# Savannah Debord Early Senior Thesis 4160 Fall 2019

#### Artist Bio

Savannah Debord is a Knoxville based artist who works as a freelancer in illustration, animation, and graphic design. She also was the co-creator, co-director, art director, animator, and co-writer on a comedy news television show. She has won two awards at the Fountain City Art Center in Knoxville, Tennessee for various works exhibited in 2015. Her work has been showcased in the Terminal Gallery in Clarksville, Tennessee in May 2018 and in April 2019. She is also credited as an animator in *The Taming of the Shrew* that was produced by the Austin Peay State University Theater Department in 2018. She is currently studying Studio Art at Austin Peay State University in Clarksville, Tennessee and will graduate in December 2019. During her time at Austin Peay, she has created an animated short film called "Not Worth the Refrigerator" in 2018. Her freelance work varies from creating game art to designing logos for companies to illustrating books. Her subjects vary from bears to goblins and from robots to sportsgear.

#### **Artist Statement**

My purpose of creating Early is to experiment with text, animation, sound, and illustration to create an immersive experience for the audience. I wanted to create a humorous take on a post nuclear world that the audience could step into and experience for themselves. I have created Early to be a parody of most United States propaganda during World War II, the Cuban Missile Crisis, and the Cold War due to the inaccuracy of how effective prevention measures would be in the instance of a nuclear explosion. The town of Early itself is a surrealistic perspective on the daily lives of survivors and the society of the town 350 years after the explosion. My inspirations for this project were the podcast "Night Vale", the show "The Kirlian Frequency", The American Museum of Science and Energy, "Duck and Cover (1951)", and The Manhattan Project.

#### Curatorial Statement

Welcome to the town Early. Today's date is Monday, November 18th, 3049. The weather is currently a comfortable 70 degrees Fahrenheit. It has been 350 years, 12 days, 5 minutes, and 48 seconds since the falling out of the two divided nations occurred. The gallery is sponsored by Classic Clean. For a clean you can trust, use Classic Clean on your beautiful homes. Those tough chemical stains that have never come out of the floor or walls, Classic Clean can help. Our powdered chemical neutralizer has the ability to stop any chemical and chemical stain in its path. If you are just waking up from the blast, please relax. Everything is completely fine if you watch the Early broadcasts. They will let you know of the weather changes, the air quality changes, and of any immediate dangers. They are only here to help and to keep the town of Early thriving. All artwork has been graciously donated from the town of Early and they reserve all rights.

## Savannah Debord

6117 Weems Road Knoxville, TN 37918 (865)347-4754 savannahd604@gmail.com

#### Education:

Austin Peay State University, BFA Studio Art 2015- Present Austin Peay State University, Liberal Arts Associate's Degree 2019 Central High School 2011-2015

#### Honors and Awards:

Drawing Exhibited at Tennessee Valley Fair 2014

Fountain City Art Center 2nd Place Prize for Drawing Category 2014- 2015

3rd Place Dogwood Arts Festival Chalk Walk for College Collaborative Category 2015

Hope Scholarship recipient 2015-2019

Dean's List Fall 2015, Austin Peay State University

#### Publications:

Discover Clarksville, "APSU Students explore the meaning of family in 24 Hour Animation Contest" 2019

## Freelance/Work Experience (2015-2019):

Animation "The Peay Break" 2017-2018

Co-Director "The Peay Break" 2017-2018

Art Director "The Peay Break" 2017-2018

Co-Writer "The Peay Break" 2017-2018

Co-Creator "The Peay Break" 2017-2018

Animator "The Taming of the Shrew" 2018

Compositing Artist- "The Hangman's Den" 2019

Background Artist "The Hangman's Den" 2019

Animator (short film) "not worth the refrigerator" 2017

Animator <terminal> gallery 2017

Character Designer/Animator 24 Hour Animation Competition 2018

Animator/Rigger 24 Hour Animation Competition 2019

Illustrator Warhammer based novel 2019

Logo Designer Beard Coach Company 2019

Sticker Designer/Fundraiser Art Beard Coach Company 2019

Game Art Student Project from UT, Knoxville 2016

Gallery Assistant Stephen Watson/Britney Jo Carroll 2015



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## Thesis Statement

To create a series of looping surrealistic animations with projection mapping to create an immersive experience.







Savannah Debord

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## **Project Proposal**

My senior thesis idea is to create a series of digital artwork in the form of animations. My body of work is to consist of projected infinitely looped GIFs, giving a sense of unity among the pieces and giving the work a sense of waiting. My concept is to give life to animations by creating a world that is both surreal and accessible to the viewer due to do the illusion of time passing. Infinitely looping animations also allows for the world that you are creating to have more depth, due to the fact that it is anticipating an action that will never happen or will never stop happening. It creates a connection between the viewer and the piece, because they are both anticipating, waiting, and having futuristic expectations. However, what I wish to explore is how the audience interprets the animation when it is longer than expected.

Savannah Debord



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## Research and Reference

https://www.youtube.com/channel/UCO7fujFV\_MuxTM0TuZrnE6Q -Felix Colgrave

 $\underline{\text{https://www.dynamicprojection.com/mirror-head-en/}}\text{-Mirror Head Projector}$ 

https://www.youtube.com/watch?v=APpw6ZKIQ3I - Projection Mapping in a Gallery Setting

http://projection-mapping.org/ -Projection Mapping Resourse

https://www.extraweg.com/ -Surrealistic Animator/Motion Graphic Designer

http://antonitudisco.com/ -3D Designer

https://www.youtube.com/watch?v=9LAzOuVjKdw -Titmouse, Inc. demo reels including world building

Savannah Debore



## Task List

- 1. Create 10 surrealistic animations and illustrations
- 2. Experiment with projection mapping
- 3. Measure gallery space
- 4. Test the projections against a blank wall
- 5. Editing

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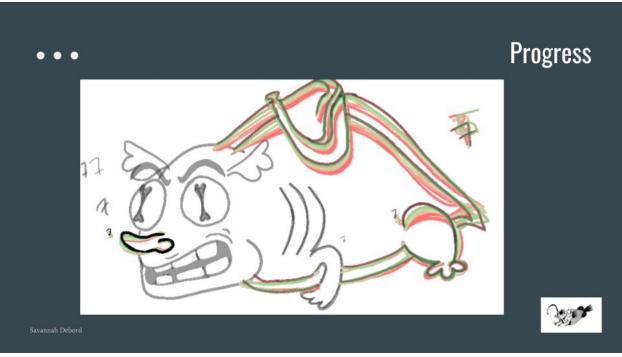
- 6. Printing illustrations
- 7. Installing gallery

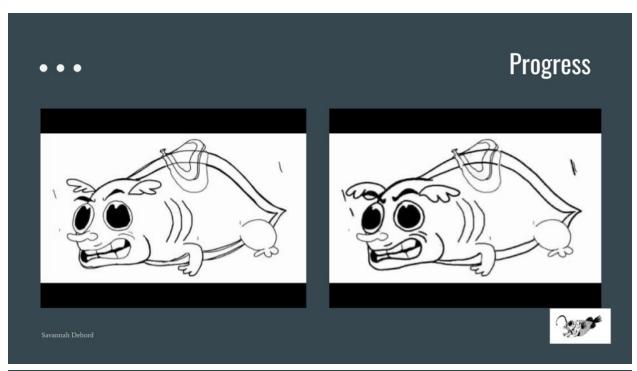
Comment States

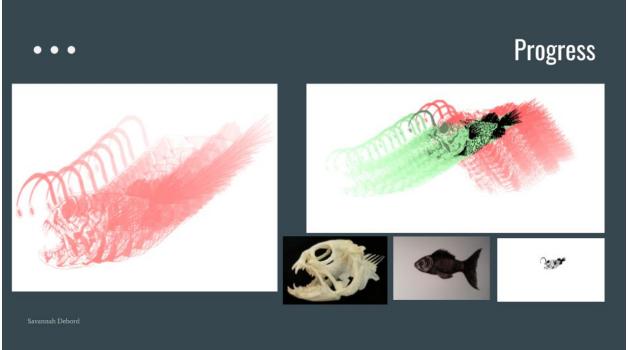


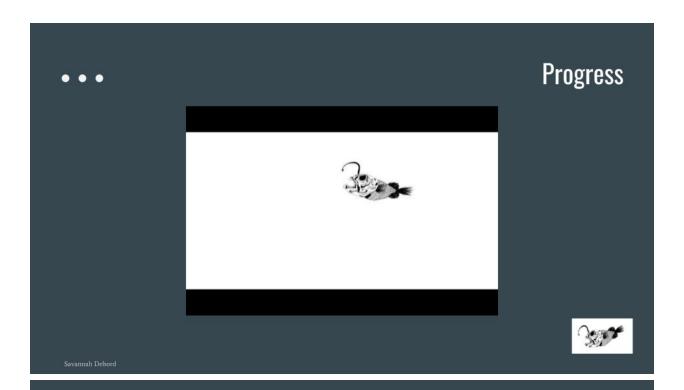
#### Schedule . . . Sketches and Start Animation 1/14/2019 1/20/2019 First Animation Completed 1/18/2019 1/25/2019 First Illustration Completed 1/25/2019 2/1/2019 Second Animation Completed 2/1/2019 2/15/2019 Sketches and Editing 2/15/2019 2/22/2019 Third Animation Completed Second Illustration Completed 3/1/2019 3/8/2019 Fourth Animation Completed 3/8/2019 3/15/2019 Sketches and Editing 3/15/2019 Fifth Animation Completed 3/22/2019 3/29/2019 Third Illustration Completed 3/29/2019 4/5/2019 4/5/2019 4/12/2019 Sketches and Editing 4/12/2019 4/19/2019 Seventh Animation Completed 4/26/2019 4/19/2019 Fourth Illustration Completed 4/26/2019 5/3/2019 Eigth Animation Completed 5/3/2019 5/10/2019 Fifth Illustration Completed 5/24/2019 5/10/2019 Ninth Animation started 5/24/2019 5/31/2019 Ninth Animation Completed 5/31/2019 6/7/2019 Editing and Tenth Animation Start 6/7/2019 Tenth Animation Completed 6/14/2019 6/14/2019











## **Special Concerns**

- 1. How many projectors will I be allowed to use?
- 2. How much of the gallery space will I be able to use?
- 3. Can I layer projections?
- 4. Will I be able to control the FPS for the second animation?



Savannah Debord

## Changes to Statement

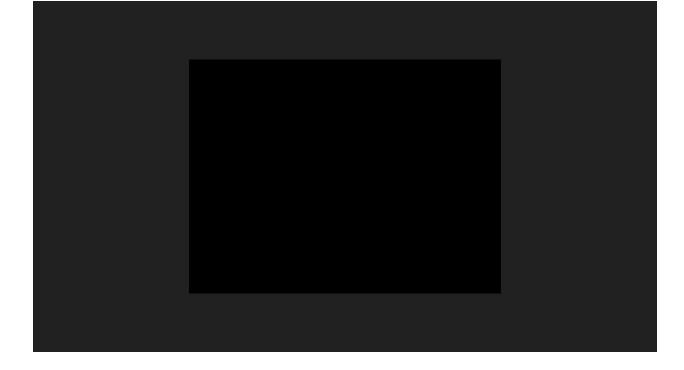
In my original concept, I wished to use projection mapping and I had not settled on a specific narrative for the gallery space. My concept has shifted due to the fact that my new concept is feasible, has a strong narrative, and is an evolved version of the first concept of projection mapping over illustrations. Instead, all of my pieces are separate, but they are tied together and feed into the narrative. For this concept, I only require one projector rather than several projectors.

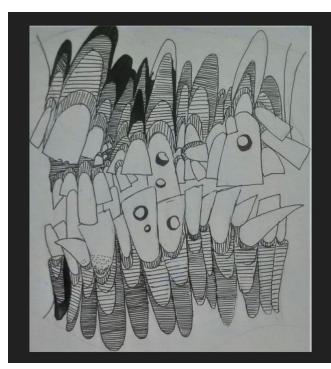
## Thesis Statement

To create an immersive experience in a humorous take on a post-apocalyptic world through the use of sound, animation, writings, and illustration. I will create 5 animations and 5 illustrations to help convey this world.

## Podcast/Looping Audio/Broadcast

Welcome to the broadcast of the town Early. Today's date is Monday, September 17th, 3049. The weather is currently a comfortable 70 degrees Fahrenheit. It has been 35 years, 12 days, 5 minutes, and 48 seconds since the falling out of the two divided nations occurred. The radio broadcast is sponsored by Classic Clean. For a clean you can trust, use Classic Clean on your beautiful homes. Those tough chemical stains that have never come out of the floor or walls, Classic Clean can help. Our powdered chemical neutralizer has the ability to stop any chemical and chemical stain in its path. In today's show, we will be discussing the variety of experiences from fellow survivors. If you are just waking up from the blast, please sit back and relax. Everything is completely fine if you listen to our broadcasts. We will let you know of the weather, the air quality, and of any immediate dangers. If you remember anything or have any questions about anything, feel free to call in. We are only here to help and to keep our town of Early thriving.











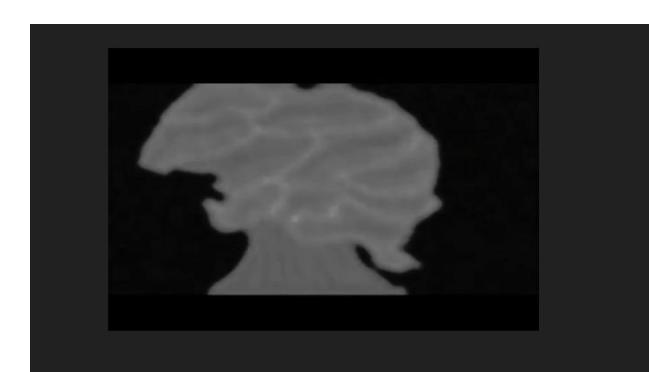


## Early Bird Newspaper MONDAY, SEPTEMBER 27, 3049

## Early Bird Newspaper MONDAY, SEPTEMBER 27, 2009









## My vision for the gallery

Upon entrance, there will be a newspaper to the left that the viewer can take if they wish, on one wall there will be cut-out illustrations, and on the other wall there will be a projection of animations that will change throughout the day and it will not be a stagnant loop. The animations will be giving updates on the conditions of this post-apocalyptic world that has been created.

## New Research

Kirlian Frequency (Netflix) -Spanish animated series about radio show monster stories

Night Vale- http://www.welcometonightvale.com/ -Mysterious surrealistic podcast

American Museum of Science and Energy- <a href="https://amse.org/">https://amse.org/</a>-Mainly due to the fact that it's a museum that teaches children about warfare

Manhattan Project Info- http://www.atomicarchive.com/History/mp/index.shtml

New animation style that I wish to try next- (Terry Gilliam)- https://youtu.be/xs7WaL44 Iw

National Archives for Atomic Bomb Footage- https://catalog.archives.gov/id/10637988

Duck and Cover (1951) Bert the Turtle- https://youtu.be/IKqXu-5jw60

## Remaining Tasks

Recording the broadcast

Creating two more animations

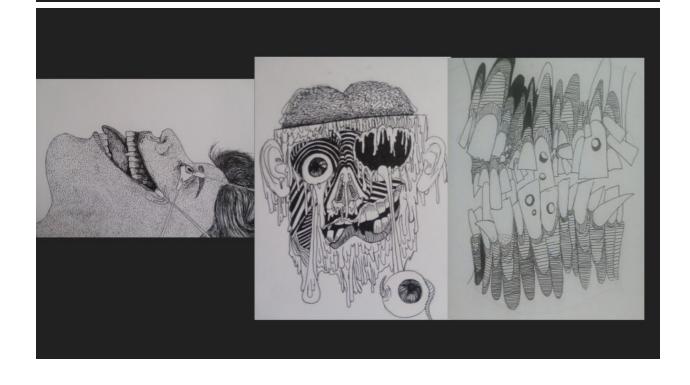
Creating more illustrations

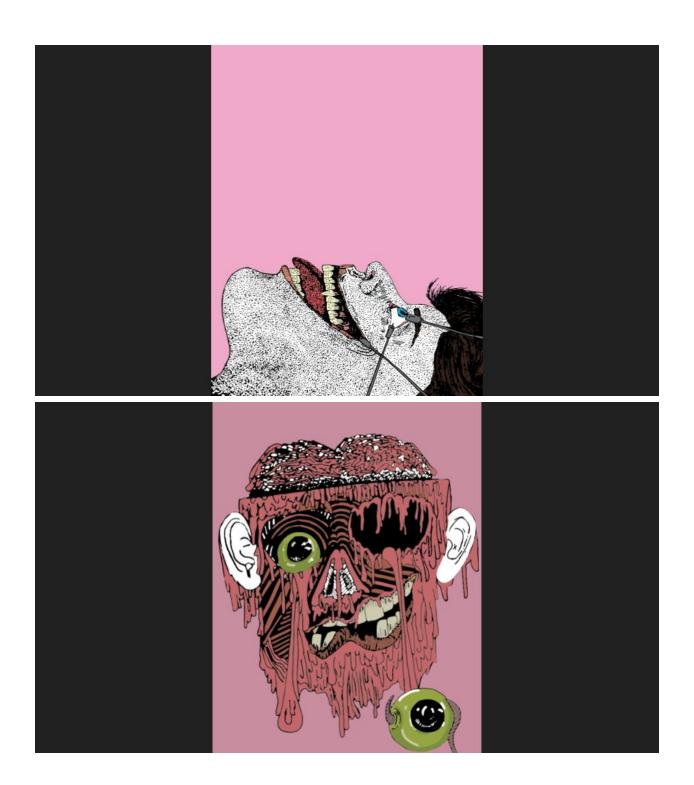
Printing out materials

# First Round Critique

Savannah Debord Senior Thesis II

# Illustrations







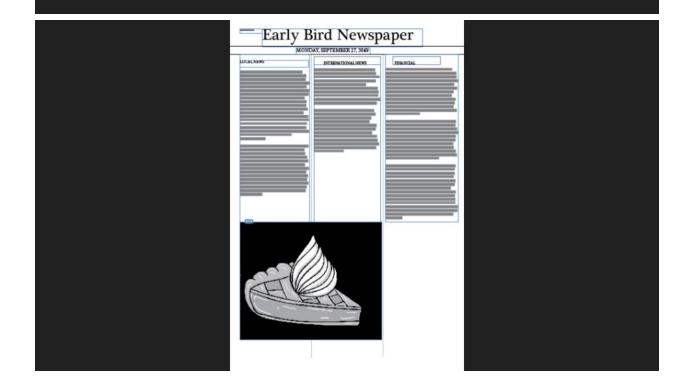
# **Paintings**

These are the "official Early murals" from their city hall and portraits of community members.





# Newspaper











## Info about the animation

Duration: 25,000 frames

Duration: 41+ minutes

Sound: podcast, record player static, air raid siren, morse code, ads

Displayed on a tube TV

The text will be vintage Ubuntu orange

The animation or audio will be different every time an individual walks in.

## What is the purpose of the animation?

In the town of Early, they are still within nuclear winter. Which would happen within the first couple of decades after a nuclear blast. But, I think that in the context how how massive the nuclear blast would be, that it might stay in the area for a couple centuries. Which means that there is nothing growing and the soot and ash is blocking the sun. In order to stay sane, the townspeople of Early have developed a simulation that would greatly reduce their Seasonal Affective Disorder and to give a false illusion of security. The simulation also gives them updates about the town and the weather. The animation proves that they are not currently a Machiavellian society, but having a Thomas Hobbes' style of government.

## Purpose of the animation Pt. 2

It was difficult to specifically put a time down on when the town of Early was set. Because I wanted the story of the nuclear winter involved, but it would take 300 or so years for humans to congregate into groups of survivors, create a small gathering spot, create a functional town, create a government that works, and to be able to have their hierarchical needs met in order to create art. During a natural disaster, this is generally how humans have been observed to follow.

## Newspaper and Oil Painting

New idea for the newspapers: Printing for the wall, but having a smaller copy printed for individuals to take home with them? And online when looking at it, it would appear like microfilm? And include black and white images of my work within it?

Oil painting of the mayor, I cut out because it did not make sense for the cohesiveness of the gallery.

Town Hall oil painting is almost completed.

## Quotes

No arts; no letters; no society; and which is worst of all, continual fear and danger of violent death; and the life of man, solitary, poor, nasty, brutish, and short.

-Thomas Hobbes

I know not with what World War III will be fought with, but World War IV will be fought with sticks and stones. -Albert Einstein

The survivors of a nuclear war would envy the dead. -Nikita Khrushchev

Oops. -Early Nuclear Facility

## Art Tags and The Reception

Everything will be labelled as being on loan or donated from the Town of Early. With fake creation dates. The illustrations will be "unknown artists", while the mural will be known, and the animation will be from the Early government.

Reception will have Carl Sagan apple pie, which was mentioned in the newspapers.

Should I play soft music at the reception? So that it's more inviting and less eerie?

## Possible Statement?

Curatorial Statement Savannah Debord

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## What is left?

Finish recording the audio (microphone checked out and started recording, 30 minutes, 2 days to process the audio and finish audio in Adobe After Effects)

Export (3 hours with audio, 1 hour to export at H264, up to 11 hours for the Raspberry Pi to process the frames)

Print illustrations and newspapers (Printing services, 1 weekday)

Finish final touches in oil painting

Create tags

#### Original proposal statement

My senior thesis idea is to create a series of digital artwork in the form of 2D animations. My body of work is to consist of infinitely looped GIFs, giving a sense of unity among the pieces and giving the work a sense of waiting. My concept is to give life to 2D animations by creating a world that is both surreal and accessible to the viewer due to do the illusion of time passing. Infinitely looping animations also allows for the world that you are creating to have more depth, due to the fact that it is anticipating an action that will never happen. It creates a connection between the viewer and the piece, because they are both anticipating, waiting, and having futuristic expectations. Animation and cartoons are media that are typically quick and the audience is able to view the animation and know that they are supposed to watch the animation. However, what I wish to explore is how the audience interprets the animation when it is longer than expected. I am curious how a viewer will interpret the pieces and whether they feel uncomfortable watching, interested in watching, or if it thins the barrier between the created world and reality because of time passing in both. In the gallery itself, I would have a clock behind the looped animation to make the passage of time very readable and to give the illusion that time is running slower. I would also have various illustrations that I will create during this time as well on the wall, so that the walls would not be barren. This will also allow for the viewer to not solely be stuck looking at the animations in case the viewer feels uncomfortable with the animations. The subject matter of the animations will vary, but they will be surrealistic in nature

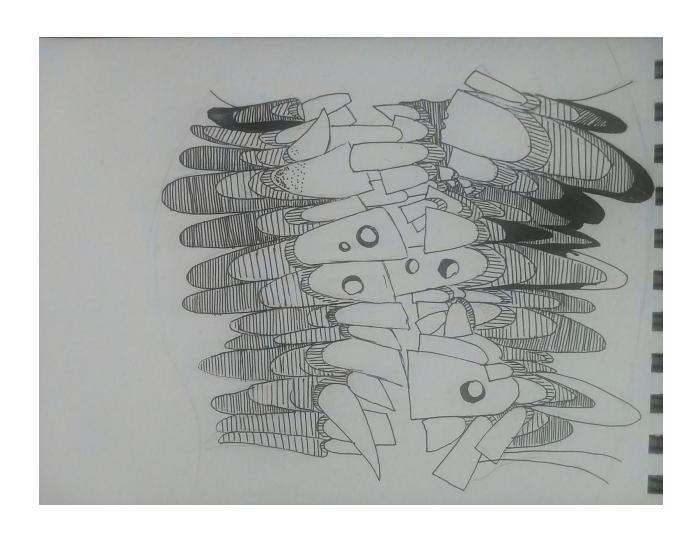
#### Final proposal statement

To create an immersive experience in a humorous take on a post-apocalyptic world through the use of sound, animation, writings, and illustration. I will create 5 animations and 5 illustrations to help convey this world.



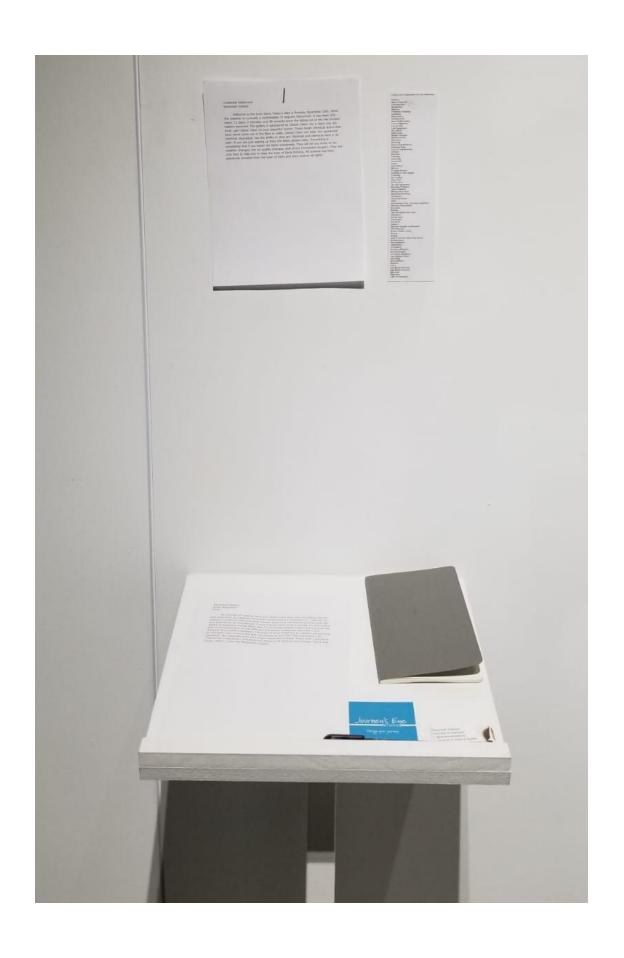


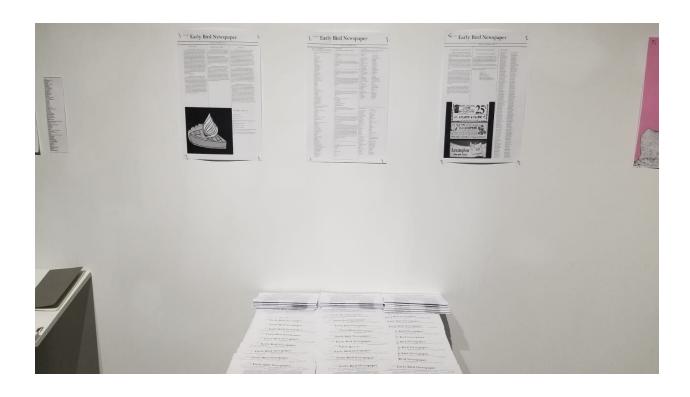




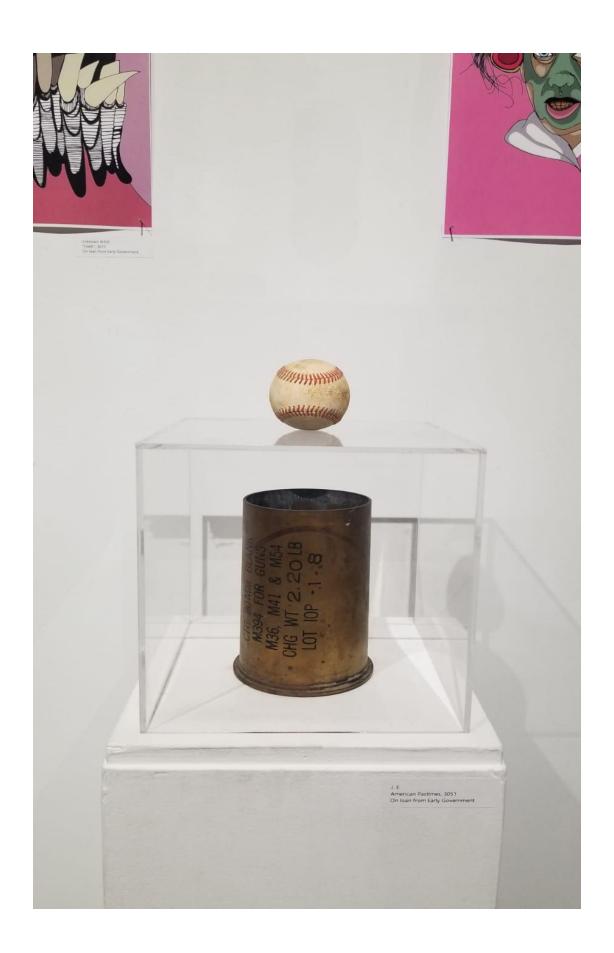










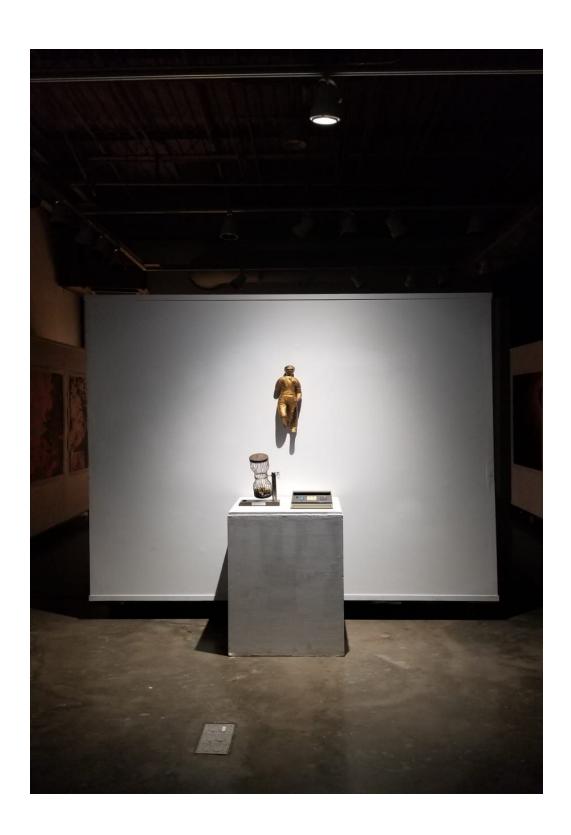












#### Artwork is as follows:

Unknown Artist
"Brainwash", 3045
On loan from Early Government

Unknown Artist
"Melting", 3025
On loan from Early Government

Unknown Artist
"Teeth", 3010
On loan from Early Government

Unknown Artist
"It's Almost Midnight, Cinderella", 3049
On loan from Early Government

J.E.

American Pastimes, 3051
On loan from Early Government

Jim MacLelland Early Town Hall Mural, 3010 On loan from Early Government

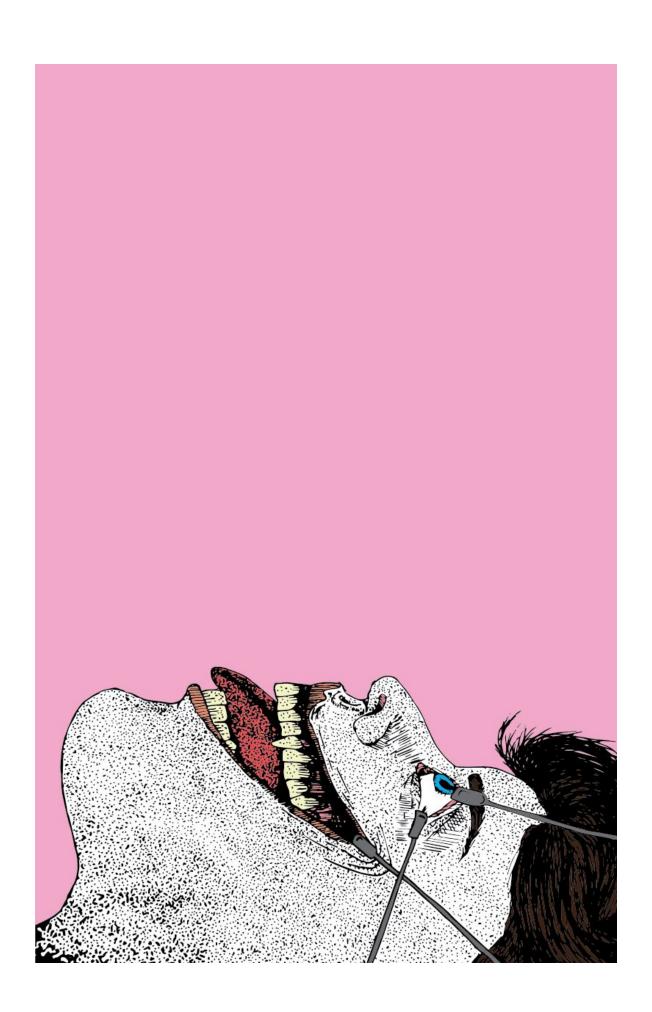
Early Broadcast System 3049- Present Sample provided by Early Government

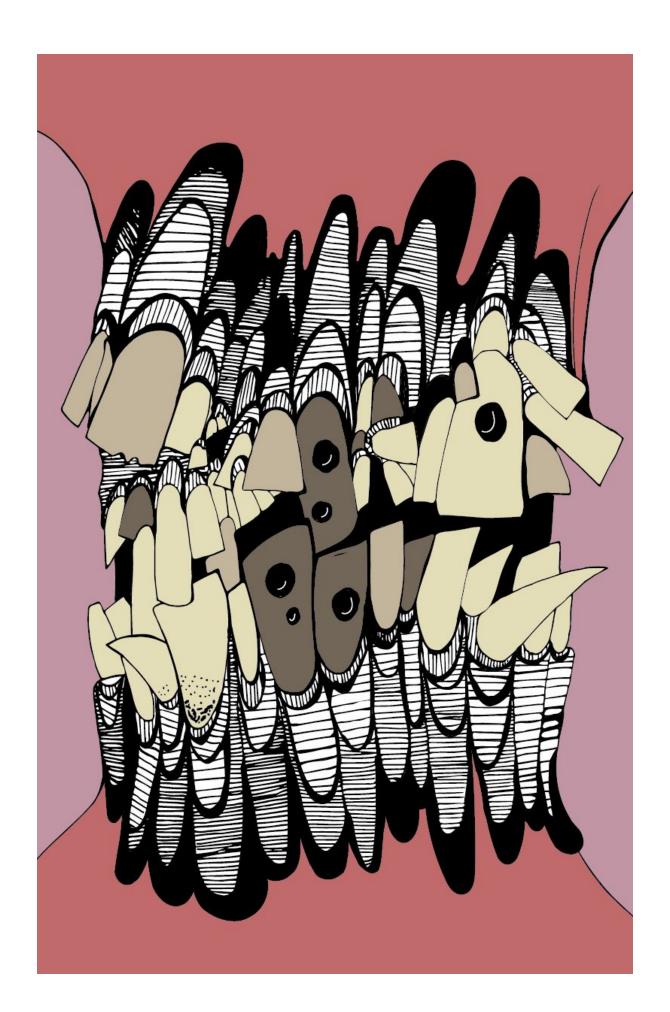
Samuel F. M. M. II "DOT OOB", 3018 On loan from Early Government

Samuel F. M. M. II "DOT OOB", 3018 On loan from Early Government

J.E.

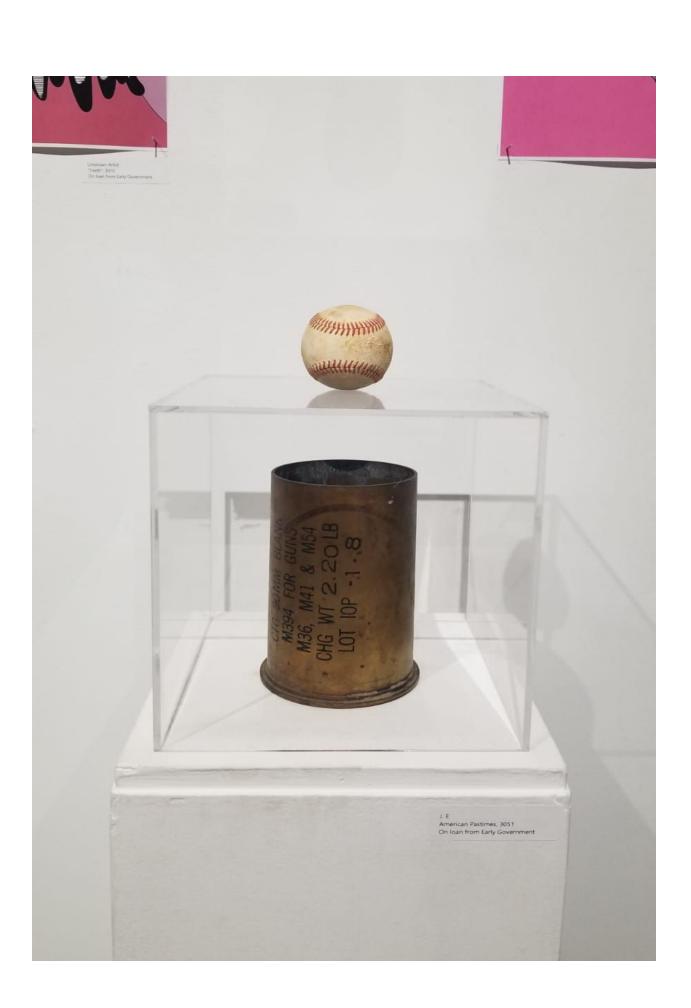
Religious Pieces of Early, 3011 On loan from Early Government















# Savannah Debord

Animator & Illustrator savannah.m.debord@gmail.com @savannahdebord



#### Self Evaluation

My senior thesis exhibition was a very long and arduous process. I learned that constructing a gallery is a transformative experience, both for the gallery itself and the artist. "Early" made me grow as an artist and truly tested my abilities in animation, illustration, and installation. I believe that my gallery was a success; I received positive feedback from others and was proud of what I had created. That being said, if I were to change a few things about my gallery as a whole I would have recorded the audio in a more professional manner and possibly have hired a voice actor to achieve a better tone for my atmosphere than doing it myself. I also would have printed my pink-heavy artwork at a higher DPI to improve the clarity of the linework. Regardless, I found the gallery process to be extremely fun and rewarding. I was incredibly happy that people were able to understand my concept and were enamored with the humorous touches throughout the gallery.

### Special Thanks To:

Peyton VanHook Chris Baker Journey's Eye Andrew Bulhak's "ModeSeven" Daniel Simon Duncan Rawlinson Brood Kovsci

## Gone, But Not Forgotten

