

NOTES ABOUT QUARXS

As Claude BERNARD and Tex AVERY, my masters, did it, I have studied for several years various species, the originality and existence of which had not been seen by my predecessors nor by all the long-sighted observers.

This rigorous work led me to the discovery of surprising varieties which baffle the physical, biological and optical laws : the QUARXS.

I think the time has come to bring to the knowledge of a public keen on scientific discoveries but sparing of their time the existence of such aberrations.

The ELASTO FRAGMENTOPLAST is the pilot of a series of 24 short films of 2 minutes each. Each one appears as a programme of scientific popularisation -

A scientist delivers voice off comments on the evolution of his research on the QUARXS.

The QUARXS are living beings indifferent to the immutable laws of Nature. The aberrant aspect of their relations with time, space and material turns them into odd beings. We try to understand their behaviour through observation and experimentation analysing such creatures requires an adequate visual treatment - mixing video, 2D and 3D computer graphics.

Parodying scientific popularization programmes, this film is a new stage in the use really based on a screenplay - and not only a demonstrative one - of 3D computer graphics.

The 3D computer graphics are the ultimate way of building the picture - the straight extension of painting.

I must confess my fascination of the possibility of building a virtual space defying physical laws based on their mathematical application - Deciding that an object will not receive the light which illuminates the rest of the scene. Deciding that the same causes can have various effects - for example a light can make an object transparent.

The 3D space is a paradox where the expression of the surface of the world come from the understanding of its fundamental principles.

In the 3D universe, material is not a limit but the substract through which the world appears. The only habits of representation are the genuine limits.

Photographic realism is neither an aim to be reached nor an end in itself, but there are occasions when its application makes of 3D animation something else than cartoons. The aberrant aspect of the quarxs must be renforced by ordinary representations. Beings whose existence is characterized by the diversion of natural laws can reveal their difference only in a universe corresponding to ours.

The use of computer graphics must not be dogmatic. They have to be used when they are more adjusted to represent a universe. The QUARXS will not be entirely made in 3D. According to the type of pseudo-scientific document other techniques of représentation can be used - 2D paint, video, film etc. . The only need of keeping the whole work a visual unity can lead to choosing a 3D treatment.



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