

Statement

Group Number: Skyler Gao, Peihang Jiang

Project Name: Mouth

Project Concept

Mouth is a stylised 3D experimental animation that explores the relationship between speech, silence and collective suppression. The project focuses on a repeated social pattern: when a problem first appears, people often choose to ignore it because of fear, self-protection, or the desire to maintain social order. In this situation, the person who speaks first is often isolated, silenced, or treated as the problem.

The mouth is the central visual symbol in this animation. It is normally connected with speech and communication, but in this project, it also becomes a wound, a crack, an entrance and a sign of resistance. Through this symbol, I want to explore how a voice can be controlled, covered, or swallowed by a larger system of silence.

Research Context

My research is based on several social and historical events related to censorship, ignored warnings and social suppression. For example, Dr Li Wenliang's case shows how an early warning can be treated as a threat instead of being listened to. Cheng Nan-jung's fight for freedom of speech shows the personal cost of speaking against oppression. The White Paper Movement shows how even silence can become a form of expression under censorship.

I also researched the Chernobyl nuclear disaster. For me, Chernobyl is not only a technological accident, but also a symbol of human ambition, greed and the desire to control powerful energy. The disaster finally turned back against human beings and caused death, displacement, fear and long-term social damage. These references are not the direct story of my animation, but they support the emotional and conceptual background of the project.

Narrative Structure

The animation begins in a dark and oppressive space. Many mouths appear on the walls and around the environment. They open and close at the same time, but no

real voice comes out. This represents a society where people seem to be speaking, but they are only repeating safe and empty words.

Then, one mouth begins to move differently. It tries to make a real sound. The sound is very weak, like a breath or an unfinished word, but it changes the space. Cracks begin to appear. The other mouths notice it, but they do not listen. Instead, they try to stop it. Words such as “quiet”, “normal”, “don’t speak” and “don’t cause trouble” become tape, thread and black liquid. These materials cover and seal the speaking mouth.

At the end, the violence of silence becomes physical. Gunshots break the rhythm of the space. The bullets do not only destroy the speaking mouth, but also shatter all the mouths around it. This ending shows that suppression does not only harm the first person who speaks. It finally destroys the whole system of expression. The film ends with broken mouth fragments in the dark space, leaving only silence and echoes.

Visual and Sound Style

Visually, I want the animation to have a strong stylised and surreal 3D look. The early scenes will use a dark colour palette, such as black, grey, deep green and muted red. The space should feel oppressive, organic and dream-like. The mouths are not realistic characters, but symbolic body forms. Their surfaces may use flowing materials, like black liquid, skin, smoke or unstable energy.

As the animation develops, the visual style becomes more unstable and broken. Cracks, distortion and black liquid will show the pressure growing inside the space. In the final scene, bullets shatter all the mouths. This moment should not feel like an action scene, but a symbolic destruction of speech itself. The ending will feel cold, silent and unresolved.

Sound will also be important. At the beginning, I will use breathing, low noise, mechanical rhythm and silent mouth movements. When one mouth tries to speak, the sound will be weak, like a breath or an unfinished word. During the suppression scene, the sound becomes broken and uncomfortable. In the end, gunshots suddenly break the rhythm. After all the mouths are shattered, only distant echoes and silence remain.

Aim

The aim of this project is to create a symbolic animation about the cost of speaking and the danger of collective silence. I do not want to tell one specific historical story. Instead, I want to express a wider social pattern: when society refuses to listen to the first warning voice, suppression can become a form of violence. In the end, the violence does not only destroy one speaker. It destroys the possibility of speech itself.