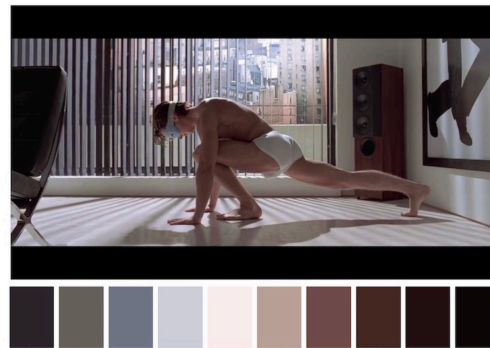


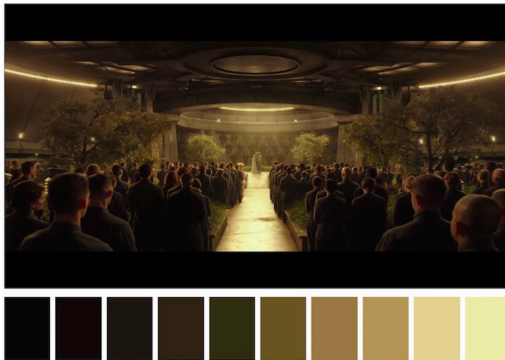
1. Aladdin (1992)



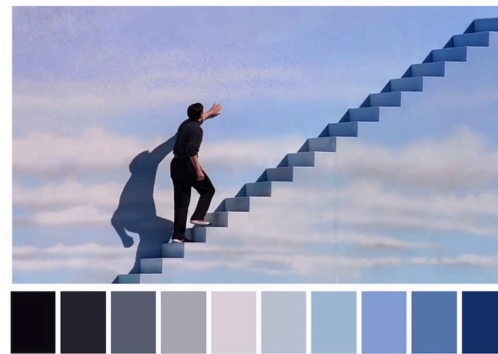
4. American Psycho (2000)



39. The Hunger Games: Mockingjay – Part 2 (2015)



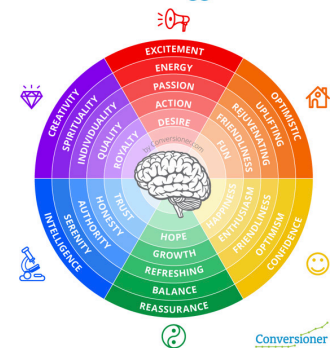
47. The Truman Show (1998)

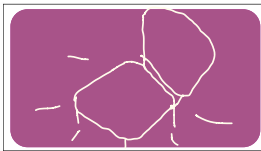
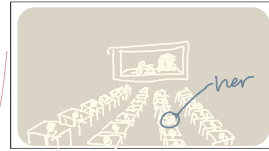


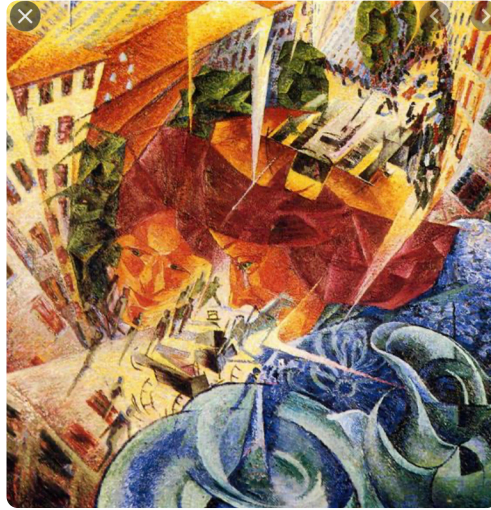
The ten parts of the story

- 1.) Sitting in Meadow
- 2.) Building bad shelter and eating bad
- 3.) Class is all writing and one girl's head is popped up watching the screen
- 4.) Night time comes and she's sneaking around and is stealing the program/ SPLIT/Running to her own lab
- 5.) Giving the starving computer program food and water and shelter (this scene is in the meadow)
- 6.) Pounding on her door
- 7.) Door bursts open with officials as she puts on a metal helmet with wires
- 8.) She disappears
- 9.) Together in the meadow
- 10.) Under a rug is a vault labeled "corrupted AI: CLASSIFIED"

The Emotional Triggers of Colors

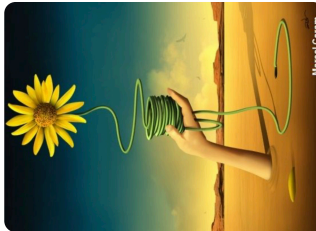






FUTURISM E+P

- Saturation
- low contrast/ contrast creates w/ color + not necessarily shading
- although the shading gives a lot of flat surfaces a rounded feel
- shape / line / MOVEMENT



Surrealism

- Saturation
- Plainer background
- normalizing weird
- too perfect
- I want to say "smooth"
- Color contrast w/ background
- heavy use of blue

Pinterest @rayne4dox

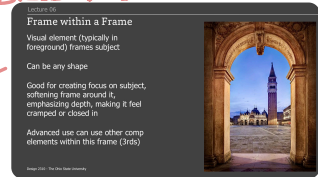
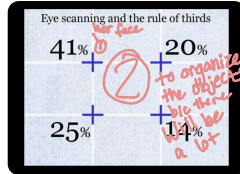
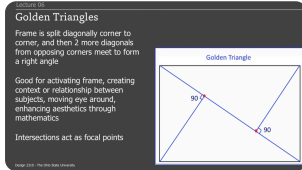


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Moods

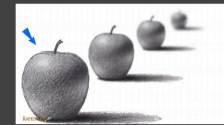
1. serene
2. frustrated
3. emotionless + sterile except for girl
4. brave/scared robin has moment
5. grace / lonely 1 sized love
6. aggression + scared
7. peaceful sacrifice among chaos
8. empty / confusion
9. love + beauty
10. repetition + disappointment



Focal Effects

Blurring/Tilt Shift: Blurs out details closer and/or further away than subject of focus

Can achieve by smearing/blurring drawn detail that is closer or further than focal point



- ①. Medium long shot
 - golden ratio
 - rule of thirds on her face

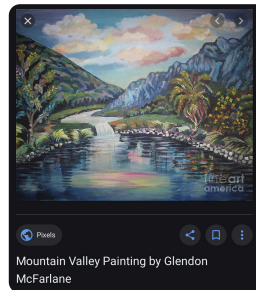
- ②. rule of thirds
 - long shot

- ③. symmetry
 - rule of thirds

- ④. Cantel
 - golden triangle

- ⑤. Over the shoulder

- ⑥. pounding on door
 - low angle
 - sym



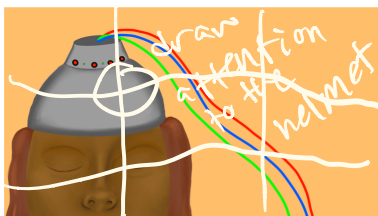
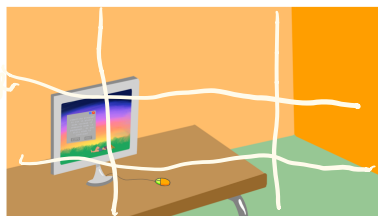
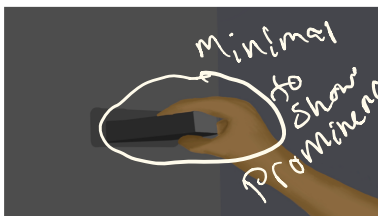
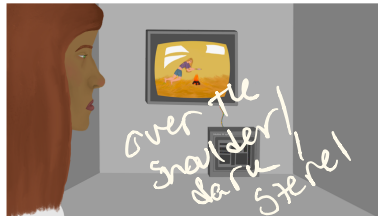
⑦ - over the shoulder
· motion blur

⑧ empty chair
· centered
· empty feeling

⑨ golden triangle / perfect

⑩ symmetry / sterile

final DECISIONS



I kept "Smoothness" ~~is~~ an aspect in the sky, skin, clothes, and shading to keep with surrealism. the computer scenes felt more vivid and bright to stay in-touch with futurism. I decided to cut out the scenes with the government to distance from the dystopian feel.