

Project Overview

I've always been drawn to the nonsensical. I remember reading *Go, Dog, Go!* and feeling extremely excited by the giant colorful dog party at the end of the book. There were so many dogs up in one tree, big, small, pink, and yellow. It wasn't just the fact that dogs were dancing in a tree, no; it was the nonsensical color scheme as well. Following the dogs, more and more nonsensical characters and places began to inspire my young self. There was the talking Cheshire cat from *Alice In Wonderland*, the musicians and flowers from Pepperland in "Yellow Submarine;" and the pink sky depicted in *Sleeping Beauty*. So softly was it an extremely bright pink, glowing and unreal, a color that still brings a sense of childhood comfort whenever it is introduced once again. As I grew older and my taste grew with me, it was films like "A Clockwork Orange" that sparked a desire to create. I remember looking at the different scenes and thinking, how can they do this? How can people come up with these places? These ideas? How can I do this? How can I learn how to make these things?

My artistic timeline has unfolded as I've matured. Mediums from the past are influencing mediums in the present. Drawing has turned into animation, photography into cinematography, stories transformed into songs. The medium has changed but the meaning has always been constant. It is an exploration into the surreal, an attempt at creating a universe which hasn't yet existed. It is a place in search of the truth, in search of mystery.

I am proposing to create a film called "Juniper" with a rising Fourth-Year Award. "Juniper" will use visual and audio components, as well as dialogue, to create an exploration into a nonsensical word. I would like to create this world by building my own props, using a green screen, and filming on-location. An example of a popular film that uses such mediums is the film "Beetlejuice" by Tim Burton. I am extremely inspired by not only the use of a green screen, but also by the smooth incorporation of stopmotion animation. "Juniper", unlike "Beetlejuice", would aim to be ten minutes in length and would only include two actors dressed in costume. The costumes would consist of paper mache elements, and would form masks and wings. I would base the nonsensical world off of the words that I have created within my animations. I would also incorporate new-media techniques to bring my drawings into a real world set. This would be done using projection mapping, for example, projecting drawn trees onto cardboard cutouts painted white. I would also use the synthesizer that I received with my Third-Year grant to create the music for the film. I have not only worked with all of the techniques that I am proposing to work with, but also have had experience teaching others, including adolescents, such techniques.

I have not fully written the story but it is one based on intimacy, a theme that I have consistently addressed within my animation work. I am choosing to create this project using film instead of animation due to a desire to physically enter a world with a camera. This would allow for very real 3D attention to detail. There are also pros and cons of working with both film and animation. Film is fast, and animation is really, really slow. A benefit of working with film is the speed in which one can work. By working with film, I'll be able to pay more attention to the elements of the set, the characters, and the

story; all elements that I feel aren't fully addressed in length within some of my animations due to time restrictions.

I believe that the nonsensical allows one to access a place of exploration within the self. Either one will choose to explore elements that relate to one's own life, or one will choose to become lost in an unfamiliar place. The introduction of values from a nonsensical place can cause a fair amount of questioning one's current lifestyle, especially if that lifestyle has been exemplified as corrupt. I think that the nonsensical is extremely important in society today, due to the amount of time focused on the self and perfecting self-image as a reaction to our culture's relationship with social media.

I am very confident in my ability to not only create "Juniper". I feel as though I have been preparing to create such a nonsensical film for the past year, and this can be seen in my film and new-media work. I have created all of the scores for my films and animations, written the narration, and have created the props. I know that I am working toward a larger goal of creating nonsensical time-based works and hopefully "Juniper" will be followed by films of a similar theme that are longer in length.

I would be extremely excited to work with Kevin Everson on this project. He is a mentor of mine, currently working with me on an independent study. I know that this grant could help me achieve my goals and further my exploration into a world of nonsense.

Timeline

Summer '17:

- Scout outdoor location, indoor location: Gutter
- Finalize script with actors
- Purchase supplies
- Create costumes
- Create sets
- Film "Juniper"

Fall '17:

- Edit
- Score

Spring '18:

- Screen "Juniper" at outcome presentation

Budget

Neewer lighting kit	300
(2) mini dv 10 pck	60
Singer 4411 Sewing Machine	120
Fabric from	200-300 (based on

Joanns	selected fabric)
Bucket from HD	4
Newspaper	0
Flour	1-2
Optoma X341 Projector	350

Impact Collaps. green screen	60
8 rolls of 250D film	280
Processing 8 rolls of 250D	568
House Paint	150
Guache Paint	150

Budget for props	200 (thrift store)
Budget for set (furniture)	200
Rosco film gels	34
F96T8 - Amber - Fluorescent Tube Guard	122
8 rolls of 250T	280
Processing 8 rolls of 250T	568

Total: \$3,748.00

Participation within the arts

I am an active member in the art community at UVa. I am a double concentration in Cinematography and New-Media and I have supplemented my arts courses with music courses, many which explored the combination of audio and visual technologies. I have had work in shows on and off of grounds as well as online and have worked on projects with professors Lydia Moyer and Noel Lobley. Currently I run a series titled “Music Matters” alongside two peers, which creates events on grounds that highlight the importance of music and the community that surrounds it. I have participated in the Adrenaline Film Competition within The Virginia Film Festival two years in a row and have received an honorable mention alongside current art scholar, Michelle Miles. I work at Lighthouse studios over the summer, teaching workshops to high school and middle students in animation and this past the summer I attended ArtLab at Mountain Lake Biological Station, concentrating in New-Media. I Illustrate for *Rookie Magazine* and I’ve had work featured in *Vice Magazine* as well as *Forge.Art Magazine*.

Participation with Miller Art Scholars

- I have participated within the Miller Art Scholars program since my second year and have enjoyed getting to know my peers as well as other artists within the Charlottesville community.
- I participate in the Adrenaline Film Competition with fellow art scholar Michelle Miles, and have had a show curated at *Grit* with Kirstin Hemrich and Emma Lewis, two other art scholars and friends.
- I designed the current logo for The Miller Art Scholars

I am submitting an animation piece as my visual work:

<https://vimeo.com/249580058>

An example of film work if needed:

<https://vimeo.com/216106656>

Visual References:



Beetlejuice



A Clockwork Orange