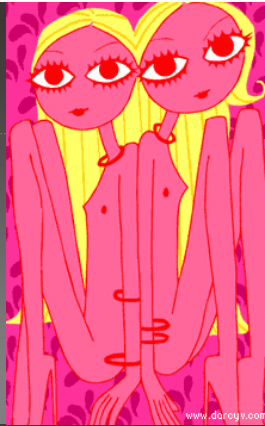


Darcy Vorhees

2D vs. 3D

Nothing against technology and 3D animation, its just that Darcy Vorhees prefers the simple freedom of drawing. Currently working at 4kids Productions in New York City, she does storyboard clean up, checking and revision on the Teenage Mutant Ninja Turtles Series. She has also done animation assisting on Disney's Lizzie McGuire movie and recently did character and background design on a new, 'secret' pilot along with assisting on various animated commercials. She really loves to illustrate and has a keen interest in drawing. Aside from animation, she also enjoys doing illustrations for music CDs, book covers and spot drawings for young adult books. We talked with Darcy about her love for drawing and the direction of traditional animation vs. technology driven 3D animation.



www.darcyv.com



Lola and the Fish
Colored pencils



Portrait of
Oil

VL-0 **SPUNK** JEMMA GURA SLEEPATWORK DARLING VIOLETTA SHAFT D DANIEL KOH YIMINO GUTTERPUNKS
ASTERIK STUDIO RUSH D.R. HUNTER WIMMER KERENSA'S DISPATCH BAYBEATS04 POST-ANIMATION



Darcy Vorhees

Spunk · How long have you been working in the animation business?

Darcy · For about 4 years, I started doing freelance work when I was a junior at Pratt.

Spunk · How long have you lived in NYC?

Darcy · I've been living here for about seven years.

Spunk · How do you feel about 3D animation vs. more traditional, drawn animation?

Darcy · On one hand, I prefer to create traditional animation because I love to draw, and it isn't quite the same for me if the scribbling-erasing-handling piles of paper aspect is taken away. This tactile connection with a project is something that I miss when I'm working digitally.

I haven't worked in 3D animation yet, but I do use Flash and I find it frustrating sometimes to have the barrier of menus and buttons and peripheral devices there, having the creative flow broken by something like RAM or a malfunctioning computer. Plus, it can be tiring to stare at a monitor for hours on end. Despite all this, I do appreciate how using computers has made certain things easier, and I do plan on working more with that in the future.

In terms of watching 2D and 3D, I do enjoy both. Of course when it boils down to it, the success of a piece depends on its content more than the method that was used. I appreciate the realism and dimensionality that can be created with 3D animation, yet I also like the more graphical nature and man-made quality of 2D animation. Nothing beats a great pencil test though!

Spunk · I'm guessing that a "pencil test" is the drawn animation in its rawest form. Do you mean that 3D may lack the unlimited creative potential that traditional animation has always enjoyed? And if so, do you think that will change eventually?

Darcy · Yes a pencil test consists of only the drawings, before inking or color. Not only do you get the motion before it is redrawn, but you get to really see the work that a person put into it by witnessing each pencil stroke. It seems that the stages after that are somewhat dedicated to removing that evidence and creating something "perfect."

And no, I don't think that 3D lacks any creative potential. Right now it seems to be on trend toward creating realism—once it breaks away from that I can't imagine what will come out of it. It's rather exciting to imagine the possibilities.

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