HELLO BIG BANG

What: This is a short color animation called ***Hello Big Bang***.
It tells the story of the birth of the universe through a naive and surrealistic way and the general atmosphere of the movie wants to remind a painting. The movie is drawn thanks to illustrator and photoshop and the backgrounds are directly inspired by Alaska landscapes.
The movie is constructed with pronounced contrasts between colours, scales and atmospheres.
The story is divided in two parts. The first one relates the travel of an egg, from the moment it is still inside the body to the moment it hatches. The second part is based on the discovery of the wierd planet which is inside the egg. The sound design has been made by François, it is inspired by the eighties animation sounds and added a mystical side to the movie.

How: The movie has been made in 2 months. After a selection of photos I've made in Alaska, I started to draw the backgrounds and to set up the short story. I didn't make any story board but I worked mostly instinctively. I watched a lot of paintings related to the subject to compare and understand different interpretations. I also insert some movies to install the rain or the clouds.

Why: My travel in Alaska inspired me a lot and it launched the idea of a movie without any characters but only with nature. Since it was my first animation, I wanted something not too complicated to animate.

AN'ALPHABET

What: This project is a serie of three books called ***An'alphabet.***
This serie is entirely handdrawn and handwritten with a pencil and each book is 29,7cm by 14cm. They are made of a very thin paper which creates a depth of field.
Each book is inspired by a photogram and each photogram is created through a specific way.
(A photogram is a photographic image made without any camera by placing objects directly onto the surface of a photo-sensitive material such as photographic paper and then exposing it to light. The result is a negative shadow image varying in tone).
The three most relevant photograms I choose to make my serie were the one made with oil, the one made with hairs and the one made with macispericarpe (an oriental spicy).
I collected all the most relevant shapes I found in them and created a sort of herbarium (in botany, a herbarium is a collection of preserved plants).
This herbarium represents the first part of the book. It is a collection of shapes and lines which starts to create random compositions.
The second part of the book is an undercontrolled graphism. I mixed, moved and enlarged those shapes to create my own compositions.
Basically, this looks like a scientifical experiment, it's more a research than a finish project.

How: Using the dark room, I spent some days making photograms and searching for the appropriate ones. When I considered I had enough contents I selected 3 photograms. Thanks to a light table, I started to trace the shapes I found the most interesting with a pencil. Then, I made another selection and started to enlarge the shapes to mix them together and to draw my own compositions. The result was sometimes very abstract, sometimes more concrete with the emergence of letters.

Why: My goal was not to use the computer for this project. I wanted to go back to real drawings and to make something more experimental and spontaneous.

THE CURIOUS FATE OF HUMANKIND

What: This project is an animation together with a small book.
It is called ***The curious fate of Humankind.***
The movie takes place in a very big and strange factory where the human is dehumanized, replaced by machines. But the machines can't survive without the help of humans. It's about how humanity is trying to simplify his own life making it more and more complicated. The movie last 2 mn and it is stopped by the fall of a screw which blew the factory.
This movie is entirely handdrawn thanks to a pen tablet. I used an old graphic design style (inspired by the 30's). The sound design is also handmade. The book is about 10 pages where I selected the most relevant moment in each scene to illustrate it.

How: I first watched a lot of cartoons and old animations. I also search for advertisings and newspapers from the thirties to find absurd machines and immerse myself into the state of mind of the period. Then, I draw different kind of ideas in a sketch book and re-draw them on illutrator and photoshop. Concerning the sound design, I worked on it with François, we created all the sounds at home with different tools.

Why: I think that people want their life to be easier and things go faster. I wanted to exagerate this idea with an absurd animaton.