

# SUMMARY

## Looping Linocut Animation “Cycle”

The aim of my bachelor’s thesis was to combine printmaking and animation to create a looping linocut animation, where every frame has been cut out by hand and printed using two colours. For this purpose, I created “Cycle” – a looping linocut animation that illustrates and visually expresses my idea and point of view about being stuck in a cycle.

The purpose of the theoretical part was to give a general but fulfilling overview of animated illustrations, as the information found on the topic is quite scattered and vague. For that, I researched animation and illustration and analysed examples of animated illustrations. As a result, I proposed a short definition for animated illustrations and an Estonian term for describing a looping animation. Additionally, I suggested improving the traditional definition of illustration. In the practical part, I described the process of creating “Cycle.”

Another aim of “Cycle” was to play with the viewer's expectations, to attract attention and to create emotional connections with the viewer. For the animation, I created 82 individual linocut prints. Therefore, every frame of the animation has textures and irregularities, where you can find something different on every viewing. I played with the viewer’s expectations by using repetition and a pause in my animation. For the sound, I created an emotional soundscape that makes it easier for the viewer to get pulled into the animation and to create emotional bonds with it. At the diploma work exhibition, I am presenting my prints and the animation side by side to illustrate the concept of being stuck in a cycle and to give an idea of the labour-intensive process of creating handcrafted frame-by-frame animations.

In similar future projects, I suggest choosing the paper for the prints more carefully to avoid unwanted drying time delays in the printing process. Additionally, I would reserve more time and materials for printing so that you could print more and produce the best version of the print.

Throughout the process, I deepened my skills in printmaking and animation and explored combining the two mediums. Although using linocut to animate produces unique visuals, it is important to note that the process is time-consuming and labour-intensive. Because of the workload, I would not recommend using linocut to animate long sequences. However, given the short nature of animated illustrations, it is an excellent technique to create eye-catching animated illustrations.