

!aNiMaTe!

ANIMATE is a course about environments, settlements, buildings, devices, vessels - it makes clear the **time dimension** of our world and focuses on **systems** of relationships, on **agency, actions** and **transactions**, on how things behave and change...

ANIMATE is concerned - in an indifferent/impersonal way - with **how things work**, rather than how they look...

ANIMATE proposes a **fresh way of thinking** about architectural/urban structures, designs and communications as **processes of becoming** that emerge, persist, decline and dissolve over **arcs of time**...

ANIMATE presents architects/constructors as **animators of the physical world** - whose key research/development tools include **moving-image animations** and successions of **functional prototypes**...

ANIMATE uses the moving-image **explicitly to test** the temporal, ephemeral, **changeful nature of things** - when the still-image can **only implicitly suggest** past, future and transient states...

ANIMATE focuses on **digital story-telling** and concentrates on **procedural techniques** - somewhat equivalent to working with **vectors** rather than bitmaps, **music-boxes** rather than hand-puppets...

ANIMATE takes the approach of building **tools and systems** that enact **behaviours, performances** and **events** - rather than static arrangements and fixed appearances, it **explores** the **properties, workings, potentials** and **characters** of things **at play** in the world...

ANIMATE introduces **procedural animation** through the software environment of HOUDINI by sideFX - which covers **modeling, animation, simulation, FX** and **rendering**...

ANIMATE takes **cartoon strips, graphic novels, stop-motion and cel-based animation** for its inspiration and works with **narrative treatments, story-boards, set and prop designs** to develop **simple short-form animations, 30-120 seconds long** - the equivalent of movie trailers, tv ads, comedy skits or flash fiction...

ANIMATE means to have the **breath of life** - to be **inspired**...

INSPIRATION for Architecture is our GOAL!