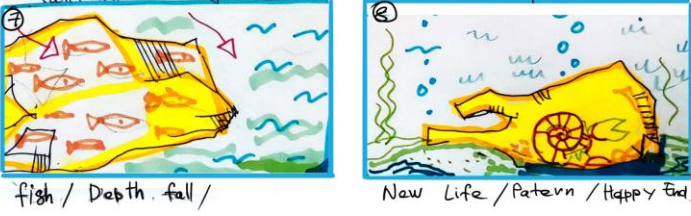
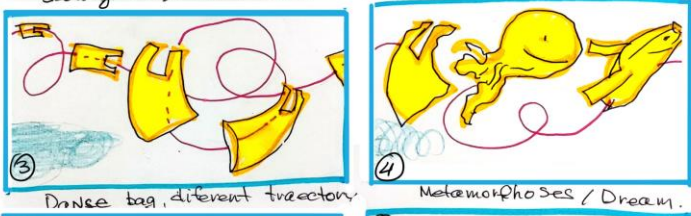
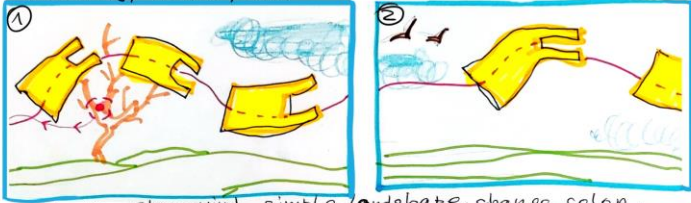


Discovery / travel / fly



I was influenced by the projects
Zi Xi Tan
Plastic Ocean (2016)



Developing a color scheme for the visual design of the environment. The main idea is to convey a positive, playful mood in the animation.



Boundless Adventure Package

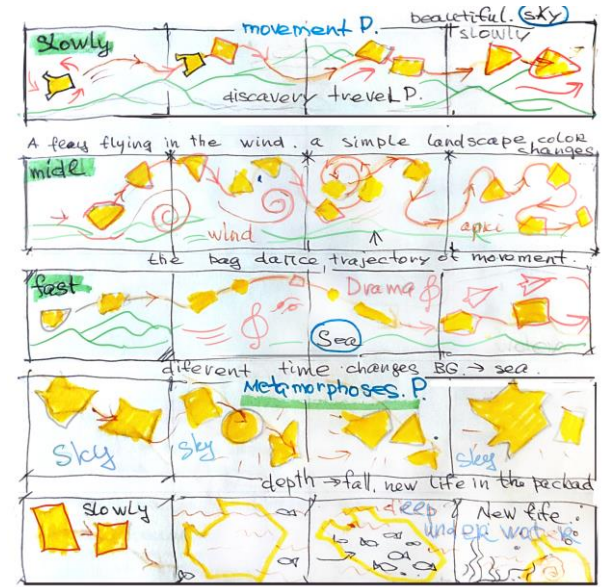
My first animation is a short story about the adventures of a plastic bag carried by the wind, undergoing a series of playful transformations. The wind sweeps it through different landscapes, making it dance and embody the fundamental principles of animation.

My protagonist, the bag, possesses the ability to metamorphose and take on allegorical meanings, allowing for interesting shapes and associations. It transforms into an airplane, a bird, a cloud, and abstract figures, as if coming to life and acquiring anthropomorphic traits.

Beyond the visual experiment, I aimed to address an environmental issue - showing how plastic pollution is increasingly contaminating the world. I dream of a future where the skies, seas, and oceans are filled with real wildlife rather than artificial waste, where we can witness more of nature's true beauty.

Eventually, after its long journey through open skies and endless fields, the bag finds its final destination - it becomes a "new home" for aquatic creatures such as fish.

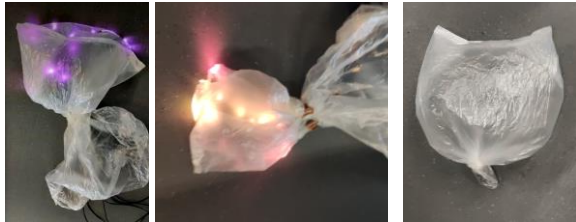
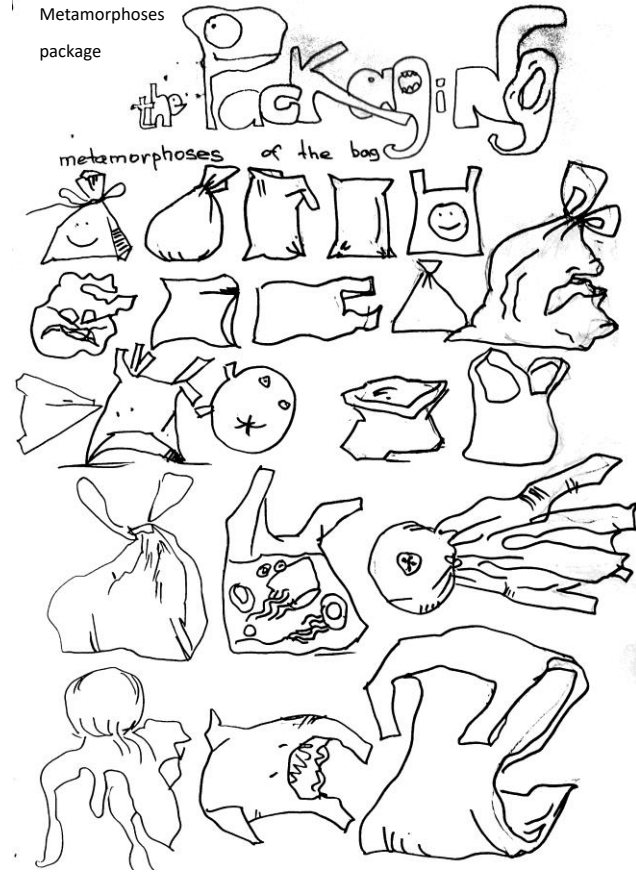
Idea development /



Link for animation: https://www.youtube.com/watch?v=LckZF_od_C8&list=PLDT2S8hZ8GjW8M0CWBq8vIGKEAZct-qsA&index=5



Metamorphoses
package



Boundless Adventure Package

For interesting solutions of the adventures of my hero - the package, I used various metamorphoses, experimented with forms and associations, as well as searches for the colored lighting of my hero, to convey the effect of the "underwater world" where it is darker and there is magic. In the final scenes, the package acquires a resemblance to a jellyfish, as if emitting a phosphorescent glow. While working on this project, I experimented with different materials and techniques. To create the background, I used applications from colored paper and magazine clippings. I was looking for a solution for implementing the fauna of the plant pattern from torn paper.

This project inspired me to delve deeper into textures and materials, as well as to understand how the meaning of an object changes when it finds itself in a new environment. Even in garbage you can find an idea – the main thing is to look closely.



Idea development /



Background work, mixed media. applique. materials used: colored paper and magazines, colored pencils, tape, and markers

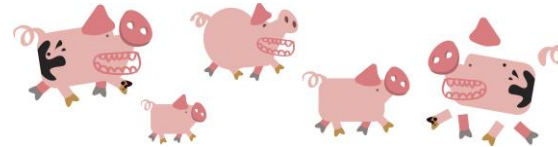
Borsch



The idea of the project is to inspire people to embrace healthy eating and cook delicious meals instead of relying on fast food. We aim to educate young people about healthy eating habits from an early age. Working together unites people and brings great results.

The project presents this idea through animation, showcasing the preparation of the traditional Ukrainian soup – borscht. It is a step-by-step recipe that introduces viewers to all the stages of cooking. The main characters are a father and his daughter, with the father not only teaching but also encouraging his daughter to cook in a fun and engaging way. The animation features bright colors, lively dynamics, and a light style, emphasizing the importance of family traditions, home warmth, and a friendly atmosphere through a positive outlook on the process.

Such a project helps create an atmosphere of support and understanding, fostering a love for healthy food in children and strengthening family bonds.



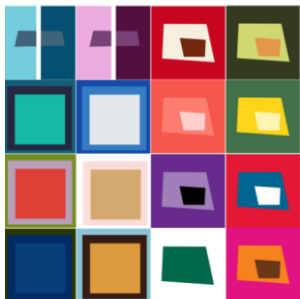
The work of French artist [Sonia Delaunay](#) has been a significant influence on me.

While working on the animation, I aimed to create bright, dynamic components that would capture the attention of a young audience. At the core of the style are my original vegetable illustrations, created using traditional texture painting techniques and then cut into the shapes of vegetables.

One of the most exciting ideas for me was animating the mosaic as a kaleidoscope—constantly shifting patterns made of vibrant, colorful elements resembling sliced vegetables. This adds an interplay of light and color, creating a living canvas that continuously transforms.



Link for animation: <https://www.youtube.com/watch?v=G6Xjg-vNkKo&list=PLDT2S8hZ8GjW8M0CWBq8vIGKEAzCt-qsA&index=2>



- influential person
[Josef Albers](#)

I worked on the color design for the entire animation project, creating a color script based on the storyboard. Color became a powerful tool for conveying emotional transitions—from drama to joy.

I also worked on developing lighting solutions that influence the composition of each frame, exploring how light can enhance the mood of a scene and define its tone, stillness, or dynamism depending on the context.

Developing an idea for an animation project “New star”

This animated story is an uplifting tale that will inspire teenagers to face challenges with confidence and chase their dreams. It shows that effort and persistence can ignite a new star, lighting the way for others.

The story's serious theme is offset by a lighthearted, playful manner, infused with humor that captures both the comedy and complexity of teenage life.

At its core, this is a story about embracing change, discovering oneself, and understanding the power of small steps toward great achievements. Even when life pushes you to adapt and change your “color,” staying true to yourself is what truly matters.



Rob Reiner's “Stand by Me” is a nostalgic coming-of-age drama that follows four boys on a life-changing adventure. This film deeply inspired me to explore similar themes in my animation.

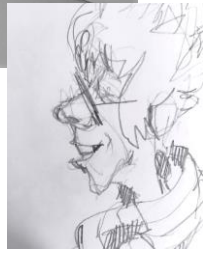


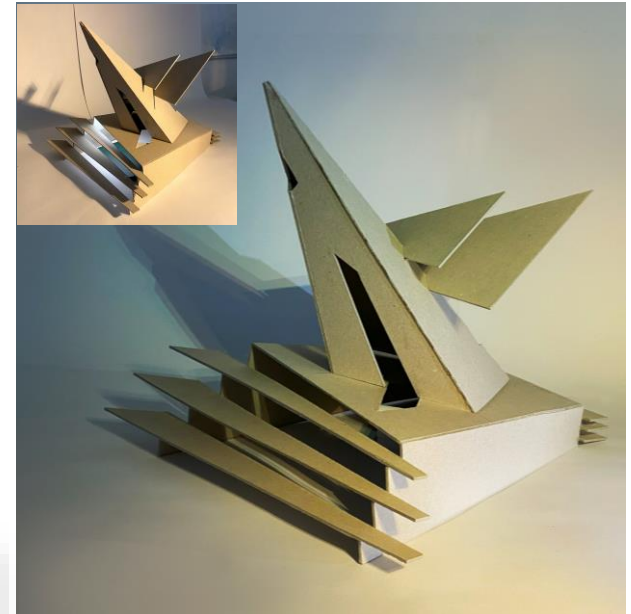
Development of an idea for the animation “New star”



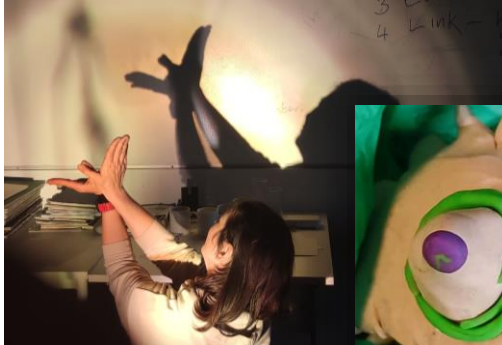
“Stand by Me” and “The 400Blows” - Francois Truffaut's first film Watching these moves allowed me to gain deeper insight into an issue that everyone experiences.



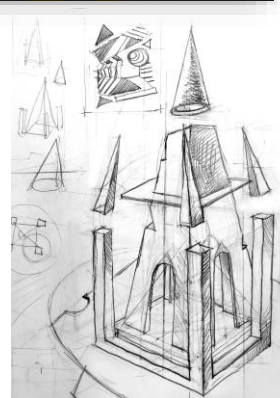
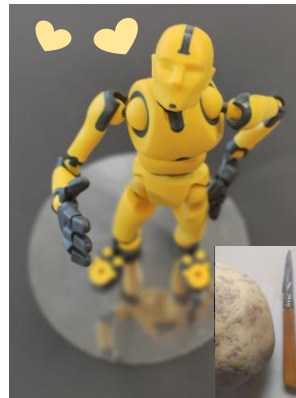




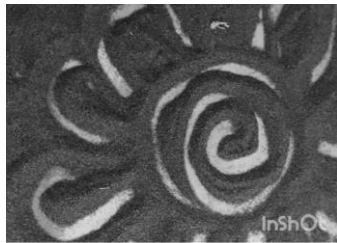
Silhouettes in Motion



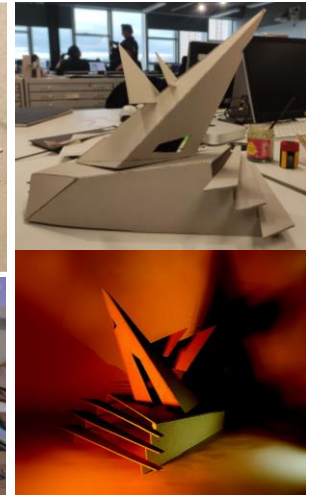
Clay characters for stop-motion animation



Working on animation using the sand drawing technique.

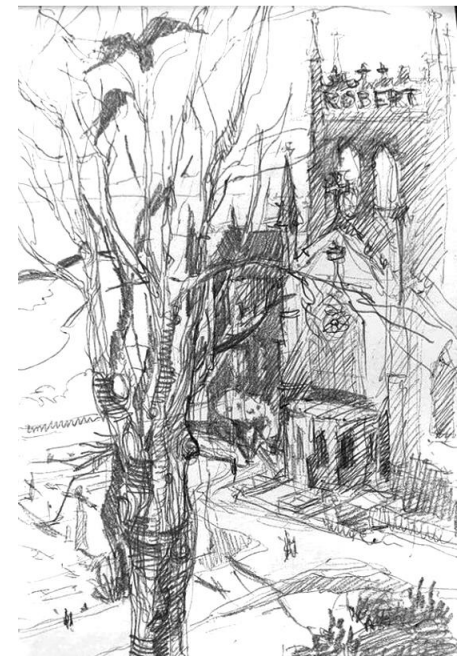


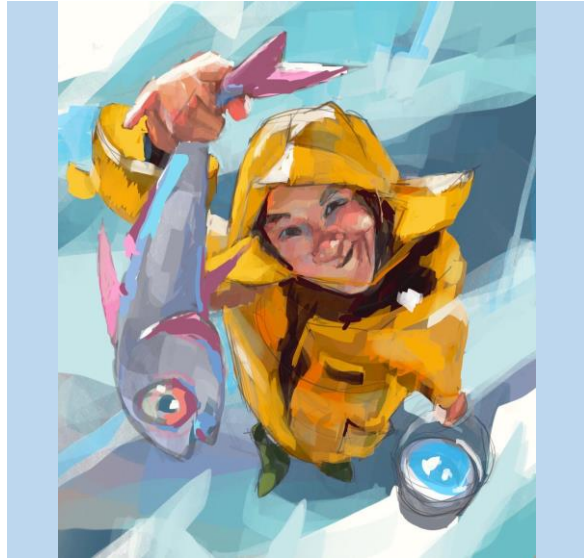
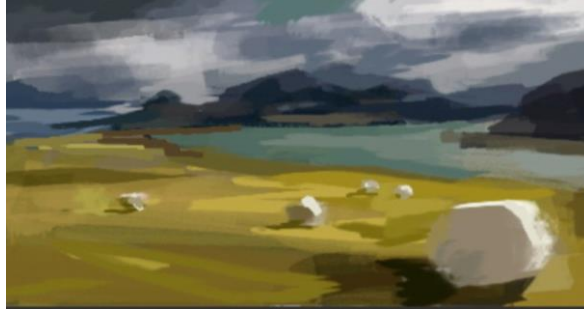
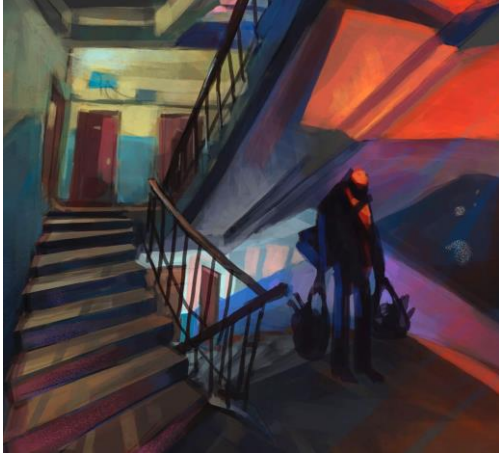
Development of a spatial composition using cardboard, exploring the interplay of form, light, and shadow. Colored lighting is applied to enhance the atmosphere and visual expressiveness of the design.



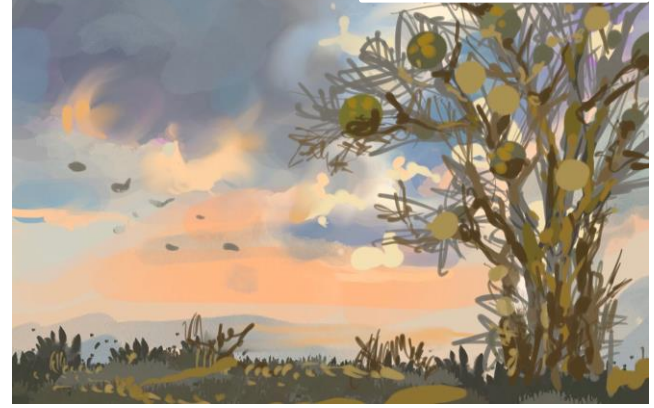


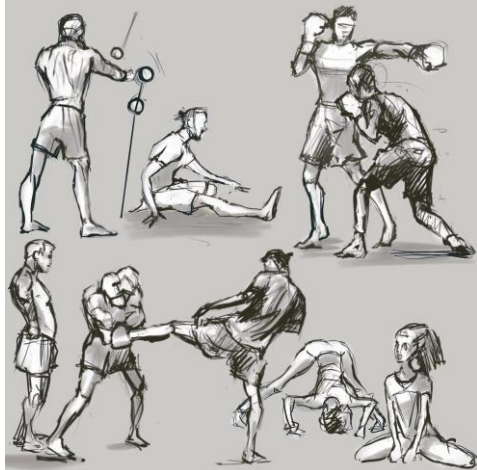
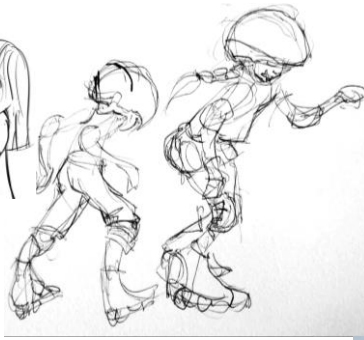
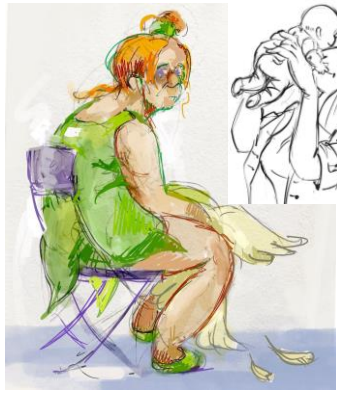
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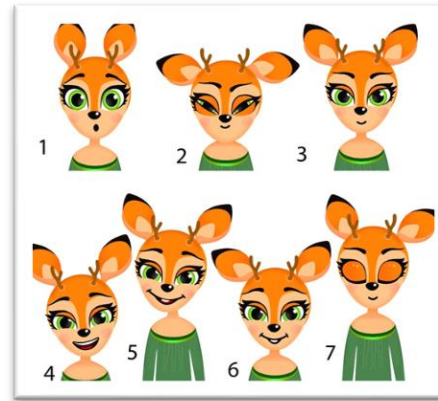
Move Summit – K. Serrand

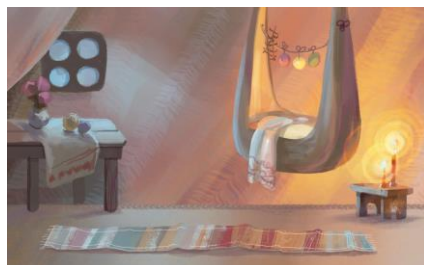
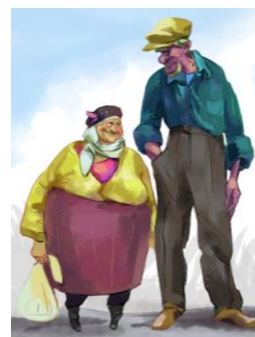


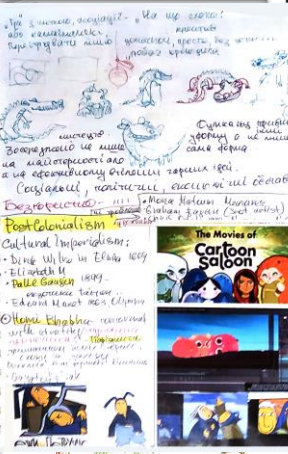
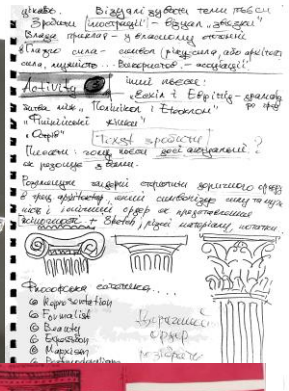
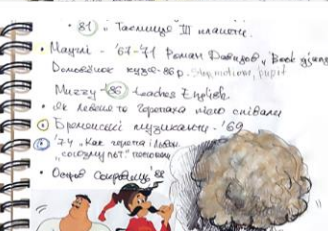




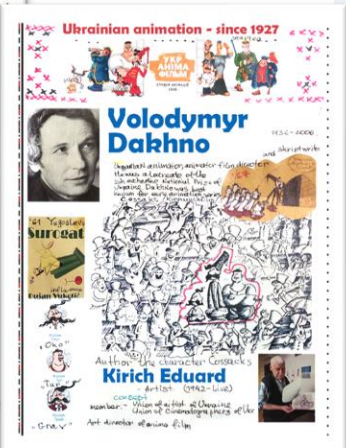
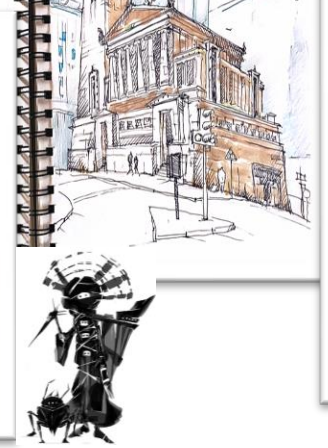
This layout showcases character design, including hairstyle options, clothing, and the search for a unique style and personality. The focus is primarily on developing stylization, mostly for projects in the gaming industry.







2006 *USDA*





Working with Color. Project on Colorsript.

1) Friendship story



This short and lively story, filled with humor and energy, is about the friendship between three ingredients of the Ukrainian salad "Vinegret": lard, beetroot, and carrot. At the beginning of the animation, a carefree sunny day prevails, with both pleasant and slightly unpleasant moments. Later, off-screen, a pig transforms into a piece of lard and ends up in the kitchen with its former enemies. The main threat and conflict arise, leading our heroes to decide to run away. During the escape, many interesting and intense stories unfold, each with different emotional tones. The story includes atmospheric situational scenes with corresponding color and lighting solutions. In the end, the fugitives realize how they have grown attached to each other and become true friends. The curtain falls. The color scheme transitions from the lyrical state of nature and the characters to powerful emotional joy.

The Stories /



2) A short emotional story about a petrol station worker.

A petrol station worker works every day, constantly observing people pulling in for petrol and then leaving forever. One day, he noticed a little girl in a car, whose smile brightly lit up his entire day, which had been filled with sadness and heavy thoughts. This moment becomes a turning point in the story. The hero's emotions change drastically, helping him make a decision he hadn't had the courage to make before. He sets off to where wishes come true.





Authentic Original Color Script Project – «Dzembronja»

This is the story of a girl from a Carpathian village who finds herself caught in a whirlwind of mystical events and Ukrainian cultural traditions. I explored color solutions based on references, personal observations, and the emotional context of the story. In this project, color serves as a powerful tool for conveying atmosphere and ideas.

I was inspired by Sergei Parajanov's film "Shadows of Forgotten Ancestors", as well as books and novellas by Ukrainian writers. *Dzembronja* is the name of a small mountain village in the Ukrainian Carpathians, which became a symbolic foundation for this project.

