Who is Dana Wilson ??

I come from a small school in a small suburb. My sandbox was like a second home, and snowy winters provided that freedom on a yard-sized scale. I grew up on Gumby, Tom & Jerry, and later discovered anime. I played with small robots and longed for epic Nerf wars. I spent summers fighting aliens and eventually befriended the nice ones. When no one was around to get lost in the worlds I invented, I would sink into videogames: SimCity, real-time strategies, and Super Nintendo.

The principle that has long guided me is "simple yet effective". Super Nintendo was so limited compared to videogames today, yet many of its games still have wonderfully appealing mechanics and charming graphics. They didn't need photorealistic characters in place of sprites, voice acting in place of text, or massive budgets in place of a passionate team. Without these to distract the audience, developers had to perfect what really matters in a game: Fun. The experience. Resonance with the player.

I animate the way I do because it gets my point across. I do what is entertaining to me, and as soon as I stop doing that, my work is without a soul. I like to think I know when to say "good enough" and move on with my passion intact. If I am considered an artist, then it's inconsiderate art. Once I start considering what meaning "should" be injected between the frames, I am losing sight of what truly works.

When I play a game or see a film, I judge it based on how much it inspires me and gets my imagination going. I want to open up entire worlds for my audience. I want to open them up, not fill them in. I want my work to describe these worlds in time and space as simply as possible, letting the audience's imagination run wild through the rest.