



"Work in Progress": Thesis Book

Catelyn DaSilva 2020

Artist Statement

- When I was a kid, I always would watch Disney classics, you know the ones. The princess wishes to have their freedom and isn't happy with her life, through the help of a random stranger, they fall in love, get married and live happily ever after.
- What little girl doesn't want that? Although, through these types of movies, our perception of love is skewed.
- Our princesses don't get yelled at for being in the kitchen while the prince eats dinner. The prince doesn't make jokes about shacking up with other princesses. The prince doesn't blame her for a mistake and punishes her by not talking to her for three days.
- Work in Progress is for the princesses who don't get their happily ever after and for those constantly learning who they are without others, taking risks to explore new identities and those who truly consider themselves a work in progress.



Thesis Proposal

- My plan for this project is to delve into the idea of a harmful relationship specifically between an abuser and the abused.
- This 2D animation will be hand-drawn and based on my own experience between myself and my ex-boyfriend of four years. The illustrated cartoon will be a representation of how the relationship began, progressed, ended and eventual healing.



Artist Bio

- The artist is a twenty-two-year-old illustrator and animator from Clarksville, Tennessee. She was born in Dayton, Ohio September 1997 and is currently obtaining her BFA in Studio Art at Austin Peay State University.
- Her work typically consists of macabre and surreal ideas purposefully made to make viewers uncomfortable.
- Her inspiration varies from animated film to paintings from the Surrealist period.

Resume

CD

CATELYN DASILVA

STORYBOARD ARTIST/ANIMATOR | [LINK TO OTHER ONLINE PROPERTIES:](#)
[PORTFOLIO](#)/WEBSITE/BLOG

Illustrator/cartoonist of 11 years, animator of 5 years, a strong believer in teamwork, open communication and the belief that anything is possible.

SKILLS

- Storyboarding
- Animation
- Illustration
- Painting
- Digital/manual photography
- Life drawing
- Proficient in Maya, Adobe Suite, Microsoft Office

WORK EXPERIENCE

MARKETING ASSISTANT • CHARTWELLS HIGHER EDUCATION • 2017 - 2019

Responsible for the social media accounts, web audits, event planning and set up, marketing meetings, website maintenance, company advertising of Austin Peay State University's dining services.

EDUCATION

BACHELOR OF FINE ARTS • 2020 • AUSTIN PEAY STATE UNIVERSITY

HIGH SCHOOL DIPLOMA • 2015 • ROSSVIEW HIGH SCHOOL

3.6 GPA, graduated with honors, member of Spanish National Honors Society

ARTISTIC ACCOMPLISHMENTS

- Painting the Elephant Gallery mural with Paul Collins and Alex Lockwood (2017)
- Second place winner in the amateur category of Austin Peay's student exhibition (2017)
- Animation assistant/animator with the animated production of *Taming of the Shrew* with Scott Raymond (2018)
- *Tiny Gallery* watercolor exhibition (2018)
- COAL grant exhibition: *State of Awareness* (2019)
- Participation in the 24-Hour Animation contest (2019)
- Peer to Peer evaluation for portfolio reviews (2019)
- Designed t-shirt and signs for Austin Peay's dining services Spring Fling (2019)

- End of the semester exhibition (2019)
- Digital photo II exhibition (2019)
- *Work in Progress* exhibition (2020)

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Website/Show

- <https://alittlemisstaken.wixsite.com/alittlemisstaken>
- <https://youtu.be/I3Vo0jdB3Ng>

Self Critique: Thesis Process

- Overall, I'd say I A) needed to manage my time WAY better during our winter break and B) should have figured out earlier on in the process how much time this all was going to take. Was I happy with my final project? Sure. But could I have had less stress closer to the show if I hadn't taken a break on not working during the holiday break? Absolutely.
- I wasn't being realistic in terms of project timing, workload, and outside sources (i.e other classes, homework and actual work) effecting my schedule. I was way over my head from the beginning in terms of what I wanted this project to be. I already was behind due to not getting the idea passed until December so I should have started almost as soon as I got a yes. Breaks are important, sure, but not working on such an important thing until the new year isn't recommended. You will lose a lot of time and sleep if you consider waiting until the school year has started to work on your project.

Self Critique: Final Gallery Show

- When it came to my final show, I was pressed for time and resources. Due to not having PC capable of handling my animation program, I used the school's computers. When the downstairs computer lab was updated, I had to go upstairs to the animation computers. When the campus was closed, I had to borrow a friend's computer. In this case, I think making sure you do everything you can to work really helped out as I always was trying to find a way on how to finish the work while facing opposing forces.
- Having my show digitally, I feel, really helped me out as well. I didn't have to worry about show set up, take down, or documentation; I could just work on my animation and website. While I did miss having professors feedback, I still felt this was a lot less stressful than what it would have been if it were a physical show.

Final Show Cont.

- However, of course there are some aspects to the final work I don't like. Towards the end it felt so rushed due to time that it was supposed to have an entirely different ending and more characters but they had to be cut out completely! It also was supposed to incorporate either music or sound but the computer I was working on didn't have working sound so I knew it would be a waste of time to try to edit the music around the animation when I couldn't even hear it.
- I feel the animation could be more fluid as I see a change in line work and characters as the animation goes on. I also just feel the ending could have just overall been better. However, as previously stated, I am happy with the final work.