

# TINY ADULTS



# MOTION EXPERIENCE LAB #2

*visual loops*



15-19

MAY

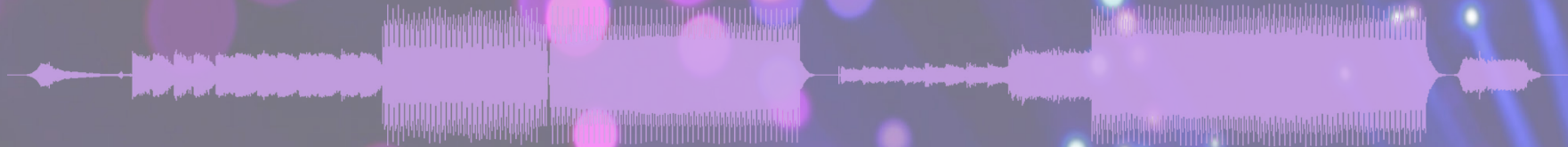
2017

This project is the second Motion Experience Lab initiated & connected by Prof. Nina Juric in collaboration with Michael Titze from Pfadfinderei.

Under the time constraints of a week we learned the basics of creating visual loops, visual storytelling and performing a visual performance live. The goal was to create and perform a live VJ performance using mostly self-made loops.

*Tiny adults is about the hope you feel as a child which carries you through adulthood.*

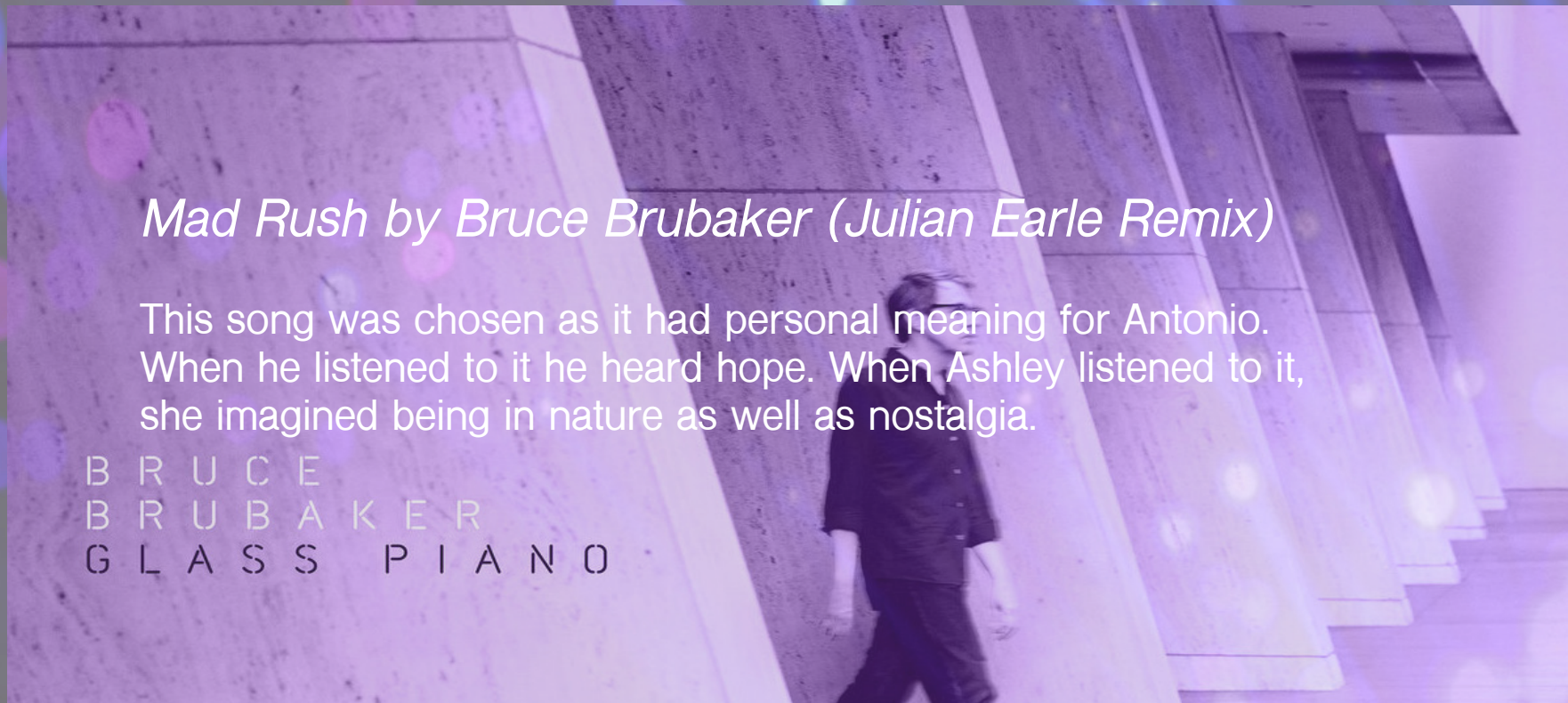
# Song



## *Mad Rush by Bruce Brubaker (Julian Earle Remix)*

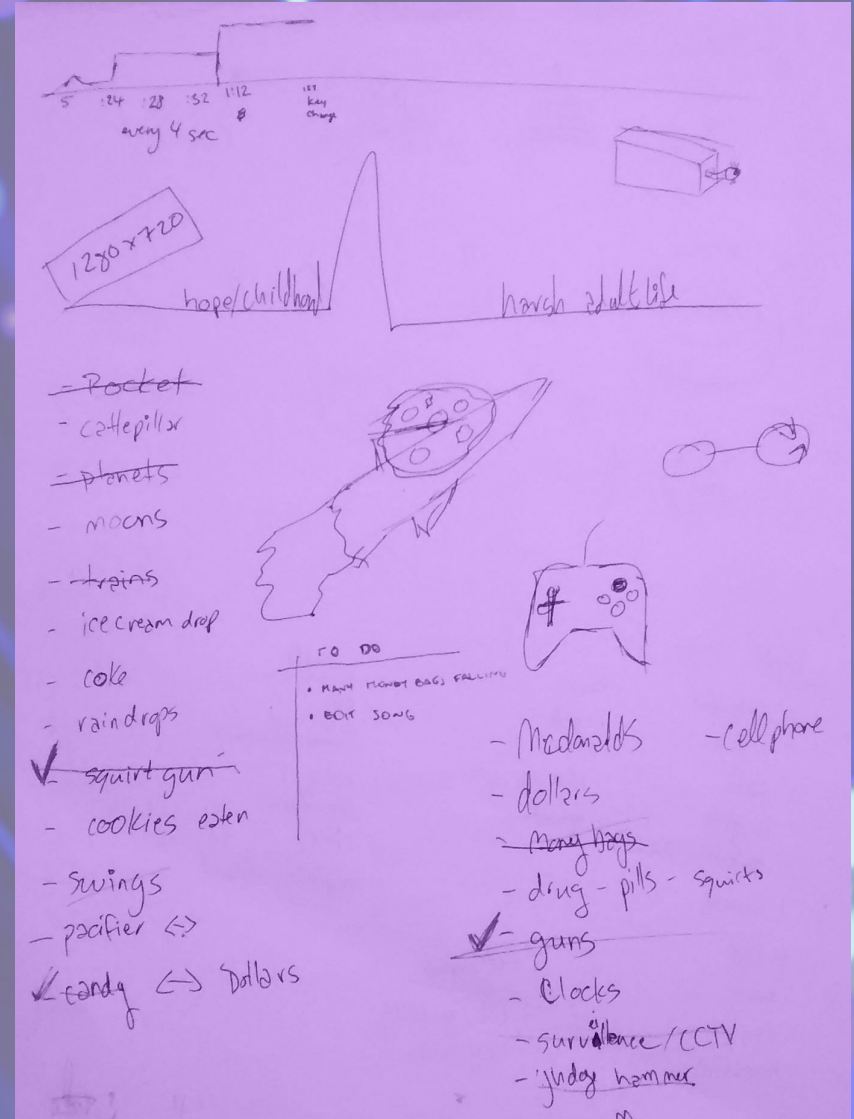
This song was chosen as it had personal meaning for Antonio. When he listened to it he heard hope. When Ashley listened to it, she imagined being in nature as well as nostalgia.

B R U C E  
B R U B A K E R  
G L A S S P I A N O



# Initial Storyline

Since the song has two parts, we wanted to capitalize on this and have two parts to our story. The first half was then the child's view; a depiction of hope, happiness, dreams, and limitlessness. In the original storyline, the second half was about the adult this child had become and like the song's title "Mad Rush" the world had taken over his dreams and this once bright and hopeful child had been confronted with a cruel reality of how the world actually is.



# Initial Design Decisions



The story is told from the perspective of a child, therefore we implemented hand drawn loops which had an effect applied to make them jittery and seem more alive. We decided to work with mostly just two visual layers (outside of those necessary) as we wanted a clear message. The backgrounds were not self-made

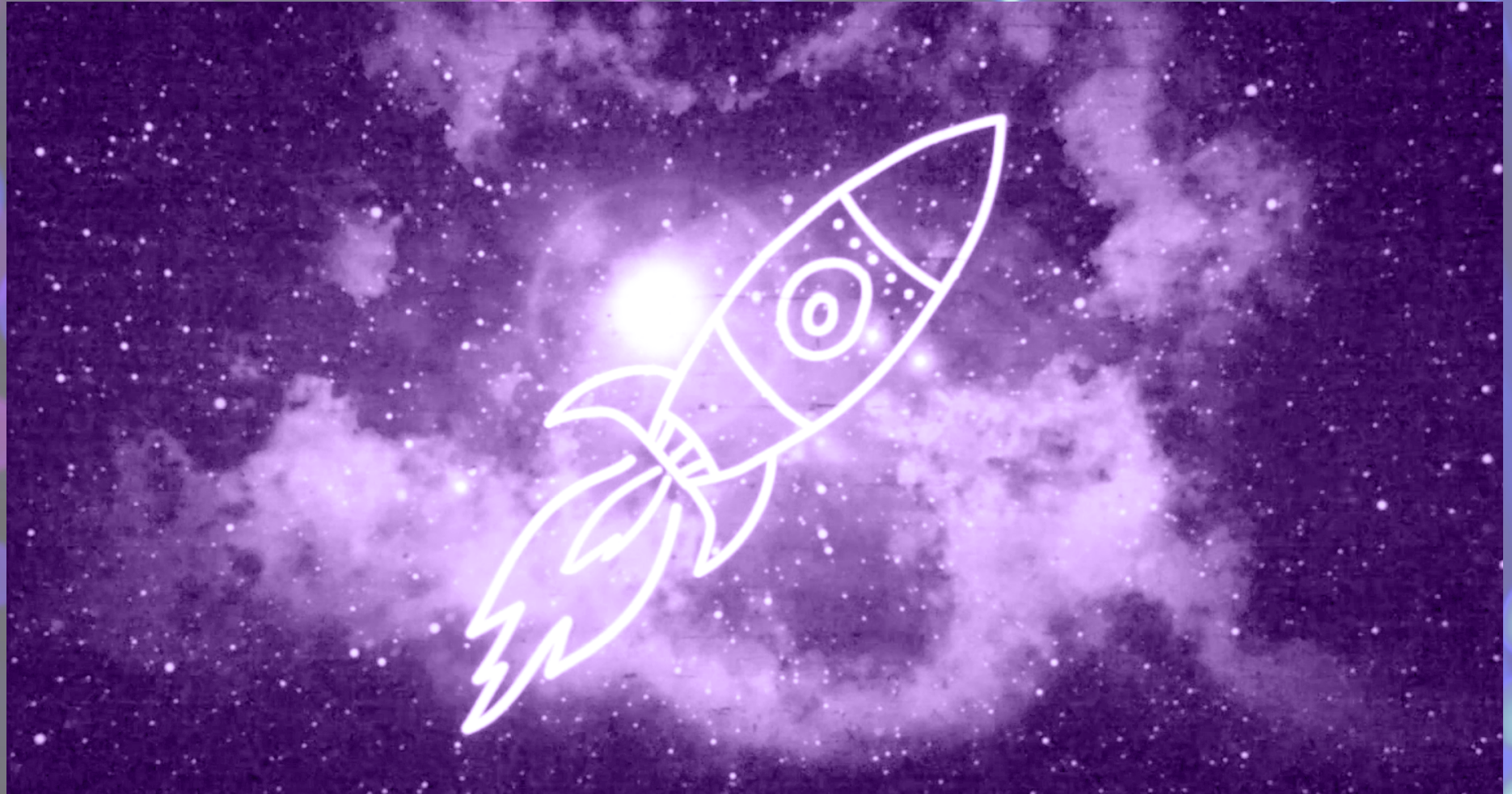
but they were edited into seamless loops. The backgrounds had to have a connection with the storyline and be fitting to each scene. We chose bright colors for the first half to represent the happiness and dreams of the child. The colors in the second half were then muted or darker to reinforce the somber tone.

# Initial Design Decisions

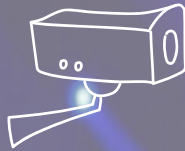
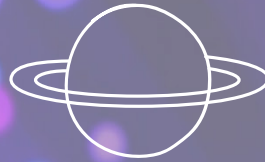


For the performance, we wanted to create a “Treehouse” kind of feel. A place you used to know as a kid. We brought in big beanbags and had the audience sit on them. We had a low to the ground table set up behind them and also sat on beanbags. We had two MIDI controllers which represented our “game controllers” to produce an environment where the audience was getting to be a part of our childhood hangout place and was seeing us in our element. We name ourselves Tiny Adults because it was fitting to the whole concept.

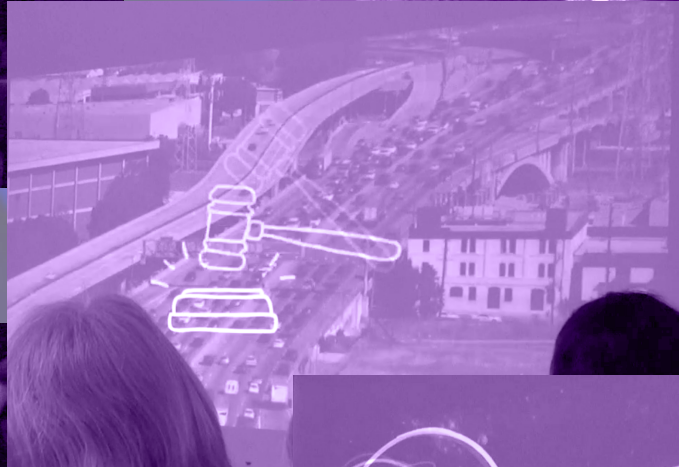
# Key Visual



# First Storyboard



# First Performance

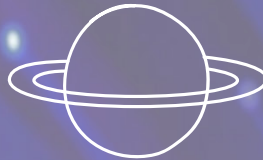
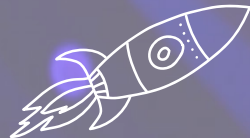
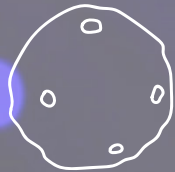
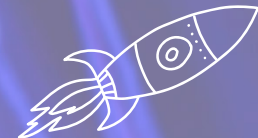
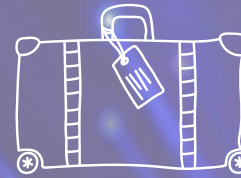
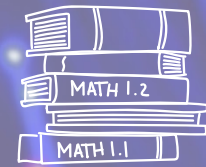
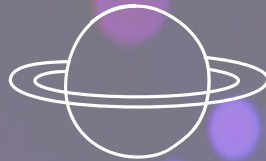
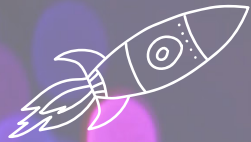
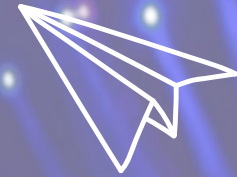


# Rework

After the initial performance we met again to discuss how it went, and the feedback we received. Based on this we altered our storyline. Instead of the second part being somber we changed it completely and made the child's dreams come true. In the first half there are graphics of rockets and planets. This is representative of his dream: to be come an astronaut and explore space. The second half was then his journey to make his dream come true, he does the "normal thing" of going to school, graduating, buying a nice

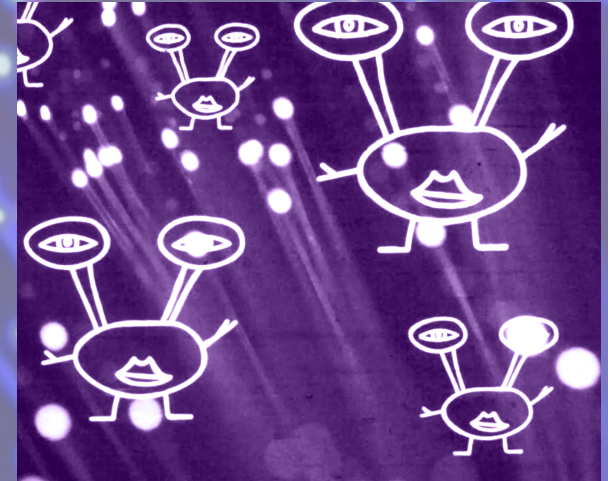
car and a house but then when the drop comes his dream starts to come true. He packs his bags, boards a rocket ship and flies to outer space. While there he meets an alien and shortly afterwards meets a whole clan of them. They're rather silly but nice aliens. It ends there with the closing of an eye — the eye of the alien. What happens next we don't know. Perhaps he joins the aliens and lives there, perhaps he spends time with them for awhile and then goes back to earth. We left it open for interpretation of the audience.

# Final Storyboard

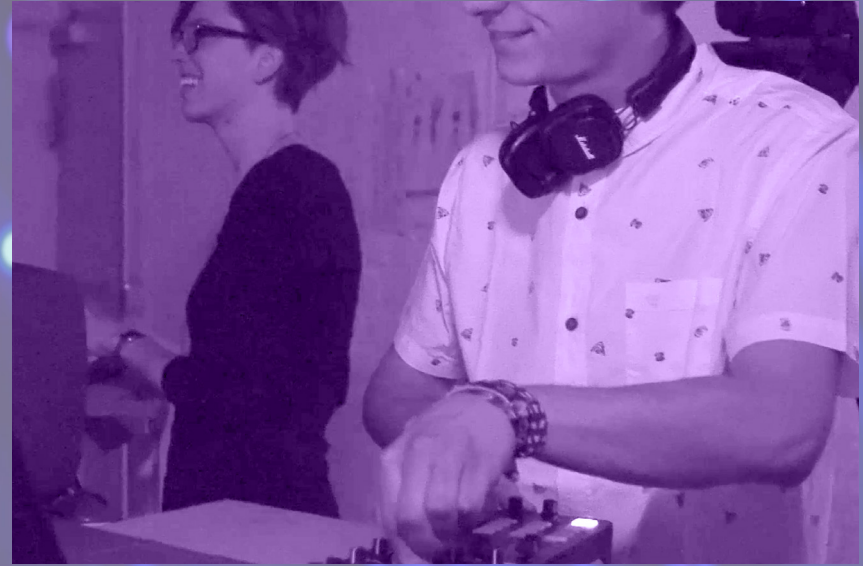


# Final Design Decisions

We kept the decision to work with hand drawn loops and only two layers except for where it was necessary for a dramatic element. We created new hand drawn loops based on the new storyline. The backgrounds of the second half were changed to happier scenes, and clips which supported our story. We also kept many elements of the first performance, yet this time it was in a smaller and more intimate basement room. We stood for this performance and created a little VJ stage behind the bean bags where our computer and controllers were placed and we performed.



# Second Performance



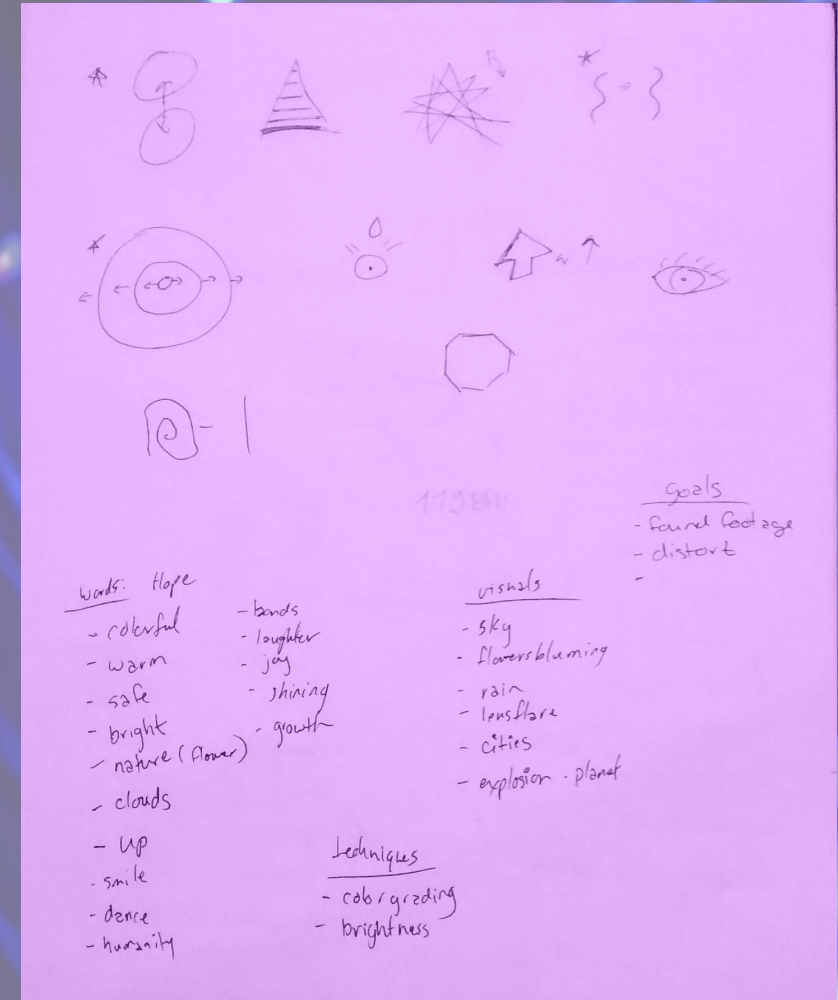
# Learning

We had several small and intense workshops. We began by learning about Michael Titze, his work and the large scale possibilities of VJing/ live visuals. We learned about seamless loops and the characteristics of them. We also learned about the software used to create the performance. We focused on visual storytelling and the best way to bring our story to life and create an engaging and dramatic performance.



# Brainstorming

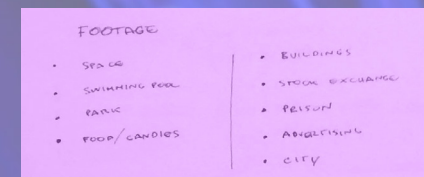
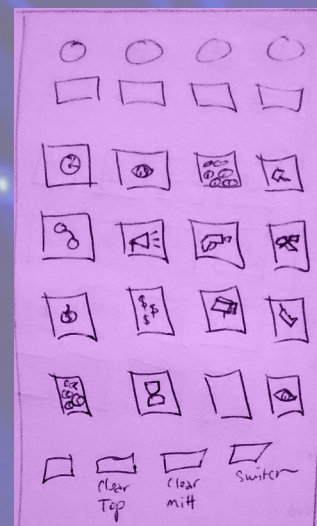
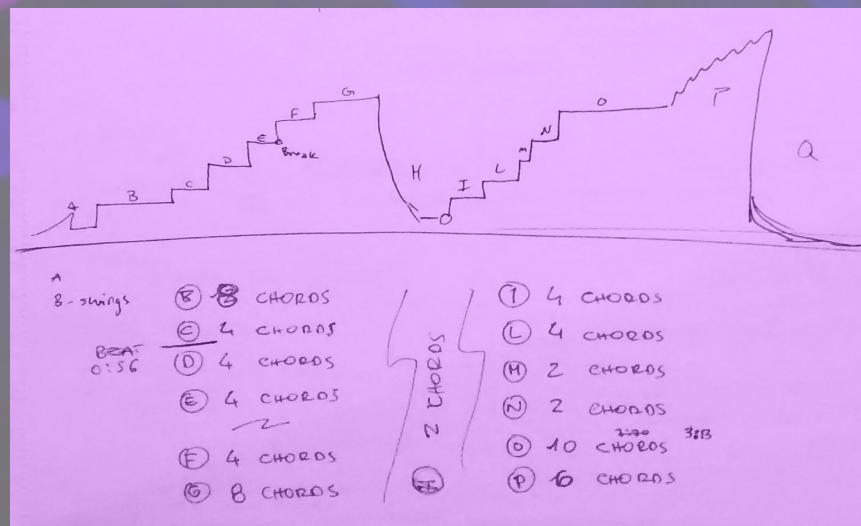
We each introduced the concept(s) we brought with us for what we'd like to accomplish/work on during this week. After this round we paired up into teams. We went straight into idea generation. Antonio originally wanted to work on something space related and Ashley wanted to work with the colors found in an oil spill. These two ideas were joined to create the final performance of Tiny Adults. The two then suggested several songs before deciding on one. The song was a large influencer on the story and the visuals. We brainstormed till we had a loose idea of what we wanted to create. We then began filling out the story with more and more elements.



# Preparation

After we had a story we wanted to tell, we had to create the graphics for it. In total we created over 60 hand drawn animation loops between the first and second performance. It was an intense challenge, yet extremely fun. While creating content, we also started to play around with Resolute the program which we used to create the live performance. We also

began gathering video material for the backgrounds. This gave us the freedom of working outside normal KISD hours. We created and created and created content. Once we were happy with the content we moved on to analyzing the song. It was broken down into bars and then based on the drama of the song we planed our content.



# Practice

On the two days leading up to the performance we worked until the wee hours of the morning for two nights before the show. By having access to our own projector we took it home and projected on Antonio's wall. On the night before, we practiced in Antonio's room with the whole set up, since we weren't completely happy with everything by the time KISD closed. For the first performance we practiced the night before and for an hour before. The second performance was more organized since we had done it before. Everything we again planned out and we only needed to practice a handful of times before doing a live performance in front of another audience.



# TINY ADULTS

