

Stepping on the Light

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URL <http://spatula.ca/sotl>

KEYWORDS *Avatar, Cartesian space, display scales, experimental video, installation, mobile media, soundscapes, virtual*

ABSTRACT *Stepping on the Light* is part of a series of works exploring the creative potential of extremely portable digital devices. This work was shot with the camcorder feature of a credit-card sized digital camera and explores two extremes of video display scales: that of pocket video recording, and that of large scale projection. The protagonist of this video is modeled on the notion of an avatar in a virtual space, only this avatar is wandering “real space” (downtown Chicago) in a semi-virtual environment (video footage). The duality of the layered image aims to illustrate the split-subjectivity of the real and the represented walker/avatar navigating in a not-quite-aimless fashion through the Cartesian grids of the urban matrix—grid-space redolent of game environments. Traditionally, Cartesian coordinates have aimed at: *Control, Predictability, and Accuracy* in the modeling and manipulation of space. The approach of the protagonist in *Stepping on the Light* is to highlight the embodied and pleasurable aspects of navigation. The noise in the imagery, an effect of the technology of portable image capture, is reproduced in the soundtrack, which marries noise and video game soundscapes.

IMAGES

The online presentation contains numerous jpegs, any of which can be dragged off the window and onto the desktop, depending on editorial needs.

TECHNOLOGIES

On the video production side, the work utilizes the video recording feature of an ultra-portable, credit card sized pocket digital camera. Video post-production was done using Final Cut Pro as the editing and effects processing application. The soundscape was composed with an array of soft synths and mixed in ProTools. Installation presentation involves stereo sound and video projection in a large, darkened space.



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BIOGRAPHY

Michael Filimowicz is an interdisciplinary artist working in the areas of sound, experimental video, net art, digital photography, creative writing, and public art. He received his MFA from the School of Art Institute of Chicago, and is on the faculty in the School of Interactive Arts and Technology at Simon Fraser University.

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COLLABORATORS ON THE ONLINE PRESENTATION

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NOTES

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