

# Out of your head

## The original story:

We randomly picked some words from a vocabulary cloud in the class, they are Village, Pity, Clay, Swim and Shadow, I have always loved to write since I was little, so I started to create a story from these words, village, pity and swim gave me a dark scene first, and after discussion, we decided to make a claymation, and this is the original story:

The people living in shadow village, they can control their shadow, but there's only one person cannot control her shadow, conversely, she was controlled by her shadow, so everyone just feels pity for her, and she always wants to escape this village, however, the shadow always be there.

One day, she just found out that when she in the water, there will not be any shadow, so she decided to escape the village by swimming.

## How we adjusted the story:

In the class, we discussed our idea with Jane, and she told us she was worried we will run out of 20 seconds, therefore, we separated the story into the beginning, three types of pranks and ending, and focusing on the main character's mental activity, also we used single scene to shoot, considered that we were not going to create another scene, we took photos of other geometries were having a good relationship with their shadow, thereby the audiences can realise the contrast between the main character and other geometries. For the ending, we wanted to make an open ending because the main character absorbs its shadow is good or not should let the audiences decide.

## Character Design:

I was volunteered to design the character because I wrote the story, the main concept is geometry because of time and also for claymation we had to adjust position all the time, and I do not want to set a limit that characters have to be human.

## Making scene:

When we were making furniture, I was in charge of fridge, oven, chair and table, considering the height of the character, I draw down the size and cut it out as a scale, and they were all made of cardboard, although cardboard was not as easy to shape as clay, but clay has to take two or more days to dry, also cardboard was light weight, and easy to colour, from another point, it was a discard material for our delivery, it was eco-friendly, when we were shooting, we used blu tack to set the furniture to avoid damaging the scene. (Although in the final part, the floor already been broken)

## Problem solving:

To fix the poor light problem, we stuck the character and other objects in the box and made it standing, at that time we had to find the same light as the previous shot, some part of the story had strong emotion, in order to create this feeling, we closed the light and used flashlight to create contrast and sharp view.

Because of we did not make a mouth for our character, so we use our mouths to present the shot of swallow the shadow, it could be a way to tell the audiences, we were same as our character, the shadow could be any problem that happened in our life, for example, mental illness, consequently, we mixed claymation and video.

The most difficult part was how to stable the phone, during the process, we used everything we could find in the room, dustpan, mug, wooden mannequin, table and chair

for our character, in the meantime, we needed to use tape and blu tack to stick the phone with them, it was a good thing that stop motion has tracing tool to let us track the path, for the next time, I think using a camera and tripod can save more time.

## **Dubbing:**

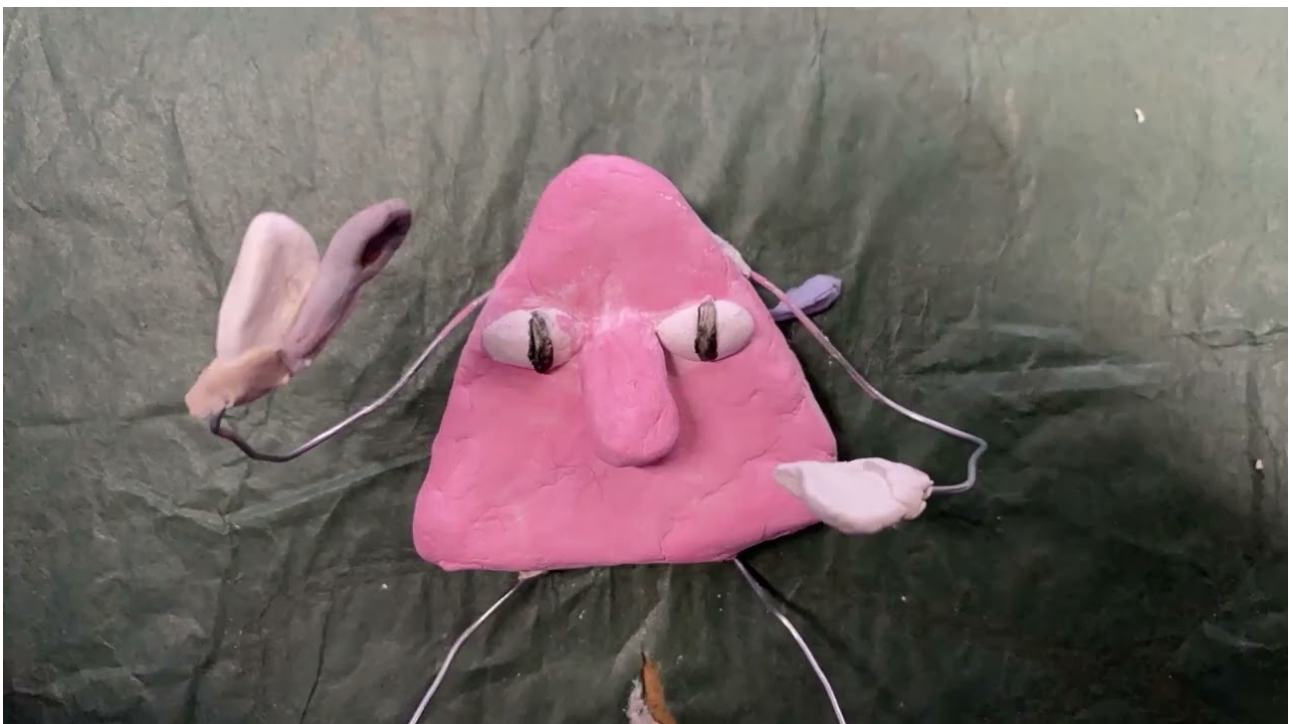
At the end of our work, I volunteered to charge of sound part, and this job makes me feel a sense of accomplishment when I finished this work, when I added the sound in my usual life, I felt I was part of the main character, there was one shot, the triangle slapped the shadow, I was considering the shadow was on the wall, therefore, I recorded the sound that I slapped the wall, and for the shot of the shadow hanged up the phone, I used a utility knife to lightly beat the glass, in the end of blink, I also used the glass, but this time I was using a spoon to beat the glass, and remixed the sound to change its pitch.

## **Reflection:**

I learned a lot in this group project, including discussion with the members, everyone has different opinions, for shooting angle, how to move the character, or how to place the objects, meanwhile, we would choose the best plan for shooting, since we only draw the storyboard roughly, we still ran out of 20 seconds, and also because of this, we had more misunderstood during the shooting, conversely, if we had storyboard to assist us to discuss with each other, I believe the time we used for debating will decrease.

This is my first time to make claymation, it was really interesting, I was also enjoy of complete this mission with the members, in the future, if I have more claymation to play, I will use this experience to improve my ability.

## **Youtube Link:**



**My blog:**

<https://tzuchiehhuangjade.myblog.arts.ac.uk/category/out-of-your-head/>