

15.12.2023 - Design Paper

“About Fighting the Fear (of the World)” is a video essay covering a spectrum of phenomena around maps, fear, war, travel, and the body with a focus on the practice of mapping as a tool for oppression and control of Land and People. The essay tries to frame the topic by patching many different stories together to create a cluster that might not represent but enlighten some corners of the thematic complex. Aesthetically, the video will borrow languages from video games, shadow theatre, performance art, and found footage.

ABOUT THE METHODOLOGY

For this video essay, I choose two methodologies, *Heaping* and *Nilling*. Both refer to bringing seemingly not connected, unrelated things together by intuition and not being willing to connect them in the first place. While *Nilling* describes the intention, *Heaping* describes the actual process of bringing those topics together. In my case, these are a collection of texts, videos, found footage, phenomena, personal stories, and fiction.

Examples of such Methodologies:

- > *Flights* by Olga Tokarczuk
- > *Lo and Behold* by Werner Herzog
- > *The Blue Yonder* by Werner Herzog
- > *Nilling* by Lisa Robertson
- > *Serious Games* by Harun Farocki

References:

Bibliography

- > *Flights* by Olga Tokarczuk
- > *Nilling* by Lisa Robertson
- > *An Apartment on Uranus* by Paul B. Preciado
- > *Caliban and the Witch* by Silvia Federici
- > *Das terrestrische Manifest* by Bruno Latour
- > *Carrierbag Theory of Fiction* by Ursula Le Guin
- > *Regarding the Pain of Others* by Susan Sontag

Film (<https://boxd.it/o9jr6>)

- > *Hypernormalization* by Adam Curtis
- > *Lo and Behold* by Werner Herzog
- > *News from Home* by Chantal Akerman
- > *No News from Home* by Chantal Akerman
- > *Serious Games* by Harun Farocki
- > *AIDOL* by Lawrence Lek
- > *Fly* by Meriem Bennani
- > *Oneirokritikon* by Arn Beth

Game

- > *Baldur's Gate* by Larian Studios

- > *ARMA III* by Bohemian Interactive
 - > *Mount & Blade: Warband* by TaleWorlds Entertainment
-

About Fighting the Fear (of the world) is essentially split into three parts:

1. About Fighting <https://www.arenanet.com/janosch-kratz/about-fighting>
2. the Fear <https://www.arenanet.com/janosch-kratz/the-fear>
3. (of the world) https://www.arenanet.com/janosch-kratz/of-the-world-01tmu6_9eda

each part concerns different matters, encapsulating topics of colonialism, crisis and body

Visual Methods:

- > Motion Capturing
- > Shadow Theatre
- > Video Game
- > 3D Rendering
- > Maps

Content Methods:

- > Interviews
 - About Puppeterie & Political Bodies with *Rakel*
 - About Ancestry & Identity with *Carla*
 - About Heaven & Hell with *Amanda*
- > Research and Found footage
 - *Caliban and the Witch*
 - *Regarding the Pain of Others*
 - *An Apartment on Uranus*
- > Recordings in Video games
 - *Arma III*
 - *Mount & Blade Warband*
- > Audio
 - Music by *Tommasi*

Text Methods:

- > Letters / Monologues
 - About the Russian vessels
 - About passing former refugee camp of Moria
 - > Creational Story
 - About World
 - About Fear
 - About Fighting
 - > Roleplay Worldbuilding, addressing the audience as *YOU*
-

ABOUT THE STORYTELLING

Storyteller

The storyteller is a voice, leading the story in the second person (“You”). The entity describes and guides the feelings the audience should experience or be empathetic with. The storyteller does not voice spoken words indicated by >> <<, which the audience is supposed to read out loud in their minds.

exmpl.: “You are shaken by fear of the creature’s appearance. You have never seen such an animal, your heart beats fast. You open your bag to see if you can find something to encounter the monster.”

Letters

Stories found and told by creatures, which the audience encounters throughout the journey.

Reader

Text (written by others) read out loud by a reader. Filmed?

Interviews

The voice and knowledge of an expert about experiences, research and history.

STORIES:

a. Works

- > Jonah and the Whale
- > The little Prince - Businessman

b. Theory

- > Giving birth as magical vs. controllable through mapping it out, Giving birth as free resource for capitalism (*Caliban and the Witch*)
- > Politics of the body (*An Apartment on Uranus*)

c. Told

- > Lithuanian Jews fleeing by ship to South Africa during WWII and then to Australia, claiming back their citizenship now (*Carla Zimbler*)
- > Two Russian vessels in Faroer Islands, not allowed to leave the ship (*Janosch*)
- > Shadow Theatre and its political dimension (*Rakel*)
- > Hell and Heaven as geographical places, the fear of Hell (*Amanda*)
- > Passing Moria Refugee Camp on Lesvos, looking at pin on live map almost passing the location (*Janosch*)

d. Others (Rather Research)

- > Tabula Peutinegriana
- > Ownership as a principle
- > Environmental fear (of the sublime) (*Solastalgia*)

- > Machines used to move gravel or free the way for war machinery like tanks and rocket launchers
 - > Fear of the world, literally of what surrounds us
 - > DARPA TransApp (Solider centered smartphone application(including heat maps etc))
-

VISUAL MATERIAL:

a. Maps

- > *Carta Marina* (1527–39, Rome)
- > *Tabula Peutingeriana* (?)

b. Video Games

- > *Mount & Blade: Warband*
 - > *Arma III*
-

NOTES to visual language

- Show the history of Shadow play by wall drawings and fire.
 - Read passages of “Caliban and the witch” while playing “Mount & Blade: Warband” as a female character.
 -
-

3m	Prologue
-	1m World
-	1m Fear
-	1m Fighting

1m	Title + Credits
----	-----------------

15m	Main
-	5m Monster 1
-	5m Travel 1
-	5m Maps
-	5m Travel 2
-	5m Monster 2
-	5m Travel 3

3m	Epilogue
----	----------

WHAT WE HEAR	WHAT WE SEE
Scratching, noise, rustling, steps, shots. Sounds of fear in the unknown.	Darkness, vague shapes of bushes.
Shots from the fight with a fantasy creature.	Title. "ABOUT FIGHTING <i>THE FEAR</i> (of the World)
The <i>Tabula Peutingeriana</i> , solely explained in words.	Video recording of me explaining it.
<i>Rakel</i> talking about <i>puppet theatre/shadow play</i> and it's political dimensions.	<i>Cave paintings</i> of animals? Fire flickering.
A text about Maps as drawings, Drawings as Maps.	A "map" scratched in ceramics.
Distant sounds of war.	Animals, the Power of Nature, Fire, Lava, Storms, Thunderstorms, Killing, Floods, Tsunamis.
Rottweiler dogs as companions for Romans to cross the alps.	
A story told.	A <i>Shadow Theatre Play</i> .
Texts from <i>Caliban and the Witch: Women, bodies and Permanent Accumulation</i> read out loud, contrasting the images with information about the exploitation of female bodies to make free workes for capitalism.	Gameplay from <i>Mount & Blade: Warband</i>
	Video of a pin on a map, almost passing the Mora Refuge camp on Lesvos. Text about the journey?
<i>Carla</i> talking about her ancestors' history, the rush on a ship leaving from Lithuania to South Africa and to Australia, reclaiming their citizenships.	
History of Ownership	Images of milestones, street building and <i>Vörður</i> .
A definition of <i>Solastalgia</i> .	<i>M9 Armored Combat Earthmover</i> making roads for US military operations (Iran etc.)
Purpose of <i>Vörður</i> (<i>Guard/Wächter</i>) on Icelandic Mountains. Connecting Seyðisfjörður and Egilstaðir.	

<p><i>Amanda</i> about <i>Hell and Heaven</i> and it*s physical locations in old beliefs. Fear of the sublime.</p>	<p>Creatures of Maps.</p>
	<p>Video Game Character Editors.</p>
	<p>Outbreak of Hekla, documents of its time, depictions on maps (!)</p>