Kyle Lanzirotti ART 499 Artist Statement

As an artist, I try to be as literal as possible. I want my works to be clear and concise, with little room for interpretation. Considering I am going into a career in animation, this quality in my work is going to be very important for assisting directors in realizing their visions. The animations I have done so far haven't had any nuanced messages. I may even be humorous with how I present my messages, like with my "Shock" project, bringing a lightning strike into a project meant to display emotion on top of showing that emotion literally.

Not only are my messages typically simple, my process is rather simple as well. I get the idea in my head, get a sketch, and work from there. My works don't change drastically unless I'm told to change them. Even then, they may still have the overall shell of their predecessor.

A common motif that I have noticed through my works is the connection to things in the natural world. I use elements of nature perhaps as a form of grounding, using things found in nature as a way to ground my message in the world. It is difficult for me to think abstractly, so tying my work back to something I see as simple is important, especially when I tend to make projects perhaps out of my depth.

I haven't been an artist for too long. Perhaps I could even say I regret not getting started on this path sooner. The disadvantages of only having a few years of experience are quite harsh, and in consideration of having to do things that don't really help me improve in the long run during the two years pursuing my degree, the gap between me and others in the profession could be painful to think about at times. However, when I take the time on my own, the amount I can get done surprises me. When I graduate, I'll be able to take a bit of time and dedicate it to massive improvements in areas that I know I need them. Without the obligations of school in my way, I will improve myself a significant amount in a hopefully short timeframe. I can envision my own potential, now it is simply a matter of unlocking and unleashing it when the opportunity comes.