

Foundation Diploma in Art and Design  
Unit 2: Developing Specialist Practice

## Part 2: Illustration

### Project Title: Guilty Pleasures



John Kelly  
Procrastination  
2007



Peter Millard  
Hogan  
2011



Jan Švankmajer  
Meat Love  
1989

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#### Project context

This project provides you with the opportunity to work with someone else's story or content. Designers and illustrators frequently encounter situations where they must interpret material without direct access to the original source or the person who authored it. Your role involves handling the material with sensitivity, ensuring not to cause offense, while also aiming to pleasantly surprise and delight the audience by presenting a fresh perspective on the source material.

#### Project description

In this project, you will be anonymously assigned another class member's guilty pleasure as your subject matter. During the first week, you will explore and define what constitutes a guilty pleasure, experiment with various animation techniques and conduct research on the assigned guilty pleasure. Following that, you will use the Christmas holiday break to work on producing your animation, which will be presented on your return in the new year. A showreel of the animations will be shown on the screens of the CSM building in Archway.

#### Project Output

This project requires you to make an animation with a duration between 1 and 2 minutes responding to an aspect of a colleague's guilty pleasure.

Your sketchbook will evidence storyboarding, visual analysis of your assigned guilty pleasure, testing of animation methods and basic indications of sound.

**Key Reference** Lizzy Hobbs - Speak out. Animated film available online.

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### **Specialist Vocabulary:**

- **Empathy** - The ability to understand and share the feelings of another.
- **Diegetic sound** - sound that originates from the world of the film. This could be very literal - we hear and see the smashing of a window
- **Non-diegetic sound** - is sound that happens outside of the film's world. This can include a voice over, music or other sound design. This is frequently the sound that cannot be heard by characters in a film.
- **Storyboard** - a visual representation of a narrative, typically presented in a sequence of illustrated or drawn panels.
- **Animation** the illusion of movement through a series of static images played in sequence.

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### **Assessment:**

This project will be assessed at Part 2 Assessment in week 21, **Monday 19th February - Friday 23th February**

### **Material required for assessment:**

#### **Research**

Evidence that you have engaged with the research directions in project briefs and presentations. Evidence of your engagement with Contextual Practice activities and your own independent research. Include credited research images, texts and other embedded media accompanied by analysis that explores their relevance to the project.

#### **Reflection**

Evidence of daily reflective practice exploring the connections between your studio practice, your research and the wider world. Include reflective records of the development of your projects, share your thinking and evidence your engagement with all Contextual Practice activities.

#### **Studio Practice**

Everything you make will be assessed, including samples, models and test pieces as well as finished outcomes and presentation images. Your sketchbook should document your process chronologically.

**Digital Portfolio**

As part of your assessment submission you will be asked to create a digital portfolio presenting an edited selection of works produced in part two. The portfolio should be a minimum of ten captioned images.