

# Clockwork City Fell in A Bloody Ending without Any Suspicion .

**SM2105 - Narrative Strategies and Aesthetics of Time-based Media**

Final Project Option 12 :

<https://www.youtube.com/watch?v=bsFAXgMwQjQ>

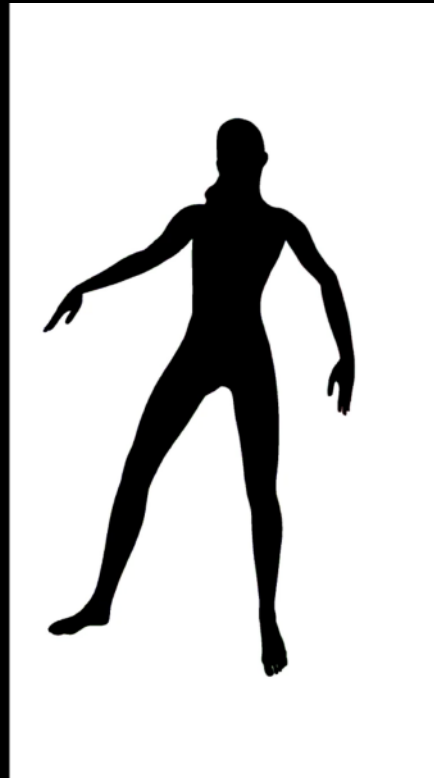
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# Artist Statement

“Clockwork City Fell in A Bloody Ending without Any Suspicion” ( Abbreviation : Clockwork City ) recorded different contents in three worlds which seemed like separate, however they were relating in one destiny of shared future. In that city, is there still any hope?

Actually there already was no future but a bloody ending.



# Basic Setting

## Physical setting (Diagram A)

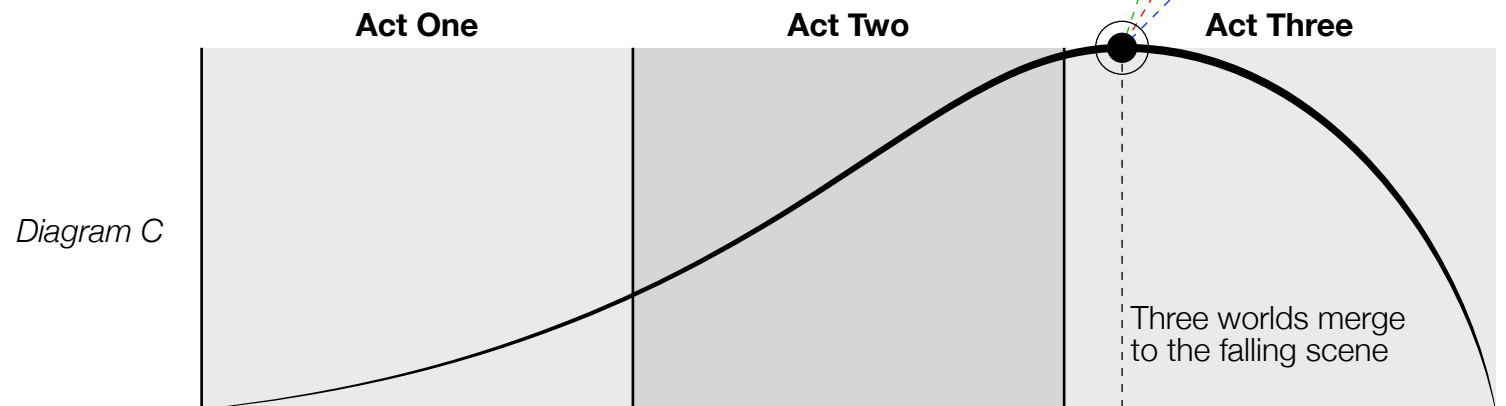
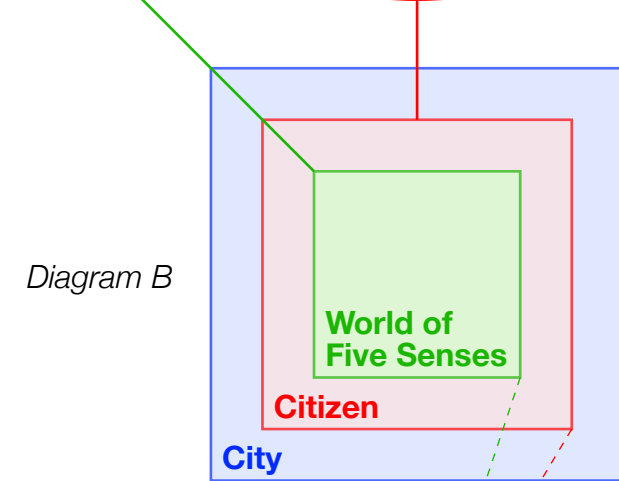
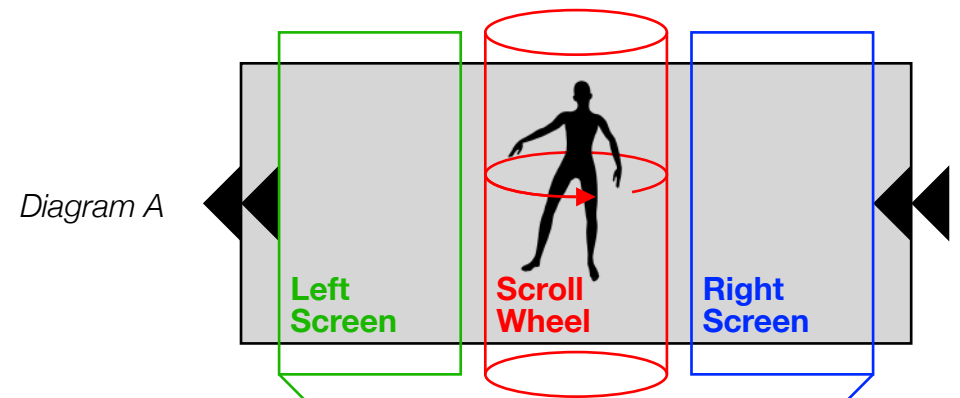
Clockwork City has a very physical setting – the girl from the middle is like a clockwork scroll wheel to pull forward the content of the right screen, then the content is passed through the scroll wheel and processed, finally the content is pushed forward and displayed on the left screen. I used “Posterize Time” effect to lock the whole video to 12 frame rate per second to emphasize the choppy physical feeling.

## Representative setting (Diagram B)

On the other hand, three screens have their own representativeness. The right screen represents a macro environment of a city; the middle screen represents the citizens of the city; the left screen represents the five senses and emotion of the citizens. As a flow from right to left, that is a process which explains the city how to affect on the citizens.

## Trajectory (Diagram C)

Clockwork City is a quite normal three act structure, so I am not going to explain it too much. The other thing, which I want to focus, is the junction of three worlds. At time code 2:17, three worlds would become one world then ended up together. This act mainly emphasized those three worlds were community of shared future. If one of the world ended up, the other two worlds would be ended up simultaneously.



# Details of Right Screen

This is a macro environment of Hong Kong. If you are not a Hong Kong citizen without the basic cognition of Hong Kong, you still can comprehend the content is talking about a busy modern city.

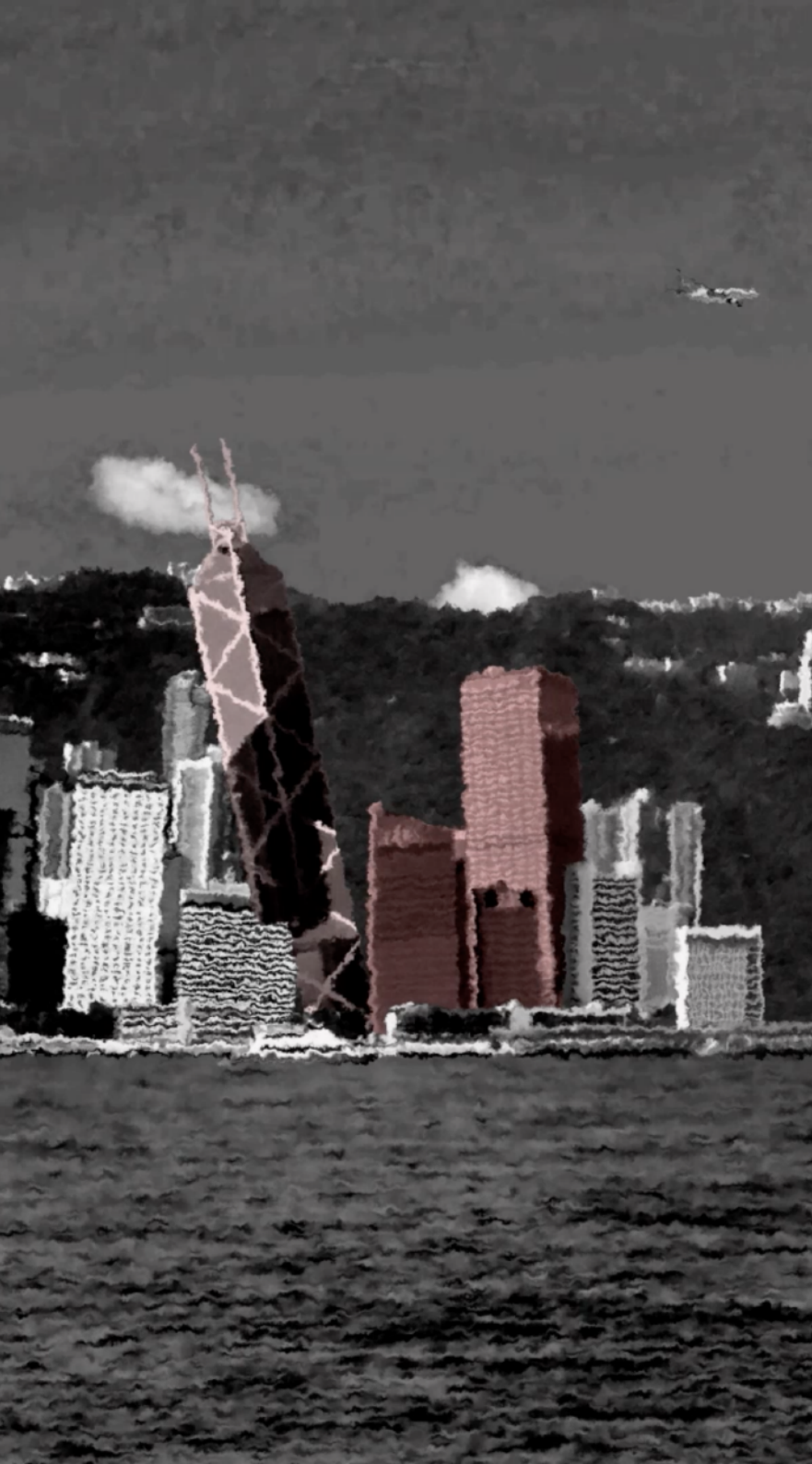
In this screen, which displays the fast development of a harbour to be a modern city.

## Establishment ( Colour / Building / Transportation )

At the beginning, this city had not any modern building, only had few small fishing boats. Then the city began to grow up, some iconic Hong Kong buildings ( Bank of China Tower, HSBC Building etc ) built up one by one. Their sizes were bigger and the colour was redder than the former one; the ships were replaced by planes; the sea and the sky were being red gradually either.

Finally, the reddest and highest building grew up and broke the sky. The development was overload, everything was bleeding and ended up in this world.

In this macro world, I want to build up that Hong Kong develops fast and modern, however those achievement and “beautiful” GDP value are based on pressing the normal citizens. The blood and bloody color are coming from the citizens’ contribution.



*A iconic harbour view of Hong Kong*



# Details of Middle Screen

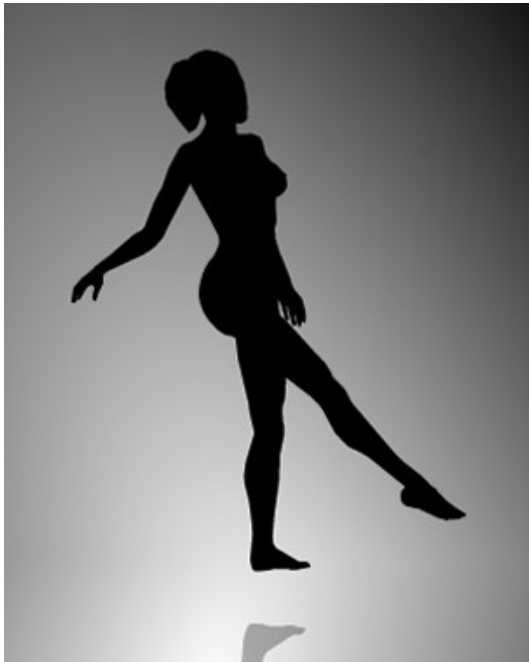
This one girl is representing the citizens who live in the city. She keeps rotating her body to run the other two worlds. ( The physical setting )

## Establishment ( Colour / Size / Motion )

Along with the music beginning, this small citizen started to rotate her tiny body, just like performing her beautiful dancing to audience.

By the time passing, citizen grew up with the city, but she was losing her own colour and pattern.

At the end, the other two worlds stopped running, she was falling from a high place simultaneously. Those three worlds became one world and ended up together. You also can comprehend the citizen suicided or was suicided by the city.



< *"Spinning Dancer"*  
by Nobuyuki Kayahara

*Spinning Dancer makes people confusing that the rotating direction is clockwise or anticlockwise. In my video, I tried to make people confusing that "Is the girl raising?" or "Is the girl falling?".*



# Details of Left Screen

This world represents the emotion and the five senses of the citizens. Ear is hearing; eye is vision; nose is olfaction; mouth is taste; hand is haptic perception.

The ear, eye and nose are mainly receiving messages, they would explore the city first. After the conflict, the mouth and the hand began to express the feeling and demands of the citizens.

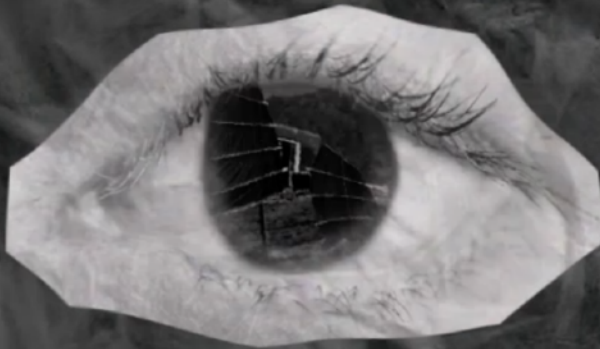
## Establishment ( Colour / The step of five senses )

Along with the music beginning, the ear started to listen the peaceful rhythm. The eye started to look at the city development and the beautiful culture ( the iconic ship of Hong Kong : Duk Ling ), everything was beautiful in that moment.

After that, the city was being crazy and aggressive; a stinky air stimulated the nose, the emotion began dissatisfied. The mouth told and shouted their demands, the hand fought for their right, the emotion increased gradually.

However, the protest got more and more stinky air and tear gas. The confrontation was being severe then the event ended up to a bloody painful ending.

You also can comprehend the stinky air is the maliciousness from the city.



*Duk Ling is a very iconic symbol to present old (stereotype) Hong Kong >*

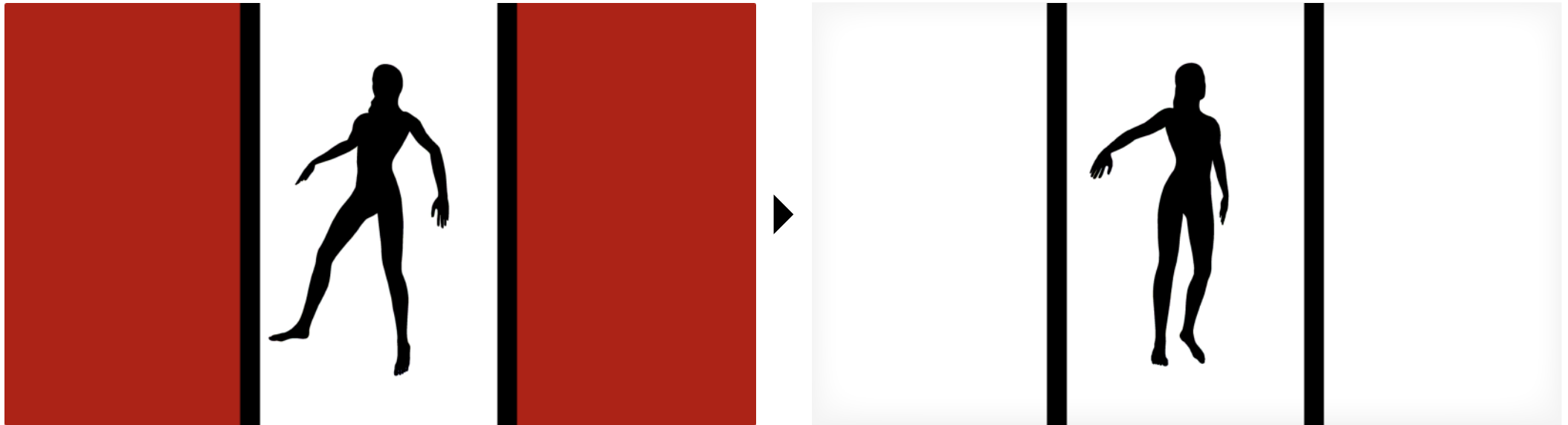


# Visual Fatigue

As an unpredictable result, if you concentrate on the middle screen, you will see the middle screen has a redder background colour than left and right screens at time code 2:20, although those three screens have an exactly same white background colour.

Because of the visual fatigue, this illusion appears. I think this “illusion spotlight” seems like telling people that you should focus the rotating girl ( citizen ) until the end.

The other example of visual fatigue at the end, the title “Clockwork City...” appears, in my experience, sometime I would see two white blurry vertical lines appeared on the both sides of the title.



**That's all, thank you.**