

I am exploring the feeling of serenity through remembering a childhood experience

Synopsis

A POV draws viewers into an ordinary picture frame of a childhood park, transitioning seamlessly into the vast park. This landscape is overlaid with crayon-like textures of a sun and a big flower, evoking childlike wonder and drawing. In the park, a disproportionately large dog walks or a very large cotton candy to emphasize the skewed perspectives of childhood. The camera remains distant and still, capturing the entire scene with dream-like, fuzzy edges. Memories of objects fade in and out, emphasizing the nature of remembering. Also short and almost not noticeable cuts within the shot to represent the memory “skipping ahead” and cutting in and out. A silhouette appears in the middle of the park and is filled with a different landscape of the beach (facing towards the waves), displaying the transition into a new memory. Suddenly, the landscape behind the silhouette also transitions to be the same as the one inside the silhouette. The entire shot is now the beach/ocean with the camera still from a distance. For a few seconds, there is peaceful sounds (birds chirping, child laughter), THEN, flashes of red and black, loud but unintelligible (creaky noises, ‘parents’ fighting, etc), and hands shaking in the camera's view (like someone grabbing you out of the happy memory and into a bad one). This scene's purpose is to illustrate how your mind ignores and does want to remember the trauma and negative parts of a memory, especially one from your childhood. The camera cuts to a close up shot with an eye that is forced wide open with more flashes of black. The eye is scared, and looking side to side in order to represent this person searching for their way back into the serenity of a happy memory. The camera then cuts to all black and then cuts to the waves on the beach where all you hear is just the noises from the water, evoking that sense of peace and serenity.