Title: "The Food Chain"
Format: Filmed in Hi-8, edited on to VHS

Key Questions:

- How do I want an audience to be able to explore this story?
    - *My first reaction is that the audience should explore the story linearly, as a cycle of life plays itself out – from beginning to end to beginning again. From the fish in its natural state, on to its selection and preparation, on to its eventual place as consumption in the food chain and then back again. As I try to think through how this might be altered to allow for different variations of story exploration, I had the thought of whether the scenes can be shot and algorithm put together so that the dead fish has memory or the live fish has visions of the future, ie if the first shot chosen is the sushi preparation, then the second shot chosen is the fish swimming around (opposite of the traditional linear sequence), the system would call up an intermittent shot that implies the fish is thinking backwards or even forwards, if the case is that some steps are skipped (ie going from fish swimming to the happy consumer eating the fish.) I started playing around with the algorithm and inserting shots (albeit, in silent movie "Charlie Chaplin" style given my limited film/editing skills and experience) that would allow for such a sequence to occur, at the audience's discretion.*

- What are the criteria for content ordering?
    - *I have number the scenes 1 – 6, as they would happen in a linear sequence. Thus, if 1 is chosen, 1 leads to 2 to 3, etc. However, if 2 is chosen, an intermittent shot is displayed (depending on the sequence), then going back to 1, then a repeat of the initial shot (3), then in the general order on to 3, 4, etc.*

- What are the properties of the content that the system knows about?
    - *There are three primary properties the system would know about:*
        1. *Scene number (1 – 6)*
        2. *Primary focus (Fish or Sushi Chef or Sushi Eater)*
        3. *Mortal state (alive or dead)*

- How is the story constructed?
    - *As I stated, the idea is that the system forces the story back into a linear state, starting from the beginning and continuing through to the end. Without it, there is no context – just seeing a sushi eater die from eating something and then go on to the feeding of fish does not make much sense, but it does make sense if you've already seen the fish swimming around, then being prepared as sushi, etc.*

- How can the system and the audience make decisions about what to show or see next?
  - *The Audience decision is where to start the sequence, so there would be a home page with a still of each shot that the viewer can choose (either through remote control or pressing on the screen [in an ideal world]). Beyond that, the system would take over, based on the algorithm provided and using the intermittent shots (backward or forward) to provide context.*

- How would I describe my proposed system in detail to the class?
  - *What I'm trying to do is portray my story about the food chain as a circular model of life and death, using sushi as an example. From when a fish is swimming around in a fish tank, until it is prepared and sliced as sushi until it is eaten and (possibly) poisons the consumer and then the consumer becomes fish food for other swimming fish, the cycle of life is completed or basically, starts afresh. However, as the audience can choose where on this sequence to begin, the system will use what I'm calling "intermittent shots" to provide context, so that if the sequence begins with the fish being sliced, the system will insert a shot (in this case, "the fish remembers"), then insert the first sequence of the fish swimming around, starting the cycle from there. This will be true for any of the main frozen shots the audience chooses as the beginning.*

- How would I define a clear map for future implementation?
  - *Beyond probably re-shooting and re-editing the shots for a better quality viewing experience (I'm a total novice – my first time using a camera, an outdated one at that), I would need to digitize each shot in order to both implement the algorithm and to have a frozen shot from the beginning. The "home page" (the first thing the viewer sees) would have the frozen shots in a circle or clockwise formation – so that it might be natural to choose the first scene at the top (or 12:00 position), with scene two at 2 pm and so on. The screen would be interactive, allowing the viewer to choose where to start the story. The intermittent shots would not be included in this initial menu, as they are used by the system to provide context. These intermittent shots could also be re-shot, so that instead of words portraying the context, you could have squiggly lines portray a dream sequence. Sound would also be a key addition, choosing appropriate sounds or music to be included with each shot and reinforce the context.*

- How would I discuss story representation and construction issues and solutions that arose during my work?
  - *The use of an algorithm really threw me off initially, as I had initially constructed my story as a linear representation, with a specific start and end. As I started to think through how it would be different if the audience could choose where to begin, I realized that the context of my story was the thing that was most missing, thus the creation of these intermittent*

> *shots that the algorithm could use to force a linear story. Not an elegant solution admittedly, but I think it works in most of the shots. I would also want to improve the software I used (or lack thereof) for editing, as the traditional way looked sloppy but I could not improve upon it. I feared that not all logarithmic solutions made sense, so I might want to re-shoot and re-edit so that these are more seamless.*

Scene Sequence and Labeling:
- Scene 1: Swimming fish in a tank
  - 1, fish, alive
- Scene 2: The sushi chef getting his "station ready", shots of sushi/dead fish
  - 2, fish, dead
- Scene 3: The sushi chef making sushi
  - 3, sushi chef, dead
- Scene 4: The sushi eater consuming the sushi
  - 4, sushi eater, alive
- Scene 5: The sushi eater poisoned by the bad sushi
  - 5, sushi eater, dead
- Scene 6: The sushi eater being fed to the swimming fish in a tank
  - 6, fish, alive
- Intermittent Scene 7:   "The Fish Remembers"
- Intermittent Scene 8:   "The Fish Imagines the Future"
- Intermittent Scene 9:   "The Man Remembers"
- Intermittent Scene 10: "The Man Imagines the Future"
- Intermittent Scene 11: "The End/Thank You"

Algorithm System:
- if scene 1 is chosen, find and insert scenes 2-6, then 1, then 11
- if scene 2 is chosen, find and insert Scene 7, then insert scenes 1 – 6, then 1 then 11
- if scene 3 is chosen, find and insert Scene 9, then insert scenes 1 – 6, then 1 then 11
- if scene 4 is chosen, find and insert Scene 10, then insert scenes 5, then 1 – 6, then 1 then 11
- if scene 5 is chosen, find and insert Scene 9, then insert scenes 1 – 6, then 1 then 11
- if scene 6 is chosen, find and insert Scene 8, then insert scenes 5, 1 – 6, then 1 then 11