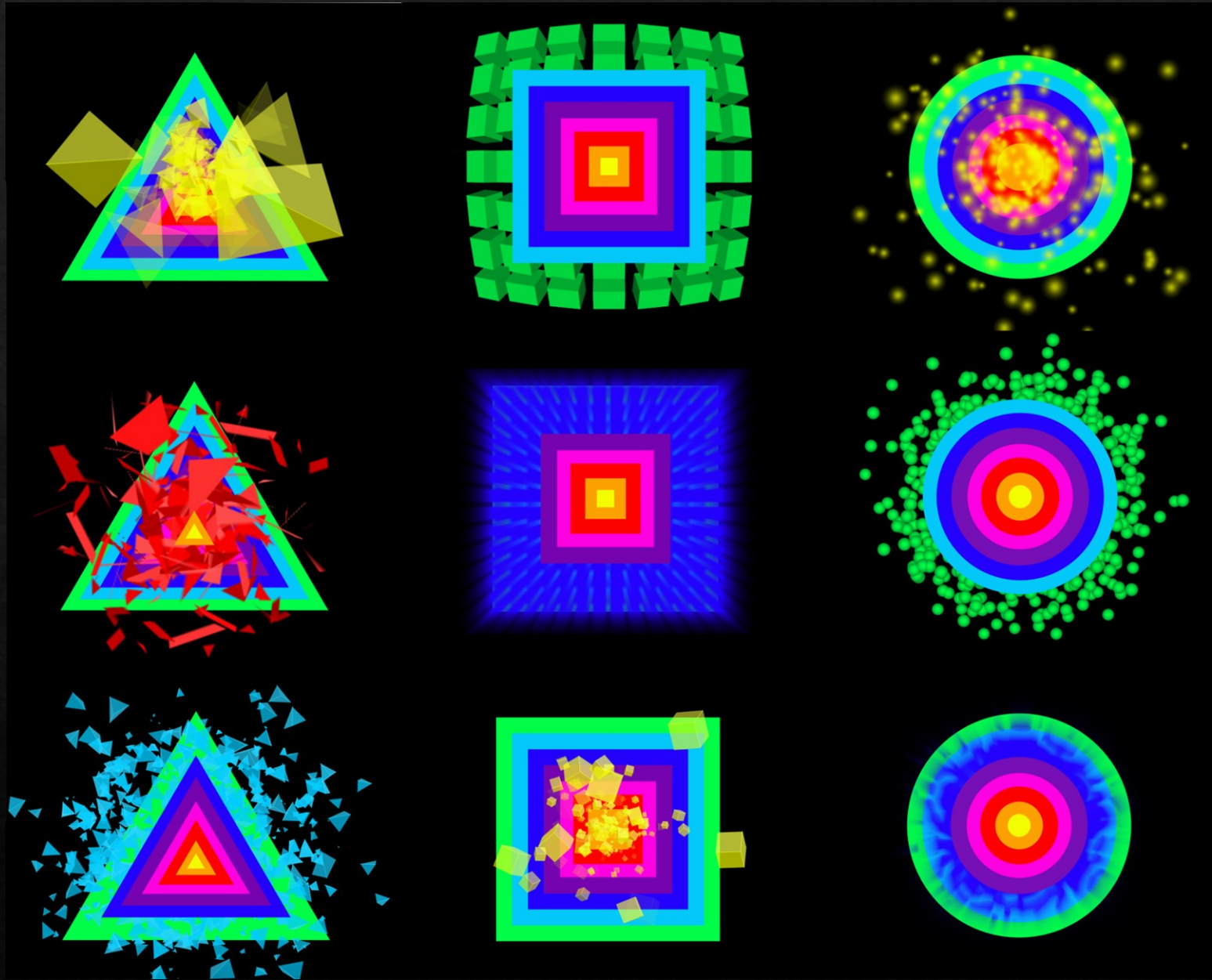




Video Art Design

Jelena Rubil

10 session



Practical Part

Ability to analyze scripts and interpret the narrative, themes, and mood of the production to generate creative visual concepts that align with the director's vision.



Creating storyboards or visual sketches to plan and communicate video ideas and sequences.

Preproduction
Production
Postproduction

Understanding of the Script

Understanding of the Script:

Ability to analyze the script and identify opportunities for integrating video elements to support the narrative and thematic elements of the production.

Analyze theatrical scripts in-depth, identifying key themes, motifs, character arcs, and dramatic moments that can be enhanced through the integration of video elements.

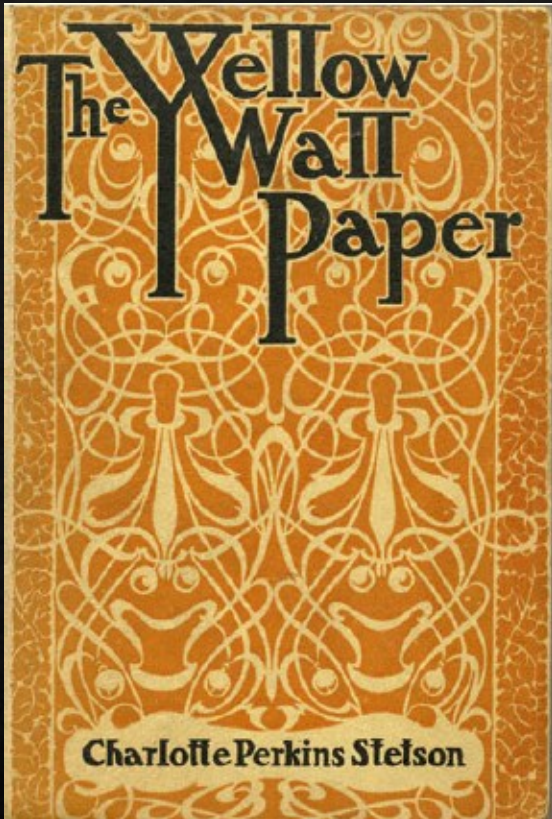
Identifying opportunities within the script where video projections, visual effects, or multimedia content can amplify storytelling, evoke mood, or provide additional context to scenes.

Ability to design video content that effectively integrates with character development and plot progression, reinforcing key moments, conflicts, and emotional beats in the story.

Understanding of the Script

Designing video content that enhances character development, reinforces plot points, and contributes to the emotional arc of the story.



Interpreting the intentions of the playwright and director, discerning the dramatic structure and pacing of the script to strategically plan the integration of video elements that complement and enrich the theatrical experience.






"The Yellow Wallpaper" Charlotte Perkins Gilman


Uses a bedroom setting with distinct elements like peeling yellow wallpaper and claustrophobic furnishings, which symbolize the protagonist's mental state. The set can be enhanced with projections that evolve alongside the character's descent into madness, making it a powerful choice for scenography.



Files


 Card.mp4 



 Yellow plastic bag... 



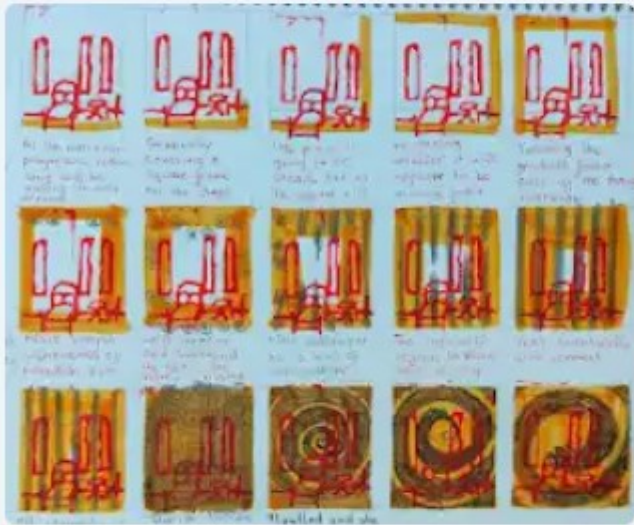
 Yellow yarn.mp4 



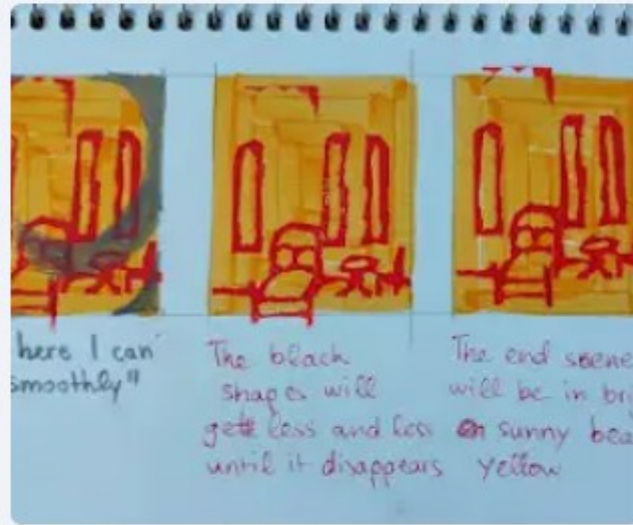
Files



Storyboard pt.1.jpg



Storyboard pt.2.jpg



Thumbnails and not...





"Grounded" by George Brant offers a single-character drama set inside a military-grade flight simulator and later, a control room. The confined space, with its minimalist design, can be dynamically altered using projections that simulate drone feeds and shifting landscapes, reflecting the protagonist's emotional and psychological transformation. This play allows for immersive use of projection to blend reality and virtual experiences.

A guy comes up to me
A guy always comes up
No not always

It takes balls

Hard to casually sidle up to a bunch of drunk Air Force on leave
Maneuver yourself through all the boys to get to me
That takes some offensive flying of its own

But the guy makes it through

Gets up from a card game and runs the gauntlet to get to me He's kinda cute

I tell him straight off who I am what I am

I've learned not to wait

Once they find out

They tend to run away

Make it down just in time to puke on the tarmac

Tell the boys I drank too much last night

Do a test

Pink

I'm pink

Pink

Fuck

I can't fly with it

With her

I know it's a her

I can't

Rules and regulations

It's the ejection seat

I want the sky

I want the blue

But I can't kill her

I can't kill her

I can't

I take one last flight

The both of us

So she can have a taste of what it means

They run tests
Ultrasound
I see her
There in the grey
Looks like she's waving

I pack my suit
Say goodbye to Tiger
They ship me out
Stateside

They put me behind a desk
Grounded
The pilot's nightmare
Eric thinks I'm still in the desert still flying



First day on the job

The war

Whatever

Eric makes me French toast for our extra-special breakfast He hands me my lunch in a brown paper bag and I'm off to the desert to be a pilot

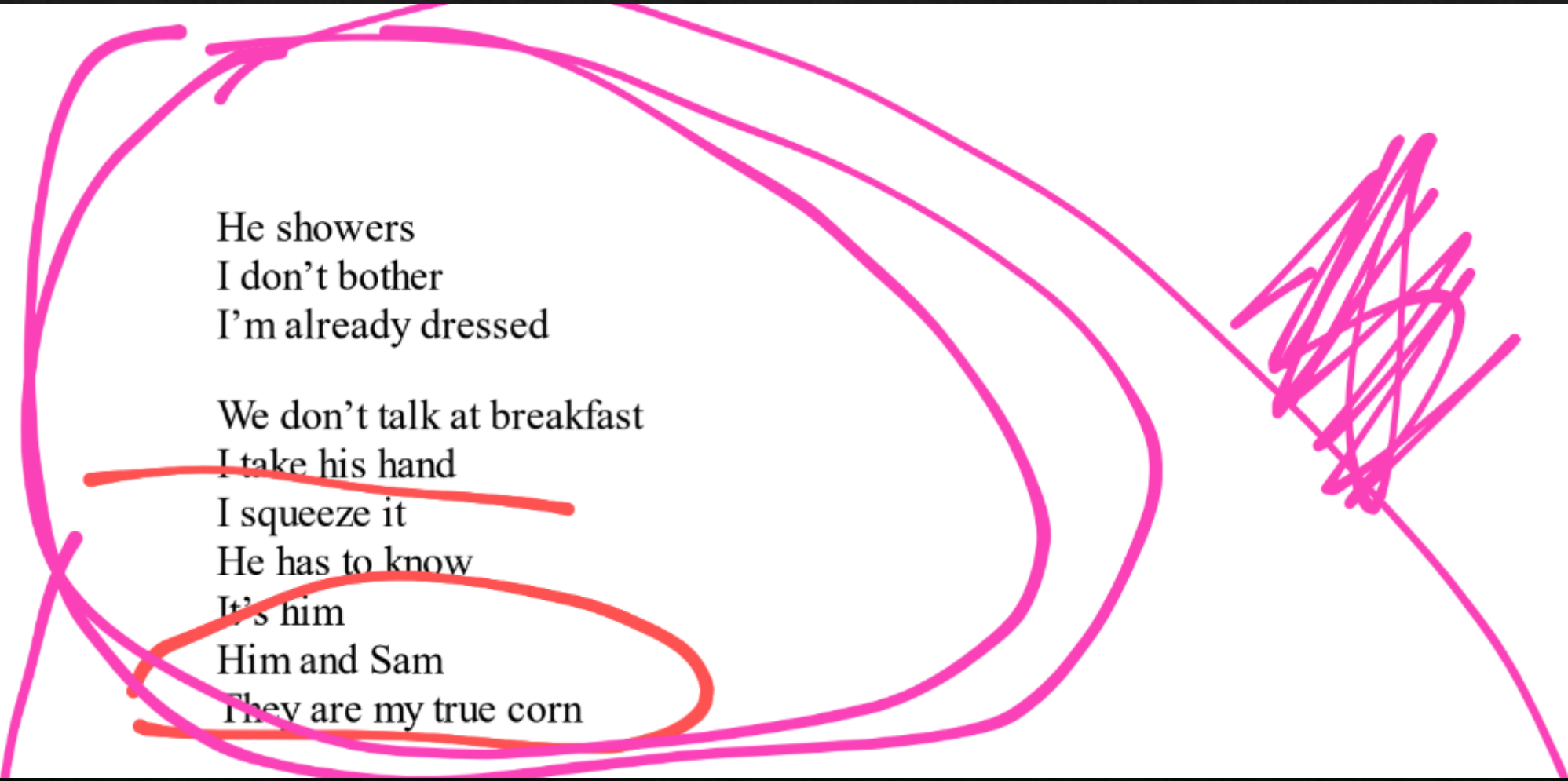
To be of use

I park in my spot and I put on my flight suit and enter a trailer

One of many trailers in a parking lot

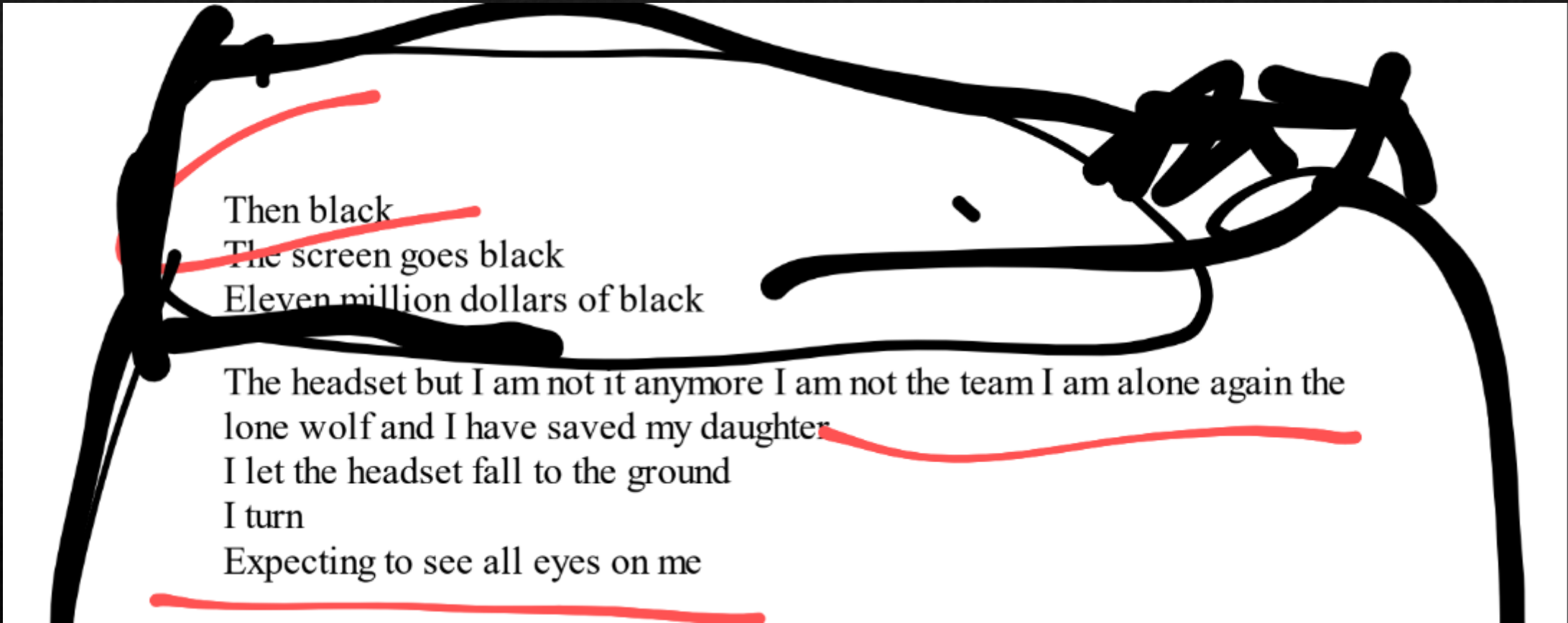
An air-conditioned trailer that seals me off completely from all sky all blue

Fuck




He showers
I don't bother
I'm already dressed

We don't talk at breakfast
I take his hand
I squeeze it
He has to know
It's him
Him and Sam
They are my true corn



Then black
The screen goes black
Eleven million dollars of black

The headset but I am not it anymore I am not the team I am alone again the
lone wolf and I have saved my daughter
I let the headset fall to the ground
I turn
Expecting to see all eyes on me



Sam please Sam Sam Sam

He hears me he does the Prophet he grabs her and he pulls her to him
covers her eyes with his embrace shields her tiny body as best he can
cradles her in his arms so tight so tight so tight

Thank you

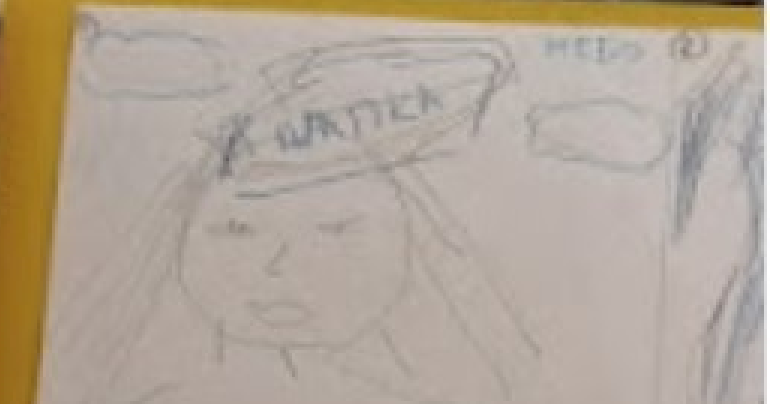
Thank you

Shukran

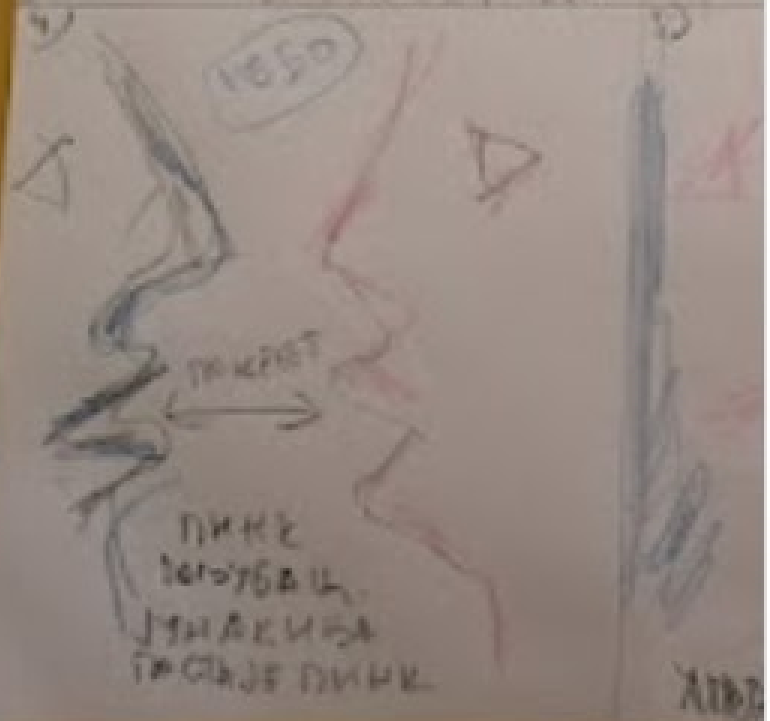
Shukran



~~The team cheers as my daughter dies~~



ТРИПЕТ, КОДЕ НИМЕ У УНИОДНИ
СА ШАЊОМ ИСА. ПЕКАЗУ У
САБЫ БИТ СНАУЕТУ - ПЕКА О
ПЕКОТ) ОУДЕ РЕ ПЕКОЗАНУ
ЛЕТО АН ДА, ПЕКО

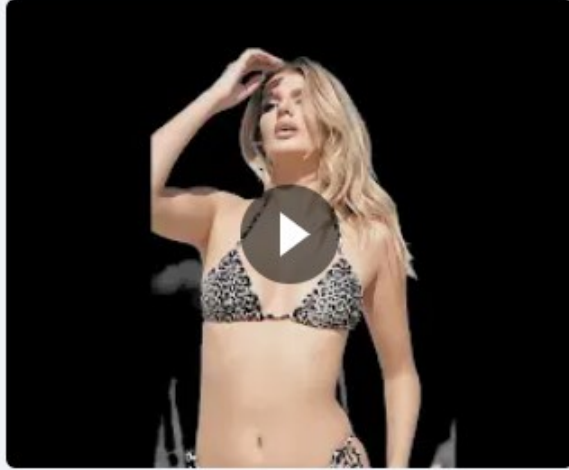


ПИКЕ
ПЕКОЗАН
ПЕКАУСА
ПЕКОЗЕ ПИКЕ

blue.mkv



colorful.mkv



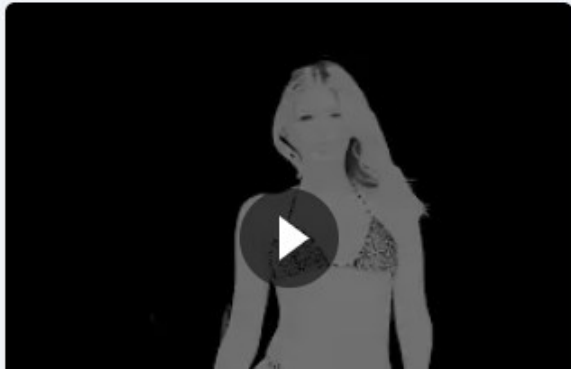
grey.mkv



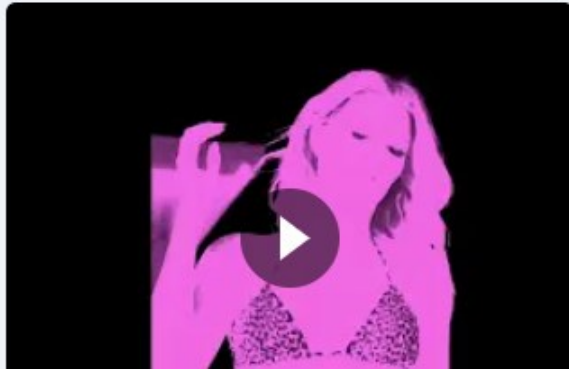
gry-core pink.mkv



light grey.mkv



light pink.mkv



pink.mkv



THE DAY THE INTERNET DIED

(ONE-ACT VERSION)



A COMEDY BY
**IAN MCWETHY
& JASON PIZZARELLO**

"The Day the Internet Died" by Ian McWethy and Jason Pizzarello

In a small town where the internet goes down for a week, leading to chaos. The setting allows for fun and dynamic staging that can depict different aspects of daily life disrupted by the internet's absence.

On a sunny day in the town of Bloomington, a devastating occurrence happens. No, it's not famine, or floods, or loss of your basic rights. The internet has gone down! And it will continue to be down! For a week! A whole week! Pandemonium! In a world that is so dependent on the internet for shopping, mailing, and posting pictures of cute babies, how will society function? Not well as it turns out. *The Day the Internet Died* hilariously explores how inept we are at dating, research, and basic human interactions when we don't have a screen to look at.



Pic 1.jpg



Pic 2.jpg



Pic 3.jpg



Pic 4.jpg





Pic 5.jpg



Pic 6.jpg



Pic 7.jpg



Pic 8.jpg



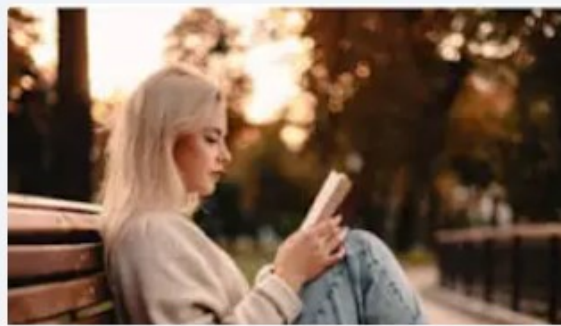
Pic 9.jpg



Pic 10.jpg



Pic 11.jpg



Pic 12.jpg



Files



pg_1.jpg



A wide shot of Jett sitting and Flora arriving



A medium shot of Jett and Flora talking



pg_2.jpg



close up on Flora (using a phone)



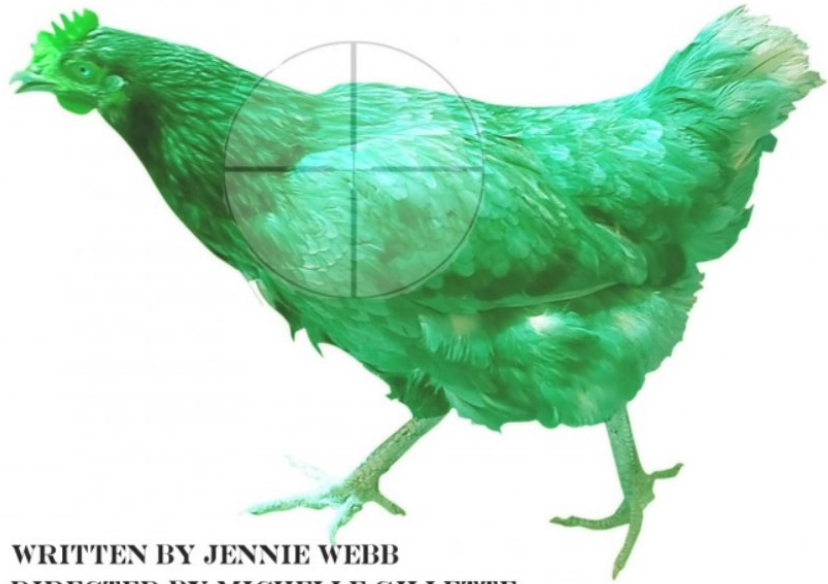
A close up on a picture point out of Flora



The Day The Internet Died.

The establishment of the set and the characters (JENNY and NINA)	A wide shot that has a simple tracking. Transition to a medium shot of the girls.
When the girls start to talk	Transition from medium shot to over the shoulders. Interchange the individual over the shoulders as the conversation grows.
When NINA starts mimicking the phone	A tight or close up shot on Nina A single shot of Jenny looking at her friend.
When NINA pulls out pictures	A <u>cut away</u> shot or close up on the pictures
When the girls start fighting	A medium shot and zoom out to a wide shot.
When they settle	A <u>medium</u> shot that zooms out at the end of the scene.

CHICKEN SHOOT



WRITTEN BY JENNIE WEBB
DIRECTED BY MICHELLE GILLETTE

"Chicken Shoot" by Jennie Webb

This is a dark comedy where two half-sisters visit an abandoned aerospace compound. It reveals absurd government secrets, setting up a unique environment for scenographic creativity. The story's tone and unusual setting provide a good opportunity for visual exploration and imaginative stage design.

PRE-PRODUCTION

PRODUCTION

POST-PRODUCTION

STORY

STORYBOARD

CHARACTER DESIGN

HIGH DINAMICS RANGE PHOTOS

REFERENCE PHOTOS

MODELLING

PRE VIS

ANIMATIC

MOTION CAPTURE

AUDIO MIX

TEXTURING

LOOK DEVELOPMENT

RIGGING

ANIMACIJA

MOCAP CLEANNING

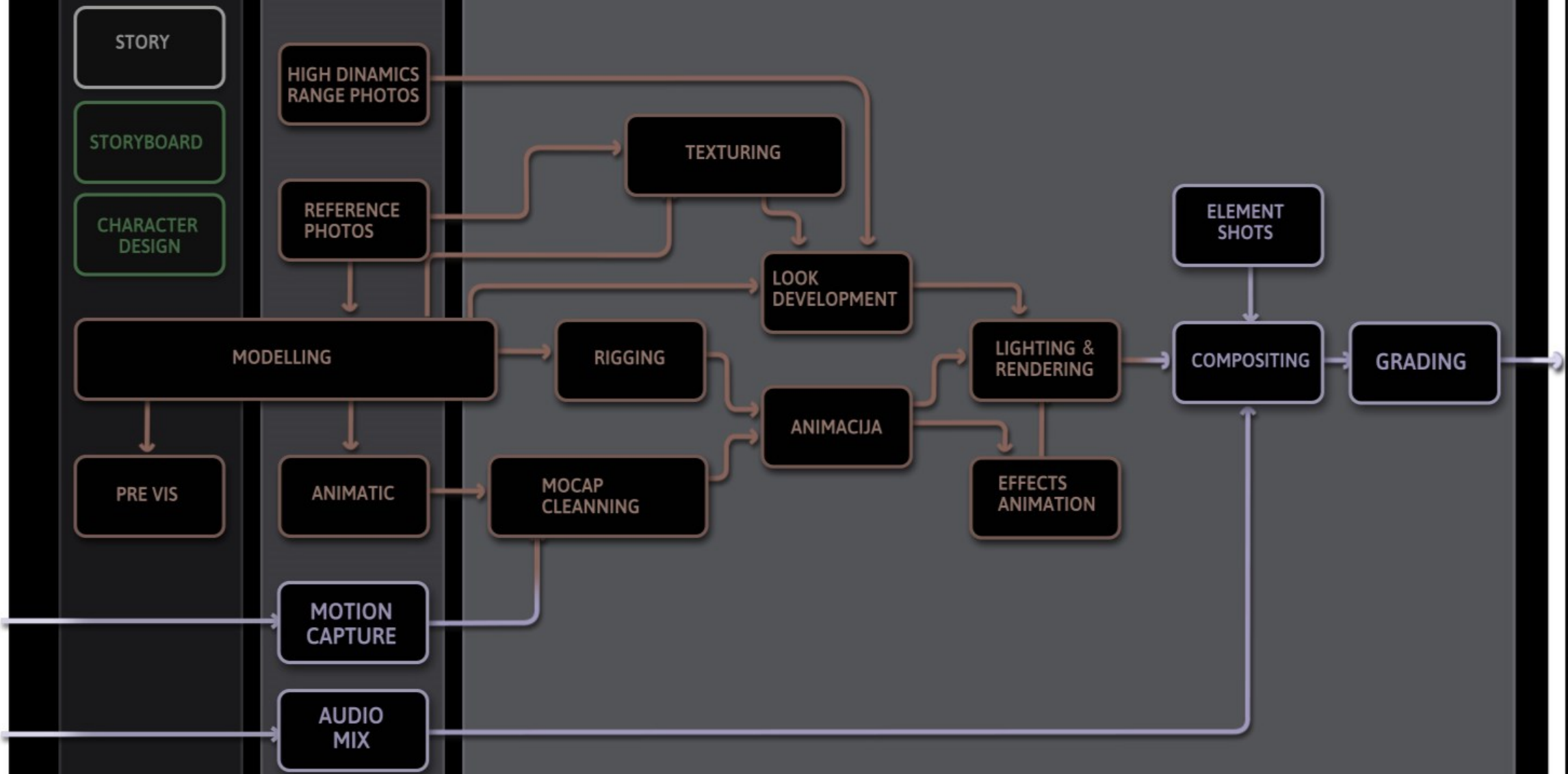
LIGHTING & RENDERING

EFFECTS ANIMATION

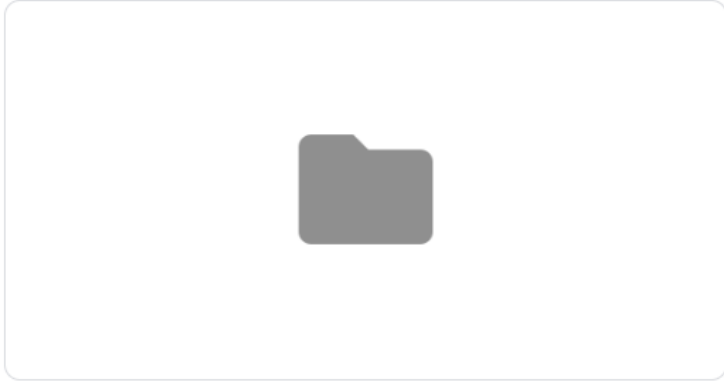
ELEMENT SHOTS

COMPOSITING

GRADING



Video Art Design ☆



🕒 Last edited 15 hours ago

Folders

↑ Name ▾ ⋮

- 1 Recorded, referen... ⋮
- 2 Skatch, Story Board ⋮
- 3 Video, Preproduct... ⋮
- 4 Brief description ⋮
- 5 Final Video in Pro... ⋮

Folders

↑ Name ▾ ⋮

- 1_NEWS ⋮
- 2_Skulls ⋮
- 3_Recycle ⋮
- 4_Buddha ⋮

Files

- AI generation image... ⋮
- DANCE.MOV ⋮
- Location.png ⋮
- Text_Shakespeare, ... ⋮

Shakespeare, King Lear, Act 3, Scene 2

Source
<https://www.folger.edu/education/shakespeare-act3-scene2/>

Original and modern text
<https://www.ck12.com/Book:Shakespeare%20-%20The%20Complete%20Works%20of%20William%20Shakespeare%20-%20The%20Folger%20Shakespeare%20Library/Book:Shakespeare%20-%20The%20Folger%20Shakespeare%20Library/Chapter:Act%203%20Scene%202>

Revised translation
<https://www.ck12.com/Book:Shakespeare%20-%20The%20Complete%20Works%20of%20William%20Shakespeare%20-%20The%20Folger%20Shakespeare%20Library/Book:Shakespeare%20-%20The%20Folger%20Shakespeare%20Library/Chapter:Act%203%20Scene%202>

Act 3, scene 2

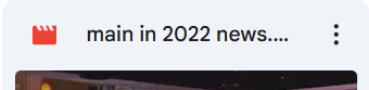
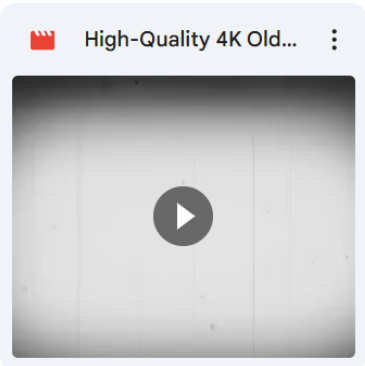
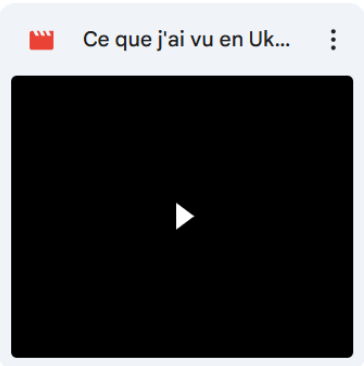
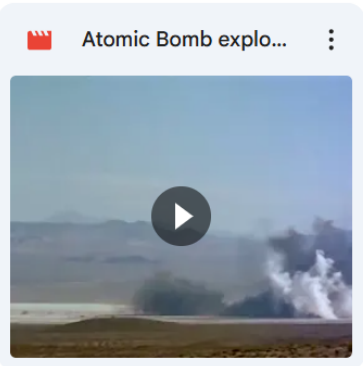
Scene 2

Synopsis:

Lear rages against the elements while the Fool begs him to return to his daughters for shelter; when Kent finds them, he leads them toward a hovel.

Music

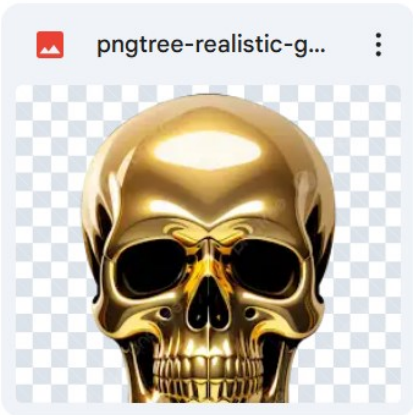
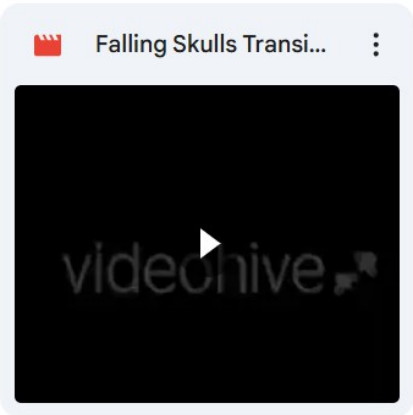
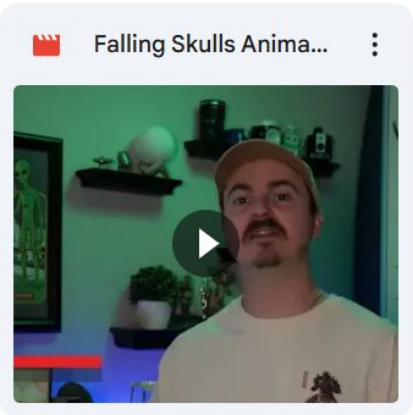
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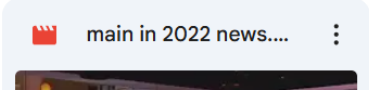
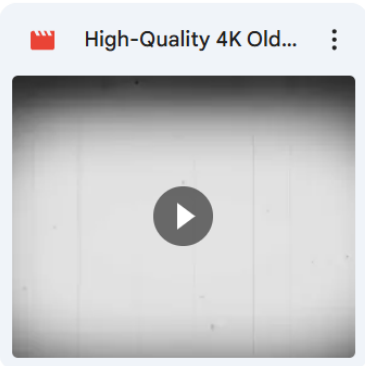
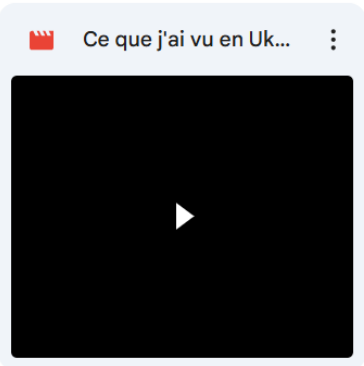
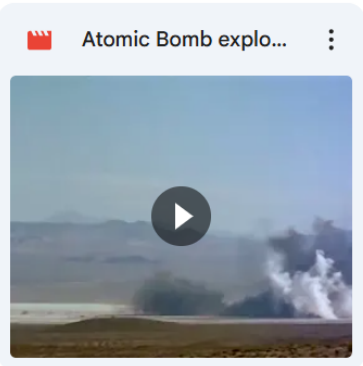
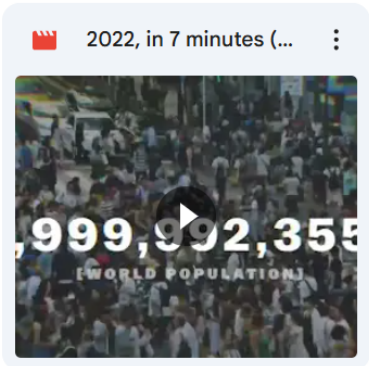
SFX

Files



Music

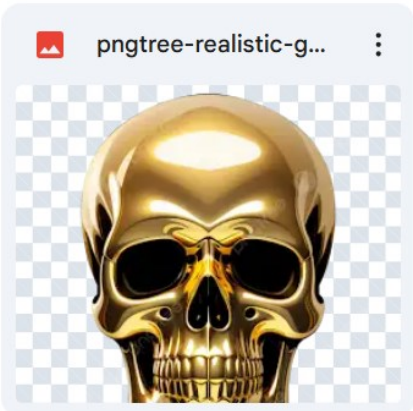
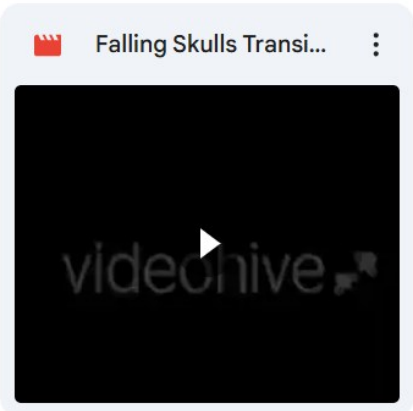
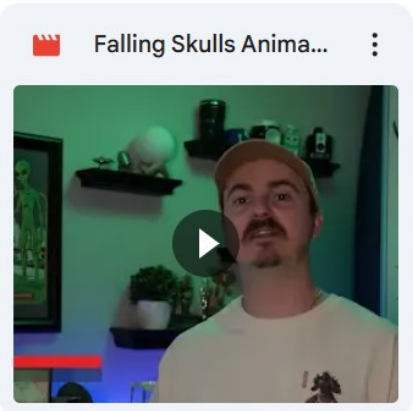
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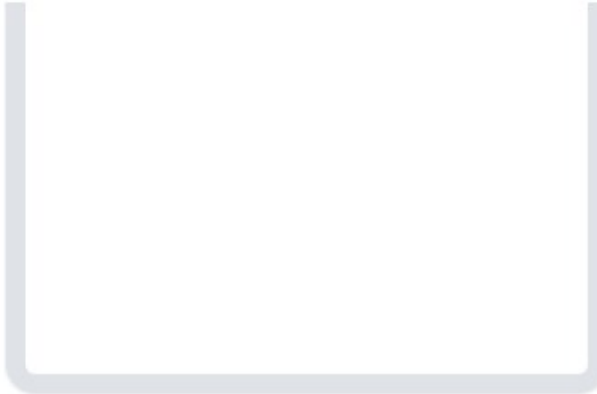


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SFX

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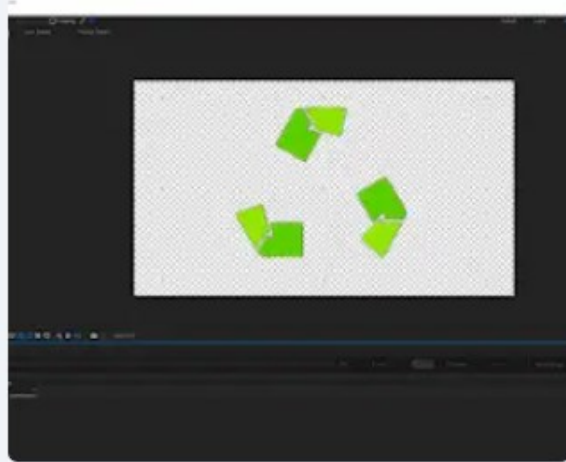


Recycle Symbol.aep

Screenshot_AE_Rec...

Screenshot_Buddh...

Screenshot_PR_NE...





Video Art Design

Jelena Rubil

