



Victor Sloan - there is a visual comparison between yours and his. especially the merging of multiple layers and use of still imagery. which evoke the past and memories personal in your case perhaps.

I would like to see how it differs if the footage of the fish was on top of the image of the playground as opposed to the other way round. This would make them more prominent and relate to the notion of the present reflecting on the past.... Also rivers are often used to explain, discuss life's transitory nature. A river always (usually) look the same but is always different much like ourselves. I would like its gradual transition into an 'otherworldly space' which I feel begins to happen towards the end made more of and extended. I am not sure but are the still images inverted towards the end. This is something you could make more of towards the end if you were to move into the otherworldly or uncanny (something that is familiar yet troubling at the same time)

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Yes I have added still images into the video, but I am lacking video footage of people or children, even just walking or running playing around the playground. I was going to add something like that...

Should I add audio of nature sounds behind the video or is it too overwhelming?

As you commented about the river, it made me think about how a river can lead to different routes

The audio is captivating and I always feel that there is something magical about to happen like something being conjured....

I like the overlapping. I question what it means. could it be about how man has destroyed these natural habitats in order to place a park on top? My first intention was to do something that relates to a dream, and also something called sleep paralysis. But I don't think I have the exact footage that I want at the moment to create something that I had in my mind. For now, it kind of leans more to a dreaming aspect. Have you thought of adding nightmares into the mix?

Since sleep paralysis is when you're conscious but cannot move, it almost feels like you can't breathe, not sure how to bring this in though. Sleep paralysis is very scary and shocking. It's full of anxiety, maybe use some intense sounds, like screeching or something, nails on a blackboard. Flashing images in between lovely scenes. Maybe leave the video as it is, and every 5 or 6 seconds, put in a filter that inverts the colours of the

image and add a screeching sound to represent the scary aspects of sleep paralysis and its juxtaposition with the nice feeling of dreaming. i will definitely try this thank you.  
yes I know, I was going to add audios of children laughing at the background at first and intensifying it as it goes, somehow show what happens in dream and in reality.

The music adds a magical element to the piece. Maybe you could make the last scene's audio to warp and sound all distorted. Look at surrealist painters and read about their relationship with dreaming. Also, ANIME! Spirited away could be a good influence.

For me it doesn't bring to mind sleep paralysis. Sleepy, dreaming yes, memory yes, childhood yes but not paralysis.

The fish swimming is of like a dream like state same with the overlapping of the sky on the stills of the playground.

Definitely something that is anxious about the piece as if there's something lurking within.

The black and white stills change the tone of the piece as a whole from curiosity and colorful fish to a dreary alternative, one of which is corrupted.

It reminds me of Alice in Wonderland

To me it feels like a crime scene and the music really emphasizes this yes i also thought the shots of the playground look like documentation for legal reasons of a crime scene

Like where a child was murdered/raped/abused I can see that now.

Very sinister - dream like - remembering trauma from childhood - like the world is spinning around your head I feel like the random things that happen and how disjointed things are conveys the dream effect - which I think is your intention. The overlaying footages also help convey that since it's what happens in a dream.

From my interpretation, TRAUMA is the real theme here - like remembering a nightmare from your childhood - or seeing the really horrible things that happen in reality in a nightmare ...

Yes, your interpretation of the theme is very similar to what I was going for, at first I wanted to create something which is more of a nightmare dream involving the playground as a focus. Still quite unsure about how to improve it though

i still have a lot of other footage and audio of nature sounds which I am unsure of where or how to include in it.

First thought is that the climbing frame/fish overlay reminds me of people who install fake 'houses' and obstacle courses in cages for their pets - the idea of humans controlling animals and wanting to project human characteristics onto their pets (dressing dogs up in costumes)



also reminds me of bedknobs and broomsticks the old Disney movie where they go under the sea in the bed., this could mostly be because of the audio though!

It reminds me of the Strawberry shortcake movie where it's under the sea

i feel like its magical and eriee , the shot of the playground is really intruiging, it is quite suggestive of an event or something significant that has taken place there but leaves you wanting more explanation

i feel like im being hypnotised ! espeically on loop like this. i think the muted colours are interesting

AGaiinn as with Joes - this has a hypnotic effect when on a loop but remember that in Lux this will be on a showreel -- something to test out I would say by watchingit again with a nother work before and after it to see how this effects it...

Last commnts beforelunch - last push for feedback evveeryone!