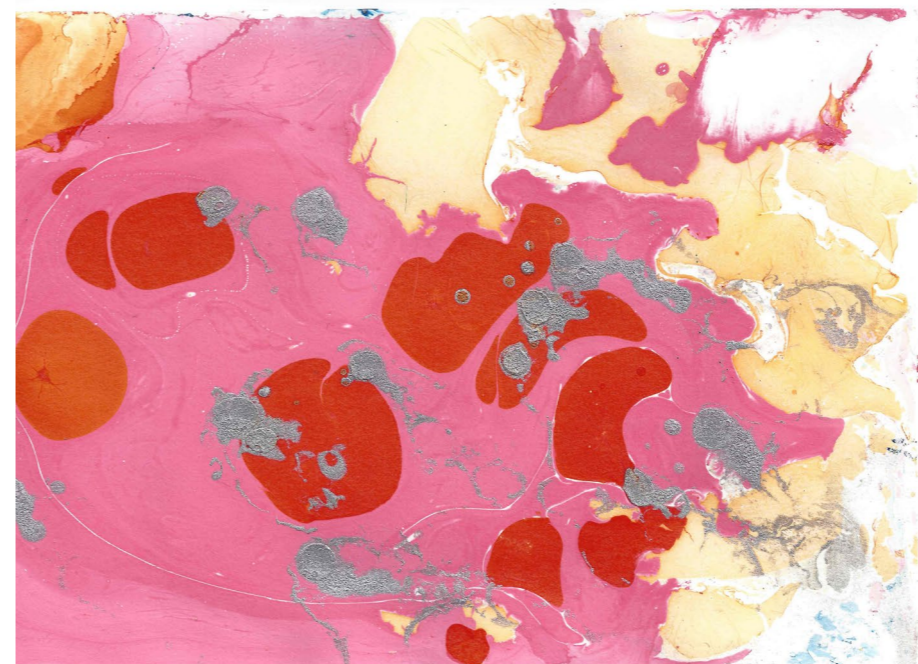
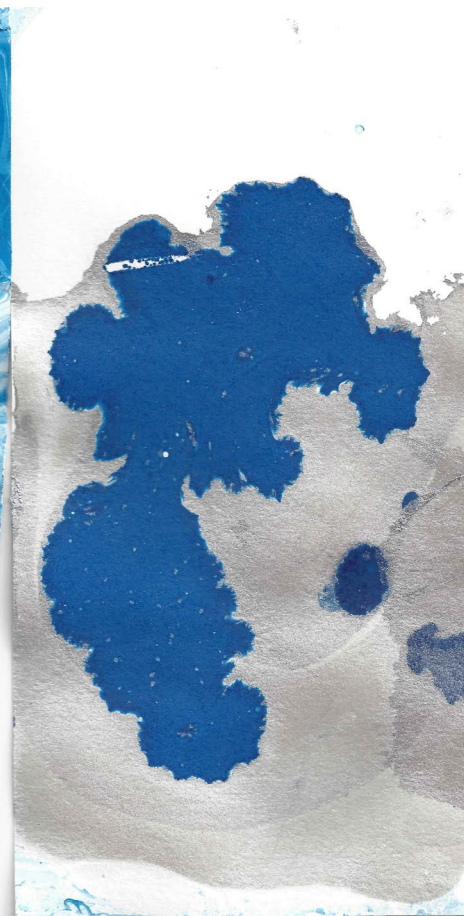
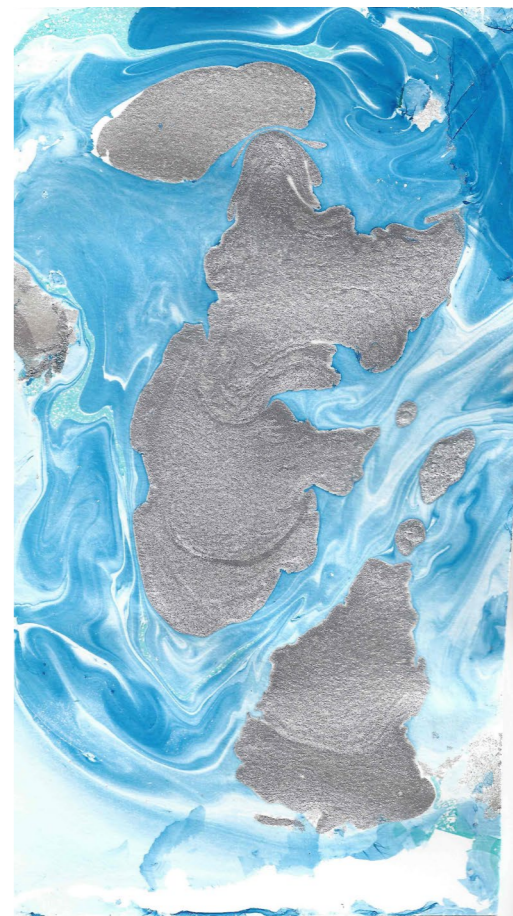
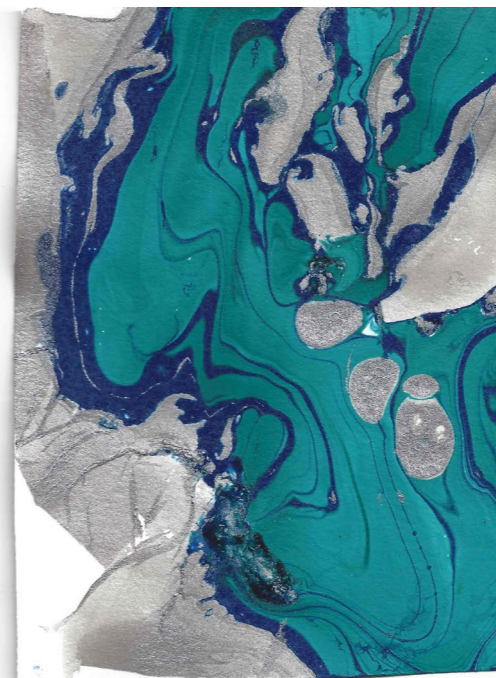
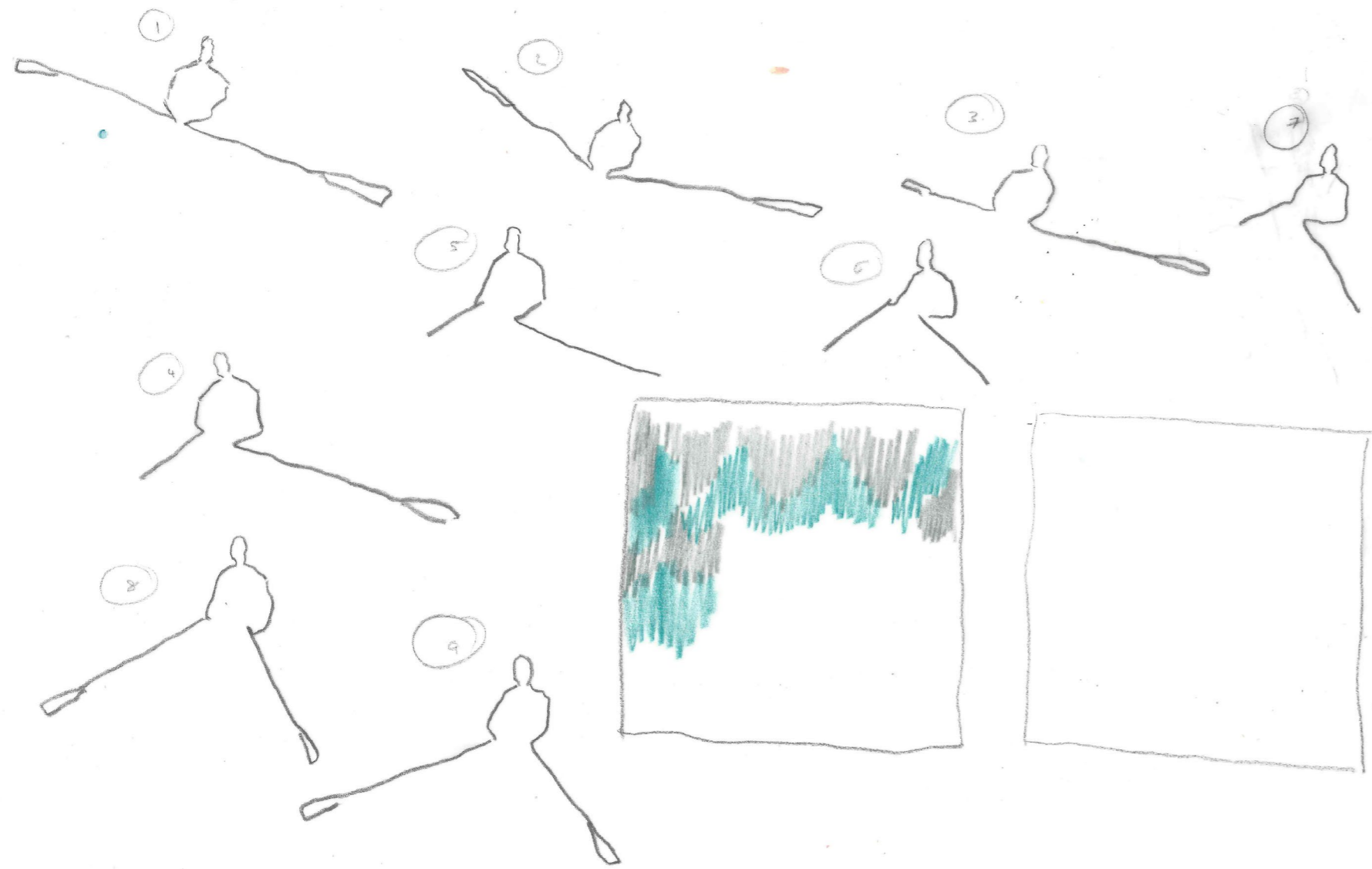
Inspiration:

- Italo Calvino
- 1963-64 Space Race

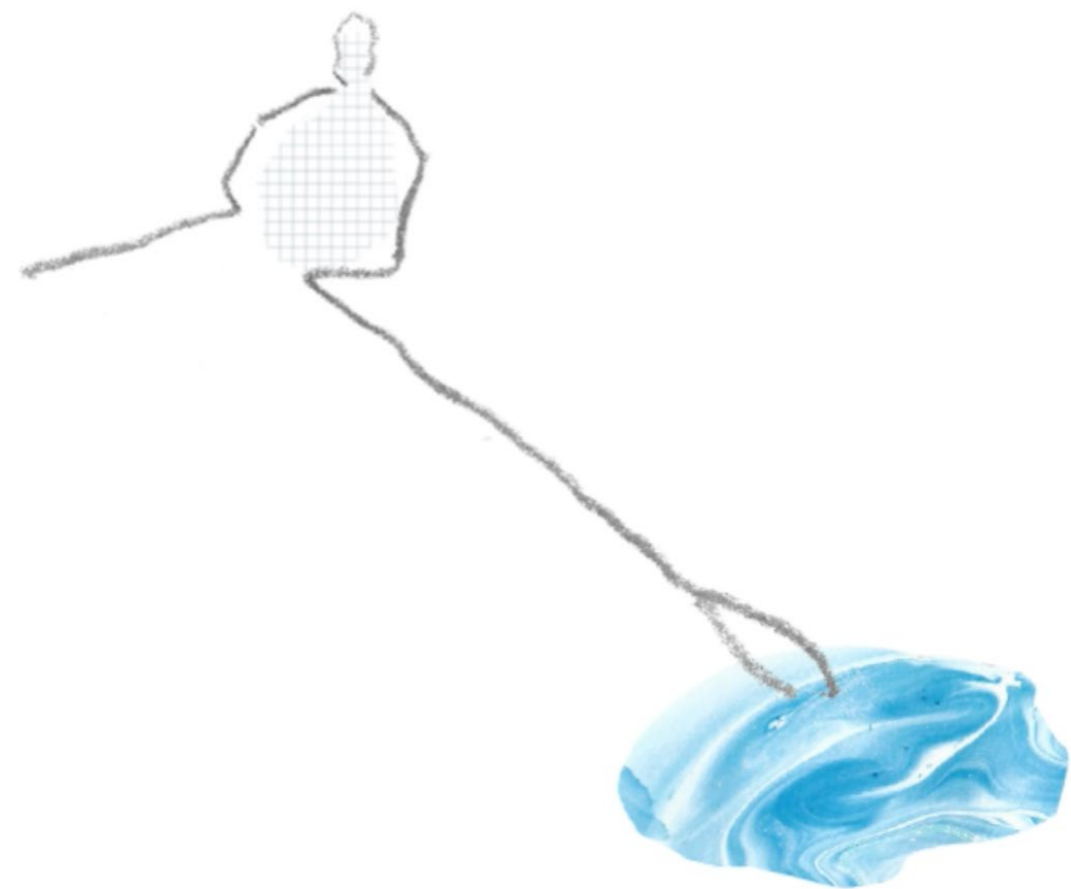
Materials:

- Graphite Pencil, Marble Inks
- Photoshop

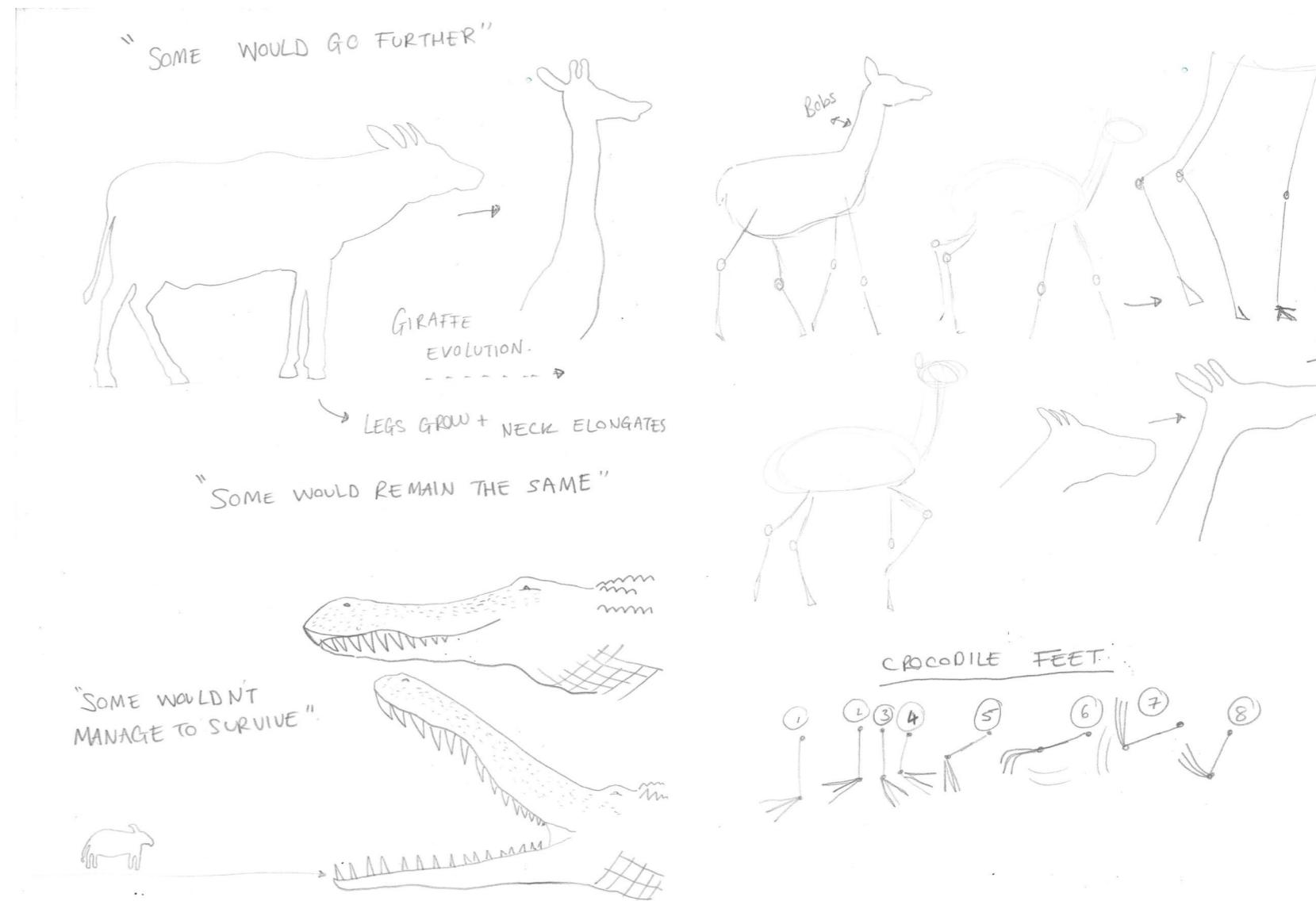
Italo Calvino: Distance of The Moon



Row To The Moon Animation



Italo Calvino: Origin of Birds

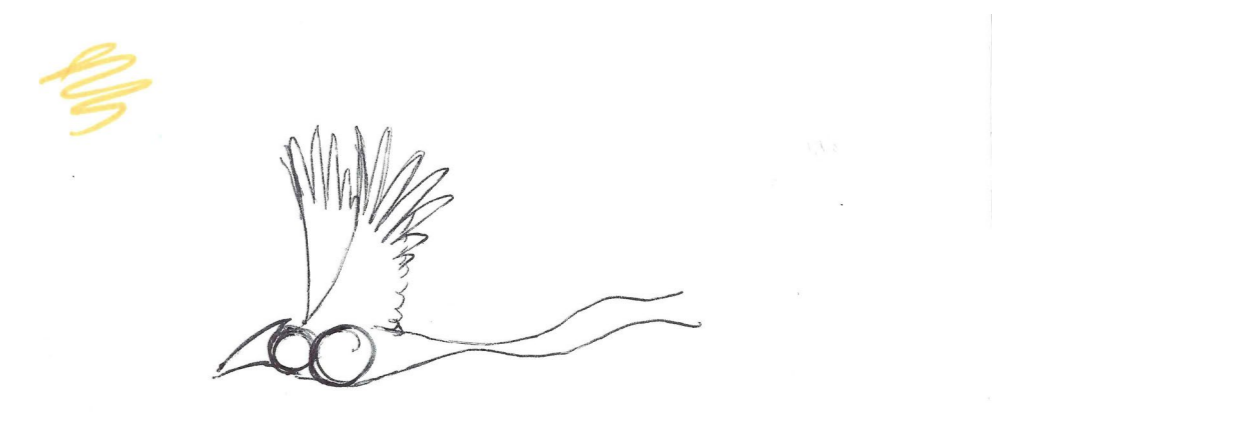
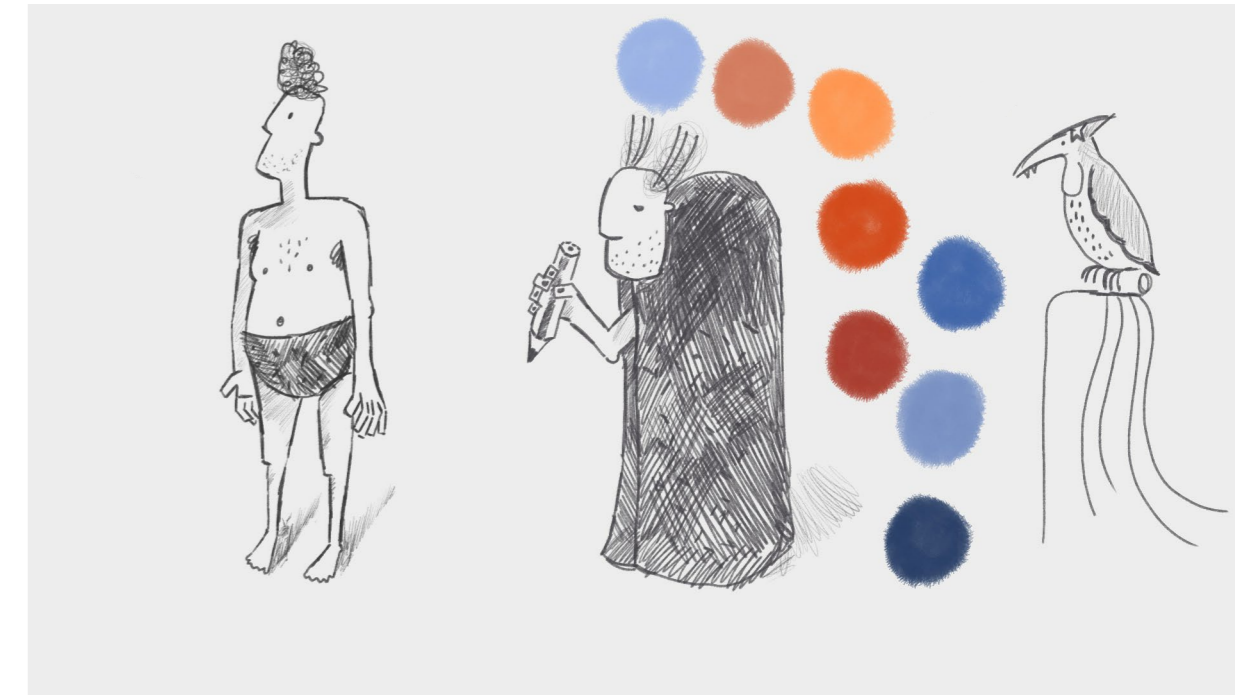


Origin of Birds Storyboard

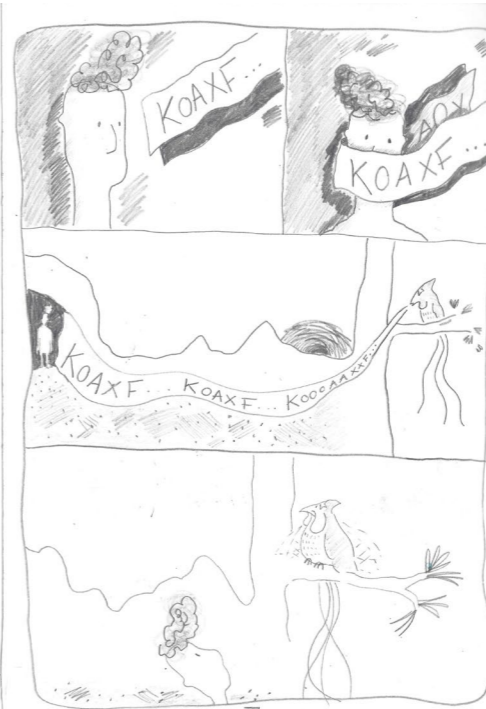
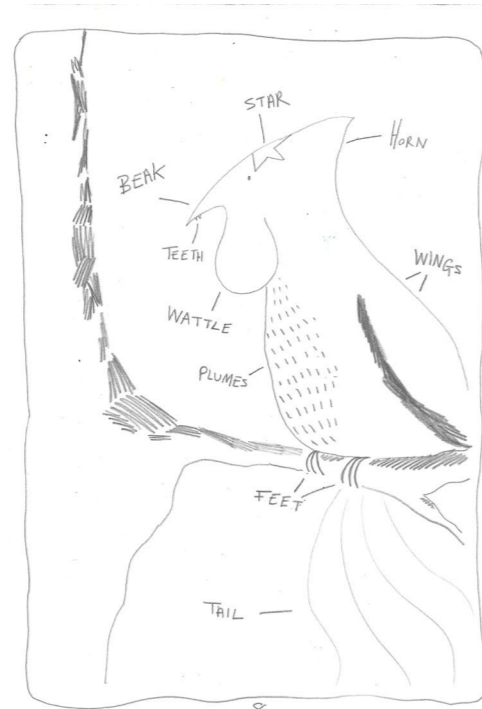
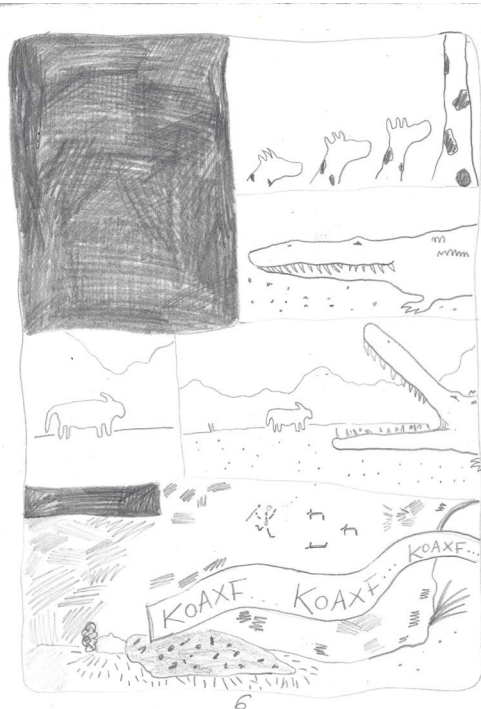
PROJECT THE ORIGIN OF BIRDS PAGE 01 / 16

SCENE# 01	SHOT# 01	SHOT SIZE: 1080x1920	SCENE# 01	SHOT# 02	SHOT SIZE: 1080x1920	SCENE# 01	SHOT# 03	SHOT SIZE: 1080x1920
INTRODUCTION: SUN RISES → SETTING ECOLIBRIUM.			"SOME WOULD GO FURTHER" ANIMAL ENTERS FROM LEFT → TURNS INTO GIRAFFE → EVOLUTION.			"SOME WOULD REMAIN THE SAME" → Crocodile emerges from water → walks.		
SCENE# 01	SHOT# 04	SHOT SIZE: 1080x1920	SCENE# 02	SHOT# 01	SHOT SIZE: 1080x1920	SCENE# 02	SHOT# 02	SHOT SIZE: 1080x1920
(CAMERA PANS) "SOME WOULDNT MANAGE TO SURVIVE" → little animal walks into croc's mouth.			ONE MORNING: TEXT APPEARS THROUGH DOOR AS SUN BEAMS APPEAR. Qfwfq Rises → sits up in bed			Qfwfq walks on screen from (R). Camera begins to focus on bird - TEXT STILL APPEARING FROM BIRD.		

Origin of Birds Character Design



Origin of Birds Comic Book



EXPERIMENTATION

Does my technique define my practice? Am I craft or digital?

Sketchbook



Colours:



Emotions and Thoughts:

- Surreal
- Vibrant
- Playful

Materials:

- Gouache, Pencil, Lino, Paper, Sharpie, Ink, Oil Pastels
- Photoshop
- After Effects

Comic Book Development



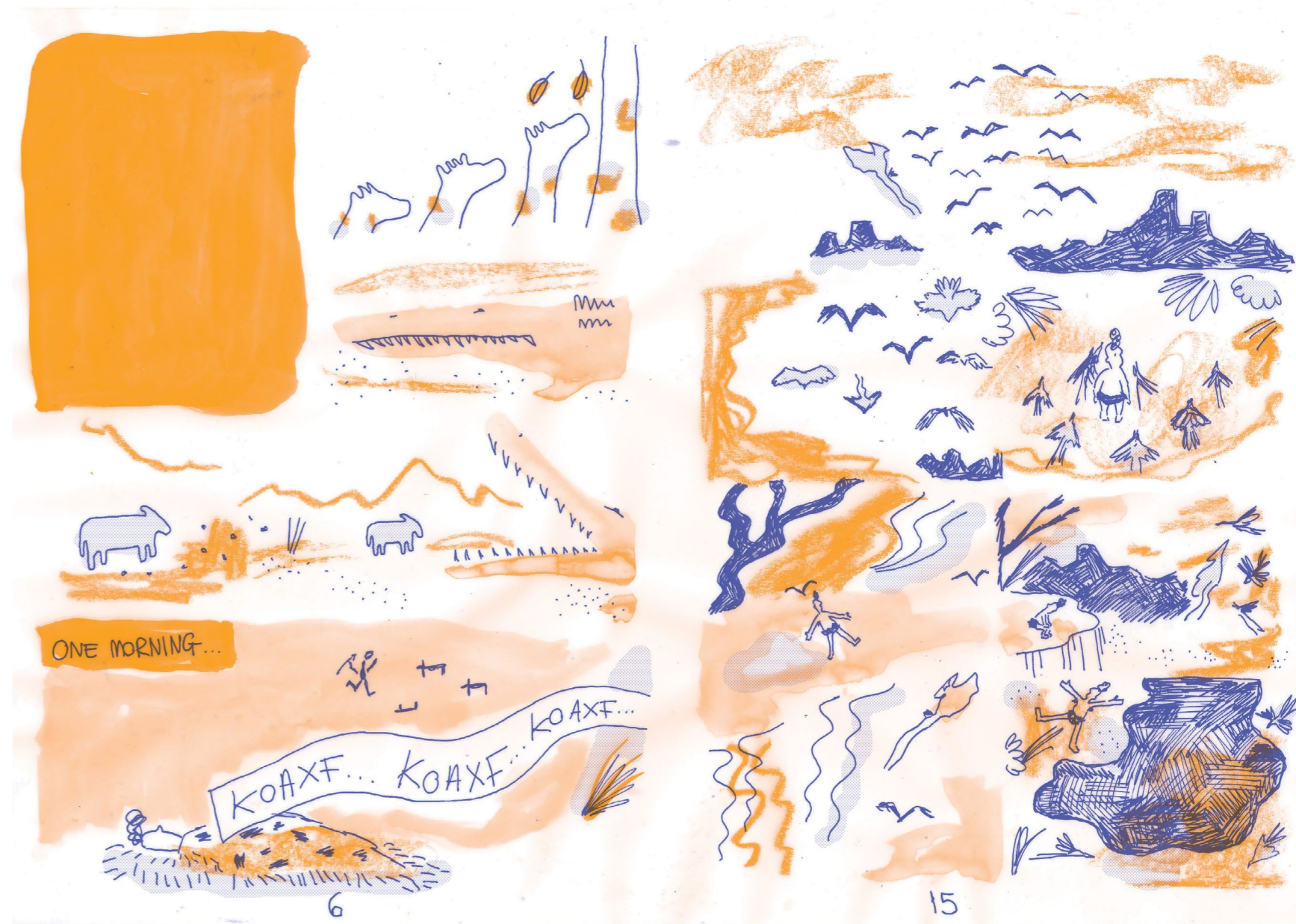
Digital



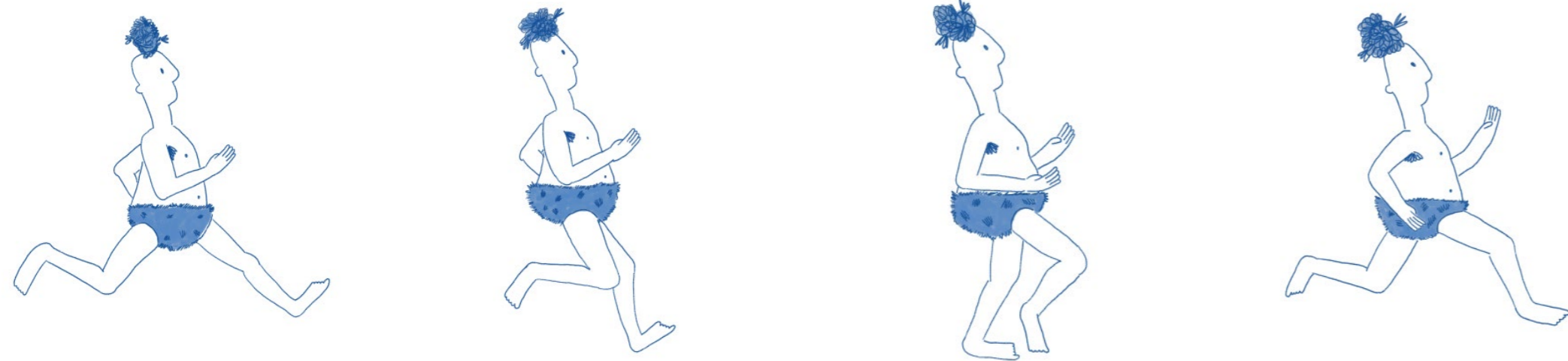
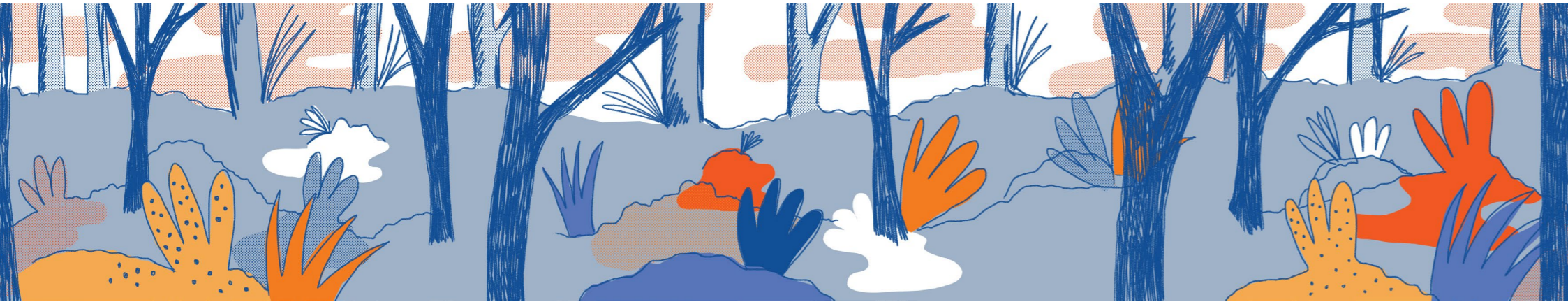
Mixed Media



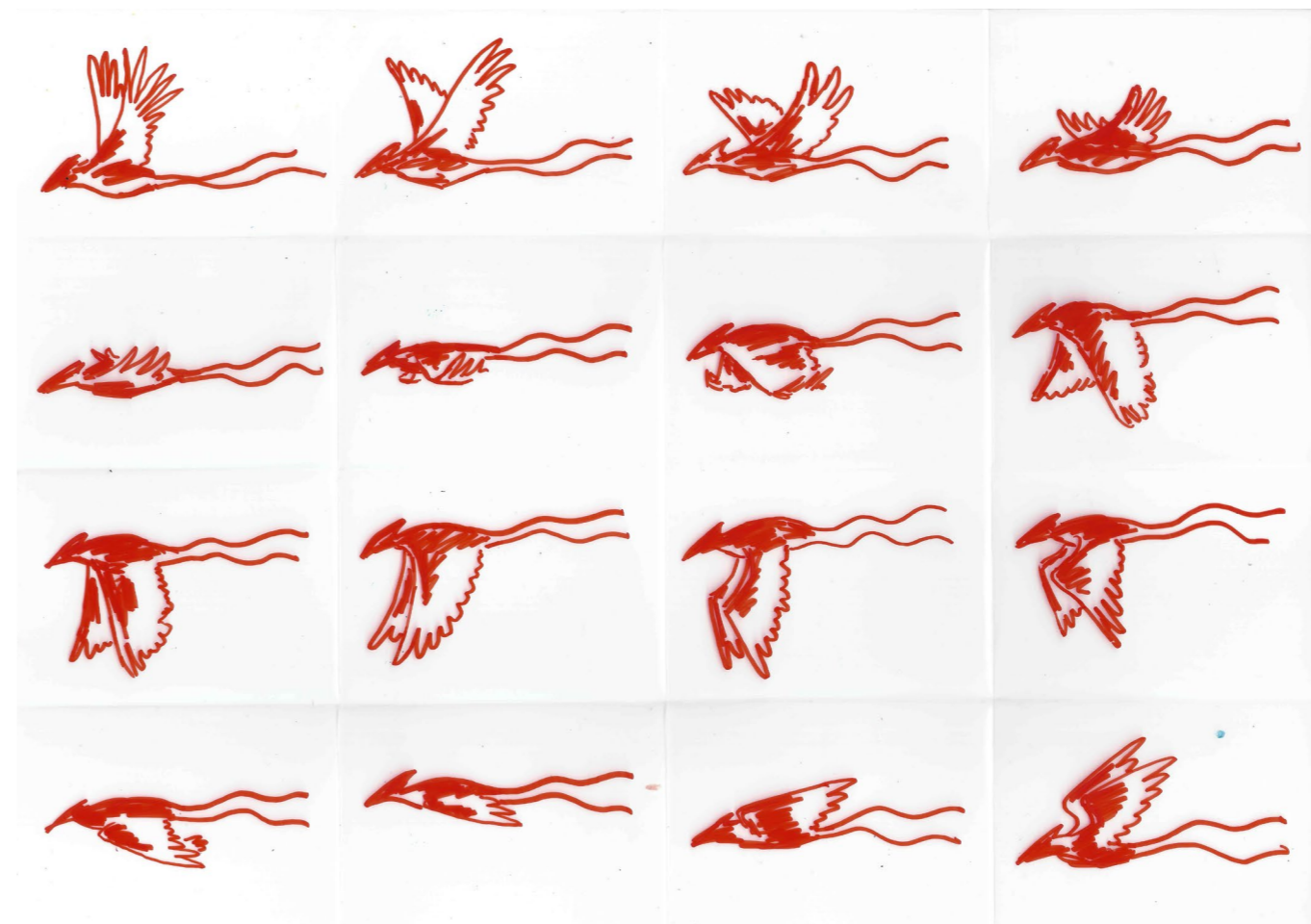
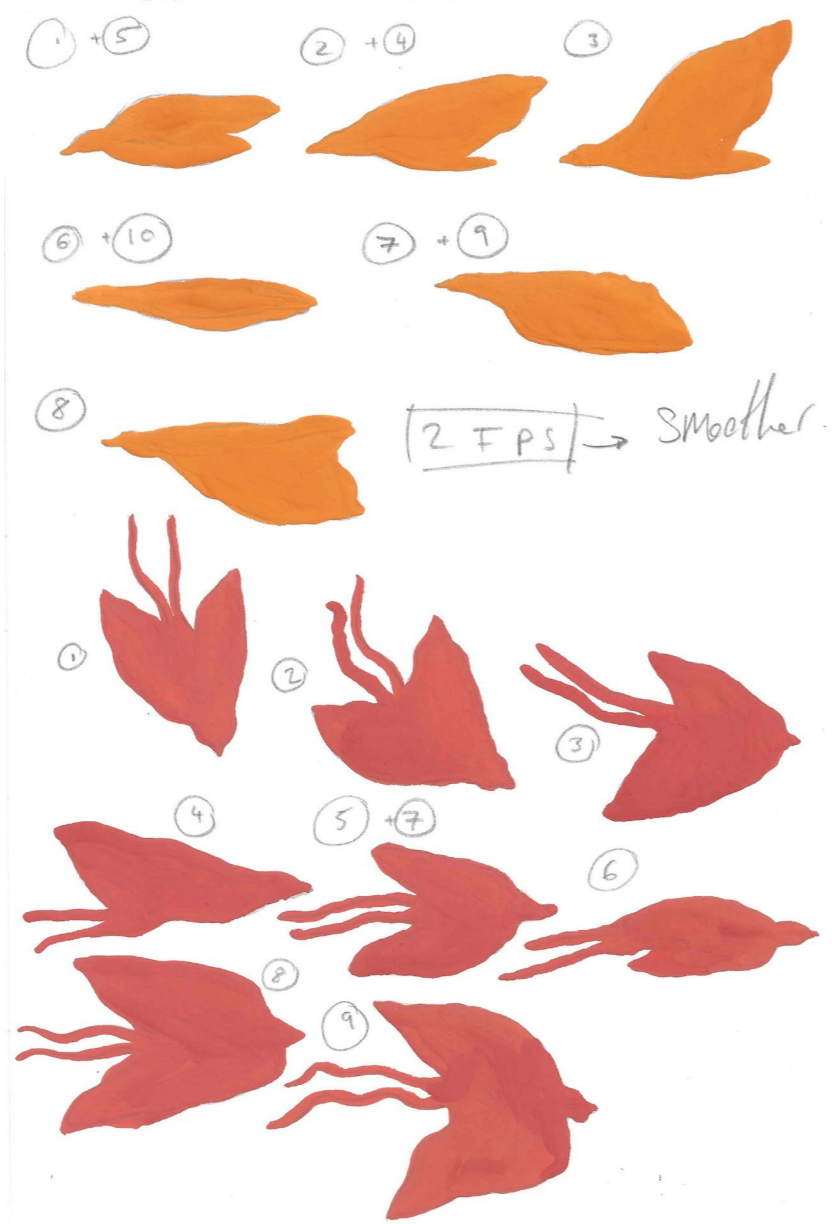
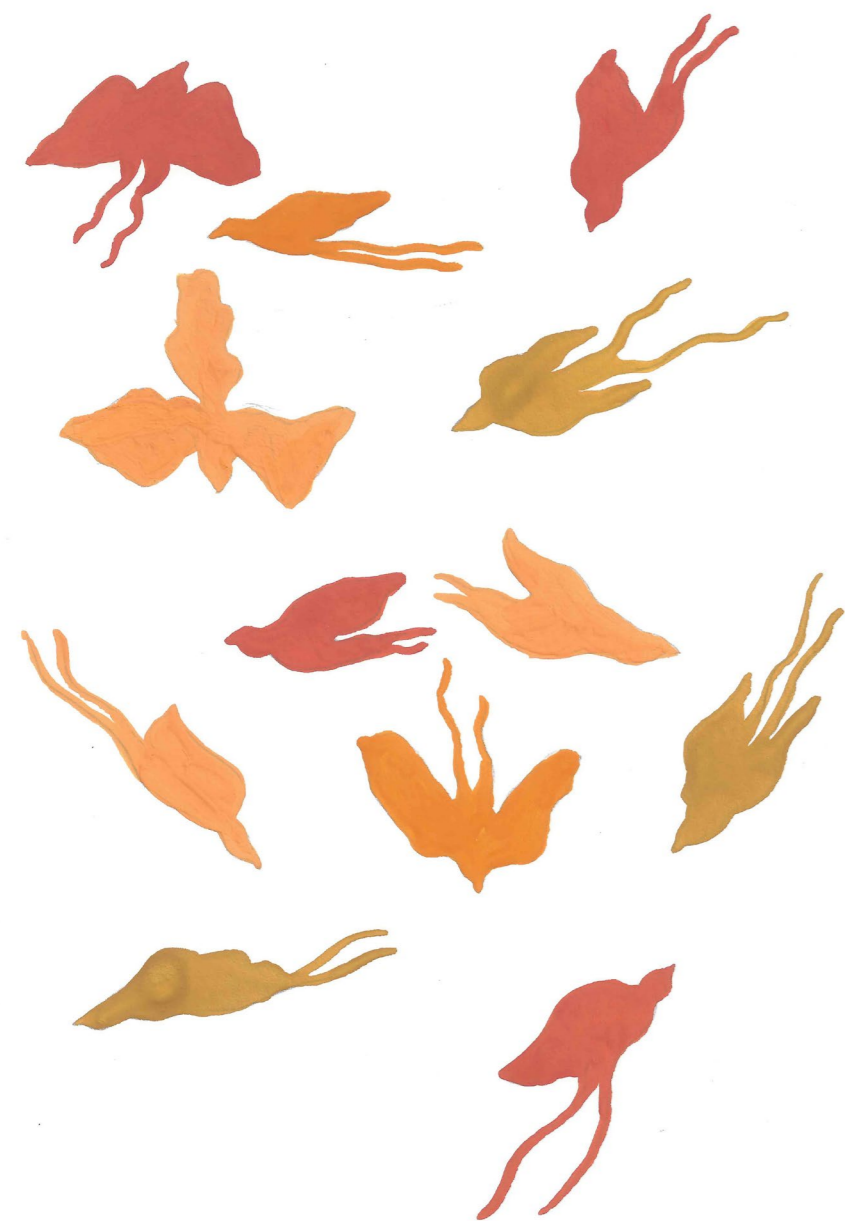
Ink and graphite



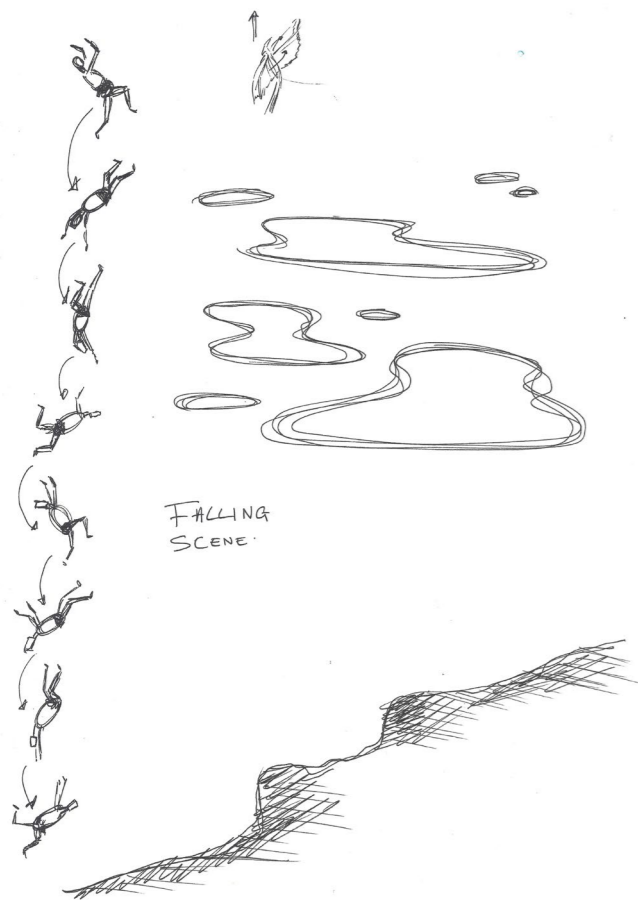
Running Scene: Digital Mixed-Media



Bird Design Animations



Falling Scene: Linocut



FALLING SCENE

SAUL BASS
INFLUENCE
CATCH
ME IF
YOU
CAN.

MATERIALS:
LINO
- PAPER-COLLAGE PAPER
- PAPER CUT. COLLAGE
- PEN.

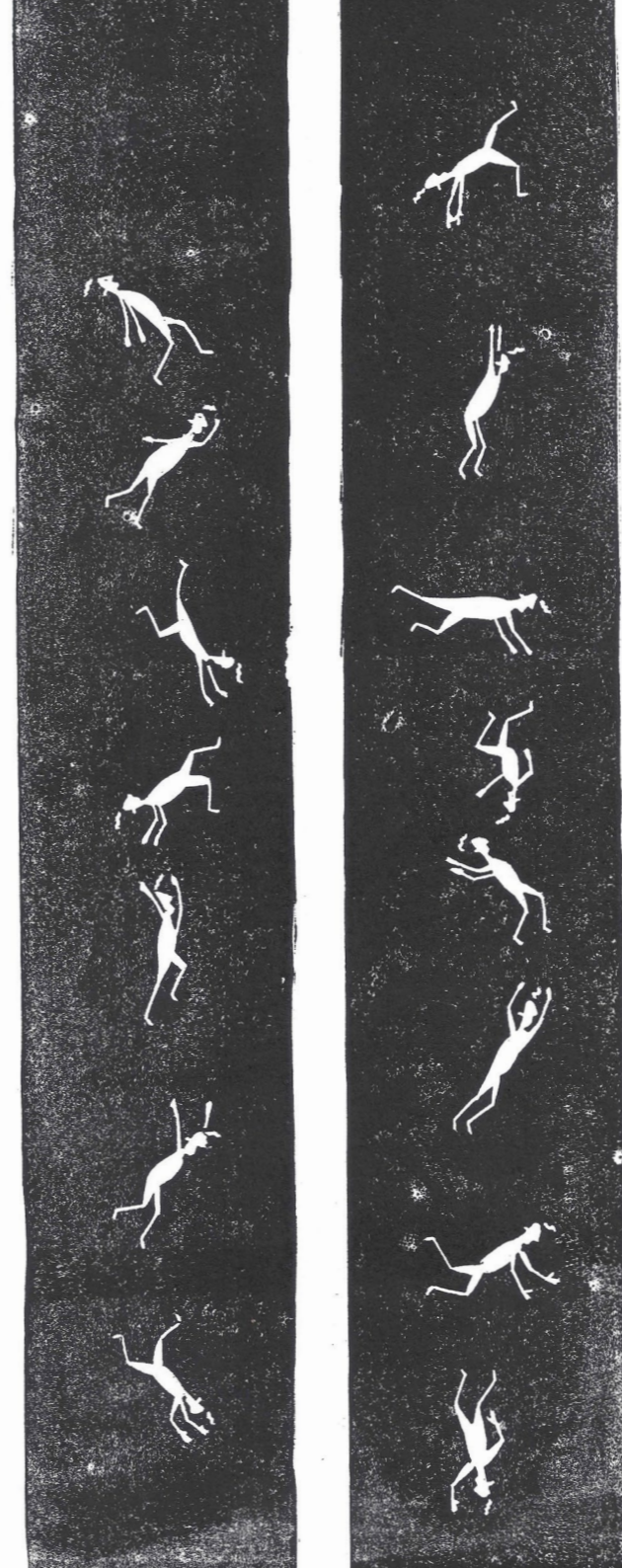
Black LINO

EXTENDS.

GOES INTO FRAME - LINO BOX APPEARS.

Clouds

Main frame

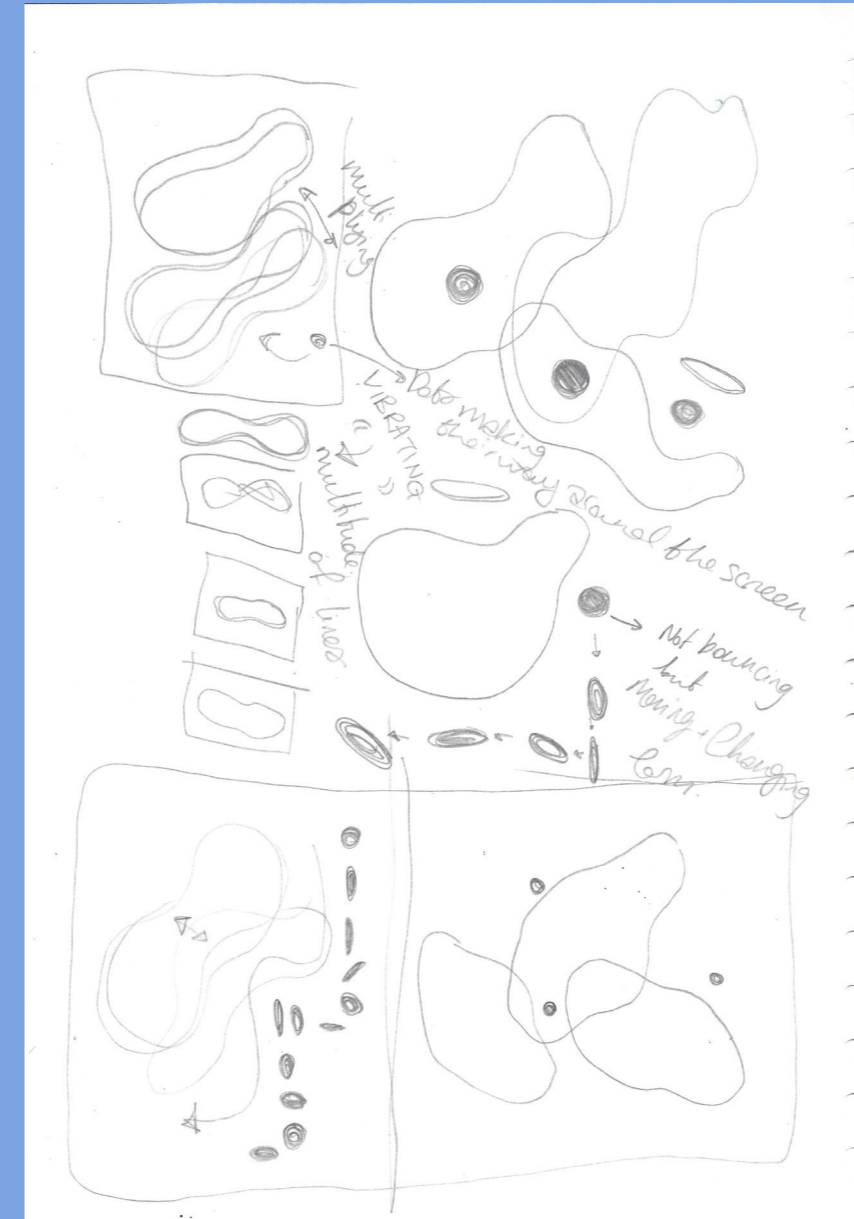


RE-THINKING

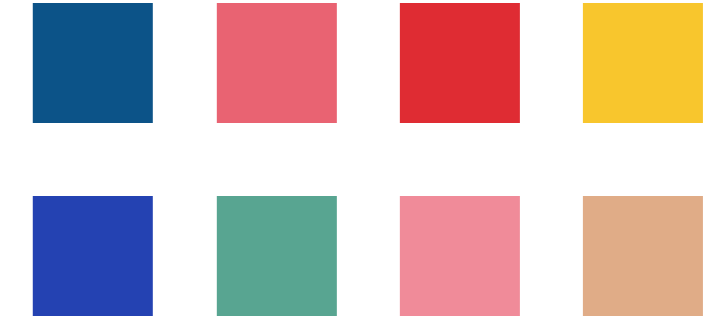
Crafting Something New:

It's about the mind and the tactility of the technique.

Sketchbook



Colours:



Emotions and Thoughts:

- Anxiety
- Stress
- Uncertainty
- Humour

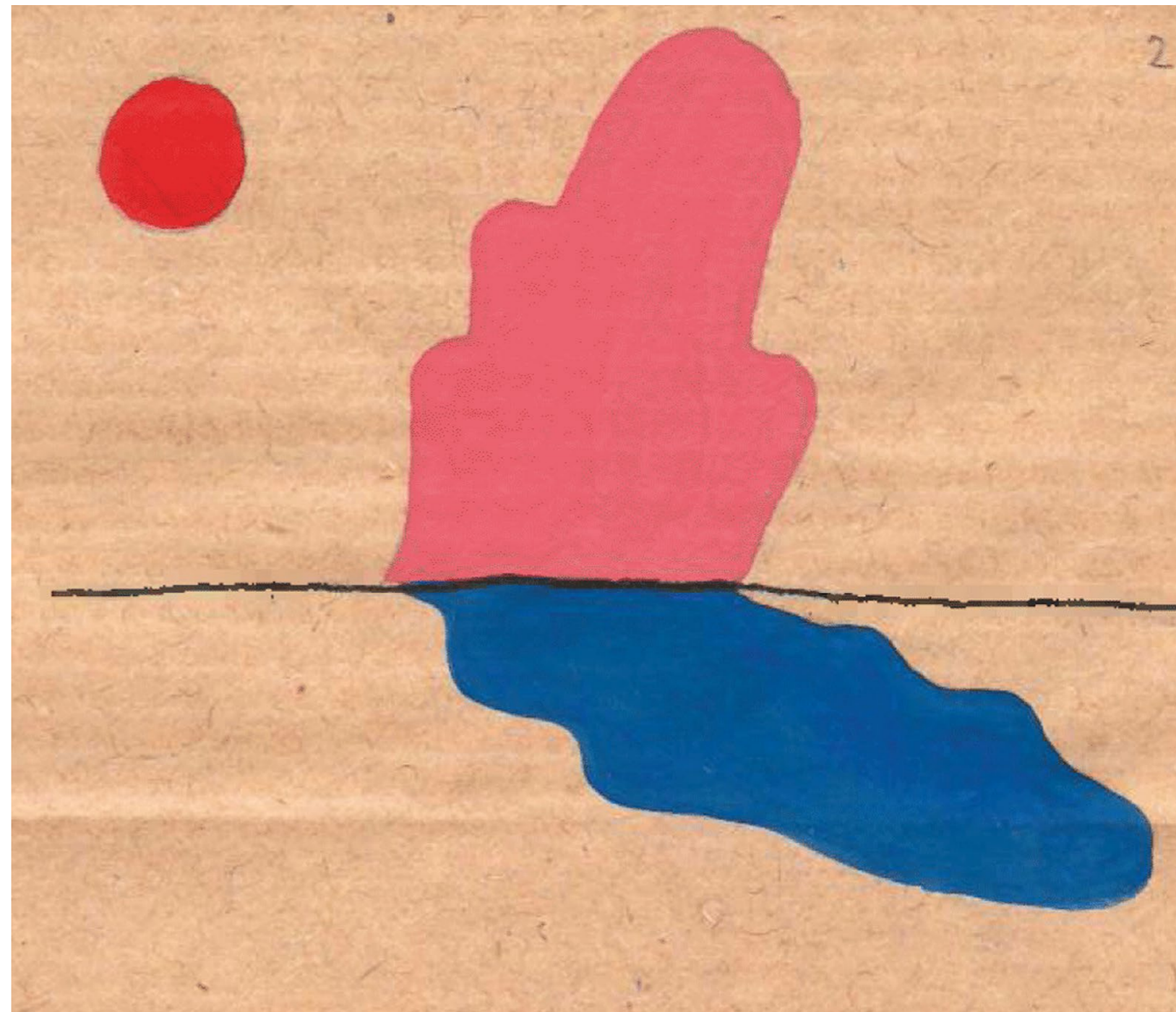
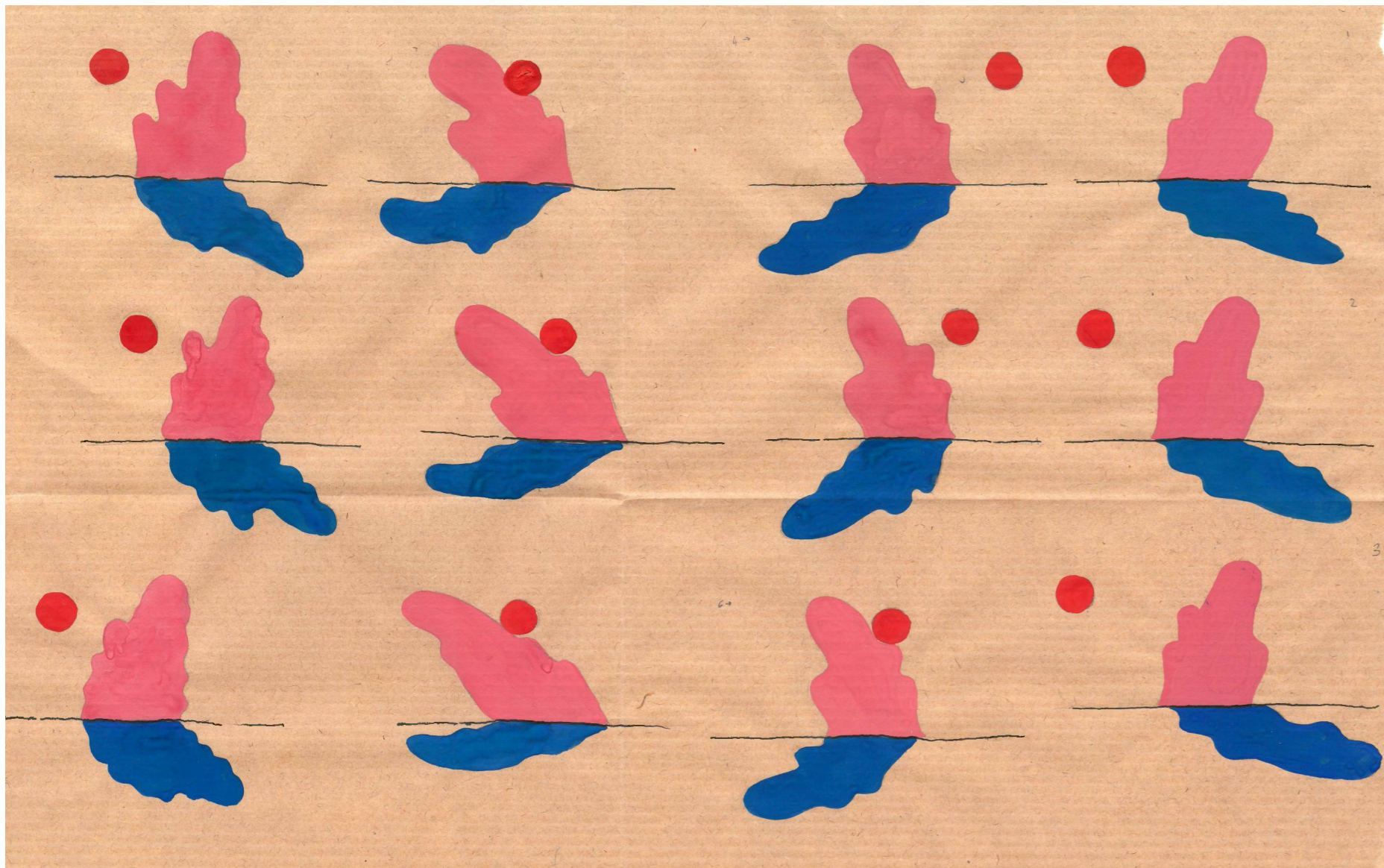
Inspiration:

- Barbara Nessim
- Sophie Taeuber-Arp

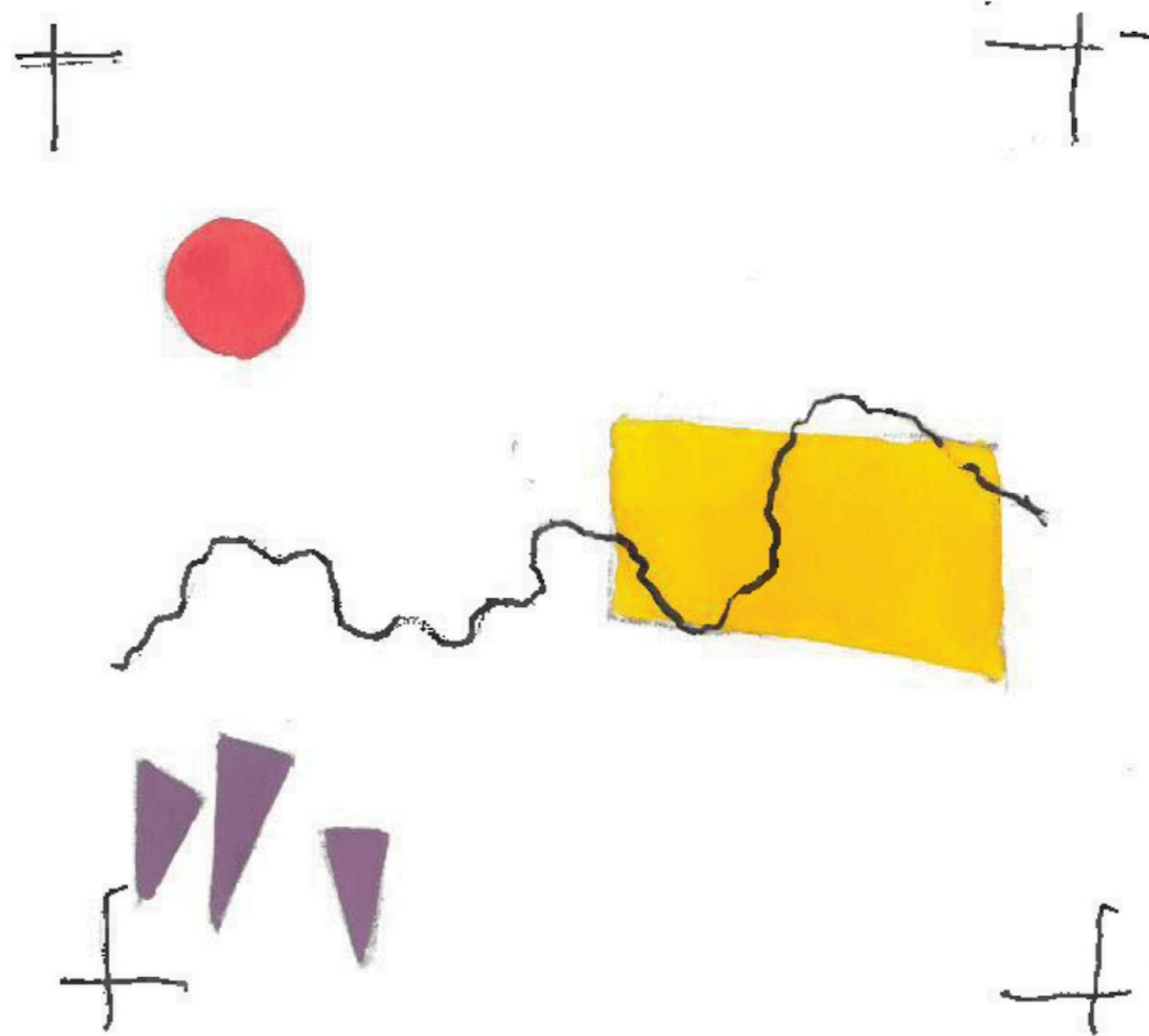
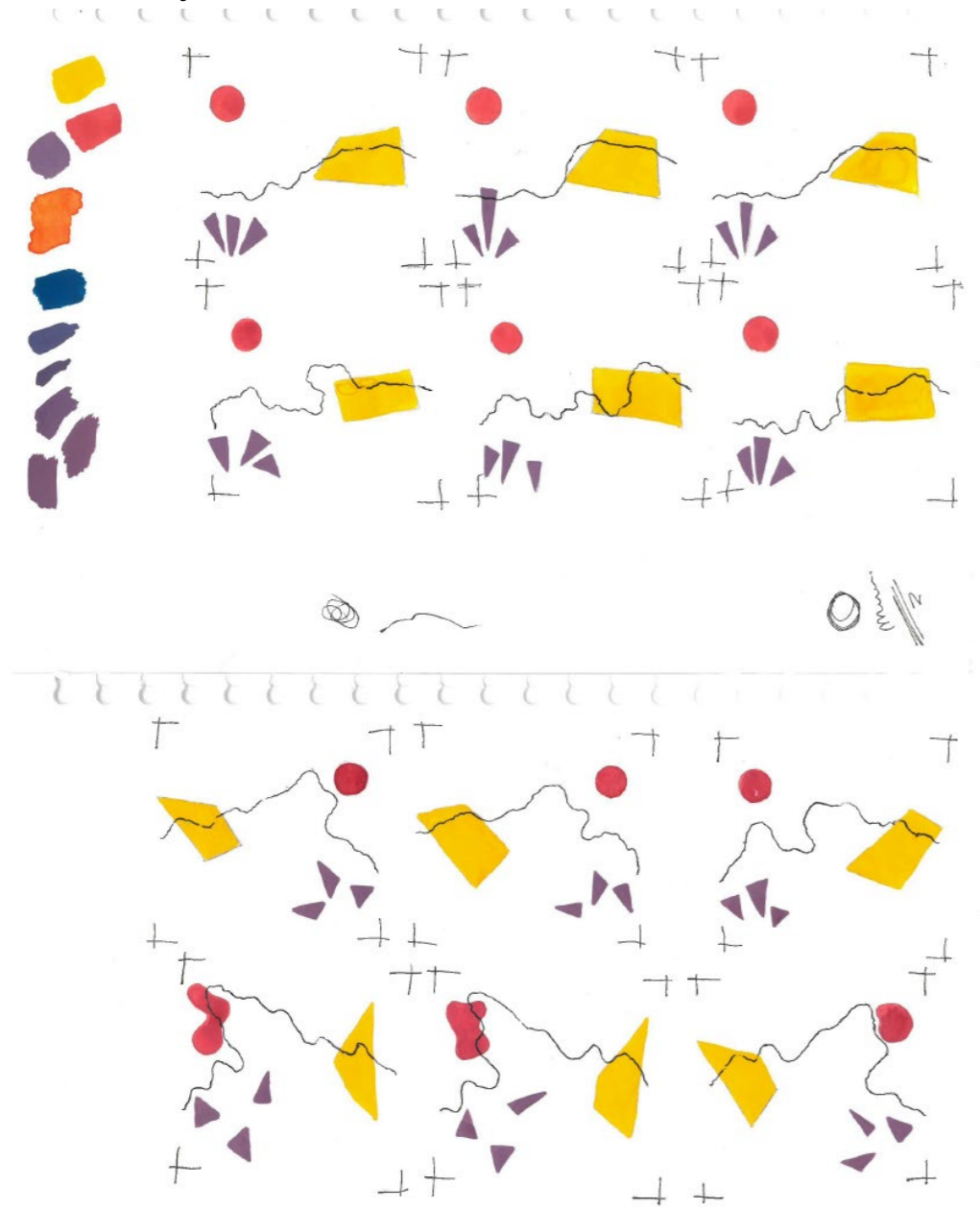
Materials:

- Gouache, Pen, Pencil, Paper
- Photoshop

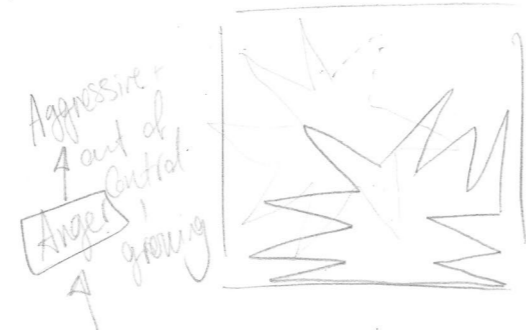
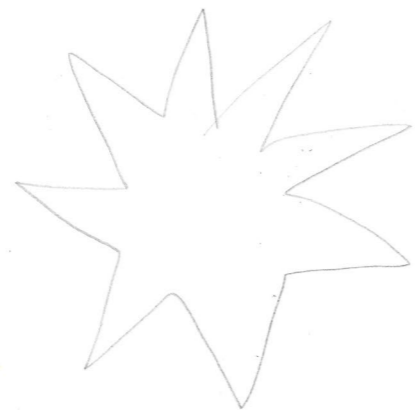
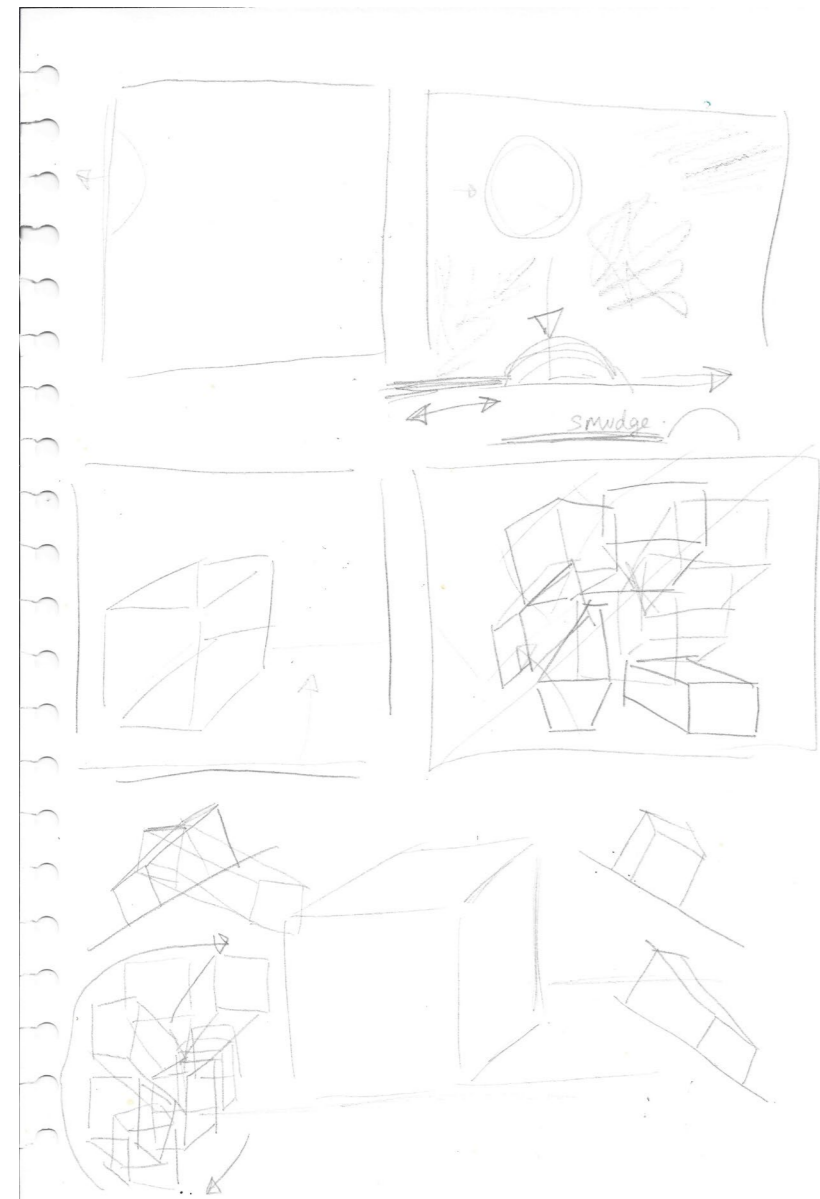
Sun Bounce Gouache Animation



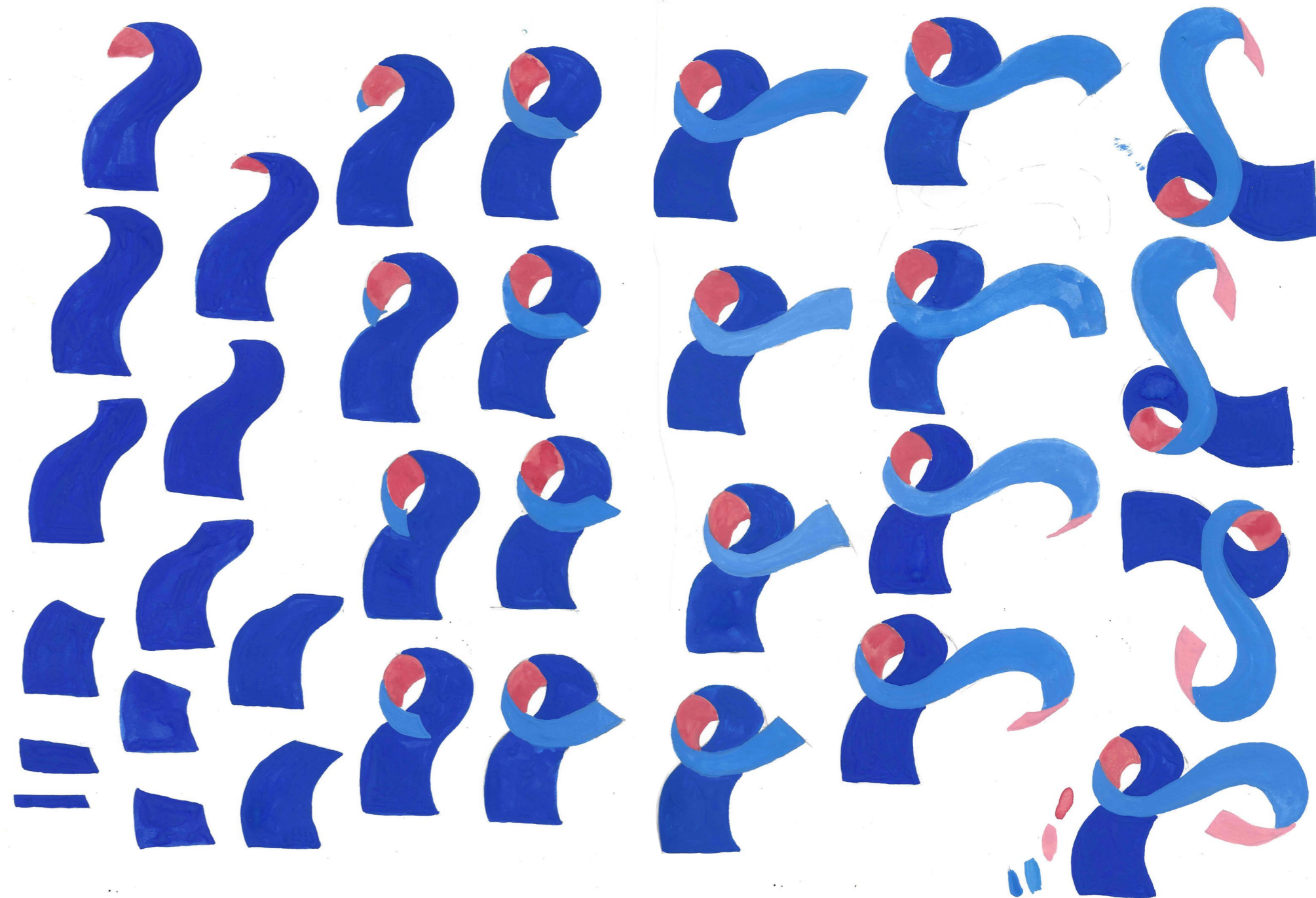
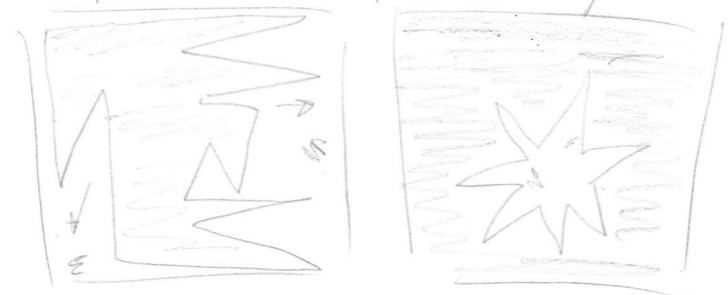
Background Scenery Animation

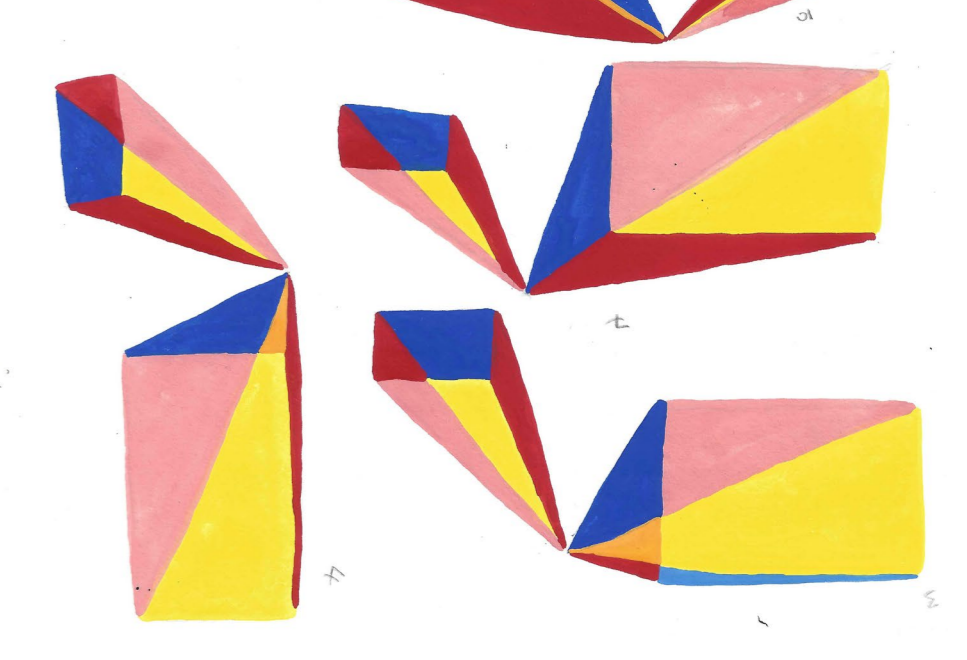
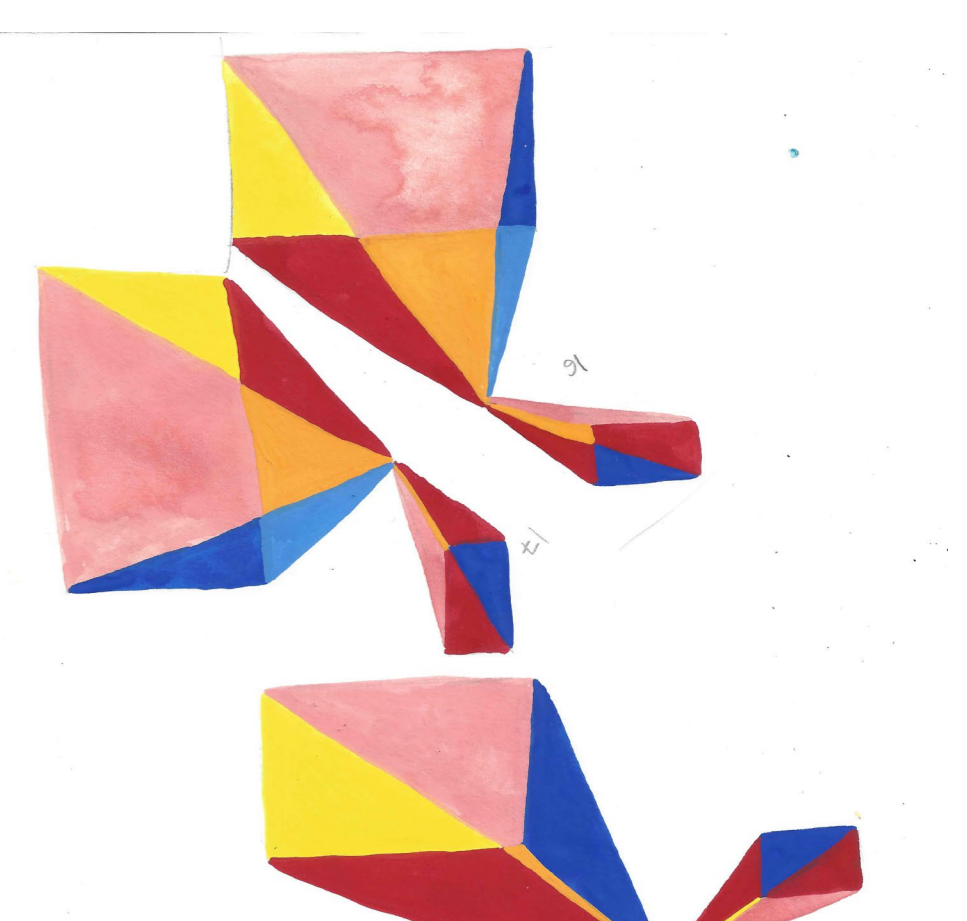
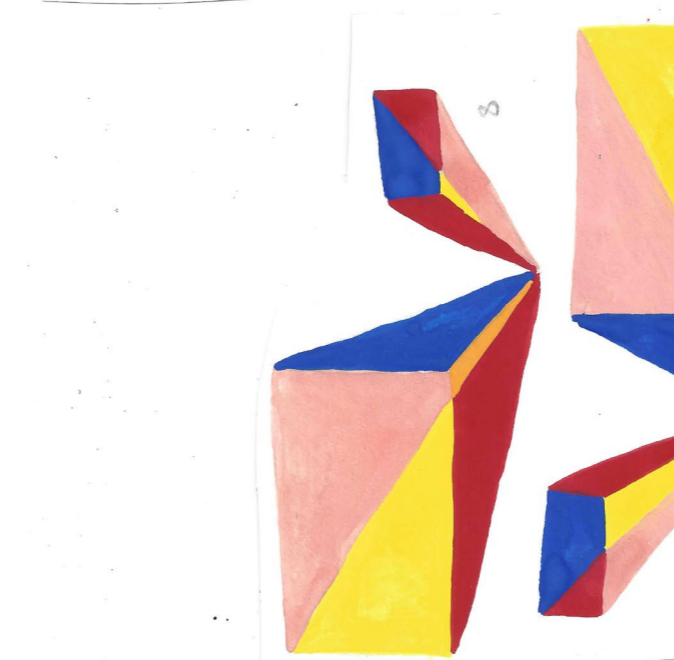
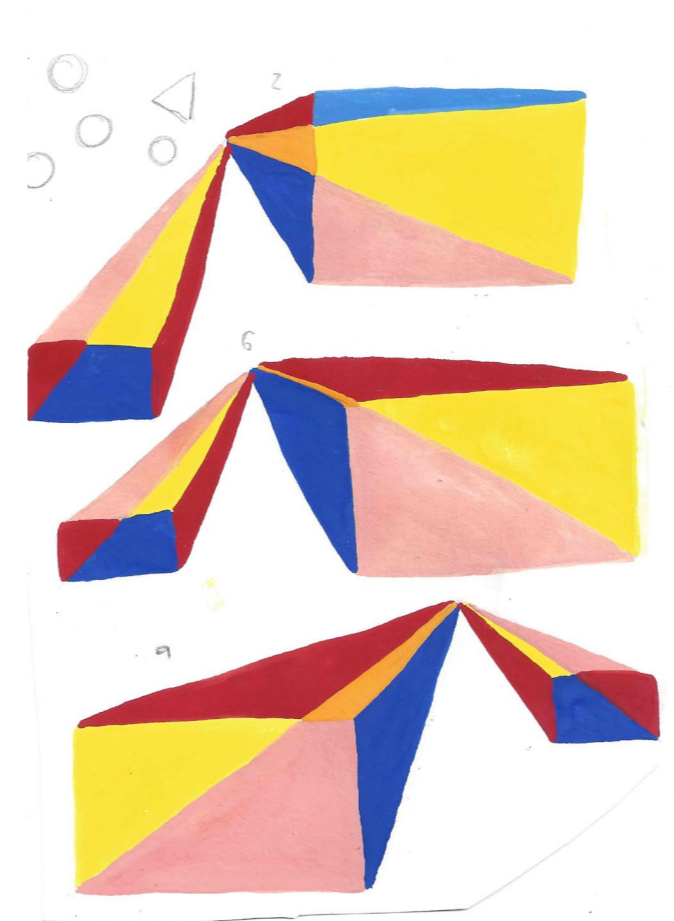
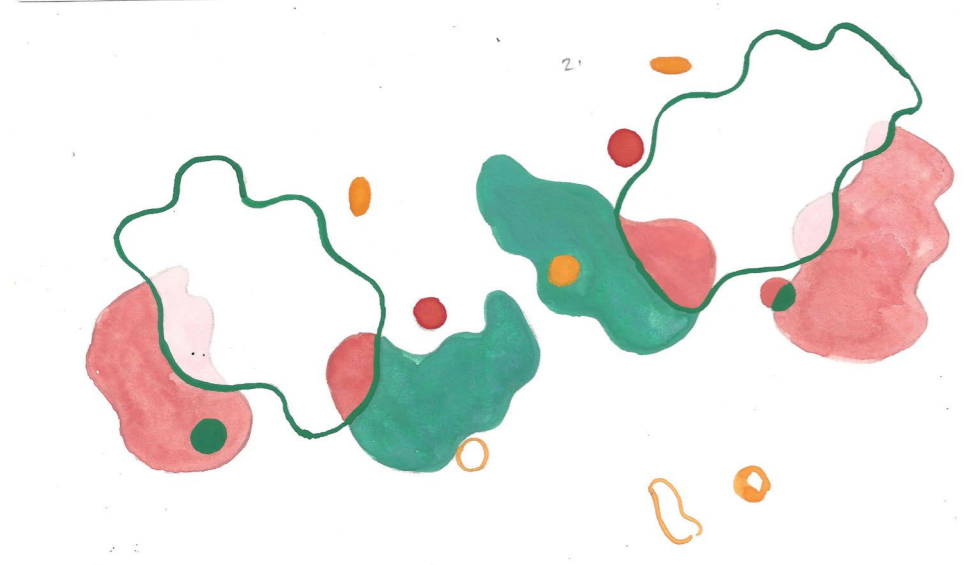
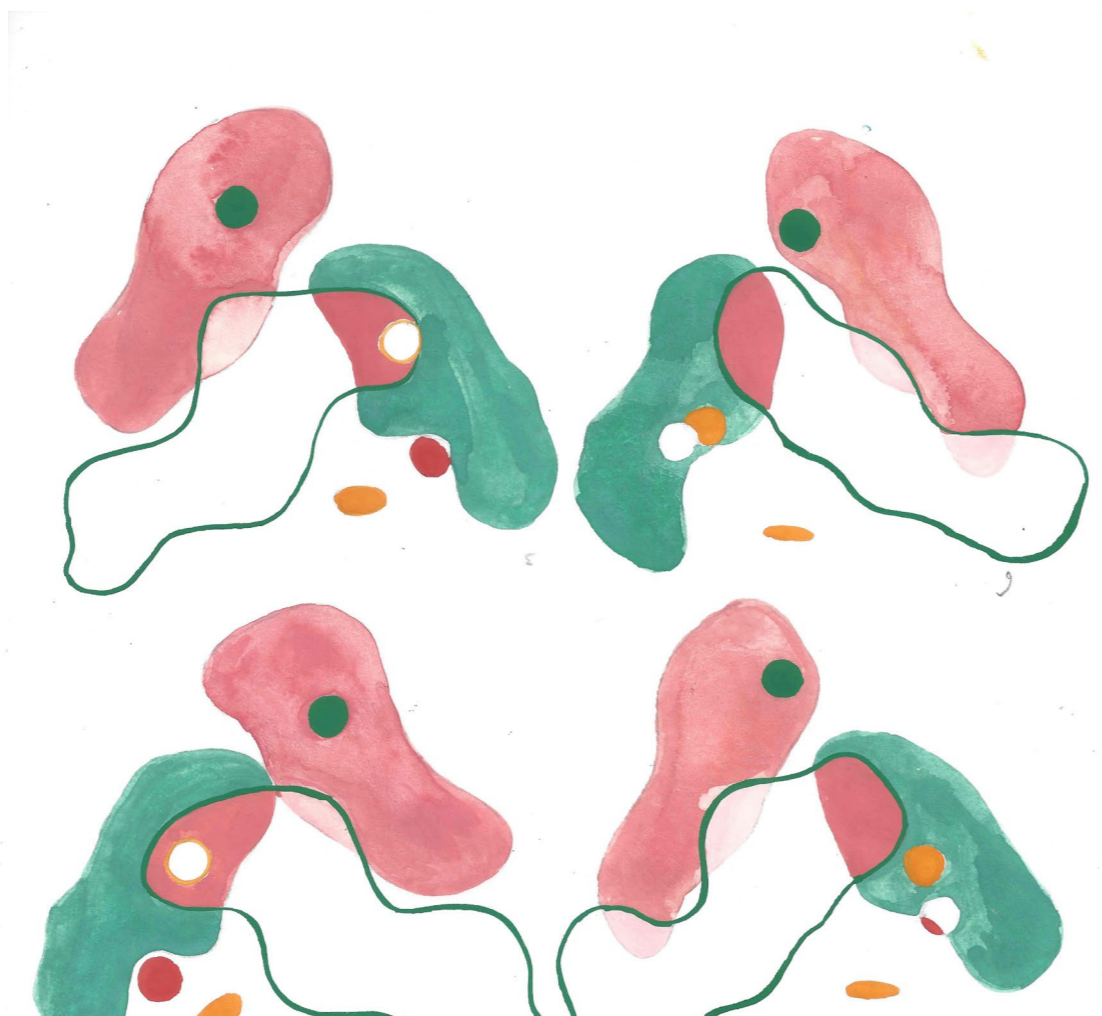
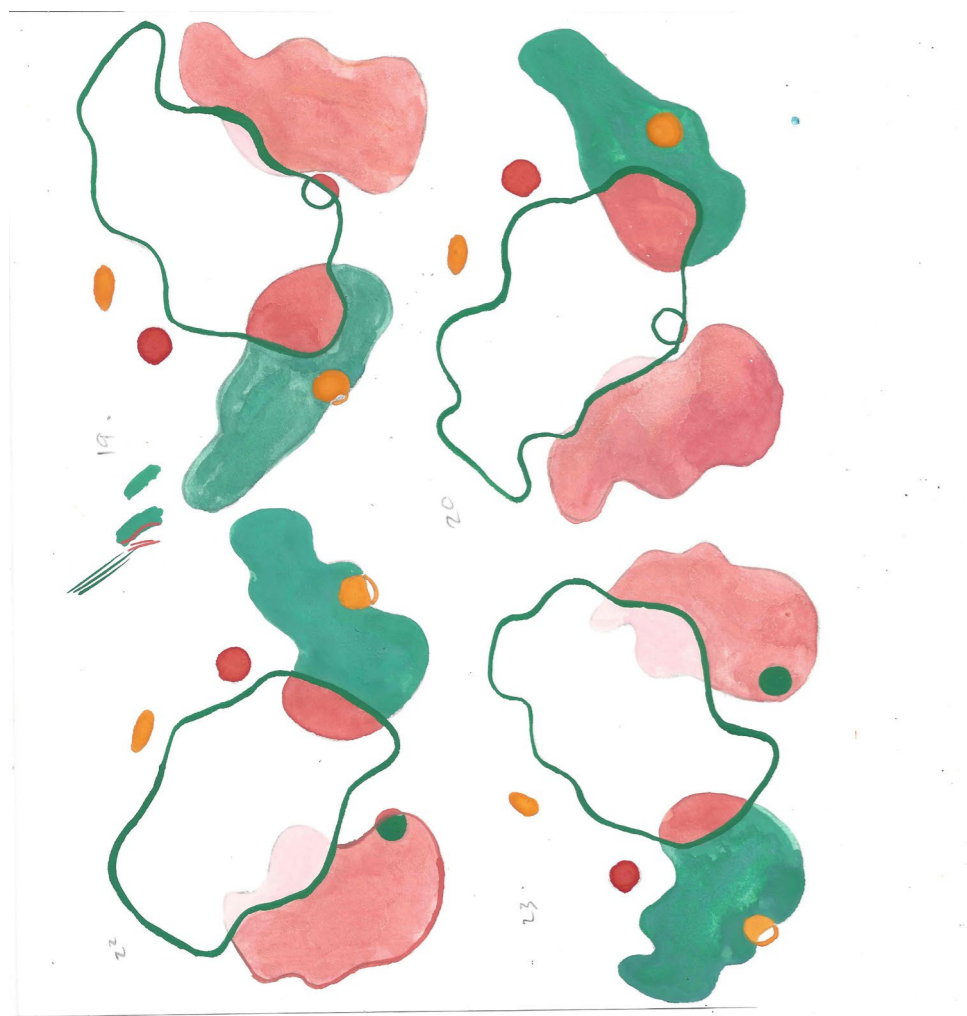


Emotion Animation Sketches



speckled
↑ the
More tired
↑ light
restoration





IT'S NOT OVER.

***Click here to
see my work in
motion...***