

IOL 9: STILLNESS

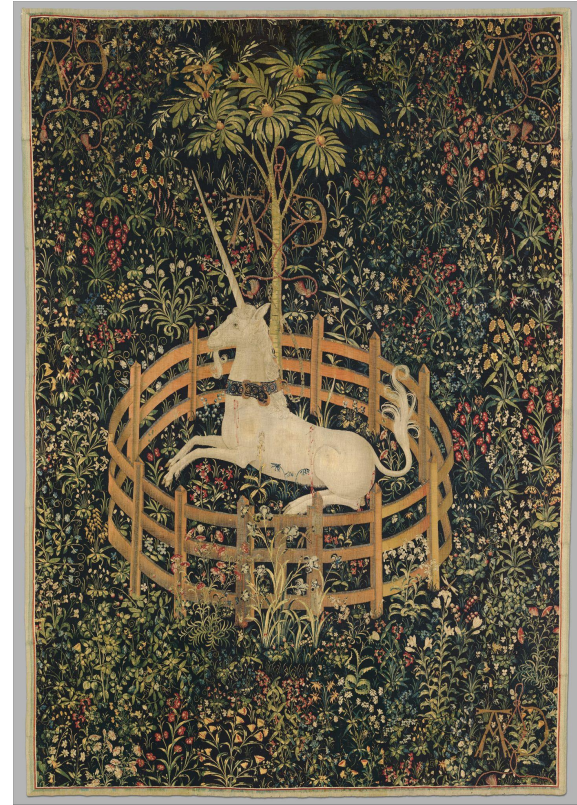
Miles Colubriale

AIM

My aim with this prompt was to rework the flower concept I originally planned to have at the beginning of this piece. I wanted more of an exploration of the tapestry world, and to balance out the first half of my piece with the second half which is longer.

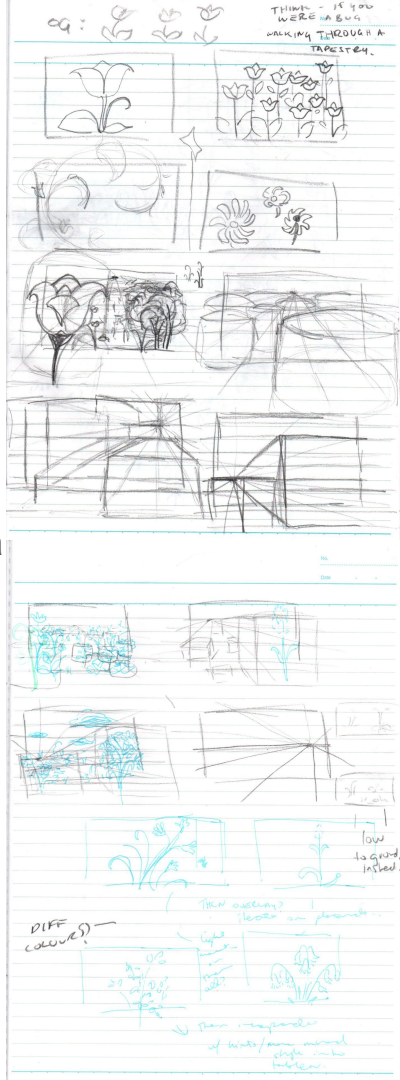
CONTEXT

My main influence for this was the *Hunt of the Unicorn Tapestry*. My goal with this exploration is to utilise the flora of the tapestry to fill out the environment of my project. This will also allow me to gain better understanding of the motifs and visual language of the tapestry so I can apply it to my project design more.



METHOD

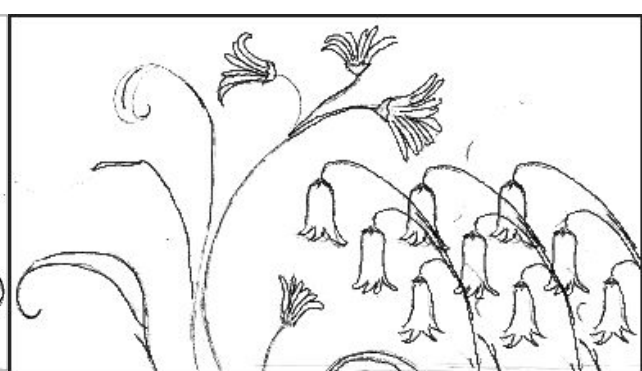
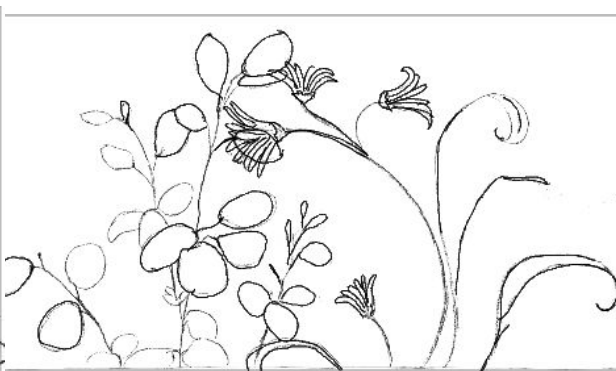
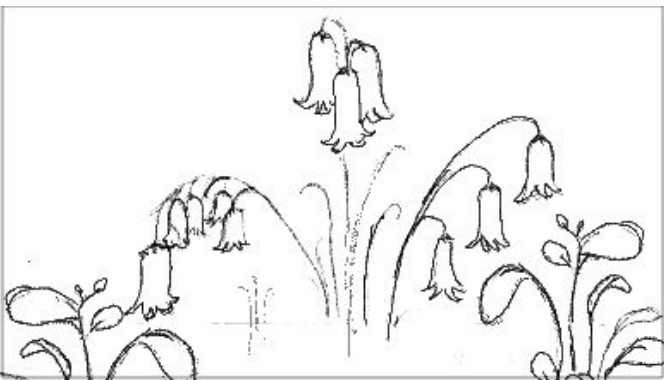
- Started this by trying out different thumbnails
- After having some trouble, I switched to developing a catalogue of the plants to be more familiar
- I then drew more thumbnails and then drew some stills
- Played around with different layouts
- Made two edits: one moving camera but still images, the other just the stills



Stills



Trying different layouts



RESULT & REFLECTION

Video Edits: <https://youtu.be/YyRGDZilPaw>

I think the artworks I made do help bring forth the visuals of the tapestry which inspired the project, and establishes the environment of those characters as apart of that world. I had trouble making a three dimensional environment, but I think the moving edit added more dimension to the space. It moves a bit fast in comparison to the rest of the first half of my piece, so it may need to be edited in at a different part of the larger project like a title sequence. I do think the edit with the stills has dimension and interesting composition, and is more about displaying environment from details and moments. Ultimately, I think the editing within the larger piece will determine how these ideas work with the dichotomies I am presenting in my piece.