



# Silent Ruins

Visual narratives of electronic waste in moving images

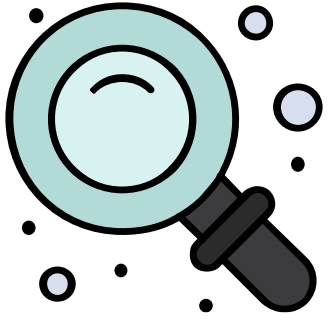
Tuo Yang  
25006229

6200000000  
22%



United Nations 2024:  
6.2 billion tons of electronic  
waste per year.  
Only 22% were officially  
recycled  
The rest → Export or landfill  
→ "invisible"

Can animation make them  
"visible"?  
Could it also "glorify"  
responsibility at the same  
time?



## Two rare animations with electronic waste as the visual center.



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Analysis dimension:

Mis-en-scene; Color/Light; Rhythm; Narrative; Audience position; ...



*WALL-E* (2008) Directed by A. Stanton. [Feature film]. Pixar Animation Studios.

PSE (2013) *The Deep*. 23 October. Available at: <https://www.youtube.com/watch?v=AK18bdUEWSs> (Accessed: 24 Oct 2025).



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Visual toxicity:  
Burns, PH value...  
Let beauty  
tingle

Multi-species/  
Multi-ethnic  
voices



Low saturation,  
damaged  
texture → anti-  
beauty

Insert real  
recycling data at  
the end of the  
film

A glowing blue heart shape is centered on a dark, textured surface that resembles a circuit board or a map. The heart is bright and stands out against the dark, intricate patterns of the background. The overall lighting is dim, with the heart being the primary light source.

The Power of Animation  
It's not about making garbage beautiful  
Instead, it makes beauty suspicious

The background features a glowing blue Apple logo centered on a dark, textured surface that resembles a circuit board or a map of a city at night. The logo is the classic silhouette of an apple with a bite taken out of it. The surrounding area is dark with some lighter, circular patterns that suggest electronic components or city lights.

**Thank you for Listening**