

Treatment for SOU Media Arts Film Short

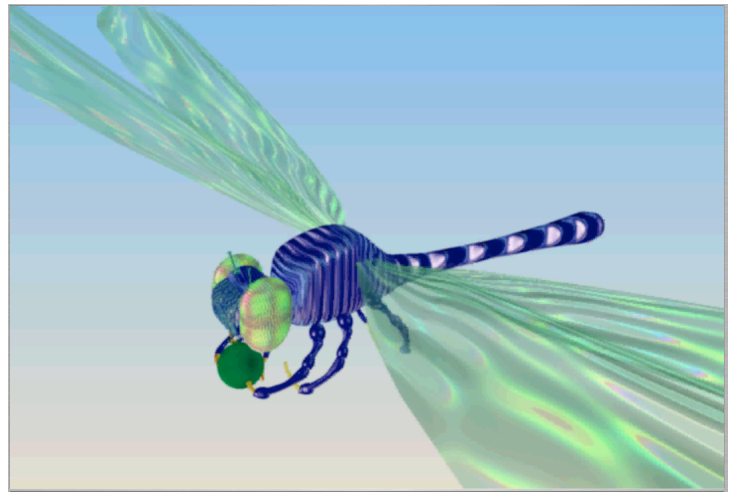
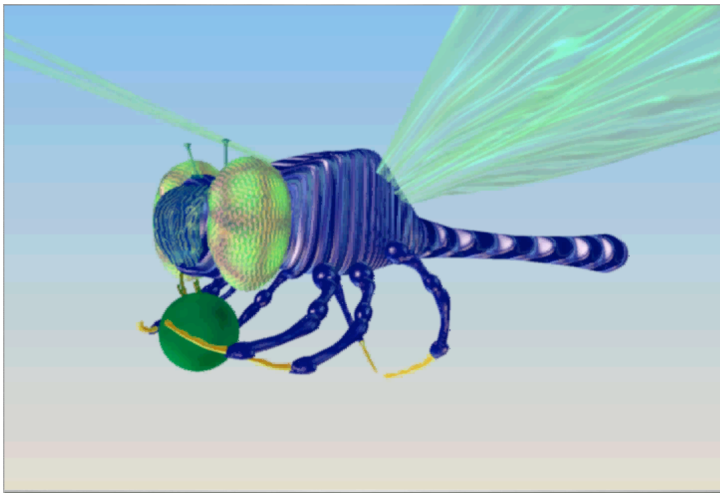
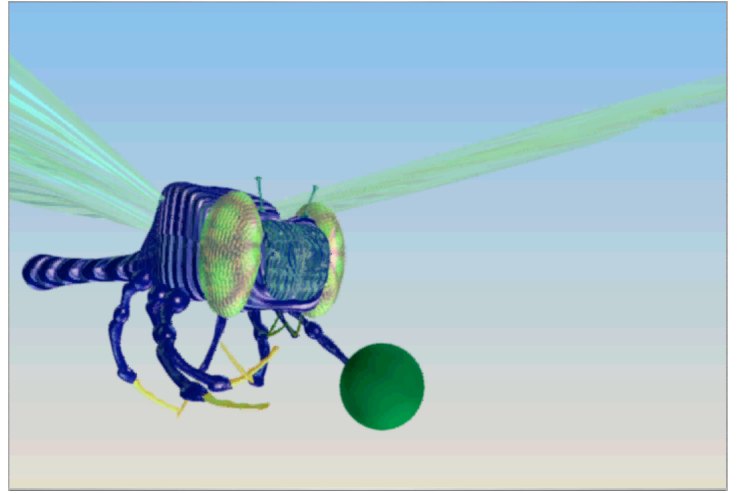
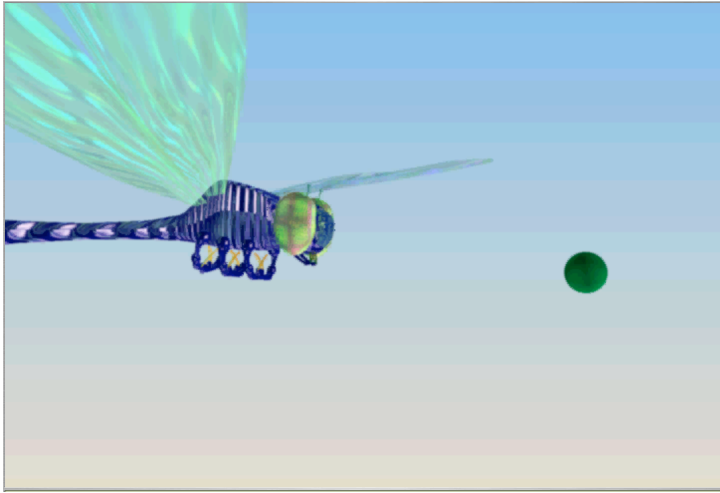
by Ken Lindsay, SOU Graduate Student

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Purpose. The purpose of this film short is to provide a visually spectacular, cinematographically dynamic joy ride following a highly realistic dragonfly as it makes its journey through several locations at SOU (chosen for appealing visual qualities) until it arrives at the end of its trek, which is the computer screen of an SOU student artist working on 3D animation of the dragonfly for purposes of creating this film. Audio track will include a lively, goofy intermittent inner dialog of the dragonfly as it experiences aspects of its seeker's quest, mixed with pithy fragments of conversation taken from Art, Design and other classes, or other appropriately chosen sources that relate to SOU's Media Arts Program.

Design. Some years ago I implemented a short animation of a dragonfly using Alias software on an SGI workstation. Stills from the animation are included here, and a CD with the full animation. Current 3D animation development capabilities in the SOU Art department are fairly state of the art, exceeding what I used, with Maya 3D animation software, and video production software allowing for much more sophisticated and realistic work than was possible even a few years ago, except at high-end production houses like Industrial Light and Magic, or Disney. I propose a film short using detailed close-up photographs of real dragonflies as textures, composited with video and photos of locations at SOU chosen for visual appeal, e.g. plants and flowers, or the colorful mosaic in the entry rotunda of the new Library. Camera motion is tied to dragonfly (DF) with a bouncy dynamic like a skier.

Story. Starting with extreme close-up of DF on the floor of the mosaic, turntable the camera around DF as it flicks its head one way and another, and buzzes its wings intermittently, talking to itself about its inner hunger, and a comment or two about finding a tasty bite for lunch. DF takes wing and flies like a roller coaster in the rotunda for a short while, until it zooms out the door, opened by a student entering the library. DF is wondering "where is it? where is it?", passing rapidly by several interesting locations on campus, perhaps peeking into windows at students in class deeply engaged in substantial dialogs. DF grabs a smaller bug out of the air and settles onto a stem next to a beautiful flower and munches its lunch. "I want more, I want more" it mutters and flies off again. Closing in on the Art buildings, it says "this looks like a cool place", and zooms into the Mac labs, soon to blend into the computer screen of a student working with Maya, doing the design of DF. Play back and forth between render styles, with DF trying escape the computer screen, eventually ending in a wire frame view of DF. Camera dollies back over the student's shoulder, and overlay titles fade in with "SOU Media Arts Program: Come Fly with Us."



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