Shallow Space, Compression and Layers:

Make an animated scene that is anchored to these three spatial directives. Produce a work that takes place as close to the screen as you can manage without succumbing to total 2-dimensional flatness. You should be working totally in a very compressed space with flattened and or compressed forms. You might ask what constitutes a very compressed space. Clearly one that is not a deep space and for our purposes one that flirts with the surface and frame of the computer screen but is not irrevocably flat. This work can be abstract or depictive. Often when working in Maya one is having a dialogue within and about deep space. Here you are having a relationship with the surface of the screen and the idea of the surface of the screen. Instead of thinking sphere you should think circle and disk and so on.