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This practice-oriented research asks how hand-drawn animation can articulate a forming being through precognitive sensation and embodied practice across phases of becoming. Hand-drawn animation functions as a medium and method for translating bodily sensation into visible and temporal form. Precognitive sensation refers to bodily experience that registers before language and conscious recognition (Damasio, 1999). This translation is relational, shaped by the conditions that allow sensation to surface and take form, and the research positions animation as a site of embodied inquiry oriented by this process. The work operates through jyun4 fan6 (緣份), understood as the alignment of conditions that allow for encounter, where sensation, feeling, and emotion move through practice as experience shaped across the four phases. The body operates as the site of perception and knowing, where experience develops through lived engagement (Merleau-Ponty, 1962). Animation carries this process through time, where movement unfolds through hand-drawn frames to produce perceptual coherence within the animated space (Wells, 1998). The methodology develops the Becoming Model, a four-phase structure tracing the progression of sensation from encounter to articulation across drawing, animation, sequencing, and sound. The research produces Becoming, an animated artefact in which a forming being emerges through accumulated sensation, drawing, and sound. In this presentation, I will share this artefact alongside a series of drawings and method documentation that track this emergence through practice. The animation presents the forming being in motion as sensation develops into temporal and perceptual coherence, through movement and sound. The practice and exegetical discussion extend knowledge of embodied making, relational encounter, and temporal coherence. Jyun4 fan6 (緣份) is integrated as a methodological resource within practice-oriented inquiry, establishing a Cantonese cultural framework for embodied animation research.

Keywords

embodied practice, forming being, precognitive, jyun4 fan6, hand-drawn animation

References

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