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CG&FN 2009

Blue Velvet

Telling with the Unseen

or

The “Psycho” of the 80’s



Storytelling

- Stories are mechanisms for transferring information





William Golding VS David Lynch

(they were both into flies)

- Both works show darkness within civilized humanity.
- What separates Lord of the Flies from Blue Velvet?
 - LotF is primarily about conveying plot
 - Blue Velvet is about creating emotion



Experience Over Plot

- Each Lynch film is about creating experience and emotion over telling a particular story.
 - They are like waking dreams (or nightmares)
- Blue Velvet was started with a name and an emotion he wanted to create.



Fill in the _____

- David Lynch is a master of leaving out the right things, cutting away at the moment that makes the scene far more horrible than just watching.



"It's better not to know so much about what things mean or how they might be interpreted... [once] named and defined, it's lost its mystery and the potential for a vast, *infinite experience.*" *David Lynch*



Experience

(leveling up the audience)

- The **Narrative Experience** is the whole of the storytelling that takes place during consumption of the media.
- This is even more true for games, where story can be created during play.



Space Is Important

(mark loves it)

Gaming Aside: The majority of player actions in games are spatial manipulation.



Sense of Place

"To give a *sense of place*, to me, is a thrilling thing. And a sense of place is made up of details. And so the details are incredibly important. If they're wrong, then it throws you out of the mood. And so the sound and music and color and shape and texture, if all those things are correct and a woman looks a certain way with a certain kind of light and says the right word, you're gone, you're in heaven. But it's all the little details."

David Lynch



What Lies Beneath

(watch the birds)

- Blue Velvet presents both an idyllic American town and a hellish underworld
- These are separate realities, existing in the same physical space.
- In later works this theme is expanded upon
 - (Father in Twin Peaks, Mulholland Drive)



Why Do We Care?

- Few games focus on creating a strong experience
 - flower is the exception, not the rule
- It is very costly to explicitly show emotion and drama in games
- Knowing **what NOT to show** is a skill film understands well, but gaming has not figured out yet.



LEARNING!

- <http://parallax-view.org/2008/11/24/david-lynch-folds-space-because-he-is-the-kwisatz-haderach/>
- <http://www.britishfilm.org.uk/lynch/>
- <http://blogs.timeslive.co.za/vlad/2009/09/17/can-surrealism-increase-intelligence/>
- <http://terraceagenda.com/2009/03/02/negative-time-defining-narrative-in-the-films-of-david-gordon-green/>

