Immersive artistic tool to cut

**Female Genital Mutilation** 

by Hedoné Collective



LOVE THE FLOWER poetic story board

a call
to empower
women and stop
crimes against pleasure
through art and education

"I love my mother. I love my family. I love Africa.

For over 3,000 years, the family truly believes that the daughter who is not circumcised is not clean, because what exists between our legs is not clean. So it must be removed and cleaned up, as proof of virginity and virtue.

In the wedding night, the husband takes a blade or a knife and cuts it open before he forces himself into his bride...

**Waris Dirie** 

Speech at United Nations (1997)



"An uncircumcised girl cannot marry. Consequently, she's expelled from her village and put on the same level as a whore.

This practice continues even tough it is not written in the Koran. It is accepted that, as a result of this mutilation, women are sick mentally and physically for the rest of their lives. The same women who are the backbone of Africa.

I survived, but my 2 sisters did not...

Waris Dirie

Speech at United Nations (1997)



"When I was a child, I said I did not want to be a woman.

Why, when it is so painful and so unhappy?
But now, that I'm grown, I'm proud to be
who I am.

But, for the sake of all of us, let us try and change what that means to be a woman."



Waris Dirie, FGM Survivor
Model, social activist, author, actress
UN Special Ambassador (1997–2003)



Female Genital Mutilation is a crime against humanity.



300M living women affected

they don't live "over there" some are closer than we think (expats are all around).

rooted in gender inequality

predates today's religions

serves no health or other benefit whatsoever

can be stopped if we act together

cutting

circumcising

desensitizing

torturing

infecting

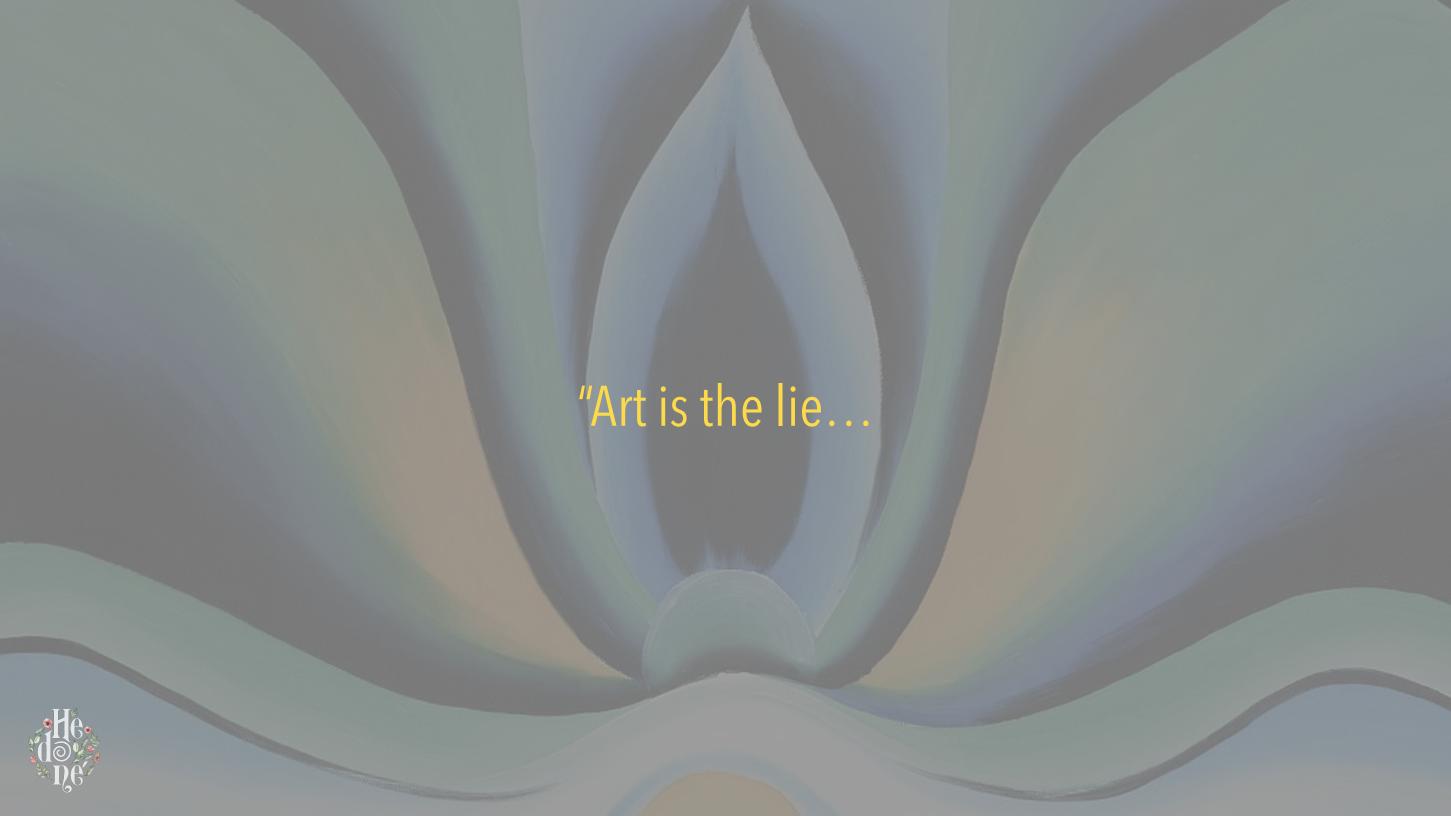
incising

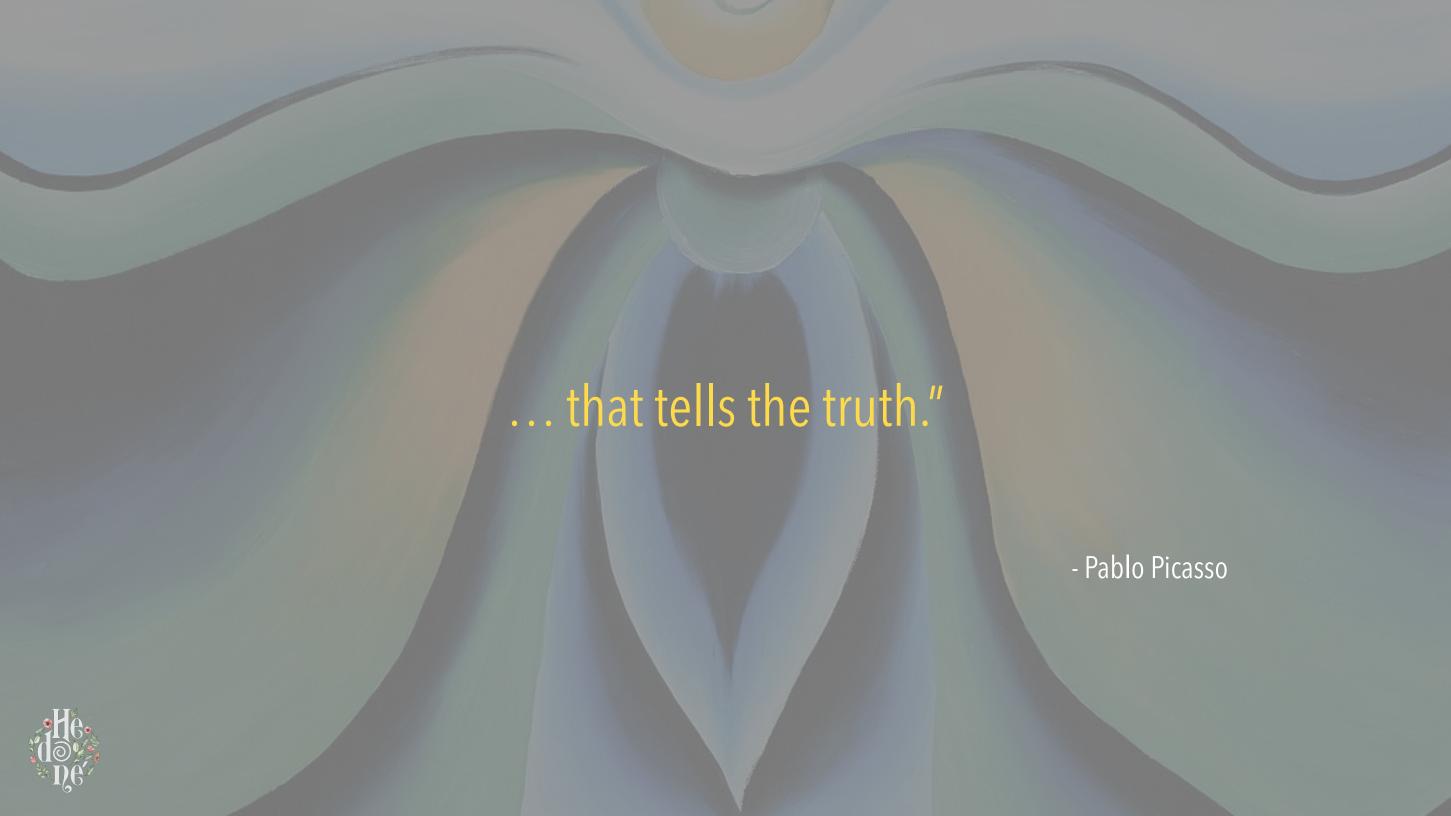
scarring

killing

It must stop now.

What can we do about it?







can this art improve lives?



Hedoné
has a unique
art therapy approach
to transform attitudes on FGM

# using Psychomagia as a tool

"Psychomagia is a therapy form proposed by A. Jodorowsky, who recommends the cure of blockages and traumas through artistic methods that speak directly to the subconscious."



# MULTISENSORIAL EXPERIENCE

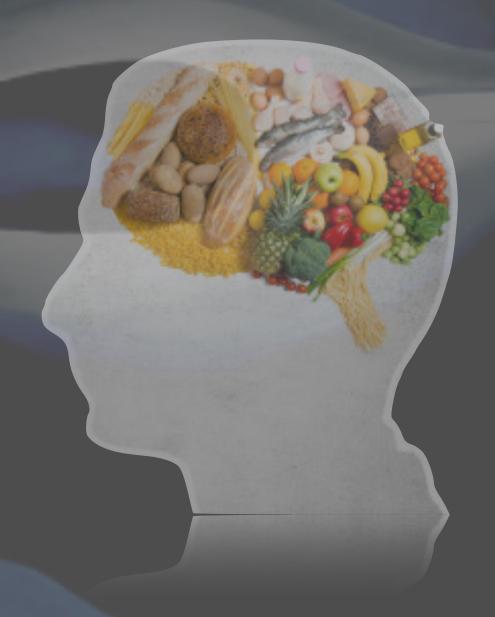
5-step method to psychomagia

- 1. Superfoods Feast Gathering
- 2. Binaural Sound Meditation
- 3. Audiovisual VR Experience
- 4. Educative Talk & Open Mic
- 5. Music & Circular Dancing

This event is designed to reshape mindsets in areas where FGM is practiced. To be successful, we need to persuade whole communities. Effective transformation needs to be for the collective (or majority). We want to apply the method in small villages of 2,000 inhabitants or less in groups of no more than 50 participants per group. Each group will need  $\sim 2$  hrs to complete the 5 steps.



#### SUPERFOODS FEAST GATHERING



To entice participants, a tasty selection of dishes rich in **Tryptophan** will be offered at screening events.

It is present in most protein-based foods: chocolate, oats, dried dates, milk, yogurt, cottage cheese, red meet, eggs, fish, poultry, sesame, chickpeas, almonds, sunflower seeds, pumpkin seeds, buckwheat, spirulina, and peanuts.

Tryptophan is proven to help us secrete higher levels of **serotonin**. This is very important for our intervention, as it aids cognitive functions like memory and **learning**.



#### BINAURAL SOUND MEDITATION



Breath work combined with **aromatherapy** and binaural sound can relax the mind for new knowledge. Linked to the sensory process, gamma brainwaves are closely associated with data processing and **attention**. Aromatherapy is a powerful tool when it comes to mood and behavior. Different scents like Rosemary, Jasmine and Cinnamon have been known to improve **mental function**, enhance focus, and trigger desirable impulses.

#### AUDIOVISUAL VR EXPERIENCE



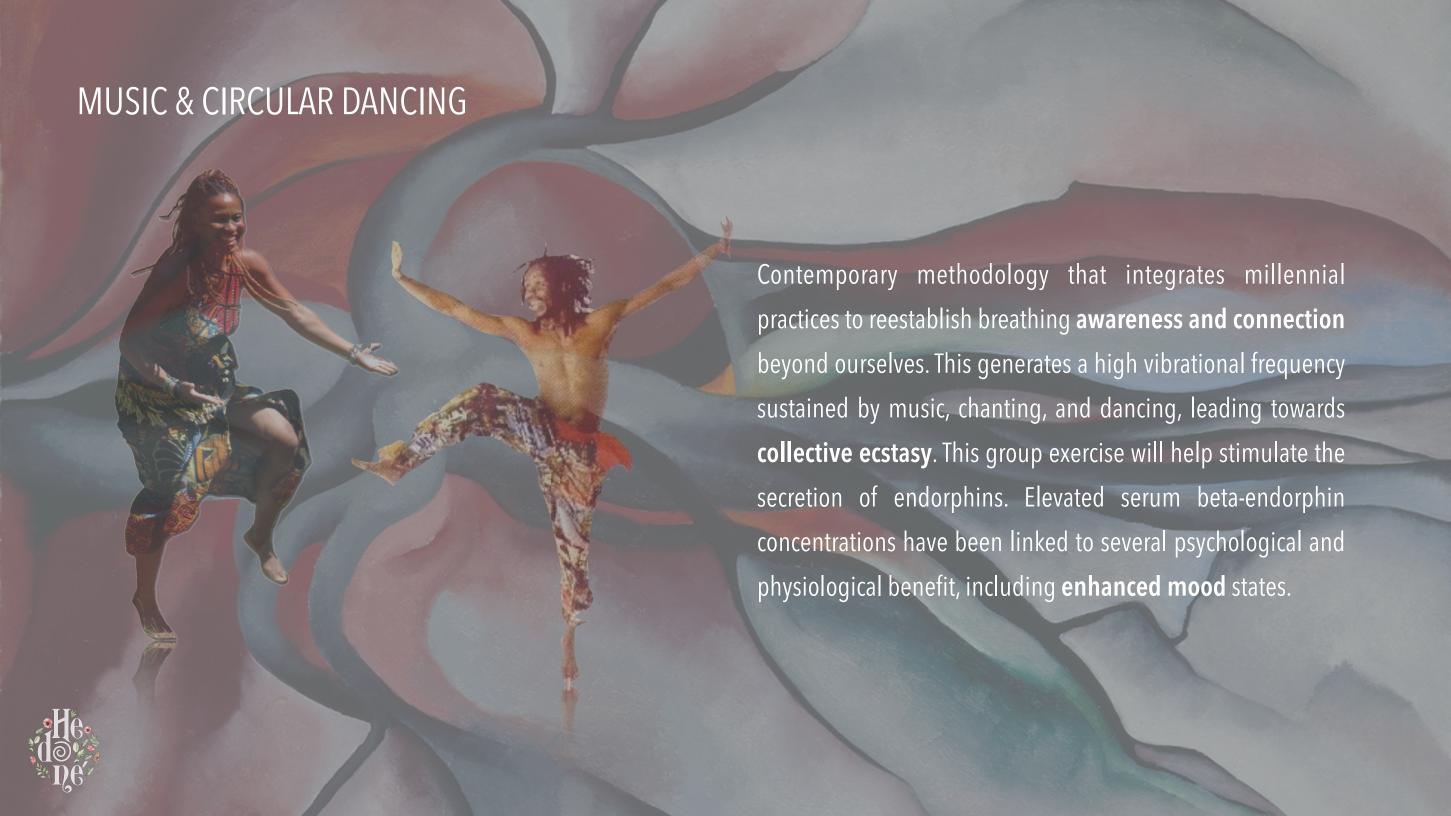
High-quality VR headsets - with no compromise on sound - will teleport the audience into a dreamy journey, LOVE THE FLOWER. A 12-minute audiovisual collage of original immersive music and powerful imagery in virtual reality will send powerful messages to observers' subconscious by association to create a new vantage of the female genitalia: positive, sacred, and natural. The picture is a homogeneous combination of animation art, classical film, and special CGI effects, visualized as part of the larger 5-sense event experience.

#### **EDUCATIVE TALK & OPEN MIC**



Q&A round after FGM background talk with facts & figures focusing on the:

- \* Origins of the practice predating all major religions
- \* Percentage of cases that end up in fatality or permanent impairment
- \* Data about economic progress in countries that have successfully ended FGM
- \* How healthier women have transformed the socioeconomics of their communities



# LOVE THE FLOWER poetic storyboard

Script – L. (Dotheart) Original Idea – Rubò (Hedoné)

Experience guided by local experts

Gaye Alieu, educator & activist from Gambia
Fatou Diata (Sister Fa), musician & activist from Senegal

#### WHAT DOES THE VR FILM CONTAIN?

Dream-like journey from realism to surrealism

Strong messages by metaphoric association

Mixed media footage from across genres

Expressive music via immersive gear

#### WHAT DOES THE VR FILM NOT CONTAIN?

Any genitalia or individual nudity

Any reference to or depiction of FGM

Any intelligible text, narration, or vocals

Any personification of appearing characters



# PART 1 - COMING - PLOT

approach
earth from space
focus on botanical world
underseas and fungus to flowers
animals mating through human evolution
from a singing bowl to a zoetrope at transition



"the wisdom of nature has brought us this far"

## PART 1 - **COMING** - THEME

this is only happening space and time form and variety cycles and richness history and evolution choreography and flow



#### PART 1 - **COMING** - DESCRIPTION

#### how

have we come this far since the bang the dance to date form to this (reality) evolution to now (life) blackness to here (earth) botanical to human (nature) atomic to astrological (quanta) to anything we perceive (qualia)



## PART 1 - **COMING** - TAKEAWAYS

#### life

is perfect here on earth mother of mothers has brought us this far tides of beauty in harmony the cross-dimensional pattern to the rhythm of the cycles in creative intelligence delivering deities for which she weaves out nature



## PART 1 - **COMING** - TRANSITION

time ticks toc peek-a-boo and it all starts from the first pixels to capturing the richest audiovisual poetry on screen as the pre-we era decompresses our virtual reality becomes conscious of itself and we watch us multiply with it



# PART 1 - COMING - ATMOSPHERE

#### **LOOKS**

wavy loops
colorful but preserved
documentative in its dogma
intentional in minimal blossoming
while using VR-friendly and sensorial SFX

#### **SOUNDS**

transcendental and progressive positive, storytellish, elemental no vocals but a lot of nature pre-human-made sounds spacey and jungly in the same time



## PART 2 - WE - PLOT

animate female figure with flower between legs show how fruits are blossoming from flowers humans loving each other and reproducing newborn coming out of the flower (vulva) natural elements resembling genitalia sad woman bullied by community defining how she should be or else she's not fit to bear child or even live



"her door to existence is present throughout nature"

# PART 2 - WE - THEME

we are more in love with more togetherness love is the glue vulva is the flower



# PART 2 - WE - DESCRIPTION

now

zoom into where we start La Flor de la Vida is the flowering of life from her womb of pleasure in the garden of spirals that fractal an environment for energy to manifest for man to make his mark and her to grow

the mirrors for consciousness touching itself the blossoming into flower and fruit and seed



#### PART 2 - WE - TAKEAWAY

we are the florescence nibbling nipples pollenating this gravity sun rays ink petals of poetry when tulips kiss and apples drop inspiration is impregnation newness in multiplicity our kids are orchids orbiting as life flowers on



## PART 2 - WE - TRANSITION

we see no humans but humanity in human-made art depicting other humans in zoetrope from singing bowl black mother's legs cross in a flower blossoming in a newborn door to existence flicking through godly genitals in nature and art



## PART 2 - **WE** - ATMOSPHERE

#### LOOKS

(wo)man-made
in tribute to animated art
from zoetrope to flip-book to CGI
pre-film lens-less motion-based storytelling
[cut-out, stop-motion, puppetry, clay figures, manga]

delicate, emotive, & romantic sounds of human-made stuff tribal, ethnic, and melodic beat establishes rhythm for pulse to start in who we bring home

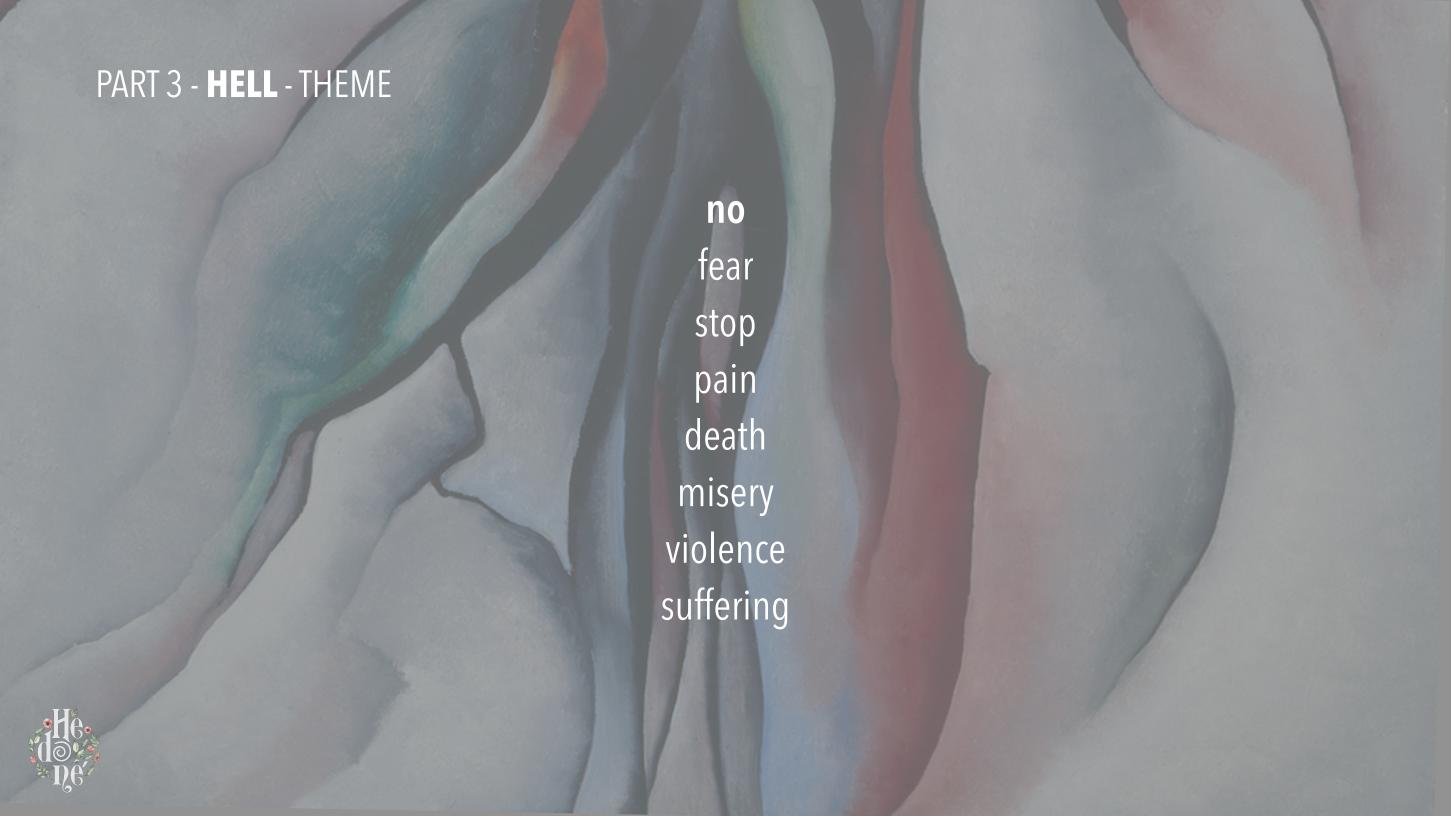


## PART 3 - **HELL** - PLOT

big orchid stem is cut with a shaving knife blood spreads across screen images of violence and darkness war, destruction, & disruption of nature same evil at root of all such human practices collaged to picture the darker sides of humanity in association with the action of cutting the vulva

"our cutting of nature brings misery"





## PART 3 - HELL - DESCRIPTION

hurt the cycles by infringing on the wisdom of nature's growth fast-forward through the fast-forwarding eras more for me in more of mine wars for creed of speed in greed the illusion of control and separating peaks from valleys tipping her highness



## PART 3 - **HELL** - TAKEAWAY

let goddesses do their thing come as they could and grow as they should this darkness may be where we were but not where we will go and grow and do and be we now know which walls we crashed heads-on blood on blood that must stop



# PART 3 - **HELL** - TRANSITION

this cutting is a shadow we burry behind us a plastic-wrapped corpse in a pesticide-fumigated tomb deaf to the contractions in her womb cyclones from volcanos flooding to plague fossil forces armed in fuel and fire and the hand invisible to capital earthquakes as shadows still haunt



# PART 3 - **HELL** - ATMOSPHERE

LOOKS

old and far

black, sepia, white

whatever captures ancient

to current darkness of mankind

our lowest lows without finger-pointing

## **SOUNDS**

synthesized drama abounds
the mechanization of man
artificial, angular, faster
experimental beyond
the pace of nature
in still wanting
more



## PART 4 - **HEAVEN** - PLOT

everything is empty and dry colorless and barren until kid waters and cares for flower everything grows and flourishes color comes back into the picture happiness and abundance enjoyed prosperity visible in better quality of life the same woman that was rejected before is now accepted and loved by her community



"loving the flower brings abundance"

# PART 4 - **HEAVEN** - THEME

yes play enjoy beauty vivacity pleasure newness abundance



# PART 4 - **HEAVEN** - DESCRIPTION

## love

her for her being as she is the harmonious full coexisting since the go when light was far and Om came before we had a tongue to lay the narratives of societies rooted in an empathy for eternity we are the perfection that just feels naturally human and humanly natural



# PART 4 - **HEAVEN** - TAKEAWAY

eternity in the party after the party where everybody loves everybody free a garden of yes and yours to play and learn and give all to grow with a fullest face showering in grace wrapped in lace abundance in every kiss



# PART 4 - **HEAVEN** - TRANSITION

here if we are heaven is here heaven is not waiting heaven is no more worrying heaven is when we fear no more heaven is when we don't suffer anymore heaven is round and wet and luscious and magic heaven is fresh and sweet and color and full of songs heaven is stuck in harmony because he and eve are even



## PART 4 - HEAVEN - ATMOSPHERE

### LOOKS

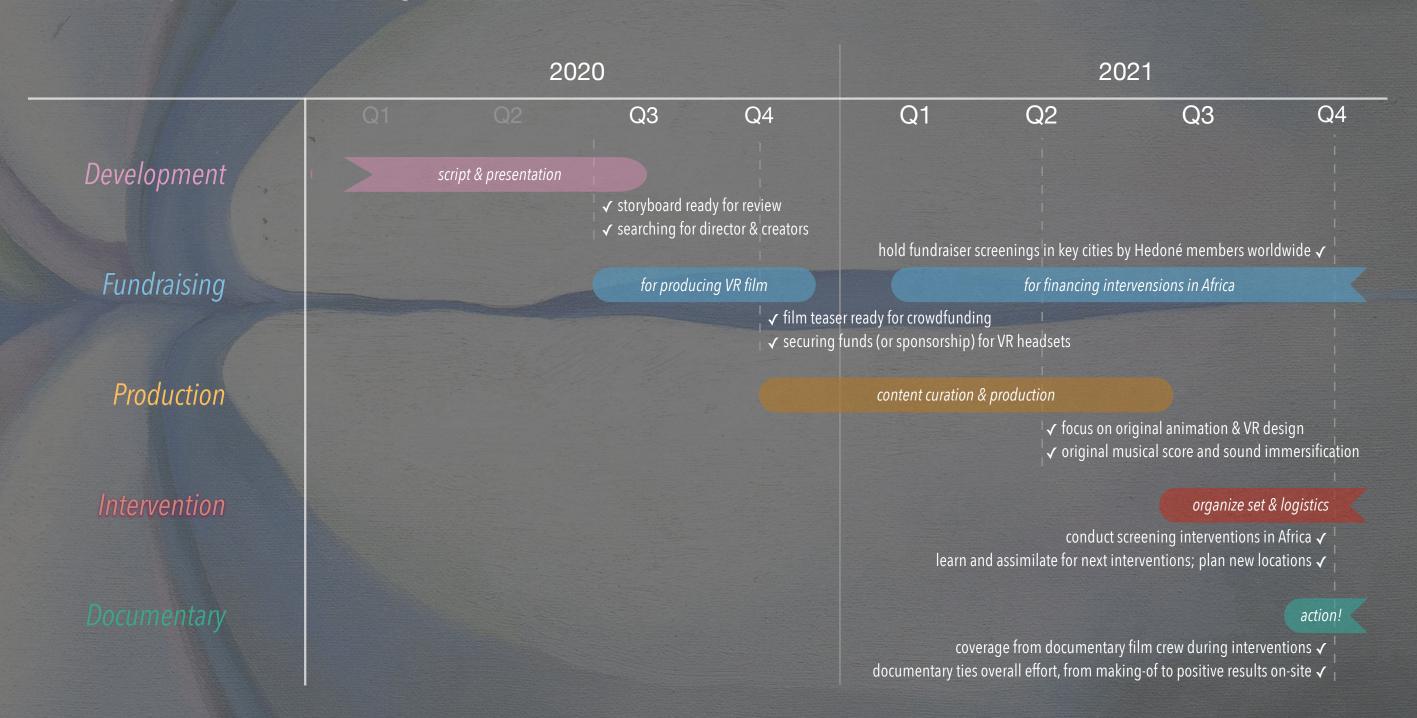
unwatered till
magic potion colors life
draught dyeing barren blueing
bloom burrowing bustle blowing
plum pearling purple purring people

## **SOUNDS**

free-flowing percussion-brimming deep-grooving home-coming authentic instrumentation flutes, hangs, bouzouki harps, mandolins with focus on happy



## WHEN? - TIMELINE - HIGH-LEVEL



# WHERE? - VILLAGES - AT LAUNCH Thionck Essyl Senegal Mangagoulack Mlomp Misera Village Fonkoi Kunda Gambia Sinchu

## HOW? - EMPOWERMENT - LOCAL ROLE MODELS



[in close co-operation with local NGOs, activists, and role models]

Hedoné is proud to partner with and amplify the voice of singer and activist Sister Fa, a hero in the fight to stop violence against women. An FGM survivor herself, Sister Fa has created a formidable movement for gender equality through her grassroots campaign "Education Without Excision", which uses art and music to bring back an accolade of respect and empowerment directly to victims of cutting rituals in Senegal.



# HOW CAN YOU HELP AT THIS STAGE?

Network

- 1. Introductions to production studios (traditional and online)
- 2. Introductions to VR gear manufacturers for sponsorship and collaboration
- 3. Introductions to niche artistic talent in filmmaking (director, VR expert, animators)

Fundraising

- 1. For producing VR film experience
- 2. For financing first interventions in Senegal & Gambia
- 3. For purchasing or securing sponsorship for required VR gear
- 4. Other fundraising ideas and strategies (ref. art therapy, gender equality, healthcare)



we believe art saves lives

it is our non-weapon
in the face of all weapons
if we want to 'cut the cutting'
burry it where life is being buried
we propose an 'audiovisual orgasm'
that can protect and grow their orgasm
we - lovers, doers, artists, and hedonists



we - lovers, doers, artists, and hedonists have a duty to beauty and will react if plucked, pushed, pulled, or pressed freedom wins back where it's lost when these who enjoy most of their freedoms free those who miss the freedom at its very very least - life-loving yeast love-living least - is we





## THE PLAYERS

bears no reference to FGM



#### **VGM PARTNER & PRIZE SPONSOR**

[strategic **V**R **g**ear **m**anufacturing partner]

#### SUPPORT FROM OTHER POTENTIAL PARTNER(S)

[e.g. healthcare, art therapy, gender equality, economic development]



#### **FILMMAKING ARTISTS**

[independents, representing studios, or in ad hoc teams; open to all creators of all ages, genders, and backgrounds]



### HEDONÉ

[+ support network & local partner NGOs]



+



#### **FUNDRAISER SCREENINGS OUTSIDE AFRICA**

[Hedoné members hosting local screenings starting with Europe & Americas]



#### **GLOBAL PUBLIC**

[ongoing fundraising to finance actual interventions and raising awareness on FGM and Love the Flower online and offline worldwide]

#### TARGET COMMUNITY

[starting with villages < 2,000 ppl in Senegal & Gambia]

## THE GAME



Final VR film montaged from submissions to intentionally crowdsource the 'intentions' of all contributing artists





Content creation and digital rights management **delegated to artists**; each stakeholder focuses on what they do best

Create awareness beyond traditional player flow on female genital mutilation and art therapy as transformative tool

Test and **improve an art therapy-based model** for other causes in other places upon the success of this one







## THE WHY



**VGM PARTNER & PRIZE SPONSOR** 

SUPPORT FROM OTHER POTENTIAL PARTNER(S)

Because gear/brand will be on the heads
- and in the hearts and minds of these needing it most

Because of target customers, thanks to screenings in 'developed' cities worldwide (with Berlin, LA, and Tulum to start)

Because VR should make the reality we want less virtual



**FILMMAKING ARTISTS** 

Because you will do well from doing good; noble purpose and sizable cash prize

Because contest will provide winning artist(s)
with an API-based badge to use online
showing realtime counts of people
transformed by your VR film

Because you're only doing the art when it embodies fuller bodies



BECAUSE THEY MATTER and this is your art and butter

## THE PRIZE



#### **VGM PARTNER & PRIZE SPONSOR**



#### SUPPORT FROM OTHER POTENTIAL PARTNER(S)

(~\$15K prize)

We are searching for a partner(s) who would match the VGM's donation in cash value. This donation would in turn be used in full to fund the prize for the VR film contest.

Ideally, we would like this to come from an iconic visual artist or the organizations/ endowments representing them and preserving their legacy.

81 entry-level headsets to be used in

(value ~\$15K)

- x 50 in Senegal & Gambia interventions
- x 15 in Europe (Berlin+) for fundraiser screenings
- x 15 in USA (LA+) for fundraiser screenings
- x 1 for testing and Love the Flower team

Introductions to VR artists and content creators to participate in Love the Flower contest

Helping promote the effort through your channels to raise awareness, funds, and creative collaboration

Technical support and guidance throughout

#### **FILMMAKING ARTISTS**

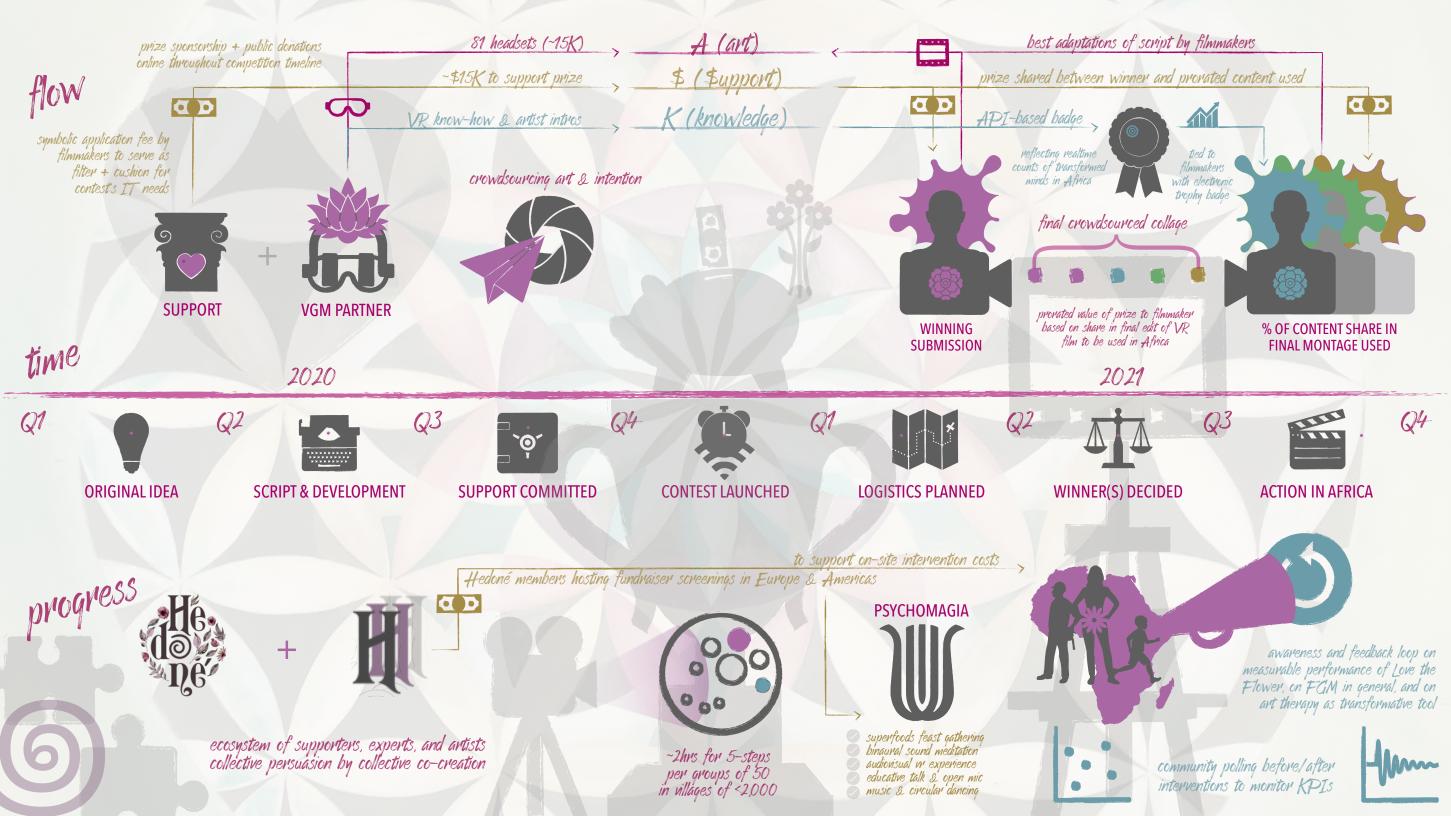
Your best adaptation of the spirit and script of **Love the Flower**; go wild and stay sweet

Your submission can address all or any of the 4 parts of the script in 10 minutes or less

The rights to incorporate all or part of your content in the final crowdsourced montage to be used in Africa

That you promote your participation in the contest to help bring awareness and raise funds for the interventions in Africa; we will provide supporting tools and recognition





/ vr for good Creators Lab

Creators Lab v

(and similar programs)





Creators Lab from Oculus VR for Good pairs rising filmmakers with nonprofits to use the power of VR to tell stories and help people around the world better understand each other. Through VR, we aim to bring greater awareness to challenges people face globally.

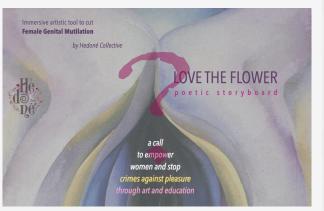












"There's nothing virtual about the difference we can make.

We have the potential to transform education, improve productivity, advance social movements, and expand our understanding of people and cultures around the world – all through the power of virtual reality."

# and we'd love to work with Georgia O'Keeffe Museum

COLLECTIONS

PEOPLE & ORGANIZATIONS

**ABOUT** 

(and similar icons)

Search

Explore the

# LIFE & ART

of Georgia O'Keeffe and her circle



O'KEEFFE'S ART



**PHOTOGRAPHS** 



**ARCHIVES** 



"My painting is what I have to give back to the world for what the world gives to me."

-GEORGIA O'KEEFFE, 1940

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we
               believe
            art saves lives
         it is our non-weapon
       in the face of all weapons
     if we want to 'cut the cutting'
  burry it where life is being buried
 we propose an 'audiovisual orgasm'
that can protect and grow their orgasm
we - lovers, doers, artists, and hedonists
 have a duty to beauty and will react if
 plucked, pushed, pulled, or pressed
  freedom wins back where it's lost
    when these who enjoy most of
       their freedoms free those
        who miss the freedom
         at its very very least
           - life-loving yeast
              love-living
                  we
```





"Flowers are primarily made up of sex organs and things that surround the sex organs. In fact, they have both male and female sex organ. I don't want to burst your bubble or anything, but you kind of were painting vaginas all that time. I know that sometimes a cigar is just a cigar, but a flower is pretty much always a..." all artwork in this presentation by Georgia O'Keeffe (1887-1986)

<u>hi@hedone.world</u>

