

LUMINOUS MATTER

www.luminousmatter.in

CATEGORY	<i>Animated Short Film</i>
COUNTRY OF PRODUCTION	<i>India</i>
YEAR OF PRODUCTION	<i>2011</i>
RUNTIME	<i>7min 35sec</i>

COMPOSITE

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ABOUT THE FILM

Synopsis

Luminous Matter is set in a parallel post-apocalyptic present, where mankind no longer exists. In a world covered with nuclear fog and left to total ruin, a rapidly evolving race of uranium-based life forms called **Ouraosteus** have emerged.

[Ouraostes from Greek οὐρανός, Ouranos "Uranus" and οστέος, osteus "bone"]

This stop motion animated short follows the story of the last survivor of an endangered species called **Ouraosteus Lutessentia** who is being hunted down by a superior predatorily race of **Ouraosteus Ablissentia**.

[Lutessentia from Latin luteus "yellow as gold or fire" and essentia "essence"]

[Ablissentia from Latin albidus " white " and essentia "essence"]

The last Lutessentia has stumbled upon the "house of the forgotten" and the key to its survival and evolution.

Directors Note

Bulb Fiction

This project was started by a group of friends and me in Oct 2010. We were solely driven by our passion to experiment with various aspects of art and photography.

At that point I was also very keen on directing an independent short film that would give me an opportunity to explore my hobbies: metal fabrication and electrical work.

It was very important for me to develop a story that introduced the audience to a newly created world, allowing them to experience a glimpse of a significant chapter in an Odyssey set in a parallel universe.

I decided on the idea of crafting a world inhabited by small mechanical creatures no more than 15 inches in height. It would be interesting to capture their world where even a path across a narrow 2 feet space would appear like crossing a grand canyon. By using an old stairwell and attic, I could capture a larger than life feel.

The idea of using light bulbs as heads allowed the screenplay to engage in long standing rivalry between two species that are racially divided by only the difference in the frequency of light emitted by their inner luminous matter.

A Sparc in the Darkness

Set in a parallel post-apocalyptic present, where after the gradual demise of the human race, a unique form of decomposed uranium from the wastelands of nuclear sludge has given rise to a new self-sustaining entity.

The first species of this race was called *Ouraosteus Lutessentia* because of its metal exoskeleton and bioluminescent characteristics that emit a warm golden light.

In the initial stages of character design and through out the film's production, it was decided that these life forms should not have any humanoid resemblance in respect to facial features, locomotion for animation and even sound assisted emotions.

Through rapid evolution, a new superior species know as the *Ouraosteus Albissentia* has evolved. More predatory in nature, these creatures lack the ability to produce colored light, being *Lumivoros* in nature they need to feed on their lower species for survival. Due to this, the *Ouraosteus Lutessentia* now face near extinction.

Since the Ouraosteus Lutessentia was more primitive, we decided to adopt a basic four-legged walk cycle with a lot of resistance in its movement. In a way resembling an outdated industrial age, a clock work exterior with rusted elements of copper and brass.

In terms of emotions synthesized morse code, fluctuating in intensity and color would portray memory intake and emotions like shock and fear. Since it was also necessary to have a contrasting difference between the two species, we developed the Ouraosteus Albissentia with the ability to shine a white de-saturating light. In a way taking the color away from the world. Because of its predatory nature the Ouraosteus Albissentia possessed acutely sharp communication skills and a stealthy hover that resembles modern day compact machinery with internal sounds.

Beyond Here Lies Nothing

Now, after an epic genocide, the last of the Ouraosteus Lutessentia has stumbled upon The House of the Forgotten - a sanctuary of hidden knowledge that holds the key to its survival.

The Ouraosteus Lutessentia fights against time to master a series of binary denoted safe clicks that are the secret to its evolution. The Ouraosteus Albissentia rapidly approach the Ouraosteus Lutessentia setting up a cat and mouse chase between the lone Ouraosteus Lutessentia and a cloud of Ouraosteus Albissentia. After a series of close encounters, the Ouraosteus Lutessentia finds it self trapped in the attic of The House of the Forgotten.

In terms of a setting it was important for the film to represent a disconnected world not relevant to a specific time period or culture, a perfect dystopia. During the revised stages of scripting, new features were added to the characters: the glow and the flicker of the Ouraosteus Lutessentia was treated like human breathing. In order to demonstrate its ability to hold its breath and to dissipate its light, the Ouraosteus Albissentia was given appendages like claws, a drill and an alloy- plated exterior.

A science fiction cliché called the Flournoid Vision was added to the screenplay, allowing us to see through the eyes of the predator.

The Ouraosteus Albissentia now engage the Ouraosteus Lutessentia and begin the ritualistic process of consuming its prey's light. Over powered and in its final moments, the Ouraosteus Lutessentia begins its safe click upgrade. As the bulb cracks and the Luminous Matter is released, a spherical storm of light and energy is unleashed. Gaining in momentum and speed, the light is overpowering and bleaches the surroundings.

A New Beginning

In the narration of Luminous Matter, it was important that the out come of the story be more significant that the events that take place in The House of the Forgotten. The series of events result in a change in the balance of nature and open a new chapter into the everlasting odyssey. As the dust settles, we see uncharged, lifeless remains of the Ouraosteus Lutessentia.

A new hybrid species has evolved, that are not luminvoros and shines with a higher nuclear charge of a cool blue light.The Ouraosteus Cyanessentia has arrived.

Evidence for Evolution

Ouraosteus Lutessentia

Class : Ouraosteus

Physical Characteristics – Bilateral Symmetry, Segments of the exoskeleton are uranium based and dorsal segments of the body fuse to form an amorphous non-crystalline shape which illuminates.

Sub-Division : Lutessentia

Characteristics – Lutessentia belong to the class- Ouraosteus which possess the ability of Novitasynthesis - a chemical process that sustains their life by converting uranium hexafluoride into energy which emanates in the form of light- this process emits a yellow light that leaves a trail of a warm golden scent which glows.

These quadrupeds are (mostly) solitary beings with primitive communication skills like clicks, beeps and other vocalizations.

A full developed Lutessentia may grow to a length of 15 inches by 12 inches in height.

Etymology:

[Ouraosteus from Greek οὐρανός, Ouranos "Uranus" and οστέος, osteus "bone"]

[Lutessentia from Latin luteus "yellow as gold or fire" and essentia "essence"]

Ouraosteus Albissentia

Class : Ouraosteus

Physical Characteristics Unilateral Symmetry, Segments of the exoskeleton are uranium based and dorsal segments of the body fuse to form an amorphous non-crystalline shape which illuminates.

Sub-Division : Albissentia

Characteristics – Albissentia also belong to the class - Ouraosteus but they do not possess the ability to synthesize their own light, thus being Kleptoparasitic in nature, they feed on the light of the species Lutessentia.

Albissentia on absorbing light emitted by Lutessentia convert the uranium hexafluoride present in them in turn emanating cold desaturated white light.

Ablissentia (mostly) hunt in a cloud (pack) with a highly evolved sense of communication by emitting pulses of sound. They have a highly evolved form of locomotion known as hovering (remaining suspended in air by a physical force against gravity). Ablissentia have advanced communication patterns compared to Lutessentia; which include emission of pulsating sounds.

A full-grown Albissentis may grow to a length of 28 inches by 21 inches in height.

Etymology :

[Ouraostes from Greek οὐρανός, Ouranos "Uranus" and οστέος, osteus "bone"]

[Albissentia from Latin albidus " white " and essentia "essence"]

Creators

WRITTEN, PRODUCED
AND DIRECTED BY **Andrew Fernandes**

CREATIVE DIRECTOR **Ali Akbar Mehta**
DIRECTOR OF PHOTOGRAPHY **Raza Hussain**
EDITOR **Sajid Shaikh**
MUSIC BY **Adriel George and Pruthu Parab**
SOUND DESIGN **Tarun K Bhandari**

ASSISTANT DIRECTOR **Vasudha Rungta**
LEAD ANIMATOR **Moin Shaikh**
CHARACTER FABRICATION **Tanay Pais**
MACHINIST **Milford Dharmai**

PRODUCTION DESIGNER **Andrew Fernandes**
SET DECORATOR **Ali Akbar Mehta**
ART DIRECTOR **Tanay Pais**

ABOUT COMPOSITE

Composite is a cross fertilization of artists who share a common collective vision for the art of cinema. Our individual skills coupled with constant dialogue are the primary reason behind the development and design of visual based projects.

These projects are based on fictional and fantasy events set in worlds where the lines between the past and the future have been blurred, leaving one to believe that our future is in fact our past.

At the core of the Composite is an ardent passion for the arts as well as a decisiveness to produce independent projects with strong ethnic undertones, high quality production values and a desire to contribute most positively to the evolution of the visual medium in India.