

# PROCESS, SKILLS & TECHNIQUES

## Techniques & Skills

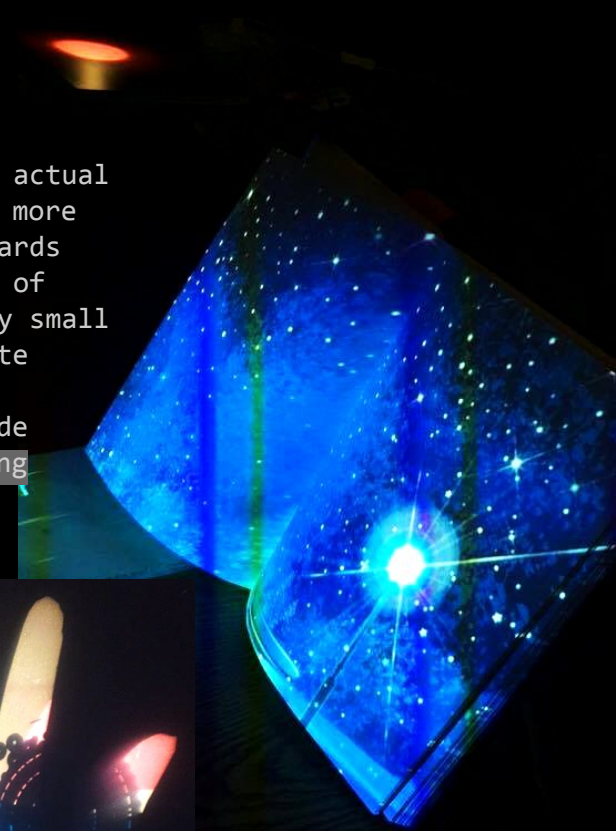
This experimentation consisted more of 'playing' than actual investigation. This method of experimentation made it more possible for creative and out-of-the-box thinking towards composition (use of positive/negative space), layering of various materials, and the manipulation of light. Many small and seemingly useless objects were involved to create bigger picture with more meaning, adding fresh experience. The collaboration aspect also made the entire process more complex and engaging.

## Overhead Projector


Projects sitting objects in black and white (except transparent coloured plastic). Limited to manipulation of light and texture.

## Digital Projector

Projects apparent images and is limited to rectangular screen of electronic device connected. More layering of the projected image and outside influences are involved. Not as complex in structure and form, but can easily be viewed as such.




ALL ARTWORK SHOWN  
ARE BY EITHER ME  
OR MY CLASSMATES  
OR MY PARTNERS.



Amy Huestis uses moving bodies, projection of selected images, and manipulation of light on canvas (dancers and screen) in her documentation and ritual, *Vision of Wonder: a piece for movement and the magic lantern*. Its cultural & conceptual significance stems from documenting the process of the work which takes place in a duration of 6 hours with key sets of rules: A revolving Sun and Moon and cycle of dancers every 15 minutes.

Huestis, Amy-Claire. "Morbid Anatomy Museum." *Amy-Claire Huestis*. Web. 04 Mar. 2017.



Similarly, both my partner, Subin, and I wish to use the same method of our collaborative project involving interaction with an audience and a performance in relation to its process with a set of rules in place. Our similarly intertwined themes: Storytelling & Creativity can both be underlined this way as the freedom for both of us to manipulate as well as the collaboration with an audience tells a story and brings new meaning and experience to the piece as well as the use of complex creativity by multiple individuals. We were also inspired to use a digital projector for overlapping or overlaying images with outside influences as well, similar to *Vision of Wonder*.



*Connection to Our Work*

critical investigation

# Ideas & Intentions

- Challenging the idea of society being obsessed and captured with social media and appearances.
- Reflects Amy's idea of performance addiction (constant need to be entertained)

## Idea 1:

Use of digital projector projecting us both scrolling through instagram photos on a mannequin (conformed to the stereotype of a thin waist and full chest and behind). There is also the absence of hands, a part of the body for practical use such as eating, putting on makeup, or any action really. This conveys how materialistic and reliant on appearances society currently is, especially on social media as only the 'highlights' are posted.

## Final Idea:

Use of digital projector projecting computer camera on mannequin. Through using a camera, both us and the audience can be directly involved in the images projected on the mannequin. Throughout the performance my partner and I will participate in waving our hands in front of the camera and encouraging others to go in front of or participate in the live performance documenting the process of our performance involving the camera and the audience and us. Additionally, the double projection results in a dreamlike and almost hypnotizing effect with whatever appears in front of the camera jumping to different warm and cool colours and multiple hands appearing to follow the first hand projected as if in slow motion which we thought was very interesting to explore and develop further to create a more meaningful performance

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