

**Artist Statement:**

*Amanda Freix*

As an artist, I have always been drawn to the element of narration that can be found in artwork. Even prior to my interest in animation, I created art that could invoke a moment of a story, even if it was the only existing moment of the story. Now that I have begun working in animation, it is my goal to perfect and increase my skills in storytelling in order to craft a world and characters that feel real and can connect with an audience.

I create artwork that, no matter how fantastical in content the art may be, holds a strong sense of life and reality. My artwork is not meant to be hyper realistic or photographic, but rather it strives to “feel” like it could exist in reality. The technical choices that I make always reflect this. Certain exaggerations of movement or stylizations of form are chosen with the thought of making them feel real to the eye. In animation, this takes the form of deciding how far to push the principles of animation. In my other art, stylizations may be related to color or the proportions and form of the subject in order to imbue the subject with a feeling off reality and presence. The artwork does not have to be a mirror of reality, but it needs to feel grounded and solid.

Title

Original Format

Figure 1: Anxious

TVPaint & Premiere, Video Still, 872 × 480

Figure 2: Do Not Be Afraid  
1280 × 1024

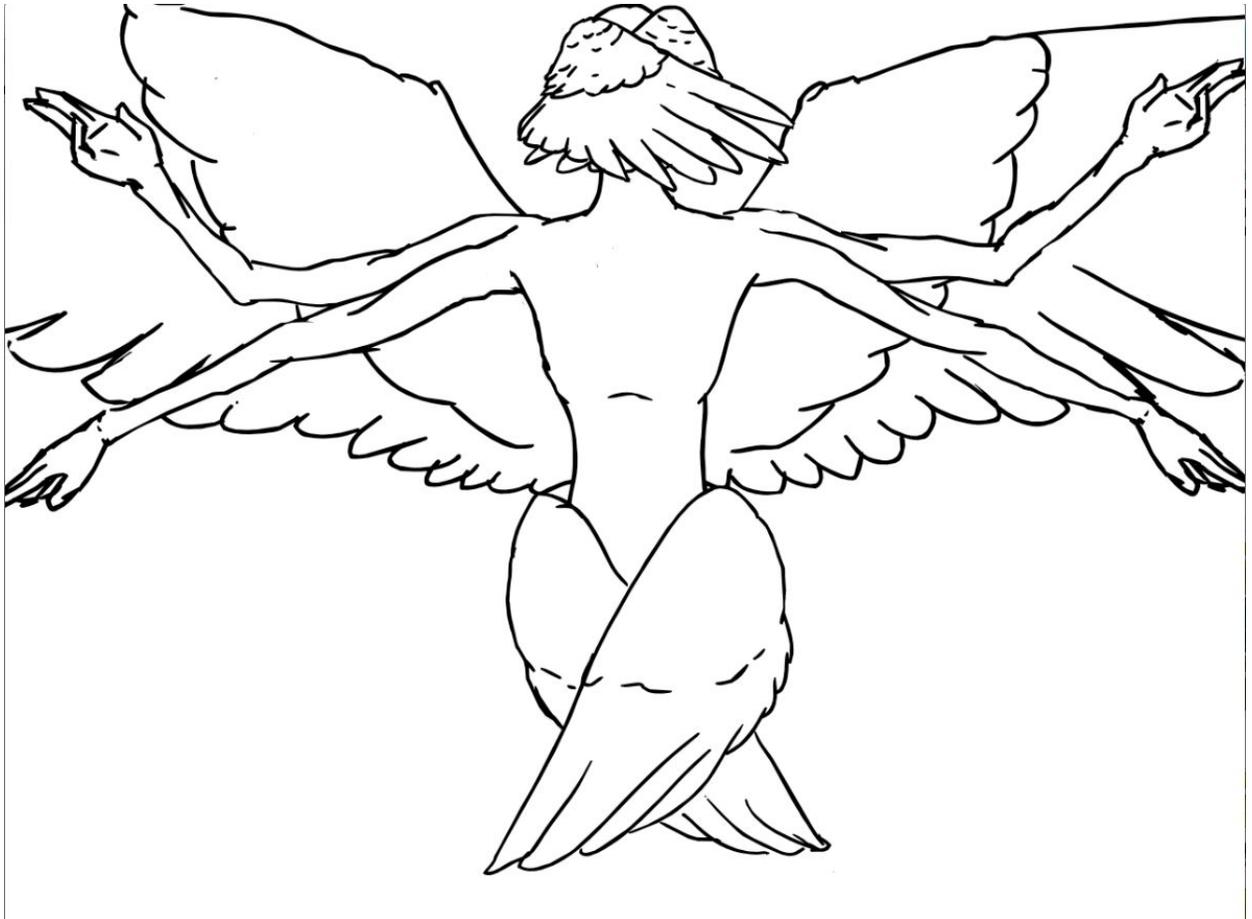
Toon Boom & After Effects, Video Still,

Figure 3: Context

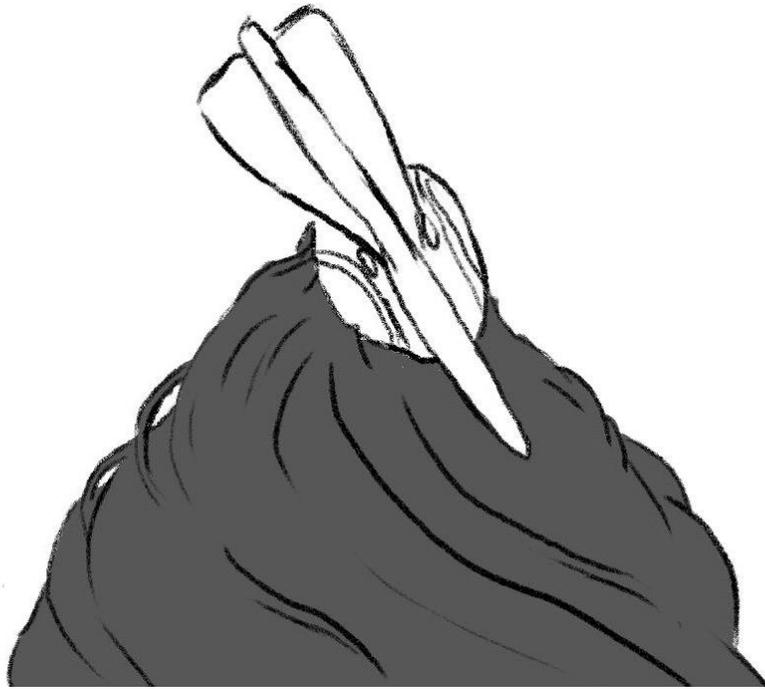
TVPaint, Video Still, 1280 × 1024



**Figure 1: Anxious**



**Figure 2: Do Not Be Afraid**



**Figure 3: Context**