

Final Submission

Artist statement:

Office-ially Crazy is an absurdist film that explores the workplace if everyone shamelessly dropped the performance.

The office as an institution has always run on a kind of social contract. We agree not to see what we see, not to say what we think, not to be who we are. Every character is an externalization of something the professional world quietly tolerates and never names out loud. The CEO is the institution itself, hungover, self-important, and bizarrely maternal, treating her employees as extensions of herself rather than people. Harold the HR puppet delivers the doctrine of corporate culture with a personable smile stitched permanently onto his face. The secretary engineers an elaborate machine just to avoid speaking to a stranger, an illustration of the invisible emotional labor we perform just to compensate for our humanity and make it through the workday. And Cubicle Baby, born directly into the workplace grind and addicted to productivity before he's old enough to fill a desk chair, is all of us on our first day, and our last.

Offic-ially Crazy is less interested in skewering corporate culture than in asking why we internalize it so completely. Why we medicate ourselves to meet its demands, and perform contentment inside structures that are not made to accommodate the human parts of us. The resignation letter gets eaten. A replacement is already on the way. The party goes on regardless, not because the world is strange, but because the world *is* strange and we've simply agreed to call it normal. The film invites us to sit with something we all know deep down: the corporate workplace doesn't respect *you* or need *you*. It just needs *someone*, and we keep showing up.

Artistic Decisions:

Inspirations

- As a group, we were very inspired by workplace sitcoms such as *Parks and Recreation*, *The Office*, *Workaholics*, *It's Always Sunny in Philadelphia*, *Brooklyn Nine-Nine*, and more! When deciding the overall artistic tone, we were inspired by *Severance*'s use of lighting and colour to create our desired office ambiance. We wanted to highlight the blue and grey hues to emphasize the feeling of a cold, almost desolate environment. The colour grading plays a massive role in conveying the intended solemn and sickly tone through the grey-green-blue colour palette. In contrast to the dark environment, we see sparks of light and colour in the Cubical Baby's toys, representing the immaturity of the employees and reminding the audience of the birth-to-office job joke that started the whole project.

- When covering such a dark, serious topic, we thought it would be nice to add some humorous aspects to lighten the mood as well as show the little moments of joy that can be found even in shitty situations. As human beings have been doing for centuries, coming together and creating moments of light and joy even in the most hopeless of situations.
- The Cubical Baby was semi-inspired by Boss Baby, mainly by name and concept (conscious baby in a suit), but not at all by personality.
 - The drive behind Cubical Baby's need to be productive in the workplace is Cubical Baby's defining personality trait and the main thing their character stands for, despite being unaware of the company's moral values and ethics, let alone what it is they actually are producing or managing. The only thing cubical baby knows is the hr training video in which they were told the company is important. By following the orders given to them since birth, cubical baby is forced into a work environment that goes against their inner workings. Drawing attention to how living in such structured societies can really suck if that structure is not aimed towards you. Where the Cubical baby's personality, values, work ethic, and communication skills can thrive in other environments, just not the one Cubical Baby was forced into.
- For Harold we were inspired by the token non-human members of the main cast as seen in many shows and movies, such as Rodger from American Dad, Bender from Futurama, Chewbacca from Star Wars, Brian from Family Guy and more! By having one non-human character, it adds to the classic TV show feel and adds to the campy nature of the show! Harold's design was heavily inspired by muppets and Maximillion may be Jim Henson's long-lost child because she did such an incredible job!! Harold's design and overall execution were integral to adding the 90s TV nostalgia we were inspired by!!
- To add interest to our TV show (as well as cover up some green screen issues) we made an effort to add visually interesting transitions from scene to scene. This was done to keep the audience engaged, as some scenes are intended to bore you, as an office job would.
- The transitions add visual interest and make the TV show more campy and look super sick!
- When making the Jazzercise video, it was super important that the main dancer had a star-shaped mask to imitate the gold stars given out to children for good work in elementary school. Representing the (low-no value) tokens given out and used as incentives to condition us into acting a certain way. The big star mask on the instructor represents the authoritative figure who holds the gold star sticker sheet and all the power, while the backup dancers noticeably do not hold that same power, as they are in different masks. The students are fighting to win the approval of the authoritative figure, yet this authoritarian figure does not even turn around to look at their dead bodies.

- Certain elements of editing are inspired by 2010s Youtube, evoking a sense of campiness that enabled us to embrace a feeling of “kitch.” By celebrating this superficiality, our overarching goal was to emphasize the subversion of conventions, making our work lean towards the non-serious

Task Breakdown:

As a team, we decided to approach the project in a way that emphasized each of our respective strengths. By completing the filming of our sections individually, our independent work enabled us to establish the aura we desired our characters to embody, before we launched ourselves into group filming. In completing this step and later coming together, we were able to maintain a well-rounded understanding of the direction we wanted to follow for the entirety of our work.

In entering the editing process, our chosen approach was for Jay to complete general editing, such as inserting scenes into Davinci Resolve, adjusting green screen, completing introduction music, and colour grading, amongst other work. Following this, Norah, Anna, and Maximilienne completed the process of inserting creative elements, including but not limited to transitions, visual effects, musical scoring, and image insertion. A more exhaustive breakdown of tasks completed by individual group members can be found below.

Task	person/people
Designing the concept of Cubicle Baby	Jay
Designing the concept of CEO	Norah
Designing the concept of Millie	Anna
Designing the concept of Harold & creating puppet structure	Maximilienne
Went in to edit on Thursday, March 12	Jay
Went in to edit on Friday, March 13	Maximilienne & Norah
Went in to edit on Thursday, March 19th	Jay
Went in to edit on Friday, March 20	Maximilienne & Norah
Went in to edit on Tuesday, March 24th	Jay & Norah
Went in to edit on Wednesday, March 25	Maximilienne, Norah, & Jay

Went in to edit on Thursday, March 26th	Jay
Recording of Harold HR orientation scene	Maximilienne
Recording of CEO jazzercise video	Norah
Recording party scene on Wednesday, February 25 in Library	Anna, Norah, Jay & Maximilienne
Booking of library rooms for recording party scene	Maximilienne
Booking of studio for recording central scenes (and writing of relevant emails that were needed)	Maximilienne
Prop wizard!!! Contributing literally all the props seen in the video	Norah
Recording of central scenes on March 5 in studio	Anna, Jay & Norah
Recording scene 5	Anna
Editing of final party scene	Maximilienne & Norah
Editing of Harold HR orientation video (visuals, voice)	Maximilienne
Making & editing of TV intro	Norah & Max
Making of intro music	Jay
Group meeting on February 13 to write script	Anna, Norah, Jay & Maximilienne
WIP bundle 1	Anna, Norah, Jay & Maximilienne
WIP bundle 2	Anna, Norah, Jay & Maximilienne
WIP bundle 3	Anna, Jay, Norah & Maximilienne
Ideating “ripping from womb” transition & sourcing material	Maximilienne & Norah

Recording cubicle baby Zyn scene, dissociation scene	Jay
Exporting film and uploading to Youtube	Jay
Importing clips into Davinci, adding images to green screen, colourgrading	Jay
Finding image resources for Harold scene, “office space” background for greenscreen, etc.	Maximilienne & Jay
Filming scene 5 and planning editing document: https://uoguelphca-my.sharepoint.com/:w:/g/personal/atrick_uoguelph_ca/IQDL19ZNOq66ToK9L_3khX7gAYLyAjm-EukjqA8_f5fpb88?e=pV1zmD	Anna

Stills:







Caramell Dansen (Full Version!)



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