

Cinematic History Through Objects

Amy Darbyshire, Moriah Rodriguez

Overview

Hitchcock was notorious for his use of objects to bring symbolism into his films. Having a background in silent film, where visuals were the most important element in the telling of a story, Hitchcock was privy to emphasizing visuals to get the story moving along most accurate and smoothly.

Examples of Objects

The compass

From *Life Boat*, allowing the audience to sympathise with the character in use of it.



Bruno's lobster tie

From *Strangers on a Train*, foreshadowing the his strangling of his own mother.



Cup of coffee

From *Notorious*, a poisoned cup of coffee that Sebastian serves his wife Alicia.



Bronze hands

From *Strangers on a Train*, a mold of calmly laid hands acting as an ironic contrast to the anxious and murderous hands of Bruno. the audience to sympathise with the character in use of it.



Examples of objects in other
movies

Christmas bell

From Polar Express, symbolizing faith in things unseen.



The Fighting Temeraire, Joseph Turner, 1839

A ship that lead the HMS to victory in the battle at Trafalger where the British won against a larger force, using the Temeraire to capture two “prize” ships. A warrior ship that, 34 years later, was being picked apart for scraps.



The Fighting Temeraire, in SkyFall

Used in the movie Skyfall to symbolize a presumably tired old warrior that has been rejuvenated, allowing the audience to see the same warrior as if reborn, ready for action.



The Fighting Temeraire, in SkyFall

The director is using the mural to symbolize Bond renewed in his strength and ready to carry out the next mission for Her Majesty's Government.



How users will interact with objects in an interface

- The user will be presented with a selection of rooms in the form of one room.
- Each room will be a scene from certain movies that feature symbolic objects.
- As the user is centered in a room of rooms, they are able to toggle in a 360 motion until they select a room to explore in.

Mode 1 of interaction (default)

- Once the user is in a room, they are able to toggle in the same motion, 360.
- As the user toggles, the important objects within the room light up and jiggle
- This encourages the user to click on the object to learn more.

Mode 2 of interaction

- Once the user is in a room they have the option to select the mode of “Layout Style”
- The interface responds to this selection by sinking the image of the room into a sketched version.
- The sinking of the image into a sketched version acts as a filter, only the symbolic objects within the room remain in the sketched version.
- Each important object is sketched on a separate small torn piece of paper.

- As the user toggles over the object, the object shakes in position.
- once the user selects the object, the small torn piece of paper flips over to reveal an actual photo of this object on the opposite side of the paper.
- In the place where the piece of torn paper laid, are facts about the object.

Examples of details about objects

- Their meaning in the particular film
- Time period
- Use
- Other movies who use the same object
- Other meanings of this object
- Who would own this object