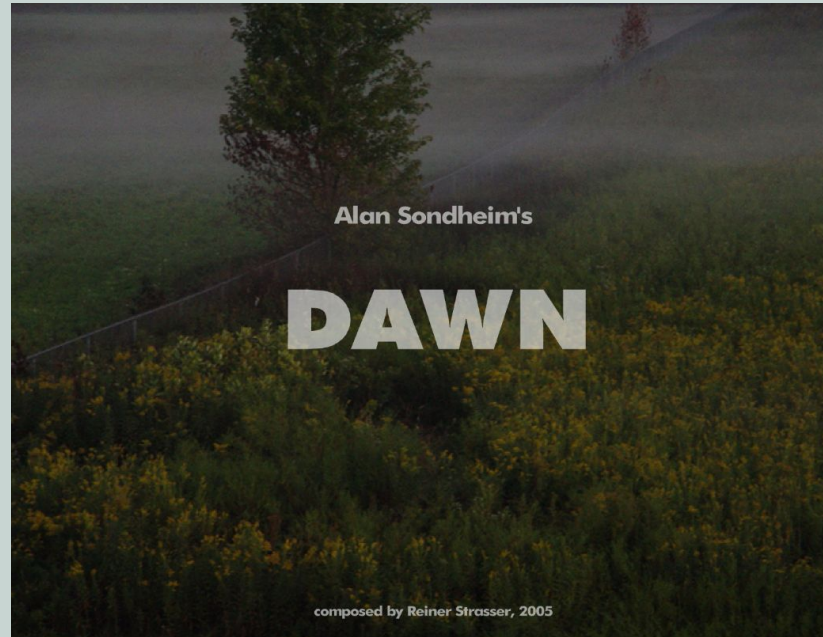


Dawn (2005)

Alan Sondheim and Reiner Strasser



Narrative Theme

The narrative of 'Dawn', without taking into account for audio/visual contributions, reads as a personal, whether fictional or non-fictional, narrative.

Discusses personal figures– Mother and Father, I.

Narrative highly regards philosophies on Life and Death.

- Human vulnerability in mention of Mother's death, father decaying in a small town and suggestion of both their, and their fathers, impending deaths.

References to spirituality;

'Cursed be the God that brings so much Death and Beauty'.

'The day I'm gone She will rise up'.

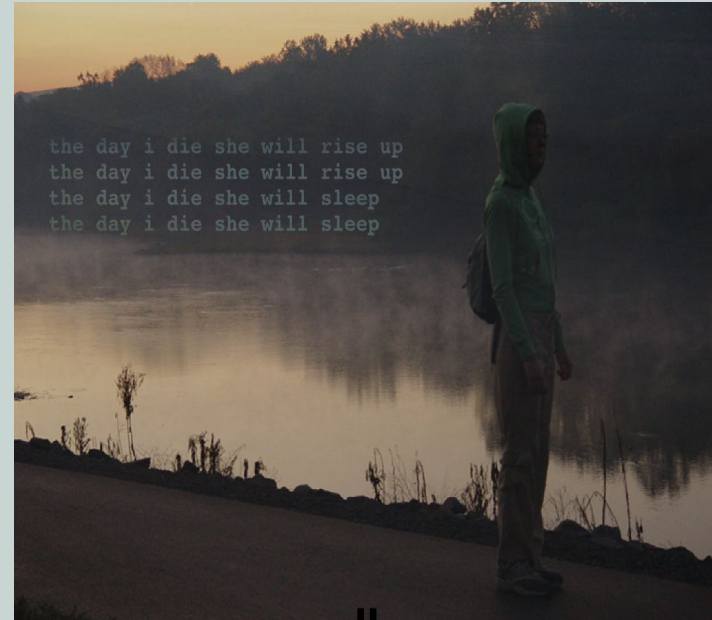
Heavy imagery of environments- mentions of deers, birds, weather, lakes.

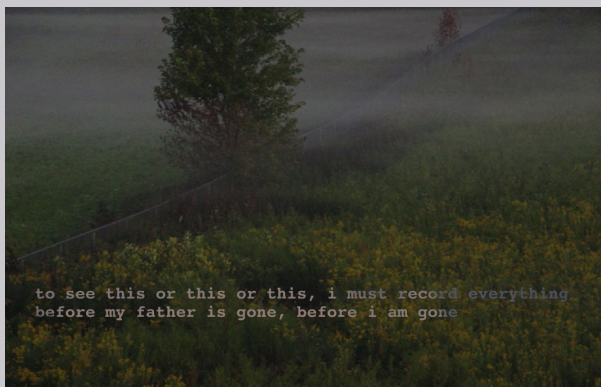
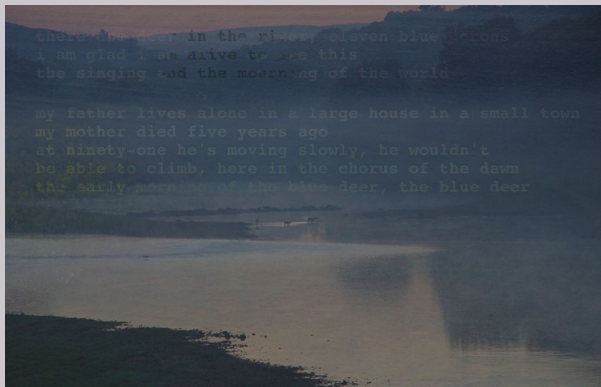
How is narrative amplified through digital media?

Visual themes:

Selection of photographs, vast almost desolate landscapes that resonate and amplify the atmosphere, isolation and environmental aspects of the writing.

- Integrated with one another through slow fading transitions.
- Earth-like colour palette (browns, greens, pinks blues and greys), differing in transparency and a muted palette, versus a more saturated one.
- Elicits a feeling of dawn itself.
- Appearance of a figure, a woman stood by a river when discussion a figure 'she'.





Transitions

Differing opacities for varying passages, texts lingering behind one another almost invisible, some displayed in brighter stark contrast than others.

Varying display times.

- Immediacy of some passages, is there meaning behind that?
- Notably the sped up pace of passage prior to immediate repetition of 'She will Rise'?

Digesting whole text standardly requires multiple loops.

Is it required to have read the whole text for the narrative to be successful?

Audio inclusion:

Erratic and irritating audio, static-like.

Perceptions of audio: wind sounds, fire crackling, crunching leaves.

- Perceived as the muse on a journey through these aforementioned landscapes
- Could regard state of afflicted mind alike the muse, battling between joy of life and hardship of death. Audio is intended to overwhelm.
- Offers a contrast to the dreamlike/melodic state of the narrative/environments.

Dawn is on a loop- non interactive except for the pause button.

- Pause button did not work on my browser, so my perspective is that of a never-ending loop, unable to pause and digest!
- Sound proceeds to get more irritating each loop, almost angering.

Successes:

- Amplifies sense of atmosphere with inclusion of photographs and their palette. Portrays a sense of idyllic, environmental comfort and calm. Enhances small-town, personal environment.
- Differing of fast paced/slow paced elements allows audiences to grasp different things each loop, almost as if one has to participate in its consumption.
- The audio is very grating and contrasting to the atmosphere and concentration required on loop. Mimics internal state of mind, having no choice but to click off.
- The symbolism of these choices in regards to life and death. The display is beautiful, but you're overstimulated to the point of leaving the page.

Discussion points:

- Do you regard this as a successful piece of digital writing, despite the inaccessibility of the text/unable to read the whole narrative?
- What are the strengths of this piece versus its weaknesses?
 - could it be amplified by additions or erasures?