

Projection Mapping Script for the End-of-Year Exhibition  
2014

By

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2014

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PROLOGUE - 30/45 SECONDS

BLACK SCREEN & LIGHTS OUT

Dancer is seen bringing out the button with suspenseful music and environment and places it on the stage. As soon as the button is set on stage, the music stops with a bang. Dancer then presses the button.

SCENE 1 - ENTER PUPPETEER - 1/1.30 MINUTE

As soon as the button is pressed, lightning strikes the clock and is empowered by the lightning's energy. A white flash occurs on all of the buildings during the lightning, lighting up everywhere. The clock starts vibrating violently, cannot encase the energy and shatters itself along with the façades of all the buildings. When the façades are shattered, an abstract sound of a heart beat is heard and from one façade to the other we see the line of a heartbeat (hospital version).

After a while a human figure is awakened on the clock tower façade, which is known as the puppeteer. The dancer looks at the puppeteer emerging and is scared of him. Then a chaotic dance will happen between the puppeteer and the dancer, where the dancer is trying to fight off the puppeteer's grip but without any success. The dancer is in total control of the puppeteer's grip. On the side façades graphics of chaos, distortion and fast movement will occur.

SCENE 2 - FINE ARTS - 30 SECONDS/45 SECONDS

Different media such as brush strokes, water colour splatters, ink, chalks & spray will start filling all of the façades and a river of colour will start filling up, reaching to the top of the façades. Once it reaches to the top, the façades will start shattering like a glass and then a WAVE of the colour river will flow out towards the audience. When this is happening the river is draining itself and the effect of a crepe paper, spreading out and blending together leaving just the CMYK colours.

SCENE 3 - GRAPHICS - 30 SECONDS/45 SECONDS

The CMYK colours will start forming a colour wheel and can be 'thrown' around by the puppeteer and a lot of patterns will start forming around the façades, together with a lot of simple animations. The gauges of the CMYK are controlled 1) by the puppeteer 2) by the music beat and the colours of the patterns will change accordingly. The gauges are in the shape of knobs with colour level strip above.

Transition: The colour strips will recede into nothing and the knobs come together in the middle, forming a camera lens.

#### SCENE 4 - PHOTOGRAPHY - 30 SECONDS/45 SECONDS

The lens starts to rotate clockwise and anti-clockwise focusing the picture and after a while of focusing, a series of epileptic flashes will occur to give a sense of pictures being taken. While this is happening, the film reel is rolling out from the camera.

#### SCENE 5 - MEDIA & 3D - 1 MINUTE

The film reel rolling out of the camera is collecting onto a tape in side view on the two side façades. As the film reel fills the tape with speed it sometimes slows down at a frame within which a video is playing (relevant videos taken by media) repeatedly for a number of seconds with different videos all the time.

Transition: The camera dismantles itself and the film finishes from the camera. The reel will rotate itself to come to a front view from the side view, and then it will start spinning violently until it will come like a loading screen and the main façade is blacked out.

#### SCENE 6 - INTERACTIVE - 30 SECONDS/45 SECONDS

The loading screen will disappear and load a button, and then the button is pressed by the puppeteer. Once the button is pressed, the puppeteer will disappear, the clock will start spinning to show that time is passing while the roots are growing and the tree is forming. The tree blooms all of a sudden and when it does FIRE THE PYROS! :D

#### EPILOGUE

Then a bark engraving will occur with the message

"GHERUQ"

"WELCOME TO MCAST END-OF-YEAR EXHIBITION 2014!!!"

CREDITS

BLACK SCREEN & LIGHTS OUT