

1. CREATIVE BACKGROUND

As time goes on the medium of storytelling has evolved since before the 20th century, as film started being created, the illusion of moving images. and as the technology and innovation of moving images evolved into the art form of animation. Animation is a sequence of successive drawings, models, and puppets, to create an illusion of movement in a sequence (Maio, 2025). As a medium of storytelling animation is a visual, characters in frame may be the main subject. However, in addition to characters on screen, the background is supplemented to add more depth to a frame and further illustrate what a given visual is supposed to convey to the audience.

Background in the context of art is described as “the part of a painting representing what lies behind objects in the foreground.” (Webster, 2025) The writer believes that with environmental storytelling is a great way of conveying to the audience of visual cues in regard to a character that appears within it. The concept of environmental storytelling is deeply tied to the concept of mise en scene. Mise en scene in itself is the arrangement of everything within a given frame with purpose and intent, translated from French as “Setting the stage” (Studio Binder, 2024). As it is, mise en scene is a pivotal part of environmental storytelling.

Time Flies is a 2D animation that the writer is in progress developing. This Short film’s theme revolves around procrastination; the writer believes that this topic is worth bringing up as from personal experiences from not only the writer but all the people the team and the fellow peers they have met during their time in college procrastination is a fairly common problem people run into. As an environment artist, the writer feels like it is imperative that the writer must properly create and portray the living conditions of someone who fits the description of the protagonist of this short film. That portrayal can only be done with research of references and an understanding of the character.

1.1 RESEARCH QUESTIONS AND SCOPE

How to create environment design with environmental storytelling approach for the animated short film Time Flies?

The scope of this paper is limited to the environments of Gunawan's room and the lecturer's office. Said limitation includes; the size of the environment, the floorplan of the environment, the general reasoning of the colors used within the environment, the props within the environment, and how those props used in said environments.

1.2 CREATIVE OBJECTIVES

The objective of this paper is to understand how to create environments and or backgrounds within a scene and how it can tell us about characters that reside within them through the lens of environmental storytelling. More specifically the room of Gunawan and the lecturer's office from the animated short film Time Flies.

