

# Animation **as** Contemporary Art

## Re-Imagining Animation /

### *The Changing Face of the Moving Image*

圖書館專題演講\_影像美學之動畫系列

CCUIC\_1031\_w12\_12/03/2014

當代動畫 /

的影像藝術與實驗美學

**painting** *into* animation + moving image

**photography** *into* animation + moving image

**projection** *into* animation + moving image

**interdisciplinary** *into* animation + moving image

# Animation / Moving Image (pictures)

*theory + practice*

**Animation** is the process of creating **motion** and shape change **illusion** by means of **the rapid display of a sequence\*** of static images that minimally differ from each other.

\* [vimeo.com/82012299](https://vimeo.com/82012299)

The **illusion**—as in **motion pictures** in general  
—is thought to rely on the **phi phenomenon**\*.

**Animators** are **artists** who specialize in the  
creation of animation.

\* The phi phenomenon is the optical illusion of perceiving continuous motion between separate objects viewed rapidly in succession.

**Animations** can be recorded on either **analogue** media, such as a flip book, motion picture film, video tape, or on **digital** media, including formats such as animated GIF, Flash animation or digital video.

**Animation creation methods** include the **traditional** animation creation method and those involving **stop motion\*** animation of two and three-dimensional objects, such as paper cutouts, puppets and clay figures. Images are displayed in a rapid succession, usually 24, 25, 30, or 60 frames per second.

\* Stop motion (also known as stop frame) is an animation technique to make a physically manipulated object appear to move on its own.



# **Moving Image** > **Animation**

*experimental cinema in the digital age*

## From '*Stillness Becoming*' to '*Making Time*'

The digital technology helps to extend the experimentations of '**stillness becoming**' and '**making time**' in image. The images in **fictional motion** present a '**continuous surface**', having a sense of '**time**', for painting and photography etc. I believe that **painting, photography, and animation** share a strange yet rich relationship.



**LINK :** [www.vinciweng.com/continuous\\_surface\\_animation.html](http://www.vinciweng.com/continuous_surface_animation.html)

## *Artist's* Animation

The **artistic idea** creates its own **time** and **space**, and stops time and holds it for the viewer; it stimulates a wide variety of issues in **cinema** and **montage** that are revealed through different ways in the work.

## Continuous Surface: *Cinematic* and *Imaginary*

The quality of the moving image gives rise to amazing combinations of **fiction** and **reality**. In the animation, the moving pictures and the still images are aesthetically independent that they create the power of **cinematic** space – a sense of **micro-cinema**.

# Cinematography: *light, sound, colour, space* and *time*

The concept reveals ideas of **montage**, which correspond to the **hybrids** of time and space. The **aesthetic purpose** in the montage considers both time and its space, and also attempts to address **plastic movement** in **fictitious dimensions**.

**LINK** : [naoraloni.com/portfolio/vacuum-cleaner](http://naoraloni.com/portfolio/vacuum-cleaner)

To think about **stillness** and **movement**, the **Surrealistic** thinking is extended in the cyberspace, which involves **cinematic structure** – a process of visual unification of *‘psychological’* space ( **interior reality** ) and *‘physical’* dimension ( **exterior reality** ).

**painting** *into* animation + moving image

*For the pictorial methodology and sense used in animation*





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**LINK :** [www.dailymail.co.uk/news/article\\_2541180/Watch\\_paintings\\_come\\_life\\_Artist\\_totally\\_transforms\\_classic\\_works\\_animating\\_using\\_computer\\_wizardry.html#v\\_3065376285001](http://www.dailymail.co.uk/news/article_2541180/Watch_paintings_come_life_Artist_totally_transforms_classic_works_animating_using_computer_wizardry.html#v_3065376285001)



LINK : [vimeo.com/36466564](https://vimeo.com/36466564)



**LINK :** [www.youtube.com/watch?v=JDnt\\_JnatxY](http://www.youtube.com/watch?v=JDnt_JnatxY)



**LINK :** [www.youtube.com/watch?v=Hl69JKi-\\_S0](http://www.youtube.com/watch?v=Hl69JKi-_S0)



**LINK** : [www.youtube.com/watch?v=fA8oDg3YJhc](http://www.youtube.com/watch?v=fA8oDg3YJhc)

**LINK** : [www.youtube.com/watch?v=\\_XMAetprqAE](http://www.youtube.com/watch?v=_XMAetprqAE)

**LINK** : [www.youtube.com/watch?v=k5q-zbWFS88](http://www.youtube.com/watch?v=k5q-zbWFS88)

**photography** *into* animation + moving image

*For the photographic material and thought used in animation*



**LINK :** [www.av-arkki.fi/en/works/popcorn\\_en](http://www.av-arkki.fi/en/works/popcorn_en)

**LINK :** [www.av-arkki.fi/en/works/gig\\_en](http://www.av-arkki.fi/en/works/gig_en)

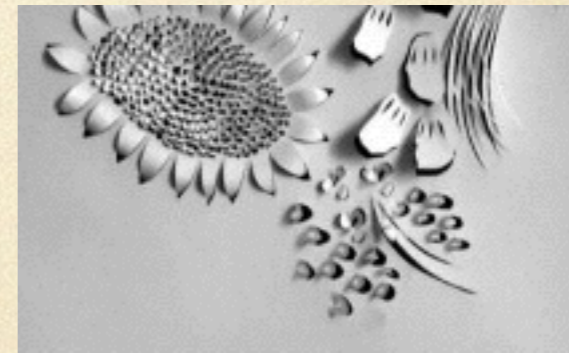
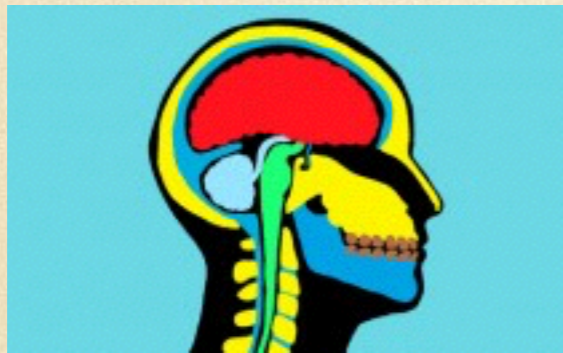
**LINK :** [www.av-arkki.fi/en/works/flirt\\_en](http://www.av-arkki.fi/en/works/flirt_en)

**LINK :** [www.av-arkki.fi/en/works/playandgtandgt\\_en](http://www.av-arkki.fi/en/works/playandgtandgt_en)

# Cinemagraph: *28 Still Photos With Subtle Motion*

LINK : [www.hongkiat.com/blog/cinemagraph](http://www.hongkiat.com/blog/cinemagraph)





LINK : [jerwoodvisualarts.org/johnny\\_kelly](http://jerwoodvisualarts.org/johnny_kelly)

LINK : [jerwoodvisualarts.org/sophie\\_clements](http://jerwoodvisualarts.org/sophie_clements)

LINK : [jerwoodvisualarts.org/george\\_wu\\_and\\_bonnie\\_carr\\_2](http://jerwoodvisualarts.org/george_wu_and_bonnie_carr_2)

**projection** *into* animation + moving image

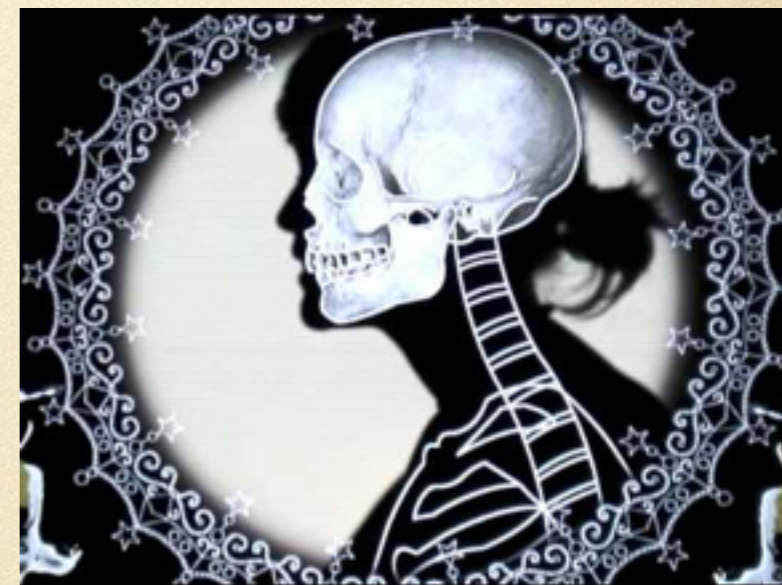
*For the projecting idea, device and performance used in animation*

## **Pilobolus:** *shadow dance*

**LINK :** [www.youtube.com/watch?v=PjwgQ7XwRyA](http://www.youtube.com/watch?v=PjwgQ7XwRyA)

**LINK :** [www.youtube.com/watch?v=STK7AZ\\_Zs\\_E](http://www.youtube.com/watch?v=STK7AZ_Zs_E)

**LINK :** [www.youtube.com/watch?v=WqwTVwmVWnU](http://www.youtube.com/watch?v=WqwTVwmVWnU)



**LINK :** [www.youtube.com/watch?v=f578isn7d4k](http://www.youtube.com/watch?v=f578isn7d4k)

**LINK :** [www.youtube.com/watch?v=XKtT1C6PDGI](http://www.youtube.com/watch?v=XKtT1C6PDGI)

**LINK :** [www.youtube.com/watch?v=FPWjA8nAmuo](http://www.youtube.com/watch?v=FPWjA8nAmuo)

**interdisciplinary** *into* animation + moving image

*For the multiple concepts, media and technologies used in animation,*

# ART + COM studios: *art and communication*

LINK : [artcom.de/en/project/mobility](http://artcom.de/en/project/mobility)

LINK : [artcom.de/en/project/manta\\_rhei](http://artcom.de/en/project/manta_rhei)

LINK : [artcom.de/en/project/spheres\\_2](http://artcom.de/en/project/spheres_2)

LINK : [artcom.de/en/project/river\\_is](http://artcom.de/en/project/river_is)

LINK : [artcom.de/en/project/virtual\\_set\\_design](http://artcom.de/en/project/virtual_set_design)

LINK : [artcom.de/en/project/duality\\_2](http://artcom.de/en/project/duality_2)

# Looper Projects:

*multidisciplinary animation by allison moore*

LINK : [www.looper.ca](http://www.looper.ca)

# Conclusion

The play of contemporary animation encourages the audience to **think, imagine** and **sense** in an animated manner.

The changing face suggests that moving image should be seen as an **art** and a **craft** across **multiple platforms** and **disciplines**, and the tool by which art, science, culture and the human condition has been **imagined** and **re-imagined**.