taykOff™

Generational Comedy & Relatable Entertainment



#05 FISHY BUSINESS 375.7K VIEWS



#04 SEVEN, WATCHING PEWDIEPIE 431.4K VIEWS



#09 EXPLAINING THE VISION 222.1K VIEWS

An original short-form comedy project that turns the shared absurdities of school life and internet culture into **performance-led entertainment.**

01 · CREATIVE TASTE

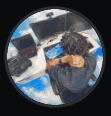
Everyday school and internet moments, chosen for instant recognition and **reframed with a specific comic angle.**

02 · PERFORMANCE

Expression, posture and staging **carry the punchline;** captions and the edit set it up.

03 · AUDIENCE RESPONSE

14 of 22 documented posts display more than 100K views; the most-viewed, **1.3M.**



CREATED, DEVELOPED & PERFORMED BY
Tayshaun Xantana / taykOff™

PLATFORM
TikTok · @.taykoff

PROFILE SNAPSHOT
9,220 followers
1.1M likes

STATUS
Active entertainment production

02 CREATIVE VISION & AUDIENCE

The premise is shared. The interpretation is authored.

taykOff™ | TikTok translates recognizable generational experience into performance-driven comedy — the school day, the internet, and the memories a generation holds in common.

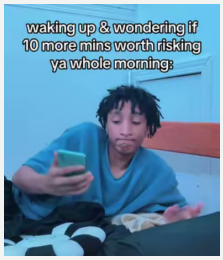
The project is built on a simple tension: the most widely shared experiences are the easiest to enter and the hardest to make new. A class that drags, an assignment that "isn't worth a grade," a smell that sends you back to being seven — most people who went through school and grew up online have been there. **Recognition gets a viewer in the door. What holds them is the angle:** the frame, gesture and caption that make a familiar moment feel newly observed.

That angle draws on a consistent toolkit — comic exaggeration, expressive and largely wordless performance, concise captions in an internet-native voice, visual metaphors made literal in the edit, and game and digital-culture references used as shared vocabulary rather than decoration. The aim is not view accumulation for its own sake; it is to test how far an everyday experience can travel once it is interpreted, performed and presented with intent.

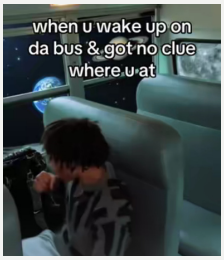
> *How can ordinary experiences become entertaining enough for an entire generation to recognize, react to, and share?*
>
> CENTRAL CREATIVE QUESTION

THE RAW MATERIAL: ONE SCHOOL DAY

SIX POSTS ORDERED BY TIME OF DAY — NOT BY PUBLICATION DATE



MORNING
#20 · 18.6K



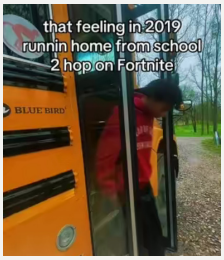
THE BUS
#17 · 36.5K



CLASS
#08 · 268.6K



LUNCH
#14 · 110.2K



AFTER SCHOOL
#07 · 348.4K



11:47 PM
#16 · 37K

CREATIVE FOUNDATIONS

01 **Shared experience** — moments most people who went through school recognize on sight.

02 **School as a social world** — teachers, classmates and the unwritten rules of the room.

03 **Relatable frustration** — homework, deadlines, procrastination, the seven-minute lunch.

04 **Generational memory** — Fortnite in 2019, PewDiePie at seven, a console disc.

05 **Digital-native humor** — lowercase phonetic captions and coinages like "lowkenuinely™."

06 **Games as grammar** — cutscenes, achievement pop-ups and skip prompts as storytelling tools.

07 **Exaggeration as performance** — despair, suspicion and relief played larger than life.

AUDIENCE

The subject matter is broadly recognizable to Gen Z, especially through school and internet culture. No demographic analytics were supplied, so this document makes no claim about who actually watches: recognizability is a property of the material, not a measured audience profile.

03 CREATIVE FORMAT & STORYTELLING

Recognition → Interpretation → Performance → Response

An analytical framework for how the published work operates — a way of reading the videos, not a claim about a fixed production procedure.



WORKED EXAMPLE · #13 · 111.3K

when u FINALLY get allat school weight off ya shoulders

01 Recognition

A familiar experience is the point of entry — something the viewer has lived, seen or dreaded.

IN #13 The relief of a school day ending.

02 Interpretation

A distinctive comic angle reframes it: an exaggeration, a borrowed logic, a figure of speech taken literally.

IN #13 “School weight” read literally — heavy enough to break the floor.

03 Performance

Acting, gesture, expression, timing, editing, captions and sound translate the angle into something watchable.

IN #13 Socked feet beside a sinkhole composited into the carpet; the caption sits inside the frame.

04 Audience response

Publishing returns measurable signals — views, likes, comments, follows — that can inform what gets made next.

IN #13 111.3K views, as displayed on the profile grid.

FEEDS THE NEXT IDEA · NOT DOCUMENTED HERE

CAPTION AS SETUP

HOW THE 22 VISIBLE CAPTIONS OPEN



when... 16 · **how it feels / how i be feelin / how WE...** 3 · **that feeling in 2019...** 1 · **quoted dialogue** 1 · **waking up...:** 1

OBSERVED Sixteen of the 22 visible captions open with “when,” the classic meme setup. The premise format is deliberately conventional: it signals the genre instantly and leaves the originality to what the frame and the performer do next.

OBSERVED The most-viewed visible post (#01, 1.3M) is the only one that opens with quoted dialogue — a teacher’s line, cut off mid-word. INTERPRETED Breaking the house pattern may be part of what makes it land, though the evidence can’t isolate that.

PHONETIC SHORTHAND

u · sum · jus · da · tryna · ya

Lowercase, spoken-register spelling throughout.

NUMERALS FOR WORDS

“2” · “4”

In 7 captions: “back 2 childhood,” “leave 4 school.”

COINAGE

lowkenuinely

3 captions — twice marked “lowkenuinely™.”

EMPHASIS

FINALLY · WE · allat

Caps for stress (FINALLY ×2, WE ×1); “allat” ×3.

EVIDENCE KEY USED THROUGHOUT

OBSERVED Visible in the supplied screenshots.

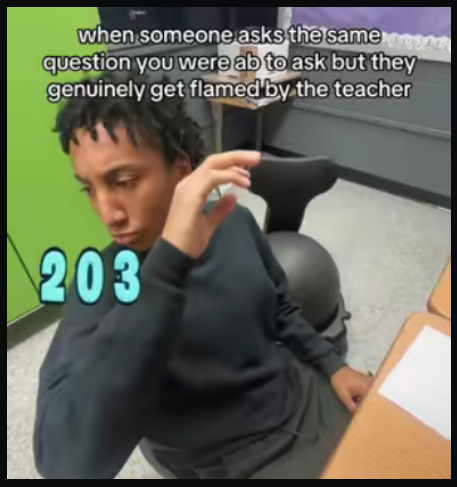
INTERPRETED An editorial reading of what is visible.

UNKNOWN Needs analytics, dates or full videos.

04 PERFORMANCE & VISUAL LANGUAGE

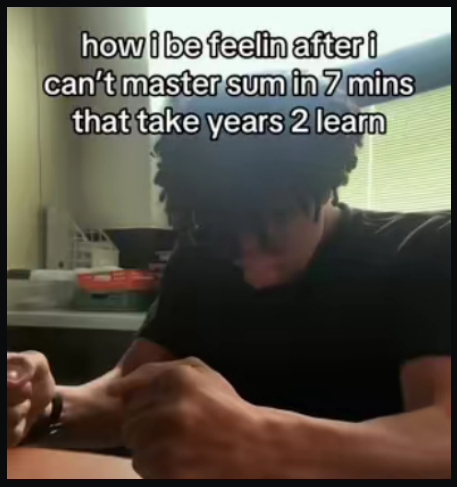
The caption sets it up. The body lands it.

In the thumbnails, the craft shows in staging decisions — where the face is (or isn't), what the hands do, what the edit adds. Timing, delivery and sound live in the full videos and are not assessed here.



The withdrawn hand #12 131.3K

OBS Hand stopped at head height, eyes down. INT A raised hand being quietly taken back once someone else's identical question gets flamed.



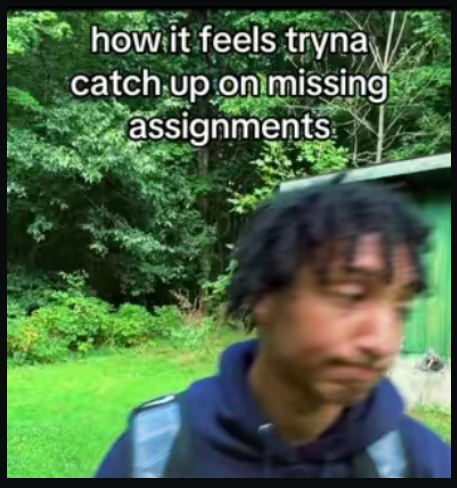
Face withheld #06 364.5K

OBS Head bowed into shadow, hands locked on the table. INT Defeat played entirely through posture; hiding the face lets every viewer project their own.



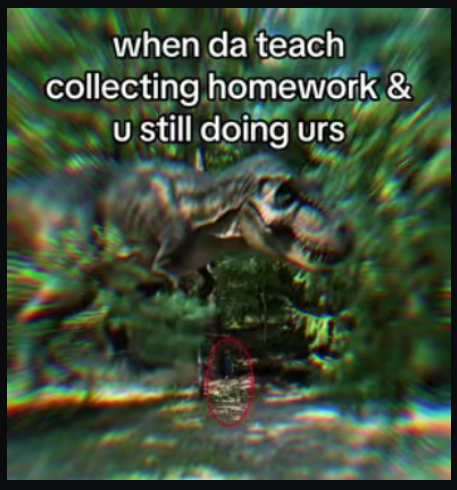
Full-body collapse #19 23.2K

OBS Wide shot, slumped against a tree, face buried in a forearm. INT A "five-minute" task delivered as total defeat; the wide frame reads at a glance.



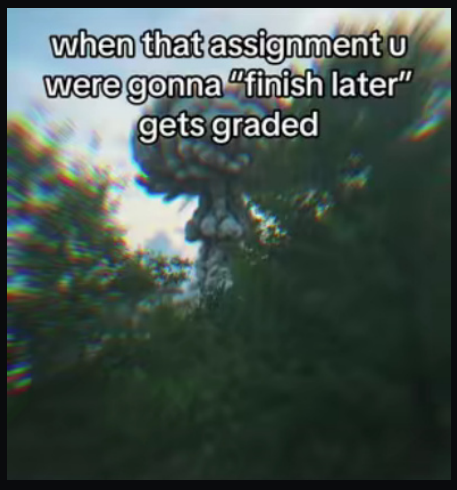
Kinetic blur #15 37K

OBS Face smeared by motion while the trees behind stay readable. INT Catching up rendered as frantic movement rather than stated in words.



The red circle #22 5,012

OBS A dinosaur composited into woods; a red ring around a small figure; split-color edges. INT The meme convention for "that's you," casting the student as prey.

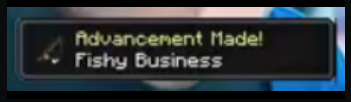


Hyperbole by explosion #10 193.1K

OBS A mushroom cloud rising behind trees, edges split into color. INT A late assignment's grade arrives as catastrophe — consequence scaled to absurdity.

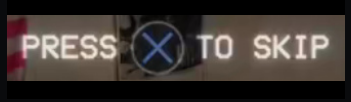
INTERFACE VOCABULARY

Games work as a shared grammar: **7 of the 22 visible posts** reference games or childhood internet media in an overlay or caption.



Achievement pop-up #05

"Advancement Made! Fishy Business" reads as the verdict on a friend's borrowed take.



Skip prompt #03

The school commute becomes skippable content.



Game disc #02

A console disc stands in for a childhood memory.

05 AUDIENCE & PERFORMANCE OVERVIEW

Reach is documented.
Retention is the open question.

Every figure on this page is exactly as displayed in the supplied screenshots — TikTok's rounded public counts, captured at an unrecorded date.

PROFILE HEADER

9,220

Followers

As displayed on @.taykoff

PROFILE HEADER

1.1M

Likes

Account total, rounded by TikTok

POST #01

1.3M

Views on the top post

The Ungraded Assignment

VISIBLE POSTS

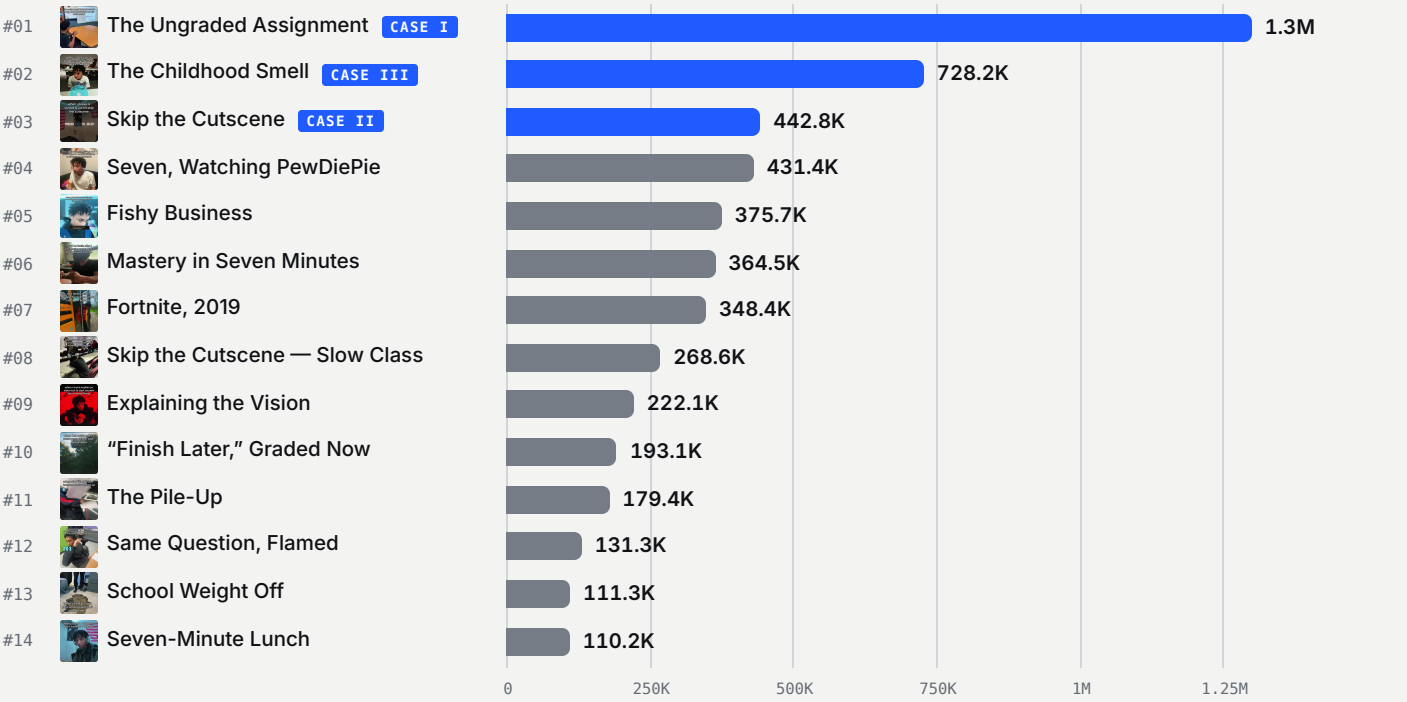
14 of 22

Above 100K views

7 of them above 300K

VISIBLE POSTS ABOVE 100K VIEWS, RANKED

BLUE = FLAGSHIP CASE STUDIES



Source: profile-grid screenshots IMG_8087.PNG and IMG_8086.PNG. Values as displayed (TikTok rounds them); bar lengths use the displayed value. Posts #10 and #11 appear in both screenshots and are counted once. Eight further visible posts display 5,012–37K views (see the archive, p. 10).

OBSERVED

Breadth

Fourteen of the 22 visible posts display more than 100K views and seven more than 300K; the 100K+ posts span all six premise territories mapped on p. 09 rather than resting on one breakout. Together the 22 visible counts sum to ≈5.4M displayed views — a floor for the posts shown, not an account total.

INTERPRETED

Reach vs. retention

The top post displays roughly 140× the follower count, and profile likes outnumber followers more than 100 to 1. That pattern is consistent with videos travelling well beyond an existing audience — and marks converting reach into returning viewers as the clearest development target.

UNKNOWN

Not established

Completion rate, watch time, shares, saves, comments, traffic sources, follower conversion, repeat viewers, demographics and publication dates all require a TikTok Analytics export; none was supplied. The screenshots show part of the catalogue in an unrecorded sort order, so the sample may favor stronger posts.

FLAGSHIP CASE STUDY I

The Ungraded Assignment



GRID THUMBNAIL AS CAPTURED · COUNT OVERLAY IS TIKTOK’S

1.3M

VIEWS AS DISPLAYED · #01

ON-SCREEN CAPTION

“the assignment i handed out isn’t worth a grade but you should still do it becau-”

RANK	1 of 22 visible posts
TERRITORY	Classroom
DEVICES	Quoted dialogue · caption cut mid-word · real classroom
EVIDENCE	IMG_8087 · row 1 · col 1

Tayshaun Xantana / taykOff™

06 CASE STUDY I

A single quoted sentence, a still performer — and the most-viewed post in the visible sample.

01 **Premise** OBSERVED

The caption quotes a teacher handing out work that “isn’t worth a grade” — but should still be done.

02 **Interpretation** INTERPRETED

The joke lives in an institutional contradiction: work presented as worthless and mandatory in the same breath. The quote breaks off at “becau-” — the justification never arrives, which plays as the listener tuning out mid-sentence.

03 **Execution** OBSERVED

A performer seated alone at a classroom table, hands clasped in front of him, turned toward the projected board. The camera sits behind and to the side, placing the viewer in the room. The teacher speaks only through text; the student answers only through the body.

04 **Audience relevance** INTERPRETED

No backstory is needed: speaker, setting and contradiction are legible in one line, and almost anyone who has been a student has heard a version of the sentence.

05 **Observed result** OBSERVED

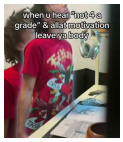
1.3M views as displayed — first among the 22 visible posts and roughly 140× the follower count. It is also the only visible caption that opens with quoted dialogue instead of a “when…” setup.

06 **Limits** UNKNOWN

A thumbnail can’t show the punchline beat, sound, length or edit. Completion, shares, saves, follows gained, publication date and production details were not supplied.



#01 · 1.3M



#21 · 15.4K

SAME PREMISE, DIFFERENT EXECUTION

The “not for a grade” premise appears twice among the visible posts. #01 voices the teacher and lets a still performer react; #21 — *when u hear “not 4 a grade” & allat motivation leave ya body* — narrates the reaction and renders it as a doubled body leaning out of frame.

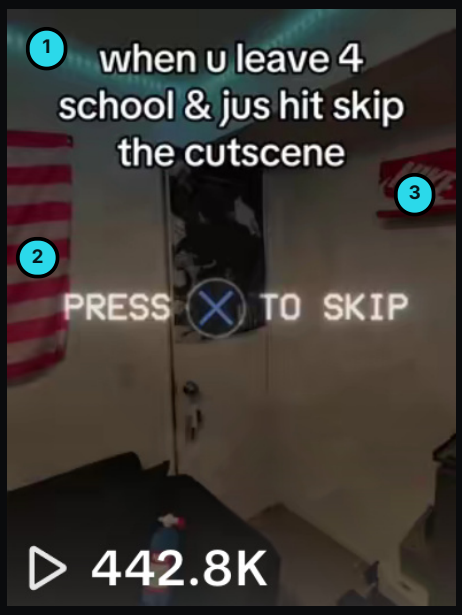
Their displayed views differ by more than 80×. The screenshots can’t say why — timing, sound, hook, posting date and distribution all sit outside the evidence — but the pair shows that a recognizable premise does not by itself determine reach.

DISPLAYED VIEWS



FLAGSHIP CASE STUDY II

Skip the Cutscene



1. **Setup.** The caption names the moment.
2. **Logic.** A console-style skip prompt over live footage.
3. **Set.** The home room seen in other posts — flag, shoebox — empty in this frame.

442.8K

VIEWS AS DISPLAYED · #03

ON-SCREEN CAPTION

when u leave 4 school & jus hit skip the cutscene

RANK	3 of 22 visible posts
TERRITORY	Game logic
EVIDENCE	IMG_8087 · row 2 · col 3

07 CASE STUDY II

A console convention borrowed to make the school routine skippable — and then used again.

01 **Premise** OBSERVED

The caption reads “when u leave 4 school & jus hit skip the cutscene.” In the account’s spelling (“4” for “for,” as in “not 4 a grade”) that is leaving for school; read either way, the school commute becomes the skippable stretch.

02 **Interpretation** INTERPRETED

In games, a cutscene is the non-interactive stretch a player can skip to reach the part that matters. Applied to the school routine, the frame inverts the usual hierarchy: the obligation becomes filler, and the viewer skips it alongside the performer.

03 **Execution** OBSERVED

A console-style prompt — `PRESS ⊗ TO SKIP` — is laid over the home set, which is empty in the thumbnail. Text carries the setup, the interface carries the logic: two lines of caption, one overlay, one location.

04 **Audience relevance** INTERPRETED

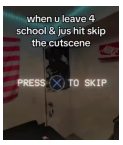
The device assumes fluency in game conventions; for viewers who share it, the prompt needs no explanation. Skipping cutscenes is an established gaming joke — the contribution here is applying it to the school day, and returning to it.

05 **Observed result** OBSERVED

442.8K views as displayed, third among visible posts. The device recurs in #08, set in a slow class, at 268.6K; the two posts display 711.4K combined.

06 **Limits** UNKNOWN

One frame can’t show what is skipped — the commute, the walk out, or the whole day — or how the cut and sound land after the prompt. No retention or share data was supplied.



#03 · 442.8K



#08 · 268.6K

THE FORMAT, REPEATED

#08 — *when class taking forever so you lowkenuinely™ jus hit skip the cutscene* — moves the same joke into the classroom, with the performer slumped head-down on a desk while others move around the room.

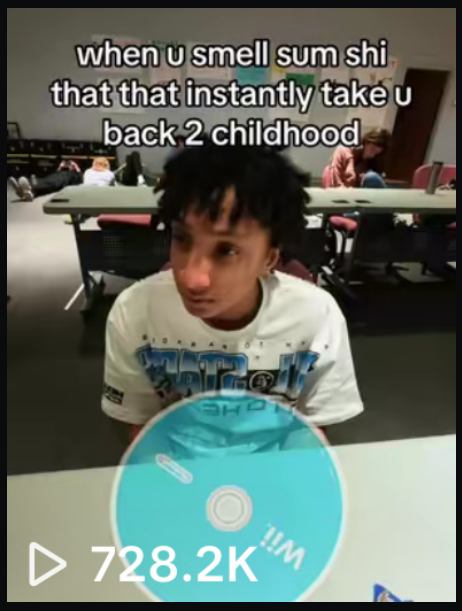
INTERPRETED One device applied to two different stretches of the school day is an early sign of a repeatable format: a series candidate rather than a one-off.

DISPLAYED VIEWS



FLAGSHIP CASE STUDY III

The Childhood Smell



GRID THUMBNAIL AS CAPTURED · COUNT OVERLAY IS TIKTOK'S

728.2K

VIEWS AS DISPLAYED · #02

ON-SCREEN CAPTION

when u smell sum shi that that instantly take u back 2 childhood

RANK	2 of 22 visible posts
TERRITORY	Nostalgia
DEVICES	Game-disc graphic · off-camera gaze · real classroom
EVIDENCE	IMG_8087 · row 1 · col 2

Tayshaun Xantana / taykOff™

08 CASE STUDY III

A smell left unnamed, a disc that names an era — and the project's widest frame.

01 **Premise** OBSERVED

A scent that pulls you, without warning, back into childhood — stated in one line of caption.

02 **Interpretation** INTERPRETED

The smell is never named, so every viewer supplies their own. The joke is in the involuntariness: an ordinary sensation overrides the present moment — here, a classroom — without asking. The overlaid game disc offers one answer: a specific, era-marking object from a childhood spent with consoles.

03 **Execution** OBSERVED

A medium shot in a classroom: the performer looks off-camera with a still, faraway expression, others seated at tables behind. A cyan disc labeled "Wii" sits over the bottom of the frame.

04 **Audience relevance** INTERPRETED

Smell-triggered memory is a widely shared sensation, and the premise needs no knowledge of school — only a childhood. Unlike homework or lunch-period premises, it doesn't require the viewer to be in school now. The disc anchors it to a generation without shutting anyone else out.

05 **Observed result** OBSERVED

728.2K views as displayed, second among visible posts. With #04 (431.4K) and #07 (348.4K) it forms a nostalgia cluster: three posts, each above 340K, 1.51M combined.

06 **Limits** UNKNOWN

The post dramatizes a familiar sensation; it is not evidence about how memory works. Audio, timing and any reveal of the smell aren't visible, and no age data shows who recognized the disc.



#04 · 431.4K



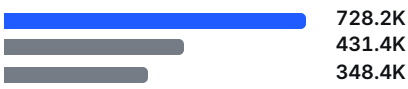
#07 · 348.4K

FROM SCHOOL TO GENERATION

#04 — how WE lowkenuinely™ felt as 7 year olds after forcing ourselves to sit thru sum PewDiePie — and *#07 — that feeling in 2019 runnin home from school 2 hop on Fortnite* — date their memories to a shared era.

Most posts live inside the school day; this cluster widens the frame to generational memory — the same recognition engine, pointed at a common past. It holds the highest combined displayed views of any territory in the visible sample.

DISPLAYED VIEWS



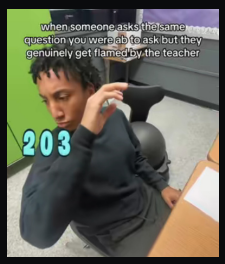
09 CREATIVE DEVELOPMENT & EXPERIMENTATION

A widening comic vocabulary — mapped by range, not by date.

No publication dates were supplied, so this page maps the territories, devices and repeated formats visible across the 22 documented posts rather than a development timeline.

Classroom

3 POSTS · 23.2K–1.3M



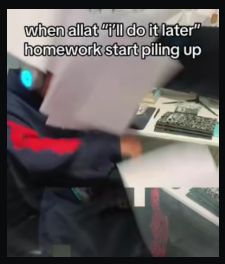
#12 131.3K



#19 23.2K

Homework

7 POSTS · 5,012–193.1K



#11 179.4K



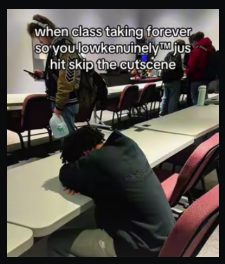
#18 25.9K

Game logic

3 POSTS · 268.6K–442.8K



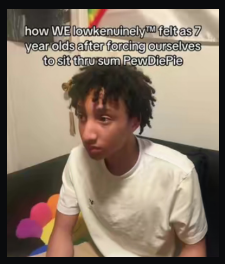
#05 375.7K



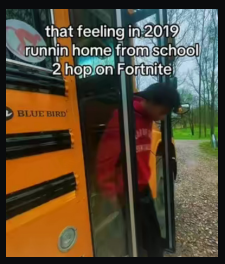
#08 268.6K

Nostalgia

3 POSTS · 348.4K–728.2K



#04 431.4K



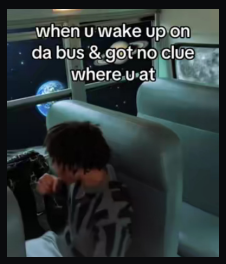
#07 348.4K

Routine

4 POSTS · 18.6K–111.3K



#13 111.3K



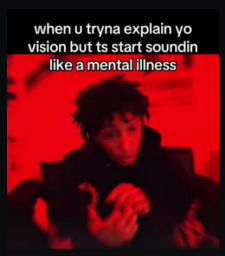
#17 36.5K

Ambition

2 POSTS · 222.1K–364.5K



#06 364.5K



#09 222.1K

OBSERVED

Repeated formats

Skip the cutscene — #03, #08

"Not 4 a grade" — #01, #21

"when..." setups — 16 of 22 captions

"lowkenuinely" — #04, #05, #08

Recurring home set — a flag, wall poster and red shoebox recur across #03, #14, #18

OBSERVED

Visual experiments

Composites — sinkhole #13, space window #17, dinosaur #22, mushroom cloud #10, doubled body #21

Color — red grade #09; split-color edges #10, #22

Game overlays — skip prompt #03, pop-up #05, disc #02, pixel-art food #14

Camera — close framings (#05, #14) vs. third-person wides (#01, #07, #08, #19)

Locations — classrooms, home, school bus, outdoors

INTERPRETED

What the sample suggests

5 of the 7 posts above 300K reference games or childhood media.

Nostalgia and game-logic posts (6 of 22) hold ≈48% of combined displayed views; homework posts (7) ≈9%.

Composite-heavy posts range from 5,012 to 193.1K — effects alone don't track with reach.



UNKNOWN Without publication dates, the evidence can't show sequence — which experiments came first, or which lessons carried into later posts. Bars: combined displayed views per territory (editorial grouping); *#01 alone accounts for 1.3M. Treat these patterns as hypotheses to test with analytics, not conclusions.

10 PRODUCTION ARCHIVE & CREATOR CONTRIBUTION

The documented body of work — and who made what.

All 22 posts with a legible view count in the supplied screenshots, followed by an itemized account of contribution that separates what the evidence shows from what is attributed.



#01 The Ungraded Assignment CLASSROOM
"the assignment i handed out isn't worth a grade but you should still do it becau-"
1.3M
8087·r1c1



#02 The Childhood Smell NOSTALGIA
when u smell sum shi that that instantly take u back 2 childhood
728.2K
8087·r1c2



#03 Skip the Cutscene GAME LOGIC
when u leave 4 school & jus hit skip the cutscene
442.8K
8087·r2c3



#04 Seven, Watching PewDiePie NOSTALGIA
how WE lowkenuinely™ felt as 7 year olds after forcing ourselves to sit thru sum PewDiePie
431.4K
8087·r2c2



#05 Fishy Business GAME LOGIC
when ur dumb hb lowkenuinely says something smart but u recognize the tiktok he got it from
375.7K
8087·r1c3



#06 Mastery in Seven Minutes AMBITION
how i be feelin after i can't master sum in 7 mins that take years 2 learn
364.5K
8087·r2c1



#07 Fortnite, 2019 NOSTALGIA
that feeling in 2019 runnin home from school 2 hop on Fortnite
348.4K
8087·r4c2



#08 Skip the Cutscene — Slow Class GAME LOGIC
when class taking forever so you lowkenuinely™ jus hit skip the cutscene
268.6K
8087·r3c3



#09 Explaining the Vision AMBITION
when u tryna explain yo vision but ts start soundin like a mental illness
222.1K
8087·r3c2



#10 "Finish Later," Graded Now HOMEWORK
when that assignment u were gonna "finish later" gets graded
193.1K
8087·r3c1
8086·r4c3



#11 The Pile-Up HOMEWORK
when allat "i'll do it later" homework start piling up
179.4K
8087·r4c1
8086·r2c2



#12 Same Question, Flamed CLASSROOM
when someone asks the same question you were ab to ask but they genuinely get flamed by the teacher
131.3K
8087·r4c3



#13 School Weight Off ROUTINE
when u FINALLY get allat school weight off ya shoulders
111.3K
8086·r1c3



#14 Seven-Minute Lunch ROUTINE
when u FINALLY sit down 2 eat & lunch got 7 mins left
110.2K
8086·r3c1



#15 Catching Up HOMEWORK
how it feels tryna catch up on missing assignments
37K
8086·r2c1



#16 11:47 PM HOMEWORK
when u remember da assignment at 11:47pm:
37K
8086·r3c2



#17 Waking on the Bus ROUTINE
when u wake up on da bus & got no clue where u at
36.5K
8086·r2c3



#18 One Missed Day HOMEWORK
when u miss 1 day of school & come back 2 a mountain of work
25.9K
8086·r1c2



#19 "Only Five Minutes" CLASSROOM
when da teach say "this should only take 5 minutes"
23.2K
8086·r4c1



#20 Ten More Minutes ROUTINE
waking up & wondering if 10 more mins worth risking ya whole morning:
18.6K
8086·r4c2



#21 Not 4 a Grade HOMEWORK
when u hear "not 4 a grade" & allat motivation leave ya body
15.4K
8086·r1c1



#22 Collection Time HOMEWORK
when da teach collecting homework & u still doing urs
5,012
8086·r3c3

CREATOR CONTRIBUTION

Creative concept development	ATTRIBUTED
Original comedic interpretation	ATTRIBUTED
On-camera performance	OUTPUT VISIBLE
Visual storytelling	OUTPUT VISIBLE
Short-form production	ATTRIBUTED
Editing & presentation	OUTPUT VISIBLE
Caption writing	OUTPUT VISIBLE
Publishing	OUTPUT VISIBLE
Audience analysis	ATTRIBUTED
Creative experimentation	OUTPUT VISIBLE

All roles are credited to Tayshaun Xantana / taykOff™ by the project brief. "Output visible" means the result appears in the screenshots — not who operated the camera or cut the edit. Not documented: camera operation on third-person shots (#01, #07, #08, #19) and the role of others visible in classroom frames (#02, #08). Collaborators, if any, should be credited by name in future editions.

FOUR KINDS OF EVIDENCE

CREATOR IDENTITY

taykOff™ · @.taykoff · profile artwork · a coined caption voice ("lowkenuinely™").

Shows whose work this is.

PERFORMANCE CRAFT

Posture, gesture, expression, staging, captions and edit, read across 22 thumbnails.

Shows what the work does.

PUBLISHED BODY OF WORK

22 documented posts across six territories, from 5,012 to 1.3M displayed views.

Shows range and consistency.

AUDIENCE EVIDENCE

9,220 followers · 1.1M likes · displayed views per post.

Shows reach — not retention or loyalty.

taykOff™ | TikTok is an ongoing entertainment practice — not an established production company or commercial franchise.

11 FUTURE DEVELOPMENT, REFERENCES & CLOSING

Where the work could go next.

Directions drawn from patterns in the documented work. Each is an opportunity to test — none is a completed achievement.

01 Recurring formats
Develop devices that already repeat — skip the cutscene, "not 4 a grade" — into named, recognizable series.

02 Performance identity
Make the withheld face, the deadpan stare and the side-eye a consistent on-screen signature.

03 Comedic staging
More ambitious locations and practical gags, building on the composites already in use.

04 Audience retention
Use analytics — completion, rewatches, follows per post — to learn what turns reach into a returning audience.

05 Original characters
Give recurring form to figures the captions already imply: the teacher whose task "should only take 5 minutes," the friend with the borrowed take.

06 Longer formats
Extend the strongest premises into multi-part or long-form pieces.

07 Ownable creative assets
Turn coinages and devices — "lowkenuinely™," the skip prompt — into reusable intellectual property.

REFERENCES

ACCOUNT

TikTok · @.taykoff
Display name taykOff™ · tiktok.com/@.taykoff

PORTFOLIO IDENTIFIER

SHOWMAN / PROJECT 005
Showman — Entertainment & Culture. Fifth project in the portfolio; first in SHOWMAN. Prepared for the Showman section of Asc7nt.com.

ATTRIBUTION

Created, developed and performed by **Tayshaun Xantana / taykOff™**

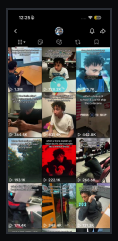
DOCUMENT PRODUCED

4 November 2026

SCOPE

@.taykoff only. iTayShaun | TikTok, TayShaun Xantana | TikTok and taykOff™ | YouTube are documented separately.

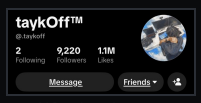
SCREENSHOT EVIDENCE



Grid A
IMG_8087.PNG



Grid B
IMG_8086.PNG



Profile header
FullSizeRender.jpeg

Supplied by the creator; capture date not recorded. Every still in this document is cropped from these three files without retouching or enhancement. No other supporting media was supplied — original video files would allow frame-accurate, higher-resolution stills.

DATA LIMITATIONS

- Views are TikTok's rounded display values at capture.
- No analytics export: no completion, watch time, shares, saves, traffic or demographics.
- No publication dates; grid order is not read as chronology.
- The grids show part of the catalogue; posts cut off at the edge are excluded.
- #10 and #11 appear in both grids and are counted once.
- Performer identity and roles follow the creator's brief.
- Territories are an editorial grouping.

taykOff™ | TikTok *documents the development of an original performance-driven entertainment identity, using shared generational experience as the foundation for recognizable short-form comedy.*



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