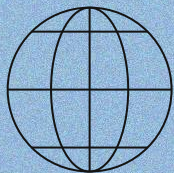
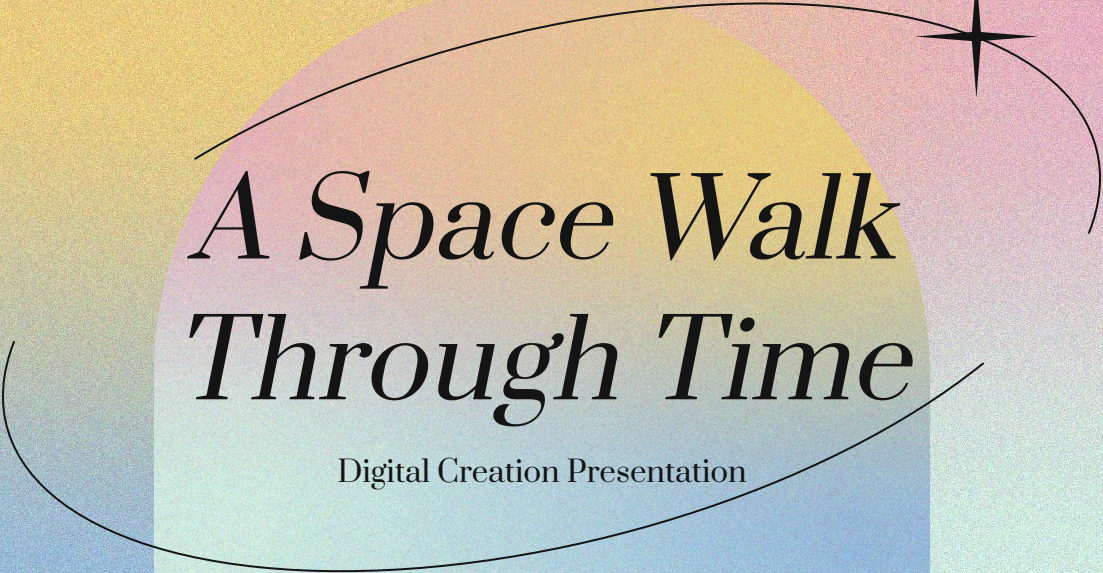
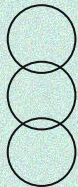


A Space Walk Through Time

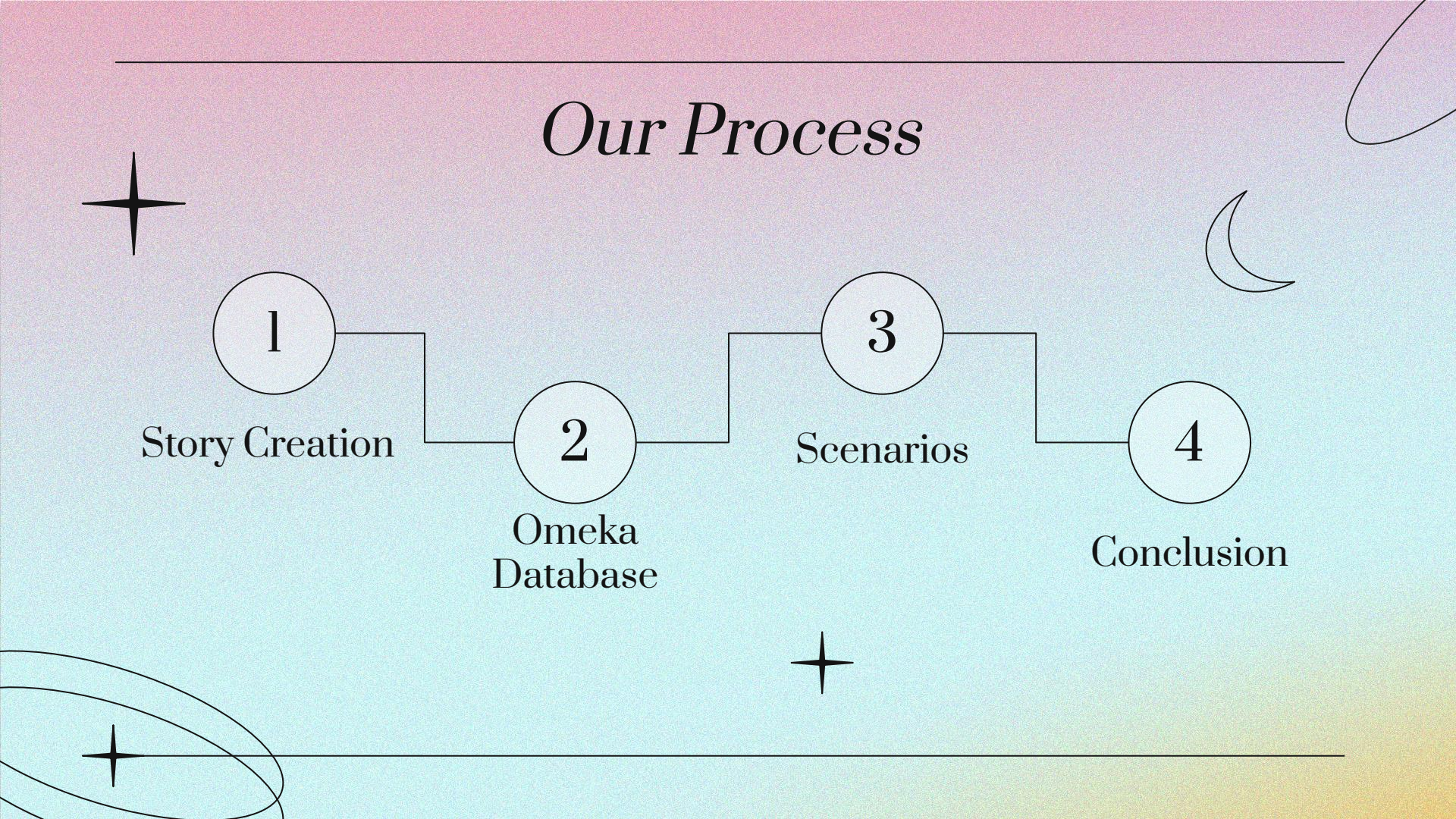
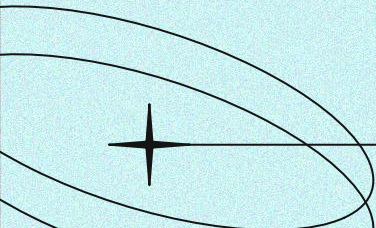
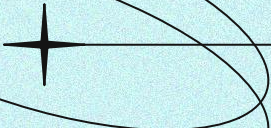
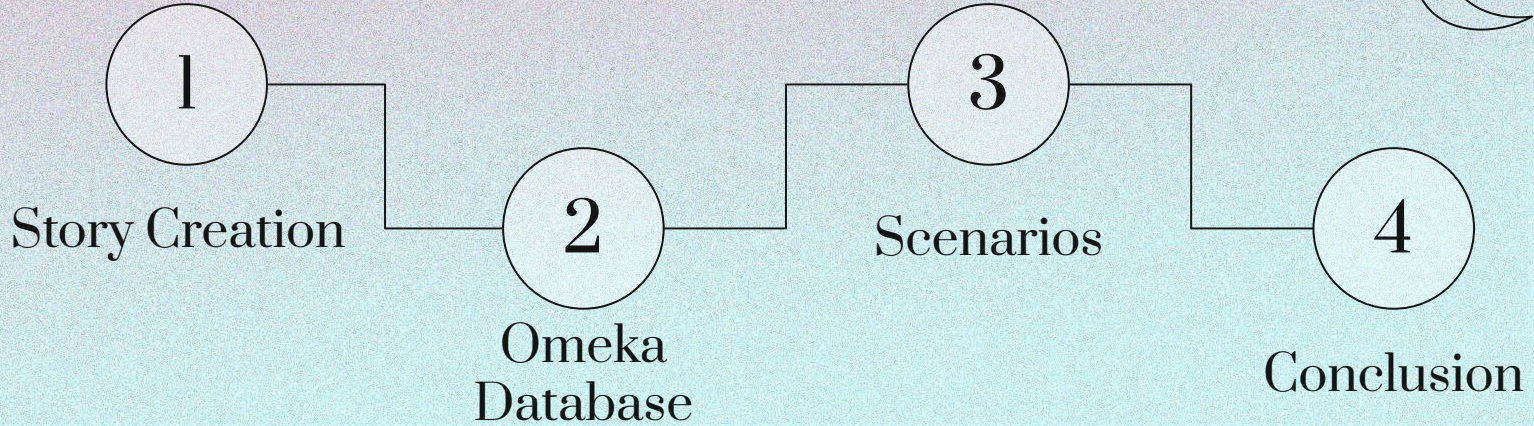
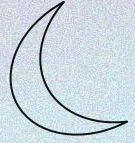
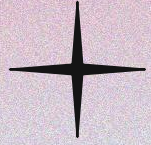
Digital Creation Presentation



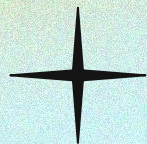
by Juliann, Laura, & Kate



Our Process



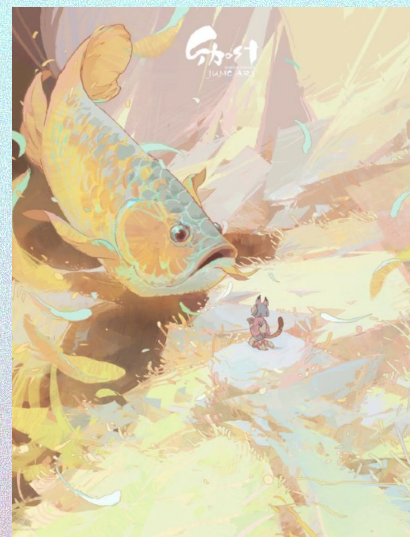
Original Story Ideas



Chair III



Mirror




Lost Connection to
Nature



Omeka Database Preparation Phase *1/3*



Chair III

- 
- ★ **Description:** This painting represents Gilbert's wife in her last days.
 - ★ I love how the picture is filled with joyful colors and lots of objects, and how that resonates in contrast with the distance that the painter puts between us and his wife. She is so far away in the back and still the protagonist of the image.


In Gilbert's paintings, more generally, it's remarkable how places, objects, and people seem to be part of the same, unique universe.
 - ★ **Who's the subject:** The painter's wife and his love for her
 - ★ **What's the object:** The place they shared
 - ★ **Where does it take place:** The painter's apartment
 - ★ **Feelings:** Nostalgia, love, sadness
 - ★ **Event:** Growing old
-

Omeka Database Preparation Phase

2/3



The Mirror

- ★ **Description:** I look into the mirror. What am I doing with myself? My bathroom, usually bright and clean, has turned ominous and cluttered. I feel lost. All of the choices that led me here, all of the sacrifices I made, were they worth it? I look in the mirror. I don't see myself anymore.
 - ★ **Who's the subject:** The mirror / the person looking at the mirror
 - ★ **What's the object:** Mess
 - ★ **Where does it take place:** Bathroom, in front of the mirror
 - ★ **Feelings:** lost, confused, searching for yourself
 - ★ **Event:** Figuring it (yourself) out, thinking about the past
- 




Omeka Database Preparation Phase

3/3



Lost Connection to Nature

★ **Description:** A long time ago when humans had a deep connection with nature, fish were once deities and prestigious beings, full of magic. They presented blessings upon those who needed them and guided them to safety. Unfortunately mankind became greedy and the fish disappeared. Until one day, a girl in need of a miracle goes out to find the secret sanctuary where the fish were once worshiped. All she needs is a blessing to save her family from tragedy...

- 
- ★ **Who's the subject:** Little girl
 - ★ **What's the object:** Fish Deity
 - ★ **Where does it take place:** secret sanctuary
 - ★ **Feelings:** hopefulness, longing (for connection),
 - ★ **Event:** Fish Deity grants little girl a blessing
-

Group Collaboration



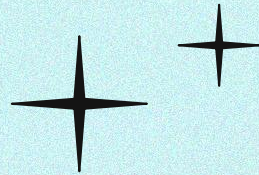
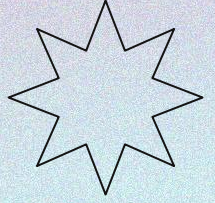
Going through our individual stories, we noticed there was a similar emotions felt in all three. We decided to create a new story utilizing that same emotion.

We focused our new story on the feeling of disconnect and loss, building the atmosphere (outer space) and conflict around that central theme and overall emotions..



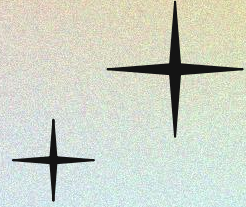
Story Generation

A person is searching for meaning in their life. It seems that places once familiar have become messy and unrecognizable. The person wanders and seeks meaning in outer space. The connection seems to be lost forever, the only thing left is memories.




A Space Walk Through Time

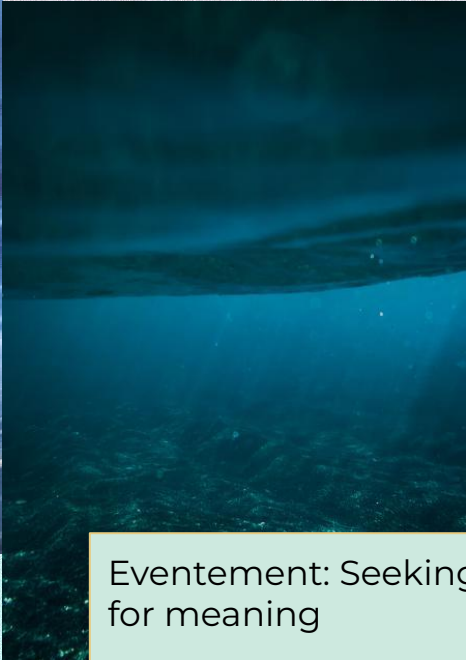
- ★ **Description:** a person is looking for meaning in their life. It seems that places once familiar have become messy and unrecognizable. the person wanders and seeks meaning in outer space. The connection seems to be lost forever, the only thing left are memories.
- ★ **Who:** human (user?)
- ★ **What:** mess / familiar place / non-human entity
- ★ **Where:** a secluded place / at “home” (namely, a significant place for the self), outer space, different dimensions
- ★ **Feelings:** confusion / hopefulness / longing (for connection) / nostalgia
- ★ **Event:** lost connection to oneself and nature, seeking for meaning, travelling across different environments/dimensions




Media



Affect: mess



Eventement: Seeking
for meaning



Eventement: Travelling
across different
dimensions

Media



Affect: longing for connection



Lieu: Outer Space



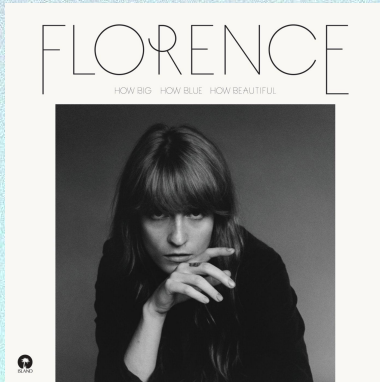
Actant: non-human entity



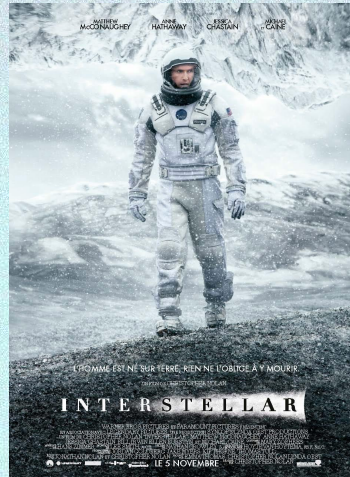
Lieu: Familiar place

Media Music

How Big, How Blue,
How Beautiful -
Florence and The
Machine



Interstellar Main
Theme - Hans Zimmer



The arrival of the birds -
The Cinematic
Orchestra



Scenarios



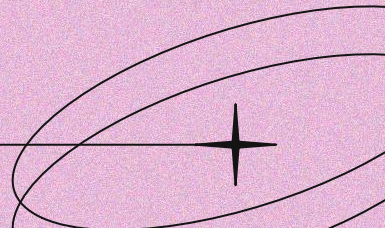
Confusion

- ★ Character is abandoned by someone they value
- ★ Character questions a belief that shaped their personality
- ★ Character cannot recognize their reflection in the mirror
- ★ Character loses memory of their past
- ★ Character reacts to mental/physical pain
- ★ Character loses all hope that they will succeed.



Hopefulness

- ★ Finds a friend/creature in space
- ★ Discovers a new place
- ★ Discovers they have a super power
- ★ Reconnects with someone from the past
- ★ Character looks back at how far they've come
- ★ They become a star



What We Wanted To Create

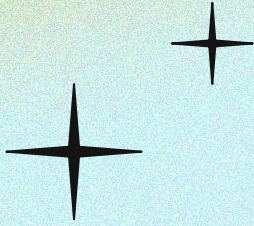
Events Generator

We were going to code the generator using the Omeka database. We added our items (pictures, texts) on the Omeka database and we created a scenario starting from those elements.

Then, we would have created a random story by using the elements we had selected. The themes of our story would have stayed the same : loneliness and looking for meaning in outer space. Anyway, the other elements, such as the events of our story, would have been randomly organized and that would have make us face unexpected outcomes.



Conclusions



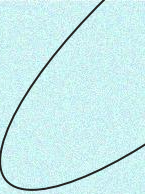
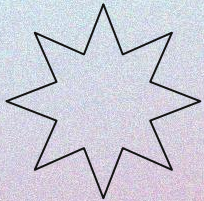
Meaning [of Project]

We hoped our project would show the different journeys people can experience.



Reflection

We faced a lot of adversities throughout the project but have come together and completed our story!



Merci!

