



# Artist Statement

Brady Dilworth

Why do I create art? The simplest answer to this answer is because I enjoy it. I love the process, I love the end result and it makes other people happy. I have no hidden agenda behind my art, no secret meaning or tricks. I don't look to change someone's life or get them to do something. My art is there to make people happy and to make me happy, and that's what is important.

When looking at other people's art some of the first things that come to my mind is how did they create that, and why did they create that? This is what interests me the most when creating my art. I get excited thinking about how I'm going to create something; I'm I going to use this material or that material, in most cases it's what software or electronic device I'll get to use. If I get to learn something new in creating the art piece, like new software or about my self, then I feel the art piece will be all the better for it.

There is a lot to see in something simple and sometimes less is more and I have based a lot of my art on this idea. So much can be said in a line or a color and the more you add the harder it is for that one line or color to tell its story. I want that line or color to have a chance to tell its story. This can change depending on context, sometimes all of the lines or all the different colors have the same thing to say and so the message won't get lost. Also just as much work can go into deciding where one line should go then hundred lines. Also keeping it simple or focused can keep me from losing what the piece about.

Art for me is something I do because it's creative. I'm never doing the same thing twice. Each art piece, whether it's creating an animation or making a poster or whatever, is unique and has its own challenges for me to overcome. Art will always be part of my life and I want to share it with others.

	<u>Title</u>	<u>Media</u>	<u>Original Format</u>
<b>Figure 1:</b>	The Return	Video	MP4, 1920x1080, 01:53min, 344 Mb

**Link:** <https://youtu.be/qNUuKXmM4ig>

**Date of Creation:** 12/10/2015

**Major:** Fine Art

**Focus:** Electronic Art

**Course:** ART 458-L01 Advanced Experimental Video

**Programs Used:** Photoshop, After Effects

**Description:** This animation was my first project in Advanced Experimental video class. The guide lines for the project were to find a piece of music and create an animation for it. There was no time limit and the type of animation was left to the student. I found some royalty free music ("Awaiting Return" Kevin MacLeod (incompetech.com)) and immediately knew what type of an animation I wanted to do and that was a pixel animation. I had to use a combination of Photoshop and After Effects to create the project. Photoshop was used to create all of the assets and some animation; After Effects was the main source of animating. The theme of the animation is of the old story telling trope of the hero's journey. The main character travels across the land scape and fights a dragon. Afterwards the king rewards him with a scepter and the main character travels back to his home where his loved one waits for him. I love stories like these and this has been one of my best works to date.