**Asher: An Infinite Zoom Artwork About Facing Different Challenges in Life and Using Stoicism in Developing Resilience**

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**Abstract**

The continuous evolution of technology plays a huge role in the evolution of the modern art world. This multimedia project explores the intersection of art, storytelling, and Stoic philosophy through the creation of an Infinite Zoom Artwork titled "Asher." The project is inspired by the artist's passion for animation, digital illustration, and the revolutionary concept of infinite zoom art. The narrative centers around Asher, a fictional creature, navigating a world filled with challenges, drawing on Stoic principles to develop resilience. The infinite zoom format allows for a unique and immersive storytelling experience, with the aim of inspiring viewers to persevere through life's difficulties. The project's framework involves meticulous planning, character design, and the utilization of color psychology principles. Stoic philosophy serves as the foundation for the narrative, emphasizing resilience, clear thinking, and composure in the face of adversity. The research design explores the links between Stoicism and the theory of resilience, seeking insights into how a Stoic approach can aid in coping with life's challenges. This project is a combination of modern digital art skills and storytelling while embracing technological breakthroughs to engage the viewers with an interactive experience.

**Keywords:** Infinite Zoom Art, Adventure, Stoicism, Resiliency, and Problems

**Introduction**

I have been a huge fan of art and animation for a long time. At an early age, I was curious and amazed at how they made the drawings move, and it inspired me to start drawing as a kid. Growing up, I have always enjoyed watching animated characters and creatures and how they all tell different stories. It is also incredible how we can relate to the stories and how they can inspire and motivate our audience. These characters and stories can also have multiple messages and lessons. Games also inspired me to be an artist because of how the environment was designed by the artist and how you can almost create a different world that you can explore. During the pandemic, I started to draw digitally because of a lack of art materials, and I fell in love with doing digital illustrations. It was also the time that I saw the infinite zoom art, and it fascinated me. It is a new and amazing way to tell stories, a seemingly endless artwork that you can continuously zoom in on. With that, I established an aim to create my own infinite zoom art someday. The project will revolve around depictions of overcoming challenges to succeed.

I will utilize infinite zoom art as a medium of how the art will deliver the message of the story. This revolutionary way of delivering a story can not only capture the minds of the viewers, but can also fascinate their sight, and satisfy their visuals. Moreover, the purpose of this art method is to create a seamless art illusion which everyone will enjoy.
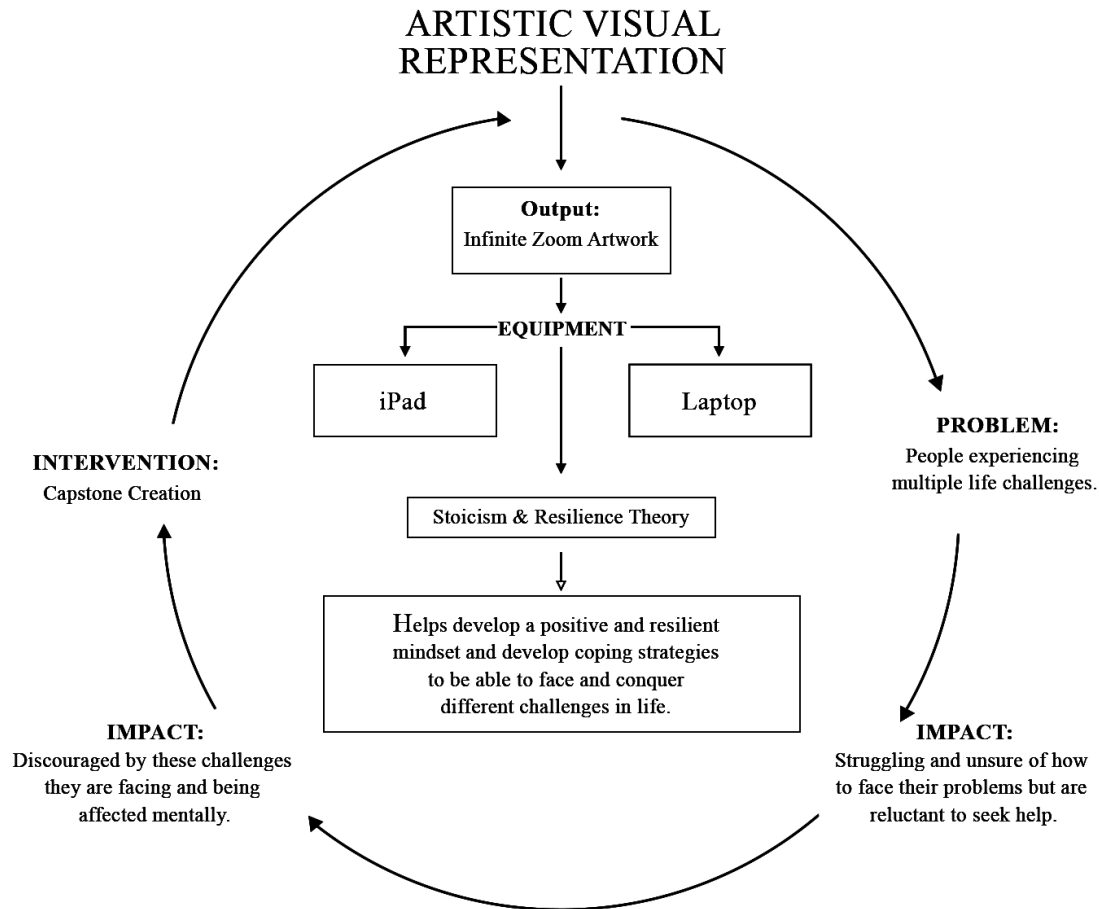
This project explores the concept and importance of resilience in times of hardship. As this phase of life is inevitable, I wanted to portray the reality of facing a lot of hindrances and how we can survive them. This story was also inspired by my own experiences, conquering problems that came into my life. I wanted to make a work of art that conveys the message of endurance for the sake of growth. Additionally, seeking help but limiting trust is also a concept of this project. With this motivation, I wanted to craft my talent as an artist. I seek to make something that can express a variety of thoughts to the viewers. Something that they will not only enjoy but also learn from the story. Resilience is the ability to adapt and bounce back despite the trauma, stress, and tragedy (American Psychological Association, 2022). In simple terms, it is the ability to stand after a fall. A study has found that resilient people often possess optimism and self-confidence, which makes them believe in their personal abilities to manage any hindrances that may come to them (Southwick et al., 2014). This indicates that believing in oneself is essential to have resilience. Developing resilience is more of a personal journey where each person must find their own strategies and sources of strength. However, studies show that social support, facing fears, embracing change, and finding meaning can help cultivate resilience (Southwick et al., 2014). In my story, Asher, the main character, developed resilience as he explored on his own over time. Nevertheless, his past experiences shaped him and helped him establish his personal strength. Additionally, driven by his motivations, the protagonist strived to succeed. Thus, this is the significant message that I wanted to deliver to my audience. My motivation was to aspire and inspire other individuals to embody resilience as it can drive them to succeed.

According to Malchiodi (2021), art can be used to establish resilience. Creative pursuits may become an important mode of therapy, through which one person can vent their feelings about challenges they face and express themselves. Hope, growth, and transformation occur during the creative process. This is how I want to influence my audience with this work. With this project, I wanted to tell and show them the realities of life and what it means to be resilient. From a personal point of view, it is possible to tell stories about struggles through art that can encourage and fuel others. Additionally, as Malchiodi (2021) also states, "By expressing inner thoughts through an art process, we can search for meaning, find acceptance, and develop new insights." This is the main concept of my piece; I wanted to highlight how important it is to search for the meaning of life through curiosity and perseverance.

This project, specifically, aims to address the following questions: How can stoicism and having a stoic mindset help us be resilient in facing different life challenges? How can this Infinite Zoom artwork inspire people to keep moving forward despite the difficulties that they are experiencing?

To answer these questions and by being fascinated by the idea of infinite zoom art and how it is a unique and different way of storytelling, I tried to learn how they produced this type of artwork and learned about new advancements and techniques. Now, I will create my own Infinite Zoom Art story entitled "Asher." It will be a series of drawings showing each scene from the story. Many of the Infinite Zoom art pieces that I have watched had narration; the creator is telling the story while showing a series of digital illustrations. For my project, I wanted to tell a whole story using mostly visual images and illustrations and minimal text to help the audience understand the context of each scene without the need for narration. Since the characters of my story will have no dialogue, I decided to use fictional creatures as my characters. The creatures of my story will be living in a fantasy world, as I also wanted to do creature and environment design. We can adapt to

this digital innovation to be able to create new and better artworks like these immersive art pieces. I will create digital paintings and combine them with these new techniques to finally create my own infinite zoom artwork.

ARTISTIC VISUAL
REPRESENTATION

**Output:**
Infinite Zoom Artwork

EQUIPMENT

iPad

Laptop

PROBLEM:
People experiencing
multiple life challenges.

INTERVENTION:
Capstone Creation

Stoicism & Resilience Theory

Helps develop a positive and resilient
mindset and develop coping strategies
to be able to face and conquer
different challenges in life.

IMPACT:
Discouraged by these challenges
they are facing and being
affected mentally.

IMPACT:
Struggling and unsure of how
to face their problems but are
reluctant to seek help.

**Figure 1** Framework Visual Representation of the thesis project: Asher: An Infinite Zoom Artwork About Facing Different Challenges in Life and Using Stoicism in Developing Resilience

The creative framework that I used showcases the key elements of concepts and methods for the project itself. This part contains a comprehensive graphic summary of the details on how I made my multimedia project.

My aim with this project is to depict how people can defeat struggles. I wanted to highlight that progress may be gradual; nevertheless, small steps count if we embody persistence. There will always be difficulties, but we can always get help from others whenever we need it. Yet, at the same time, I would like to remind people that we should not be that easy to trust regardless of how harmless others look. In addition, I would like my prospective spectators to know that there are lots of lessons to be learned if we reflect on our past. Our hardships can give meaning to our lives

if we only use them positively and purposefully for transformation. My personal understanding of resilience is a belief that this trait is within all of us, so this project represents such a thought. I intend to look at some real-life issues from an artistic viewpoint and communicate the same to viewers by creatively exploring them.

Stoicism involves approaching all difficulty in an objective manner and striving to attain one's self-mastery irrespective of the prevailing circumstances (Robertson, 2010). The philosophy of stoicism recognizes that one's inner attitude and responses can only be controlled by (Irwin, 2007). This project is an attempt to cultivate resilience for surviving adversity, based on stoic philosophy.

Studies also established a relationship between resilience and reframing of perspectives, mindfulness, and distress tolerance. "Negative visualization" is a concept that teaches people to expect bad outcomes but remain resilient as they practice the act. Similarly, it would be better to value such virtues as courage, justice, and patience than some short-term pleasure (Graver, 2019). Southwick et al. (2014) on stoicism and resilience theory will provide a framework for this project to explore whether developing a stoic personality could help with coping strategies. This project seeks to gain more insights into how adapting a Stoic approach in life can help people cope with inevitable challenges using links between Stoicism and the theory of resilience.

The **research design** is centered around an adventure-themed infinite zoom art story that revolves around the concepts of resilience and friendship. This will be set in a fantasy world using fictional creatures. This aims to send a message about resilience and perseverance. This was inspired by an infinite zoom art that I have watched and how it is a great way to tell a story. To be able to show the desired mood in my illustrations, I will be using a transitional color scheme, starting from dark, desaturated colors and going to brighter, vivid hues that are also closer to the colors of the main character. The style of this project will be cartoonish illustrations using fictional creatures as characters to relay the message of my story.

I will also use concepts similar to the book "Where's Warhol?" a visual puzzle book that has search and find elements. Incorporating these elements can help make the art story more engaging, enhance the overall experience, and capture the viewer's attention. Vázquez Herrero & López García (2017) state that in interactive non-fiction digital narratives, the user has additional control, and the design is more involved and immersive, resulting in a more immersive and personalized experience.

The **target audience** of my output will be primarily grade schoolers high school and can also be other students who are experiencing different challenges and problems in life. This project is intended to send a message and a reminder to them that we must keep on moving forward. In this uncontrollable world, we must focus on the things that we can control and see what we can do to make the situation better. This project is also for people seeking personal growth and resilience, as well as those who are looking for inspiration and guidance in dealing with life's challenges.

For the **design process**, I started doing art studies and character design sketches. I also created an environment concept that will be used as the character's world in my story. This helped

me develop the color palettes for the characters and environment, as well as the props that the characters will be using in the story. By doing research and having been inspired by other artists, I established the style and theme that I will use in my illustrations. The medium that I will be using is Infinite Zoom Art; I will be using two different drawing software to create this interactive artwork for the storyline that I have written.
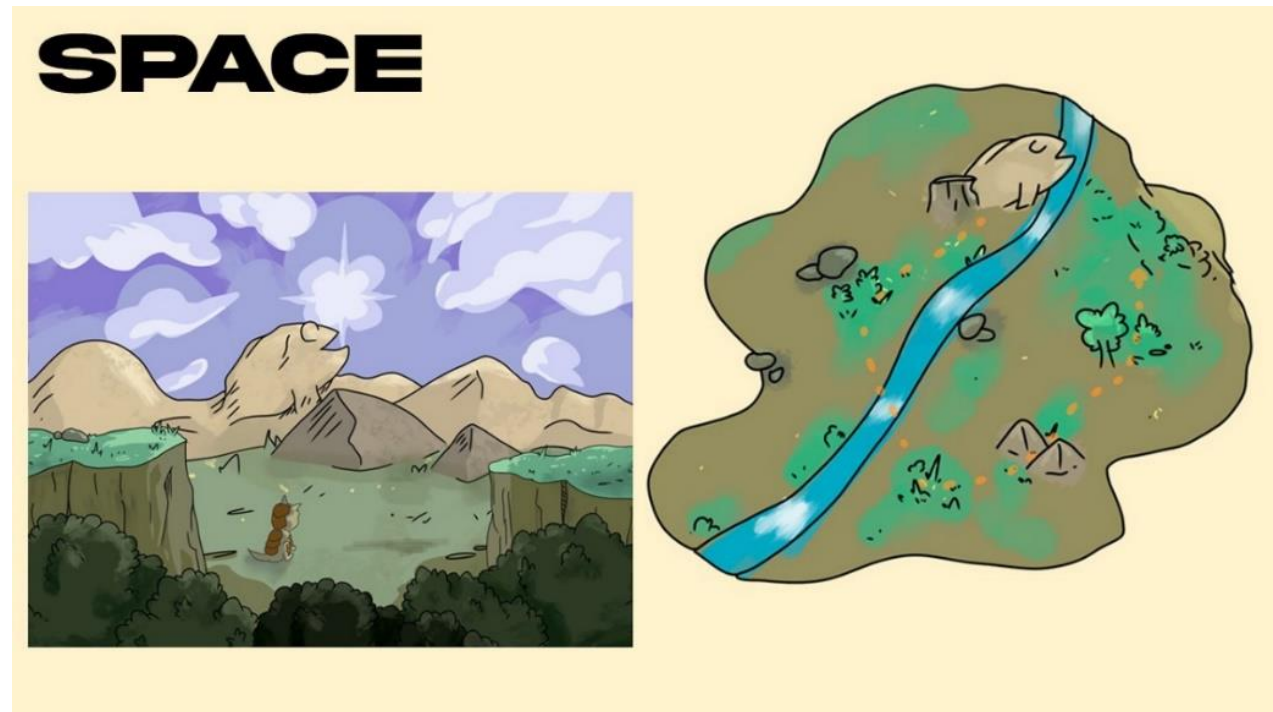


**Figure 2** Asher's World and Art Style

The story takes place in a pre-historic world with fantastical creatures and landscapes. All scenes are outdoors, set on mountains and grasslands in a fantasy primitive environment. I also made a world that I think I will call the "Fish Mountain" since the main character is mainly a cat. I also made a simple map of this world and will use it as a guide in creating the environment for each scene of the story.
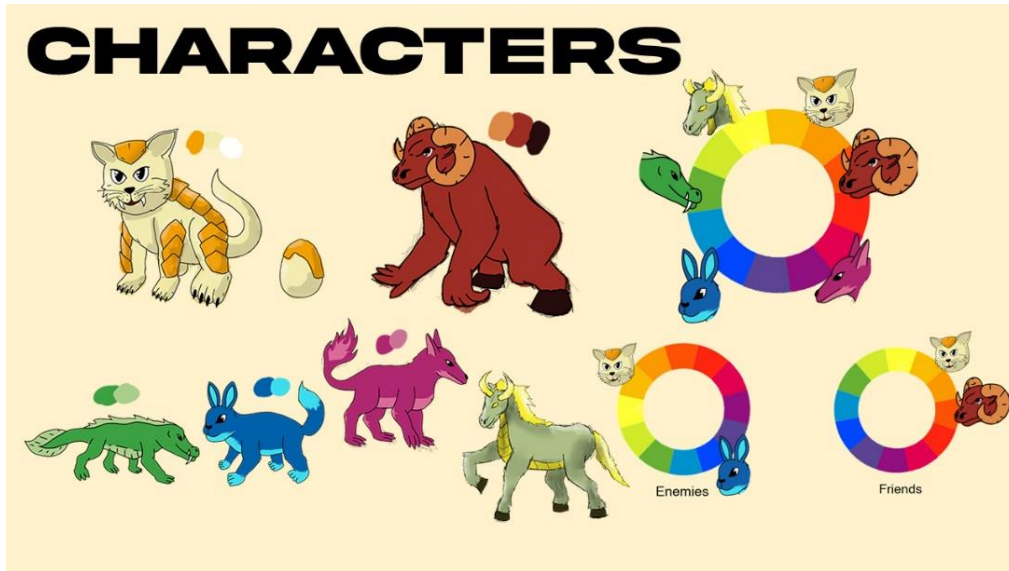
**Figure 3** Character Design Sketches and Colors

Here in Figure 3 is how I designed the characters for my project, they are hybrids of different animals or creatures. I based their colors on the placement of the colors from the color wheel. Their color will show close bond or conflict between the characters. The colors nearest to them from the color wheel can be their friends and the one farthest from them which is their complimentary color might be their enemy.
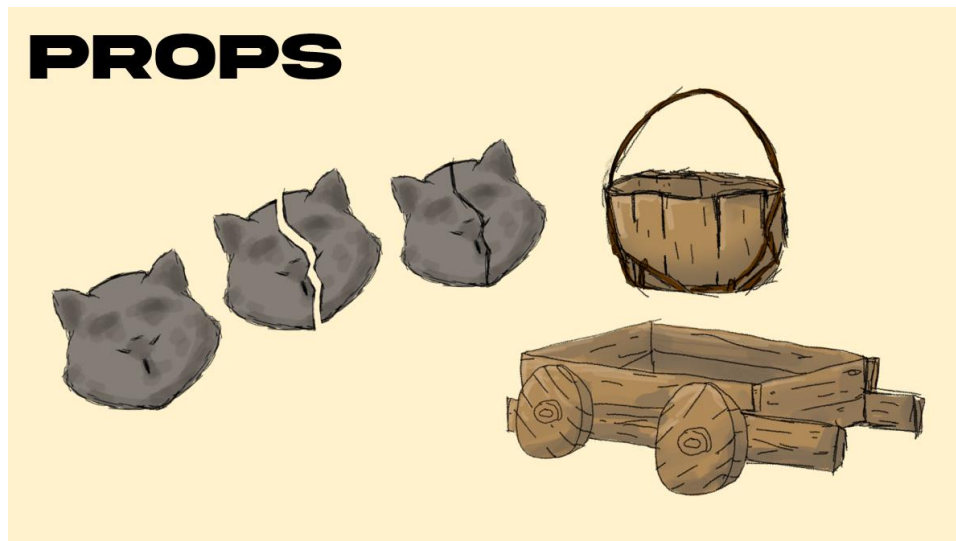


**Figure 4** *Props in Asher's world*

Figure 4 shows some of the prop designs that I will use in the story. Since the story will be set in a fantasy primitive world, the main props that the creatures will use in the story are wooden baskets and carts. Asher, the main character, also has a cat-shaped stone with him, which he got at the beginning of the story. This stone will play a significant part in the story and will also serve as a guide in the illustrations. I will also add fictional fruits as additional props for the storyline.

**Figure 5** Asher Start Page with Instructions

The next scenes of the story will always be located on a cat-shaped stone. As shown in Figure 5, the audience will need to find this stone and zoom in on it to see the next scenes of the story. I originally planned to use purely visual images and illustrations, but after some of my friends and family tested the infinite zoom artwork sample, they focused more on looking for the stone than on understanding the context of the scenes. That is why I will now be incorporating minimal text on each scene to help the audience understand the story.

**Sample Scenes**

**Logline**

An Infinite Zoom Artwork about a fictional creature named Asher that was separated from his family and his journey on he was able to reunite with them.

**Synopsis**

A series of Digital Illustrations that you can seemingly zoom endlessly. The scenes of this infinite zoom artwork tell a story about the character's perseverance and resilience. With different scenarios and other groups of creatures, this story shows Asher's adventure and how he learned to be resilient in life.

It is a character-driven story in which a creature is separated from his family and starts an adventure. On his journey, he made some friends and enemies. He learned important lessons from the different challenges that he faced with the other groups of creatures that he's been with. The bad ones almost got him killed. In the end, his friends helped him finally find his family.

**Pre-Production**

During the pre-production stage I have planned my timeline and deadlines using a Gantt chart. This includes the storyline that I have developed and after I finalized the story, I created a storyboard format script. I also did some character design and sketches the creatures that I will use in the story.

I also started sketching the storyboard, created a color palette, and planned the colors to be used in the project. I also created a color direction and an art direction deck to help guide me during my production stage; this can help me have consistent and quality illustrations.

**Storyline:**

"ASHER"
(An infinite zoom art story)

In the beginning, there's a family of mythical creatures excited for the hatching of their eggs. They carved a stone in the shape of a cat as a gift for their future children. Suddenly, the family was caught in a fight between two other groups of creatures causing one of the 3 eggs to be separated from his family.

The lost creature is named Asher. It was raining when he was hatched, he was scared, alone and didn't know what to do. He saw his own reflection in a puddle of water and found a broken stone shaped like a cat. Then he sets off for an adventure to look for his family and reunite with them but doesn't know where to go.

In his journey to find his family, he is weak and is struggling to find food. He tried to join other groups of creatures hoping that they could help him.

The first group of creatures that he tries to join ignores him and doesn't let him drink with them, so he just picks up his stone and slowly walks away. The next group he tries to join accepts him and shares their food with him, but they are fast-paced creatures, and he can't keep up with them.

So, he decided to keep going at his own pace. At the same time, the third group that he encountered was bigger than him and abused him, making him carry their things. From here, he learned that life is not fair. The fourth group consists of cute-looking creatures whom he immediately trusts, but during the night, while he is sleeping, he is awakened and frightened because the group tries to eat and kill him. He was able to escape, but they chased him. Another group of creatures saw what happened and rushed to protect Asher.

After that the group invited Asher to travel with them. As he joined them Asher told them that he now wants to focus on looking for his family through a drawing on the sand and the group offers to help him. The group is much stronger than him so he can only help with small things. And they are also teaching Asher some of their ways for survival like how to make fire and gather his own food.

In the end, he finally found his family where he belongs. They saw creatures that looked like Mira from afar; it was his family. His mother saw his broken stone, which is shaped like a cat, and brought out the other half of it, and they combined it like a puzzle. It is now time to say goodbye to his friends as they will continue their journey without him. He's hoping that he will meet them again someday. He is now happily reunited with his family and will now begin his journey with them.

**Storyboard Samples**
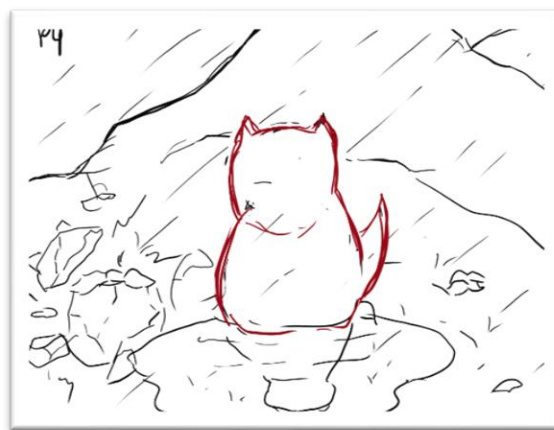
**Production**

The production stage will consist of creating a clean line art of the storyboard sketches, and the rendering of each illustration and scenes. This stage will also include the planning of the transitions of the scenes. During this phase I will be finalizing the illustrations and adding holes in the drawings for transitioning into the next scene.

I have also created reusable illustration assets like drawings of grass, bushes, rocks, and mountains that I can use for the backgrounds or foregrounds of the illustration. This will help me speed up my production time and not draw and render every scene starting from scratch.

**Sample Assets**
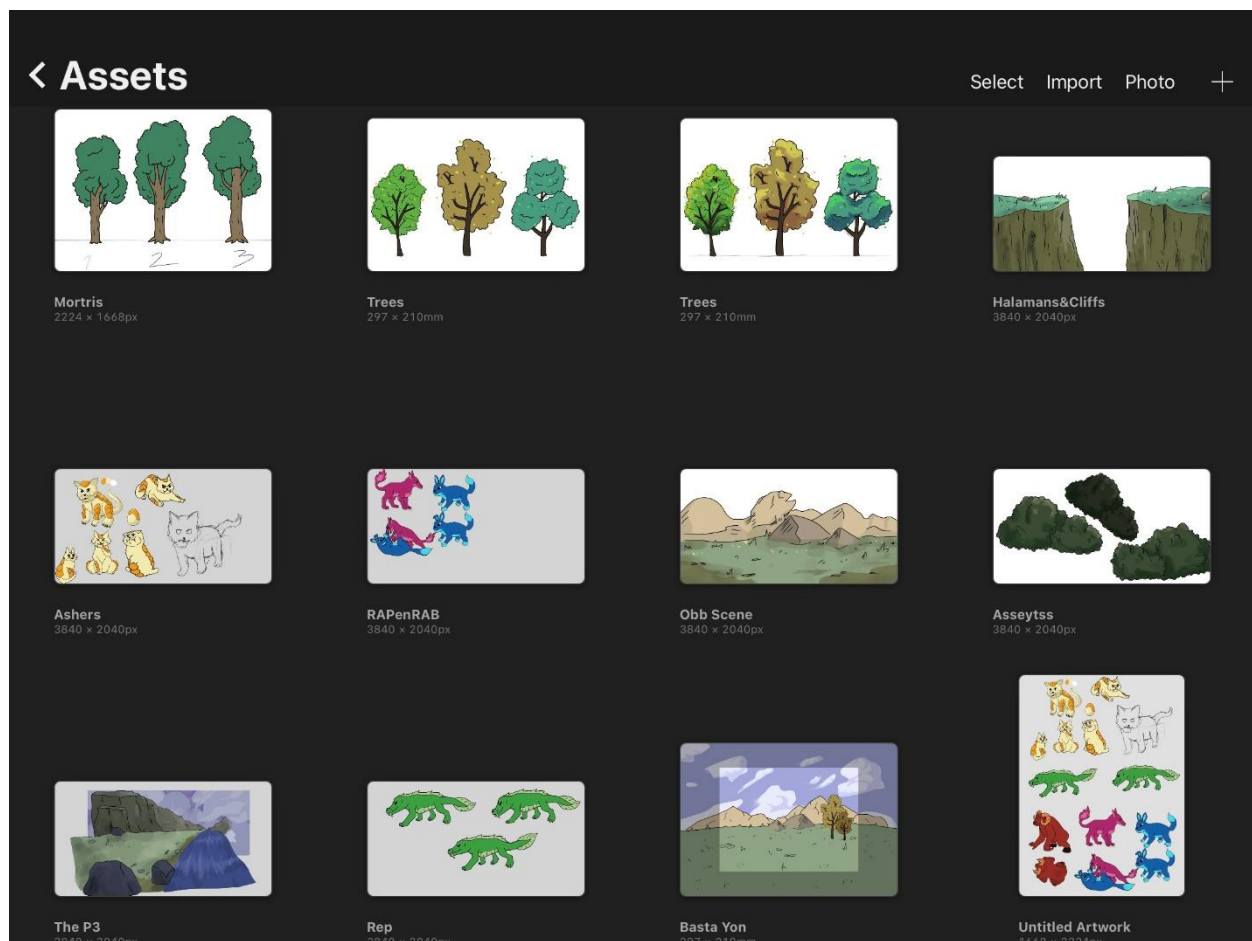


**Post-Production**

The post-production stage for this output will consist of importing the final illustrations to the Endless Paper app, starting from the drawing of the last scene and going to the very first. During this phase, the drawings will be aligned and layered to create the infinite zoom artwork. I will also create transition drawings if needed to have a better and smoother zoom transition going to the next scene. I will also provide a video format of the artwork and compose an instrumental for musical scoring. Last will be the preparation for the exhibit.

## Review of Related Literature

This section will be presenting recent related literature regarding topics about stoicism and resiliency. Various studies, books, and articles about character design and digital storytelling are also reviewed in relation to the project' output.

## Stoic Mindset

This Infinite Zoom Art story shows that we must keep on moving forward. In the view of Stoicism, how you handle the situation at the given moment is considerably more important. The good life, according to the Stoics, rests less on what happens in the uncontrollable world around us and more on the development of one's character, choices, and actions. Stoicism teaches you how to live a smoothly flowing life and makes you ready for anything by making you unshakeable, emotionally resilient, calm, and mindful even when facing any difficulties and struggles (Salzgeber, 2019).

According to "The Little Book of Stoicism," Stoicism teaches people to accept any external events that cannot be controlled with a calm attitude. This philosophy highlights self-control and the emotional fortitude required to wither tough life situations. Stoics hold that living virtuously requires cultivating virtues such as self-mastery, courage, and wisdom. Reasoned and prudent responses to even the most difficult situations constitute a chance for character building.

Stoicism, therefore, means detachment from what is unwanted and an external thing as well as living based on reason and virtue. With this, one can face the challenges of life through resilience, clear thinking, and a composed mind. The infinite zoom art story embodies the Stoic beliefs and mindset whereby individuals must look beyond their immediate difficulties and keep working towards their objectives despite any obstacles.

## Stoicism in Fostering Resilience

The character of this story will face different challenges along her journey, he will be in different kinds of situations and will learn a lesson from each problem he will face with the other group creatures that he will try to join. Guerin (2022) Discusses different examples of using stoicism in fostering resilience.

One of the major examples is storytelling, like in the story of fairytales. Every note that the fairytale has been an engaging technique in teaching positive behavior to kids. Stoicism principles like courage, wisdom, and perseverance in the face of hardships are often portrayed in fairytales. This informs how stories can effectively impart resilience and strength of character in children facing life's difficulties.

The output of this project will also use storytelling techniques to show stoicism and resilience principles. The character will also show courage and perseverance towards facing obstacles and challenges. Instead of fairytale in teaching positive behavior to kids, this project will use an Infinite Zoom Artwork about a fictional creature that can be showed to grade schoolers and older audiences.

## Character Design

I will be designing my own characters in this story, and they will be fictional creatures. Yuen et. Al. (2015) showed methods and techniques for designing memorable characters for

storytelling. They showed direct methods of character design and how to develop a unique zoo creature design, which they called the SCAMPER method.

The study discusses the issues of design related to characters' physical appearance, such as shapes, proportions, and other details, to be able to design a unique zoo creature. Silhouettes, and most of all, shapes, are of extreme importance in portraying characters' characteristics and, therefore, the outlines. The proportions also help to show the kind of appearance that you want for the characters, whether the images are real, cartoony, or even exaggerated. SCAMPER is a directed question approach that can be used systematically in modifying, enhancing, and improving on the existing design ideas.

Like the zoo creatures that they made using the SCAMPER method, I will also be designing fictional creatures which are going to be hybrids of different animals. The method that they developed can help me in the creation of my character design. This can also ensure having well-designed creatures for the output to be able to have better illustrations to be used for storytelling.

## Digital Storytelling

The medium of the output will be a series of digital illustrations that you can continuously zoom into. Miller (2019) discusses old and new kinds of storytelling. Started with traditional forms like ancient paintings, stone cravings, and then modern digital storytelling.

The book talks about storytelling as an ancient human activity. The book described storytelling as a magical and powerful craft that can immerse the audience in an exciting journey into an imaginary world. It also discussed topics about interaction and storytelling, where members of the audience can participate and be a part of the narrative.

The output of this project will explore one of the newest styles of storytelling in our world today which is the Infinite zoom art. It will also be interactive as the audience will be able to try to zoom into the artwork by themselves. As our technology continues to progress, the evolution of storytelling will also continue to move forward, and we will continue to have new ways to enjoy a narrative entertainment.

## Color Psychology in Adventure Games

The story is about the journey and adventure of the creature named Asher, and I will show the character's story through digital illustrations. Roohi and Forouzandeh (2019) showed how color psychology principles can enhance the sense of immersion in adventure games.

They investigated color psychology concepts like association, combination, and completeness to derive a suitable and aesthetically pleasing coloring scheme for an adventure game. They conducted a thorough user study to compare how well players played, behaved, and felt immersed in the intuitively designed game mode with the version that the artist created using color psychology principles. Their findings support the idea that using color psychology principles improves the sense of immersion in video games, which in turn influences player behavior and performance.

This project will also be about adventure, but instead of a game, it will be a series of drawings that will tell a story. Color psychology principles will also be used for the colors of the characters in the story as well as the colors of the environment in their world. The colors that I will be using will also show the bond and conflict within the characters.

**Package, The Infinite Zoom Artist**

This output is heavily inspired by an artist called Vaskange. My developed story will be shown through an Infinite Zoom Artwork. He is an illustrator and digital artist whose creative works have revolutionized social media,

As Vaskange introduced Infinite Zoom Art to the world. Herrera (2023) talks about his story. When the artist posted a reel detailing his vacation with an animated zoom, it quickly went viral in 2022. Drawing was a hobby that Lucas, the person behind the alias Vaskange, did from a young age. He confesses that he enjoys creating and imagining universes, stories, and characters. His style is influenced by real-world events as well as nature and science fiction writings. He draws people, landscapes, and frequently bizarre creatures.

Like Vaskange's works, the final output of this project will also be an Infinite Zoom Artwork. I will use the same software that he used but I will also be using other applications and will do the drawing in a different software. I will use my own style and methods in the creation of this project and will also use creatures as characters for the story.

In conclusion, this project is a combination of modern digital art skills, storytelling, character design, and Stoic philosophy. The story intends to inspire perseverance, embrace technological breakthroughs, and engage the viewer in a visually appealing and interactive experience.

**Review of Related Works**

This section of the paper will cite a series of artworks, animations, and films that are related to the process and purpose of the proposed output, which is to tell a story about facing different challenges in life through an Infinite Zoom Artwork.



**Figure 6** *Infinite Dream* 2022

As shown in Figure 6, this is an infinite zoom artwork of Vaskange from his Instagram account. It is about a dream of a little boy being in a fantasy world where everything is possible. In this world, he can have fun all day and play with his friends. When he goes to bed, he will fall into another dream, the dream of his true life.

In this study, the final creative output will also be an infinite zoom artwork like what Vaskange did. Instead of a narration accompanying the artwork, this project will use purely digital images and illustrations to convey the story.

**Figure 7** *Onward* 2020

Figure 7 shows an animated Pixar fantasy film directed by Dan Scanlon (2020). This movie shows a blend of traditional fantasy elements and modern suburban life. Its story is about the quest of two brothers to find a phoenix gem to complete a magic spell to meet their father. It also shows how the characters face challenging circumstances and strive to accept and make the best out of their situation.

The final creative output will be set in a fantasy world and will be about a quest of a character and will also mirror the Stoic idea of embracing the things that are out of your control and focusing on the things that you can control to help make the situation better.

**Figure 8** *The Boy, the Mole, the Fox, and the Horse*

Here in Figure 8 is a poster of a short animation of the graphic novel of Charlie Mackesy. It is about a lost boy who makes three new animal companions while exploring the countryside trying to find home. The novel tackles some of the most important aspects of life, like self-acceptance, courage, friendship, and love, and is accompanied by beautiful artwork.

In the final output, the story will also tackle companionship. This animated film is related because it uses digital illustrations to accompany the story, and the medium used is a series of digital paintings and illustrations.
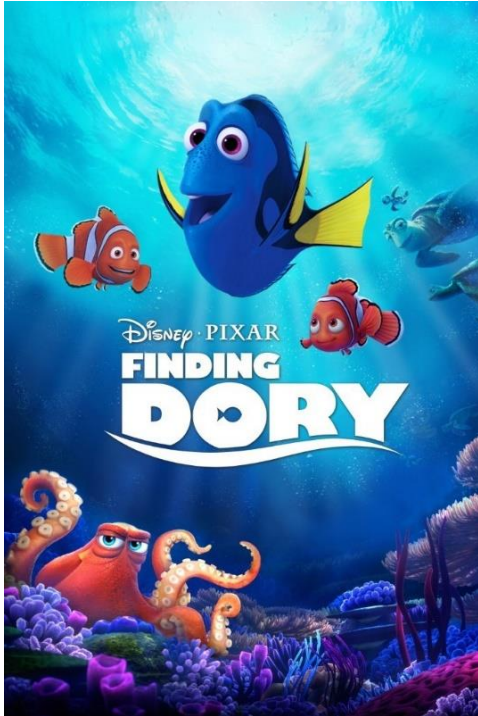
**Figure 9** *Finding Dory* 2016

As shown in Figure 9, it is a heartwarming animated Pixar movie directed by Andrew Stanton (2016). It is about the adventures of a fish named Dory, who suffers from short-term memory loss. As a young child, she somehow lost contact with her parents. Dory sets off on a journey to discover them with her friends Nemo and Marlin. She traveled to the Marine Life Institute to find her parents and reunite with them. The film highlights Dory's resilience in overcoming challenges and delves into themes of friendship, perseverance, and family bonds.

In this study, the story of the creative output will also show perseverance and resiliency of a character. This film is related because the creative output will also be about a creature who was separated from his family and his adventure and challenges that he will face on his journey to reunite with his family.

**Figure 10** *Kit Bull* 2019

Here in Figure 10 shows a scene from the animated short film from Pixar directed by Rosana Sulivan is about an unexpected bond develops between an abused pit bull and a black stray kitten. They escaped from the dog abuser's backyard. In the end, they found their new home with their new owners that cared for them.

In this study, part of the artist's story will also be about an unexpected bond between two different creatures. The medium of this film is 2D animation and is related to the output because the artist will be using 2D paintings.

The integration of Infinite Zoom Art, fantasy, companionship, resiliency, and unexpected friendships in your final creative output will be distinctive, with focused on digital images and illustrations to tell a story. To tell a compelling and emotionally relevant story, it draws on several artistic and cinematic influences.

**Results and Discussions**

In this project, I tackled how to develop a positive and resilient mindset. I tried to create a story that would send a message to my audience about facing different problems in life using stoicism and resilience theory in developing resilience.

This study also tackles about the effectiveness of using stoicism in storytelling and the effectiveness of having a stoic mindset and following stoic principles to develop a positive and healthy mind.

There are studies and articles that support my topic, but there are also a few that contradict it. There are few articles that discuss why stoicism is bad for mental health, and they say that it can make you less happy. Jonny Thomson (2022) said that stoicism is nothing more than an unnatural enjoyment of suffering and the suppression of feelings.

I chose fictional creatures as characters because there won't be any dialogue in my story, and I will try to deliver the message using mainly visual images. I also explored a new type of artwork and tried to use it as a new form of storytelling to deliver the message for my audience.

The endless paper application, which was originally designed as a visual thinking tool, gives artists an infinite canvas to create immersive art pieces, which is the Infinite Zoom Artwork. I used search and find elements to make the story more engaging, capture the viewer's attention, and have a more immersive experience.

The search and find element did help my output to be more engaging for my audience and they needed to find a cat shaped stone in every scene and zoom in on it to be able to see the next scenes. But they focused more on searching for the stone instead on trying to understand the context of the story. This is the reason why I also added minimal texts on every scene to help the audience understand more about the context of each scene.

**Conclusion**

This project serves as a testament to the power of storytelling and visual art in conveying complex ideas about resilience and mental health. By leveraging the principles of stoicism and resilience theory, I aimed to create a narrative that inspires audiences to confront life's challenges with a positive and resilient mindset. While some literature may suggest drawbacks to stoicism, this project underscores its potential as a tool for mental fortitude. By using fictional creatures as characters and employing the innovative Infinite Zoom Artwork, I sought to engage viewers in unique and immersive storytelling.

**Recommendations**

**Research Topic**

To enhance the quality of this research, further exploration into the various types of mindsets and their optimal application in different scenarios is recommended. This could involve a more focused study on specific types of challenges and the most effective mindset to approach them, thereby providing more actionable insights. It may also be better to focus on a more specific problem instead of different life challenges, which are a bit broad, but there are different types of problems that are shown in the story. Additionally, conducting interviews with individuals who have faced significant life challenges could offer valuable perspectives on resilience and coping mechanisms. Incorporating these real-life narratives into the storytelling could add depth and authenticity to the project.

**Creative Process**

The infinite zoom artwork can be improved in many ways. I wanted to do digital painting and was also not comfortable drawing directly in the endless paper application, so I used the Procreate software to do my illustrations. Drawing in Procreate produces rasterized and pixelated work, which also causes pixelated transitions in the final Infinite Zoom Artwork. The transitions will be better and smoother if drawn directly on the Endless Paper application since it is vector software, but there will be limitations since it was originally designed as a visual thinking tool, and it has limited brushes and tools for now. Accessibility of the final Artwork is also an issue because it can only be interactive on iPad, but there is an option to do a web export so that the audience can explore the artwork on the web without having to install the application. However, the web export feature can only be done manually for now, and you will need to sign up for the beta version of the app. This feature will be available for all users, but there is still no timeline yet for when it will be released.

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