Self-Directed Research

WHAT HOW WHY

For the self-directed research I continued the ideas I was working on last year concerning memory and the digital. These have related subject that I worked on. I've been collecting and experimenting a lot with different forms of expression. It hasn't become a concrete work yet.

Future Memory

I was thinking about how I could visualise the predictive nature of communication through social media like WhatsApp. I collected my frequently used emojis over the past 3 months. With autoscript I generated 'future diary' entries my phone would predict. In the green screen studio I made some video's of 'life' emoji's like aubergines and peaches (very meaningful emoji characters).


Memory on Stock

Memory on stock is an idea I thought of during the Utopia / Dystopia project. Starting point is the future of generative memory. What is a memory worth if you don't have images with it that are not yours. How does stock footage take over the story and what is the meaning of the image in that sense.

It's in many forms a construction. The construction of a memory, the construction of a story. But it's gonna be a voice over with found-footage (archive, stock-footage, screen-recordings.. Might be

some shot footage in there as well). The images must feel as a construction for as the voiceover, person who's narrating, will be shifting between different aspects of the story).
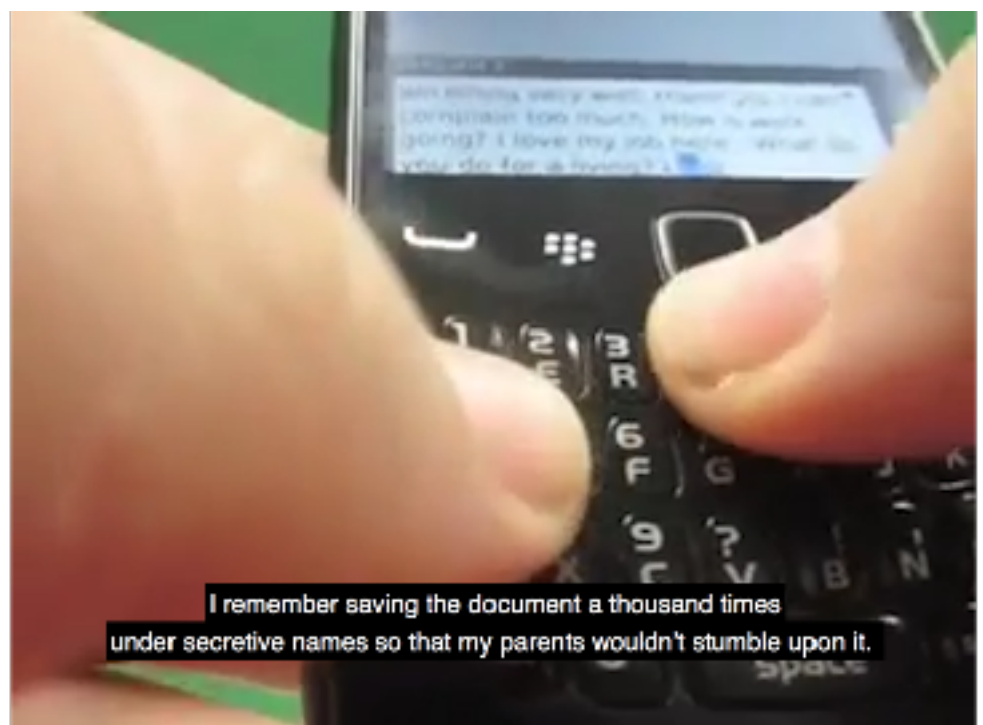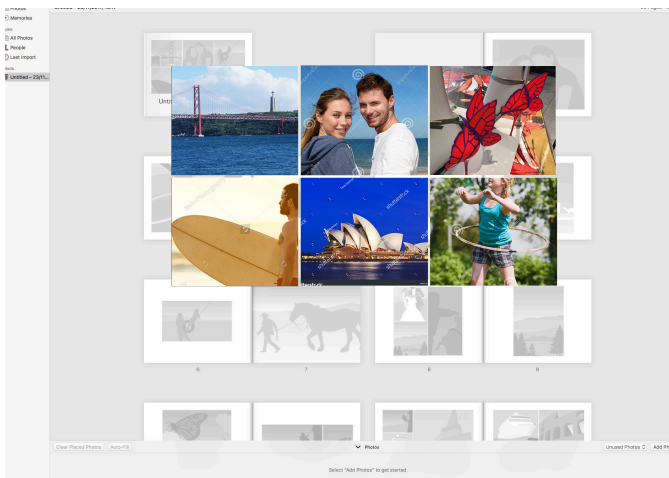
Photobook

WHAT HOW WHY

For the photo-book I had in total three different idea's.

Iphoto

My initial idea was linked to my other research concerning memory. I wanted to create a photo-book related to the generative iPhoto Book design. I started collecting stock images shown as in the example 'images' from the iPhoto Photo-books. I also started altering my own image of when I was young, placing them in different situations. I had the idea of matching all the images the iPhoto represented with my own images and exploring the meaning of a photo as a memory.

After realising my idea was unclear, and researching and developing it would take ages more, I thought of making a more 'simple' photo-book.

In perspective

During the camera workshop I made a camera that made a picture of two different sides of the same time. These images turned out pretty poetic. Looking upon these images the aesthetics reminded me of the pictures I took a couple of year ago with my old Exacta camera. I thought about bringing them together in a book. During my research for the phonebooks I stumbled upon some publishings of white pictures printed on black paper. I really liked this idea because it fitted together with the grainy, unclear quality and transience of the photographs.

I designed a book where the photo's from the self-made camera were printed on see-through paper. This gave the two different sides as a double exposure another layer, now you can slo see through the images and see the images behind it. The exacta images I wanted to print on black paper. I made a selection of photographs that also showed two sides of the situation. On the one hand you had the subject, one of my ex-boyfriends or ex-flirt, and the view around it (a window, a view, a location, etc.).

After hours and hours of trying to print on black paper together with the printer guy (on all different printers). We found out it wasn't really possible to do. So I made a dummy of the exacta images on white paper.

Three Stages

After making the dummy of the previous photo-book I realised I spend a lot of time in the last weeks organising the iPhoto program on my computer. I will never see myself as a photographer but I stumbled upon a lot of images I made over the past years that never really got a spot. Seeing other people's photo-books and realising it would be nice to give these pictures some purpose I started designing my third photo-book. Only during the assembling and organising of these photo's I realised a certain thematic and style in the photographs I made. I guess in all the work I make humour plays a big role.

From this (most classic) photo book I also made a dummy version and prints.
It's called three stages because I initially saw a repetition in form. Subject, object and environment related pictures. In the end the last two were merged together.

Camera Workshop
WHAT HOW WHY

During the cameraworkshop I made a camera that takes pictures from two sides at the same time. Through two mirrors attached to the lens it takes an image from both a left and right angle, and with that double exposes the image on the film. Initially I had the idea of making both these images with a different color filter so you could see the images separately from each other if you looked through these filters. Also in the ideal world these two angles would be shot at the same time, but since my shutter didn't work I had to manually expose each sides.
In the end the pictures turned out quite okay.

Prototyping
WHAT HOW WHY

For Prototyping I was thinking about making images in images. Using green screens in an open environment, showing the opposite image of what is shown, like a mirror.

In the end I was thinking of combining the prototyping and the camera building in that way.

Prototyping didn't really work out to be a project on itself.

For the glitching day I altered a google street view image of the house where I grew up in.
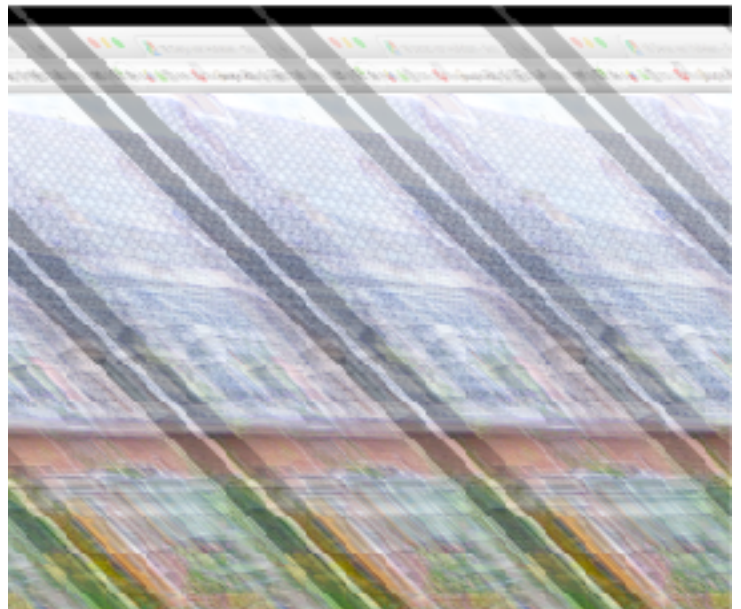
EYE
WHAT HOW WHY

The Eye project and my self-directed research are closely related. For the eye project I pitched an idea for a short film made of stock images and found online footage. This would tell the story of someone who get's lost in memory. The eye project will be about the construction of memory.
In this age we find ourselves more and more knowing where to find information instead of actually knowing the information. Research revealed that people who made a photo of an object remember less of the actual object then people who were 'just looking'.
What does our connection and reliability on our technical devices mean for our memory?
What does it mean to for our individuality if we let alghoritms define our 'most important moments of 2016'. Are we slowly but surely moving towards an homogenic hump of memory?

For now I did some visual research by making some test-edits and tryouts. I still don't have a clear idea of what the work is going to be.

I went from green-screen studio to screenwriting… I have done a lot of stuff concerning memory and the research for it. It all touches different subjects that are related to each other.