

MELODY MATRIX

matthew harrison

homon

AGENDA

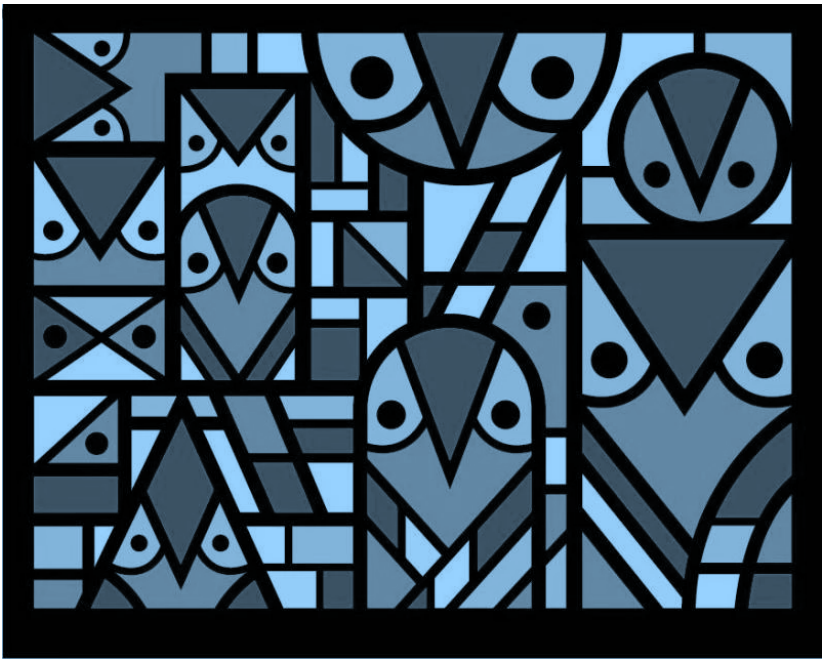
- 01) abstract
- 02) cinematic approach
- 03) planning
- 04) method
- 05) influences
- 06) assets/aesthetics
- 07) possible issues



ABSTRACT

utilize different assets like typography, comics, magazine pages, and clips of science fiction machines like computers, spaceships, etc. from media. I want to combine these assets with a unique visual demonstration that is experimental and abstract

electronic music would be used in documenting the rhythms and sounds through pseudo-transcendent beats juxtaposed with images and effects. This would help highlight the different science-fiction elements that feel chaotic yet mellow. I am aiming for a y2k/techno style from the late 90s & early 00s



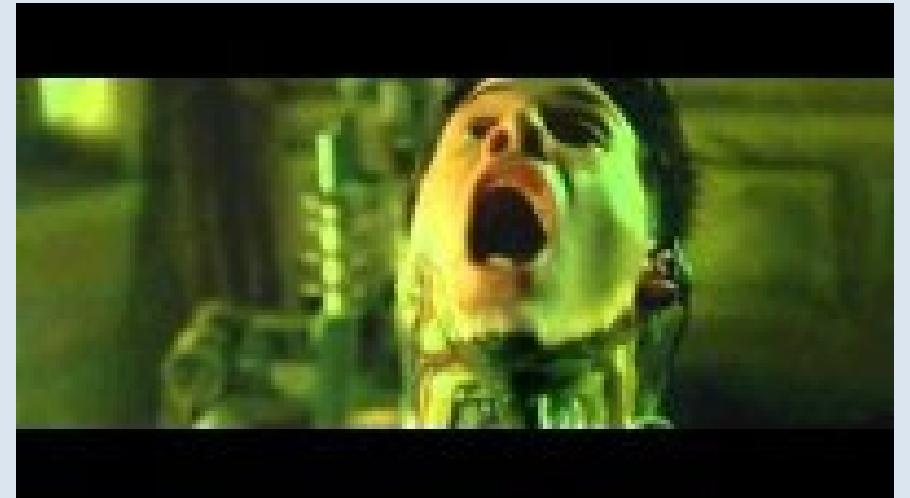
ELEMENTS



CINEMATIC APPROACH

abstract, experimental, science-fiction, expressionistic

- emphasis on color, typography, and science-fiction/techno/modern elements
- diverse rotation of effects, media footage, and use of layering for a comic book look. framing mechanical and contemporary design
- no dialogue, electronic background song, soft mechanical sound effects that reflect tone set





PLANNING

techniques

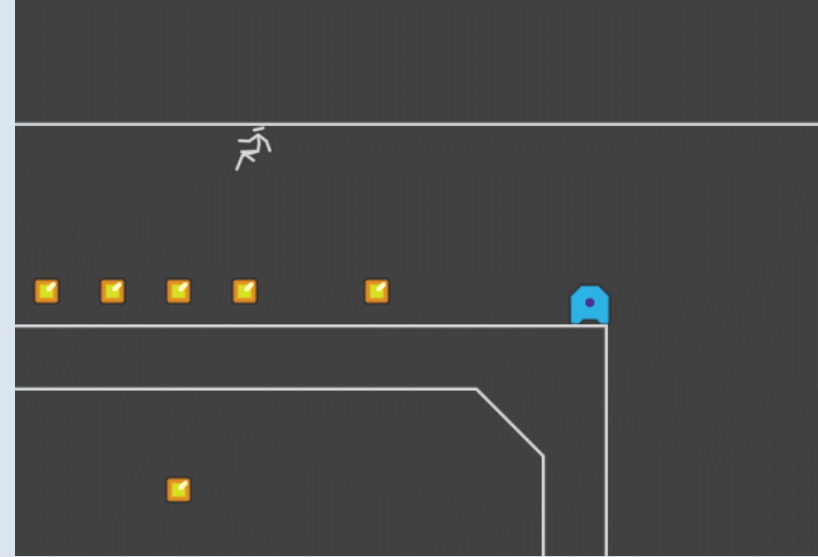
- compile as many media assets
- utilize typography fonts from buro deconstruct's website: utilize different phrases
- maximize transitions, occasional zooms & fast intercuts

effects

- echo motion trail
- grid layering and layout
- halftone for comic look
- glitch
- landscape terrain
- groovy outline
- liquid fractal motion



04 METHOD



mood

- music instrumentation is pivotal for emotion through listening and corresponding visuals
- hyper-complex editing of visuals
- at times relaxing yet anxious

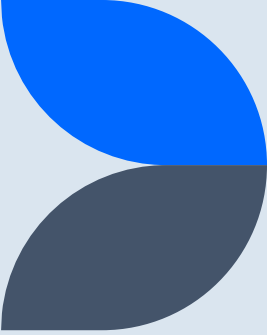
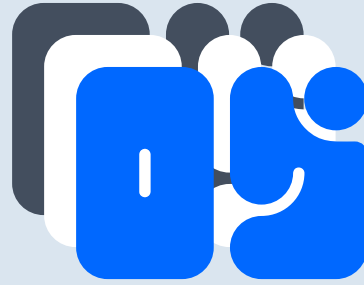
other elements

- shapes used in inserts
- magazine/comic pages as if flipping through
- usage of soft colors like blues, grays, and whites
- film shots manipulated through layering

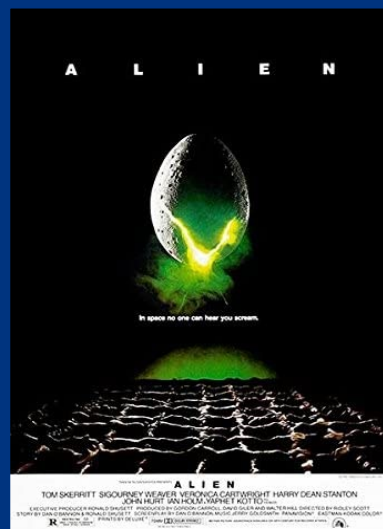


*opening title from qaqper noe' s *enter the void* (2009)

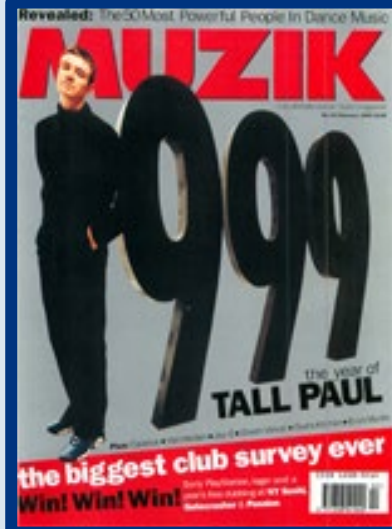
INFLUENCES



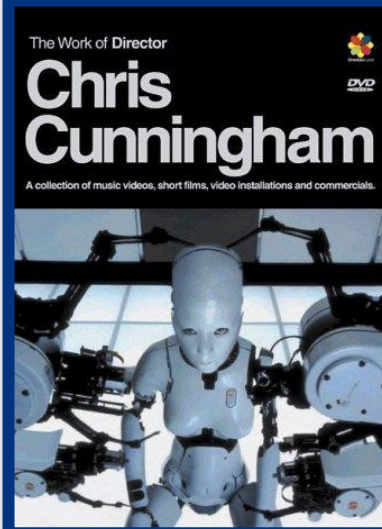
ridley
scott's alien



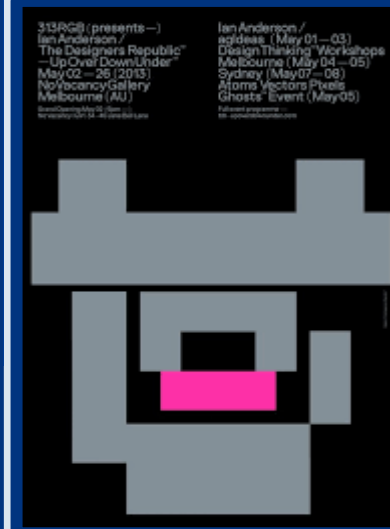
muzik
magazine



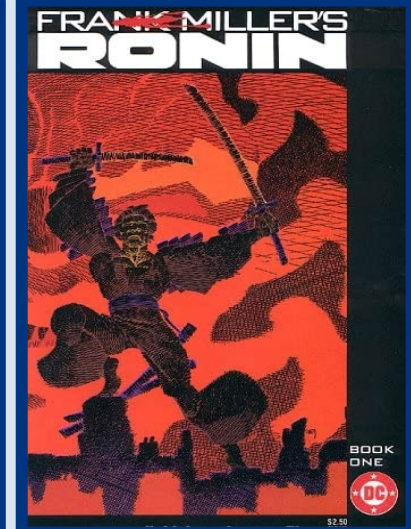
chris
cunningham



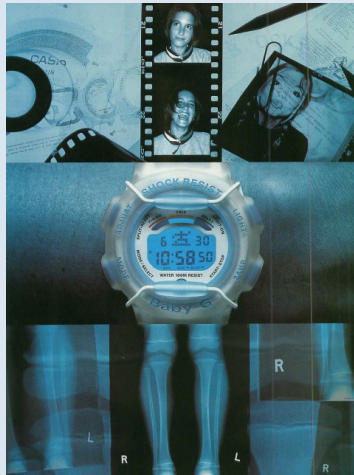
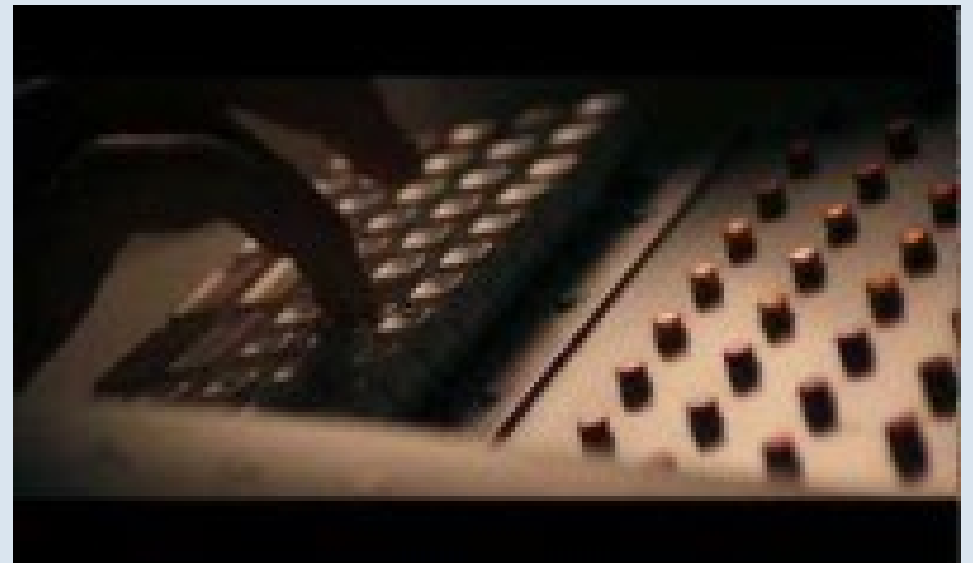
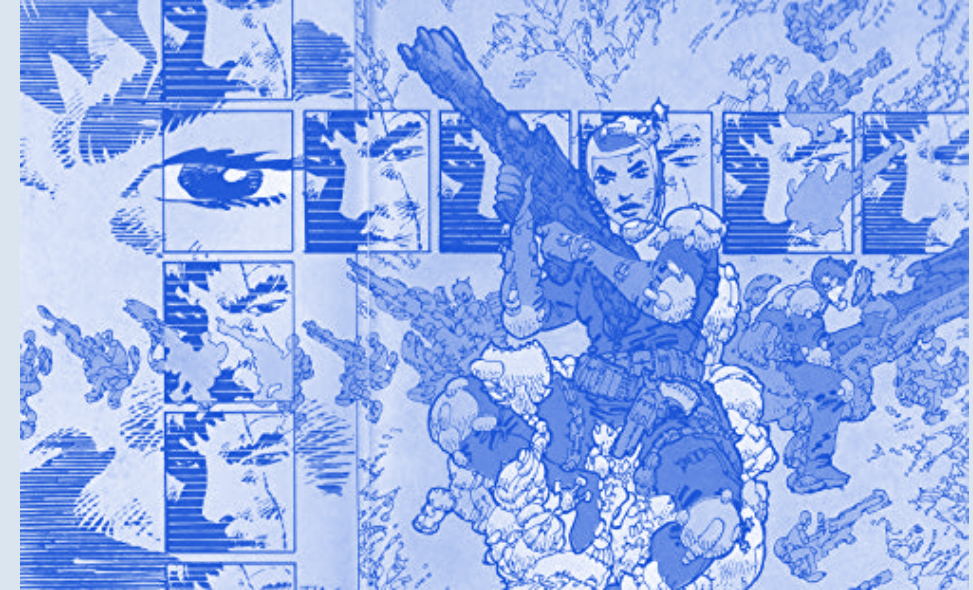
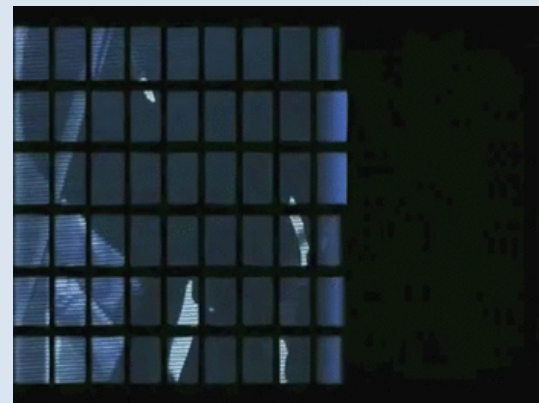
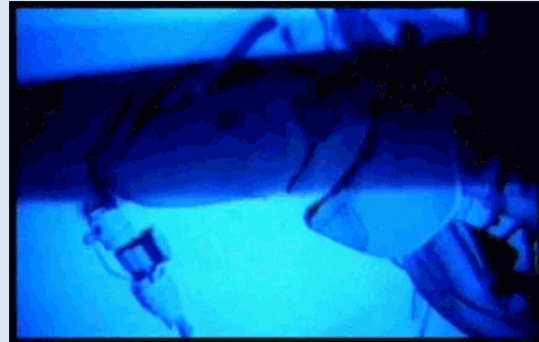
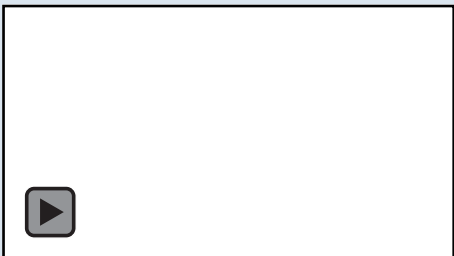
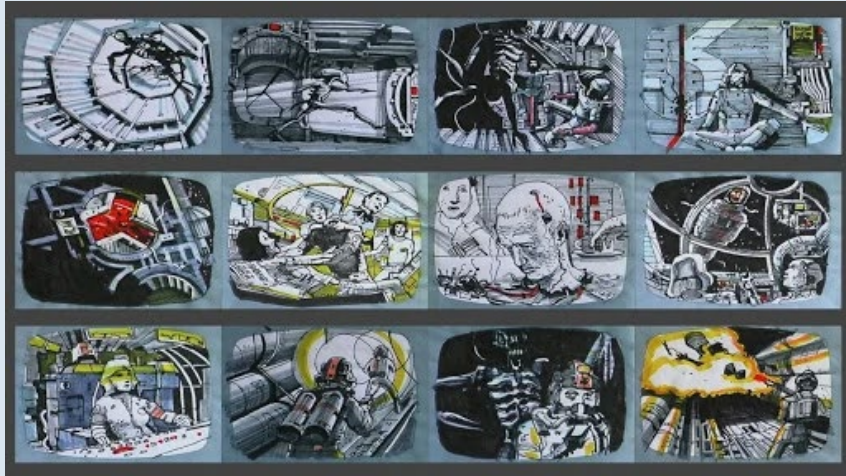
designers
republic



frank
miller's ronin



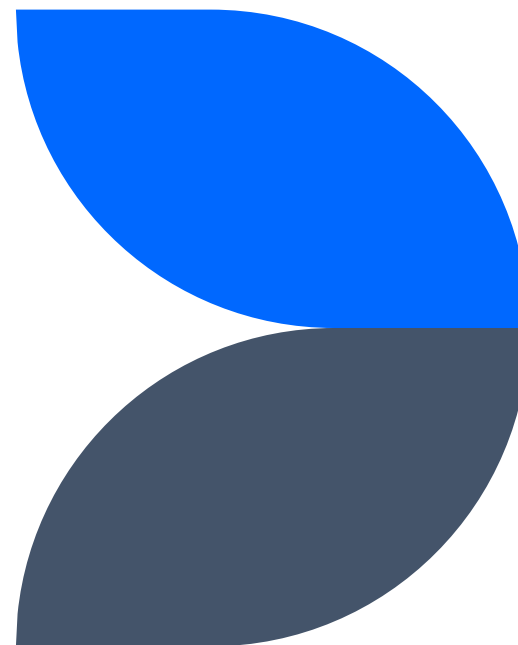
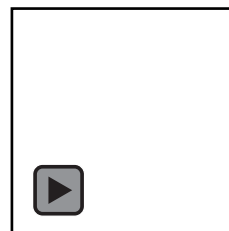
ASSETS/ AESTHETICS



TRUST



helix shatterproof - qeocom



POSSIBLE ISSUES



- ☐ *poor time management*
- ☐ *too ambitious*
- ☐ *overthinking about the project*
- ☐ *being able to know what i cannot do*

need to stick to my set plan!

solution: try to consult with prof. **studdy** during office hours if i do not have work. set up consistent correspondence regarding questions, obstacles i run into, or if i cannot make a session.



THANK YOU!

questions?

REFERENCES/SOURCES

buro destruct – typefont: <http://www.typedifferent.com/>

muzik magazine archive: <http://www.muzikmagazine.co.uk/>

the designers republic: <http://www.thedesignersrepublic.com/>

zing magazine: <http://zingmagazine.com/>

frank 151: <http://iobouu.com/frank151>