CIU211 Creative Project Proposal

Skate Lake

(Working Title)

**Overview**

Using postmodern methods to create a visual remix of skateboarding footage in conjunction with audio from the famous ballet, Swan Lake (Final Act). The intention is not to directly transpose the original narrative but instead to match the mood and movement of the music in a stylized manner. The chosen footage will display poststructural movements (skateboard tricks) in a synchronous fashion, resembling that of ballet or interpretive dance styles. Colour and visual enhancements will also be applied to persuade and convey the desired emotion in the viewer. The design goal is to present a low social status activity, such as skateboarding, in a higher status and sophisticated manner like that considered of a ballet performance.

**Team Members**

Jim Vincent: Games Programmer

Tim Volp: Games Programmer

**Tasks**

The structure for deliverables will require both members to work on each task simultaneously. However Jim will focus on, but not limited to, editing the footage to link up with the audio whilst Tim will focus on, but not limited to, stylizing the footage with effects to set the mood. The rest of the duties will be shared in order to produce a consistent flow throughout the final presentable piece; such as collecting suitable footage and the final placement of the clips/effects.