

Introduction:

The thesis will come out as a project report, where I use my proposal as starting point.

In the thesis I will connect my work with research I have been doing on other animations while working on this project.

This will result in a research of the magic of stop motion animation, the magic of make believe, the magic of creating live combined with the report of the project.

The content can be something like this:

- Project report, what how and why. (new one, where the project is now)
- The function of the brain; how it creates live out of still images, how people get fooled by their brain. And why people like want to believe
- Diving into history of animation by describing early animations (techniques, development)
- Describing animations I really like (Svankmaijer, Kentridge, [Quay brothers](#), Niles Attalah). Trying to describe why and how they are connected with my project and previous practice. And how they are different
- Research the question why I do prefer the physicality above digital in my animations, what does it add to my work and working process? What makes mixing two realities more interesting to me if it is done in material and in the real space, with less digital work as possible.

It might be in a total different order or just totally weaved into one fluid story.

I also will use the research I did for the proposal and mix all this in a fluid story with images.

Planning:

*Everyday watch an recommended animation or animation which attracts me. Annotate this and try to find out what I like about it and why and how it is connected with my work.

* Write a new What how why/ project description, using my diary to explain how the project evolved.

* Write what how why about my work. Annotate / analyse my own work again. try to get answers to the Question Why I am in it most of the time. Why I like to reveal the proces, what I want to show with that.

This part could later be mixed with annotations of the animations of other artist.

Until 2 April:

watching animation and writing daily. Reading about animation history.

(the end of the day will be the best time for me, so I can spend the daytime on my project)

2 April Assessment

Writing about the development of the project. Deciding if I still will make the book with the colored sheets.

Write daily and find a nice form for the thesis.(the paper and online one)

Fine tuning the thesis and print it!

1 june deadline Thesis