

Why

- **Why blocks?:**

- Control: blocks let me move time like pieces, not a fixed timeline.
- Comparison: the same past base can be tested with many present positions.
- Visibility: overlaps make the relationship between “then” and “now” visible.

- **My aim:**

- To show that the present act of re-watching can change how the past is read.
- To create a prototype where viewers can see multiple meanings from the same past image.

Turning point

Originally

- A private video
- A memory

Now

- Used as research material
- Pause / replay / slow motion
- Becomes “material” or “evidence”

Line of enquiry

“How does the present act of viewing change our understanding of the past?”

"How does the act of re-watching grant new meaning to archival footage through gestures?"

Project proposal

Context: My practice has shifted from passively observing video content to actively intervening in it. I argue that the "fixed" past (archival footage) is not static; it changes depending on how we touch it. In the digital age, gestures like scrubbing, pausing, and looping are creative acts that rewrite the narrative.

Project Outline: I am producing a **physical publication** that functions as a "kit" for re-watching my own memory.

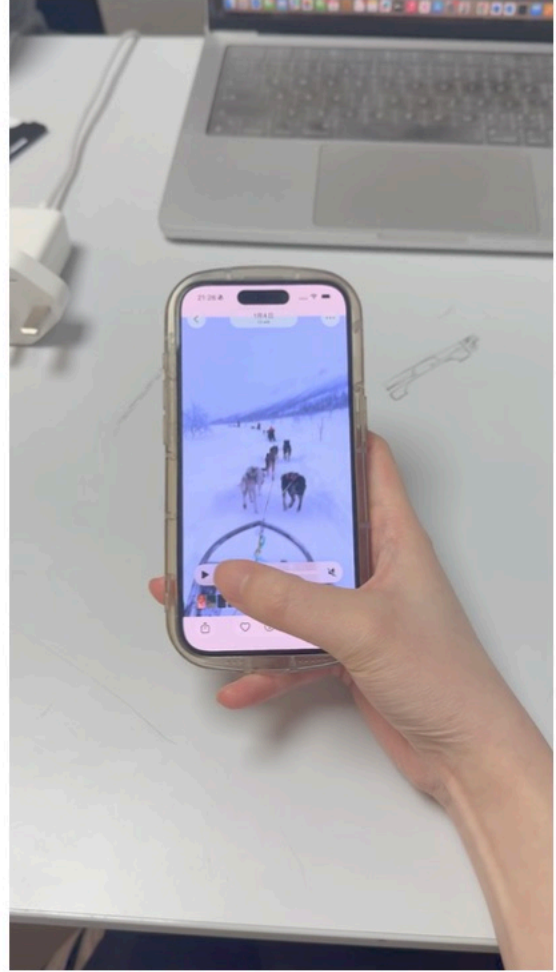
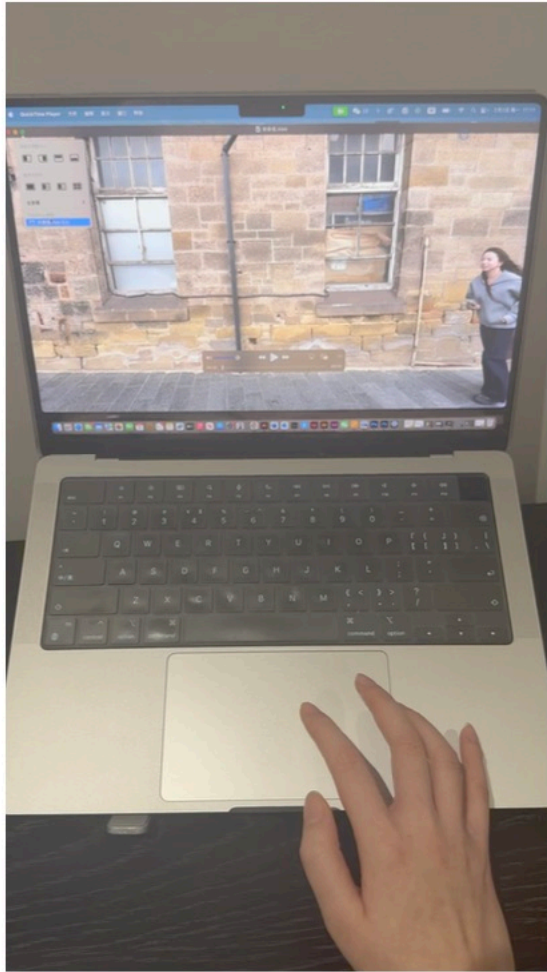
- **Format:** A loose-leaf book featuring a **split-page structure**.
- **Materiality:** I use **Tracing Paper** to print the gestures (the intervention) and standard paper for the video frames (the fixed past).
- **Methodology:** The project isolates specific hand movements—such as the "scrub" or the "pause"—and overlays them onto the footage to visualize how a simple touch transforms an objective record into a subjective emotion.

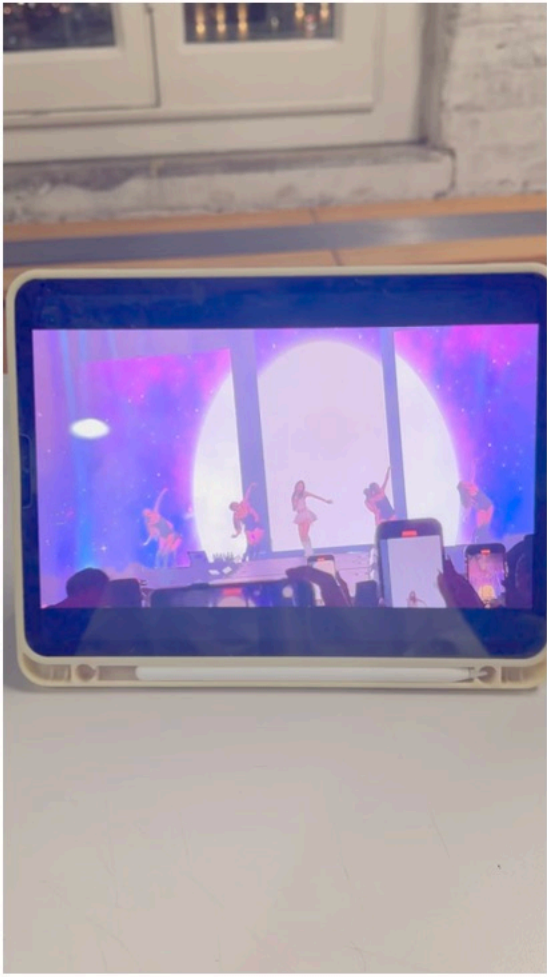
Identification of Audience:

- Anyone who uses digital devices—such as smartphones or cameras—to capture and revisit personal memories.

Specific Plans for Engagement:

- **1. The Baseline (Original Context):** The publication is initially organized as specific case studies. Each archival base layer (The Past) is paired with its **corresponding** original gesture (The Present), showing exactly how / manipulated that specific memory.
- **2. The Mix-and-Match Mechanism (The Interaction):** However, the **split-binding system** allows the audience to break this connection. They are invited to physically separate a "Gesture Layer" from its original context and overlay it onto a **different** "Past Scene."
- **3. The Core Experiment:** By recombining these layers, the audience actively tests the project's hypothesis. They physically demonstrate **how the present act of viewing changes the narrative meaning of the past.**





Scrub

Zoom in
/ Zoom out

