

The career I dream of pursuing is the field where ideas come to life and imagination flows endlessly: Animation, or, more specifically, 2D Animation. My desire to experience animating began in my elementary years. Access to Youtube exposed me to small animators and indie movies. I felt captivated by how drawings could convey personalities and speak as if it was their own voice rather than an actor's. The visual effects emphasized scenes, and the frame by frame animation that absolutely appealed to its audience held my attention in its death grip. Through watching how people could make their own characters move and develop entire movies with original concepts, I felt inspired to attempt animation myself.

In 6th grade, I substituted google slides as an animation program since I did not know of any. My young dream of creating a movie was short-lived, but it was fun attempting to bring characters to life. I picked up a free animation app in middle school called Flipaclip, which I still use to this day. I self-taught myself through watching other animators, both old inspirations and new ones. I created basic animations starting with the classic bouncing ball and continuing with original characters. These were uploaded to a channel in hopes of becoming like my inspirations.

2D Animation has been my self-taught hobby for more than 4-5 years now. Like the indie shows I watched, I desire the ability to participate in full projects. Being able to develop storylines with visuals and have others love the animation crew's work just as much as we do would be a huge honor and an immense joy to be a part of something that fueled my creativity and enjoyment since my childhood. As color spills across a screen, so do I dream; a path of opportunity awaits.