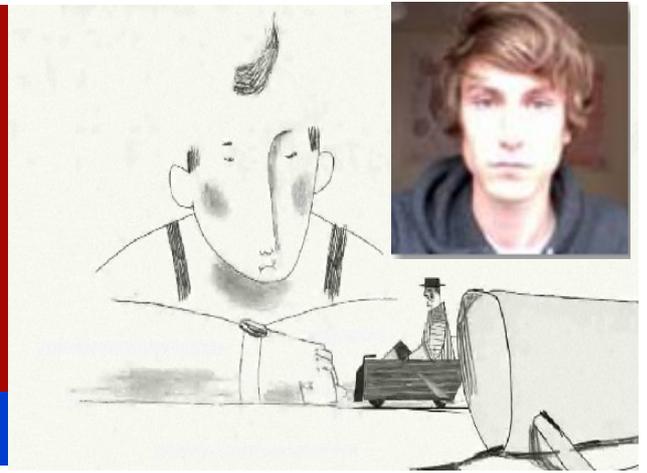


Dave Prosser Animator

'ideas should develop and grow as you work them through'

GCE, Art Foundation Degree Graphic Design, Post Grad. Animation

Providing information and advice



Who am I: A contemporary animator and illustrator in my final year of a postgraduate two year course at the Royal College of Art in Animation.

How I work: I make award winning animations, music videos and also exhibit at art shows and galleries. My way of working is not based upon the normal animators model where a script is developed into a storyboard, animatic and then animated. Although I do employ all these elements in my work I do not rely on a conventional plan. Often I will work backwards or in a non-linear fashion developing the ideas and actual work as I go.

An example of my work: The award winning "clockwork" (2009 RCA) was a first year project that I entered for the Adobe Achievement Awards and which won the Animation category. The idea for the narrative grew from my personal intrigue with the past. My father was a miner, which I refer to in the film. I started by visiting various locations like the Big Pit in South Wales to understand mining and capture the essence of the mining community where the film is set. I used sketchbooks to record drawings and observations which became my working drawings for the animation. I also feel it is important to carry a sound recorder to capture the sounds and essence of a place. I will listen to these whilst making the drawings for my animations and illustrations. I then develop parts of the animation and at the same time developed storyboards and animatics, creating small chunks of the film in no particular linear order. The ideas developed as the work develops.

The animation took four months from the initial sketches to the final cut and I was working most days for sometimes up to 12 or 14 hours a day. I sent the final animation to the Adobe Achievement

Awards and once through the semi- finals, I won the animation section. I was flown to Beijing in November 2009 to receive my award.

Getting There: At school I studied GCE A/AS Level Art and Design then went on to study an Art Foundation course. This was followed by a three year Graphic Design degree at Norwich School of Art. Although the focus of my work at this time was on book design, I started to explore working with sequential images which led quite naturally to creating an animation in my final year. Conversations with tutors led to my application for the postgraduate Animation course at the RCA.

It has been important for me to create links with industry. A three month internship last summer with Studio AKA, allowed me to develop further animation skills and learn about the animation industry whilst working with Grant Orchard on a series of Flash adverts for TV. I also received lots of helpful advice and some great feedback on my postgraduate work.

I have also been commissioned to create music videos and I supplement my studies with this work. I continue to use my illustration skills for visualising concepts for clients to allow them to pitch adverts for television.

Review the wide range of both traditional, and new media ICT skills that Dave needed to succeed in animation.

Consider the importance of the Personal Learning and Thinking Skills (PLTS), such as the ability to reach agreements with others and the need to persevere.

What pathways could learners follow in order to enter this career? Learners could draw a progression pathway and consider their options.

Linked Activity:
Animation A12