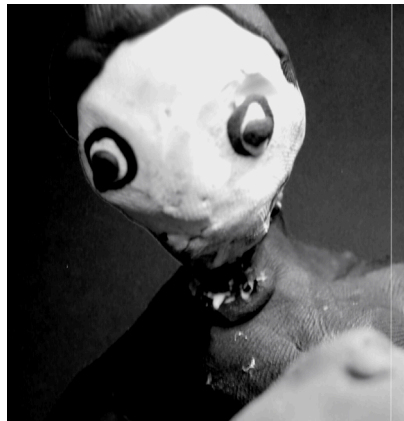


Abdellah Kafilé
Visual Production II
502-AP3-AS gr. 02019

STOP MOTION ANIMATION: LIFE & DEATH



Presented to
Véronique Ducharme

Collège LaSalle
December 11th 2017

MOODBOARD



Frankenweenie lmao @Janell Perez



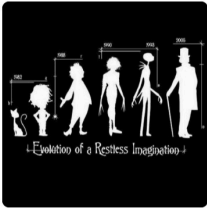
Tim Burton-Inspired 'Doctor Who' Illustrations, Now...



'El viaje de Chihiro', al estilo Tim Burton...



le côté nocturne et surréaliste ; la courbe inquiétante...



Tim Burton evolution



Welcome to my World! It's kind of different...



personage de tim burton



le côté nocturne et surréaliste ; la courbe inquiétante...



Tim Burton



illustrated by Tim Burton



Tim Burton art. Reminds me of Beetlejuice!



Lydia from Beetlejuice by Skottie Young - Tim Burton Fanart



Tim Burton-Inspired 'Doctor Who' Illustrations, Now...



Tim Burton - Frankenweenie-reminds me of my dumb little dog...



Welcome to my World! It's kind of different...



le côté nocturne et surréaliste ; la courbe inquiétante...



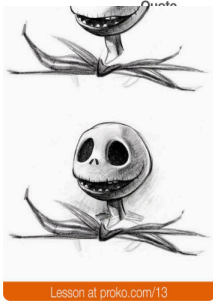
Edward Scissorhands



Victor Van Dort / Les noces funèbres de Tim Burton



Lydia Deetz by Vincent Batignole [©2006]



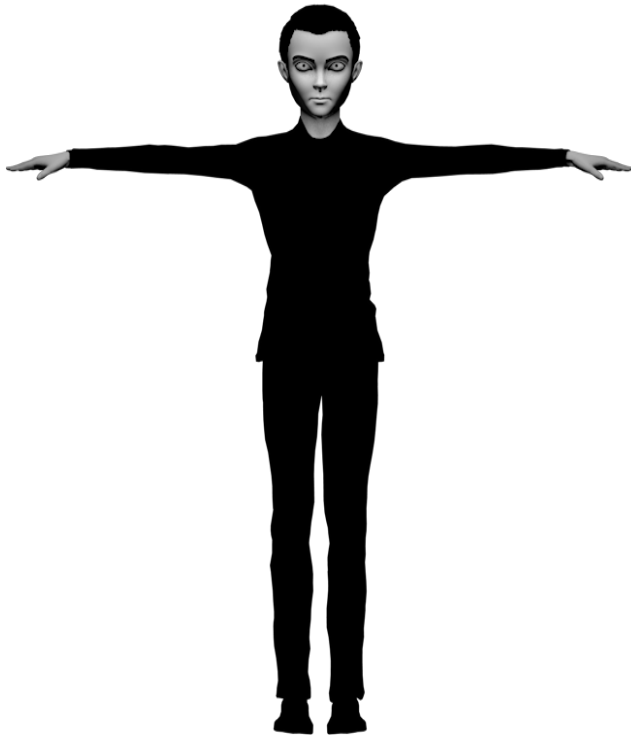
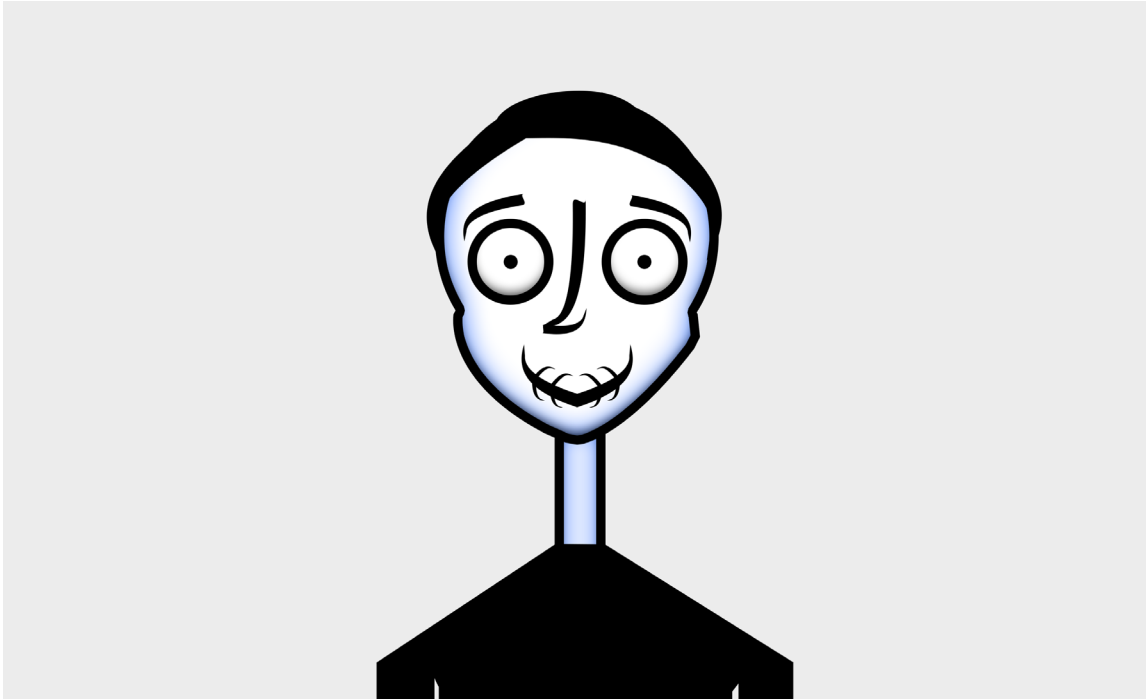
Get in the Halloween spirit as I show you how to draw Jack...



Tim Burton's "Vincent"

+

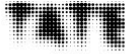
TECHNICAL DRAWINGS



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Man Ray
Cadeau 1921, editioned replica 1972
Tate
© Man Ray Trust/ADAGP, Paris and DACS, London 2017

The term was first used by German psychiatrist Ernst Jentsch in his essay *On the Psychology of the Uncanny*, 1906. Jentsch describes the uncanny – in German 'unheimlich' (unhomely) – as something new and unknown that can often be seen as negative at first.

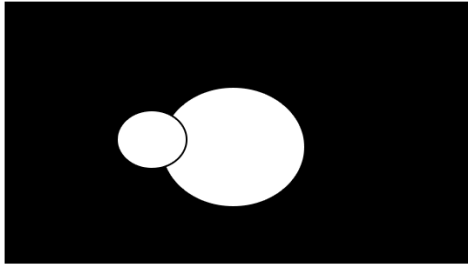
This describes my concept very well as it may seem negative at first as it's something more dark but it's quite actually positive as I'm using stop-motion to convey some of my personal issues and fears instead of repressing them

Sigmund Freud's essay *The Uncanny* (1919) however repositioned the idea as the instance when something can be familiar and yet alien at the same time. He suggested that 'unheimlich' was specifically in opposition to 'heimlich', which can mean homely and familiar but also secret and concealed or private. 'Unheimlich' therefore was not just unknown, but also, he argued, bringing out something that was hidden or repressed. He called it 'that class of frightening which leads back to what is known of old and long familiar.'

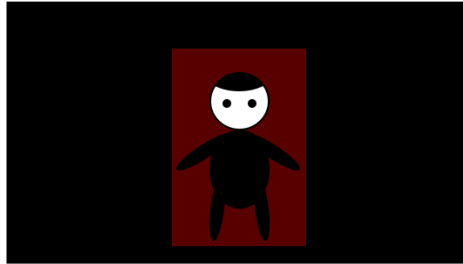
Artists, including some associated with the surrealist movement drew on this description and made artworks that combined familiar things in unexpected ways to create uncanny feelings.

Now, the term 'uncanny valley' is also applied to artworks and animation or video games that that reproduce places and people so closely that they create a similar eerie feeling.

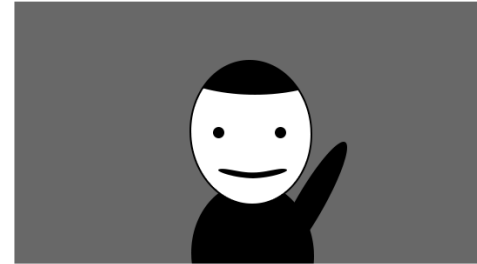
STORYBOARD



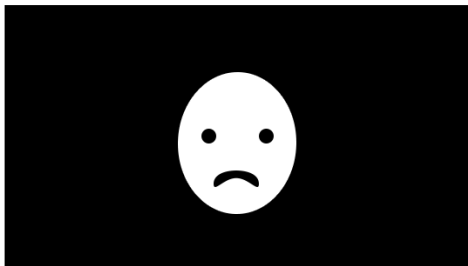
1. baby (panning and zooming)



2. Toddler moving from crib then crawling



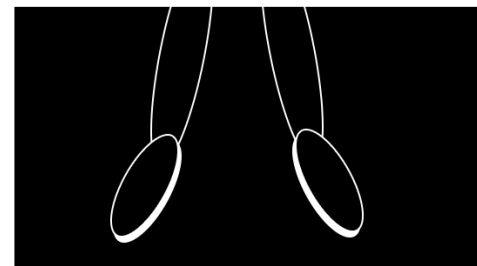
3. Child waving at camera (breaking the fourth wall)



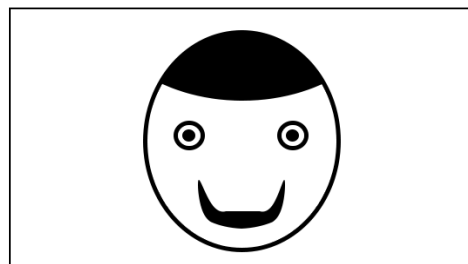
4. teenager distraught over experiencing his first sad feeling and can't handle it



5. shot of a noose to signal what how he's feeling about the situation going on in his life

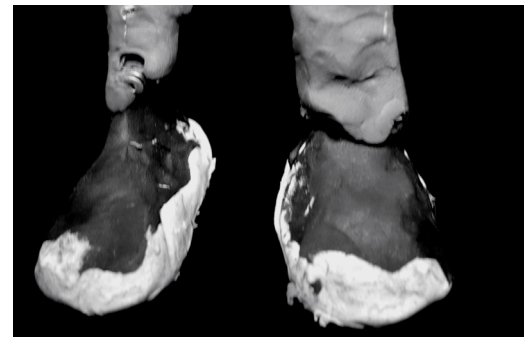
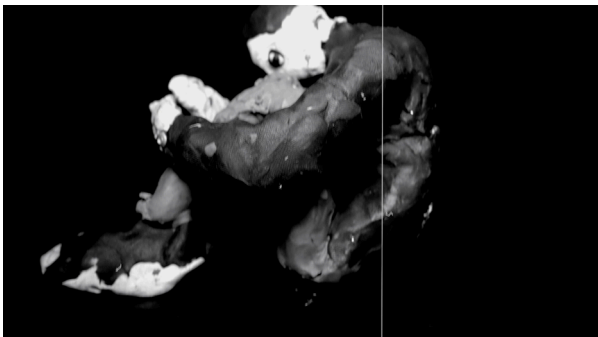


6. ending shows the teenager hung from the noose and slowly losing his life then fade to black



7. real ending where the teenager wakes from what seemed to be an all to real dream. the background changes from black to white to signal that he's found light in a dark situation. it also gives the question to the viewer if he committed suicide or not.

FRAMES



VINYL COVER



ARTIST

Tim Burton is a director, producer and screenwriter, who is well known for films like Beetlejuice and The Nightmare Before Christmas. He was born in Burbank California in August 25, 1958. He majored in animation at the California Institute of Arts. He then went on to work at Disney as an animator for less than a year before going on his own. He is well known for creating beautifully shot films that bring fantasy and horror together.

As a child, Burton was intrigued and obsessed with classic horror films, especially Roger Corman's films. Tim Burton's style is aesthetically pleasing. He uses a variety of techniques but the one that is prominent through his movies is a gothic style. He creates this somewhat horrifying atmosphere in all of his films. One that I resonate with the most is his take on the Sweeney Todd story. He was able to mix the style of the Industrial Revolution in England at the time and his gothic style together to create an amazing masterpiece with the music played in the film. Tim Burton is inspired not only by Roger Corman but also the Quay Brothers and you can see the similar styles through their animations while Burton's aesthetic is aimed towards more younger audiences and more cartoon like but still has the sense of realism in them. The Corpse Bride is a great example as he created multiple puppets but to make them more realistic, he used computer-generated imagery to give them more humanistic features while still having his aesthetic.

CATALOGUE ENTRY



The Nightmare Before Christmas (1993)
Directed by Tim Burton
Running time: 76 minutes



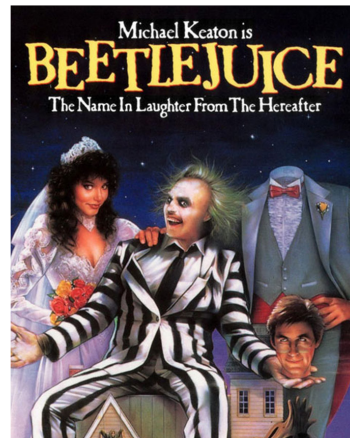
Frankenweenie (2012)
Directed by Tim Burton
Running time: 87 minutes



Corpse Bride (2005)
Directed by Tim Burton & Mike Johnson
Running time: 87 minutes



Vincent(1982)
Directed by Tim Burton
Running time: 6 minutes



Beetlejuice (1988)
Directed by Tim Burton
Running time: 92 minutes

REFLECTIVE TEXT

For my final project, I decided to continue my exploration with stop-motion. I decided to pursue the idea of passage of time by creating an artwork more personal. My concept follows the idea of Sigmund Freud who was a psychoanalyst and he create the theory of the 'uncanny'. The premise of the theory is related to a German word 'unheimlich', which means unhomely. This idea creates a certain fear through someone, as it's something that they recognize but not completely. The human mind, especially towards animation has a meter of comfort and mixing human features on a character while they are more cartoonish makes the viewer uncomfortable mentally.

Other than the uncanny, I used Tim Burton as a source of inspiration towards my aesthetic choices for my sculpture and editing in the animation. I used burton as my inspiration because I feel that he doesn't fully cross the line of the discomfort of the viewer but still has a resounding response towards his animation, which is something I aspire to do. For the plot of the animation, I decided to do something a little more uncomfortable towards me instead of the viewer. The basic plot is to show my life using a mix of 2D and stop-motion animation to show others how I felt at the time of my life. I feel that it is important to use art as a vice for your problems as I feel that when you do your best work is when you're in pain emotionally and mentally. I noticed a reoccurring theme in all of my projects this semester, which is the mental stability of a human. I feel that it is important to talk about these issues because some people find it slightly taboo in the sense that it's difficult to understand those who are mentally unstable but the more we grow as a society, the more we all realize that there's no such thing as mental stability.

REFLECTIVE TEXT (CONT.)

We all have some sort of unstable mindset whether it's through our own personal thoughts or through jokes. Mental health is important to me because I've always hoped to study psychology and how humans think and work. Instead I do it through my art, which is in itself, my own personal therapy. I explore themes that I'm not aware of until I'm finished creating my work.

The editing and filming was quite enjoyable for me as I'm working with a medium I'm very comfortable with, which can be a problem if you are stagnant and don't try to improve. I used a green screen in the background and a led light to shoot the footage, and in total I took over 700 photos. I had to do add some extra footage at the end to change some aspects of the animation to make it more positive as the feedback I received pushed me to do so. I'm quite happy with the result of the animation because I got to mix 2D animation, which was extremely simple but effective in the narrative.

The only thing I would have liked to improve for the future is to be able to use a proper set and not use plasticine as I feel that it takes away some of the emotional aspect of the video as it's quite childish. I also would try to improve my patience and organization, as those two are quite important especially when it comes to stop-motion.

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