

SCREEN TEST

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My inspiration for the final project came primarily from one of my biggest artistic inspirations: Andy Warhol. Drawing on his early screen tests of women like Edie Sedgwick, I attempted to recreate the idea of a singular muse, with an emphasis on facial expression. While this style is reminiscent of the 60s and 70s, I feel that by adding color, and more modern style elements, I have successfully paid homage to Warhol's films. I chose to mimic Warhol not only because of his artistic influence in my own life, but because I feel that the way that he uses photography to explore those around him is something awe inspiring. In my project, I chose to use the same concept: the single person, the minimal movement, and an unchanging background to stir emotion from the audience in a similar manner.

I have always been attracted to the intimate looks into a personality that film can offer. For the audience, there is something so undeniably authentic about the medium. The camera captures something innate in people, the very essence of their personality, and to be able to document this in a silent film is an undertaking I am very excited to have pursued.

I decided to not include any sound, or any footage of speech, because I felt that it would take away from the impact that silence would have on the audience. With the silence, comes the ability to draw what you want from the footage. One can accept the person in the film, take in their character, or they can apply their own ideas. Either way, reflection is taking place. I also find the beauty in this to be that there is an element of choice, and something the viewer can add on their own. It makes the art malleable and personal.

In the vein of Warhol, I made conscientious color decisions in order to emphasize the role of the person in my film. The harsh, almost blinding tint of the film encourages the audience to look at the screen, in a sort of forced perspective. By altering the appearance of her eyebrows, eyelashes, and hair, the girl in the film maintains an element of unattainability, and earthliness. Once again, the audience's own narrative is allowed to develop, as they build the character of this girl in their mind.

My overall goal for this short film was to pay homage to an artist I admire, while also creating a work that allows for the audience to do what they will with it. An integral part of art is not forcing anybody to feel any certain way, but making the right choices so that they do so naturally. The girl in my film comes across as cheeky and alluring, and yet a viewer may not take this away on their own. So, with the use of facial expressions and coloring, I hope that I can guide them in that direction as the director.

