

Saturn Return | multichannel video | 5min

Saturn Return (2019) is a large-scale urban public video artwork displayed outdoors with an accompanying surround soundscape at the International Symposium of Electronic Art 2019: Lux Aeterna, Asia Culture Centre, Gwangju, South Korea.

Research Background

The field of video synthesis developed in the 1960s. Artists such as Eric Siegel shaped live analogue video feedback that conformed to philosopher Henry Bergson's (1889) notion of consciously experienced time. That is, generating a perception of continuous and indivisible screen time, overriding the temporal units of video as frame, shot and scene. More recently, artist Barbara Doser (2007) shaped recorded analogue video feedback using digital post-production tools to generate artworks that also unsettle discrete notions of screen time. My research asks: can digital video feedback be manipulated to deliver a perception of continuous, indivisible screen time?

Research Contribution

Saturn Return builds on the existing creative research by extending the field into a purely digital context, contributing innovative practices in video synthesis. Digital video was synthesised using a feedback system comprising a smartphone, Apple TV unit and digital monitor. Using digital post-production practices that reordered the discrete packets of time inherent in the structure of digital video, the video was divided into odd and even frames, and recombined to create pulsing visual forms that obfuscate these divisions and instead deliver a perception of screen time as continuous and indivisible. The result of this creative-practice research is of interest to artists and researchers in time-based creative screen media.

Research Significance

Saturn Return was selected from over 500 submissions for the Juried Exhibition at International Symposium on Electronic Art (ISEA) 2019 curated by Nam Hee Park. Saturn Return screened outdoors for the duration of this major international event that fosters interdisciplinary academic discourse at the nexus of art, science, and technology. The work was experienced by a large public audience, counted in the thousands.

Link to documentation of work:

<https://vimeo.com/618422985>