

FMP Thesis Proposal — Initial Reflections

For my FMP, I want to begin developing a project that connects my practical animation work with my thesis research. At this stage, I am interested in exploring how 3D animation can represent the contrast between official or mediated narratives of war and the lived experience of civilians affected by conflict. I want the project to focus on atmosphere, visual storytelling and emotional distance, rather than relying too much on dialogue.

On graduation, which area or environment of production do I wish to focus on and why?

I would like to focus on 3D animation and cinematic/visual storytelling, possibly within film, animation, virtual production or experimental screen-based work. I am interested in creating visually strong work that communicates emotion and meaning through character performance, environment, lighting, camera and sound. I also want to keep developing my skills in 3D software so I can work more confidently in a professional production environment.

What skills will I need to attain the standards required for vocational practice?

To reach a professional standard, I need to continue improving my technical and creative skills in 3D animation. This includes animation principles, character performance, camera work, lighting, rendering and environment building. I also need to improve my workflow in software such as Maya, Unreal Engine and possibly TouchDesigner. Alongside technical skills, I need to develop stronger research, planning and project management skills so that my ideas can be communicated clearly from concept to final outcome.

How will I showcase my FMP practice for the final shows?

For the final show, I would like to showcase my FMP as a finished or partly finished animated film, supported by visual development work. I want the audience to understand both the final visual outcome and the research behind it. The final display could combine the animation itself with supporting images that show the development of the world, character, mood and themes.

Is it important to directly connect the thesis research to my practical work?

Yes, I think it is important for my thesis research to connect directly to my practical work. My research can help me understand how animation represents difficult subjects such as war, trauma, media language and civilian experience. This can then influence the choices I make in my animation, such as visual style, narrative structure, sound design and character behaviour. By connecting both parts, the practical work can become more informed and meaningful, while the thesis can be supported by my own creative experiments.

Do I have an area of research I wish to conduct that is unrelated to the practical element?

At the moment, I do not want my research to be completely separate from my practical work. I want the thesis and the FMP to support each other. However, I may also research wider topics such as media framing, propaganda, animated documentary and visual representations of conflict. These areas might not appear directly in every scene of the animation, but they can still help me understand the context and develop a stronger visual language for the project.

Conclusion

This task helped me think more clearly about the direction of my FMP and how my thesis can support it. I want my project to combine research and practice, using 3D animation to explore the emotional distance between what is shown through media and what is actually experienced by people affected by war. My next step is to keep refining the research question and begin collecting visual and academic references that can help shape the project.