

Film Title

Feeling my way

Director / Company

Jonathan Hodgson

Short synopsis (What is it about)

- The walk from home to work through the streets of London and for a short section Budapest
- Subconscious thoughts brought to life through the medium of animation
- Intrusive thoughts
- People, dogs, cars, life
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Why did you select it?

You can write here what made you analyze this one (story, technique, theme, mood, genre, anything else?) What makes it stand out?

- I like the technique of drawing over Hi8 8mm film it reminds me of old family video tapes from my childhood
- Slightly messy, quick way of drawing/painting represents thoughts well
- No real story just a quick snippet of the creator's life but easy to relate to
- Makes me want to try making a video in this style
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Theme and Tone

What was the main goal? What did it make you feel? / Was there a theme of the film? What was the mood / atmosphere?

- Think it's meant to let you into the artists unfiltered mind and creative process
- Feeling of familiarity and comfort strangely
- It's a happy video- bright colours, sunny weather, fast walking
- Because of old bad quality film feels like a memory, artist letting you into a memory
- Familiar route to artist, could be dull not pay attention to surroundings but turns something every day/monotonous into a piece of art
- The descriptive words used very simple/obvious(?) reinforcing childlike quality- like how toddlers have no filter just say exactly what's on their mind
- Relatable because these everyone has these thoughts and quick judgements of people but usually kept secret

Technique / Cinematography / Direction

What was the technique? Was the technique suitable with the content? How colors, lighting contributed to the tone? What camera shots angles were used? How were the characters framed? Was editing smooth, choppy? Were there fancy transitions? Was the story complex or straightforward? Was it layered with multiple meanings?

- Filmed on Hi8 8mm film during 2 mile walk to work then overlayed with hand painting/drawing/collage
- Potentially printed out then painted/drawn over then re-animated, can't find exactly how it was made
- Technique suits content because its fast/ ever-changing, quick like thoughts, seemingly quite childlike and simple but would have been complicated/time consuming to make
- Very bright colours used, contrasting to streets of London
- Filmed on a sunny day, maybe accidentally but maybe purposely, positive view of London the lighting/colours used in video suggest to me the artist really likes London and the people in it
- Filmed on an everyday handheld camera so pretty much one continuous shot, no complicated angles or purposely chosen lights, natural
- Mostly filmed from a low angle, artists viewpoint- forcing viewer to see through his eyes become the video rather than just participate
- Never see the artist apart from as a shadow, removes himself from the focus of the video, becomes about the people he's walking past, they become the characters in the video completely unknowingly/by accident, living their day to day lives unaware of their detrimental role in this video
- Their seemingly unimportant journeys now immortalized as a work of art, reinforced by the hand-drawing over them
- Reducing these living breathing people into 2d cartoons has quite a profound effect, I wonder where they are now? what they're doing 25 years later? If they even know they're in this video
- Time capsule of London in the late 90s
- Editing is purposely choppy/fast to represent thoughts
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Sound and Music

How was the sound and music used? Was the music telling the story? Was there a voice over? How did they work together and affected the image?

- Sound from original video used with some other sounds layered over
- Original sounds distorted (made louder/quieter, played in a loop, edited into a rhythm, changed time so don't match up with

the visuals)

- The artists footsteps and breathing heard most of the way through, even though he can't be seen he's an ever-watching presence
- Footsteps heard throughout sound like they've been recorded separately then overlayed, potentially inside as they are better quality than the other sounds and don't sound like they are on a pavement, the way they echo sounds like they are inside a room
- At times sounds match the drawings on screen rather than the original tape, auditory imaginations
- Some of the sounds are from the original video while some are purposely chosen/made/recorded for the final product
- Repeated sound of a stick being dragged across railings like a child would do, reiterating childlike quality – silly and playful sound, whimsical
- Think at one point the artist is suggesting he can't hear very well/ hearing is affected by his listening to loud music, being in a band in the past – ringing sound throughout a lot of the video like tinnitus?
- Potentially has some negative feelings about work as sounds get screechy and uncomfortable as he approaches the door
- Only hear artists voice once briefly at the end, is this a purposeful choice? Once again removing himself from the focus of the video, the watcher not the watched
- At first listen the sound could just be played directly from the original recording but after listening and watching a few times I think it has been very purposefully edited to seem like this but has been specifically chosen to match not just what is on screen but also what the artist is thinking

Last thoughts

Would you recommend it to someone? Was it interesting?
Thought provoking? Is it relatable? What could perhaps be done differently?

- Yes, I would recommend it to someone, watched his other videos on vimeo and I really like his style of animation, because a lot of it is hand drawn it has a uniqueness to it
- Also, as a lot of his videos were made in the 90s, they create an interesting time capsule of what animating was like 20/30 years ago and what techniques were used, they also show that sometimes hand-drawn slightly clunkier styles of animating age better than digital as digital technology has improved so much yet there's not much difference between using physical drawing supplies now and 30 years ago
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