

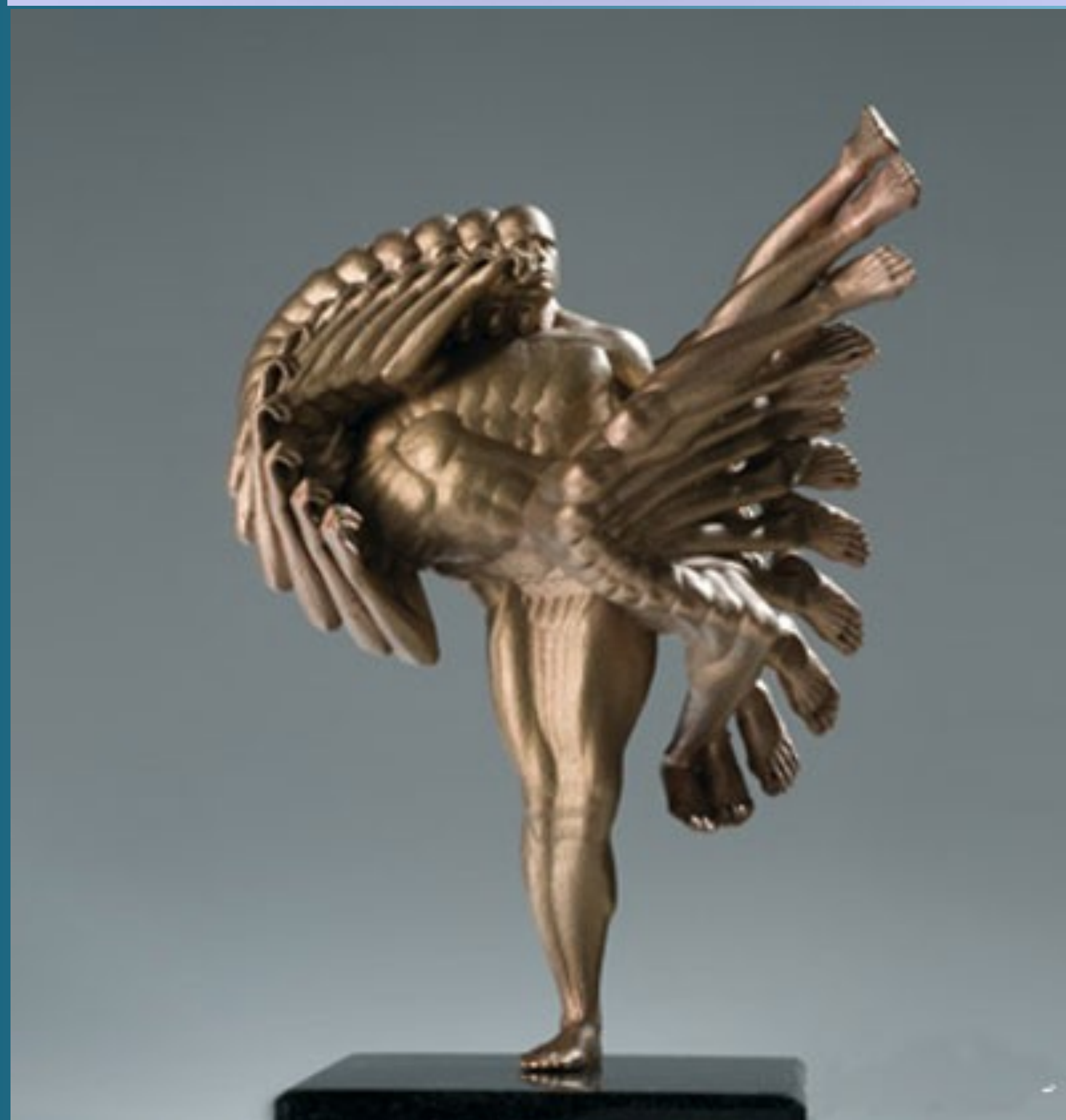
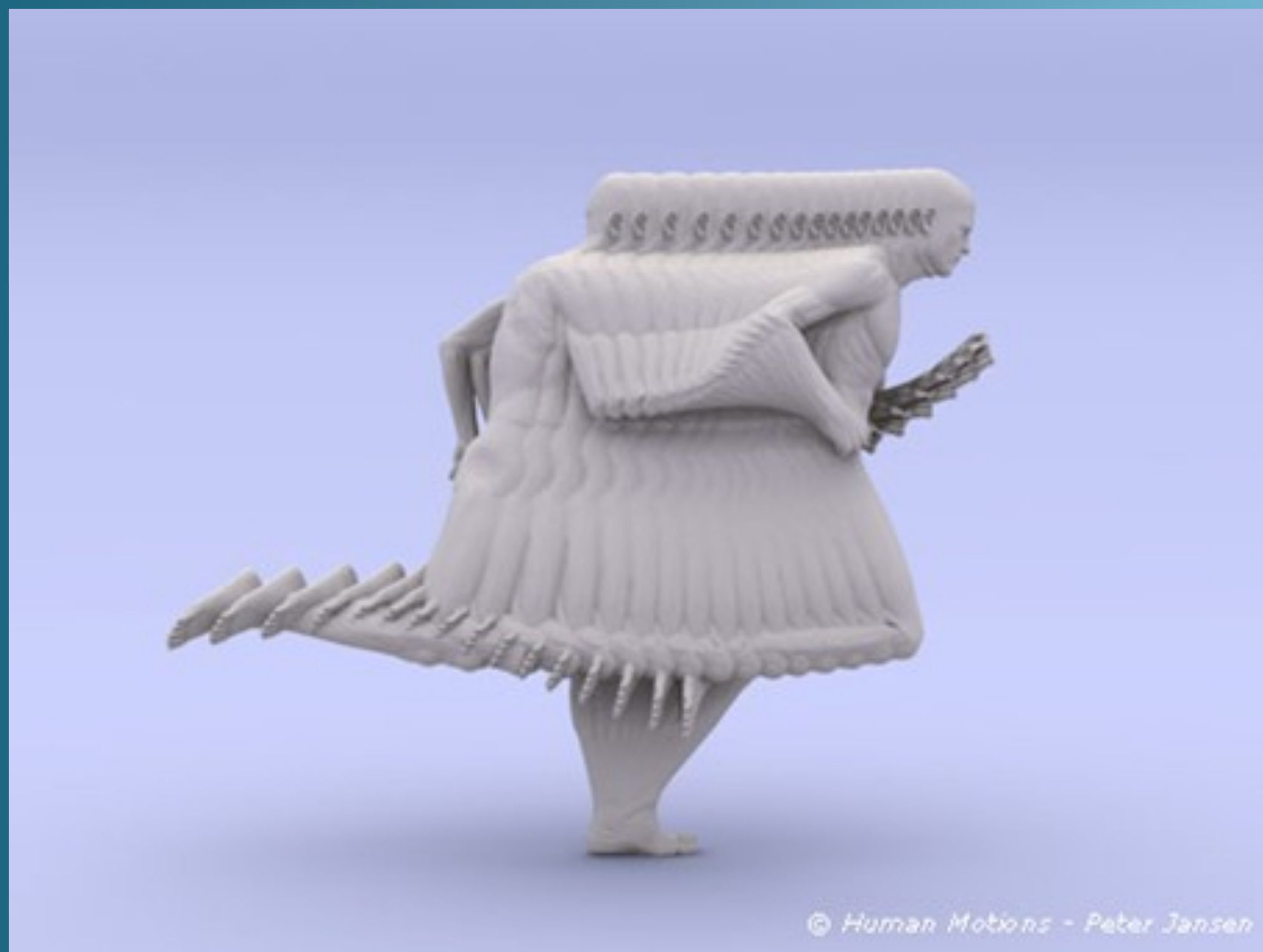
# The Art of Movement

## By

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Abstract: In my individual investigation I will be exploring the subject of timing and movement by printing all movement together as a single object. At first I will be taking an animation of a ball conveying descending energy and combine the movements of the ball over time to show the animation as a whole. I will then experiment with a more complex object, the human figure. I want to experiment with the 3-d scanner, and objects modeled in Autodesk Maya to create a one printed object showing the movement of the body over time. My goal of my individual investigation is to find the art of displaying time and motion through a non-moving object.

“Peter Jansen (1956) studied Physics and Philosophy at the university. For a number of years he worked as a guide, accompanying groups on survival and canoe trips, after which he dedicated his live entirely to the arts. Based on his ideas on transposition and movement the artist Peter Jansen uses shapes of the human body to create energetic spaces. In his earlier works he focused on open spaces, created almost free of matter and weight. In his recent sculptures he captures sequences of human movements in space and time, in a single frame.” *Humanmotions.com/cv/biography.htm*



### Timeline

Week 1/2: Experiment with a more basic shape in Autodesk Maya to achieve the illusion of movement with one shape. The basic teachings for any animator are moving a bouncing ball. I will use the animation of a bouncing ball showing descending energy, and print the object showing the animation as one object.

## Ball Screenshot

Week 3/5: I plan to attempt a 3-d sculpt using Autodesk Mudbox and Maya of a human body walking in place such as Peter Jansens sculptures. Using mudbox to sculpt the figure, and Maya to position and Boolean the shapes away from the forms. After that I will glue all of the human shapes together to create the sculpture.,

## Screenshot of Human in Maya. Screenshot of OF human print