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ENT 4501

Progress Report #1

So far, things feel great! We, Violet Throw, Esme Grail, and I were able to have a first all together meeting this week because Esme was in Germany till now. With her back, I was able to talk about my ideas for the music video to see if either Violet or Esme had any feedback or rejections now and there were none. We were going to go ahead with the idea of a “mysterious entity” roaming around the city lonely and alienated. This entity would be spotted from a distance and in places where there aren’t very many people, like a ghost or a dream passing by. However as the entity explores the somewhat decay of New York City, it proceeds to move further and further out of the city until it reaches the nature found just north of us. The idea of going upstate to Chester and Warwick was because Violet Throw had grown up there and I wanted to connect the ideas of the video to them so it feels a little more personal.

With these ideas in mind, I talked with Esme to discuss the mask that would be made so the entity truly does feel mysterious. I mentioned how plenty of filming would be at a distance, so we’d need a mask that is quite large with a silhouette that is easy to read from afar. We also talked about how we should probably make it with papier-mâché and about possible costs. She did not think it would cost too much, but it will take some time to finish.

With that knowledge we set up deadlines, where Esme had to finish the mask by October 20th and Violet said they would be finishing the music during the first week of October. Since, there wouldn’t really be any available time to film until Esme finishes the mask, I’ve been practicing After Effects because I am worried about how the final video might turn out with a camera that might not be the best filming in low light. I was thinking that creating a filter to replicate VHS tapes or even film grain could help smooth over any visible seams. However when bringing this up with Violet, they were very much against the idea of replicating analog effects through digital.

Another thing I was toying with was trying to create purposeful digital artifacting. I felt this could tie into the ideas that Violet had about their music and its relationship with the 90s. I felt the idea of digital artifacting would work hand in hand with this as digital media from then was not always kept in the best shape and that it could also tie into the idea of urban decay as well. My experiments trying to work with purposeful digital artifacting, never turned out well. It had me journeying into archived pages of a web forum called glitchet and attempting to use a free program called Avidemux, which could

not run on Windows 11, so I learned how to run Windows XP in a virtual machine, just to run Avidemux which still would not give me any results I wanted. However, there were also modern methods to creating glitchy video but these never felt like they gave me much precision. I also learned most people today just use After Effects plugins to achieve these effects, but they were all paid and I was not going to pay for something I wasn't even sure I would be using in the final product.

My plans for now are to continue brushing up on After Effects and create a more in depth storyboard than what I had already drawn. The drawings in my notebook were really just to help convey the concept to Esme and Violet and they succeeded in that. I will also be listening to the in progress songs Violet has already worked on so I can somewhat get an idea about which track we will be using. We've also planned some location scouting days, including one in Warwick and Chester because only Violet has ever been there. I'm hoping to find some sort of beautiful field, (maybe even with something like wheat or corn?) but I'm also worried about this since winter will be here in no time.