



Personal Statement

Knickknack

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Knickknack is an homage to a style of character animation that has not been explored by artists using computer graphics. The use of computer graphics demands a visual style different from traditional animation, but the situation and character interaction should be created using the traditional animation principles and basic film grammar.

Rather than creating new types of geometry to suit the design of the film, we instead designed *Knickknack* to take advantage of what the computers can do best. We designed characters that would be geometrically simple, yet visually satisfying. The story was inspired by the classic cartoon storylines and updated to work in concert with the new visual style created for *Knickknack*.

It is the responsibility of an artist to understand the medium he works with thoroughly before he can create a work that is unique to that medium. In all our films, we try to create something that could not be created in any other film medium. *Knickknack* was produced in stereoscopic 3-D, to take the fullest advantage of the medium of three dimensional computer animation.