

Final Video Projection

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The transition from childhood to adulthood is an amazing process. There are many ways an individual can change from having one personality as a child, and develop a complete opposite personality, as they grow older. An individual's personality can be directly influenced by factors including genetic, environmental, and psychological elements. Many do not realize how easy it is to shape, form, or affect an innocent child's personality.

For this project, I am projecting two possibilities of a future; from the innocence and blank canvas that is childhood, to the multitude of possibilities surrounding adulthood. Using my nephew as the projection, I will have him recorded on a video. In the video, he will be standing still and staring directly at camera. For the video shoot, he will be wearing his everyday, casual attire, and something that portrays the innocence of childhood. After the video is recorded, which make require several takes as he is only three, I will then have his video projected onto a child mannequin. This will give the audience a closer look.

There are many paths in which an individual can take as they mature, but for the basis of my project I want to skim them down to three traditional ones. The first, which was previously talked about is the basis of the projection, the simplified blank canvas of childhood where my nephew is standing still portraying the innocence of youth. From there, I will project two videos of myself in which portray two very different pathways the adult version of this innocent child could turn out. The two videos of me will portray two opposite personalities. One of the projections will portray the aspect of having a good persona. This persona will be the definition of a light, benevolent, and good

personality. The other projection will portray a bad persona. This persona will be the definition of an evil, dark, and malevolent personality.

At the end of the day, the message in this project, and what I would like the audience to take away from it is that the innocence of youth can be so strongly impacted by developmental factors that it can be split into completely different pathways. Our destinies are not written in stone. What motivated me to do this project, especially in the way that I am completing it, is that I love using my nephew as a test subject. I have used him in many of my previous projects, and it's not only fun to work with him, but it's also a great learning experience for both of us. At home, my sister, bother-in-law, and I are always wondering and contemplating how Tanner (my nephew) will turn out or behave as an adult (not that we hope or think he will turn out evil). At the end of the day, we wonder things like “ will his behavior now be somewhat similar to how it will be as an adult?”, or “ will he be drastically different as an adult than he is now in the present day as a three year old”. Obviously, there are many in between, and hundreds of ways a person can turn out, but for this project I felt it was best to simplify it down to good vs. evil.



Figure 1-My nephew Tanner and my example for innocence



Figure 2-An example of malevolence

BUDGET

This project can have a varying budget depending on what it uses. As of now, the items that are included in this project that cost money are: a child mannequin, a standard projector, and the editing software Adobe After Effects and Adobe Premiere. The primary person who will be covering the costs of the project will be myself. Below you will find a list of the items being used that cost money, and the prices of each:

PRICING OF ITEMS USED

- Child mannequin-\$55
- Mini Projector- \$50
- Adobe Programs (Adobe Cloud) - \$20

If the budget were unlimited, and I was not living off of a college students salary, than the budget and project would probably be a bit different. For the ideal setup, I would have a high-end projector to be able show off more definition in the videos as opposed to the lower-end mini projector I have now. With the high-end projector the effects would be more prominent and would stand out better. Also, if the budget allowed, I would have also purchase two adult-sized mannequins to give a better representation of the transition into adulthood. Looking around for deals on mannequins can be an arduous task, and can also count on luck. Luckily, I was able to find a child mannequin within a decent price and since the full sized adult ones were a little steep considering my limited budget, I ultimately decided to go through with purchasing the child mannequin. If I were to buy a decent projector, plus the two mannequins, the price would probably end up being around \$500, but since I had to skim by with just the one mannequin the price total as of now is \$125. So, as you can see, if I had the advantage of having an unlimited budget, my project may be a bit more visually stimulating and appealing.



Figure 3-Projector



Figure 4-The Child Mannequin

LOCATION

For the project presentation, the location will take place in a dark setting. Specifically, the room that the projection would take place in would have to be dark, such as the black box. It is a perfect fit for the presentation because it has the initial space needed, and it has a white screen for the background. The white screen behind the mannequin is crucial, as it will help make the effects I intend to incorporate behind it appear larger and make them stand out more. For projections, it is important to view them in a darkened room, and white walls will amplify the effects.

BLUEPRINTS

Included below is a simple sketch of the projects blueprint. In the middle, the child mannequin will be placed, and will be wearing a white t-shirt with casual pants. The child mannequin represents my three-year-old nephew, Tanner, and his innocence. On the right side of the sketch, you will see the malevolent, “bad” persona. This projection will be coming out of the child mannequin’s left shoulder, but viewed on the audience’s right side. You will also notice that in the project blueprint, the “bad” persona is shown with dimmer lighting, which reflects the negative and bad aura surrounding it. Coming out of the child mannequin’s right shoulder, viewed on the audience’s left side, is the benevolent or “good” persona. You will also notice that in the project blueprint the good persona side is lit up more, and shown brighter than the opposite side, which is darker. The lightness and darkness of each side was created that way on purpose because I feel it helps set the mood of each persona. For the bottom line, I hope that this project will be more focused on the “thinking” aspect, and will produce some thought processes in the audience viewing the projections. It is more than a simple projection, it is more than a simple mannequin, and it is more than a simple sketch coming to life in the 3D/4D world. It is really a metaphor for life, and a means to make us all think about the “how” we got to be where we are, the “how” we got to think the way we do as individuals, and the “why” we react in certain situations the way we do. It’s a way to get us to think about how our own personalities may have changed over time, and how we are the people we turned out to be today. I hope to portray all of these things with my projections, and by using my young nephew; I hope that my point is clear. You can view the sketch of the projections below.

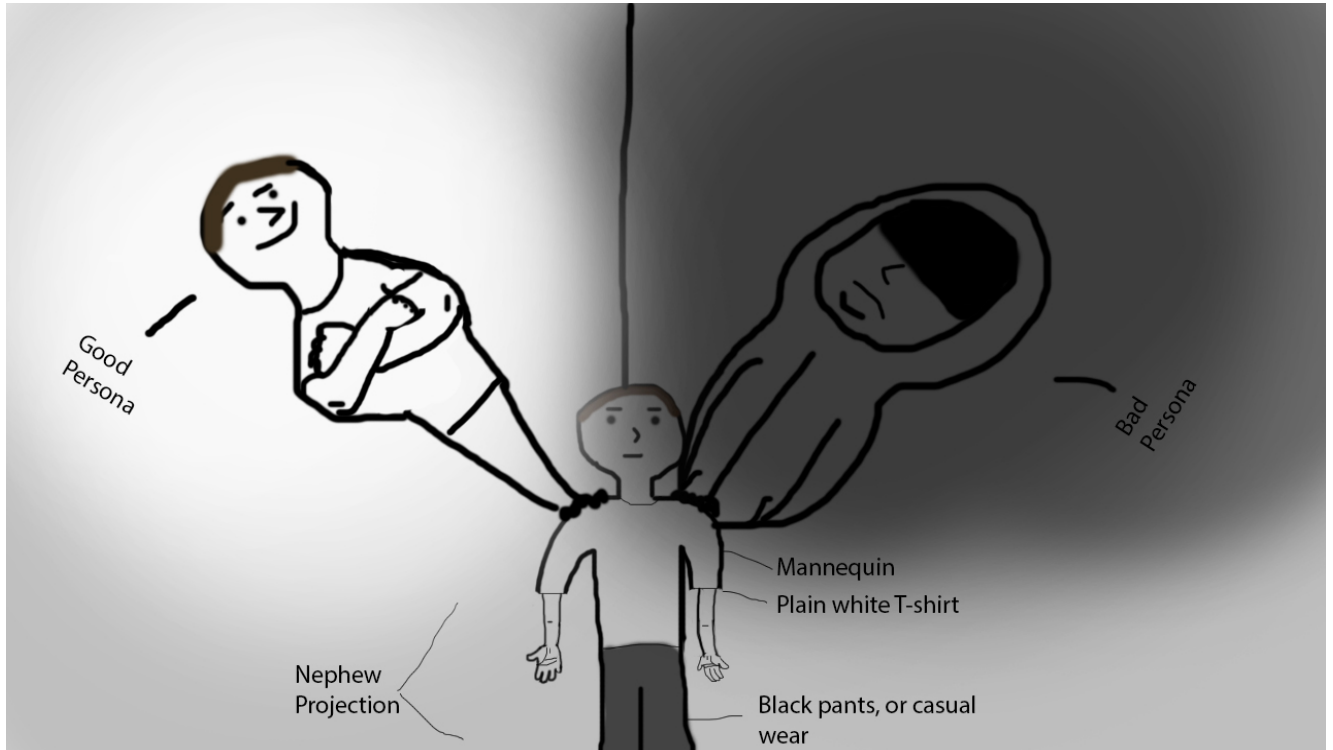


Figure 5-Projection Example

INSPIRATION

While many artists, and pieces of art work come to mind when I think of inspiration, there are a few that come to mind specifically for this project. Hemlock Grove, a television series on Netflix was a big inspiration for me to do this project. Specifically, it was a trailer for Hemlock Grove that briefly showed each character. As it showed each character, another being came out of them in the “evil” form, or their “true” form. For example, one character who is a rebellious, dark teenager, is actually a vampire who feeds off of human blood, so the other being that came out of him was actually himself with fangs. It was just a fast commercial, but the transition that it did reminded me of a modern Dr. Jekyll and Mr. Hyde. The effects that happened in the teaser trailer appealed to me in such a way that I actually enjoyed watching it, and didn’t mind when it came on again and again. Most of the time, a commercial is just a commercial. They are

like mosquitos that you are trying to avoid, and just fillers wasting your time while you wait for what you actually want to view. However, I enjoy when an artist can create a trailer so visually appealing, with a deeper meaning. The person in charge of the art for this trailer, Dean O' Dell, really knew how to sell the product, and because of it, I did watch the show. Dean O' Dell is an inspiration to me because of his ability to capture my attention. He has done many jobs as an independent artist such as being a camera operator, an art director and a production designer. He's done many independent films and television shows including Hemlock Grove, Rewind, Lucky 7, and Killjoys. In the end though his graphic arts style for that trailer of Hemlock Grove is what inspired me for this project.

So, at the end of the day, I thought of trying to do the same effect to myself for this project, or something along similar lines. After thinking about it a little more I then realized that I could try to do more with it to give it a deeper meaning. I instantly thought of my nephew, and what I could do with him to represent that he has another monster within him, and also the entire realm of possibilities of just how he may turn out as an adult. After that, I felt like I should have something with an even deeper meaning and thought of the possibility of including myself in the shots. I toyed with the idea of me being the monster coming out of my nephew, but then I thought that it might have come across as a little strange, so I had to contemplate on what to do next. Then, I thought of the whole future-self idea where my nephew can portray innocence, and then I can be represented as two different futures for him with one being benevolence while the other is malevolent.

I could also say that the piece is inspired by the whole idea of an individual's conscience. I believe the choices a person makes defines who they are and in a sense can lead them into various paths in their lifetime. An interesting theory to me is if a person can choose their fate based on a series of outcomes or obstacles they have faced, and how they have handled those situations. Will one bad choice lead to a dark future, or can that one bad choice be undone? As an adult, I have been interested in how the human psyche develops, and how people you think are "nice" or "good" end up being not so good, or just how, in general, personality traits can change. As a child, I was very outgoing and social, and as an adult I find that I am a lot more to myself, and introverted. My family often comments about it, and I am not sure if genetics or the environment changed these traits in me, or maybe a combination of both?

Human psychology has been an inspiration very much for this project, and two important theorists in the field of psychology, Freud and Darwin, are the two that come to mind. In a journal written by Dan Hurley, he discusses the effects of human biology and psychology into a human's personality. Freud believed that personality was affected most by parenting, and Darwin was more about environmental effects (Hurley, 2013). These two theories go hand in hand in the backstory of my project, and final projections. Are we really blank slates when we are born? How much does the environment affect our personality and our lives? How much do genetics play a role in our personality development? Can we exhibit the same type of traits when we are children, as we will as an adult? With this project, I am hoping to dive in a little deeper into these theories as a whole, and enjoy every minute working with my nephew. In the future, I can't wait to see the brightness he has in store for him.

I've stated that I am doing a projection for my final. The presentation of it will be in the Black Box of the Cass Building in the University of Tampa. The projection is going to be my nephew (with casual clothing) projected onto a mannequin all the while staring at the audience. The audience should gather that he is supposed to represent the innocence that is childhood. Two projections of me will come out of his left and right shoulders and those will represent two different paths he can take in his transition into adulthood. One projection of me will be brighter and will supposed to represent the light path that my nephew can choose. The other projection will be a creepy and malicious version of me as it will be the representation of the dark path my nephew can choose to follow. The audience should gather that the innocence of an individual can be influenced and that one can develop their identity to either become a good being, one of light, goodwill, and benevolence or become a more darker and wicked being of malevolence. For the sake of this project, I have limited the projections to the good vs. evil personas. This project does not state that an individual can only become good or evil. It simply is supposed to state that we can be influenced to become either of these personas. As I said before, there are many personalities one can develop to form one's identity and this project is just displaying the good, evil and innocent traits.



Figure 6-Hemlock Grove (Netflix) Example

References

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NETFLIX. (2014). HEMLOCK GROVER SEASON 2-TV SPOT-UK & IRELAND. Retrieved from <https://www.youtube.com/watch?v=sno7OgoxIqY>



Figure 7-An example of Tanner and I