DEATH OF A MOTH

INSPIRATION

“The Death of a Moth” by Virginia Woolf
(link : https://ebooks.adelaide.edu.au/w/woolf/virginia/w91d/chapter1.html)

The essay is about an afternoon in which Virginia was watching a Moth trapped in a window-pane, with no escape. At the beginning she talks about how a moth is not as gracious as a butterfly nor as somber as some other moths that prefer to go out at night. The moth in particular is enjoying its flight in the afternoon, in the sunlight though it is about to be gone. Virginia Woolf is always going within her words to a place of life and death. Her thoughts change very poetically and quickly into an on and off between life and death. At the end, I understand, the moth deserves to die for the night is coming.

IDEA

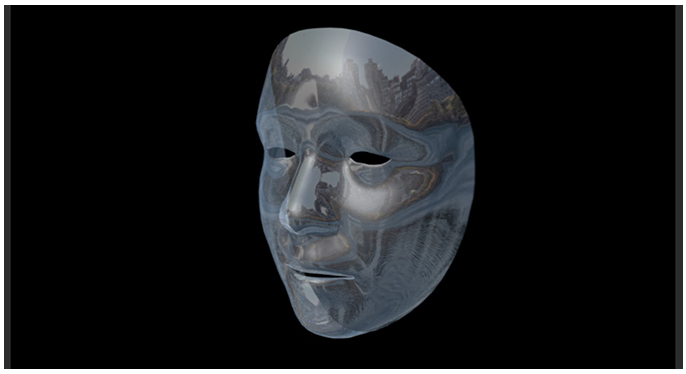
One of my main interests, while going through some examples of the software we were about to learn in class, was facial recognition and the translation of facial movements into a 3D environment. I had another idea in mind but it wasn’t going to be posible to do it, this is why I decided to change it and use the possibilities I had for the class.
I decided we were going to record a face reading the essay of VirginIa Woolf. More than expressing her words with a body language, facial expressions were going to do the work. I wanted also to use a moth so I decided the moth was going to move according to the way the lips from the 3D model were moving, to give and impression of the moth being trapped or trying to escape its final destiny. Since I was already working with 3D, it was only logical that I should make a 3D model from a moth and incorporate it to the 3D face.

Now the moth was going to be forever trapped within Virginia’s Woolf words giving it the opportunity to be inmortal, no longer fighting to live or die, no longer changing from light to darkness, day and night but instead living in the afternoon, like the moth with her unconscious flight decided it was supposed to be.

PROJECT

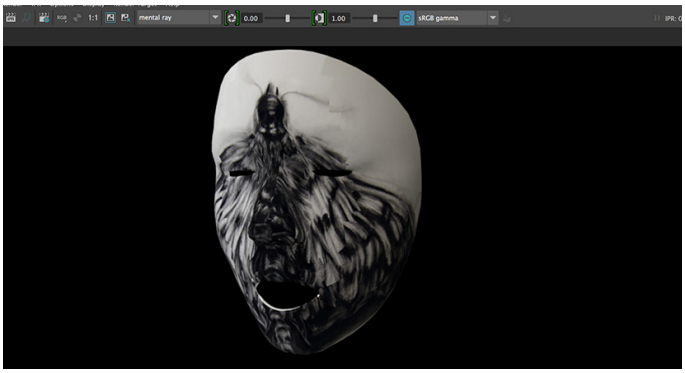
Through the making of the project many stills were created to reach the final video. I tried different textures about moths on the 3D face mesh and some of theme were giving me a lot of interesting results. I also made a 3D model of the moth, I kept it very simple and I decided to give the impression of crystal, showing its very own fragility. I wanted to create the illusion of the moth being trapped between the words but I haven’t succeeded yet. Nevertheless, some of the stills are very impressive to me and they are probably working better than the actual video.

STILLS: FIRST BATCH

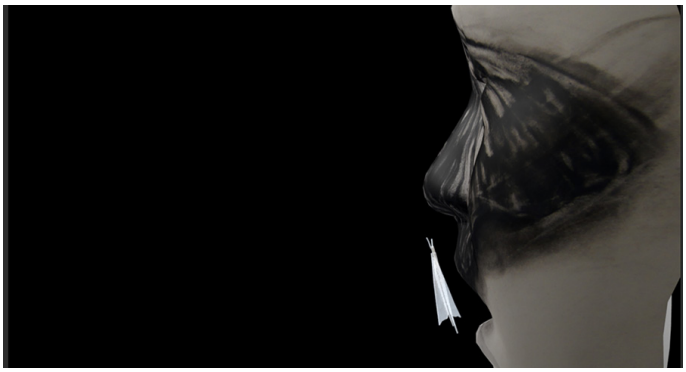


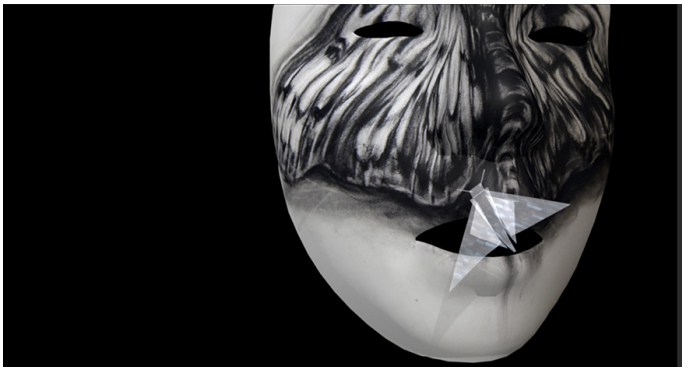
A video with a lot of glitch was generted for the textures were not working as I thought.
Link: https://vimeo.com/155020665

STILLS: SECOND BATCH



STILLS: MOTH ADDITION





Complete video, no audio
https://vimeo.com/149858613

Complete video, with audio (Not very well sync)
https://vimeo.com/155066080