

SURREAL BEASTS

NOÉ MERGY
EMILY O'SHEA
ASHLEY SOMCHANHMVONG



INTRODUCTION



"Surreal Beasts" features fairytale animal stories with unexpected twists.

Each team member focused on creating one story that could be broken down into its basic parts and be put into Omeka

INSPIRATION - INTIAL



INSPIRATION - FINAL



THE RAVENS

Emily



* THE RAVENS - EMILY *



* THE RAVENS - EMILY *



* THE RAVENS - EMILY *

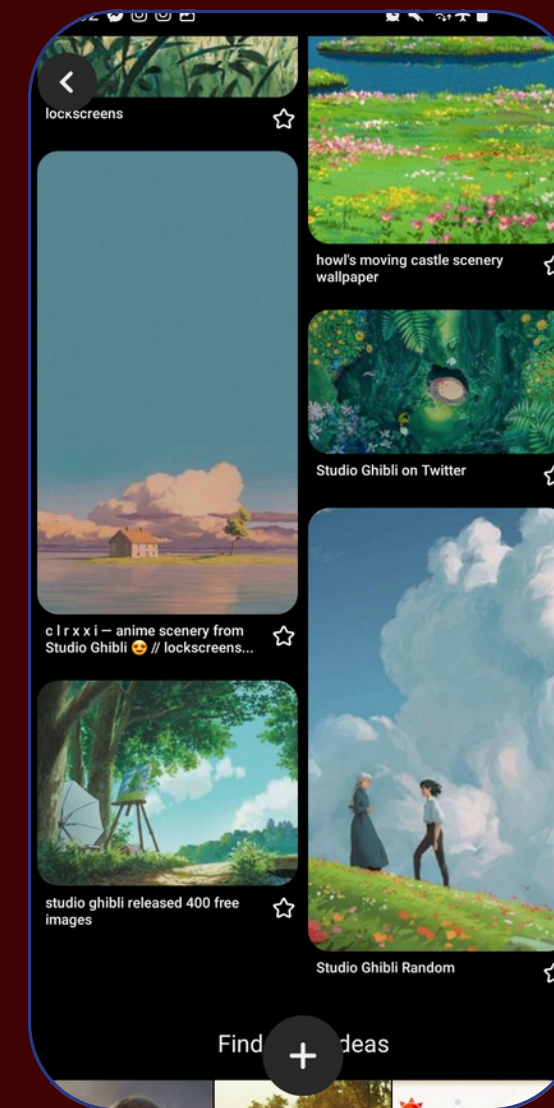
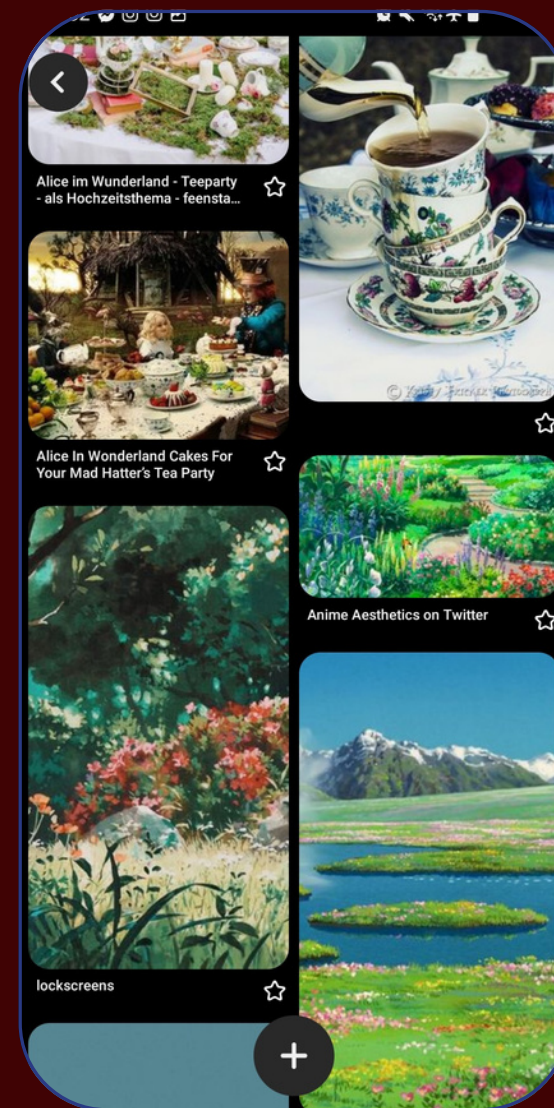
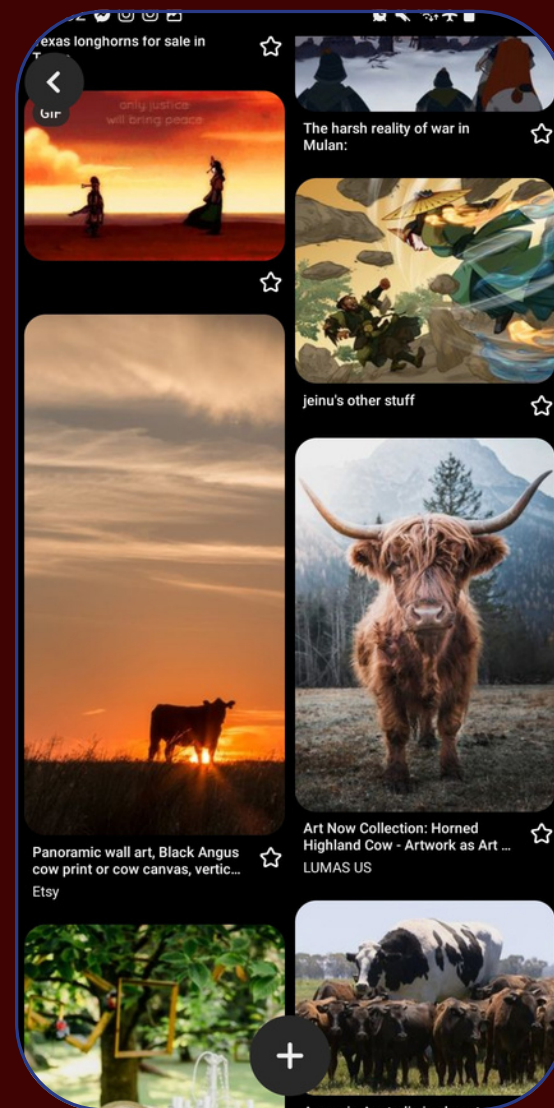
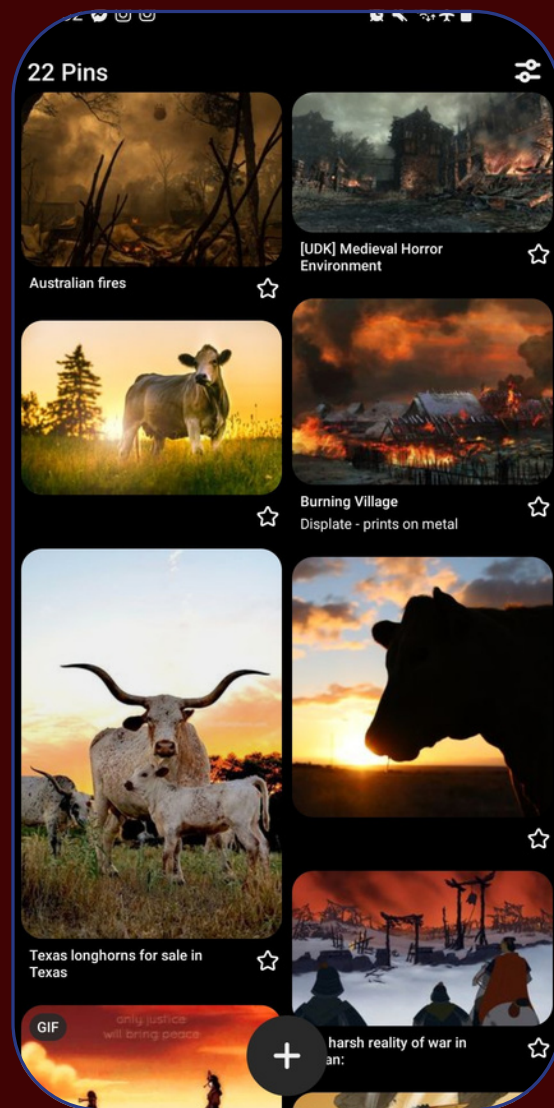


THE COW DEITY

Ashley



* THE COW DEITY - ASHLEY *





THE COW DEITY - ASHLEY

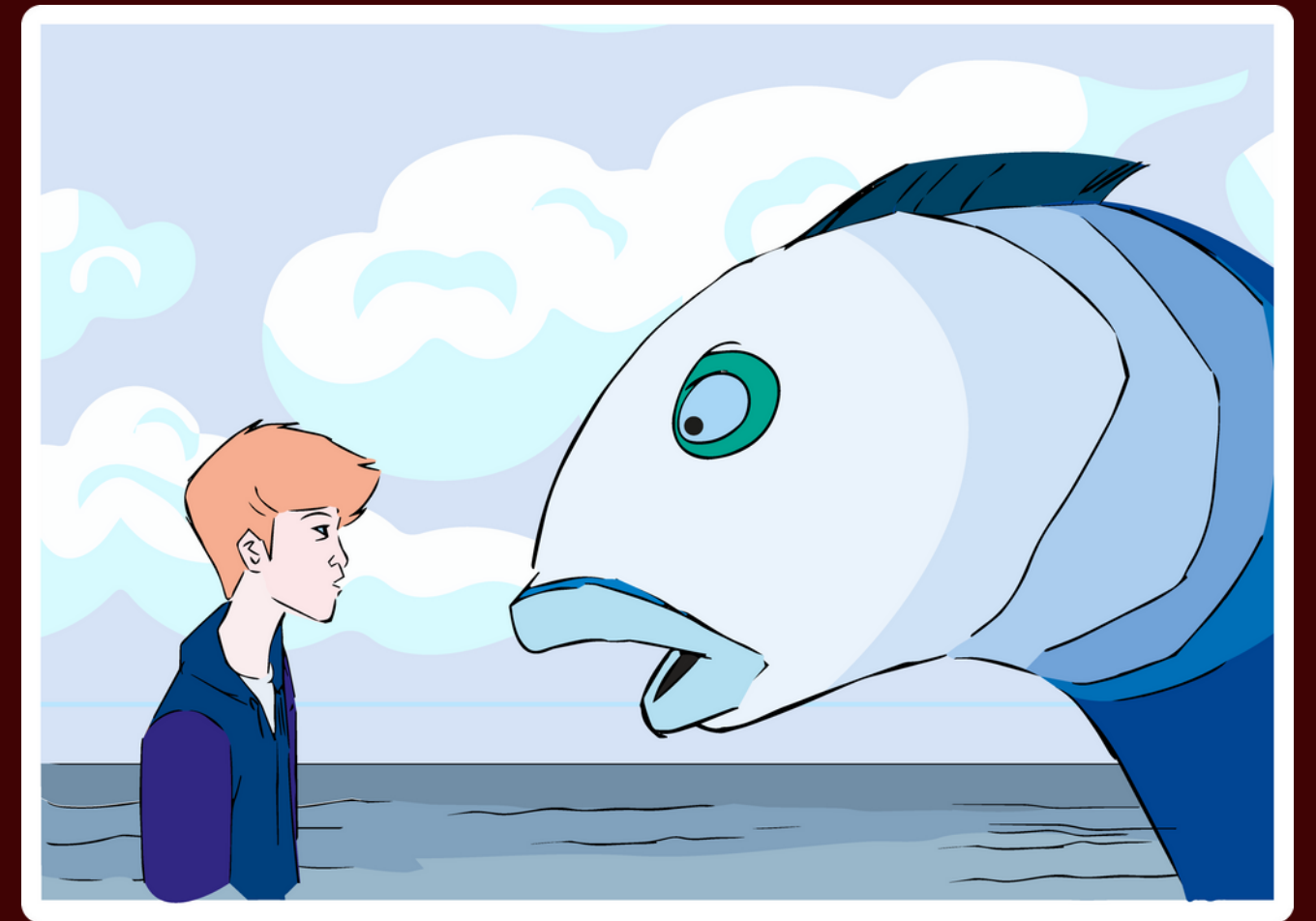
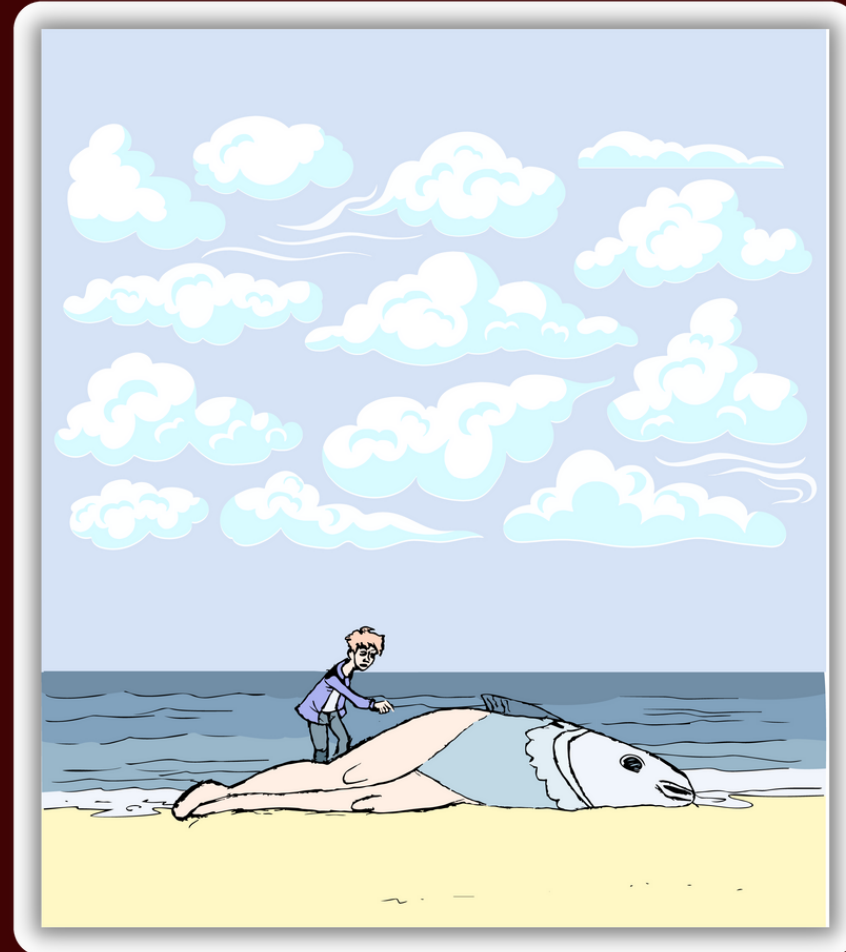
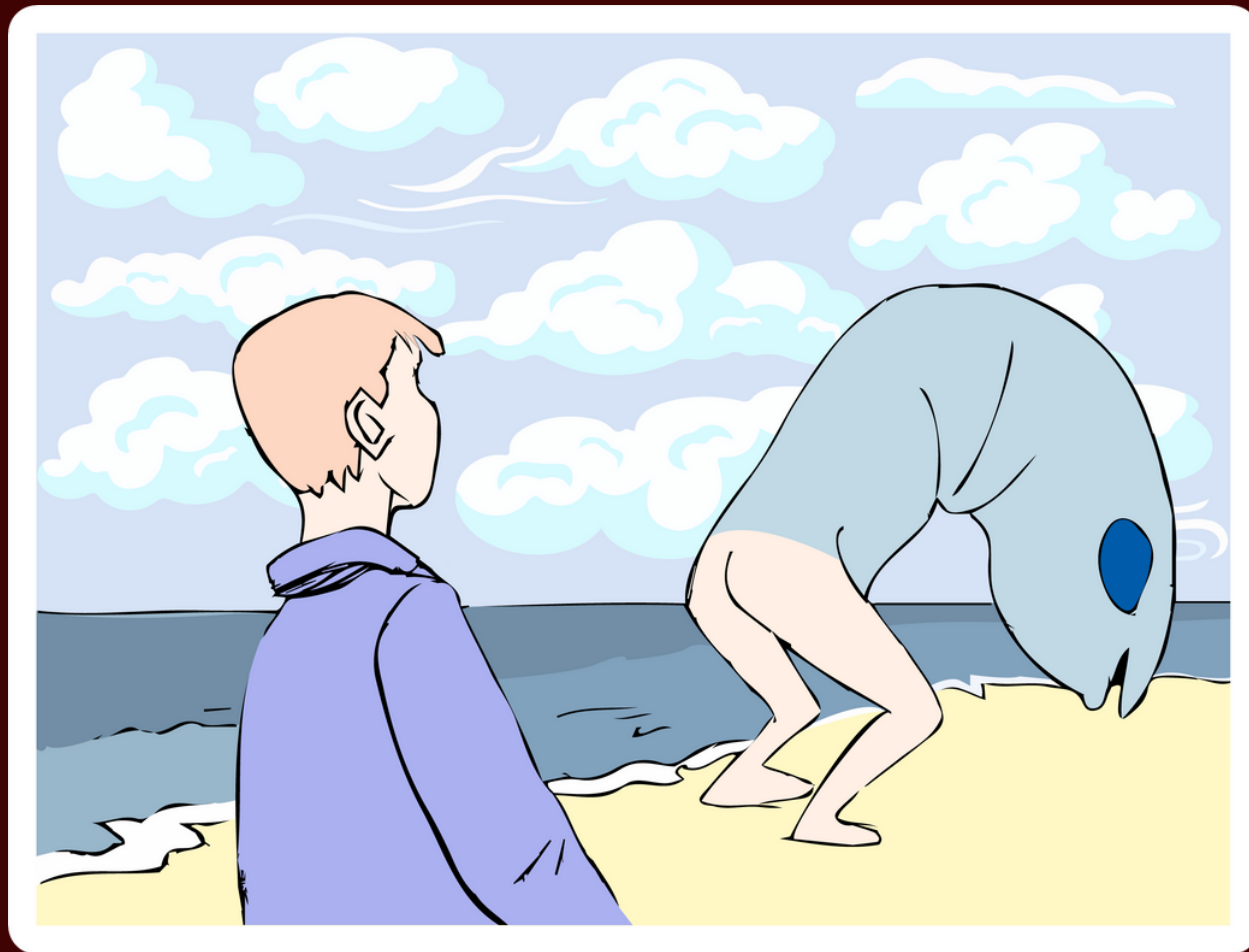


TWO REVERSE

Noé



* TWO REVERSE - NOÉ *





GENERATION PLANS



INTENTIONS



- * Once we created our fairytales, we split them up into their key parts
- * These parts would have been randomized in how they appeared.
 - Fairytale or Surreal
 - one or two events (Événement)
 - one character (Actant)
 - one mood (Affect)
 - one location (Lieu)
 - one item or object (Objet)

INTENTIONS



- * To prevent the generated stories from being too mixed up, items would be split into a "Fairytale" category, and a "Surreal" category
- * The algorithm could randomly choose between the two categories, then select items from only the chosen category.

FAIRYTALE STORY EXAMPLES



- * Actant – Fairytale Cow
- * Objet – Campfire
- * Lieu – A Field of Flowers
- * Affect – Whimsical
- * Événement – Siren's gift

SURREAL STORY EXAMPLES



- * Actant – Lost Traveller
- * Objet – A Small Knife
- * Lieu – War-torn village
- * Affect – Violence
- * Événement – screams of villagers

MERCI!

