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1-1-2023

**For this project, I would like to create a short film, beginning with my own concepts for a narrative story and working step by step towards a fully finished animation**

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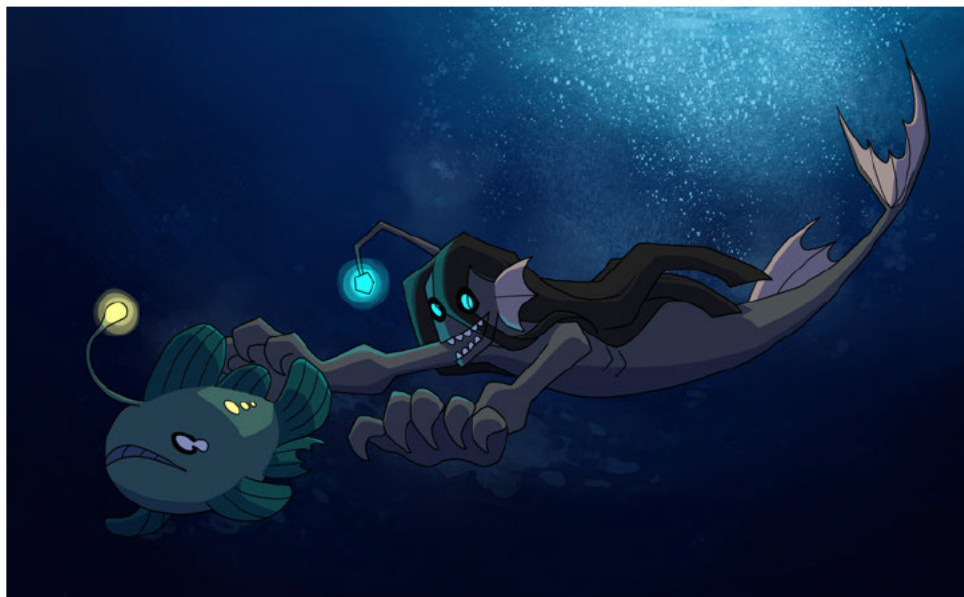
Argentina, Vinny and Boggan, Aislinn, "For this project, I would like to create a short film, beginning with my own concepts for a narrative story and working step by step towards a fully finished animation" (2023). *Summer Community of Scholars (RCEU and HCR) Project Proposals*. 416.  
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Aislinn Boggan  
BFA in Digital Animation  
█ GPA

Hello, I am Aislinn Boggan, and I am currently a Junior in UAH's BFA Digital Animation concentration. I am very passionate about animation, particularly the potential of animation to tell compelling stories through a stylized visual medium. I have around two years of experience in animation here at UAH, having been heavily involved in all aspects of concept art, drafting my own two-and-a-half-minute-long narrative music video, and recently beginning work on a short film. I have loved every bit of the process and want to dive deeper into the field to better understand its demands and potential through working on an original short film full-time.

For this project, I would like to create a short film, beginning with my own concepts for a narrative story and working step by step towards a fully finished animation. I have attached concept art that I plan to use for the project:



My goal for the final animation is for it to be around one to two minutes long and primarily using 2D animation software and techniques. Animation is a very time-consuming process, so producing a short film at the level of quality I would want on this project would not be feasible without being able to work on it full time.

Given that this will occur over the summer without any conflict from outside schoolwork, the Honors Summer Research Grant would provide not only the opportunity to develop my skills and experience further than ever before, but also the ability to support myself financially over the summer while exploring creative ideas and following my passion for animation! Despite the fact that it will likely take more than 40 hours a week to finish the project in the ten week time frame, I am very passionate about this project and willing to put in as much time as needed to see it completed.

Work on this project would be broken down into several stages, beginning on May 22nd and running through to July 28th. I plan to use the first 1-2 weeks to cover the preproduction stage of the project, finalizing the story, visual style, and pacing of the short. The next 5-6 weeks will be spent on the production of the short, drafting in the animation itself and seeing how everything works together in the edit. The remaining 2-4 weeks will then be used to polish the final animation as things are cleaned up and edited to achieve the quality I'm striving for.