

Trace

8:46 | hd | stereo | 2013

Trace is a single channel experimental film that examines the dynamic nature of memory – specifically the notion that long-term memories are not static or unchanging instead subject to eternal manipulation and revision each time they are remembered.

I have sought out and recorded evidence of natural occurrences / varied memories of past events in both a city and in the countryside - memory traces that unless examined closely would go unnoticed. The intention was to document the aftermath of great change or unseen release of energy (survival, death, birth, growth). I have isolated elements of the scenes from their current location and recreated the perceived movement of the past event in the artificial environment of the computer by digitally drawing over the live video. These recreated traces, now with a different scale, have been virtually 'pinned' back into the original video space as static forms. During this process, I became interested in the Victorian fashion for insect collecting and the meticulous detail and order to the finished display. The audio was collected and reconstructed in a similar way - blending artificial audio sound effects found online with real-life recordings taken from my original footage.

The nature of the work suggests further that, in evolutionary terms, it makes sense for us to update our memories as this allows us to adapt to future threats or uncertainties as well as learn from past mistakes. In the work, the reconstructive nature of the process, ultimately mirrors the fragile nature of memory – our past continually being updated to fit our present context and knowledge.

Trace was supported by Glasgow Visual Artist Award 2010/11.