

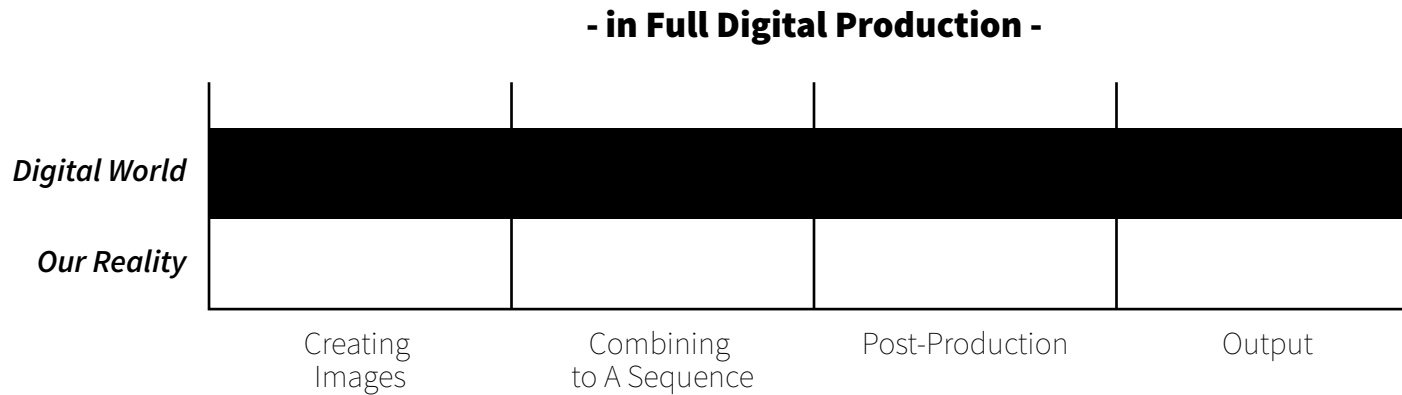


A ■ GIRL

- Please Click The Video Link Below - | Name : Ng Sing Yiu, Brian
<https://www.youtube.com/watch?v=dCJDgecLhZ8> | SID : 55666490

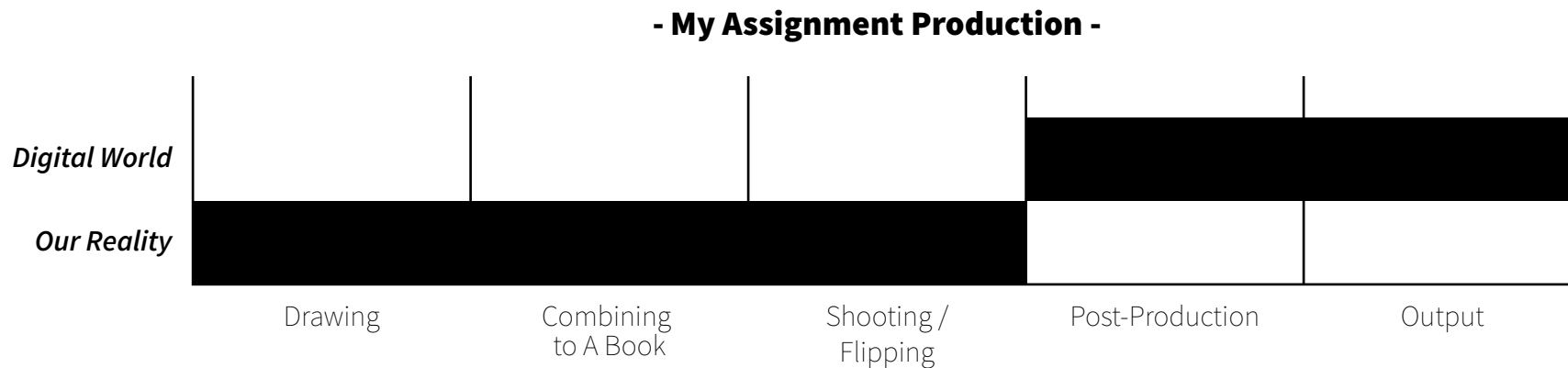
OBJECTIVE

In this digital age, artworks can be intangible, for instance, people are able to make computer animations or moving images in their own independent room. We can watch those digital works on screen but we can not touch them. Our production process and output can be highly separated to our reality or society.



In this assignment, I drew ten pictures on water color papers then installed them to be a small fable story book. I flipped the book and recorded as a footage for my post-production.

In the shooting process, those pictures were tangible and tactile, I could feel their weight and texture when I was flipping them. Especially one picture was burned by fire, I even could smell that charred odor. Those experiences make this montage is not just a digital moving image.



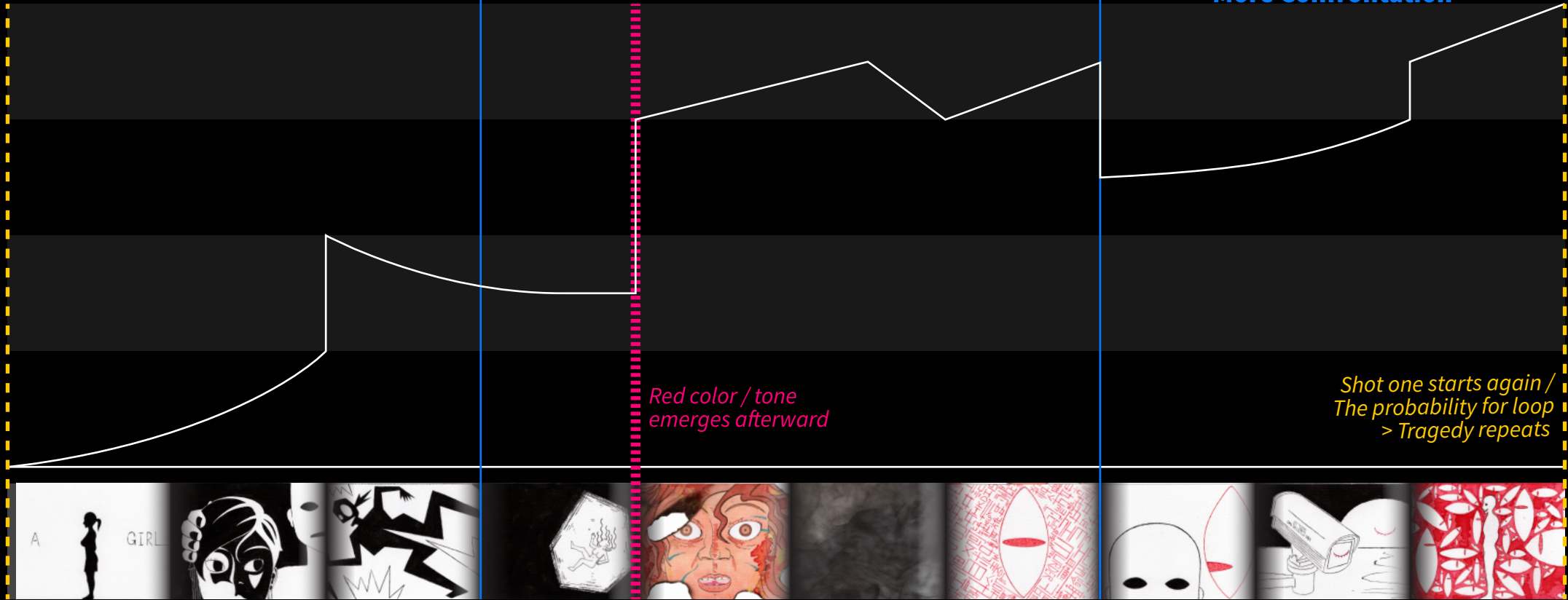
Someone would say this montage is just my imagination or rumor, however it could be real or already had happened. That small fable story book would exist in our reality, that could be just a fable or a tangible record.

TRAJECTORY AND THICKNESS

Act I - Set Up

Act II - Confrontation

Act III - No Resolution / More Confrontation



1.Black and white background color change alternately
> Reinforce shock feeling

1.Three images overlap and interfere each other in reality and montage
2.Sound increase
> Reinforce authentic and confusing senses

1.Big solid color and saturation increase
2.Eye quantity increase
3.Sound stops then increases gradually
> Raise the tension

1.Black and white to red tone
2.Wide shot to close up
> Pound the sense of sight

1.Black and white background to full red background
> Pound the sense of sight

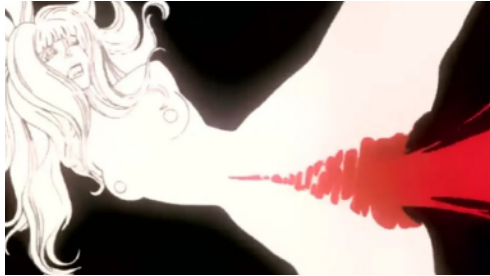
ELEMENTS

- reference from “Belladonna of Sadness”

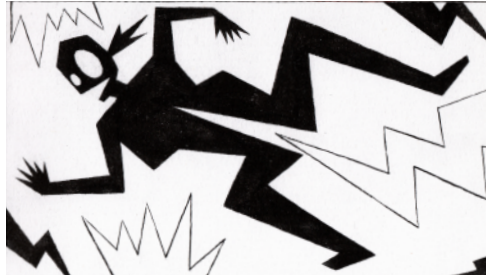
One of my reference is “Belladonna of Sadness” (哀しみのベラドンナ, 1973).

“Belladonna of Sadness” is an experimental animation movie talking about a poor village girl who was raped by the landlord and his bunch of soldiers, the girl’s virgin body and spirit were hurt with huge damage, however, her partner could not do anything or help under the unfair ideology.
(Landlord was more powerful than a normal citizen especially in middle age)

In that “rape” scene, animator used red exaggerating tear on the girl’s lower part to present the sexual and mental damage.



- Frame from “Belladonna of Sadness”



- Frame from my work

One of my “rape” scene is referencing to that symbolic frame.
The white patterns are sexual violence from the rapist, oppositely the black patterns are the victim and her painful, shock emotion.



FORGET ABOUT LOVE



LARS VON TRIER
NYMPHOMANIAC

COMING SOON



ELEMENTS

- eye

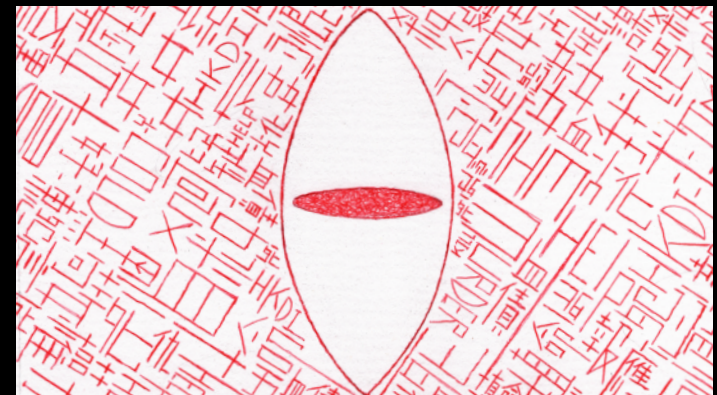
My referencing Japanese anime “Fullmetal Alchemist”, in the door of truth, there was an “eye”, which was a very conceptual existing, could be not affected by time or space. In my montage, the girl corpse was burned, her idea and hate were being an intangible eye to surveillance the rapist whatever “where” or “when”.

The other reference is the poster of “Nymphomaniac”, which is using an Internet cultural symbol “()” to intimate the female sexual organ. Therefore, in the first “eye” scene, I drew an erect eye to shape “()” for underlining the victim was hurt by sexual violence.

- The “eye” from
“Fullmetal Alchemist”



- The “eye”
from my work



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GIRL

THAT'S ALL, THANK YOU.