



# The Museum of Unnatural Tim Story

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## Overview

### Idea:

I find Tim Burton very interesting because he has imposed his personal universe in Hollywood. His work is more about sensation, emotion, imagination than fact and reality.

By a visit in a museum-labyrinth, people are going to (re)discover Tim Burton, especially his macabre and black humor side.

### Synopsis:

Museum of Unnatural Tim Story is an web application you can explore alone or guided.  
Follow the guid, you can choose an exhibition, but also run away and create you one way. And get lost...  
Or just wander...



## Presentation

Visitor come in entrance hall and are welcomed by the witch-guide. On a table are museum plan and notebook (off-line part). In background, doors which open on an exhibition (which matches to a movie).

Museum is a set a thematic rooms, where are Tim Burton's works. When visitor choose an exhibition, he'll visit rooms with the movie as topic. The selected movie will guide him during his discovery of Tim Burton

Exhibition chosen, visit begins, with the guide, who is going to explain links between exhibition, thematic, current room and extrapolate to other works. So the guide suggests one vision of Tim Burton, but also pushes the visitor to having his own.

But discover isn't only in a 'passive' way, at any moment visitor can run away and be alone with the Museum. He tests his own choices, faces the residents, gets lost to discover secret rooms and must understand and wander to hope go out.



## Design

### Objects

#### Bag

When he arrives, visitor gets a bag, with 4 objects. They help him to defend him against the Museum. Their uses are suggested by their traditional uses but also by link they have with Tim Burton.

Visitor has : scissors, mirror, chocolate and dice.

He can use his virtual objects from his bag or real objects before his webcam.

#### Plan

When he arrives, he also gets a museum plan. It's completely dark at beginning, but reveals itself with progress of visitor. He can see the links between rooms and also checks where is the guide.



## Characters

### Guide

Witch-guide reigns on her museum, and likes being listened and respected. She controls many of the residents but also has sworn enemies. She introduces the visitor and helps him in his first steps. As long as she likes him, she protects him against the Museum. But if she finds him too moderate, she can push him in a work to initiate him. If he annoys her, she can lie to him, abandon him or put a curse on him.

### Museum residents

Friends or enemies, they live in works and are generally curious about new visitors. Their behaviour is like the behaviour they are in the work they come from.

They can catch visitor, or make challenge that he can face with his objects. If he wins he can go out or get a bonus (object, protection). If he loses, he can lose one of his objects or go in a more dangerous room.



## Move

### Guide

Follow her is the less risky way of moving (apparently), but the more passive.

### Doors

Uncertain and moving, it's impossible to know whereupon they open, if they aren't already trying to beat visitor.

### Works

They make a network, they connect by thematics. If visitor is too close, or someone pushes him, they can catch him. Visitor is also spectator, until he falls in another work or in a new room.

### Secret ways

Secret ways are in rooms or even in works, they go to secret or forbidden rooms. They can be visual or resonant (word to repeat).

# Graphic Design

Idea:

Importance of atmosphere, emotion, synesthesia, night, light and shadow, and love for what is imperfect, twisted, weird.

