

Research Methodology -

Production Space 1
- The Kitchen

Exploring the use of the kitchen as a production space.

Using, exploring, the shared activity - a shared activity of baking, as a method of communication, sharing, and creative exchange. Creating dialogue around cooking and food.

Exploring the culture of recipes, exchanging recipes, cultural rebirth - recipes as rebirth, generational rebirth, and exchange.

Can these activities lead to shared experiences, dialogue, and cultural exchange? Motion graphics and drawing as documentation, instructional, investigative and observational drawing.

Documentation of the moment, the experience, the shared activity. Outcomes that arise, including collaborative drawings, diagrams, maps and exchange - drawn communication and instruction. A genuine exchange and engagement across cultures and generations.

Kitchen objects as production tools. Exploring the visual language of baking - as a theme, context, visual reference and research for film production and documentation.

Experiential factors - mood, feel, tone, experience of food, emotion - ways to capture, and re-create this in time, using motion and production.

See Beckett -
unidentified listening space.

The space of the film(s) is in the kitchen, the work takes place in the kitchen.

Research Methodology -

Production Space 2

- The Lab

(After Vertov)

The Laboratory.

A physical, and digital workspace.
Exploring techniques and approaches to

- creative workspace.

Motion graphics production.

This part of the process is about exploring motion graphics, drawn and digital production, and approaches to film making.

Research techniques - include experiments in motion graphics and TV production, film-making, documentation and archiving.

The use of television as a production, and storytelling tool. * - See - Context.

Exploring the area of production where animation, narrative, and storytelling, meets digital production. This includes the use of TV production, editing and fast-turnaround production techniques, contemporary motion graphics material, the use of text, typography and image making on screen.

The use of audio and sound, drawing - rhythm and pace in motion graphics, motion graphics as drawing, production processes, kits of parts, stings, idents, and the language of television.

For example, the use of wipes as a production editing, and storytelling tool.

* See -
notes,

Production Breakdown I
Notes on a structure,
production breakdown and the traditional Japanese no drama.
BBC Sport and Rodchenko and Popova -
the 25 frame wipe, and set changes in the theatre.

Previous project examples -
The Black Album -
motion graphics production and set design at the Cottesloe, National Theatre in London. -2009.

Research Methodology -

Production Space 3
- The Library

Critical reflection and examination.
Academic, theoretical.

Approaches to – documentation, documenting and publishing work. Public output, reflection and understanding.

Presenting research critically, mainstream audience (TV) outputs, publishing and exhibition.

Final outputs.
See deliverables list for outcomes.

Reflection on themes for review, public engagement, academic community, exhibition, submission and publication.

Reflection on outcomes, approaches, and production. Techniques, and final articles.

Observations and analysis.

In writing, motion, and visual material.

Deliverables -

intended project outcomes.

Film(s)

Short moving image works for exhibition and broadcast

Blog

Documentation of project, work, process and workflow.

Project Website

Publicity and production Material

Archives

Publish physical and digital archives

Exhibition

Public outcomes(s) end of year 2.

Publish initial research, contacts, communication and exchanges in Ukraine and UK (and online).

Exhibition Material and Publication.

Print material to accompany exhibited work.

Film trailer

Short production piece.

Possible making of movies

Documentation, work in progress, publish project themes and development.

Possible Commercial Practice and Outputs

Sell production 'chunks' - ideas for output and research to industry.
