

CARRIE ON
ARTIST: SKYE BAILEY
FORMAT: 01:00 | SILENT | DIGITAL ANIMATION
BACKGROUND: ABSOLUTE BLACK FIELD THROUGHOUT

TITLE CARD

"Carrie On" fades in cleanly on screen, then dissolves out.

SCENE 1: THE EXCLUSION

From the left, a collective array of seven chairs with their backs turned to the right (GSR) enters the frame. From the bottom left, a lone protagonist chair (C-Main-Left) moves toward the center, seeking entry but halting to the left of the group.

Instantly, a sharp, white vertical line slices down from the top edge to the bottom, physically separating them. GSR dissolves; a new collective array of seven chairs with their backs turned to the left (GSL) appears instantly over it, orienting themselves to turn their backs fully on the protagonist before exiting swiftly off-screen right. Left behind the line, C-Main-Left slowly descends downward, dropping out of the frame in an expression of isolation. The line vanishes into the dark.

SCENE 2: THE REJECTION

From the right, GSL moves inward to the left. The protagonist enters from the bottom right as C-Main-Right, positioning itself on the right side of the collective. Immediately, a second white vertical line manifests between them.

The group dissolves, replaced instantly by GSR to mimic turning their backs on the protagonist. They exit rapidly to the left. C-Main-Right slowly descends out of the frame layout. The vertical line remains fixed on screen.

SCENE 3: THE DESCENT

The second vertical line remains slightly off-center to the left. A third white vertical line compresses into view on the right, exactly where the first line once stood. Together, they form the high-contrast walls of a deep, narrow canyon.

From the top center, C-Main-Right enters, slowly falling through the narrow abyss. One-quarter into the drop, two pink shapes resembling a hog appear on opposite sides of the frame; they blink once. At the halfway point, they blink again. Right before the chair hits the floor, the pink shapes are sliced into four clean horizontal sections via a sharp blinds effect. The chair strikes the bottom.

Instantly, a slow vertical wipe activates directly over the chair. C-Crimson-Right materializes from top to bottom, mimicking a slow, saturating downpour of blood over the form.

SCENE 4: THE REVENGE

C-Crimson-Right sits motionless at the bottom center. A combined collective of fourteen chairs, split into two flanking groups of seven (Group Unified), slowly enters the scene, delayed to match the moment the blood texture settles. The composition forms a strict landscape of exclusion: an outer group, a barrier, the crimson protagonist, a barrier, and the final group.

Fourteen theatrical half-masks appearing to laugh materialize directly over the collective chairs. Together, the groups flicker and cycle aggressively between GSL and GSR layouts as the masks blink five times in rapid succession, simulating silent, mocking laughter.

The masks vanish. Simultaneously, C-Main-Right disappears beneath the texture. C-Crimson-Right pulses twice in rapid, violent succession. The left vertical line vanishes as GSL bursts into flames. C-Crimson-Right dissolves, instantly replaced by C-Crimson-Left as it turns its gaze toward the remaining group. The right vertical line vanishes; GSR bursts into flames.

SCENE 5: THE REWIND

[VISUAL EFFECT] THE TIMELINE REWINDS.

The fire, the structural collapses, and the transformations rapidly reverse, snapping the composition back to the precise frame right before the crimson chair pulsed with rage.

SCENE 6: THE REDIRECTION

C-Crimson-Right holds its position at the bottom center. It takes two deep, deliberate breaths, pulsing calmly at a scale of 106% for three seconds.

The left white vertical line exits with a heavy blur effect. In its place, a smaller, vibrant yellow vertical line blurs in, standing just taller than the protagonist chair. The yellow line glides smoothly across the frame, positioning itself directly over the right white vertical line.

As it arrives, C-Crimson-Right dissolves out, and the formal C-Main-Left blurs back into existence, cleansed of the crimson stain. The remaining white line blurs out completely, leaving the yellow line exposed. At that exact instant, a smaller yellow horizontal line blurs onto the upper portion of the vertical line, interlocking perfectly to form a radiant religious cross.

The protagonist and the cross are unified as a single group at the bottom center. Together, the Chair/Cross group pops forward dynamically for a duration of 0.7 seconds, scaling up to 110%.

Simultaneously, the hostile Group Unified dissolves completely out of existence, cleanly removed by the kinetic power of the forward pop. The Chair/Cross group glides smoothly off-screen, moving left to right.

Before the group completely exits, the title "Carrie On" slowly dissolves back onto the screen in clean white. After a 1.5-second delay, the word "Carrie" appears over the white text in deep crimson, utilizing a downward wipe that simulates a slow fluid drip over the text.

"A Work by Skye Bailey" dissolves into view.

Copyright information dissolves in after a 0.5-second delay.

A tiny red wasp logo dissolves into the layout.

A tiny yellow lightbulb blurs in, illuminating directly over the abdomen of the wasp.

HOLD ON FINAL COMPOSITION. (*The title, credits, copyright, and illuminated logo remain fixed on screen as the animation concludes.*)