

# ***Feedback Notes***

## ***What's working?***

- Gives way for new interpretation > how isolating something gives you new perception of something
- Revealing the process
- Critical enquiry: breaking down the animation process and exploring it formally.
- Formal enquiry and critical question are well aligned.
- Feels like the start of a bigger piece of research in breaking down animation as an illusion making process > movement through static frames
- Instructional aspect > works well when you present it // add a voice over? > cause it has a kind of tutorial aspect
- Good to use different shapes and colours
- Works also quite well when you see all of them together > the process and intention is very clear
- Take a well known animation and deconstruct that intensely could be also a good way to respond to your critical question
- Make a publication? Could help see the details better? > offers more insight > the large amount/quantity will be more visible through print
- You're showing us a journey > breaking down subjects that you studied in the past
- All of this is also connecting to the history of animation and techniques/practitioner > bigger picture
- Add context to other references and corporate them to you're running journey > as a way to show the cultural knowledge behind this technique but also our twist, your version of it.

## ***What's Not Working?***

- The explanation during presenting should be more apparent in the project itself. There is a disconnect that can be bridged through a narrative voice-over.
- Take a well known animation and deconstructing that intensely could be also a good way to respond to your critical question
- You could also bring yourself into it as an amateur but also the fact that you're characterizing your own position in animation

*References - Will be good to look Alan Warburton (Goodbye Uncanny Valley)*