ANIMATION

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CHARLIE HARRISON

I am an animation and film student moving from my third year and keen to know more about the industry that I will be operating in.

Over the last three years, I have been learning and developing my own abilities and have begun to move more towards stop–motion animation, a hands-on approach. I have been developing my own short film, as well as designing and creating all of the puppets, props, backdrops and sets. I love the idea that we, as animators, can create these short films which take on a life of their own and convey their own emotion and messages to the audience viewing them.

With the creative influences that I have surrounded myself with, be it individuals or industry inspiration, I have tested and driven myself to create something that has been a process of trial and error, with the outcome reflecting all that I have learnt and developed in such a short span of time. I hope that with future practice and other influences, my knowledge and style can expand further.

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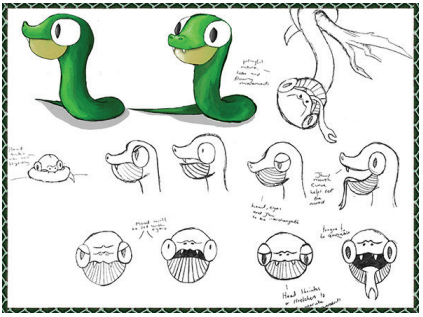

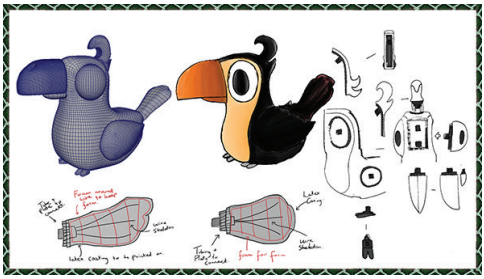

"There are no secrets to success. It is the result of preparation, hard work, and learning from failure."
– Colin Powell –

CAMERON HURD

I am a Joint Animation and Illustrator with a strong love for these subjects and film making. Over the last 3 years my skills as both an Animator and Illustrator has developed to a professional level, that I wish to take forward into the industry. Seeing the characters and stories I have created come to life has been such a rewarding and satisfying experience.

I specialise in character design, concept art and storytelling. I love creating worlds and inhabiting them with characters with interesting visual designs and personalities. I predominantly use digital mediums as it enables me to create the best work in the style I want. I can spend more time on creating the characters and evoking emotion than spending time starting over or correcting petty mistakes. However, this doesn't mean I can't utilise the traditional medium to its full potential, as it was the building blocks in getting my art to where it is today.

My experience at University has given me the opportunity to create Art at a level I didn't think I was capable of doing 3 years ago. I am better than ever at drawing the human form can create 3D models in Maya from scratch and have written and animated my own short film. I look forward to where life will take me post university.

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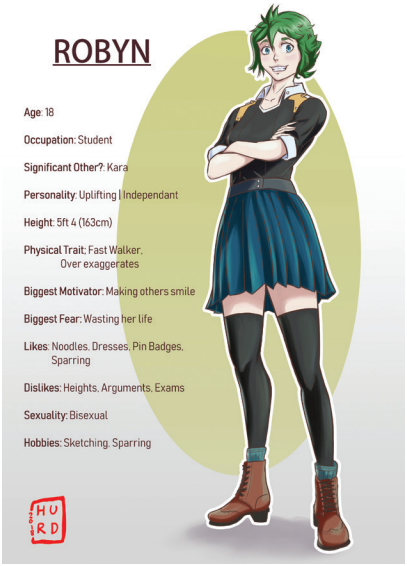
"Anyone can make a choice knowing the result. It's easy to say, 'You should have done this' But you cannot know the result before making the choice, so as best you can choose what you will regret the least, and a live a life you're proud of"
– Hajime Isayama –



KRISTINA KRCHMANOVA

I'm an aspiring 3D artist with interest in environment art, and character art. I'm always excited to try out new things and broaden my horizons. My time at university gave me the opportunity to experiment with different techniques, explore a wide range of my interests, and find the path I want to pursue.

I'm passionate about bringing creative ideas to life and love seeing them grow and develop from a concept to something I can share with others.

I strive to create unique concepts supported by research to achieve believable results no matter how far-fetched the idea is. With my previous interests and knowledge, I try to come up with innovative solutions and incorporate a level of realism and logic in all my work. I am fascinated by nature and how it interacts with man-made structures, and frequently take inspiration for my work from the real world.

I am highly ambitious and see every project as a chance to take on challenges and gain new experience.

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Be the chaos you want to see in the world
– Mollymauk Tealeaf –
(Critical Role)

CARYS PINCHES

I am an animation and illustration student with a strong passion for character design and storytelling. While I have a huge admiration for animation itself, I prefer the pre-production stage where the creation of the characters and story starts.

During the three years I have spent at university, I have discovered so much about myself. The process of creating my own personal projects has enabled me to develop my own visual style. During my final year, I have been able to develop my own characters and narrative concepts for an adventure/horror television series; two of my favourite genres. I have always loved horror and that feeling of fear when you see a character on screen. To be able to achieve that in animation is something I am extremely proud of.

My mind has always been crazy as well as being imaginative. Animation has allowed me to bring those ideas to the screen and to share them with everyone. Creating characters and stories is my driving force; I can be myself and be proud of what I do and what I want to do for the rest of my life. I am strange, creative, determined and a nerd. I'm happy with that.

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"I began to realize how important it was to be an enthusiast in life. If you are interested in something, no matter what it is, go at it at full speed ahead. Embrace it with both arms, hug it, love it and above all become passionate about it."
– Roald Dahl –

GEORGE ROWLAND

My initial attempts in making animation at college was a catalyst for studying animation at Worcester. Working on earlier projects in groups boosted the confidence I needed to examine the notion of storytelling through the animation form.

Inspired by my love of animated series and graphic novels, my drawing language lends itself to 2D traditional approaches. My work, therefore, currently centres on the 2D treatments. Story boarding being an essential process in making, broadly reflects my love of the comic and aids in visualising my ideas for my film.

My final project has allowed me to fully examine characters and the narrative and has helped to breathe life into the action/adventure of my original fantasy story.

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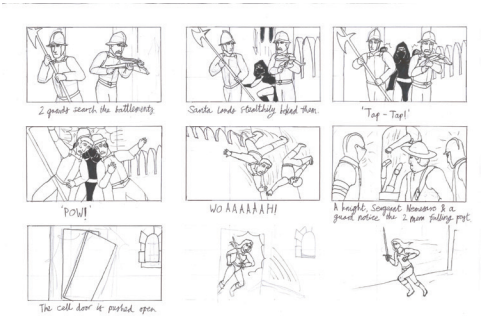
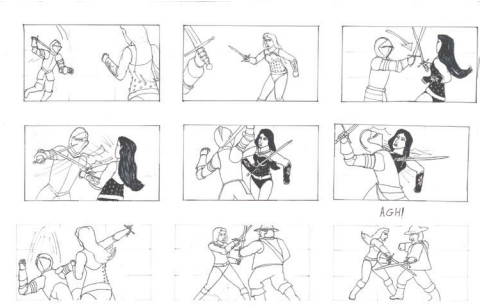
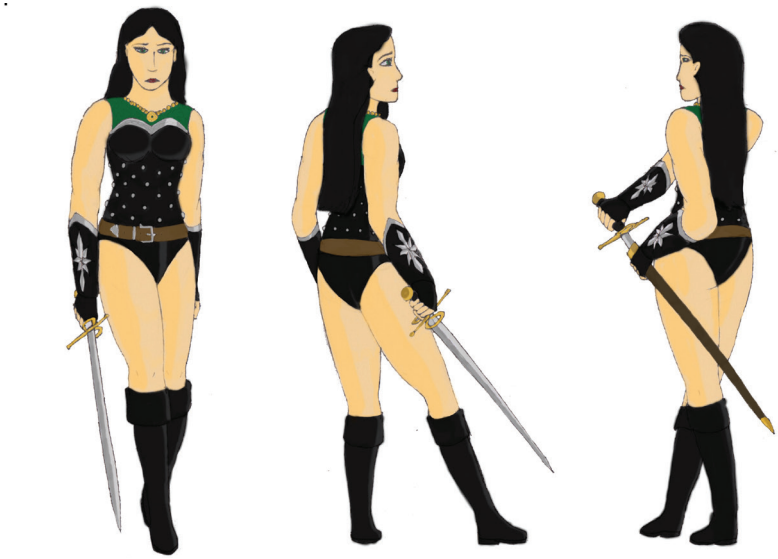




"Knowledge is power.
Guard it well."
– Warhammer 40,000 –



KAROLINA SEDILEKOVA

I am a detail-driven artist with a focus on both traditional and digital art, including illustration, animation, 3D and photography. I consider myself primarily a character artist working with narrative.

Progressing from my love of character and story creation in my youth, I believe my ability to produce considered and refined characters has flourished from my time in higher education.

I enjoy experimenting which helps me to grow as an artist. That is why I am continually pushing my limits and expanding my broad range of creative personal interests.

As an artist who strives for perfection, I always aim to exceed expectations combining my multi-disciplinary skillset and comprehensive general knowledge gained during my years in education as well as from my personal interests.

During my last year at university, I realised that my goal is to connect my passion for art, teamwork and leadership. Therefore, I want to work in an artistic environment, contributing to the art industry and collaboration with other artists to deliver engaging and meaningful work.

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"The purpose of art is washing the dust of daily life off our souls."
– Picasso –

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It's been a crazy three years. Through the ups and downs, tight deadlines, software crashes and caffeine fuelled late nights, we have carried on and are now prepared to step into the animation industry. Studying animation alongside these other amazing artists has pushed me to create my best work, and to keep pushing the boundaries of what I can achieve. I would not have come so far without the support and encouragement (and criticism) from my awesome lecturers and peers.

The 'Treasure Hunters' project is a response to the theoretical brief of character concept design for a children's animated TV show. For an audience of this age group, the main priorities were appealing and easily recognisable character designs. I thoroughly enjoyed working on this project as it combined my passions for creating characters and high fantasy worlds. This has also informed my decision to specialise into 3D modelling and character concept design.

During my time at university, I have gained valuable experience of working on both on solo and team projects in a studio environment. With the skills and experience I've gained, I hope that I'll be able to achieve my aim to earn a character modelling role in the animated movie industry. It would be the greatest feeling to see characters I have helped bring to life on the big screen, to be enjoyed by kids and grown-up kids alike.

"If you can dream it, you can do it. Always remember that this whole thing was started by a mouse."
– Walt Disney –

University of Worcester