

ENSTASY: IMMERSIVE DRAWING AS A DESIGN PROCESS

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INTRODUCTION

Film is created in many ways but generally, the worlds we watch are conceived as written scripts that are later

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This paper considers the means by which the short film *Munted* (Ings 2011) was drawn into being. It discusses drawing and interior dwelling as enstasic methodological practices. In so doing, it suggests that such approaches to the design of filmic narratives might enable the designer to reach *into* ideation and *outwards* into the communicative appearance of the text.



Figure 2. *Munted* is an unusual film about a false accusation of paedophilia and its terrible consequences. Set in 1961 in a remote rural New Zealand community, it tells the story of a ten-year old girl (Katrina) and her friendship with a brain damaged artist (Don). It offers a lyrical and brutal account of the cost of rumour and prejudice.

designer processes ideas that words can't reach; he touches the nuanced, draws into what withdraws, and retrieves from a protean world, a complex story that thinks... and speaks in pictures.

Using the recent short film *Munted*² (Ings 2011) and reflecting upon considerations of thought (Eliade, Heidegger, Rosenberg and Polanyi) this paper traces a trajectory of practice-led design research through the creation of the film's story and treatment.

AIM

The aim of this approach was to find a way of bridging the space between visual ideation and visual communication (in the development of a film text). In other words, I was seeking a method through which I might transfer something of the intangibility of image-led thought into a film that dealt with a very interiorised man and his relationship with a child who wanted to

¹ Although traditionally the role of the director is a discrete, interpretive one, in films like *Munted* the roles of ideator, writer, director, production designer, illustrator, typographer and editor are fused. In cases like this, I position myself as the *designer* of the text. By design I refer to a conscious and critical orchestration of graphic elements/thinking into coherent, communicative texts.

² A trailer for *Munted* can be viewed at: <http://www.youtube.com/watch?v=f8I1k6gwn1w>