

— Supported by:



Representation in Animation:

Character design with the Deaf community.

Session length: 2 hours

*Eye-break halfway through session

Lead by Jon Mortimer
Assisted by Shauna Farrell
Character designer Kenny Anderson

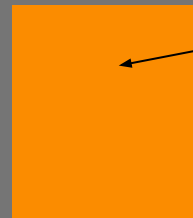
*BSL & ISL
Interpreters
available

Workshop format

Jon will only interrupt if there is a question or to give an eye break

One shared screen at a time.

Jon will introduce the workshop and then pass over to Kenny to share his screen and take you through his methodology. This is to ensure the screen is not too busy with too many people communicating.



PIN
INTERPRETER
BSL / ISL

Welcome & introductions

Jon Mortimer.
Animator,
Producer &
Educator [ENU]

Based in Scotland

j.mortimer@napier.ac.uk

Shauna Farrell.
Animation
graduate from
Ballyfermot
College. ISL user.

Based in Ireland

Kenny Anderson.
Character
designer with 15
years of
experience

Based in Scotland

Schedule

Quick
Introduction

Your
perspective

Character design
workshop

Last minute
questions

Looking
ahead

Jon will make a quick introduction to the workshop, talking about the workshop format and asking you a question before Kenny takes over.

Kenny will take you through his process and methodology for creating characters, as you follow along and design your own characters.

Jon invite any last minute questions for Kenny, and finish up with a brief chat about what's next.

*Eye break (5mins) halfway through / interpreters swap.

“NEW SIGNS FOR ANIMATION”

A FILM BY JON MORTIMER & ENU - PUBLIC ENGAGEMENT FUND 2021

AVAILABLE IN:
BSL & ISL
W/ SUB-TITLES

BSL version:

Signer: Brian Duffy

<https://www.youtube.com/watch?v=XJgsawVkZaE&t=6s>

ISL version:

Signer: Lianne Quigley

<https://www.youtube.com/watch?v=x14-vmsV-u4>



Not sure? Ask away

- Wave in your camera or write in the chat box, if there is a word / term you are not sure of.
- We can clarify and the group can come up with a sign to make the session easier.

Representation in Animation: Your perspective

Participants feedback & experience on a topic.

- To participate, please **switch on your camera**
- If you do not wish to participate in this part of the workshop, please **switch off your camera** until we move on.

— Research consent - via interpreter

Edinburgh Napier University requires that all persons who participate in research studies give their consent to do so.

You freely and voluntarily consent to be a participant in the research question on the representation of the deaf community in animation, to be conducted by Jonathan Mortimer [j.mortimer@napier.ac.uk] who is a member of staff at Edinburgh Napier University. You are free to ask questions during this session or contact Jonathan after.

The broad goal of this research study is to explore the thoughts and feelings from participants from the Deaf community on how they feel deaf characters are represented on screen. **This should take 15-20 minutes.**

Your responses will be anonymised. Your name will not be linked with the research materials, and you will not be identified or identifiable in any report subsequently produced by the researcher. You may withdraw from the research without negative consequences. After data has been anonymised or after publication of results it will not be possible for your data to be removed, as it would be untraceable at this point.

Should you not wish to answer the research question (1), you are free to decline - to decline, do not switch on your camera (or switch it off briefly) or do not comment.

- I understand the above and if you consent to participate in the research, please **switch on your camera** or type consent in the chat box.

Question:

“How do you feel Deaf characters are represented in Animation & film?”

*Please note: if no one wishes to answer this question, then we will move on to the rest of the workshop. You are under no obligation to answer. Any points raised can be incorporated into your own character designs.



"The Dragon Prince" (2018-)

A Netflix animated series.

Deaf character (ASL) **General Amaya**

Interpreter: lieutenant Gren



"Eternals" (2021)

First deaf superhero in the
Marvel Cinematic

Deaf character (ASL) **Makkari**

Portrayed by: Lauren Ridloff

Representation in Animation: Character design workshop

Over to Kenny to demonstrate and talk through his process

- Kenny is happy to answer questions as he goes.

Representation in Animation:

Eye-break 5mins

- Halfway point & opportunity for rest your eyes
- Interpreters will swap over
- Kenny may keep working

Representation in Animation: Character design workshop

Over to Kenny to demonstrate and talk through his process

- Kenny is happy to answer questions as he goes.

Representation in Animation:

Any questions?

- Last chance for questions for Kenny...

Representation in Animation:

Looking ahead...

- Have you enjoyed this session?
- Would you like more workshop - and on what?
- Contact Jon to further discuss, offer your suggestions and if you have any questions: j.mortimer@napier.ac.uk

Thank you to everyone!

- **HUGE Thank you:**
 - **Kenneth Anderson**
 - **Interpreters**
 - **Manchester Animation Festival**
 - **Workshop supporters**
 - **And to you all for joining us!**