
abstract self portrait project

DUE TUESDAY, APRIL 5

assignment

Your assignment is to produce a 30 – 40 second self portrait animation. Use After Effects to create a motion graphics self portrait incorporating some of the following elements: photos, drawings, handmade elements, found elements/imagery, camera footage, video, stills, visual effects, text and sound. You can approach this as a linear or non-linear composition.

An authentic self portrait can be generated through self awareness into a non-literal visual context, ie, abstracted. Genuine self discovery requires you to be an **honest, yet forgiving and benign, observer**. You needn't capture a complete representation of yourself, as this would prove to be an impossible task. Instead, think about isolating distinct elements of your character, life experience, physical self etc. and bringing them together creatively. Allow yourself to **take risks and break away from the obvious**.

DON'T:
include images of those you love — this is about you.

PERHAPS:
photograph/record yourself — dress up, dress down, etc. but avoid depicting yourself in a conventional portrait context.

DO:
Use folders to organize your source elements: video, stills, drawn, found, sounds etc. And keep your AE assets project panel as organized as possible throughout your process.

MIND MAP:

Create a color mind map with yourself represented at the center, as an image. Begin with at least five main branches. Explore each individual concept by creating child branches.

INFORMATIVE LIST --> STORYBOARD:

Begin by selecting **five to eight elements** from your mind map that you can use to **inform the following attributes of your final piece: speed/rhythm - color - sound - specific imagery - scale - motion - composition etc.** Use these signified elements to **compose a list of possible content**; use illustrator to create a proportional storyboard of significant shots/frames/transitions. Estimate your second + frame count (00:00:00). Visually communicate movement + action. Your storyboard should be completed by end of class **Thursday, March 10**. Please save as a PDF and upload to Dropbox using the established naming convention.

ANIMATION:

Create a sequence of images/animated elements/video/textual elements. Add appropriate **sound** to your final comp.

SUPPORTING TEXT:

Describe your piece by explaining visual choices, color, speed, background imagery and effects, movement, sound and any additional aesthetic/design elements you've included. **List the selected elements from your mind map** and describe how they informed your piece. Everything is deliberate and the result of choices. Present this supporting text in a PDF generated by InDesign, with the established naming convention; Supporting text to accompany final comp.

Your FINAL COMP will:

- use HD720 setting (1280 x 720) - be a 30 – 45 second duration

You will be also graded upon the following criteria:

- clean and descriptive storyboards - keeping any text and relevant motion within "title safe" area
- composition - use of color - timing, visual rhythm, speed - synthesis of image, animation and sound
- well thought-out composition - **expressive and creative interpretation of "self portrait"**

tips/tools

- **keep it simple** — don't try to incorporate too many elements
- use the **rule of thirds** we learned at the beginning of the semester: employ AE's grid
- use the **graph editor/easing**
- employ [some of] the **12 rules of animation**: squash and stretch - anticipation - staging - straight ahead action + pose to pose - follow through and overlapping - slow in/out - arc - secondary action - timing exaggeration - solid drawing - appeal