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A Stream of Consciousness

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A Stream of Consciousness

TRUMAN WEYAND

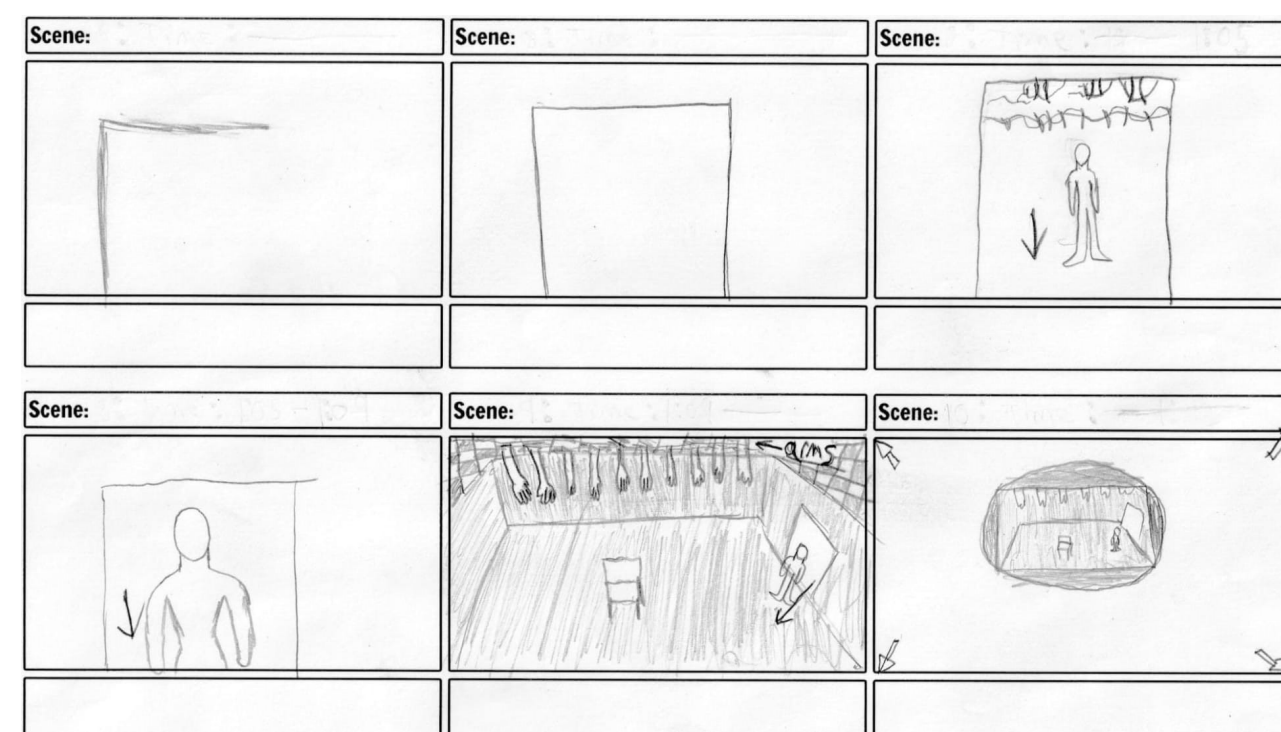
Madison Poster Session

Abstract

“A Stream of Consciousness” is a two-minute stop motion project. The film depicts a character’s subjective experience (this is usually done in 2D animation) via physical objects. The project consists of building a set, rigging and animating a character, editing, and compositing the footage. The film attempts to show that subjectivity and objectivity are often conflated in ways that make an exaggerated external reality feel more "truthful." As it is commonly stated, in fiction (and in art) we must tell lies in order to reach the truth.

Background

The original idea for the film is based off an old drawing I had done. I thought it looked visually interesting and so when I entered the 2D preproduction class I thought it would be a cool idea to bring to life. The project became stop motion because I noticed not a lot of stop motion pieces were being produced at DSU. The idea was then critiqued by a class of my peers and my professor Timothy Orme.



Methodology

The first step in the process of creating the film was writing a proposal. After the proposal, a storyboard was created and critiqued. Then the storyboard was turned into an animatic to find out the timing of the project. After that, I created an animation stage and the set mostly from wood and paper. I then created the puppet that would be used as the main character with an armature, which is like a skeleton. Bed foam was then placed over the armature and held on by twisty ties. A cloth was then sown over to create the character. The props were then created using wood and wire and then painted. To create the illusion of things coming down from the ceiling I created a pegboard and hung it from the rafters. On the other side of the props were the pegs that could go into the board and be held in place. I then set my tripod and camera up and started animating. The footage was then composited and edited.



Conclusions

This project was created to see what a student could do on a small budget in stop motion. I learned a lot about what goes into creating stop motion as well as how to repurpose everyday things into something else that can be useful in the creation of a film. The piece also got to become something not usually done at DSU and hopefully can be used to inspire future animators who come to DSU.

