Artist Statement

Payton Heitke

There are artists out there whose goal is to present serious themes in an environment where people will be forced to think about them. That is not a goal of mine. I work is to make the viewer smile, to make them curious, to incite a playfulness that people can often forget they have. I want my art to call back to the wonder of childhood, where anything was possible. The art carries an aura of infancy by using elements such as soft chimera animals and silly faces on inanimate objects.

My character and setting designs are simple, but unique. A colorful palette and bold outlines create a bright and happy environment, one that invites the viewer to explore despite the weird elements that are presented in the art. Fluid motion of the figures captures a smooth, bouncy atmosphere that is reminiscent of old cartoons. I use storytelling as the backbone of my work while leaving the plot open enough for the viewers to fill in and interpret the meaning for themselves. I want the art to ultimately serve as an interactive experience, where although the viewer cannot directly interact with the animation pieces, they still feel invited into the space that the characters occupy, to imagine what their world is like.

	Title	**Media**	**Original Format**
Figure 1:	Kroppkaka	Video	MP4, 1280x720, 01:08min, 15.1 Mb

Link: https://www.youtube.com/watch?v=WP4_5wnPwfM

Date of Creation: 11/17/2015

Major: Fine Art

Focus: Electronic Art

Course: ART 458-L01 Advanced Experimental Video

Programs Used: Toon Boom Harmony

Description: This animation was an exploration in producing believable and interesting movement of a body through traditional animation style. It follows an otter who finds a creature that reminds it of home.

	Title	**Media**	**Original Format**
Figure 2:	Shtink Friends	Video	MP4, 1280x720, 00:33sec, 42.1 Mb

Date of Creation: 12/10/2015

Major: Fine Art

Focus: Electronic Art

Course: ART 458-L01 Advanced Experimental Video

Programs Used: Toon Boom Harmony

Description: This animation was created as an installation piece in which the two characters are presented on different tablets distanced from each other, which then interact with each other from across the gallery space.

	Title	**Media**	**Original Format**
Figure 3:	Cuttlefish Mograph	Video	MP4, 1920x1080, 01:05min, 494 Mb

Date of Creation: 11/22/2014

Major: Fine Art

Focus: Electronic Art

Course: ART 358-L01 Experimental Video

Programs Used: Illustrator, After Effects

Description: This is commercial-style motion graphic that provides facts about cuttlefish in a quick and visually interesting manner.

	Title	**Media**	**Original Format**
Figure 4:	Shtink King	Video	MP4, 1920x1080, 01:01min, 613 Mb

Link: https://www.youtube.com/watch?v=i72SsVDxoWE

Date of Creation: 10/30/2014

Major: Fine Art

Focus: Electronic Art

Course: ART 358-L01 Experimental Video

Programs Used: Illustrator, After Effects

Description: This animation utilizes puppetry in After Effects to show a short fairy-tale clip about a cruel, nose-obsessed king.