Abstract

CREATIVE PROJECT: *Escape: Adventure in the Uncanny Valley*

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This study presents a comprehensive overview of the context and concepts of the uncanny valley, which claims that as a non-human object seemingly appears and acts more human-like without appearing exactly like a human, people feel a sense of uncanniness. In recent years, computers are able to make computer-generated objects look just as real as images filmed in reality. Special effects artists are not only able to design and animate common objects, but also full-bodied people, too. This essay first explains the theory of the uncanny valley and how it applies to viewers’ feelings of these full-bodied animations. Second, it provides a brief background over creating computer-generated objects and characters for cinema and television. Thirdly, it reviews specific examples in cinema and television, followed by society and viewer’s acceptance of the concepts and reoccurring themes behind using computer-generated characters in place of real, living actors. The creative project goes hand in hand with the supplemental research of this essay. This essay concludes with a discussion of the creative project and how it is inspired by to the recurring themes of the research.

Keywords: uncanny valley, Masahiro Mori, *Escape*, digital resurrection