

LAURA PROVOST

Animation and Design
Portfolio



You have no idea
what's in store.

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No one likes college debt.



With your help, we can make a difference.



Created for the 10,000 Reasons Campaign, this video was designed to appeal to a younger generation of students in order to encourage donations to the campaign. The project resulted in a thrilling clash between our hero, Niko the Ninja Cat, and the Segmented Serpent representing college debt.

10,000 REASONS
CAMPAIGN



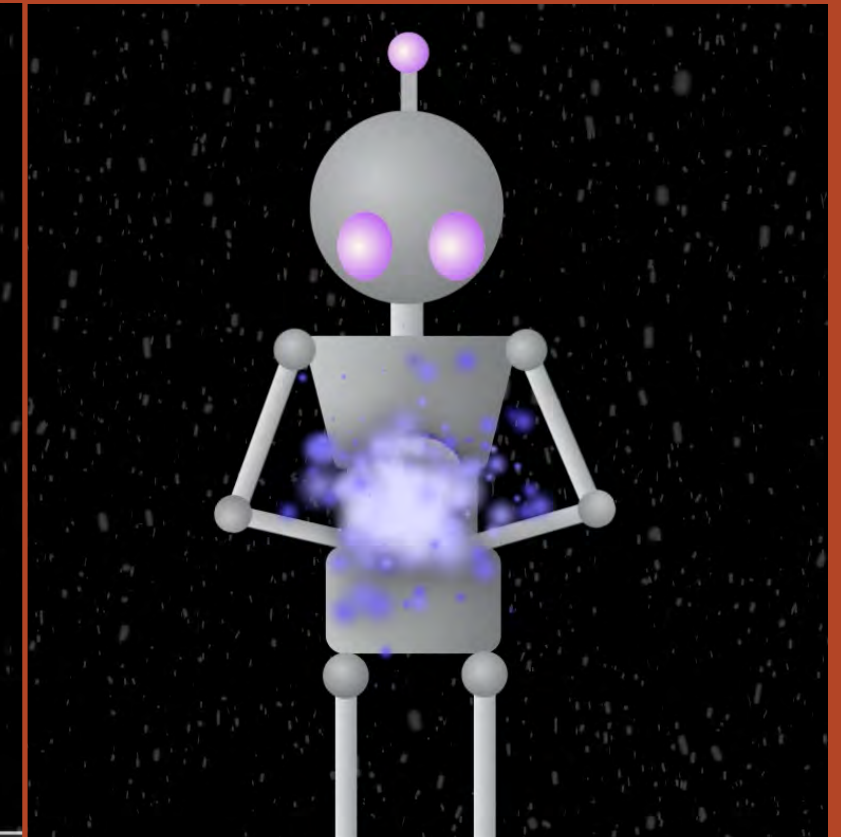
ALUMNI AWARDS

Each year, Salem State University holds a ceremony in which they award alumni who have achieved great heights since their graduation. Nominations had been running low, and the Alumni Association needed a way to encourage more submissions for nominations. They turned to social media, and tasked me with creating a promotional video to help spread recognition for the event. I decided to use Salem's background as a naval city as a basis for design, generating a background of flowing shallow water and light filtering through deeper ocean, as well as using a turning ship wheel as a transition.

SHINE

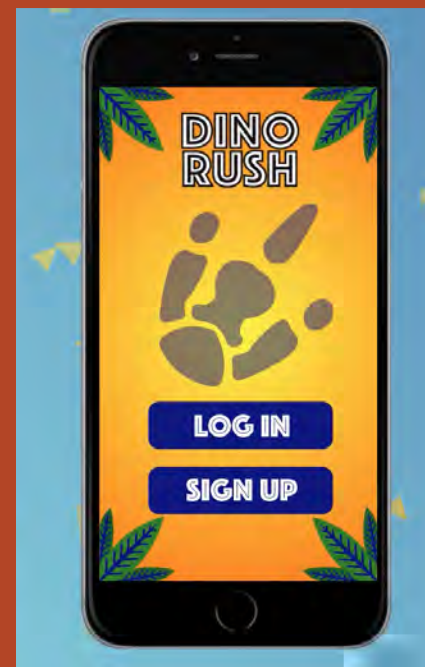
After receiving the Presidential Creativity and Interactive Multimedia Award, I was given the opportunity to showcase my best work for my chosen field in the Winfiski Gallery. I felt the occasion deserved its own creation. SHINE was a personal project created as both a method of experimentation to broaden my skills in the program After Effects, and to pave the way towards future musically-charged animations.

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This video was developed as a creative concept for a smart phone application. The goal was to design an app that served a practical purpose or as a form of entertainment. this video markets "Dino Rush," an interactive multiplayer app that allows the user to create his/her own dinosaur from a wide variety of parts, then release it into a virtual world where it can meet, race, and interact with dinosaurs made by other players. The video features a fully articulated mowhawked velociraptor with a complete profile-view walk cycle.

DINO RUSH



SAFE TRAVELS (DON'T DIE)

My earliest collection of animations is the episodic "Safe Travels! (Don't Die)," the tale of a cute little guy who is just trying to reach his destination in one piece. It is a series of six-second Vines filmed in stop motion using a white board. The plot is based on the lyrics of the song of the same title by Lisa Hannigan, in which she warns of the dangers of traveling alone.

SAFE
TRAVELS!



One of my greatest personal achievements to date was having two of my pieces displayed in the festival "Art is in the Square," an international student art fair in Florence, Italy, in the Spring of 2015. The fair was a celebration of international collaboration and development, and the artistic representations of such ideas created by students from across the world. Both are digital paintings created in Adobe Photoshop.



ART IS IN THE
SQUARE

This piece was an independent work that I submitted and had been accepted as the cover for the Salem poetry collection "Soundings East," as well as for printing onto ceremonial award invitations for the Creativity Awards Ceremony for Salem State University in 2016. The piece is chalk pastel floating in a void of black paper.

BLUE
ASTRONAUT



PORTRAITS

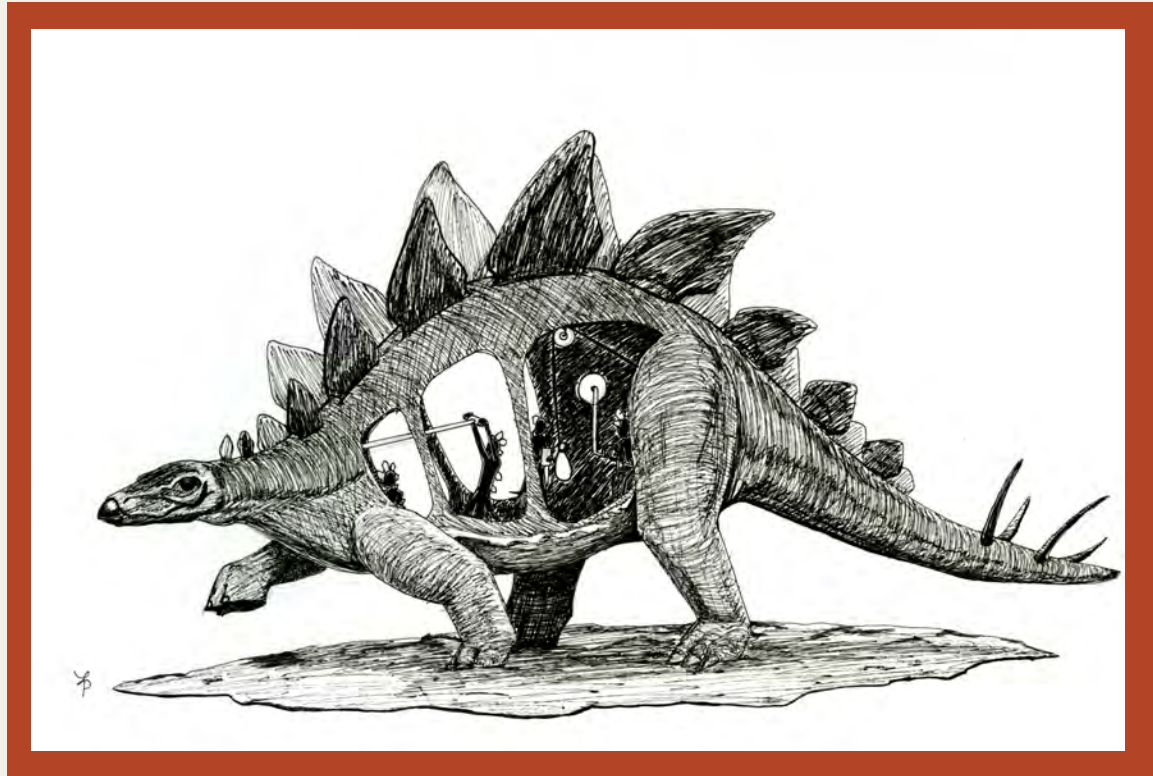
Pastel and graphite on tones paper is my physical media of choice, and one of my favorite methods of drawing is photorealistically. Although portraiture is not necessarily my primary skill, I do enjoy the challenge of extreme detail and the reward of the finished product. In this case, my topic was a five-person portrait, presenting even more of a challenge, but still I managed to make each face and outfit as accurate as possible. The figures depicted are members of the Korean band, SHINee.



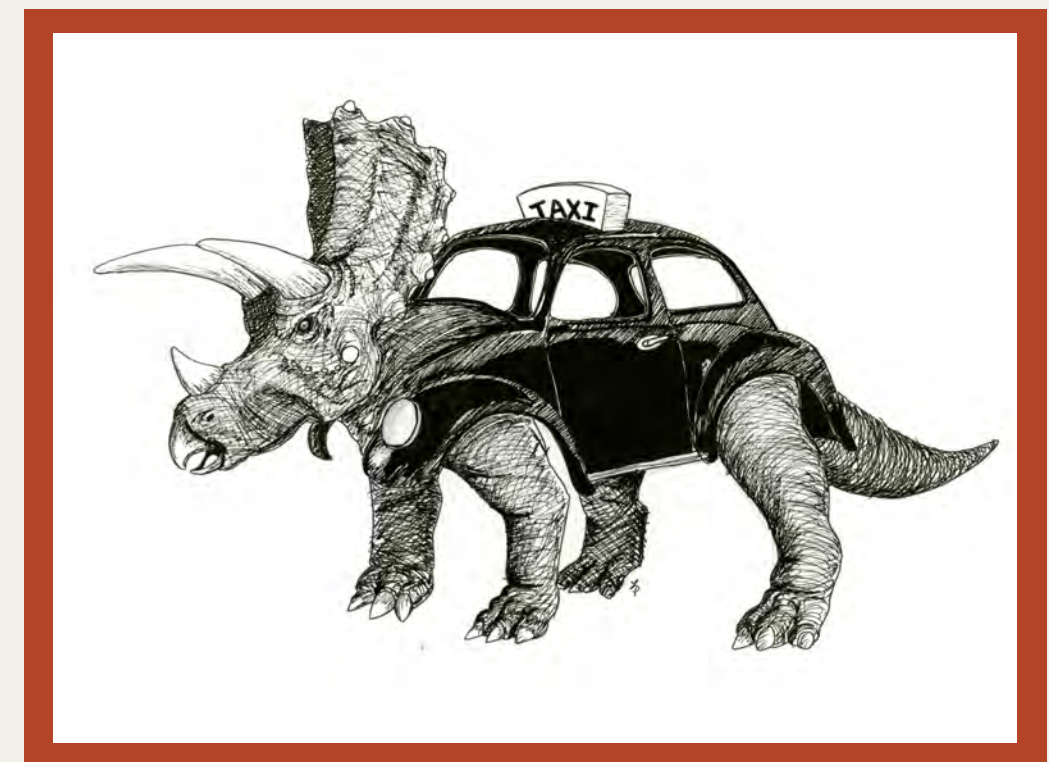
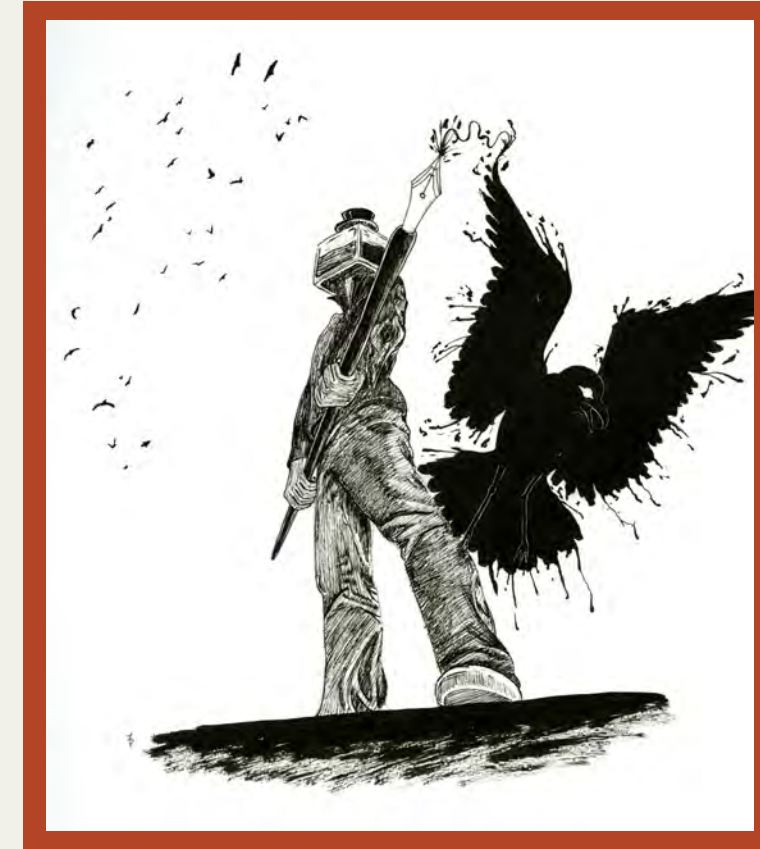
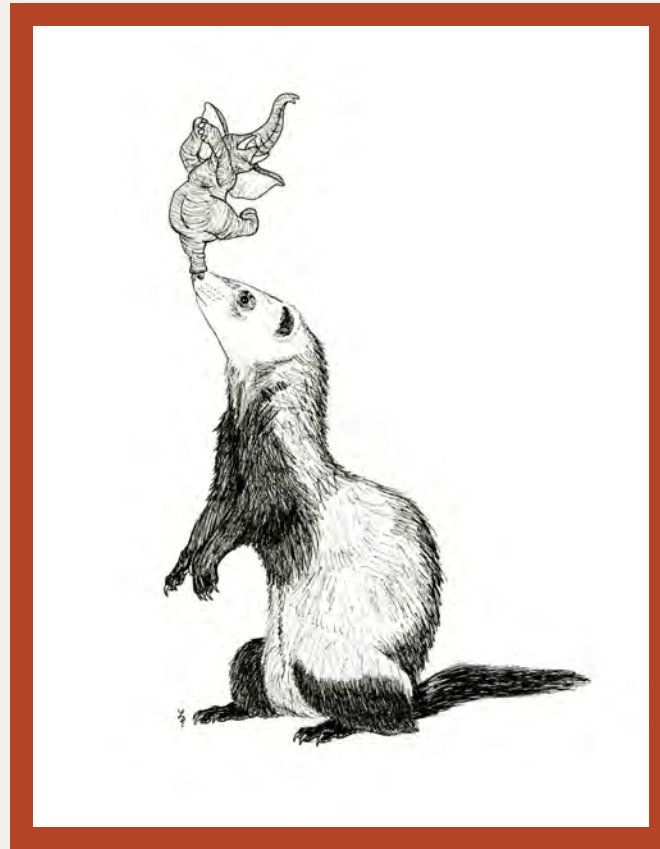
INKTOBER 2015



The INKtober challenge is presented to any artist willing to take up the task. The objective is to promote daily creativity and discipline by creating one ink drawing each and every day throughout the month of October. In 2015 I was introduced to this challenge, and I plan on partaking every year, as I find it to be a refreshing way of looking back at old work and seeing how I can improve myself.



As I said, I thoroughly enjoy the challenge INKtober presents, and I fully intend on participating every year that I am able. Although it produces thirty-one distinct pieces, only a few turn out exactly as planned. But to find the few gems in a field of stones is always a rewarding experience.



INKTOBER
2016

UN WEBSITE DESIGN

The United Nations created a "17 Goals to Change the World" campaign in 2015 to show what objectives they had in order to make the world a better place. Each goal related to environmental, social, or economic improvements that could be made over the course of the year. In order to raise awareness for specific goals, several colleagues and I designed websites centered around specific goals, in order to draw attention to the overall campaign. My design was for Goal 6, which focused on providing safe drinking water for all corners of the globe.



Summary Facts Target Goals



GOAL 6:

Ensure access to water and sanitation for all

Summary Facts Target Goals

Clean, accessible water for all is an essential part of the world we want to live in. There is sufficient fresh water on the planet to achieve this. But due to bad economics or poor infrastructure, every year millions of people, most of them children, die from diseases associated with inadequate water supply, sanitation and hygiene.

Water scarcity, poor water quality and inadequate sanitation negatively impact food security, livelihood choices and educational opportunities for poor families across the world. Drought afflicts some of the world's poorest countries, worsening hunger and malnutrition.

By 2050, at least one in four people is likely to live in a country affected by chronic or recurring shortages of fresh water.



Summary Facts Target Goals



More than 80 per cent of wastewater resulting from human activities is discharged into rivers or sea without any pollution removal

Each day, nearly 1,000 children die due to preventable water and sanitation-related diarrhoeal diseases

Hydropower is the most important and widely-used renewable source of energy and as of 2011, represented 16 per cent of total electricity production worldwide

Approximately 70 per cent of all water abstracted from rivers, lakes and aquifers is used for irrigation

Floods and other water-related disasters account for 70 per cent of all deaths related to natural disasters

Summary Facts Target Goals

- By 2030, achieve universal and equitable access to safe and affordable drinking water for all
- By 2030, achieve access to adequate and equitable sanitation and hygiene for all and end open defecation, paying special attention to the needs of women and girls and those in vulnerable situations
- By 2030, improve water quality by reducing pollution, eliminating dumping and minimizing release of hazardous chemicals and materials, halving the proportion of untreated wastewater and substantially increasing recycling and safe reuse globally
- By 2030, substantially increase water-use efficiency across all sectors and ensure sustainable withdrawals and supply of freshwater to address water scarcity and substantially reduce the number of people suffering from water scarcity
- By 2030, implement integrated water resources management at all levels, including through transboundary cooperation as appropriate
- By 2020, protect and restore water-related ecosystems, including mountains, forests, wetlands, rivers, aquifers and lakes
- By 2030, expand international cooperation and capacity-building support to developing countries in water- and sanitation-related activities and programmes, including water harvesting, desalination, water efficiency, wastewater treatment, recycling and reuse technologies
- Support and strengthen the participation of local communities in improving water and sanitation management

