

Art Scholars Award Application

Corrinne James

Proposed Project: *Area*

Summary

Area will be a multimedia project which will engage with audio and visual elements in order to capture emotions without using language as a tool. It will rely on audiovisual components to reproduce reflective human consciousness. *Area* will consist of five different films with five different self-produced scores. All of the audio produced will be created with an analogue synthesizer and all of the visuals will be shot on 16mm film. Each film will explore a specific emotion that corresponds with the human experience, without using any written or spoken language to evoke meaning. Approaching this project, I understand that creating a universal experience is a challenge that may not be possible due to the fact that each individual has different associations with certain imagery or audio. I understand this, but also would like to challenge myself to try and create work which can produce a similar emotive response amongst many viewers, approaching emotions that are commonly shared. I will produce the audio first to create an atmosphere, and then I will create the visuals in response. Although the project involves both audio and visual elements which could function as individual systems, the goal of *Area* is to produce films which merge both elements together. *Area* will be a project which attempts to engage the viewer to reach a state of transcendence. Its goal will not only be an attempt to emulate emotive experiences, but also to relate those experiences back to the audience.

April of my third year I will have five different films (3-5 minutes each) representing five specific emotions.

Goals

As someone who considers herself both a visual artist and a musician, I think that both audio and visual elements are equally important in the creation of audiovisual work. I want to challenge myself to reach a state of equilibrium amongst the two mediums, maturing from work that I've created in the past in which the visual elements are more dynamic. I am also extremely interested in responding to one medium with the other. I am curious as to how I will engage with the visual work once I've created the audio. I think this process will inspire and broaden my creative process.

Timeline

Summer 2017: Create audio for the films

Early Fall 2017: Shoot 16mm

Late Fall 2017: Receive digital transfer of footage and edit visuals

December 2017/January 2018: Finish editing and have five completed 3-5 minute films.

Budget

Korg Minilogue 4-Voice Analogue synthesizer -- \$500

15 rolls of 16mm color kodak film ranging from 50d/200d and 200T/500T -- \$450

Film processing/Digital transfer -- \$350 from Cinelab (.20 per foot, 1500 feet total)

Total -- \$1300

Participation with the arts

I have actively been involved in the ars at UVA since the first semester of my first year. Although I am a second year, I almost have enough courses to finish the major, and I plan on majoring in art with a double concentration in Cinematography and New Media while minoring in Art History. I have supplemented my art courses with music courses, learning about producing sound and creating audiovisual environments and building instruments such as synthesizers. I have had work placed in multiple shows on and off of grounds, most recently with my professor Lydia Moyer, displaying a project that we spent the fall semester working on together which placed the female body within the architecture on grounds. I competed in the Adrenaline Film Project within The Virginia Film Festival and came in second place for the Audience Award along with my friend and fellow art scholar, Michelle Miles. Outside of UVA, I illustrate for *Rookie* magazine and doing so I am able to support myself off of my work instead of another part-time job. I also freelance for other magazines, and most recently contributed to *Vice*, a popular pop-culture magazine targeted at young adults. I've created music videos for bands such as The Obsessives, and the most recent video, "Surfer Rosa" premiered on *Stereogum* in January. On my own time I love to create videos and animations to my own music and contribute to my friends music. Looking into the future, I would like to stay for the Aunspaugh Fifth Year Fellowship and continue on to further my artistic studies at a graduate school.

Participation with Miller Art Scholars

I have been an art scholar since my second semester of my first year, and enjoyed taking the first seminar class and learning about the different artists who are able to support themselves off of their work here at UVA. I was able to create a short animation over the summer thanks to a migrant for supplies and had a show at Grit with two fellow visual art scholars. I was recently asked to create a new logo for the organization and plan on committing to being an active scholar until I graduate.

Because I am submitting this grant as a visual artist, I am submitting five images of visual work. In case that does not display evidence to support an audiovisual project, I have included a link to my Vimeo profile which includes samples of my sound and moving image work.

<https://vimeo.com/corrinnejames>