Positioning paper
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My craft is visual storytelling. For me, my major animation is more than moving frames, beautiful visuals or just a simple way to explain things. It's storytelling, timing combined with sounds or music, a way to express emotions and feelings in an abstract or really stylized way. Animation is a never ending learning process. It's an old technique but there are so many things to learn and programs are improving all the time. My illustrations can turn in to frames, photographs into stop motion, graphic designs in motion graphics and film in to rotoscoping. Everything that I am able to use starts to live with animation. My major isn't what I want do forever but for me it has no frame. It gives me freedom to grow in my craft and expand. It makes me think about concepts, I can illustrate them through any media (analogue or digital) and let people create their own opinion or reaction to it. Digital craft is in that way very likely to visual storytelling and my major animation, for me the difference lays in interaction, using other mediums and approaching it in amore researching way (how can I make this system better). In animation the interaction part is still growing. In VR and AR it is already very interactive but in movies or series it is not that big of a thing. With digital craft I see a lot of ways to interact, using the arduino or the makeymakey for example, but some systems don't even need those to interact. I think that's something I still really need to grow in to. I think with our major we learn to make an animation to show on a large screen but there are so many other ways to show. With digital craft I learn to think with a more open view and I want to use that in the future with my projects. I never approach my projects the same way, but digital craft made me think more about the type of approach and research I could use next time, like the mapping and the blackbox but also understanding my topic or concept to the bone and find out how to make it better. Sometimes a storyboard is something I work on for a long time, sometimes an idea pops up and makes me figure it out on the go. The process is never the same but the best presents are the little mistakes I make those always come out to be really helpful. Mostly I use concepts of my surrounding or own thoughts for my projects. But I also need to think about the way to tell my story and my message. I think the mapping helps a lot to get a little deeper.

The tools and media I use are a very wide understanding. Because at this point everything could be a tool in my craft or digital craft. In animation, gravity is a very familiar tool. How does fabric flow, which way is your hair blowing in the wind and are you even on earth or in a non-existing world? I think another tool that other people maybe not use that much is timing. Timing is everything when you are telling a story, not only technical (framerate, inbetweening or just pressing play). It's about engaging people, building up your story to a certain point and feed the people with what they want to hear or not want to hear. Just like telling a joke, it always needs timing. Animation is also understanding what you are working with, how does your brush work, how do I use my camera or how do I model in a 3D program? You need to understand how a body works or moves until then you can animate it. With digital crafts you need to do the same

thing, learn to understand what you're working with. Do research like the blackbox, analyse what is in relation and what happens if you switch things up. The last thing is something I found very interesting, what will it provoke to people when you switch the things they are used to. How will they react? Also the media to make an artwork is very variable.

Because of this variability I don't think there are any borders within this practice. This practice also shows that digital craft is everywhere around us with a lot of adaptations. I think the future digital craft will have a lot to do with our health and eco-friendly adaptations of systems that already exist right now. Because we as humans have to change our habits to not let this world die. And we also are living in a world with a lot of robots and automatic systems that are getting better and better in technology every week. At this moment, everything is possible for anyone to make. So it will only be for the better if people use it to do good with it.

I think for me it is hard to decide how much I can pull off in these weeks and also incorporate animation into it. Because animation is already taking a lot of time to make. I found out a new way of looking at animation and made my own animated system without projecting an animation. Like I normally do. I think that is where my borders were, thinking that animation could only be animation if I used the stopmotion or 2D animation. But making a mobile artwork made me think beyond those possibilities.

A work that I found interesting for my final project is The Veiling (1995) from Bill Viola. It is a dark installation with a few see through cloths in different distances from the two projectors. The way the image is getting bigger and also fading away the further the fabric is hanging and the layering is something that immediately caught my eye. I really wanted to do something with sensors and use animation and that could react to the people that are walking by my installation. This is what I researched to make something new out of it.

So my position in this practice combined with my major in relation to newer technologies is very wide. I really see myself as a maker and the technology now has so many possibilities. But my main question was: how do I make this final work interactive and interesting. I think the newer technologies in animation try to make everything as real and pretty as possible, the games, movies etc. But I really wanted to work more analogue and abstract. Not screening it on a computer or tv, I wanted to understand light, fabrics and find out what happens next. Animation and digital craft are very focussed on digital things but that's something I see a lot already so I wanted to get deeper to the core of the interaction part and organised chaos with technology. That's how I came to my final project.