

Fiction and Reality in Animation: Taking Final Flight of the Osiris as an Example

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Abstract : This study aims to explore the less well-known animation "Final Flight of the Osiris", consisting of an initial exploration of the film color, storyline, and the simulacrum meanings of the roles, which leads to a further exploration of the light-shadow contrast and the psychological images presented by the screen colors and the characters. The research is based on literature review, and all data was compiled for the analysis of the visual vocabulary evolution of the characters. In terms of the structure, the relational study of the animation and the historical background of that time came first, including The Wachowskis' and Andy Jones' impact towards the cinematographic version and the animation version of "The Matrix". Through literature review, the film color, the meaning and the relevant points were clarified. It was found in this research that "Final Flight of the Osiris" separates the realistic and virtual spaces by the changing the color tones; the "self" of the audience gradually dissolves into the "virtual" in the simulacra world, and the "Animatrix" has become a virtual field for the audience to understand itself about "existence" and "self".

Keywords : the matrix, the final flight of Osiris, Wachowski brothers, simulacres

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