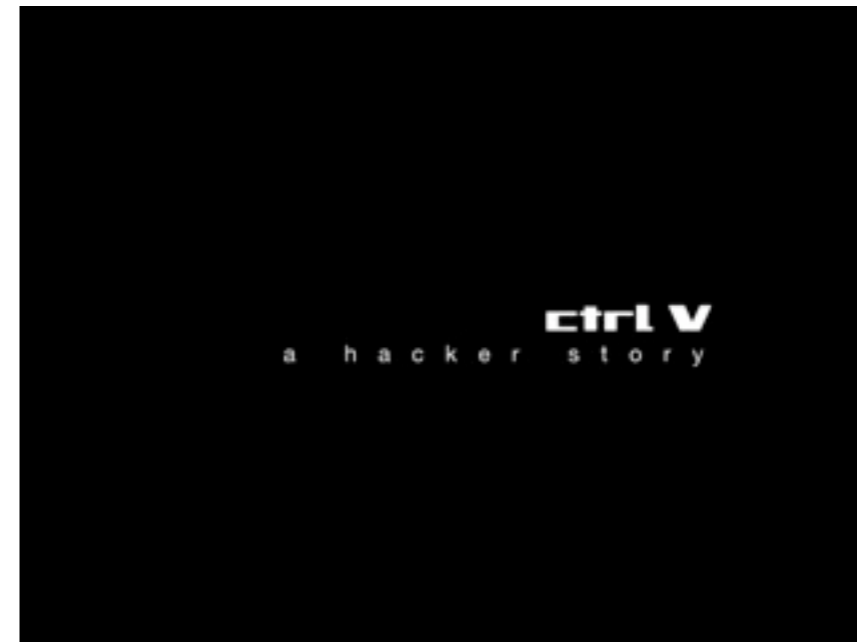


**Pixels want to talk**

**Pixels want to talk**

**CTRL-V a hacker story**



## Pixels want to talk

### Why?

- \* moving away from pure abstract "feel" visuals
- \* how close you can get to cinema before it loses the term "vj"
- \* case of point that visuals are related to comic books



**Pixels want to talk**

## **Point of my importance**

1. visuals should not distract the club atmosphere
2. no attachment to a fixed music
3. the viewer can step out and in and still follow



## **Pixels want to talk**

### **Linear vs. Nonlinear**

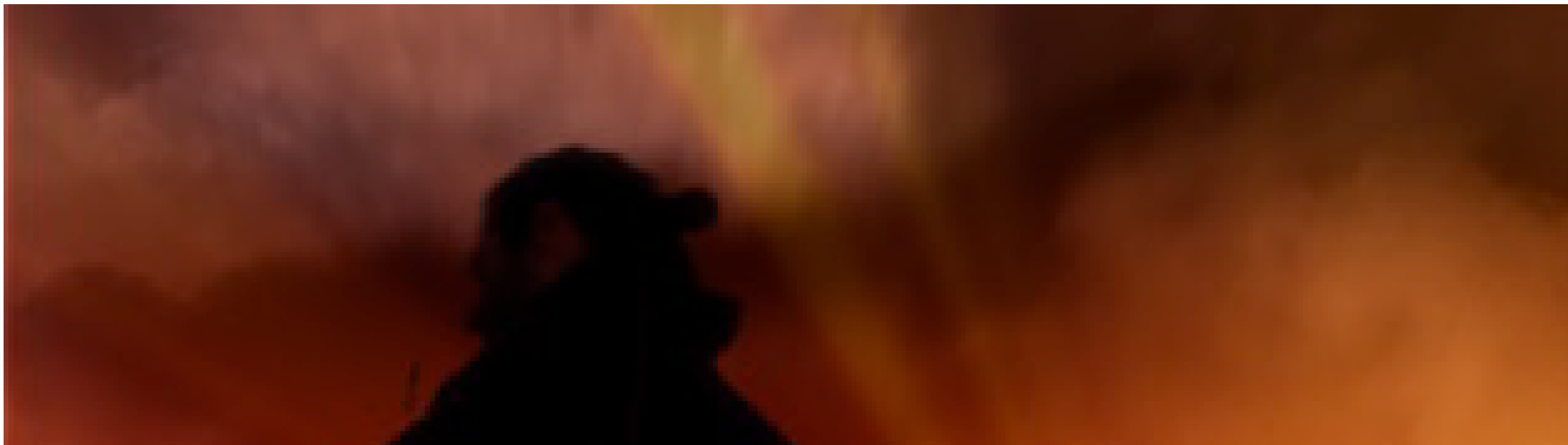
- \* meta story (the overall storyline) - linear
- \* patching of the loops as they fit to the tunes in the night - nonlinear
- \* loop based narrative linear but can also be cut up and sometimes gets a different meaning
- \* stories that evolve out of the original one through collaboration or different music interpretation - nonlinear



## **Pixels want to talk**

### **What is comparable**

- \* Silent movies
- \* Comic books (and there cinematic counterparts)
- \* Interactive Gameplay
- \* Experimental Filmmaking



## **Pixels want to talk**

### **The Test**

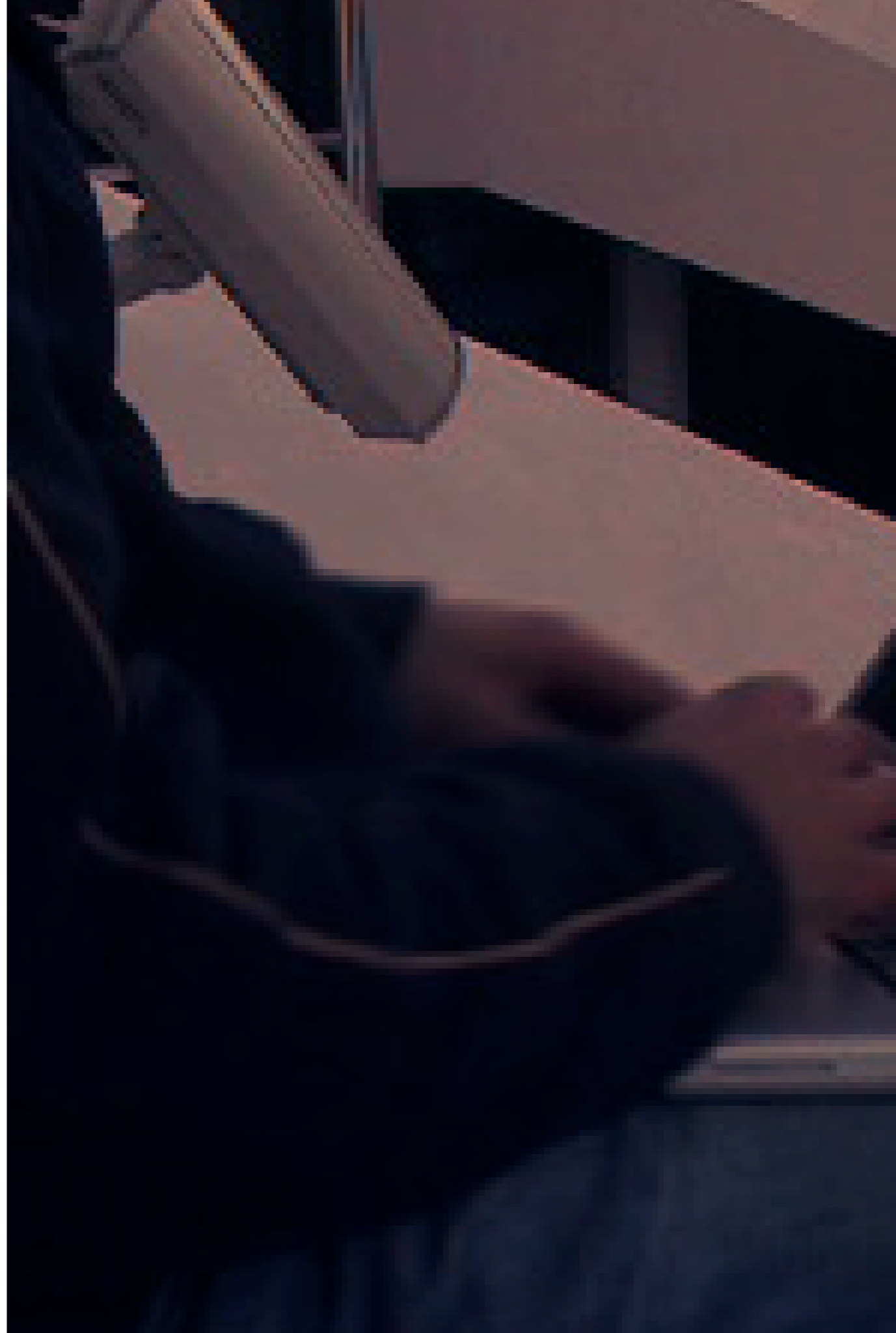
- short overview of the story
- simple noncomplex single character story for test
- evolution of the story throughout multiple projections
- the narrative power typography
- the visual beat



## **Pixels want to talk**

### **Lessons learned**

- The comic effect does indeed work with visuals giving narrative visuals an edge over traditional media as it invokes the imagination of the viewer (in between the loops)
- set to descriptive. it can be even more abstract
- it does work in club settings and the crowd gets the feeling that there is something going on
  - some even followed (while dancing)
- the loops have to be more narrative in themselves. Possible better with multicharacter stories





## Pixels want to talk

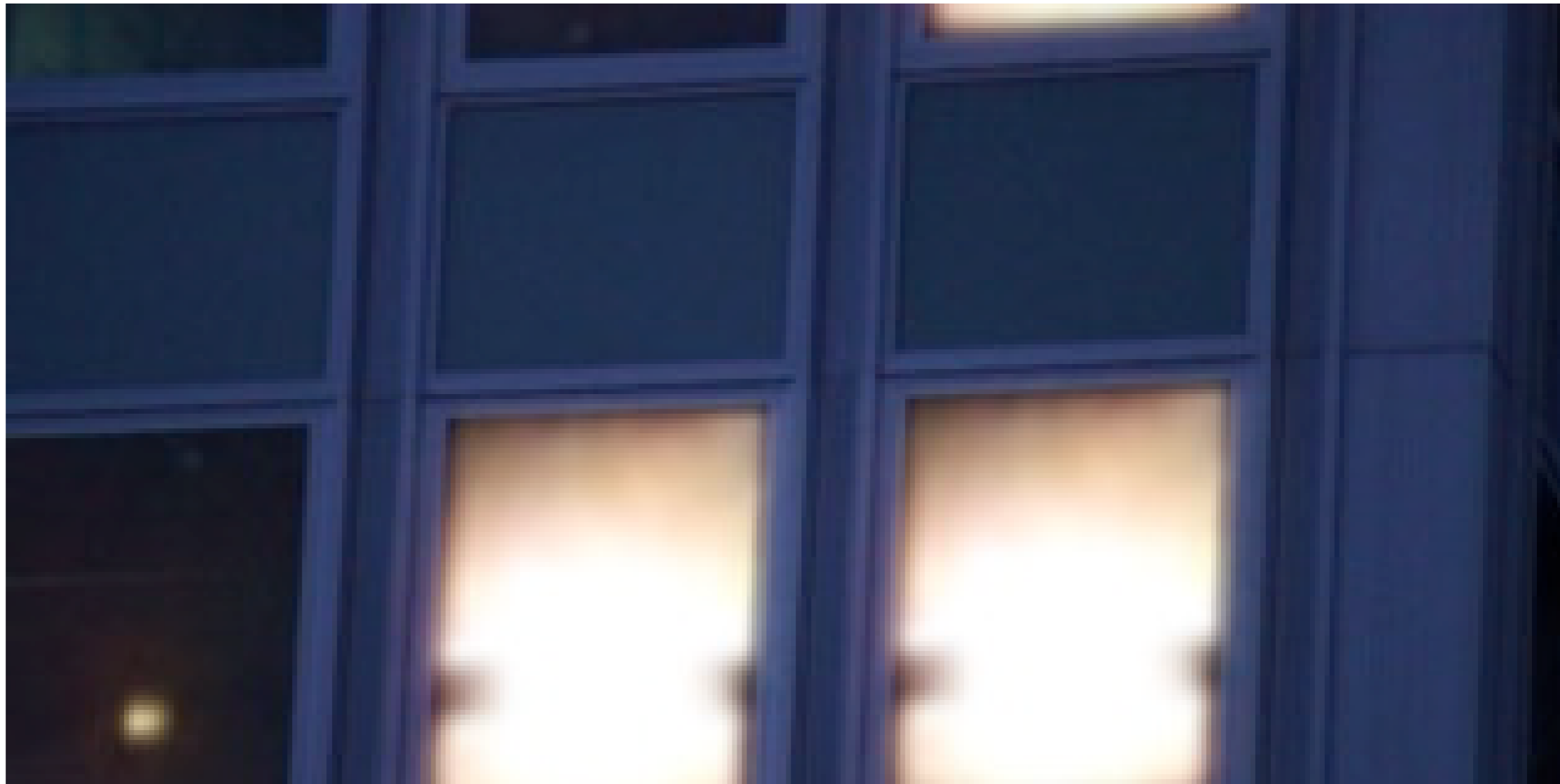
### The Future:

- more complex story with multiple characters
- get funding for shooting with higher quality
- more thought out typographic concept - not only "typo plates"
- longer set - more loops - more freedom



**Pixels want to talk**

**Questions?**



**Pixels want to talk**

**Thank you**

