abstract

This article considers the means by which the short film Munted (2011) was brought into being. It discusses drawing and interior dwelling as immersive methodological practices. In so doing, it suggests that multimodal thought might constitute a communicative process that reaches both into ideation and outwards into the communicative appearance of a multi-layered filmic text.

key words

Contemplative drawing
Skariphasthai
Short film design
Digital and handmade processes
Indwelling as ideation