

Midterm Final Project Proposal

The Project

For the final project of this class, I have decided to follow a narrative approach to something important to me. I have a very strong attachment to my childhood and my memories of it and any project I make that can possibly allow me to recreate some memories or make something to honor them always makes me passionate to make them the best they can be. On the same topic, my first niece is on her way to taking her first breath into this world very soon and creating something that can potentially be good for her has inspired me a lot.

I have recently been playing a lot of Genshin Impact and they have amazing web events that are very narrative oriented, they never fail to amaze me and so they inspired me to create my own. Thinking of stories and narratives, I remembered this Bulgarian short story or fable that my mother used to tell me to teach me a lesson about choosing my words.

The story is about a lumberjack who befriended a bear by saving her cub from trouble one day. They would always spend time together and were happy to do so until the lumberjack commented on the bear's smell. She got upset, asked him to hit her on the head with a hatchet which would eventually heal to contrast with the emotional wound left by the lumberjack's words that continued to hurt her for the many moons to follow.

The Topic

Through my research, I've come to realize that stories are part of who we are as people. Through time, it is how we kept our cultures and our memories alive; they were first spoken, then illustrated, then written, then filmed and then animated. Reflecting on my own experience, telling stories is probably about 70% of my interactions with friends and family. "Stories help us relate to each other and build community" (Hu, npr.org), they are not just entertainment, they are part of who we are as human beings (Hennebury, cbc.ca).

Stories are so important to humans that they are completely woven into our lives without us even realizing it since we were children. From myths, to fables, to movies, and TV shows, it's what we use to understand things about the world and explain things to ourselves (Hennebury, cbc.ca). For children, it's how we teach them lessons and morals, as teenagers it's how we connect with peers and even explain the bigger issues we begin to face, as adults it's how we share experiences, and we never stop using them in the next state of our lives as we did in the previous. We are incessantly entertained by stories no matter our age, because they help create emotional links to things and to make experiences make sense.

That's why storytelling is important and is an art that continues to be relevant through the centuries. Being able to tell a captivating story isn't necessarily easy, but it is natural. The art of storytelling has undoubtedly evolved in the past 30,000 years from the cave paintings found in sites like Chauvet and Lascaux (Culture, bbc.com). For example, not all Netflix dramas are good, not all movies are worth the production money (looking at you "Junior" (1994)). There must be something different about the successful ones!

The Inspiration

My inspiration for the visual aspect of the project is Genshin Impact's web event stories, more specifically "Canvas of Starlight Memories". This web event was created as a compilation of the players' achievements and statistics over time. They made something very captivating and emotional around some mundane and flat information. The entire game is set around stories and adventures, moreover, each player's experience is different from the others' purely based on the game's mechanical aspects. So really, revisiting achievements is like going on a trip down memory lane and remembering our adventures as we read about our statistics. This is something Mihoyo decided to exploit. They separated the statistics of each region and illustrated them thematically, meaning that the color palettes of each story board are assorted to make the illustrations go well together and flow smoothly.

For my project, I want to create a storyboard of an important memory I have from my childhood to be able to share it with the people who surround me. The visual aesthetics flowing well and simply together with animations bringing boring flat illustrations to life will work together to make this an interesting and pleasant to navigate short story.

Stories are important to us all, afterall.

Bibliography

Hennebury, Christine. "Storytelling is not just entertainment. It's a fundamental part of being human". CBC Nfld & Labrador. 2020. <https://www.cbc.ca/news/canada/newfoundland-labrador/storytelling-is-human-1.5511027#:~:text=Stories%20let%20us%20share%20information,understanding%20of%20other%20people's%20experiences.>

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