

- **What did you believe were the most important parts of the process when you were developing this project?**

The project as a whole was a thrilling experience beyond what I expected. As a previous intern into the local community organization, the “Ironbound Community Corporation”, I found that I was still unaware of the many environmental problems Newark experienced and is still experiencing to this day. The day they came to work alongside East Side High School to make an environmental piece, I was offered a role to participate in it, and I immediately took the opportunity to join. After brainstorming different topics we decided to work around the idea of Dioxin as we are deeply affected by it. Although the topic was very serious, I enjoyed working with my previous acquaintances. The working experience was great and knowing I was helping the community while still doing what I love and having fun made it many times greater.

- **What kind of art and/or design informed the aesthetic choices you made in the project?**

When covering this extensive topic, which many would not find exciting, we came to the conclusion to do a 3D animation and focus on the major effects of chemical and how it came to be. We drew most of our inspiration from popular youtuber’s such as in “Kurzgesagt-In a Nutshell”, as I myself find those type of videos very interesting. Although animations are fun to look at we thought adding some 60’s graphic design would make it a bit more “fun”, especially with the Newark’s skyline. By envisioning an informative but also colorful animation we knew the video would be able to hit a larger audience.

- **How did your intended audience inform the final product?**

Our intended audience is the community as a whole including youth’s and adults, which is why we decided to do 3d animation as it would draw the attention of the youth’s while informing the adults. In this format we were able to actually make a very difficult topic which would have taken a few minutes to discuss into a condensed and simple topic that would be clear and easier to understand.

- **How did working on this project affect your technological skills and abilities?**

In order to make a good video I had to learn all the programs that would be used for creating assets (photoshop, illustrator), and the place where everything would be assembled (after effects), which I know some of the basics. All the tutorials and lessons I was taught helped me in accomplishing the video, but in the end working on the video was the full circle which helped me become proficient in these tools. By applying everything I learned I was able to conquer many obstacles which my teacher and fellow friends helped me get through. As I struggle through these problems I started to retain most of what I learned. The big piece I won by making

this video would be learning about 3d space, which I know will improve my videos but also help me in other programs such as Maya.

- **What were the most difficult and the most helpful parts of working with people outside of school?**

Working on a project which is expected to make an impact was very nerve wracking, but the people from the Ironbound Community Corporation were able to smooth the process with me. I thought it would be a hard to supervise project with a lot of pressure and although there was pressure especially before the due date, it was not unbearable. By troubleshooting problems, discussing ideas, and having fun together I grew close to the people around me, which in the end created a friendlier environment where I was able to focus on making the video better.

- **What were people's' reactions after watching the video and how did it change their understanding of the environment in the community?**

Although I did not discuss my video much with any of my peers and teachers I came to find out that it was actually shown in the auditorium for a group of students and teachers. One of my friends told me I did a good job on the video, which shocked me for a few seconds. Although I did not show much facial expression I was actually screaming internally for being recognized for something I worked hard at. The best response would have to be given by my freshman math teacher, being pulled into a conversation on the state of the community and being praised for my work was phenomenal. It actually shocked me that she still remembered my name after three years. Although I don't know what the audience thought , or will think in the future it actually fills me with much expectations to find out how it benefited them. Ideally It Would be great if they leave at the end of the day to participate on their community, or leave with a thoughtful understanding of where they live and what is being done to better their community.

- **Looking back at your process, what steps would you take to improve your work?**

The project started easily as the deadline was very far away, but now I regret that I was not following a schedule and progressing slowly. I believed that the video would have ended better if I actually set that schedule and put more effort early on. Doing the assets took too long and I put them off a couple times which really set me back. Miniscule errors end up adding to a big one and in the future I wish to avoid doing so. Like all things in life we learn from our mistakes and in the future I will focus on avoiding these easy mistakes that I ignored.

- **What have you learned creating this project that you will take to your next media arts work?**

This year I was able to familiarize myself with many different programs such as Photoshop, After Effects, and Illustrator which I know will provide me with endless different ways to improve my videos. As I progress in media arts and focus on more intensive programs such as Maya, my

time with 3d space would come in handy. I will be able to create my own assets, change them, and putting them together and make better projects for my school and any other group that wishes to employ me for their own projects. These experiences I am accumulating will add up to making me a very rounded individual that would be ready for anything.