

925 Gilford St.



I have always been very interested in interiors. The life in hairties on the shower ledge, or reminders scrawled on post it notes. I like the idea of telling the story of a person or period of time through the rooms they live in. The spaces I inhabit often feel like mirrors. They reflect eating habits, a frenzied mind or an ordered one, and snapshots of people in my life. If you add up a wedding invitation hung on the fridge, a grocery list covered in doodles, past due bills in the trash, half hearted and started paintings and projects, a very specific picture begins to come into focus.

My mother has always been uptight about appearances. If anyone, anyone, is coming over, she makes certain our home is spotless. I remember being younger and feeling critical - *what a farce, this isn't what our life is like. Who cares if there is laundry on the couch, it's just a friend...*

As I have grown older though, I have developed the same habits. Running around hiding laundry in closets and wiping down counters before any guest stops by. As a result, a home observed in its natural state feels very intimate to me.

With this project I want to explore this intimacy. And also tell a complete story using primarily objects and interiors. As opposed to moving through the narrative, like you would in a book or traditional film, you are immersed in it. Left alone to explore and observe the details that make up a life.

A comparison could be drawn to a haunted house. A series of rooms made up like scenes, and our protagonist as the ghost, moving in and out of them in a series of 'slow films.' We view her almost as another object in the home, contributing to its overall life. Her movement through the space is no different than wind blowing the curtains or a cat jumping on the bed.

Adding to the intimacy of the point of view, is the feeling that we are seeing these rooms in periods of time that they are not normally observed. It reminds me of calling off work, or staying home sick when you were a kid, and witnessing the small routines of your house in hours you don't traditionally observe. Afternoon light sweeping across your covers, or hearing a woman upstairs watching 'Young & the Restless.'

As a viewer moves through the home gathering details about our protagonist, a full character emerges - *an animal lover, a recluse, a diligent granddaughter, a flakey friend, a Coors Light enthusiast... And a specific time in her life - a sweltering summer, a new fiancé, out of work, afraid of the future, considering kids, considering running away...*

As a voyeur, a sympathizer, a critic, a witness, you are invited to observe her dirty laundry, and experience the hum of her home.



The exterior and “bones” of the house will be built with 3D modeling, or by using existing 3D models. I remember the first time I saw [THIS VIDEO](#), my mind was blown. In building this experience, I want to weave life like digital renderings like this one with story specific 360 video. I plan to utilize [depth kit](#) for volumetric video and create binaural audio sequences.



Inside each of the rooms, attention will be given to small details as storytelling, underwear left on the floor or a dead lizard in the corner.



And seeing as the story is set in Florida, we will also spend time in the backyard and watching the sky. I have always felt like in Florida, the balance between the natural world and civilization is precarious. In just a few weeks time, weeds can take over your driveway, or the storms of a summer can rust your bike to dust.

There will be a door, to a 360 video sequence, exploring the backyard. And a sequence on the porch as our protagonist watches a storm roll in.

