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Animation: The reality of emotion

Animation has long played an integral part in generating an emotional response to cinematic storytelling but now the mold has become more fragmented, and we are beginning to immerse ourselves into virtual worlds, and distort our own. What role then does an animation play in manipulating and managing emotional levels? As humans we interact through connection, and ways of establishing that connection can be joy, sadness and anger, is there a danger they are enhanced through audio and visual manipulation in the virtual space. Is there an onus on the auteur to show restraint and responsibility within cognitive stimulus? In my talk I plan to explore the connective aspects of the emotional states, the fabric of storytelling and the virtual constructs we begin to enter.

Biography

Jamie Denham studied animation on the acclaimed course at Farnham in Surrey and has been in the field of Animation Production for over 18 years during which he has worked on a number of broadcast and commercial productions. He is currently the Managing Director of the London based animation studio, Sliced Bread Animation- which offer 2D and 3D animation, illustration and design for digital media projects, including Virtual Reality and Augmented Reality. Over the last 13 years they have successfully applied animation to all media platforms - from motion graphics, title sequences and TV commercials to online animation series and events.

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