

As a child, I was afraid of the dark.

I'd dread waking to it in the small hours, swinging bare legs over the edge of the bed (well within the grasp of the skeletal hands beneath) and dashing across the carpet to turn on the light.

Often however, I'd just lie there. Too scared to move for fear of disturbing those hands that had now crawled along the bed frame and were gently scratching at the corners of my mind.

As I grew, so too did my fascination with monsters.

I soon learnt that every kindly Dr Jekyll harbours his own sordid Hyde and that the manufacture of beasts is the main staple of those who wish to consume us.

I am inspired by places. I want to explore dusty attics, forest thickets, forgotten pathways and abandoned tube stations. I am drawn to texture. I want to run eyeballs over rusty surfaces, viscid meats and the velveteen of flock wallpaper.

I am intrigued by dark themes, by urban myths and cautionary tales, distorted dreams and memento mori.

Most of all I am eager to lift the mask, to peer beneath and ponder who really has the sharpest teeth.

I am still afraid of the dark.

Emma Windsor Monster Hunter

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Aims And Objectives For MA Animation

Develop Skills In Stop Motion Production

Although I have previous experience in 2D web animation production from working as a Flash animator, I aim to develop skills in stop motion production as this excites me more. I hope to acquire puppet making/armature, set production and related skills, for example textiles and woodworking, to achieve this. I also need to improve on my overall knowledge of photography, lighting and sound production.

Develop Professional Skills And Network For Commercial Practice

I currently work in the IT industry and have done so for the last 10+ years, first as a web/GUI designer and Flash animator, and now as the marketing director for a software company run with my husband. I aim to transfer out of IT however, and back into the creative industries, with a view to working exclusively in animation. I therefore hope to develop formal process skills (boarding, animatic production, use of dope sheets, etc.) and to start to develop a professional network.

Develop Artistic Style, Themes And Brand

I also need some space to breath and think, away from the pressures and constraints of commercial production. Alongside production skills, I aim to develop artistic style and interests, which will later inform a professional brand.

I would rate my 2D production skills as reasonable, but my stop motion production skills are limited.

2009 – 2010 Animated Shorts

MiLK HaRE Halloween Teaser (1 min 49 secs)

Stop motion/pixilation/2D (After Effects) http://www.vimeo.com/16375306

It's Beginning To Look A Lot Like Christmas (17 secs)

Claymation

http://www.vimeo.com/8386675

Enjoy Yourself (It's Later Than You Think) (28 secs)

2D (Flash)

http://www.vimeo.com/6929511

Oh No! There Goes Tokyo! (30 secs)

2D (Flash)

http://www.vimeo.com/6235449

Website

http://earsandwhiskers.co.uk

Blog

http://blog.earsandwhiskers.co.uk