jiggle n juice's

JAWBREAKER

series

Episode 1 - 17/07/20

How to Build a Character

(Discussing costume/makeup, filming, set/location, inspiration/process)

Jiggle 'n' Juice

examples

GRAYSON PERRY

* alter-ego Claire was inspired by his childhood passion for dressing up
* the experience + it's underlying eroticism are bound in the formation of Perry's psychosexual identity + creative drive

· Initially, Claire was very conventional, but Perry found being able to 'pass' as a woman was no longer rewarding
· he then developed a much more flamboyant outward expression of his character.
· this allowed him to tap into aspects of femininity that he had reached out for since his childhood
* the dresses Claire wears act as an expression of identity and its bind to gender that communicates his own experience to explore the construction of gender.

(2000)

Claire's Coming Out Dress ↑

* features imagery of Alan Measles, his 50 year old teddy, as well as traditionally masculine objects that have been feminised, to question traditionally macho-masculinity against the softness of femininity
* e.g. planes in pastel colours... a penis wrapped in bows

ERICA EYRES

· Canadian artist living in Glasgow
· characters depict a sense of uncanny to allow the viewer to recognise aspects of themselves
· plays with voyeuristic discomfort
· explores the tensions between what is funny and what is stark
· her short films incorporate stories which are hard to pin down - with an off kilter aesthetic
· she uses her array of characters to explore the psychological drives of humans through the prism of mainstream culture (e.g. "live" interviews, reality TV...)

VICTORIA SIN

· addresses the surrounding identification of images in relation to the construction of gender + cultural identity
· use of drag aesthetics, performance + character work is combined to act as a vehicle for Sin to perform femininity
· expresses femininity as a fluid concept that is not essential to womanhood, or natural to any particular body.
· by utilising these art forms, particularly their transformation into their character, allows Sin to highlight the power of voyeurism + looking.

CINDY SHERMAN

* performance, character + photography based work
* highly exaggerated + often grotesque character studies speak to ideas surrounding identity, gender + constructed performance
* often presented with an eccentric, intense, or ugly side, capturing an emotion/moment frozen in time
* embodies her characters to reflect socially critical ideas, for example her Clown series (2003-4) which was made in the aftermath of the US terror attacks.
* Sherman felt the use of clowns was a logical progression of her interest in dressing up, as they allowed her to express the range of emotions which lie behind a painted face

behind the scenes

Some examples of our process and the way a typical shoot might look, to give context for our work as well as to highlight the less glamorous and more labour-intensive side of shooting + filming.

A big portion of my process is mapped out digitally, to ensure everything runs smoothly!

I always have my inspo sources handy to remind myself of my vision as well as to keep my focus consistent!

Barbara was inspired by this motel owner in an episode of Modern Family

What a shoot might look like post filming - location oriented

SHAE
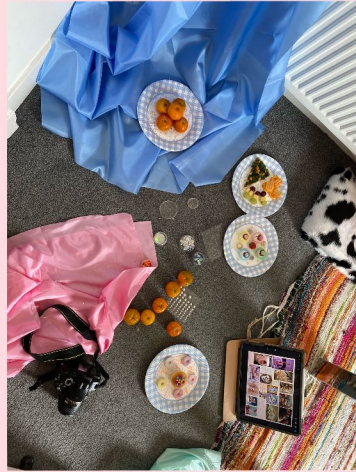
Almost all of my videos were shot in my school's grey room with varying backdrops. (left)

This is an image of what my studio space looked like- filled with costumes, hats, wigs, and a place for storyboarding. (right)

Post graduation, now working outside on some new projects!
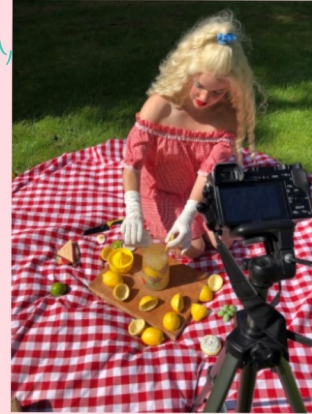
BTS character selfies!

Thrift stores, especially during Halloween, are a gold mine for interesting costume pieces!

Unedited stills of characters

GEORGIA

resolved work

BARBARA

POGO the Clown (Cherry's boyfriend)

Cherry Shakes

MADEIRA (shot in 2019)

Untitled characters for UNDRESSING PLEASURE series ↑

SHAE

Bambi Dina in King Kong Ding Dong

Baby's Dream ↗

Still from "The Performer"

An installation shot of Sex Appeal (2018) ↑

(Imperial Chanterious (Imp)

The first two characters I ever worked with!

Bambi Dina   Cardinal Sin

GEORGIA