Transformations

Ka'Shenia Sanders

ART 4160

Spring 2020

Artist Statement

I love music. I've grown up being surrounded by music for most of my life. My father is a DJ, and my mother signed me up for the school concert and marching all throughout grade school. I am never without my earbuds, and I am always looking for the next great song. I've realized that I just don't listen to music. What I usually try to do is create a story from the music. With each song that I find and fall in love with, I create a scene or a story in my mind. Sometimes, the scene is something as simple as a figure sitting on a porch, looking out at a rainy day, to something extravagant as me taking a joyride on a magical pencil. There's no limit to what could happen. Which is opposed to what I can do in real life. Or, better put, what I thought I could do in life.

I found myself living more in my head more and more ever since my early teens. I was diagnosed with dermatomyositis. It's a medical condition in which my body creates too much protein, to the point where the protein starts attacking my muscles, causing me to become very weak. At this time of my life, I became depressed. I choose to escape reality with the help of music. Shortly after I started listening to more and more music, I found myself coming up with stories and characters. This was the thing that helped me get over my depression and lead me more to becoming an artist, and soon after that, an animator. I want to show people the stories I come up with, no matter how wild they can be.

Artist Resume

Ka'Shenia Sanders

Student Animator/Artist

164 Taft Dr.

Clarksville, TN 37042

(931) 266-6277

ksanders19@my.apsu.edu

EXHIBITIONS

Murkscapes, Austin Peay Art and Design Building

September 2019

I created three separate pieces out of watercolor on paper. The pieces all vary in size. My work was on display with other students of the Watermedia class.

Two Worlds Meet, Austin Peay Art and Design Building

October 2019

I created a large watercolor piece on Watermedia paper. My work was displayed with some other students of the Watermedia class.

The Tiny Gallery, Austin Peay Art and Design Building

October 2019
I made four stamps and a 6"x 6" piece out of watercolor. My work was displayed with the other students that are in the Watermedia class.

Animation 2 & 4 Demo Reel, Austin Peay Art and Design Building

September 2019 - PRESENT

Footage of my reference project from Anim 2 was shown in a video representing what the animation classes are about.

Achievement Unlocked, Austin Peay Art and Design Building
December 2019
It's snippets of the animation and what the characters will look like, and some environments I have planned for the final animation. My work will be displayed alongside the other seniors that are going into 4160.

EDUCATION

Kenwood High School, Clarksville Tn — *High School Diploma*

August 2011 - May 2015

Austin Peay State University, Clarksville Tn – *Bachelor of Fine Arts*

August 2015 -

SKILLS

Acrylics

2D Animation

3D Animation

Watercolors

Soft Sculpture

Digital Arts

Digital Photography

LANGUAGES

English - Native

Japanese - Beginner Level

Spanish - Beginner Level

Artist Biography

I am an Animation focused BFA Student from Austin Peay State University. I was born in 1997 and was raised here in Clarksville, Tennessee. I have always been influenced by art and spent a large majority of my life learning about it. However, I was never properly taught (through school) about art until I came to university. I was mainly a self-taught artist. Before my art classes, I would learn much about art through comic books and TV shows. One of my main mentors during this time was Tracy Yardley, one of the main artists for the Sonic Comics that Archie Comics produced. He style was very cool, and I would do everything I could to learn from him. After that, I started to develop my style by incorporating different styles from eastern and western cartoon artists.

Thesis Statement

"Transformations" is an animated music video that serves the purpose of a self-portrait, portraying how art helped me grow into the person I am today.

Original Thesis Proposal

I plan to experiment with animation to create a non-verbal narrative using music, image, and movement to create a piece that stands as an honest "Self-Portrait". To contextualize the animation, I will create an installation that will support the themes of growing up and moving forward. I want to bring attention to the importance of taking steps to gain personal perspective: of looking back at our past and seeing lessons to apply that to the person we are now.

Updated Thesis Proposal

I plan to experiment with animation to create a non-verbal narrative using music and images to create a piece that stands as an honest "Self-Portrait". In addition to creating a self-portrait, I want to bring attention to the importance of taking steps to gain personal perspective: of looking back at our past and seeing lessons to apply that to the person we are now.

First Presentation

TRANSFORMATIONS

Ka'Shenia Sanders

▶ I plan to experiment with animation to create a non-verbal narrative using music, image, and movement to create a piece that stands as an honest "Self-Portrait". To contextualize the animation, I will create an installation that will support the themes of growing up and moving forward. I want to bring attention to the importance of taking steps to gain personal perspective: of looking back at our past and seeing lessons to apply that to the person we are now.

ABSTRACT

- Growing up is a process we all go through in life. Childhood is a precious time in our life. Often, we would create things to help us understand what is happening around us, may that be some fantasy world or imaginary friends. For me, art was that tool.
- When I was younger, I was constantly going back and forth to the hospital due to a medical condition. In addition to having this condition, my grandfather passed away, and I was in a state of depression. The way I countered this was with art. I want to share this story and my discovery by showing the ups and downs of my relationship to art as the years have gone by.

STATEMENT OF NEED

- Sometimes we are so caught up in our present lives. There are moments we face where we feel defeated and we start to lose motivation. It is during these troubling times where we need to slow down and think back to how we came to be the person we are today. By gaining this knowledge, it will help us go forward in our lives.

STATEMENT OF NEED - CONTINUED

- Experience for me
  - Learn more about the animator pipeline
- Experience for the audience
  - I want to invoke the following on the audience
    - Nostalgia/ Melancholy/promote the need to look back at one's life

GOALS

- Animation
  - Toon boom Harmony, Maya 3D
- Painting
  - Taking stills from the animation and rendering them differently
- Found Objects
  - Childhood toys, books that interested me, room decor

METHODS AND TOOLS

INFLUENCES

Close

https://vimeo.com/222487918

Child of Eden

https://www.youtube.com/watch?v=xuYWLYjOa_0

Kingdom Hearts Dream Drop Distance

https://www.youtube.com/watch?v=dEce09STScE

Demon Slayer

https://www.youtube.com/watch?v=pmanD_s7G3U

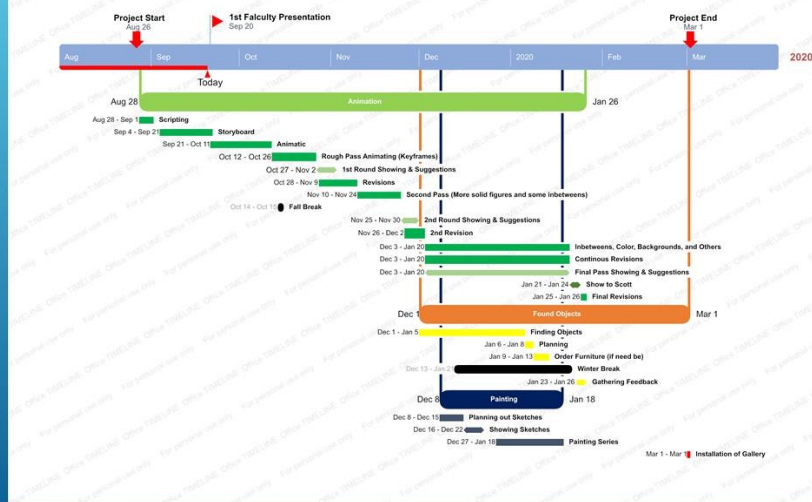Bird Animation
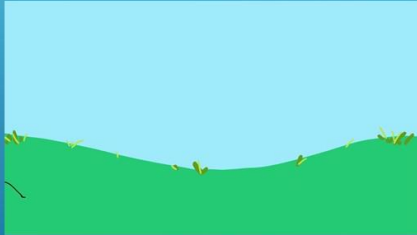
Reference Animation
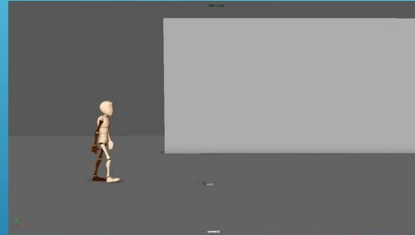
PAST WORKS

SKETCHES
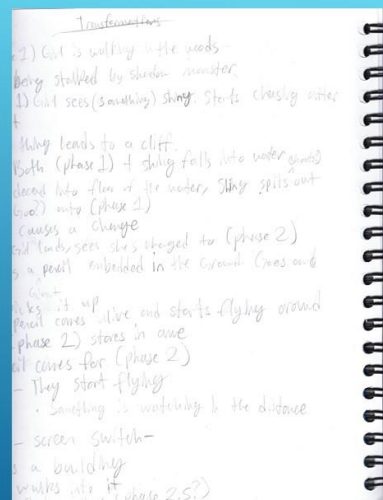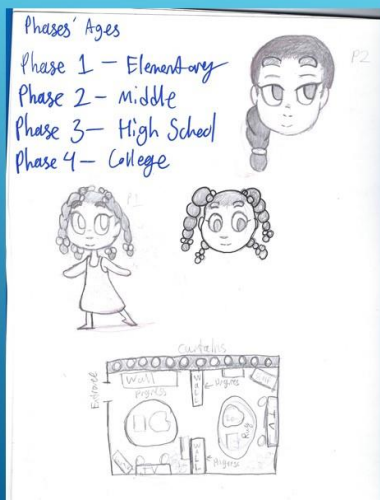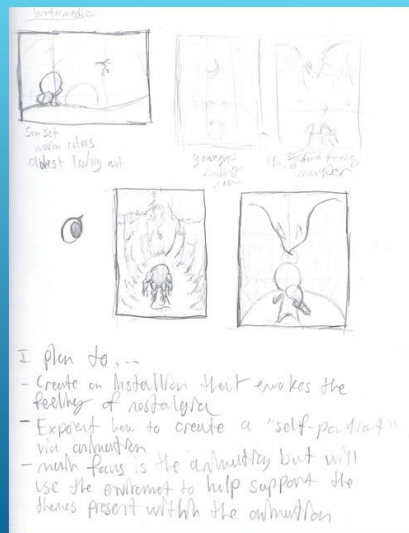
- Animation
  - Scripting, Storyboards, Animatics, Rough Passes, Color Passes, Backgrounds, Effects, Review, Touch Ups
- Painting
  - Sketching, color studies, executing
- Found Objects
  - Finding objects, purchasing furniture, sketching layouts

STEPS I NEED TO TAKE

Second Faculty Presentation

Transformations

By: Ka'Shenia Sanders

Updated Proposal

- I plan to experiment with animation to create a non-verbal narrative using music, image, and movement to create a piece that stands as an honest "Self-Portrait". In addition to creating a self-portrait, I want to bring attention to the importance of taking steps to gain personal perspective: of looking back at our past and seeing lessons to apply that to the person we are now.
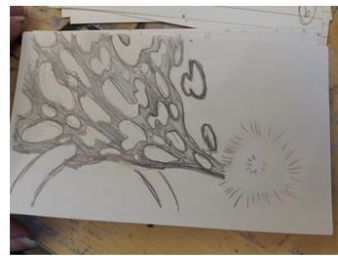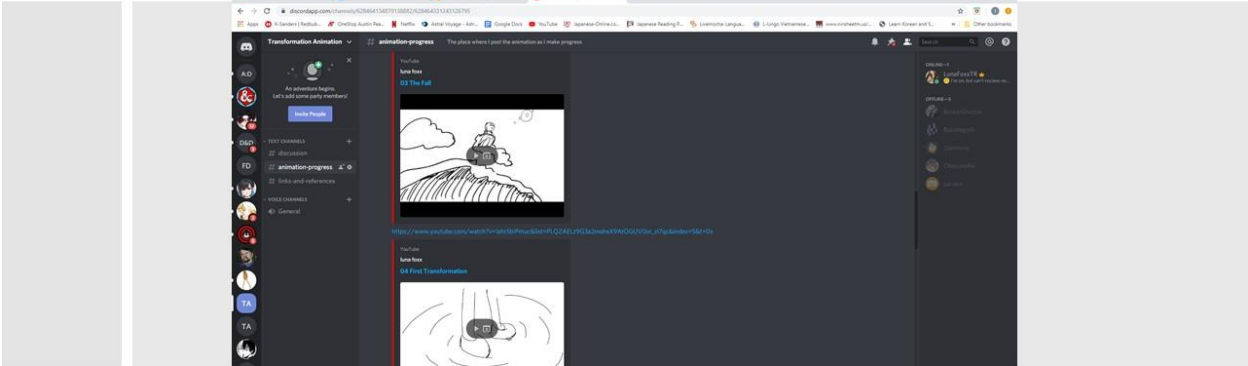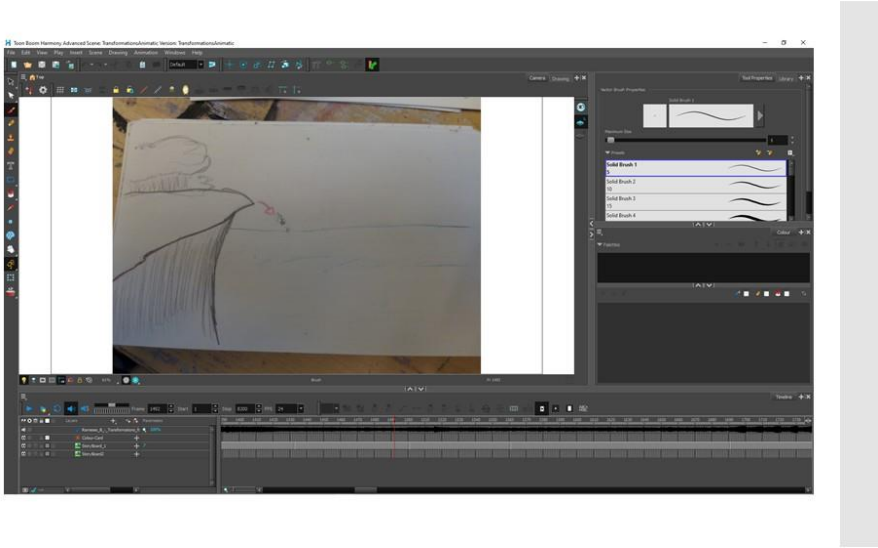
New Research

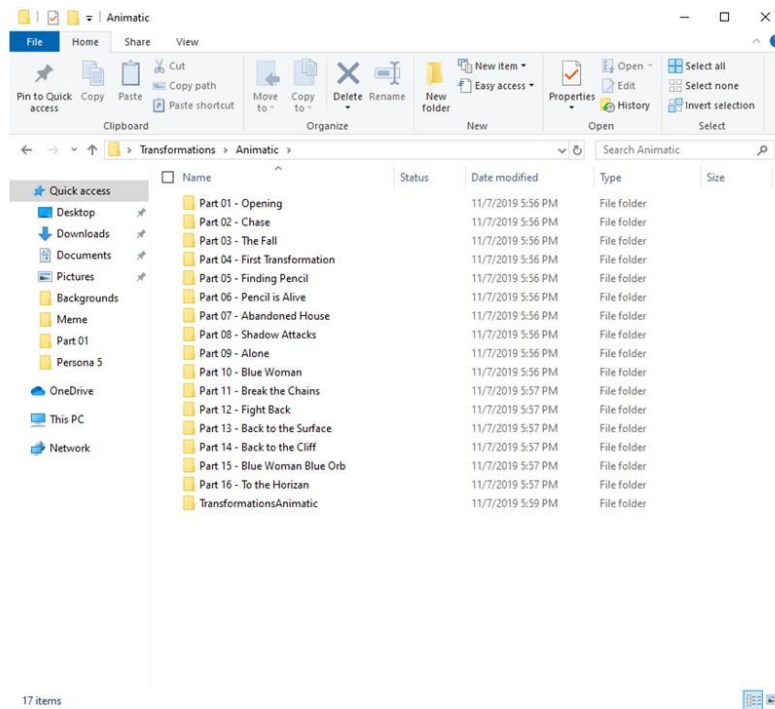## Style Studies

Progress so far

Outside Help

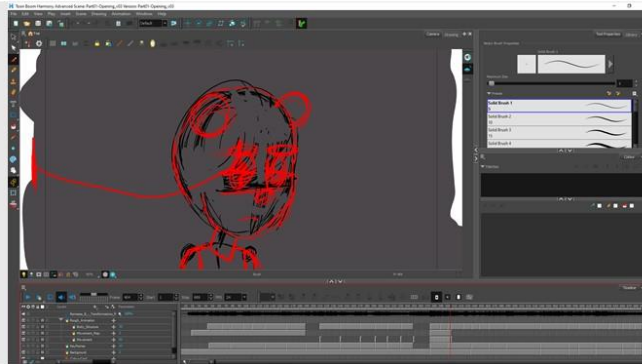# Storyboarding
with Music

Cleaning Up Keyframes

Blocking and in-betweens

Sneak Peek

Full Animation

https://www.youtube.com/watch?v=ET1f4mVaqio&list=PLQZAELz9G3a2mahsX9AtOGUVooI_zi7qc&index=10

Questions?

Professional Material

Website: https://foxxdenpro.weebly.com/

Business Card Design

Front

Ka'Shenia Sanders

The Foxx Den Productions

E-mail: ksanders351997@yahoo.com
Phone: 931-266-6277
Instagram: k.sands_art
Twitter: @ka_shenia

Back

My entire progress through this project

Sketches and Scripting

Phases' Ages

Phase 1 — Elementary
Phase 2 — Middle
Phase 3 — High School
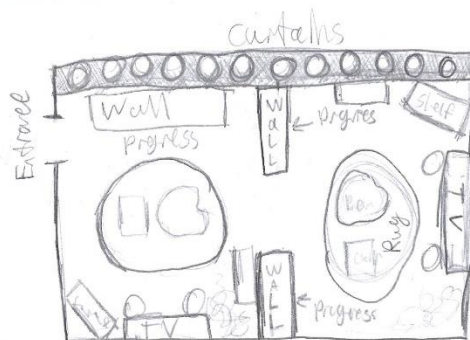Phase 4 — College

Transformations

1) Girl is walking in the woods...
Being stalked by shadow monster.
1) Girl sees (something) shiny. Starts chasing after
it
shiny leads to a cliff.
Both (phase 1) + shiny falls into water (shoots?)
decend into floor of the water, Shiny spits out
(goo?) onto (phase 1)
causes a change
Girl lands, sees she's changed to (phase 2)
s a pencil embedded in the Ground. Goes and
   ^Giant
icks it up
pencil comes alive and starts flying around
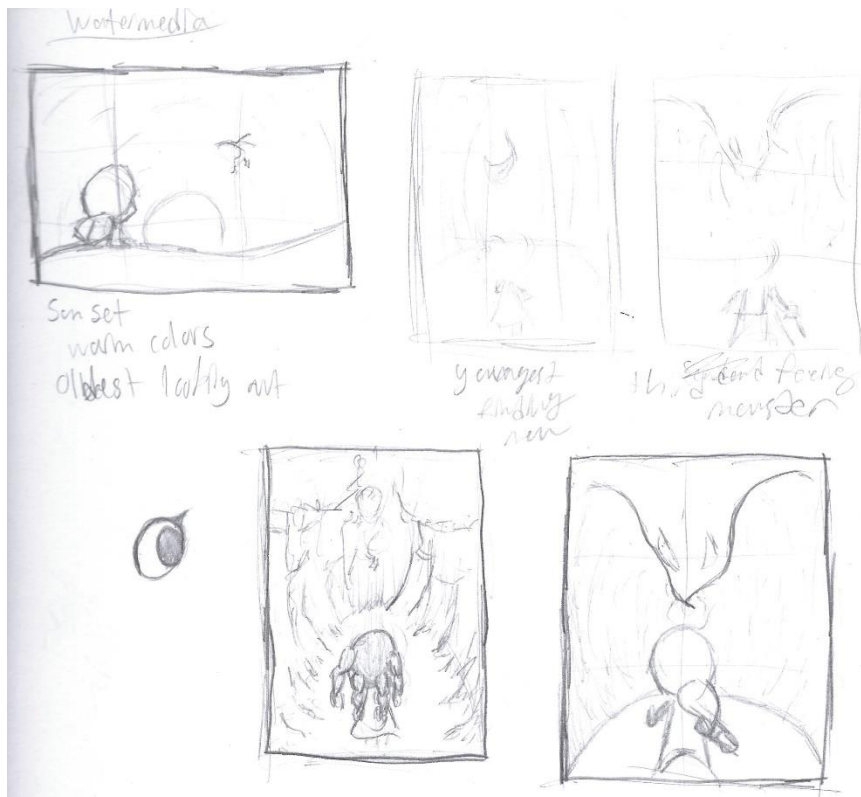phase 2) stares in awe
it comes for (phase 2)
— They start flying
   . Something is watching in the distance

— screen switch—
s a building
walks into it (phase 2.5?)
shadow follows

Watermedia

Sun set
warm colors
oldest looking out

youngest
finding
new

third focus
monster

I plan to...
- Create an installation that evokes the feeling of nostalgia
- Experent how to create a "self-portrait" via animation
- main focus is the animation but will use the environment to help support the themes present within the animation

I started out by sketching down some scenes, as well as coming up with a script. Since I have been listening to this song for a very long time (about 8 years up to this point), I had a vague idea as to how I wanted the video to go. The only things I had to reall figure out was sit down and decide what some inbetween scenes would be and finalize everything.
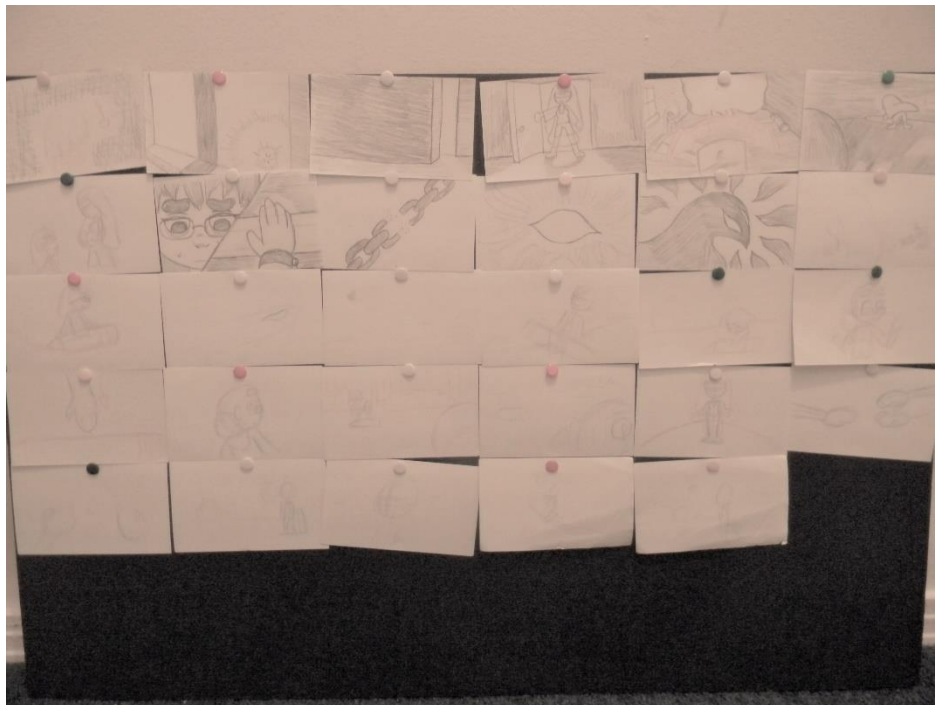
Storyboarding

After finalizing the script, I then started on the storyboard. It took me a while to do (a total of about 2 weeks).
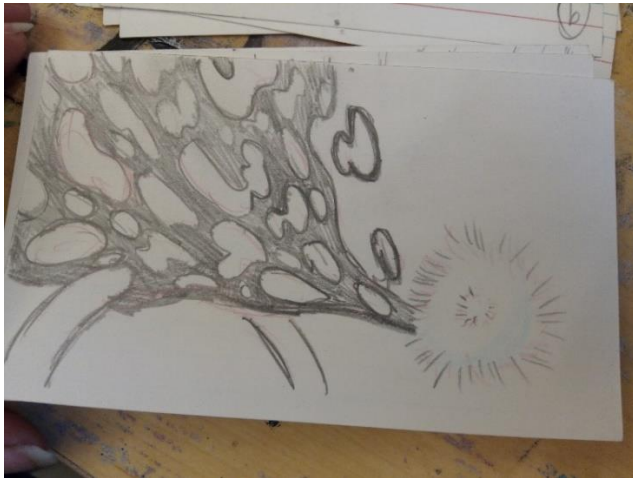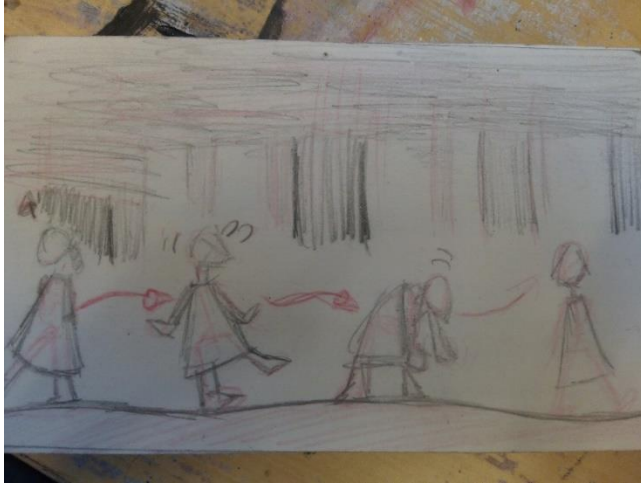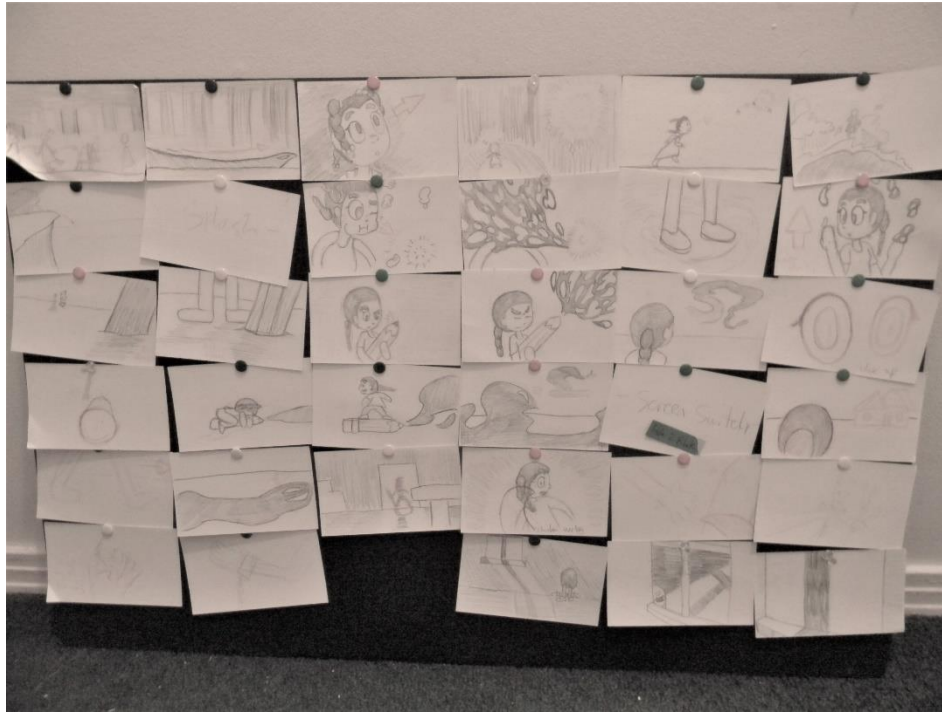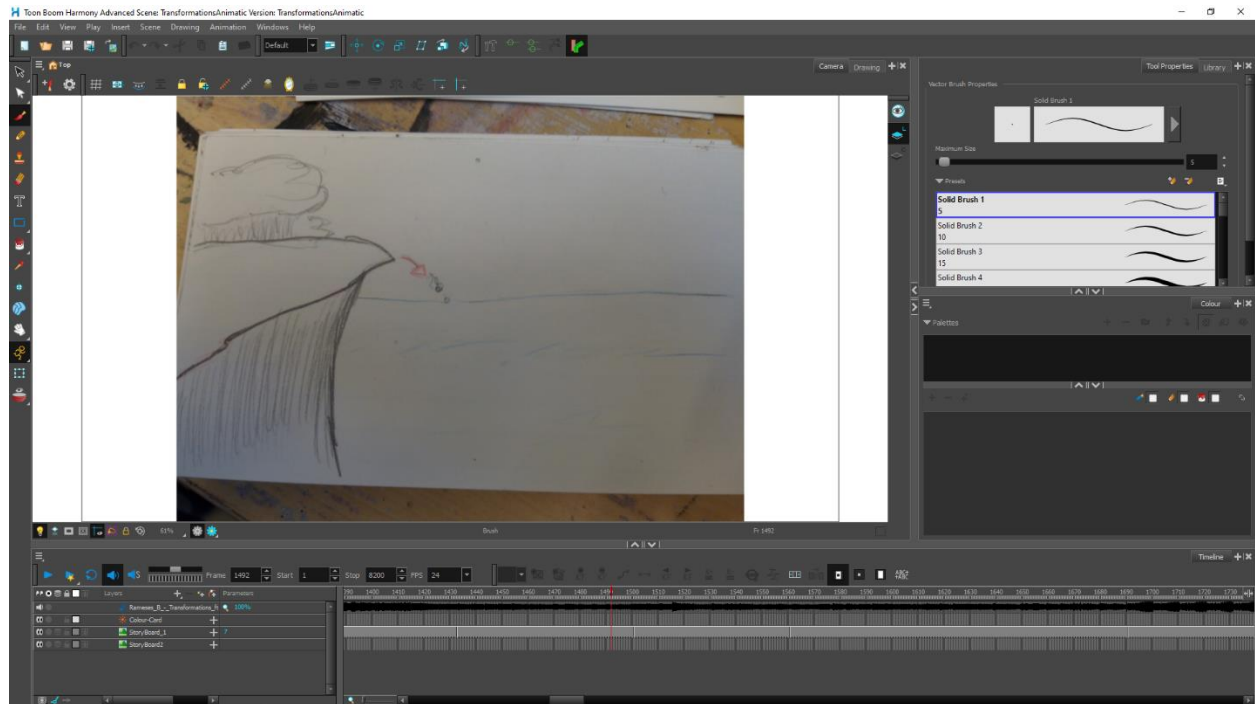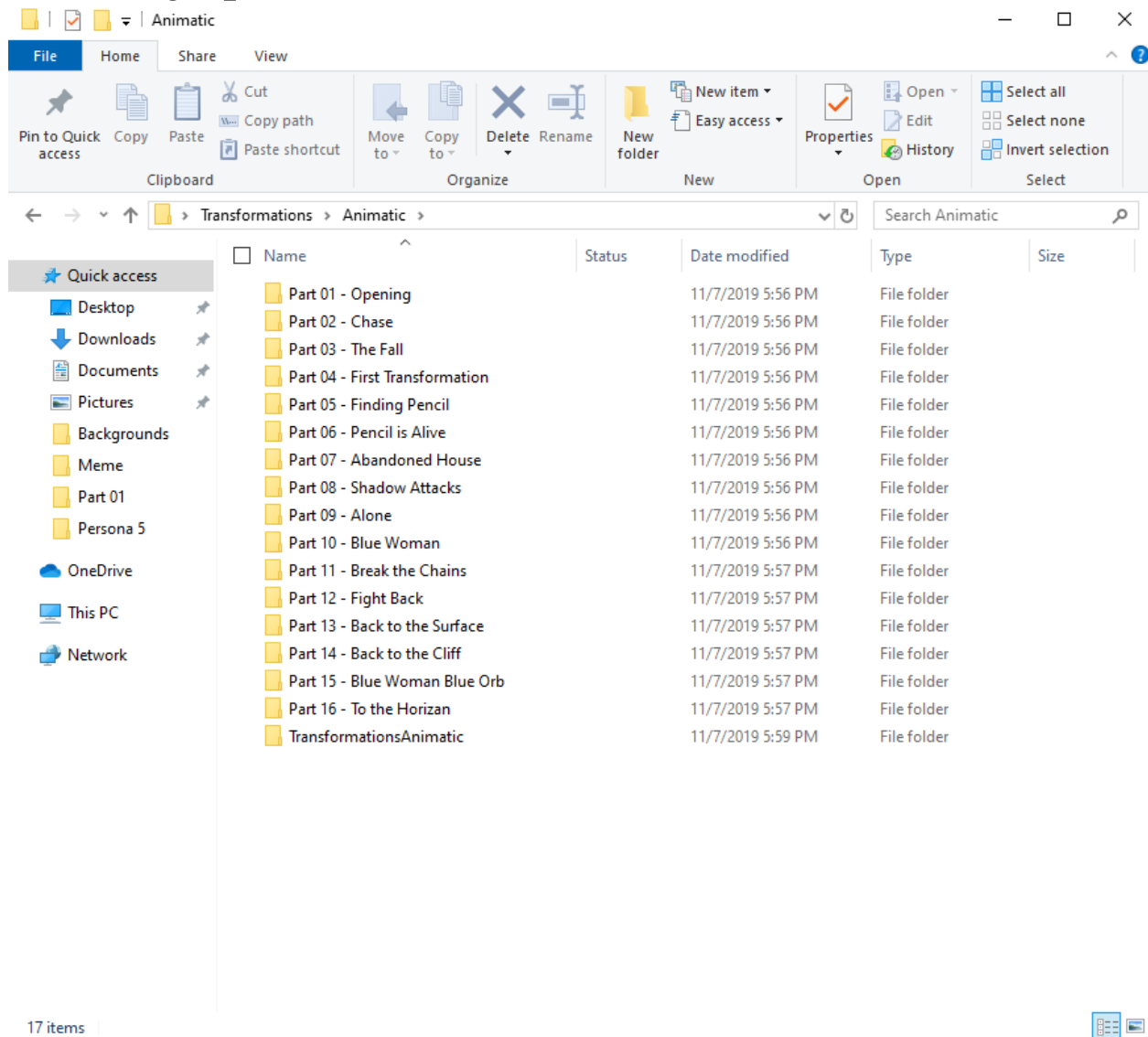
Here is what the final (Rough) Storyboard Look like

Matching up the Storyboard with the Music

Breaking up the Animation into Parts

(16 parts to be exact…)

Setting up a Place for Outside Help
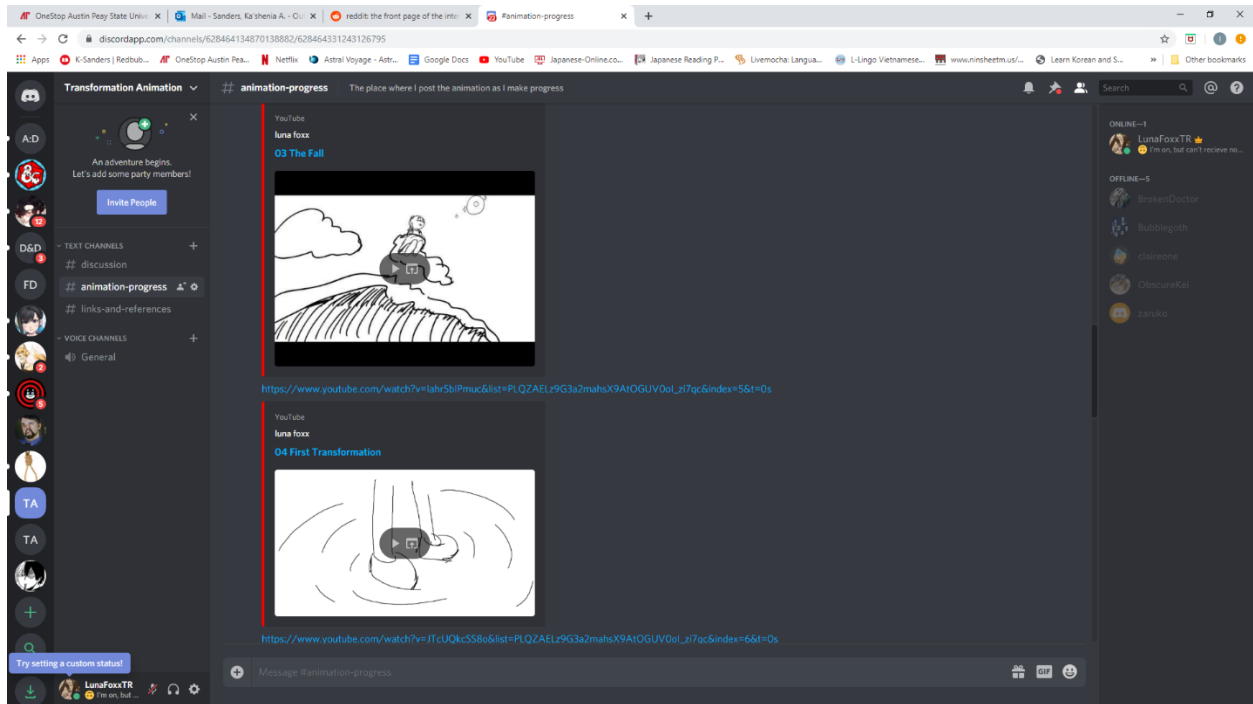
After the storyboard, and after creating a rough animatic (a rough animation that just shows keyframes) I set up a discord chat so that I could post my progress to a group of people (friends, other animation students, non-animation students) to help me with making sure the animation flows correctly and makes sense in their eyes. It was really helpful and their feedback was helped me smooth out what was confusing.

Keyframing

Blocking and Inbetweens
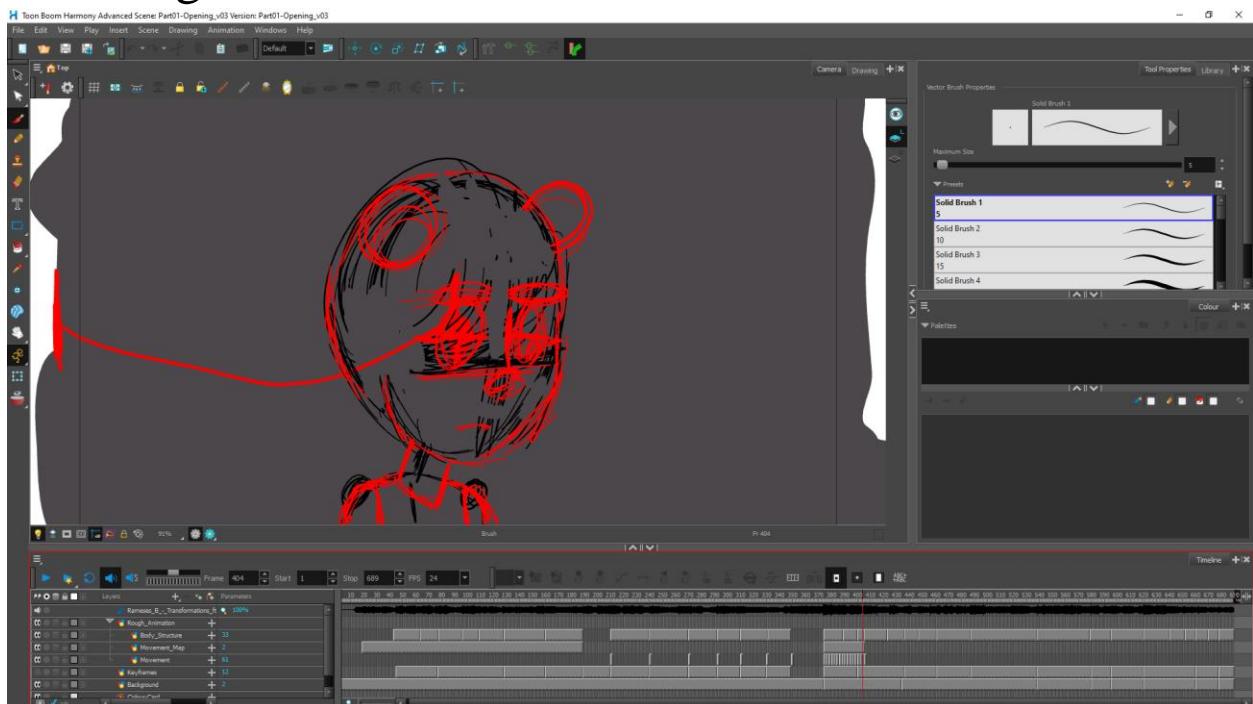
There was a bit of a change

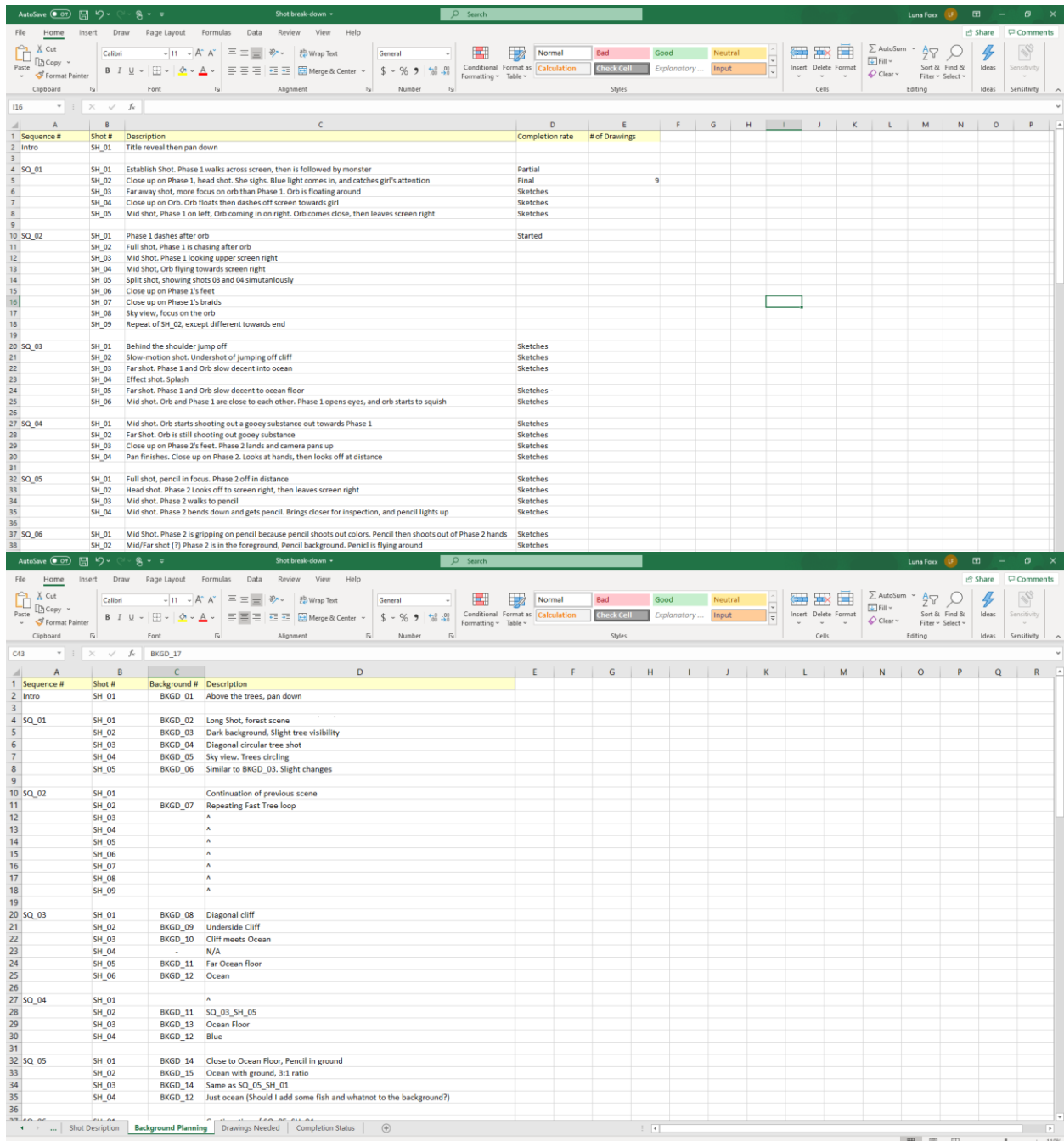It was in the middle of winter break when I came to realize that I was going to have to make a big change to my project. After conversing with my mentor, I was given to green light to change my project from a full animation into a storyboard presentation, similar to what pixar does when they are still in the storyboarding phase of a movie.

The first thing I did was create a spreedsheet. This helped me plan out scenes, shots, and backgrounds. It was very useful, and helped mapped out what was needed for each scene.

First spreadsheet (Shot Desription):

Sequence #	Shot #	Description	Completion rate	# of Drawings
Intro	SH_01	Title reveal then pan down		
SQ_01	SH_01	Establish Shot. Phase 1 walks across screen, then is followed by monster	Partial	
	SH_02	Close up on Phase 1, head shot. She sighs. Blue light comes in, and catches girl's attention	Final	9
	SH_03	Far away shot, more focus on orb than Phase 1. Orb is floating around	Sketches	
	SH_04	Close up on Orb. Orb floats then dashes off screen towards girl	Sketches	
	SH_05	Mid shot, Phase 1 on left, Orb coming in on right. Orb comes close, then leaves screen right	Sketches	
SQ_02	SH_01	Phase 1 dashes after orb	Started	
	SH_02	Full shot, Phase 1 is chasing after orb		
	SH_03	Mid Shot, Phase 1 looking upper screen right		
	SH_04	Mid Shot, Orb flying towards screen right		
	SH_05	Split shot, showing shots 03 and 04 simutanlously		
	SH_06	Close up on Phase 1's feet		
	SH_07	Close up on Phase 1's braids		
	SH_08	Sky view, focus on the orb		
	SH_09	Repeat of SH_02, except different towards end		
SQ_03	SH_01	Behind the shoulder jump off	Sketches	
	SH_02	Slow-motion shot. Undershot of jumping off cliff	Sketches	
	SH_03	Far shot. Phase 1 and Orb slow decent into ocean	Sketches	
	SH_04	Effect shot. Splash		
	SH_05	Far shot. Phase 1 and Orb slow decent to ocean floor	Sketches	
	SH_06	Mid shot. Orb and Phase 1 are close to each other. Phase 1 opens eyes, and orb starts to squish	Sketches	
SQ_04	SH_01	Mid shot. Orb starts shooting out a gooey substance out towards Phase 1	Sketches	
	SH_02	Far Shot. Orb is still shooting out gooey substance	Sketches	
	SH_03	Close up on Phase 2's feet. Phase 2 lands and camera pans up	Sketches	
	SH_04	Pan finishes. Close up on Phase 2. Looks at hands, then looks off at distance	Sketches	
SQ_05	SH_01	Full shot, pencil in focus. Phase 2 off in distance	Sketches	
	SH_02	Head shot. Phase 2 Looks off to screen right, then leaves screen right	Sketches	
	SH_03	Mid shot. Phase 2 walks to pencil	Sketches	
	SH_04	Mid shot. Phase 2 bends down and gets pencil. Brings closer for inspection, and pencil lights up	Sketches	
SQ_06	SH_01	Mid Shot. Phase 2 is gripping on pencil because pencil shoots out colors. Pencil then shoots out of Phase 2 hands	Sketches	
	SH_02	Mid/Far shot (?) Phase 2 is in the foreground, Pencil background. Penicl is flying around	Sketches	

Second spreadsheet (Background Planning):

Sequence #	Shot #	Background #	Description
Intro	SH_01	BKGD_01	Above the trees, pan down
SQ_01	SH_01	BKGD_02	Long Shot, forest scene
	SH_02	BKGD_03	Dark background, Slight tree visibility
	SH_03	BKGD_04	Diagonal circular tree shot
	SH_04	BKGD_05	Sky view. Trees circling
	SH_05	BKGD_06	Similar to BKGD_03. Slight changes
SQ_02	SH_01		Continuation of previous scene
	SH_02	BKGD_07	Repeating Fast Tree loop
	SH_03		^
	SH_04		^
	SH_05		^
	SH_06		^
	SH_07		^
	SH_08		^
	SH_09		^
SQ_03	SH_01	BKGD_08	Diagonal cliff
	SH_02	BKGD_09	Underside Cliff
	SH_03	BKGD_10	Cliff meets Ocean
	SH_04	-	N/A
	SH_05	BKGD_11	Far Ocean floor
	SH_06	BKGD_12	Ocean
SQ_04	SH_01		^
	SH_02	BKGD_11	SQ_03_SH_05
	SH_03	BKGD_13	Ocean Floor
	SH_04	BKGD_12	Blue
SQ_05	SH_01	BKGD_14	Close to Ocean Floor, Pencil in ground
	SH_02	BKGD_15	Ocean with ground, 3:1 ratio
	SH_03	BKGD_14	Same as SQ_05_SH_01
	SH_04	BKGD_12	Just ocean (Should I add some fish and whatnot to the background?)

Sheet tabs: Shot Desription, Background Planning, Drawings Needed, Completion Status

After that, I got to work and started to draw all of the scenes with my art program. For this project, I used a free program called Autodesk sketchbook. However, I recommend using photoshop if possible. Sketchbook does make good images, but the program can limiting with certain features. Here are some of the screenshots of some of the scenes I created.
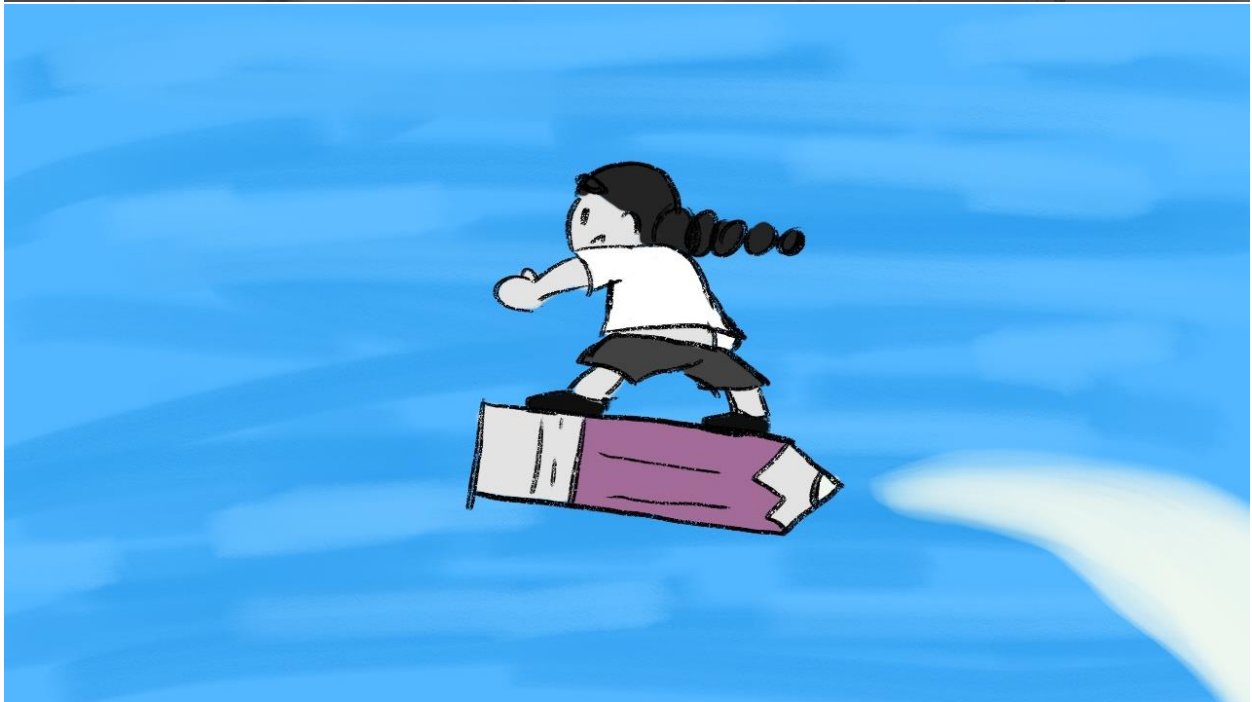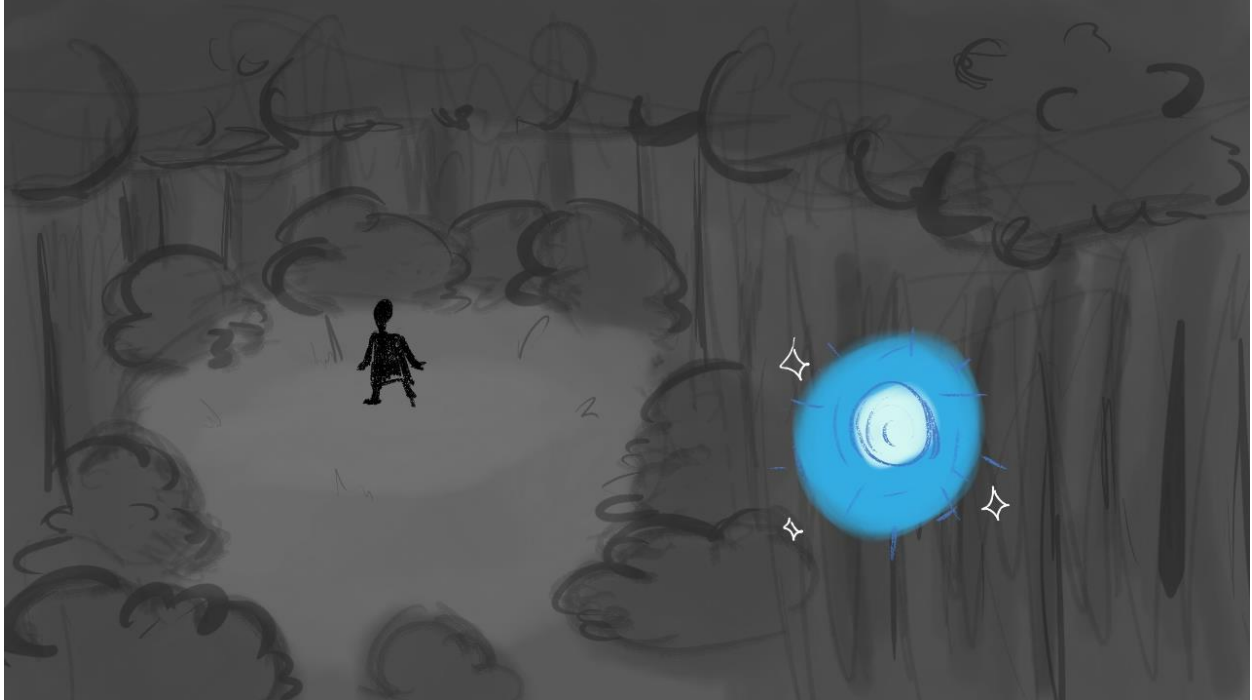
After the pictures were done, I put everything together everything in After Effects. After the video was done, I then turned my attention to my website.
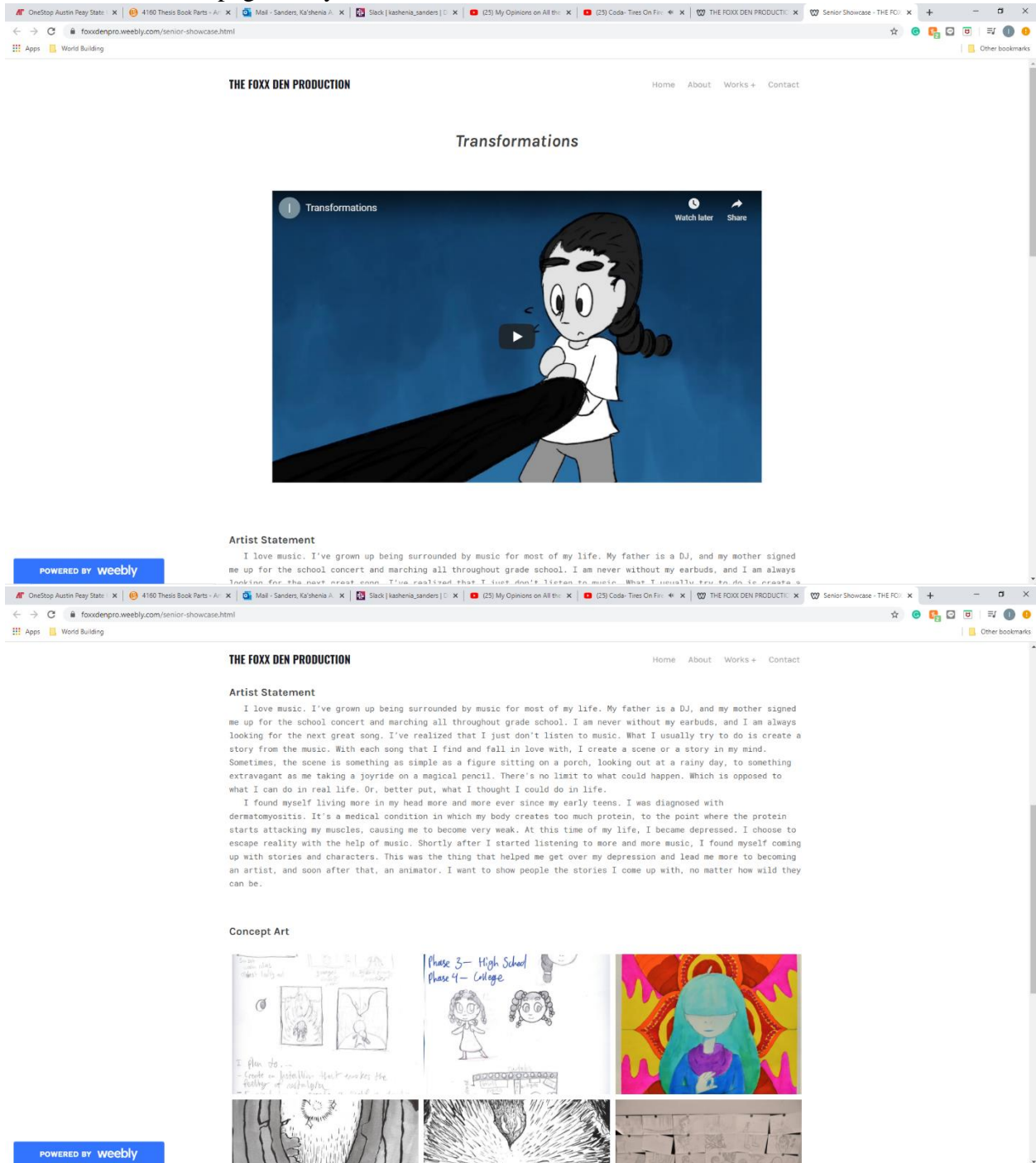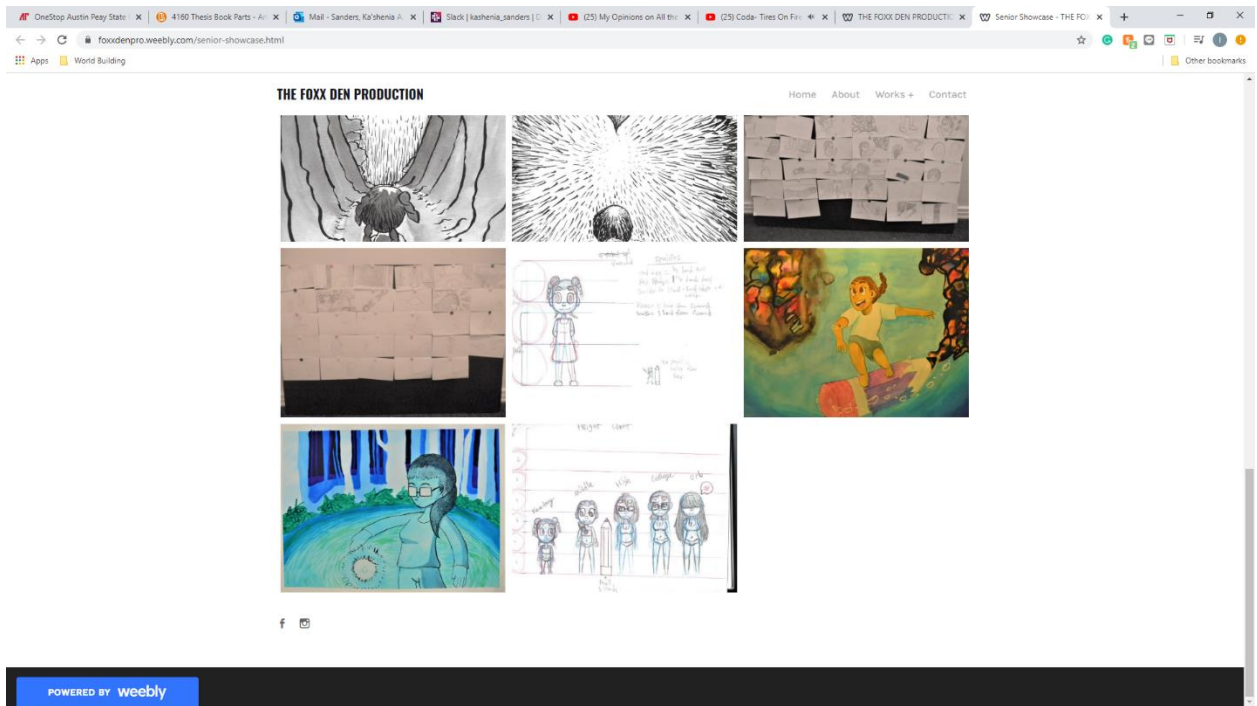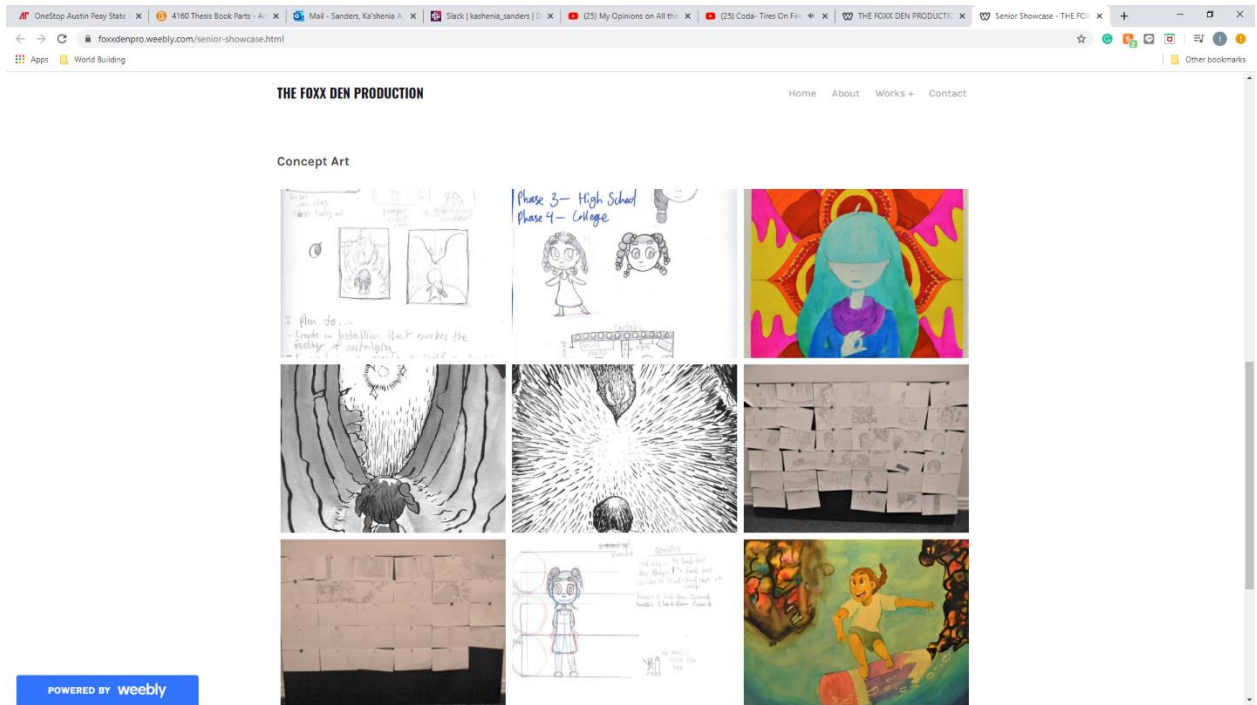
Putting the show together

Due to COVID-19, I had to do my show viturally. I decided to create an entirely separate space on the website I was creating to hold my portfolio, and use that as my gallery space.

Here is the homepage of my website.
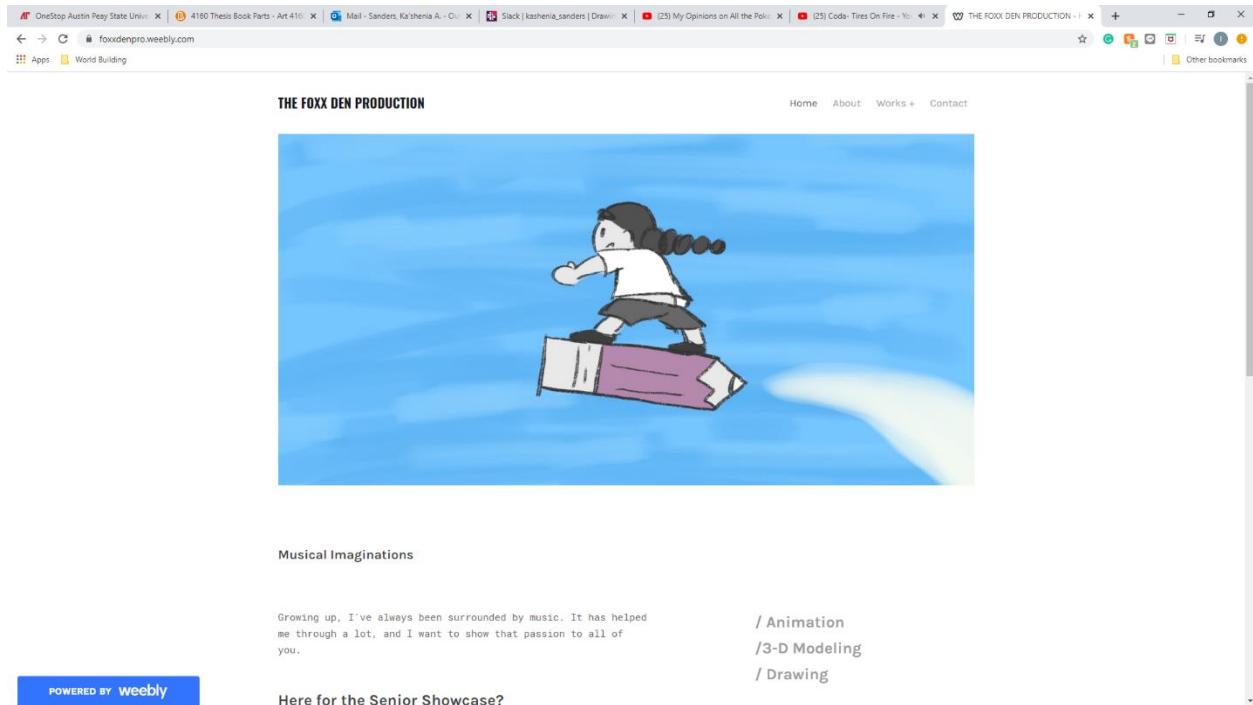
And here is the full-page of my senior showcase:

Self-Critique

I would say that given the certain circumstances, what I was able to produce was somewhat impressive. However, I could have done much better. My preferred presentation of this was to have a showing of the animation, and then after a week of showing it, post it on the internet for people to enjoy. I preferred to show it in person so that I could explain certain points, as well as answer any questions anyone might have had. I also really appreciate seeing everyone's first reactions and having a face to face conversation with everyone.

Also, I would say that I might have been a little too ambitious with the project, but I am happy with the results. However, if given the choice, I would choose a shorter song, so that I could create an even better animation for people to see. Quality over quantity is the most important thing. The song I choose for this project is over 5 minutes long. If I were to do this again, and was given the same amount of time to do it, I would pick found a song, and made a 2 minute animated music video for it.