

Synesthesia

PROJECT NEWSLETTER

WEEK 12

November 15, 2013



SHORTLY BEFORE THE END

THIS WEEK

With only 2 weeks to go before soft openings, week 12 was spent in full-force production mode. The visual assets have been divided up amongst the team members with Mat taking the majority of the scenes to produce as stylized animated drawings. Katie will be preparing the found-foot-

age and filmed portions and Allison will be creating the block imagery that plays between scenes. With our limited time frame we've decided to produce as many scenes as possible in chronological order before softs so that we will have a fairly well populated clock face to demonstrate with.



An issue that was addressed this week was the question of matching the sound design to the historical period shown in each clip. We ultimately decided to stick with the all OK-Go soundscape we'd originally chosen so that sound and art style are unifying factors throughout, placing the emphasis more on the content of each scene. By creating a very stylized, consistent piece we hope to more effectively highlight our message that some things stay the same in the face of changing time.

At the end of week 12 we have a selection of completed scenes, clock faces and videos that we've been able to test with. We've also been able to accurately track the angle of the hands on the prototype clock face to detect what time it is, and everything seems to be on track to have a working installation to show by softs.

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