

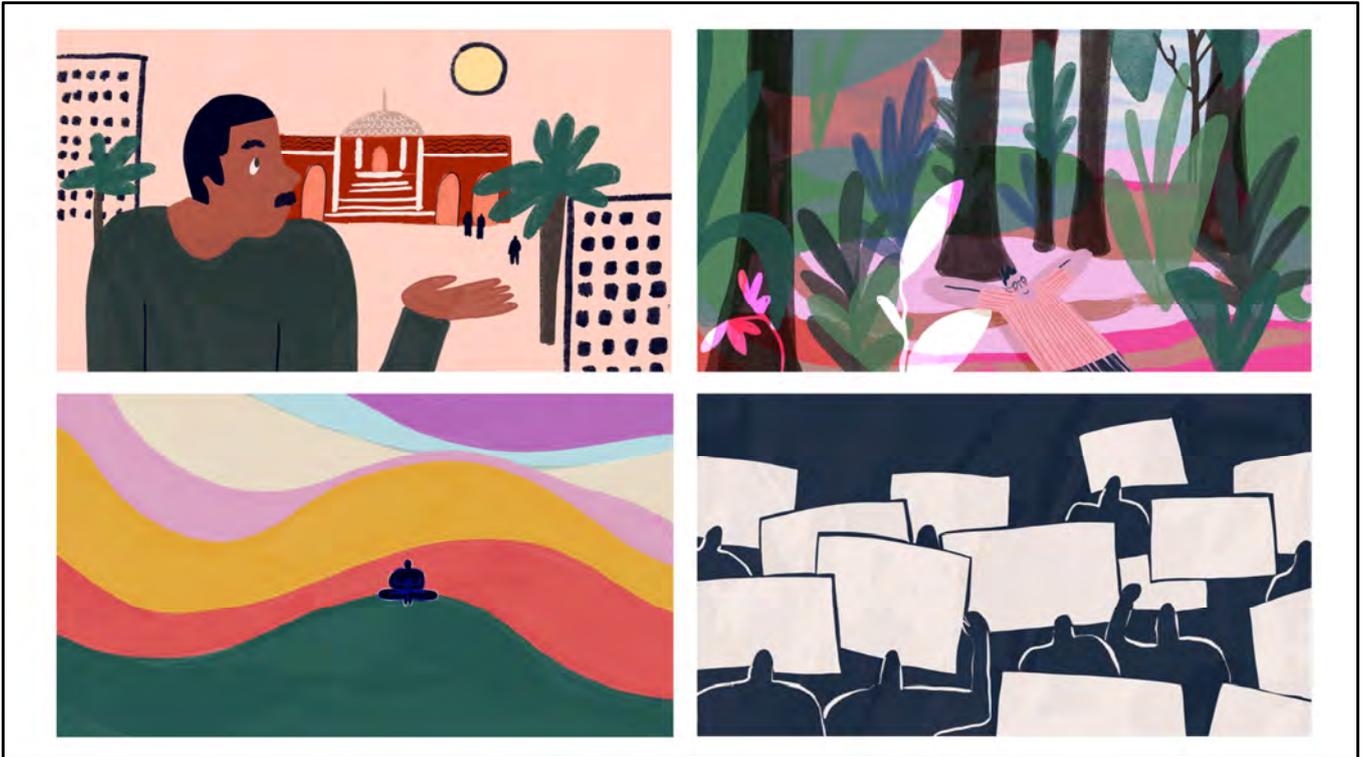


Concept

A short animation [roughly 2 minutes] advocating for the idea of “worldview” as an important and relevant topic particularly for young people to learn and think about.

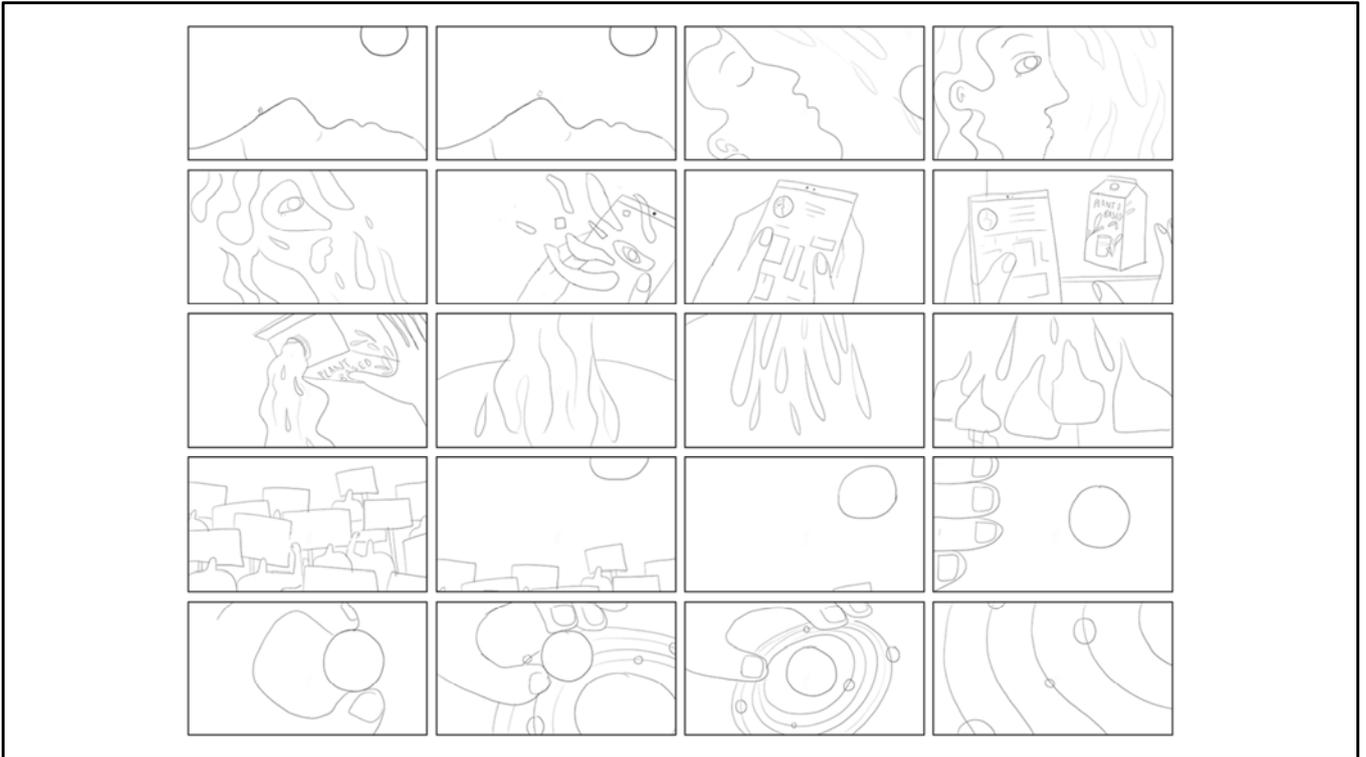
This new, short animated film from Theos Think Tank and animator Emily Downe unpacks the idea of worldviews and invites the viewer to consider how their own unique view of the world might co-exist with other, sometimes quite different, vantage points held by those around them.

The film was inspired by the Theos report ‘Worldviews in Religious Education’ launched in October 2020
<https://www.theosthinktank.co.uk/research/2020/10/21/worldviews-in-religious-education>



At the beginning stages of the project when I was thinking about the topic of worldview and how to express it through animation, I made 2 key creative decisions that overarch the film.

The first is that I was excited by the fact that animation is a great tool for showing how we might see the world through different lenses, because you can play with colour, textures and different styles to hint at various ways of seeing the world. So as you can see in these scenes here, they look like they could be part of different films.



However, the other key decision I made was that it shouldn't be that these worldviews exist entirely separately. I wanted to show that they are not static and segregated but can be interwoven and connected. So I decided that the film would be very fluid, transitioning from one scene or worldview to the next, to show that it is constantly changing. As you can see here for example in these initial sketches I did, the mountain becomes a face, and the milk pours down to become the protest placards.



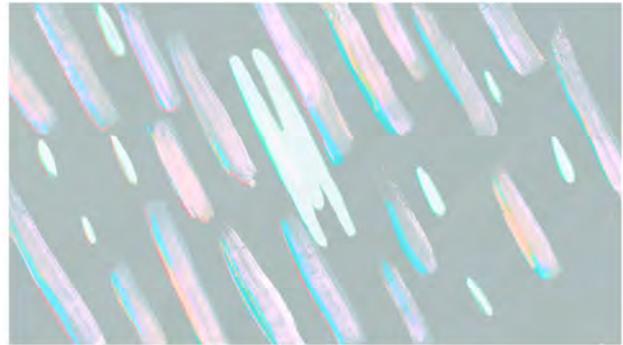
*What makes you who you are?
On what do you base your decisions?*

Simplifying the question by giving specific examples.

So here these big questions are asked. “What makes you who you are?” and “On what do you base your decisions?” These are huge questions that could send your mind spiralling. Where do you begin in answering these? I wanted to use the animation to help direct the mind to a starting point to think about the answer. For example in the first question, maybe the viewer could start by thinking, if they have a social media page, what do they put on there that makes them who they are? Or maybe you can start with a seemingly small decision about what type of milk you drink that might lead to a larger worldview. So these are just starting points.



*Some may feel that life is about success and improvement
-- being the best you can be.*



*And some think it's about helping the most vulnerable in
society.*

Instant imagery –

This example takes a slightly different approach. Where the script is more descriptive, the animation works as a visual shortcut to comprehend the idea. Simply someone being raised up on a podium, compared to a character jumping off to help someone in need. The simple shortcut of raising up or diving down can help illustrate these ideas.



Visual metaphor

“It shapes how you live”

In this scene I had to try to visualise something quite abstract. The script says “It shapes how you live.” This is a concept that isn’t so easy to visualise, so I started thinking of metaphors I could use. I thought about other things that shape how we live and settled on the metaphor of a river. Communities and cities are built around rivers and I thought this could be similar to worldviews.



Or, perhaps, your worldviews will be more alike.

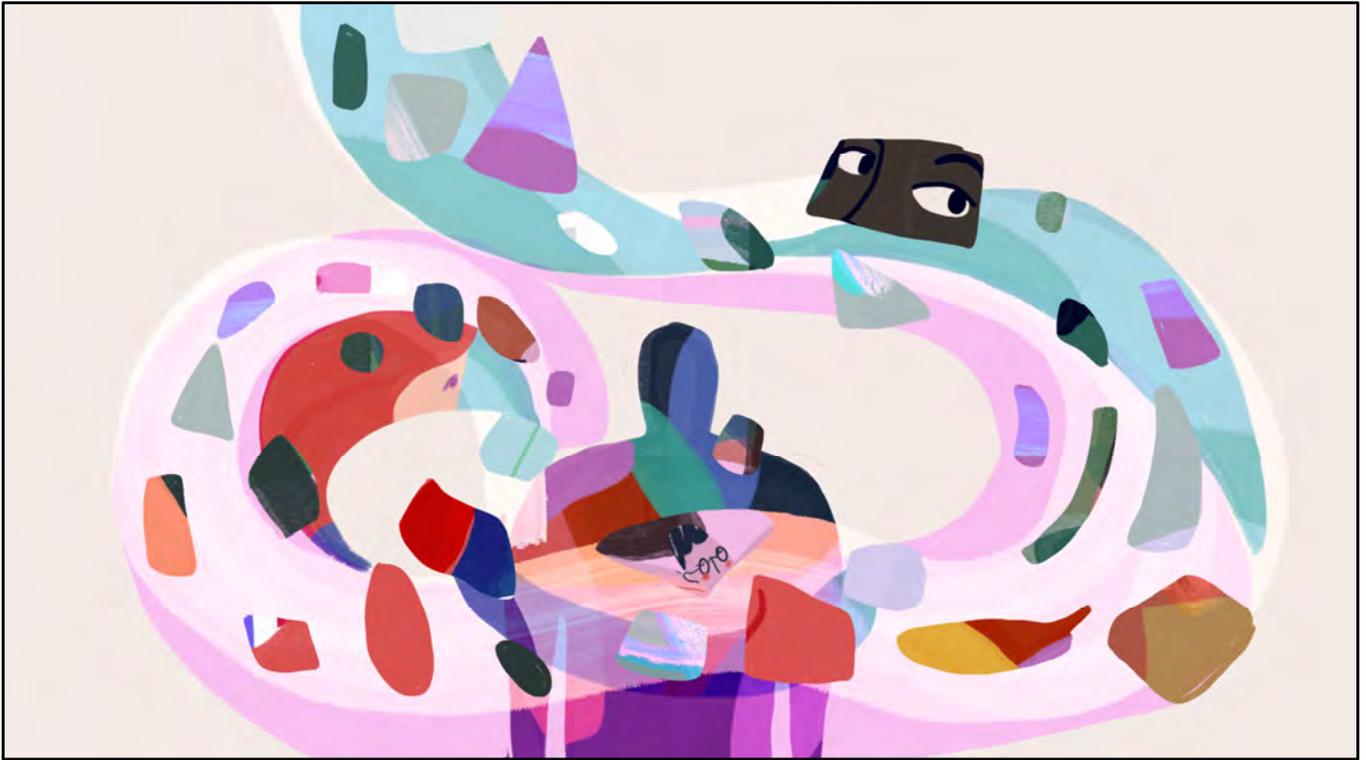
Using abstract shapes to communicate.

Here is an example of using more abstract shapes and symbols to visualise the invisible. I wanted to get across the idea that even though these characters look quite different, they may share a similar worldview that is unseen. So I used an abstracted shape representing tears streaming down their faces. Maybe they experienced a similar kind of loss or hurt that has led them to see the world a certain way, making the unseen visible.



Animation can ask big questions in an unobtrusive way.

Finally, I wanted to end of this image because this is the scene where the audience is asked, “where do you think truth lies?” This question is weighty and potentially intimidating. It requires a fairly deep and vulnerable response and so with words alone it might feel to confronting. However this is where I think animation can be enable these questions to be asked in a less intimidating way. The calming and reflective scene gently allows the audience to reflect themselves and ponder this question about truth.



Animation can ask big questions in an unobtrusive way.

I hope that has given you an insight into the thinking behind the film and ideas about how visuals can be used to communicate big ideas.