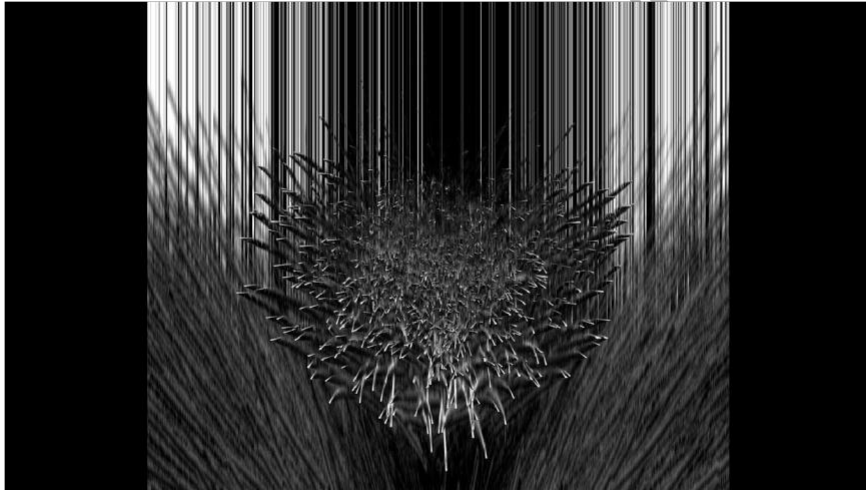


Falling Into a Nightmare

My live audiovisual project will be created for prompt 3: 'Kinomural 2023' in which the theme was 'altered states of consciousness' and will respond to Edgar Allan Poe's quote 'All that we see or seem is but a dream within a dream'. The inspiration for my work comes from live music performances and music visualisers. The project will focus on nightmares and bad dreams and the concept of the 'psychomagic', I want the project to go through layers and make the audience feel like they are falling from a dream into a nightmare. The images used will be familiar enough that they are recognisable but altered in a way that is representative of another, darker world. The chosen music will be darker and have a strong beat and distinctive elements that can be used to alter the visuals.

Kinomural

Kinomural is the art of turning buildings into physical canvases through the use of audio visual projections. An example work from 2021 is 'Deep breath Mashup' created by Dimitri Thouz (visuals) and David Gunderenzi (audio).



The piece is black and white and uses spherical shapes that make the viewers feel as though they are falling into a tunnel.

Visualiser

The visualiser for the song 'The Descent' by REZZ x INZO has a simple static visual that reacts to the elements of the music. At the peak beats of the song the centre image is highlighted and pops from the screen while the background becomes warped in time with the warping of the song.



Live Performance

Aesthetically significant inspiration comes from Bring Me The Horizons 2024 'Next Gen' Tour. The theme of the live performance was AI as well as on the altered state of consciousness. Much like most live performance there were elements such as lighting, confetti and flames that responded to and were released in time with the music. The show also featured church style windows that were used as a frame for visual projections.



This Idea of using windows as a frame is relevant to my project as Kinomural's use physical spaces as projections, while my project will likely only be projected onto a flat surface I can still use shapes to create depth within the project that could be used in this way.

How I'll make it and What I'll need

To make my project appear three-dimensional I will use my jit.movie objects to create a 'tunnel' feel or the feeling of falling into something. The knob buttons on a midi controller will be used to control the project, the playback speed and direction will be able to be controlled in real time. The patches available from week 9 will be the most useful for me in developing this project. To create this I will need a number of found visuals including images and video as well as audio (minimal to no lyrics) that fit the dark nightmarish aesthetic.

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