

Unit 3

"How can different visual rules turn a moving action into a static image?"

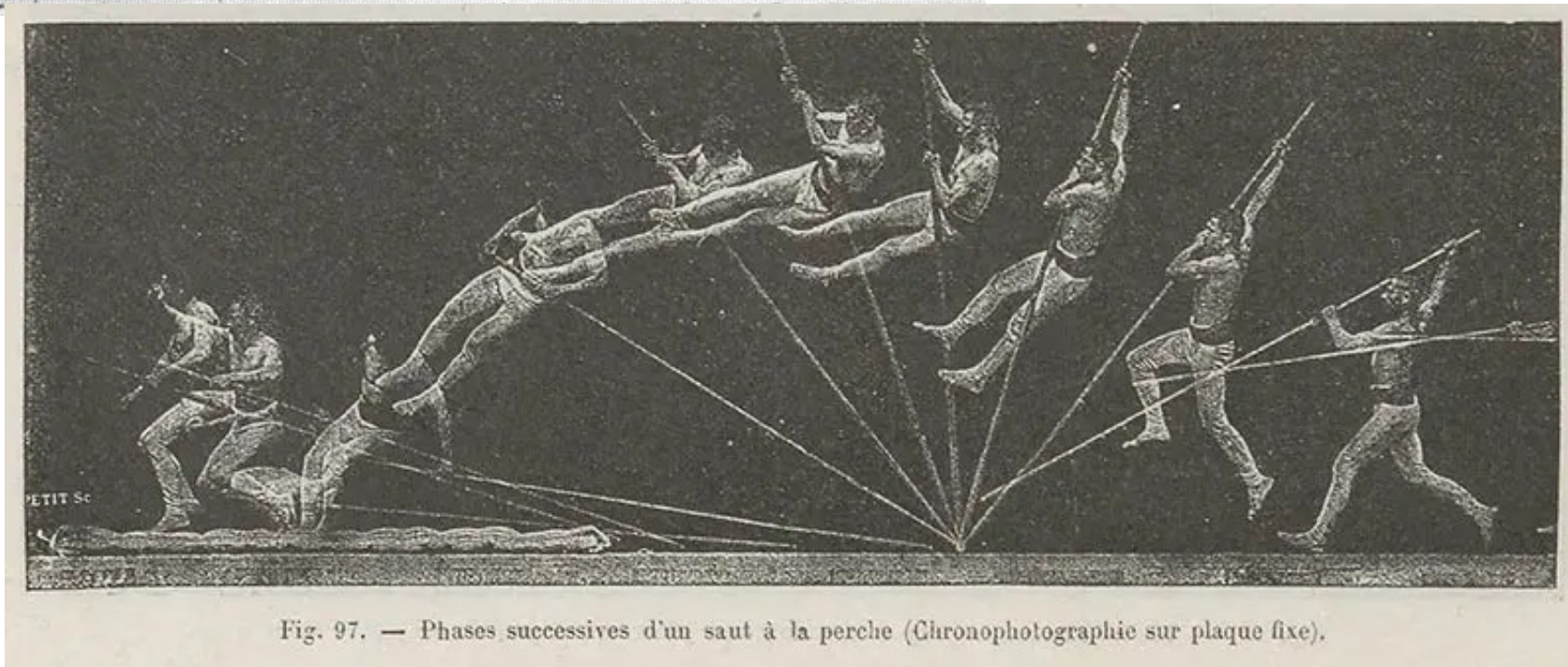
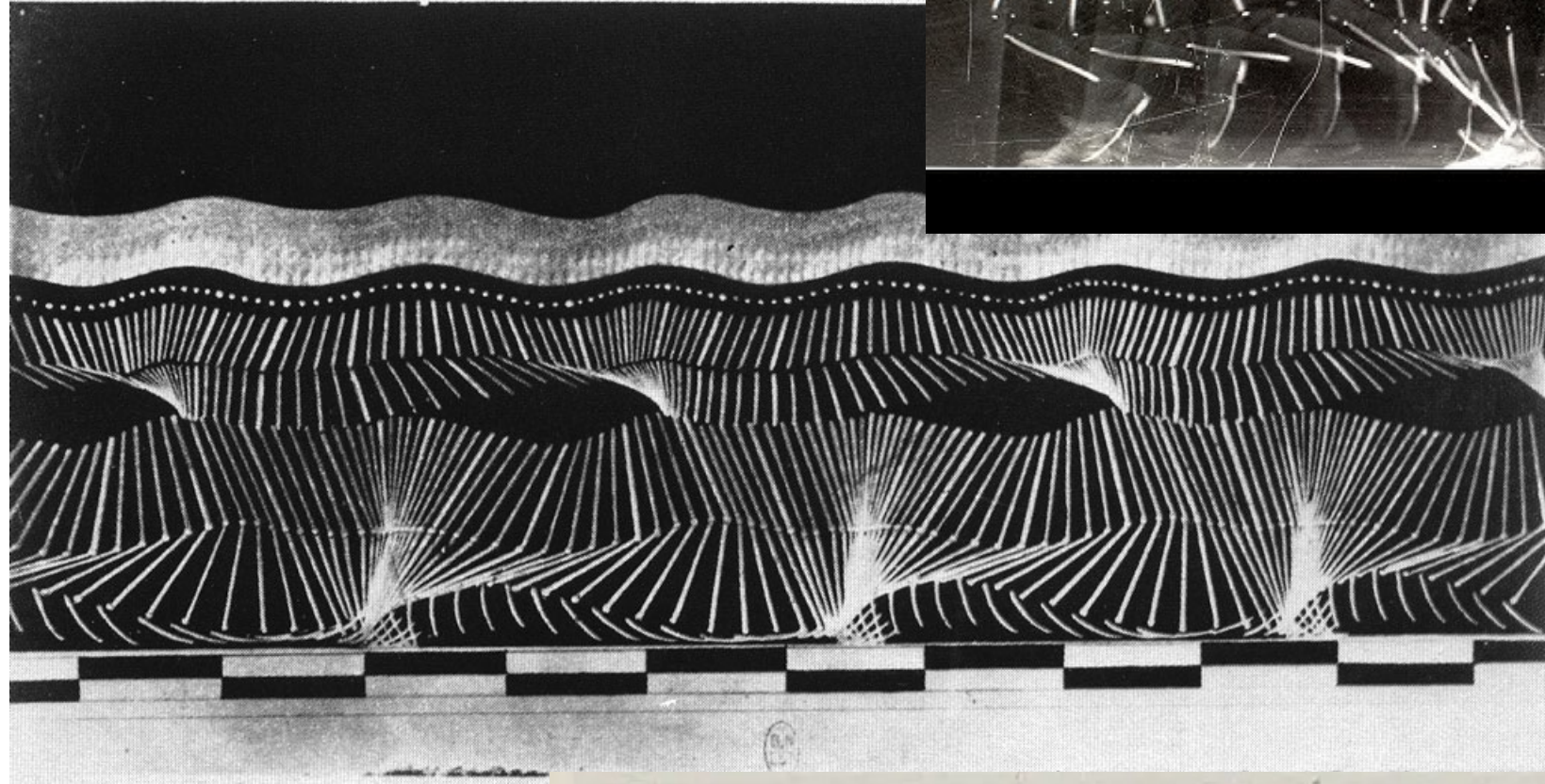
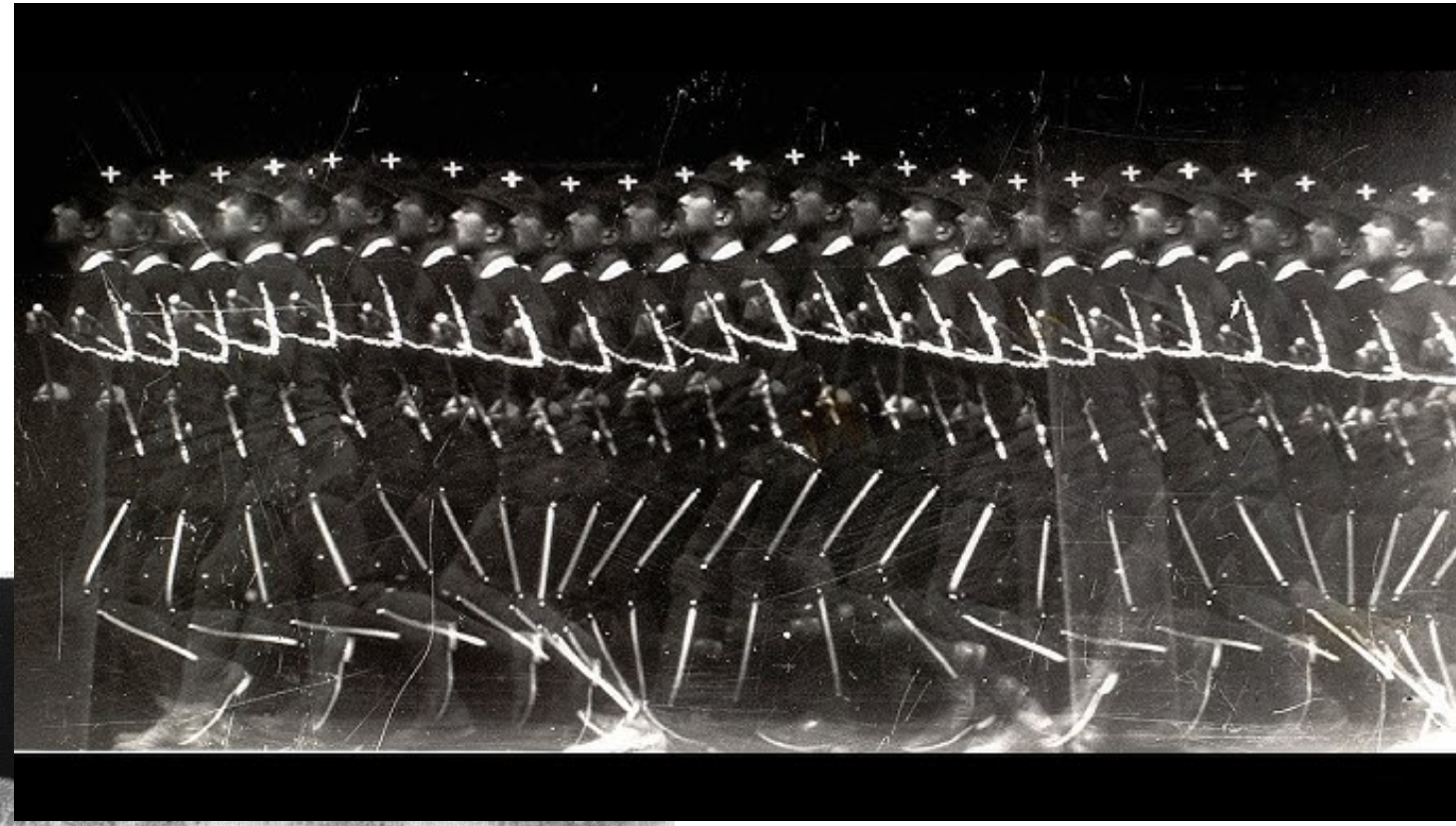


Fig. 97. — Phases successives d'un saut à la perche (Chronophotographie sur plaque fixe).

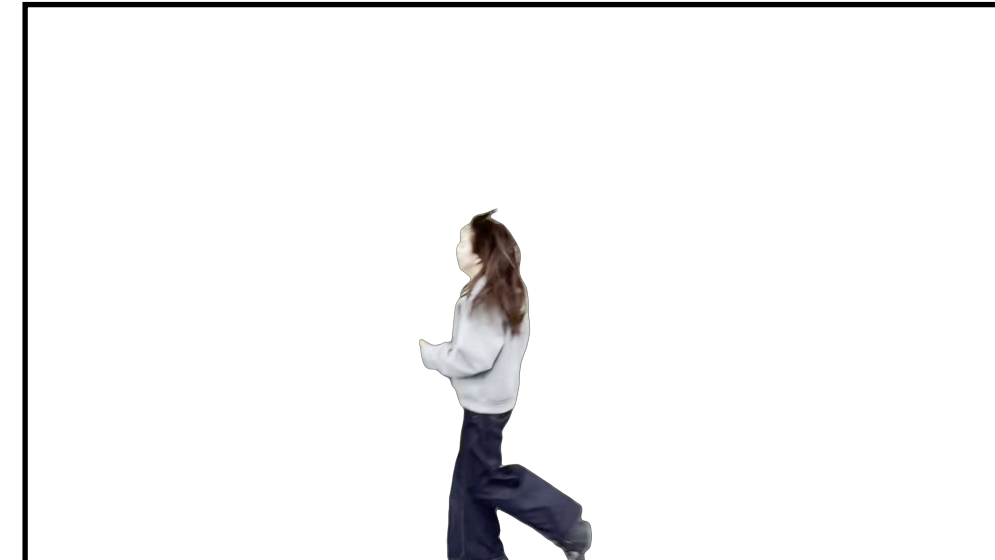
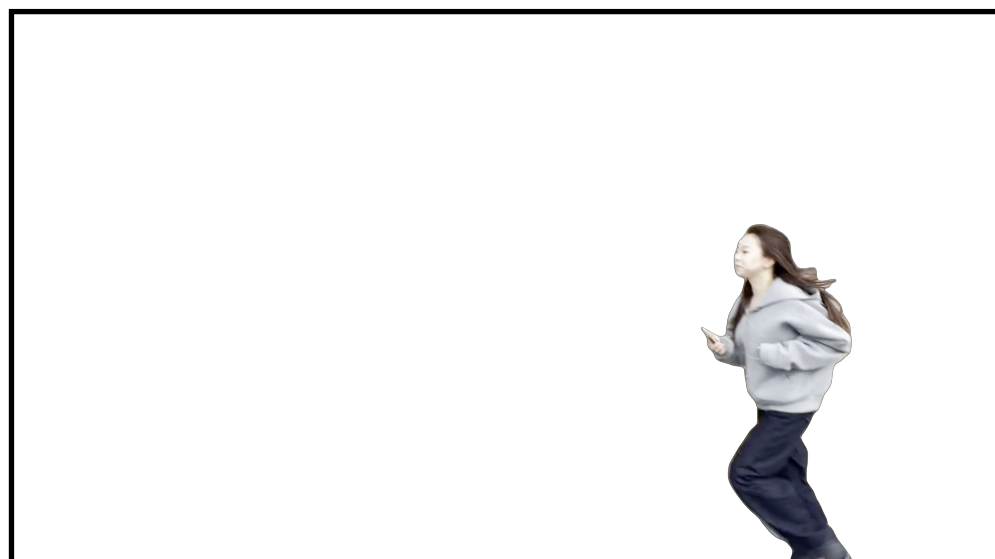
Returning to the Action: Re-thinking how a movement can be presented beyond a video.

Visual Method: Borrowing Marey's technique of mapping motion onto a single 2D plane.

The Goal: To translate 3.6 seconds of running into a static, graphic language.

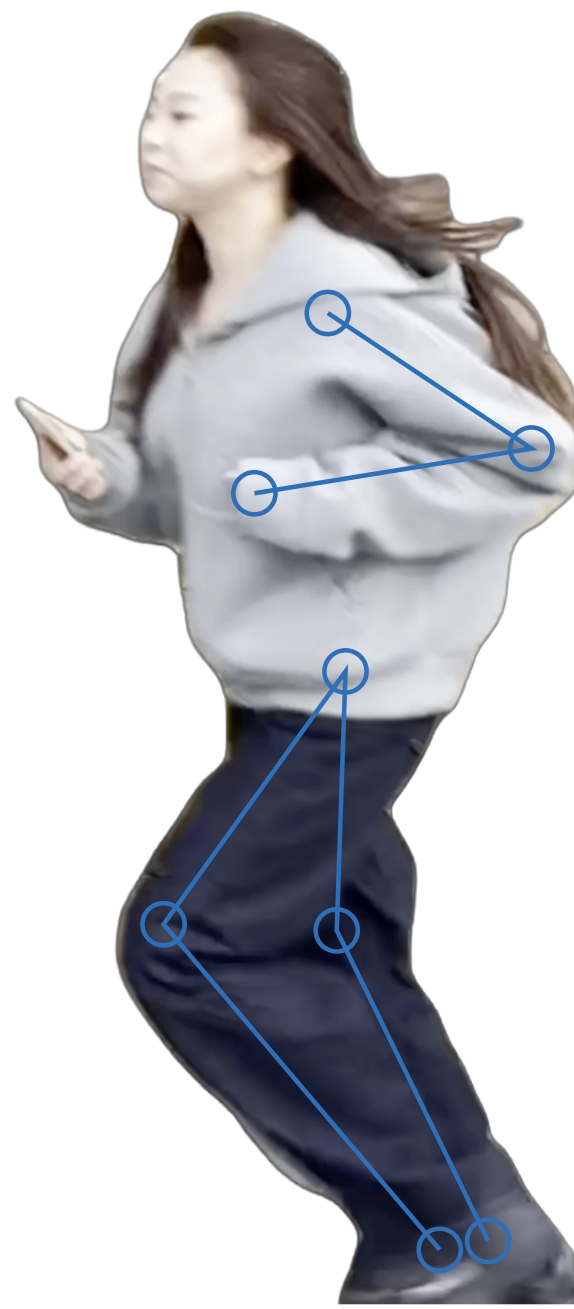
Inspiration: Etienne-Jules Marey







Silhouette



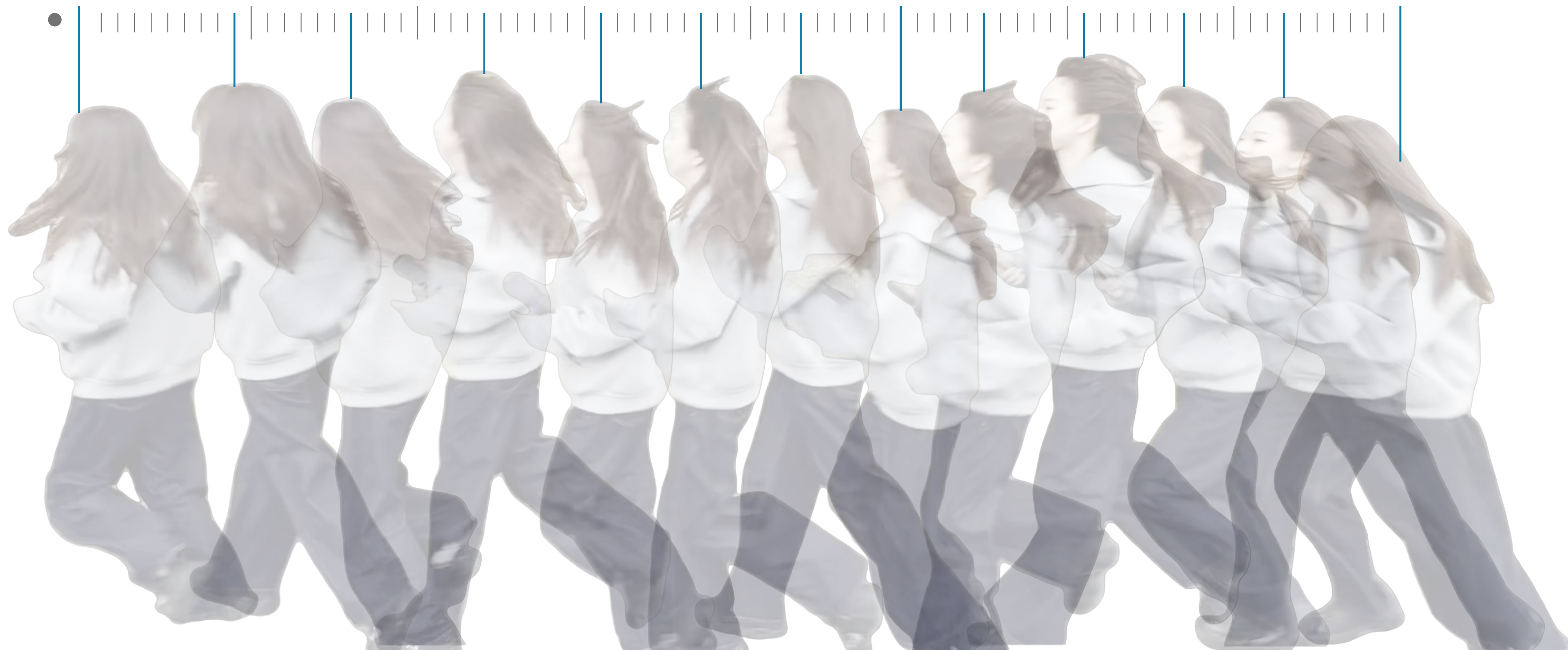
Skeleton

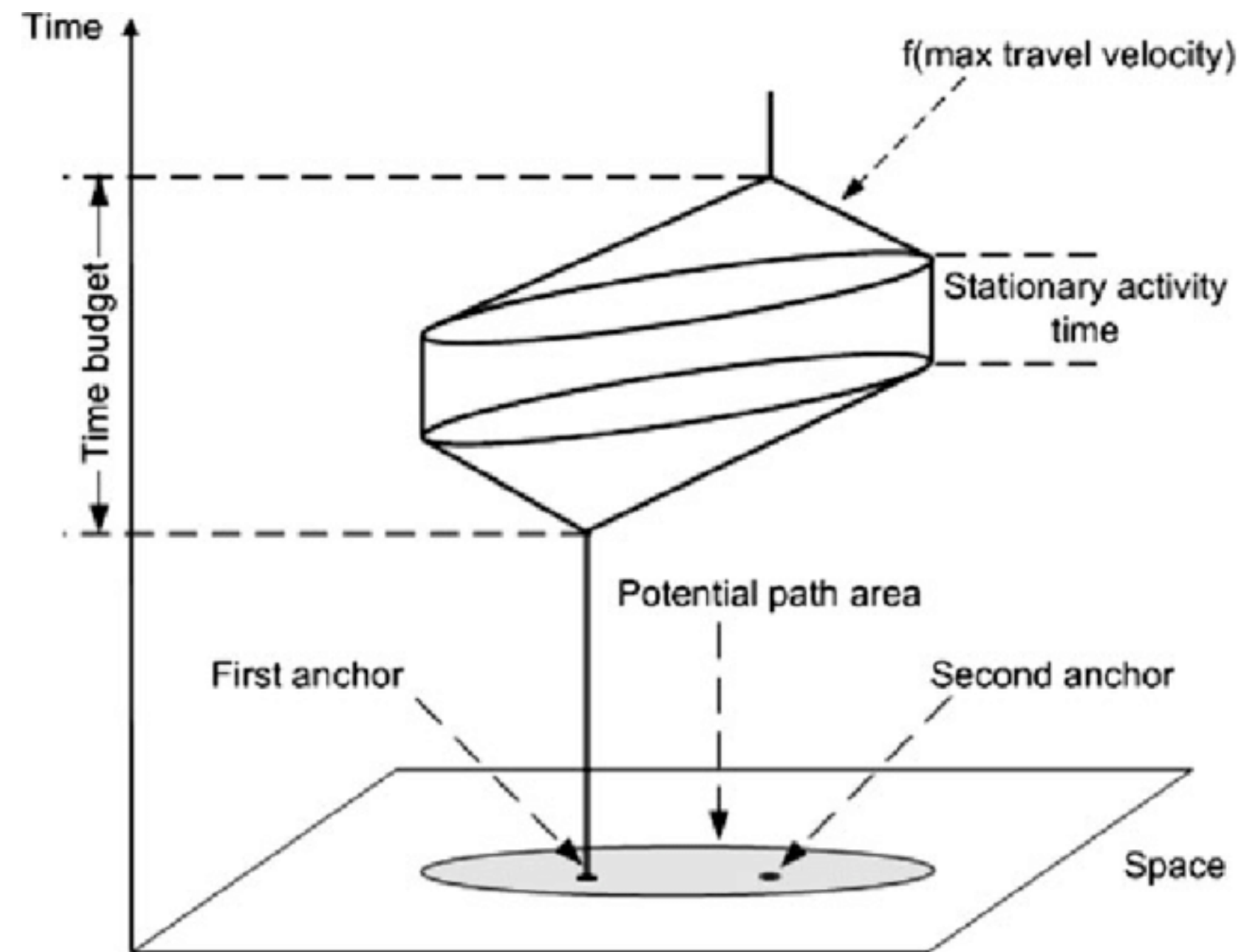


Envelope

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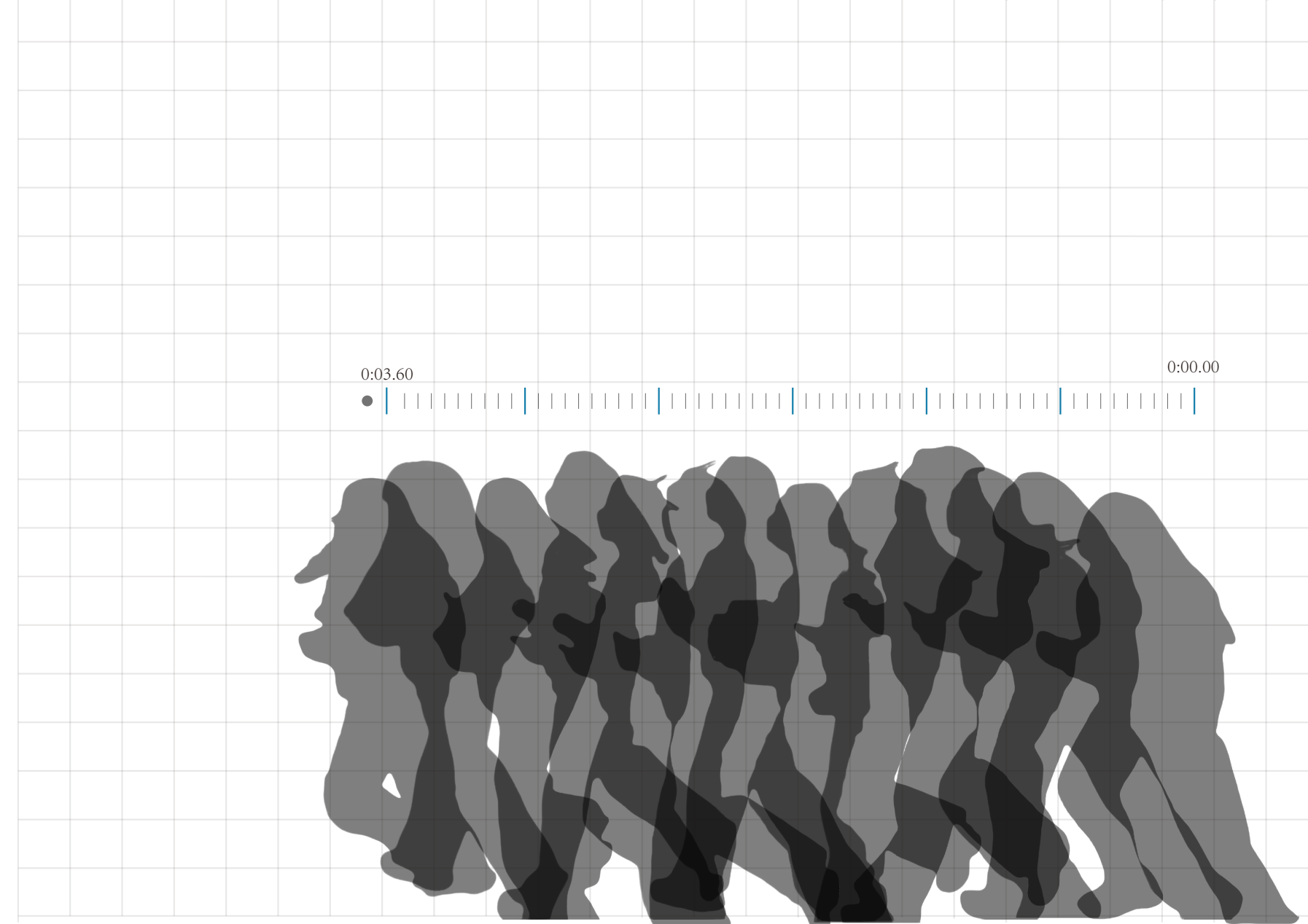
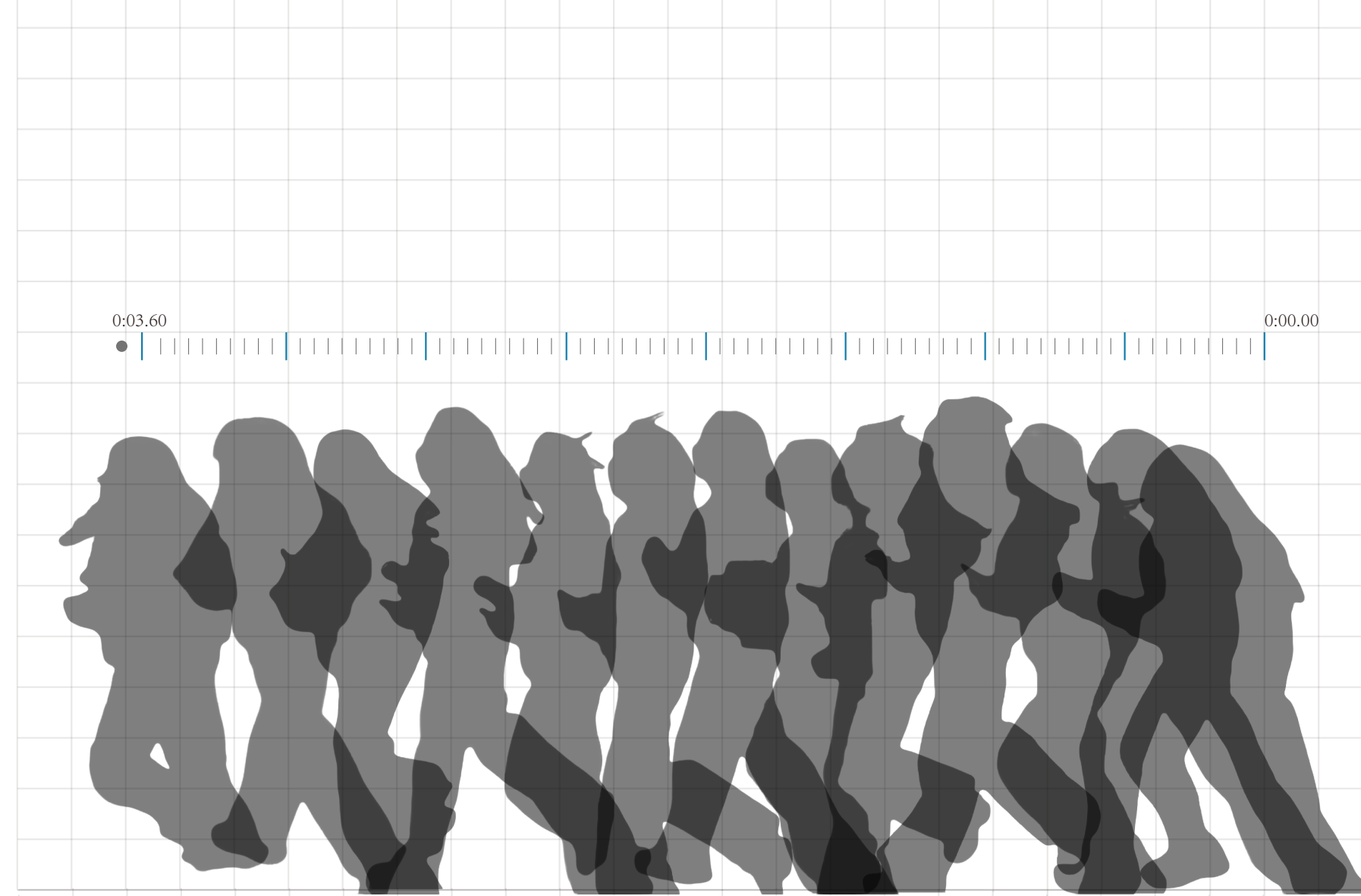


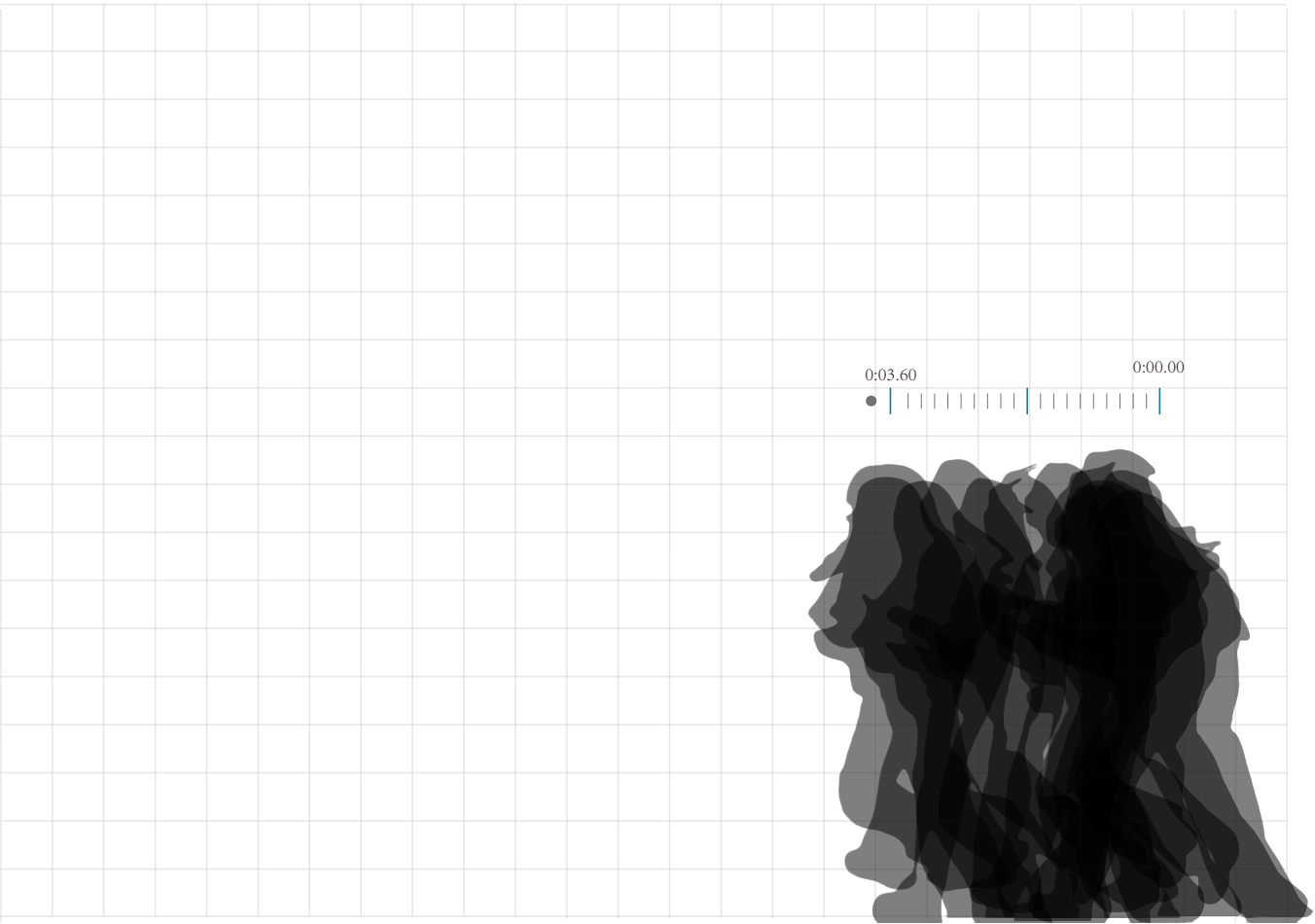
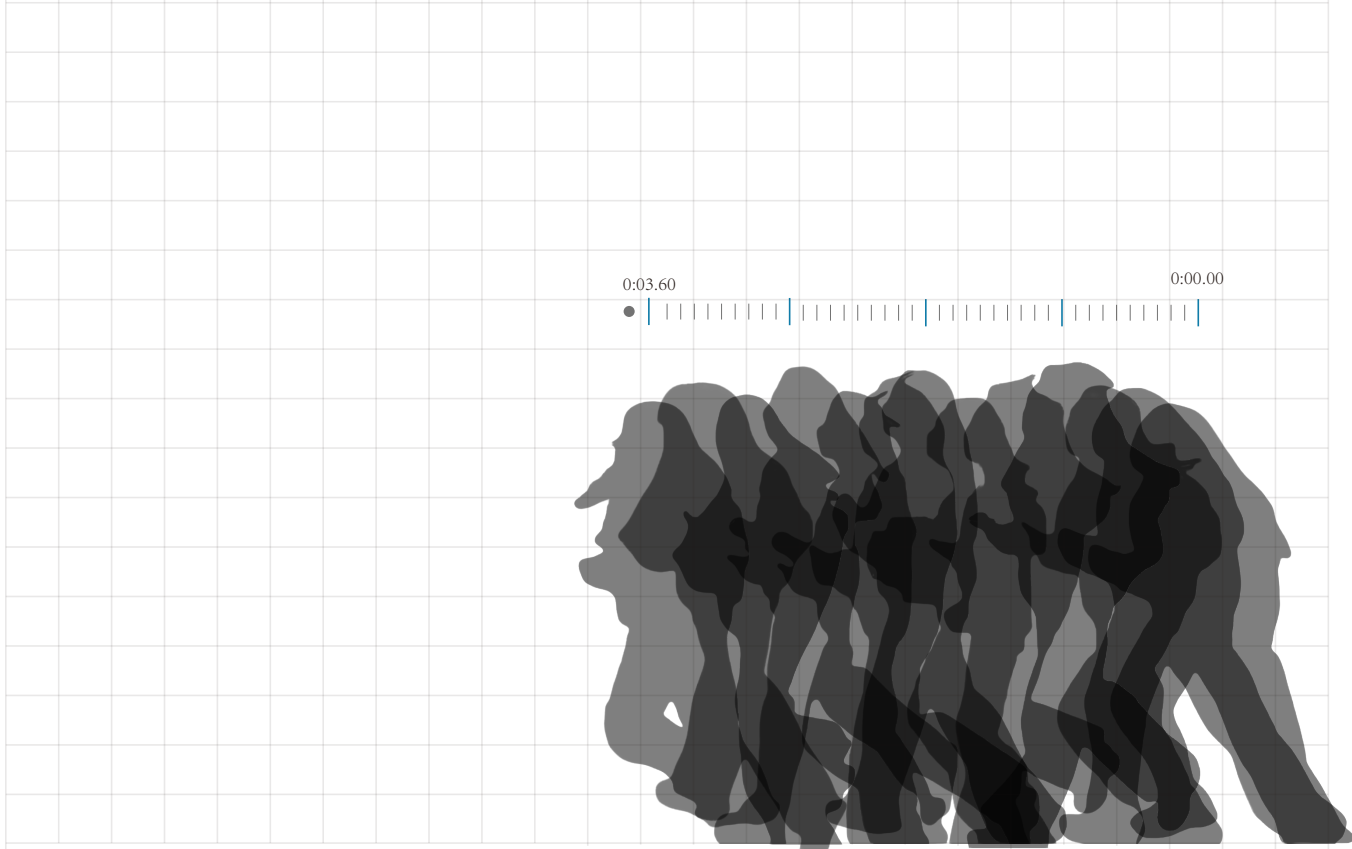
A New Perspective: Moving from "Individual Frames" to a "Continuous Path".

3D Path on 2D Surface: How to represent a 3.6s "Space-Time Volume" in a static image?

The Concept of Compression: Using flattening as a tool to see the entire movement at once.

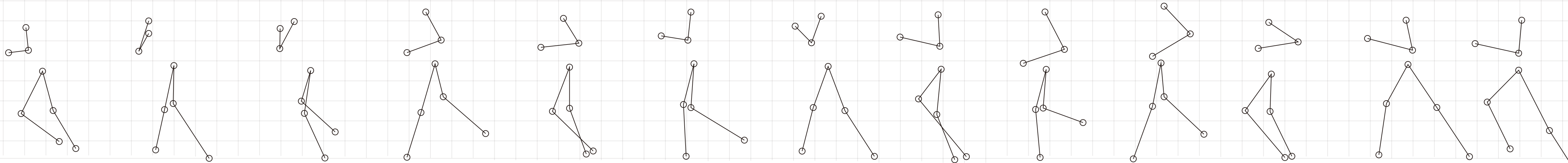
The Space-Time Prism (Hägerstrand, 1970)

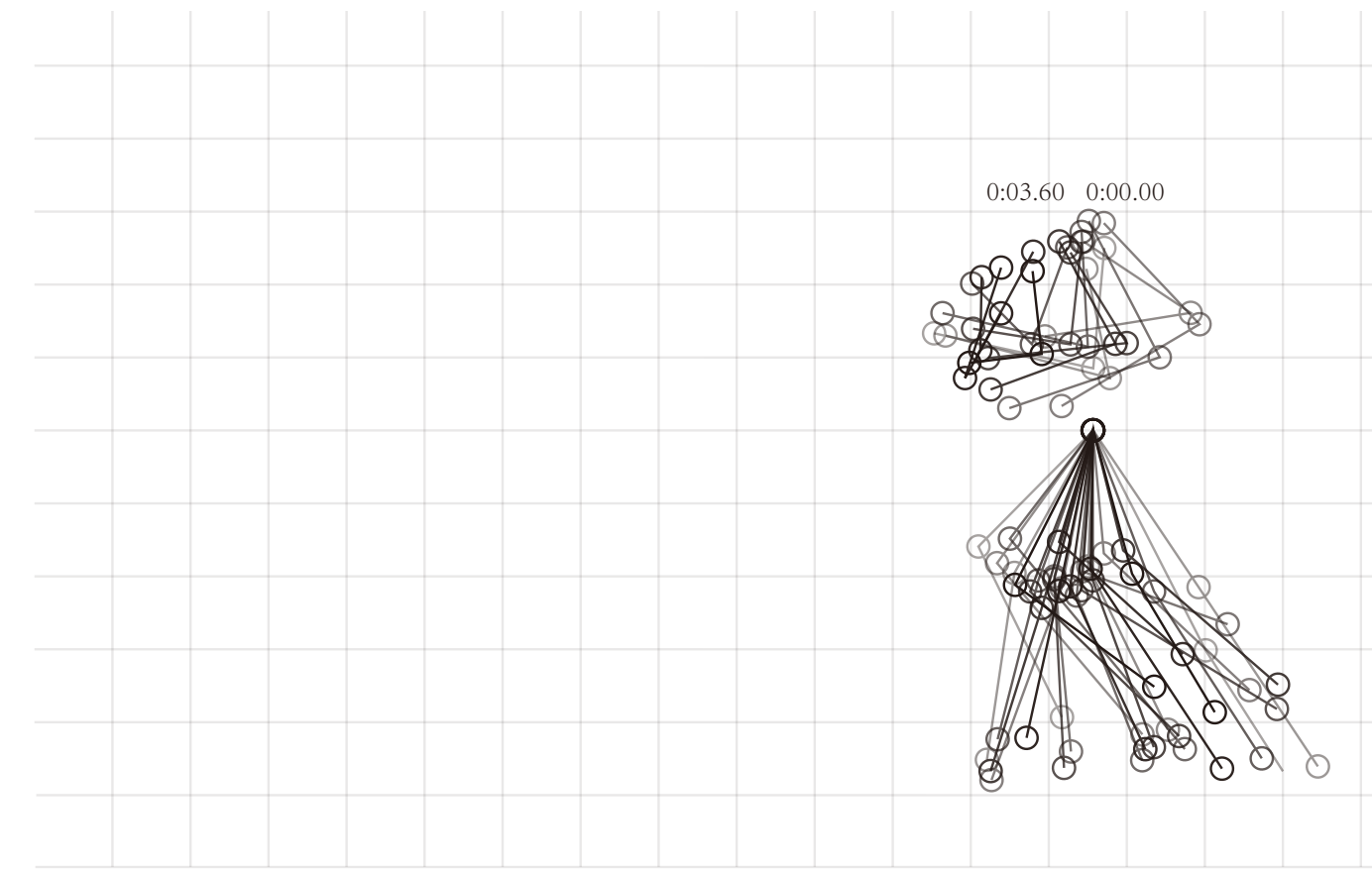
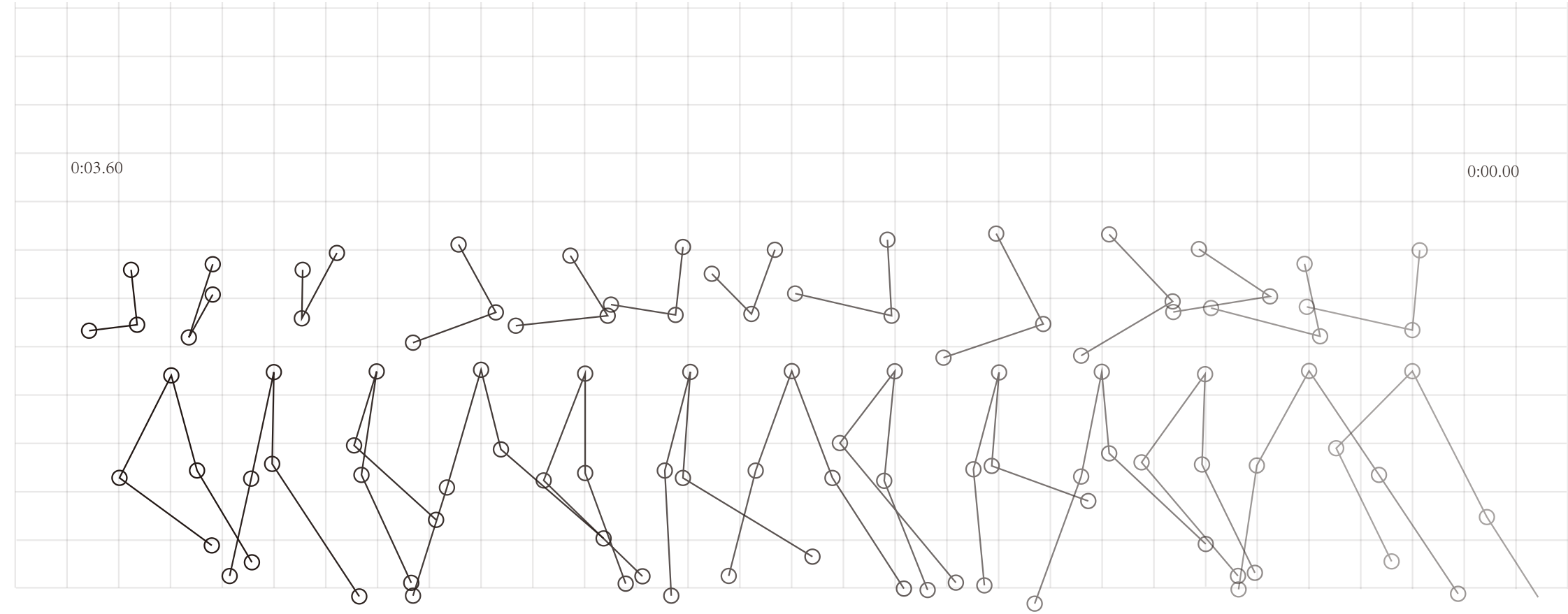
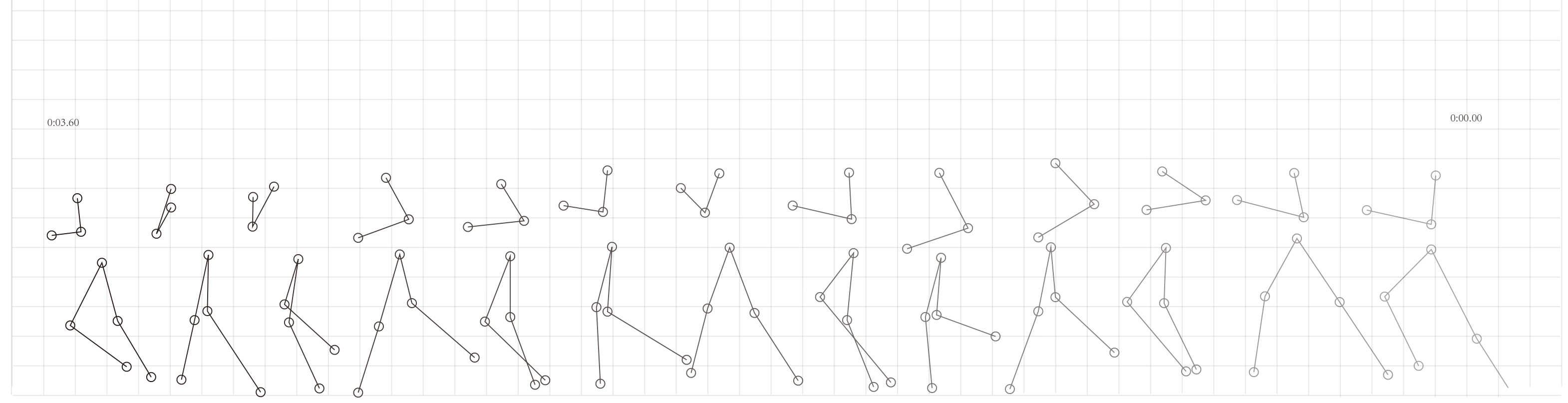


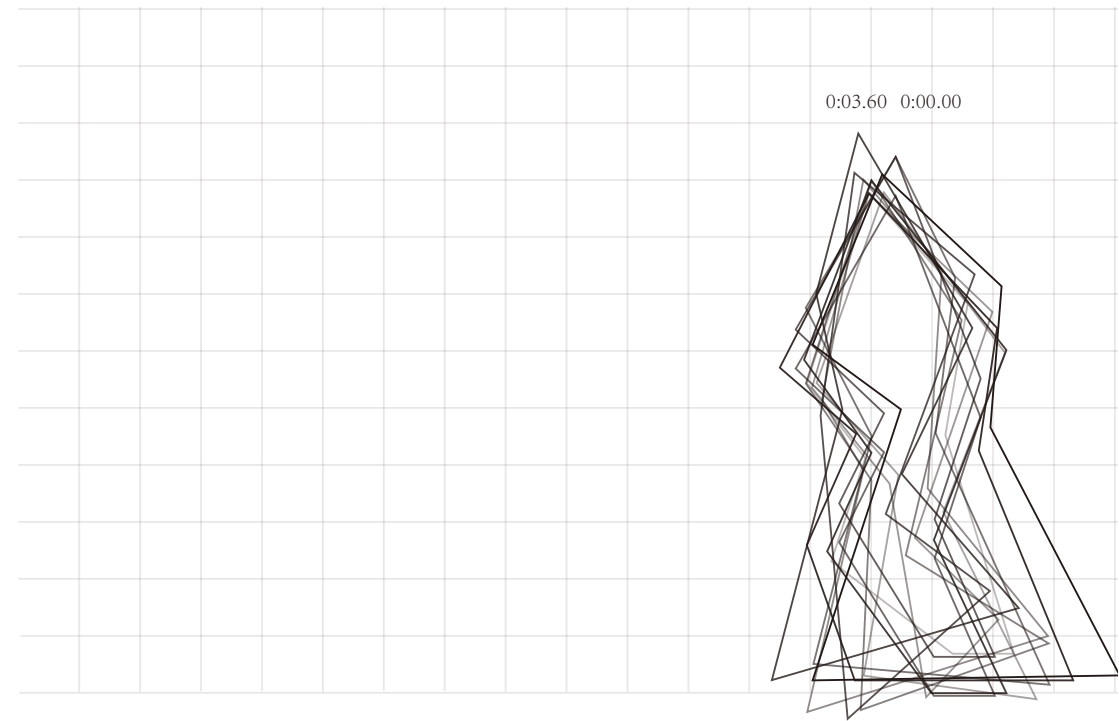
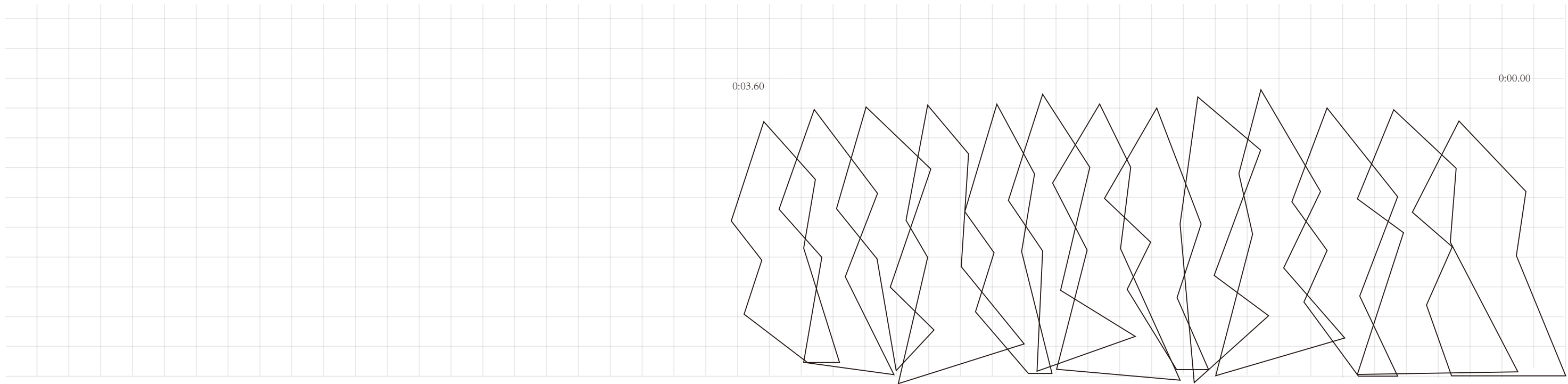
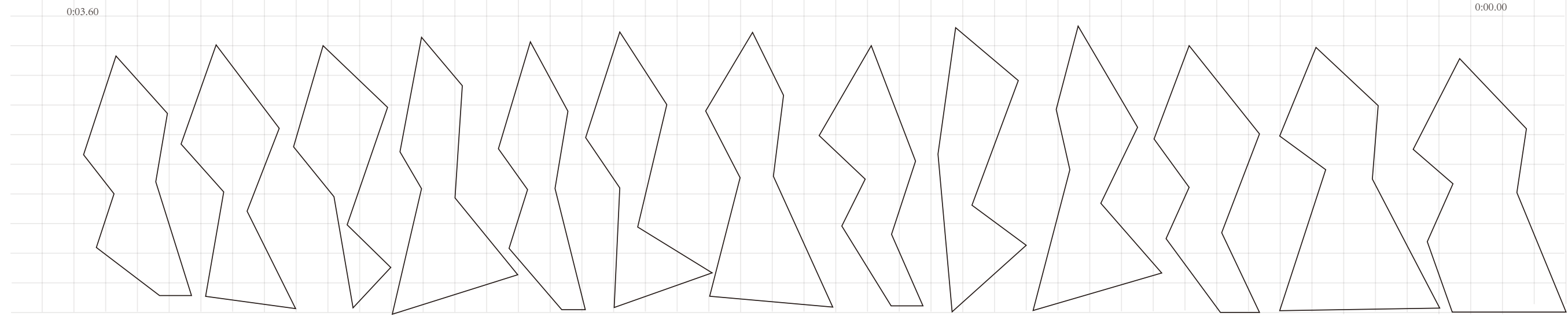


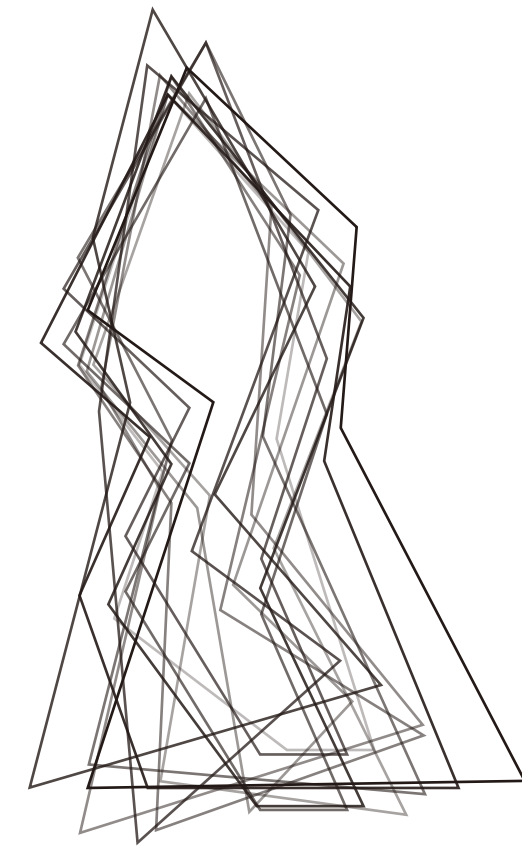
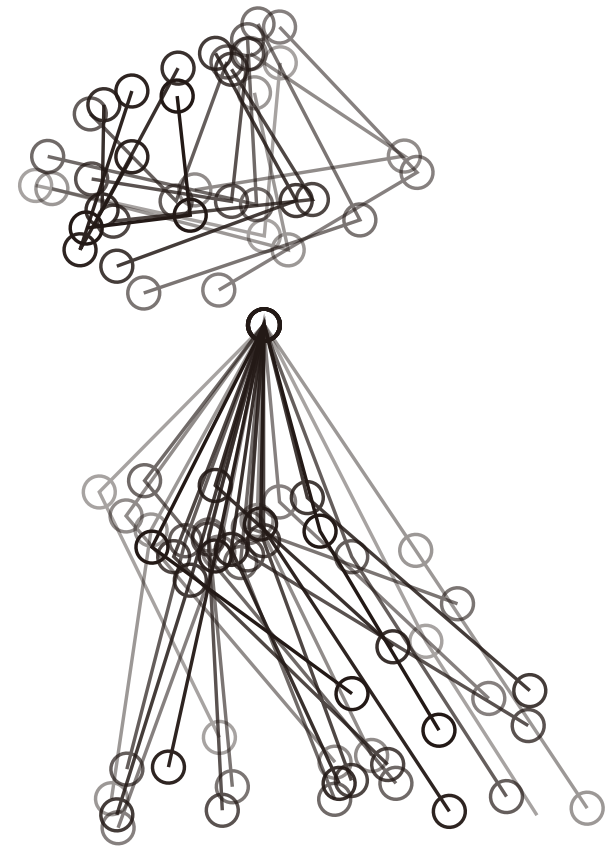
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Next step

- 1. Back to Motion?**
- 2. 2D to New 3D?**
- 3. Physicality?**