

# BECOMING ANIMAL

INSTRUCTORS: **HERNAN DIAZ ALONSO** & SIR PETER COOK

The studio began with an exercise dealing with the design and creation of cell forms that could be then composed together to create an alien-like organism. The result was a “creature-like” infrastructure that acts and behaves such that of a living animal or “monster”.

The final product would be an animation that would explain the functions and purpose of the animal and would also show animation of its various moving parts.

My proposal was a vertical plant-like creature with abilities to absorb carbon-dioxide through its spicules and exhaust it as oxygen from bubble pores at its trunk. The animal also has a chain-like system that allows for transport or “passing” of pedestrians or cargo. At night, the animal lights up by city lights or moonlight due to its glowing sensitive reflectivity.

The images present a soft almost marshmallow-like skin in contrast to its half metallic and half flesh-like linking system. The spicules are imagined as gel-like matter that is smooth and flexible.

