

Jessica Andzouana

Artist Statement

We may look the same, yet act like complete opposites. Each one of us on this earth holds a unique identity comprised of collection of moments only we have experienced. To me, this is one of the many things that makes human nature beautiful. I often wonder what drives people's actions and what is it about their motivations, aspirations, or desires that leads each individual to interact with the world the way they do. I think about the complexity of human beings and how the nuance of our personal experiences can shape their appearance, personality, and individuality.

The stories we create - whether they are told or untold, real or imaginary are based upon events that mark us. These narratives provide a lens that helps us see the world through someone else's eyes. They allow us to temporarily put our lives on pause, and immerse ourselves in something different. My inspiration comes from stepping outside into the real world, seeing, and interacting with people. When I create a new character, I capture their essence through the details because that is what essentially makes us unique. In my work, I tend to exaggerate features and I add a whimsical flair to everything I create.

During my creative process, I also find myself wondering "what if?" What if this happened, how would that character react, and what would the audience think, or more importantly, feel? What makes people move? To this day, I believe that stories are the most powerful tools we can use to emotionally impact the people around us. When I was little, I was so mesmerized by cartoons that I would often forget what I was watching wasn't real. Every time I would turn on the television, I would become completely absorbed; I started to empathize with and care about the characters as if they were my friends. Although what I saw were just flashing drawings, what I felt was real. Now in my work, whether it is animation or an illustration, I strive to suspend the audience's disbelief, and challenge their reality. Sometimes, I work on a project for months on end, but to me, bringing a character to life is worth every second of labor.