

Synopsis

THE BORDERLINE BETWEEN STILL AND MOTION

Digital Aesthetics, autumn 2010 // Digital Media and Design Course // IT - University

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KEYWORDS

Digital art, still images, motion pictures, immersion, human behaviour.

INTRODUCTION

As we see it people are moving and thinking fast in almost everything they do today. There does not seem to be much time for immersion, and we rarely focus on just one thing for more than a short while.

Therefore we find it interesting to create a piece of art which demands the viewer's full attention in order for him/her to perceive the work as a whole. During this process we wish to look into human behaviour. In this context we would like to explore the following:

RESEARCH QUESTION

How do we create an artwork that seems like a still picture but is actually a short movie played in slow motion? How will people perceive this artwork?

DESCRIPTION OF THE PROJECT

We would like to work with the borderline between still images and motion pictures. We will do this by creating an artwork of a short movie played in extremely slow motion. This way the movie will look more like a still picture, when you first see it.

We wish to explore relevant artworks such as Bill Viola's videos, where he works with slow motion, but also JK Keller's photo project, where he has taken a photo of his face every day for eight years and put together a fast motion video. In addition to these works we will find academic papers to broaden our analysis.

To elaborate, we will create a piece of art of our own with different perspectives of time, e.g. delaying, stretching and sampling time. For now the idea is to film a ballerina dancing in a setting that gives us a very simple background to work with. This way we can draw attention to the movements of the body.

The focus of our project will be on absorption and awareness. We would like to display our piece of art somewhere in public, so we can see how people react to it. Do they stop, observe and wonder or do they just walk by? It would be interesting to explore people's interaction with the artwork. One of our ideas is to play the video in real time if a person stops to look at the picture for more than ten seconds, to emphasize

the point that the viewers will only be able to understand the fullness of the artwork, if they give themselves the time to look at it for a while.

In other words, observation and possibly qualitative interviews will be used to learn about the viewers' behaviour and perception of the artwork.

SUGGESTED LITTERATUR

From compendium:

Graham, Beryl & Cook, Sarah (2010) 'Participative systems'

Wands, Bruce (2006) 'An Overview of Digital Art'. In: Wands, Bruce (2006) *Art of the Digital Age*. London: Thames & Hudson. (pp. 8-31)

Books:

Petersen, Anne Ring (2009): *Installationskunsten mellem billede og scene*.

Links:

Living My Life Faster - 8 years of JK's Daily Photo Project: <http://vimeo.com/106228>

Acceptance - Bill Viola: <http://www.youtube.com/watch?v=UJQmV8aPNao>