

Project 1:

What

Watch this space is a looped video installation that is embodied by an abstract polygonal model situated in a dark environment, which is the host of the casted light. The video projections are created as such that they are the sole variable in how or what the viewer can see.

How

The projections use various techniques to create illusions in order to affect the viewer's perception by modifying the form and structure of the model itself. More precisely, the loop starts with displaying edges of the model, but at this moment the viewer can not see the depth of the model. Therefore, in the initial stage, the model is displayed as a two-dimensional plane. In the next section, the screen becomes three-dimensional as the depth of the model is highlighted by shadows casted by artificial moving lights. In the third, and final stage, the model's structure is they point of play, first showing the inside of the model and then it's wireframe.

Why

The video installation's purpose is to explore the manipulation of space and its perception.

Project 2:

What

Rolling Cluj-Napoca is a documentary film about the development of the aggressive inline movement in Cluj-Napoca, Romania in the early 2000s. The story is told by five riders that were part of the movement in its forming stages, and uncovers the difficulties and conditions that they were faced with in trying to practice this sport in a post-communist country.

How

The film follows five riders as they share stories about how it used to be. A film made by a couple of the riders in 2002 is also presented throughout the documentary as a reference, both visually and in terms of context. This idea of going back is one of the stronger points in the documentary, and therefore, besides the film mentioned above, the interviews are also held in locations that used to be, or still are, spots that the riders used to skate. An additional element to the documentary, is a skate-film section that is intercut throughout the film. This element is current, and showcase current riders showing their tricks in new and old spots. All of these elements, combined with the words (stories, selected as the more general, but poetic, and in a very subtle way content specific) of the riders themselves and a folk influenced hip-hop soundtrack create a nostalgic film, relating the conditions that these people were faced with while growing up.

Why

While this documentary film is specifically about skating, on a sub-level it is actually about the westernization process of the countries on the easter block, therefore the

skating element takes the form of a metaphor. This in turn makes the whole movie more accessible, being able to apply the concepts to almost any circumstance that deals with development within harsher times.

Project 3

What

Man with a satellite is a collaborative black and white animated video.

How

The video is created using images from Google Maps (satellite view) and Google Street View, manipulated digitally to be rendered by a collection of particles, displacing them into space to recreate a three-dimensional view from a two-dimensional source. This technical trick was used in order to allow the flat images to take life in order to create a space through which a virtual camera could travel through.

Why

This animated video is created as a response to Vertov's *Man with a movie camera*, and it tries to respond to both the technique and the concept that Vertov develops with in his film. In terms of technique, we asked ourselves, what are the possibilities of today, and the answer became that using a digital lens, and the information available today you can travel to just about any place around the world. Secondly, Vertov films the day-to-day activities, the mundane life, and we thought that there is nothing more mundane than Google, and that's why we used their tools.