How can you combine three very different ends of a spectrum as the horror genre in the film industry, the fine arts, and marine biology? Well, in my spin on undergraduate research, I will be combining all these aspects into a suite of 4 paintings. These paintings will be inspired by old horror movie posters, with an oceanic twist to all of them. I am using the movie poster format because the original posters back in the day were actually hand drawn. Not just the horror ones, but all the movie posters before the 1940's were in fact hand drawn, and only given to the theatre that it was meant for. The objective of this research is more so to bring back nostalgia from what that film industry used to be. I would like to show the people the roots from where the modern film industry is today. Also, marine biology is a beautiful science, there are many creatures of the deep that no one even knows about. Since most of the ocean is undiscovered, who knows what could still be lurking on this earth that we have no idea about? Some of the creatures we have found in the ocean could be bioluminescent, living in toxic environments, or just downright look strange. All the different sea creatures, both found and unfound, really give the science a very mysterious and dark twist it you really think about it. By bringing this aspect into my paintings, it will show people that some creatures are beautiful yet also strange.

Method for carrying out research

First I will do research old time horror movies and posters in the 1930's. In addition, I will also be researching different types of marine species. After I decide what creatures to use and being inspired from the movies and posters, I will make sketches of suggested designs and choose four of which to use for my series. After such deciding is done, then I will begin actually painting them. The materials I will use will most likely be Stonehenge paper, with acrylic paints.

Final result

Through these paintings, the end result will be very eye-catching to the viewer. I will portray a sense of mystery as well as awe of the sea creatures that I either create or use from real life, while using the iconic style of 1930's horror posters, while at the same time, bringing movie posters back to their former glory when they would actually use traditional artistic skills to create these images.

Project outline

Timeline (dates) Goals and Objectives Actions: How Actions Support Goals and Objectives Goal I (could for example be a literature review):

October 31st First objective: Get movie/poster research done Gets research done for a better idea for what I'm actually dealing with, and gives me inspiration for future sketches

October 31st Second objective: Get sea creature research done Gives me a better understanding of anatomy of sea creatures for drawing, and inspires what either made up or actual creatures to use in the sketches

Goal II (e.g. data collection or documentation of creative process):

November 15th First objective: Have sketches done, and choose 4 Lays down the groundwork for paintings and chooses from different ideas which will work best for my end goal

November 25th Second objective: Finish more detailed sketches of chosen sketches Makes it easier to paint when you have more detailed drawings to work from

Goal III (e.g. analysis of data or creative process and summary of results):

January 10th First objective: Have at least half of painting done Gets at least some of the paintings done, so that I know I'm on track with finishing everything for the deadline

February 25th Second objective: Have paintings finished Finishes paintings two weeks before the due date, so I can figure out the best way to display them

Goal IV* (e.g. dissemination of results at UWW Undergrad. Research Day and NCUR/UW-System):

Margin comments:

R4: 3 ends of a spectrum does not sound right.

R1: Research/creative question to tackle

R1: Method chosen to answer the creative question

R3: A definite goal stated right off the bat. I like that.

R4: Insert citation

R1: Clearly stated objective. R3: Not sure if this objective is achievable… bring back nostalgia?

R4: The objective makes sense but needs to be restate - By using nostalgia as a tool, the researchers paintings will have two goals 1) share an historical pop culture art form 2) meld three perspectives using the horror genre as a vehicle. I think this is what is being proposed…if not restate your goals and objectives.

R1: Additional objective

R4: This point can be made more succinctly - mention the 3 aspects you are 'melding' film, fine arts, marine science through horror...

R1: Will be better if specify how and/or the source of research materials.

R1: Again, how?

R1: Will be helpful to include a brief description of how the decision will be made. What are the criteria?

R3: This is certainly doable, I'm just not sure if this will achieve the stated objective in this case

R1: This is vague and not introduced earlier in the proposal. Does this mean 'hand-drawn posters'?

R4: This works for me.

R1: This is actually quite well written if not for the lack of proper formatting (e.g., punctuation). The table format below is better and should be used (and it also saves space in the proposal for more detailed description of other areas). It provides an outline of concrete steps the researcher is undertaking and brief reasons as to why and how they contribute to the overall end goal of the project.
R3: As a reviewer I'll accept this proposal, since there is a high likelihood of project outcomes, and it seems pretty feasible. However, I'd ask for a revision of the goals and objectives and reframe those in terms of the activities proposed: perhaps the goal could be to show the scientific basis of horror movie posters? How real creatures are depicted as "monsters"?

R1: This is a nice inclusion – it shows the researcher is aware of detailed requirements of finishing the project.

March 11 First objective: Have paintings framed or figured out how they will be set up Gets my paintings ready for them to be viewed in the best way that they will affect the targeted audience

March 11 Second objective: Practice speech Make sure I know what I am saying, and that I don't get nervous when actually presenting my work

Timeline (dates)	Goals and Objectives	Actions:	How Actions Support Goals and Objectives
Goal I (could for example be a literature review):			
October 31st	First objective:	Get movie/poster research done	Gets research done for a better idea for what I'm actually dealing with, and gives me inspiration for future sketches
October 31st	Second objective:	Get sea creature research done	Gives me a better understanding of anatomy of sea creatures for drawing, and inspires what either made up or actual creatures to use in the sketches
Goal II (e.g. data collection or documentation of creative process):			
November 15th	First objective:	Have sketches done, and choose 4	Lays down the groundwork for paintings and chooses from different ideas which will work best for my end goal
November 25th	Second objective:	Finish more detailed sketches of chosen sketches	Makes it easier to paint when you have more detailed drawings to work from

Goal III (e.g. analysis of data or creative process and summary of results):			
January 10th	First objective:	Have at least half of painting done	Gets at least some of the paintings done, so that I know I'm on track with finishing everything for the deadline
February 25th	Second objective:	Have paintings finished	Finishes paintings two weeks before the due date, so I can figure out the best way to display them
Goal IV* (e.g. dissemination of results at UWW Undergrad. Research Day and NCUR/UW-System):			
March 11	First objective:	Have paintings framed or figured out how they will be set up	Gets my paintings ready for them to be viewed in the best way that they will affect the targeted audience
March 11	Second objective:	Practice speech	Make sure I know what I am saying, and that I don't get nervous when actually presenting my work

Evaluation:

1) Are project activities and outcomes connected to the stated goals and objectives? **Strongly agree.**

2) Project feasibility. How realistic and appropriate is the study for this student in the time available? **Very appropriate. Having the timeline clearly written helps.**

3) Likelihood of project outcomes. Is the project likely to result in a data set, creative performance, art object, or academic project that can be presented and/or published? **Very likely.**