

FRQSC application:

Making a case for handmade animation as a research tool in Quebec

Aristofanis Soulikias

Ideas-be Seminar Series

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FRQSC evaluation criteria

Expertise (50 points)

- Academic excellence and recognition (25 pts)
- Relevant experience and achievements and capacity for engagement (in and outside of the academic environment) (20 pts)
- General presentation of application (5 pts)

Research project (50 points)

- **Originality of the research problem and contribution to the advancement of knowledge** (25 pts)
- **Relevance of the theoretical and methodological approach and proposed time frame** (25 pts)
- Bibliography (maximum 1 page)

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Demande : 2021-B2Z-291801

Bourse : Doctorat en recherche

Concours : B2Z

Comité : 12A - Arts visuels, groupe 1

Les membres du comité d'évaluation ont étudié 14 candidatures et ont classé votre dossier au 11^e rang.

Résultats obtenus pour chacun des critères d'évaluation du programme :

Compétences (50) : 37,77

Projet de recherche (50) : 37,00

Total : 74,77 %

Note : Le Fonds ne transmet aucun commentaire du comité d'évaluation aux personnes candidates.

AREAS OF FOCUS

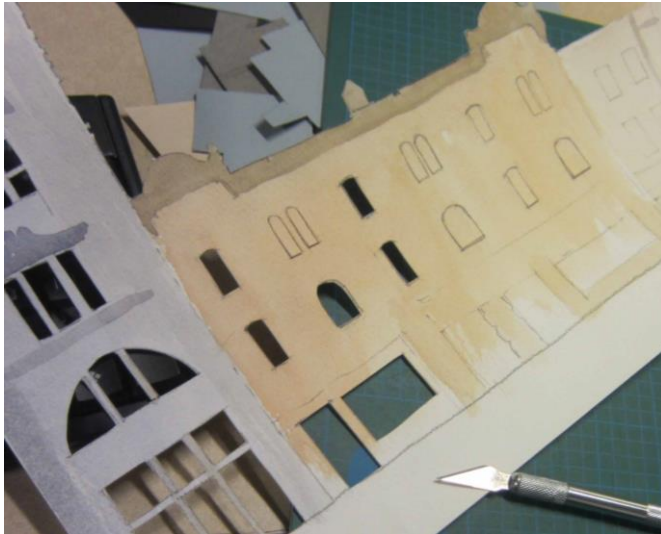
Originality of the research problem

Sentir la ville: révéler des réalités et des potentiels urbains à travers l'animation artisanale

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Originality of the research problem

Fabric and fabrication reciprocity



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Originality of the research problem

Hybridities

Between handmade and digital

Between purely visual and haptic (bodily ways of making and sensing)

Modes of projection may also offer opportunities for digital - physical combinations

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Originality of the research problem

Handmade animation for architects

Some writing exists on introducing architecture students to stop-motion animation as a design tool

Juhani Pallasmaa has elaborated on the merits of handmade techniques in the architectural process but not animation

Stan Allen has briefly drawn the parallel between hand drawn architectural drawings and artisanal animation

Allen, S. (2009). *Practice : Architecture, Technique Representation*. London: Routledge.

Pallasmaa, J. (2009). *The thinking hand: existential and embodied wisdom in architecture*. Chichester, U.K.: Wiley.

Zarin, R., Lindbergh, K., & Fallman, D. (2012). Using Stop Motion Animation to Sketch in Architecture: A Practical Approach. *Design and Technology Education*, 17, 3, 78-86.

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Originality of the research problem

(Innovative) Tool for researching/sensing the city

In gathering and manipulating material in making the film

In translating what is sensed into a physical act

In considering materiality in both city and film

In perceiving bodily elements and narratives of the city through viewing

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Originality of the research problem

Raising the issue of the direct relationship that exists between perception, representation, understanding, and creation (of the city)

The idea goes at least as far back as Lefebvre's *The Production of Space* yet it is still not applied in the film animation discourse.

Film animator scholars have written about how technique and technology can be ideologically driven, yet have not elaborated (enough) on how these means can affect ways of making outside the film.

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Contribution to the advancement of knowledge

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Contribution to the advancement of knowledge

Understanding further the potential of *haptic* practices

Extensive studies on film, such as the ones by Laura Marks, Juliana Bruno, and Jennifer Barker and some articles by animation scholars.

Barker, J. M. (2009). *The tactile eye: touch and the cinematic experience*. Berkeley, CA: University of California Press.

Bruno, G. (2014). *Surface: matters of aesthetics, materiality, and media*. Chicago: University of Chicago Press.

Marks, L. U. (2000). *The skin of the film: intercultural cinema, embodiment, and the senses*. Durham, NC: Duke University Press.

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Contribution to the advancement of knowledge

New layer of connection about the relationship between film and city

This connection is much talked about since the advent of cinema.

The city through handmade animation may be an additional piece to this “puzzle”

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Contribution to the advancement of knowledge

New design tool/method

A medium for exploring and expressing place

A new means of researching and understanding and, hence, furthering knowledge

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Knowledge pertinent to...

- Designers and architects
- Filmmakers
- Artists
- General public

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What kind of knowledge?

- Technical
- Aesthetic → Senses, Perception
- Values : about our cities

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Relevance of the theoretical and methodological approach

In my Research-Creation, object of research and method greatly coincide.

About methodology: Examining comprehensively how artisanal animation techniques are incorporated into the digital world and to what degree.

A case study of a Montreal neighbourhood, rich in cultural diversity and history will allow for a type of documentation on many levels, which would:

- Test the research capacity of handmade animation
- Possibly, reveal a new understanding and appreciation of the neighbourhood

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Relevance of the theoretical and methodological approach

Why what I am doing is NOT RETRO!

- New possibilities due to digital technology that didn't exist before
- New movement/trend toward *hapticity*
- Bodily ways of doing and understanding the world are not a phase. They are constant, and humans will have to find ways to accommodate them.

Concrete/Direct benefits to society

- A hypothesis: A better understanding of a city informs and improves urban design
- The research might underline/reveal beneficial elements of city that are now forgotten, dismissed, and/or overlooked.
- The accessibility of handmade animation techniques in terms of costs, time for training allows artists to focus on the art itself.
- The findings may be useful to other filmmakers/animators in making most out of certain techniques
- Health benefits of working with tactile elements. (Computers are making us sick).

*These problems are more pressing now, during the pandemic.

What other avenues can I take?

- Mental health
- Recording/documenting buildings (materials, typologies, temporal qualities etc) in a specific medium that can communicate information in a novel and revelatory way.
- Participatory – I.e. Benefits in education, favouring disadvantaged communities, etc.
- Addressing COVID-19 : Artistic creation that keeps the tactile alive
- Studying past Quebec artists (animators) and how their approach can become a valid tradition to be followed and showcased around the world
- Comparative study of representations between CGI and handmade