

Task 1. Writing Prompt:

Why did you choose 3D computer animation?

I chose 3D animation as I really enjoyed learning how to design and create 3D models. I found 3D animation to be very efficient and the adjustment of learning new programs very interesting, which I am very quick to adapt to.

My favourite thing about the 3D medium is that I love the blend of creativity and technology, which the other mediums of animation don't quite have. I think in this modern world merging technology with the arts really defines just how fast the industry is evolving.

What inspires you within the 3D culture/community?

I am inspired by the many artists I have met that have created such wonderful worlds and creations out of 3D programs and models. I am inspired by the amazing 3D animated TV shows and movies, such as Miraculous Ladybug, and Over the Moon, both which are amazing pieces of art created by people who were once at the stage that I am in now, a student that just wanted to fulfil their dreams and one day bring their ideas to life.

My favourite thing about the 3D community is the teamwork ethic, where everything is created in teams, and how everyone shares their own tips for 3D creations, such as modelling, or rigging. Everywhere I look there is information on how to create different aspects. There are so many resources and little to no gatekeeping. Everyone in the community is so helpful and creative in their own ways. Everyone has so many ideas and their own styles. It is all extremely individual, even in the face of difficulties, such as AI, and the competitive nature of the industry.

What do you hope to gain from the 3D Computer Animation pathway?

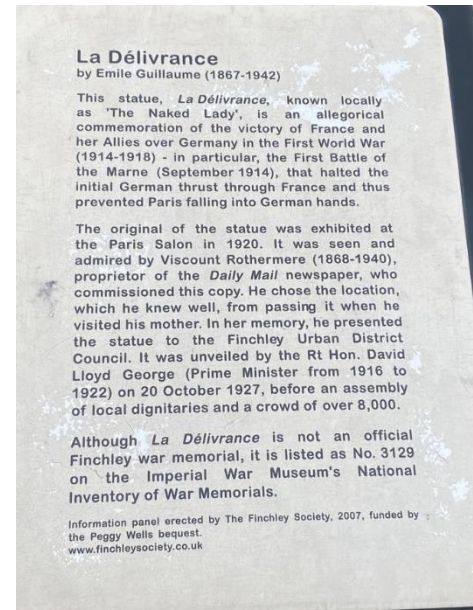
I hope to gain the knowledge and experience I need in order to work in the 3D animation industry. I know it is highly competitive, but I am willing to work hard in order to become the best I can be in this field. I am very passionate about animation and 3D animation is a medium that I am extremely fascinated with and interested in. I would love to one day create my own animated TV show that inspires people and draws them towards the industry, just as I once was.

Does anything scare you about your choice? What are your fears?

I'm afraid that I won't be able to excel at 3D animation and I'll regret my choices that I made. I'm scared that I won't be admired and will not be able to compete with the many talented artists that I have seen, and that I won't be accepted in the industry and will not be able to follow my dreams. In order to combat this, I will work my hardest in order to develop my skills and learn as much as I can from my peers and my tutors in order to achieve a spot in the industry and come as close to my dreams as possible.

Task 2. Three-Dimensional Art:

I chose the statue 'la deliverance' because I love the symbolism of it. As a child I would see the statue and was always incredibly fascinated by it. I thought that the woman perceived in the statue looked very heroic and I loved the fact that she seemed to be praying to whatever was in the heavens, and the way she was posed on her tiptoes. The material seems to be granite. I have included an image of the description included next to the statue below.



Task 3. Film Study:

Pulp Fiction

Pulp fiction is a film that intertwines four different stories of crime and violence in Los Angeles, California. It uses a non-linear, circular narrative to portray the stories, making it extremely unique, not only for a film of its time, but a film of all times. Pulp fiction changed how the entire world saw independent films. The popularity and profit that the movie gathered proved that an independent film could be both highly profitable – and high quality.

The film starts with a couple making the decision to rob the restaurant being robbed they are eating at, and then shifts from one storyline to the next before finishing off the movie with the conclusion to the restaurant hold up. There are seven official 'episodes' within the entire film making up the three storylines, titled as so:

1. "Prologue – The Diner" (i)
2. Prelude to "Vincent Vega and Marsellus Wallace's Wife"
3. "Vincent Vega and Marsellus Wallace's Wife"
4. Prelude to "The Gold Watch" (a – flashback, b – present)
5. "The Gold Watch"
6. "The Bonnie Situation"
7. "Epilogue – The Diner" (ii)

Chronologically if these seven episodes were ordered to time, within each storyline, it would be shown as 4a, 2, 6, 1, 7, 3, 4b, and 5.

The plots of each storyline are as follows:

1. Pumpkin and Honey Bunny, two Bonnie-and-Clyde-esque thieves decide to rob the coffee shop they are dining in.
2. Vincent Vega and Jules Winnfield are hitmen working for Marcellus Wallace, who is the mob kingpin of Los Angeles. They're sent to rescue a briefcase for him and proceed to run into some trouble whilst doing so.
3. Vincent Vega is ordered to take care of Marcellus's wife, Mia whilst her husband is away for business.
4. Butch Coolidge is a free fighting boxer who was paid by Marcellus Wallace to throw the next fight, but he ends up accidentally killing his opponent instead, when trying to escape town he gets hunted down by Marcellus rescuing his dead father's lucky gold watch.

The main conflicts presented in this film can be found within each separate storyline. The main one being the intertwining lives of each of the characters and the resulting consequences of their choices and actions. While there isn't one singular central conflict in the film, we can argue that the central conflict happens to revolve around the character, Jules Winnfield's moral transformation and his search for meaning, which was caused by the events that happened to him in the movie.

We can see that one common theme of the conflicts that occurred was that they were caused by Vincent Vegas lack of concern of the consequences of his actions. In the first storyline, while he is in the bathroom, pumpkin and honey bunny rob the restaurant he and Jules happen to be dining in. He exits the bathroom as Jules is handling the situation, and due to his lack of trust in Jules, aims his gun at Honey Bunny, resulting in her almost losing shooting at Jules. Luckily Jules handles it well and gets out of the situation safely, but we can learn from this that Vincent doesn't trust in anyone other than himself, which reflects on his cynicism and scepticism during Jules's religious awakening during the second storyline.

Even when Vincent accidentally unloads his gun while pointing it at Marvin, resulting in Marvin's head

being blown off all over them in the car, he refuses to accept that he messed up, defending himself regardless of the fact that his dangerous mistake could have easily blown their covers. This contrasts with the third storyline, with him leaving deadly heroin in his jacket pocket, resulting in Mia, Marcellus's wife overdosing and him having to save her by injecting an adrenaline shot into her heart. Eventually, his carelessness catches up to him, when he goes to the bathroom in Butch's house in the final storyline shown in the film, leaving his gun on the kitchen counter, which ends up being his demise.

Pulp fiction consist of the themes of violence and redemption, and karma. This is presented especially in the scene when Jules and Vincent miss getting shot. Jules makes the decision to retire from Marcellus's crew and ends up facing a redemption, and on the other hand Vincent chooses to carry on, resulting in his demise.

All the characters have some amount of development, whether it is negative or positive they all have significant changes occurring to them during the course of the movie. One example is Butch's character, where he makes the decision to go against Marcellus and win the fight that he had made a deal to throw, making lots of money and putting a target on him and his wife's backs. After he has an encounter with Marcellus, resulting in both of them being kidnapped and Marcellus being raped by white supremacists, he manages to escape, but Marcellus is still tied up being tortured. After a few agonising seconds he grabs a baseball bat and runs back to save Marcellus – which is against his general nature as we have seen previously, he has no regards for other people's lives – however he makes the decision to save someone who was once his friend, showing his character development, and allowing him and his wife to live out the rest of their lives in peace and quiet.

The cinematography in pulp fiction is very unique in the way that it employs the use of certain shots in order to draw the audience's attention to specific details of the plot. For example, the use of low angle shots in order to create a sense of dominance and power for specific characters – such as the scene when Butch sees Marcellus after he double crosses him by not throwing the fight after he made a deal with him that he would. The scene starts with a low angle-long shot of the zebra crossing, employing a sense of tension and immersion in the audience, and we see Marcellus make eye contact with Butch, and the camera zooms in on their expressions, allowing us to get a glimpse of the betrayal, anger, and fear in their expressions. The soundtrack that Pulp Fiction uses is a creation of its time and shows the influence that the time period had on the movie. A lot of the songs used debuted for the movie specifically, and quickly rose on the charts due to the fame of the film itself.

One of the main things I noticed in pulp fiction was that a lot of the film coincided with Christianity – which was of cultural and historical significance during the time period that the film was made. The character of Marcellus can be seen as an allegory for Satan, the devil himself. This is shown by the way he is head of the 'underworld' in Los Angeles. He tempts the other characters, his underlings, with tales and promises of power and wealth, which is seen in the scene where he bribes Butch in order to get him to throw his fight. Additionally, the code for the safe which Vincent and Jules worked so hard and killed so many people to get, was 666, allowing speculation for the contents of the safe to be Marcellus's own soul. There is an ongoing theory that Marcellus sold his soul to the devil for his own empire, and the movie itself supports this, as he consistently wears a bandage on his neck, which is where his soul is theorised to have been taken out from.

Other Christian motifs are seen in the way that Jules uses the quote from Ezekiel 25:17 before he kills someone. *'The path of the righteous man is beset on all sides By the inequities of the selfish and the tyranny of evil men Blessed is he who, in the name of charity and good will Shepherds the weak through the valley of darkness For he is truly his brother's keeper and the finder of lost children And I will strike down upon thee With great vengeance and furious anger Those who attempt to poison and destroy my brothers And you will know my name is the Lord When I lay my vengeance upon thee'*. This coincides with the historical and cultural significance of taking god's name in vain to excuse awful behaviour. Eventually Jules grows past this and admits his wrong doings in the final scene of the movie, where he lets Honey

bunny and Pumpkin go free. He used to emulate Marcellus by copying his behaviour of controlling the path of life and death. In this he could be seen as an allegory of lucifer, who betrayed God.



In this shot we see Mia Wallace overdosing on heroin, Vincent Vega has taken her to one of his friends' houses in order to save her life. This shot shows them as they are prepping to give Mia an adrenaline shot into her heart in order to stop her from dying.

One of the main aspects in this shot is the importance of

the props. Two board games that can be seen in the foreground are 'operation' and 'game of life'. This foreshadows what they are about to do to her, and that they are playing life and death, with her life, and their lives if she doesn't live through this, in fates hands. The significance of 'game of life' can also foreshadow how she will live through this moment.

The line of action I added to this shot displays the chaotic energy that happened in this moment. All the props in this shot, including the people are on a downwards slope from the top right corner, showing the angle that Mia is between life and death.

The colours used in this shot is reminiscent of the underworld, and hell, due to the warm fiery colours, and knowing that Mia had a hand in very many deaths due to her turning a blind eye to the many crimes her husband and the people around her were committing, we can make the deduction that she is definitely going to hell.

Additionally, if we allow the theory that Marcellus is a reincarnation of Satan himself, the audience can definitely assume that this line between life and death Mia is balancing on in this scene, will open the gates of the underworld in this particular moment.

In conclusion, pulp fiction is a masterpiece of a movie, and has a lot of hidden meanings that many people will miss in the first viewing. The non-linear narrative structure allows for confusion, but it's resolved at the very ending, and adds for a hint of mystery, drawing the viewers in to the plot, and causing many to get pulled into and attached to the many characters and the storyline.

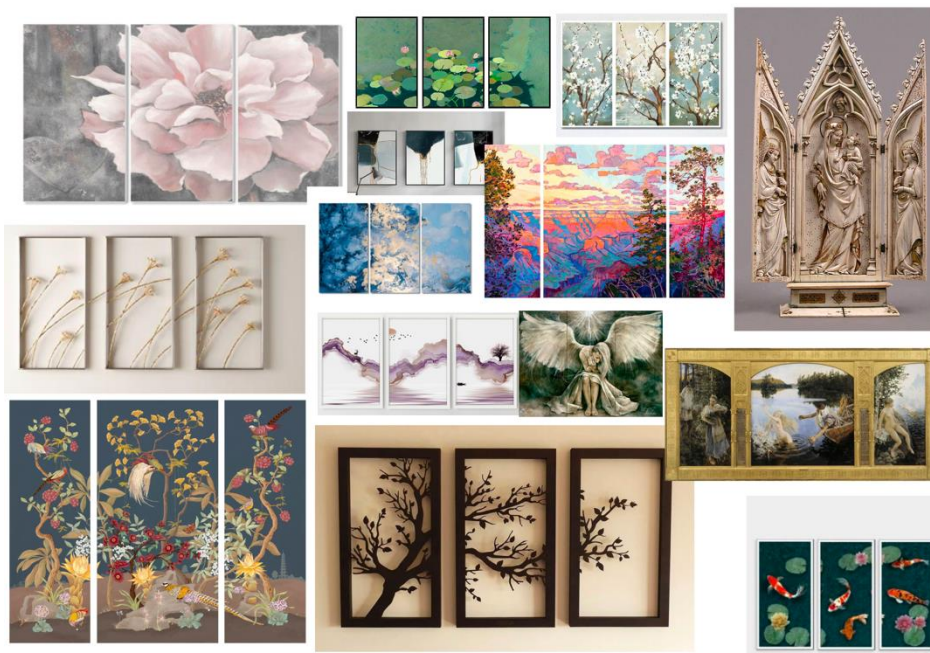
Task 4: ‘Forgotten Objects’ Project:

Object: a sword. It came from a slain soldier and got stuck in the ground. Nature has taken a hold of it. Ivy is starting to creep up on it and animals are crawling on it. The sword is happy with this. He likes the peace and quiet. He likes being a force used for good. The moonlight reflects on it at night, and it shines despite the lack of sun. It shines bright and rust leaves it alone. It's owner rots and so does his bloody history.

The story will be from the snake's perspective:

He moved down the curvature of the sword, wrapping tightly around it as if to claim it as his own. The shiny thing had been standing for a few years, its owner lay slain beneath it, her body strangely not succumbing to the rot that most earthly beings eventually fall too. He mused this as he watched the stars shine brightly, illuminating this strange scene. He reminisced upon how the object came to be, with a 1000-year war, fighting over something they had long forgotten and forgiven each other about, just war for the sake of competition, and proving who the stronger would be. What a strange rivalry, he thought, and how very human.

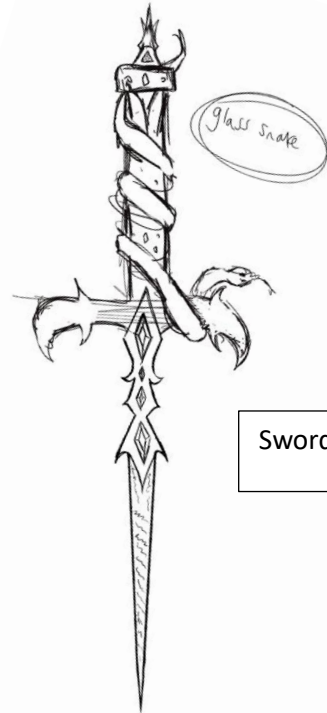
I wanted to show the contrast between the ethereal and beautiful sword and natures scenery with stars and clouds and the rotting dead corpse lying beside it takes up half of the page. I specifically made it stick above the pictures so the audience can't ignore it, as it is a part of nature. Death is beautiful and uncontrollable is the message this triptych is bringing across.



Mood board for triptychs – this is where I got the idea to have it partially stick over the separate pictures, as well as to have each image have a slightly separate style and colour.

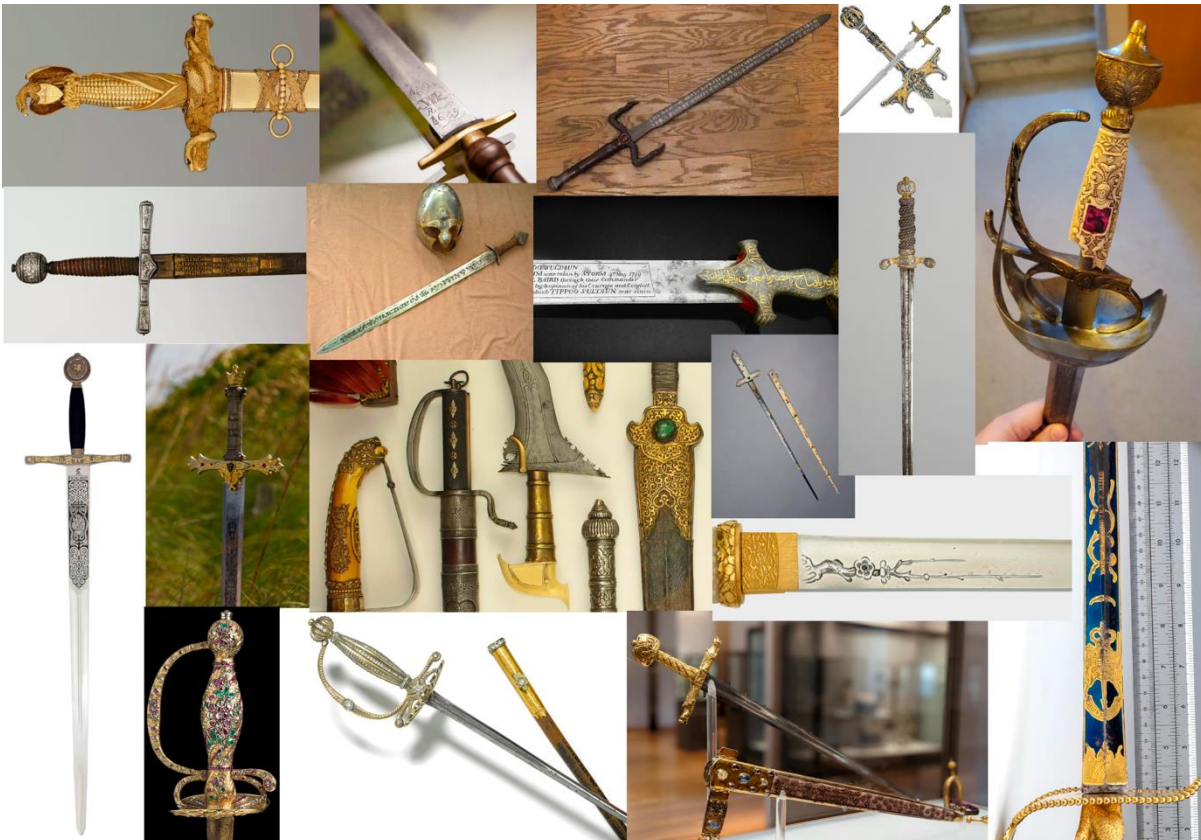


Thumbnail sketches

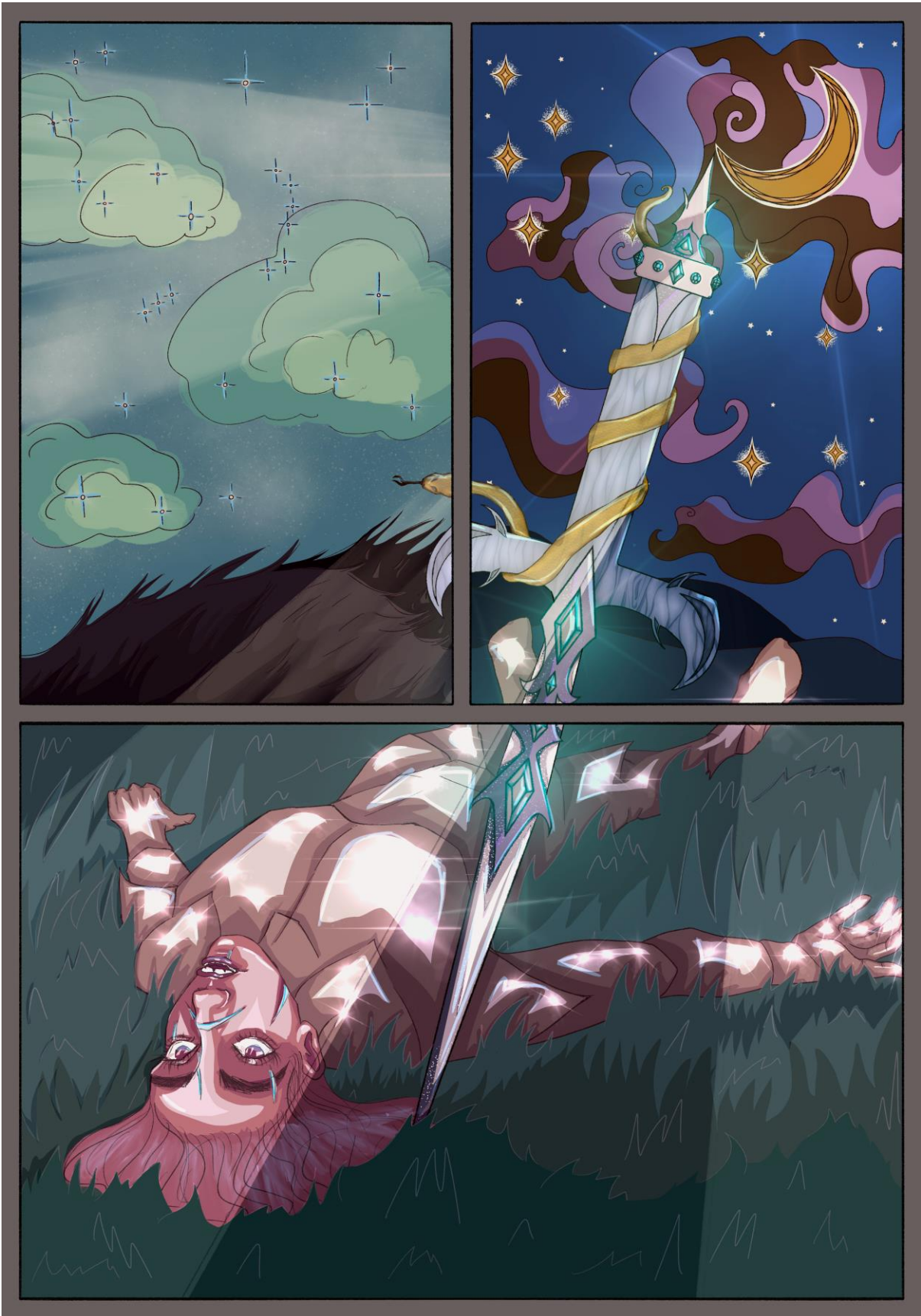


Sword design

Mood board for the sword



Final design:



Colour palettes and references:

