

The Art Department

20/03/2025

We were provided with tickets to The Art Department event by Fontys.

I came to the event with not that much knowledge of what this event had to offer. I have skimmed over the schedule quickly and saw somethings that interested me like the Disney animation showcase, blender showcases and games that they were featuring.

I first went to the art gallery since it reminded me of conventions like Animecon .

After visiting many stalls I stumbled upon their business cards. While collecting multiple cards of stores I would like to see more of it gave me an idea. I would like to use some of these cards as inspirations on how to make a business card for Studio Platalea. I will try to make a business card later on during the project.



After the art gallery I attended a bit late to the first Disney showcase



They showed processes behind the Tangled, Frozen and Wreck It Ralph animations.

While watching this showcase it made me realize how important iterations are and how they are used in a professional setting like animating in Disney. There were some takes that took 10 iterations before they perfected the craft of the scene and even have some actors play off the scenes so the animators could use that as a base on how to animate the models.

After the showcase I went back to the art gallery and found a clay station where you can make any sculptures you want to make.

I have been playing a game recently called repo and I decided with some friends to recreate some characters from the game itself.

