

Solomonic Dynasty

Edom Kassaye
Senior Thesis

Artist Statement

Ethiopian animator Edom Kassaye is an Austin Peay State University graduate where she studied Art with a concentration of Animation and Visual Effects. Her art revolves around her roots. She enjoys making fun, positive and educational content about her Ethiopian/African roots through the use of mixed media.

EDOM KASSAYE
Mixed Media Animator
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EDUCATION

BFA: Animation & VFX
Austin Peay State University
2020

EMPLOYMENT

Media Editor and Peer Advisor
Office of Study Abroad and International Exchange, Austin Peay State University
2017 - 2020

SOFTWARES

Maya, Harmony, Nuke, Adobe After Effects, Adobe Premiere, Adobe Photoshop, Adobe InDesign, Adobe Draw, Sketchbook,
Html/CSS, OmniUsers, Terrodata

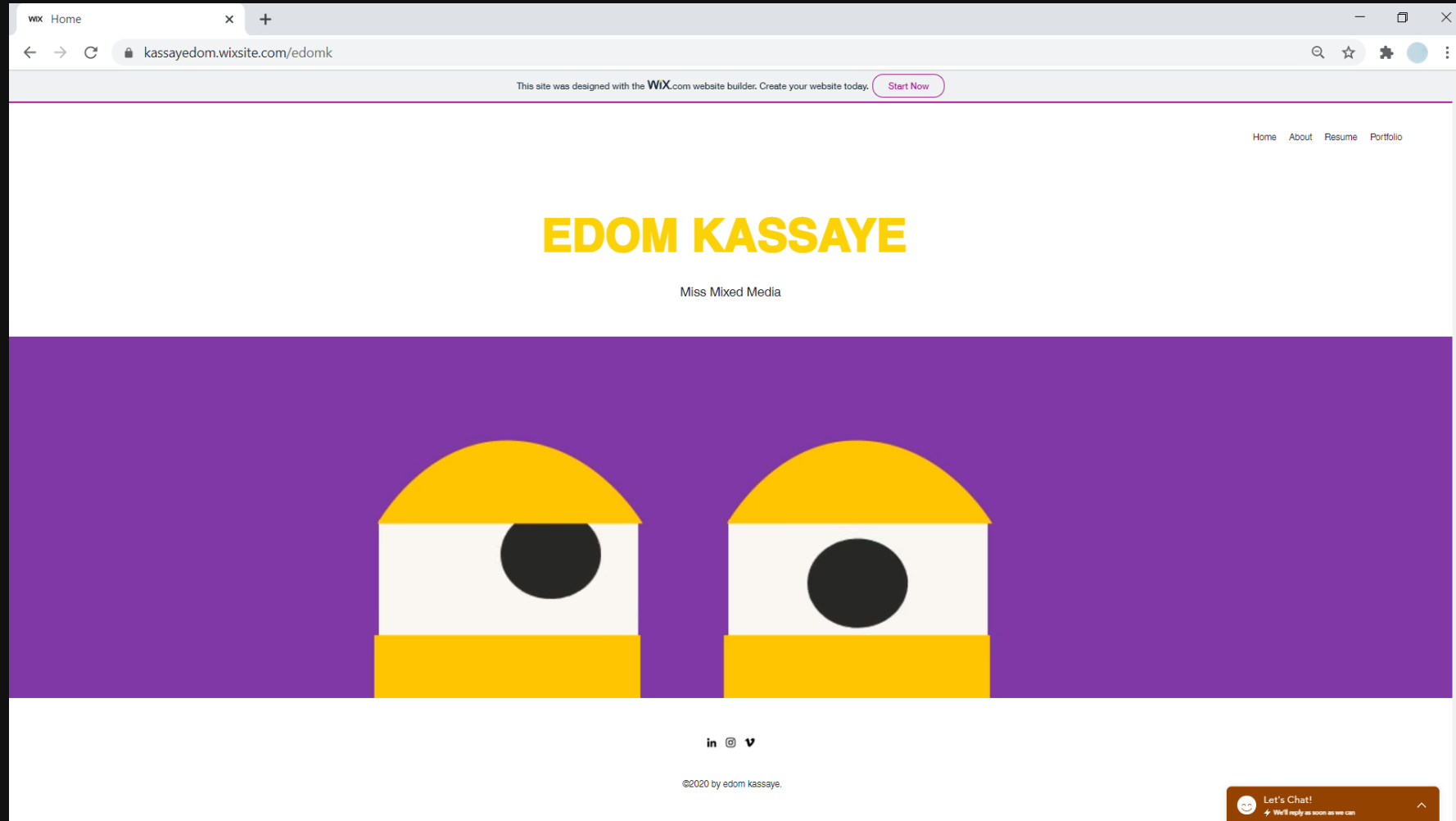
SERVICES, MEMBERSHIP & AWARDS

International Student Standing Committee at APSU
APSU Honors Program and Honor Society
Founder & Former Vice President of APSU International Students Organization
Member of Kappa Pi International Honor Society

Demo Reel



Website



<https://kassayedom.wixsite.com/edomk>

Thesis Statement

Solomonic Dynasty is a mixed media animation short unfolding Ethiopia's first dynasty, the Solomonic Dynasty. It features the city of Axum and some of the most impactful rulers from the dynasty.

Conceptual Research

- *Kebra Negast (Glory of Kings)*
13th Century
- Book of Sirach
- *Monumental Architecture of the Aksumite Empire.*
New York: The Metropolitan Museum of Art -2000
- *Al Negashi (Negash): A Living Billboard To Christian–Muslim Chemistry,*
Ethiopian Press Agency - 2019

Visual Research

- *Afework Tekle*
- Ezra Wube
- Saimir Strati
- Fanuel Leul



Afework Tekle



Saimir Strati



Ezra Wube



Fanuel Leul

Task list

Research

Write script

Get narration and background music

Make digital paintings

Shoot stop motions

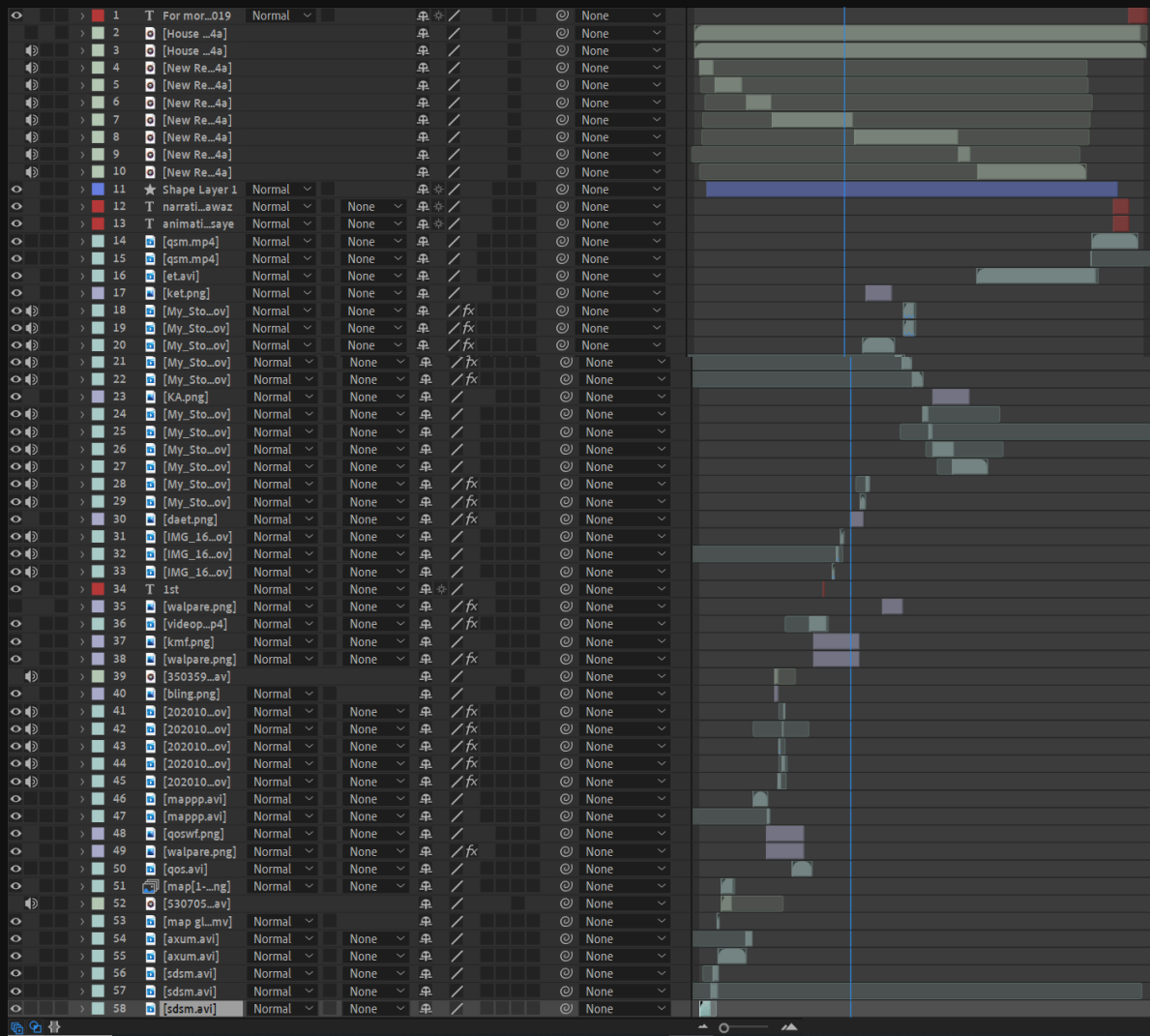
Make other 2d elements

Plan and make different styles of animation for each ruler

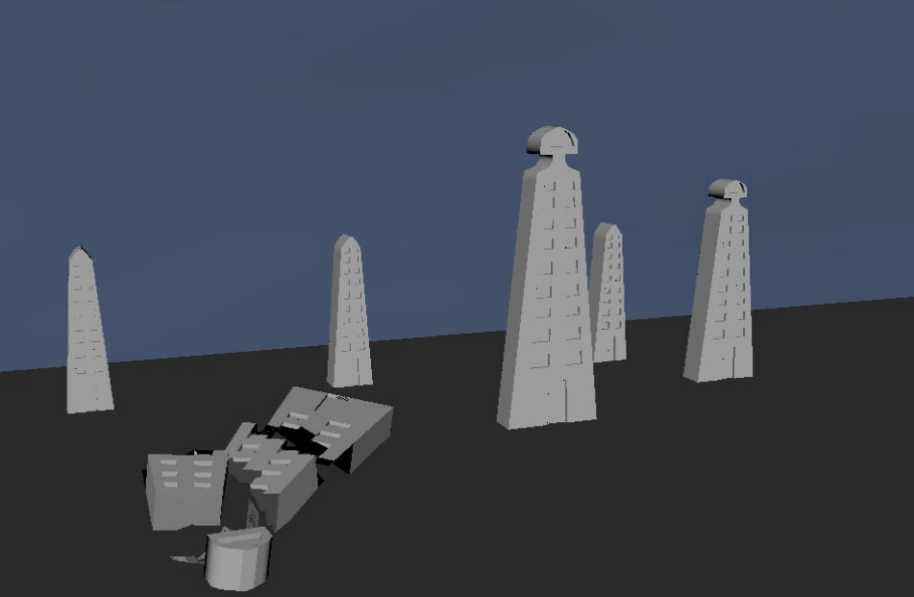
Composite and finalize

Gantt Chart

Research _____	May – July
Script and raw narration _____	August
Finish Digital Paintings and start stop motions _____	September
Title card and space fillers _____	September – October
2d elements, composition and finish stop motions _____	October – November
Finalize _____	November



Behind the scene



axum

Mistaken for brass
Discovering Axum



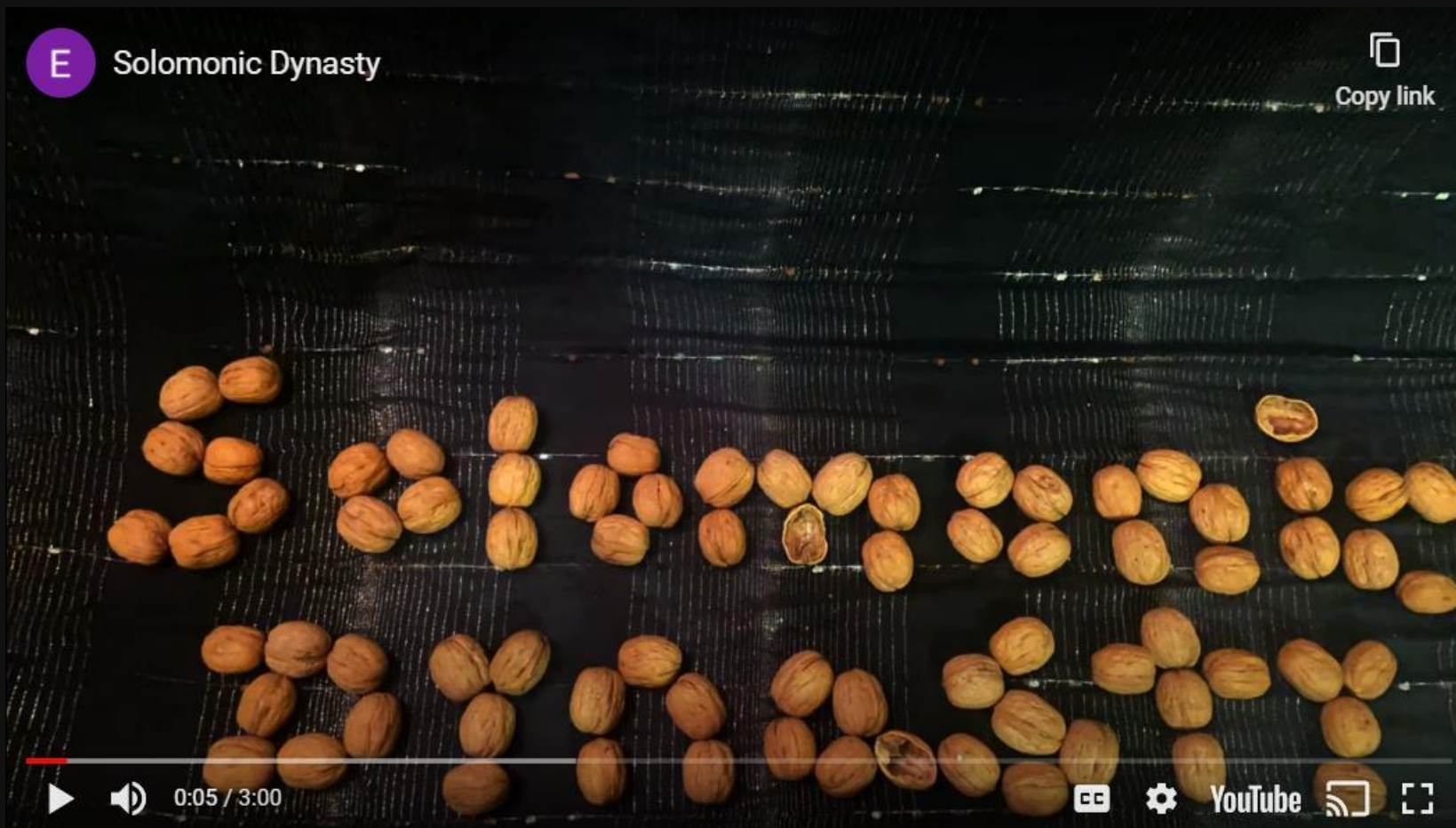
**SOLOMONIC
DYNASTY**



JERUSALEM

Didn't make the cut

Final video



https://youtu.be/Rw0J_xVhyZM

The experience I got from working on my Senior thesis is a lesson that will guide and structure me forever. I got to learn about my style as an animator and an artist.

When I started off on what I wanted to do for my thesis, it had a very huge scope. I was interested in doing two things, animation and mixed media. So I wanted to have a traditional exhibition displaying mixed media and animation. I was advised to scope, scope, scope and start thinking of ways to incorporate both ideas to where all those mixed media elements can be used to make animation, thus mixed media animation. That is the best thing that has happened to me. I got to do two of the things I love the most, animation and mixed media. I wish I had convinced myself this was the way to go back in January, my senior thesis would have been even more successful and I wouldn't be as stressed. But on the plus side it taught me how to compromise, work in a limited time, being flexible. The pressure to finish my thesis and make it look decent taught me time management.

The tricky thing about mixed media though is that it can look like you threw everything that came your way in. In order for that not to happen, I had to throw away lots of elements I made (some are shown in previous slide). I had to learn that its okay not to use everything I made. Yes those are my creations but I can't force them to fit in. It also taught me that it is okay to ask for help sometimes. I had great friend support when I was doing my thesis. Weather it be doing the narrations, pouring golden paint as I shoot a stop motion, holding a light still for me, even as simple as buying barbie dolls with me for shooting or giving feedback on how the digital paintings look. Talking about feedback, the best feedback I got that changed everything is from Professor Scott Raymond. In the beginning Professor Scott saw my first rough cut and told me straight up, "Edom, this isn't you, you can do better!" I was making something that I though was expected from me and was thinking about what others might prefer that I totally forgot that the whole point of this project is to find my way. Take feedbacks and push your self!!!