

EX - PERIMETRI → BEYOND/OUTSIDE — BOUNDARY

WHAT IS AN EXPERIENCE? A —————> B

AN EXPERIENCE HAS A BEGINNING AND AN END

EXPERIMENT

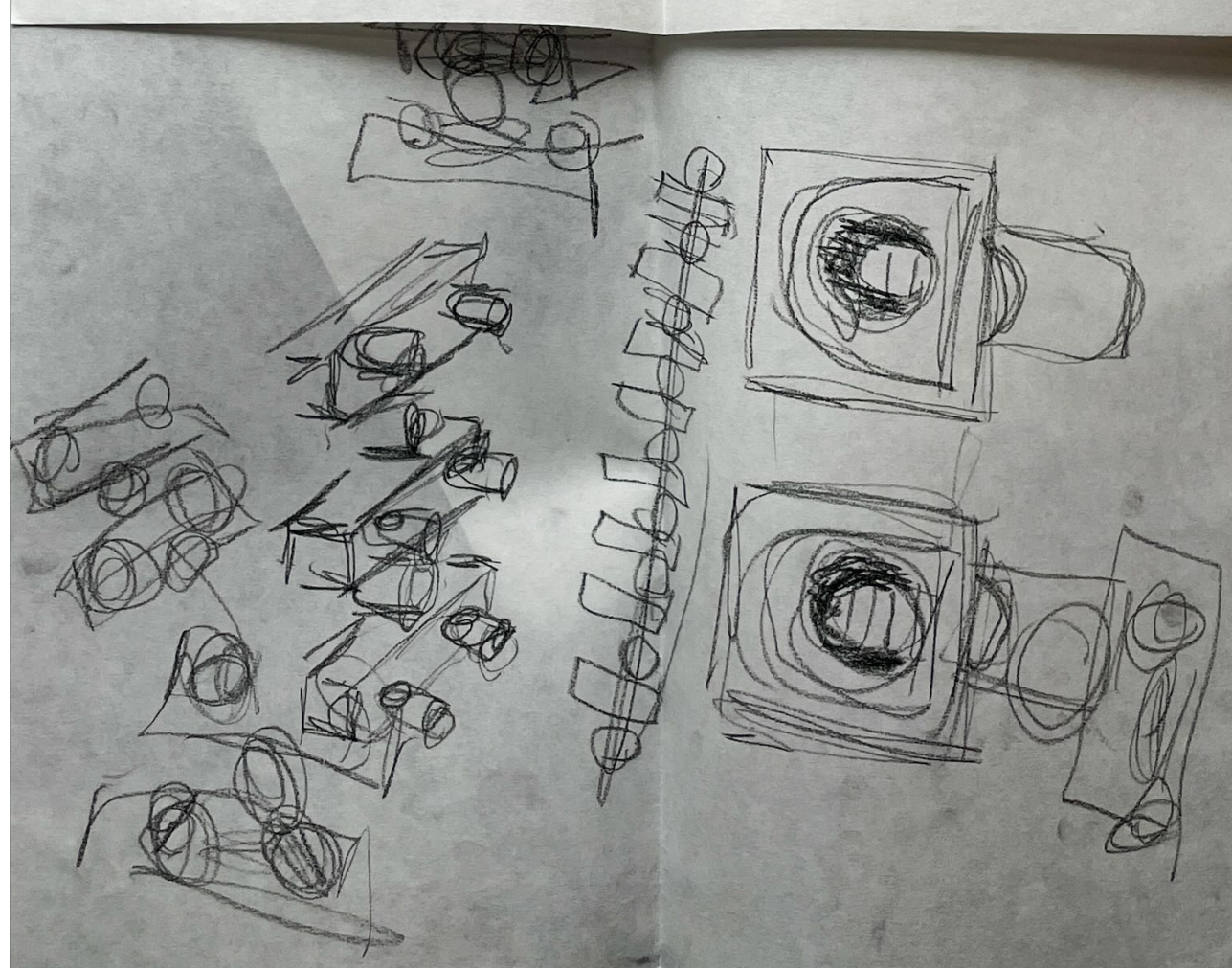
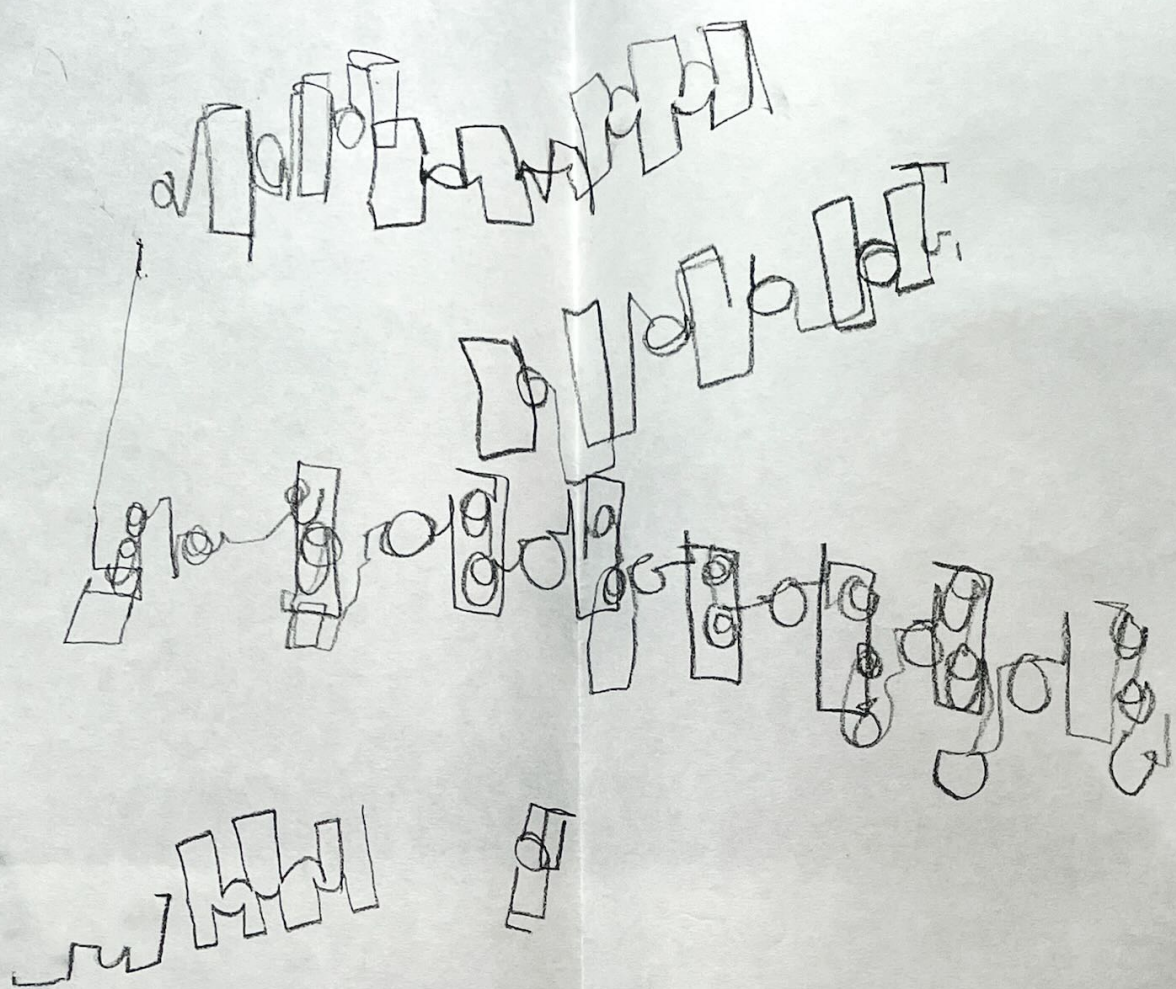
— On Experimentation

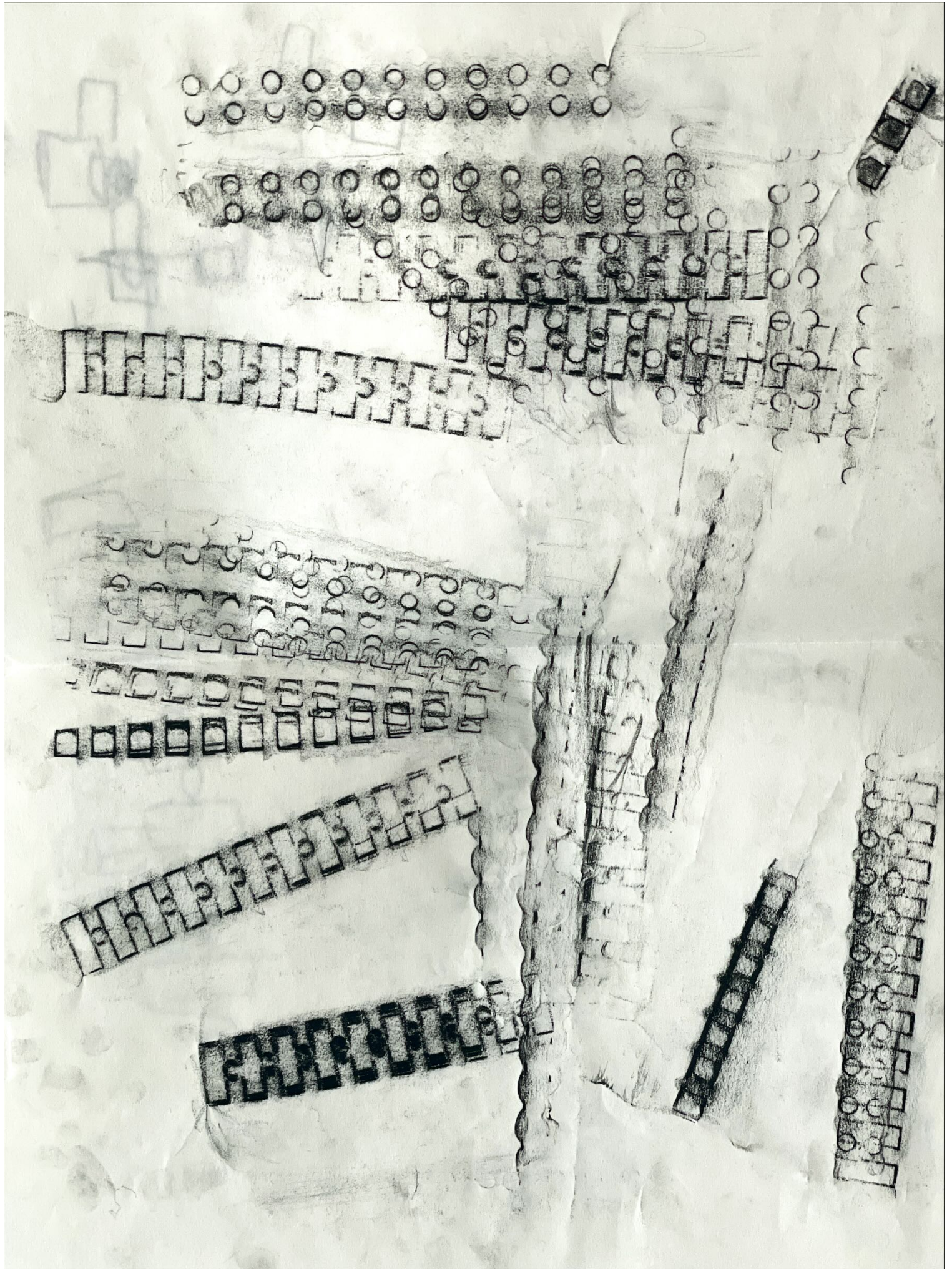
"An old fairy tale has it that science began with the rejection of superstition. In fact it was the rejection of rationalism that gave birth to scientific inquiry.

Ancient and medieval thinkers believed the world could be understood by applying first principles.

Modern Science begins when observation and experiment come first, and the results are accepted even when what they show seems to be impossible".

Gray, J., (2011) *The Immortalisation Commission: Science and the Strange Quest to Cheat Death*





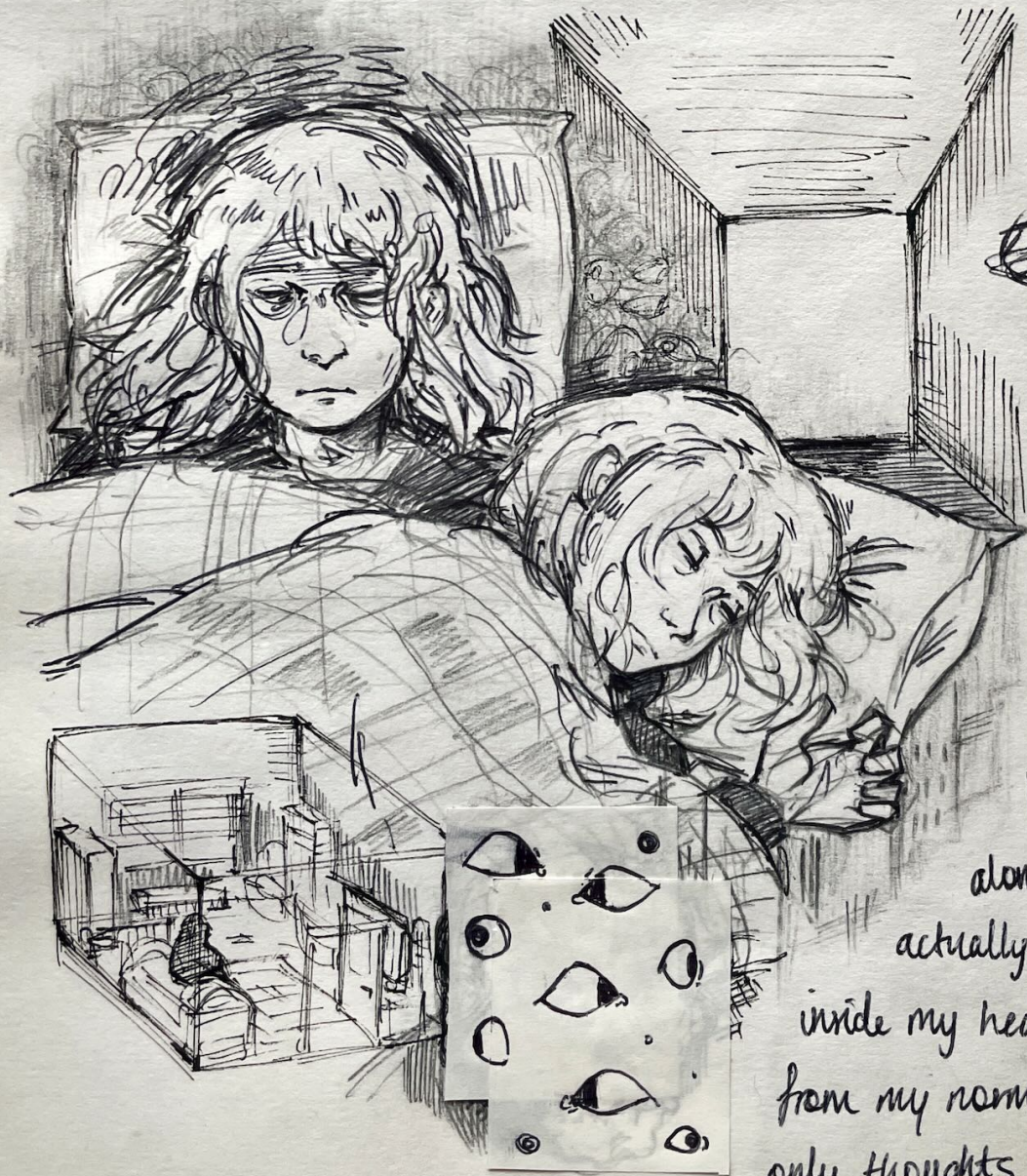
GREY SURROUNDS US AND WE IGNORE IT
AND WE END IN DEATHLY GREY
GREY IS THE SAD WORLD
INTO WHICH THE COLOURS FALL

Chroma, Derek Jarman



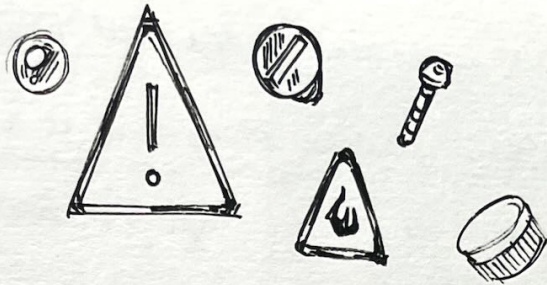
I found parts of the Grey Matter Chapter in
Derek Jarman's Chroma very poignant and
wanted to create something in response.

However, when working with the black ink
I diluted it with water, and although I knew
it was made up of other colours, I didn't
expect so much blue to show through.



I often only
have long trains
of thought when
I am completely
alone. I start to
actually talk to myself
inside my head. Much different
from my normal, quick, picture
only thoughts.

TESTS

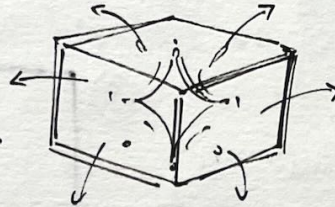


WORK WITH CYCLES + LOOPS

FIND CONSISTENCY WITHIN INCONSISTENCY → SYMBOLS?

EXPERIMENT WITH DEPTH

- WHAT IF? STEP OUTSIDE THE PERIMETER



→ MAKE SURE ITS LONG ENOUGH

MONOCHROME

- image ↔ meaning
 - Gothic Themes Negative Space
 - Film Noir
 - PHOTOS / PORTRAITS
 - PRINTING PRESS
 - ↳ black and white printing
- What might warrant treatment in B+W?

AUTOMATIC WRITING

When thinking about monochrome I had a lot more thoughts than usual, not to say I don't do any thinking at all, but I guess focusing on a subject and attempting to draw ideas from out of your head draws out things one would want to tune out too. On the other hand, much like the bleak monochrome- 'noticings' or the boring day to day things, or the ^{worrying} ~~worrying~~ loomings, like the ink I used, sometimes there are more colours hidden in the ink.

PRODUCTION LEVEL DECIDING

Sometimes I have a hard time deciding what to focus on, I want to create more but often get caught up in the everyday difficulties.

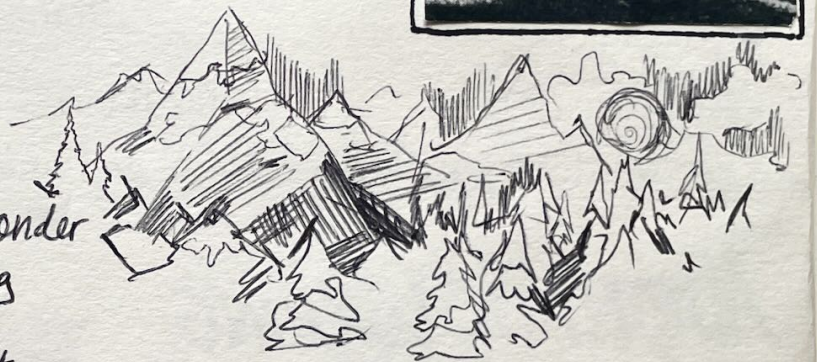
I don't use social media but besides that I don't know where the time goes. I suppose being alive is a full time job so producing less than what I would hope for makes sense. But I feel the need to be more productive even if I've done work all day. Even if I'm exhausted. It makes me feel sad when I can't create.

- Industrial, bold, repeated
- Scientific, documenting, industrial
- Natural, World, landscape
- Exploring, natural, promoting, land
- Human, inhabiting, urban
- Horror, lights, travel
- Industrial, horror, repeated
- Isolated, documenting, natural
- Natural, exploring, isolated, wonder
- + Natural, wisdom, documenting

①

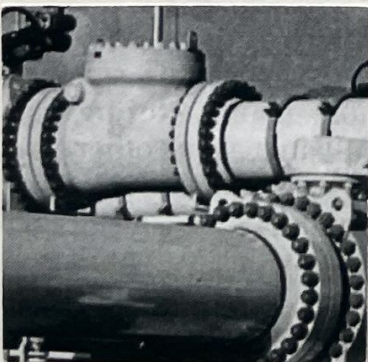


②

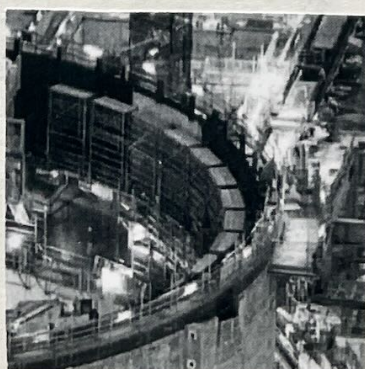


After humanity ^{came and went} ~~disappeared~~ - in the snowy mountains, a pack of wolves roamed towards a strange ~~at~~ grey structure, reaching it resembled a mountain. Long after they came and went the nuclear power plant's core continued to erode ~~into the ground~~ with each passing season. Once it finally reaches its limit, how will the wildlife survive?

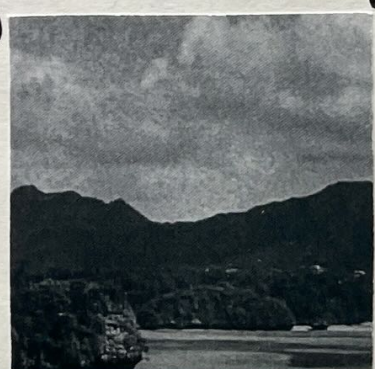
③



④



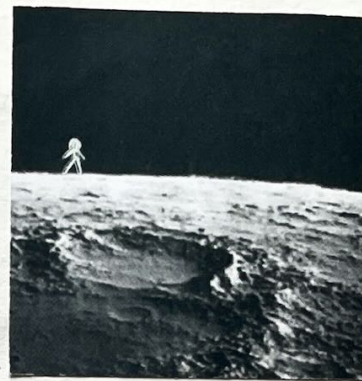
⑤



★ COSMOS ★

When I was little I used to want to be a scientist as I watched a lot of space documentaries. Unfortunately the whole numbers thing never quite made sense to me. I shot down the idea of ever going to space as a tween when I realised just how terrifying it is.

However I also always liked planes, rockets and all sorts of machines.



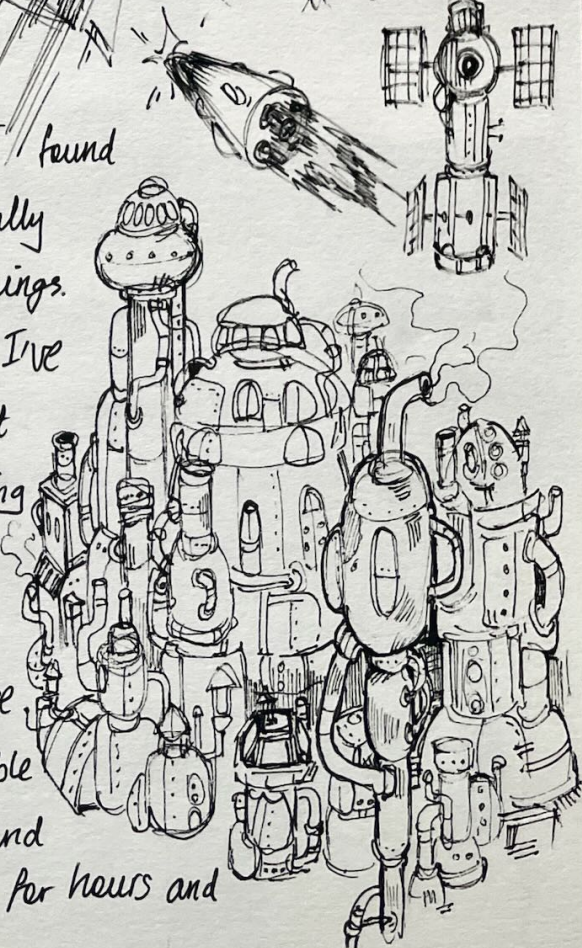
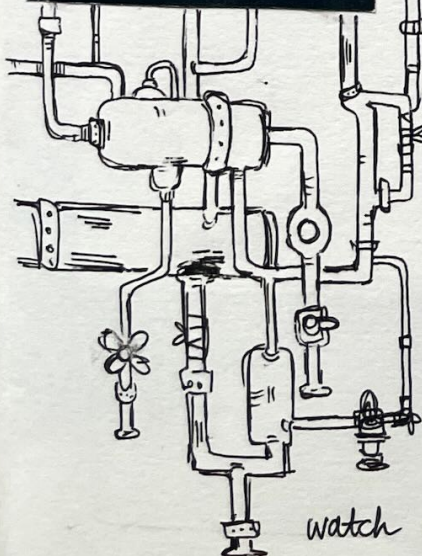
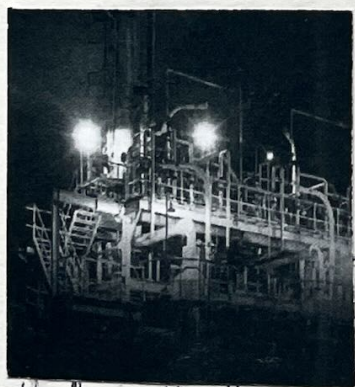
LITTLE COSMONAUT

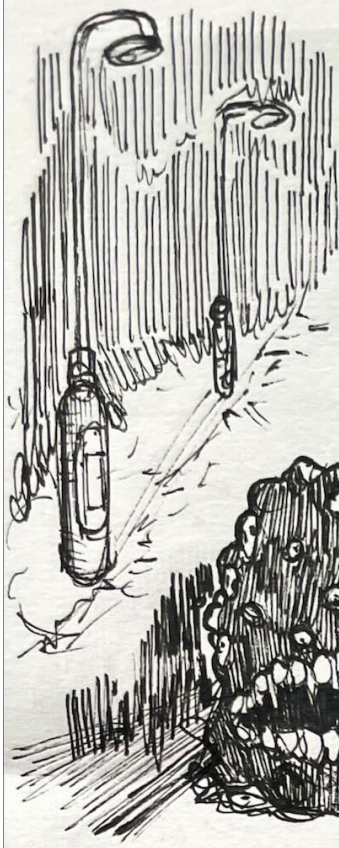
CCCP/USSR SUIT INSPIRED

★ PIPES

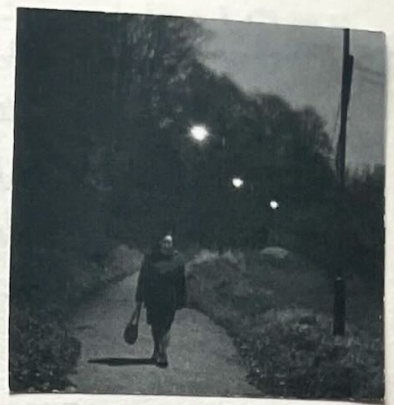
I chose this photo for a similar reason as the space one. I found it intriguing and I also really like drawing industrial things.

I'm not sure why but I've always had an interest in drawing and designing pipes, metal things, buildings. When I was a child I had a massive toy crane and build-able wooden train tracks and roads. I'd build them for hours and watch my train go around.





This photo reminded me of a previous animation I had about walking home at night through the park near where I live. As my station was closed I had to walk 20 minutes to the nearest one through the parks. At night the vast field was pitch black and only the pathway was lit by a row of streetlamps. I imagined a monster made up of missing people's faces chasing a character down the path.



Personally I really like crows & ravens. I actually already did a project with pixilation & a 2D animated 'ink crow' I suppose I picked this one out of nostalgia.



This city-scape photo sticks with the industrial theme I like drawing buildings and experimenting with different details, shapes & protrusions.

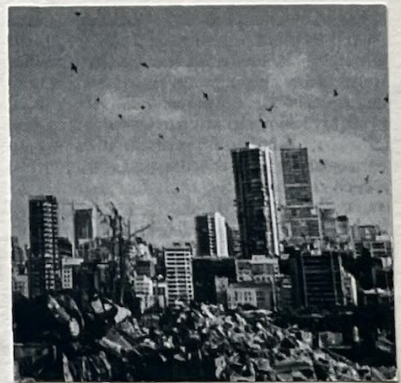
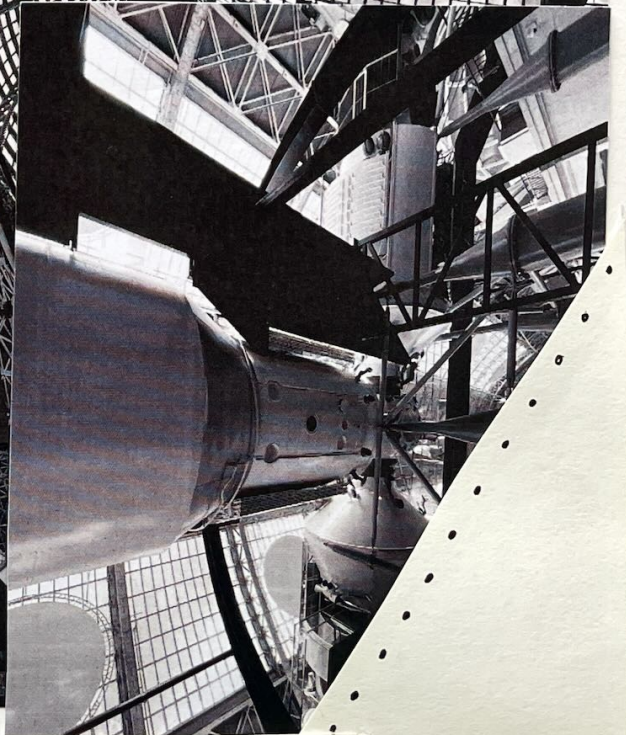
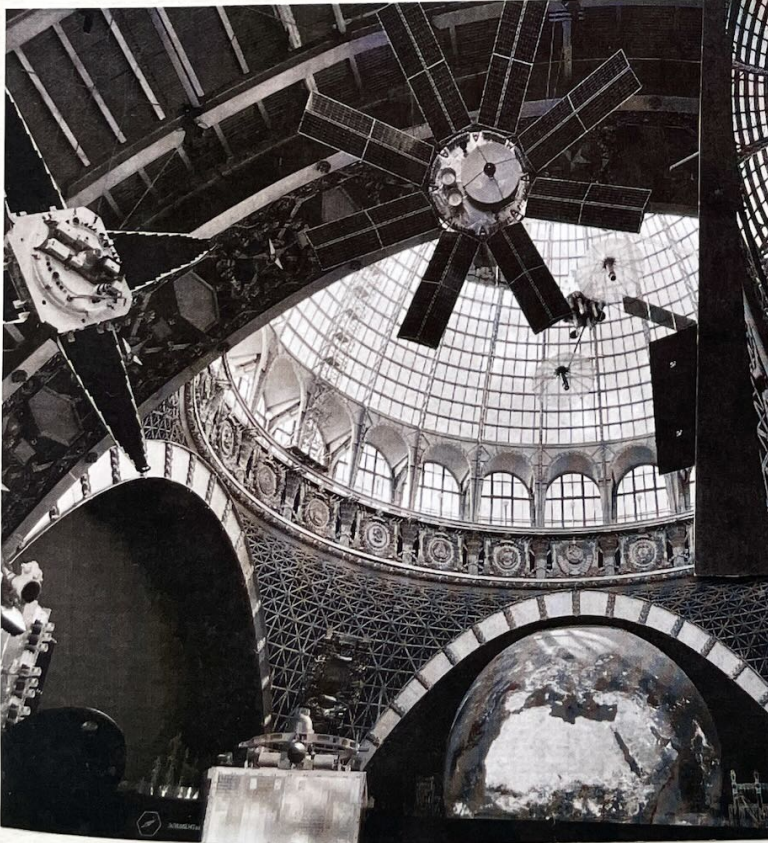
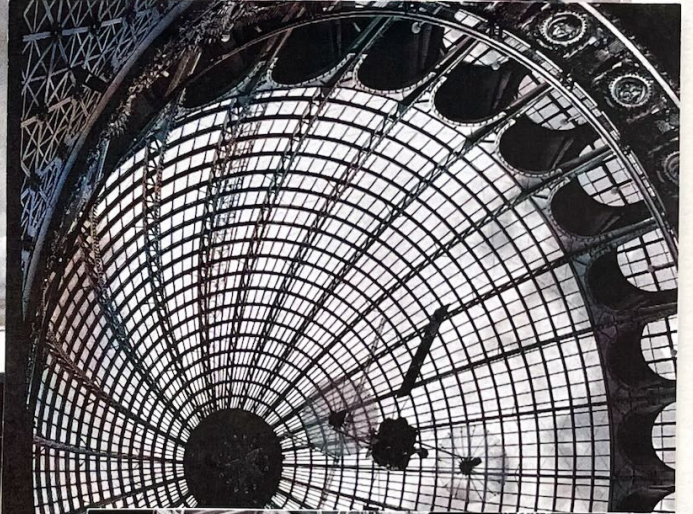
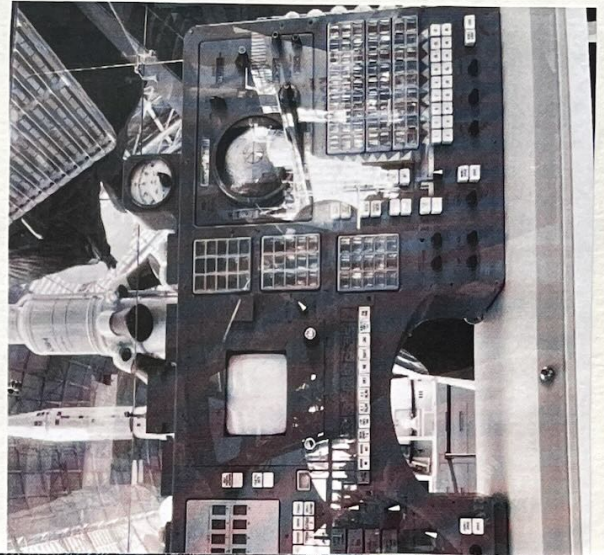
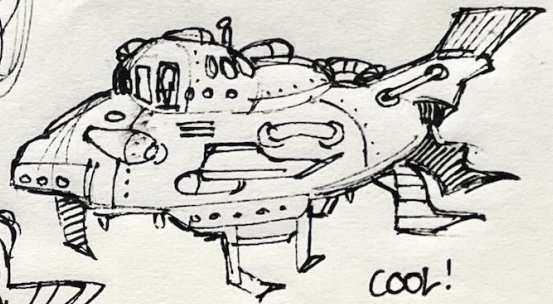
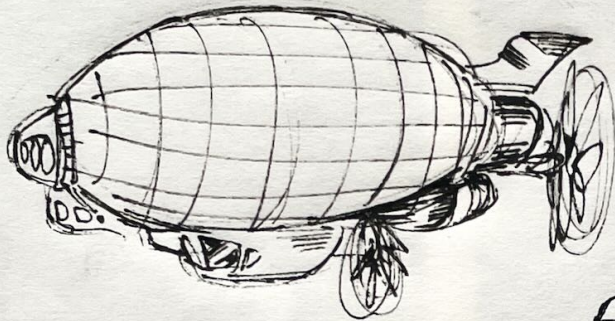
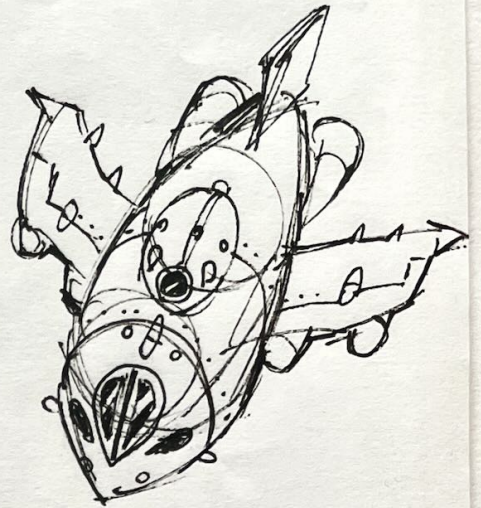
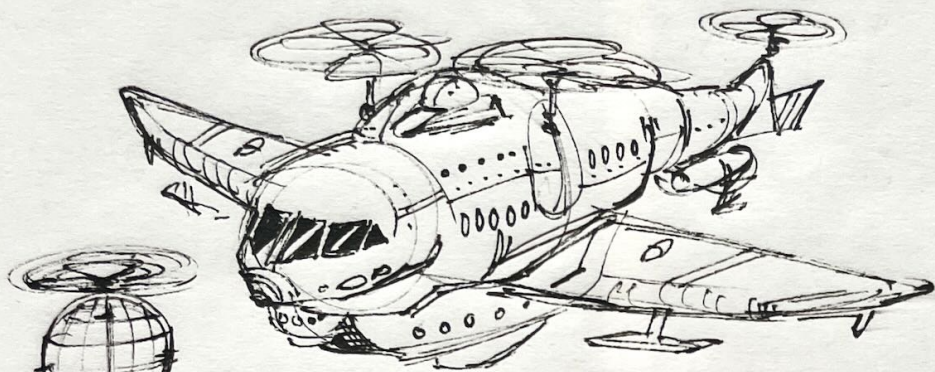


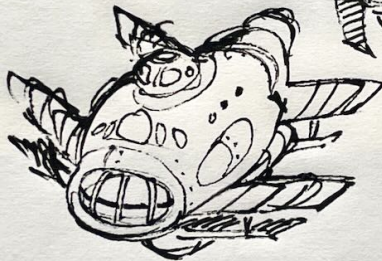
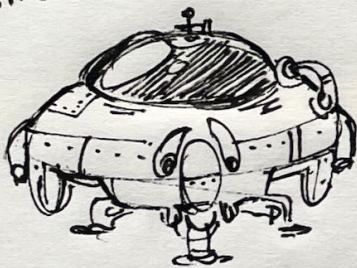
IMAGE COLLECTION





cool!

SPACESHIP!



PSEUDONYM, ALTER EGO, INVENTED ARTISTS

In their newest film, *The Singularity* the filmmaker Miss Garde explores the individual's feeling of disconnect through a character who has lived a thousand lives before the impending end of the world, far into the future. A miner hauling coals in the basement, a builder with the hands of an expert surgeon, a doctor pretending that they have any medical knowledge whatsoever but succeeding regardless — if you could travel backwards through time, what would you hope to achieve? This is the question the film asks us as we put ourselves into the shoes of the only unchanging aspect that continues to change. ~~It~~ The film highlights the hectic flow of time and exponentially increasing speed of change. If one person was every person, in experience, what could anyone ~~hope~~^{try} to ~~achieve~~ be able to reach on their own.

ZOOM H4n Pro

- Turn on the left side
- At the start don't forget to format SD card (on the right press menu + use scroll wheel → Are you sure YES)
- STEREO - 1+2 → your own mics
↳ but set to MIC
- 90 → 120 recording angle
- Check REC format → set to 44.1 Hz + 16 or 24 bit
- Blinking is NOT recording +/- recording levels → -12 - 6 average!!!
- SOLID = recording → press twice!

~~From~~ Tom Sachs - 'An Artist TRAVELS TO MASS'
Thomas Demand

PROJECT IDEAS

FIRST TEST
PLANNING
HYPOTHETICALS

WHAT WOULD WARRANT MONOCHROME? • MACHINERY?

INK? - FINELINERS? - STOP -

MOTION? HAND DRAWN

✦ METAL?

☆ SPACE?

NOT NECESSARILY
OUR MOON

BUT
MAYBE?

ABANDONED MOON?



Hand drawn ship flying → paper animation?
Robots on the moon? or alternatively it doesn't
have to be the moon, could be a planet?

→ DIFFERENT WORLDS? → spaceship pattern animation?

⚠ I would like to avoid just putting a mono filter on real-life

- The project has made me be more inside my head and think → disconnected,
zoned out, it kind of felt like my mind started drifting which is why
I started thinking about space. MONOCHROME in my mind implies a sense of
isolation?

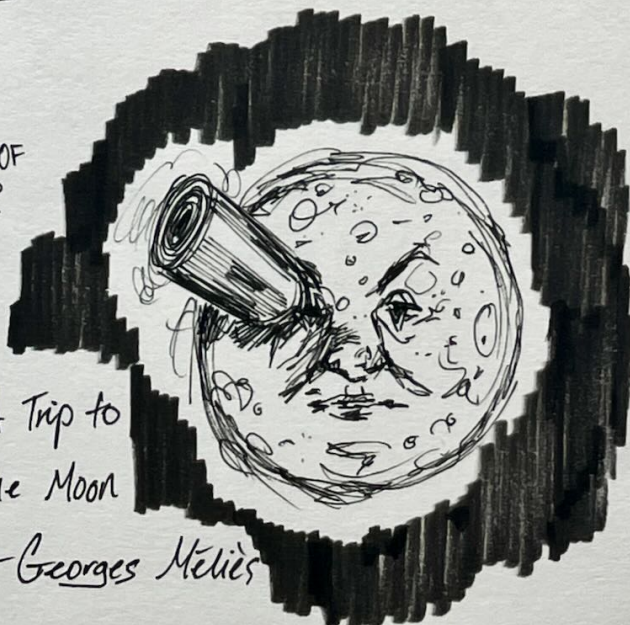
POTENTIAL TEST for background? → INK VS BLACK BACKGROUND CARD

SPACE HAS NO SOUND - SILENCE → ALSO TIES IN WITH SOUND OF SILENCE TEST?
(WHAT DOES SPACE
SOUND LIKE?) HAS NO SOUND??



A Trip to
the Moon

- Georges Méliès

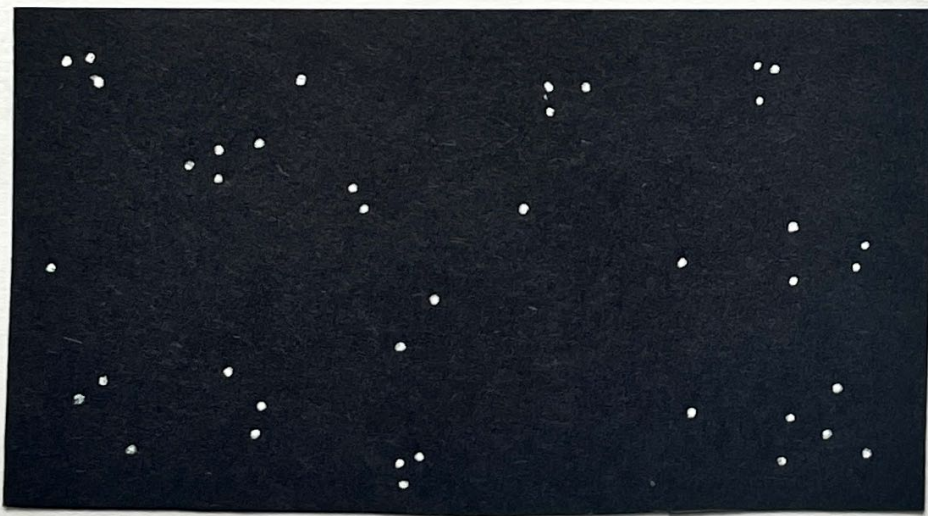


✧ BACKGROUND TEST REFLECTION ✧



LOOPED INK BACKGROUND

As I was expecting the ink loop background was a lot more fluid and changing from frame to frame. The texture is quite interesting, however my black ink keeps coming out blue.



BLACK CARD BACKGROUND

I was actually surprised by the black card loop as I had expected it to look much more plain. When I watched the loop I noticed that there was still textured movement

Plus, I was surprised that I actually preferred the look of the black card more than the ink. The movement of the card is more subtle and less distracting than the ink.

HANDMADE ELECTRONIC MUSIC - NICOLAS COLLINS

ISD 1820 - sound voice recording playback module

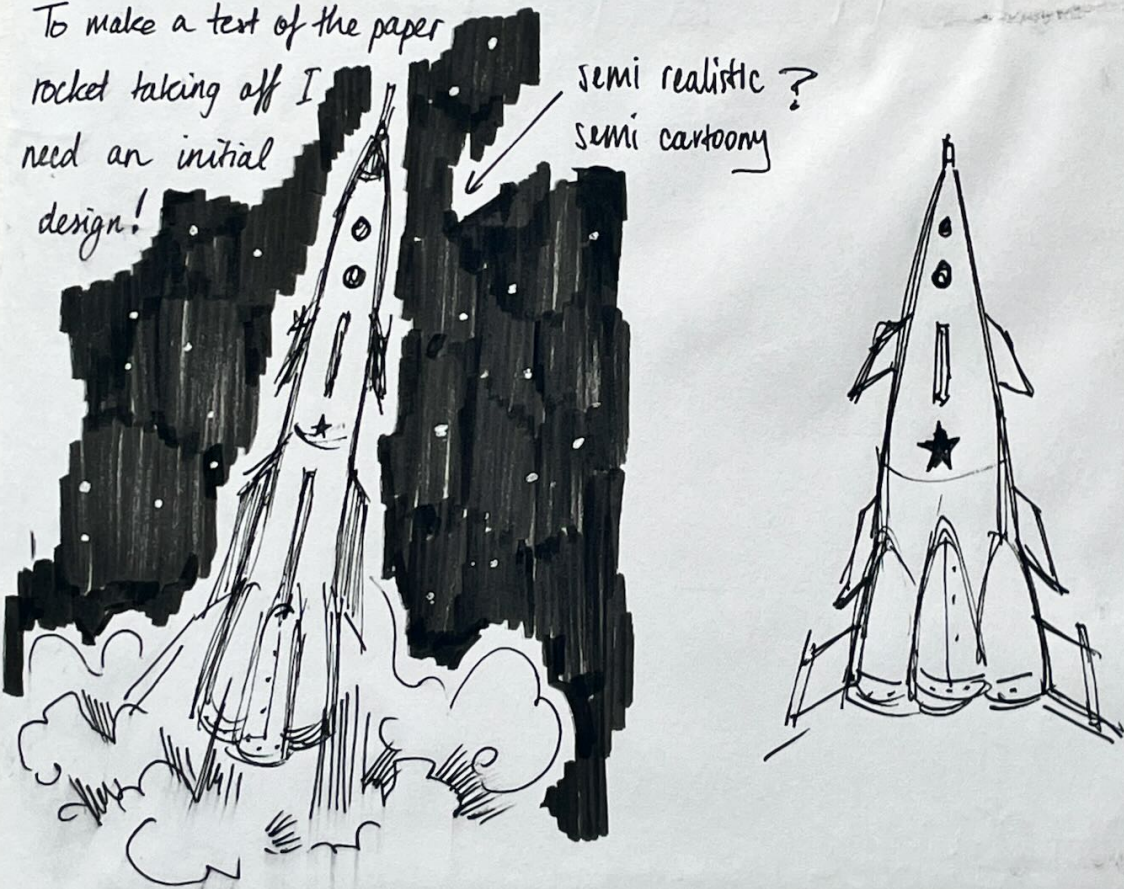
Plug in sound recorder into PHONES → no external sounds

There is a soldering station in 3D workshop → experiment in future?

ROCKET?

To make a test of the paper
rocket taking off I
need an initial
design!

semi realistic?
semi cartoony



Paper cutout rocket vs 3D rocket

- TEST → paper cutout rocket with cut-out smoke
- 3D rocket model?



PSYCHOGEOGRAPHIC WALK

→ Maps of the Walk in London
(Elephant & Castle, Waterloo
& Southbank)

The class went on an observational walk and read several extracts about cities and London. Usually when walking I like to pay attention to doors, symbols, and windows, especially lit ones at night. I noticed the difference in age between the buildings. I respect buildings that even if they are not embellished, have stood the test of time. Places built with purpose. Similarly, I have disdain for especially temporary (in lifespan) buildings made of cardboard with a brick facade. Shiny and exploitative.



★ WHATS THE POINT OF A TRIP TO THE MOON? ★

WHAT IF IT STARTS FROM THE MOON? A TRIP TO EARTH?

WHO WOULD BE ON THE MOON? ROBOTS? → MAKE SOME DESIGNS?,

2D?

3D?

★ TESTS TO DO — ROCKET TAKE OFF (SMOKE/FIRE/STEAM)

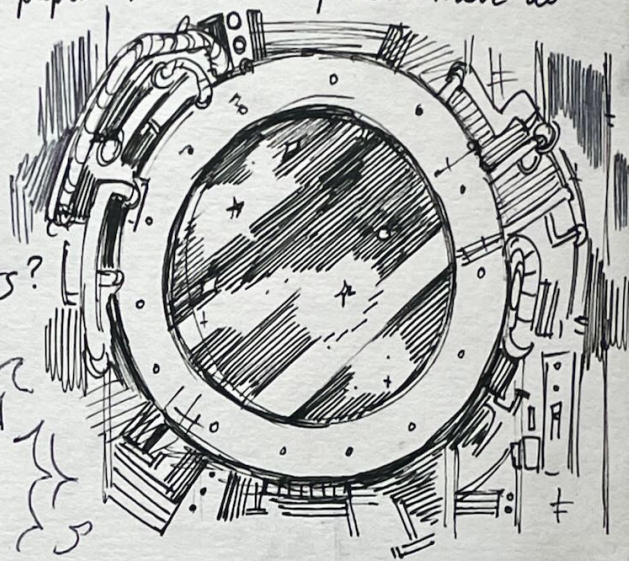
↳ PAPER HAND DRAWN ANIMATION (research rocket take-offs)

★ BLU-TAC STARS (This way when doing paper animation they wont move as much)

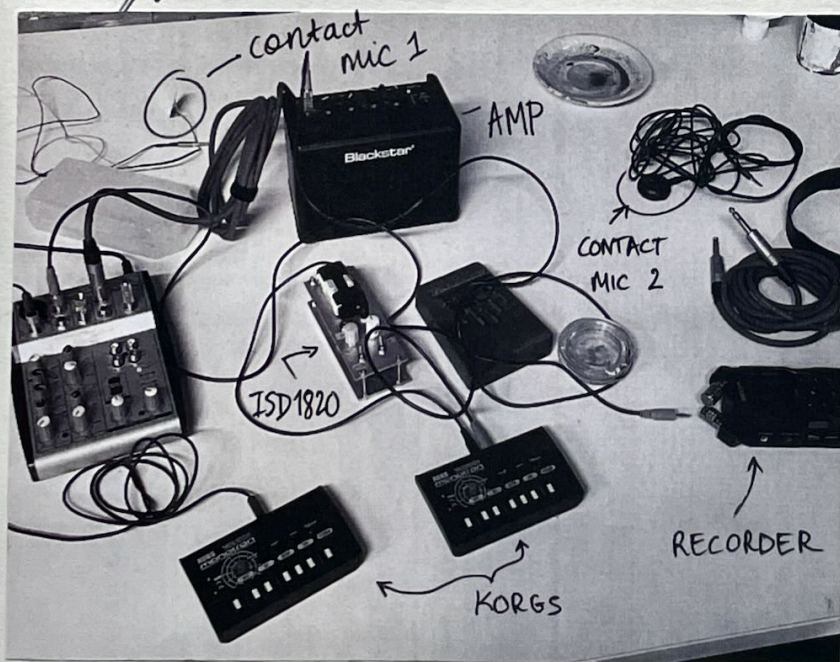
★ SPACE OUT OF THE WINDOW?

IDEA!

→ WHAT IF THE ISS WAS LEFT TO BE OPERATED BY ROBOTS?



SOUND TEST

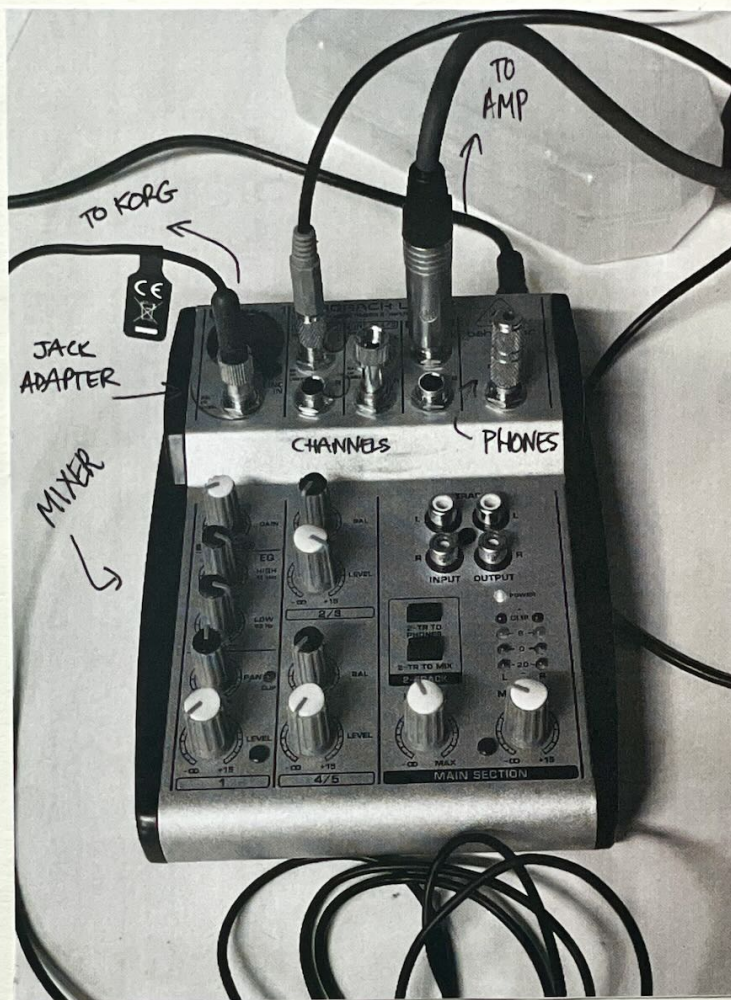


ANALOGUE ELECTRONIC MUSIC/SOUNDScape SET-UP

I wanted to explore using audio equipment and making an analogue electronic soundscape / soundtrack to inspire me on the visuals of my animation. I don't have any musical experience so I was quite unsure and disoriented at first. ★

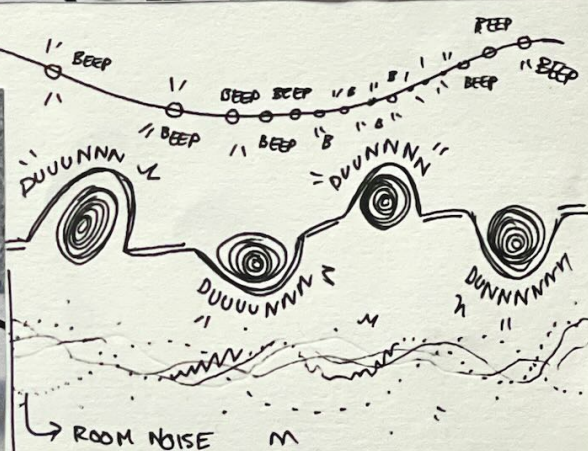
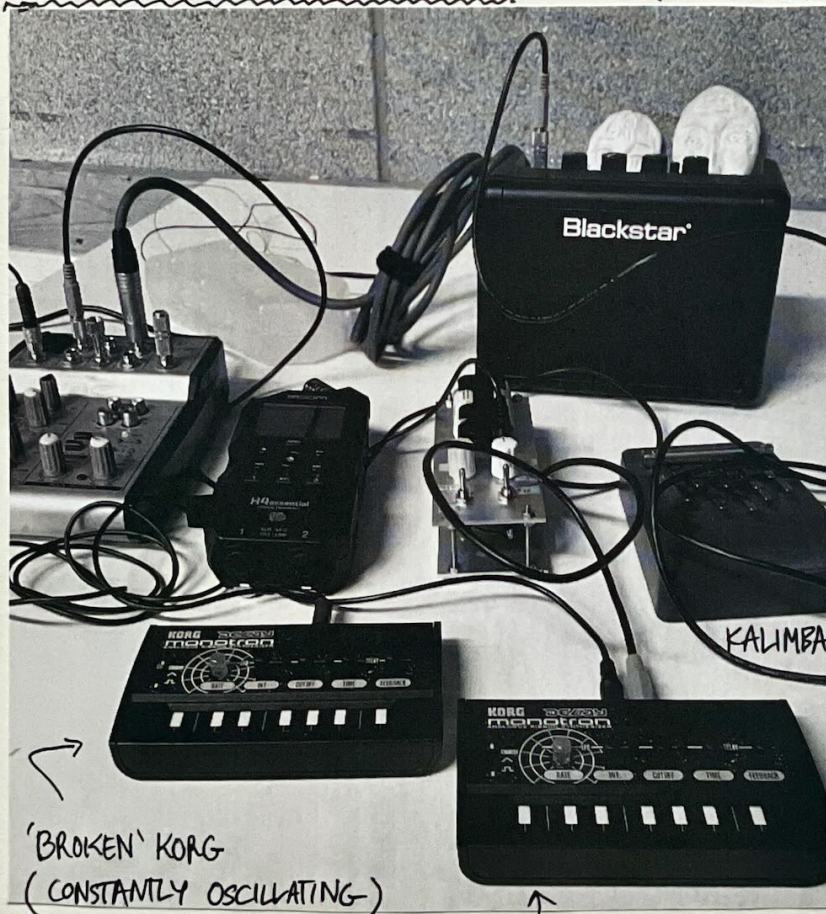
However, I found all the feedback and various sounds created by the equipment really fascinating and wanted to understand it more.

I learnt a lot about where all the wires connect and are meant to go in terms of plugging and adding more things to work together. Also different terminology I didn't know before like level and gain. I created a looping soundscape with the delay machine and playback module while experimenting with the sounds the constantly oscillating korg created by changing rate and cutoff.



★ ✨ KORG OSCILLATION 1
(LOW TO → (HIGH RATE))

WHAT DOES IT SOUND LIKE???



→ ROOM NOISE
→ KALIMBA (DELAYED + REVERB)
(BLOOPY, WOBBLY, DISTANT, PEACEFUL?)

% sound descriptors

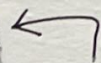
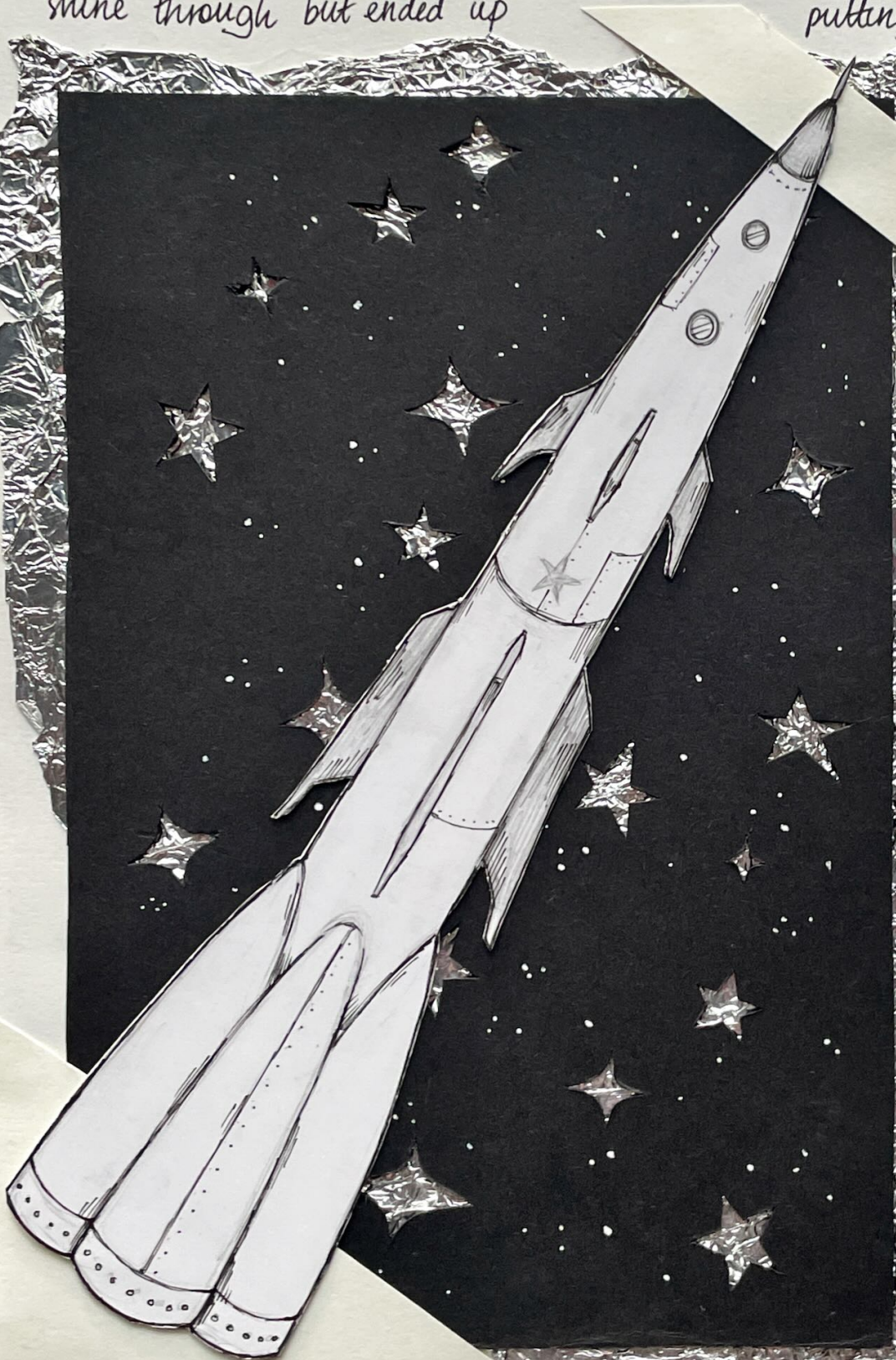
Like a whale? ★

KORG No#2

BACKGROUND & LAYERING TEST!★

I didn't want the background to be completely flat and wanted to experiment with materials such as foil and card further. I cut out shapes in black card as I originally wanted to see how the light would shine through but ended up

putting scrunched and flattened foil underneath instead.



THIS IS AN
INVERSE VERSION
OF THE TEST
(FOIL BIGGER THAN
CARD)



MOVE THE CARD
AROUND IN A ☆
CIRCLE AND FOCUS
ON THE CARD FOR
THE SPARKLE ☆
EFFECT TO WORK!



LAYERS

CARD
ROCKET/SPACECRAFT



BLU TACK



During my last mini project (2 person project for the lecture series) we decided to use paper cut-out animation and learnt how hard it is to keep still so blu-tack was a

MASKING TAPE/EASY TO REMOVE TAPE

MUST this time



BLACK CARD

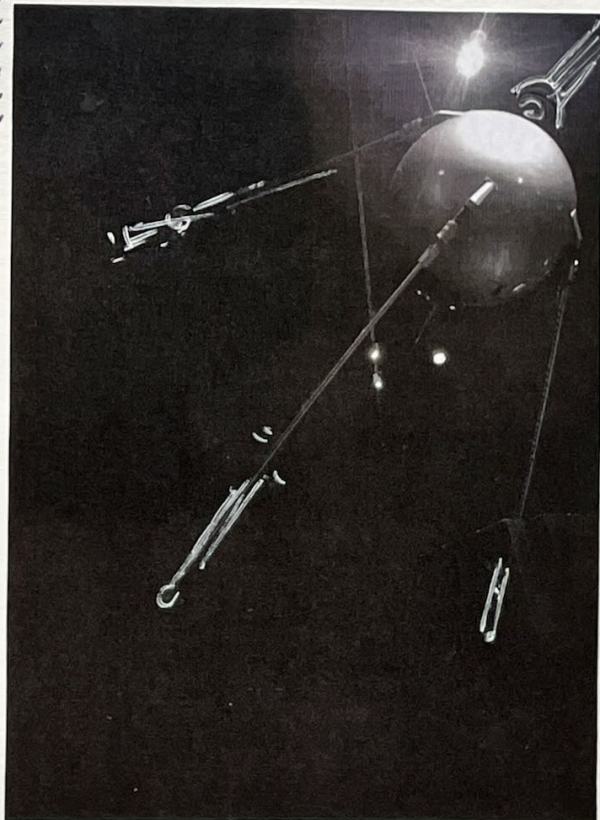
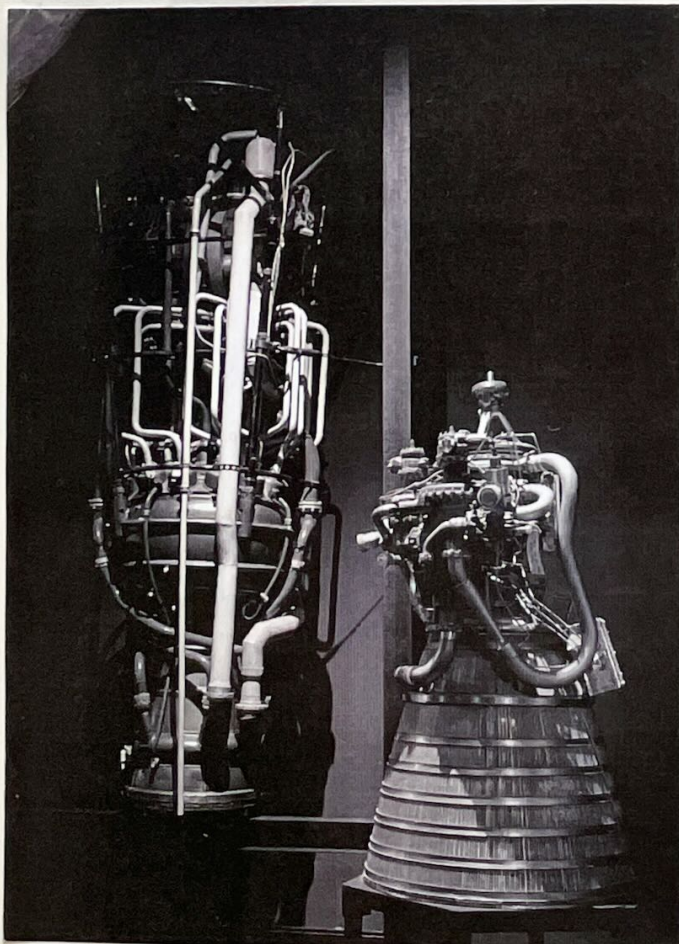


ALUMINIUM FOIL (SCRUNCHED + FLATTENED)

After the test I realised that the foil HAD to be smaller than the card for it

to work smoothly. I originally made them a similar size and had trouble moving the foil around.

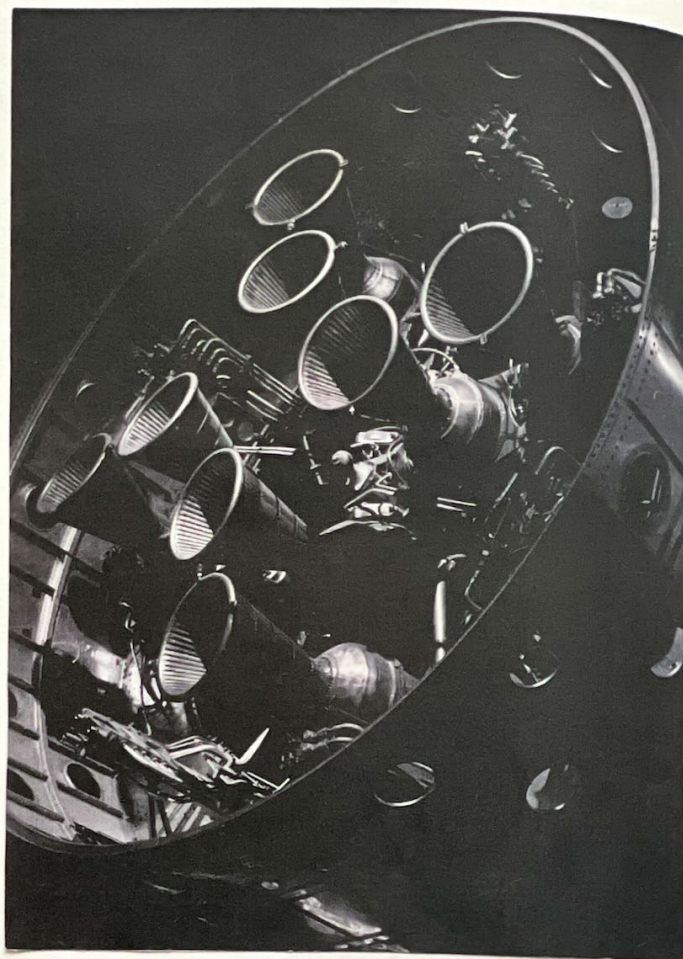
MUSEUM VISIT



LOOKS KINDA LIKE A HAND?

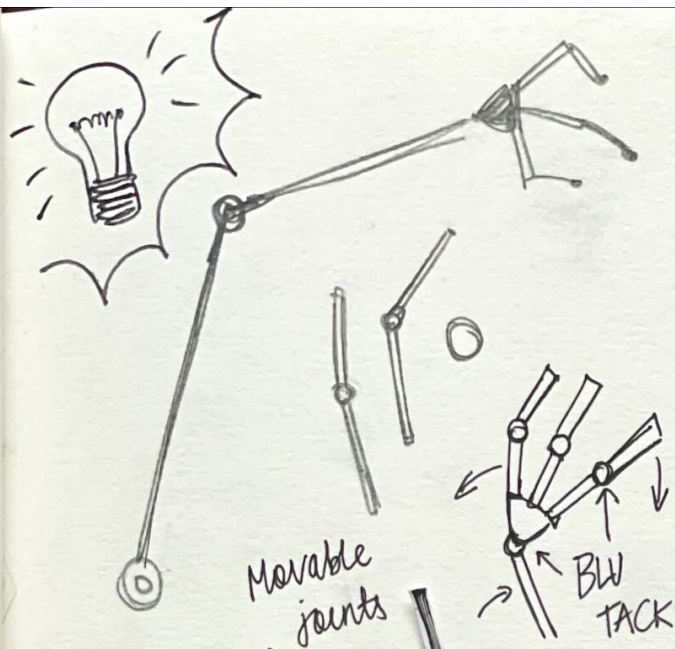
SPACE EXHIBITION * SCIENCE MUSEUM

I visited the science museum to have a look at the space exhibition and get inspired by the designs



Visiting the space exhibit at the Science Museum gave me lots of inspiration for spaceship/space station interiors. I wanted to explore

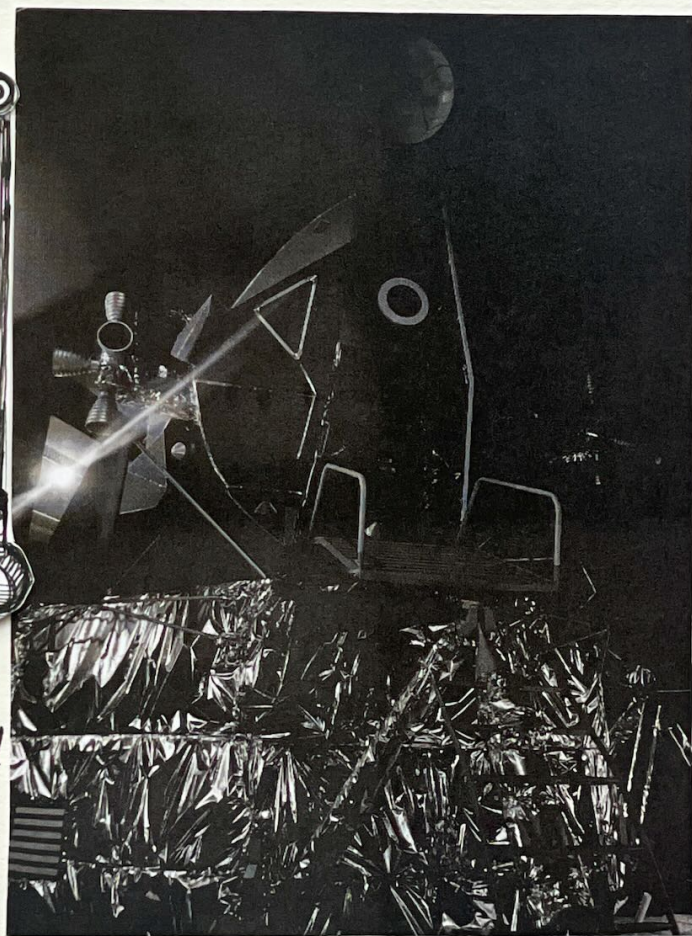
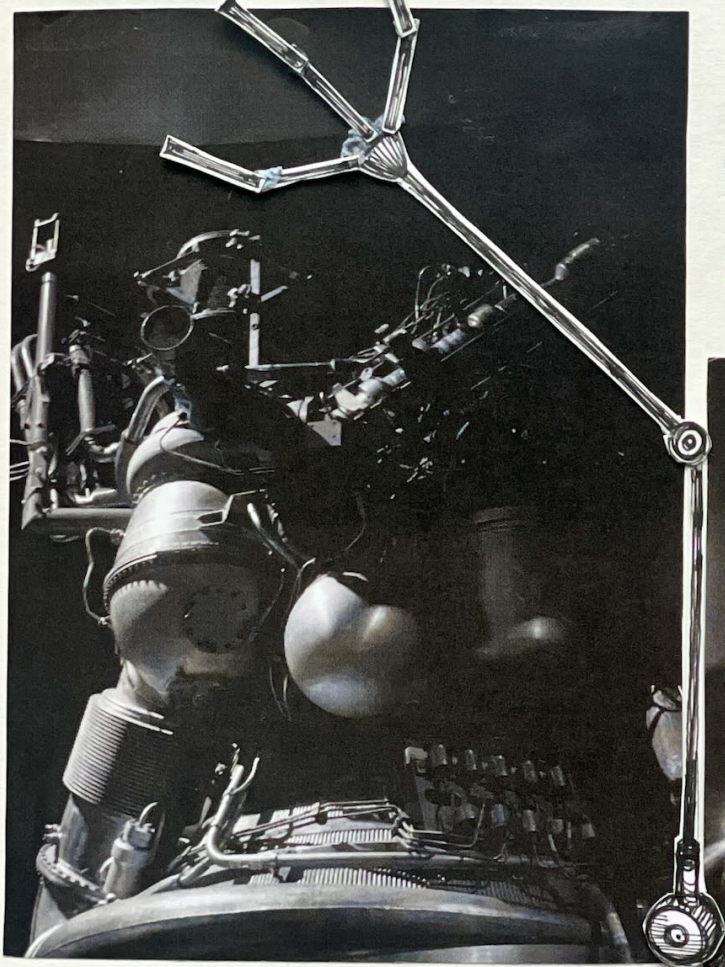
with materials & make a 3D window for my animation so I started gathering cardboard and random white, black & grey bits of packaging.



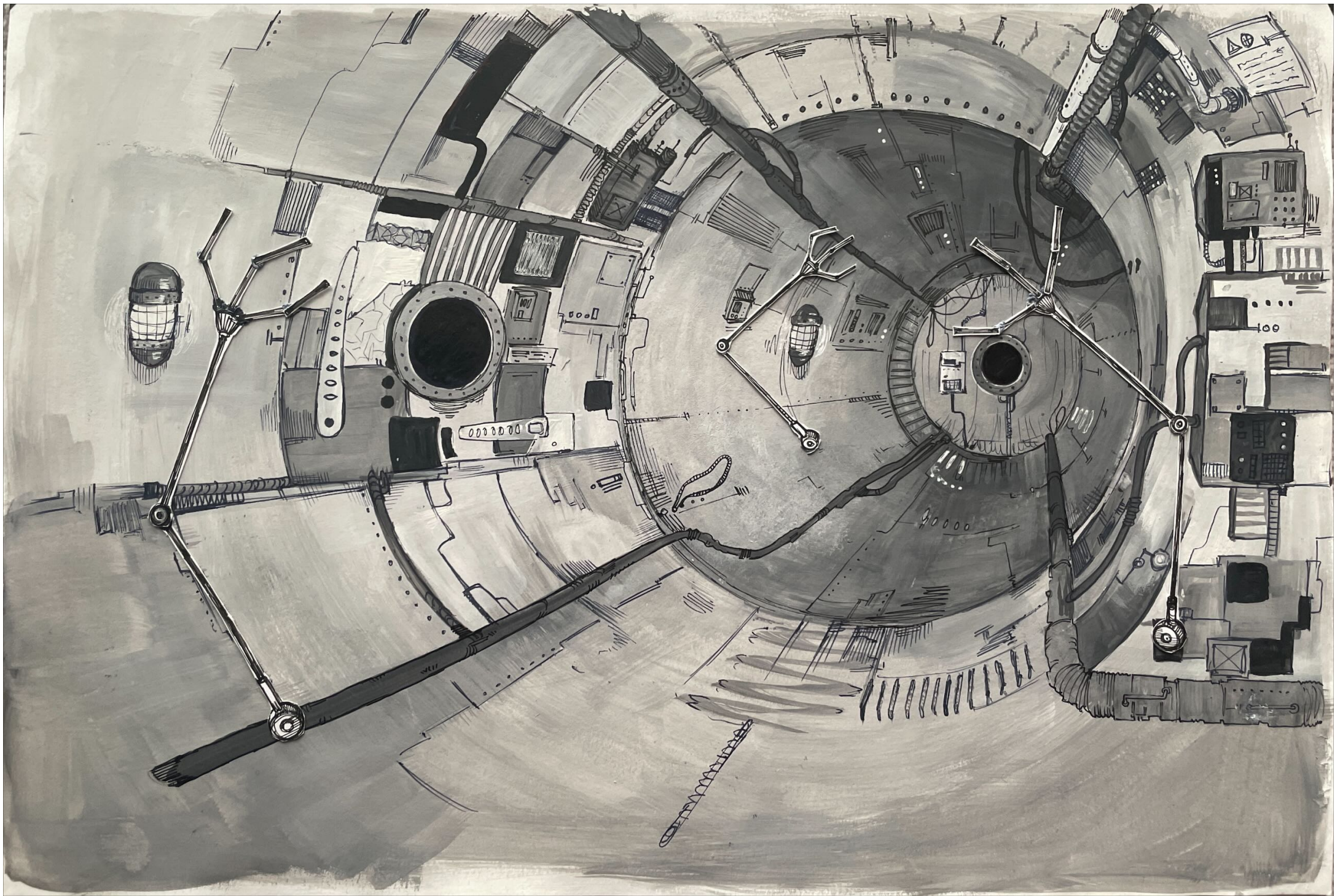
ROBOT ARMS INSIDE THE SHIP ?

I decided to change the idea of a rocket to a space station and explore the environment. The occasional janky effects stop motion can provide lend themselves well to the idea of mechanical parts.

The parts could move inside the spacecraft to provide a sense of automation. You can see it as "cogs" moving in your head as you think. The automatic autopilot your body is on when you zone out.

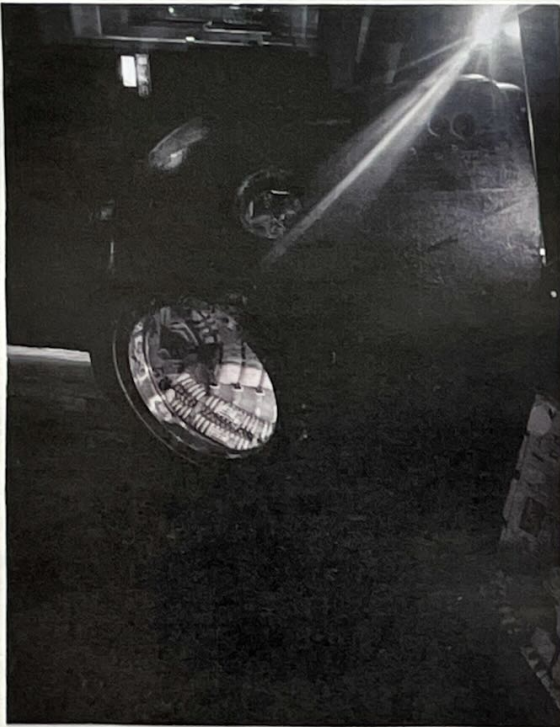


As a result of the robot arms idea I painted and outlined an A3 background with gouache. It felt strange using only black, grey, and white paint as I'm so used to adding hints of various colours into my objects that might not necessarily need them, such as adding blue, purple, and yellow to a 'green' apple.

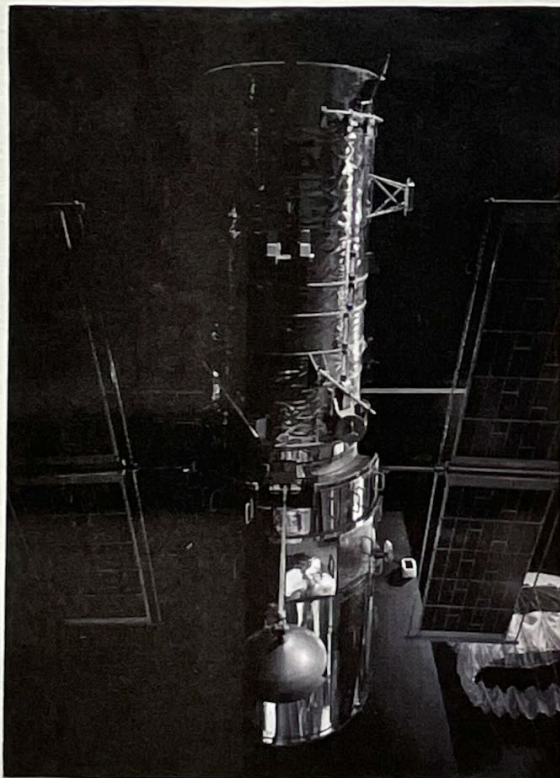
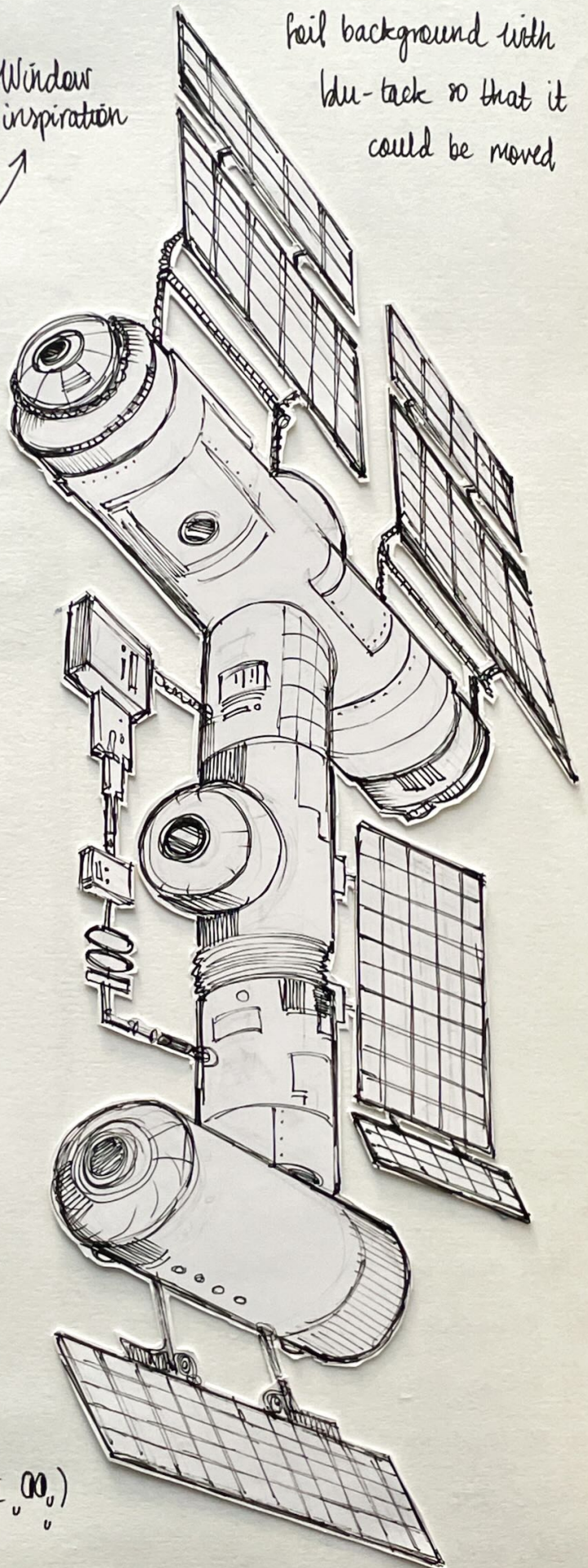


SPACE STATION CUTOUT

Made of paper/card and stuck down onto the star-foil background with blu-tack so that it could be moved

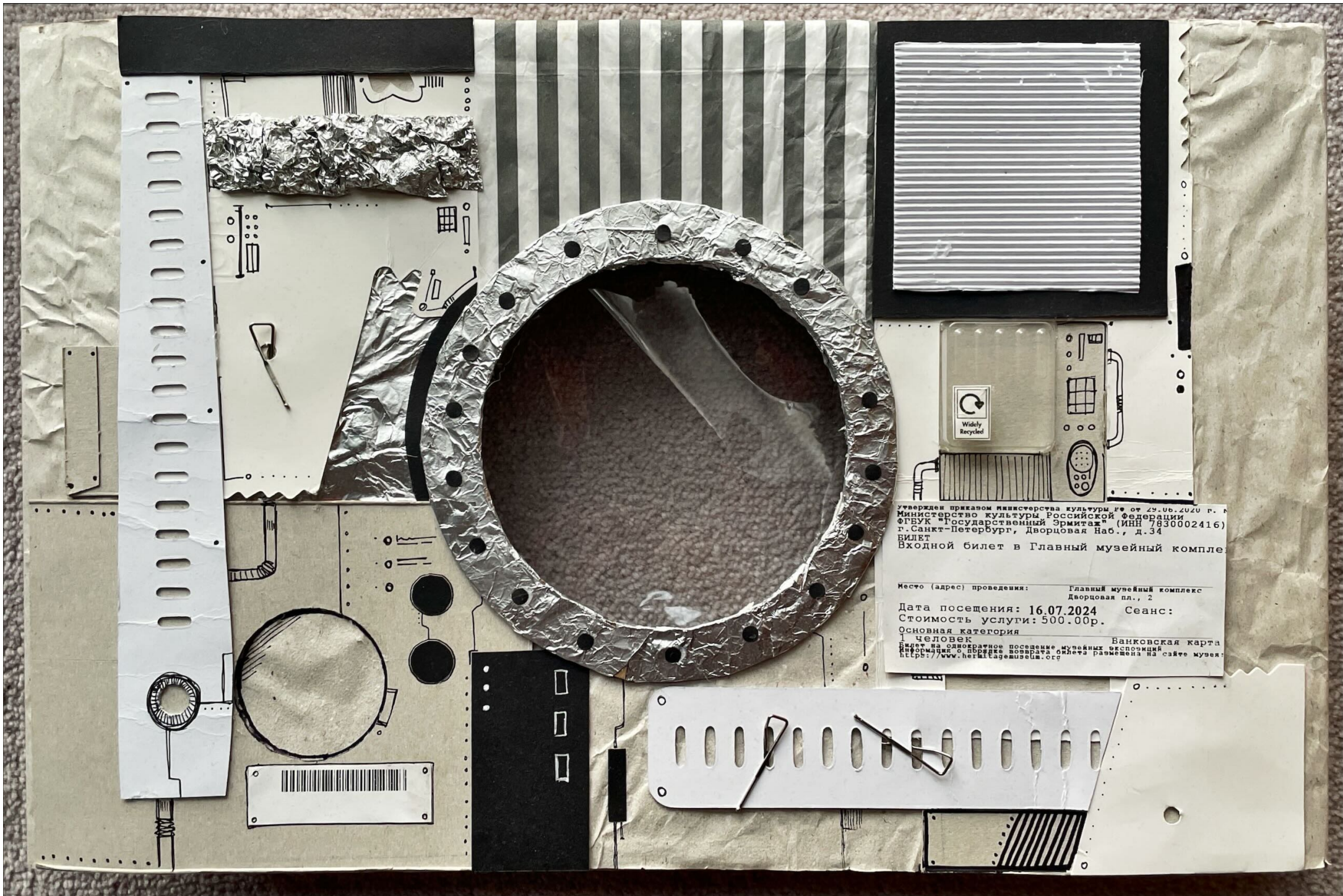


Window inspiration



↳ body inspiration

- Viewing the space exhibit really helped in terms of this design (even if it isn't scientifically accurate, 00%)



утвержден приказом Министерства культуры РФ от 29.06.2020 г.
Министерство культуры Российской Федерации
ФГБУК "Государственный Эрмитаж" (ИНН 7830002416)
г. Санкт-Петербург, Дворцовая Наб., д.34
БИЛЕТ
Входной билет в Главный музейный комплекс

Место (адрес) проведения: Главный музейный комплекс
Дворцовая пл., 2

Дата посещения: 16.07.2024 Сеанс:

Стоимость услуги: 500.00р.

Основная категория

Человек

Билет на однократное посещение Музейных экспозиций
Информация о порядке возврата билета размещена на сайте музея:
<https://www.hermitagemuseum.org>

Банковская карта