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# Educating Animators Conference 2021

Monday 15th November, 2021.

\*Please consider encouraging Colleges & Universities to work with their local / national deaf communities as much as possible, for wider inclusion and recommendations.

## Behind the scenes of “New signs for animation”

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Focusing on a learner-centred Pedagogy approach examining the animated short film, “*New signs for animation*” (2021) and the wider discussions.

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**Link:** “*New signs for animation*” (2021) - BSL (1)

<https://www.youtube.com/watch?v=XJgsawVkZaE>

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Behind the scenes of “New signs for animation”

# A quick summary

Constructivism

[Social] Constructivism

**Jon Mortimer.**

**Animator,  
Producer &  
Educator [ENU]**

Based in Scotland

**Research catalyst:  
Supporting a deaf  
student at ENU.**

Gap in Animation & Games terminology available to students from the deaf community.

2020

**Sourcing a unique  
way of presenting  
research findings.**

Short film to visually explain the situation to the wider community & the animation sector.

2021

Valued at: £25,000+

## Behind the scenes of “New signs for animation”

Mutual viewing experience:  
Choice to have no music.  
\*Sound FX / cards

Feedback: it was important for the deaf community to see a hearing-aid on the character.

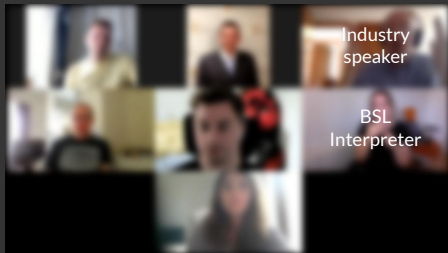
Story from Deaf student experiences.

Representation on screen:  
Hearing community - hear someone they recognise.  
Deaf community - see someone they recognise.

Funding [£2500]:  
Funded by ENU's Public Engagement Fund. Graduates & Deaf Artist were paid to participate.  
[Knowledge gap]

2x Recent ENU Graduates  
[Digital media]

4x Artists from the Deaf community



Industry feedback sessions [w/ BSL]

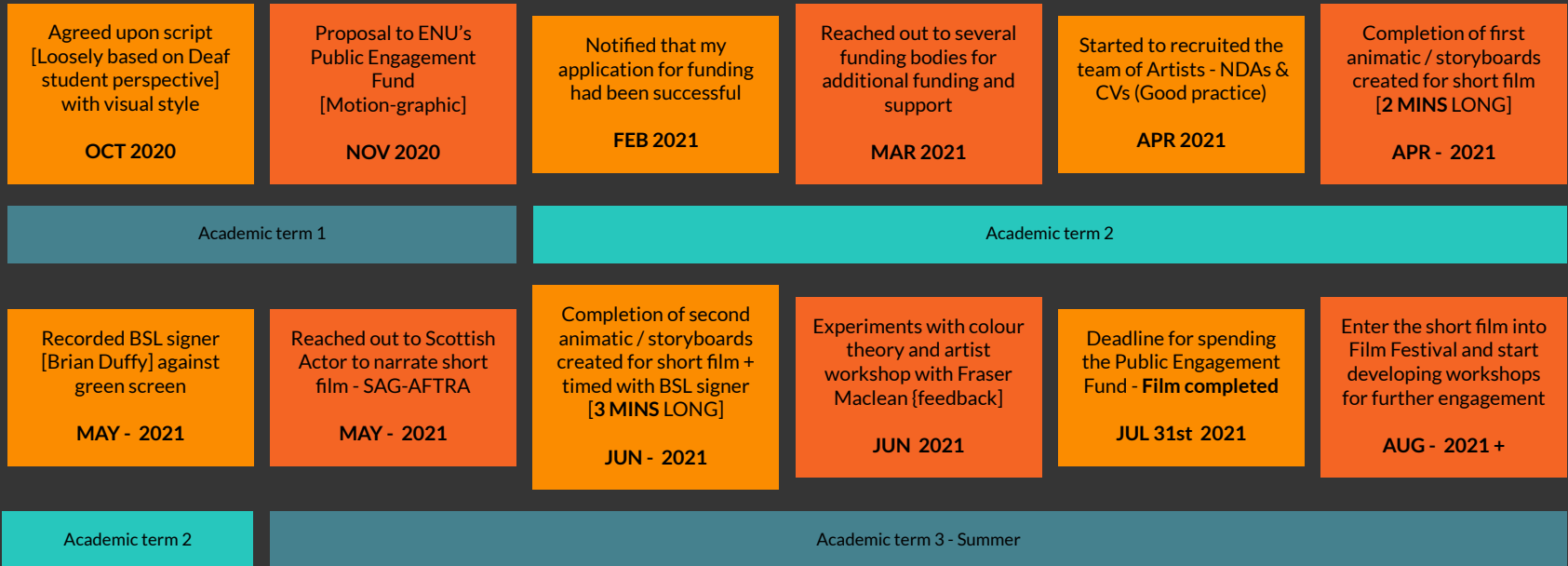
Limited colour palette (2) to illustrate the limited choices of deaf students.



Specifically designed layout to accommodate a signer in the bottom right hand corner.

# Behind the scenes of “New signs for animation”

## Timeline



# Behind the scenes of “New signs for animation”

## Where do we go from here?

Animation & Games Workshops with Deaf inclusion

Engagement with the Animation / VFX / Games sector & the Deaf community.

An organic means of addressing the Knowledge gap and highlighting as well as proposing new signs for animation / games terminology.

Character design & representation on screen

Animation layout & narrative

Deaf actor performance in animation

Pre-production & storyboarding

Open for suggestions...

Please share:

**Representation in Animation: Character Design with the Deaf Community**

<https://watch.eventive.org/mafonline2021/play/614c6c40567a6306675c0217>

22/11/21  
11am-1pm

BSL Interpreter

The screenshot shows an event page on Eventive. The event title is "Representation in Animation: Character Design with the Deaf Community". It is available in 09d 23h 00m 11s. There is a "Live in 10 days" button. The event is sponsored by ScreenSkills. The description mentions a short film "New Signs for Animation" and a workshop for character design in animation. The event is an online recorded session with an interpreter present. The workshop leader is Animator, Producer, and Educator Jon Mortimer. Half price tickets are available for pass holders. The event is on 22/11/21 from 11am-1pm. There is a BSL Interpreter. The event is available for purchase.

CONTRIBUTES TOWARDS A VIDEO GLOSSARY FOR ANIMATION & GAMES

\*Further discussion required: focused to a BSL / ISL response or could there be potential for an international glossary

FURTHER INFORMATION & ENGAGEMENT WITH INDUSTRY & THE DEAF COMMUNITY

Short film & training scheme on a sequel: Graduating & the job hunt.

## Behind the scenes of “New signs for animation”

# Wider topic discussions

1	Deaf character representation in film & animation	Makkari [Lauren Ridloff] “Eternals” (2021) / General Amaya “The Dragon Prince” (2018).
2	Deaf animators for Deaf characters	Is it important to have Deaf animators (or animators trained in Sign language) for deaf characters?
3	Deaf performance an extension of the animation / performance on screen	Should more Deaf actors be employed to present the language and include a performance?
4	BSL training for delivery staff & reasonable adjustments to modules	Should there be an opt in scheme to help support / train delivery staff in BSL [BSL Scotland act 2015]
5	An [International] Sign language video glossary for animation & games	Should this be national (BSL) or international constructed glossary - formed through workshops?
6	Should we teach more visually for animation / visual arts?	‘Show not tell’ a popular comment in the animation sector, should we adopt a more visual approach for inclusion?