

The author:

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Background: Raquel Coelho started her carrier as a musician, playing Viola in the Orquestra de Camera da Associacao Filarmonica de Sao Paulo, as well as in other groups, mostly playing classical and contemporary music. In 1986 she shifted from music to Design, and she majored in Industrial Design with specialization in Graphic Design in Sao Paulo, Brasil. In Brasil she worked as an Art Teacher (teaching music, theatre and fine arts) for children ages between 5 and 13 years, in the School of Artistic Initiation of the Cultural Ministry of the city of Sao Paulo. She also worked as a graphic designer for 4 years at Otavio Roth's studio, developping design and illustrations for posters, book covers, cards, and illustrations for children's books. She is a children's books writer and illustrator with 14 books published in Brazil, Including illustrations for the series "O Homem e a Comunicacao", winner of the first place of the Monteiro Lobato prize of the Academia Brasileira de Letras. She started to do animation in Brazil, working as intern in a cell animation studio (Briquet films), and free lancing for TV commercials, doing animation mostly in a Macintosh Computer. Masters Degree at the School of Visual Arts in New York city, where she started to do 3D animation. She has worked as summer intern at Rhythm&Hues studios, and she is currently working as computer animator at Blue Sky studios, in Harrison, NY. Her work "The Tapir" has won the first runner-up prize in the Sotimage Hipest of the 3D student competition, and the first place at the ASIFA-east animation competition in the student category.

The Tapir

"The animation The Tapir" is based on a story told by Konkuat, from the Tupari Tribe in the Rondonia State (Amazonian Forest). This story was collected by the anthropologist Betty Mindlin and published in the book "Tuparis and Tarupas" (University of Sao Paulo press - EDUSP). The story is part of the Brazilian Indian's mythology, and explains the origin of the Amazons, the warrior women supposedly living in the heart of the rain forest.

The design is based on puppet theatre and cut-outs, as an extension of Raquel Coelho's work as children's books illustrator. The visual concept is based on the idea of superposition of layers, where nine scenes are layered in the 3D space and the camera travels from scene 1 to scene 9 revealing the story as their 9 layers come to life. The models are constructed following the same idea of superposition, by layering different polygons to create figures, characters and props. The sound track follows the same idea of layers and superposition, and is constructed by Arthur Kampela from pieces of electronic sounds, indian songs, and water, wood and wind murmurs.

The work was created as part of Raquel Coelho's thesis at the School Of Visual Arts in New York city in 1996, using a Silicon Graphics Indy and Indigo 2, and Softimage. For more on the Background of this work please check the url:

<http://www2.sva.edu/thesis/raquel/thesis/htmls/front.html>

(still under construction, but it has a lot of information on "The Tapir" project)