

SM2105 Narrative Strategies and Aesthetics of Time-based Media
By Chiu Han LAI, Linda

Project2: Pictogram

Tsang Chun Leung
54802143

Steven Tsang: "The Hand (a pictogram for Jiri Trnka,1965)"

<https://vimeo.com/116020986>

Purpose/ reasons of the choices:

The reason I choose "The Hand" as my pictogram analysis is because the main message of the animation show the relationship between power in control and being in control. This is an issue matter of when one confronting with the unchallengeable fate or destiny, how one is facing with it and how to react to it. As an artist, I always think about whether my artwork should fit with the society or being yourself to express your true ideology even though it may not fit in and no one would care. This feeling is not only limited on creating artwork, but also as a citizen to fit into a group, the challenge of being yourself or an ideal social character. The artwork tells exactly the reaction through the doll/artist action when we confronting destiny. Moreover, Hong Kong society nowadays is chaotic and fighting for an ideal world and confronting the nearly undefeatable power from the country. This situation evokes well of my emotions about confrontation and power structure. Therefore, "The Hand" give me a big interest on analysis the work with pictogram.

Generative thinking analysis:

"The hand" is a function of a seed which can grow out into different appearance where the outcome is way more different from the initial setting/rule. It is about emergence and slowly evolve complexity where it has potential element/storyline to generate which bring surprise to the audience. To put the idea on "The Hand", the power relationship between the hand and the doll is the setting along with the model house where hand power is an undefeatable force that put into the doll joyful life where interruption appear. However, the main content the generate into a story is the doll reaction toward the hand. His reaction and emotion action affect every stage of the story progress which can lead to different storyline or ending. Jiri Trnka was showing one of the possible outcome generated from the setting. At the end, the setting was being re-mention again and totally expose to audiences' eye where the house of the doll is just a model and the hand is just playing with the whole set. If I were able to reprocess the setting, I want the doll give different reaction which I believe can create a totally different story. For example, what if the doll like the hand's order or what if the doll don't have the ideal life he is dreaming on? This is the interesting part of generative thinking where you never know the outcome, but to plant the seed into a setting and let it evolve on its own. For me, generative thinking is like an experimental action where you are the scientist who contain of certain chemical elements (the basic rule) and try to mixture them to see what will happen. The pictogram I have made is analyzed base on the timeline chronology not only on the content aspect but from different perspective to construct the timeline such as character emotion, action, music aspect to analysis it. In this pictogram, the most important and most worthy session to pay attention on is the "reaction to destiny" timeline where the key of generative thinking ideology shown because the seed it planted, but the growing process is totally base on the confrontation between the doll and the hand and so reaction and action of both hand and doll is where generative action took place on. The other element such as the three act structure graphic aims to show the dynamic of the time-based media to analysis how narrative happened and depict in this work. On the other hand, Items that appear in the work is also worth to discuss as many of the same items appear in different time where the meaning and representation of those item is totally change from the initial stage. Therefore, it is interesting to also mention about it. All in all, "The Hand" pictogram analyzed through generative thinking ideology and using timeline method to representing it.

Jiri Trnka "Ruka" The Hand 1965

The seed(Setting & Rule)



Hand power:
-to order/play the artist
-Confront hand status
-decide/save the one without power

Artist ideal life:
Making ceramics in house
collect self craft pot
Take care of the plant

Hand ideology:
Making order
Playful house
construct power (shape hand status)
control

Dream
(being control, weak, vulnerable)
VS
Destiny
(In control, careless)

Doll/Artist: Independent mind



Artist ideal:
Make ceramics as life
Cure flowers
Living in his house
-lay in bed to dream



Dreams ideal life
(the living place for the artist)



Plant pot:
idea life style
motivation of life
Artist creation/the proud
heaven

-3 act structure
(interaction of both hand's and artist's story)
-Artist's mood/hope
-Hand's mood/power involve
-music mood

Color Tone of the film throughout time (Bright contract to Dark mono)



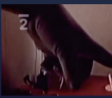
Dancing



Polite
By telephone
to send message



Rude interruption
By Television
to send message



Angry smash
By newspaper
to send message



Unmoving
Powerless



Monking dance
Attraction move



Crawling



Taking control
by linking the artist



Taking care artist
corpse
Showing respect

Music
Happy tone
Bird sound
(peace, enjoy)
Curious tone
(new guest)
Scary tone
(finding the
weird sound)

key note
played
(drive the
hand out)
telephone ringing

Bird sound
(peace, enjoy)
Happy tone
(dreaming)

Intense &
Dangerous
sound

Illusionary tone
(loss hope &
Psychedelic)

Serious and
solemn tone
(shaping statue)

Serious and
solemn tone
(shaping statue)

Bird sound
(finding peace)
Happy tone
(no more
struggle)

Serious solemn
tone
(respect from the
hand)

Artist rebellion
Hand action to avoid
its power
Confrontation

01:58 Door closed then back to look the window
(fearful and power feeling)
02:48 Changing the ceramic's shape to a push-up gesture

03:55 Sending box along with the telephone

03:29-04:01 Weird sound outside the house,
hand appear in artist house again

04:22-04:57 Telephone sound appear from the box (power interruption)

04:58-05:14 (instruction of the power(the hand):
Don't make pot, focus on the hand)

06:19-06:59 Hand come out from the box along with a television
The screen appear different hand images

06:07-08:12 Artist cannot hit the hand at all with his hammer

09:03 Newspaper send in

09:25 Artist open the newspaper, hand appear in artist house
09:31 Hand got angry and try to smash artist.

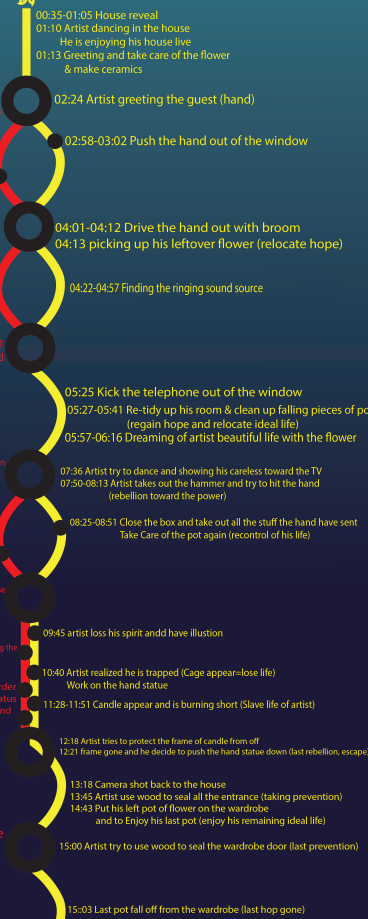
10:08 Hand dance in front of the artist, extending the
string out of the hand and trap the artist

10:53-11:26 Put artist into cage and order
him to shape the hand status
12:06 Hand giving price to the artist and
comfort him

14:55 Sound come from the wardrobe
made by the hand

Reaction to destiny
Be yourself vs Fit into society

Generative Timeline

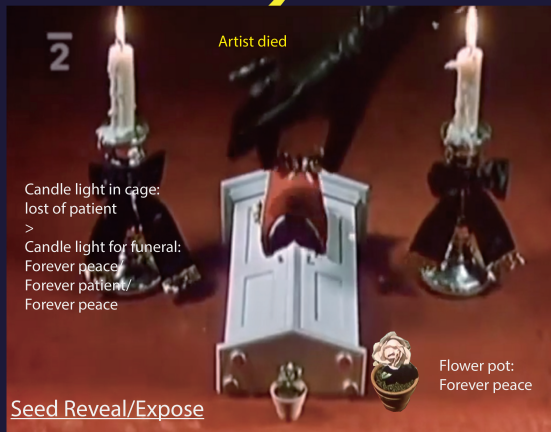


time Stable Peace/happy intense Sad/anger

set up

confrontation

resolution



Seed Reveal/Expose

Candle light in cage:
lost of patient
>
Candle light for funeral:
Forever peace
Forever patient/
Forever peace

Flower pot:
Forever peace

Transition of the house:
The house is broke
Screen transition:
cut scene - turn it into a house model

Item transition:
Wardrobe > coffin
Artist dream house > a toy model > funeral
Meaning:
Every things seen in our life may
not be as function as they are,
but controlled by the power. The
ideal life with meaningful items to
us is just meaningless toy in front
of power/destiny.

"Destiny is hard to confront,
facing with the destiny and
yet still try best to chase the
ideal life is worth respecting"