



Tedious Simulations by Ian Chneg, 2017

Brief: Expanded Animation/Context and Practice

This project operates as a system for constructing, simulating, and questioning worlds.

You will develop a project informed by your own research, interests, and critical position. You are encouraged to explore how animation can move beyond representation to construct experiences, test ideas, and respond to conditions that may be social, cultural, technological, or environmental. Your work should be grounded in a clear line of inquiry, considering not only what you create, but why it matters and how it operates in relation to the world.

This project is about experimentation. You should challenge established workflows and explore new tools, processes, or combinations of media, allowing your project to evolve through iteration, testing, and reflection. Your work may take a range of forms, including linear or non-linear animation, interactive or real-time environments, installation, or hybrid approaches.

You are expected to engage with uncertainty, question conventions, and expand your understanding of what animation can be and do.