

PROJECT DOCUMENTATION

This is a personal yet universal audiovisual experience that focuses on a conversation between my mom and my girlfriend and it's about trying to understand the space, struggles and fears that my girlfriend has in this moment moving in and leaving her current situation. A lot of this is my interpretation of her fears, desires, and struggles visually and what she is feeling in this moment.

I had intentions of representing my girlfriends experiences in this landscape however, while we were out in this remote landscape,

TRYING TO UNDERSTAND THE DISRUPTION IN THE NATURAL VALLEY

- Cell tower/technological disruption in this valley
- I had no idea what this technology was, until I researched it more after the fact, but I think that's a perfect allegory for what my girlfriend is going through and how I come to understand it.
- The mountain setting adds to that natural, alien environment and to the simple idea of BIG vs. SMALL. I wanted to emphasize my girlfriends experiences, and universal struggles in an environment that feels like it's collapsing on top of you.

Landscape becomes a representing of all the baggage that is being held, and the disruptions but also necessities of this environment become evident.

Thinking more about removing the human aspect of this piece entirely, would that take away the pathos? Or any form of universal experience that an audience may connect with? It would be an interesting experiment to undergo.

WALKTHROUGH

Not going to highlight every single intention but will provide as many specifics as possible on what I was going for in each shot.

Opening:

- we start at the top of the mountain, descending downward, preparing for a difficult encounter, the camera is lingering on this cell tower, impossible to be removed of it's still stance.
- the aspect ratio gets wider as we start to realize what this disruption in the valley causes.

It opens our conciseness and mind into "seeing," and just to emphasize how wide, how big, how vast this landscape is in comparison to this piece of technology

Dialogue:

- split screen dialogue to show the separation between "worlds," between "perspectives," and to represent my girlfriends "splitting," her distance, and her struggles with coming to the situation.

- she talks about anger, fear, and more universal human experiences that are disrupting her life, but that are also necessary. It's scary.

Landscape into Chaos:

- we're closer to the ground now, and the mountain doesn't feel as big. Technology again disrupts the frame and the first shot is moving forward while the second shot moves backward. This clearly illustrates the frustration of not being able to move forward through this, and the feeling of like your going backwards, and even not moving at all.

- we see particles, split and in chaos with each other. This was created with conversations with my girlfriend about her thoughts, and mental experiences through this.

- We see the cell tower, now just covered in particles and in complete chaos, the splitting, the disruption, the anger is boiling up now, and at its most vulnerable, we're more intimate into the cell towers inner-workings.

Ending:

- from that we move into close-ups on the living nature in this landscape, and how small they are in comparison to the mountains above them. We also see the two bugs fighting each other, my thought was to show "two personalities battling each other."

- the final wide shot shows the cell tower dead center frame with my girlfriend at the bottom. Shear scale is this frame and this time we don't see them talking anymore it's just my mom's dialogue O.S. this becomes more of an understanding now, we don't see them split anymore. My mom talks about resilience in this V.O. and how my girlfriend will get through this, as she says this line, the cell tower disappears from the top of the mountain, my girlfriend exits, and we are just left with the landscape...