



Process Book for Parkcast

by Jenny Mack

**Indianapolis Museum of Art (IMA)
Virginia B. Fairbanks Art & Nature
Park**

2007 Spring Semester

February 20-21, 2007

Ideas for Virginia B. Fairbanks Art & Nature Park Parkcast

- **Environmental**
 - A podcast focusing on the future art installation and the intended minimal impact on the surrounding habitats
- **Animal Perspective**
 - Using existing animal types in the park and give them dialogue to convey the messages of the park.
- **History**
 - Development of the park: farmland, quarry, to art
- **Biological**
 - Dialogue about specific biological (natural) features in the park
- **Local**
 - Gather and record memorable local stories about the park before it becomes an Art & Nature park

February 23-27, 2007

Interesting Research Points

– **Visitor's Center**

- proposed to be on the “Mount” or the highest point in the park
- the mount is a man made mound formed by debris from the quarry
- LEEDs program

– **Interpretive Center**

- proposed to be in the “Sloping Terrace Woodland”
- because it is below the flood plain, the building will have to be water proofed
- LEEDs program

– **Mary Miss**

- artist who is designing a “tree top” bridge leading from IMA to the visitor's center in the Nature Park
- possible beginning to the podcast

February 23, 2007

Pictures from the first visit to the VBF Art & Nature Park



Mariann and Gwendolen
entering the Art & Nature Park



Left over debris in the park



View across the lake



“The Mount” future site for the Experimental Center

March 14, 2007

Meeting with Mark Zelonis in the Art & Nature Park

- This meeting marked the decision to develop animal perspectives
- The pictures represent some of the inspiration we used to choose specific animals and develop their personalities





Educational points we want visitors to get from the Parkcast

- Noticing natural or accidental art
 - As the future structures represent; visitors should see that the entire park artistically.
- Nature is constantly changing
 - Natural features of the park constantly evolve over time.
- Intricate (ecological) systems are interconnected and fragile
 - These systems work together to survive.
- History
 - The park's evolved purpose over time

March 15, 2007

Animal Perspective of the Art & Nature Park

- **Obstacles**
 - trying to combine information through the perspective of an animal:
 - history
 - animal impact in the park
 - accidental human impact (debris discarded in the park throughout time)

March 21, 2007

Develop Animal & Plant Personalities Preliminary Website Map

- I developed these characters to create a starting point for project
- And I developed the Preliminary Website Map to provide a visual example for the website. The map is from:

http://www.bsu.edu/libraries/virtualpress/student/architecture/pdfs/D63_2005DobbsMarkA.pdf

The pictures from Microsoft PowerPoint Clip Art

Preliminary Animal Character Development

Plants:

- Poison Ivy:
 - Dangerous; possibly the neighbor no one wants to talk to and Ivy doesn't want anyone to talk to her; work in dialogue what this plant looks like
- Dandelion:
 - Common weed in Indiana;
 - Develop a personality that the plant bothers everyone and gets in everyone's business. "Shows up to the party, even though she/he was not invited"

Animals:

- **Trumpeter Swan:**
 - Bird, endangered; Male are called Cob and females are Pen. Sort of the couple that everyone one is rooting for. Sweet, kind, gentle....
- **Cisco Fish:**
 - Endangered; also called a Herring; long silvery white
- **White Catspaw Mollusk:**
 - I don't know, I am just trying to make some diversity.
- **Cotton Tail Rabbit:**
 - Lives on forest edges, cute
- **Butler's Garter Snake:**
 - Lives in meadows, under trash. Eats worms and salamanders. Butler is the king
- **Beaver:**
 - Swimmer, gnawers, and territorial
- **Ornate Box Turtle:**
 - Really pretty; going around strutting her stuff
- **Possum:**
 - America's only marsupial! Nocturnal; plays dead, but will sometimes belch, urinate or defecate if threatened!
- **Raccoon:**
 - Will eat anything; Rocky the Thief
 - Tends to steal other animal dens to make their own; digs for prey; nocturnal; cat like; very cute. Little bastards.
- **Stripped Skunk:**
 - Lives in open areas, close to water; finds abandoned dens or natural burrows to occupy as a last resort will use its spray when threatened

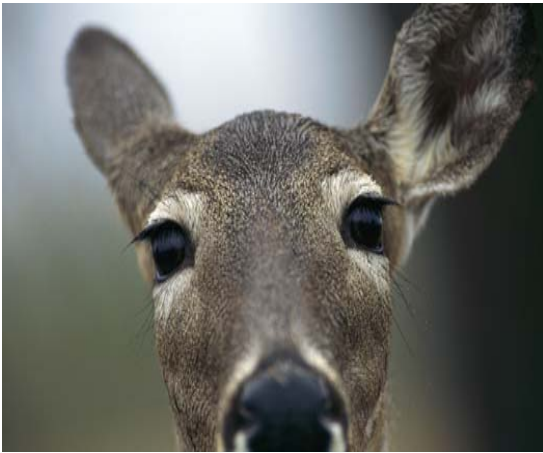
Website Map



March 28-April 13, 2007

Animal Character Creation

- I was responsible for Cecil the Deer, Antonio the Raccoon, and Ms. Honey Suckle the Weed.



Honey the Honeysuckle Weed

- Honey is the neighbor next door that is unintentionally in everyone's business. She means well but, because of her nature tends to suffocate people. She also knows everything and everyone and is eager to help.



Egret runs into Honey the Honeysuckle Weed. She means well!

HONEY: "Got you!"

EGRET: "What...who...what's got me?"

[Leaves rustling]...

Why can't I move? Is this a game?"

HONEY: No honey, it just me, Honey! I wanted to say hello.

EGRET: Well, I can't play today anyway; I need to get back...

HONEY: OOOO, back to what? Tell me tell me!!

EGRET: Well, I...uhmm....was traveling around the park looking for something..."

[presented fast and quick]

HONEY: OOOO what are ya lookin' for, maybe I can help you. Ya see...I'm everywhere! Though lately, I've been feeling a bit... (haha)...cut back! Ya see the people at the IMA found out that I'm an invasive plant. But really I just want to be everywhere with everyone at once. And see...can't you see? I have these little white flowers that smell soooooo good. But, watch out! They're poisonous. O well! Did you know that there never used to be a lake here and that it was carved out by quarryman to build that road over in the south? Well...

EGRET: Wow, you talk so fast! That is so neat!

HONEY: O sorry, sometimes I get carried away; tell me what you're lookin' for and maybe I can help you. Like I said, I am everywhere!

EGRET: I guess I'm looking for this thing called "inspiration." I don't know what that means, really. I know that it is someTHING though; maybe it's your flowers....

HONEY: My flowers? Well, they are beautiful – and dangerous. Well, baby, guess I don't really know anything about that "inspiration" and I thought that I knew everything! I'm sorry that I couldn't help you any more. I do know that the IMA people are bringing in artists.

EGRET: It's ok, and yes, I knew about that. They are the reason I am on this hunt for this "inspiration." Tell me Honey: Why are they cutting you back, does it hurt?

HONEY: Well, you know, I just get so excited and I want to talk to everyone around me that sometimes I smother them. But, I understand because when they trim me back everyone can see across the forest floors....it looks real nice. And it feels like a massage!

EGRET: Well, that's good, right? I could really go for a massage myself! This "inspiration" is giving me a back ache! Oy!

Well, it was good talking with you, Honey! Have fun at your next massage!

HONEY: Darling, good luck! And remember, I am everywhere! So, if you need any help...

EGRET: Thanks, Honey, I will remember that...**[pause – Leaves rustle]...** *[Laughing]* Honey, you are still holding on to me!

HONEY: O, sorry darlin', sometimes I just can't keep my vines to myself! Good-bye now!

Antonio the Raccoon

- Antonio the raccoon is a petty thief who gets caught all the time, but he still thinks very highly of himself. He has a Spanish accent.

Undertones of Antonio Banderas.



Egret gets a crash test on stealing from Antonio the Raccoon...

EGRET: Hey Antonio! Good to see you.

ANTONIO: Ha, you just now found me...I've been following for like...a minute.

EGRET: O really? I guess I didn't notice...

ANTONIO: It is because I am so smooth, nobody can see me!
Quick, hide over here! Here comes

Honey. *Shhhh* be quiet! That was a close one; I've been following her for a while, to.

EGRET: O ya...earlier she told me that she knew where everything and where everyone was in the park. In fact, no more than a ten minutes ago she said that you were finding something for her...

ANTONIO: Ya well.....so. I bet that she doesn't know that...uhmm...the IMA people are going to bring in artists to make instillations in the park.

EGRET: Sorry, Antonio, she does.

[under his breath]

ANTONIO: I bet I knew before she did...

EGRET: What?

ANTONIO: Nothing, quick, I have another job I need to do....

EGRET: Another job?

ANTONIO: Yes, everyday I dig through the mound over there for old debris.

EGRET: Old debris? What do you do with it?

ANTONIO: Let's go to my den and I will show you.....

EGRET: Wow, you live in chimney? I've always wanted to live in a chimney...Once I tried to build my nest over a chimney, but some how it turned into ash. I was confused.

ANTONIO: You are a stupid bird, and yes, it's perfect to bring the ladies... hehe...if ya know what I mean...And the location is perfect, right on the main path, I can spy on humans coming by, and it is right at the base of the mound I was telling you about.

And every night I come out here and collect things for my home. I do it at night because I don't want anyone to catch me! Hehehe! So, you can't tell anyone...you *must* promise me this.

EGRET: Don't worry, I wont tell anyone.

ANTONIO: Now you must take the oath...

Minor character walks by: [female Brooklyn accent]

Hi Antonio....going through the mound again? If you find any berries let me know, would ya?

ANTONIO: She, to, must take the oath...later....

EGRET: Well, maybe you can help me with something..

ANTONIO: Anything. Do you need shiny things? I can't get enough of shiny things...they are so... lovely. Or do you need a lover? I know the perfect....

EGRET: The shiny things, is that inspiration?

ANTONIO: To me...shiny things are the reason for living. They are the reason to live life! And they attract the ladies.

EGRET: Well, I want to contribute something to the park. I am not sure what though. Maybe I could look through the mound?!

ANTONIO: You can, but....

EGRET: Yes?

ANTONIO: You must be a master of disguise, just like me.

EGRET: I think that I can do that.

ANTONIO: No! You can not think that you can do that...you must-do-just-that! Come at night so the darkness can mask your every move. And remember if you get caught...you do not know me!

EGRET: OK, tonight then...

ANTONIO: Good...now go and prepare yourself!

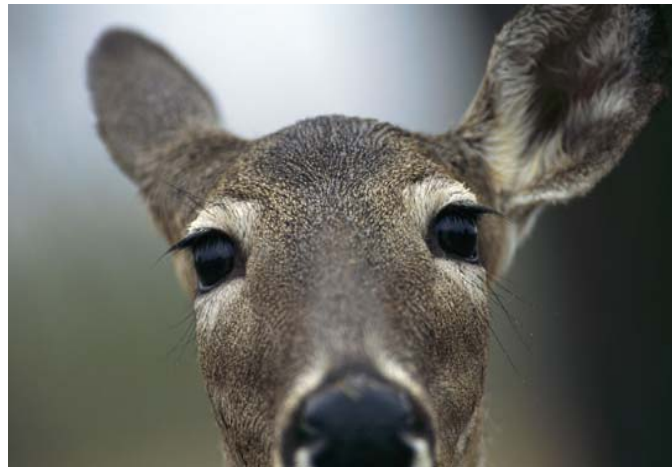
EGRET: Good bye and thanks... **(Sound of leaves rustling)**...

Antonio... *[Laughing]*...I know that you are following me! Such a fun game!

Cecil the Deer

- Cecil is a nervous guy. Being a deer he is naturally always looking over his shoulder to protect himself from other predators.

Shaky, skittish



Egret finds Cecil. The Deer awaiting his fate...

EGRET: Hey, Cecil!

CECIL: AAHH! Oh man!! D-d-don't sneak up on me like that! You caught me off guard!

[*under his breath*]: Cecil – you need to watch where your going...just get it together...[*spasms and tics*]

EGRET: Sorry about that...I didn't know I snuck up on you...I'm –

CECIL: OH MY – AAHH! ...D-d-did you hear that? Did you? I heard something...

EGRET: Nope, Cecil. I didn't. How's your day been?

CECIL: Oh... [calming down slightly] It's been...well, bearable...until I came to the creek... [stern, almost yelling]...and of course... It's flooded, AGAIN! GAH!

EGRET: Are you ok?

CECIL: It's...the CREEK...it's FLOODED....I will DROWN...[talking to himself]. Dangerous so dangerous...can't move...stop talking! Cecil, just go across...OH MAN, OH MAN!!!! The last time this happened... well...a fly landed on my nose...and it FREAKED me out...[gasps and wheezes a little] so much that I-I-I slid down the bank on my butt...I could have broken something...or worse . I just CAN'T risk it again! OH MY – IT'S GETTING SO DEEP!!!

EGRET: Umm, Cecil? The creek looks really shallow. Besides, I thought that deer could swim?

CECIL: Hey...bird...we all have our fears, ok. [tics and spasms]

EGRET: OK, ok...sorry...[mutters to self] ...some are just more founded than others...

CECIL: GAH! Just, just don't worry about it...I mean, you just never know what could happen. MUST be cautious, CECIL! ALL the time cautious...things can just come out of NO WHERE! GAH!

EGRET: Umm...so, how long have you been here on the sandbar?

CECIL: Ummm...for about three days, two hours, seventeen minutes, and forty-five...six...seven...

EGRET: Three days! Wow!

CECIL: THREE DAYS! I'm gonna starve! I'm gonna die! OH NO! Gah! I've been waiting for the water to go down. But it's only getting DEEPER! OH HELP ME!

EGRET: Cecil! Calm down...Look, maybe I can help you across.

CECIL: [calming down] How can you help me? You might help me the wrong way. You might be the one that hurts me! How can I trust you? You don't even have the proper equipment!

EGRET: Listen, I can sit on your back and guide you across, talk you through it. OR – I could FLY you across. You know...just pick you up with my feet.

CECIL: OH NOOO! FLYING?! I can't fly! My mother told me it's not safe! OH NOO! [gasping] Calm down, Cecil. This bird's okay...you know flying is the safe way to – travel... Maybe...maybe, I don't know.

EGRET: OK, here, let me, *carefully*, get on your back...OK – stop shaking, Cecil! Ahhh!

CECIL: You're going to fall off!

EGRET: I am not going to fall off, you have to stop moving! Ok. That's better. I am on. Tally ho!

CECIL: What is that? That sound!? **[CAR HONKING]**

EGRET: Um, Cecil? You sure you're okay? I didn't hear anything.

CECIL: [FREAKING OUT] Those lights! WHERE are they coming from?! Just – can't – stop – STARING! OH MY OH NO!

EGRET: [trying to calm Cecil down] Cecil, it's ok. I am sure that it is just lights from the museum or from cars on the highway. Now, Cecil...just take one step forward.

CECIL: I can't move...I can't stop staring! This is it! This is the END Egret! I SEE THE LIGHT!!!

EGRET: [Interrupting Cecil] NO! No, no, NOOO. No, its not! The lights seem to be farther away than you think, Cecil!

CECIL: O man! THEY'RE GONNA GET ME!!!

EGRET: Cecil! We are both falling in!

[Sound of water splashing] [*Both yell. Egret laughs*]

EGRET: You ok? [Laughing still] That was actually sort of fun!

CECIL: Fun! My life just flashed before my eyes! I am never going to find the one! I am never going to have little fawns! I am so doooooomed!

EGRET: Oh, Cecil, you're my hero! And look we can just walk up the other side of the creek bank.....

CECIL: A hero, huh? OH NO! SO MUCH PRESSURE! I Don't think I'm gonna make it! Ahhh!!

Transitions

-I created these as a starting point

*I was thinking that we could attach each transition with the dialogue preceding it. It will keep with the idea of being nonlinear. When someone downloads a segment out of order they can at least get an idea of the characters and where Egret is going.
Should we also make bar noises as background noise for each narration?*

Egret finds Mr. Beaver

Lake: Egret's growing desperation for inspiration sends him to an unlikely fellow, Mr. Beaver. But, Mr. Beaver wasn't in the mood for Egret's questions about his mission for inspiration...

Egret finds Sid the Cicada

Lake: Instead of finding inspiration from Sid, Egret discovers the meaning of cool...

Egret finds Turtle

Lake: Now Egret wants to see Mrs. Turtle. Because she and her husband are the oldest residents in the park, he felt that they would have some advise about inspiration and where he could get it...

Egret finds Antonio the Raccoon

Lake: Listen up fellas. Egret decides that it is time to find his inspiration. He wants it so bad that he can almost see it and it looks shiny...

Egret finds Cecil the deer

Lake: On Egret's way through the park, he runs into an old friend, Cecil. Cecil is a unique deer who tends to find himself in uncomfortable situations. Egret decides to push pause on his mission to lend a helping wing to his friend...

Egret finds Miz Spider

Lake: And now get this you know Miz. Spider? Well, he runs into her! [*listeners: "No way! He is going to get it!"*] And I mean runs into her!

Egret finds Leaf

Lake: Now, Egret is pretty frustrated at this point. During his journey he found flowers, shells, mud, shiny things, but nothing that really inspired him to make something. Until he found Leaf...

Lake Conclusion

Lake: Now, ya see, Egret found that natural beauty doesn't have to be from the things that he thought that he could take and mold into a pretty picture. Fellas, he found that inspiration is all around him...it's the park as a whole, its you and me, my friend.

Listeners: Wow! No wonder you dedicated a drink to him. Alright everyone: Egret deserves a cheers...one, two, three...CHEERS!

March 28, 2007

Preparation for Recording Parkcast Audio

- Mass email inviting friends to help with character voices
- Contact Matt Eyleburg about scheduling a meeting room in CATS (April 13-15)
- Correspondence with Matt about helping with recording and other CATS info.

April 4, 2007

Confirming Schedule for Recording Audio

- Sent out email with set recording schedules for friends to choose a time to come and help with characters.
- Confirming incoming emails for time slots via MPCL
- Insert finalized times slots:

-April 13th 2pm – 5:30pm

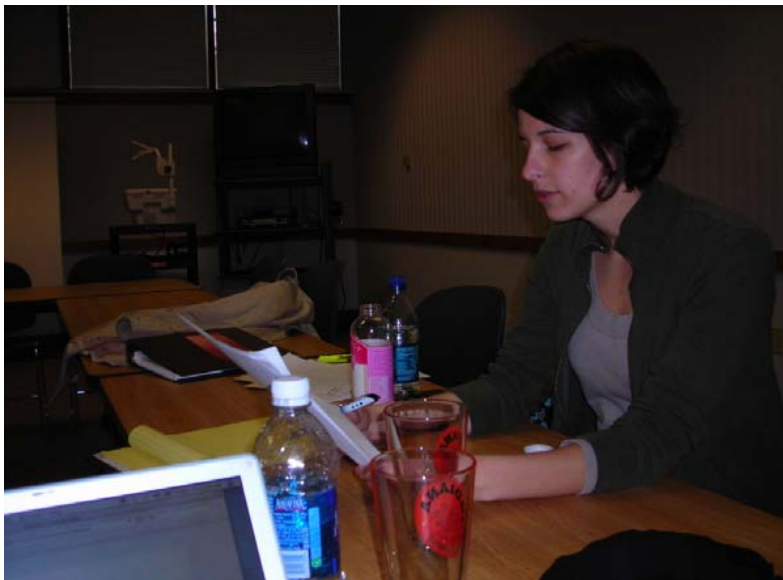
-April 14th 1pm – 5pm

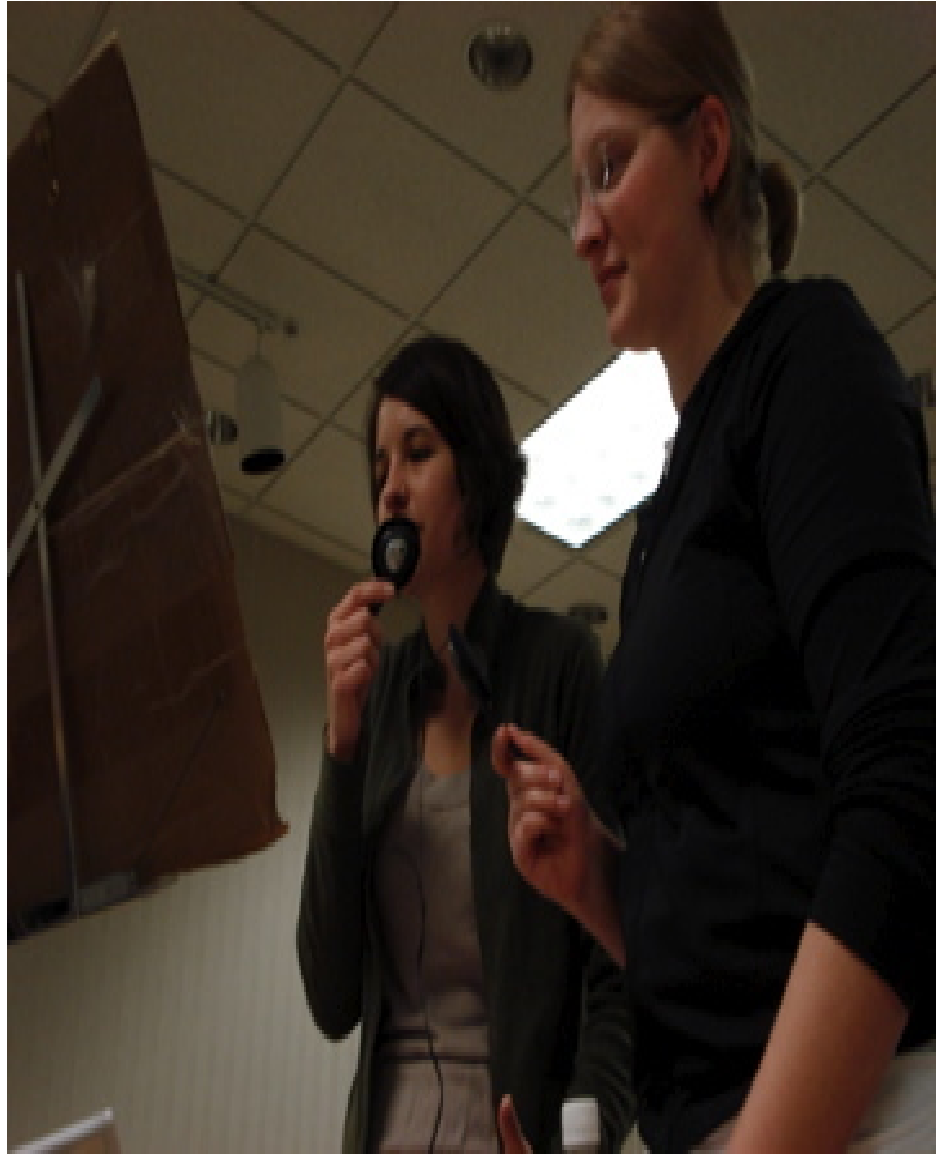
-April 15th 1pm – 5pm

*Although, due to miss-scheduling on the libraries part we were able to use a professional studio in the CATS department.

April 13, 2007

- Pictures of Recording in CATS Studio
 - First day recording exclusive to the immediate group
 - Testing out scripts recording process

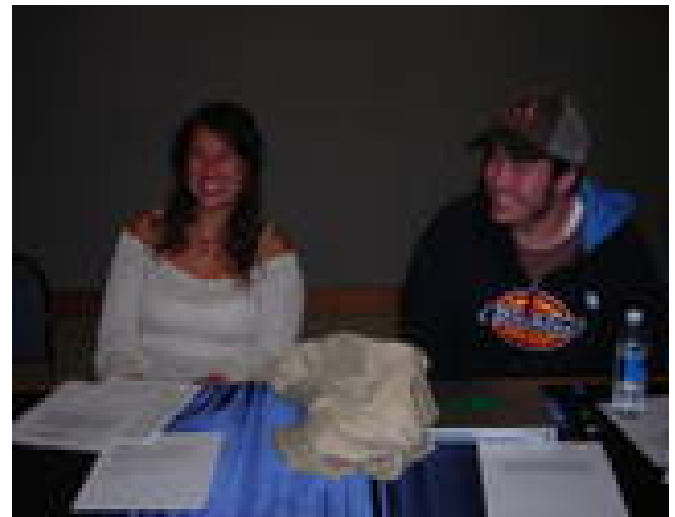




April 14-15, 2007

Pictures from CATS Recording Studio







April 16-24, 2007

Comic Book Creation

- Collected public-domain pictures from clip art and from pictures taken with personal cameras for the comic book segment of the project.
- I am responsible for Honey the Honeysuckle weed, Antonio the Raccoon, and Cecil the Deer comics.
- All the public-domain pictures that I found were worthless. In Microsoft Office Online:
<http://office.microsoft.com/en-us/clipart/default.aspx>
 - I found an ample amount of free use pictures and sound effects
- Planned questions for Kinkos trip regarding prices to print off the comic book
 - pricing: color prints, lamination, binding, and paper grades


Kinkos Information

- **Information found:**


- size: they will automatically print off the images on 8X11 and either we or they can cut it down.
- prices: one set of 10 page 2X print off is roughly 18.87. This price is without binding or laminating and on recommended paper, which felt nice.
- On resume paper (which i thought felt too thick) is \$1.78 per 2X page (the clerk said that with this type of paper it is better for them to laminate, than for us to do it ourselves)
- On card stock paper (again I thought too thick) is \$2.48 per 2X page. Again they should laminate it.
- Binding for the final product is in between 2.99 to 4.99, depending on the amount/style.
- Laminating is \$1.50 per page.

*The group decided on glossy paper with traditional comic book binding of staples.


Ms. HONEY SUCKLE AND EGRET GET STICKY




GOT YOU!




WHAT?! WHO?!



WHAT ARE YOU DOING?



FINDING STUFF FOR
INSPIRATION...



O, BABY, I DON'T KNOW
ABOUT THAT...BUT I'M
EVERYWHERE SO IF YOU
NEED ANYTHING...

ANTONIO BANDIT'S SHINY INSPIRATION



MY LOVERS LIKE TO LOOK AT MY SHINY THINGS



CECIL SEES THE LIGHT ...AND EGRET DOESN'T



April 30, 2007

Open House Presentation Pictures with IMA Guests







May 1, 2007

- **Conclusion**

I really enjoyed working on this project. Developing this project for the IMA was a great first time exposure to working with community members. I feel that my team took the concept of the project and developed it beyond expectation. We feel really excited that the project will be considered for the Art & Nature Park.