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FFAR 250-CC

Prompt 5

Introduction

- Keyword: Framing Home
 - Importance: Allows for dynamic storytelling to occur in one location.
 - Fantastical setting in order to depict emotion in a creative way
- What: web-based narrative that depicts how a home can convey a wide range of emotions for one person/How a home can bring both joy and melancholy for someone.
- Context: I will talk about:
 - General story.
 - How my research on the keywords influenced my work (accompanied by images).
 - The obstacles/problems during the creation process.

Body

- Description + Process (Use image of family photo).
 - Synopsis of the narrative.
 - Going through character design
 - Parents + Samael = 1st design accepted
 - Spirits = 2nd design accepted
 - Cosette = 3rd design accepted
 - Pixel/Retro visuals > experimenting with a new art style + retro aesthetic feels appropriate, given that the work is about memories of home.
 - Monochrome color palette > Highlights emotion.
 - Webpage: Used for narrative structure
 - Typing minigame/phone: Motivates users to check all memories and see the ending
 - Images: contextualize the scene and add emotion
 - Textboxes: Convey dialog.
 - Bubbles: Fragility/fleeting nature of memories
- Informed knowledge + conversation with others:

- *Making Pancakes: Intergenerational Cooking and Remediating the Archive*
 - Every family member has a role to play (paraphrase page 12). Use examples from the nursing scene in the “birddemon01.html”. Add work image of table with food => intimate family moment. The Pancakes work greatly influenced most of the scenes in the story.
- *Review of [Do Ho Suh: Passage/s]*: Using space as a representation of one’s psyche + changing colors to reflect one’s mood or the overall atmosphere (page 99). (Insert photo of the house in blue hues => Whenever the atmosphere feels heavy, the house is represented as such).
- *The Routledge Dictionary of Gods and Goddesses, Devils and Demons*: The fallen angel is based off of Samael: referred to either an angel of death or the devil himself (page 165). This association is reflected in his design: a horned man with a homely appearance => gives off a negative vibe from the get-go.
- *Color: Communication in Architectural Space*: list of meanings color can give when certain hues are used in an architectural space (pages 27 and 66).
- *Living Conditions and Satisfaction*: (Research conducted in Georgia, Ukraine, Hungary and Poland) Despite the Gauthiers’ poverty, they still keep up an inviting and jovial attitude + don’t complain that much about their lot in life (pages 23 and 24).
- Surprises: Length of work: The number of hours it took to write the script, design the UI, choosing music and make artwork was immense => definitely underestimated the huge amount of time it would take => Only one drawn artwork could be created and some story elements such as the ending had to be simplified due to time constraints.

Conclusion

- How does this inform the keyword: Cosette’s perception of home changes from one of sadness, to violent, to warm constantly throughout the story. This represented by colors, the environment and the overall atmosphere.

- Unresolved: Open/rushed ending. I could've fleshed out the characters more if I had the time. Wanted more interactions between Cosette and Samael and Samael with Mr. and Mrs. Gauthier.
- Work in culture: Looks nice in my portfolio. A good learning experience for pixel art and handling programming in Atom.

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