

PRACTICAL AESTHETICS AND PERFORMANCE ANIMATION

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Bachelor of Fine Arts (Animation) 2012
Honours in Animation Performance 2013

Context/Background



- Animation and Acting

The animator must consider all the possibilities available to the actor in order to create and develop 'character' long before the actual process of animation begins.

(Understanding Animation 1998, pp. 104)

- Authentic animated character performance



Practical Aesthetics

Scene Analysis Tool

- 1) Literal – what actually happens in the scene
- 2) Essential Action – what the character wants
- 3) As If – how the ‘Essential Action’ relates to the actor

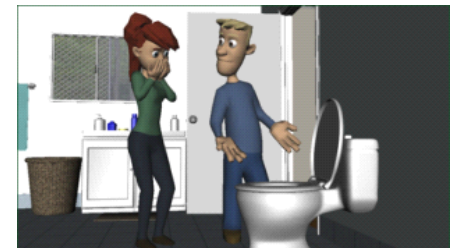
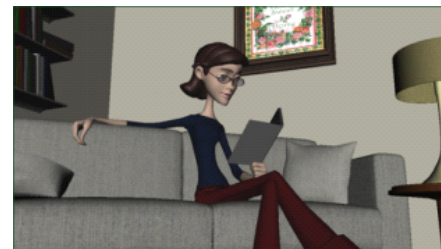
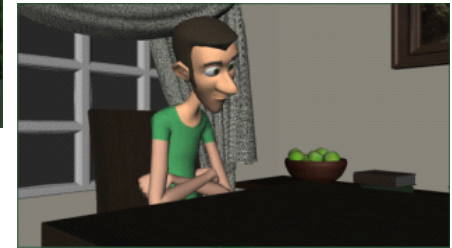
Animation Example – *Wreck It Ralph* (2012)

- 1) Ralph destroys Vanellope’s racing kart
- 2) Vanellope wants to race but Ralph thinks if she does her ‘glitching’ will cause her game to be put ‘out of order’
- 3) The animator for Vanellope thinks back on something where they were hurt/betrayed



Creative Project

- Six animated shorts each applying Practical Aesthetics
- Three alternative versions of each animation
- Basing each animation on an 'emotional driver' eg. anger, grief





Constructing Animations

Audio/original footage

Audio from *The Green Mile*



Characters actions (Essential Action):

Referencing (As If)



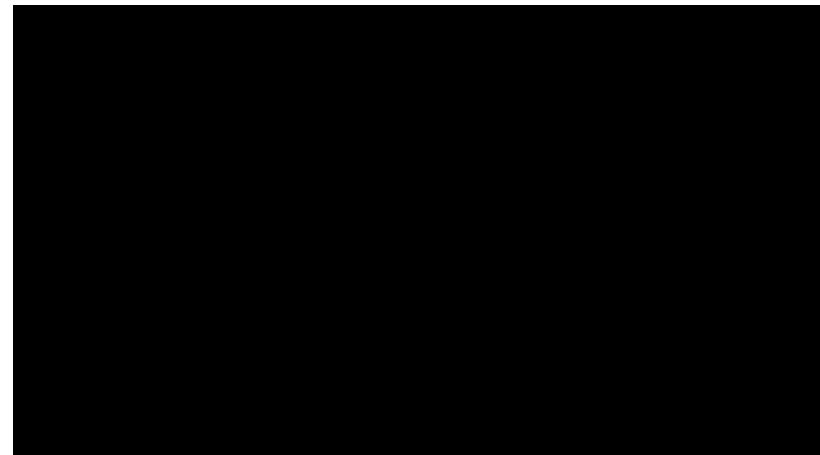
Thumbnails



Scenario (The Literal)



Animating



Alternative Versions

- Alternative action choices using the same scene, same characters and same scenario.
- Repetition demonstrates variability of performances and effectiveness of Practical Aesthetics.



Analyzing Performances

- Scene analyses, performance evaluation, audience reception, production process reflection
- Authentic character performance



Animated Performance



- Depressed demeanour: slumped stance and drooped head
- More action-driven than original footage, however maintains serious undertones
- Genuine actions of guilt, a good performance overall



Results

Practical Aesthetics: an effective acting method for creating believable animated performances

Animated shorts: visual proof of application

Thesis: contextualising my research and analysing creative work

